

# Mandatory Access Control for the Android Dalvik VM

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# Android

## Android:

- 96 new threats detected in Q4 2012 (F-Secure)
- 238 new threats detected in 2012 (F-Secure), i.e. 79% of the threats detected on mobiles.

SEAndroid: existing protection at the system level (processes, files, but not an application)

## Java:

- The JVM provides new vectors of attacks (Kaspersky Labs)
- Vulnerabilities of the JVM affecting Facebook and Twitter

SEDalvik: our protection for the VM level, using the same concepts as SEAndroid

# SEDalvik: Mandatory Access Control system

MAC = Mandatory Access Control

- Can guarantee security properties, as opposed to Discretionary Access Control

SEDalvik = Security Enhanced Dalvik

- Is a MAC model for Android's applications
- Is also a MAC implementation for Dalvik
- Controls interactions inside Dalvik

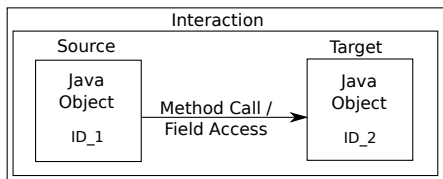
Why use MAC inside the Dalvik VM?

- Control of the interactions between all the Java objects
- **No modifications of the applications are needed: self-organization**

# Requirements

SEDalvik proposes the following MAC approach:

- Type Enforcement to control interactions between source and target objects:

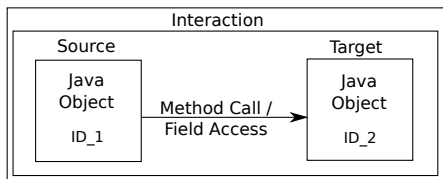


- A reference monitor to intercept *all* interactions
- To be able to label each object: class signature and instance ID
- Fine grain access control:
  - $(\text{ObjectA}, \text{MethodA}) \text{ --\{is allowed to call\}--> } (\text{ObjectB}, \text{MethodB})$
  - $(\text{ObjectA}, \text{MethodA}) \text{ --\{is allowed to access\}--> } (\text{ObjectB}, \text{FieldB})$

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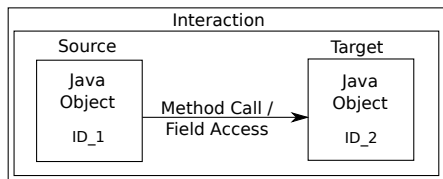


- A reference monitor to intercept *all* interactions
- To be able to label each object: class signature and instance ID
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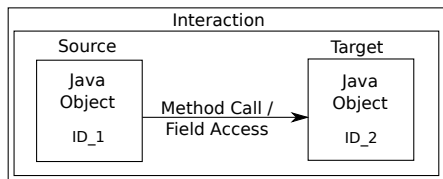


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# Policy

SEDalvik's MAC policy is composed of:

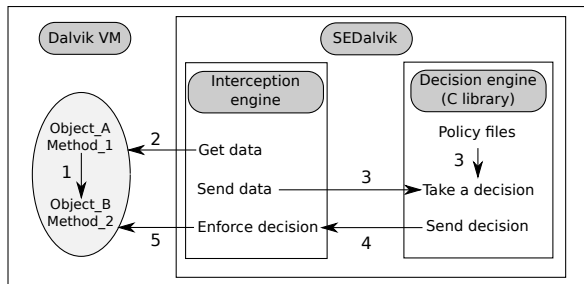
- 1 Files for labeling the source and target objects
- 2 Files including MAC rules : Source  $\rightarrow$  Permission  $\rightarrow$  Target

Policy generation:

- Policy can be generated when an application is installed
- Policy can be provided with an application

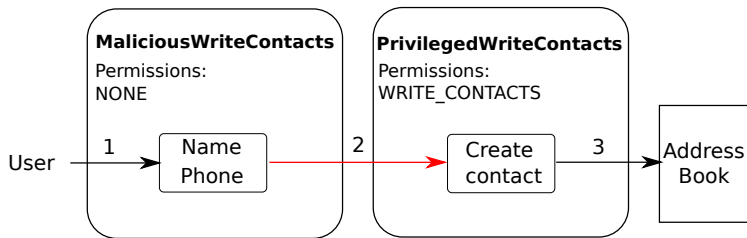


# Architecture



- 1 A method is intercepted
- 2 Necessary data (about objects and methods) is retrieved
- 3 Decision engine computes a decision based on data & policy
  - If a matching rule is found, the interaction can continue
  - Else the interaction is stopped
- 4 Decision is sent back to the interception engine
- 5 Decision is enforced

# A privilege escalation attack



- 1 The unprivileged malicious app wants to create a new contact
- 2 The malicious app asks the vulnerable app to create the contact
- 3 The contact is created by the privileged app

→ A privileged escalation has been performed

## Policy extract

Security labels:

```
Lpkg/privileged/PrivilegedWriteContactActivity;  
    privilegedwritecontactactivity_j  
Lpkg/malicious/MaliciousWriteContactActivity;  
    maliciouswritecontactactivity_j
```

Rules allowing interactions:

```
allow android_widget_button_j android_content_intent_j  
    from onClick invoke (init)  
# allow android_widget_button_j maliciouswritecontactactivity_j  
    from onClick invoke startService  
allow object_j android_content_intent_j  
    from createFromParcel invoke (init)
```

The policy for this usecase has about 600 labels and 10200 rules.

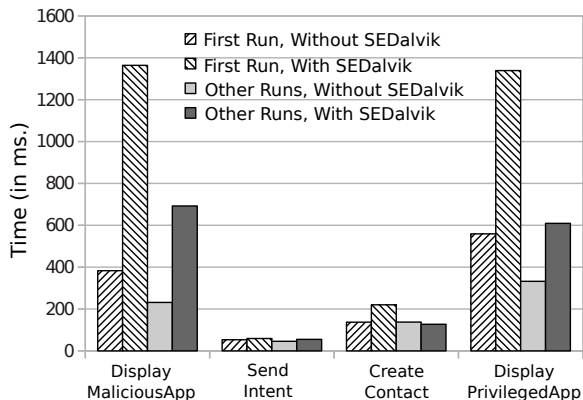
# Results

```
[traceid=62472;stamp=27241435;pid=592] type=allow
scontext=object_j tcontext=android_content_intent_j
{ onClick invoke (init) }
sinstance=5328 tinstance=7472
```

```
[traceid=62507;stamp=27251525;pid=592] type=deny
scontext=object_j tcontext=maliciouswritecontactactivity_j
{ onClick invoke startService }
sinstance=5328 tinstance=1736
```

- This solution blocks all messages sent by the malicious application  
⇒ Too general
- Need a more precise way to stop messages:
  - Block the message during the transmission
  - Use a reference monitor that can detect sequences of interactions

# Benchmark



- Important overhead for the graphical part  $\Rightarrow$  possible improvement
- Small overhead for critical parts (sending intent, actions on personal data)

# Conclusion

## SEDalvik

- A MAC implementation for Dalvik
- Tested on Android emulator and device

## Self-organizing:

- Self-configuration
- No modification of the applications needed

## Future works:

- SEDalvik+SEAndroid for in-depth control of the interactions (OS, Java application),
- SEDalvik+SEAndroid+PIGA to guarantee advanced security properties by controlling direct/indirect flows

Questions?