

Covert Channel in Smart Phones

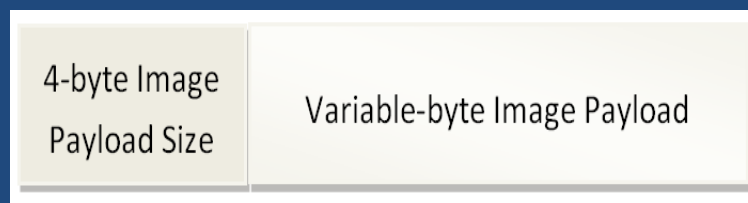
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Implementing CC's on Android

Timing Covert Channel Design

- Timing-based
 - Need: large amount of legitimate traffic
 - Implemented IP camera application
 - Message encoded in delays between video frames (binary)



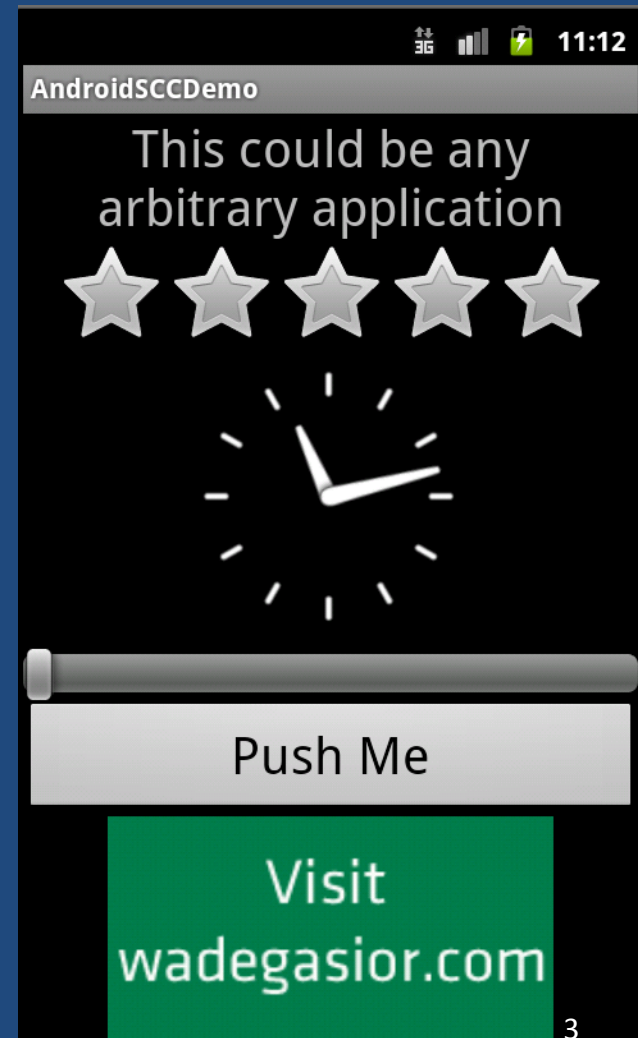
- Server displays streamed video
- Server decodes and displays messages



Implementing CC's on Android

Storage Covert Channel Design

- Storage-based
 - Small advertisement banner shown at bottom of app
 - App requests new banners “randomly” (http)
 - Specific ads represent specific input symbols
 - Encode messages in hex
 - Server decodes and records messages





Implementing CC's on Android

Challenges

- Access to sensitive data
 - Fine-grained application permissions (suspicious if many)
 - Sandboxed runtime environment (no inter-application communication)
- No low-level packet access
 - Dalvik VM (Java)
- Cellular network
 - High jitter, high latency
 - UDP packets often dropped



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Solutions

- Access to sensitive data
 - On-device covert storage channels (Schlegel)
- No low-level packet access
 - Use timings between *events* (TCP/UDP messages) rather than packets (custom protocols)
 - Disable Nagle's algorithm
- Cellular network
 - Use larger delays
 - Use TCP only



Demo Video

