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Glitch in the Matrix: Exploiting Bitcoin Hardware Wallets

Sergei Volokitin



What is a Hardware Wallet?

- Connects to smartphone, PC
- Stores and operates with private keys
- Mainly used for cryptocurrency keys



https://www.ledgerwallet.com/products/ledger-nano-s



https://www.keepkey.com/wp-content/uploads/2014/08/12121301/shapeshift-large.jpg



https://trezor.io/start/

KeepKey



https://www.keepkey.com/wp-content/uploads/2014/08/12121301/shapeshift-large.jpg

Why KeepKey?



Secure Storage.

Your private key is stored securely on your KeepKey, never leaving the device. Your KeepKey is PIN-protected, which renders it useless even if it falls into the wrong hands.

https://www.keepkey.com/



KeepKey

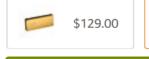
KeepKey

KeepKey - The Simple Cryptocurrency Hardware Wallet



Available from these sellers.

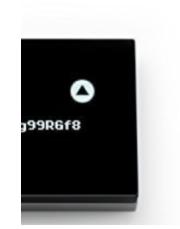
Color: Black and Anodized Aluminum





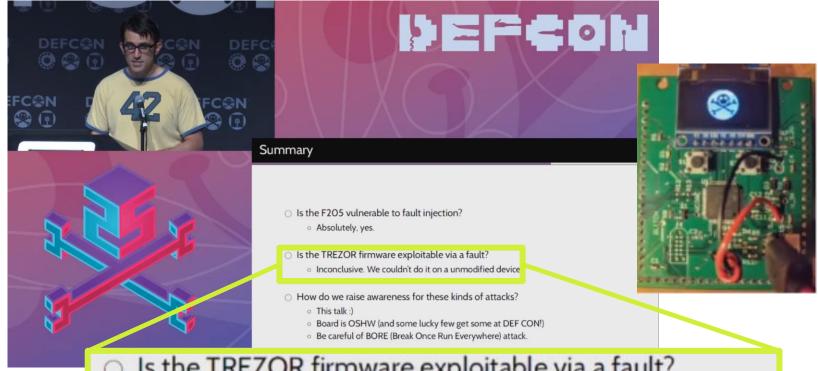
- Bank-Grade Security that is Simple: KeepKey is the most secure bitcoin wallet available. It makes best-practice bitcoin security easy so that even your grandmother can protect her bitcoin wealth.
- Backup and Recovery: During initialization, you are given the

https://www.amazon.com/KeepKey-Simple-Cryptocurrency-Hardware-Wallet/dp/B0143M2A5S





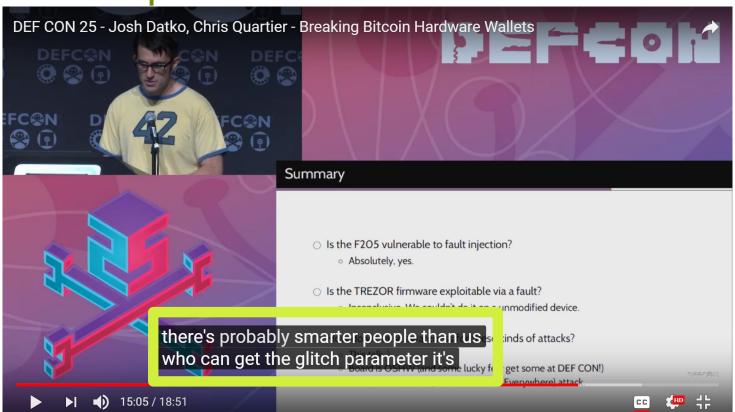
DEFCON presentation on TREZOR clone



Is the TREZOR firmware exploitable via a fault?

Inconclusive. We couldn't do it on a unmodified device.

DEFCON presentation on TREZOR clone





Features

- STM32
- Flash on the chip
- Large attack surface (22 input commands without auth)
- Built-in 4 digit PIN security lock
- Open Source (bootloader and firmware)
- Built-in onboarding (seed generation and recovery)
- USB connectivity
- Super secure boot with three signatures and five keys!



Using HW wallet





6 9 1

257

3 4 8

Enter Your PIN

Hardware architecture

- STM32F205
- Internal 1MB of flash
- There is secure boot

```
static const FlashSector flash_sector map[] =
         0x08000000, BSTRP_FLASH_SECT_LEN, FLASH_BOOTSTRAP },
         0x08004000, STOR FLASH SECT LEN,
                                          FLASH STORAGE1
     2, 0x08008000, STOR_FLASH_SECT_LEN,
                                          FLASH STORAGE2
     3, 0x0800C000, STOR FLASH SECT LEN,
                                          FLASH STORAGE3
     4, 0x08010000, UNUSED FLASH SECTO LEN, FLASH UNUSEDO },
     5, 0x08020000, BLDR_FLASH_SECT_LEN, FLASH_BOOTLOADER },
                                          FLASH BOOTLOADER },
     6, 0x08040000, BLDR FLASH SECT LEN,
                                           FLASH APP },
     7, 0x08060000, APP FLASH SECT LEN,
     8, 0x08080000, APP FLASH SECT LEN,
                                           FLASH APP },
         0x080A0000, APP_FLASH_SECT_LEN,
                                           FLASH APP },
     10, 0x080C0000, APP_FLASH_SECT_LEN,
                                           FLASH APP },
    { 11, 0x080E0000, APP FLASH SECT LEN,
                                           FLASH APP },
                               FLASH INVALID
    { -1, 0,
```



Why hardware attack

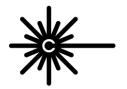
- Popular open source project
- SW is tested and patched over time
- General purpose MCU is used to keep the secrets

What is FI and how can it help?











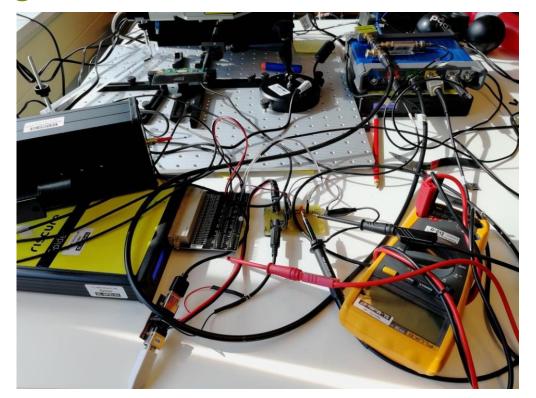
- Corrupt data (0x00, 0xFF, 0x??)
- Corrupt instructions
- Skip instructions

•

Cracking the case



Can we glitch it?



Characterization

- Simple command to be sent to the device
- Ping command receives a message and sends it back
- Test if we can successfully glitch the hardware

```
void fsm msgPing(Ping *msg)
   if(msg->has message)
        resp->has message = true;
        memcpy(&(resp->message), &(msg->message), sizeof(resp->message));
    msg write(MessageType MessageType Success, resp);
    go home();
```

Characterization

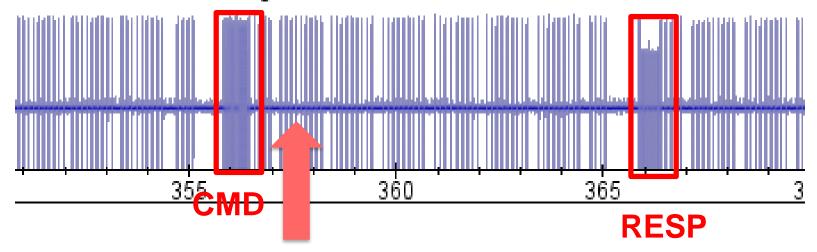
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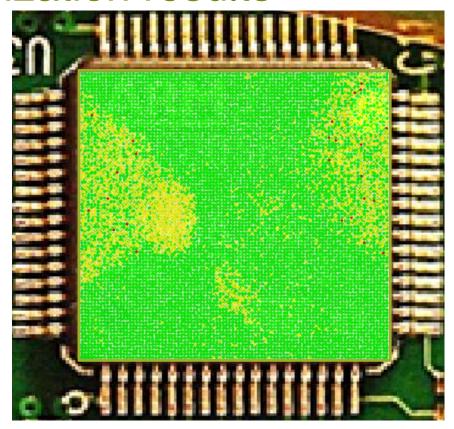
```
void fsm msgPing(Ping *msg)
   if(msg->has message)
        resp->has message = true;
        memcpy(&(resp->message), &(msg->message), sizeof(resp->message));
    msg write(MessageType MessageType Success, resp);
    go home();
```

No code execution, no easy trigger

- The power comes from USB and quite noisy
- No modifications to the device were made
- When a command is sent a similar pattern is observed
 Analog channel U

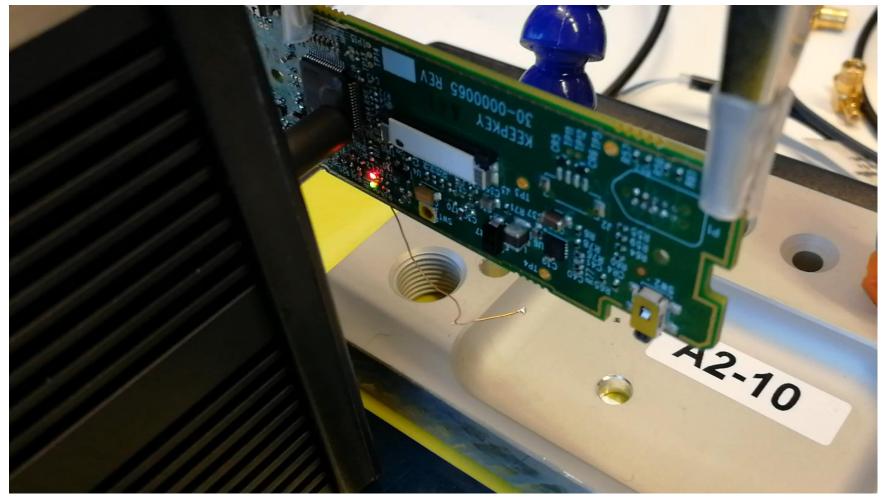


Characterization results



DEMO





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Characterization results

Ping command response
HelloWorld
\01
Н
H\00\00\00\00World
Hworld\10
Hel
Hel\08oWorld
Hell\00World
HelloW
HelloWo
Hell

```
Ping command response
HelloWorl\00
HelloWorlW
lelloWorld
\00elloWorld
He
He\00\00\00\00orld
##
HelloWorlD
@elloWorld
HElloWorld
Settings applied
```

Glitching the screen output



Glitching the screen output



Glitching the screen output



```
/// Non-maskable interrupt handler
void nmi_handler(void) {
    // Look for the clock instability interrupt. This is a security measure
    // that helps prevent clock glitching.

if ((RCC_CIR & RCC_CIR_CSSF) != 0) {
    layout_warning_static("Clock instability detected. Reboot Device!");
    system_halt();
    }
}
```

More glitches

Is there an exploitable glitch?



Getting full access to the device

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```
void fsm msgChangePin(ChangePin *msg)
    bool removal = msg->has remove && msg->remove;
    bool confirmed = false;
    if(removal)
        if(storage has pin())
            confirmed = confirm(ButtonRequestType ButtonRequest Rem
                                 "Remove PIN", "Do you want to remov
        else
                                                             GLITCH!
    if(!pin protect("Enter Current PIN"))
        go home();
        return;
```

Getting full access to the device

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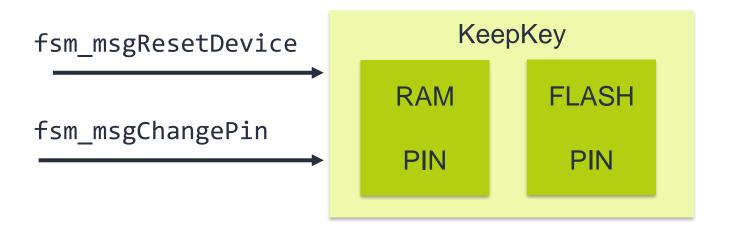
```
void fsm msgChangePin(ChangePin *msg)
    bool removal = msg->has remove && msg->remove;
    bool confirmed = false;
    if(removal)
        if(storage has pin())
             confirmed = confirm(ButtonRequestType_ButtonRequest_Rem
                                 "Remove PIN", "Do you want to remov
        else
                                                              FAIL!
    if(!pin protect("Enter Current PIN"))
        go home();
        return;
```

Getting full access to the device #2

```
void fsm msgResetDevice(ResetDevice *msg)
                                                    GLITCH!
    if(storage is initialized())
        fsm sendFailure(FailureType Failure UnexpectedMessage,
                        "Device is already initialized. Use Wipe first.");
        return;
    reset init(
        msg->has display random && msg->display random,
        msg->has strength ? msg->strength : 128,
        msg->has passphrase protection && msg->passphrase protection,
        msg->has pin protection && msg->pin protection,
        msg->has language ? msg->language : 0,
        msg->has label ? msg->label : 0
    );
```

SW Design leading to exploitable FI

The glitch of the if-statement is possible but does not change the flash



- fsm_msgResetDevice command once glitched only changes PIN in RAM
- fsm_msgChangePin compares against PIN in RAM and saves a new one to FLASH

Getting full access to the device #2

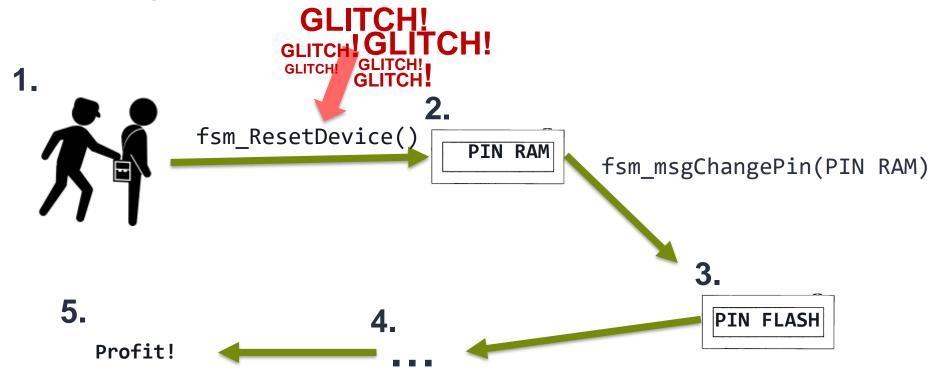
The attack:

- 1. Steal Find a device
- 2. Glitch the check of the lifecycle check
- 3. Set a new PIN on the device, keep the seed
- 4. Unlock the device using the new pin

• • •

5. Get full access to the device's coins

Getting full access to the device #2



Results

Success rate ~1.2%

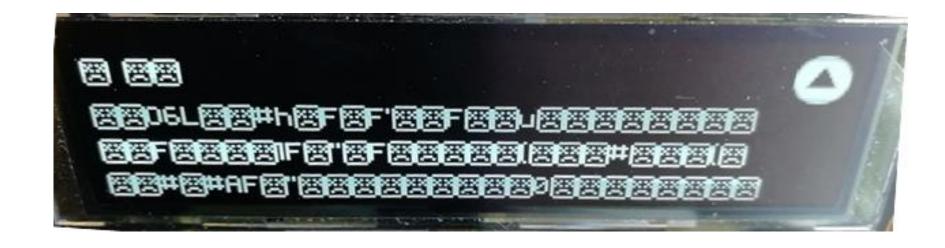
Attempt rate **0.3** att/sec

On average it takes 5 minutes to glitch the PIN

Conclusions

- Non secure hardware is easily glitchable
- Simple FI counter measures are not sufficient against EMFI
- Large set of commands avaliable to anauthorized user are difficult to secure

Questions?



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Challenge your security

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