

Race Condition Overview

- A situation that occurs when a 2 or more functions that are meant to occur in sequence as intended
- If there is an expectation of a particular order issues can arise when this is not the case

TOCTTOU - "TOCK too"

- Time of Check to Time of Use
- A class of bug relating to race conditions where something changes between the checking of a condition and the use of the results of that check

An Example

- A system my check a user's certificate before performing a privileged actions
- During this check several items are verified
 - Digital signature chain is valid
 - The certificate hasn't expired
 - The certificate hasn't been revoked
 - User's name/domain/organization on cert match the registered user

Can you think of a race condition?

The Race Condition

- What if these are each checked in parallel and the action they are trying to take after verification does not block until all checks are passed
- The action may occur before the system realizes the user is using a revoked cert

How would you fix this?

Mitigations

- Perform the checks sequentially
- Have a final check of the state of all checks
- Block the threads until they are all done

Another Example

- A password manager checks to see if there is a login form on the page
- If a form is found it checks to make sure the form is visible to the user
- The password manager checks for other login forms on the page
- If the form is visible it fills in the form with the user's credentials

Can you think of a race condition?

The Race Condition

- What if the malicious JS on the page covers the form right after it is checked for visibility?
- This could be a few milliseconds after the page is rendered but before a person could recognize what is going on
- The user wouldn't see the hidden form, the password manager would assume it is visible and fill it in

How would you fix this?

Mitigations

- Don't perform other processing between the visibility check and form fill in
- Don't fill in the form automatically
- Hook the form and check for state change

Yet Another Example

- A banking application has a bill-pay feature
- The bill-pay system checks to make sure a user has money in their account before sending it off
- The system then logs the transaction, processes the order, and the money is wired

Can you think of a race condition?

The Race Condition

- What if a user puts in for 2 bill-pays at the same time?
- They may be able to transfer more money they actually have.
- Both bill-pay transactions would check the balance before actually processing the order

How would you fix this?

Mitigations

- Keep track of an "available balance" in addition to the "actual balance"
 - Deduct from the available balance after the initial balance check
 - Have bill-pay check the available balance and actual balance before processing
- Check the balance again after processing but before wiring

One More Example

Some C code from Unix:

```
if (access("file", W_OK) != 0) {
    exit(1);
}

fd = open("file", O_WRONLY);
write(fd, buffer, sizeof(buffer));
```

Can you think of a race condition?

The Race Condition

- After the check overwrite the file with a sym link to another file on the system
- The check would pass but then the user would be given access to another file on the system

How would you fix this?

Mitigations

• Lock the file