Memory Vulnerabilities in Memory-safe Languages

Veit Heller Information Security Meetup Berlin, August 2020

August 24, 2020

 ${\color{red}\mathsf{Compilers}}/{\color{blue}\mathsf{Interpreters}}$

Python

Year	# of Vulnerabilities	DoS	Code Execution	Overflow	Memory Corruption	Sql Injection	xss	Directory Traversal	Http Response Splitting	Bypass something	Gain Information	Gain Privileges	CSRF	File Inclusion	# of exploits
2008	1			1											
2010	7	<u>5</u>		5	1										
2011	2	1									2				
2012	5	3			1		1				1				
2013	2	1													
2014	6	2	1	2						1	1				1
2015	1											1			
2016	5			1						1	1				
2017	3		1	2											
2018	8	<u>5</u>	2	2	1										
2019	9						1			1					
Total	49	17	4	13	<u>3</u>		2			<u>3</u>	<u>5</u>	1			1
% Of All		34.7	8.2	26.5	6.1	0.0	4.1	0.0	0.0	6.1	10.2	2.0	0.0	0.0	

Responding to Firefox 0-days in the wild



JavaScript...

Google patches Chrome zero-day under active attacks

This is the third Chrome zero-day discovered being exploited in the wild in the past year.

More JavaScript...

Apple Paid Hacker \$75,000 for Uncovering Zero-Day Camera Exploits in Safari

Friday April 3, 2020 3:58 am PDT by Tim Hardwick

Runtimes

Bashing

Bashing

 $\Rightarrow \text{No Silver Bullets}$

Denial of Service (DoS)

Go issue 20135

runtime: maps do not shrink after elements removal (delete) #20135



① Open genez opened this issue on 26 Apr 2017 · 44 comments

```
func main() {
 runtime.GC(); memUsage() // basically 0
 m := make(map[int]int) // we start alloc'ing
 for i := 0; i < 100000; i++ \{ m[i] = i \}
 runtime.GC() // nothing deleted, of course
 for i := 0; i < 1000000; i++ \{ delete(m, i) \}
 runtime.GC() // still nothing deleted!
 fmt.Println(m) // just to make sure GC is not too clever
```

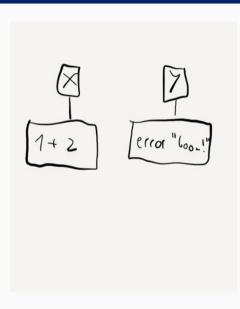
Listing 1: Go sitting on your memory.

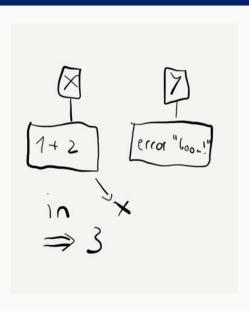
▶ Memory bugs don't need to corrupt memory.

- ▶ Memory bugs don't need to corrupt memory.
- ▶ Runtimes hide a lot from you (good and bad).

Haskell is lazy.

```
let (x, y) = (1 + 2, error "boom!") in x -- => 3
Listing 2: Thunks in action.
```





New vocabulary: space leaks.

Space Leaks

"Pinpointing spayce leaks is a skill that takes practice and perseverance. Better tools could significantly simplify the process."

— Mitchell, Neil: Leaking Space. Eliminating memory hogs.

Space Leaks

"Using the benchmark I observed a space leak. But the program is huge, and manual code inspection usually needs a 10 line code fragment to have a change. So I started modifying the program to do less, and continued until the program did as little as it could, but still leaked space. After I fixed a space leak, I zoomed out and saw if the space leak persisted, and then had another go."

— Mitchell, Neil: Fixing Space Leaks in Ghcide

► Again: Runtimes hide a lot from you (good and bad).

- ► Again: Runtimes hide a lot from you (good and bad).
- ▶ If your runtime is complex, it can feel like an adversary.

Memory Bugs

```
fn main() {
 unsafe fn dangerous<'a>() -> *const String {
    let tmp:String = "boom goes the dynamite!".to string();
    &tmp
 println!("{:?}", unsafe { dangerous().as ref() })
           Listing 3: unsafe considered... unsafe?
```

Rust

```
#![forbid(unsafe_code)]
```

Auditing popular Rust crates: how a one-line unsafe has nearly ruined everything



Sergey "Shnatsel" Davidoff Follow
Jul 19, 2018 · 10 min read

Rust

"If you want to write DoS-critical code in Rust and use some existing libraries, you're out of luck. Nobody cares about denial of service attacks. You can poke popular crates with a uzzer and get lots of those. When you report them, they do not get fixed."

— Davidoff, Sergey (Shnatsel): How Rust's standard library was

vulnerable for years and nobody noticed

Memory-Safety Challenge Considered Solved? An In-Depth Experience Report with All Rust CVEs

Hui Xu School of Computer Science Fudan University

> Mingshen Sun Baidu Security

Zhuangbin Chen Dept. of Computer Science and Engineering The Chinese University of Hong Kong

> Yangfan Zhou School of Computer Science Fudan University

Rust

"Most importantly, we find while Rust successfully limits memory-safety risks to the realm of unsafe code, it also brings some side effects that cause new patterns of dangling-pointer issues. In particular, most of the use-after-free and double-free bugs are related to the automatic destruction mechanism associated with the ownership-based memory management scheme."

— Xu, Hui et al.: Memory-Safety Challenge Considered Solved? An In-Depth Experience Report with All Rust CVEs

▶ Don't use your language's escape hatches.

- ▶ Don't use your language's escape hatches.
- ➤ Seriously.

- ▶ Don't use your language's escape hatches.
- Seriously.
- ► Please.

- ▶ Don't use your language's escape hatches.
- Seriously.
- ► Please.
- ▶ Or write proofs, but I know you won't, so don't.

Conclusions (and better vibes)

Conclusion

Everything sucks in its own way, and that's alright.

Conclusion

Nothing will be perfectly secure. Make a better threat model.

References

▶ Go bug 20135: https://github.com/golang/go/issues/20135▶ Breaking Erlang Maps:

▶ These slides: https://github.com/hellerve/talks

- https://medium.com/@jlouis666/breaking-erlang RustBelt: https://plv.mpi-sws.org/rustbelt
 Space leak: A Haskell Sore Spot:
- https://fremissant.net/leakyAuditing popular Rust crates: how a one-line unsafe has nearly ruined everything:
- https://medium.com/@shnatsel/auditing-popular
 Fixing Space Leaks in Ghcide:

 https://neilmitchell.blogspot.com/2020/05/fixi

References

- ► Apple Paid Hacker 75,000 for Uncovering Zero-Day Camera Exploits in Safari https://www.macrumors.com/2020/04/03/apple-pai
- Google patches Chrome zero-day under active attacks https://www.zdnet.com/article/google-patches-c
- Responding to Firefox 0-days in the wild https://blog.coinbase.com/responding-to-firefo

➤ Xu, Hui et al.: Memory-Safety Challenge Considered Solved?

- An In-Depth Experience Report with All Rust CVEs

 ► Kulal, Sumith et al.: Space leaks exploration in Haskell
 - ► Mitchell, Neil: Leaking Space—Eliminating memory hogs

Thank you!

Questions?

Slides at https://github.com/hellerve/talks