

DEFCON 

# ACL Steganography:

*Permissions to Hide Your Porn*

by Michael Perkin

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- Diploma in Computer Science Technology
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# In This Talk...

- What is Steganography?
  - Historical examples of physical and digital forms
  - How do they work?
- Identifying a “Lowest Common Denominator”
- ACL Steganography - a new scheme

# What Is Steganography?

- Greek origin and means "concealed writing"
  - **steganos** (στεγανός) meaning "covered or protected"
  - **graphei** (γραφή) meaning "writing"
- The term was first coined in 1499, but there are many earlier examples
- Basically, hiding something in plain sight

# Classical Example: Tattoo

- Tattoo under hair
  - Encoder tattoos a slave's scalp
  - Decoder shaves the messenger's hair
- The message must be delayed to allow time for hair regrowth



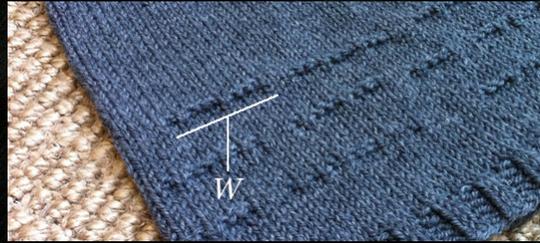
# Tattoos Are Permanent

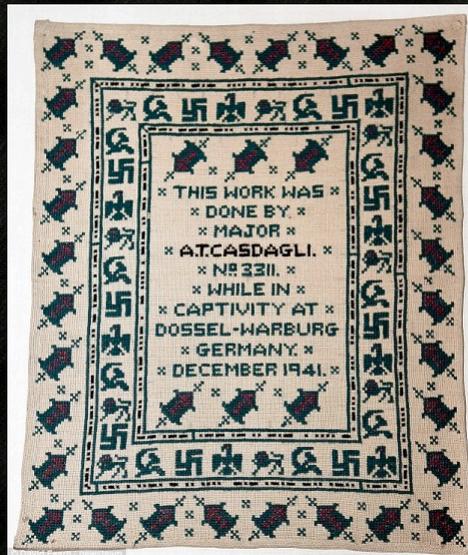
- Oops



# Classical Example: Morse

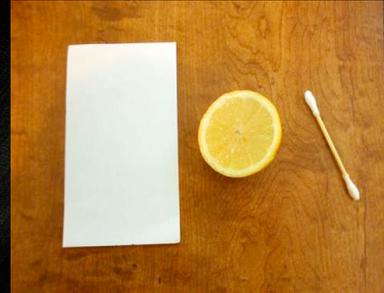
- Stitch morse code into a sweater/jacket worn by a messenger
- Messenger hand-delivers one message while actually delivering two





# Classical Example: Invisible Ink

- Write secrets with lemon juice
- Allow to dry
- Decode with heat  
(candle, match, hair dryer, iron)

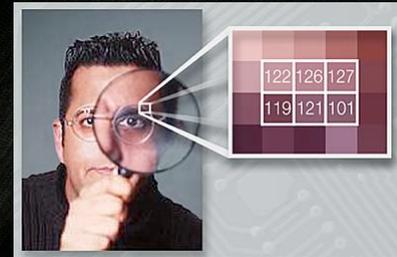


# Decode With Heat



# Digital Example: Photos

- Files can be encoded as colour information embedded in a photo
- Most common type of digital steganography
- Based on the fact that only super-humans can tell the difference between **Chartreuse** and **Lemon**



# Photo Steganography

- Each pixel is assigned a colour with an RGB colour code
- The last bit of this 8-bit code is overwritten with encoded data
- #DFFF00 is chartreuse
- #DFFF01 is.... one of the yellows
- 8 adjacent pixels with 8 slightly-adjusted colours allows 1 byte of encoded information

# Audio Steganography

- Same principle as photographic steganography, but with audio
- Humans can't easily tell the difference between 400hz and 401hz, especially if the note isn't sustained
- Alter each frame of audio with 1 bit of encoded information

# Digital Example: x86 Ops

- Information can be encoded in x86 op codes
  - **NOP** - No Operation
  - **ADD / SUB** - Addition and Subtraction
- PE files (standard .exe programs) have many other areas that can hold arbitrary data

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f	
00000000h:	4D	5A	50	00	02	00	00	00	04	00	0F	00	FF	FF	00	00	; MZP.....yy..
00000010h:	B8	00	00	00	00	00	00	00	40	00	1A	00	00	00	00	00	; .....@.....
00000020h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
00000030h:	00	00	00	00	00	00	00	00	00	00	00	00	00	01	00	00	; .....
00000040h:	BA	10	00	0E	1F	B4	09	CD	21	B8	01	4C	CD	21	90	90	; .....i!..Li![]
00000050h:	54	68	69	73	20	70	72	6F	67	72	61	6D	20	6D	75	73	; This program mus
00000060h:	74	20	62	65	20	72	75	6E	20	75	6E	64	65	72	20	57	; t be run under W
00000070h:	69	6E	33	32	0D	0A	24	37	00	00	00	00	00	00	00	00	; in32..\$7.....
00000080h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
00000090h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000000a0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000000b0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000000c0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000000d0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000000e0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000000f0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
00000100h:	50	45	00	00	4C	01	08	00	19	5E	42	2A	00	00	00	00	; PE...L...^B*...
00000110h:	00	00	00	00	E0	00	8E	81	0B	01	02	19	00	A0	02	00	; .....a..Z.....
00000120h:	00	DE	00	00	00	00	00	00	B4	AD	02	00	00	10	00	00	; .b.....-.....
00000130h:	00	B0	02	00	00	00	40	00	00	10	00	00	00	02	00	00	; .^.....@.....
00000140h:	01	00	00	00	00	00	00	04	00	00	00	00	00	00	00	00	; .....
00000150h:	00	D0	03	00	00	04	00	00	00	00	00	02	00	00	00	00	; .b.....
00000160h:	00	00	10	00	00	40	00	00	00	10	00	00	10	00	00	00	; .....@.....
00000170h:	00	00	00	00	10	00	00	00	00	00	00	00	00	00	00	00	; .....
00000180h:	00	D0	02	00	1E	18	00	00	00	40	03	00	00	8E	00	00	; .b.....@...z..
00000190h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000001a0h:	00	10	03	00	04	2B	00	00	00	00	00	00	00	00	00	00	; .....
000001b0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000001c0h:	00	00	03	00	18	00	00	00	00	00	00	00	00	00	00	00	; .....
000001d0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000001e0h:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	; .....
000001f0h:	00	00	00	00	00	00	00	00	43	4F	44	45	00	00	00	00	; .....
00000200h:	88	9E	02	00	00	10	00	00	00	A0	02	00	00	04	00	00	; ^z.....
00000210h:	00	00	00	00	00	00	00	00	00	00	00	20	00	00	00	60	; .....
00000220h:	44	41	54	41	00	00	00	00	D4	06	00	00	00	B0	02	00	; DATA...ö.....

DOS  
HEADER

DOS  
STUB

PE  
HEADER

Signature

FileHeader

OptionalHeader

DATA  
DIRECTORY

SECTION  
TABLE

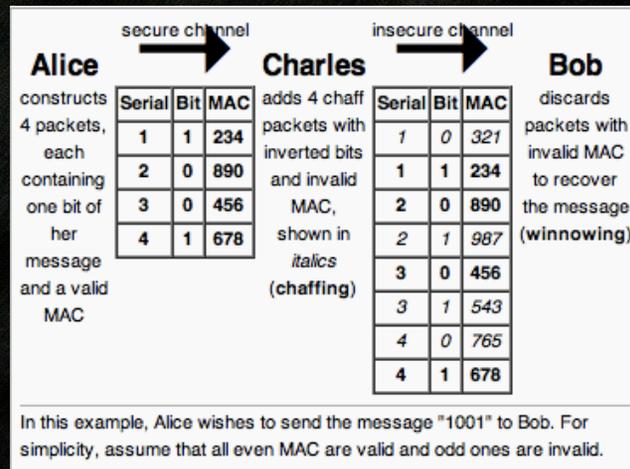
# Digital Example: Chaffing and Winnowing

- Conceived by Ron Rivest in 1998 (the **R** in **RSA**, as well as RC4 and others)
- Not quite steganography
- Not quite encryption
- Has properties of both stego and encryption

# Chaffing and Winnowing

- Sender issues 'real' messages and 'chaff' messages
- Listeners don't know which messages are real
- Real chunks of the message include a parity value
  - Message Authentication Code (MAC)
- Receiver calculates MACs on every packet
  - Discards packets whose MACs aren't valid
  - Reassembles all packets with valid MACs

# Chaffing and Winnowing



Courtesy: Wikimedia Commons

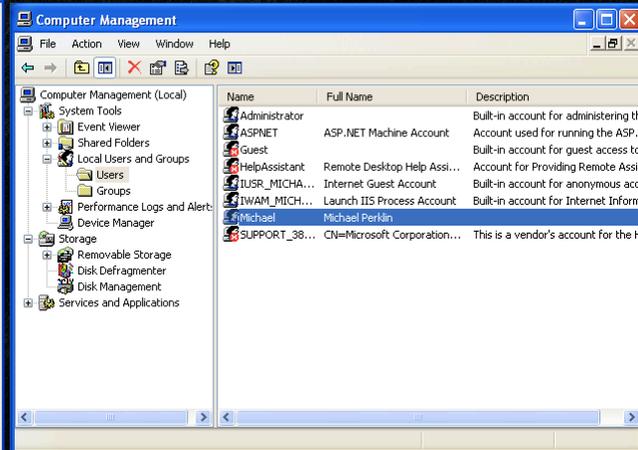
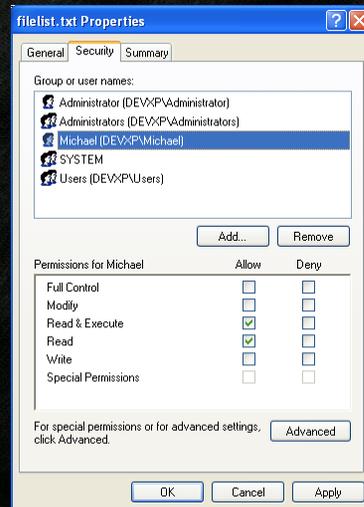
# Steganography Breakdown

- All types of steganography require three things:
  - A [medium](#) of arbitrary information
  - A [key](#) or legend for encoding information
  - A way to [differentiate](#) 'encoded' and 'medium' info

# ACL Steganography

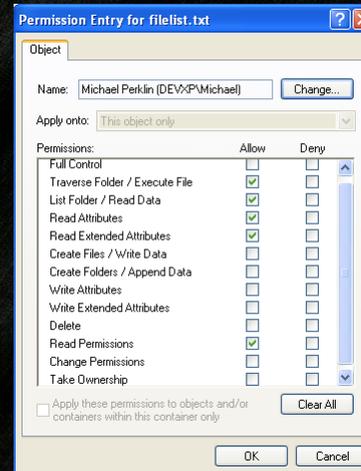
- A way to encode files as **Access Control Entries** within **Access Control Lists** of files stored on an NTFS volume
  - Medium: All files on an NTFS volume
  - Key: Security Identifiers in **ACEs**
  - Differentiator: **ACEs** with an unlikely combination of permissions

# Background: NTFS Security



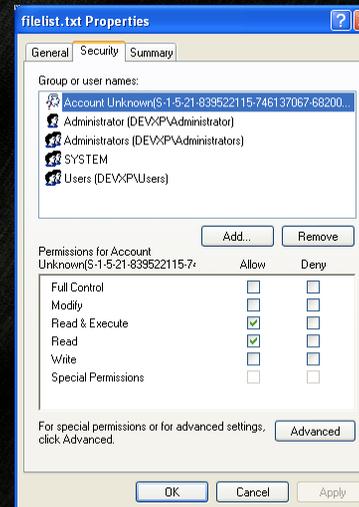
# NTFS Permissions

- Entries correspond to system users
- There are 22 unique permissions available, stored in a 32-bit field
- Many more granular permissions exist than “Read, Write, Execute”



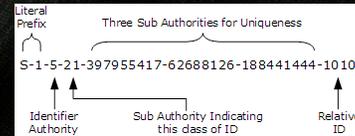
# NTFS Permissions

- Permission entries are stored using Security Identifier (S-ID)
- If the user is removed, the OS can't look up the friendly name
- Photo shows same file after "Michael" is removed from OS



# NTFS Security Identifiers

- Maximum Size: 68-bytes
- 1st byte is the revision  
(Always 1)
- 2nd byte is the count of SubAuthorities in this SID  
(Maximum 15 SubAuthorities per SID)
- 6 bytes used for the Identifier Authority  
(Always 000004)
- 60 bytes store the content of the SubAuthorities and the Relative ID



# Acronym Review (AR)

- Access Control List (ACL)
  - A list of Access Control Entries
- Access Control Entry (ACE)
  - A permission rule (allow or deny) pertaining to a SID
- Security Identifier (SID)
  - A unique identifier for a user or group of a Windows system

# ACL Steganography

- (photo of file with 60byte chunks)
- A file is split up into 60-byte chunks
- Each chunk becomes a [SID](#)
- [ACEs](#) are created with “Allow” permissions for each of these [SIDs](#)
- [ACEs](#) are added to the [ACLs](#) of multiple files

# Demonstration

- A folder full of files
- A filelist.txt with these files
- A .tc volume with cool stuff in it
- Encoding the volume
- Showing the ACEs on the files
- Decoding the volume

# ACLEncoding Details

- Two bits are set for all ACLEncoded entries:
  - Synchronize + ReadPermissions
  - Synchronize cannot be set within the Windows UI
- The 9 least significant bits are used as a counter from 0-512
  - These bits correspond to the permissions:  
ReadData, CreateFile, AppendData, ReadExtendedAttribute,  
WriteExtendedAttribute, ExecuteFile, Traverse,  
DeleteSubdirectoriesAndFiles, ReadAttributes

# ACLEncode Details

- The FileList becomes a kind of symmetric key between the encoder and decoder
- The list identifies:
  - Which files have ACLEncoded entries
  - The order in which those entries are encoded

# Limitations

- An [ACL](#) can be no bigger than 64kB per file
- Maximum [ACE](#) size is 76 bytes (68 for [SID](#) + 8 byte header)
- This produces a theoretical maximum of 862 [ACEs](#) per file
- I've imposed a limit of 512 entries per file
  - This leaves room for legitimate permissions

# Limitations

- The largest possible file to be encoded:
  - $\text{NumFilesInList} * 512 * 60\text{bytes}$
  - or about 30kB per file
- Need to store a larger file? Use a longer file list.

# \$SECURE File Limitation

- The `$SECURE` file is a hidden file on every NTFS volume
- All `ACLs` for all files are stored in this one file
  
- Each time a new `SID` is encountered, it's added to this file
  - This way, future permission operations for that user can use the existing reference without duplicating it

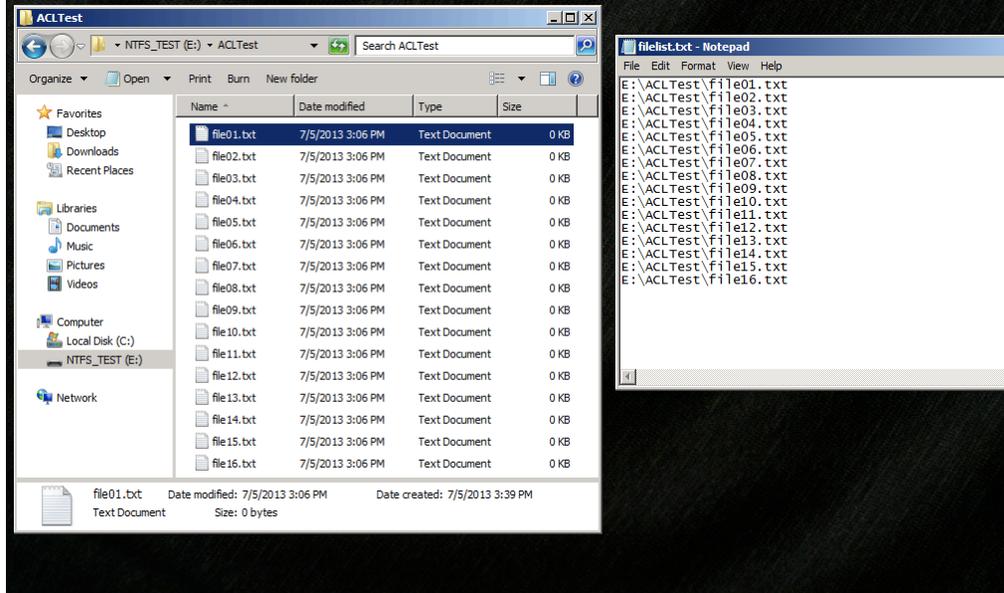
# \$SECURE File Limitation

- NTFS does \*NOT\* remove old/unused SIDs from the \$SECURE file
- The \$SECURE file is designed only to grow in size and never shrink
- This means, every ACLEncoded chunk from every run of ACLEncode will persist here forever

# A Forensic Review

- I conducted a test:
  - 2GB USB Key, formatted as NTFS
  - AccessData FTK 4.0.2.33
  - Guidance EnCase Forensic 6.19.6

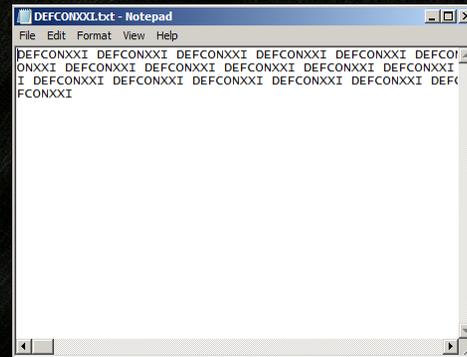
# Forensic Test - File List



I created these files for the test  
I could have used any file already on the system

# Forensic Test - Input File

- DEFCONXXI repeated



AccessData Forensic Toolkit Version: 4.0.2.33 Database: localhost Case: ACLTest

File Edit View Evidence Filter Tools Manage Help

Filter: -unfiltered- Filter Manager...

Explore Overview Email Graphics Bookmarks Live Search Index Search Volatile

Evidence Items

- Evidence
  - USBKey.aff
    - Partition 1
      - NTFS\_TEST [NTFS]
        - [orphan]
        - [root]
          - \$BadClus
          - \$Extend
          - \$Secure
          - ACLTest
          - [unallocated space]
        - Unpartitioned Space [basic disk]

Properties

**NTFS Information**

MFT Record Number	36
Record date	7/5/2013 3:41:20 PM (2013-07-05 19:41:20 UTC)
Resident	True
Offline	False
Sparse	False
Temporary	False
Owner SID	S-1-5-21-2565687063-2636845177-2300264073-1000
Group SID	S-1-5-21-2565687063-2636845177-2300264073-513

File Content Properties Hex Interpreter

File List

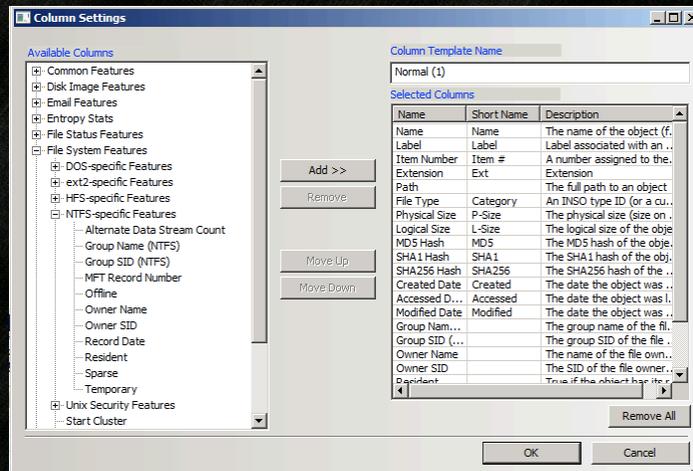
<input type="checkbox"/>	Name	Item #	P-Size	L-Size	Group SID (NTFS)	Owner SID	Alterna...
<input type="checkbox"/>	file01.txt	93042	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file02.txt	93043	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file03.txt	93044	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file04.txt	93045	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file05.txt	93046	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file06.txt	93047	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file07.txt	93048	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file08.txt	93049	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file09.txt	93050	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file10.txt	93051	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file11.txt	93052	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file12.txt	93053	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	
<input type="checkbox"/>	file13.txt	93054	0 B	0 B	S-1-5-21-2565687063-2636845177-2300264073-513	S-1-5-21-2565687063-2636845177-2300264073-1000	

Loaded: 17 | Filtered: 17 | Total: 17 | Highlighted: 1 | Checked: 0 | Total LSize: 4096 B

USBKey.aff/Partition 1/NTFS\_TEST [NTFS]/[root]/ACLTest/file01.txt

Ready | Explore Tab Filter: [None]

# Forensic Test - FTK4



AccessData Forensic Toolkit Version: 4.0.2-33 Database: localhost Case: ACLTest

File Edit View Evidence Filter Tools Manage Help

Filter: -unfiltered- Filter Manager...

Explore Overview Email Graphics Bookmarks Live Search Index Search Volatile

Evidence Items

- USBKey.aff
  - Partition 1
    - NTFS\_TEST [NTFS]
      - [orphan]
        - [root]
          - \$BadClus
            - \$Extend
              - \$Secure
                - ACLTest
                  - [unallocated space]
                    - Unpartitioned Space [basic disk]

File Content

Hex Text Filtered Natural

```

003a0 00 00 00 00 14 00 00 00-02 00 68 00 02 00 00 00 .....h.....
003b0 00 00 4C 00 00 00 12 00-01 0F 00 00 00 00 00 04 ..L.....
003c0 44 45 46 43 4F 4E 58 58-49 20 44 45 46 43 4F 4E DEFCONXXI DEFCON
003d0 58 58 49 20 44 45 46 43-4F 4E 58 58 49 20 44 45 XXI DEFCONXXI DE
003e0 46 43 4F 4E 58 58 49 20-44 45 46 43 4F 4E 58 58 FCONXXI DEFCONXX
003f0 49 20 44 45 46 43 4F 4E-58 58 49 20 00 10 14 00 I DEFCONXXI .....
00400 FF 01 1F 00 01 01 00 00-00 00 00 01 00 00 00 00 y.....
00410 01 05 00 00 00 00 00 00-05 15 00 00 00 17 47 ED 98 .....-G1
00420 79 10 2B 9D 89 3E 1B 89-E8 03 00 00 01 05 00 00 y+>->-è.....-G1
00430 00 00 00 05 15 00 00 00-00 17 47 ED 98 79 10 2B 9D .....-G1-y+
00440 89 3E 1B 89 01 02 00 00-00 00 00 00 00 00 00 00 .....
00450 FB 98 56 E3 08 01 00 00-50 04 00 00 00 00 00 00 ã·vã.....P.....
00460 C8 00 00 00 01 00 04 84-7C 00 00 00 98 00 00 00 È.....|
00470 00 00 00 00 14 00 00 00-02 00 68 00 02 00 00 00 .....h.....
  
```

Sel start = 960, len = 60; clus = 164128; log sec = 1313025; phy sec = 1313057

File Content Properties Hex Interpreter

File List

Normal (1) Display Time Zone: Eastern Daylight T

| Item # | Name  | P-Size   | L-Size   | Group SID (NTFS) | Owner SID |
|--------|-------|----------|----------|------------------|-----------|
| 93036  | \$SDH | 4096 B   | 4096 B   | S-1-5-32-544     | S-1-5-18  |
| 93035  | \$SDS | 260.0 KB | 257.8 KB | S-1-5-32-544     | S-1-5-18  |
| 93037  | \$SII | 4096 B   | 4096 B   | S-1-5-32-544     | S-1-5-18  |

Loaded: 3 Filtered: 3 Total: 3 Highlighted: 1 Checked: 0 Total LSize: 265.8 KB

USBKey.aff/Partition 1/NTFS\_TEST [NTFS]/[root]/\$Secure/\$SDS

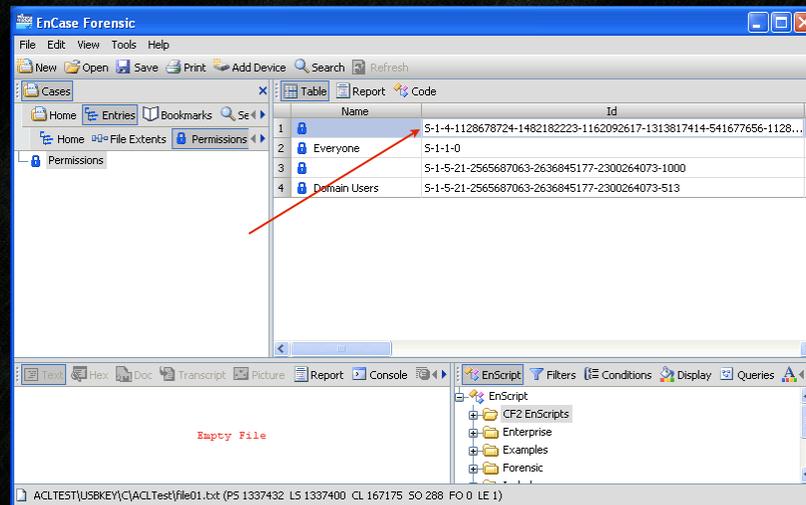
Ready Explore Tab Filter: [None]

# Forensic Test - EnCase 6

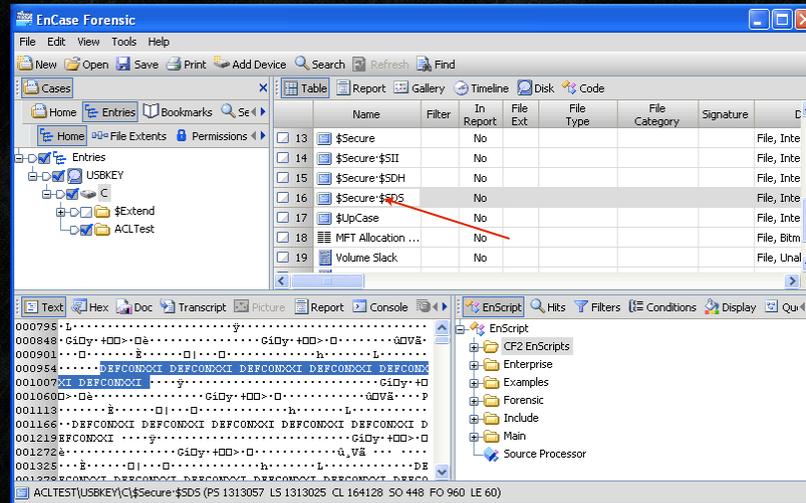
The screenshot displays the EnCase Forensic software interface. The main window shows a list of files in a table format. The table has columns for Name, Filter, In Report, File Ext, File Type, File Category, Signature, and Description. The files listed are file01.txt through file11.txt, all with a filter of 'No', file extension of 'txt', file type of 'Text', and file category of 'Document'. The description for all files is 'File, Archive'. The interface also shows a left-hand pane with a tree view of the file system, including folders like USBKEY, C, \$Extend, and ACLTest. A red arrow points to the 'Permissions' folder in the tree view. At the bottom, there is a console window displaying 'Empty File' and a status bar with the path 'ACLTEST\USBKEY\C\ACLTest\file01.txt (PS 1337432 LS 1337400 CL 167175 SO 288 FO 0 LE 1)'.

|    | Name       | Filter | In Report | File Ext | File Type | File Category | Signature | Description   |
|----|------------|--------|-----------|----------|-----------|---------------|-----------|---------------|
| 1  | file01.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 2  | file02.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 3  | file03.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 4  | file04.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 5  | file05.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 6  | file06.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 7  | file07.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 8  | file08.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 9  | file09.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 10 | file10.txt |        | No        | txt      | Text      | Document      |           | File, Archive |
| 11 | file11.txt |        | No        | txt      | Text      | Document      |           | File, Archive |

# Forensic Test - EnCase 6



# Forensic Test - EnCase 6



# Forensic Detection of ACLEncoding

- Detection of ACLEncoded entries is a manual process
  - (using the most popular forensic tools)
- Detection can be automated with the creation of EnScripts (EnCase's scripting language) and other purpose-built tools
- Unfortunately not enough time to go over these today

# Questions and Answers

- If you have questions, see me in the Q&A room for Track 1
- Thanks to Josh, Nick, Joel, Reesh, my family, my friends, my colleagues, and my employer for providing me the time for this research
- Thanks Eugene for seeding the thought in my mind of “How can you hide data on a drive without detection?”

# ACLEncode

- Source code Available for download:
- <http://www.perklin.ca/~defcon21/ACLEncode.zip>



# Latest version of Slides

- The latest version of these slides are available online:
- <http://www.perklin.ca/~defcon21/aclsteganography.pdf>



- This latest version will be available on the DEFCON site soon

# References

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