

# USB Flash Drive Forensics

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# USB Basics

- **History**
- **Hardware**
- **Software**



# History

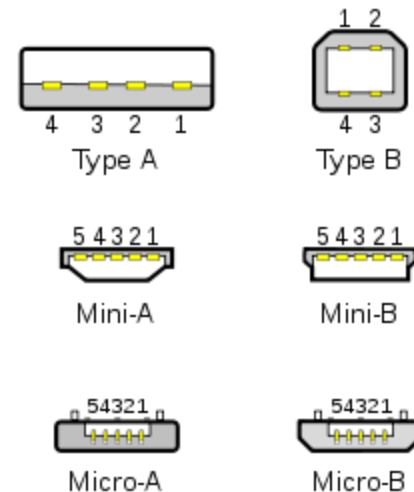
- **Non-universal serial, PS/2 ports, & LPT**
- **1996 USB 1.0 (1.5 or 12 Mbps)**
- **1998 USB 1.1**
- **2000 USB 2.0 (1.5, 12, or 480 Mbps)**
- **Long pause**
- **2008 USB 3.0 (up to 5 Gbps)**



# Hardware

- Simple 4-wire connection (power, ground, 2 data wires)
- Cabling prevents improper connections
- Hot pluggable
- Differential voltages provide greater immunity to noise
- Cable lengths up to 16 feet are possible

Pin	Name	Cable color	Description
1	VBUS	Red	+5 V
2	D-	White	Data -
3	D+	Green	Data +
4	<a href="#">GND</a>	Black	Ground



# Software

- Automatic configuration
- No settable jumpers
- Enumeration
- Standard device classes with corresponding drivers
  - HID
  - Printer
  - Audio
  - Mass Storage

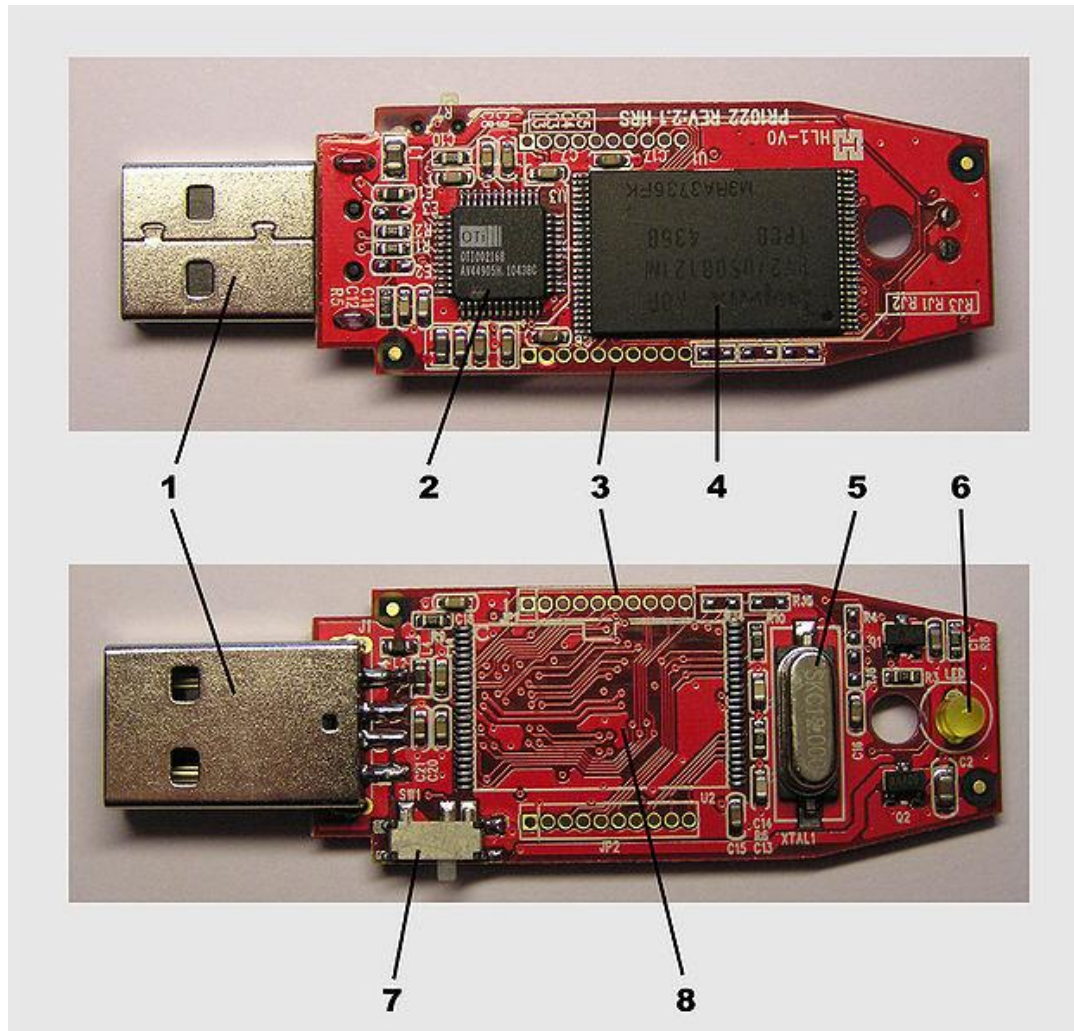


# USB Flash Drives

- **Hardware**
- **Software**
- **Filesystems**
- **Windows**



# Hardware



# Software

- Usually implemented in firmware within specialized controller chips
- Must:
  - Detect communication directed at drive
  - Respond to standard requests
  - Check for errors
  - Manage power
  - Exchange data





# Filesystems

- Most preformatted with FAT or FAT32
- NTFS
- TrueFFS
- ExtremeFFS
- JFFS
- YAFFS
- Various UNIX/Linux file systems



# USB Flash Drives and Windows

- **Connecting a Drive**
- **Blocking write operations**
- **Who was here?**



# Connecting a Drive

- Device is connected
- Hub detects
- Host (PC) is informed of new device
- Hub determines device speed capability as indicated by location of pull-up resistors
- Hub resets the device
- Host determines if device is capable of high speed (using chirps)
- Hub establishes a signal path
- Host requests descriptor from device to determine max packet size
- Host assigns an address
- Host learns devices capabilities
- Host assigns and loads an appropriate device driver (INF file)
- Device driver selects a configuration



# Blocking Write Operations (sometimes)

- Some flash drives have write-protect switches (somewhat rare)
- HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\StorageDevicePolicies\ WriteProtect
  - Blocks writing to ALL USB devices
- Commercial write-blockers
- Microcontroller-based device (discussed later)



# Who Was Here?

- Windows records all USB device connections in registry
- Utilities such as USBDeview will easily display this information

The screenshot shows the USBDeview application window with a list of USB devices. The status bar at the bottom indicates '23 item(s), 1 Selected' and 'usb.ids is not loaded'.

Device Name	Description	Devic...	C...	Safe...	Di...	U...	D.	Serial Number	Created Date	Last Plug/Unplug D...	Ven...	Produc...	Firm...	US...	U...	US
HP Integrated Module	HP Integrated Module with Bluet...	Bluetooth D...	Yes	Yes	No	No			6/10/2010 6:27:00 ...	2/8/2011 3:51:08 PM	03f0	171d	1.00	e0	01	01
MSP430 Application UART	MSP430 Application UART	Communica...	No	Yes	No	No			10/7/2010 10:20:1...	N/A	0451	F432	1.00	02	02	01
USB Human Interface Device	USB Human Interface Device	HID (Huma...	No	Yes	No	No			10/7/2010 10:20:1...	N/A	0451	F432	1.00	03	00	00
USB-PS/2 Optical Mouse	USB Human Interface Device	HID (Huma...	No	Yes	No	No			6/10/2010 6:27:00 ...	N/A	046d	c03d	20.00	03	01	02
Cruzer Micro	SanDisk Cruzer Micro USB Device	Mass Storage	No	No	No	No	E:	2004432360057222C776	2/11/2011 8:13:26 PM	2/17/2011 3:11:25 PM	0781	5151	0.10	08	06	50
DataTraveler 2.0	Kingston DataTraveler 2.0 USB ...	Mass Storage	No	No	No	No	F:	001D92A85EAC5B8B050A05EF	12/9/2010 10:53:3...	N/A	0930	6545	1.00	08	06	50
External USB HDD	Toshiba External USB HDD USB ...	Mass Storage	No	No	No	No		37394C335330454753202020	6/10/2010 7:45:31 PM	N/A	0480	a001	1.04	08	06	50
FreeAgent GoFlex	Seagate FreeAgent GoFlex USB ...	Mass Storage	No	No	No	No		NA05597H	11/15/2010 3:45:1...	N/A	0bc2	5031	1.00	08	06	50
HP Flash Media Reader	HP USB20 HS-COMBO USB Device	Mass Storage	No	No	No	No		070706100002	7/16/2010 7:27:13 PM	N/A	03f0	0423	5.58	08	06	50
NOOK	B&N NOOK USB Device	Mass Storage	No	No	No	No		372041756775	11/27/2010 10:09:...	2/13/2011 6:32:33 PM	2080	0001	3.22	08	06	50
Rocketfish	Rocketfish USB Device	Mass Storage	No	No	No	No		AA0B124800000931	1/19/2011 1:03:56 ...	N/A	19ff	0223	81.92	08	06	50
TEAC FD-05PUB	TEAC USB Floppy	Mass Storage	No	No	No	No			6/10/2010 6:27:00 ...	N/A	0644	0000	0.00	08	04	00
USB 2.0 FD	PNY USB 2.0 FD USB Device	Mass Storage	No	No	No	No	G:	UTYM0832030481	11/15/2010 3:53:5...	N/A	154b	0040	1.00	08	06	50
USB 2.0 FD	PNY USB 2.0 FD USB Device	Mass Storage	No	No	No	No	H:	UTYM086400F364	11/15/2010 3:54:4...	N/A	154b	0040	1.00	08	06	50
USB Flash Drive	UFD USB Flash Drive USB Device	Mass Storage	No	No	No	No		AA04011600000272	11/8/2010 10:36:0...	N/A	05dc	a740	11.00	08	06	50
USB Mass Storage Device	Ut163 USB2FlashStorage USB D...	Mass Storage	No	No	No	No		00000000000E3B	6/10/2010 6:27:00 ...	N/A	0b27	0163	1.00	08	06	50
USB Mass Storage Device	Ut163 USB2FlashStorage USB D...	Mass Storage	No	No	No	No		00000000000E90	6/10/2010 6:27:00 ...	N/A	0b27	0163	1.00	08	06	50
USB Storage	TOSHIBA MK1032GAX USB Device	Mass Storage	No	No	No	No		0000000000033	1/4/2011 7:20:59 PM	N/A	05e3	0718	0.41	08	06	50
v115w	HP v115w USB Device	Mass Storage	No	No	No	No		0000000000006A	8/26/2010 4:04:27 PM	2/16/2011 2:42:37 PM	03f0	3d07	1.00	08	06	50
Texas Instruments MSP	UISR Composite Device	Unknown	No	Yes	No	No		02F41F50F9290C	10/7/2010 10:20:1	2/17/2011 2:54:07 PM	0451	F432	1.00	00	00	00

# Forensics

- **Flash Drive as Memory**
- **Flash Drive as Storage Media**



# Flash Drive as Memory

- Typically utilize NAND flash memory
- Memory degrades after 10,000 write cycles
- Most chips not even close to high-speed USB speed (480 Mbps)
- Can only be written in blocks (usually 512, 2048, or 4096 bytes)
- Chips are somewhat easily removed from damaged drives for forensic recovery
- Some controllers have JTAG capability which can be used for memory access
- Some controller chips steal some flash memory for themselves



# Flash Drive as Storage Media

- Nearly all flash drives present themselves as SCSI hard drives
- “Hard drive” sectors are typically 512, 2048, or 4096 bytes
- SCSI transparent command set is used
- Most drives are formatted as one partition or logical unit
  - Should check for additional logical units (max LUN >0)
- Should check reported versus actual media size
  - Info can be hidden in higher sectors
  - Some cheap drives are out there that grossly over report size
  - A typical 512 byte sector needs 16 bytes for error correction





# Fun(?) with Microcontrollers

- **Chip Choice**
- **Talking to Flash Drives**
- **A Simple Duplicator**
- **Creating an Image Without a Computer**
- **Computer Connected Microcontroller**



# Chip Choice

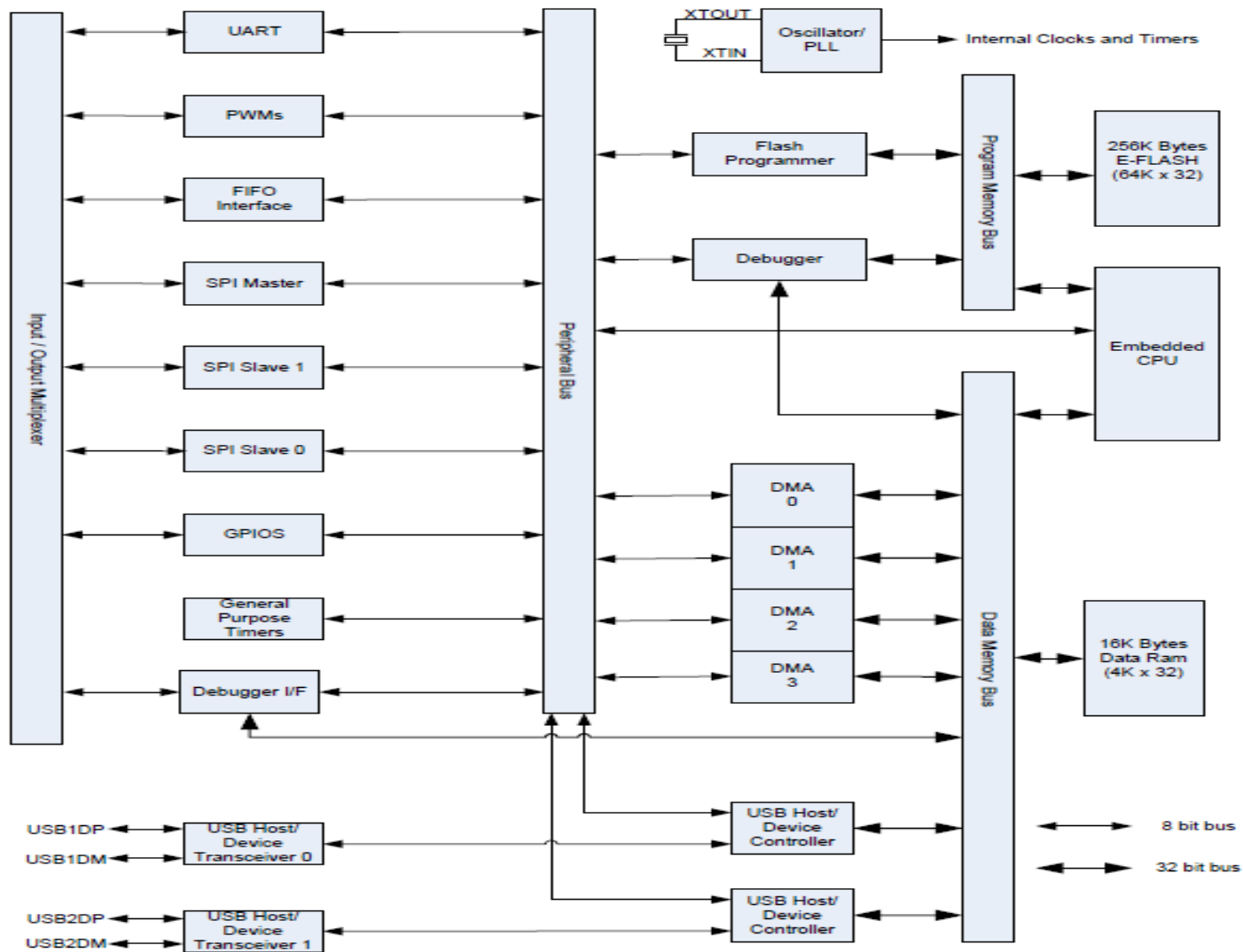
- FTDI Vinculum II dual USB host controller
  - 2 full-speed USB 2.0 interfaces (host or slave capable)
  - 256 KB E-flash memory
  - 16 KB RAM
  - 2 SPI slave and 1 SPI master interfaces
  - Easy-to-use IDE
  - Simultaneous multiple file access on BOMS devices
- Several development modules available
  - Convenient for prototyping (only SMD chips available)
  - Cheap enough to embed in final device



# Chip Choice (continued)



# Chip Choice (continued)



# Chip Choices (continued)

The screenshot shows the Visual Studio IDE interface with several windows and callouts:

- The Tabbed Toolbar**: Located at the top of the IDE, containing icons for File, Edit, Project, Debug, and Tools.
- The Project Manager**: Located on the right side, showing a tree view of the project files.
- The Watchlist Window**: Located on the left side, showing a list of variables and their values.
- The Memory Window**: Located on the left side, showing a memory dump with addresses and hex values.
- The Source Editor**: The central window displaying C code for a UART driver. A red bar highlights a line of code: `void dev_wait(sDest, sSrc, s, sLen);`.
- The Breakpoints Window**: Located at the bottom right, showing a list of breakpoints with columns for Enable, Filename, Address, and Line.
- The Messages Window**: Located at the bottom left, showing a log of messages including compilation and assembly output.

Enable	Filename	Address	Line
<input checked="" type="checkbox"/>	Template.c	368	
<input checked="" type="checkbox"/>	Template.c	375	
<input checked="" type="checkbox"/>	Template.c	374	
<input checked="" type="checkbox"/>	Template.c	377	
<input checked="" type="checkbox"/>	Template.c	383	
<input checked="" type="checkbox"/>	Template.c	388	

# Chip Choice (continued)

The screenshot shows the IOMUX software interface. On the left, a chip model is displayed with a context menu open over a pin. The chip is labeled "FTDI XXXXXXXXXX VNC2-48L1A 1035". The menu options are:

- Define Input
- Define Output
- Define Bi-Directional
- Restore Default
- Debugger
- FIFO Data 0
- GPIO Port A 0
- GPIO Port A 4
- GPIO Port B 0
- GPIO Port B 4
- GPIO Port C 0
- GPIO Port C 4
- GPIO Port D 0
- GPIO Port D 4
- GPIO Port E 0
- GPIO Port E 4

On the right, a table shows the current configuration for the selected pin:

<b>Pin Number</b>	31
<b>Designation</b>	IOBUS12
<b>Current Signal</b>	UART TXD
<b>Default Signal</b>	UART TXD
<b>Direction</b>	Output

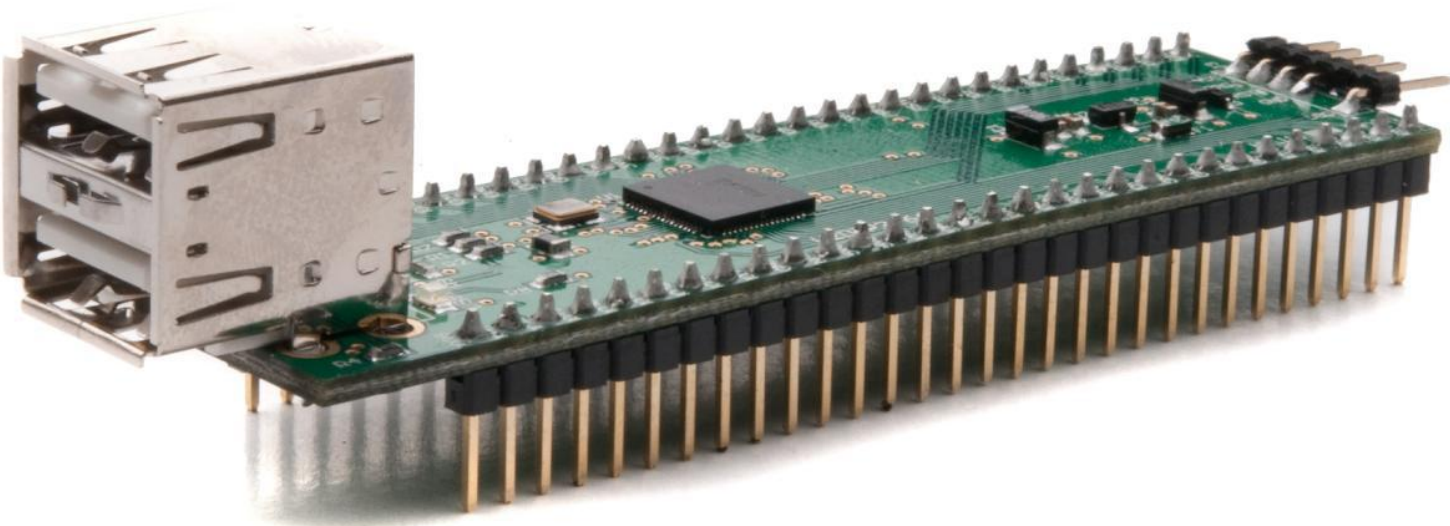
Below the table are sections for "Template Options" (with a "Restore Defaults" button), "Code Generation Options" (with checkboxes for "Include Package Type Declarations", "Include Comments", and "Generate Code for 32-Pin Package", "48-Pin Package", and "64-Pin Package"), and an "Output File Path" field with a "Browse" button. A "Generate Code" button is also present.

A "Key" section at the bottom right explains the pin colors:

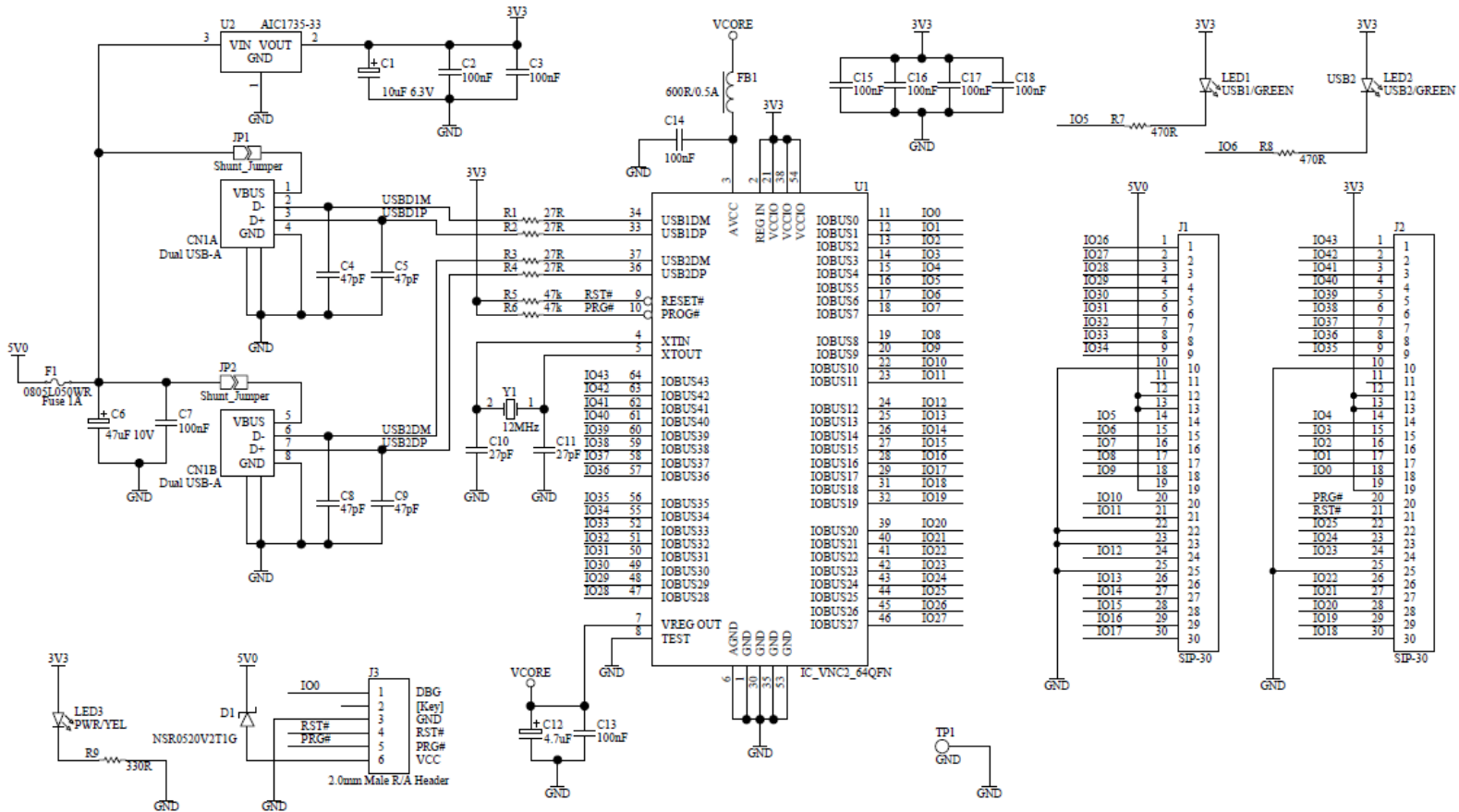
- Grey square: Non-configurable pin
- Light grey square: Default pin configuration
- Green square: User customized pin selection
- Red square: Currently highlighted pin



# Chip Choice (continued)



# Chip Choice (continued)



Jumper Box			
JP1	CLOSED	CN1-A	Host
JP1	OPEN	CN1-A	Slave
JP2	CLOSED	CN1-B	Host
JP2	OPEN	CN1-B	Slave



# A Simple Duplicator

- Insert a flash drive to be copied
- Insert a target drive for copy
  - Ideally the identical model
  - Should be at least the same size
  - Should use identical block size
- A sector by sector copy is performed
  - Should work on majority of drives examined
  - Requires approximately 11 minutes/GB




# Talking to a Flash Drive

- Bulk-Only Mass Storage (aka BBB) protocol used
  - All communications use bulk endpoints
  - Three phases: CBW, data-transport (optional), CSW
  - Commands sent to drive using a Command Block Wrapper (CBW)
  - CBW contains Command Block (CB) with actual command
  - Nearly all drives use a (reduced) SCSI command set
  - Commands requiring data transport will send/receive on bulk endpoints
  - All transactions are terminated by a Command Status Wrapper (CSW)



# Command Block Wrapper

```
typedef struct _USB_MSI_CBW {  
    unsigned long dCBWSignature; //0x43425355  
    unsigned long dCBWTag; // associates CBW with CSW response  
    unsigned long dCBWDataTransferLength; // bytes to send or receive  
    unsigned char bCBWFlags; // bit 7 0=OUT, 1=IN all others zero  
    unsigned char bCBWLUN; // logical unit number (usually zero)  
    unsigned char bCBWCBLLength; // 3 hi bits zero, rest bytes in CB  
    unsigned char bCBWCB[16]; // the actual command block (>= 6  
    bytes)  
} USB_MSI_CBW;
```



# Command Block

- 6-16 bytes depending on command
- Command is first byte
- Format Unit Example:

```
typedef struct _CB_FORMAT_UNIT {  
    unsigned char OperationCode; //must be 0x04  
    unsigned char LUN:3; // logical unit number (usually zero)  
    unsigned char FmtData:1; // if 1, extra parameters follow command  
    unsigned char CmpLst:1; // if 0, partial list of defects, 1, complete  
    unsigned char DefectListFormat:3; //000 = 32-bit LBAs  
    unsigned char VendorSpecific; //vendor specific code  
    unsigned short Interleave; //0x0000 = use vendor default  
    unsigned char Control;  
} CB_FORMAT_UNIT;
```



# Command Block (continued)

- Read (10) Example:

```
typedef struct _CB_READ10 {  
    unsigned char OperationCode; //must be 0x28  
    unsigned char RelativeAddress:1; // normally 0  
    unsigned char Resv:2;  
    unsigned char FUA:1; // 1=force unit access, don't use cache  
    unsigned char DPO:1; // 1=disable page out  
    unsigned char LUN:3; //logical unit number  
    unsigned long LBA; //logical block address (sector number)  
    unsigned char Reserved;  
    unsigned short TransferLength;  
    unsigned char Control;  
} CB_READ10;
```



# Command Block (continued)

- Some Common SCSI Commands:

FORMAT\_UNIT=0x4, //required

INQUIRY=0x12, //required

MODE\_SELECT6=0x15,

MODE\_SELECT10=0x55,

MODE\_SENSE6=0x1A,

MODE\_SENSE10=0x5A,

READ6=0x08, //required

READ10=0x28, //required

READ12=0xA8,

READ\_CAPACITY10=0x25, //required

READ\_FORMAT\_CAPACITIES=0x23,

REPORT\_LUNS=0xA0, //required

REQUEST\_SENSE=0x03, //required

SEND\_DIAGNOSTIC=0x1D, //required

START\_STOP\_UNIT=0x1B,

SYNCHRONIZE\_CACHE10=0x35,

TEST\_UNIT\_READ=0x00, //required

VERIFY10=0x2F,

WRITE6=0x0A, //required

WRITE10=0x2A,

WRITE12=0xAA



# Command Status Wrapper

- Read Sense command can be used for details on failed operations

```
typedef struct _USB_MSI_CSW {  
    unsigned long dCSWSignature; //0x53425355  
    unsigned long dCSWTag; // associate CBW with CSW response  
    unsigned long dCSWDataResidue; // difference between requested  
    data and actual  
    unsigned char bCSWStatus; //00=pass, 01=fail, 02=phase error, reset  
} USB_MSI_CSW;
```



# A Simple Duplicator (continued)

```
void BOMSFindDevice()
{
    VOS_HANDLE hUsb2, hBoms;
    usbhost_device_handle *ifDev2;
    usbhost_ioctl_cb_t hc_iocb;
    usbhost_ioctl_cb_class hc_iocb_class;
    fat_context fatContext;
    msi_ioctl_cb_t boms_iocb;
    boms_ioctl_cb_attach_t boms_att;
    // find BOMS class device
    hc_iocb_class.dev_class = USB_CLASS_MASS_STORAGE;
    hc_iocb_class.dev_subclass = USB_SUBCLASS_MASS_STORAGE_SCSI;
    hc_iocb_class.dev_protocol = USB_PROTOCOL_MASS_STORAGE_BOMS;
    hc_iocb.ioctl_code = VOS_IOCTL_USBHOST_DEVICE_FIND_HANDLE_BY_CLASS;
    hc_iocb.handle.dif = NULL;
    hc_iocb.set = &hc_iocb_class;
    hc_iocb.get = &ifDev2;
    if (vos_dev_ioctl(hUsb2, &hc_iocb) != USBHOST_OK)
    {
        // no BOMS class found
    }
    // now we have a device, initialise a BOMS driver for it
    hBoms = vos_dev_open(VOS_DEV_BOMS);
    // boms_attach
    boms_att.hc_handle = hUsb2;
    boms_att.ifDev = ifDev2;
    boms_iocb.ioctl_code = MSI_IOCTL_BOMS_ATTACH;
    boms_iocb.set = &boms_att;
    boms_iocb.get = NULL;
    if (vos_dev_ioctl(hBoms, &boms_iocb) != MSI_OK)
    {
        // could not attach to device
    }
    // device has been found and opened
    // now detach from the device
    boms_iocb.ioctl_code = MSI_IOCTL_BOMS_DETACH;
    vos_dev_ioctl(hBoms, &boms_iocb)
}
```





# A Simple Duplicator (continued)

```
VOS_DEVICE hBoms;

unsigned char fat_readSector(unsigned long sector, char *buffer)
{
    // transfer buffer
    msi_xfer_cb_t xfer;
    // completion semaphore
    vos_semaphore_t semRead;
    unsigned char status;
    vos_init_semaphore(&semRead, 0);
    xfer.sector = sector;
    xfer.buf = buffer;
    // 512 byte sector specific to keep it simple
    xfer.total_len = 512;
    xfer.buf_len = 512;
    xfer.status = MSI_NOT_ACCESSED;
    xfer.s = &semRead;
    xfer.do_phases = MSI_PHASE_ALL;
    status = vos_dev_read(hBoms, (unsigned char *)&xfer, sizeof(msi_xfer_cb_t), NULL);
    If (status == MSI_OK)
    {
        status = FAT_OK;
    }
    else
    {
        status |= FAT_MSI_ERROR;
    }
    return status;
}
```



# Creating an Image without a Computer

- Insert a drive to be imaged
- Attach a USB external hard drive (may require own power)
- An appropriate image file is automatically created on the hard drive



# Computer Connected Microcontro



- Capable of simple copy and image creation without attachment to a computer
- Interfaced to an Arduino board via SPI
  - Arduino has become very popular thanks to ease of use
  - Large number of Arduino libraries are available
  - Arduino USB connection to PC is used for communication/control
- Accepts commands from the PC
- Provides status to the PC
- Allows guaranteed write-blocked access to the USB drive





- FTDI has released new VNC2-based Arduino clone: Vinculo
  - Arduino form factor with additional row of pins
  - Can use Arduino shields or expanded Vinculo shields
  - Requires VNC2 Debug Module to program
  - Forces one USB port to be a slave (for PC connection)
  - Should be fairly easy to use as a write-blocker
  - Interesting possibilities to interface with a VNC2 development module
    - 3 USB hosts
    - PC Connection
    - 2 Microcontrollers
    - Could reduce source and destination confusion

# References

- **USB Complete: The Developers Guide (4<sup>th</sup> ed.) by Jan Axelson**
- **USB Mass Storage: Designing and Programming Devices and Embedded Hosts by Jan Axelson**
- **<http://www.usb.org>**
- **<http://www.ftdichip.com>**
- **Real Digital Forensics by Keith Jones, et. al**
- **Windows Forensic Analysis (2<sup>nd</sup> ed.) by Harlan Carvey**
- **<http://www.arduino.cc>**
- **File System Forensic Analysis by Brian Carrier**
- **All schematics and source code are available on request via e-mail to [ppolstra@dbq.edu](mailto:ppolstra@dbq.edu)**



# Questions?

