#### Digital Interruption

# Prototyping and reverse engineering with frida

+44 (0)161-820-3056

www.digitalinterruption.com

jahmel@digitalinterruption.com



#### THIS WORKSHOP

- Introduction to rapid reverse engineering with Frida
- PRACTICAL EXERCISES (LIMIT THE THEORY)
- VIEW THE CODE! NO NEED TO READ ASSEMBLY
- LINUX/ANDROID
- !EXPLOITATION
- 2 HOURS (REALISTICALLY LESS)

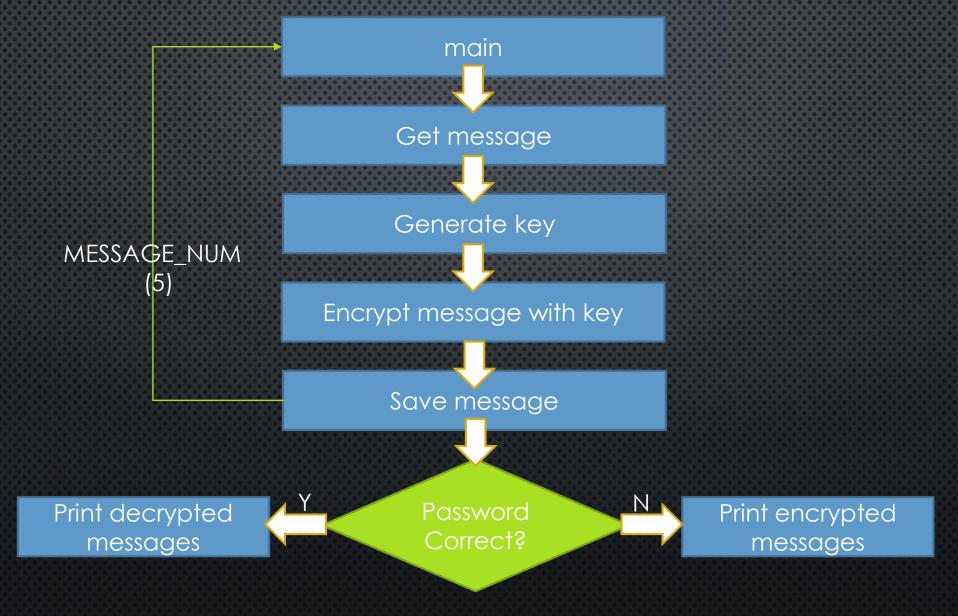
### **PREREQUISITES**

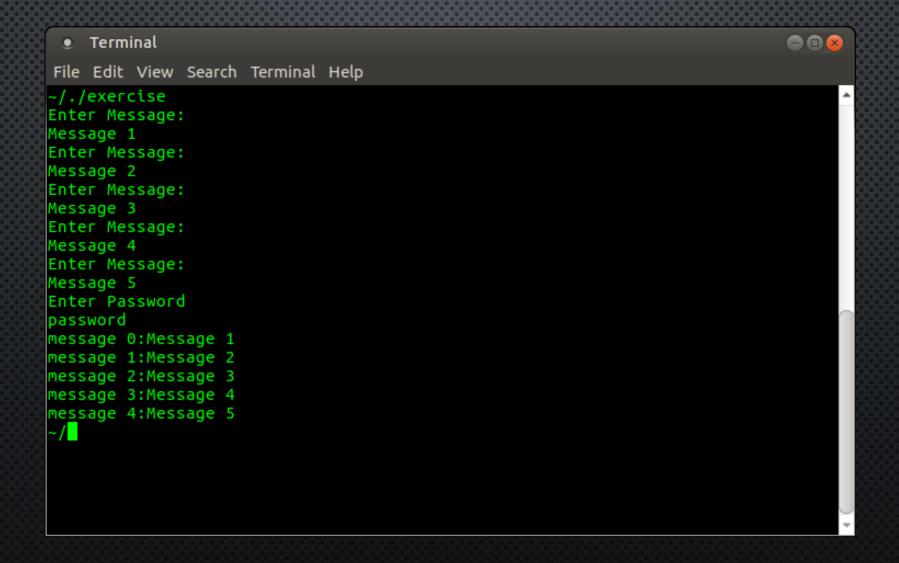
- LAPTOP RUNNING LINUX
- C COMPILER (OR TRUST MY BINARY )
- FRIDA
- READ SIMPLE C CODE
- CODE SIMPLE JAVASCRIPT

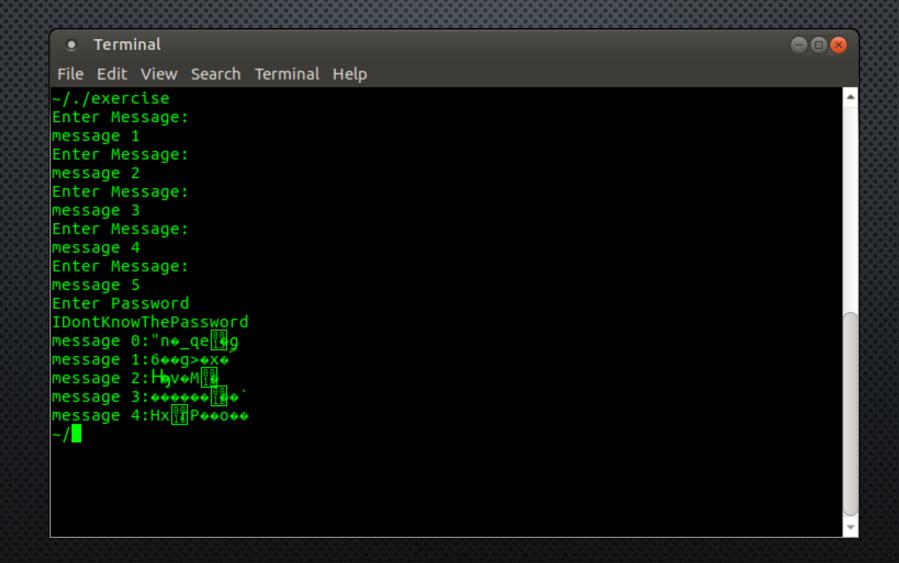
### WHOAM

- JAHMEL HARRIS
- Pen Tester/Security Researcher at Digital Interruption Mobile |
   Radio | Reverse Engineering
- @JayHarris\_Sec
- @MCRGREYHATS
- @DI\_SECURITY

TARGET APPLICATION







CAN WE BYPASS THE NEED FOR A PASSWORD?

#### **EXERCISE 0**

- Configure environment for workshop
  - pip install frida
  - DOWNLOAD EXERCISE.C (http://bit.ly/2kOlzrb)
  - \$ make exercise
  - sudo sysctl kernel.yama.ptrace.scope=0

#### WHAT IS REVERSE ENGINEERING?

- REPRODUCING SOMETHING BASED ON EXTRACTED KNOWLEDGE
- UNDERSTANDING THE BEHAVIOUR OF A BINARY
- LENGTHY PROCESS THAT REQUIRES SKILL

## IF IT'S SO HARD, WHY DO IT?

- SOURCE CODE RECOVERY
- INTEROPERABILITY
- Fun!
- VULNERABILITY RESEARCH

#### APPLICATION HOOKING

- INVALUABLE TOOL IN DYNAMIC ANALYSIS
- VIEW INTERNAL STATE
- ADD LOGGING
- CHANGE APPLICATION LOGIC

#### APPLICATION HOOKING

```
read(0,buffer,255);
                                   read(int,char*,int){
                                       //code
message = encrypt(buffer,key,255);
                                   encrypt(char*,char*,int){
                                       //code
   sendMessage(message,255);
```

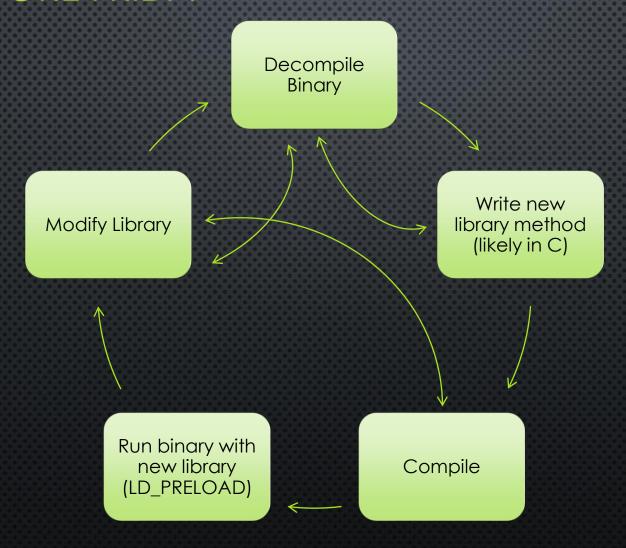
#### APPLICATION HOOKING

```
read(0,buffer,255);
                                    read(int,char*,int){
                                        buffer="our string";
message = encrypt(buffer,key,255);
                                    encrypt(char*,char*,int){
                                        log(args);
                                        encrypt(args[0],"000000",args[2]);
   sendMessage(message,255);
                                              encrypt(char*,char*,int){
                                                  //code
```

# BEFORE FRIDA



## BEFORE FRIDA



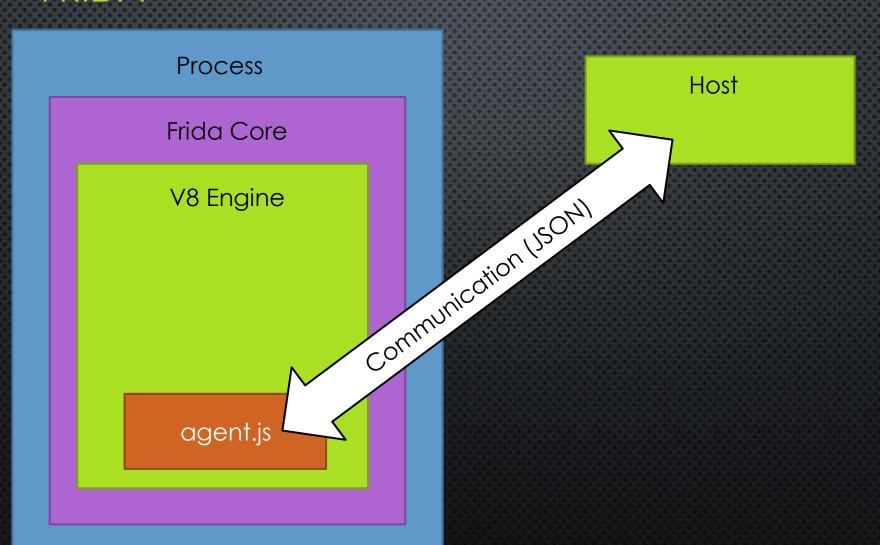
DEMO

## AFTER FRIDA



DEMO

- FRAMEWORK FOR INSTRUMENTATION
- INJECTING JAVASCRIPT INTO APPLICATION (WHAAAA!)
- MOST IMPORTANTLY A FRAMEWORK FOR BUILDING TOOLS















#### EXERCISE 1

- INJECT JAVASCRIPT INTO PROCESS
- EXPLORE FRIDA API
  - WHAT IS THE CURRENT THREADID?
  - What Modules are loaded into the process?
  - What are the addresses of the libc functions?

- FRIDA
- FRIDA-PS
- FRIDA-TRACE

- Written using Frida (and installed with frida)
- CREATES JAVASCRIPT FILE FOR HOOKED FUNCTIONS (BY NAME)
- Can use wildcards (Frida-trace —I "\*" process)

char\* encryptedMessage = encryptMessage(message,key,255);

```
onEnter: function(log,args,state){
   log("encryptMessage");
   log(Memory.readUtf8String(args[1]));
}
```

```
onLeave: function(log,retval,state)
{
    retval.replace(0x00);
}
```

char\* encryptedMessage = encryptMessage message,key,255);

```
onEnter: function(log args state){
    log("encryptMessage");
    log(Memory.readUtf8String(args[1]));
}

onLeave: function(log,retval,state)
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char encryptedMessage = encryptMessage(message,key,255);

```
onEnter: function(log,args,state){
    log("encryptMessage");
    log(Memory.readUtf8String(args[1]);
}

onLeave: function(log,retval,state)
{
    retval.replace(0x00);
}
```

```
char buffer[255] encryptMessage(message,key buffer, 255);
```

```
onEnter: function(log,args,state){
    log(Memory.readUtf8String(args[2]); //garbage
    this.buf = args[2];
}
```

```
onLeave: function(log,retval,state)
{
    log(Memory.readUtf8Strir g(this.buf))
}
```

DEMO

#### **EXERCISE 2**

- HOOK THE PROCESS TO LOG "READ"
  - WHAT ABOUT THE ARGUMENTS?
  - POINTERS?
- MODIFY "RAND()" TO AFFECT THE ENCRYPTED DATA

- Require memory address
  - Easy with imported functions + Frida-trace
- WHAT ABOUT INTERNAL FUNCTIONS?
  - HINT: OBJDUMP

\$ objdump -d exercise | grep -i "functionName" af3: e8 fd 01 00 00 callq cf5 <functionName> 0000000000000cf5 <functionName>:

\$ objdump -d exercise | grep -i "functionName" af3: e8 fd 01 00 00 callq cf5 <functionName> 0000000000000cf5 <functionName>:

WE NOW KNOW THE OFFSET

\$ objdump -d exercise | grep -i "functionName" af3: e8 fd 01 00 00 callq cf5 <functionName> 0000000000000cf5 <functionName>:

\$ frida-trace -a exercise!0x0f5

[Local::ProcName::printRandNumber]-> Process.enumerateModulesSync()

#### **EXERCISE 3**

- CHANGE "ENCRYPTSTRING()" TO PRINT THE KEY
- HOW CAN THE "CHECKPASSWORD()" FUNCTION BE BYPASSED?

### SCRIPTING FRIDA

- BINDINGS MAKE FRIDA SCRIPTABLE!
- BINDINGS FOR NODE.JS, PYTHON, .NET, QML ETC

#### PYTHON TEMPLATE

```
import frida
import sys
def on_message(message, data):
  print message['payload']
jscode = """
send("hello world");
session = frida.attach("process")
script = session.create_script(jscode)
script.on('message', on_message)
script.load()
sys.stdin.read()
```

DEMO

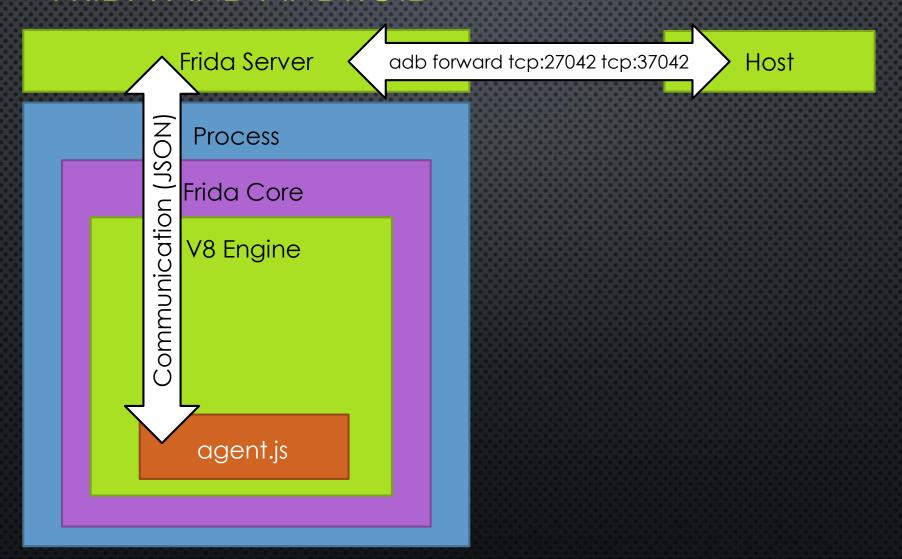
#### **EXERCISE 4**

- CREATE PYTHON SCRIPT TO RUN DECRYPTMESSAGE()
- Create Python script to replace PrintAllEncryptedMessages with decryptAllMessages()
  - HINT: NATIVEFUNCTION()

## FRIDA AND ANDROID

ROOTED AND NON ROOTED

## FRIDA AND ANDROID



## DEMO - BYPASSING APP SECURITY

HOW DO WE PROTECT AGAINST THIS?

SHOULD WE PROTECT AGAINST THIS?