

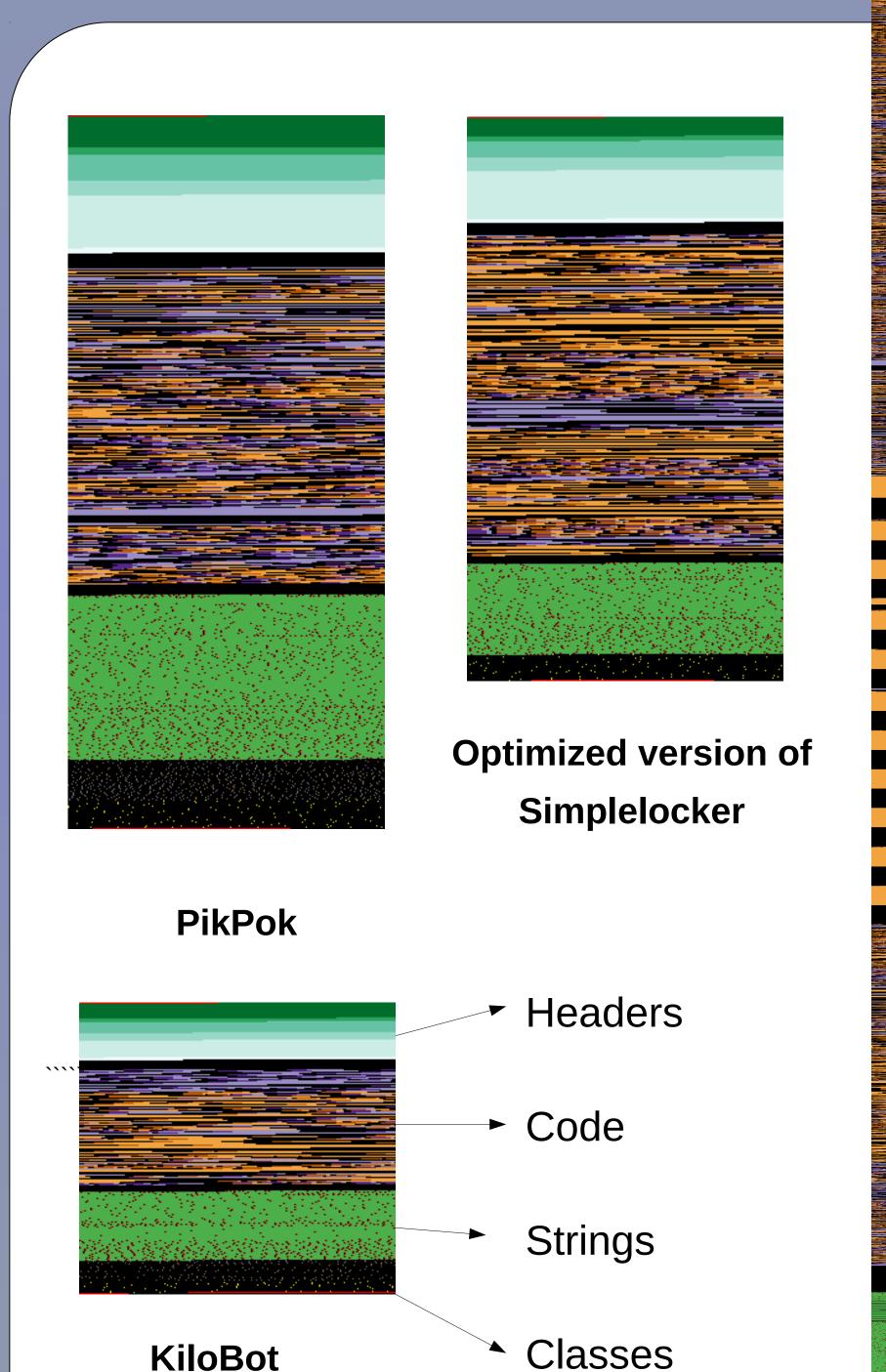
Exploring the origin of Android Apps Hugo González, Natalia Stakhanova, Ali A. Ghorbani

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The Problem

➤ Hundreds of apps are sent to the markets each day, the majority are legit ones, for the rest we found malware and repackaged apps. Besides the maliciousness of the app, the repackaged ones affects the original authors because the revenue model or because the image of the creator.



Regular tools

- Normal header and sections.
- Strings in order
- ➤ Strings after code

Game in Dot42

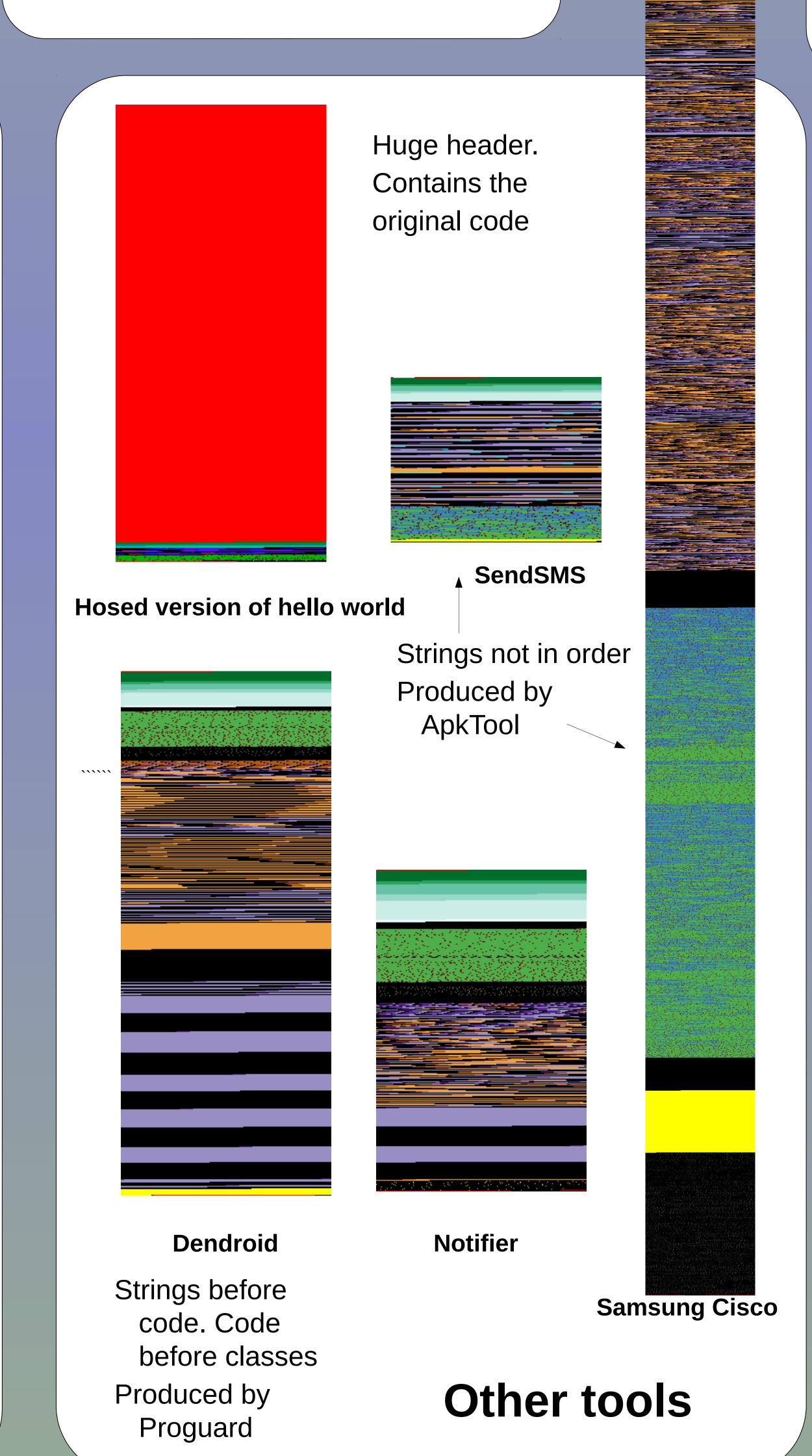
>Strings before class descriptors

Generator

Hello world

Proposed Solution

Analyzing the origin of an app answering the following questions, when was crated?, who signed it?, which tools were employed? We believe that by labelling the origin of an Android app we can flag it as suspicious, and related to the author.



ex file structure

header Structural information string_ids Offset list for strings type_ids Index list into the string_ids for types proto_ids Identifiers list of prototypes field_ids Identifiers list of fields method_ids Identifiers list of methods class_defs Structure list of classes Code and data data link_data Data in statically linked files

Work in Progress

- ➤ Detecting the following tools :
- Android SDK (ADT with ant or Android Studio with gradle)
- Cross platform generators like
 Titanium, AdobeAIR, Phonegap
- Obfuscators like proguard or dexguard
- Packers or Encryptors like Hosed
- Third part compilers like Dot42 which convert .NET to dex
- Apktool commonly used to do reverse engineering or repackaging

Results and future work

- The specification is straight forward, but there are some places where different tools behave different.
- To spot this differences we are using for now a visualization tool to create maps of the files and discover the differences. After manually analyzed this images, we will start the detection in an automatic way.