

New issue

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buffer overflow in PKCS1v1.5 signature verification #155

[Open](#) 1one-w01f opened this issue on Jun 29, 2020 · 2 comments

1one-w01f commented on Jun 29, 2020 • edited

Actually besides the problems mentioned in #154, there seems to be additional problems in the PKCSv1.5 signature verification code that can lead to a buffer overflow attack.

Although the variable `pad_len` is set according to prior knowledge on [line 965](#), it will actually be overwritten on [line 1000](#) by the call to `pad_pkcs1()`

And because `pad_pkcs1()` doesn't require that the padding is 1) at least 8-byte long; 2) long enough so that there'd be no extra trailing bytes after the hash value, the value of `pad_len` can be set to a really small number when given a malformed signature with really short padding. Then on [line 1013](#) it is possible to have `size - pad_len` to be a really large value, larger than the size of `h1` allocated on [line 949](#), which can lead to a buffer overflow.

Similar problems of not requiring a padding with appropriate length was found in some other implementations before, and that can usually be exploited for signature forgery (like in [Bleichenbacher's original attack](#)). However, in this case it will induce a buffer overflow instead because of how `pad_len` was used to calculate the size of a subsequent buffer write (though I suspect the variable `result` might be set to `RLC_EQ` after [line 1033](#)).

Here's a proof-of-concept code demonstrating the problem, which should give a Segmentation Fault upon the completion of the signature verification:

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Contributor

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 dfaranha reopened this on Apr 3, 2021

Assignees

No one assigned

Labels

None yet

Projects

None yet

Milestone

No milestone

Development

No branches or pull requests

3 participants

