

Security in Hop Web Applications

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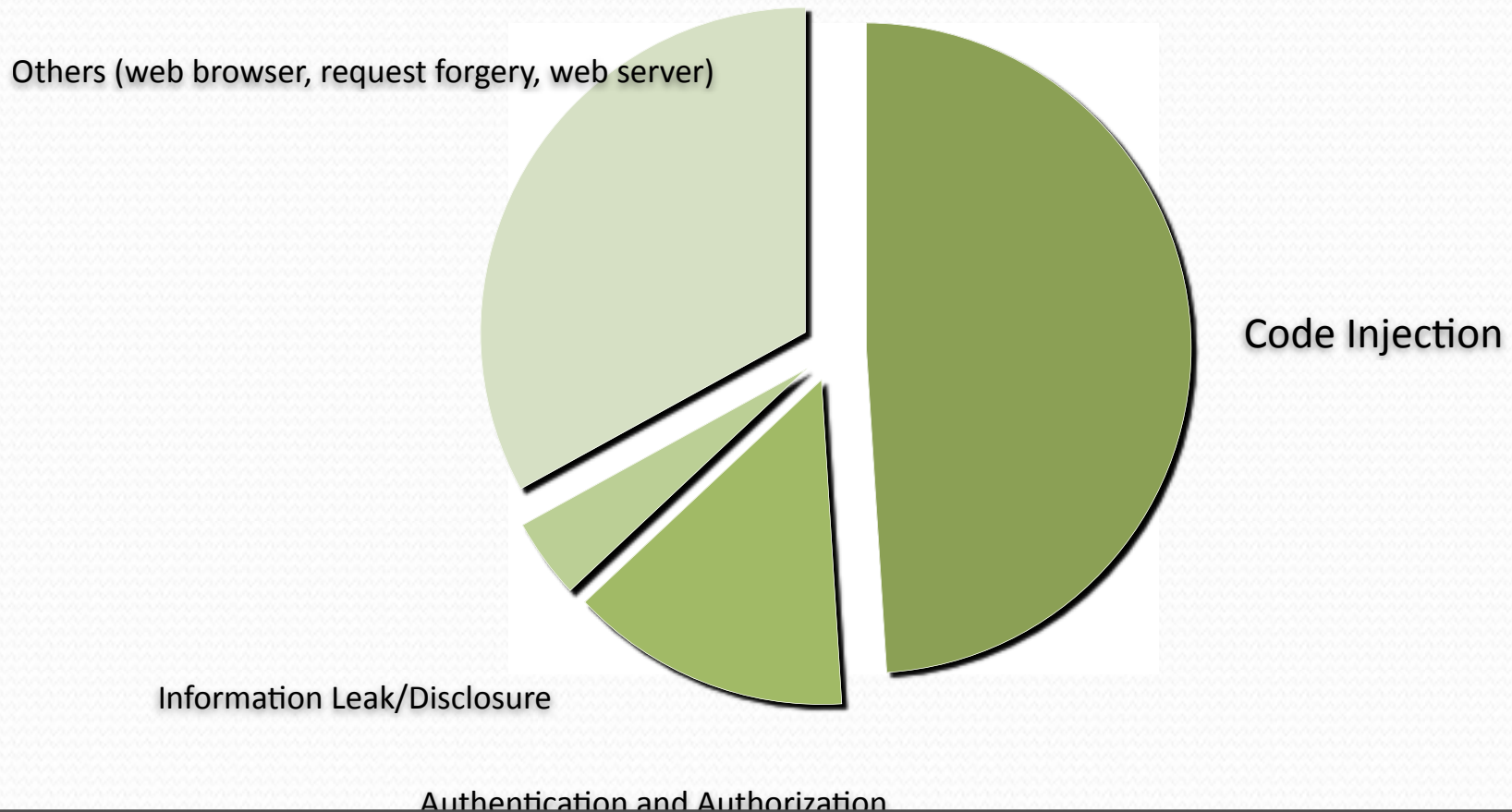
JOINT WORK (in progress):
G.Boudol, Z.Luo, M.Serrano

29/01/2010

PARSEC meeting

Reports on web vulnerabilities

Cenzic company report (2009)



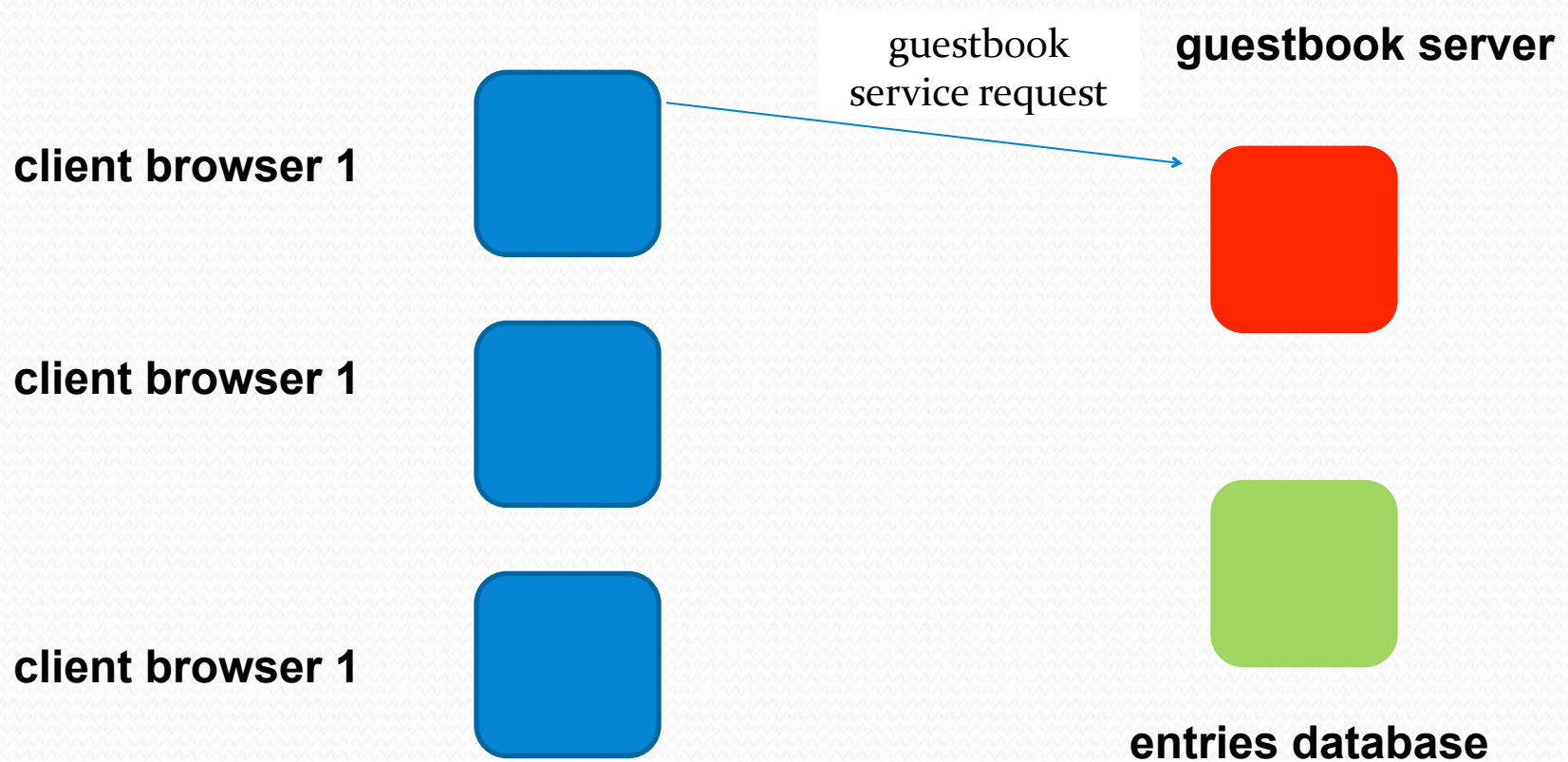
Code Injection

An untrusted source introduces code to change the course of “normal” execution

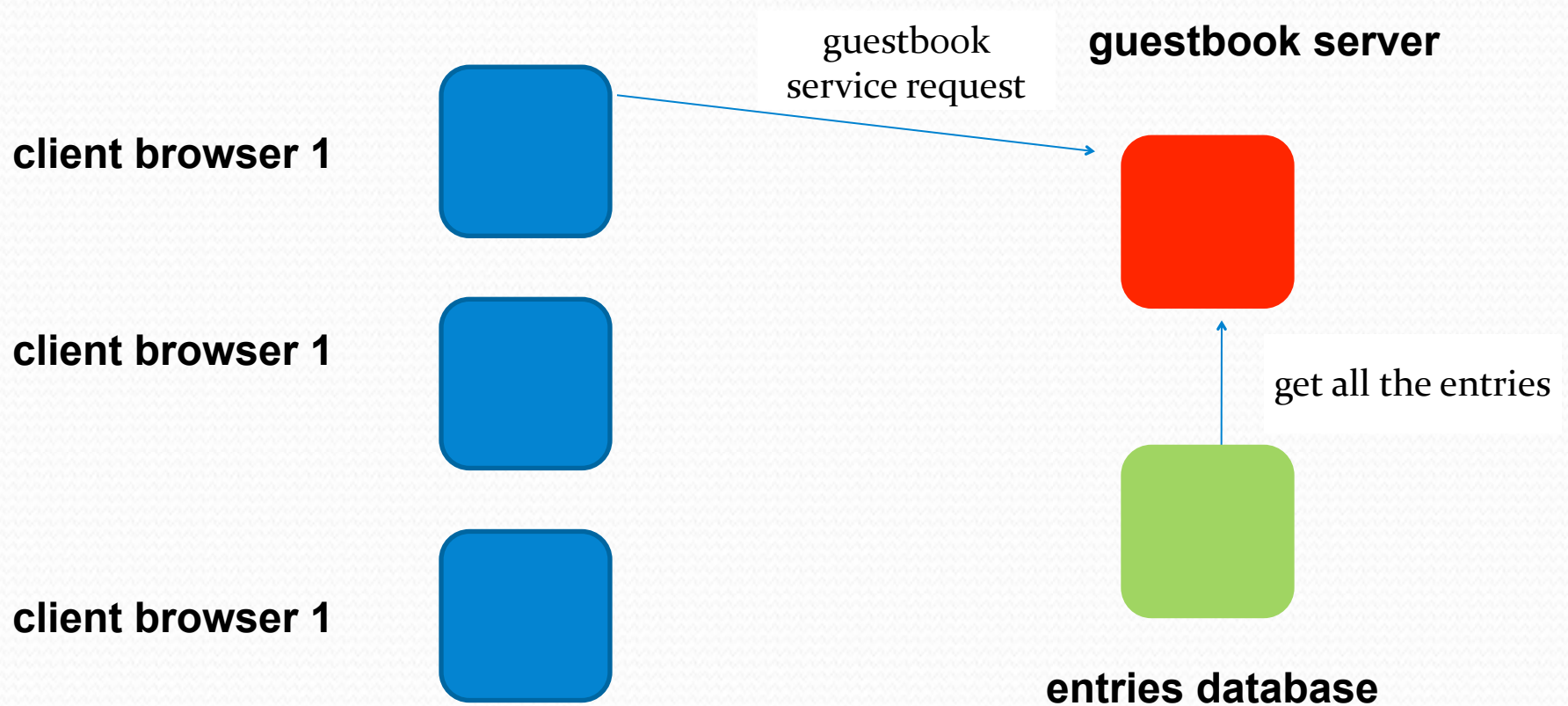
A code injection example

```
<script>hop_innerHTML_set  
  ((document.getElementById( "allentries")), "You  
  can only see this entry!!")</script>
```

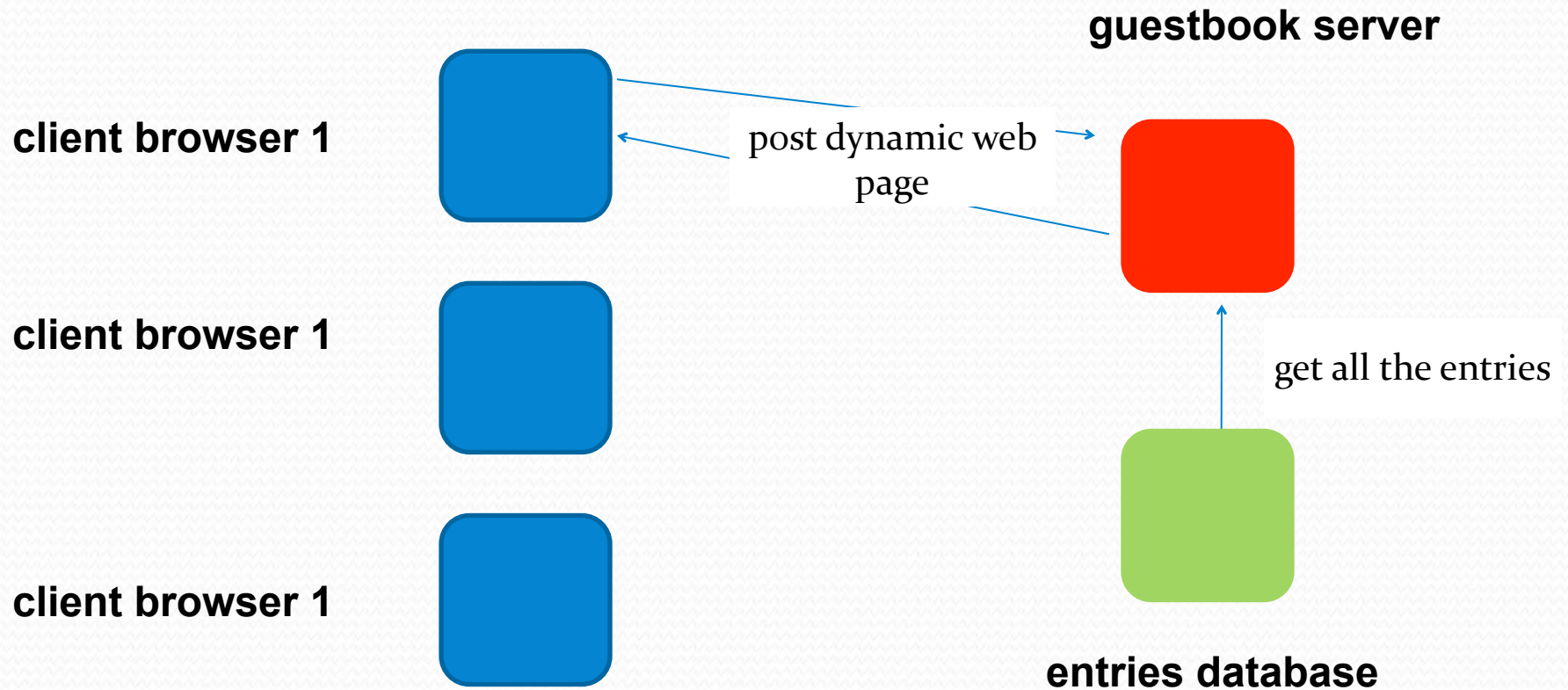
A code injection example



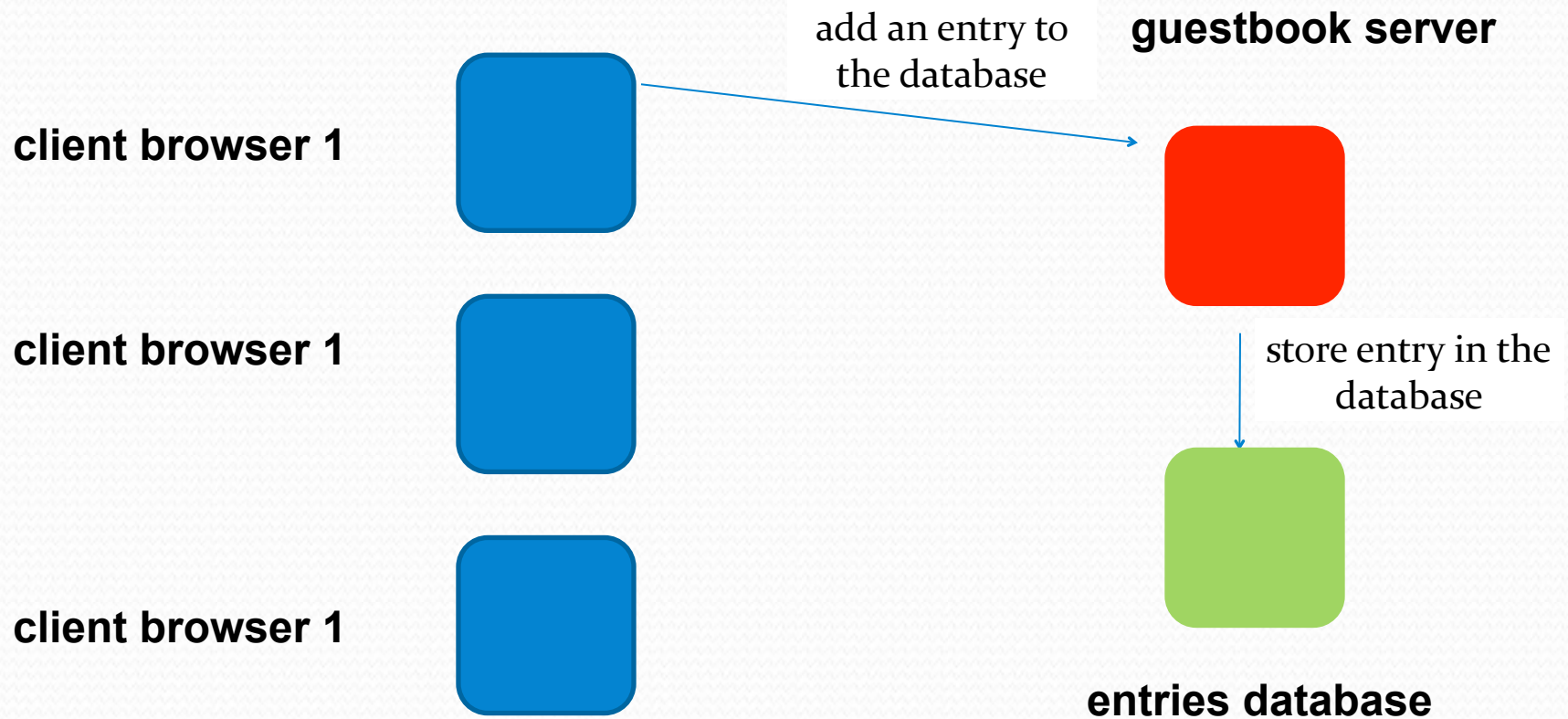
A code injection example



A code injection example



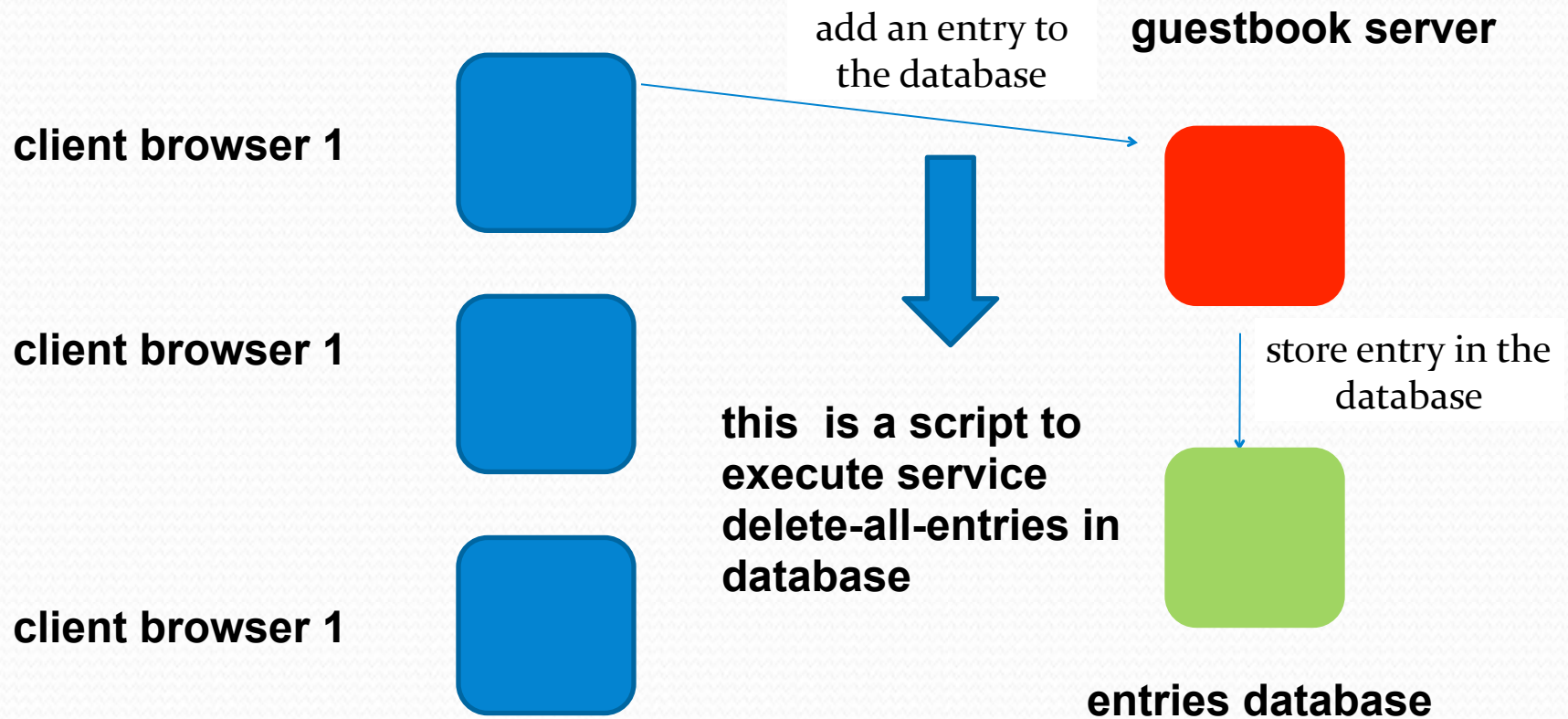
A code injection example



Cross Site Scripting (XSS)

Untrusted code is injected in a dynamic generated web page that is executed in a trusted environment

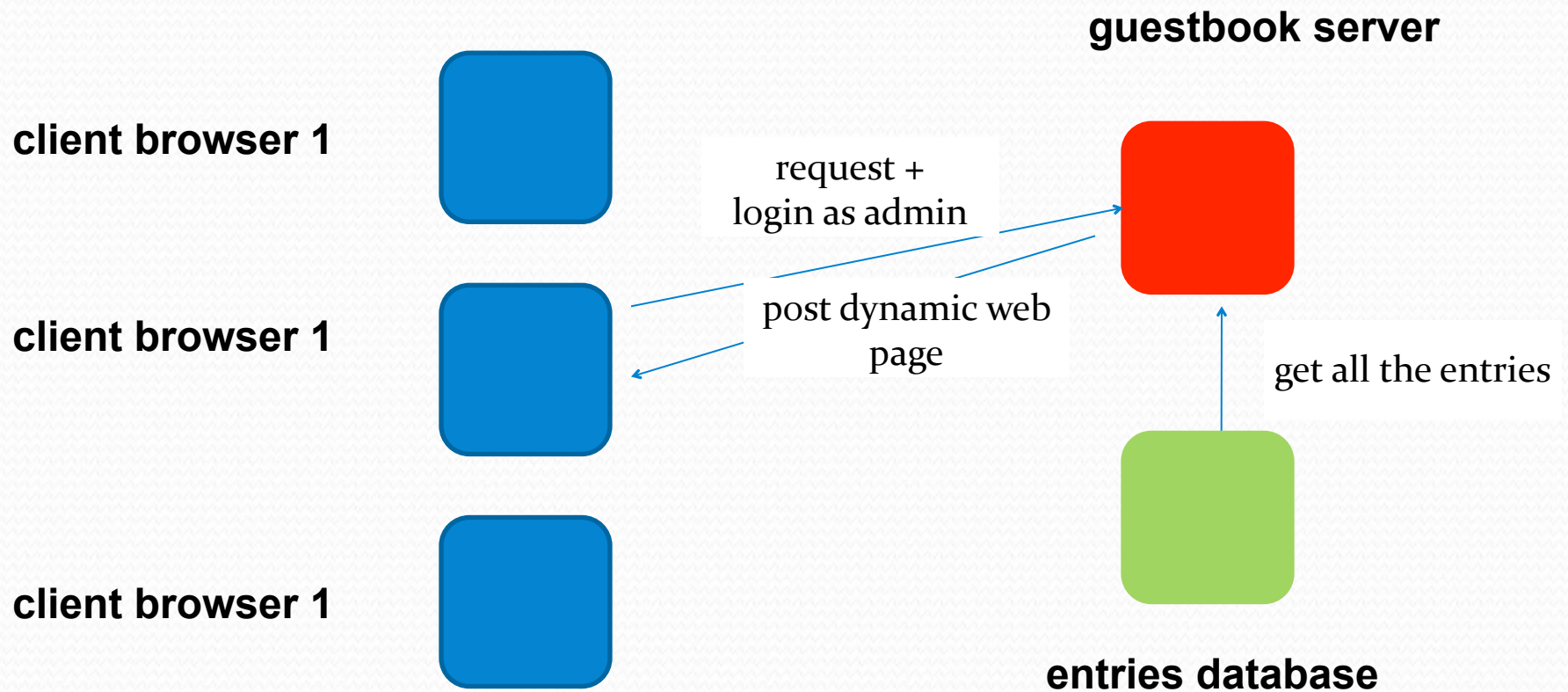
XSS example



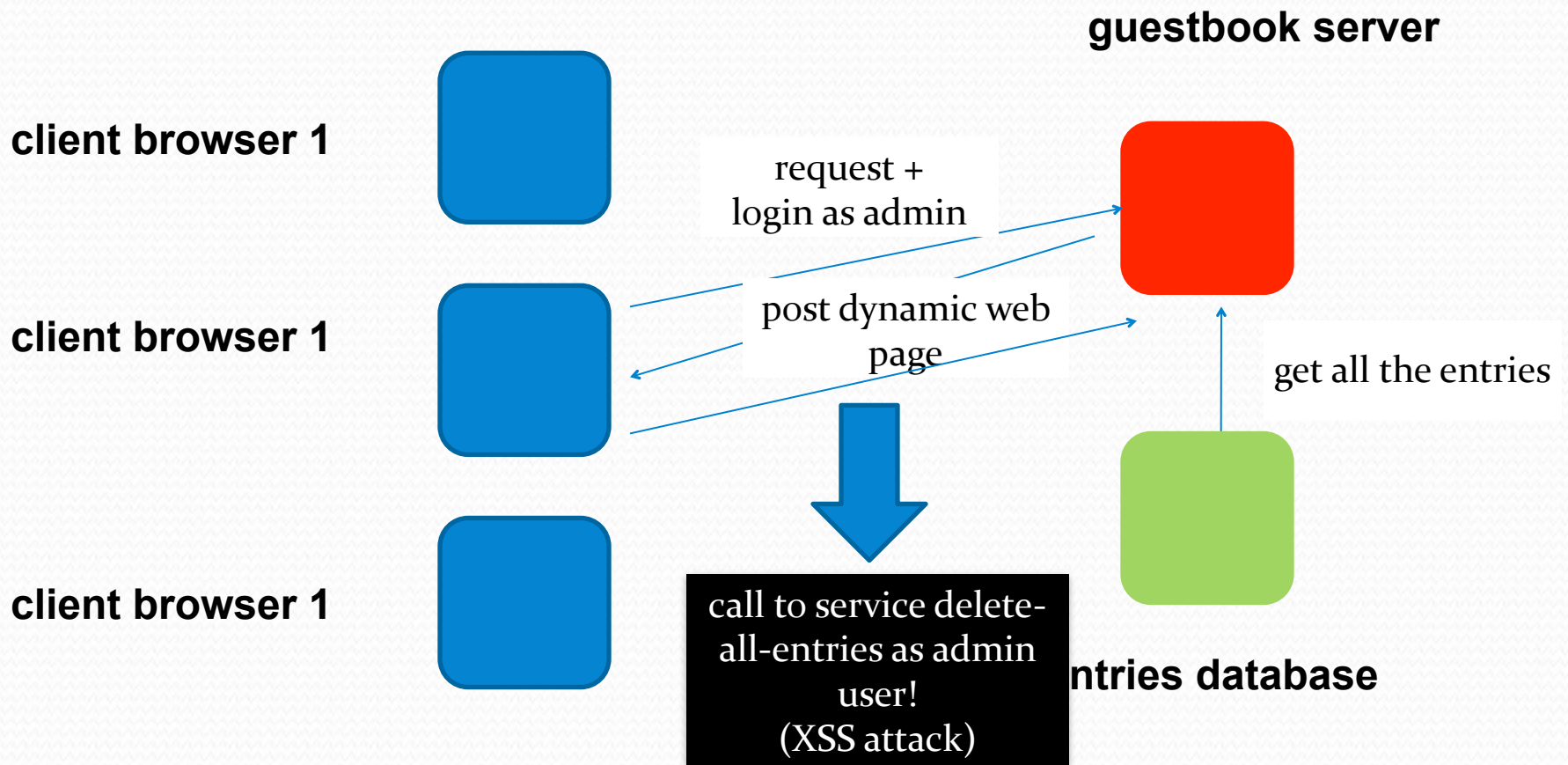
XSS example

- The script to execute service delete-all-entries is stored in the database (but it cannot be executed without admin rights)
- The next user to log in : the admin user

XSS example



XSS example



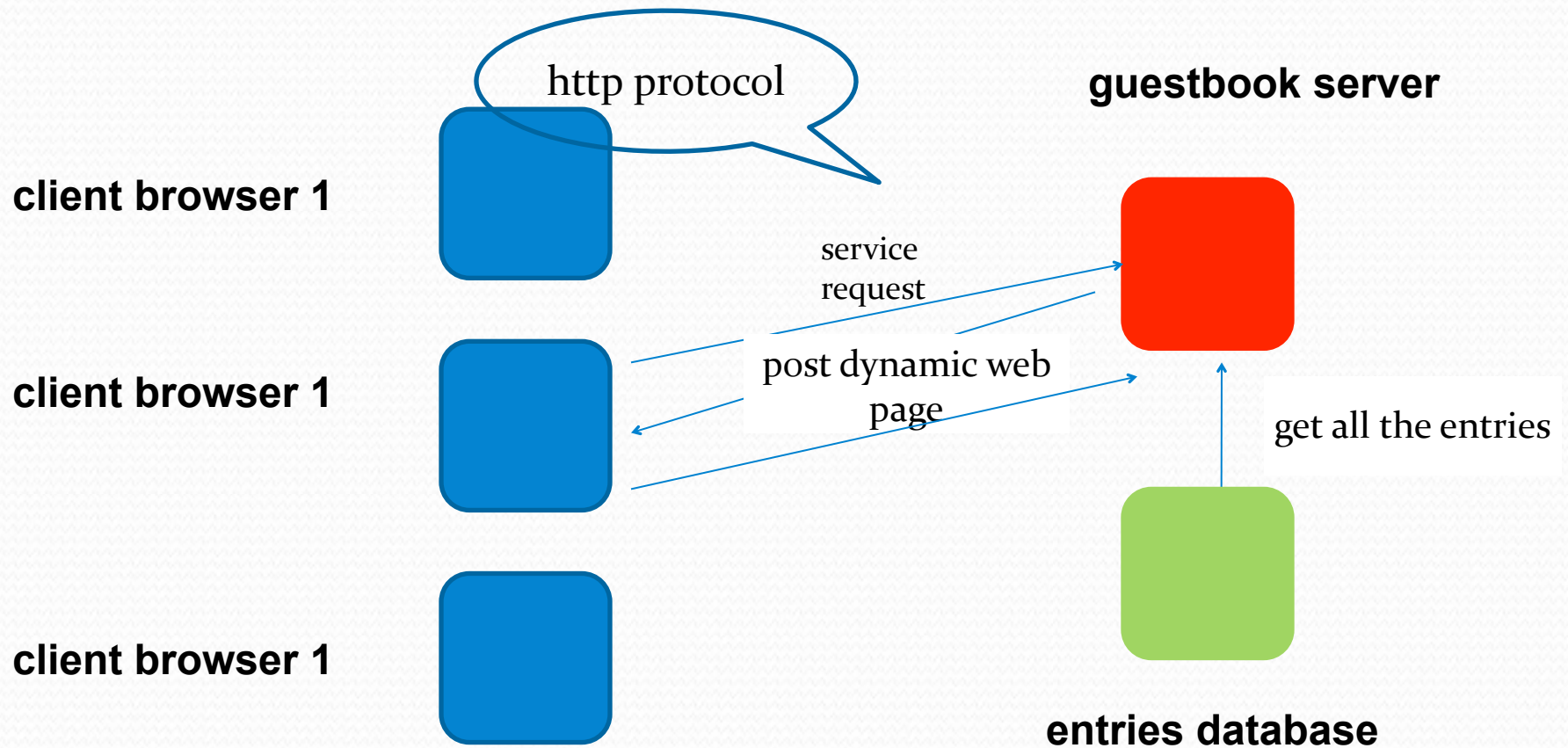
Code injection: more formally

The dynamically generated web page should behave as the specification.

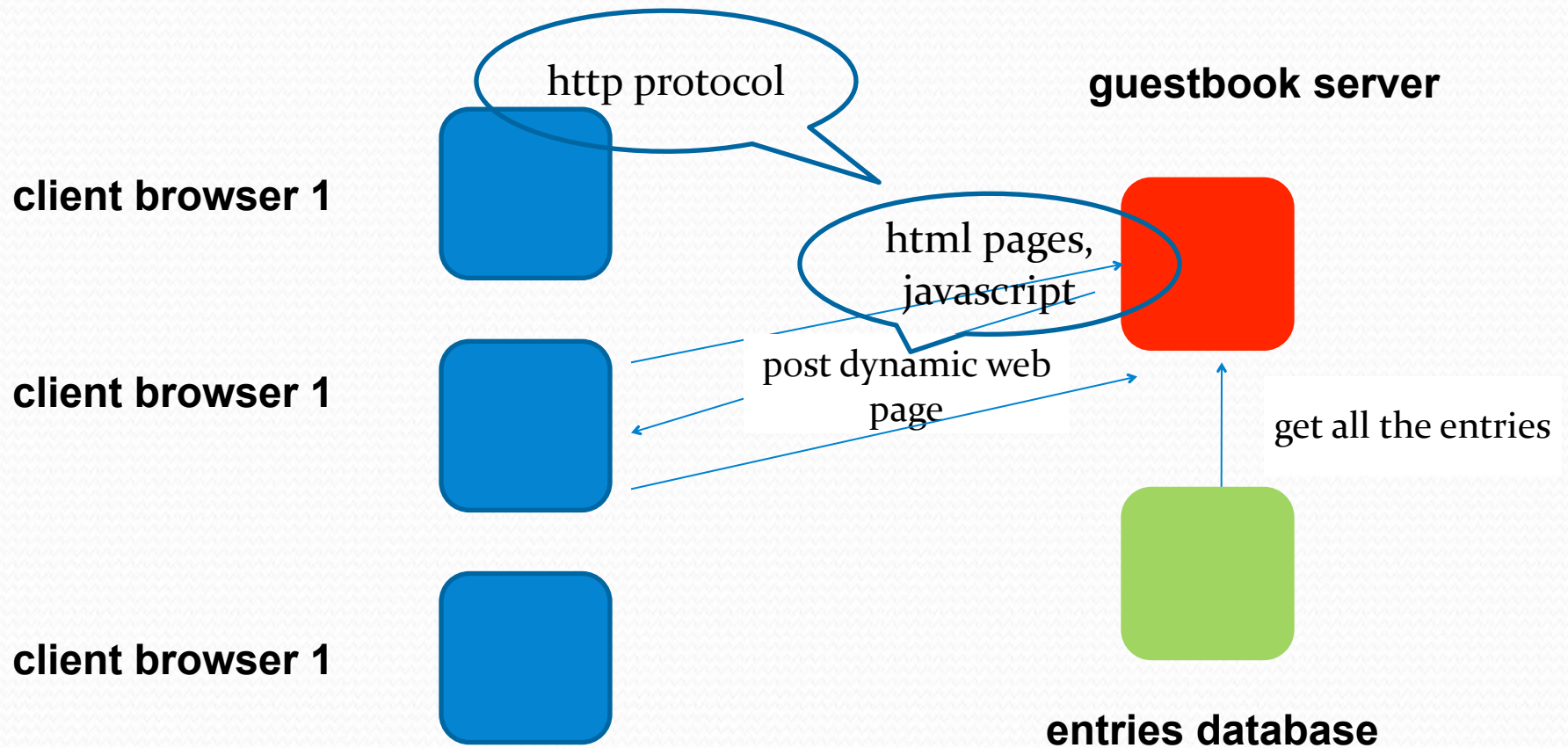
Security against code injection definition:

- a formal specification of the expected behaviour of dynamically generated web pages
- an application is secure if it always generates web pages that are observational equivalent to their specifications

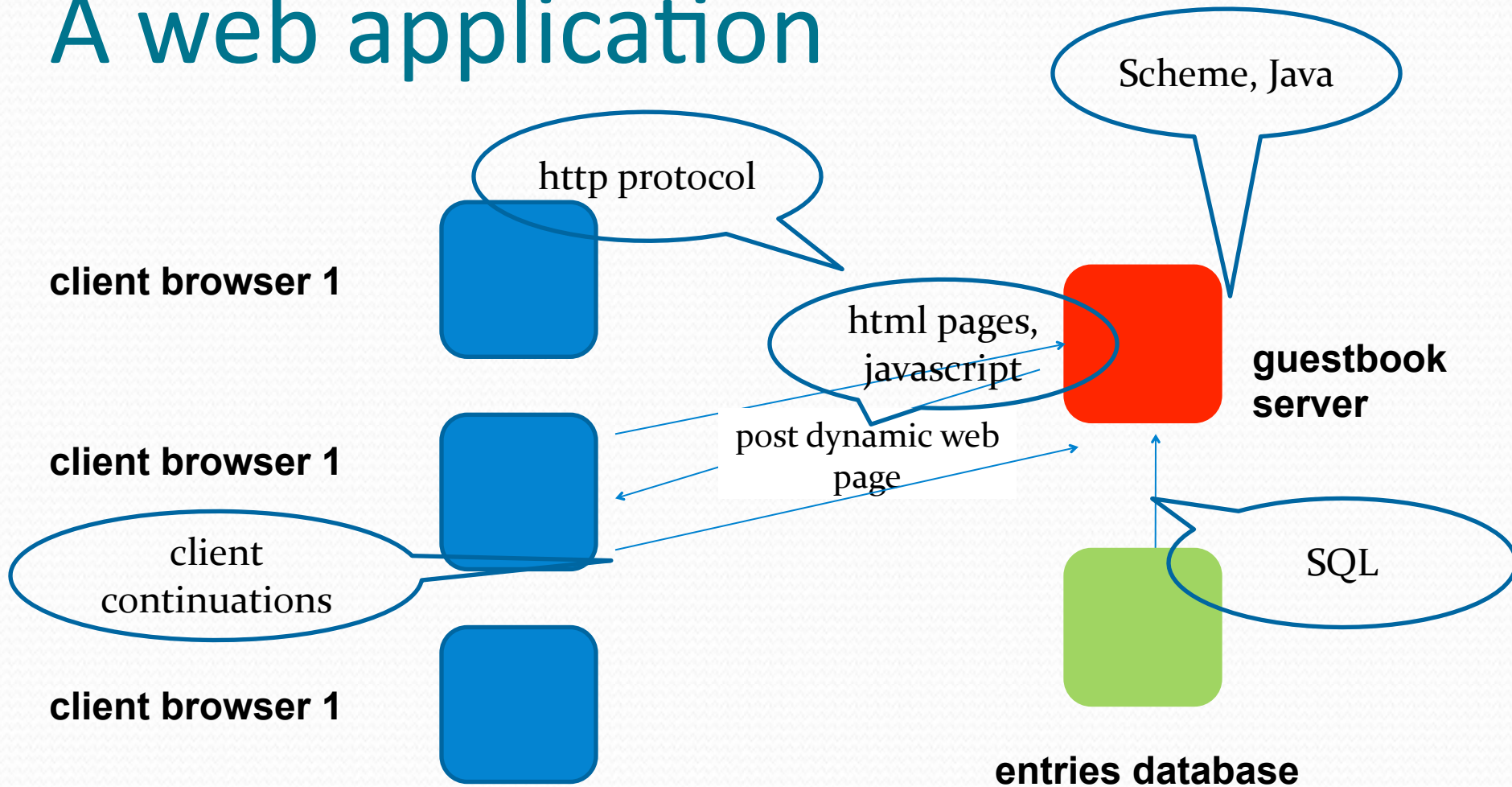
A web application



A web application



A web application



How to formally define code injection?

Unless there is a prior, generally-accepted mathematical definition of a language at hand, who is to say whether a proposed implementation is correct? (Dana Scott 1969)

Formal specification of a web application might be complex since it involves several heterogeneous languages and technologies.



Multi-tiers compilers

Input: a web application written in a single homogenous language

A multi-tiers compiler

```
graph TD; Input[Input: a web application written in a single homogenous language] --> Compiler[A multi-tiers compiler]; Compiler --> ServerCode[scheme code and protocols over html (server code)]; Compiler --> ClientCode[Javascript (client code)]; Compiler --> SQL[SQL (server)];
```

scheme code
and protocols over
html (server code)

Javascript (client code)

SQL (server)

Multi-tiers compilers

Examples:

Links: Philip Wadler et al

Hop: Manuel Serrano and Florian Loitsch

Google Web Toolkit: Google

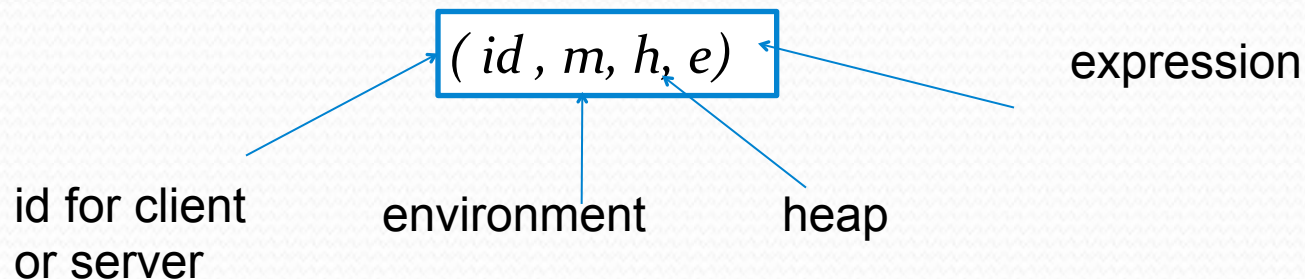
Swift: Andrew Myers et al

Hop (simplification)

Syntax

$$\begin{array}{l} e^s ::= e \\ \quad | (tag\ e^s \dots) \\ \quad | \sim e^{cs} \\ tag ::= html\ | head\ | div\ | canvas \dots \\ v^s ::= v\ | \sim e^c\ | @p \end{array} \qquad \begin{array}{l} e^{cs} ::= e \\ \quad | \$e^s \\ p ::= pointers \end{array}$$

Configuration



Hop (simplification)

small step relation

p is a fresh pointer

$$(S, m, [], (C[(html\ v)])) \rightarrow (S, m, [p \rightarrow (html\ v), nil], C[@p])$$

$(m, e) \rightarrow (m', e')$

$$(S, m, [], (C[(html\ e)])) \rightarrow (S, m, [], C[(html\ e')])$$

(id, m, h, e)

id for client
or server

environment

heap

expression

Hop execution

$(S, m_0, h_0, e_0) \rightarrow (S, m_1, h_1, e_1) \dots (S, m_k, h_k, e_k) \rightarrow (C, m_{k+1}, h_{k+1}, e_{k+1}) \rightarrow \dots$

Hop execution

$(S, mo, ho, eo) \rightarrow (S, m_1, h_1, e_1) \dots (S, m_k, h_k, e_k) \rightarrow (C, m_{k+1}, h_{k+1}, e_{k+1}) \rightarrow \dots$

HTML + Javascript
configuration



compilation of e_{k+1}
and its
environment to
javascript

$(m_{k+1}, TREE, e_{JS}) \rightarrow \dots$

Hop execution

The compiler is NOT correct if a string in the hop expression

```
<script> do sth evil </script>
```

is interpreted as a javascript node in the target expression

$(C, mk+1, hk+1, ek+1) \rightarrow \dots$



compilation of $ek+1$
and its
environment to
javascript

$(mk+1, TREE, eJS) \rightarrow \dots$

How to detect strings that will change the behaviour?

standard practice

- standard practice: filter or validate tainted input
 - advantage: efficiency
 - disadvantage: each language requires a different filter, and this kind of problems: `<script>tainted string here </script>` is not detected
- advantage: the same technique applies to different languages
- disadvantage: it does not help against the insecure javascript practice (`document.write`, `eval`)

A tree comparison technique

$(C, mk_{+1}, hk_{+1}, ek_{+1}) \rightarrow \dots$

Does the abstract syntax tree of ek_{+1} correspond to the AST of eJS?



compilation of ek_{+1}
and its
environment to
javascript+html

$(mk_{+1}, TREE, eJS) \rightarrow \dots$

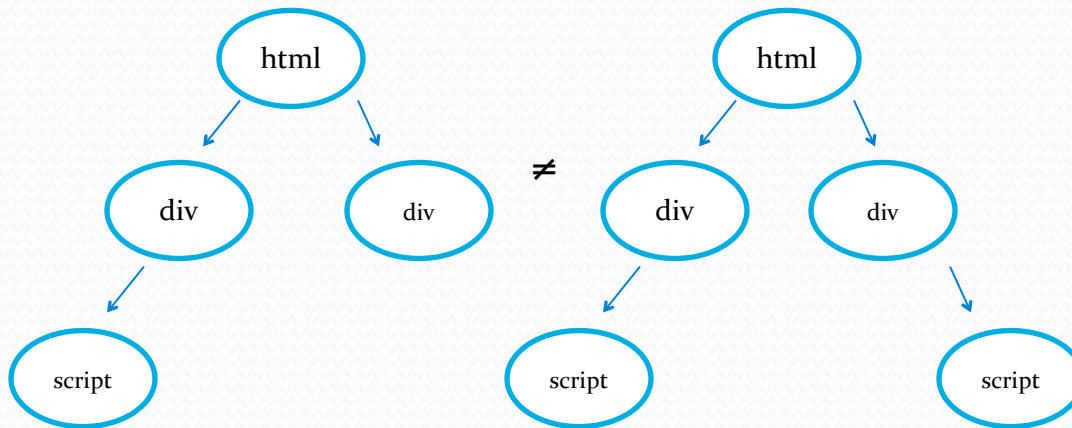
A tree comparison technique

$(C, mk+1, hk+1, ek+1) \rightarrow \dots$

Does the abstract syntax tree of $ek+1$ correspond to the AST of eJS?



compilation of $ek+1$ and its environment to javascript+html



$(mk+1, TREE, eJS) \rightarrow \dots$

Conclusions

- We have:
 - a theorem for a toy Hop language that does not include any DOM operations such as “dom-append-child(node, tree)”
 - a Hop implementation of the technique (-s2 flag) that disallows insecure javascript (eval, (SCRIPT ..) hop constructor, document.write, call to unknown javascript functions)
- Our wish list:
 - understand how to prove compiler correctness with DOM operations (innerHTML)
 - understand whether we are being too restrictive for the disallowed JS