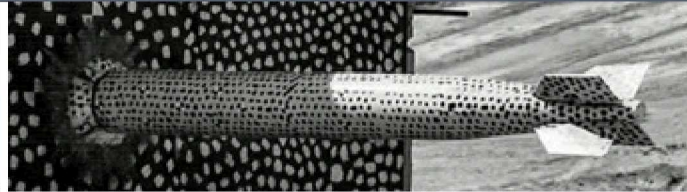




SAND2019-10336PE

Firmware Emulation for Embedded Systems



Presented by

Sri Cherukuri



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Embedded Systems

- Physical devices can be difficult to test thoroughly for faults
 - Hardware required for testing
 - Difficult to replicate or repeat quickly for multiple devices

Emulation

- Mimic device or chip architecture/memory structure to run programs on virtual hardware
- Testing is dependent on sufficient processing power and memory rather than availability of the physical system
- Difficult to detect which device failed where in a system crash

Difficulties in Emulation

- Emulating specific architectures requires heavy understanding of their inner workings
 - Not all devices of interest have documentation made available to emulated properly
- Each device must be implemented accordingly for the system to be emulated
- Difficult to tell if a fault occurred due to emulation fault or actual device fault



Investigation in Device Removal

- Use known firmware and remove devices for analysis
- Use break locations in runtime to identify removed devices and their involvement in program
 - Essentially creating problems to solve one at a time rather than have several from different devices all at once
- Find patterns device failures in system failures across known and unknown systems
 - Error found when removing a device in a known emulation could allow us to identify similar errors in other devices

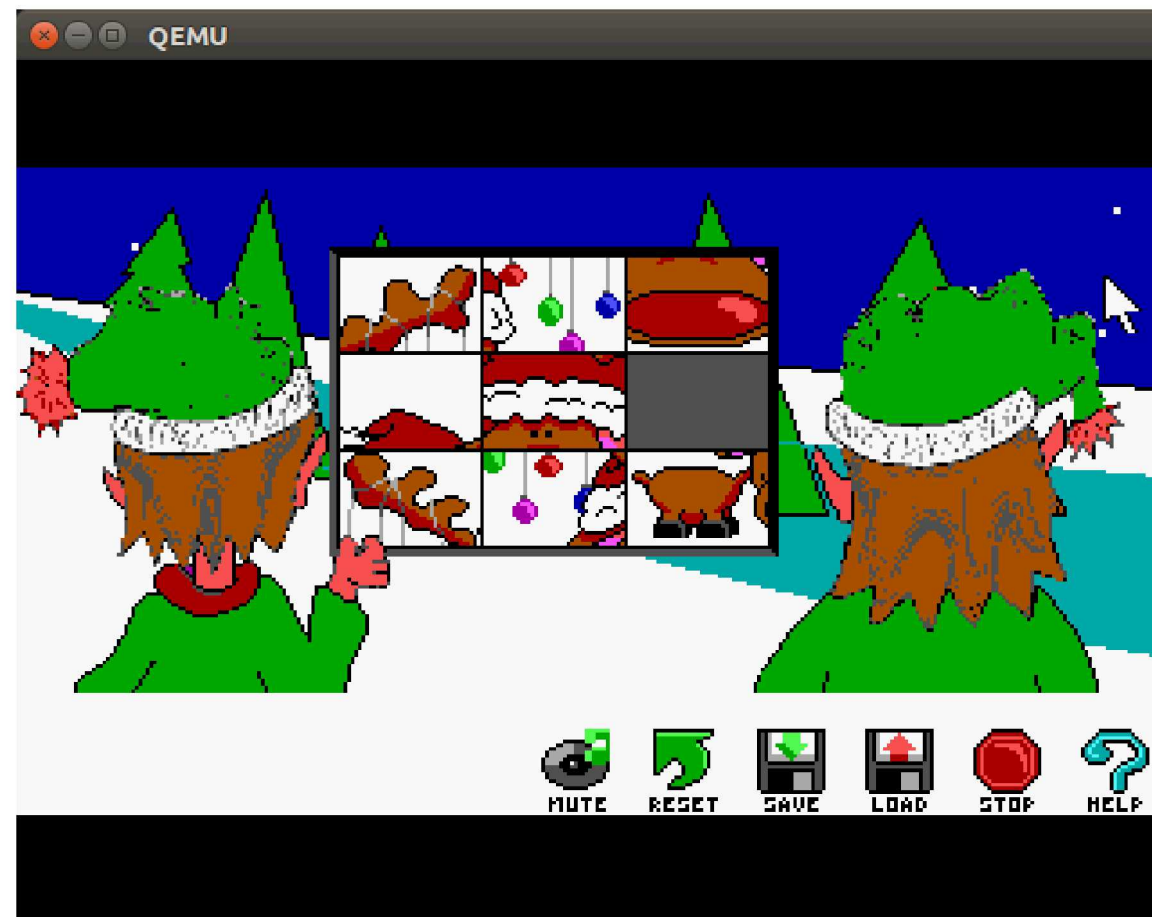
Methods

- QEMU
 - open-source emulator
 - Converts binary of source instructions to target instructions (ex: 32-bit ARM binary to x64 Linux)
- Apply to known architecture (ARM)
 - Use firmware and images from the QEMU advent calendar as a testing corpus

QEMU Advent Calendar



QEMU Advent Calendar



Attempted Implementation (pruning after initialization)

```
dev = qdev_create(NULL, "versatile_pci");
busdev = SYS_BUS_DEVICE(dev);
qdev_init_nofail(dev);
sysbus_mmio_map(busdev, 0, 0x10001000); /* PCI controller regs */
sysbus_mmio_map(busdev, 1, 0x41000000); /* PCI self-config */
sysbus_mmio_map(busdev, 2, 0x42000000); /* PCI config */
sysbus_mmio_map(busdev, 3, 0x43000000); /* PCI I/O */
sysbus_mmio_map(busdev, 4, 0x44000000); /* PCI memory window 1 */
sysbus_mmio_map(busdev, 5, 0x50000000); /* PCI memory window 2 */
sysbus_mmio_map(busdev, 6, 0x60000000); /* PCI memory window 3 */
sysbus_connect_irq(busdev, 0, sic[27]);
sysbus_connect_irq(busdev, 1, sic[28]);
sysbus_connect_irq(busdev, 2, sic[29]);
sysbus_connect_irq(busdev, 3, sic[30]);
pci_bus = (PCIBus *)qdev_get_child_bus(dev, "pci");

for(n = 0; n < nb_nics; n++) {
    nd = &nd_table[n];

    if (!done_smc && (!nd->model || strcmp(nd->model, "smc91c111") == 0)) {
        smc91c111_init(nd, 0x10010000, sic[25]);
        done_smc = 1;
    } else {
        pci_nic_init_nofail(nd, pci_bus, "rtl8139", NULL);
    }
}

if (machine_usb(machine)) {
    pci_create_simple(pci_bus, -1, "pci-ohci");
}
n = drive_get_max_bus(IF_SCSI);
while (n >= 0) {
    lsi53c895a_create(pci_bus);
    n--;
}

pl011_create(0x101f1000, pic[12], serial_hd(0));
pl011_create(0x101f2000, pic[13], serial_hd(1));
pl011_create(0x101f3000, pic[14], serial_hd(2));
pl011_create(0x10009000, sic[6], serial_hd(3));

sysbus_create_simple("pl080", 0x10130000, pic[17]);
sysbus_create_simple("sp804", 0x101e2000, pic[4]);
sysbus_create_simple("sp804", 0x101e3000, pic[5]);

sysbus_create_simple("pl061", 0x101e4000, pic[6]);
sysbus_create_simple("pl061", 0x101e5000, pic[7]);
sysbus_create_simple("pl061", 0x101e6000, pic[8]);
sysbus_create_simple("pl061", 0x101e7000, pic[9]);
```

```
Bus: System
Dev Type: cfl.pflash01 Path: /machine/unattached/device[29]
Dev Type: pl041 Path: /machine/unattached/device[28]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: versatile_i2c Path: /machine/unattached/device[26]
Bus: i2c-bus
Dev Type: ds1338 Path: /machine/unattached/device[27]
Dev Type: pl031 Path: /machine/unattached/device[25]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl181 Path: /machine/unattached/device[23]
IRQ : (unnamed) #In: 0 #Out:2
IRQ : sysbus-irq #In: 0 #Out:2
Dev Type: pl181 Path: /machine/unattached/device[21]
IRQ : (unnamed) #In: 0 #Out:2
IRQ : sysbus-irq #In: 0 #Out:2
Dev Type: pl110 versatile Path: /machine/unattached/device[20]
IRQ : (unnamed) #In: 1 #Out:0
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl061 Path: /machine/unattached/device[19]
IRQ : (unnamed) #In: 8 #Out:8
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl061 Path: /machine/unattached/device[18]
IRQ : (unnamed) #In: 8 #Out:8
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl061 Path: /machine/unattached/device[17]
IRQ : (unnamed) #In: 8 #Out:8
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl061 Path: /machine/unattached/device[16]
IRQ : (unnamed) #In: 8 #Out:8
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: sp804 Path: /machine/unattached/device[15]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: sp804 Path: /machine/unattached/device[14]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl080 Path: /machine/unattached/device[13]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl011 Path: /machine/unattached/device[12]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl011 Path: /machine/unattached/device[11]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl011 Path: /machine/unattached/device[10]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl011 Path: /machine/unattached/device[9]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: versatile_pci Path: /machine/unattached/device[6]
IRQ : sysbus-irq #In: 0 #Out:4
Bus: PCI
Dev Type: lsi53c895a Path: /machine/unattached/device[8]
Bus: SCSI
Dev Type: scsi-disk Path: /machine/unattached/device[8]/scsi.0/legacy[2]
Dev Type: versatile_pci_host Path: /machine/unattached/device[7]
Dev Type: pl050 mouse Path: /machine/unattached/device[5]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: pl050 keyboard Path: /machine/unattached/device[4]
IRQ : sysbus-irq #In: 0 #Out:1
Dev Type: versatilepb_sic Path: /machine/unattached/device[3]
IRQ : sysbus-irq #In: 0 #Out:32
IRQ : (unnamed) #In: 32 #Out:0
Dev Type: pl190 Path: /machine/unattached/device[2]
IRQ : sysbus-irq #In: 0 #Out:2
```

Potential Alternative (start from scratch)

- Start with base avatar CPU in question
 - Manually implement processor board
 - Implement connected devices with desired memory mapping such that startup removal is easier to configure

Successful Implementation (blacklist initialization)

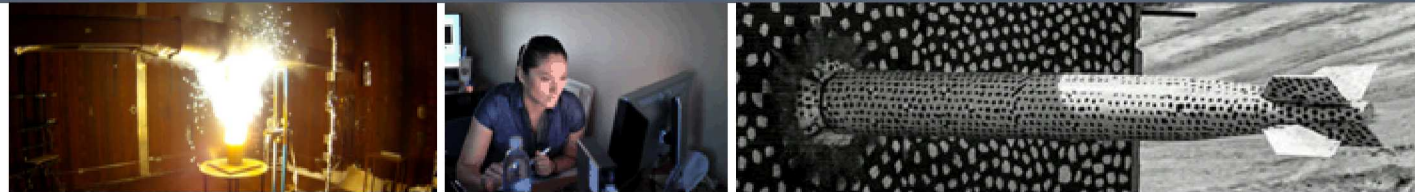
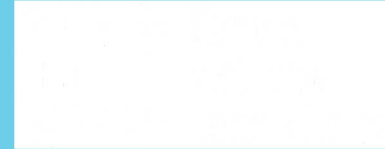
```
/* Memory map for Versatile/PB: */
/* 0x10000000 System registers. */
/* 0x10001000 PCI controller config registers. */
/* 0x10002000 Serial bus interface. */
/* 0x10003000 Secondary interrupt controller. */
/* 0x10004000 AACI (audio). */
/* 0x10005000 MMCI0. */
/* 0x10006000 KMI0 (keyboard). */
/* 0x10007000 KMI1 (mouse). */
/* 0x10008000 Character LCD Interface. */
/* 0x10009000 UART3. */
/* 0x1000a000 Smart card 1. */
/* 0x1000b000 MMCI1. */
/* 0x10010000 Ethernet. */
/* 0x10020000 USB. */
/* 0x10100000 SSMC. */
/* 0x10110000 MPMC. */
/* 0x10120000 CLCD Controller. */
/* 0x10130000 DMA Controller. */
/* 0x10140000 Vectored interrupt controller. */
/* 0x101d0000 AHB Monitor Interface. */
/* 0x101e0000 System Controller. */
/* 0x101e1000 Watchdog Interface. */
/* 0x101e2000 Timer 0/1. */
/* 0x101e3000 Timer 2/3. */
/* 0x101e4000 GPIO port 0. */
/* 0x101e5000 GPIO port 1. */
/* 0x101e6000 GPIO port 2. */
/* 0x101e7000 GPIO port 3. */
/* 0x101e8000 RTC. */
/* 0x101f0000 Smart card 0. */
/* 0x101f1000 UART0. */
/* 0x101f2000 UART1. */
/* 0x101f3000 UART2. */
/* 0x101f4000 SSPI. */
/* 0x34000000 NOR Flash */
```

```
0x10000000 mapped
0x10140000 mapped
0x10003000 mapped
0x10006000 mapped
0x10007000 skipped
0x10001000 mapped
0x41000000 mapped
0x42000000 mapped
0x43000000 mapped
0x44000000 mapped
0x50000000 mapped
0x60000000 mapped
0x101f1000 mapped
0x101f2000 mapped
0x101f3000 mapped
0x10009000 mapped
0x10130000 mapped
0x101e2000 mapped
0x101e3000 mapped
0x101e4000 mapped
0x101e5000 mapped
0x101e6000 mapped
0x101e7000 mapped
0x10120000 mapped
0x10005000 mapped
0x1000b000 mapped
0x101e8000 mapped
0x10002000 mapped
audio: Could not init 'oss' audio driver
0x10004000 mapped
0x34000000 mapped
```

Further Investigations Using Device Blacklist

- Find patterns in device failures
- Automate identification of minimum system requirements
 - Test generated blacklists to find which devices can be removed without system failure

Emulation and Binary Analysis



Presented By

Christopher Wright

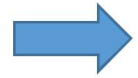


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Contributions

- Systemization of Knowledge
 - Working examples with multiple tools
 - Summarizing Emulation Challenges
- Loop Analysis
 - LLVM using RetDec
 - Angr
 - Ghidra
- Escapes Analysis
 - Ghidra

Overview



- Background and Motivation
- Tools
- Decompilation
- Analysis
- Future Work



Why Emulation?

- System Migration/Testing
- Bug Finding
- Reverse Engineering
- Verification



Emulation Challenges

- Pre Emulation
- Emulation
 - Setup
 - Execution
- Post Emulation

Overview

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Tools

- QEMU
- SIMICS
- AVATAR
- PANDA
- RetDec
- angr
- IDA PRO
- GHIDRA



Tools

QEMU

- Machine Emulator (Hardware Virtualization)
 - CPU Emulator
 - Emulated Devices(VGA, Hard Disk)
 - Generic Devices (Network Devices)
 - Machine Descriptions
 - Debugger
 - User Interface



Tools

RetDec – Retargetable Decompiler

- Current Support:
 - 32-bit: Intel x86, ARM, MIPS, PIC32, PowerPC
 - 64-bit: x86-64
 - ELF, PE, Mach-O, COFF, AR, Intel HEX, raw
- LLVM-IR

Tools

angr – Because binary analysis makes you angry

- Python Framework
- Static and Dynamic symbolic analysis
 - Control flow graph
 - ROP chains
 - Binary hardening
- Uses
 - CLE, archinfo, PyVex, Claripy
 - angr analysis suite
 - BB level



Tools



Ghidra – NSA Reverse Engineering Tool

- IDA Pro competitor
- Partially open-sourced, >1M code lines for the framework
- Disassembly, assembly, decompilation, scripting, graphing, etc.
- Java or Python (Jython)
- Intermediate code is PCODE
 - Simple, very limited number of instructions
 - Relatively easy to add more architectures to the lifter

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Analysis

- Using LLVM
 - Relies on RetDec
- Angr
 - Static analysis
 - Dynamic
- Using Ghidra
 - Uses Ghidra decompiler
 - Can plugin IDA Pro if you have access

Analysis (LLVM)

- Decompile with RetDec
- Function pass
 - Find loops
 - Get condition instruction
 - Check if infinite loop
 - Essentially get def-use chains for condition instruction, modified analysis on any instruction in the loop that can taint any of those instructions
- Failures
 - Only works if RetDec works in correct predictable manner

Analysis (angr)

- Use angr built-in disassembler (Uses Capstone)
- BB level analysis
 - Harder to do instruction level analysis
- Finding loops was simple
 - I failed to integrate dynamic analysis/symbolic execution after finding loops
 - Requires providing initial state or running from the beginning of an executable
 - Would not work well for a larger firmware

Analysis (Ghidra)

- Loop Analysis
 - PCODE analysis as well as assembly instruction level analysis
 - Small issues with either, though both worked well enough in our use cases
 - Simplified Loop Finding
 - 2 Approaches:
 - Find conditional branching instructions and if target address was smaller, it was end of a loop
 - BFS on the instructions
 - After Loop found
 - Convert loop to PCODE, do a backward analysis from the branching condition on loop, check modification of any variable in active set

Analysis (Ghidra)

- Escapes Analysis
 - Function analysis
 - Check each instruction in the function
 - If it is Persistent and Address Tied, then it escapes the function
 - Not perfect either, but gets most cases
 - If we only care about persistent, all functions return a persistent value
 - If we only care about address tied, it will use Ghidra's Unique() values that are really just locals
 - Requiring both gives most of what we want

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Future Work

- Finish Systemization of Knowledge Paper
- Combine Loop and Escapes Analysis and add auto-patching
- Add more analyses
- Emulation platforms