Breaking into Android IPC Mechanisms through Advanced AIDL Fuzzing

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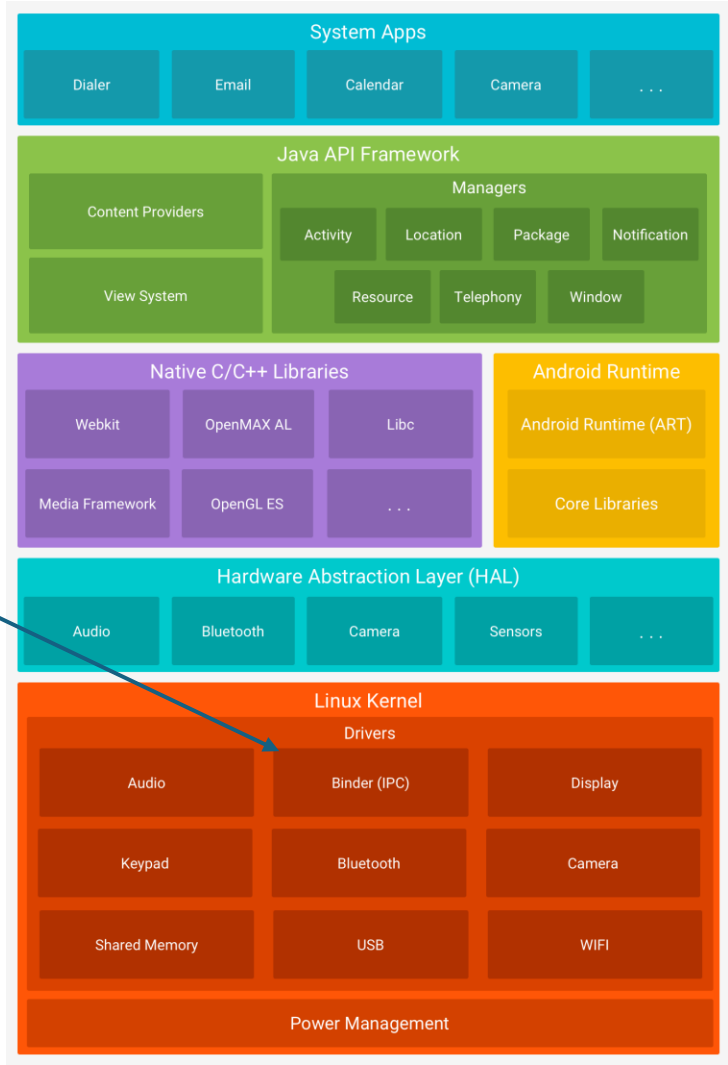
Agenda

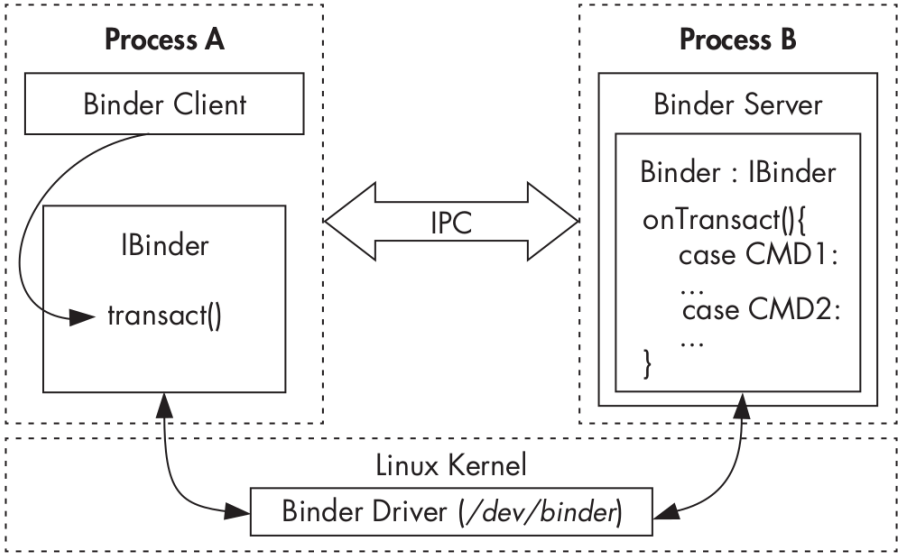
- Overview of Android IPC
- Understanding AIDL in Android
- Security Challenges in Android IPC
- Introduction to AIDL Fuzzing
- Tools and Frameworks for AIDL Fuzzing
- Live AIDL Fuzzing Demo
- Mitigating IPC Vulnerabilities
- Q&A

Overview of Android's IPC Mechanisms



Overview of Android's IPC Mechanisms

- **What is IPC in Android?**
  - IPC enables communication between processes (e.g., services, activities)
- **Android IPC Mechanisms:**
  - Binders (Kernel-level)
  - Intents
  - AIDL for complex IPC.
- **Why IPC Security Matters:**
  - Attack surfaces between trusted and untrusted processes.



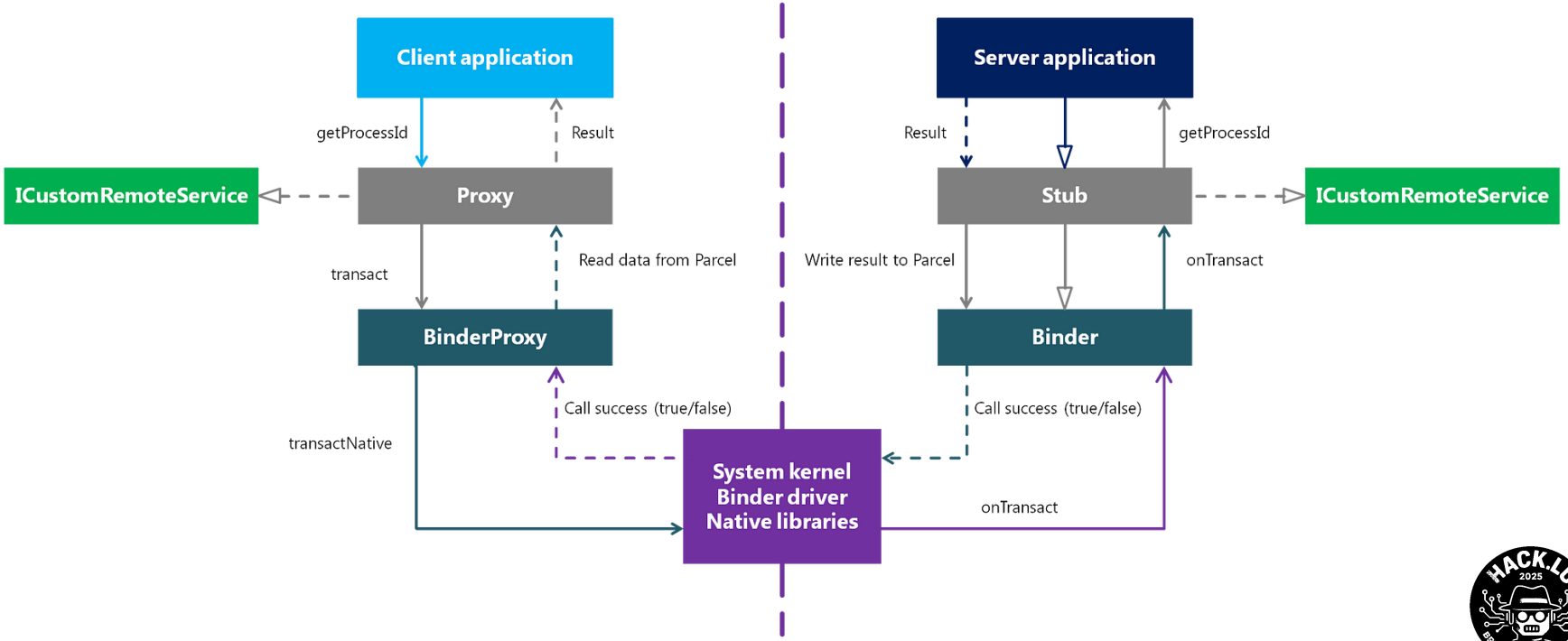
Android Interface Definition Language (AIDL)

- **What is AIDL?**
  - AIDL allows processes to communicate with each other using defined interfaces.
  - Role in complex applications (e.g., system services, background apps).

- **Basic Structure of an AIDL Interface:**
  - Defines methods, data types, and parameters.

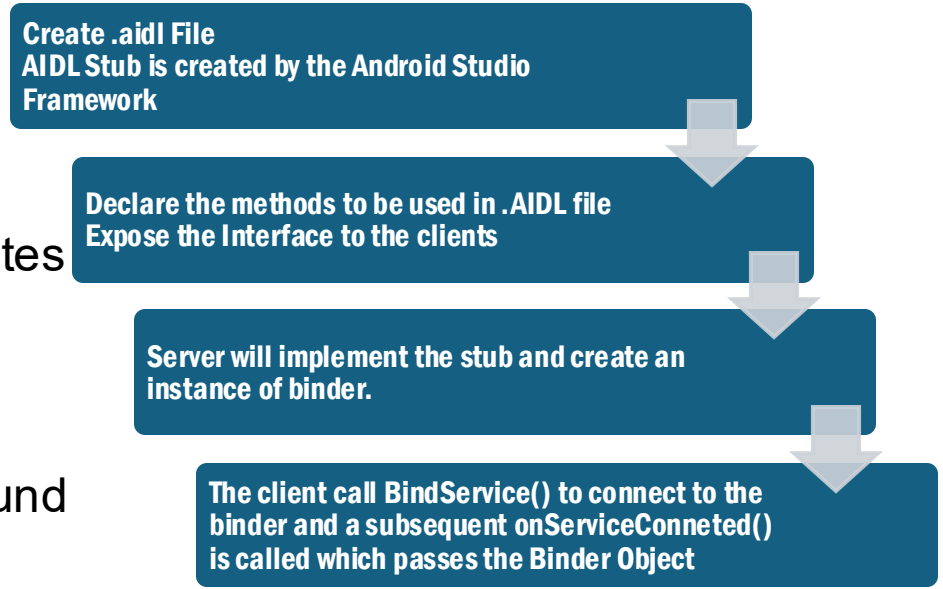
```
// AIDL interface definition
interface IRemoteService {
    void performAction(int data);
}
```

Android Interface Definition Language (AIDL)

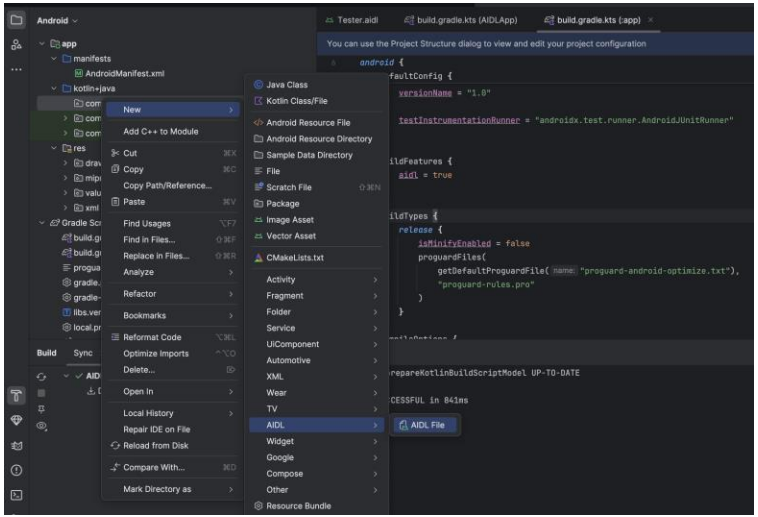


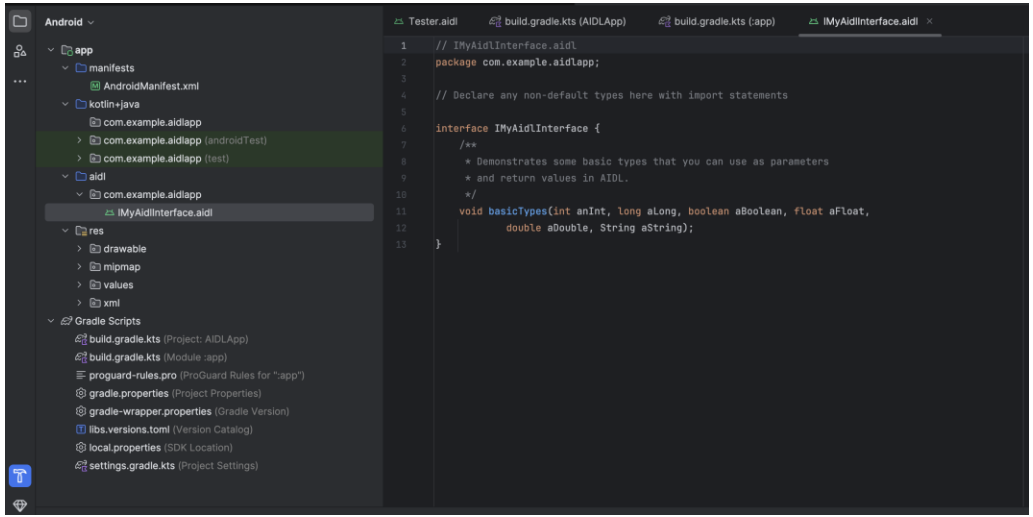
AIDL in Action

- **How AIDL Works:**
  - The process of using AIDL in Android (service binding).
  - Example flow: App A communicates with service B using AIDL
- **Example of AIDL Use Cases:**
  - Audio playback control, background service management, etc.

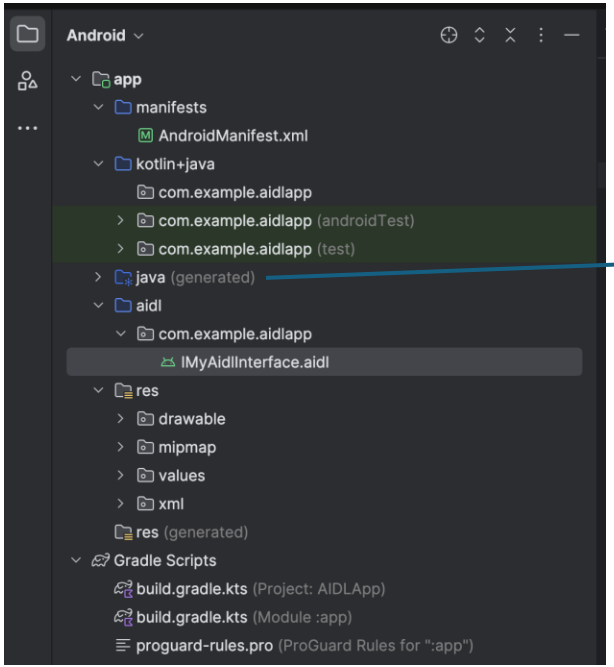


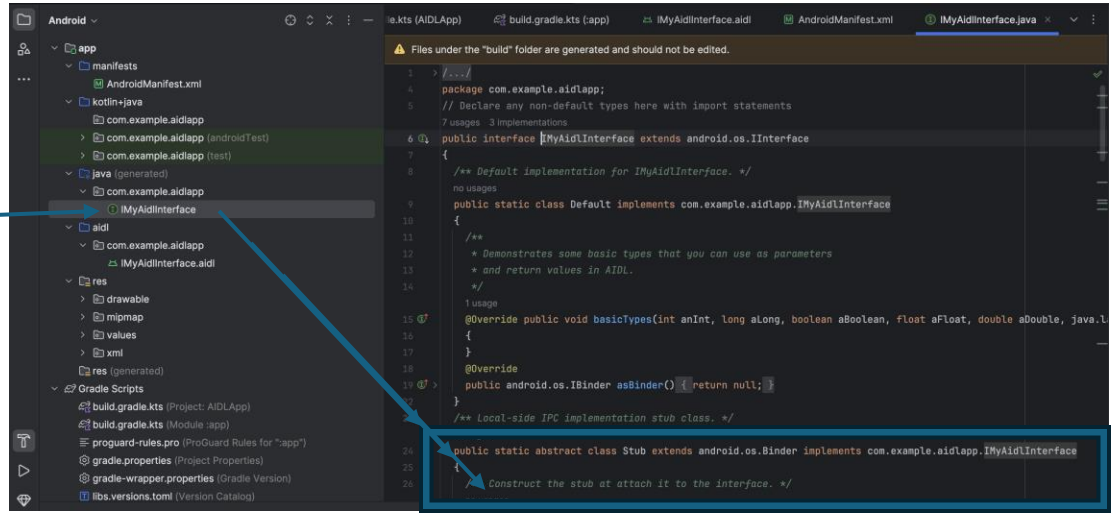
AIDL in Action



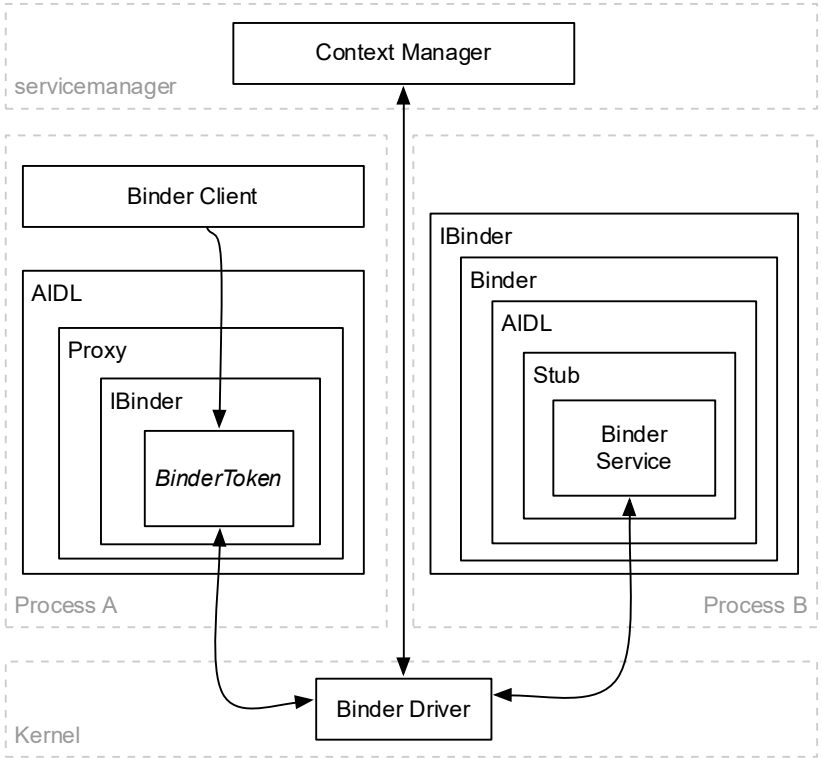


AIDL in Action



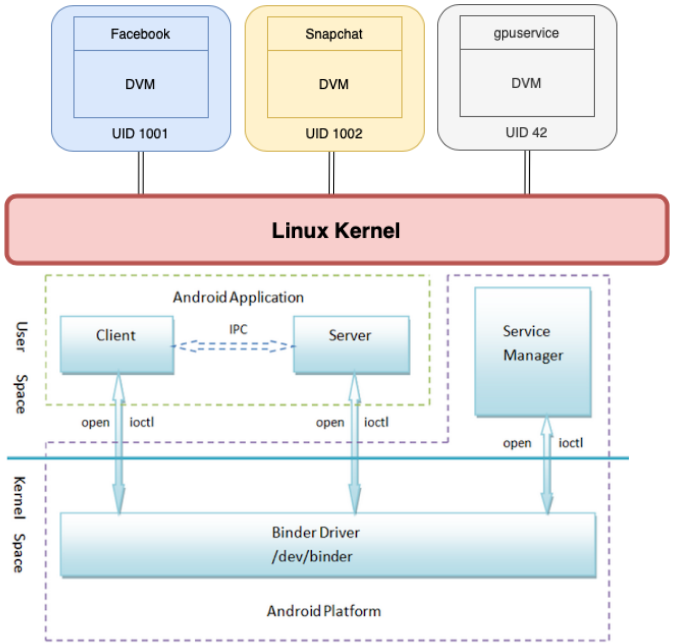


AIDL in Action



Android IPC Security Model

- **Security Principles:**
  - Permissions-based security for IPC.
  - Role of user IDs (UID) and SE Linux policies in restricting IPC access.
- **Security Features:**
  - Android permission model
  - Binder mechanism isolating services



Common Attack Surfaces in Android IPC

Types of Vulnerabilities:

- Unauthorized access to system services
- Privilege escalation through IPC channels
- Data leakage between apps

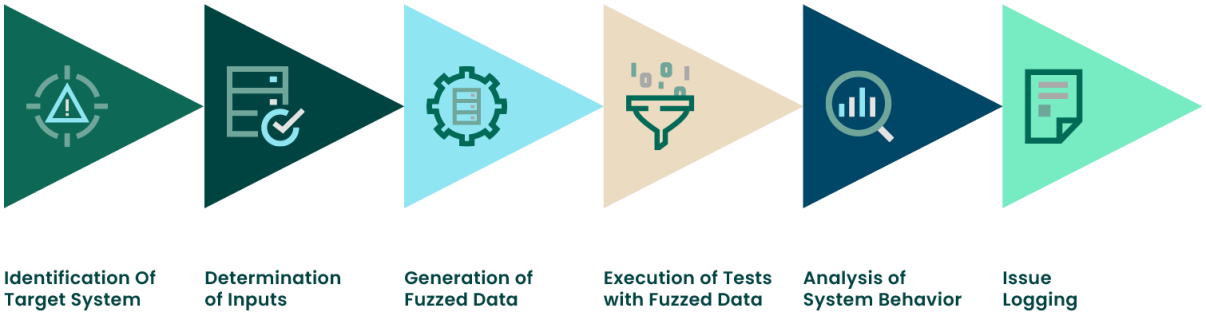
Overview of Fuzzing & Why AIDL Fuzzing

- **What is Fuzzing?**
- **Why focus on AIDL?**
  - The complexity of AIDL interfaces increases the attack surface.
  - Poorly secured AIDL interfaces can expose sensitive functionality.
- **Advantages of AIDL Fuzzing:**
  - Exposes deep-rooted issues in IPC systems.
  - Automates discovery of edge cases leading to crashes or leaks.

```
# Pseudocode for AIDL fuzzing loop
while True:
    random_data = generate_random_input()
    try:
        remote_service.performAction(random_data)
    except Exception as e:
        log_exception(e)
```

How AIDL Fuzzing Works

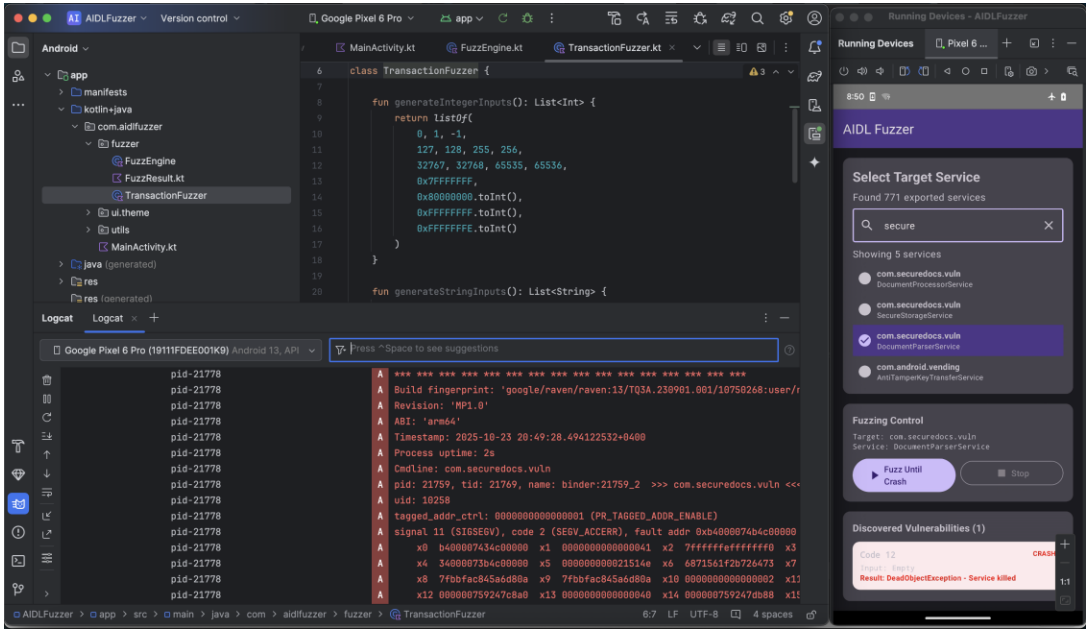
- Fuzzing Process:
  - Step-by-step breakdown of fuzzing AIDL interfaces.
  - Input generation, mutation, and monitoring results.



- Targeting AIDL:
  - Example: Choose an AIDL service to fuzz.
  - Creating inputs for defined methods in AIDL.

Setting Up AIDL Fuzzing

- **Requires Tools:**
  - ADB for device interaction.
  - Android Studio
  - Android Device
  - Service to fuzz
- **Setting up the Environment:**
  - Setup instructions



What to Fuzz.?

```
[emulator64_arm64:/ # service call
service: No code specified for call
Usage: service [-h|-?]
       service list
       service check SERVICE
       service call SERVICE CODE [i32 N | i64 N | f N | d N | s16 STR | null | fd f | nfd n | afd f ] ...
Options:
   i32: Write the 32-bit integer N into the send parcel.
   i64: Write the 64-bit integer N into the send parcel.
   f:   Write the 32-bit single-precision number N into the send parcel.
   d:   Write the 64-bit double-precision number N into the send parcel.
   s16: Write the UTF-16 string STR into the send parcel.
  null: Write a null binder into the send parcel.
    fd: Write a file descriptor for the file f to the send parcel.
   nfd: Write file descriptor n to the send parcel.
   afd: Write an ashmem file descriptor for a region containing the data from file f to the send parcel.
10|emulator64_arm64:/ #
```

Calling a service : service call statusbar 1

What to Fuzz.?

```
emulator64_arm64:/ # service list
Found 221 services:
0       DockObserver: []
1       SurfaceFlinger: [android.ui.ISurfaceComposer]
2       accessibility: [android.view.accessibility.IAccessibilityManager]
3       account: [android.accounts.IAccountManager]
4       activity: [android.app.IActivityManager]
5       activity_task: [android.app.IActivityTaskManager]
6       adb: [android.debug.IAdbManager]
7       alarm: [android.app.IAlarmManager]
8       android.frameworks.stats.IStats/default: [android.frameworks.stats.IStats]
9       android.hardware.identity.IIdentityCredentialStore/default: [android.hardware.identity.IIdentityCredentialStore]
10      android.hardware.light.ILights/default: [android.hardware.light.ILights]
11      android.hardware.power.IPower/default: [android.hardware.power.IPower]
12      android.hardware.rebootescrow.IRebootEscrow/default: [android.hardware.rebootescrow.IRebootEscrow]
13      android.hardware.vibrator.IVibrator/default: [android.hardware.vibrator.IVibrator]
14      android.hardware.vibrator.IVibratorManager/default: [android.hardware.vibrator.IVibratorManager]
15      android.security.apc: [android.security.apc.IProtectedConfirmation]
16      android.security.authorization: [android.security.authorization.IKeystoreAuthorization]
17      android.security.compat: [android.security.compat.IKeystoreCompatService]
18      android.security.identity: [android.security.identity.ICredentialStoreFactory]
19      android.security.legacykeystore: [android.security.legacykeystore.ILegacyKeystore]
20      android.security.maintenance: [android.security.maintenance.IKeystoreMaintenance]
21      android.security.metrics: [android.security.metrics.IKeystoreMetrics]
22      android.service.gatekeeper.IGateKeeperService: [android.service.gatekeeper.IGateKeeperService]
23      android.system.keystore2.IKeystoreService/default: [android.system.keystore2.IKeystoreService]
24      app_binding: []
25      app_hibernation: [android.apphibernation.IAppHibernationService]
26      app_integrity: [android.content.integrity.IAppIntegrityManager]
27      app_prediction: [android.app.prediction.IPredictionManager]
28      app_search: [android.app.appsearch.aidl.IAppSearchManager]
29      appops: [com.android.internal.app.IAppOpsService]
30      appwidget: [com.android.internal.appwidget.IAppWidgetService]
31      audio: [android.media.IAudioService]
32      auth: [android.hardware.biometrics.IAuthService]
33      autofill: [android.view.autofill.IAutoFillManager]
34      backup: [android.app.backup.IBackupManager]
35      battery: []
```

Example Fuzzing Code

- **Fuzzing Code Sample:**

```
#include <fuzzbinder/libbinder_ndk_driver.h>
#include <fuzzer/FuzzedDataProvider.h>

#include <android-base/logging.h>
#include <android/binder_interface_utils.h>

using android::fuzzService;
using ndk::SharedRefBase;

extern "C" int LLVMFuzzerTestOneInput(const uint8_t* data, size_t size) {
    auto binder = ndk::SharedRefBase::make<MyService>(...);

    fuzzService(binder->asBinder().get(), FuzzedDataProvider(data, size));

    return 0;
}
```

Our Fuzzing Code

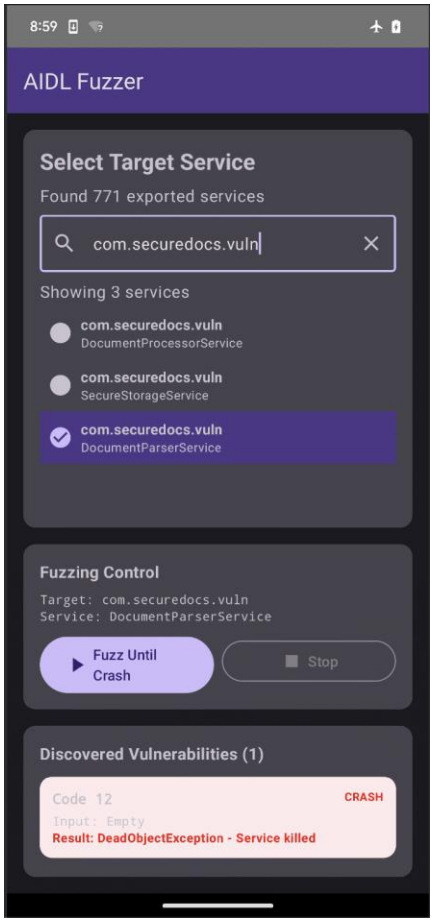
```
313     // Helper function to generate combinations
314     fun <T> List<T>.combinations(n: Int): List<List<T>> {
315         if (n == 0) return listOf(emptyList())
316         if (n > size) return emptyList()
317         val combinations = mutableListOf<List<T>>()
318         for (i in 0 ≤ .. ≤ (size - n)) {
319             for (c in drop( n: i + 1).combinations( n: n - 1)) {
320                 combinations.add(listOf(this[i]) + c)
321             }
322         }
323         return combinations
324     }
```

```
177     private fun fuzzService(serviceName: String) {
178         val parcels = mapOf(
179             "i32" to listOf("1", "0", "65535", "0xfffffffe", "0xffffffff"),
180             "i64" to listOf("0xfffffffffffffffe", "0xffffffffffffffff", "1", "0"),
181             "f" to listOf("-1", "3.141592"),
182             "d" to listOf("0xff", "0xfffffffe"),
183             "s16" to listOf(
184                 "3%%n%%x%%s%s%%n1",
185                 "A".repeat( n: 10),
186                 "A".repeat( n: 4),
187                 "\ufffd\ufffd\ufffd\ufffd\ufffd\ufffd\ufffd\ufffc"
188             )
189         )
```

```
206         val fuzzedCombinations = argCollection.combinations(argsCount)
207         for (fuzzedArgs in fuzzedCombinations) {
208             if (!isFuzzing) return
209
210             val strArgs = fuzzedArgs.joinToString( separator: "")
211             val fuzzCmd = "service call $serviceName $code $strArgs"
212             appendLog("Executing command: $fuzzCmd")
213
```

Demo

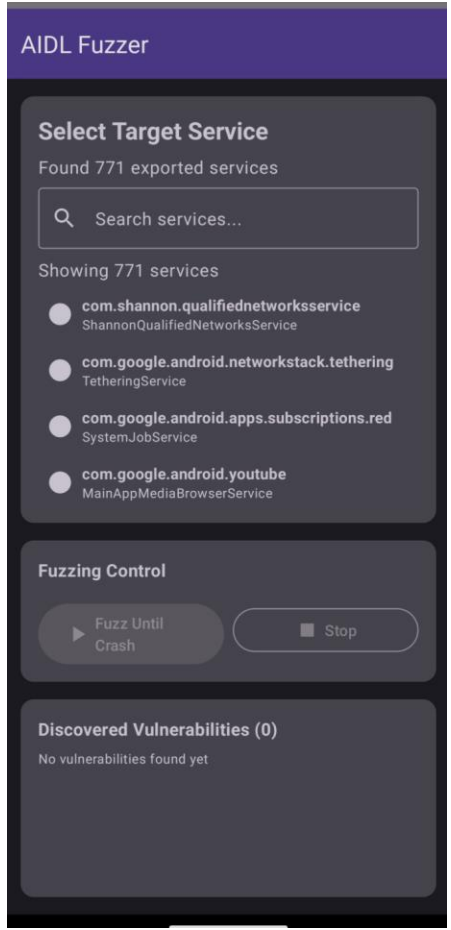
- **Fuzzing Demo Overview:**
  - Quick look at the tools and setup.
  - Choose a service to fuzz.
  - Executing fuzzing and capturing results.



```
E Activity Manager Crash. UID:0 PID:2128 TRANS:2
java.lang.NullPointerException: Attempt to invoke interface method 'android.os.IBinder android.os.IInte
    at android.os.RemoteCallbackList.register(RemoteCallbackList.java:124)
    at com.android.server.am.UidObserverController.register(UidObserverController.java:83)
    at com.android.server.am.ActivityManagerService.registerUidObserver(ActivityManagerService.java:681
    at android.app.IActivityManager$Stub.onTransact(IActivityManager.java:1990)
    at com.android.server.am.ActivityManagerService.onTransact(ActivityManagerService.java:2519)
    at android.os.Binder.execTransactInternal(Binder.java:1184)
    at android.os.Binder.execTransact(Binder.java:1143)
E Activity Manager Crash. UID:0 PID:2190 TRANS:2
java.lang.NullPointerException: Attempt to invoke interface method 'android.os.IBinder android.os.IInte
    at android.os.RemoteCallbackList.register(RemoteCallbackList.java:124)
    at com.android.server.am.UidObserverController.register(UidObserverController.java:83)
    at com.android.server.am.ActivityManagerService.registerUidObserver(ActivityManagerService.java:681
    at android.app.IActivityManager$Stub.onTransact(IActivityManager.java:1990)
    at com.android.server.am.ActivityManagerService.onTransact(ActivityManagerService.java:2519)
    at android.os.Binder.execTransactInternal(Binder.java:1184)
    at android.os.Binder.execTransact(Binder.java:1143)
```

Demo: Running AIDL Fuzzing

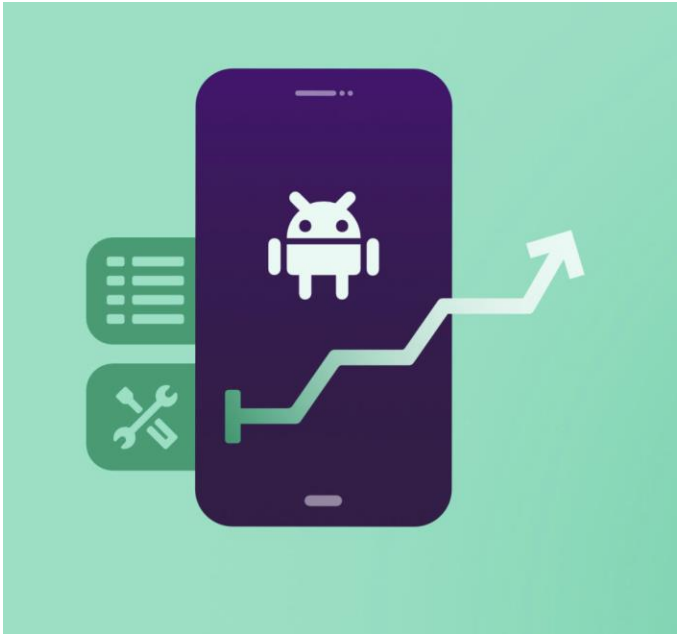
- **Running the fuzzer:**
  - Show fuzzing in action using ADB and logcat.
  - Real-time output: Crashes, exceptions and anomalies
  - How to interpret logs and identify vulnerabilities.



Challenges in AIDL Fuzzing

- **Hurdles**
  - Handling complex data structures in AIDL interfaces.
  - Dealing with permissions restrictions and sandboxing.

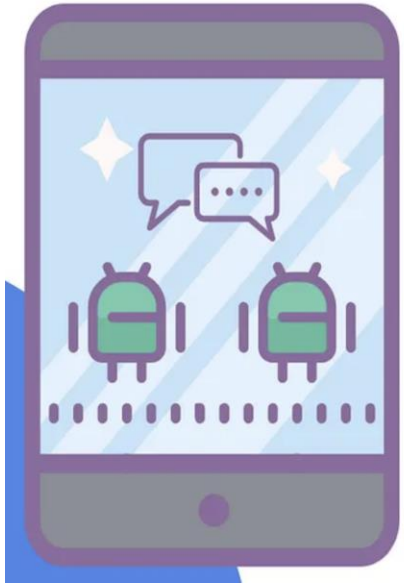
- **Solutions**
  - Crafting specialized inputs.
  - Bypassing IPC restrictions for testing



Securing Android IPC: Best Practices

- **Mitigation Strategies:**
  - Secure AIDL interface design: least privilege principle.
  - Input validation for AIDL methods.

- **Strengthening IPC Mechanisms:**
  - Using strong permissions and SELinux policies.
  - Regular fuzzing and vulnerability assessments.



Q&A

"Fuzzing is like a box of chocolates: you never know what you're going to get.”
- Charlie Miller

Thank you!