第九章 基于静态和符号分析的服务缺陷检测

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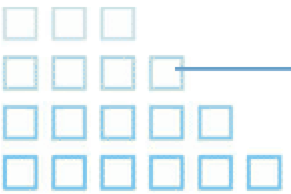
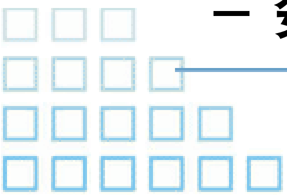


程序静态分析

- 静态分析：静态的代码分析
  - 不用真正的编译或者执行代码
  - 源代码、中间代码（比如java字节码）、二进制码
  - 有助于理解程序本身的结构和某些属性
- 功能
  - 发现潜在的程序缺陷：缓冲区溢出、资源未释放等
  - 控制流分析
  - 数据流分析



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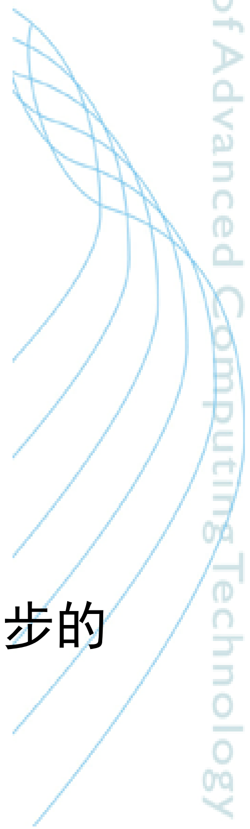
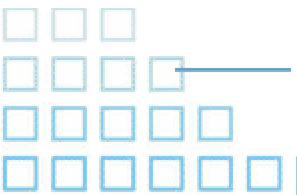
代码审查

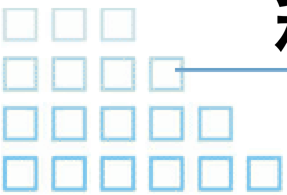
- 工业界
  - 人工审查(Code Review)：一般是专家
  - 费时费力，效果好
- 自动化的静态分析
  - 在开发过程中进行
  - 不断发现可能的缺陷
  - 存在问题
    - 不可能发现所有的缺陷(false negative)
    - 不能保障发现的一定是缺陷(false positive)，还需要进一步的人工核实





对编译器的补充

- 编译器中的静态分析
  - 词法分析
  - 语法分析
  - 编译器优化
  - 某些语义分析：warnings，标识符未使用、未初始化等
- 程序静态分析
  - 针对特定的语义属性进行分析，一般用于寻找程序中的缺陷



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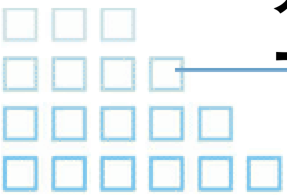
静态分析

- 类型分析(Type Analysis)
  - 某个变量的类型，比如变量a的类名是什么？继承、接口、多态？
- 控制流分析(Control-flow Analysis)
  - 控制流语句和分支
- 数据流分析(Dataflow Analysis)
  - 变量值的变化过程
- 指针分析(Point Analysis)
  - 判断两个变量是否指向相同的内存地址，即是否是同一对象



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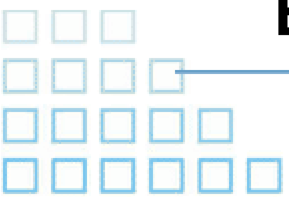
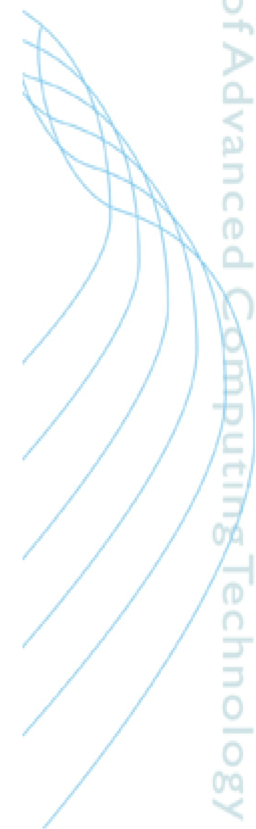
类型分析

- 类型定义
  - Object A=Org.buaa.edu.MyApp()
- 父类继承
  - MyApp extends BasicApp
- 接口实现
  - MyApp implements AppOperator
- 多态: 静态分析时无法确定是哪一个类
  - MyApp.show()、 AppOperator.show()、BasicApp.show()





Java Example: BoolExp hierarchy

```
public class AndExp extends BoolExp {
   private BoolExp _operand1;
   private BoolExp _operand2;

   public AndExp(BoolExp op1, BoolExp op2) { _operand=op1;   _operand2=op2; }
   public boolean Evaluate(Context c) {
        return _operand1.Evaluate(c) && _operand2.Evaluate(c);
    }
}
```

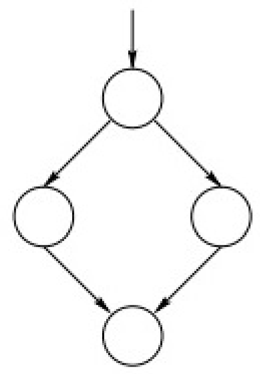
_operand1: {Constant}   _operand2: {OrExp}

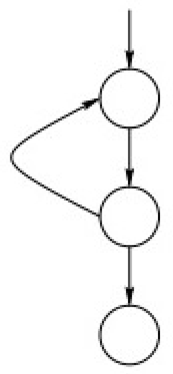
```
public class OrExp extends BoolExp {
   private BoolExp _operand1;
   private BoolExp _operand2;

   public OrExp(BoolExp op1, BoolExp op2) { _operand=op1;   _operand2=op2; }
   public boolean Evaluate(Context c) {
         return _operand1.Evaluate(c) ||  _operand2.Evaluate(c);
   }
}
```

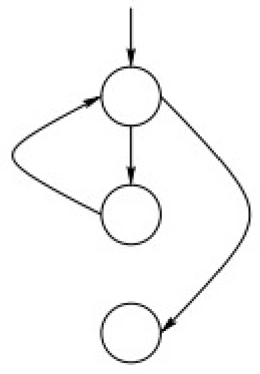
_operand1: {VarExp}   _operand2: {VarExp}

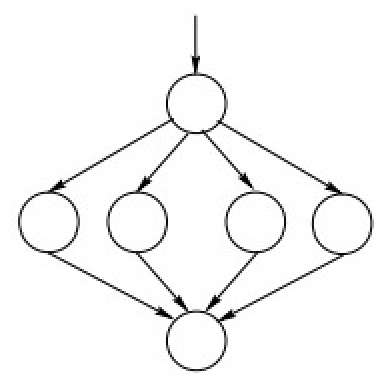
控制流分析(1)

- 控制流图(CFG, Control-flow Graph)
  - 节点：基本块(Basic Block)，代码语句
  - 边：控制流顺序









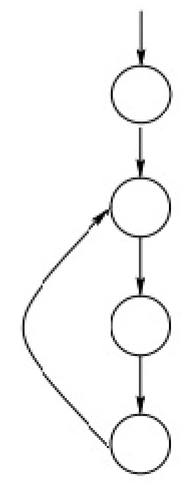
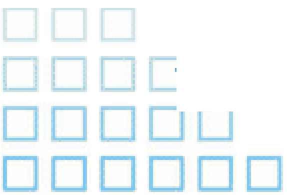


Figure 1: Flow graph representation.



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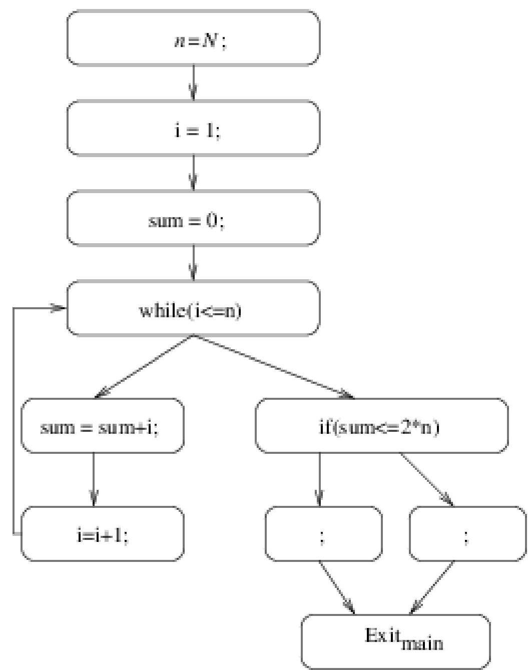
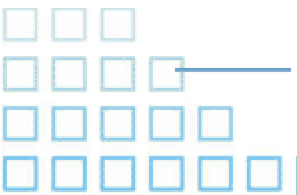
控制流分析(2)

- 控制流图(CFG, Control-flow Graph)
  - 节点：基本块(Basic Block)，代码语句
  - 边：控制流顺序

```
int n, sum;
main(){
  int i;
  n = N;
  i = 1;
  sum = 0;
  while ( i<=n ){
    sum = sum + i;
    i = i + 1;
  }
  if ( sum < 2*n ){
   ERROR: ;
  } else {
    ;
  }
}
```





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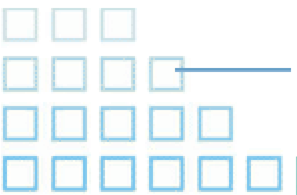
控制流分析(3)

- 控制流图(CFG, Control-flow Graph)
  - 可嵌套，跨函数分析(Intreprocedural analysis)
  - 每个函数调用形成新的子图： Call Graph
- 多态调用
  - Object.showMyApp.show()、 AppOperator.show()、BasicApp.show()
  - Class Hierarchy Analysis (CHA): 包括可能的所有父类和接口
  - Rapid Type Analysis (RTA)：只考虑已经初始化的类



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数据流分析(1)

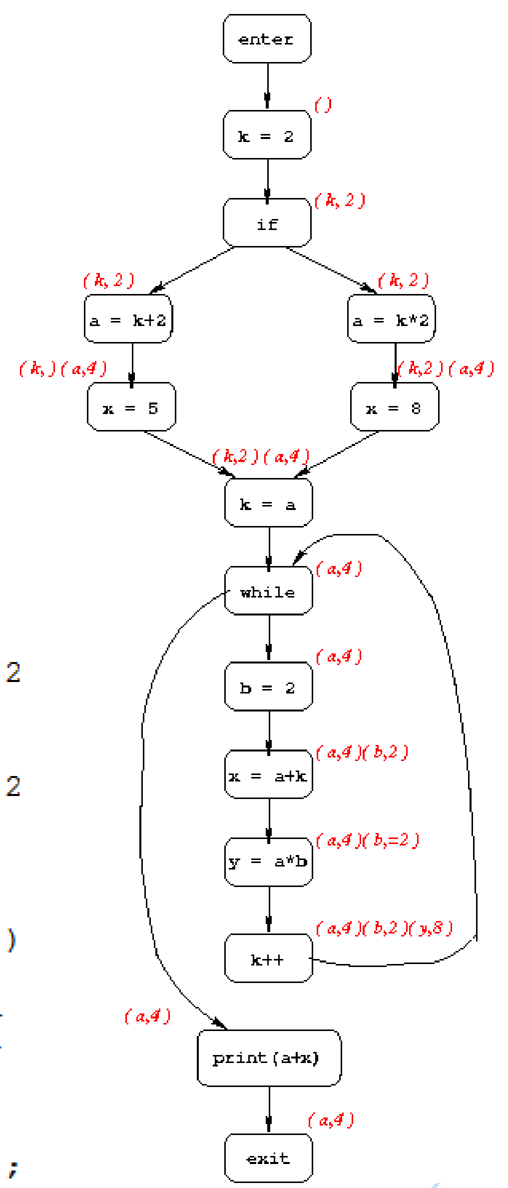
- 基于控制流图(CFG)
- 状态转换函数
  - 程序语句、程序块
- 状态机转换

For each block b:

$$out_b = trans_b(in_b)$$
$$in_b = join_{p \in pred_b}(out_p)$$

- 包括所有分支
  - 含不可能分支

```
1.    k = 2;
2.    if (...) {
3.      a = k + 2
4.      x = 5;
5.    } else {
6.      a = k * 2
7.      x = 8;
8.    }
9.    k = a;
10.   while (...)
11.     b = 2;
12.     x = a +
13.     y = a *
14.     k++;
15.   }
16.   print(a+x);
```



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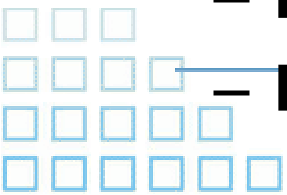
数据流分析(2)

- 常量传播分析(constant propagation)
  - 分析哪些位置的变量值是常量
- 活性分析(liveness analysis)
  - 分析哪个位置的变量值在被更新前(Overwrite)前可能会被后续的语句使用
- 可用表达式分析(available expression)
  - 分析哪些位置的表达式不用重新计算
- 定义可达性分析(reaching definition analysis)
  - Definition: assignment v=4;
  - Reach: 赋值语句可影响某个位置的语句



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指针分析(1)

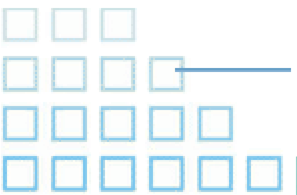
- 对象别名，也称别名分析(Alias analysis)

```
class X {
    Z f; Z g;
    void bar(Z z) {
        this.f = z;
    }
}

class Y extends X {
    void bar (Z z) {
        this.g = z;
    }
}
```

```
class A {
    X x; X y;
    void a1() {
        y = new Y();
        x = y;
        Z z = new Z();
        foo(z);
    }
    void a2() {
        x = new X();
        y = x;
        Z z = new Z();
        foo(z);
    }
    void foo(Z a) {
        x.bar(a);
        y.bar(a);
    }
}
```

- x.f 和y.g是同一个对象吗？



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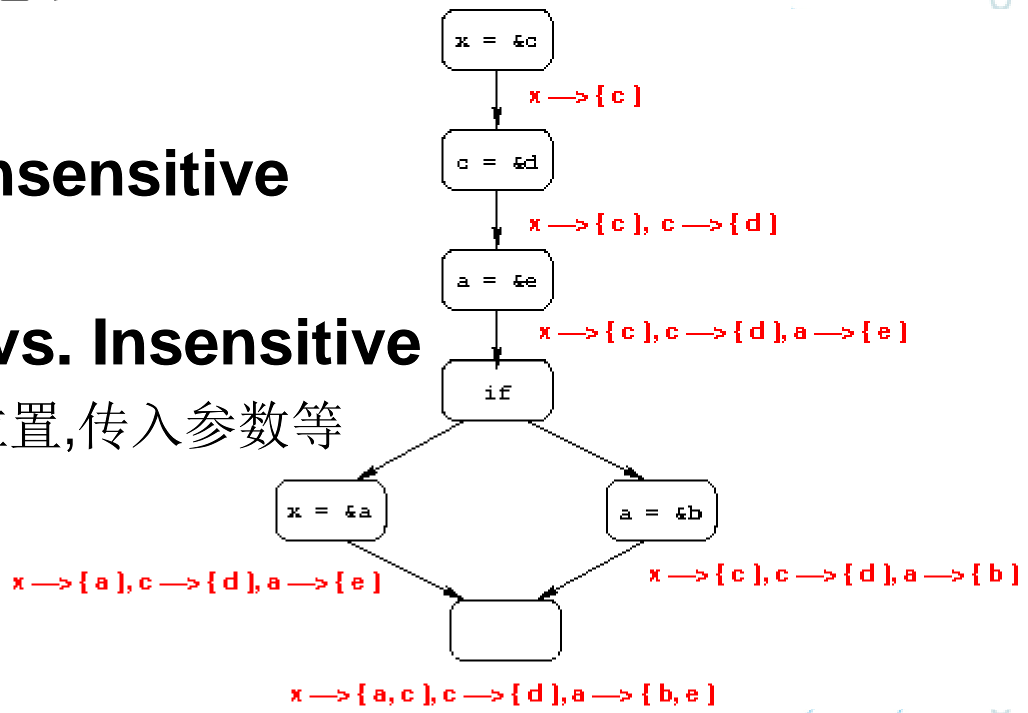
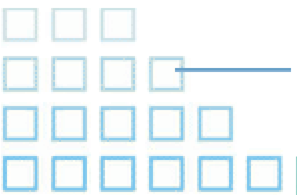
指针分析(2)

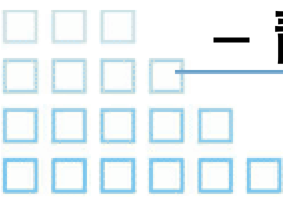
- 类似于数据流分析
  - 记录每个对象的指针地址
- 不同维度
  - Flow Sensitive vs. Insensitive
    - 是否考虑控制流
  - Context Sensitivity vs. Insensitive
    - 是否考虑函数调用的位置,传入参数等

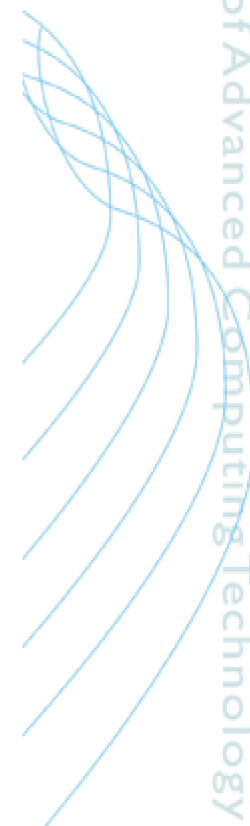




其余分析方法

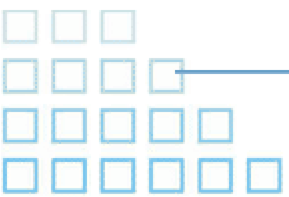
- 跨函数分析
  - 考虑函数调用
    - A.a() 实际调用的是哪一个方法？
  - 参数传递
    - Obj b = New B(1); A.a(b) 局部变量
  - Heap变量
    - ClassA{ obj c; void a(obj b){c=b;}
    - Obj b = New B(1); A.a(b)； A.c = d;
- Slicing分析
  - 分析可能会影响某个位置变量值的代码语句集合
  - 静态：所有path的可能语句; 动态：特定path





常用开源工具

- Java语言
  - WALA
- C/C++语言
  - LLVM



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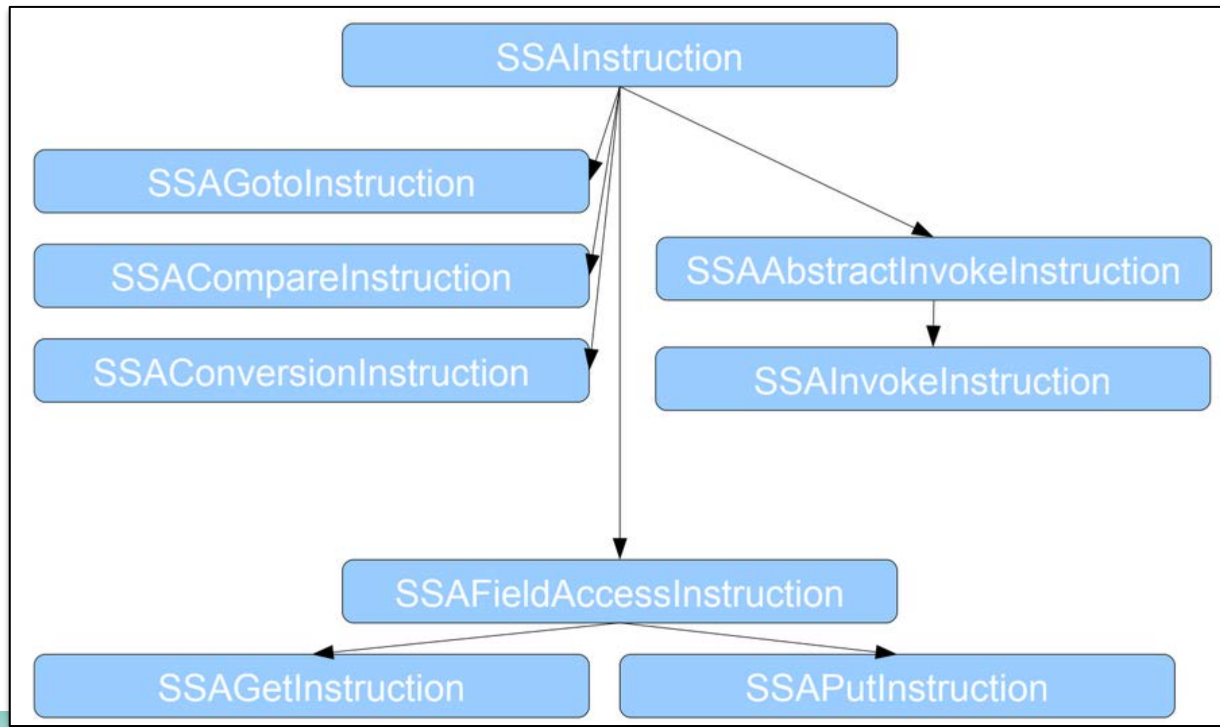
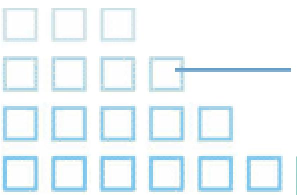
静态分析例子-WALA(1)

- **Intermediate representation (IR)**
  - **Static single assignment form (SSA)**
  - 每个变量赋值一次，使用前一定被定义





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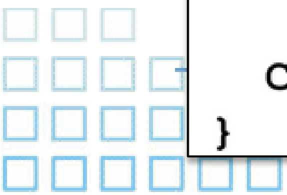
静态分析例子-WALA(2)

- 控制流图：**CallGraph**

```
buildCG(String jarFile) {
  // represents code to be analyzed
  AnalyisScope scope = AnalysisScopeReader                       (1)
      .makeJavaBinaryAnalysisScope(jarFile, null);
  // a class hierarchy for name resolution, etc.
  IClassHierarchy cha = ClassHierarchy.make(scope);              (2)
  // what are the call graph entrypoints?
  Iterable<Entrypoint> e =                                       (3)
      Util.makeMainEntrypoints(scope, cha);
  // encapsulates various analysis options
  AnalysisOptions o = new AnalysisOptions(scope, e);             (4)
  // builds call graph via pointer analysis
  CallGraphBuilder builder =                                     (5)
    Util.makeZeroCFABuilder(o, new AnalysisCache(),
                            cha, scope);
  CallGraph cg = builder.makeCallGraph(o, null);                 (6)
}
```



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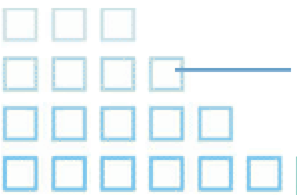
静态分析例子-WALA(3)

- 获取类、方法和属性

Entity	Reference Type	Resolved Type	Resolver Method
class	TypeReference	IClass	`lookupClass()`
method	MethodReference	IMethod	`resolveMethod()`
Field	FieldReference	IField	`resolveField()`



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静态分析例子–WALA(4)

- 指针分析

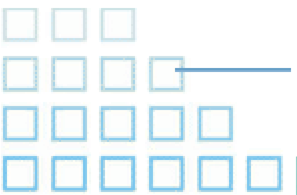
Rapid Type Analysis (RTA)

<u>0-CFA</u>
context-insensitive, class-based heap

<u>0-1-CFA</u>
context-insensitive,
allocation-site-based heap

<u>0-1-Container-CFA</u>
0-1-CFA with object-sensitive containers

Increasing precision



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静态分析例子-WALA(5)

- Slicing分析

Statement
Seed for the slicer

DataDependenceOptions
Which data deps to consider

ControlDependenceOptions
Which control deps to consider

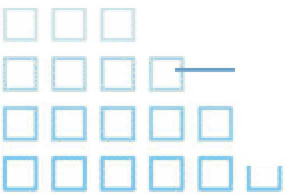
CallGraph

PointerAnalysis

Slicer.compute{Forward|Backward}Slice()

截图(Alt + A)

Collection<Statement>



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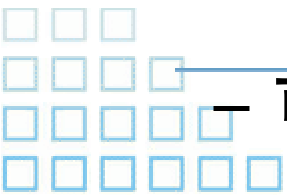
符号执行分析

- 将程序的输入（含环境输入）设为符号
  - Fun(int x, int y) x→a y→b
  - Scanf(“%d”,&z) z→c
- 分析符号取值对程序执行路径的影响
  - 分支条件约束取值
    - If(a<0&&b>10)
  - While, for, if, switch, if-else
  - 嵌套条件分支
    - if(a<0&&b>10) { while(c<5) ...}
  - 可以判断不同输入条件下程序的执行覆盖度



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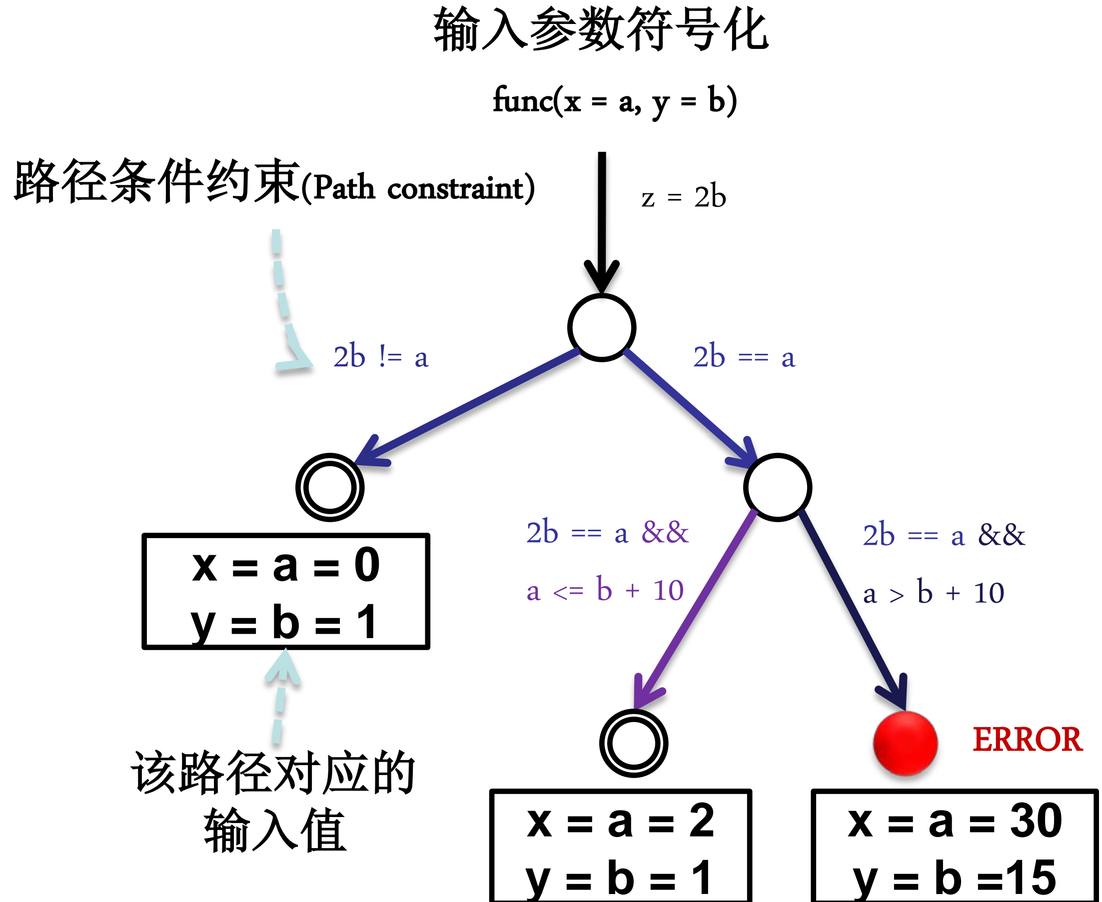
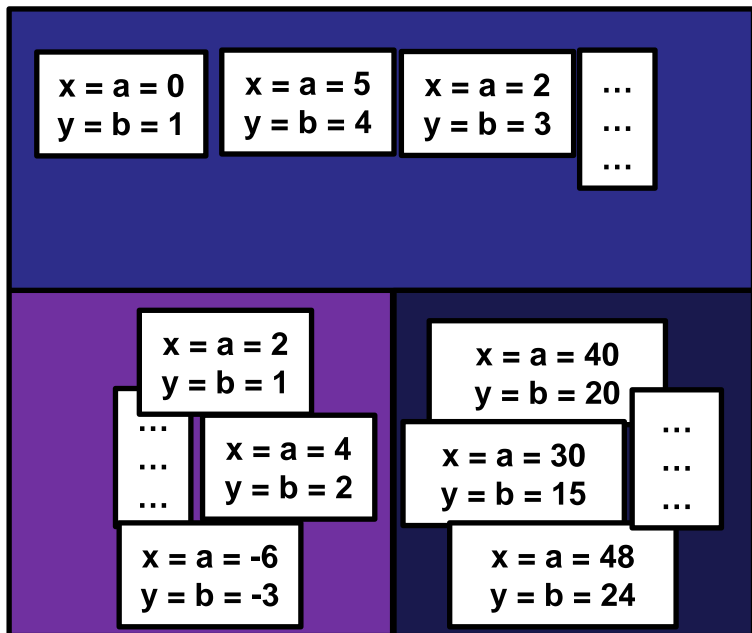
一个例子

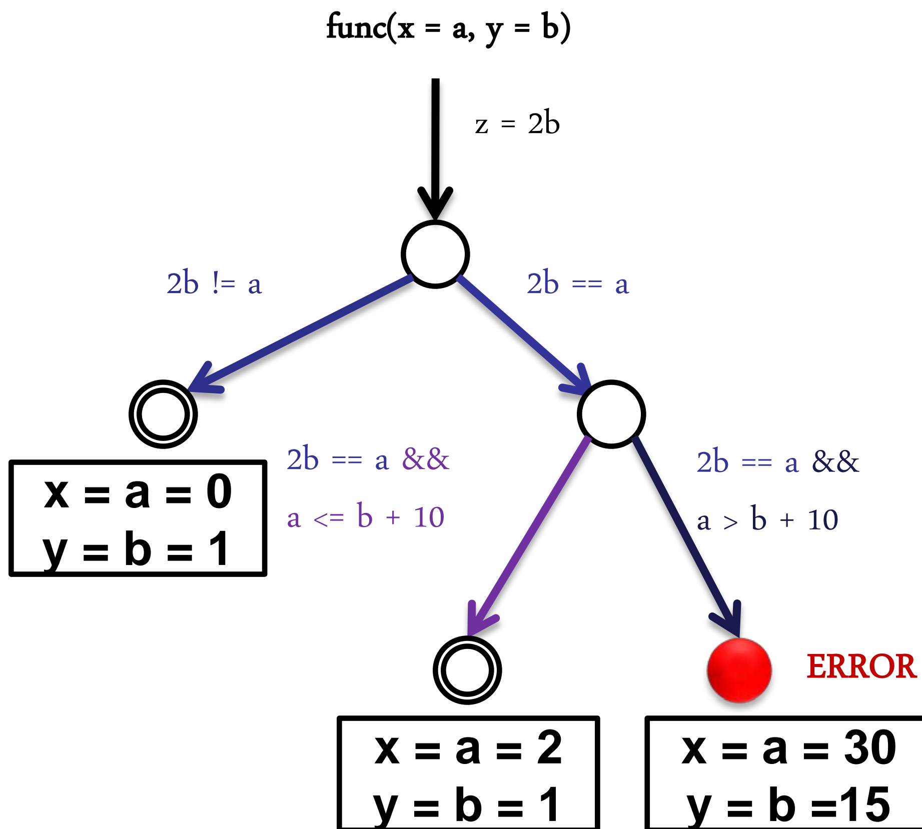
```
Void func(int x, int y){
    int z = 2 * y;
    if(z == x){
        if (x > y + 10)
            ERROR
    }
}
int main(){
    int x = sym_input();
    int y = sym_input();
    func(x, y);
    return 0;
}
```



路径约束对应的输入集合



Path constraints represent equivalence classes of inputs



通过符号化，可以将输入参数分类，每一类只需要选取一个值，从而减少可能的输入参数

原理：命题逻辑可满足性

- 命题逻辑的可满足性问题(Boolean satisfiability problem)
  - 命题逻辑的合取范式是否可满足（为真）？

命题符号

命题语句

$$\omega_1 = (b \vee c)$$

$$\omega_2 = (\neg a \vee \neg d)$$

$$\omega_3 = (\neg b \vee d)$$

$$\varphi = \omega_1 \wedge \omega_2 \wedge \omega_3$$

$$A = \{a=0, b=1, c=0, d=1\}$$

可满足φ?

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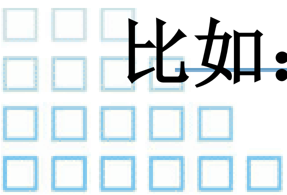
原理：可满足性模理论SMT

- 可满足性模理论(Satisfiability Modulo Theory)
  - 在命题逻辑基础上推广至一阶逻辑(First-order logic)
  - 每个命题符号可以用实数、整数、列表、数组、比特向量等构成的公式代替
  - 已有SMT Solver: Z3, CVC4

输入: a first-order formula φ over background theory (Arithmetic, Arrays, Bit-vectors, Algebraic Datatypes)

输出: is φ satisfiable?

比如：x+y-z<5 x<0



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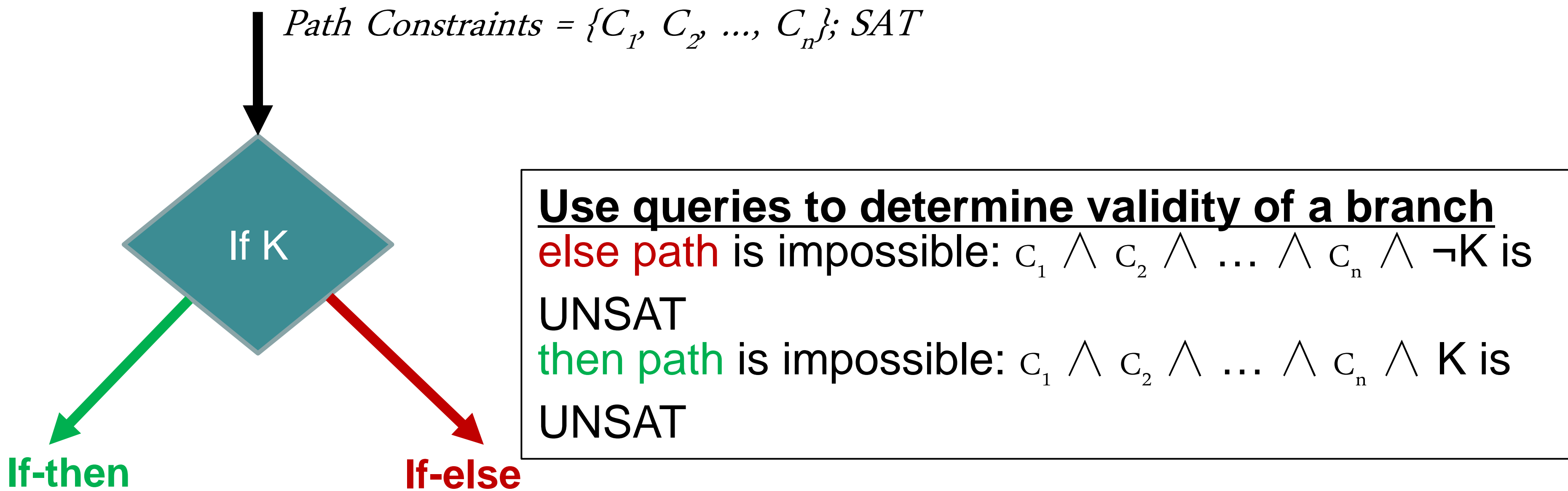
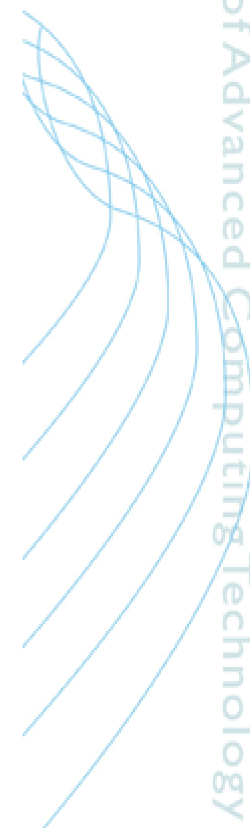
基于SMT查询的符号执行

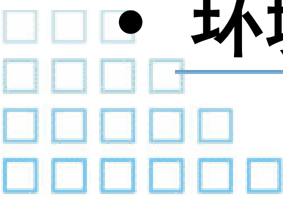
- 静态分析获取所有的前置分支条件C_1, C_2, …, C_n
- 分支条件查询判断某个分支是有效的



符号执行的不足

- 循环和递归
  - 无限分支树
- 路径爆炸
  - 条件分支指数级增长
- 程序覆盖率
  - 无法探测到深层次的分支，比如碰到循环
- 复杂数据结构的支持
- SMT Solver对复杂条件的求解有局限
- 环境交互产生的输入

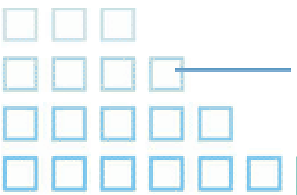




动态符号执行

- 动态符号执行(Dynamic Symbolic Execution)
  - 具体执行+符号执行(Concoloc Execution)

- 提升程序覆盖率
  - 具体执行：随机生成具体的输入参数，探测尽可能深的程序分支
  - 符号执行：基于探测到的程序分支条件，进行SMT求解



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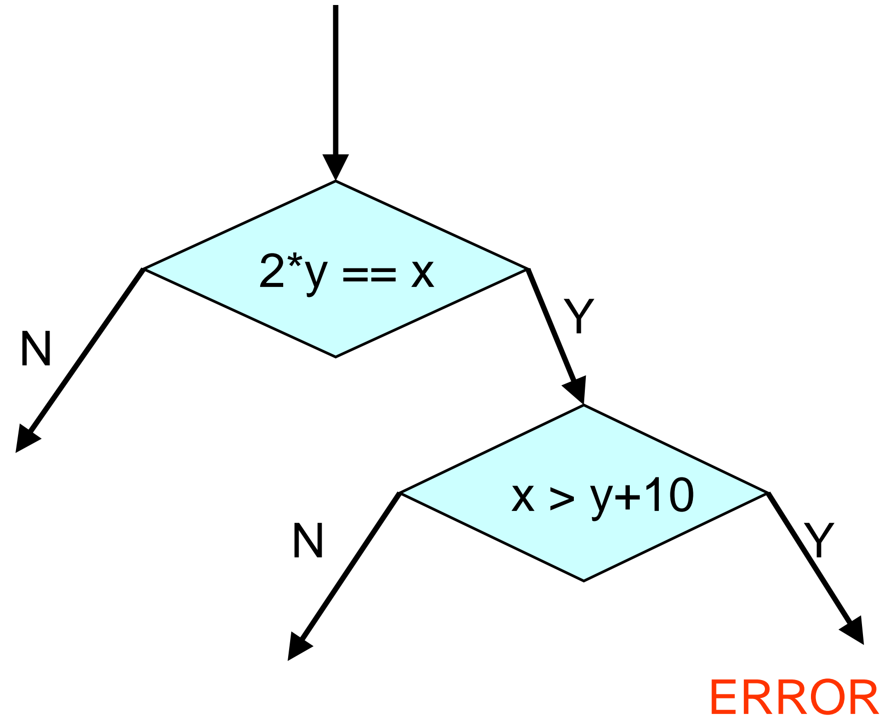
DSE例子

```
void testme (int x, int y)
{
 z = 2*y;
 if (z == x) {
         if (x > y+10) {
             ERROR;
         }
 }
}
```



DSE例子

Concrete Execution | Symbolic Execution

```
void testme (int x, int y) {

z = 2* y;
if (z == x) {
        if (x > y+10) {
            ERROR;
        }
 }
}
```

concrete state	symbolic state	path condition
x = 22, y = 7	x = a, y = b	

DSE例子

```
void testme (int x, int y) {
z = 2* y;

if (z == x) {
        if (x > y+10) {
            ERROR;
        }
 }
}
```

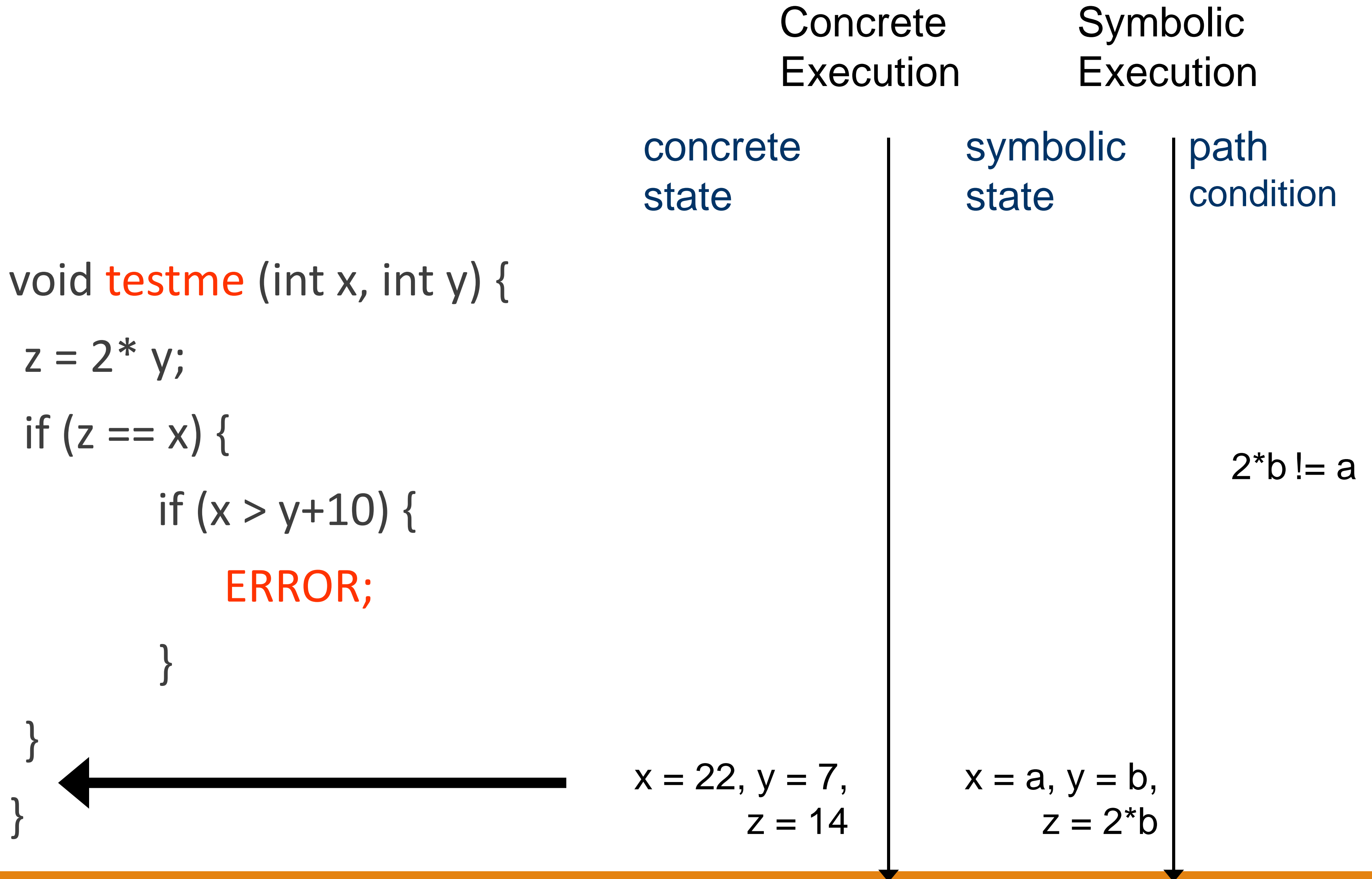
Concrete Execution	Symbolic Execution	
concrete state	symbolic state	path condition
x = 22, y = 7, z = 14	x = a, y = b, z = 2*b	

DSE例子

```
void testme (int x, int y) {
z = 2* y;

if (z == x) {
        if (x > y+10) {
            ERROR;
        }
 }
}
```

Concrete Execution	Symbolic Execution	
concrete state	symbolic state	path condition
x = 22, y = 7, z = 14	x = a, y = b, z = 2*b	

DSE例子



DSE例子

Concrete Execution | Symbolic Execution

concrete state	symbolic state	path condition
x = 22, y = 7, z = 14	x = a, y = b, z = 2*b	2*b != a

```
void testme (int x, int y) {
 z = 2* y;
 if (z == x) {
          if (x > y+10) {
               ERROR;
          }
 }
}
```

Solve: 2*b == a
Solution: a = 2, b = 1

DSE例子

Concrete Execution

Symbolic Execution

concrete state

symbolic state

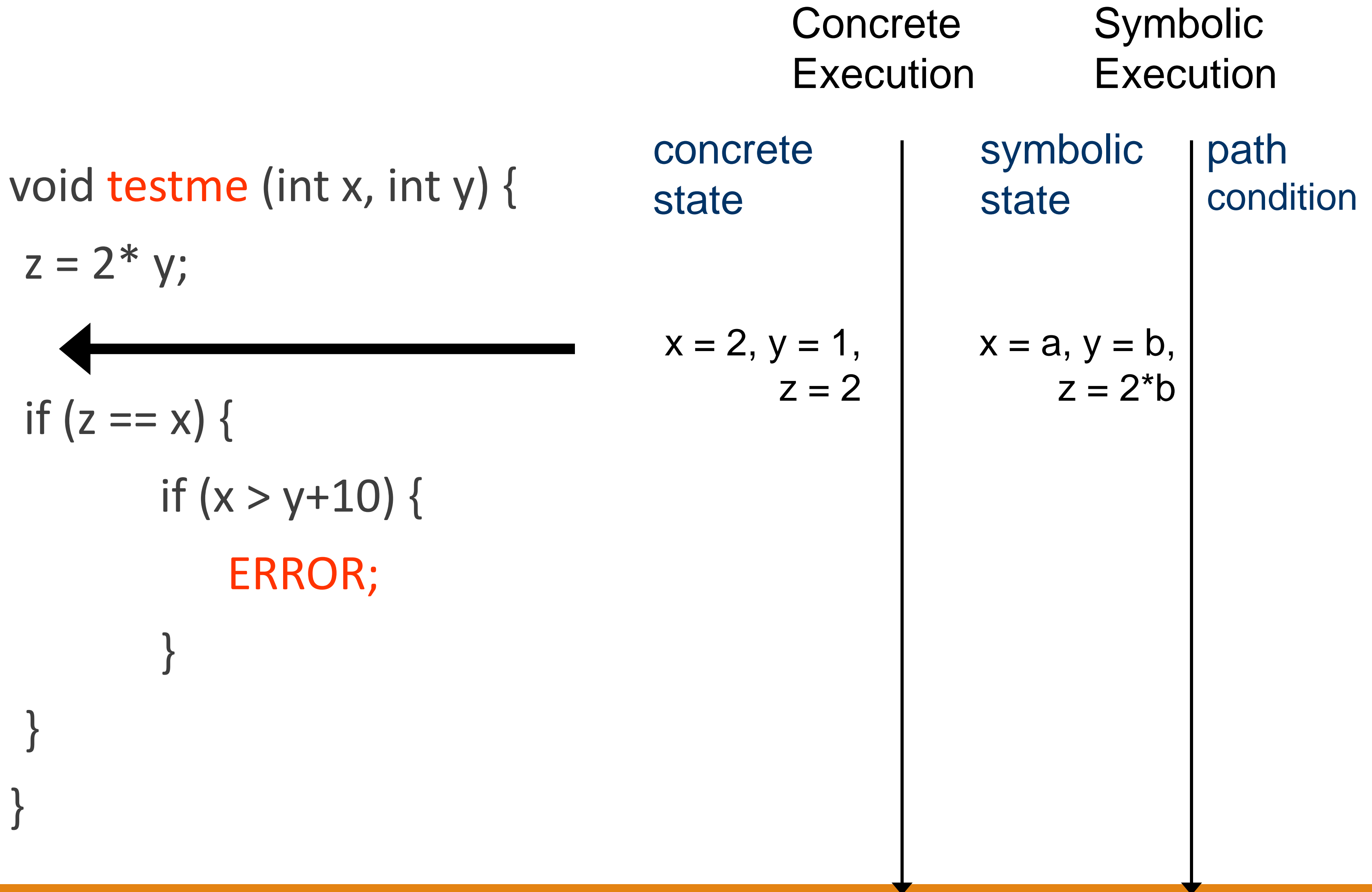
path condition

```
void testme (int x, int y) {

 z = 2* y;
 if (z == x) {
         if (x > y+10) {
             ERROR;
         }
 }
}
```

x = 2, y = 1

x = a, y = b

DSE例子

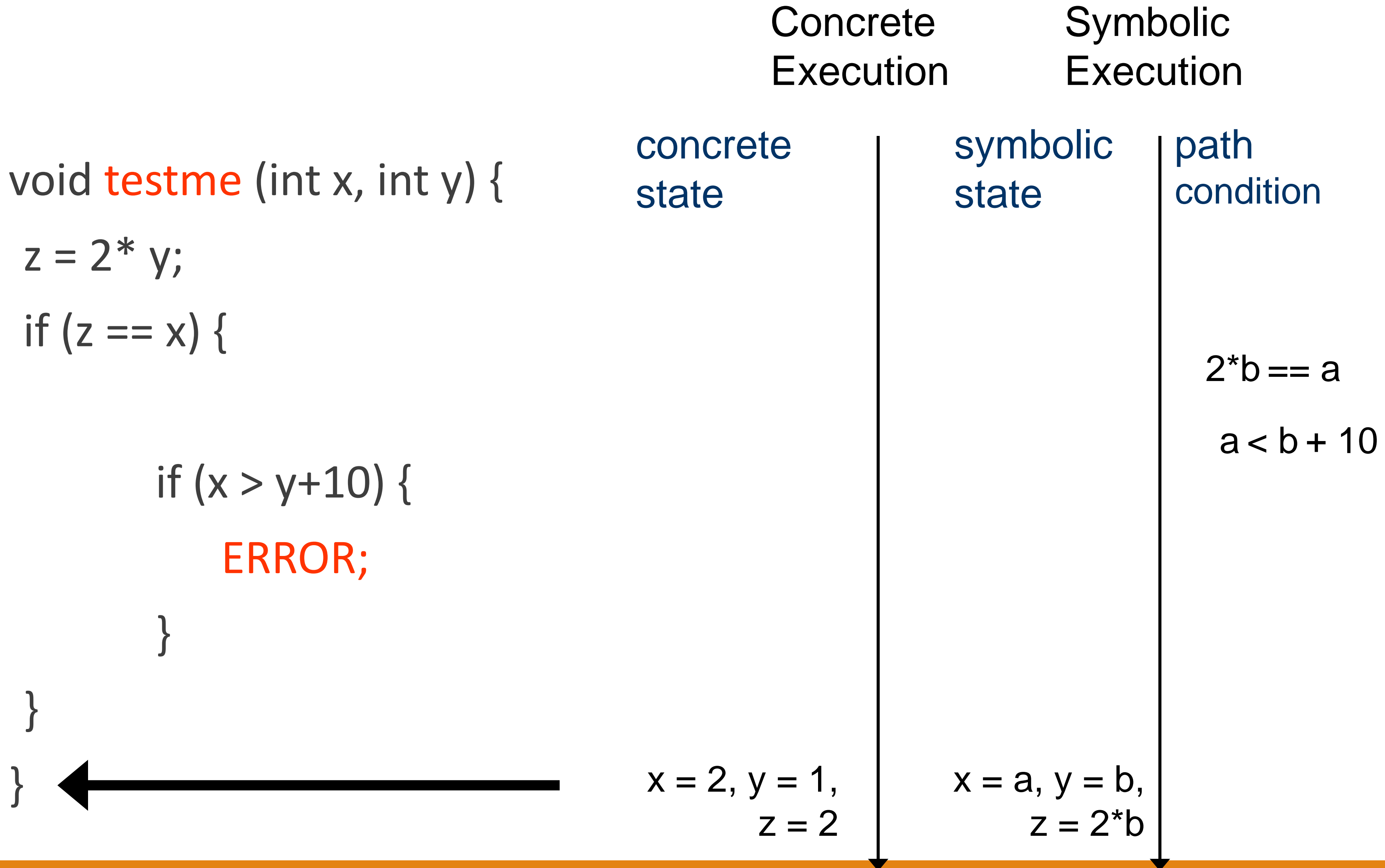


DSE例子

```
void testme (int x, int y) {
 z = 2* y;
 if (z == x) {

        if (x > y+10) {
            ERROR;
        }
 }
}
```

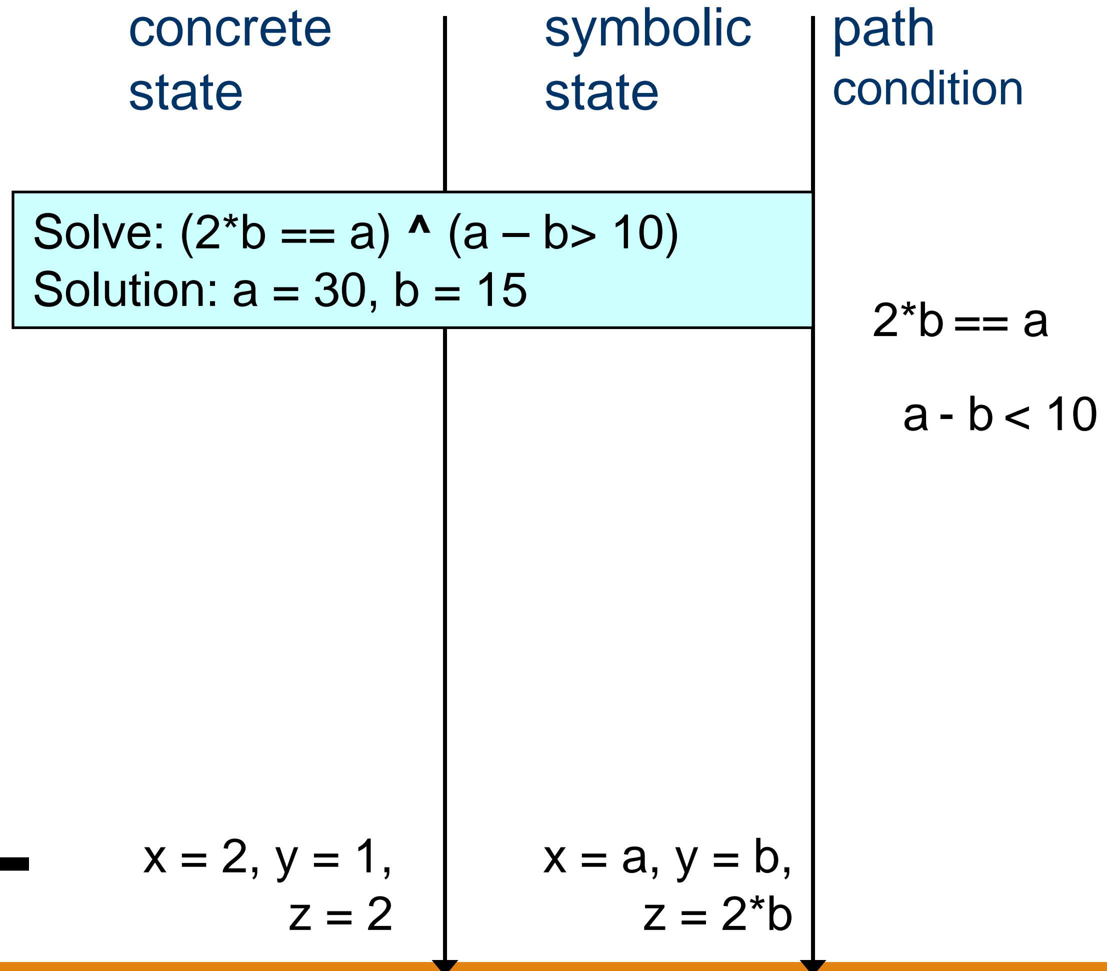
	Concrete Execution	Symbolic Execution	
	concrete state	symbolic state	path condition
			2*b == a
	x = 2, y = 1, z = 2	x = a, y = b, z = 2*b	

DSE例子

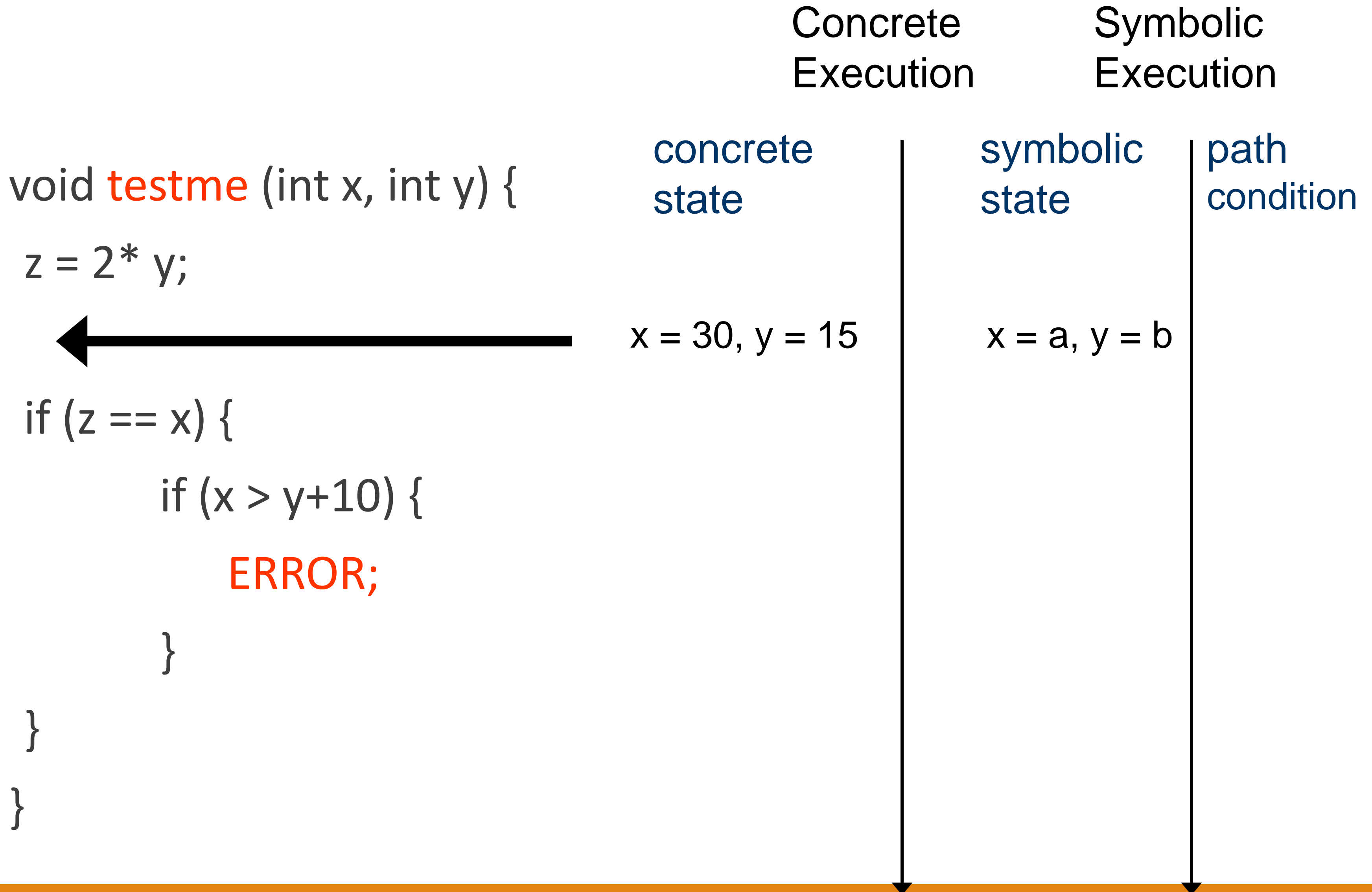


DSE例子

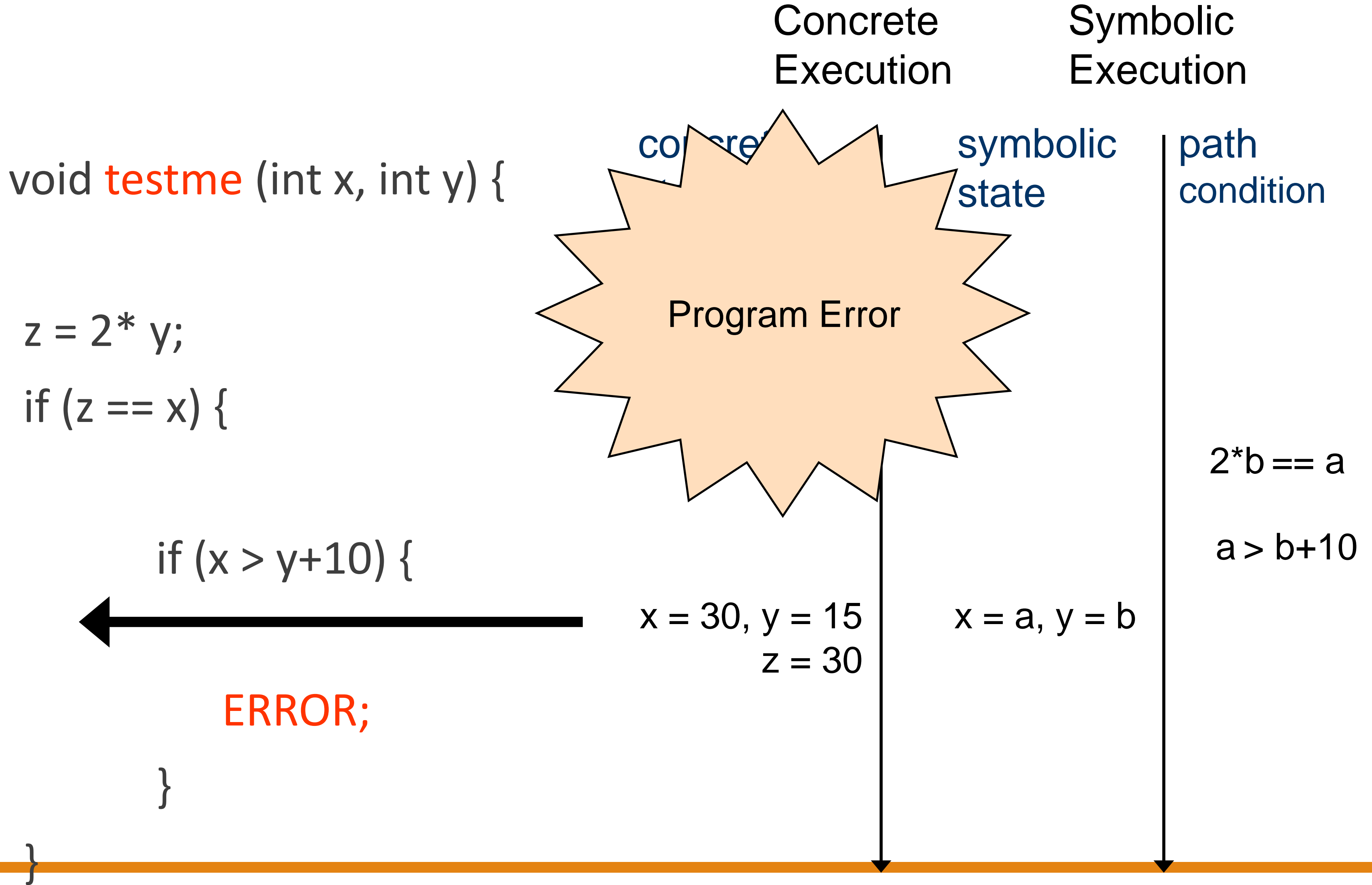
```
void testme (int x, int y) {
 z = 2* y;
 if (z == x) {

        if (x > y+10) {
            ERROR;
        }
 }
}
```



DSE例子



DSE例子

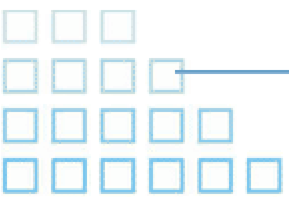


常用开源工具

- Java语言
  - Java Pathfinder

- C/C++语言
  - LLVM KLEE

- 二进制(binary)
  - angr



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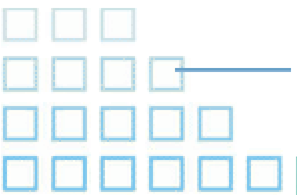
LLVM KLEE例子(1)

- 简单程序get_sign
  - 增加main函数，输入变量a符号化

```
int get_sign(int x) {
  if (x == 0)
    return 0;

  if (x < 0)
    return -1;
  else
    return 1;
}
```

```
int main() {
  int a;
  klee_make_symbolic(&a, sizeof(a), "a");
  return get_sign(a);
}
```



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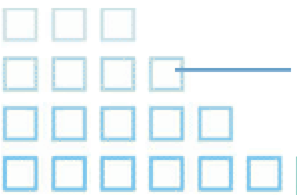
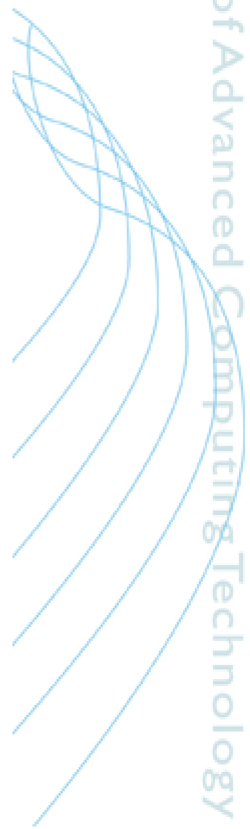
LLVM KLEE例子(1)

- 编译运行KLEE
  - 自动生成3个测试用例，覆盖不同的路径

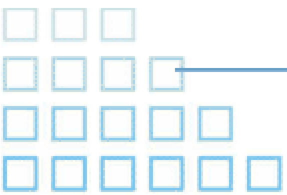
```
$ ktest-tool --write-ints klee-last/test000001.ktest
ktest file : 'klee-last/test000001.ktest'
args       : ['get_sign.bc']
num objects: 1
object    0: name: 'a'
object    0: size: 4
object    0: data: 1

$ ktest-tool --write-ints klee-last/test000002.ktest
...
object    0: data: -2147483648

$ ktest-tool --write-ints klee-last/test000003.ktest
...
object    0: data: 0
```





基于静态和符号分析的服务缺陷检测

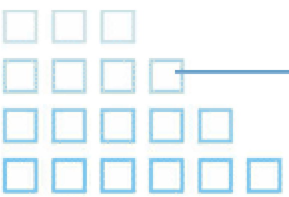
- 程序静态分析
  - 缓冲区溢出缺陷(Buffer Overflow)
  - 空指针(NULL Pointer)
  - 资源泄露(Resource Leak)
  - 异常根源追踪(Dependency Analysis)
- 符号执行分析
  - 自动测试用例生成，可用于程序属性的检测
    - 除0缺陷
    - 空指针缺陷
    - 后门漏洞(backdoor bug)

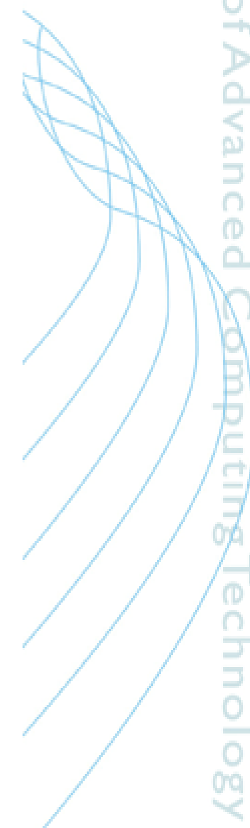


缓冲区溢出缺陷

- 静态分析
  - 定位缓冲区数组
  - 寻找对数据的操作，比如strcpy
  - 分析是否存在index的判断

```
char buf[80];

hp = gethostbyaddr(...);
strcpy(buf, hp->hp_hname);
```





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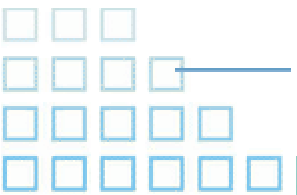
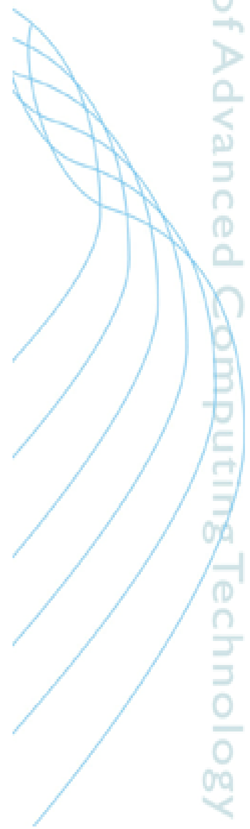
资源泄露缺陷

- 静态分析
  - 定位各种资源
  - 寻找资源创建
  - 分析是否存在资源释放

```
1  public void test(File file, String enc) throws IOException {
2    PrintWriter out = null;
3    try {
4      try {
5        out = new PrintWriter(
6                  new OutputStreamWriter(
7                      new FileOutputStream(file), enc));
8      } catch (UnsupportedEncodingException ue) {
9        out = new PrintWriter(new FileWriter(file));
10     }
11     out.append('c');
12   } catch (IOException e) {
13   } finally {
14     if (out != null) {
15       out.close();
16     }
17   }
18 }
```

Figure 1: Code example adapted from ant.

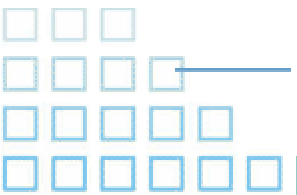


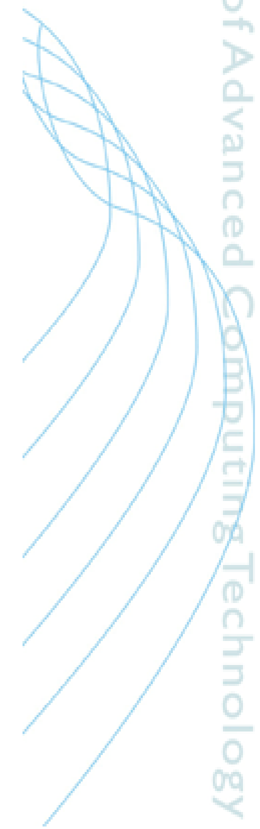


除0缺陷

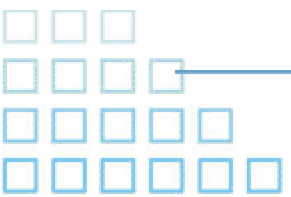
- 静态分析和符号执行分析
  - 定位除法操作
  - 分析前置的条件分支变量C
  - 判断y=0 && C是否可满足

```
Void fun(int x, int y)
{   float z;
    if(x>5)
    { if(y<3)
        {   z= x/y; }
    }
}
```





Q&A



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