

# PROTOTYPING AND REVERSE ENGINEERING WITH FRIDA

BSIDES LONDON 2017

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#### 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



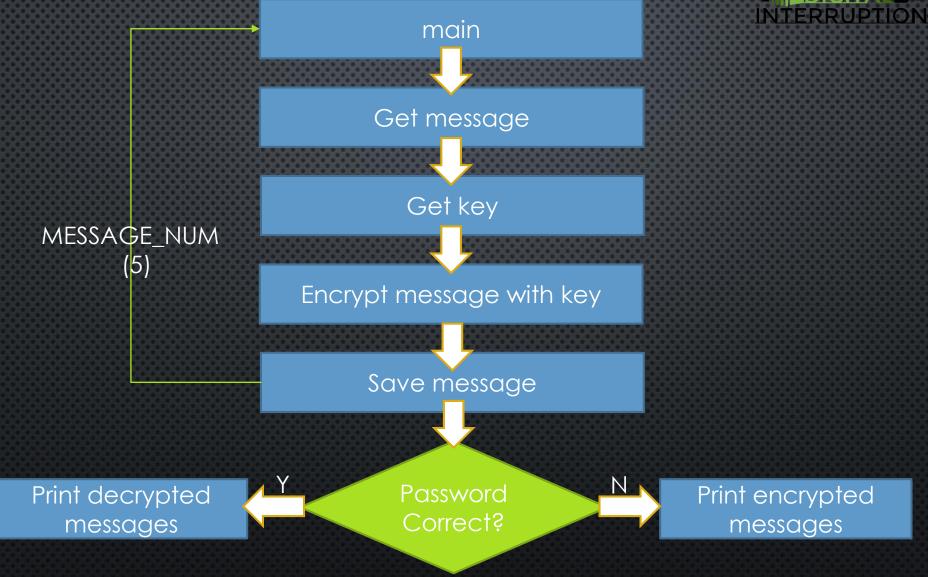
#### WHOAMI

- SECURITY CONSULTANT/RESEARCHER/ETHICAL HACKER
- FOUNDER DIGITAL INTERRUPTION
- ENJOY APPLICATION (MOBILE) SECURITY
- @JAYHARRIS\_SEC / DI\_SECURITY
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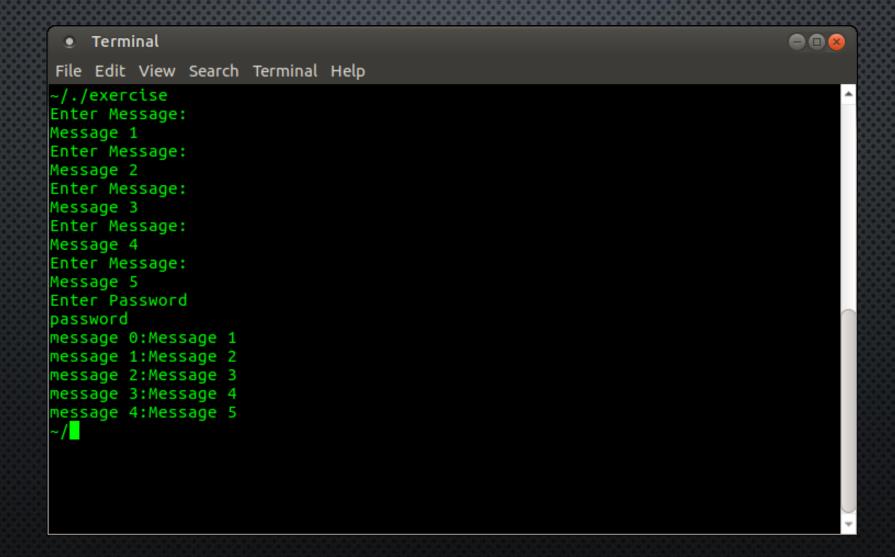


#### TARGET APPLICATION

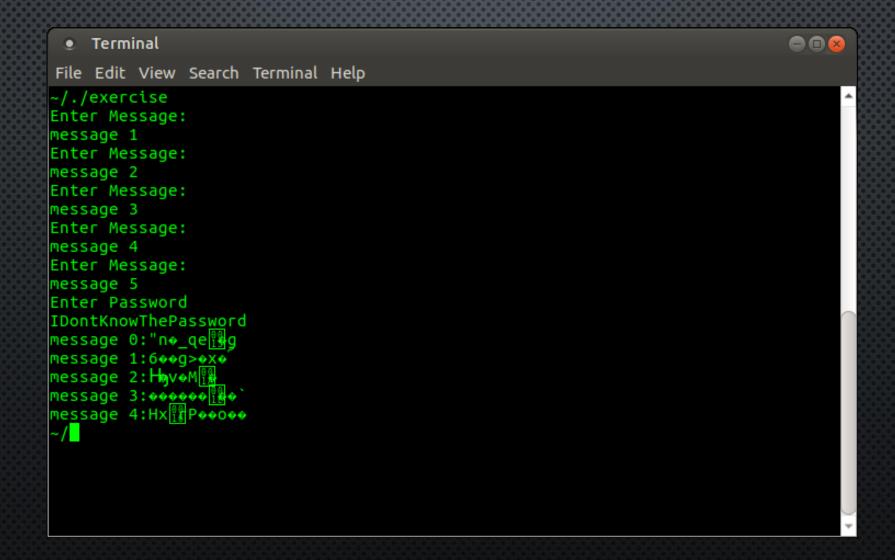














CAN WE BYPASS THE NEED FOR A PASSWORD?



#### **EXERCISE 0**

- Configure environment for workshop
  - pip install frida
  - DOWNLOAD EXERCISE.C (http://bit.ly/2rlZeuQ)
  - \$ 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
```

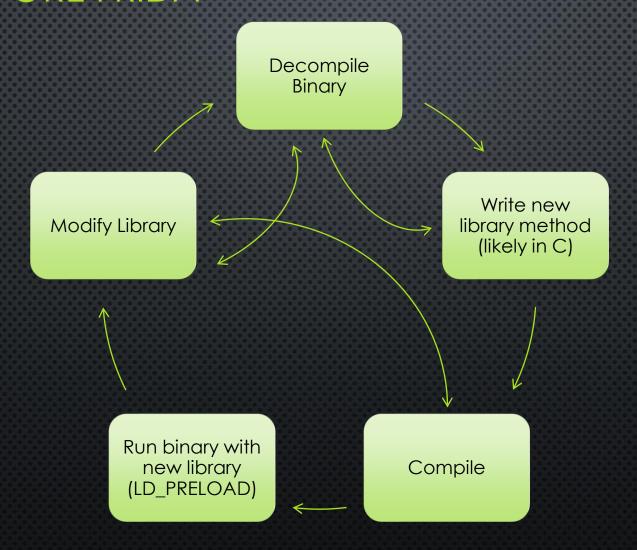


# BEFORE FRIDA





# BEFORE FRIDA





# DEMO



# AFTER FRIDA



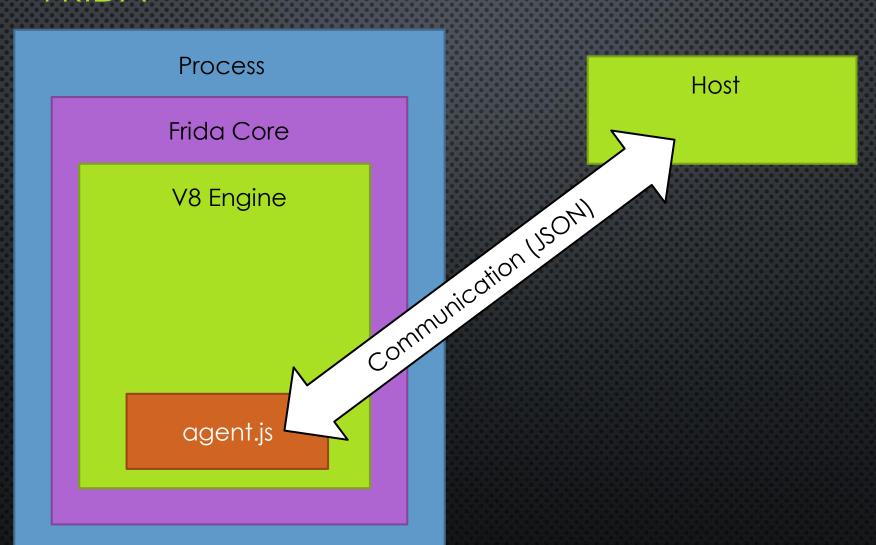


# DEMO



- 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)
{
   retval.replace(0x00);
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char\* encryptedMessage = encryptMessage(message key 255);

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onEnter: function(log,args,state){
    log("encryptMessage");
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```
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    retval.replace(0x00);
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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.readUtf8String(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()

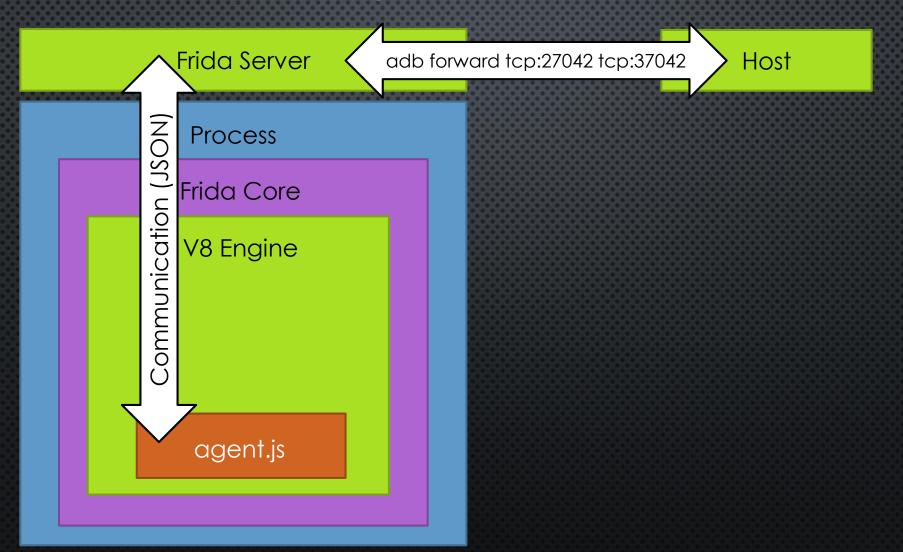


# FRIDA AND ANDROID

ROOTED AND NON ROOTED



## FRIDA AND ANDROID





## DEMO - BYPASSING APP SECURITY



HOW DO WE PROTECT AGAINST THIS?



SHOULD WE PROTECT AGAINST THIS?