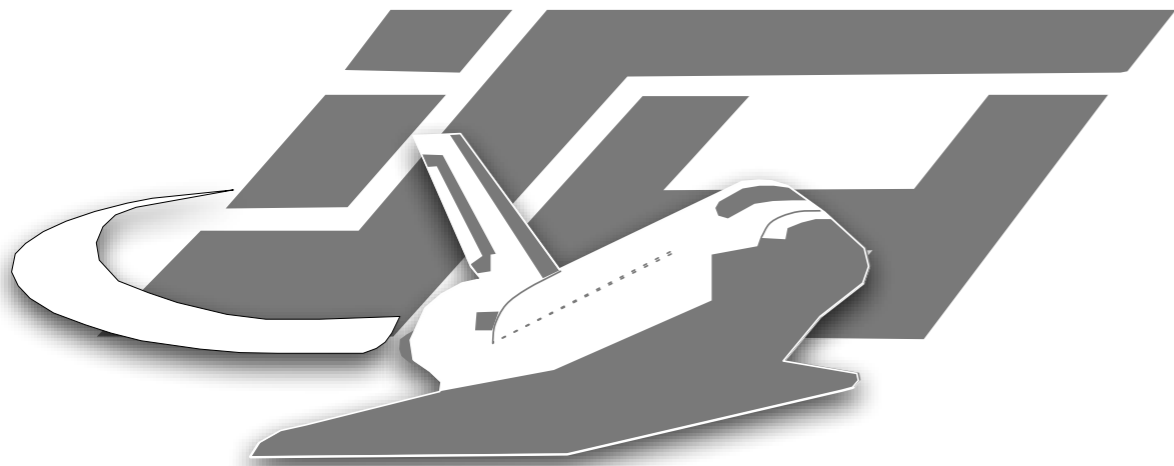


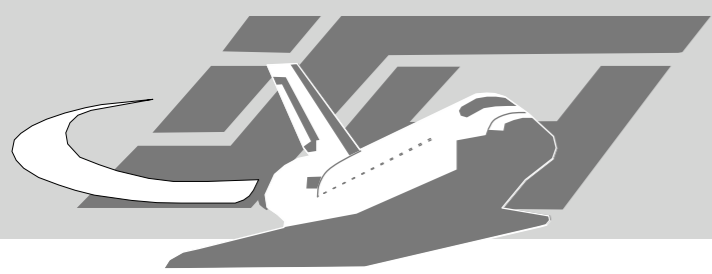
# Owned by an iPod

Maximillian Dornseif  
PacSec 2004



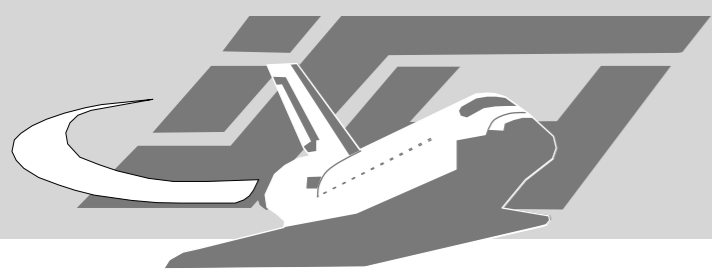
Laboratory for Dependable Distributed Systems





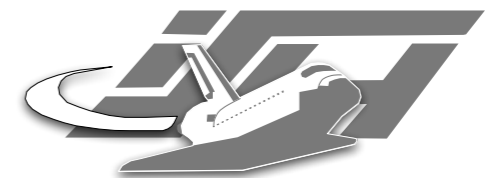
# Agenda

- Who we are and what we do
- Introduction to Firewire
- Demo
- Technical Details of hacking by FireWire
- Forensics by FireWire
- What to do about it



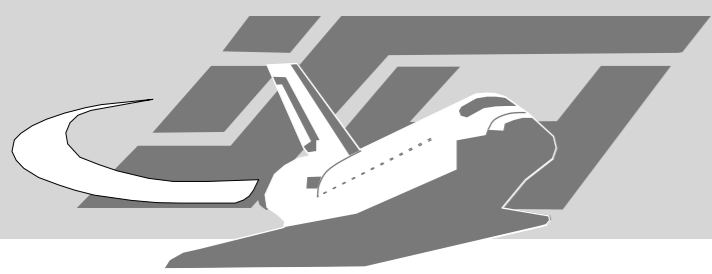
# Who are we?

- RWTH Aachen University, Germany
- Laboratory for Dependable Distributed Systems
- Michael Becher, Maximillian Dornseif, Halvar Flake, Christian Klein





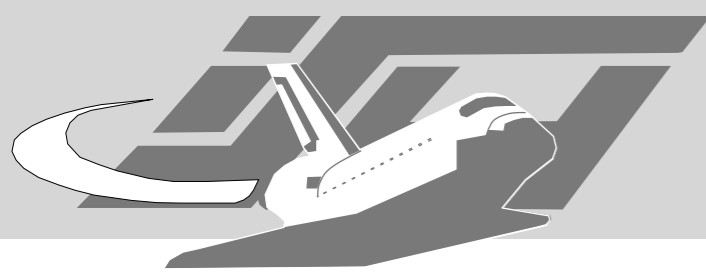
Laboratory for Dependable Distributed Systems

# Introduction into Firewire



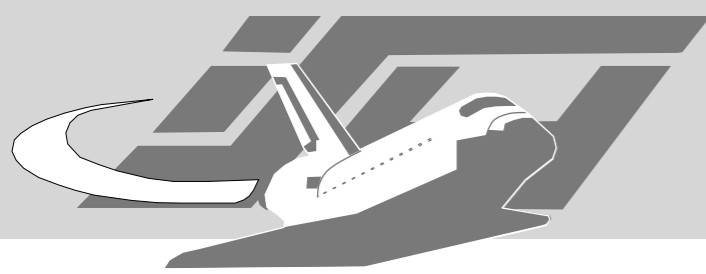
# What is Firewire?

- Developed by Apple Computers since 1985
- IEEE 1394 (1995), IEEE 1394a (2000), IEEE 1394b (2002).
- Marketed by Apple as Firewire or FireWire 
- Marketed by Sony as iLink 



# FireWire

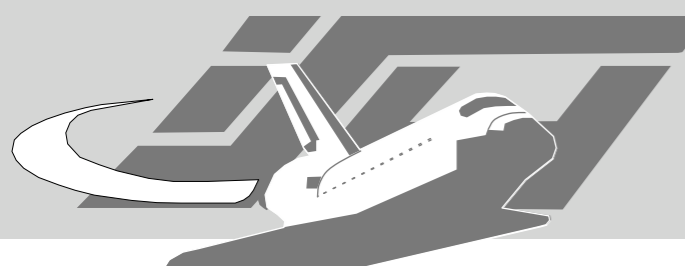
- Serial bus, similar but more sophisticated than USB
  - Faster
  - Peer-to-Peer, needs no computer
  - More Power



# Marketplace

- Apple - pushing FireWire hard:
  - Since January 1999 in Desktops
  - Since January 2000 in Notebooks
  - September 2000 where the last non-FireWire machines shipped
  - October 2001: iPod as FireWire killer-app
- Sony - we'll come to that
- Others: most upper class systems come with FireWire





# FireWire by Sony



http://www.sony.jp/products/i-link/ilink.swf

http://www.sony.jp/products/i-link/ilink.swf

I.LINK対応製品の互換性能をご覧ください。  
ご覧になりたい製品を選んでください。

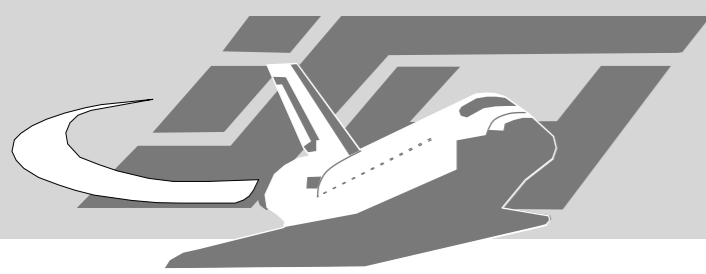
**Step1** 一つ目のI.LINK対応製品を選んでください。➡

1  プラスマベガ	2  液晶ベガ	3  ベガ	4  グラウンドベガ	5  デジタル基調チューナー
6  ビデオカメラ	7  DVデッキ	8  D-VHSデッキ	9  ディスクレコーダー	10  コケーン
11  パイオ				

▶もう一度やり直す

※製品のイラストはイメージです、実際の製品とは異なります。  
※国・地域によって互換性能が異なる場合があります。  
※三日月マークの製品は最新型製品に限り対応しております。  
※互換性能に関する詳細は各製品のホームページでご確認ください。



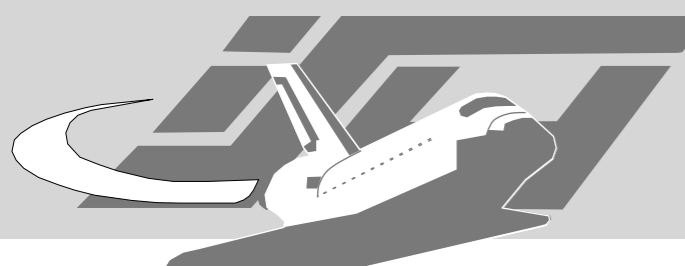


# Other FireWire



- Audio
- Printers
- Scanners
- Cameras
- GPS
- Lab Equipment
- Industrial Control





# Things to come

FireWire in the automobile market

http://66.102.11.104/search?q=cache:YPQ9IS7fqaAJ:www. Google

Electronic Engineering Times

all on a single, TI FireWire® chip

Home Design Corner Test Lab Production Line Times People

Aug.28, 2004

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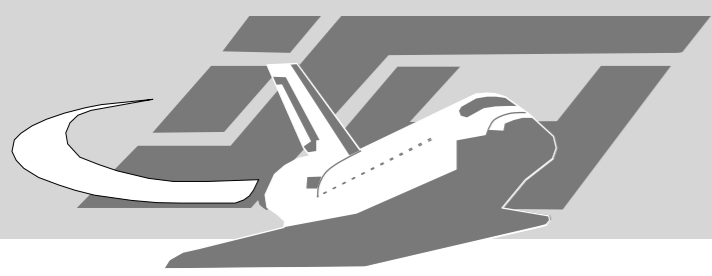
**FireWire in the automobile market**

Posted : 16 Jul 2004

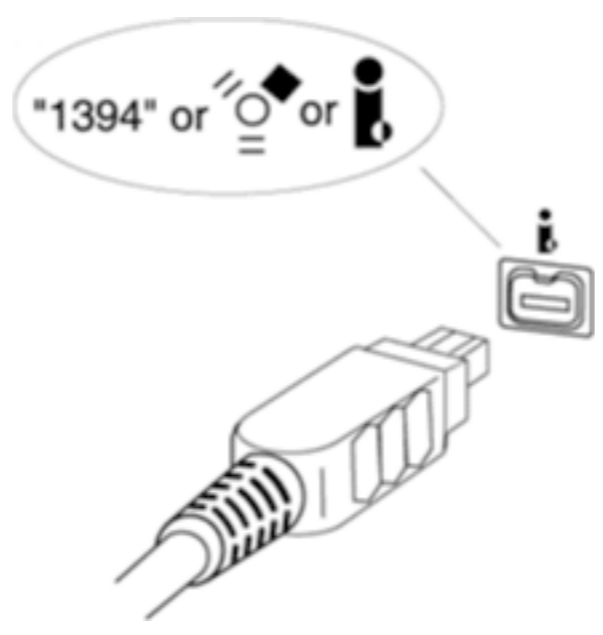
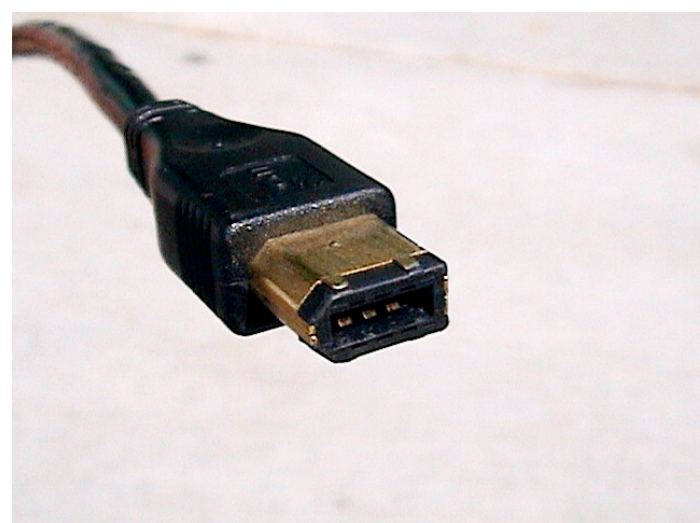
Although the controller area network dominates the current automobile market, other bus systems are being increasingly used in this market to respond to data transmission requirements, reliability and customers' needs.

The first cars that support "real-time multimedia" applications according to the FireWire Standard are expected to enter the market in 2005. Families on their Sunday outings will then no longer have to endure the eternal question "Are we nearly there yet?" from their children. Thanks to the simple, economical use of video games and audio signals which the family is accustomed to at home, the question is more likely to be: "Oh, are we there already?"

get simple, cost-effective AV data connectivity

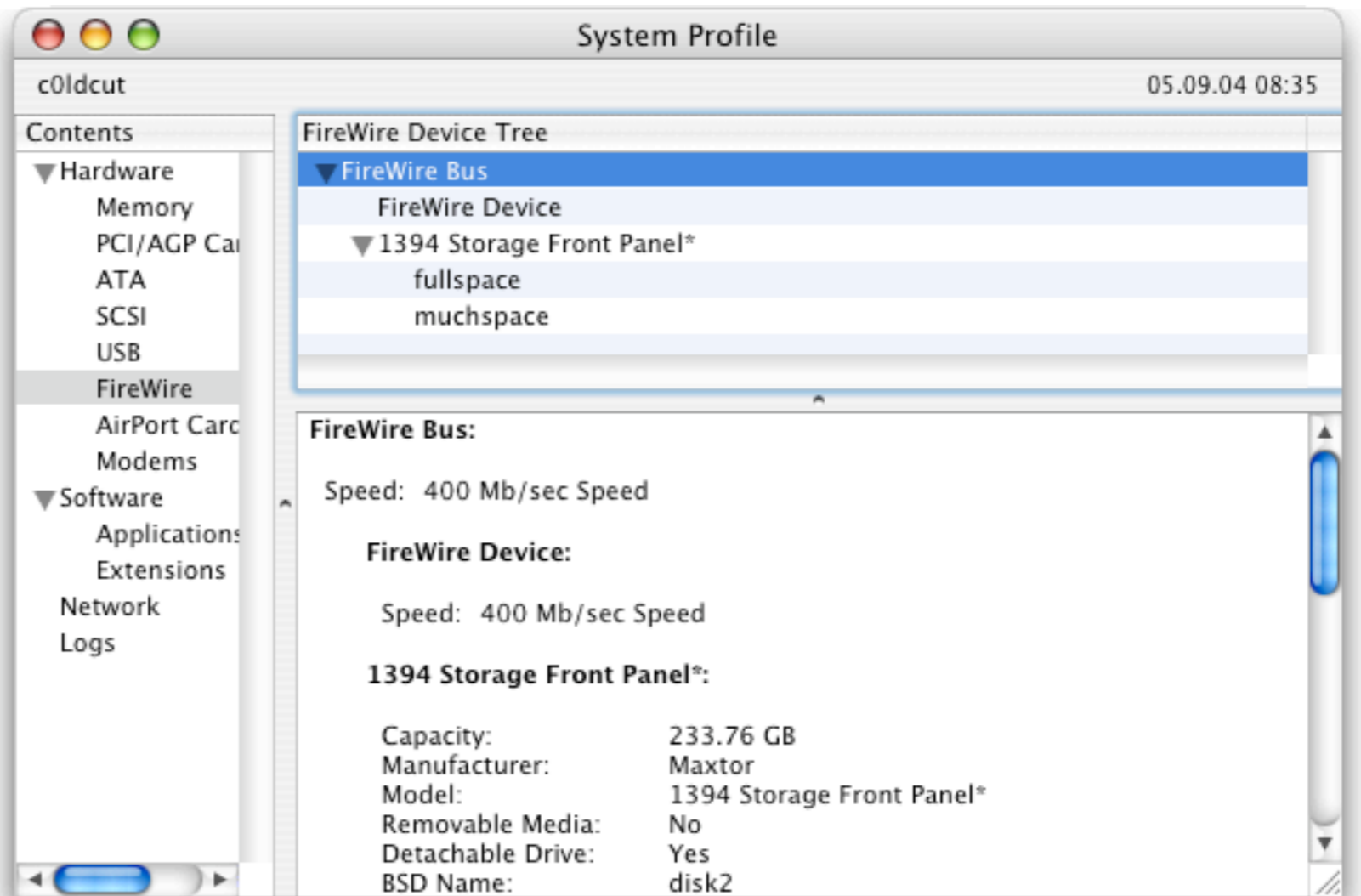
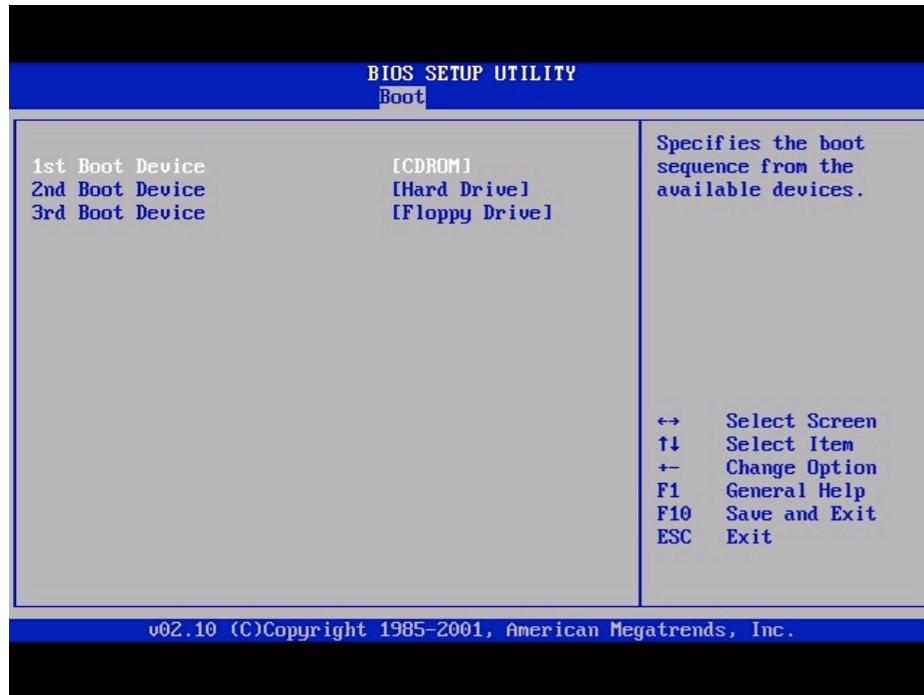
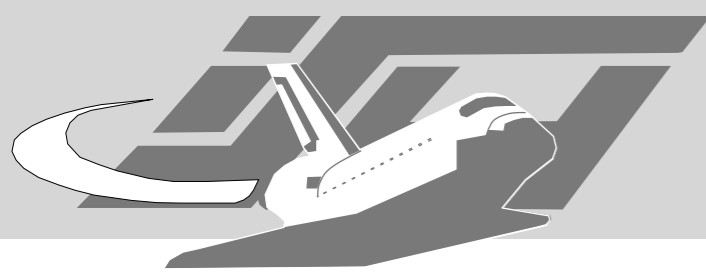


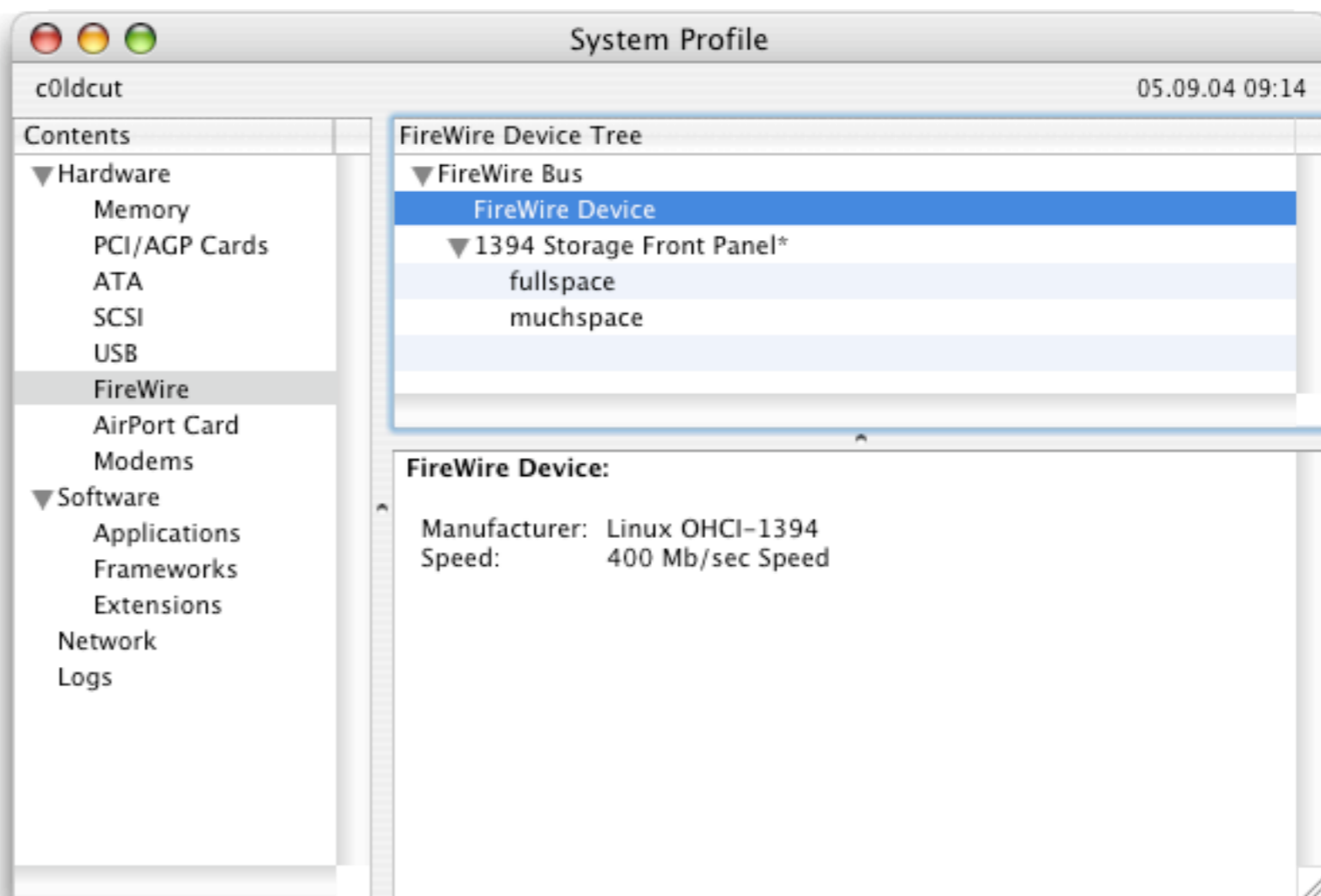
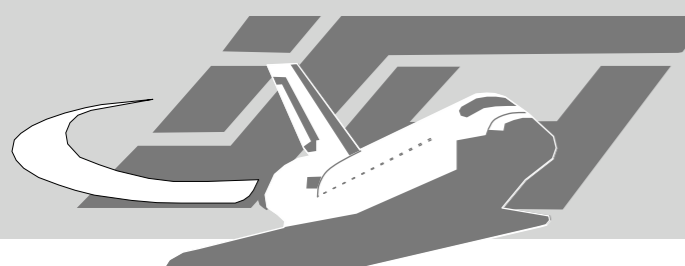
# Confusion

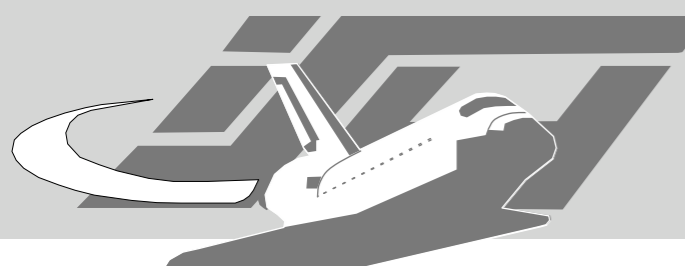


# Demos

# Connecting different Systems







**IOFireWireDevice** Refresh

Class: IOFireWireDevice

Key	Value
▼ FireWire Device ROM	
Offset 0	<0404f0e0 31333934 e000a002 00
FireWire Node ID	0xffc0 (65472)
FireWire Self IDs	<00478880 >
FireWire Speed	0x2 (2)
FireWire Vendor Name	"Linux OHCI-1394"
GUID	0x23f3b4700058c (6324737802254)
▼ IOCFPlugInTypes	
CDCFCA94-F197-11D4-87E6-000502E	"IOFireWireFamily.kext/Content
IOUserClientClass	"IOFireWireUserClient"
Vendor_ID	0x80028 (524328)

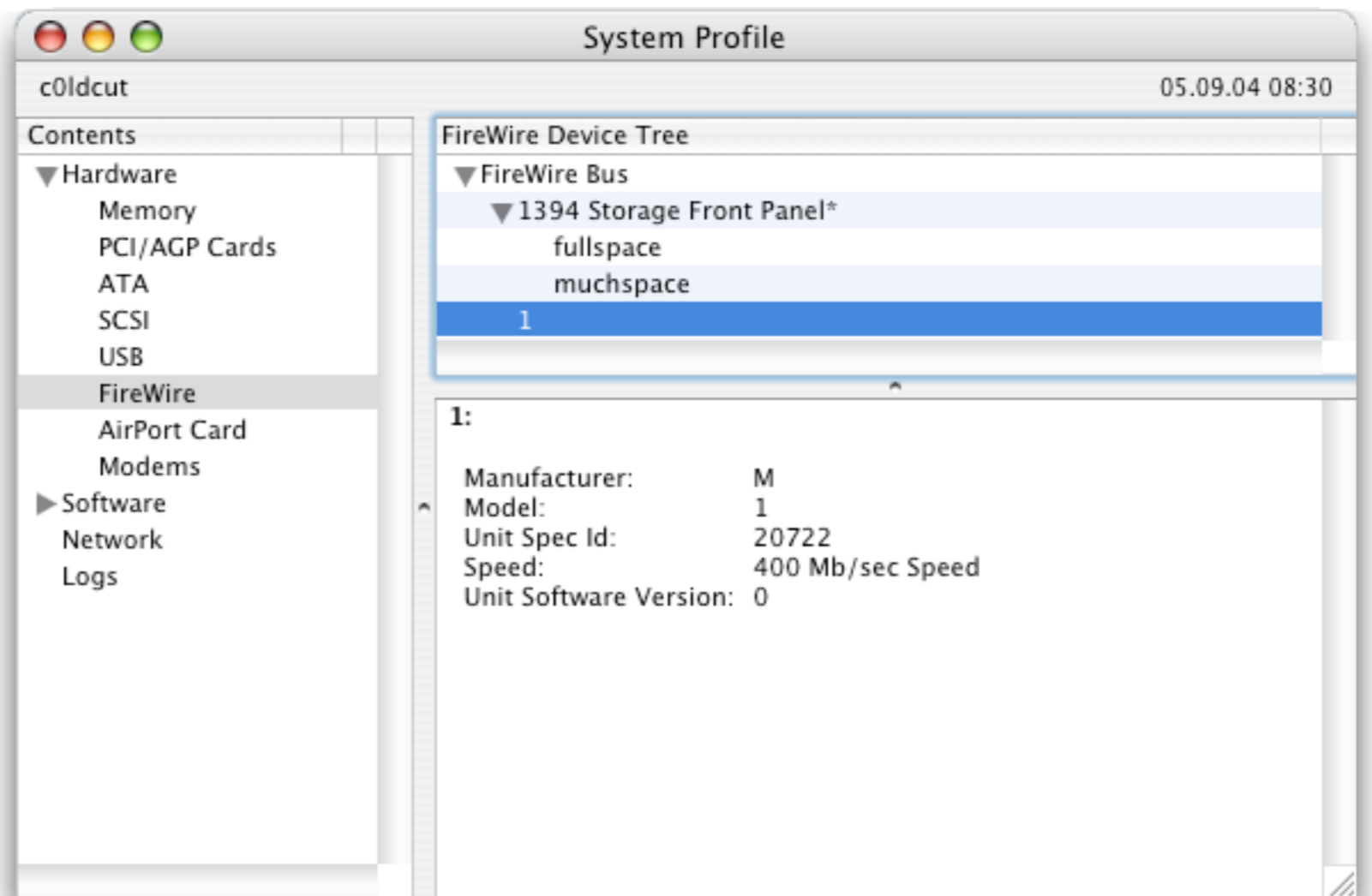
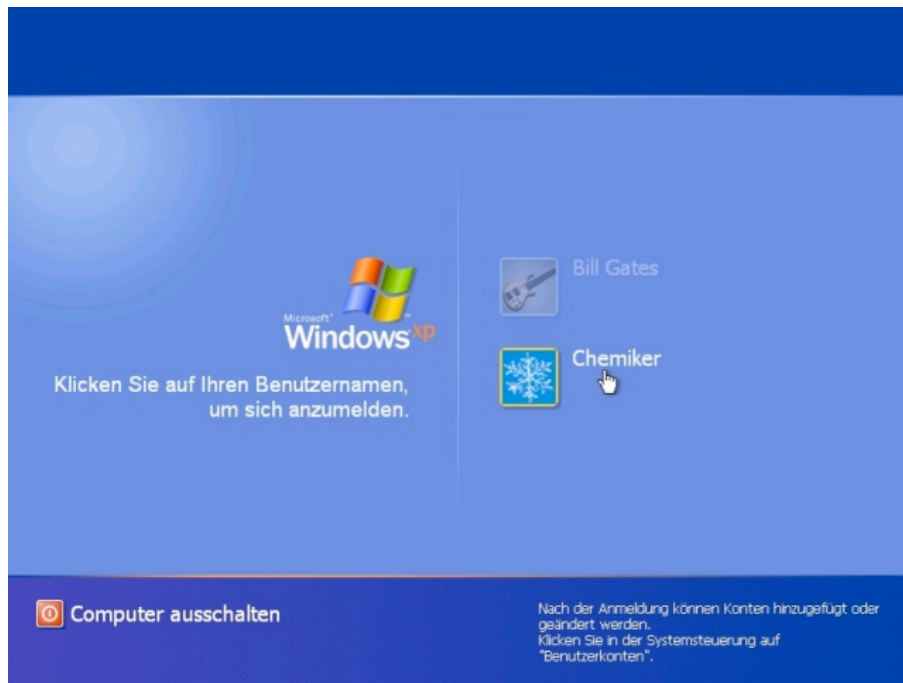
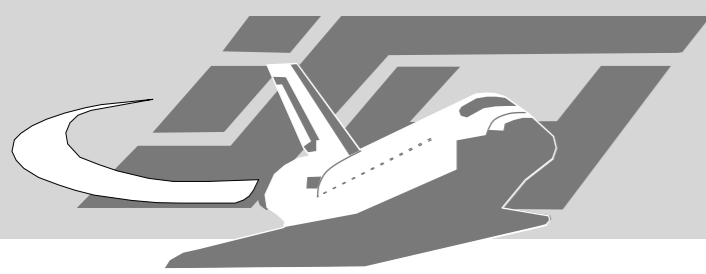
Key:

Offset 0

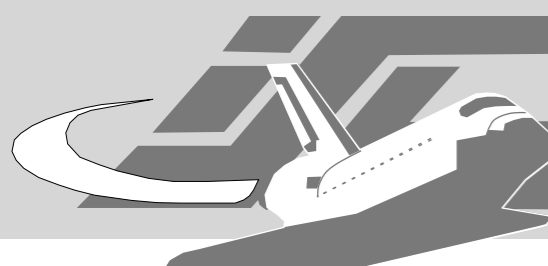
Value:

Offset	Hex	Char
00000000 -	04 04 F0 E0 31 33 39 34	..01394
00000008 -	E0 00 A0 02 00 02 3F 3B	‡.†...?;
00000010 -	47 00 05 8C 00 03 0F 76	G..â...v
00000018 -	03 08 00 28 81 00 00 02	...(Å...
00000020 -	0C 00 83 C0 00 06 03 AB	..É¿...'
00000028 -	00 00 00 00 00 00 00 00	.....
00000030 -	4C 69 6E 75 78 20 4F 48	Linux OH
00000038 -	43 49 2D 31 33 39 34 00	CI-1394.





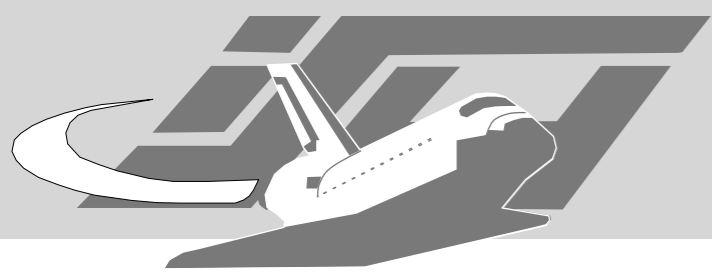
# Technical Details



# Unified Memoryspace

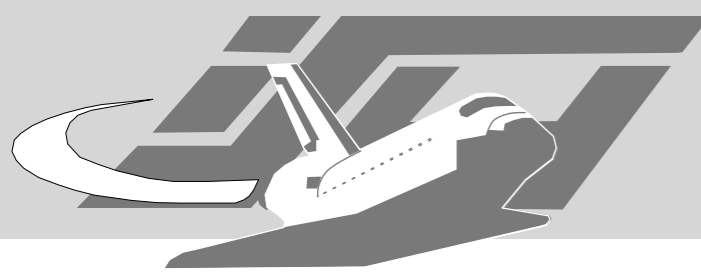
48'hFFFFFF_FFFF_FFFF 48'hFFFFFF_F000_0000 48'hFFFFFF_EFFF_FFFF	CSR Space	} some Physical
48'hFFFFFF_0000_0000 48'hFFFE_FFFF_FFFF	Upper Address Space	
physicalUpperBound physicalUpperBound -1	Middle Address Space	} Physical Range
48'h0000_0000_0000	Low Address Space	

Figure 1-2 – Node Offset Map



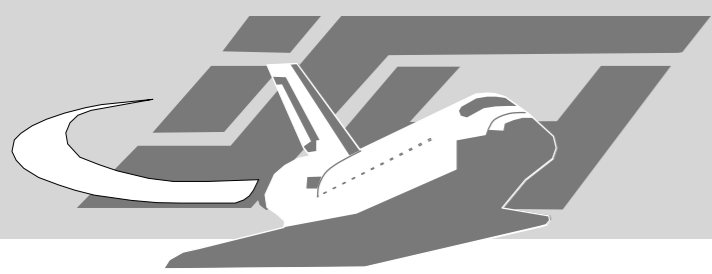
- Asynchronous functions
  - Can be used to access on-board RAM and RAM on extension cards (PCI)

physical requests - physical requests, including physical read, physical write and lock requests to some CSR registers (section 5.5), are handled directly by the Host Controller without assistance by system software.” (OHCI Standard)



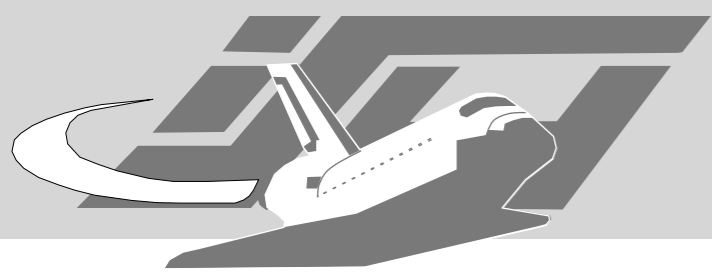
# OHCI Filters

- “Asynchronous Request Filters”  
“The 1394 Open HCI allows for selective access to host memory and the Asynchronous Receive Request context so that software can maintain host memory integrity. The selective access is provided by two sets of 64-bit registers: PhysRequestFilter and AsynchRequestFilter. These registers allow access to physical memory and the AR Request context on a nodeID basis.” (OHCI Standard)
- PhysicalRequestFilter Registers (set and clear)  
“If an asynchronous request is received, passes the AsynchronousRequestFilter, and the offset is below PhysicalUpper-Bound (section 5.15), the sourceID of the request is used as an index into the PhysicalRequestFilter. If the corresponding bit in the PhysicalRequestFilter is set to 0, then the request shall be forwarded to the Asynchronous Receive Request DMA context. If however, the bit is set to 1, then the request shall be sent to the physical response unit.” (OHCI Standard)



# Exploiting Reads

- We can read arbitrary memory locations.  
So we can:
  - Grab the Screen contents
  - Just search the memory for strings
  - Scan for possible key material
  - Parse the whole physical memory to understand logical memory layout.

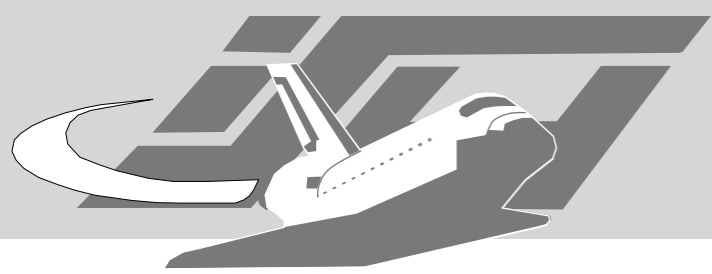


# Exploiting Writes

- We can write arbitrary data to arbitrary memory location. So we can:
  - Mess up
  - Change screen content
  - Change UID/GID of a certain process
  - Inject code into a process
  - Inject an additional Process

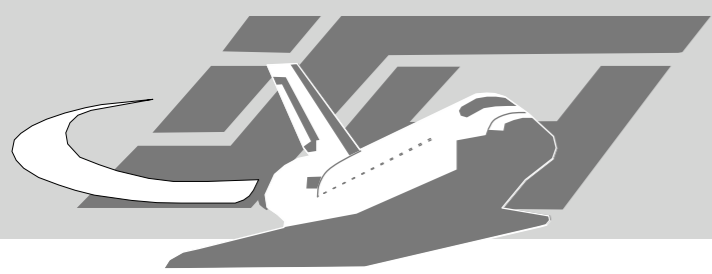
# Forensics by Firewire





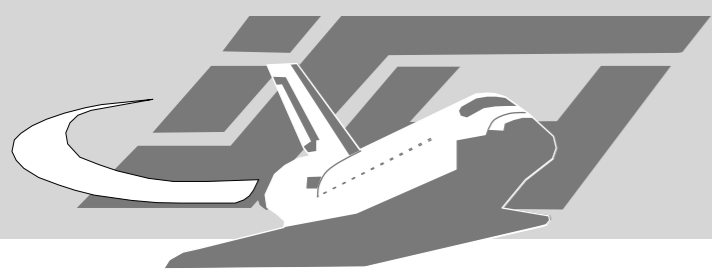
# The forensics schism

- Unplug, do post-mortem disk-analysis
  - Misses Processes, open connections, etc.
- Gather information on the live system, afterwards do a clean shutdown and do afterwards disk-analysis
  - Contaminates evidence during the information gathering



# Live Memory Dumps

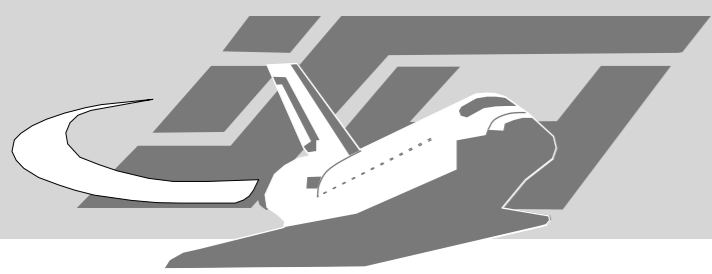
- Being able to dump the whole memory without software support would solve the schism
- Tribble is a specialized piece of hardware being able to dump physical memory via DMA transfers over the PCI bus
- If you can do the same via Firewire, you get away with a software only solution



# Forensics Challenges

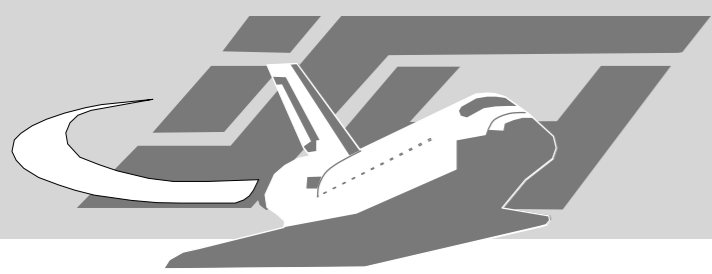
- There is little experience in reconstructing logical/virtual memory from physical memory dumps
- To find open network connections etc. we have to parse a bunch of kernel structures

# Conclusions



# Shields-Up!

- Ensure that only fully trusted devices are connected to your FireWire ports
- Press you driver/OS vendors about FireWire filtering



# Be Prepared for Forensics

- You might want to keep FireWire ports on incident prone systems at hand
- Keep them physically secured
- Have some software ready to do memory dumps via FireWire