







What application security tools vendors don't want you to know and holes they will never find!







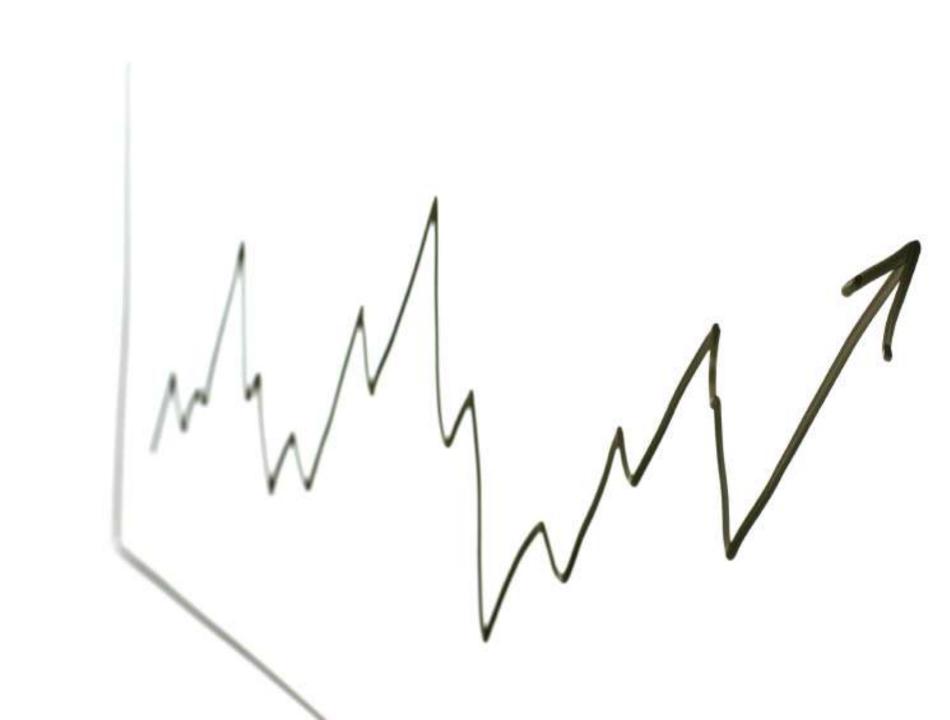








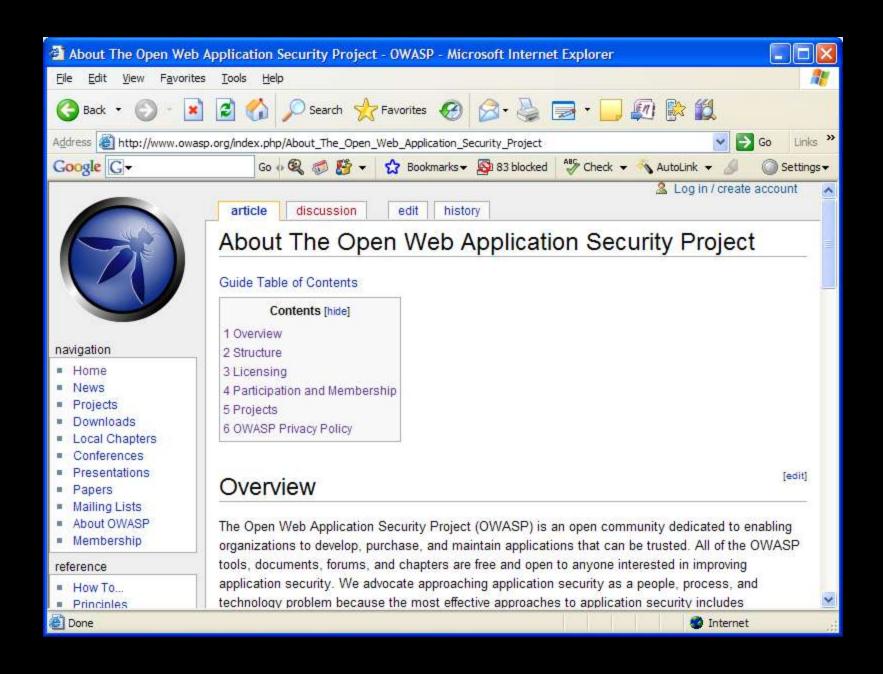








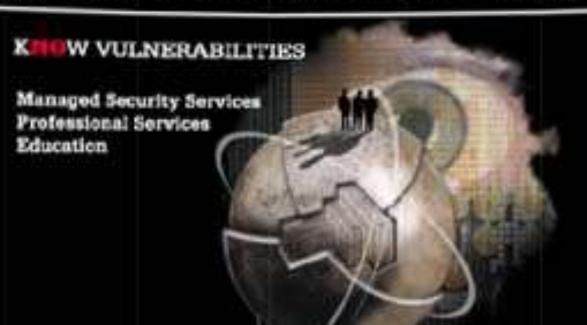




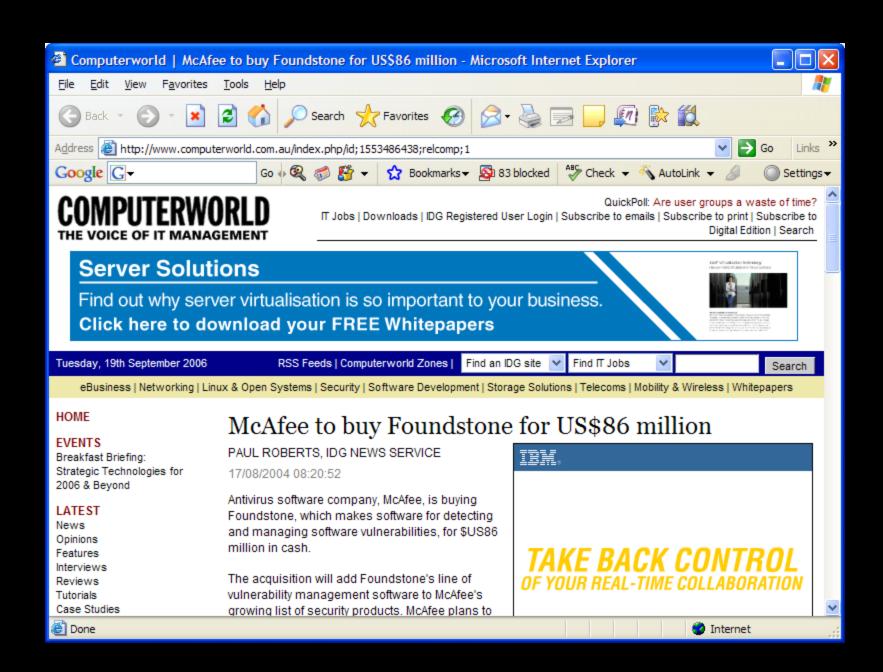


## FOUNDSTONE





www.foundstone.com

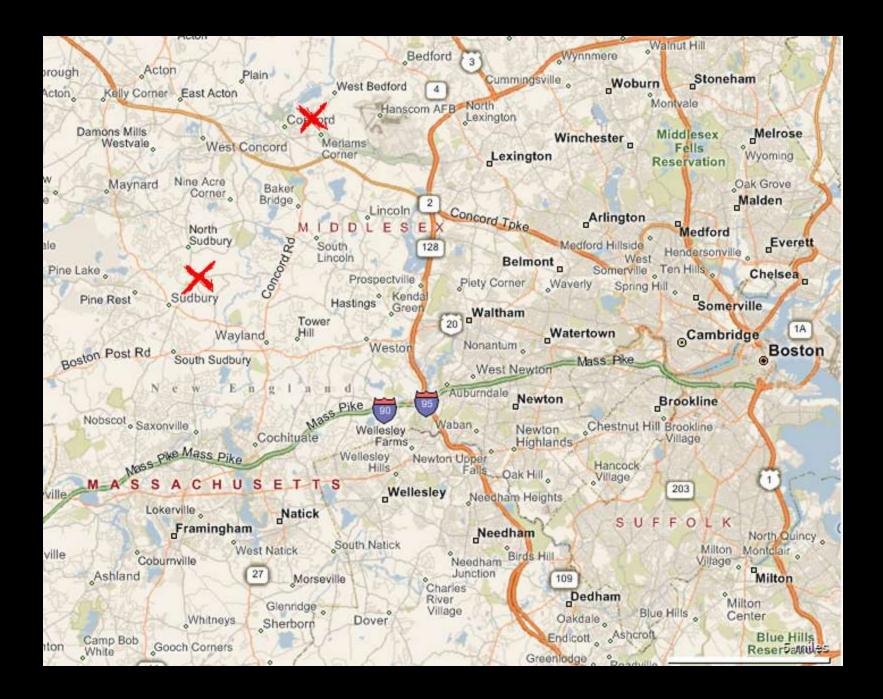












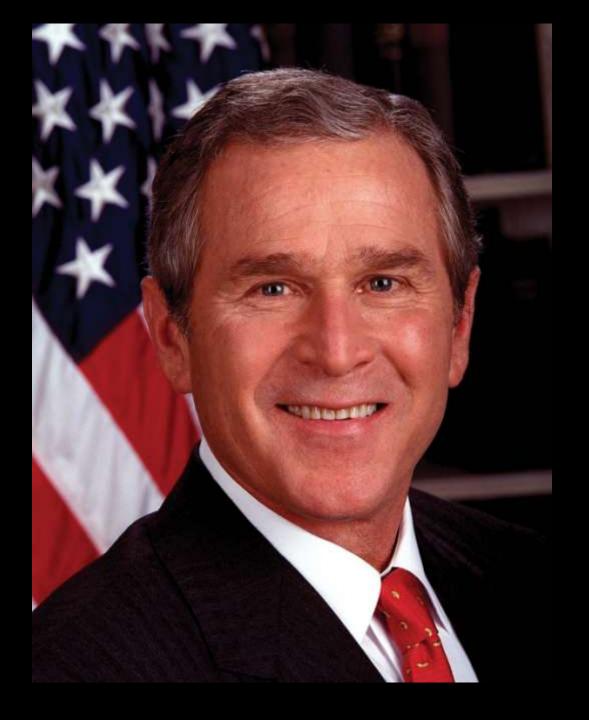




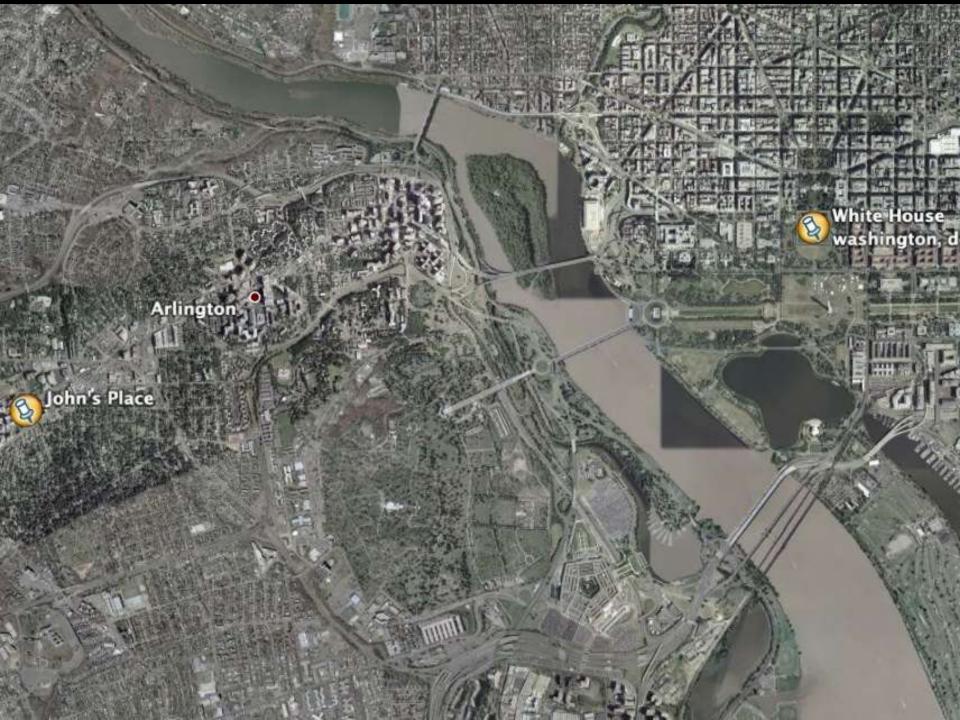




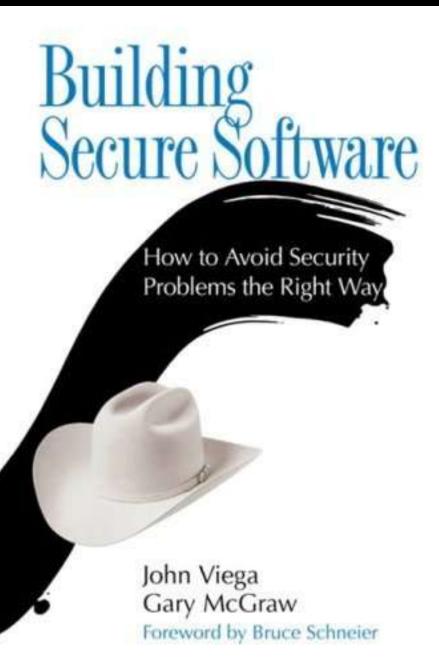








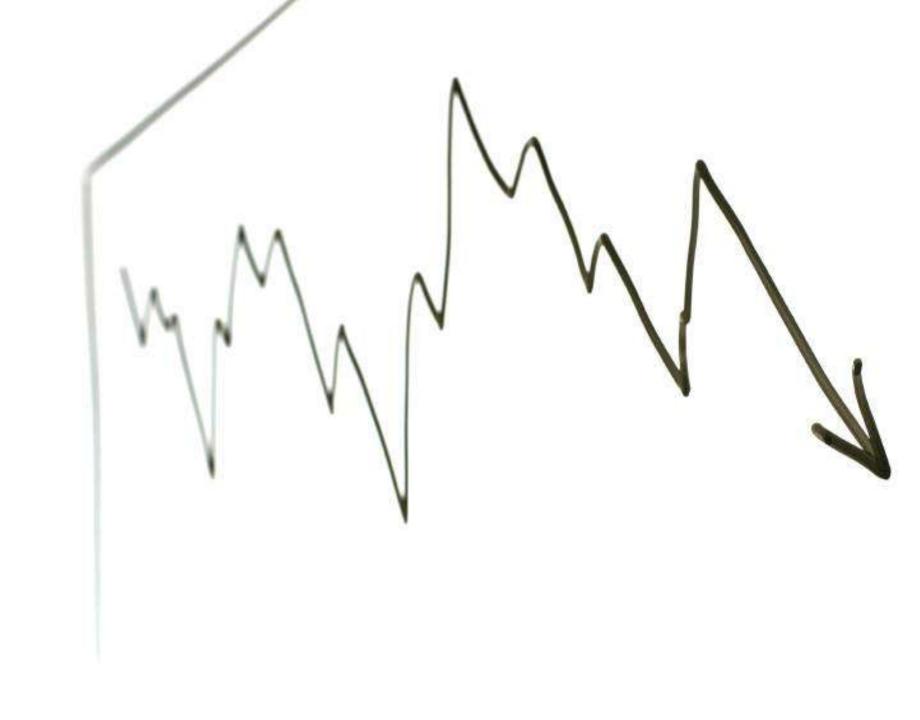












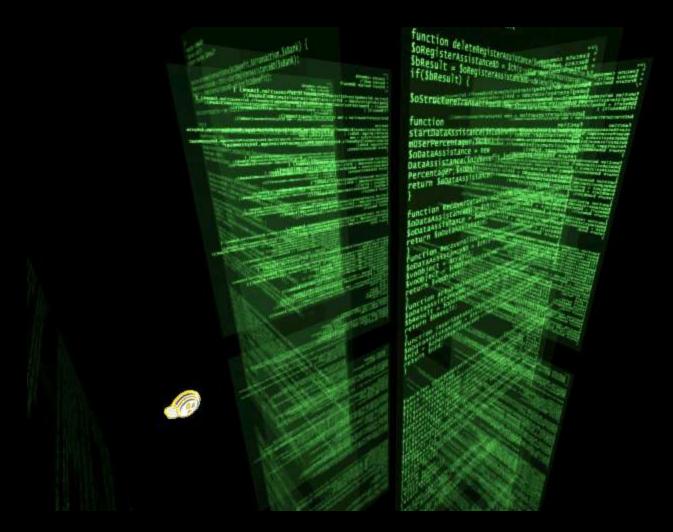












# How Important is Context?



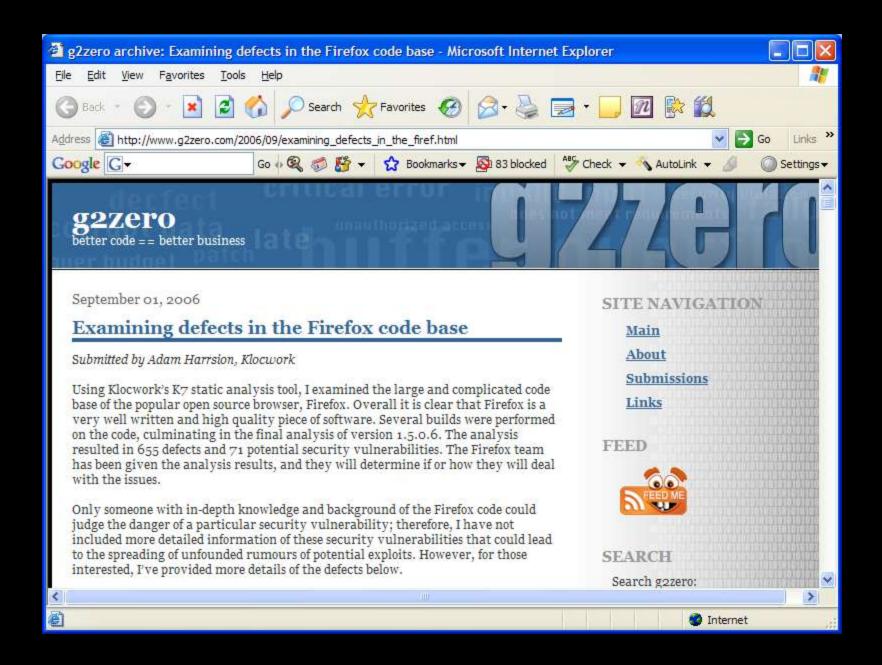


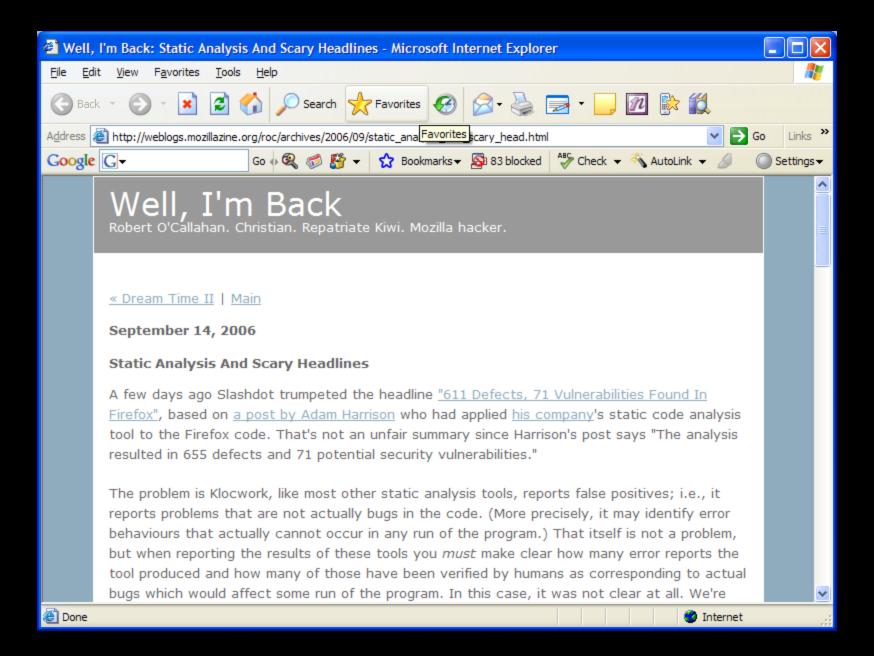


```
#define MAXSTRLEN(s) (sizeof(s)/sizeof(s[0]))
   if (bstrURL != NULL) {
     WCHAR szTmp[MAX PATH];
     LPCWSTR szExtSrc;
     LPWSTR szExtDst;
     wcsncpy( szTmp, bstrURL, MAXSTRLEN(szTmp) );
     szTmp[MAXSTRLEN(szTmp)-1] = 0;
     szExtSrc = wcsrchr( bstrURL, '.');
     szExtDst = wcsrchr( szTmp , '.');
     if(szExtDst) {
       szExtDst[0] = 0;
       if(IsDesktop()) {
         wcsncat( szTmp, L" DESKTOP", MAXSTRLEN(szTmp) );
        wcsncat( szTmp, szExtSrc , MAXSTRLEN(szTmp) );
   }
```

// rest of code snipped

```
#if O
#define MAXSTRLEN(s) (sizeof(s)/sizeof(s[0]))
   if (bstrURL != NULL) {
     WCHAR szTmp[MAX PATH];
     LPCWSTR szExtSrc:
     LPWSTR szExtDst;
     wcsncpy( szTmp, bstrURL, MAXSTRLEN(szTmp) );
     szTmp[MAXSTRLEN(szTmp)-1] = 0;
     szExtSrc = wcsrchr( bstrURL, '.');
     szExtDst = wcsrchr( szTmp , '.');
     if(szExtDst) {
       szExtDst[0] = 0;
       if(IsDesktop()) {
         wcsncat( szTmp, L" DESKTOP", MAXSTRLEN(szTmp) );
         wcsncat( szTmp, szExtSrc  , MAXSTRLEN(szTmp) );
     }
      // rest of code snipped
#endif
```

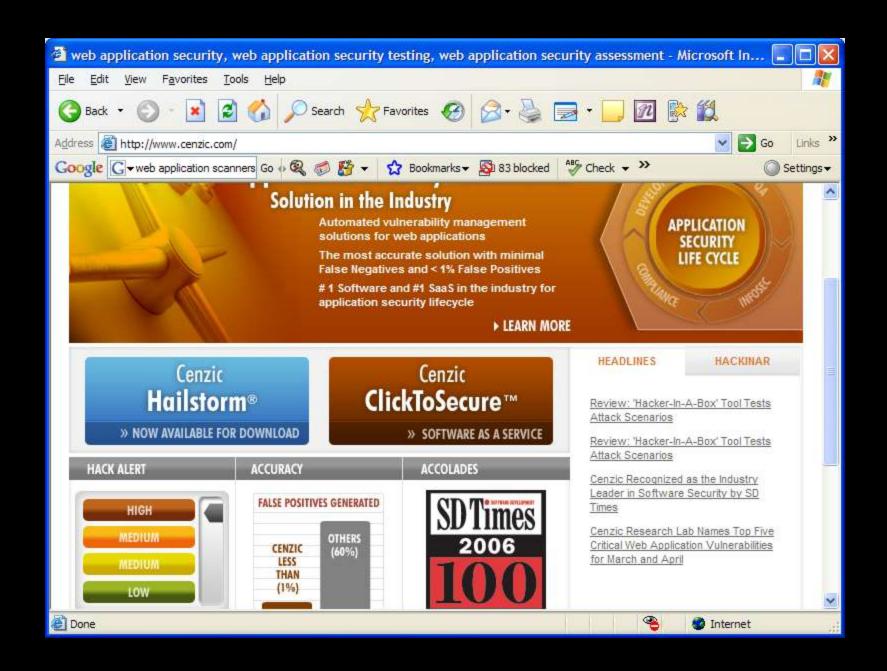




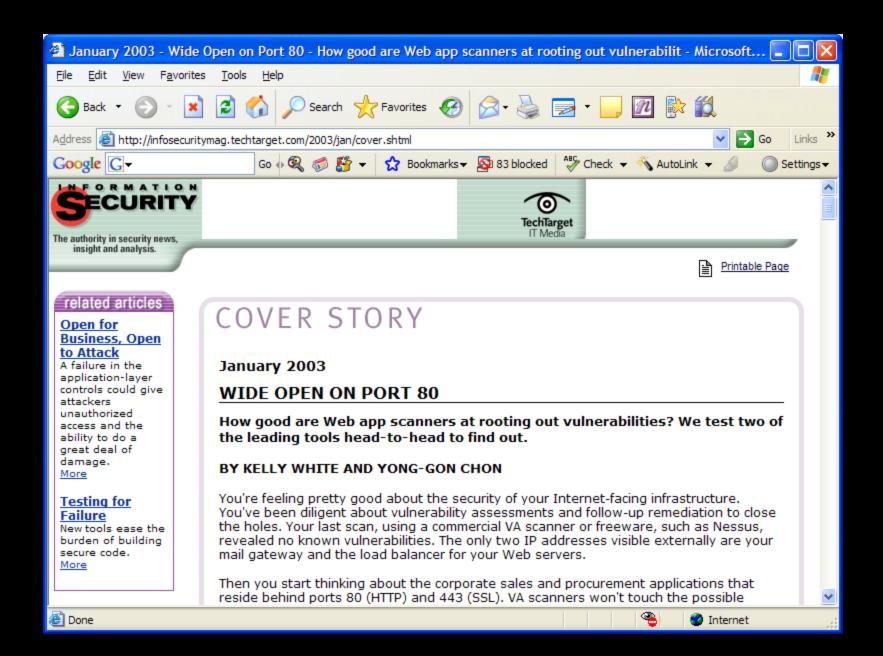
Mozilla vs. Klocwork 611 "defects" 72 "vulnerabilities"

3 verified bugs

99.5% useless?







#### What kind of talk is this?

Tools that try to find security holes in software

Way for us to understand and rationalize why they are so bad and unlikely to get much better soon

It is a realistic state of the union about the current state of application security technology and how it is being marketed and applied

Dr. Holger Peine

http://fhgonline.fraunhofer.de/server?suche-publica&num=048.06/D&iese

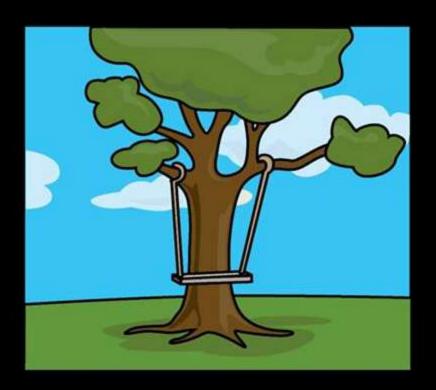
(N.B. about overly generous quote to Cenzic)

Arian Evans

http://www.owasp.org/index.php/Image:AppSec2005DC-Arian\_Evans\_Tools-Taxonomy.ppt



1. What the customer described



2. How the project manager interpreted it



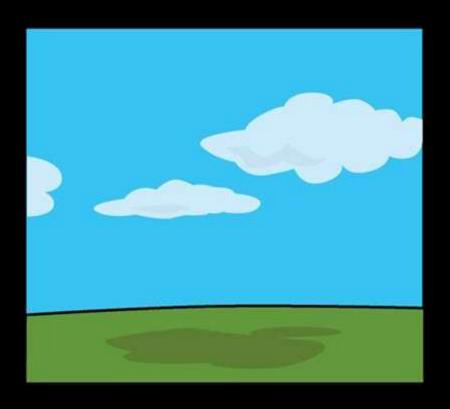
3. How the business analyst interpreted it



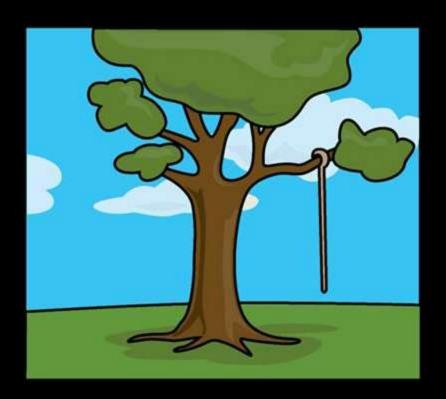
4. How the (expensive) business consultant saw it



5. How the developer wrote it



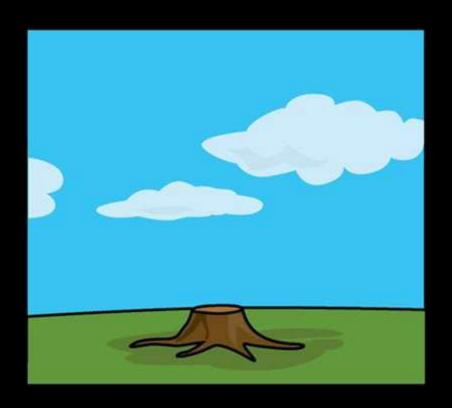
6. How the project was documented



7. What operations installed



8. How the consultants billed the project



9. How it was supported



10. What the customer really wanted

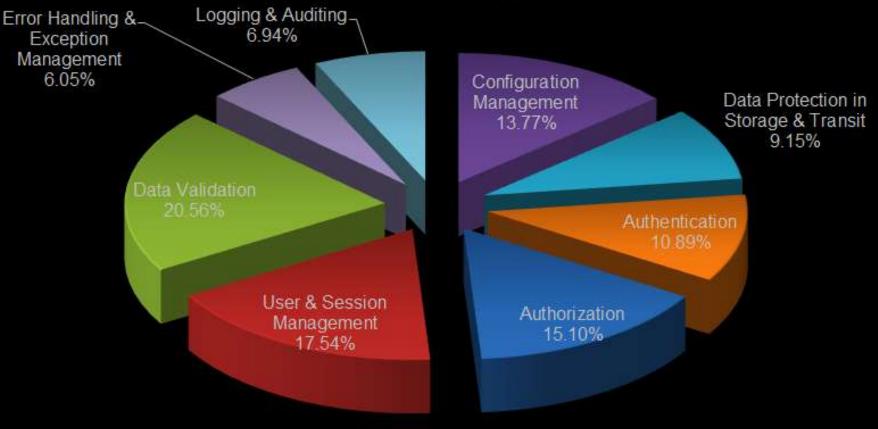
# Implementation Bugs vs.

# Design Flaws

# Security Frame of Reference

Name	Description
Configuration Management	Configs, security managers, web server settings etc.
Authentication	Knowing users and entities are who they claim to be
Authorization	Who can do what to whom, TOCTOU etc.
Data Protection (Transit & Storage)	Encrypted passwords, on-wire protection, channel sinks, encrypted configuration files etc.
Data Validation	Valid, well formed, free of malicious payloads etc.
Auditing and Logging	Knowing who does what to whom etc.
Error & Exception Handling	What happens when the pooh hits the fan etc.
User Management	Password reset, registration, licensing etc.

# 2005-2006 Client Vulnerability Breakdown by Foundstone SecurityFrame®



# Scorecard

- stands reasonable chance of finding issues
- "could" find some issues
- unlikely to find issues with confidence

Security Reference Frame	Effectiveness of Assessment Tools						
	Web App Scanners		Static Code Analysis		Binary Analysis		
	Bug	Flaw	Bug	Flaw	Bug	Flaw	
Configuration Management	=	<u>_</u>	•		*	*	
Authentication	-	•	_	-	*	*	
Authorization	_	•	_	•	*	*	
Data Protection (Transit & Storage)	•	•	_	-	*	*	
Data Validation	_	•	_	_	*	*	
Auditing and Logging	•	•	_	_	*	*	
Error & Exception Handling	_	•	_	-	*	*	
User Management	-		_	-	*	*	

<sup>\*</sup> unscientific, based on experience

# Configuration Management

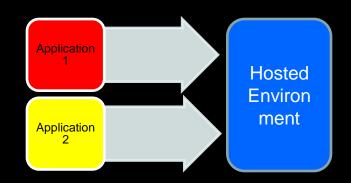
#### Implementation Bug

Hard coded connection string in configuration files

Use of common crypto keys across Implemntations

#### Design Flaw

ASP.NET application running in partial trust



Revert.ToSelf();

<sup>\*</sup> good at many web server config issues

# **Data Validation**

#### Implementation Bug

**Design Flaw** 

Stored cross site scripting (even basic XSS in some cases)

SQL injection (non ')

Buffer overflows NOT HTTP 500's!

Canonicalization

Internationalization

\* Their strongest category

# Data protection

#### Implementation Bug Design Flaw

Weak random number generators

Secure memory management issues

Clear text passwords stored in database

Weak algorithms \*

Reusing keys with stream ciphers

# User Management

#### Implementation Bug

Password generation on reset

Weak session ID's

#### Design Flaw

Clear text passwords in the database

Password expiry

Password reset sent in clear

# Grep: Lack of Context

```
strcpy(dst, src); // Generally a "high severity" error
...
strncpy(dst, src); // Generally a filtered out "low sev"
...
```

# Grep: Lack of Context

```
// Generally a "high severity" error
strcpy(dst, src); // Generally a "high severity" error
...
// Generally "low severity", filtered out by default
strncpy(dst, src, n);
...
```

# Grep: Lack of Context

```
void copy_20(char *src) {
  char dst[20];
  int n;

if (strlen(src) > 19) {
    return 0;
  }
  strcpy(dst, src);
  return strdup(dst);
}
```

#### Grep: Lack of Context

```
void copy(char *dst, char *src) {
  int n = strlen(src);
  strncpy(dst, src, n);
  return strdup(dst);
char d[20];
copy(d, arbitrary user input);
```

## Grep-style

#### Cons:

- 95%+ false positives for most apps
- False negatives when rules ignore API
- while(i<n) buf[i++] = getc();
- Reports: char crlf[]="\r\n"; strcat("foo", crlf);

#### Pros:

- Gives manual auditor a starting point
- Easy to support new languages
- Immediate results on any code base

# Let's try to do better with "real" static analysis!

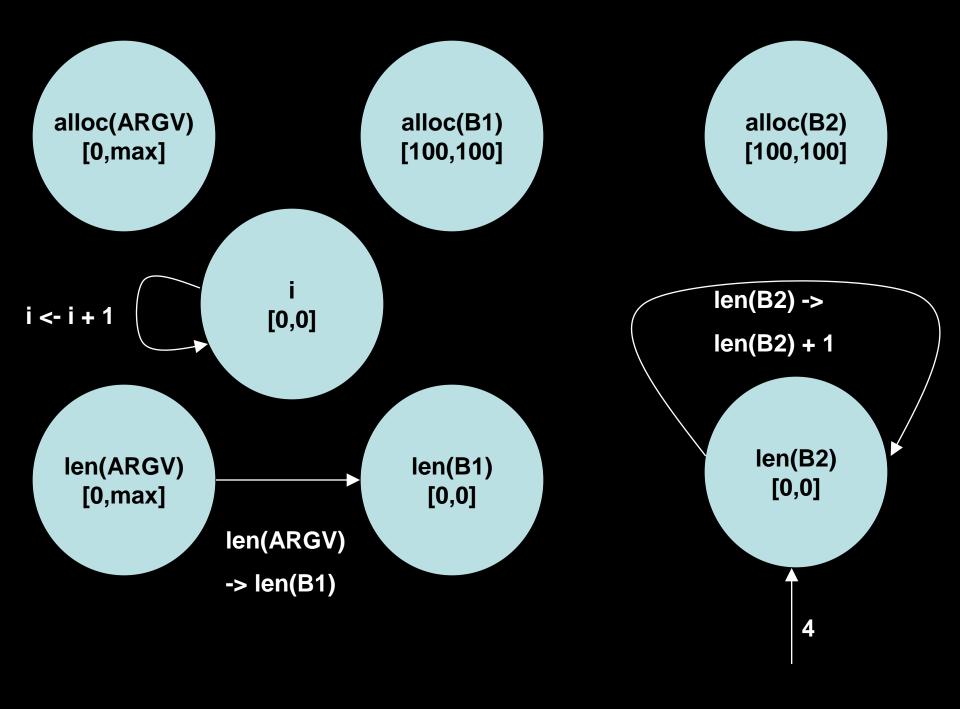


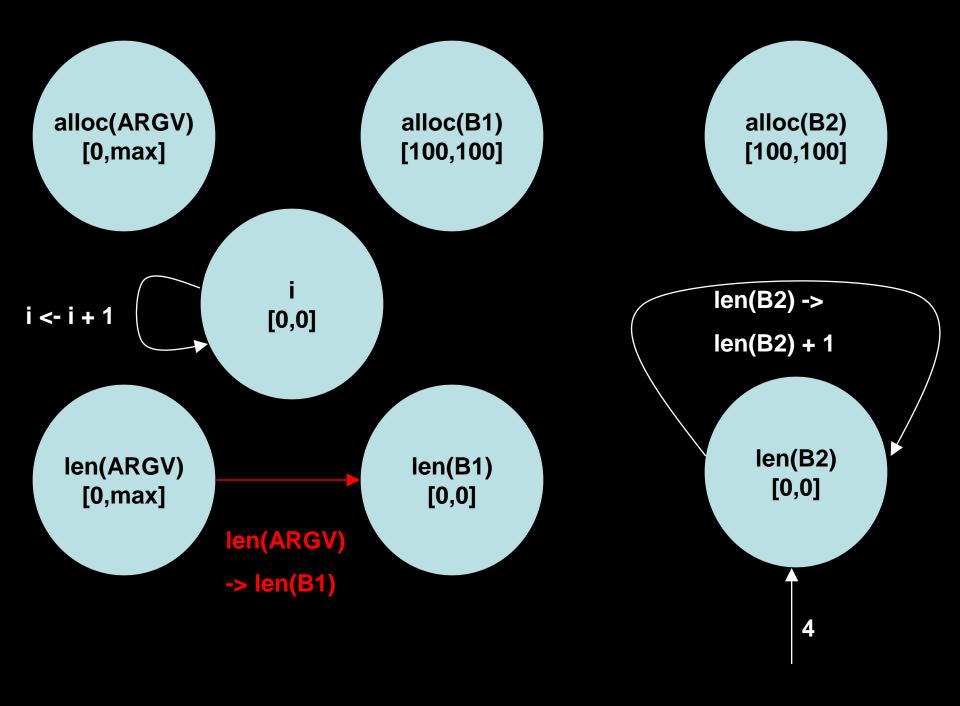
## Sample program

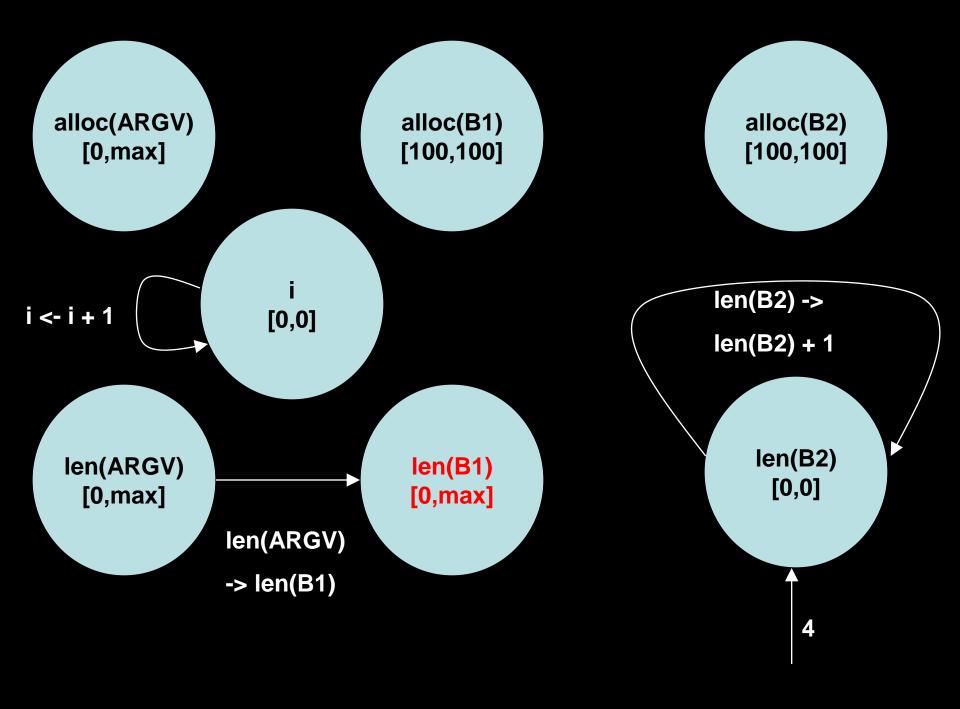
```
void main(int argc, char **argv) {
  char b1[100] = \{0,\}; // alloc(B1) < -100
  char b2[100] = \{0,\}; // alloc(B2) < -100
  char b3[100] = \{0,\}; // alloc(B3) <- 100
  strcpy(b2, b1); // len(B2)<-len(B1)<- 100; No error.
  if (argc > 1) {
     // len(B\overline{3}) <- max(len(argv), 400)
     strncpy(b3, argv[1], 400); // alloc(B3) == 100.
                                  // len > alloc: ERROR!
```

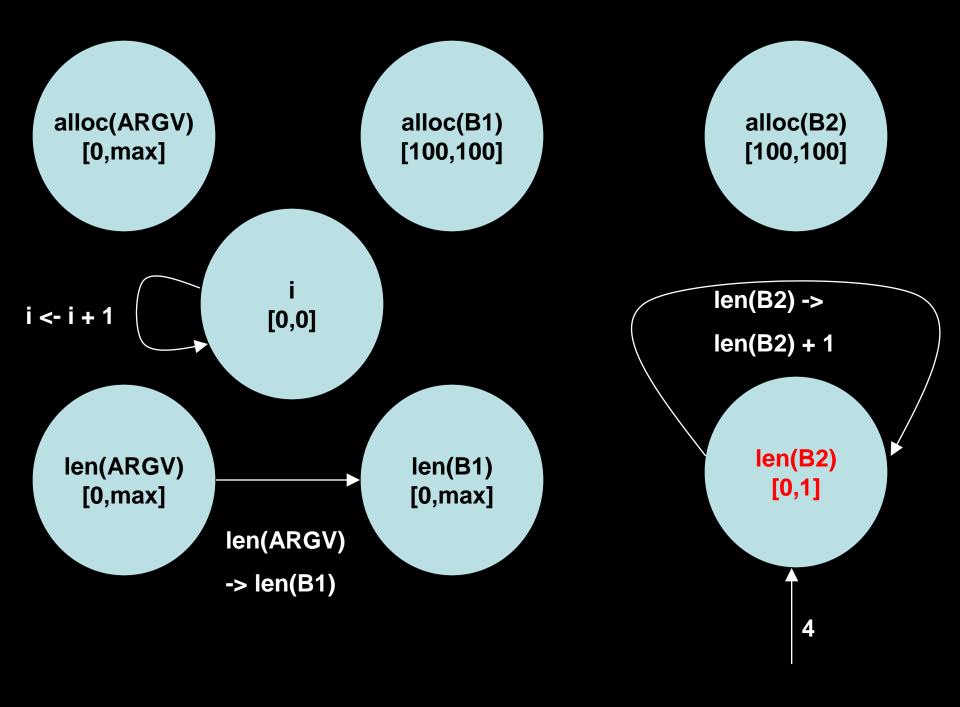
## Another program

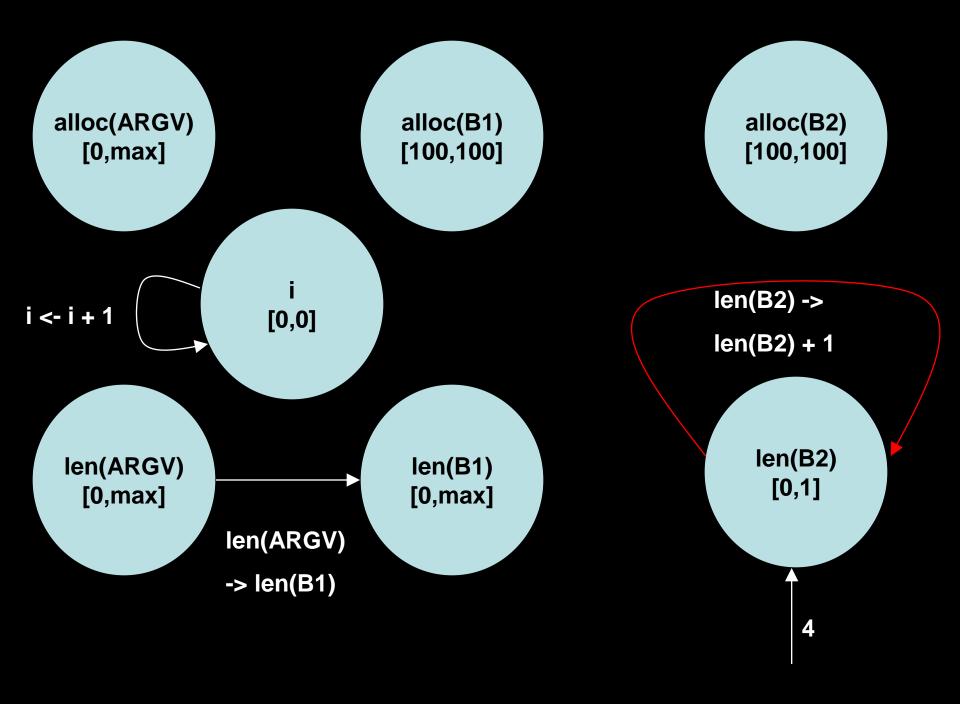
```
// alloc(ARGV) <- len(ARGV) <- [0,MAX]
void main(int argc, char **argv) {
 char *b1 = malloc(100); // alloc(B1) <- [100,100]
 char *b2 = malloc(100); // alloc(B2) <- [100,100]
 int i;
 strcpy(b2, "foo"); // len(B2) <- 4
 if (argc > 1 \&\& strlen(argv[1]) < 100)
   strcpy(b1, argv[1]); // len(B1) <- len(ARGV)
 for (i=0;i<3;i++) // i<-i+1
   strcat(b2, "."); // len(B2) <- len(B2) + 1
```

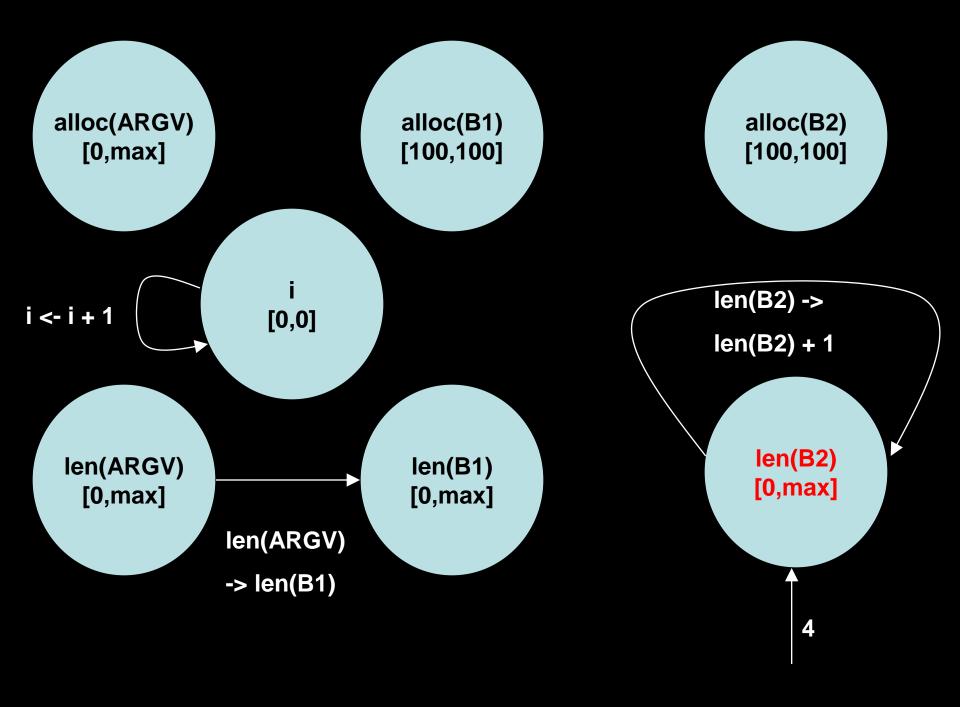


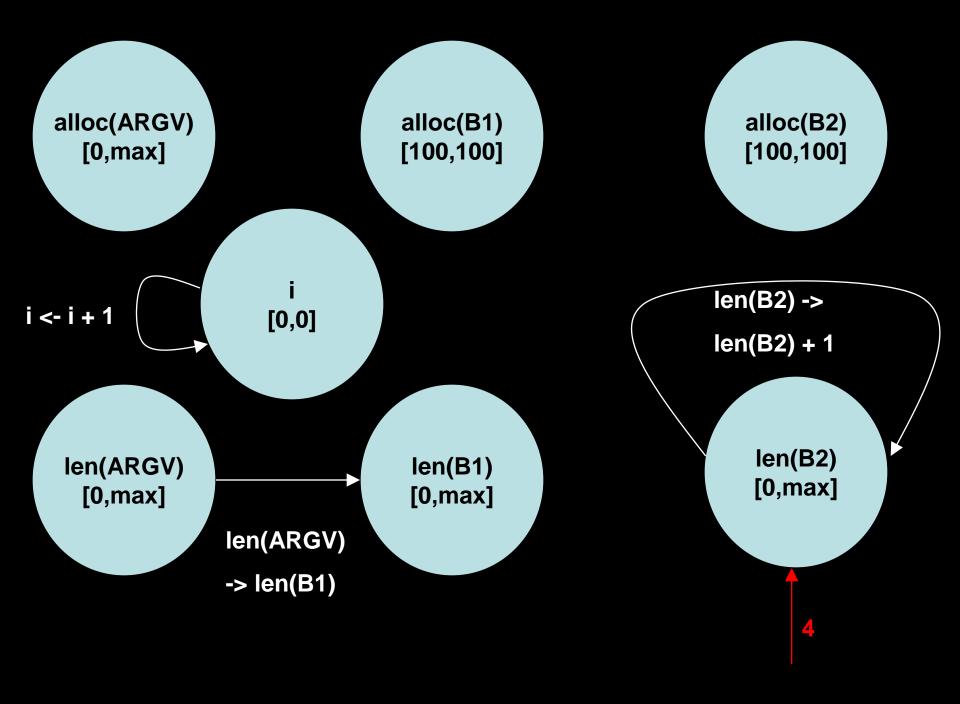


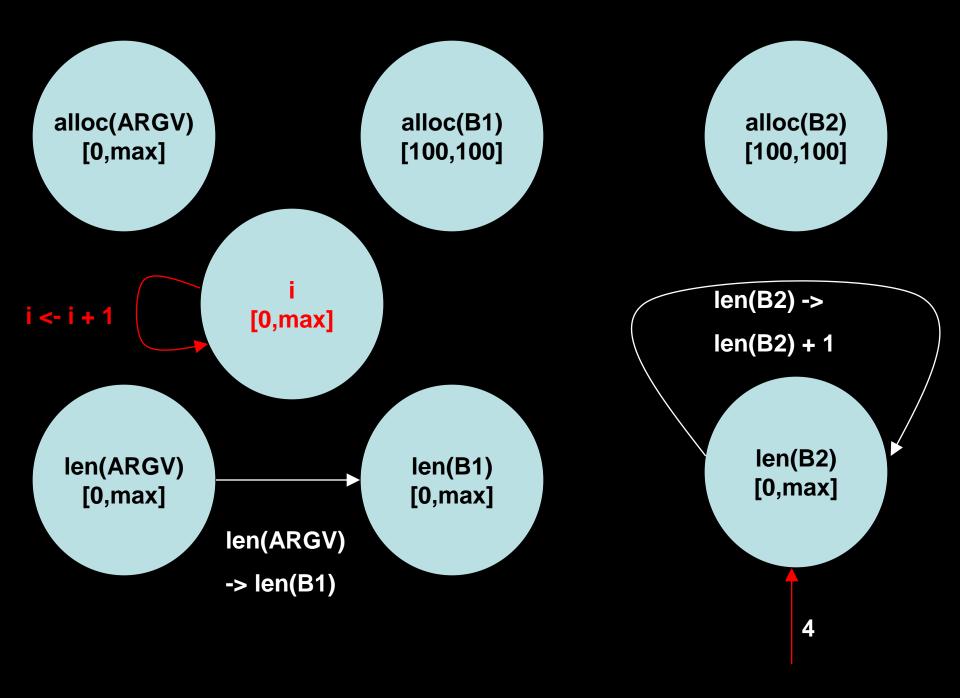












alloc(ARGV) [0,max]

Okay: no incoming edges to len(ARGV)

len(ARGV) [0,max] alloc(B1) [100,100]

RANGE OVERLAPS: B1 MAY OVERFLOW

> len(B1) [0,max]

alloc(B2) [100,100]

RANGE OVERLAPS: B2 MAY OVERFLOW

len(B2) [0,max]

## The Program Again

```
void main(int argc, char **argv) {
  char *b1 = malloc(100);
  char *b2 = malloc(100);
                                    Is this the b2 vuln?
  int i;
 strcpy(b2, "foo");
if (argc > 1 \&\& strlen(argv[1]) < 100)
    strcpy(b1, argv[1]);
  for (i=0; i<3; i++)
    strcat(b2, ".");
```

## The Program Again

```
void main(int argc, char **argv) {
  char *b1 = malloc(100);
  char *b2 = malloc(100);
  int i;
  strcpy(b2, "foo");
if (argc > 1 \&\& strlen(argv[1]) < 100)
    strcpy(b1, argv[1]);
  for (i=0;i<3;i++)
   strcat(b2, ".");
                                    Or is this?
```

## The Program Again

```
void main(int argc, char **argv) {
  char *b1 = malloc(100);
  char *b2 = malloc(100);
  int i;
  strcpy(b2, "foo");
// b1 will never be less than 100.
if (argc > 1 && strlen(argv[1]) < 100)
   strcpy(b1, argv[1]);
  for (i=0; i<3; i++)
    strcat(b2, ".");
```

# A good analysis requires some understanding of control flow!

## Many analyses aren't worth it!

#### Over Grep:

- No great improvement in false positives
- Parsing code well is extremely complex
  - Perl, anyone?
- In general:
  - Capturing semantics is never-ending
  - Specify 3<sup>rd</sup>-party libraries, etc?



```
#define len(x) strlen(x)
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;
  strcpy(b, "foo");
  if(argc > 1 \&\& len(argv[1]) < 100)
    strcpy(b, argv[1]);
  for (i=0; i<3; i++)
    strcat(b, ".");
```

```
Entry
argc: [0,max]
others: nil
```

```
alloc(b): 100
```

```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
     strcpy(b, argv[1]);
  for (i=0;i<3;i++)
     strcat(b, ".");
}</pre>
```

```
Entry
argc: [0,max]
others: nil
```

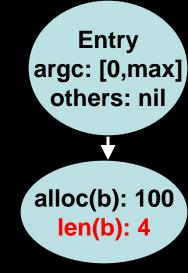
```
alloc(b): 100 len(b): 4
```

```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
     strcpy(b, argv[1]);
  for (i=0;i<3;i++)
     strcat(b, ".");
}</pre>
```

```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

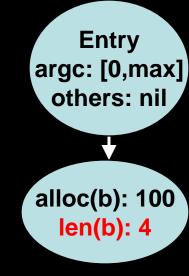
  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
     strcpy(b, argv[1]);
  for (i=0;i<3;i++)
     strcat(b, ".");
}</pre>
```



Write to B. Does it overflow?

```
void main(int argc, char **argv) {
   char *b = malloc(100);
   int i;

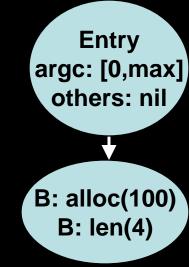
   strcpy(b, "foo");
   if(argc > 1 && len(argv[1]) < 100)
      strcpy(b, argv[1]);
   for (i=0;i<3;i++)
      strcat(b, ".");
}</pre>
```



No. At this node, B is alloc'd to 100, actual len of 4.

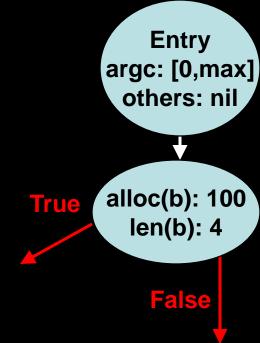
```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
     strcpy(b, argv[1]);
  for (i=0;i<3;i++)
     strcat(b, ".");
}</pre>
```



```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
     strcpy(b, argv[1]);
  for (i=0;i<3;i++)
     strcat(b, ".");
}</pre>
```



```
True alloc(b): 100 len(b): 4

False
```

```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
     strcpy(b, argv[1]);
  for (i=0;i<3;i++)
     strcat(b, ".");
}</pre>
```

```
True alloc(b): 100 len(b): 4

argc: [2, max]
len(argv): [0, 100]

False
```

```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
    strcpy(b, argv[1]);

  for (i=0;i<3;i++)
    strcat(b, ".");
}</pre>
```

```
True argc: [0,max]
others: nil

argc: [2, max]
len(argv): [0, 100]
Jen(b): [0, 100]
```

```
void main(int argc, char **argv) {
   char *b = malloc(100);
   int i;

   strcpy(b, "foo");
   if(argc > 1 && len(argv[1]) < 100)
      strcpy(b, argv[1]);

   for (i=0;i<3;i++)
      strcat(b, ".");
}</pre>
```

```
True argc: [0,max]
others: nil

argc: [2, max]
len(argv): [0, 100]
len(b): [0, 100]
False
```

```
void main(int argc, char **argv) {
   char *b = malloc(100);
   int i;

   strcpy(b, "foo");
   if(argc > 1 && len(argv[1]) < 100)
      strcpy(b, argv[1]);
   for (i=0;i<3;i++)
      strcat(b, ".");
}</pre>
```

No overflow. b is alloc'd to 100, len can be no more than 100 after null is added.

```
True alloc(b): 100 len(b): 4

argc: [2, max] len(argv): [0, 100] len(b): [0, 100] i = 0
```

```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
    strcpy(b, argv[1]);
  for (i=0;i<3;i++)
    strcat(b, ".");
}</pre>
```

```
Entry
                       argc: [0,max]
                         others: nil
                        alloc(b): 100
                True
                          len(b): 4
 argc: [2, max]
                            False
len(argv): [0, 100]
 len(b): [0, 100]
                          i = 0
                    len(b): [0, 100]
```

```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
     strcpy(b, argv[1]);
  for (i=0;i<3;i++)
     strcat(b, ".");
}</pre>
```

Use the worst case assumption for the length of b.

```
others: nil
                                                                alloc(b): 100
                                                          True
void main(int argc, char **argv) {
                                                                  len(b): 4
  char *b = malloc(100);
                                             argc: [2, max]
  int i;
                                                                    False
                                           len(argv): [0, 100]
                                             len(b): [0, 100]
                                                                  i = 0
  strcpy(b, "foo");
                                                             len(b): [0, 100]
  if(argc > 1 \&\& len(argv[1]) < 100)
    strcpy(b, argv[1]);
  for (i=0; i<3; i++)
                                                             len(b): [0, 101]
    strcat(b, ".");
```

**Entry** 

argc: [0,max]

```
argc: [0,max]
                         others: nil
                        alloc(b): 100
                 True
                          len(b): 4
 argc: [2, max]
                            False
len(argv): [0, 100]
 len(b): [0, 100]
                          i = 0
                    len(b): [0, 100]
                    len(b): [0, 101]
```

**Entry** 

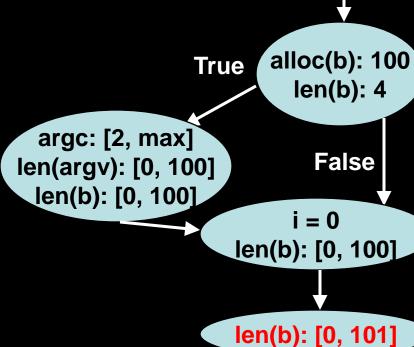
```
void main(int argc, char **argv) {
  char *b = malloc(100);
  int i;

  strcpy(b, "foo");
  if(argc > 1 && len(argv[1]) < 100)
    strcpy(b, argv[1]);
  for (i=0;i<3;i++)
    strcat(b, ".");</pre>
```

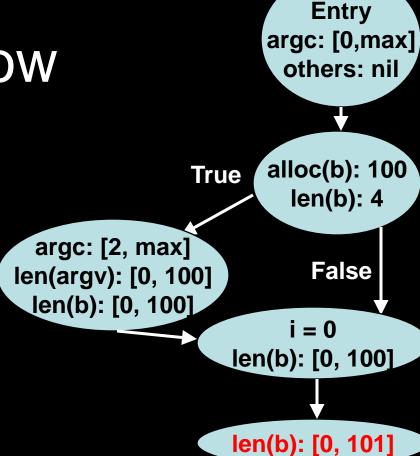
ERROR: len(b) > alloc(b)!!!

Entry argc: [0,max] others: nil

Could show you the graph to help you debug...



#### **Control Flow**



If you're a rocket scientist  $\otimes$ 

(graphs get big and complex in real programs)

#### Control Flow

```
foo.c:2412: example(): Possible buffer overflow of
  variable dst

Stack trace:
  foo.c:1733: process_data()
  network.c:432: read_from_socket()
  main.c:94: main_loop()
  main.c:32: main()
```

Though, we could show you (one possible) "stack trace" instead... (far better than dynamic analysis tools!)

#### **Control Flow**

Or, we could show where the data came from

#### Not just memory stuff...

```
SQL Injection error: WebGoat/src/lessons/
  lessons.ChallengeScreen.doStage2 line 183
Source argument: query
Potential unsafe contents: *;'&\
Input source: Network Data:
  lessons.ChallengeScreen.doStage2 line 178
```

```
void main(int argc, char **argv) {
   char *b = malloc(1000000);
   int n = argc;

   for (i=0;i<n;i++)
      strcat(b, ".");
}</pre>
```

```
void main(int argc, char **argv) {
   char *b = malloc(1000000);
   int n = argc;

for (i=0;i<n;i++)
   strcat(b, ".");
}</pre>
```

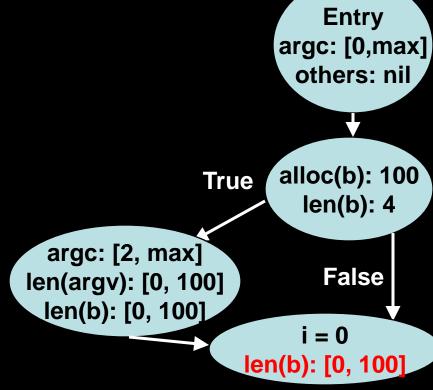
In this case, we could multiply the effect by the maximum value of n.

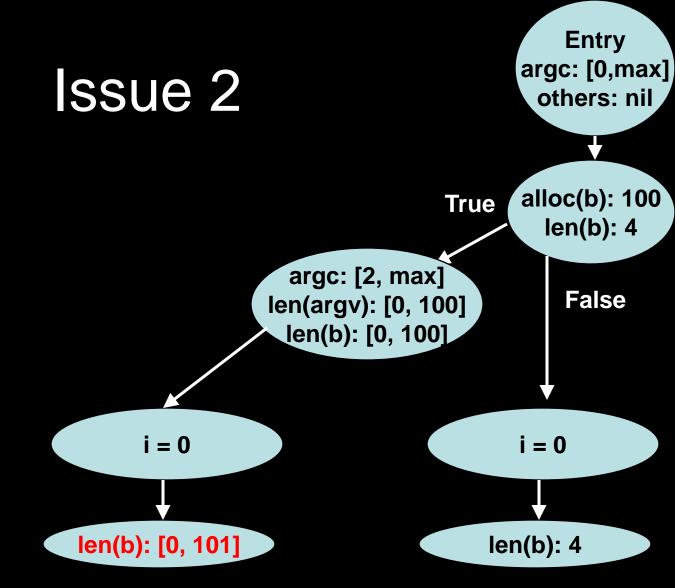
```
void main(int argc, char **argv) {
   char *b = malloc(1000000);
   int n = argc;

for (i=0;i<n;i++)
    strcat(b, ".");
}</pre>
```

More complex cases aren't that easy, and require approximations!

We lost accuracy when we merged.

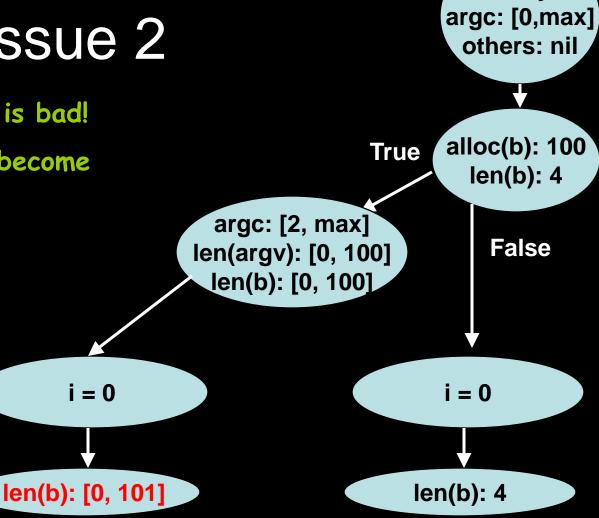




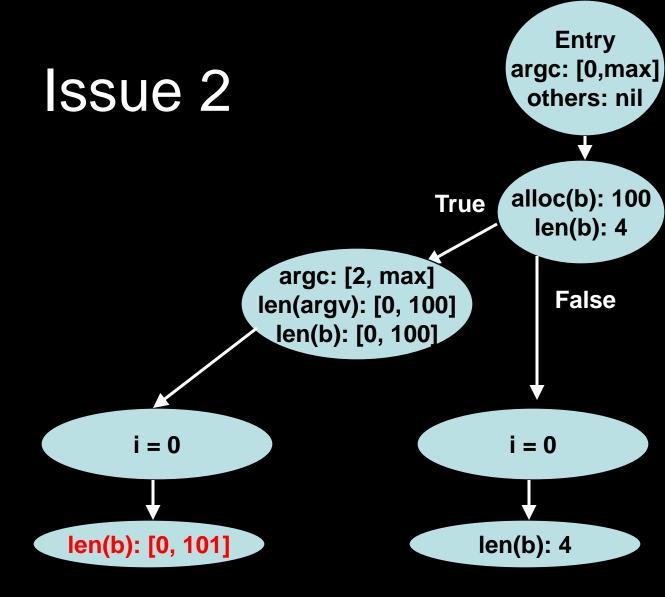
i = 0

We can show which path is bad!

And, future calculations become much more accurate.



**Entry** 

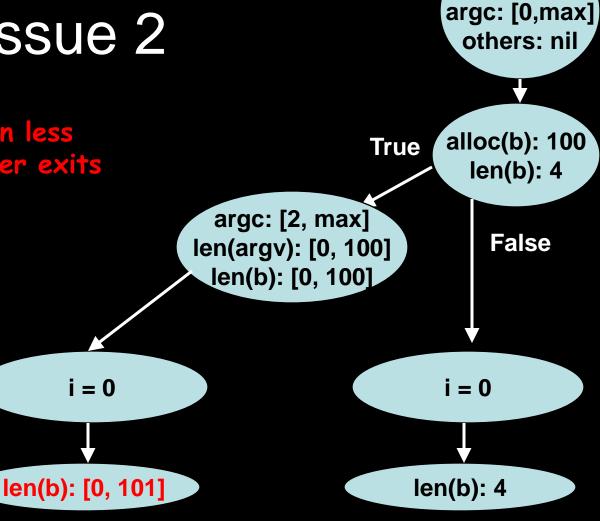


An exponential explosion of nodes

Only feasible for single functions (intraprocedural analysis)

i = 0

Full path analysis is even less feasible when we consider exits from complex loops



**Entry** 

```
char *magic_function(char *a, char *b) {
    char *p1 = a;
    char *p2 = b;

    while (*p2)
        *p1++ = *p2++;
    return a;
}
```

```
char *magic_function(char *a, char *b) {
    char *p1 = a;
    char *p2 = b;

    while (*p2)
        *p1++ = *p2++;
    return a;
}
```

Instead of erroring, we can "summarize" the generic properties.

```
char *magic_function(char *a, char *b) {
    char *p1 = a;
    char *p2 = b;

    while (*p2)
        *p1++ = *p2++;
    return a;
}
e.g., len(a) <- len(b)
```

```
char *magic_function(char *a, char *b) {
    char *p1 = a;
    char *p2 = b;

    while (*p2)
        *p1++ = *p2++;
    return a;
}
```

Scaling algorithms to an entire program can greatly improve accuracy... and decrease efficiency!

### Using environmental knowledge

- Socket vs. file
- Consider data from config files / registry
- Analyze two communicating programs together

#### There will always be falses

- For some things, even false negatives
  - e.g., anything in C
- Lots of things need to be approximated and are tough to approximate well
  - Arrays and pointers
  - Dynamic dispatch
  - Built in containers
- Okay, it's an overflow, but is it exploitable?
  - Do you care?

#### Building good tools is hard!

- Good analysis takes years
  - Most companies haven't bothered to try!
- Tool should handle all dev environments
  - efficiency + checkins?
- Tools should be easy enough for my mom
- Binary analysis is far, far harder!
- Few people do even a reasonable job.

## Everybody gets this right... for the wrong reasons

```
secureConnect (host, port):
      s = sslConnect(gethostbyaddr(host), port)
      cert = get cert(s)
      if ! certSignedByTrustedRoot(cert):
            raise "SSLError"
      if cert.DN <> host:
            raise "SSLError"
      if ! subjAltNameMatches(cert, host):
            raise "SSLError"
      if certRevoked(cert):
            raise "SSLError"
      return s
```

# If you're not an auditor, it probably isn't cost effective!

#### Notes on Buying Automated Tools

Trials are limited for a reason (as are the EULA's)

Make sure you test them on your own site / code

#### **Basic Conclusion**

"The height of mediocrity is still low"

#### **Basic Conclusion**

Accuracy on basic software today is mediocre at best

It is really easy to write an application that can't be automatically scanned

It is really hard to write an automated scanner than can effectively analyze software





## PCI Data Security Standards

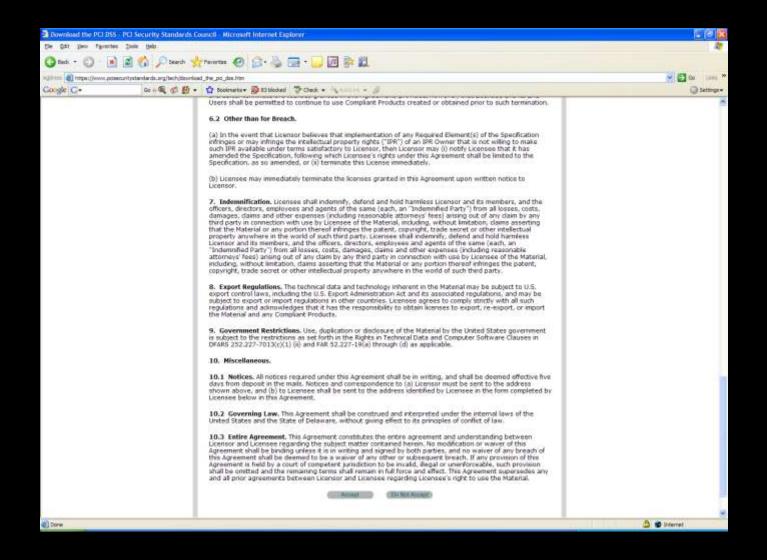


- 6.6 Ensure that all web-facing applications are protected against known attacks by applying either of the following methods:
- Having all custom application code reviewed for common vulnerabilities by an organization that specializes in application security
- Installing an application layer firewall in front of web-facing applications.

Note: This method is considered a best practice until June 30, 2008, after which it becomes a requirement.

Full document at

https://www.pcisecuritystandards.org/tech/download the pci dss.htm PCI-DSS is now managed by an industry consortium at www.pcisecuritystandards.org



.....or go straight to the document here!



#### **Update Notifications**

Often users will obtain a product and never upgrade it. However, sometimes it is necessary for the product to be updated to protect against known security vulnerabilities.

#### How to identify if you are vulnerable

 Is there a method of notifying the owners / operators / system administrators of the application that there is a newer version available?

#### How to protect yourself

Preferably, the application should have the ability to "phone home" to check for newer versions and alert system administrators when new versions are available. If this is not possible, for example, in highly protected environments where "phone home" features are not allowed, another method should be offered to keep the administrators up to date.

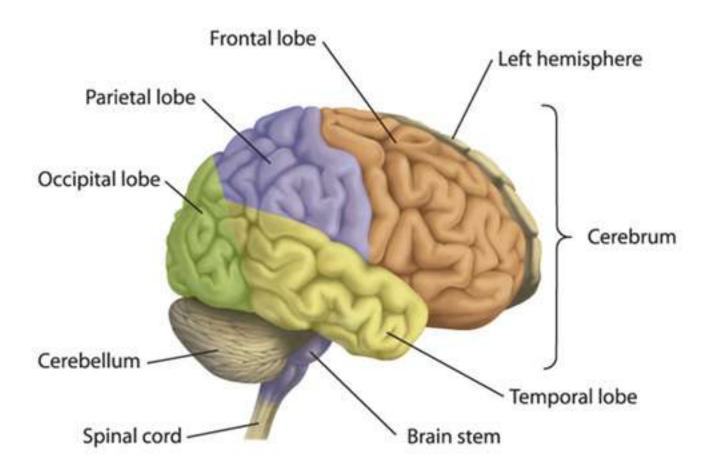
#### Regularly check permissions

Applications are at the mercy of system administrators who are often fallible. Applications that rely upon certain resources being protected should take steps to ensure that these resources are not publicly exposed and have sufficient protection as per their risk to the application.

#### How to identify if you are vulnerable

 Does the application require certain files to be "safe" from public exposure? For example, many J2EE applications are reliant upon web.xml to be read only for the servlet container

# Introducing the only tool in the world that really works effectively today.....



### News for people who run tools

A fool with a tool

....is still a fool

## China!

# China!

# 

## People

## Process

Technology

#### Fair and Balance

# Automated tools aren't totally "useless" today

(\* but the marketing departments cards are marked)

#### What sort of tool do we want?

Testing framework / toolkit that combines

Binary

Run-time

Code

Pen

AI (or human driven)

Extensible

Community driven rules



#### That's all folks!