


Panoptispy: Characterizing Audio and Video Exfiltration from Android Applications

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Motivation

  + internet connectivity ... 



Examples



SilverPush

ultrasonic beacons for cross-device linking



patents for recognizing user emotion



listening for unlicensed broadcasting



photos taken surreptitiously by shrinking preview to 1x1 pixel

Media surveillance, so far, has been anecdotal

Goals

- Identify & measure media (audio, images, video) exfiltration **at scale**
 - Large number of apps & broad coverage of app stores
- Focus on exfiltration over network
- Is the exfiltration a **leak** (undisclosed/unexpected)?

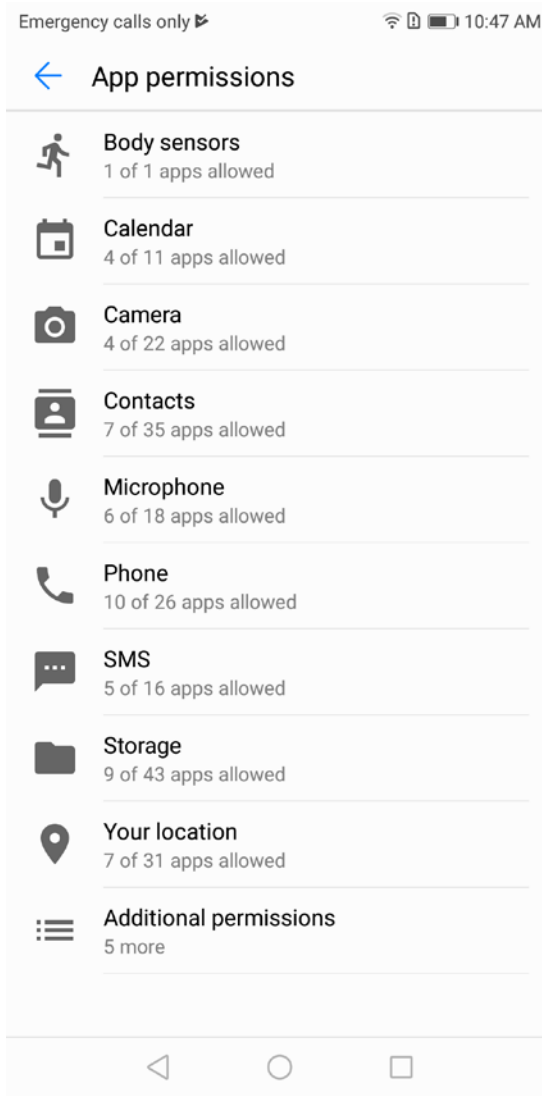
- How do apps use sensors?
 - Permissions requested
 - APIs called
 - First or third-parties



Outline

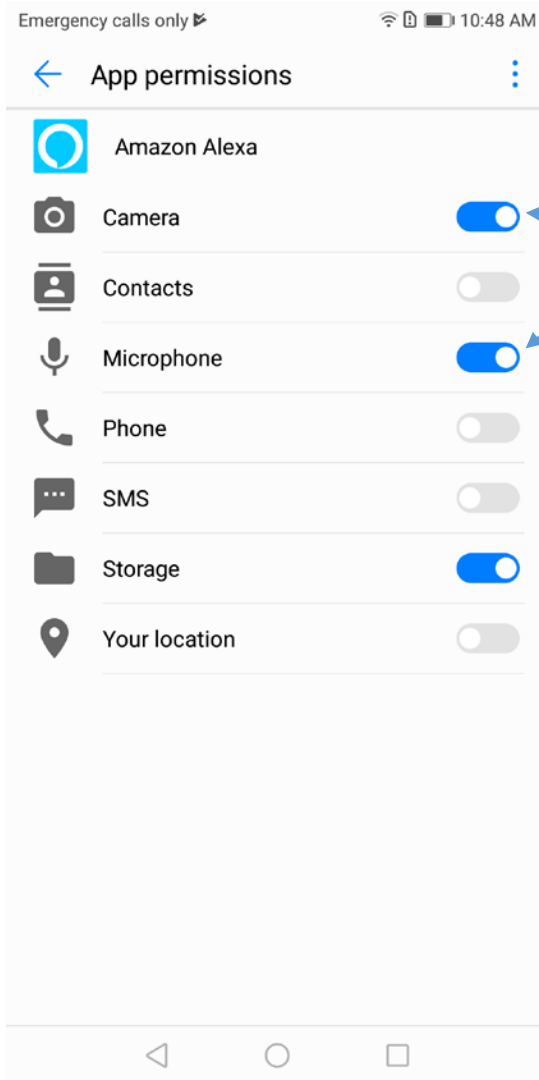
- Motivation
- Threat Model
- Methodology
- Aggregate Results
- Case Studies
 - Photography apps
 - Screen recording
- Discussion
- Conclusion

Android Access Control



- Certain APIs require permissions in order for code to execute
- Protects sensors from being accessed by apps that don't need it
- Requested at install time for API level 22-, runtime for API level 23+

Android Permission Model



• Camera & mic hardware access

Why aren't permissions enough?

- Incomplete
 - No permissions required for capturing app screen
- Coarse-grained
 - Permissions granted at app level
 - Third-party libraries also get access
 - Users don't know when apps are using hardware
- Lack of visibility and control (may contain PII!)
 - as media is exfiltrated over the network
 - Background access

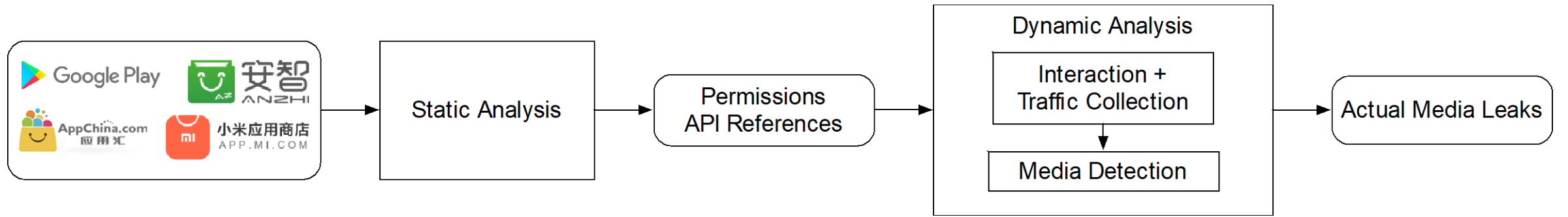
Definition of media leak

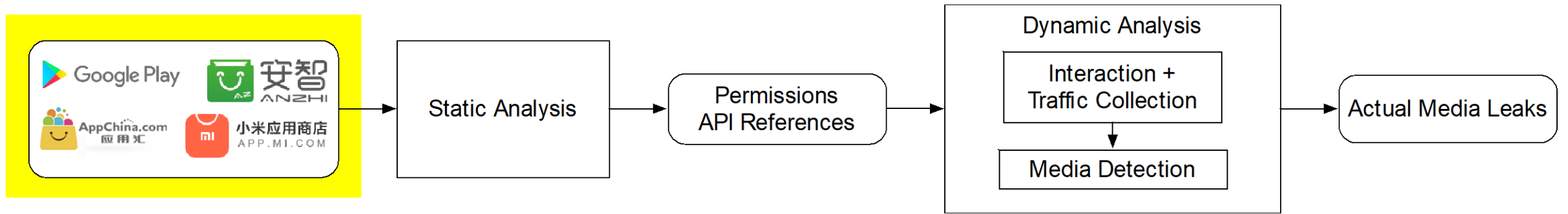
Suspicious or unexpected



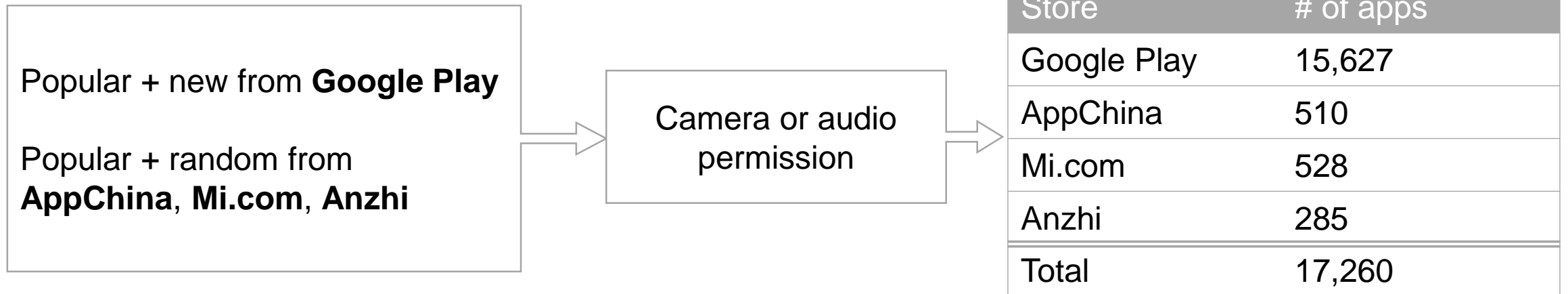
1. Does it further the primary purpose of the app?
2. Is it disclosed to the user?
 - Privacy policies
3. Is it employed by similar apps?
4. Is it encrypted over the internet?

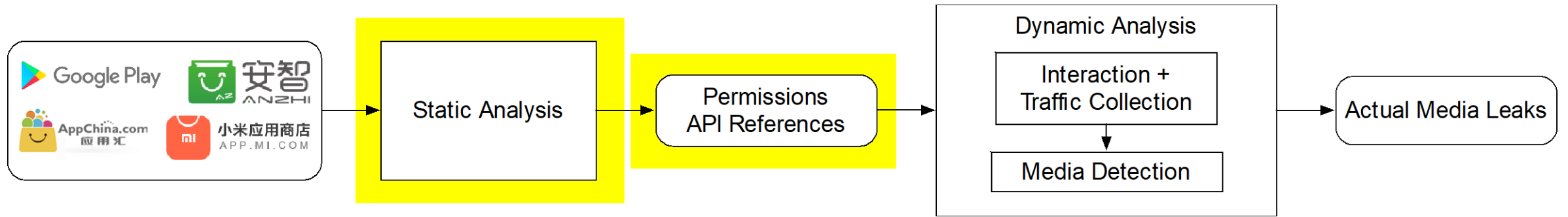
No? It's a **leak**





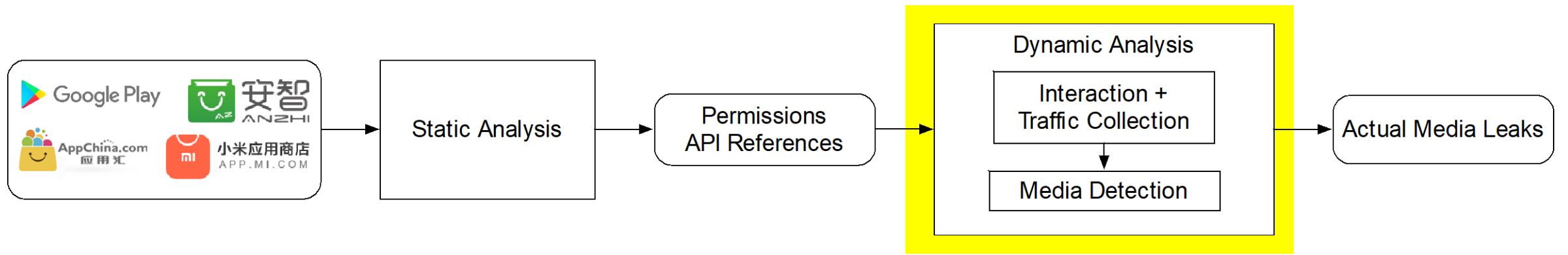
App Selection





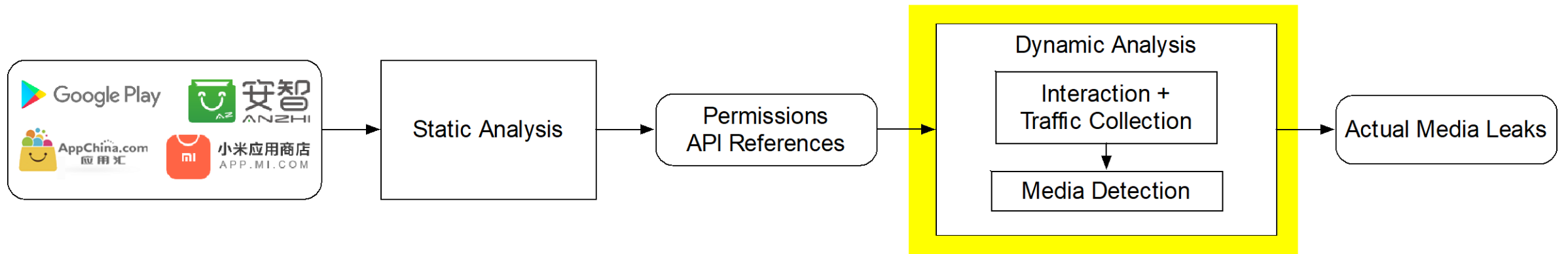
Static Analysis

- Permission analysis (camera, record audio)
- Media API references (camera, record audio, video, screen capturing)
- Media API references found in third-party libraries



Dynamic Analysis

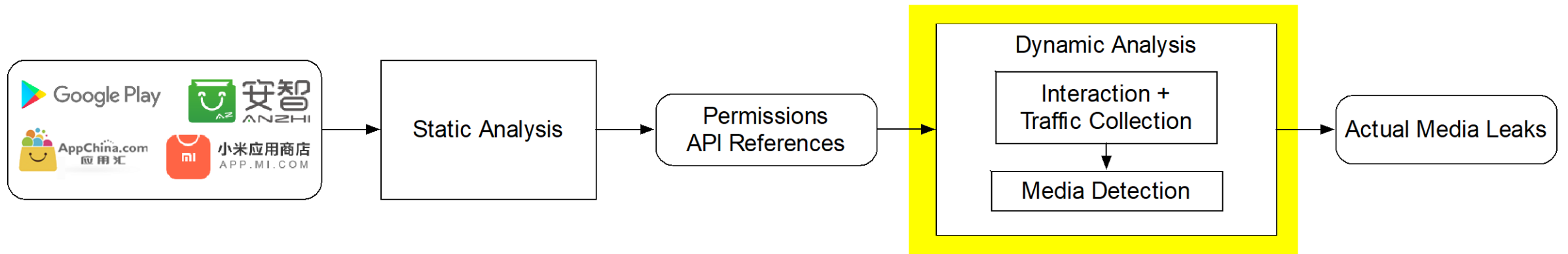
- Why is dynamic analysis necessary?
 - Detect whether media permissions are actually used
 - Media APIs may be in dead code paths
 - Detect dynamically loaded / obfuscated code



Dynamic Analysis

- Test environment
- Automated interaction
 - Monkey for 5,000 events
- Recording network traffic
 - Mitmproxy to intercept traffic

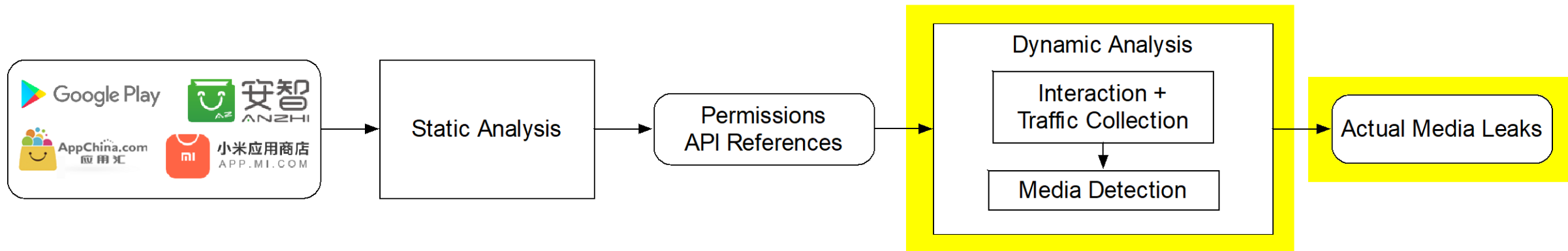




Detection of Media in Network Traffic

- Extraction
 - Mediaextract detection with **file magic numbers**
 - E.g. JPEG files: FF D8 FF ...
 - False positives require manual checking

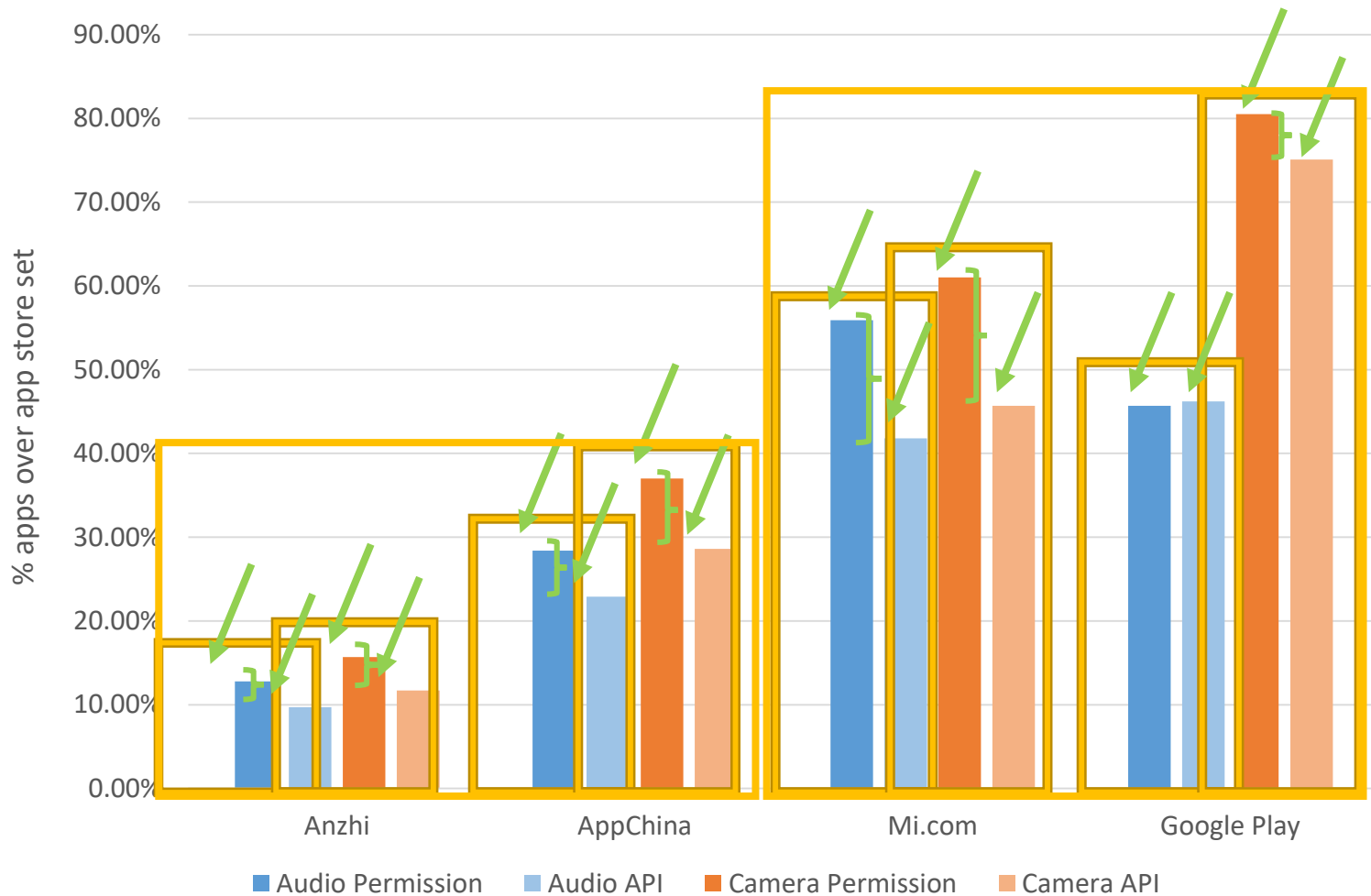
Category	Supported	Unsupported
Audio	3gp, aac, id3v2, m4a, ogg, wav	raw
Image	bmp, gif, jpg, png, webp	
Video	3gp, mp4, webm	



Detection of Media in Network Traffic

- Validation
 - Test app
 - Manual tests with known apps – **imgur** **GIPHY** **SOUNDCLOUD**
 - Verification of detected media by manually interacting with apps

Static: Permission vs. API



- Large fractions of audio (43.8%) and camera (75.6%) permission declarations
- Permissions > API calls
- Mi, Google > Anzhi, AppChina
- One exception: API > permission (audio in Play)

Dynamic: Media in Network Traffic



- 21 cases of detected media – 12 considered **leaks**
 - Unexpected or unencrypted
- 9 shared with third parties

Case Study: Photography Apps



- Server-side photo editing
 - Photos are sent to servers
 - Users not notified
- App has no other functionality requiring internet connection
- Privacy policy vaguely disclosed (5 apps) or didn't mention (1 app)

Case Study: Screen Recording



- Screen recording of user interaction, where PII was exposed
 - Leaked to an Appsee domain



- Screen recording as a feature
- Developers are responsible for hiding sensitive screens
- Few apps use the API method to do so – 5/33 apps
 - Server-side way exists, unknown how many apps use it



Responsible Disclosure



- Pulled Appsee from Android & iOS builds
- Updated privacy policy



- Reviewed GoPuff & Appsee
 - “Google constantly monitors apps and analytics providers to ensure they are policy-compliant. When notified of our findings, they reviewed GoPuff and Appsee and took the appropriate actions.”



~_(\ツ)_/

Limitations

- Translated media formats (audio being transcribed, etc.)
- Controlled experiments do not replicate environmental conditions
- Intentional obfuscation of traffic

These Academics Spent the Last Year Testing Whether Your Phone Is Secretly Listening to You

Kashmir Hill
7/03/18 1:00pm • Filed to: IT IS PARANOIA

263.4K 144 8

Uh-oh. Boffins say most Android apps can slurp your screen – and you wouldn't even know it

Fancy that

Your phone isn't listening to you, researchers say, but it may be watching e

There's a new conspiracy theory in town
By Makena Kelly | Jul 3, 2018, 3:36pm EDT

Your phone is probably spying on you

By Andy Meek, BGR

July 5, 2018 | 10:25am | Updated

59 SHARE

No, your smartphone is not lis

But it may be watching you
By Cal Jeffrey on July 3, 2018, 7:17 PM | 25 comments

may be spying on you spect

Elizabeth Weise, USA TODAY Published 12:04 p.m. ET July 5, 2018 | Updated 4:21 p.m. ET July 6, 2018

Smartphone apps don't listen to your conversations, but they do something equally creepy

The researchers found that while smartphone applications did not send audio clippings to third-party domains, they did send screenshots or screen recordings to them.

BusinessToday.In New Delhi Last Updated: July 4, 2018 | 22:14 IST

Yes, your phone is spying on you...but not how you think it is

Yahoo Finance Video • July 5, 2018

Recommendations

- Access to the screen should be protected by OS
 - Or, users should at least be notified & able to opt out
- Main app & third-party permissions should be separated

Conclusion

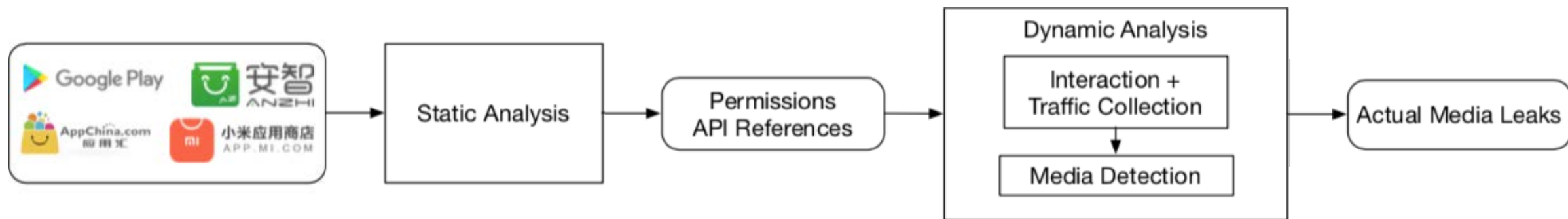
- Most apps have over-provisioned permissions
 - Susceptible for abuse from third parties
- 12 cases of unexpected or unencrypted media
 - 9 cases of third party sharing
- Screen recording video sent to a third party library
 - Sensitive input fields
 - No permissions or notification to the user

<https://recon.meddle.mobi/panoptispy/>

Threat Model

- Goal: media exfiltration from Android apps over the network
- Permissions
 - Not granted
 - Granted for a user-identifiable purpose
- Leaks: unexpected or suspicious

Experiment Design



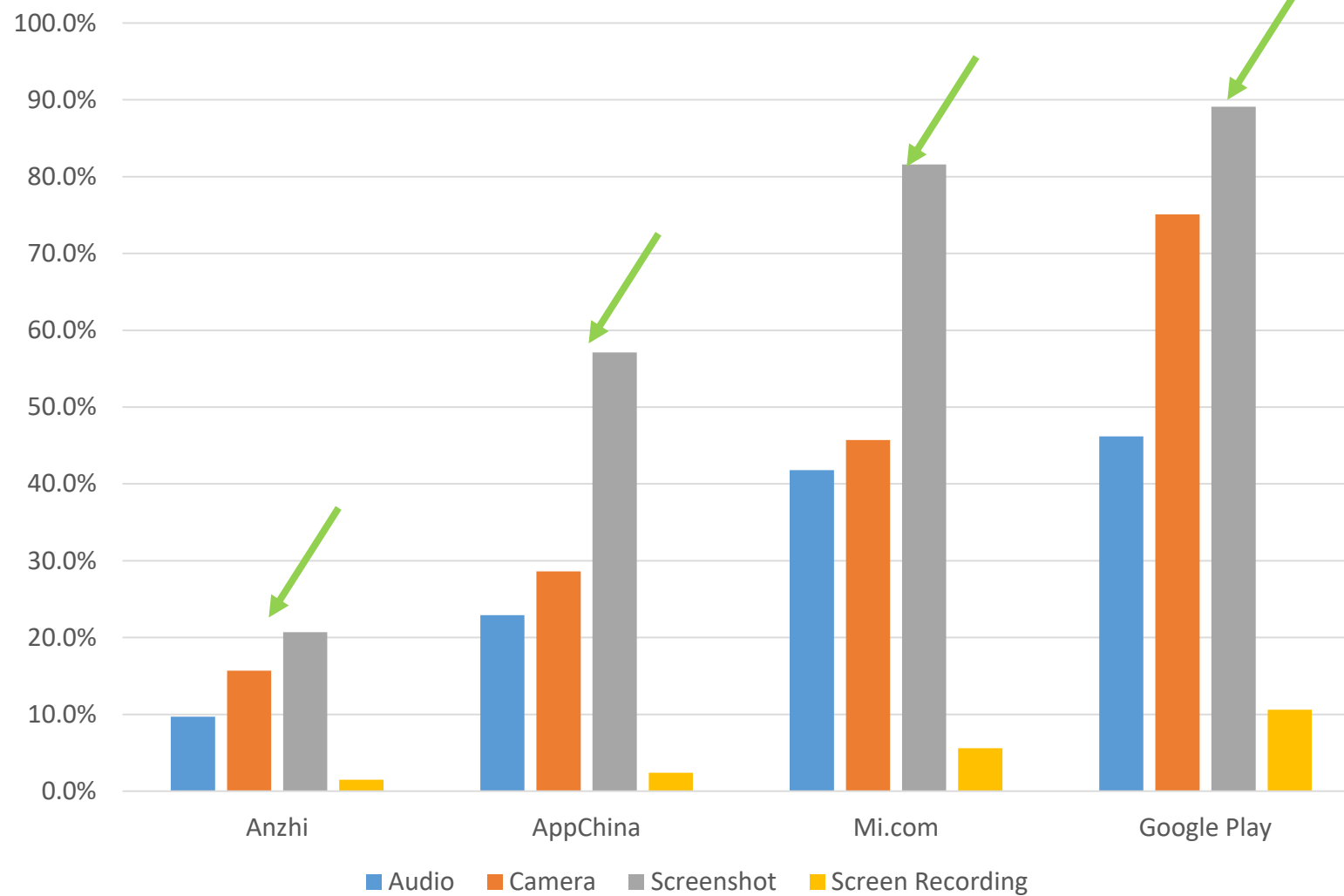
Permissions and API references

Store	# of Apps	Audio Permission	Audio API	Camera Permission	Camera API	Screenshot API	Screen recording API	External Storage Permission
Anzhi	883	12.8%	9.7%	15.7%	11.7%	20.7%	1.5%	23.4%
AppChina	468	28.4%	22.9%	37.0%	28.6%	57.1%	2.4%	94.0%
Mi.com	392	55.9%	41.8%	61.0%	45.7%	81.6%	5.6%	97.4%
Google Play	15,627	45.7%	46.2%	80.5%	75.1%	89.1%	10.6%	92.7%
All	17,260	43.8%	43.6%	75.6%	70.1%	84.6%	9.8%	89.9%

Permissions and API references

- Large percentages of apps request media permissions
 - Smaller percentage actually call methods that use those permissions
- Multipurpose APIs for screenshots and accessing external storage
 - High false positive rate
- Nontrivial inconsistency between permissions and API calls

Static: API References



March 26

- Initial disclosure to GoPuff

March 27

- Lawyer contacts NEU and accuses us of extortion
- No direct reply to our team

March 29

- After some back and forth, updated privacy policy – by removing it?

May 15

- Notified GoPuff of absent privacy policy

- ???

June 7

- Informed that the lawyer is no longer with company, but introduced to CTO
- Start talking about Appsee & the screen recording

June 21

- GoPuff pulls Appsee from iOS & Android builds and updates their privacy policy

March
26

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- "verges on defamation"
- Provided info about screen recording
 - didn't have to do with privacy concerns
- Asked us to remove Appsee / screen recording
- We replied to their points and clarified the privacy risk
- No reply



- First reported as a security vulnerability
- Passed to privacy team
- “Google constantly monitors apps and analytics providers to ensure they are policy-compliant. When notified of our findings, they reviewed GoPuff and Appsee and took the appropriate actions.”

Screen Capturing

- Testfairly
 - Screenshots of app while in use
 - Library intended for beta testing
 - App was not a beta version in the Google Play store
 - User not informed of recording, not given a prompt to consent to beta testing