

VII. MOBILE FORENSICS

Mobile Forensics

A branch of digital forensics focusing on data available in mobile devices (ex., smartphones, tablets, smartwatches, wearables)

- * targets info stored on device & in other remote location accessible from device (incl. but not limited to mobile device manufacturers' built-in & 3rd party online services)

Supporting Drivers for Proliferation of Mobile Device Popularity

- * faster & cheaper connectivity
↳ cost of data per MB ↓ over time
- * more online services
- * changes to "always-on"
↳ mobile device "always on" compared to PCs' boot-up

* consumption of multimedia (ex., images, video, music)

* mobile penetration — # ppl possessing mobile devices ↑; # ppl possessing ≥ 1 mobile devices ↑

* new business models (ex., ride hailing) thriving

Permanent

Used in most cases; aimed at replacing sys. kernel to permanently take control over device

Temporary

Mostly used by commercial mobile forensics software; usual device reboot will revert device to un-rooted state

Acquisition Types

Logical Acquisition

Examiner makes copy of files & folders in logical storage (i.e., a partition), or those files/folders themselves

- (+) simplicity: logical objects easier to understand
- (+) less time-consuming
- (-) → recover deleted items (may not be aware that they exist)

File System Acquisition

Examiner makes copy of file sys's struct, incl. existing (logical) objs. lying on top of it

- (+) allows access to objs. (ex., SQLite db records) that were mounted as deleted & not available thru logical extraction
- (-) more time-consuming
- (-) slightly more complex;
↳ requires better understanding of OS architecture & file sys's struct.

Extraction Strategy Selection

Logical Extraction

Existing Data

Physical Extraction

Existing & Deleted Data (Automatic Decoding)

File/Data Carving (Manual Decoding)

Physical Acquisition

Examiner makes bit-by-bit copy of storage media (on which lies file sys. & logical objs.)

↳ similar to hard drive imaging in traditional computer forensic exam. of PCs

- (+) allows for identification & analysis of data remnants on actual storage media (ex., SD card)
- (-) requires direct access to flash memory inside device
- (-) most complex way of data acquisition

* device manufacturers often secure hardware from direct access

↳ vendors of mobile forensics tools need to employ various techniques to bypass restrictions

ex., upload own OS's kernel to device

Gaining Access to Mobile Devices

(Android) Rooting

process that allows Android devices to overcome limitations set on equipment & software by manufacturers & distributors
* user obtains "super-user" privileges + ability to change/replace sys. apps.

(iOS) Jailbreaking

allows full access to device & installation of apps/extensions
* normally available thru official distribution src, aka. Apple App Store

Tethered Jailbreak

temporary jailbreak that resets after restart/shutdown; device not work fully until jailbroken again (tethered via cable)

Restrictions on Rooting/Jailbreaking

Mitigations

- * enforcing detection & disable access to apps or services
- * apply device policy to lock down & restrict any undesirable actions
- * implement in-app sandboxing (ex., V-key's V-OS)

Untethered

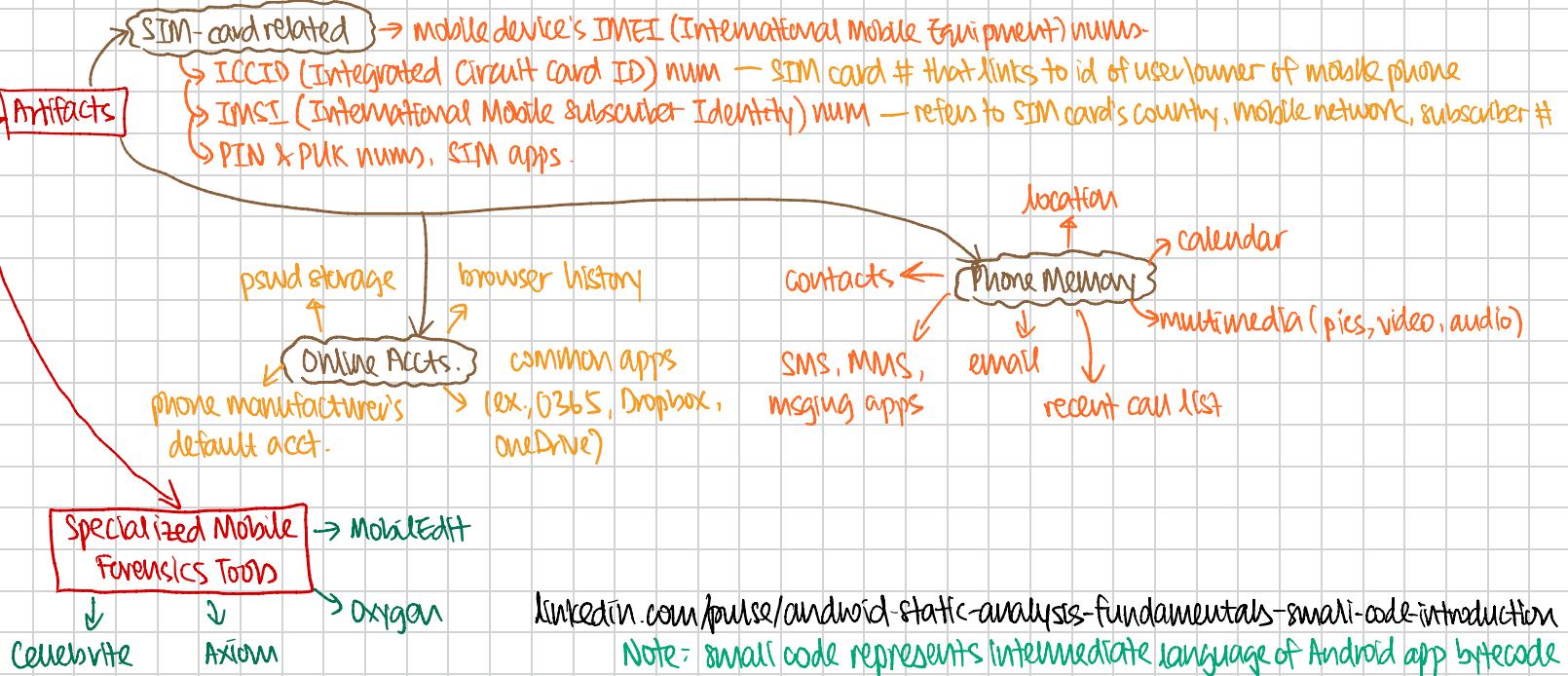
Semi-tethered

permanent jailbreak that survives reboot until sys. software upgrade
↳ temporary jailbreak that resets after restart/shutdown; device works as normal sans those requiring elevated privileges or those outside normal operating params.

Mobile Forensics

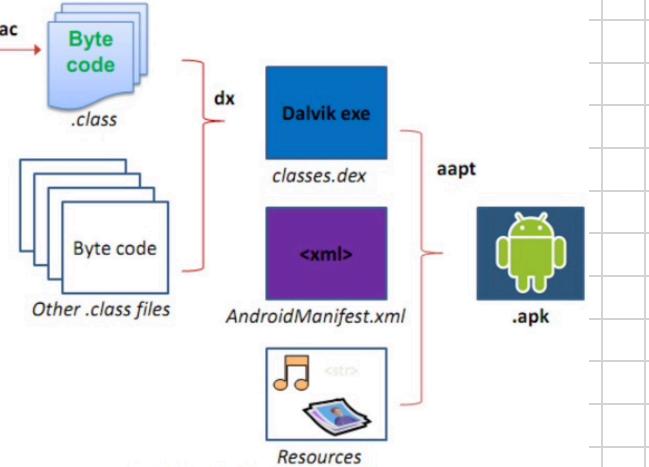
Unique Principles

- ① DON'T turn off powered-on devices
 - * access to various info will be lost
 - & device inaccessible after shutdown
- ② Isolate network connection
 - * avoid remote wipe (a default feat.)
- ③ Proper identification
 - * unique identification for physical desc.
 - & serial # required
 - * device portability makes for easy mistaking & switching
- ④ Post-mortem forensics
 - * "black-box" analysis based on what is available physically & digitally

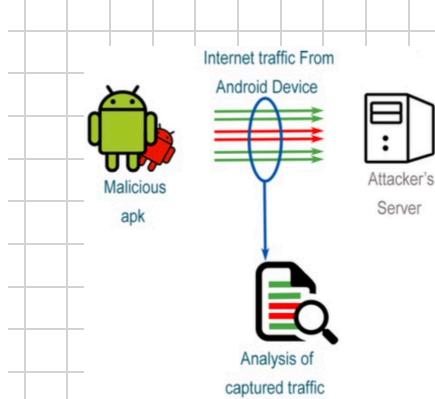
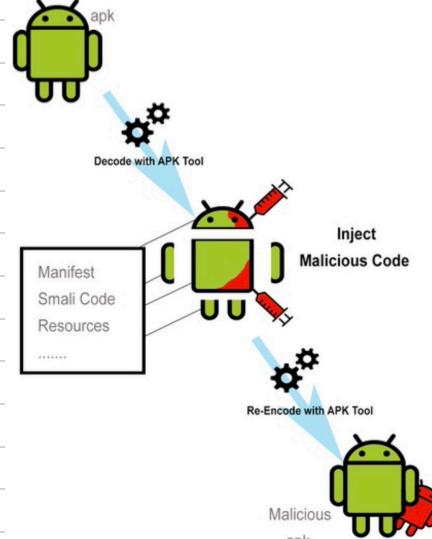


<https://www.linkedin.com/pulse/android-static-analysis-fundamentals-smali-code-introduction>
Note: smali code represents intermediate language of Android app bytecode
* bytecode can be converted into smali code
↳ allows for examining an app's functionality or behavior

(Android App Package (APK))



Creation of Malicious APK



Installations using malicious APKS may invoke communication w/ attacker's server.

- ① Prepare malicious payload, decode payload using APKtool.
 - * APKTool: used to reverse engineer APK to original form
- ② Decode APK file using APKtool.
- ③ Edit mainactivity file (defines first activity / first screen of app)
- ④ Add payload smali files to original app file structure
 - ↳ new permissions to manifest file

⑤ Re-encode APK file.

Aththanayaka & Lanawenna. (2022).
Exploit an Android device using payload injected APK.

Encryption in Mobile Devices

No Encryption (early mobile OS)
✗ encryption by default

Default Encryption (Modern OS)
employ encryption by default at boot

Default Encryption (Enhanced)

employ encryption by default at file level
* passing boot seq. → unlock every file,
just required sys. files only

Hardware Encryption data bits stored
in flash chips encrypted at hardware
level (AES grade)

Secure Chip & Enclave
security chip to protect
boot sequence
firmware integrity
biometric data

Secure Partitions

software execution
environment to implement simple input
& security services (ex., Samsung Knox)

twisted firmware-a. [components/secure-partition-manager-design.html](http://readthedocs.io/en/v2.2/components/secure-partition-manager-design.html)

developer.apple.com/documentation/security/app_sandbox

source.android.com/docs/security/app-sandbox

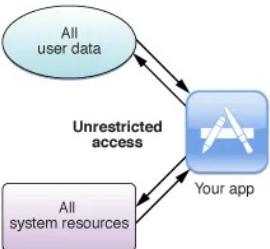
provides protection to sys. resources & user data

by limiting apps access to resources requested thru entitlements
(iOS) or user ID\UID (Android)

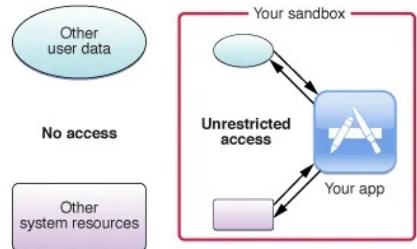
* each app only has access to its own set of files or folders

* sys. has access to all files & folders

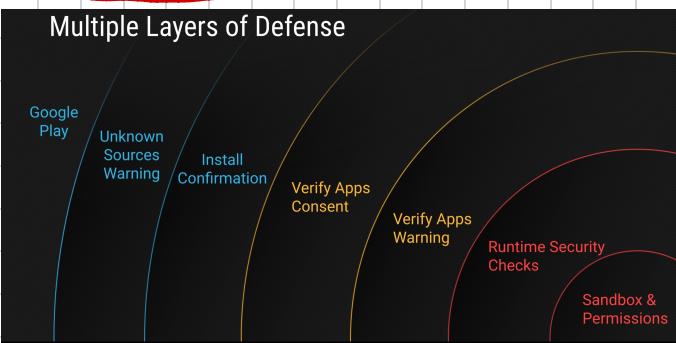
Without App Sandbox



With App Sandbox



Android - Multiple Layers of Defense



iOS Security Model



Android Logical File System Structure

- ↳ /boot: files related to boot seq. - (kernel, bootloader); required to boot
- ↳ /system: all OS files except kernel & bootloader; required to operate
- ↳ /recovery: backup of /boot & /system files to restore to default condition
- ↳ /data: user data files (user-created files)
- ↳ /cache: working files to speed up op. of certain apps
- ↳ /misc: other files (ex., settings, operator data, config data, USB, etc.)
- ↳ /sdcard: refers to built-in storage
- ↳ /sd-ext: refers to external/removable storage device

iOS Logical File System Struct.

- ↳ /dev/disk0s1
- * mounted at root partition (/)
- ↳ /dev/disk0s1s2
- * mounted at /private/var (apps, media files, settings)

