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Heartbleed Vulnerability

Presented by Mbah Johnas Fortem Candidate Dr. of Information Technology Author of Heartbleed Bug OpenSSL Vulnerability fortem751@gmail.com

What is Heartbleed and why OpenSSL?

- Heartbleed is a vulnerability in the OpenSSL software
- OpenSSL is a standard used by many organizations
- OpenSSL is the encryption software that accesses websites through a "secure" connection, HTTPS://

Cryptography Review



OpenSSL History



OpenSSL History cond.

- Stephen Henson only full-time developer
- Stephen Henson (UK-Mathematician) wrote 60% of entire code
- 31 December 2011 bug introduced by German developer Robin Segelmann through the addition of the Heartbeat extension protocol and okayed by Stephen Henson.
- Steve Marquess "no money going towards reviewing the code or performing audits".
- Bug was introduced into OpenSSL version 1.0.1 code on 14 March 2012
- Funding has dropped drastically since Heartbleed



Heartbeat Protocol

4. Heartbeat Request and Response Messages

The Heartbeat protocol messages consist of their type and an arbitrary payload and padding.

struct {

HeartbeatMessageType type; uint16 payload_length; opaque payload[HeartbeatMessage.payload_length]; opaque padding[padding_length];

} HeartbeatMessage;

Heartbeat protocol is used to keep a TLS connection alive without the need to constantly renegotiate the SSL session.

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Why would you Need a payload Just to check if A machine is alive?



Heartbeat Protocol cont.



Heartbleed Attack why and how

<pre>2417 if (is->msg_callback(), s->version, TLS1_RT_HEARTBEAT, 2418 s>s-msg_callback(0, s->version, TLS1_RT_HEARTBEAT, 2429 is, s->msg_callback(, arg); 2421 if (hbtppe == TLS1_HB_REQUEST) 2422 if (hbtppe == TLS1_HB_REQUEST) 2424 unsigned char *buffer, *bp; 2425 intr; 2426 ' Allocate memory for the response, size is 1 bytes 2428 * message type, plus 2 bytes payload length, plus 2429 * payload, plus padding 2430 */ 2431 buffer = OPENSSL_malloc(1 + 2 + payload + padding); 2432 bp = buffer; 2433 /* Enter response type, length and copy payload */ 2436 * memory(bp, pl, payload); 2437 /* Enter response type, length and copy payload */ 2438 * r= ssl3_write_bytes(s, TLS1_RT_HEARTBEAT, buffer; 3 + payload + padding); + /* Read type and payload length first */ + /* Read type and payload length first */ + /* Read type and payload length first */ + /* Breat type arg payload length first */ + /* Breat type and payload length first */ + /* Breat type arg +*: + bbtype = *p+*: + bbtype = *p+*:</pre>	2412 /* Read type and payload length first */ 2413 hbtype /≄ *p++; 2414 n2s(p, payload); 2415 pl = p;	Never Trust User
<pre>2422 if (hbtype == TLS1_HB_REQUEST) 2423 { 2424 unsigned char 'buffer, 'bp; 2425 intr; 2426 2427 /* Allocate memory for the response, size is 1 bytes 2428 'message type, plus 2 bytes payload length, plus 2429 'payload, plus padding 2430 '' 2431 buffer = OPENSSL_malloc(1 + 2 + payload + padding); 2432 buffer; 2432 buffer; 2434 /* Enter response type, length and copy payload '' 2435 'bp++ = TLS1_HB_RESPONSE; 2436 (spr); 2437 memcpy(bp, pl, payload); 2439 r = ssl3_write_bytes(s, TLS1_RT_HEARTBEAT, buffer; 3+ returm 0; /* silently discard */ returm 0; /* silently discard per RFC 6520 sec. 4*/</pre>	2418 s->msg_callback(0, s->version, TLS1_RT_HEARTBEA1 2419 &s->s3->rrec.data[0], s->s3->rrec.length,	My Payload is memory based on payload size defined by request
2427 /* Alocate memory for the response, size is 1 bytes * message type, plus 2 bytes payload length, plus 2428 * payload, plus padding 2430 */ 2431 buffer = OPENSSL_malloc(1 + 2 + payload + padding); bp = buffer; 2433 /* Enter response type, length and copy payload */ 2433 /* Enter response type, length and copy payload */ 2435 *bp++ = TLS1_HB_RESPONSE; s2n(payload, bp); results_write_bytes(s, TLS1_RT_HEARTBEAT, buffer; 3 + payload + padding); * /* Read type and payload length first */ + if (1 + 2 + 16 > s->s3->rrec.length) + return 0; /* silently discard pr RFC 6520 sec. 4 */	2423 { 2424 unsigned char *buffer, *bp; 2425 int r;	
<pre>2431 buffer = OPENSSL_malloc(1 + 2 + payload + padding); bp = buffer; 2433 2434 /* Enter response type, length and copy payload */ *bp++ = TLS1_HB_RESPONSE; 2436 s2n(payload, bp); memcpy(bp, pl, payload); 2438 r = ssl3_write_bytes(s, TLS1_RT_HEARTBEAT, buffer; 3 * payload + padding); * /* 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 */</pre>	2427 /* Allocate memory for the response, size is 1 bytes 2428 * message type, plus 2 bytes payload length, plus 2429 * payload, plus padding	memory t
2435 *bp++ = TLS1_HB_RESPONSE; Memory 2436 s2n(payload, bp); memcpy(bp, pl, payload); 2437 memcpy(bp, pl, payload); Payload (8) 2439 r = ssl3_write_bytes(s, TLS1_RT_HEARTBEAT, buffer, 3 Payload (8) + /* Read type and payload length first */ + if (1 + 2 + 16 > s -> s3 -> rrec.length) - + return 0; /* silently discard */ + - Data 64KB + if (1 + 2 + payload + 16 > s -> s3 -> rrec.length) - 64KB Memory + if (1 + 2 + payload + 16 > s -> s3 -> rrec.length) Alsce (Web) Alsce (Web)	2431 buffer = OPENSSL_malloc(1 + 2 + payload + padding); 2432 bp = buffer; 2433	bytes)
<pre>2439 r = ssl3_write_bytes(s, TLS1_RT_HEARTBEAT, buffer, 3 + payload + padding); + /* 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 */ </pre>	2435 *bp++ = TLS1_HB_RESPONSE; 2436 s2n(payload, bp); 2437 memcpy(bp, pl, payload);	Memory
<pre>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 */ </pre> Data leakage 64KB Memory Alice (Web)	<pre>2439 r = ssl3_write_bytes(s, TLS1_RT_HEARTBEAT, buffer; + payload + padding);</pre>	Payload (8
if (1 + 2 + payload + 16 > s->s3->rrec.length) leakage Memory return 0; /* silently discard per RFC 6520 sec. 4 */ Alice (Web)	<pre>if (1 + 2 + 16 > s->s3->rrec.length) return 0; /* silently discard */ hbtype = *p++;</pre>	Data 64KB
	if (1 + 2 + payload + 16 > s->s3->rrec.length) return 0; /* silently discard per RFC 6520 sec. 4 */	leakage

Memory disclosure: what exactly can an attacker get?

- Private crypto keys the keys to the server.
- Usernames and Passwords
- Session identifiers
- Private data data payloads
- Meta data for the SSL session, programming structure pointers - may defeat other exploit protections.

Could the Bug have been Prevented or Detected?

- Prevented No.
- Detected to some extend through the use of Perfect Forward Secrecy ciphersuites
- If Incorporated into browsers would have prevented clients from repeated Heartbleed attacks after server patch.



Why was it Difficult to Detect Heartbleed?

- According to specifications of the heartbeat protocol, the heartbeat response message must be the exact copy of the payload of the heartbeat request message.
- But, this constraint is not enforced in its implementation allowing up to 64K to exfiltrate back to an attacker.
- There is no existence of omniscient automated tools, and the available tools do not possess the reasoning to discern facts like this.

How many sites were vulnerable? (After vulnerability was reported publically)



So what can I do?

- Coordinate with vendors to get vulnerable devices patched or replaced. At a minimum, revoke and reissue vulnerable certificate.
- Change passwords even if a vendor says their product was not vulnerable, they CANNOT guarantee any business partners products were not vulnerable.
- Monitor carefully for any evidence of identity theft.
- Prepare for phishing and social engineering campaigns leveraging Heartbleed into scaring people into divulging credentials.

End Of Presentation!!!!

Thanks for the Audience!!!