

## VULNERABILITY DISCOVERY WITH UTILIZATION OF INSTANCE BASED APPROACH

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### ABSTRACT

With our increasing reliance on the right functioning of laptop systems, distinguishing and eliminating vulnerabilities in program code is gaining in importance. To date, the vast majority of those flaws are found by tedious manual auditing of code conducted by knowledgeable security analysts. Unfortunately, one lost of flaws suffice for associate attacker to completely compromise a system, and thus, the sheer quantity of code plays into the attacker's cards. On the defender's aspect, this creates a persistent demand for strategies that assist within the discovery of vulnerabilities at scale. This thesis introduces pattern-based vulnerability discovery, a unique approach for distinguishing vulnerabilities which mixes techniques from static analysis, machine learning, and graph mining to reinforce the analyst's skills instead of attempting to exchange her. The main plan of this approach is to leverage patterns within the code to slender in on potential vulnerabilities, wherever these patterns could also be developed manually, derived from the security history, or inferred from the code directly. we have a tendency to base our approach on a unique architecture for sturdy analysis of ASCII text file that permits massive amounts of code to be mined for vulnerabilities via traversals in a very code property graph, a joint illustration of a program's syntax, control and data whereas helpful to spot occurrences of manually defined patterns in its title, we have a tendency to proceed to indicate that the platform a rich data source knowledge supply for mechanically discovering and exposing patterns in code. To this end, we have a tendency to develop different vectorial representations of ASCII text file supported symbols, trees, and graphs, permitting it to be processed with machine learning algorithms. Ultimately this enables US to plot three distinctive pattern-based techniques for vulnerability discovery, every of that address a different task encountered in regular auditing by exploiting a different of the three main capabilities of unattended learning strategies. In explicit, we have a tendency to gift a way to spot vulnerabilities kind of like a known vulnerability, a method to uncover missing checks connected to security important objects, and finally, a way that closes the loop by mechanically generating traversals for our code analysis platform to expressly specific and store vulnerable programming patterns.

We through empirical observation assess our strategies on the ASCII text file of fashionable and widely-used open source comes, each in controlled settings and in planet code audits. In controlled settings, we have a tendency to find that each one strategies significantly scale back the number of code that wants to be inspected. In planet audits, our strategies permit US to show several antecedently unknown and infrequently important vulnerabilities, together with vulnerabilities within the VLC media player, the moment traveler artificial language, and therefore the UNIX operating system kernel.

## 1. INTRODUCTION

The security of computer systems fundamentally depends on the quality of its underlying software. Despite a long series of research in academia and industry, security vulnerabilities regularly manifest in program code, for example as failures to account for buffer boundaries or as insufficient validation of input data. Consequently, vulnerabilities in software remain one of the primary causes for security breaches today. For example, in 2013 a single buffer overflow in a universal plug and- play library rendered over 23 million routers vulnerable to attacks from the Internet. Similarly, thousands of users currently fall victim to web-based malware that exploits different flaws in the Java runtime environment. The discovery of software vulnerabilities is a classic yet challenging problem of security. Due to the inability of a program to identify non-trivial properties of another program, the generic problem of finding software vulnerabilities is undecidable. As a consequence, current means for spotting security flaws are either limited to specific types of vulnerabilities or build on tedious and manual auditing. In particular, securing large software projects, such as an operating system kernel, resembles a daunting task, as a single flaw may undermine the security of the entire code base. Although some classes of vulnerabilities reoccurring throughout the software landscape exist for a long time, such as buffer overflows and format string vulnerabilities, automatically detecting their incarnations in specific software projects is often still not possible without significant expert knowledge. program analysis, ranging from simple fuzz testing to advanced taint tracking and symbolic execution. While these approaches can discover different types of flaws, they are hard to operate efficiently in practice and often fail to provide appropriate results due to either prohibitive runtime or the exponential growth of execution paths. As a remedy, security research has recently started to explore approaches that assist an analyst during auditing instead of replacing her. The proposed methods accelerate the auditing process by augmenting static program analysis with expert knowledge and can thereby guide the search for vulnerabilities. In this thesis, we continue this direction of research and present a novel approach for mining large amounts of source code for vulnerabilities. Our approach combines classic concepts of program analysis with recent developments in the field of graph mining.

## 2. RELATED WORK

The Wikipedia article on vulnerability (computing) claims that vulnerability is a weakness. However in the context of this thesis a vulnerability will be defined as a specific bug in a specific software which can be abused in an unintended manner to potentially cause a negative impact to the user of the software. The reason for this distinction is that a weakness is used as a broader term that describes design or implementation errors that can lead to a vulnerability. While the thesis will be fully focused on vulnerabilities this section describes the most common way of enumerating both. Mailing lists are a great

source for continuous updates on new vulnerabilities and discussions around them. Section lists has a comprehensive list of security mailing lists. Two good ones for vulnerability updates are Bugtraq and Full Disclosure. Founded in 1993, Bugtraq is one of the oldest active mailing lists for vulnerabilities. Vulnerabilities disclosed here must not always have received a CVE and is therefore a good source for 0-day (zero-day) vulnerabilities. A 0-day vulnerability is a vulnerability that has not been disclosed in public previously. Full Disclosure was restarted in 2014 after the original owner did not want to run it anymore. Even though it is not as popular as Bugtraq some 0-days have been published there in the past and it is a good place to discuss an exploit further in dept.

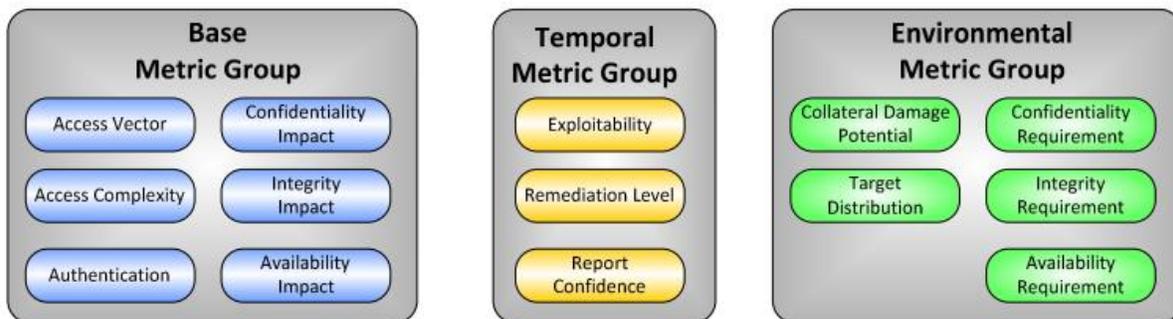


Fig.1.

Access Complexity can assume three values: High(0.35), Medium(0.61) and Low(0.71). It is set to Low if an attacker can expect the exploit to be successful on most systems without any special preparation. It is set to Medium if there are some additional requirements for access, such as an uncommon configuration. It is set to High if the exploit requires the attacker to do reconnaissance and tailor the exploit after the target. This metric measures the integrity impact of an attack using the vulnerability. Integrity in this case means how trustworthy is the data on the impacted device after an attack. Can it be trusted to be the same as before the attack? The Integrity metric can assume three values: Complete(0.660), Partial(0.275) and None(0.0). Complete if the attacker has gained the ability to modify all the data on the impacted component or if the data that the attacker is able to modify present a clear danger to the component. Partial if the data the attacker can modify does not have a serious impact on the component. None if the attacker can not modify any data on the impacted component.

### 3. PROPOSED SYSTEM

We define the Time of Patching ( $t_p$ ) as the date at which the software vendor released either a software fix or a suggested solution to the specific vulnerability. Third-party solutions are therefore excluded. If an official fix is available the date the fix was released will be used as the Time of Patching even if alternative fixes existed previously. We compare the exploit-, discovery- and patch-time with the disclosure date and analyze the distribution of these points in time in an attempt to quantify the stages of the vulnerability life-cycle and discover trends. The final results of the survey will be analyzed partly through regression analysis and partly through review of answers to the free text questions. The regression analysis is performed to find the correlation between the metrics and the ratings and the review

is done to find common threads among the answers. The regression analysis combined with the comments received on the survey serves as the basis for deciding what weights the metrics will have in a scoring system. Using only data collected automatically with scripts we extend the amount of software analyzed. Nine categories of software have been chosen and the software within those categories have been picked to represent a wide array of popularity. Listed in Appendix A are the categories and the keywords (most o A comparison of the impact metrics between the Windows and Linux versions of the same software would be interesting, unfortunately even though NVD tries to add details like operating system the CVEs they provide are still lacking in this respect and data collection would most likely have to be done manually or with another source to get a somewhat trustworthy result.

#### 4. ANALYSIS

The numbers also show that the portable version of OpenSSH have more than three times as many days between releases as the other software. There can be multiple reasons behind the slow release pace of OpenSSH, for example a low amount critical bugs combined with a low amount of developers.

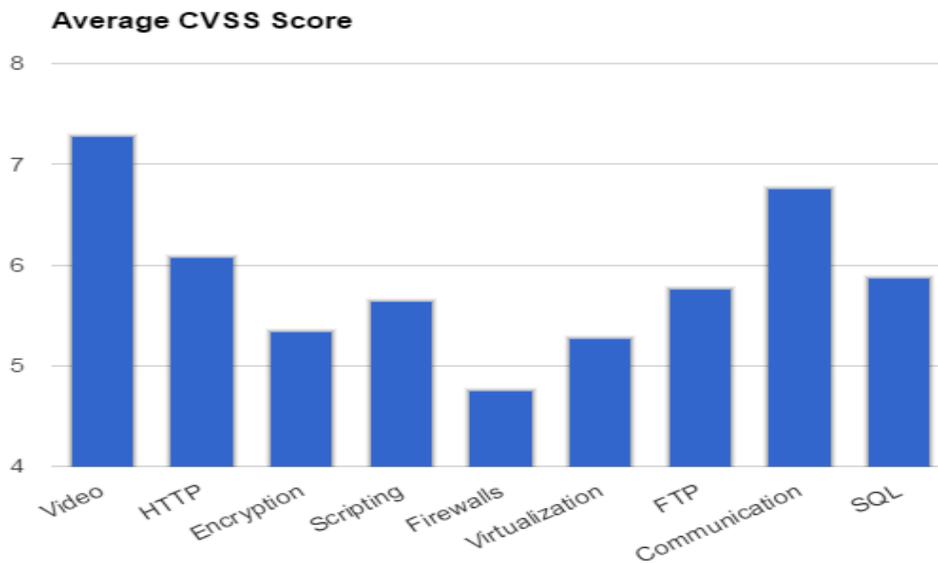


Fig.2.Analysis

It is also an 18 year old piece of software that has been refined through the years and might not require as much maintenance. There is no obvious correlation between this data and the number of vulnerabilities in the software, which makes the average values for these software less reliable. The previous section showed that OpenSSH has a smaller percentage vulnerabilities with a medium CVSS score compared to OpenSSL and GnuTLS. Examining the sub-metrics shows that OpenSSH has a noticeably lower average access vector which means that on average more of its vulnerabilities are not exploitable remotely over the Internet. This of course decreases the risk of the vulnerability being exploited and these non-remote vulnerabilities will in Temporal score metrics such as exploit type, remediation level and report confidence were gathered from IBM xForce Exchange. Their calculated temporal scores can not be used

directly on our data since NVD and xForce exchange have not always evaluated a vulnerability the same way and therefore given it different CVSS scores. With this discrepancy in mind we can still calculate our own temporal scores based on the temporal metrics gathered from xForce and the CVSS data gathered from NVD.

### CONCLUSION

The larger vulnerability analysis of the different software categories shows a significant difference in average CVSS score and average number of CVEs per month between the different categories. This is attributed to differences in user base size and developer focus. Categories such as "Firewalls" have less average confidentiality impact, integrity impact and availability impact compared to more popular software categories such as "Video" or "Communication". Apart from the theories above it is also suggested that this difference may be affected by some of the chosen software having Windows versions. In retrospect this study between categories would have had more trustworthy results by limiting all of the software to one operating system. In the more detailed software analysis a finding that is backed-up by other research is that the size of the user base for a piece of software correlates with the number of vulnerabilities in software. It is important to note that this does not mean that a less used software is more secure, only that fewer vulnerabilities are found and disclosed. In theory, this could decrease the number of exploitation attempts from "script-kiddies" who only use publicly available exploits but it is unlikely to protect from any kind of targeted attack.

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