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Smartphone Security Architectures

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Typical modus operandi

- Investigate known attacks
- Research solution
- Determine threats

- Test existing attacks
- Develop new attacks
- Everything from buffer overflows to social engineering

Investigate Attack

Implement Design

- Implement the new architecture, policies, and designs
- Fix the any known low-level security defects that remain
- And since you can never win, start again...

- Adapt or change the architecture
- Adapt or change the environment
- Determine what we can do at the low-level (in the code)

Challenge: Android

- Android malware affected over one million users in 2011
- Android trojans found in numerous apps on Android market, Google struggling to keep malware off of Android phones
- One third of all Android owners are likely to encounter threats on their device this year
- Malware records voice, intercepts emails, and more, and is not stopped by sandboxing, encryption or anti-virus tools
- We need to see if this is really an issue, or just marketing...



So we made some malware



- Attacked a wide variety of devices
- Infection/delivery uses a variety of exploits and attacks
 - Webkit bugs
 - Linux exploits
 - Trojans

- Steals data
 - Downloads
 - Photos
 - Cache and other data
- Enables mic and records audio
 - Turns phone into a bug
- Uploads it all to a server

How do we fix it?



- Android is big and complex, and will **always** have bugs and weaknesses
- It is a general-purpose OS, and we want to keep its flexibility
- We can't change the environment (users, user cases, network, etc.)
- Three approaches to the architecture:
 - Virtualization and Type 2 hypervisors
 - Type I hypervisors (microvisors, RTOSs, bare-metal hypervisors)
 - An interesting alternative

Type 2 hypervisor/virtualization



Advantages

- Can run multiple operating systems besides Android (e.g. Windows Mobile and Android)
- Perfect for enterprises that want to have multiple configurations
- May be able to take advantage of hardware features to assist virtualization
- Could run versions of Android or other OSs that are not designed for the physical hardware

Type 2 hypervisor/virtualization



Problems

- Security posture depends on host OS (i.e. Can never be more secure than Android is normally)
- Guest OSs are not strongly separated
- No actual security for apps or the OSs
- Performance degradation

[Malware still effective]

Type I Hypervisor/RTOS/bare-metal



Advantages

- Strong separation between apps and drivers placed in their own cells and the rest of the OS
- Could offer better performance than Type 2
- Smaller trusted computing base

Type I Hypervisor/RTOS/bare-metal



Problems

- Have to move specific apps and drivers to defend against specific threats
- The more you defend against, the larger your trusted computing base, negating a key advantage
- Intense engineering effort
- Requires tight hardware coupling
- Still no security for the Android apps

[Malware still effective]

So how to stop the malware?



- Sandboxing techniques did not stop it
- SELinux had complexity issues
- We looked at dozen of techniques and waded through commercial and academic alternatives
- We needed something simpler, that works on a wide variety of threats on a wide variety of platforms

The approach we chose



- Multiple security policies create multiple Androids, where only one may be active at a time
- Thin layer around Linux provides monitoring, policy enforcement, and integrity checking
- Some key enhancements to Linux to add MAC and other security features

Advantages

- Minimal engineering effort
- Strong separation (especially between apps that are not even running)
- The best of both worlds

Malware thwarted!

Solution overview



- Security policies managed on a policy servers decide precisely what the phone can do, where, and when
- Multiple, distinct, isolated security domains are now possible on a single Android smartphone, each with their own capabilities, files, encryption, networks, etc.

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Key advantages with this architecture

- Behavioral vs taxonomic analysis
 - Not looking for specific threats, viruses, files, or patterns, but rather any behavior not allowed in the policy
- Policies
 - Temporal in addition to cryptographic and other isolation methods
 - Sandboxing, virtualization, etc. cannot provide this level of isolation
 - You cannot attack something that is not there
- Biomorphics
 - An attack on one device will not work on a different device, or even the same device later in time
- Device support
 - Moves easily to new devices without the re-engineering efforts involved in porting virtualization or hypervisor solutions

What you can do

- Analyze your requirements
 - Decide how important security is to your solution (if it's not important, repeat this step until it is)
 - Determine if you will have a specialized, single device
 - Analyze the diversity of the adversaries and assets to protect
- Let us know how we can help







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