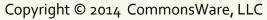
Encrypted Databases Using SQLCipher







Rest and Motion

- Securing Data at Rest = Local Storage
 - Databases
 - SharedPreferences
 - Other Types of Files
- Securing Data in Motion = Internet (mostly)
 - SSL
 - OTR



The Droid Is Not Enough

- Lock Screen?
 - Mechanical brute forcing
- Internal Storage?
 - Rooting
- Full-Disk Crypto?
 - Digital brute forcing





Your Objectives (One Hopes)

- Cheap and Easy Security
 - Only have so much time to budget
 - Aiming for "low hanging fruit"
- Effective Security
 - "Using CryptoLint, we performed a study on cryptographic implementations in 11,748 Android applications. Overall we find that 10,327 programs 88% in total use cryptography inappropriately. The raw scale of misuse indicates a widespread misunderstanding of how to properly use cryptography in Android development."





You're Doing It Wrong

- Hardcoded Passphrases
- Manually Seeding SecureRandom
 - ...with a hardcoded seed
- Hardcoded Salts
- Insufficient Key Generation Iterations
- Non-Random Initialization Vectors



Introducing SQLCipher

- SQLCipher
 - Modified version of SQLite
 - AES-256 encryption by default, of all data
 - Relatively low overhead
 - Cross-platform
 - BSD license

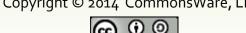




Introducing SQLCipher

- SQLCipher Security
 - Customizable encryption algorithm
 - Based on OpenSSL libcrypto
 - Individual pages encrypted, with own initialization vector
 - Message authentication code (MAC) per page, to detect tampering
 - Hashed passphrase (PBKDF2) for key
 - 4,000 iterations, moving to 64,000 for 3.0





Introducing SQLCipher

- SQLCipher for Android
 - NDK-compiled binaries
 - Drop-in replacement classes for Android's SQLite classes
 - SQLiteDatabase
 - SQLiteOpenHelper
 - Etc.
 - Modify your code, third-party libraries also using SQLite



- Step #1: Add to Project
 - Download ZIP file from:
 http://sqlcipher.net/downloads/
 - Copy ZIP's assets/ into project's assets/
 - Copy ZIP's libs/ into project's libs/
 - Call SQLiteDatabase.loadLibs() before use
 - Needs a Context

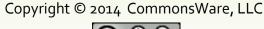






- Step #2: Replace Import Statements
 - Some android.database.* and all android.database.sqlite.* imports
 - Move to net.sqlcipher equivalents







- Step #3: Supply Passphrases
 - SQLiteDatabase openOrCreateDatabase(), etc.
 - SQLiteOpenHelper getReadableDatabase() and getWritableDatabase()
 - Collect passphrase from user via your own UI and test cases







- Step #4: Testing
 - Tests should work when starting with a clean install
 - No existing unencrypted database
- Step #5: Beer!
 - Hooray, beer!



```
import android.content.ContentValues;
import android.content.Context;
import android.hardware.SensorManager;
import java.io.File;
import net.sqlcipher.database.SQLiteDatabase;
import net.sqlcipher.database.SQLiteOpenHelper;
public class DatabaseHelper extends SQLiteOpenHelper
  private static final String DATABASE NAME="constant
  private static final String LEGACY DATABASE NAME="c
  private static final String PASSPHRASE="this is a s
  private static final int SCHEMA=1;
  static final String TITLE="title";
  static final String VALUE="value";
  static final String TABLE="constants";
```

```
static void encrypt(Context ctxt) {
  SQLiteDatabase.loadLibs(ctxt);
  File dbFile=ctxt.getDatabasePath(DATABASE NAME);
  File legacyFile=ctxt.getDatabasePath(LEGACY_DATABASE_NAME);
  if (!dbFile.exists() && legacyFile.exists()) {
   SOLiteDatabase db=
        SQLiteDatabase.openOrCreateDatabase(legacyFile, "", null);
   db.rawExecSQL(String.format("ATTACH DATABASE '%s' AS encrypted KEY '%s';",
                                dbFile.getAbsolutePath(), PASSPHRASE());
   db.rawExecSQL("SELECT sqlcipher_export('encrypted')");
   db.rawExecSQL("DETACH DATABASE encrypted;");
    int version=db.getVersion();
   db.close();
   db=SQLiteDatabase.openOrCreateDatabase(dbFile, PASSPHRASE, null);
    db.setVersion(version);
    db.close();
    legacyFile.delete();
```

```
@Override
public void onCreate(SQLiteDatabase db) {
  try {
    db.beginTransaction();
    db.execSQL("CREATE TABLE constants (_id INTEGER PRIMARY KEY AUTOINCREMENT,
    ContentValues cv=new ContentValues();
    cv.put(TITLE, "Gravity, Death Star I");
    cv.put(VALUE, SensorManager.GRAVITY_DEATH_STAR_I);
    db.insert("constants", TITLE, cv);
    cv.put(TITLE, "Gravity, Earth");
    cv.put(VALUE, SensorManager.GRAVITY_EARTH);
    db.insert("constants", TITLE, cv);
    cv.put(TITLE, "Gravity, Jupiter");
    cv.put(VALUE, SensorManager.GRAVITY_JUPITER);
    db.insert("constants", TITLE, cv);
    cv.put(TITLE, "Gravity, Mars");
cv.put(VALUE, SensorManager.GRAVITY_MARS);
    db.insert("constants", TITLE, cv);
```

```
@Override
public void onUpgrade(SQLiteDatabase db, int oldVersion,
                      int newVersion) {
  throw new RuntimeException("How did we get here?");
SQLiteDatabase getReadableDatabase() {
  return(super.getReadableDatabase(PASSPHRASE));
SQLiteDatabase getWritableDatabase() {
  return(super.getWritableDatabase(PASSPHRASE));
```

About the Bloat

- 4MB base
- Additional ~5MB for x86
- Additional ~3MB for ARM
- Why?
 - Complete independent copy of SQLite
 - Static library implementation of OpenSSL
 - Independent copy of ICU collation ruleset



Mitigating the Bloat

- Option #1: Multiple APKs
 - Use Gradle for Android to create CPU-specific builds of your APK
 - Upload the builds to the Play Store, which will distribute right build to right device
- Option #2: libhoudini
 - Available on some x86 devices, allows running
 ARM native binaries, so no need to package x86
 - Downside: speed



About the Performance

- Overall: Not Bad
 - Depending upon benchmark, may not notice any speed changes of significance
 - CPU time for crypto is dwarfed by I/O time
- Makes Bad Things Worse
 - Avoid table scans!



Upgrading to Encryption

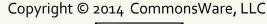
- Option #1: Encrypt It Immediately
 - Recipe for replacing a regular database with an encrypted one
 - Requires getting the passphrase from the user
- Option #2: Encrypt It Someday
 - User option to encrypt the database, triggered from your UI
- Option #3: Static Passphrase Immediately
 - With user option to re-encrypt later



Upgrading to Encryption

- SQLCipherUtils
 - Found in CWAC-LoaderEx
 - Helper Methods
 - getDatabaseState(): some indication if the database is encrypted or not
 - encrypt(): replace unencrypted database with an encrypted one







```
public static State getDatabaseState(Context context, String dbName) {
  File dbPath=context.getDatabasePath(dbName);
  if (dbPath.exists()) {
    SQLiteDatabase db=null;
    try {
      db=
          SQLiteDatabase.openDatabase(dbPath.getAbsolutePath(), "",
                                       null,
                                       SQLiteDatabase.OPEN_READONLY);
      db.getVersion();
      return(State.UNENCRYPTED);
    catch (Exception e) {
      return(State.ENCRYPTED);
    finally {
      if (db != null) {
        db.close();
  return(State.DOES_NOT_EXIST);
```

```
public static void encrypt(Context ctxt, String dbName,
                           String passphrase) throws IOException {
 File originalFile=ctxt.getDatabasePath(dbName);
 if (originalFile.exists()) {
    File newFile=
        File.createTempFile("sqlcipherutils", "tmp",
                            ctxt.getCacheDir());
    SOLiteDatabase db=
        SQLiteDatabase.openDatabase(originalFile.getAbsolutePath(),
                                      , null,
                                    SQLiteDatabase. OPEN_READWRITE);
    db.rawExecSQL(String.format("ATTACH DATABASE '%s' AS encrypted KEY '%s';",
                                newFile.getAbsolutePath(), passphrase));
    db.rawExecSQL("SELECT sqlcipher_export('encrypted')");
    db.rawExecSQL("DETACH DATABASE encrypted;");
    int version=db.getVersion();
    db.close();
```

```
public class AuthActivity extends SherlockFragmentActivity implements
   OnCheckedChangeListener, OnClickListener, TextWatcher {
  private EditText passphrase=null;
  private EditText confirm=null;
  private View ok=null;
  private State dbState=State.UNKNOWN;
 @Override
  public void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.passphrase_setup);
    SQLiteDatabase.loadLibs(this);
    if (DatabaseHelper.getDatabase()!=null) {
      startActivity(new Intent(this, MainActivity.class));
      finish();
    dbState=DatabaseHelper.getDatabaseState(AuthActivity.this);
```

```
@Override
public void onClick(View v) {
  v.setEnabled(false);
  if (dbState == State.UNENCRYPTED) {
    try {
      DatabaseHelper.encrypt(this, passphrase.getText().toString());
    catch (IOException e) {
      Toast.makeText(this,
                     getString(R.string.problem_encrypting_database)
                         + e.getLocalizedMessage(), Toast.LENGTH LONG)
           .show();
      finish();
      return;
  DatabaseHelper.initDatabase(this, passphrase.getText().toString());
  startActivity(new Intent(this, MainActivity.class));
  finish();
```

- ContentProvider
 - Can work, but need to get passphrase to it before using the database (e.g., call())
 - Typically means that it does not work well for providers used totally independently from app
 - Still usable for activities launched from an app, where the data should be retrieved immediately, before the process gets terminated





- Loaders
 - CWAC-LoaderEx and SQLCipherCursorLoader
 - Works
 - Problem: must route all database modifications through Loader to automatically get the updated Cursor
 - ContentProvider
 - Just Say No
 - Use your own AsyncTasks, event bus, etc.



IOCipher

- Virtual Filesystem
 - Use replacement classes for java.io. File and kin
- Encrypted using SQLCipher for Android
 - No actual files stored directly
 - Shares encryption key with your own tables
- Still Early Days
- https://guardianproject.info/code/iocipher/



Slides!





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