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Unicode Security Considerations (TR#36)

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Unicode in short

- About 98000 characters allocated, cover all major writing systems, languages of the world
- More to come (new additions every year) as lesser known repertoires are added, tuned
- Coupled with ISO/IEC 10646 repertoire
- Specifies algorithm (such as Bidirectional) and character properties required for implementation
- Stability is a growing concern, new versions may add characters but impact existing implementation as little as possible
 - Recent case: Lower case folding
- Redundant repertoire (canonical equivalence)
 - Ö is either <U+00D6> or <U+004F,U+0308>
 - But Ø is only <U+00D8>, **not** <U+004F, U+0338>
- Canonical equivalences can be filtered using normalization
- More details on <u>www.unicode.org</u>

Unicode security

- UTF-8 exploit
 - Avoided by enforcing shortest form processing only.
- Multiple canonical representations
 - Use of normalization (NFC, NFKC, NFD, NFKD)
 - Already enforced in RFCs (IDNA, IRI)
- Identifier syntax (UAX#31 Identifier and Pattern Syntax)
 - Subset and guidelines for characters suitable for identifier syntax
 - Identifier-Start and Identifier-Only-Continue
 - Stability requirement (using the 'Other_' Identifiers)
 - Meant to be used as a relative reference
- Visual confusability not addressed by normalization
 - Main topic of TR#36 Unicode Security Considerations

Unicode and identifiers

- Text in general not a very good visual identifier mechanism
 - Safest: numbers (numbers work very well as attested by phone system)
 - ASCII still works ok (some issues with 00, 1l, rnm)
 - Unicode repertoire changes the magnitude of the problem
 - Private use characters are the extreme abomination (no attached semantics)

Text confusability

- Single script confusability
 - Latin using combining sequences
 - Common in Indic scripts (e.g. आ; अा)
 - Endemic with CJK ideographs (肦 vs 肦)
 - Happen in other scripts such as Canadian Syllabaries ($| \dot{\triangleright} ; \dot{\triangleright} \rangle$)



- User expected (inherent language ambiguity)
- Mixed scripts confusability
 - Famous paypal example
 - Very common among Latin, Greek, Cyrillic
 - Also happen among Indic scripts
 - Very user unfriendly
- Whole script confusability
 - A whole sequence can be interpreted as belonging to a different script (such as 'scope' being either Latin or Cyrillic'
- Syntax character confusability
 - Non ASCII symbols look-alike U+2215 / for 005C /

Bidirectional issues

- Bidirectional is a feature of many Middle East languages/scripts (Arabic, Hebrew)
- Logical order and visual order are different
- Require Unicode Bidi Algorithm to determine directionality of weak direction characters (separators)
- Arbitrary mixing of RtL and LtR characters creates visually undecipherable text
- Following IDN and IRI recommendations for host labels
 - Label cannot use both RtL and LtR characters
 - Label using Rtl Characters must start and end with them
 - (still may make them hard to read)
- Render bidi identifiers as if embedded left-to-right



Example of a RFC with Unicode security concerns: IDNA

- IDNA allows a very large repertoire
 - including symbols, not in-modern-use characters
- Repertoire not aligned with identifier guidelines (UAX#31)
- Current ICANN guidelines are language based, not addressing multi-lingual communities
- Case insensitive on input
- Confusable characters issues not addressed
- Stuck at Unicode 3.2 level
 - No support for N'Ko, Tifinagh, no process to update to newer version of Unicode/ISO 10646
 - Slightly deficient normalization

TR#36 recommendation

- Normalize data (NFC, NFD, NFKC, NFKD)
- Use a repertoire as small as possible
 - If you don't need symbols, don't allow them
- Restrict repertoire to UAX#31 content (start and continue-only), or at least use it as a reference point
 - Recognize that some characters cannot be first
- Use Unicode script property to avoid spurious multi-script text
- Stay away from language based policies
- When multi-script is allowed, use TR#36 tables to detect visual confusable
- Never, never allow PUA characters in identifiers

Visual confusability mitigation

- Smallest repertoire possible (LDH principle)
- Avoid multi-script text unless required by writing system (Japanese, Korean)
- Avoid case insensitivity
 - Otherwise NUVY become mixed-script confusable
- White list for questionable sequences
- Mixed script exploits can be detected by using whole-script confusable tables
 - For each script found in a given string, see if all characters in the string outside of that script have whole-script confusables for that script.
 - 'Paypal' is an exploit because it is made of two scripts and the Cyrillic set is whole script confusable.
 - 'Toy-*Я*-us' is not an exploit because neither set is whole script confusable.
 - Won't protect against 'Toy-Я-us' because it is not mixed-script confusable.

TR36 IDN characters

- Script policy
 - Remove punctuations and symbols
 - Remove not in modern use characters
- General purpose symbols
 - Stay as close as possible to the LDH principle
 - Incorporate those already used by TLD
 - 002D hyphen-minus
 - 00B7 · middle dot
 - 02B9 ' modifier letter prime or 2018 ' left single quotation mark
 - 3003 // ditto mark (JP)
 - 3005 々 ideographic iteration mark (JP)
 - 3006 Ø ideographic closing mark (JP)
 - 3007 ideographic number zero (JP)
 - 30FB · katakana middle dot (JP)
- No archaic scripts
- CJK content, union of:
 - Existing ccTLD registration policy
 - CJK Unified Ideographs main block (4E00-9FA5)
 - ISO 10646 CJK IICORE collection
- <u>http://www.unicode.org/reports/tr36/data/idnchars.txt</u>

Example: Cyrillic script subset

- Full Unicode ranges:
 - 0400-0486, 0488-04CE, 04D0-04F5, 04F8-04F9, 0500-050F
- Exclusion:
 - 0482 & Cyrillic thousand signs (symbol)
 - 0483-0486 Combining characters not in modern use
 - 0488-0489 Combining characters used for symbols
 - 04C0 I Cyrillic letter Palochka (lack of lower case letter, would be added back as soon as a lower case is encoded)

Example: Latin Script subset

TR36 IDN ranges exclusion:

 0180, 018D, 01AA-01AB, 01B9-01BB, 01BE-01C3, 021D, 0250-0252, 0255, 0258, 025A, 025C-025F, 0261-0262, 0264-0267, 026A-026E, 0270-0271, 0273-0274, 0276-027F, 0281-0282, 0284-287, 0289, 028C-0291, 0293, 0295-02AD

Archaic

Digraphs

- œ, dz, dz, dz, ts, ʧ, tɕ, fŋ, ls, lz, ₩, ☵
- Symbol-like (click)
 - |, ||, **+**, !

References

- UAX#9 (Bidirectional Algorithm) <u>http://www.unicode.org/reports/tr9/tr9-15.html</u>
- UAX#15 (Unicode Normalization Forms) <u>http://www.unicode.org/reports/tr15/tr15-25.html</u>
- UAX#24 (Script Names) <u>http://www.unicode.org/reports/tr24/tr24-7.html</u>
- UAX#31 (Identifier and Pattern Syntax) <u>http://www.unicode.org/reports/tr31/tr31-5.html</u>
- UTR#36 (Unicode Security Considerations) <u>http://www.unicode.org/reports/tr36/</u>