

CSci 5271
Introduction to Computer Security
Day 20: Web security, part 1

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Outline

Key distribution and PKI, cont'd
SSH
TLS (SSL)
The web from a security perspective
SQL injection

Certificates

- A name and a public key, signed by someone else
 - $C_A = \text{Sign}_S(A, K_A)$
- Basic unit of transitive trust
- Commonly use a complex standard "X.509"

Certificate authorities

- "CA" for short: entities who sign certificates
- Simplest model: one central CA
- Works for a single organization, not the whole world

CA hierarchies

- Organize CAs in a tree
- Distributed, but centralized (like DNS)
- Check by follow a path to the root
- Best practice: sub CAs are limited in what they certify

PKI for authorization

- Enterprise PKI can link up with permissions
- One approach: PKI maps key to name, ACL maps name to permissions
- Often better: link key with permissions directly, name is a comment
 - More like capabilities

The revocation problem

- How can we make certs "go away" when needed?
- Impossible without being online somehow
 1. Short expiration times
 2. Certificate revocation lists
 3. Certificate status checking

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Short history of SSH

- Started out as freeware by Tatu Ylönen in 1995
- Original version commercialized
- Fully open-source OpenSSH from OpenBSD
- Protocol redesigned and standardized for "SSH 2"

OpenSSH t-shirt



SSH host keys

- Every SSH server has a public/private keypair
- Ideally, never changes once SSH is installed
- Early generation a classic entropy problem
 - Especially embedded systems, VMs

Authentication methods

- Password, encrypted over channel
- .shosts: like .rhosts, but using client host key
- User-specific keypair
 - Public half on server, private on client
- Plugins for Kerberos, PAM modules, etc.

Old crypto vulnerabilities

- 1.x had only CRC for integrity
 - Worst case: when used with RC4
- Injection attacks still possible with CBC
 - CRC compensation attack
- For least-insecure 1.x-compatibility, attack detector
- Alas, detector had integer overflow worse than original attack

Newer crypto vulnerabilities

- IV chaining: IV based on last message ciphertext
 - Allows chosen plaintext attacks
 - Better proposal: separate, random IVs
- Some tricky attacks still left
 - Send byte-by-byte, watch for errors
 - Of arguable exploitability due to abort
- Now migrating to CTR mode

SSH over SSH

- SSH to machine 1, from there to machine 2
 - Common in these days of NATs
- Better: have machine 1 forward an encrypted connection
 - No need to trust 1 for secrecy
 - Timing attacks against password typing

SSH (non-)PKI

- When you connect to a host freshly, a mild note
- When the host key has changed, a large warning

```

@ WARNING: REMOTE HOST IDENTIFICATION HAS CHANGED! @
IT IS POSSIBLE THAT SOMEONE IS DOING SOMETHING NASTY!
Someone could be eavesdropping on you right now
(man-in-the-middle attack)!
It is also possible that a host key has just been changed.

```

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SSL/TLS

- Developed at Netscape in early days of the public web
 - Usable with other protocols too, e.g. IMAP
- SSL 1.0 pre-public, 2.0 lasted only one year, 3.0 much better
- Renamed to TLS with RFC process
 - TLS 1.0 improves SSL 3.0
- TLS 1.1 and 1.2 in 2006 and 2008, only gradual adoption

IV chaining vulnerability

- TLS 1.0 uses previous ciphertext for CBC IV
- But, easier to attack in TLS:
 - More opportunities to control plaintext
 - Can automatically repeat connection
- "BEAST" automated attack in 2011: TLS 1.1 wakeup call

Compression oracle vuln.

- $\text{Compr}(S \parallel A)$, where S should be secret and A is attacker-controlled
- Attacker observes ciphertext length
- If A is similar to S , combination compresses better
- Compression exists separately in HTTP and TLS

But wait, there's more!

- Too many vulnerabilities to mention them all in lecture
- Kaloper-Meršinjak et al. have longer list
 - "Lessons learned" are variable, though
- Meta-message: don't try this at home

HTTPS hierarchical PKI

- Browser has order of 100 root certs
 - Not same set in every browser
 - Standards for selection not always clear
- Many of these in turn have sub-CAs
- Also, "wildcard" certs for individual domains

Hierarchical trust?

- No. Any CA can sign a cert for any domain
- A couple of CA compromises recently
- Most major governments, and many companies you've never heard of, could probably make a `google.com` cert
- Still working on: make browser more picky, compare notes

CA vs. leaf checking bug

- Certs have a bit that says if they're a CA
- All but last entry in chain should have it set
- Browser authors repeatedly fail to check this bit
- Allows any cert to sign any other cert

MD5 certificate collisions

- MD5 collisions allow forging CA certs
- Create innocuous cert and CA cert with same hash
 - Requires some guessing what CA will do, like sequential serial numbers
 - Also 200 PS3s
- Oh, should we stop using that hash function?

CA validation standards

- CA's job to check if the buyer really is `foo.com`
- Race to the bottom problem:
 - CA has minimal liability for bad certs
 - Many people want cheap certs
 - Cost of validation cuts out of profit
- "Extended validation" (green bar) certs attempt to fix

HTTPS and usability

- Many HTTPS security challenges tied with user decisions
- Is this really my bank?
- Seems to be a quite tricky problem
 - Security warnings often ignored, etc.
 - We'll return to this as a major example later

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Once upon a time: the static web

- HTTP: stateless file download protocol
 - TCP, usually using port 80
- HTML: markup language for text with formatting and links
- All pages public, so no need for authentication or encryption

Web applications

- The modern web depends heavily on active software
- Static pages have ads, paywalls, or "Edit" buttons
- Many web sites are primarily forms or storefronts
- Web hosted versions of desktop apps like word processing

Server programs

- Could be anything that outputs HTML
- In practice, heavy use of databases and frameworks
- Wide variety of commercial, open-source, and custom-written
- Flexible scripting languages for ease of development
 - PHP, Ruby, Perl, etc.

Client-side programming

- Java: nice language, mostly moved to other uses
- ActiveX: Windows-only binaries, no sandboxing
 - Glad to see it on the way out
- Flash and Silverlight: most important use is DRM-ed video
- Core language: JavaScript

JavaScript and the DOM

- JavaScript (JS) is a dynamically-typed prototype-OO language
 - No real similarity with Java
- Document Object Model (DOM): lets JS interact with pages and the browser
- Extensive security checks for untrusted-code model

Same-origin policy

- Origin* is a tuple (scheme, host, port)
 - E.g., (http, www.umn.edu, 80)
- Basic JS rule: interaction is allowed only with the same origin
- Different sites are (mostly) isolated applications

GET, POST, and cookies

- GET request loads a URL, may have parameters delimited with `?`, `&`, `=`
 - Standard: should not have side-effects
- POST request originally for forms
 - Can be larger, more hidden, have side-effects
- Cookie*: small token chosen by server, sent back on subsequent requests to same domain

User and attack models

- "Web attacker" owns their own site (`www.attacker.com`)
 - And users sometimes visit it
 - Realistic reasons: ads, SEO
- "Network attacker" can view and sniff unencrypted data
 - Unprotected coffee shop WiFi

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Relational model and SQL

- Relational databases have *tables* with *rows* and single-typed *columns*
- Used in web sites (and elsewhere) to provide scalable persistent storage
- Allow complex *queries* in a declarative language SQL

Example SQL queries

- ```
SELECT name, grade FROM Students WHERE grade < 60 ORDER BY name;
```
- ```
UPDATE Votes SET count = count + 1 WHERE candidate = 'John';
```

Template: injection attacks

- Your program interacts with an interpreted language
- Untrusted data can be passed to the interpreter
- Attack data can break parsing assumptions and execute arbitrary commands

SQL + injection

- Why is this named most critical web app. risk?
- Easy mistake to make systematically
- Can be easy to exploit
- Database often has high-impact contents
 - E.g., logins or credit cards on commerce site

Strings do not respect syntax

- Key problem: assembling commands as strings
- "WHERE name = '\$name';"
- Looks like \$name is a string
- Try \$name = "me' OR grade > 80; --"

Using tautologies

- Tautology: formula that's always true
- Often convenient for attacker to see a whole table
- Classic: OR 1=1

Non-string interfaces

- Best fix: avoid constructing queries as strings
- SQL mechanism: prepared statement
 - Original motivation was performance
- Web languages/frameworks often provide other syntax

Retain functionality: escape

- Sanitizing* data is transforming it to prevent an attack
- Escaped* data is encoded to match language rules for literal
 - E.g., \" and \n in C
- But many pitfalls for the unwary:
 - Differences in escape syntax between servers
 - Must use right escape for context: not everything's a string

Lazy sanitization: allow-listing

- Allow only things you know to be safe/intended
- Error or delete anything else
- Short allow-list is easy and relatively easy to secure
- E.g., digits only for non-negative integer
- But, tends to break benign functionality

Poor idea: deny-listing

- Space of possible attacks is endless, don't try to think of them all
- Want to guess how many more comment formats SQL has?
- Particularly silly: denying 1=1

Attacking without the program

- Often web attacks don't get to see the program
 - Not even binary, it's on the server
- Surmountable obstacle:
 - Guess natural names for columns
 - Harvest information from error messages

Blind SQL injection

- Attacking with almost no feedback
- Common: only "error" or "no error"
- One bit channel you can make yourself: if (x) delay 10 seconds
- Trick to remember: go one character at a time

Injection beyond SQL

- XPath/XQuery: queries on XML data
- LDAP: queries used for authentication
- Shell commands: example from Ex. 1
- More web examples to come