

Information Flow Analysis for a Dynamically Typed Functional Language with Staged Metaprogramming

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Information Flow Analysis for JavaScript

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Motivation

Web applications written in JavaScript regularly handle sensitive data.

- ▶ Reasoning about their **security** properties is an important problem.
- ▶ JavaScript is a difficult language to reason about.

Why is JavaScript difficult?

- ▶ Poorly understood, **quaint semantics**.
- ▶ Many features: mutable state, exceptions, dynamic types, prototype-based inheritance, type coercion, first-class functions . . .

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Why is JavaScript difficult?

- ▶ Poorly understood, **quaint semantics**.
- ▶ Many features: mutable state, exceptions, dynamic types, prototype-based inheritance, type coercion, first-class functions . . . and **eval**.

What have we done about it?

- ▶ Produced an **information flow** analysis for a language with many of JavaScript's features, including run-time code generation.

Uses and Abuses of Eval

Many research papers claim that **eval** is used rarely or only in trivial ways. A recent survey shows otherwise. Examples include:

- ▶ concatenating strings to form variable names;
- ▶ simulating higher order functions;
- ▶ bizarre or seemingly pointless invocations.

Staged Metaprogramming

JavaScript's **eval** is a form of **metaprogramming**: it allows construction, manipulation and evaluation of program code at run-time. But metaprogramming is not new:

- ▶ Lisp allows **quoting** and **unquoting** of code.
- ▶ This restricts manipulation to plugging holes in abstract syntax trees.

Example

Plug: $\langle x \rangle$
into: $(\text{fun}(\langle - \rangle)\{x + 1\})$
to get: $(\text{fun}(x)\{x + 1\})$


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into:	$(\text{fun}(\langle - \rangle)\{x + 1\})$	into:	$(\text{fun}(x)\{\langle - \rangle\})$
to get:	$(\text{fun}(x)\{x + 1\})$ ✓	to get:	$(\text{fun}(x)\{\}) (\text{fun}(y)\{y\})$ ✗

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In an attempt to understand better the behaviour of **eval**, we study a language with staged metaprogramming in the style of Lisp.

- ▶ Syntactically, **staged** just means that quotes can be nested.

Definition of Noninterference

Consider a setting where inputs and outputs to a program are **marked** with **security levels**, such as H for high security and L for low security.

Example

In a Web application, high/low input/output channels might be:

- ▶ high input — a “password” input box
 - ▶ low input — any other text box
 - ▶ high output — encrypted connection to webserver
 - ▶ low output — unencrypted connection to webserver
-
- ▶ If the high inputs of a program cannot affect the low outputs, the program satisfies **noninterference**.
 - ▶ This means an attacker who can only view low outputs cannot gain any information about high inputs.
 - ▶ Noninterference is a popular information security property.

Information Flow

Consider the program:

$$\mathbf{if}(h)\{\mathbf{true}\}\mathbf{else}\{l\}$$

The result of the program can be either **true** or l .

- ▶ As the value l can flow directly to the result, we say that there is a **direct flow** from l to the result.
- ▶ If l is **false**, then the result of the program is equal to h . As this dependency arises only through control flow, we say that there is an **indirect flow** from h to the result.

Verifying Noninterference

Some early work on noninterference added a **monitor** to a program to track and enforce security levels of variables. Unfortunately:

- ▶ A **1-safety** property of a program is one for which a violation can be shown by a single, finite trace of a program.
- ▶ Monitoring is good for enforcing 1-safety properties.
- ▶ Showing violation of a **2-safety** property requires two traces.
- ▶ Noninterference is a 2-safety property.

Some recent research revisits monitoring and works around this by combining it with simple static analysis.

- ▶ Monitoring is good at handling metaprogramming.
- ▶ But it is still a dynamic (rather than static) analysis.

There is a large body of research on verifying noninterference with **type systems**, for example in ML.

- ▶ This is difficult to apply to **dynamically typed** languages.

Information Flow Analysis

- ▶ An **information flow analysis** tells us, for any variable x , whether it is used in the computation of another variable y .
- ▶ Alternatively, in our setting with marked security levels, we can check whether any value labelled with level H is used to compute other variables (or the result of a program).
- ▶ “ x is not **used** to compute y ” is a stronger claim than “the value of x does not **affect** the value of y ”.

Example

This program clearly uses x in its computation of y , but y is always 0, so x does not affect its value.

```
x := 10;
while(x <> 0){
  x := x - 1;
}
y := x;
```

- ▶ We can use an information flow analysis to verify noninterference.

Outline

Motivation

- Metaprogramming

- Noninterference and Information Flow

Outline

- Syntax and Semantics of SLamJS

- Information Flow Analysis for SLamJS

 - CFA for SLamJS

 - Information Flow for SLamJS

- Implementation and Examples

- Future Work

- Conclusion

Syntax of SLamJS

Booleans	b	$::=$	true false
Strings	s	\in	<i>String</i>
Numbers	n	\in	<i>Number</i>
Names	x	\in	<i>Name</i>
Constants	k	$::=$	undef null b s n
Expressions	e	$::=$	k $\{\overline{s : e}\}$ x fun (x){ e } $e(e)$ box e unbox e run e if (e){ e } else { e } $e[e]$ $e[e] = e$ del $e[e]$ (e, ρ) run e in ρ
Values	v, v^0	$::=$	fun (x){ e }, ρ
	v^n	$::=$	k $\{\overline{s : v^n}\}$ (box v^{n+1})
	v^{n+1}	$::=$	x (fun (x){ v^{n+1} }) ($v^{n+1}(v^{n+1})$) (run v^{n+1}) (if (v^{n+1}){ v^{n+1} } else { v^{n+1} }) ($v^{n+1}[v^{n+1}]$) ($v^{n+1}[v^{n+1}] = v^{n+1}$) (del $v^{n+1}[v^{n+1}]$)
	v^{n+2}	$::=$	(unbox v^{n+1})
Environments	ρ	\in	<i>Name</i> $\xrightarrow{\text{fin}}$ v^0

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Constants	k	$::=$	undef null b s n
Expressions	e	$::=$	k x fun (x){ e } $e(e)$ box e unbox e run e if (e){ e } else { e }
Values	v, v^0	$::=$	(fun (x){ e }, ρ)
	v^n	$::=$	k (box v^{n+1})
	v^{n+1}	$::=$	x (fun (x){ v^{n+1} }) ($v^{n+1}(v^{n+1})$) (run v^{n+1}) (if (v^{n+1}){ v^{n+1} } else { v^{n+1} })
	v^{n+2}	$::=$	(unbox v^{n+1})

- ▶ We ignore the prototype-based objects in the rest of this presentation.
- ▶ Environments ρ occur only during evaluation.

Semantics of SLamJS

We define evaluation contexts and an evaluation relation $\xrightarrow{\text{E}}$ in a typical way. Here are some illustrations of its behaviour:

- ▶ $(\text{fun}(x)\{x\})(1) \xrightarrow{\text{E}} 1$
- ▶ $((\text{fun}(x)\{\text{fun}(y)\{x\}\})(1))(2) \xrightarrow{\text{E}} 1$
- ▶ $\text{if}(\text{true})\{1\} \text{ else}\{\text{false}\} \xrightarrow{\text{E}} 1$
- ▶ $(\text{fun}(x)\{\text{run}(\text{box } x)\})(0) \xrightarrow{\text{E}} 0$
- ▶ $\text{run}(\text{box}(\text{if}(\text{unbox}(\text{box true}))\{1\} \text{ else}\{\text{false}\}))) \xrightarrow{\text{E}} 1$

Information Flow in SLamJS

To allow us to express information flow in SLamJS, we augment it with explicit security level **markers**:

Markers $m \in \text{Marker}$
Expressions $e ::= \dots \mid (m : e)$

Direct flows from a marked value are tracked by the marker being part of the value:

▶ $\text{if}(\text{false})\{\text{true}\} \text{else}\{L : I\} \xrightarrow{\square} L : I$

No further treatment is needed.

Markers block reductions that might result in an **indirect flow**:

▶ $\text{if}(H : h)\{\text{true}\} \text{else}\{L : I\} \not\xrightarrow{\square}$

We introduce **lift** rules that move markers towards the top level of an expression:

▶ $\text{if}(H : h)\{\text{true}\} \text{else}\{L : I\} \xrightarrow{\square} H : (\text{if}(h)\{\text{true}\} \text{else}\{L : I\})$

Effectively, an indirect flow is turned into a direct one.

Erasure in SLamJS

Erasure captures what it means for a value *not* to be used in a computation.

- ▶ The ***M*-erasure** of e , written $\lfloor e \rfloor_M$, is e with all subexpressions marked by $m \notin M$ replaced with $_$.
- ▶ $_$ behaves like an unbound variable.
- ▶ $\lfloor \text{if}(\text{true})\{\text{false}\} \text{ else}\{H : h\} \rfloor_L = \text{if}(\text{true})\{\text{false}\} \text{ else}\{_ \} \xrightarrow{\text{H}} \text{false}$
- ▶ $\lfloor \text{if}(H : h)\{\text{true}\} \text{ else}\{L : l\} \rfloor_L = \text{if}(_)\{\text{true}\} \text{ else}\{L : l\} \not\xrightarrow{\text{H}}$

Theorem (Stability)

Consider an expression e_1 (which may use $_$) and a $_$ -free expression e_2 such that $e_1 \xrightarrow{\text{H}}^* e_2$. Then for every $M \subseteq \text{Marker}$ such that $\lfloor e_2 \rfloor_M = e_2$, it follows that $\lfloor e_1 \rfloor_M \xrightarrow{\text{H}}^* \lfloor e_2 \rfloor_M$.

- ▶ This means that if e_2 is not marked by m , we can safely erase it from e_1 .

Information Flow Analysis for SLamJS

Our information flow analysis for SLamJS comprises two phases:

1. We perform **CFA** to determine which functions and code values can be bound where.
2. We generate and solve **information flow** constraints using the results of the CFA.
 - ▶ Handling code values in CFA requires some special treatment.
 - ▶ The key observation in CFA is that data and control flow influence each other, so both must be handled in a single analysis. As information flow does not affect data or control flow, it can be separate.
 - ▶ Because our analysis extends CFA, we believe our technique could easily be adapted to other CFA-style analyses.

CFA for SLamJS

OCFA is a standard analysis that operates by:

1. **labelling** each subexpression of a program;
2. generating **constraints** between the values occurring at each label (and each variable);
3. **solving** these constraints.

OCFA conflates variables with the same name bound in different functions.

- ▶ For most languages, this is not a problem, as we can simply α -convert them.
- ▶ SLamJS does not respect α -equivalence, so the analysis must track explicitly where names are bound.

CFA for SLamJS

OCFA can be derived from **abstract interpretation** over a suitable domain. Our abstract domain is:

$$\text{Abstract values } \nu \in \text{AbsVal} ::= \text{NULL} \mid \text{UNDEF} \mid \text{BOOL} \mid \text{NUM} \mid \text{STR} \\ \mid \text{FUN}(x, e) \mid \text{BOX}(e) \mid \text{REC}(\ell)$$

The abstract value $\text{BOX}(e)$ is inhabited by:

- ▶ the expression **box** e ;
- ▶ any expression that **box** e evaluates to.

The range of code values in a program may be infinite. This permissive definition of $\text{BOX}(e)$ ensures that a **finite solution** to the constraints is always possible.

Sample CFA rules

$\Gamma, \varrho \models k^\ell$	if	$[k] \in \Gamma(\ell)$
$\Gamma, \varrho \models x^\ell$	if	$\varrho(x) \subseteq \Gamma(\ell)$
$\Gamma, \varrho \models (\mathbf{box} \ e)^\ell$	if	$\Gamma, \varrho \models e$
	and	$\exists \nu \in \Gamma(\ell). \Gamma, \varrho \models \nu \approx \mathbf{box} \ e$
$\Gamma, \varrho \models (\mathbf{unbox} \ e)^\ell$	if	$\Gamma, \varrho \models e$
	and	$\forall \mathbf{BOX}(e') \in \Gamma(\mathit{lbl}(e)). \Gamma(\mathit{lbl}(e')) \subseteq \Gamma(\ell)$
$\Gamma, \varrho \models (\mathbf{if}(e_1)\{e_2\} \mathbf{else}\{e_3\})^\ell$	if	$\Gamma, \varrho \models e_1 \wedge \Gamma, \varrho \models e_2 \wedge \Gamma, \varrho \models e_3$
	and	$\Gamma(\mathit{lbl}(e_2)) \subseteq \Gamma(\ell) \wedge \Gamma(\mathit{lbl}(e_3)) \subseteq \Gamma(\ell)$

CFA Example

Consider:

$$(((\mathbf{fun}(x)\{l : (\mathbf{fun}(y)\{x\})\})\})\mathbf{(H : 1)})\mathbf{(L : 2)}, \epsilon) \xrightarrow{\text{H}}^*(l : (\mathbf{H : 1}))$$

labelled as:

$$(((\mathbf{fun}(x)\{(l : (\mathbf{fun}(y)\{x^0\})^1)^2\})^3\mathbf{(H : 1^4)^5})^6\mathbf{(L : 2^7)^8})^9$$

Solution of the CFA constraints gives:

$0 \mapsto \{\text{NUM}\}$	$1 \mapsto \{\text{FUN}(y, (x)^0)\}$	$2 \mapsto \{\text{FUN}(y, (x)^0)\}$
$3 \mapsto \{\text{FUN}(x, ((l : (\mathbf{fun}(y)\{(x)^0\})^1)^2))\}$	$4 \mapsto \{\text{NUM}\}$	$5 \mapsto \{\text{NUM}\}$
$6 \mapsto \{\text{FUN}(y, (x)^0)\}$	$7 \mapsto \{\text{NUM}\}$	$8 \mapsto \{\text{NUM}\}$
$x \mapsto \{\text{NUM}\}$	$y \mapsto \{\text{NUM}\}$	$9 \mapsto \{\text{NUM}\}$

As expected, the result of evaluation (labelled 9) is a number.

Information Flow for SLamJS

The information flow analysis uses the results of CFA to generate constraints on two relations between markers, labelled program points and variables:

- ▶ \rightsquigarrow tracks direct flows;
- ▶ \rightsquigarrow^* tracks indirect flows.

If an expression marked by m is used in computing an expression labelled l then, taking $\rightsquigarrow = \rightsquigarrow \cup \rightsquigarrow^*$, the analysis ensures $m \rightsquigarrow^* l$.

Theorem (Information Flow Soundness)

Suppose \rightsquigarrow has been computed for t^ℓ by the information flow analysis. Then if $t^\ell \rightsquigarrow^ v^{\ell'}$, where v is a stage-0 value composed only of markers and constants, and $M = \{m \in \text{Marker} \mid m \rightsquigarrow^* l\}$, it follows that $\lfloor v \rfloor_M = v$.*

The key parts of this theorem have been mechanised in [Coq](#).

Sample Information Flow Rules

<i>Expression e</i> $\models_{\text{IF}} e$ holds:	<i>Subexpressions</i> if:	<i>Direct</i> and:	<i>Indirect</i> and:
k^l	—	—	—
x^l	—	$x \rightsquigarrow l$	—
$(\text{if}(t_1^{l_1})\{t_2^{l_2}\} \text{else}\{t_3^{l_3}\})^{l_4}$	$\bigwedge_{i=1}^3 \models_{\text{IF}} t_i^{l_i}$	$l_2 \rightsquigarrow l_4 \wedge l_3 \rightsquigarrow l_4$	$l_1 \not\rightsquigarrow l_4$
$(\text{box } t^{l_1})^{l_2}$	$\models_{\text{IF}} t^{l_1}$	—	—
$(\text{unbox } t^{l_1})^{l_2}$	$\models_{\text{IF}} t^{l_1}$	$\forall \text{BOX}(t^{l'}) \in \Gamma(l_1).l' \rightsquigarrow l_2$	$l_1 \not\rightsquigarrow l_2$

Information Flow Analysis Example

Recall:

$$(((\mathbf{fun}(x)\{l : (\mathbf{fun}(y)\{x\})\})(H : 1))(L : 2), \epsilon) \xrightarrow{*} (l : (H : 1))$$

labelled as:

$$(((\mathbf{fun}(x)\{(l : (\mathbf{fun}(y)\{x^0\})^1)^2\})^3(H : 1^4)^5)^6(L : 2^7)^8)^9$$

The information flow constraints are:

$$\begin{array}{cccccccccccc} 4 & \rightsquigarrow & 5 & \rightsquigarrow & x & \rightsquigarrow & 0 & \rightsquigarrow & 7 & \rightsquigarrow & 8 & \rightsquigarrow & y \\ H & \rightsquigarrow & l & \rightsquigarrow & 3 & \rightsquigarrow & 6 & \rightsquigarrow & L & \rightsquigarrow & & & \\ & & 1 & \rightsquigarrow & 2 & \rightsquigarrow & 9 & & & & & & \end{array}$$

We have $H \rightsquigarrow^* 9$ and $l \rightsquigarrow^* 9$ and $L \not\rightsquigarrow^* 9$. This means the result (labelled 9) has information flows from H and l, but not L.

Implementation

We have implemented our analysis in OCaml.

Example

```
let c = box x in  
let x = L : 1 in  
let eval = fun(b){run b} in  
let x = H : 2 in  
eval(c)
```

Depends on: L

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let c = box x in
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let eval = fun(b){run b} in
let x = H : 2 in
eval(c)
```

Depends on: L

```
let x = if(true){box f} else{box g} in
let f = fun(y){1} in
let g = fun(z){L : true} in
run (box ((unbox x)(H : undef)))
```

Depends on: L

Future Work

- ▶ Extend the analysis to handle other JavaScript features, such as mutable state and exceptions.
- ▶ Improve the precision of analysis of object reads and writes by extending the abstract string domain.
- ▶ Transfer our ideas to a CFA2 analysis for improved precision with higher order flow.
- ▶ Apply recent work on analysing **eval** directly to transform uses of **eval** into staged metaprogramming.

Conclusion

Our contributions:

- ▶ We have developed an information flow analysis for a JavaScript-like language with staged metaprogramming.
- ▶ We have mechanised the proof of soundness for our analysis using Coq.
- ▶ We have implemented our analysis in OCaml.
- ▶ Online material:
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- ▶ Thanks for listening. Questions are welcome.