Hardware Reverse Engineering 101

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Basic Principles

- Reverse engineering is the process of figuring how something works, "the rules of the game"
- We must understand the rules of the game before we can modify them.

Basic Principles

- This information used to be published (schematics, repair guides, etc.)
- These are now considered "Intellectual Property" and usually not disclosed.

What can we do with this?

- Repair otherwise non-repairable items
- Modify our stuff
- Cheaply source parts
- Learn better ways to design our own projects.





Safety

- Many devices contain high voltages
 - Mains-supplied equipment
 - Microwave ovens (1500V+) and lethal current(!)
 - CRT and tube devices



- Power off equipment and discharge capacitors
- Wear rubber-soled shoes
- Keep one hand in pocket at all times
- Use insulated tools



Tools of the Trade **Disassembly**/Assembly Standard screwdrivers • Philips #1-#3 Flat-blade Small screwdrivers Security driver set (torx, security hex, etc) Tip: Buy high-quality tools! (Klein, Wiha, etc.)



Tip: Use a heat gun to soften glue

- Disassembly, modding,
 - Guitar picks , saw blade (case spreading)
 - Sockets/drivers/wrenches
 - Pliers, tweezers
 - Wire strippers (gauge-specific)



Test and Measurement

– Multimeter

Measure AC/DC voltage, continuity, resistance

• Cost: \$10-\$200

- ESR Meter

Test capacitors in-circuit (#1 cause of dead gear!)
Cost: \$50-\$500



- Test and Measurement
 - Logic analyzer
 - Perform detailed analysis and decoding of signals
 - Does not show wave forms
 - Cost: \$50-\$10K+



- Test and Measurement
 - Oscilloscope
 - See fast signal changes, wave forms
 - Measure voltages, amplitudes, etc.
 - Cost: \$50-\$10K+





- Soldering
 - High-quality Soldering Iron
 - Must have temperature control, variety of tips

Tip: Practice on junk electronics first!

- Cost: \$50-1000
- Hot air rework station
 Great for removing components
 Cost: \$50-1000



- Device Programmers
 - Microchip Pickit
 - Program and read Microchip PIC chips
 - Cost: \$35
 - Atmel AVR-ISP Mk II
 - Program and read Atmel AVR chips
 - Cost: \$35
 - JTAG Debugger
 - Program, read, debug various 32-bit ARM chips
 - Cost: \$30-\$500+
 - Often require device-specific software/config files
 - EPROM burner
 - Program, read, modify various ROMs
 - Cost: \$30-150



Tools of the Trade Magnification Stereo microscope (awesome!) • Cost: \$100-1000+ - 5-20X jeweler's loupe • Cost: \$10-20



Image: Johan Von Konow (CC)

Taking things apart

- Remove power
- Locate fasteners and remove
 - Screws
 - Hidden screws (check under stickers, rubber feet)
 Glue (soften with heat or crack/saw plastic welds loose)
 - Plastic tabs (use guitar pick or case spreader)







Taking things apart

Tip: Small mechanicals are very fragile!

- Remove connectors as needed
 Push or pull to disengage locks
 - Gently pry up tape or glue



Identify boards and modules

All devices have some sort of power supply

 Look for large caps, inductors, thick wires and traces

- Follow power connectors from case

Most common source of malfunctions



Identify boards and modules

- Logic boards will have low-current traces and chips with loads of pins
- CPUs often have a clock or oscillator
- Also look for "glue logic" and support chips



Identify boards and modules

- What connects to them gives us a clue to their function
 - Antennas
 - Serial ports, USB, etc.
- Look for markings and other self-documentation



Identify components

- The components on a PCB also give us clues Large passive components usually indicate power -PTH capacitors -Power resistors -Inductors Small-sized passives are for signals Diodes Chip capacitors
 - SMT resistors



Identify components

- RF modules often have metal shielding around them
 Not an SD card holder!
- Other obvious components
 Relays
 - Surge protection devices and fuses
 Input protection circuits

Identify components

- Labeled components
 - R1,R2 for resistors, C1,C2 for caps, U1,U2 for
- chips, etc.

Get the Data Sheets

- Confirm identity of components by looking up part numbers
 - Alldatasheet.com
 - Digikey.com
 - Mouser.com
 - Manufacturer website (manufacturer logo or code in part number)



2 Pin configuration



Table 2. Pin description

Pin n°	Symbol	Name and function
1	SWC	Switch collector
2	SWE	Switch emitter
3	тс	Timing capacitor
4	GND	Ground
5	CII	Comparator inverting input
6	V _{CC}	Voltage supply
7	I _{PK}	I _{PK} sense
8	DRC	Voltage driver collector

Get the Data Sheets

- A chip or other component often comes with a reference design
 - Your device will usually contain something very similar to the reference design. Look for it!
 May also have programming, other hacking info

6 Typical application circuit



Figure 13. Step-up converter

Make an educated guess as to function

- Designers are lazy
 - After a while, you'll see the same circuits over and
- over
 - Power supply circuits
 - Input protection
 - Outputs/relay drivers/lighting control
 - Op-amps and other front-end signals

- What am I trying to do?
 - Fix it?
 Add a feature?
 Cannibalize it for parts?



- Questions to ask
 - Do the parts come up when I do a search?
 - Any OTP devices?
 - High-speed devices?
 - Difficult access (BGA, multilayer PCBs)

- Some strategies
 - Dump the program ROM and change it
 - Requires locating the proper chip and attaching a device
 - Security fuses may prevent extraction
 - May require extensive knowledge of assembly language and embedded debug tools

Example: "Mod chips" for OBD-I cars

- Write a new program and upload it
 - May be best option if a tool chain is available.

Example: Open firmware for Baofeng UV3r radio

 Also helps if device is simple and uses welldocumented peripherals

Figure out your hacking strategy - Build an add-on module Add a daughter board to take over or supplement the device's own logic Replace a module with your own Example: Fake GPS Module, UV3r beacon



Example: Xbox USB add-on

- More strategies
 - Break out unused pins
 - Solder on missing parts

Figure out your hacking strategy More strategies -Figure out it's protocol and plug into it Find the pin out (starting with GND) • Use scope, logic analyzer, data sheets SPI Serial Clock/Data

Example: Alarm system protocols

Old vs. new Stuff

Very low-cost hardware often sucks for hacking
In general, older devices are easier to hack

More stuff on PCB, less inside custom chips
Older, well-documented parts





Goingforit

- Simple analog devices respond to parts swaps
 Switching PSUs
 - Can be reprogrammed with resistors
 - Beeping/flashing toys
 - Musical instruments
 - Look for R-C oscillators, try swapping values

Going for it

- Even software mods usually start in hardware
 - Solder probe wires to traces
 - Replace a ROM chip with a socket
 - Make a special interface cable

Going for it

- You will break your device at some point
- Consider buying two, or a parts unit on eBay
- Check forums and mailing lists

Legalissues

In the U.S., DMCA is your main worry
Section 1201(f) allows for exemption for developers to circumvent protection is order to achieve "the elements necessary to achieve interoperability of an independently created computer program with other programs."

Legalissues

- Things to consider:
 - Be careful what you document and share
 - Can be construed as "circumvention" under DMCA
 - Some info sharing can be construed as "trafficking."
 - In general, the more paranoid and tied to expensive hardware a company is, the more likely they are to attack you.



Further Reading

Safety

Sam's LASER FAQ

- http://www.repairfaq.org/sam/safety.htm
- General Electronics
 - Forrest Mimms III Getting Started in Electronics
 - <u>http://www.forrestmims.org/publications.html</u>
 - Analog Seekrets Leslie Green
 - http://www.logbook.freeserve.co.uk/seekrets/

Component ID

on

- Wikibooks Electronic Component ID guide
 - http://en.wikibooks.org/wiki/Electronics/Component_Identificati

Further Reading

- Video Blogs and Forums
 - EEVBLOG Teardowns, tutorials, etc.
 - <u>– http://www.eevblog.com</u>
- Reverse Engineering Techniques
 - Bunnie Huang Hacking the Xbox (Now available free!)
 - http://nostarch.com/xboxfree

Legal

- EFF Reverse Engineering FAQ
 - <u>https://www.eff.org/issues/coders/reverse-engineering-faq</u>
- Chilling Effects Reverse Engineering Guide
 - http://chillingeffects.org/reverse/faq.cgi

Questions?

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