

Kernel Sanders CSAW ESC'2019

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- Running these challenges and being able to debug them would improve things
- We decided to use ANGR, a popular concolic execution engine and binary analysis framework



Solving A-lounge



```
import angr
 proj = angr.Project("A/TeensyChallengeSetA.ino.elf")
  st = proj.factory.blank state()
                                               [CONSTRAINED MEMORY"])
  Decompile: challenge_0_lounge - (Teens...
     local 8c = 0;
125
                                               :d offsets)
126
     if (b * a == 0x18af) {
                          0xc21
127
       i = 0;
128
      while (i < 0x1f) {
129
         challResult[i] = (&stack0xffffff54)[i];
130
         i = i + 1;
                                               .1challenge 06packet"]
131
       }
132
     }
133
     else {
               0xc51
134
       i = 0:
135
     while (j < 0x1f) {</pre>
                                               1 techniques.Explorer(
         challResult[j] = -0x78;
136
137
         i = i + 1;
138
       }
139
     }
```

print_table(mgr.found[0])



WHITE_CARD_START_ADDR = 0x7fff0000-0xf
WHITE_CARD_SZ = 16*64
WHITE_CARD_END_ADDR = WHITE_CARD_START_ADDR + WHITE_CARD_SZ
BUTTON_OFFSET = WHITE_CARD_START_ADDR + \
WHITE_CARD_SZ + 48

```
def print_card_offsets(state):
    expr = state.inspect.mem read address
```

the address could be symbolic, so get 'a' solution
expr val = state.solver.eval(expr)

if expr_val >= WHITE_CARD_START_ADDR and expr_val <=
WHITE_CARD_END_ADDR:
 offset = expr_val - WHITE_CARD_START_ADDR
 print("CARD READ: %x (%s)" % (offset, str(expr))
elif expr_val == BUTTON_OFFSET:
 print("!!!!!! BUTTON READ !!!!!!")</pre>

print_table



```
def print_table(state):
```

```
table = state.solver.eval(
    state.memory.load(WHITE_CARD_START_ADDR, WHITE_CARD_SZ),
    cast to=bytes)
```

```
buttons = state.solver.eval(
    state.memory.load(BUTTON_OFFSET, 1), cast_to=int)
arr = [], output = ""
```

```
for i in range(64):
    arr += [[c for c in table[i*16:(i+1)*16]]]
```

```
print("\n".join(output))
```

. . .



- I/O (environment)
 - Calls to print, delay, etc. needed to be hooked and mocked to avoid I/O
- State Explosion
 - Some challenges had too much state to be feasible without additional constraints
- Unsat
 - Constraint solvers can't deal with cryptographic hash functions
- Slow Execution
 - ANGR lifts all basic blocks to VEX IR and executes that. This incurs >100x slow down in some cases
 - <u>Solution</u>: MORE CORES (used a 40-core server when needed)



- <u>Set A</u>
 - Lounge \checkmark
 - Closet X (symbolic load)
 - Café √
 - Stairs \checkmark
- <u>Set B</u>
 - Mobile X (state space)
 - Dance X (hash function)
 - Code X (hash function)
 - Blue X (hash function)
- <u>Set C</u>
 - Uno X (state space)
 - Game X (state space)
 - Break √
 - Recess ✓

- <u>Set D</u>
 - Bounce √
- <u>Set E</u>
 - Steel X (hash function)
 - Caeser X (error)
 - Spiral \checkmark
 - Tower X (static analysis, hash func.)
- <u>Set F</u>
 - Spire √

AutoSolve[™]: 8/18 (44%) Hash Function: 5/18 Error/Timeout: 5/18

Our Results



- <u>Set A</u>
 - Lounge √
 - Closet 🗸
 - Café 🗸
 - Stairs 🗸
- <u>Set B</u>
 - Mobile 🗸
 - Dance \checkmark
 - Code 🗸
 - Blue X (hash wouldn't crack!)
- Set C
 - Uno 🗸
 - Game 🗸
 - Break 🗸
 - Recess 🗸

- <u>Set D</u>
 - Bounce 🗸
- <u>Set E</u>
 - Steel 🗸
 - Caeser X (ran out of time)
 - Spiral 🗸
 - Tower \checkmark
- <u>Set F</u>
 - Spire 🗸

Solved: 16/18 (88.8%) DNF: 2/18

Full Code Execution via D-Bounce

- <u>Challenge summary</u>: you are given a controlled stack overflow and need to redirect the saved LR to the **fillChallengeHash** function
- What about redirecting to some shellcode instead?
- Saved LR-> [0x1fff976d + 0x110] (global RFID array)

```
.section .text
.align 2
.syntax unified
adr r7, serial putchar
                            serial putchar:
ldrh r7, [r7]
                             .word 0x3dad
adr r6, hacked
                            hacked:
looper:
                             .ascii "HACKED\n"
  ldrb r0, [r6]
  blx r7
  ldrb r0, [r6, #1]
  blx r7
b looper
```





- Work smart, not hard
 - Static analysis is expensive. Dynamic analysis gets straight to the point
- Firmware without the hardware is just software
 - Emulate only what you need and mock away everything else
- Symbolic execution works great on smaller problems
 - Domain knowledge can alleviate state explosion, but this requires static analysis
- Firmware exploitation is like going back to the 90's
 - Processors powering many embedded devices don't support modern mitigations (or they are turned off)



Thank you!

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Hunter Searle