

How unsafe {} is Rust?

Matt Suiche, OPCDE (@OPCDE)

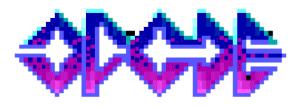
POC – Power Of Community Seoul, Korea 10-11 November, 2022



Whoami



- @msuiche on Twitter
- Founder of Hackito Ergo Sum (Paris), No Such Con (Paris), OPCDE (Dubai & Nairobi) conferences
- CloudVolumes (Vmware in 2014), Comae (Magnet Forensics in 2022).
- Memory acquisition & analysis research
- Windows ARM64 exploit development research
- Web3 security



Rust vs Go



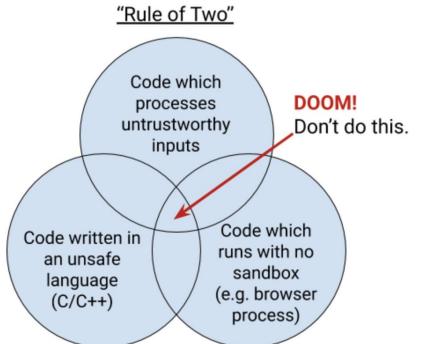
- Rust is memory safe, and ensures memory safety at the time of compilation.
- Go is not memory safe and sometimes data races can lead to invalid values which may lead to memory corruption.
- Although, both Go and Rust prevent memory leaks by design. Go relies on its automated garbage collector.
 - Rust ownership and borrowing are pretty awesome too.
 - Rust allows multiple immutable references but only a single changeable reference at a time.



Rust vs Carbon



- Carbon is an <u>experimental</u> successor to C++
- Safer fundamentals, and an incremental path towards a memory-safe subset.



Source: Chromium Docs



Rust



Most beloved programming language for 6 years in a row

Stack Overflow Developer Survey



One language for all?

user-mode applications

kernel drivers

Firmwares

Web Applications

Web3 smart contracts (Solana, NEAR, etc.)



Many projects also consider Rust as a viable long-term alternative to C/C++



What type of bugs? (list non-exhaustive)

DoS

• panic!()

Memory issues

unsafe{}

Logic bugs

 can lead to profit in the case of smart-contracts

Supply chain

rogue crates/github repo





Smart-contract pitfalls (Solana)

5 Categories (Neodyme)

- Missing ownership check
- Missing signer check
- Solana account confusions
- Arbitrary signed program invocation
- Integer overflow & underflow

Example: Soteria



```
v - 24 □ programs/jet/src/state/reserve.rs [□
              @@ -195,16 +195,16 @@ impl Reserve {
195
                  pub fn deposit(&mut self, token_amount: u64, note_amount: u64) {
      195
                      let state = self.state_mut().get_stale_mut();
196
      196
197
      197
198
                      state.total_deposits += token_amount;
                      state.total_deposit_notes += note_amount;
199
                      state.total_deposits = state.total_deposits.checked_add(token_amount).unwrap();
      198
      199
                      state.total_deposit_notes = state.total_deposit_notes.checked_add(note_amount).unwrap();
200
      200
201
      201
                  /// Record an amount of tokens withdrawn from the reserve
202
      202
                  pub fn withdraw(&mut self, token_amount: u64, note_amount: u64) {
203
      203
                      let state = self.state_mut().get_stale_mut();
204
      204
205
      205
                      state.total_deposits -= token_amount;
206
207
                      state.total_deposit_notes -= note_amount;
                      state.total_deposits = state.total_deposits.checked_sub(token_amount).unwrap();
      206
                      state.total_deposit_notes = state.total_deposit_notes.checked_sub(note_amount).unwrap();
      207
208
      208
200
      200
```

Jet Protocol (October 2021)

Integer overflow/underflow



Unsafety (As per documentation)



- Unsafe operations are those that can potentially violate the memorysafety following guarantees of Rust's static semantics.
- The language level features cannot be used in the safe subset of Rust:
 - Dereferencing a <u>raw pointer</u>.
 - Reading or writing a <u>mutable</u> or <u>external</u> static variable.
 - Accessing a field of a <u>union</u>, other than to assign to it.
 - Calling an unsafe function (including an intrinsic or foreign function).
 - Implementing an <u>unsafe trait</u>.







Steve Eckels @stevemk14ebr

Rust isn't ready! What needs to change:

- * MS makes native rust winapi bindings. For kernel too!
- * MS supports DDK + rustc together
- * Rust adds anonymous unions and structures
- * Disabling unwinding w/ no_std needs to be easier (i.e. actually work)
- * Stack usage limit flags!!



🦚 Mark Russinovich 🔡 @markrussinovich · Sep 20

Speaking of languages, it's time to halt starting any new projects in C/C++ and use Rust for those scenarios where a non-GC language is required. For the sake of security and reliability. the industry should declare those languages as deprecated.

1:54 AM · Sep 21, 2022 · Twitter for Android



Petr Beneš

@PetrBenes

official rust wdk when

1:46 AM · Oct 31, 2022 · Twitter Web App

Supply Chain Attacks



- Non-Official Rust WDK
 - High risk of potential supply chain abuse
 - Main branch: https://github.com/retep998/winapi-rs
 - ARM64: https://github.com/msuiche/winapi-rs
- Reserved crate names
 - https://users.rust-lang.org/t/should-people-be-allowed-to-reserve-crate-names/8360
- CrateDepression
 - SentinelLabs has investigated a supply-chain attack against the Rust development community that we refer to as 'CrateDepression'.
 - https://www.sentinelone.com/labs/cratedepression-rust-supply-chain-attack-infectscloud-ci-pipelines-with-go-malware/



Memory Safety (e.g. CVE-2019-18960)

- CVE-2019-18960 in Aws Firecracker.
 Amazon VM monitor.
 - Write up by Valentina Palmiotti,
 @chompie1337
- Guard page at the end of signal stacks (#69969)

A memory region base address and the offset of the guest address from the base is calculated in do_in_region and the addition of the two is returned as the resulting pointer. On line 5 in the code snippet above, there is an unsafe block. In Rust, a block of code can be prefixed with the unsafe keyword to permit operations such as dereferencing a raw pointer, reading or writing to a mutable static variable, accessing a field of a union (other than to assign it), or calling an unsafe function [10]. In the code snippet above, the comment states that the operation in the unsafe block is safe to allow because do_in_region checks that the offset is in bounds. Let's take a look:



unsafe user-mode code (raw pointers)



- "as_ptr()" and "as *const" references.
 - Raw, unsafe pointers, *const T, and *mut T.
 - Direct old school pointer manipulation.







```
pub fn get_physical_memory_ranges() → Result<Vec<PhysicalMemoryRange>, NTSTATUS> {
    unsafe {
        let mut buf = MmGetPhysicalMemoryRanges();
        if buf.is_null() {
            return Err(STATUS_ACCESS_DENIED);
        let mut ranges = Vec::new();
        loop {
            if (*buf).number_of_bytes = 0 {
                break;
            ranges.push(*buf);
            buf = buf.wrapping_add(1);
        Ok(ranges)
```



Interesting projects



- Linux will support the Rust programming language in its kernel from version 6.1.
- Caliptra
 - An open-source root of trust with firmware written in Rust.
 - https://azure.microsoft.com/en-us/blog/delivering-consistency-and-transparency-for-cloud-hardware-security/
 - An open sourced register-transfer level (RTL) code implementation of Caliptra that can be synthesized into current SoC designs will be made available, along with the cloud-designed firmware written entirely in Rust.



Stay safe



- https://rustsec.org
 - Tools
 - Advisory Database
- Soteria
- Tools
 - cargo audit
 - cargo deny
 - cargo geiger
 - cargo fuzz
 - miri
 - Other tools leveraging llvm (KLEE, rust-san, etc.)



Acknowledgments



- Patrick Ventuzelo (@Pat_Ventuzelo)
- Neodyme
- Matt Miller (@epakskape)
- Taha Karim (@lordx64)
- Jonas Lyk (@jonasLyk)
- Ryan McCrystal
- Not Mathias
- Stephan van Schaik (@themadstephan)
- Valentina Palmiotti (@chompie1337)
- Memn0ps (@memN0ps)
- Petr Benes (@PetrBenes)
- Steve Eckels (@stevemk14ebr)

- Dave Weston (@dwizzzleMSFT)
- Matthew Seyer (@forensic_matt)
- Willi Ballenthin (@williballenthin)
- Saar Amar (@AmarSaar)





Questions?

