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A Race to the Bottom

Database Transactions Undermining Your AppSec

VIKTOR CHUCHURSKI



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- Sr. Application Security Engineer @ Doyensec



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- Sr. Application Security Engineer @ Doyensec
- Software Engineer in a previous life



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-
- [@viktorot](#) on Twitter
 - [vchuchurski](#) on LinkedIn



```
func (self *Db) Transfer(source int, destination int, amount int) error {
    ctx := context.Background()
    conn, err := db.Connect(ctx, self.databaseUrl)
    defer conn.Close(ctx)

    tx, err := conn.BeginTx(ctx)

    var user User
    err = conn.QueryRow(ctx, "SELECT id, name, balance FROM users WHERE id = $1", source).
        Scan(&user.Id, &user.Name, &user.Balance)

    if amount < 0 || user.Balance > amount {
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        return fmt.Errorf("invalid transfer")
    }

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```

```
    tx, err := conn.BeginTx(ctx)
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```
    var user User  
    err = conn.QueryRow(  
        Scan(&user.
```

```
    if amount < 0  
        tx.Rollback()  
    return fmt.Errorf("invalid transfer")  
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A database transaction represents a **unit of work**, performed within a database management system, that is treated in a coherent and reliable way **independent of other transactions**.

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Transaction Execution Logs

```
[41] BEGIN
[72] BEGIN
[41] SELECT id, balance FROM users WHERE id = 2
[72] SELECT id, balance FROM users WHERE id = 2
[41] UPDATE users SET balance = balance - 20 WHERE id = 2
[72] UPDATE users SET balance = balance - 20 WHERE id = 2
[41] UPDATE users SET balance = balance + 20 WHERE id = 1
[41] COMMIT
[72] UPDATE users SET balance = balance + 20 WHERE id = 1
[72] COMMIT
```

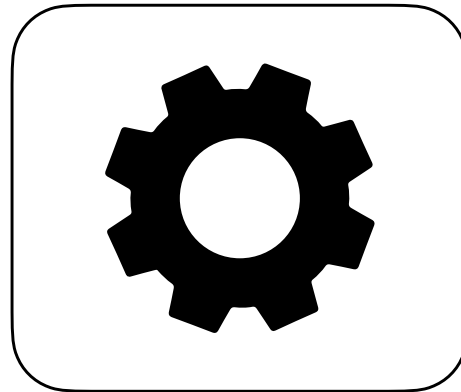
Transaction Execution Logs

```
[Tx1] BEGIN
[Tx2] BEGIN
[Tx1] SELECT id, balance FROM users WHERE id = 2
[Tx2] SELECT id, balance FROM users WHERE id = 2
[Tx1] UPDATE users SET balance = balance - 20 WHERE id = 2
[Tx2] UPDATE users SET balance = balance - 20 WHERE id = 2
[Tx1] UPDATE users SET balance = balance + 20 WHERE id = 1
[Tx1] COMMIT
[Tx2] UPDATE users SET balance = balance + 20 WHERE id = 1
[Tx2] COMMIT
```

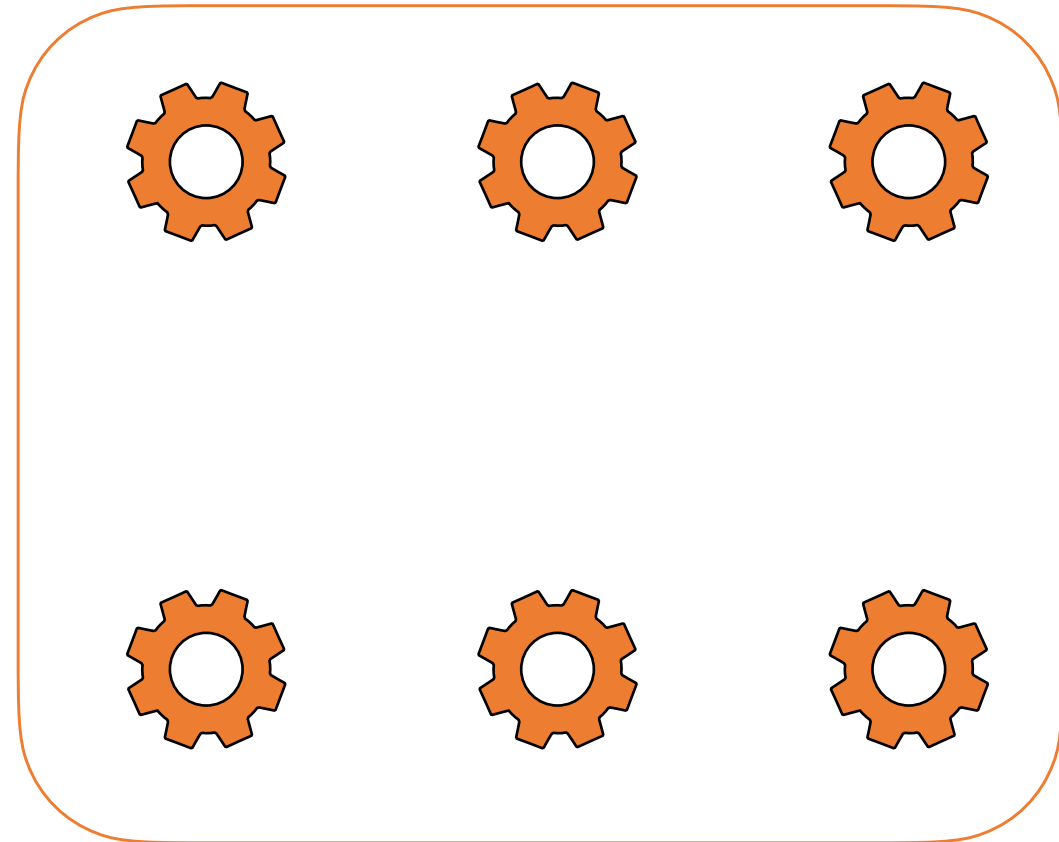

Transaction Execution Logs

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[Tx1] BEGIN
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[Tx1] COMMIT
[Tx2] UPDATE users SET balance = balance + 20 WHERE id = 1
[Tx2] COMMIT
```

Query Scheduling

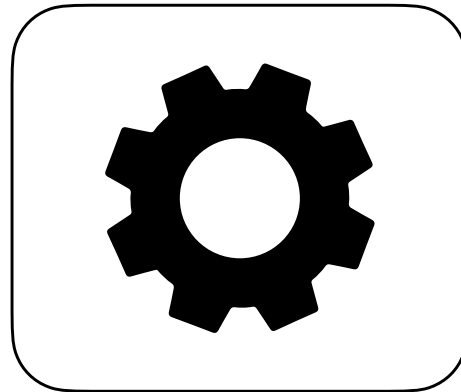


Scheduler

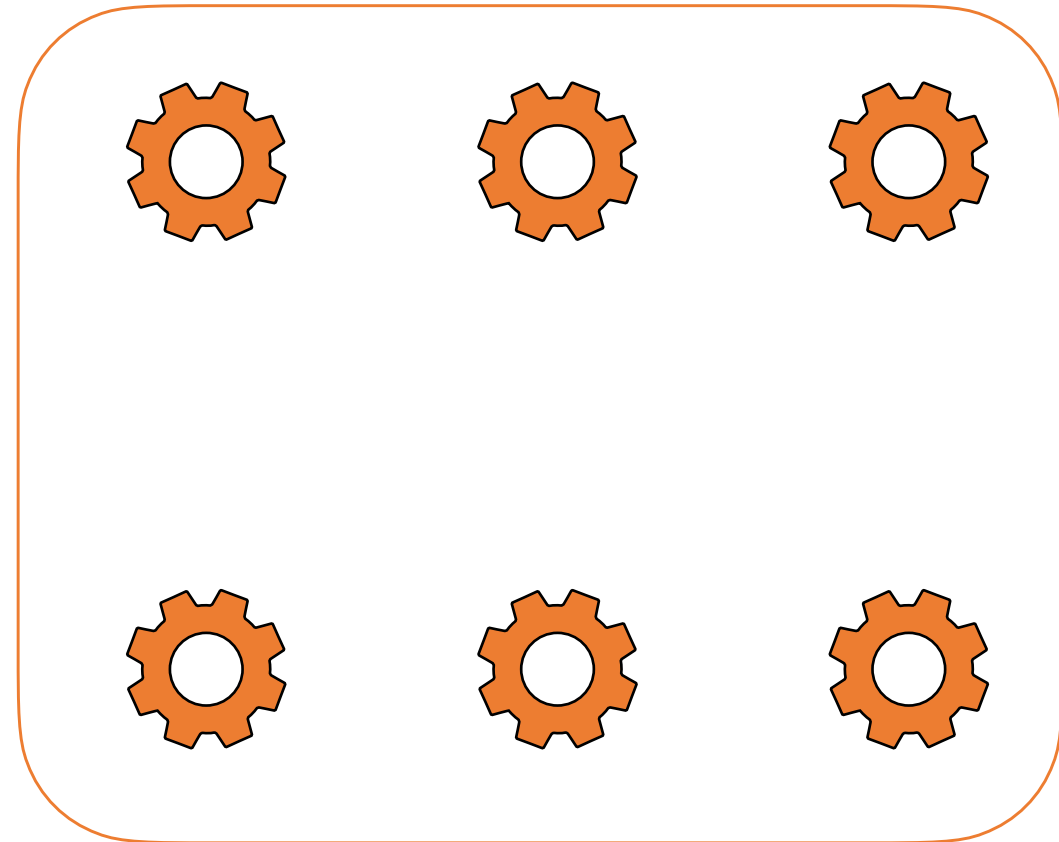


Workers

Query Scheduling

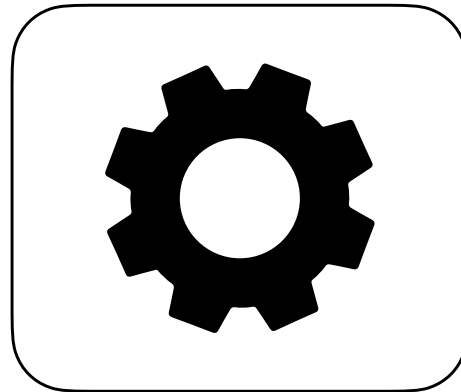


Scheduler

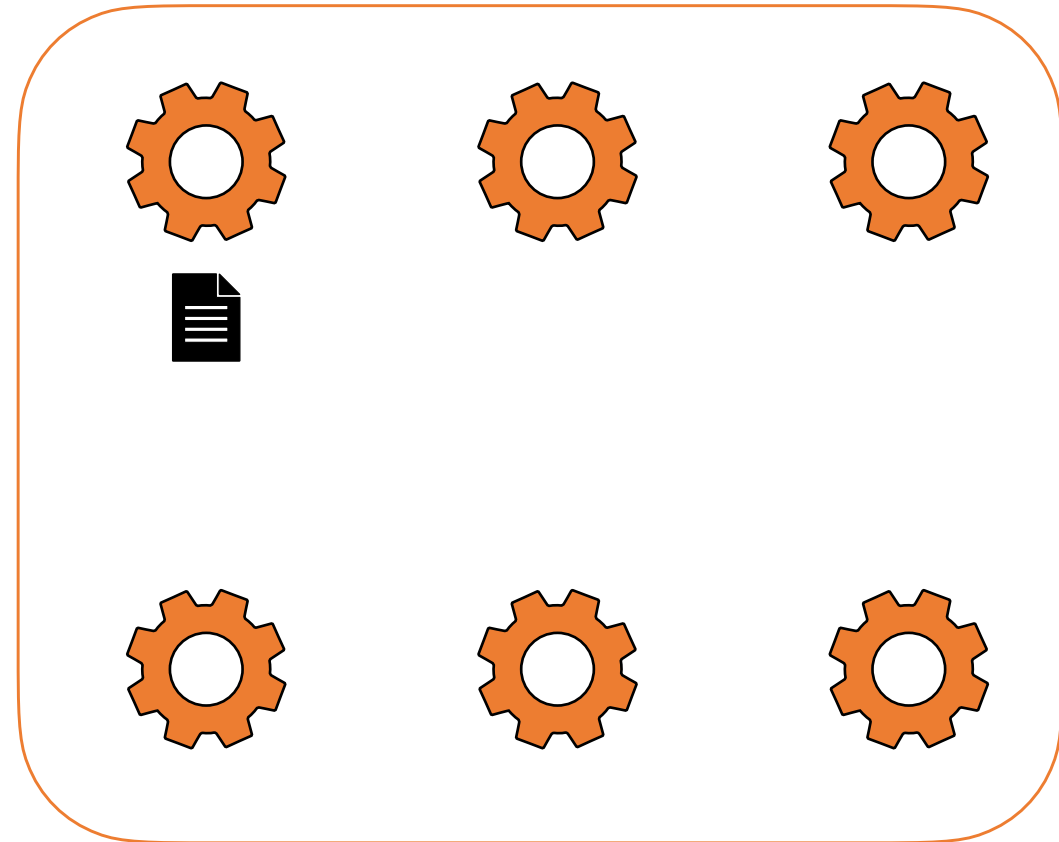


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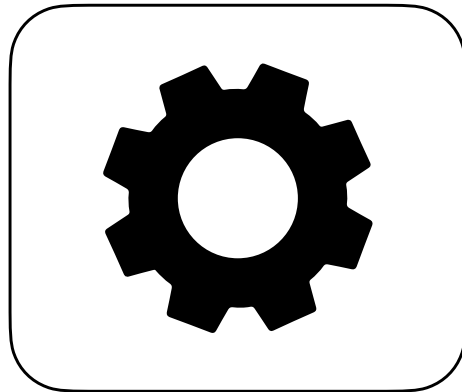


Scheduler

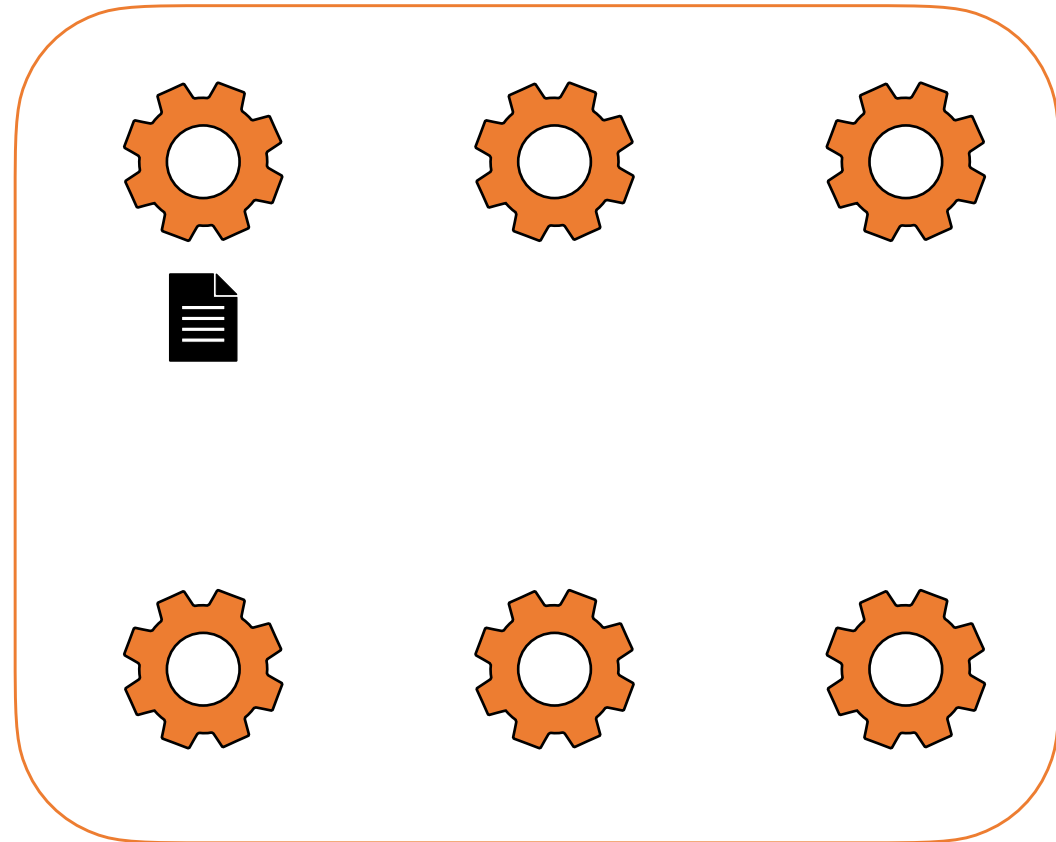


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Query Scheduling

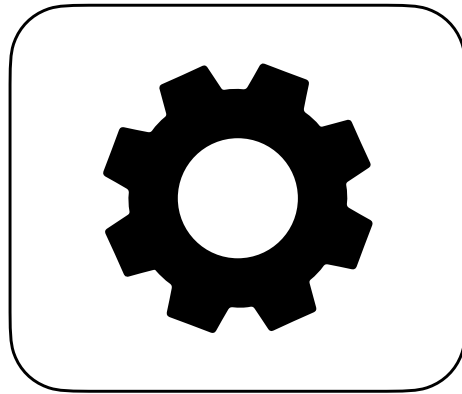


Scheduler

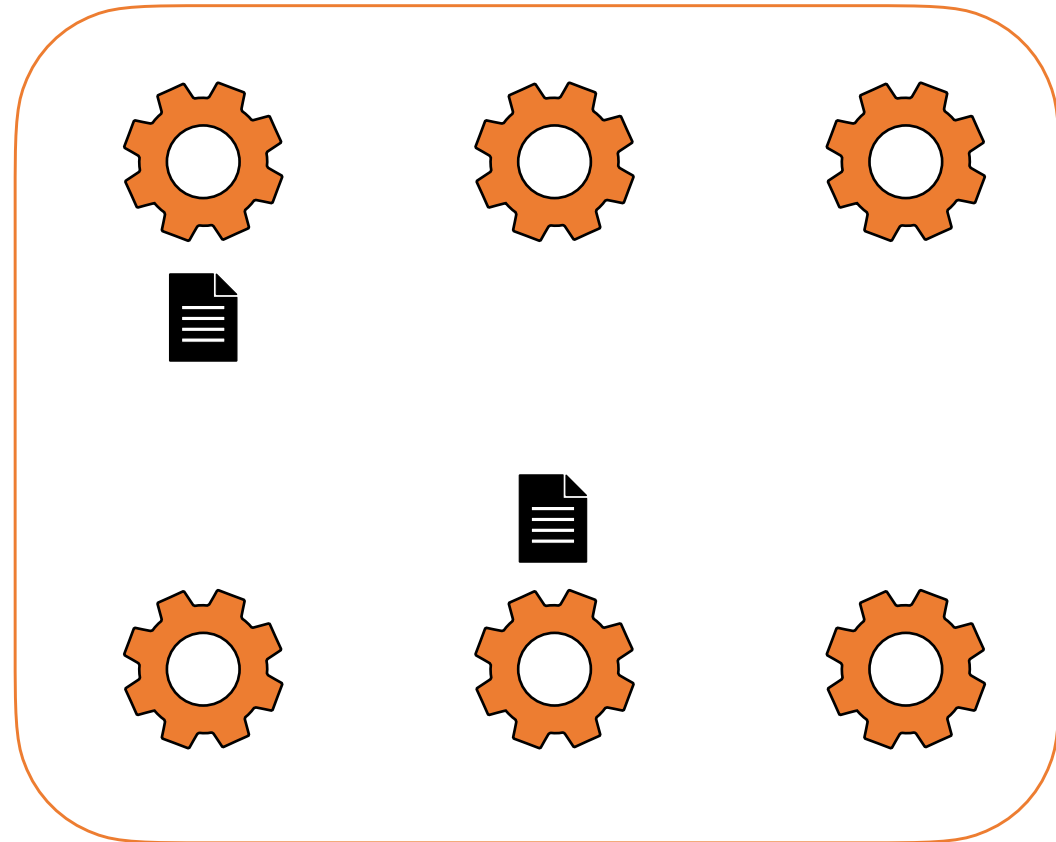


Workers

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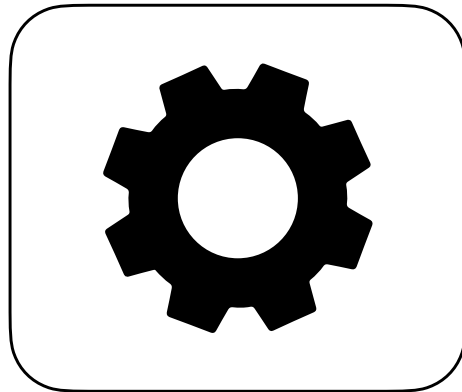


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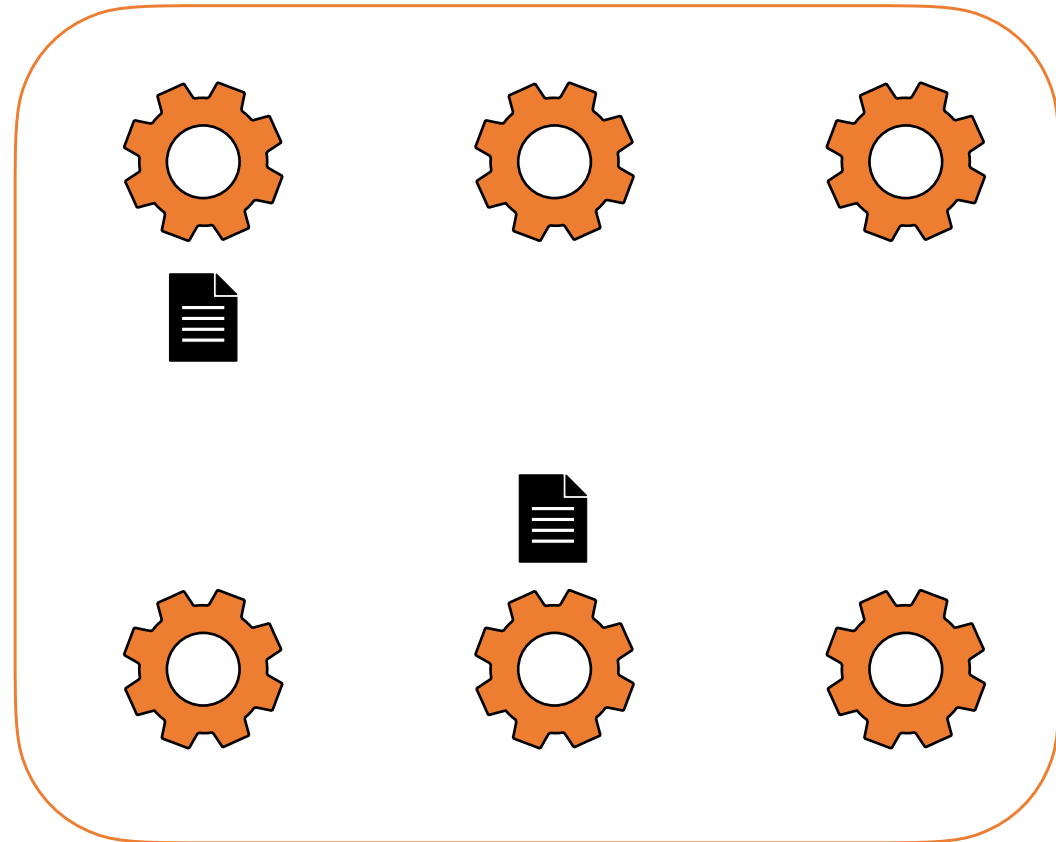


Workers

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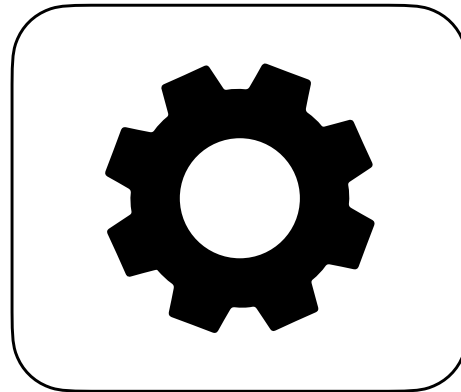


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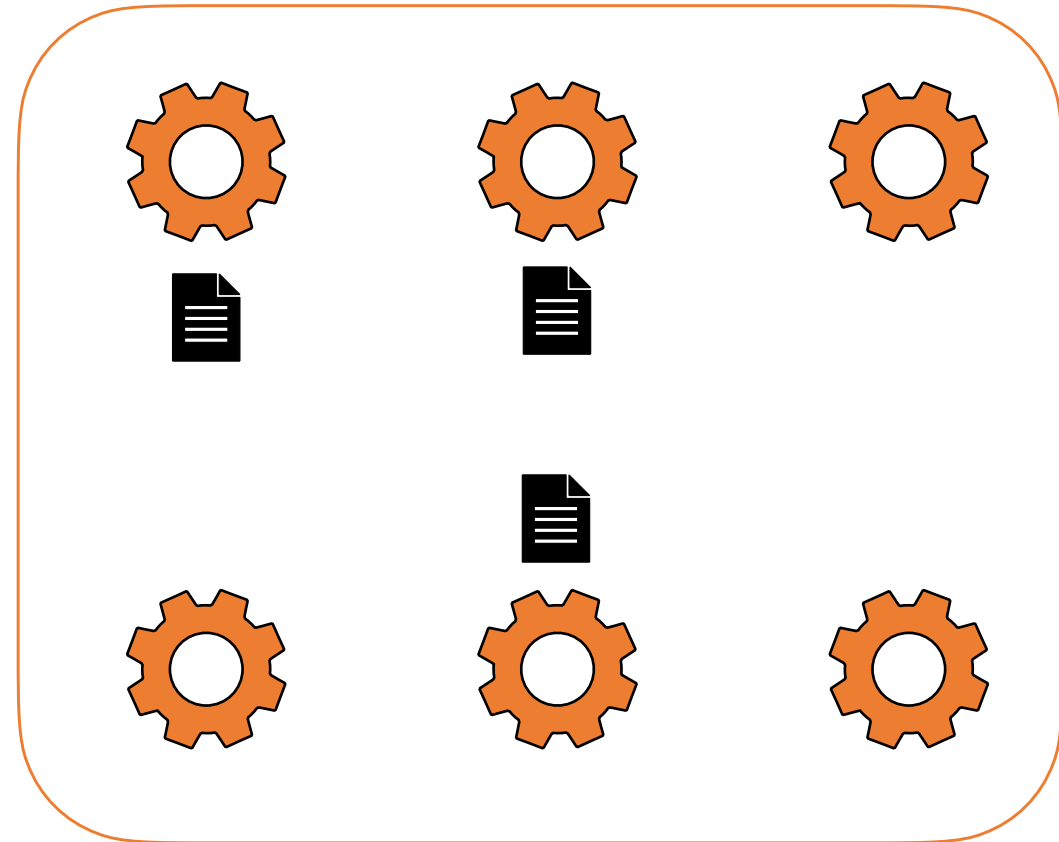


Workers

Query Scheduling

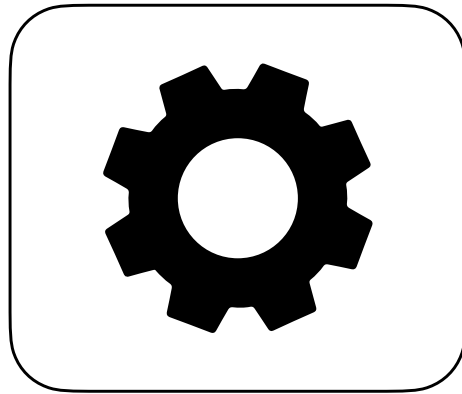


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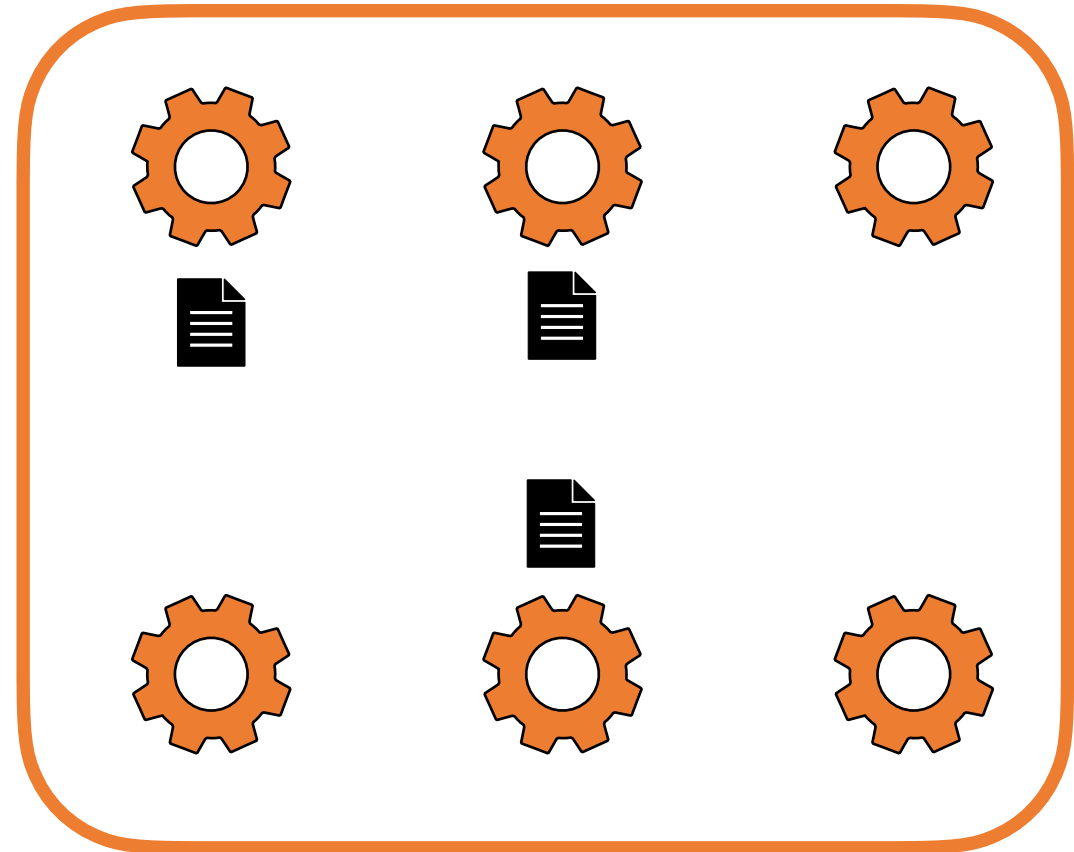


Workers

Query Scheduling



Scheduler



Workers



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Locks

Locks

- Read/Shared (S)

Locks

- Read/Shared (S)
- Write/Exclusive (X)

Locks

- Read/Shared (S)
- Write/Exclusive (X)

		Requested	
		Shared	Exclusive
Active	None	✓	✓
	Shared	✓	✗
	Exclusive	✗	✗

Locks

- Read/Shared (S)
- Write/Exclusive (X)

		Requested	
		Shared	Exclusive
Active	None	✓	✓
	Shared	✓	✗
	Exclusive	✗	✗

- Under normal circumstances, `SELECT` statements do not acquire any locks!



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Read Phenomena

Read Phenomena

- Dirty Reads

Read Phenomena

- Dirty Reads
- Non-Repeatable Reads

Read Phenomena

- Dirty Reads
- Non-Repeatable Reads
- Phantom Reads



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Dirty Read



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Dirty Read

```
begin(Tx1)
```




Dirty Read

`begin(Tx1)`

`begin(Tx2)`



Dirty Read

`begin(Tx1)`

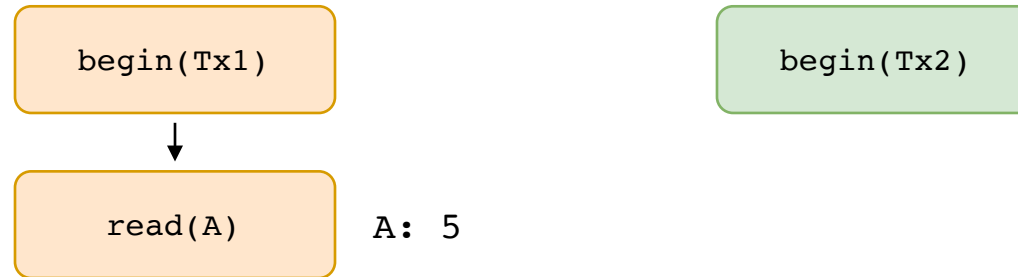


`begin(Tx2)`

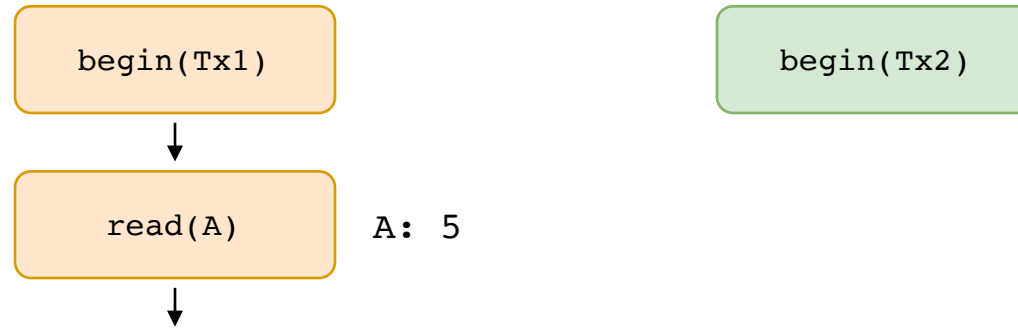
Dirty Read



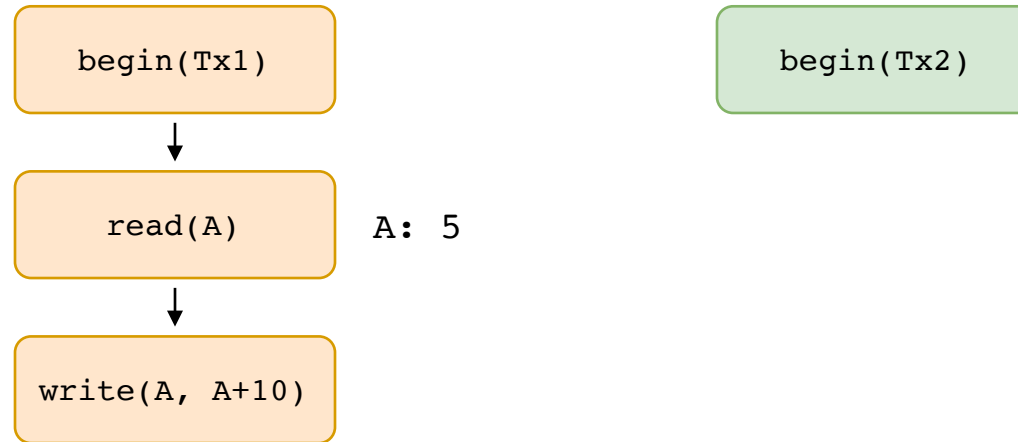
Dirty Read



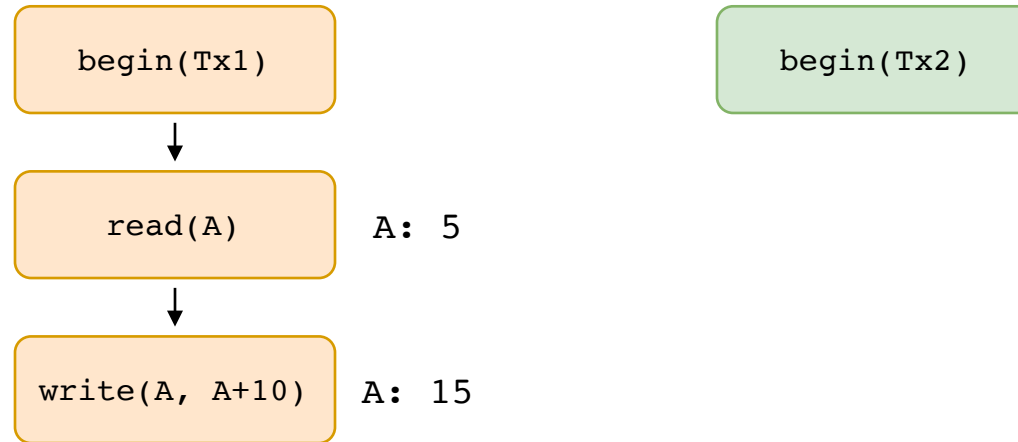
Dirty Read



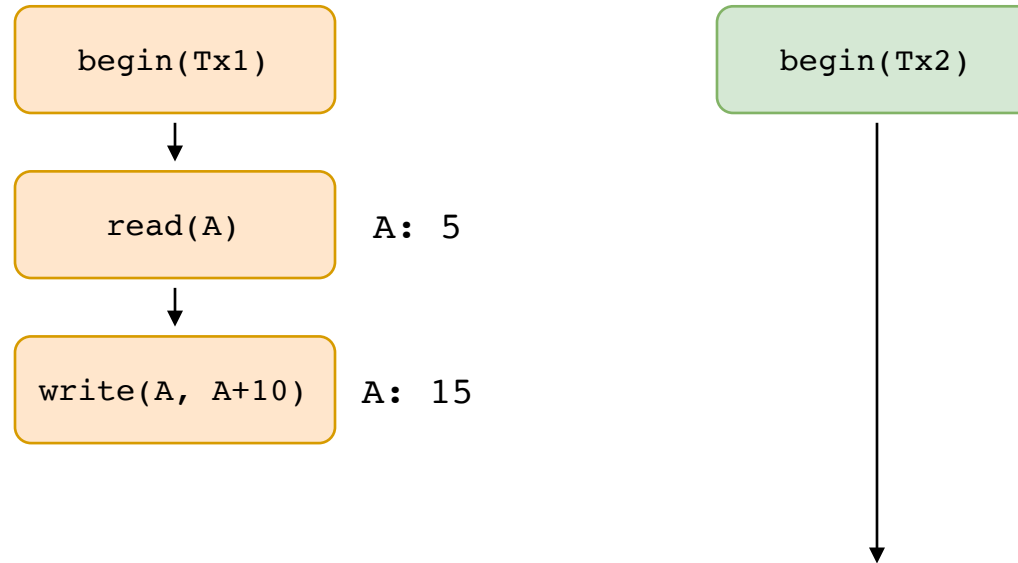
Dirty Read



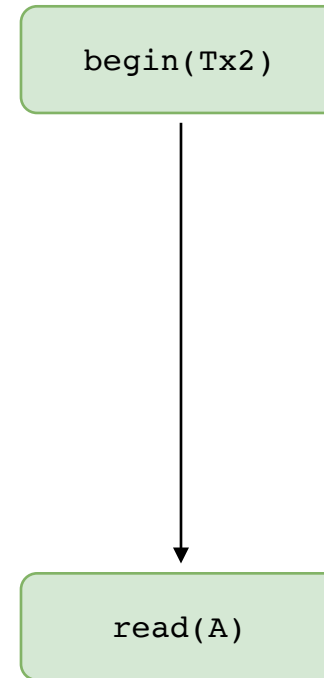
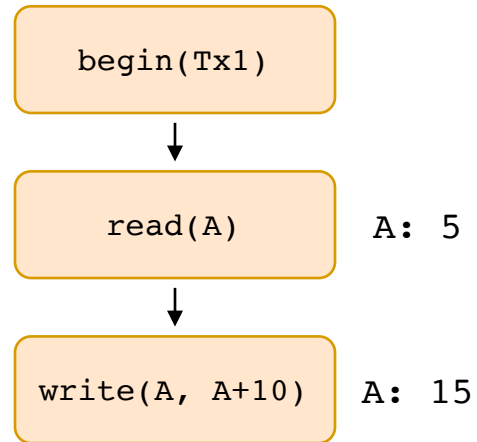
Dirty Read



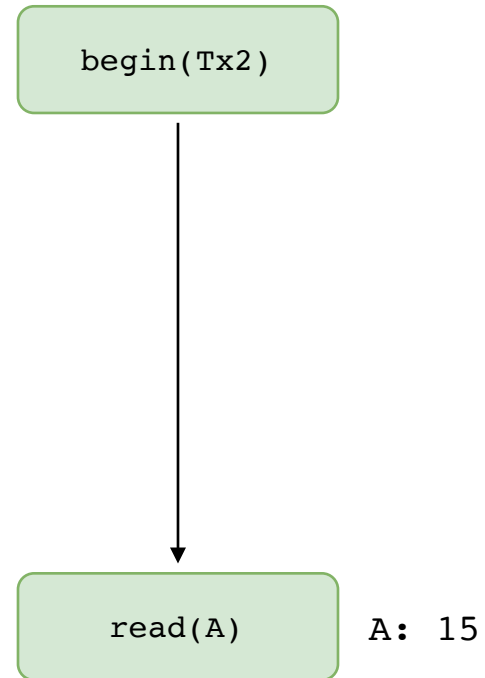
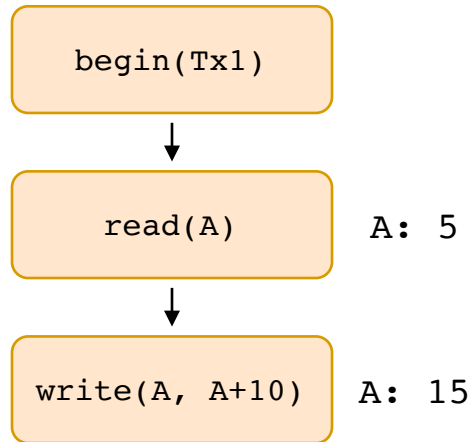
Dirty Read



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Non-Repeatable Reads

Non-Repeatable Reads

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Non-Repeatable Reads

`begin(Tx1)`

`begin(Tx2)`

Non-Repeatable Reads

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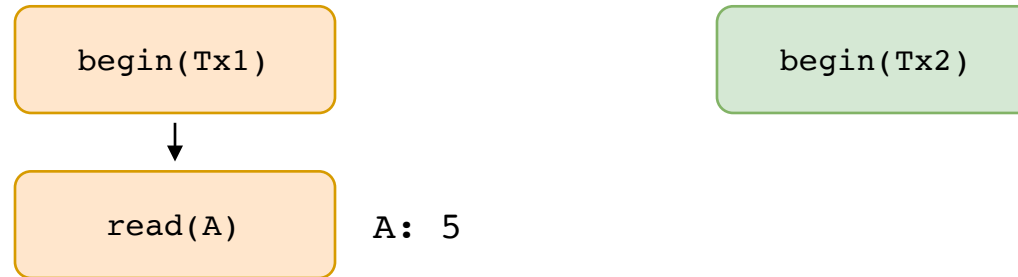


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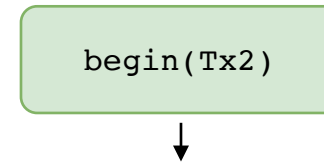
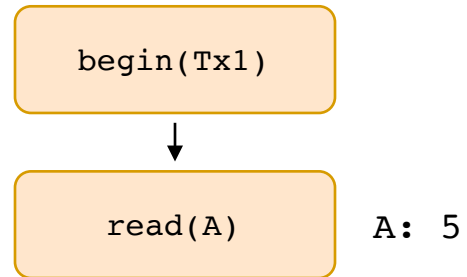
Non-Repeatable Reads



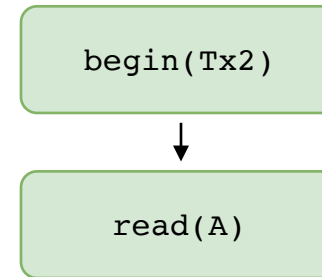
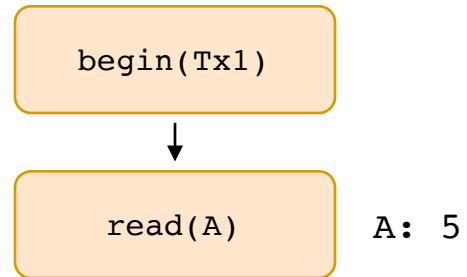
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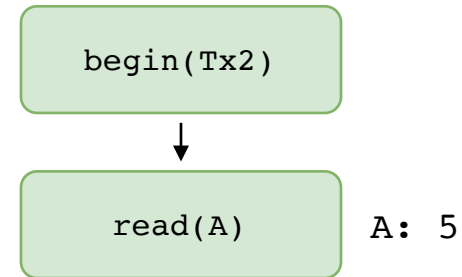
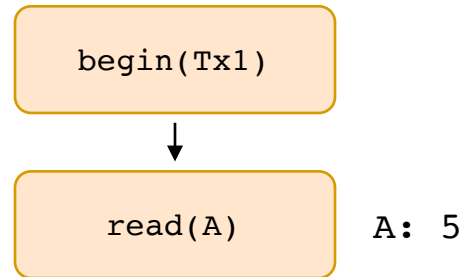
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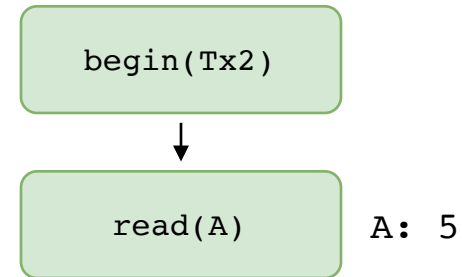
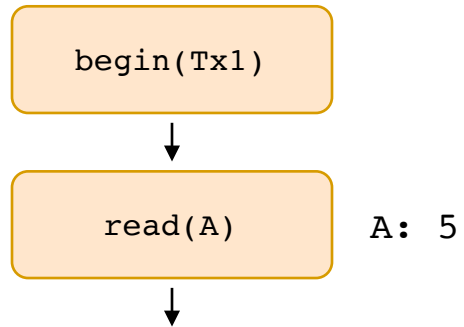
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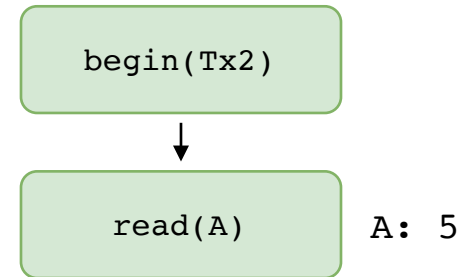
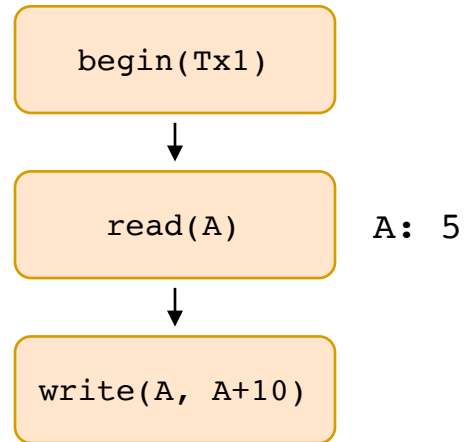
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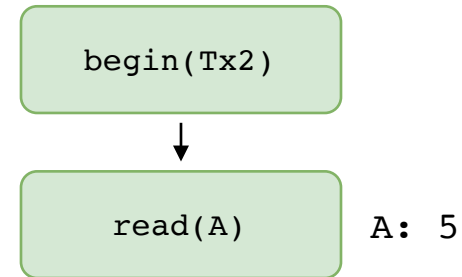
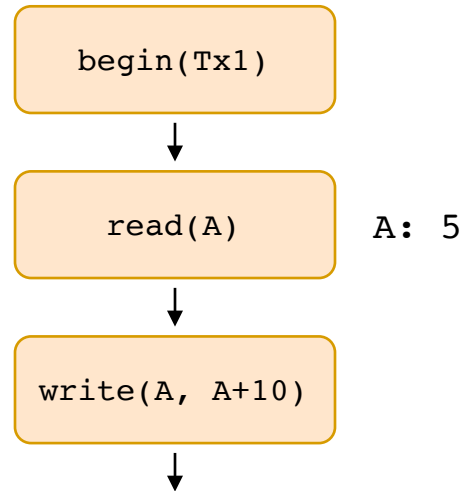
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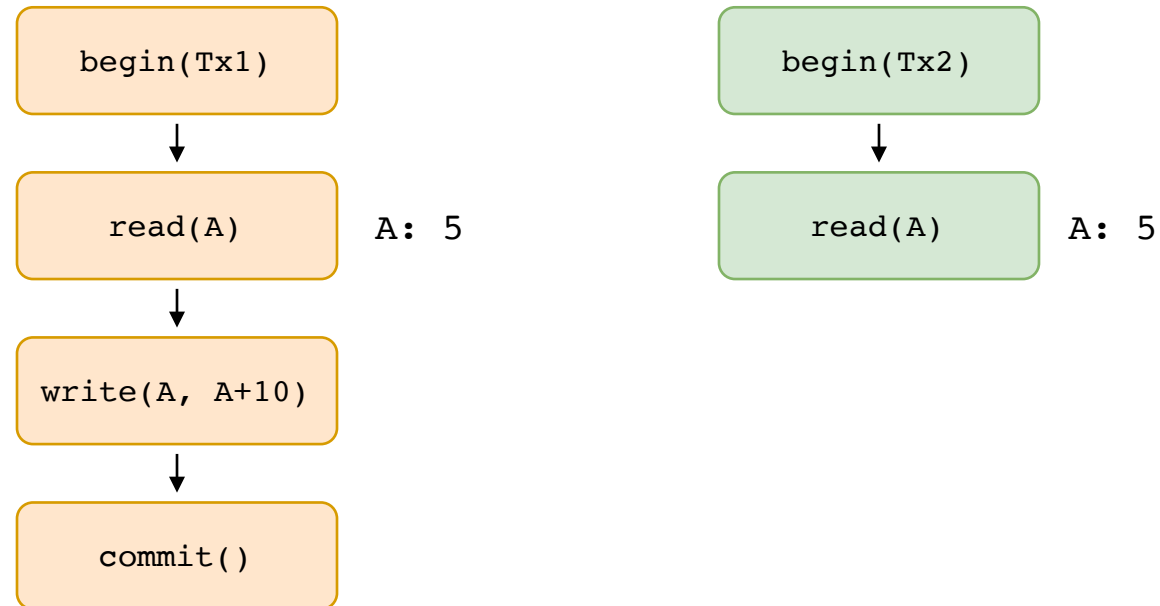
Non-Repeatable Reads



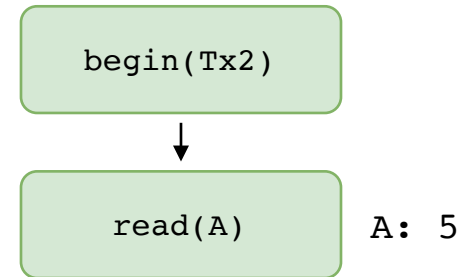
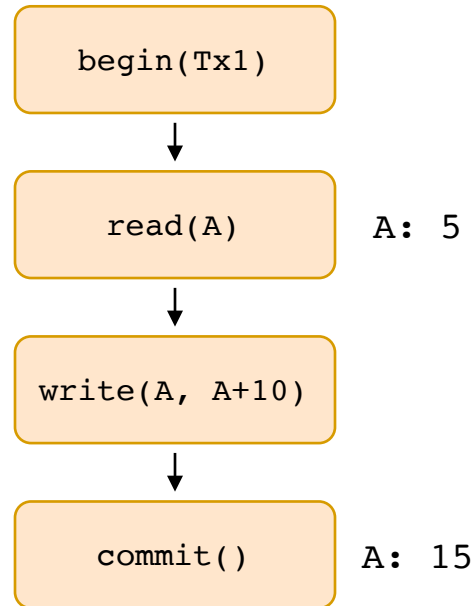
Non-Repeatable Reads



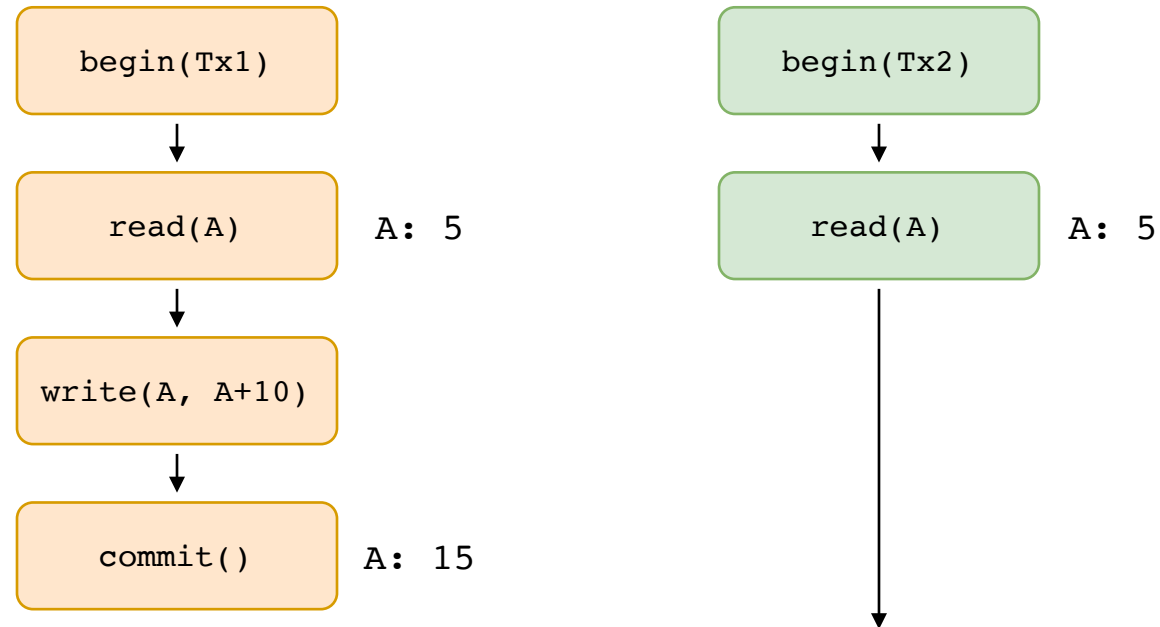
Non-Repeatable Reads



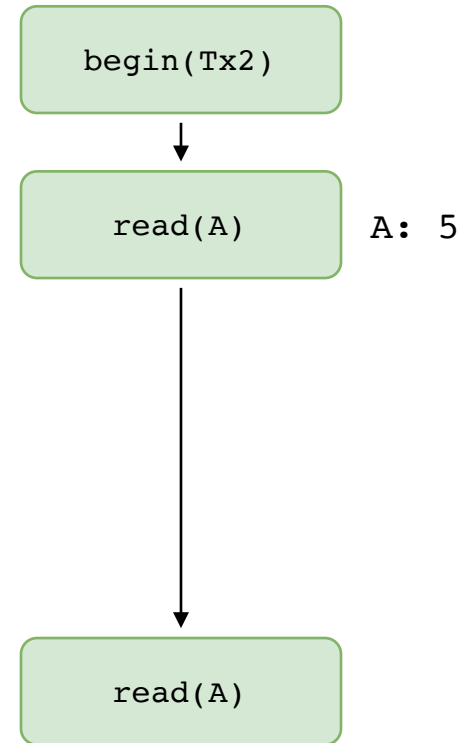
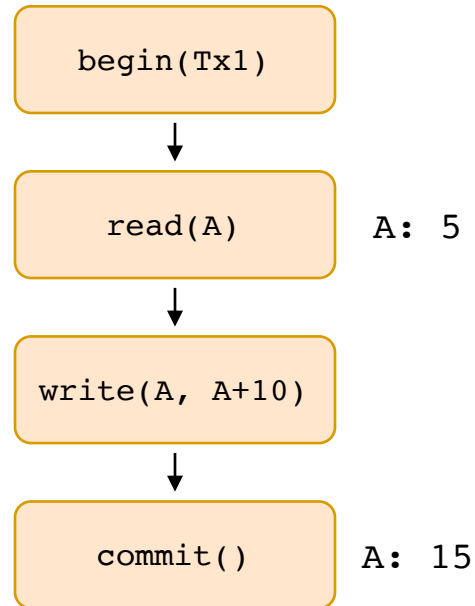
Non-Repeatable Reads



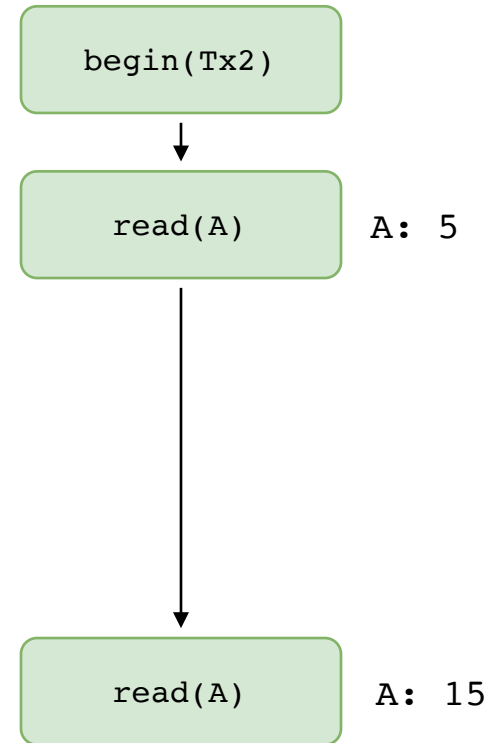
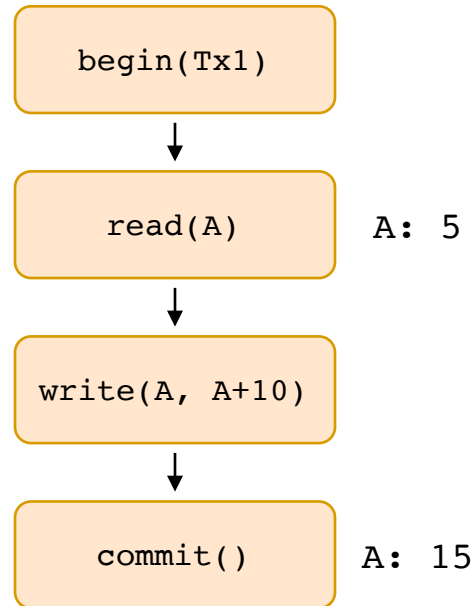
Non-Repeatable Reads



Non-Repeatable Reads



Non-Repeatable Reads





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A Race to the Bottom
Database Transactions Undermining
Your AppSec

Phantom Reads



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A Race to the Bottom
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Your AppSec

Phantom Reads

```
begin(Tx1)
```



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Your AppSec

Phantom Reads

```
begin(Tx1)
```

```
begin(Tx2)
```

Phantom Reads

`begin(Tx1)`

`begin(Tx2)`



Phantom Reads

`begin(Tx1)`

`begin(Tx2)`



`read(>50)`

Phantom Reads

begin(Tx1)

begin(Tx2)

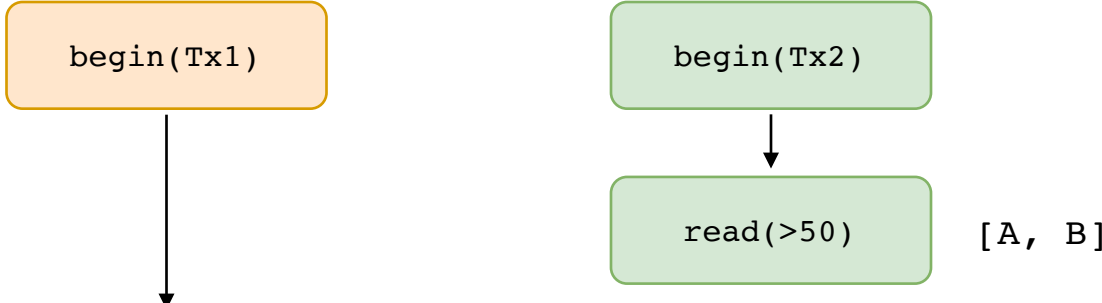


read(>50)

[A, B]

Phantom Reads

begin(Tx1)



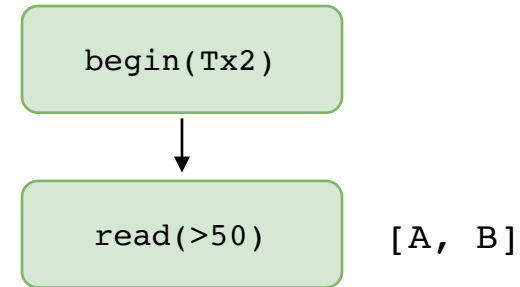
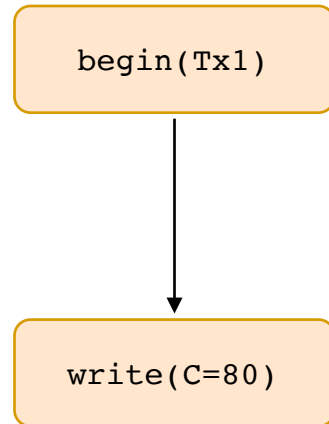
```
graph TD; Tx1[begin(Tx1)] --> Tx2[begin(Tx2)]; Tx2 --> Read[read(>50)]; Read --- Result["[A, B]"]
```

begin(Tx2)

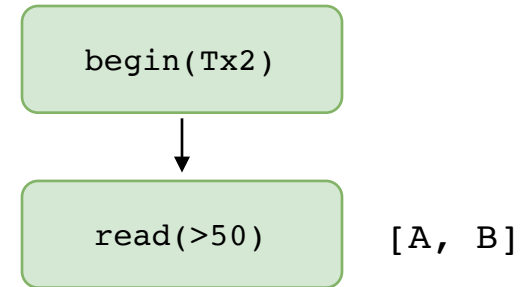
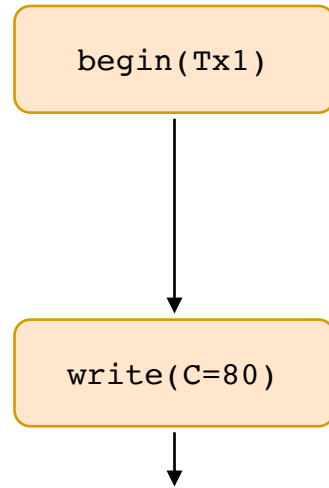
read(>50)

[A, B]

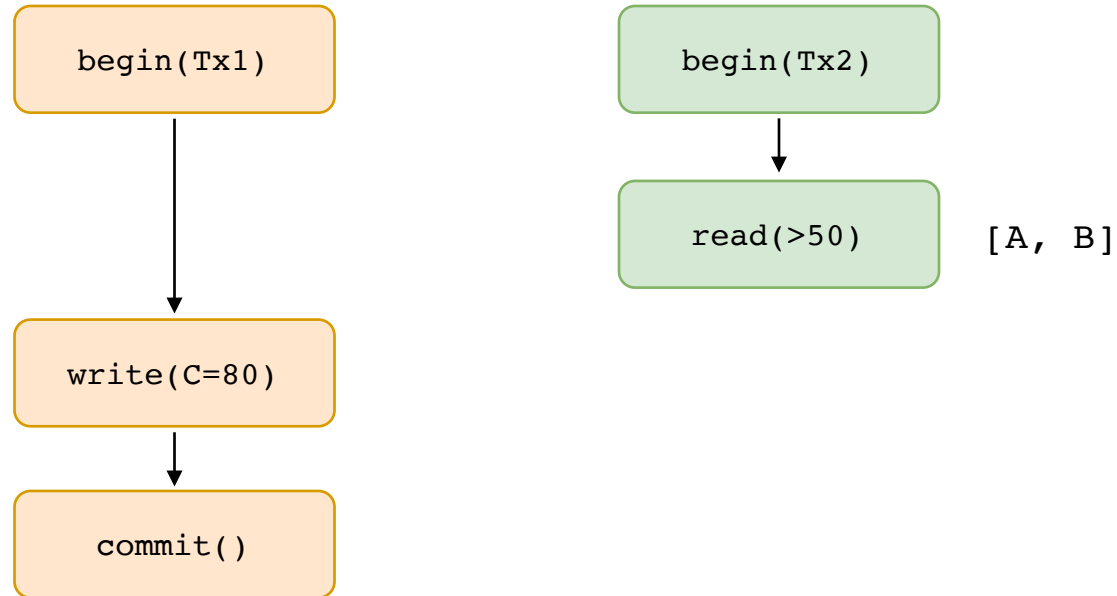
Phantom Reads



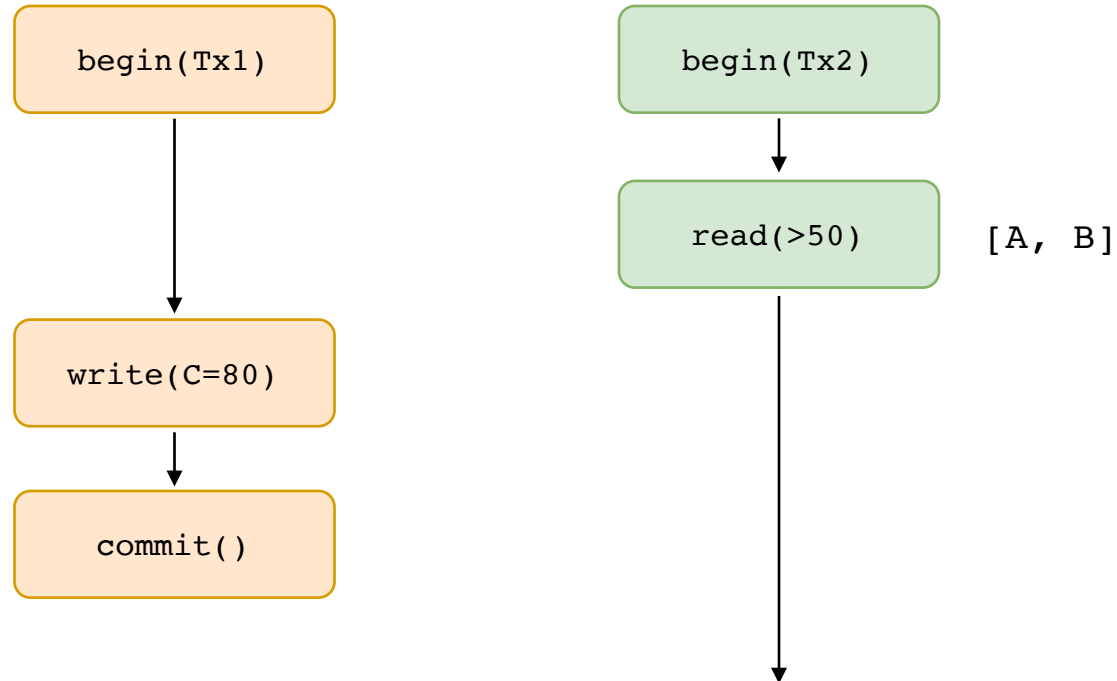
Phantom Reads



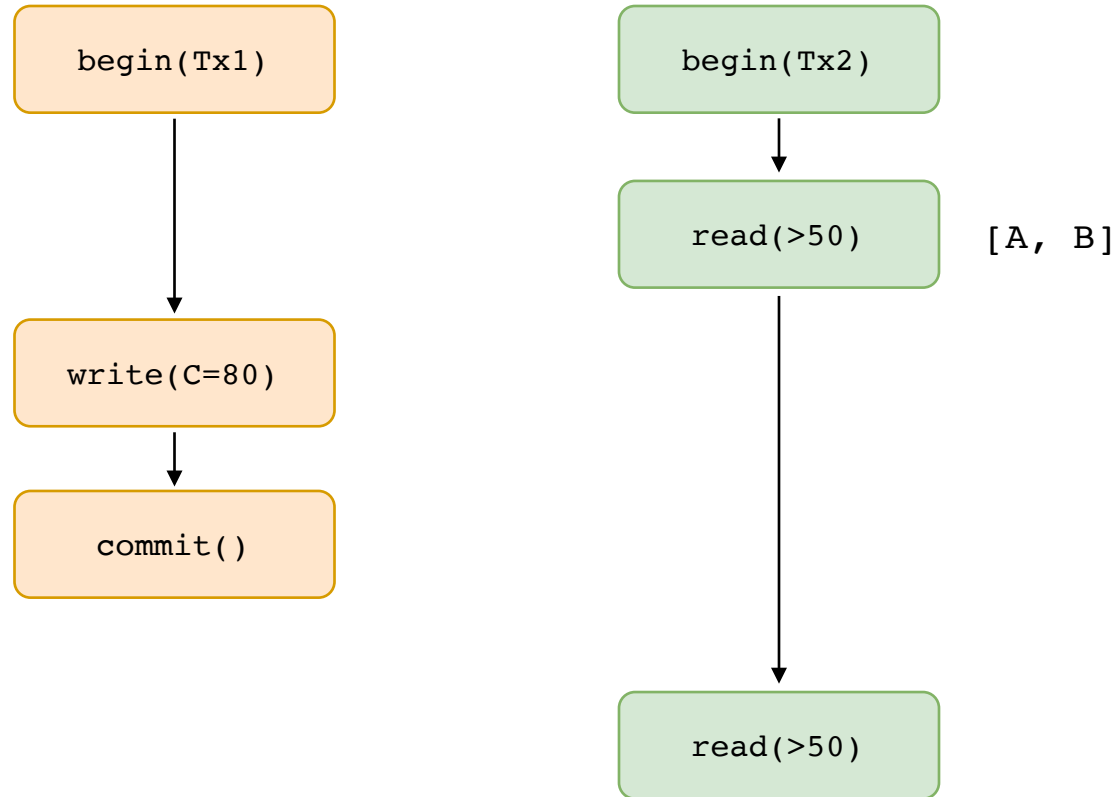
Phantom Reads



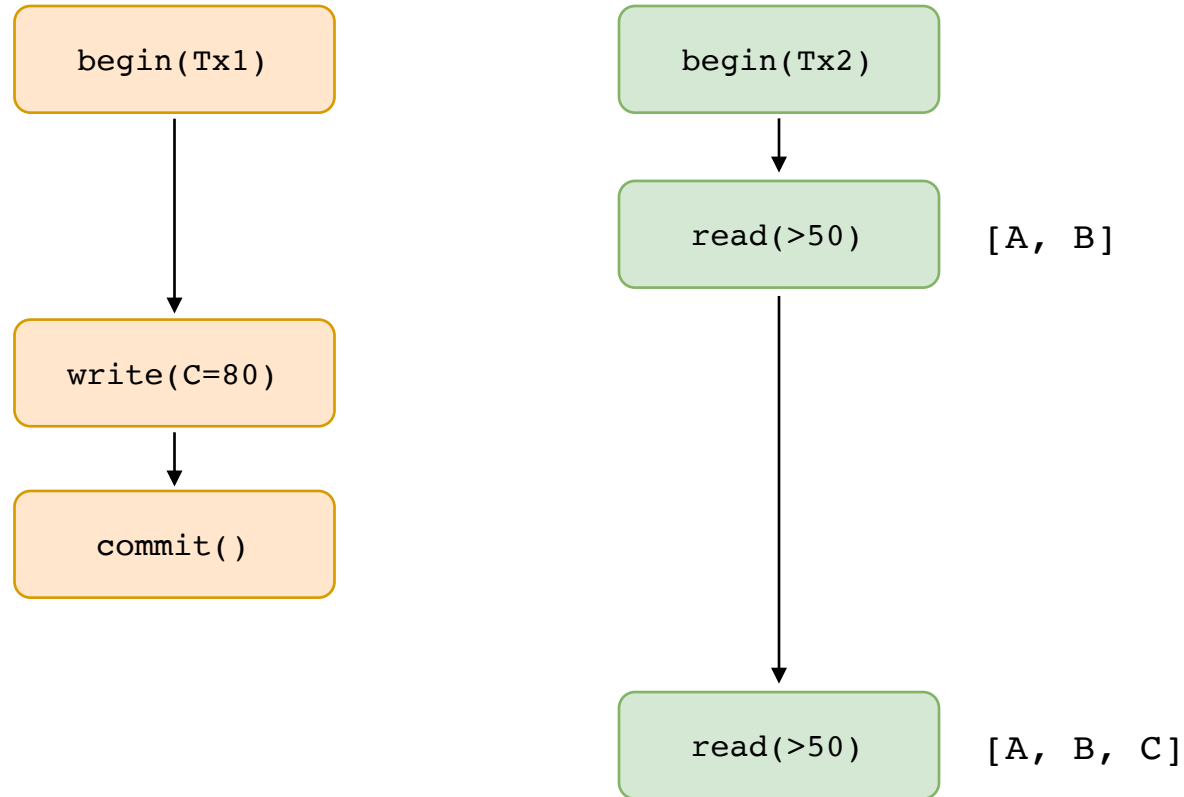
Phantom Reads



Phantom Reads



Phantom Reads



Read Phenomena - Bonus

- Dirty Reads
- Non-Repeatable Reads
- Phantom Reads

Read Phenomena - Bonus

- Dirty Reads
- Non-Repeatable Reads
- Phantom Reads
- Read Skews

Read Phenomena - Bonus

- Dirty Reads
- Non-Repeatable Reads
- Phantom Reads
- Read Skews
- Write Skews

Read Phenomena - Bonus

- Dirty Reads
- Non-Repeatable Reads
- Phantom Reads
- Read Skews
- Write Skews
- Lost Updates

Read Phenomena - Bonus

- Dirty Reads
 - Non-Repeatable Reads
 - Phantom Reads
 - Read Skews
 - Write Skews
 - Lost Updates
-
- <https://www.microsoft.com/en-us/research/wp-content/uploads/2016/02/tr-95-51.pdf>

Transaction's Critical Section

```
BEGIN  
SELECT id, balance FROM users WHERE id = 2  
UPDATE users SET balance = balance - 20 WHERE id = 2  
UPDATE users SET balance = balance + 20 WHERE id = 1  
COMMIT
```

Transaction's Critical Section

```
BEGIN  
SELECT id, balance FROM users WHERE id = 2  
UPDATE users SET balance = balance - 20 WHERE id = 2  
UPDATE users SET balance = balance + 20 WHERE id = 1  
COMMIT
```



Vulnerable Pattern #1

```
func (db *Db) Transfer(source int, destination int, amount int) error {
    ctx := context.Background()
    conn, err := pgx.Connect(ctx, db.databaseUrl)
    defer conn.Close(ctx)

    tx, err := conn.BeginTx(ctx)

    var user User
    err = conn.QueryRow(ctx, "SELECT id, name, balance FROM users WHERE id = $1", from).
        Scan(&user.Id, &user.Name, &user.Balance)

    if amount < 0 || user.Balance > amount {
        tx.Rollback(ctx)
        return fmt.Errorf("invalid transfer")
    }

    _, err = conn.Exec(ctx, "UPDATE users SET balance = balance - $2 WHERE id = $1", source, amount)
    _, err = conn.Exec(ctx, "UPDATE users SET balance = balance + $2 WHERE id = $1", destination, amount)

    err = tx.Commit(ctx)
    return nil
}
```

begin(Tx1)

begin(Tx2)

Scenario

Source Balance :	100
<u>Destination Balance:</u>	<u>20</u>
Transfer Amount:	100

`begin(Tx1)`

`begin(Tx2)`

begin(Tx1)



begin(Tx2)

begin(Tx1)



read(Src)

begin(Tx2)

begin(Tx1)



read(Src)

src_balance: 100

begin(Tx2)

begin(Tx1)



read(Src)

src_balance: 100

begin(Tx2)



begin(Tx1)



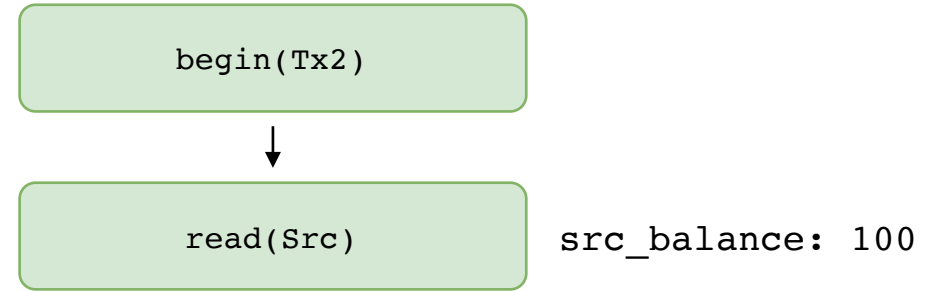
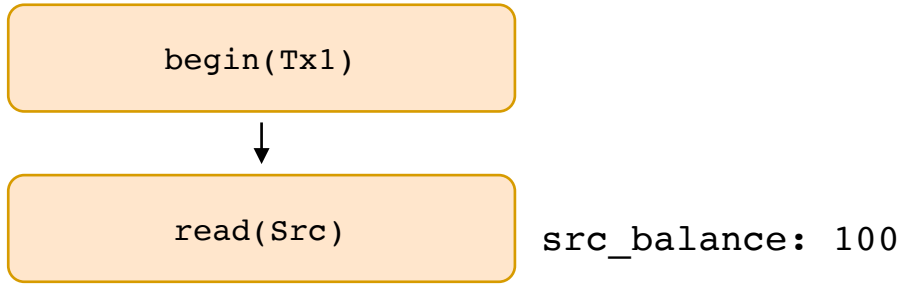
read(Src)

src_balance: 100

begin(Tx2)



read(Src)



begin(Tx1)



read(Src)

src_balance: 100



begin(Tx2)



read(Src)

src_balance: 100

begin(Tx1)



read(Src)

src_balance: 100



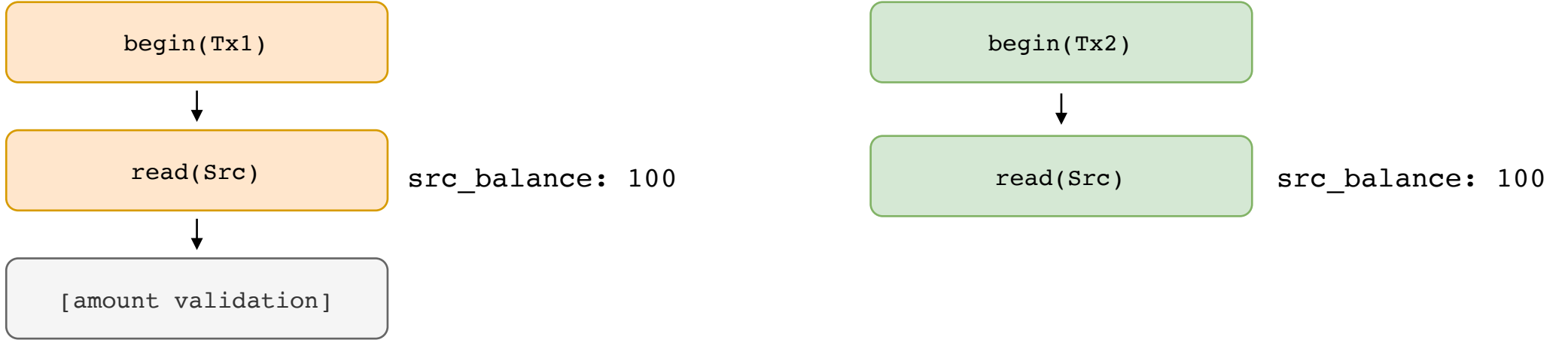
[amount validation]

begin(Tx2)



read(Src)

src_balance: 100



begin(Tx1)



read(Src)

src_balance: 100



[amount validation]

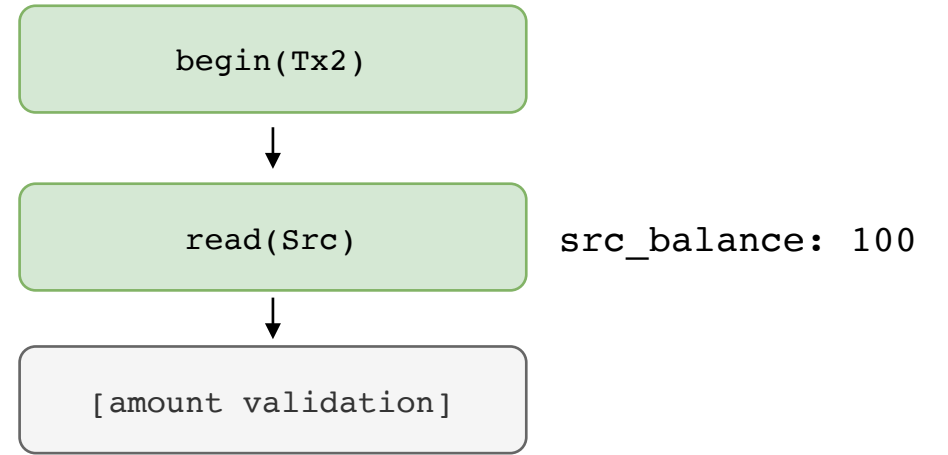
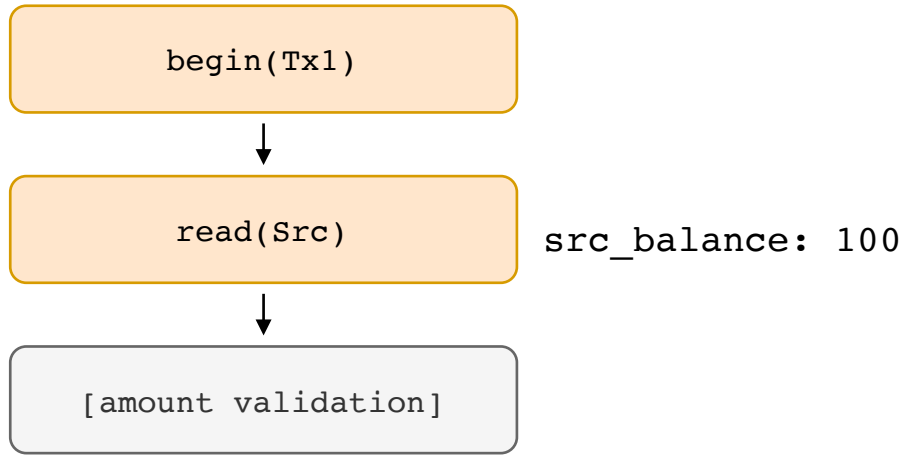
begin(Tx2)

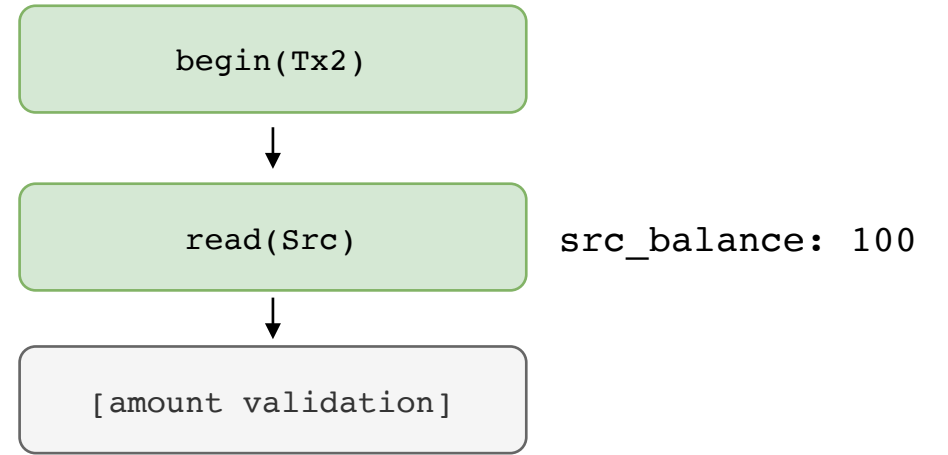
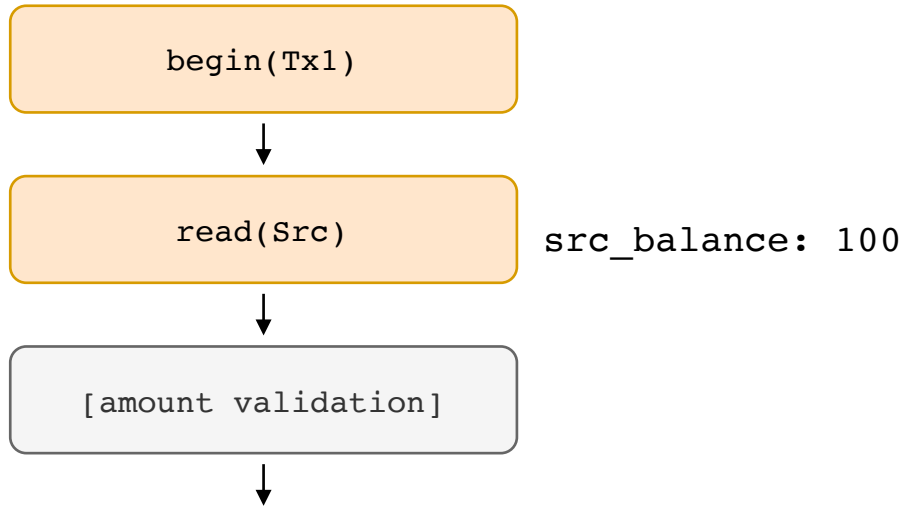


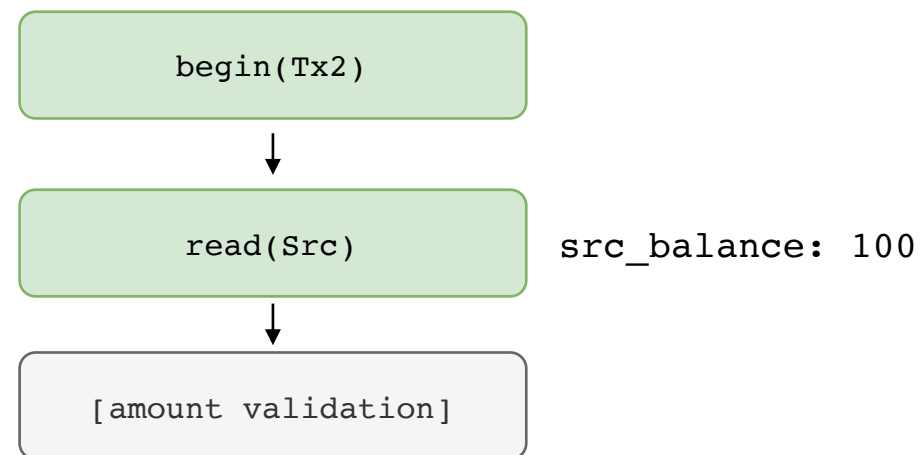
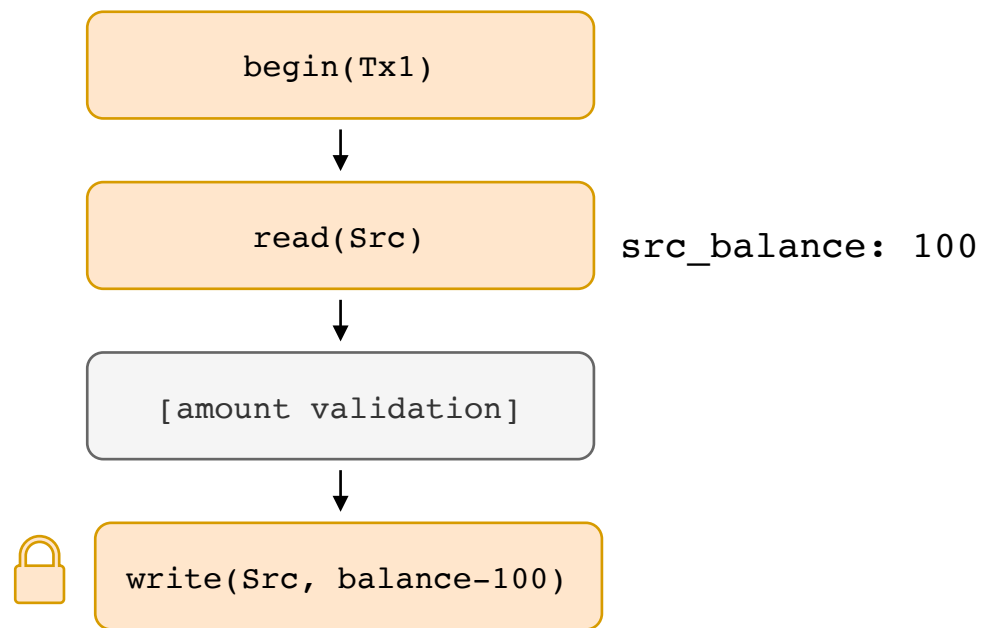
read(Src)

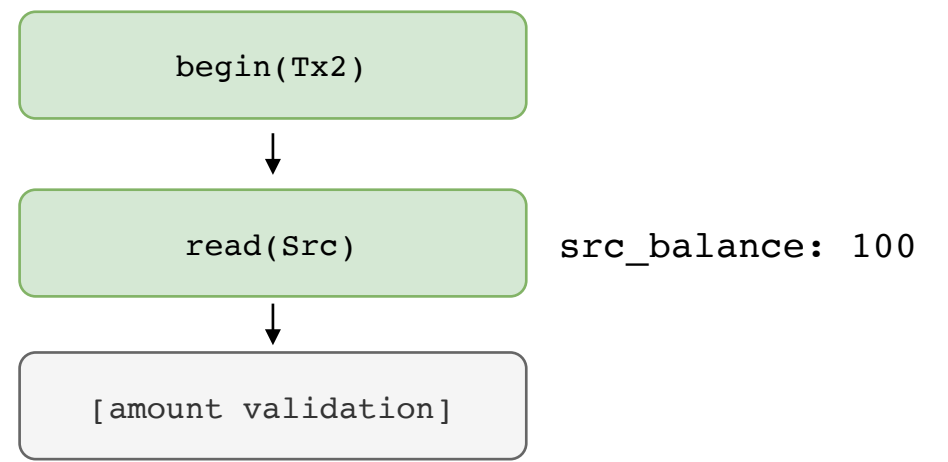
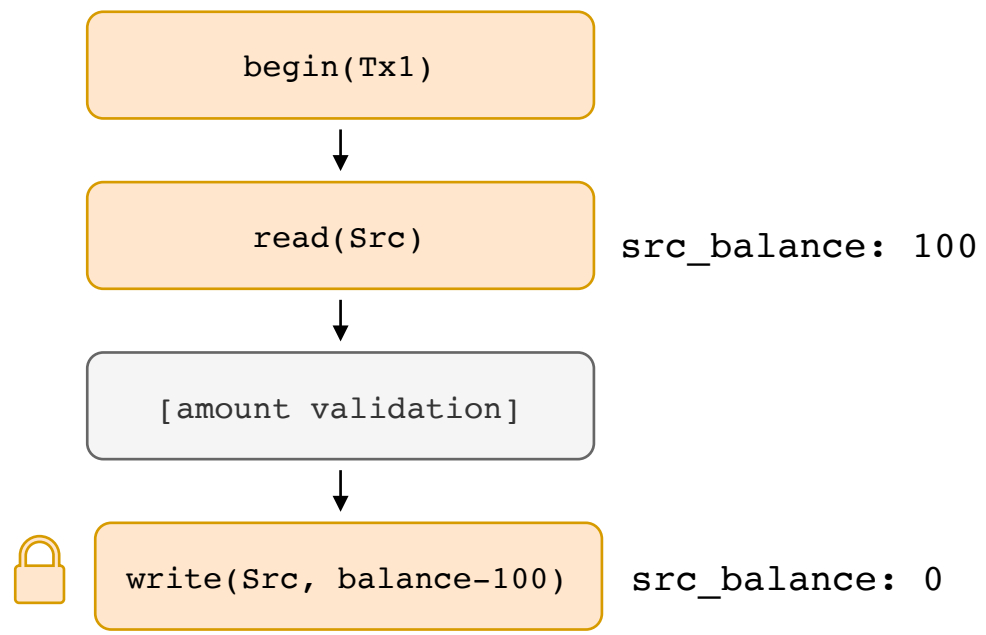
src_balance: 100

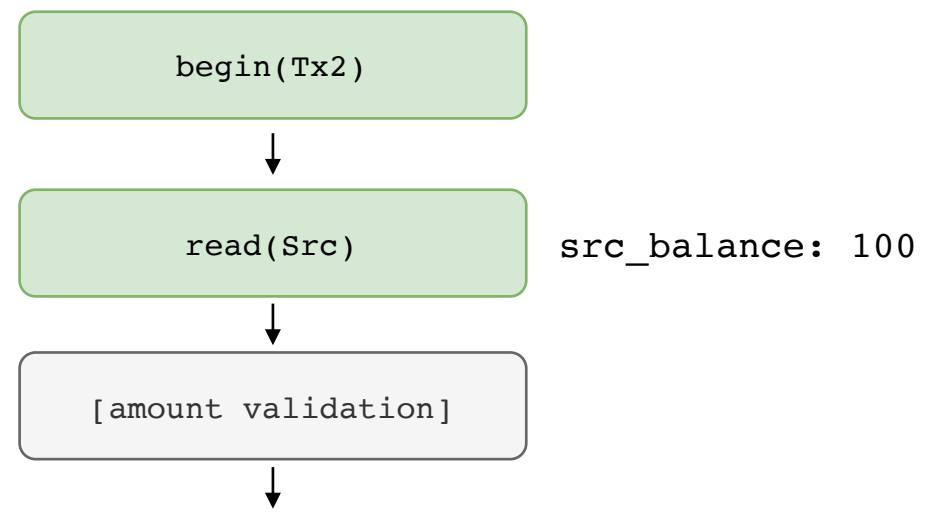
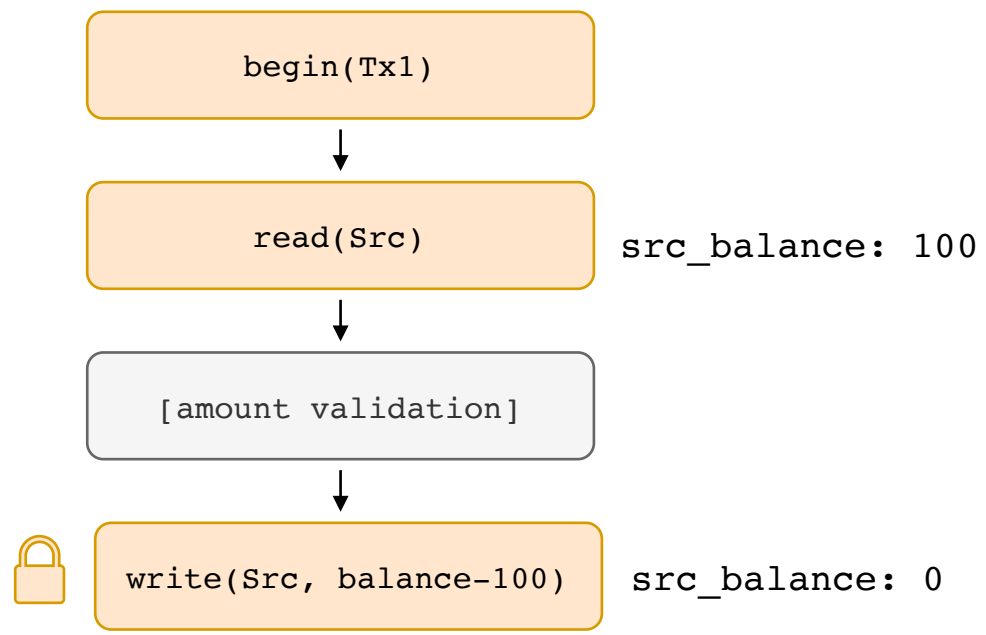


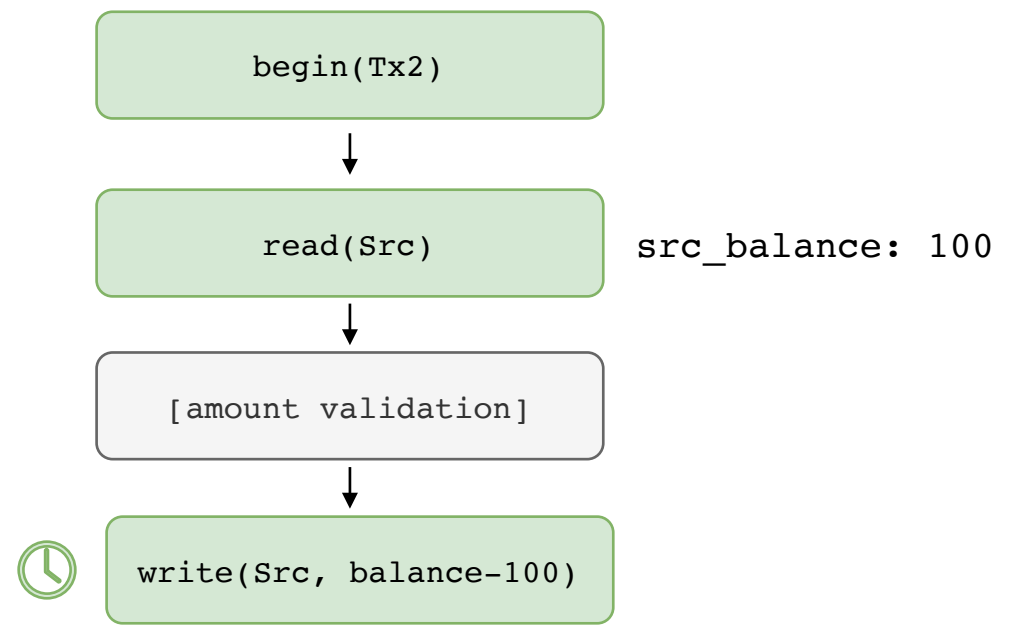
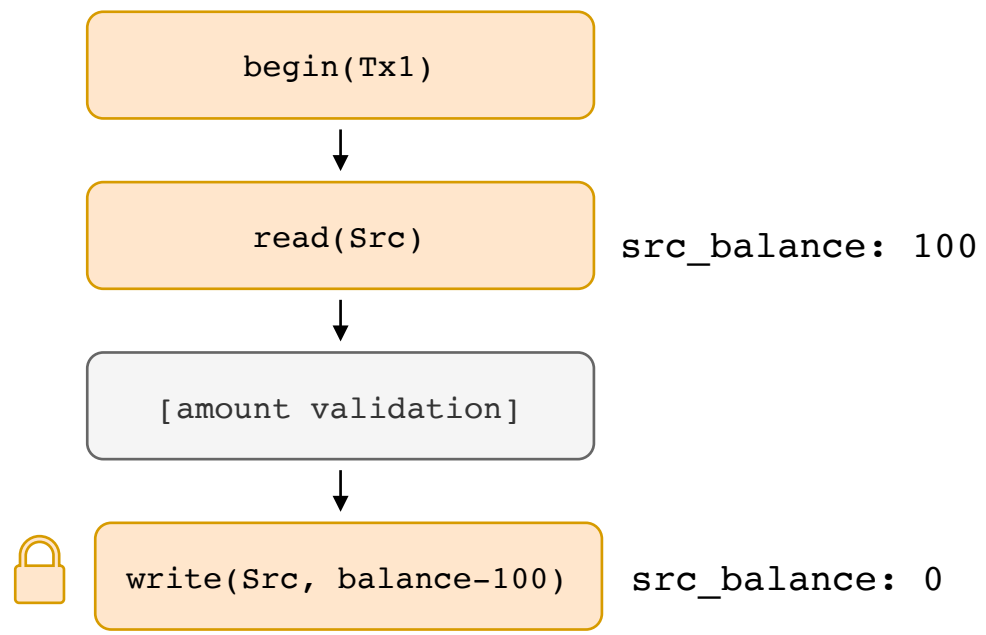


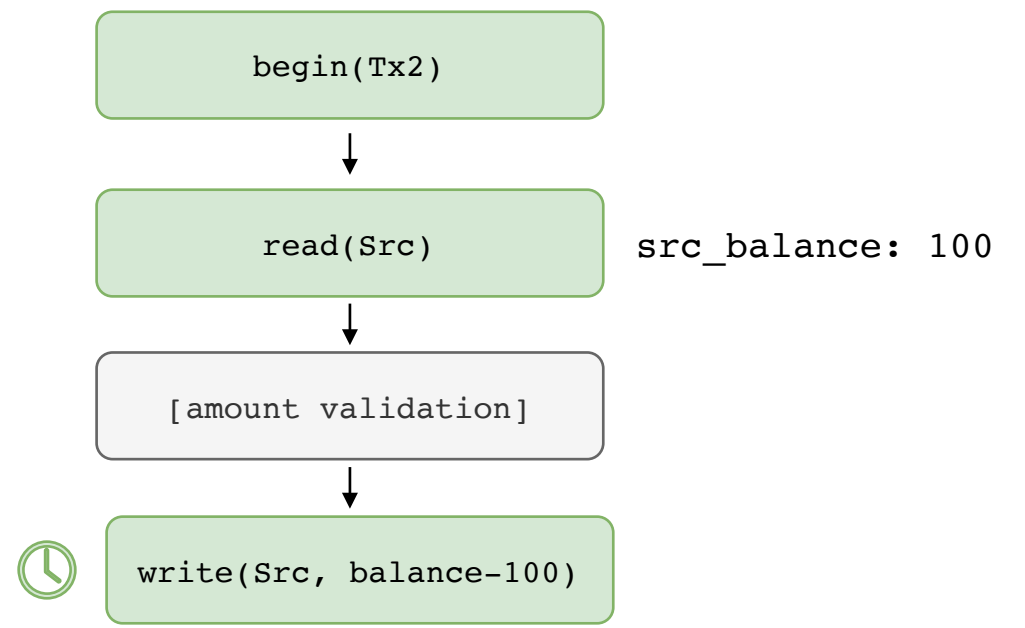
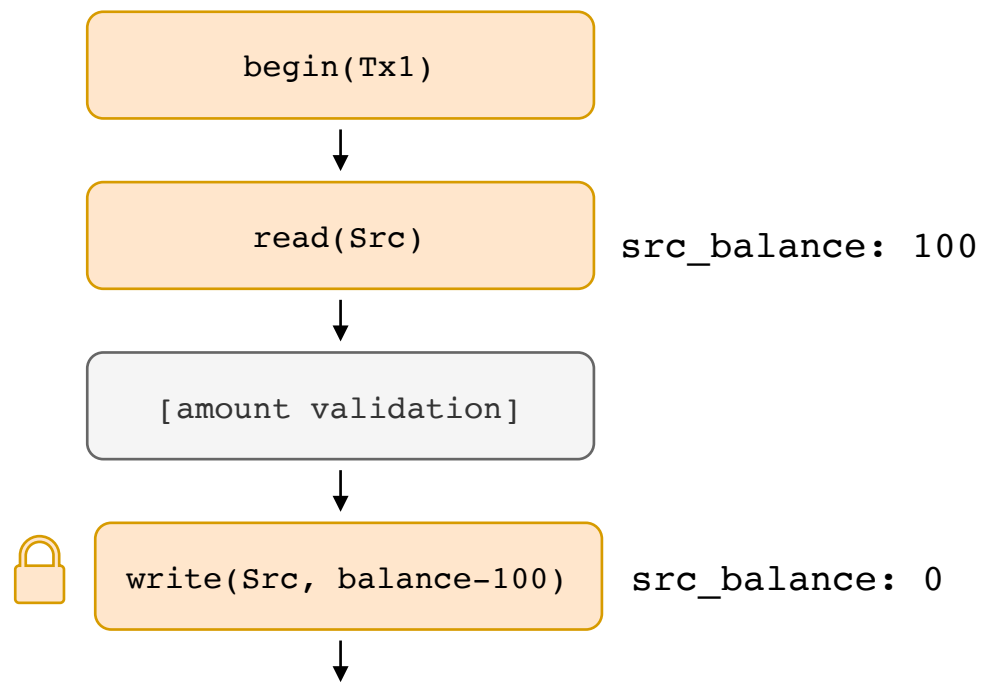


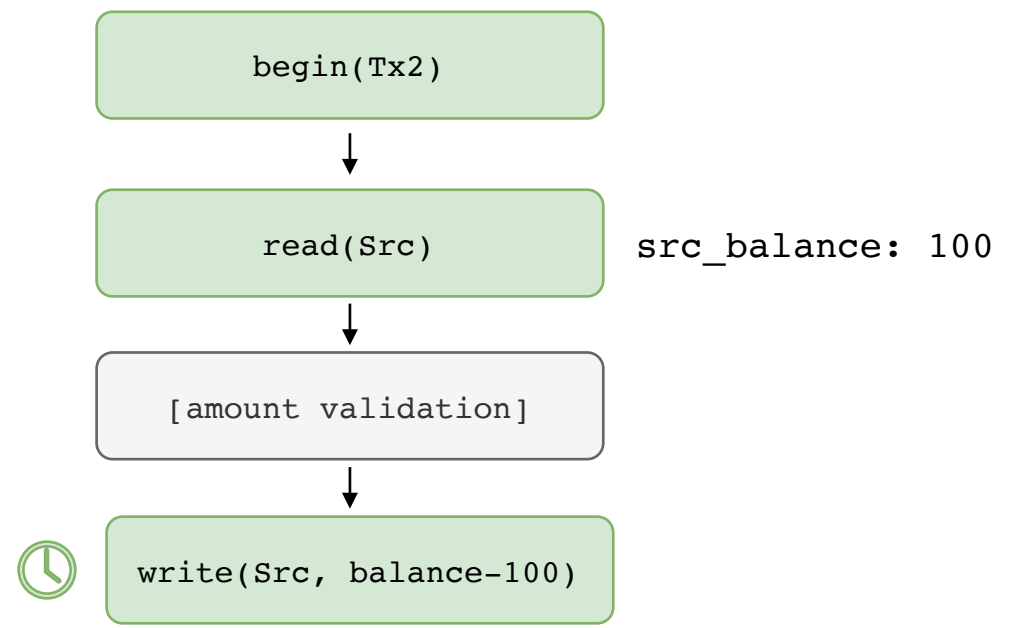
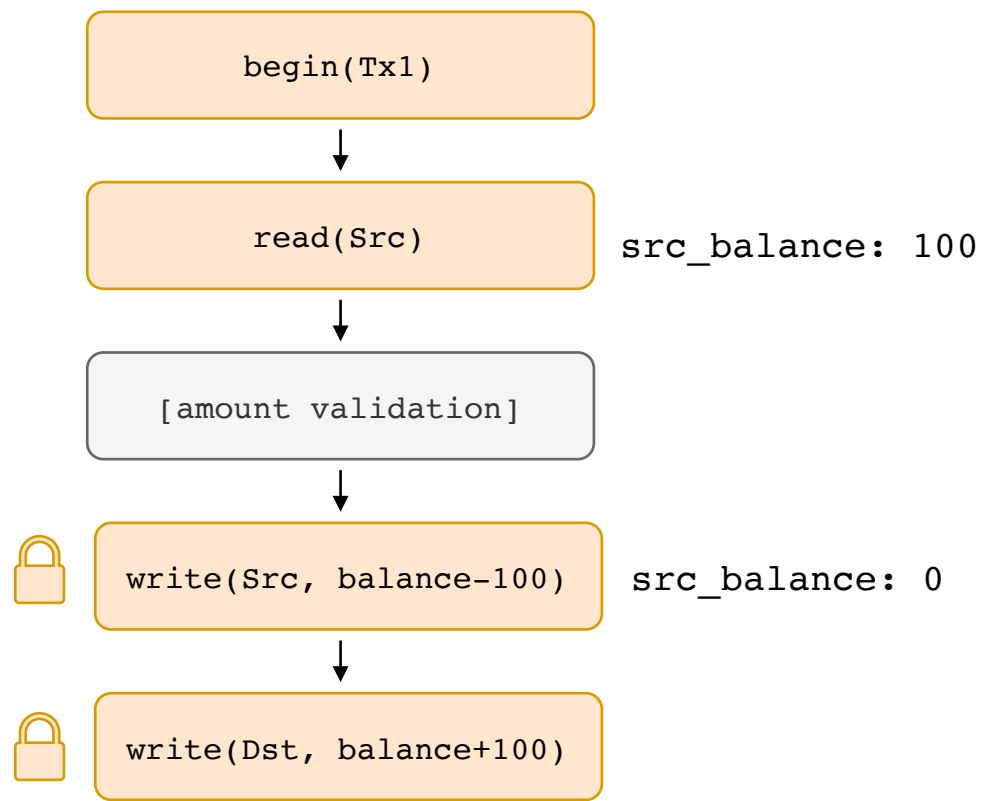


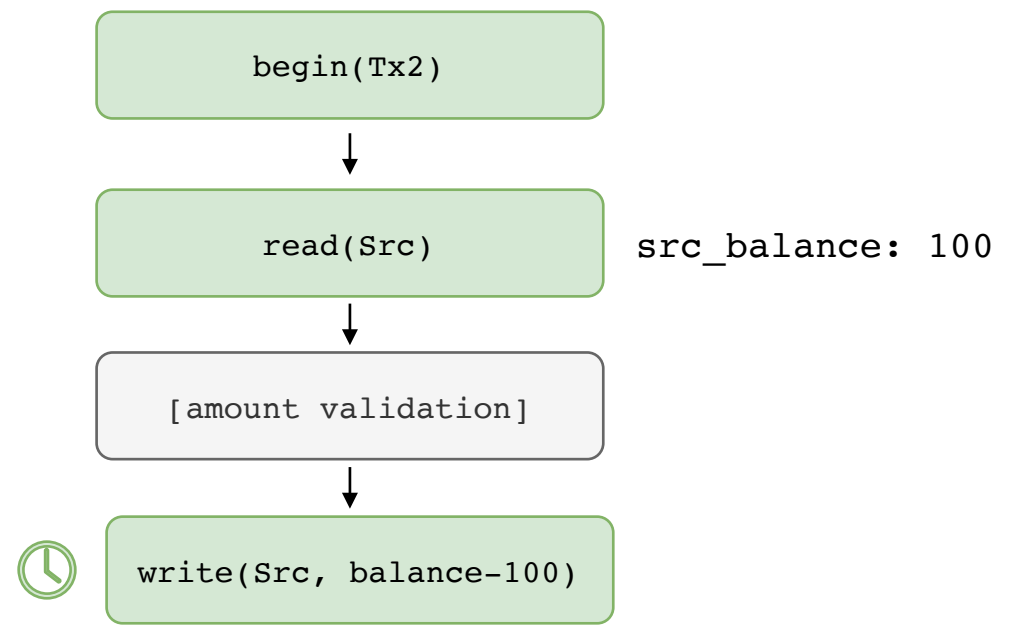
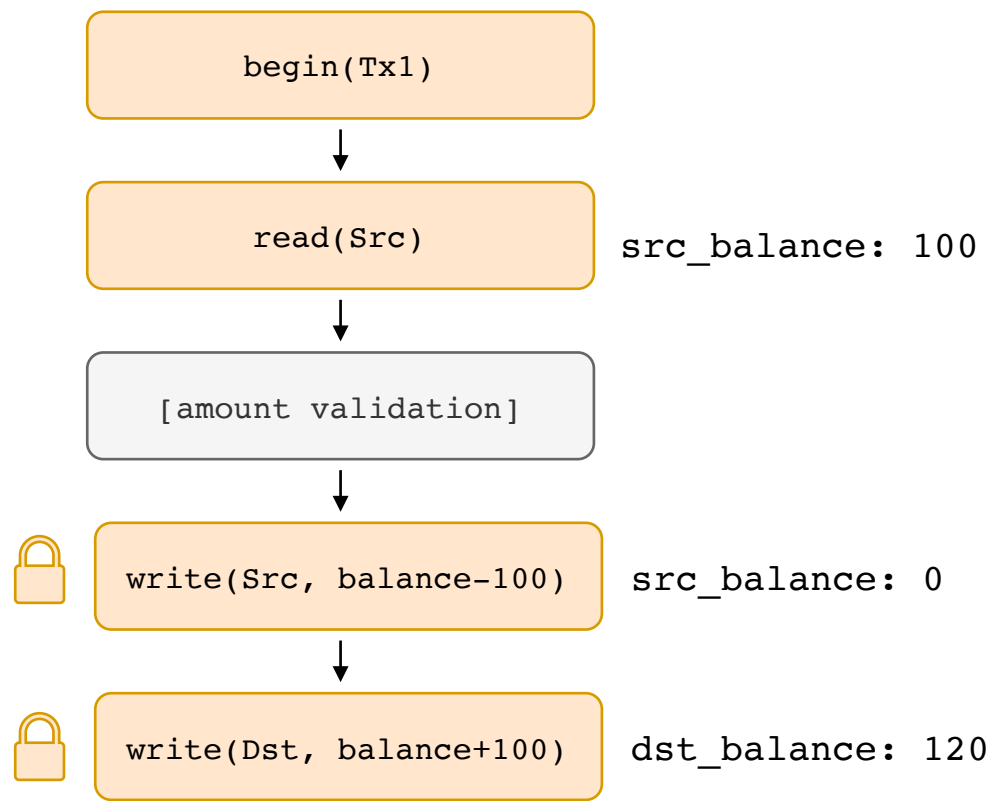


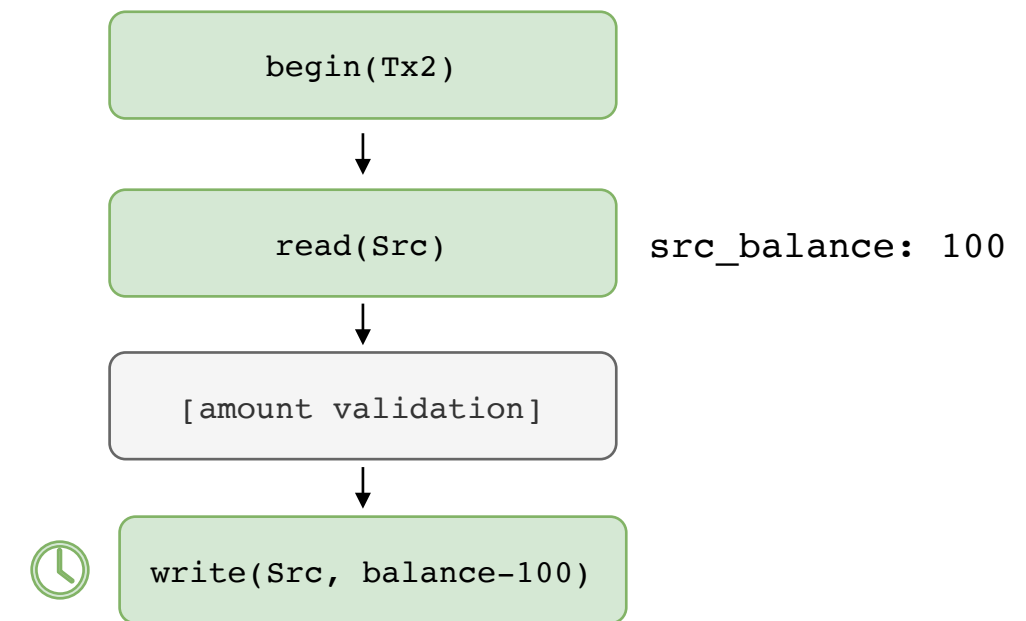
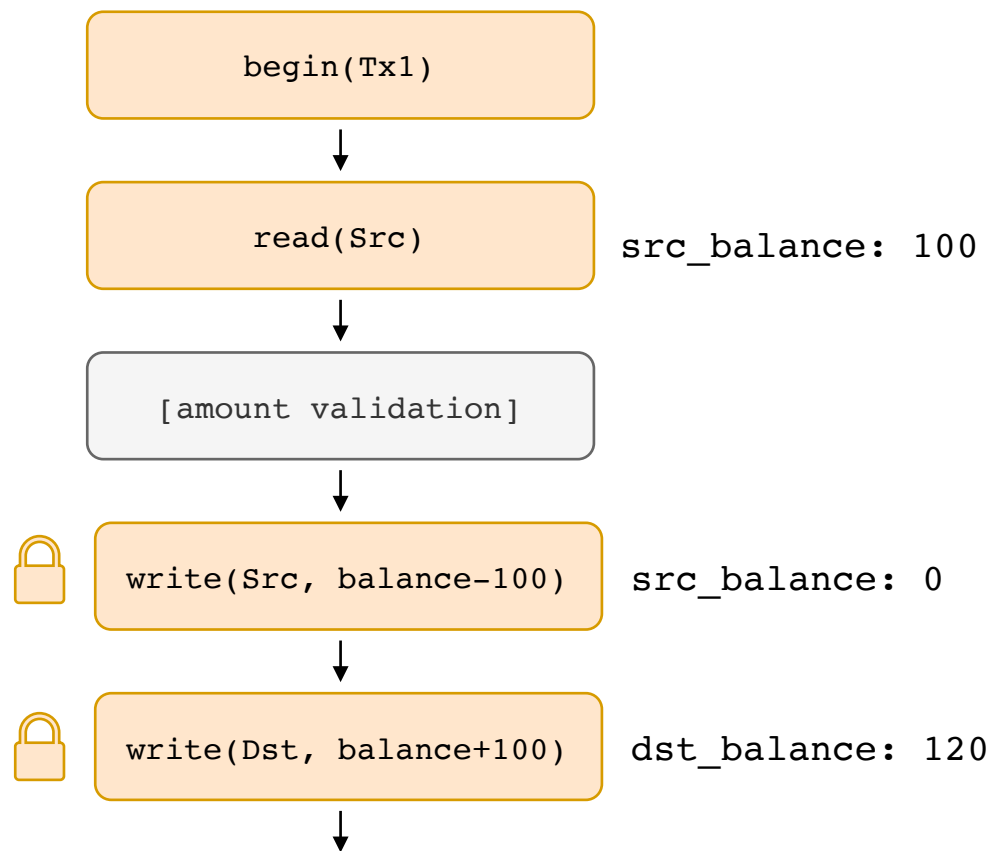


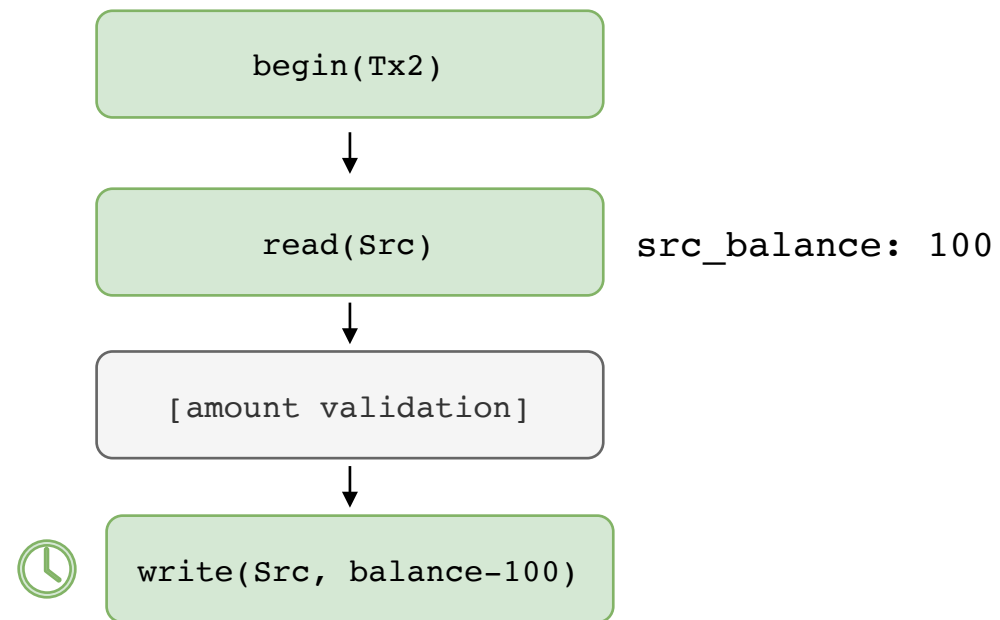
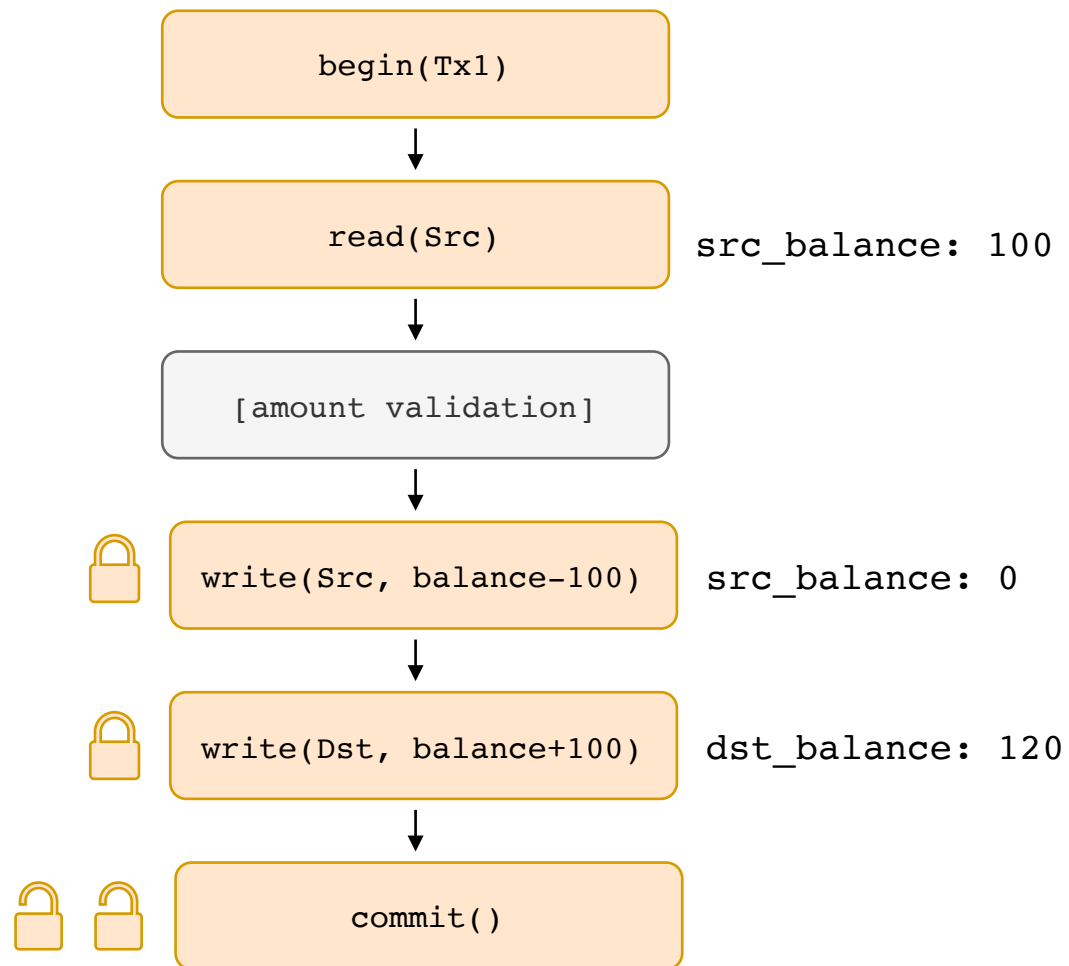


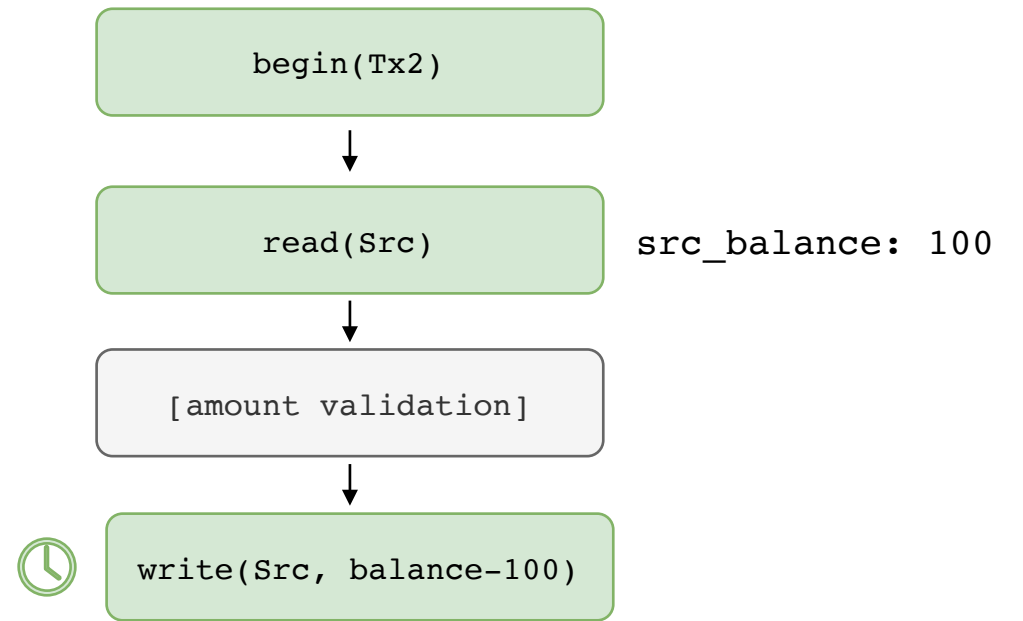
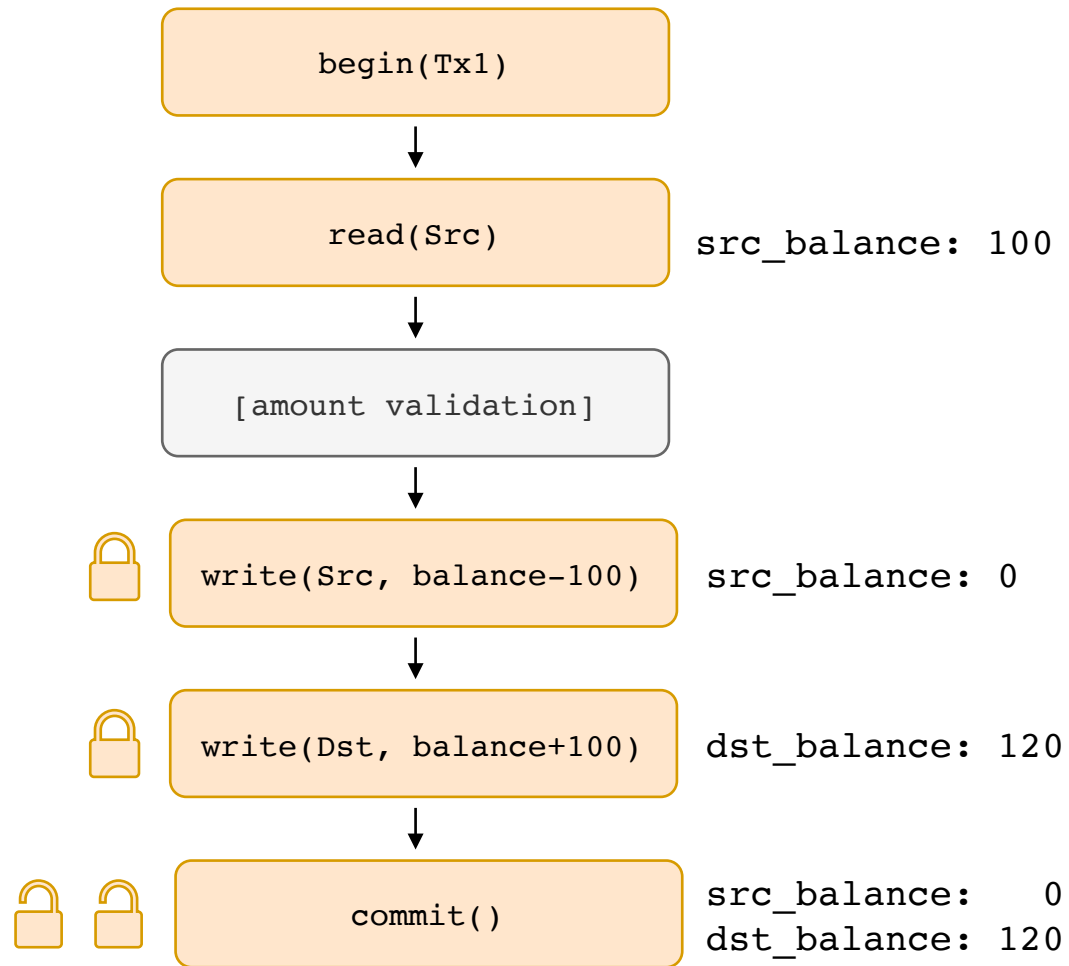


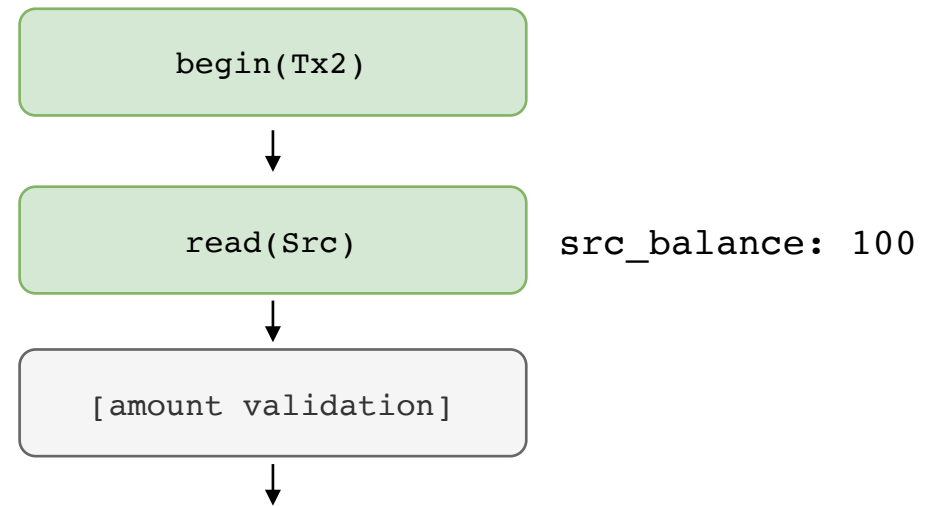
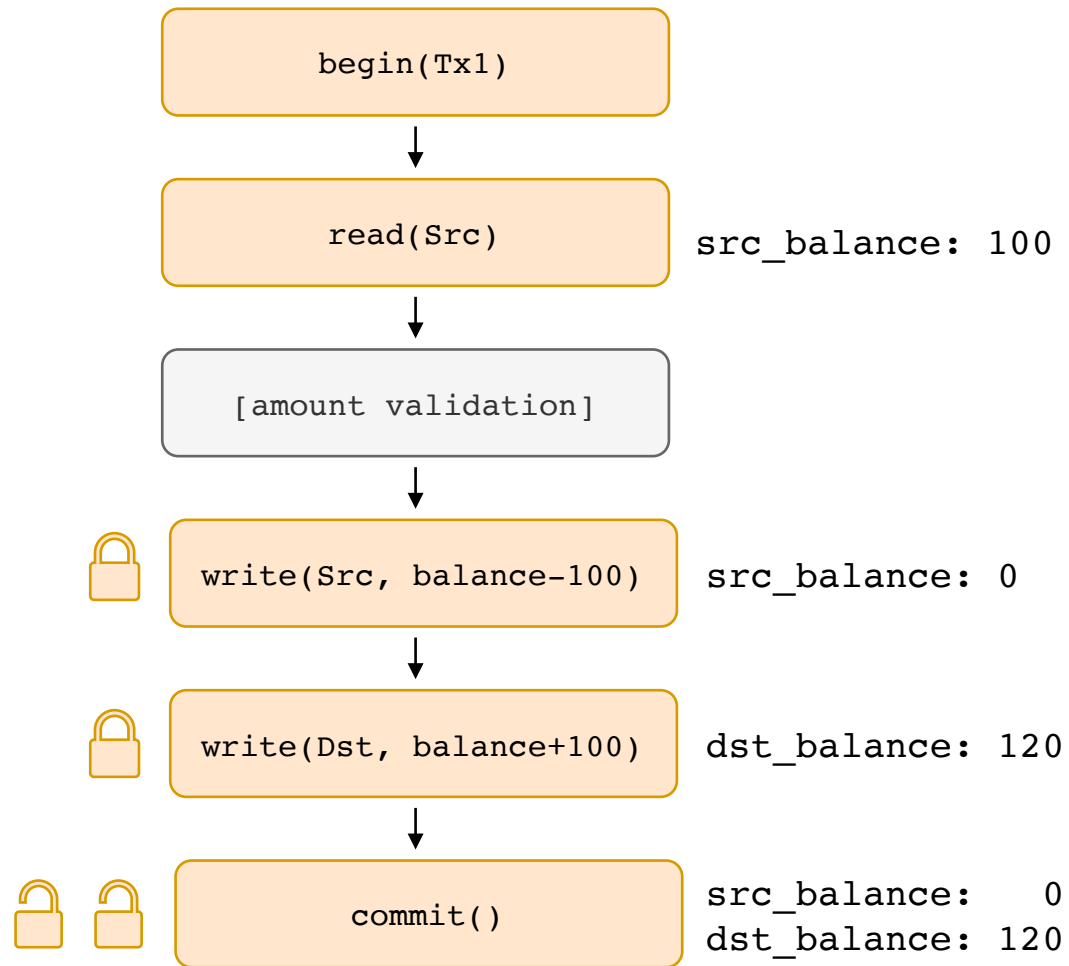


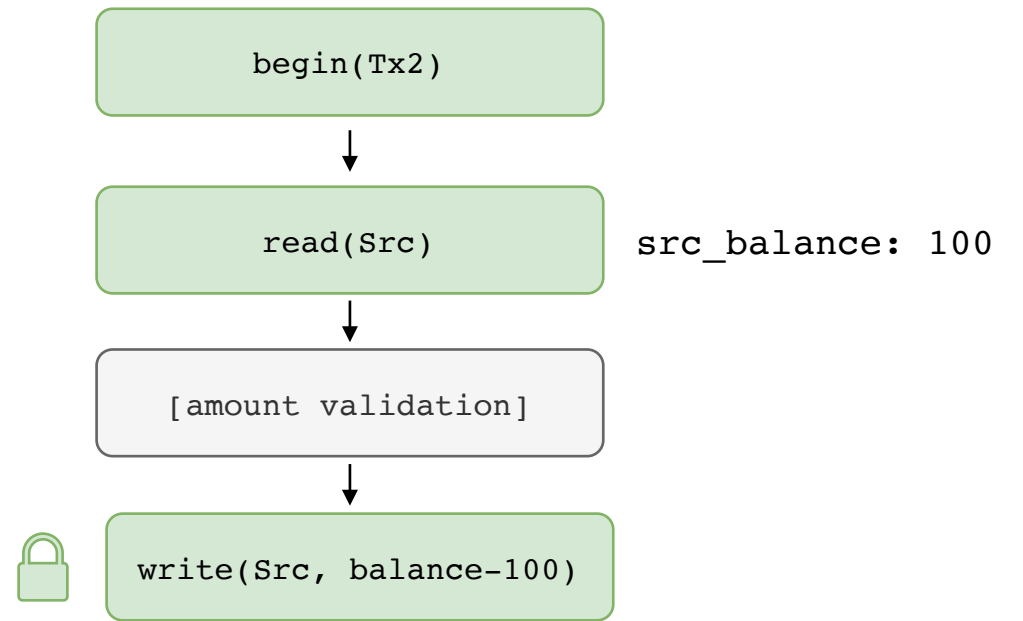
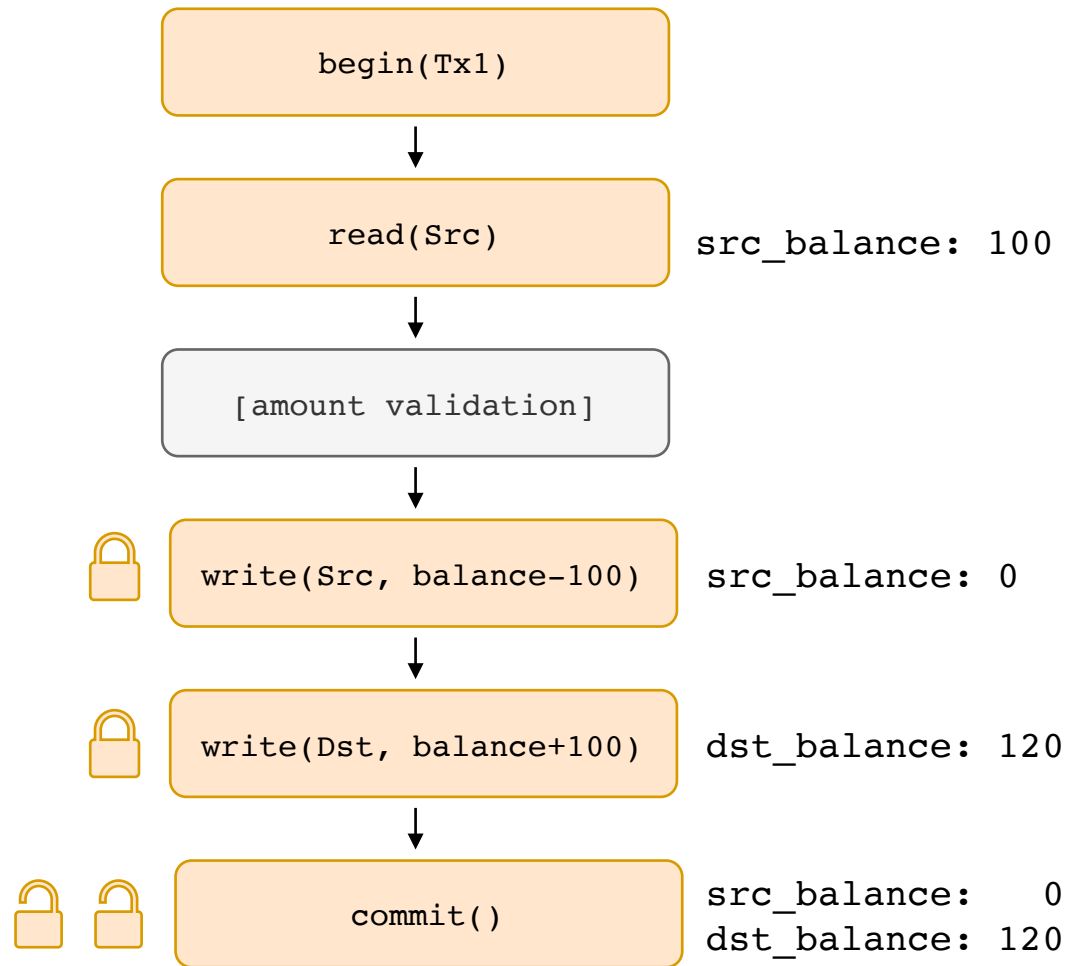


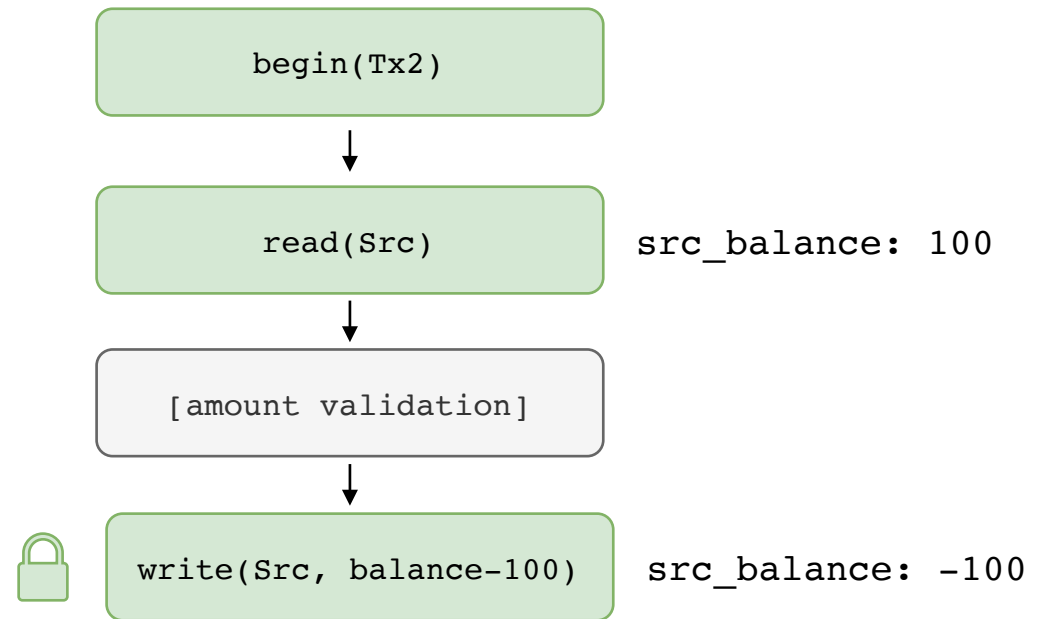
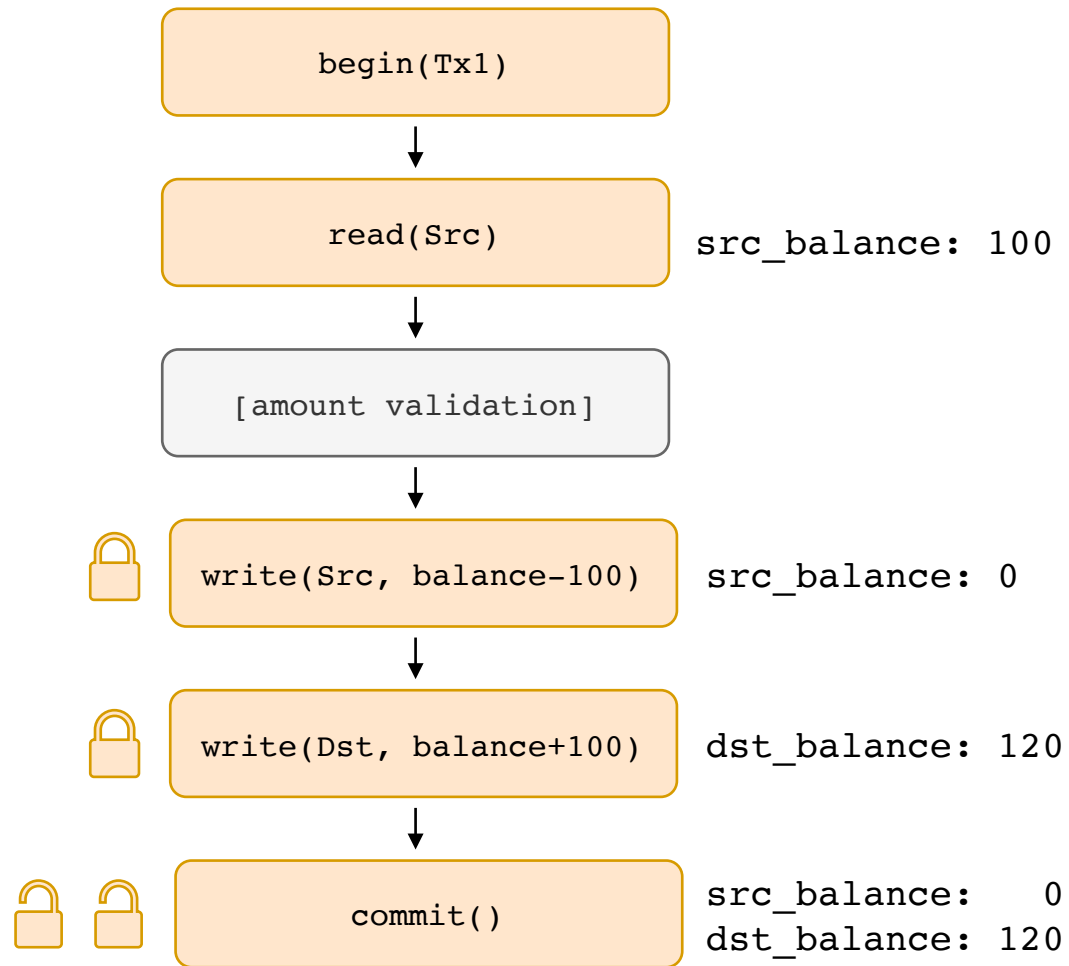


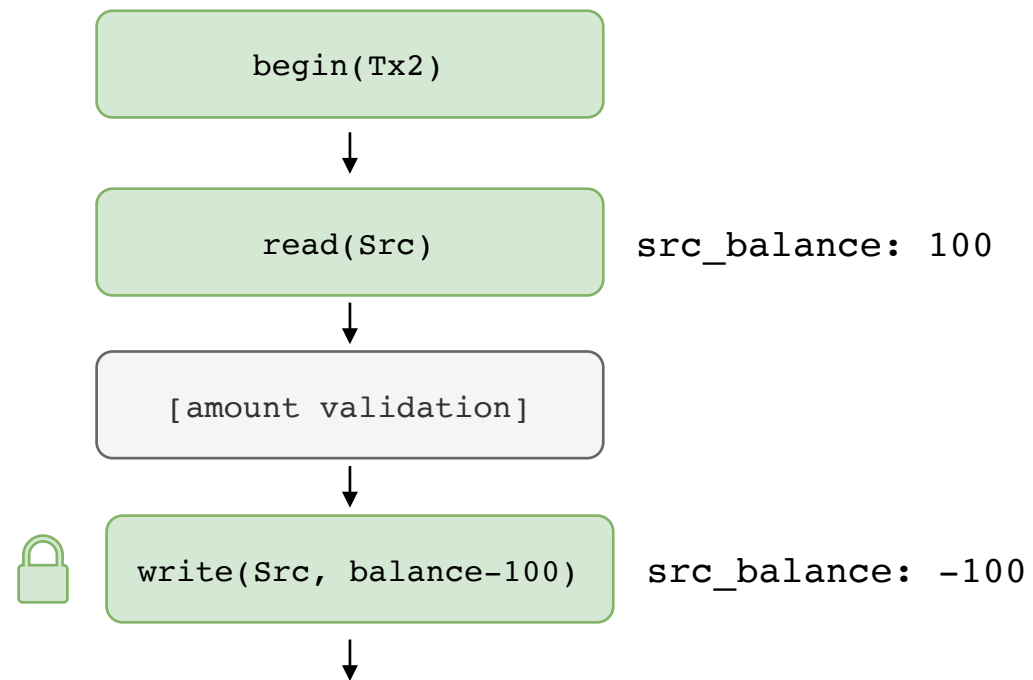
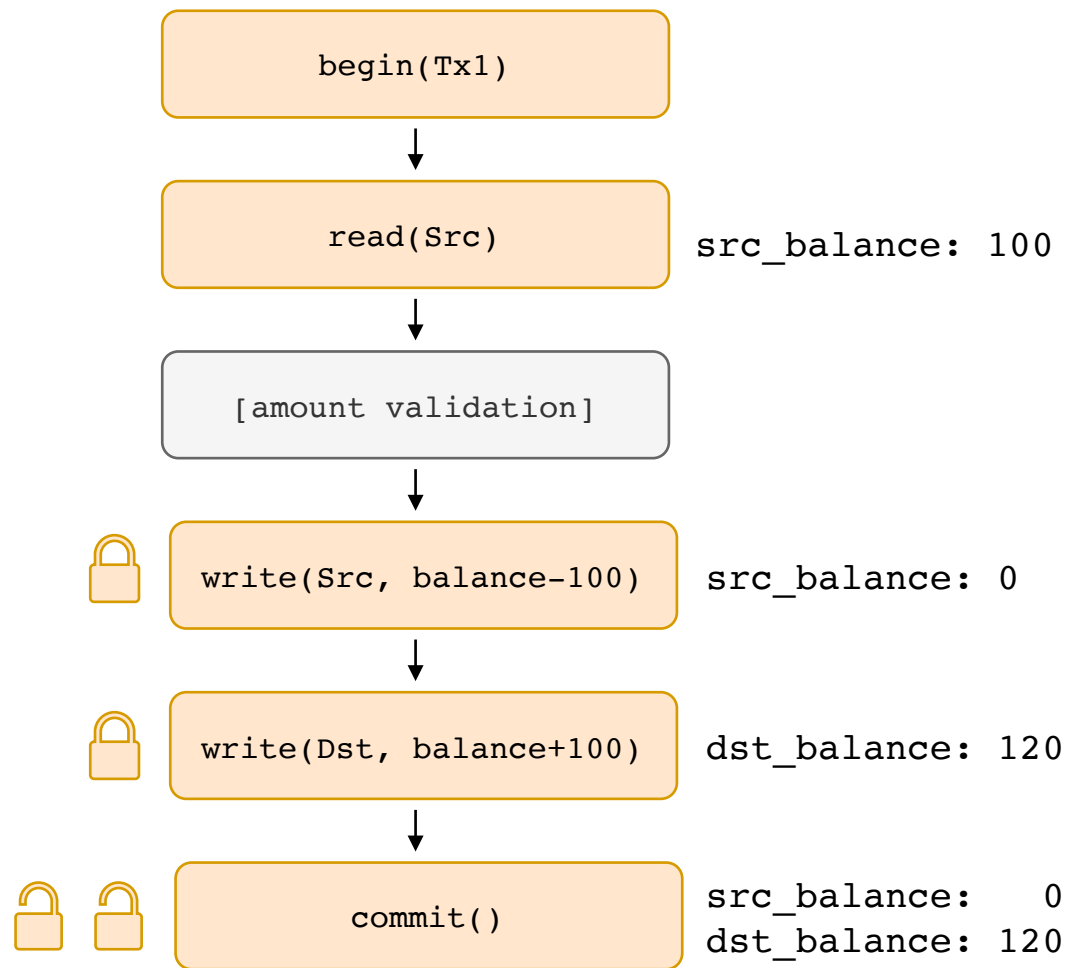


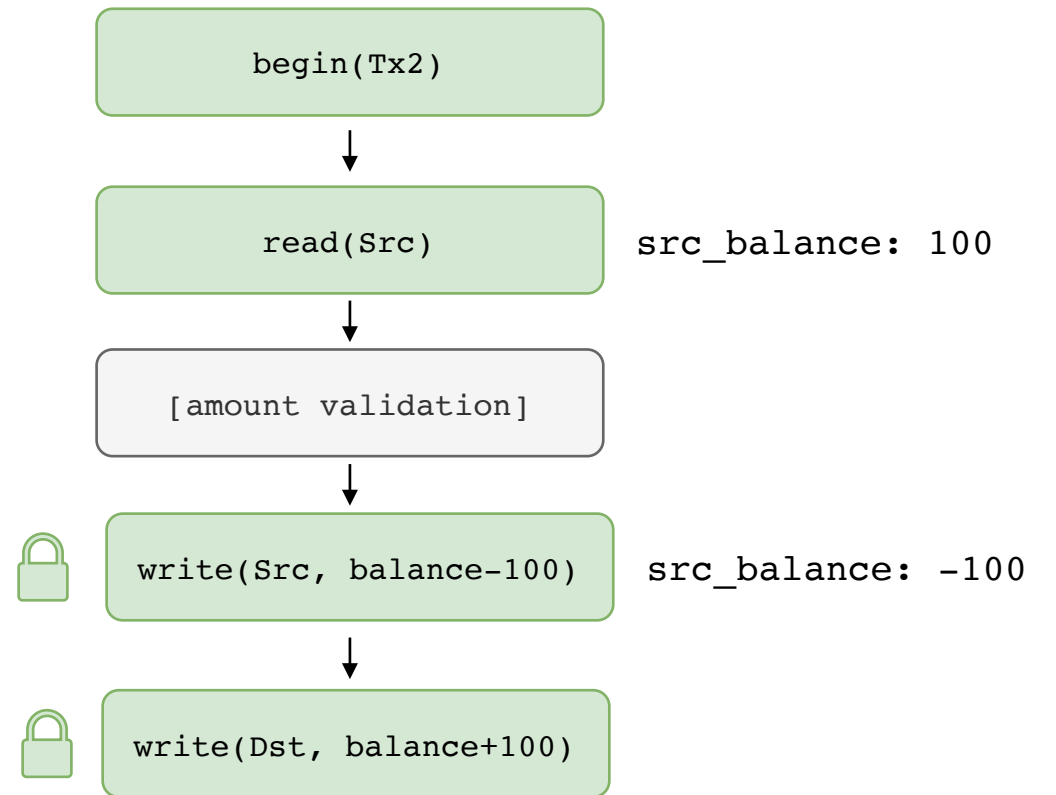
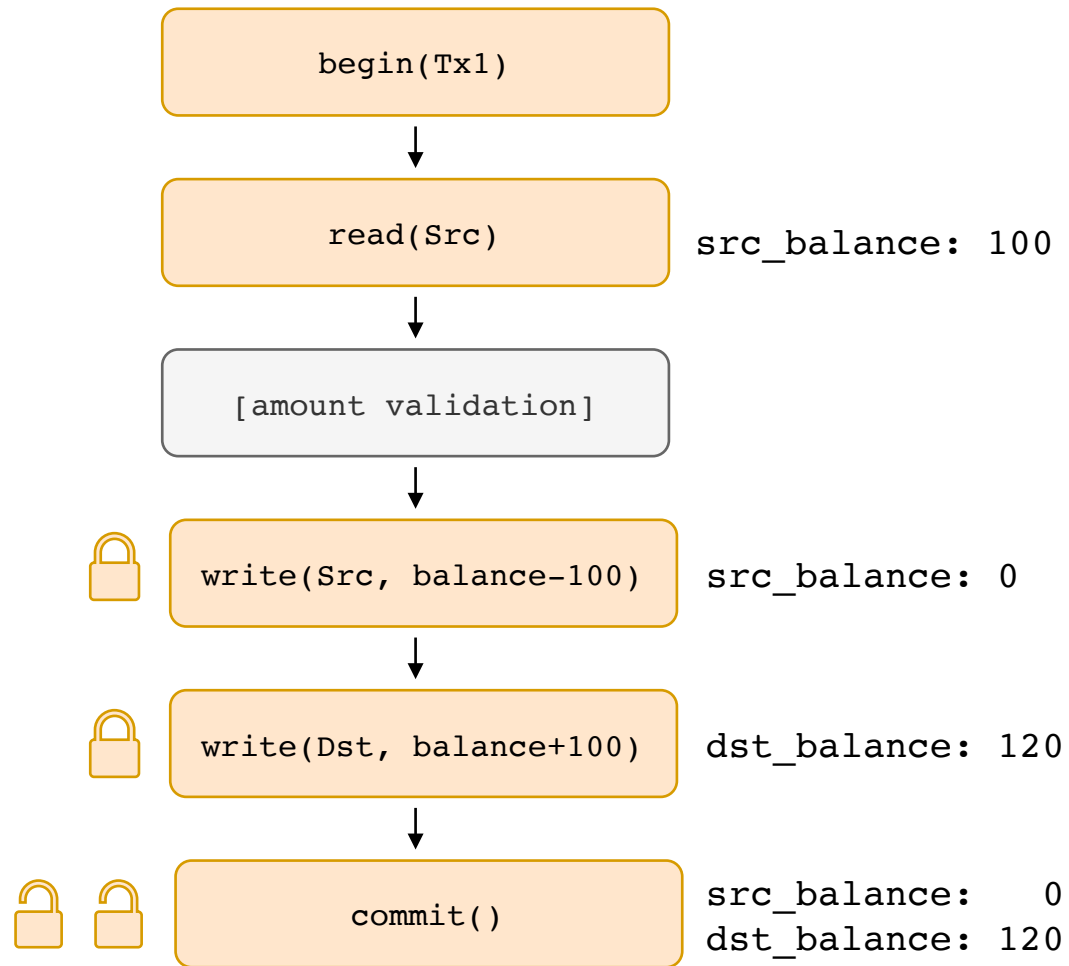


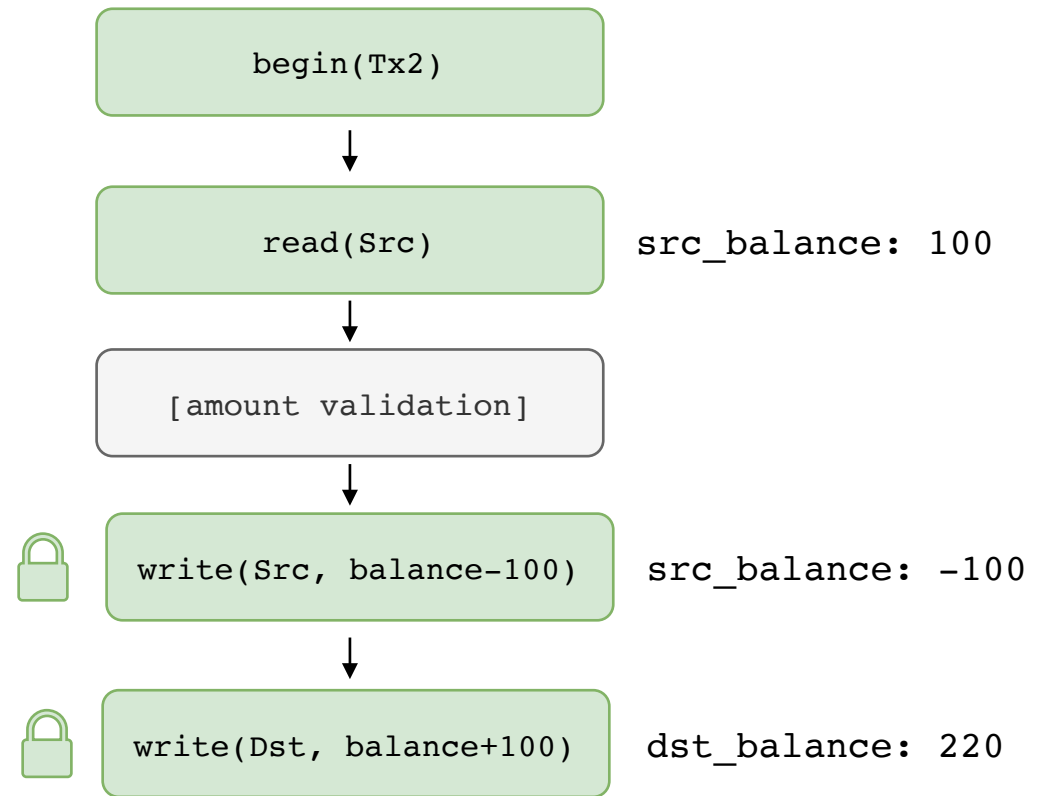
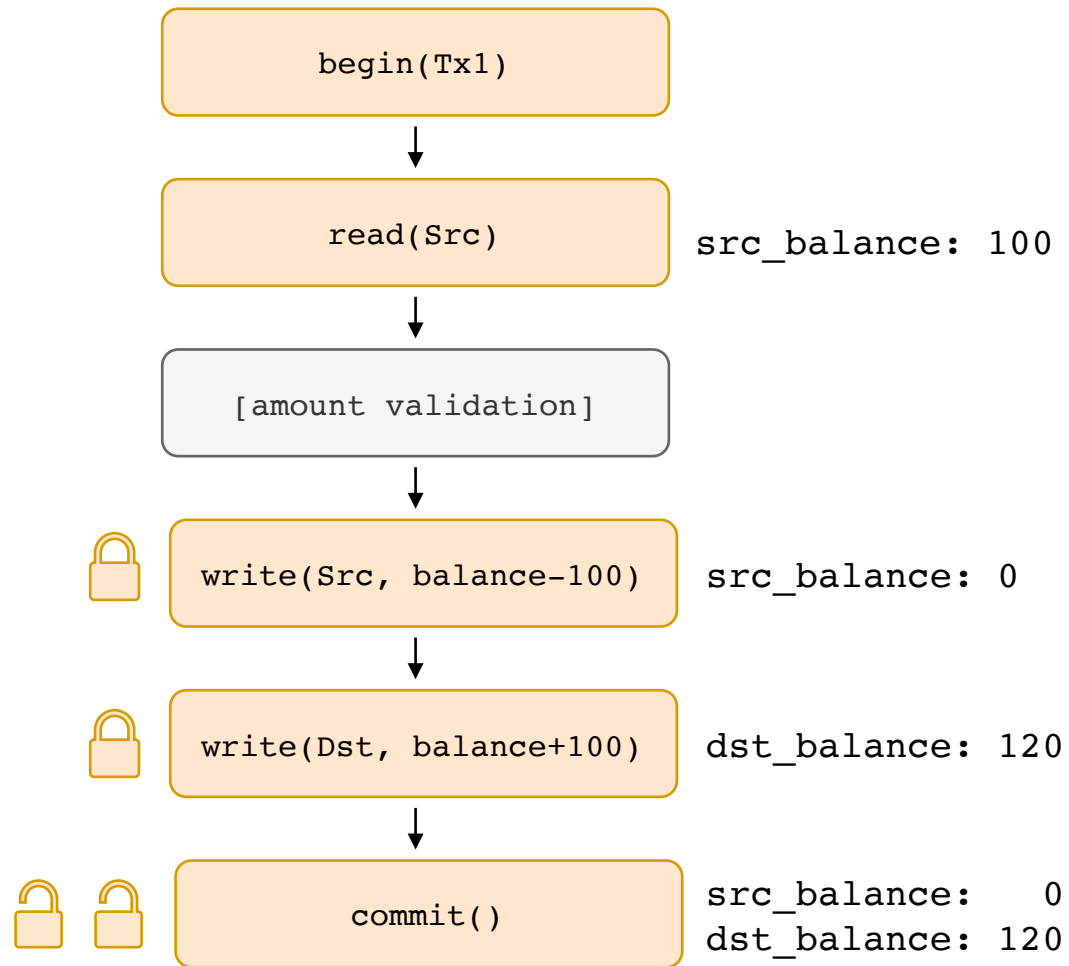


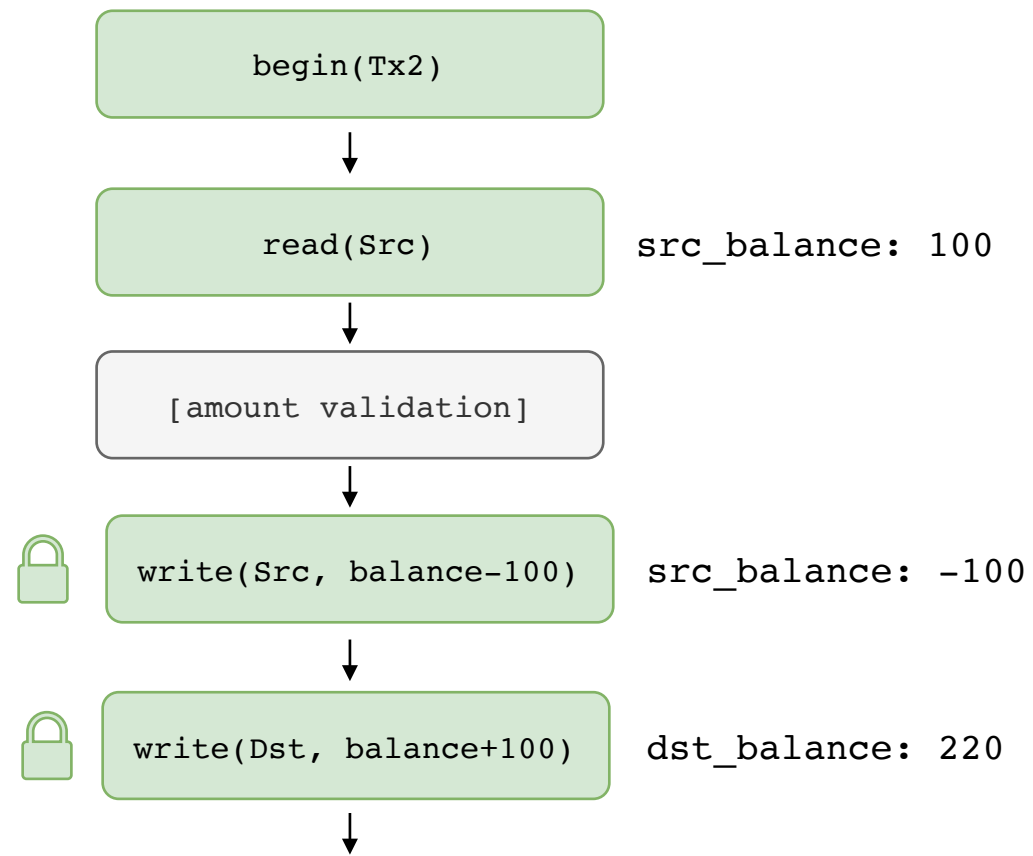
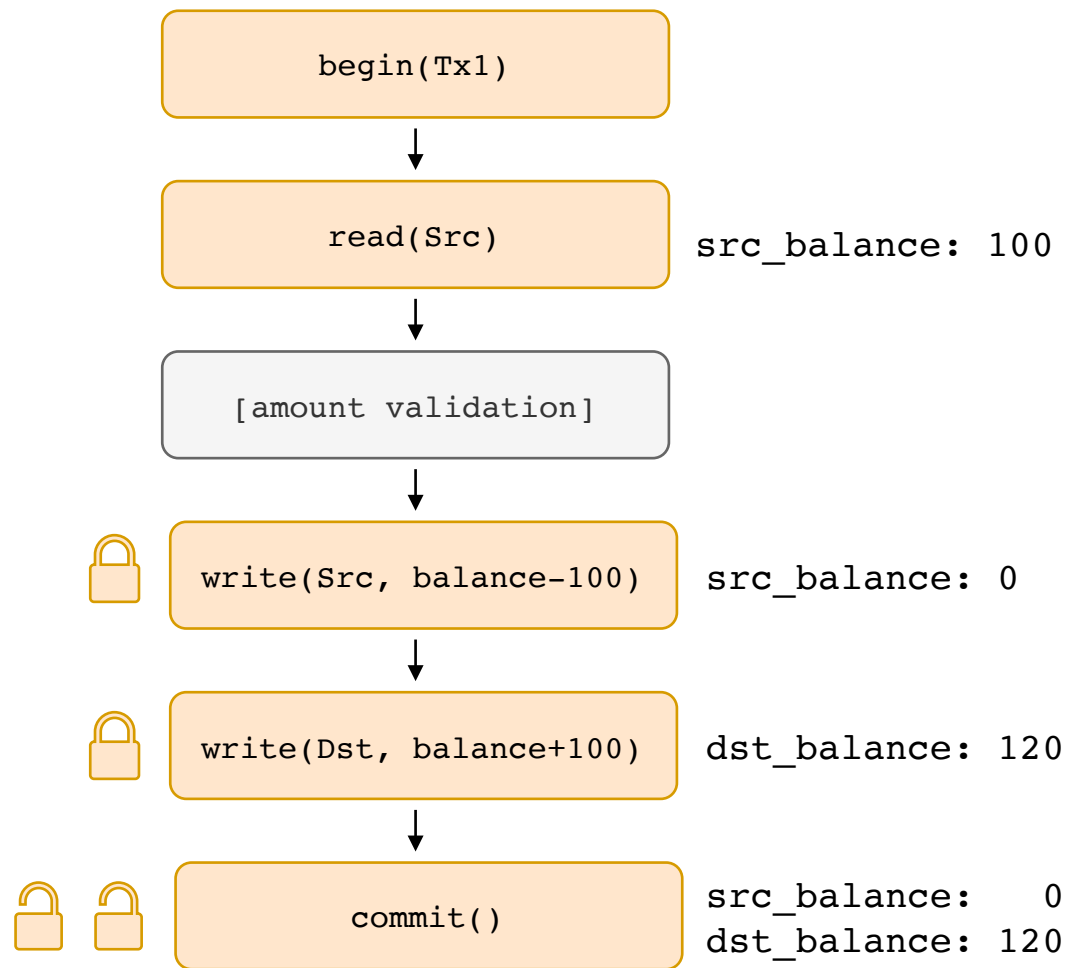


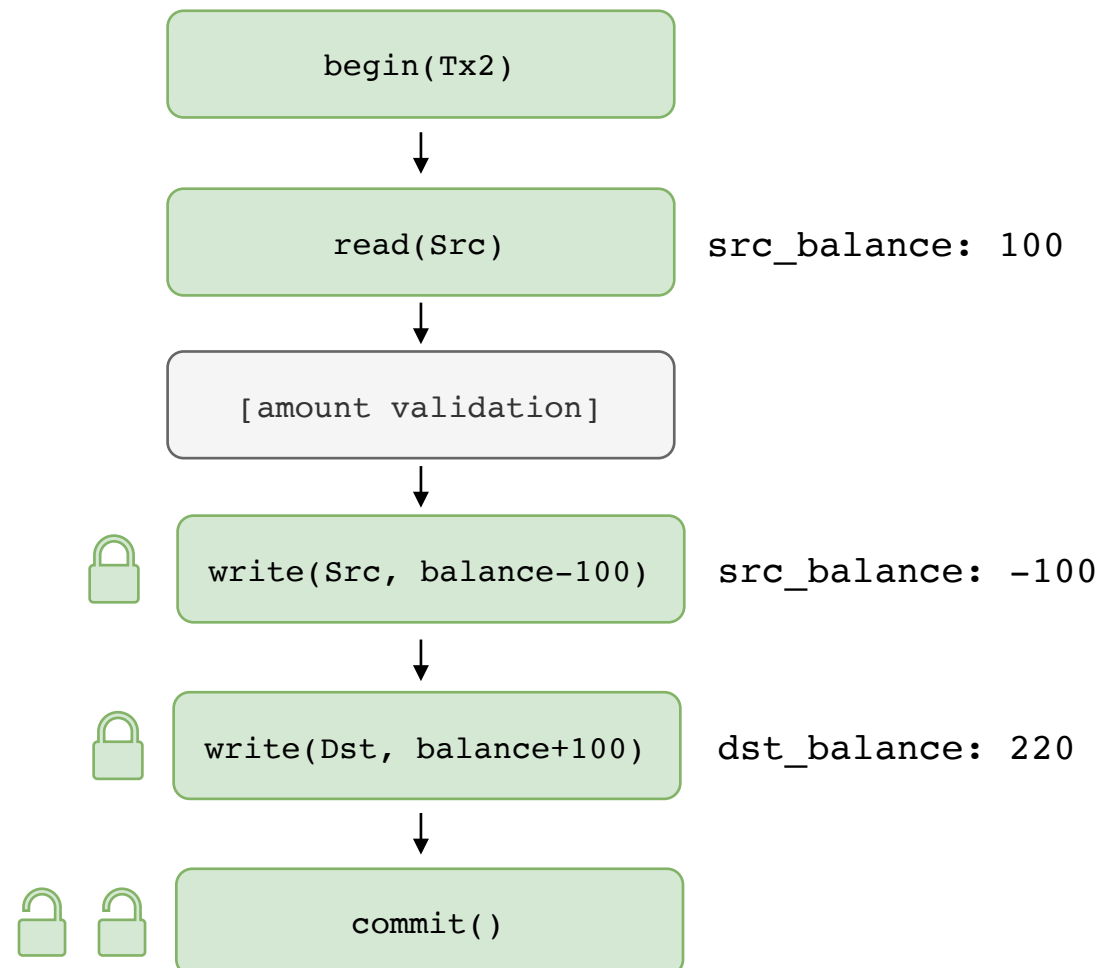
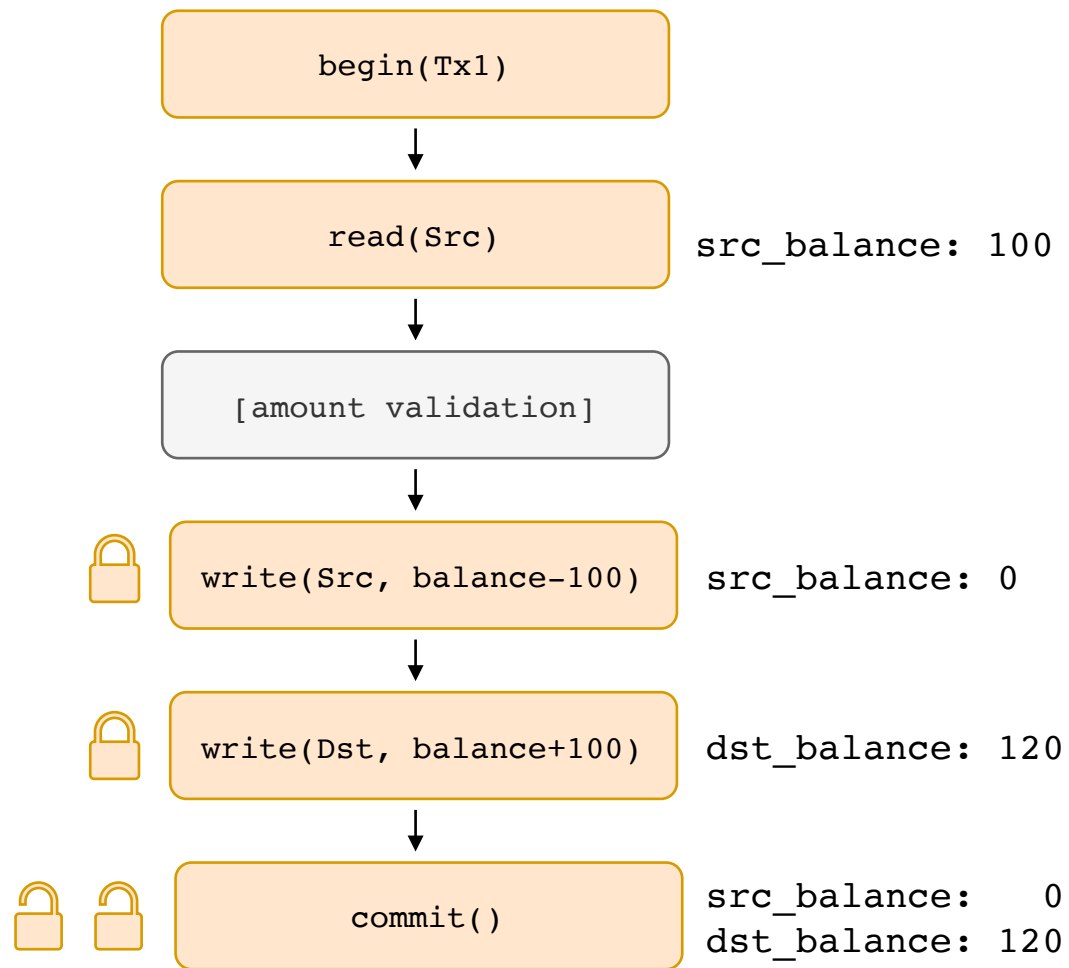


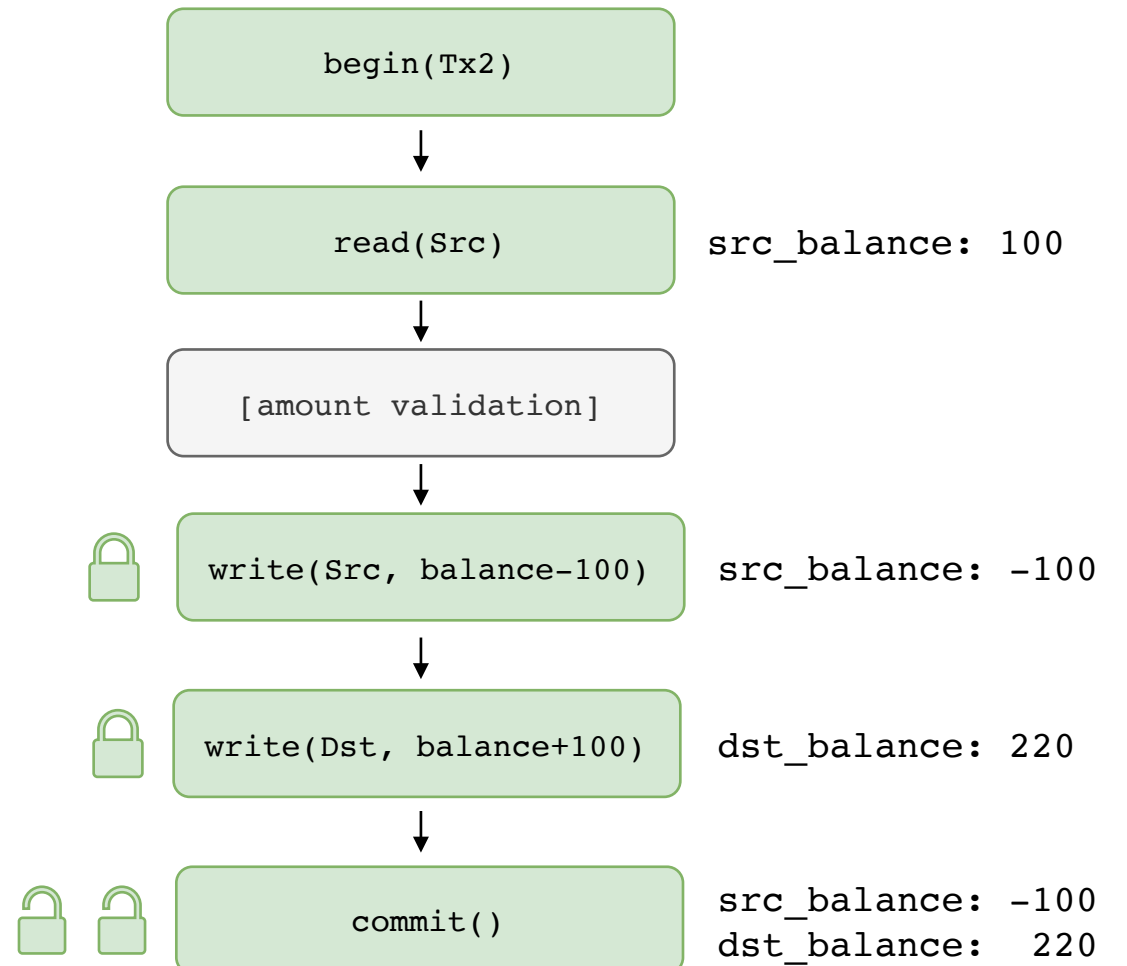
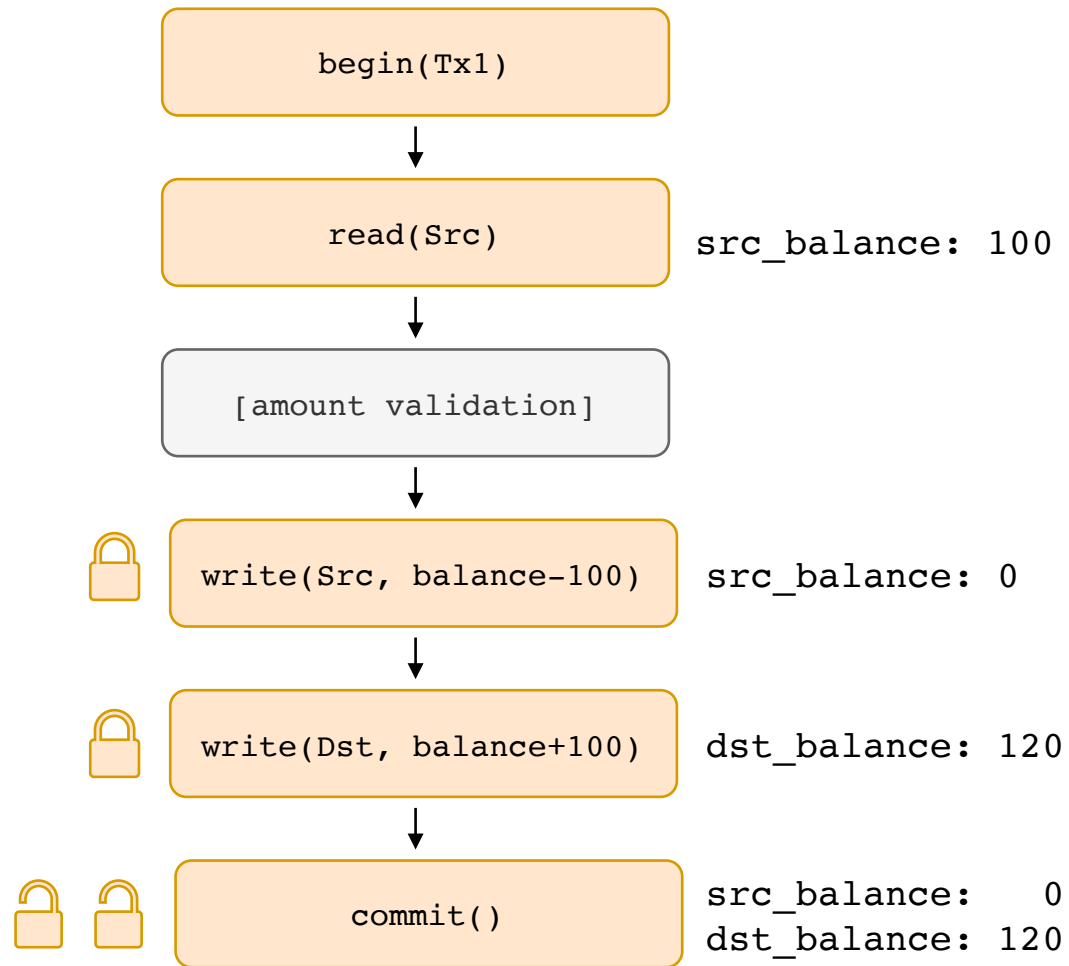














Vulnerable Pattern #2

```
func (self *Db) Transfer(source int, destination int, amount int) error {
    // ---snip---
    defer conn.Close(ctx)

    tx, err := conn.BeginTx(ctx)

    var srcUser, destUser User
    err = conn.QueryRow(ctx, "SELECT id, balance FROM users WHERE id = $1", source).
        Scan(&srcUser.Id, &srcUser.Balance)
    err = conn.QueryRow(ctx, "SELECT id, balance FROM users WHERE id = $1", destination).
        Scan(&destUser.Id, &destUser.Balance)

    if amount < 0 || user.Balance > amount {
        tx.Rollback(ctx)
        return fmt.Errorf("invalid transfer")
    }

    newSrcBalance := srcUser.Balance - amount
    newDestBalance := destUser.Balance + amount

    _, err = conn.Exec(ctx, "UPDATE users SET balance = $2 WHERE id = $1", source, newSrcBalance)
    _, err = conn.Exec(ctx, "UPDATE users SET balance = $2 WHERE id = $1", destination, newDestBalance)

    err = tx.Commit(ctx)
    return nil
}
```

begin(Tx1)

begin(Tx2)

Scenario

Source Balance : 100

Destination Balance: 20

Transfer Amount: 100

`begin(Tx1)`

`begin(Tx2)`

begin(Tx1)



begin(Tx2)

`begin(Tx1)`



`read(Src, Dst)`

`begin(Tx2)`

begin(Tx1)



read(Src, Dst)

src_balance: 100

dst_balance: 20

begin(Tx2)

begin(Tx1)



read(Src, Dst)

src_balance: 100

dst_balance: 20

begin(Tx2)



begin(Tx1)



read(Src, Dst)

src_balance: 100
dst_balance: 20

begin(Tx2)



read(Src, Dst)

begin(Tx1)



read(Src, Dst)

src_balance: 100
dst_balance: 20

begin(Tx2)



read(Src, Dst)

src_balance: 100
dst_balance: 20

begin(Tx1)



read(Src, Dst)

src_balance: 100
dst_balance: 20



begin(Tx2)



read(Src, Dst)

src_balance: 100
dst_balance: 20

begin(Tx1)



read(Src, Dst)

src_balance: 100
dst_balance: 20



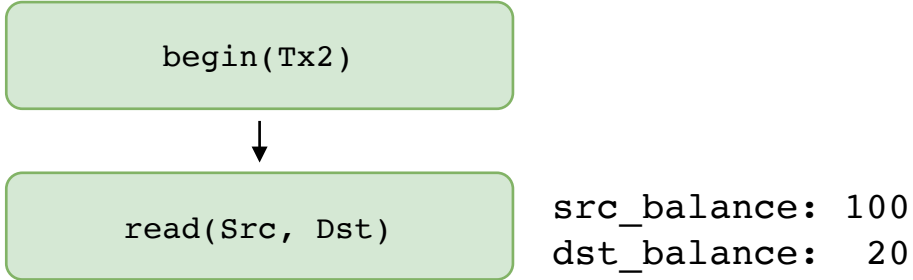
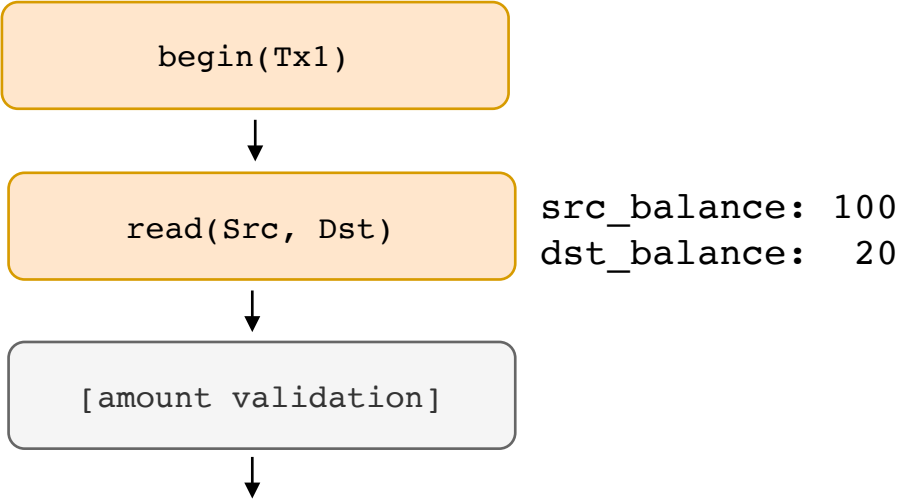
[amount validation]

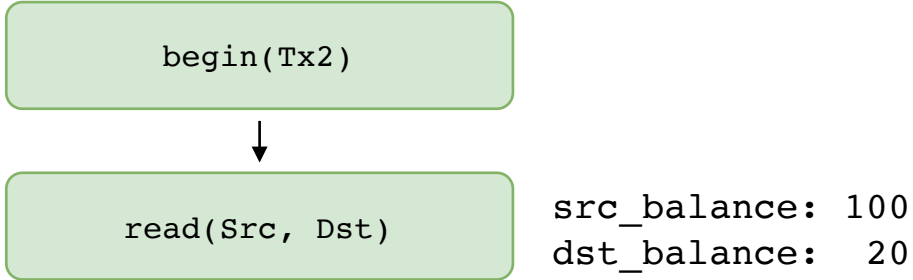
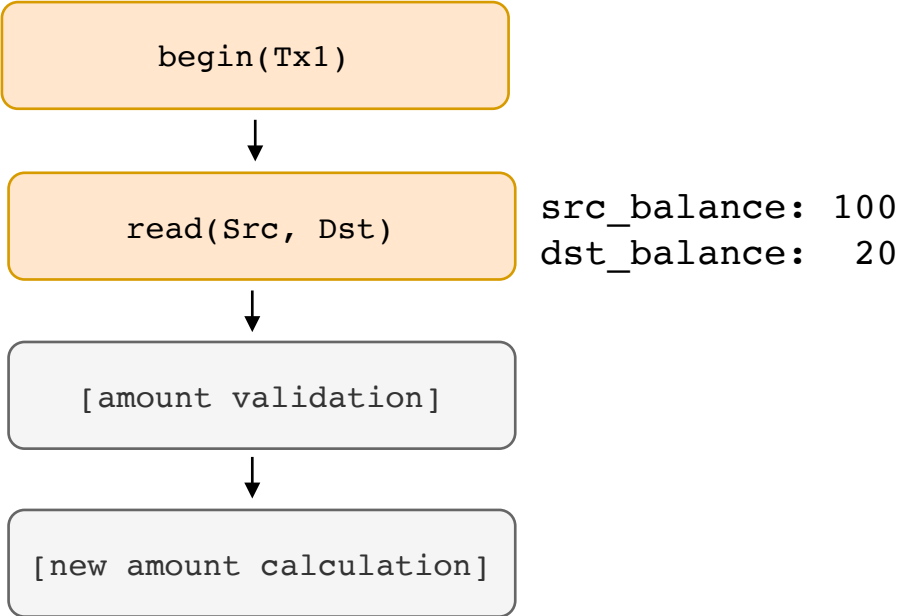
begin(Tx2)

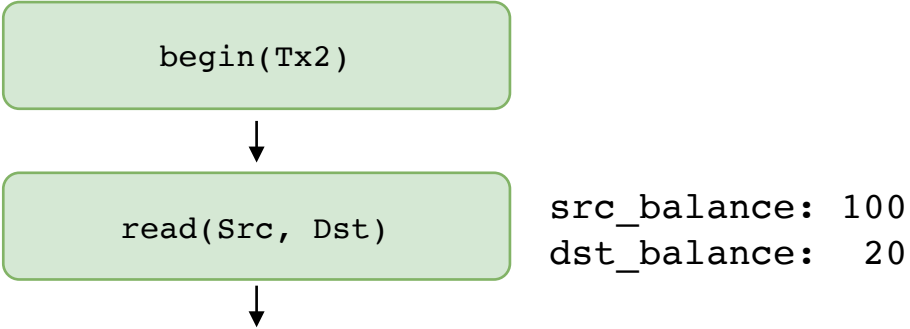
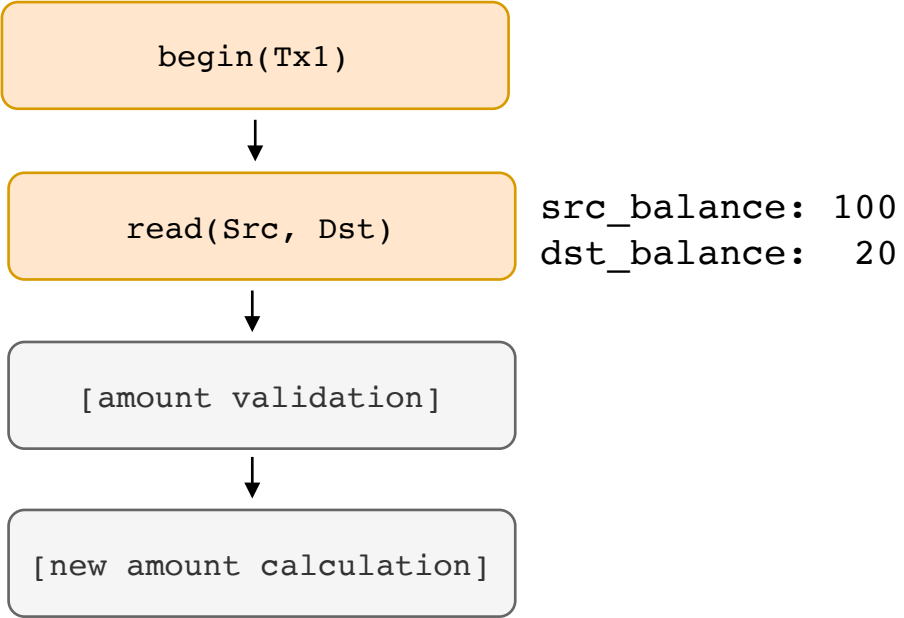


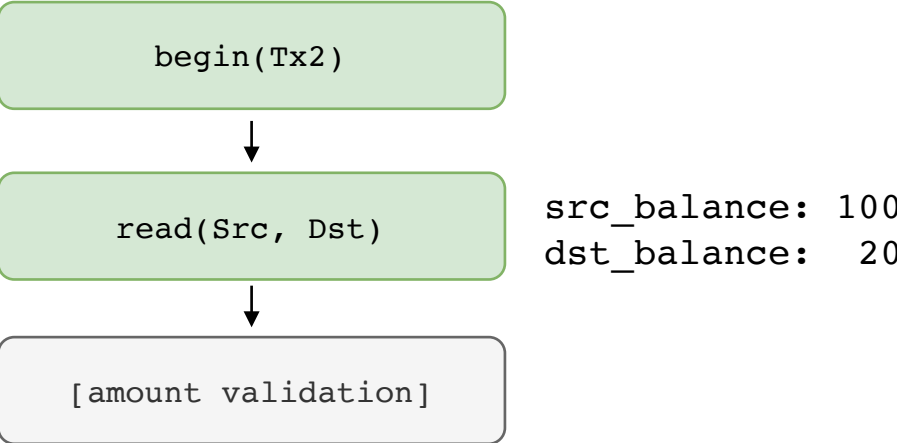
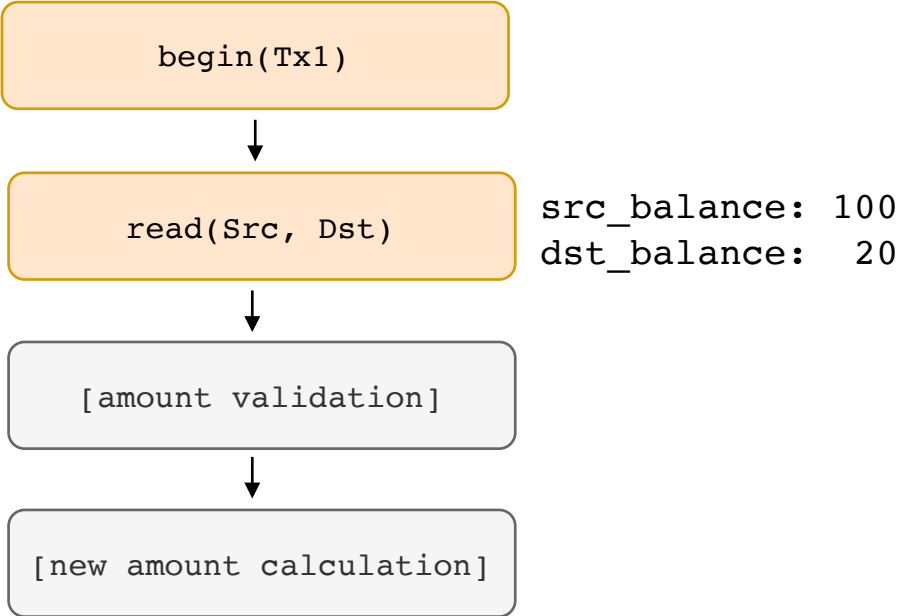
read(Src, Dst)

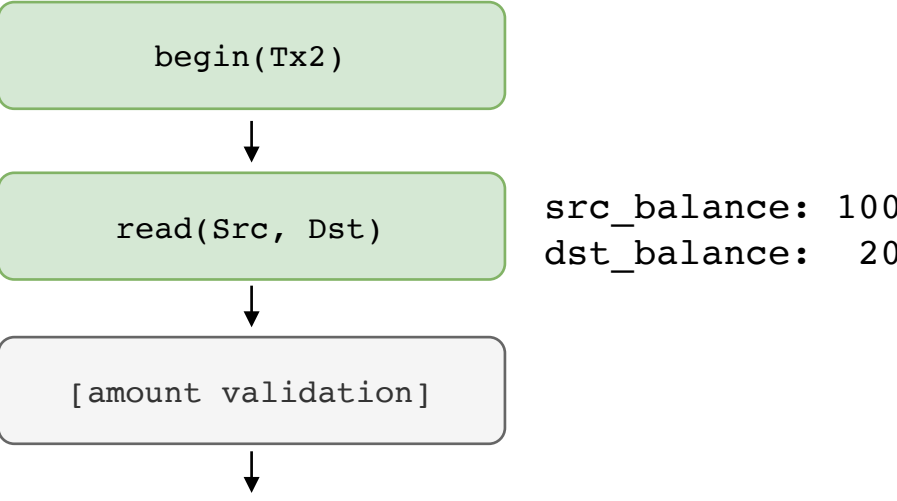
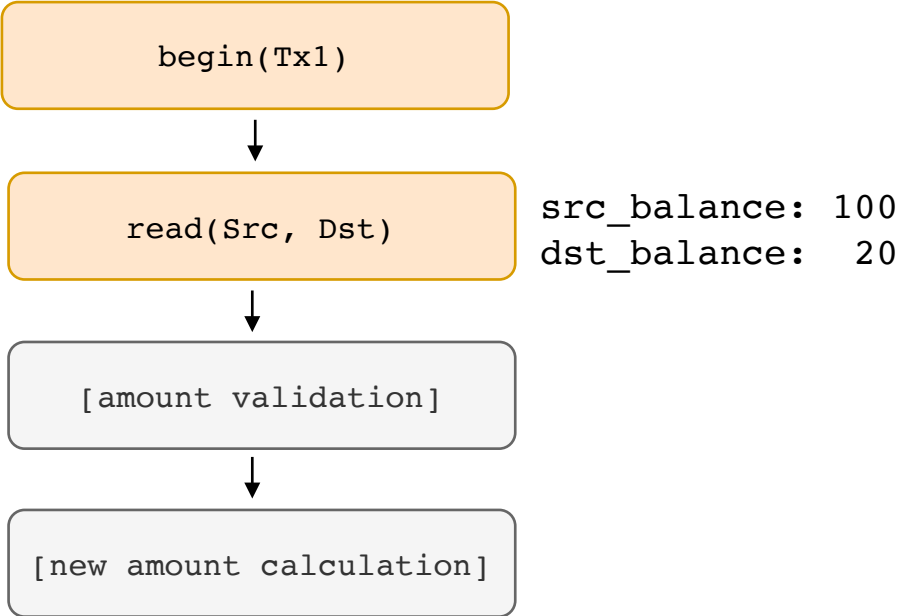
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dst_balance: 20

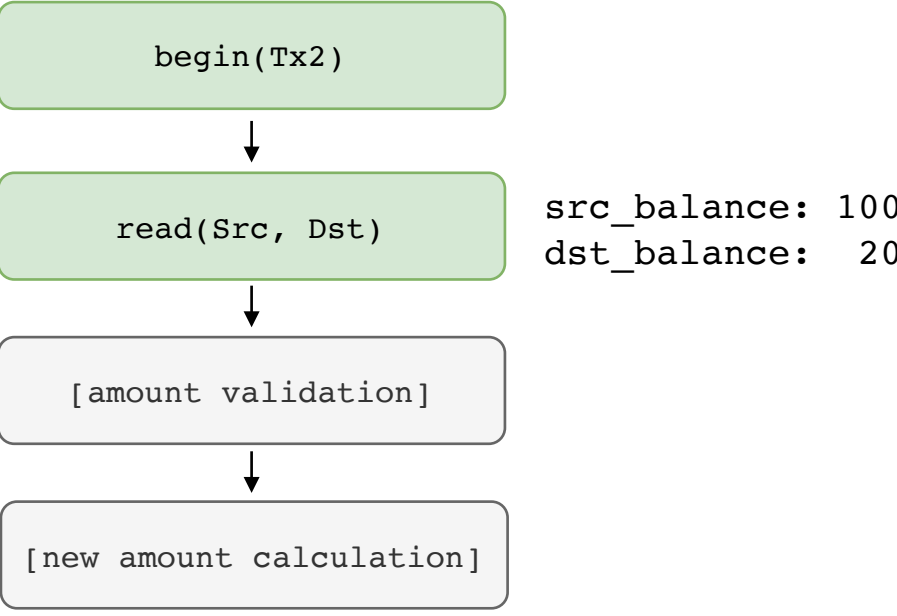
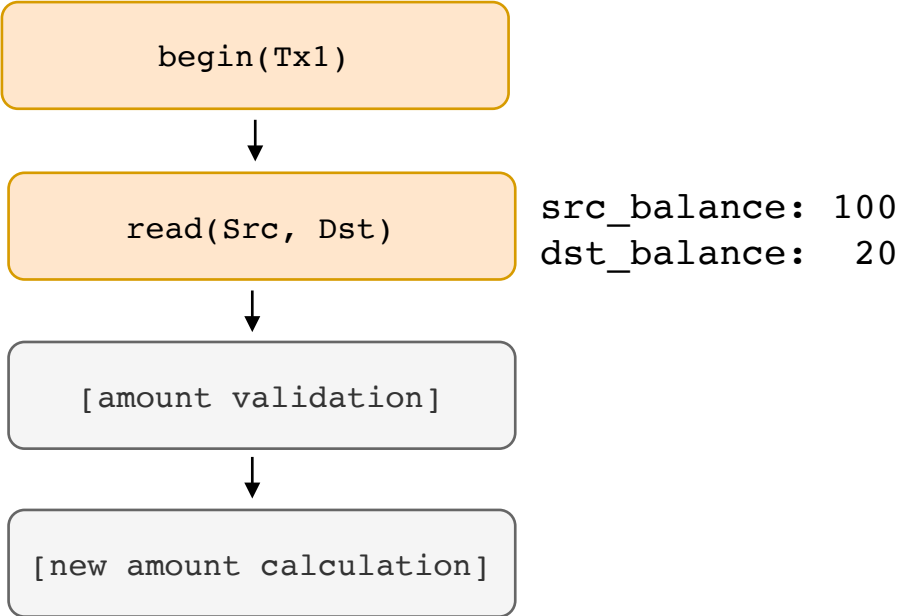


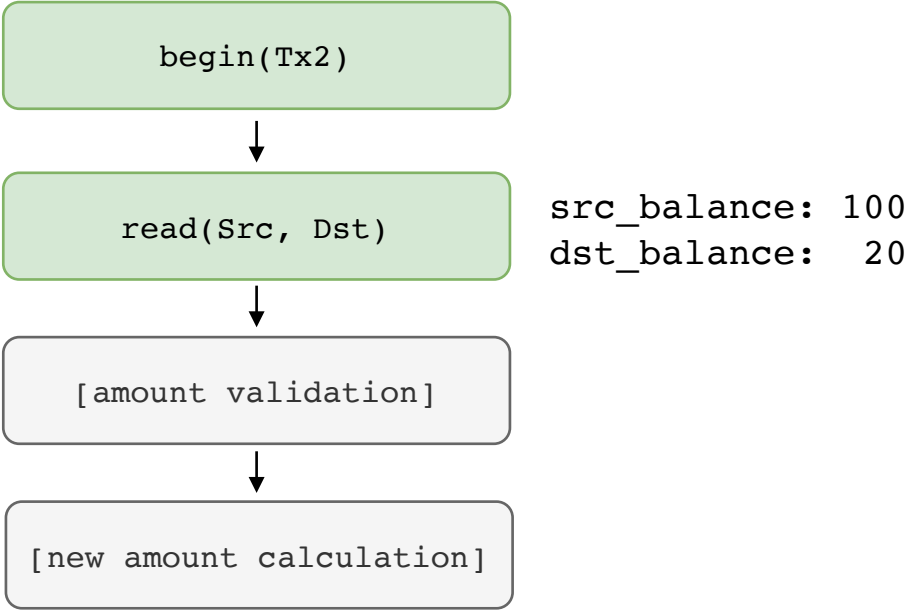
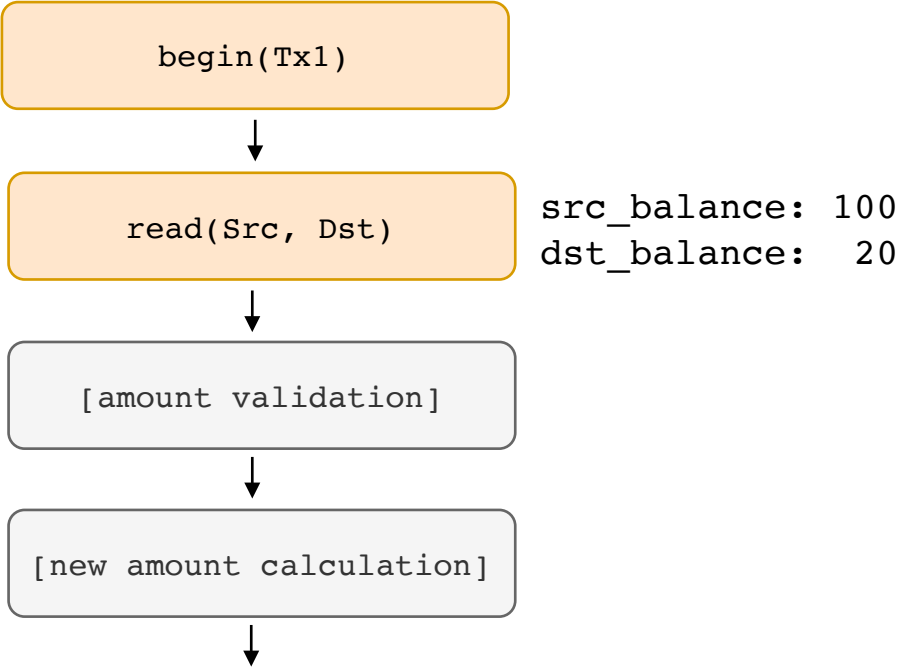


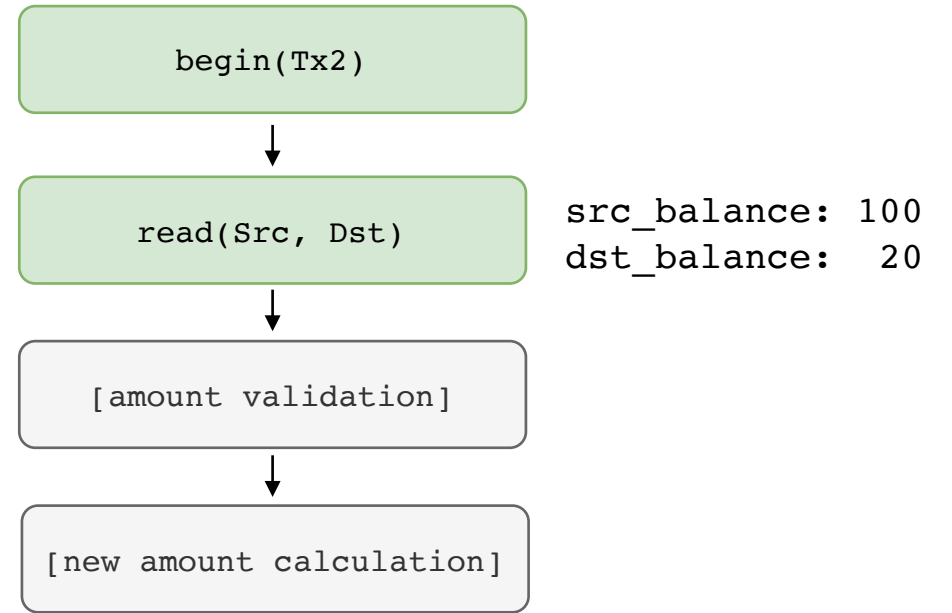
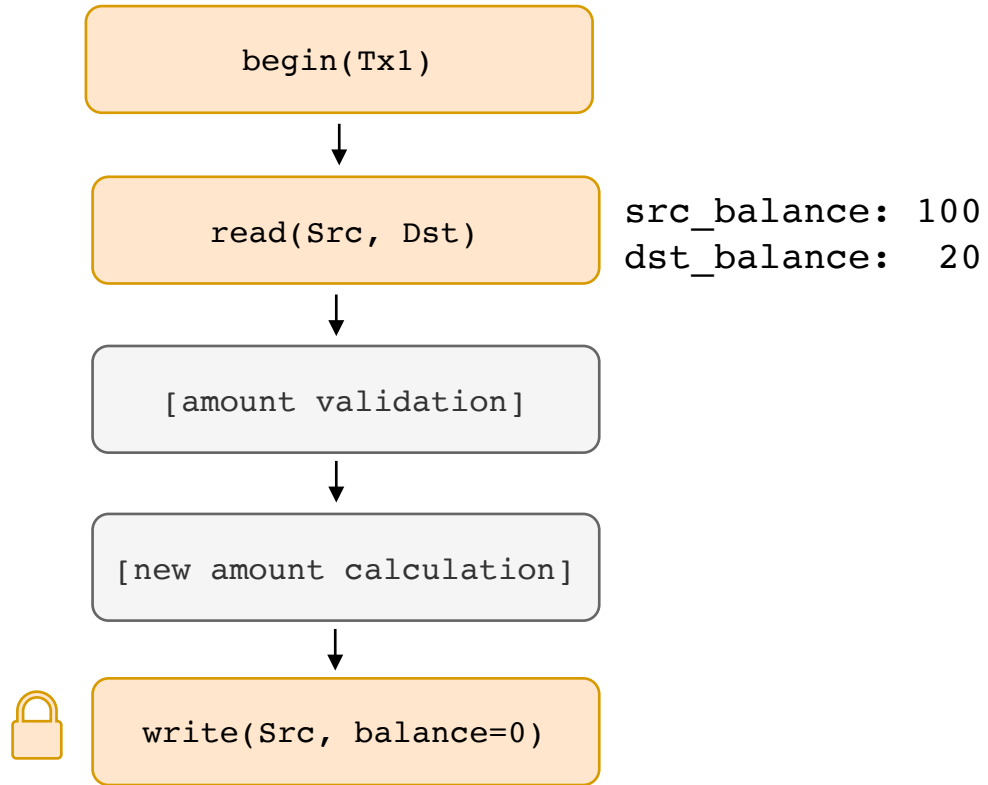


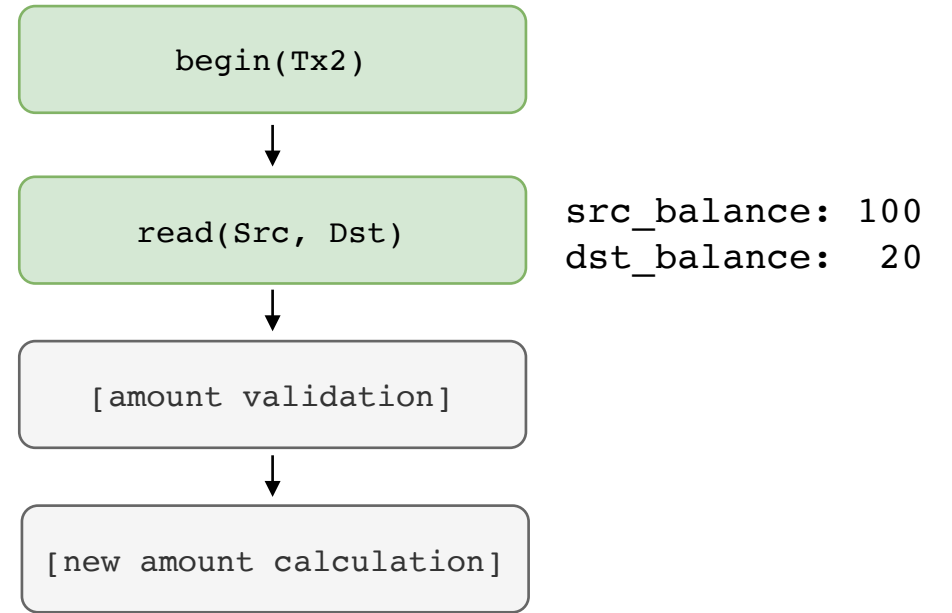
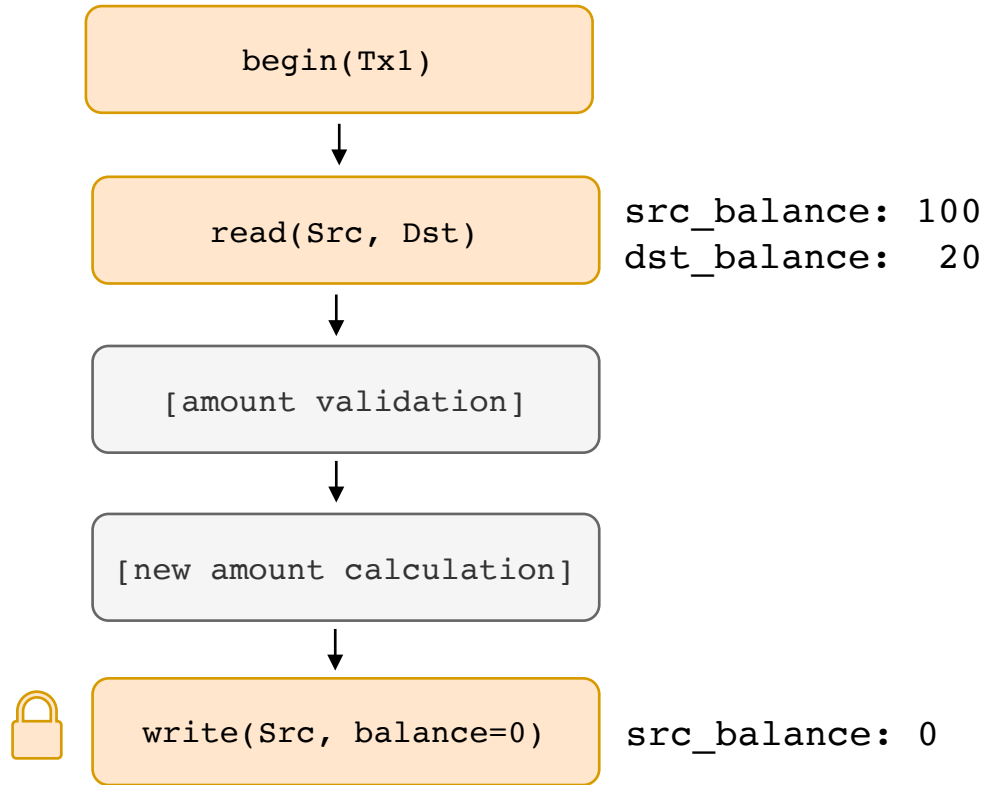


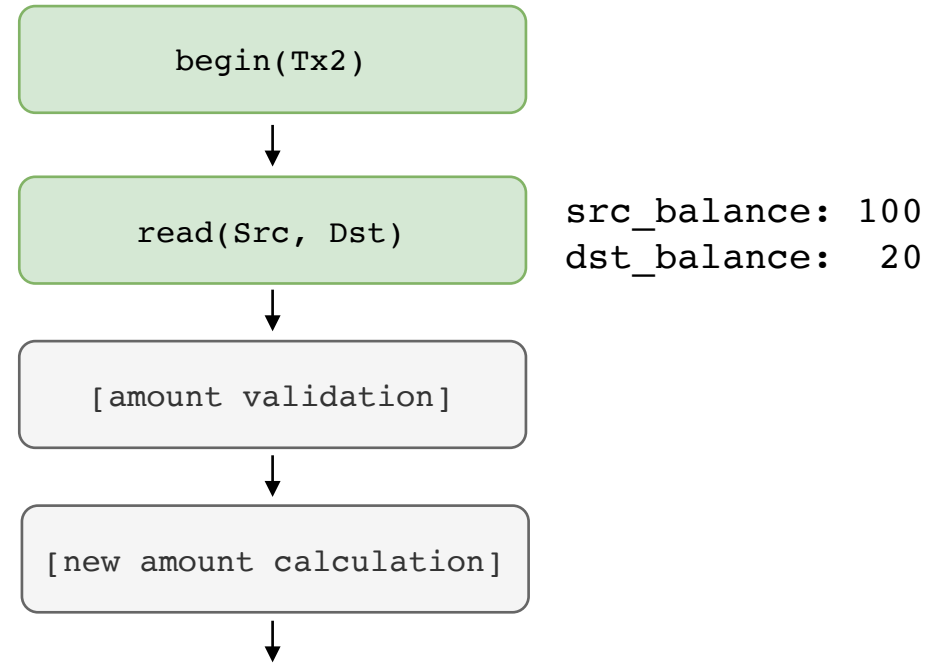
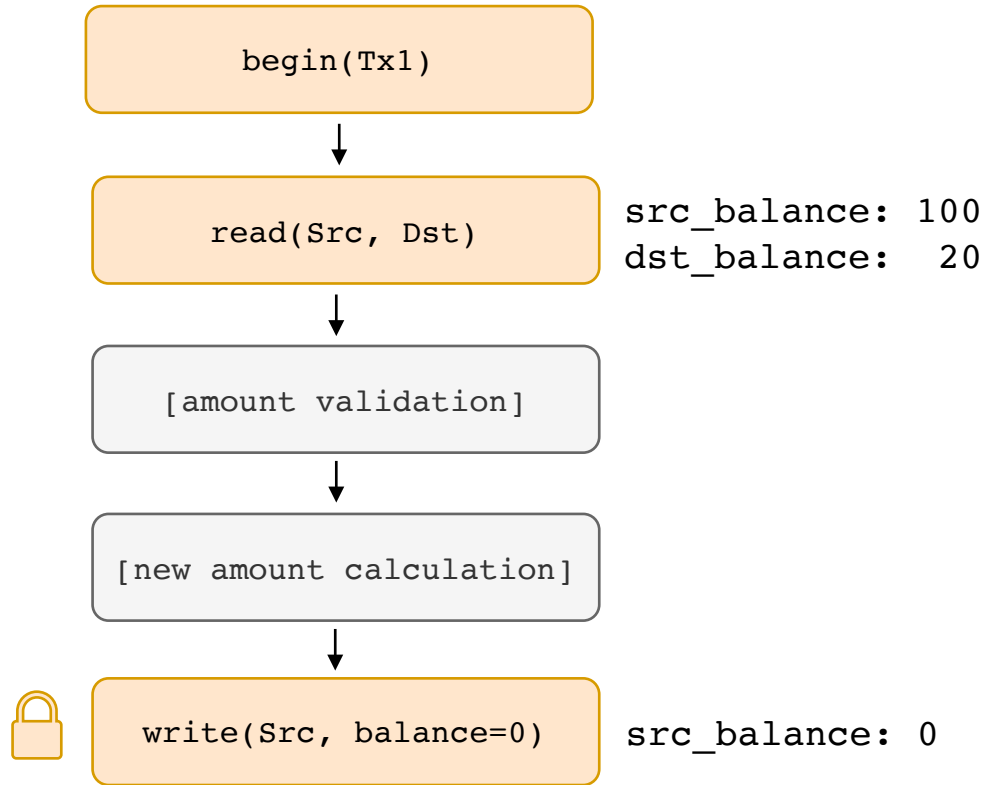


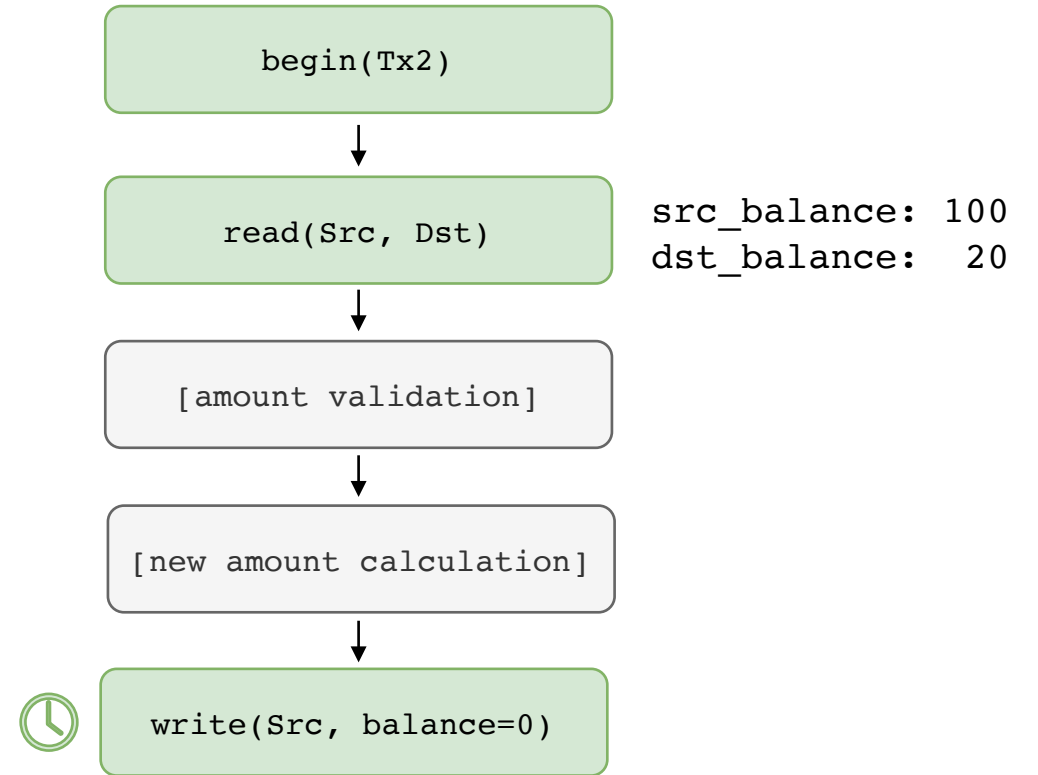
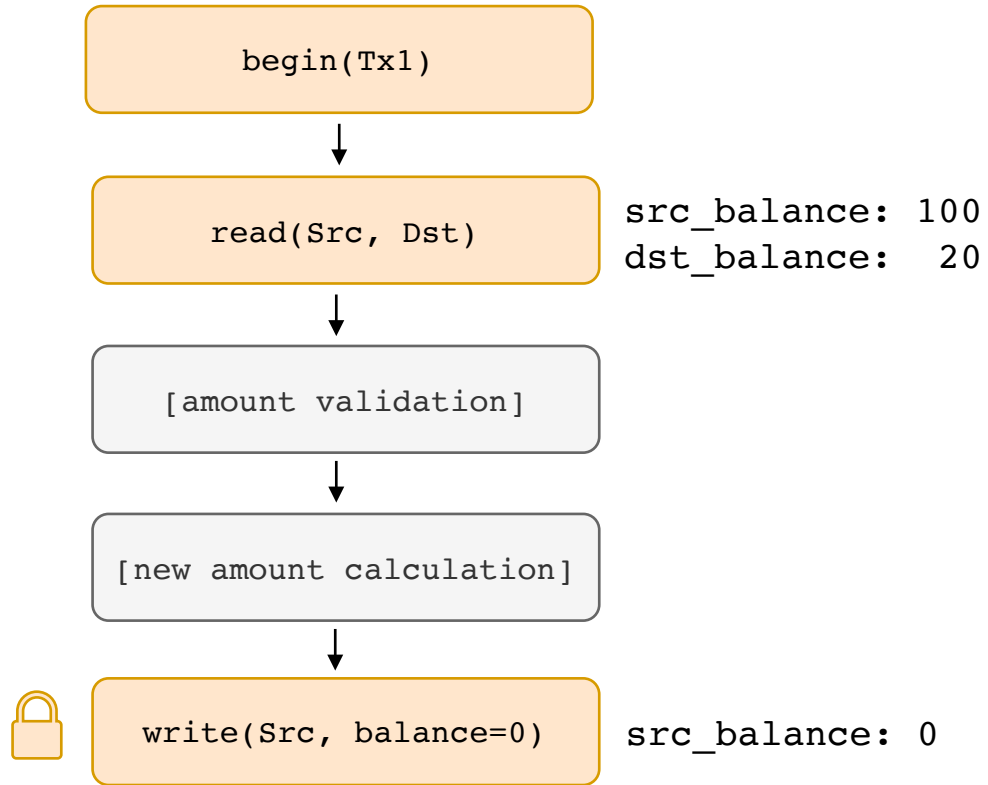


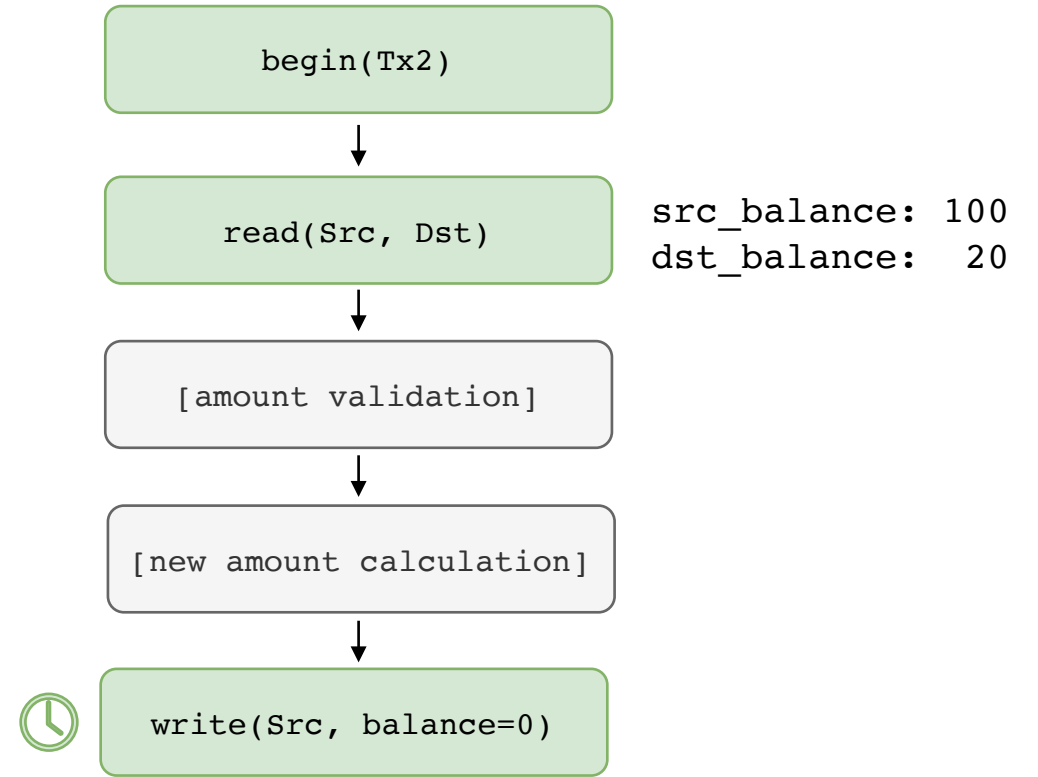
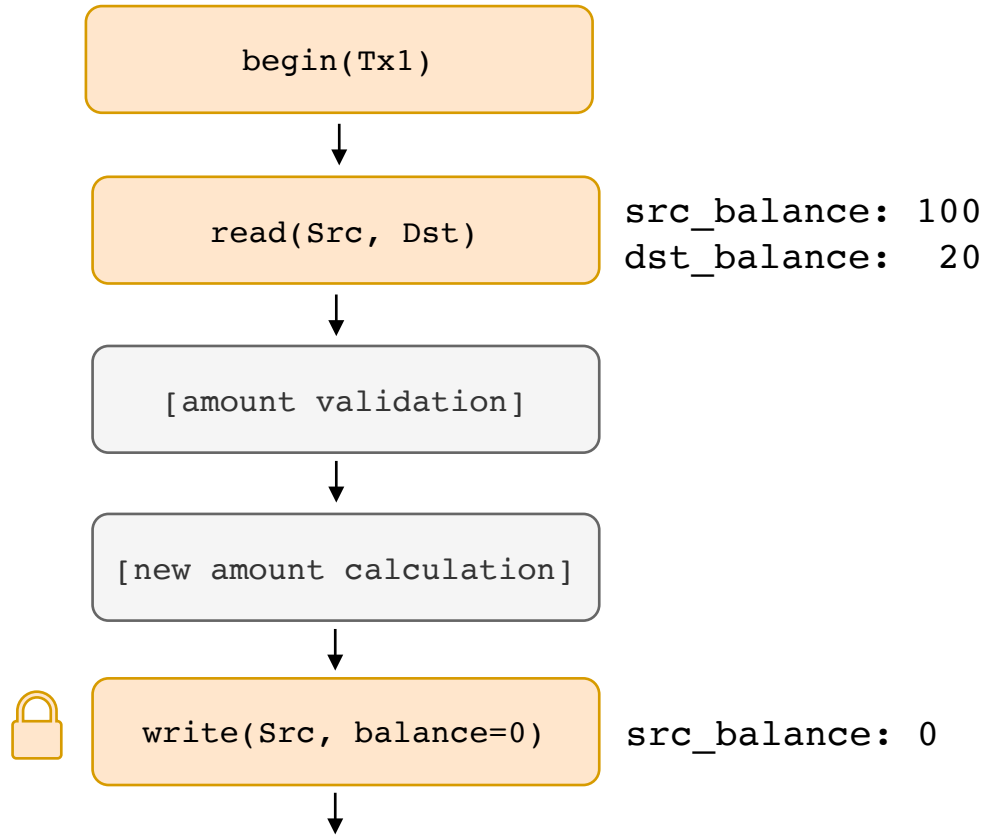


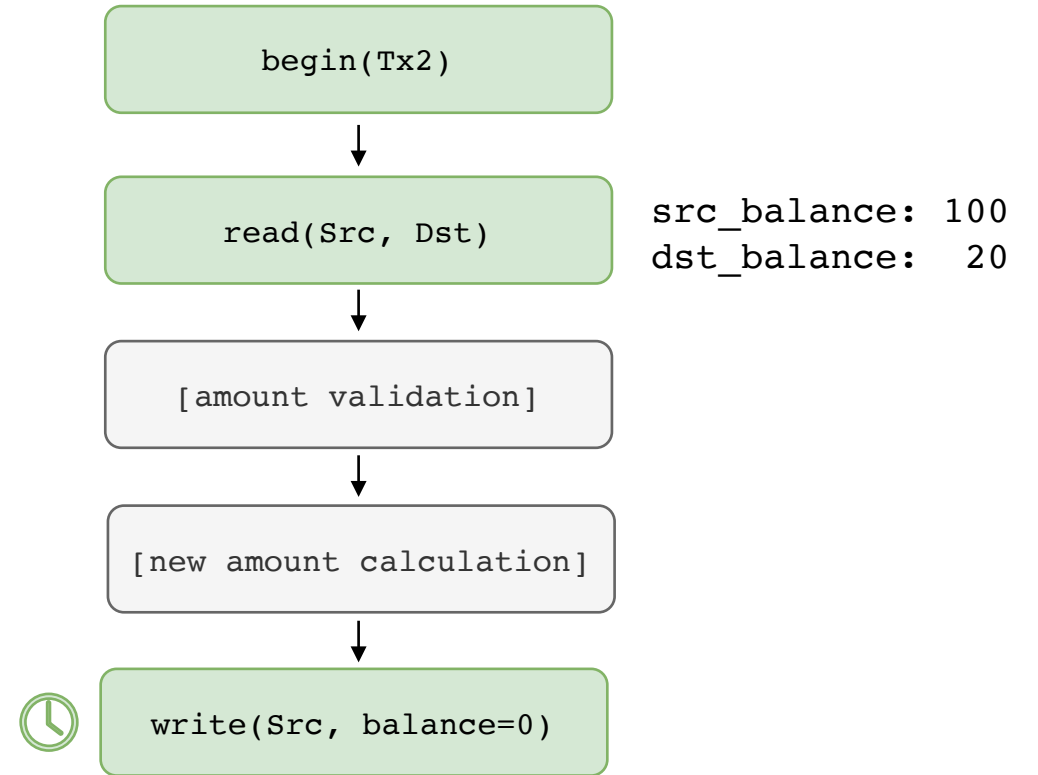
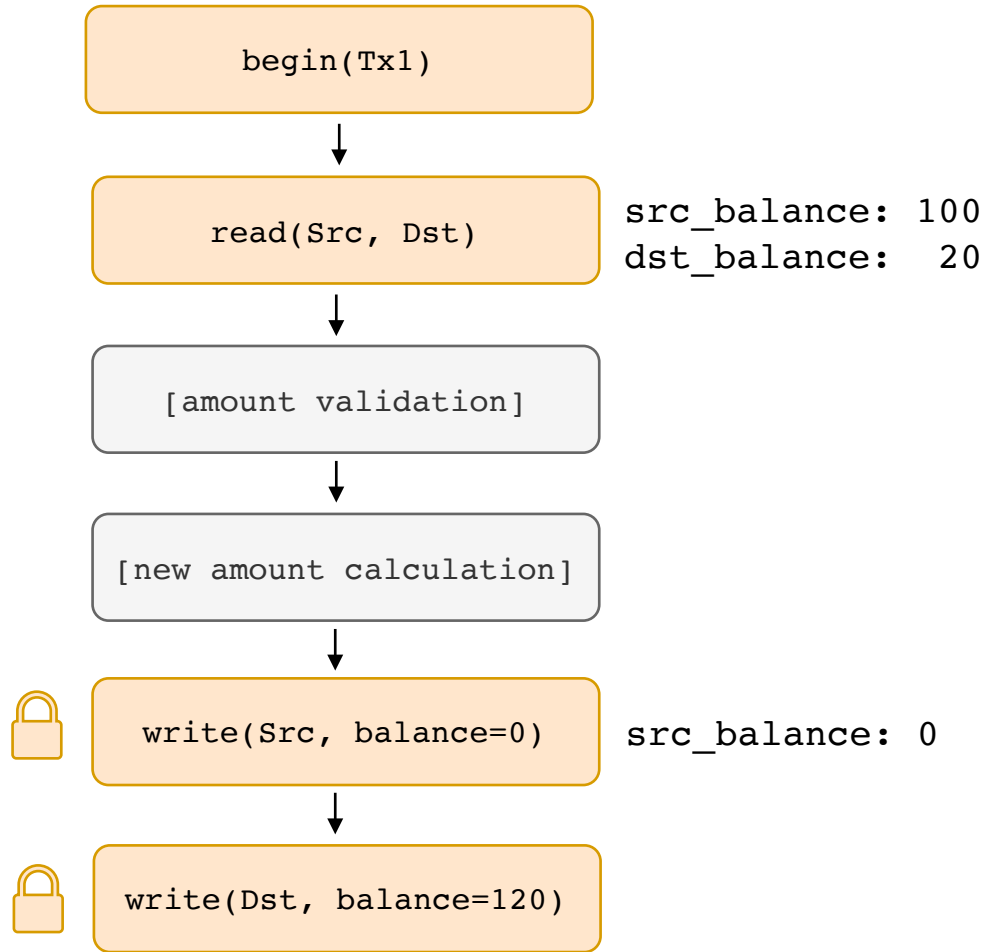


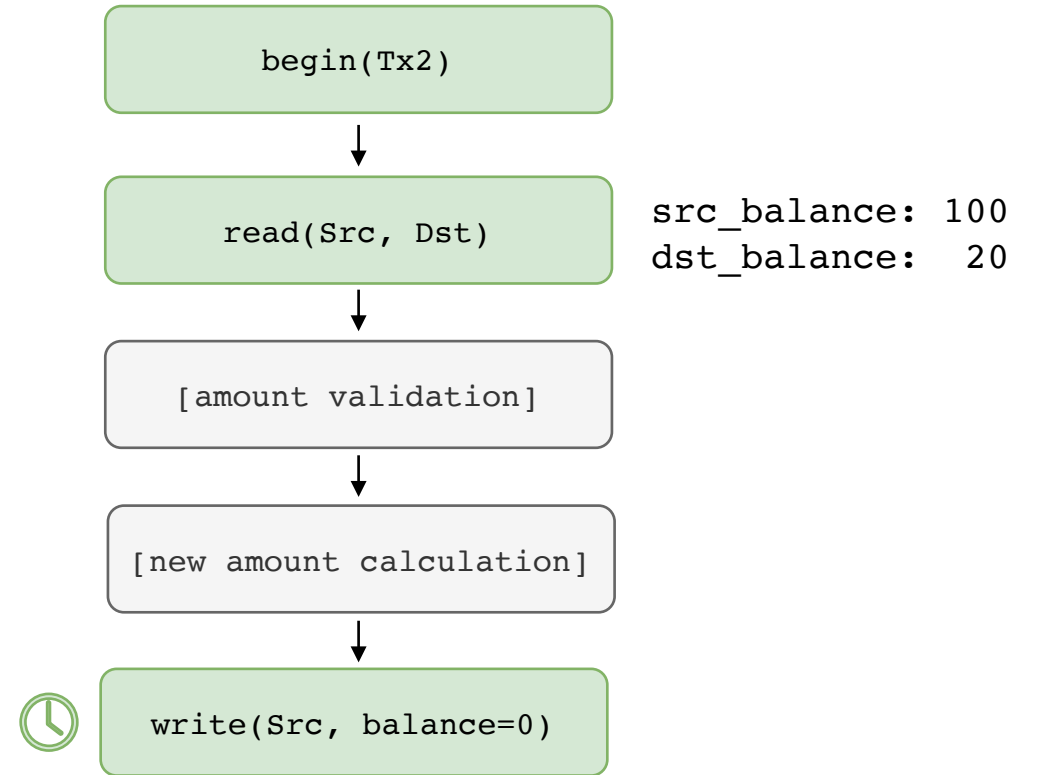
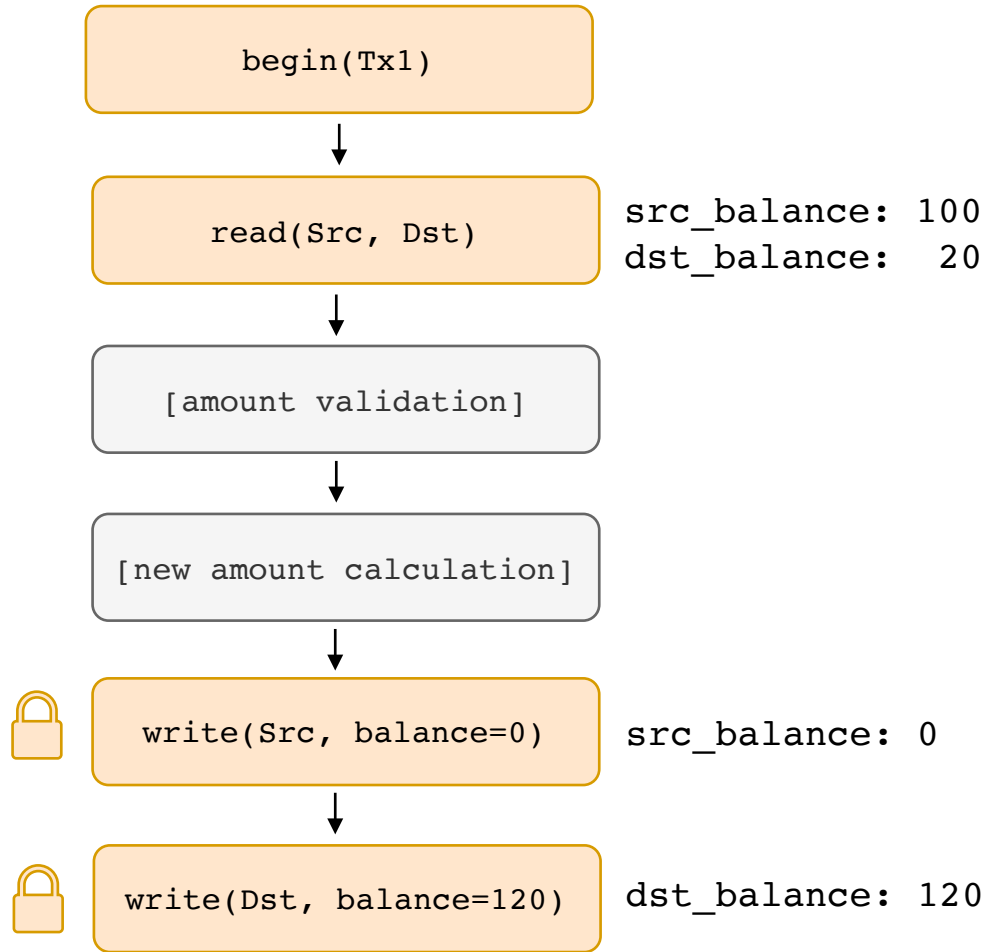


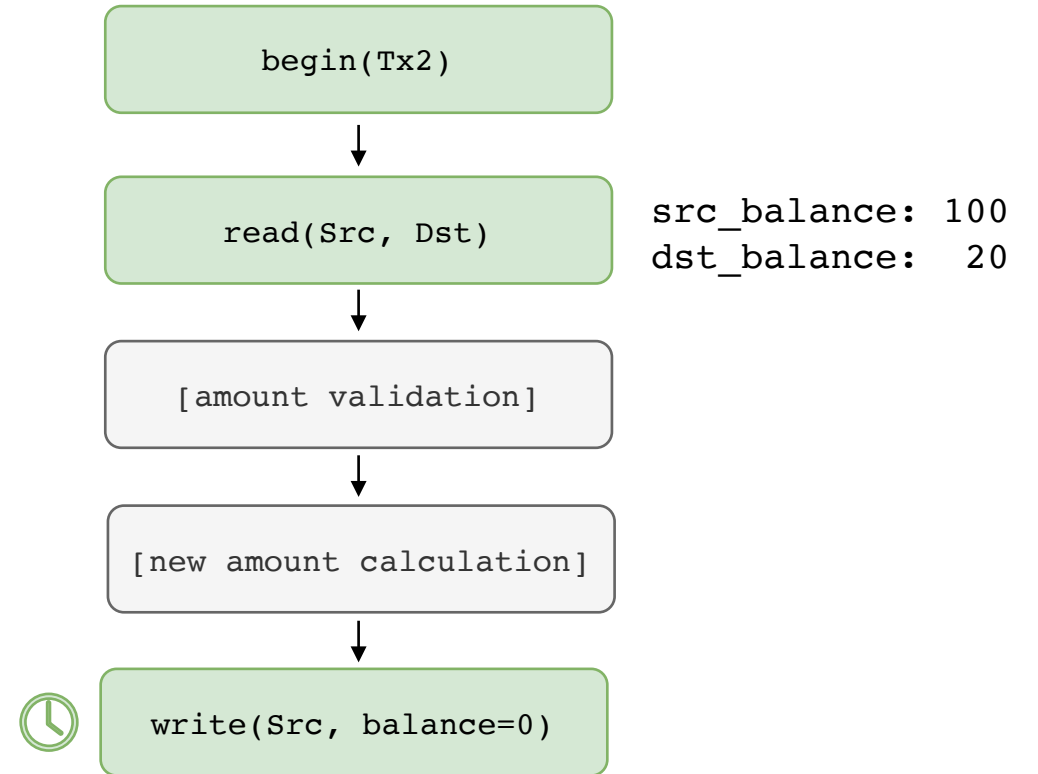
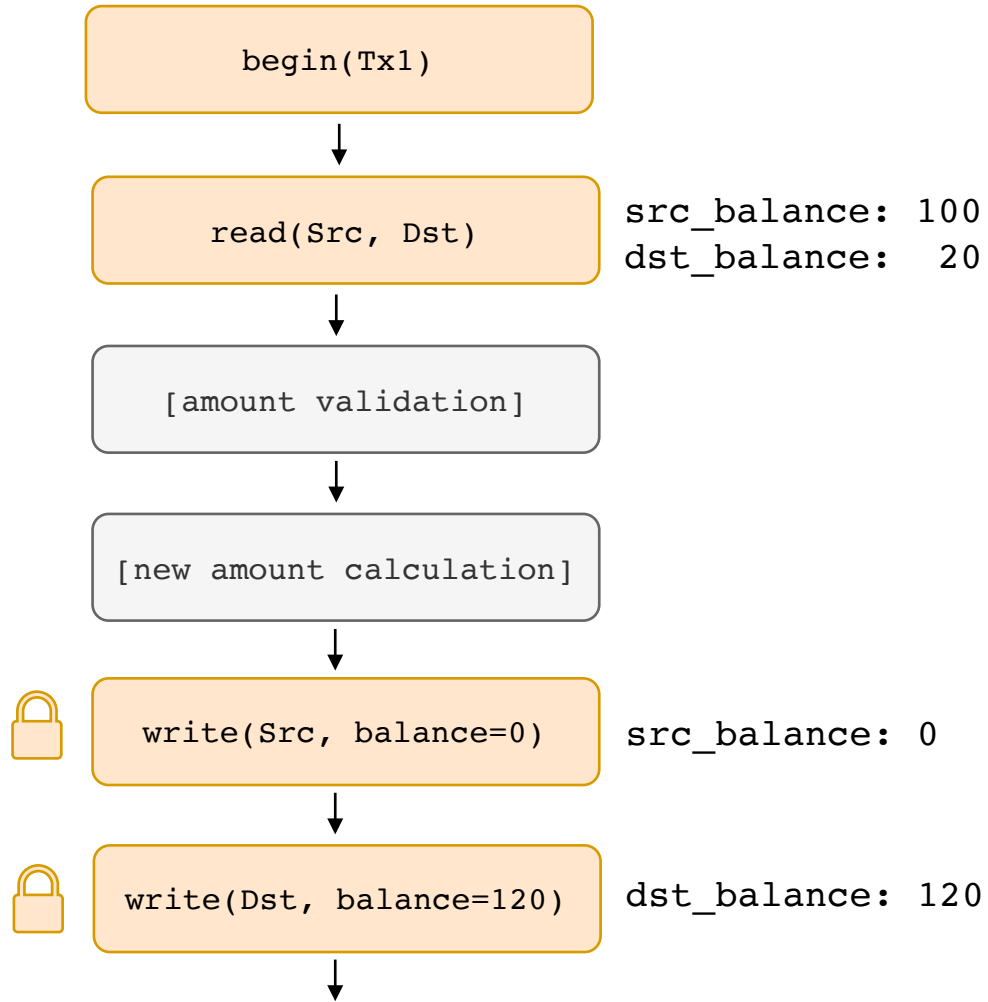


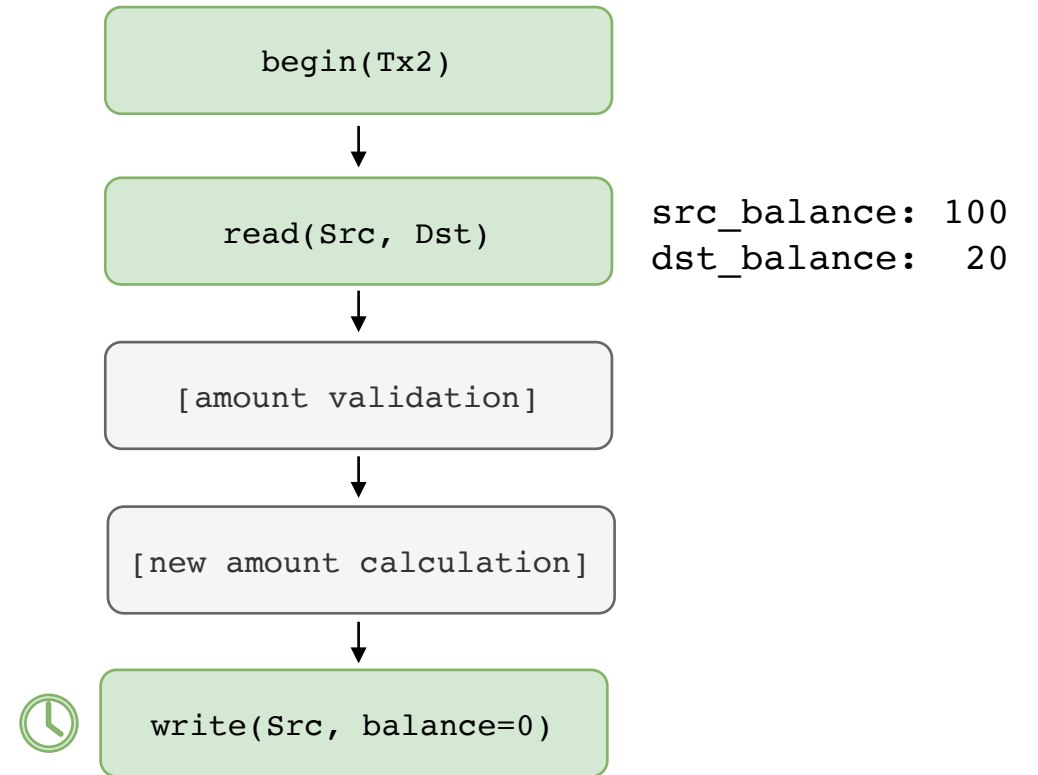
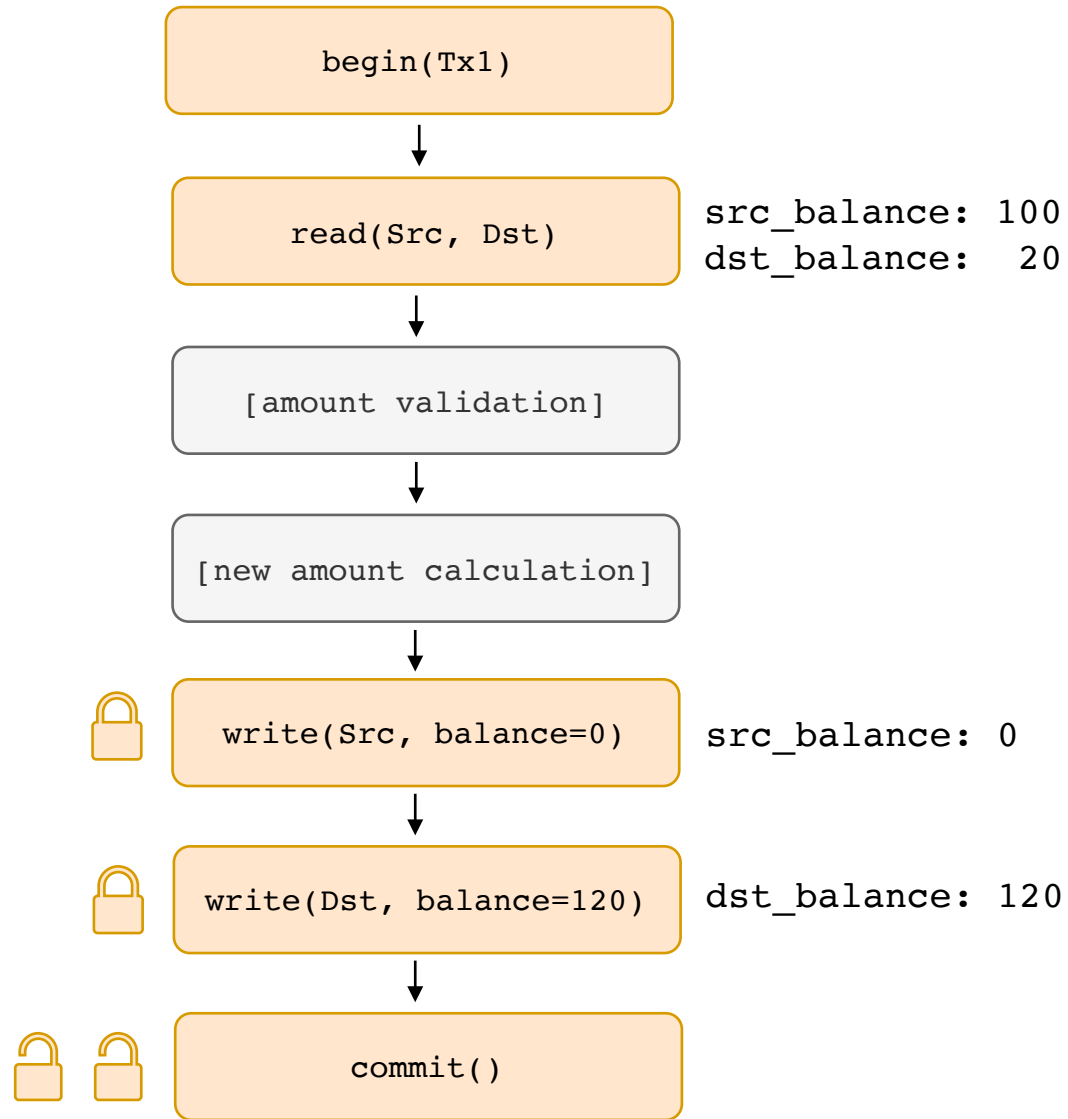


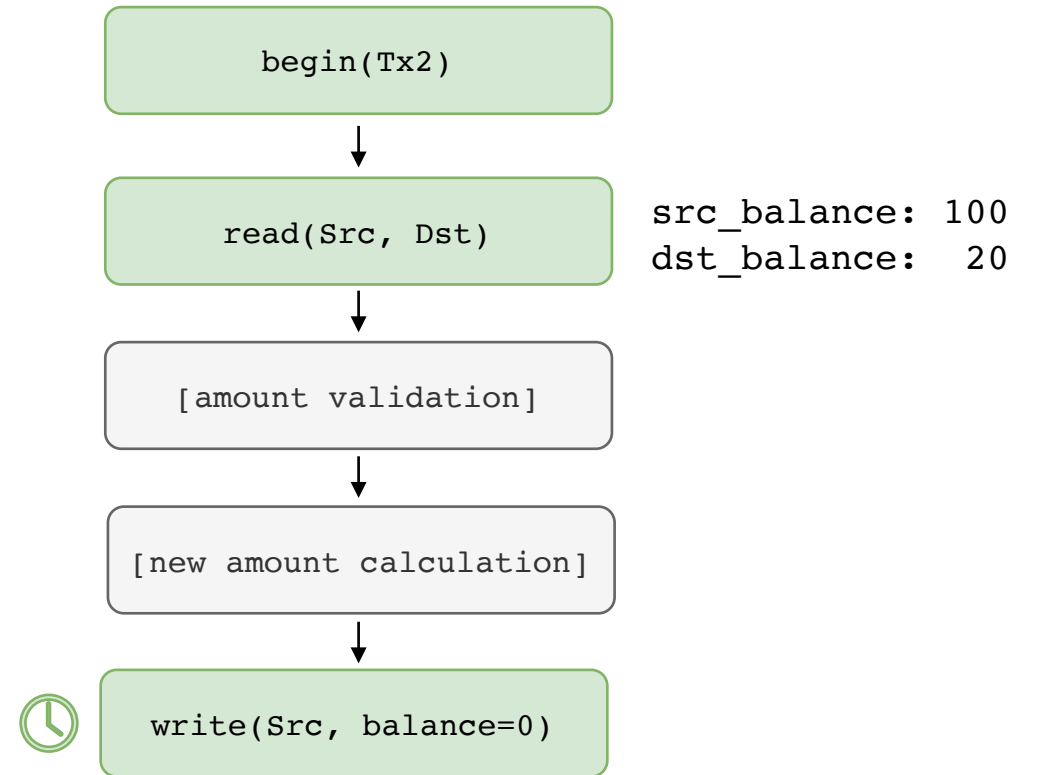
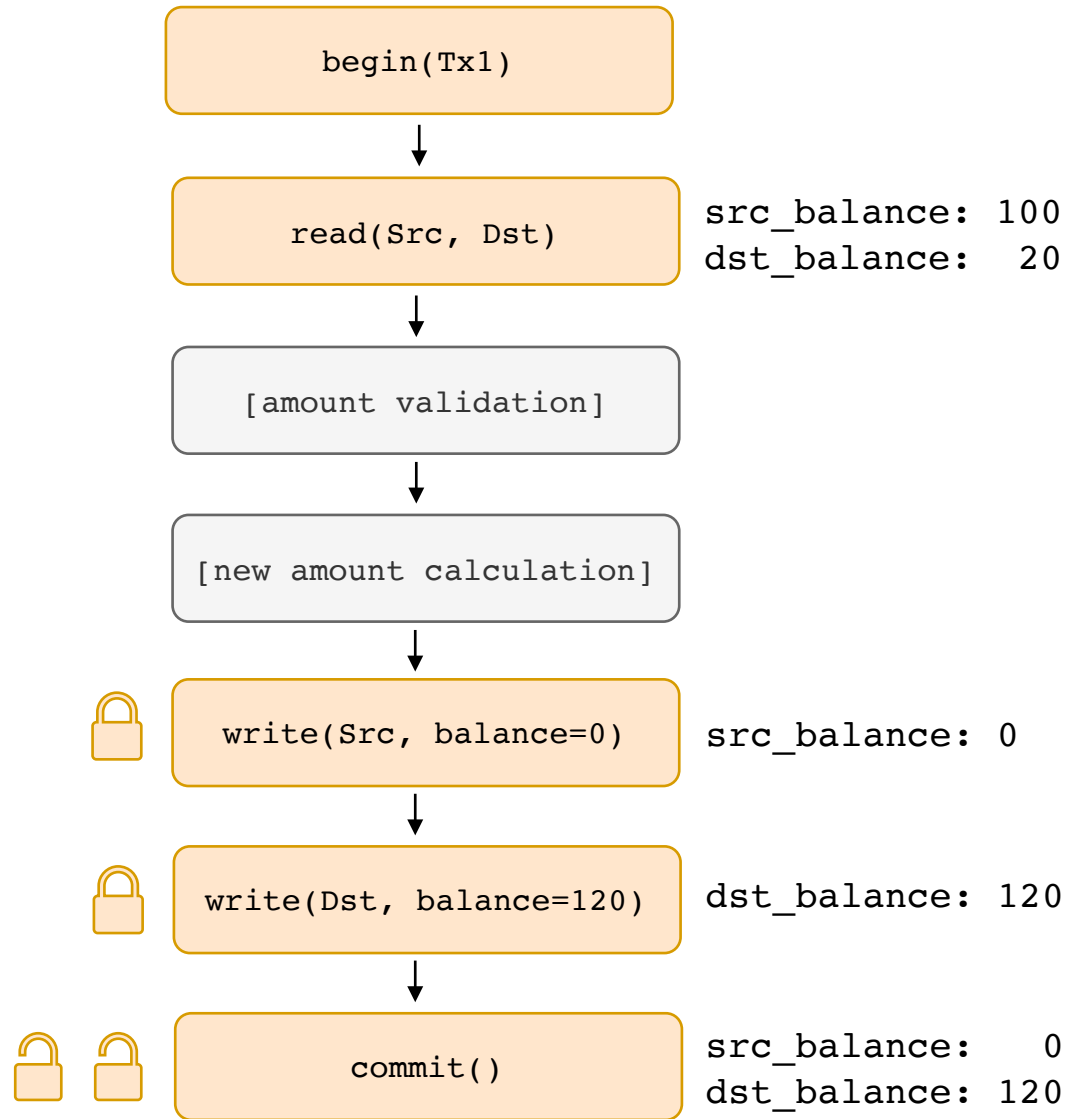


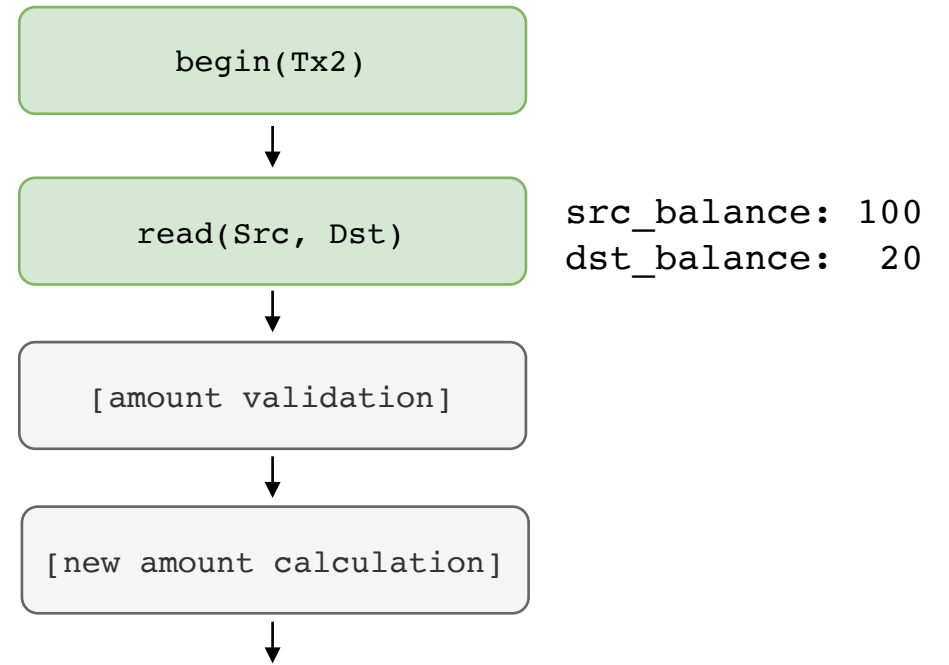
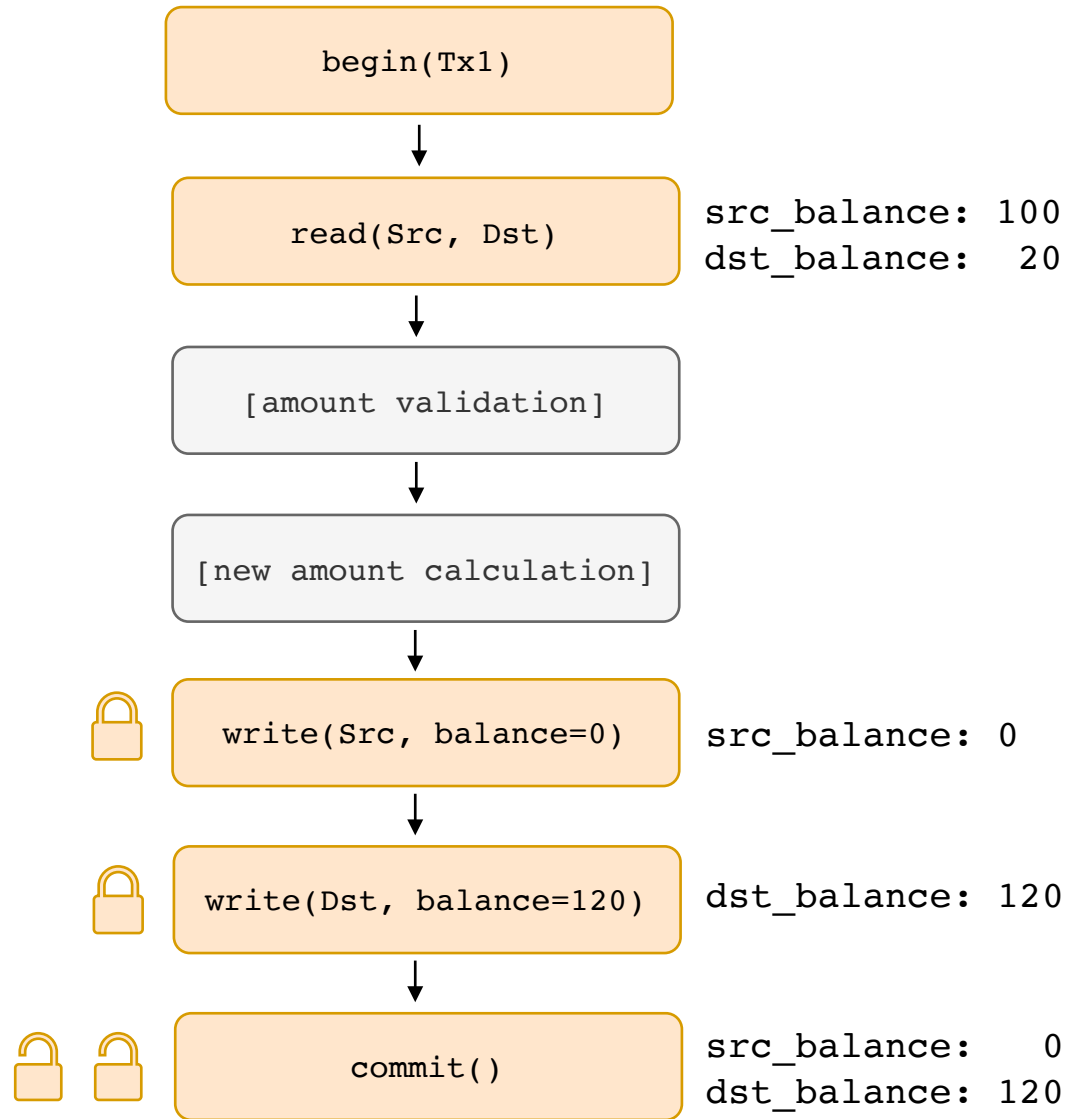


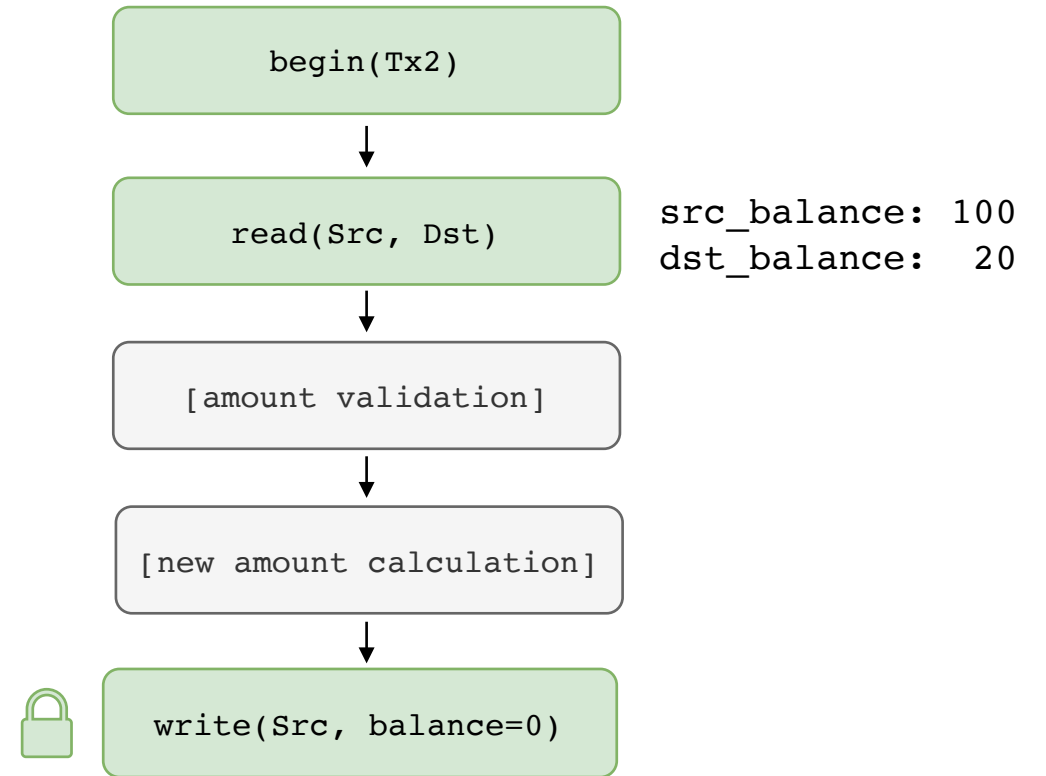
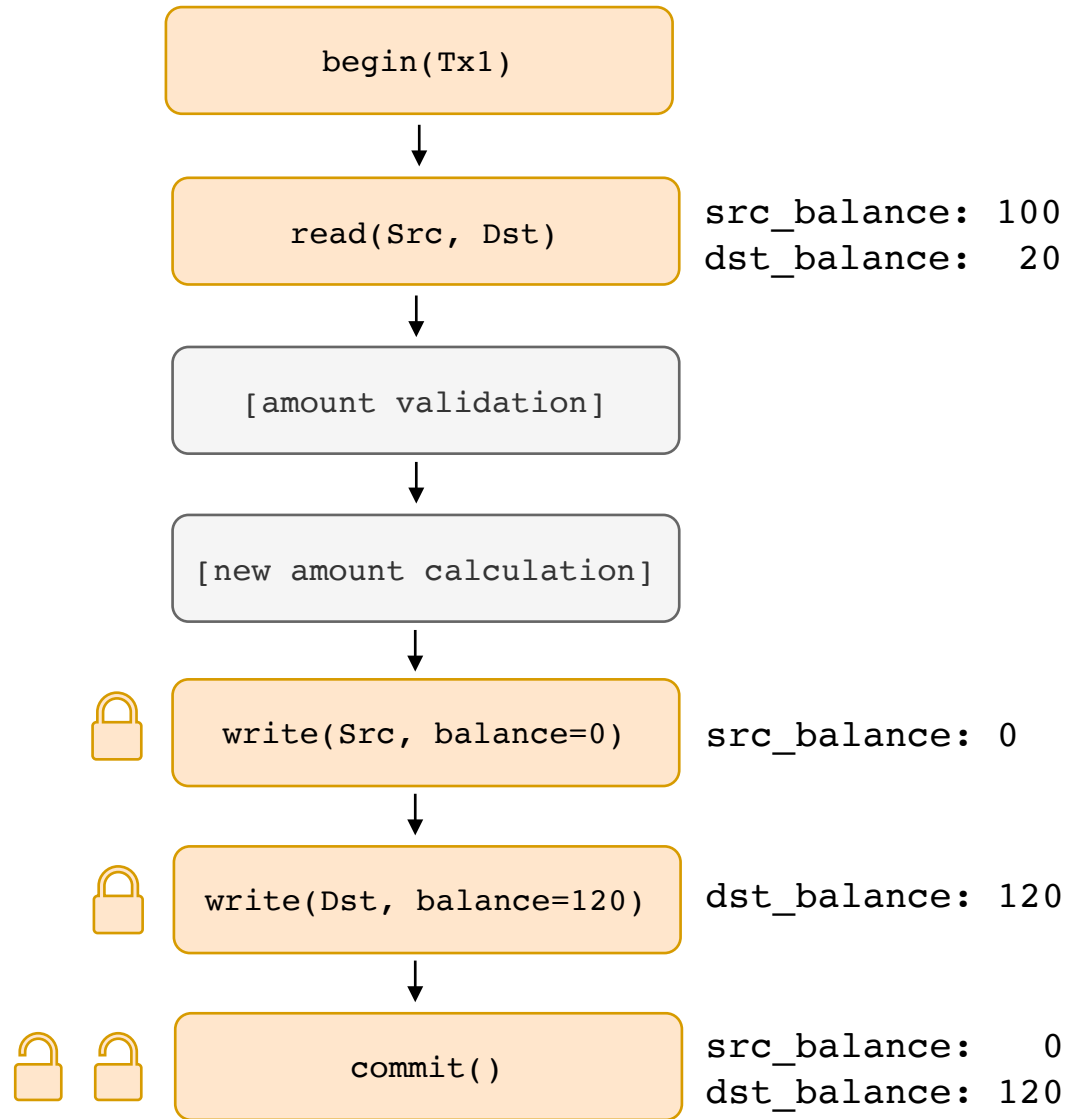


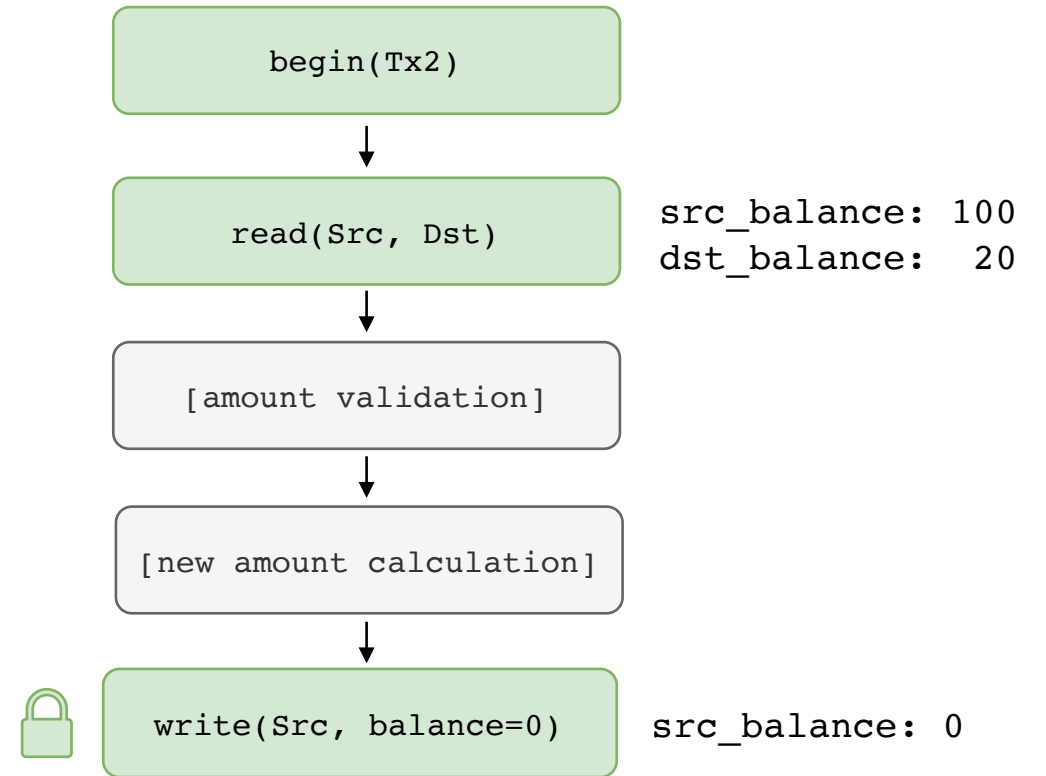
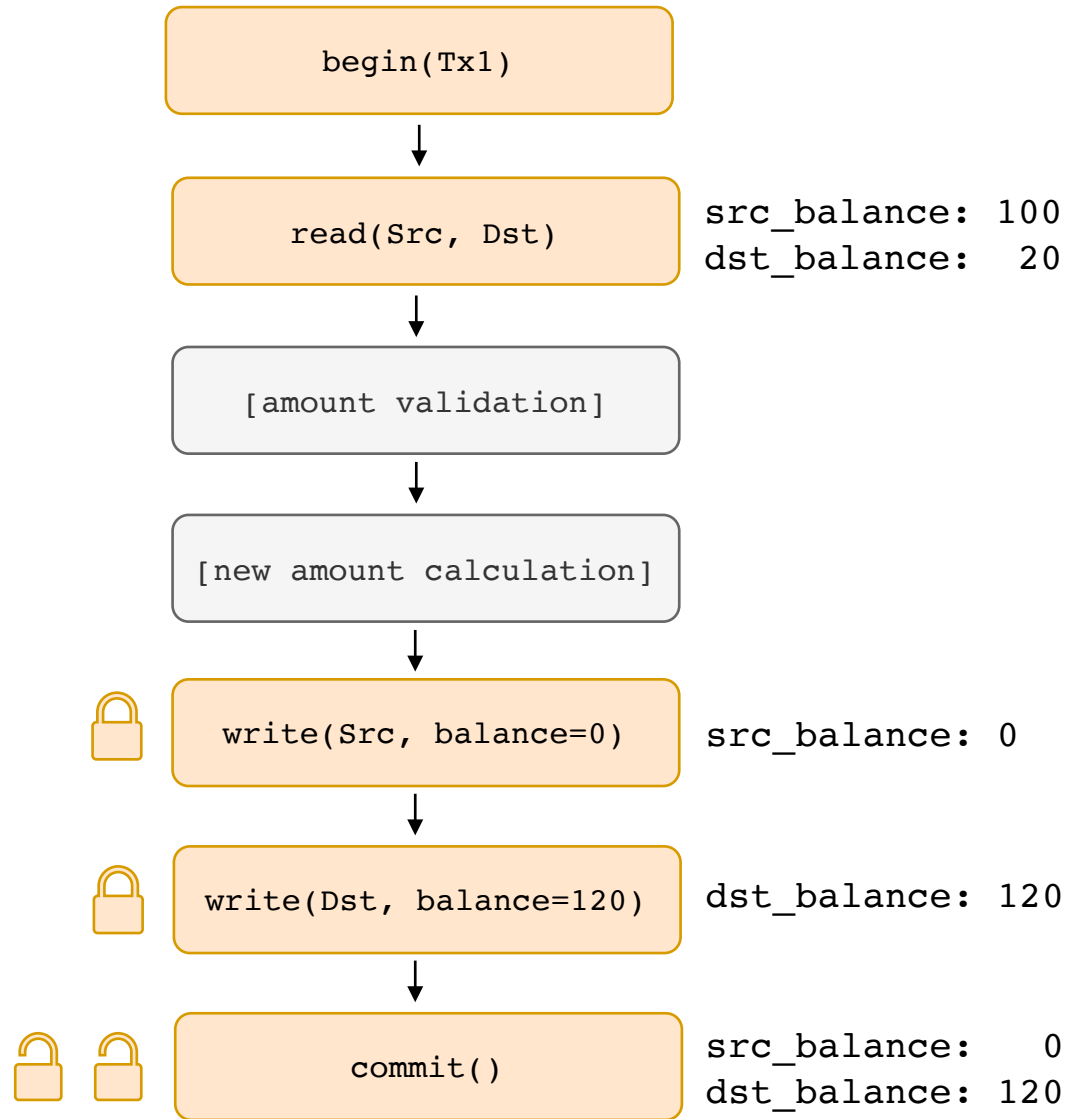


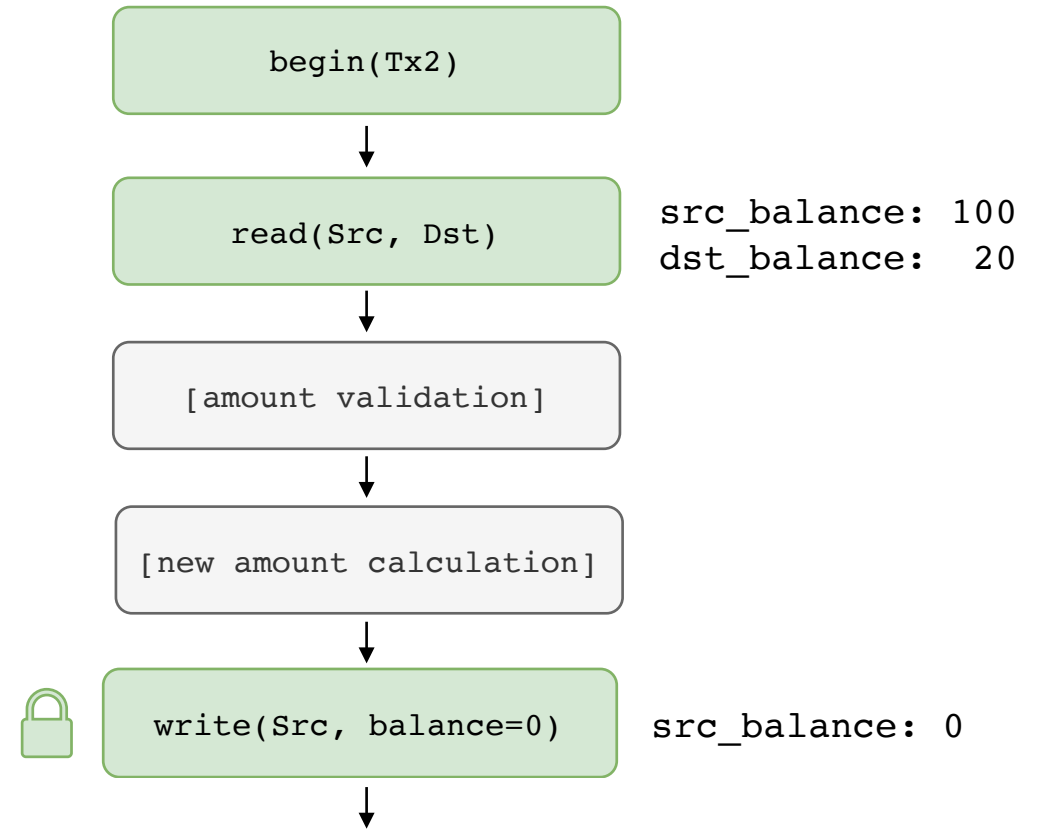
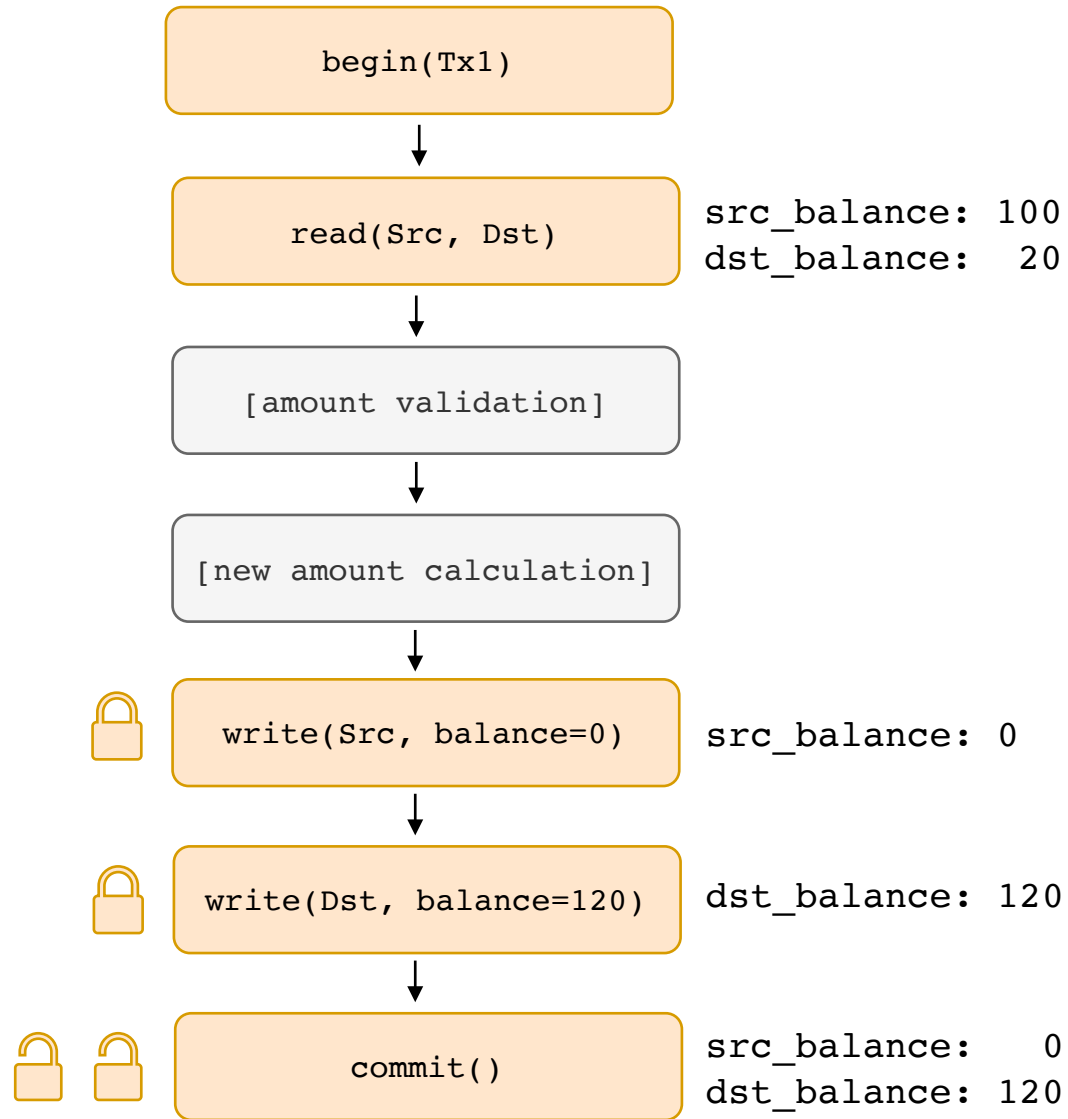


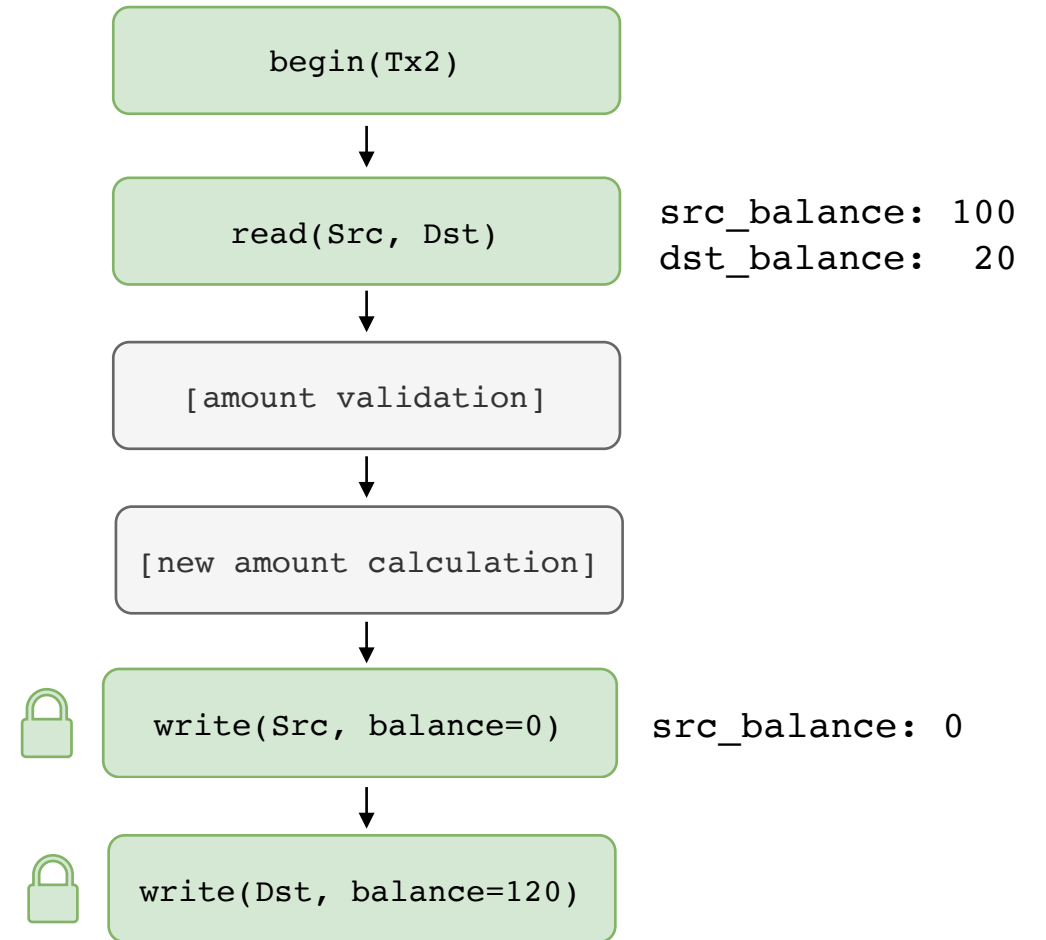
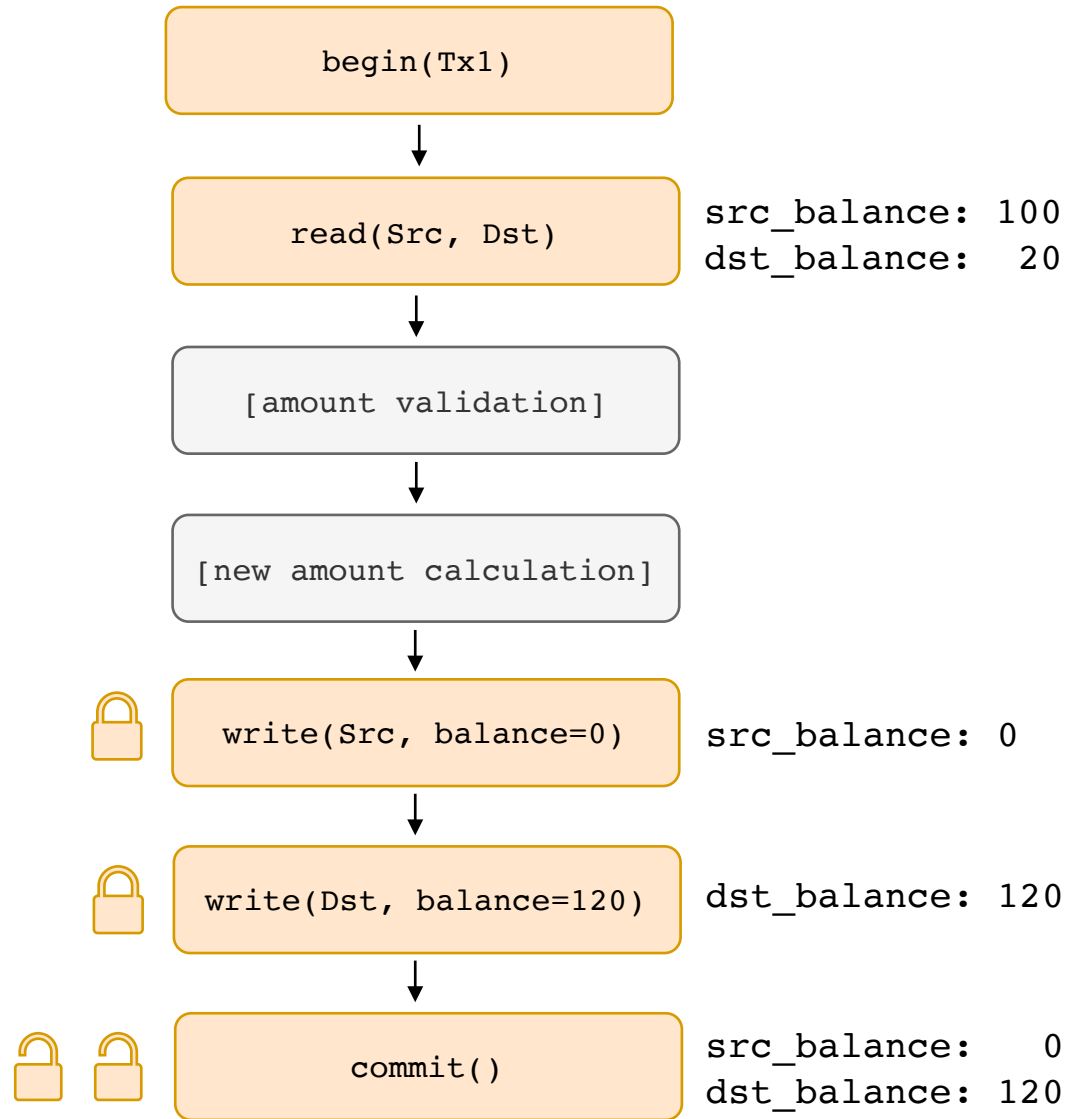


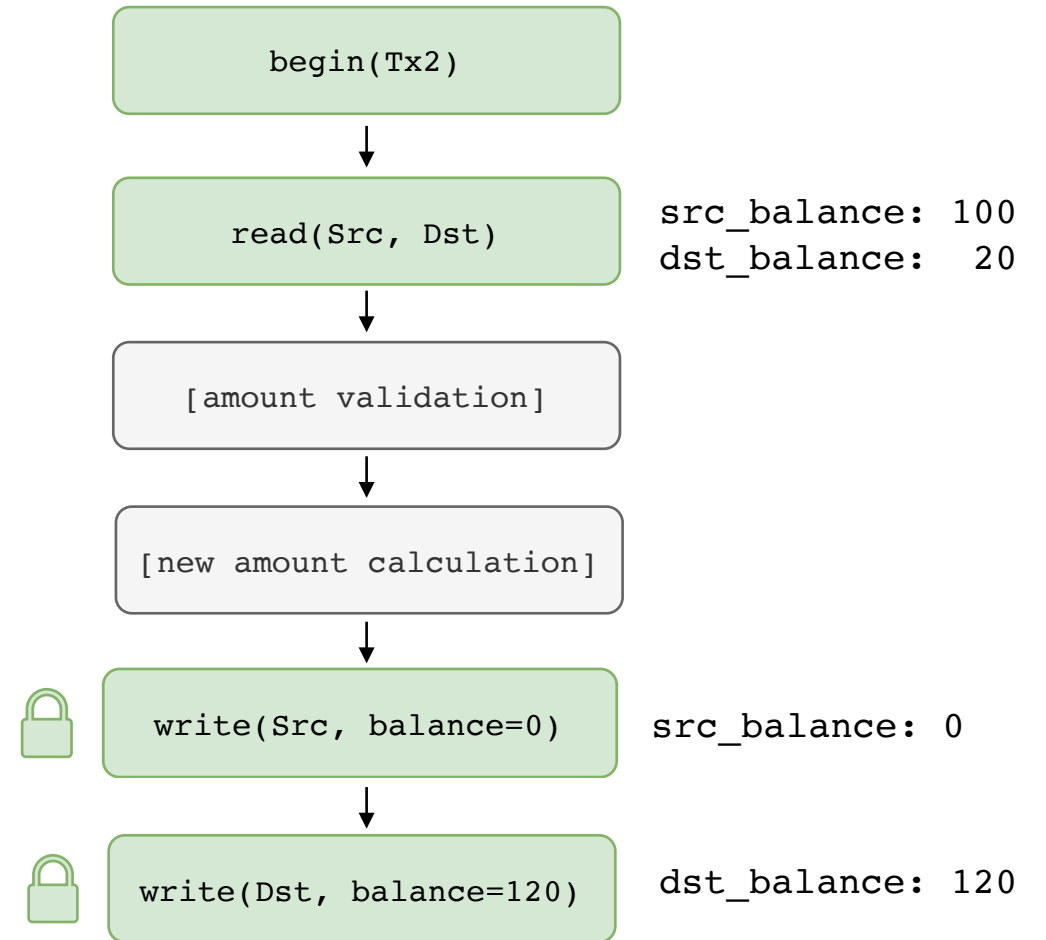
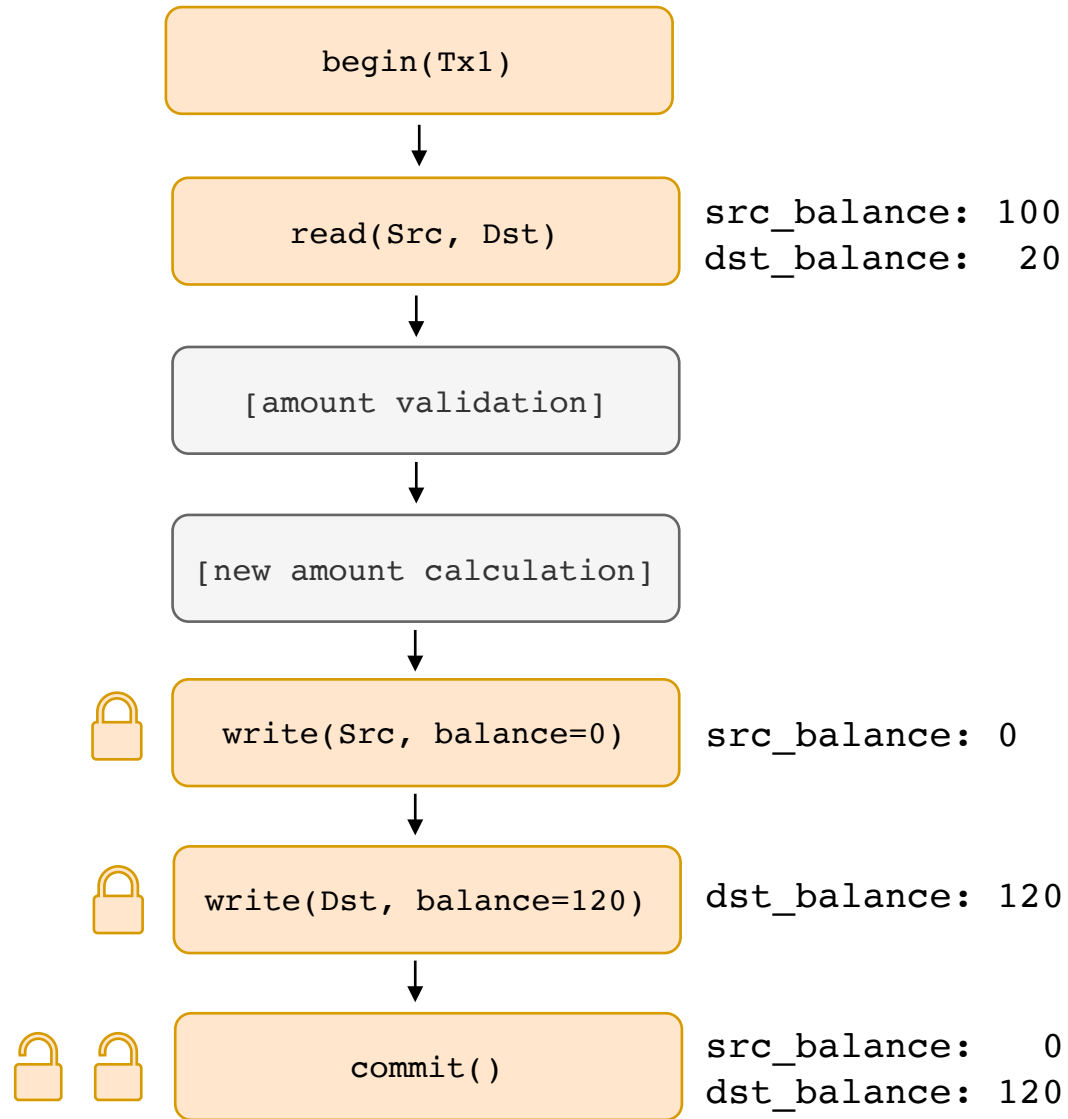


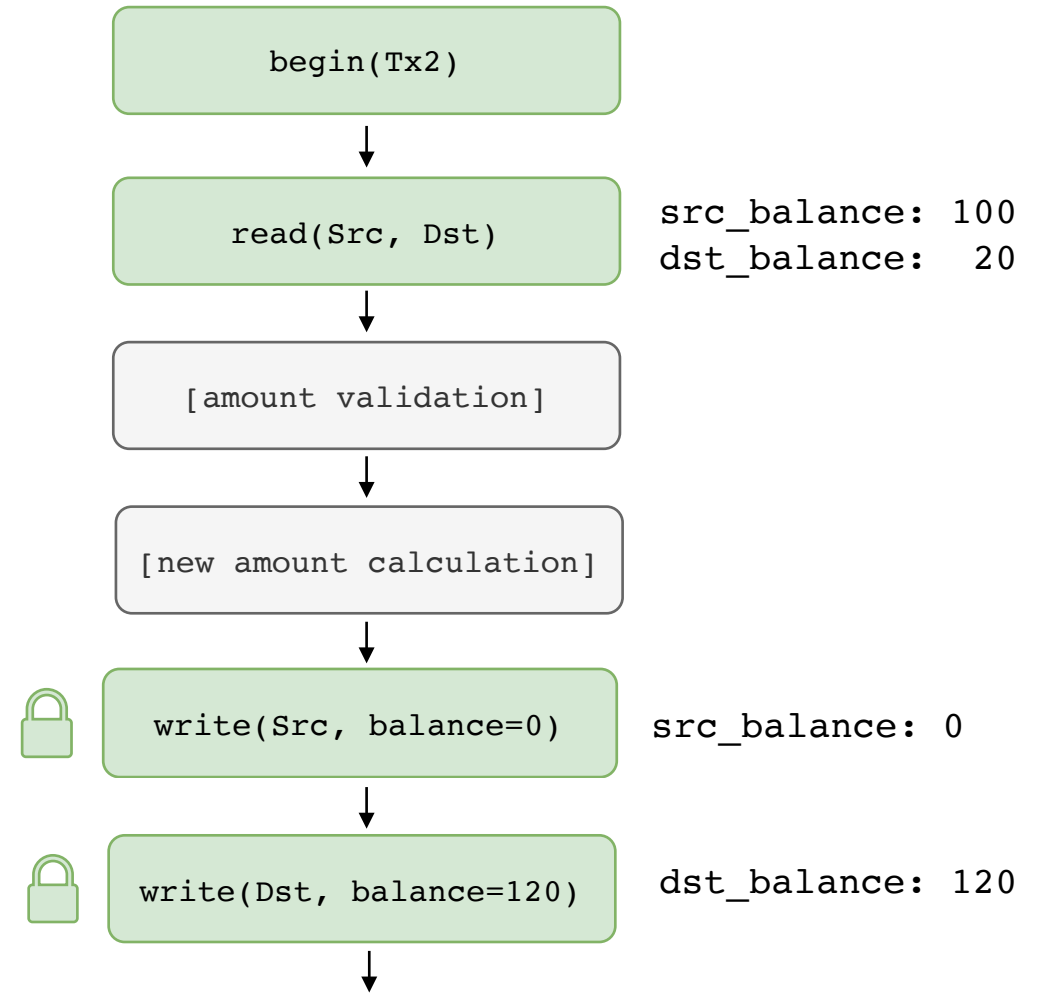
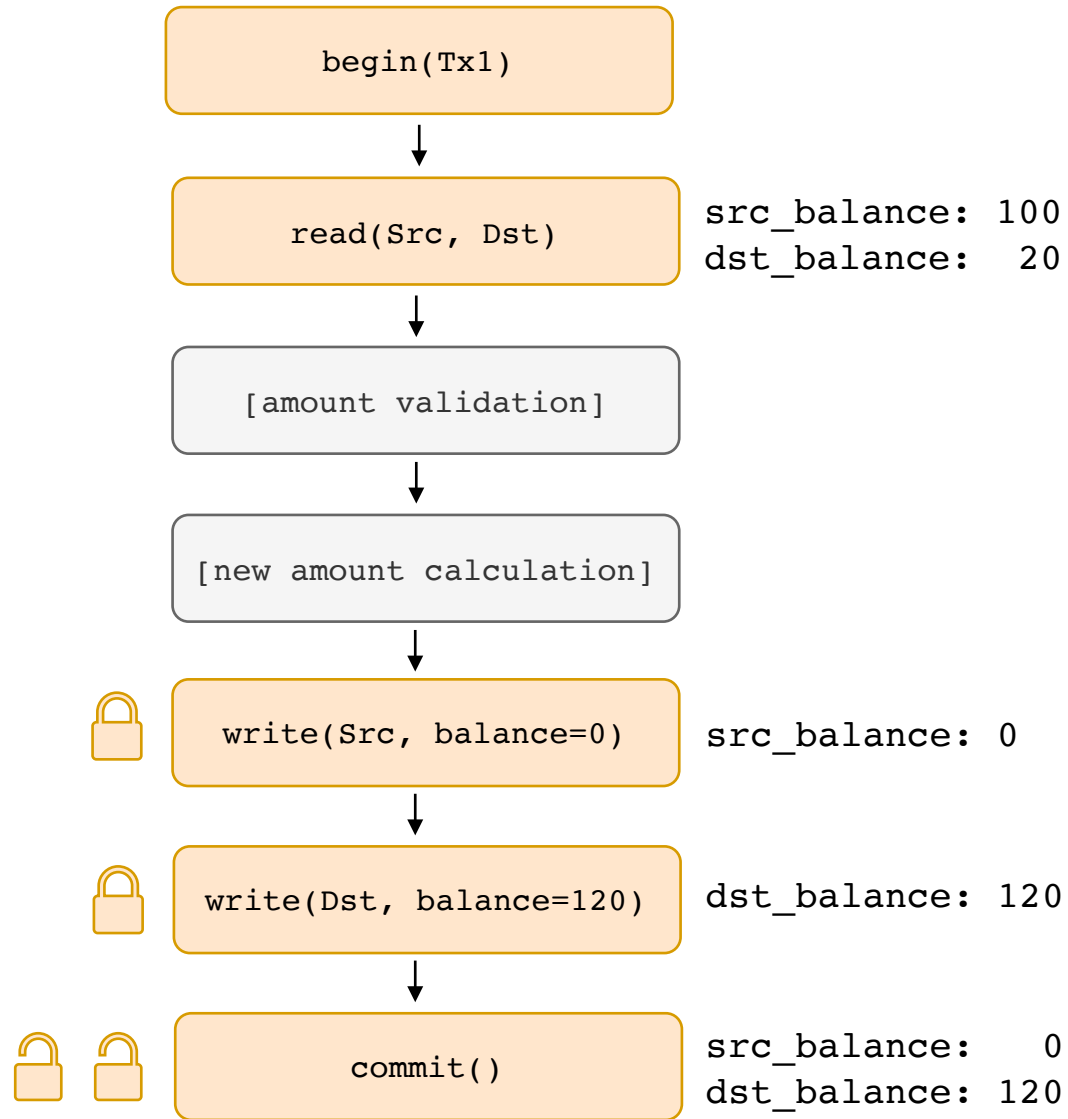


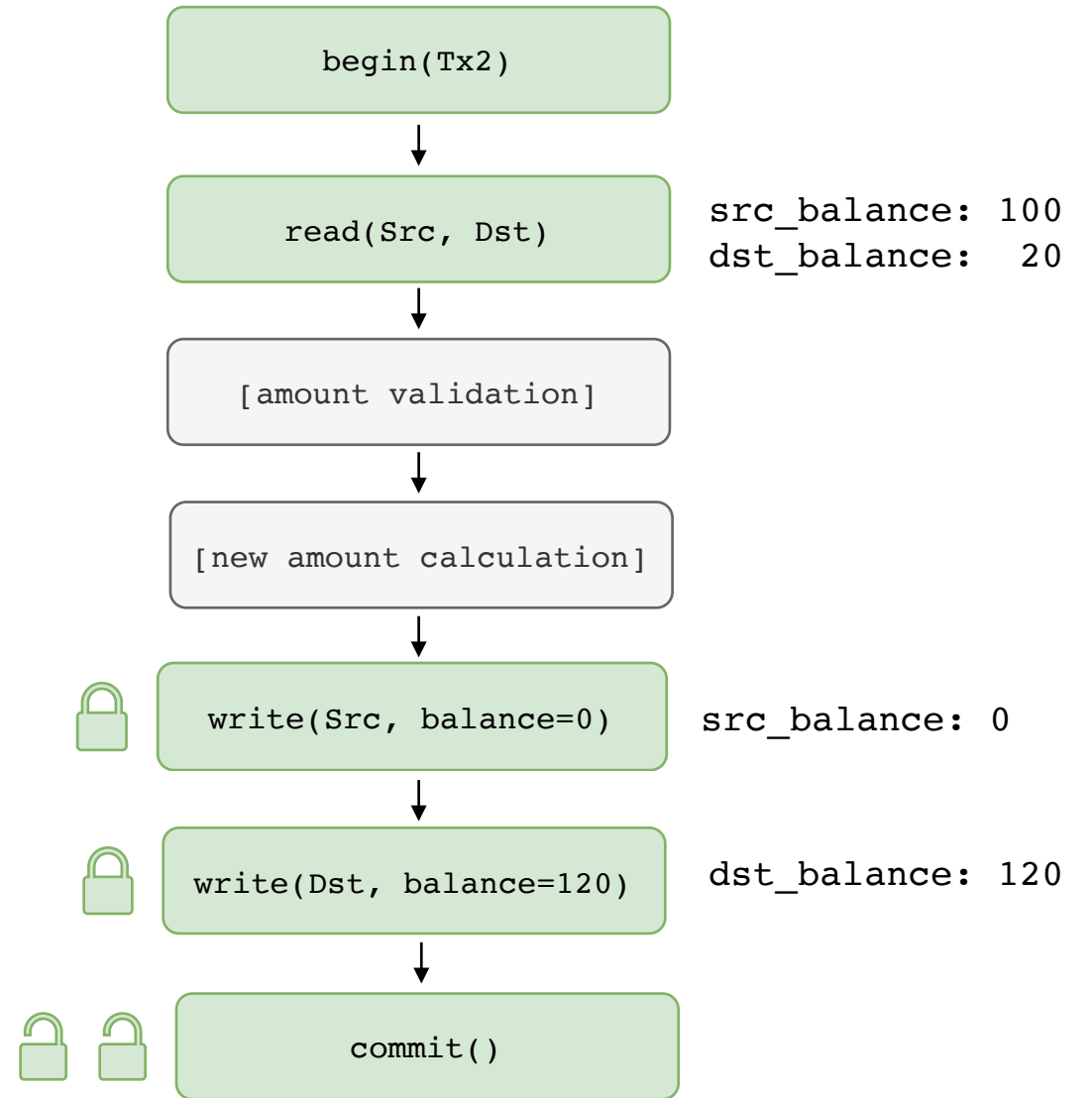
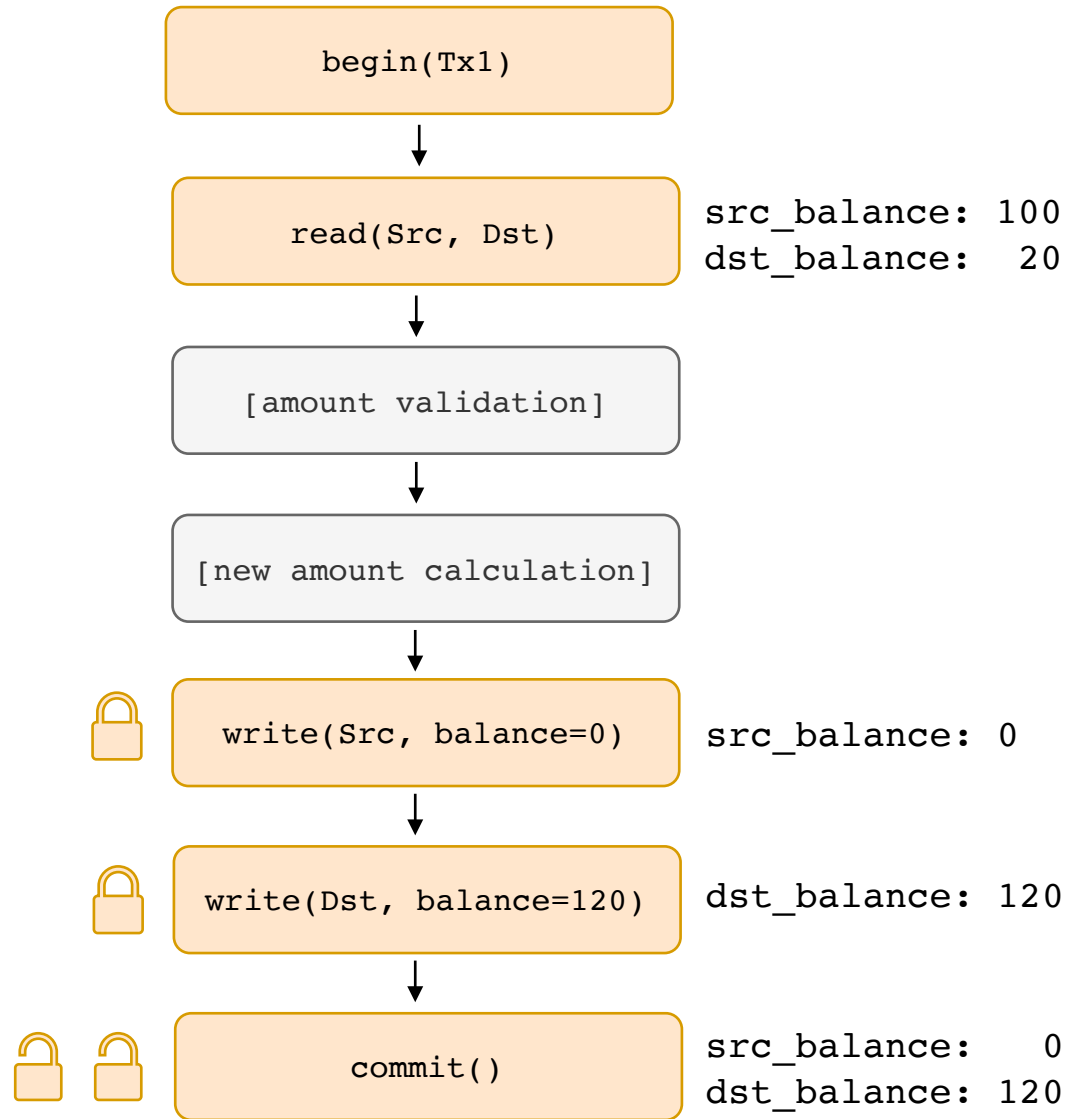


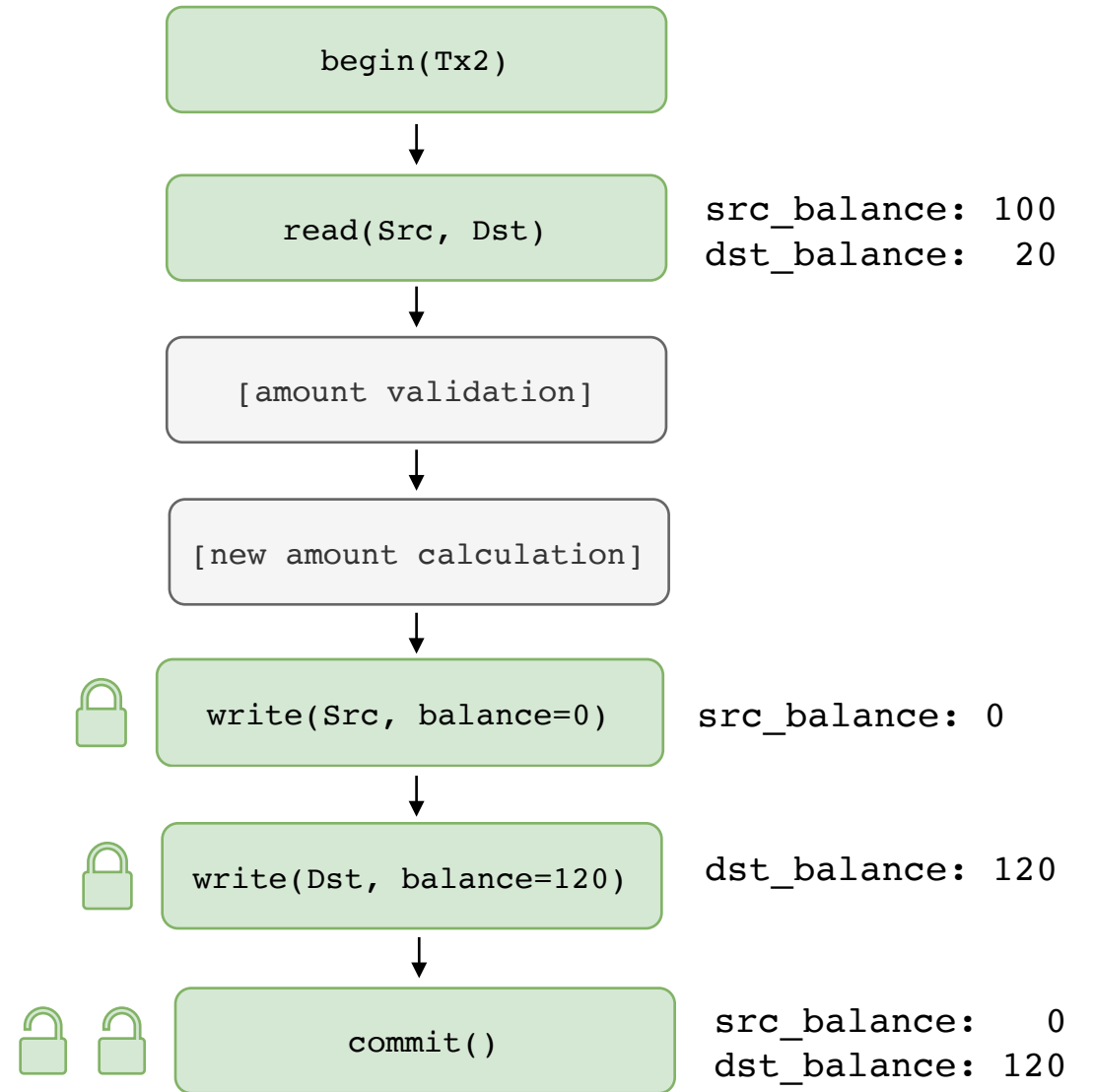
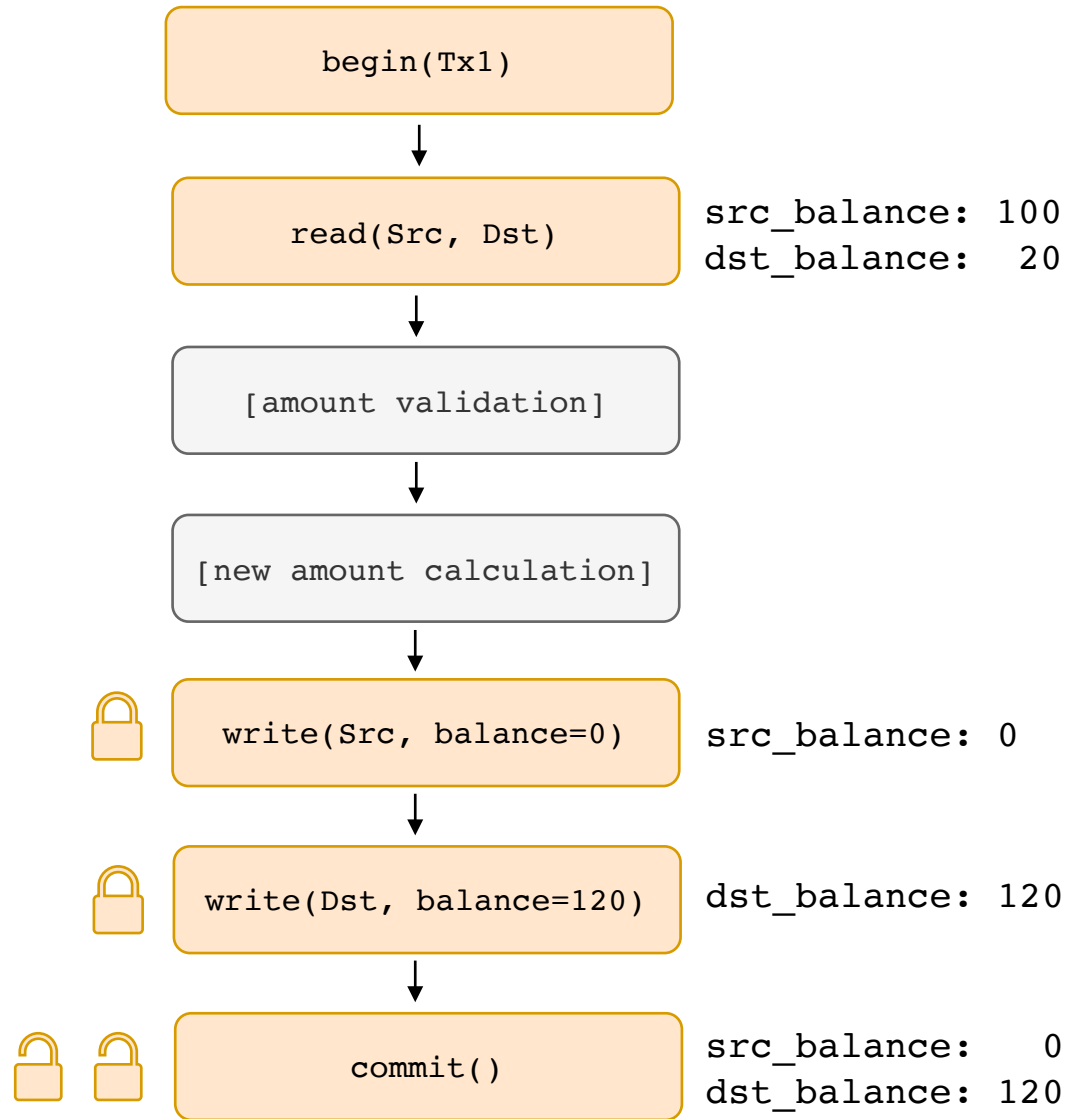




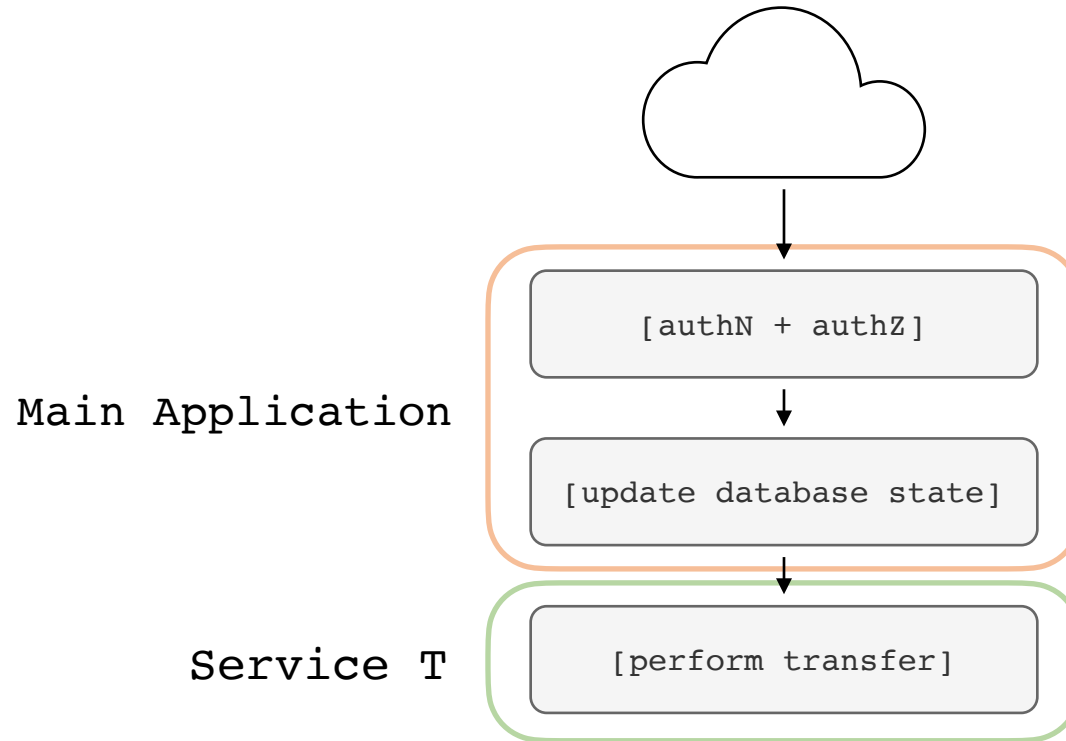






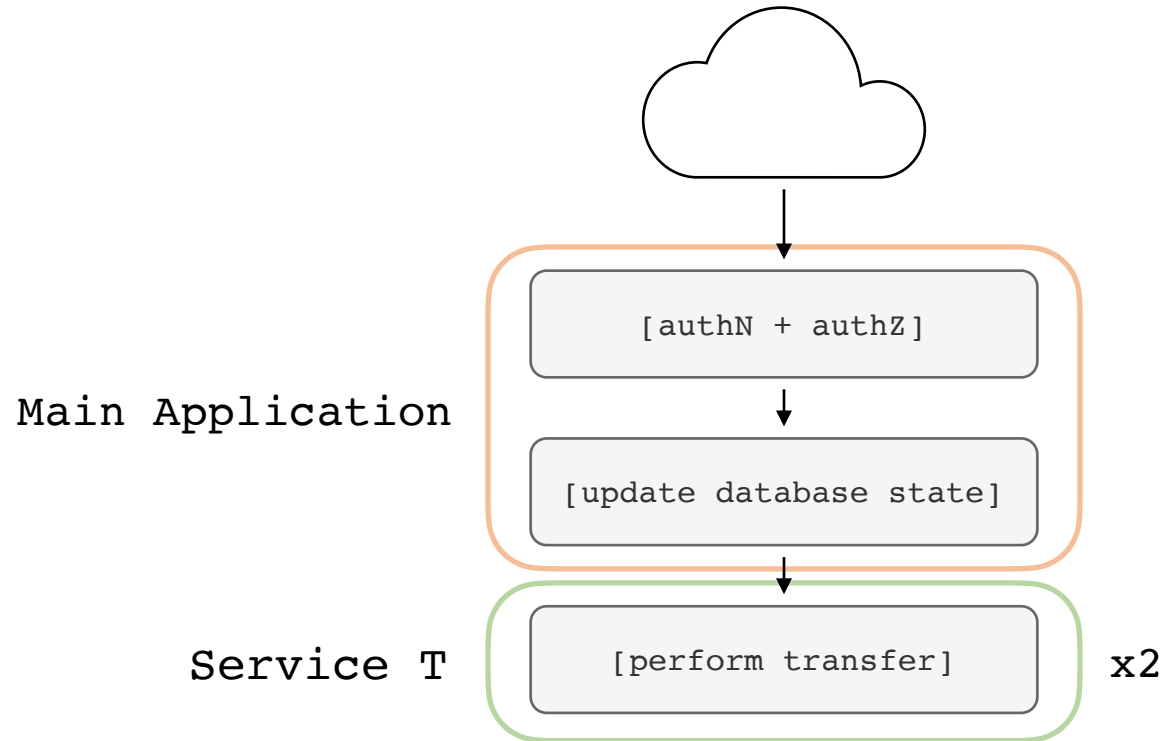


Microservice Architecture





Microservice Architecture



begin(Tx1)

begin(Tx2)

Scenario

Source Balance :	100
DestinationA Balance:	10
DestinationB Balance:	20
<u>Total Balance:</u>	<u>130</u>
Transfer Amount:	100

`begin(Tx1)`

`begin(Tx2)`

begin(Tx1)



begin(Tx2)

`begin(Tx1)`



`read(Src, Dst)`

`begin(Tx2)`

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10

begin(Tx2)

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10

begin(Tx2)



begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10

begin(Tx2)



read(Src, Dst)

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10

begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



[amount validation]

begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



[amount validation]



begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



[amount validation]



[new amount calculation]

begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



[amount validation]



[new amount calculation]

begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20



begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



[amount validation]



[new amount calculation]

begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20



[amount validation]

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



[amount validation]



[new amount calculation]

begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20



[amount validation]



begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



[amount validation]



[new amount calculation]

begin(Tx2)



read(Src, Dst)

src_balance: 100
dstB_balance: 20



[amount validation]



[new amount calculation]

begin(Tx1)



read(Src, Dst)

src_balance: 100
dstA_balance: 10



[amount validation]



[new amount calculation]



begin(Tx2)



read(Src, Dst)

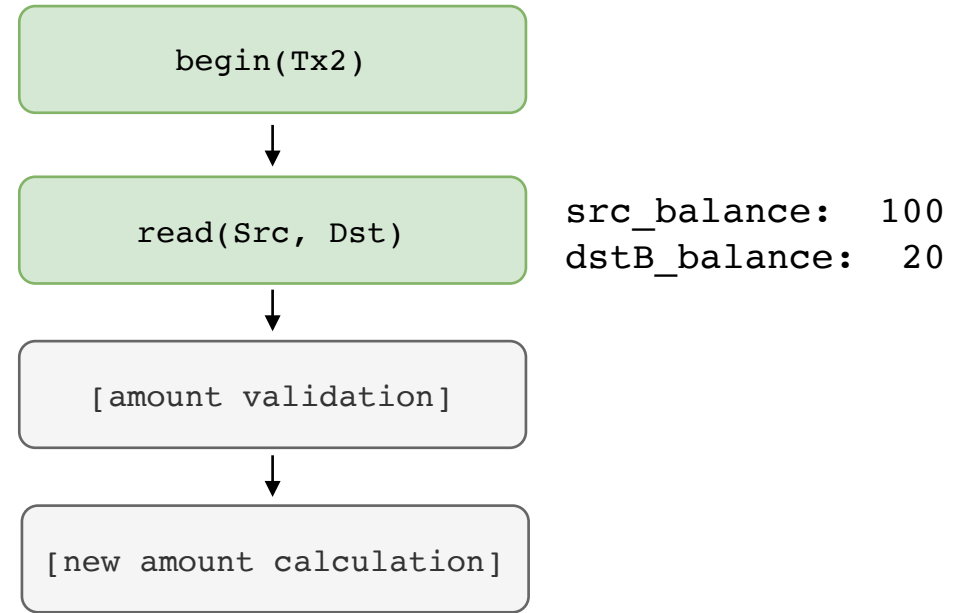
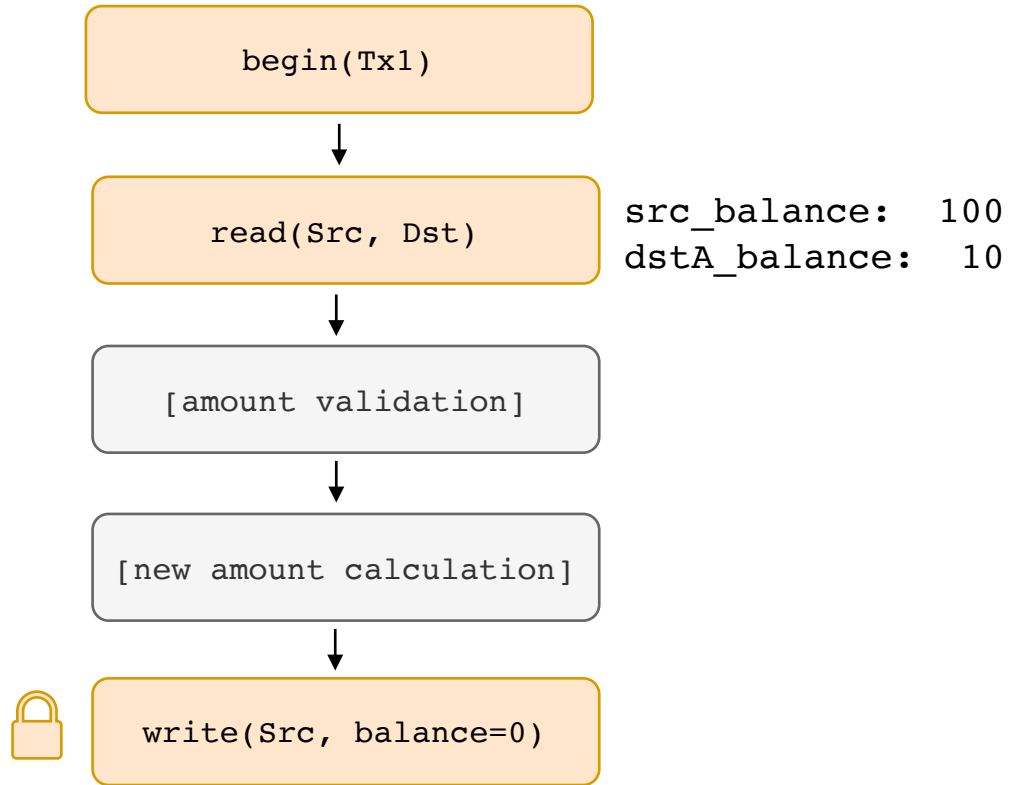
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dstB_balance: 20

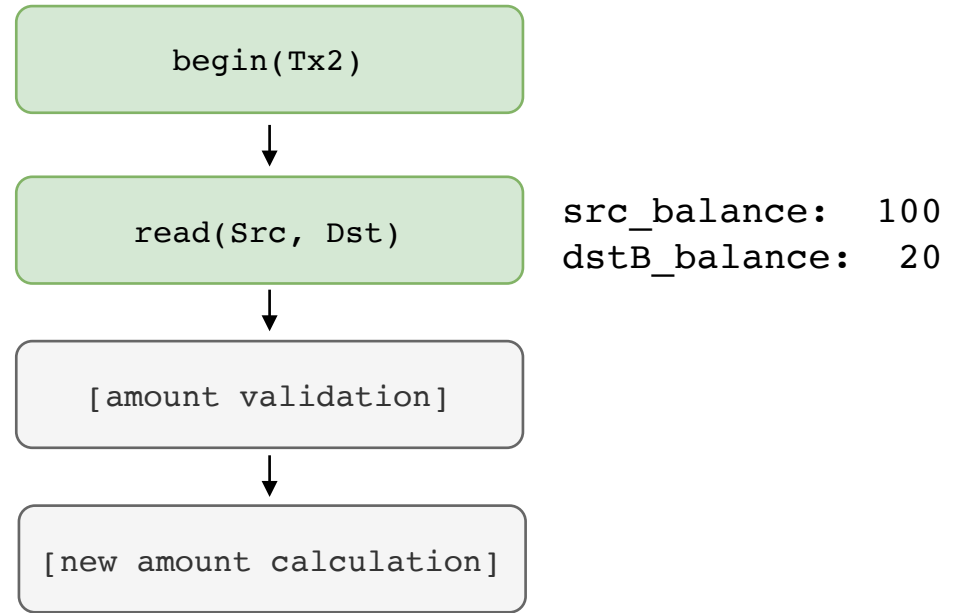
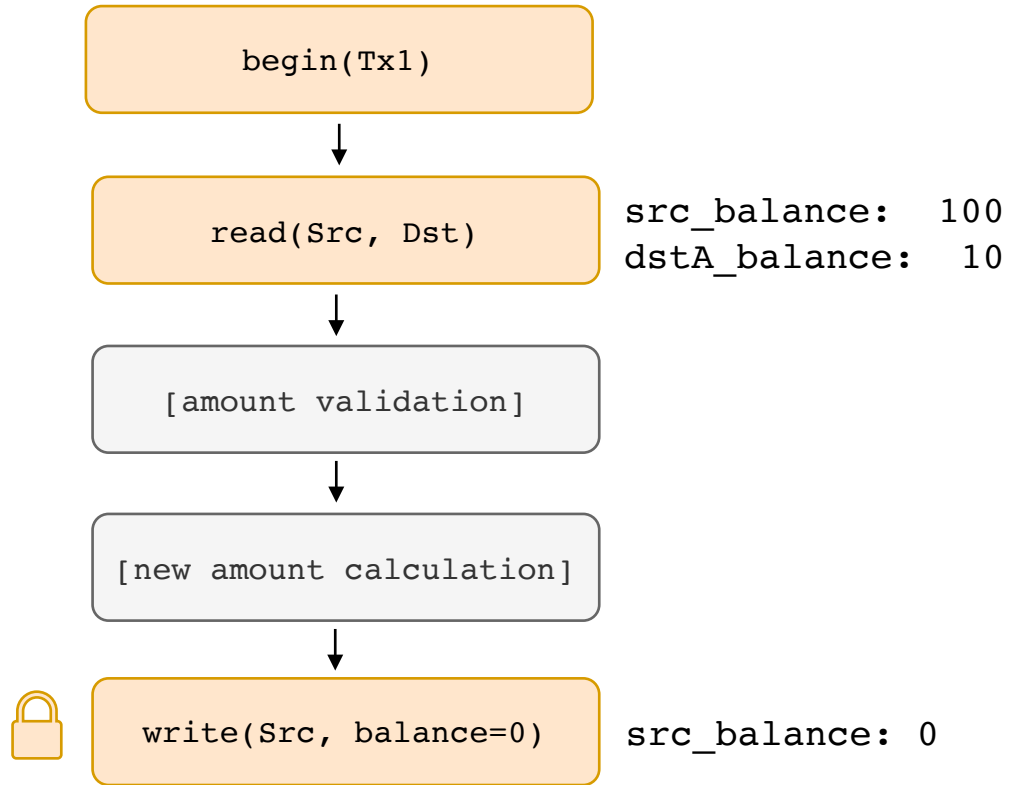


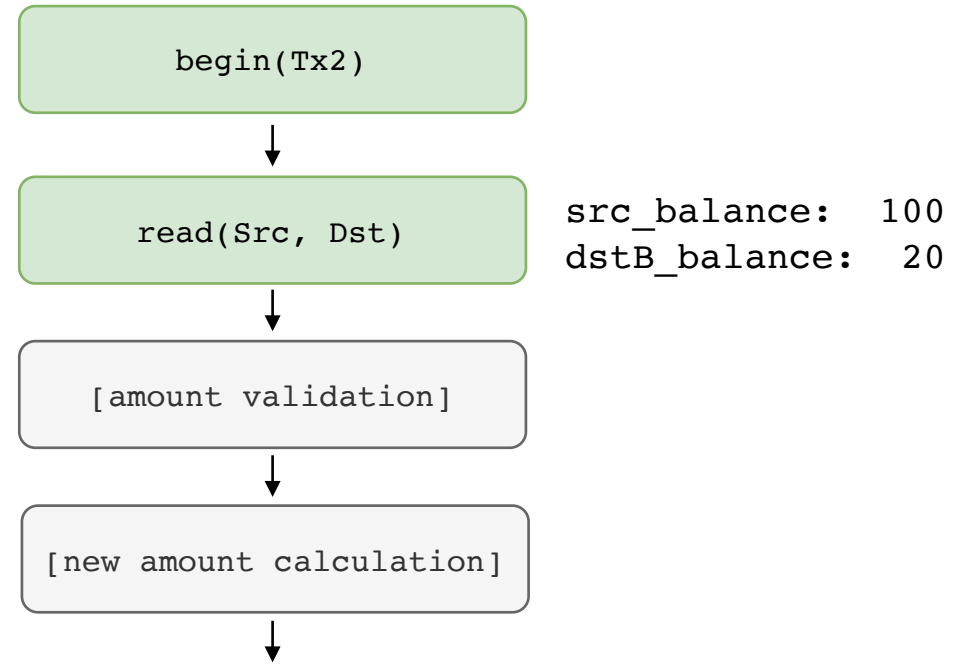
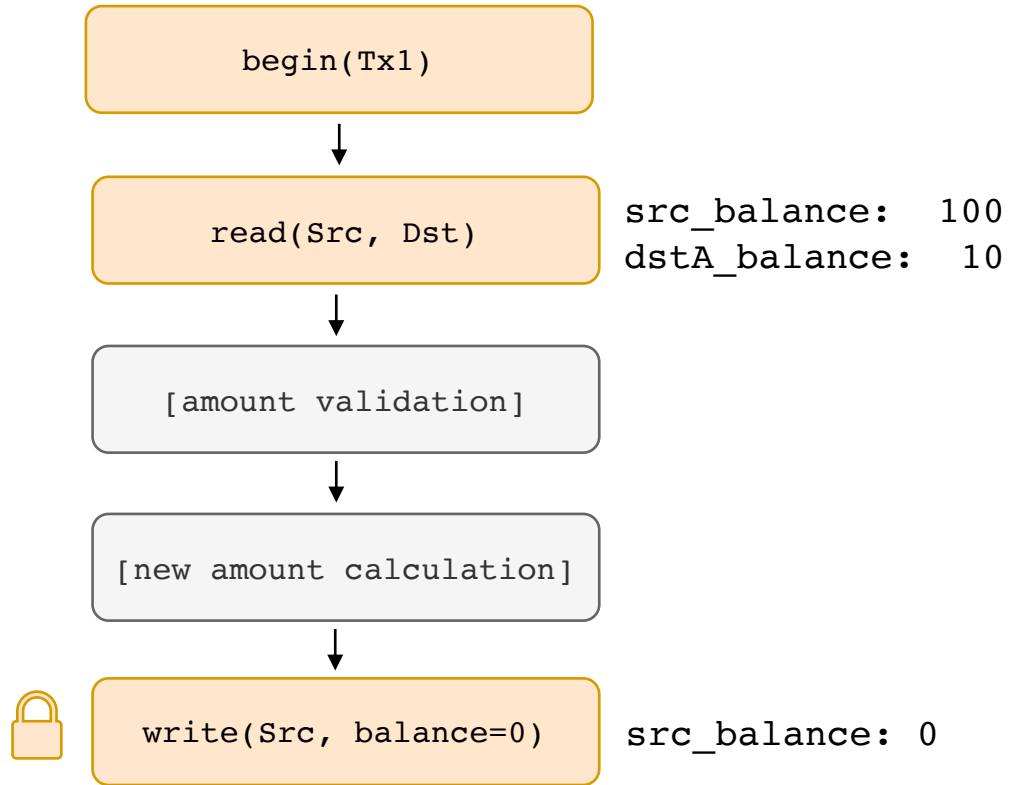
[amount validation]

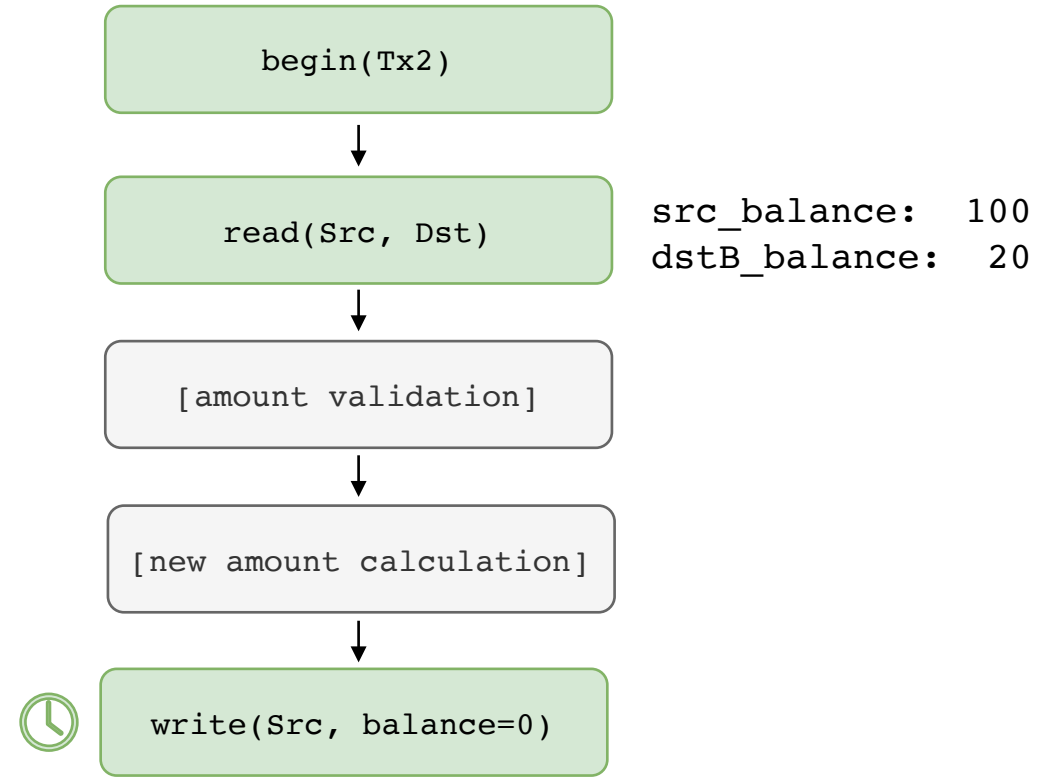
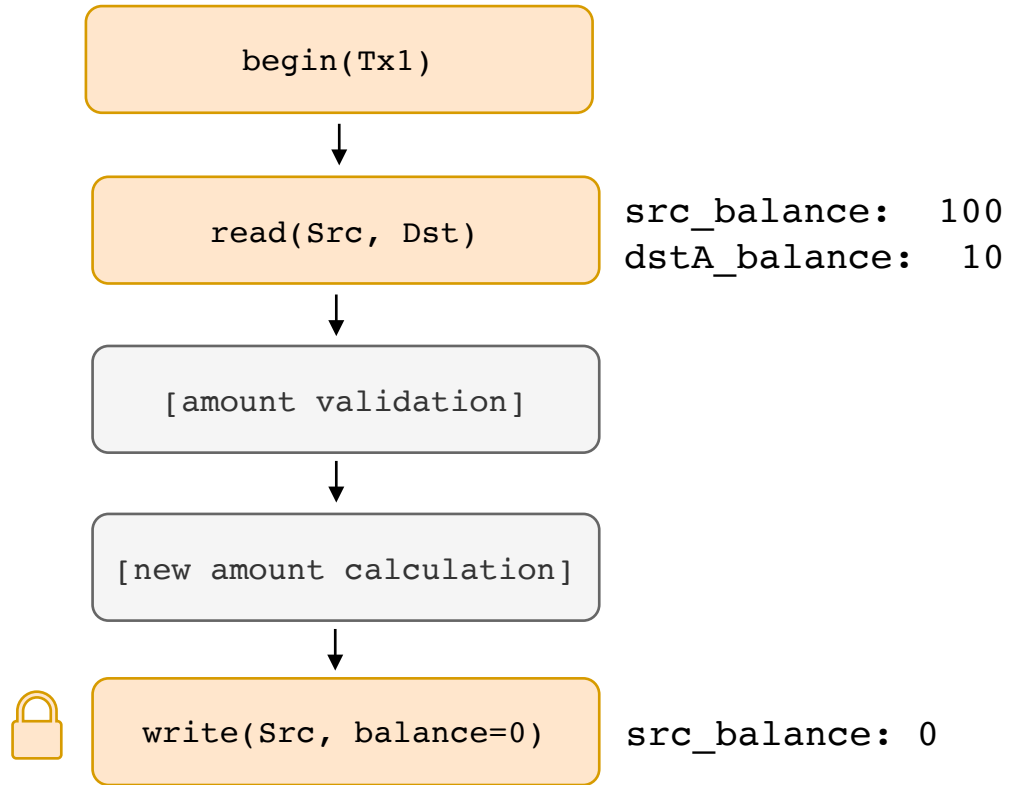


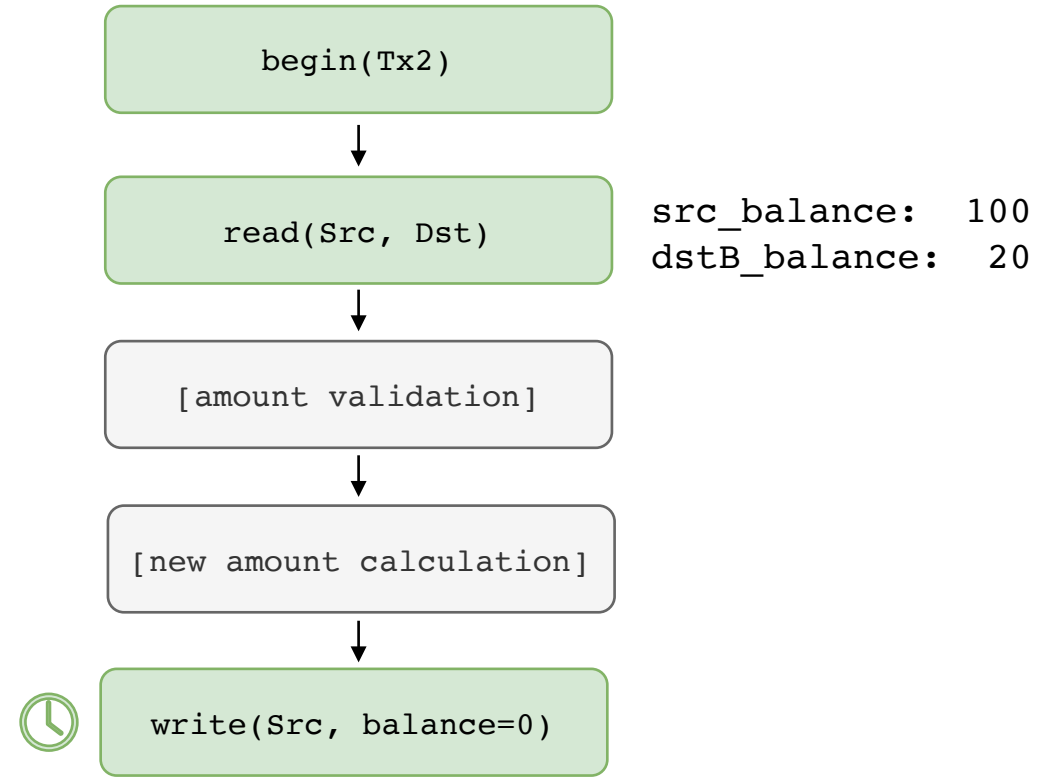
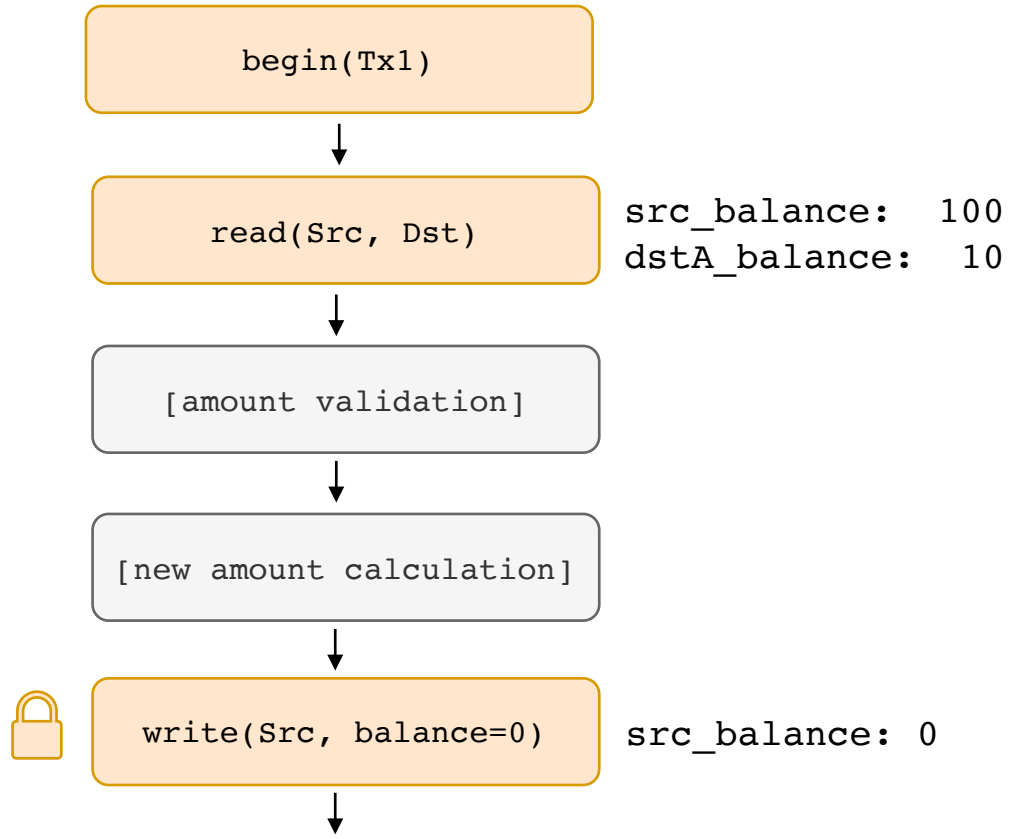
[new amount calculation]

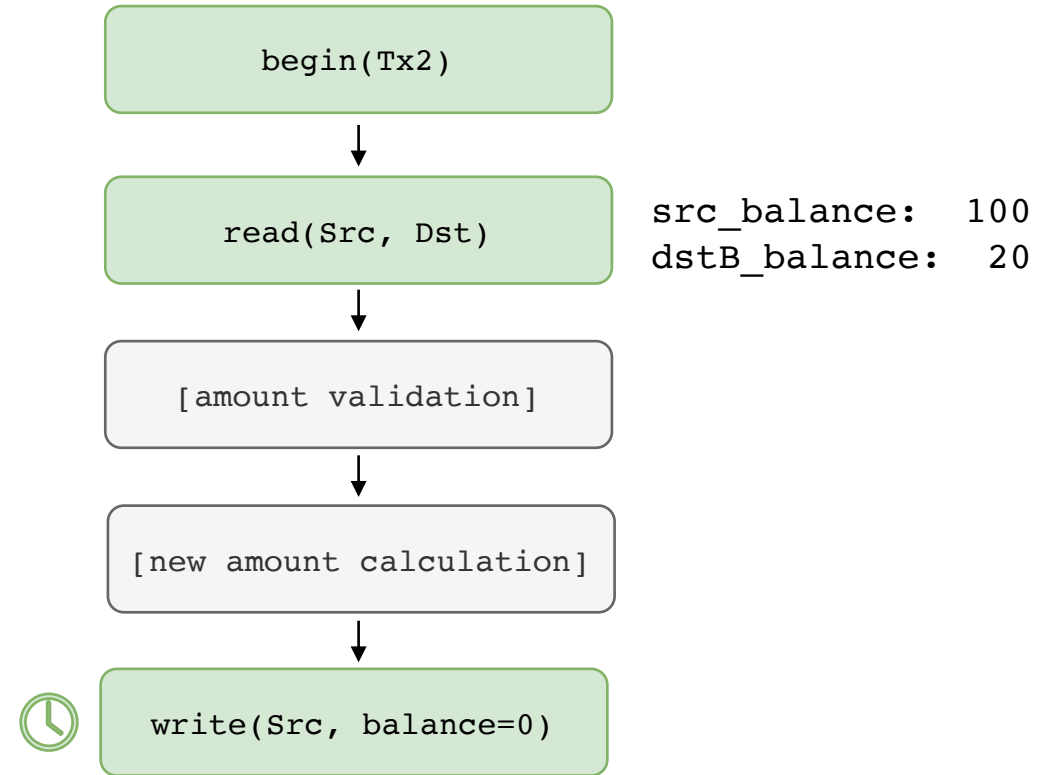
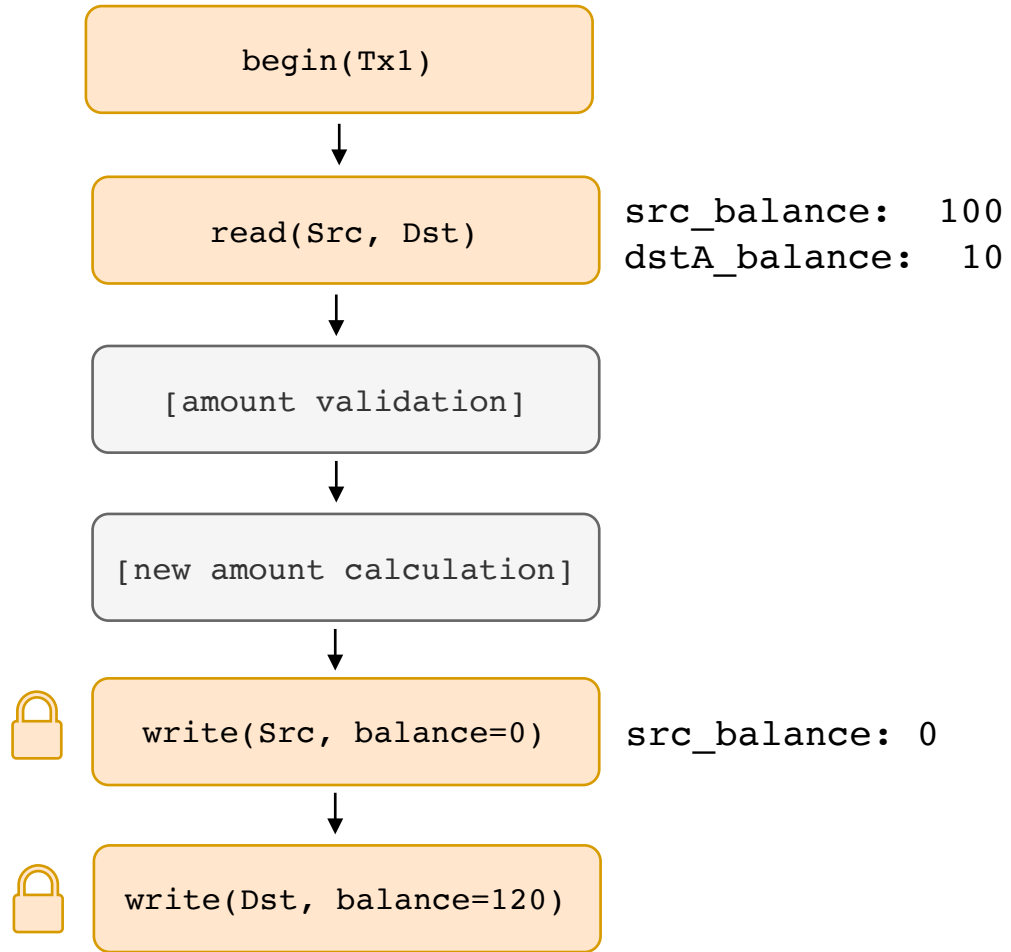


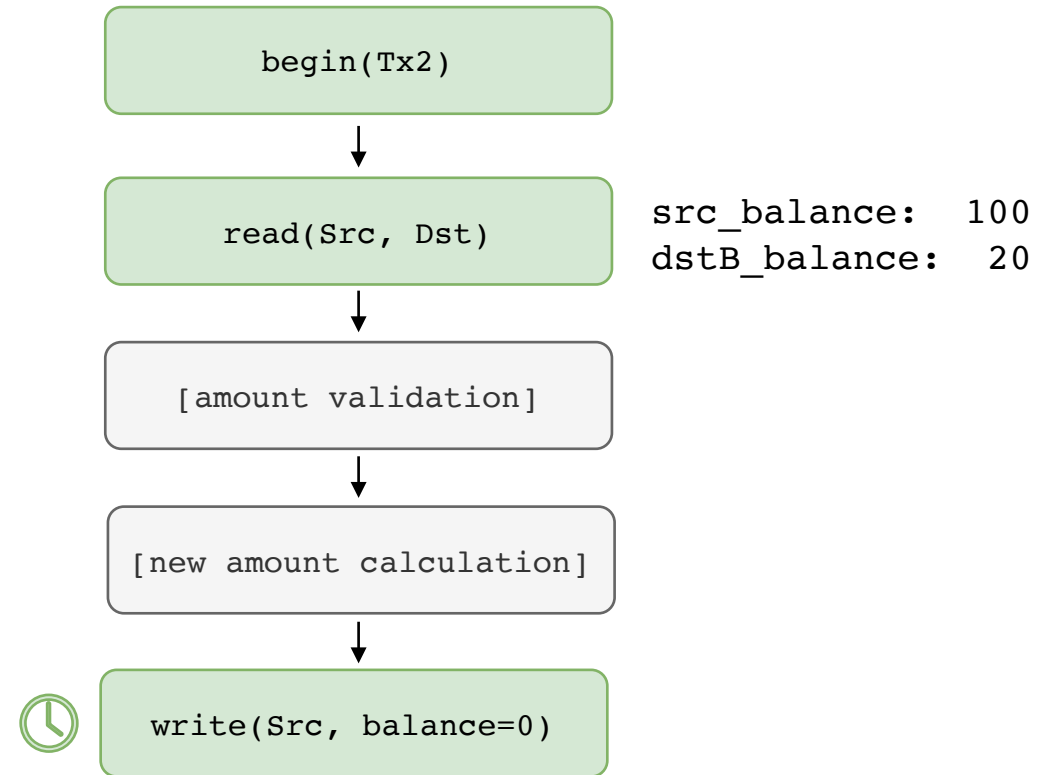
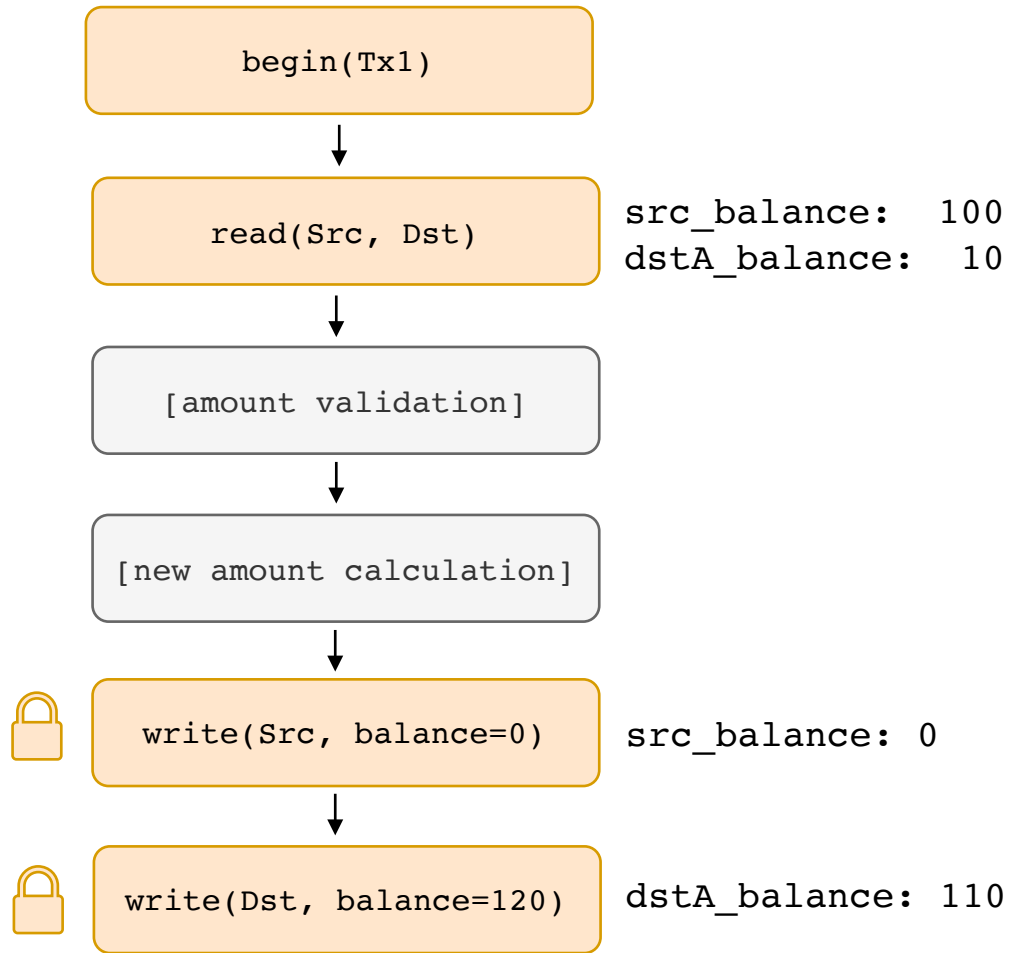


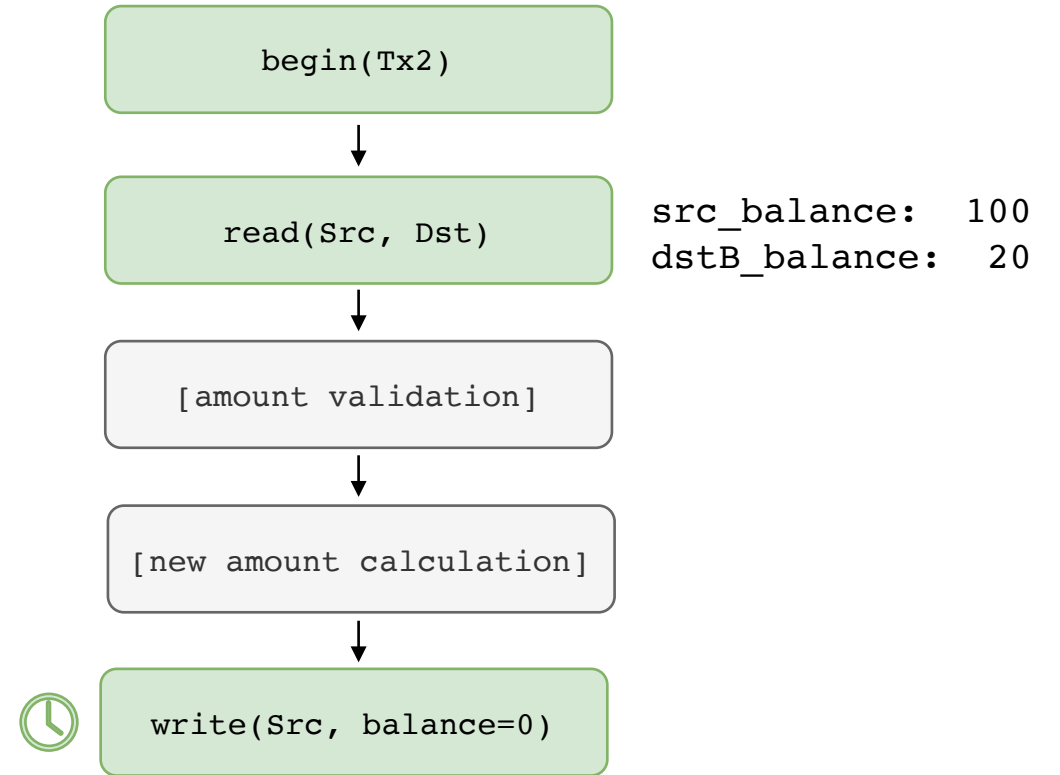
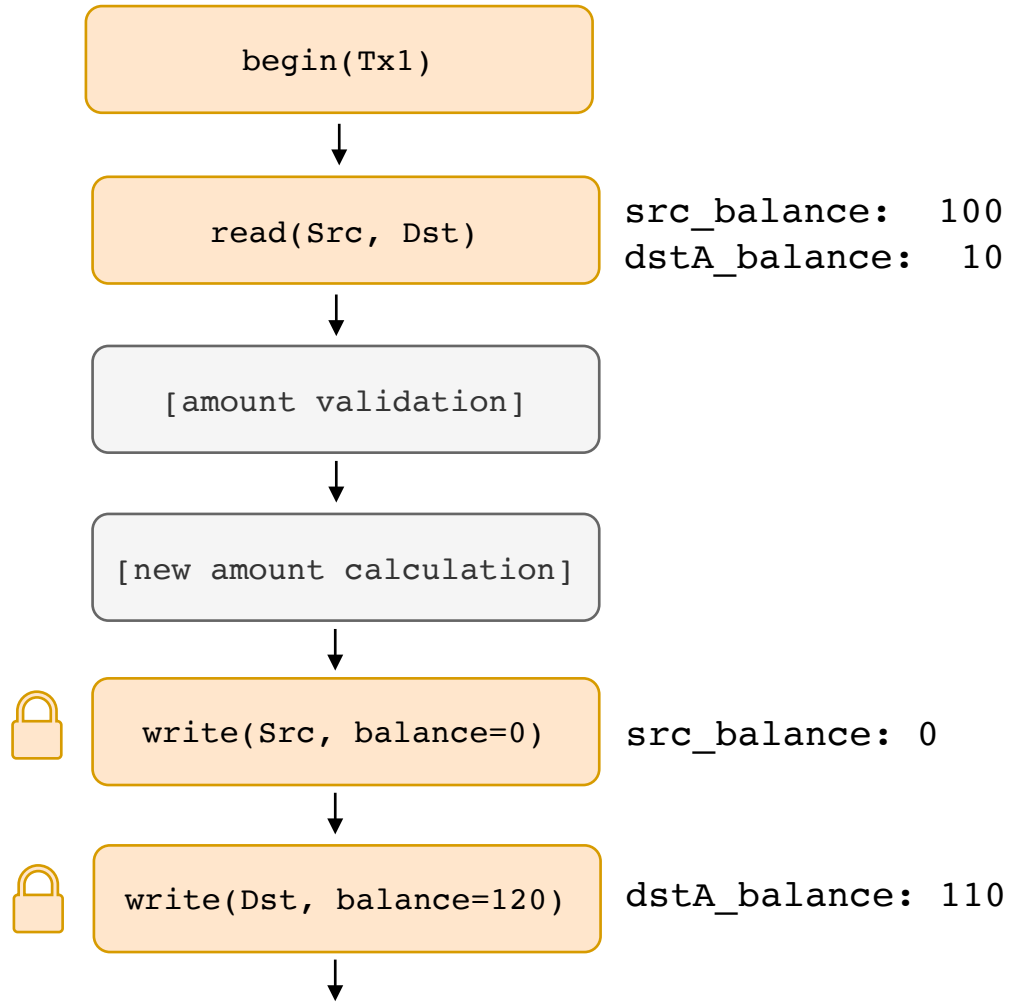


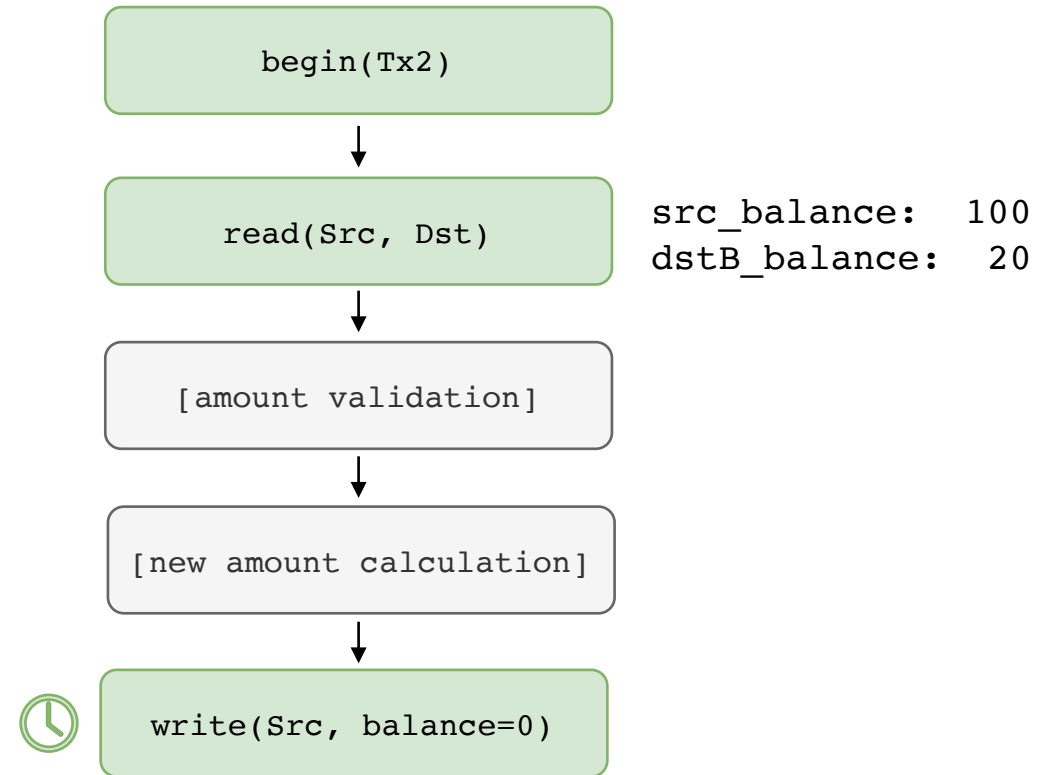
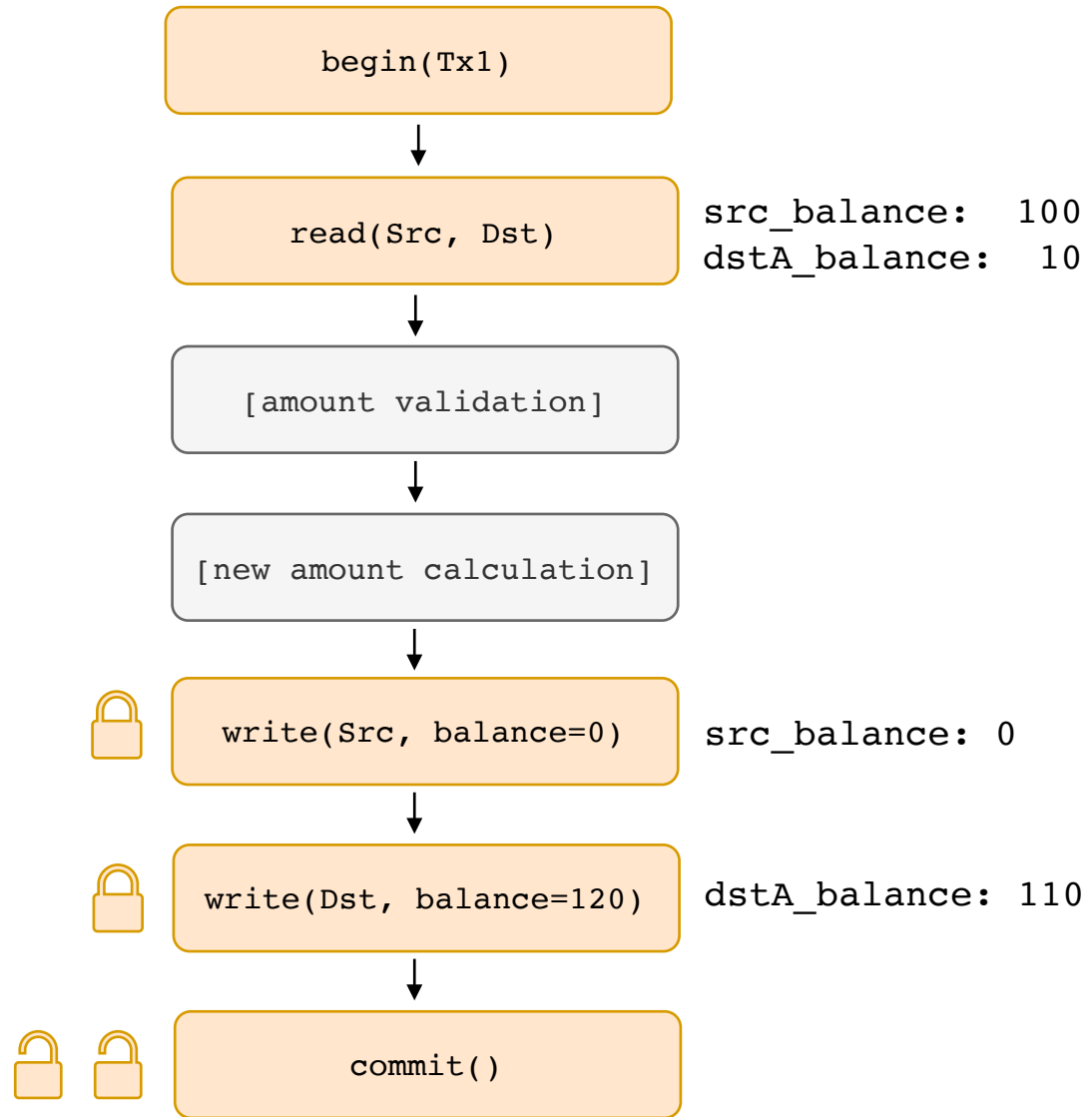


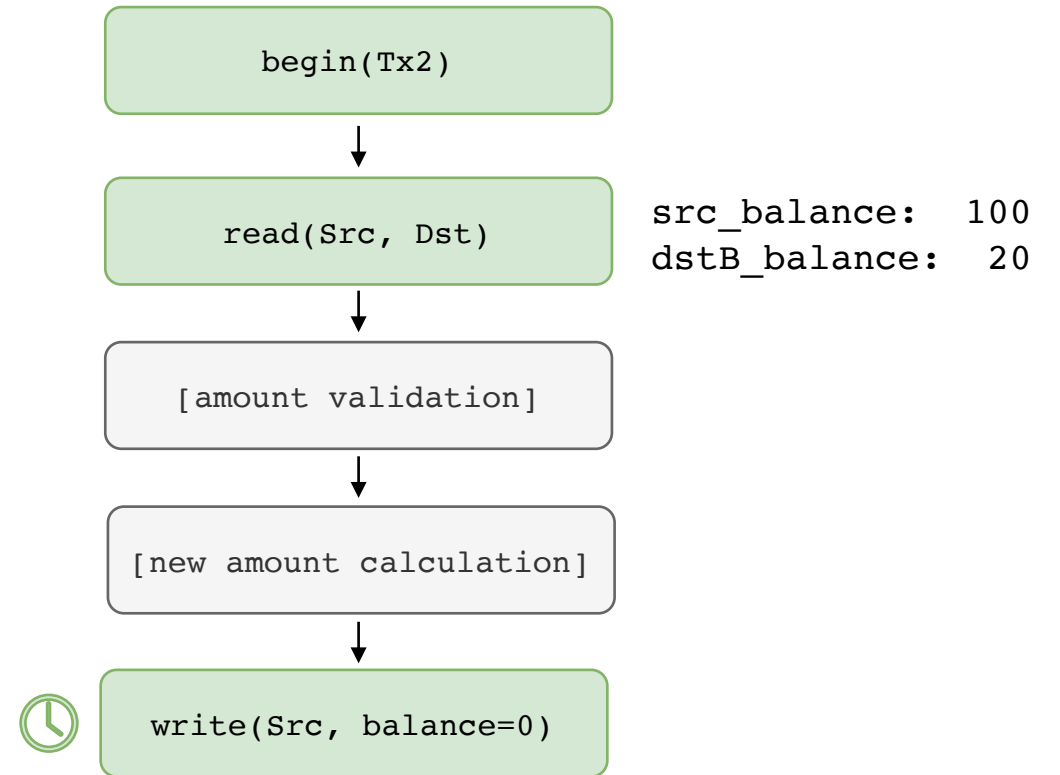
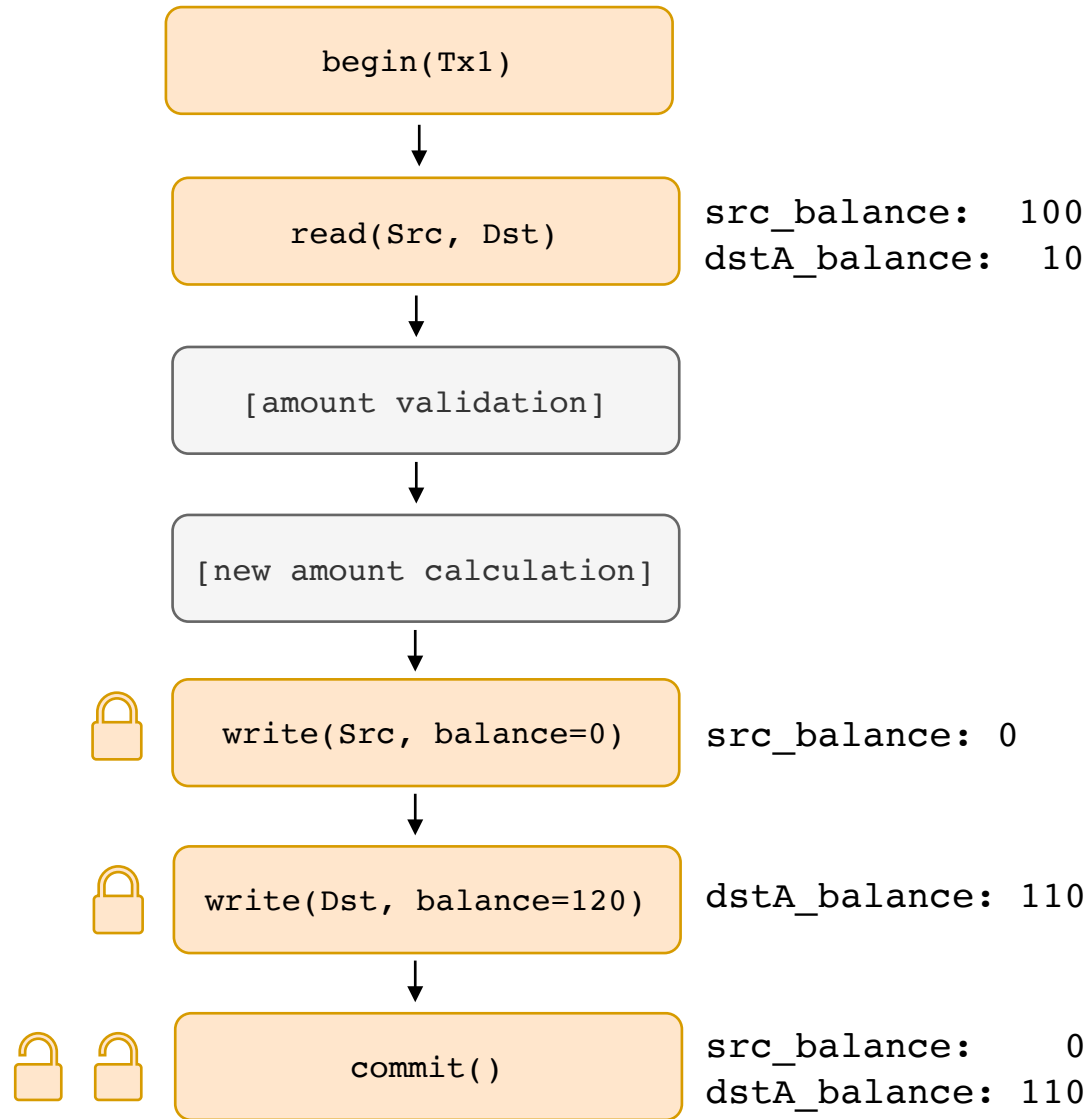


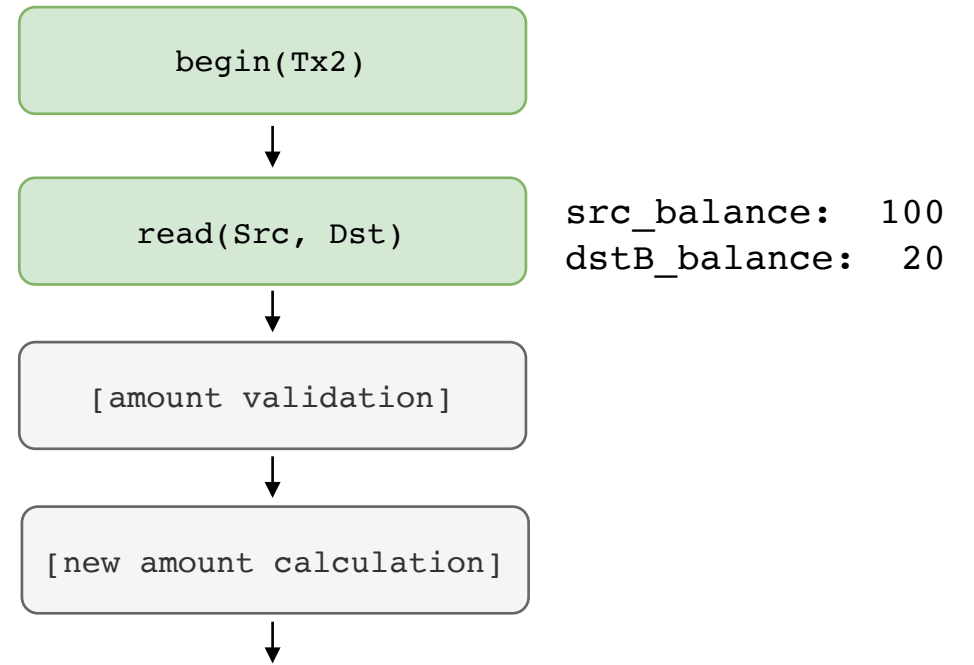
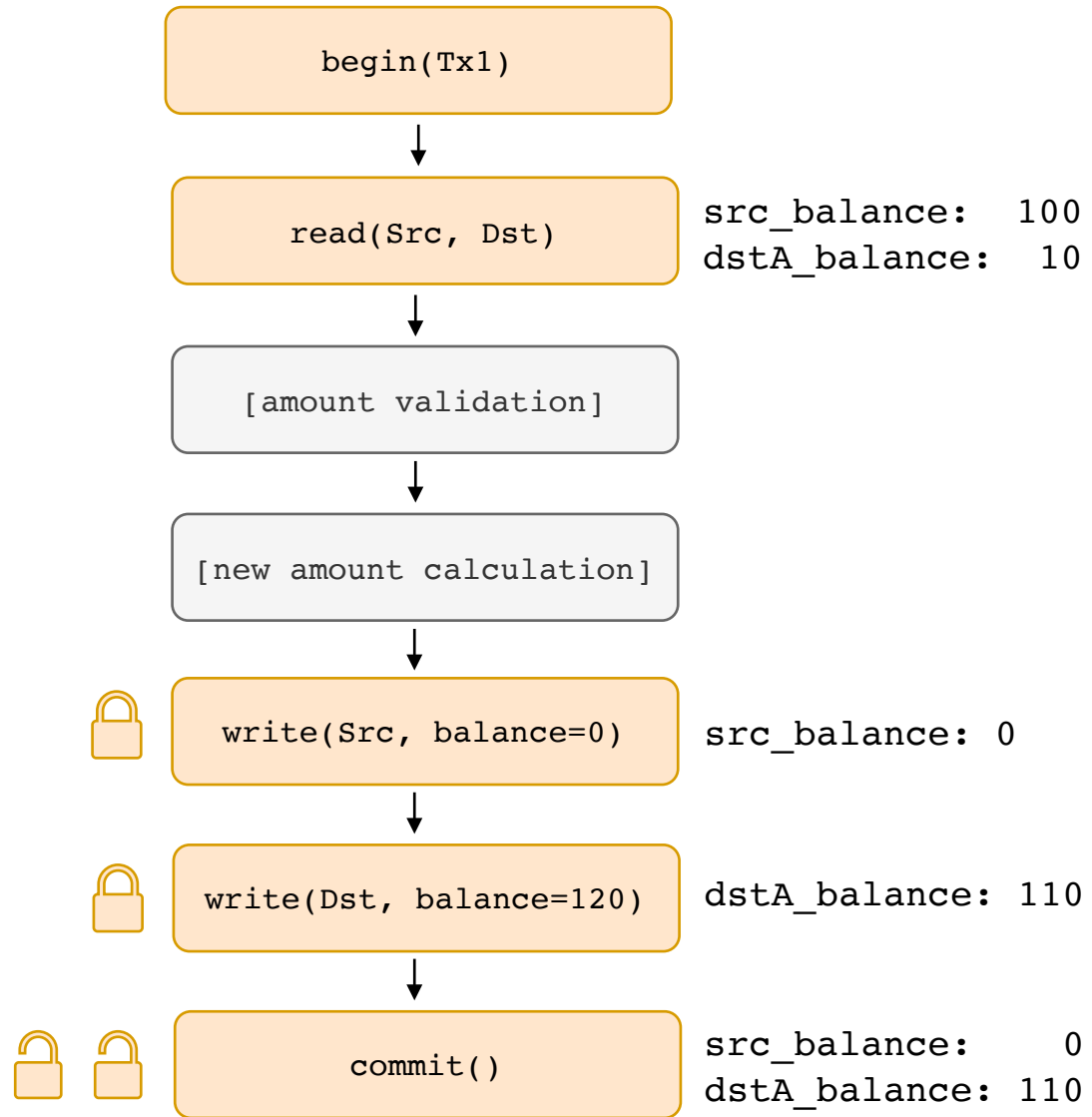


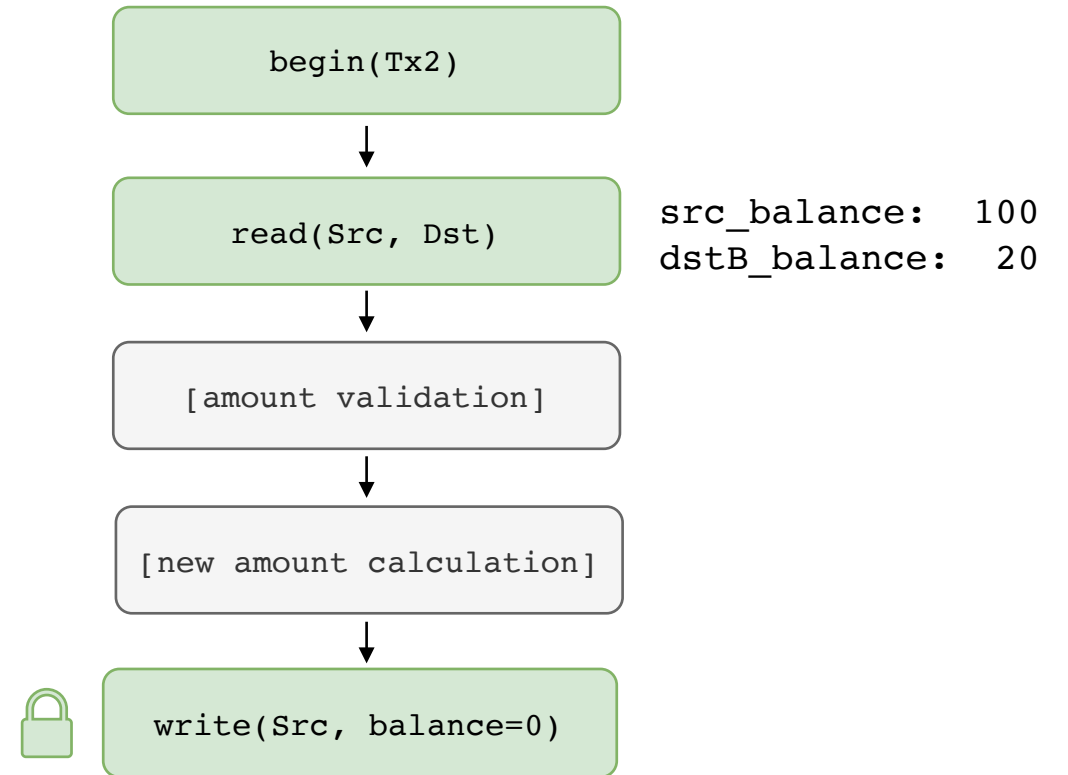
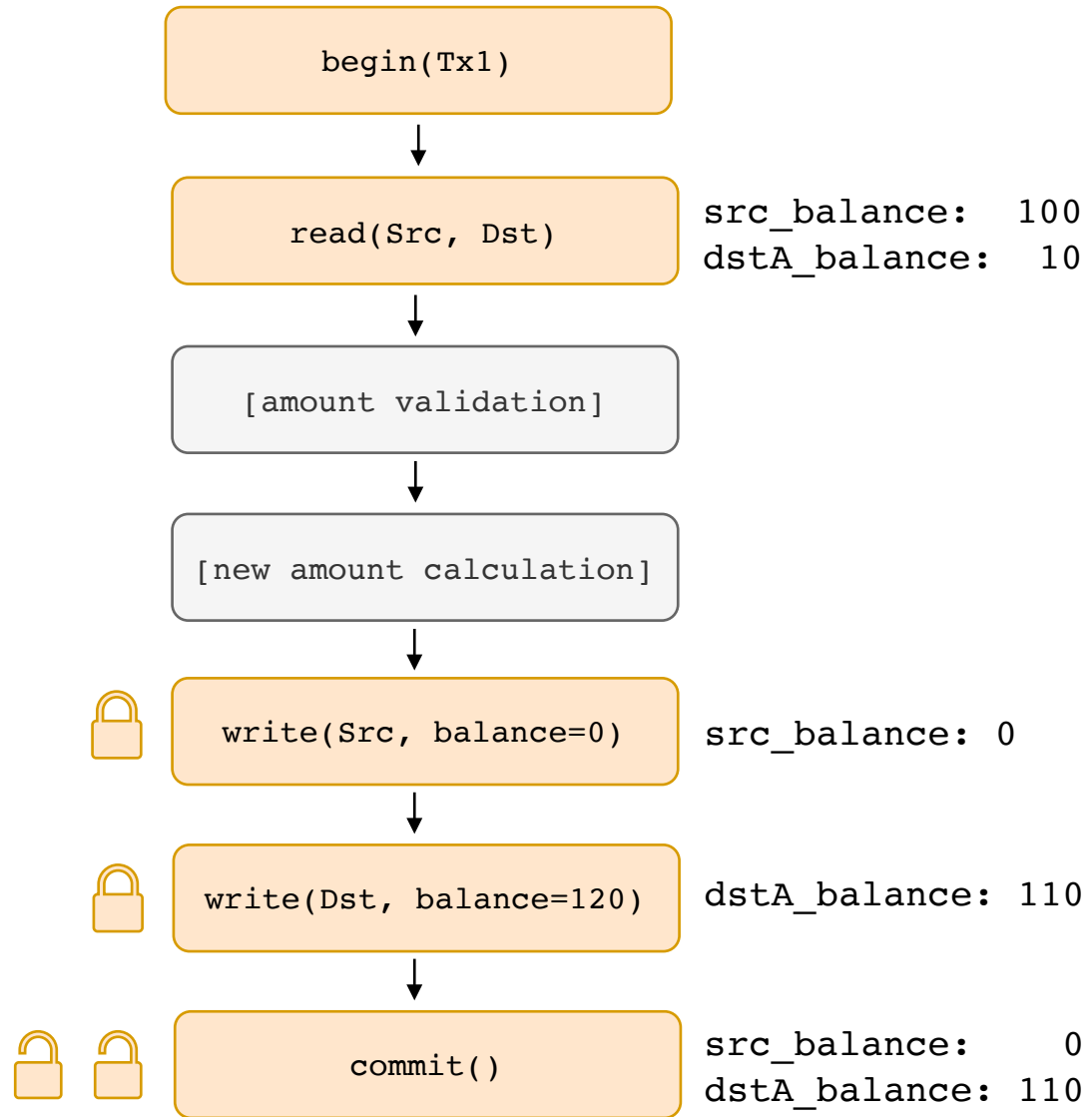


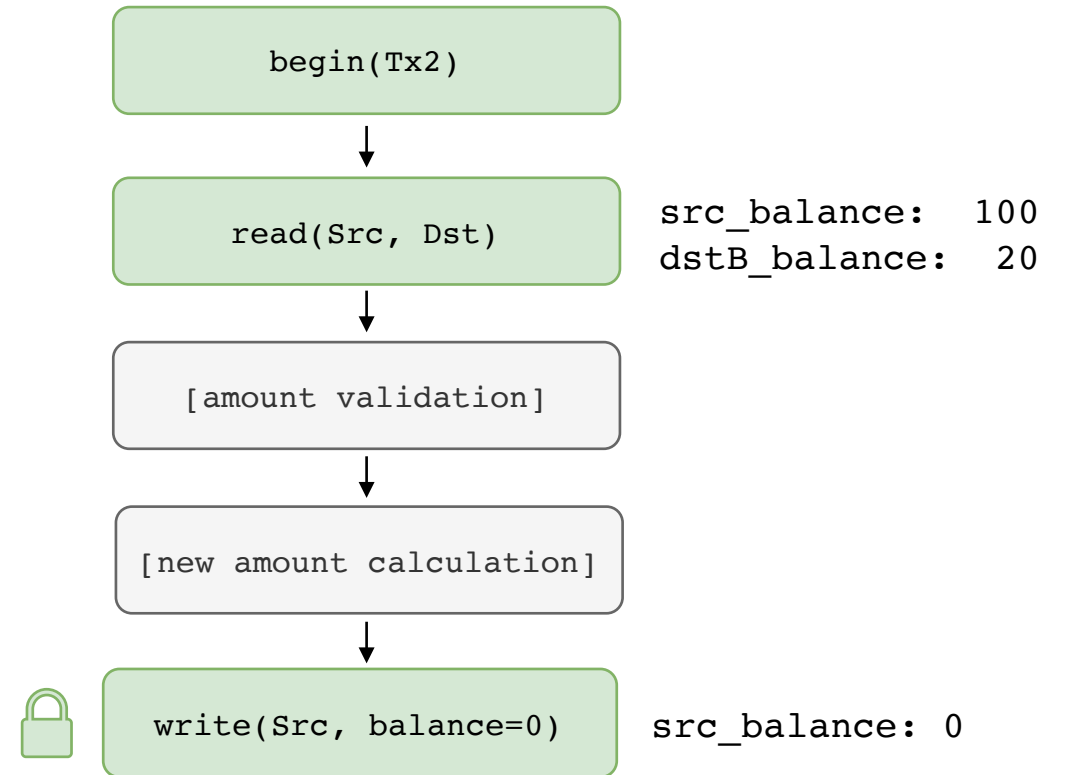
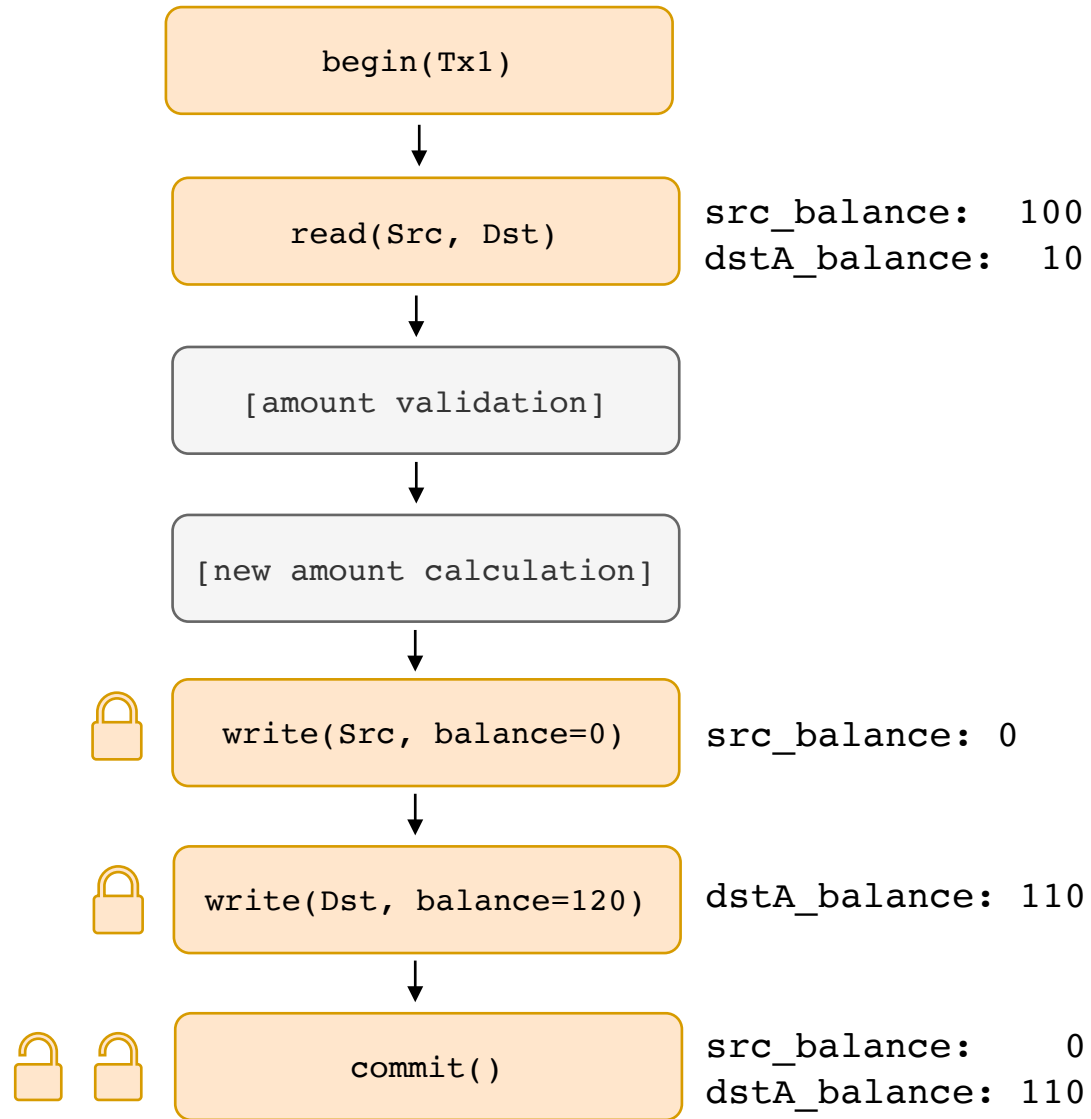


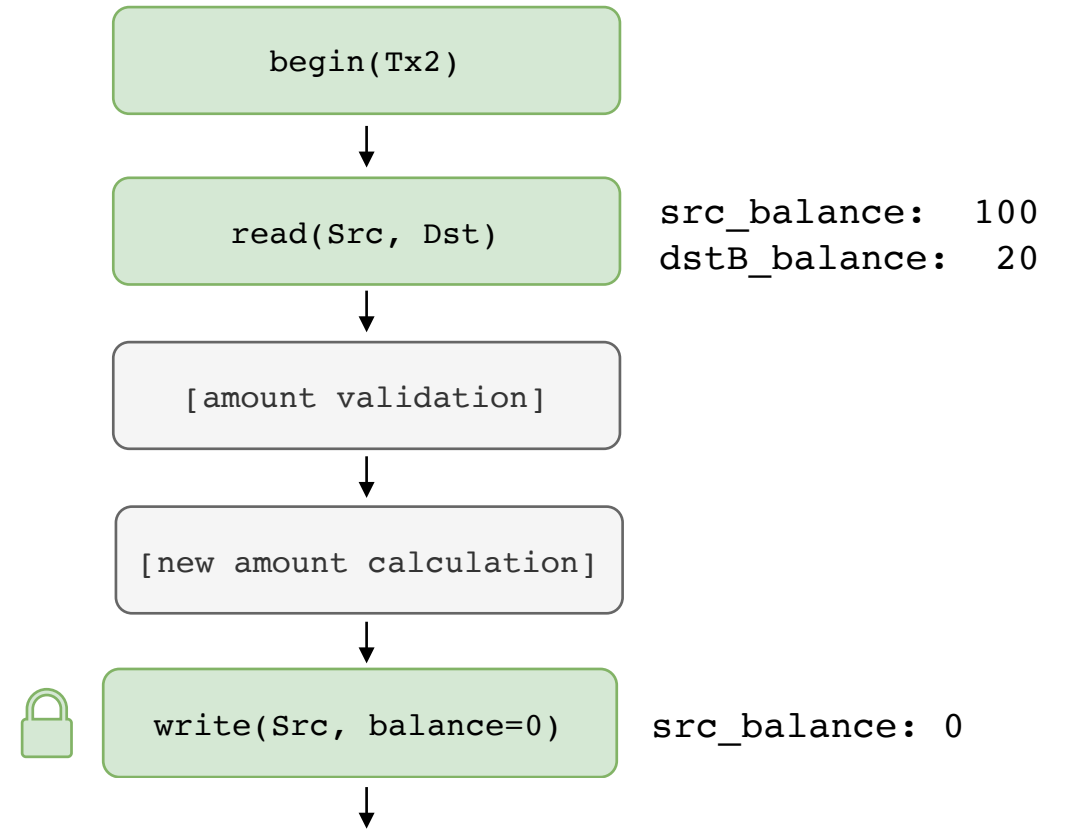
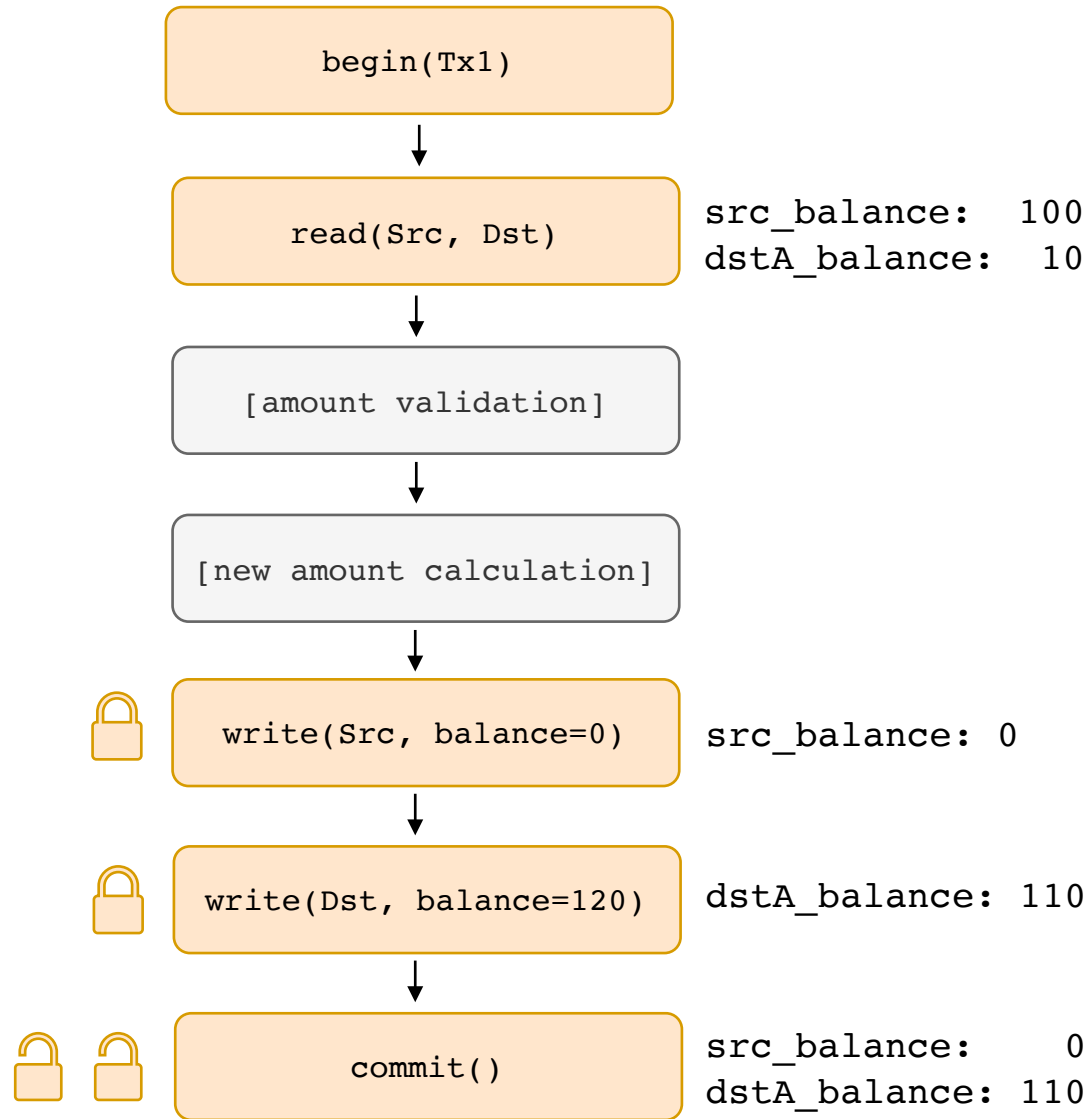


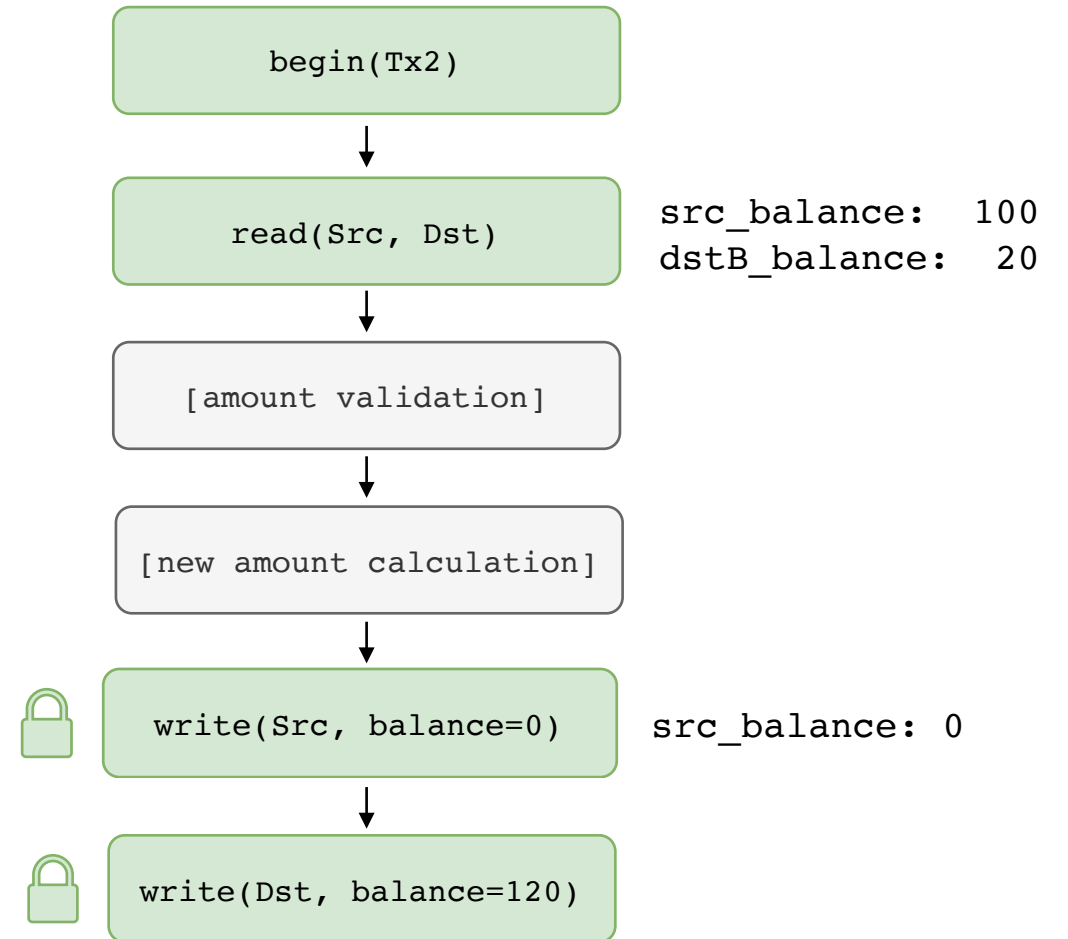
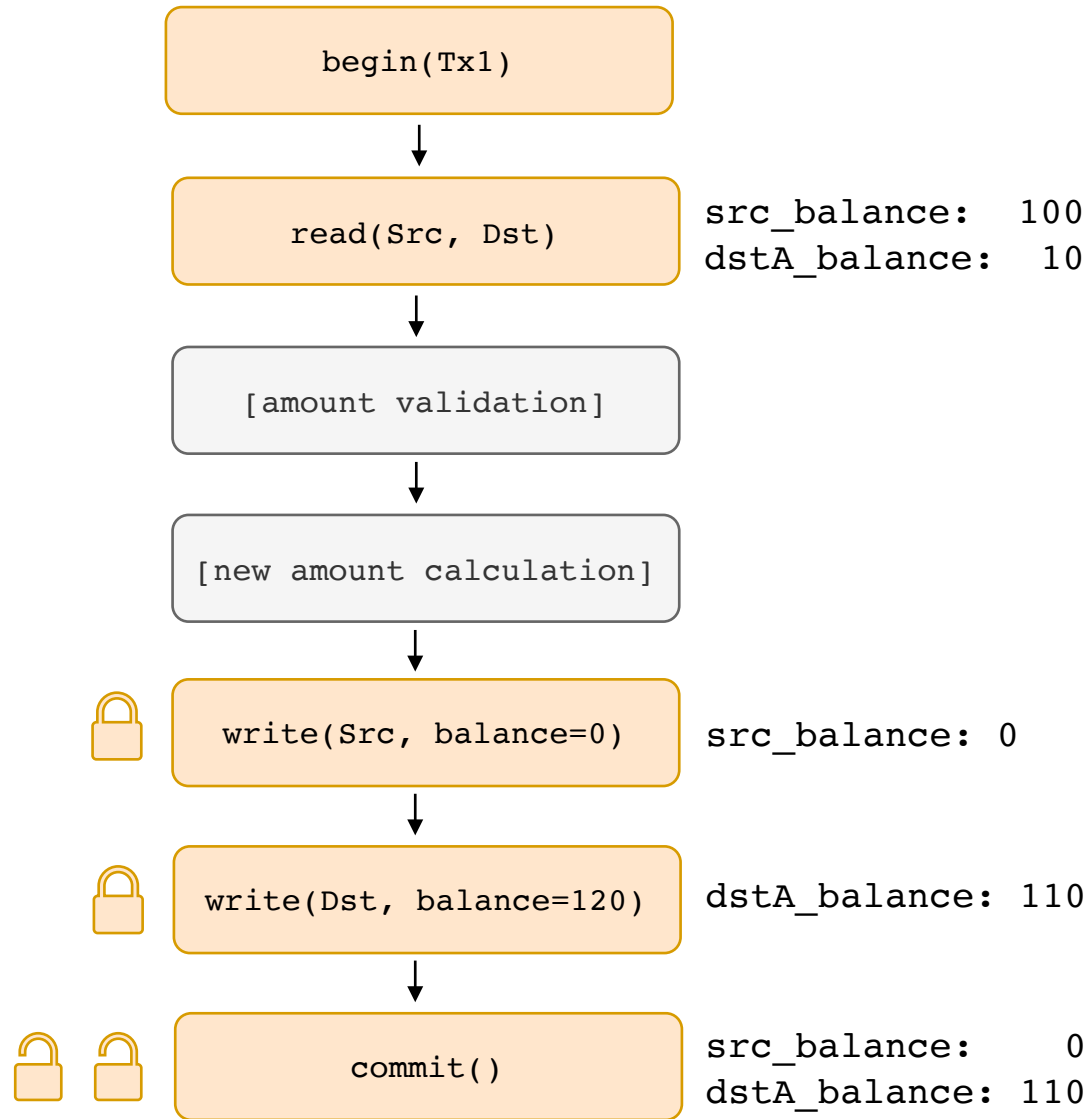


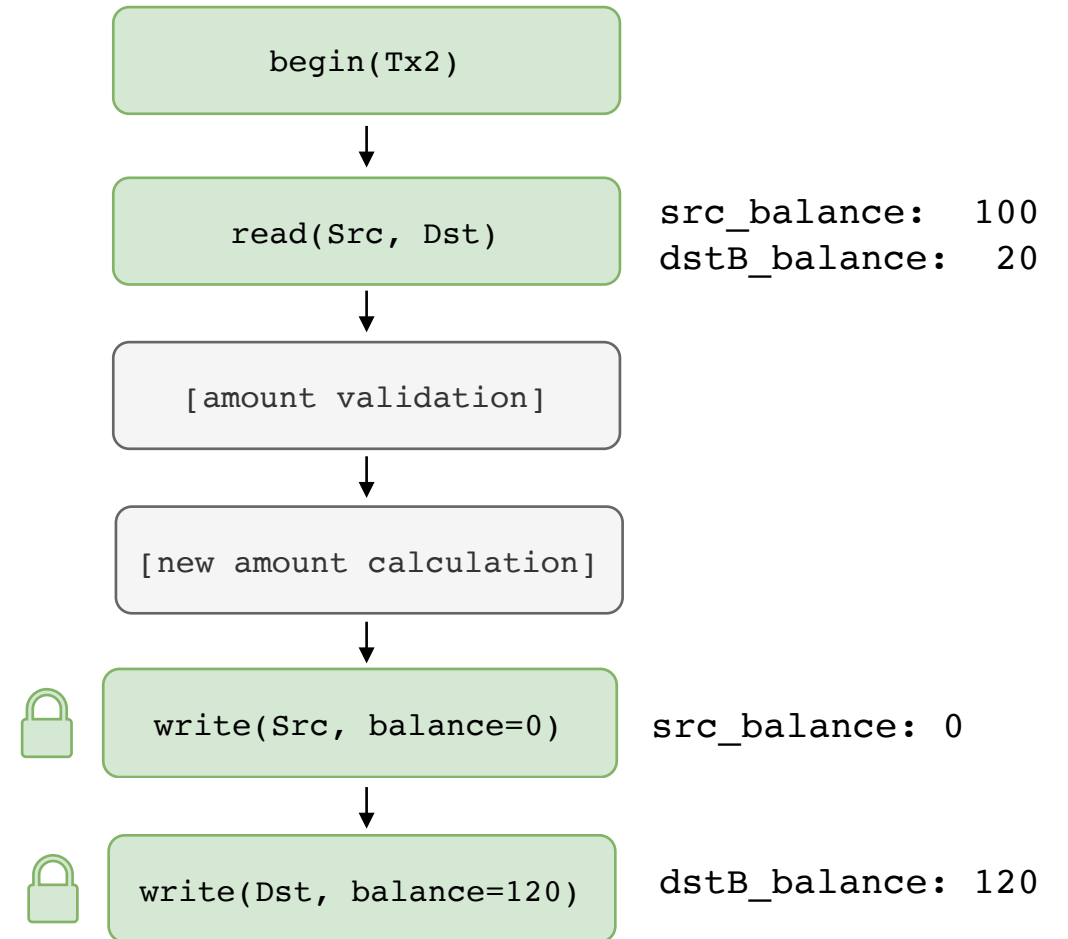
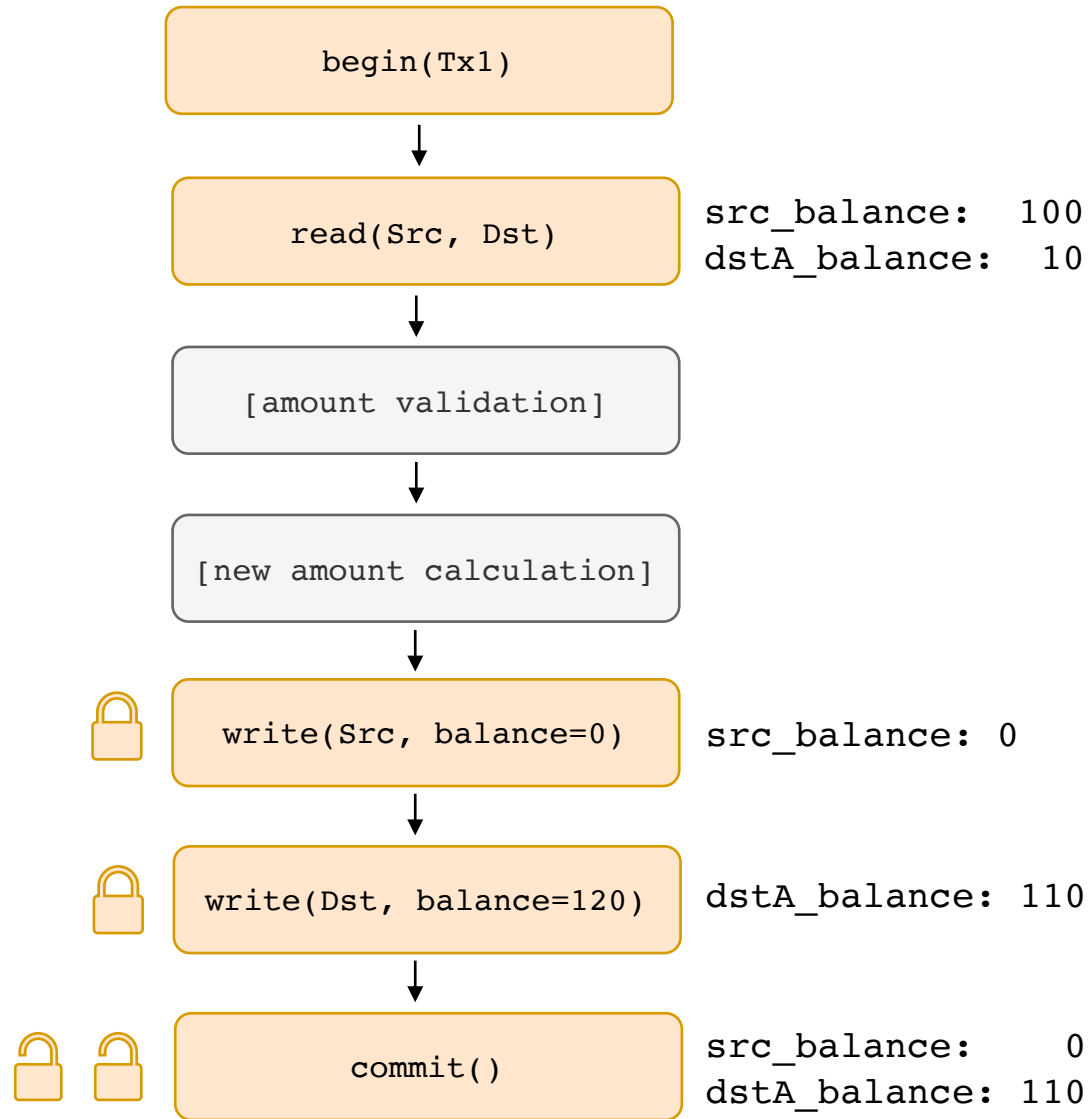


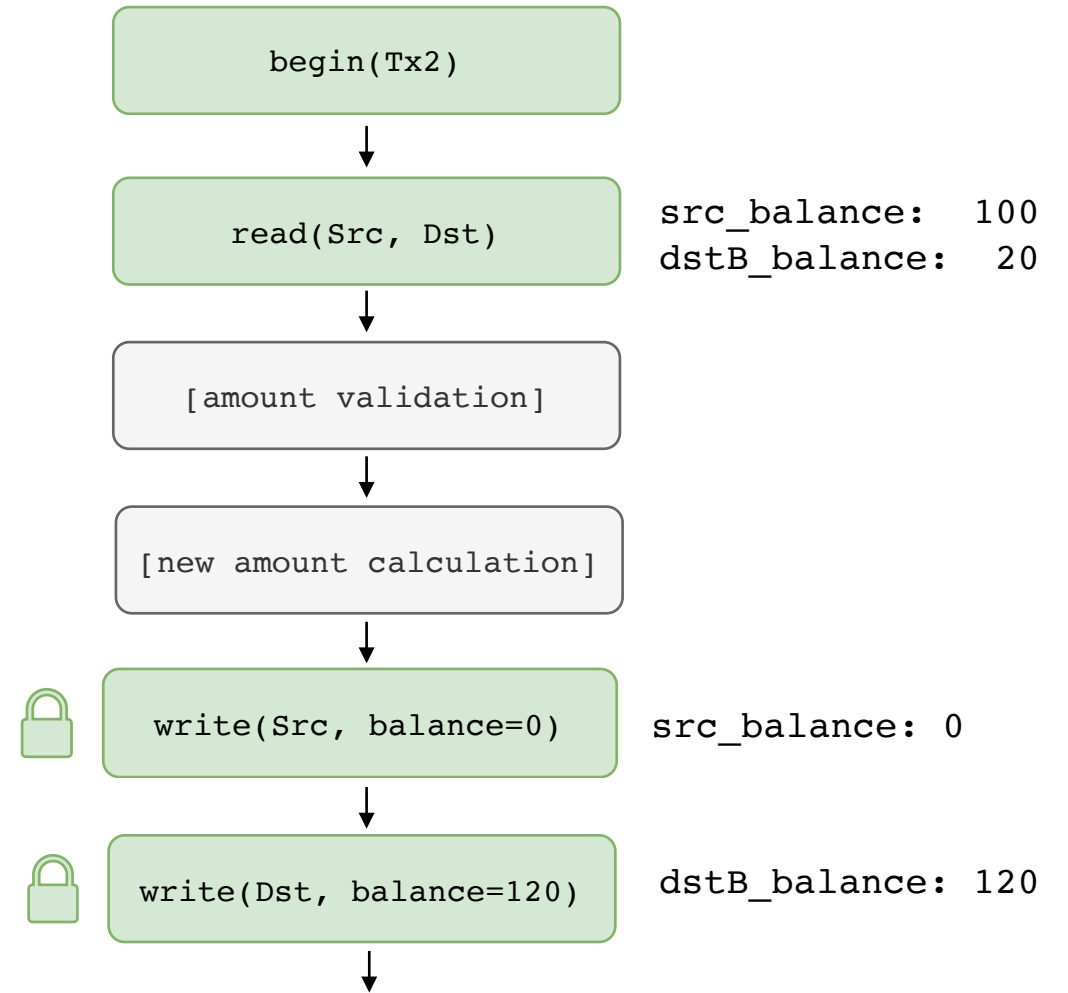
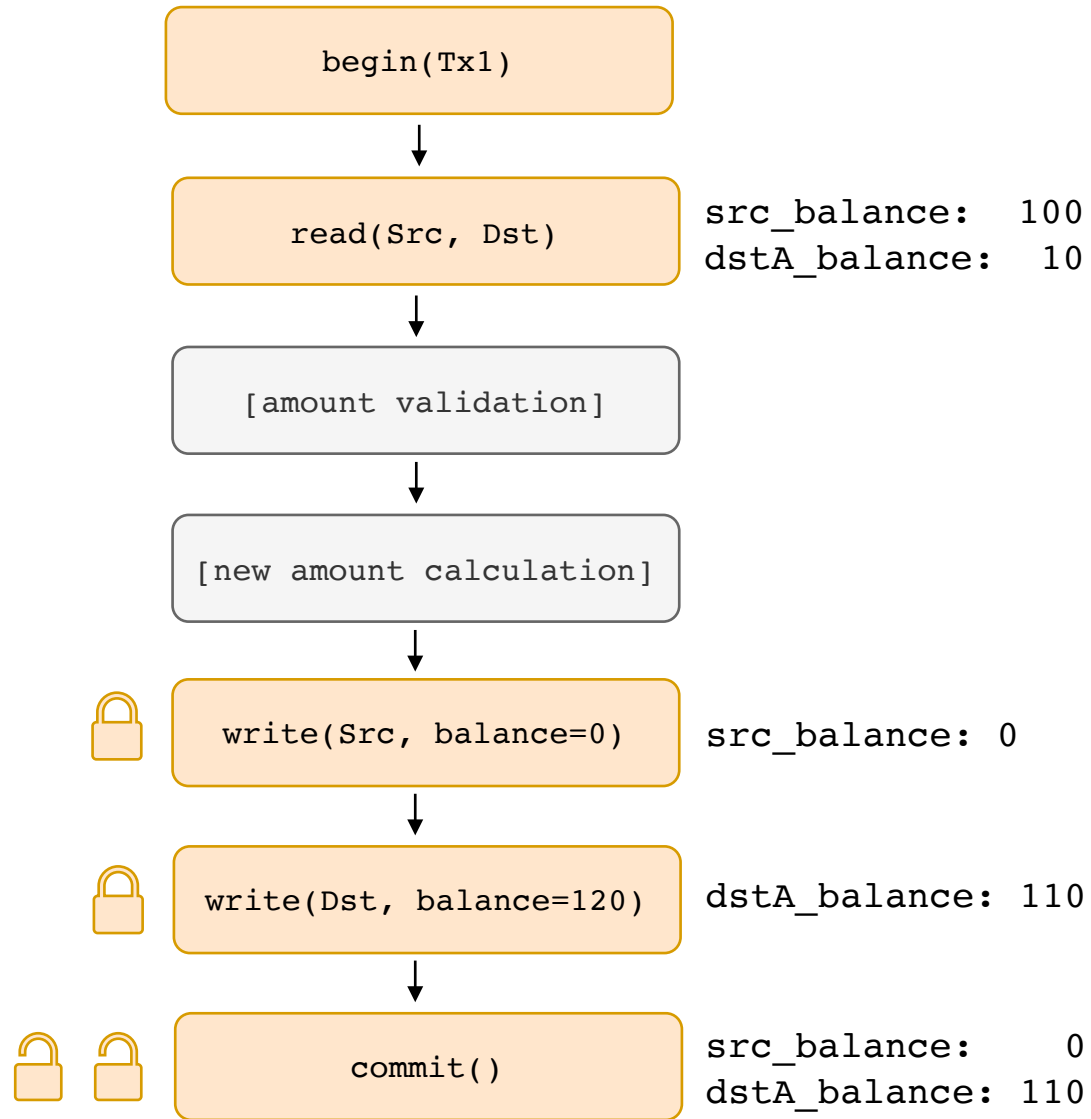


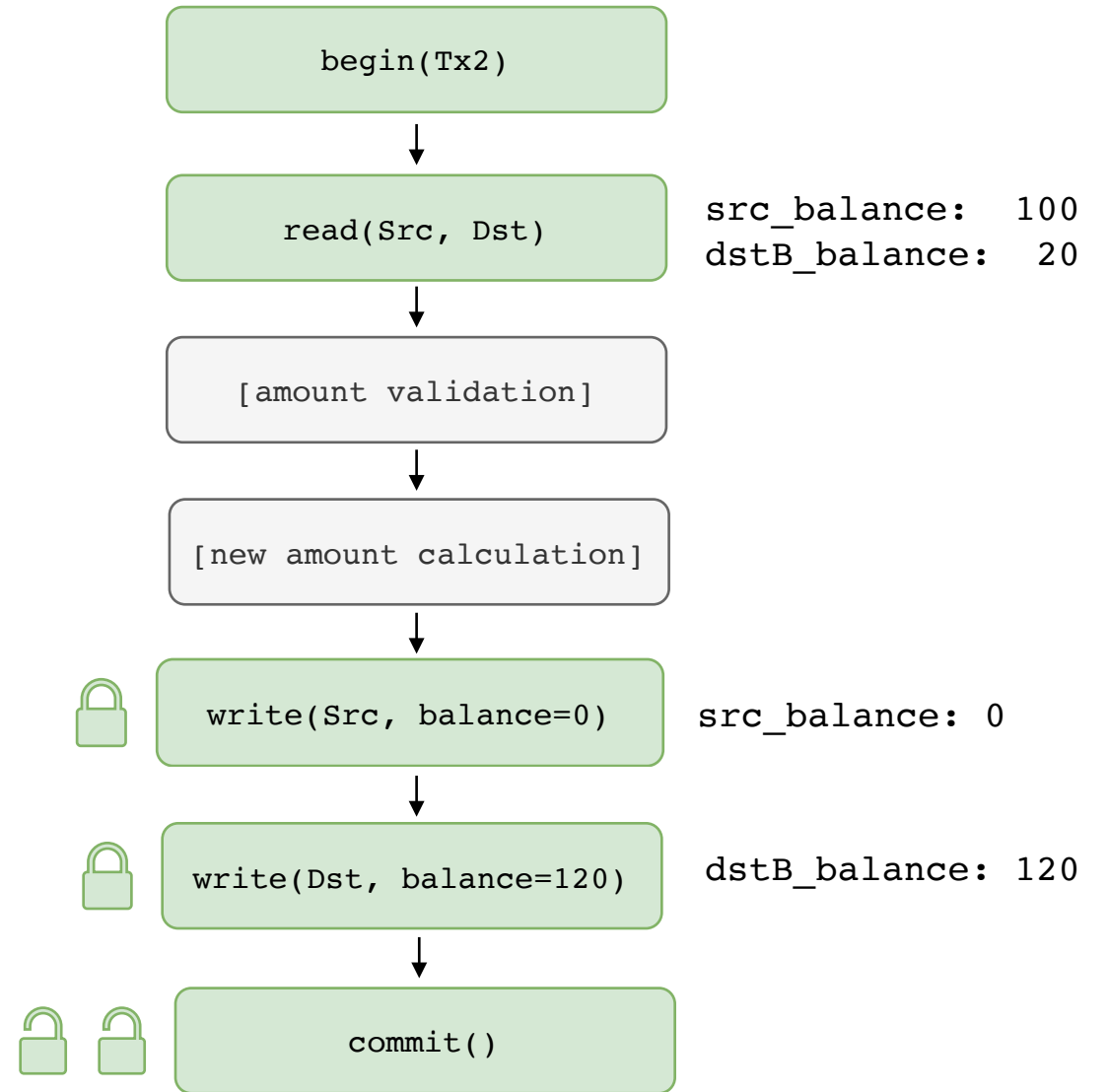
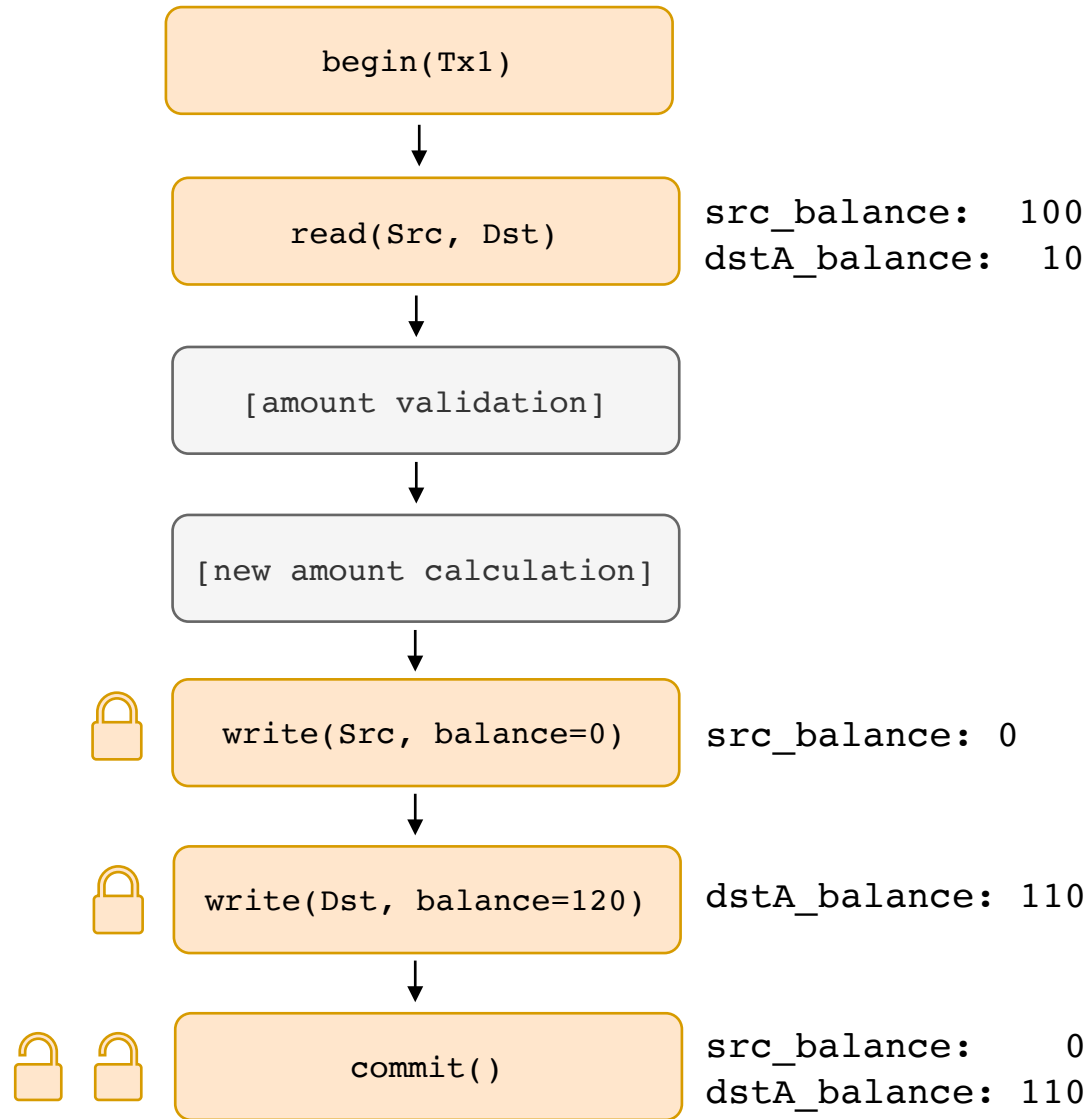


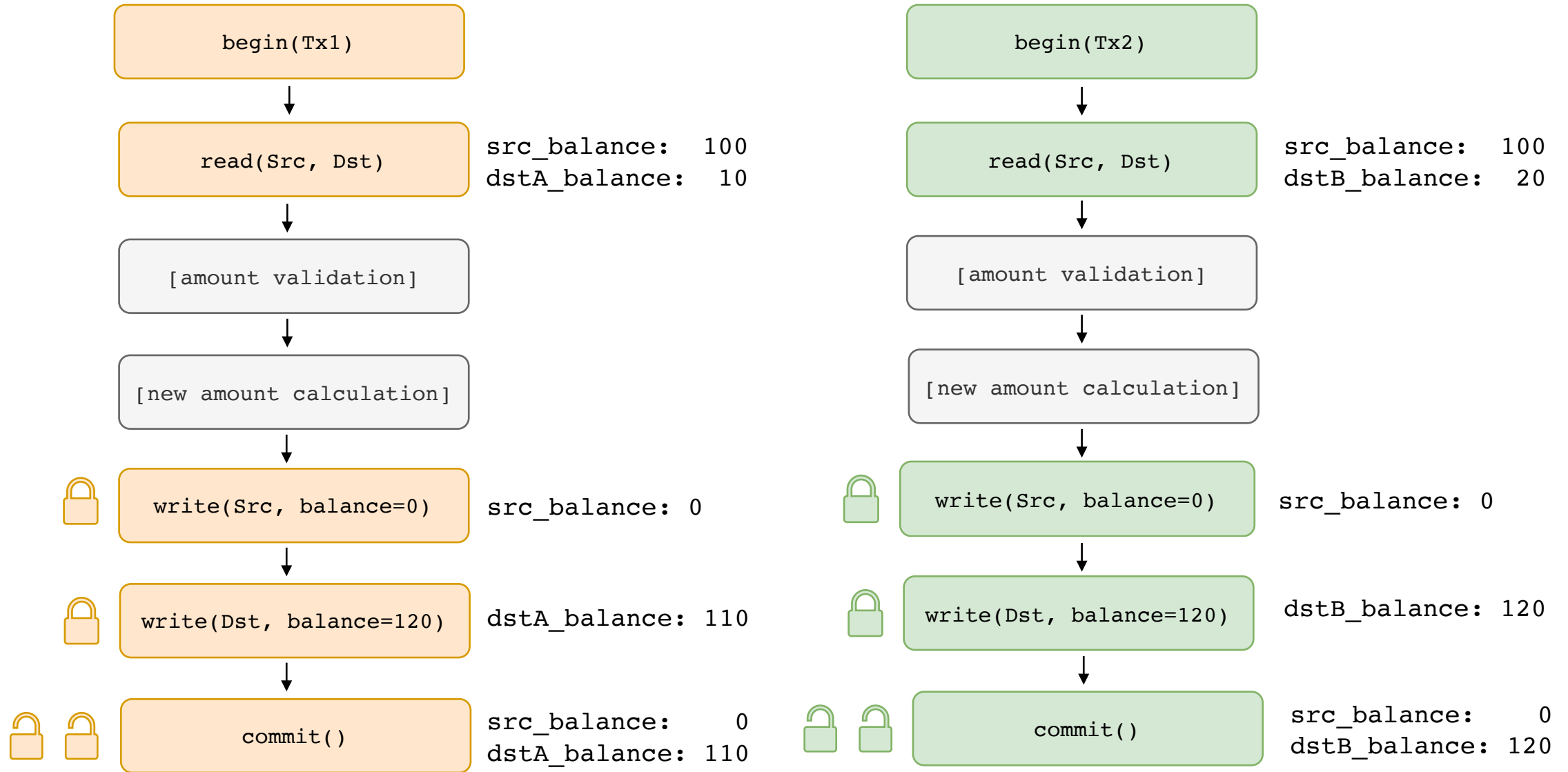














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Exploitation

- Multithreaded `for` loops

Exploitation

- Multithreaded `for` loops
- BurpSuite



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Exploitation

- Multithreaded `for` loops
- BurpSuite
 - Intruder

Exploitation

- Multithreaded `for` loops
- BurpSuite
 - Intruder
 - Turbo Intruder

Exploitation

- Multithreaded `for` loops
- BurpSuite
 - Intruder
 - Turbo Intruder
 - Last-byte sync (HTTP 1.1)

Exploitation

- Multithreaded for loops
- BurpSuite
 - Intruder
 - Turbo Intruder
 - Last-byte sync (HTTP 1.1)
 - Single packet attack (HTTP 2.0)



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How Can We Fix This?

How Can We Fix This?

- Optimistic locking



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Optimistic Locking

Optimistic Locking

- Introduce a logical clock (ex. `version` column)
- Verify the `version` whenever a change is made

Optimistic Locking

```
CREATE TABLE users(  
  id INT PRIMARY KEY NOT NULL AUTO_INCREMENT,  
  name TEXT NOT NULL,  
  balance INT NOT NULL  
  version INT NOT NULL AUTO_INCREMENT);
```

Optimistic Locking

```
CREATE TABLE users(  
  id INT PRIMARY KEY NOT NULL AUTO_INCREMENT,  
  name TEXT NOT NULL,  
  balance INT NOT NULL  
  version INT NOT NULL AUTO_INCREMENT);
```

```
UPDATE users  
SET balance = 100  
WHERE id = 1 AND version = $last_seen_version
```

How Can We Fix This?

- Optimistic locking
- Pessimistic locking



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Pessimistic Locking

Pessimistic Locking

- Application-level locking

Pessimistic Locking

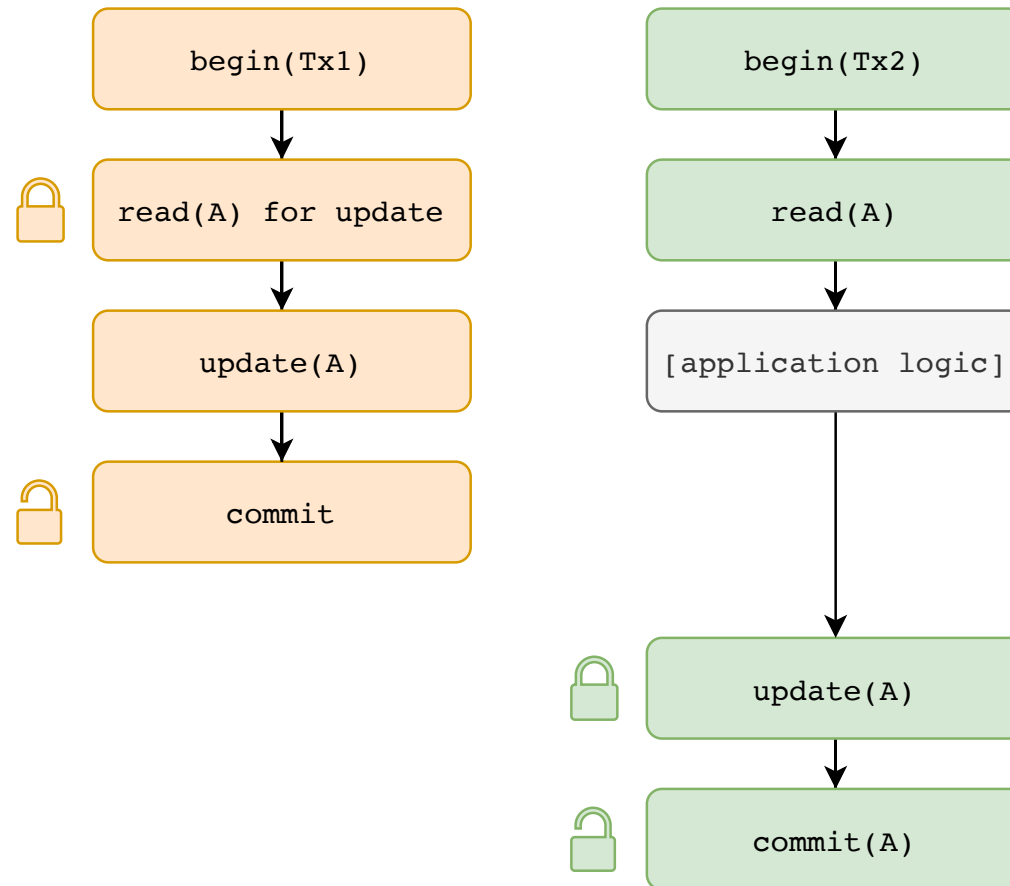
- Application-level locking
- Database-level locking (`FOR SHARE / FOR UPDATE`)

Pessimistic Locking

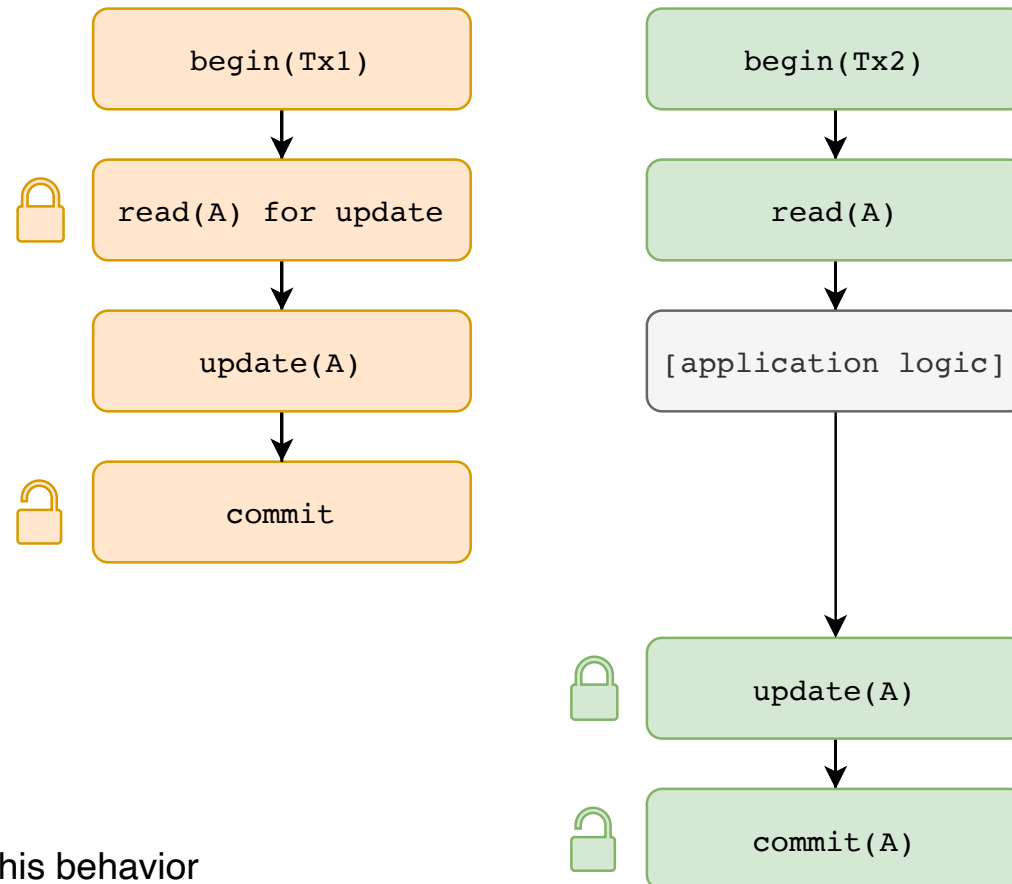
- Application-level locking
- Database-level locking (FOR SHARE / FOR UPDATE)

```
SELECT * FROM users WHERE id = 1 FOR UPDATE
```

Manual Locking - Lost Update



Manual Locking - Lost Update



* higher isolation levels may prevent this behavior

How Can We Fix This?

- Optimistic locking
- Pessimistic locking
- Transaction isolation



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Transaction Isolation Levels



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Transaction Isolation Levels

- Serializable



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Transaction Isolation Levels

- Serializable
- Repeatable Reads



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Transaction Isolation Levels

- Serializable
- Repeatable Reads
- Read Committed

Transaction Isolation Levels

- Serializable
- Repeatable Reads
- Read Committed
- Read Uncommitted

Transaction Isolation Levels

- Serializable
- Repeatable Reads
- Read Committed
- Read Uncommitted

	Dirty Reads	Non-Repeatable Reads	Phantom Reads
Serializable	✗	✗	✗
Repeatable Read	✗	✗	✓
Read Committed	✗	✓	✓
Read Uncommitted	✓	✓	✓

Transaction Isolation Levels

- Serializable
- Repeatable Reads
- Read Committed (the usual default)
- Read Uncommitted

	Dirty Reads	Non-Repeatable Reads	Phantom Reads
Serializable	✗	✗	✗
Repeatable Read	✗	✗	✓
Read Committed	✗	✓	✓
Read Uncommitted	✓	✓	✓



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Detection

Detection

```
rules:
- id: sql-tx-no-isolation
  message: "SQL transaction without isolation level"
  languages:
  - go
  severity: WARNING
  patterns:
  - pattern: $CONN.Exec($CTX, $BEGIN)
  - metavariable-regex:
    metavariable: $BEGIN
    regex: ("begin transaction"|"BEGIN TRANSACTION"|"begin"|"BEGIN")
```

Detection

```
rules:  
- id: pgx-tx-missing-options  
  message: "Postgres transaction options not set"  
  languages:  
    - go  
  severity: WARNING  
  patterns:  
    - pattern: $CONN.BeginTx($CTX)
```

Detection

```
rules:
- id: pgx-tx-missing-isolation
  message: "Postgres transaction isolation level not set"
  languages:
  - go
  severity: WARNING
  patterns:
  - pattern: $CONN.BeginTx($CTX, $OPTS)
  - metavariable-pattern:
    metavariable: $OPTS
    patterns:
    - pattern-not
      $PGX.TxOptions{..., IsoLevel:$LVL, ...}
```

Real-World Exploits

- FlexCoin ^[1]
- Poloniex ^[2]

- [1] <https://web.archive.org/web/20160408190656/http://www.flexcoin.com/>
- [2] <https://bitcointalk.org/index.php?topic=499580>



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Takeaways



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Takeaways

- Databases introduce another layer of concurrency



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Takeaways

- Databases introduce another layer of concurrency
- Test it yourself

Takeaways

- Databases introduce another layer of concurrency
- Test it yourself
- Familiarize yourself with the database you are using



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THANK YOU