

SACC 第八届中国系统架构师大会
2016 SYSTEM ARCHITECT CONFERENCE CHINA 2016

架构创新之路

安卓应用保护技术发展

周亚金

ABOUT ME

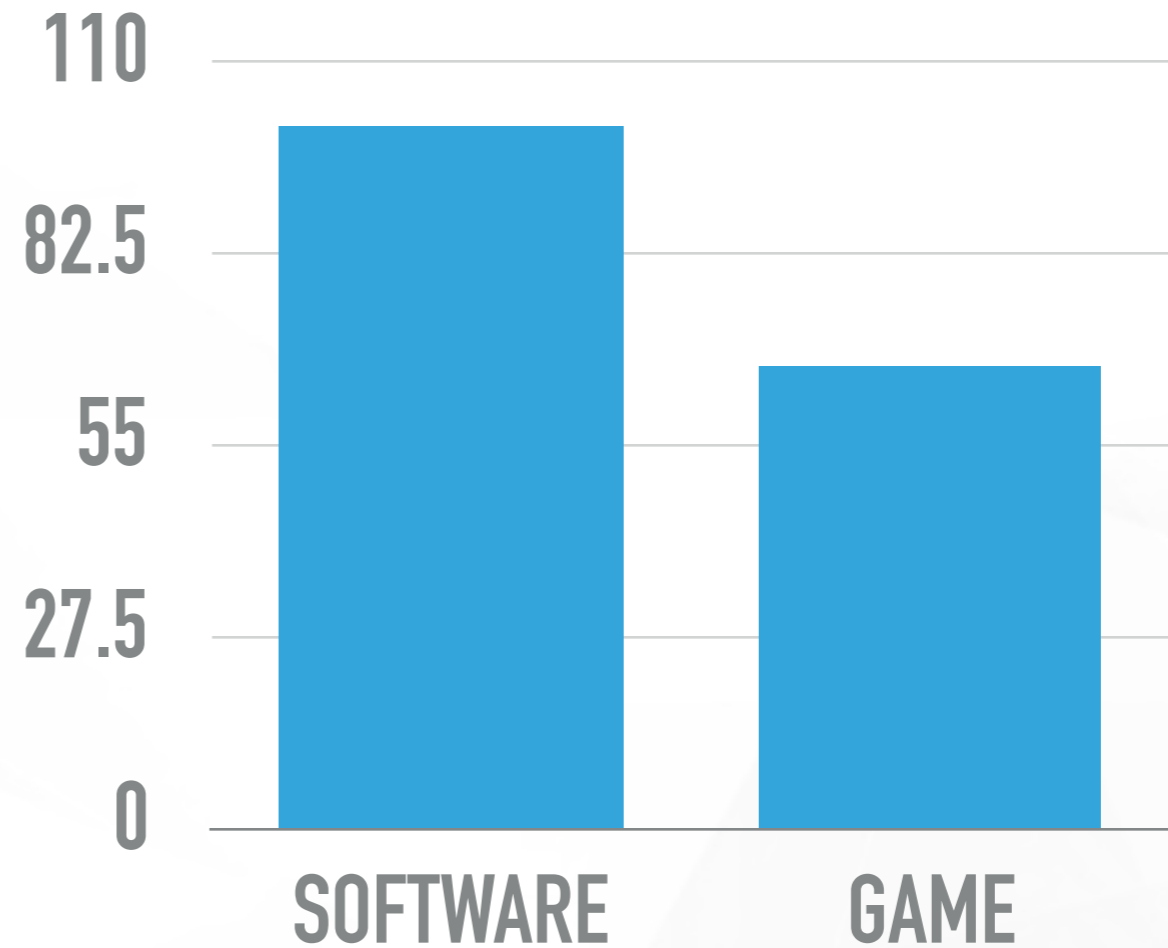
- ▶ Earned P.h.D. in Computer Science from NC State University
- ▶ Research mainly focuses on smartphone and system security
- ▶ More information: <http://yajin.org>

AGENDA

- ▶ Why app packing services are becoming popular
- ▶ The main app packing/unpacking techniques
- ▶ New trends

APP REPACKAGING

- ▶ Given 10,305 popular apps, 954,986 repackaged apps are found*



THE CONSEQUENCES OF APP REPACKAGING

- ▶ Developers
- ▶ Users

How easily to repackage an app?

Video Demo

APP PACKING SERVICE PROVIDERS



360加固保
jiagu.360.cn



应用加固
反静态分析, 反动态调试,
反内存窃取, 反恶意篡改...



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APP - Power - Backup
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BANGCLE

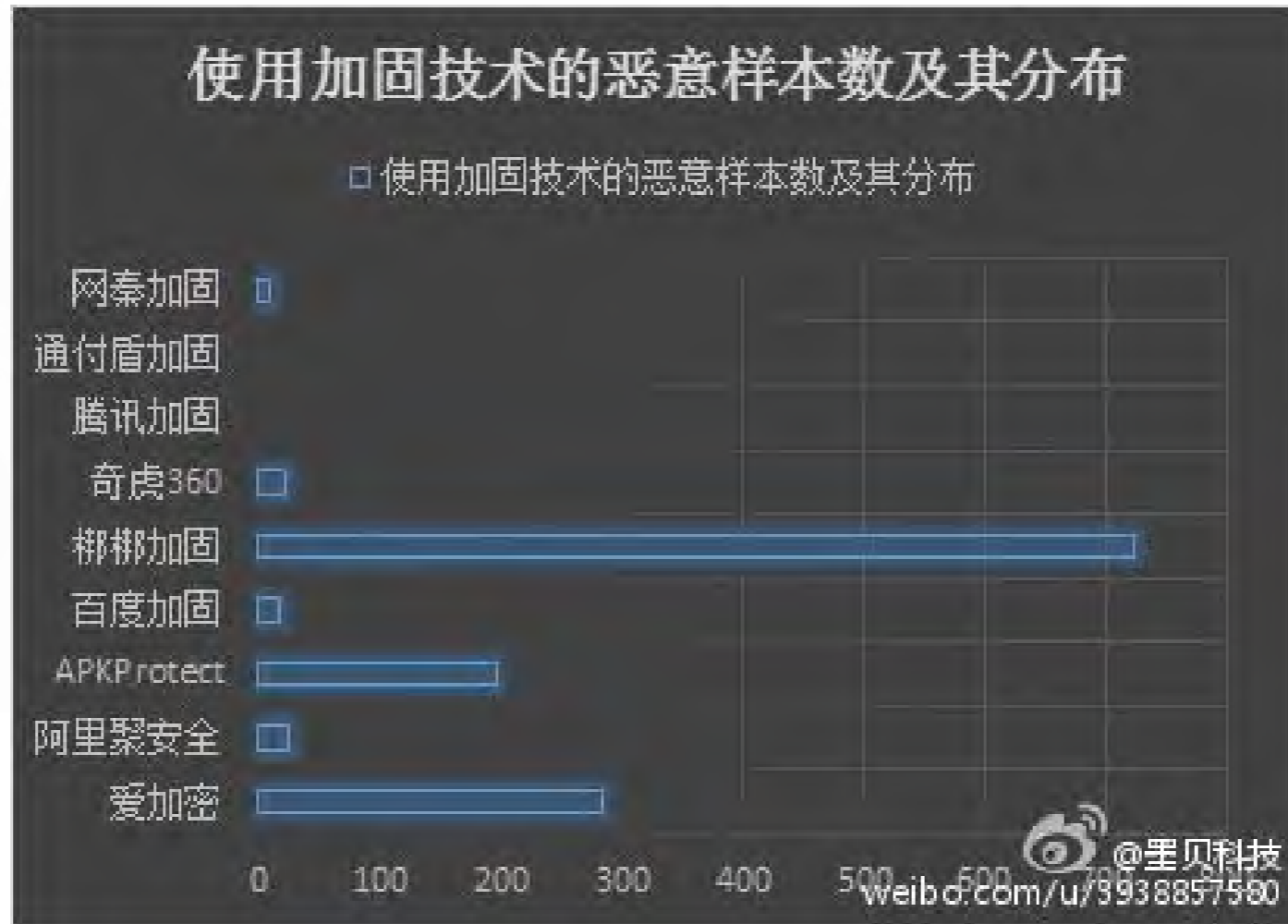
爱加密

DOUBLE-EDGED SWORD

- ▶ Packing services create problem for both good and bad guys
 - ▶ Bad guys: malware authors, (重)打包党
 - ▶ hard to repack popular apps
 - ▶ Good guys: app markets maintainers, security researchers(??) ...

IN REALITY

- ▶ App packing services are abused by bad guys



MAIN TYPES OF APP PACKING TECHNIQUES

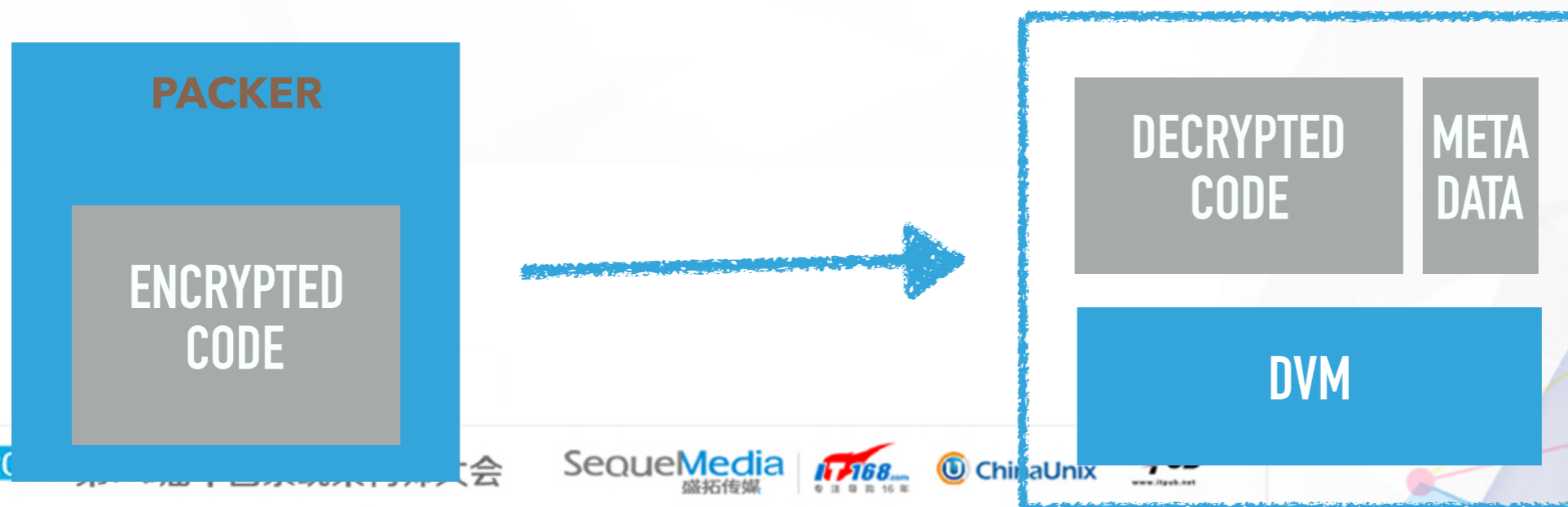
- ▶ Static: cheat static analysis tools
- ▶ Dynamic
 - ▶ Memory dex loading: directly load encrypted dex file into memory and execute
 - ▶ Anti-analysis: raise the bar for dynamic analysis

MAIN TYPES OF APP UNPACKING TECHNIQUES

- ▶ Static: reverse engineer the encryption algorithm
 - ▶ Pros: one method to kill all samples – protected by one packer
 - ▶ Cons: hard – usually the encryption algorithm is in the native code, and continuously changing

MAIN TYPES OF APP UNPACKING TECHNIQUES

- ▶ Dynamic: memory dump
 - ▶ Basic idea: the unencrypted bytecode will be eventually in memory
 - ▶ Lack of self-modifying (and JITed bytecode) support



App Packing Techniques: Static

MANIFEST CHEATING

- ▶ Manifest file: define package name, permissions, components ...
- ▶ When parsed, attributes are translated into ids
- ▶ If we insert an id to represent an undefined Java class
 - ▶ aapt: ignore this
 - ▶ apktool: honor this-> app repackaged by apktool will crash due to unimplemented Java classes

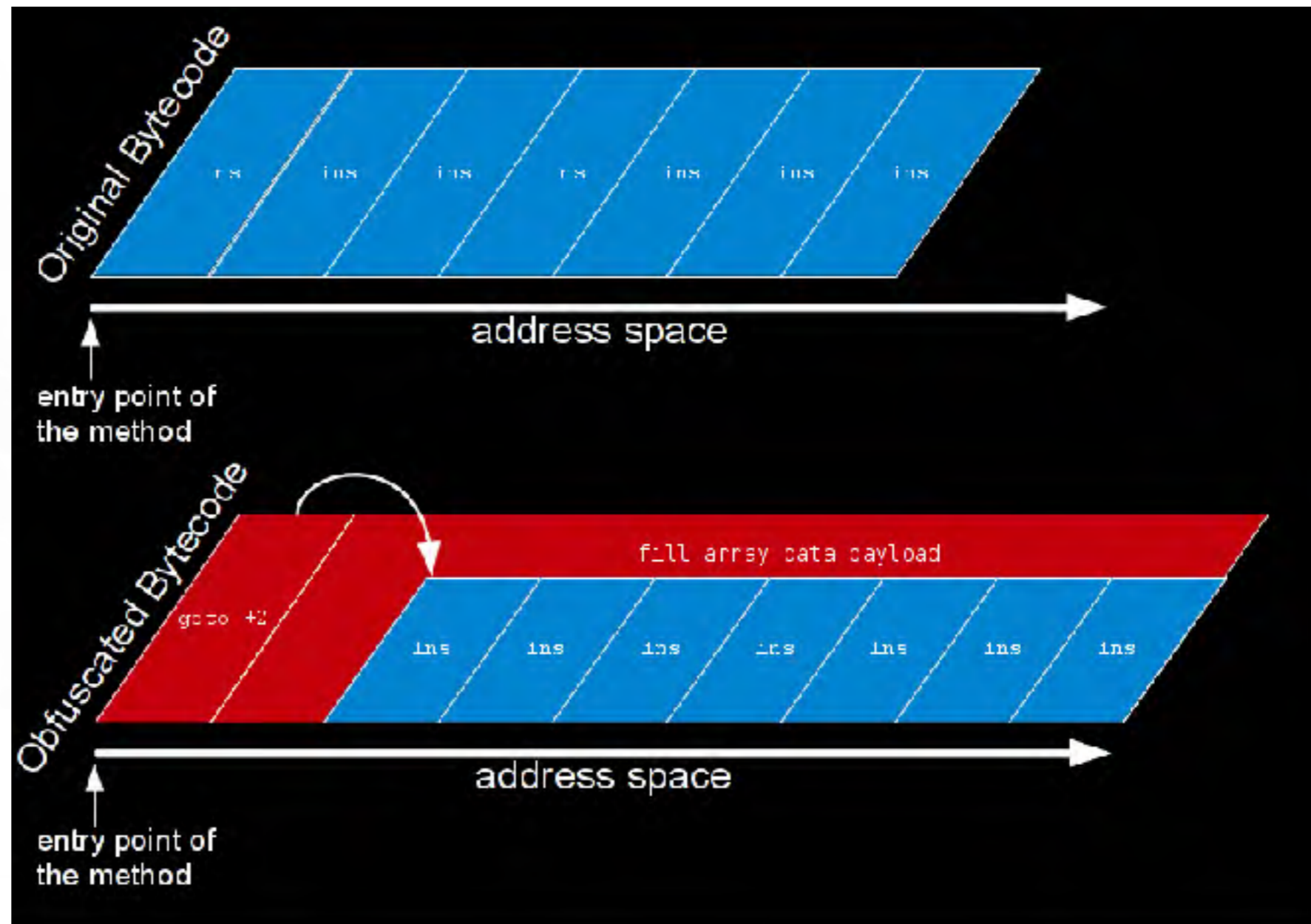
FAKE ENCRYPTION

- ▶ Apk file is indeed a normal zip file
- ▶ Set the encryption flag to true
- ▶ Old Android system does **NOT** check this flag, but static analyst tool does



BYTECODE-OBFUSCATION

- ▶ Depends on the disassembly algorithm
- ▶ Linear
- ▶ Recursive



(LONG)FILE-NAME TRICKS

▶ Limited length of a file name

- 超长名字

oooooooooooooooooooo...

- 找茬

Oo0o000000oooo00o0oo

ijijjjiiiJilljii

- __\$\$_\$\$\$\$__\$\$_

- java语法关键字

int int = 5;

- Unicode

• java \u0237

- CJK字符

- 难以阅读字符

დამწერლობა

אלף בית עברי

- 盲文点字模型

2800-28FF

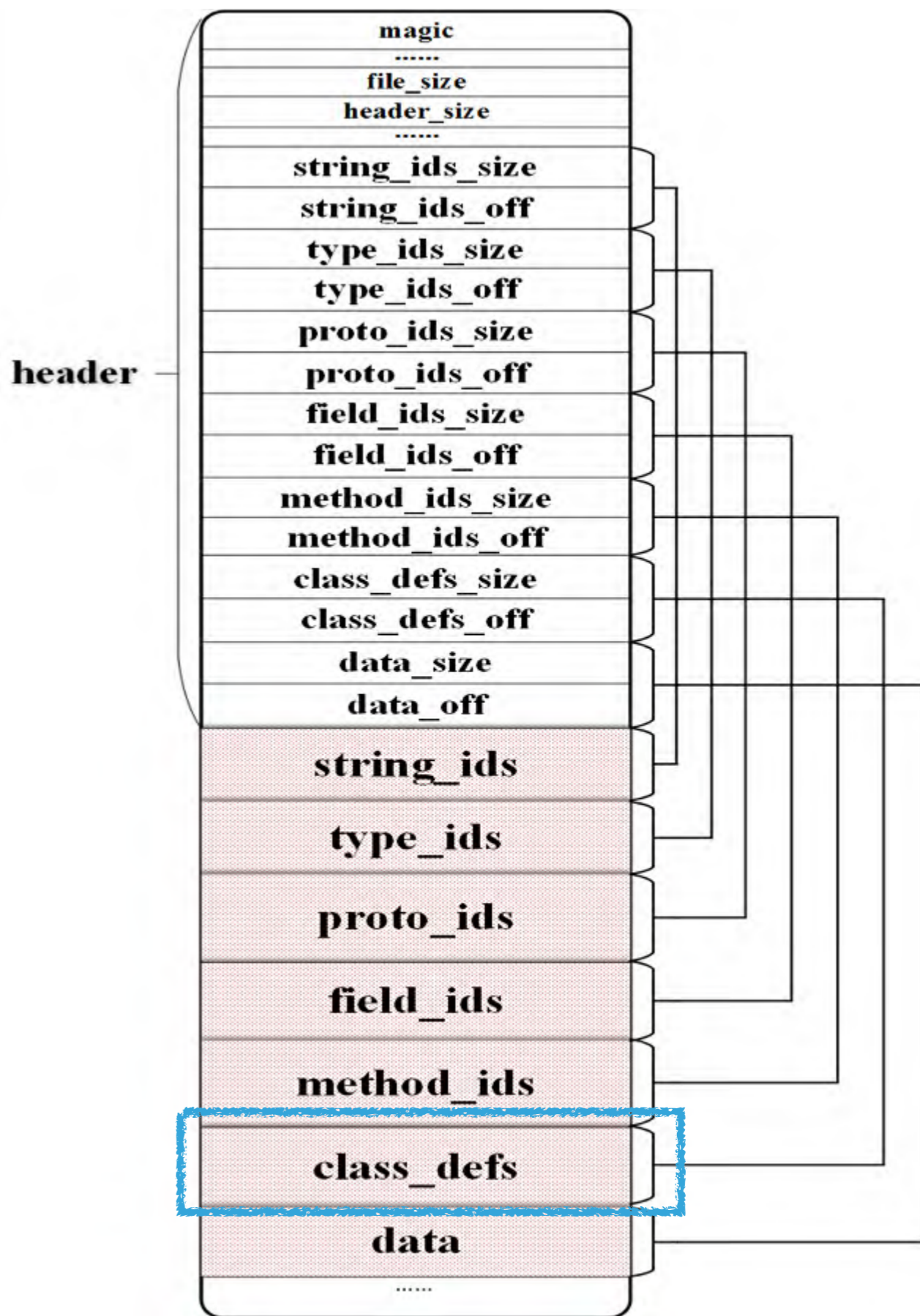
OVERVIEW

- ▶ Pros: easy to implement, better compatibility, low performance overhead
- ▶ Cons: easy to be bypassed,
 - ▶ Small tricks, not a systematic way to protect app

App Packing Techniques: Dynamic

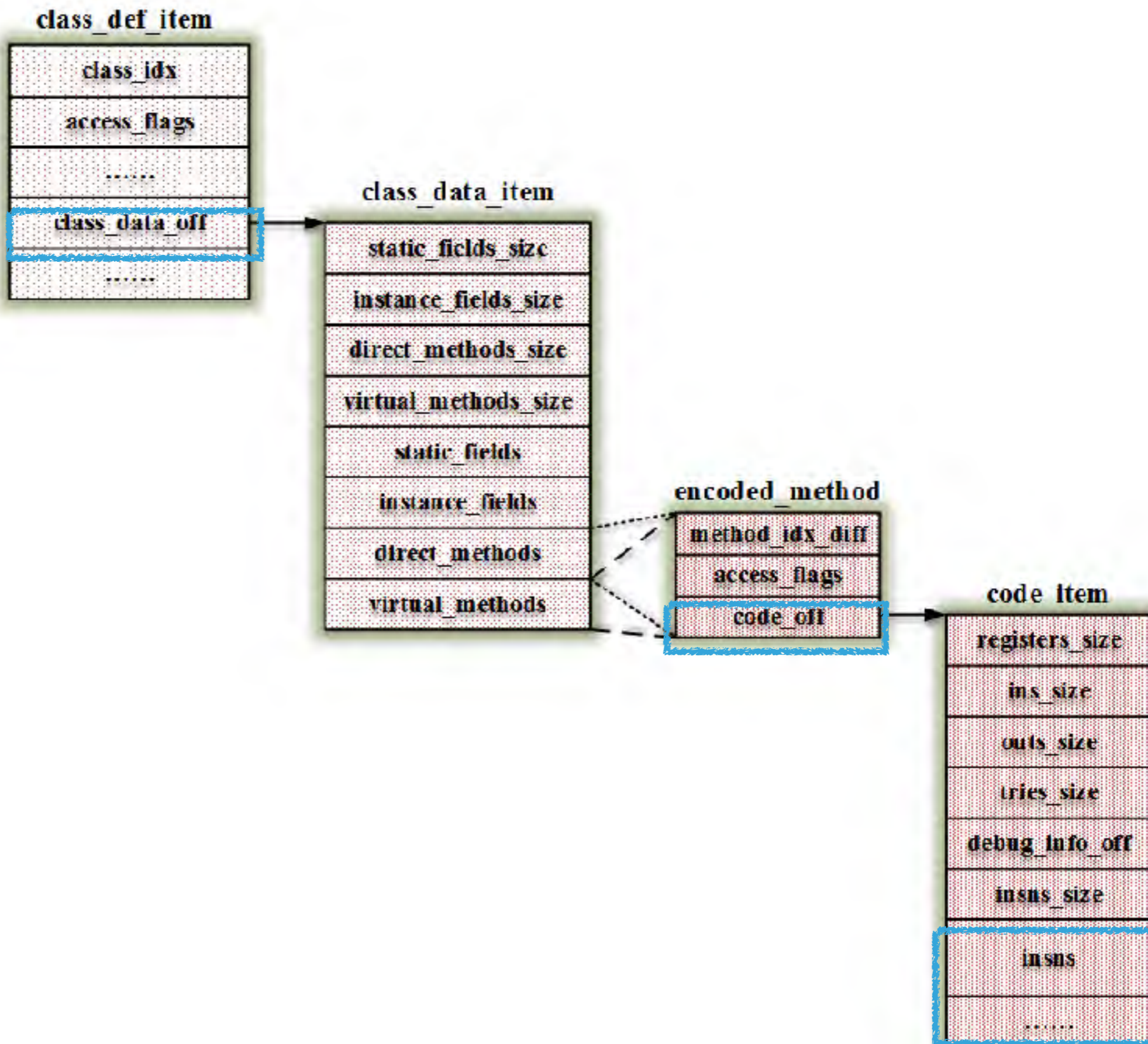
BACKGROUND

▶ Dex Header



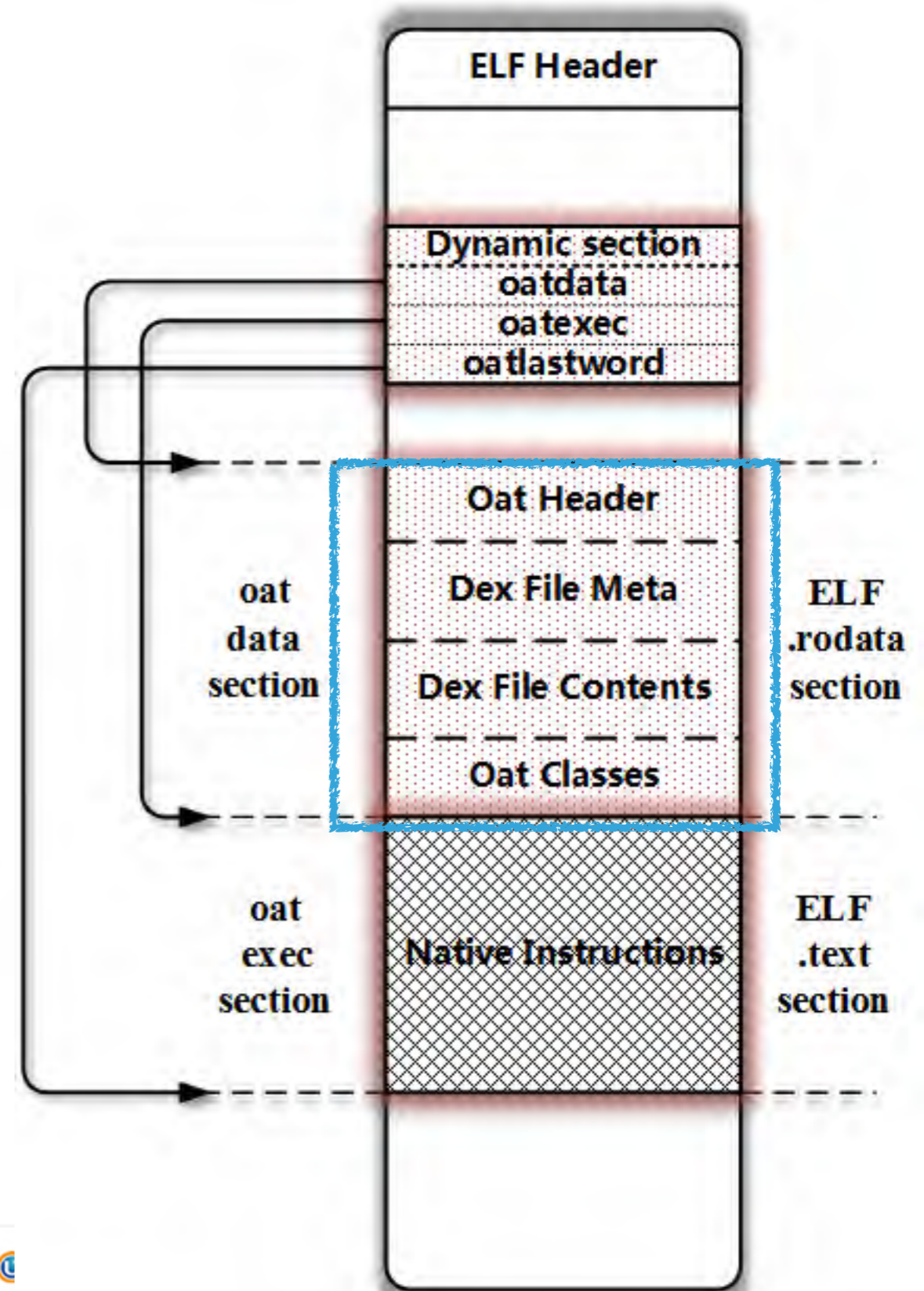
BACKGROUND

▶ class_def

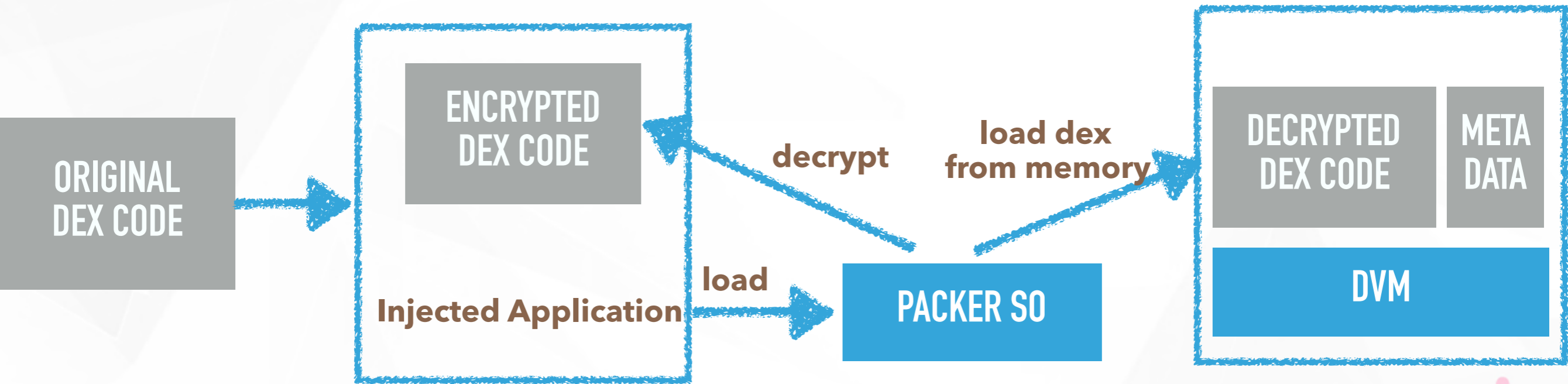


BACKGROUND

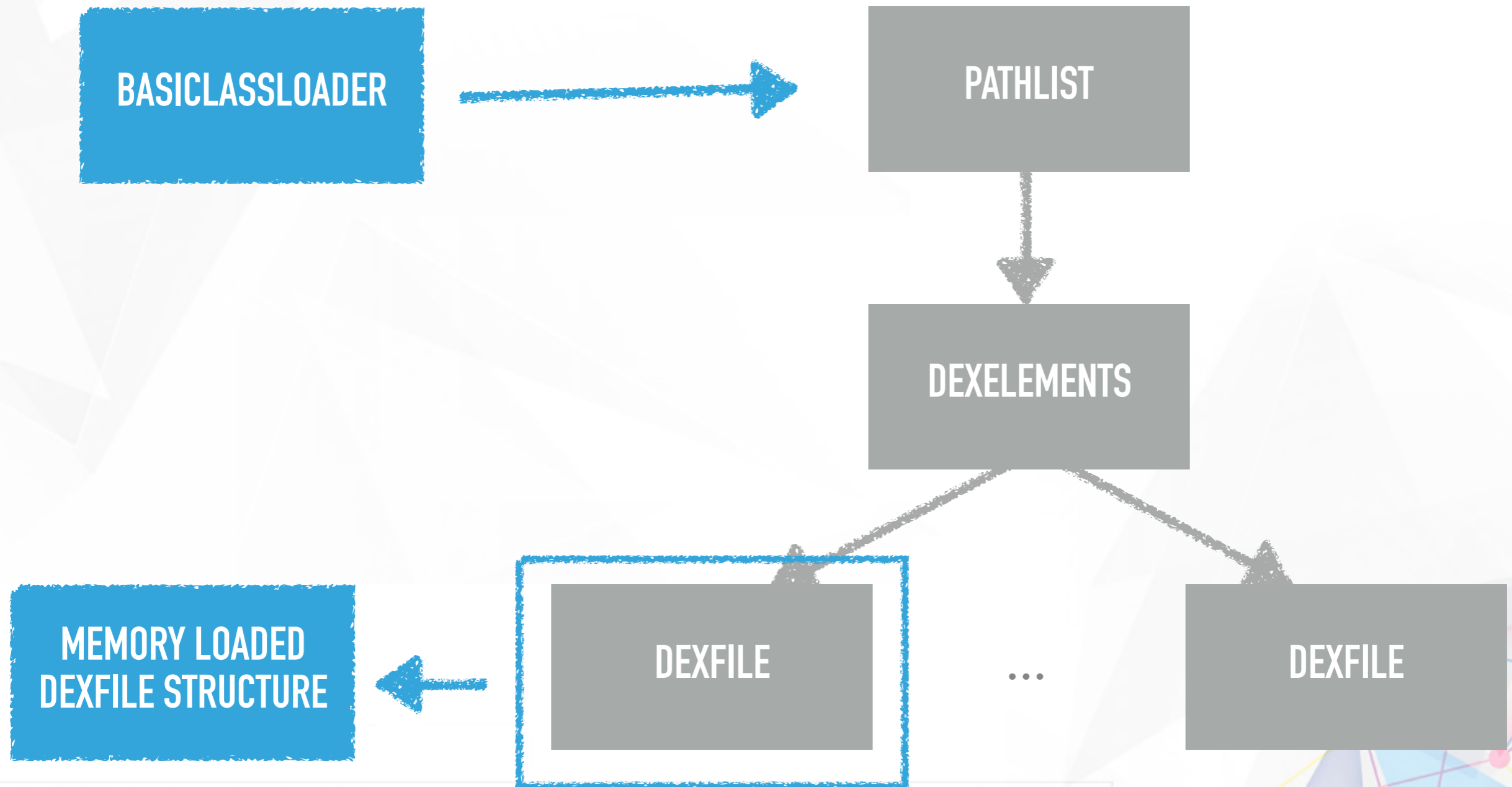
- ▶ Original dex file is embedded in the OAT file



THE BASIC IDEA OF APP PACKING



APP PACKING: DALVIK



APP PACKING: ART

- ▶ OAT file can still be executed in the interpreter mode – cost: performance loss
 - ▶ The embedded dex file
- ▶ Dex2oat is responsible for translating dex file into oat file when the app is being **installed**

APP PACKING: ART (CONTINUED)

- ▶ Propose I: run the app in the interpreter mode
- ▶ How
 - ▶ Create an empty dex file (with all classes but empty methods – real methods are encrypted) and the corresponding oat file will be created
 - ▶ Decrypt the real methods and make up the empty method structure in memory

APP PACKING: ART (CONTINUED)

- ▶ Propose II: Encrypt the generated oat file
- ▶ How?

APP PACKER: PROTECT THE PACKER ITSELF

- ▶ Packer is usually in the format of so library
 - ▶ o-LLVM
 - ▶ upx
 - ▶ init functions
 - ▶ Based on custom so loader
 - ▶ VMP engine to protect key functions

App UNPacking Techniques: Static

APP UNPACKING: STATIC

- ▶ Understand the encryption/decryption logic of the packer
 - ▶ Pros: one effort to kill all (apps with one packer)
 - ▶ Cons: so packer (VMP engine), encryption method/key is continuously changing ...
- ▶ But it is efficient if we have an insider

App UNPacking Techniques: Dynamic

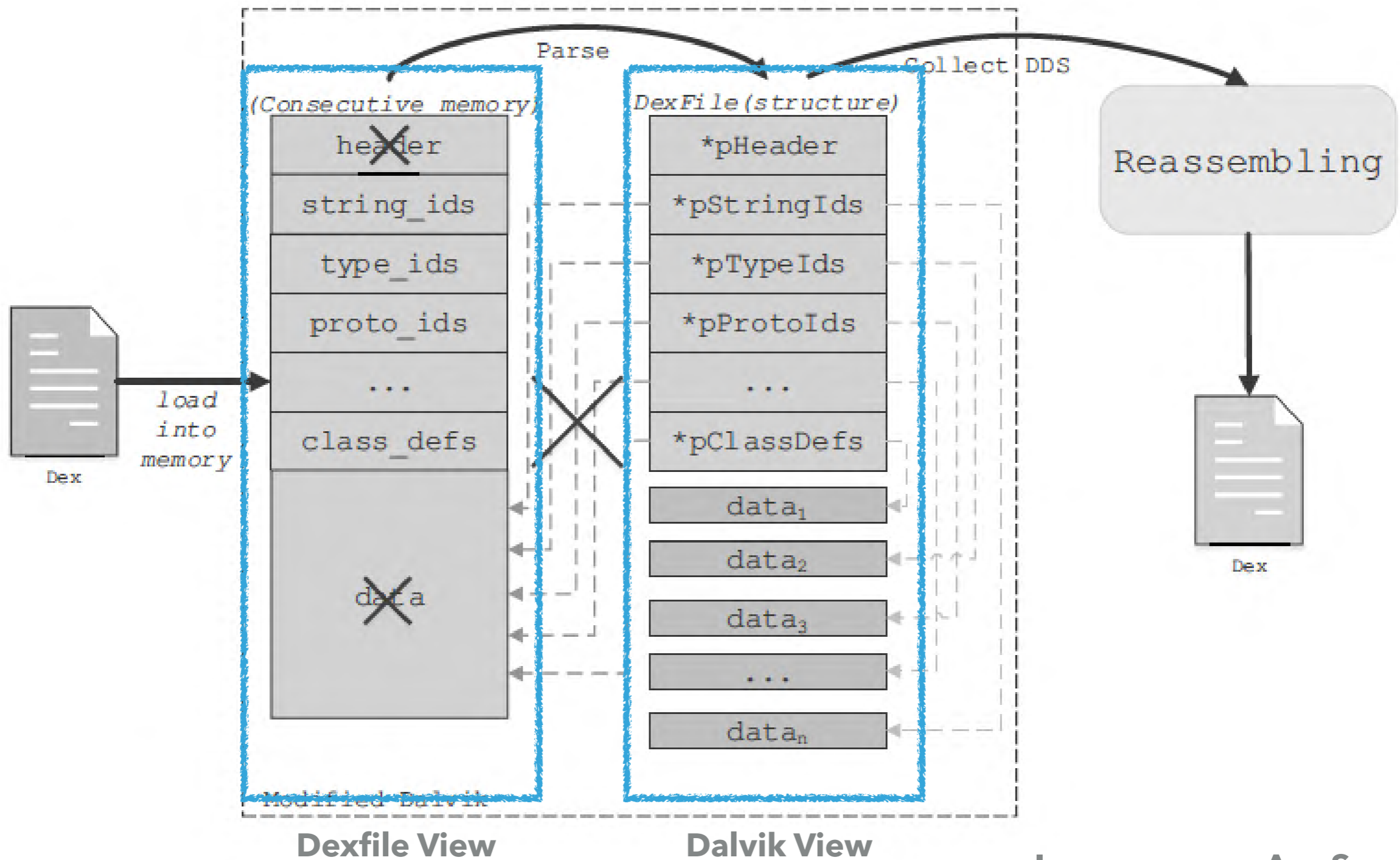
THE KEY VULNERABLE POINT OF APP PACKING

- ▶ Dalvik VM
 - ▶ executes unencrypted dex code
 - ▶ requires the integrity of some meta data



点穴

RUNTIME MEMORY STATE



APP UNPACKING 101

- ▶ Basic idea: locate the dex file in memory and dump
- ▶ How: locate "dex.035"
- ▶ When: hook key functions (mmap, strcmp and etc...)
- ▶ Countermeasure: corrupt the header, inline key functions

```

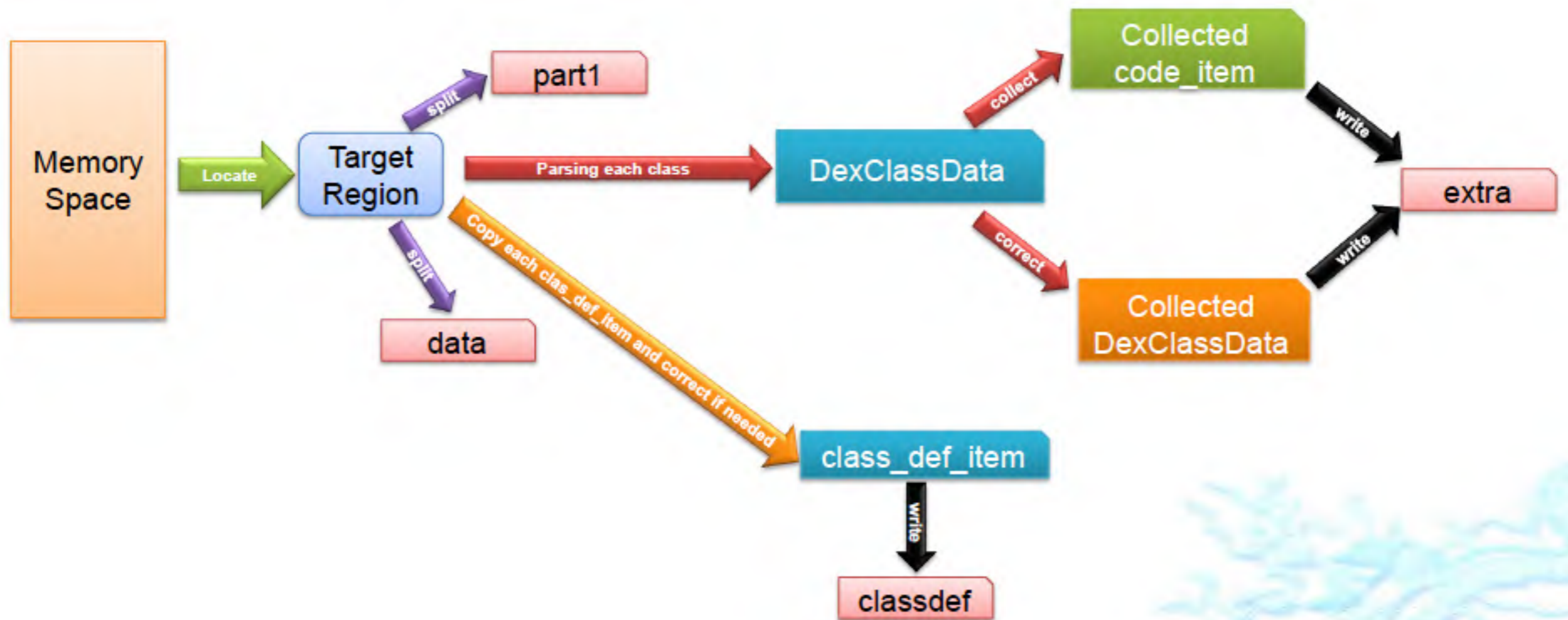
0000ch: 64 65 78 0A 30 33 35 00 18 DF 1D D9 C2 C8 7E AA dex.035...ÛÂË~ª
0010ch: 8D 5B B4 03 BD 93 F1 8E CB A9 3D 78 03 B6 51 0B .[´.½"ñZE©=x.¶Q.
0020ch: 18 C4 2B 00 70 00 00 00 78 56 34 12 00 00 00 00 .Ä+.p...xV4.....
0030ch: 00 00 00 00 B4 62 07 00 2B 4F 00 00 70 00 00 00 ....`b..-O..p...
0040ch: 77 0C 00 00 1C 3D 01 00 CD 11 00 00 F8 6E 01 00 w....=...î....øñ..
0050ch: D0 2C 00 00 94 44 02 00 A0 51 00 00 14 AB 03 00 Ð,.. "D.. Q...«..
0060ch: 55 09 00 00 14 38 06 00 64 61 24 00 B4 62 07 00 U....8..da$.`b..
0070ch: 20 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 +`"+0+ /+

```

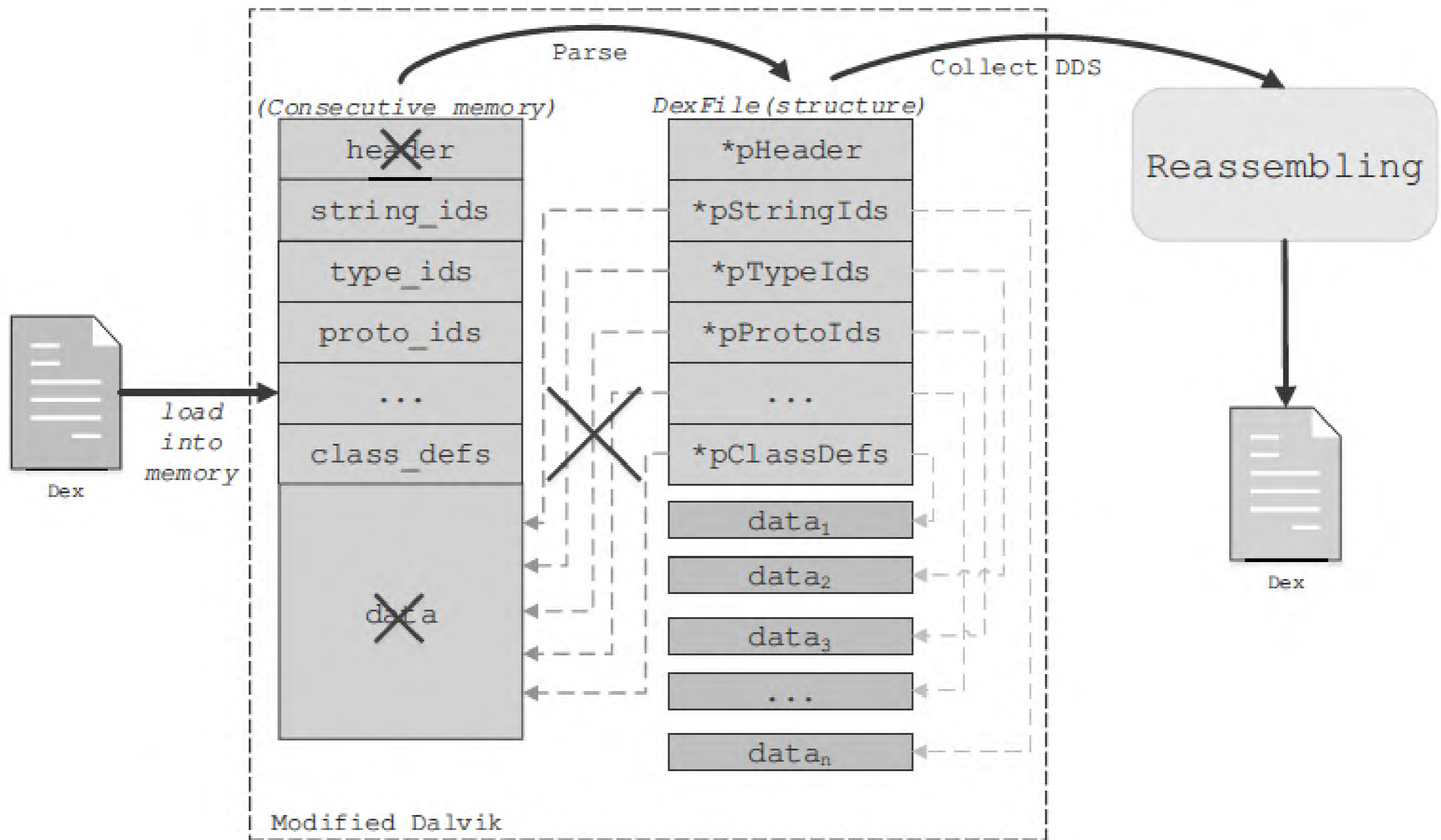
APP UNPACKING 102

- ▶ Basic idea: dump the memory and reconstruct the dex file **without** relying on the dex header – DexHunter, and AppSpear
- ▶ How: modify libdvm, dump memory, reconstruct dex

APP UNPACKING 102: DEXHUNTER



APP UNPACKING 102: APPSPEAR



Countermeasures

INCREMENTAL UNPACKING

- ▶ When to refill these instructions?

▼ struct encoded_method_list virtual_methods	1 methods
▼ struct encoded_method method	protected void com.byd.aeri.caranywh
> struct uleb128 method_idx_diff	0x3981
> struct uleb128 access_flags	(0x4) ACC_PROTECTED
> struct uleb128 code_off	0x15D174
▼ struct code_item code	2 registers, 1 in arguments, 1 out a
ushort registers_size	2h
ushort ins_size	1h
ushort outs_size	1h
ushort tries_size	1h
uint debug_info_off	2843CAh
> struct debug_info_item debug_info	
uint insns_size	9h
▼ ushort insns[9]	
ushort insns[0]	0h
ushort insns[1]	0h
ushort insns[2]	0h
ushort insns[3]	0h
ushort insns[4]	0h
ushort insns[5]	0h
ushort insns[6]	0h
ushort insns[7]	0h
ushort insns[8]	Eh
ushort padding	0h
> struct trv_item tries	
> struct encoded_catch_handler_list handlers	1 handler lists

ANTI-DISASSEMBLY

- ▶ Change the value of debug_info_off

```
└─ struct encoded_method method[2]
  └─ struct uleb128 method_idx_diff          0x1
  └─ struct uleb128 access_flags            (0x1) ACC_PUBLIC
  └─ struct uleb128 code_off                0xA40C0
  └─ struct code_item code
    └─ ushort registers_size                3h
    └─ ushort ins_size                      2h
    └─ ushort outs_size                    2h
    └─ ushort tries_size                   0h
    └─ uint debug_info_off                  1031886Eh
  └─ struct debug_info_item debug_info
```


ANTI-PTRACE/DEBUG

- ▶ Check files: /proc/\$pid/status, etc ...
- ▶ Check process name
- ▶ SIGTRAP
- ▶ Multi-process
- ▶ Inotify
- ▶ Hook read/write APIs

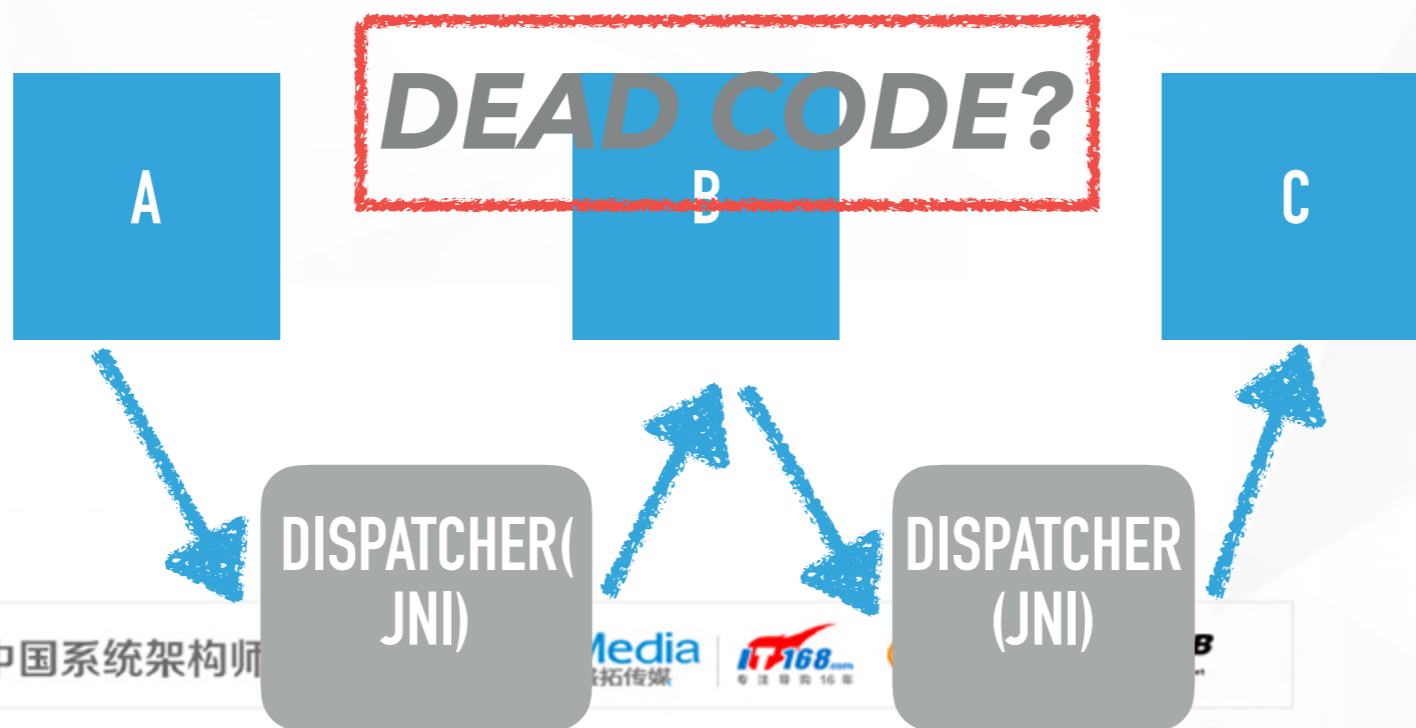
New Trends

DEX2NATIVE

- ▶ The dex code could be dumped from memory (as long as Dalvik is still used)
- ▶ Dex code could be recovered
- ▶ Native code is much harder to understand

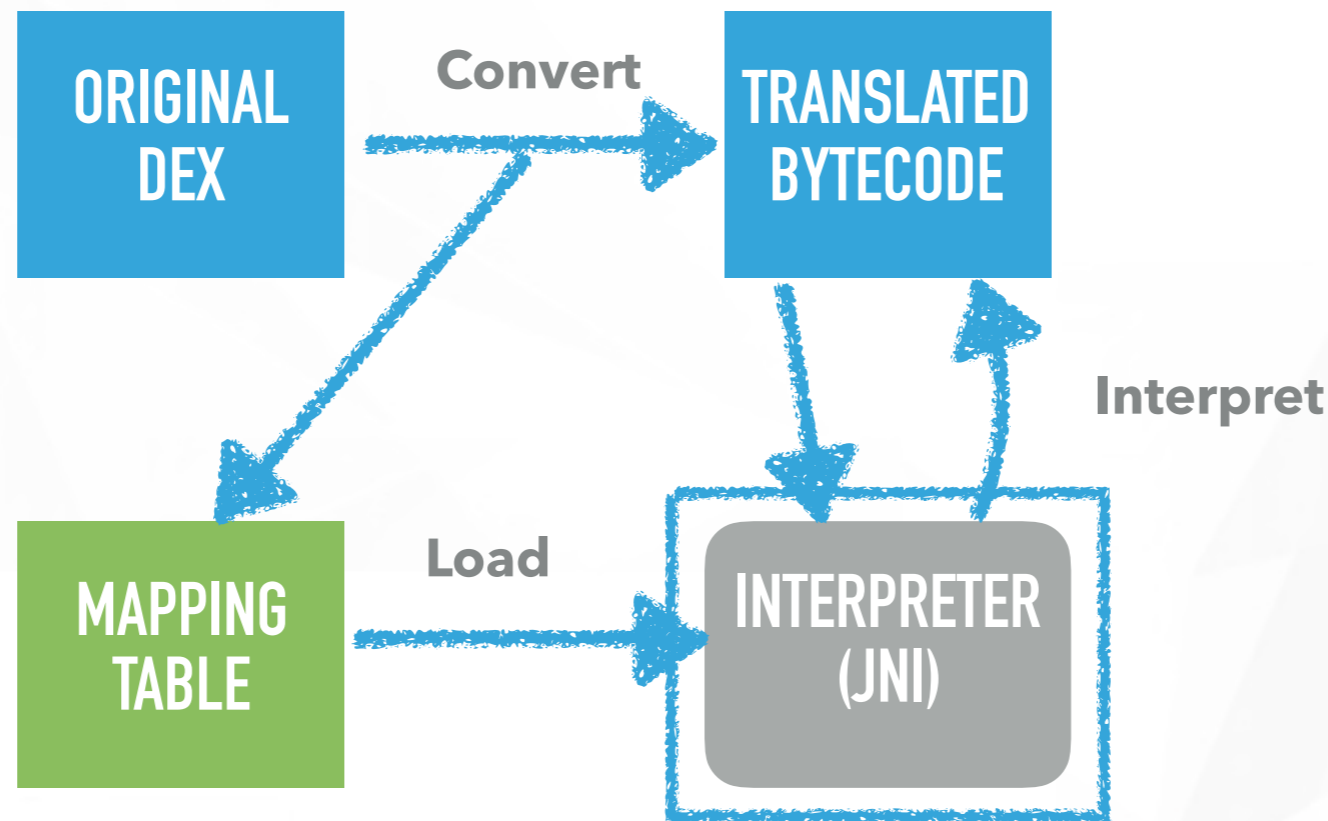
DEX2NATIVE: 101

- ▶ Hide the control flow



DEX2NATIVE 102

- ▶ Completely convert the bytecode to another format of bytecode: how to maintain the semantics of the bytecode?



Further protected by VMP

DEX2NATIVE 102

```
.class public Lcom/example/ApiTest/MyActivity;  
  
.method protected native onCreate(Landroid/os/Bundle;)V  
  
.end method
```

THANKS

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