

Cyber@UC Meeting 52

BSides Recap and Memory Scanning

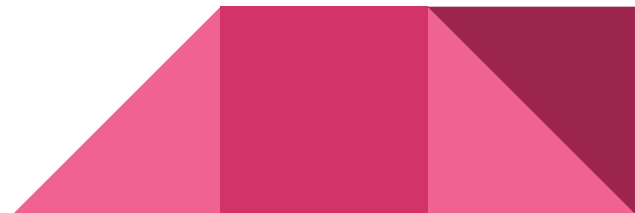
If You're New!

- Join our Slack: ucyber.slack.com
- **SIGN IN!** (*Slackbot will post the link in #general*)
- Feel free to get involved with one of our committees:
Content Finance Public Affairs Outreach Recruitment
- Ongoing Projects:
 - Malware Sandboxing Lab
 - Cyber Range
 - RAPIDS Cyber Op Center



Announcements

- BSides Cincy was AWESOME
- **We need to name our lab!**
- The Lab has been coming along great!
- **Dr. Sylvertooth** wants to talk to us! (**DHS Cybersecurity SME**)
 - <https://www.linkedin.com/in/dr-randall-e-sylvertooth-55b35b47>
- **UC Open House** for our **Lab and Cyber Range May 29th**
- Partnership with **Galois** in the works...still....



Public Affairs

Useful videos and weekly livestreams on **YouTube**:

youtube.com/channel/UCWcJuk7A_1nDj4m-cHWvIFw

Follow us for club updates and cybersecurity news:

- **Twitter:** [@CyberAtUC](https://twitter.com/CyberAtUC)
- **Facebook:** [@CyberAtUC](https://facebook.com/CyberAtUC)
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For more info: cyberatuc.org






B-Sides Recap

Active Defense

Weekly Content

GLitch/Throwhammer

- Throwhammer is based off a well known exploit known as Rowhammer
 - Rowhammer is vulnerability in dDRAM where if a row is repeatedly accessed, the bits of an adjacent row are flipped
 - Used in many attacks to allow remote code execution
 - Previous Rowhammer attacks have relied on privilege escalation
 - Throwhammer bypasses this by sending malicious packets over LAN to cards with Remote Direct Memory Access (RDMA)
 - Being a hardware vulnerability, there is no software patch that can really fix the issue
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Google to Require Android Patching

- Google is taking steps to raise the security of all Android devices, not just the ones made by google
- Project Treble, revealed last year, re-architecting Android for easier updating and patching
- Oreo, the most recent version of Android is run on < 6% of devices
- Google is including patching into OEM agreements



Signal, not so secure

- Signal for Mac makes a copy of destructible messages in macOS notification center, where they can be recovered, even after self destructing
- Message remains in a user readable SQLite database
- Signal for Windows and Linux: Flaw in Signal, Electron framework, or both allowing for code injection
- Accidentally found while security researchers used Signal and one sent a vulnerable website with an XSS payload in its URL and the XSS executed on the Signal app
- A similar vulnerability where malicious HTML/JS can be sent as a message to steal messages as plaintext could potentially allow theft of Windows passwords too



Sources

RowHammer:

<https://thehackernews.com/2018/05/rowhammer-attack-exploit.html>

<https://thehackernews.com/2016/10/root-android-phone-exploit.html>

Android Security:

<https://www.welivesecurity.com/2018/05/16/google-require-android-security-patches/>

<https://www.youtube.com/watch?v=r54roADX2MI>

<https://www.theverge.com/2018/4/12/17228510/android-phone-manufacturers-missed-security-updates-lie>

<https://twitter.com/secx13>

<https://developer.android.com/about/dashboards/>

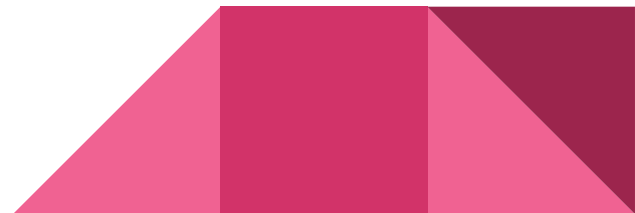
Signal:

<https://thehackernews.com/2018/05/signal-secure-messaging.html>

<https://thehackernews.com/2018/05/signal-messenger-vulnerability.html>

<https://thehackernews.com/2018/05/signal-messenger-code-injection.html>

<https://thehackernews.com/2018/05/signal-desktop-hacking.html>



RE1: Memory Scanner Basics


Someone put a pun here please

The Topics Today Go **Something** Exactly Like This

Topics:

- Memory Basics
- Why scan memory?
- What do Scanners do?
- Memory Scanners Available

Participation:

- Types of Scans (Exact, Range)
 - Sequential Scans
 - Editing
- 

Memory Basics

Only care about two properties of memory
{Address, Value}

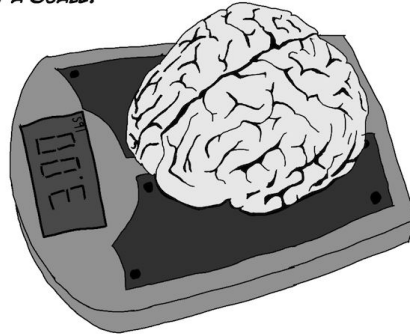
Stack (Sequential)	Heap (Dynamic)	Pseudo Code
{ 0x01, 0xF1}		int a = 241
{ 0x02, 0xB2}	{0xB2, 0x09}	int *b = new int(9)

Here, the memory 0x01 could be a member variable where the memory at 0x02 could be a pointer to a heap value 0xB2

Why Scan Memory?

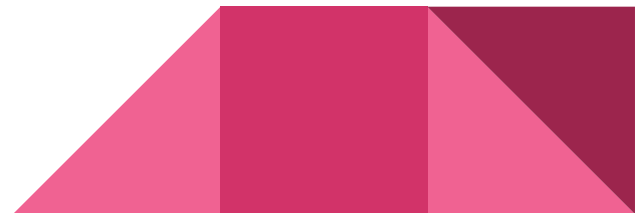
- Scanning memory can help find key values that you can intercept and react near instantly.
- We can write external programs to modify our target programs
- This can be the difference in a $>0.20s$ human reaction and a $<0.01s$ machine reaction

BRAIN ON A SCALE.



What do memory scanners do?

- Find certain values in a program's memory (scanning)
 - Exact Value Scans
 - Value Range Scans
 - Incremental Scans
 - String Scans
- Edit values in a program's memory (editing)
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Linux not Required




Memory Scanners Available

Windows

- Cheat Engine
- Cheat Engine has extra stuff in it for publishing game hacks because that's the target audience but we can still use it here

Linux/Mac

- scanmem (CLI)
 - gameconqueror (scanmem UI)
 - Both on Ubuntu apt repos
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Let's play around!

- Quick Demo on `example_game_1.cpp`
- Quick Demo on a real game without cheat detection built in

