

*IS 2955 Special Topics: SAHI*  
Mobile Platform Security  
Lecture 2.2

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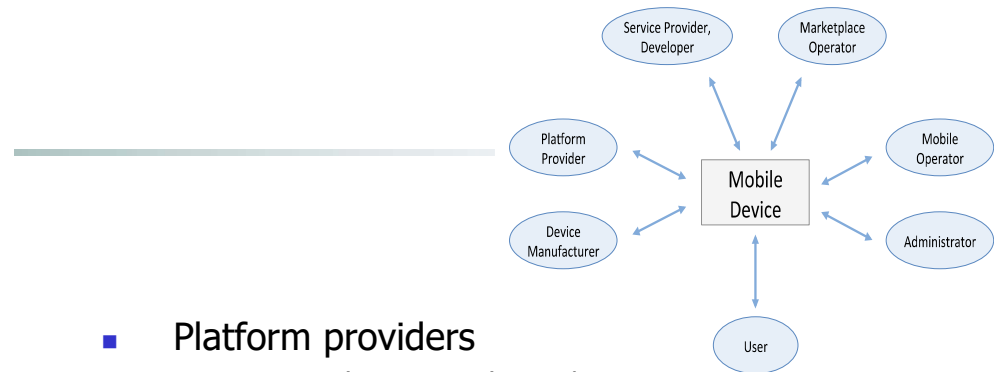
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Sept 12, 2018



# Mobile phone / Smartphone platforms security

## Stakeholders

- Users –
  - need privacy of personal data (messages, profiles, contacts, location information)
  - Prevent misuse (e.g., unauthorized calls & SMS messages)
  - Protection against loss and theft (**external / remote attackers**)
- Manufacturers
  - Meet regulatory requirements or specifications -- device parameters protected (battery charging levels, wifi configuration, OS version, etc) **from Users & external threats to users**
- Mobile operators
  - Protect their business model – subscription control; control device functionality (e.g., tethering)
  - Adversary may be a **device owner!!**
- Service Providers and Developers
  - Primarily interested in the application data (may include copy-protected music)
  - Applications code needs to be protected from **remote attacker**



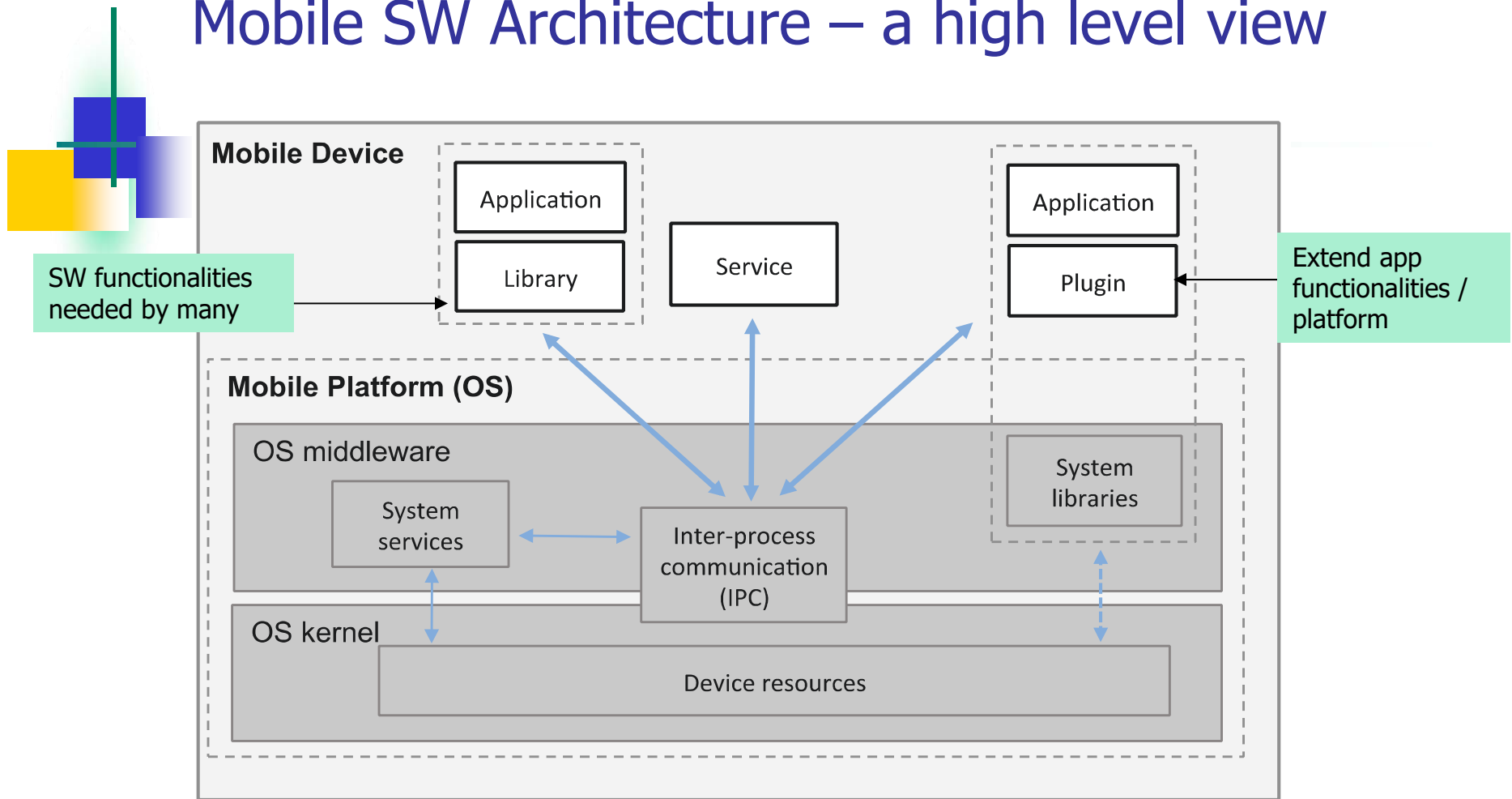
- Platform providers
  - OS and associated apps/services
  - PPs make app dev tools available, issue SW updates
  - **Malicious app developer** – primary adversary – exploit code vulnerabilities
  - Also **device owners as adversary**
- Marketplace operators
  - Distributes (App stores) – interested in protecting marketplace content
  - Key adversary – **malicious developers** who distribute malware infected SW / malware
- Administrators
  - Mobile devices may be owned by companies (for employees – for work+personal)
  - Confidential data needs to be protected
  - External attackers

# Summary of stakeholders ...

**Table 2.1:** Summary of mobile device stakeholders, their incentives and resources to protect, and adversarial models to consider

	<b>Incentives</b>	<b>Resources to protect</b>	<b>Primary adversary</b>	<b>Additional adversaries</b>
<i>Users</i>	preserve privacy, use device freely	private user data	remote attacker	attacker with temporary physical access
<i>Manufacturers</i>	business model, regulatory requirements	device identifiers, configuration parameters, platform version	device owner	external attacker
<i>Mobile operators</i>	subscriber contract enforcement	usage of subsidized devices, mobile network resources	device owner	external attackers
<i>Developers</i>	mobile service protection	application data and code	remote attacker	device owner
<i>Platform providers</i>	business model	platform functionality	malicious developer	device owner
<i>Marketplace providers</i>	marketplace popularity	distributed applications	malicious developer	device owner
<i>Administrators</i>	company business model	company confidential data	remote attacker	attacker with temporary physical access

# Mobile SW Architecture – a high level view



## Legend





# Platform Security Model

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- Mobile Platforms – 2 SW components:
  - OS Kernel
  - OS Middleware
    - Set of libraries and services
- IPC Framework
  - For Communication between apps and services – uses API
  - Can be in kernel or middleware or both
  - Access to devices is mediated by IPC + services
    - e.g., **accessing GPS**: apps makes an IPC call to a system service – to get location API – it helps get device location by accessing GPS peripheral on the device via OS kernel;
    - direct access from apps to certain device resource may be allowed

# A Mobile Platform Security Architecture Model – *from device manufacturers and platform providers*

## Three basic functions

1. Software Isolation
  - Each app with its own execution and storage env
2. Access control model – IPC calls from Apps to services – permissions
  - AC Policy defined
3. Installed applications are cryptographically signed
  - Basis of permission assignment during app installation

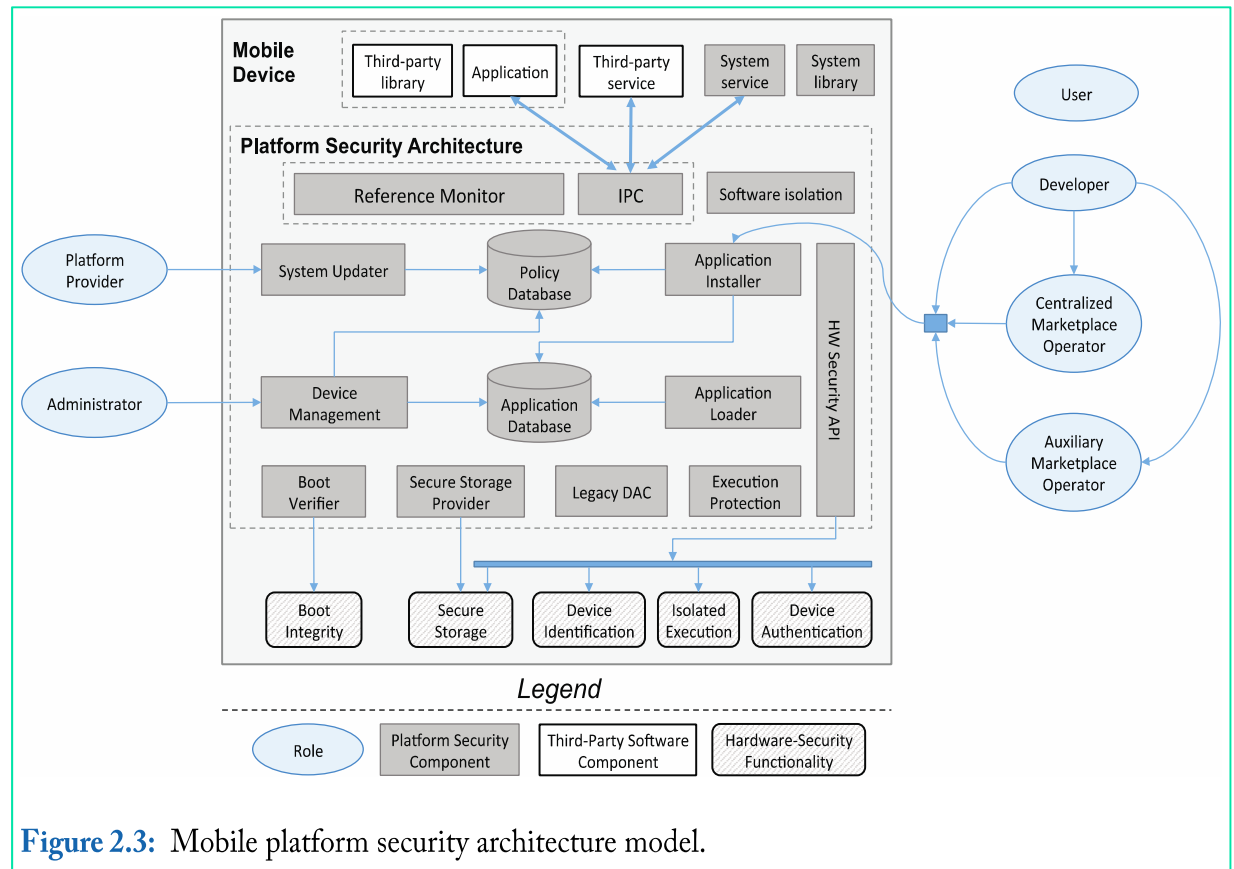


Figure 2.3: Mobile platform security architecture model.



# Software Development/Deployment

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- Distribution Model
  - Centralized marketplace or auxiliary marketplaces
  - Use application installer
  - Mobile platform may also allow direct application installation from developer -- *sideload*
- Application signing – needed for installations
  - In centralized marketplace, CM provider does the signing – based on pub criteria
  - In auxiliary marketplace – AM provider signs (developer can sign – helps in *same origin policy* for update)
  - Can authenticate developers (can use external authentication; e.g., Credit Card) & issue developer identities
- Application identification
  - In centralized - signing authority may assign globally unique app ids
  - In auxiliary – ids are specific to that marketplace
  - Combination of signing key and marketplace-issued app id provides unique app identification
  - *Sideload* – app ids must be picked by the developer (dev-issued)



# Software Development/Deployment

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- Permission request
  - For deployment of apps or TP service – developer defines the permissions that the app/service needs to access APIs that are protected with permissions
  - **Manifest file:** configuration file in the service/app distribution package to request permissions – app installer uses this to assign the requested permissions during app installation
  - Permissions may be requested for libraries also
- Access control declaration
  - MP provider defines the permissions that are needed to use each service API call
  - TP service developers declare AC policies by defining permissions needed for each API call exposed by the service component – **manifest file** of the service.
- Access Control scope / granularity
  - Service/app developers may also declare AC policies for other types of resources – in addition to APIs; e.g, for data files created by the service
  - Fine-grained access policies may be needed – more permissions
    - E.g., separate permissions for each API call – better for principle of least privilege!





# Application installation/update

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## ■ Permission Assignment

- When an app is installed - **application installer** verifies the signature on the app & requested permissions from the *manifest file*.
- App installer consults a *policy database* regarding the requested permissions and the signature.
- *Policy database* contains
  - trust roots for signing authorities (typically, public keys of signing authorities) and
  - a list of permissions each authority is allowed to grant
- may be solely based on application signing by trusted authorities or the installer may ask the user to authorize some of the requested permissions
- *Application database*:
  - once verified- save the app executables, the set of assigned permissions and the application

## ■ Permission presentation

- coarse grouping may be used - when #permissions is large - based on data types (e.g., address book, emails, pictures, etc.)

## ■ Application update - done through *app installer*

- Checks if app distribution package is allowed to update the app specified in the **manifest file**
- Verify that the update version is from the same developer



# Runtime protection

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- Runtime permissions
  - When an app/service is started, *app loader* uses permission database to associate the permissions to the process
  - *app loader* also links libraries to the process – once the app is loaded permissions remain constant.
  - Platform may allow apps/services to drop permissions, or gain more by loading a plugin
- Permission enforcement
  - Calls are processed by *reference monitor* (one or more)
  - When TP apps are allowed to make direct system calls – i.e., without using IPC calls – separate *RM*s for OS and IPC
  - *RM* may also *prompt* users at runtime
- Execution protection
  - Runtime *software isolation* and *execution protection*
    - Separate memory areas for processes (maybe randomized)



# Runtime protection

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- Application data protection
  - *Secure storage provider* enables isolated persistent storage areas for each application
    - *Integrity protection* (includes data freshness / replay protection)
    - *Confidentiality protection*
  - May use hardware-assisted secure storage functionality; fully software-based data protection may not be free of vulnerabilities (specially if the adversary has physical access to device)
- Hardware security APIs
  - SW based isolation mechanisms are vulnerable to implementation errors
  - Security-critical applications may thus require hardware-assisted isolated execution – hardware security architectures (e.g., ARM TrustZone):
    - Small pieces of security-sensitive code to be executed in isolation from the mobile OS
    - Hardware security API may provide an interface for isolated execution



# Platform Management

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- Platform boot integrity
  - All platform security components need to be protected –
  - They are stored in persistent storage
    - Attacker may bypass AC and other security mechanisms
    - E.g., tamper with app installer
  - Two approaches
    - *Hardware-assisted secure boot* –
      - uses platform verifier to check signatures over other platform security components
      - Does not prevent runtime modifications (use execution protection)
    - *Authenticated boot* -
      - DMs allow developers to create custom OS versions – but record measurements of the booted platform components to integrity protected hardware registers
      - Measurements can be used to enforce security decision during runtime !!



# Platform Management

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- Platform data integrity
  - Integrity of platform data is important – i.e., [policy & app databases](#)
  - the platform may support hardware-assisted secure storage (integrity protection), with possible replay protection mechanisms.
- Platform Updates
  - a *system updater* component authenticates system updates using trust roots and system update policies on the policy database.
  - In some platforms the system updater is part of the application installer implementation
- Device Management
  - Administrators can send device management commands
  - Device management component verifies commands using trust roots in policy databases
  - Commands for
    - Install new apps, remove apps, add or remove trust roots in PD



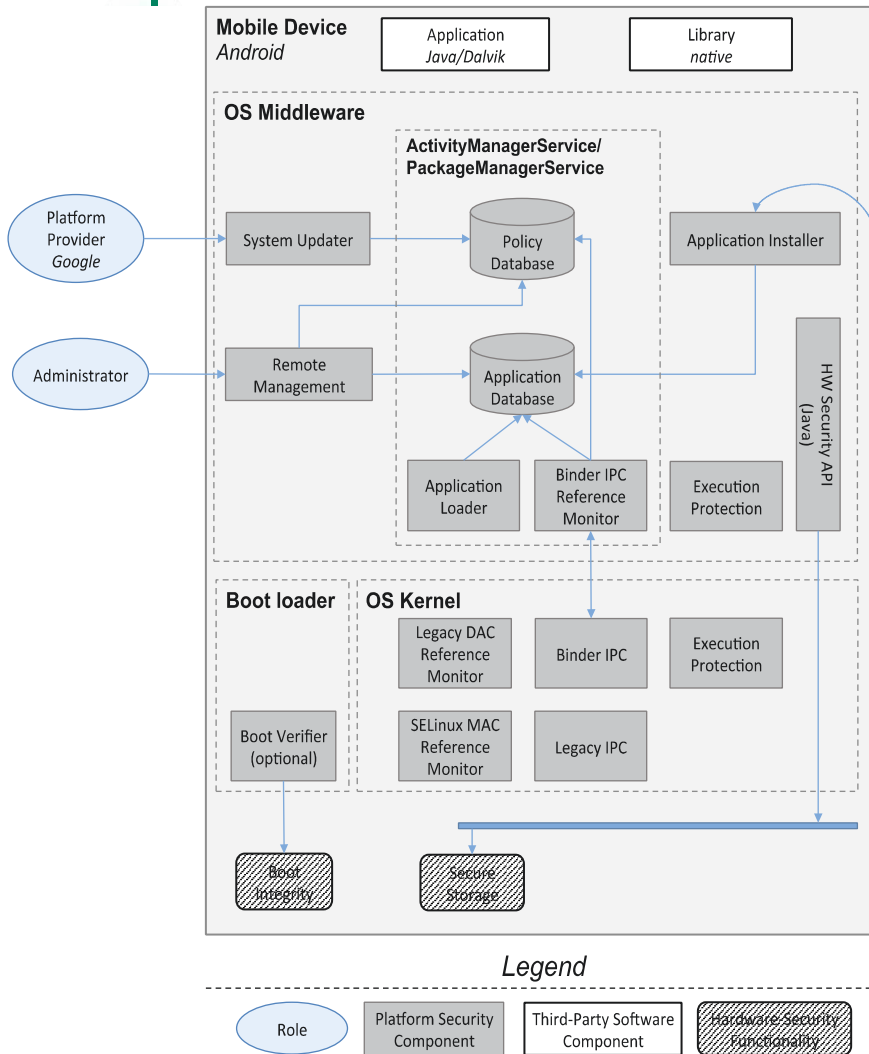
# Mobile platforms

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- Java ME, Symbian
- Android, iOS
- MeeGo, Windows Phone
- BlackBerry, Tizen
- Saifish OS, WebOS, FireFox OS
- ...

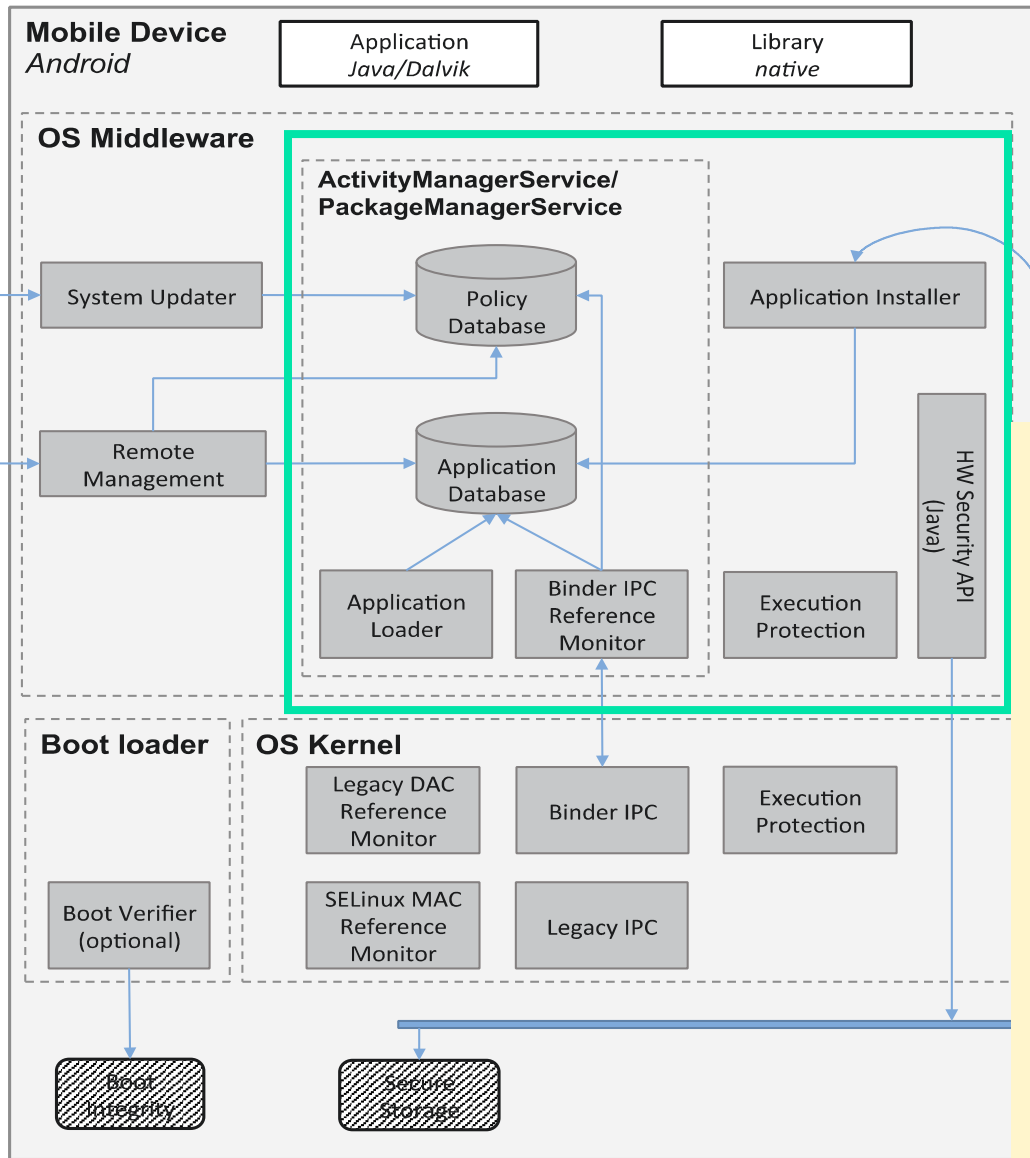
# Android

## Open source smartphone platform from Google



- Based on modified Linux kernel
- Apps are sandboxed based on Linux DAC credentials
- TP apps cannot run with root ID
- Linux DAC acts as reference monitor – enforces separation of apps
- In each sandbox – an instance of register-based Dalvik/ART VM is executed
- App development is in Java mainly (native C/C++ libraries also deployed)

- Services perform non-interactive data processing,
- Content providers provide data sharing between apps
- Broadcast Receivers receive IPC messages
- Activities are software components with a user interface
- Android application components interact using IPC calls.
- Google Play – primary; but also have auxiliary/sideloaded
- Android apps are signed by Developer



### Legend



- Within sandbox, VM executes an Android **System Server**
  - A middleware component
  - SS sandbox has system privileges – can access protected device resources
  - TP apps issue IPC calls to SS components & pre-installed, privileged system apps that mediate system calls to OS
- IPC based on **Binder** – a re-implementation of the OpenBinder IPC framework
  - Core in the Linux kernel
  - **Activity Management Service Component** + **Package Manager services** in SS – act as primary RM to check permissions on Binder IPC
  - Legacy IPC is also supported
- Activity Manager service and other middleware component act as application loader
- Mitigation for memory corruption attacks at run-time
- Ver 4.3 onwards support SELinux – adds MAC type enforcement (SEAndroid)



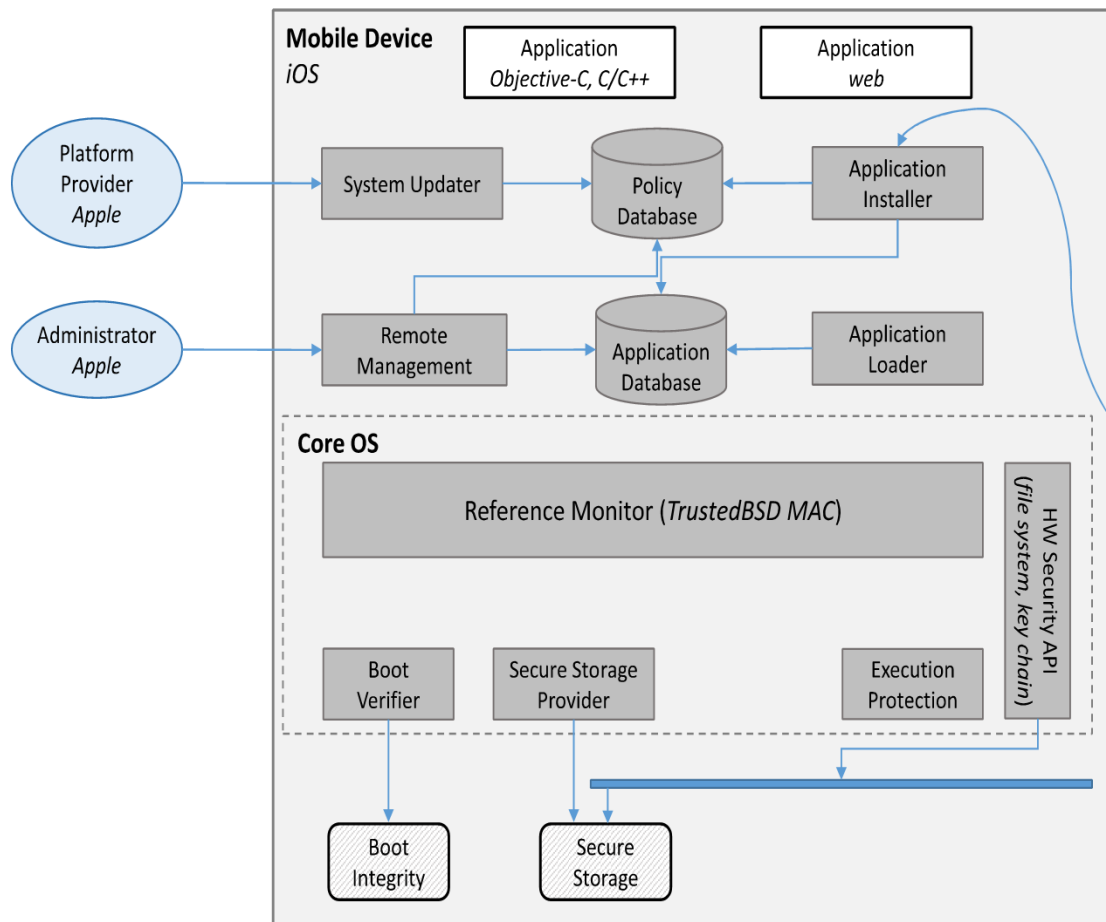


# iOS Platform

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- Mainly for iPhone, iPad, and iPod devices.
- TP app development is primarily done in *Objective-C*, although web applications running on top of the Webkit runtime are also supported
- App-specific libraries are allowed, but TP developers cannot deploy shared libraries or services.
- Distribution through **centralized marketplace** only, the *Apple Store*, that signs all applications,
- Access control enforcement is based on mandatory access control features of the TrustedBSD kernel
- All TP apps are assigned a single, *pre-defined sandboxing profile* that defines the assigned permissions for all applications; all apps are also assigned the same *user identifier*.
  - Run-time prompts for location info, contacts, reminders, calendar entries, mic, photos, etc.
- iOS 6 onwards, users can enable or disable access to private information for each application from the system settings.

# iOS Platform Security Architecture



- Trusted BSD as RM
- Fine-grained AC rules based on system call arguments (e.g., file names)
- Supports enforcement of code signing
- App signatures are verified before app installation and execution
- Built-in apps have permissions for privileged tasks (*entitlements*)
- Dedicated apps for accessing security-sensitive system resources (messaging, cellular modem, calendar, etc.)
- Supports data/file encryption using hardware-resident, device-specific secret
- *Secure boot* is supported.

# Comparison

	Android	iOS	
<i>distribution model</i>	multiple marketplaces, sideloading	centralized marketplace	
<i>application signing</i>	developer signing	centralized signing	
<i>application identification</i>	Linux user ID, package name	application identifier	
<i>permission request</i>	applications, services	applications	
<i>access control scope</i>	system APIs, application IPC	system APIs, file access	
<i>access control declaration</i>	permissions, Linux AC, application identifiers	pre-defined profile	
	Android	iOS	
<i>access control granularity</i>	<i>permission assignment</i>	user at installation	pre-defined profile
	<i>permission presentation</i>	permission groups	permission names
	<i>application update</i>	same-origin policy	central authority

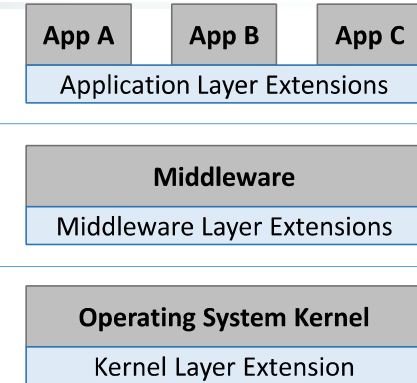
	Android	iOS
<i>runtime permissions</i>	constant (with exceptions)	increase by user approval
<i>access control enforcement</i>	reference monitor, callee, Linux DAC	reference monitor
<i>execution protection</i>	NX bit, ASLR	NX bit, ASLR, CSE
<i>application data protection</i>	dedicated directory and Linux access control	dedicated directory
<i>hardware security APIs</i>	secure storage (proprietary)	

	Android	iOS
<i>platform boot integrity</i>	vendor-specific	secure boot
<i>platform data integrity</i>	Linux access control, UID-based sandboxing	dedicated directory, CSE
<i>system updates</i>	central signing	central signing
<i>remote management</i>	built-in features	built-in features

- Software development security mechanisms
- Application Installation security mechanism
- Runtime protection mechanisms
- Platform management mechanisms

# Android Based Attacks & Threats

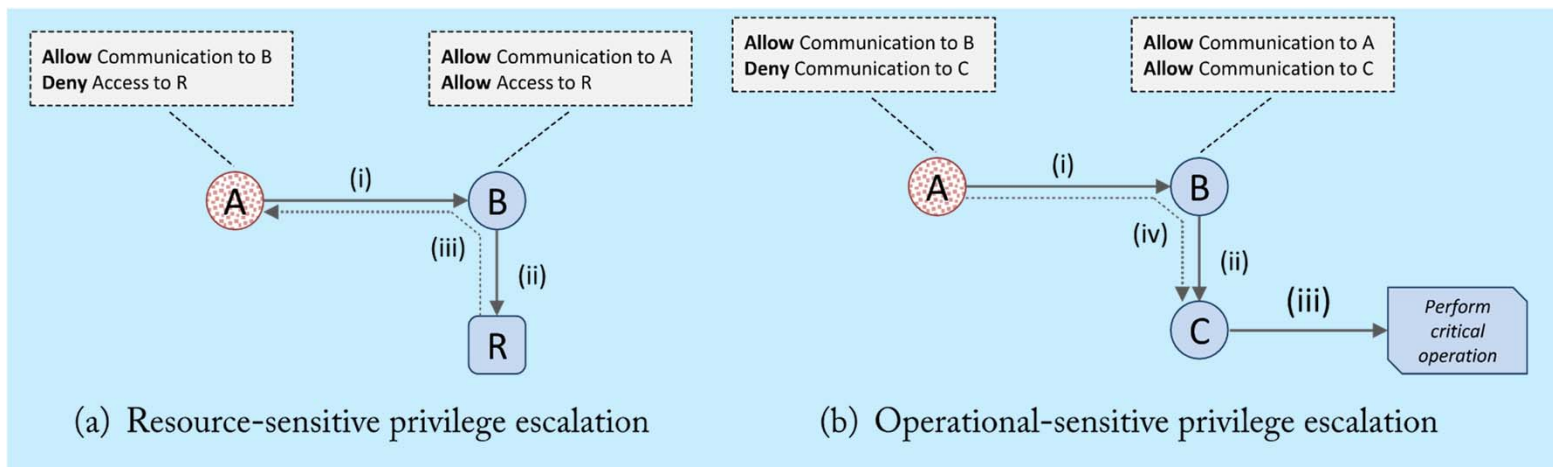
## Security extension target layers



## Privilege escalation attacks

- Exploitation of *software* and *configuration* flaws to *elevate* the privileges of an app

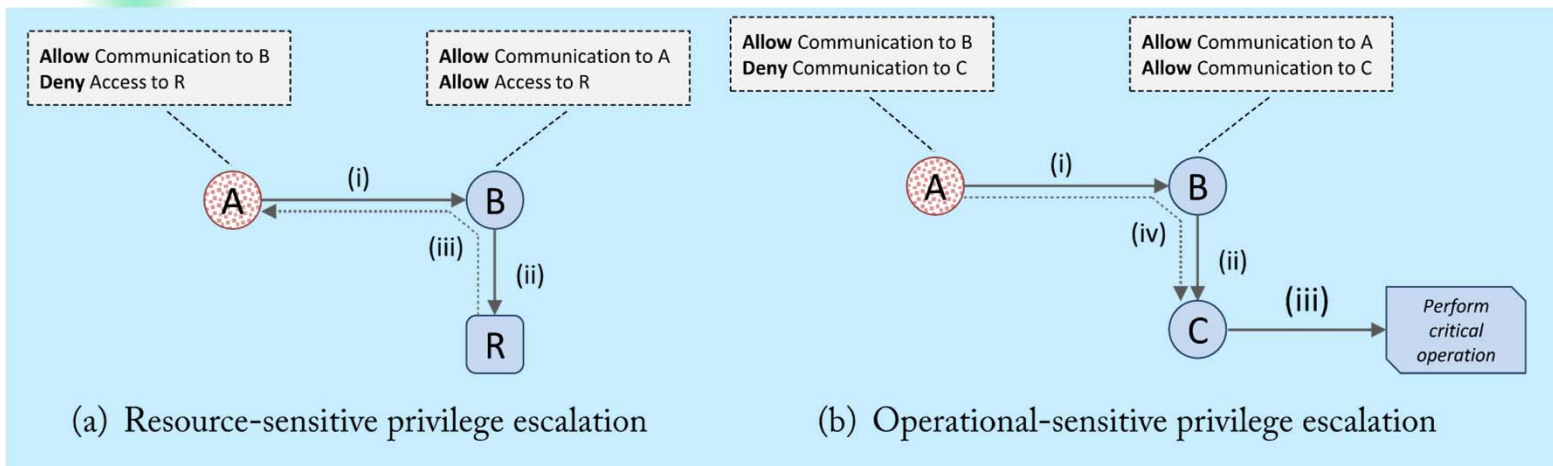
## Basic principles of application-level privilege escalation attacks



R can be a contact list; A exploits B to receive it indirectly  
A is malicious! B is vulnerable

# Android Based Attacks & Threats

## Basic principles of application-level privilege escalation attacks



### **Confused deputy attack**

- B is benign
  - Does not enforce a permission check when A accesses its interfaces
- B is simply acting as a deputy

### **Collusion attack**

- B is malicious
- Merge their individual sets of permissions

### **High number of malware apps**

- Open app ecosystem
- Through ad libs, repackaged apps, downloads, botnets
- ~520K new Android malware strains in first half of 2013 !!

### **Risky App Libraries**

- App developers integrate ad libraries as part of app
- Hosting app and ad library share privileges – can be misused!

Risks

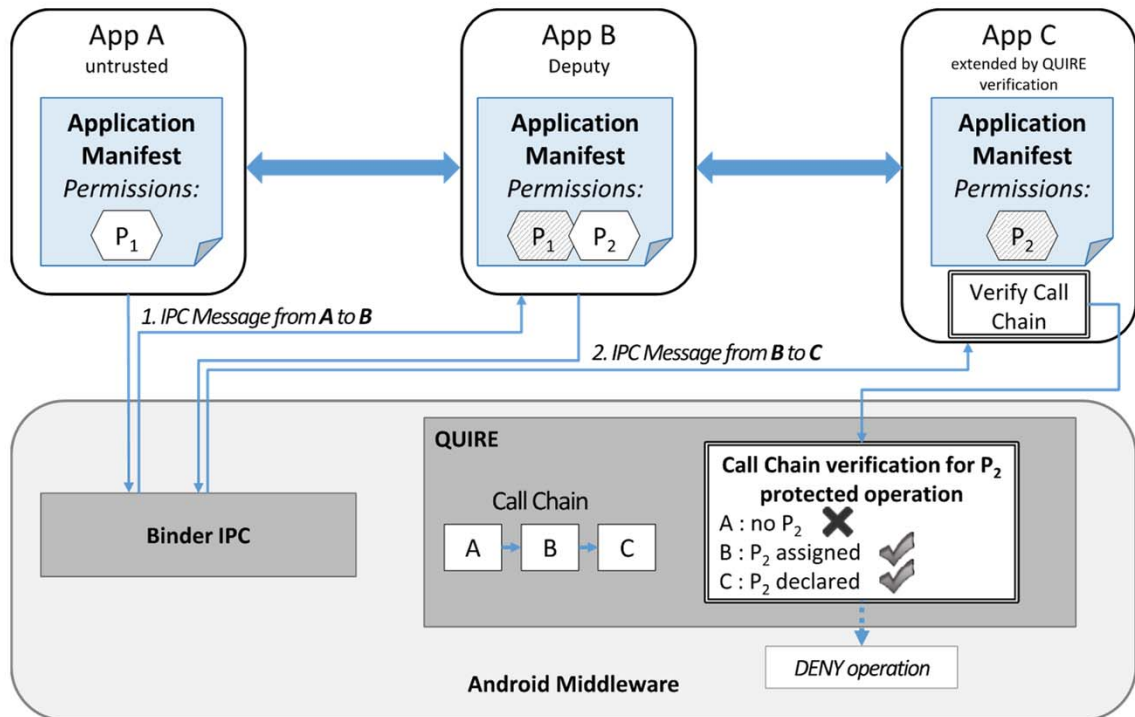
- accessing private user data (e.g., the user's call logs, phone number, browser bookmarks, or even the list of apps installed on the phone),
- deploying unsafe mechanisms
- directly fetch and run code from the Internet

# Mitigation of *Confused Deputy* attack

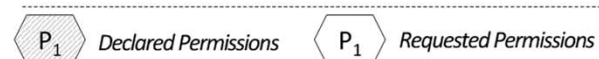
## QUIRE

**QUIRE:** Lightweight provenance system for IPC

- Tracks and records the call chain of IPC calls
- Check originating app permissions
- Addresses vulnerable interfaces of trusted applications
- Can't stop address collusion attack – may forge the call chain



Legend



# XManDroid

Addresses both confused deputy and some collusion attacks

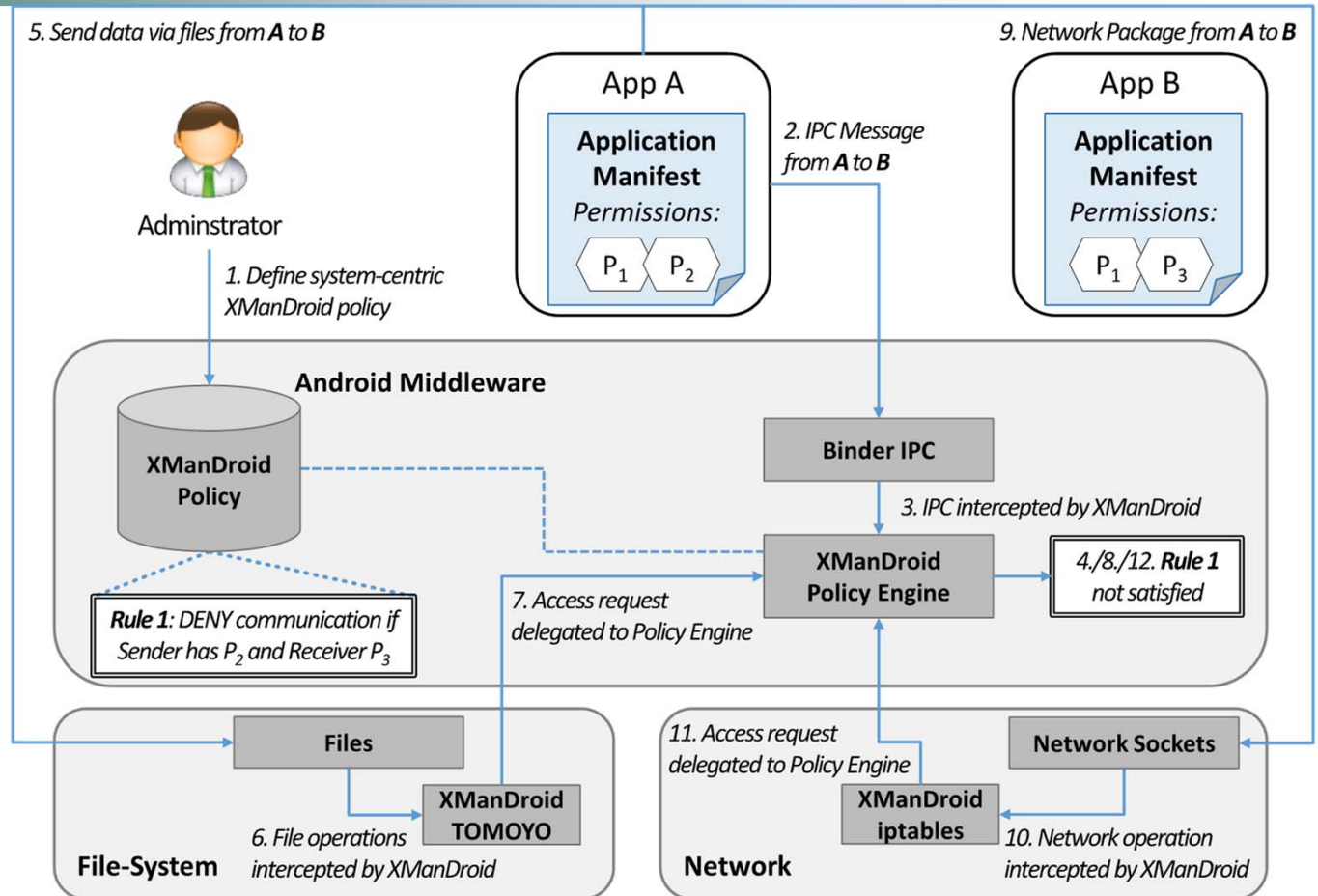
Checks at runtime whether to allow a particular communication link

IPC, file access, network sockets

Needs to define policy

5. Send data via files from A to B

9. Network Package from A to B





# Summary

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- Overview of platform security for Android and iOS based mobile platforms