CSE 484 / CSE M 584: Computer Security and Privacy

Software Security (finish)

Spring 2017

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Thanks to Dan Boneh, Dieter Gollmann, Dan Halperin, Yoshi Kohno, Ada Lerner, John Manferdelli, John Mitchell, Vitaly Shmatikov, Bennet Yee, and many others for sample slides and materials ...

Annoucements

- If you haven't gotten access to lab 1, please do so ASAP!
  - Checkpoint due Friday (4/14)!
- Coming up
  - Today: finish software security
  - Wednesday: start cryptography

Beyond Buffer Overflows…

Another Type of Vulnerability

- Consider this code:

```
int openfile(char *path) {
     struct stat s;
     if (stat(path, &s) < 0)
          return -1;
     if (!S_ISRREG(s.st_mode)) {
          error("only allowed to regular files!");
          return -1;
     }
     return open(path, O_RDONLY);
}
```

- **Goal:** Open only regular files (not symlink, etc)
- What can go wrong?

TOCTOU (Race Condition)

- TOCTOU == Time of Check to Time of Use:

```
int openfile(char *path) {
    struct stat s;
    if (stat(path, &s) < 0)
        return -1;
    if (!S_ISRREG(s.st_mode)) {
        error("only allowed to regular files!");
        return -1;
    }
    return open(path, O_RDONLY);
}
```

- **Goal:** Open only regular files (not symlink, etc)
- Attacker can change meaning of path between stat and open (and access files he or she shouldn't)

Another Type of Vulnerability

- Consider this code:

```
char buf[80];
void vulnerable() {
     int len = read_int_from_network();
     char *p = read_string_from_network();
     if (len > sizeof buf) {
          error("length too large, nice try!");
          return;
     }
     memcpy(buf, p, len);
}
```

```
void *memcpy(void *dst, const void * src, size_t n);
```

```
typedef unsigned int size_t;
```

Integer Overflow and Implicit Cast

- Consider this code:

If len is negative, may copy huge amounts of input into buf.

```
char buf[80];
void vulnerable() {
     int len = read_int_from_network();
     char *p = read_string_from_network();
     if (len > sizeof buf) {
          error("length too large, nice try!");
          return;
     }
     memcpy(buf, p, len);
}
```

```
void *memcpy(void *dst, const void * src, size_t n);
```

```
typedef unsigned int size_t;
```

Another Example

```
size_t len = read_int_from_network();
char *buf;
buf = malloc(len+5);
read(fd, buf, len);
```

(from [www-inst.eecs.berkeley.edu—implflaws.pdf]())

Integer Overflow and Implicit Cast

```
size_t len = read_int_from_network();
char *buf;
buf = malloc(len+5);
read(fd, buf, len);
```

- What if len is large (e.g., len = 0xFFFFFFFF)?
- Then len + 5 = 4 (on many platforms)
- Result: Allocate a 4-byte buffer, then read a lot of data into that buffer.

(from www-inst.eecs.berkeley.edu—implflaws.pdf)

Password Checker

- Functional requirements
  - PwdCheck(RealPwd, CandidatePwd) should:
    - Return TRUE if RealPwd matches CandidatePwd
    - Return FALSE otherwise
  - RealPwd and CandidatePwd are both 8 characters long
- Implementation (like TENEX system)

```
PwdCheck(RealPwd, CandidatePwd)  // both 8 chars
    for i = 1 to 8 do
        if (RealPwd[i] != CandidatePwd[i]) then
            return FALSE
    return TRUE
```

- Clearly meets functional description

Attacker Model

```
PwdCheck(RealPwd, CandidatePwd)   // both 8 chars
    for i = 1 to 8 do
        if (RealPwd[i] != CandidatePwd[i]) then
            return FALSE
    return TRUE
```

- Attacker can guess CandidatePwds through some standard interface
- Naive: Try all 256^8 = 18,446,744,073,709,551,616 possibilities
- Better: Time how long it takes to reject a CandidatePasswd. Then try all possibilities for first character, then second, then third, ...
  - Total tries: 256*8 = 2048

Timing Attacks

- Assume there are no "typical" bugs in the software
  - No buffer overflow bugs
  - No format string vulnerabilities
  - Good choice of randomness
  - Good design
- The software may still be vulnerable to timing attacks
  - Software exhibits input-dependent timings
- Complex and hard to fully protect against

Other Examples

- Plenty of other examples of timings attacks
  - AES cache misses
    - AES is the "Advanced Encryption Standard"
    - It is used in SSH, SSL, IPsec, PGP, ...
  - RSA exponentiation time
    - RSA is a famous public-key encryption scheme
    - It's also used in many cryptographic protocols and products

Randomness Issues

- Many applications (especially security ones) require randomness
- Explicit uses:
  - Generate secret cryptographic keys
  - Generate random initialization vectors for encryption
- Other "non-obvious" uses:
  - Generate passwords for new users
  - Shuffle the order of votes (in an electronic voting machine)
  - Shuffle cards (for an online gambling site)

C's rand() Function

- C has a built-in random function: rand()

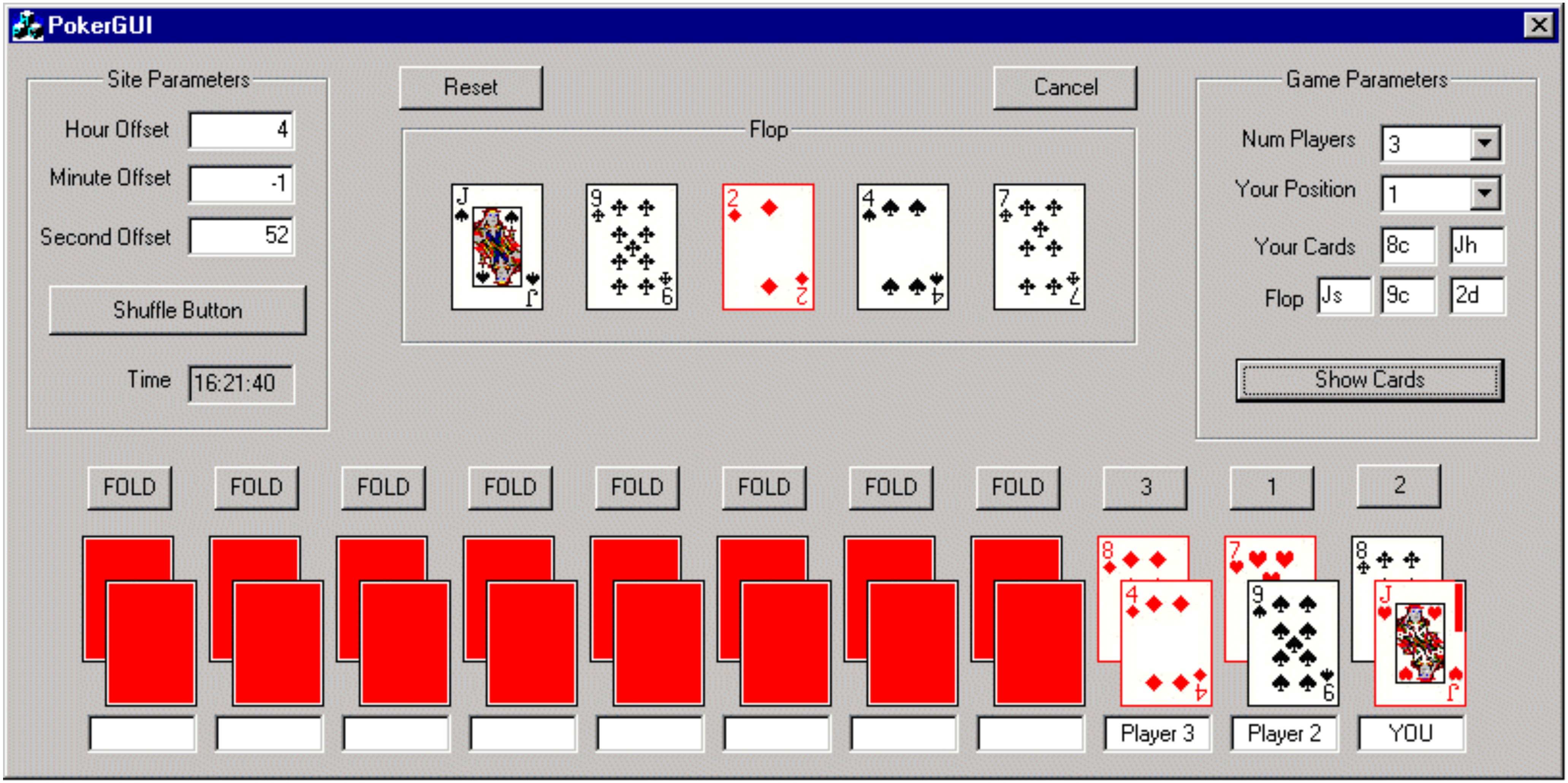
```
unsigned long int next = 1;
/* rand:  return pseudo-random integer on 0..32767 */
int rand(void) {
    next = next * 1103515245 + 12345;
    return (unsigned int)(next/65536) % 32768;
}
/* srand:  set seed for rand() */
void srand(unsigned int seed) {
    next = seed;
}
```

- Problem: don't use rand() for security-critical applications!
  - Given a few sample outputs, you can predict subsequent ones

Problems in Practice

- One institution used (something like) rand() to generate passwords for new users
  - Given your password, you could predict the passwords of other users
- Kerberos (1988 - 1996)
  - Random number generator improperly seeded
  - Possible to trivially break into machines that rely upon Kerberos for authentication
- Online gambling websites
  - Random numbers to shuffle cards
  - Real money at stake
  - But what if poor choice of random numbers?


A World of Action!
Help
Suggestions
Fold in Turn
$0
jonnyboy
brute
Fold
Check
Bet ($5)
mamajoe
RickG
Options
Sit Out
Leave
584330
mamajoe: Hey guys, Big B is in!
Dealer Text



More details: "How We Learned to Cheat at Online Poker: A Study in Software Security"
http://www.cigital.com/papers/download/developer_gambling.php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Help
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PS3 and Randomness

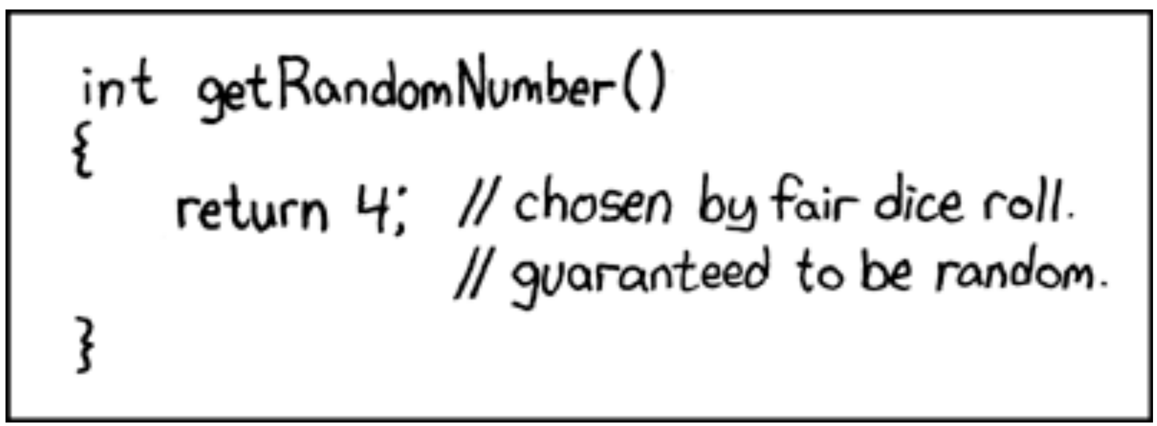
Hackers obtain PS3 private cryptography key due to epic programming fail? (update)

http://www.engadget.com/2010/12/29/hackers-obtain-ps3-private-cryptography-key-due-to-epic-programm/

- 2010/2011: Hackers found/released private root key for Sony's PS3
- Key used to sign software – now can load any software on PS3 and it will execute as "trusted"
- Due to bad random number: same "random" value used to sign all system updates

Other Problems

- Key generation
  - Ubuntu removed the randomness from SSL, creating vulnerable keys for thousands of users/servers
  - Undetected for 2 years (2006-2008)
- Live CDs, diskless clients
  - May boot up in same state every time
- Virtual Machines
  - Save state: Opportunity for attacker to inspect the pseudorandom number generator's state
  - Restart: May use same "psuedorandom" value more than once



https://xkcd.com/221/

Obtaining Pseudorandom Numbers

- For security applications, want "cryptographically secure pseudorandom numbers"
- Libraries include cryptographically secure pseudorandom number generators
- Linux:
  - /dev/random
  - /dev/urandom - nonblocking, possibly less entropy
- Internally:
  - Entropy pool gathered from multiple sources

Where do (good) random numbers come from?

- Humans: keyboard, mouse input
- Timing: interrupt firing, arrival of packets on the network interface
- Physical processes: unpredictable physical phenomena

Software Security: So what do we do?

Fuzz Testing

- Generate "random" inputs to program
  - Sometimes conforming to input structures (file formats, etc.)
- See if program crashes
  - If crashes, found a bug
  - Bug may be exploitable
- Surprisingly effective

- Now standard part of development lifecycle

General Principles

- Check inputs

Shellshock

- Check inputs: not just to prevent buffer overflows
- Example: Shellshock (September 2014)
  - Vulnerable servers processed input from web requests
  - Passed (user-provided) environment variables (like user agent, cookies…) to CGI scripts
  - Maliciously crafted environment variables exploited a bug in bash to execute arbitrary code

```
env x='() { :;}; echo OOPS' bash -c :
```

General Principles

- Check inputs
- Check all return values
- Least privilege
- Securely clear memory (passwords, keys, etc.)
- Failsafe defaults
- Defense in depth
  - Also: prevent, detect, respond

- NOT: security through obscurity

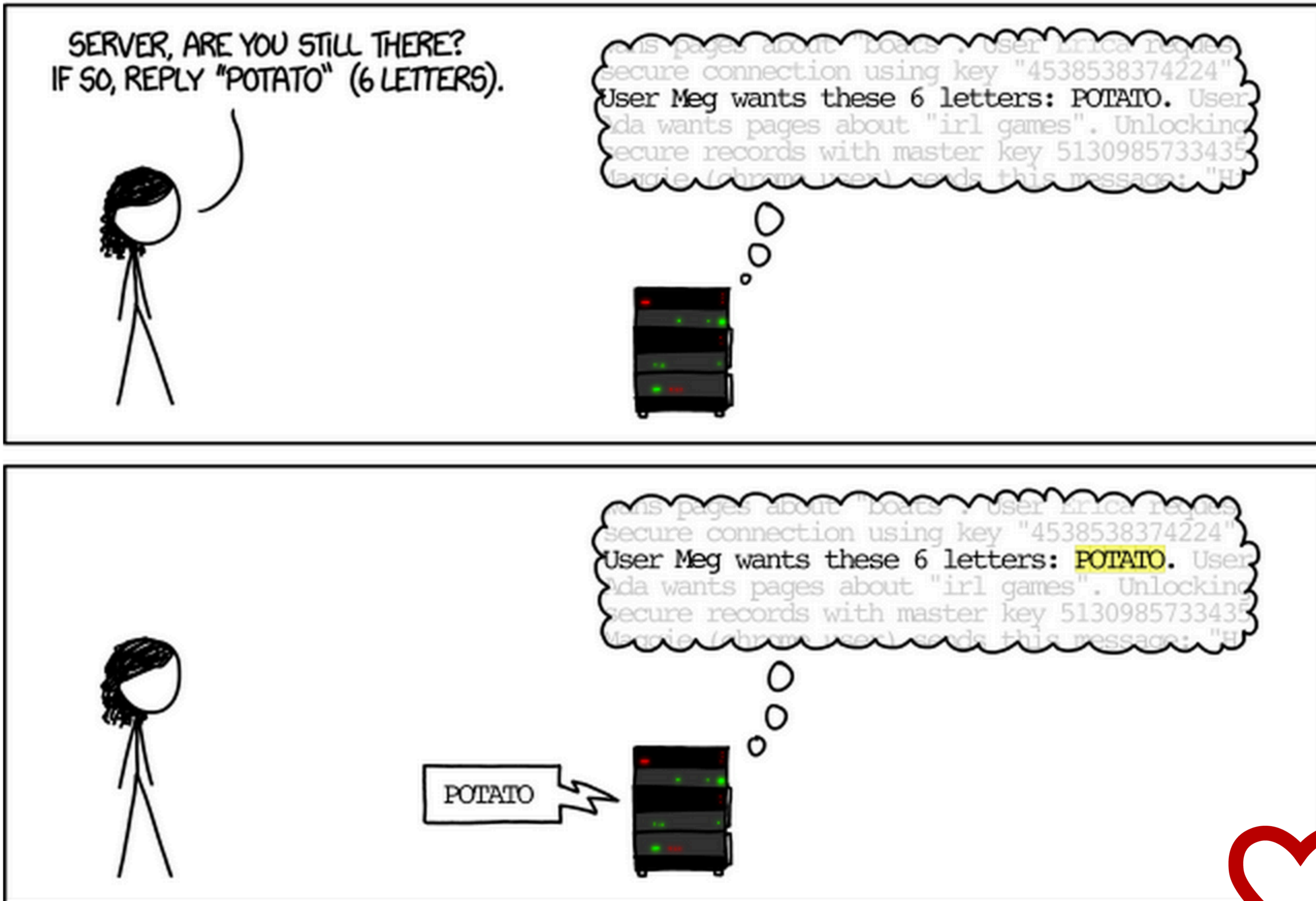
General Principles

- Reduce size of trusted computing base (TCB)
- Simplicity, modularity
  - But: Be careful at interface boundaries!
- Minimize attack surface
- Use vetted component
- Security by design
  - But: tension between security and other goals
- Open design? Open source? Closed source?
  - Different perspectives

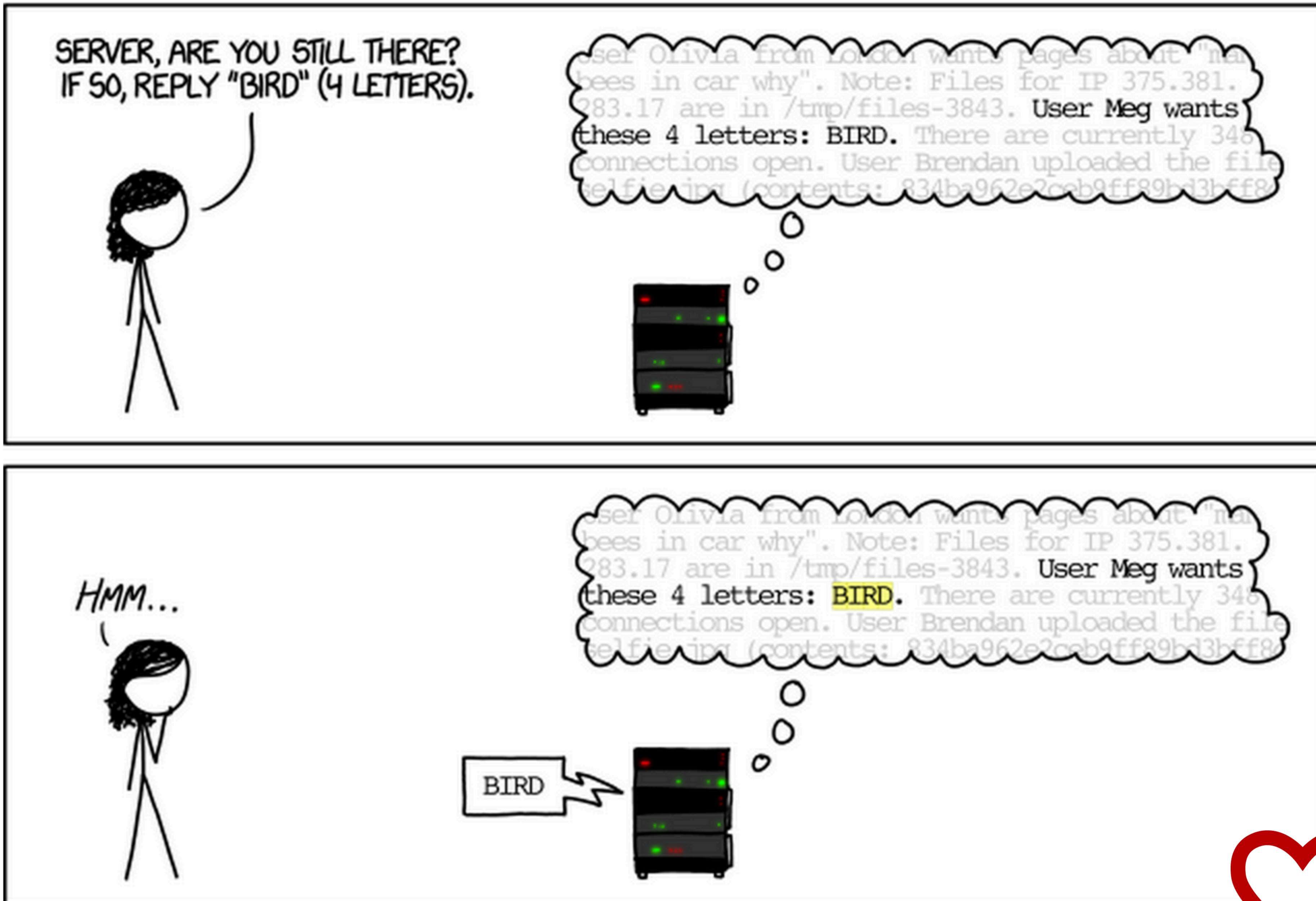
Does Open Source Help?

- Different perspectives…
- Happy example:
  - Linux kernel backdoor attempt thwarted (2003) (http://www.freedom-to-tinker.com/?p=472)
- Sad example:
  - Heartbleed (2014)
    - Vulnerability in OpenSSL that allowed attackers to read arbitrary memory from vulnerable servers (including private keys)

http://xkcd.com/1354/



http://xkcd.com/1354/



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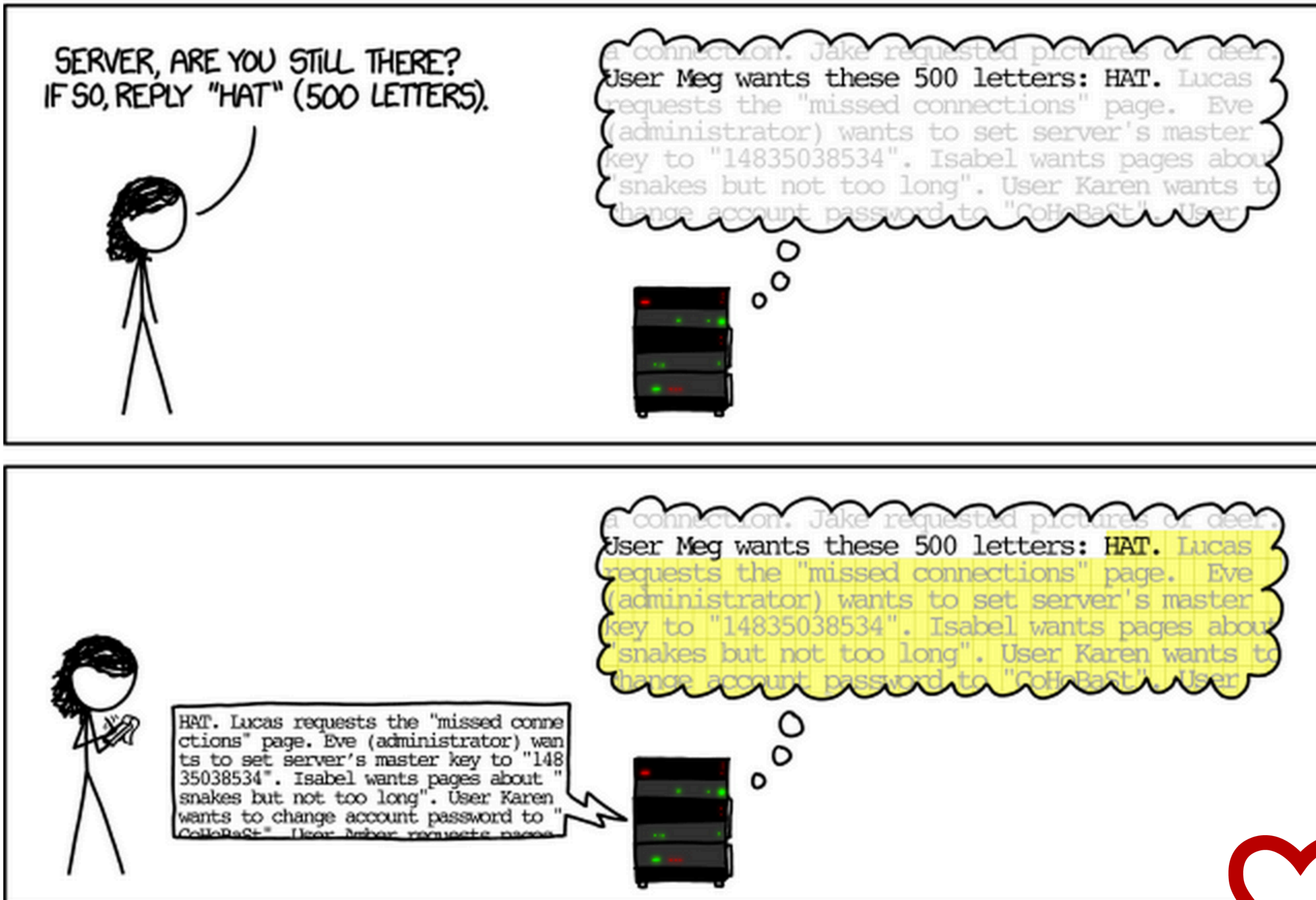


Vulnerability Analysis and Disclosure

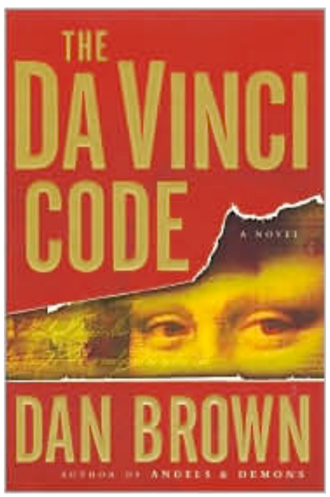
- What do you do if you've found a security problem in a real system?
- Say
  - A commercial website?
  - UW grade database?
  - Boeing 787?
  - TSA procedures?

Abj sbe fbzr pelcgbtencul!

Now for some cryptography!

Cryptography and Security

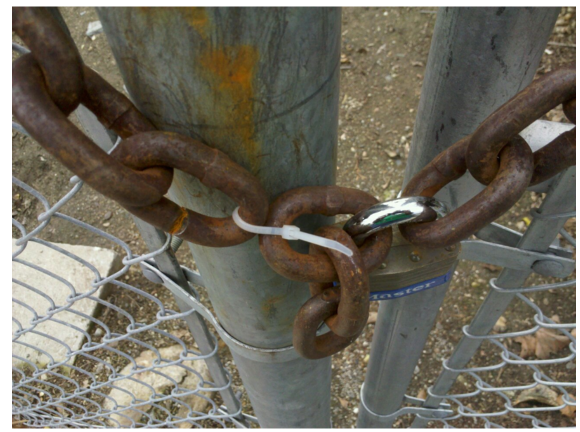
- Art and science of *protecting* our *information*.
  - Keeping it **private**, if we want privacy.
  - Protecting its **integrity**, if we want to avoid forgeries.



Images from Wikipedia and Barnes & Noble

Some Thoughts About Cryptography

- Cryptography only one small piece of a larger system
- Must protect entire system
  - Physical security
  - Operating system security
  - Network security
  - Users
  - Cryptography (following slides)
- "Security only as strong as the weakest link"
  - Need to secure weak links
  - But not always clear what the weakest link is (different adversaries and resources, different adversarial goals)
  - Crypto failures may not be (immediately) detected



- Cryptography helps after you've identified your threat model and goals
  - Famous quote: "Those who think that cryptography can solve their problems doesn't understand cryptography and doesn't understand their problems."

Improved Security, Increased Risk

- RFIDs in car keys:
  - RFIDs in car keys make it harder to hotwire a car
  - Result: Car jackings increased

Improved Se

- RFIDs in car keys:
  - RFIDs in car keys
  - Result: Car jackin

boingboing
A Directory Of Wonderful Things

Biometric car lock defeated by cutting off owner's finger

POSTED BY CORY DOCTOROW, MARCH 31, 2005 7:53 AM | PERMALINK

Andrei sez, "'Malaysia car thieves steal finger.' This is what security visionaries Bruce Schneier and Ross Anderson have been warning about for a long time. Protect your $75,000 Mercedes with biometrics and you risk losing whatever body part is required by the biometric mechanism."

> ...[H]aving stripped the car, the thieves became frustrated when they wanted to restart it. They found they again could not bypass the immobiliser, which needs the owner's fingerprint to disarm it.
>
> They stripped Mr Kumaran naked and left him by the side of the road - but not before cutting off the end of his index finger with a machete.

XKCD: http://xkcd.com/538/