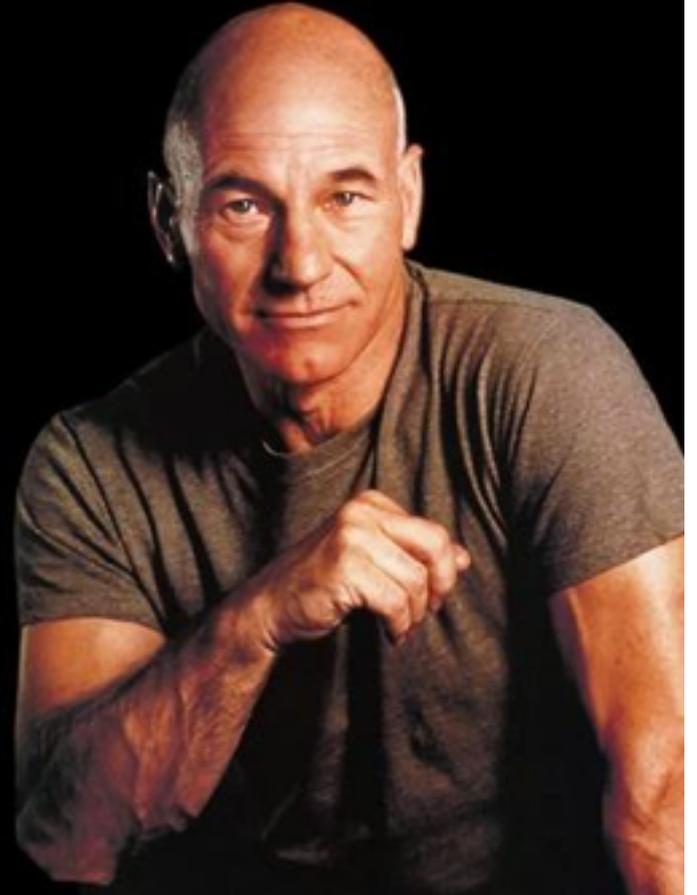


Happy May the 4th!!!!1!

“USE THE FORCE,
HARRY”

—Gandalf



Android Security

CS 642

Drew Davidson

Some Slides taken from John Mitchell

Lecture Roadmap

- What is Android?
 - History
 - Design
- Exploits
 - System Defenses
- Other Attacks
 - Threats
 - Defenses



What is Android?

- A lot of things to different people
 - The fabled gPhone
 - Invites comparison to the iPhone
 - An internet of things (IoT) platform
 - An operating system for your car?
- Too big to explain in this lecture
 - We'll introduce some security features as needed
 - More to learn



(Ancient) History of Android

- 2003: Andy Rubin cofounds Android Inc to build a web-connected smartphone
- 2005: Google acquires Android Inc
- 2007: iPhone Gen I released
- 2008: HTC Dream (G1) released



Android Design

- More than an Operating System

- A specialized Linux distro, at the lowest level

- A framework for running Android “apps”

- An entire ecosystem for smartphone users

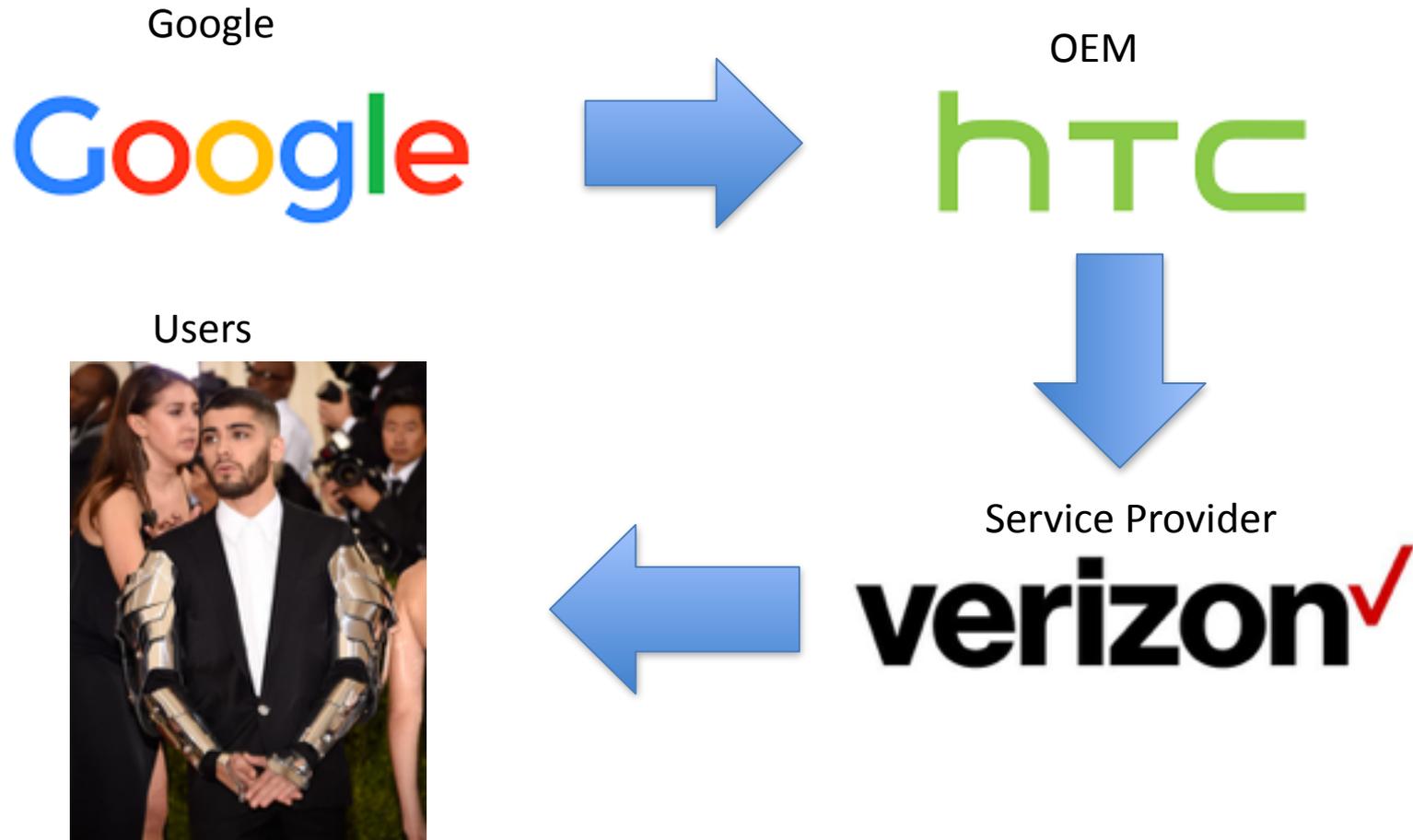


Android Open Source Project



Apps
App Store (Google Play)
Development tools
Closed-Source Components

From Google to You



Android Exploits



What is an Android Exploit?

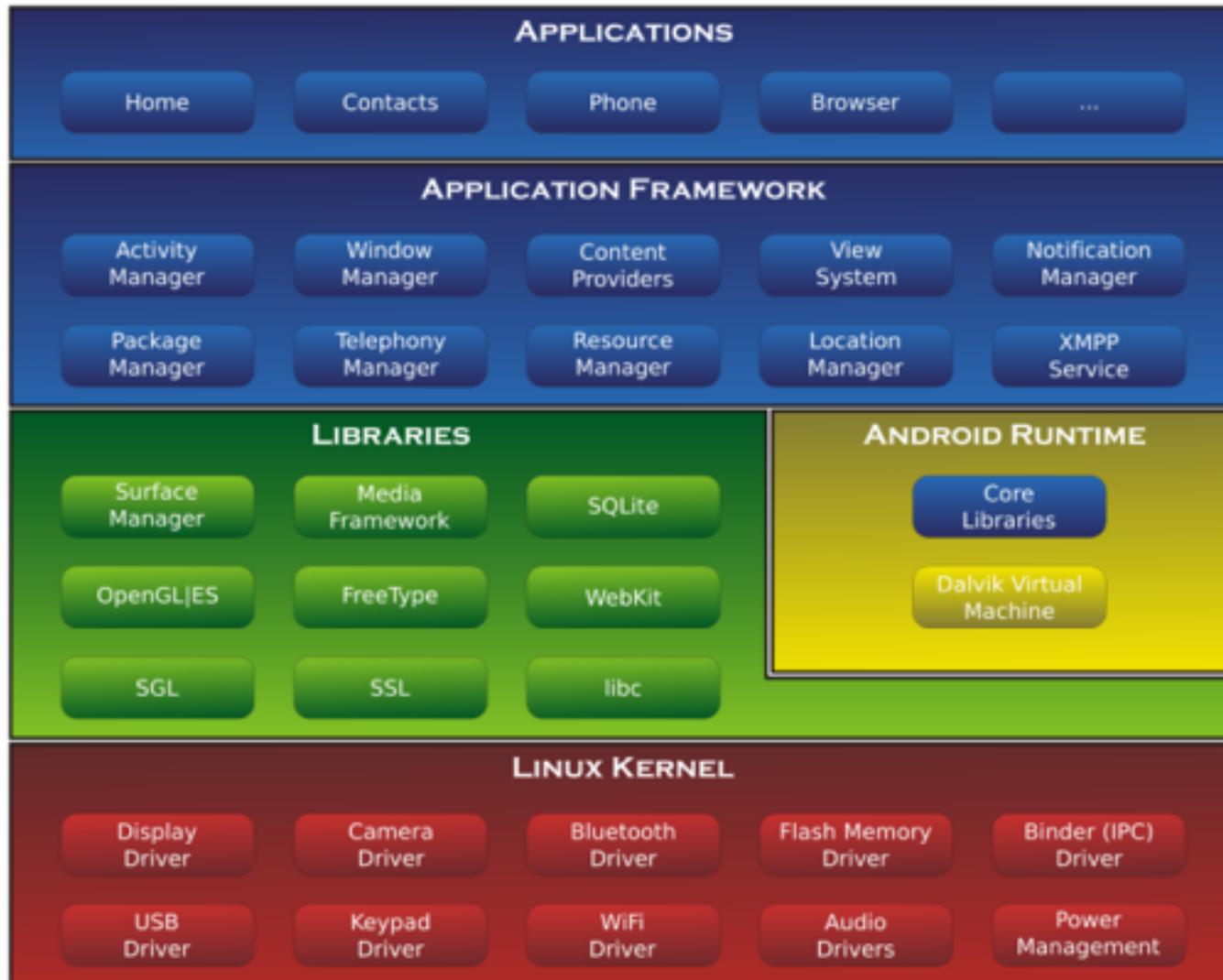
- Working definition:

An action that occurs in contravention of the security model of an Architecture

- Examples:

- Privilege Escalation: User code runs as root
- Data Exfiltration: App steals another's data
- DOS: App renders device unusable

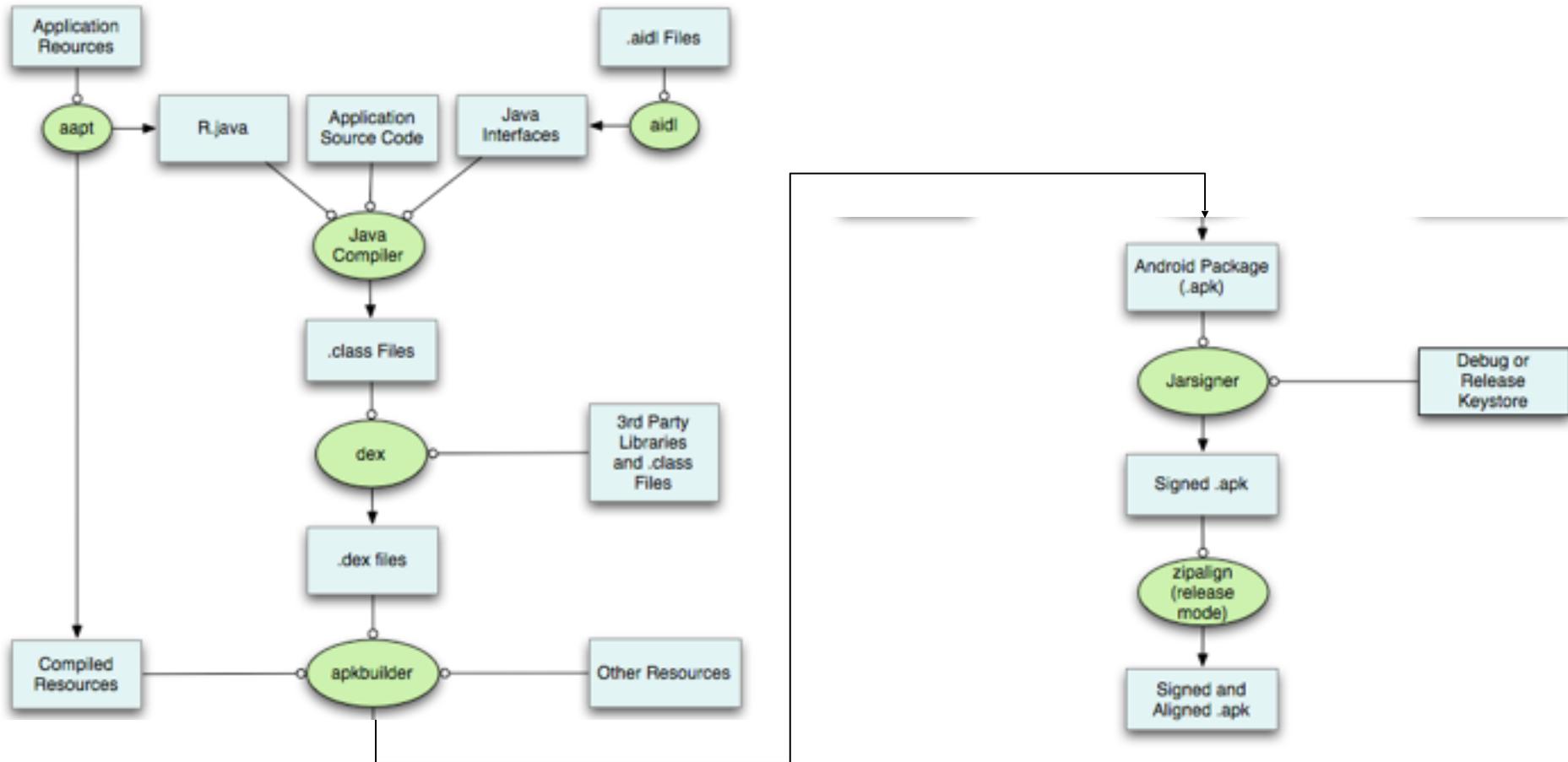
Multi-Layered Architecture



Application Design

- Each app runs within an independent instance of the Dalvik Virtual Machine (DVM)
 - Apps largely run bytecode
 - Each app runs as its own user, i.e. there is a separate UID for each app

App Deployment



Intra-Application Security

- Signed code
 - Prevents out-of-band rewrites
- Java-style Sandbox protections
 - Bytecode verifier prevents ill-formed programs
 - Runtime checks against buffer overflows, etc.
 - Could use the security manager for policies
- Android Lifecycle, App Killer
 - System may pause an app
 - System may kill an app with too many resources

Inter-Application Security

- OS level protections
 - Separate UIDs give apps distinct privileges
 - Minimizes privilege escalation
- Binder IPC
 - Kernel mediates communication between apps
 - Receiving app must register for incoming messages

OS Protection

- ASLR
 - Makes it statistically impossible/improbable to know if you're smashing the stack effectively
- Dllmalloc
 - Makes it much harder to spray the heap

Google Play (Store)

- Largest distribution channel for apps
 - Kill switch
 - Google Bouncer
 - “Wisdom” of the crowds



Exploits Still Happen

- Confused deputy
 - Stagefright
- Data exfiltration
 - Sensor side-channels
 - Microphone, Gyroscope
 - App misconfiguration
 - Facebook Debug log
- Denial of Service
 - Exception loops
 - Battery drain



Other Threats

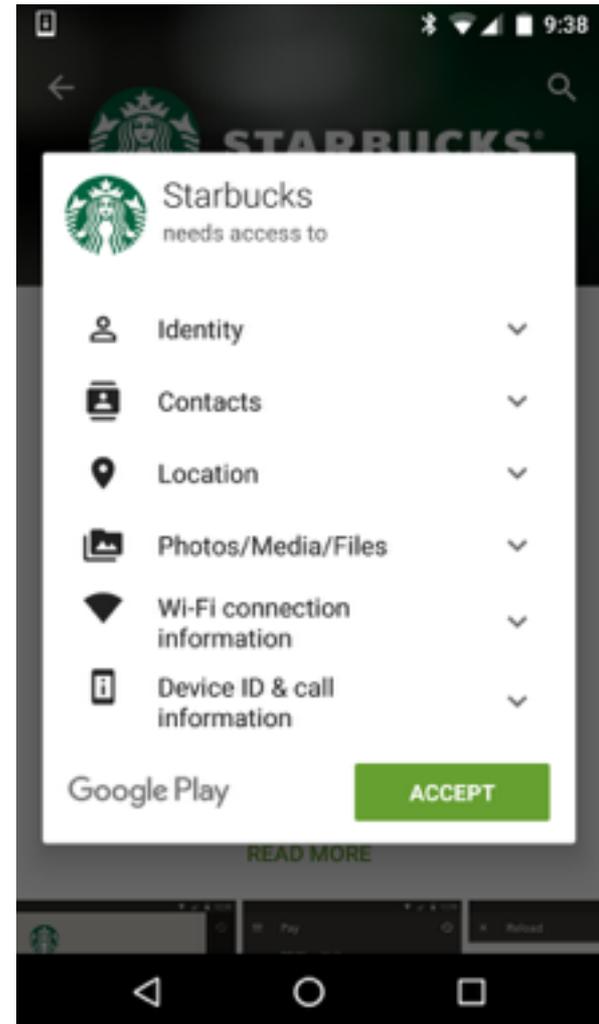


Shady Code

- The previous definition of exploit was somewhat weak
 - What happens when the security model is insufficient?
- Enable “PII attacks”
 - Broadly, attacks that leverage your personally identifiable information

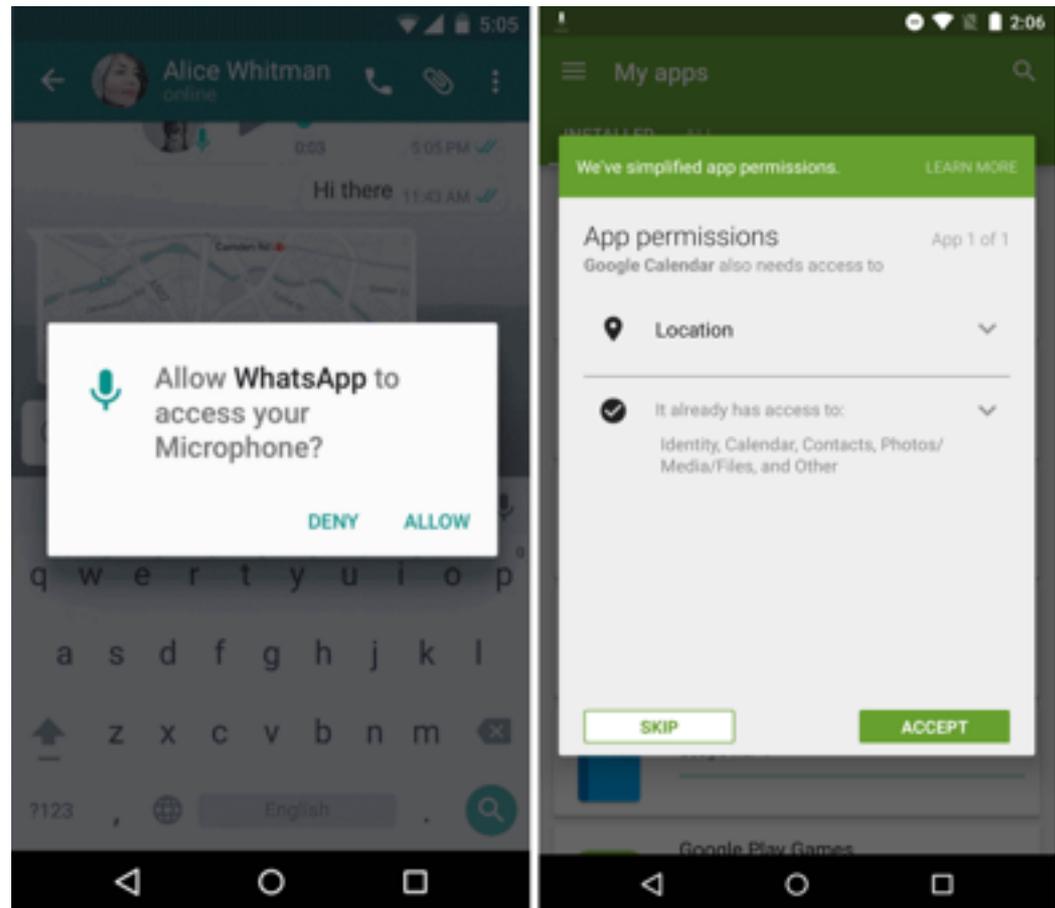
Shady Code Defenses

- Android Permissions
 - Install-time permissions



Shady Code Defenses

- Android Permissions
 - Runtime
 - Update-Time



Category	Permission	Description
Your Accounts	AUTHENTICATE_ACCOUNTS	Act as an account authenticator
	MANAGE_ACCOUNTS	Manage accounts list
	USE_CREDENTIALS	Use authentication credentials
Network Communication	INTERNET	Full Internet access
	ACCESS_NETWORK_STATE	View network state
Your Personal Information	READ_CONTACTS	Read contact data
	WRITE_CONTACTS	Write contact data
System Tools	WRITE_SETTINGS	Modify global system settings
	WRITE_SYNC_SETTINGS	Write sync settings (e.g. Contact sync)
	READ_SYNC_SETTINGS	Read whether sync is enabled
	READ_SYNC_STATS	Read history of syncs
Your Accounts	GET_ACCOUNTS	Discover known accounts
Extra/Custom	WRITE_SECURE_SETTINGS	Modify secure system settings

What's the Problem with Permissions?

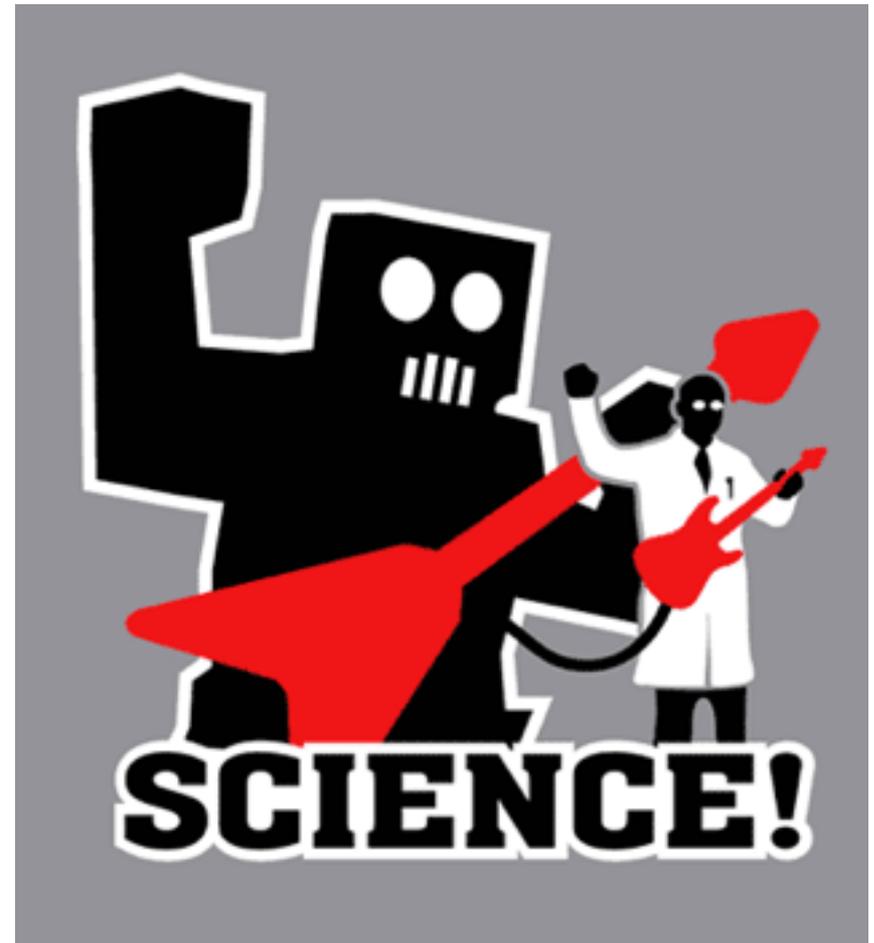
- Admittedly, a step up over the Desktop
 - Arguably, table stakes for such a personal device
- “Permission entanglement”
 - You may control when a permission is used, but not *how*
 - Permissions are per-app thus shared with libraries
 - A single permission may be used in various ways
 - Composite effect of permissions exceed sum

Fixing Shady Code

- Fewer easy answers
 - One person's privacy violation is another's feature
 - Location-aware advertising?

Now Entering the Realm of Research

- What follows is a discussion of research prototypes
 - Unlike above, there are occasionally obvious reasons NOT to do these things



Data flow analysis

- Label the uses of permissions in the program
 - Sources: produce sensitive information
 - Sinks: interact with untrusted entities
- We'd like to know how these endpoints interact
- Tools
 - FlowDroid
 - Stamp

Example Endpoint permissions

Sources

- Account data
- Audio
- Calendar
- Call log
- Camera
- Contacts
- Device Id
- Location
- Photos (Geotags)
- SD card data
- SMS

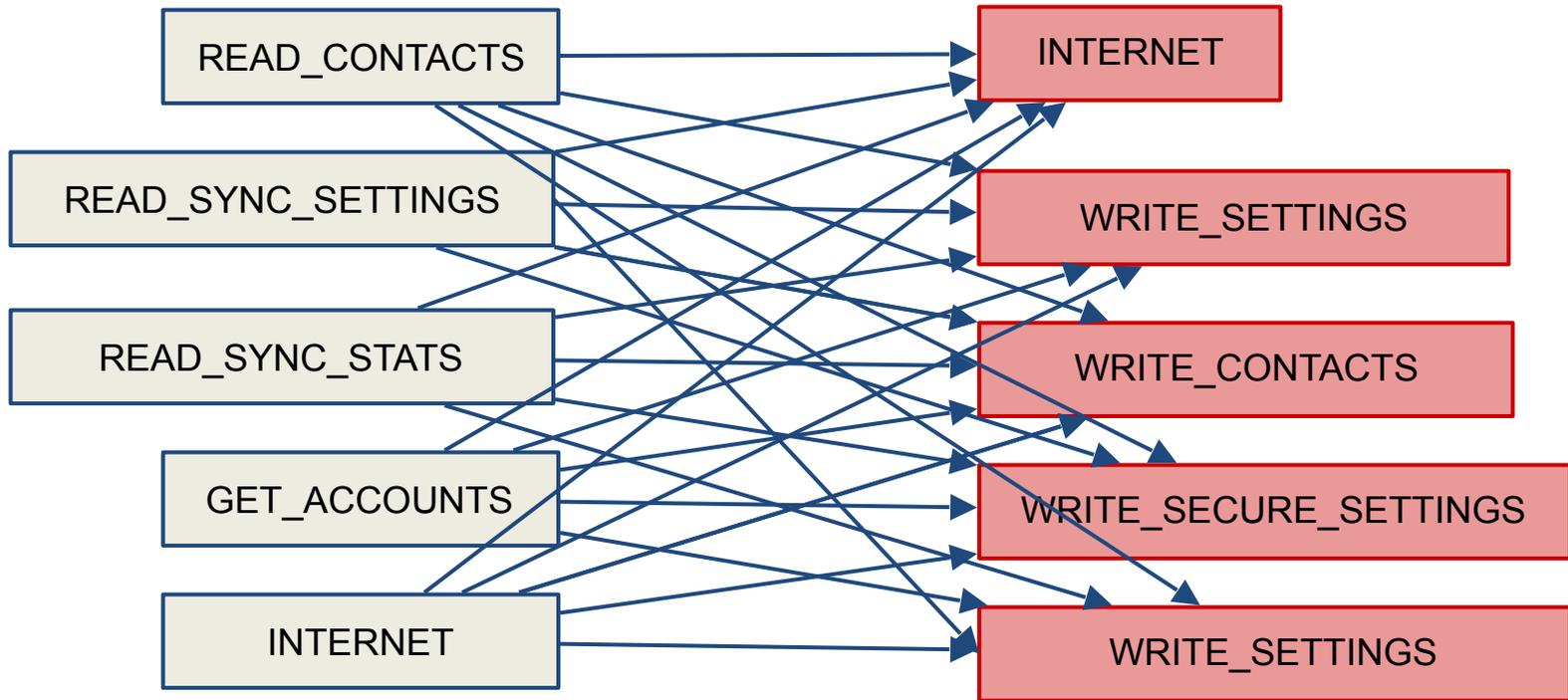
Sinks

- Internet (socket)
- SMS
- Email
- System Logs
- Webview/Browser
- File System
- Broadcast Message

Possible Flows

Sources

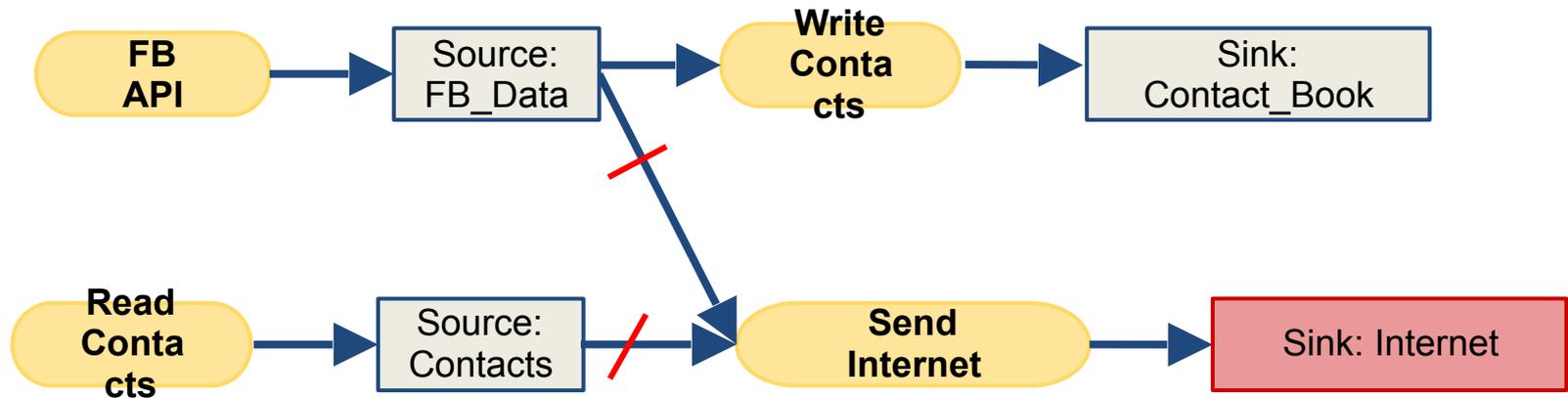
Sinks



Implementing Dataflow Analysis

- Identify what methods use which permissions
 - No canonical map!
- Identify what permissions actually do
 - Is it a source? Sink? BOTH?
- View the program as a Program Dependence Graph
 - Edges represent flows of control or data
 - Nodes represent abstract regions of code
 - Requires a program semantics / abstraction

Dataflow Analysis Example



Limitations of Dataflow Analysis

- Technical
 - Over-approximate
 - Requires deep knowledge of the system
 - Impractical without some manual modelling, at least on Android
- Practical
 - ...ideas?

(Dynamic) Taint Tracking

- Not the most media-savvy name
- Extend the system to record the provenance of data
 - Is it *tainted* by an input source?
- Tools
 - TaintDroid

Limitations of Dynamic Taint Tracking

- Technical limitations
 - Misses control dependencies
- Practical limitations
 - Slows execution
 - Could use it solely as an offline analysis

App Rewriting

- Change the behavior of the app
 - Reverse engineer it
 - Make some changes
 - Recompile it

DroidWeave

- To the board!

Conclusion

- Good luck on Finals!
- If you're graduating, good luck in life!