

Introduction of Secure Programming

Study Groups at NCYU

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About me

- ▶ 楊志璿
- ▶ NSYSU Information security club founder
- ▶ Resume
- ▶ Linux, Modern C++

Before talk

A book

Secure Programming

Not hard, no much pages.

Stories

TA experience.

List some cases.

It is impossible of talking about secure programming without programming.

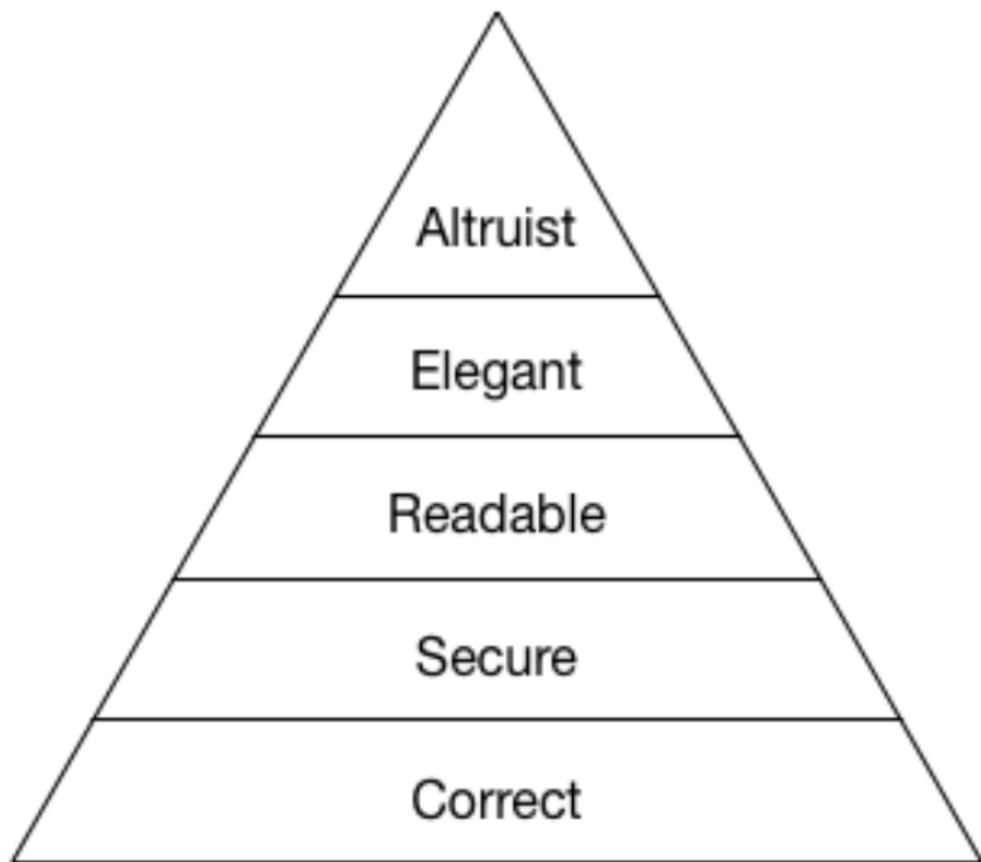
Focus on fundamental qualities, security rather than attacks.

Great oaks from little acorns grow.

Outline

1. Background
2. Programmer's qualities
 - 2.1 Arithmetic overflow
 - 2.2 ReDoS
 - 2.3 RAI
3. Memory safe
 - 3.1 Buffer overflow
 - 3.2 Use after free
 - 3.3 Memory leakage
4. Call out to other routines
 - 4.1 Injections
 - 4.2 Parsing
5. Others
 - 5.1 Language features
 - 5.2 Authentication

Maslow's pyramid of code review

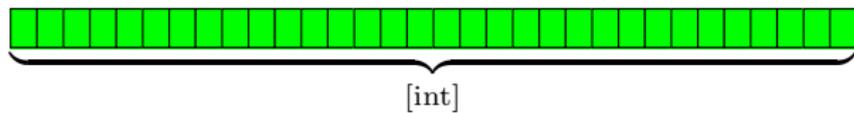


Programmer's qualities

Arithmetic overflow

Data Model					
Type	LP32	ILP32	LP64	ILP64	LLP64
char	8	8	8	8	8
short	16	16	16	16	16
int	16	32	32	64	32
long	32	32	64	64	32
long long	64	64	64	64	64
pointer	32	32	64	64	64

Bits field



2's complement

Eg:

- ▶ 0x1234ABCD
- ▶ 0x00BADBAD
- ▶ 0xFFFFFFFF

Integer overflow

2002 FreeBSD

```
1 #define KSIZE 1024
2 char kbuf[KSIZE];
3 int copy_from_kernel(void *user_dest, int maxlen) {
4     int len = KSIZE < maxlen ? KSIZE : maxlen;
5     memcpy(user_dest, kbuf, len);
6     return len;
7 }
```

What if $\text{maxlen} < 0$?

Take maxlen as -1, try it!

Integer overflow

2002 External data representation (XDR)

```
1 void *copy_elements(void *ele_src[], int ele_cnt, int
   ele_size) {
2     void *result = malloc(ele_cnt * ele_size);
3     if (result == NULL)
4         return NULL;
5     void *next = result;
6     for (int i = 0; i < ele_cnt; i++) {
7         memcpy(next, ele_src[i], ele_size);
8         next += ele_size;
9     }
10    return result;
11 }
```

What if $\text{ele_cnt} = 2^{22}$, $\text{ele_size} = 2^{10}$?

Try it!

Binary search

```
1 int wrong(int *arr, size_t len, int target)
2 {
3     int begin = 0, end = len;
4     while (begin <= end)
5     {
6         int mid = (begin + end) / 2;
7         if (arr[mid] == target)
8             return mid;
9         else if (arr[mid] < target)
10            end = mid;
11        else
12            begin = mid;
13    }
14    return -1;
15 }
```

Binary search

```
1 int correct(int *arr, size_t len, int target)
2 {
3     int begin = 0, end = len;
4     while (begin <= end)
5     {
6         int mid = (begin >> 1) + (end >> 1);
7         if (arr[mid] == target)
8             return mid;
9         else if (arr[mid] < target)
10            end = mid;
11        else
12            begin = mid;
13    }
14    return -1;
15 }
```

Binary search

- ▶ 1946 idea
- ▶ 1960 mathematical analysis
- ▶ 1988 find bugs.

Donald Knuth

Although the basic idea of binary search is comparatively straightforward, the details can be surprisingly tricky.

Appendix here - Donald Knuth

- ▶ T_EX
- ▶ The Art of Computer Programming (TAOCP)



Regex basic

Regex 101

Let's try:

- ▶ A brown fox jumps over the lazy dog.
- ▶ Student ID.
- ▶ Binary search code.
- ▶ Email.

Halting problem

The engine will first try (abababababababababababab) but that fails because of that extra a. This causes catastrophic backtracking, because our pattern (ab)*, in a show of good faith, will release one of it's captures (it will "backtrack") and let the outer pattern try again.

- ▶ (abababababababababababab) - Nope
- ▶ (abababababababababababab)(ab) - Nope
- ▶ (abababababababababababab)(abab) - Nope
- ▶ (abababababababababababab)(ab)(ab) - Nope
- ▶ (abababababababababababab)(ababab) - Nope
- ▶ (abababababababababababab)(abab)(ab) - Nope
- ▶ (abababababababababababab)(ab)(abab) - Nope
- ▶ (abababababababababababab)(ab)(ab)(ab) - Nope
- ▶ ...
- ▶ (ab)(ab)(ab)(ab)(ab)(ab)(ab)(ab)(ab)(ab)(ab)(ab) - Nope

Halting problem

$$dp[0] = 1$$

$$dp[N] = \sum_{i=0}^N dp[i] + dp[N - i]$$
$$\sim O(3^N)$$

ReDoS

So, please **check** what you did.

User provides regex should have a timeout threshold.

Don't believe the user inputs.

RAII - Obj

The Obj.hpp

```
1 #include <iostream>
2 class Object
3 {
4     int *arr;
5
6 public:
7     Object()
8     {
9         arr = new int [5];
10    }
11    ~Object()
12    {
13        std::cerr << "Freed" << std::endl;
14        delete [] arr;
15    }
16 };
```

RAII - lifetime

Recall: Objects.

```
1 #include <iostream>
2 #include "Obj.hpp"
3
4 Object obj;
5
6 int main()
7 {
8     Object _obj;
9     return 0;
10 }
```

RAII - exceptions

```
1 #include <exception>
2 #include "Obj.hpp"
3
4 void f()
5 {
6     Object o;
7     throw std::runtime_error("Oops!!");
8     return;
9 }
10
11 int main()
12 {
13     try {
14         f();
15     } catch (const std::exception &e) {
16         std::cerr << e.what() << '\n';
17     }
18     return 0;
19 }
```

Memory safe

Common mistakes of junior programmers.

Buffer overflow

```
1 #include <stdio.h>
2 int main()
3 {
4     char arr[8];
5     char buf[16] = {0};
6     gets(arr);
7     printf("%s\n", buf);
8     return 0;
9 }
```

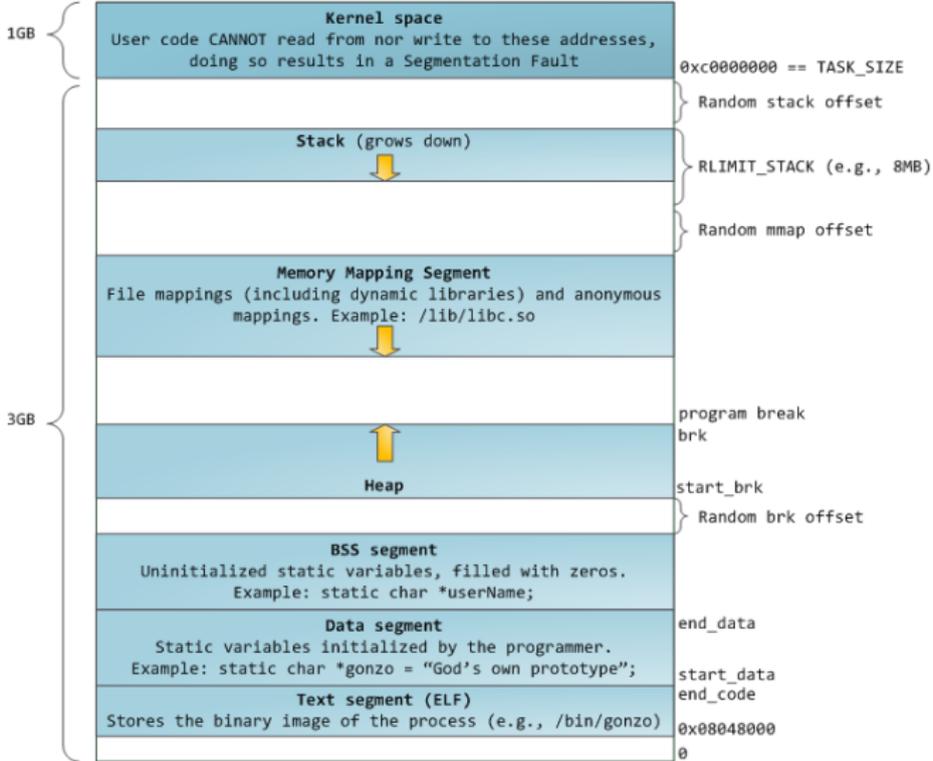
Buffer overflow

strcpy, strncpy

```
1 #include <string.h>
2 int main()
3 {
4     char arr[8];
5     char *str = "OVERFLOWAAAAAAAAAAAAAAAAaAA";
6     strcpy(arr, str);
7     return 0;
8 }
```

```
1 #include <string.h>
2 int main()
3 {
4     char arr[8];
5     char *str = "OVERFLOWAAAAAAAAAAAAAAAAaAA";
6     strncpy(arr, str, sizeof(arr));
7     return 0;
8 }
```

Buffer overflow



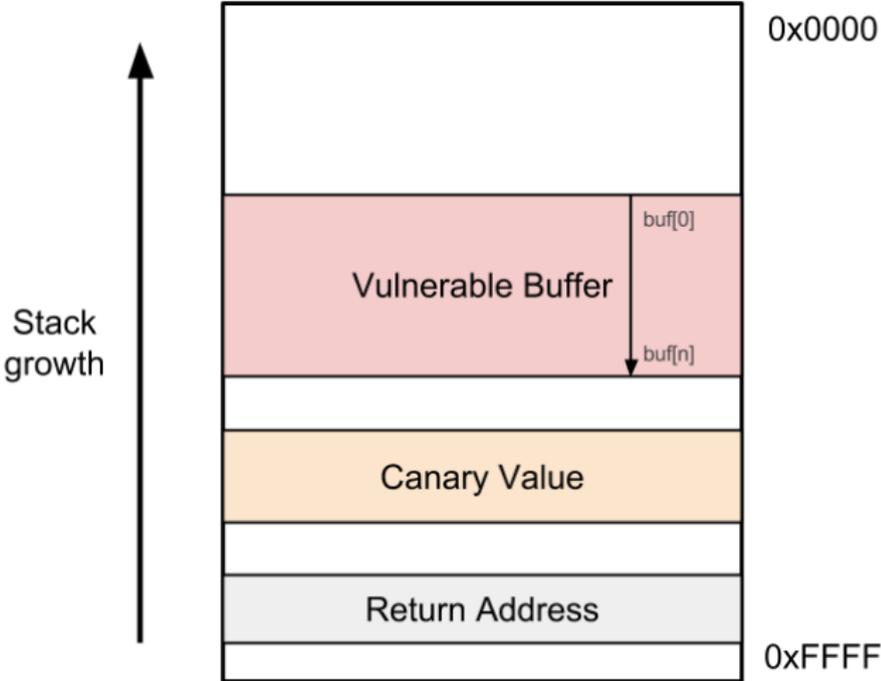
Test for stack pointer.

Buffer overflow

bof on stack

```
1 #include <stdio.h>
2 int main()
3 {
4     char arr[8];
5     char buf[16] = {0};
6     gets(arr);
7     printf("%s\n", buf);
8     return 0;
9 }
```

Buffer overflow



Buffer overflow

canary, so why the strcpy will crash?

```
1 #include <string.h>
2 int main()
3 {
4     char arr[8];
5     char *str = "OVERFLOWAAAAAAAAAAAAAAAAaAA";
6     strcpy(arr, str);
7     return 0;
8 }
```

Out of bound!

Use after free

Why?

Performance issue.

- ▶ History

Use after free

```
1 #include <functional>
2 #include <iostream>
3 #include <string>
4
5 auto bad()
6 {
7     std::string loc_str("loc_str");
8     return std::ref(loc_str);
9 }
10
11 int main()
12 {
13     auto no = bad();
14     std::cout << no.get() << std::endl;
15 }
```

Use after free

```
$ cppcheck src/uaf/uaf1.cpp
```

```
Checking uaf1.cpp ...
uaf1.cpp:7:20: error: Returning object that points to
    local variable 'loc_str' that will be invalid when
    returning. [returnDanglingLifetime]
    return std::ref(loc_str);
                   ^
uaf1.cpp:7:21: note: Passed to 'ref'.
    return std::ref(loc_str);
                   ^
uaf1.cpp:6:17: note: Variable created here.
    std::string loc_str("loc_str");
                   ^
uaf1.cpp:7:20: note: Returning object that points to
    local variable 'loc_str' that will be invalid when
    returning.
    return std::ref(loc_str);
                   ^
```

Don't underestimate this

Privilege Escalation Via a Use After Free Vulnerability In win32k
Use after free in Network API in Google Chrome
Firefox, Use-after-free in Responsive Design Mode

...

Why memory leakage is critical?

ATM, cashier counters (Windows 95, XP)

Ubuntu desktop 18.04 (Gnome extension)

Reboot, restart

Memory leakage

```
1 #include <exception>
2 #include <iostream>
3 auto get_ptr()
4 {
5     auto ptr = new int[100];
6     throw std::runtime_error("Oh! unexpected runtime
7 error.");
8     return ptr;
9 }
10 int main()
11 {
12     try
13     {
14         auto ptr = get_ptr();
15     }
16     catch (const std::exception &e)
17     {
18         std::cerr << e.what() << '\n';
19     }
20 }
```

Memory leakage

```
1 void List::del(List *entry)
2 {
3     List *head = this;
4     List **indirect = &head;
5     while ((*indirect) != entry)
6         indirect = &(*indirect)->next;
7     *indirect = entry->next;
8     delete entry;
9 }
10 int main(int argc, char const *argv[])
11 {
12     List *head = new List;
13     head->append(4);
14     head->append(10);
15     head->append(2);
16     print_list(head);
17     return 0;
18 }
```

Memory leakage - Garbage Collection & RAI

GC

Reference counter.
Tracing garbage collection.

RAII

Resource Acquisition Is Initialization
Smart pointer

Call out to other routines

SQL injection

not checked, string concatenation

Test for SQLi

```
1 <?php
2 $_lastname = $_REQUEST['account'];
3 $query = "SELECT * FROM actors WHERE last_name = '
      $_lastname'";
4
5 var_dump($_lastname);
6 var_dump($query);
7 ?>
```

Command line injection

Think about the online judge.

```
1 #include <string>
2 #include <iostream>
3 int main()
4 {
5     std::string s;
6     std::cin >> s;
7     system(s.c_str());
8     return 0;
9 };
```

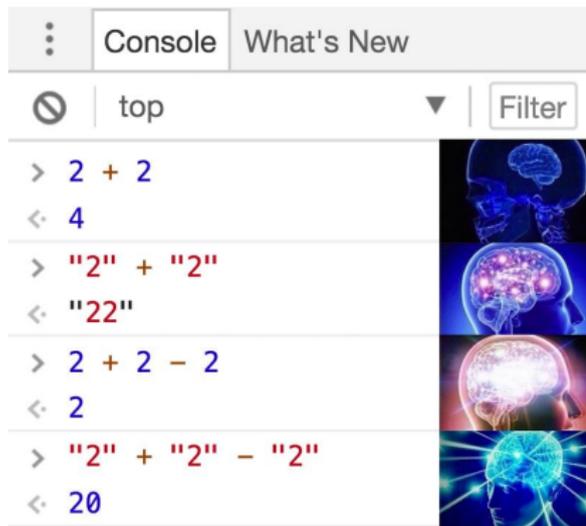
Exploiting URL Parser in Trending Programming Languages

Orange - SSRF HITCON 2017

- ▶ NodeJS Unicode Failure
- ▶ GLibc NSS Features
- ▶ Abusing IDNA Standard

Others

Strong types, week types



⋮ Console What's New

⊘ top Filter

```
> 2 + 2  
< 4  
> "2" + "2"  
< "22"  
> 2 + 2 - 2  
< 2  
> "2" + "2" - "2"  
< 20
```



Strong types, weak types

Philosophy: essentialism

Duck typing

If it walks like a duck and it quacks like a duck, then it must be a duck.

Oh, no PHP

```
1 $hash = "0e878787878787878787878787878787";
2 if(md5($_GET['pass']) == $hash) {
3     echo $FLAG;
4 }
```

pass: aabg7XSs : Success!

pass: QNKCDZO : Success! ??????

Oh, no PHP

```
1 $hash = "0e878787878787878787878787878787";
2 if(md5($_GET['pass']) == $hash) {
3     echo $FLAG;
4 }
```

pass: aabg7XSs → 0e087386482136013740957780965295

pass: QNKCDZO → 0e830400451993494058024219903391

