## HARDENING PROGRAMS WITH GENETIC ALGORITHMS

## 1. ATTACK SIMULATION (OR ARMS RACE)

A more difficult but interesting approach might be to model an evolutionary "arms race" between a program (e.g., the lightipd web server) and an exploit (e.g., the hongic attack), One such scenario could be represented as follows:

- Hongie is written by some hacker, and a pre-patch lighttpd is vulnerable.
- (2) The genetic programming automatic repair technique fixes lighttpd such that hoagle fails.
- (3) A slightly modified version (more on this later) of the repair technique evolves hougie into a new exploit to which lighttpd is once more vulnerable.
- (4) The repair technique fixes lighttpd
- (5) And so on...

Notably, steps 1 and 2 have already been demonstrated, and the difficulty here lies predominantly with step 3, and possibly step 4. Part of the problem is that only one data point would be available to the genetic algorithm's fitness function in evolving hoagie. Basically, this is "does the exploit succeed?" or something to that effect. So as things stand, the method would be conducting a random search. We would likely need to create a specially crafted fitness function for each tested exploit.

In creating a new fitness function, we might check several "obvious things" — although such things would be unique to each exploit. In hongie's case, we might check:

- Does hongie connect to the server?
- (2) Does it make a request?
- (3) And so on...

More generally, it may be useful to collect a larger dataset regarding the runtime properties of a running exploit. Information collected from pin or something similar might be a reasonable input to the fitness function.

The larger and more dangerous problem is that the existing technique (with or without a special fitness function) is not at all capable of evolving program exploits in this way. Previous "fixes" that we generated were relatively simple in nature. This concern has been at least partially ameliorated, however, as an attack-repair cycle has been demonstrated for a toy program and exploit pair.

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