Mobile Security Issues
Introduction

- So many cool mobile apps
- Access to web, personal information, social media, etc
- Security problems (not previously envisaged) have resulted

Examples:
- Malicious apps can steal your private information (credit card information, etc)
- Jogging map generated from paths of Fitbit users can expose locations/behavioral habits of users. E.g. US soldiers at German base
- Malware can lock your phone till you pay some money (ransomeware)

- Users/developers need better understanding of mobile security
Android Security Model
Android Security

- Android security goals are to
  - Protect user data, system resources (hardware, software)
  - Isolate applications (e.g. app 1 from app 2)

- Foundations of Android Security
  1. Application Isolation:
     - Application sandboxing: App 1 cannot interact directly with app 2
     - Apps can only communicate using secure inter-process communication
  2. Permission Requirement:
     - Supports default system, and user-defined permissions
     - All apps must be signed: identifies author, ensures future updates are authentic
Recall: Android Software Framework

- Each Android app runs in its own security sandbox (VM, minimizes complete system crashes)
- Android OS multi-user Linux system
- Each app is a different user (assigned unique Linux ID)
- Access control: only process with the app’s user ID can access its files
- Apps talk to each other only via intents, IPC or ContentProviders

Ref: Introduction to Android Programming, Annuzzi, Darcey & Conder
Android Encryption

- Encryption encodes data/information, unauthorized party cannot read it

- **Full-disk encryption:** Android 5.0+ supports full filesystem encryption
  - Single key used to encrypt all the user’s data
  - User password needed to access files, even to boot device

- **File-based encryption:** Android 7.0+ allows specific files to be encrypted and unlocked independently
  - Different keys used to encrypt different files
iPhone vs Android Encryption

- iPhones encrypt automatically: almost all encrypted
- More iPhone versions encrypted as requirement vs Android
App Markets
App Markets & Distribution

- Major OS vendors manage their own markets for “certified” apps
  - Android: Google Play Store
  - iOS: App Store (only way to download iPhone apps)
App Market Scanning

Google App Store: scanning called **Google Play Protect**
- Antivirus scans apps on Google Play for threats, malware
- New “peer grouping system:
  - similar apps (e.g. all calculators) are grouped on app market.
  - If an app requests more permissions than similar apps, human takes a look
- Also scans apps already installed on device, warns user if app looks malicious

Apple App Store

- Highly regulated
- All applications are reviewed by human
- iOS devices can only obtain apps through official app store, unless jailbroken

Many malware developers target third-party app stores (e.g. Amazon, getJar)
  ○ Weaker/no restrictions or analysis capabilities
Malware Evolution
Threat Types: Malware, Grayware & Personal Spyware

- **Malware:**
  - Gains access to a mobile device in order to steal data, damage device, or annoying the user, etc. **Malicious!!**

- **Personal Spyware:**
  - Collects user’s personal information over of time
  - Sends information to app **installer** instead of author
  - E.g. spouse may install personal spyware to get info

- **Grayware:**
  - Collect data on user, but with no intention to harm user
  - E.g. for marketing, user profiling by a company
Growth of Android Malware

Mobile Malware Survey (*Felt et al*)
Mobile Malware Study?

A survey of mobile malware in the wild Adrienne Porter Felt, Matthew Finifter, Erika Chin, Steve Hanna, and David Wagner in Proc SPSM 2011

- First major mobile malware study in 2011 by Andrienne Porter Felt et al
  - Prior studies mostly focused on PC malware

  - 18 – Android
  - 4 – iOS
  - 24 – Symbian (discontinued)

- Analyzed information:
  - in databases maintained by anti-virus companies
    - E.g., Symantec, F-Secure, Fortiguard, Lookout, and Panda Security
  - Based on mentions of malware in news sources

- Just analyzed malware. Did not analyze spyware and grayware
Categorized Apps based on Behaviors

1. **Novelty and amusement**
   - Causes minor damage
   - E.g. Change user’s wallpaper

2. **Selling user information**
   - Malware obtains user’s personal information via API calls
     - E.g. User’s location, contacts, download + browser history/preferences
   - Information can be sold to advertisers
     - E.g. Dunkin Donuts may want to know users who visit their competitors
     - Price: $1.90 to $9.50 per user per month
Categorized Apps based on Behaviors

3. **Stealing user credentials**
   - People use smartphones for activities that require them to input their passwords and payment information. E.g. shopping, banking, e-mail
   - Malwares can log keys typed by user (keylogging), scan their documents for username + password
   - User credentials can be sold
   - In 2008, black market price of:
     - Bank account credentials: $10 to $1,000,
     - Credit card numbers: $.10 to $25,
     - E-mail account passwords: $4 to $30
Categorized Apps based on Behaviors

4. **Make premium-rate calls and SMS**
   - Premium rate texts to specific numbers are expensive (E.g. 1-900.. Numbers)
   - Attacker can set up premium rate number, Malware sends SMS there
   - User is billed by their cell carrier (e.g. sprint), attacker makes money

5. **SMS spam**
   - Used for commercial advertising and phishing
   - Sending spam email is illegal in most countries
   - Attacker uses malware app on user’s phone to send SPAM email
   - Harder to track down senders
Categorized Apps based on Behaviors

6. Search Engine Optimization (SEO):
   - Malware makes HTTP requests for specific pages to increase their search ranking (e.g. on Google)
   - Increases popularity of requested websites

7. Ransomeware
   - Possess device, e.g. lock screen till money is paid
   - Kenzero – Japanese virus inserted into pornographic games distributed on P2P networks
     - Publishes user’s browser history on public website
     - Asked 5800 Yen (~$60) to delete information from website
     - About 12% of users (661 out of 5510) actually paid
Ransomware: Type of malware that prevents or limits users from accessing their system, by locking smartphone’s screen or by locking the users' files till a ransom is paid

Source: Lookout Top Threats
https://www.lookout.com/resources/top-threats/scarepakage

Source: MalwareBytes “State of Malware Report” 2017
Frequency of Malware Categories

<table>
<thead>
<tr>
<th>Malware Category</th>
<th>Frequency</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exfiltrates user information</td>
<td>28</td>
</tr>
<tr>
<td>Premium calls or SMS</td>
<td>24</td>
</tr>
<tr>
<td>Sends SMS advertisement spam</td>
<td>8</td>
</tr>
<tr>
<td>Novelty and amusement</td>
<td>6</td>
</tr>
<tr>
<td>Exfiltrates user credentials</td>
<td>4</td>
</tr>
<tr>
<td>Search engine optimization</td>
<td>1</td>
</tr>
<tr>
<td>Ransom</td>
<td>1</td>
</tr>
</tbody>
</table>

Table 1: We classify 46 pieces of malware by behavior. Some samples exhibit more than one behavior, and every piece of malware exhibits at least one.
Malware Detection based on Permissions

- Does malware request more permissions?
- Analyzed permissions of 11 Android malwares

Findings: Yes!
- 8 of 11 malware request SMS permission (73%)
  - Only 4% of non-malicious apps ask for this
- Dangerous permissions: requests for personal info (e.g. contacts), etc
- Malware requests 6.18 dangerous permissions
  - 3.46 for Non-malicious apps

<table>
<thead>
<tr>
<th>Number of Dangerous permissions</th>
<th>Number of non-malicious applications</th>
<th>Number of malicious applications</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>75 (8%)</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>154 (16%)</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>182 (19%)</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>152 (16%)</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>140 (15%)</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>82 (9%)</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>65 (7%)</td>
<td>-</td>
</tr>
<tr>
<td>7</td>
<td>28 (3%)</td>
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<td>8</td>
<td>19 (2%)</td>
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<td>9</td>
<td>21 (2%)</td>
<td>1</td>
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<td>10</td>
<td>10 (1%)</td>
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<td>11</td>
<td>6 (0.6%)</td>
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<tr>
<td>23</td>
<td>1 (0.1%)</td>
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<td>25</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>26</td>
<td>1 (0.1%)</td>
<td>-</td>
</tr>
</tbody>
</table>

Table 2: The number of “Dangerous” Android permissions requested by 11 pieces of malware and 956 non-malicious applications [28].
Android Run-Time Permissions Changed in Marshmallow (Android 6.0)

- Pre Android 6.0: Permissions during install
- Android 6.0: Changes!!
- “Normal” permissions don’t require user consent
  - E.g. change timezone
  - Normal permissions can do very little to harm user
  - Automatically granted
- Dangerous permissions (e.g. access to contacts can harm user

- Android 6.0: Run-time permissions now required for “dangerous” permissions
iOS Malware Review

- iOS generally fewer vulnerabilities (even till date)
  - All 4 pieces of Apple malware were spread through jailbroken devices;
  - not found on App Store
  - iOS: Human reviews all apps, more effective, but slower!!?
Using Hand Gestures to Curb Mobile Malware (Shrestha et al)
Malware Protection using Hand Movements

General idea: Use real world hand movements to distinguish malware from real user

Real user will make certain natural hand gestures when:
- Making phone call
- Taking a picture
- Swiping to use NFC reader

These hand gestures will be missing if activity is by malware

Main idea: Check for these gestures (gesture recognition) to distinguish malware requests from valid user requests
Sensors used for Gesture Identification

- Gesture Identifier used sensors to detect natural hand movements associated with phone dialing, taking picture, NFC usage
  - **Motion Sensors:** Accelerometer and gyroscope
  - **Position Sensors:** Magnetometer and orientation sensors
  - **Environmental Sensors:** Temperature, pressure and illuminance

<table>
<thead>
<tr>
<th>Type</th>
<th>Sensor</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Motion</td>
<td>Accelerometer (A)</td>
<td>The acceleration force including gravity</td>
</tr>
<tr>
<td>Motion</td>
<td>Gyroscope (Gy)</td>
<td>The rate of rotation</td>
</tr>
<tr>
<td>Motion</td>
<td>Linear Acceleration (LA)</td>
<td>The acceleration force excluding gravity</td>
</tr>
<tr>
<td>Motion</td>
<td>Rotation Vector (R)</td>
<td>The orientation of a device</td>
</tr>
<tr>
<td>Motion</td>
<td>Gravity (G)</td>
<td>The gravity force on the device</td>
</tr>
<tr>
<td>Position</td>
<td>Game Rotation (GR)</td>
<td>Uncalibrated rotation vector</td>
</tr>
<tr>
<td>Position</td>
<td>Magnetic Field (M)</td>
<td>The ambient magnetic field</td>
</tr>
<tr>
<td>Position</td>
<td>Orientation (O)</td>
<td>The device orientation</td>
</tr>
<tr>
<td>Environment</td>
<td>Pressure (P)</td>
<td>The ambient air pressure</td>
</tr>
</tbody>
</table>
System Architecture

- 3 Entities
  - **Gesture Identifier**: classifier to identify gesture
  - **Permission Controller**: checks permissions granted by Android
  - **Gesture Manager**: compares gestures with permissions

- **Results**: > 85% accuracy (user gesture detection)
Mobile Ad Vulnerabilities
Ad Services

- App developers make money from apps in 2 main ways:
  - Charge users fee for apps
  - Getting $$$ from advertisers to include ads in apps

- To make money from ads, app author integrates ad services into app

- Mobile ad company serves ads to device
AdMob

- AdMob: Most popular mobile ad company
  - Acquired by Google in 2009
Permissions Requested by Ad Services

- Ad Services can also add requests to app’s Android Manifest file
- Total permissions an app’s AndroidManifest.xml
  = permissions requested by app + permissions requested by ad service
Rogue? Ad Services

- Google is careful about permissions requested by AdMob
- Some other mobile ad libraries require more permissions:
  - Access location data, camera, account details, calendar, call logs, browser bookmarks, contact lists, phone information, phone number, SMS, etc
  - Make phone calls, send SMS messages, vibrate
  - Change calendar and contacts

Ref: Unsafe exposure analysis of mobile in-app advertisements
Final Words: Mobile Ad Services

- Many apps use multiple ad services
  - Angry Birds app (a game) includes 7+ ad services

- Example of rogue requests:
  - One version of the Dictionary.com app requests permissions to **monitor phone calls** and **access location**
Android Analysis Tools
Analyzing Android Apps

- Attacker can use analysis tools to get more information about an Android app

- **Source code recovery**: generate app source code from executable

- **Static analysis (binaries or source code)**: Understand app design without running it.
  - Examine application logic, flow, APIs used

- **Dynamic analysis**: Observe how app executes
  - App memory usage, network usage, response time, performance, etc

- Many available (open source?) tools for all of the above!
Android Analysis Tools

- APKinspector
- Androguard
- AndroBugs
- Qark
- Epicc / IC3
- FlowDroid
- DidFail
- DroidBox
- MobSF

- Scary!!
Android Pay using NFC
Android Pay

- Google Wallet → Android Pay (Sept 2015 initial release)
- **Vision**: Use smartphone to pay in stores
- E.g. Pay for donuts at Dunkin Donuts
- Easier way to track expenses, get rewards
  - Integrates with financial apps (banking, personal finance, etc)
How Android Pay Works

- First need to download Android Pay app, add credit cards

1. Download
2. Add
3. Pay

- To pay, place smartphone near Android pay terminal
Mobile Pay Uses NFC

- Mobile payment (e.g. Android Pay) typically uses NFC for transaction
- NFC: Near Field Communication: short-range, low-rate wireless
  - For communication between devices in close proximity
- Utilized by many smartphone mobile pay systems (e.g. Google Pay)
  - E.g. pay at Dunkin donuts
Wireless Comparison

NFC: Short range, low bitrate
Android Pay using NFC

- Proximity makes it easier to verify payee

- **Convenient:** store all credentials inside the phone

- Integrates with other mobile services: eBooks, music downloads, barcodes, etc. (easier payments)
Types of NFC Devices

● **Active Device: E.g. Smartphone**
  ○ Can read + send
  ○ Can read information from target and also send information to target
  ○ **2-way** communication possible

● **Passive Device: E.g. NFC tag**
  ○ Cannot send, can only be read
  ○ Information on passive device can only be read.
  ○ Cannot initiate communication
NFC Modes of Interaction

- **Reader/Writer:**
  - Active NFC device reads/writes from/to passive NFC tag (One way)

- **Peer-to-Peer:**
  - Active NFC devices interact with each other bi-directionally
  - Take turns being active vs passive

- **Card Emulation:**
  - An NFC device emulates a passive NFC tag that is read by an active NFC device
NFC Security / Threats

- NFC has similar threats as other wireless communications
  - Eavesdropping
  - Data modification / insertion / corruption
  - Man-in-the-middle attacks (attacker alters communication between 2 devices)

- Eavesdropping: Another device listening to transaction
  - NFC itself provides no explicit protection against eavesdropping
  - Passive exchange < 1m between devices, active exchange < 10m
  - Harder to eavesdrop on passive exchange due to shorter range
Data Modification & Injection

- Attacker modifies bits in flight e.g., flip 0s to 1s

Data Injection:
- Attacker responds faster than intended target
- Possible defenses:
  - Secure handshake w/ verifiable response

MitM is difficult in NFC due to:
- Close proximity requirement (MitM needs to be closer than tag)
- Attacker can use sheet of Aluminum to block legitimate sender