#### Under the Hood of MARVEL

An Anti-Repackaging Solution Based on Android Virtualization



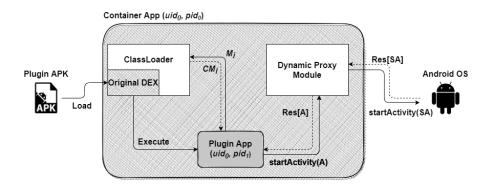
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#### Agenda

- Basic Concepts
- MARVEL
- MARVELoid
- Experimental Campaign
- Experimental Results
- Demo
- Conclusion & Future work

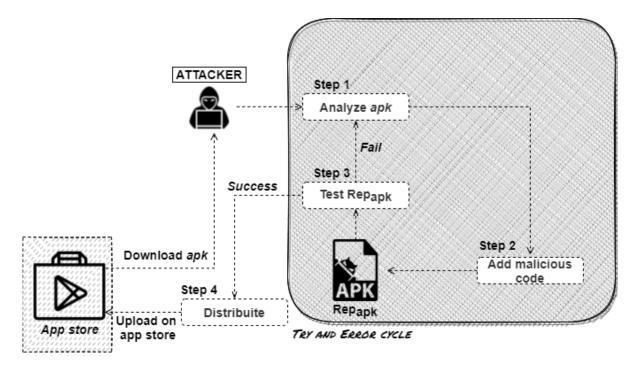
## Android Virtualization (AV)



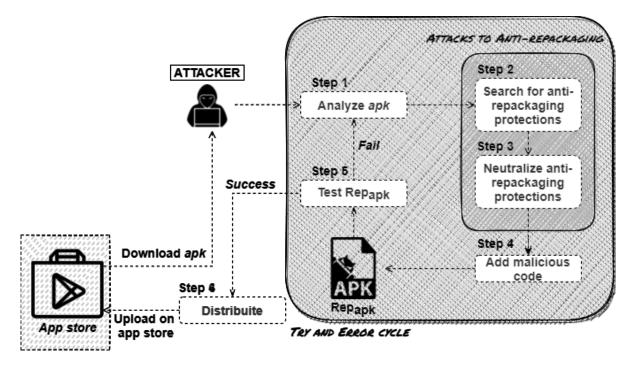
AV allows to execute an Android app (*plugin*) within the context of another app (*container*).

- **Dynamic Code Loading** allows the Java code that is not known about before a program starts
- Java Reflection allows a Java program to examine or "introspect" upon itself
- Java Dynamic Proxy creates a Proxy object to serve/handle multiple method calls

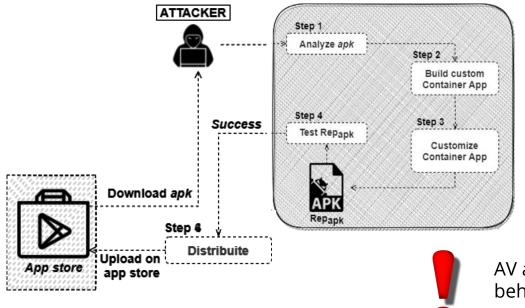
#### Android App-Repackaging



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## Android App-Repackaging



AV allows to modify the behavior of the app without repackaging it

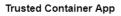
#### MARVEL • Goal

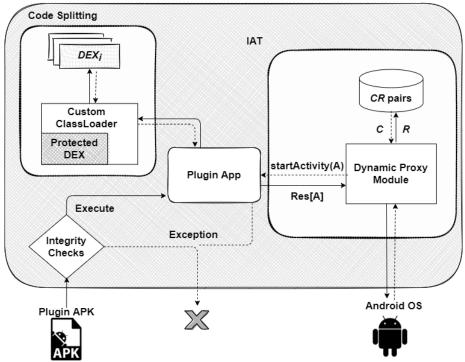
#### <u>Mobile-app Anti-Repackaging for Virtual Environments Locking</u>

- (G1) Preventing the attacker from being able to statically analyze an app
- (G2) Preventing an app from being executed in a malicious container
- (G3) Detecting an intermediate malicious container executes a plugin

#### MARVEL • Overview

- An app can be executed only by the Trusted Container (TC)
- Mutual verification between plugin and TC app
- Code splitting between plugin and TC app





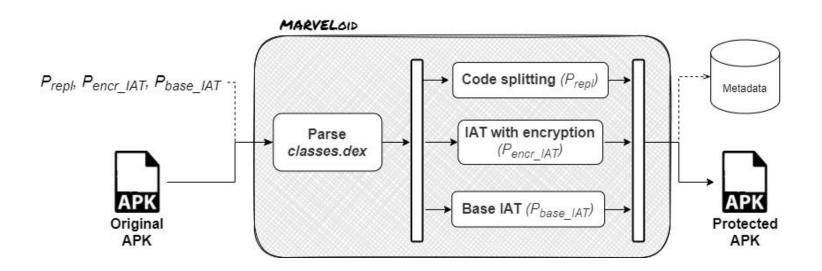
#### MARVEL • Implementation



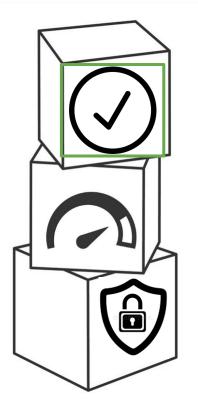
- MARVELoid
  - A Java tool to protect Android apps
  - Handles the code splitting and injections of Interconnected Anti-Tampering Controls (IAT).
- Trusted Container
  - A virtualization app that is built on top of the official *VirtualApp* framework
  - Responsible for the enforcement of the MARVEL runtime protection.

The source code is available at: https://github.com/totoR13/MARVEL

#### MARVELoid



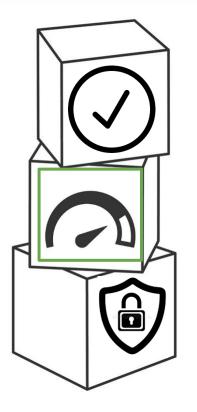
## Experimental Campaign • Goals



#### **Correctness:**

- Fault of MARVELoid
- Fault at runtime

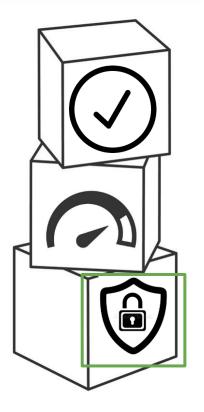
## Experimental Campaign • Goals



#### **Performance:**

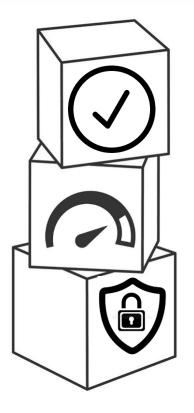
- Protection time
- Space overhead
- Runtime resource overhead

## Experimental Campaign • Goals



#### Security:

- Injected protection mechanisms
- Attacker process

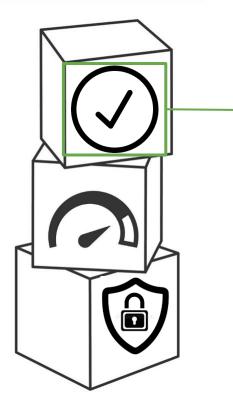


**Static Analysis:** 

• Evaluate the MARVELoid tool

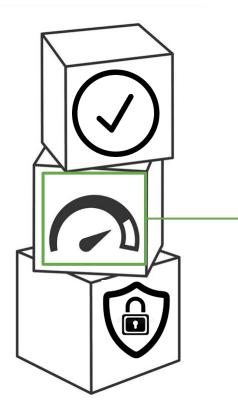
#### **Dynamic Analysis:**

- Evaluate the resources overheads
- Evaluate the Trusted Container



- Static Analysis: **Automatic**
- Dynamic Analysis: Automatic





- Static Analysis: **Automatic**
- Dynamic Analysis: Automatic



- Static Analysis: **Automatic**
- Dynamic Analysis: **Automatic**





- Static Analysis: **Automatic**
- Dynamic Analysis: Automatic

- Static Analysis: **Automatic**
- Dynamic Analysis: **Automatic**

- Static Analysis: **Automatic**
- Dynamic Analysis: Manual

#### Dynamic Analysis • ARES

Black-box tool that uses Deep Reinforcement Learning to test Android apps

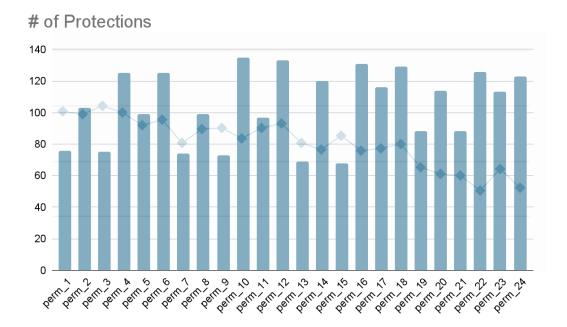
- Install and launch Android apps
- Generate a sequence of input depending on the view items

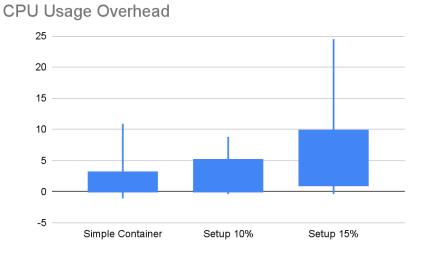
The source code is available at: <u>https://github.com/H2SO4T/ARES</u>

Dynamic Analysis • ARES++

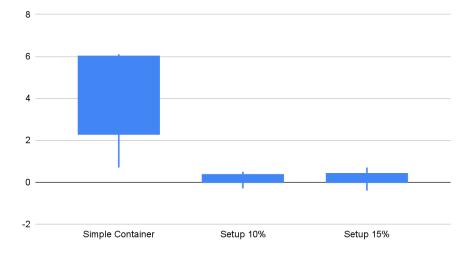
We extended ARES to:

- Execute several plugin app in a container app
- Retrieve memory and CPU usage
- Dump the extracted values into a database





Memory Usage Overhead



#### Demo Time ...



#### ... it's over!



#### Test limitation & Conclusions

Limitation

• Manual inspection for runtime security evaluation

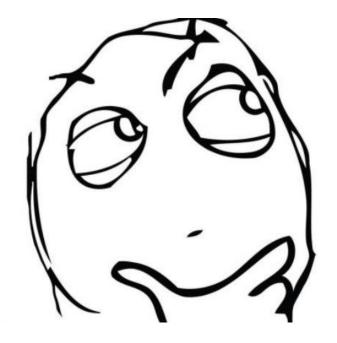
#### **Future Improvements**

• Extends the testing pipeline to add more features (exception analyzer)

#### **Good practices**

• Tools and experimental evaluation available to the community

## Question & Answer



# Thank you !!!