

# Program Transformation for Non-interference Verification on Programs with Pointers

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- ▶ Information security
  - ▶ Confidentiality
  - ▶ Integrity
  - ▶ Availability
  
- ▶ Traditionally, dissemination of information is prevented through access control
  - ▶ What piece of information can be accessed? by whom?
  - ▶ Yet, is this piece of information handled correctly when accessed?
  
- ▶ Information Flow Control
  - ▶ Tracks how information is propagated through a program
  - ▶ Verifies that **information flows** are secure



## ▶ Static analyses:

- ▶ Seminal work [Denning & Denning,77]
- ▶ First formalization and soundness proof for a simple imperative language [Volpano et al.,96]
- ▶ Jif: IFC extension to Java language [Myers et al.,01]
- ▶ Flow Caml : IFC extension to OCaml [Simonet et al.,03]

## ▶ Dynamic analyses:

- ▶ Operating system level [Enck et al.,10], [Andriatsimandefitra et al.]
- ▶ Application level [Hiet et al.,09], [Austin & Flanagan,09 & 10]

## ▶ Hybrid analyses:

- ▶ [Leguernic et al.,07], [Russo & Sabelfeld,10], [Chandra & Franz, 07], [Nair et al., 08], [Besson et al., 13]



- ▶ **Provable secure information flow monitoring:**
  - ▶ A gap between theoretical toy languages and real life languages [Leguernic et al,07], [Russo & Sabelfeld,10]
  - ▶ Previous monitoring approaches considering languages with rich constructs do not consider proving soundness [Chandra & Franz,07], [Nair et al.,08]
  - ▶ Pointer-induced flows not that much investigated [Moore & Chong,11], [Austin & Flanagan,09]
  - ▶ No monitor inlining approach considering pointers [Chudnov & Naumann,10], [Magazinius et al.,12]
- ▶ **Our approach**
  - ▶ Sound hybrid information flow monitor
  - ▶ Sound inlining approach

for a language with pointers and aliasing



## Information flows

## Monitor Semantics

## Monitor Inlining

## Conclusion

```
(long ra  
for (i  
C1); if (m  
tmp2 =  
e of the
```

```
tmp2[0] = 1 << (Nb1 - 1); else if (tmp1[0]) >> 1 << (Nb1 - 1); tmp2[0] = (1 << (Nb1 - 1) - 1) | tmp2[0]; /* Then the second part looks like the first one: */  
tmp1[0][k] = 0; k = 0; k++ tmp1[0][k] += mc2[0][k] * tmp2[0][k]; /* The [i][j] coefficient of the matrix product MC2*TMP2, that is, *MC2*(TMP1) = MC2*(M1)*M1) = MC2*(M1)*M1  
l = 1; tmp1[0][l] >>= 1; /* Final rounding: tmp2[0][l] is now represented on 9 bits. */ if (tmp1[0][l] < -256) m2[0][l] = -256; else if (tmp1[0][l] > 255) m2[0][l] = 255; else m2[0][l] = tm
```



## Explicit flows

- ▶ produced whenever information is transferred directly from source to destination

**destination = source**

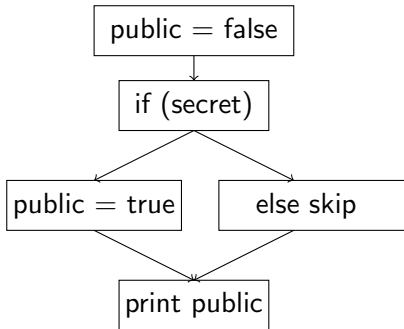
← -----  
Assignments generate explicit flows

- ▶ **Explicit flow** from *source* to *destination*



## Implicit flows

- ▶ produced “whenever” an assignment is **conditioned** on the value of an expression

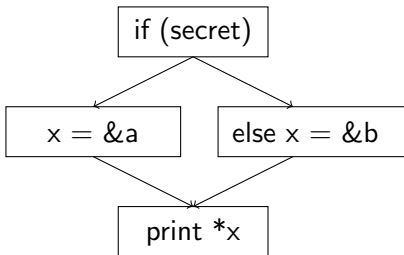


- ▶ **Implicit flow** from variable *secret* to variable *public*



## Pointer-induced flows

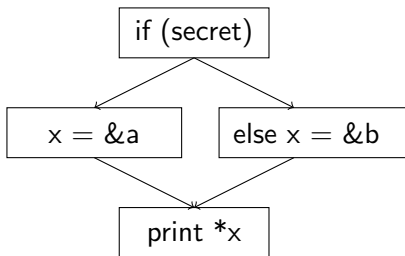
- ▶ produced whenever a pointer is dereferenced





## Pointer-induced flows

- ▶ produced whenever a pointer is dereferenced

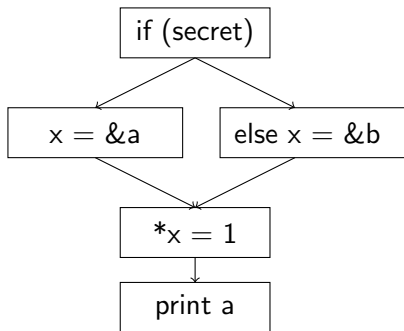


- ▶ **Implicit flow** from *secret* to *pointer x*
- ▶ **Pointer-induced flow** from *pointer x* to *\*x*
- ▶ **Information flow** from *secret* to *\*x*.



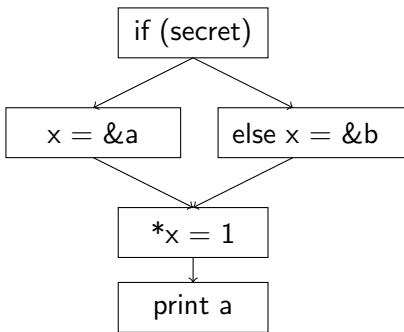
## Pointer-induced flows

- ▶ produced whenever a pointer is dereferenced



## Pointer-induced flows

- ▶ produced whenever a pointer is dereferenced



- ▶ Assignment  $*x = 1$  generates **pointer-induced flows** from *pointer*  $x$  to all variables that  $x$  may point to



## Attacker model

- ▶ They know the program source code and public outputs
- ▶ They control public inputs



Security Levels :

S : secret

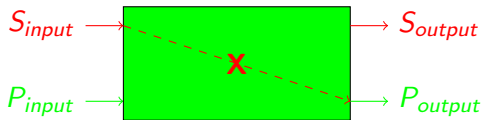
P : public

$P \rightarrow S$



## Attacker model

- ▶ They know the program source code and public outputs
- ▶ They control public inputs



Security Levels :

S : secret

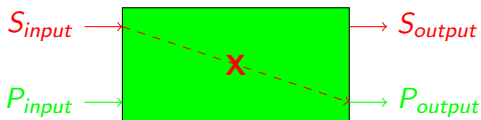
P : public

$P \rightarrow S$



## Attacker model

- ▶ They know the program source code and public outputs
- ▶ They control public inputs
- ▶ Roughly, **non-interference** is a security property stating non-dependence of public outputs from secret inputs (in the case of confidentiality)



Security Levels :

S : secret

P : public

$P \rightarrow S$



Information flows

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```
(long n)
for (i = 0; i < n; i++)
  C[i] = 0;
tmp2 = ...
// ...
// ...
```

```
tmp2[0] = 0; // (NB: !T) else if (tmp1[0]) >= 0; // (NB: !T) tmp2[0] = (T << (NB - 1) - 1) else tmp2[0] = tmp1[0]; /* Then the second part looks like the first one:
tmp1[0][k] = 0; k = 0; k++ tmp1[0][k] += mc2[0][k] * tmp2[0][k]; /* The [i][j] coefficient of the matrix product MC2*TMP2, that is, *MC2*(TMP1) = MC2*(MC1*M1) = MC2*M1*MC1
i = 1; tmp1[0][i] >= 1; /* Final rounding: tmp2[0][i] is now represented on 9 bits. *if (tmp1[0][i] < -256) m2[0][i] = -256; else if (tmp1[0][i] > 255) m2[0][i] = 255; else m2[0][i] = tmp1[0][i];
```



## 'Clight' semantics [Leroy & Blazy,09]

### Instruction semantics

$$E \vdash c, M \Rightarrow M'$$

**l-value evaluation**  
(address)

$$E \vdash a, M \Leftarrow loc$$

**r-value evaluation**  
(contents)

$$E \vdash a, M \Rightarrow val$$





## Extended 'Clight' semantics [Leroy & Blazy,09]

- ▶ Memory  $\Gamma$ : a memory mapping a location to a **security label**
- ▶ Tracking information flows by tainting security labels

### Instruction semantics

$$E \vdash c, M, \Gamma, \underline{pc} \Rightarrow M', \Gamma'$$

**l-value evaluation**  
(address)

$$E \vdash a, M, \Gamma \Leftarrow loc, s_{loc}$$

**r-value evaluation**  
(contents)

$$E \vdash a, M, \Gamma \Rightarrow val, s_{val}$$



## Right value evaluations of an expression

$$M \triangleq \{l_x \mapsto ptr(l_y); l_y \mapsto v\}$$

$$LV_{MEM} \frac{E \vdash x, M \Rightarrow ptr(l_y)}{E \vdash *x, M \Leftarrow l_y} \quad M(l_y) = v$$

$$RV \frac{}{E \vdash *x, M \Rightarrow v}$$



## Right value evaluations of an expression

- ▶ The label associated to the l-value of  $a$  is propagated to the one associated to its r-value
- ▶ “Program Transformation for Non-interference Verification on Programs with Pointers” [Assaf et al., IFIP SEC 2013]

$$M \triangleq \{l_x \mapsto ptr(l_y); l_y \mapsto v\}$$

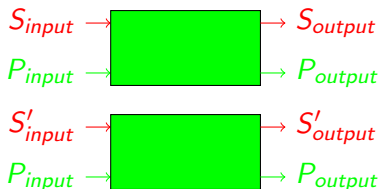
$$\Gamma \triangleq \{l_x \mapsto s_x; l_y \mapsto s_y\}$$

$$RV \frac{LV_{MEM} \frac{E \vdash x, M, \Gamma \Rightarrow ptr(l_y), s_x}{E \vdash *x, M, \Gamma \Leftarrow l_y, s_x} \quad M(l_y) = v \quad \Gamma(l_y) = s_y \quad s = s_y \sqcup s_x}{E \vdash *x, M, \Gamma \Rightarrow v, s}$$



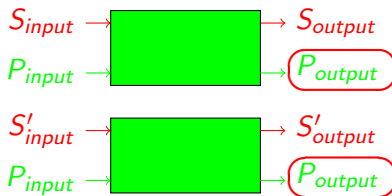
## Theorem 1: Soundness with respect to termination insensitive non-interference

- ▶ Two terminating executions differing only on secret inputs deliver the same public outputs



## Theorem 1: Soundness with respect to termination insensitive non-interference

- Two terminating executions differing only on secret inputs deliver the same public outputs



long na  
for 0 <=  
C1) if (a  
tmp2 =  
se of the

tmp2[0] = 1 << (nbl - 1) else if (tmp1[0]) >> 1 << (nbl - 1) tmp2[0] = 1 << (nbl - 1) + tmp2[0] - tmp1[0]; /\* Then the second part takes for the first one  
tmp1[0] = 0; k = k + 1; tmp1[0] = mc2[0][k] \* tmp2[k]; /\* The [j] coefficient of the matrix product MC2\*TMP2, that is, \*MC2\*(TMP1) = MC2\*(MC1\*M1) = MC2\*M1\*MC1  
l = 1; tmp1[0] >> 1; /\* Final rounding: tmp2[0] is now represented on 9 bits. if (tmp1[0]) < 256/m2[0] = 256 else if (tmp1[0]) > 255/m2[0] = 255 else tmp2[0] = 255



Information flows

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```

long ra
for (i = 0; i < n; i++)
  C[i] = 0;
tmp2 = ...
// ...

```

```

tmp2[0] = 0; // (N0) else if (tmp1[0]) >= 1) << (N0) else if (tmp2[0]) = (1 << (N0) - 1); else tmp2[0] = tmp1[0]; /* Then the second part looks like the first one:
tmp1[0][k] = 0; k = 0; k++ tmp1[0][k] += mc2[0][k] * tmp2[0][k]; /* The [i][j] coefficient of the matrix product MC2*TMP2, that is, *MC2*(TMP1) = MC2*(MNC*M1) = MC2*M1*MNC
i = 1; tmp1[0][i] >= 1; /* Final rounding: tmp2[0][i] is now represented on 9 bits. *if (tmp1[0][i] < -256) m2[0][i] = -256; else if (tmp1[0][i] > 255) m2[0][i] = 255; else m2[0][i] = tmp1[0][i];

```



## Encapsulating the semantics of the security memory $\Gamma$ into the program

```

pc = public  $\sqcup$  secret
if ( public == secret ) {
  auth = 1
  auth = pc  $\sqcup$  public
  log_fail = log_fail  $\sqcup$  pc
} else {
  auth = 0
  auth = pc  $\sqcup$  public
  log_fail = 0
  log_fail = log_fail  $\sqcup$  pc
}
assert auth  $\sqsubseteq$  public
outputpublic auth

```



```

int auth
label auth
int *leak
label leak
label* leak_p1
leak = &auth
leak = public
leak_p1 = &auth
assert leak  $\sqcup$  *leak_p1  $\sqsubseteq$  public
outputpublic *leak
    
```

- **Aliasing Lemma:** two expressions are aliased iff their respective auxiliary variables are aliased.





- ▶ **Instrumenting** the program to track the security level of each data handled by programs
- ▶ A security analysis through
  - ▶ **Hybrid monitoring** by running the transformed program  $T(P)$
  - ▶ **Static analysis** techniques using off-the-shelf tools such as Value Analysis Frama-C's plugin
- ▶ Theorem 2: **soundness** wrt. the initial program behavior
- ▶ Theorem 3: **soundness** wrt. the monitor semantics (hence wrt. non-interference)



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long ra  
for 0 =>  
C1) if (a  
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tmp2[0] = 1 << (Nb1 - 1) else if (tmp1[0]) >> 1 << (Nb1 - 1) tmp2[0] = (1 << (Nb1 - 1) - 1) else tmp2[0] = tmp1[0]; /\* Then the second part looks like the first one: \*/  
tmp1[0][k] = 0; k = 0; k++ tmp1[0][k] += mc2[0][k] \* tmp2[0][k]; /\* The [i][j] coefficient of the matrix product MC2\*TMP2, that is, \*MC2\*(TMP1) = MC2\*(MC1\*M1) = MC2\*M1\*MC1  
i = 1; tmp1[0][i] >> 1; \*/ Final rounding: tmp2[0][i] is now represented on 9 bits. \*if (tmp1[0][i] < -256) m2[0][i] = -256; else if (tmp1[0][i] > 255) m2[0][i] = 255; else m2[0][i] = tm



- ▶ A **sound** hybrid information flow monitor for a language supporting **pointers and aliasing**
- ▶ A **sound inlining** approach for our monitor based on a program transformation
- ▶ Future work:
  - ▶ Completing the prototype implementation of our Frama-C plug-in, case study
  - ▶ Extending the formalization to richer C constructs
    - ▶ Pointer arithmetics, declassification annotations, arrays
    - ▶ Function calls, dynamic allocations, casts. . .
  - ▶ Ongoing work on **quantitative** information flow

