

# iOS Forensics: Overcoming iPhone Data Protection

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# Agenda

- iOS Forensics 101
- iOS Data Protection
- iOS Forensics
  - Passcode
  - Keychain
  - Storage

# Forensics 101

Acquisition → Analysis → Reporting

## GOALS:

1. Assuming physical access to the device extract as much information as practical
2. Leave as little traces/artifacts as practical

# iOS Forensics 101

- Passcode
  - Prevents unauthorized access to the device
  - Bypassing passcode is usually enough
- Keychain
  - System-wide storage for sensitive data
  - Encrypted
- Storage encryption
  - iPhone 3GS and later can encrypt disk data

# iOS Forensics 101

- iOS is modified version of Mac OS X
  - Familiar environment
- iOS enforces additional security
  - Code signing: can't run unsigned executables
  - Sandboxing: access to system is limited
- Acquisition options:
  - Via exposed interfaces (i.e. Sync, Backup)
  - Via circumventing security and running own code

# iOS Forensics 101

- Logical: iOS Backup
  - Ask device to produce a backup
  - Device must be unlocked
  - Device may produce encrypted backup
  - Limited amount of information
- Physical: filesystem acquisition
  - Boot-time exploit to run unsigned code
  - Device lock state isn't relevant
  - Can get all information from the device
  - Since iOS 4 filesystem is encrypted

# Pre-iOS 4 Forensics

- Device passcode can be bypassed
- Storage is effectively not encrypted
  - Device transparently decrypts data
- Keychain data is encrypted
  - One can either decrypt all or nothing. Usually all.

**Once you have code execution, the rest is easy**

# New in iOS 4

- Passcode protection is much more robust
- Storage is encrypted
  - Metadata is not encrypted
  - Contents of (almost) every file is encrypted
- New (and better) Keychain encryption
- New (and better) iTunes backup format

**All these are part of iOS Data Protection**



# AES Keys

- All iOS devices have built-in AES processor with 2 hardcoded keys:
  - GID Key is shared by all devices of the same kind
  - UID Key is unique to each and every device (hardware key)
- More keys are computed during startup:
  - Key 0x835 = AES\_encrypt (UID, 0101..01) (device key)
  - Derived keys depend solely on GID or UID and thus are fixed for the particular device

# Protection Classes

- Content is grouped into protection classes:
  - Available only when device is unlocked
  - Available after first device unlock (and until off)
  - Always available
- Each protection class assigned a master encryption key
- Master keys are protected by device key and passcode
- Protected master keys form system keybag
  - New keys created during device restore

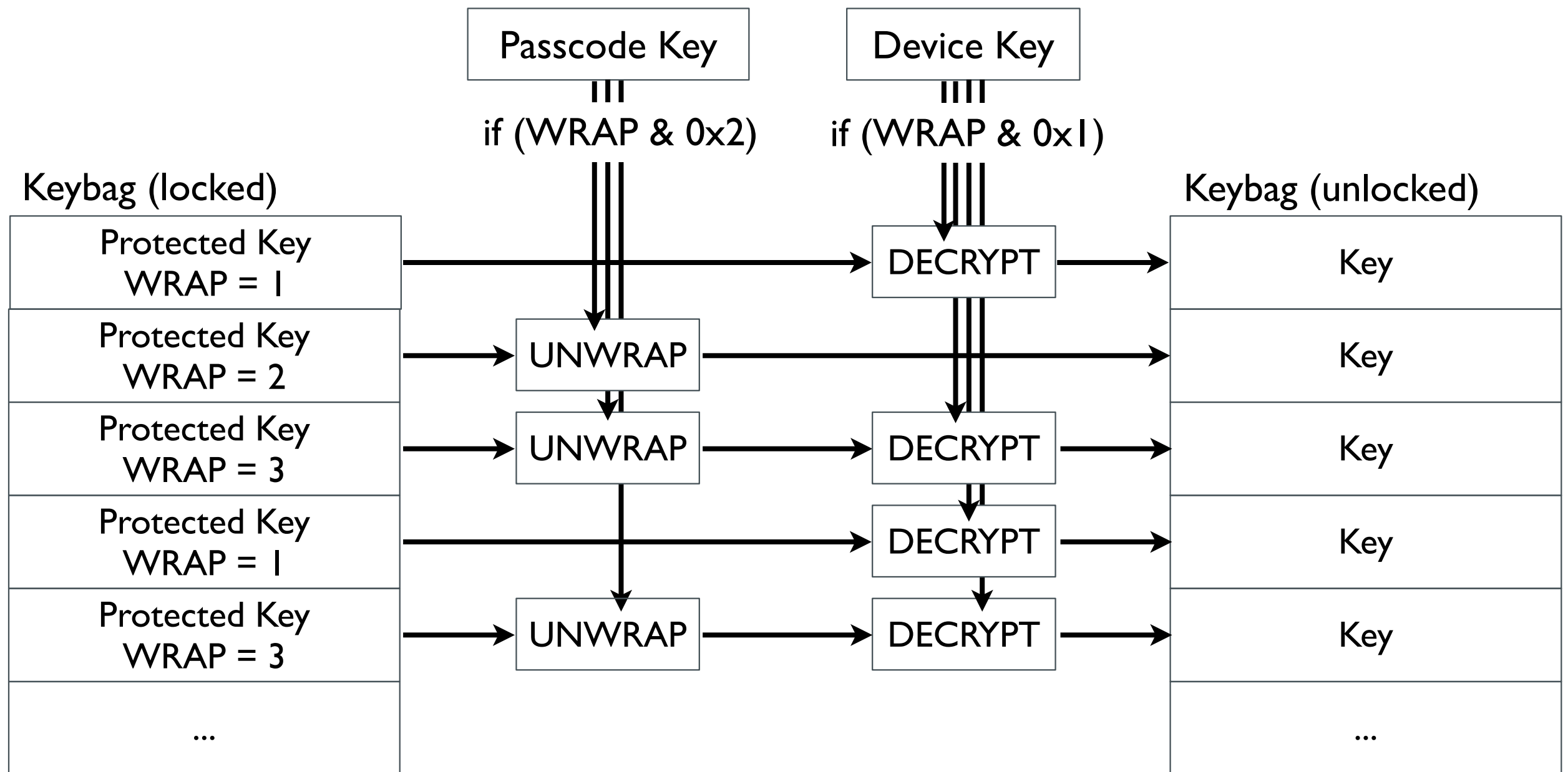
# System Keybag

- Stores protected (encrypted) master keys
- Keybag payload is encrypted before writing to disk
- Stored in `/private/var/keybags/systembag.kb`
- File has `NSProtectionNone` protection class
  - Meaning it is encrypted
- 11 protection classes in total
  - All but `NSProtectionNone` are stored in `systembag.kb`
  - `NSProtectionNone` is stored in `Effaceable Storage`

# Effaceable Storage

- Region of flash memory
- Facilitates storage of small amounts of data with ability to quickly erase them
- Items within effaceable storage are called lockers
- As of iOS 4: 960 bytes capacity, 3 lockers:
  - 'BAGI' – systembag.kb payload key and IV
  - 'Dkey' – NSProtectionNone class master key
  - 'EMF!' – Filesystem encryption key
- In iOS 5 'EMF!' locker is replaced with 'LwVM', conceptually the same.

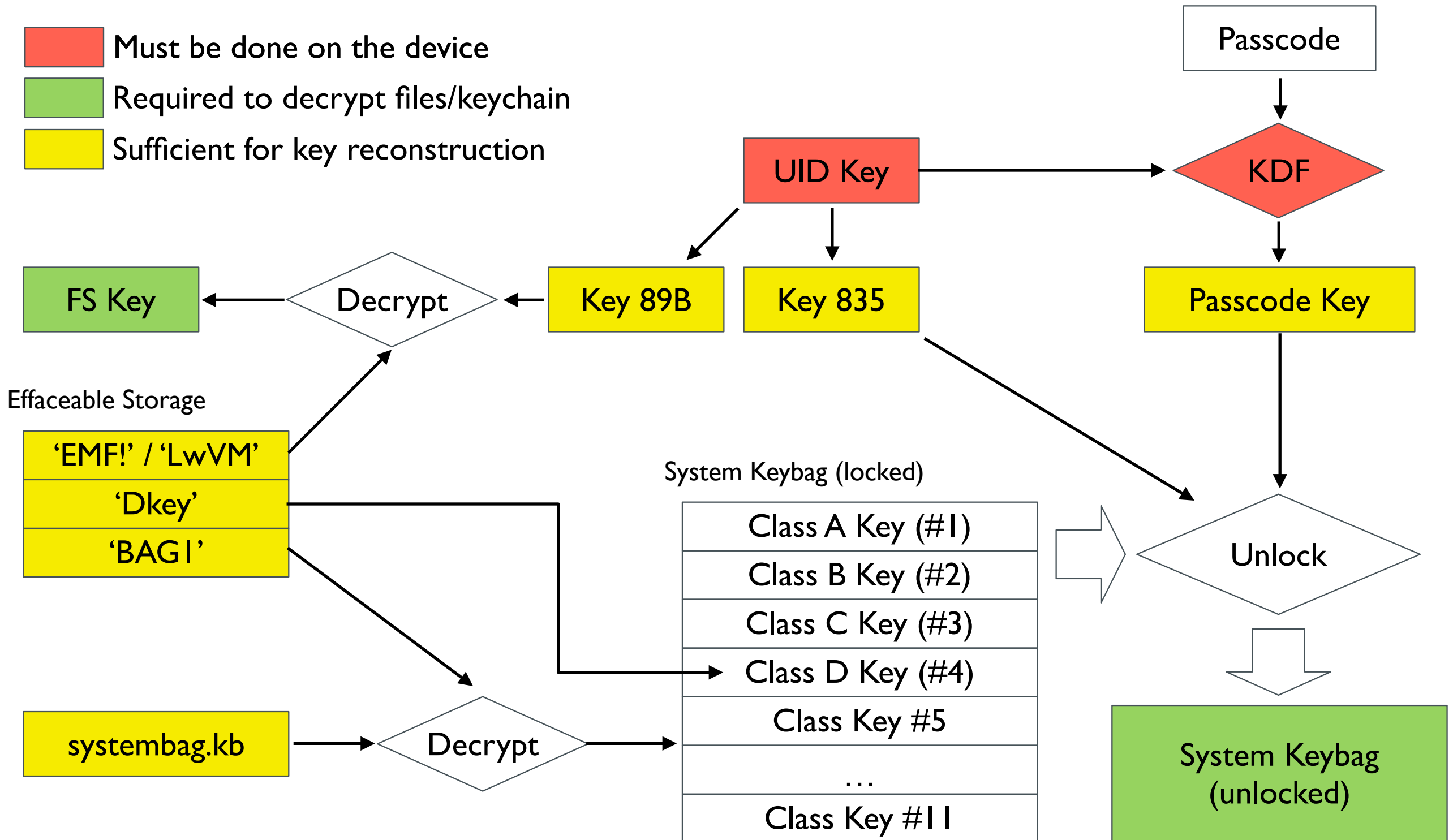
# Unlocking Keybag



# Escrow Keybag

- “Usability feature” to allows iTunes to unlock the device
- Contains same master keys as system keybag
- Stored on the computer side
- Protected by 256 bit random “passcode” stored on the device
- With iOS 4, escrow keybag gives same powers as knowing the passcode
- iOS 5 fixed this issue: device can read escrow keybag only if it has been unlocked

# iOS 4/5 Key Hierarchy



# Pre-iOS 4 Passcode

- Lockscreen (i.e. UI) is the only protection
- Passcode is stored in the keychain
  - Passcode itself, not its hash
- Can be recovered or removed instantly
  - Remove record from the keychain
  - And/or remove setting telling UI to ask for the passcode





# iOS 4/5 Passcode

- Passcode is used to compute passcode key
  - Computation tied to hardware key
  - Same passcode will yield different passcode keys on different devices!
- Passcode key is required to unlock all but 3 master keys in system keybag
  - Most files are NSProtectionNone thus don't need passcode
  - Most keychain items are accessible WhenUnlocked or AfterFirstUnlock thus DO require passcode

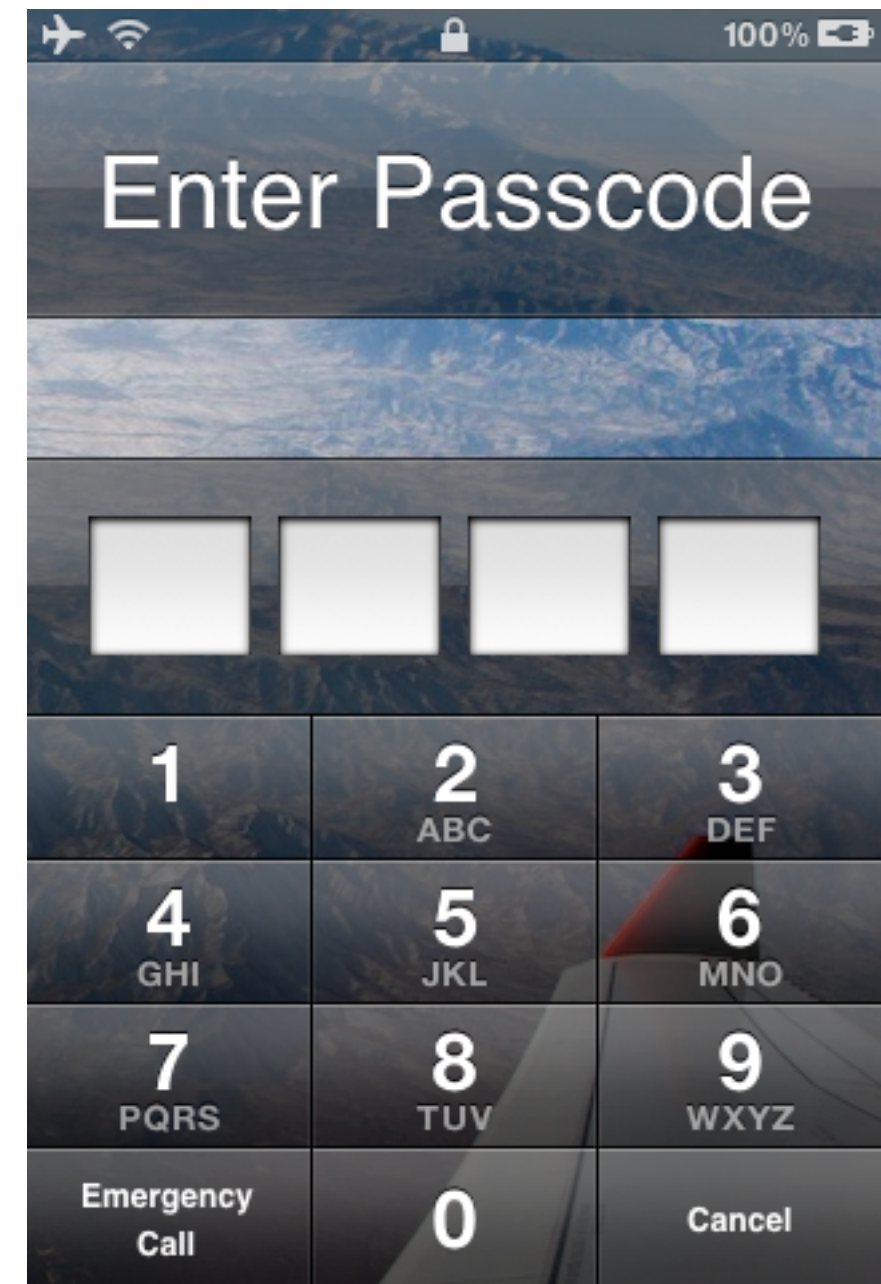
# iOS 4/5 Passcode

- Passcode-to-Key transformation is slow
- Offline bruteforce currently is not possible
  - Requires extracting hardware key
- On-device bruteforce is slow
  - 2 p/s on iPhone 3G, 7 p/s on iPad
- System keybag contains hint on password complexity



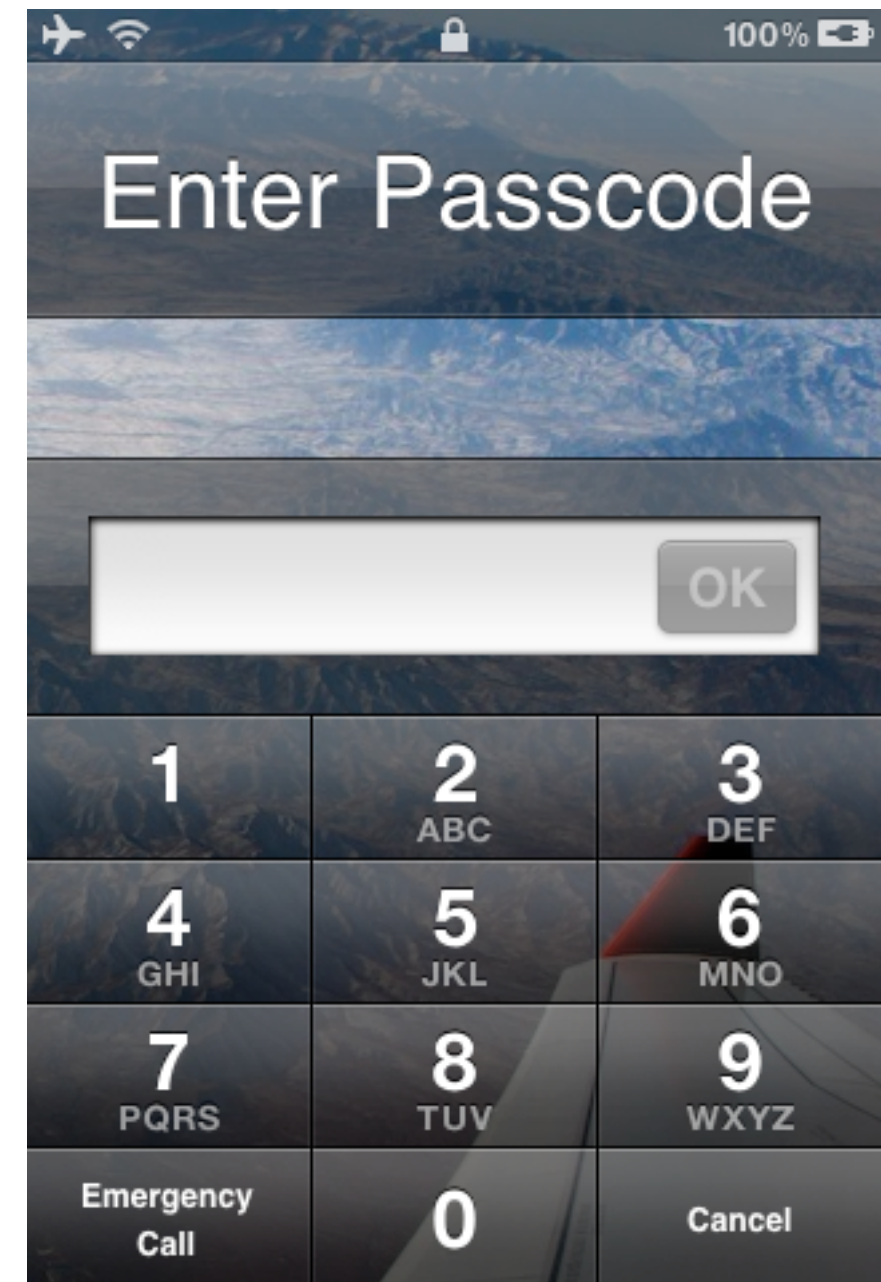
# iOS 4/5 Passcode

- 0 – digits only, length = 4 (simple passcode)



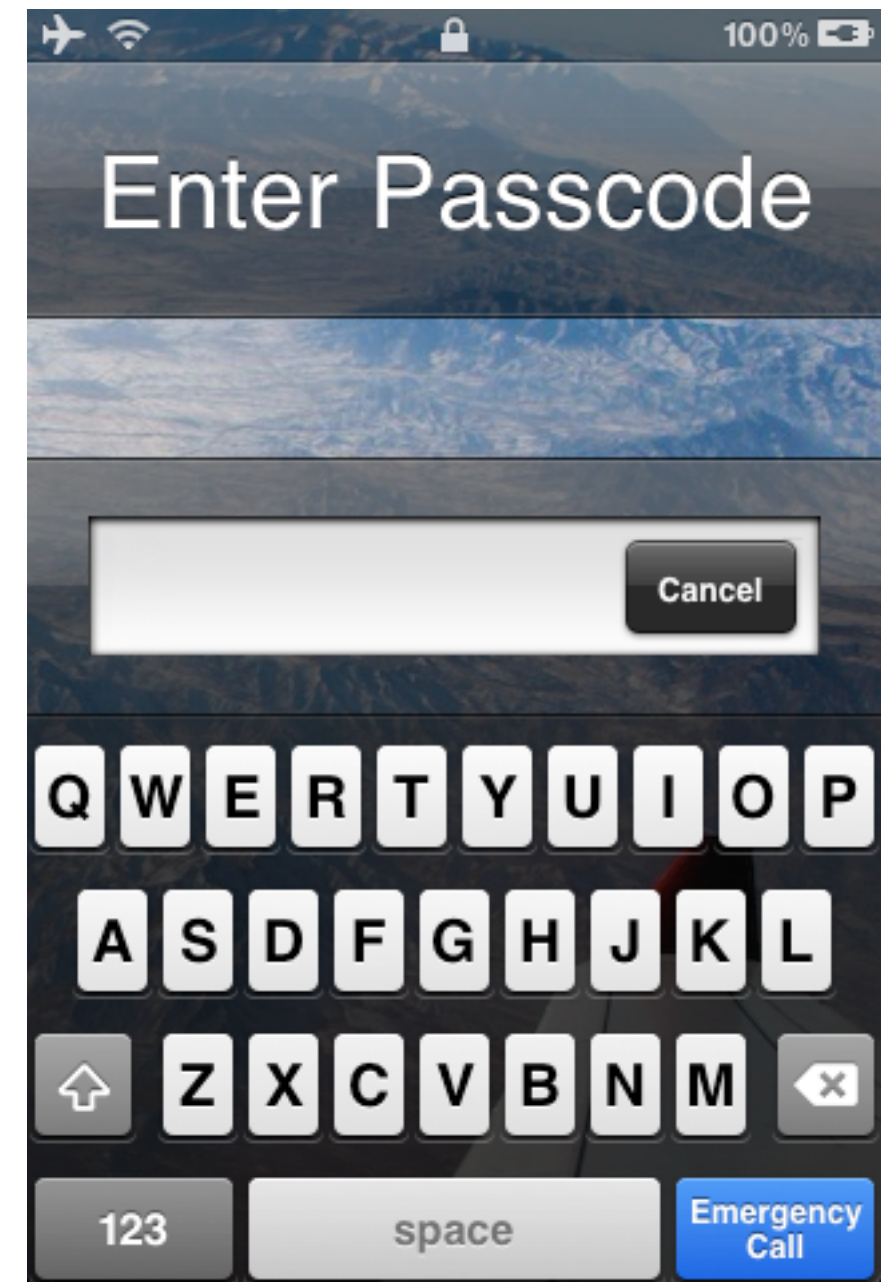
# iOS 4/5 Passcode

- 0 – digits only, length = 4 (simple passcode)
- 1 – digits only, length != 4



# iOS 4/5 Passcode

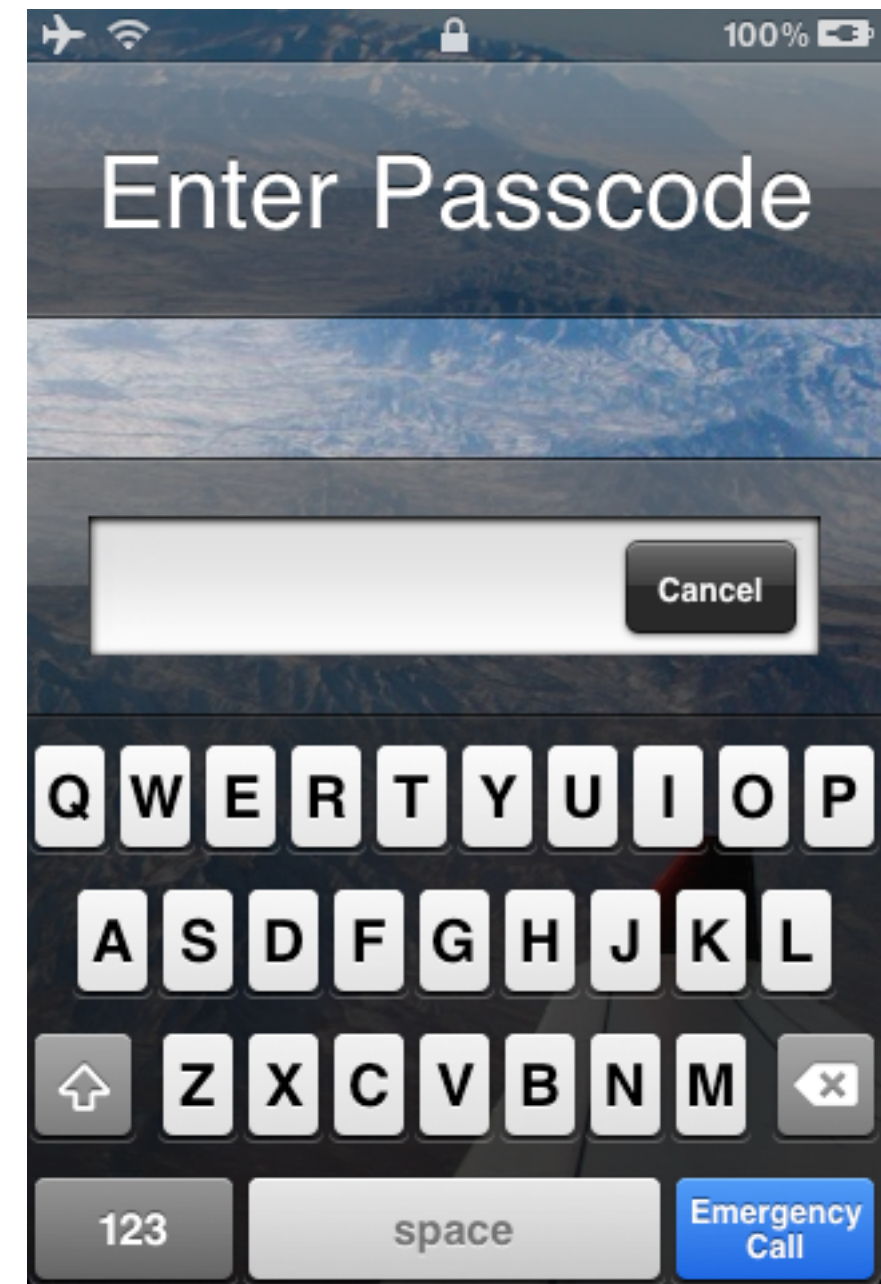
- 0 – digits only, length = 4 (simple passcode)
- 1 – digits only, length != 4
- 2 – contains non-digits, any length



# iOS 4/5 Passcode

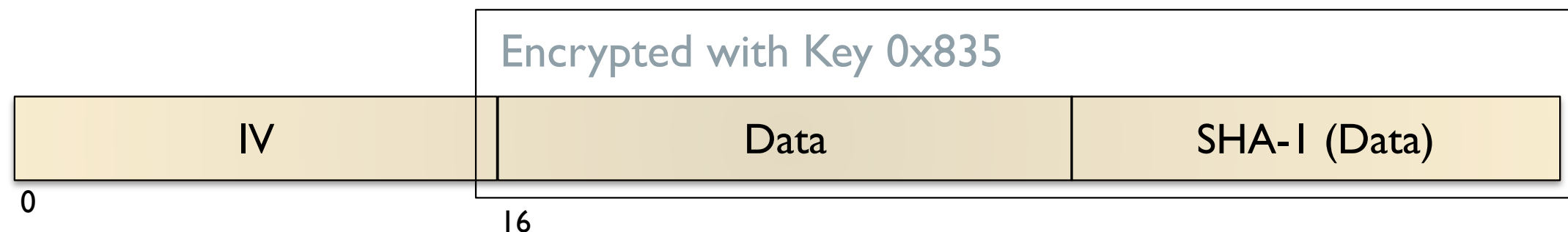
- 0 – digits only, length = 4 (simple passcode)
- 1 – digits only, length  $\neq 4$
- 2 – contains non-digits, any length

**Can at least identify  
weak passcodes**



# Pre-iOS 4 Keychain

- SQLite3 Database, only passwords are encrypted
- All items are encrypted with the device key (0x835) and random IV
- Key is unique for each device and is fixed for lifetime of the device
- Key can be extracted (computed) for offline use
- All past and future keychain items from the device can be decrypted using that key





# iOS 4 Keychain

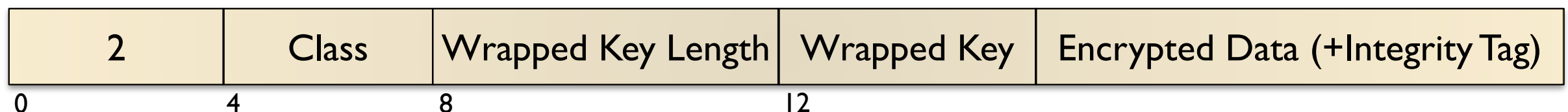
- SQLite3 Database, only passwords are encrypted
- Available protection classes:
  - kSecAttrAccessibleWhenUnlocked (+ ...ThisDeviceOnly)
  - kSecAttrAccessibleAfterFirstUnlock (+ ...ThisDeviceOnly)
  - kSecAttrAccessibleAlways (+ ...ThisDeviceOnly)
- Random key for each item, AES-CBC
- Item key is protected with corresponding protection class master key



# iOS 5 Keychain

Almost the same as iOS 4, but...

- All attributes are encrypted (not only password)
- AES-GCM is used instead of AES-CBC
- Allows to verify integrity



# Pre-iOS 4 Storage

- No encryption before iPhone 3GS
- Starting with iPhone 3GS:
  - Encryption uses EMF key for everything
  - Provides fast wipe, not confidentiality
  - Transparent to applications
  - Filesystem acquisition is not affected

# iOS 4 Storage

- Available protection classes:
  - NSProtectionNone
  - NSProtectionComplete
- If no protection class is specified, EMF key is used
  - Filesystem metadata and unprotected files
  - Transparent encryption and decryption (same as pre-iOS 4)
- If protection class is specified, per-file random key is used
  - Key protected with master key is stored  
com.apple.system.cprotect extended attribute

# iOS 5 Storage

Almost the same as iOS 4, but...

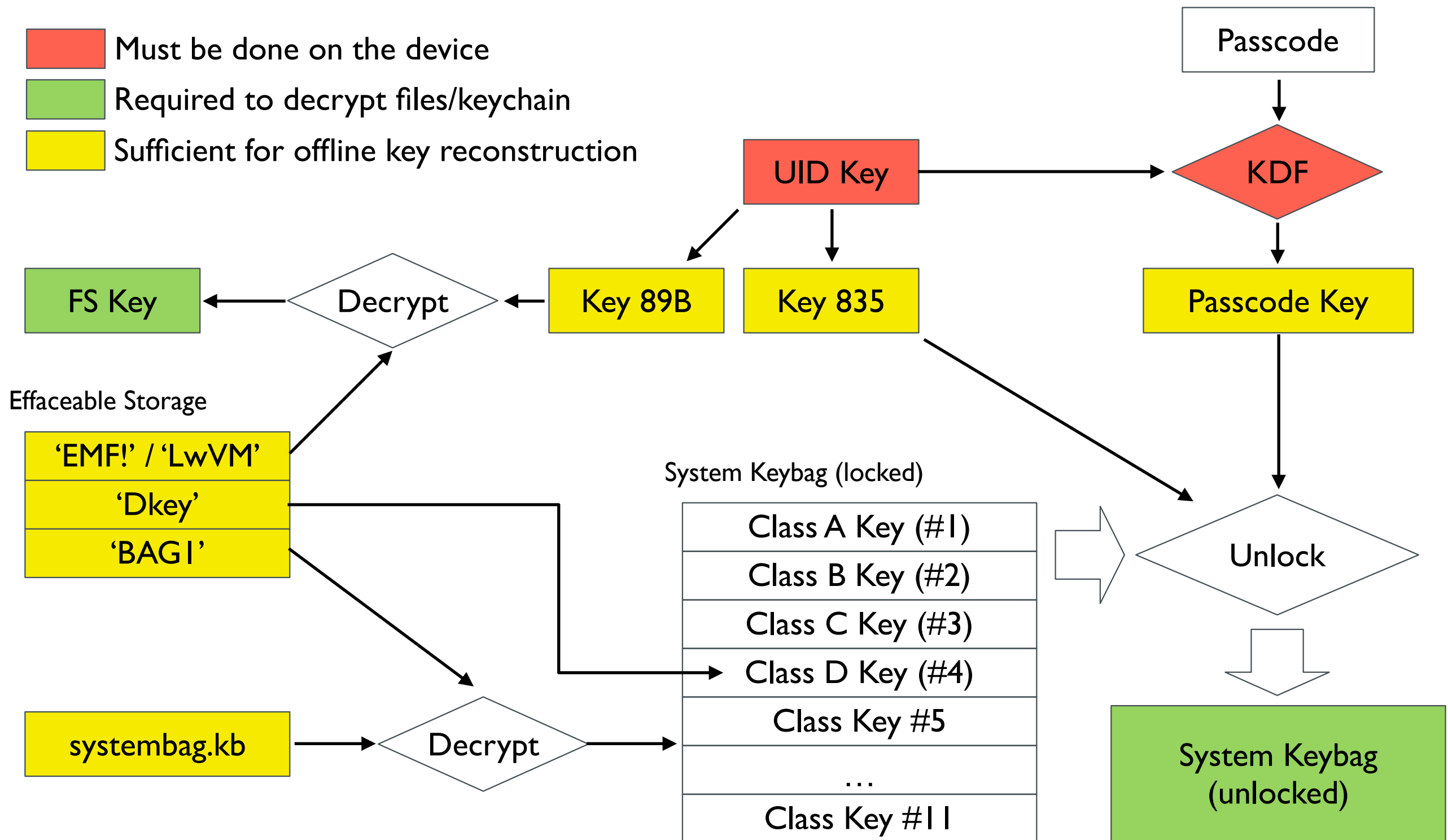
- New protection classes:
  - `NSFileProtectionCompleteUntilFirstUserAuthentication`
  - `NSFileProtectionCompleteUnlessOpen`
- IV for file encryption is computed differently

# iOS 4/5 Forensics

- Acquiring disk image is not enough for iOS 4+
  - Content protection keys must also be extracted from the device during acquisition
  - Effaceable Storage contents are also needed to decrypt dd images.
- Passcode ~~or escrow keybag~~ is needed for a complete set of master keys
- In real world it might be a good idea to extract source data and compute protection keys offline

# iOS 4/5 Forensics

- Must be done on the device
- Required to decrypt files/keychain
- Sufficient for offline key reconstruction



# Conclusion

- iPhone physical analysis is possible
- Physical acquisition requires boot-time exploit
- Passcode is *usually* not a problem
- Both proprietary and open-source tools for iOS 4/5 forensics are available



# Questions?

# iOS Forensics: Overcoming iPhone Data Protection



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