SEApp: Bringing Mandatory Access Control to Android Apps

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Objective

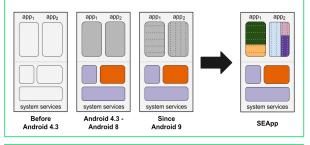
- divide applications in multiple security contexts
- control the access of security contexts to the application internal data
- control the interactions among these security contexts

Motivation

Android focuses on isolating applications from each other

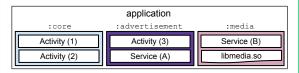
There are no clear means to isolate the internal components of an app:

- every component has complete access to the internal storage
- 3rd-party libraries may abuse app privileges
- large and complex components prone to bugs are not easy to isolate



Idea

- separate components into different app processes
- control with SELinux the permissions at process level



Implementation

Apps provide a **fine-grained policy module** to control the permissions granted to processes

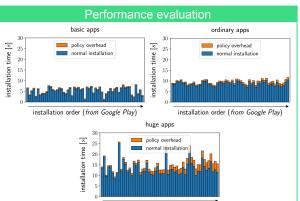


All policy fragments end up in the same **monolithic binary policy**

A **compiler-based** approach **prohibits** the installation of policy modules that may harm the system or other apps

Several changes to:

- boot sequence
- app installation procedure
- runtime services that support the app lifecycle (e.g., Zygote)



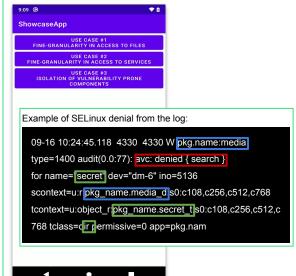
installation order (from Google Play)

- basic and ordinary policy configurations exhibit a negligible slowdown, never exceeding 1.22 ± 0.02 s
- **limited overhead** is associated with apps with huge policies, at most 3.59 ± 0.04s

Demonstration

A showcase app affected by common security vulnerabilities

- when it is executed by the Stock OS, vulnerabilities are exploitable
- when it uses the security functions introduced by SEApp, the vulnerabilities are no longer exploitable



Availability



