Vulnerability Assessment and Secure Coding Practices for Middleware

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Roadmap

- > Part 1: Vulnerability Assessment Process
- > Part 2: Secure Coding Practices











Key Issues for Security

- > Need independent assessment
 - Software engineers have long known that testing groups must be independent of development groups
- Need an assessment process that is NOT based solely on known vulnerabilities
 - Such approaches will not find new types and variations of attacks











Key Issues for Security

- > Automated Analysis Tools have Serious Limitations
 - While they help find some local errors, they
 - MISS significant vulnerabilities (false negatives)
 - Produce voluminous reports (false positives)
- > Programmers must be security-aware
 - Designing for security and the use of secure practices and standards does not quarantee security









Addressing these Issues

- > We must evaluate the security of our code
 - The vulnerabilities are there and we want to find them first
- Assessment isn't cheap
 - Automated tools create an illusion of security
- You can't take shortcuts
 - Even if the development team is good at testing, they can't do an effective assessment of their own code











Addressing these Issues

- > First Principles Vulnerability Assessment (FPVA)
 - A strategy that focuses on critical resources
 - A strategy that is not based solely on known vulnerabilities
- > We need to integrate assessment and remediation into the software development process
 - We have to be prepared to respond to the vulnerabilities we find







Goal of FPVA

- > Understand a software system to focus search for security problems
- > Find vulnerabilities
- > Make the software more secure

"A vulnerability is a defect or weakness in system security procedures, design, implementation, or internal controls that can be exercised and result in a security breach or violation of security policy." - Gary McGraw, Software Security

i.e., a bad thing









First Principles Vulnerability Assessment

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Step 1: Architectural Analysis

Step 2: Resource Identification

Step 3: Trust & Privilege Analysis

Step 4: Component Evaluation

Step 5: Dissemination of Results

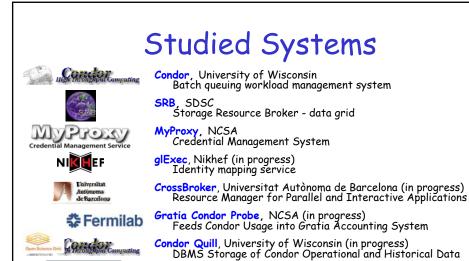












High Thronghold Computing

WIRESHARE



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Network Protocol Analyzer

Wireshark, wireshark.org (in progress)

Condor Privilege Separation, University of Wisconsin (soon) Restricted Identity Switching Module







First Principles Vulnerability Assessment Understanding the System

Step 1: Architectural Analysis

- Functionality and structure of the system, major components (modules, threads, processes), communication channels
- Interactions among components and with users









Step 1: Architectural Analysis User Supplied Data

- > All attacks ultimately arise from attacker (user) communicated data
- > If not, your system is malware: mere installation causes a security violation
- > Attack surface: Interfaces available to the attacker
- > Important to know where the system gets user supplied data
- > What data can users inject into the system









Step 1: Architectural Analysis

- > Create a detailed big picture view of the system
- > Document and diagram
 - What processes/hosts exist and their function

- How users interact with them
- How executables interact with each other













Step 1: Architectural Analysis External Services Used

- > How are external programs used
- > External services
 - Database (DBMS, LDAP, DNS, ...)
 - Web server
 - Application server
 - Other
- > External executables launched
 - Signs in the code: popen system exec*











Step 1: Architectural Analysis Process Communication Channels

- What exists between...
 - Servers
 - Client and server
 - Client/Server and external programs
 - DBMS
 - · DNS
 - · LDAP
 - Kerberos
 - File services: NFS AFS ftp http ...
 - Helper applications
- > Shows interaction between components











Step 1: Architectural Analysis Communication Methods

- > OS provides a large variety of communication methods
 - Command line
- Environment

- Files

- Sockets
- Creating processes
- Signals

- IPC

- Directories

Pipes

- Symbolic links
- FIFO's or named pipes
- · System V IPC
- · Memory mapped files









Step 1: Architectural Analysis Command Line

- > Null-terminated array of strings passed to a starting process from its parent
- Convention is that argv[0] is the path to executable file
- > Signs in code
 - C/C++: argc argv
 - Perl: \$0 @ARGV
 - Sh: \$0 \$1 \$2... \$# \$@ \$*
 - Csh: \$0 argv







Step 1: Architectural Analysis Sockets

- Creates a communication path
 - processes on same host
 - between hosts using protocols such as TCP/IP
- > Can be stream or message based
- > Signs in code
 - C/C++: socket bind connect listen accept socketpair send sendto sendmsg recv recvfrom recvmsg getpeername getsockname setsockopt getsockopt shutdown











Step 1: Architectural Analysis IPC

- > Inter- and Intra-host communication methods
- > Some can pass file descriptors between processes
- > Signs in code:
 - Pipes: pipe
 - SysV Message Q: msgget msgctl msgsnd msgrcv
 - SysV Semaphore: semget shmctl semop
 - SysV Shared Mem: shmget shmctl shmat shmdt

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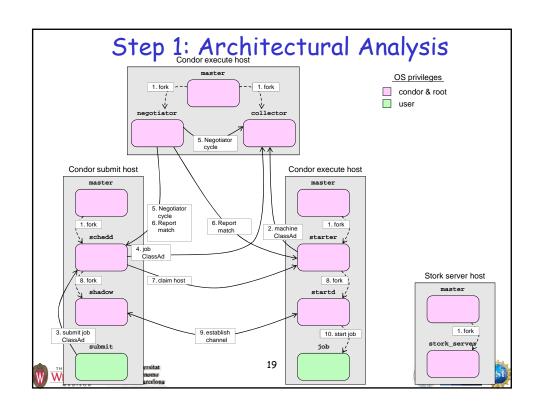
- Memory mapped files: mmap

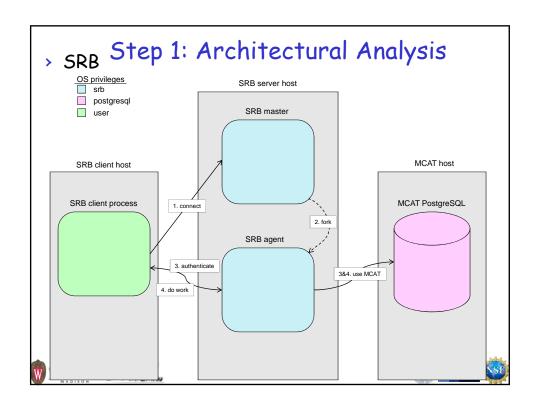












First Principles Vulnerability Assessment Understanding the System

Step 2: Resource Identification

- Key resources accessed by each component
- Operations allowed on those resources





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Step 2: Resource Analysis

- A resource is an object that is useful to a user of the system and is controlled by the system
 - Data
 - · files
 - · DBMS
 - memory
 - Physical entities
 - · Disk space
 - · CPU cycles
 - Network bandwidth
 - Attached devices (sensors, controllers)











Step 2: Resource Identification Documenting Resources

- > What resources exist in the system
- > What executables/hosts control the resource
- What operations are allowed
- What does an attacker gaining access to the resource imply





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Step 2: Resource Identification Files

- > Represented by a path
- > File descriptors represent files in program
 - From opening or creating a file
 - Inherited from parent process
- Contents can be data, configuration, executable code, library code, scripts
- > Signs in code:
 - C/C++: open creat fopen dlopen *stream









Step 2: Resource Identification Standard File Descriptors

- Convention is creating process opens file descriptors 0, 1 and 2 for use by the created process to be used as standard in, out, and err
- Functions and libraries often implicitly use these and expect them to be opened
- > Signs in code
 - C/C++: stdin stdout stderr STDIN_FILENO STDOUT_FILENO STDERR_FILENO getchar gets scanf printf vprintf vscanf cin cout cerr



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Step 2: Resource Identification Directories

- > List of named file system objects
- > Operations:
 - Get list of entries
 - Create entry
 - Rename entry
 - Delete entry
- > Entries have metadata like type, size, and owner
- > Signs in code:
 - C/C++: opendir readdir closedir creat open (with O_CREAT) fdopen mkdir mkfifo mknod symlink link unlink remove rename rmdir







Step 2: Resource Identification Symbolic Links

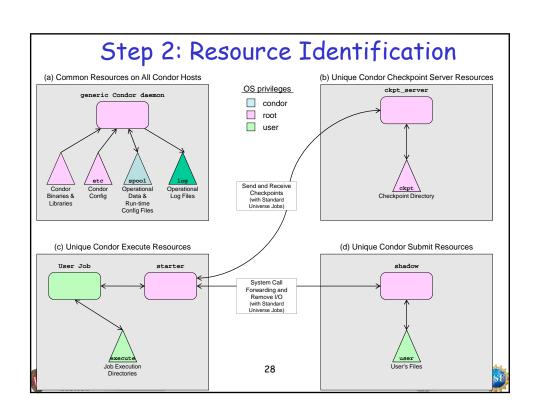
- File system object that contains a path (referent)
- When evaluating a path the operating system follows the referent in the link
- > Operations:
 - Create symbolic link (can't modify)
 - Read referent
- > Signs in code:
 - C/C++: implicitly in any function taking a path, symlink readlink

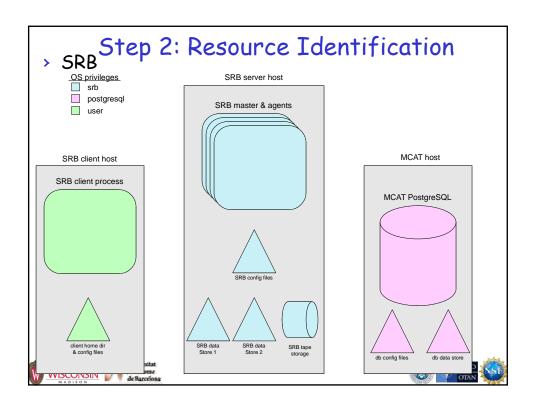












First Principles Vulnerability Assessment Understanding the System

Step 3: Trust & Privilege Analysis

- How components are protected and who can access them
- Privilege level at which each component runs

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- Trust delegation









Step 3: Trust & Privilege Analysis **Process Attributes**

- > What user/group is the process started as
- > Is the process setuid/setgid
- > Any unusual process attributes
 - chroot
 - Process limits
 - Uses capabilities
- > uid/gid switching
- > uid/gid sensitive behavior



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Step 3: Trust & Privilege Analysis

- > Privilege is the authorization for a user to perform an operation on a resource
- > Role is a set of privileges assigned to users to create classes of users such as admin
- > Authentication
 - Is it performed correctly and securely
 - If an attacker can authenticate as another user they gain their privileges









Step 3: Trust & Privilege Analysis Privileges in the System

- > What privileges exist in the system
- Do they map appropriately to operations on resources
- > Are they fine grained enough
- > How are they enforced





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Step 3: Trust & Privilege Analysis External Privilege Systems

- System used: OS, DBMS, ...
- > Accounts and privileges used
- > Purpose of each account
- Does the program use external privileges to enforce its privilege model
- > Are minimal privileges used
- Use of root or admin accounts require special attention







Step 3: Trust & Privilege Analysis Trust

- > An executable trusts another when
 - It relies on a behavior in the other
 - Doesn't or can't verify the behavior
- Implicit trust
 - The operating system
 - Process with root privilege on the same host
 - they can do anything
 - Processes with same uid on the same host
 - · they can do anything to each other
 - All the code in your executable including libraries





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Step 3: Trust & Privilege Analysis Bad trust

- Not validating data from another trust domain for proper form (form, length, range)
- > Bad assumptions
 - User supplied data is in proper form
 - Data passed through client is unchanged
 - · Need a cryptographic signature
 - Happens with hidden input field and cookies in HTML













Step 3: Trust & Privilege Analysis More Bad Trust

- > Bad assumptions (cont.)
 - Client validated data
 - · Client can be rewritten or replaced
 - Good to validate on the client, but server validation is required
- > Not validating data from trusted processes
 - Allows an attack to spread
 - Not defense in depth





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First Principles Vulnerability Assessment Search for Vulnerabilities

Step 4: Component Evaluation

- Examine critical components in depth
- Guide search using:
 Diagrams from steps 1-3
 Knowledge of vulnerabilities
- Helped by Automated scanning tools (!)









Step 4: Component Evaluation Categories of Vulnerabilities

- > Design Flaws
 - Problems inherent in the design
 - Hard to automate discovery



- > Implementation Bugs
 - Improper use of the programming language, or of a library API
 - Localized in the code
- > Operational vulnerabilities
 - Configuration or environment
- > Social Engineering
 - Valid users tricked into attacking





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Step 4: Component Evaluation Many Types of Vulnerabilities

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Buffer overflows
Injection attacks
Command injection
(in a shell)
Format string attacks
(in printf/scanf)
SQL injection
Cross-site scripting or
XSS

(in HTML)
Directory traversal
Integer vulnerabilities

Race conditions
Not properly dropping privilege
Insecure permissions
Denial of service
Information leaks
Lack of integrity checks
Lack of authentication









Lack of authorization







Step 4: Component Evaluation Focusing the Search

- It's impossible to completely analyze a system for vulnerabilities
- > From critical resources and try to think of ways an attack can be realized
- > From vulnerabilities can occur in the code to resources
- Look for similar problems to prior security problems
- > Focus on subsystem/resources that are
 - Important

- Security related
- Poorly written (little used)
- Poorly tested
- Developer/Testing functionality











Step 4: Component Evaluation Process Configuration

- > How is an executable configured
 - Configuration file
 - Hard coded
 - Other
- What can be configured
 - How does it affect the application
 - Often reveals functional and architectural information









Step 4: Component Evaluation Communication Methods

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Step 5: Dissemination of Results

- Report vulnerabilities
- Interaction with developers
- Disclosure of vulnerabilities









Step 5: Dissemination of Results Vulnerability Report

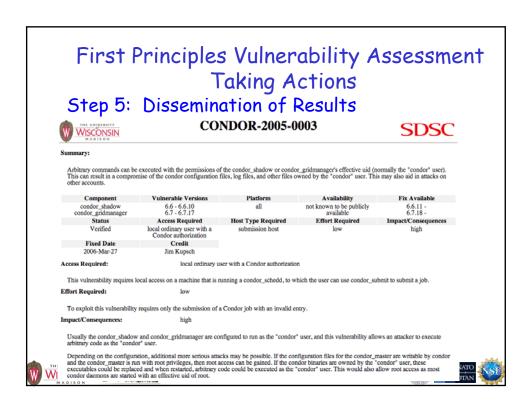
- > One report per vulnerability
- Provide enough information for developers to reproduce and suggest mitigations
- > Written so that a few sections can be removed and the abstracted report is still useful to users without revealing too much information to easily create an attack.











Step 5: Dissemination of Results Vulnerability Report Items

- > Summary
- > Affected version(s) and platform
- > Fixed version(s)
- > Availability is it known or being exploited
- > Access required what type of access does an attacker require: local/remote host? Authenticated? Special privileges?
- > Effort required (low/med/high) what type of skill and what is the probability of success











Step 5: Dissemination of Results Vulnerability Report Items

- > Impact/Consequences (low/med/high) how does it affect the system: minor information leak is low, gaining root access on the host is high
- > Only in full report
 - Full details full description of vulnerability and how to exploit it
 - Cause root problem that allows it
 - Proposed fix proposal to eliminate problem
 - Actual fix how it was fixed







Step 5: Dissemination of Results Vulnerability Disclosure Process

- > Disclose vulnerability reports to developers
- Allow developers to mitigate problems in a release

Now here's the really hard part:

- Publish abstract disclosures in cooperation with developers. When?
- Publish full disclosures in cooperation with developers. When?





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Summary of Results First Principles Vulnerability Assessment

Technique has been extremely successful

- found critical problems
- helped groups redesign software
- changed their development practices and release cycle management

First Principles Vulnerability Assessment (FPVA) white paper: http://www.cs.wisc.edu/mist/papers/VA.pdf







Our Work -- Summary

Assess: We continue to assess new software systems

Train: We present tutorials and white papers, and continue to develop new educational materials

Research: Our results provide the foundation for new research to make FPVA less labor-intensive and improve quality of automated code analysis







