5. Introduction to Software Security

Computer Security Courses @ POLIMI Prof. Carminati & Prof. Zanero

Software security fundamentals

Good **software engineering**: meet requirements

- Functional requirements
 - Software must do what it is designed for.
- Non-functional requirements
 - Usability
 - Safety
 - Security
- Creating inherently secure applications is a fundamental, yet often unknown, skill for a good developer or software engineer.
 - Creating secure software is hard.
 - Proof: see next slides.

Software has Vulnerabilities

Software should implement the specifications

- Unmet specification == software bug
- Unmet security specification == vulnerability

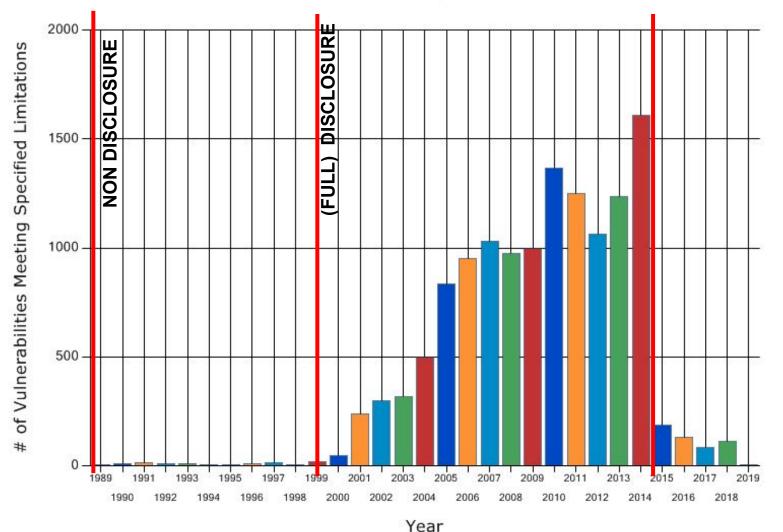
A way to leverage a vulnerability to violate the CIA is called *exploit*.

Vulnerability != exploit.

Life of a vulnerability

Known Software Vulnerabilities

Total Matches By Year



Source: NIST' National Vulnerability Database

The Early Days of Disclosure

Subject: Comments on the dvwssr.dll vulnerability threads

From: Iván Arce

Date: 2000-04-18 1:25:52

I do not intend to go further down the full disclosure vs. mediated release of information discussion here, however [Microsoft's handler's] post on NTBugtraq regarding CORE's work requires some clarifications on our side.

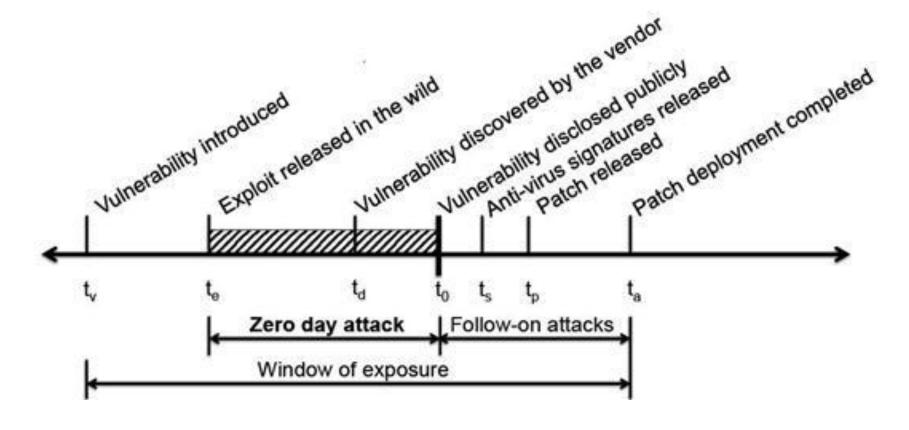
[...]

If someone yells 'FIRE' and that appears to be reasonable, I'd would be very careful in my methodology and editorial policies before yelling "NOT TRUE! NOT TRUE! EVERYTHING IS FINE!".

[...]

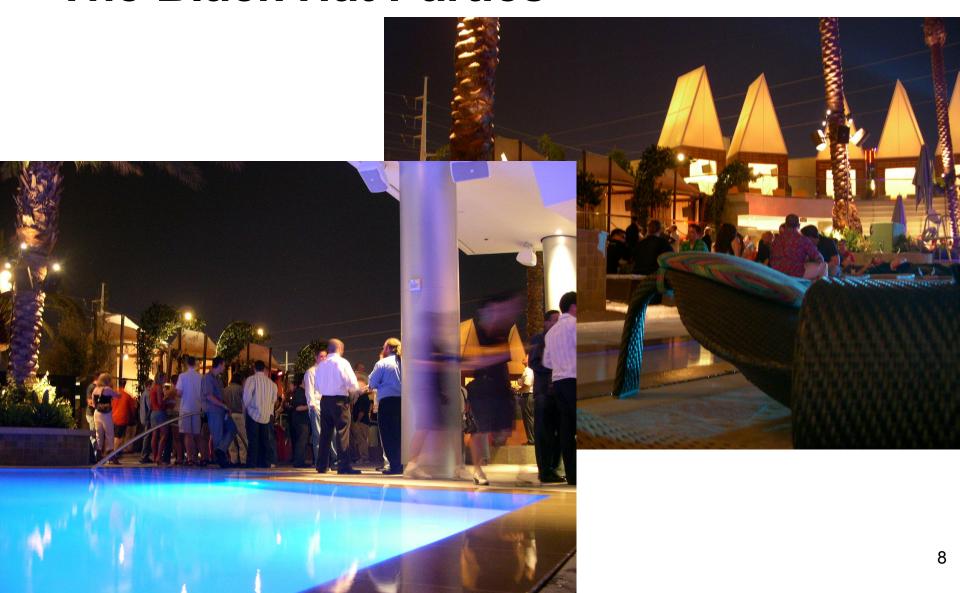
Excuse me if I'm being rude, but I'm shocked by the fact that our company is being questioned because we found a bug.

The (full) Disclosure Vuln. Lifecycle



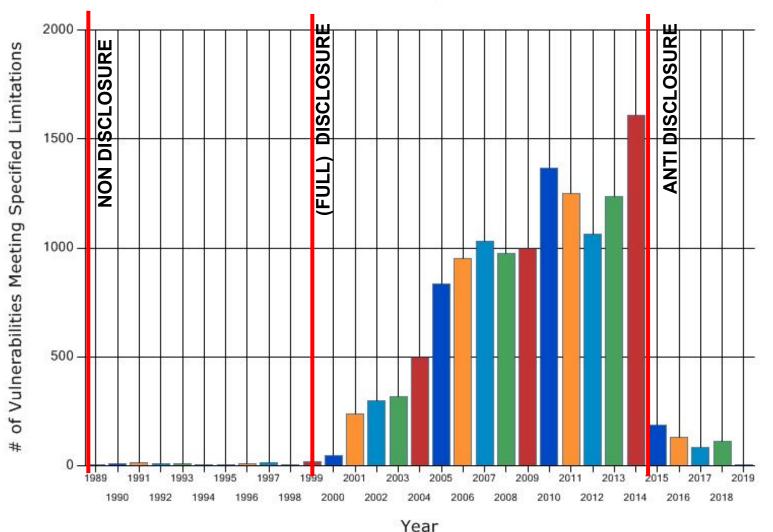
Leyla Bilge, Tudor Dumitras, <u>Before We Knew It: An Empirical Study of Zero-Day Attacks In The Real World</u>, ACM CCS 2012.

The Black Hat Parties



Known Software Vulnerabilities

Total Matches By Year



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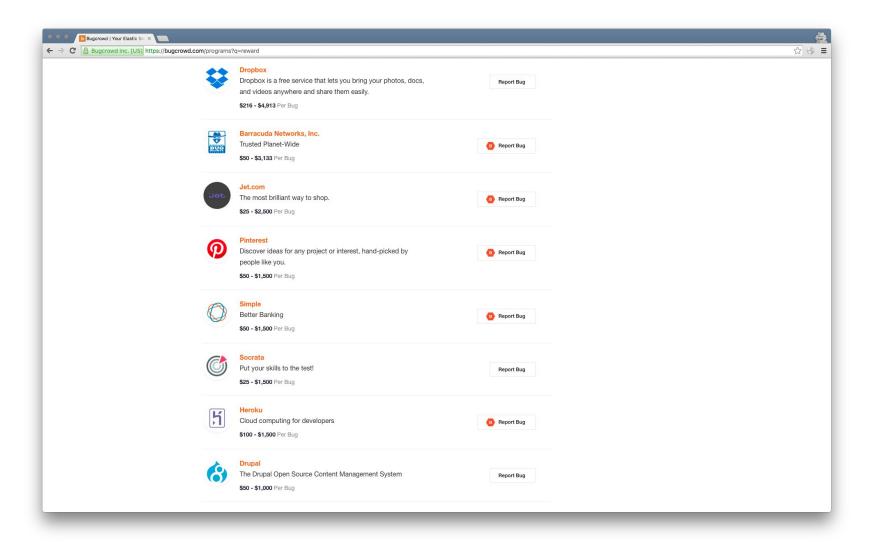
Black Market of Exploits



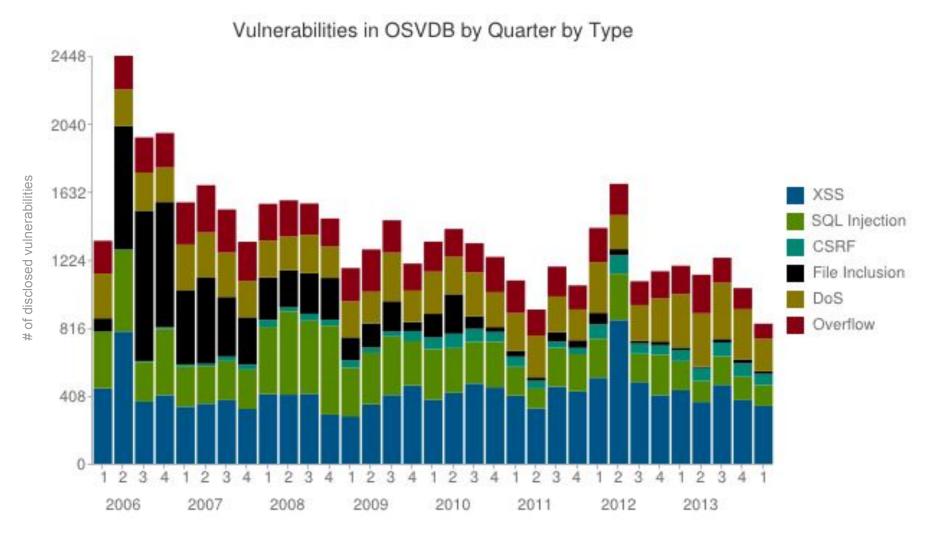
Bug Bounties



More Bug Bounties (bugcrowd.com)



Known Software Vulnerabilities (2)



Processes in UNIX-like systems.

Every file has a *owner* (user):

```
[bar@localhost]$ ls -la executable
-rwxr-xr-x 1 foo group 41836 2012-10-14 19:19 executable
```

Real UID (RUID): real owner of a process.

The RUID could differ from the owner.

Normally: RUID == Effective UID (EUID).

Saved **set-user-ID** (SUID) can be used to change the EUID at runtime.

```
[root@localhost]# chmod u+s executable
[root@localhost]# ls -la executable
-rwsr-xr-x 1 foo group 41836 2012-10-14 19:19 executable
```

Now the executable's SUID is "foo".

```
[bar@localhost]$ ./executable
[bar@localhost]$ ps -a -x -o user,pid,cmd
USER PID COMMAND
foo 18299 ./executable
```

"bar" == real UID != EUID == "foo".

```
#include <unistd.h>
#include <stdio.h>

int main(int argc, const char *argv[])
{
    printf("RUID %d EUID %d", getuid(), geteuid());
    return 0;
}
```

```
#include <unistd.h>
#include <stdio.h>
int main(int argc, const char *argv[])
   printf("RUID %d EUID %d", getuid(), geteuid());
    return 0;
[foo@localhost]$ gcc -o executable -c executable.c
[foo@localhost]$ sudo su -
                                         # become root
[root@localhost]# chown root
                                            # change the owner
[root@localhost]# chmod +s executable
                                        # set the SUID root bit
[root@localhost]# exit
                                            # get back to foo
[foo@localhost]$ ls -la executable
                                            # check the flags
 -rwsr-xr-x 1 root group 41836 2012-10-14 19:19 executable
```

[foo@localhost]\$./executable
RUID 501 Effective 0

501 is foo's UID - 0 is root's UID

```
[foo@localhost]$ ./executable
RUID 501 Effective 0 # 501 is foo's UID - 0 is root's UID
[foo@localhost]$ sudo -u root ./executable
RUID 0 Effective 0
```

```
[foo@localhost]$ ./executable
                                            # 501 is foo's UID - 0 is root's UID
RUID 501 Effective 0
[foo@localhost]$ sudo -u root ./executable
RUID 0 Effective 0
[foo@localhost]$ vim executable.c
                                            // let's add a privileged instruction
#include <unistd.h>
#include <stdio.h>
int main(int argc, const char *argv[])
    FILE * fp;
    char line[1024];
    printf("Real %d Effective %d", getuid(), geteuid());
                                           // /etc/secret can be read only by root
    fp = fopen("/etc/secret", "r");
    while (!feof(fp)) {
        fgets(line, 1024, fp);
        puts(line);
    fclose(fp);
    return 0;
```

Programs are "SUID root" to allow them to execute privileged instructions.

```
[foo@localhost]$ ls -la /etc/secret
-rwx----- 1 root wheel 12 Mar 10 16:07 /etc/secret

[foo@localhost]$ ./executable
Real 501 Effective 0
s3cr3t inf0
```

The EUID should be changed back once the privileged instructions are done.

```
#include <unistd.h>
#include <stdio.h>
int main(int argc, const char *argv[])
                       execute as EUID
   char line[1024];
   FILE * fp;
   printf("Real %d Effective %d\n", getuid(), geteuid());
   fp = fopen("/etc/secret", "r");
   fgets(line, 1024, fp);
   fclose(fp);
                    //execute as unprivileged user
   setuid(501);
   printf("Real %d Effective %d\n", getuid(), geteuid());
   puts(line);
    return 0;
```

```
[foo@localhost]$ ./executable
Real 501 Effective 0
Real 501 Effective 501
s3cr3t inf0
```

<- content of /etc/secret

Once we read the file, we release the privileges.

The subsequent instructions are executed with foo's privileges.

General Idea (pseudocode)

Vulnerable program

```
EUID: RUID -> SUID

read(config)

r = parse(config)

IF r = OK do_things() ELSE
error("...")

[user@host]$ ./ex /etc/shadow

ERROR in file, line 1:
root:<password hash>: ...
```

The read(config) function prints the content of the file in the error message. This allows an unprivileged user to print the content of, e.g., the /etc/shadow file, which can be normally read only by privileged users.

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Fixed program

```
EUID: SUID -> RUID
read(config) //low privs
EUID: RUID -> SUID
r = parse(config)
IF r = OK do_things() ELSE
error("...")
[user@host]$ ./ex /etc/shadow
Permission denied.
```

By acquiring higher privileges only after the file is read, the developer decreases the attack surface and effectively eliminates *this* specific vulnerability (there **may** be *other* vulnerabilities).

What else?

Could you spot the other vulnerability in the code snippet on the right?

General Idea (pseudocode)

(still) vulnerable program

```
EUID: SUID -> RUID
read(config) //low privs
EUID: RUID -> SUID
r = parse(config)
IF r = OK do_things() ELSE
error("...")
[user@host]$ ./ex
carefully-crafted-file
```

Any bug in the parse (config) function would happen in a privileged portion of the code, therefore potentially allowing the attacker to perform actions

General Idea (pseudocode)

(still) vulnerable program

```
EUID: SUID -> RUID
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[user@host]$ ./ex
carefully-crafted-file
```

Any bug in the parse (config) function would happen in a privileged portion of the code, therefore potentially allowing the attacker to perform actions

Fixed program

By acquiring the privileges as late as possible, and releasing them as soon as possible, the developer decreases further the attack surface (but there may still be *other* vulnerabilities in the "do_things()" part of code).

Vulnerability vs. Exploit (Examples)

The developer acquired the privileges before read(config)

Invocation of the program with /etc/shadow as the first argument.

The developer acquired the privileges before parse (config)

Invocation of the program on a specifically crafted file to exploit a vulnerability inside the configuration file

Key Issues in Secure Design / Principle of Secure Design (1)

Reduce **privileged** parts to a **minimum**.

KISS (Keep It Simple, Stupid).

Discard privileges definitively (i.e. SUID->RUID) as soon as possible

Open design: just as with Kerchoffs principle, the program must **not rely on obscurity** for security.

Concurrency and race conditions are **tricky**.

Key Issues in Secure Design / Principle of Secure Design (2)

Fail-safe and default deny.

Avoid the use of:

- shared resources (e.g. mktemp).
- unknown, untrusted libraries.

Filter the input and the output.

Do not write any crypto, password and secret management code: use trusted code that has been audited already.

Use trusted entropy sources such as /dev/urandom

Code Security by Example

We will see 4 main examples of (in)secure programming:

- Memory errors in desktop applications
 - Buffer overflow bugs
 - Format string bugs
- Code-injection bugs in web applications
 - SQL injection bugs
 - Cross site scripting bugs
 - CSRF

There are many other examples. We will just deal with a few cases.

Conclusion

Bug-free software does not exist.

Not all bugs lead to vulnerabilities.

Vulnerability-free software is difficult to achieve.

Vulnerabilities without a working exploit exist.

Be careful with the SUID permission bit.

Material

Section 7.5, 10.6 of D. Gollman, "Computer Security", Wiley (3rd ed.).

"Advanced Linux Programming", chapter 10