

# Lecture 4: Static Analysis – Notions, Techniques and Formal Methods

## Passive Testing Techniques for Communication Protocols

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National Research

**Tomsk  
State  
University**

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# OUTLINE

VISITING THE AST

STATIC ANALYSIS 101

FORMAL METHODS

LEX & BISON  $\mapsto$  AST DEMO

# HOMEWORK & LAB INFORMATION

Remove ambiguity from:

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## Lab Information

- ▶ Given the hosts endianness no guarantee the correct transmission of data from the hosts to network functions to transform data from the hosts representation to network and vice-versa are necessary. Use the functions:
  - ▶ `ntohs` // network to host short (2 bytes)
  - ▶ `htons` // host to network short (2 bytes)
  - ▶ `ntohl` // network to host long (4 bytes)
  - ▶ `htonl` // host to network long (4 bytes)

# AN AST AS A DATA STRUCTURE

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- ▶ A directed graph  $T = \langle V, A \rangle$ , where  $V$  is a set of vertices (nodes),  $A$  is a set of ordered arcs formed by a pairs  $(v_1, v_2) \in V \times V$ , in which each two vertices are connected by a unique simple path (tree-like structure)

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## As a data structure

- ▶ Each non-terminal is a data structure with *pointers* to other terminal and non-terminals data structures according to the non-terminal production rules of the [abstract] grammar
- ▶ Terminal symbols **might** be represented as primitive data types

# AN AST AS A DATA STRUCTURE (CONT.)

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## (Hacked) Grammar

- ▶  $mop = /|*$
  - ▶  $aop = +|-$
  - ▶  $int = [0 - 9]^+$ ,  
 $opar = (, cpar = )$
1.  $Start \mapsto Expr$
  2.  $Expr \mapsto Expr aop Term$
  3.  $Expr \mapsto Term$
  4.  $Term \mapsto Term mop Num$
  5.  $Term \mapsto Num$
  6.  $Num \mapsto int$
  7.  $Num \mapsto opar Expr cpar$



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Data structure

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  6.  $Num \mapsto int$
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## Data structure

```
typedef enum optypetag
{
    VALUE,
    MUL,
    DIV,
    PLUS,
    MIN
} optype;

typedef struct exprtag
{
    optype type; // type of operation

    int value; // for VALUE
    struct exprtag *left;
    struct exprtag *right;
} expr;
```

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What will be the root of the AST data structure for the general case?

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- ▶ Operations to create AST nodes are important
- ▶ Operations to delete AST nodes are important

What will be the root of the AST data structure for the general case?

- ▶ The data structure associated to the CFG start symbol!

Let's see how we use the AST then...

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  - ▶ An AST has different data structures for different non-terminal symbols of the grammar, the tree transversal algorithm needs to be aware of those types and perform the transversing accordingly

Let's take a look of each case for the grammar

$$P \mapsto P P | (P) | ()$$

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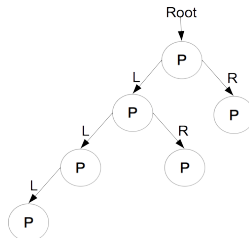
## Data structure design 1, AST of $((())())()$

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typedef struct partag
{
    struct partag *L;
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}P;
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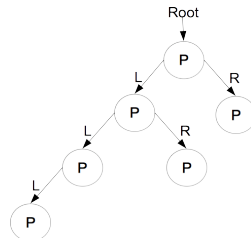
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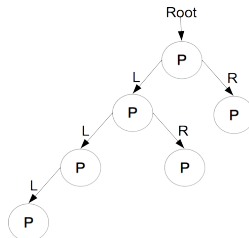


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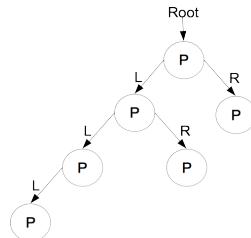
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```
typedef enum ttag{
    PLIST,
    PAR
}astType;
typedef struct listtag{
    list L; //initial
}plist;
typedef struct partag{
    struct partag *in;
    list L; //null in case of in
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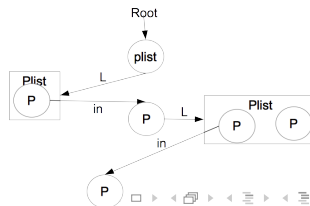
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## Single recursive visitor

```
void visitAST(void *astNode, astType t){
    if(t == PLIST){
        ... //list instructions
        foreach p = (list*)astNode
            visitAST(p, PAR);
    }
    else if(t == PAR){
        ... // P instructions
        if(p->in != NULL)
            visitAST(p->in, PAR);
        else
            visitAST(p->L, PLIST);
    }
    ...
}
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            visitAST(p->in, PAR);
        else
            visitAST(p->L, PLIST);
    }
    ...
}
```

## Multiple *recursive* visitors

```
void visitAST(list *astRoot){
    visitASTList(astRoot);
}
void visitASTList(list L){
    ... //list instructions
    foreach p = (list*)astNode
        visitASTPars(p);
}
void visitASTPars(P p){
    ... // P instructions
    if(p->in != NULL)
        visitASTPar(p->in);
    else
        visitASTList(p->L);
}
...
```

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From a simple AST visiting function you can build your very first static program analyzer



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  - ▶ Ensure that in starting from the  $N$ -th element of the list, no sub-lists are found...
  - ▶ Imagine the possibilities for a more complex grammar
- ▶ Let's look at more real-world examples...

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## XSS

- ▶ Essentially works by supplying other users data which can lead to insecure actions, for example visiting a link or executing some code (javascript), or even adding a sub-site filled with publicity or others
- ▶ An easy example is to allow a user in a forum to insert a comment and then display it. If the comment contains HTML and it is displayed as-is, the attacker would successfully execute the attack on users seeing that page

# STATIC ANALYSIS FOR SECURITY PROPERTIES II

## SQLI

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## SQLI

- Essentially works by supplying data to the database that the database will execute, for example, the user inputs a search criteria, and the database looks for the users matching that search criteria:

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SELECT * from users where name='$CRIT';
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What if entered criteria is:

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a'; DROP TABLE users
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## How to protect using static analysis?

- ▶ A very simple approach is to guarantee that a **sanitization** function is called before the storing or displaying of the input. Many languages provide such functions built-in, e.g., PHP provides `htmlspecialchars()` function

# STATIC ANALYSIS FOR SECURITY PROPERTIES III

## Buffer Overflow

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## Buffer Overflow

- The canonical example:

```
#include <string.h>
#define BUFFSIZE 100
void load (char *userdata){
    char buff[BUFFSIZE];
    strcpy(buff, userdata); //not good
}

int main (int argc, char **argv){
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- A string which is larger than BUFFSIZE will write inside the memory space of the function load, potentially overwriting the return address
- A string which contains code and the memory address of this code in the position of the return address will do the trick

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- ▶ Some rely on guaranteeing calling some specific functions (sometimes replaced safe functions)
- ▶ Others propose a mathematical approach of calculating the bound automatically
- ▶ Any new approach for such a problem will be welcomed!

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# STATIC ANALYSIS 101 – FINAL REMARKS

- ▶ Static Analysis programs can be complex and can try guarantee <<generic>> properties, However, new analysis even of single properties can be important and incorporated to known solutions
- ▶ Providing false-positives is an issue, however, in some cases accepted
- ▶ Sound approaches have been proposed, they are based on formal methods, let's get a quick overview of them...





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void func (int x){  
    int y = 10;  
    int z = 2 + y;  
  
    if(x > 10){  
        z=10;  
        x = y + 1;  
    }  
    print(z);  
}
```

# DATA FLOW ANALYSIS

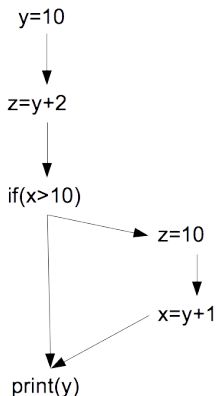
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What does the flow analysis can help us analyze?

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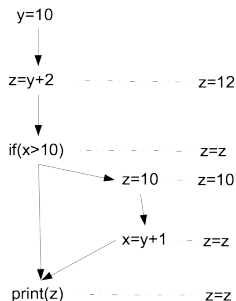
## The data flow





# DATA FLOW ANALYSIS (CONT.)

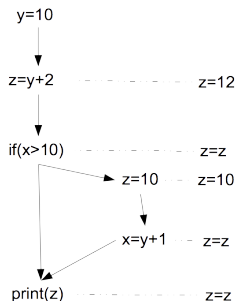
## The data flow



## Potential values

# DATA FLOW ANALYSIS (CONT.)

## The data flow



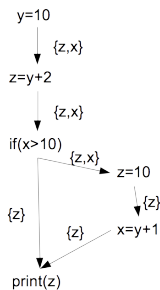
## Potential values

- Ranges can be useful, e.g., negatives for array indexing



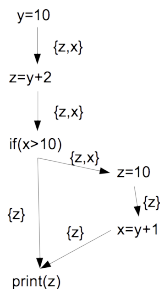
# DATA FLOW ANALYSIS (CONT. 2)

## The data flow



# DATA FLOW ANALYSIS (CONT. 2)

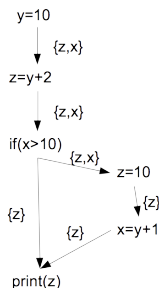
## The data flow



## Data dependencies

# DATA FLOW ANALYSIS (CONT. 2)

## The data flow



## Data dependencies

- Useful for security testing, for example, or to check useless code



# DATA FLOW ANALYSIS – FINAL REMARKS

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- ▶ Popular use for test generation, based on the data flow, get such inputs that will build a test case that will execute ALL statements
- ▶ Many others... For the moment, let's try to get our hands on to get a better understanding :)

# Lex & Bison $\mapsto$ AST Demo