

ToothPicker

Apple Picking in the iOS Bluetooth Stack



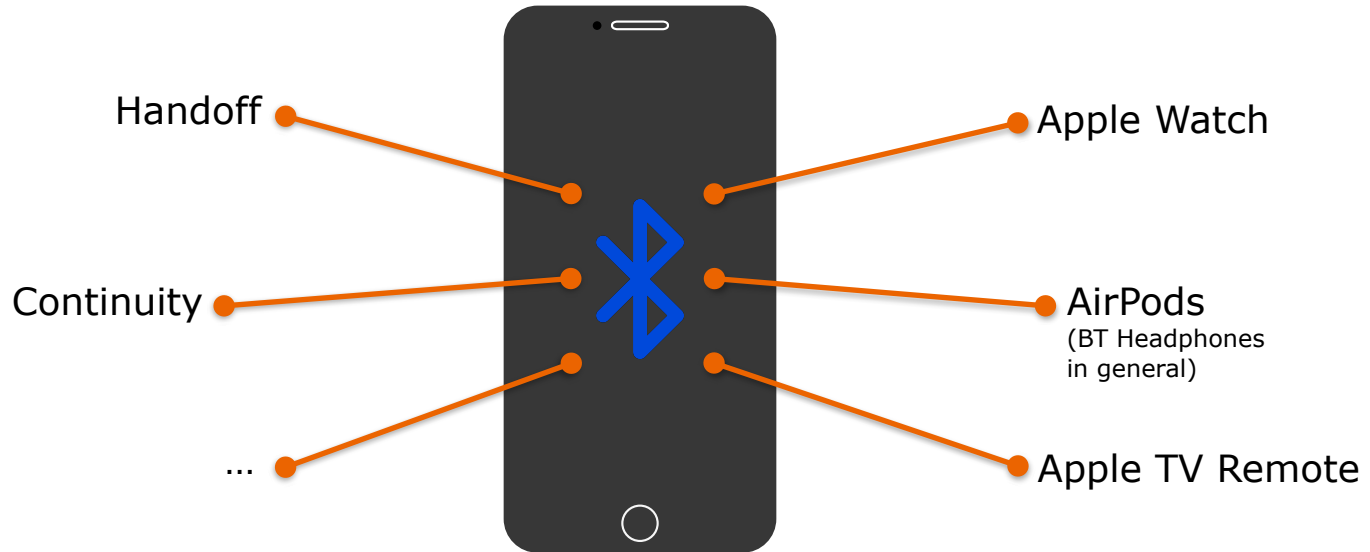
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Bluetooth in the Apple Ecosystem

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The Apple ecosystem encourages turning on Bluetooth...

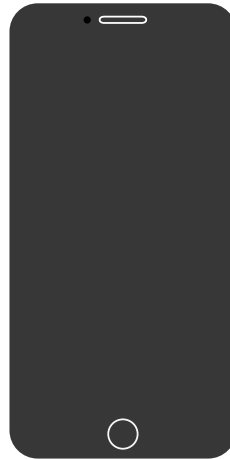


Bluetooth in the Apple Ecosystem

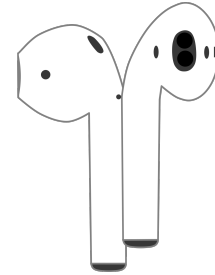
Three different Bluetooth stack implementations:



macOS



iOS



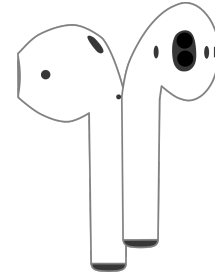
RTKit
(AirPods, Siri Remote, ...)

Bluetooth in the Apple Ecosystem

Three different Bluetooth stack implementations:



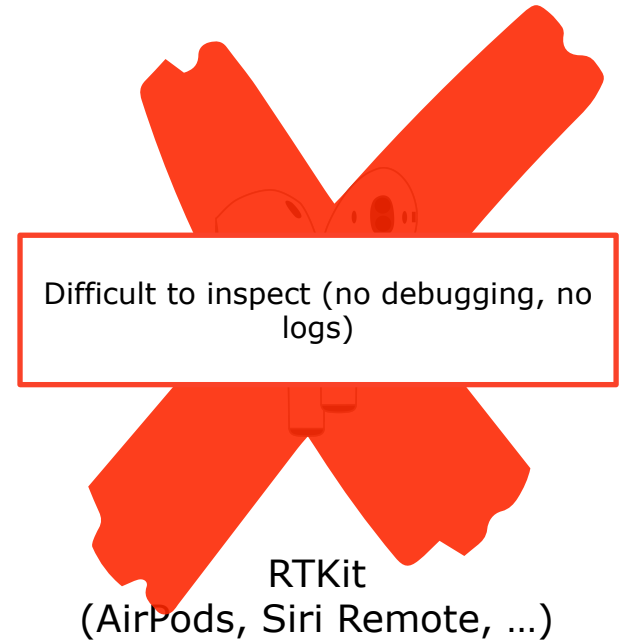
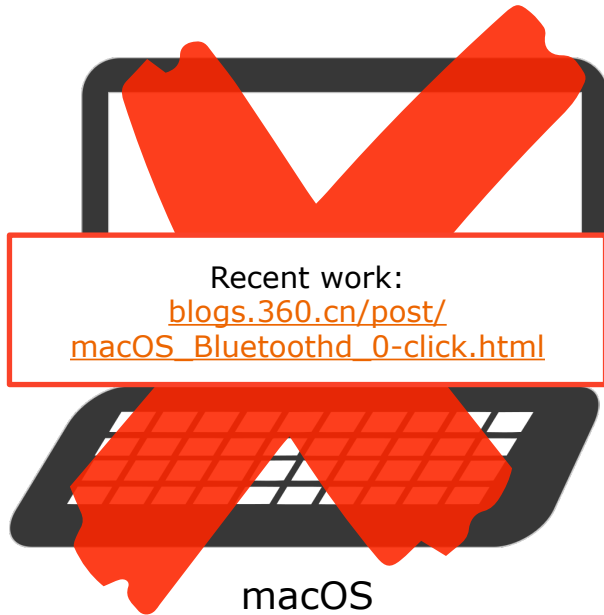
iOS



RTKit
(AirPods, Siri Remote, ...)

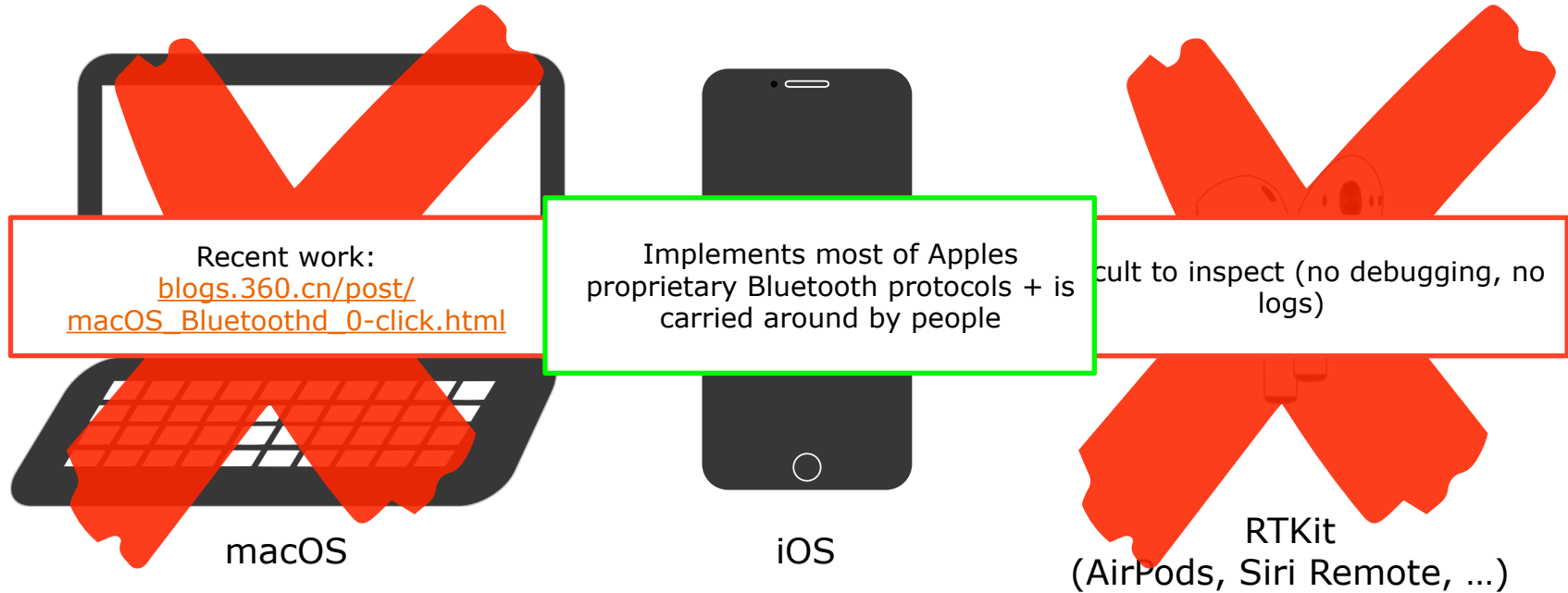
Bluetooth in the Apple Ecosystem

Three different Bluetooth stack implementations:



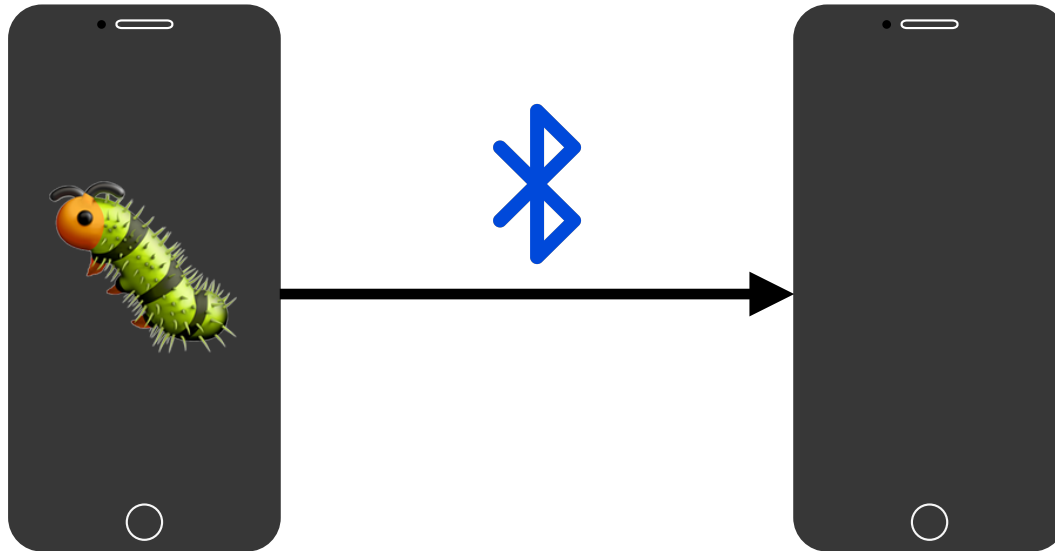
Bluetooth in the Apple Ecosystem

Three different Bluetooth stack implementations:



Bluetooth on iOS

While it's not a "remote" zero-click attack surface for targeted attacks, Bluetooth RCEs are easily worm-able

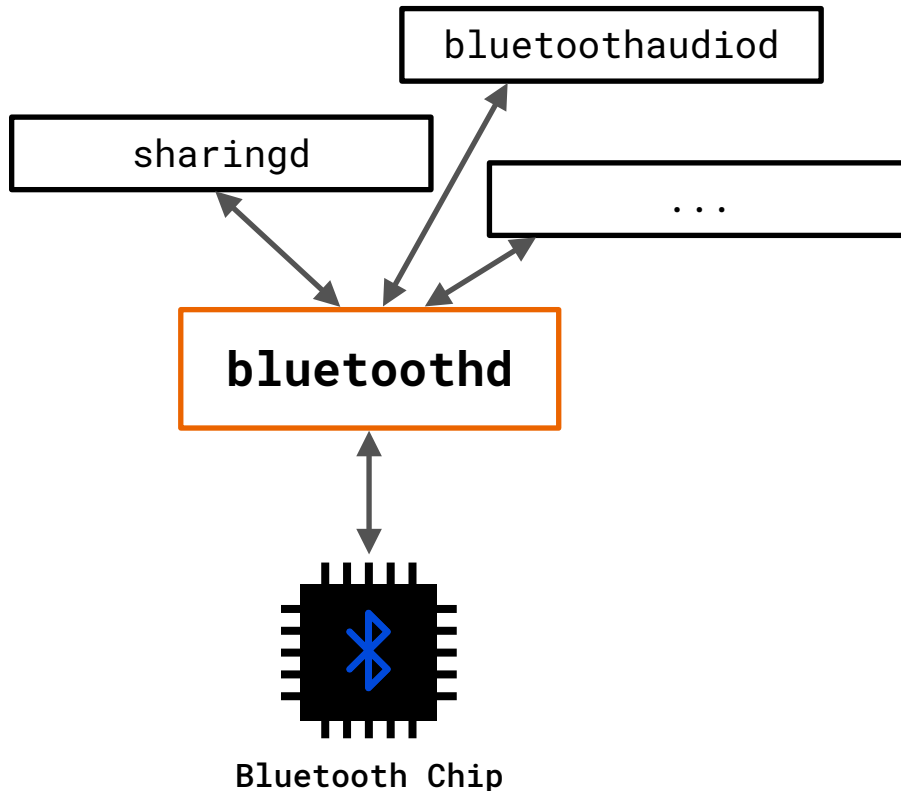


Proprietary Bluetooth Protocols

Category	Protocol	iOS	macOS	RTKit
Fixed L2CAP Channels	MagicPairing	✓	✓	✓
	Magnet	✓	✓	-
	LEA{P,S}	✓	-	✓
	FastConnect Discovery	✓	✓	✓
	DoAP	✓	✓	✓
L2CAP Channels	ExternalAccessory	✓	✓	✓
	AAP	✓	✓	✓
	Magnet Channels	✓	✓	-
	FastConnect	✓	✓	✓
	Apple Pencil GATT	✓	-	✓
Other	BRO/UTP	-	-	✓
	USB OOB Pairing	-	✓	-

Fuzzing iOS bluetoothd

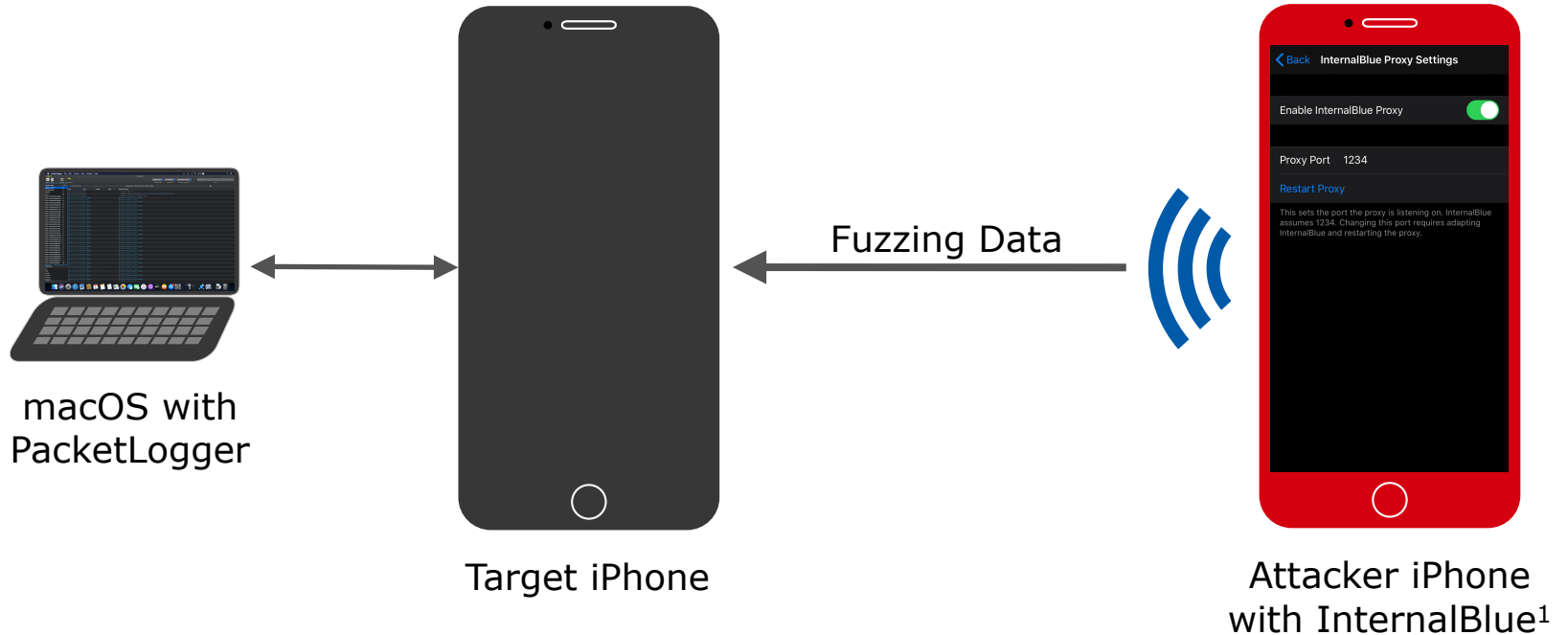
Bluetooth on iOS



- Lots of interaction with different system daemons
- Constant interaction with the Bluetooth Chip
- Multiple Threads
 - StackLoop (for HCI¹)
 - RxLoop
 - TxLoop
 - ...
- Huge binary file
- (Almost) no symbols

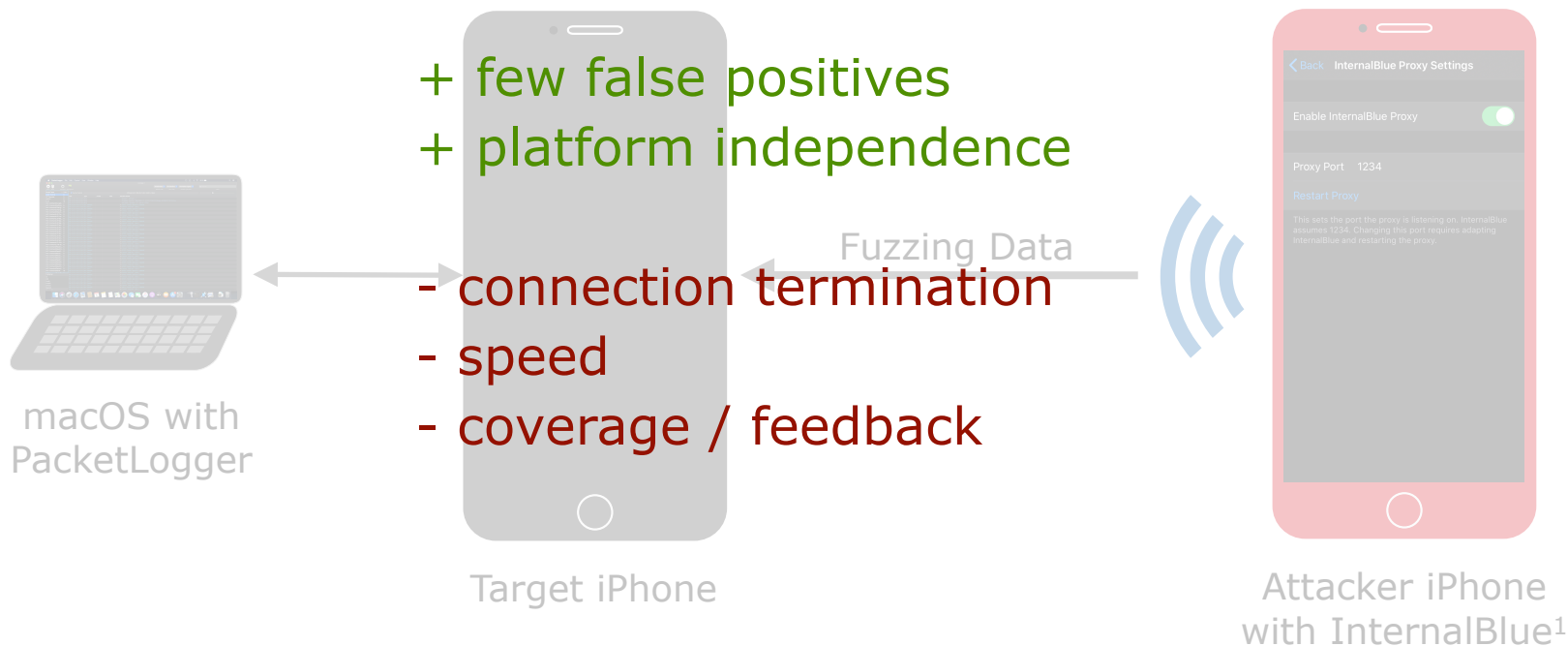
1: Host Controller Interface, interface to interact with BT Chip

Over-the-Air Fuzzing



1: <https://github.com/seemoo-lab/internalblue>

Over-the-Air Fuzzing



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Fuzzing bluetoothd

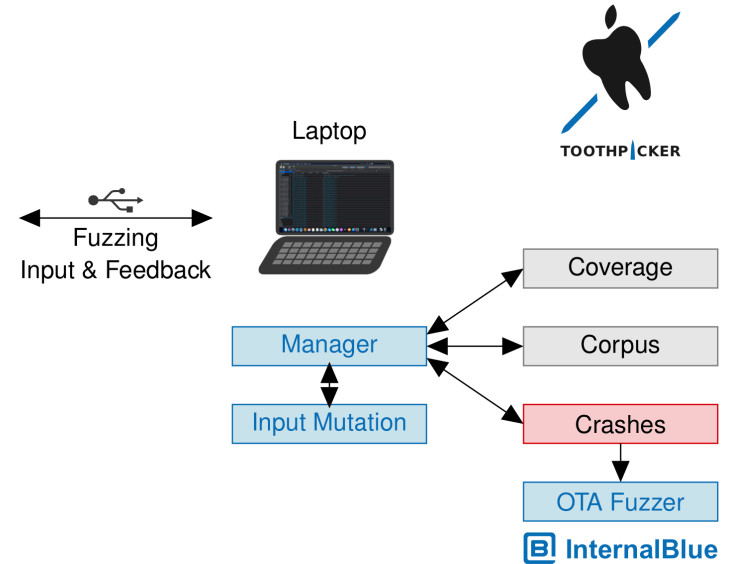
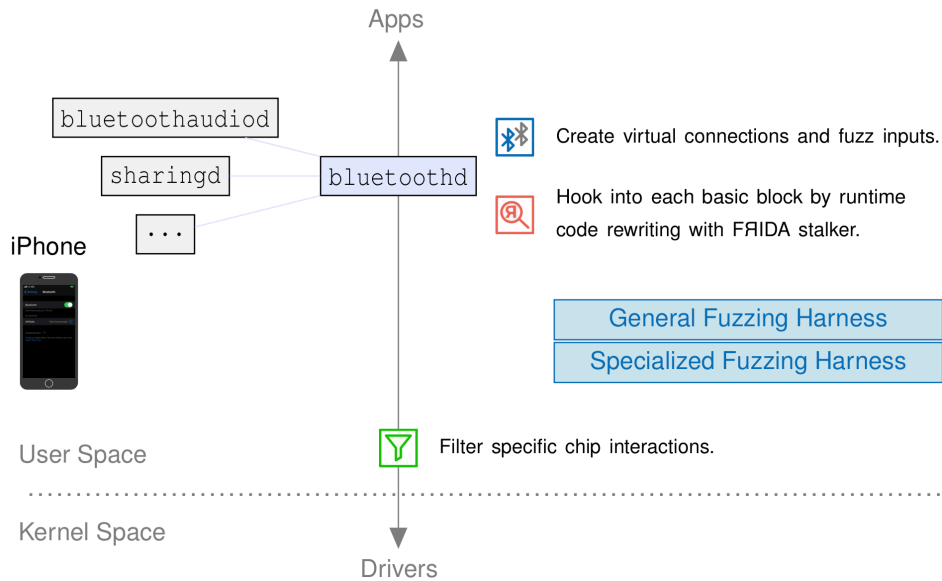
Coverage → FRIDA Stalker

Feedback on crashes → FRIDA Exception Handler

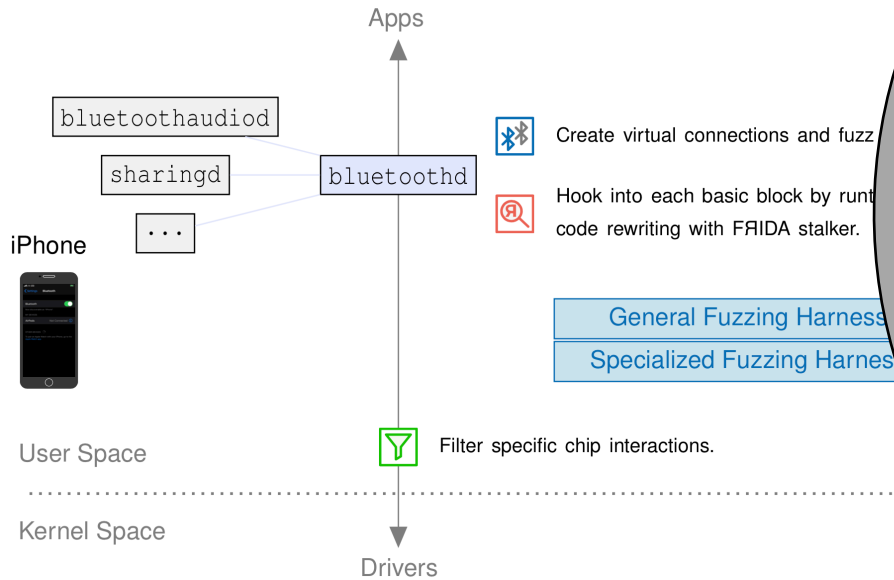
No physical connection
No connection termination } → Virtual Connections by code injection

ToothPicker

In-Process Fuzzing

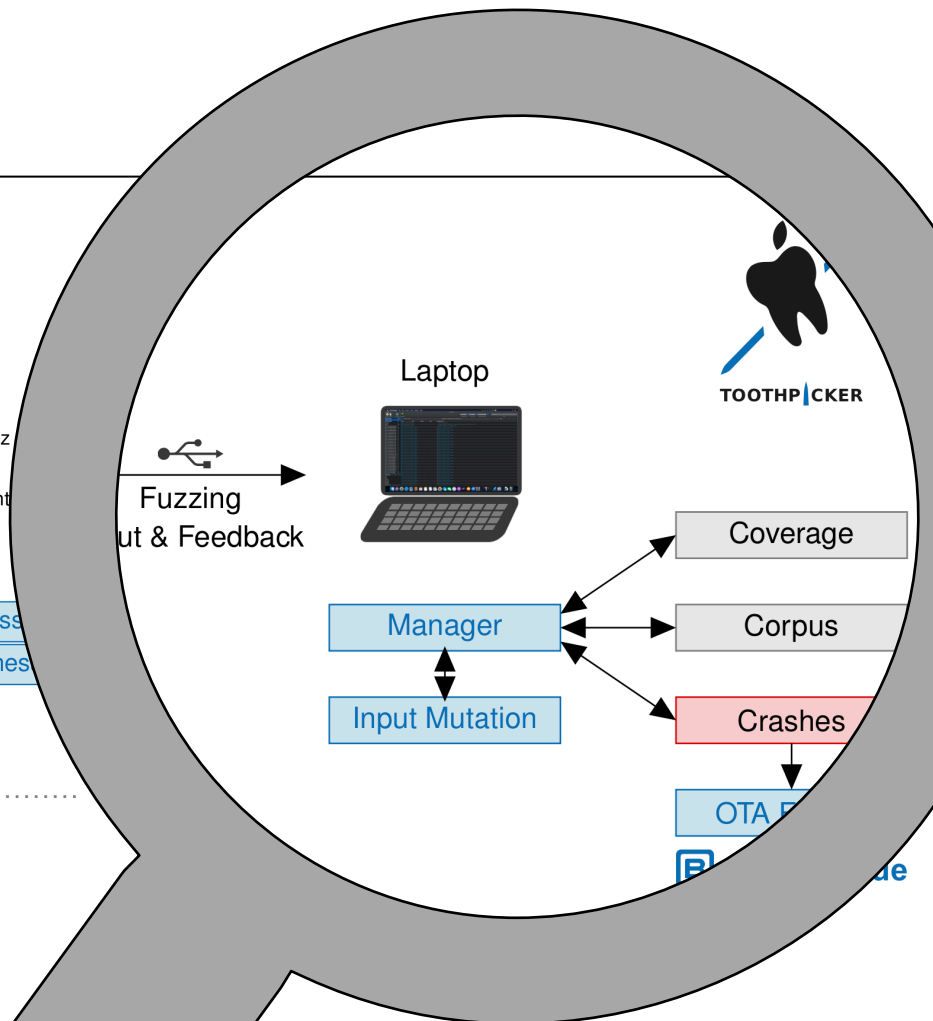


In-Process Fuzzing

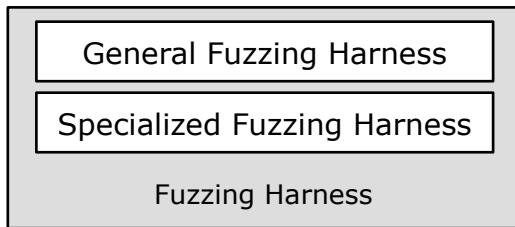


General Fuzzing Harness
Specialized Fuzzing Harness

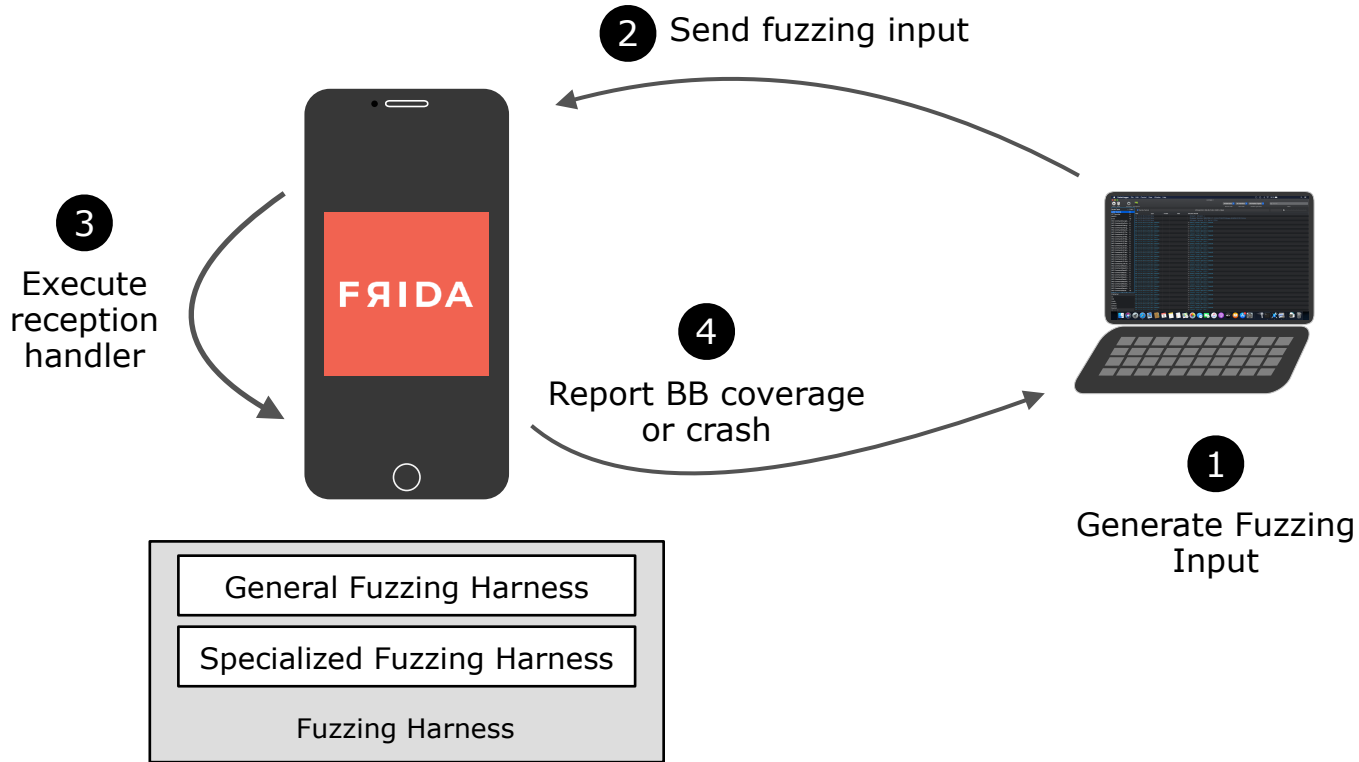
Fuzzing
Input & Feedback



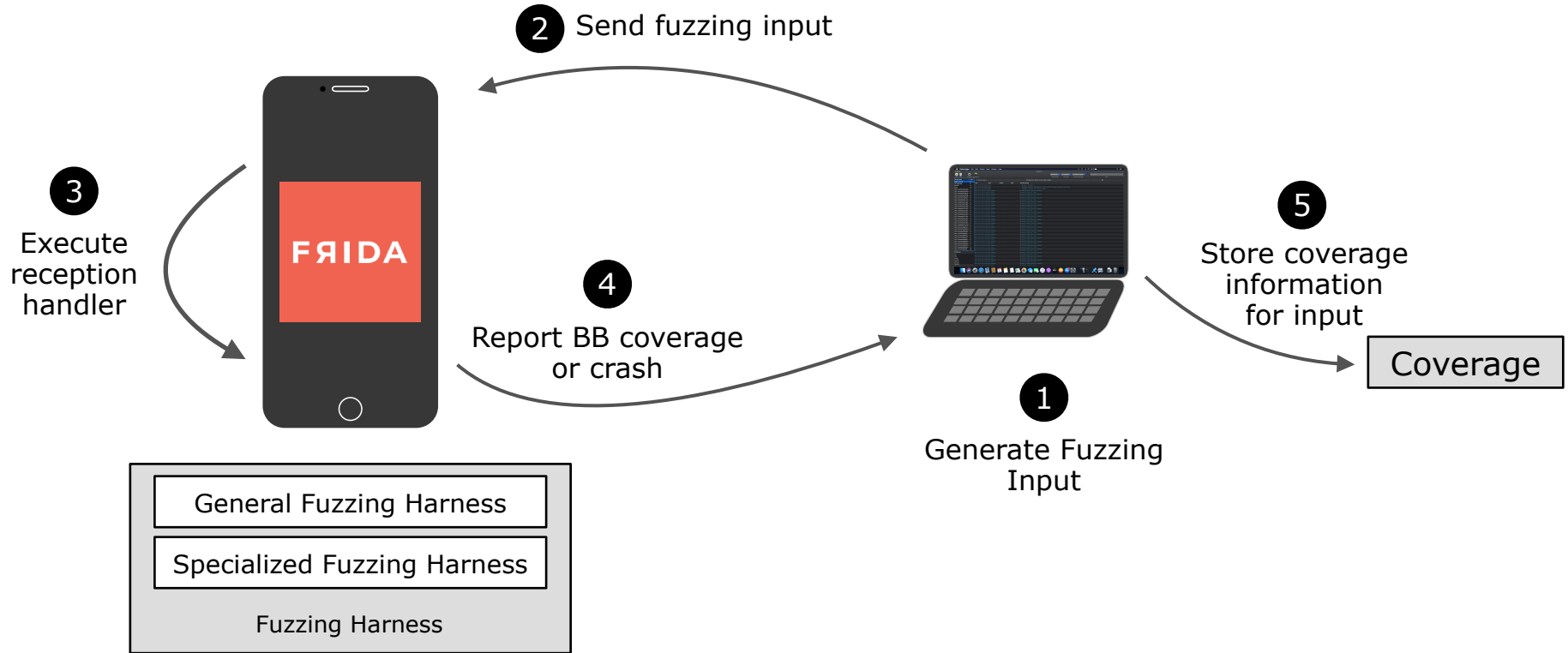
In-Process Fuzzing



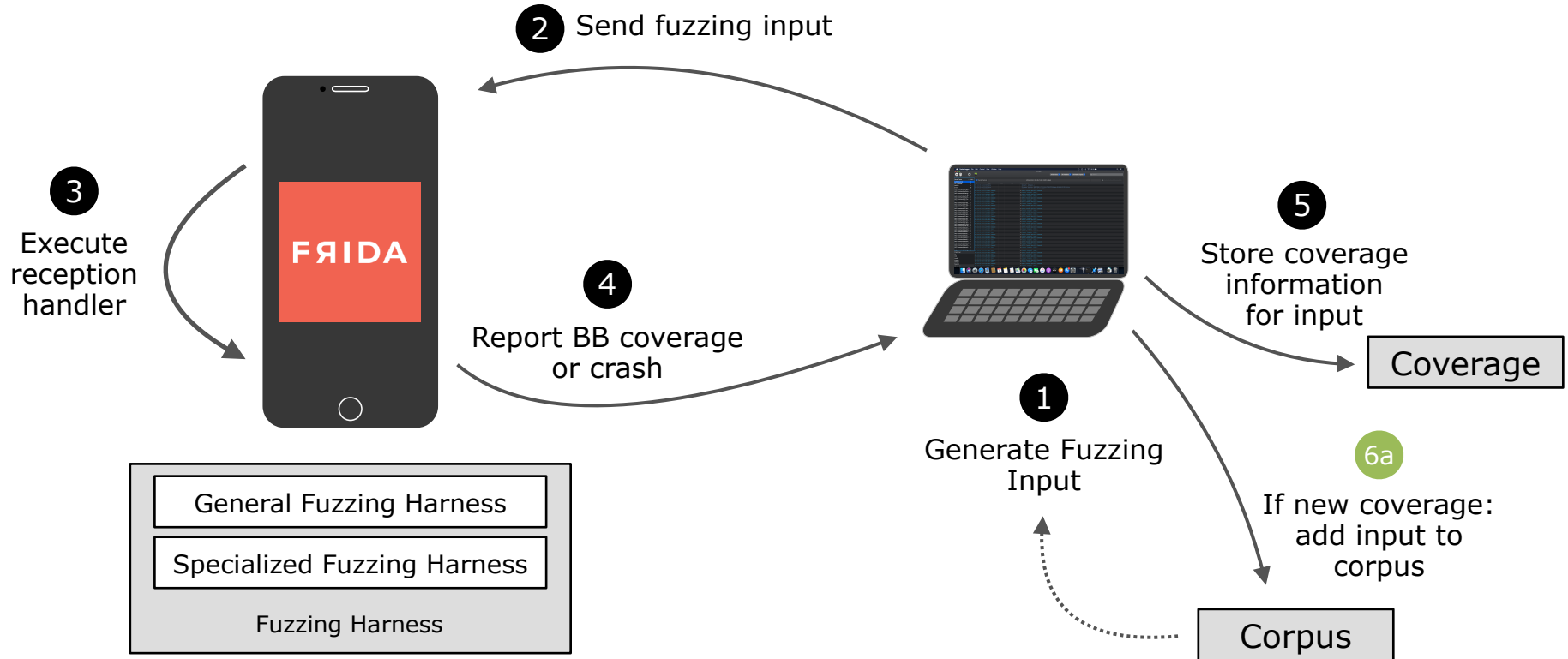
In-Process Fuzzing



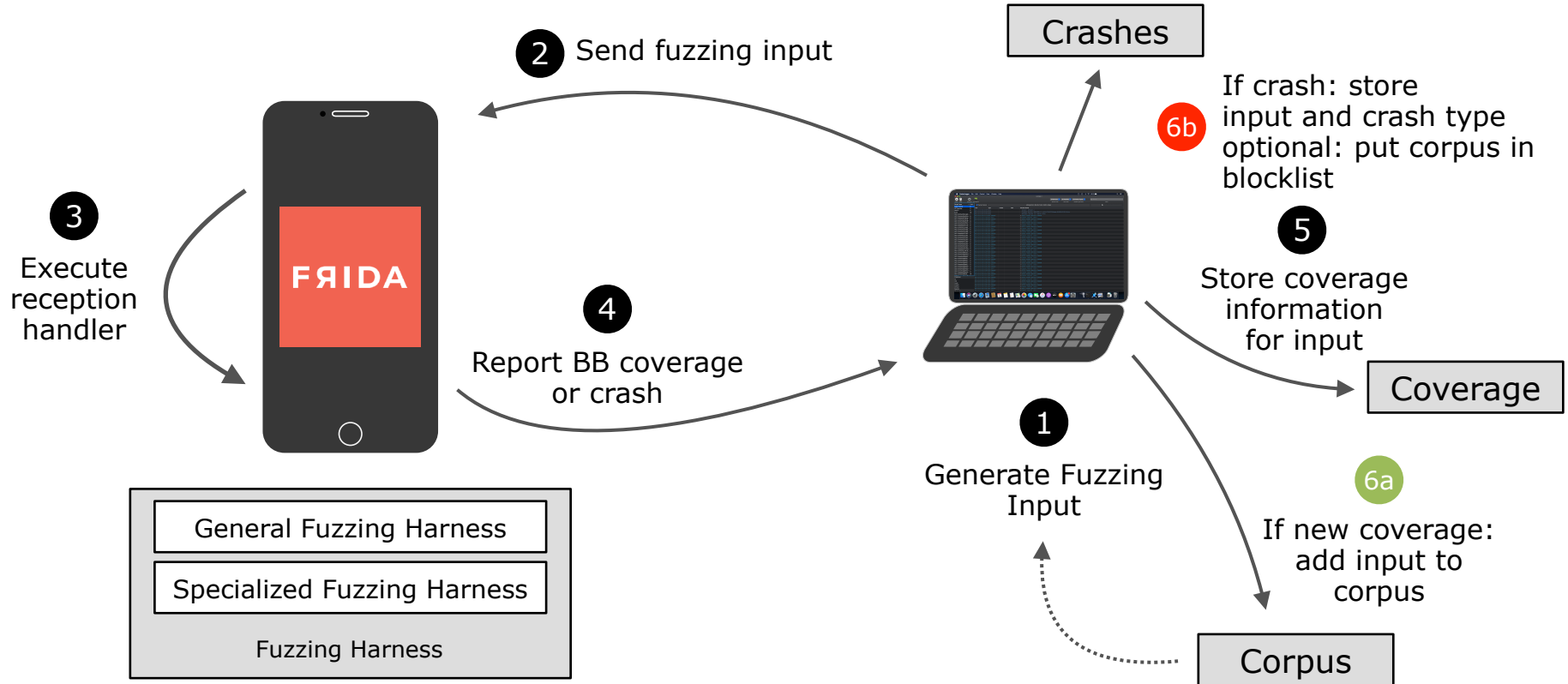
In-Process Fuzzing



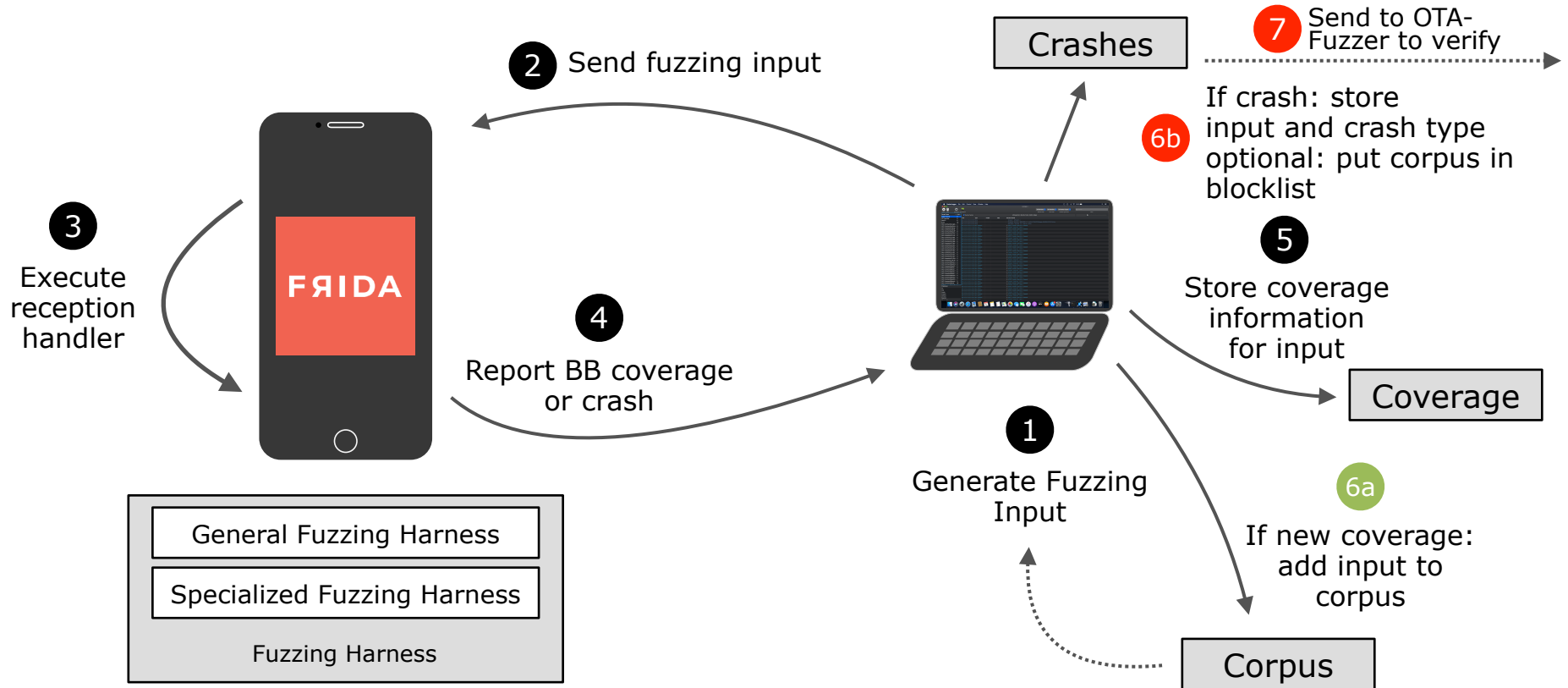
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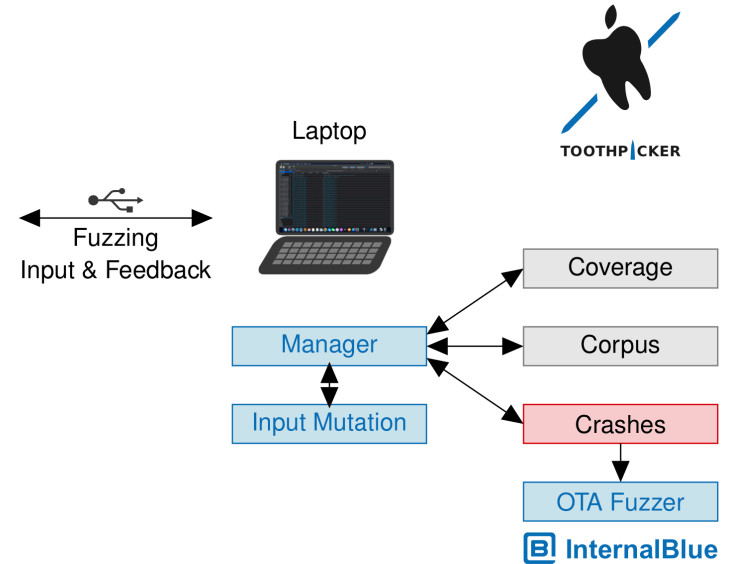
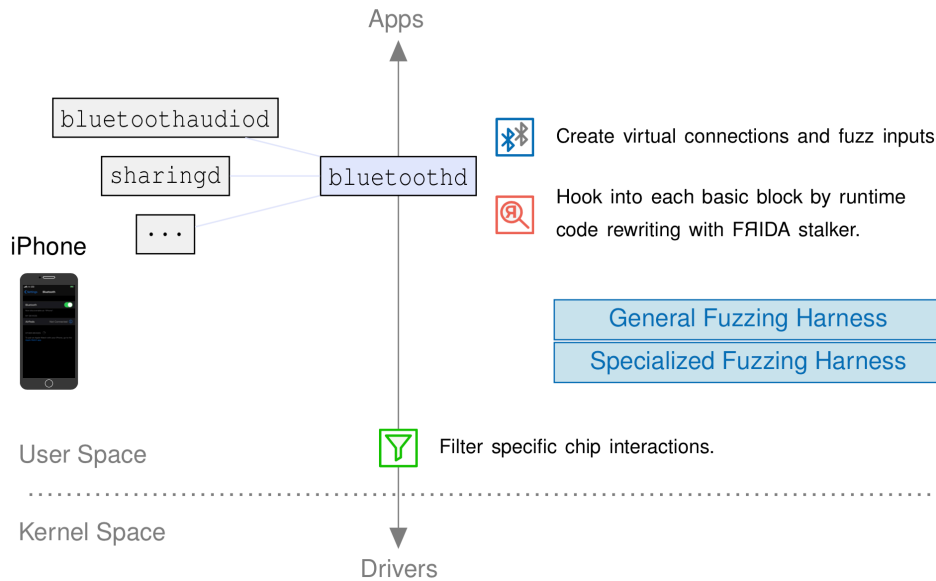
In-Process Fuzzing



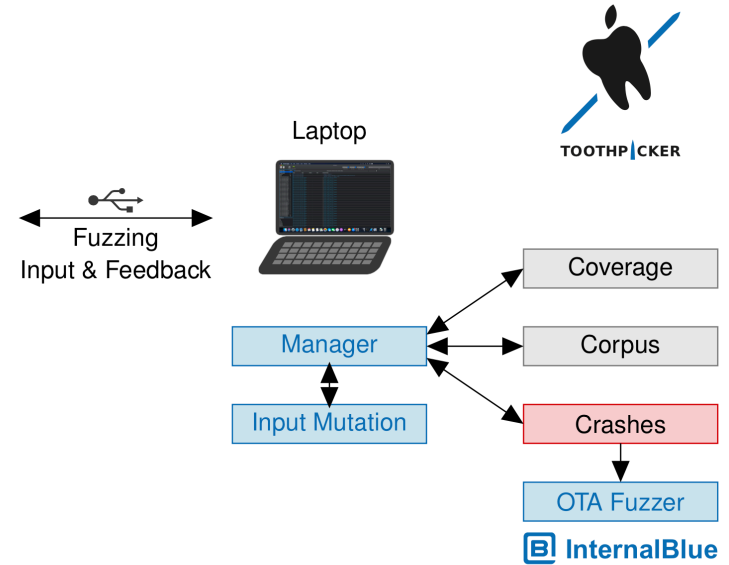
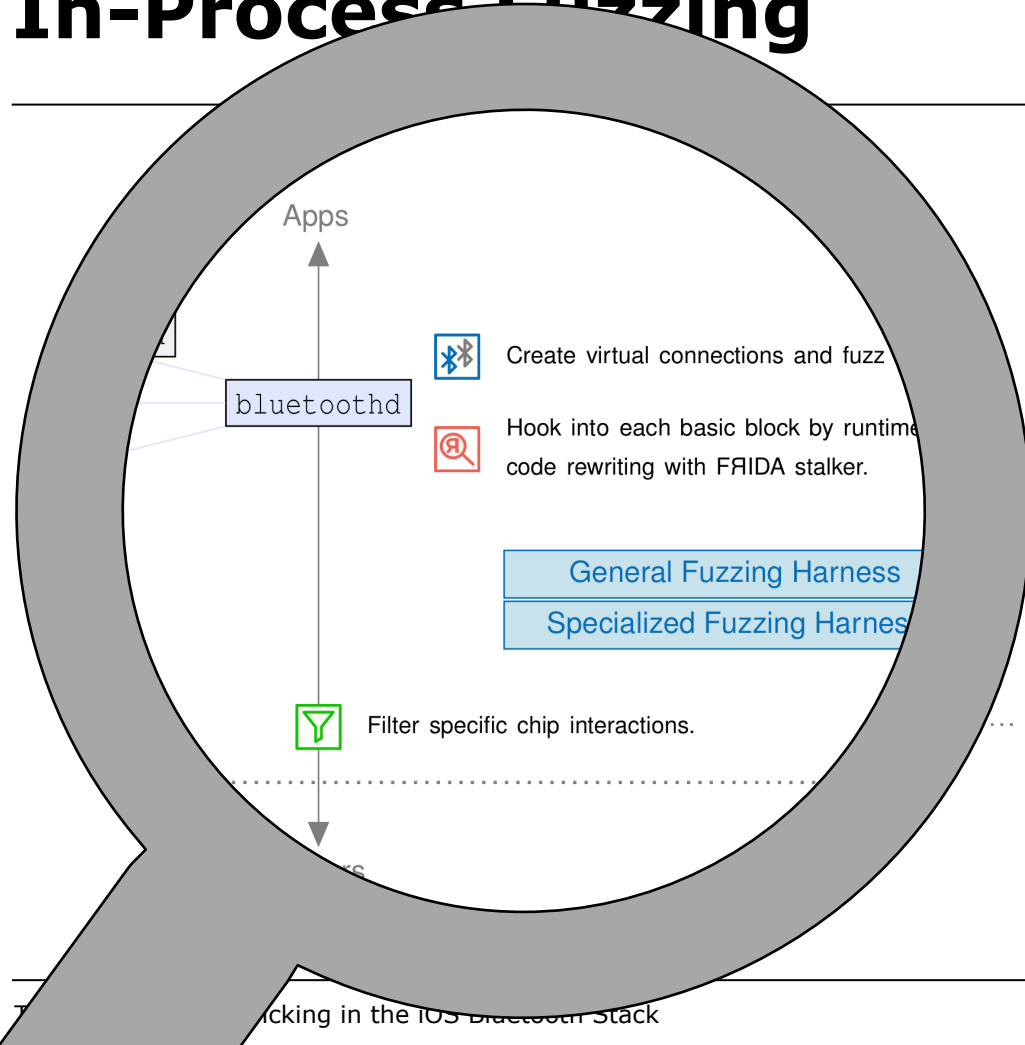
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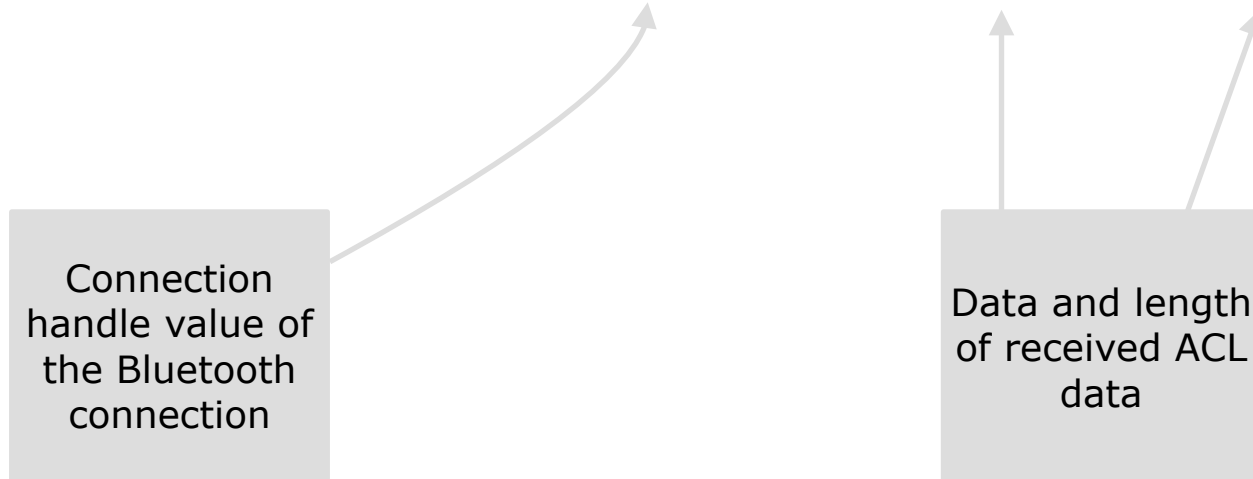


In-Process Fuzzing



In-Process Fuzzing

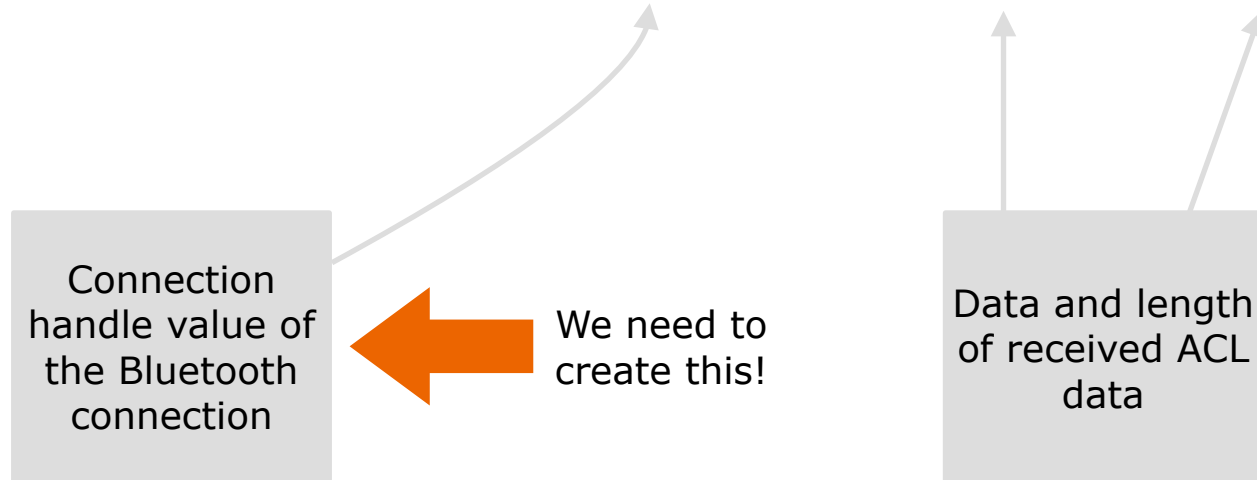
```
void acl_reception_handler(short handle, size_t len, char *data)
```



The functions and structures are named by us, Apple stripped all these symbols

In-Process Fuzzing

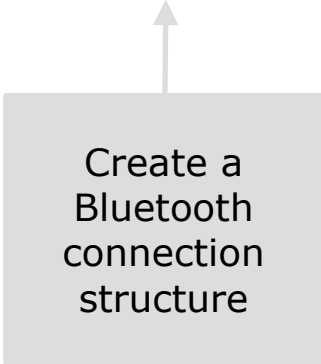
```
void acl_reception_handler(short handle, size_t len, char *data)
```



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In-Process Fuzzing

```
bt_connection_t *allocate_connection(char *bd_addr, int state)
```

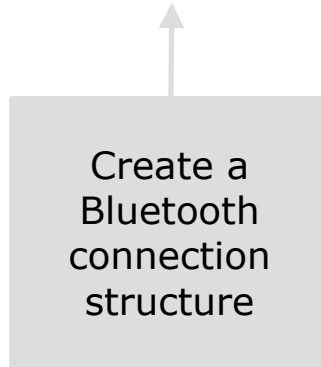


Create a
Bluetooth
connection
structure

The functions and structures are named by us, Apple stripped all these symbols

In-Process Fuzzing

```
bt_connection_t *allocate_connection(char *bd_addr, int state)
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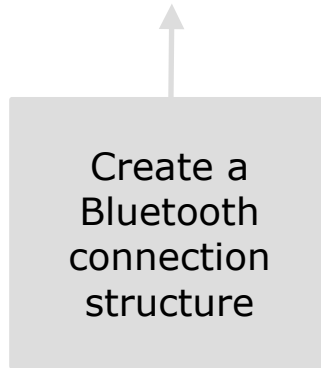


Set the handle value of the connection:
`*(short*)connection = 0x11;`

The functions and structures are named by us, Apple stripped all these symbols

In-Process Fuzzing

```
bt_connection_t *allocate_connection(char *bd_addr, int state)
```



Set the handle value of the connection:
`*(short*)connection = 0x11;`



Now we can call the reception handler with our fuzzing data

```
acl_reception_handler(0x11, len, data);
```

The functions and structures are named by us, Apple stripped all these symbols

In-Process Fuzzing

- Forge connection
 - Call `allocate_connection` to create connection object
 - Set handle value of the connection
 - Filter BT Chip interaction
 - Overwrite other HCI-related functions that confuse `bluetoothd` (the connection is not real and the BT chip does not know the handle value)
 - Stabilize Connection
 - Overwrite functions that force-disconnect the handle
- ➔ Similar process for BLE connections (more complex connection creation)

Results

Bluetooth Protocol Targets

Category	Protocol	iOS	macOS	RTKit	Accessibility	Proprietary	Knowledge	Target
Fixed L2CAP Channels	MagicPairing	✓	✓	✓	↑	✓	↑	✓
	GATT	✓	✓	(✓)	↑		↑	✓
	Signal Channel	✓	✓	✓	↑		↑	✓
	Magnet	✓	✓	?	-	✓	-	✓
	LEA{P,S}	✓		✓	-	✓	-	✓
	FastConnect Discovery	✓	✓	✓	↑	✓	↑	✓
L2CAP Channels	SDP	✓	✓	✓	↑		↑	✓
Other	ACL	✓	✓	✓	↑		↑	✓

Performance

- 25-30 messages per second
- bottlenecks:
 - FRIDA Instrumentation
 - radamsa input mutation¹
 - on newer devices: Pointer Authentication
- Accumulated coverage: ~6.000 BBs of 153.620 BBs
 - coverage is only a small part of `bluetoothd`
 - however, ACL-based Bluetooth protocols prior to pairing are also only a small part of `bluetoothd`
 - hard to determine the exact number of BBs for these

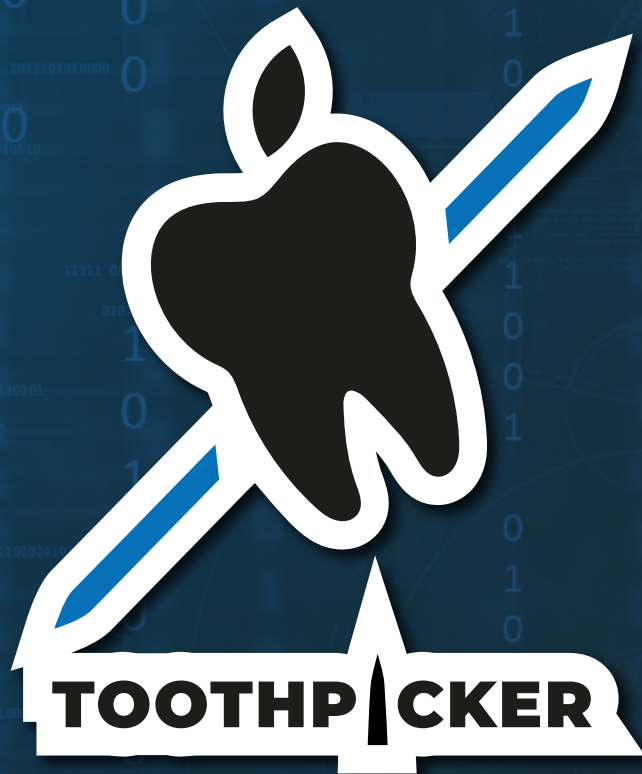
1: <https://gitlab.com/akihe/radamsa/-/issues/66>

Results

ID	Description	Effect	Detection Method	OS	Disclosure	Status
MP1	Ratchet AES SIV	Crash	ToothPicker	iOS	Oct 30 2019	Not fixed
MP2	Hint	Crash	ToothPicker	iOS	Dec 4 2019	Not fixed
MP7	Ratchet AES SIV	Crash	ToothPicker	iOS	Mar 13 2020	Not fixed
MP8	Ratchet AES SIV	Crash	ToothPicker	iOS	Mar 13 2020	Not fixed
L2CAP2	Group Message	Crash	ToothPicker	iOS	Mar 13 2020	Not fixed
LEAP1	Version Leak	Information Disclosure	Manual	iOS	Mar 31 2020	Not fixed
SMP1	SMP OOB	Partial PC Control	ToothPicker	iOS	Mar 31 2020	Fixed in iOS 13.5: CVE-2020-9838
SIG1	Missing Checks	DoS	ToothPicker	iOS	Mar 31 2020	Fixed in iOS 13.6: CVE-2020-9931

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SIG1	Missing Checks	DoS	ToothPicker	iOS	Mar 31 2020	Fixed in iOS 13.6: CVE-2020-9931



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