

Extracting the painful (blue)tooth

Matteo Beccaro

- **Security Consultant at Secure Network**
- **Technical Research Leader at Opposing Force**, Physical Security division of Secure Network
- **@_bughardy_**

Matteo Collura

- **Student at Politecnico di Torino (www.polito.it)**
- **Electronic Engineer**
- **Researcher in several fields**
- **@eagle1753**

Who we are...

Matteo Beccaro

- **Security Consultant** at **Secure Network**
- **Technical Research Leader** at **Opposing Force**, Physical Security division of Secure Network
- **@_bughardy_**

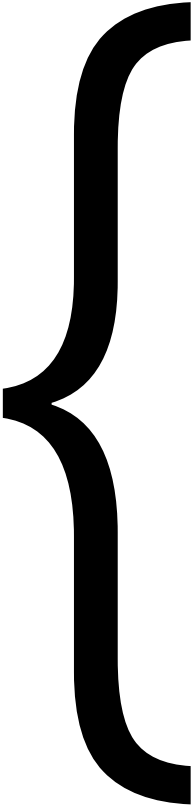


Who are we...

Matteo Collura

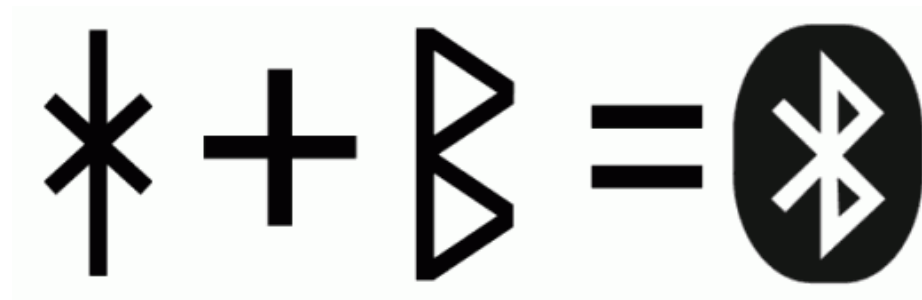
- Student at Politecnico di Torino
- Electronic Engineer
- Researcher in different fields concerning security (NFC, bluetooth)
- Now focusing on social skills (NLP, social engineering..)
- @eagle1753



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1. Index
 2. What the hell is bluetooth?
 3. Known and unknown risks...
 1. ...<risk1>
 2. ...<risk2>
 3. ...<our vuln>
 4. Demo Time!
 5. Future works...

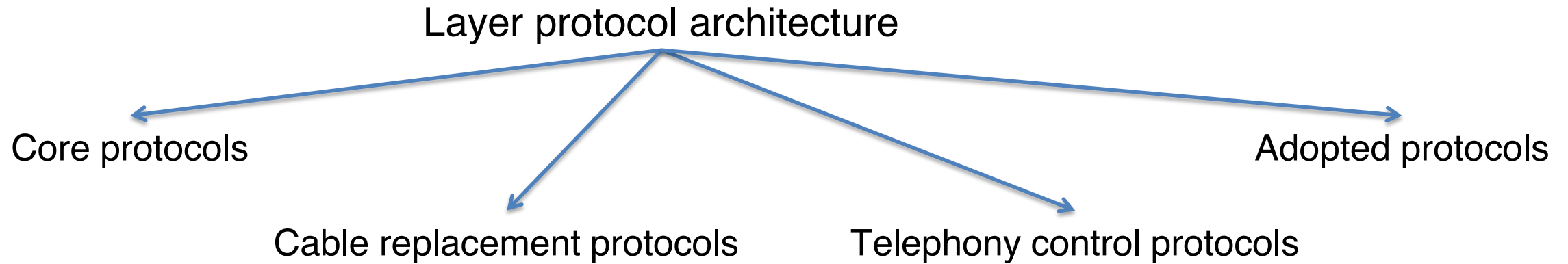
What the hell is Bluetooth?

- Wireless standard for exchanging data over short distances.
- Short wavelength UHF: 2.4 – 2.485 GHz
- 79 channels (usually) + Adaptive Frequency Hopping
- Name coming from Harald Bluetooth

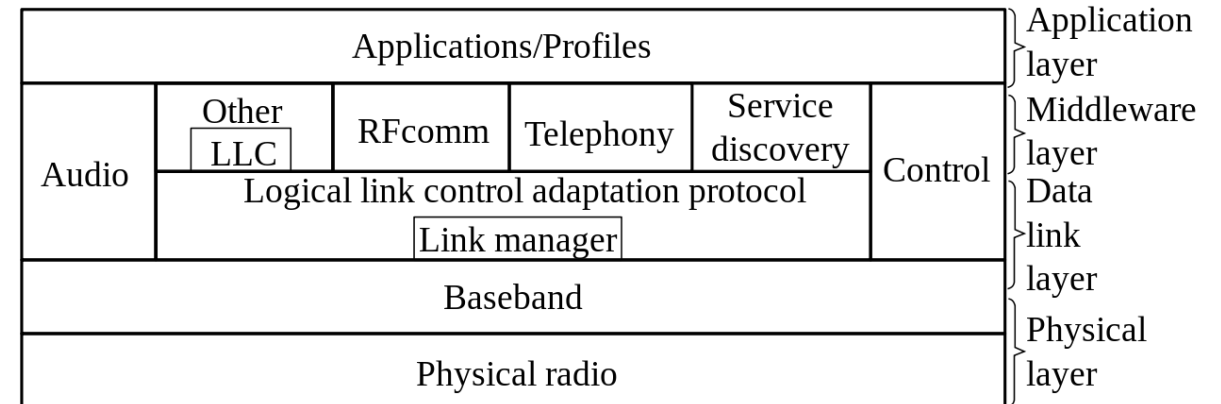


- Scandinavian humor... 😊

What the hell is Bluetooth?



So many different stacks!



LMP, L2CAP, SDP are mandatory!

What the hell is Bluetooth?

- So many updates!

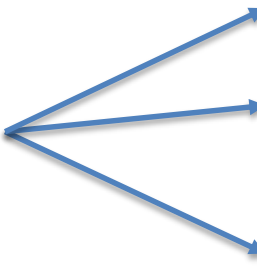
- Version 1:
- 1.0: Mandatory BD_ADDR
 - 1.1: IEEE Standard (2002)
 - 1.2: Adaptive frequency-hopping spread spectrum → resistance to interferences and eavesdropping (theoretically 😊)

- Version 2:
- 2.0: EDR (optional) for faster data transfer, GFSK+PSK modulation
 - 2.1: Secure Simple Pairing, Extended Inquiry Response

What the hell is Bluetooth?

- So many updates!

Version 3:  • 3.0: Alternative MAC/PHYs for high data transfer, Unicast Connectionless Data

Version 4:  • 4.0: Includes now Bluetooth Low Energy protocol (or Smart)
• 4.1: Limited discovery time, lower consumptions, LE link layer topology
• 4.2: LE Data packet extension, LE «secure» connections, Link Layer privacy (really?)

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 2. ...<BlueBug>
 3. ...<BlueChop>
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Known and unknown risks..

- BlueSnarf, by Holtmann & Laurie

When? → Late 2003

What? → Bluetooth implementation on mobile phones and pocket palms

Why? → «(in)security» of OBEX protocol

Easy GET requests to common files (calendar, contacts..)

No authentication needed

No prompts on the user's side



Known and unknown risks..

- BlueBug, by Adam Laurie & Martin Herfurt

When? → 2004 @DEFCON12

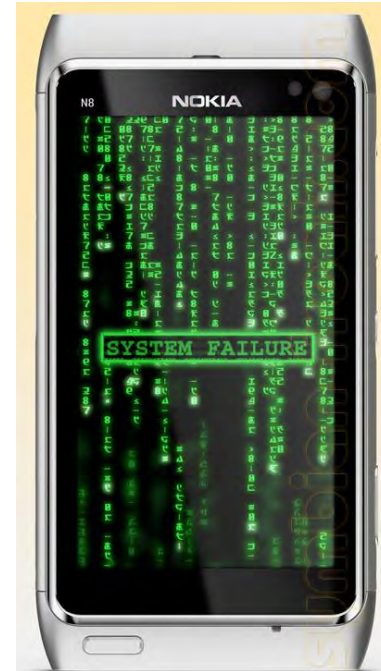
What? → Bluetooth implementation on mobile phones, especially Symbian OS

Why? → Security loophole

No secure auth prior to v2.0

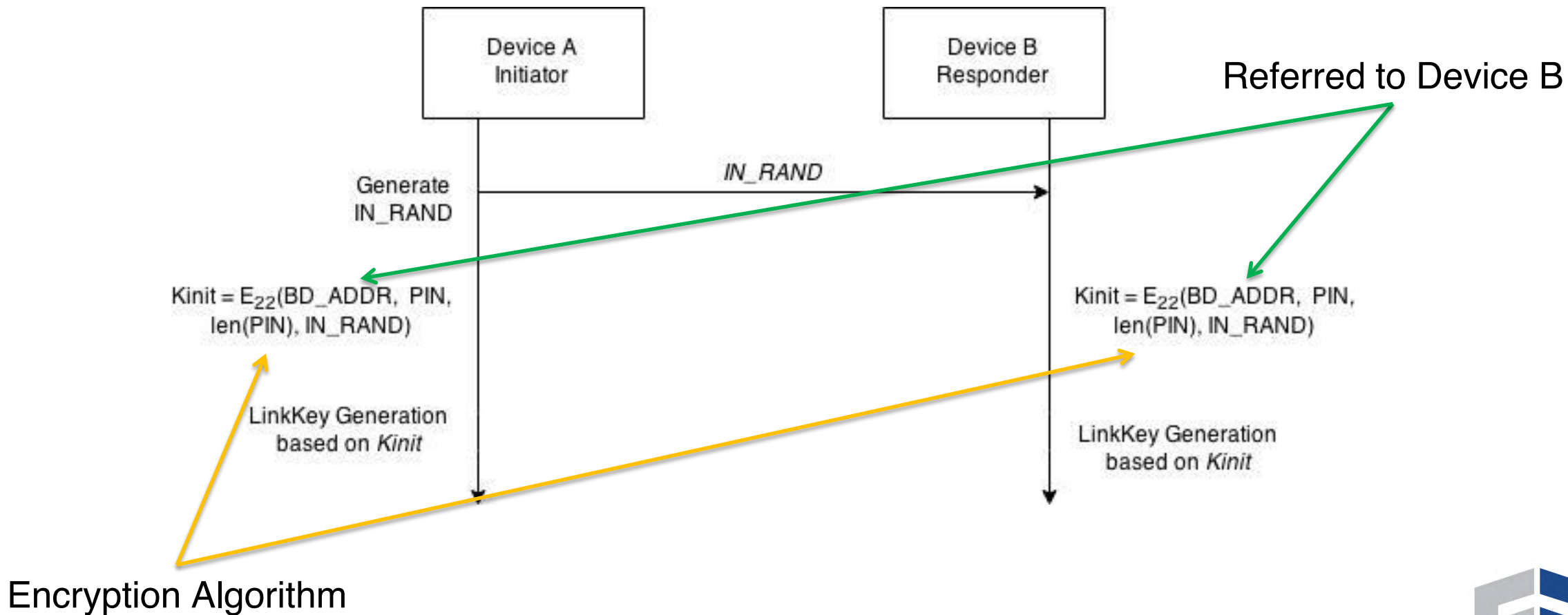
Control device through plain serial connection

Download items via OBEX protocol w/out prompts



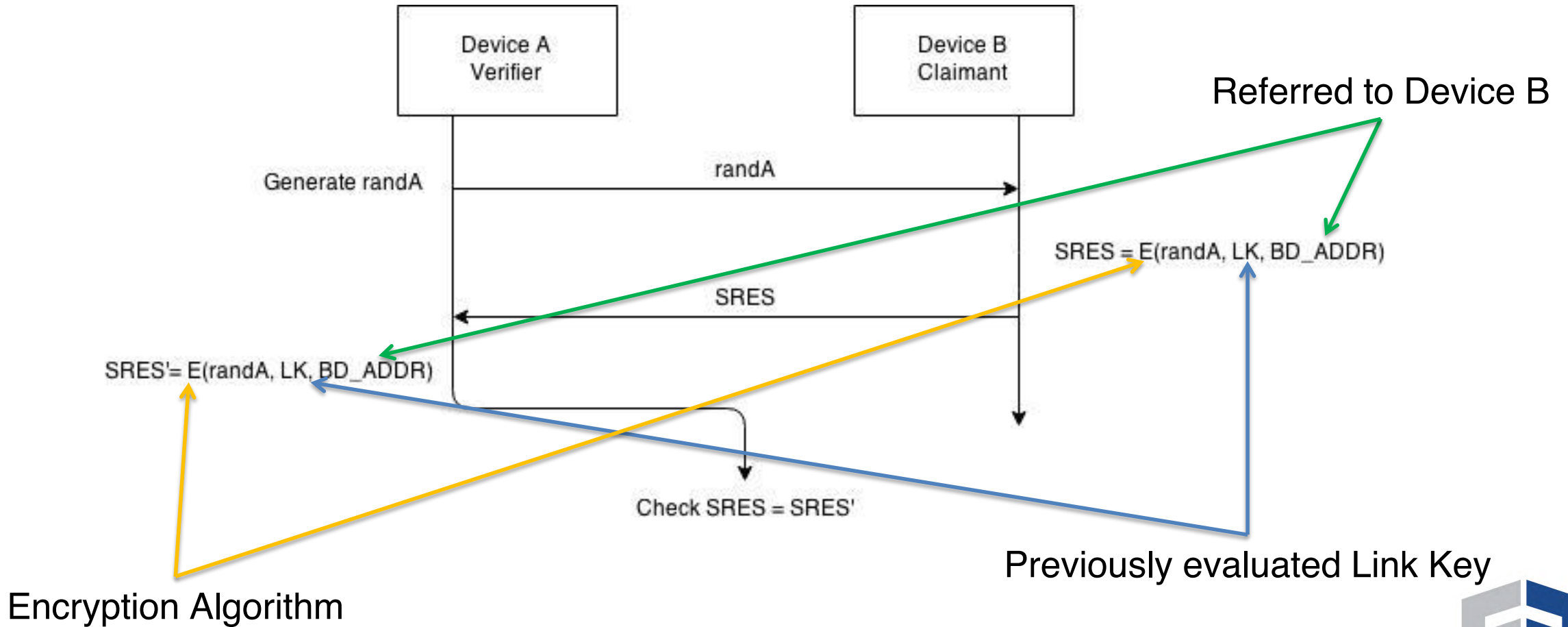
Known and unknown risks..

- Legacy (prior to v2.0) pairing procedure



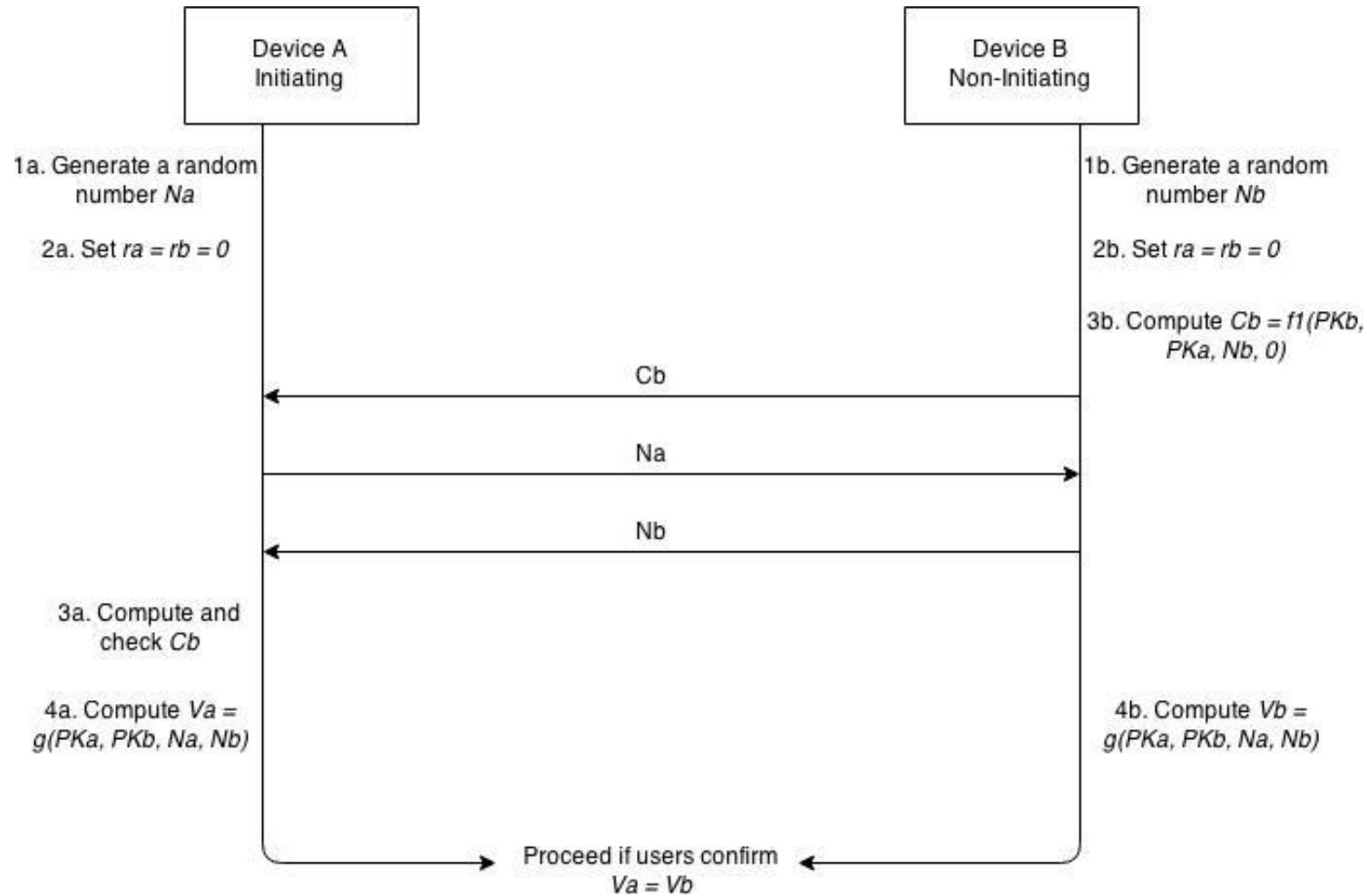
Known and unknown risks..

- Legacy (prior to v2.0) authentication procedure



Known and unknown risks..

- Secure simple pairing

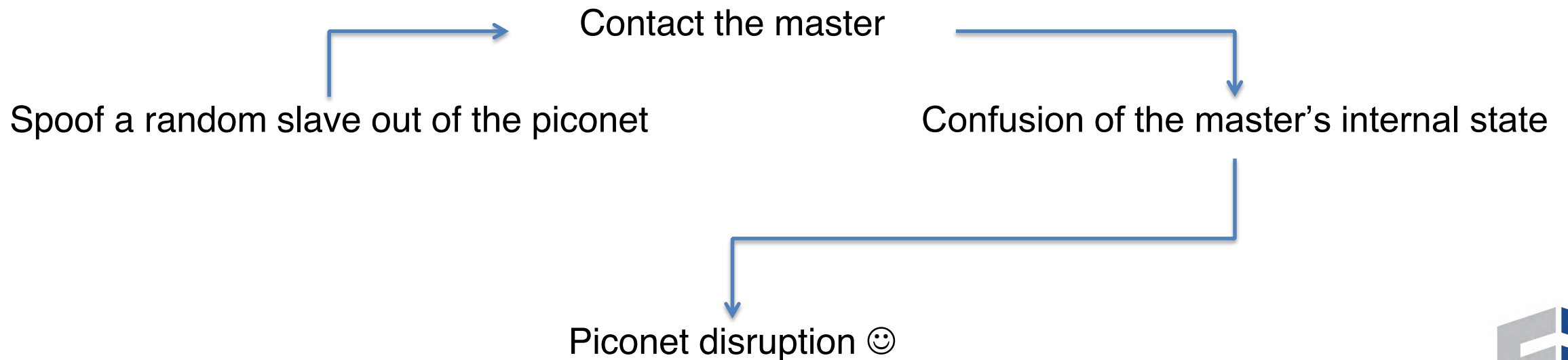


Known and unknown risks..

- BlueChop, following BlueSnarf

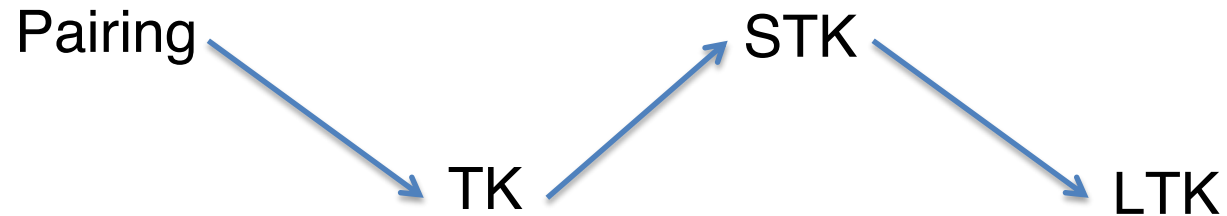
What? —————> It disrupts any bluetooth piconet from the outside

Provided —————> Master must support multiple connections

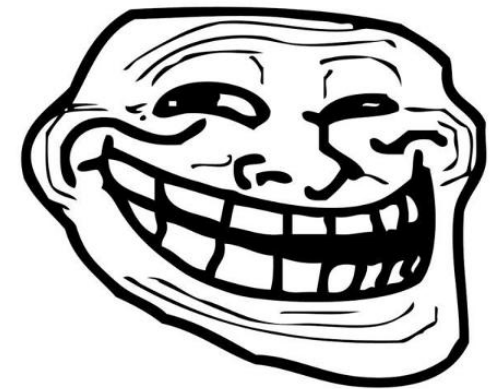


Known and unknown risks..

- Bluetooth LE encryption bypass, by Mark Ryan:
 - Eavesdropping vs Decrypting
 - 3 different keys needed to establish a connection, TK, STK, LTK
 - If we are able to save the key exchange procedure, we are done 😊



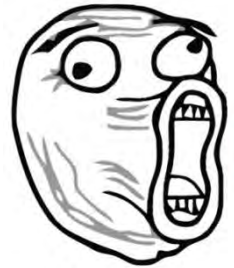
- What if I get TK?



problem?

Known and unknown risks..

- TK, 128 bit AES key, depends on the pairing mode:



LOL

Just Works

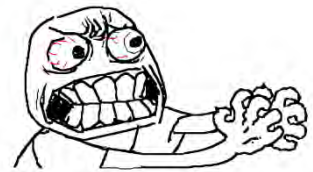
TK = 0

6-digit PIN

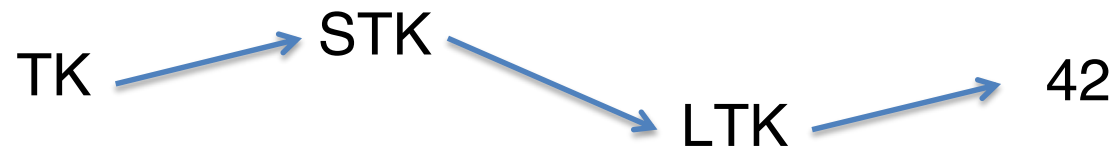
TK = 128-bit number

Out Of Band (OOB)

TK = #fuckyourself



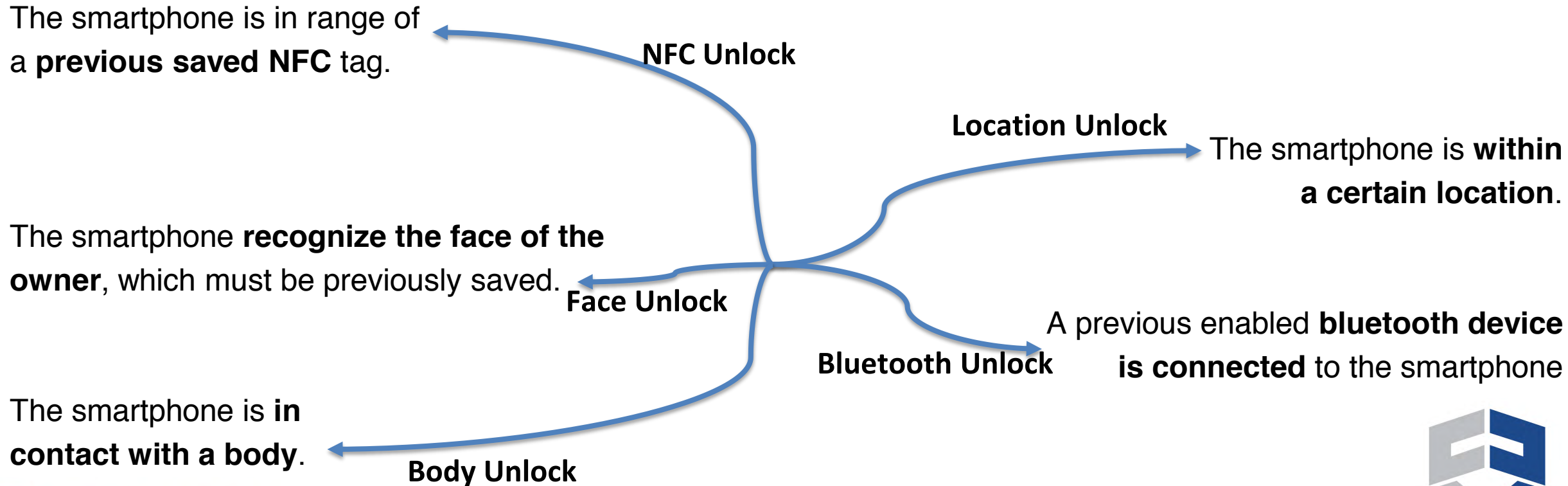
- Bruteforce is the way. Intel i7, just one core → less than 1 sec



- The whole procedure may be computed offline

SmartUnlock...

Officially introduced with Android 5.0 it enables to unlock the smartphone without user interaction if at least one of the following conditions apply:



Bluetooth Unlock...

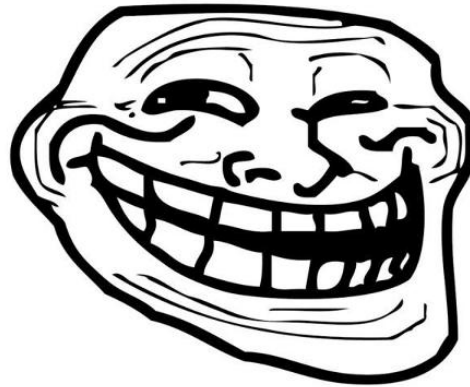
Bluetooth Unlock

This may be the most interesting and most used function of all the above.

The user set a paired bluetooth device as Trusted, and from now on every time that device is linked to the smartphone the lockscreen is bypassed.

Good, so what is the problem?

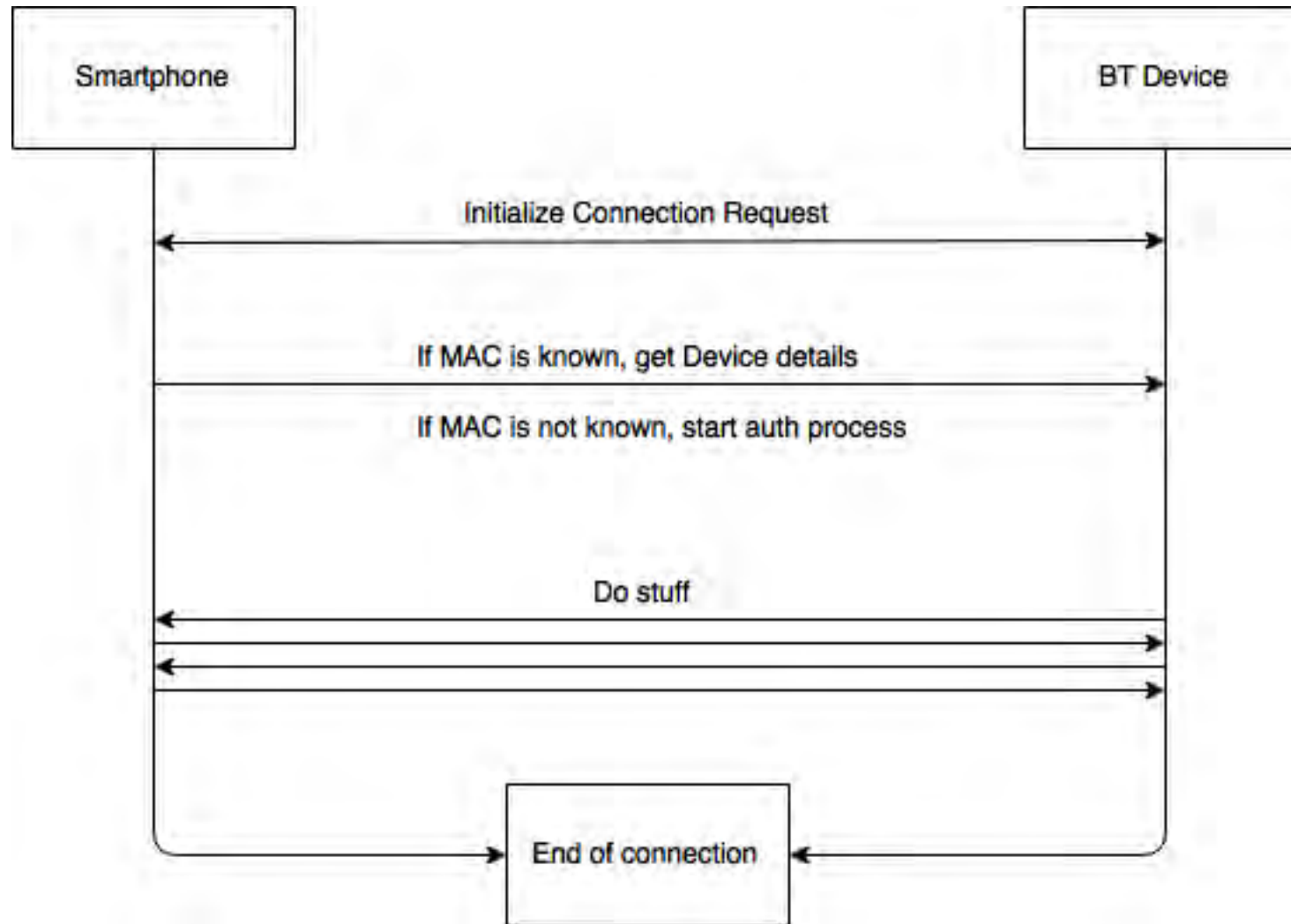
Bluetooth Unlock...



problem?

In Android < 5.1 the LK (LinkKey) **is not checked** to verify the Bluetooth device.

Bluetooth Unlock...



Bluetooth Unlock...

Now the question is:

How to get the 4 bytes of the MAC address required?

Two possible solutions:

Bruteforce

- Slow
- Expensive
- Not such a good idea

Sniffing

- Requires vicinity
- Target can become aware
- Authentication process is required

Bruteforce...

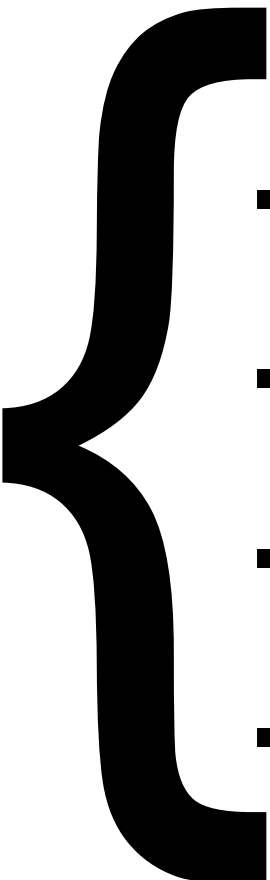
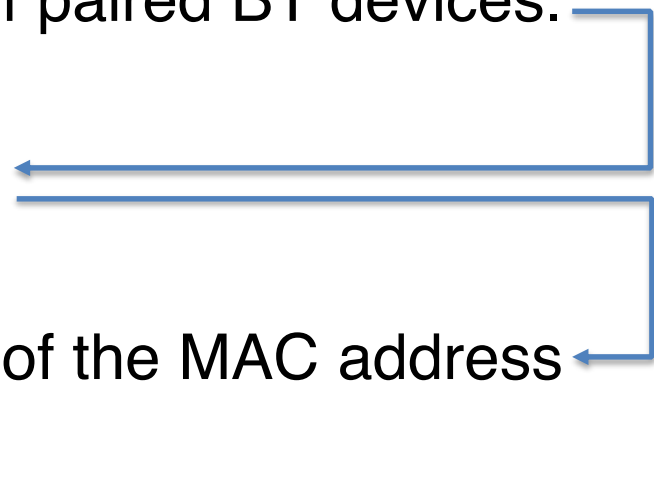
- **Slow** → { We cannot bruteforce the MAC address offline, we need to try a new connection everytime
- **Expensive** → { We can speed it up parallelizing it but costs increase.
- **Not such a good idea** → { 42 bits will defentely requires too much time.

Sniffing...

- **Requires vicinity** → { Target must be near enough for our ubertooth to intercept packets
- **Target can become aware** → { Target can be suspicious of strange guy with big antenna(s)
- **Auth process is required** → { Usually only 3 bytes of MAC address are transmitted

Our approach...

Hybrid is always the **solution**

- 
- Android automatically sends out 'beacons' of paired BT devices.
 - The trusted device **must** be a paired device
 - We can intercept beacons to retrieve 3 bytes of the MAC address
 - Bruteforce the remaining... 1 bytes = 256 possible MAC addresses
- 

Demo Time!

<video demo>

New findings...

Android 5.1 adds a new nice feature...



Demo Time!

<video demo>

New findings...

Is it fixed?



It depends...



Android >= 5.1

SmartUnlock is fixed
API are still vulnerable



Android <= 5.0.X

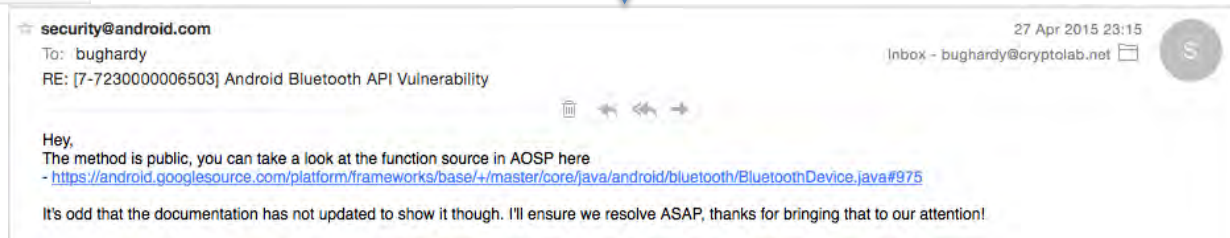
SmartUnlock is not fixed
API are vulnerable

New findings...

Summary

Constants	
String ACTION_ACL_CONNECTED	Broadcast Action: Indicates a low level (ACL) connection has been established with a remote device.
String ACTION_ACL_DISCONNECTED	Broadcast Action: Indicates a low level (ACL) disconnection from a remote device.
String ACTION_ACL_DISCONNECT_REQUESTED	Broadcast Action: Indicates that a low level (ACL) disconnection has been requested for a remote device, and it will soon be disconnected.
String ACTION_BOND_STATE_CHANGED	Broadcast Action: Indicates a change in the bond state of a remote device.
String ACTION_CLASS_CHANGED	Broadcast Action: Bluetooth class of a remote device has changed.
String ACTION_FOUND	Broadcast Action: Remote device discovered.

API does not have a safe method to check if a device is connected with a proper LK



```
975. public boolean isEncrypted() {  
976.     if (sService == null) {  
977.         // BT is not enabled, we cannot be connected.  
978.         return false;  
979.     }  
980.     try {  
981.         return sService.getConnectionState(this) > CONNECTION_STATE_CONNECTED;  
982.     } catch (RemoteException e) {  
983.         Log.e(TAG, "", e);  
984.         return false;  
985.     }  
986. }  
987.
```

Android Security Team told us that there is a method for this, but it was not yet in SDK, as 27th April, 2015. And it still not present

Demo Time!

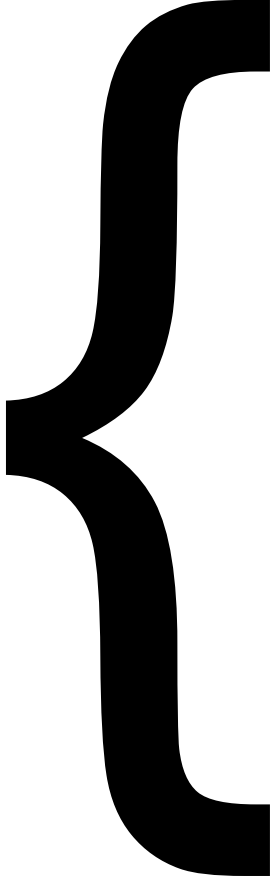
Why fixing the API is important if SmartUnlock function is fixed?



3rd party applications!



Demo time!

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Future Works...

**Bluetooth is everywhere,
we are focusing on:**



- IoT Devices
- Smart Locks
- Fit Band
- etc

Thank you

Q&A Time...