# Google

# XMPP Stanza Smuggling or How I Hacked Zoom

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## About the speaker

#### Ivan Fratric

- Google Project Zero since 2016
- Previously: Google Security Team, academia (Uni ZG)
- Publishing security research for >>10 years
- Author: WinAFL, Domato, TinyInst, Jackalope, ...
- Twitter: @ifsecure

```
<?xml version='1.0' ?><stream:stream to='xmpp.zoom.us' xmlns='jabber:client'</pre>
xmlns:stream='http://etherx.jabber.org/streams' xml:lang='en' version='2.0'>
    <message from='zt5aygods8mzcclqhpn-ag@xmpp.zoom.us/ZoomChat pc'</pre>
    to='btdwxa1fssobpko9x_-j_a@xmpp.zoom.us'
    id='{B0D067FD-F47A-47DF-9305-4C2B47489F06}' type='chat'><body>test
    message</body><thread>gloox{F096A899-64D6-4B36-9D65-11BAD59E3D7D}</t</pre>
    hread><active xmlns='http://jabber.org/protocol/chatstates'/><zmext</pre>
                                                                                  Stanza
    expire t='1720173136000' t='1657014736331'><from n='Ivan Vctm'
    res='ZoomChat pc'/><msg type>0</msg type><to/><visible>true</visible
    ><msg feature>4</msg feature></zmext></message>
    <iq from='btdwxa1fssobpko9x -j a@xmpp.zoom.us/ZoomChat pc'</pre>
    to='btdwxa1fssobpko9x -j a@xmpp.zoom.us/ZoomChat pc'
    id='{8D2152A9-422E-4510-86A3-F4B510D93AB6}' type='result'/>
                                                                                  Stanza
```

</stream:stream>

#### Sent:

```
<message xmlns='jabber:client' to='zt5aygods8mzcclqhpn-ag@xmpp.zoom.us' id='{...}' type=
'chat' from='btdwxa1fssobpko9x_-j_a@xmpp.zoom.us/ZoomChat_pc'><body>hello</body><thread>
gloox{...}</thread><active xmlns='http://jabber.org/protocol/chatstates'/><zmext>
<msg_type>0</msg_type><from n='Ivan Attckr' res='ZoomChat_pc'/><to/><visible>true
</visible><msg_feature>4</msg_feature></zmext></message>
```

#### Received:

```
<message from='btdwxa1fssobpko9x_-j_a@xmpp.zoom.us/ZoomChat_pc' to=
'zt5aygods8mzcclqhpn-ag@xmpp.zoom.us' id='{...}' type='chat'><body>hello</body>
<thread>gloox{...}</thread><active xmlns='http://jabber.org/protocol/chatstates'/>
<zmext expire_t='1720185046000' t='1657026646132'><from n='Ivan Attckr'
res='ZoomChat_pc'/><msg_type>0</msg_type><to/><to/><visible>true</visible><msg_feature>4
</msg_feature></zmext></message>
```

#### Sent:

#### **Received:**

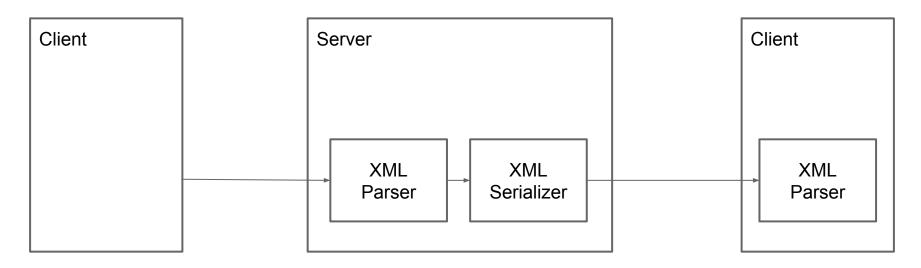
#### Sent:

#### **Received:**

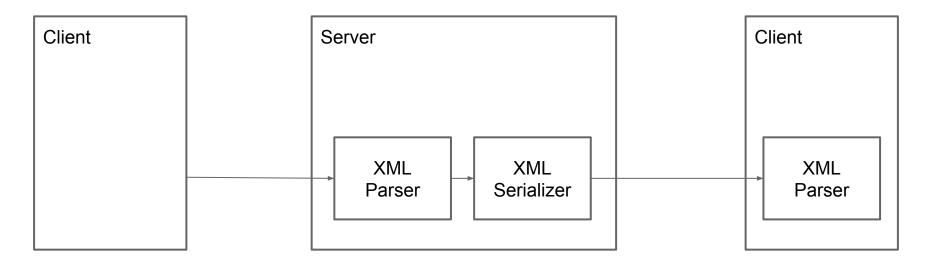
- Allows including custom, user-controlled XML as part of stanzas
- XML code included in this way must be well-formed\*

<sup>\*</sup>Server will discard XML which it doesn't consider well-formed

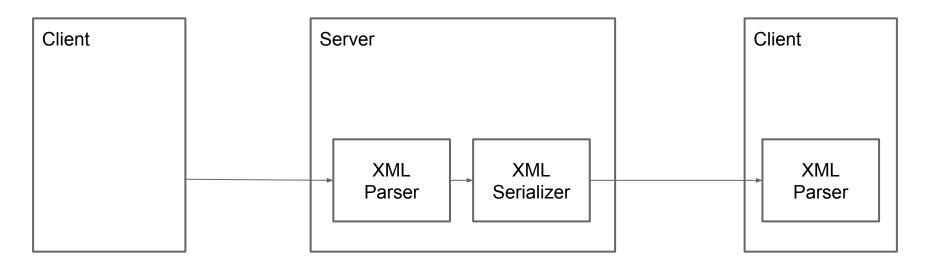
# XMPP XML pipeline



## What is wrong with this picture?

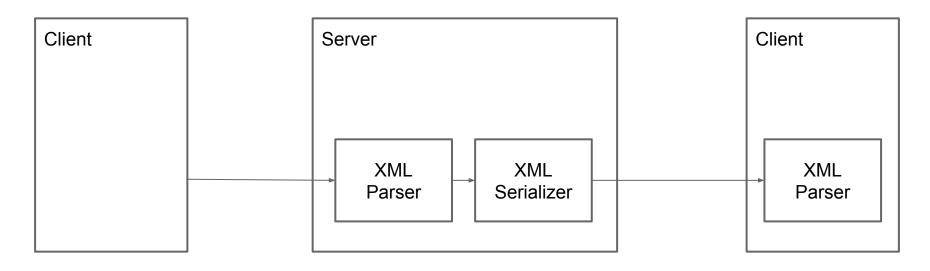


## What is wrong with this picture?



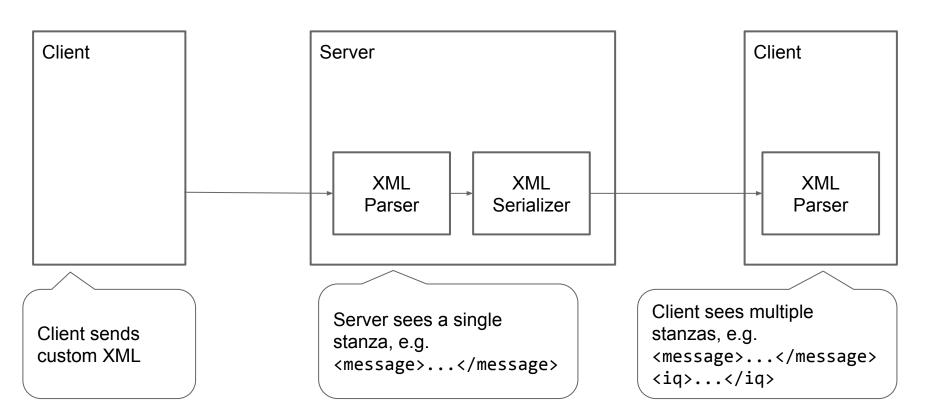
a) Custom XML gets sent all the way through the pipeline

#### What is wrong with this picture?

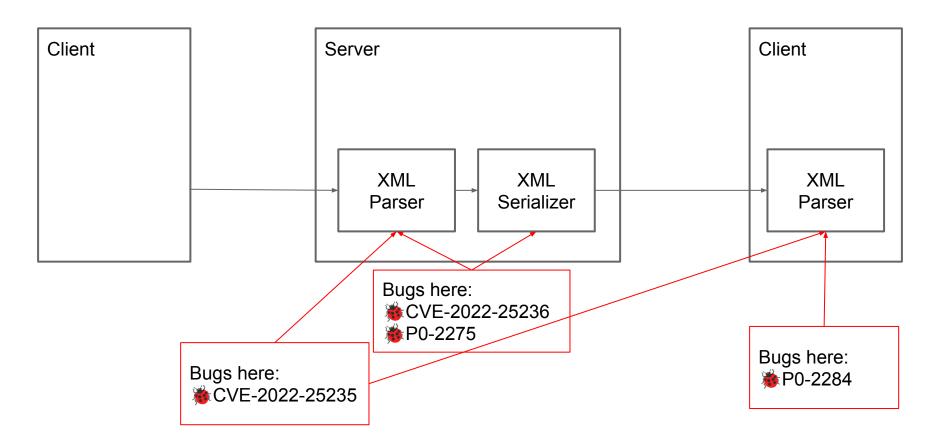


- a) Custom XML gets sent all the way through the pipeline
- b) XML parsers have quirks

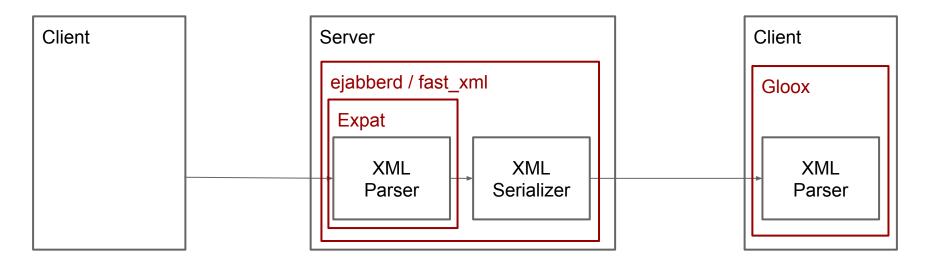
#### What is XMPP stanza smuggling?



## Not really a single bug type



# XMPP XML pipeline (Zoom)



#### How do I know what Zoom is running on their servers?

DEVELOPER + ENGINEER // C++ // JAVA //

# Senior XMPP Engineer at Zoom Video Communications

ZOOM VIDEO COMMUNICATIONS | (6) SOUTH BAY

The XMPP Server Team is responsible for Zoom Chat IM message capabilities and presence which is a core service for Zoom Chat. As a Sr XMPP Server Software Engineer you will be tasked with using Erlang for the overall development and maintenance of XMPP IM service.

Code point <-> UTF-8 conversion

First code point	Last code point	Byte 1	Byte 2	Byte 3	Byte 4
U+0000	U+007F	0xxxxxx		, c	
U+0080	U+07FF	110xxxxx	10xxxxxx		
U+0800	U+FFFF	1110xxxx	10xxxxxx	10xxxxxx	
U+10000	<sup>[nb 2]</sup> U+10FFFF	11110xxx	10xxxxxx	10xxxxxx	10xxxxxx

• 1-byte, 2-byte, 3-byte and 4-byte character sequences

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U+0000	U+007F	0xxxxxxx		10	
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U+10000	<sup>[nb 2]</sup> U+10FFFF	11110xxx	10xxxxxx	10xxxxxx	10xxxxx

- 1-byte, 2-byte, 3-byte and 4-byte character sequences
- E.g. 0xEB = 1110 1011b is a start of a 3-byte character sequence

Code point <-> UTF-8 conversion

First code point	Last code point	Byte 1	Byte 2	Byte 3	Byte 4
U+0000	U+007F	0xxxxxx		100	
U+0080	U+07FF	110xxxxx	10xxxxxx		
U+0800	U+FFFF	1110xxxx	10xxxxxx	10xxxxxx	
U+10000	<sup>[nb 2]</sup> U+10FFFF	11110xxx	10xxxxxx	10xxxxxx	10xxxxxx

• 0xEB 0x3C 0x3E is an invalid sequence (2nd and 3rd byte must have the high bit set)

Expat parser: 0xEB 0x3C 0x3E is a single 3-byte character

• Gloox parser: 0xEB 0x3C 0x3D are 3 characters



- Expat parser: 0xEB 0x3C 0x3E is a single 3-byte character
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- What about
  - <foo ex ><bar>
- Expat: I see a single tag "fooes ><bar"</li>
   fooes ><bar>
- Gloox: I see two tags, "foo x and "bar" <foo x > <br/>
  too x > <br/>
  too x and "bar" <br/>
  of oo x and "bar" |

Full exploit: <aaa@x /> @x <?@x ?/><xml><iq>...</iq></xml>

Expat: <aaa@x/>@x <?@x ?/><xml><iq>...</iq></xml>

Gloox: <aaa@x/>@x <?@x ?/><xml><iq>...</iq></xml>

Abuses the fact that <?xml ?> or <?foo ?><xml> reset Gloox parser state

Ejabberd / fast\_xml uses Expat like so:

```
state->parser = XML_ParserCreate_MM("UTF-8", &ms, "\n");
XML_SetReturnNSTriplet(state->parser, 1);
```

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```
state->parser = XML_ParserCreate_MM("UTF-8", &ms, "\n");

XML_SetReturnNSTriplet(state->parser, 1);

What's this?
```

#### Example:

```
<tag xmlns="namespace">
```

User receives: namespace\ntag

#### With prefixes:

```
<prefix:tag xmlns:prefix="namespace">
```

User receives: namespace\ntag\nprefix

What if:

<foo xmlns="bar&#x0A; baz">

Result: bar\nbaz\nfoo

What if:

<foo xmlns="bar&#x0A; baz">

Result: bar\nbaz\nfoo

Namespace Tag name Prefix

User has no way of differentiating a triplet from namespace containing a separator

What if:

<foo xmlns="bar&#x0A; baz&#x3C; xml&#x3E;">



Can inject arbitrary characters in tag name. Malformed name gets output when an element is serialized

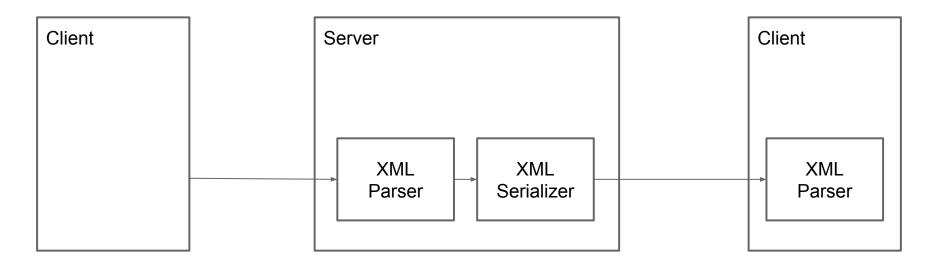
# Finding stanza smuggling issues

- Black box testing
- Code review

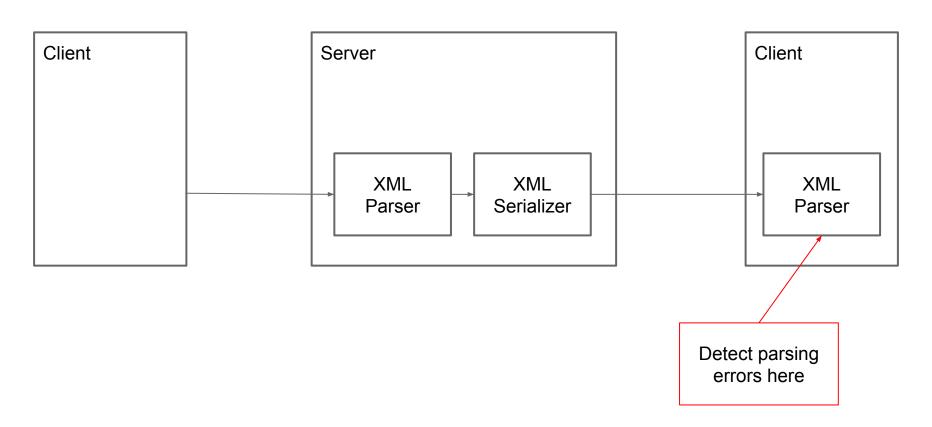
# Finding stanza smuggling issues

- Black box testing
- Code review
- Fuzzing

#### How to fuzz this?



#### How to fuzz this?



## Fuzzing harness for the Zoom pipeline

```
void ProcessSample(const char *data, size t size) {
  string message(data, size);
  message = string("<message>") + message + string("</message>");
  std::string reparsed;
  if(!fastxml reparse(message.data(), message.size(), &reparsed))
    return;
  gloox::TagHandler th;
  gloox::Parser gloox parser(&th);
  int gloox_ret = gloox_parser.feed(reparsed);
  if(gloox ret >= 0) {
    crash[0] = 1;
```

## Fuzzing

- I used Jackalope (<a href="https://github.com/googleprojectzero/Jackalope">https://github.com/googleprojectzero/Jackalope</a>)
- Coverage feedback is important

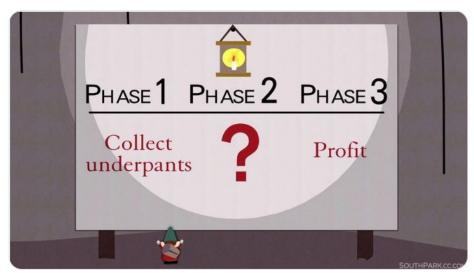
#### Fuzzing

- I used Jackalope (<a href="https://github.com/googleprojectzero/Jackalope">https://github.com/googleprojectzero/Jackalope</a>)
- Coverage feedback is important
  - My initial corpus didn't contain sequences like
  - Neither contained property names like xmlns

#### Exploiting stanza smuggling



When you only find the first bug in a chain



...

10:45 AM · Jan 17, 2022 · Twitter Web App

# Exploiting stanza smuggling

Message spoofing

- Message spoofing
- Redirect the connection to another server

#### From XMPP core spec:

#### 4.9.3.19. see-other-host

TOC

The server will not provide service to the initiating entity but is redirecting traffic to another host under the administrative control of the same service provider.

- Message spoofing
- Redirect the connection to another server
  - Custom implementations
    - Custom <error> stanza (Zoom)
    - Other custom stanzas, e.g. <redir> (Kik Messenger)

- Message spoofing
- Redirect the connection to another server
- Custom XMPP extensions
  - Zoom defines >50 custom extensions

- Message spoofing
- Redirect the connection to another server
- Custom XMPP extensions
- Otherwise unreachable memory corruption issues
  - From pwn2own 2021 Zoom writeup: "While a client only expects this stanza from the server, it is possible to send it from a different user account."

A custom change in Gloox <stream:error> stanza processing

<stream:error><revoke-token reason='1'</pre>

web-domain='...'></revoke-token></stream:error>

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A: We get a HTTP POST request for /clusterswitch 🤔

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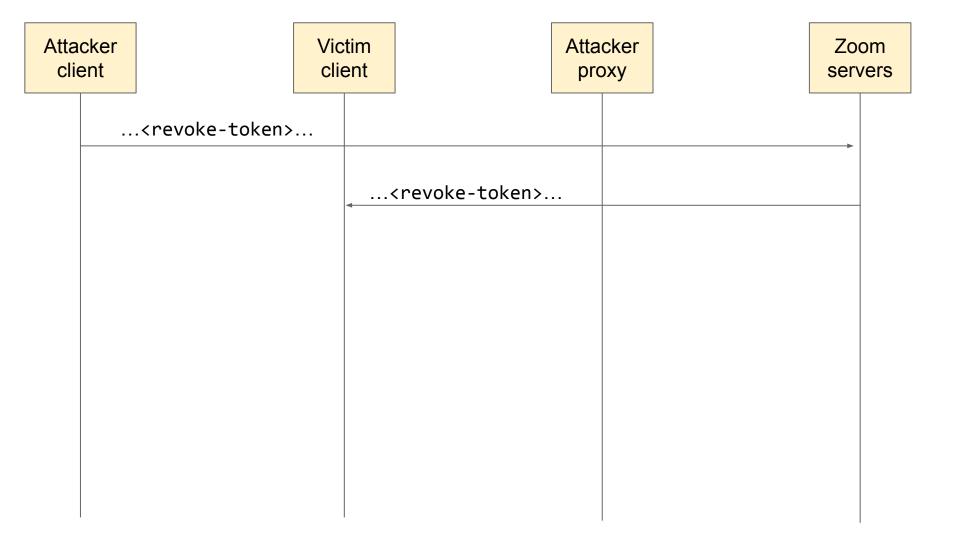
Q: What if we put a domain we control here?

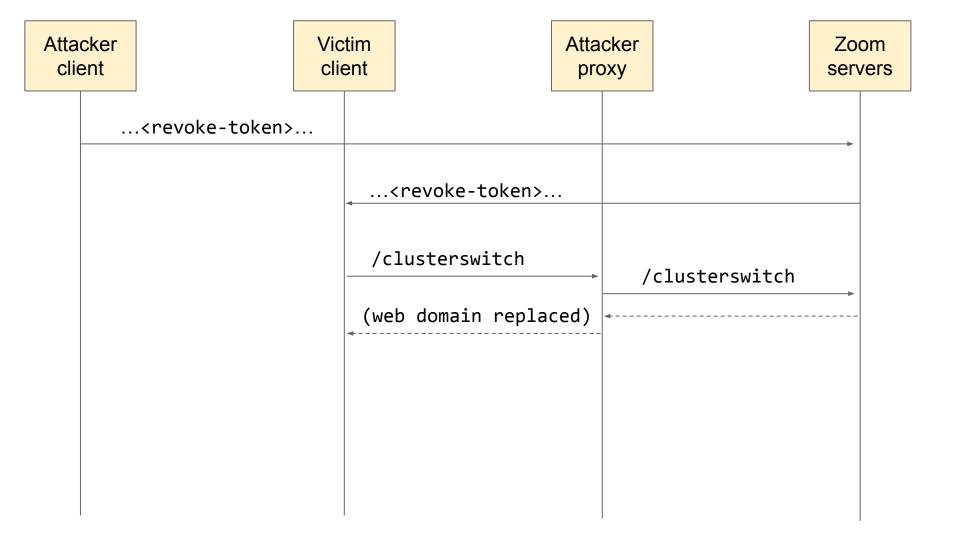
A: We get a HTTP POST request for /clusterswitch 🤔

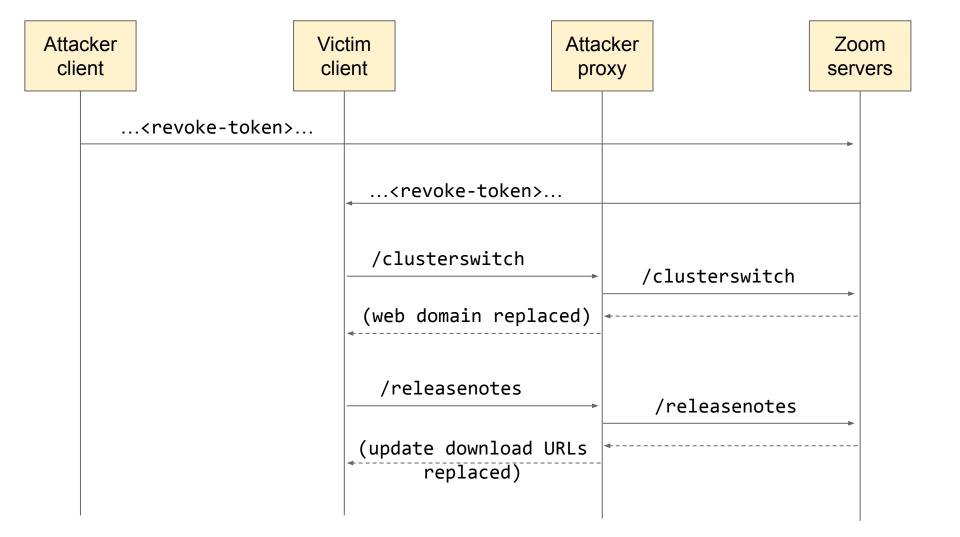
Let's proxy it! (mitmproxy in reverse proxy mode)

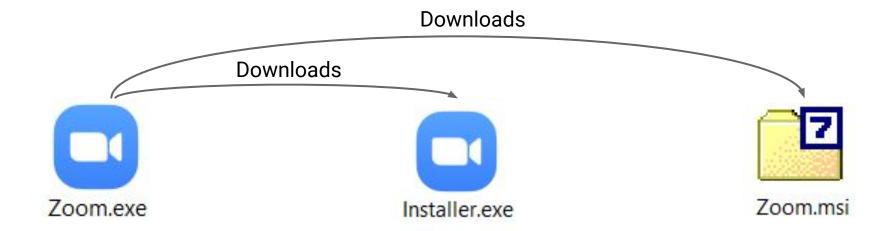
```
27 {
 1: us04xmpp1.zoom.us
 2: us04gateway.zoom.us
 3: us04gateway-s.zoom.us
 4: us04file.zoom.us
 5: us04xmpp1.zoom.us
 6: us04xmpp1.zoom.us
 7: us05polling.zoom.us
 8: us05log.zoom.us
 10: us04file-ia.zoom.us
 11: us04as.zoom.us
 12: us05web.zoom.us
 23: zmail.asynccomm.zoom.us
```

```
27 {
1: us04xmpp1.zoom.us
 2: us04gateway.zoom.us
 3: us04gateway-s.zoom.us
4: us04file.zoom.us
 5: us04xmpp1.zoom.us
 6: us04xmpp1.zoom.us
 7: us05polling.zoom.us
8: us05log.zoom.us
 10: us04file-ia.zoom.us
 11: us04as.zoom.us
                                              Let's replace this
 12: us05web.zoom.us ←
 23: zmail.asynccomm.zoom.us
```













# **DEMO**

#### How to prevent XMPP stanza smuggling issues

- Code review, fuzzing
- Using the same XML parser on the client and the server can prevent some issues, but not all of them
- XML validation (?)

#### Conclusion

- XML parsers in XMPP implementations are an underexplored attack surface
- The design of the XMPP protocol makes it vulnerable to parser quirks
- Potential impact includes disclosing private communication and 0-click RCE
- Fuzzing is a practical way of uncovering not just memory corruption bugs, but also logic bugs in parsers

### Special thanks

- Sebastian Pipping of Expat
- Zoom security team
- Project Zero team members