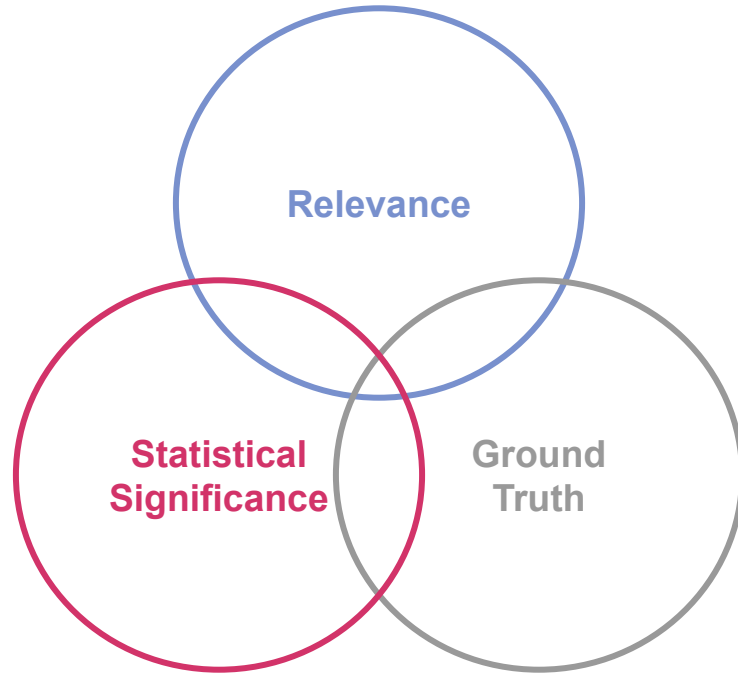


Bug Injection in SATE VI

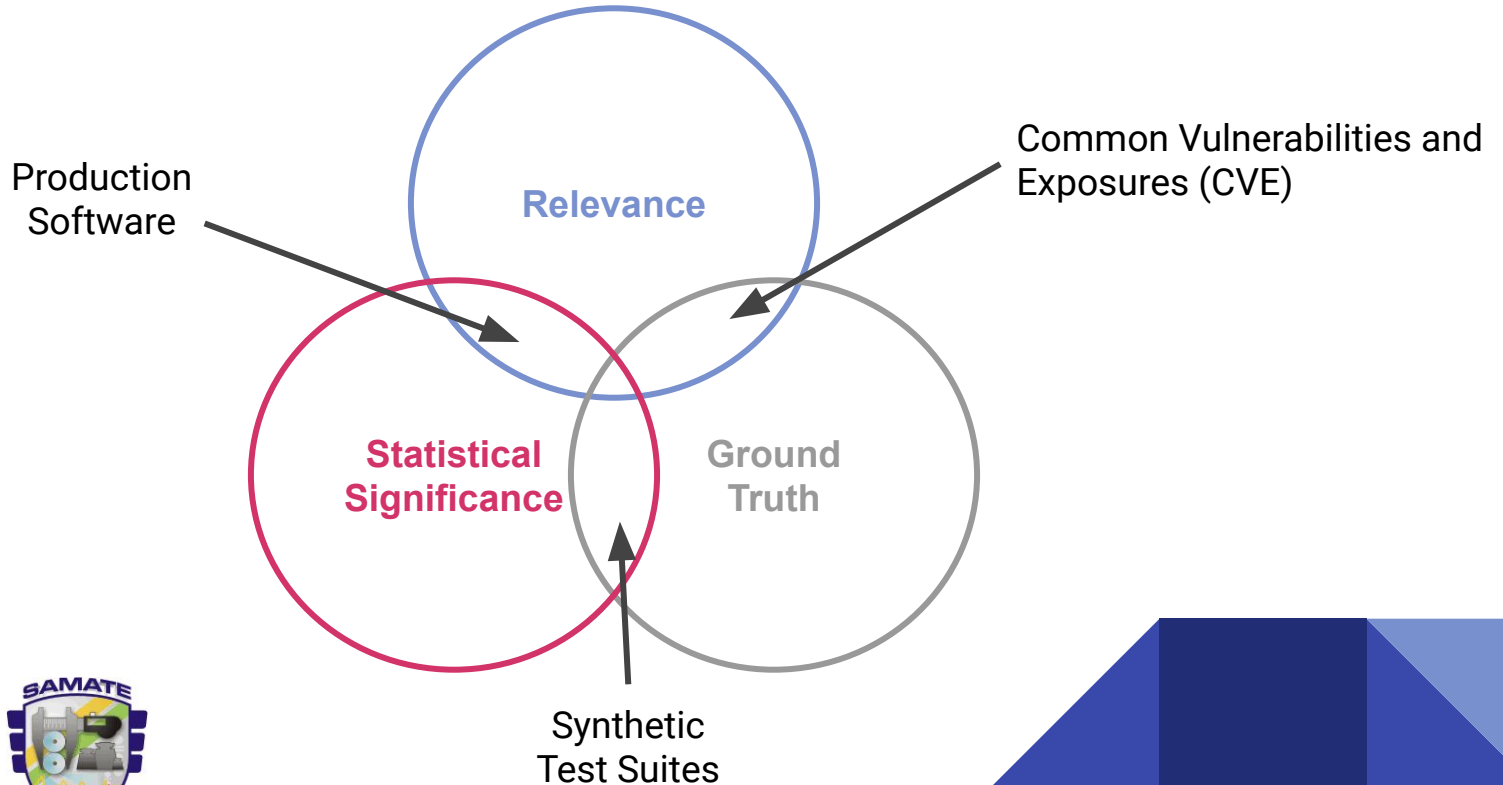
SATE VI Workshop - September 19, 2019 - MITRE, McLean VA



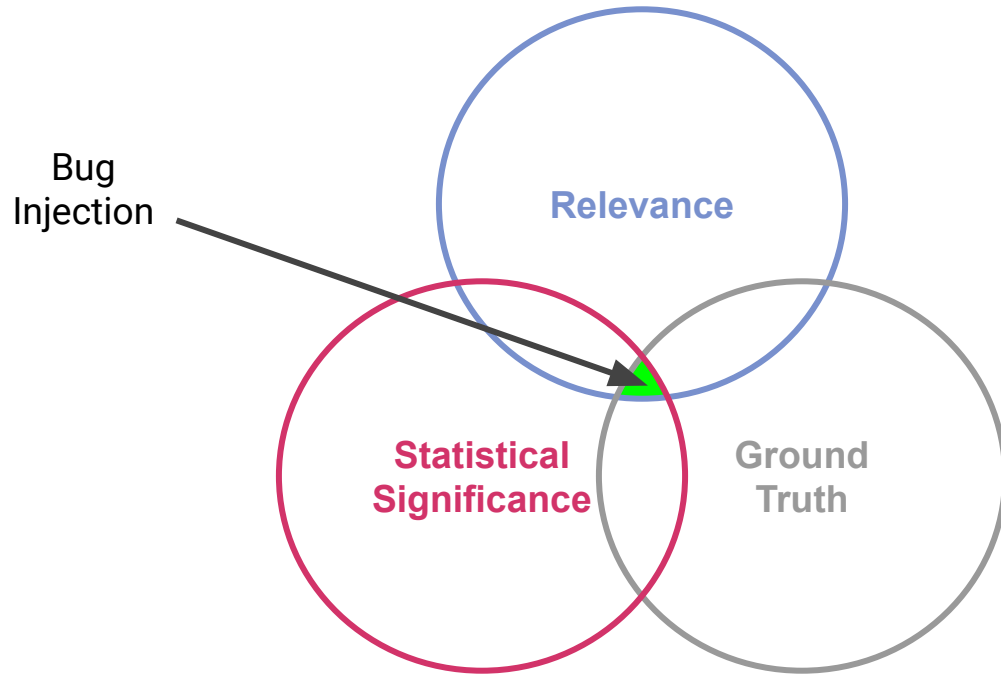
Why Bug Injection?



Why Bug Injection?



Why Bug Injection?



Ways to “Get” Bugs

- Bug Injectors
- Manual & Semi-Automated Injection
- Specifically Developed Test Suites
- Existing Bugs
 - Discovered
 - Undiscovered

Bug Types in SATE VI

C: Undefined Behavior

- Pointers
- Buffers
- Initialization

Java: Code Injection

- Cross-Site Scripting (XSS)
- SQL Injection



High-Impact



Easy to Prove

Proof of Vulnerability (PoV)

Why?

- Proves Bug Matters
- Retrieve Bug Trace

How?

- Fuzzing
- Bug Tracker
- Manual

Bug Traces

- Based on PoVs
 - C: GDB / Valgrind / ASAN
 - Java: Flow

- Manual Analysis
 - Doc Review
 - Code Review

What Went Wrong?

Cheap but Hard Bugs

`packet-arp.c`

```
mac = tvb_get_ptr(tvb, tha_offset, 6) + spa_offset * 64;
```



Almost Never Found by Tools

Asymmetrical Bug/Fix Pairs

SimplePageBean.java

```
String query = "";  
query = "INSERT INTO FORUM_SATE (ID, TITLE, BODY) VALUES('" + uuid + "', '" + title + "', 'body')";  
statement = connection.createStatement();  
int i = statement.executeUpdate(query);  
connection.commit();
```

Buggy

```
query = "INSERT INTO FORUM_SATE (ID, TITLE, BODY) VALUES(?, ?, ?)";  
statement = connection.prepareStatement(query);  
statement.setString(1, uuid);  
statement.setString(2, title);  
statement.setString(3, "body");
```

```
statement.executeUpdate();  
connection.commit();
```

Fixed

Buggy Bugs

`fts3_write.c`

```
/* from input (./gt-harness.sh test BIN 4039 1) */  
printf("from input 4039");  
/* POTENTIAL FLAW */vfsList = malloc(sqlite3PendingByte * sizeof(int));
```

`global.c`

```
int sqlite3PendingByte = 0x40000000;
```

- ▶ Tainted Data Questionable
- ▶ Unintended Bug Type

- ▶ Implementation-dependent
- ▶ Unknown Sink

Buggy Fixes

global.c

```
int sqlite3PendingByte = 0x40000000;
```

fts3_write.c

```
/* from input (./gt-harness.sh test BIN 4039 1) */  
printf("from input 4039");  
if (sqlite3PendingByte < 2147483647 / sizeof(int)) {  
    vfsList = malloc(sqlite3PendingByte * sizeof(int));  
}
```

- ▶ Tainted Data Questionable
- ▶ Condition Always False

Buggy Bugs

pragma.c

```
/* from input (./gt-harness.sh test BIN 9300 1) */  
printf("from input 9300");  
int buf[100];  
if (sqlite3PendingByte > 99) {  
    /* POTENTIAL FLAW */  
    buf[sqlite3PendingByte] = 1;  
}
```

global.c

```
int sqlite3PendingByte = 0x40000000;
```

- ▶ Tainted Data Questionable
- ▶ Condition Always True

Buggy Fixes

pragma.c

```
/* from input (./gt-harness.sh test BIN 9300 1) */  
printf("from input 9300");  
int buf[100];  
if (sqlite3PendingByte < 100) {  
    /* POTENTIAL FLAW */  
    buf[sqlite3PendingByte] = 1;  
}
```

global.c

```
int sqlite3PendingByte = 0x40000000;
```

- ▶ Tainted Data Questionable
- ▶ Condition Always False

Buggy Fixes

fts3_tokenize_vtab.c

```
/* from input (./gt-harness.sh test BIN 378 4) */  
printf("from input 378");  
if (pInfo != NULL && sqlite3_temp_directory != NULL && sizeof(pInfo) > sqlite3PendingByte  
    && sizeof(sqlite3_temp_directory) > sqlite3PendingByte) {  
    memcpy(pInfo, sqlite3_temp_directory, sqlite3PendingByte);  
}
```

global.c

```
int sqlite3PendingByte = 0x40000000;
```



Tainted Data Questionable



Condition Always False Due to Programming Error

Sink Separation

date.c

```
/* from input (./gt-harness.sh test BIN 9643 1) */  
printf("from input 9643");  
pRc = (int *)malloc(9*sizeof(int));  
if (pRc != NULL) {  
    int i;  
    for (i = 0; i < 9; i+=1) {  
        set_i(pRc, i);  
        /* POTENTIAL FLAW */  
        set_i(pRc, i + 1);  
    }  
}
```

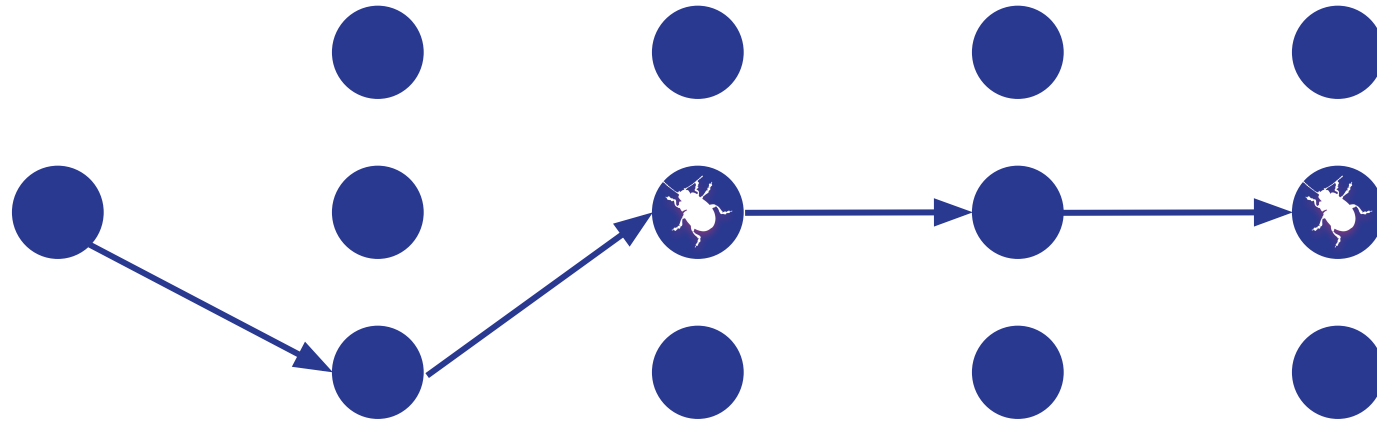
insert.c

```
/* from input (./gt-harness.sh test BIN 8865 1) */  
printf("from input 8865");  
aiChng = (int *)malloc(9*sizeof(int));  
if (aiChng != NULL) {  
    int i;  
    for (i = 0; i < 9; i+=1) {  
        set_i(aiChng, i);  
        /* POTENTIAL FLAW */  
        set_i(aiChng, i + 1);  
    }  
}
```

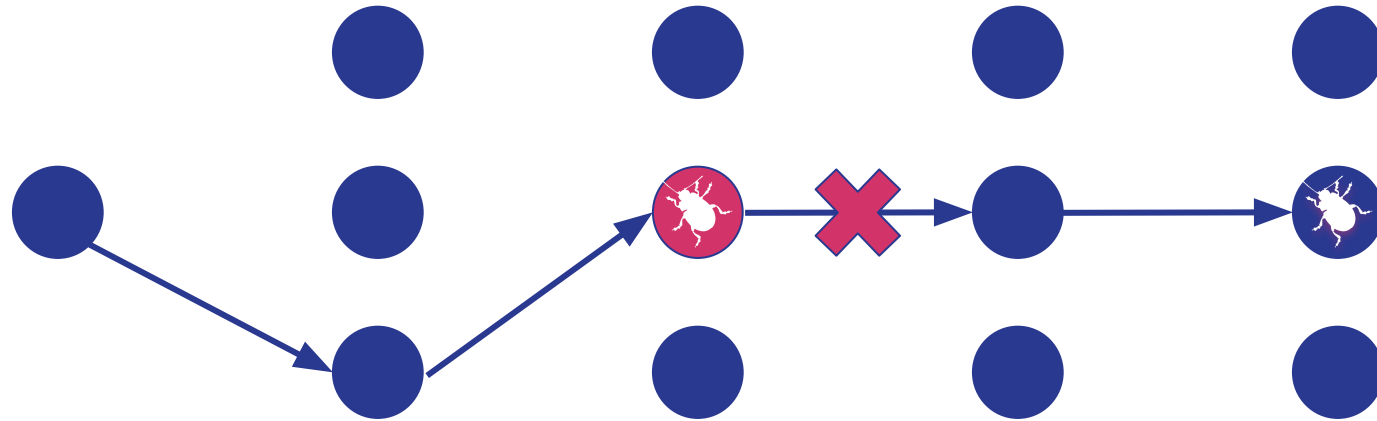
↓

```
void set_i(int *arr, int index) {  
    arr[index] = 0;  
}
```

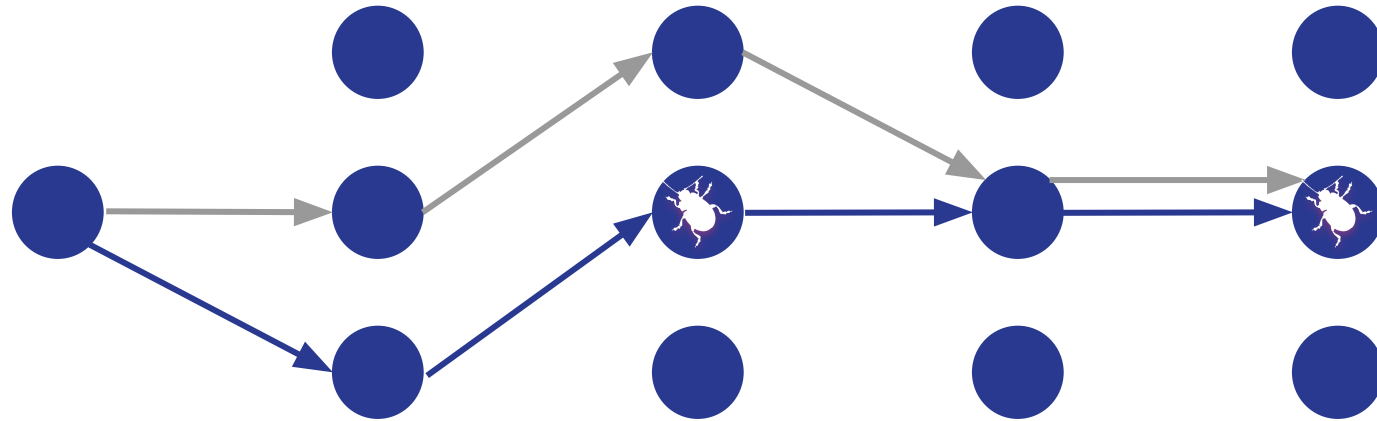
Shadowing



Shadowing



Shadowing



Take Away

