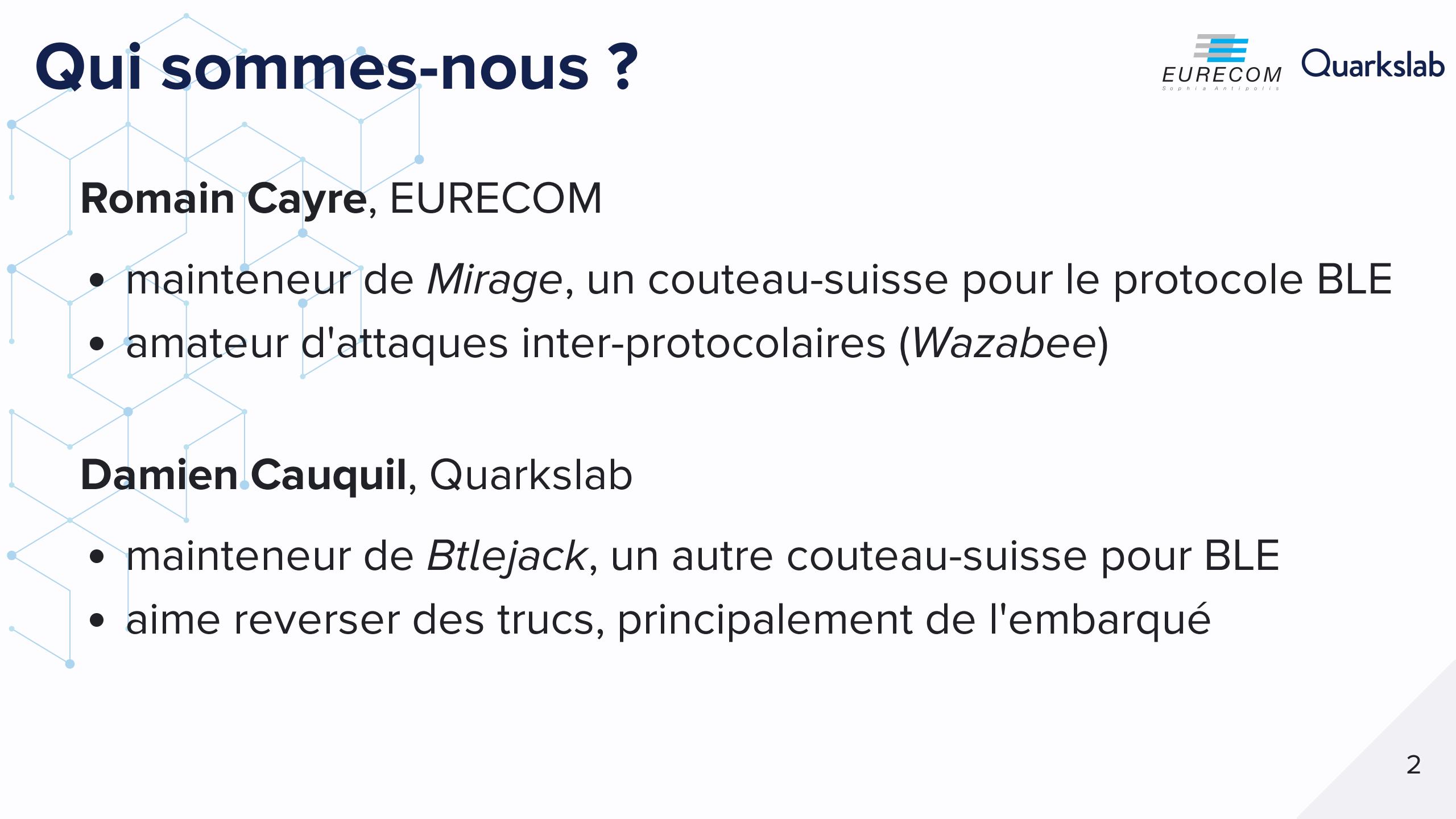




# Rétro-ingénierie et détournement de piles protocolaires embarquées

Romain Cayre, Damien Cauquil

# Qui sommes-nous ?



Romain Cayre, EURECOM

- mainteneur de *Mirage*, un couteau-suisse pour le protocole BLE
- amateur d'attaques inter-protocولaires (*Wazabee*)

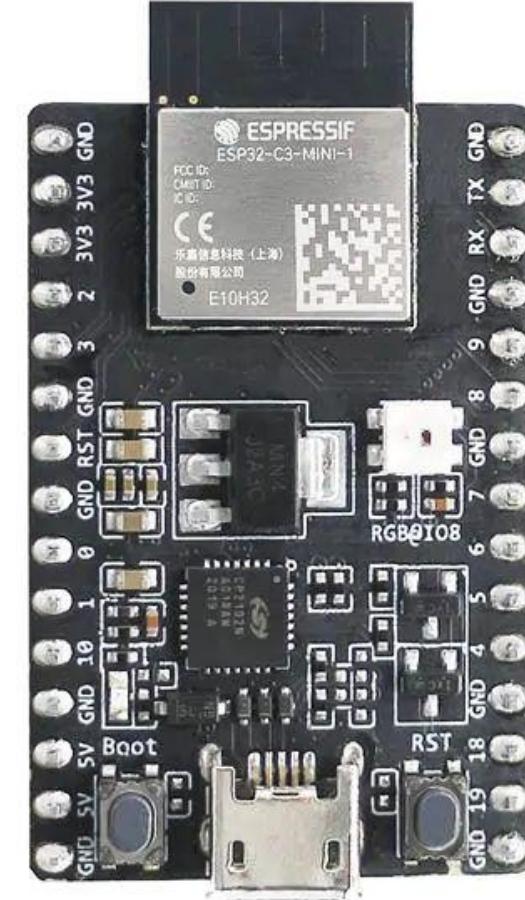
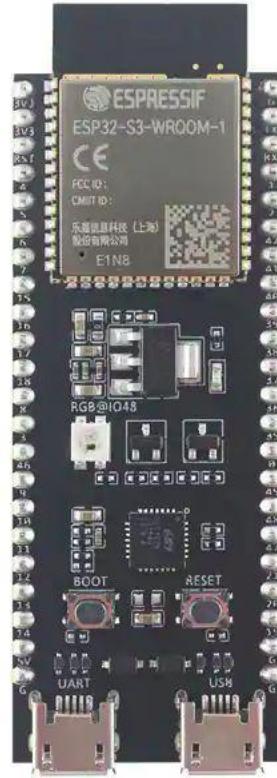
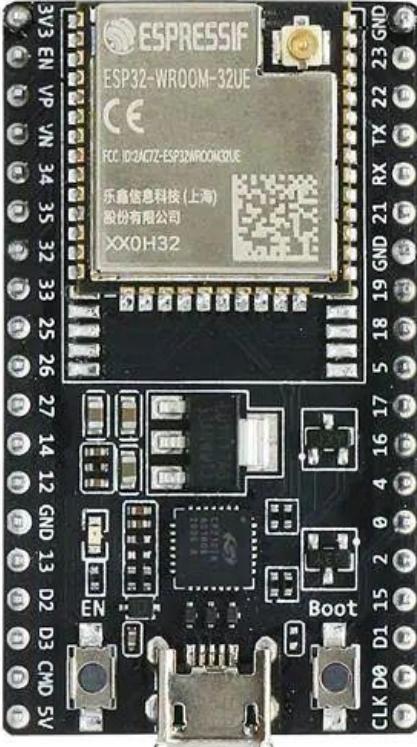
Damien Cauquil, Quarkslab

- mainteneur de *Btlejack*, un autre couteau-suisse pour BLE
- aime reverser des trucs, principalement de l'embarqué

# Introduction



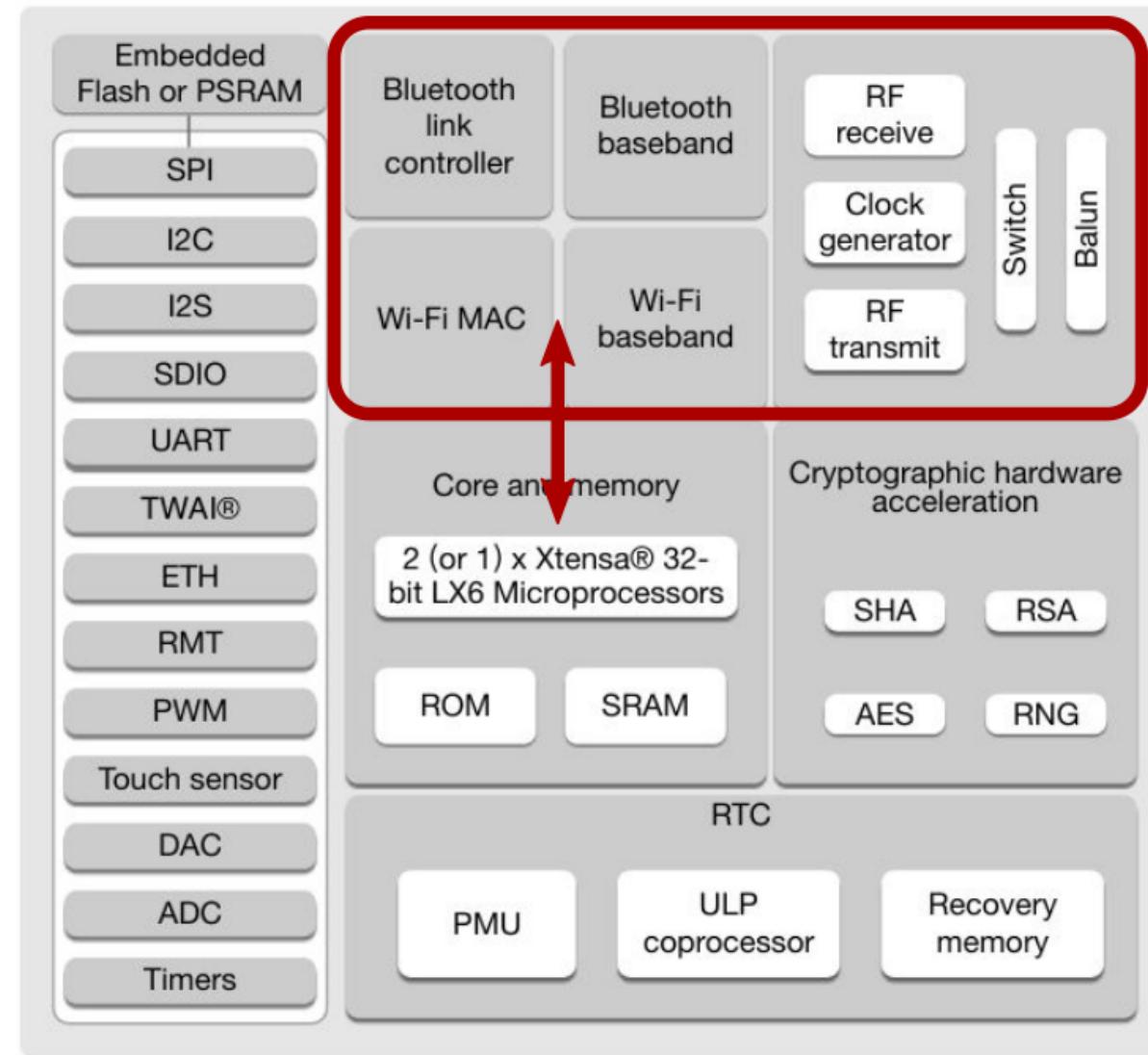
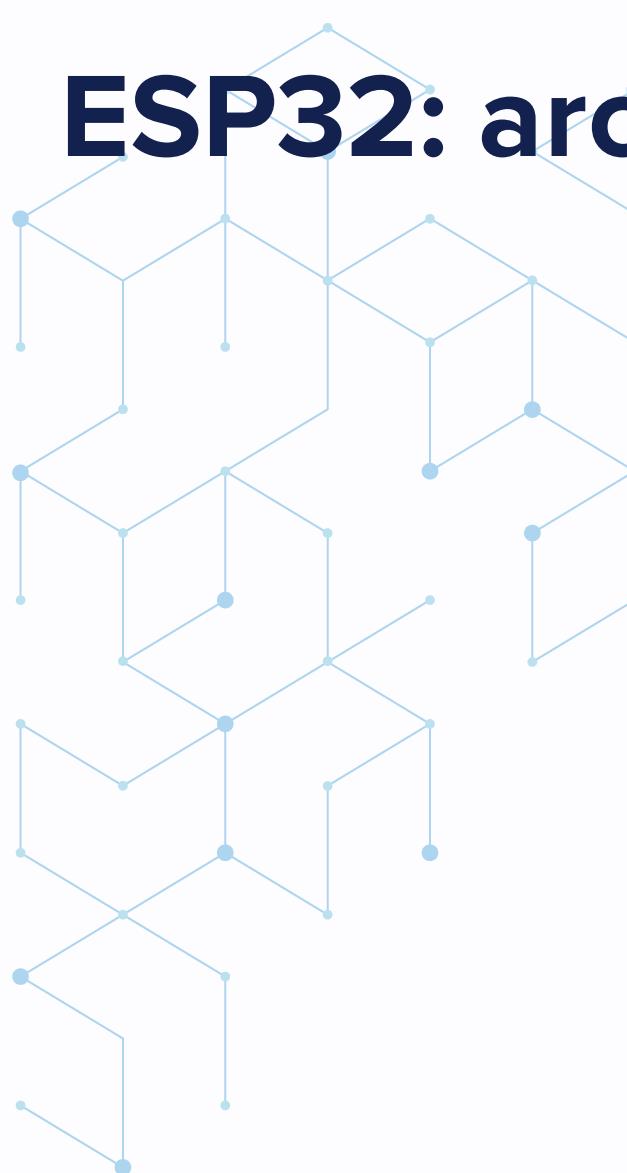
# L'ESP32 et ses copains



# L'ESP32 et ses copains

- SoCs **bon marché** et **légers**
- **Très répandu** dans le monde de l'IoT
- Supporte les protocoles **WiFi**, **Bluetooth Low Energy** /  
**Bluetooth BR/EDR**
- Architectures **Tensilica Xtensa** (ESP32, ESP32-S3) et **RISC-V**  
(ESP32-C3)

# ESP32: architecture globale





# Problématique(s)

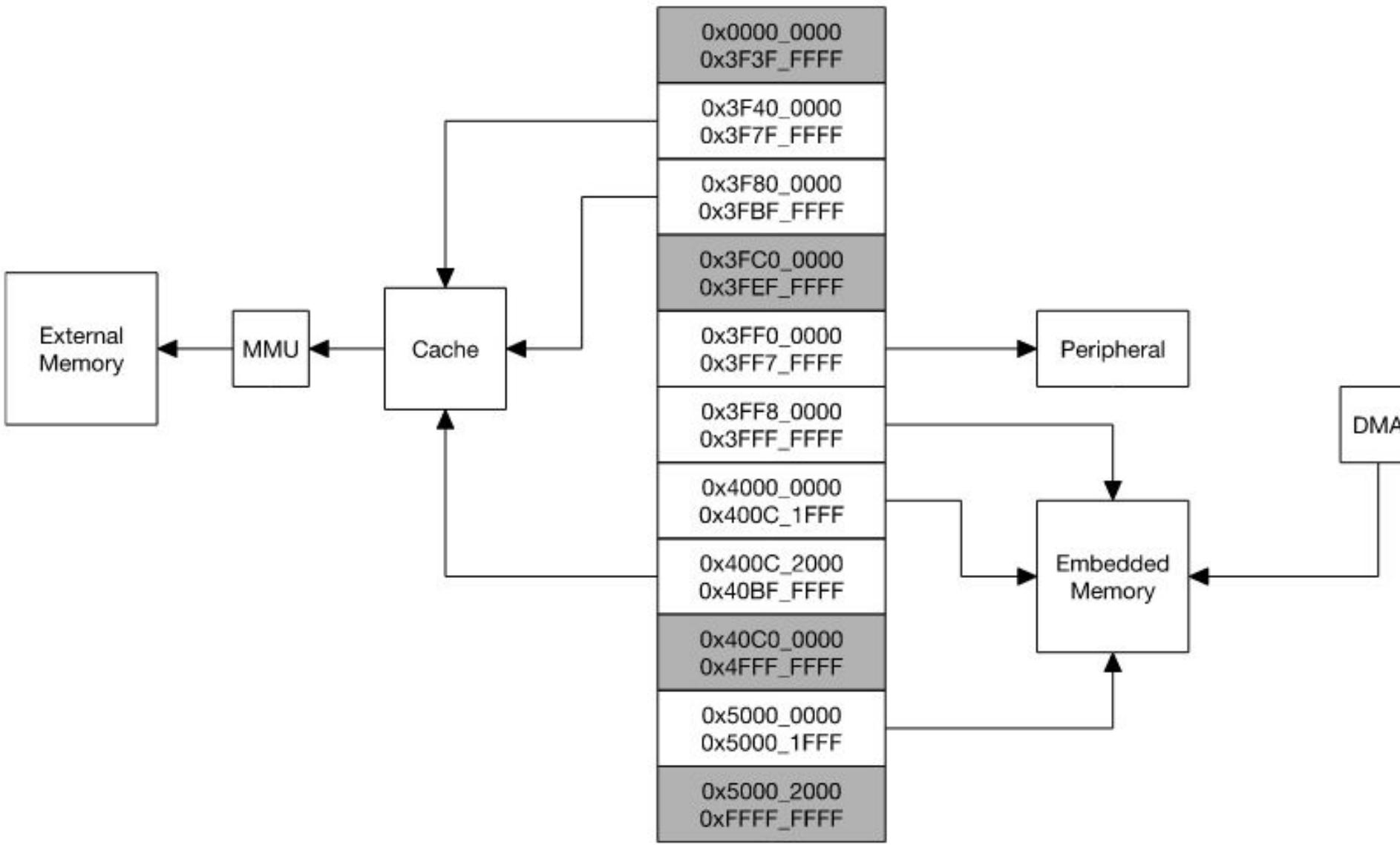
Est-il possible de:

- **sniffer les communications BLE ?**
- **injecter un paquet BLE arbitraire ?**
- **détourner la couche PHY à des fins offensives ?**
- Interagir avec **d'autres protocoles sans-fil ?**
- Faire de l'ESP32 une **plate-forme d'attaque sans-fil ?**

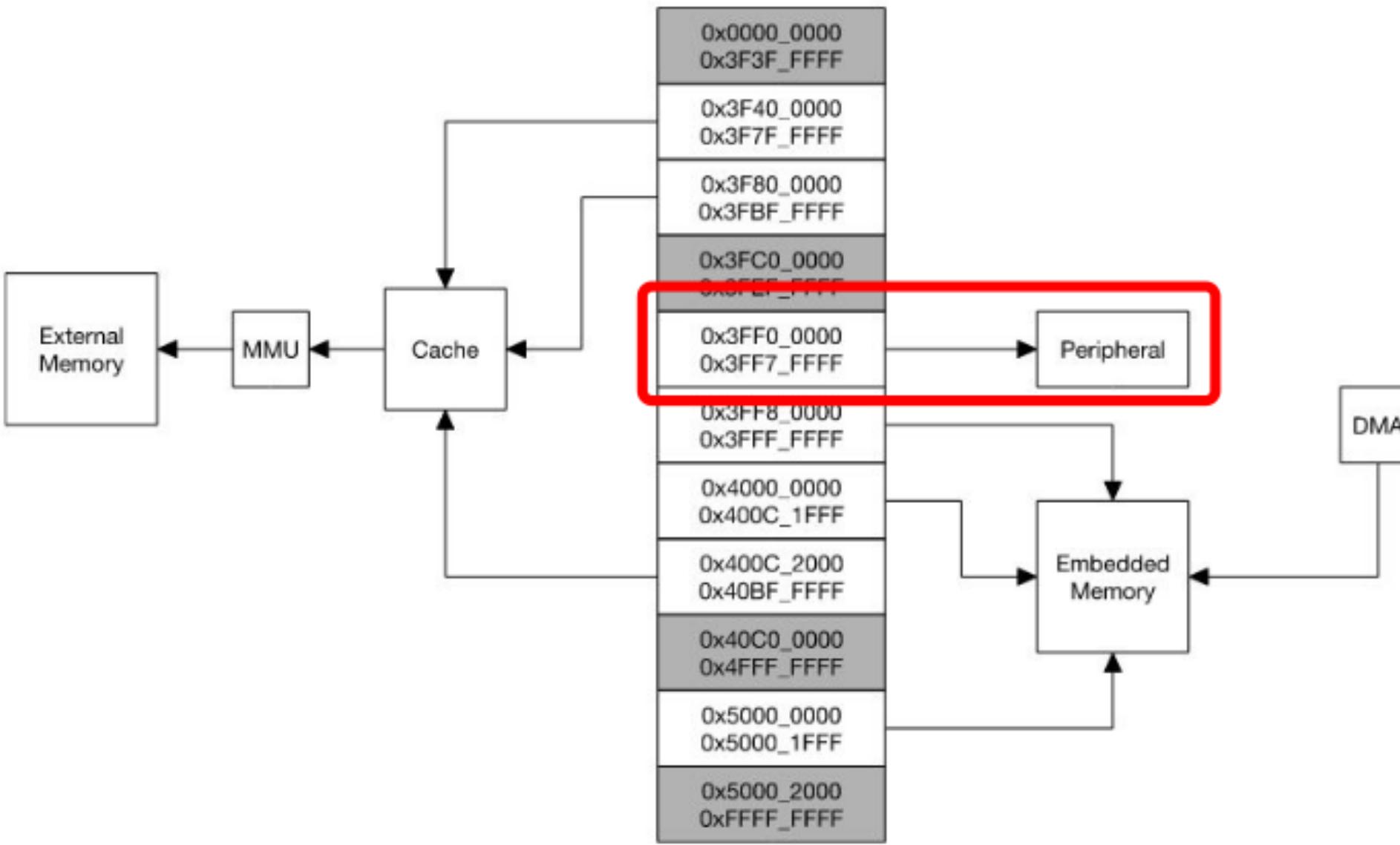


# Les entrailles de l'ESP32

# Mapping mémoire



# Mapping mémoire



# Périphériques matériels

Bon nombre d'entre eux sont présents dans la documentation:

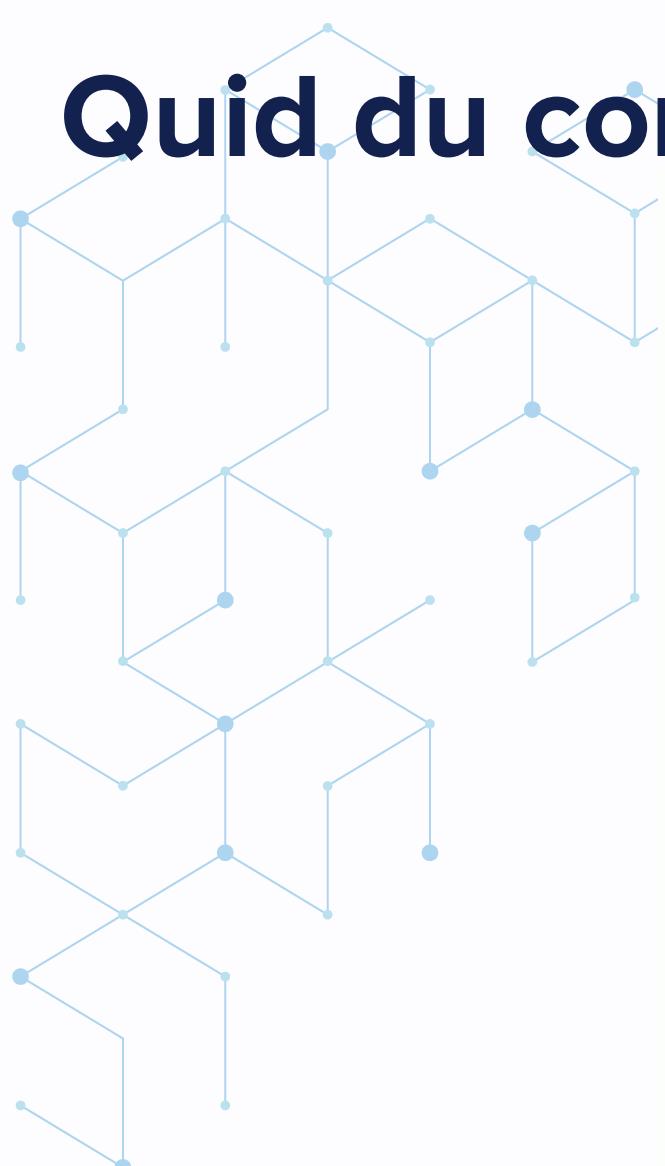
UART0

GPIO

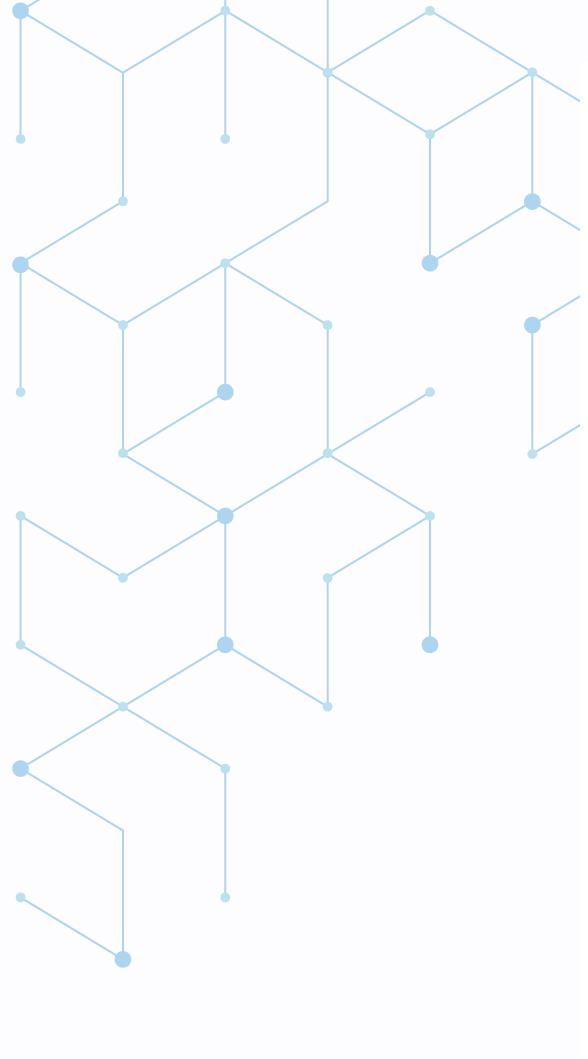
SPI1

...

# Quid du contrôleur BLE ?



# Un air de déjà vu ?



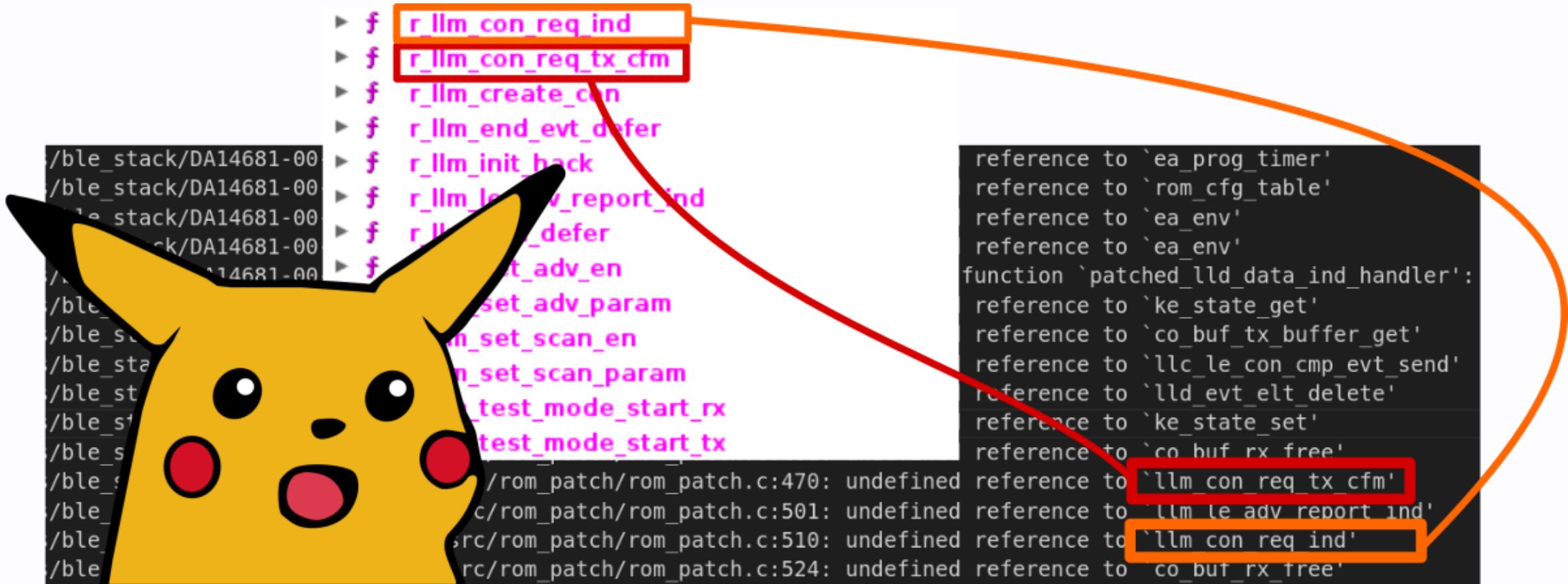
- ▶ **f r\_llm\_con\_req\_ind**
- ▶ **f r\_llm\_con\_req\_tx\_cfm**
- ▶ **f r\_llm\_create\_con**
- ▶ **f r\_llm\_end\_evt\_defer**
- ▶ **f r\_llm\_init\_hack**
- ▶ **f r\_llm\_le\_adv\_report\_ind**
- ▶ **f r\_llm\_pdu\_defer**
- ▶ **f r\_llm\_set\_adv\_en**
- ▶ **f r\_llm\_set\_adv\_param**
- ▶ **f r\_llm\_set\_scan\_en**
- ▶ **f r\_llm\_set\_scan\_param**
- ▶ **f r\_llm\_test\_mode\_start\_rx**
- ▶ **f r\_llm\_test\_mode\_start\_tx**

# Un air de déjà vu ?

Trouvé dans un pastebin sur Internet:

```
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:337: undefined reference to `ea_prog_timer'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:349: undefined reference to `rom_cfg_table'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:349: undefined reference to `ea_env'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:349: undefined reference to `ea_env'  
/ble_stack/DA14681-00-Debug/libble_stack_da14681_00.a(rom_patch.o): In function `patched_lld_data_ind_handler':  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:381: undefined reference to `ke_state_get'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:427: undefined reference to `co_buf_tx_buffer_get'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:430: undefined reference to `llc_le_con_cmp_evt_send'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:433: undefined reference to `lld_evt_elt_delete'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:436: undefined reference to `ke_state_set'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:461: undefined reference to `co_buf_rx_free'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:470: undefined reference to `llm_con_req_tx_cfm'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:501: undefined reference to `llm_le_adv_report_ind'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:510: undefined reference to `llm_con_req_ind'  
/ble_stack/DA14681-00-Debug/./src/rom_patch/rom_patch.c:524: undefined reference to `co_buf_rx_free'
```

# Un air de déjà vu !





FINAL

DA14681

Bluetooth Low Energy 4.2 SoC

Table 92: Register map BLE

Address	Port	Description
0x400000D8	BLE_TXMICVAL_REG	AES / CCM plain MIC value
0x400000DC	BLE_RXMICVAL_REG	AES / CCM plain MIC value
0x400000E0	BLE_RFTESTCNTL_REG	RF Testing Register
0x400000E4	BLE_RFTESTTXSTAT_REG	RF Testing Register
0x400000E8	BLE_RFTESTRXSTAT_REG	RF Testing Register
0x400000F0	BLE_TIMGENCNTL_REG	Timing Generator Register
0x400000F4	BLE_GROSSTIMTGT_REG	Gross Timer Target value
0x400000F8	BLE_FINETIMTGT_REG	Fine Timer Target value
0x400000FC	BLE_SAMPLECLK_REG	Samples the Base Time Counter
0x40000100	BLE_COEXIFCNTL0_REG	Coexistence interface Control 0 Register
0x40000104	BLE_COEXIFCNTL1_REG	Coexistence interface Control 1 Register
0x40000108	BLE_BLEMPRIO0_REG	Coexistence interface Priority 0 Register
0x4000010C	BLE_BLEMPRIO1_REG	Coexistence interface Priority 1 Register
0x40000110	BLE_BLEPRIOSCHARB_REG	Priority Scheduling Arbiter Control Register
0x40000200	BLE_CNTL2_REG	BLE Control Register 2
0x40000208	BLE_EM_BASE_REG	Exchange Memory Base Register
0x4000020C	BLE_DIAGCNTL2_REG	Debug use only
0x40000210	BLE_DIAGCNTL3_REG	Debug use only

# Initialisation de la couche liaison



```

void r_lld_init()
{
    [...]
    SYNCL = 0xbed6;
    DAT_3ffb0442 = 0x8e89;
    SYNCH = 0x8e89;
    DAT_3ffb0444 = 0x5555;
    CRCINIT0 = 0x5555;
    DAT_3ffb0446 = 0x55;
    CRCINIT1 = 0x55;
}

```

**0x8e89bed6:** L'access address utilisée pour les paquets d'annonce

**0x555555:** Graîne d'initialisation du CRC

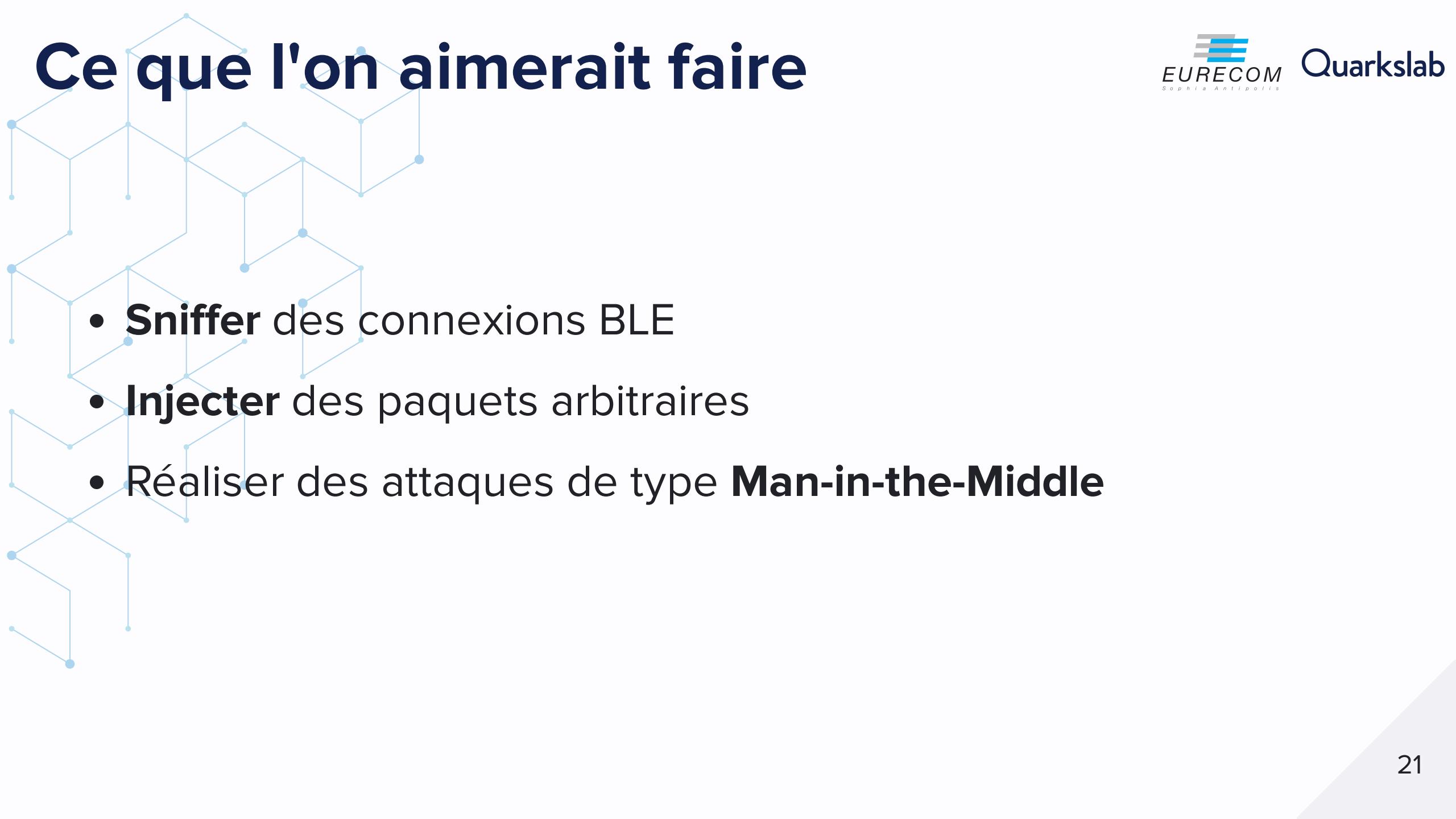
# Contrôleur BLE de l'ESP32

- **registres 16 bits**, identiques au DA14681
- **Même ordre des registres** dans le firmware ESP32
- Le SoC Dialog DA14681 est **intégralement documenté**

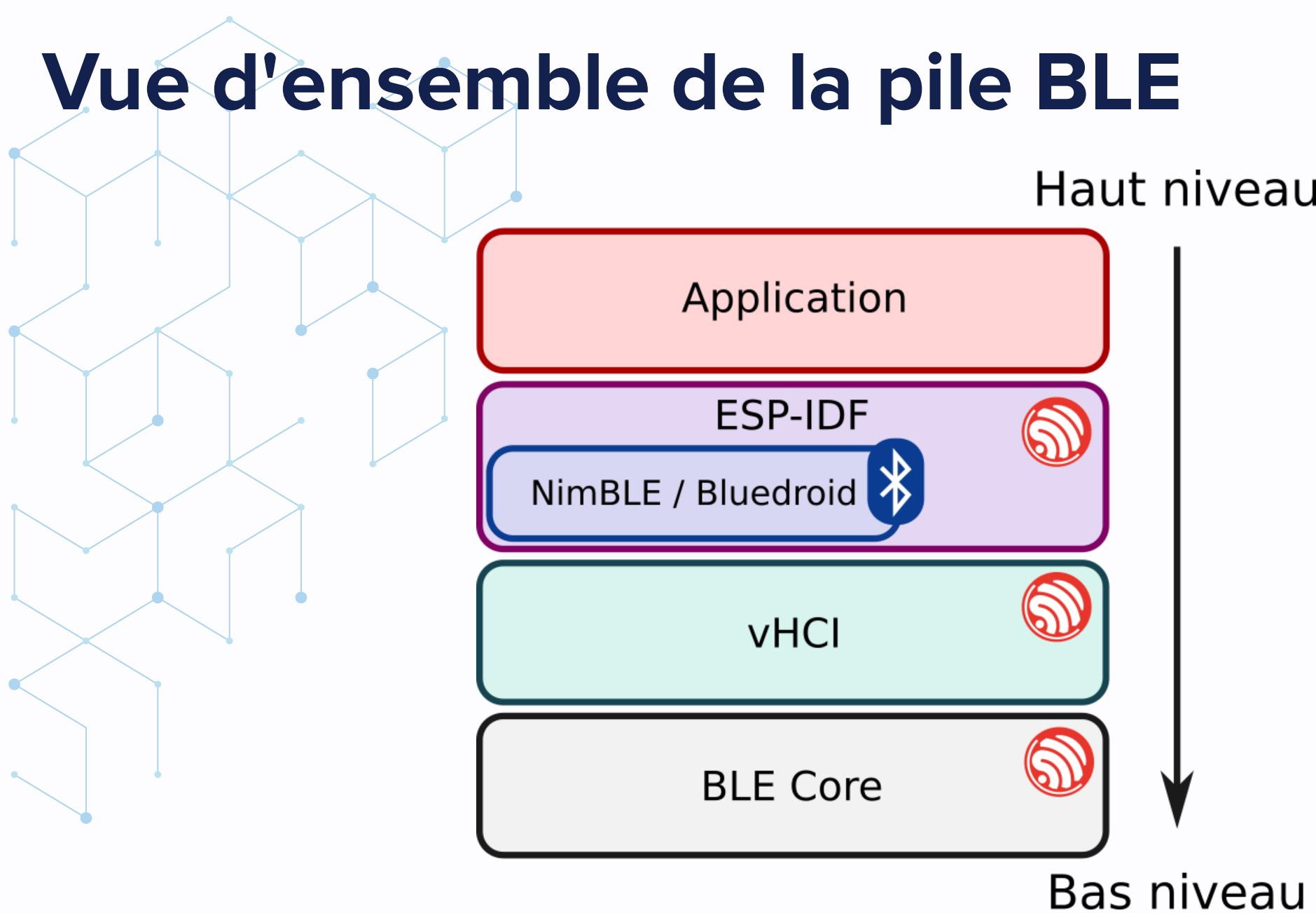
# BLE hacking



# Ce que l'on aimeraient faire

- 
- **Sniffer** des connexions BLE
  - **Injecter** des paquets arbitraires
  - Réaliser des attaques de type **Man-in-the-Middle**

# Vue d'ensemble de la pile BLE



# BLE Core (DA14681 ?)

- Couche **physique (PHY)**
- Gère les mécanismes **RF**
- **Périphérique** piloté par un cerveau



# vHCI

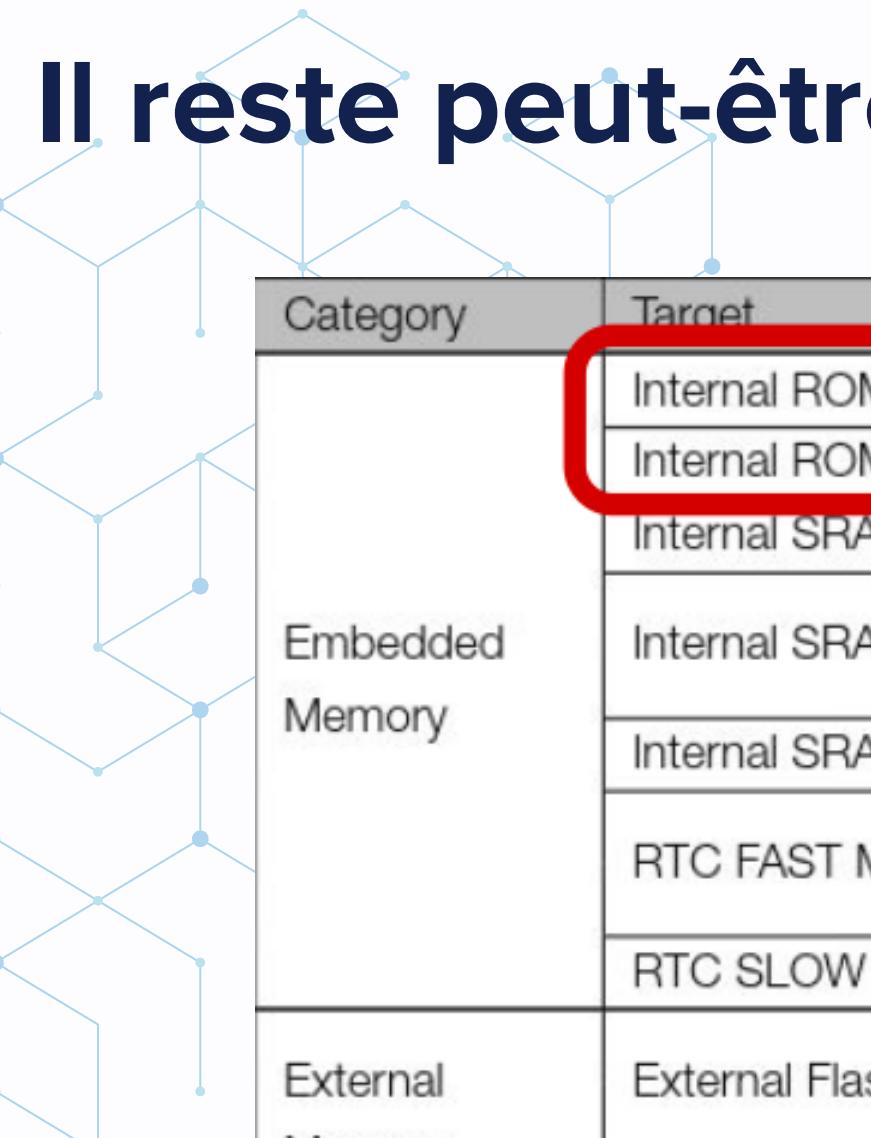
- Virtual Host Controller Interface
- Interface avec les **couches supérieures** des piles BLE (NimBLE / Bluedroid)
- Messages standardisés, **pas d'injection ni d'écoute possible**



- Fournit des implémentations compatibles de **NimBLE** et **Bluedroid**
- Basé sur des **bibliothèques statiques**
- Peut être mis à jour en même temps que *ESP-IDF*
- **Trop dépendant** de la version d'*ESP-IDF*



# Il reste peut-être un endroit ...



Category	Target	Start Address	End Address	Size
Embedded Memory	Internal ROM 0	0x4000_0000	0x4005_FFFF	384 KB
	Internal ROM 1	0x3FF9_0000	0x3FF9_FFFF	64 KB
	Internal SRAM 0	0x4007_0000	0x4009_FFFF	192 KB
	Internal SRAM 1	0x3FFE_0000	0x3FFF_FFFF	128 KB
		0x400A_0000	0x400B_FFFF	
	Internal SRAM 2	0x3FFA_E000	0x3FFD_FFFF	200 KB
	RTC FAST Memory	0x3FF8_0000	0x3FF8_1FFF	8 KB
		0x400C_0000	0x400C_1FFF	
External Memory	RTC SLOW Memory	0x5000_0000	0x5000_1FFF	8 KB
	External Flash	0x3F40_0000	0x3F7F_FFFF	4 MB
		0x400C_2000	0x40BF_FFFF	11 MB+248 KB
	External RAM	0x3F80_0000	0x3FBF_FFFF	4 MB

# ROMs internes de l'ESP32

- **2 zones mémoires spécifiques (lecture seule)**
- Ces zones contiennent du **code et des données**
- **API bas-niveau** pour contrôler le BLE Core
- **Nouveau problème:** comment intercepter ces fonctions ?

# Interception des fonctions en ROM

- Les fonctions ROM sont appelées via **r\_ip\_funcs\_p**

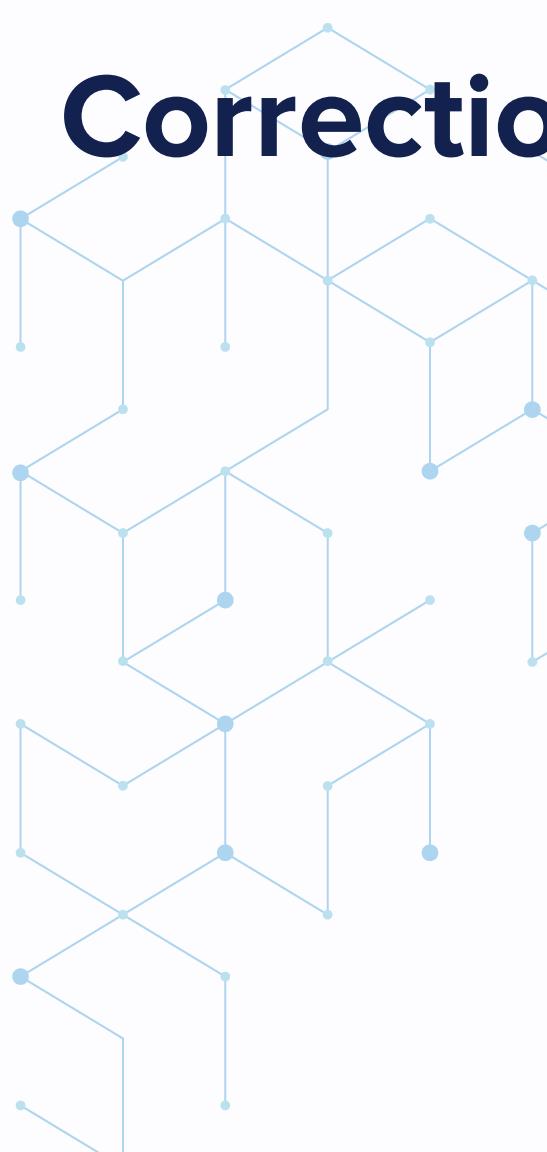
**r\_ip\_funcs\_p** est un **tableau de pointeurs de fonctions** stocké en **RAM**

400ea86a	41	df	e8
400ea86d	48	04	
400ea86f	42	d4	0a
400ea872	42	24	2f
400ea875	e0	04	00

l32r
l32i.n
addmi
l32i
callx8

a4, ->r_ip_funcs_p
a4=>r_ip_funcs_p, a4, 0x0
a4, a4, 0xa00
a4, a4, 0xb0c
a4

# Correction de fonctions ROM



```
undefined4 config_lld_funcs_reset(undefined4 param_1)
{
    int iVar1;
    code **ppcVar2;

    iVar1 = r_ip_funcs_p;
    ppcVar2 = *(code **)(r_ip_funcs_p + 0x900);
    *(code **)(r_ip_funcs_p + 0x8f0) = r_lld_init;
    *(code **)(iVar1 + 0x8f8) = r_lld_adv_start;
    *(code **)(iVar1 + 0x8fc) = r_lld_adv_stop_hack;
    *ppcVar2 = r_lld_scan_start_hack;
    *(code **)(iVar1 + 0x904) = r_lld_scan_stop_hack;
    *(code **)(iVar1 + 0x908) = r_lld_con_start;
    *(code **)(iVar1 + 0x90c) = r_lld_move_to_master_hack;
    *(code **)(iVar1 + 0x928) = r_lld_move_to_slave_hack;
    *(code **)(iVar1 + 0x924) = r_lld_get_mode;
    *(code **)(iVar1 + 0x914) = r_lld_con_update_after_param_req;
    return param_1;
}
```

# Interception de fonctions

```
// Define a similar function pointer
typedef int (*F_r_lld_pdu_rx_handler)(void* evt, uint32_t nb_rx_desc);

// Original function backup
F_r_lld_pdu_rx_handler old_r_lld_pdu_rx_handler = NULL;

// Hooking function
int rx_custom_callback(void* evt, uint32_t nb_rx_desc) {
    esp_rom_printf("Hooked :)\n");
    return old_r_lld_pdu_rx_handler(evt,nb_rx_desc);
}

void setup_hooks() {

    /* Setup RX callback hook */
    // Save the old function pointer to old_r_lld_pdu_rx_handler
    old_r_lld_pdu_rx_handler = (*r_ip_funcs_p)[603];

    // Inject our rx_custom_callback hook
    (*r_ip_funcs_p)[RX_SCAN_CALLBACK_INDEX] = (void*)rx_custom_callback;
}
```



# Capture de paquets BLE

Deux fonctions principales à intercepter:

- `r_lld_pdu_rx_handler()` : appelée quand un **paquet BLE est reçu**
- `r_lld_pdu_data_tx_push()` : utilisée pour **envoyer un paquet BLE**

La capture de paquets est possible, mais seulement pour les connexions établies par notre ESP32 😞

# Injection de paquet BLE

- On utilise `r_lld_pdu_data_tx_push()` pour envoyer un paquet BLE
- **Pas de vérification**, on peut envoyer des **paquets de données et de contrôle !** 📡
- Nécessite **quelques ajustements**, mais fonctionne parfaitement

# Attaques de type Man-in-the-Middle

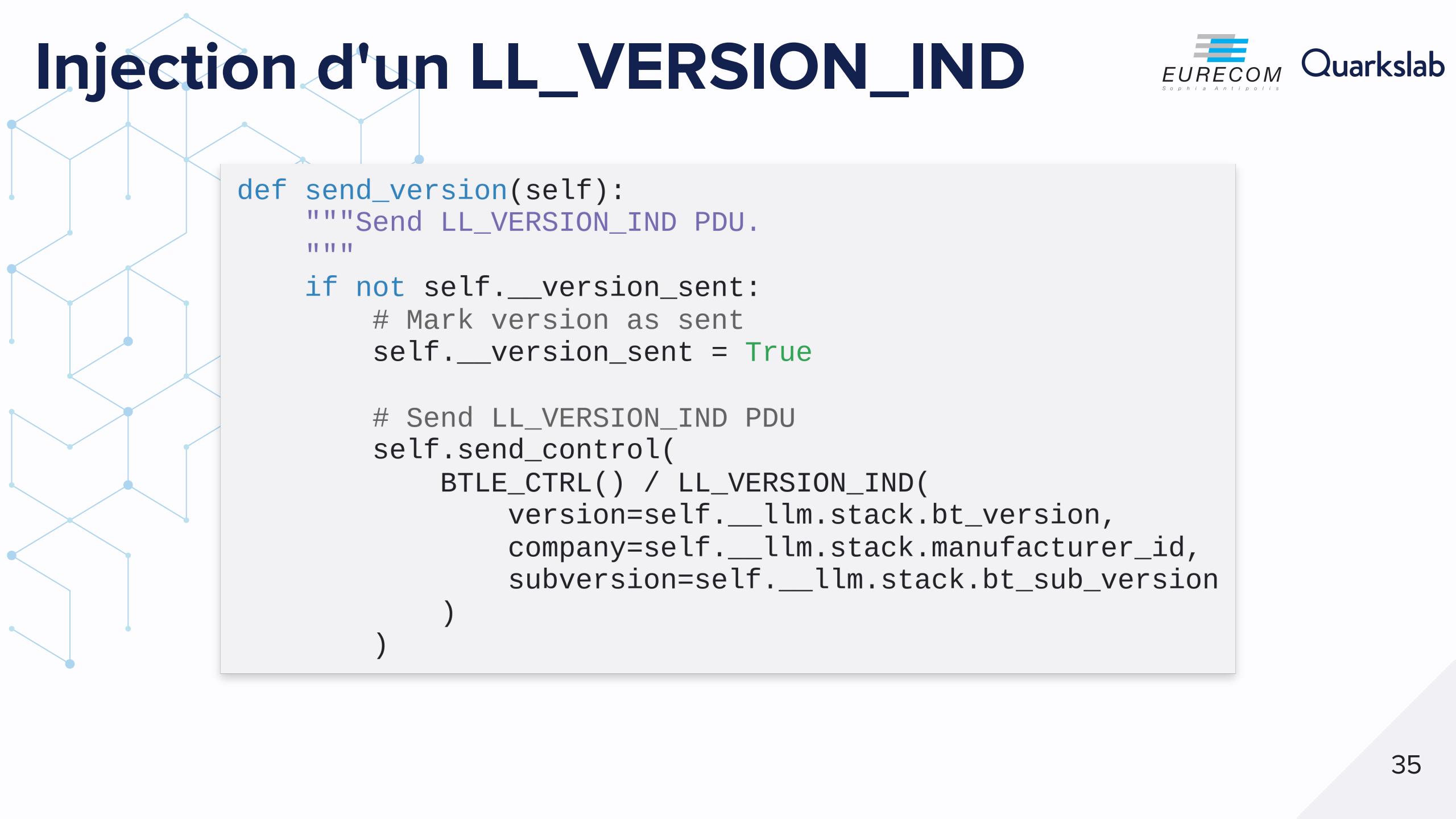
- On a besoin d'un **contrôle complet** du BLE core
- Ou a minima de pouvoir gérer **deux connexions simultanées**
- Cela **semble impossible** à réaliser avec un ESP32



# Quelques hacks cools



# Injection d'un LL\_VERSION\_IND

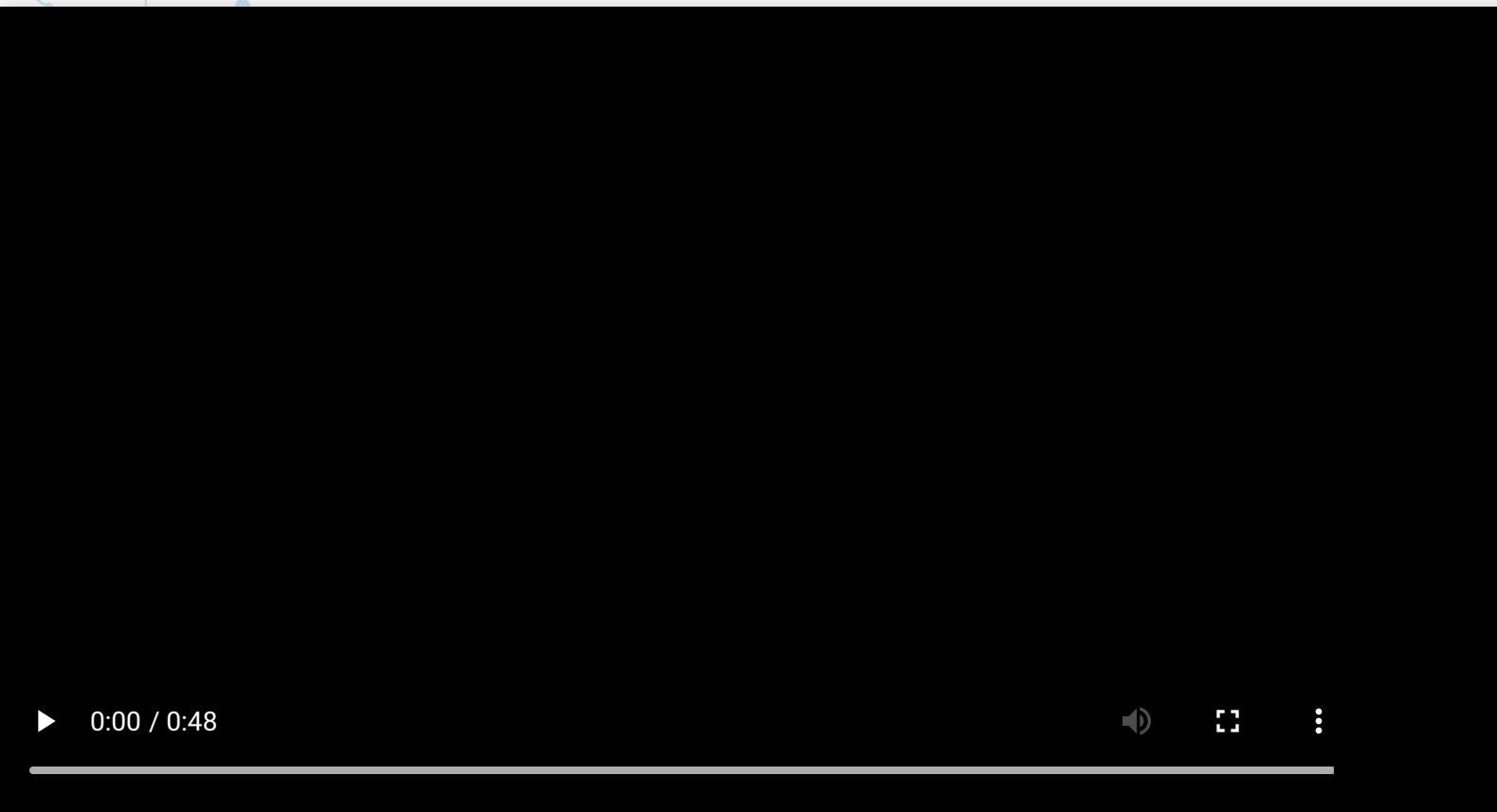


```
def send_version(self):
    """Send LL_VERSION_IND PDU.

    """
    if not self.__version_sent:
        # Mark version as sent
        self.__version_sent = True

        # Send LL_VERSION_IND PDU
        self.send_control(
            BTLE_CTRL() / LL_VERSION_IND(
                version=self.__llm.stack.bt_version,
                company=self.__llm.stack.manufacturer_id,
                subversion=self.__llm.stack.bt_sub_version
            )
        )
```

# Injection d'un LL\_VERSION\_IND



# Prise d'empreinte active





# Détournement de la couche physique

# Attaques inter-protocولaires

Est-il possible de détourner la couche PHY de l'ESP32 pour interagir avec d'autres protocoles ?

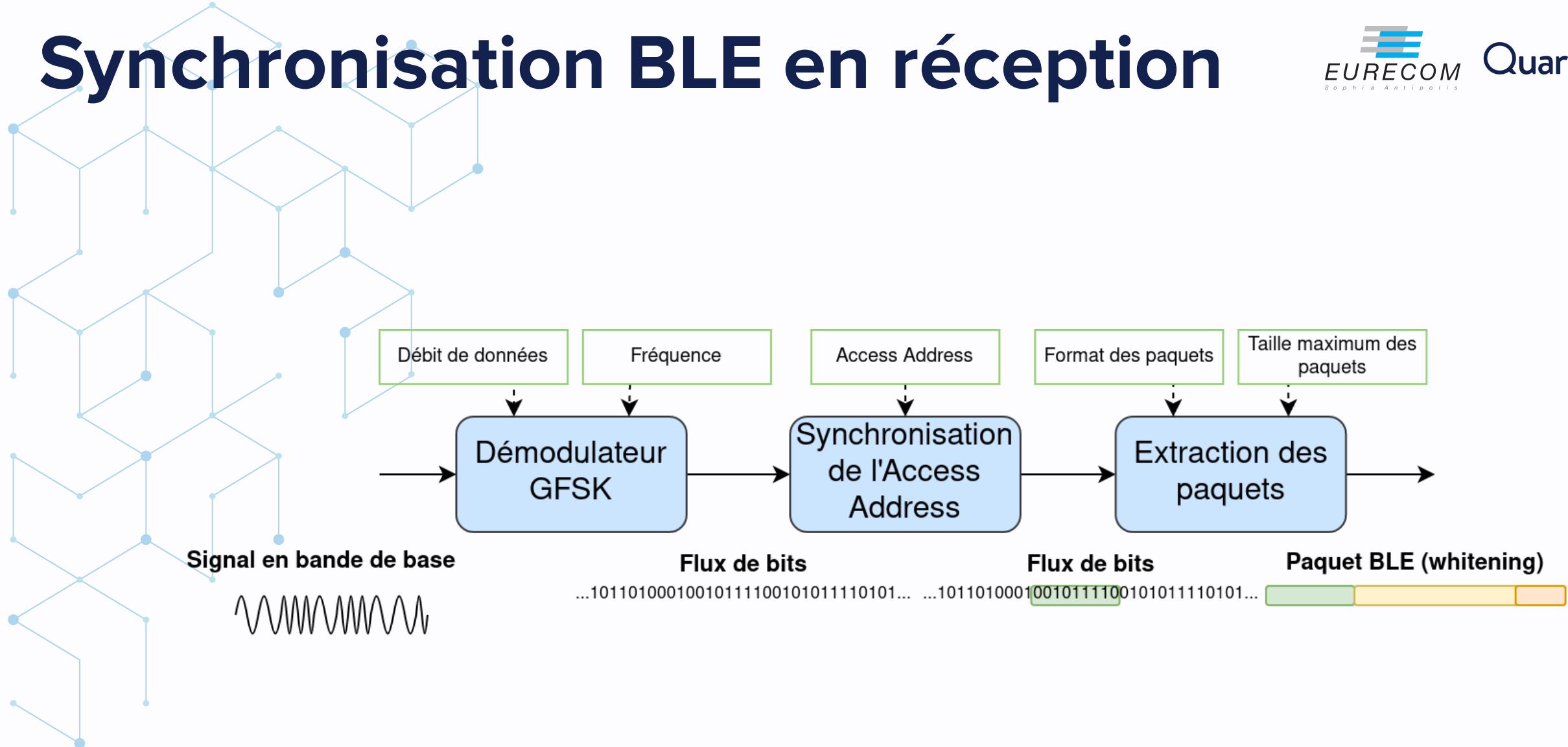
- Le protocole BLE repose sur une modulation **Gaussian Frequency Shift Keying (GFSK)**
- ... comme des **dizaines de protocoles propriétaires**:  
ANT+ / ANT-FS, Riitek, MosArt, Logitech Unifying, Microsoft...  
→ **primitives de réception et d'émission GFSK arbitraires**
- **WazaBee**: équivalence modulation O-QPSK (802.15.4) et GFSK à 2 Mbps (BLE 2M)

# Attaques inter-protocoles

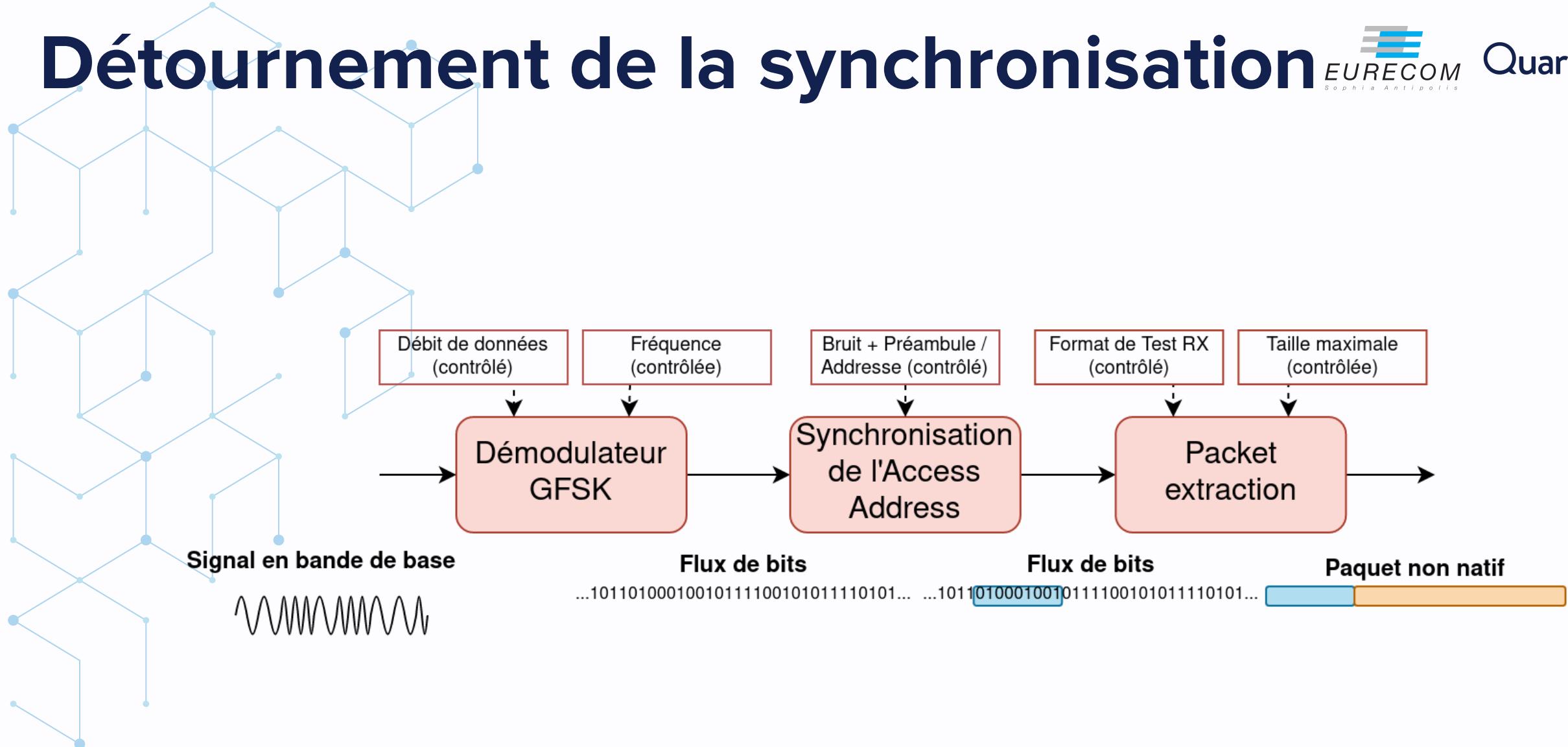
On doit contrôler les paramètres radio bas-niveau:

- contrôle du CRC
- fréquence centrale
- débit de données (*datarate*)
- mot de synchronisation
- transformation numérique: *whitening / dewhitening*
- flux de bits en entrée et sortie de modulation/démodulation

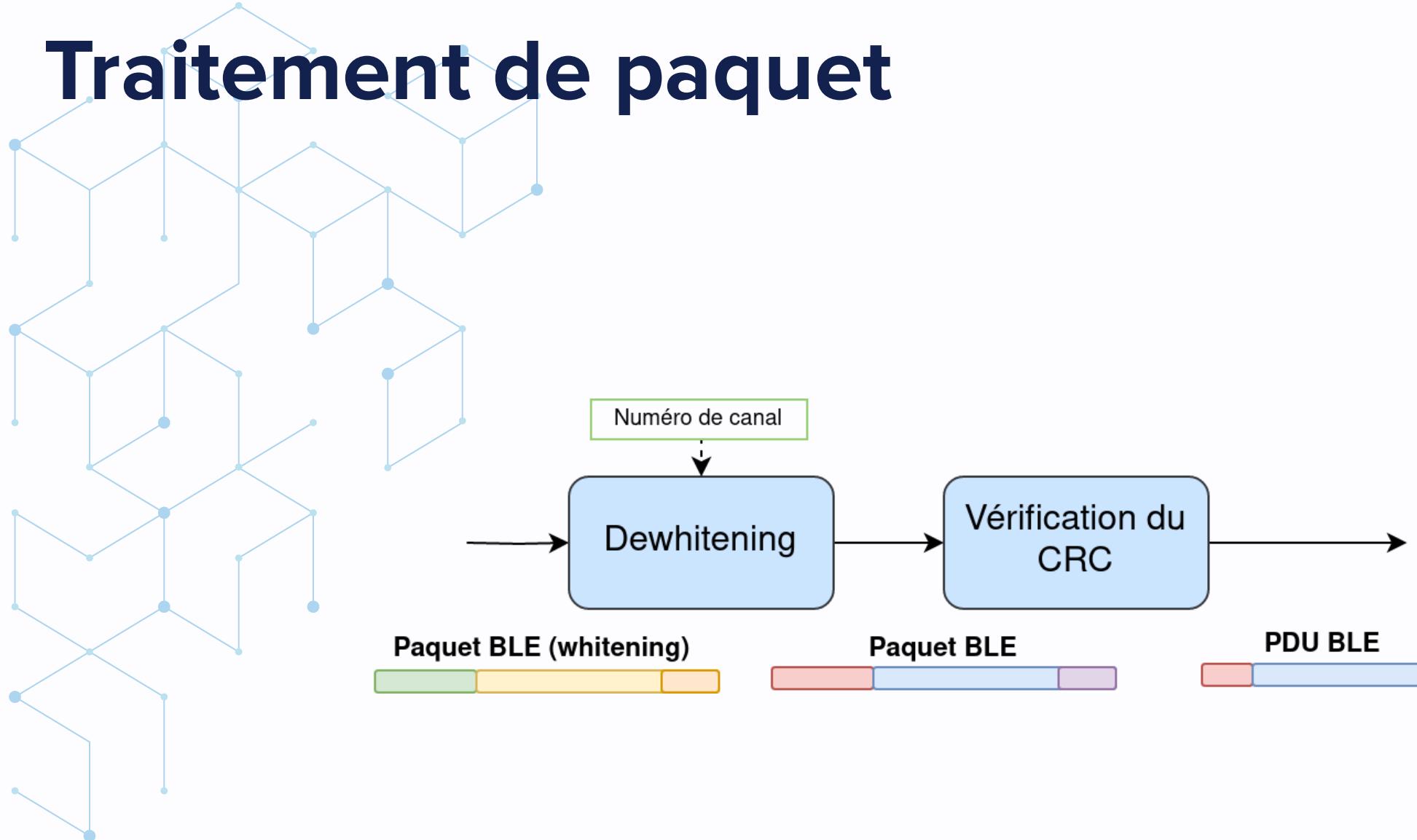
# Synchronisation BLE en réception



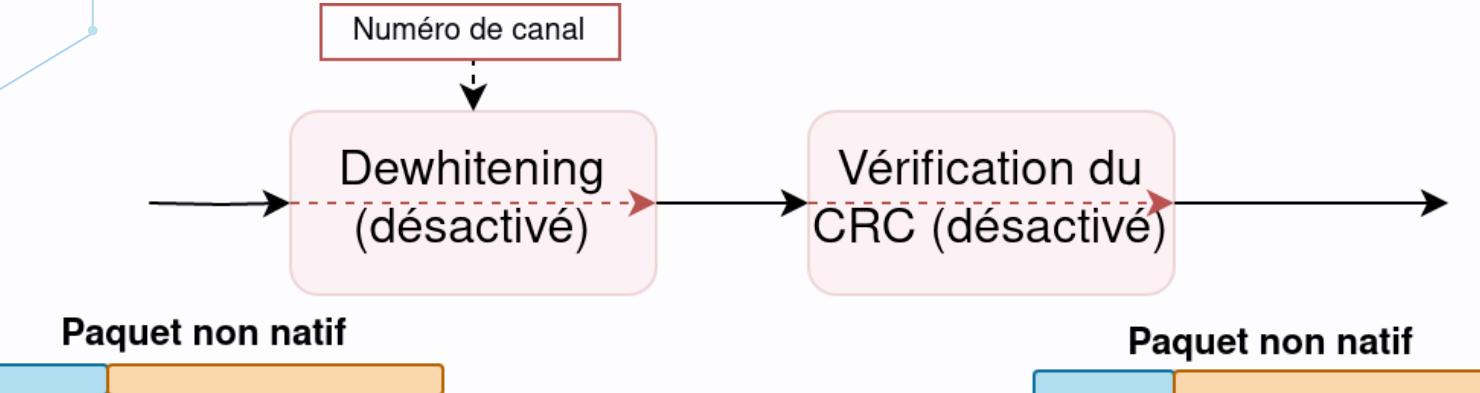
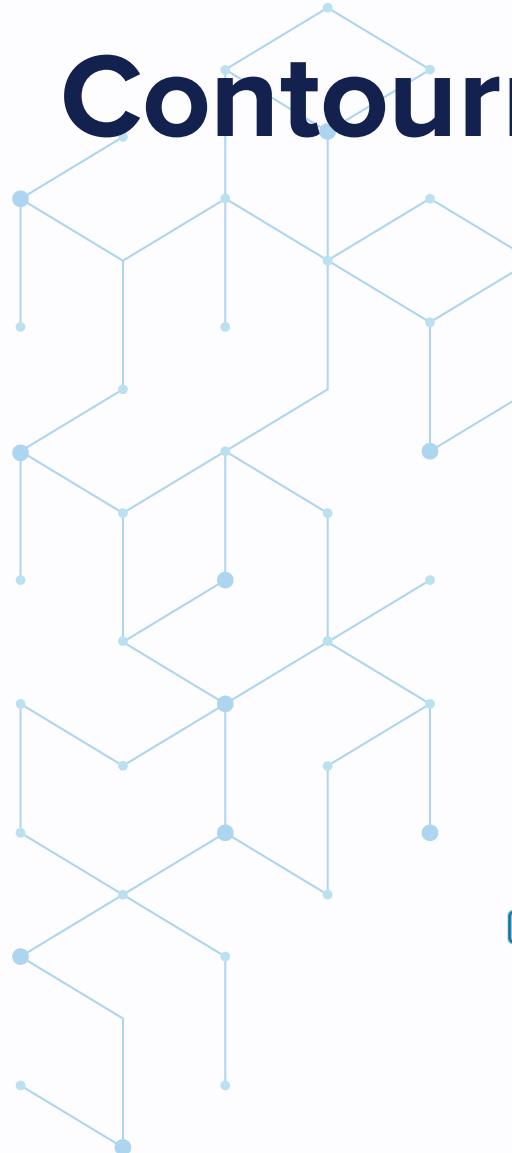
# Détournement de la synchronisation



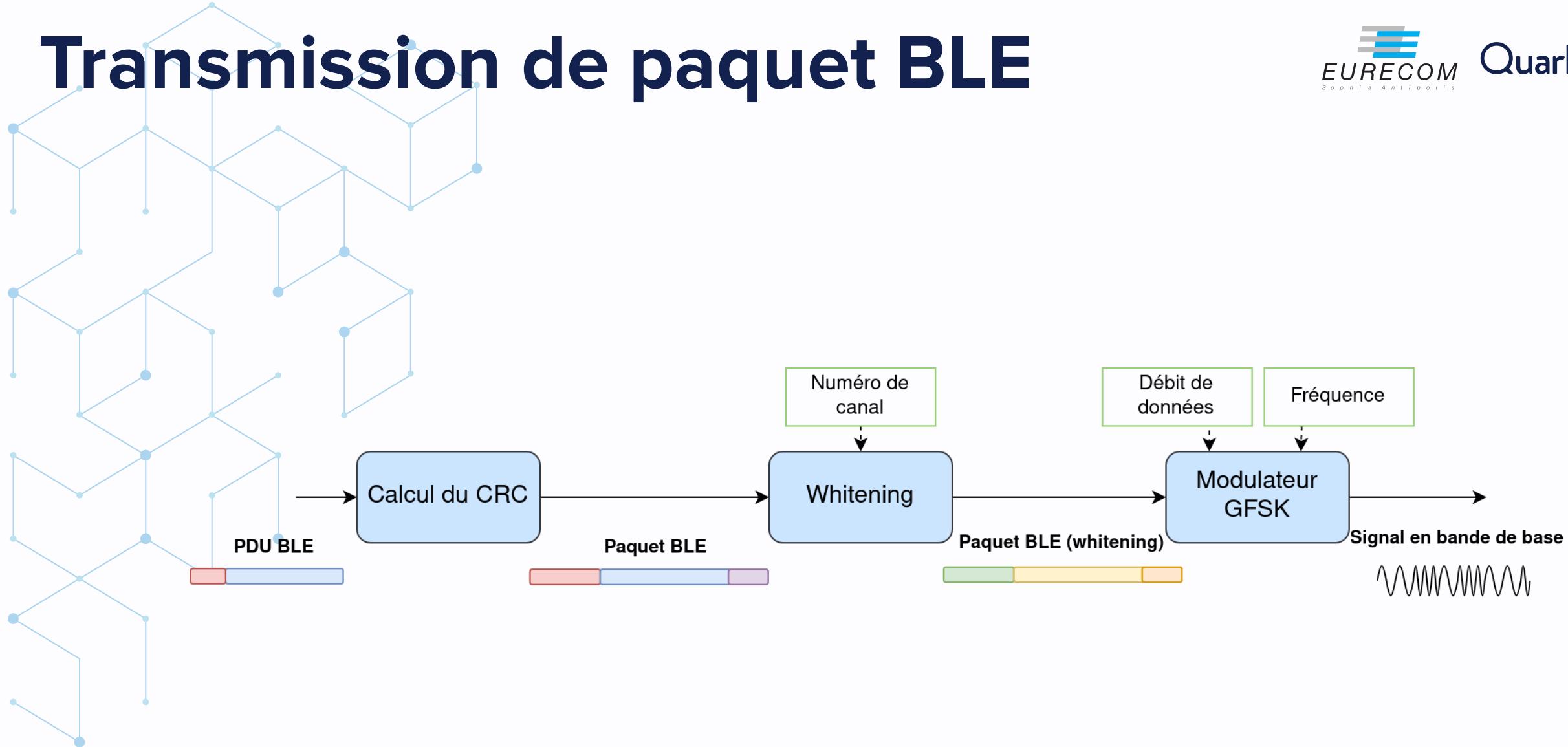
# Traitements de paquet



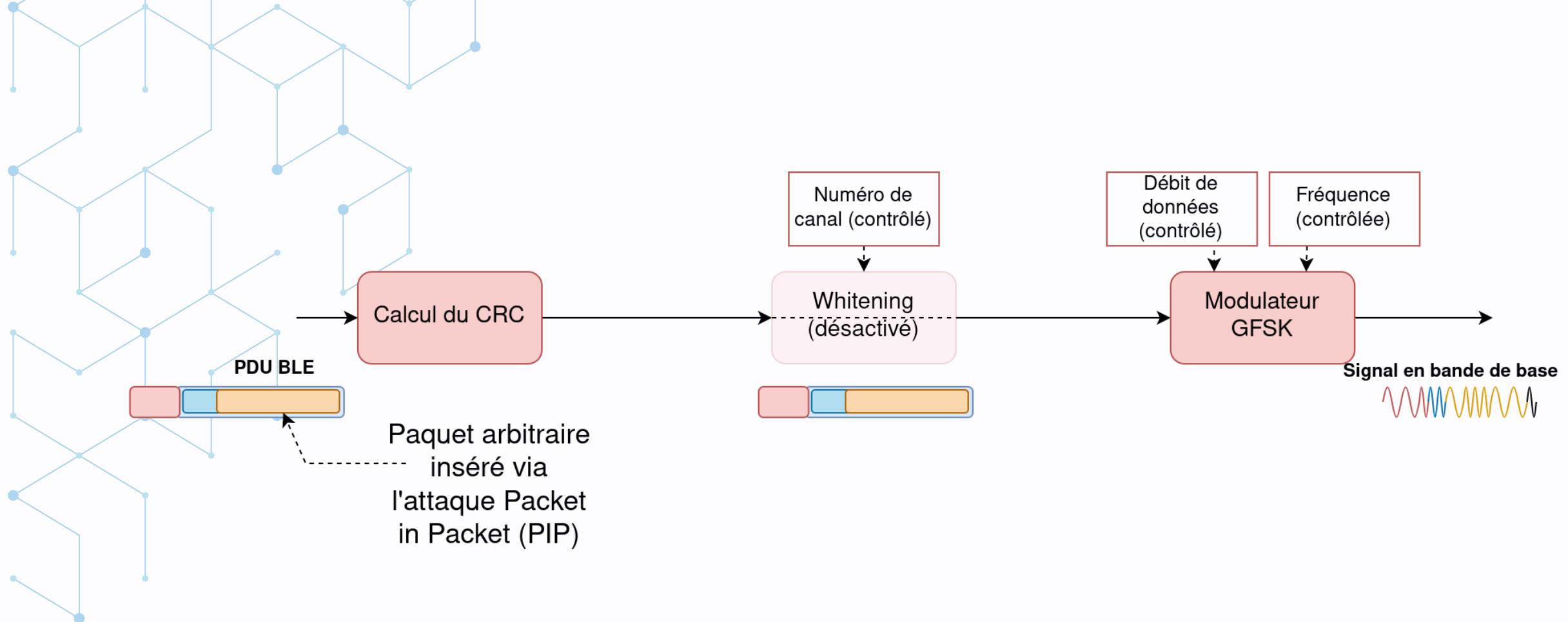
# Contournement du traitement



# Transmission de paquet BLE

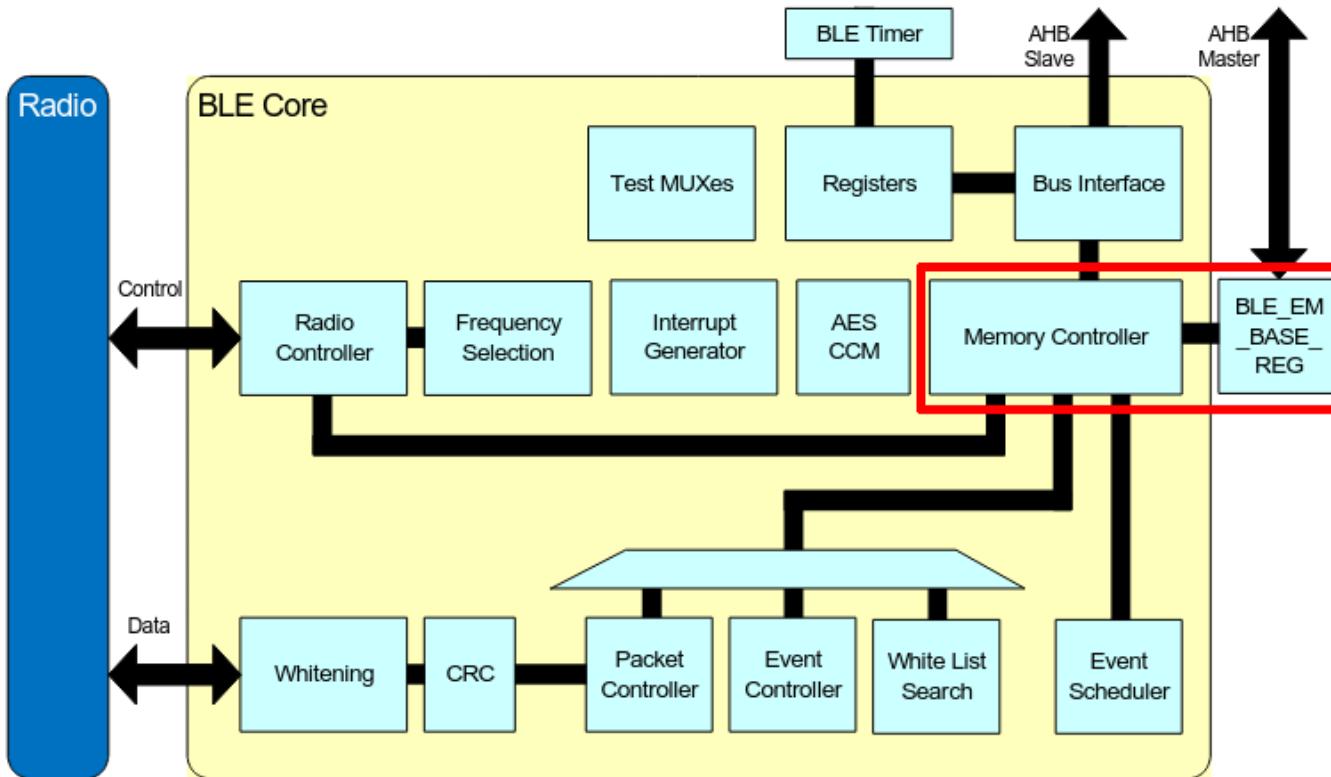


# Packet in Packet

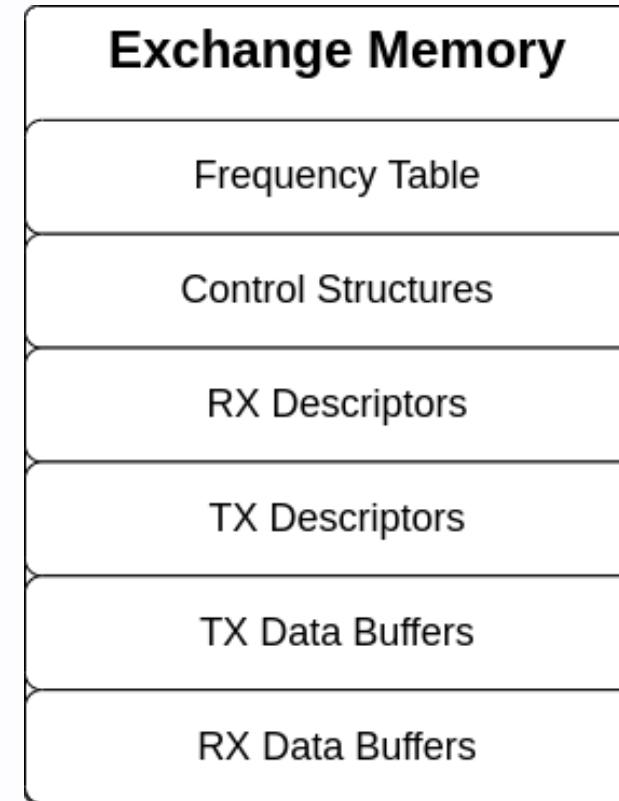


# Interaction avec le BLE Core

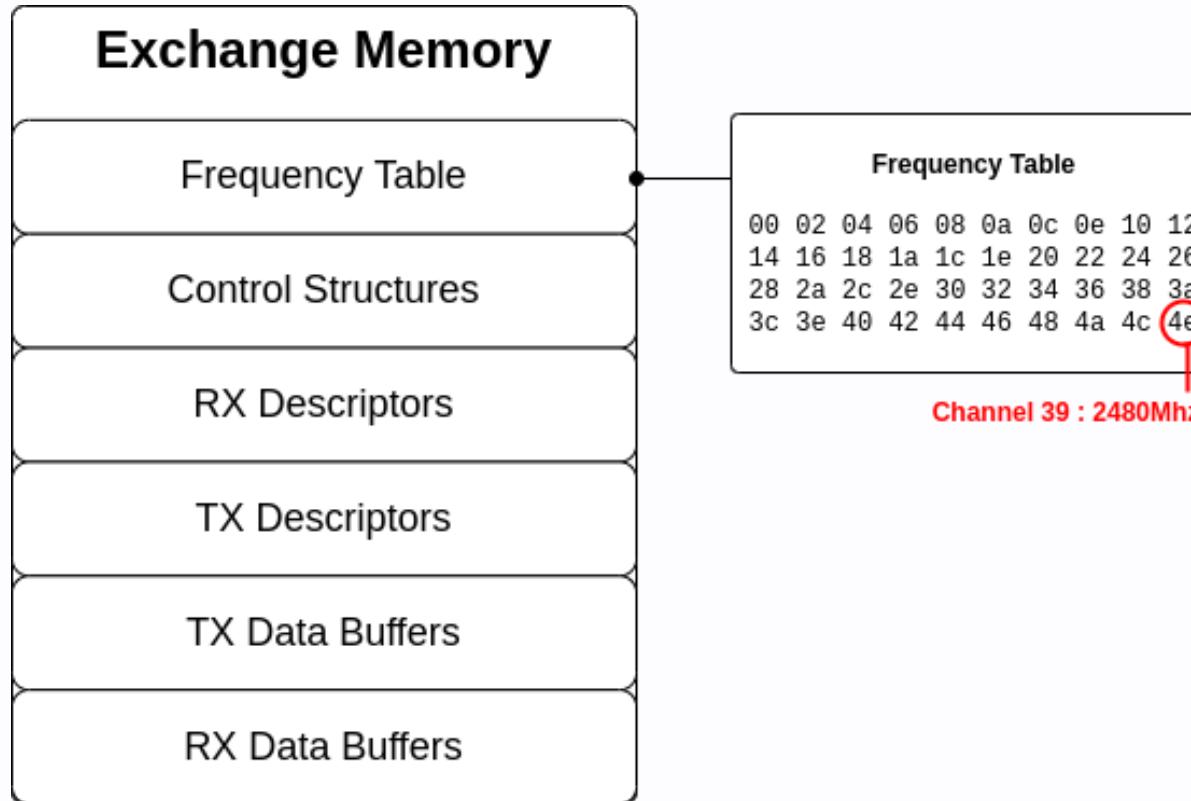
Le BLE Core est programmé grâce à une zone mémoire partagée dénommée *Exchange Memory*.



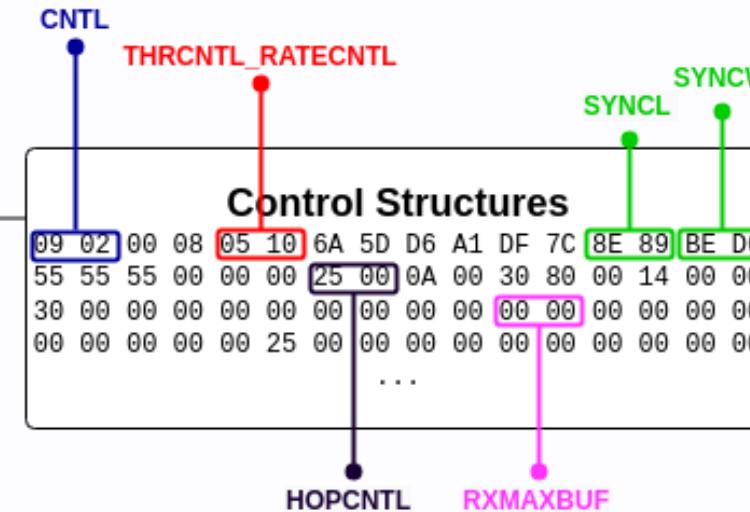
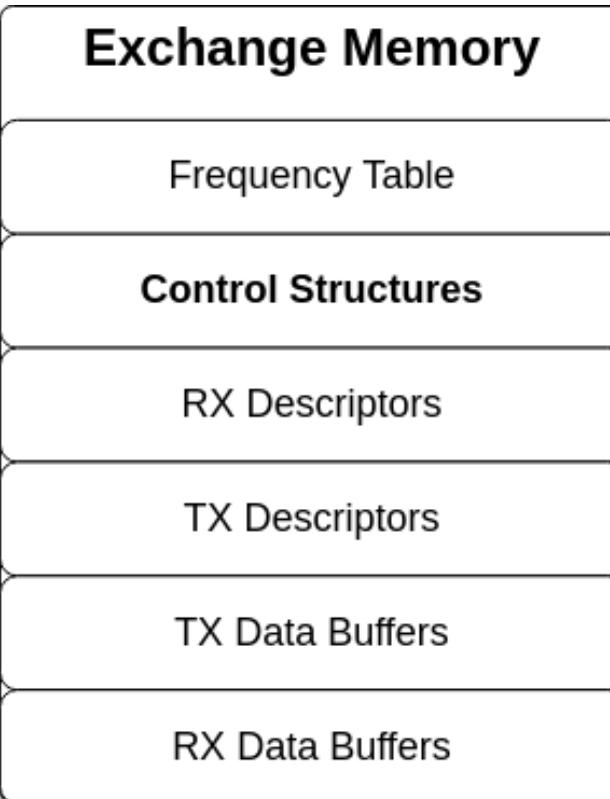
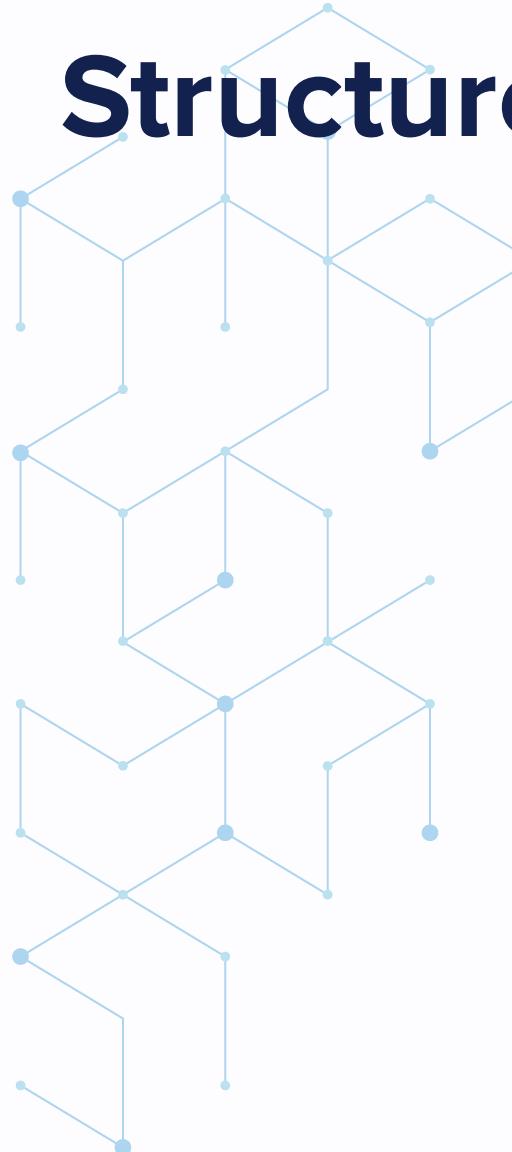
# Exchange Memory



# Tableau des fréquences



# Structures de contrôle



# Registres BLE

RWBLECNTL Register Definition

Bits	Field Name	Reset Value
31	MASTER_SOFT_RST	0
30	MASTER_TGSOFT_RST	0
29	REG_SOFT_RST	0
28	SWINT_REQ	0
26	RFTEST_ABORT	0
25	ADVERT_ABORT	0
24	SCAN_ABORT	0
22	MD_DSB	0
21	SN_DSB	0
20	NESN_DSB	0
19	CRYPT_DSB	0
18	WHIT_DSB	0
17	CRC_DSB	0
16	HOP_REMAP_DSB	0
09	ADVERTFILT_EN	0
08	RWBLE_EN	0
07:04	RXWINSZDEF	0x0
02:00	SYNCERR	0x0

# Primitive de réception arbitraire

Interception de `r_llm_start_scan_en()` et **modification** des paramètres radio:

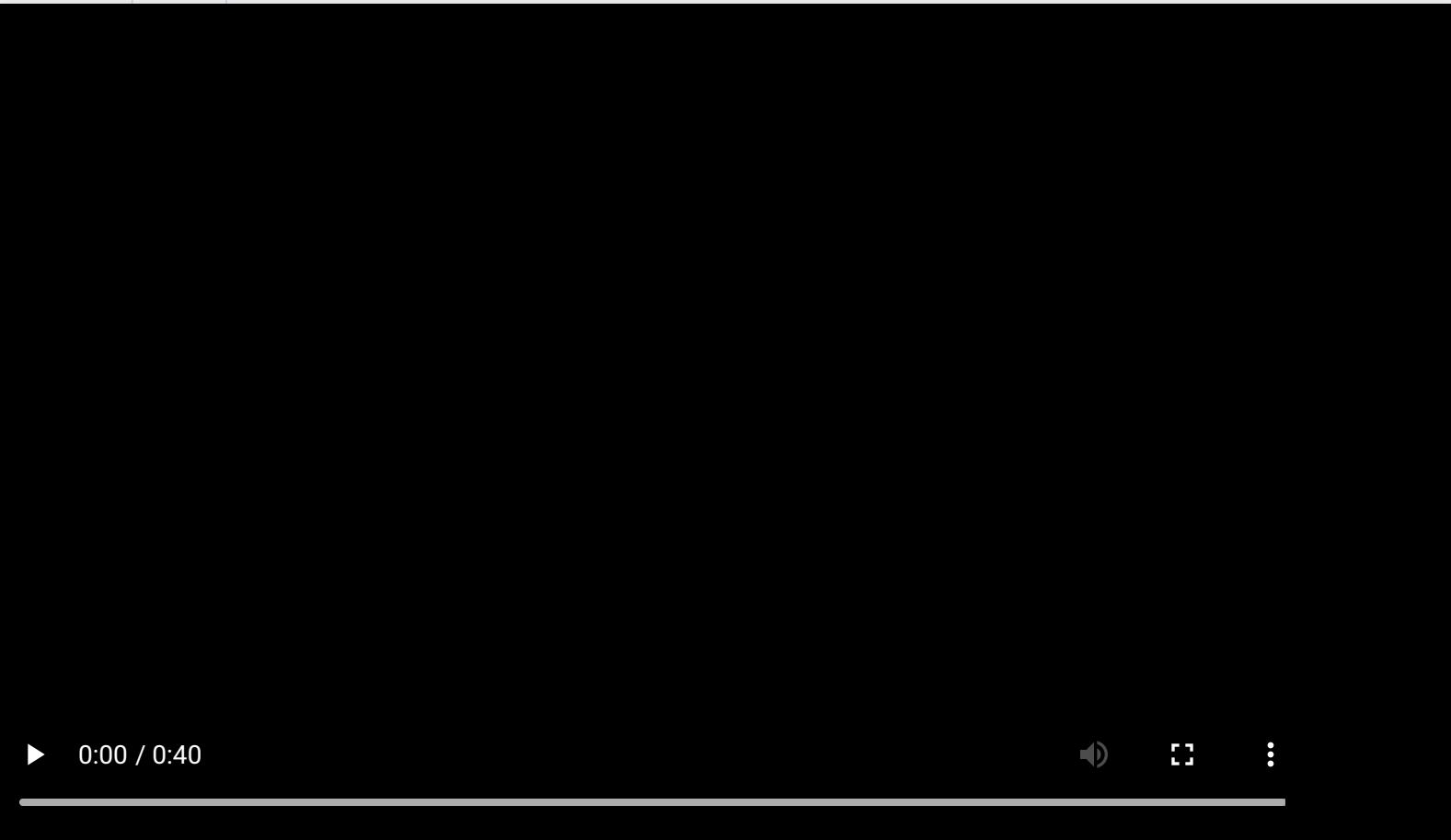
- **Tableau des fréquences:** modification de la fréquence du canal n°39
- **Structures de contrôle:** on force le canal 39, désactive le saut de canal, configure le mot de synchronisation et le *datarate*
- **Registres globaux:** désactivation du *whitening* et du CRC

Interception de `r_lld_pdu_rx_handler()` pour **extraire les paquets**

# Primitive d'émission arbitraire

- **Interception** de `r_lld_pdu_tx_push` et **modification** des **paramètres radio**
- On trouve le buffer d'émission dans l'*Exchange Memory* et on **injecte notre paquet dans le payload BLE** (attaque *PIP*)
- On démarre la radio en **mode test**

# Démo !

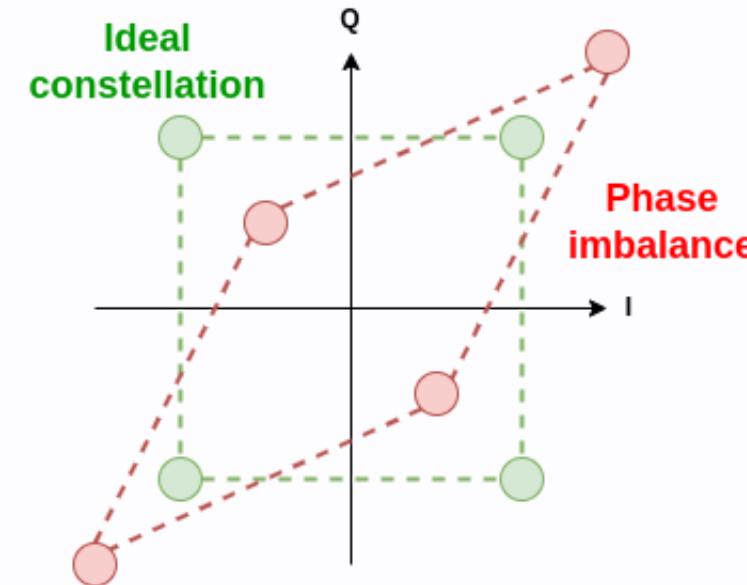
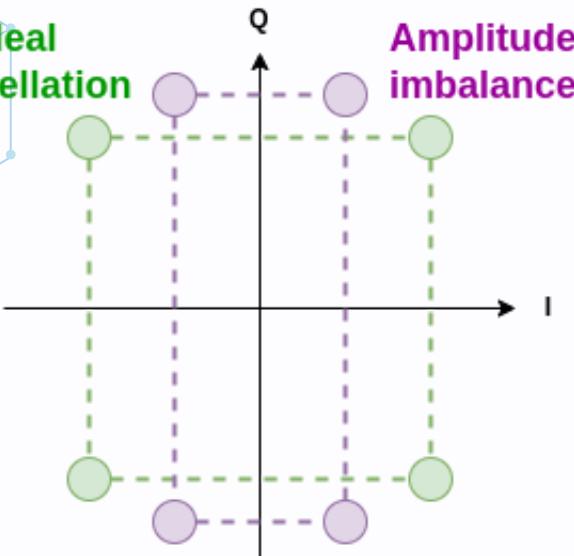
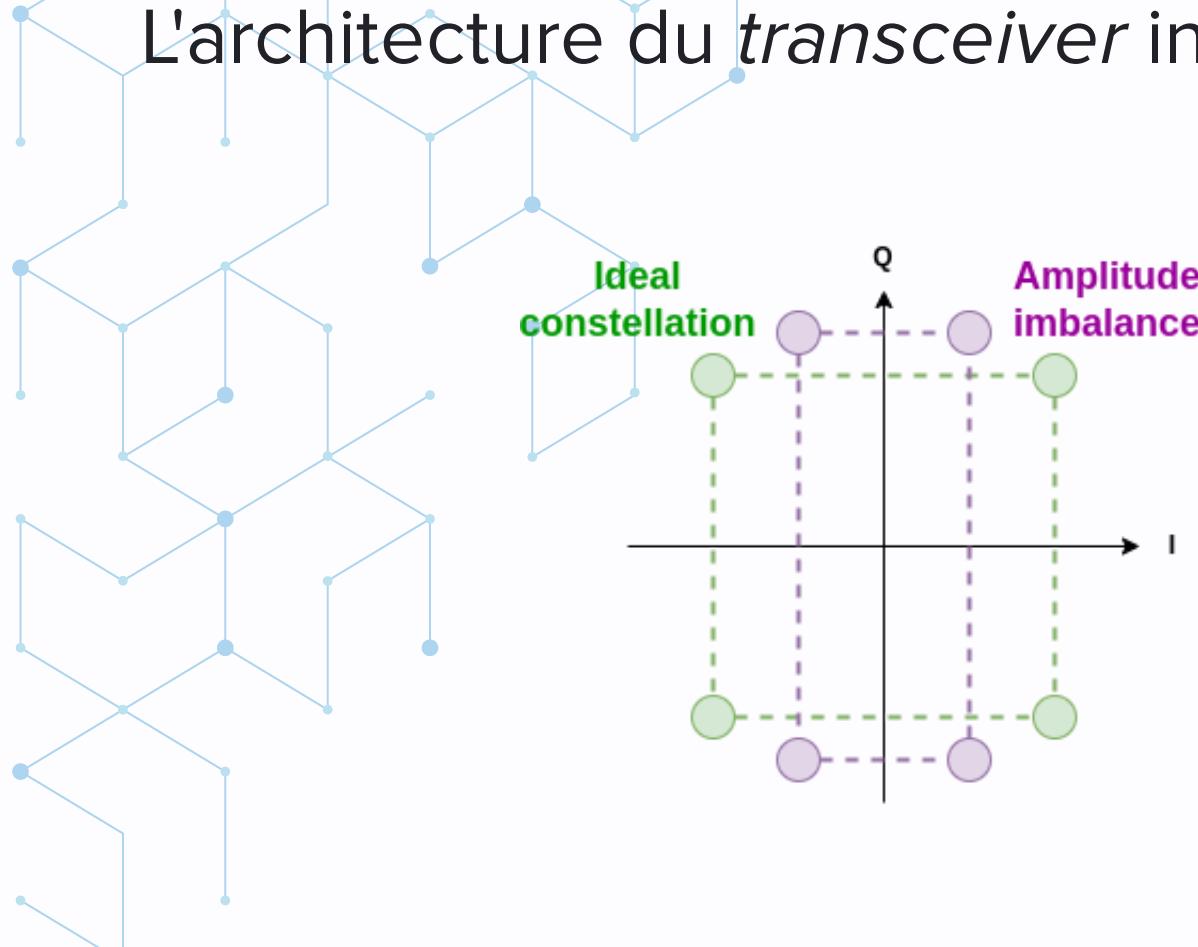




# Peut-on aller plus loin ?

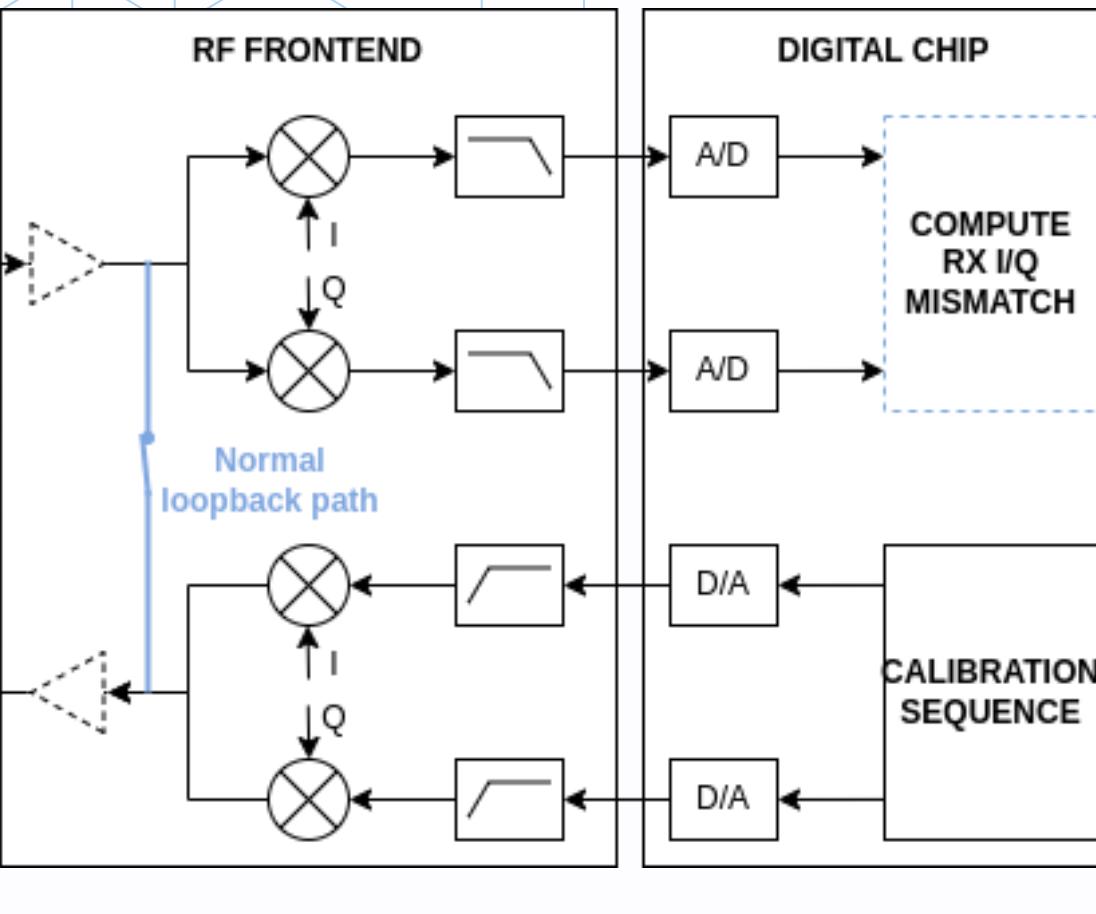
# Imperfections RF

L'architecture du *transceiver* introduit des **imperfections RF**:



Incohérence entre les chemins en phase (*I*) et en quadrature (*Q*)

# Processus de calibration



Les imperfections sont corrigées  
à l'aide d'une technique de  
**calibration numérique**:

*Boucle entre TX et RX pour  
estimer et compenser  
l'incohérence I/Q.*

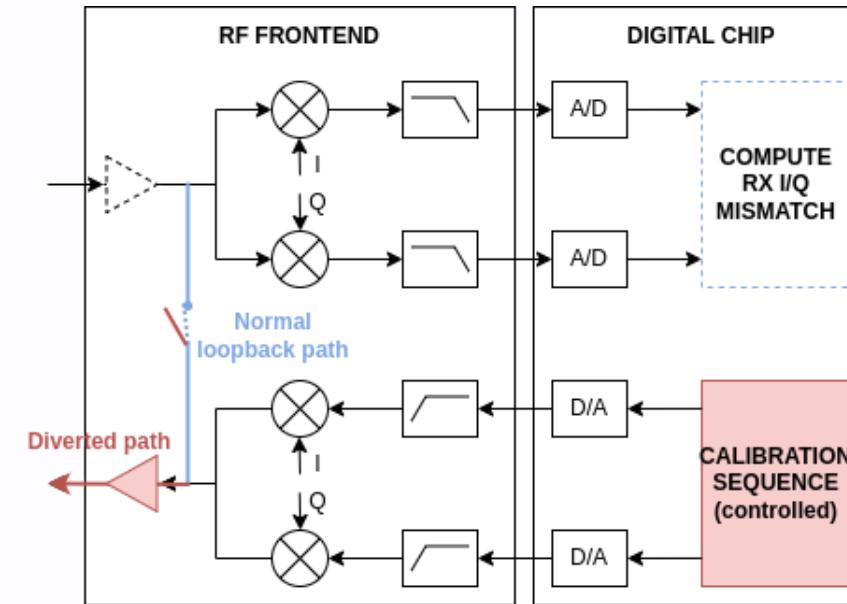
→ Comment détourner ce processus de calibration ?

# Interception des fonctions PHY

g_phyFuns_instance			
3ffae0c4	6c 2f 00 40	addr	rom_phy_disable_agc
3ffae0c8	88 2f 00 40	addr	rom_phy_enable_agc
3ffae0cc	a4 2f 00 40	addr	rom_disable_agc
3ffae0d0	cc 2f 00 40	addr	rom_enable_agc
3ffae0d4	00 30 00 40	addr	rom_phy_disable_cca
3ffae0d8	2c 30 00 40	addr	rom_phy_enable_cca
3ffae0dc	44 30 00 40	addr	rom_pow_usr
3ffae0e0	3c 3e 00 40	addr	rom_gen_rx_gain_table
3ffae0e4	60 30 00 40	addr	rom_set_loopback_gain
3ffae0e8	b8 30 00 40	addr	rom_set_cal_rxdc
3ffae0ec	f8 30 00 40	addr	rom_loopback_mode_en
3ffae0f0	2c 31 00 40	addr	rom_get_data_sat
3ffae0f4	a4 31 00 40	addr	rom_set_pbus_mem
3ffae0f8	8c 34 00 40	addr	rom_write_gain_mem
3ffae0fc	1c 35 00 40	addr	rom_rx_gain_force

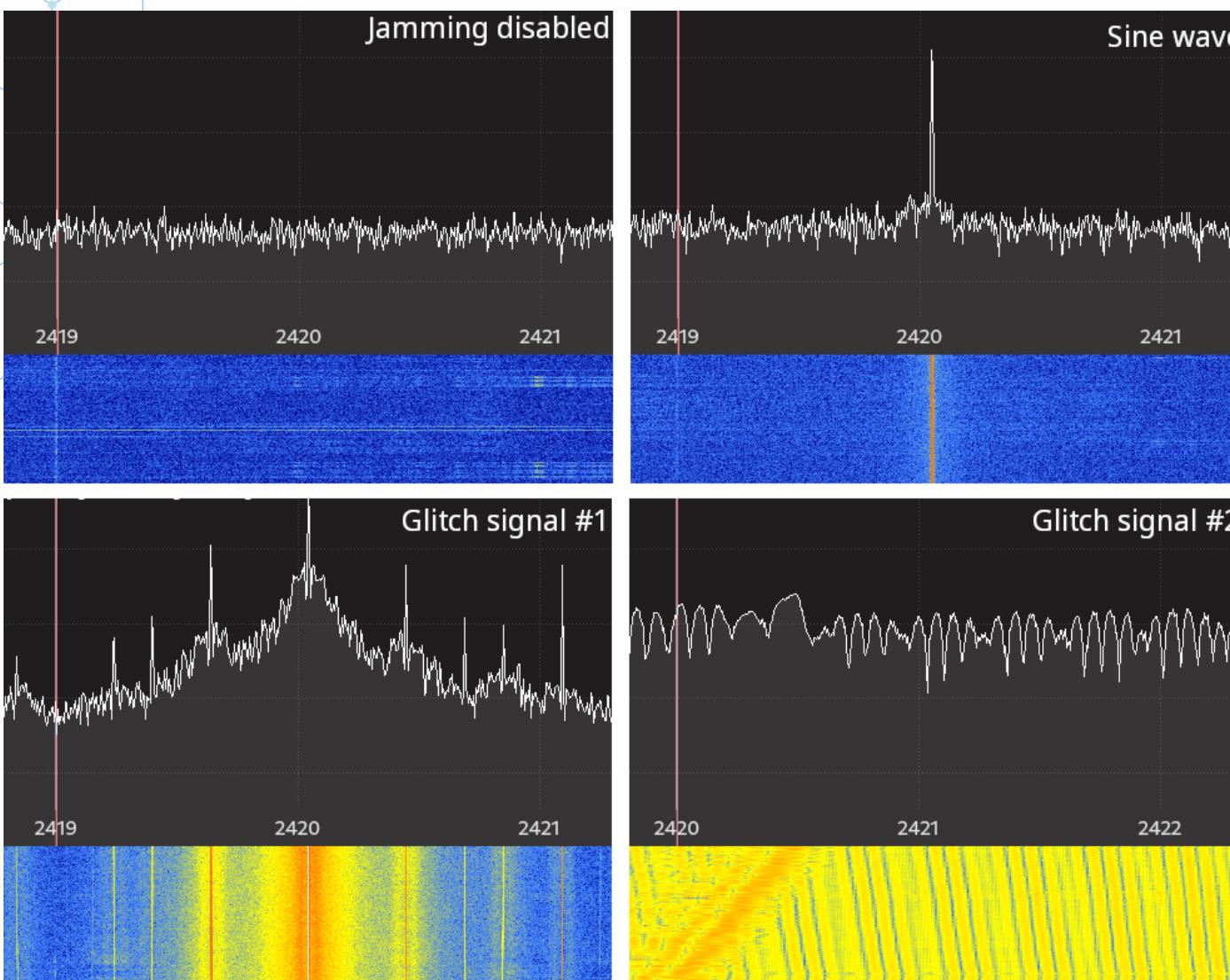
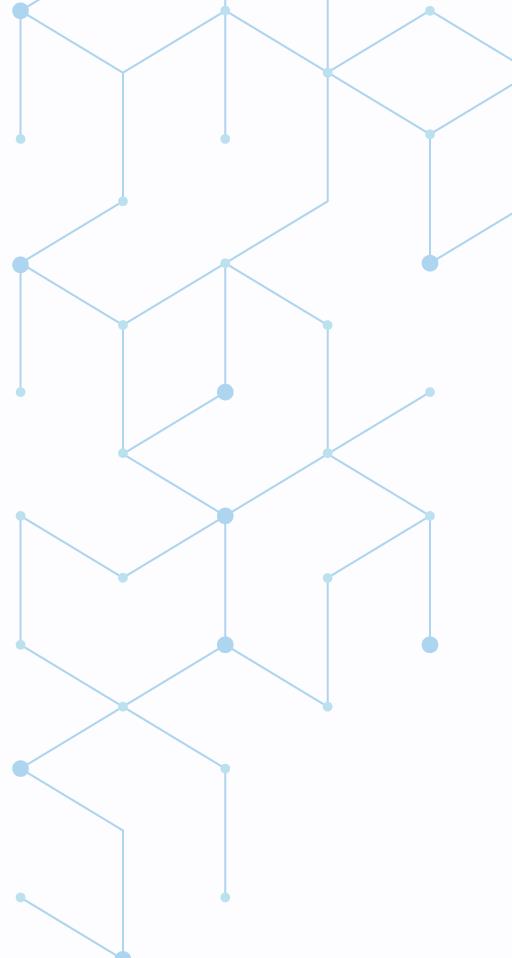
- Les fonctions PHY sont dans un **tableau de pointeurs de fonctions spécifique**: `g_phyFuns` → **stratégie d'interception**
- Fonction d'activation du loopback: `rom_loopback_mode_en`

# Détournement de la calibration

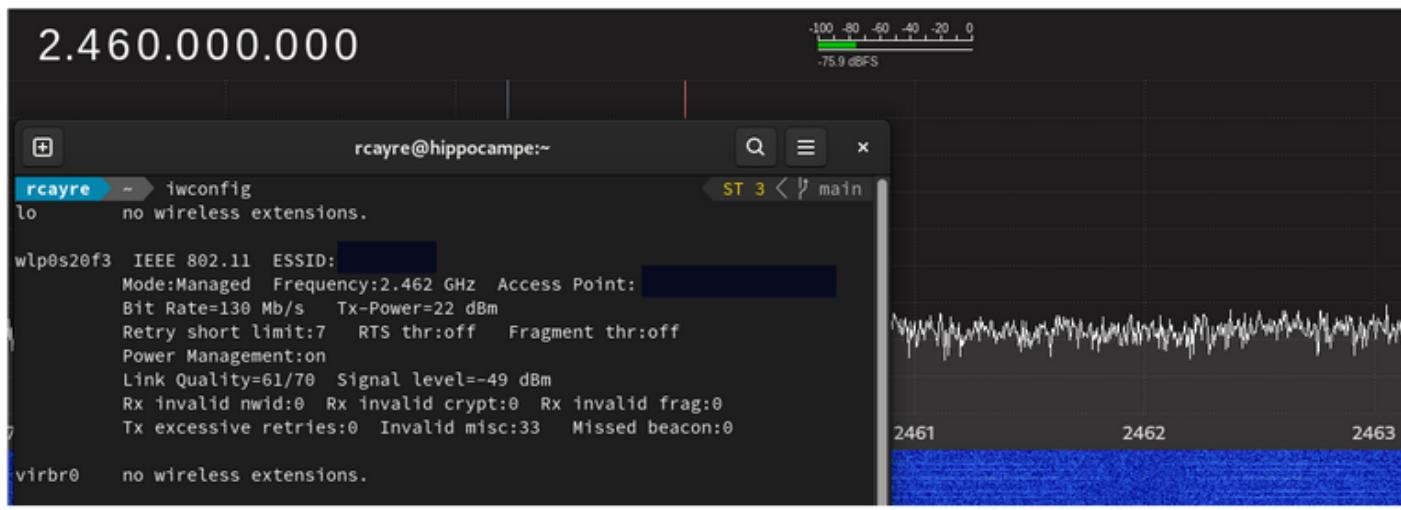
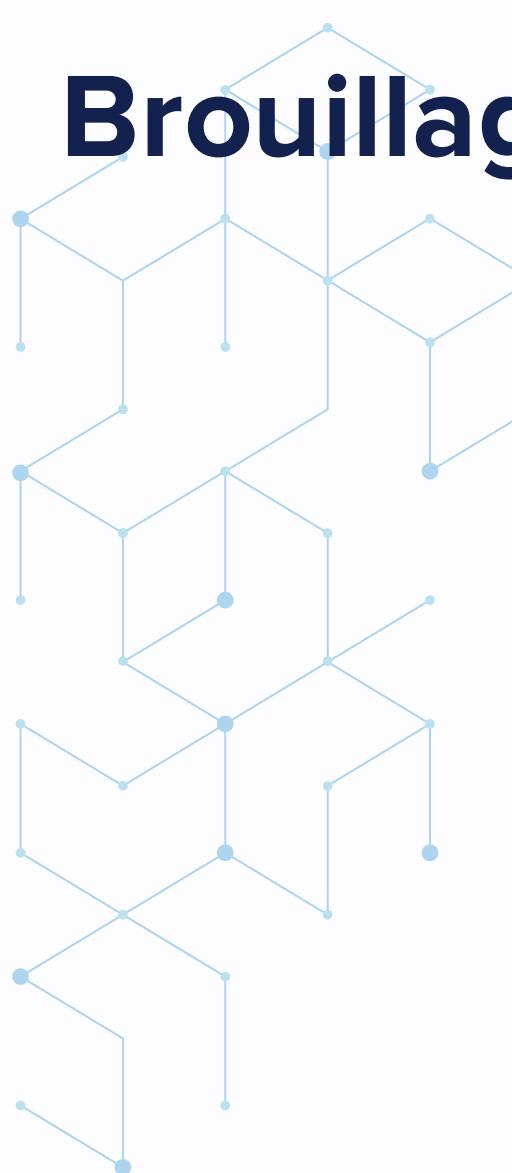


1. Désactivation du contrôle de fréquence matériel
2. Interception de `rom_loopback_mode_en` → **Boucle infinie**
3. Manipulation du signal via des fonctions bas-niveau (fréquence, gain) !

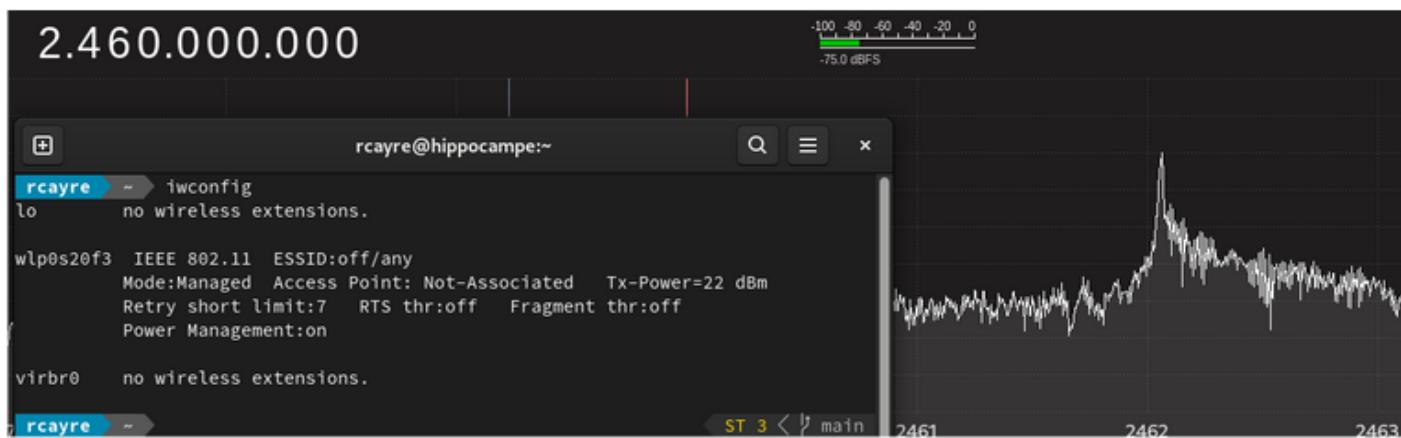
# Manipulation du signal



# Brouillage WiFi

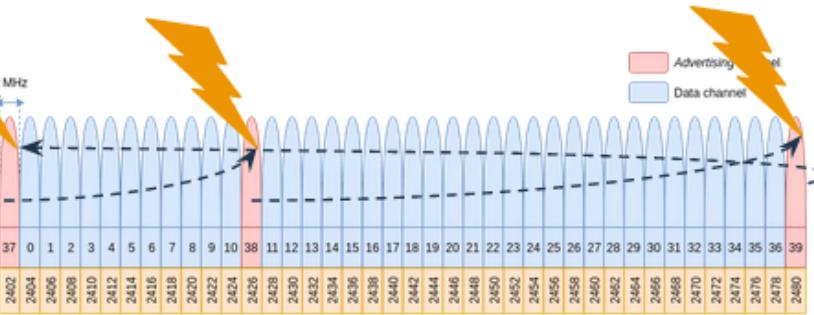


Jamming disabled



Jamming enabled

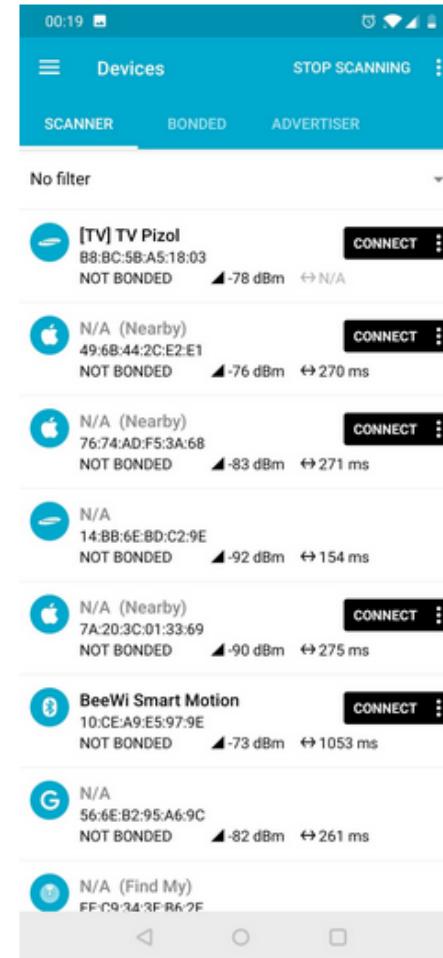
# Brouillage BLE



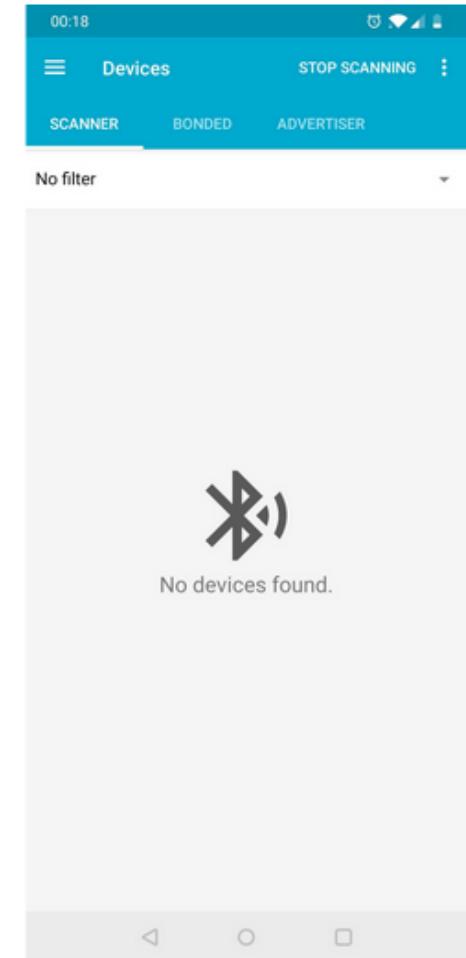
```
while (jammer) {
    // Set frequency to 2402 MHz (channel 37)
    set_chan_freq_sw_start(2,0,0);
    // Alter the parameters
    ram_start_tx_tone(1,0,10,0,0,0);

    // Set frequency to 2426 MHz (channel 38)
    set_chan_freq_sw_start(26,0,0);
    ram_start_tx_tone(1,0,10,0,0,0)

    // Set frequency to 2480 MHz (channel 39)
    set_chan_freq_sw_start(80,0,0);
    ram_start_tx_tone(1,0,10,0,0,0);
}
```



Jamming disabled



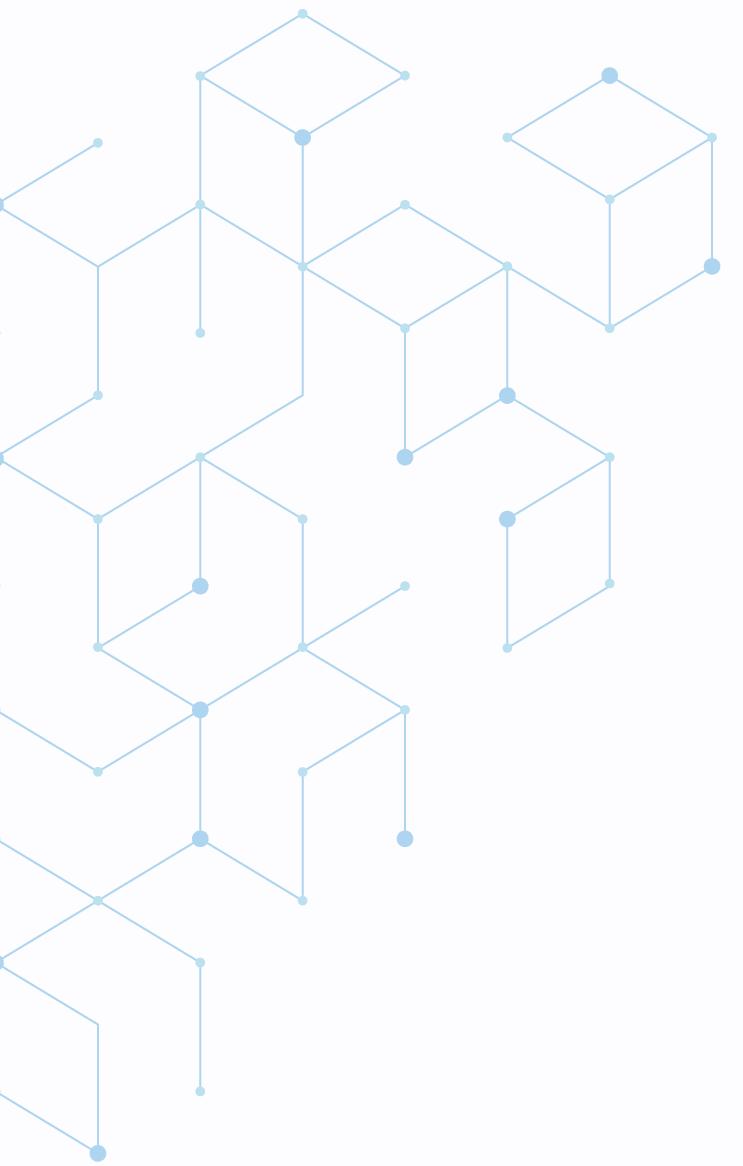
Jamming enabled

# Conclusion

- La pile BLE de l'ESP32 peut être détournée pour:
  - capturer, modifier et injecter à la volée des paquets BLE,
  - réaliser des attaques inter-protocولaires,
  - brouiller des canaux multiples et établir un canal de communication caché
- Et après ?
  - Contrôle directe de la radio: émission / réception d'IQ ?
  - Analyse de la pile WiFi

# Conclusion

- **Les risques liés à la co-existence de protocoles sans-fil:**
  - L'attaquant peut exploiter des **similitudes de la couche physique,**
  - **Absence de sécurité, sécurité par l'obscurité,**
  - Déploiement massif d'équipements BLE → **nouvelle surface d'attaque**



# Questions ?



**Merci de votre attention !**