

**Program Analysis**

**Information Flow Analysis**

**Prof. Dr. Michael Pradel**

**Software Lab, University of Stuttgart**

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# Warm-up Quiz

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```
var a;  
var a, a;  
var a, a, a = a;  
a = eval("var a;")  
a = function a(a, a) {  
    return a;  
}  
a = a(null, a);  
console.log(a.name);
```

# Warm-up Quiz

---

```
var a;  
var a, a;  
var a, a, a = a;  
a = eval("var a;")  
a = function a(a, a) {  
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}  
a = a(null, a);  
console.log(a.name);
```

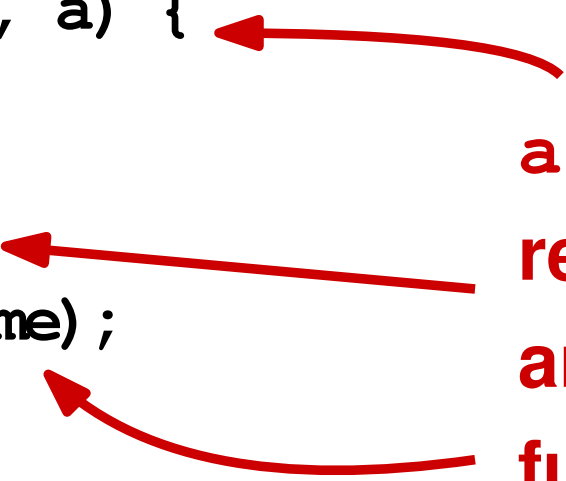
**Result: a**

# Warm-up Quiz

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```
var a;  
var a, a;  
var a, a, a = a;  
a = eval("var a;")  
a = function a(a, a) {  
    return a;  
}  
a = a(null, a);  
console.log(a.name);
```

**a is a function that  
returns the second  
argument, i.e., the  
function itself**



**Result: a**

# Outline

---

## 1. Introduction

## 2. Information Flow Policy

## 3. Analyzing Information Flows

Mostly based on these papers:

- *A Lattice Model of Secure Information Flow*, Denning, Comm ACM, 1976
- *Dytan: A Generic Dynamic Taint Analysis Framework*, Clause et al., ISSTA 2007

# Secure Computing Systems

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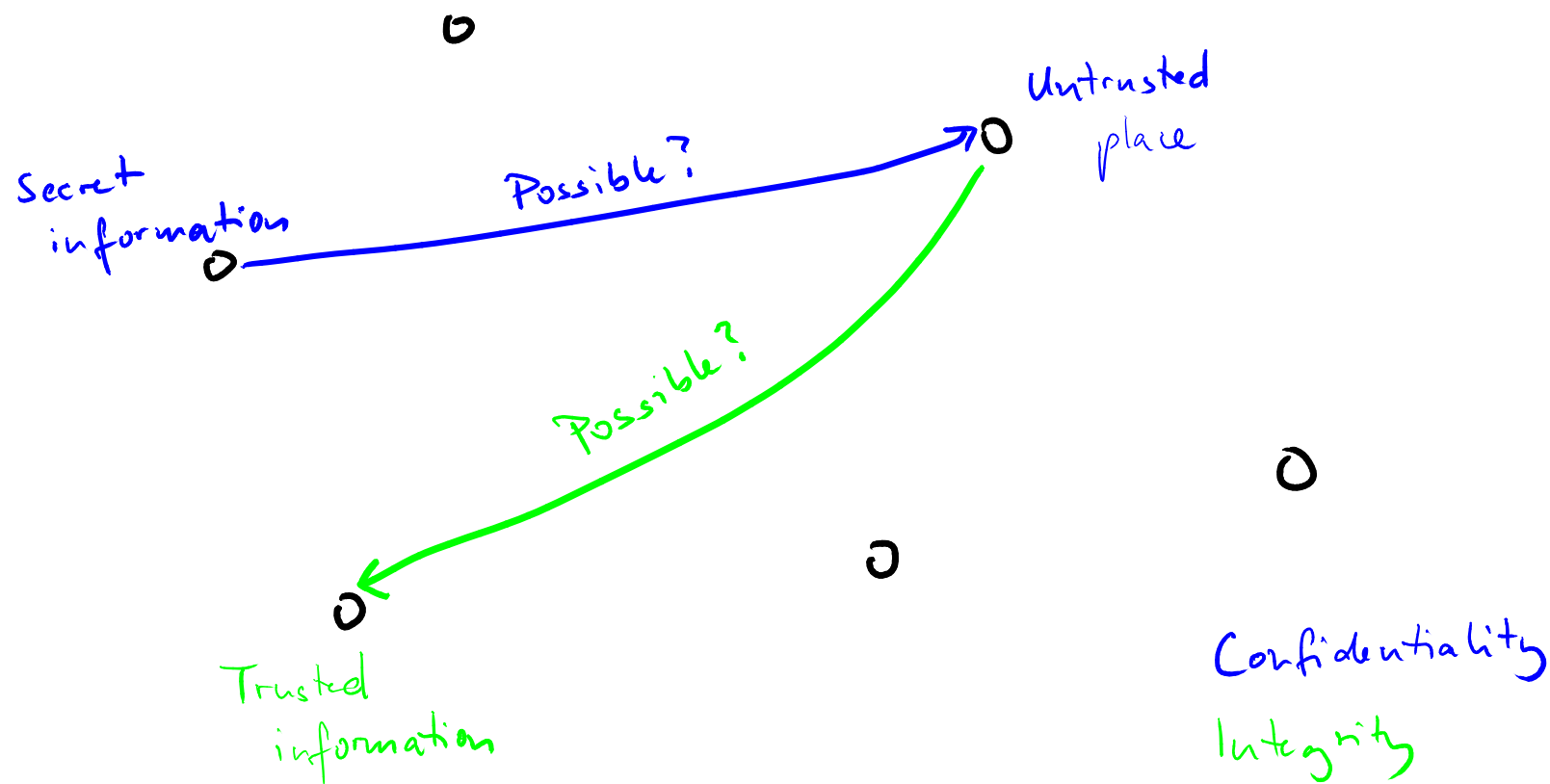
- **Overall goal: Secure the data manipulated by a computing system**
- **Enforce a security policy**
  - **Confidentiality**: Secret data does not leak to non-secret places
  - **Integrity**: High-integrity data is not influenced by low-integrity data

# Information Flow

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- Goal of **information flow analysis**:  
Check whether information from one "place" **propagates** to another "place"
  - For program analysis, "place" means, e.g., **code location** or **variable**
- **Complements techniques that impose limits on releasing information**
  - Access control lists
  - Cryptography

o ... "Places" in a program that hold data





# Example: Confidentiality

---

**Credit card number should not leak to visible**

```
var creditCardNb = 1234;  
var x = creditCardNb;  
var visible = false;  
if (x > 1000) {  
    visible = true;  
}
```

# Example: Confidentiality

---


Credit card number should not leak to  
`visible`

```
var creditCardNb = 1234;  
var x = creditCardNb;  
var visible = false;  
if (x > 1000) {  
    visible = true;  
}
```

Secret information  
propagates to `x`



Secret information  
(partly) propagates  
to `visible`



# Example: Integrity

---

**userInput should not influence who becomes president**

```
var designatedPresident = "Michael";  
var x = userInput();  
var designatedPresident = x;
```

# Example: Integrity

---

**userInput should not influence who becomes president**

```
var designatedPresident = "Michael";  
var x = userInput();  
var designatedPresident = x;
```



Low-integrity information  
propagates to high-integrity  
variable

# Example: Integrity

---

**userInput should not influence who becomes president**

```
var designatedPresident = "Michael";  
var x = userInput();  
if (x.length === 5) {  
    var designatedPresident = "Paul";  
}
```


# Example: Integrity

---

**userInput should not influence who becomes president**

```
var designatedPresident = "Michael";  
var x = userInput();  
if (x.length === 5) {  
    var designatedPresident = "Paul";  
}
```

Low-integrity information  
propagates to high-integrity  
variable



# Confidentiality vs. Integrity

---

**Confidentiality and integrity are dual problems for information flow analysis**

(Focus of this lecture: Confidentiality)

# Tracking Security Labels

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**How to analyze the flow of information?**

- **Assign to each value some meta information that tracks the secrecy of the value**
- **Propagate meta information on program operations**



## Example

creditCardNb = 1234 secret

x = creditCardNb

visible = false

if (x > 1000) {

visible = true

}

----- .. contains a  
secret value

# Non-Interference

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**Property that information flow analysis aims to ensure:**

**Confidential data does not interfere with public data**

- Variation of confidential input **does not cause** a variation of public output
- Attacker **cannot observe any difference** between two executions that differ only in their confidential input

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# Lattice of Security Labels

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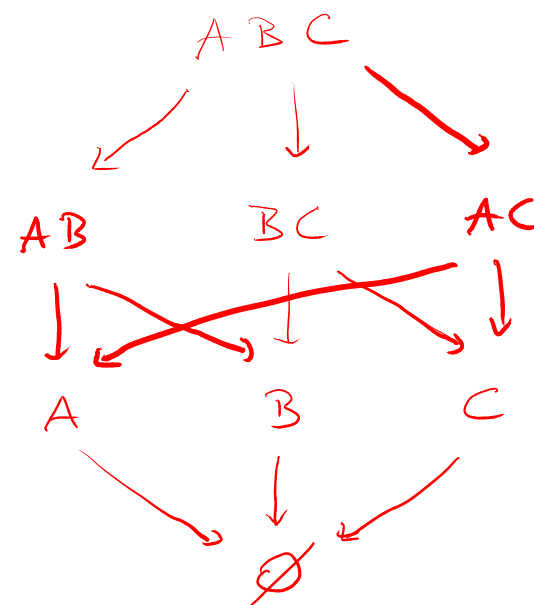
How to represent different **levels of secrecy**?

- Set of security labels
- Arranged in a **universally bounded lattice**

## Lattice: Examples

High  
↓  
Low

Top secret  
↓  
Secret  
↓  
Confidential  
↓  
Public



(Arrows go from more secret security classes to less secret security classes)

## Universally Bounded Lattices

Tuple  $(S, \rightarrow, \perp, \top, \oplus, \otimes)$

where  $S$  .. set of security classes

$\{A, B, C, AB, BC, AC, ABC, \emptyset\}$

$\rightarrow$  .. partial order

(see figure)

$\perp$  .. lower bound  $\emptyset$

$\top$  .. upper bound  $ABC$

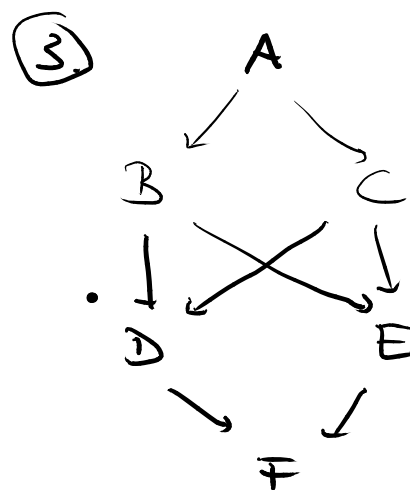
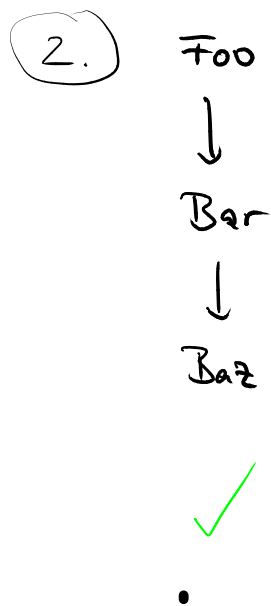
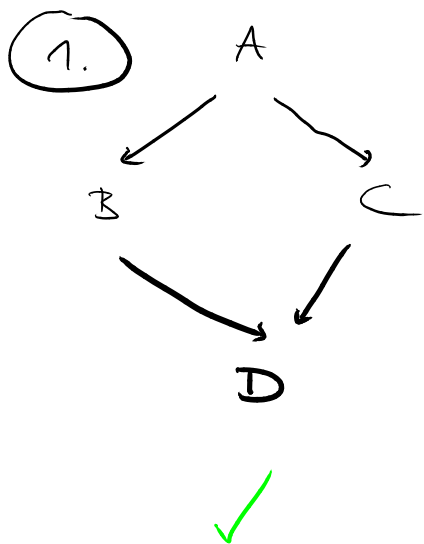
$\oplus$  .. least upper bound operator,  $S \times S \rightarrow S$

union, e.g.  $AB \oplus A = AB$ ,  $\emptyset \oplus AC \rightarrow AC$

$\otimes$  .. greatest lower bound operator,  $S \times S \rightarrow S$

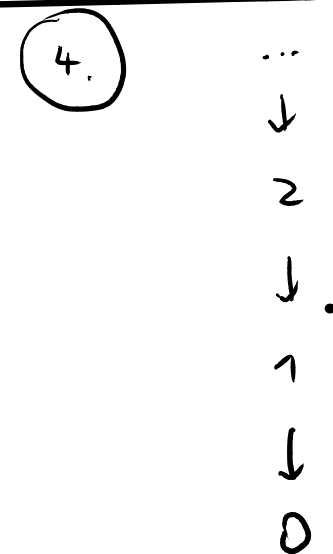
intersection, e.g.  $ABC \otimes C = C$

Quiz: Which of these are universally bounded lattices?



$$D \oplus E = ?$$

- three common upper bounds (A, B, C)
- but none is the least upper bound



no upper bound  
(infinite)

# Information Flow Policy

---

Policy specifies **secrecy of values** and which **flows** are allowed:

- Lattice of security classes
- **Sources** of secret information
- Untrusted **sinks**

**Goal:**

**No flow from  
source to sink**



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var creditCardNb = 1234;  
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```

# Information Flow Policy

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**No flow from**  
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```
var creditCardNb = 1234;  
var x = creditCardNb;  
var visible = false;  
if (x > 1000) {  
    visible = true;  
}
```

# Declassification

---

- "No flow from high to low" is **impractical**
- E.g., code that checks password against a hash value propagates information to subsequent statements

But: This is **intended**

```
var password = .. // secret
if (hash(password) === 23) {
    // continue normal program execution
} else {
    // display message: incorrect password
}
```

# Declassification

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But: This is **intended**

```
var password = .. // secret
if (hash(password) === 23) {
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} else {
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```

**Declassification: Mechanism to remove or lower security class of a value**

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# Analyzing Information Flows

---

Given an information flow policy,  
analysis **checks for policy violations**

## Applications:

- Detect **vulnerable code** (e.g., potential SQL injections)
- Detect **malicious code** (e.g., privacy violations)
- Check if program **behaves as expected** (e.g., secret data should never be written to console)

# Explicit vs. Implicit Flows

---

- **Explicit flows:** Caused by data flow dependence
- **Implicit flows:** Caused by control flow dependence

# Explicit vs. Implicit Flows

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# Explicit vs. Implicit Flows

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- **Explicit flows:** Caused by data flow dependence
- **Implicit flows:** Caused by control flow dependence

```
var creditCardNb = 1234;  
var x = creditCardNb;  
var visible = false;  
if (x > 1000) {  
    visible = true;  
}
```

Explicit flow from  
creditCardNb to x

Implicit flow from  
x > 1000 to visible

# Explicit vs. Implicit Flows

---

- **Explicit flows:** Caused by data flow dependence  
Some analyses consider only these
- **Implicit flows:** Caused by control flow dependence

```
var creditCardNb = 1234;  
var x = creditCardNb;  
var visible = false;  
if (x > 1000) {  
    visible = true;  
}
```

Explicit flow from  
creditCardNb to x

Implicit flow from  
x > 1000 to visible

# Static and Dynamic Analysis

---

## ■ **Static information flow analysis**

- **Overapproximate** all possible data and control flow dependences
- Result: Whether information **may flow** from secret source to untrusted sink

## ■ **Dynamic information flow analysis**

- Associate security labels ("**taint markings**") with **memory locations**
- **Propagate** labels at **runtime**

# Static and Dynamic Analysis

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## ■ **Static information flow analysis**

- **Overapproximate** all possible data and control flow dependences
- Result: Whether information **may flow** from secret source to untrusted sink

## ■ **Dynamic information flow analysis**

- Associate security labels ("taint markings") with **memory locations**
- **Propagate** labels at **runtime**

**Focus of rest of this lecture**

# Taint Sources and Sinks

---

- **Possible sources:**
  - Variables
  - Return values of a particular function
  - Data from a particular I/O stream

# Taint Sources and Sinks

---

## ■ Possible sources:

- Variables
- Return values of a particular function
- Data from a particular I/O stream

## ■ Possible sinks:

- Variables
- Parameters given to a particular function
- Instructions of a particular type (e.g., jump instructions)

# Taint Sources and Sinks

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## ■ Possible sources:

- Variables
- Return values of a particular function
- Data from a particular I/O stream

## ■ Possible sinks:

- Variables
- Parameters given to a particular function
- Instructions of a particular type (e.g., jump instructions)

**Report illegal flow if taint marking flows to a sink to which it should not flow**

# Taint Propagation

---

## 1) **Explicit flows**

**For every operation that produces a new value, propagate labels of inputs to label of output:**

$$label(result) \leftarrow label(inp_1) \oplus \dots \oplus label(inp_k)$$



# Taint Propagation (2)

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## 2) Implicit flows

- Maintain **security stack  $S$** : Labels of all values that influence the current flow of control
- When  $x$  influences a **branch decision** at location  $loc$ , **push**  $label(x)$  on  $S$
- When control flow reaches **immediate post-dominator** of  $loc$ , **pop**  $label(x)$  from  $S$
- When an operation is executed while  $S$  is non-empty, consider all **labels on  $S$  as input** to the operation

## Example 1

Policy :

- security classes : public, secret
- source : variable "creditCardNb"
- sink : variable "visible"

creditCardNb = 1234

x = creditCardNb

visible = false

if (x > 1000) {

    visible = true

}

← label(creditCardNb) = secret

← explicit flow : label(x) = secret

← label(visible) = public

← produce intermediate value b

label(b) = label(x) ⊕ label(1000)

= secret ⊕ public = secret

push "secret" onto S

label(visible) = secret ⊕ label(true)

= secret ⊕ public = secret

→ violation of policy

# Example 2: Quiz

---

```
var x = getX();  
var y = x + 5;  
var z = true;  
if (y === 10)  
    z = false;  
foo(z);
```

## Policy:

- Security classes: public, secret
- Source: `getX()`
- Sink: `foo()`

**Suppose that `getX` returns 5. Write down the labels after each operation.**

**Is there a policy violation?**

Example 2

$x = \text{get } x()$

← label(x) = secret

$y = x + 5$

← label(y) = secret ⊕ public = secret

$z = \text{true}$

← label(z) = public

if ( $y == 10$ )

← push "secret" to S

$z = \text{false}$

← label(z) = secret ⊕ public = secret  
pop "secret" from S

foo(z)

← violation!

# Hidden Implicit Flows

---

- Implicit flows may happen even though a **branch is not executed**
- Approach explained so far will **miss such "hidden" flows**

```
// label(x) = public, label(secret) = private  
var x = false;  
if (secret)  
    x = true;
```

# Hidden Implicit Flows

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- Implicit flows may happen even though a **branch is not executed**
- Approach explained so far will **miss such "hidden" flows**

```
// label(x) = public, label(secret) = private  
var x = false;  
if (secret)  
    x = true;
```

**Copies secret into x**

**But: Execution where  
secret is false does not  
propagate anything**

# Hidden Implicit Flows (2)

---

Approach to **reveal hidden flows**:

For every conditional with branches  $b_1$   
and  $b_2$ :

- Conservatively overapproximate which **values may be defined** in  $b_1$
- Add **spurious definitions** into  $b_2$

# Hidden Implicit Flows (2)

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Approach to **reveal hidden flows**:

For every conditional with branches  $b_1$   
and  $b_2$ :

- Conservatively overapproximate which **values**  
**may be defined** in  $b_1$
- Add **spurious definitions** into  $b_2$

```
var x = false;  
if (secret)  
    x = true;  
else  
    x = x;    // spurious definition
```

**All executions propagate  
"secret" label to x**



# Implementation in Dytan

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## Dynamic information flow analysis for **x86 binaries**

- Taint markings stored as **bit vectors**
- One bit vector **per byte** of memory
- Propagation implemented via **instrumentation**  
(i.e., add instructions to existing program)
- Computes immediate post-dominators via **static control flow graph**

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