



## Software security, secure programming (and computer forensics)

### Lecture 9: from Static Analysis to (Dynamic) Symbolic Execution

Master M2 on Cybersecurity

Academic Year 2016 - 2017

# Summary

## Static analysis techniques

- ▶ allow to (automatically) reason about a whole program without executing it ...
- ▶ but at the price of **approximations** due to undecidability problems:
  - ▶ over-approximations  $\rightsquigarrow$  false positives
  - ▶ under-approximations  $\rightsquigarrow$  false negatives
- ▶ example: **value-set analysis (VSA)**  
abstract representation = trade-off between accuracy and efficiency  
(e.g., intervals vs polyhedra vs ...)
- ▶ can be leveraged with use-provided assertions ...  
(to deal with library calls, “complex” code patterns, etc.)

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### But:

- ▶ not so effective on binary code, simple memory model
- ▶ not go “beyond the bug” ( $\neq$  exploitability analysis)
- ▶ may provide **too many** false positives ?

# What help for “security analysis” ?

“security analysis” = vulnerability detection

## A pragmatic approach:

1. annotate the code with “vulnerability checks” (e.g., `frama-c -rte`)  
i.e., assertions to detect integer overflows, invalid memory accesses (arrays, pointers), etc

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- ⇒ a set of **potential vulnerabilities** remains, to be discharged by **other means**, possibly on a **program slice**  
(false positive ? real bug but harmless w.r.t security ? real vulnerability ?)

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⇒ a set of **potential vulnerabilities** remains, to be discharged by **other means**, possibly on a **program slice**  
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**Rk:** some static analysis tools also provide **bug finding** facilities  
(i.e., no false positives, ... but false negatives instead)

# Today's menu

1. A few words on assertion proving using weakest pre-conditions (WP)
2. Some exercises on VSA (and WP)
3. An alternative/complementary approach to static analysis:  
(Dynamic) Symbolic Execution
  - ▶ may help to discharge/confirm unchecked assertions
  - ▶ may help to detect (others) vulnerabilities ...  
(in a more general context)

# A basic programming language

## Syntax

Exp ::=  $x \mid n \mid \text{op}(\text{Exp}, \dots \text{Exp})$

Stm ::=  $x := \text{Exp}$

      ::=  $\text{Stm} ; \text{Stm}$

      ::=  $\text{skip}$

      ::=  $\text{if Exp then Stm else Stm}$

      ::=  $\text{while Exp do Stm end}$

      ::=  $\text{assert Exp}$

In practice : arrays, structures, pointers, procedures, etc.

## Axiomatic Semantics

⇒ programs viewed as *predicate transformers* where predicates are *assertions* on program variables (Hoare, Dijkstra 1976).

- ▶ **Weakest Preconditions (*wp*)** : backward computation

Example :

$$x \geq 0 \{x := x + 1;\} x > 0$$

- ▶ **Strongest Postcondition (*sp*)** : forward computation

Example :

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## Weakest precondition / Strongest postcondition

Let  $I$  a statement,  $P, R, P', R'$  some predicates

The weakest precondition  $P = wp(I, R)$  is such that:

$$\forall P' (P' \Rightarrow wp(I, R)) \Rightarrow (P' \Rightarrow P)$$

A precondition  $P'$  stronger than  $x \geq 0 : x > 5$ .

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The strongest postcondition  $R = sp(P, I)$  is such that:

$$\forall R' (sp(P, I) \Rightarrow R' \Rightarrow (R \Rightarrow R'))$$

A postcondition  $R'$  weaker than  $x \geq 0 : x > -2$ .

# Substitution - free/bounded variables

## Free and bounded variables

A variable  $x$  is **bounded** (resp. **free**) within formula  $F$  iff  $F$  contains an occurrence of  $x$  which **is** (resp. which **is not**) within the scope of a **quantifier**.

**Example:**

$$\varphi \equiv P(y, x) \wedge \forall x . Q(x, y)$$

$\leftrightarrow$  there is both a free and a bounded occurrence of  $x$  in  $\varphi$



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## Substitution

$P[E/x]$  is the formula  $P$  in which all free occurrences of variable  $x$  have been replaced by the term  $E$ .

**Example:**

$$(\varphi[x + 1/x])[f/y] \equiv P(f, x + 1) \wedge \forall x . Q(x, f)$$

## Computing weakest preconditions: basic instructions

<b>Statement</b>	<i>def.</i>	<b>WP</b>
$wp(\text{skip}, R)$	$\hat{=}$	$R$
$wp(x := e, R)$	$\hat{=}$	$R[e/x]$
$wp(i_1 ; i_2, R)$	$\hat{=}$	$wp(i_1, wp(i_2, R))$
$wp(\text{assert}(e), R)$	$\hat{=}$	$e \wedge R$

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### Examples:

1.  $wp(x := x + 1, x > 0)$
2.  $wp(z := 2 ; y := z + 1 ; x := z + y, x \in 3..8)$

## Another way to write WPs

$R$   
**skip;**

$R[e/x]$   
**x := e;**

$wp(i_1, wp(i_2, R))$   
**i**<sub>1</sub>;  
 $wp(i_2, R)$   
**i**<sub>2</sub>;

$P \wedge R$   
**assert(P)**

## Example

$2 + 2 + 1 \in 3..8$

**$z := 2$  ;**

$z + z + 1 \in 3..8$

**$y := z + 1$  ;**

$z + y \in 3..8$

**$x := z + y$  ;**

$x \in 3..8$

## Computing weakest precondition: conditional statement

$$\begin{aligned} & wp(\text{if } P \text{ then } i_1 \text{ else } i_2 \text{ end, } R) \\ \hat{=} & (P \Rightarrow wp(i_1, R)) \wedge (\neg P \Rightarrow wp(i_2, R)) \end{aligned}$$

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Examples:

- ▶ Define  $wp(\text{if } e \text{ then } i \text{ end}, R)$ .
- ▶ What does the following program compute? Prove the result ...

```
begin
  if  $x > y$  then  $m := x$  else  $m := y$  end ;
  if  $z > m$  then  $m := z$  end
end
```



## Solution (1)

$(x > y \Rightarrow F_1[x/m]) \wedge (\neg(x > y) \Rightarrow F_1[y/m]) = F_2$

if  $x > y$

$F_1[x/m]$

then  $m := x$

$F_1[y/m]$

else  $m := y$  end ;

$(z > m \Rightarrow R_1[z/m]) \wedge (\neg(z > m) \Rightarrow R_1) = F_1$

if  $z > m$

$R_1[z/m]$  ;

then  $m := z$

$R_1$  ;

else skip ;

end

$R_1$

## Solution (2)

Postcondition :

$$(m = x \vee m = y \vee m = z) \wedge m \geq x \wedge m \geq y \wedge m \geq z$$

Let's process  $R_1 = m \geq x$ .

**Computing  $F_1$  :**

$$(z > m \Rightarrow m[z/m] \geq x) \wedge (\neg(z > m) \Rightarrow m \geq x)$$

**which can be rewritten:**

$$(z > m \Rightarrow z \geq x) \wedge (\neg(z > m) \Rightarrow m \geq x)$$

## Solution (3)

Computing  $F_2$ :

$$(x > y \Rightarrow F_1[x/m]) \wedge (\neg(x > y) \Rightarrow F_1[y/m])$$

leading to:

$$\begin{array}{llll} (x > y \wedge z > x) & \Rightarrow & z \geq x & \wedge \\ (x > y \wedge \neg(z > x)) & \Rightarrow & x \geq x & \wedge \\ (\neg(x > y) \wedge z > y) & \Rightarrow & x \geq x & \wedge \\ (\neg(x > y) \wedge \neg(z > y)) & \Rightarrow & y \geq x & \end{array}$$

Each of these 4 propositions is equivalent to **true**.

## Computing weakest precondition: iteration

$$wp(\text{while } b \text{ do } S \text{ end}, R) ?$$

### Partial correctness

→ compute the WP **assuming the loop will terminate**

- ▶ need to reason about an arbitrary number of iteration;
- ▶ find a **loop invariant**  $I$  such that:
  1.  $I$  is preserved by the loop body:

$$I \wedge b \Rightarrow wp(S, I)$$

2. if and when the loop terminates, the post-condition holds:

$$I \wedge \neg b \Rightarrow R$$

**Then**

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**Total correctness:** prove that the loop **do** terminate ...

need to introduce a loop **variant**

(i.e, a measure strictly decreasing at each iteration towards a limit).

## Example

Prove the following program using WP

```
{x=n && n>0}
  y := 1 ;
  while x <> 1 do
    y := y*x ;
    x := x-1 ;
  end
{y=n! && n>0}
```

# Implementing WP computation ?

## 1. WP computation:

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## 2. Decidability problems:

- ▶ simplification and proof of formula  
undecidable in general, heuristics . . .
- ▶ invariant generation  
undecidable in general, only specific invariant can be generated in some  
restricted conditions (i.e., inductive invariants)



## Accuracy vs Effectiveness trade-off

### Assertion language

Theories	Complexity	Rappels
First order logic	undecidable	Interactive provers
Booleans	decidable	state enumeration
Intervals	quasi linear	approximation
Polyhedras	exponential	(better) approximation

### Tools:

Frama-C/WP (proofs), Frama-C/Value (intervals), Polyspace (polyhedras) . . .

## Static analysis ... what else ?

Another (quite) standard technique for program validation: **run tests** ...!

But, not always easy to find “good” test inputs ?

**Example:** which input allow to activate the vulnerability below ?

```
int twice(int v) {
    return 2 * v;
}

void test(int x, int y) {
    int *t = (int *) malloc((x+10) * sizeof(int)) ;
    z = twice(y);
    if (x == z) {
        assert (y <= x +10) ;
        assert (y > 0) ;
        t[y] = 0 ;
    }
}
```

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```

A random search may not succeed ...

Can “*static analysis like techniques*” help ?

⇒ An (old !) answer: **symbolic execution** ...

# Symbolic Execution

King, 76

## Objective:

run a program paths (as in test execution) but mapping variables to **symbolic values** (instead of **concrete ones**)

- ▶ each symbolic execution allows to reason on **a set** of concrete executions  
(all the ones following **the same path** in the CFG)
- ▶ allow to decide if a CFG path is **feasible** or not (and with which input values)
- ▶ allow to explore a **(finite !)** set of paths in the CFG ...

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## Principle:

Associate a **path predicate**  $\varphi_\sigma$  to each path  $\sigma$  of the CFG:

$$(\exists \text{ a variable valuation } v \text{ s.t. } v \models \varphi_\sigma) \Leftrightarrow (v \text{ covers } \sigma)$$

( $\varphi_\sigma$  is the conjunction of all boolean conditions associated to  $\sigma$  in the CFG)

- ▶ solving  $\varphi_\sigma$  indicates if  $\sigma$  is feasible
- ▶ iteration over a finite subset of the CFG paths ...

**In practice:** express  $\varphi_\sigma$  in a decidable logic fragment (e.g., SMT).

## More on Symbolic Execution ...

- ▶ application to the previous example
  - ▶ what can we do if:
    - ▶ the **path predicate** cannot be expressed in a decidable logic ?  
(e.g., non linear operations)
    - ▶ the program contains conditions on non-reversible functions ?  
(e.g., `if (x == hash(y)) ...`)
    - ▶ part of the program code is not available  
(e.g., library functions, `if (!strcmp(s1, s2)) ...`)
- combine symbolic and concrete executions:  
concolic execution (or Dynamic Symbolic Execution)

see that on Martin Vechev's slides ...

## Conclusion about Dynamic Symbolic Execution

- ▶ an effective test generation and test execution technique
  - ▶ can be used on “arbitrary” code  
dynamic allocation, complex math. functions, binary code
  - ▶ trade-off between correctness, completeness and efficiency  
(ratio between symbolic and concrete values)
  - ▶ can be used in a coverage-oriented (bug finding) or path-oriented  
(vulnerability confirmation) way

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- ▶ numerous existing tools ...
- ▶ however, not all problems solved (yet ?), e.g.:
  - ▶ “path explosion” problem
  - ▶ can be rather slow (compared with *fuzzing*)