

CSci 5271  
Introduction to Computer Security  
Defensive programming and design, cont'd

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## Outline

More secure design principles  
Software engineering for security  
Secure use of the OS  
Announcements intermission  
Bernstein's perspective  
Techniques for privilege separation

## Back to an old preview question

- Asked before: what's the type of the return value of `getchar`?
- Why?

## Separate the control plane

- Keep metadata and code separate from untrusted data
- Bad: format string vulnerability
- Bad: old telephone systems

## Defense in depth

- Multiple levels of protection can be better than one
- Especially if none is perfect
- But, many weak security mechanisms don't add up

## Canonicalize names

- Use unique representations of objects
- E.g. in paths, remove `.`, `..`, extra slashes, symlinks
- E.g., use IP address instead of DNS name

## Fail-safe / fail-stop

- If something goes wrong, behave in a way that's safe
- Often better to stop execution than continue in corrupted state
- E.g., better segfault than code injection

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## Modularity

- Divide software into pieces with well-defined functionality
- Isolate security-critical code
  - Minimize TCB, facilitate privilege separation
  - Improve auditability

## Minimize interfaces

- Hallmark of good modularity: clean interface
- Particularly difficult:
  - Safely implementing an interface for malicious users
  - Safely using an interface with a malicious implementation

## Appropriate paranoia

- Many security problems come down to missing checks
- But, it isn't possible to check everything continuously
- How do you know when to check what?

## Invariant

- A fact about the state of a program that should always be maintained
- Assumed in one place to guarantee in another
- Compare: proof by induction

## Pre- and postconditions

- Invariants before and after execution of a function
- Precondition: should be true before call
- Postcondition: should be true after return

## Dividing responsibility

- Program must ensure nothing unsafe happens
- Pre- and postconditions help divide that responsibility without gaps

## When to check

- At least once before any unsafe operation
- If the check is fast
- If you know what to do when the check fails
- If you don't trust
  - your caller to obey a precondition
  - your callee to satisfy a postcondition
  - yourself to maintain an invariant

## Sometimes you can't check

- Check that  $p$  points to a null-terminated string
- Check that  $fp$  is a valid function pointer
- Check that  $x$  was not chosen by an attacker

## Error handling

- Every error must be handled
  - I.e, program must take an appropriate response action
- Errors can indicate bugs, precondition violations, or situations in the environment

## Error codes

- Commonly, return value indicates error if any
- Bad: may overlap with regular result
- Bad: goes away if ignored

## Exceptions

- Separate from data, triggers jump to handler
- Good: avoid need for manual copying, not dropped
- May support: automatic cleanup (*finally*)
- Bad: non-local control flow can be surprising

## Testing and security

- "Testing shows the presence, not the absence of bugs" – Dijkstra
- Easy versions of some bugs can be found by targeted tests:
  - Buffer overflows: long strings
  - Integer overflows: large numbers
  - Format string vulnerabilities: `%x`

## Fuzz testing

- Random testing can also sometimes reveal bugs
- Original 'fuzz' (Miller): `program </dev/urandom`
- Even this was surprisingly effective

## Modern fuzz testing

- Mutation fuzzing: small random changes to a benign *seed* input
  - Complex benign inputs help cover interesting functionality
- Grammar-based fuzzing: randomly select valid inputs
- Coverage-driven fuzzing: build off of tests that cause new parts of the program to execute
  - Automatically learns what inputs are "interesting"
  - Pioneered in the open-source AFL tool

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## Avoid special privileges

- Require users to have appropriate permissions
  - Rather than putting trust in programs
- Anti-pattern 1: `setuid/setgid` program
- Anti-pattern 2: privileged daemon
- But, sometimes unavoidable (e.g., email)

### One slide on setuid/setgid

- Unix users and process have a user id number (UID) as well as one or more group IDs
- Normally, process has the IDs of the user who starts it
- A setuid program instead takes the UID of the program binary

### Don't use shells or Tcl

- ... in security-sensitive applications
- String interpretation and re-parsing are very hard to do safely
- Eternal Unix code bug: path names with spaces

### Prefer file descriptors

- Maintain references to files by keeping them open and using file descriptors, rather than by name
- References same contents despite file system changes
- Use `openat`, etc., variants to use FD instead of directory paths

### Prefer absolute paths

- Use full paths (starting with `/`) for programs and files
- `$PATH` under local user control
- Initial working directory under local user control
  - But FD-like, so can be used in place of `openat` if missing

### Prefer fully trusted paths

- Each directory component in a path must be write protected
- Read-only file in read-only directory can be changed if a parent directory is modified

### Don't separate check from use

- Avoid pattern of e.g., `access` then `open`
- Instead, just handle failure of `open`
  - You have to do this anyway
- Multiple references allow races
  - And `access` also has a history of bugs

### Be careful with temporary files

- Create files exclusively with tight permissions and never reopen them
  - See detailed recommendations in Wheeler
- Not quite good enough: reopen and check matching device and inode
  - Fails with sufficiently patient attack

### Give up privileges

- Using appropriate combinations of `set*id` functions
  - Alas, details differ between Unix variants
- Best: give up permanently
- Second best: give up temporarily
- Detailed recommendations: *Setuid Demystified* (USENIX'02)

## Whitelist environment variables

- Can change the behavior of called program in unexpected ways
- Decide which ones are necessary
  - As few as possible
- Save these, remove any others

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## Last preview question

What is the return type of `getchar()`?

- A. signed char
- B. `int`
- C. unsigned char
- D. char
- E. float

## BCMTA vulnerability found!

- A user can process incoming messages with a command using `.forward`
- BCMTA should drop privileges when running this command
- Because of a logic error, did so only the first time

## BCECHO part 2, continued

- Modifying a system file
- \0-free shellcoding
- Shellcode in an environment variable

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## Historical background

- Traditional Unix MTA: Sendmail (BSD)
  - Monolithic setuid root program
  - Designed for a more trusting era
  - In mid-90s, bugs seemed endless
- Spurred development of new, security-oriented replacements
  - Bernstein's qmail
  - Venema et al's Postfix

## Distinctive qmail features

- Single, security-oriented developer
- Architecture with separate programs and UIDs
- Replacements for standard libraries
- Deliveries into directories rather than large files

## Ineffective privilege separation

- Example: prevent Netscape DNS helper from accessing local file system
- Before: bug in DNS code
  - read user's private files
- After: bug in DNS code
  - inject bogus DNS results
  - man-in-the-middle attack
  - read user's private web data

## Effective privilege separation

- Transformations with constrained I/O
- General argument: worst adversary can do is control output
  - Which is just the benign functionality
- MTA header parsing (Sendmail bug)
- jpegtopnm inside xloadimage

## Eliminating bugs

- Enforce explicit data flow
- Simplify integer semantics
- Avoid parsing
- Generalize from errors to inputs

## Eliminating code

- Identify common functions
- Automatically handle errors
- Reuse network tools
- Reuse access controls
- Reuse the filesystem

## The "qmail security guarantee"

- \$500, later \$1000 offered for security bug
- Never paid out
- Issues proposed:
  - Memory exhaustion DoS
  - Overflow of signed integer indexes
- Defensiveness does not encourage more submissions

## qmail today

- Originally had terms that prohibited modified redistribution
  - Now true public domain
- Latest release from Bernstein: 1998; netqmail: 2007
- Does not have large market share
- All MTAs, even Sendmail, are more secure now

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## Restricted languages

- Main application: code provided by untrusted parties
- Packet filters in the kernel
- JavaScript in web browsers
  - Also Java, Flash ActionScript, etc.

## SFI

- Software-based Fault Isolation
- Instruction-level rewriting like (but predates) CFI
- Limit memory stores and sometimes loads
- Can't jump out except to designated points
- E.g., Google Native Client

## Separate processes

- OS (and hardware) isolate one process from another
- Pay overhead for creation and communication
- System call interface allows many possibilities for mischief

## System-call interposition

- Trusted process examines syscalls made by untrusted
- Implement via `ptrace` (like `strace`, `gdb`) or via kernel change
- Easy policy: deny

## Interposition challenges

- Argument values can change in memory (TOCTTOU)
- OS objects can change (TOCTTOU)
- How to get canonical object identifiers?
- Interposer must accurately model kernel behavior
- Details: Garfinkel (NDSS'03)

## Separate users

- Reuse OS facilities for access control
- Unit of trust: program or application
- Older example: `qmail`
- Newer example: Android
- Limitation: lots of things available to any user

## `chroot`

- Unix system call to change root directory
- Restrict/virtualize file system access
- Only available to root
- Does not isolate other namespaces

## OS-enabled containers

- One kernel, but virtualizes all namespaces
- FreeBSD jails, Linux LXC, Solaris zones, etc.
- Quite robust, but the full, fixed, kernel is in the TCB

## (System) virtual machines

- Presents hardware-like interface to an untrusted kernel
- Strong isolation, full administrative complexity
- I/O interface looks like a network, etc.

## Virtual machine designs

- (Type 1) hypervisor: 'superkernel' underneath VMs
- Hosted: regular OS underneath VMs
- Paravirtualization: modify kernels in VMs for ease of virtualization

## Virtual machine technologies

- Hardware based: fastest, now common
- Partial translation: e.g., original VMware
- Full emulation: e.g. QEMU proper
  - Slowest, but can be a different CPU architecture

## Modern example: Chrom(ium)

- Separates "browser kernel" from less-trusted "rendering engine"
  - Pragmatic, keeps high-risk components together
- Experimented with various Windows and Linux sandboxing techniques
- Blocked 70% of historic vulnerabilities, not all new ones
- <http://seclab.stanford.edu/websec/chromium/>

## Next time

- Protection and isolation
- Basic (e.g., classic Unix) access control