Hiding @ Depth:

Exploring & Subverting NAND Flash memory

Josh 'm0nk' Thomas

(A DARPA CFT Project by MonkWorks, LLC)
RIP 4.1.13 - Long Live CFT

Thx Mudge

My Path, And You Can Too!

	/proc/partitions minor #blocks name		
31	0	409600	mtdblock0
31	1	6144	mtdblock1
31	2	103936	mtdblock2
31	3	430080	mtdblock3
179	0	7778304	mmcblk0
179	1	7777280	mmcblk0p1

```
$ cat /proc/mtd
dev:
        size
                erasesize
                            name
      19000000
mtd0:
                00020000
                          "system"
      00600000
                00020000
mtd1:
                          "appslog"
mtd2:
      06580000
                00020000
                          "cache"
      1a400000
                00020000
                          "userdata"
mtd3:
```



My Path, And You Can Too!

- Kernel Modules: Side Loading Fun!
- Sure, I'll be a "test" case

<base kernel source>/kernel/drivers/mtd/tests/

```
obj-$(CONFIG_MTD_TESTS) += nandx_find_simple.o
obj-$(CONFIG_MTD_TESTS) += nandx_find_complex.o
obj-$(CONFIG_MTD_TESTS) += nandx_hide.o
obj-$(CONFIG_MTD_TESTS) += mtd_oobtest.o
obj-$(CONFIG_MTD_TESTS) += mtd_pagetest.o
obj-$(CONFIG_MTD_TESTS) += mtd_readtest.o
obj-$(CONFIG_MTD_TESTS) += mtd_speedtest.o
obj-$(CONFIG_MTD_TESTS) += mtd_stresstest.o
obj-$(CONFIG_MTD_TESTS) += mtd_subpagetest.o
obj-$(CONFIG_MTD_TESTS) += mtd_torturetest.o
obj-$(CONFIG_MTD_TESTS) += mtd_torturetest.o
obj-$(CONFIG_MTD_TESTS) += mtd_erasepart.o
```

My Path, And You Can Too!

- Almost everything I do is simply calling the API in the wrong order
 - The I exception is the OOB write
- Path to Winning?
 - Pick a block and wipe it
 - Cover the entire block in 0xDEADBEEF
 - Mark the Block as "Bad"
 - 0x00 out the OOB in the case of Sony
 - Watch the reboot from collision!

nandx_hide.c

```
/* m */
7530
         static void nandx_file_injector(int blockLocation, void *bufferToWrite)
7539
7540
           /* m */
7541
7554
           //TODO: Grab and check return values here!!!!
7555
7556
           /* m */
7557
7564
           int err = 0;
7565
7566
           //Moves all data out of the target block (no, it really doesn't)
7567
           nandx_move_data_from_block( blockLocation );
7568
7569
           //Erases the targeted block
7570
           nandx_erase_block( blockLocation );
7571
7572
           //Injects our buffer directly into the block
7573
           nandx_buffer_write_to_block( blockLocation, bufferToWrite );
7574
7575
           //Marks the target block as bad
7576
           err = nandx_mark_bad_framework( blockLocation );
7577
           if( !err ){
7578
             printk(PRINT_PREF "First attempt at marking %d bad failed, going manual\n",
7579
       blockLocation);
             err = nandx_mark_bad_manual( blockLocation );
7580
7581
7582
7583
```

nandx_hide.c

```
/* m */
7138
         static int nandx_mark_bad_framework(int blockLocation)
7147
7148 ▼
7149
           /* m */
           int ret;
7168
           loff_t addr = blockLocation * mtd->erasesize;
7169
7170
           printk(PRINT_PREF "Marking the block %d as BAD\n", blockLocation);
7171
7172
           ret = mtd->block_markbad(mtd, addr);
7173
           if (ret)
7174
             printk(PRINT_PREF "Success - block %d has been marked bad\n", blockLocation);
7175
           else
7176
             printk(PRINT_PREF "Failure - Why U no mark block %d as bad?\n", blockLocation);
7177
7178
           return ret;
7179
7180
7181
```

nandx_hide.c

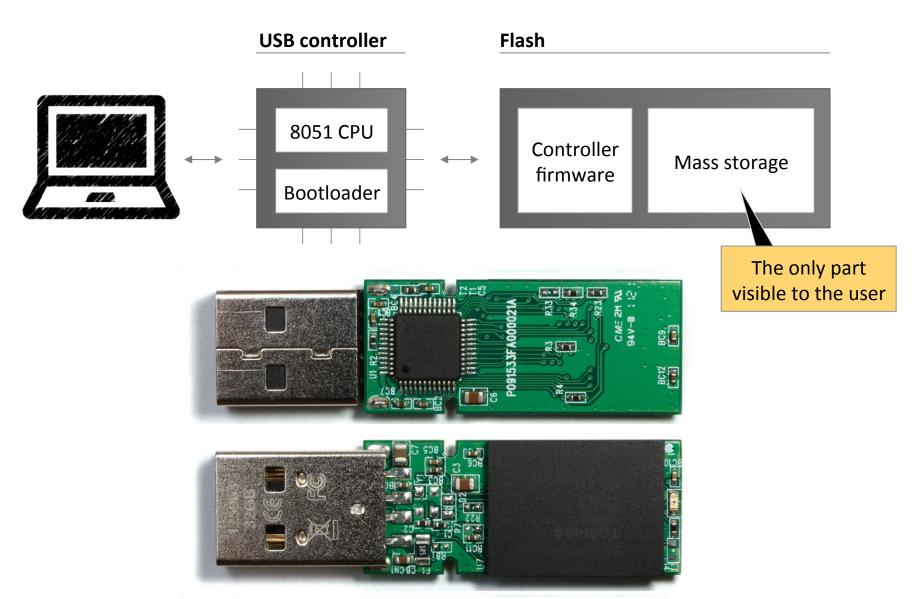
```
/* m */
7183
         static int nandx_mark_bad_manual(int blockLocation)
7193
7194
           /* m */
7195
7219
           int ret;
7220
           loff_t ofs = blockLocation * mtd->erasesize;
7221
7222
           // THIS CALL IS THE ENTIRE MAGIC OF NANDX-HIDE
7223
           ret = msm_nand_block_markbad(mtd, ofs);
7224
7225
           if(ret)
7226
             printk(PRINT_PREF "We call into the driver and make %d go away.\n", blockLocation);
7227
           else
7228
             printk(PRINT_PREF "Odd.. even a RAW write on the OOB doesn't kill block: %d\n",
7229
       blockLocation);
           return ret;
7230
7231
```

BadUSB — On accessories that turn evil

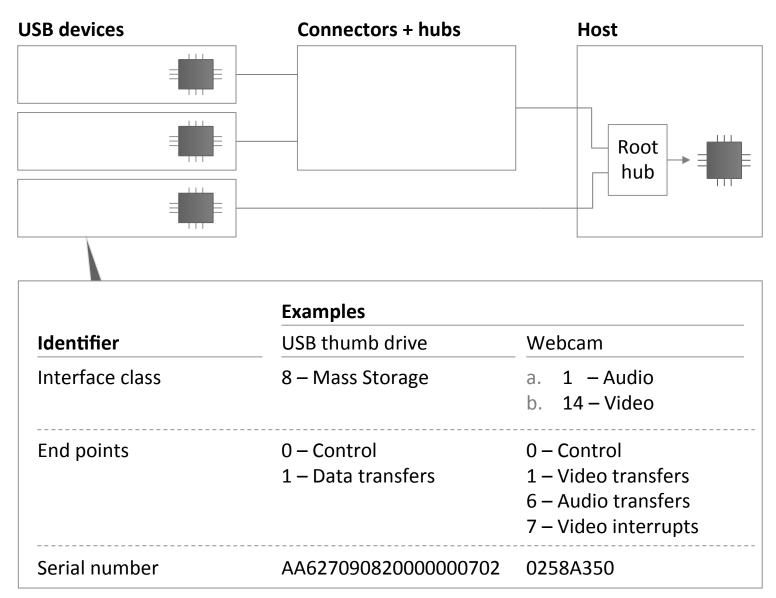
Karsten Nohl <nohl@srlabs.de>
Sascha Krißler <sascha@srlabs.de>
Jakob Lell <jakob@srlabs.de>



USB devices include a micro-controller, hidden from the user



USB devices are identified





USB devices are initialized in several steps

USB device **USB** plug-and-play Register Set address Power-on + Firmware init Send descriptor **Load driver** Set configuration Normal operation Optional: deregister Register again ... Load another driver

Devices can have several identities

- A device indicates its capabilities through a descriptor
- A device can have several descriptors if it supports multiple device classes; like webcam + microphone
- Device can deregister and register again as a different device

Agenda

- USB background
 - **Reprogramming peripherals**
- USB attack scenarios
- Defenses and next steps

Reversing and patching USB firmware took less than 2 months

- Document firmware update process
- 1. Find leaked firmware and flash tool on the net
- Sniff update communication using Wireshark
- 3. Replay custom SCSI commands used for updates
- 4. (Reset bricked devices through short-circuiting Flash pins)

- B)
 Reverse-engineer firmware
- Load into disassembler (complication: MMU-like memory banking)
- 2. Apply heuristics
 - Count matches between function start and call instructions for different memory locations
 - Find known USB bit fields such as descriptors
- 3. Apply standard software reversing to find hooking points

- **Y** Patch firmware
- 1. Add hooks to firmware to add/change functionality
- Custom linker script compiles C and assembly code and injects it into unused areas of original firmware

Other possible targets

We focused on USB sticks, but the same approach should work for:

- External HDDs
- Webcams, keyboards
- Probably many more ...



Agenda

- USB background
- Reprogramming peripherals
- USB attack scenarios
- Defenses and next steps

Keyboard emulation is enough for infection and privilege escalation (w/o need for software vulnerability)

Challenge – Linux malware runs with limited user privileges, but needs *root* privileges to infect further sticks

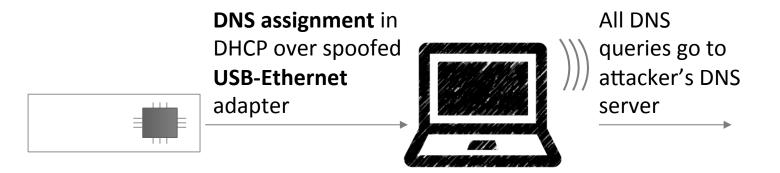
Approach – Steal *sudo* password in screensaver

Restart screensaver (or *policykit*) with password stealer added via an LD_PRELOAD library

- User enters password to unlock screen
 - Malware intercepts password and gains root privileges using sudo

Privilege escalation module will be submitted to Metasploit

Network traffic can be diverted by "DHCP on USB"



Attack steps

- 1. USB stick spoofs Ethernet adapter
- 2. Replies to DHCP query with DNS server on the Internet, but without default gateway

>

Result

- 3. Internet traffic is still routed through the normal Wi-Fi connection
- 4. However, DNS queries are sent to the USB-supplied server, enabling redirection attacks