



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoTSecFuzz

make your smart kettle afraid of you



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Soff

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

- HSE Miem Student 3
- InfoSec Pentester Intern
- Lunary & Invuls CTF teams player
- Ambassador of the laboratory Kaspersky
- Ex IOS developer

# Who am I?





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

- International team
- 60+ participants
- PHDays StandOff 2017 participants.

# Who are we?





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

The Internet of Things - network of devices that are connected to the Internet, controlled through it, and can communicate with each other.

**But** sometimes device can be classified as part of internet of things without an internet connection.

# What is IoT?

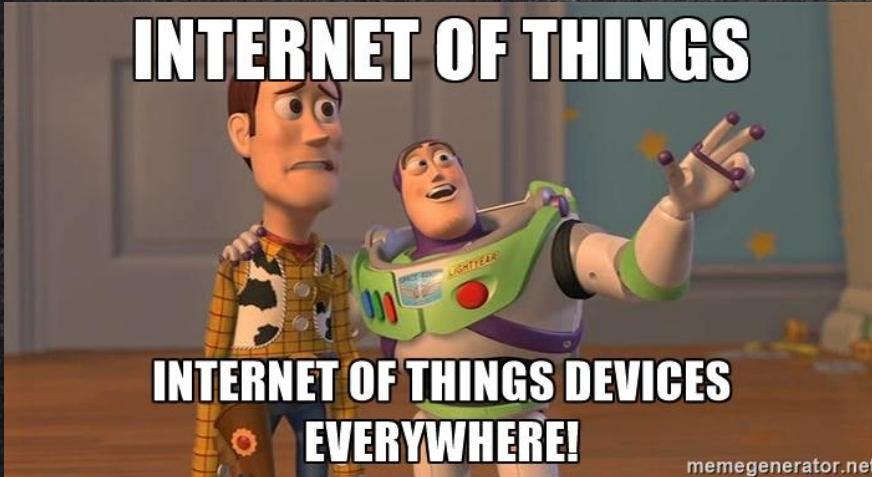




ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT security issues and risks



The total number of devices connected to the Internet is 23 billion with the prospect of increasing to 30 billion by 2020.

A significant part of the devices has security problems.

Ignoring these problems leads to the creation of botnets(Mirai, Satori) and leakage of personal data.



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT security issues and risks

Does Shodan show all it has?



meme-arsenal.ru

Due to the irresponsible approach towards IoT security, search engines for IoT have appeared:

- Shodan
- Censys
- ZoomEye



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT security issues and risks

## Violations of the principles of development:

- use of hardcoded and hidden service credentials
- use of the same keys and PIN codes
- lack of access control when accessing a known settings page
- incorrect processing of received data causing buffer overflow





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



# Three main pillars

1. Hardware security
  2. Software security
  3. Radio security
- (4. The fourth pillar Mobile security is also often singled out, but we will not consider it today.)



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Hardware security

Hardware security is :

- incorrect access to the board
- work with debug ports
- work with memory
- work with the bootloader
  - (to receive a memory dump or administrative shell)





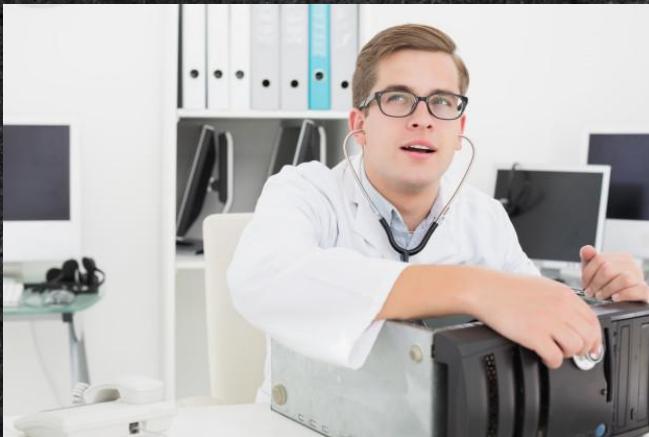
ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Little more about software

## Black Box

we can sniff output from ports





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Little more about software

## Black Box

we can sniff output from ports



## White Box

we have a memory dump or  
firmware and we can analyze it





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# The biggest problem

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

The biggest problem

admin: admin



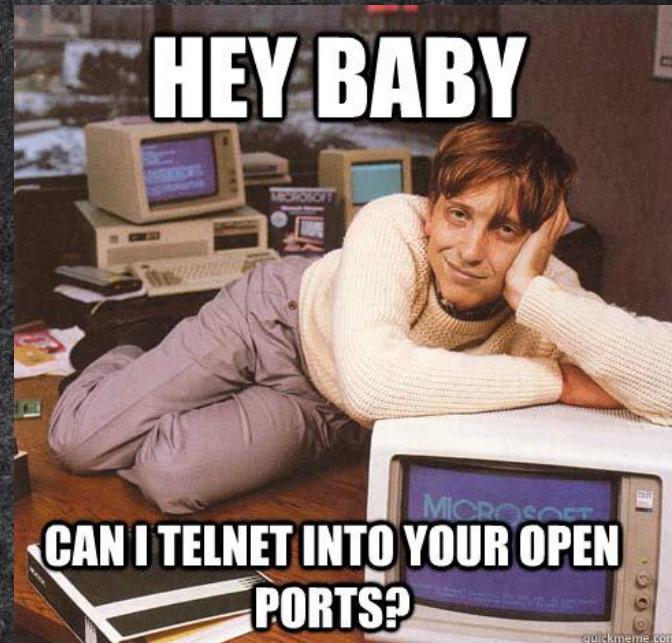
ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Security of communication

Channels through which these devices communicate with other software and devices.

At this level, security holes are most often found.





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# A little bit of everything

You need to know:

- TCP/IP stack
- Microcontroller Basics
- Radio protocols
- How to conduct reverse engineering firmware or compiled programs
- Web vulnerability search
- Exploiting binary vulnerabilities





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT hacker Toolbox

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT hacker Toolbox

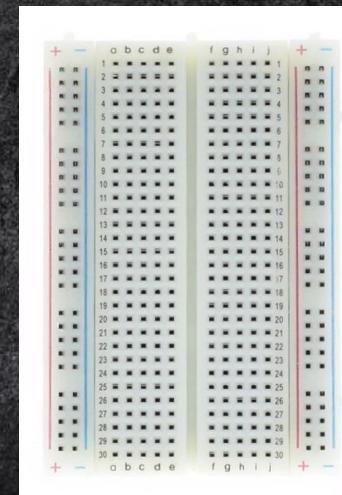




ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT hacker Toolbox

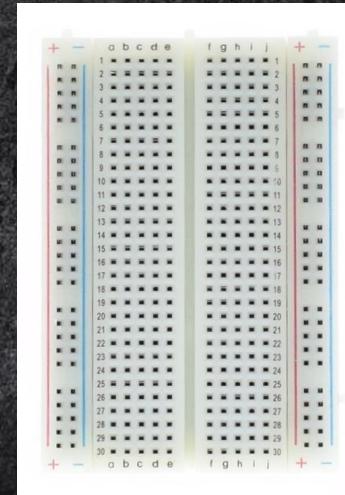




ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT hacker Toolbox

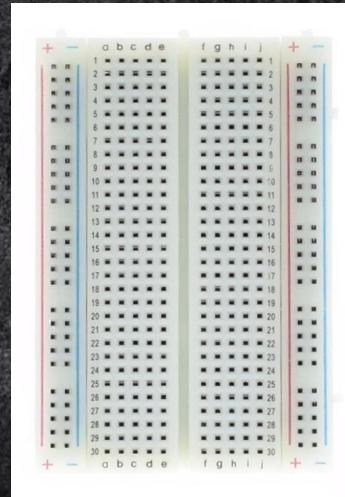
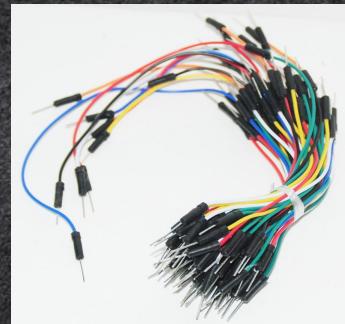




ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT hacker Toolbox

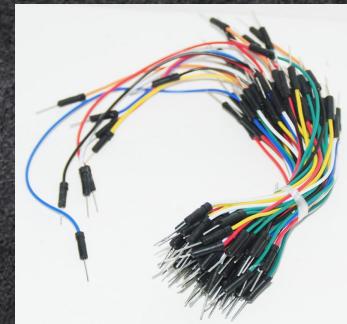
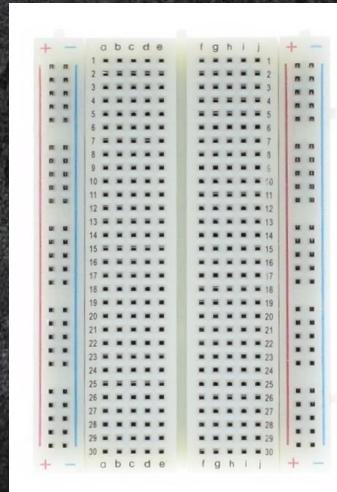




ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT hacker Toolbox

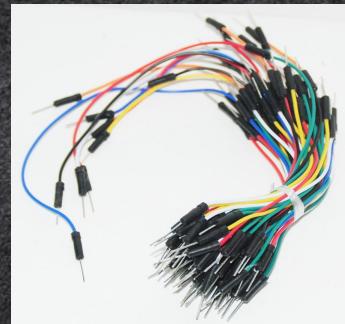
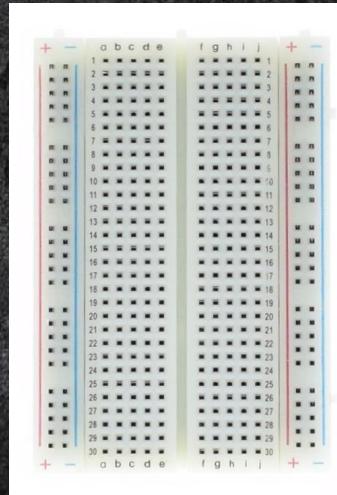




ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoT hacker Toolbox



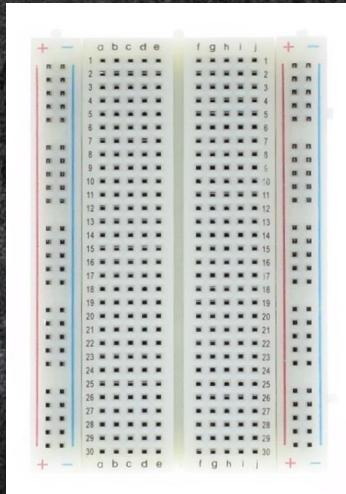
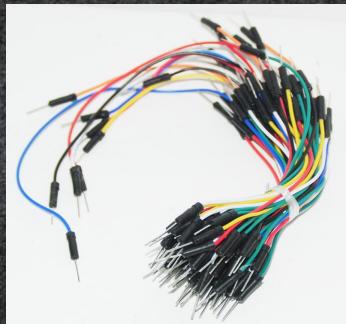


ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



# IoT hacker Toolbox





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# How can I hack my fridge?

1. Search for information about the device without interacting with it.  
(Federal Communications Commission ID)





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# How can I hack my fridge?

1. Search for information about the device without interacting with it.  
(Federal Communications Commission ID)
2. Create a general scheme that can interact with this device and through which communication channels.





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# How can I hack my fridge?

1. Search for information about the device without interacting with it.  
(Federal Communications Commission ID)
2. Create a general scheme that can interact with this device and through which communication channels.
3. For each of the devices and communication channels make a list of threats for which they need to be checked.

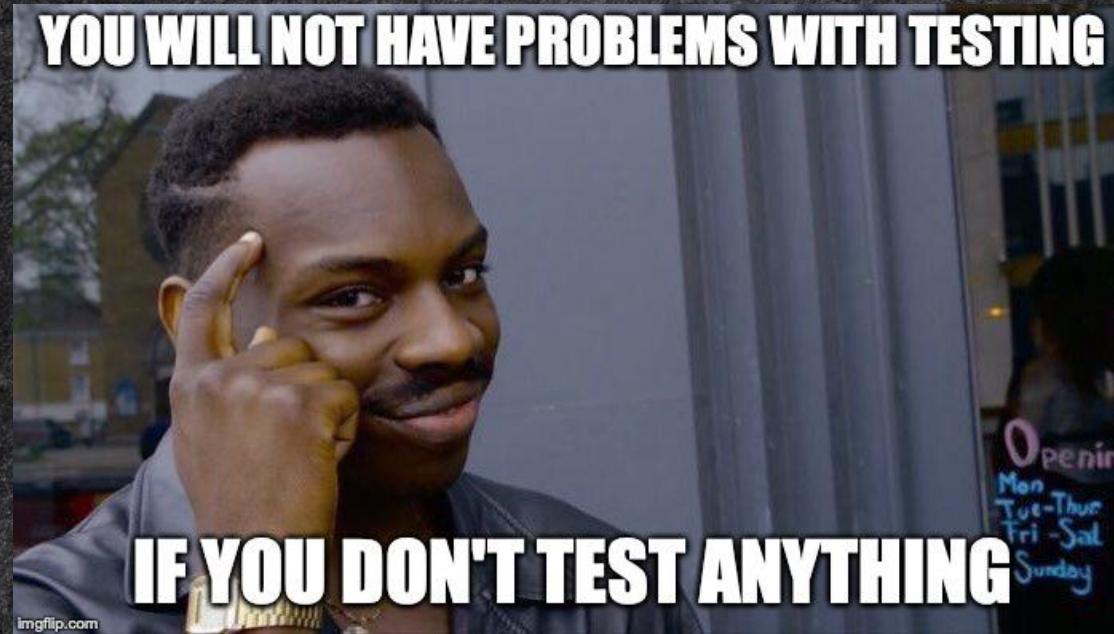




ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Testing problems





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

There are two chairs...

- Write small programs each time for specific tasks and delete / forget them later
- Write large programs, refine and store them somehow

# Testing problems





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

A little more about the first chair:

- No structure
- Suitable for specialized tasks
- You will never use it again

# Testing problems





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Testing problems

## Second cherie:

- Complicated structure
- Hard to modify
- Hard to support





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Drakylar

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

- BMSTU student 4 ± 3 course
- SFT0 & Invuls CTF teams player
- Hacked not so smart fridge for free pizza
- Rostelecom RedTeam Analyst
- Tested over 30 smart devices (at last year)
- Not funny kidding(but i don't care - suffer:)

# About myself





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

What do you know about  
other IoT frameworks?



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# What do you know about other IoT frameworks?



2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoTSecFuzz - IoT security testing framework

THERE'S A NEW IOT SECURITY  
FRAMEWORK DOWN HERE



2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoTSecFuzz - IoT security testing framework

THERE'S A NEW IOT SECURITY  
FRAMEWORK DOWN HERE



- Python 3.7



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoTSecFuzz - IoT security testing framework

THERE'S A NEW IOT SECURITY  
FRAMEWORK DOWN HERE



- Python 3.7
- > 30 submodules



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



# IoTSecFuzz - IoT security testing framework

- Python 3.7
- > 30 submodules
- Console interface



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# IoTSecFuzz - IoT security testing framework

THERE'S A NEW IOT SECURITY  
FRAMEWORK DOWN HERE



- Python 3.7
- > 30 submodules
- Console interface
- GUI interface



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



# IoTSecFuzz - IoT security testing framework

- Python 3.7
- > 30 submodules
- Console interface
- GUI interface
- Profile system



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



# IoTSecFuzz - IoT security testing framework

- Python 3.7
- > 30 submodules
- Console interface
- GUI interface
- Profile system
- Import as library



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Hardware modules

HACKERS IN THE AREA

HACKERS IN THE AREA

HACKERS IN THE AREA



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

UART

Baudrate bruteforce

```
Trying 9600:
```

```
. . . . . a . < . * . . ` . . ; . b
```

```
ASCII: 30%
```

```
Trying 115200:
```

```
L o a d i n g _ f i r m w a r e _ _
```

```
ASCII: 100%
```

```
. . .
```

```
Device baudrate: 115200
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

UART

Baudrate bruteforce

```
Trying 9600:
```

```
... . . . a . < . * . . ` . . ; . b
```

```
ASCII: 30%
```

```
Trying 115200:
```

```
L o a d i n g _ f i r m w a r e _ _
```

```
ASCII: 100%
```

```
...
```

```
Device baudrate: 115200
```



baudrate.py

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# UART -> Uboot loader

## Creating shell root terminal

```
U-Boot> setenv extra_boot_args init=/bin/sh

U-Boot> setenv optargs init=/bin/sh

U-Boot> setenv bootargs ${bootargs} single
init=/bin/sh

U-Boot> boot
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# UART -> Uboot loader Memory dumping

```
U-Boot> md.l 0x40000
```

```
00040000: 33323130 37363534 62613938 66656463 0123456789abcdef
```

```
00040010:
```

```
...
```

```
U-Boot>
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# UART -> Uboot loader Filesystem dumping

```
U-Boot> cramfsls /etc/
.
.
.
-rw-r--r-- 1 root root 2659 Sep 17 01:46 /etc/passwd
.
.
.
U-Boot> cramfsload /etc/passwd
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# UART -> Uboot loader Filesystem dumping

```
U-Boot> cramfsls /etc/
.
.
.
-rw-r--r-- 1 root root 2659 Sep 17 01:46 /etc/passwd
.
.
.
U-Boot> cramfsload /etc/passwd
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# TTY Shell

## Password bruteforce

```
 . . .
> Enter login: root
> Enter password: toor
> Wrong password!
 . . .
```

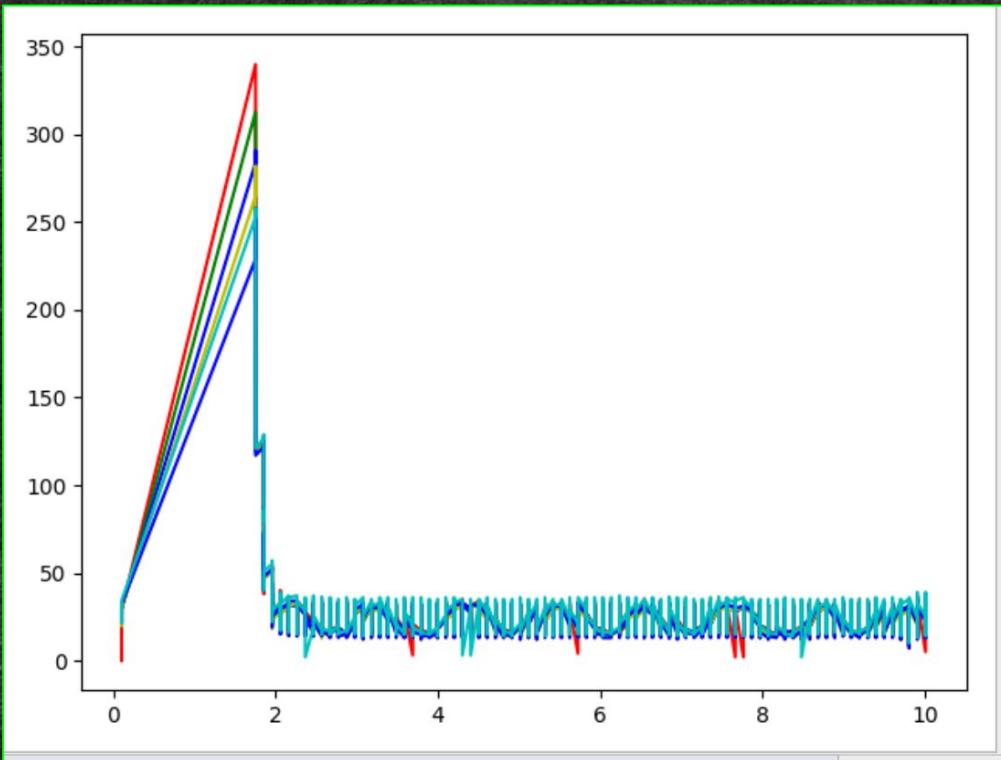


ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Cheap logic analyzer

## Arduino UNO





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Software modules

HACKERS IN THE AREA

HACKERS IN THE AREA

HACKERS IN THE AREA



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Binwalk API module

```
> binwalk firmware.bin
< [
    [6264, 'LZO compressed data'],
    ...
]
```



ZERO  
NIGHTS  
2018

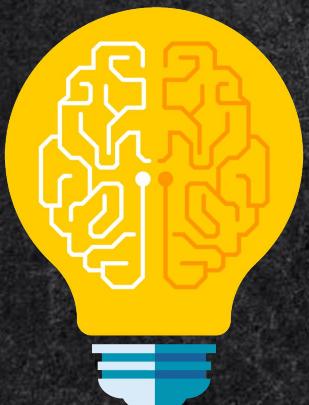
2<sup>3</sup>  
EDITION

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

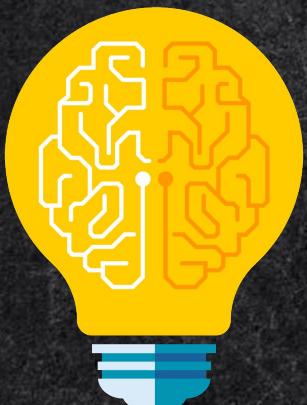


2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

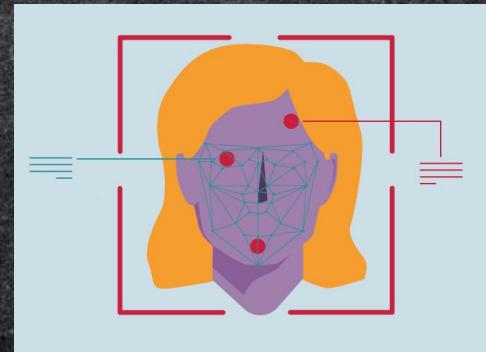
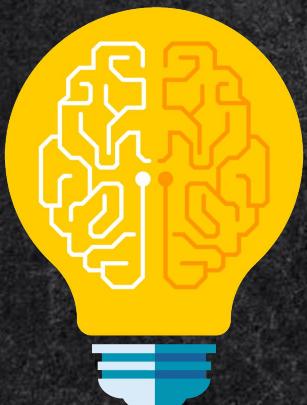


2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



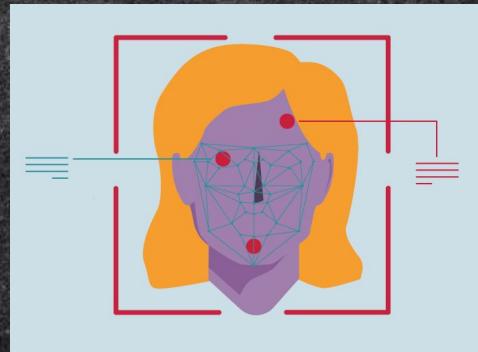
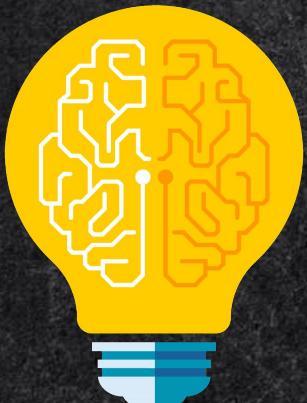
2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Firmware hardcoded credentials



2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Firmware hardcoded credentials

```
Found file: /etc/passwd
Found hardcoded password:
$1$V.dD1/c1$VHercFBRjVLXgKQTQqzGG.

Found file: /etc/proftpd/ftpd.passwd
Found hardcoded password:
$1$nbFjxIr4$5xMoTwMGJ9.ja5ovXgRFN1
. . .
```



**ZERO  
NIGHTS  
2018**

**23**  
EDITION

# Password fast dictionary bruteforce module

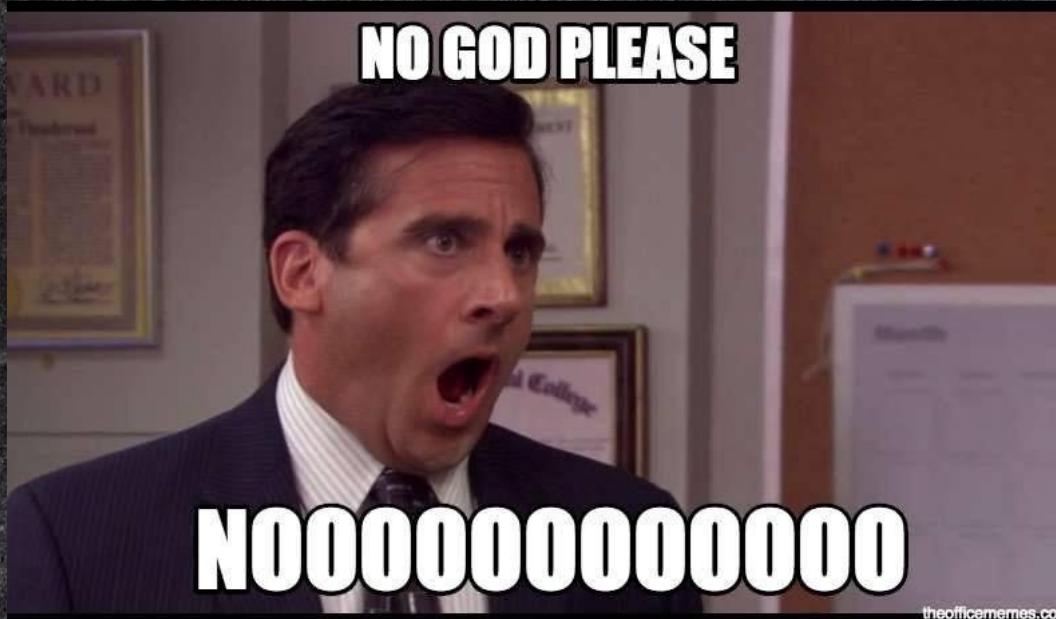
	@88>	%8P	u		@88>	%8P
888: x888 x888.	.	.	d88B:@8c	u	.	.
8888~'888X ?888f	@88u	=^8888f8888r	us888u.	.	@88u	.
X888 888X '888>	'888E	4888>'88~	@88 ~8888~	'888E	X888	'888E
X888 888X '888>	888E	4888>'	9888 9888	888E	X888	888E
X888 888X '888>	888E	4888>	9888 9888	888E	X888	888E
X888 888X '888>	888E	d888L +	9888 9888	888E	X888	888E
*88%~*88~ '888!	888&	^~8888*	9888 9888	888&	*88%	888&
	R888~	"Y"	"888*~888~	R888~		
	"	"Y"	"888~"Y"	"		



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Password fast dictionary bruteforce module





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Password fast dictionary bruteforce module

```
Import password: $1$V.dD1/c1$VHercFBRjVLXgKQTQqzGG.
```

```
Trying admin..
```

```
Trying root..
```

```
. . .
```

```
Trying toor..
```

```
Success!
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Communication modules

HACKERS IN THE AREA

HACKERS IN THE AREA

HACKERS IN THE AREA



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# WIFI -> Deauth

**SSID MAC of WIFI network: 00:11:22:33:44:55**

**Client MAC: AA:BB:CC:DD:EE:FF**

**Deauthing client...**

**OK! Create your fake WIFI access point!**



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# WIFI -> WPA2 Handshake Cracker

SSID MAC of WIFI network: 00:11:22:33:44:55

AP Name: kill-me-please

Dictionary: /tmp/10k.txt

Capturing handshake... Captured!

Trying 10000 passwords

. . .

Found: P73wefim458fjwe30234jfma

Door Alarm: 1234





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# WIFI -> Probe sniffing

```
Starting probe sniffing!
```

```
Device AA:BB:CC:DD:EE:FF tried to connect to "HP"
```

```
Device 00:11:33:33:77:00 tried to connect to "Samsang"
```

```
...
```

```
Return:
```

- "AA:BB:CC:DD:EE:FF": "HP"
- "00:11:33:33:77:00": "Samsang"



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# ARP -> Finding

Starting ARP-Finding!

Found: AA:BB:CC:DD:EE:FF

Found: 00:11:22:33:44:55

. . .

List of found addresses:

```
[ "AA:BB:CC:DD:EE:FF", "00:11:22:33:44:55", . . . ]
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# ARP -> Spoofing

```
Gateway ip: 192.168.1.1
```

```
Target: 192.168.1.123
```

```
Packets amount: 1000
```

```
Starting...
```

```
Got MAC address of 192.168.1.1
```

```
Got MAC address of 192.168.1.123
```

```
Capturing packets...
```

```
Finished!
```



I AM THE GATEWAY NOW  
imgflip.com

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# NRF24 -> Find addresses

```
Sniffing for NRF24 Stream.
```

```
Changing channel to: 1
```

```
Changing channel to: 2
```

```
. . .
```

```
Most common addresses:
```

```
[ "00:00:00:00:00", "AA:BB:CC:DD:EE", . . . ]
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# NRF24 -> Send bytes

```
Device address: AA:BB:CC:DD:EE
Channel: 11
Bytes: 0x1337
Sending bytes... Done!
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# One more problem..

HACKERS IN THE AREA

HACKERS IN THE AREA

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

- +100500 same options depend on manufacturers/devices
- Options transmission between security specialists



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

- +100500 same options depend on manufacturers/devices
- Options transmission between security specialists



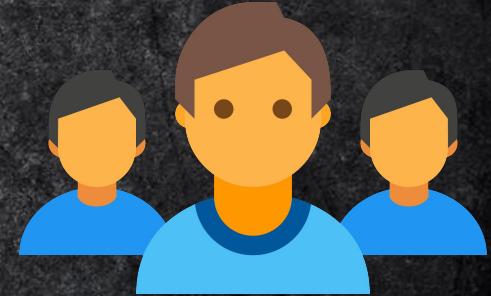


ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



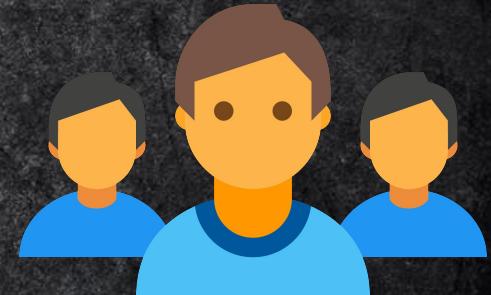
# Profile system





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

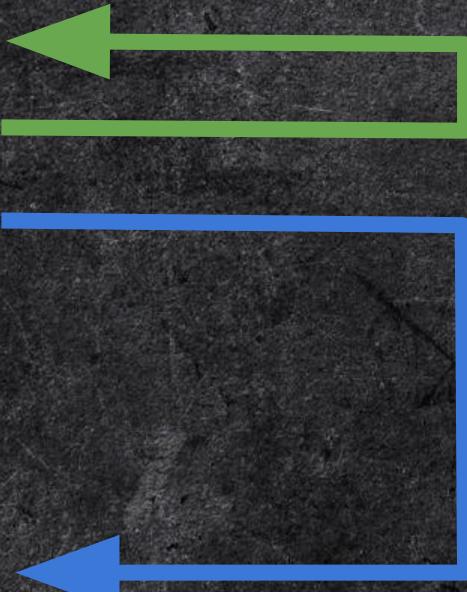


- Save & Restore options



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



# Profile system



- Save & Restore options
- Share options with friends

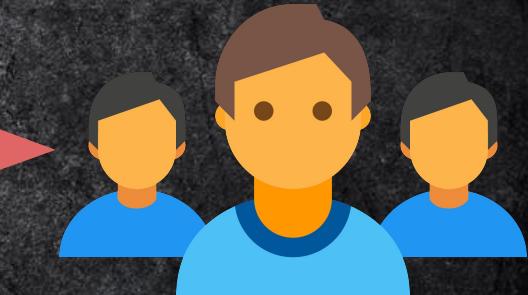


ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION



# Profile system



- **Save & Restore options**
- **Share options with friends**
- **Share options with everyone**



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# BronzeBee

2018.ZERONIGHTS.ORG



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

bronzebee@zn2018:~\$ whoami

- MIEM HSE student (3rd grade)
- Sberbank cyber security department intern
- Lunary & Invuls CTF team member
- Node.js developer





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Console & GUI mode

```
[ISFFramework > search CramFS
[+] Search results:
+-----+-----+-----+
| Name | Version | Author | Description
+-----+-----+-----+
| hardware/uboot/CramFSls | 1 | Not_so_sm4rt_hom3 team | Get list of
| hardware/uboot/CramFSload | 1 | Not_so_sm4rt_hom3 team | Download file
| hardware/uboot/CramFSDump | 1 | Not_so_sm4rt_hom3 team | Recursive du
+-----+-----+-----+
ISFFramework > use hardware/uboot/CramFSls
ISFFramework (hardware/uboot/CramFSls) > params
[*] Module input parameters:
+-----+-----+-----+-----+-----+
| Name | Current value | Type | Required | Default value
+-----+-----+-----+-----+-----+
| Device | | str | False | /dev/tty.usbser...
| Baudrate | | int | False | 115200
| Timeout | | float | False | 0.1
```

The screenshot shows the IoTSecFuzz Framework interface. On the left, there's a terminal window displaying the ISFFramework command-line interface. On the right, a graphical user interface window titled 'Module controller' is open, showing the configuration for the 'HandshakeCracker' module.

**Module info:**

- Name: communication/WiFi/HandshakeCracker
- Version: 1.0
- Author: Not\_so\_sm4rt\_hom3team
- Description: Intercepts & attempts to crack WPA2 handshakes

**Input Parameters:**

Name	Value	Required	Description
iface		Yes	Target network interface
ssid		Yes	Target AP name
ssid_mac		Yes	SSID MAC address
dict_path		Yes	Dictionary to bruteforce PSK

**Output Parameters:**

Name	Value
------	-------

**Log:**

```
Log content goes here.
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Console mode

## 20+ commands

ISFFramework > help

Name	Parameters	Description	Aliases
back		Clears the current module	
help		Displays help	
list		Lists all loaded modules	
options		Prints module in/out parameters	params
presets		Lists presets for current profile	
presets_import	presets file name	Imports presets file	
profile_import	presets file name	Imports profile file	pimport, pr_import
profile_unset	profile name	Unsets selected profile	punset, pr_unset
profile_use	profile name	Selects profile to use	puse, pr_use
profile_list		Lists all loaded profiles	profiles, plist, pr_list
run		Executes selected module	start
search		Finds module by name substring	find
set	parameter name, value	Executes selected module	
use	module name	Selects module to use	select, sel

ISFFramework > █



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Console mode module usage

```
[+] Search results:
+-----+
| Name           | Version | Author          | Description |
+-----+
| hardware/Baudrate/ClassicBruteforce | 1 | Not_so_sm4rt_hom3 team | Bruteforce of device UART baudrate |
+-----+
ISFFramework > use hardware/Baudrate/ClassicBruteforce
ISFFramework (hardware/Baudrate/ClassicBruteforce) > params
[*] Module input parameters:
+-----+
| Name    | Current value | Type   | Required | Default value           | Description |
+-----+
| Device  |               | str    | False    | /dev/tty.usbserial-00000000 | Path to arduino. Example: COM14 |
| Debug   |               | bool   | False    | False                | Use verbose output |
| Time    |               | int    | False    | 1                     | Time for any baudrate |
+-----+
[*] Module output parameters:
+-----+
| Name    | Description |
+-----+
| Baudrate | Baudrate list with the most ascii-readable chars. |
+-----+
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Console mode profiles

```
ISFFramework > profiles
[+] Loaded profiles:
+-----+-----+
| Name | Description | Number of presets |
+-----+-----+
| test | Simple test profile | 3 |
+-----+-----+
ISFFramework > profile_use test
[+] Profile set: test
ISFFramework (~@test) > use firmware/test/test1
ISFFramework (firmware/test/test1@test) > params
[*] Module input parameters:
+-----+-----+-----+-----+-----+-----+
| Name | Current value | Type | Required | Default value | Description
+-----+-----+-----+-----+-----+
| TARGET | | str | True | | The target path
| VERBOSE | | bool | False | False | Use verbose output
| T1 | | int | True | 1337 | A test param
+-----+-----+-----+-----+
[*] Module output parameters:
+-----+-----+
| Name | Description |
+-----+-----+
| kek | So kek |
+-----+
ISFFramework (firmware/test/test1@test) > █
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Profiles on the inside

```
{  
    "name": "test",  
    "description": "Simple test profile",  
    "presets_packs": {  
        "root": {  
            "description": "",  
            "origin": "~",  
            "presets": {  
                "firmware/test/test1:T1": 1337,  
                "firmware/test/test2:T2": 8888  
            }  
        }  
    }  
}
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Profiles

presets for existing ones

```
{  
    "name": "preset_test",  
    "description": "Preset pack test",  
    "profiles": {  
        "test": {  
            "hardware/container_test:TARGET": "/"  
        }  
    }  
}
```

imported via *presets\_import* command



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# GUI mode

IoTSecFuzz Framework

Module controller

**Module info**

Name: firmware/test/test1  
Version: 1.0  
Author: Not\_so\_sm4rt\_hom3 team  
Description: Wow such test

**Input Parameters**

Name	Value	Required	Description
TARGET	/usr	Yes	The target path
VERBOSE	<input checked="" type="checkbox"/>	No	Use verbose output
T1	4	Yes	A test param

**Output Parameters**

Name	Value
kek	5

**Log**

```
Connected to target /usr
Here are my in params:
({'TARGET': '/usr', 'VERBOSE': True, 'T1': 4}
True
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# GUI - module tree

The screenshot shows the IoTSecFuzz Framework's graphical user interface. On the left, a sidebar titled "Modules" lists several categories: communication (ARP, WiFi, Deauth, HandshakeCracker, ProbeSniffing), hardware (Bluetooth, NRF24), firmware (Extractor, test), and two specific test modules: "test1" and "test2". The "test1" module is currently selected, indicated by a blue selection bar at the bottom of its list item.

The main panel is titled "Module controller" and contains the "Module info" section. It displays the following information:

- Name: firmware/test/test1
- Version: 1.0
- Author: Not\_so\_sm4rt\_hom3 team
- Description: Wow such test

Below this are two tables: "Input Parameters" and "Output Parameters".

Name	Value	Required	Description
TARGET	/usr	Yes	The target path
VERBOSE	<input checked="" type="checkbox"/>	No	Use verbose output
T1	4	Yes	A test param

Name	Value
kek	5

At the bottom of the main panel is a "Log" section containing the following text:

```
Connected to target /usr
Here are my in params:
{'TARGET': '/usr', 'VERBOSE': True, 'T1': 4}
True
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# GUI - module controller

The screenshot shows the IoTSecFuzz Framework interface with the 'Module controller' window open. The left sidebar lists various modules: communication (ARP, WiFi, Deauth, HandshakeCracker, ProbeSniffing), hardware (Bluetooth, NRF24), firmware (Extractor, test), and two user-defined modules: 'test1' and 'test2'. The 'test1' module is currently selected.

**Module info**

**Name:** firmware/test/test1  
**Version:** 1.0  
**Author:** Not\_so\_sm4rt\_hom3 team  
**Description:** Wow such test

**Input Parameters**

Name	Value	Required	Description
TARGET	/usr	Yes	The target path
VERBOSE	<input checked="" type="checkbox"/>	No	Use verbose output
T1	4	Yes	A test param

**Output Parameters**

Name	Value
kek	5

**Log**

```
Connected to target /usr
Here are my in params:
{'TARGET': '/usr', 'VERBOSE': True, 'T1': 4}
True
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# GUI - log window

IoTSecFuzz Framework

Module controller

**Module info**

Name: firmware/test/test1  
Version: 1.0  
Author: Not\_so\_sm4rt\_hom3 team  
Description: Wow such test

**Input Parameters**

Name	Value	Required	Description
TARGET	/usr	Yes	The target path
VERBOSE	<input checked="" type="checkbox"/>	No	Use verbose output
T1	4	Yes	A test param

**Output Parameters**

Name	Value
kek	5

**Log**

```
Connected to target /usr
Here are my in params:
({'TARGET': '/usr', 'VERBOSE': True, 'T1': 4}
True
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# What's under the hood



```
class Solution:

    def maxProfit(self, p, n, m):
        if len(p) <= 1:
            return 0
        dp = [[0] * (n + 1) for _ in range(m + 1)]
        for i in range(1, m + 1):
            for j in range(1, n + 1):
                if i == 1:
                    dp[i][j] = max(dp[i][j - 1], p[j] - p[0])
                else:
                    dp[i][j] = max(dp[i][j - 1], dp[i - 1][j] + p[j] - p[i])
        return dp[-1][-1]

    def maxProfit(self, p, n, m):
        if len(p) <= 1:
            return 0
        dp = [[0] * (n + 1) for _ in range(m + 1)]
        for i in range(1, m + 1):
            for j in range(1, n + 1):
                if i == 1:
                    dp[i][j] = max(dp[i][j - 1], p[j] - p[0])
                else:
                    dp[i][j] = max(dp[i][j - 1], dp[i - 1][j] + p[j] - p[i])
        return dp[-1][-1]

    def maxProfit(self, p, n, m):
        if len(p) <= 1:
            return 0
        dp = [[0] * (n + 1) for _ in range(m + 1)]
        for i in range(1, m + 1):
            for j in range(1, n + 1):
                if i == 1:
                    dp[i][j] = max(dp[i][j - 1], p[j] - p[0])
                else:
                    dp[i][j] = max(dp[i][j - 1], dp[i - 1][j] + p[j] - p[i])
        return dp[-1][-1]
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Module

## atomic work unit of framework

### Module lifecycle:

1. Initialized
2. Executed with pre-validated input parameters
3. Returns output parameters (if any)
4. Destroyed





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Software interface of module

- Defined in separate class
- Ability to set parameter description, type, default value, etc.
- name/version/description/author provided in the *@ISFModule* decorator

```
from core.ISFFramework import ISFModule, Param

@ISFModule(name="MyModule",
           version="1.0",
           description="Description",
           author="Author")

class MyModule:
    in_params = {
        "my_in_param": Param("An input parameter", required=False,
                             value_type=int, default_value=10)
    }

    out_params = {
        "my_out_param": Param("An output parameter")
    }

    def run(self, params):
        return {"my_out_param": params["my_in_param"] + 1}
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Software interface of module

- Input parameters description provided through *in\_params* field
- Execution with specified parameters through *run* method (also returns output parameters)
- Access other modules using *get\_module\_class* method

```
from core.ISFFramework import ISFModule, Param

@ISFModule(name="MyModule",
            version="1.0",
            description="Description",
            author="Author")

class MyModule:
    in_params = {
        "my_in_param": Param("An input parameter", required=False,
                             value_type=int, default_value=10)
    }

    out_params = {
        "my_out_param": Param("An output parameter")
    }

    def run(self, params):
        return {"my_out_param": params["my_in_param"] + 1}
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## Overview

- Good for targeted exploits, but not for general-purpose tasks
- Terrible for hardware multi-step modules: requires either creating a library or initialize new session each time sub-task is executed
- Still makes you to split each sub-task into different file with module wrapper & same input parameters to connect to device





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSDump command using this approach:

Initialize CramFSIs module (open connection)



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSDump command using this approach:

Initialize CramFSIs module (open connection)  
-> run CramFSIs



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSDump command using this approach:

Initialize CramFSIs module (open connection)

-> run CramFSIs -> destroy CramFSIs (close connection)



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSDump command using this approach:

Initialize CramFSIs module (open connection)

-> run CramFSIs -> destroy CramFSIs (close connection) -> Initialize CramFSload (open connection)



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSDump command using this approach:

Initialize CramFSIs module (open connection)

-> run CramFSIs -> destroy CramFSIs (close connection) -> Initialize CramFSload (open connection) -> run CramFSload



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSDump command using this approach:

Initialize CramFSIs module (open connection)

-> run CramFSIs -> destroy CramFSIs (close connection) -> Initialize CramFSload (open connection) -> run CramFSload -> destroy CramFSload (close connection)



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSDump command using this approach:

Initialize CramFSIs module (open connection)

-> run CramFSIs -> destroy CramFSIs (close connection) -> Initialize CramFSload (open connection) -> run CramFSload -> destroy CramFSload (close connection) -> Initialize CramFSDump (open connection)



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSdump command using this approach:

Initialize CramFSIs module (open connection)

-> run CramFSIs -> destroy CramFSIs (close connection) -> Initialize CramFSload (open connection) -> run CramFSload -> destroy CramFSload (close connection) -> Initialize CramFSdump (open connection) -> run CramFSdump



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem

## CramFS example

CramFSdump command using this approach:

Initialize CramFSIs module (open connection)

-> run CramFSIs -> destroy CramFSIs (close connection) -> Initialize CramFSload (open connection) -> run CramFSload -> destroy CramFSload (close connection) -> Initialize CramFSdump (open connection) -> run CramFSdump -> destroy CramFSdump (close connection)



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

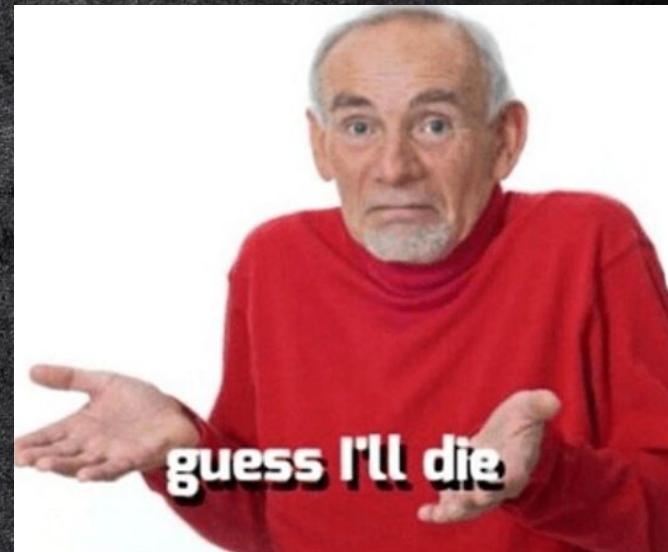
# Atomic module problem

## CramFS example

CramFSdump command using this approach:

Initialize CramFSIs module (open connection)

-> run CramFSIs -> destroy CramFSIs (close connection) -> Initialize CramFSload (open connection) -> run CramFSload -> destroy CramFSload (close connection) -> Initialize CramFSdump (open connection) -> run CramFSdump -> destroy CramFSdump (close connection)



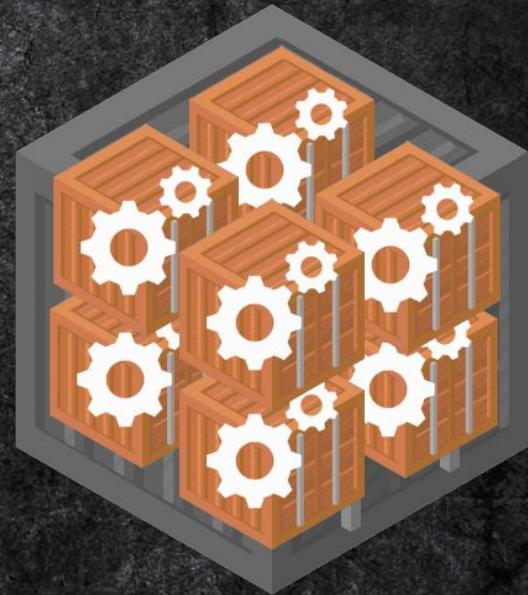


ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem Solution

- Single class to contain multiple modules and common input parameters which is capable of context management (annotated with *@ISFContainer* decorator)
- Run method of each submodule is defined as method in container class and takes additional input parameters from *@submodule* decorator



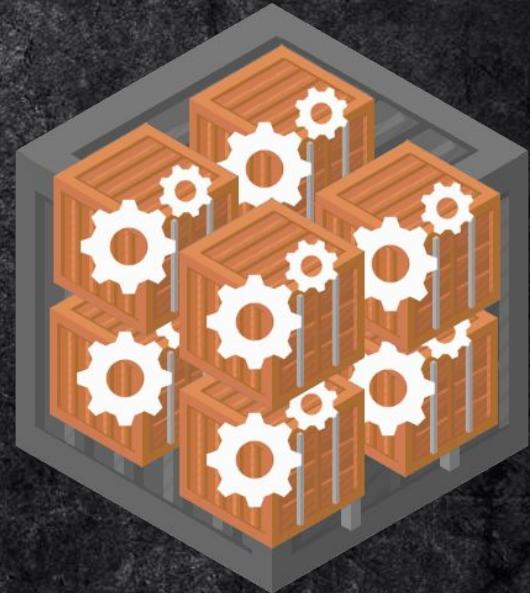


ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem Solution

- Allows the developer to call submodules within the same function as if they were simple functions
- Ability to access container using *get\_container\_class* method
- From user's perspective, containers/submodules are regular modules (all the work with context is done behind the scene)





ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem Solution

```
from core.ISFFramework import ISFContainer, submodule, Param

@ISFContainer(version="1.0",
               author="Not_so_sm4rt_hom3 team")
class TestContainer:

    def __init__(self, in_params):
        self.connected = True

    in_params = {
        "TARGET": Param("The target path", required=True),
        "Baudrate": Param("Device baudrate", value_type=int,
                          required=True)
    }
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Atomic module problem Solution

```
@submodule(name="Submodule",
            description="Description",
            in_params={
                "in_param": Param("A test param", value_type=int,
                                  required=True)
            },
            out_params={"out_param": Param("So kek")})
def test_one(self, in_params):
    print("Here are my in params: ")
    print(in_params)
    print(self.connected)
    return {"out_param": in_params["in_param"] * 2}
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Use framework as library

## Yep, it's that simple!

```
import core.ISFFramework as ISFFramework

ISFFramework.start()

a = ISFFramework.get_container_class('hardware/Baudrate')

b = a({
    'Device': '/dev/tty.usbserial-00000000',
    'Debug': True
})

baudrate = b.baudrateBruteforce({
    'Time': 1
})['Baudrate'][0]

print(baudrate)
```



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# What's next?

- More modules, profiles & supported devices
- Community development: website, forum
- Centralized module & profile organization:  
ability to submit modules for framework repositories &  
install them directly from application interface



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Questions?

HACKERS IN THE AREA

HACKERS IN THE AREA

HACKERS IN THE AREA



ZERO  
NIGHTS  
2018

2<sup>3</sup>  
EDITION

# Thanks for attention!

Gitlab: <https://gitlab.com/drakylar1/iotsecfuzz>

Marakhovich Sofia: @Soff\_M

Shaposhnikov Ilya: @drakylar

Bliznyuk Sergey: @bronzebee