

# Stumping the Mobile Chipset

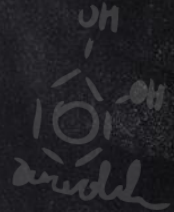
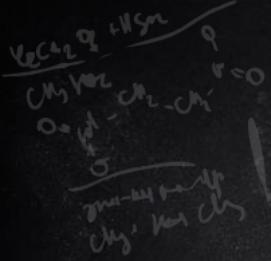
Adam Donenfeld & Yaniv Mordekhay



Check Point  
SOFTWARE TECHNOLOGIES LTD.

# Agenda

- **Chipsets and security**
- **Kernel vulnerabilities and exploitation**
  - **ASHmenian Devil**
  - **Qualaroot**
  - **Syncockaroot**
  - **Kangaroot**
- **Disclosure process**
- **Conclusions**



~ \$ cat AUTHORS | xargs -n 1 man



## Adam Donenfeld

- Years of experience in research
- Vulnerability assessment
- Vulnerability exploitation
- In meiner Freizeit, lerne ich Deutsch gern ☺

## Yaniv Mordekhay

- Veteran developer and researcher
- Specialization in behavioral analysis
- Specialization in statistical analysis
- Avid hiker

*Special thanks to Avi Bashan, Daniel Brodie and Pavel Berengoltz for helping with the research*



# Android Architecture



QUALCOMM

Exynos  
PROCESSOR

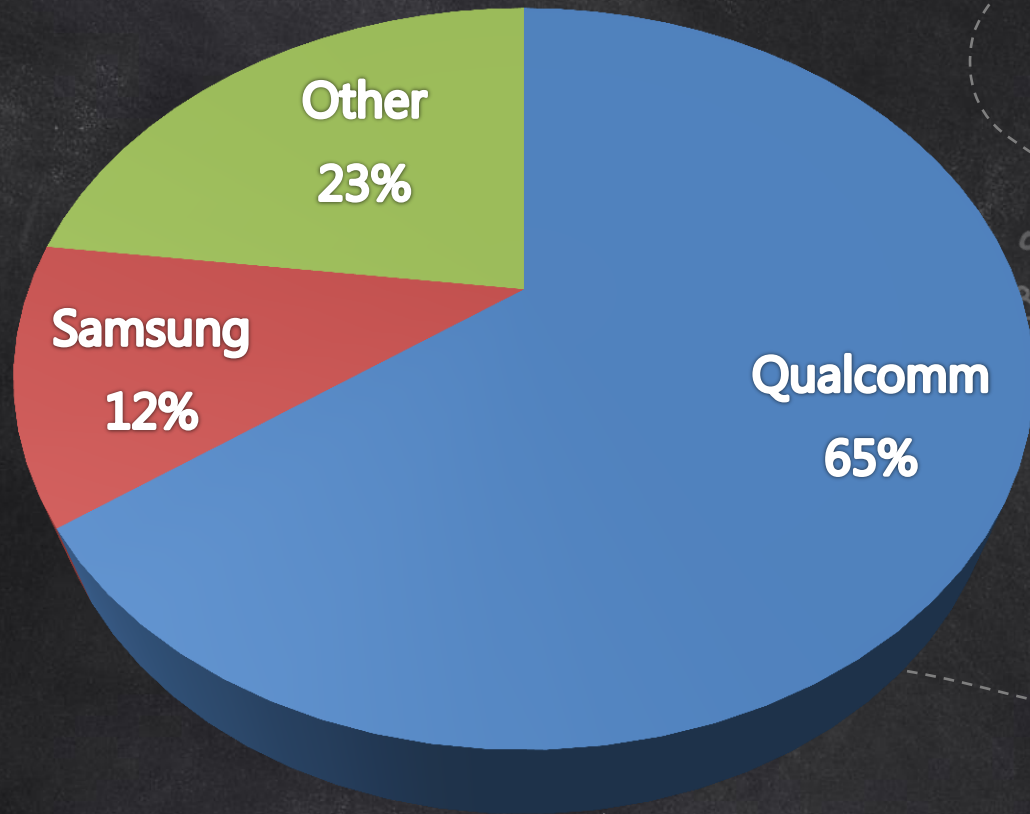
SAMSUNG

HTC



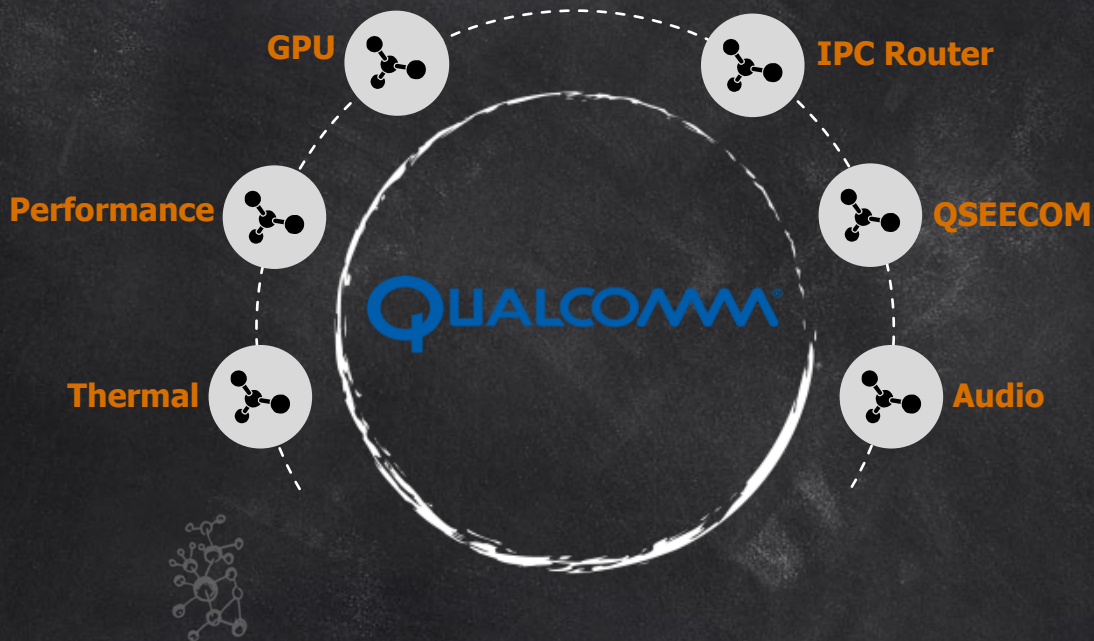
# Qualcomm Chipsets

The dangers of chipset vulnerabilities



\* ABI Research, February 2016

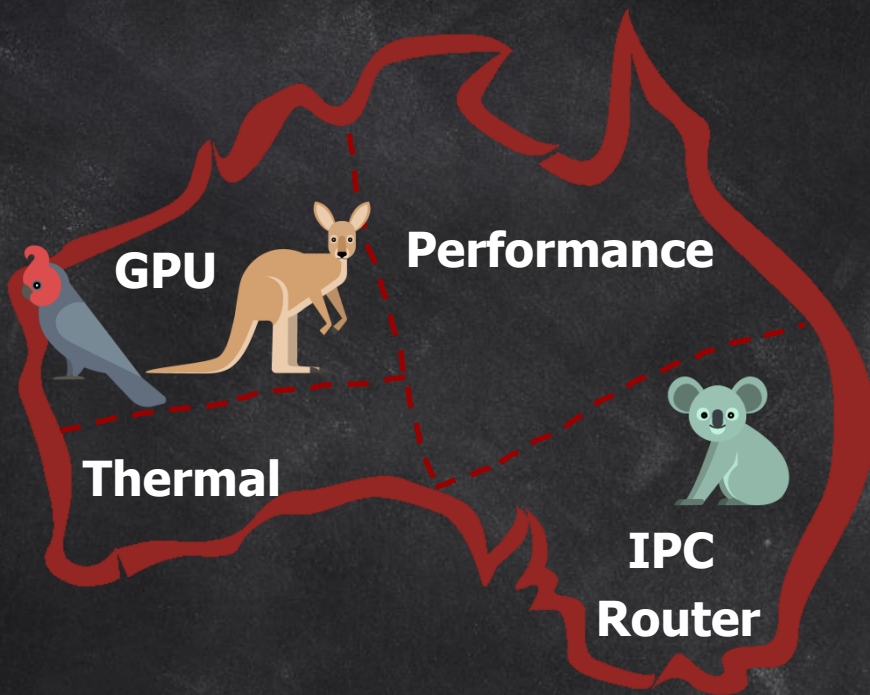
# Qualcomm's chipset subsystems



$V_{CC} = 1.8V$   
 $C_{in} = 10\mu F$   
 $C_{out} = 10\mu F$   
 $R = 10\Omega$   
 $\sigma$   
power supply



# Welcome to Qualand



# ASHmenian Devil (ashmem vulnerability)

CVE-2016-5340

- Ashmem – Android's propriety memory allocation subsystem
- Qualcomm devices uses a modified version
  - Simplifies access to *ashmem* by Qualcomm modules





```
int get_ashmem_file(int fd,
    struct file **filp,
    struct file **vm_file,
    unsigned long *len)
{
    int ret = -1;
    struct ashmem_area *asma;
    struct file *file = fget(fd);
    if (is_ashmem_file(file)) {
        asma = file->private_data;
        *filp = file;
        *vm_file = asma->file;
        *len = asma->size;
        ret = 0;
    } else {
        fput(file);
    }
    return ret;
}
```

Is our fd an ashmem  
file descriptor?



# ASHmenian Devil (ashmem vulnerability)

**CVE-2016-5340**

- Obtain a file struct from file descriptor
- Compare file operation handlers to expected handler struct
  - If it matches → file type is valid



```
static int is_ashmem_file(struct file *file)
{
    char fname[256], *name;
    name = dentry_path(file->f_dentry, fname, 256);
    return strcmp(name, "/ashmem") ? 0 : 1; /* Oh my god */
}
```





# ASHmenian Devil (ashmem vulnerability)

**CVE-2016-5340**

- Exploitation requires –
  - Creation of file named "ashmem" on root mount point ("/")
- / is read-only ☹



# ASHmenian Devil - POC

CVE-2016-5340



- Opaque Binary Blob
  - APK Expansion File
  - Support APKs > 100MB
  - Deprecated (still works!)
- A mountable file system



# ASHmenian Devil - POC

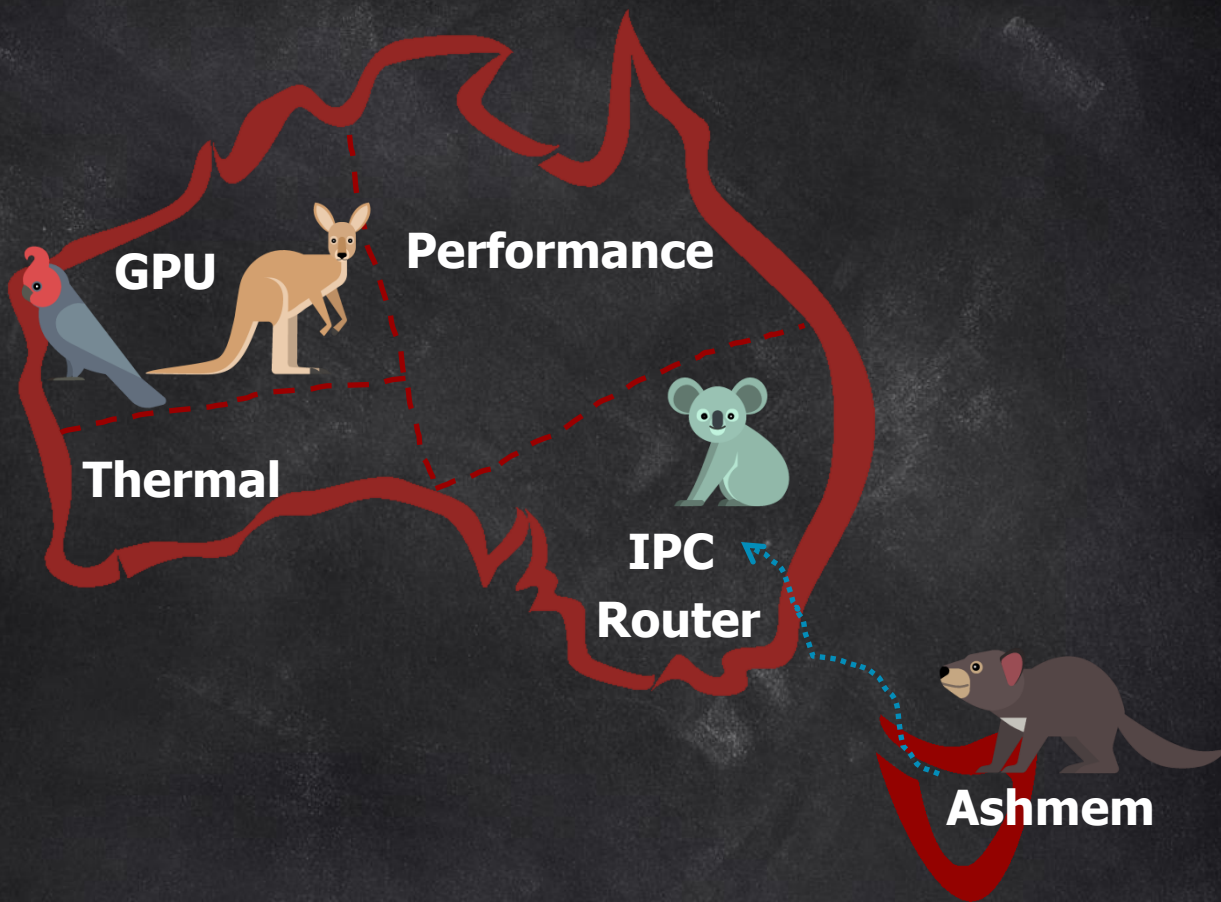
CVE-2016-5340



- Create an OBB
- Create "ashmem" in it's root directory
- Mount the OBB
- Map "ashmem" memory to the GPU
  - Pass a fd to the fake ashmem file







# Qualaroot (IPC Router vulnerability)



CVE-2016-2059

- Qualcomm's IPC router
- Special socket family
  - *AF\_MSM\_IPC* (27)
- Unique features
  - Whitelist specific endpoints
  - Everyone gets an "address" for communication
  - Creation/destruction can be monitored by anyone
- Requires no permission 😊



# Qualaroot (IPC Router vulnerability)



CVE-2016-2059

- *AF\_MSM\_IPC* socket types
  - *CLIENT\_PORT*
  - *CONTROL\_PORT*
  - *IRSC\_PORT*
  - *SERVER\_PORT*
- Each new socket is a *CLIENT\_PORT* socket






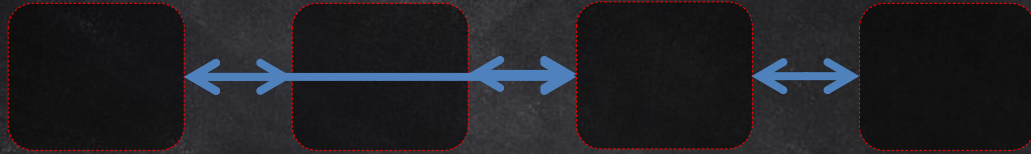
```
static int msm_ipc_router_ioctl(  
    struct socket *sock,  
    unsigned int cmd,  
    unsigned long arg)  
{  
  
    struct sock *sk = sock->sk;  
    struct msm_ipc_port *port_ptr;  
  
    lock_sock(sk);  
    port_ptr = msm_ipc_sk_port(sock->sk);  
    switch (cmd) {  
        ....  
        case IPC_ROUTER_IOCTL_BIND_CONTROL_PORT:  
            msm_ipc_router_bind_control_port(  
                port_ptr)  
            ....  
    }  
    release_sock(sk);  
    ....  
}
```



```
int msm_ipc_router_bind_control_port(  
struct msm_ipc_port  *port_ptr)  
{  
    if (!port_ptr)  
        return -EINVAL;  
  
    down_write(&local_ports_lock_lhc2);  
  
    list_del(&port_ptr->list);  
  
    up_write(&local_ports_lock_lhc2);  
  
    down_write(&control_ports_lock_lha5);  
  
    list_add_tail(&port_ptr->list, &control_ports);  
  
    up_write(&control_ports_lock_lha5);  
    return 0;  
}
```



## Client list



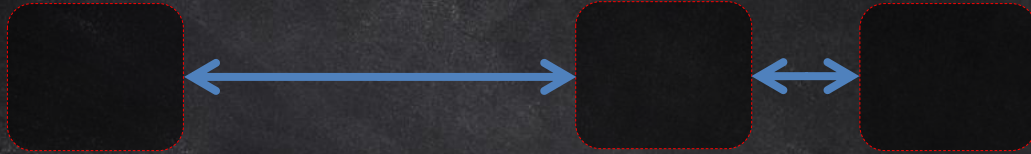
```
down_write(&local_ports_lock_lhc2);  
list_del(&port_ptr->list);  
up_write(&local_ports_lock_lhc2);  
down_write(&control_ports_lock_lha5);  
list_add_tail(&port_ptr->list, &control_ports);  
up_write(&control_ports_lock_lha5);
```

## Control list





## Client list



```
down_write(&local_ports_lock_lhc2);  
list_del(&port_ptr->list);  
up_write(&local_ports_lock_lhc2);  
down_write(&control_ports_lock_lha5);  
list_add_tail(&port_ptr->list, &control_ports);  
up_write(&control_ports_lock_lha5);
```

## Control list



# Qualaroot (IPC Router vulnerability)

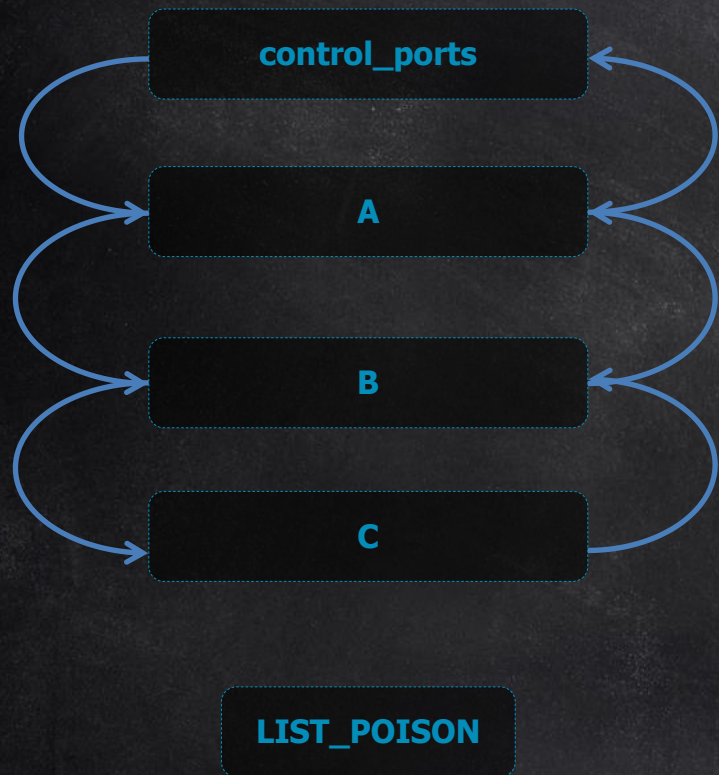


CVE-2016-2059

- *control\_ports* list is modified without a lock
- Deleting 2 objects from *control\_ports* simultaneously!



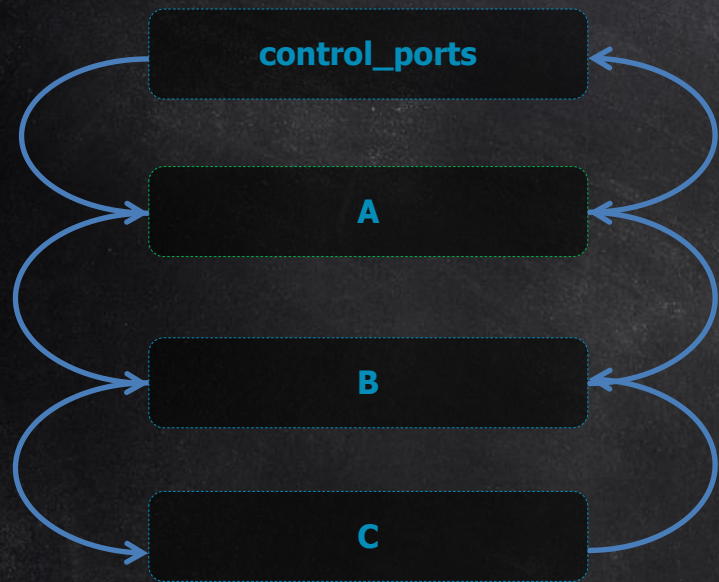
# Qualaroot (implementation)



```
static inline void list_del(  
    struct list_head *entry)  
{  
    next = entry->next;  
    prev = entry->prev;  
    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```



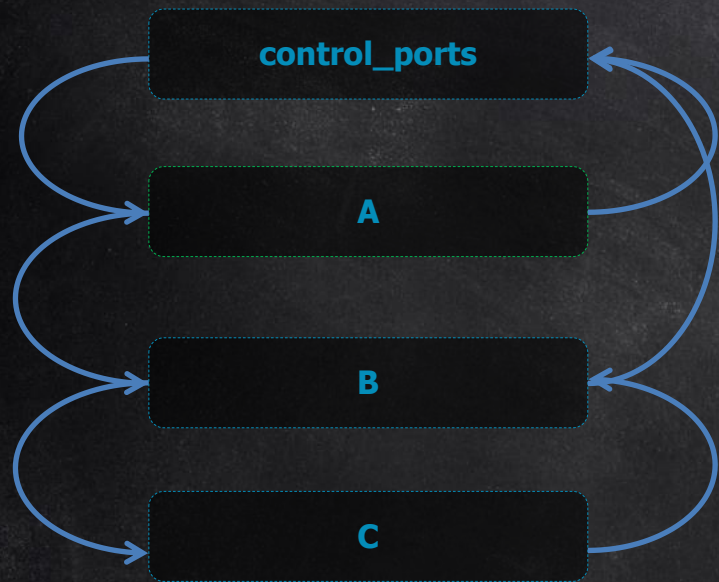
# Qualaroot (implementation)



```
static inline void list_del(  
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{  
    next = entry->next;  
    prev = entry->prev;  
    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```

entry = A  
next = B  
prev = control\_ports  
B->prev = control\_ports

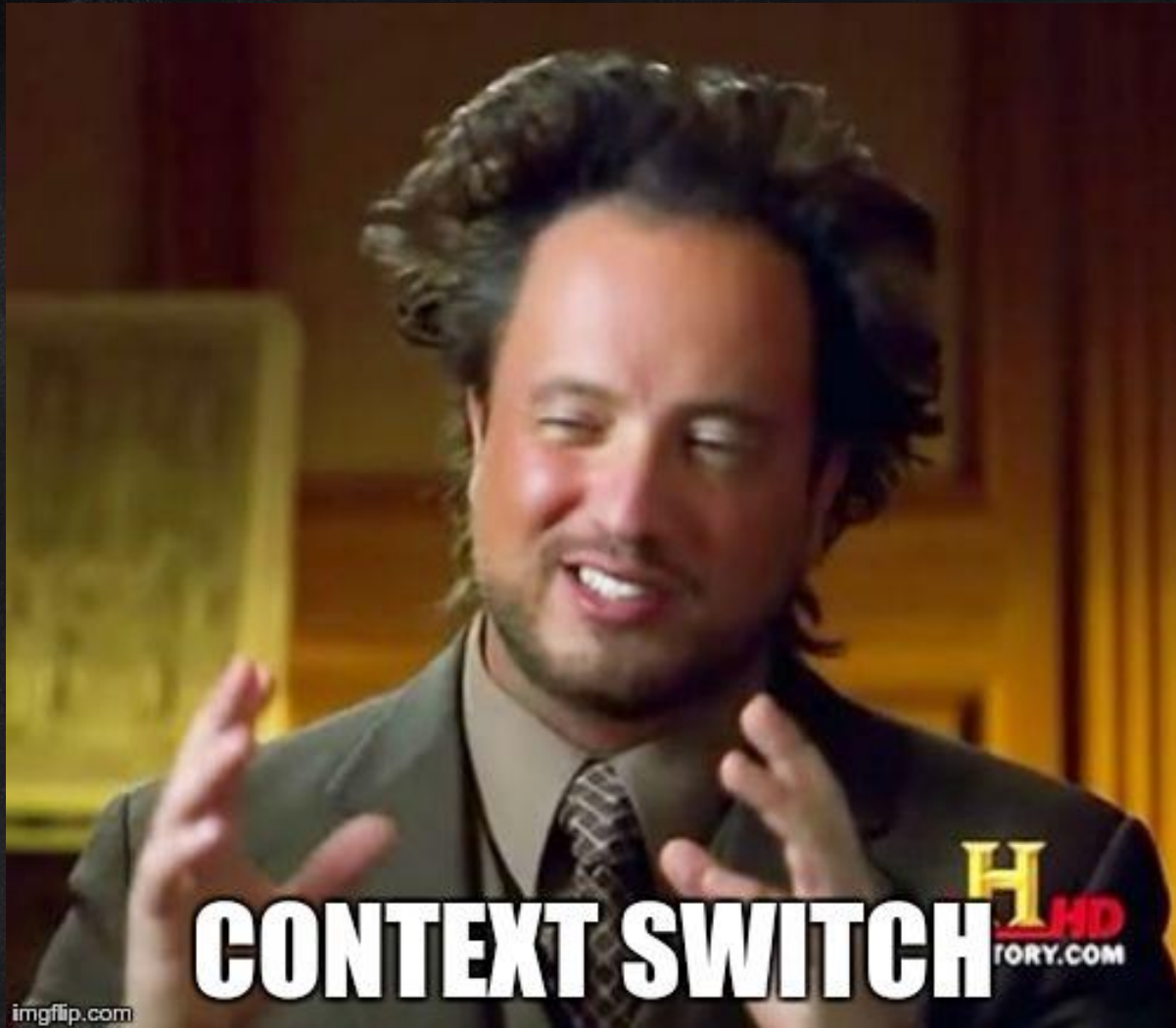
# Qualaroot (implementation)



LIST\_POISON

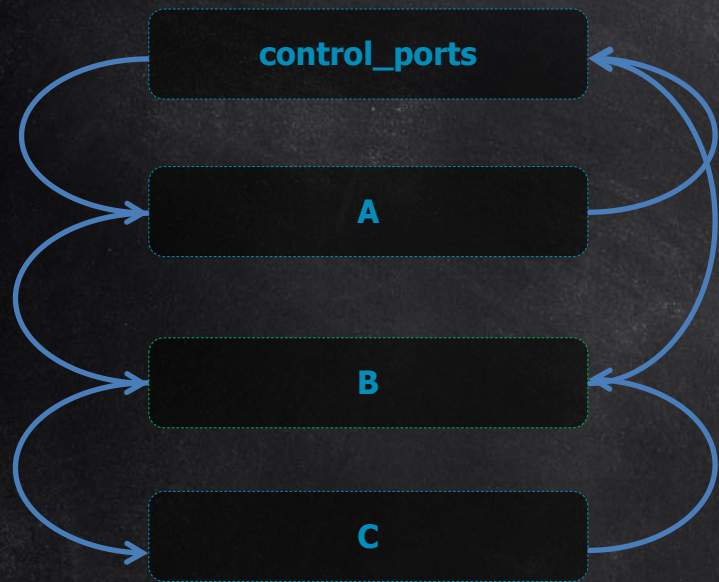
```
static inline void list_del(  
    struct list_head *entry)  
{  
    next = entry->next;  
    prev = entry->prev;  
    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```

entry = A  
next = B  
prev = control\_ports  
B->prev = control\_ports





# Qualaroot (implementation)

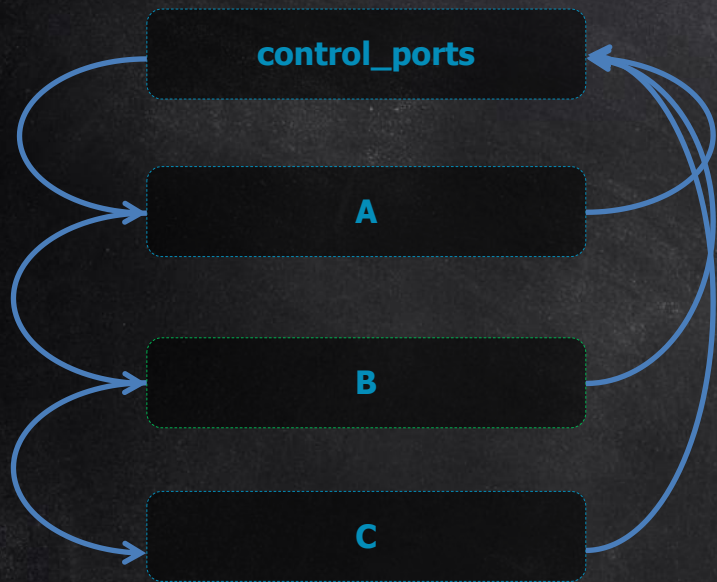


LIST\_POISON

```
static inline void list_del(  
    struct list_head *entry)  
{  
    next = entry->next;  
    prev = entry->prev;  
    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```

entry = B  
next = C  
prev = control\_ports  
C->prev = control\_ports

# Qualaroot (implementation)

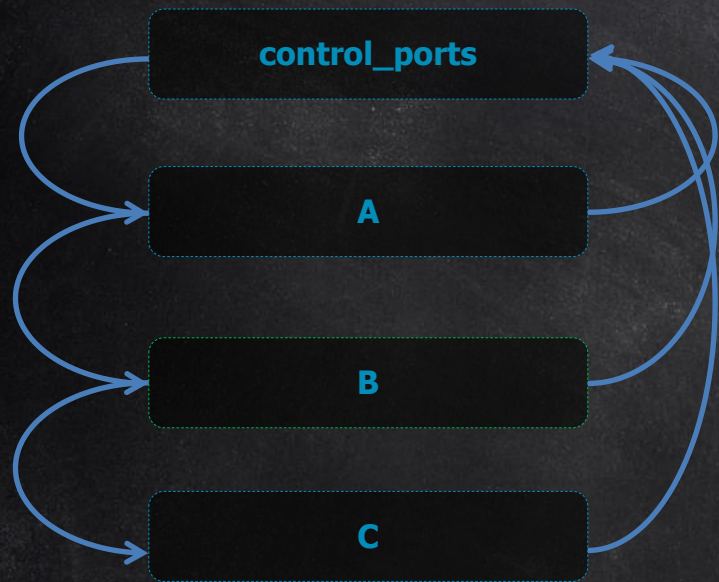


LIST\_POISON

```
static inline void list_del(  
    struct list_head *entry)  
{  
    next = entry->next;  
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    next->prev = prev;  
    prev->next = next;  
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}
```

entry = B  
next = C  
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# Qualaroot (implementation)

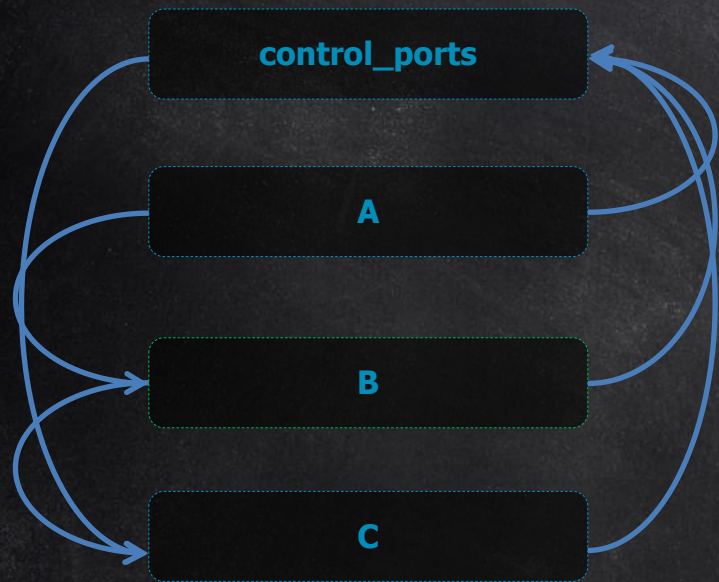


```
static inline void list_del(  
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{  
    next = entry->next;  
    prev = entry->prev;  
    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```

entry = B  
next = C  
prev = control\_ports  
control\_ports->next = C



# Qualaroot (implementation)

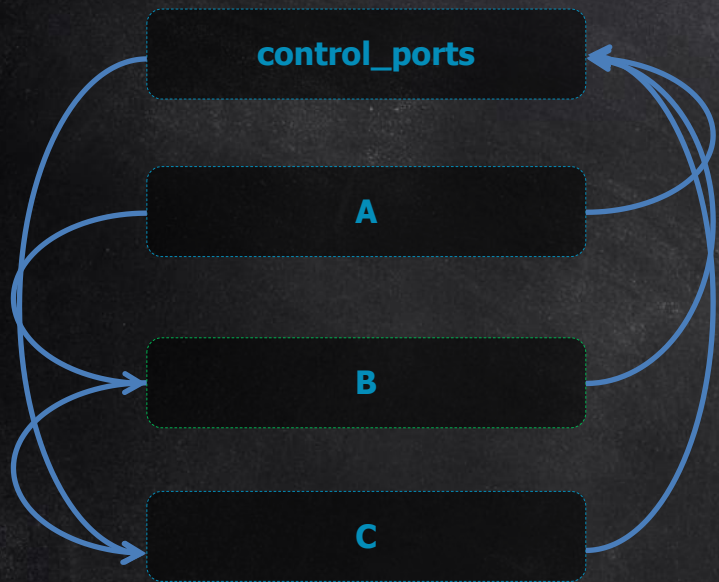


LIST\_POISON

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static inline void list_del(  
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    entry->next = LIST_POISON1;  
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}
```

entry = B  
next = C  
prev = control\_ports  
control\_ports->next = C

# Qualaroot (implementation)

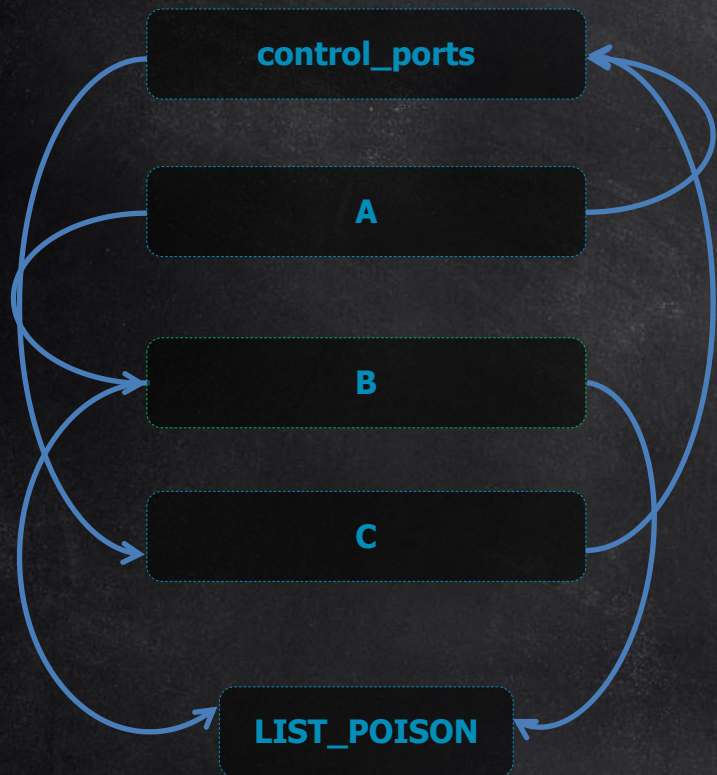


LIST\_POISON

```
static inline void list_del(  
    struct list_head *entry)  
{  
    next = entry->next;  
    prev = entry->prev;  
    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```

entry = B  
next = C  
prev = control\_ports  
B->prev = B->next = POISON

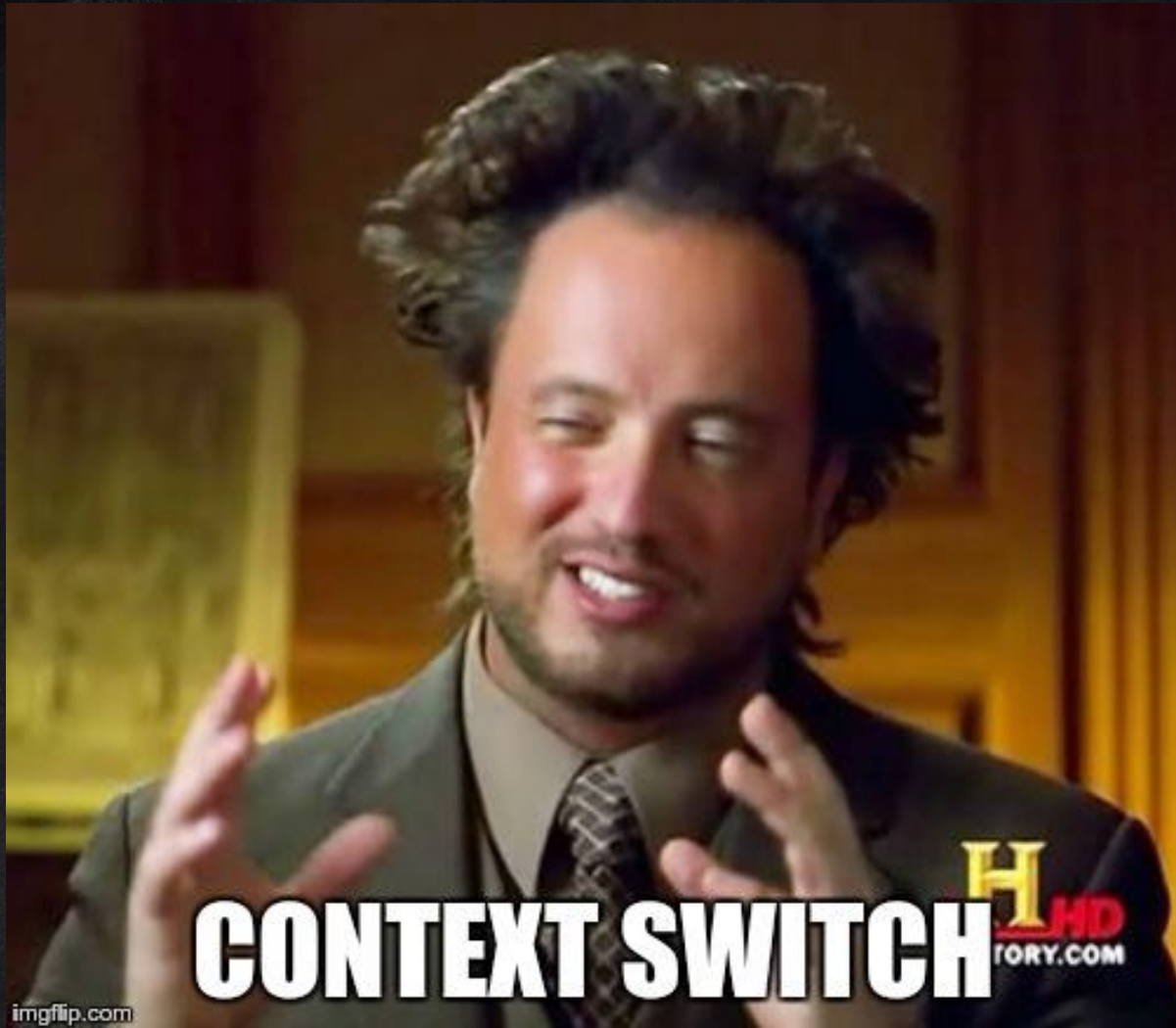
# Qualaroot (implementation)



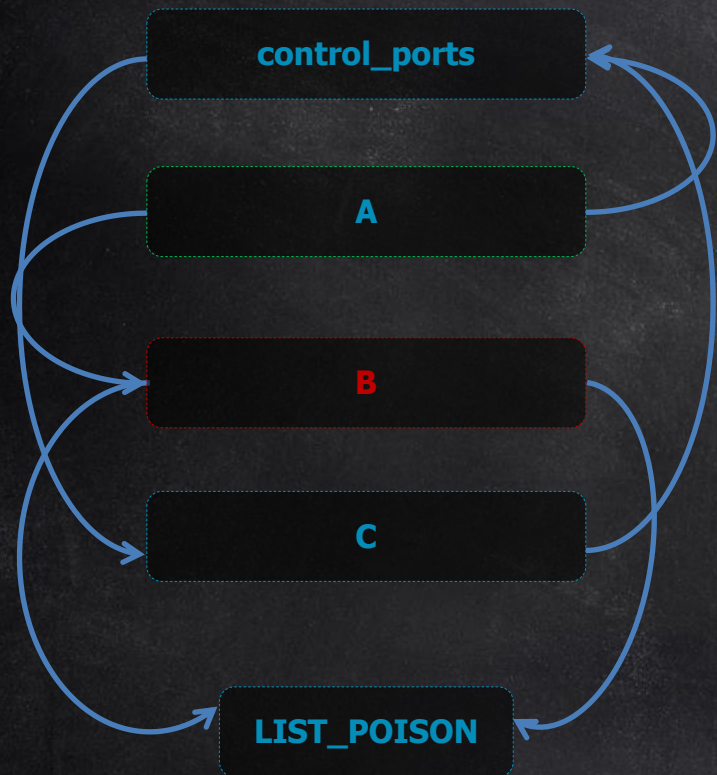
```
static inline void list_del(  
    struct list_head *entry)  
{  
    next = entry->next;  
    prev = entry->prev;  
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    prev->next = next;  
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    entry->prev = LIST_POISON2;  
}
```

entry = B  
next = C  
prev = control\_ports  
B->prev = B->next = POISON





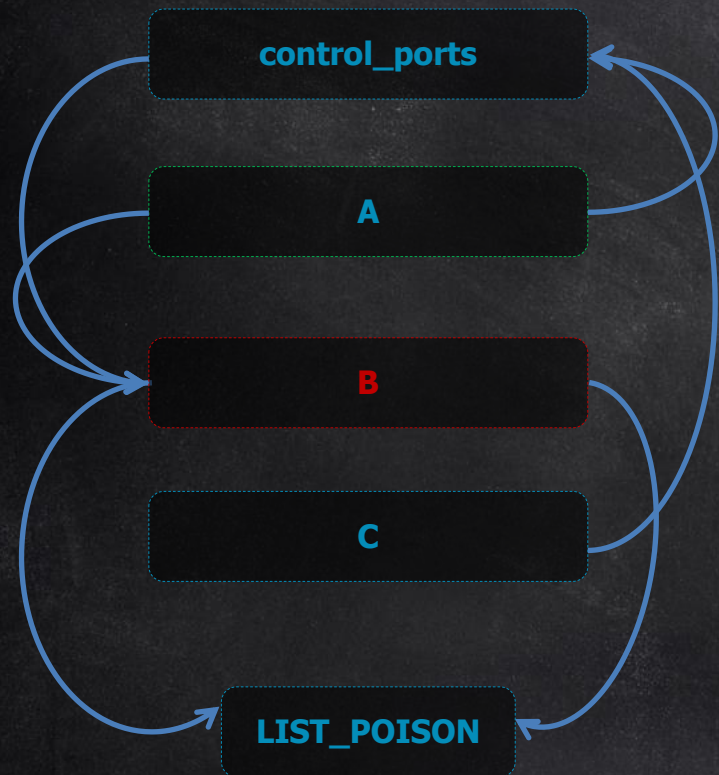
# Qualaroot (implementation)



```
static inline void list_del(  
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{  
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    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```

entry = A  
next = B  
prev = control\_ports  
control\_ports->next = B

# Qualaroot (implementation)

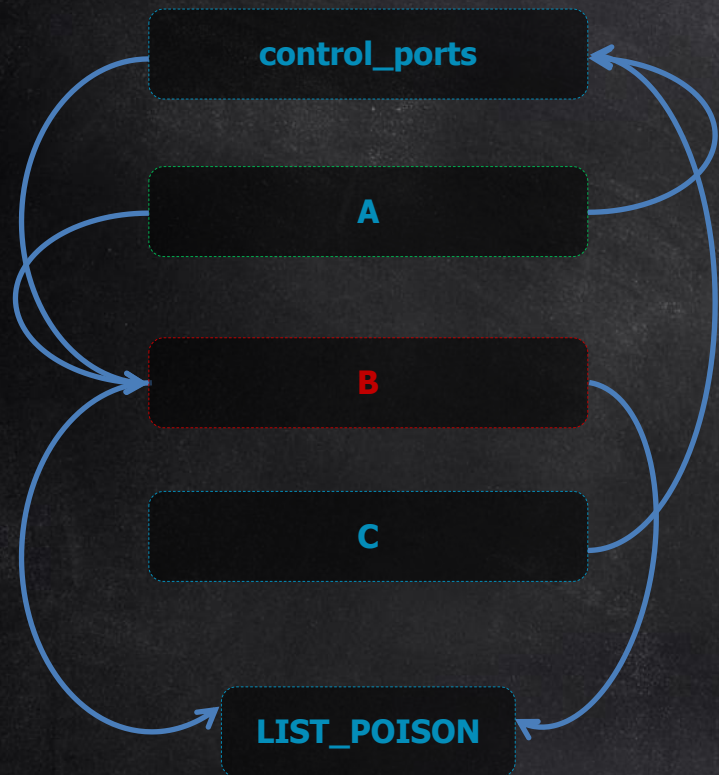


```
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{  
    next = entry->next;  
    prev = entry->prev;  
    next->prev = prev;  
    prev->next = next;  
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}
```

entry = A  
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prev = control\_ports  
control\_ports->next = B



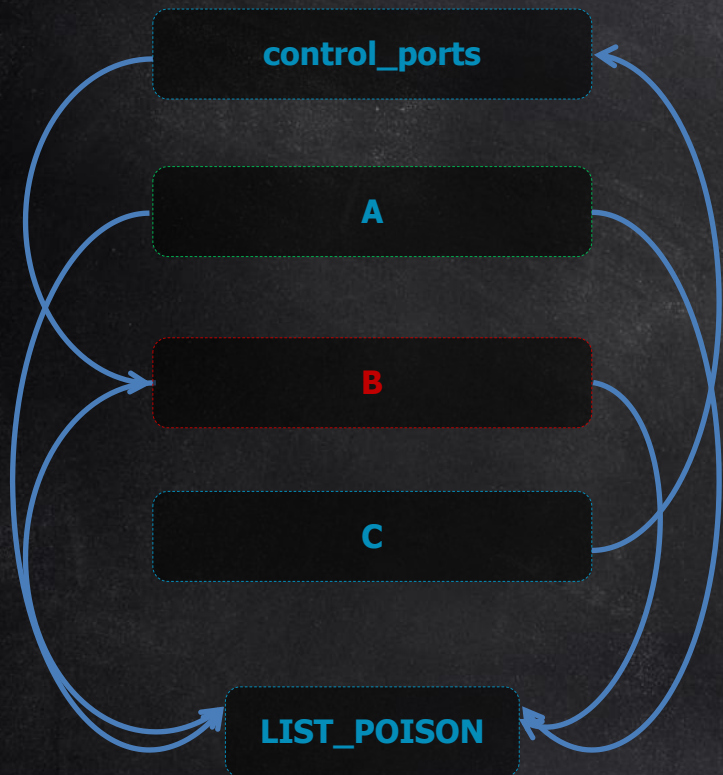
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{  
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    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```

entry = A  
next = B  
prev = control\_ports  
A->prev = A->next = POISON

# Qualaroot (implementation)



```
static inline void list_del(  
    struct list_head *entry)  
{  
    next = entry->next;  
    prev = entry->prev;  
    next->prev = prev;  
    prev->next = next;  
    entry->next = LIST_POISON1;  
    entry->prev = LIST_POISON2;  
}
```

entry = A  
next = B  
prev = control\_ports  
A->prev = A->next = POISON

# Qualaroot - Implementation



- Two following objects are deleted
  - Simultaneously!
- control\_ports points to a **FREE** data
  - LIST\_POISON worked – No longer mappable
  - Spraying af\_unix\_dgram works
- Iterations on control\_ports?
  - Just close a client\_port!
  - Notification to all control\_ports with *post\_pkt\_to\_port*





```

static int post_pkt_to_port(struct msm_ipc_port *UAF_OBJECT,
                           struct rr_packet *pkt, int clone)
{
    struct rr_packet *temp_pkt = pkt;
    void (*notify)(unsigned event, void *oob_data,
                  size_t oob_data_len, void *priv);
    void (*data_ready)(struct sock *sk, int bytes) = NULL;
    struct sock *sk;

    mutex_lock(&UAF_OBJECT->port_rx_q_lock_lhc3);
    __pm_stay_awake(UAF_OBJECT->port_rx_ws);
    list_add_tail(&temp_pkt->list, &UAF_OBJECT->port_rx_q);
    wake_up(&UAF_OBJECT->port_rx_wait_q);
    notify = UAF_OBJECT->notify;
    sk = (struct sock *)UAF_OBJECT->endpoint;
    if (sk) {
        read_lock(&sk->sk_callback_lock);
        data_ready = sk->sk_data_ready;
        read_unlock(&sk->sk_callback_lock);
    }
    mutex_unlock(&UAF_OBJECT->port_rx_q_lock_lhc3);
    if (notify)
        notify(pkt->hdr.type, NULL, 0, UAF_OBJECT->priv);
    else if (sk && data_ready)
        data_ready(sk, pkt->hdr.size);

    return 0;
}

```



# Qualaroot - Implementation



- *wake\_up* function
  - Macros to *\_\_wake\_up\_common*

```
static void __wake_up_common(  
    wait_queue_head_t *q  
    .....)  
{  
    wait_queue_t *curr, *next;  
  
    list_for_each_entry_safe(curr, next,  
        &q->task_list, task_list) {  
        ...  
        if (curr->func(curr, mode,  
            wake_flags, key))  
            break;  
    }  
}
```



# Qualaroot - Implementation



- *wake\_up* function
  - Macros to *\_\_wake\_up\_common*
- New primitive!
  - A call to function with first controllable param
- *Not good enough for commit\_creds*

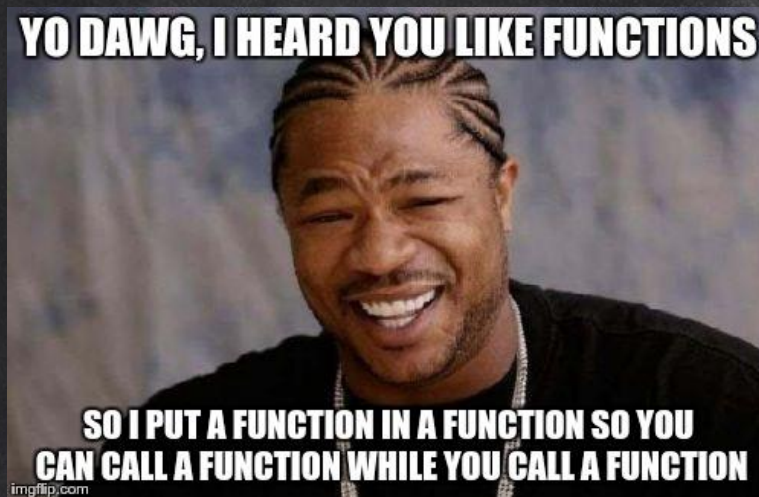




# Qualaroot - Implmenetation



- Upgrade primitives
- Find a function that can call an arbitrary function with address-controlled parameters



# Qualaroot - Implementation



- *usb\_read\_done\_work\_fn* receives a function pointer and a function argument

```
static void usb_read_done_work_fn(  
    struct work_struct *work)  
{  
    struct diag_request *req = NULL;  
    struct diag_usb_info *ch = container_of(  
        work, struct diag_usb_info,  
        read_done_work);  
  
    ...  
    req = ch->read_ptr;  
    ...  
    ch->ops->read_done(req->buf,  
        req->actual,  
        ch->ctxt);  
}
```



# Qualaroot - Implementation



- Chaining function calls –

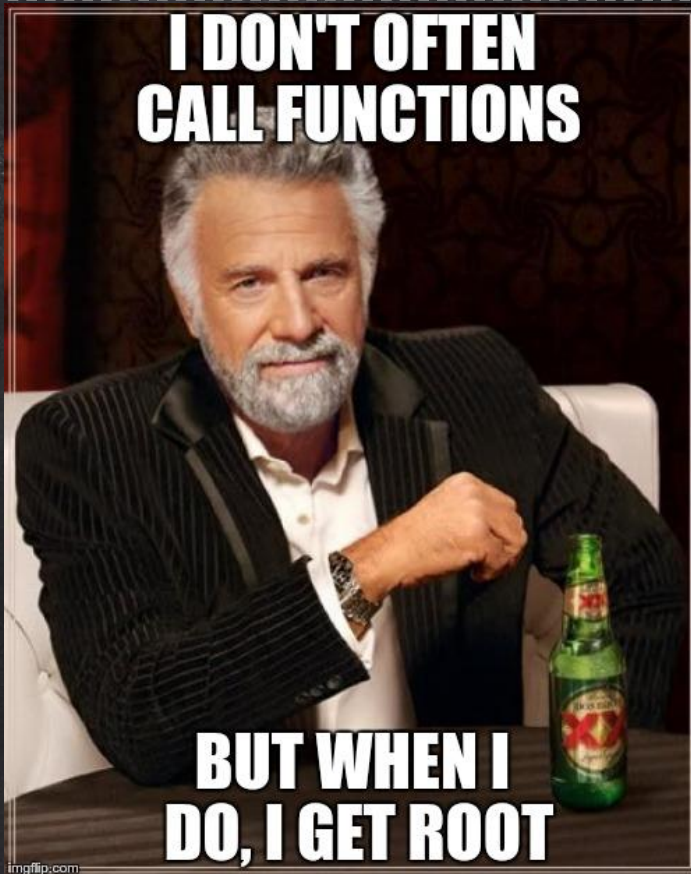
*\_\_wake\_up\_common* → *usb\_read\_done\_work\_fn* → any function

```
static void __wake_up_common(  
    wait_queue_head_t *q  
    .....)  
{  
    wait_queue_t *curr, *next;  
  
    list_for_each_entry_safe(curr, next,  
        &q->task_list, task_list) {  
        ...  
        if (curr->func(curr, mode,  
            wake_flags, key))  
            break;  
    }  
}
```





# Qualaroot - Implementation



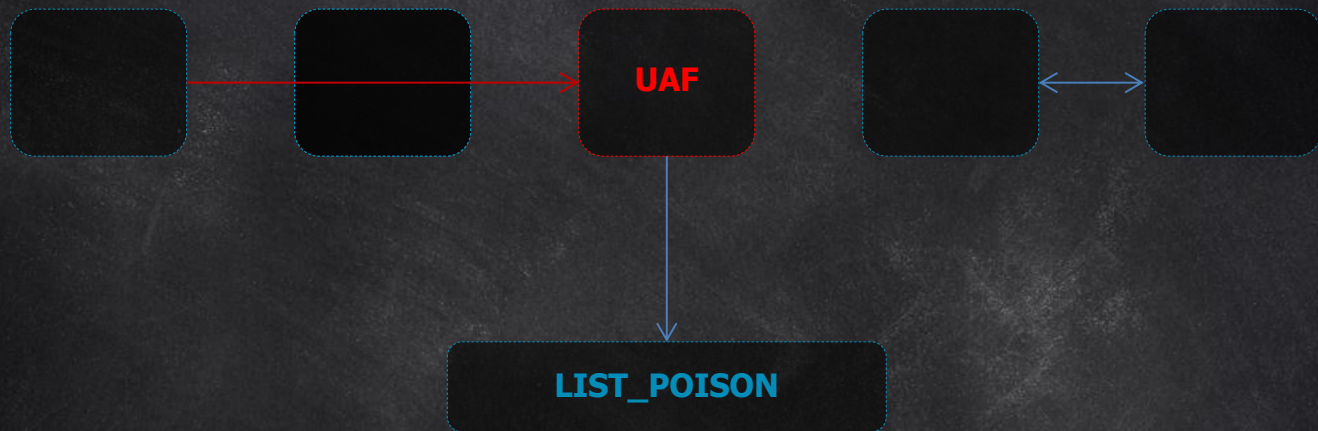
# Qualaroot – Exploitation Flow



Create UAF situation using the vulnerability



# Qualaroot – Exploitation Flow

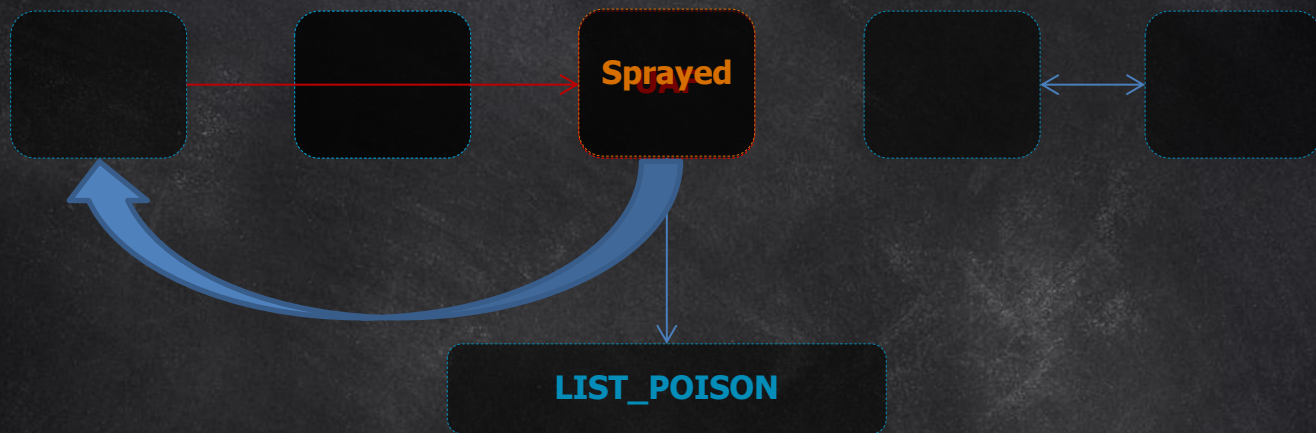


Spray `unix_dgrams` to catch the UAF





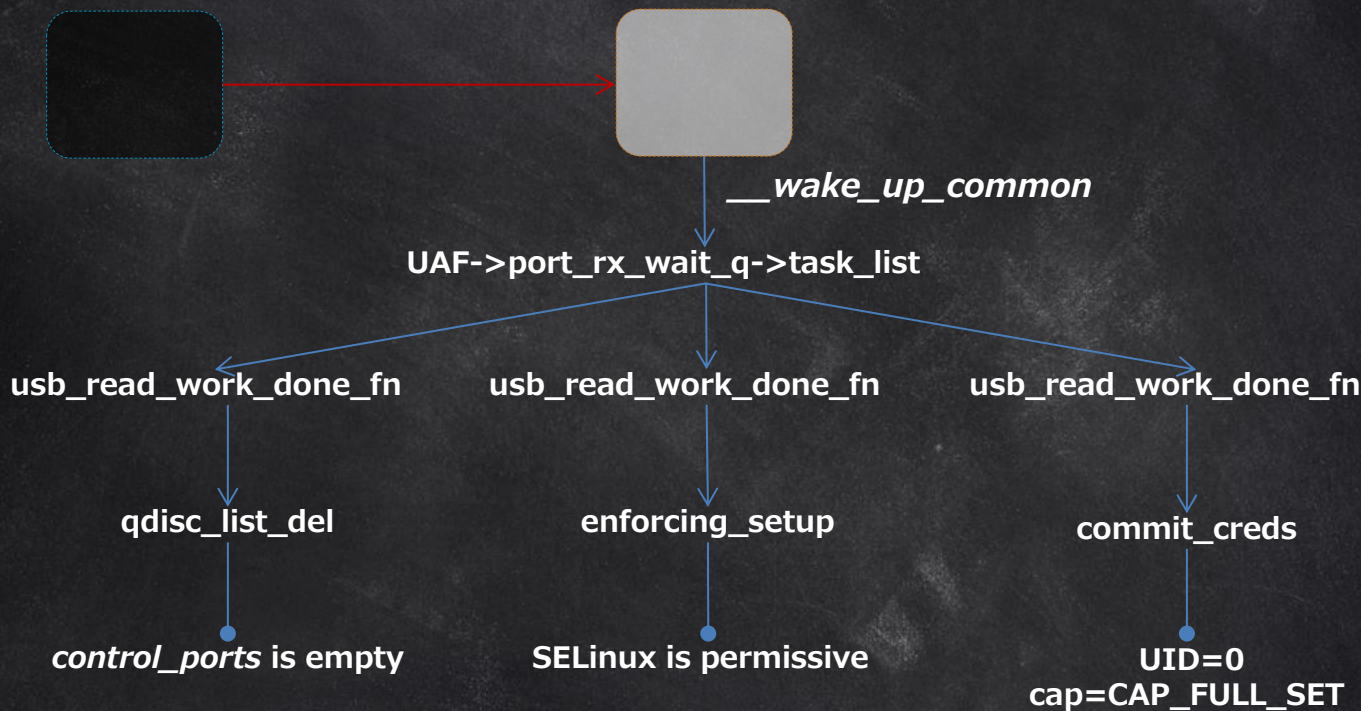
# Qualaroot – Exploitation Flow



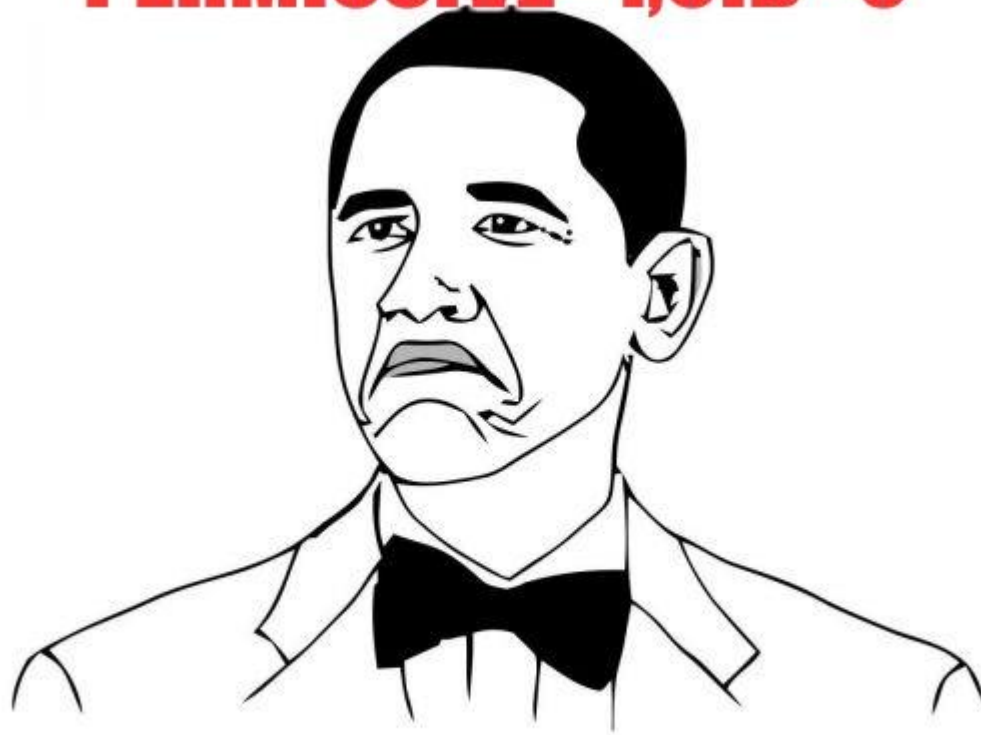
Spray until trigger a list iteration to catch the UAF



# Qualaroot – Exploitation Flow



**PERMISSIVE=1,UID=0**



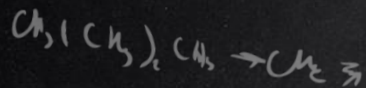
**NOT BAD**

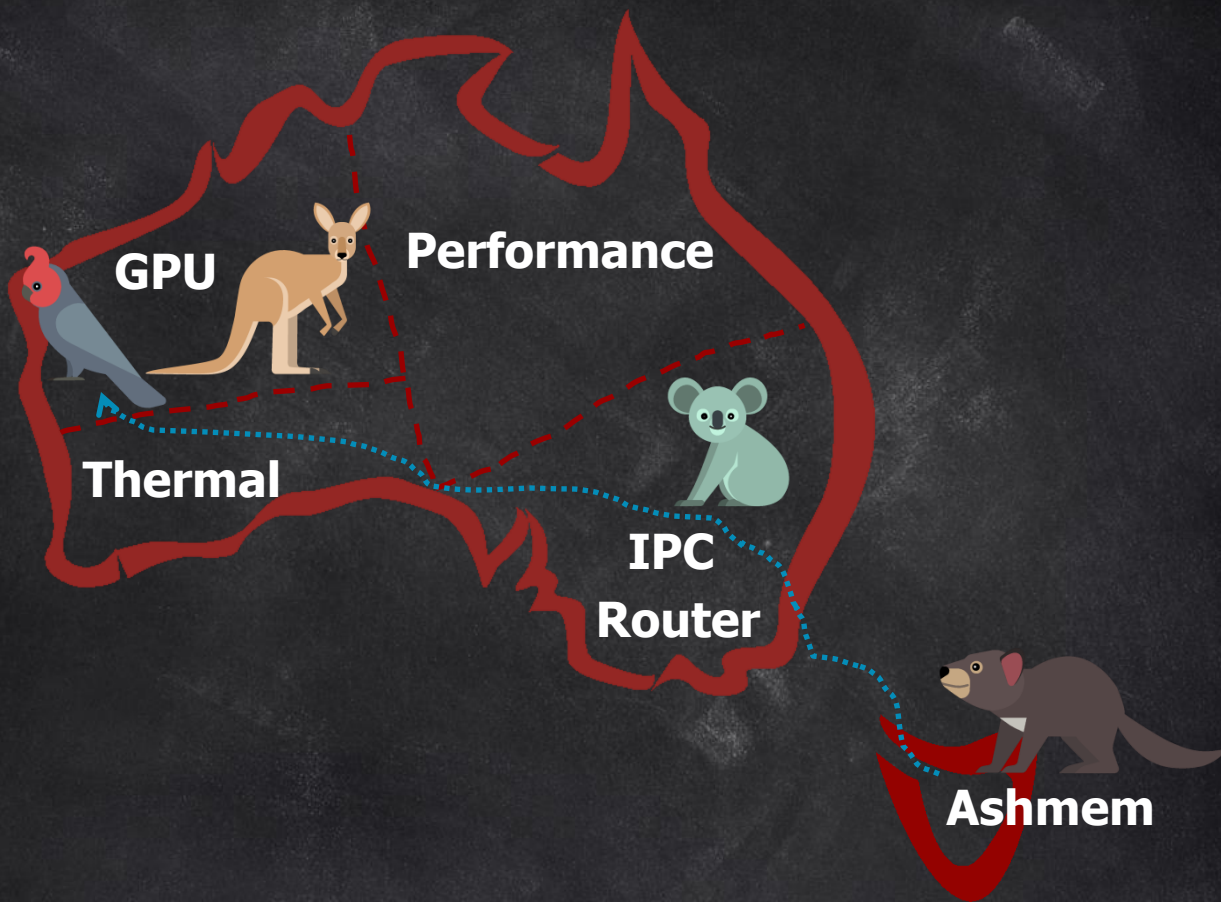




# Demo Time!

$\text{K}_2\text{Cr}_2\text{O}_7$  &  $\text{H}_2\text{SO}_4$   
 $\text{CH}_3\text{COOH} \rightarrow \text{CH}_3\text{CO}-\text{CH}_2-\text{CH}_2-\text{COOH}$   
 $\text{O}=\text{C}-\text{CH}_2-\text{CH}_2-\text{C}=\text{O}$   
 $\text{CH}_3-\text{CH}_2-\text{CH}_2-\text{CH}_3$





# IDR mechanism



- ID to pointer translation service
- Handle to kernel objects from user mode without using pointers





# IDR mechanism



User Mode

Kernel Mode

Create Object Request

`create_object()`

0xFF6DE000

IDR mechanism

1

Return Safe ID

1



# Syncckaroot (syncsource vulnerability)



CVE-2016-2503

- SyncSource objects
  - Used to synchronize activity between the GPU and the application
- Can be created using IOCTLs to the GPU
  - IOCTL\_KGSL\_SYNCSCOURCE\_CREATE
  - IOCTL\_KGSL\_SYNCSCOURCE\_DESTROY
- Referenced with the IDR mechanism



```
long kgs1_ioctl_syncsource_destroy(  
    struct kgs1_device_private *dev_priv,  
    unsigned int cmd, void *data)  
{  
    struct kgs1_syncsource_destroy *param = data;  
    struct kgs1_syncsource *syncsource = NULL;  
  
    syncsource = kgs1_syncsource_get(  
        dev_priv->process_priv,  
        param->id);  
    if (!syncsource)  
        goto done;  
    /* put reference from syncsource creation */  
    kgs1_syncsource_put(syncsource);  
    /* put reference from getting the syncsource above */  
    kgs1_syncsource_put(syncsource);  
done:  
    return 0;
```





```
long kgs1_ioctl_syncsource_destroy(
    struct kgs1_device_private *dev_priv,
    unsigned int cmd, void *data)
{
    struct kgs1_syncsource_destroy *param = data;
    struct kgs1_syncsource *syncsource = NULL;

    syncsource = kgs1_syncsource_get(
        dev_priv->process_priv,
        param->id);
    if (!syncsource)
        goto done;
    /* put reference from syncsource creation */
    kgs1_syncsource_put(syncsource);
    /* put reference from getting the syncsource above */
    kgs1_syncsource_put(syncsource);
done:
    return 0;
}
```

Any "pending free" check here?



# Synccockaroot (syncsource vulnerability)



CVE-2016-2503

free, sprayable data

**REFCOUNT == -1**

Thread A

Thread B

```
syncsource = kgs1_syncsource_get(id);  
...  
...  
kgs1_syncsource_put(syncsource);  
...  
...  
kgs1_syncsource_put(syncsource);
```

```
syncsource = kgs1_syncsource_get(id);  
...  
...  
kgs1_syncsource_put(syncsource);  
...  
...  
kgs1_syncsource_put(syncsource);
```

# Syncockaroot – PoC

CVE-2016-2503



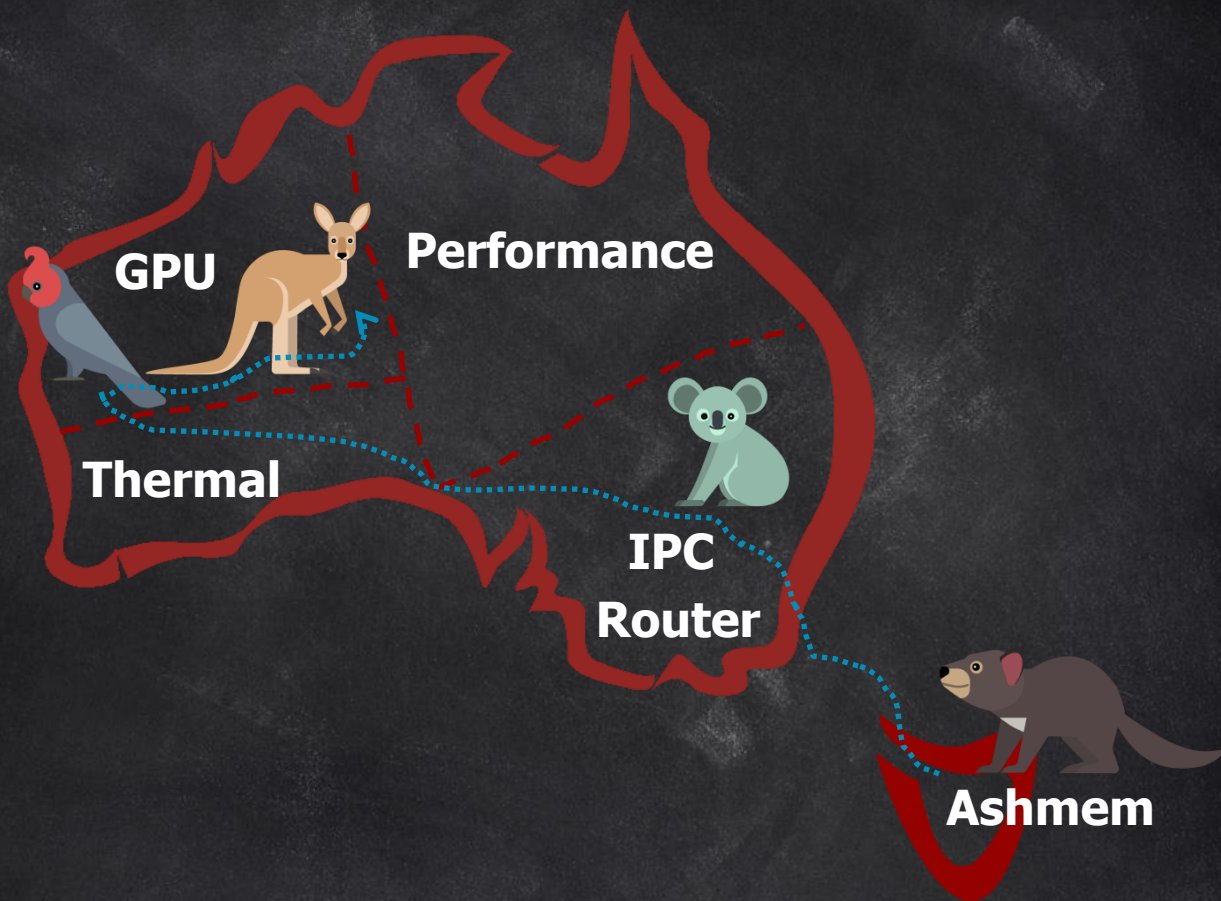
- Create a syncsource object
  - A predictable IDR number is allocated
- Create 2 threads constantly destroying the same IDR number
- Ref-count will be reduced to -1
  - Right after getting to zero, object can be sprayed



*Use After Free* 😊







# KanGaroot (KGsl vulnerability)



**CVE-2016-2504**

- GPU main module (kgs1-3d0)
- Map user memory to the GPU
  - IOCTL\_KGSL\_MAP\_USER\_MEM
  - IOCTL\_KGSL\_GPUMEM\_FREE\_ID
- Referenced by a predictable ID
  - IDR mechanism



```
long kgs1_ioctl_gpumem_free_id(  
    struct kgs1_device_private *dev_priv,  
    unsigned int cmd, void *data)  
{  
    struct kgs1_gpumem_free_id *param = data;  
    struct kgs1_mem_entry *entry = NULL;  
  
    entry = kgs1_sharedmem_find_id(private,  
        param->id);  
  
    if (!entry) {  
        return -EINVAL;  
    }  
  
    return _sharedmem_free_entry(entry);  
}
```





```
static long _sharedmem_free_entry(
    struct kgs1_mem_entry *entry)
{
    bool should_free = atomic_compare_exchange(
        entry->pending_free,
        0, /* if pending_free == 0 */
        1 /* then set pending_free = 1 */
        kgs1_mem_entry_u(entry);
    if (should_free)
        kgs1_mem_entry_put(entry);

    return 0;
}
```



```

static int
kgs1_mem_entry_attach_process(
    struct kgs1_mem_entry *entry,
    struct kgs1_device_private *dev_priv)
{
    id = idr_alloc(&process->mem_idr,
        entry, 1, 0, GFP_NOWAIT);

    ...
    ret = kgs1_mem_entry_track_gpu_addr(
        &entry->memdesc, entry);
    .
    ret = kgs1_mmio_map(pagetable,
        &entry->memdesc);
    if (ret)
        kgs1_mem_entry_detach_process(entry);
    return ret;
}

```



# KanGaroot (KGsl vulnerability)



CVE-2016-2504

6

IDR items



Thread A - allocator

```
entry = kgs1_mem_entry_create();  
...  
id = idr_alloc(..., entry, ...);  
...  
...  
initialize_entry(entry);
```

Thread B - releaser

```
entry = kgs1_sharedmem_find_id(id);  
...  
...  
if(!entry)  
    return -EINVAL;  
...  
...  
sharedmem_safe_free_entry(entry);
```



# KanGaroot (KGsl vulnerability)

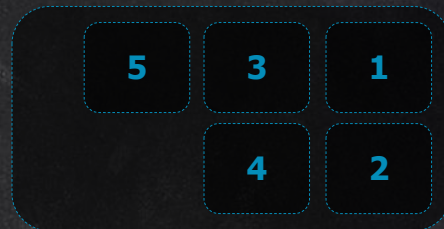


CVE-2016-2504

free, sprayable data



IDR items



Thread A - allocator

```
entry = kgs1_mem_entry_create();  
...  
id = idr_alloc(..., entry, ...);  
...  
...  
initialize_entry(entry);
```

Thread B - releaser

```
entry = kgs1_sharedmem_find_id(id);  
...  
...  
if(!entry)  
    return -EINVAL;  
...  
...  
sharedmem_safe_free_entry(entry);
```

# KanGaroot - POC

CVE-2016-2504



- Map memory
- Save the IDR
  - Always get the first free IDR – predictable
- Another thread frees the IDR
  - Before the first thread returns from the IOCTL

*UAF in `kgsi_mem_entry_attach_process` on 'entry' parameter*



# Disclosure



## Syncckaroot (CVE-2016-2503)



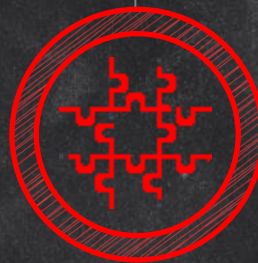
**4<sup>th</sup> April, 2016**

Vulnerability disclosure to  
Qualcomm



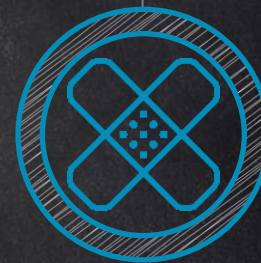
**2<sup>nd</sup> May, 2016**

Qualcomm confirmed the  
vulnerability



**6<sup>th</sup> July, 2016**

Qualcomm released a public  
patch



**6<sup>th</sup> July**

Google deployed the patch to  
their Android devices





# Disclosure



## Kangaroot (CVE-2016-2504)



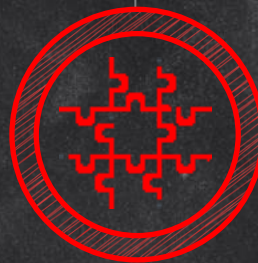
**4<sup>th</sup> April, 2016**

Vulnerability disclosure to  
Qualcomm



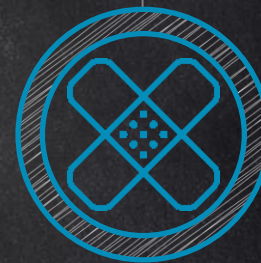
**2<sup>nd</sup> May, 2016**

Qualcomm confirmed the  
vulnerability



**6<sup>th</sup> July, 2016**

Qualcomm released a public  
patch



**1<sup>st</sup> August, 2016**

Google deployed the patch to  
their Android devices



# Disclosure



## ASHmenian Devil (CVE-2016-5340)



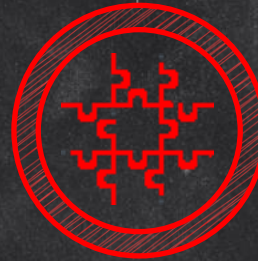
**10<sup>th</sup> April, 2016**

Vulnerability disclosure to  
Qualcomm



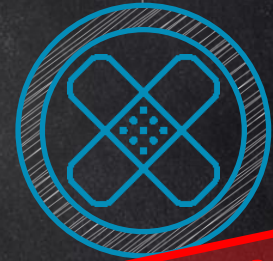
**02<sup>nd</sup> May, 2016**

Qualcomm confirmed the  
vulnerability



**28<sup>th</sup> July, 2016**

Qualcomm released a public  
patch



**OUT OF BAND PATCH  
BY QUALCOMM OEMS**

Google deployed the patch to  
their Android devices





# Disclosure



## Qualaroot (CVE-2016-2059)



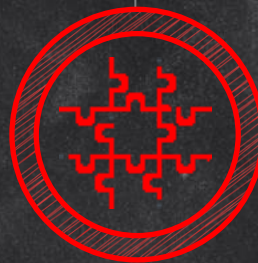
**2<sup>nd</sup> February, 2016**

Vulnerability disclosure to Qualcomm



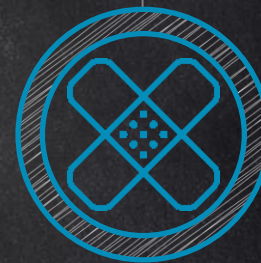
**10<sup>th</sup> February, 2016**

Qualcomm confirmed the vulnerability



**29<sup>th</sup> April, 2016**

Qualcomm released a public patch



**TBD**

Google deployed the patch to their Android devices





# Suggestions/Special Thanks



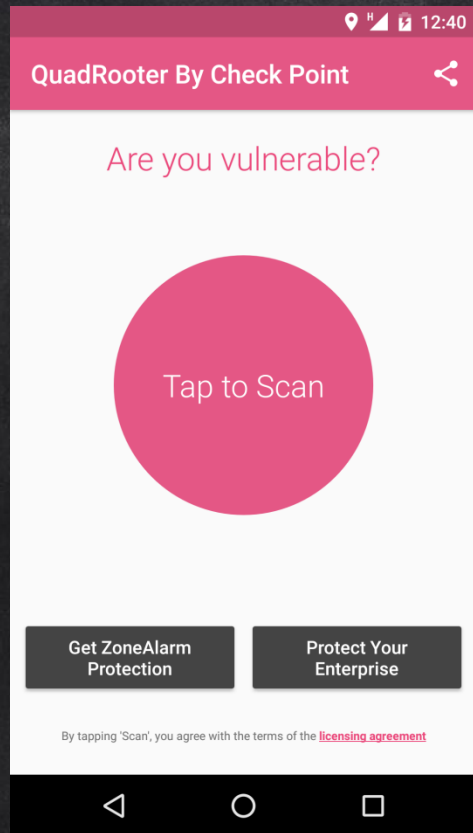
`commit_creds` for always being there for me

Absence of kASLR,  
for not breaking me and `commit_creds` apart

SELinux, for being liberal,  
letting anyone access mechanisms like Qualcomm's IPC



# Am I Vulnerable?



## Google Play QuadRouter Scanner



Yaniv Mordekhay

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Adam Donenfeld

doadam@gmail.com

Thank You!



Check Point  
SOFTWARE TECHNOLOGIES LTD.

