School of Computing FACULTY OF ENGINEERING & PHYSICAL SCIENCES



COMP3911 Secure Computing

17: Managing & Avoiding Vulnerabilities

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Objectives



To explore key issues relating to vulnerabilities:

- How are they discovered, categorised, publicised?
- How do we find them in existing code?
- How do we best avoid introducing them in the first place?

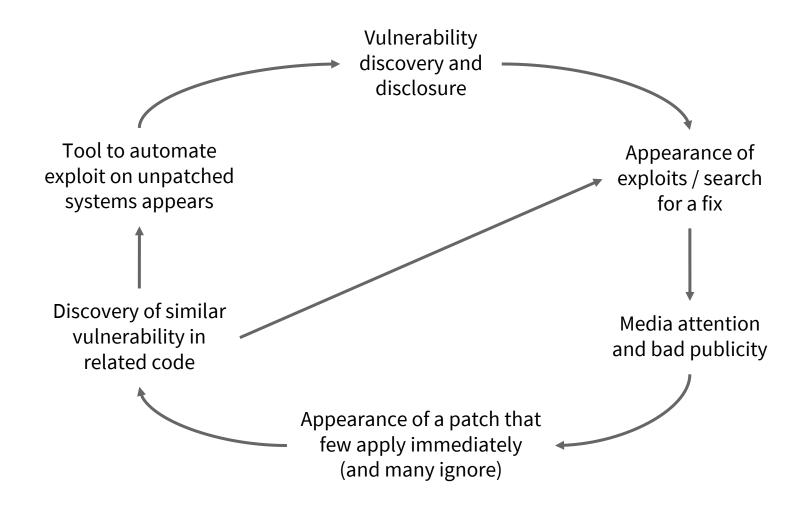
Vulnerabilities



- Potential security weaknesses in a system
- Attacks that use a vulnerability are exploits; not all vulnerabilities turn into realistic exploits
- 'Arms race' between security researchers and attackers: who can discover an exploitable vulnerability first?
- Researchers practice responsible disclosure
 - Inform software vendor of vulnerability before going public with it after a given time period (Why?)
- Oday ('zero day') = exploit that is being actively used before researchers/vendor discover it

The Vulnerability Cycle





Standardisation



ISO 29147 provides guidelines for vendors on receiving vulnerability reports from external researchers and disclosing remediation information

ISO 30111 describes a standard for processes that vendors can follow between receipt of a report and disclosure

Aids to Discussion/Analysis



- Common Vulnerabilities & Exposures (CVE)
 - CVE identifier scheme allows vulnerabilities to be uniquely numbered, simplifying tracking
- Common Weakness Enumeration (CWE)
 - Standard for classifying vulnerabilities by type
 - Example: CWE-120 = 'Buffer copy without checking size of input' (classic buffer overrun)
- Scoring systems
 - Useful for prioritising vulnerabilities
 - Competing standards: CVSS and CWSS

Dissemination



- US-CERT
 https://us-cert.cisa.gov
- UK's National Cyber Security Centre <u>https://www.ncsc.gov.uk</u>
- BugTraq mailing list <u>https://www.securityfocus.com/archive/1</u>
- Software vendors (ideally with accompanying patches!)
- etc...

Questions



- How do we find vulnerabilities in existing code?
- How do we minimise the risk of them being introduced into our software in the first place?

Source Code QA Techniques



- Code review
- Checklists
- Static analysis tools

Code Review



- Exploits the 'Hawthorne Effect'
- Various approaches
 - Pair programming (in XP)
 - Peer review
 - External review
- Independent reviewers are more objective
- Reviews can be tied to commits/pushes
 - VC tools can help e.g., by highlighting diffs

The 'Many Eyeballs' Fallacy



Linus' Law:

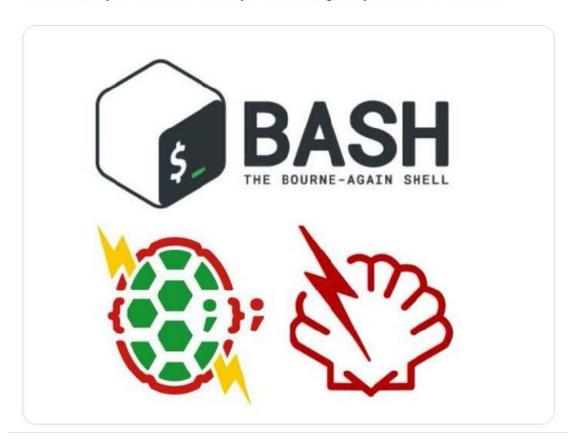
"Given enough eyeballs, all bugs are shallow"

(Eric Raymond, The Cathedral And The Bazaar, 1999)

- Lack of convincing evidence for this
- Research shows that bug finding rates in OSS do not scale linearly with number of reviewers
- Caveat: you need the 'right kind of eyeballs' to uncover security-related bugs!

1989: Brian Fox introduced code into Bash, later released as version 1.03, which included the first of the Shellshock vulnerabilities publicly reported 9,169 days later. That's 25 years, 1 month, and 13 days of exploitability.

Takeaway? You're always running exploitable code.



Checklists



- Help to ensure proper consideration of security issues during programming or a code review
- Also useful during design and security testing
- Can be signed off formally
- Cannot address every security issue
- Need to be maintained to remain useful
 - Put them under version control!

Static Analysis Tools



- Lexical analysis
 - Flawfinder (C, C++)
 - RATS (C, Perl, PHP, Python, Ruby, OpenSSL)
- Parsing
 - Splint 'Secure Programming Lint' (C only)
- Data flow analysis
 - <u>FindSecBugs</u> plug-in for <u>SpotBugs</u> (Java only)
- 'Separation logic and bi-abduction'
 - Facebook's <u>Infer</u> (C, Objective-C, Java)

Example



```
#include <stdio.h>
   #include <string.h>
 23
   int main(int argc, char* argv[])
 5
      char buf[256];
 6
      if (argc > 1) {
 8
        strcpy(buf, argv[1]);
 9
        printf(buf);
10
        printf("\n");
                                          What might a static
11
                                         analysis tool warn you
12
                                             about here?
13
      return 0;
14
15
```

More Examples



```
if (access(file, W_OK) == 0) {
    ...
    fp = fopen(file, "wb+");
    writeToFile(fp);
}

'Time Of Check, Time
Of Use' vulnerability
}
```

```
#include <iostream>
#include <cstdlib>

int main()
{
   for (int i = 0; i < 10; ++i) {
     std::cout << random() << '\n';
   }
   return 0;
}</pre>
```

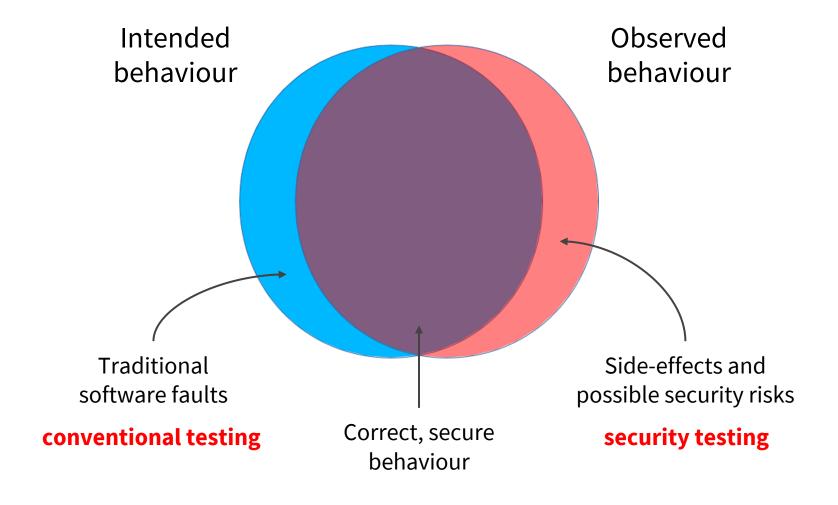
Limitations of Static Analysis



- False positives reported
 - Danger of 'flaw fatigue'
- False negatives
- Flaw database must be maintained
- Source code required

Testing != Security Testing

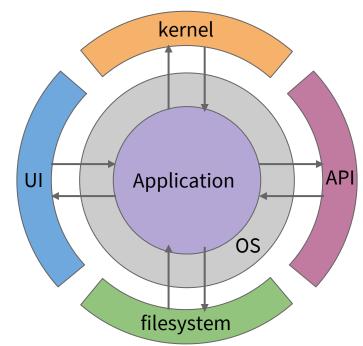




Whittaker's Fault Model



Developers and testers tend to focus on user interface input...



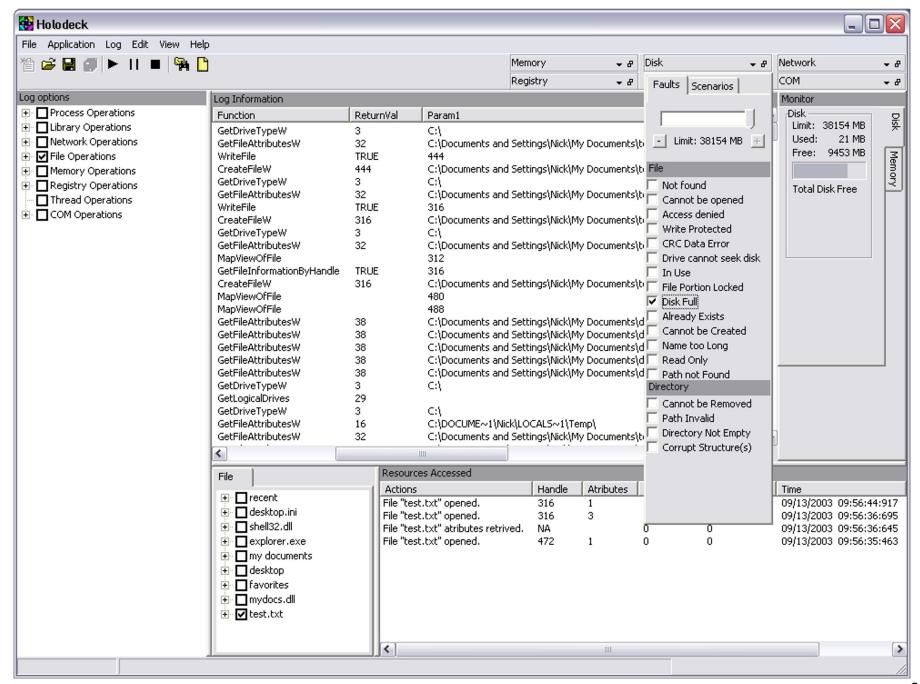
... but other less visible components also provide input to an application

Security testing must investigate effects of faults in all input sources

Run-time Fault Injection



- Can simulate faults using software that intercepts and modifies system calls
- Example: **Holodeck** (Windows systems)
 - System monitoring
 - Fault injection
 - Insufficient memory, failure to lock memory
 - No disk space, too many open files, no disk in drive
 - Low bandwidth, network disconnected, no ports
 - Missing libraries...



Testing Using Whittaker's Model



- Attack environmental dependencies
 - Block access to libs; manipulate Windows registry; corrupt config files; simulate lack of memory, disk, etc
- Attack user interfaces
 - Overrun buffers; use escape characters; inject code
- Attack the design
 - Find unprotected accounts; connect to all ports; fake sources of data; explore alternate routes to functionality
- Attack the implementation
 - Exploit TOC-TOU; force all errors; uncover test APIs; screen temporary files for sensitive information

Using Threat Models

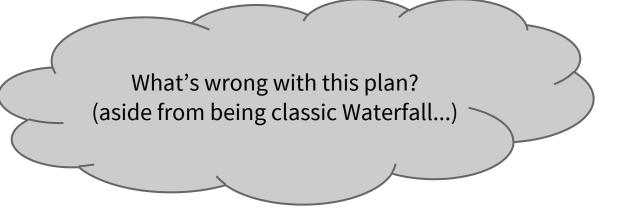


- Threat model drives the testing process
- Each threat needs a test plan
- STRIDE tells us what types of test to perform
- Quantitative risk assessment (e.g., DREAD rating) can be used to prioritise test plans

Secure Software Engineering?



- 1. Analyse requirements
- 2. Produce a design
- 3. Implement the design
- 4. Add security
- 5. Test
- 6. Fix bugs
- 7. Ship product



'Secure From Day One'



- Security (re)training for team members
- Threat model begun at the earliest stages, when product is still being envisioned, and refined thereafter
- Design process is driven by threat model and adopts standard principles such as reluctance to trust, granting of minimal privilege, etc
- Designs undergo security reviews
- Code QA and testing as described earlier
- 'Security push' in later stages
- Full security audit before shipping

Summary



We have

- Discussed the vulnerability cycle, and tools that help in the discussion and analysis of vulnerabilities
- Explored the roles played by code review and testing in the prevention of vulnerabilities
- Considered the value of static analysis tools
- Discussed how software engineering processes need to change in order to address security concerns

Follow-Up / Further Reading



- CVE identifiers & CVE Numbering Authorities
- Common Weakness Enumeration & CWSS
- ZDNet article: <u>"Google Project Zero: 95.8% of all bug</u> reports are fixed before deadline expires"
- Whittaker JA & Thompson HH, How to Break Software Security, Pearson 2004
- Holodeck source code on GitHub
- <u>libfiu</u> C library for fault injection in POSIX API