



The Baseband Basics:
Understanding, Debugging and
Attacking the Mediatek Communication
Processor



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In this talk

- ◆ This is the first public research targeting the Mediatek baseband platform
- ◆ Mediatek powers most popular phones in Africa
- ◆ Disclaimer: Not ready to disclose 0-days yet
- ◆ We will show a DOS though



THE GOAL: A FULLY REMOTE ATTACK

- ◆ Fully remote attacks do not involve any interaction on behalf of the victim
- ◆ Trigger silently without external indication to the victim
- ◆ Will lead (possibly as part of an exploit chain) to full device compromise



ATTACKING ANDROID/IOS

DEP

ASLR

PXN/PAN

Application
Processor





Data Execution Prevention (DEP)

- ❖ Prevents certain memory sectors, e.g. the stack, from being executed.
- ❖ Hardware-enforced DEP works in conjunction with the NX (Never eXecute) bit on compatible CPUs.

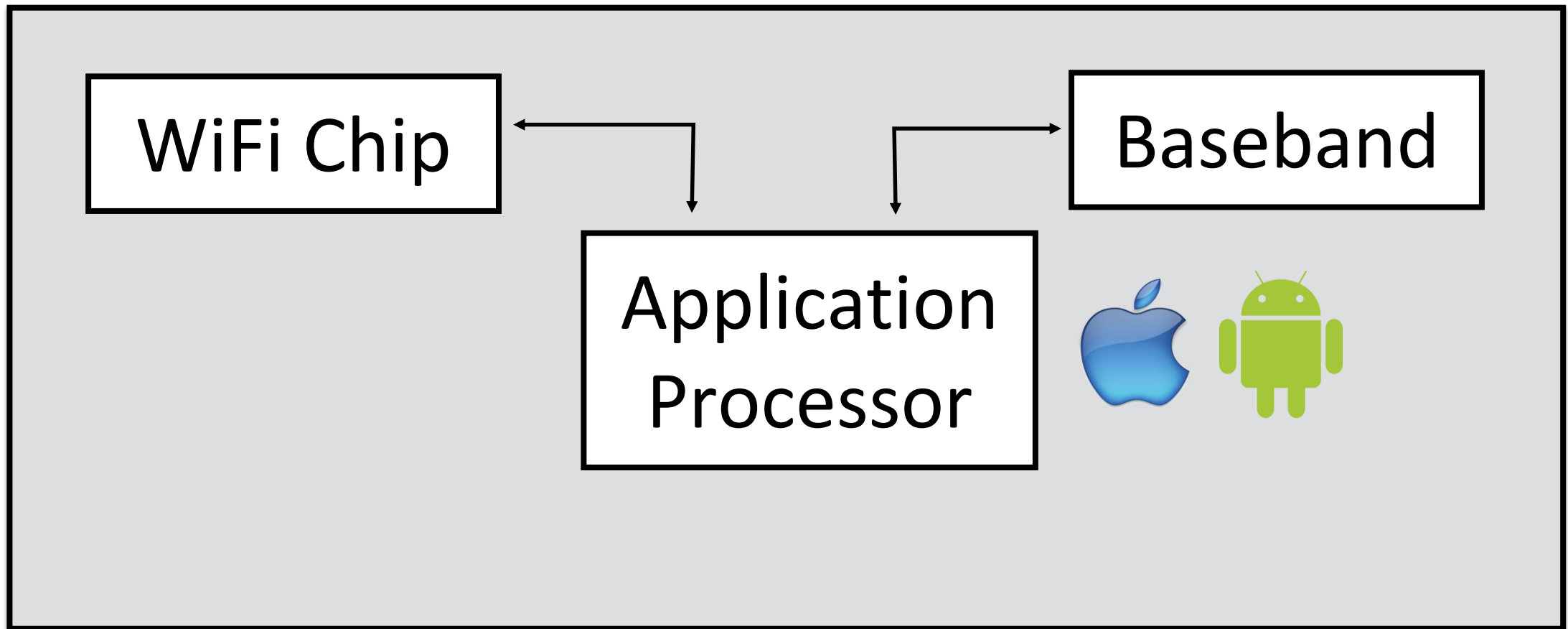


Address Space Layout Randomization (ASLR)

- ❖ Randomizes the address space positions of key data areas of a process, including the base of the executable and the positions of the stack, heap and libraries
- ❖ Makes guessing the location of ROP gadgets and APIs very difficult.



ATTACKING ANDROID/IOS

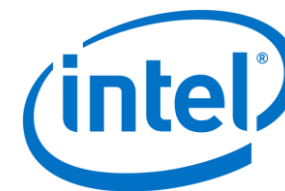




BASEBANDS

iPhone

QUALCOMM®



Samsung Galaxy and Note

QUALCOMM®

SAMSUNG

Google Nexus

QUALCOMM®

Some LGs and HTC's

QUALCOMM®

MEDIATEK



Popular phones in Africa

Alcatel

MEDIATEK

Oppo

MEDIATEK

Tecno

MEDIATEK

iTel

MEDIATEK



Attacking Basebands: Introduction



CC



SMS



GPRS





The Challenges

- ❖ Closed source, no specs available
- ❖ Extensive reversing required
- ❖ No debugging interfaces whatsoever, need to build from scratch

MediaTek MTK Kernel Source Code Leaked! Download it from [HERE!](#)

MediaTek's full source code has been leaked! Yeah! now you guys can also build Android Kit Kat and other OS for your MediaTek devices.

The logo for MediaTek, featuring the word "MEDIATEK" in a bold, sans-serif font. The letters "MEDI" are orange, and the letters "ATEK" are blue. The logo is centered within a light gray rectangular background.

MEDIATEK

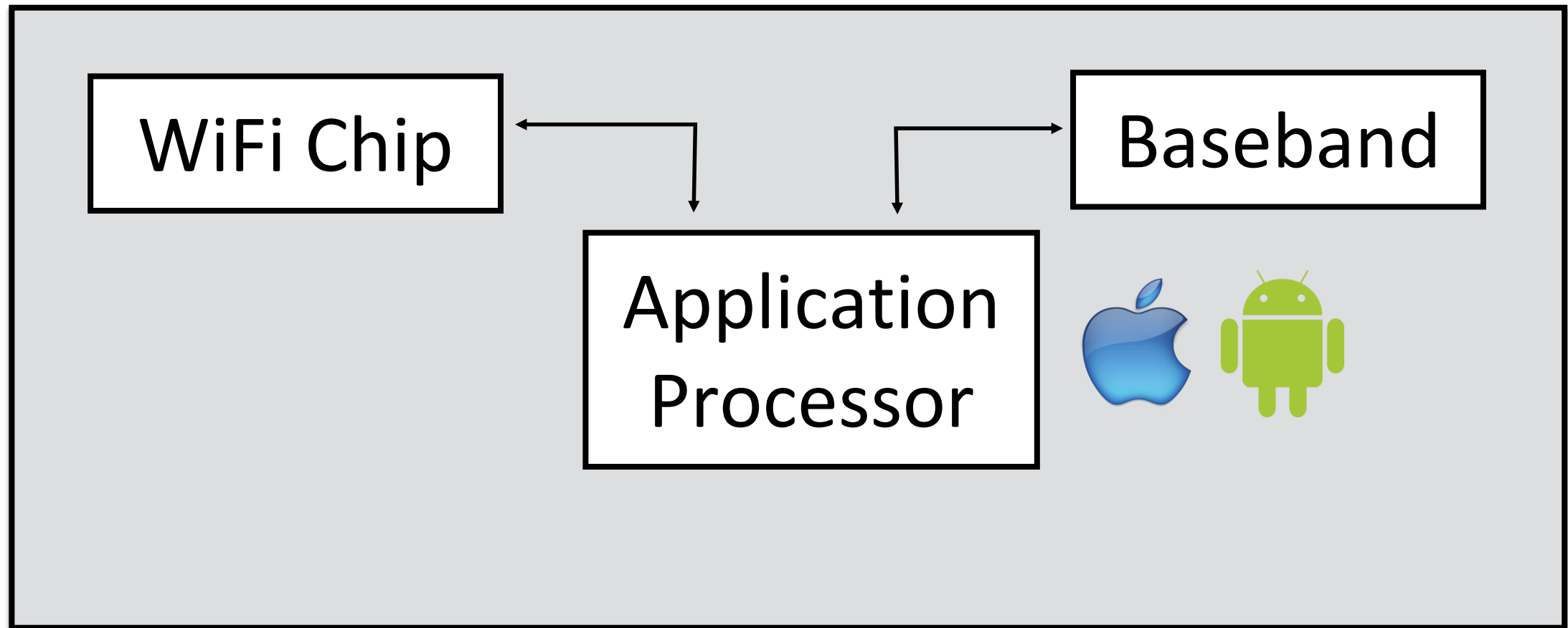


Common Attack Vector

- ❖ Attacking a communication processor (either baseband or Wi-Fi) allows an attacker to form a bridgehead within a system
- ❖ Further escalation is possible and has been done in the past: either through writing directly to the kernel (Broadcom Wi-Fi) or exploiting bugs in the RIL (basebands)



EMBEDDED BRIDGEHEAD DEVICES





***EBDF: Embedded
Bridgehead Devices
Framework***



A little bit history...

- ❖ Framework was developed for Nitay's WiFi project

JULY 25 - 27, 2017
MANDALAY BAY / LAS VEGAS, NV

black hat
USA 2017

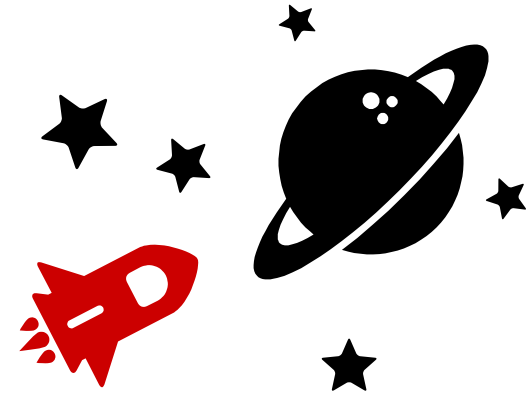
CH 2][Elapsed: 16 s][2017-07-26 21:07

BSSID	PWR	RXQ	Beacons	#Data, #/s	CH	MB	ENC	CIPHER	AUTH	ESSID
2E:F0:A2:16:13:78	-1	0	0	0	0	2	-1			<length:
BSSID	STATION	PWR	Rate	Lost	Frames	Probe				
2E:F0:A2:16:13:78	78:4F:43:7C:FF:5A	-79	0 - 1e	78	5					
(not associated)	5C:F7:E6:9D:E6:22	-75	0 - 1	0	1		MGMResorts-WiFi			
(not associated)	0E:7F:85:64:63:50	-67	0 - 1	0	1					
(not associated)	9A:7C:CD:EA:4C:50	-67	0 - 1	2	2					
(not associated)	48:9D:24:6A:CC:19	-75	0 - 1	0	1		MGMResorts-WiFi			
(not associated)	02:4C:07:69:2E:36	-66	0 - 1	27	32		BlackHatUSA2017,Tex1			
(not associated)	DC:41:5F:26:1C:01	-72	0 - 1	0	2		AndroidAP			
(not associated)	C0:EE:FB:4B:25:57	-63	0 - 1	0	1					
(not associated)	88:66:A5:03:A8:FD	-70	0 - 1	11	2		MGMResorts-WiFi			
(not associated)	D6:A1:AE:E9:71:67	-64	0 - 1	0	1					
(not associated)	7C:46:85:AC:0F:86	-69	0 - 1	0	1					
(not associated)	E0:98:61:8D:73:1A	-67	0 - 1	0	1		MGMResorts-WiFi			
(not associated)	78:4B:87:D5:8B:9C	-45	0 - 1	0	8		NinerWiFi-Secure			
(not associated)	6C:40:08:B5:0D:32	-48	0 - 1	0	15		MGMResorts-WiFi			
(not associated)	DC:09:4C:15:BA:0B	-62	0 - 1	0	2					
(not associated)	DC:0B:34:C1:9E:5B	-62	0 - 1	0	2					



- ❖ **Shannon:** the same concept was found to be useful for baseband research
- ❖ **Mediatek:** worked after some adaptations





*The Heart of the Framework: **Hooks***



Hooks. General Idea

- ◆ Intercept function call
- ◆ Execute our piece of code before any function logic is executed
- ◆ Trace \ change function data

◆ Hooks logic

Finding a target function

```

; void __cdecl wlc_bss_mac_event(wlc_info_t *wlc, wlc_bsscfg_t *bsscfg,
wlc_bss_mac_event                                ; CODE XREF: j_wlc_bss_mac_event
                                                    ; sub_17C7C0+40!p ...

a5          = -0x20
var_1C      = -0x1C
var_18      = -0x18
var_14      = -0x14
var_10      = -0x10
rxframe_data = -0xC
result      = 0
status      = 4
auth_type   = 8
data        = 0xC
datalen     = 0x10

000 10 B5    PUSH    {R4, LR}
008 86 B0    SUB     SP, SP, #0x18
020 13 2A    CMP     R2, #0x13
020 08 9C    LDR     R4, [SP, #0x20+result]
020 01 D1    BNE     loc_17EBCE
020 03 2C    CMP     R4, #3
020 0C D0    BEQ     loc_17EBE8

```

◆ Hooks logic

Hooked function

```

ROM:0017EBBC      B.W      sub_45CBC
ROM:0017EBC0      ; -----
ROM:0017EBC0      B.W      loc_1D5254      Jump to the hook
ROM:0017EBC4      ; -----
ROM:0017EBC4      ; START OF FUNCTION CHUNK FOR sub_1B694A
ROM:0017EBC4      loc_17EBC4                ; CODE XREF: sub_1B694A+1E46A↓j
ROM:0017EBC4      ; ROM:001D52AC↓j
ROM:0017EBC4      ; DATA XREF: ...
ROM:0017EBC4      CMP      R2, #0x13
ROM:0017EBC6      LDR      R4, [SP,#0x20+arg_0]
ROM:0017EBC8      BNE      loc_17EBCE
ROM:0017EBCA      CMP      R4, #3
ROM:0017EBCC      BEQ      loc_17EBE8
ROM:0017EBCE      loc_17EBCE                ; CODE XREF: sub_1B694A-37D82↑j
ROM:0017EBCE      CTD      DA      [SP,#0x20+var_20]

```

- ◆ Hooks logic

Trampoline

- ◆ Prepare function arguments for our usage
- ◆ Jump to our hook main logic
- ◆ Execute the original instructions that was overwritten
- ◆ Get back to the normal execution

◆ Hooks: Trampoline

```
__attribute__((naked)) void  
hook(void)  
{  
    asm(  
        "push {r0-r12,lr}\n"  
        "ldr r12, hook_info_addr\n"  
        "str r0, [r12]\n"  
        "str r1, [r12, #0x4]\n"  
        "str r2, [r12, #0x8]\n"  
        "str r3, [r12, #0xc]\n"  
        "str r4, [r12, #0x10]\n"  
        "str r5, [r12, #0x14]\n"  
        "str r6, [r12, #0x18]\n"  
        "str r7, [r12, #0x1c]\n"  
        "str r8, [r12, #0x20]\n"  
        "str r9, [r12, #0x24]\n"  
        "str r10, [r12, #0x28]\n"  
        "str fp, [r12, #0x2c]\n"  
        "str ip, [r12, #0x30]\n"  
        "str sp, [r12, #0x34]\n"  
        "str lr, [r12, #0x38]\n"  
        "str r0, [r12, #0x44]\n"  
        "mov r0, r12\n"  
        "ldr r12, entry_addr\n"  
        "blx r12\n"  
        "pop {r0-r12,lr}\n"  
        "push {r4,lr}\n" // Replacement  
        "sub sp, sp, #0x18\n" // Replacement  
        "ldr pc, ret_addr\n"  
        "hook_info_addr:\n"  
        ".long " HOOK_INFO_ADDR "\n"  
        "entry_addr:\n"  
        ".long " ENTRY_FUNC_ADDR "\n"  
        "ret_addr:\n"  
        ".long " RET_ADDR "\n"  
    );  
}
```

Prepare function arguments
for the hook

Jmp to main hook logic

Original instructions

◆ Hooks logic

4

Addresses

```
HOOK_FUNC_ADDR = 0x1d5254  
ENTRY_FUNC_ADDR = 0x161b00
```

◆ Hooks logic

Trampoline After applying

[illegible]

Jmp to main hook logic

◆ Hooks logic

Hook_info structure

```
struct hook_info {  
    struct orig_regs regs;  
    void *hook_func;  
    void *hook_output;  
    unsigned int data_idx;  
    unsigned int data[HOOK_DATA_SIZE];  
    unsigned int lock;  
};
```

◆ Hooks logic

Hook main logic

```
39 void
40 entry(struct hook_info *h)
41 {
42     unsigned int stub;
43     struct arg_info *args = (struct arg_info *) h->data;
44     unsigned int a1 = h->regs.ARM_r0;
45     unsigned int a2 = h->regs.ARM_r1;
46     unsigned int a3 = h->regs.ARM_r2;
47     unsigned int a4 = h->regs.ARM_r3;
48     unsigned int sp = h->regs.ARM_sp;
49     unsigned int lr = GET_OFFSET_UINT(sp, 0x34);
50
51     printf("wlc_bss_mac_event: a1: %08x | a2: %08x | a3: %08x | a4: %08x | lr: %08x\n", a1, a2, a3, a4, lr);
52
53     printf("Stack trace:\n");
54     print_stack(&stub, 0x100);
55
56     return;
57 }
```

◆ Hooks logic

*Hook main
After applying*

sub_1D5354

```
var_30= -0x30
var_2C= -0x2C
var_28= -0x28
var_20= -0x20
arg_120= 0x120
```

```
PUSH.W      {R4-R8, LR}
MOV         R7, R0
LDR.W      R8, =(off_1D5438 - 0x1D536C)
SUB        SP, SP, #0x18
LDR        R0, =(aWlc_bss_mac_ev - 0x1D5372)
MOV.W      R6, #0xFB00
LDR        R3, [R7, #4]
ADD        R8, PC ; off_1D5438
LDR.W      LR, [R7, #0x34]
ADD        R0, PC ; "wlc_bss_mac_event: a1: %08x | a2: %08x "..."
MOV        R2, R3
LDR        R3, [R7, #0xC]
ADD        R4, SP, #0x30+var_20
LDR.W      R12, [R7, #8]
ADD        R5, SP, #0x30+arg_120
LDR        R1, [R7]
MOVT.W     R6, #0x1F
STR        R3, [SP, #0x30+var_30]
MOV        R3, R12
LDR        R7, [R7, #0x14]
LDRB       R7, [R7, #8]
STR        R7, [SP, #0x30+var_2C]
LDR.W      R7, [LR, #0x34]
STR        R7, [SP, #0x30+var_28]
LDR.W      R7, [R8]
BLX        R7 ; sub_162BB8
LDR        R0, =(aStackTrace - 0x1D53A4)
LDR.W      R3, [R8] ; sub_162BB8
LDR        R7, =(aFn08x08x_0 - 0x1D53AC)
ADD        R0, PC ; "Stack trace:\n"
LDR.W      R8, =(off_1D5438 - 0x1D53AE)
BLX        R3 ; sub_162BB8
ADD        R7, PC ; "fn: %08x: %08x\n"
ADD        R8, PC ; off_1D5438
B          loc_1D53B2
```



Hooks condition

Read \ Write Primitive 

Read \ Write Primitive



	How?	Signature check?
<i>Wifi chip</i>	dhdutil	No 😊
<i>Shannon</i>	Bug + ATcommands	Yes ☹️
<i>Mediatek</i>	Trick	No 😊



Mediatek: Achieving Debugging Abilities



Conditions of a debugger

- ◆ Must have the ability allow reading and writing to memory.
- ◆ Must have the ability to change memory permissions of various regions
- ◆ Must have ability to change code on runtime



Modem / AT Commands

- ❖ Modems use a set of commands that enable them to do various tasks called Modem/AT commands
- ❖ AT commands take in a command and respond back to RILD which logs them to the the radio logs.
- ❖ Syntax AT+ Command=arguments (...mainly)



AT commands

```
john@john: ~ 91x11
john@john:~$ adb shell
shell@htc_e56ml_dtul:/ $ su
root@htc_e56ml_dtul:/ # echo "AT+CGMM" > /dev/radio/atci1
root@htc_e56ml_dtul:/ #
```

```
john@john: ~ 91x11
john@john:~$ adb logcat -b radio | grep -i "E RIL : Un"
06-24 10:10:42.626 1216 1237 E RIL : Unhandled unsolicited result code: +CGMM: MTK2
06-24 10:10:42.626 1216 1237 E RIL : Unhandled unsolicited result code: OK
```



AT commands function table

ROM:006BD89C	E5 64 31 00	DCD rmmi___hdlr+1
ROM:006BD8A0		; RMMI_EXT_CMD_FUNCTION rmmi_extended_validator_ft[]
ROM:006BD8A0	71 74 31 00	rmmi_extended_validator_ft DCD rmmi_cacm_hdlr+1
ROM:006BD8A0		; DATA XREF:
ROM:006BD8A0		; rmmi_extenc
ROM:006BD8A4	11 75 31 00	DCD rmmi_camm_hdlr+1
ROM:006BD8A8	15 76 31 00	DCD rmmi_clcc_hdlr+1
ROM:006BD8AC	49 76 31 00	DCD rmmi_vts_hdlr+1
ROM:006BD8B0	D9 76 31 00	DCD rmmi_chup_hdlr+1
ROM:006BD8B4	C5 77 31 00	DCD rmmi_chld_hdlr+1
ROM:006BD8B8	F5 78 31 00	DCD rmmi_ecpi_hdlr+1
ROM:006BD8BC	4D 79 31 00	DCD rmmi_eccp_hdlr+1
ROM:006BD8C0	8D 79 31 00	DCD rmmi_caoc_hdlr+1
ROM:006BD8C4	8D 7A 31 00	DCD rmmi_ccwe_hdlr+1
ROM:006BD8C8	09 7B 31 00	DCD rmmi_ccug_hdlr+1
ROM:006BD8CC	D9 7B 31 00	DCD rmmi_cpas_hdlr+1
ROM:006BD8D0	51 7C 31 00	DCD rmmi_cvhu_hdlr+1
ROM:006BD8D4	C1 7C 31 00	DCD rmmi_ctfr_hdlr+1

```

1 void __fastcall rmmi_gmm_hdlr(rmmi_string_struct *source_string)
2 {
3     rmmi_string_struct *source_string_ptr; // r5
4     rmmi_context_struct *context; // r6
5     signed int v3; // r4
6     char *v4; // r1
7     kal_uint16 v5; // r3
8     int v6; // [sp+0h] [bp-88h]
9     char v7; // [sp+50h] [bp-38h]
10
11     source_string_ptr = source_string;
12     context = rmmi_ptr_g;
13     dhl_trace(0, 0, 246415620, 0);
14     if ( source_string_ptr->field_D == 4 )
15     {
16         v3 = sub_30DB66(source_string_ptr->src_id, 1, (int)&v7);
17         if ( v3 == 1 )
18         {
19             context->arg_list[0] = &v7;
20             if ( sbp_query_md_feature(38) == 1 )
21                 v4 = "%s";
22             else
23                 v4 = "+CGMM: %s";
24             v5 = rmmi_fast_string_print((kal_uint8 *)&v6, (kal_uint8 *)v4, context->arg_list, 1u);
25         }
26         else
27         {
28             v5 = 0;
29         }
30     }
31     else
32     {
33         v5 = 0;
34         v3 = 0;
35     }
36     rmmi_final_rsp_generator(source_string_ptr->src_id, (kal_bool)v3, (kal_uint8 *)&v6, v5);
37 }

```



Hooking the handlers (Strategy)

- ◆ **Read** => AT+command=read=size=address
- ◆ **Write** => AT+command=write=address=raw bytes
- ◆ **Memory allocation** => AT+command=alloc=size

```
john@john:~$ adb logcat -b radio | grep "unsoli"
06-22 07:06:41.612 1216 1243 E RIL : Unhandled unsolicited
result code: 600021616019ee
06-22 07:06:41.612 1216 1243 E RIL : Unhandled unsolicited
result code: [+] End of dump
06-22 07:06:41.612 1216 1243 E RIL : Unhandled unsolicited
result code: 1000 bytes from 0x00000
06-22 07:06:41.613 1216 1243 E RIL : Unhandled unsolicited
result code: [+] dff81cf0dff81cf0dff81cf0dff81cf0dff81cf0dff81cf0
dff81cf0dff81cf0892a00003b325900573259007f3259009d325900000000000a
40c0370dcabc100070b5054619ee1d4f0020664219e019ee1d0fa0422cbfc4eb00
003018e5f0f6fc09a3d3e9002316f383f109a3d3e90023e5f0b0fb08a3d3e9002
316f3a3f216f395f7a842e3d370bde0229ca98ec4f83fe0229ca98ec4e83f0000
000000408f402de9f0411746424a06460c46136833b9404bd8061cbf23f01f032
03313603e4b15681b68d3b914f01f0125f0704503d024f01f00103101e0204610
211f3121f01f0102f013fe04f07043b3f1704f05d124f070442046012108f11cf
9002110222846faf392ef002315f01f012b70284603d025f01f00103100e01021
1f3121f01f0102f0f3fd237814f01f0143f001036560237003d024f01f0010310
1e0204610211f3121f01f0102f0e0fd01231b4ab34013600c3a11680b42fcd116
4a12683ab9012106f10a029140154a10680142fcd1144a4ff47a7842f82640002
5124e08fb07f8013f53652021204602f084fd23780120d90709d5fff752ffb742
f3d801354545f0d90020bde8f081bde8f08140cab2f110cab2f1383c9bf15c010
e8000020e8000010e80358941002de9f0471746704a80460c46136833b96e4bd9
061cbf23f01f03203313606c4b
06-22 07:06:41.613 1216 1243 E RIL : Unhandled unsolicited
result code: [+] End of dump
```



Changing memory permissions

- ◆ The goal is to make the whole memory RWX to the MPU
- ◆ Make it possible to write code and execute it
- ◆ `AT+command=permission=region start address`

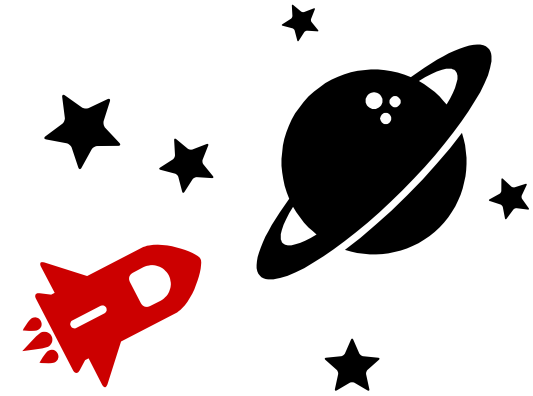


```
// Set Region;
asm volatile ("MCR p15, 0, %0, c6, c2, 0" : : "r"(region_number));

// Read Region Access Control Register
asm volatile ("MRC p15, 0, %0, c6, c1, 4" : "=r"(dracr));

// Region Base Address |
asm volatile ("MRC p15, 0, %0, c6, c1, 0" : "=r"(drbar));
dracr &= ~0x1700;
dracr |= 0x300;

// Write Region Access Control Register
asm volatile ("MCR p15, 0, %0, c6, c1, 4" : : "r"(dracr));
```



Architecture



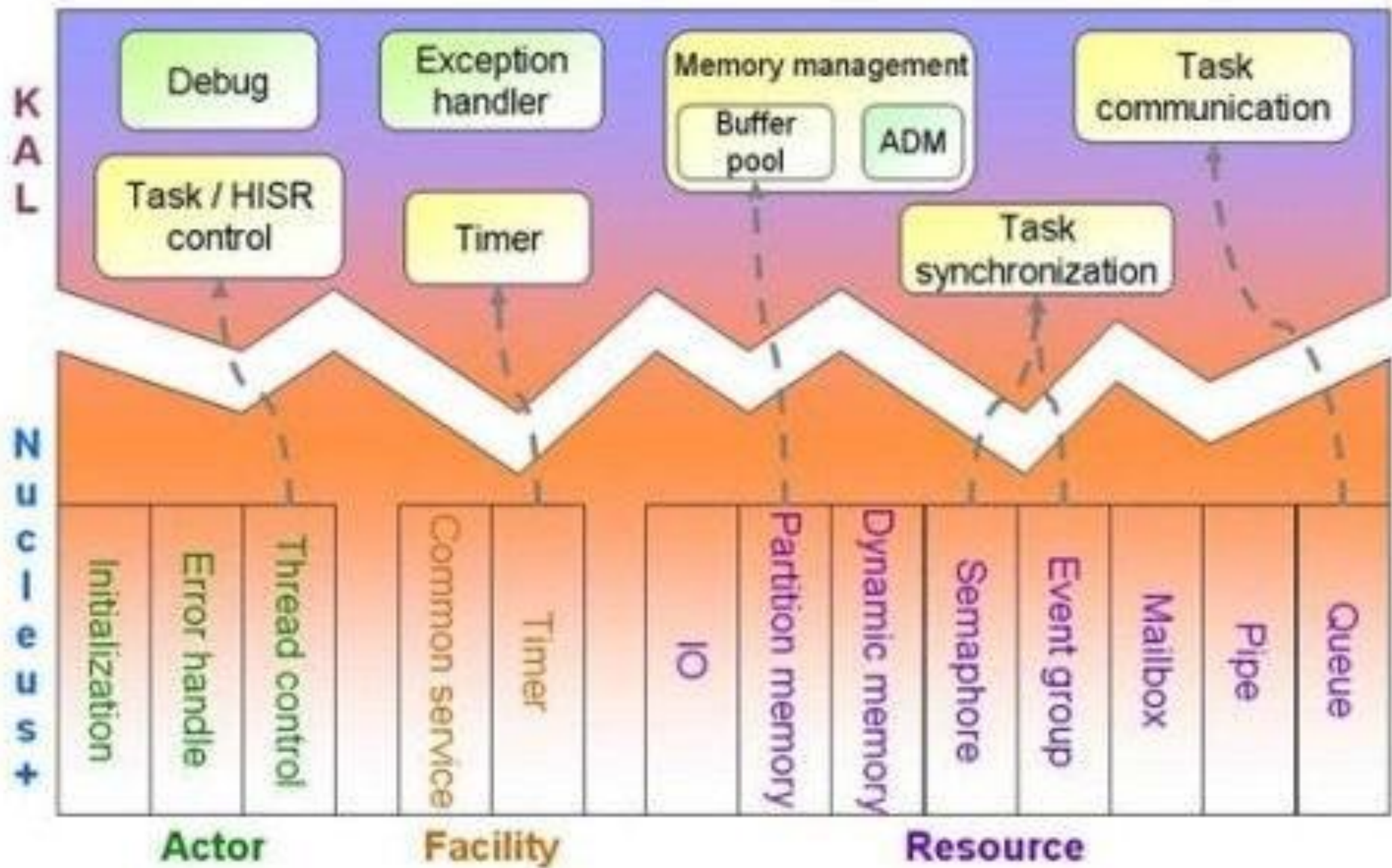
MAUI Runtime Environment

- ◆ Mediatek implements "standalone" applications for their MAUI/Nucleus OS.
- ◆ Use Kernel Adaptation Layer(KAL) between Real Time Operating System (RTOS) and upper layer applications



KAL API's

- ◆ Task management
- ◆ Task synchronization
- ◆ Task communication
- ◆ Timer Management
- ◆ Memory management







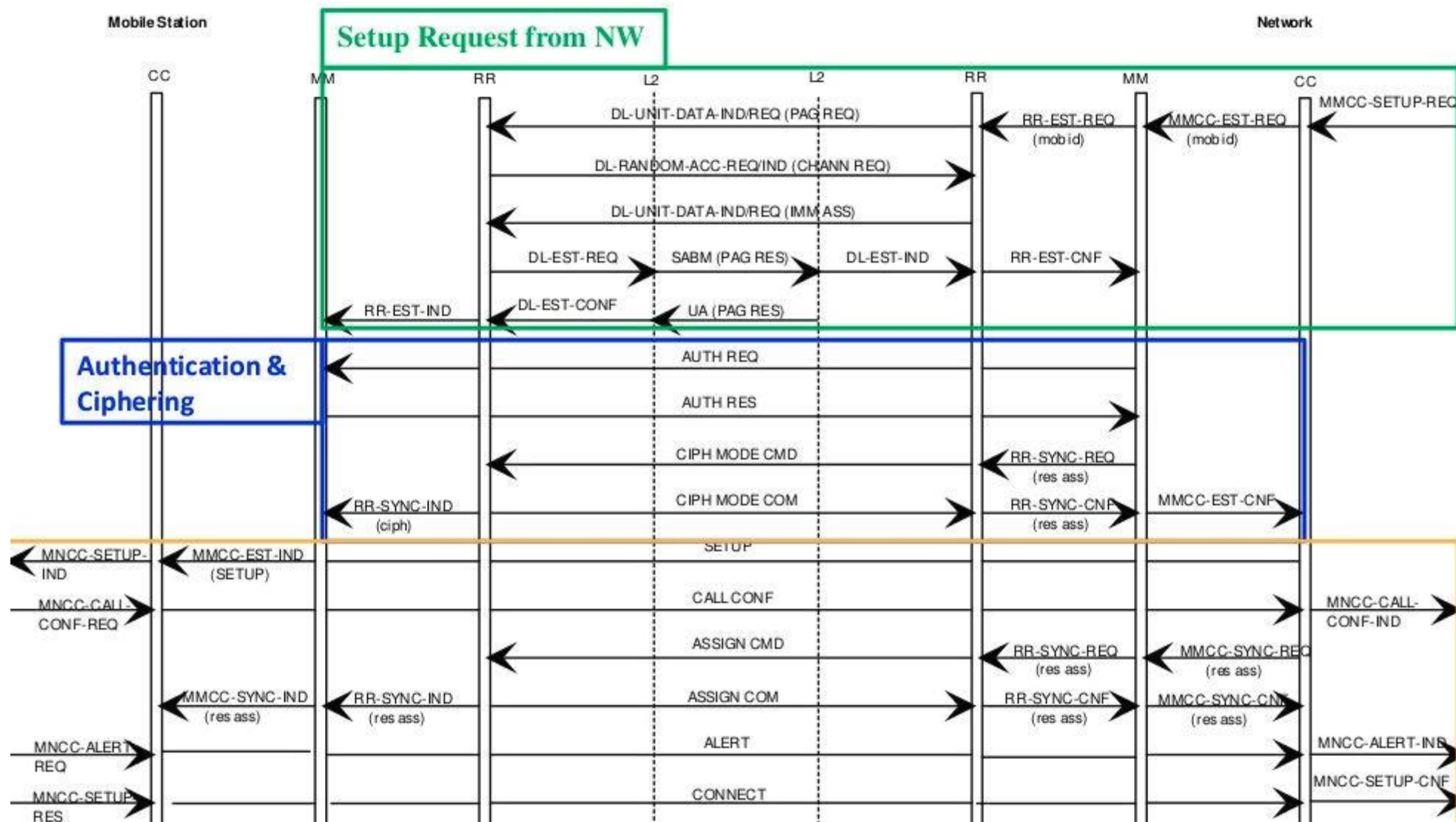
ILM_STRUCT

```
typedef struct ilm_struct {  
    module_type    src_mod_id;  
    module_type    dest_mod_id;  
    sap_type       sap_id;  
    msg_type       msg_id;  
    local_para_struct *local_para_ptr;  
    peer_buff_struct *peer_buff_ptr;  
} ilm_struct;
```



Reverse Engineering the CC Protocol

CC Protocol (Call Control)





CC task routing

```
void __fastcall cc_route_ilm(ilm_struct *a1)
{
    local_para_struct *v1; // r1
    ilm_struct *v2; // r5
    trace_class_enum v3; // r0
    kal_uint32 v4; // r2
    int v5; // r4
    unsigned __int8 v6; // r3
    int v7; // r0
    int v8; // r0
    int v9; // r0
    void (__fastcall *v10)(local_para_struct *, _DWORD); // [sp+8h] [bp-28h]
    char v11; // [sp+Ch] [bp-24h]
    unsigned __int8 v12; // [sp+Fh] [bp-21h]

    v1 = a1->local_para_ptr;
    v2 = a1;
    v10 = 0;
    v12 = 7;
    if ( !v1 )
    {
        --
    }
}
```



CC task routing

- ❖ Tasks are chosen depending on the destination module's ID
- ❖ Each task has an array of messages. These are sent one by one to the relevant message handlers
- ❖ Some of these messages are under an attacker's full control.

ROM:00710DB0	8D 05 60 00	cc_peer_message_handlers	DCD cc_peer_alert_hdlr+1
ROM:00710DB0			; DATA XREF: cc_get_peer_msg_hdlr:loc_60159A↑
ROM:00710DB0			; ROM:off_601614↑o
ROM:00710DB4	51 06 60 00		DCD cc_peer_call_proceeding_hdlr+1
ROM:00710DB8	89 04 60 00		DCD cc_peer_connect_hdlr+1
ROM:00710DBC	51 0C 60 00		DCD sub_600C50+1
ROM:00710DC0	B5 0E 60 00		DCD cc_peer_progress_hdlr+1
ROM:00710DC4	00 00 00 00		DCD 0
ROM:00710DC8	00 00 00 00		DCD 0
ROM:00710DCC	59 0D 60 00		DCD cc_peer_setup_hdlr+1
ROM:00710DD0	55 24 60 00		DCD cc_peer_modify_hdlr+1
ROM:00710DD4	D1 24 60 00		DCD cc_peer_modify_complete_hdlr+1
ROM:00710DD8	55 25 60 00		DCD cc_peer_modify_reject_hdlr+1
ROM:00710DDC	F1 25 60 00		DCD sub_6025F0+1
ROM:00710DE0	D5 1A 60 00		DCD sub_601AD4+1
ROM:00710DE4	65 1B 60 00		DCD sub_601B64+1
ROM:00710DE8	51 1D 60 00		DCD sub_601D50+1
ROM:00710DEC	E1 1D 60 00		DCD sub_601DE0+1
ROM:00710DF0	5D ED 5F 00		DCD cc_peer_disconnect_hdlr+1
ROM:00710DF4	59 EF 5F 00		DCD cc_peer_release_hdlr+1
ROM:00710DF8	69 F1 5F 00		DCD cc_peer_release_complete_hdlr+1
ROM:00710DFC	09 26 60 00		DCD sub_602608+1
ROM:00710E00	F1 C0 5F 00		DCD sub_5FC0F0+1
ROM:00710E04	89 BE 5F 00		DCD sub_5FBE88+1
ROM:00710E08	AD BF 5F 00		DCD sub_5FBFAC+1
ROM:00710E0C	39 FC 5F 00		DCD sub_5FFC38+1
ROM:00710E10	61 FD 5F 00		DCD sub_5FFD60+1
ROM:00710E14	CD FC 5F 00		DCD sub_5FFCCC+1
ROM:00710E18	41 A9 5F 00		DCD sub_5FA940+1
ROM:00710E1C	6D 6F 64 65+	aModemNasCcSs_2	DCB "modem/nas/cc-ss/cc/src/cc_hold_proc.c",0

```

1 void *__fastcall cc_form_app_setup_ind(void *result, kal_uint32 *a2, int a3)
2 {
3     _BYTE *setup_ind; // r5
4     kal_uint32 *v4; // r4
5     unsigned __int8 *buff; // r6
6
7     setup_ind = result;
8     v4 = a2;
9     buff = (unsigned __int8 *)a3;
10    if ( *((_BYTE *)a2 + 4) )
11    {
12        *((_BYTE *)result + 5) = 1;
13        *((_BYTE *)result + 6) = *(_BYTE *)a2[2];
14    }
15    if ( *((_BYTE *)a2 + 12) )
16    {
17        *((_BYTE *)result + 7) = 1;
18        result = cc_form_app_bc_from_peer((_BYTE *)result + 8, (void *)a2[4]);
19    }
20    if ( *((_BYTE *)v4 + 20) )
21    {
22        setup_ind[26] = 1;
23        result = cc_form_app_bc_from_peer(setup_ind + 27, (void *)v4[6]);
24    }
25    if ( *((_BYTE *)v4 + 28) )
26    {
27        result = (void *)cc_form_app_fac_ie(setup_ind + 48, buff);
28        setup_ind[45] = (_BYTE)result;
29    }
30    if ( *((_BYTE *)v4 + 36) )
31    {
32        setup_ind[56] = 1;
33        result = cc_form_app_progress_indicator(setup_ind + 57, v4[10]);
34    }
35    if ( *((_BYTE *)v4 + 44) )
36    {
37        setup_ind[59] = 1;
38        setup_ind[60] = *(_BYTE *)v4[12];
39    }
40    if ( *((_BYTE *)v4 + 52) )

```



Saving BC IE

```
void *__fastcall cc_form_app_bc_from_peer(_BYTE *a1, void *a2)
{
    unsigned int v2; // r2

    v2 = *(unsigned __int8 *)a2;
    *a1 = v2;
    return memcpy_2(a1 + 2, *((const void **)a2 + 1), v2);
}
```



Exploitation



DOS on the baseband

- ❖ The baseband allocates memory in the control buffer.
- ❖ Among the bugs we found was a DOS bug which involved memory allocation via **get_ctrl_buffer_ext**
- ❖ When no heap memory is available, **get_ctrl_buffer_ext** fails to handle the failure gracefully and crashes the whole system
- ❖ Causing large allocations via CC messages reliably caused a system crash



DEMO



Future Steps

- ❖ Currently working on a potential RCE bug
- ❖ If successful, will release around end of year
- ❖ Escalation to application processor: Previous research by Comsecuris showed this to be possible by exploiting bugs in the RIL daemon



QUESTIONS?