

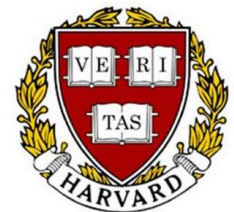
All Your IFCException Are Belong To Us or Exception Handling in Breeze

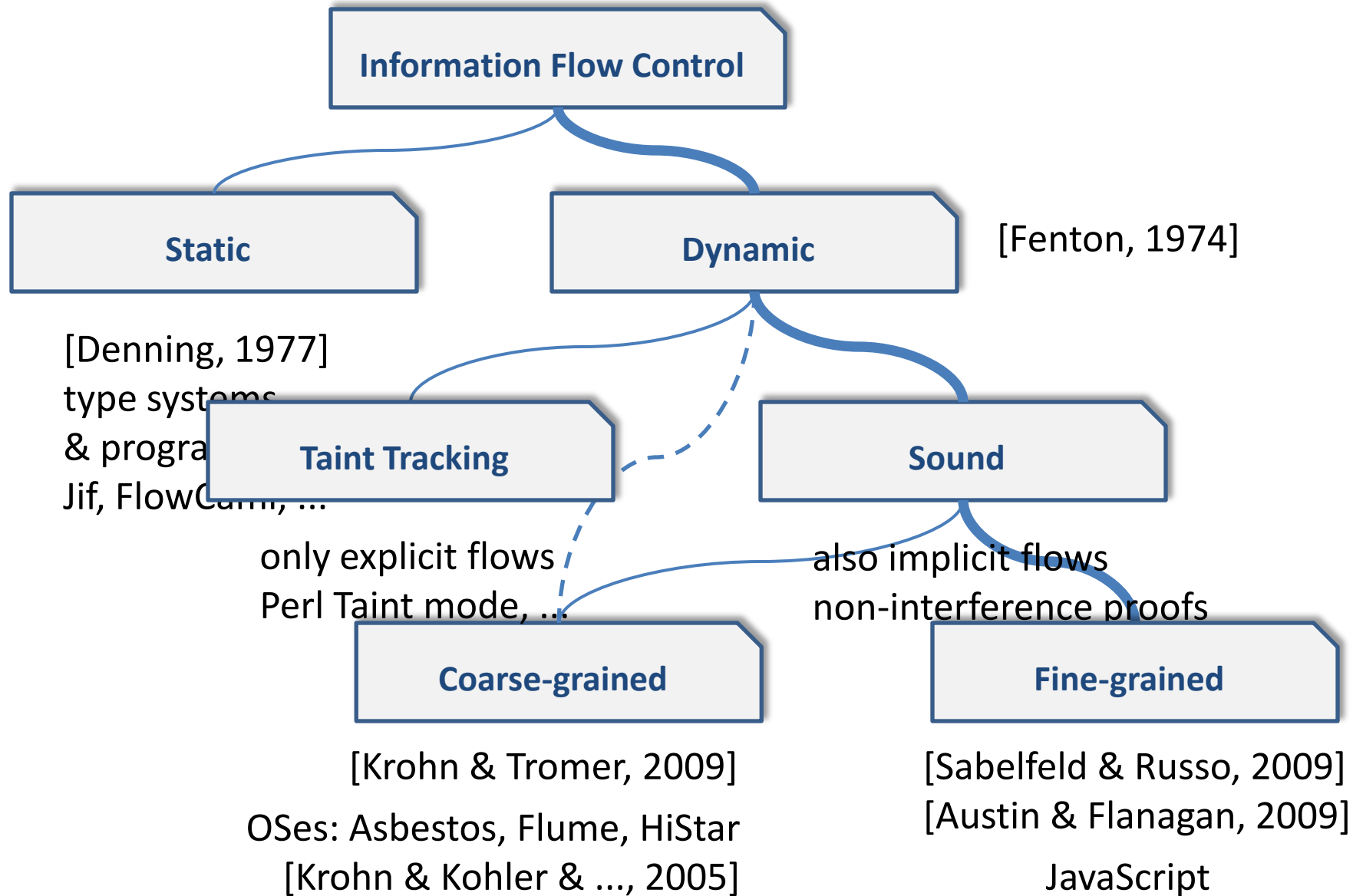
Cătălin Hrițcu

(joint work with Michael Greenberg, Ben Karel,
Benjamin Pierce, Greg Morrisett, and more)



2012-10-15 at Harvard



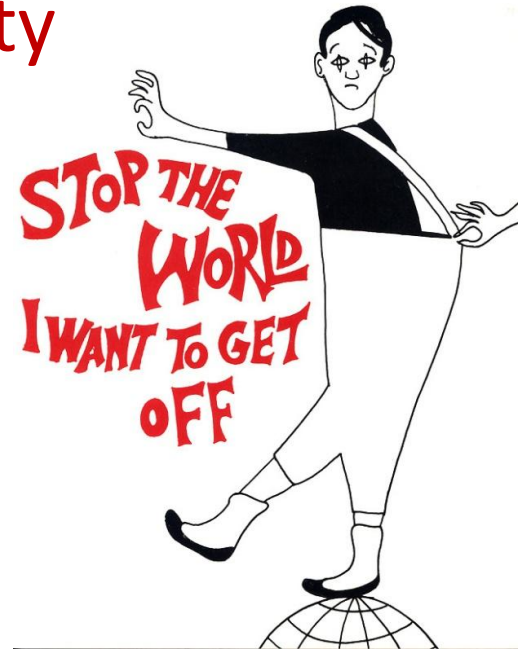


Breeze 2011

- **sound fine-grained dynamic IFC**
- **label-based discretionary access control**
 - clearance
- **functional core (λ) + state(!) + concurrency (π)**
 - from Pict/CML towards something more Erlang-ish
- **dynamically typed (for now)**
 - directly reflects capabilities of SAFE HW
 - dynamically-checked first-class **contracts**

Exception handling

- we wanted all Breeze errors to be **recoverable**
 - including **IFC violations!**
 - however, existing work* assumes errors are **fatal**
 - makes some things easier ... at the expense of others
- +secrecy +integrity –availability**



*There are 2 recent (partial) exceptions:
[Stefan et al., 2012] and [Hedin & Sabelfeld, 2012]

Poison-pill attacks



```
let cin = chan low;  
let cout = chan low;
```

```
fun process_max x y =          3@low <= 2@high = false@high  
  if x <= y then y else x    pc=high
```

```
fun rec max_server_loop () =  
  let (x,y) = recv cin in      x=3@low   y=2@high  
  let res = process_max x y in  res=3@high  
  send cout res; max_server gets killed because of IFC violation!?  
  max_server_loop ()
```

```
let client = send cin (3, 5)@low; recv cout = 5  
let attacker = send cin (3, 2@high)@low
```

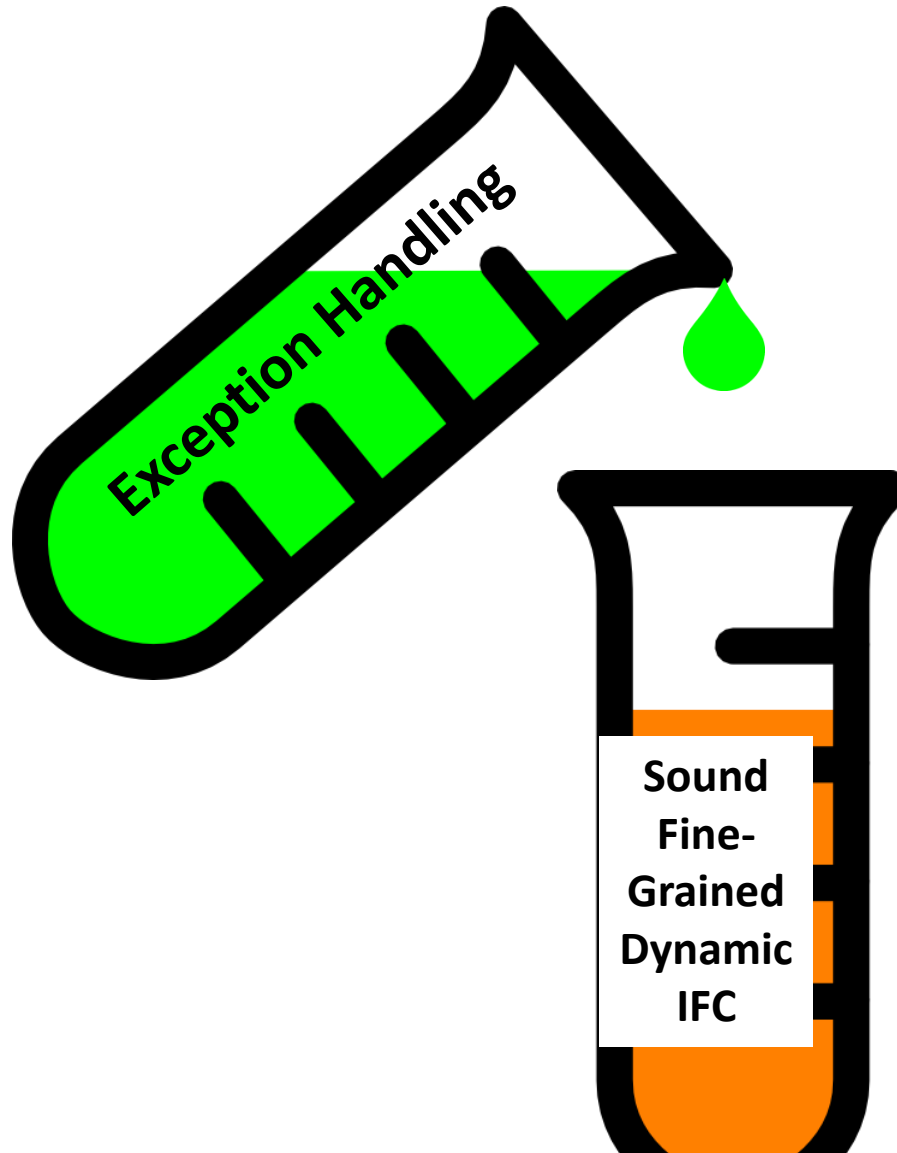
Wishful thinking

```
let cin = chan low;
let cout = chan low;

fun process_max (x,y) =
  if x <= y then y else x

fun rec max_server_loop' () =
  try
    send cout (process_max (recv cin))
  catch x => log x;
  max_server_loop' ()
```

But there is a problem

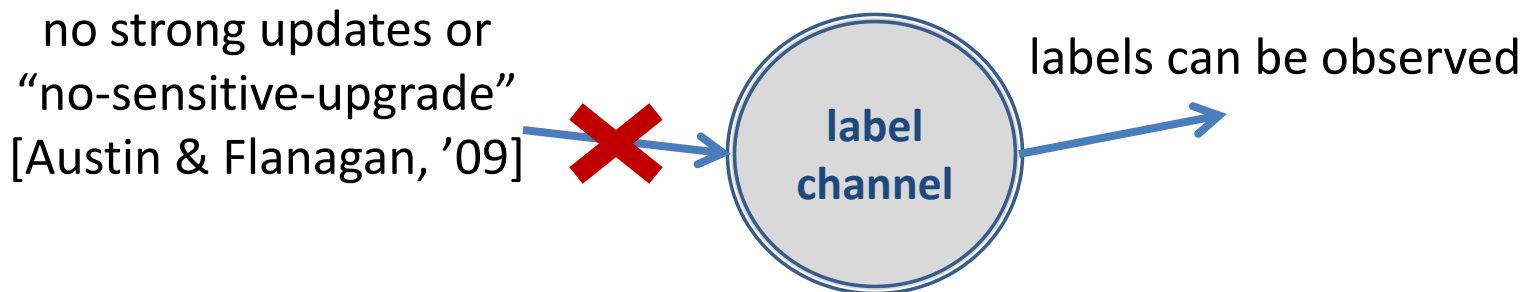


But there is a problem ... in fact two!



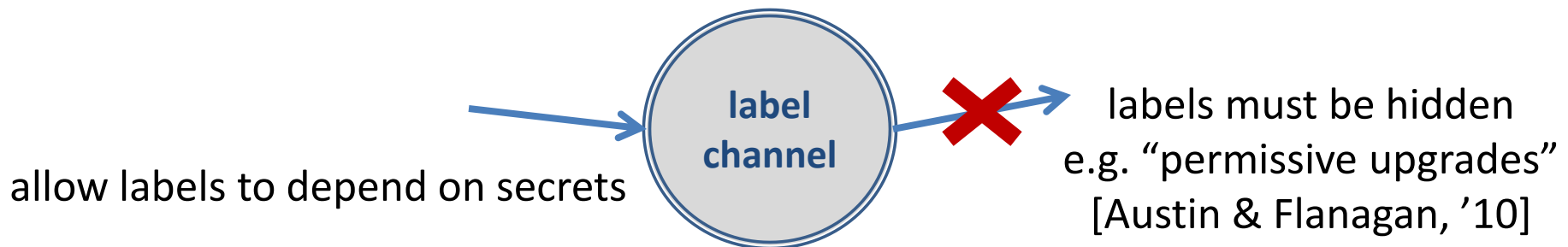
Labels are information channels

- well-known fact:
 - labels that change are themselves information channels
- more than one label channel:
 - labels on reference contents (strong updates)
 - vs. labels on values and components of values
- get soundness by preventing secrets from leaking either **into** or **out of** label channel



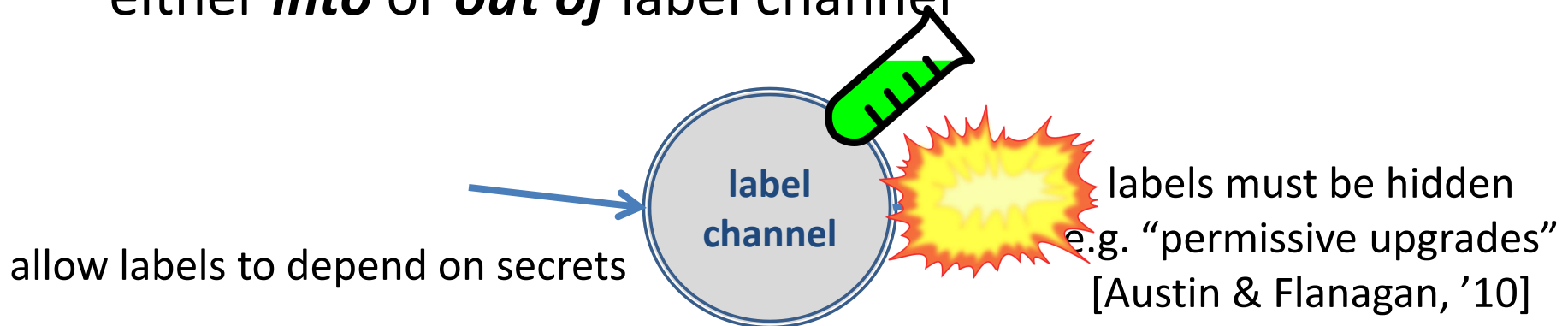
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Problem #1: IFC exceptions make all label channels public

- we disallow strong updates
- still need to close label channel on values
- secret bit: $h@high$ $low <: high <: top$
- **let** href = ref high () **in**

.....

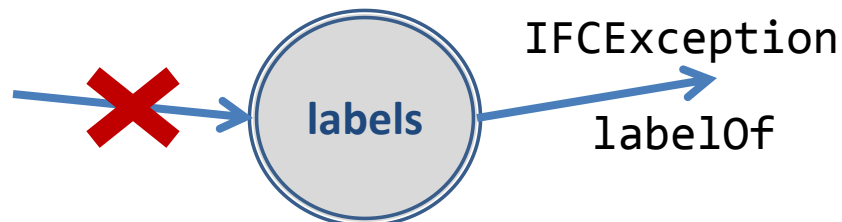
```
try
  href :=  $\underbrace{(\text{if } h \text{ then } ()@high \text{ else } ()@top)}_{\text{encode } h \text{ into label}};$ 
  true
catch IFCException => false
```

if branch – assignment works
else branch – IFCException

Automatic pc restoring
just doesn't work!

Solution to problem #1: brackets

- no longer automatically restore pc
 - pc=low `if h then ()@high else ()@top` pc=high
- restore pc manually using **brackets**
 - choose label before branching on secrets
 - pc=low `top[if h then ()@high else ()@top]` pc=low
 - brackets are not declassification!
 - sound even when annotation is incorrect (more later)
- **labels are now public**
 - bracket annotations can be dynamically computed



Problem #2: exceptions destroy control flow join points

- ending brackets have to be control flow join points
 - `try`
 `let _ = high[if h then throw Ex else ()] in`
 `false`
 `catch Ex => true`
- failed brackets cannot raise exceptions
 - `let lref = ref low false in`
 `try`
 `let _ = high[if h then ()@high else ()@top] in`
 `lref := true`
 `catch EBrk => ()`
- brackets need to delay all exceptions!

Solution #2: Delayed exceptions

- **delayed exceptions unavoidable**
 - still have a choice how to propagate them
- we study **two alternatives** for error handling:
 1. **mix active and delayed exceptions** ($\lambda^{\text{[]}}_{\text{throw}}$)
 2. **only delayed exceptions** ($\lambda^{\text{[]}}_{\text{NaV}}$)
 - delayed exception = not-a-value (NaV)
 - NaVs are first-class replacement for values
 - NaVs propagated solely via data flow
 - NaVs are labeled and pervasive
 - more radical solution; implemented by Breeze

NaV-lax vs. NaV-strict behavior

- all non-parametric operations are NaV-strict
 - `NaV@low + 42@high => NaV@high`
- for parametric operations we can chose:

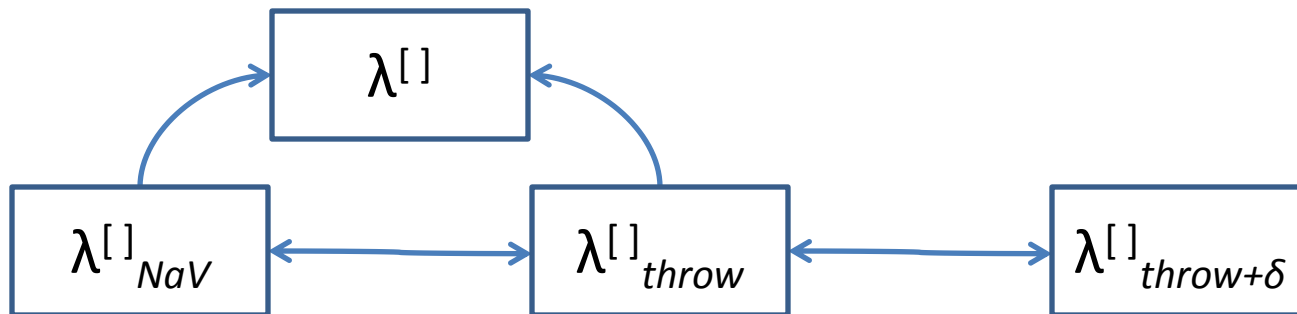
	NaV-lax	or	NaV-strict
– <code>(fun x => 42) NaV</code>	<code>=> 42</code>	or	<code>=> NaV</code>
– <code>Cons NaV Nil</code>	<code>=> Cons NaV Nil</code>	or	<code>=> NaV</code>
– <code>(r := NaV, r=7)</code>	<code>=> ((), r=NaV)</code>	or	<code>=> (NaV, r=7)</code>
- NaV-strict behavior reveals errors earlier
 - but it also introduces additional IFC constraints
- in Breeze the programmer can choose
 - in formal development NaV-lax everywhere

What's in a NaV?

- error message
 - `EDivisionByZero (“can’t divide %1 by %2”, 42@high, 0@low)
 - high clearance code can obtain:
“EDivisionByZero: can’t divide 42@high by 0@low” @high
 - all code can obtain:
“EDivisionByZero: can’t divide <hidden>@high by 0@low” @low
- stack trace
 - pinpoints error **origin** (not the billion-dollar mistake)
- propagation trace
 - how did the error make it here?

Formal results

- proved **error-sensitive non-interference** in Coq for $\lambda^{[]}$, $\lambda^{[]}_{NaV}$, and $\lambda^{[]}_{throw}$ (termination-insensitive)
 - for $\lambda^{[]}_{NaV}$ even with all debugging aids
- **conjecture**: NaVs and catchable exceptions have equivalent expressive power
 - translations validated by quick-checking code extracted from Coq (working on Coq proofs)

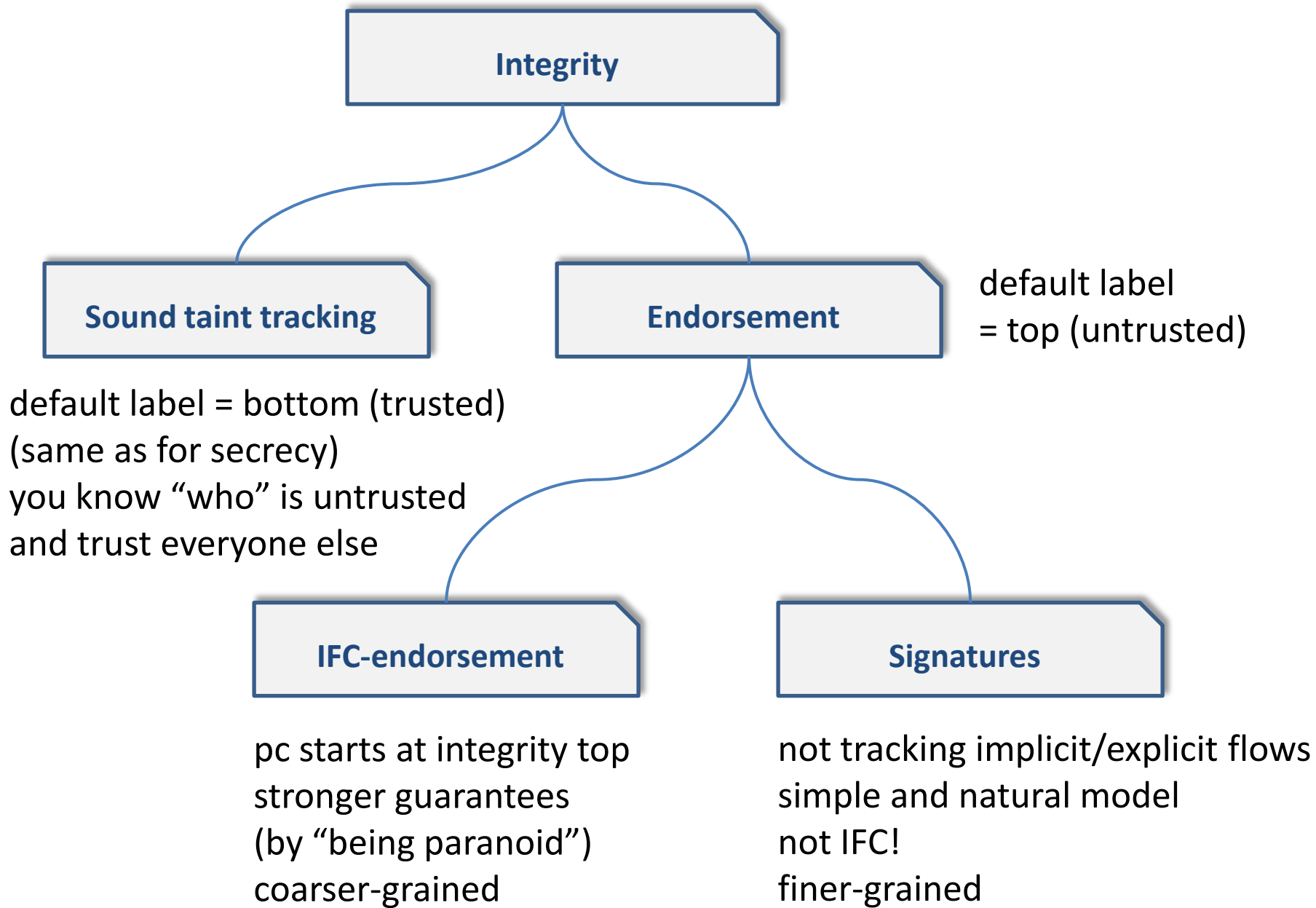


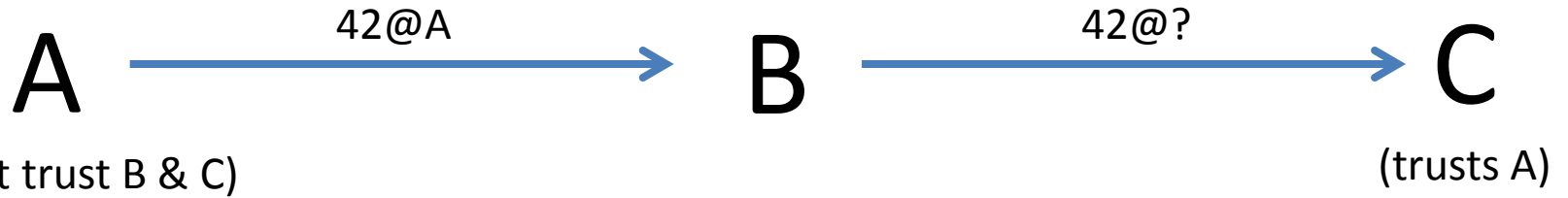
Conclusion

- reliable error handling *possible* even for sound fine-grained dynamic IFC systems
- we study two mechanisms ($\lambda^{[]}_{NaV}$ and $\lambda^{[]}_{throw}$)
 - **all errors recoverable**, even IFC violations
 - necessary ingredients:
public labels (via brackets) + **delayed exceptions**
 - quite radical design (not backwards compatible!)
- practical experience with NaVs
 - issues are surmountable
 - writing good error recovery code is still hard

THE END

INTEGRITY





Q: Should A's endorsement be preserved?

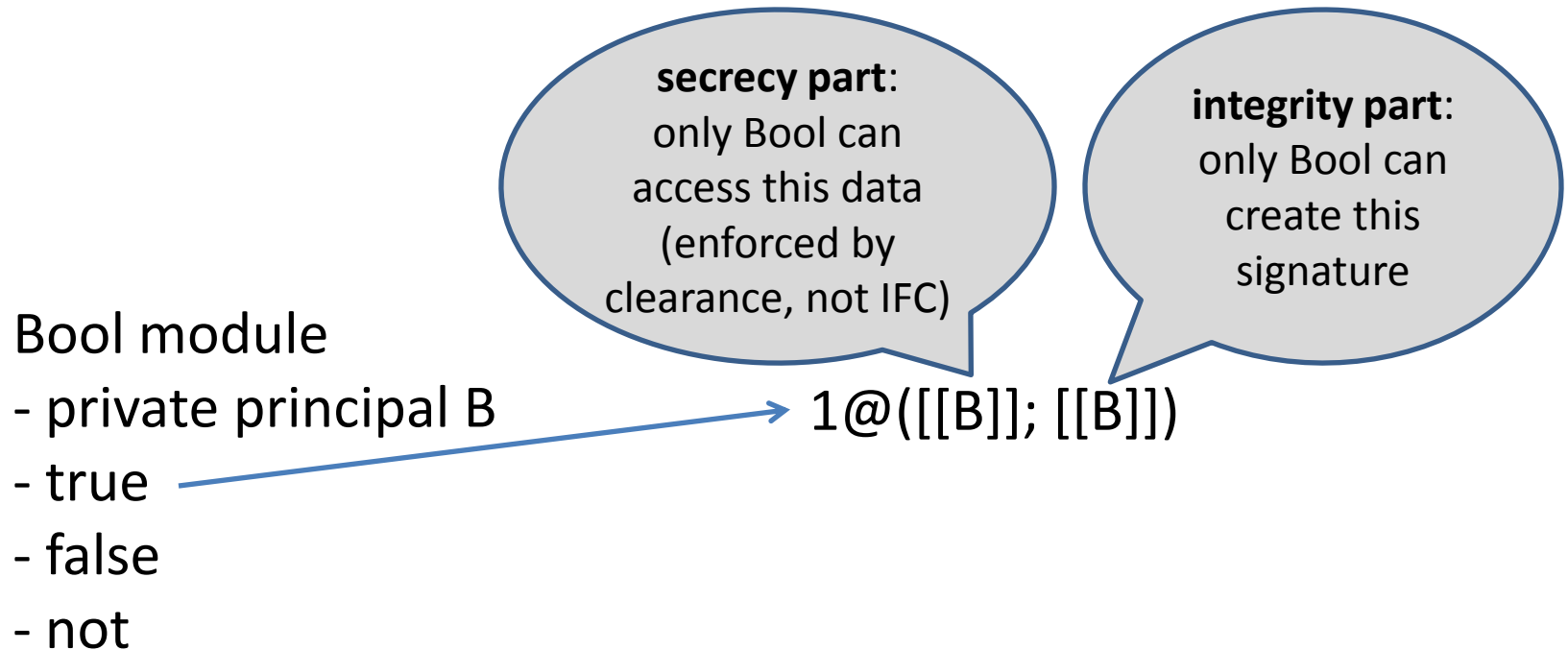
A1: No! (IFC-endorsement)

A2: Yes! (Signatures)

Signature labels

- Very much like digital signatures
 - P's signing authority
 - P's name
 - P's signing key
 - P's public verification key
- Lattice structure useful
 - conjunctive labels $[[P],[Q]]$
 - disjunctive labels $[[P,Q]]$
 - multi-signatures
 - group signatures
- Unforgeable
 - New atoms start out “unsigned” (integrity top)
 - Just passing around atoms preserves signatures

Data abstraction by signing



Data abstraction by signing

More flexible than dynamic sealing:

- no extra boxing;
- secrecy separate from integrity;
- multiple signers and “decrypters”

Bool module

- private principal B

- true

- false

- not

$1@([[B]]; [[B]])$

$0@([[B]]; [[B]])$

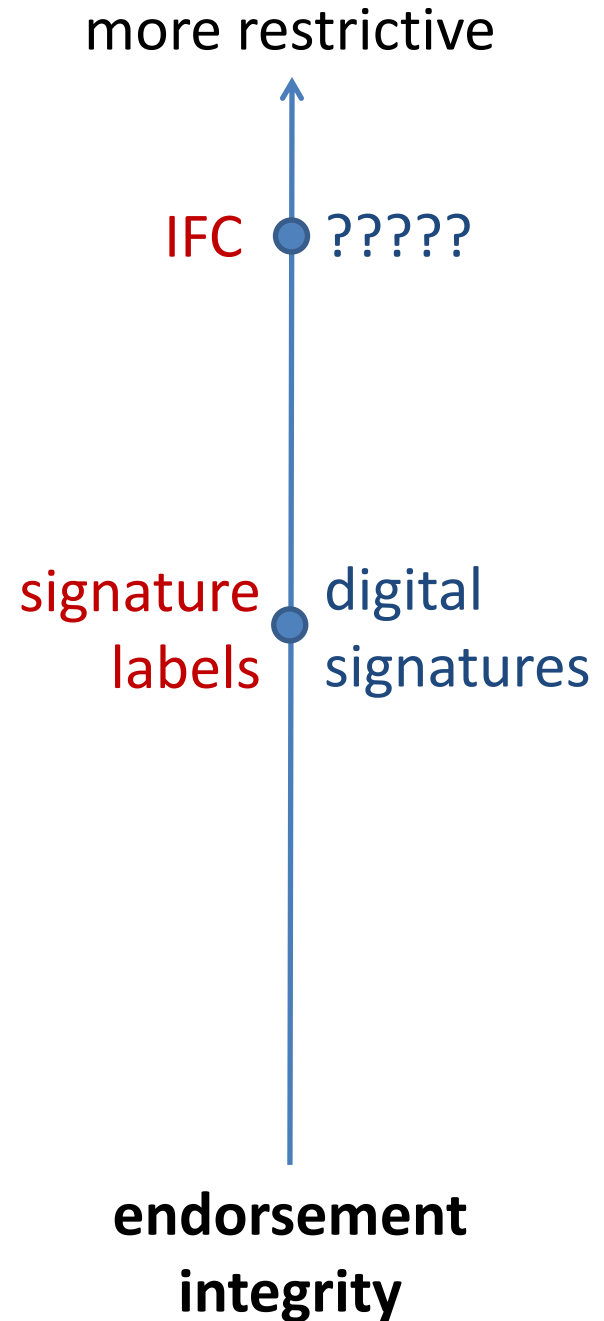
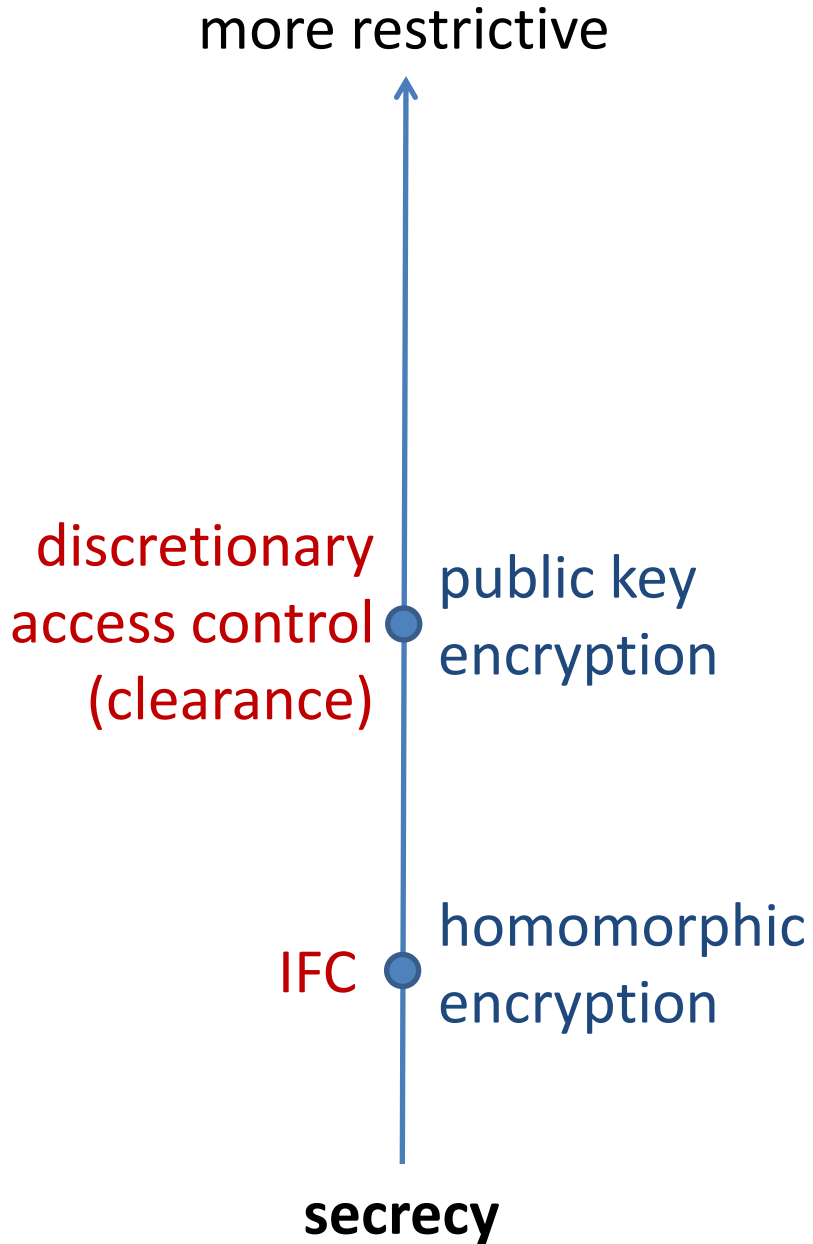
A

$0@([[B],[C]]; [[A],[B]])$

$0@([[B]]; [[A],[B]])$

$1@([[B],[C]]; [[B]])$

C (trusts B to access his data,
but not to declassify it)



Signature labels are no silver bullet



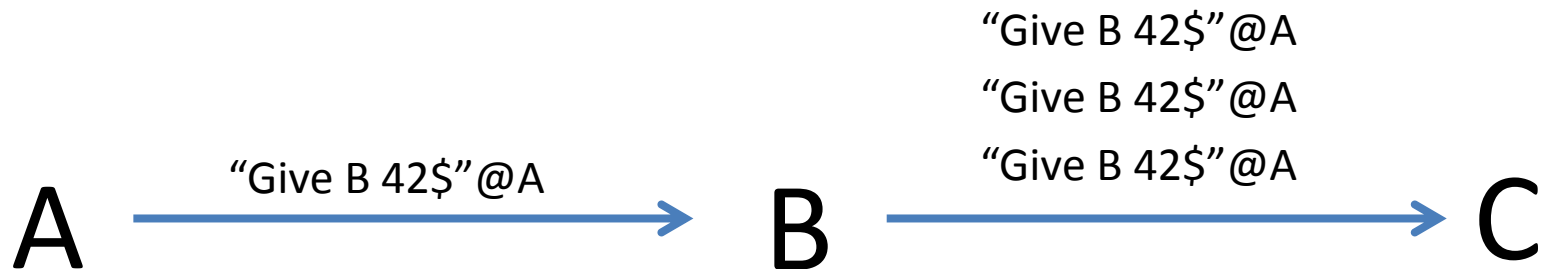
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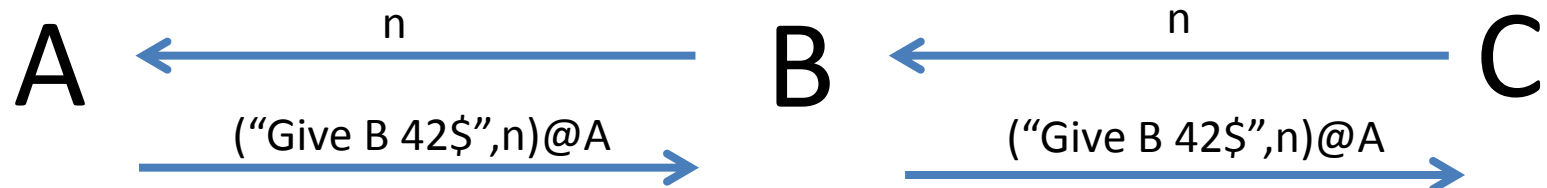
Only sign “self-contained” (+immutable) messages



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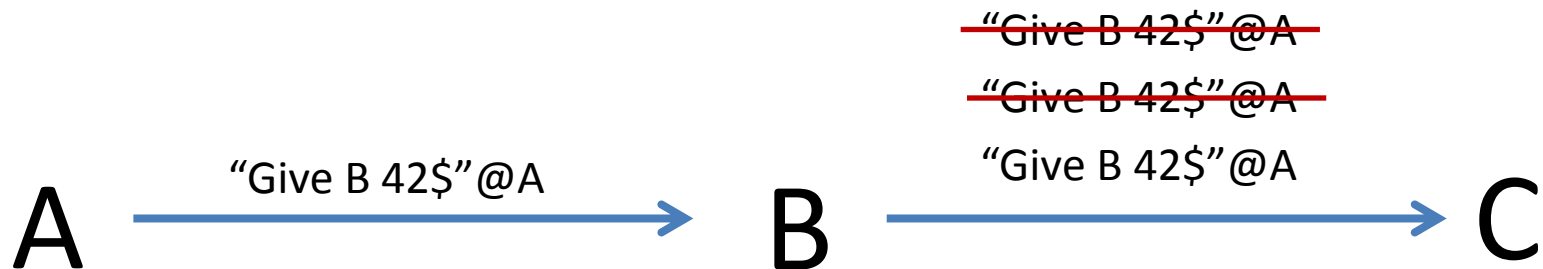
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Only sign “self-contained” (+immutable) messages

Signatures alone don’t guarantee freshness

- Linear/unique signatures? (could work in a closed system)



BACKUP SLIDES

Rules ($\lambda^{[]}_{NaV}$)

Boxes and atoms

$$\begin{array}{l} b ::= v \mid \delta \text{ excp} \\ a ::= b @ L \end{array} \quad \frac{\rho(x) = a}{\rho \vdash x, pc \Downarrow a, pc}$$

$$\frac{}{\rho \vdash (\lambda x. t), pc \Downarrow \langle \rho, \lambda x. t \rangle @ \perp, pc}$$

$$\frac{\begin{array}{l} \rho(x_1) = \langle \rho', \lambda x. t \rangle @ L \quad \rho(x_2) = a \\ (\rho', x \mapsto a) \vdash t, (pc \vee L) \Downarrow a', pc' \end{array}}{\rho \vdash (x_1 x_2), pc \Downarrow a', pc'}$$

$$\frac{\rho(x) = v @ L}{\rho \vdash \text{labelOf } x, pc \Downarrow L @ \perp, pc}$$

Rules ($\lambda^{[\]}_{NaV}$)

$$\frac{\rho(x) = b@L' \quad \text{tagOf } b \neq \text{TLab}}{\rho \vdash \underline{x}[t], pc \Downarrow (\delta (\text{prEx } b))@L, (pc \vee L')} \quad \begin{array}{l} \text{prEx } (\delta \text{ excp}) = \delta \text{ excp} \\ \text{prEx } _ = \text{EType} \end{array}$$

$$\frac{\rho(x) = L@L' \quad \rho \vdash t, (pc \vee L') \Downarrow b@L'', pc' \\ L'' \vee pc' \sqsubseteq L \vee (pc \vee L')}{\rho \vdash \underline{x}[t], pc \Downarrow b@L, (pc \vee L')}$$

$$\frac{\rho(x) = L@L' \quad \rho \vdash t, (pc \vee L') \Downarrow b@L'', pc' \\ L'' \vee pc' \not\sqsubseteq L \vee (pc \vee L')}{\rho \vdash \underline{x}[t], pc \Downarrow (\delta \text{ EBrk})@L, (pc \vee L')}$$