Computer Security

13. Mobile Device Security

Paul Krzyzanowski
Rutgers University
Spring 2017

Mobile Devices: Users

- Users don't think of phones as computers
  - Social engineering may work more easily on phones
- Small form factor
  - Users may miss security indicators (such as EV cert indicator)
  - Easy to lose/steal a device
- Users tend to pick bad PINs/passwords
- Users may grant app permission requests without thinking

Mobile Devices: Interfaces

- Phones have lots of sensors
  - GSM – Wi-Fi – Bluetooth – GPS – NFC – Microphone
  - Camera – 6-axis Gyroscope and Accelerometer – Barometer
- Sensors enable attackers to monitor the world around you
  - Where you are & whether you are moving
  - Conversations
  - Video
  - Sensing vibrations due to neighboring keyboard activity led to a word recovery rate of 80%

Mobile Devices: Apps

- Lots of apps
  - 2.8 million Android apps and 2.2 million iOS apps
- Most written by untrusted parties
  - We'd be wary of downloading these on our PCs
  - Rely on
    - Testing & approval by Google (automated) and Apple (automated + manual)
    - Sandboxing
    - Explicit granting of permissions for resource access
- Apps often ask for more permissions than they use
  - Most users ignore permission screens
- Most apps do not get security updates

Mobile Devices: Platform

- Mobile phones are comparable to desktop systems in complexity
  - They will have bugs
- Single user environment
- Malicious apps may be able to get root privileges
  - Attacker can install rootkits, enabling long-term control while concealing their presence

Threats

- Privacy
  - Data leakage
  - Identifier leakage
  - Location privacy
  - Microphone/camera access
- Security
  - Phishing
  - Malware
  - Malicious Android intents
  - Broad access to resources (more than the app needs)

OWASP Top 10 Mobile Risks – 2016

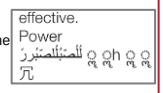
OWASP = Open Web Application Security Project

M1	Improper Platform Usage
M2	Insecure Data Storage
M3	Insecure Communication
M4	Insecure Authentication
M5	Insufficient Cryptography
M6	Insecure Authorization
M7	Client Code Quality
M8	Code Tampering
M9	Reverse Engineering
M10	Extraneous Functionality

https://www.owasp.org/index.php/OWASP_Mobile_Security_Project#tab=Top_10_Mobile_Risks

Sample iOS malware

- May 2015: "Unicode of Death"
  - Single string in a text message could crash an iPhone



- 2015: XcodeGhost: affected over 4000 apps
  - Infected Xcode developer software hosted on the Baidu file sharing service
  - Developers who downloaded this version of Xcode would create apps with malware
    - Remote control via commands from a command web server
    - Send information: time, app's name/ID, network time
    - Ability to hijack apps that support iOS's Inter-App Communication URL mechanism
      - Whatsapp, Facebook, iTunes
    - Access clipboard

Sample Android malware

- 2016: HummingBad – affected over 10 million devices
  - Developed by a Chinese advertising company
  - Can take control of devices, forcing users to click ads and download apps
- 2016: Stagefright – latest version called Metaphor
  - Tricks user into visiting a hacker's web page
  - Page contains a malicious multimedia file that infects the phone
  - Hacker can take control of the device to
    - Gain access to personal information
    - Copy data
    - Use microphone & camera

Android & iOS

Pegasus espionage app

2016: iOS espionage found infecting phone of a political dissident in the UAE

2017: Companion app on Android

"example of the common feature-set that we see from nation states and nation state-like groups"

Functions include

- Keylogging
- Screenshot capture
- Live audio & video capture
- Remote control of the malware via SMS
- Messaging data exfiltration from common apps, including WhatsApp, Skype, Facebook, Twitter, Viber, and Kakao
- Browser history, email, contacts, and text message exfiltration

App can self-destruct when it's at risk of being discovered or compromised

https://arstechnica.com/security/2017/04/found-quite-possibly-the-most-sophisticated-android-espionage-app-ever/

Android Security

Android Security Features

- All app code runs under Dalvik (a variant of a JVM)
  - But native code was needed
- Isolation
  - Android based on Linux, which is multi-user
  - Each app normally runs as a different user
- Communication between apps
  - Related apps may share the same Linux user ID
    - Can share files and may share the same Linux process & Dalvik VM
  - Communication via app framework
    - "Intents": message with {action, data to act on, component to handle the intent}
- Battery life
  - Developers must conserve power
  - Apps store state so they can be stopped and restarted
    - Helps with DoS

App Sandbox

- Each app runs with its own UID in its own Dalvik virtual machine
  - CPU protection, memory protection
  - Authenticated communication with UNIX domain sockets
- Permission model
  - Apps announce permission requirements
  - Whitelist access: user grants access
  - All questions asked at install time
- Exploit prevention
  - Stack canaries
  - Some heap overflow protections (check backward & forward pointers)
  - ASLR

Some security issues

- Intents
  - Sender can verify recipient has a permission by specifying a permission with the intent method call
  - Receivers have to handle malicious intents
- Permissions re-delegation
  - An app, without a permission, may gain privileges through another app
  - If a public component does not explicitly have an access permission listed in its manifest definition, Android permits any app to access it
  - Example
    - Power Control Widget (a default Android widget) – allows 3rd party apps to change protected system settings without requesting permissions
    - Malicious app can send a fake Intent to the Power Control Widget, simulating the pressure of the widget button to switch settings

Some security issues

- Permissions avoidance
  - By default, all apps have access to read from external storage
    - Lots of apps store data in external storage without protection
  - Android intents allow opening some system apps without requiring permissions
    - Camera, SMS, contact list, browser
    - Opening a browser via an intent can be dangerous since it enables
      - Data transmission, receiving remote commands, downloading files

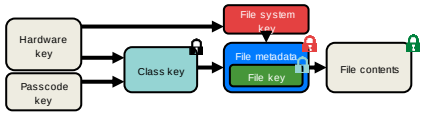
iOS Security

iOS App Security

- Runtime protection
  - System resources & kernel shielded from user apps
  - App sandbox restricts access to other app's data & resources
    - Each app has its own sandbox directory
    - Limit access to files, preferences, network, other resources
  - Inter-app communication only through iOS APIs
  - Code generation prevented – memory pages cannot be made executable
- Mandatory code signing
  - Must be signed using an Apple Developer certificate
- App data protection
  - Apps can use built-in hardware encryption

iOS File Encryption

- File contents are encrypted with a per-file key
- Per-file key is encrypted with a class key & stored in a file's metadata
- File's metadata is encrypted with the file system key
- Hardware AES engine encrypts/decrypts the file as it is written/read on flash memory



Masque Attack

iOS app can be installed using enterprise ad-hoc provisioning

- Can replace genuine app from App Store if they have the same bundle identifier
- iOS didn't enforce matching certificates for apps with the same bundle identifier
- But … user gets a warning "untrusted app developer"

Web apps

- Both iOS & Android support web apps
  - Fully functional web browser incorporated as an app to a specific site
- This makes web client issues relevant
  - Loading untrusted content
  - Leaking URLs to foreign apps

Web page access to sensors

"a malicious webpage could use iPhone sensors to detect a passcode.

The technique was so accurate that the team had a 100% success rate at working out 4-digit PINs within five attempt …

A neural network was used to identify correlations between motion sensor data and tapped PINs, and a browser JavaScript exploit was used to run the malware.

https://9to5mac.com/2017/04/12/iphone-motion-sensors-detect-passcodes/

Hardware aids to security: ARM TrustZone

- Hardware-separated secure & non-secure worlds
  - Non-secure world cannot access secure resources directly
- Software resides in the secure or non-secure world
- Processor executes in one world at any given time
- Each world has its own OS & applications
- Applications
  - Secure key management & key generation
  - Secure boot, digital rights management, secure payment

http://www.arm.com/products/security-on-arm/trustzone

Hardware aids to security

Apple Secure Enclave: Apple's customized TrustZone

- Coprocessor in Apple A7 and later processors
- Runs its own OS (modified L4 microkernel)
- Has its own secure boot & custom software update
- Provides
  - All cryptographic operations for data protection & key management
  - Random number generation
  - Secure key store, including Touch ID (fingerprint) data
- Maintains integrity of data protection even if kernel has been compromised
- Uses encrypted memory
- Communicates with the main processor by an interrupt-driven mailbox and shared memory buffers

Summary

- Mobile devices are attractive targets
  - Huge adoption, simple app installation by users, always with the user
- Android security model
  - Isolated processes with separate UID and separate VM
  - Java code (mostly): managed, no buffer overflows
  - Permission model & communication via intents
- iOS security model
  - App sandbox based on file isolation
  - File encryption
  - Apps written in Objective C and Swift
  - Vendor-signed code, closed marketplace (App Store only)
- Protection efforts have generally been good
  - Usually better than on normal computers

  … but often not good enough!

The end