IAIK TU Graz

Android Platform Security

ACN / Mobile Security 2020

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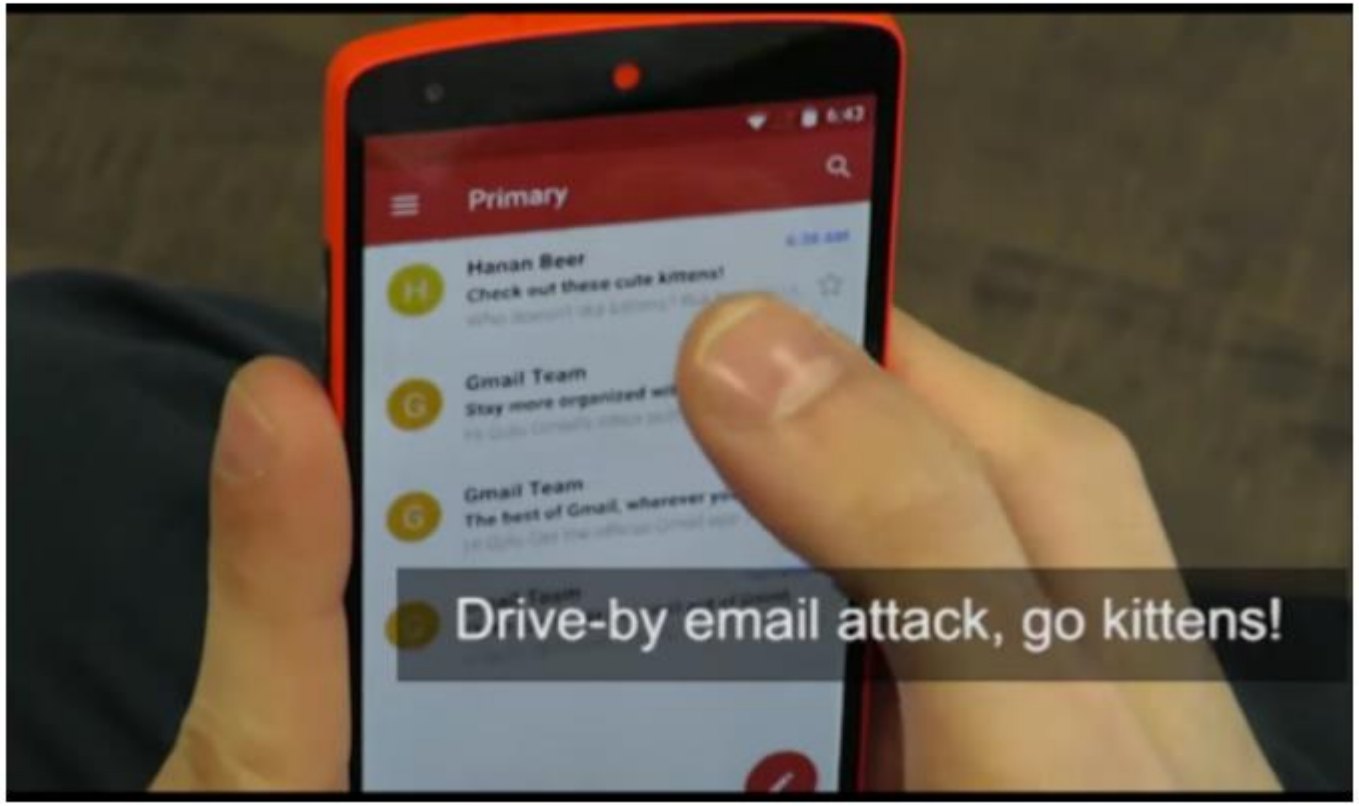
Outline

- Low-level System Security
  - Verified Boot & dm-verity
- Encryption System
  - Full Disk Encryption
  - File-based Encryption
- Android OS Security
  - Architecture & Sandbox
  - SELinux

275 million Android phones imperiled by new code-execution exploit

Unpatched "Stagefright" vulnerability gives attackers a road map to hijack phones.

DAN GOODIN - 3/18/2016, 9:26 PM



Source: https://goo.gl/9fgYSc

What?

Bugs in Android's `libstagefright` and `libutils`

How?

- Attacker embeds shellcode in harmless multimedia file
- Message is downloaded (e.g. via MMS)
- Exploit is executed

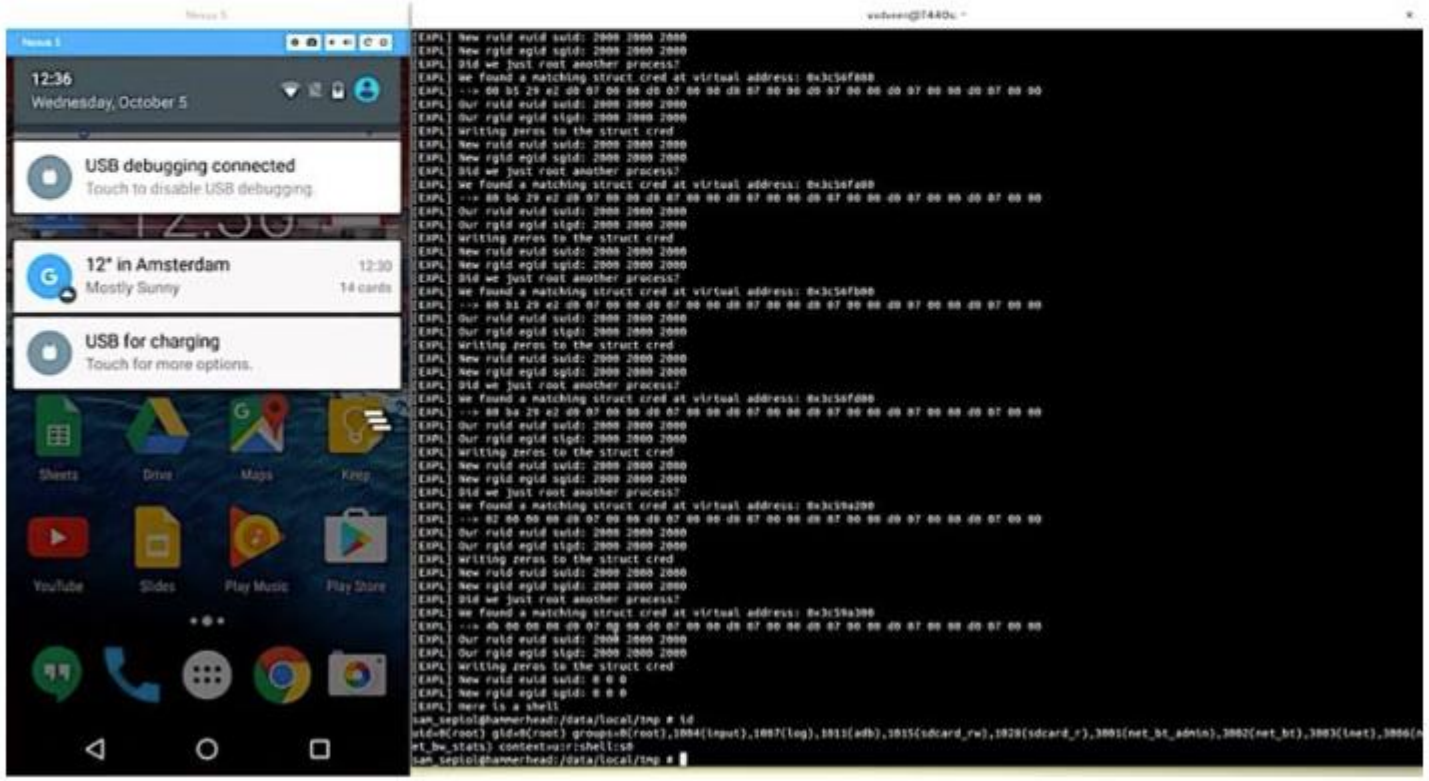
Result

- Attacker can execute any code on remote device

Using Rowhammer bitflips to root Android phones is now a thing

Permission-less apps take only seconds to root phones from LG, Samsung and Motorola.

DAN GOODIN - 10/24/2016, 1:03 AM



Enlarge / An LG Nexus 5 at the moment it is rooted using Rowhammer-induced bit flips.

Source: https://goo.gl/82N8Wq

Based on Rowhammer

Wait for bit flips while massively reading adjacent memory regions

On Android?

- Vulnerability in ARM chips
- Combined with other non-patched issue → „Drammer“

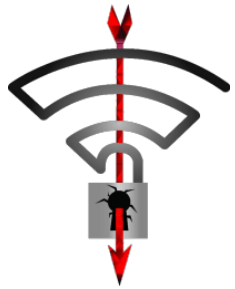
Result

- Privilege Escalation Exploit
  - Requires no permissions
- Hard to fix…

Serious flaw in WPA2 protocol lets attackers intercept passwords and much more

KRACK attack is especially bad news for Android and Linux users.

DAN GOODIN - 10/16/2017, 6:37 AM



What?

Android can be tricked into using an all-zero encryption key for WPA/WPA2 WiFi communication

How?

- Attacker resends message of 4-way handshake to device
- Real encryption key is replaced with zero key

Result

- Attacker can intercept and manipulate traffic from device

Source: https://goo.gl/5Ea555

Billions of devices imperiled by new clickless Bluetooth attack

BlueBorne exploit works against unpatched devices running Android, Linux, or Windows.

DAN GOODIN - 9/12/2017, 3:00 PM

Source: https://goo.gl/sDiTuu

BlueBorne

What?

Implementation flaws in common Bluetooth stacks enable remote code execution

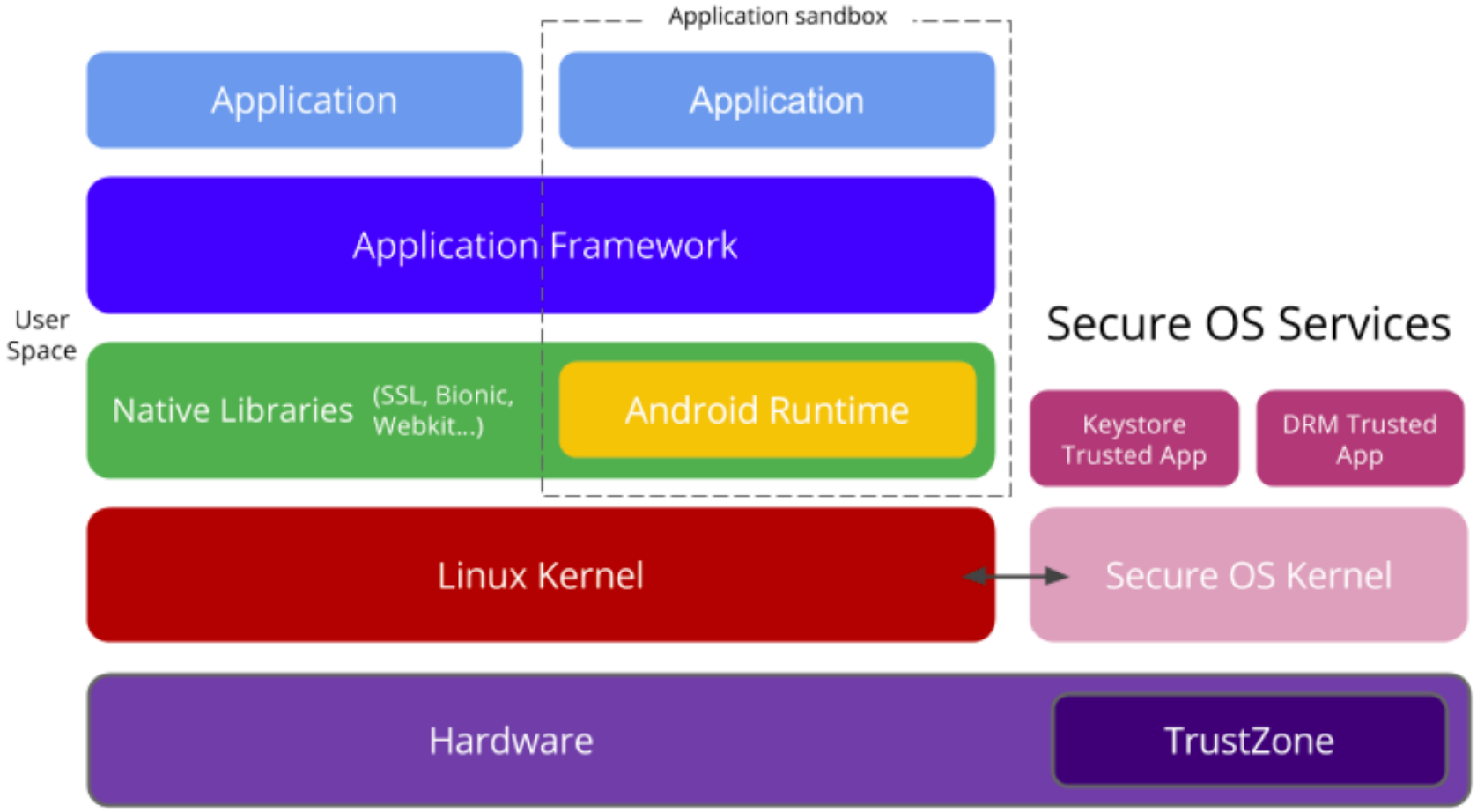
On Android?

- Device constantly scans for other devices nearby
- Bluetooth implementation runs with privileged permissions and is exploitable (heap overflows)

Result

- Remote code execution on phone without user noticing

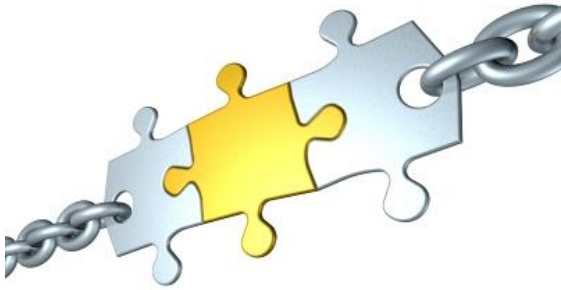
Android Security Architecture



Source: https://goo.gl/xp74UR

Low-Level System Security

Verified Boot



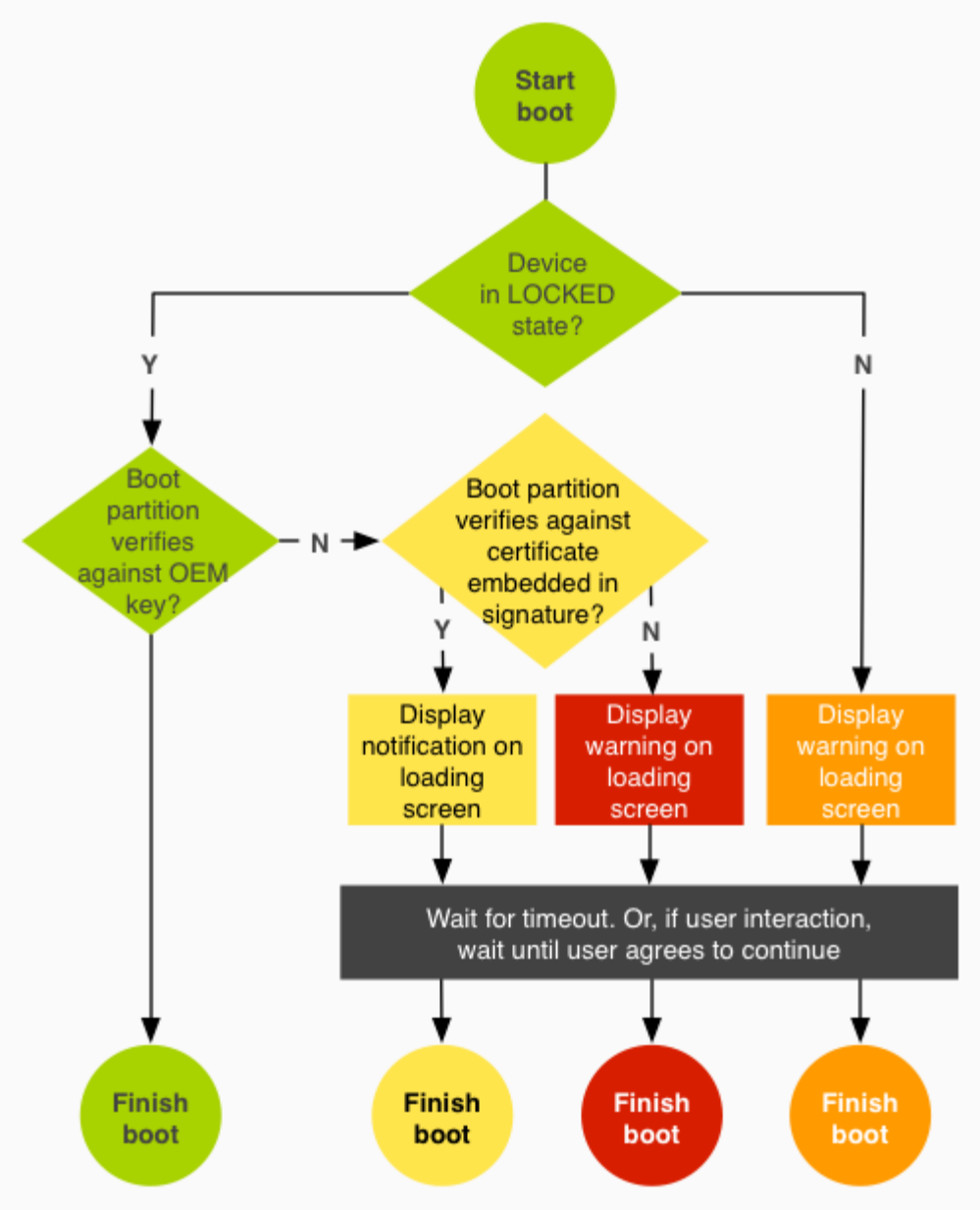
- „Chain of Trust“
  Established between bootloader and system image

- Transparent real-time integrity checking of block devices
  → Prevent persistent rootkits

- Based on Device Mapper verity (`dm-verity`) feature of Linux Kernel
  → Protection only effective if kernel can be trusted

Typical for OEMs:
Unmodifiable keys *burned* into device to verify boot partition‘s signature

Verified Boot – Workflow



Boot chain (simplified)

- Verify bootloader using Chain of Trust
- Bootloader verifies `boot` / `recovery` partition
- Kernel verifies `system` partition

Device / bootloader state

- `LOCKED/UNLOCKED`
- Allows custom (non-OEM) keys

Boot state

- `GREEN/YELLOW/ORANGE/RED`
- Does not stop boot, only warning

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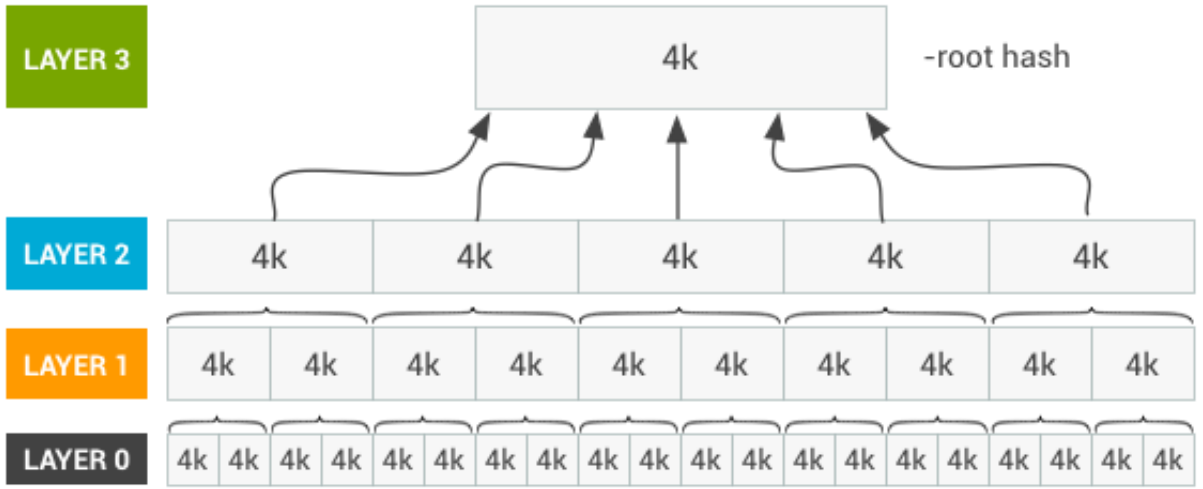
dm-verity – Insight

Idea: Look at block device and storage layer of file system using a hash tree

- Hash values stored in tree of pages
  - Only „root hash“ must be trusted to verify rest of tree
- Modification of any 4k-block would change the „root hash“
- Verify signature of „root hash“ using public key included on `boot` partition
  → Confirm that device‘s system partition is unchanged



dm-verity

Limitations

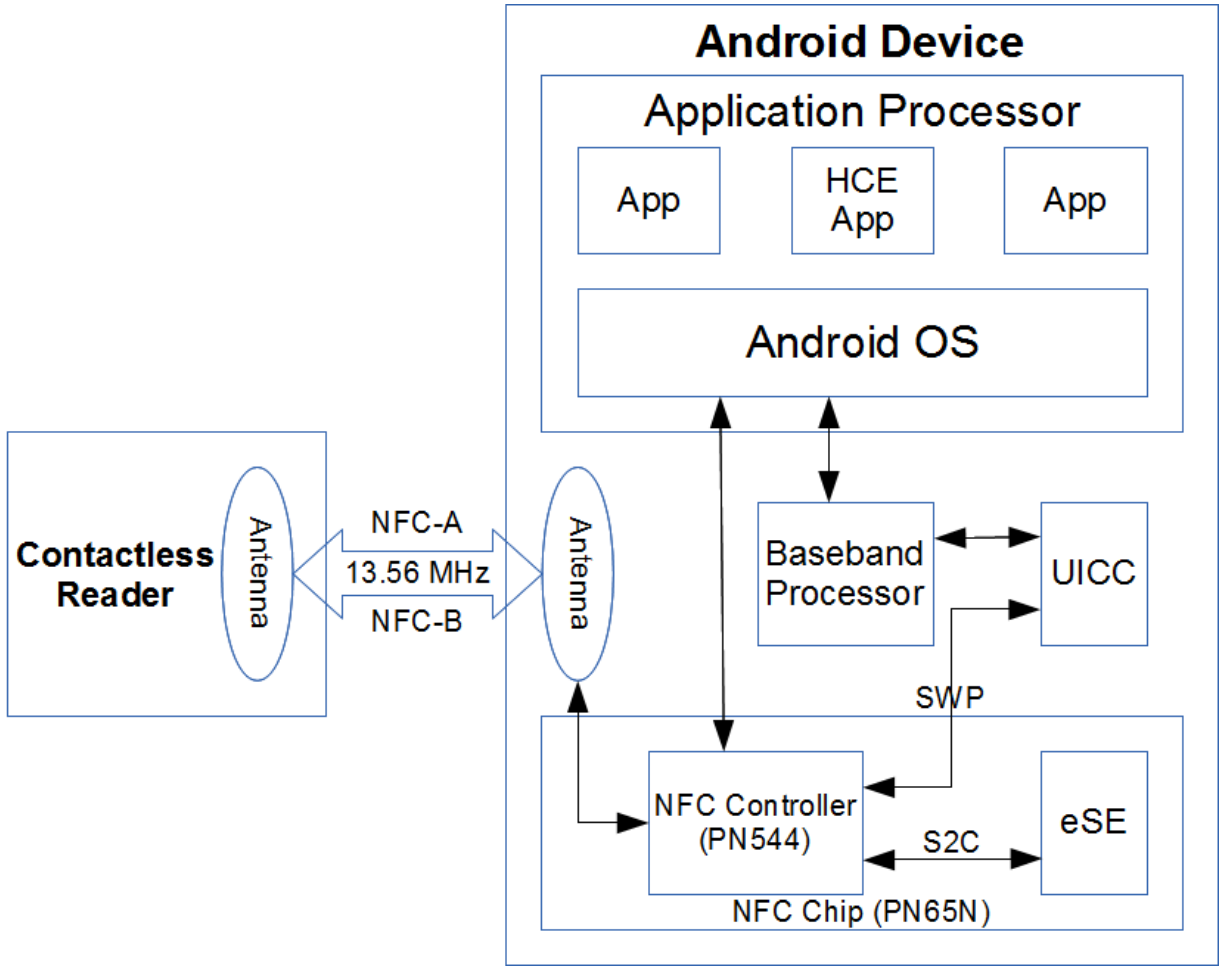
- Only applicable to *read-only* partitions
  - *Read-write* partitions would update metadata when files are read
  - Any change in FS breaks the tree
    → but useful for /system partition (or where *read-only* is no drawback)

- Need block-based OTA updates
  - Need to ensure that all devices have same /system partition

Status on Android 10 („Q“)

- Default is *enforcing* mode, fallback to *logging* mode if metadata unverifiable
- State saved in dedicated metadata partition

Device Interfaces



Near Field Communication (NFC)

- Read/write mode (RW)
- Peer-to-peer mode (P2P)
- Card emulation mode (CE)

Secure Elements

- SIM card (UICC)
- microSD card (ASSD)
- Embedded SE (eSE)

APIs

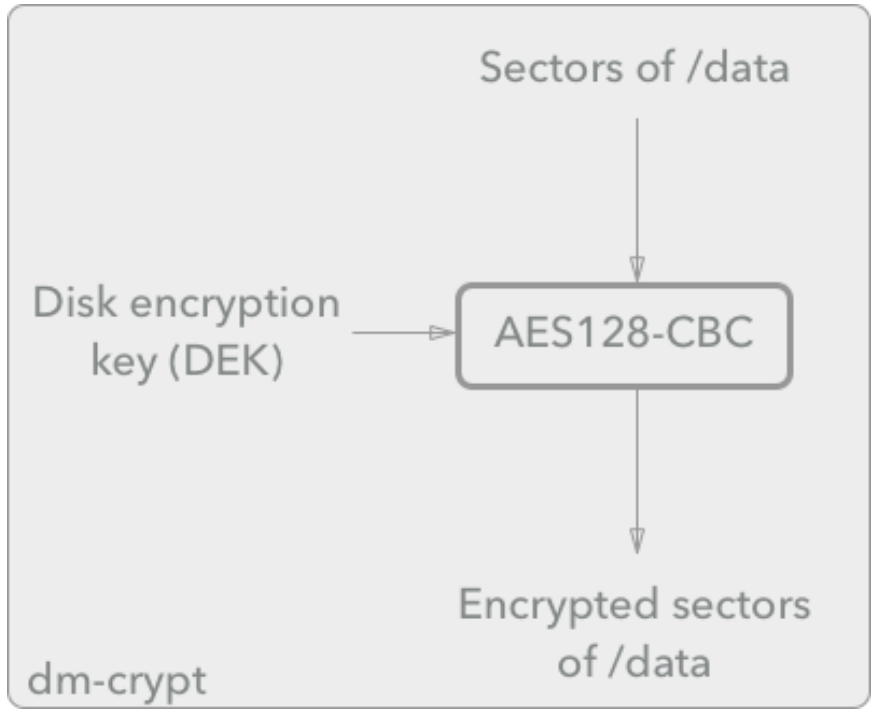
- Telephony APIs (restricted)
- Android HCE (`HostApduService`)
- OpenMobile API (SEEK)

Encryption System

Overview

Starting with Android 3.0…

- 4.4: Replaced PBKDF2 with scrypt
- 5.0: Hardware-backed key storage
- 7.0: Introduced file-based encryption



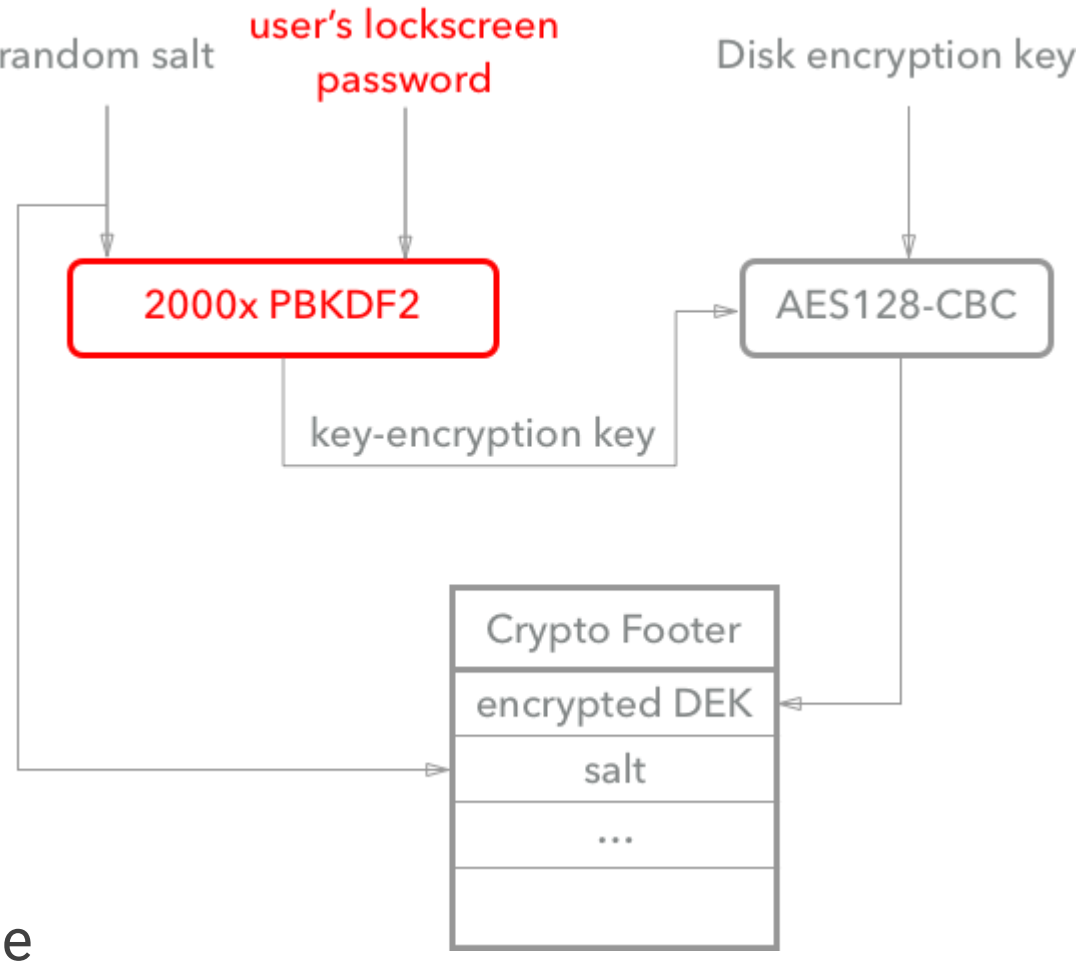
Full Disk Encryption

- Uses dm-crypt
- Operates on block-level
- Random-generated 128-bit disk encryption key (DEK)
  - < 5.0: Key file protected only by lock screen password
  - Now: Key file stored in Secure Element

FDE in Android 3.0

PBKDF2 with 2000 iterations

- < 16 chars lockscreen password
- Random salt
- Derivation based on SHA-1
  - Needs only little memory
  - Attack parallelizable :-)



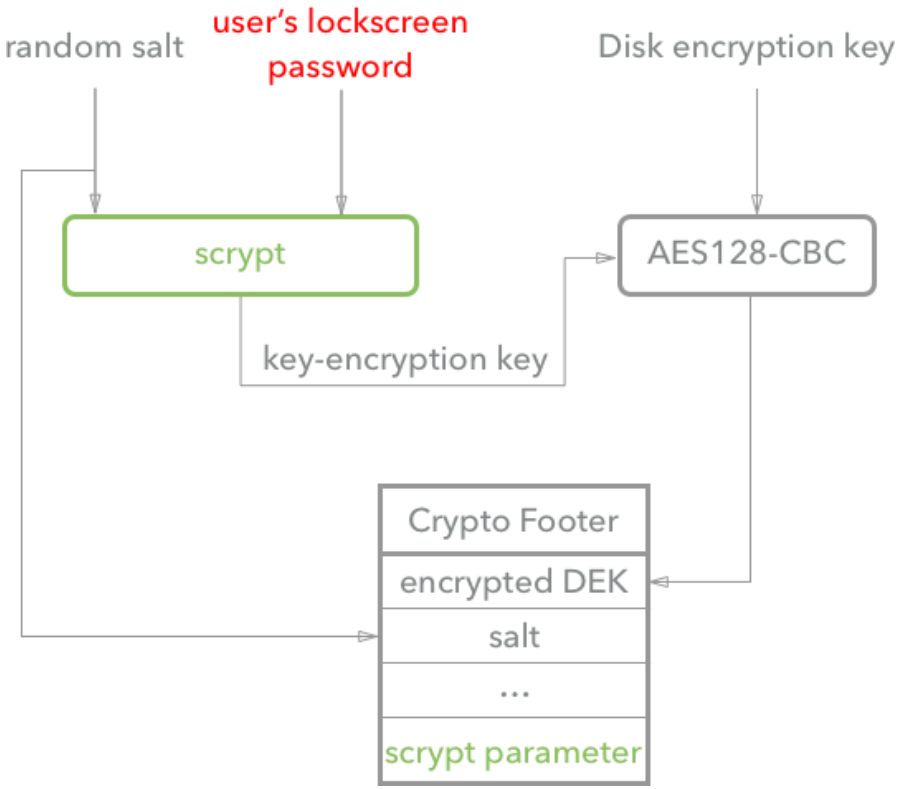
Brute-Force Attack

- Copy encrypted /data & crypto footer off device
  - Crypto footer found with „encryptable“ flag in /etc/fstab
- Bruteforce via GPU, validate key by decrypting → 6-digit PIN needs only seconds!

FDE in Android 4.4

Scrypt KDF instead of PBKDF2

- Salsa20-like hash function instead of SHA-1
- Prevent parallelizable large-scale attacks using „work factors

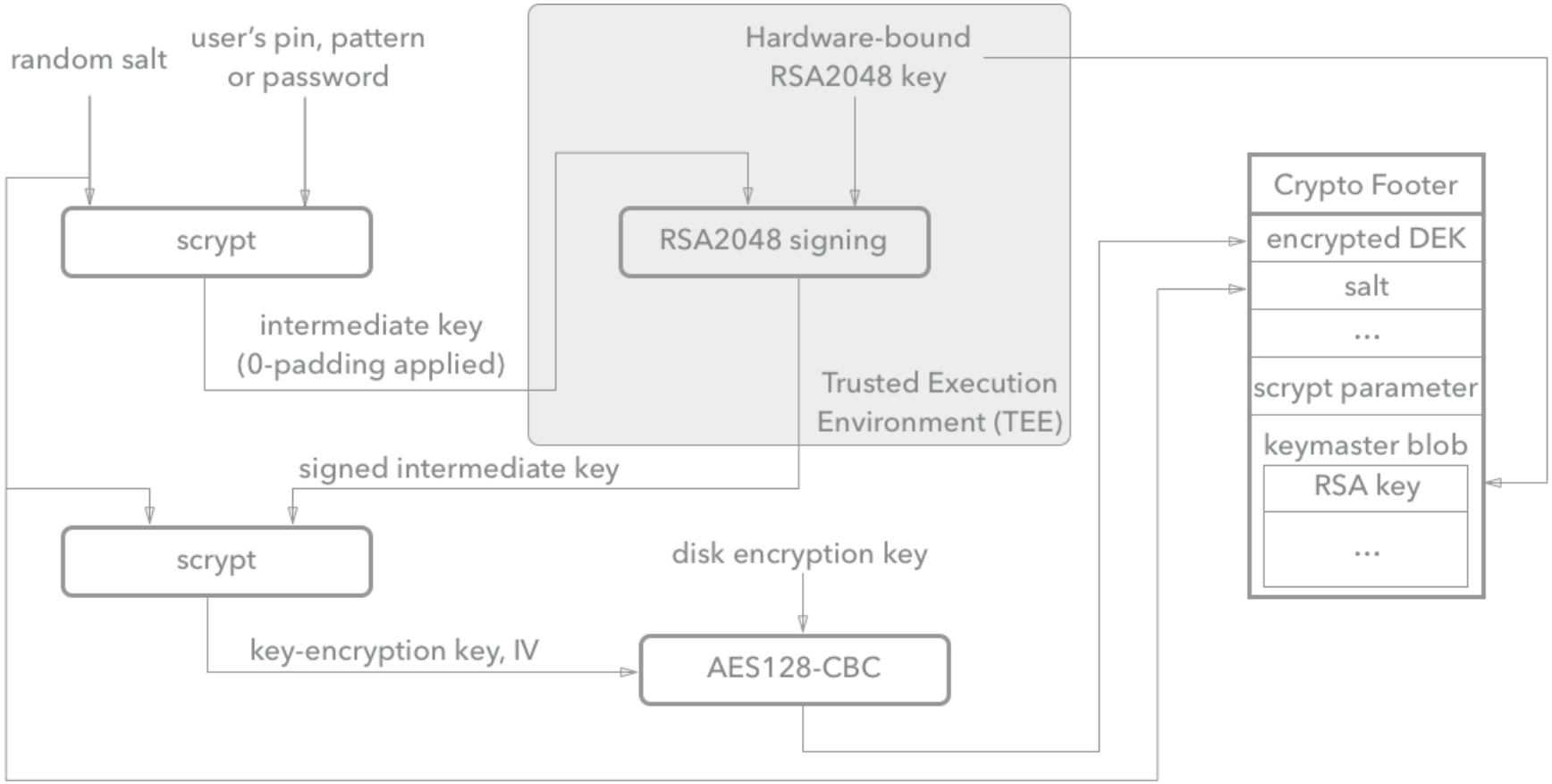



```
$ time python bruteforce_stdcrypto.py header footer 4
Android FDE crypto footer
-------------------------
Magic           : 0xD0B5B1C4
Major Version   : 1
Minor Version   : 2
Footer Size     : 192 bytes
Flags           : 0x00000000
Key Size        : 128 bits
Failed Decrypts: 0
Crypto Type     : aes-cbc-essiv:sha256
Encrypted Key   : 0x66C446E04854202F9F43D69878929C4A
Salt            : 0x3AB4FA74A1D6E87FAFFB74D4BC2D4013
KDF             : scrypt
N_factor        : 15      (N=32768)
r_factor        : 3       (r=8)
p_factor        : 1       (p=2)
-------------------------
Trying to Bruteforce Password... please wait
Trying: 0000
Trying: 0001
Trying: 0002
Trying: 0003
...
Trying: 1233
Trying: 1234
Found PIN!: 1234
```

Brute-Force still possible but takes longer!

See: https://goo.gl/a7Qjv1

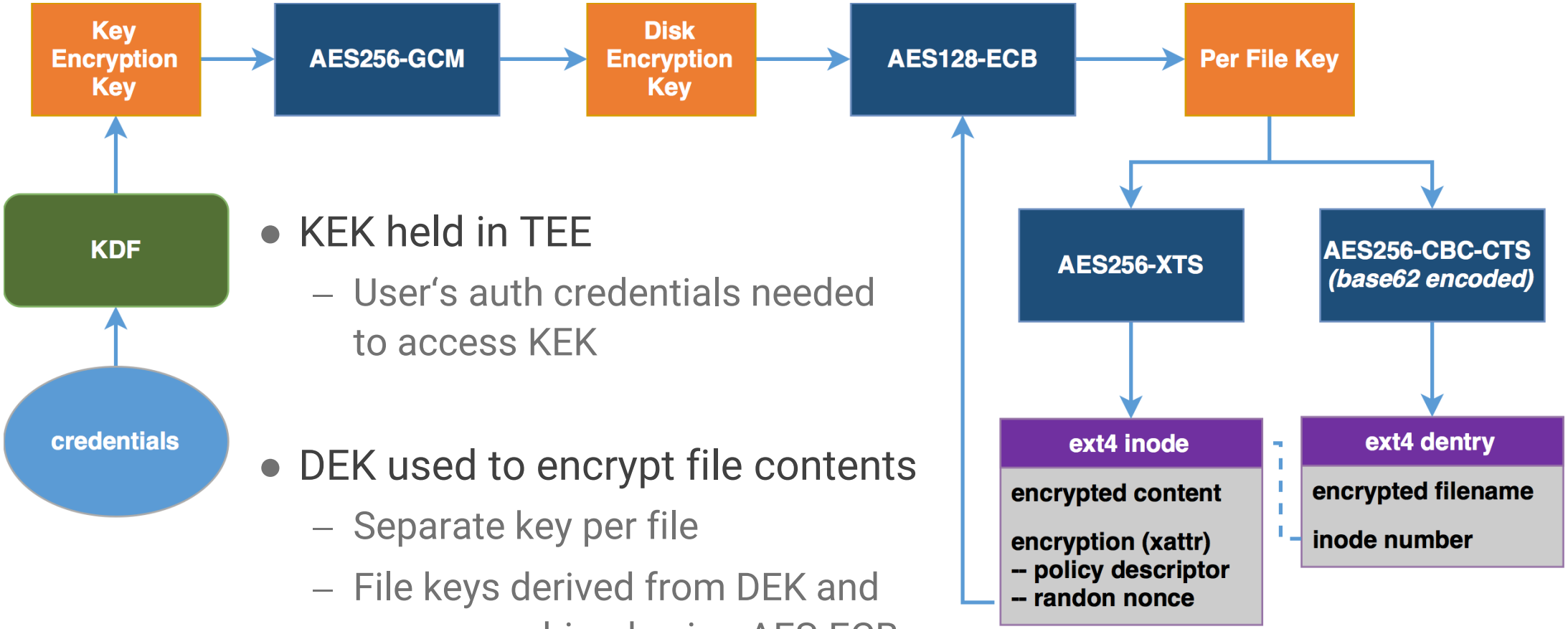
FDE in Android 5



- Support for patterns and encryption without password
- Hardware-backed key storage for encryption key using signing capabilities of TEE
- „Off device“ brute-force attack no longer feasible

File-Based Encryption

Since Android 7.0: Encryption of files instead of block-level



- KEK held in TEE
  - User's auth credentials needed to access KEK
- DEK used to encrypt file contents
  - Separate key per file
  - File keys derived from DEK and nonce combined using AES-ECB

Source: https://goo.gl/7zJ2c9

File-Based Encryption

Instead of crypto footer for partition,
key storage in */data/misc/vold/user_keys*

→ Different subdirectory in ce and de per Android user id

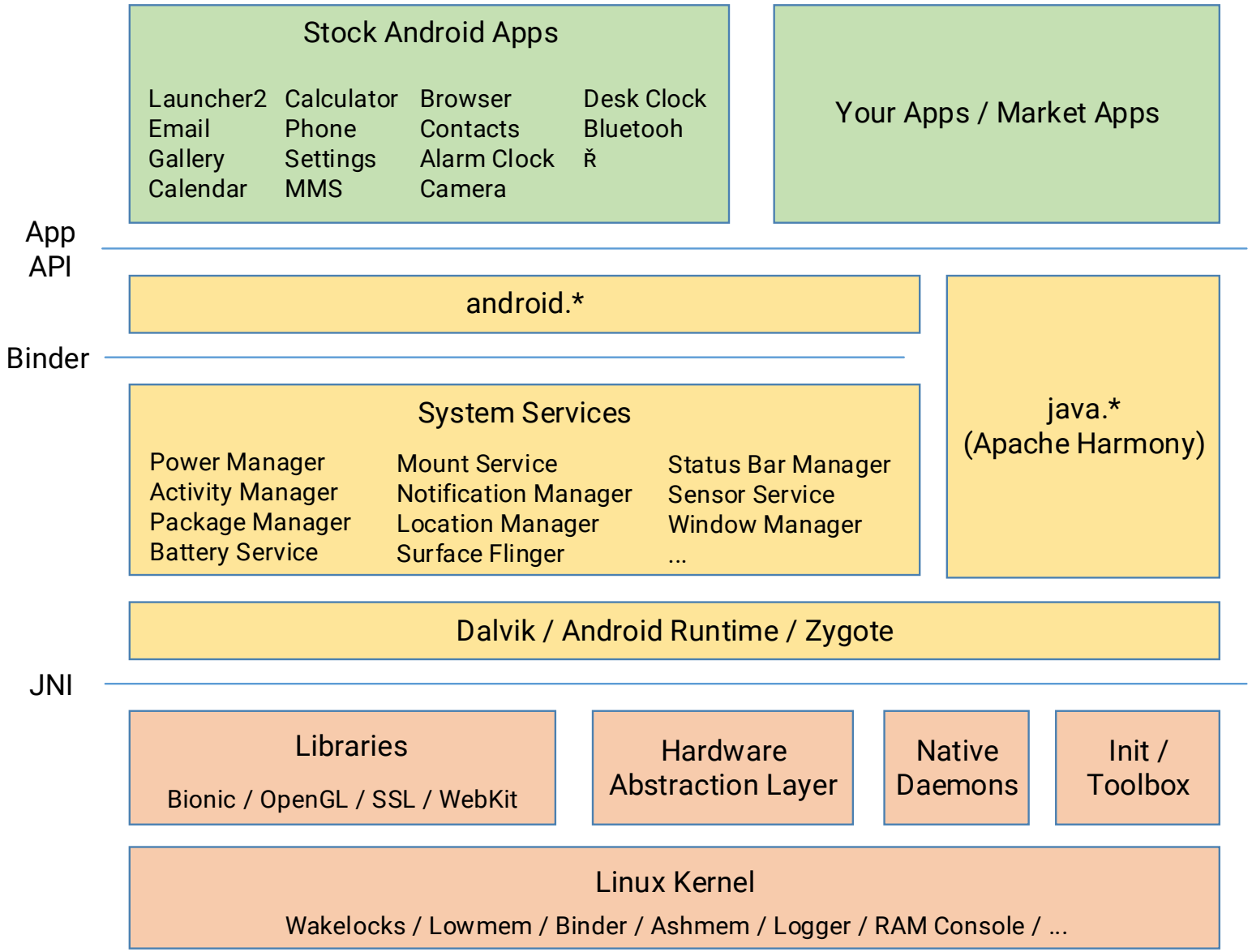
Two Areas

- Device Encrypted (DE)
  - Immediately available after device turn-on
  - *„Direct boot“* mode: Receive phone calls, set alarms, …
- Credential Encrypted (CE)
  - Available after user entered authentication credentials

```
$ ls -R /data/misc/vold/user_keys
+ ce/0/current:
        - encrypted_key
        - keymaster_key_blob
        - salt
        - secdiscardable
        - stretching
        - version
+ de/0:
        - encrypted_key
        - keymaster_key_blob
        - secdiscardable
        - stretching
        - version
```

Android OS Security

OS Architecture



Android Security Model

- Kernel-based application sandbox
  - DAC (UID, GID-based access control) and MAC (SELinux type enforcement)
  - Dedicated, per-application UIDs
- Secure IPC (local sockets, Binder, intents)
- Systems running with reduced privileges
- Code signing
  - Application packages (APKs)
  - OS update packages (OTA packages)
- Permissions: System and custom (per app)

App Sandbox

- Android assigns unique UID to each application → separate processes

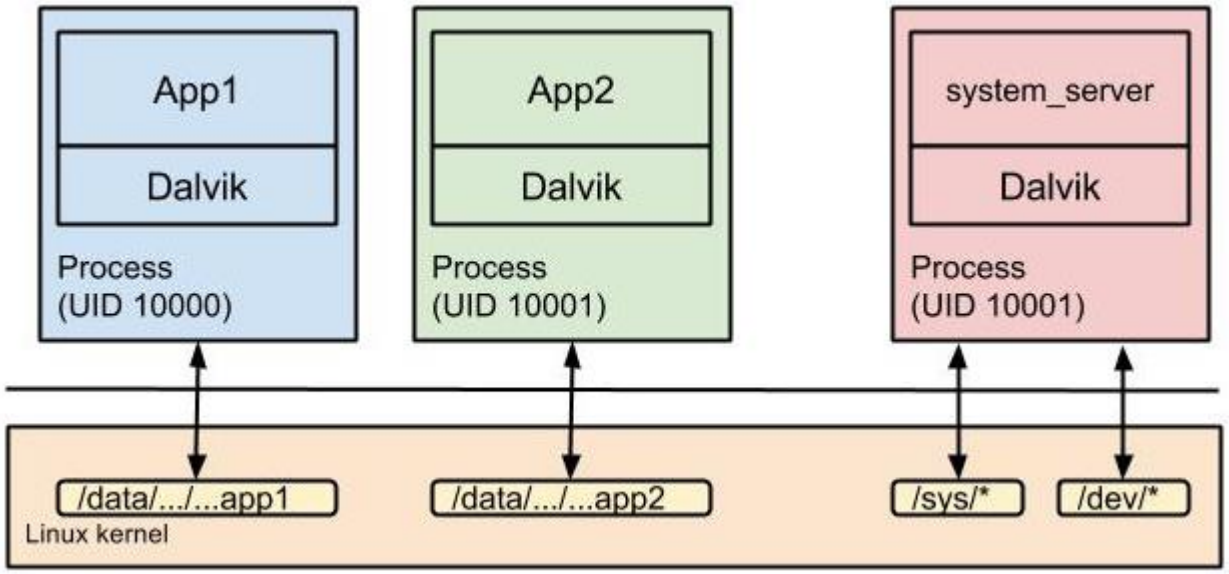
→ Kernel-level application sandbox

- Security enforced at process level through standard Linux facilities (UID, GID)

- Sandbox at kernel level

→ Security model extends to native code and OS applications too

- FS permissions as a mechanism to keep files / folder separate



App Sandbox

- **Installing new apps**
  - Creates new directory /data/data/<Package name>/
    - E.g. /data/data/com.whatsapp/

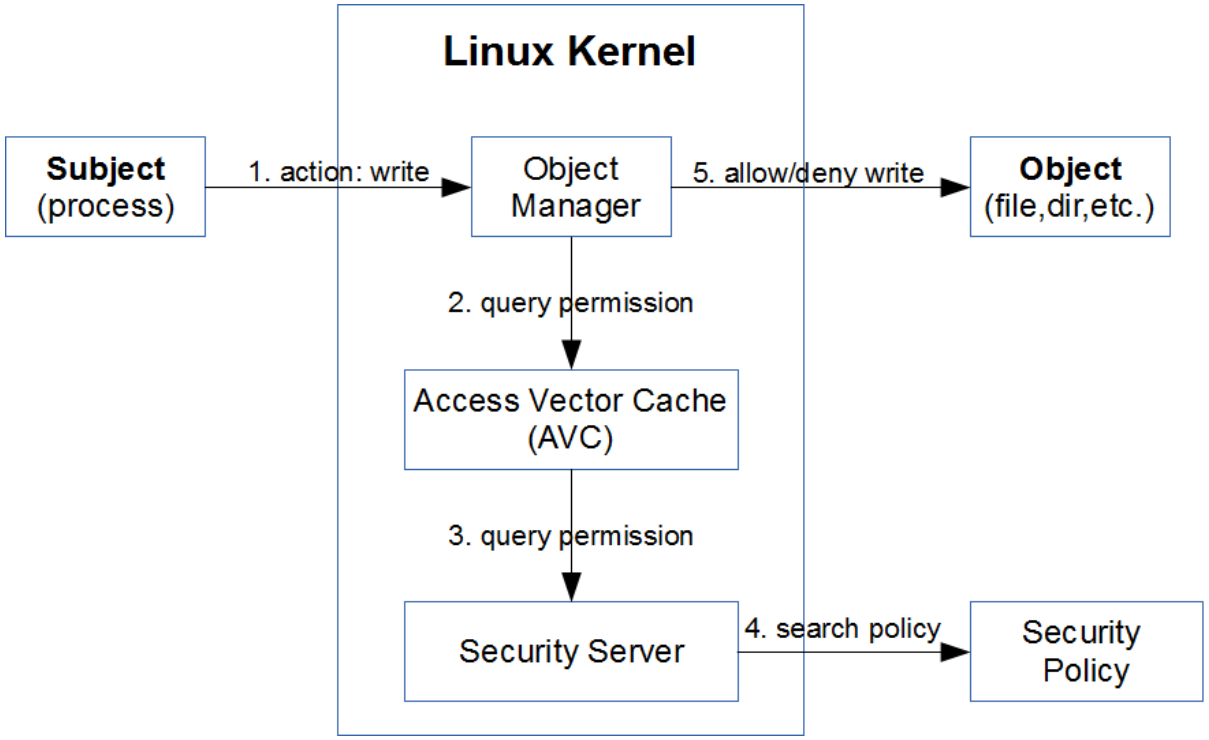
```
$ ls -l /data/data/
drwx------  4 u0_a97       u0_a97       4096 2017-01-18 14:27 com.android.calendar
drwx------  6 u0_a120      u0_a120      4096 2017-01-19 12:54 com.android.chrome
...
```

- Accessing other apps‘ directory → needs same UID
  - Apps signed with same developer certificate
  - Explicitly sharing same UID in AndroidManifest.xml

```
1  <manifest xmlns:android="http://schemas.android.com/apk/res/android"
2    package="com.android.nfc"
3    android:sharedUserId="android.uid.nfc">
```

SELinux on Android

Security-Enhanced Linux



By default since Android > 4.3:
Define app boundaries with SELinux

Concept

„Not explicitly allowed? Then deny!“

Modes

- Permissive: Denials only logged
- Enforcing: Logged and enforced

Since Android 5: Enforce always (only)

SELinux on Android – Sample Rules

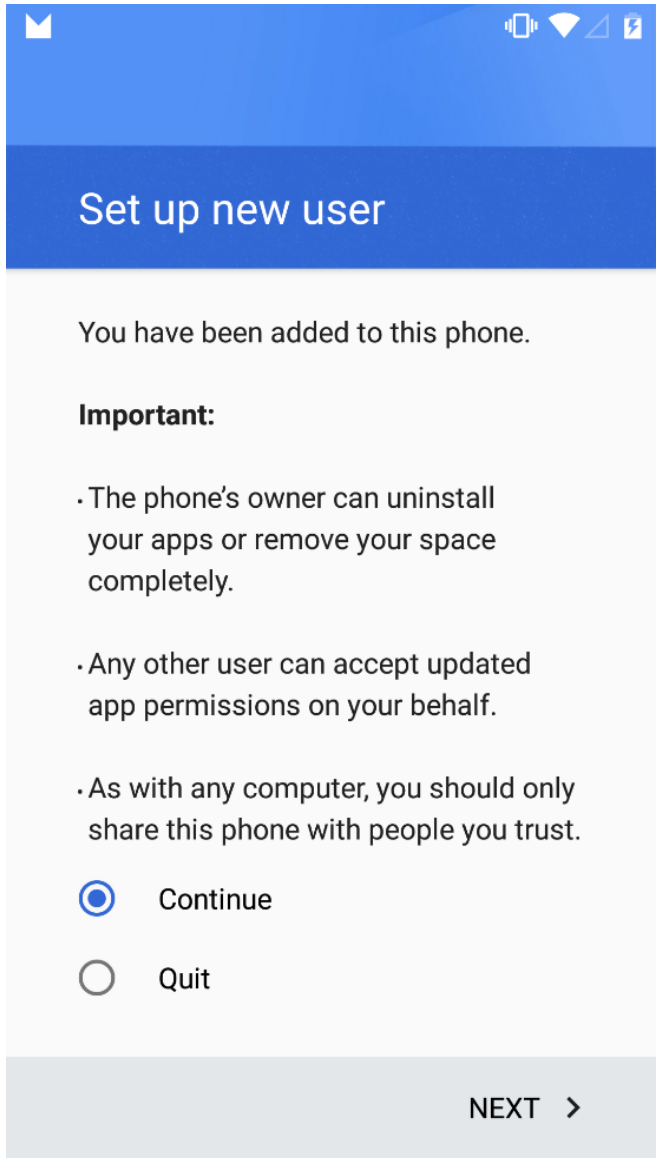
- No unlabeled files
- No ptrace
- No device node creation
- No raw I/O
- No mmap zero
- No mac_override
- No setting security properties
- No access to /data/security and /data/misc/keystore
- No /dev/mem or /dev/kmem access
- No /proc usermode helpers
- No ptrace of init
- No access to generically labeled /dev/block files
- Restrictions on mounting filesystems
- No execute of files from outside of /system
- No access to /data/properties
- No writing to /system or rootfs
- No registering of unknown services
- No entering init domain
- No /sys/kernel/debug read access
- No apps acquiring capabilities
- No raw app access to camera, microphone, NFC, radio, etc.
- No app-generic socket access
- No app/proc access to different security domains
- No access to GPS files
- Cannot disable SELinux

Meanwhile > 250 Rules

Multi-User support

- Originally for tablets only, now for phones too (> Android 5.0)
- Users isolated by UID / GID
- Separate settings & app data directories
  - System directory: `/data/system/users/<user ID>/`
  - App data directory: `/data/user/<user ID>/<pkg name>/`
- Apps have different UID and install state for each user
  - App UID: `uid = userId * 10000 + (appId % 10000)`
  - Shared Apps: Install state in per-user `package-restrictions.xml`
- External storage isolation

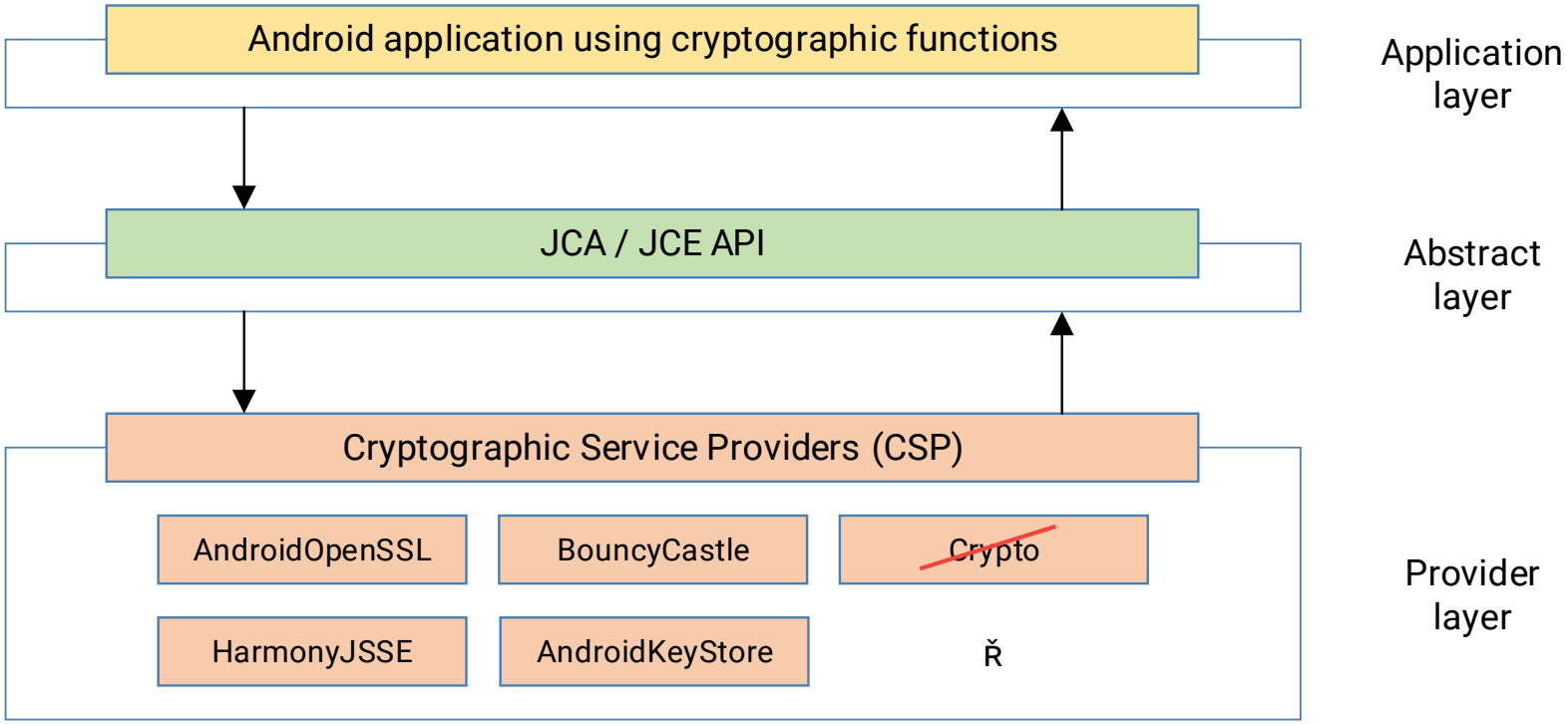
User Types



- Primary user (owner)
  - Full control over device
- Secondary users
  - Restricted profile
    - Share apps with primary user
    - Only on tablets
  - Managed profile
    - Separate apps and data but share UI with primary user
    - Managed by Device Policy Client (DPC)
- Guest user
  - Temporary, restricted access to device
  - Data (session) can be deleted

Cryptography

- JCA Provider Architecture
- (SSLv3), TLS v1.0-v1.3 support via JSSE API



Cryptography

What makes correct Crypto difficult on Android?

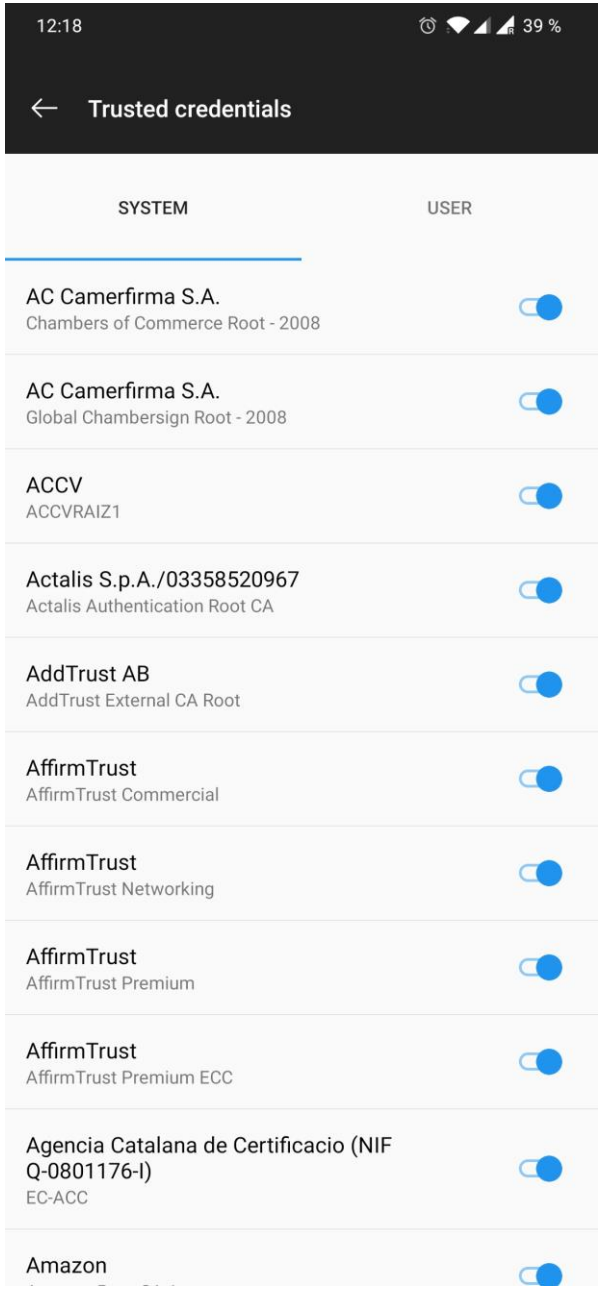
- Insecure defaults imported from Java
  - E.g. Cipher.getInstance(„AES“) implicitly uses ECB mode
  - Bad / no documentation on how to use correctly

- Variety of crypto providers
  - Many apps bundle SpongyCastle library to fix issues in BouncyCastle
  - No full BouncyCastle library in Android → features depending on included version

- Frequent changes in APIs
  - **Android 7:** „Crypto“ provider deprecated, SHA1PRNG replaced with OpenSSLRandom
  - **Android 8:** „You should not use IVParameterSpec for GCM but GCMParameterClass“
  - **Android 9:** „Crypto“ provider removed, developer must not explicitly select provider

Certificates & PKI

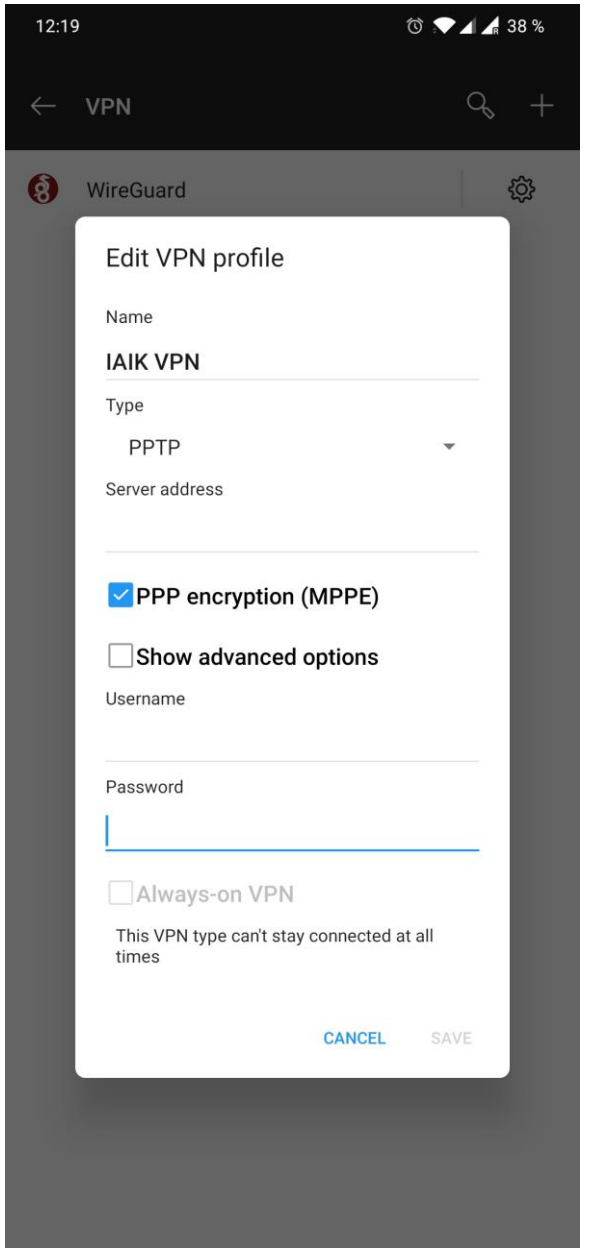
- Android-specific trust store
- Trust anchors
  - Pre-installed („trusted credentials“)
  - Per user / profile
- Modified certificate building chain
  - Based on BouncyCastle code
  - Dynamically updated certificate blacklists
  - Dynamically updated Certificate Pinning for Google Sites



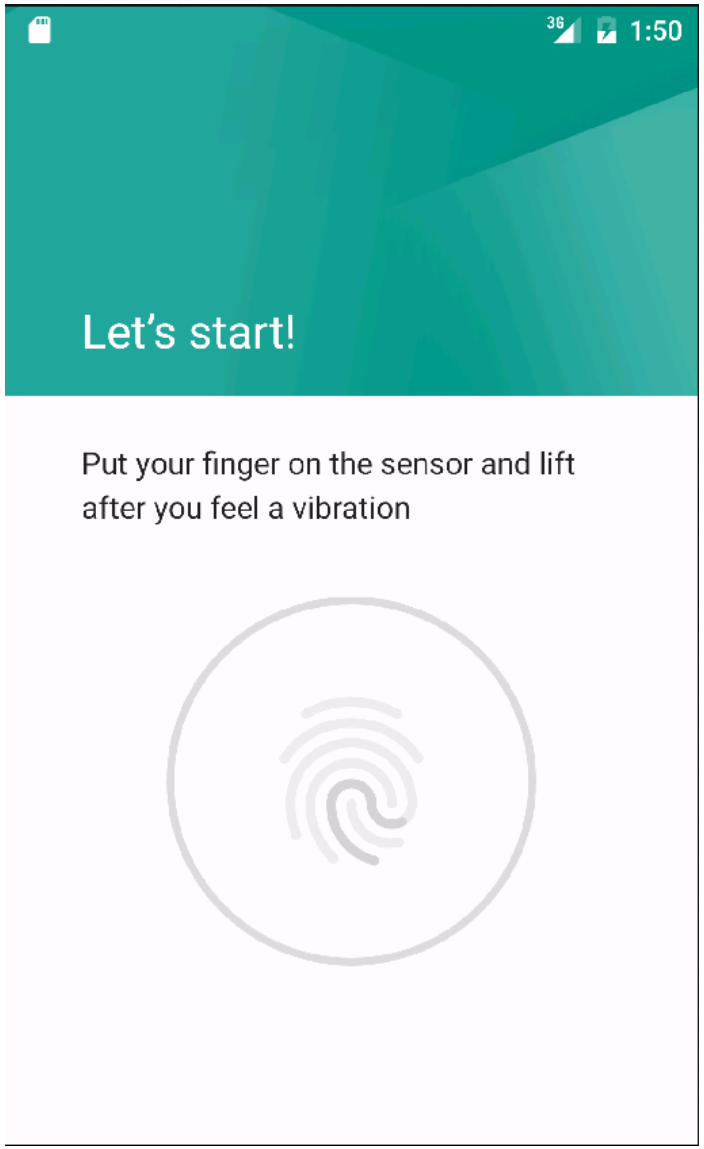
Networks

- WPA EAP2 Enterprise (802.11i)
  - EAP: EAP-TLS, EAP-TTLS, PEAP, EAP-SIM, EAP-AKA since Android 5.0
  - Integrates with system keystore
  - Integrated with Android for Work (device administrator APIs)

- VPN
  - Legacy: PPTP, IPSec
  - Always-on VPN:
    No network access until VPN is up
  - Per-user / profile VPNs:
    Dynamic routing / firewall rules
  - Per-application VPN since Android 5.0



Device Security



- Lockscreen (`keyguard` service)
  - Pattern (least secure)
  - PIN / Password
  - Stores hashes, uses Gatekeeper HAL since Android 6.0
- Smart Lock since Android 5.0
  - Extensible Trust Agents
  - Bluetooth, NFC, Location, Face Recognition
- Factory reset protection since Android 5.1
  - Google account info saved on `frp` partition
- Fingerprint API since Android 6.0

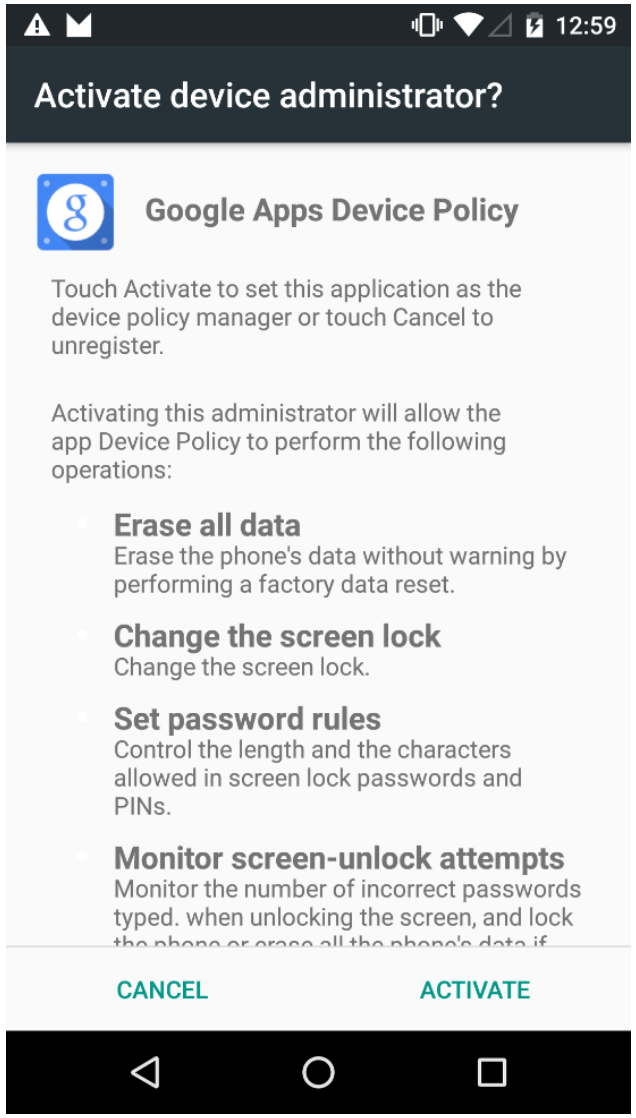
Credential Storage

- System-managed, secure cryptographic key store
  - Unexportable keys
  - Remain secure even if OS is compromised → Secure Element

- Implemented in the `keystore` system service
  - HAL interface (`keymaster`), hardware-backed implementations possible
  - Typically uses TEE (implemented using TrustZone) on ARM devices

- Framework APIs
  - `KeyChain API`
  - `KeyStore`
  - `KeyPairGenerator, KeyGenerator`

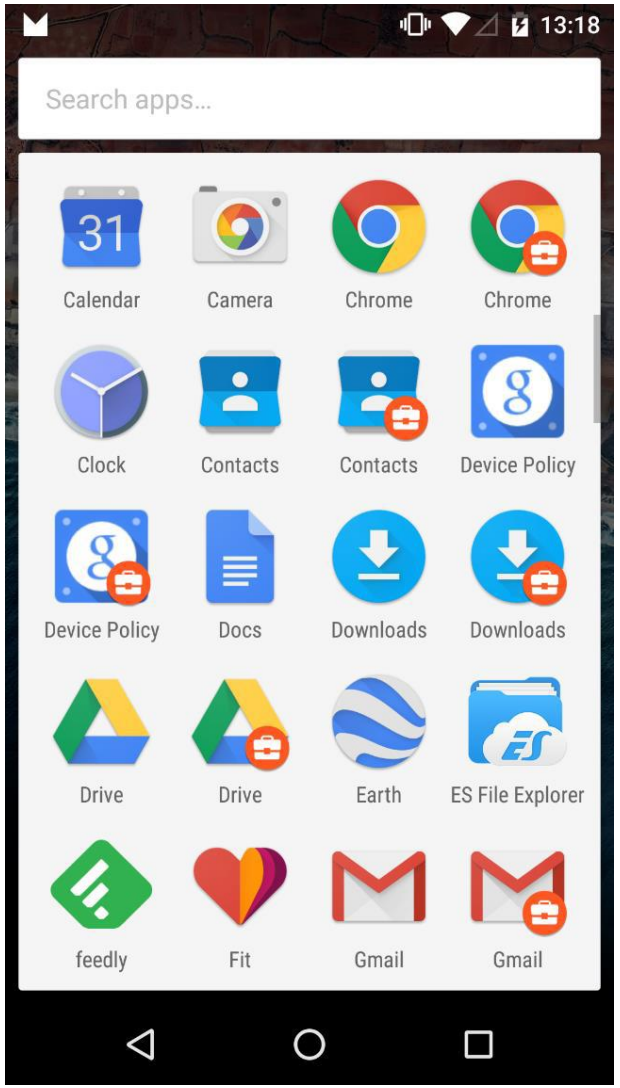
MDM



- Device security policy can be set by admin
  - Password / PIN policy
  - Device lock / unlock
  - Storage encryption
  - Camera access
- Needs to be activated by user
- Cannot be directly uninstalled
- May be required to sync account data
  - Microsoft Exchange (EAS)
  - Google Apps

Android for Work

- Android > 5.0 provides “Work Profiles”
  - Pre-defined managed provisioning flow
  - Managed by “Profile Owner” (device admin)
  - Requires device encryption
- Separate apps and data: Can only install approved apps
- UI shared with primary user (Launcher, Notifications, …)
- “Device owner” is super-device admin
  - Installed upon first device initialization
  - Cannot be uninstalled
  - Extra privileges
  - Scoped to whole device



Outlook

- 07.05.2020
  - Application Security on Android

- 14.05.2020
  - Static and Dynamic Application Analysis