# Information flow challenge

Challenges to understand (limits of) type system for IFC

- defeat type systems intended to prevent different kinds of leakage,
- https://ifc-challenge.appspot.com/
- Leaks arising from different language constructs
  - exceptions,
  - memory references
  - arrays
  - timing and non-termination

# Exceptions

#### Language constructs

try <stmt> catch <stmt>

throw;

Type system:

$$\begin{split} pc \vdash \mathsf{skip} : low & \frac{\vdash e : \ell \quad \ell \sqcup pc \sqsubseteq \Gamma(x)}{pc \vdash x = e; : low} & \frac{pc \vdash c_1 : \ell_1 \quad pc \vdash c_2 : \ell_2}{pc \vdash c_1; c_2 : \ell_1 \sqcup \ell_2} \\ \\ \frac{\vdash e : \ell \quad \ell \sqcup pc \vdash c_1 : \ell_1 \quad \ell \sqcup pc \vdash c_2 : \ell_2}{pc \vdash \mathsf{if} \ e \ \mathsf{then} \ c_1 \ \mathsf{else} \ c_2 : \ell_1 \sqcup \ell_2} & \frac{\vdash e : low \quad pc \vdash c : \ell}{low \vdash \mathsf{while} \ e \ \mathsf{do} \ c : \ell} \\ \\ pc \vdash \mathsf{throw} : pc & \frac{pc \vdash c_1 : \ell_1 \quad pc \sqcup \ell_1 \vdash c_2 : \ell_2}{pc \vdash \mathsf{try} \ c_1 \ \mathsf{catch} \ c_2 : \ell_2} \end{split}$$

### Memory references

Language constructs for declaring references with content security level. Ex: declare ref 1 : high ; a "low" reference with "high" content

Type system:

$$\begin{array}{ll} pc \vdash \mathsf{skip} & \frac{\vdash e:\ell \quad \ell \sqcup pc \sqsubseteq \Gamma(x)}{pc \vdash x = e;} & \frac{pc \vdash c_1 \quad pc \vdash c_2}{pc \vdash c_1; c_2} \\ \\ \frac{\vdash e:\ell \quad \ell \sqcup pc \vdash c_1 \quad \ell \sqcup pc \vdash c_2}{pc \vdash \mathsf{if} \ e \ \mathsf{then} \ c_1 \ \mathsf{else} \ c_2} & \frac{\vdash e:\ell \quad \ell \sqcup pc \vdash c}{pc \vdash \mathsf{while} \ e \ \mathsf{do} \ c} \\ \\ \\ \frac{\Gamma(r) = [\ell_1]_{\ell_2} \quad \ell_2 \sqcup pc \sqsubseteq \Gamma(x)}{pc \vdash x = \mathsf{deref}(r);} & \frac{\Gamma(r) = [\ell_1]_{\ell_2} \quad \vdash e:\ell \quad \ell \sqcup pc \sqsubseteq \ell_1}{pc \vdash \mathsf{ref} \ r = e;} \end{array}$$

### Arrays

$$\begin{split} pc \vdash \mathsf{skip} & \frac{\vdash e:\ell \quad \ell \sqcup pc \sqsubseteq \Gamma(x)}{pc \vdash x = e;} & \frac{pc \vdash c_1 \quad pc \vdash c_2}{pc \vdash c_1; c_2} \\ \\ \frac{\vdash e:\ell \quad \ell \sqcup pc \vdash c_1 \quad \ell \sqcup pc \vdash c_2}{pc \vdash \mathsf{if} \ e \ \mathsf{then} \ c_1 \ \mathsf{else} \ c_2} & \frac{\vdash e:\ell \quad \ell \sqcup pc \vdash c}{pc \vdash \mathsf{while} \ e \ \mathsf{do} \ c} \\ \\ \\ \frac{\Gamma(a) = [\ell_1]_{\ell_2} \quad \vdash e:\ell \quad \ell \sqcup \ell_1 \sqcup \ell_2 \sqcup pc \sqsubseteq \Gamma(x)}{pc \vdash x = a[e];} \\ \\ \\ \frac{\Gamma(a) = [\ell_1]_{\ell_2} \quad \vdash e_1:\ell_1' \quad \vdash e_2:\ell_2' \quad \ell_2' \sqcup pc \sqsubseteq \ell_1}{pc \vdash a.[e_1] = e_2} \end{split}$$

## Procedures

$$\begin{split} \Gamma, pc \vdash \text{skip} & \frac{\Gamma \vdash e : \ell \quad \ell \sqcup pc \sqsubseteq \Gamma(x)}{\Gamma, pc \vdash x = e;} & \frac{\Gamma, pc \vdash c_1 \quad pc \vdash c_2}{\Gamma, pc \vdash c_1; c_2} \\ \frac{\Gamma \vdash e : \ell \quad \ell \sqcup pc \vdash c_1 \quad \ell \sqcup pc \vdash c_2}{\Gamma, pc \vdash \text{ if } e \text{ then } c_1 \text{ else } c_2} & \frac{\Gamma \vdash e : \ell \quad \ell \sqcup \Gamma, pc \vdash c}{\Gamma, pc \vdash w \text{hile } e \text{ do } c} \\ \frac{\Gamma[x \mapsto \ell_1, y \mapsto \ell_2], \Gamma, pc \vdash c}{\Gamma, pc \vdash \text{ proc } p(\text{ in } x : \ell_1, \text{ out } y : \ell_2) c} \\ \frac{\Gamma, pc \vdash \text{ proc } p(\text{ in } x : \ell_1, \text{ out } y : \ell_2) c}{\Gamma, pc \vdash p(e, z)} \end{split}$$