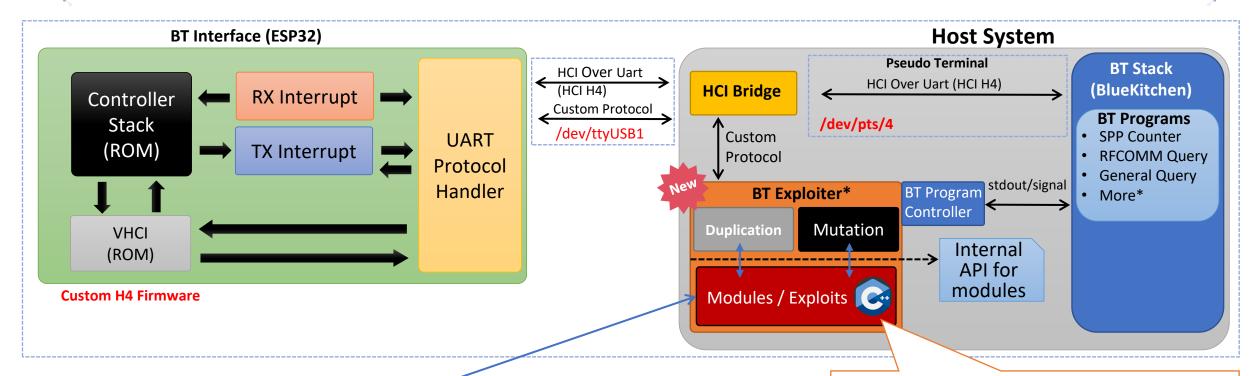
ESP32 Exploitation Module Design - Motivation Fuzzing, Validation and State Mapper is disabled



Exploitation Module as a simplified version of the fuzzer

- The modules sources can be released to the public;
- Mutation and duplication can be triggered manually from inside the modules;
- Modules are automatically recompiled from source.

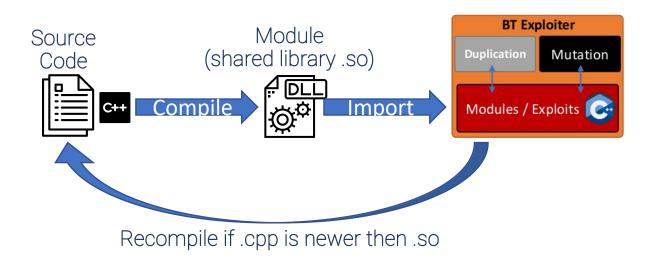
C++ modules at **modules/exploits**

- knob.so
- invalid_feature_page_execution.so
- duplicated_iocap.so
- etc, ...

ESP32 Exploitation Module Design - Module Generation

During startup:

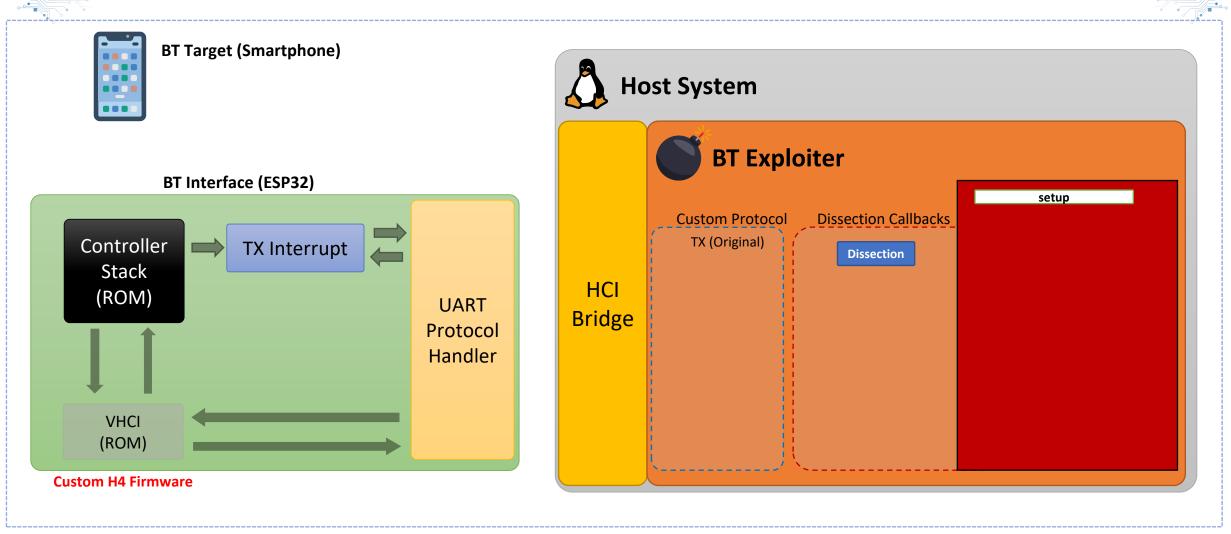
- 1. Check for (.so) modules on modules/exploits folder and load them
- 2. Compile (.cpp) modules without corresponding (.so) module
- 3. Recompile outdated (.so) module from newer corresponding (.cpp) file



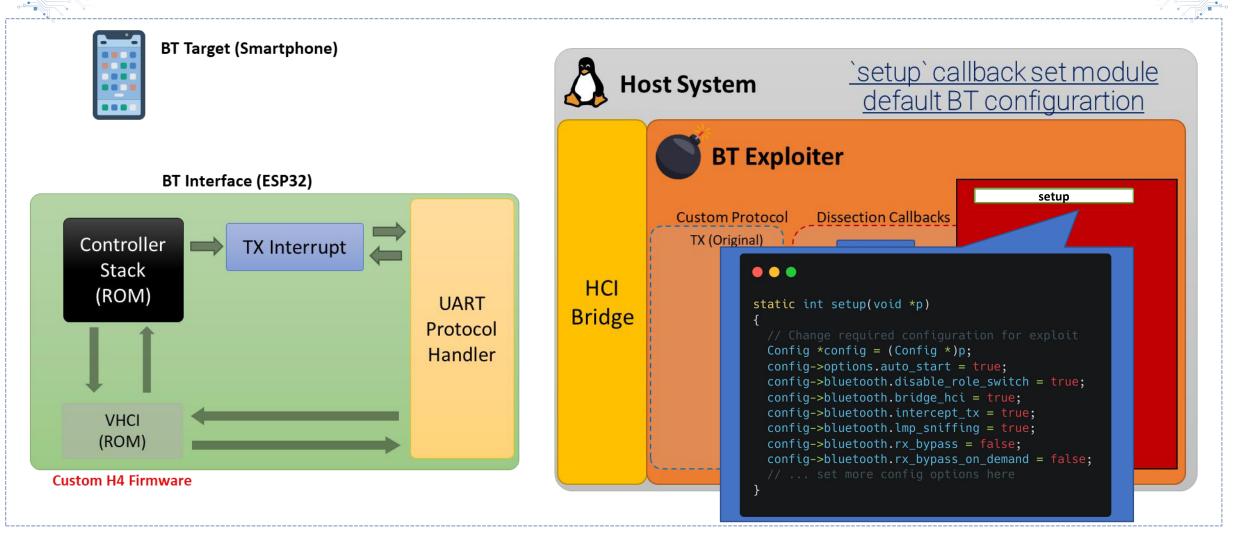
ESP32 Exploitation Module Design - Diagram Module Dissection Hooks Overview User-Defined Callback Functions

BT Module Hooks Module Target (Smartphone) Fuzzing Interface (ESP32) Post-Dissection **Pre-Dissection** (shared library .so) 1) TX Handling (Mutation) TX (Intercepted) tx pre dissection (done) **Module Functions** tx post dissection (done) TX const char *module_name int setup 2) RX Handling (Target Responses) int tx_pre_dissection RX int tx_post_dissection int rx pre dissection RX (forwarded) int rx_post_dissection rx pre dissection (done) rx post dissection (done)

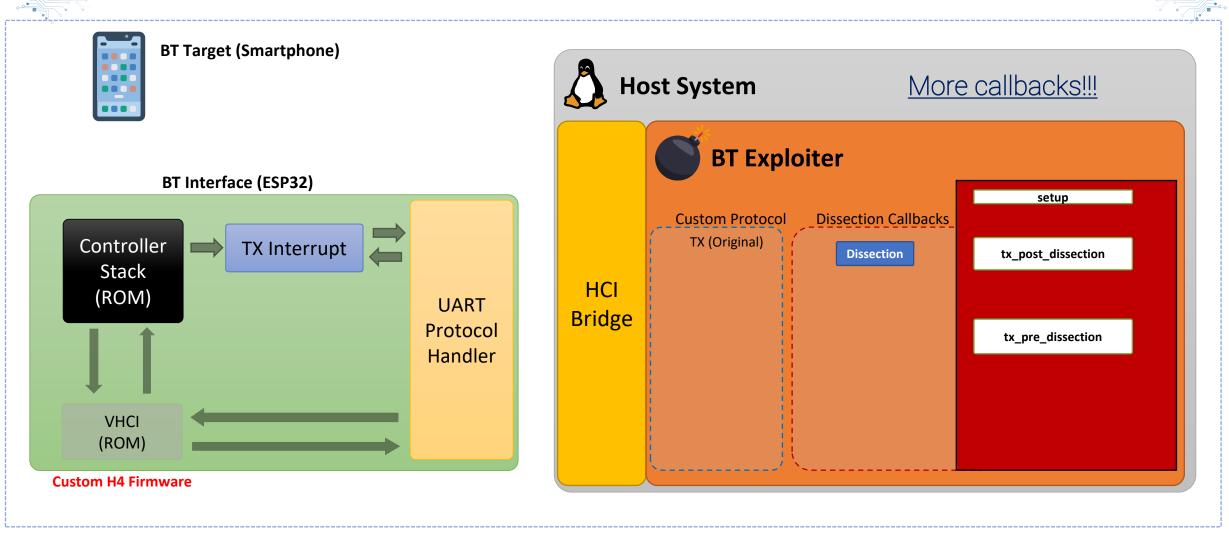
ESP32 Exploitation Module Design – How it works? A) Dissection Events - TX Mutation and Injection (Duplication)



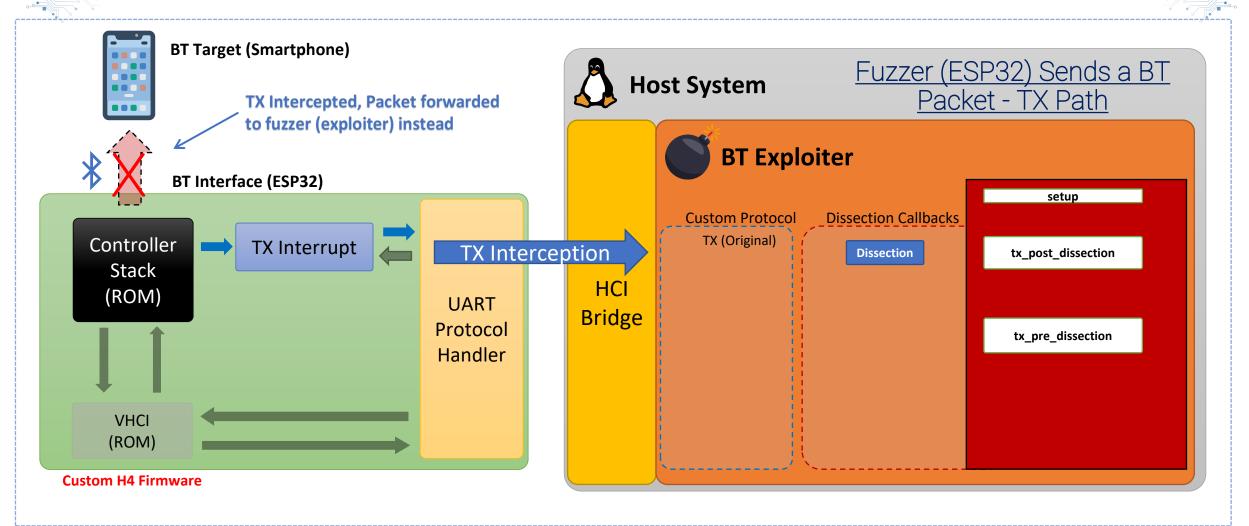
ESP32 Exploitation Module Design – How it works? A) Dissection Events - TX Mutation and Injection (Duplication)



ESP32 Exploitation Module Design – How it works? B) Dissection Events - TX Mutation and Injection (Duplication)

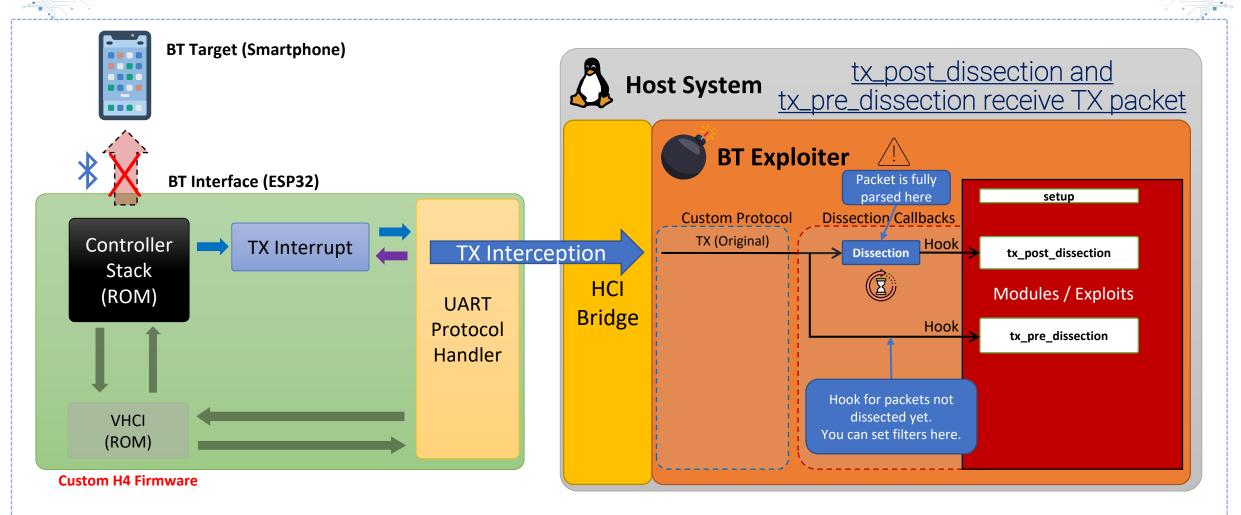


ESP32 Exploitation Module Design – How it works? B) Dissection Events - TX Mutation and Injection (Duplication)



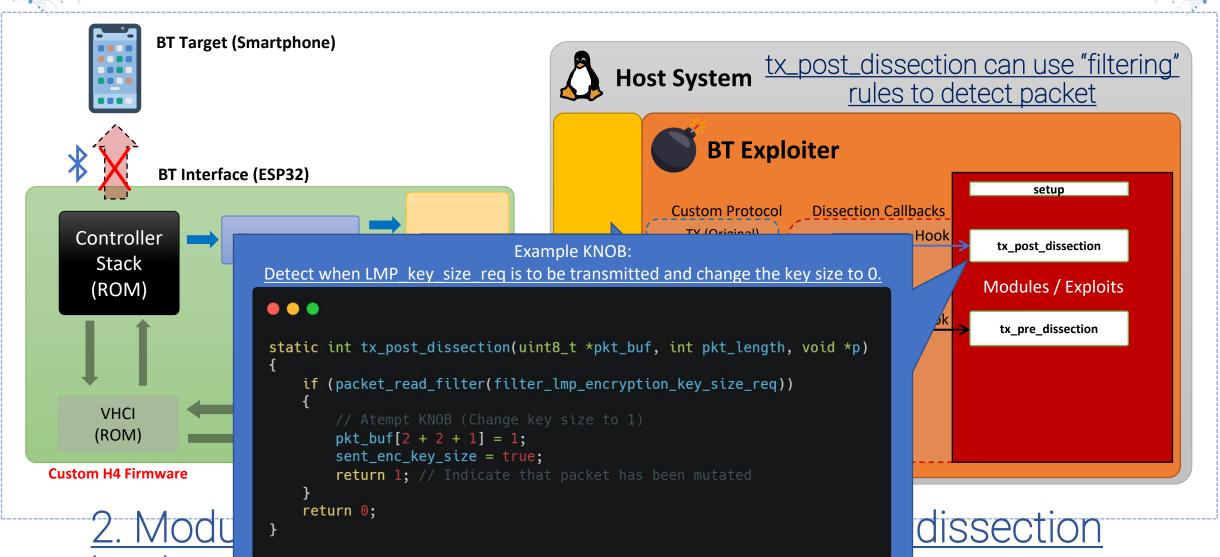
1. Controller sends a BT packet to target (Interception occurs)

ESP32 Exploitation Module Design – How it works? C) Dissection Events - TX Mutation and Injection (Duplication)

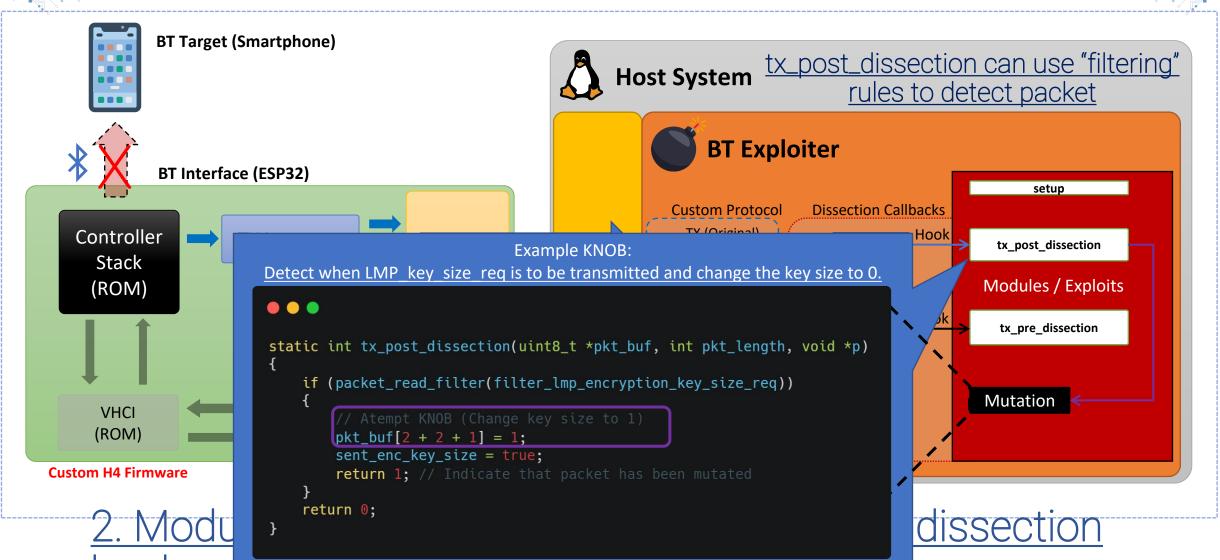


2. Module intercept TX packet on pre or post dissection

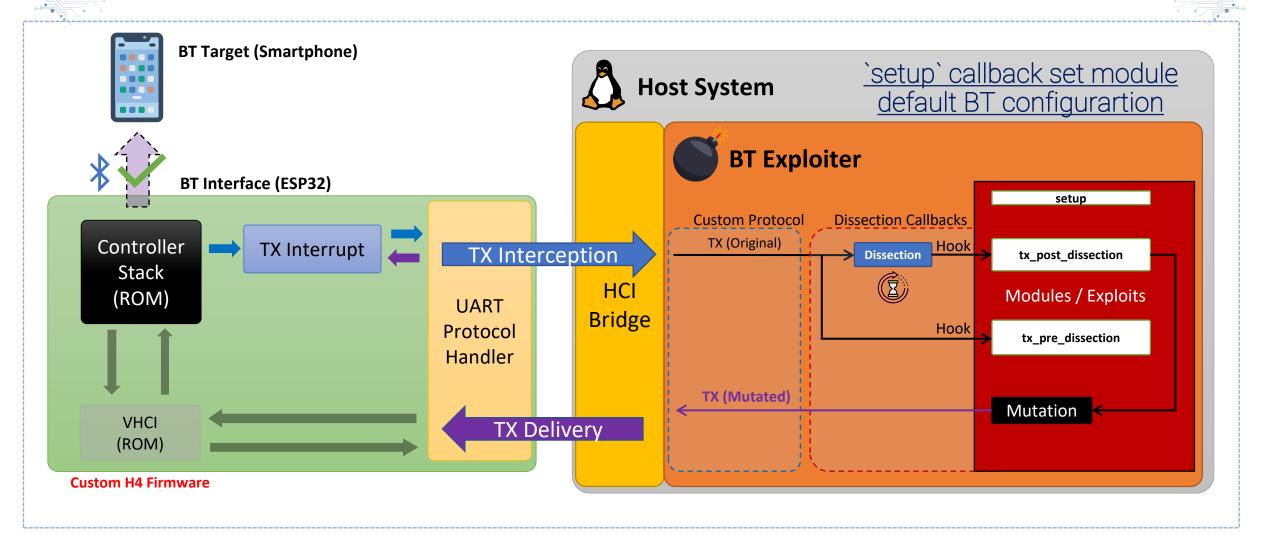
ESP32 Exploitation Module Design – How it works? C) Dissection Events - TX Mutation and Injection (Duplication)



ESP32 Exploitation Module Design – How it works? C) Dissection Events - TX Mutation and Injection (Duplication)

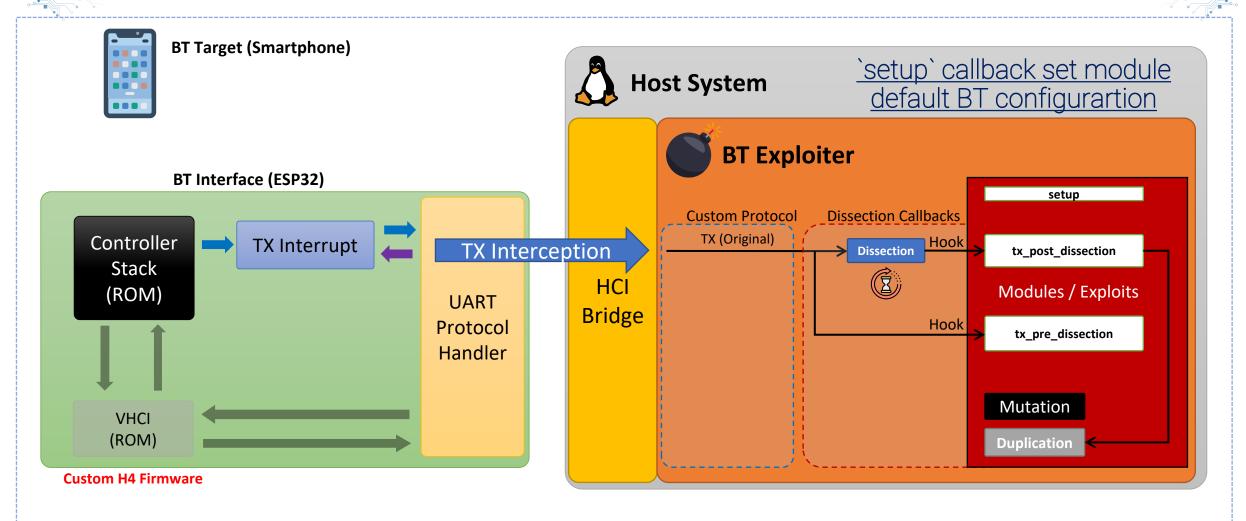


ESP32 Exploitation Module Design – How it works? D) Dissection Events - TX Mutation and Injection (Duplication)



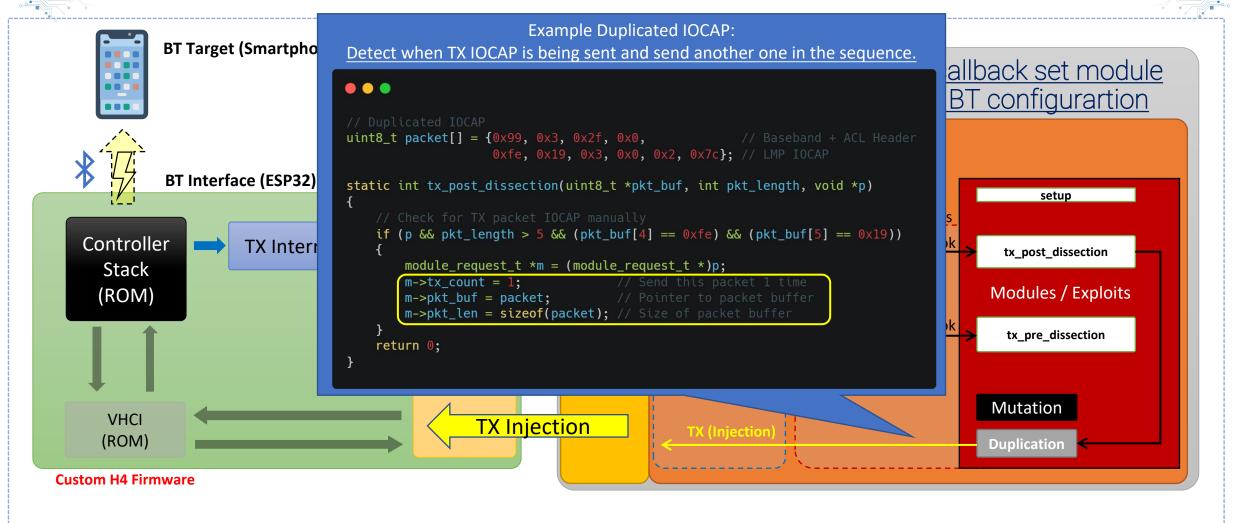
3. Module can mutate TX packet before it is sent to target

ESP32 Exploitation Module Design E) Dissection Events - TX Mutation and Injection (Duplication)



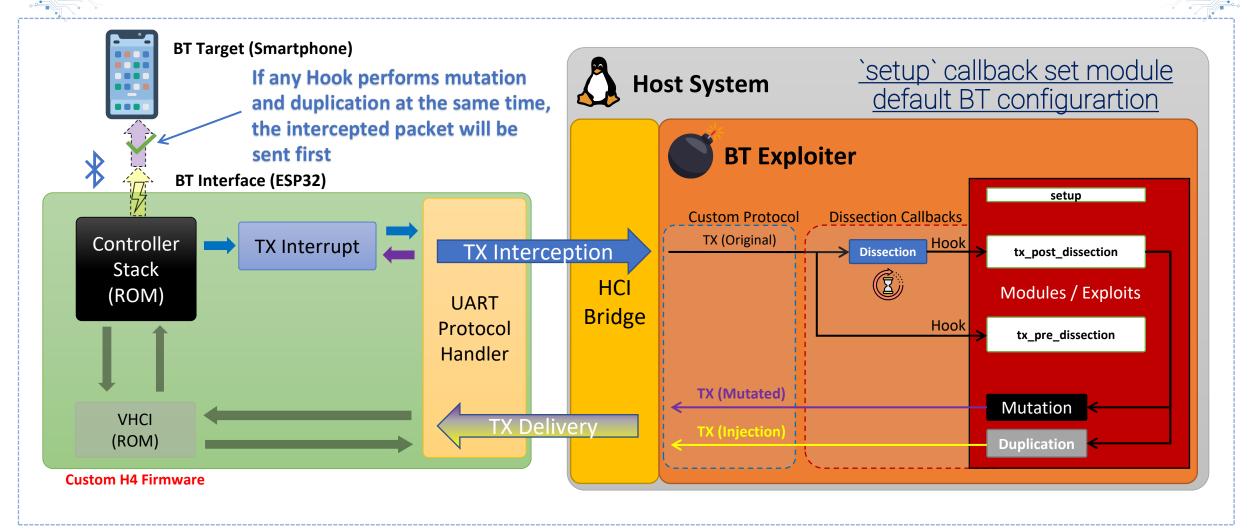
4. Module can also inject packets

ESP32 Exploitation Module Design – How it works? E) Dissection Events - TX Mutation and Injection (Duplication)



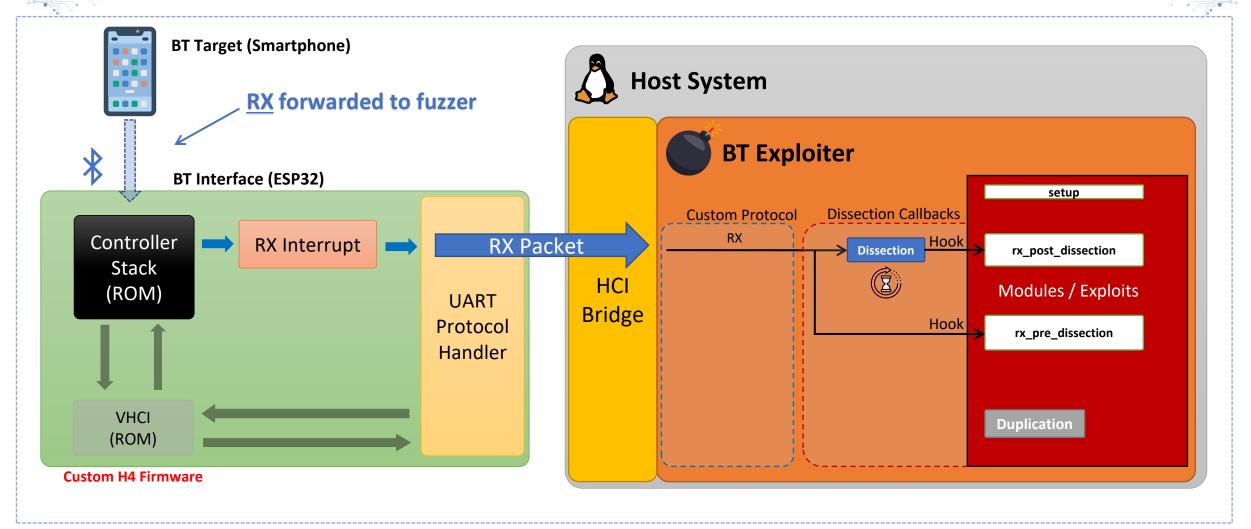
4. Module can also inject packets

ESP32 Exploitation Module Design – How it works? F) Dissection Events - TX Mutation and Injection (Duplication)



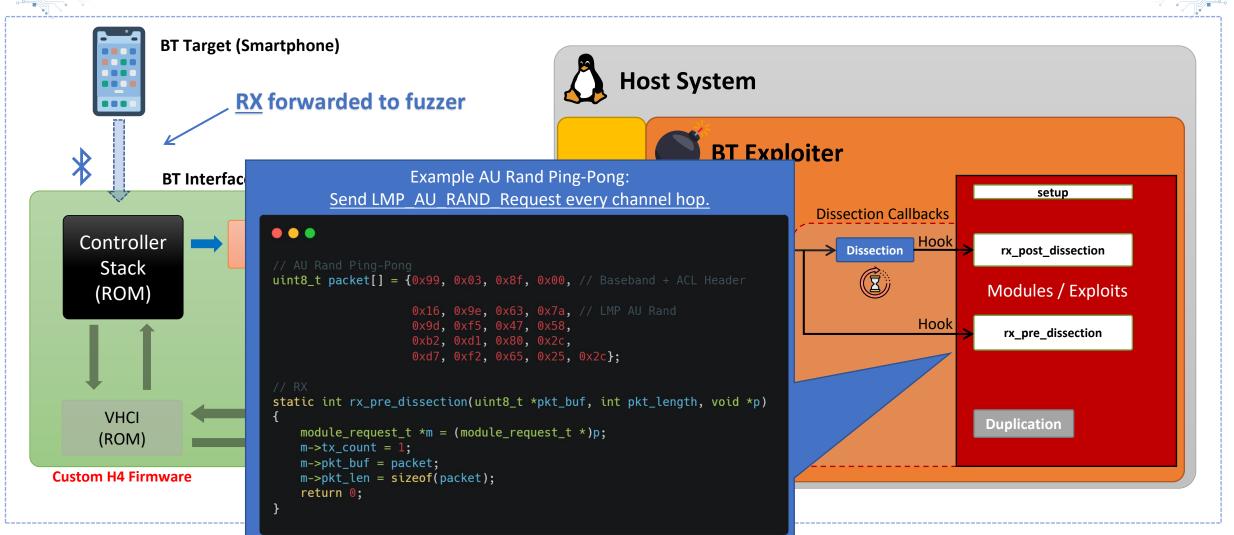
5. Module can combine both TX mutation and injection

ESP32 Exploitation Module Design – How it works? G) Dissection Events - RX Reception and Injection (Duplication)



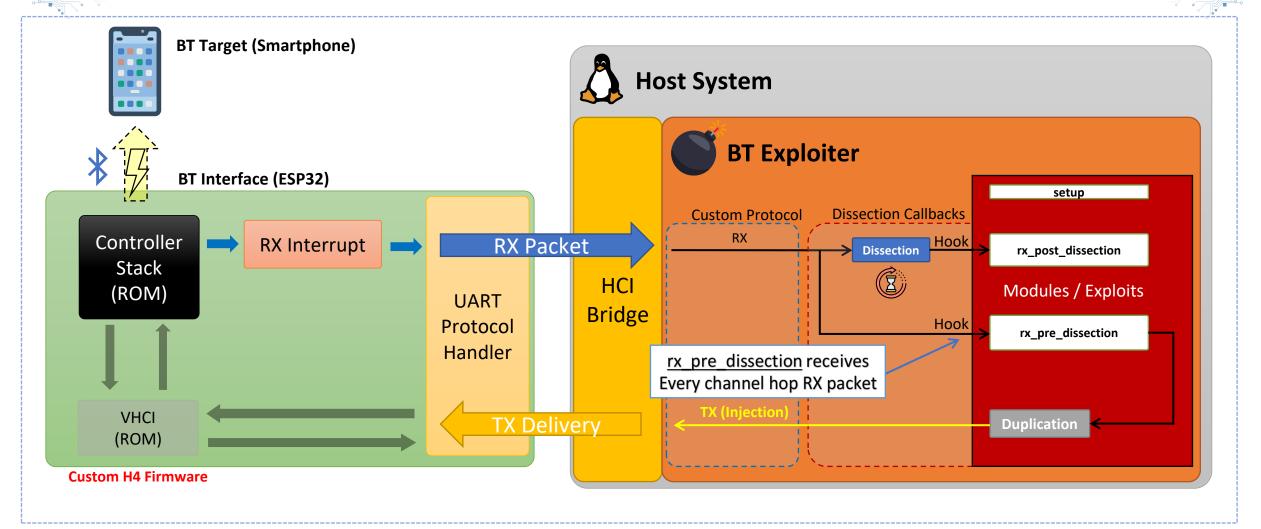
6. For RX path, only duplication is allowed, since RX is not intercepted

ESP32 Exploitation Module Design – How it works? G) Dissection Events - RX Reception and Injection (Duplication)



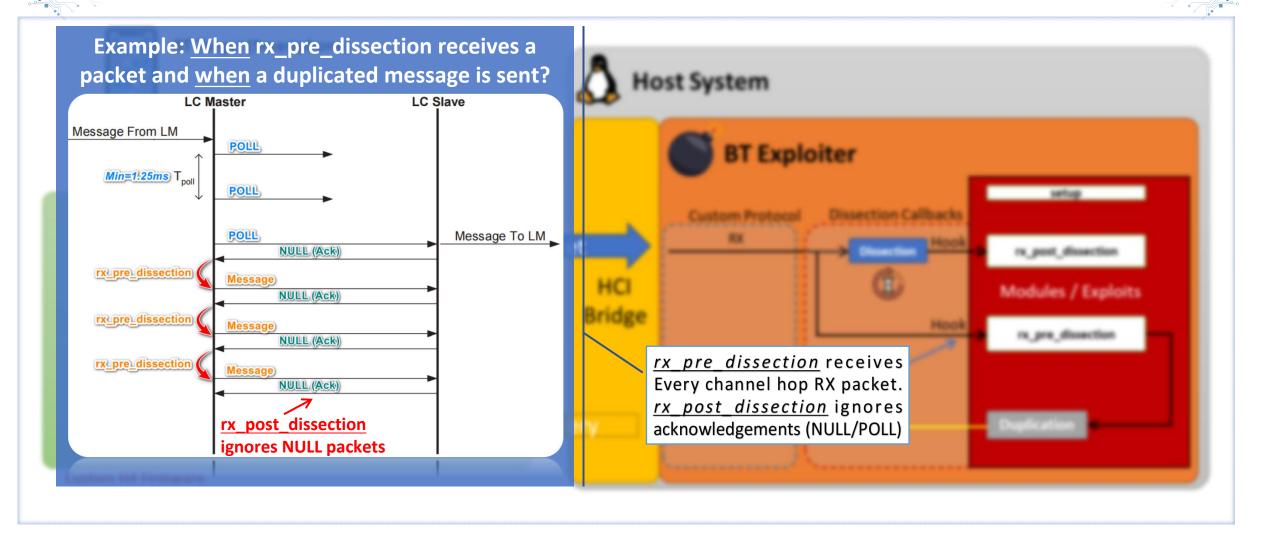
6. For RX path, only duplication is allowed, since RX is not intercepted

ESP32 Exploitation Module Design – How it works? G) Dissection Events - <u>RX</u> Reception and Injection (Duplication)



6. For RX path, only duplication is allowed, since RX is not intercepted

ESP32 Exploitation Module Design – How it works? G) Dissection Events - <u>RX</u> Reception and Injection (Duplication)



Interception Latency Benchmark

