

# Hydradancer

Using USB3 to improve USB hacking with Facedancer

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# What's USB



- USB 1.0 released in 1996
- Universal: power, data, "just works"
- Non-profit organization
- Apple, HP, Intel, Microsoft, Renesas, STMicroelectronics, Texas Instruments, ...



**USB-C<sup>®</sup>**



**USB4<sup>®</sup>**



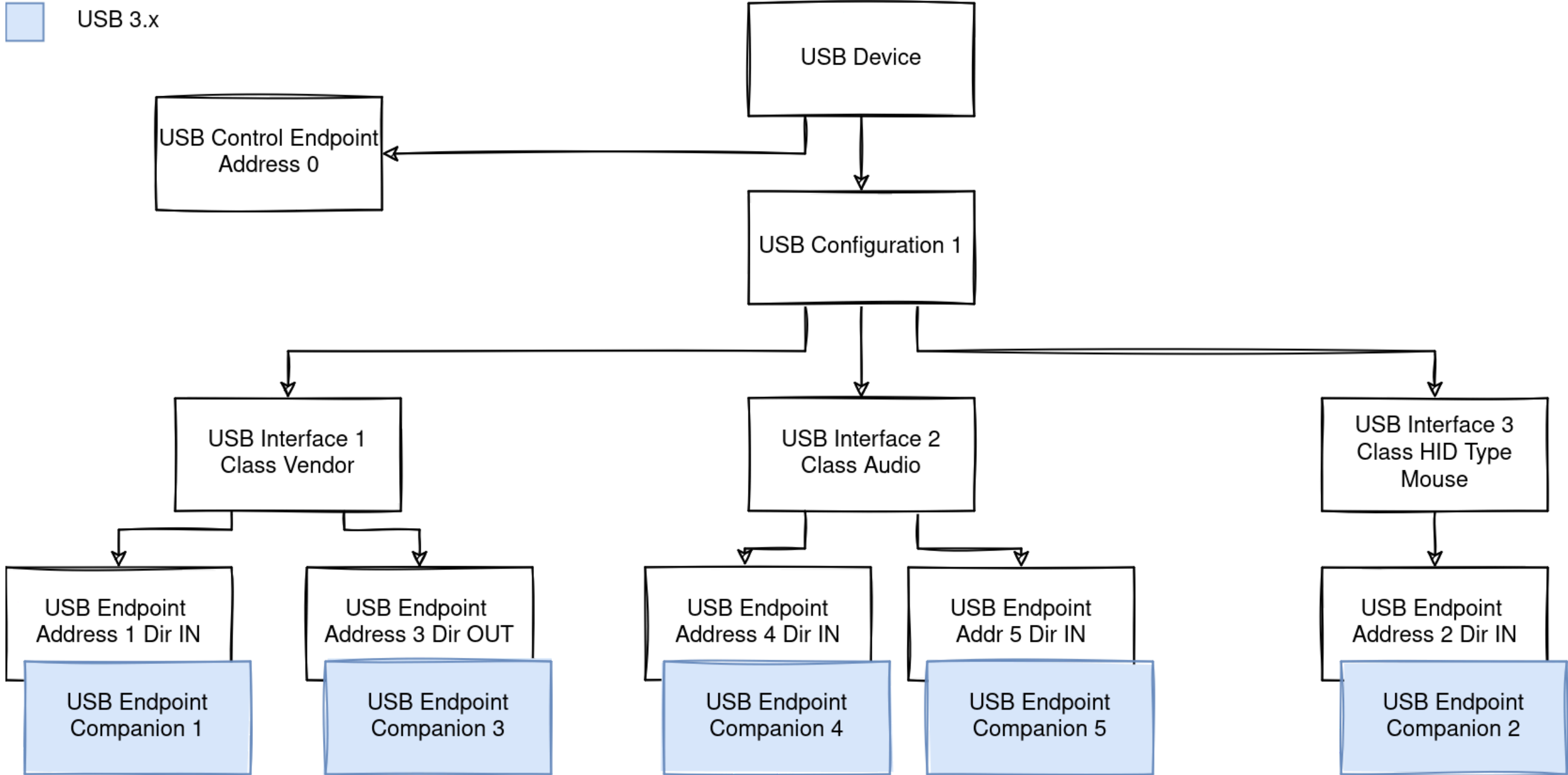


# Facedancer: creating USB peripherals in Python



- Created in 2012 by Travis Goodspeed
- Now maintained by Great Scott Gadgets (GreatFET, HackRF, ...)
- Recently released v3.0 with a new API !

# USB Descriptors



USB Descriptors

# DEMO: USB mouse goes crazy



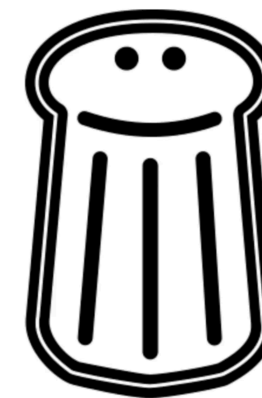
```
class CrazyMouse(USBDevice):
    def __init__(self):
        super().__init__(
            vendor_id=0x610b,
            product_id=0x4653,
            product_string="Non-suspicious mouse"
        )

        configuration = USBConfiguration()
        self.add_configuration(configuration)

        interface = USBInterface()
        configuration.add_interface(interface)

        in_endpoint = USBEndpoint(number=3, direction=USBDirection.IN)
        interface.add_endpoint(in_endpoint)

    def handle_data_requested(self, endpoint: USBEndpoint):
        logging.info(f"Sending mouse data {data} on {endpoint}.")
```



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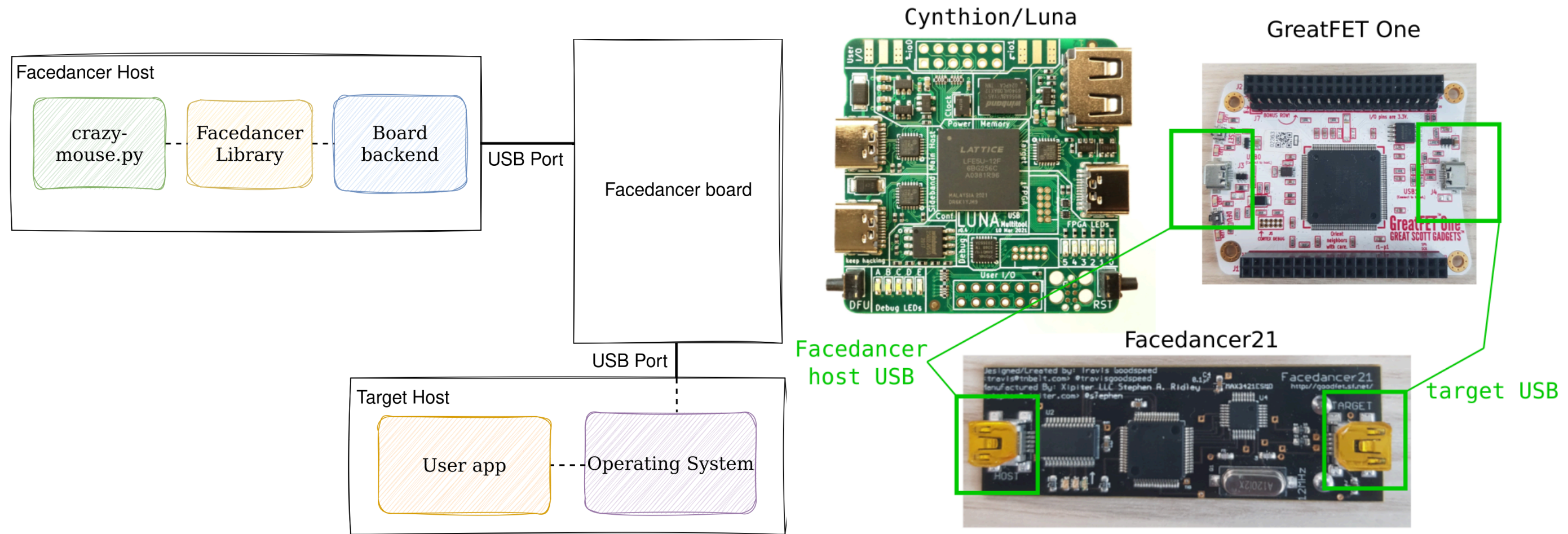
▶ 0:07 / 0:52







# How it works



*Facedancer Principle*



**Hydradancer: more *stability* and *speed* for Facedancer**



- USB2: LS (Low-speed, ~200KB/s), FS (Full-speed, ~1.5MB/s), HS (High-speed, ~50MB/s)
- USB3: SuperSpeed (5Gb/s), SuperSpeed+ (10Gb/s), ...
- USB4: up to 120Gb/s

# Current limitations of Facedancer



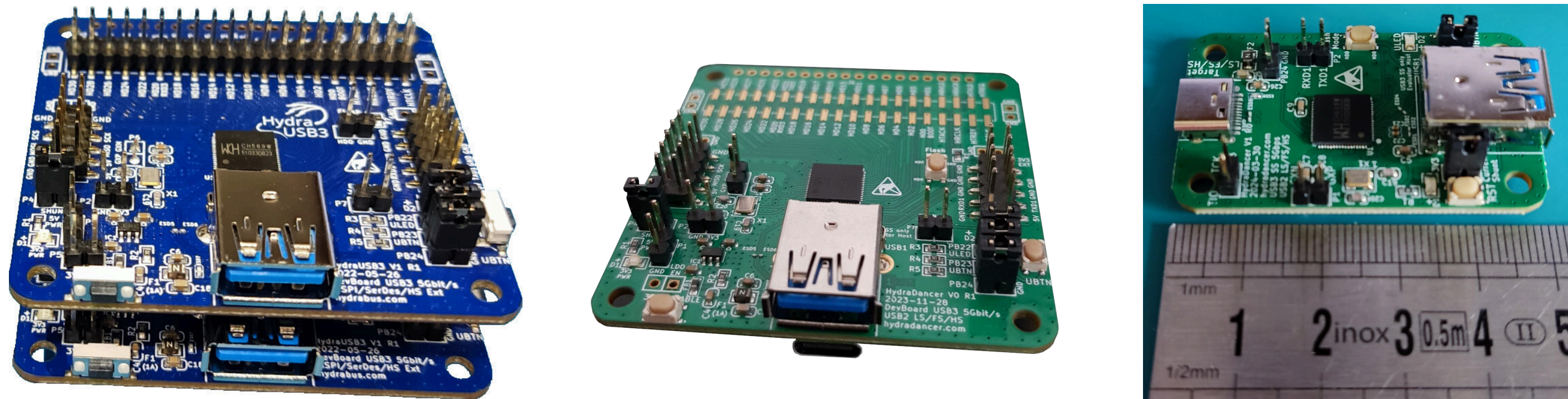
Board	Maximum speed	Number of endpoints (not EP0)	Host mode
Facedancer21/Raspdancer	USB2 Full-speed	EP1 OUT, EP2 IN, EP3 IN	yes
GreatFET One	USB2 Full-speed	3 IN / 3 OUT	yes
<b>Hydradancer</b>	USB2 High-speed	5 IN / 5 OUT	no
(Cynthion/LUNA)(delivery June 2024)	(USB2 High-speed)	(15 IN / 15 OUT)	(yes)

*Facedancer backends functionalities*

	Write average estimate	Read average estimate
<b>GreatFET One Full-speed (one by one) (git-v2021.2.1-64-g2409575 firmware)</b>	32.42±0.85 KB/s	33.07±1.10 KB/s
<b>Facedancer21 Full-speed (2014-07-05 firmware)</b>	0.697±0.000 KB/s	0.682±0.000 KB/s

*Facedancer backends speeds*

# From HydraUSB3 to the new Hyradancer dongle



*Boards created by Benjamin Vernoux. Dual-HydraUSB3/Hydradancer prototype/Hydradancer dongle*



```
# python3 ./examples/usbproxy.py
```



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Réseau

- Réseau

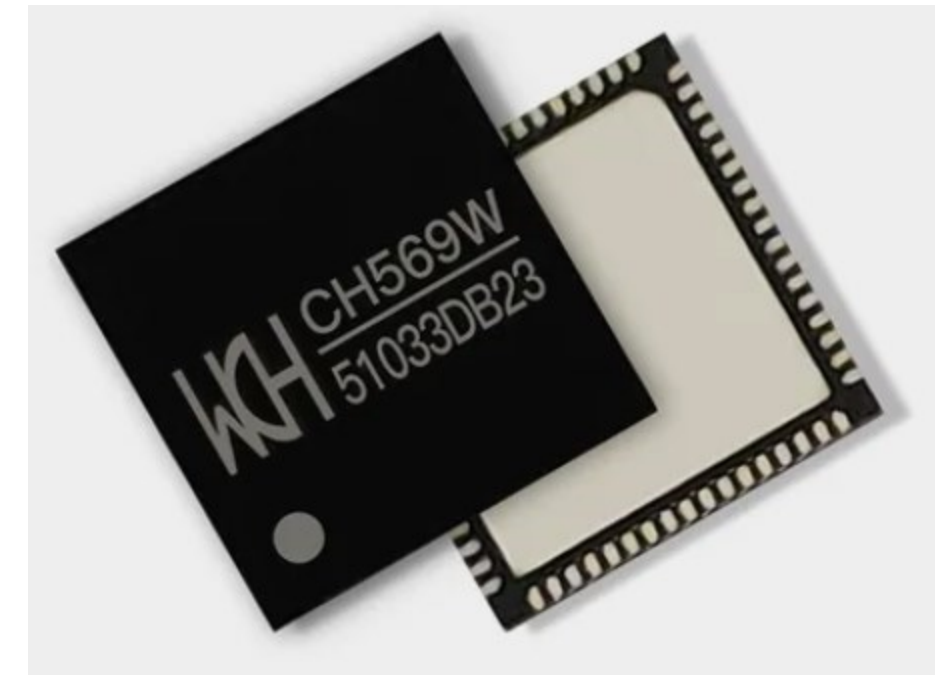
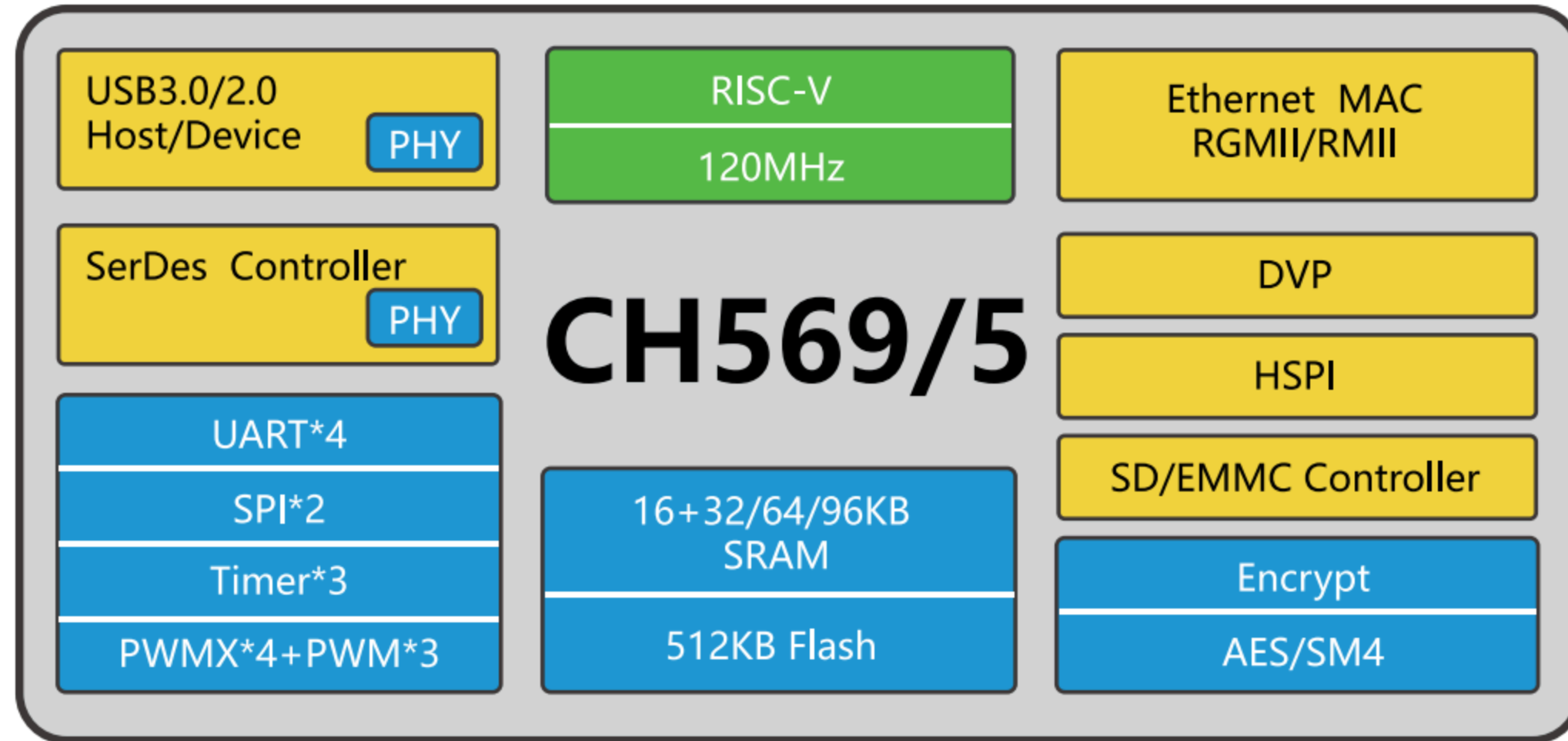
bin boot cdrom dev etc home lib lib32 lib64 libx32 media mnt opt

proc root run sbin snap srv sys tmp usr var

0:00 / 0:44

🔊 🖥️ ⋮

# WCH-CH569W: why?



<https://www.wch-ic.com>





- No USB3 or SerDes documentation (examples, binary blobs)

Please refer to and call the provided subroutine library for specific applications.

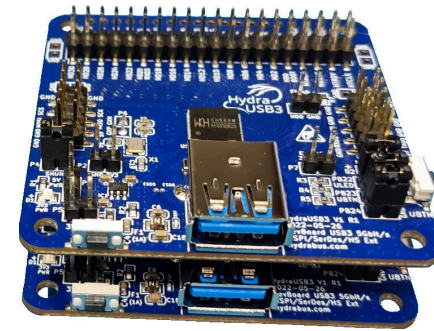
*Extract from the USB3 section of the CH569 datasheet*

- Undocumented behavior of USB2 and HSPI hardware
- No international forums
- Incomplete examples
  - no USB2 FS/LS
  - no variable size packets in USB3
  - no examples of NAK



- **wch-ch56-bsp**: "Reverse Engineering of advanced RISC-V MCU with USB3 & High Speed peripherals"  
Benjamin Vernoux, GreHack2022
  - Unified SDK with open-source USB3/SerDes Interrupt Handlers
  - Various examples and tests
- **wch-ch56x-lib**: Pushing the limits of the CH569 by experimentation and testing
  - Higher-level SDK: USB abstraction, extended USB3/USB2 fonctionnalités, interrupt processing queue, logging
  - Additionnal tests

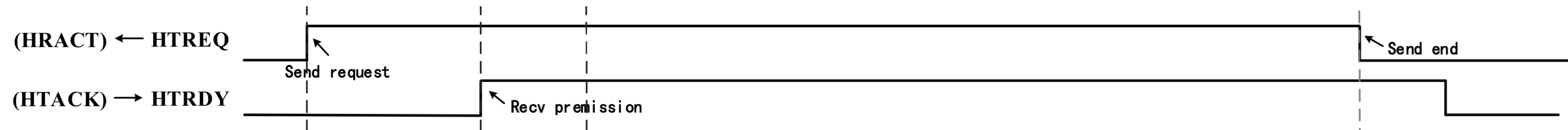
# First architecture: dual-HydraUSB3



*Dual-HydraUSB3 architecture*



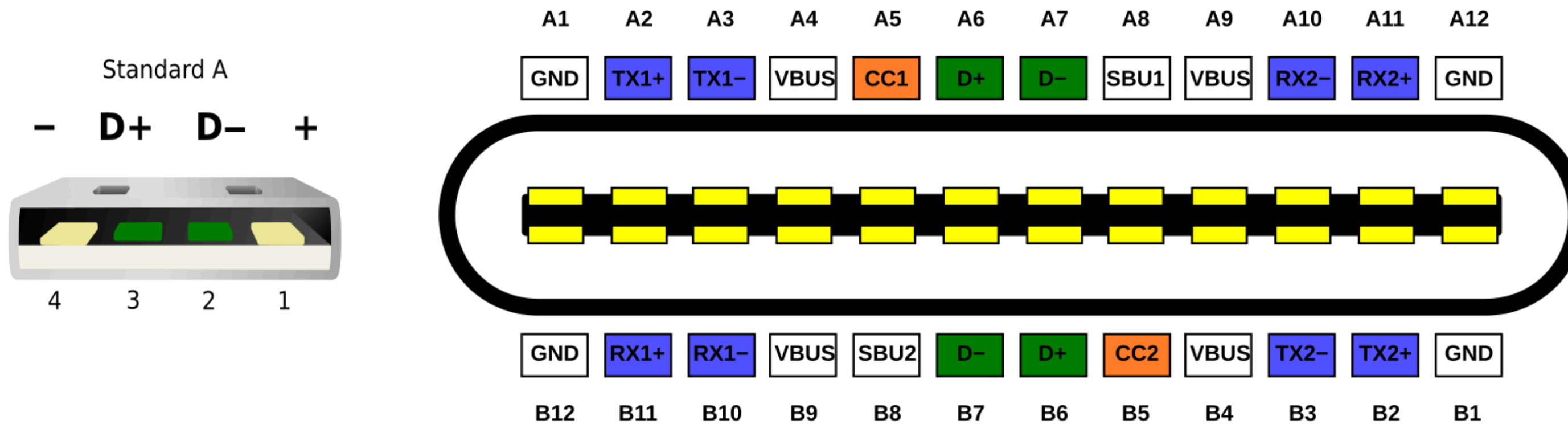
Hardware does not wait during interrupt, even if it's technically possible



HSPI timing diagram, WCH CH569 Datasheet



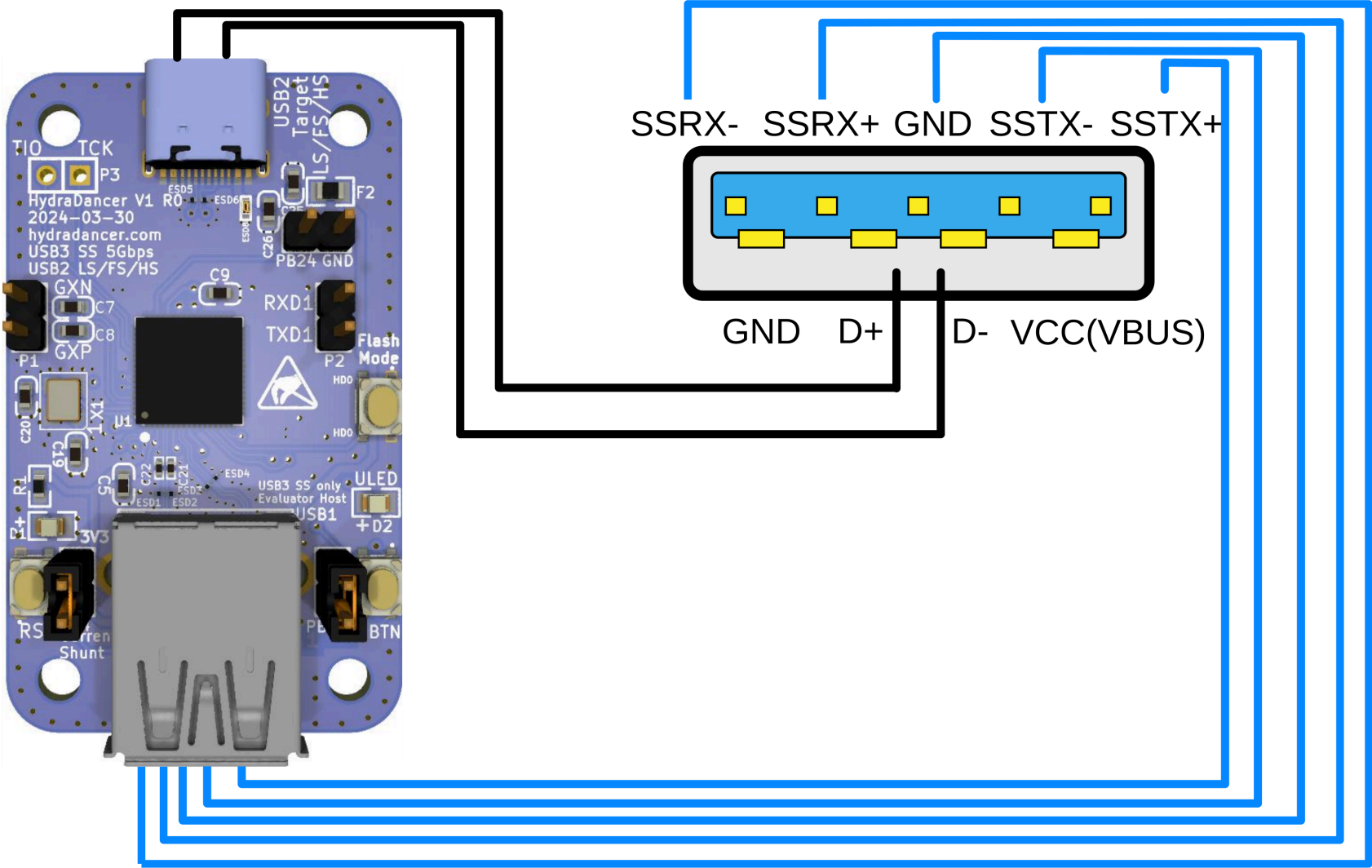
- **USB-C Configuration, USB PD (Power Delivery)**
- **USB 1.x/2.x**
- **USB 3.x/4.x/Alternate modes (HDMI/DisplayPort/Thunderbolt/MHL)**



USB-C: CC BY-SA 4.0, Wikipedia, Chindi.ap ; USB-A: CC BY-SA 3.0, Wikipedia, Simon Eugster

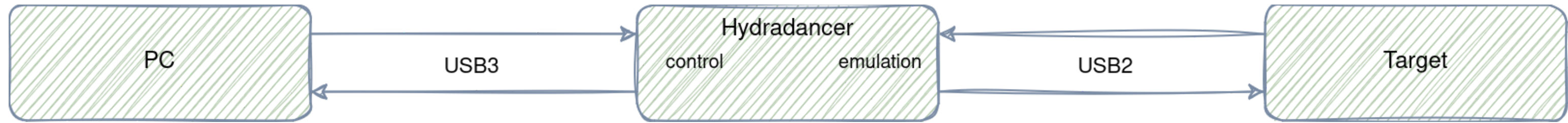
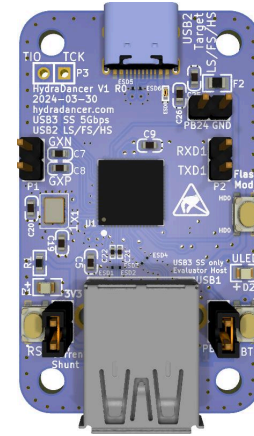


# Splitting the USB3 connector in two



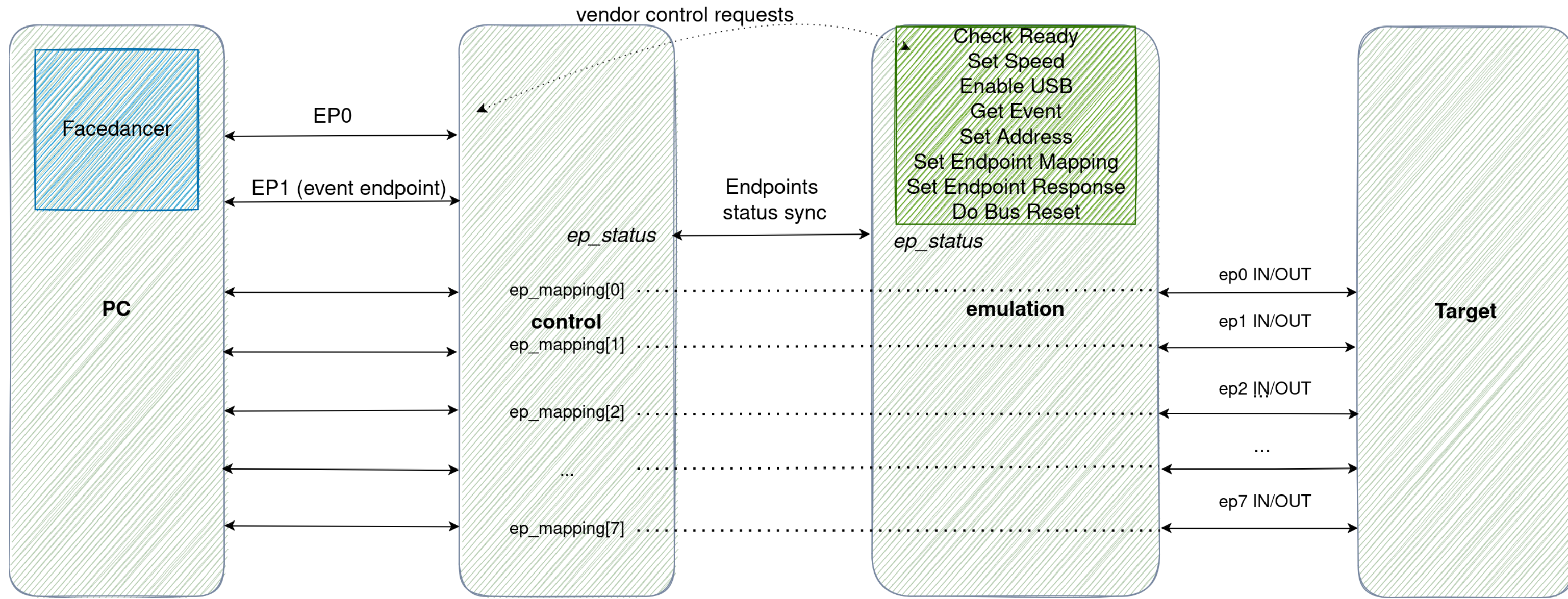
"Regular" USB3 to USB3-only and USB2 connectors

# New architecture: Hydradancer dongle



*Hydradancer dongle architecture*

# New architecture: more details



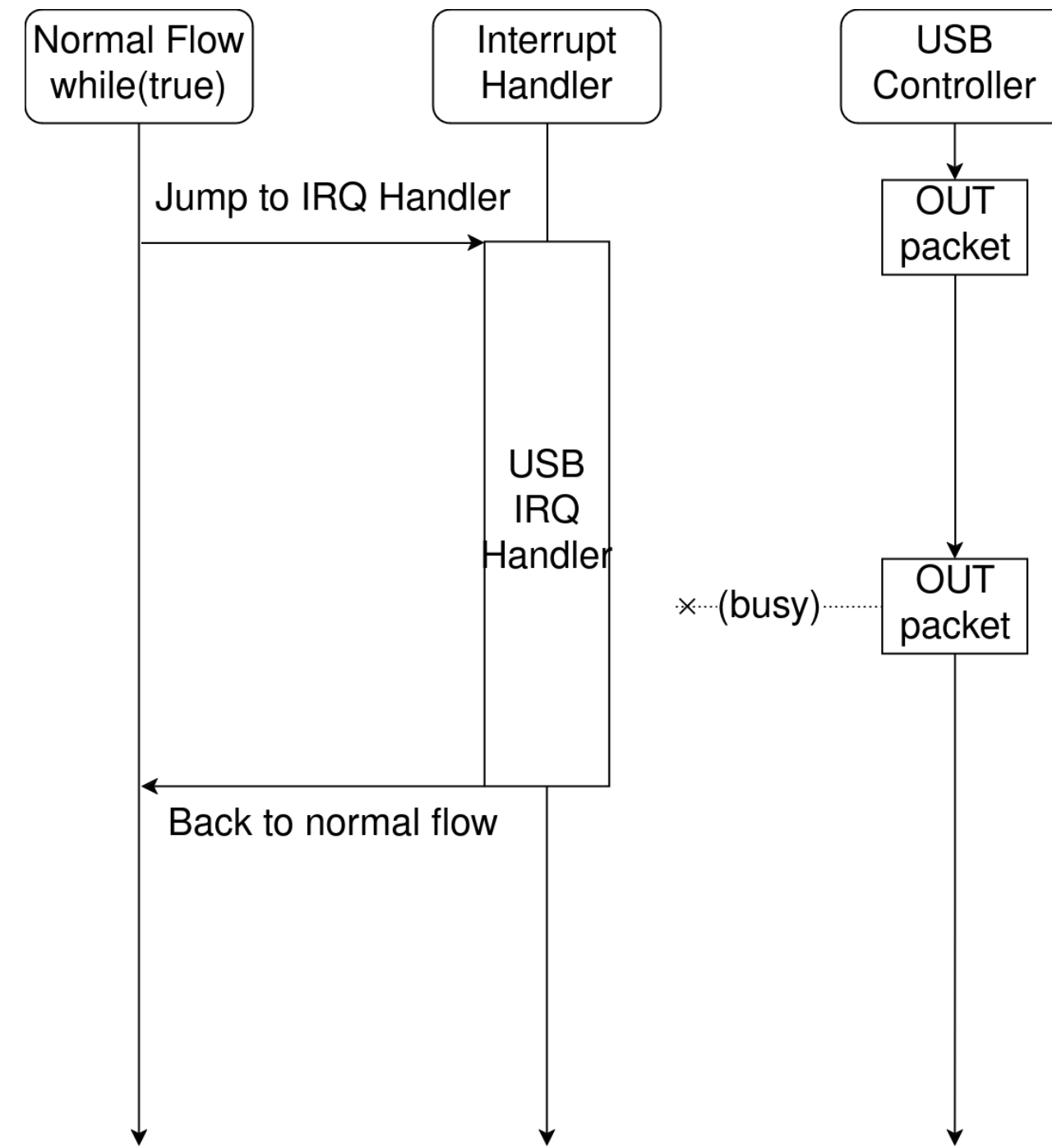
Facedancer backend



# Interrupt hell

Saving time for interrupts to happen

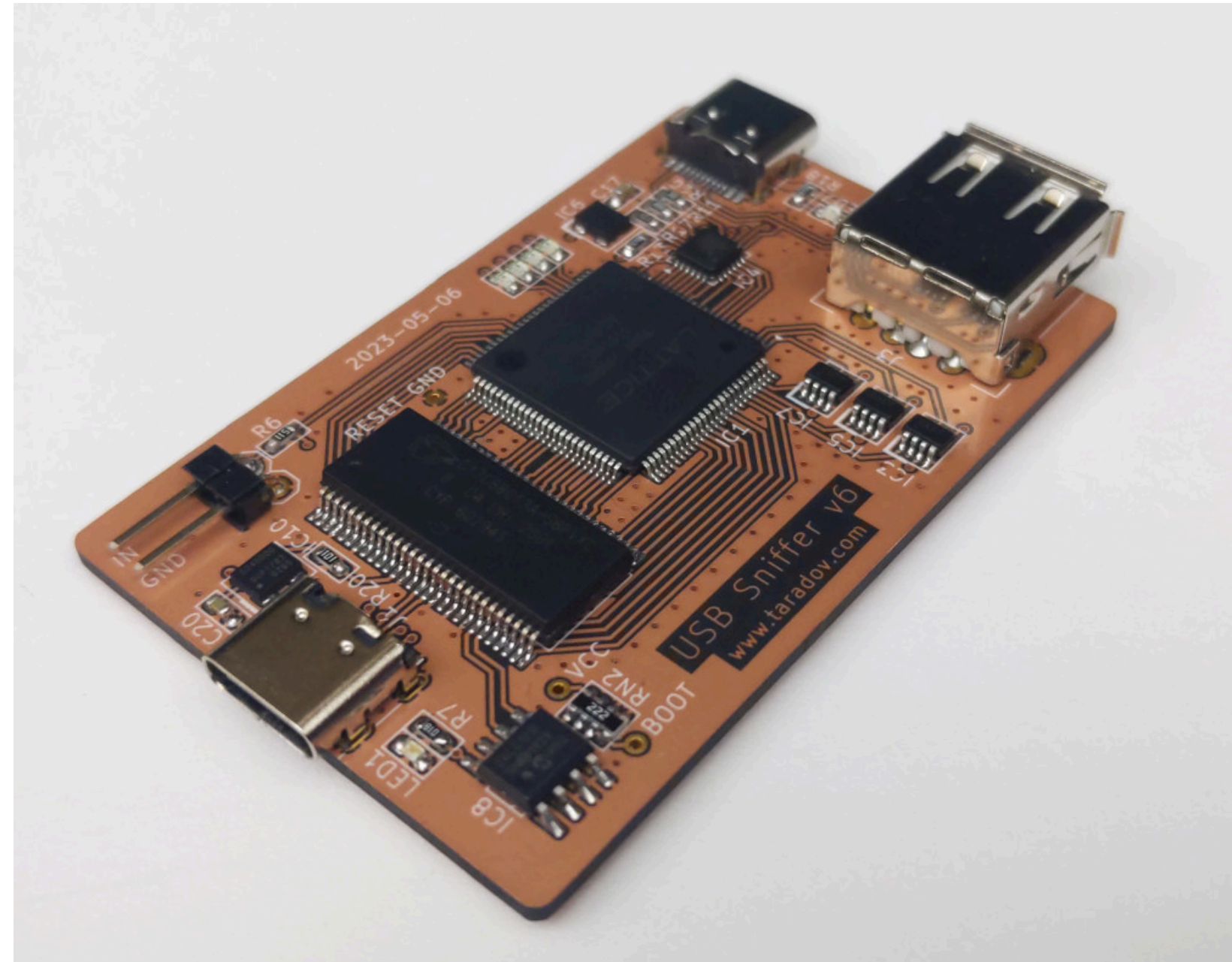
- Zero-copy (no memcpy)
- Store data, handle in normal flow
- Hardware busy while in interrupt



*Dealing with interrupts*



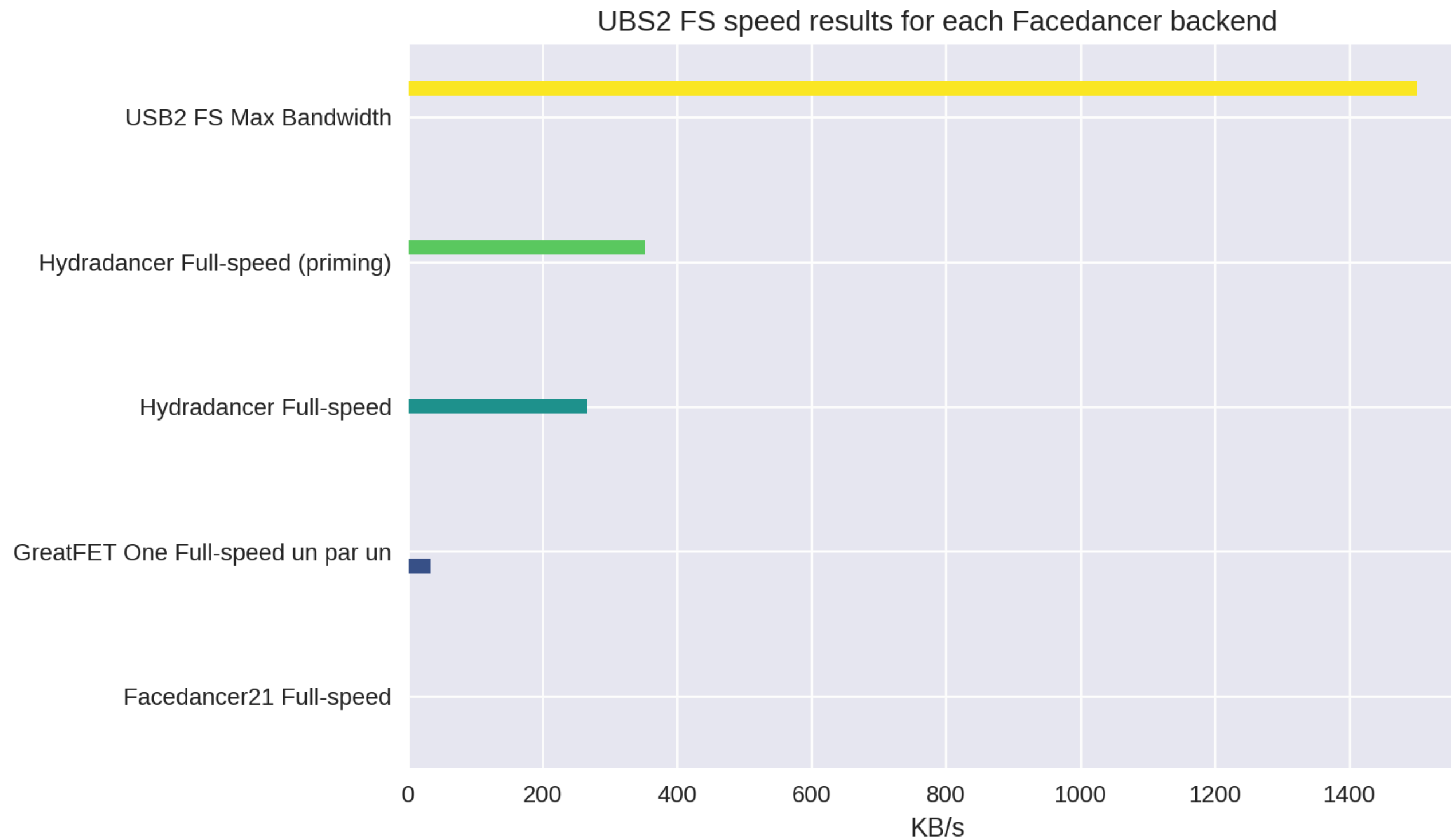
- USB protocol analyzer required
  - A.Tadarov USB Sniffer (\$60), open-source, Wireshark plugin
  - Beagle USB 480 (\$\$\$\$1,295)
- Wireshark/usbmon: USB transfers (not packet level)
- `lsusb -v -d vid:pid`
- `dmesg`
- `udevadm monitor`
- UART logs, beware the interrupts



<https://github.com/ataradov/usb-sniffer>



# Results and comparison: speedtests






## Results and comparison: speedtests



	<b>Write average estimate</b>	<b>Read average estimate</b>
<b>Hydradancer High-speed</b>	3911±151 KB/s	2653±96 KB/s
<b>Hydradancer High-speed (priming)</b>	3788±194 KB/s	2962±118 KB/s
<b>Hydradancer Full-speed (priming)</b>	369.80±2.46 KB/s	352.35±6.66 KB/s
<b>Hydradancer Full-speed</b>	369.66±4.98 KB/s	266.64±7.32 KB/s
<b>GreatFET One Full-speed (one by one) (git-v2021.2.1-64-g2409575 firmware)</b>	32.42±0.85 KB/s	33.07±1.10 KB/s
<b>Facedancer21 Full-speed (2014-07-05 firmware)</b>	0.697±0.000 KB/s	0.682±0.000 KB/s



-  [Hydradancer fixes for Facedancer #92](#) : fix for bugs encountered while playing with Facedancer
-  [New Hydradancer backend for Facedancer #93](#) : based on the above branch/PR. Adds the new Hydradancer backend
-  [New mouse peripheral and tests #94](#) : a mouse peripheral i implemented when starting with Facedancer, speed and loopback tests that could need more polish

*<https://github.com/greatscottgadgets/facedancer/issues/95>*



# USB as a pentester target: probing hosts for supported peripherals



- `umap2`: host fuzzing and scanning.  
Includes many peripherals BUT buggy, unmaintained for 3 years, same for the `kitty` fuzzing framework.  
Facedancer files included in project, not as Python module.
- `nu-map`: `umap2` translation to modern Facedancer (Facedancer as Python module), "from friends of @greatscottgadgets".  
Fuzzing framework still unmaintained, mostly same bugs and incomplete.

**There's a need for new fuzzing and scanning tools based on Facedancer!**





- Fixed umap2 peripherals
- Fixed bugs in Facedancer (PR merged)
- Inject detection in the `USBDevice` object, "transparent"
- JSON-based
- USB classes/devices lists from [linux-hardware.org/usb.org](http://linux-hardware.org/usb.org)
- USB class/device/vendor scan

# When is a USB peripheral trully handled by the system? Some hints



- Successful configuration is not enough: any USB peripheral can do it
- Detection based on Class/Vendor/Reserved requests
- Detection based on endpoint activity (excluding priming)

Table 9-2. Format of Setup Data

Offset	Field	Size	Value	Description
0	<i>bmRequestType</i>	1	Bitmap	Characteristics of request:  D7: Data transfer direction 0 = Host-to-device 1 = Device-to-host  D6...5: Type 0 = Standard 1 = Class 2 = Vendor 3 = Reserved  D4...0: Recipient 0 = Device 1 = Interface 2 = Endpoint 3 = Other 4...31 = Reserved

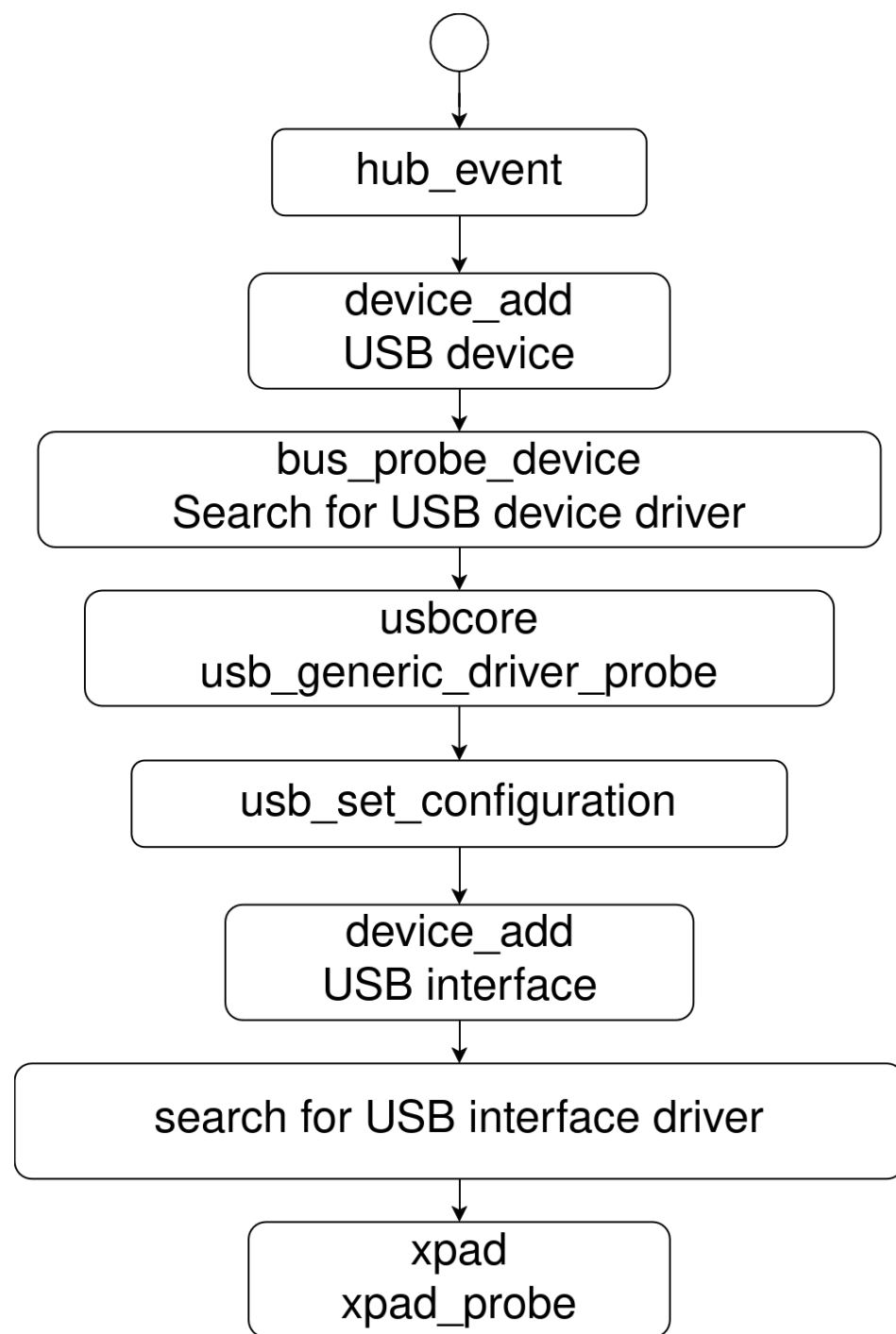
USB 2.0 specification, 9.3



## DEMO: scan of a computer

```
{ "supported": false, "usb2_speed": 1, "interface_class_code": 0, "interface_subclass_code": 0, "interface_protocol_code": 0, "device_class": 0, "device  
{ "supported": false, "usb2_speed": 1, "interface_class_code": 1, "interface_subclass_code": 0, "interface_protocol_code": 0, "device_class": 0, "device  
{ "supported": false, "usb2_speed": 1, "interface_class_code": 1, "interface_subclass_code": 0, "interface_protocol_code": 0, "device_class": 1, "device  
{ "supported": true, "usb2_speed": 1, "interface_class_code": 1, "interface_subclass_code": 1, "interface_protocol_code": 0, "device_class": 0, "device_  
{ "supported": false, "usb2_speed": 1, "interface_class_code": 88, "interface_subclass_code": 0, "interface_protocol_code": 0, "device_class": 0, "devic  
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{ "supported": false, "usb2_speed": 1, "interface_class_code": 88, "interface_subclass_code": 66, "interface_protocol_code": 0, "device_class": 0, "devi  
{ "supported": false, "usb2_speed": 1, "interface_class_code": 88, "interface_subclass_code": 66, "interface_protocol_code": 0, "device_class": 88, "dev
```

# Not a silver bullet: xpad, the Linux driver for Xbox controllers



*Simplified Linux USB driver stack*

```
static int xpad_probe(struct usb_interface *intf, const struct usb_device_id *udev)
{
    struct usb_device *udev = interface_to_usbdev(intf);
    struct usb_xpad *xpad;
    struct usb_endpoint_descriptor *ep_irq_in, *ep_irq_out;
    int i, error;

    if (intf->cur_altsetting->desc.bNumEndpoints != 2)
        return -ENODEV;

    [...]
}
```



# Conclusion



- Renewed interest in Facedancer: v3.0, USB2 High-Speed with Cynthion and Hydradancer
- [https://github.com/HydraDancer/hydradancer\\_fw](https://github.com/HydraDancer/hydradancer_fw): open to contributions and issues
- <https://twitter.com/hydrabus>: Hydradancer dongle will be announced there
- USBScan: might be open-sourced
- We need new USB fuzzing tools based on Facedancer!



 quarkslab

 tfuchs@quarkslab.com



**raw-gadget: USB3 in Facedancer one day?**



## What's raw-gadget?



- raw-gadget: used in Google's syzkaller to fuzz the Linux USB drivers
- Similar to `usbfs` driver/libusb but for USB devices
- Not yet USB3, but not limited by technology
- Need a UDC (USB Device Controller) in your system



There's a prototype Facedancer backend!