

Dynamic Binary Firmware Analysis With Avatar²

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Paul OLIVIER

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Paul OLIVIER

- Recent Ph.D. graduate (EURECOM)
- Just joined as postdoc @ LAAS-CNRS
- Dynamic analysis for embedded system security
- Part of the maintainer team of avatar²

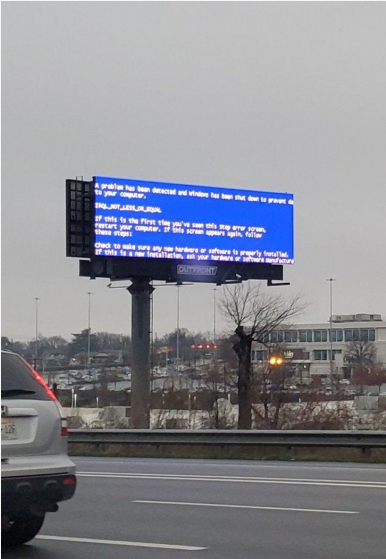


> Content

- Motivation
- Rehosting Firmware
- Avatar²: A Multi-Target Orchestration Platform
- Framework Overview
- Conclusion

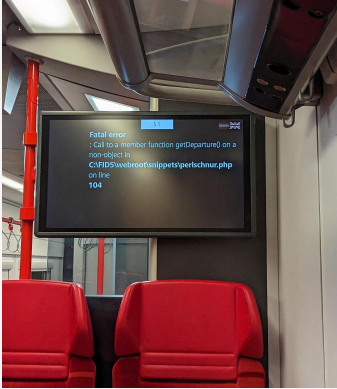
> Introduction

Prevalence of bugs in the Wild



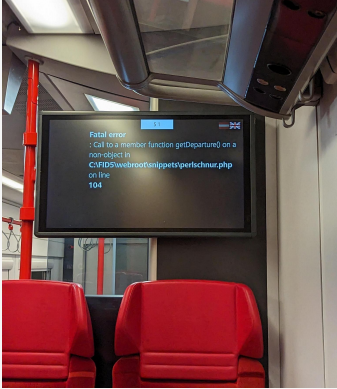
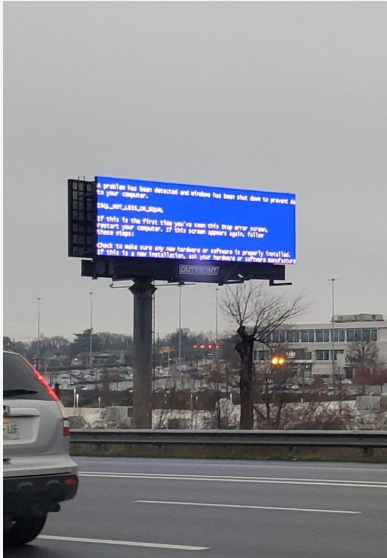
➤ Introduction

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Prevalence of bugs in the Wild



> Introduction

- **Severity and impact** of software bugs
 - Vulnerabilities: *unauthorized access, information leak, denial of service, ransomware*
 - Cost: *finding & fixing, system downtime*
 - Human life: *car driving assistance, Boeing 737 MAX, radiology, etc.*

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- Thorough **testing** of firmware is crucial to guarantee its safety and **security**

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 - Vulnerabilities: *unauthorized access, information leak, denial of service, ransomware*
 - Cost: *finding & fixing, system downtime*
 - Human life: *car driving assistance, Boeing 737 MAX, radiology*
- Thorough **testing** of firmware is crucial to guarantee its safety and **security**
- **Static** and **dynamic** analysis are two main approaches.

> Motivation: Firmware Analysis

Static analysis

- Examine without executing code

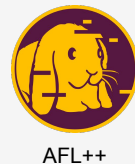
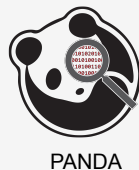
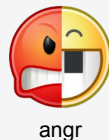
> Motivation: Firmware Analysis

Static analysis

- Examine without executing code
- Limitations
 - Achieve **larger coverage**... but **less precise** (no execution context)
 - No need to run code... but does not require external systems

> Motivation: Firmware Analysis

- **Dynamic analysis techniques are plenty & powerful**
 - more precise... but smaller coverage
 - *tracing, profiling, fuzzing, concolic execution, sanitizers, data taint tracking, record-replay, interactive debugging, etc.*



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 - **Constrained** environment (*computing power, memory size, network bandwidth*)

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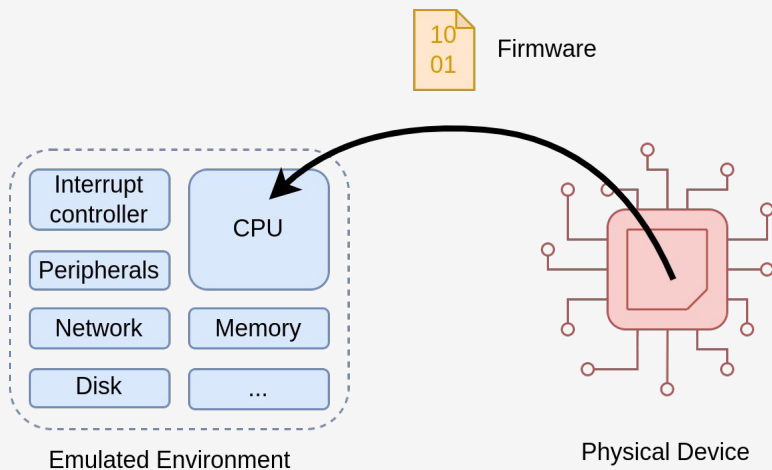
- ... but require to **setup** the environment
- Not always feasible to **run** them **on** the physical device:
 - **Constrained** environment (*computing power, memory size, network bandwidth*)
 - **Insufficient** ability to **control** & **observe** code execution

> Motivation: Emulation & Rehosting

- Alternative: **emulation**

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- Alternative: **emulation**
- **Rehosting:**



The process of moving the firmware from its original “host” into a virtualized environment that reproduce the original well enough for its execution and analysis

> Motivation: Rehosting Challenges

- **Challenges** to run a firmware in an emulator
 1. *Acquisition:*
 - Protected memory, disable debug interface, anti-tampering sensors
 - Encryption, obfuscation, proprietary format

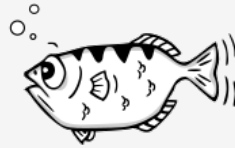
> Motivation: Rehosting Challenges

- **Challenges** to run a firmware in an emulator
 1. *Acquisition:*
 - Protected memory, disable debug interface, anti-tampering sensors
 - Encryption, obfuscation, proprietary format
 2. *Execution:*
 - Understand the Instruction Set Architecture (ARM, MIPS, m68k, Blackfin, Xtensa, etc.)
 - Design to run on a specific hardware (peripherals)

➤ Problem Statement

- Various techniques

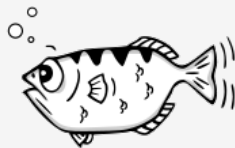
- *emulation,*
- *record-replay,*
- *symbolic execution,*
- *hardware-in-the-loop,*
- *hybrid*



> Problem Statement

- Various techniques

- *emulation,*
- *record-replay,*
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- *hardware-in-the-loop,*
- *hybrid*



- How to **combine tools** to leverage their strengths and tackle complex problems?

> avatar²

- Facilitate **interoperability** between Dynamic Binary Analysis techniques and tools
- Provide **abstractions** of debuggers, emulators and other frameworks
- Open source <https://github.com/avatartwo/avatar2>

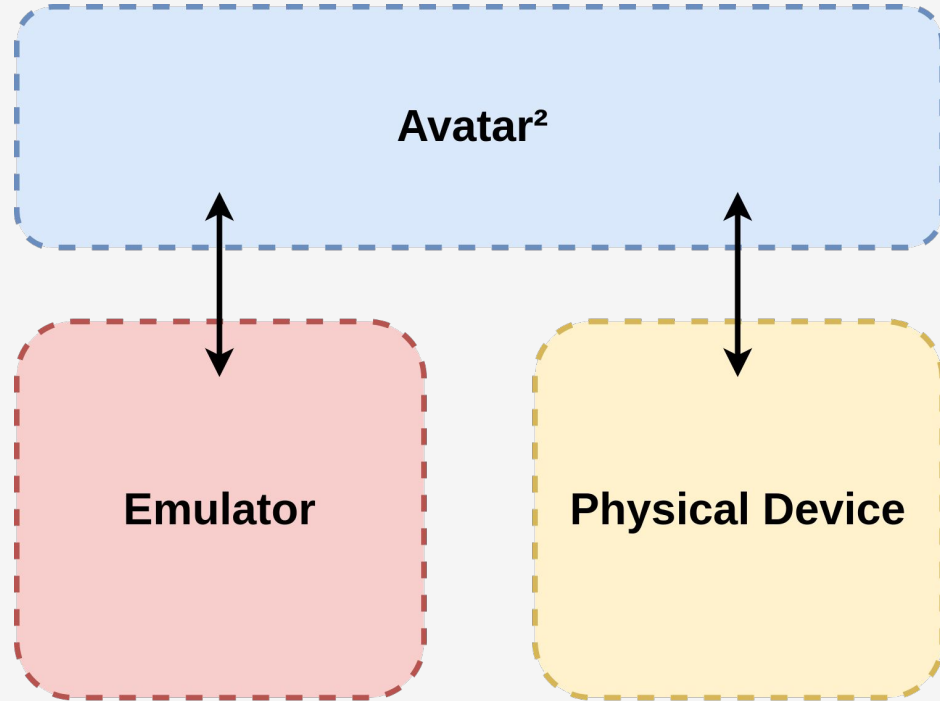


> avatar² Features

- Scriptable (Python based)
- Multiple architecture (ARM, MIPS, x86)
- Target orchestration
 - State transfer & Synchronization
 - Forward memory & I/O accesses
 - Model peripheral

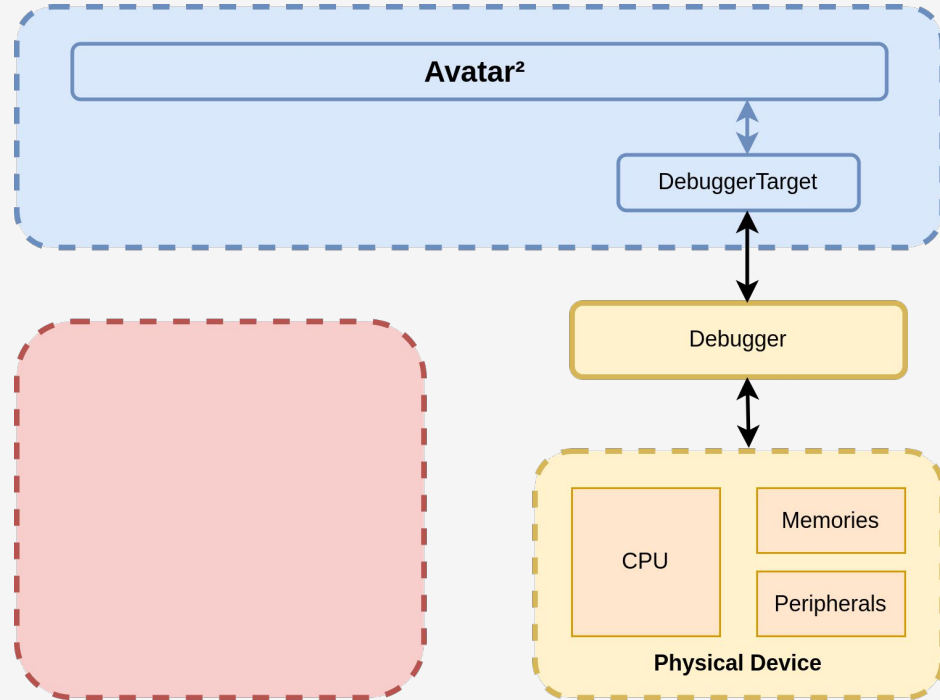
➤ avatar² Overview

- Orchestration



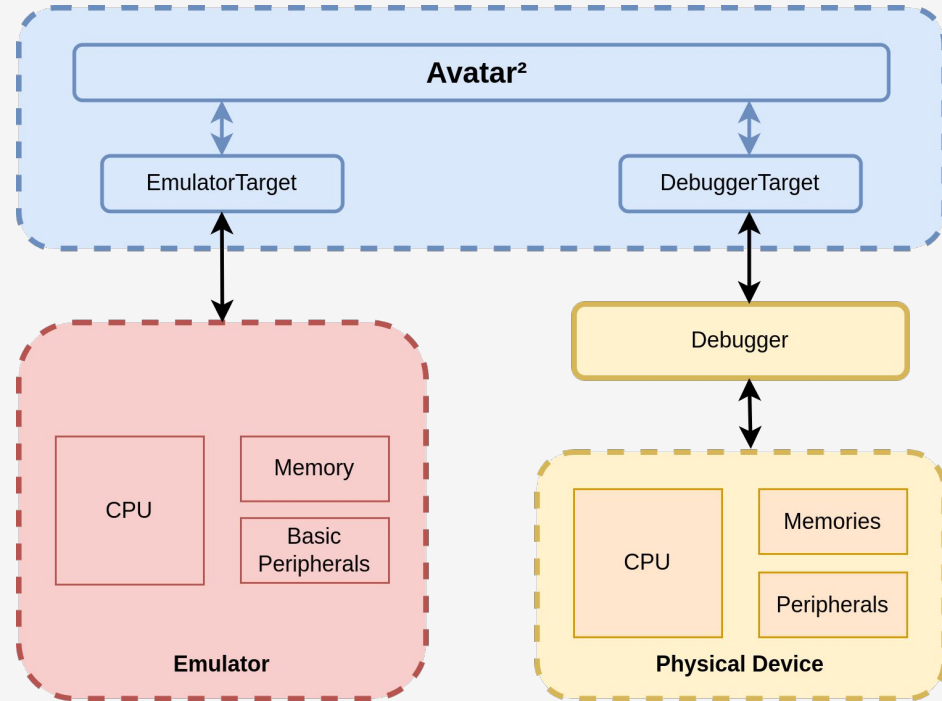
➤ avatar² Overview

- Physical device



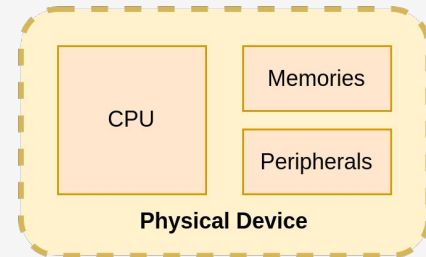
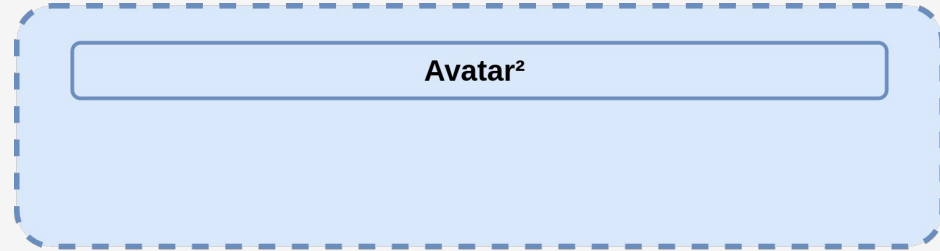
> avatar² Overview

- Emulator



> Initialization

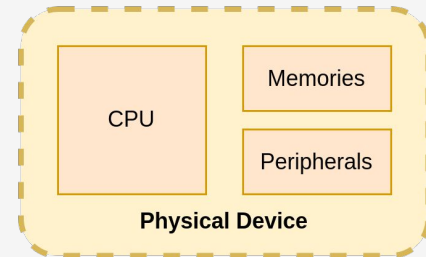
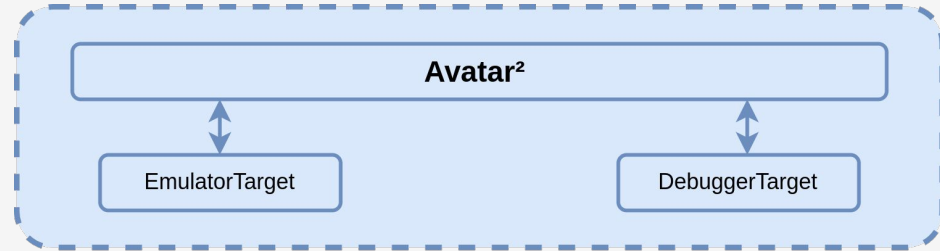
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avatar = Avatar(arch=ARM_CORTEX_M3)
```



> Initialization

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# Init
avatar = Avatar(arch=ARM_CORTEX_M3)

device = avatar.add_target(OpenOCDTarget)
emulator = avatar.add_target(QemuTarget)
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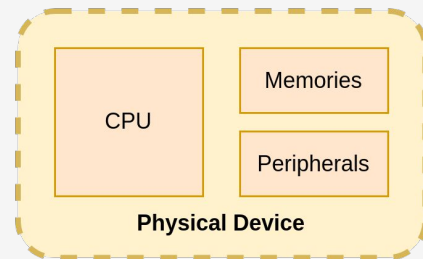
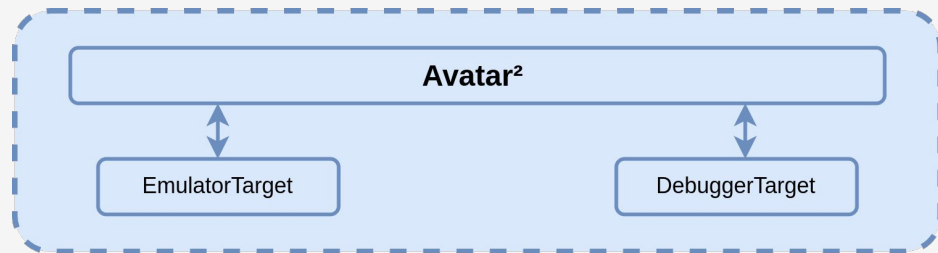


> Initialization

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device = avatar.add_target(OpenOCDTarget)
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rom = avatar.add_memory_range(0x08000000,
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ram = avatar.add_memory_range(0x20000000,
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```



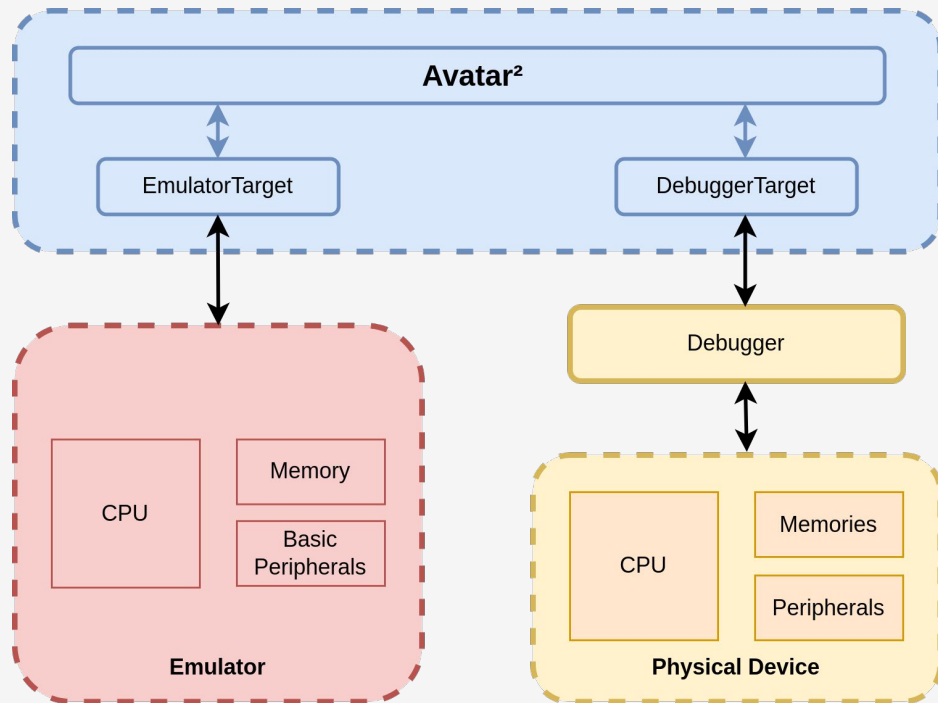
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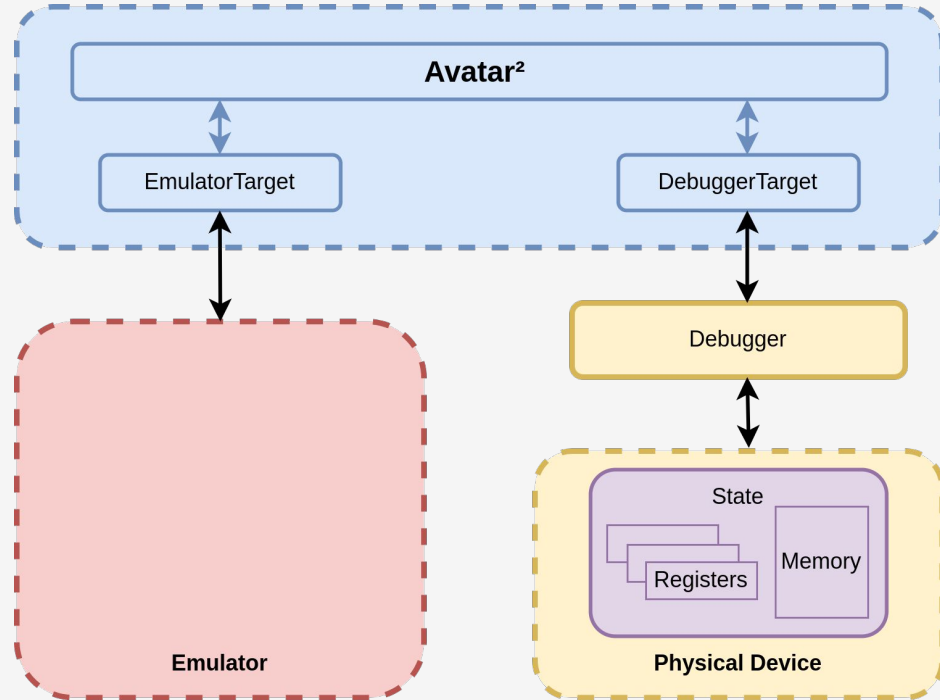
rom = avatar.add_memory_range(0x08000000,
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avatar.init_targets()
```



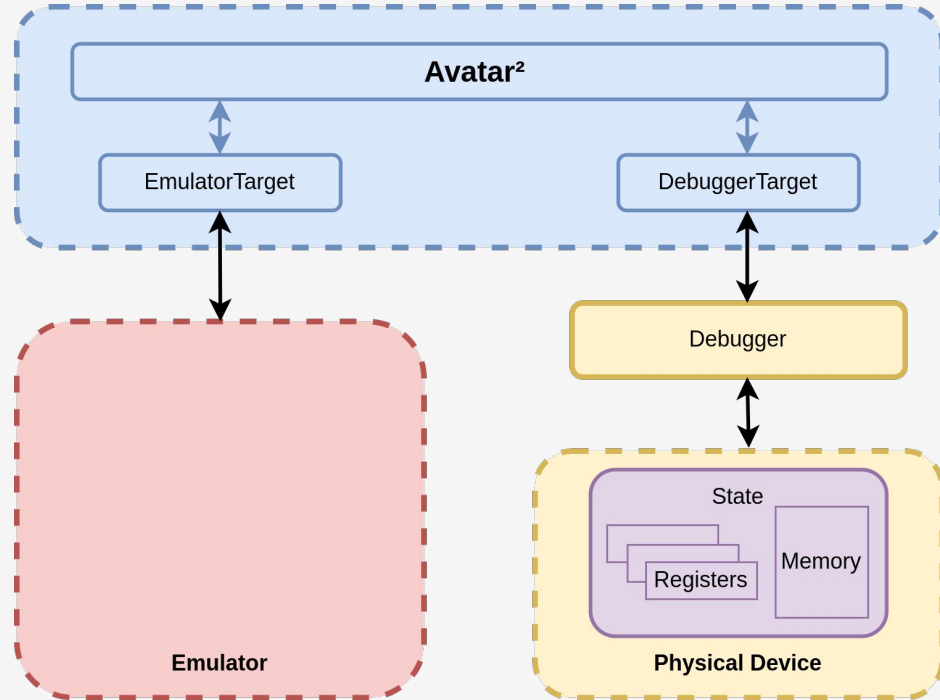
➤ State Transfer

- **Synchronize** CPU registers and memory content
- **Focus** the analysis (device & firmware initialization)



> State Transfer

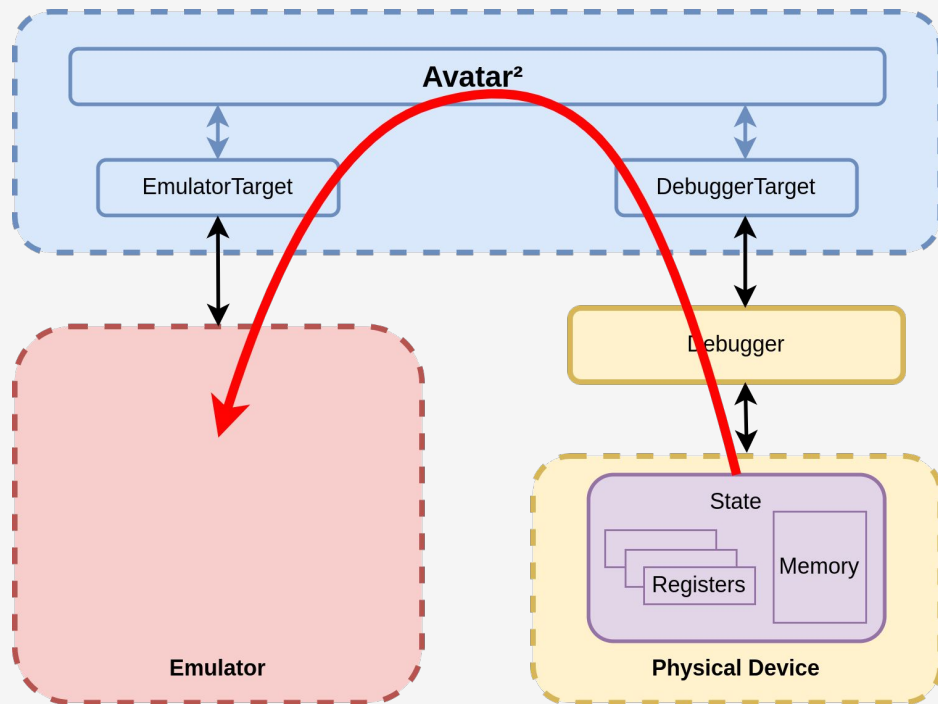
```
# 1) Set the breakpoint on the physical  
device  
device.set_breakpoint(0x8005104)  
device.cont()  
device.wait()
```



> State Transfer

```
# 1) Set the breakpoint on the physical device
device.set_breakpoint(0x8005104)
device.cont()
device.wait()

# 2) Transfer the state
avatar.transfer_state(device, emulator,
                    synced_ranges=[ram])
```

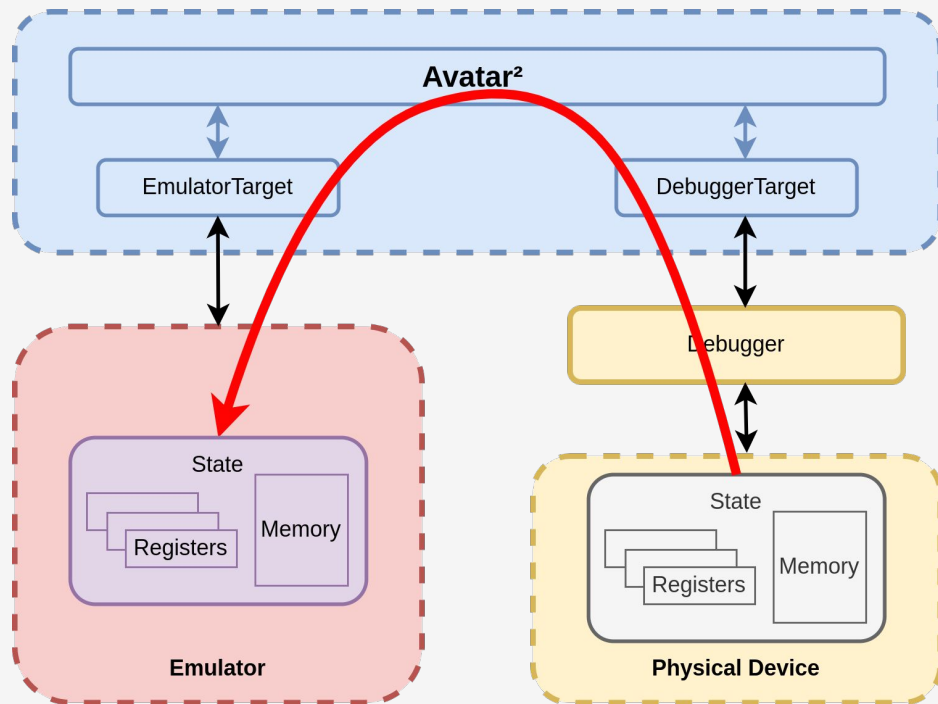


> State Transfer

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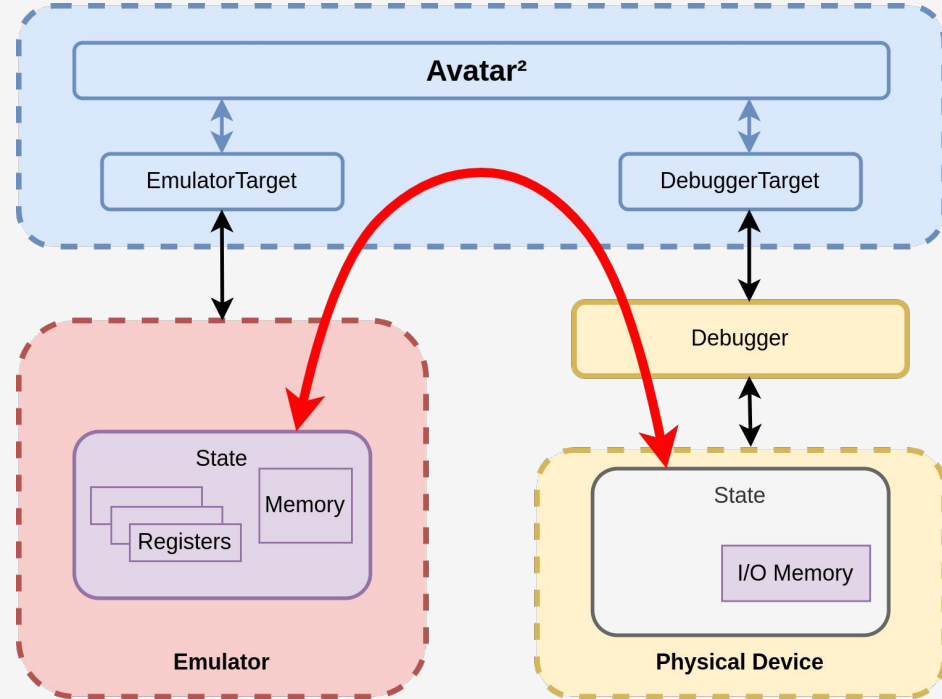
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emulator.cont()
```



➤ Peripheral Forwarding

- Forward I/O memory



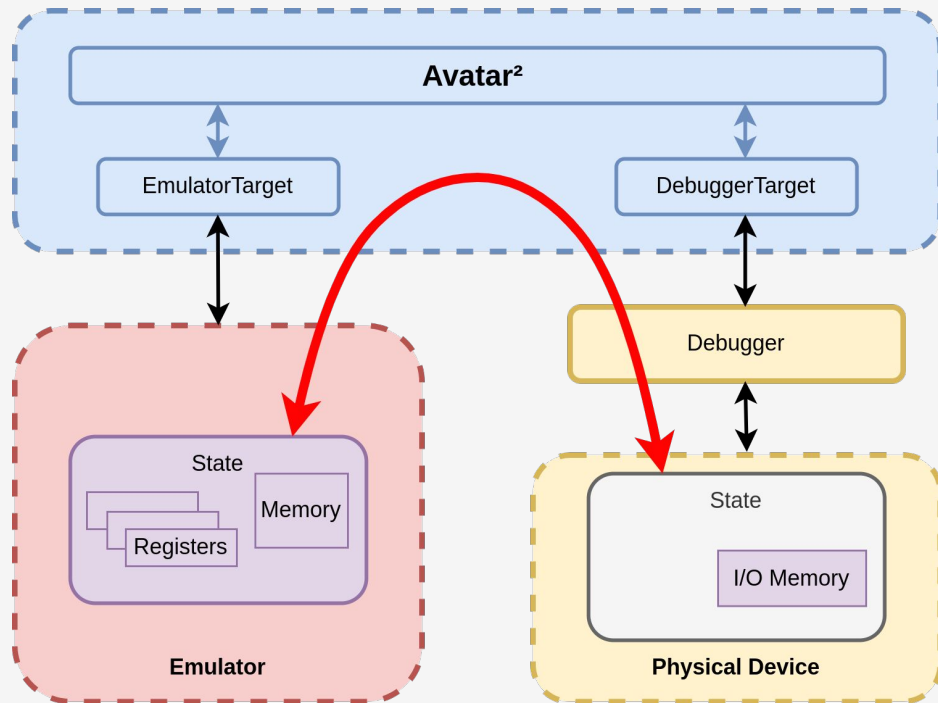
> Peripheral Forwarding

```
# Define the various memory ranges

rom = avatar.add_memory_range(0x08000000,
                               0x1000000, file=firmware)

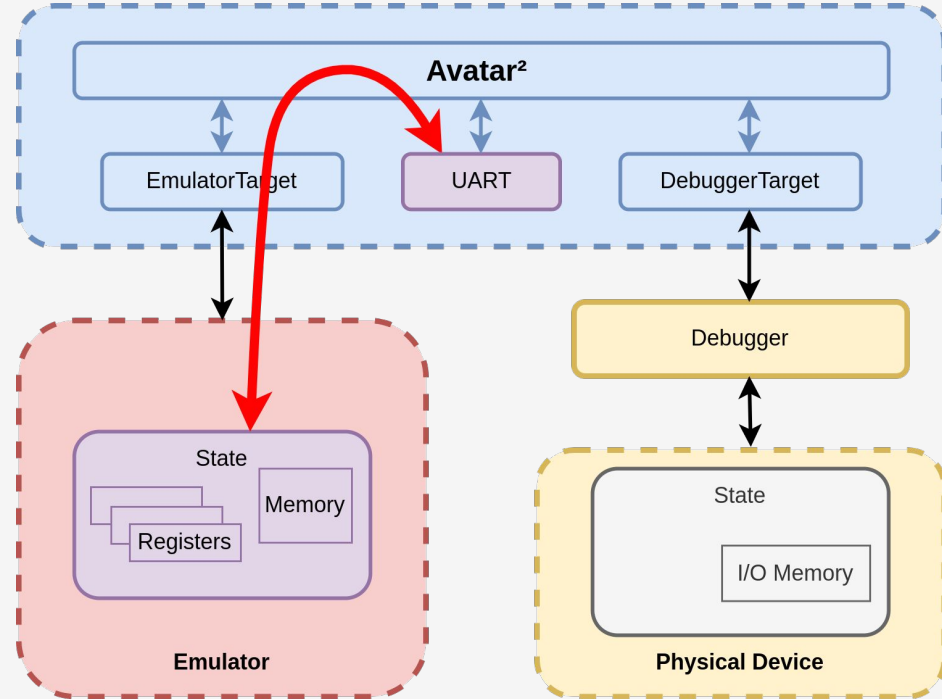
ram = avatar.add_memory_range(0x20000000,
                               0x14000)

mmio = avatar.add_memory_range(0x40000000,
                                0x1000000, forwarded=True,
                                forwarded_to=device)
```



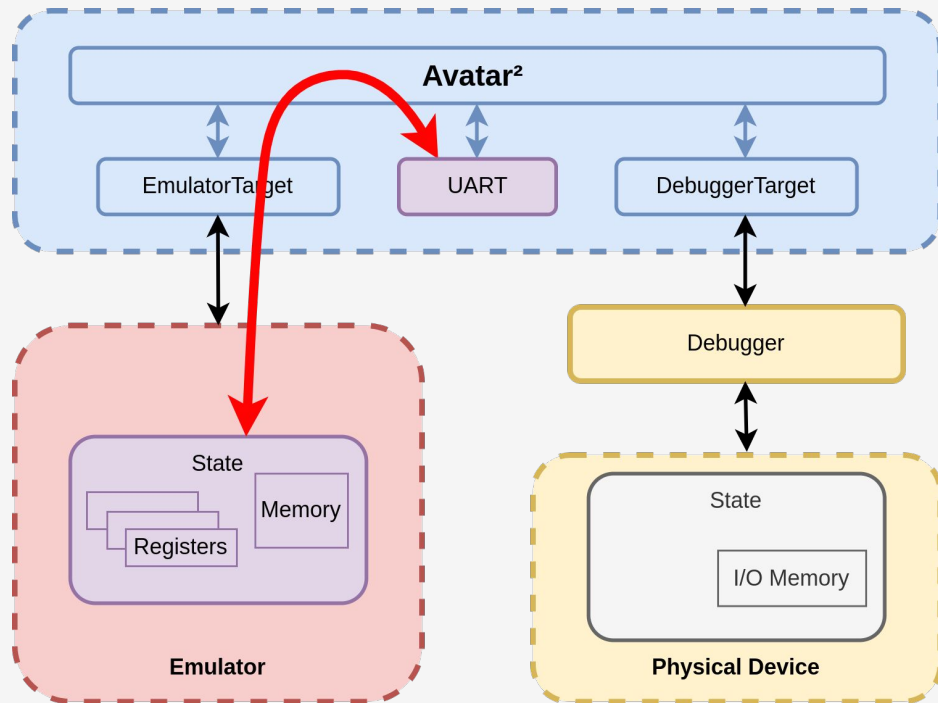
> Peripheral Modeling

- Emulate peripheral in python



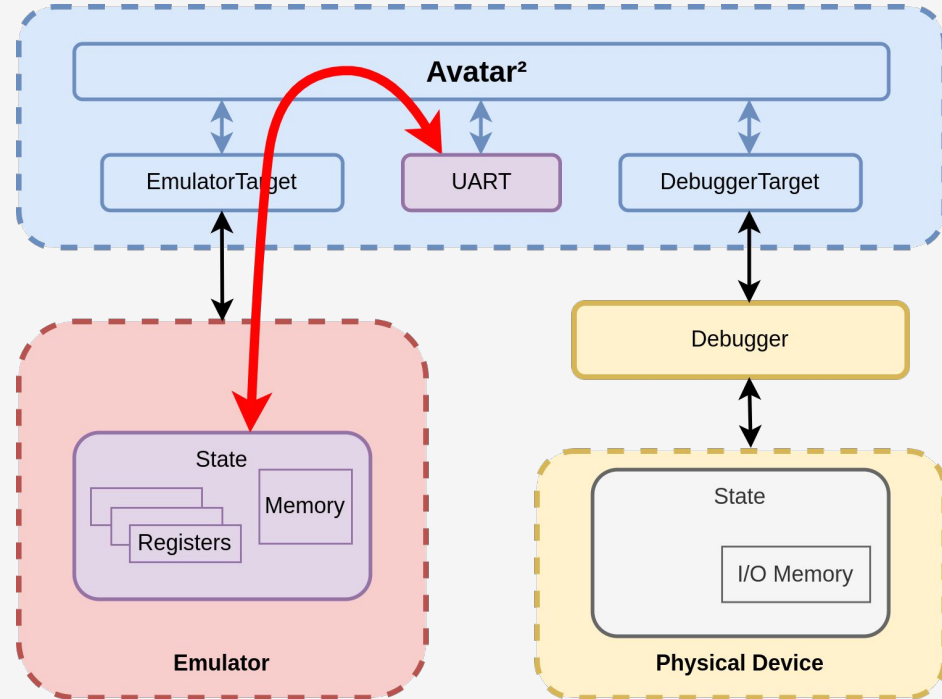
> Peripheral Modeling

```
class UART(AvatarPeripheral):  
    # ...  
  
    def dispatch_read(self, offset, size):  
        if offset == 0x11c:  
            return self.txdone  
        return 0x00  
  
    def dispatch_write(self, offset, size, value):  
        if offset == 0x11c:  
            self.txdone = value  
        elif offset == 0x51c:  
            print(f">>>> {chr(value)} <<<<")  
            self.txdone = 1  
        return True
```



> Peripheral Modeling

```
class UART(AvatarPeripheral):  
    # ...  
  
    # Define the various memory ranges  
    # ...  
    uart = avatar.add_memory_range(0x40002000,  
                                   0x1000, emulate=UART)
```



> Going Further

- Handbook
 - <https://github.com/avatartwo/avatar2/tree/main/handbook>

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 - <https://github.com/avatartwo/avatar2/tree/main/handbook>
- Examples
 - <https://github.com/avatartwo/avatar2-examples>
 - U-Boot - Example without hardware
 - NUCLEO L152RE - Transfer state
 - NRF51 BLE - WiSec'21 tutorial on avatar2
 - Rehosting the Raspberry Pi Pico blink example

> Going Further

- Rehosting
 - <https://github.com/halucinator/halucinator>
 - Records peripheral accesses to model them: <https://github.com/ucsb-seclab/pretender>
- Fuzzing
 - <https://github.com/FirmWire/FirmWire>
 - <https://github.com/fgsect/unicorefuzz>
- Symbolic execution
 - https://angr.io/blog/angr_symbion/
 - <https://github.com/csvl/SEMA-ToolChain>

> Conclusion

- Dynamic firmware binary analysis is still a challenging topic
- Various possible approaches
- Avatar² focuses on interoperability of tools

> Links

- Framework
<https://github.com/avatartwo/avatar2>
- Examples
<https://github.com/avatartwo/avatar2-examples>
- Slack
<https://avatartwo.slack.com/>
- Team
 - Paul OLIVIER (paul.olivier@laas.fr)
 - Marius MUENCH
 - Florian ALBRECHT
 - Aurélien FRANCILLON



Backup slides

> A wide variety of systems for firmware



> Firmware classification

Type I

- *General purpose*
OS-based devices
- minimalist
- lightweight user mode applications



busybox



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busybox



Type II

- *Embedded OS-based* devices
- small footprint
- high performance
- real-time scheduling



Zephyr™



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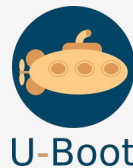


Zephyr™



Type III

- *Devices without an OS-Abstraction*
- monolithic firmware



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