

.0

Tempestad en OSX

Pedro C. aka s4ur0n







CyberCamp.es

Whoami

class PedroC: Deloitte. def init (self): CyberSOC Academy self.name = 'Pedro Candel' self.email1 = 'pcandel@cybersoc.deloitte.es' self.email2 = 's4ur0n@s4ur0n.com' self.website = 'https://www.s4ur0n.com' self.nickname = '@NN2ed s4ur0n' self.role = 'Security Researcher' self.interest = ['Reversing', 'Malware', 'Offensive Security', '...'] self.member of = ['mlw.re', 'OWASP', 'NetXploit', '...']



Concepts Introduction





A **covert channel** is a type of <u>computer</u> <u>security attack</u> that creates a capability to transfer information objects between processes that are not supposed to be allowed to communicate by the <u>computer security policy</u>.

The term, originated in 1973 by Lampson, is defined as "(channels) not intended for <u>information transfer</u> at all, such as the service program's effect on <u>system load</u>" to distinguish it from **legitimate** channels that are subjected to access controls.

Source: https://en.wikipedia.org/wiki/Covert_channel

Tempest



TEMPEST is a <u>National Security Agency</u> specification and **NATO certification** referring to spying on information systems through leaking emanations, including unintentional radio or electrical signals, sounds, and vibrations.

TEMPEST covers **both methods** to **spy upon others** and **also how to shield equipment** against such spying.

The protection efforts are also known as emission security (**EMSEC**), which is a subset of <u>communications</u> <u>security</u> (**COMSEC**).



Tempest



The **NSA** methods for spying upon computer emissions are classified, but some of the protection standards have been released by either the NSA or the Department of Defense. Protecting equipment from spying is done applying distance, shielding, filtering and masking.

The **TEMPEST standards** mandate elements such as equipment distance from walls, amount of shielding in buildings and equipment, and distance separating wires carrying classified vs. unclassified materials, filters on cables, and even distance and shielding between wires/equipment and building pipes. Noise can also protect information by masking the actual data.







While much of **TEMPEST** is about leaking electromagnetic <u>emanations</u>, *it also encompasses sounds or mechanical vibrations*. For example, it is possible to log a user's keystrokes using the <u>motion</u> <u>sensor</u> inside <u>smartphones</u>.

Compromising emissions are defined as unintentional <u>intelligence</u>-bearing signals which, if intercepted and analyzed, may disclose the information transmitted, received, handled, or otherwise processed by any information-processing equipment.

Source: https://en.wikipedia.org/wiki/Tempest_(codename)



Tempest Attacks Data from electromagnetic waves



TEMPEST Attacks work on the principle that electronic devices such as *monitors* and *fax machines* emit **electromagnetic radiation** during normal use.

With correct equipment such as antennas, receivers and display units an attacker could **in theory** intercept those emissions from a remote location (from across the street perhaps) and then replay the information that was captured.











ng to

be



Tempest Attacks



Such an **attack is passive** in that *it cannot be detected*.

A device emits compromising radiation which **could be reconstructed** from a remote location.

This means that you cannot detect it as the device is not in any way connected/installed on your system.

To simply put it your computer can't detect a guy down the street with equipment trying picking up radio emissions from your monitor.



Tempest Attacks



All electronic devices big or small *may emit lowlevel electromagnetic radiation*.

In fact the **CPU chip** is probably doing it right now.

This happens whenever an electric current *changes in voltage* and thus *generates electromagnetic pulses that radiate* as **invisible radio waves**. These electromagnetic radio waves can carry a great distance in ideal situations.



Tempest Attacks

PRINCIPAL RADIATION SOURCES ON PRINTED CIRCUIT BOARD





HITACHI Inspire the Next

The gap between PCB and chassis is considered as cavity.





Tempest Attacks Is tempest a myth?







cyber

Date: Wed, 18 Aug 1999 19:15:09 +0300 (EEST) From: Berke Durak <durakb@crit2.univ-montp2.fr> To: cypherpunks@toad.com Subject: Controlled CPU TEMPEST emanations

Hello,

After having implemented and successfully tested Ross Anderson's idea to use the video output to synthesize a mediumwave AM signal, I wondered if a similar effect could be obtained by using only the CPU, since it was easy to correlate CPU activity with radio noise. I've just written a quick C program that tries to force activity on the memory bus in a repetitive pattern, with adjustable frequency. After having fiddled with the timings for about one hour, I managed to broadcast a test tune using my Pentium 120 running Linux, giving extremely clear reception on FM band at about 87.5 Mhz (I have in no way calculated or predicted this frequency).

Be warned that my understanding of radio waves is bad and incomplete, and that I have no particular radio equipment, save a walkman and a radio cassette player.

I found that it is possible to hear the test tune over the whole "consumer" medium- and short-wave spectrum (530-1600 KHz, 2.3-22 MHz) using the walkman, which has a digital synthesized PLL radio (which is generally very sensitive to electrical noise), provided the radio is held at a distance of less than two meters around the CPU, which suggests that there are spectral components of CPU activity at many frequencies dividing the clock frequency and at their harmonics (which gives a very rich spectrum). The reception in the FM band is much more clean, and it is possible to hear the test tune in the next room (three to four meters).

I've found that accesses to the main memory create much more noise that other CBU activity, which is readily understandable. As it is

Source: https://cryptome.org/tempest-cpu.htm



#include <math.h>
#include <stdlib.h>
#include <sys/time.h>
#include <unistd.h>
#include <stdio.h>
#include <stdio.h>
#include <SDL.h>
#include <string.h>

Tempest for Eliza - by erikyyy !

Read the README file to understand what's happening if you do not read it, you will NOT know what to do

Pixel Clock 105000000 Hz X Resolution 1024 Pixels Y Resolution 768 Pixels Horizontal Total 1400 Pixels AM Carrier Frequency 10000000 Hz cuber camp



Source: http://www.erikyyy.de/tempest/

};

tv_sec++;
 };
};
bool zero()

tv_usec-=1000000;

while (tv_usec>=1000000) {





Turning the Raspberry Pi Into an FM Transmitter

TRABALANESS PE



Source: http://www.icrobotics.co.uk/wiki/index.php/Turning_the_Raspberry_Pi_Into _an_FM_Transmitter 10/incibe_



Source(s): https://arxiv.org/abs/1608.03431 & https://arxiv.org/abs/1606.05915



Tempest OSX New covert channel



System Bus Radio: the start point

fulldecent / system-t	ous-radio					143	star	2,689	¥ Fork	235
<> Code () Issues ()	11 Pull requests 4	🛛 Wiki 🧼 Pi	ulse <u>ili</u> (Graphs						
his program transmits ra	dio on computers withou	t radio transm	hitting hard	ware.						
⑦ 82 commits	P	branch		0 0	releases		15	contrib	utors	
Branch: master - New pu	il request New file	Upload files	Find file	HTTPS +	https://github.co	m/fullde	ß	¢	Download	ZIP
fulldecent Clearer wordin	g					Lat	lest con	nmit 477	c174 8 days	ago
in Javascript			add project li	nk					13 days	ago
Using _mm_stream_si128			remove executables					13 days	ago	
Using counter and threads	¢		move to folde	ir.					13 days	ago
.gitignore			remove executables			13 days ag		ago		
LICENSE			Initial commit			17 days ag		ago		
README.md			Clearer wording			8 days	ago			

Source: https://github.com/fulldecent/system-bus-radio





How to: Run instructions on the computer that **cause electromagnetic radiation** (*taking advantage of the noise generated*)

(intel) Developer Zone			Join	Today > Login
Development > Tools >	Resources >		powered by Google	٩
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> Introducing the Intel® C++ Compiler	Intrinsic Name	Operation	Corresponding	
> Getting Started			Instruction	
V Compiler Reference				
- Internation	(Martinetters)	DIDAR	HONTING.	
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Streaming SIMD Extensions 2 (inset8 5562)	_m_attra_attra	Store	HEVEDA	
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8962)	_nn_nasknovec_sli2	Conditional store	HALIKHEVELED	
> Peaking-point internation	-			
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Logical Inferment	_mm_stream_silis	(_81381 -4" _8158	L (0)) .	
Shift Introduce	Stores the data in a to the ad in the cache, the cache will b	dress p without polluting t e updated. Address p mu	he caches. If the cache line containing addre at the 18 byte alloned.	as ρ is already





How to: transmit information via a radio carrier wave

In **amplitude modulation**, the *amplitude* (signal strength) of the carrier wave is varied in proportion to the waveform being transmitted.





The actual emissions are caused by the _mm_stream_si128 instruction that writes through to a memory address. Inspiration for using this instruction was provided in:

Guri, M., Kachlon, A., Hasson, O., Kedma, G., Mirsky, Y. and Elovici, Y., 2015. GSMem: data exfiltration from air-gapped computers over GSM frequencies. In 24th USENIX Security Symposium (USENIX Security 15) (pp. 849-864).







#define basefreq 880.00 // C7 (http://hyperphysics.phy-astr.gsu.edu/hbasees/music/imgmus/etfreq.gif)
#define notaudible 0

```
static inline void square_am_signal(float time, float frequency) {
    printf("Playing / %0.3f seconds / %4.0f Hz\n", time, frequency);
    uint64_t period = NSEC_PER_SEC / frequency;
    uint64_t start = mach_absolute_time();
    uint64_t end = start + time * NSEC_PER_SEC;
    while (mach_absolute_time() < end) {
    uint64_t mid = start + period / 2;
        uint64_t reset = start + period;
    while (mach_absolute_time() < mid) {
        _mm_stream_si128(&reg, reg_one);
        _mm_stream_si128(&reg, reg_zero);
    }
    clock_sleep_trap(clock_port, TIME_ABSOLUTE, reset / NSEC_PER_SEC, reset % NSEC_PER_SEC, &remain);
        start = reset;
    }
}</pre>
```





or (i if els	A Alfa °-	Bravo - 000	Charlie	Delta	Echo	Foxtrot	
	Golf	Hotel	India	J Juliet	Kilo	L Lima	
	Mike	November	O Oscar	Рара	Q Quebec	Romeo •-•	eq);
	S Sierra	Tango	Uniform	V Victor	Whiskey	X Xray	frec
ļ	Yankee	Zulu	1 One	2	3 Three	4 Four	
	5 Five	6 six	7 Seven	8 Eight	9 Nine	0 Zero	







If we can find no answer to these problems, then we really are in trouble





Houston, we have a problem

Broadcast transmission $\boldsymbol{\boldsymbol{\Im}}$

You need the receiving person or machine to be able to understand morse code $\boldsymbol{\boldsymbol{\otimes}}$

Binary files ☺

Limited set of characters $\boldsymbol{\boldsymbol{\Im}}$





Variable Speed (WPM)

		Speed (WPM)	Dot length (sec)	Optimum bandwidth (Hz)	SNR improvement (dB)	
725227272		20	0,06	16,67	0	
signai:		16	0,08	13,33	0,97	
	$\langle \longleftrightarrow \land $	12	0,10	10,00	2,22	$ \qquad \qquad$
	tni A	8	0,15	6,67	3,98	L.
message:	1	4	0,3	3,33	6,99	
	A with inter charge	1	1,2	0,83	13,01	C with inter_character space
		0,4	3	0,33	16,99	C Hill Iller-chalacter space
bits	10111	0,2	6	0,17	20,00	01011101000
2		0,12	10	0,10	22,22	
dibits:	10 11 1	0,06	20	0,05	25,23	0 10 11 10 10 00
		0,04	30	0,03	26,99	
pit-number:	1 2 3 4 5	0,02	60	0,02	30,00	7 28 29 30 31 32 33 34 35 38 37 38
		0,01	120	0,008	33,01	
		0,004	300	0,003	36,99	
		0,002	600	0,002	40,00	





Encode & cipher







Encode (Base64)

Value	Char	Value	Char	Value	Char	Value	Char
0	Α	16	Q	32	g	48	w
1	в	17	R	33	h	49	x
2	С	18	S	34	i	50	у
з	D	19	т	35	j	51	z
4	Е	20	U	36	k	52	0
5	F	21	v	37	1	53	1
6	G	22	w	38	m	54	2
7	н	23	х	39	n	55	3
8	- E	24	Y	40	0	56	4
9	J	25	z	41	р	57	5
10	к	26	а	42	q	58	6
11	L	27	b	43	r	59	7
12	м	28	с	44	s	60	8
13	Ν	29	d	45	t	61	9
14	0	30	е	46	u	62	+
15	Р	31	f	47	v	63	1





Inte

The International Morse Code

A dash is equal to three dots in time, while the interval between the dots and dashes in a letter equals a dot in time. Between the letters in a word the interval is equal to three dots and betweer words, five dots.

THE ALPHABET A N B O C P D Q E R F S G T H U I V J W

м

23

4

5

ACCENTED LETTERS

Ā	
À or Å	
CH	
Ê	
N	
0	
U .	

NUMERALS

 6
 7
 8
 9
 0

ABBREVIATED NUMERALS

amp

1	 6
2	 7
3	 8
4	 9
5	 0 —

PUNCTUATION AND OTHER SIGNS

Full Stop (.)	
Comma (,)	
Colon (:)	
Hyphen or Dash (-)	
Apostrophe (')	
Fraction Bar (/)	
Separation Sign (between whole number and fraction)	
*Brackets [()]	
*Underline	
Break or Double Dash (=)	
Interrogation Mark (?)	
Erase (or Error)	
Starting Signal	
End of Message	
Closing Down	
Interval (Wait)	
Message Received	
Ready to Receive	
Distress Call or SOS	

* The " brackets " and " underline " signs are transmitted before and after the word or words affected,





Normalize

Substitutions:

Change	Substitution	Morse Code
Upper to lower	Insert Colon : & Uppercase(char)	+ toupper(char)
Plus (+)	Minus (-)	
Interfile Space	Apostrophe (´)	







Tempest OSX Next steps



JD

A (ASCII),

-

- Selection
- SDR (
- Direct
- Low p
- Radio
- Encod
- Bad
- CONFIRMEDI









