

# Understanding the Security of ARM Debugging Features

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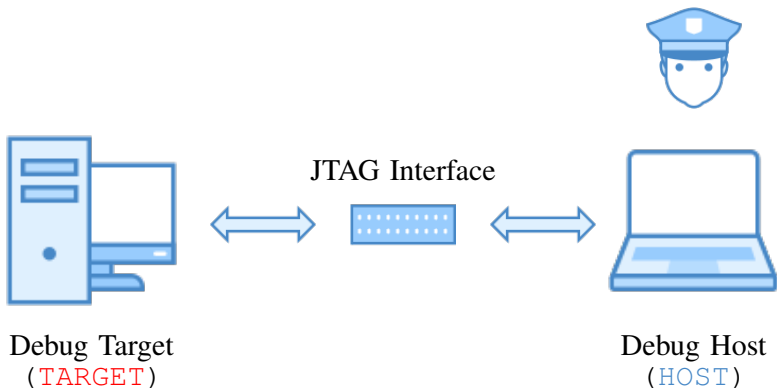
- ▶ Introduction
- ▶ Obstacles for Attacking the Traditional Debugging
- ▶ Nailgun Attack
- ▶ Mitigations
- ▶ Conclusion

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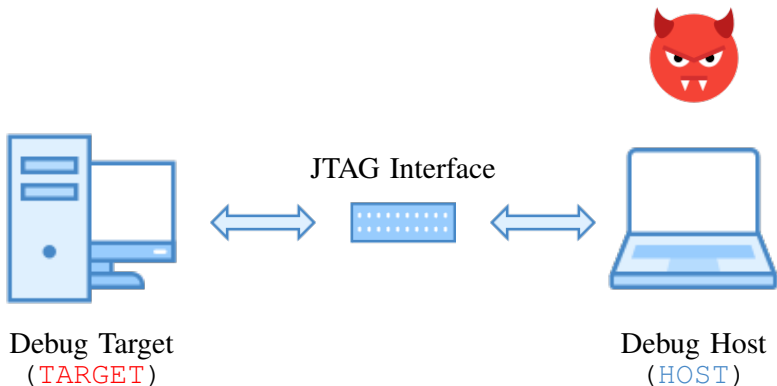
Modern processors are equipped with hardware-based debugging features to facilitate on-chip debugging process.

- E.g., hardware breakpoints and hardware-based trace.
- It normally requires cable connection (e.g., JTAG [1]) to make use of these features.

# Traditional Debugging



# Traditional Debugging



# Traditional Debugging



Debug  
Authentication



Debug Target  
(**TARGET**)

JTAG Interface



Debug Host  
(**HOST**)

# Traditional Debugging



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Debug Host  
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**Security?**



## Security? We have obstacles for attackers!

- ▶ **Obstacle 1:** Physical access.
- ▶ **Obstacle 2:** Debug authentication mechanism.

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Do these obstacles work?

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# Obstacles for Attacking the Traditional Debugging

Obstacles for attackers:

- ▶ **Obstacle 1:** Physical access.
- ▶ **Obstacle 2:** Debug authentication mechanism.

Does it really require physical access?

We can use one processor on the chip to debug another one on the same chip, and we refer it as inter-processor debugging.

- ▶ Memory-mapped debugging registers.
  - Introduced since ARMv7.
  
- ▶ No JTAG, No physical access.

Obstacles for attackers:

- ▶ **Obstacle 1:** Physical access.
- ▶ **Obstacle 2:** Debug authentication mechanism.

Does debug authentication work as expected?

# Processor in Normal State

TARGET is executing instructions pointed by pc

**Non-invasive Debugging:** Monitoring without control



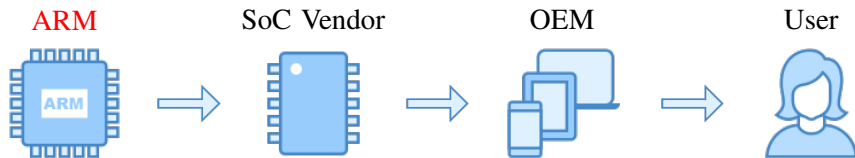
**Invasive Debugging:** Control and change status

**Debug Authentication Signal:** Whether debugging is allowed

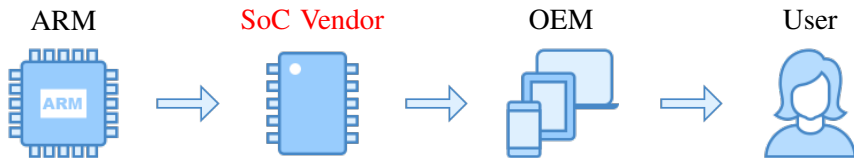
# ARM Debug Authentication Mechanism



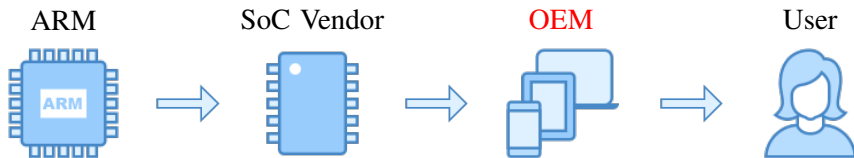
Four signals for: Secure/Non-secure, Invasive/Non-invasive



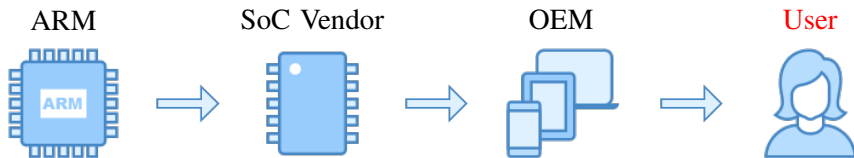
- ▶ ARM licenses technology to the SoC Vendors.
  - E.g., ARM architectures and Cortex processors
- ▶ **Defines** the debug authentication signals.



- ▶ The SoC Vendors develop chips for the OEMs.
  - E.g., Qualcomm Snapdragon SoCs
- ▶ **Implement** the debug authentication signals.



- ▶ The OEMs produce devices for the users.
  - E.g., Samsung Galaxy Series and Huawei Mate Series
- ▶ **Configure** the debug authentication signals.



- ▶ Finally, the User can enjoy the released devices.
  - Tablets, smartphones, and other devices
- ▶ **Learn** the status of debug authentication signals.

# Obstacles for Attacking the Traditional Debugging

Obstacles for attackers:

- ▶ **Obstacle 1:** Physical access.
- ▶ **Obstacle 2:** Debug authentication mechanism.

Does debug authentication work as expected?



# Debug Authentication Signals

- ▶ What is the status of the signals in real-world device?
  
- ▶ How to manage the signals in real-world device?

# Debug Authentication Signals

Table: Debug Authentication Signals on Real Devices.

Category	Platform / Device	Debug Authentication Signals			
		DBGGEN	NIDEN	SPIDEN	SPNIDEN
Development Boards	ARM Juno r1 Board	✓	✓	✓	✓
	NXP i.MX53 QSB	✗	✓	✗	✗
IoT Devices	Raspberry PI 3 B+	✓	✓	✓	✓
Cloud Platforms	64-bit ARM miniNode	✓	✓	✓	✓
	Packet Type 2A Server	✓	✓	✓	✓
	Scaleway ARM C1 Server	✓	✓	✓	✓
Mobile Devices	Google Nexus 6	✗	✓	✗	✗
	Samsung Galaxy Note 2	✓	✓	✗	✗
	Huawei Mate 7	✓	✓	✓	✓
	Motorola E4 Plus	✓	✓	✓	✓
	Xiaomi Redmi 6	✓	✓	✓	✓

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	Motorola E4 Plus	✓	✓	✓	✓
	Xiaomi Redmi 6	✓	✓	✓	✓

## How to manage the signals in real-world device?

- ▶ For both development boards with manual, we cannot fully control the debug authentication signals.
  - Signals in i.MX53 QSB can be enabled by JTAG.
  - The DBGEN and NIDEN in ARM Juno board cannot be disabled.
- ▶ In some mobile phones, we find that the signals are controlled by One-Time Programmable (OTP) fuse.

For all the other devices, nothing is publicly available.

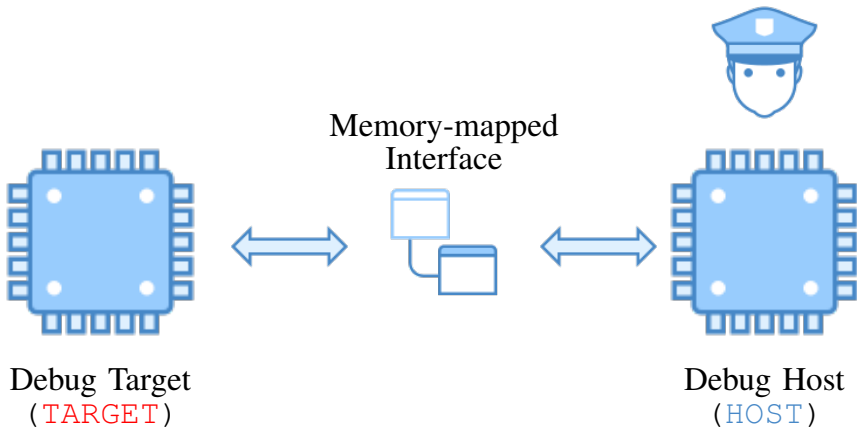
# Obstacles for Attacking the Traditional Debugging

Obstacles for attackers:

- ▶ ~~Obstacle 1: Physical access.~~  
We don't need physical access to debug a processor.
- ▶ ~~Obstacle 2: Debug authentication mechanism.~~  
The debug authentication mechanism allows us to debug the processor.

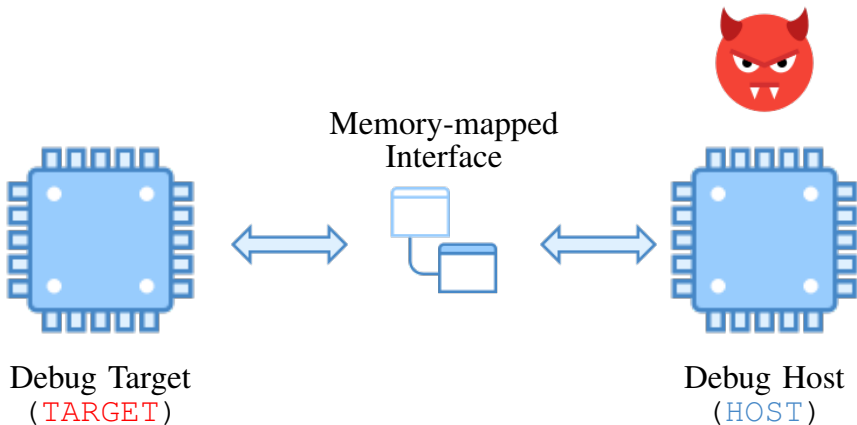
- ▶ Introduction
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- ▶ Mitigations
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# Inter-processor Debugging

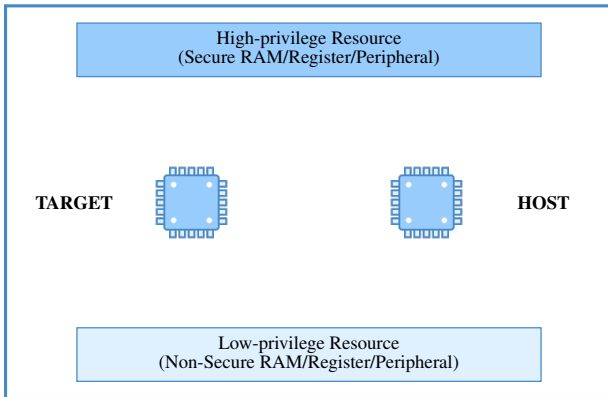




# Inter-processor Debugging



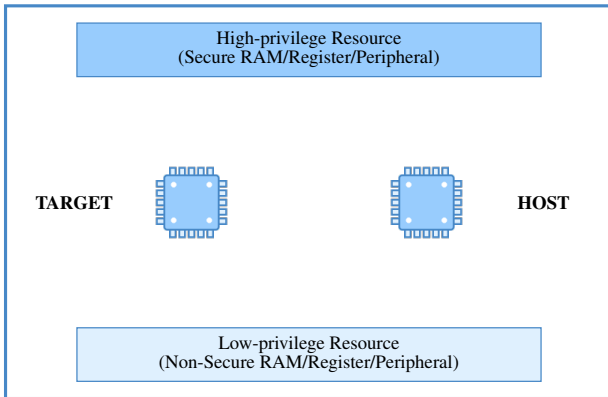
## A Multi-processor SoC System



An example SoC system:

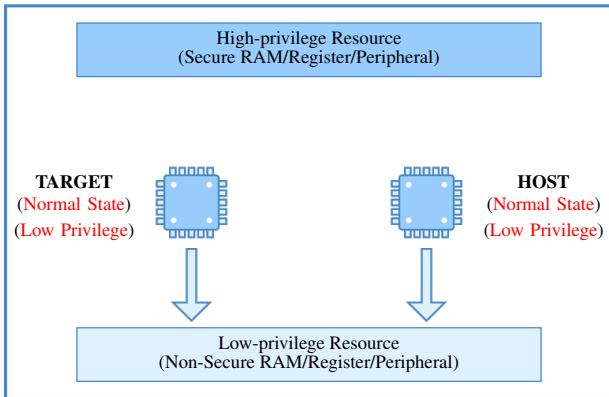
- ▶ Two processors as **HOST** and **TARGET**, respectively.
- ▶ Low-privilege and High-privilege resource.

## A Multi-processor SoC System



- ▶ Low-privilege refers to non-secure **kernel-level** privilege
- ▶ High-privilege refers to any other higher privilege

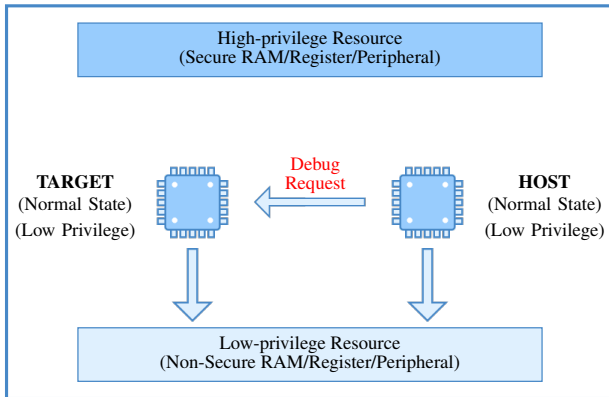
## A Multi-processor SoC System



Both processors are only access low-privilege resource.

- ▶ Normal state
- ▶ Low-privilege mode

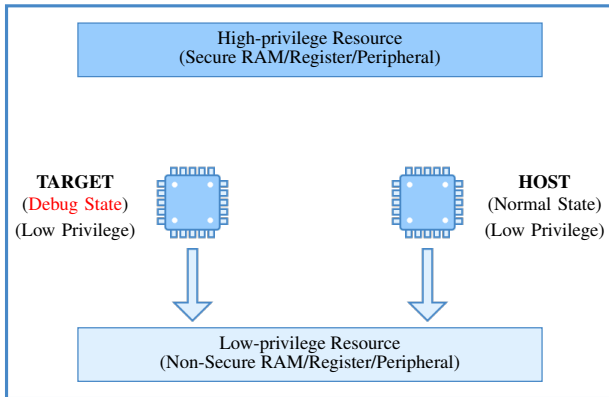
## A Multi-processor SoC System



HOST sends a **Debug Request** to TARGET,

- ▶ TARGET checks its authentication signal.
- ▶ Privilege of HOST is ignored.

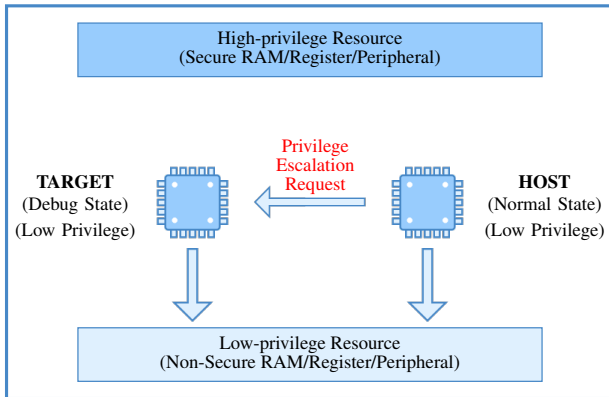
## A Multi-processor SoC System



TARGET turns to **Debug State** according to the request.

- ▶ Low-privilege mode
- ▶ No access to high-privilege resource

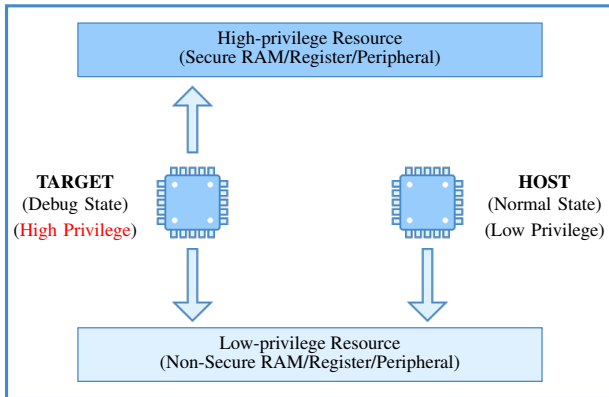
## A Multi-processor SoC System



HOST sends a **Privilege Escalation Request** to TARGET,

- ▶ E.g., executing DCPS series instructions.
- ▶ The instructions can be executed at any privilege level.

## A Multi-processor SoC System

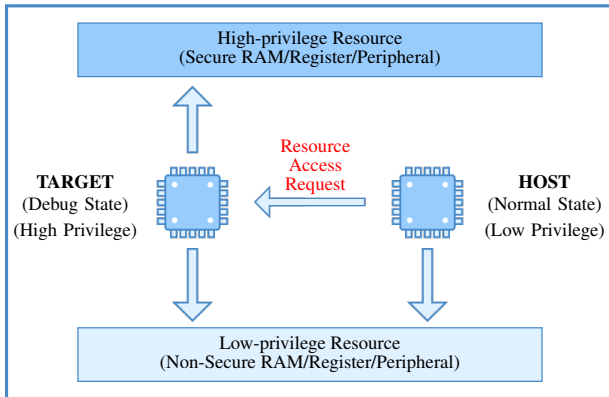


TARGET turns to **High-privilege Mode** according to the request.

- ▶ Debug state, high-privilege mode
- ▶ Gained access to high-privilege resource



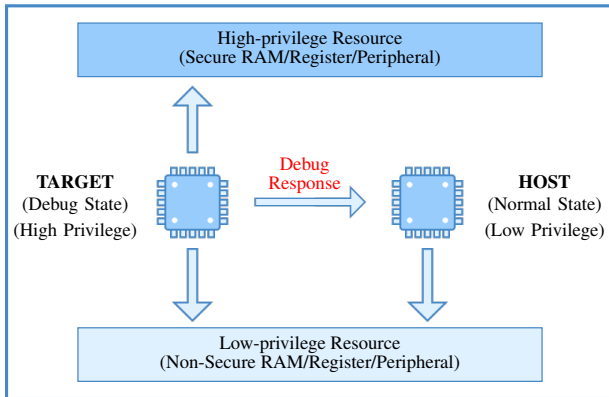
## A Multi-processor SoC System



HOST sends a **Resource Access Request** to TARGET,

- ▶ E.g., accessing secure RAM/register/peripheral.
- ▶ Privilege of HOST is ignored.

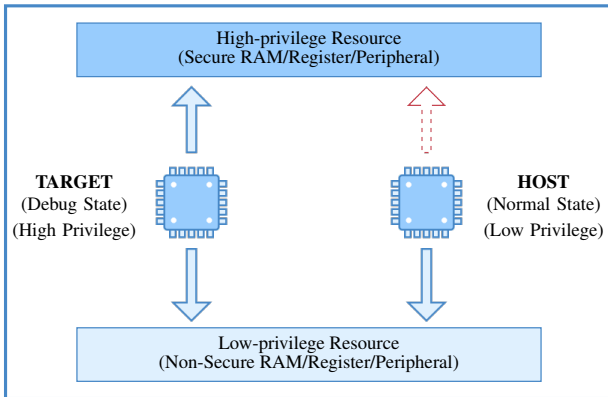
## A Multi-processor SoC System



TARGET return the result to HOST,

- ▶ i.e., content of the high-privilege resource.
- ▶ Privilege of HOST is ignored.

## A Multi-processor SoC System



HOST gains access to the high-privilege resource while running in,

- ▶ Normal state
- ▶ Low-privilege mode

Nailgun: Break the privilege isolation of ARM platform.

- ▶ Achieve access to high-privilege resource via misusing the ARM debugging features.
  
- ▶ Can be used to craft different attacks.

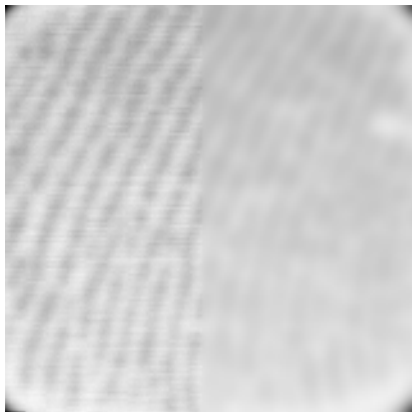
- ▶ Implemented Attack Scenarios:
  - Inferring AES keys from TrustZone.
  - Read Secure Configuration Register (SCR).
  - Arbitrary payload execution in TrustZone.
- ▶ Covered Architectures:
  - ARMv7, 32-bit ARMv8, and 64-bit ARMv8 architecture.
- ▶ Vulnerable Devices:
  - Development boards, IoT devices, cloud platforms, mobile devices.

Fingerprint extraction in commercial mobile phone.

- ▶ Device: Huawei Mate 7 (MT-L09)
- ▶ Firmware: MT7-L09V100R001C00B121SP05
- ▶ Fingerprint sensor: FPC1020

- ▶ Step 1: Learn the location of fingerprint data in secure RAM.
  - Achieved by reverse engineering.
- ▶ Step 2: Extract the data.
  - With the inter-processor debugging in Nailgun.
- ▶ Step 3: Restore fingerprint image from the extracted data.
  - Read the publicly available sensor manual.

# Nailgun Attack



- ▶ The right part of the image is blurred for privacy concerns.
- ▶ Source code: <https://compass.cs.wayne.edu/nailgun/>



- March 2018 • Preliminary findings are reported to ARM
- August 2018 • Report to ARM and related OEMs with enriched result
- October 2018 • Issue is reported to MITRE
- February 2019 • PoCs and demos are released
- April 2019 • CVE-2018-18068 is released

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Simply **disable** the signals?

Simply disable the authentication signals?

- ▶ Existing tools rely on the debug authentication signals.
  - E.g., [2, 3, 4, 5, 6, 7, 8, 9, 10, 11]
- ▶ Unavailable management mechanisms.
- ▶ OTP feature, cost, and maintenance.

We suggest a comprehensive defense across different roles in the ARM ecosystem.

- ▶ For ARM, additional restriction in inter-processor debugging model.
- ▶ For SoC vendors, refined signal management and hardware-assisted access control to debug components.
- ▶ For OEMs and cloud providers, software-based access control.

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# Conclusion

- ▶ We present a study on the security of hardware debugging features on ARM platform.
- ▶ “Safe” components in legacy systems may be vulnerable in advanced systems.
- ▶ We suggest a comprehensive rethink on the security of legacy mechanisms.

- [1] IEEE, "Standard for test access port and boundary-scan architecture," <https://standards.ieee.org/findstds/standard/1149.1-2013.html>.
- [2] D. Balzarotti, G. Banks, M. Cova, V. Felmetzger, R. Kemmerer, W. Robertson, F. Valeur, and G. Vigna, "An experience in testing the security of real-world electronic voting systems," IEEE Transactions on Software Engineering, 2010.
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- [9] S. Mazloom, M. Rezaeirad, A. Hunter, and D. McCoy, "A security analysis of an in-vehicle infotainment and app platform," in Proceedings of the 10th USENIX Workshop on Offensive Technologies (WOOT'16), 2016.



# References II

- [10] Z. Ning and F. Zhang, "Ninja: Towards transparent tracing and debugging on ARM," in [Proceedings of the 26th USENIX Security Symposium \(USENIX Security'17\)](#), 2017.
- [11] J. Zaddach, L. Bruno, A. Francillon, D. Balzarotti et al., "AVATAR: A framework to support dynamic security analysis of embedded systems' firmwares," in [Proceedings of 21st Network and Distributed System Security Symposium \(NDSS'14\)](#), 2014.

Thank you!

# Questions?

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## Backup Slides

# Nailgun in different ARM architecture

- ▶ 64-bit ARMv8 architecture: ARM Juno r1 board.
  - Embedded Cross Trigger (ECT) for debug request.
  - Binary instruction to Instruction Transfer Register (ITR).
- ▶ 32-bit ARMv8 architecture: Raspberry PI Model 3 B+.
  - Embedded Cross Trigger (ECT) for debug request.
  - First and last half of binary instruction should be reversed in ITR.
- ▶ ARMv7 architecture: Huawei Mate 7.
  - Use Debug Run Control Register for debug request.
  - Binary instruction to Instruction Transfer Register (ITR).

# Instruction Execution in Debug State



In normal state, TARGET is executing instructions pointed by pc

# Instruction Execution in Debug State

In debug state, TARGET stops executing the instruction at pc

# Instruction Execution in Debug State



In debug state, write binary instruction to ITR for execution

# Instruction Execution in Debug State



In debug state, write binary instruction to ITR for execution



# Instruction Execution in Debug State



In debug state, write binary instruction to ITR for execution