



Exploiting Digital Cameras

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This talk is about:

- How to script Canon Powershot cameras.
- How we reversed the embedded interpreter.
- What you can possibly do with this.
- Security consequences.

- ARM type Processor (ARM946E-S based)
- Memory Protection Unit (MPU)
- No Memory Mapping Unit
- Exception handlers
- SD Memory Card
- Debugging Support
- Proprietary OS (DryOS)



We used MPU's registers to find the
memory regions
And exception handlers for debugging.

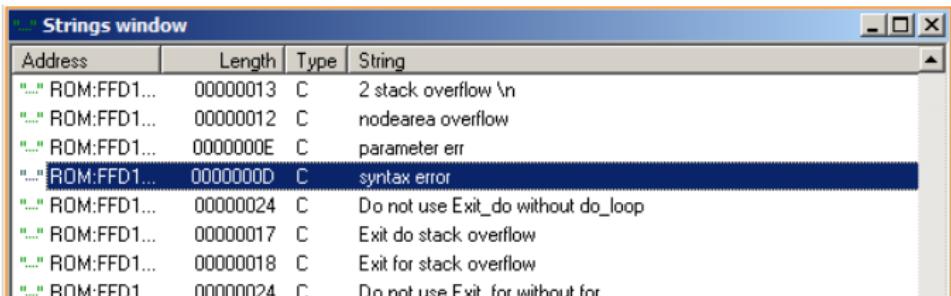
- CHDK is an unofficial firmware enhancement.
- Can be booted from the memory card.
- Loads as a firmware update but it doesn't make permanent changes.
- It doesn't automatically load unless the Memory Card is locked.
- But users don't normally have Memory Card in locked mode.
- So it's safe (not a good attack vector).



We used it for researching the firmware.

- Can we run code exploiting the image parsers?
- The camera crashes when processing some malformed images.
- We wrote an exception handler to examine the crashes.
- Even if we can exploit this bugs, the exploit would be model specific.

- IDA Pro was used to analyze the firmware of one camera
- Some Interesting strings:



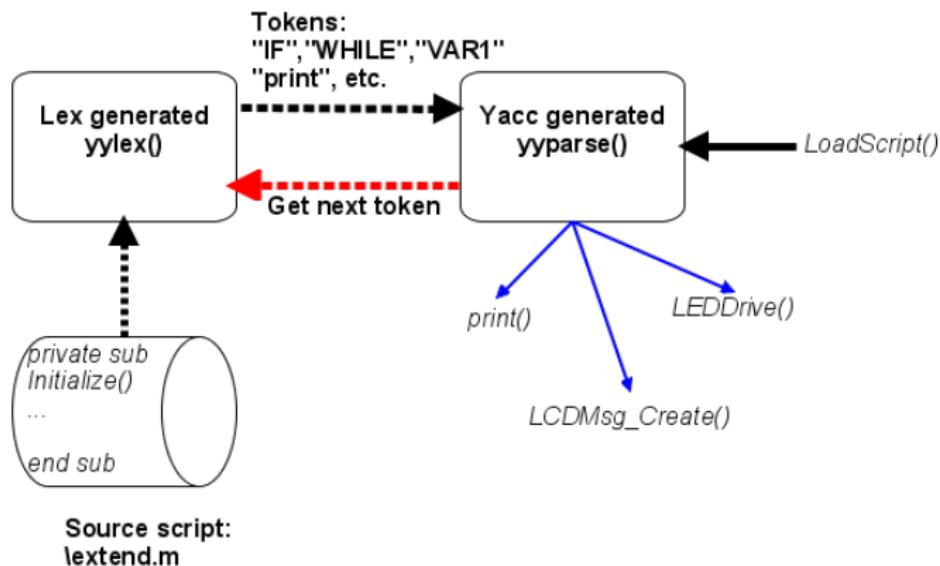
| Address | Length | Type | String |
|-----------------|-----------|------|------------------------------------|
| ... ROM:FFD1... | 00000013 | C | 2 stack overflow \n |
| ... ROM:FFD1... | 00000012 | C | nodearea overflow |
| ... ROM:FFD1... | 0000000E | C | parameter err |
| ... ROM:FFD1... | 0000000D | C | syntax error |
| ... ROM:FFD1... | 00000024 | C | Do not use Exit_do without do_loop |
| ... ROM:FFD1... | 00000017 | C | Exit do stack overflow |
| ... ROM:FFD1... | 00000018 | C | Exit for stack overflow |
| ... ROM:FFD1... | 0NNNNNN24 | C | Do not use Exit_for without fmr |

- “Syntax Error”, “yacc stack overflow”, “input in flex scanner failed”, etc.
- It appears that there is an embedded interpreter.
- Flex lexical scanner and yacc or bison parser generator were used.

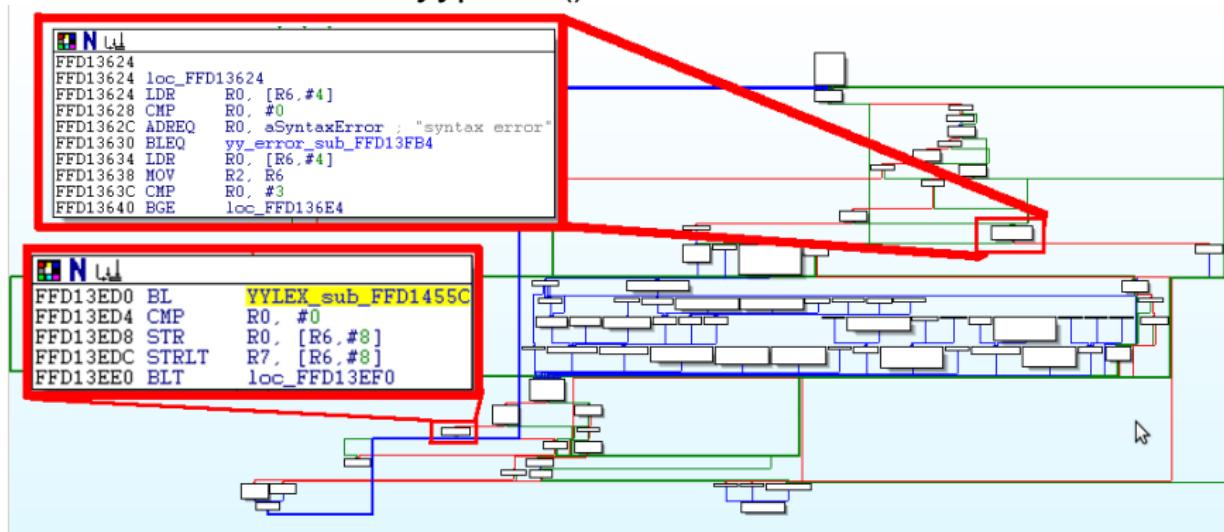
- We are not the first ones to find the interpreter
- But there is no public documentation on the language
- Invalid scripts make the camera shut down.
- And there are no helpful error messages.

- Script file: “extend.m”
- String “for DC_scriptdisk” must be in file “script.req”
- String “SCRIPT” in offset 0x1f0 of the memory card.
- Memory card partition must be formatted to FAT16 or FAT12.
- Script is launched when “Func. Set” key is pressed in playback mode.
- **It works even when the memory card is in unlocked mode.**
- We need to reverse the interpreter.

- Standard yacc/lex (Bison/flex) parser:

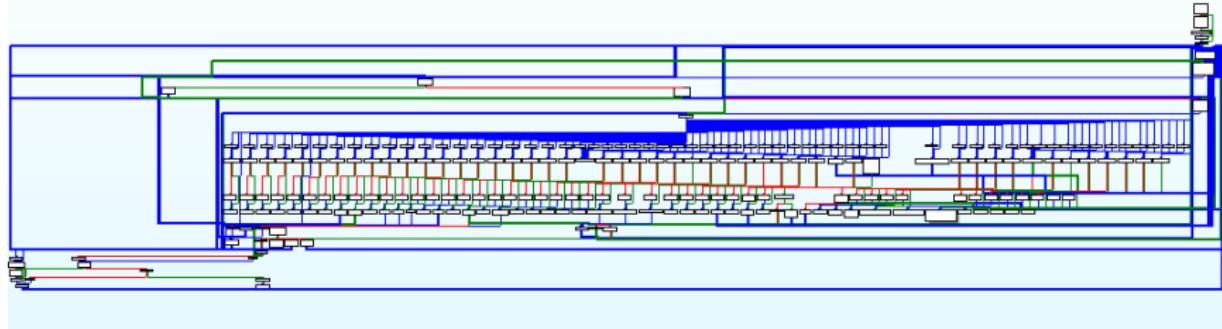


yyparse() function:



- yyparse() is the grammatical parser, it calls the lexer yylex().

yylex() function:



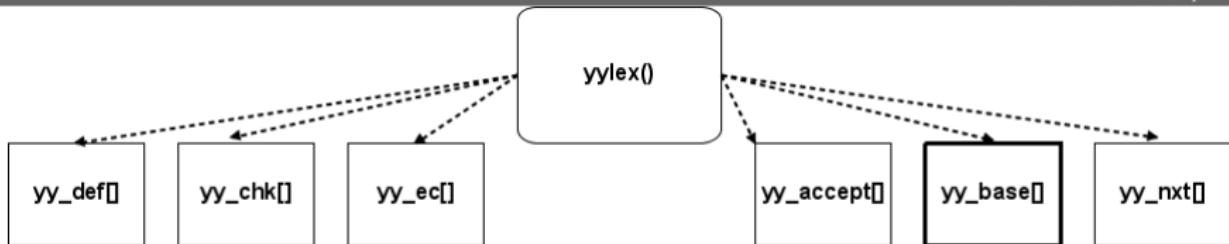
- Flex is a regex-based tokenizer (Lexical analyzer)
- The regex implementation is a table-based state machine
- Over 220 states and 50 different tokens.

Flex state-machine based regex parser:

```
yy_match :  
    do  
    {  
        register YY_CHAR yy_c = yy_ec[YY_SC_TO_UI(*yy_cp)];  
        if ( yy_accept[yy_current_state] )  
        {  
            yy_last_accepting_state = yy_current_state;  
            yy_last_accepting_cpos = yy_cp;  
        }  
        while ( yy_chk[yy_base[yy_current_state] + yy_c] != yy_current_state )  
        {  
            yy_current_state = (int) yy_def[yy_current_state];  
            if ( yy_current_state >= 76 )  
                yy_c = yy_meta[(unsigned int) yy_c];  
        }  
        yy_current_state = yy_nxt[yy_base[yy_current_state] + (unsigned int) yy_c];  
        ++yy_cp;  
    }  
    while ( yy_base[yy_current_state] != 271 );
```

- Let's emulate it in x86! we only need to find the tables.

Finding Flex tables



```
static const short int yy_base[517] =
{
    0,
    0, 0, 43, 46, 49, 50, 69, 0, 118, 0,
    161, 0, 205, 0, 2351, 2350, 2349, 2348, 254, 0,
    295, 332, 377, 0, 426, 0, 475, 0, 2368, 2373,
    2373, 2373, 43, 50, 69, 2373, 0, 2373, 67, 2373,
    2373, 74, 2341, 2325, 0, 2373, 2373, 80, 2373, 2373,
```

Location in firmware of yy_base[]:

| | | | | |
|----------|-------------------------|-------------------------|------------------|-----|
| FFE6E328 | 02 00 00 00 02 00 00 00 | 02 00 00 00 01 00 00 00 | | .5. |
| FFE6E338 | 01 00 00 00 01 00 00 00 | 00 00 00 00 93 00 35 00 | | .5. |
| FFE6E348 | 36 00 96 00 95 00 5B 00 | 8B 00 23 00 26 00 00 00 | 6.0.0.[i.#.6...] | |
| FFE6E358 | 00 00 97 00 CF 00 CF 00 | CF 00 CF 00 CF 00 CF 00 | ..0.-.-.-.-.-.- | |
| FFE6E368 | 10 00 CF 00 CF 00 CF 00 | 00 00 CF 00 CF 00 CF 00 |-.-.-.-.-.- | |
| FFE6E378 | 00 00 CF 00 31 00 34 00 | CF 00 34 00 80 00 36 00 |-1.4.-4.C.6 | |
| FFE6E388 | CF 00 CF 00 CF 00 CF 00 | 8E 00 CF 00 CF 00 CF 00 |-.-.-A.-.-.- | |
| FFE6E398 | 8E 00 CF 00 CF 00 CF 00 | CF 00 CF 00 60 00 37 00 | A.-.-.-.-.-.-.7 | |
| FFE6E3A8 | 33 00 SF 00 65 00 5C 00 | 21 00 38 00 36 00 5C 00 | 3..e..<..1.8.6.< | |
| FFE6E3B8 | 5B 00 56 00 00 00 00 00 | 00 00 4F 00 00 00 CF 00 | [.V.....O.....] | |
| FFE6E3C8 | CF 00 CF 00 CF 00 CF 00 | CF 00 67 00 CF 00 57 00 |-.-.-g.-.W | |
| FFE6E3D8 | CF 00 6B 00 5A 00 54 00 | 58 00 CF 00 5F 00 4F 00 | -k.Z.T.X.-.O | |
| FFE6E3E8 | 65 00 53 00 4B 00 51 00 | 00 00 5E 00 4C 00 CF 00 | e.S.K.Q.^T.- | |

- Find all the tables and rebuild the equivalent Flex parser
- Try all different combination of inputs (Exit on “unknown” token)
- Brute force time!



Works every time

It's Basic!

| # | Token | # | Token |
|----|------------|----|------------|
| 1 | + | 2 | - |
| 4 | / | 8 | ^ |
| 9 | >> | 10 | << |
| 11 | == | 13 | >= |
| 15 | <= | 16 | <> |
| 19 | (| 20 |) |
| 23 | %%MEMORY_L | 24 | %%MEMORY_M |
| 25 | %%MEMORY_S | 26 | " |
| 42 | if | 42 | If |
| 42 | IF | 43 | sub |
| 43 | Sub | 43 | SUB |
| 44 | function | 44 | Function |
| 45 | do | 45 | Do |
| 45 | DO | 47 | for |
| 47 | For | 47 | FOR |

Now we know (most of) the Tokens. Now we are going to emulate the parser. We used:

- QEMU: processor emulator with ARM support
- GNU Binutils: for working with memory images
- Our exception handler: for dumping camera memory
- CHDK: for loading our exception handler and writing to memory card.
- GDB: debugger for setting initial CPU state and monitoring.

- QEMU can't emulate the whole camera.
- So we need a memory dump at the parser entry point.
- But we can't set breakpoints.
- But we can force an memory address exception
- Setting the static variable yy_start to 0xA0A0A0A0, the last line raises an exception:

```
static yy_start=1;
[...]
yy_current_state = yy_start;
do
{
    YY_CHAR yy_c = yy_ec[*yy_cp];
    if ( yy_accept[yy_current_state] )
```

Exception handler:

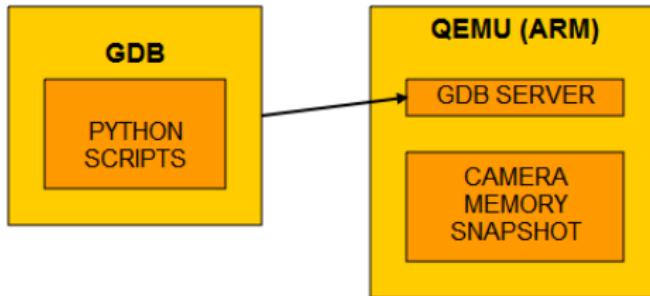
- Stores CPU registers
- Stores memory image
- MPU registers tells us memory regions

| offset | size |
|------------|-------|
| 0x0 | 32 MB |
| 0x0 | 2 GB |
| 0x2000 | 8 KB |
| 0x10000000 | 32 MB |
| 0x40000000 | 4 KB |
| 0xc0000000 | 16 MB |
| 0xffc00000 | 4 MB |

- We only need 2 areas: Main memory at offset 0 (32MB) and ROM at offset 0xfffff0000 (4MB)

Loading the emulator

- QEMU can load ELF format files.
- We used Binutils objcopy and objdump to make ELF file from memory dump.
- QEMU has an internal GDB server.
- We use it for setting initial register state.
- We fix the invalid variable so it doesn't generate an exception inside the emulator.



- As not all hardware is emulated, we can't allow the emulated code to make system calls.
- The flex generated scanner uses a macro to read input: YY_INPUT.
- Using GDB python integration, it's easy to replace this macro.
- The lexical scanner will continue to call YY_INPUT until it returns 0.
- Or until an error is found.
- We used this to find out the camera script syntax.

Emulating scripts

Sample emulation runs:

```
Dim a as Long ← Error  
a=1
```

```
Dim a  
a=1 ← Error
```

```
Dim a=1 No Errors
```

Emulating scripts

```
sub test() ← Error
end sub
test()
```

```
private sub test()
end sub
test() ← Error
```

```
private sub test()
end sub
private sub test2()
    test()
end sub
```

No Errors

Entry point function must be called "Initialize".
HelloWorld script:

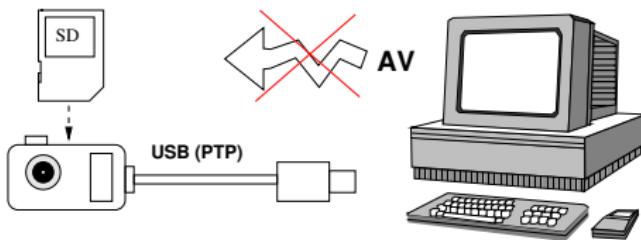
```
private sub sayHello()
    a=LCDMsg_Create()
    LCDMsg_SetStr(a, "Hello_World!")
end sub

private sub Initialize()
    UI.CreatePublic()
    sayHello()
end sub
```

- We found over 200 functions controlling all aspects of the camera
- We documented some of them and made a (very incomplete) user guide
- Exploiting_Digital_Cameras_IOPBasic.pdf

- We have complete control, but limited reach
- Example 1: Launch common auto-run exploits against the SD (MS08-038)
- Example 2: Activate the microphone!
- Example 3: Output data via Exif Tags

- Check that there are no .REQ or .BIN files in the SD card *before* inserting into the camera.
- Camera can't be infected by using USB-PTP, malware can't access root filesystem.
- AntiVirus can't scan cameras by USB-PTP.



The end

Thanks you!