Automated Reverse Engineering using Lego®

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Introduction

- Used automated learning techniques to reverse engineer e.dentifier2
- Results in state machines
- Previously done for bank cards



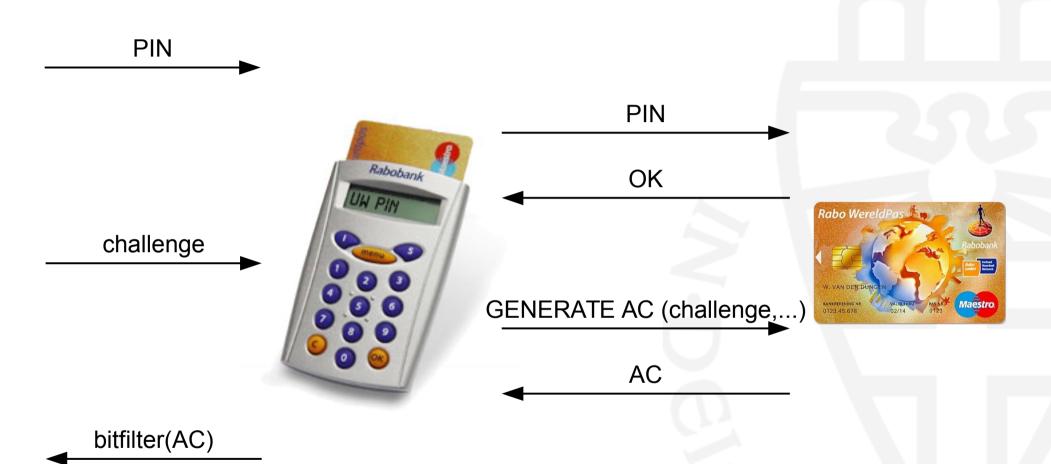


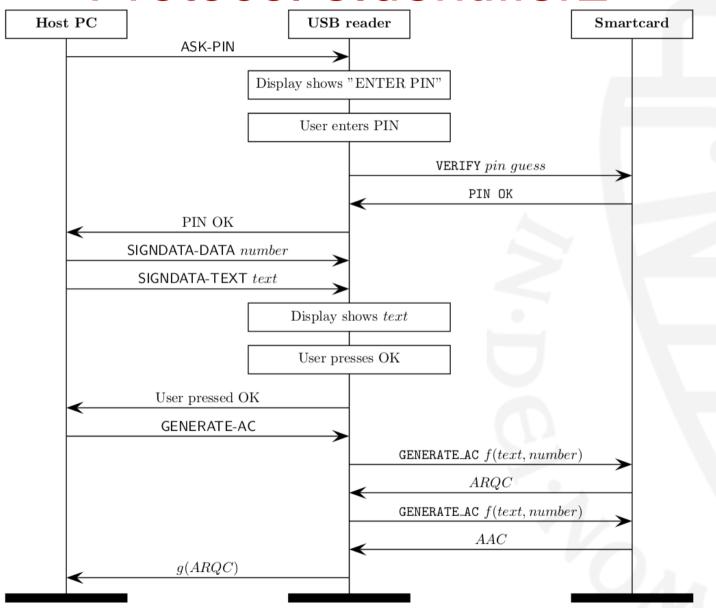
e.dentifier2

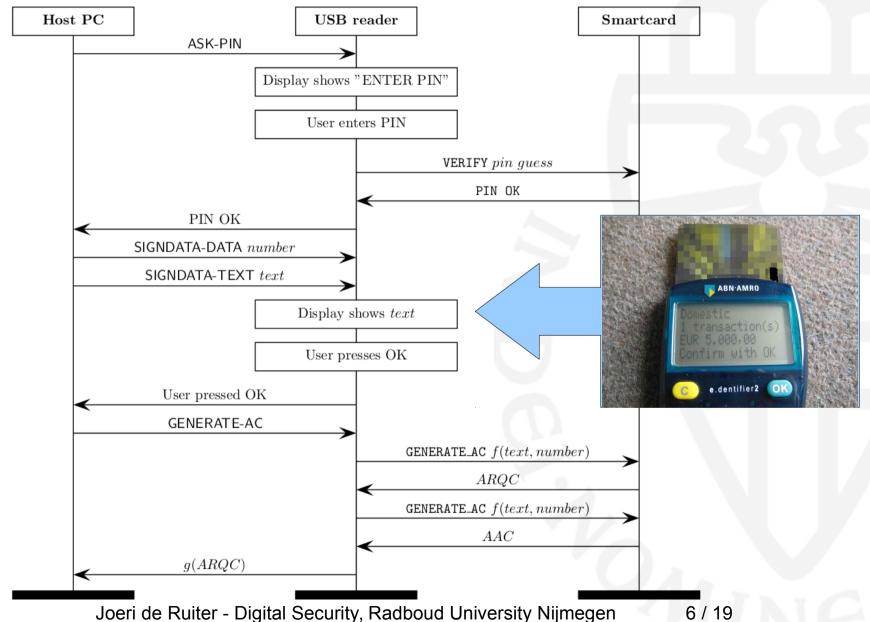
- Developed by Todos (now Gemalto)
- EMV-CAP
- Can be used with or without USB
- With USB:
 - See-What-You-Sign
 - "the most secure sign-what-you-see end user device ever seen"
 - Good idea!

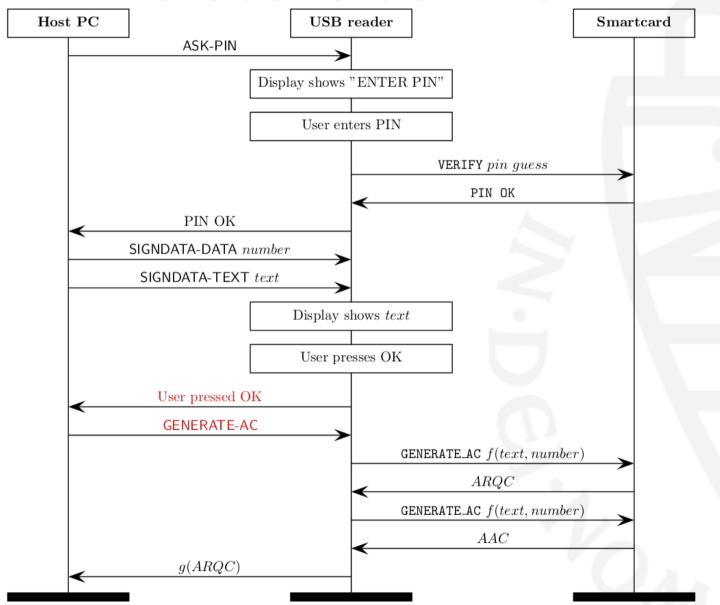


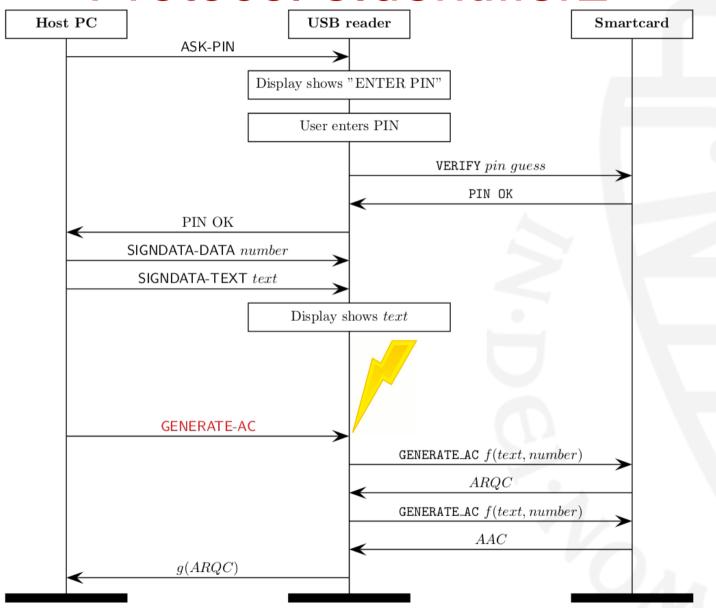
EMV-CAP





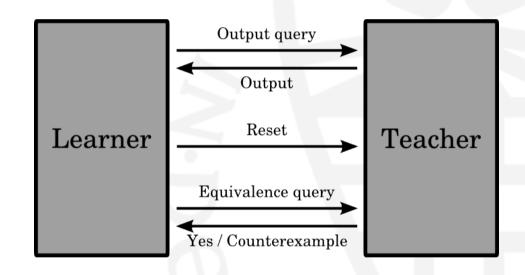






Automated learning

- Used LearnLib
 - Implementation of adapted L* algorithm
- Complete Mealy machine
- Equivalence queries approximated
 - Random traces
 - W-method



Using automated learning

- Reverse engineering
 - Manual inspection of correctness and security
- Fuzzing or model-based testing
 - Use as basis for automated fuzz testing
- Formal verification
 - Use as basis for model checking

Automated reverse engineering

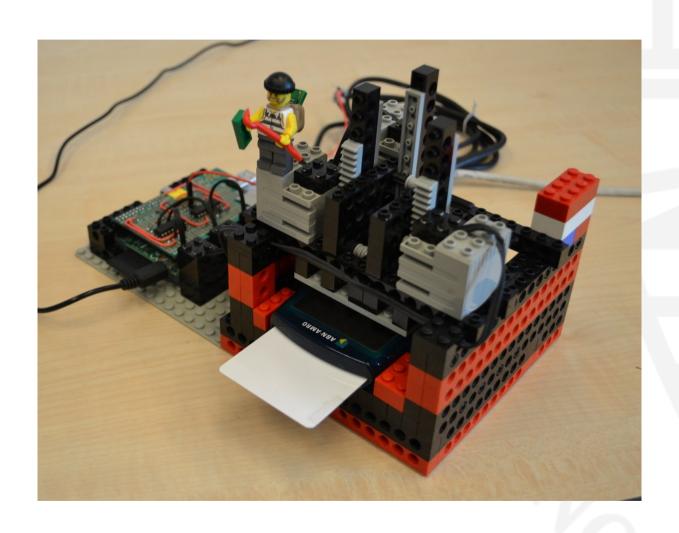
- Two different versions of the device
- Programmable smart card
 - All PIN codes accepted
 - Responses fixed
- Physical interaction needed

Robot

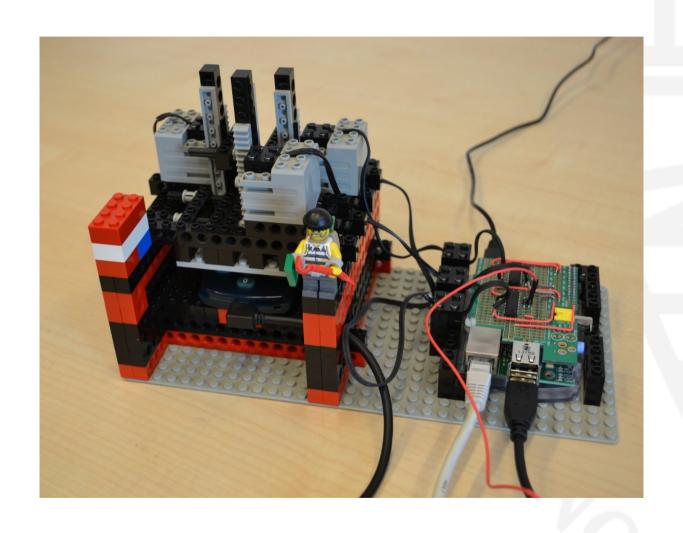
- Built using Lego
- Controlled by Raspberry Pi
 - 3 motors: OK, Cancel, digit
 - Power USB line
 - USB commands



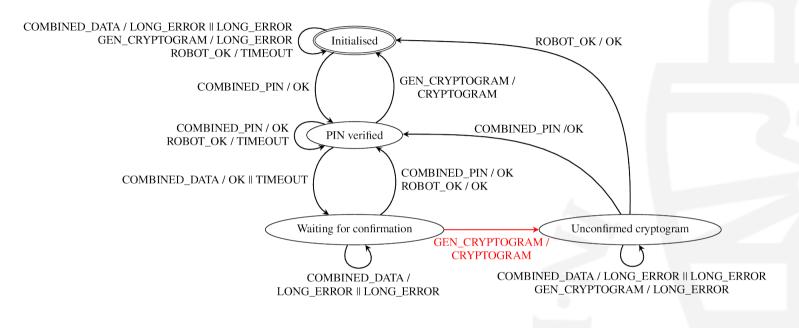
Robot

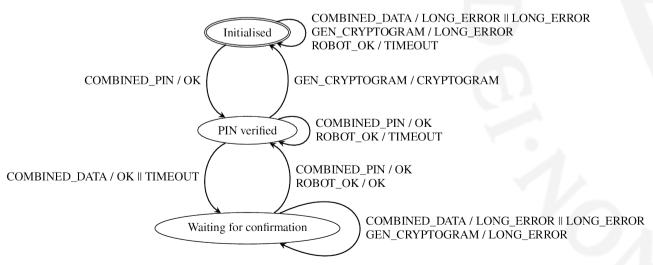


Robot

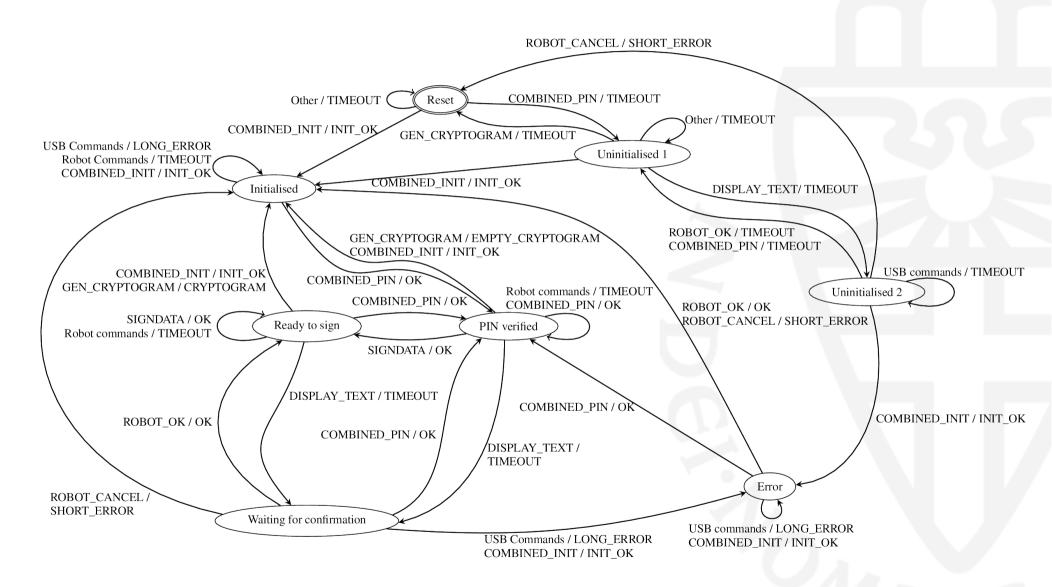


Results





Results



Model checking

- Converted output to labelled transition system
- Used model checker CADP
- Checked property in modal logic
 - Is valid cryptogram generated only after OK button is pushed?
- Resulted in an attack trace for the old device

Conclusions

- Automated learning techniques
 - Useful in security analysis for embedded devices
 - Can automatically find security vulnerabilities
 - Good excuse to play with Lego



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Thanks for your attention!

