



02230: Program Security

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Basic Ideas

- A **program security flaw** is an *undesired program behaviour* caused by a *program vulnerability*.
- Work on program security considers two questions:
 - How do we keep programs *free from flaws*?
 - How do we *protect* computing resources *against programs with flaws*?
- Early idea was to *attack* the finished program to reveal **faults**, and then to *patch* the corresp. **errors**.
- Experience shows that this is not effective, and just tends to introduce new faults (and errors)!
- More modern approach is to use *careful specification* and *compare behaviour* with the expected.

IEEE Quality Terminology

IEEE Standard 729 defines quality-related terms:

- **Error:** A human mistake in performing some software-related activity, such as specification or coding.
- **Fault:** An incorrect step, command, process or data definition in a piece of software.
- **Failure:** A departure from the system's desired behaviour.

Note that:

- *An error may cause many faults.*
- *Not every fault leads to a failure.*

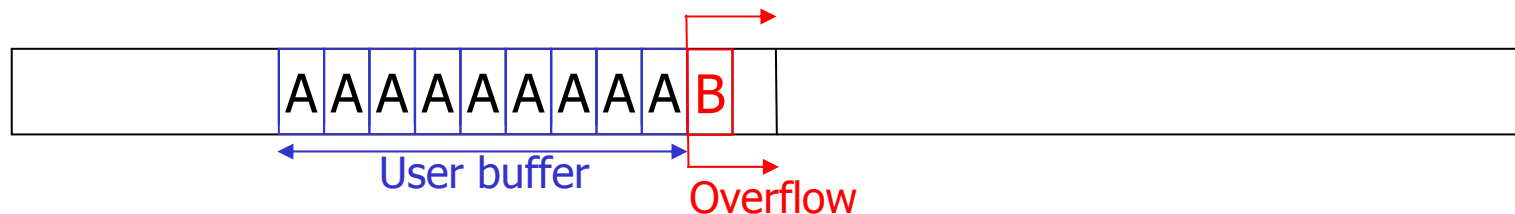
Program security flaws

Fall into two groups:

1. **Non-malicious flaws.** Introduced by the programmer overlooking something:
 - Buffer overflow
 - Incomplete mediation
 - Time-of-check to Time-of-use (TOCTTU) errors
2. **Malicious flaws.** Introduced deliberately (possibly by exploiting a non-malicious vulnerability):
 - Virus, worm, rabbit
 - Trojan horse, trapdoor
 - Logic bomb, time bomb

Buffer overflow

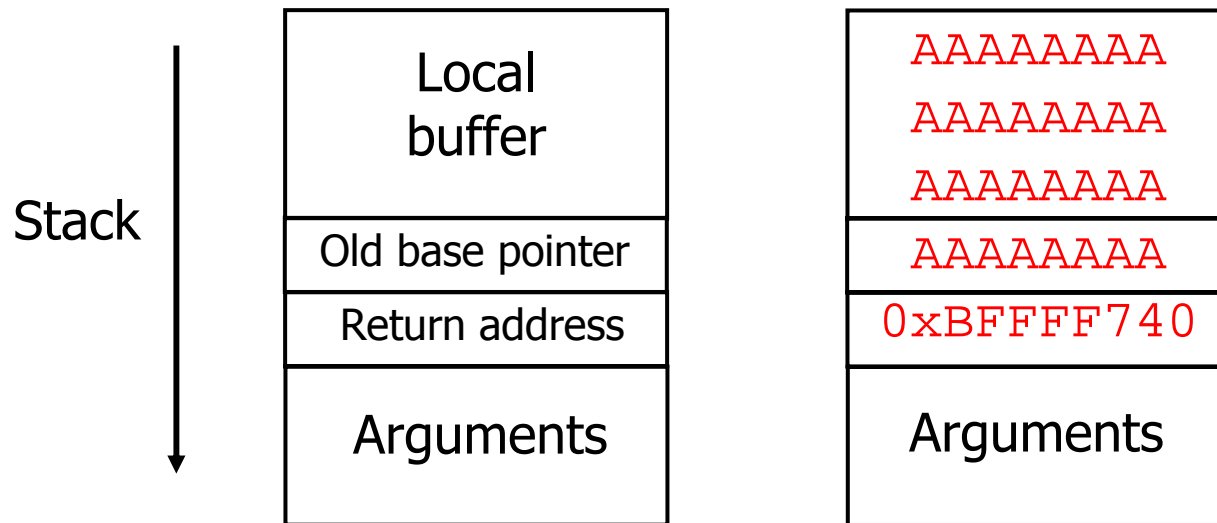
- A program that fails to check for buffer overflow may allow vital data or code to be overwritten:



- Buffer may overflow into (and change):
 - User's own data structures
 - User's program code
 - System data structures
 - System program code

Buffer overflow (2)

- Space for declared variables is in many languages allocated on the stack, together with return addresses.
- This means that overflow of a buffer can overwrite the return address:



Buffer overflow vulnerabilities

- **String operations in C:**

```
strcpy (dst, src);  
strncpy(dst, src, sizeof dst);
```

`strcpy` **unsafe**, no checks that `dst` can contain `src`.

`strncpy` **safe**, but confusing (different from `strncat` etc.)

- **Format string vulnerabilities in C:**

```
printf("%s", buf0);  
printf(buf1);
```

`"%s"` is format string, giving number and types of other args.

No checks that correct no. of args are in fact supplied.

So what happens if `buf1` contains the string `"%s"`?

Analysis tools

- **Static analysis** of program text:
 - ITS4 (Reliable Software Technologies/Cigital)
<http://www.cigital.com/its4>
 - Flawfinder (Wheeler, 2001)
<http://www.dwheeler.com/flawfinder>
 - LCLint/Splint (Evans et al. 2002)
<http://www.splint.org>
 - Type qualifiers (Shankar et al., 2001)
 - Cyclone (Morissett et al., 2003)
- **Dynamic analysis** of execution:
 - Stackguard
 - Purify
 - CCured
 - Safe-C

Incomplete mediation

- Failure to perform “sanity checks” on data can lead to random or carefully planned flaws.
- Examples:
 - Impossible dates in correct format (say `yyyyMMMdd`):
1800Feb30, 2048Min32
What happens when these dates are looked up in tables in the program?
 - Alterable parameter fields in URL:
[http://www.things.com/order/final&custID=101
&part=555A&qy=20&price=10&ship=boat&total=205](http://www.things.com/order/final&custID=101&part=555A&qy=20&price=10&ship=boat&total=205)
Web site adds parameters incrementally as transaction proceeds. User can change them inconsistently.

Time-of-check to Time-of-use (TOCTTU)



- A **delay** between checking permission to perform certain operations and using this permission may enable the operations to be changed.
- Example:
 1. User attempts to **write 100 bytes** at end of file "abc".
Description of operation is stored in a data structure.
 2. OS checks user's permissions on copy of data structure.
 3. While user's permissions are being checked, user changes data structure to describe operation to **delete file "xyz"**.
- Can you find further examples?

Malicious code

- **Virus:** Attaches itself to program or data, passing malicious code on to non-malicious programs by modifying them.
- **Trojan horse:** Has non-obvious malicious effect in addition to its obvious primary effect.
- **Logic/time bomb:** Has malicious effect when triggered by certain condition.
- **Trapdoor/backdoor:** Gives intruder (possibly privileged) access to computer.
- **Worm:** Stand-alone program which spreads copies of itself via a network.
- **Rabbit:** Reproduces itself continually to exhaust resources.

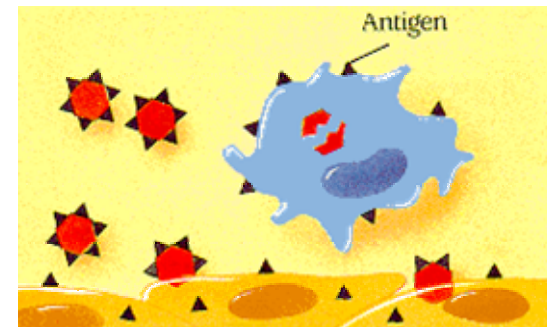
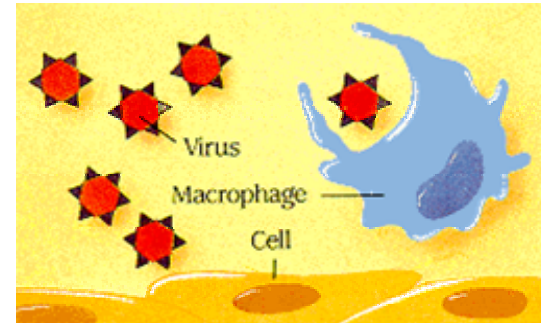


Virus attachment

- Virus can attach itself to program or data by:
 - **Appending** itself, so virus code is activated when program is run. (Variation: Virus code before and after program.)
 - **Integrating** itself into program, so virus code is spread out over its target program.
 - **Integrating** itself into data, e.g. as an executable text macro.
- When activated, virus may:
 - Cause **direct** and immediate harm.
 - Run as **memory-resident** program, always available for use in discovering and infecting new targets.
 - Replace (or relocate) **boot sector** program(s), so malicious code runs when system starts up.

Immune systems

- In the human immune system, macrophages detect foreign proteins such as viruses and “consume” them.
- This causes characteristic antigens to appear on the macrophage. These attract other white blood cells to attack and destroy the virus.
- Anti-virus systems in computers sometimes model these effects to attack “non-self”. (E.g. IBM anti-virus)



Covert channels

- A type of vulnerability which can be exploited to *access unauthorised information*.
- Analogous to **steganography**: transmission of information by hiding it in other information.
- Many techniques:
 - **Formatting** of data in output.
 - **Storage channels**: Information is passed via the state of objects in storage.
 - a) Locking of a file (e.g. locked=1, unlocked=0)
 - b) Existence of a file (e.g. yes=1, no=0)
 - **Timing channels**: Information is passed via the timing of events (e.g. short interval=0, long interval=1).
- The spy just needs to be able to “see” the channel.

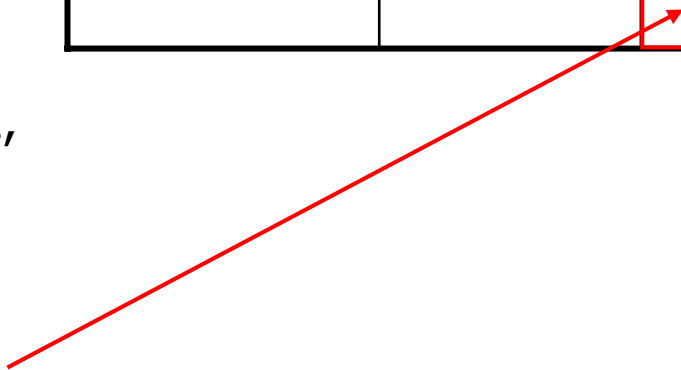
Identifying covert channels (1)

- Covert channels depend on shared resources, so construct a matrix of resources vs. subjects:
- Look for rows/columns with the pattern :

	A	B
Resource 1	M	R
Resource 2	R	

- B cannot read from Resource 2, but A can pass info to B by reading Resource 2 and signaling by modifying Resource 1.
- So there is potentially info flow into the red box.

	Service process	Spy's process
Lock	Read, Modify	Read, Modify
Confidential	Read	Read



Identifying covert channels (2)

Denning's Information Flow method:

- Uses **static analysis** of program text based on syntax. For example: $B := A$ implies info flow $A \rightarrow B$.
- Automatic analysis can reveal undesired info flows.
- Can be integrated into compiler or specification tool.

Statement	Flow
$B := A$	$A \rightarrow B$
if C then $B := A$	$A \rightarrow B; C \rightarrow B$
For $k := 1$ to N do stmts end	$k \rightarrow$ stmts
while $k > 0$ do stmts end	$k \rightarrow$ stmts
case(exp) vall:stmts	$exp \rightarrow$ stmts
$B := fcn(args)$	$fcn \rightarrow B$
open file f	—
readf(f,X)	$f \rightarrow X$
writef(f,X)	$X \rightarrow f$

Aims of program security

- Principal aim: Produce **trusted software** i.e. where code has been rigorously developed and analysed.
- Key characteristics:
 - **Functional correctness**: Program does what it is supposed to do.
 - **Enforcement of integrity**: Robust, even if exposed to incorrect commands or data.
 - **Limited privilege**: Access to secure data is kept to the minimum level necessary, and rights are not passed on to untrusted programs or users.
 - **Appropriate confidence level**: Program has been examined and rated to a degree of trust suitable for the data and environment in which it will be used.
- Obviously a product of good software engineering.