Heartbleed
or: I read the news, too

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XKCD #1354
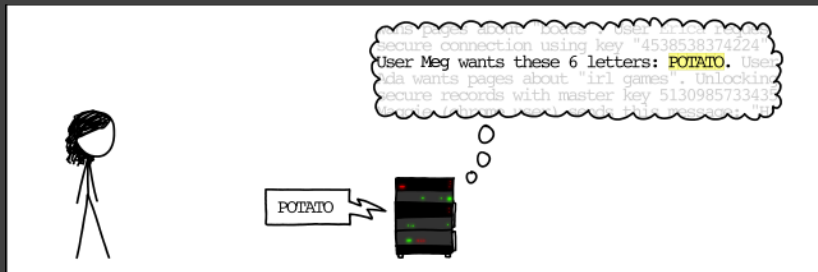
RFC 6520: Transport Layer Security (TLS) and Datagram Transport Layer Security (DTLS) Heartbeat Extension I

This document describes the Heartbeat Extension for the Transport Layer Security (TLS) and Datagram Transport Layer Security (DTLS) protocols.
The Heartbeat Extension provides a new protocol for TLS/DTLS allowing the usage of keep-alive functionality without performing a renegotiation and a basis for path MTU (PMTU) discovery for DTLS.

— RFC 6520

RFC 6520: Transport Layer Security (TLS) and Datagram Transport Layer Security (DTLS) Heartbeat Extension II

- ▶ The heartbeat extension implements a simple ping:
  "Are you still there?"
- ▶ This is a common feature for communication protocols:
  - ▶ ICMP
  - ▶ HTTP keep-alive
  - ▶ SSH KeepAlive
  - ▶ . . .

RFC 6520: Transport Layer Security (TLS) and Datagram Transport Layer Security (DTLS) Heartbeat Extension III

The larger takeaway actually isn't "This wouldn't have happened if we didn't add Ping", the takeaway is "We can't even add Ping, how the heck are we going to fix everything else?".

— Dan Kaminsky

The bug . . .

- ▶ . . . is not in the standard: RFC 6520.
- ▶ . . . is in an implementation of RFC 6520 in OpenSSL.
- ▶ . . . affectes OpenSSL versions
  - ▶ 1.0.1 (up until and including 1.0.1f) and
  - ▶ 1.0.2 (beta).
- ▶ . . . does not affect other SSL implementations as far as we know.

What is OpenSSL?

- ▶ TLS (formerly known as SSL) is the most used protocol to encrypt traffic on the Internet.
- ▶ OpenSSL is an implementation of the TLS standard.
- ▶ OpenSSL is widely used.

Show me simplified code

```c
struct {
    unsigned short len;
    char payload[];
} *packet;

packet = malloc(amt);
read(s, packet, amt);
buffer = malloc(packet->len);
/* malb: packet->len == amt? */
memcpy(buffer, packet->payload, packet->len);
write(s, buffer, packet->len);
```

Show me the actual code I

Here is the HeartbeatMessage packet definition:

```
struct {
     HeartbeatMessageType type;
     uint16 payload_length;
     opaque payload[HeartbeatMessage.payload_length];
     opaque padding[padding_length];
  } HeartbeatMessage;
```

Show me the actual code II

and here is the function processing heartbeats in OpenSSL:

```
int  dtls1_process_heartbeat (SSL *s) {
  unsigned char *p = &s->s3->rrec.data [0], *pl;
  unsigned short hbtype;
  unsigned int payload;
  unsigned int padding = 16; /* Use minimum padding */
```

so we get a pointer to the data within an SSLv3 record:

```
typedef struct ssl3_record_st {
  int type;                   /* type of record */
  unsigned int length;        /* How many bytes available */
  unsigned int off;           /* read/write offset into 'buf' */
  unsigned char *data;        /* pointer to the record data */
  unsigned char *input;       /* where the decode bytes are */
  unsigned char *comp;        /* only used with decompression  ... */
  unsigned long epoch;        /* epoch number , needed by DTLS1 */
  unsigned char seq_num [8]; /* sequence number , needed by DTLS1 */
} SSL3_RECORD;
```

Show me the actual code III

Back to `dtls1_process_heartbeat`:

```
/* Read type and payload length first */
hbtype = *p++; // malb: p points to start of the message
n2s(p, payload); //malb: read 16-bit length into payload and p+=2
pl = p; // malb: points to payload sent by user
```

Later on, the reply is constructed, but first sufficient memory is allocated:

```
unsigned char *buffer, *bp;
int r;

/* Allocate memory for the response, size is 1 byte
 * message type, plus 2 bytes payload length, plus
 * payload, plus padding
 */
buffer = OPENSSL_malloc(1 + 2 + payload + padding);
bp = buffer;
```

and then the message is constructed:

```
/* Enter response type, length and copy payload */
*bp++ = TLS1_HB_RESPONSE; //malb: set the type
s2n(payload, bp); //malb: write length and bp+=2
memcpy(bp, pl, payload); //malb: fire!
```

Show me the actual code IV

- The offending line is

```
memcpy(bp, pl, payload);
```

  where we copy `payload` bytes from `pl`.

- The variable `payload` is controlled by the user as is the actual length of data in `pl`.

- The user can hence request a read from `pl` requesting more data than `pl` has – up to 64kb.

What is after `pl`? A pot of gold!

Memory I

- ▶ `p1` lives on the heap.
- ▶ Memory from the heap is requested with `malloc()` and returned to the OS with `free()`.
- ▶ When asked for a certain number of bytes, the OS will find a bit of unused memory and return that (if `mmap()` isn't called)

```
-------- | -------- | -------- | --------
-------- | -------- | --xxxxxx | --------
-------- | -------- | -------- | -------- <- many bytes free
xxxxxxxx | -------- | -------- | --------
xxxxxxxx | xxxxxxxx | xxxxxxxx | xxxxxxxx
xxxxxxxx | xxxxxxxx | xxx--xxx | xxxxxxxx <- 2 bytes free
xxxxxxxx | xx------ | xxxxxxxx | xxxxxxxx <- 4 bytes free
```

- ▶ depending on where the OS put `p1` different data is after it

Memory II

- ▶ If the data behind `p1` is in use, the attacker gets to see that
- ▶ If the data behind `p1` is not in use and was returned to the OS, it depends on the OS if it is overwritten with dummy data or not.

However,

- ▶ OpenSSL seldomly returns data to the OS.
- ▶ Instead, unused memory is re-used internally for performance reasons.
- ▶ This renders exploit mitigation techniques (such as overwriting free'd data) useless.

Comment

Some people[1] claim that overwriting data in calls to `malloc()` and disabling OpenSSL's `malloc()` wrapper would have been a mitigation to this bug, but I don't see how.

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[1] e.g http://www.tedunangst.com/flak/post/heartbleed-vs-mallocconf

The fix

```
/* Read type and payload length first */
if (1 + 2 + 16 > s->s3->rrec.length)
    return 0; /* silently discard */
hbtype = *p++;
n2s(p, payload);
if (1 + 2 + payload + 16 > s->s3->rrec.length)
    return 0; /* silently discard per RFC 6520 sec. 4 */
pl = p;
```

This does two things:

- ▶ The first check stops zero-length heartbeats.
- ▶ The second check checks to make sure that the actual record length is sufficiently long.

Fin

Questions?

`http://heartbleed.com/`