

# DARK HAZARD: *LEARNING-BASED,* *LARGE-SCALE* DISCOVERY OF HIDDEN SENSITIVE OPERATIONS IN ANDROID APPS

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- Automated Runtime Analysis



## ■ The problem?

- **Hidden Sensitive Operations (HSO):**  
Malware (or benign) apps conducted *sensitive operations* only on certain conditions (*trigger*) to *hide* from automated runtime analysis

```
AntiEmulator am = new AntiEmulator();
if (am.isEmu()) {
    . . .
    deceptionCode2 (...);
    return false;
}
//begin to root the phone if necessary
//begin to monitor user behaviors
```

Hacking Team Remote Control System

## ■ Hidden Sensitive Operations (HSO)

### ➤ Anti-emulator

- QEMU property
- Performance difference

### ➤ Anti-sandbox

- FireEye Sandbox Profiled

### ➤ Logic bomb

- time, location

### ➤ Anti-runtime analysis

- Determine the absence of a human user

# ■ Traditional Approaches

## ➤ Academia solutions

- Morpheus ACSAC 14
  - High false positive as a detection tool
- TriggerScope S&P 16
  - Precise but *heavyweight*: symbolic execution
  - Need to know the types of trigger in advance
    - Currently limited to time, location, SMS

## ➤ Industry solutions

- Signature based
- *manual* analysis

## ■ Our approach

- *Lightweight* program analysis
  - Features based on unique observations
  - Scalability
  - >330K applications
- Semi-supervised learning
- First step towards a more general approach
  - Not limited to certain types of triggers or sensitive operations

# ■ Observations

- *Data and semantic dependency* between conditions and paths in HSO are *weak*,
- Conditions only serve as *guard* of malicious behaviors

```
AntiEmulator am = new AntiEmulator();  
if (am.isEmu()) {  
    ...  
    deceptionCode2 (...);  
    return false;  
}
```

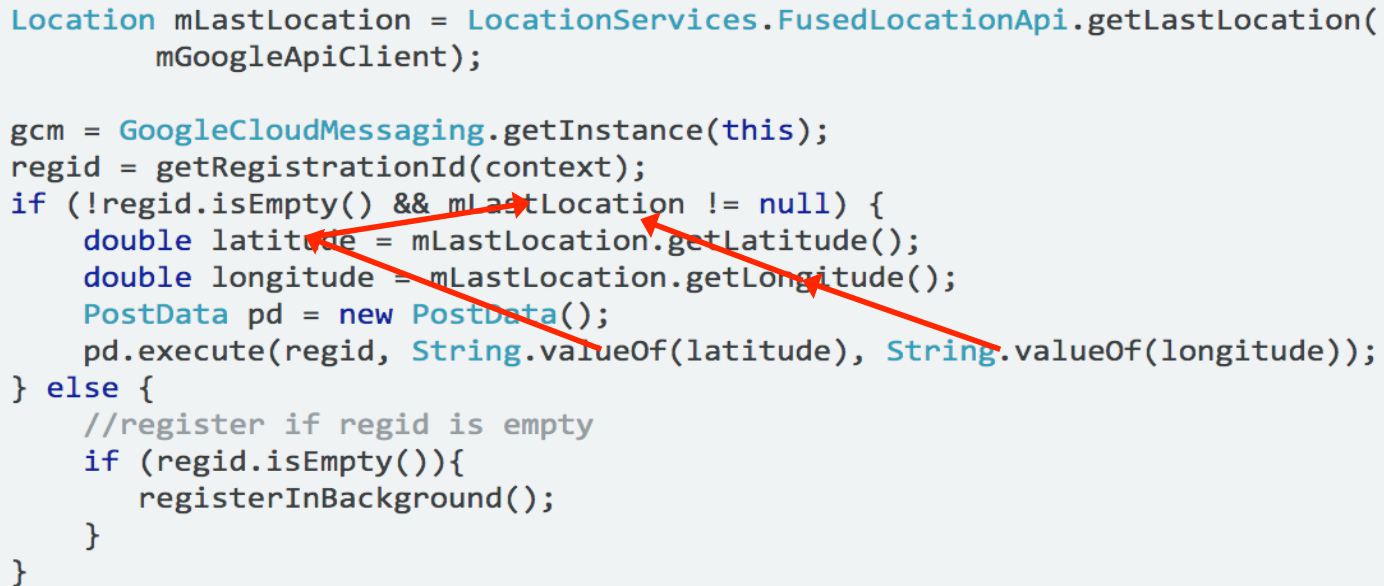
```
...//begin to root the phone if necessary  
...//begin to monitor user behaviors
```

# Observations

## ➤ Normal case

```
Location mLastLocation = LocationServices.FusedLocationApi.getLastLocation(
    mGoogleApiClient);

gcm = GoogleCloudMessaging.getInstance(this);
regid = getRegistrationId(context);
if (!regid.isEmpty() && mLastLocation != null) {
    double latitude = mLastLocation.getLatitude();
    double longitude = mLastLocation.getLongitude();
    PostData pd = new PostData();
    pd.execute(regid, String.valueOf(latitude), String.valueOf(longitude));
} else {
    //register if regid is empty
    if (regid.isEmpty()){
        registerInBackground();
    }
}
```





# ■ Observations (2)

➤ Behavior difference between two paths

➤ `AntiEmulator am = new AntiEmulator();`

`if (am.isEmu()) {`

`...`

`deceptionCode2 (...);`

`return false;`

`}`

`...//begin to root the phone if necessary`

no sensitive behaviors

root exploit & monitor

# ■ Observations (3)

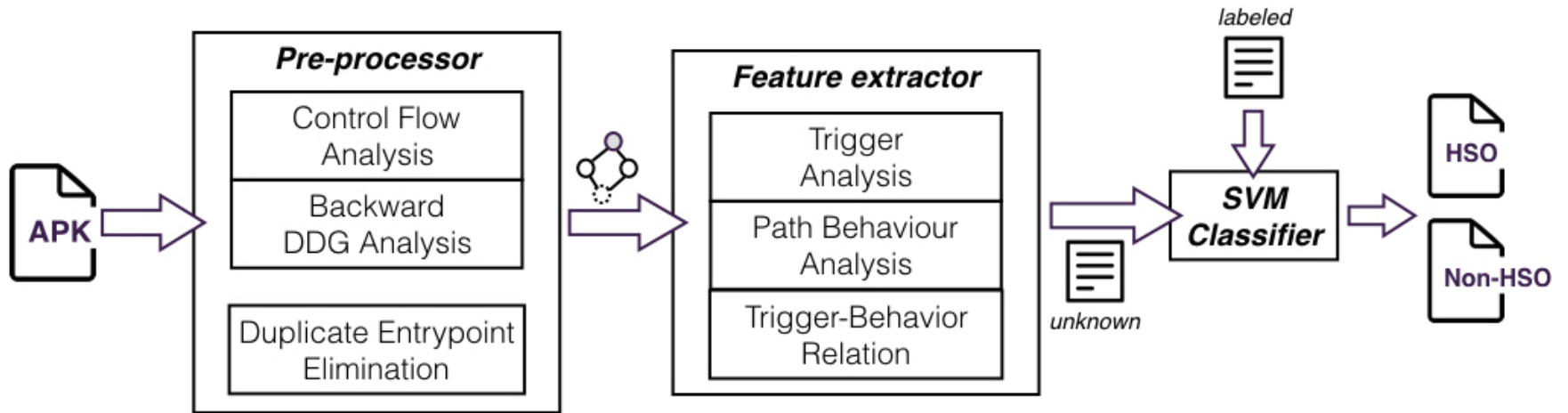
## ➤ Source of trigger conditions

```
com.android.dvci.core:  
am.isEmu()
```



- Build.FINGERPRINT
- Build.TAGS
- Build.PRODUCT
- Build.DEVICE
- Build.BRAND
- Build.MANUFACTURE
- getDeviceId()
- getLine1Number()
- getSubscriberId()
- . . .

## ■ Architecture



## ■ Features

- Data and semantic dependency between Condition and Paths
  - Data Dependency (DF1 DF2) : k/n
  - Semantic relevance: Implicit Relation (IR1 IR2)
    - Based on semantic relevance
    - And Frequency Analysis

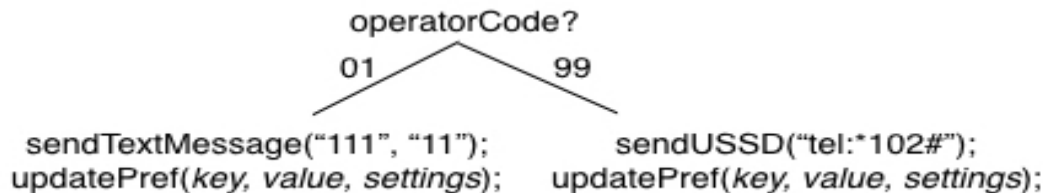
TABLE II: Examples of APIs and key/API pairs used in *IR*

Item in condition	Item in path
<code>&lt;android.location.LocationManager: isEnabled(...)&gt;</code>	<code>&lt;android.location.LocationManager: requestLocationUpdates(...)&gt;</code>
<code>&lt;android.webkit.WebViewClient: {init}()</code>	<code>&lt;android.webkit.WebView: loadUrl(...)&gt;</code>
<code>&lt;android.net.NetworkInfo: getState()</code>	<code>&lt;android.net.ConnectivityManager: getNetworkInfo(...)&gt;</code>
<code>&lt;android.os.Environment: getExternalStorageState()</code>	<code>&lt;java.io.File: mkdir()</code>
<code>'location_providers_allowed'</code>	<code>&lt;android.location.LocationManager: getLastKnownLocation(...)&gt;</code>
<code>'PACKAGE_CHANGED'</code>	<code>&lt;android.content.pm.PackageManager: java.util.List getInstalledPackages(...)&gt;</code>
<code>'GET_ACCOUNTS'</code>	<code>&lt;android.accounts.AccountManager: getAccountsByType(...)&gt;</code>

# ■ Features

## ➤ Behavior Differences

### ➤ Data distance (DD)



- We also want to know data relations between two paths

$$DD = 1 - \frac{1}{2} \left( \frac{V_l \cap V_r}{V_l \cup V_r} + \frac{F_l \cap F_r}{F_l \cup F_r} \right)$$

## ■ Features

### ➤ Behavior differences

- Activity distance (AD)
- Group APIs or system keys based upon similarity of their functionalities
  - Android official documentation
  - Pscout
  - DroidSIFT
  - other system properties & settings.
- Jaccard distance

# Features

- Source of trigger conditions

- SI (System input)

- System properties (OS or hardware traces of a mobile device) or environment parameters (time, locations, user inputs, etc.)

- SUSI

## ■ Dataset

### ➤ **Ground Truth:**

- One HSO branch in each of 213 malwares
  - Found by known HSO trigger signatures
- Non-HSO branches in 213 benign apps
  - Manual confirm and VirusTotal scan

### ➤ **Unknown Apps from the wild**

- 124,207 Google Play Apps
- 214,147 VirusTotal Apps



## ■ Evaluation

- Ground Truth
  - Cross-validation

	<b>Precision</b>	<b>Recall</b>	<b>F-score</b>
HSO	0.98	0.944	0.962
Non-HSO	0.946	0.981	0.963
Weighted Avg.	0.963	0.962	0.962

- Apps in the wild
  - Random Sampling
  - Precision: 98.4%
  - Recall not available

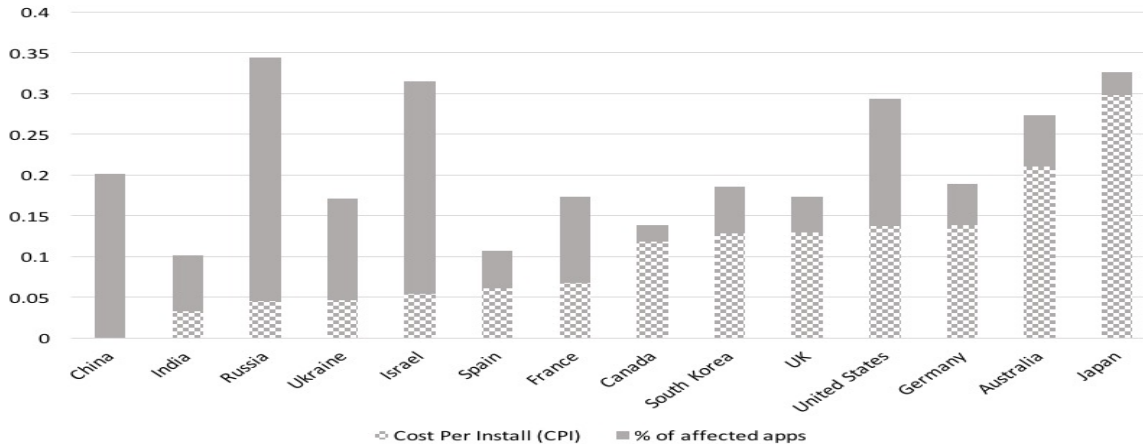
## ■ Performance

- Random 3000 apps from Google-play average size of 8.43MB
  - 765.3 s per app
  - Dell desktop with 3.3GHz i5 processor and 16GB RAM
  - Timeout: 60 mins
  - 8.4% timeout
- Compared with TriggerScope
  - 5.2 times faster, on **their** dataset
  - 35 apps which is publicly available
  - 42.0 s VS 219.2 s

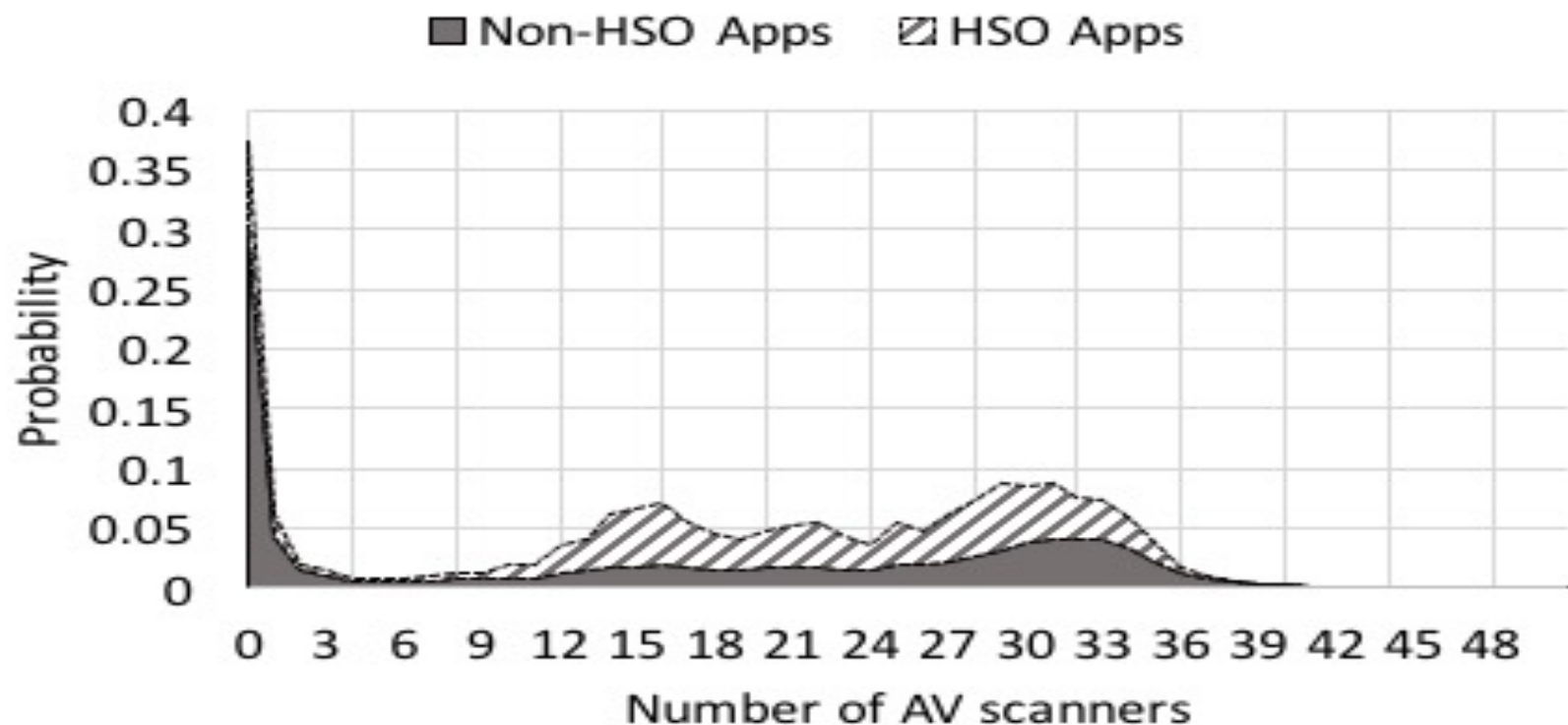
# ■ Understanding HSO

## ➤ Landscape

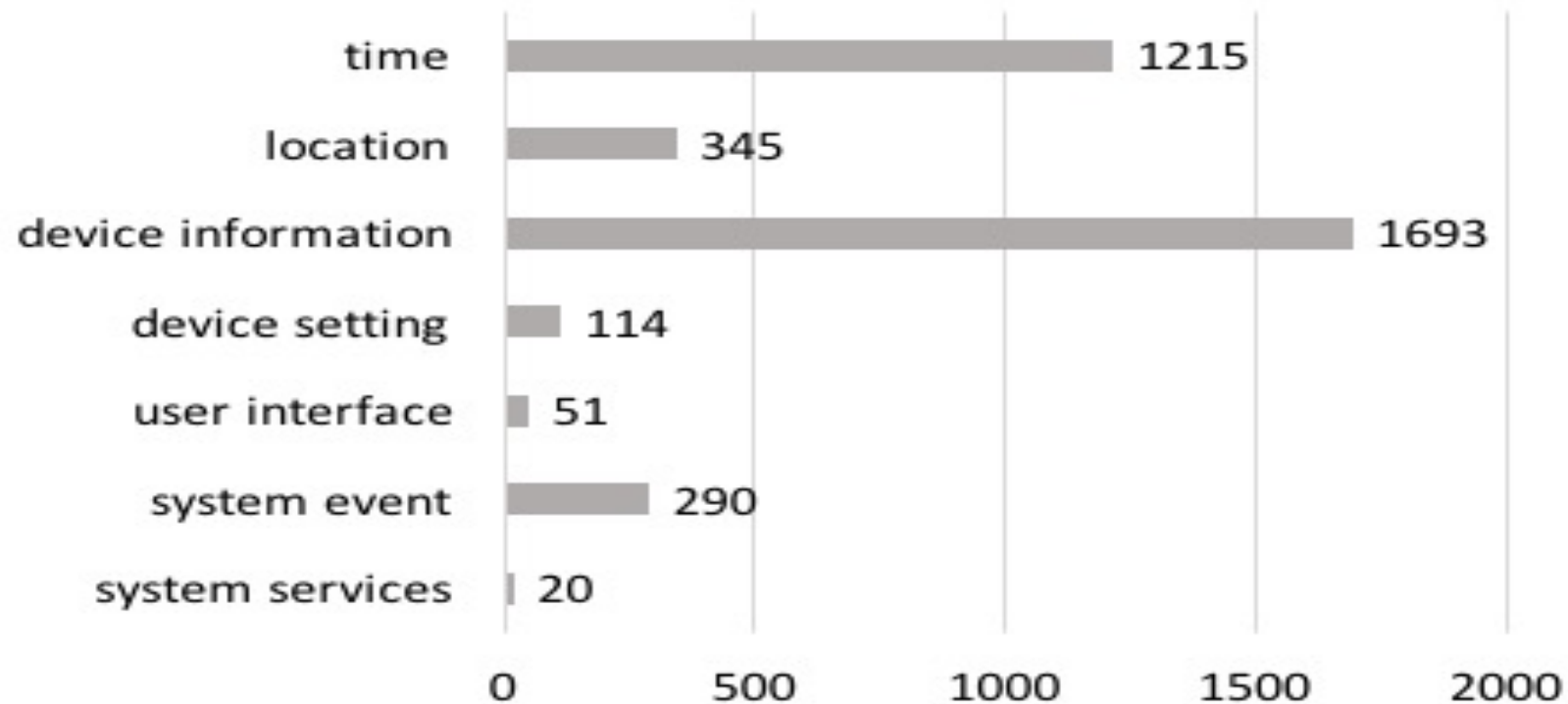
- Overall, 63,372 (18.7%) of 338,354 contain HSO
- 3,491 unique HSO instances



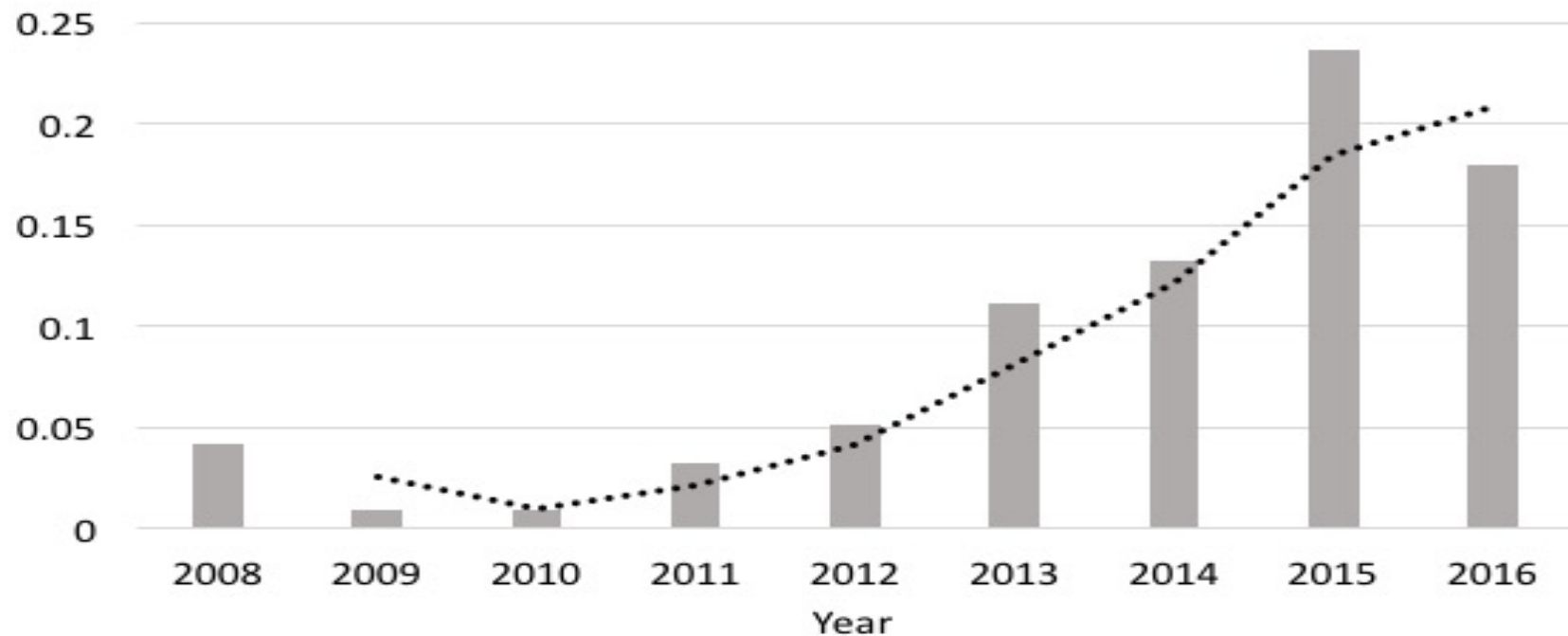
- HSO and PHA



## ■ Triggers



## ■ Evolution



# Video trigger

```
1 public void a(h arg1){
2     int v6 = 100;
3
4     //arg1.d is a VideoView
5     if(arg1.d.getCurrentPosition() > v6){
6         //leak sensitive info to server
7         new a.b.d(this, this.b().toString()).start()
8     }
9 }
10
11 private JSONObject b(){
12     ...
13     JSONObject v1;
14     //collect as much sensitive info as possible
15     v1.put("android_id", this.getId());
16     ...
17     v1.put('latitude', v2.getLatitude());
18     v1.put('longitude', v2.getLongitude());
19     v1.put('accuracy', (double)v2.getAccuracy());
20     ...
21     return v1;
22 }
```

## ■ Click interval

```
1 private static boolean unFastDoubleClick(){
2     long l1 = System.currentTimeMillis();
3     long l2 = l1-a.e;
4     if (((0L < l2) && (l2 < 500L))) {
5         return false
6     }
7     a.e = l1;
8     return true;
9 }
10
11 public final void onClick(View paramView){
12     if(a.unFastDoubleClick()){
13         //collect user information
14     }
15 }
```



# Takeaways

- Promising to combine machine learning and lightweight program analysis
  - Towards scalability
- First step towards generic evasion detection techniques
  - Verify the feasibility
- By >330k apps, prevalence of HSO in the wild
  - Urgency of countermeasures

Thank you!

Questions ?

## ■ Trapdoor on view

```
1 public void a(MotionEvent me){
2     ...
3     Rect rect1 = new Rect(me.getX(), me.getY(), 1, 1);
4     int width = this.display.getWidth();
5     int height = this.display.getHeight();
6     Rect rect2 = new Rect(0, height>>1, width>>1, height>>1+50)
7
8     //check if certain area is clicked
9     if(this.isHit(rect1, rect2)){
10         //send SMS in background
11         this.sendsms(...)
12     }
13 }
```

# Limitations

- Further Evasion
- Intrinsic limitation of static analysis
- Coverage
  - Native code
  - Server side

## Future work

- UI Context
- User perception, app description context

# ■ Condition Path Graph (CPG)

