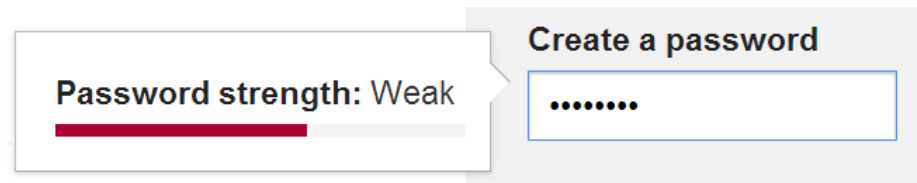


# IFC Inside: Retrofitting Languages with Dynamic Information Flow Control

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# Motivating Example: Web Security



- Website uses `check_strength(pw)` from some library
  - Danger: the library could send the password to `bad.com`
  - Website author has little control over this

[Van Acker et al., CODASPY'15]

# Web Security Today

- Code written by many different parties
  - Potentially mutually distrusting parties (website code, utility/framework libraries, advertising code, ...)
  - Computing over sensitive data (passwords, healthcare information, banking data)



# Possible Solution: IFC

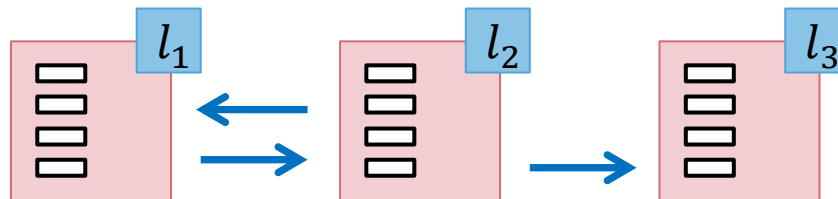
- Information flow control ...
  - ... *tracks* where information flows
  - ... allows *policies to restrict* flows of information
- In the example
  - Label password as sensitive
  - Restrict its dissemination (e.g. to arbitrary webservers)

# What kind of IFC?

- Various trade-offs in IFC systems
  - Dynamic vs static
  - What kind of labels
  - Granularity at which information is tracked
- Sweetspot: dynamic, coarse-grained IFC

# Coarse-grained IFC

- The program is split into computational units (tasks)
  - All data within one task has a single label
- Different computational units can communicate



# This Talk

- Given an existing programming language, how can we add dynamic IFC?
- Minimal changes to language
  - Simplifies implementation
- Formal security guarantees

# Approach Overview

- Given a **target language**
  - Any programming language for which we can control external effects
- Define an **IFC language**
  - Minimal calculus, only IFC features
- Combine **target** and **IFC** language
  - Allow **target** language to call into **IFC**, and vice-versa
- Careful definition of the IFC language allows the overall system to provide isolation, regardless of what the target language does



# IFC language

- Tag tasks with security labels
  - Labels form a lattice, and determine how data can flow inside an application
- Example lattice
  - Two labels  $H$  (high) and  $L$  (low)
  - Flow from  $H$  to  $L$  is not allowed

$H$   
↑  
 $L$

# IFC language: labels

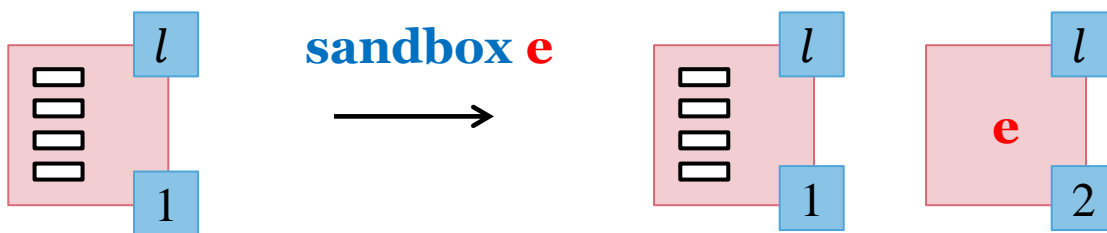
- Get and set the current label
  - **setLabel**, **getLabel**



- Setting the label is only allowed to *raise* the label
- Can also compute on labels
  - $\sqsubseteq, \sqcap, \sqcup$

# IFC language: sandboxing

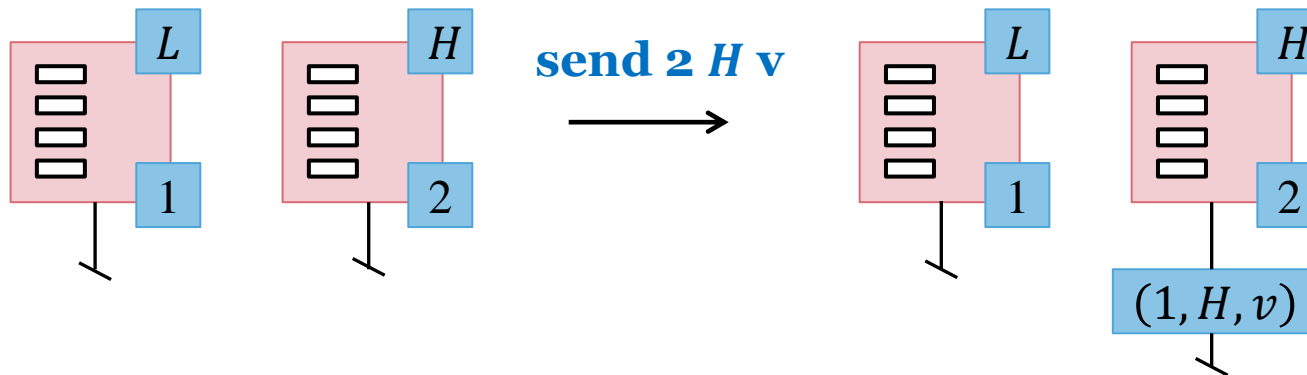
- Isolate an expression as a new task
  - **sandbox e**



- New task has separate state

# Inter-task communication

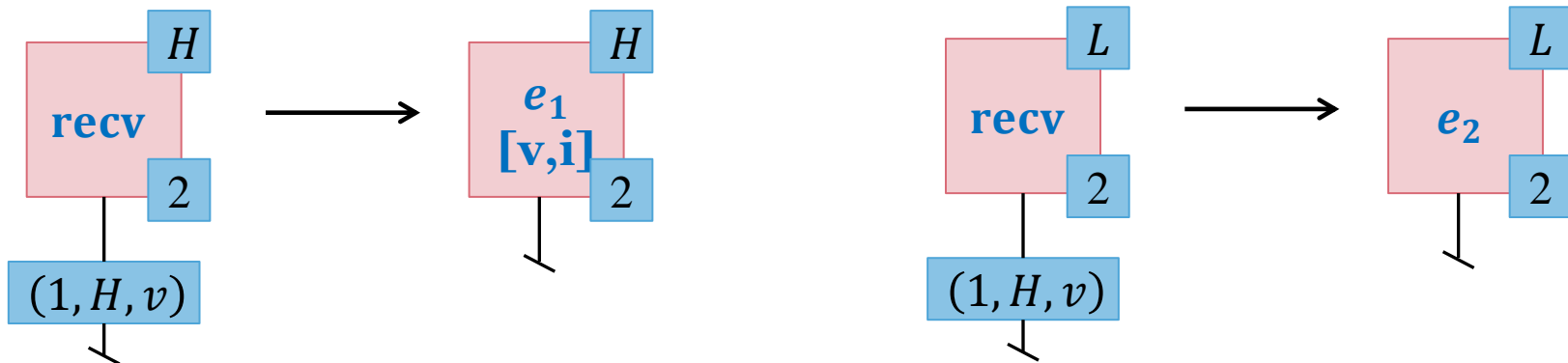
- Tasks can send and receive messages
- Send message  $v$  to task  $i$ , protected by label  $l$ 
  - **send  $i\ l\ v$**
  - Can only send messages at or above current label



# Inter-task communication

- Receiving either binds a message  $\mathbf{v}$  and sender  $\mathbf{i}$  in  $e_1$ , or execution continues in  $e_2$  (if there is no message)
  - Messages that are above the current level are never received

**recv  $\mathbf{i}, \mathbf{v}$  in  $e_1$  else  $e_2$**



# Formal treatment

# What is a programming language?

- Need a formal definition of a language
  - Global store  $\Sigma$
  - Evaluation context  $E$
  - Expression syntax  $e$ , some expressions are values  $v$
  - Reduction relation  $\rightarrow$
- This is the **target language**

# Example: Mini-ECMAScript

$v ::= \lambda x.e \mid \text{true} \mid \text{false} \mid a$   
 $e ::= v \mid x \mid e e \mid \text{if } e \text{ then } e \text{ else } e$   
     $\mid \text{ref } e \mid !e \mid e := e \mid \text{fix } e$   
 $E ::= [\cdot]_T \mid E e \mid v E \mid \text{if } E \text{ then } e \text{ else } e$   
     $\mid \text{ref } E \mid !E \mid E := e \mid v := E \mid \text{fix } E$

T-APP

$$\frac{}{\mathcal{E}_\Sigma [(\lambda x.e) v] \rightarrow \mathcal{E}_\Sigma [\{v / x\} e]}$$

T-IFTRUE

$$\frac{}{\mathcal{E}_\Sigma [\text{if } e_2] \rightarrow \mathcal{E}_\Sigma [e_1]}$$

T-IFFALSE

$$\frac{}{\mathcal{E}_\Sigma [\text{if false then } e_1 \text{ else } e_2] \rightarrow \mathcal{E}_\Sigma [e_2]}$$

T-REF

$$\frac{\text{fresh}(a)}{\mathcal{E}_\Sigma [\text{ref } v] \rightarrow \mathcal{E}_{\Sigma[a \mapsto v]} [a]}$$

T-DEREF

$$\frac{(a, v) \in \Sigma}{\mathcal{E}_\Sigma [!a] \rightarrow \mathcal{E}_\Sigma [v]}$$

T-ASS

$$\frac{}{\mathcal{E}_\Sigma [a := v] \rightarrow \mathcal{E}_{\Sigma[a \mapsto v]} [v]}$$

T-FIX

$$\frac{}{\mathcal{E}_\Sigma [\text{fix } (\lambda x.e)] \rightarrow \mathcal{E}_\Sigma [\{\text{fix } (\lambda x.e) / x\} e]}$$



# Notation

- Rules are standard, except we use  $\mathcal{E}_\Sigma$  instead of normal context  $\mathbf{E}$

T-IFFALSE

$$\frac{}{\mathcal{E}_\Sigma [\text{if false then } e_1 \text{ else } e_2] \rightarrow \mathcal{E}_\Sigma [e_2]}$$

- Obtain normal semantics with

$$\mathcal{E}_\Sigma [e] \triangleq \Sigma, \mathbf{E} [e]$$

- Later, we re-interpret what  $\mathcal{E}$  stands for

# IFC language

- Also defined in terms of a special  $\mathcal{E}$

$$\frac{\text{I-SETLABEL} \quad l \sqsubseteq l'}{\mathcal{E}_{\Sigma}^{i,l} [\text{setLabel } l'] \rightarrow \mathcal{E}_{\Sigma}^{i,l'} [\langle \rangle]}$$

# Embedding [Matthews and Findler, POPL'07]

- Extend IFC and target language syntax

$$e ::= \dots \mid \mathbf{\Pi}[e]$$

$$e ::= \dots \mid \mathbf{\Gamma}[e]$$

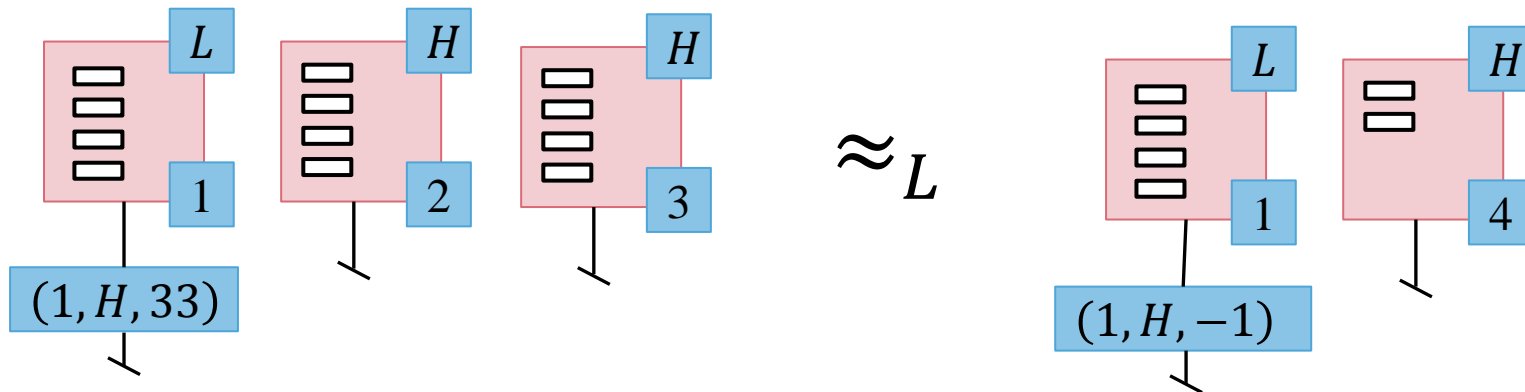
- Re-interpret context and reduction relation

$$\mathcal{E}_{\Sigma}[e] \triangleq \Sigma; \langle \Sigma, E[e]_{\mathbf{T}} \rangle_l^i, \dots$$

$$\mathcal{E}_{\Sigma}^{i,l}[e] \triangleq \Sigma; \langle \Sigma, E[e]_{\mathbf{I}} \rangle_l^i, \dots$$

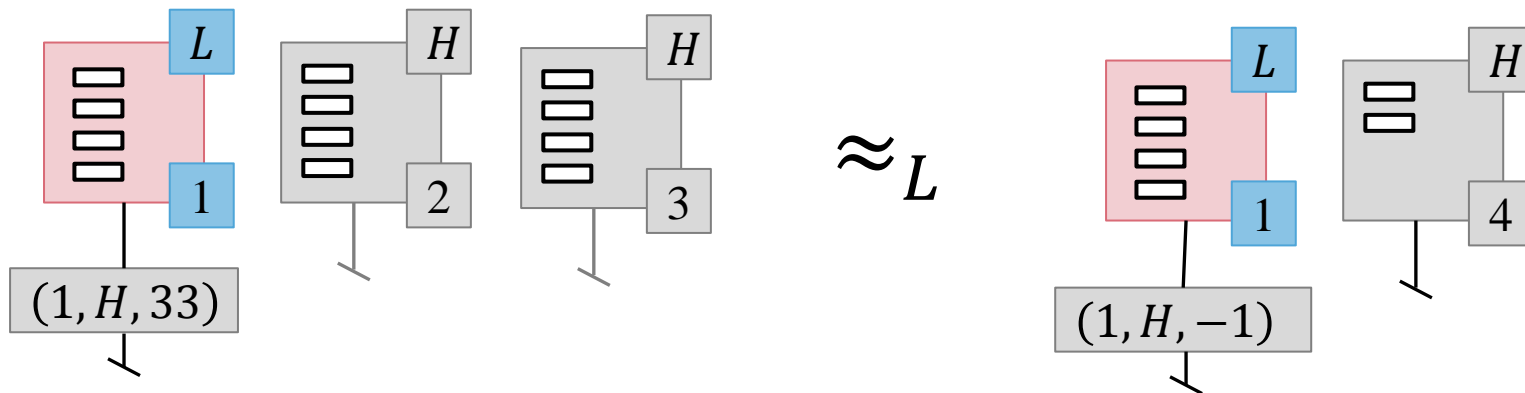
# Security Guarantees

- Non-interference:
  - Intuitively: An attacker that can only see values up to level  $l$  should not see a difference in behavior if values at level  $l' > l$  are changed



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# Erasure function

- Formally, we need an erasure function  $\varepsilon_l$ 
  - Erases all data above  $l$  to ■
  - Program  $c_1$  and  $c_2$  are  $l$ -equivalent,  $c_1 \approx_l c_2$ , iff  $\varepsilon_l(c_1) = \varepsilon_l(c_2)$
- For our system,  $\varepsilon_l$  erases the following:
  - Any tasks with current label above  $l$
  - Any messages with label above  $l$

# Termination sensitive non-interference (TSNI)

For all programs  $c_1, c_2, c'_1$  and labels  $l$ , such that

$$c_1 \approx_l c_2 \quad \text{and} \quad c_1 \hookrightarrow^* c'_1$$

then there exists  $c'_2$  such that

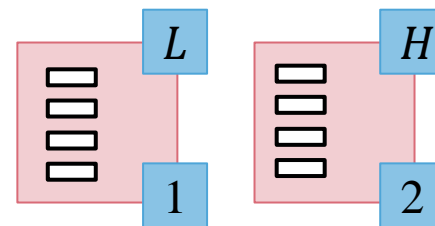
$$c'_1 \approx_l c'_2 \quad \text{and} \quad c_2 \hookrightarrow^* c'_2$$

**Theorem:** Any target language combined with our IFC language with round robin scheduling satisfies TSNI.

# Practicality

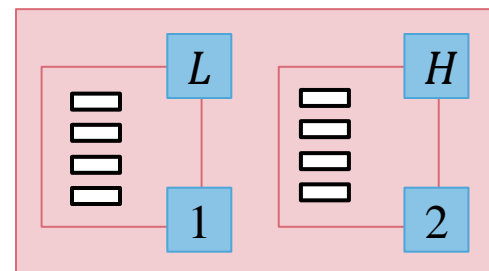
- Formalism requires separate heaps

$$\Sigma; \langle \Sigma_1, e_1 \rangle_{l_1}^{i_1}, \langle \Sigma_2, e_2 \rangle_{l_2}^{i_2} \dots$$



- An implementation might want to have one heap

$$\Sigma; \Sigma; \langle e_1 \rangle_{l_1}^{i_1}, \langle e_2 \rangle_{l_2}^{i_2}, \dots$$



- Naïve implementation is insecure
  - Shared references, need additional checks



# Modifying the Combined Language

- Single heap only requires restricting transition rules
  - Intuitively appears OK
  - In general, not safe

$$\frac{\text{I-SEND} \quad l \sqsubseteq l' \quad \Sigma(i') = \Theta \quad \Sigma' = \Sigma [i' \mapsto (l', i, v), \Theta] \quad v \text{ not ref}}{\mathcal{E}_{\Sigma}^{i,l} [\text{send } i' \ l' \ v] \rightarrow \mathcal{E}_{\Sigma'}^{i,l} [\langle \rangle]}$$

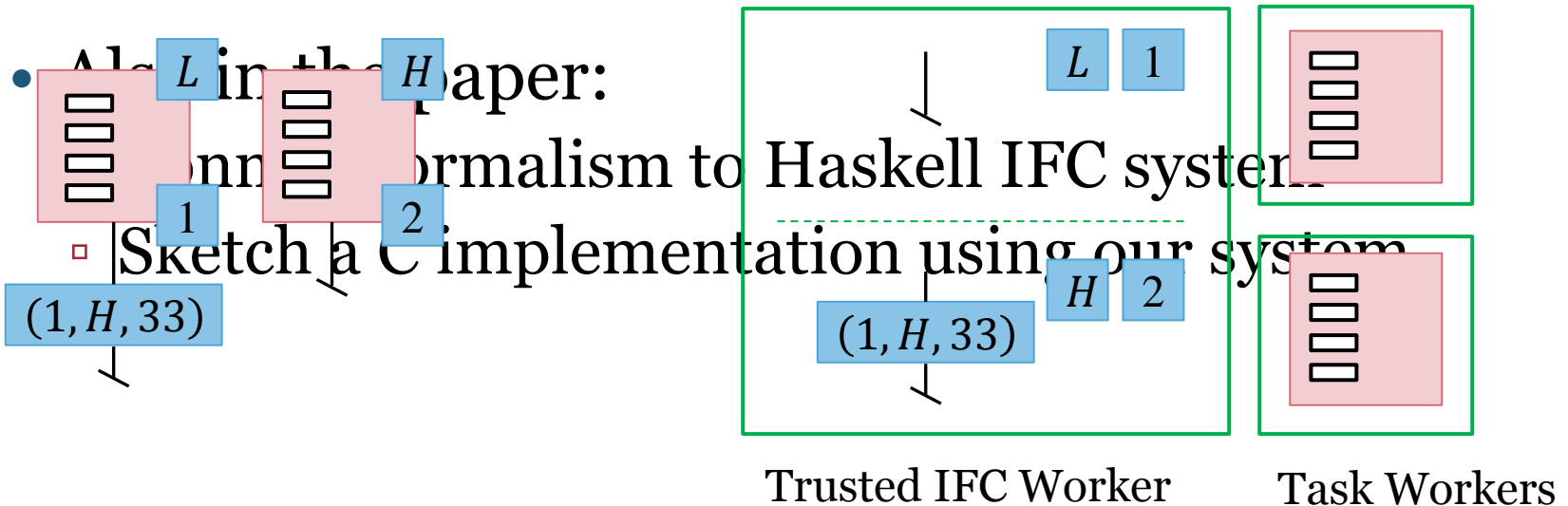
- We give a class of restrictions that is safe
  - In a nutshell: restriction cannot depend on secret data

# Implementation

- IFC for Node.js
  - No changes to Javascript runtime or Node.js
  - Worker threads implement tasks
  - Trusted main worker implements IFC checks

• Also in the paper:

- Sketch a C implementation using our system



# Conclusions

- Formalism for dynamic coarse-grained IFC for many programming languages
  - Little reliance on language details
- Combining operational semantics of two languages as key mechanism to formalize our system
  - Allows security proofs to be once and for all

Thank you.

**Questions?**

