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Security Analysis of WeChat's MMTLS Encryption Protocol

Pellaeon Lin, Mona Wang

Agenda

Security Analysis of WeChat's MMTLS Encryption Protocol

- Introduction, motivation, methodologies
- WeChat network request lifecycle
- MMTLS encryption, Business-layer encryption
- Discussion, recommendations, future work

Pellaeon Lin

- Researcher at Citizen Lab, University of Toronto
- Security and privacy of mobile apps
- Past studies
 - TikTok vs Douyin - A Security and Privacy Analysis
 - Unmasked II: An Analysis of Indonesia and the Philippines' Government-launched COVID-19 Apps
 - Unmasked: COVID-KAYA and the Exposure of Healthcare Worker Data in the Philippines

Mona Wang

- Networking security researcher, PhD student at Princeton CITP
- OTF Information Controls Research Fellow at Citizen Lab
- Previously technologist at EFF
- Other work
 - Network measurement (CoNEXT 22)
 - Traffic fingerprinting resistance and censorship circumvention (PETS 22)
 - Threat modelling and security training for organizers (CSCW 22)

<https://m0na.net>



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UNIVERSITY OF
TORONTO

Motivation

What's being sent?

Is the encryption sound?

Why custom encryption?

No.	Time	Source	Destination	Protocol	Length	Info
33	170...	Android.local	43.130.30.2...	HTTP	652	POST /mmtls/7d44b6a2 HTTP/1.1
76	170...	Android.local	49.51.67.253	HTTP	658	POST /mmtls/2a9b1264 HTTP/1.1
92	170...	Android.local	49.51.67.253	HTTP	392	POST /mmtls/2a9b1264 HTTP/1.1
111	170...	Android.local	49.51.67.253	HTTP	713	POST /mmtls/582198f5 HTTP/1.1
116	170...	Android.local	49.51.67.253	HTTP	863	POST /mmtls/582198f5 HTTP/1.1
121	170...	Android.local	49.51.67.253	HTTP	670	POST /mmtls/582198f5 HTTP/1.1
126	170...	Android.local	49.51.67.253	HTTP	670	POST /mmtls/582198f5 HTTP/1.1
134	170...	Android.local	49.51.67.253	HTTP	730	POST /mmtls/582198f5 HTTP/1.1

> Frame 92: 392 bytes on wire (Captured from interface Wi-Fi)	00e0	43	6c	69	65	6e	74	0d	0a	0d	0a	19	f1	04	00	a1	00
> Ethernet II, Src: AndroidWifi (08:00:00:00:00:00), Dst: Realtek (08:00:00:00:00:00)	00f0	00	00	9d	01	04	f1	01	00	a8	4f	67	76	fb	b4	66	8f
> Internet Protocol Version 4, Src: 10.0.2.15, Dst: 49.51.67.253	0100	2a	36	bb	55	74	94	c4	0c	cd	c8	bb	f4	44	41	b0	24
> Transmission Control Protocol, Src Port: 54321, Dst Port: 80	0110	d8	8e	c4	86	29	cc	35	e2	1b	65	6e	78	3c	00	00	00
> [5 Reassembled TCP Segment(s) Represented]	0120	6f	01	00	00	00	6a	00	0f	01	00	00	00	63	01	00	09
> Hypertext Transfer Protocol	0130	3a	80	00	00	00	00	00	3d	00	0c	ce	4f	44	55	2e	a9
> Data (5704 bytes)	0140	34	fc	aa	d4	e9	af	00	48	00	f2	e6	a8	76	9f	b1	1a
	0150	95	cc	b8	9b	aa	47	4a	75	e1	41	fc	ef	7a	f6	fc	ba
	0160	89	30	ca	4e	ff	fe	dc	68	23	bb	fe	14	69	09	64	54
	0170	0b	40	a4	49	9b	d5	6f	7b	69	7f	3e	e6	9e	2b	18	fe
	0180	75	68	6c	b5	15	70	80	a6	06	59	9e	00	f8	bc	1f	3e

Motivation

SSL/TLS

- Secures billions of users traffic
- 30+ years of development
- Open standard, lots of academic and public scrutiny

WeChat MMTLS

- Secures 1+ billion users traffic
- Deployed for ~8 years
- One public blog post

MMTLS deserves just as much scrutiny as TLS!!!

WeChat network request lifecycle

Anatomy of a Wechat network request

```
/* renamed from: com.tencent.mm.model.bm */  
/* loaded from: classes3.dex */
```

```
23 public final class MMReqRespReg2 extends ReqRespBase {
```

```
/* renamed from: pcn */
```

```
private final MMReg2.Reg reqobj = new MMReg2.Reg();
```

```
/* renamed from: pco */
```

```
private final MMReg2.Resp respobj = new MMReg2.Resp();
```

```
@Override // com.tencent.p486mm.network.MMTLSConnection
```

```
public final int getType() {
```

```
    return 126;
```

```
}
```

```
@Override // com.tencent.p486mm.network.MMTLSConnection
```

```
public final String getUri() {
```

```
    return "/cgi-bin/micromsg-bin/newreg"
```

```
}
```

- API endpoint is referred to as “Scene”, has unique “type” number and URI

```

/* renamed from: com.tencent.mm.protocal.protobuf.dvx */
/* loaded from: classes10.dex */
public final class MMReg2ReqPB extends BaseReqPBBuilder {

    /* renamed from: Qgf */
    public String mobiledetail3;
    public String UserName;

    /* renamed from: abHA */
    public String email;

    /* renamed from: abHB */
    public String mobile;

    /* renamed from: abHz */
    public int bindqq;

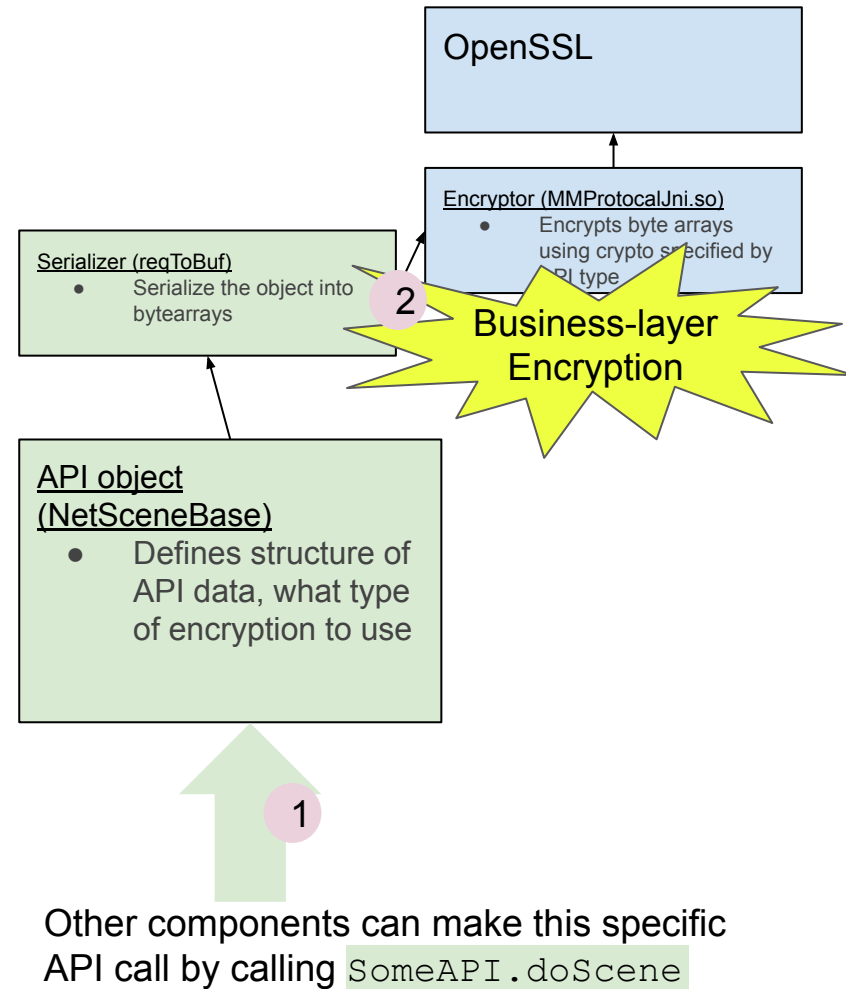
    /* renamed from: abJe */
    public String appid;
    public int abPi;
    public String abPj;
    public GenericBufferPB abPm;
    public GenericBufferPB abPn;
    public String abPo;

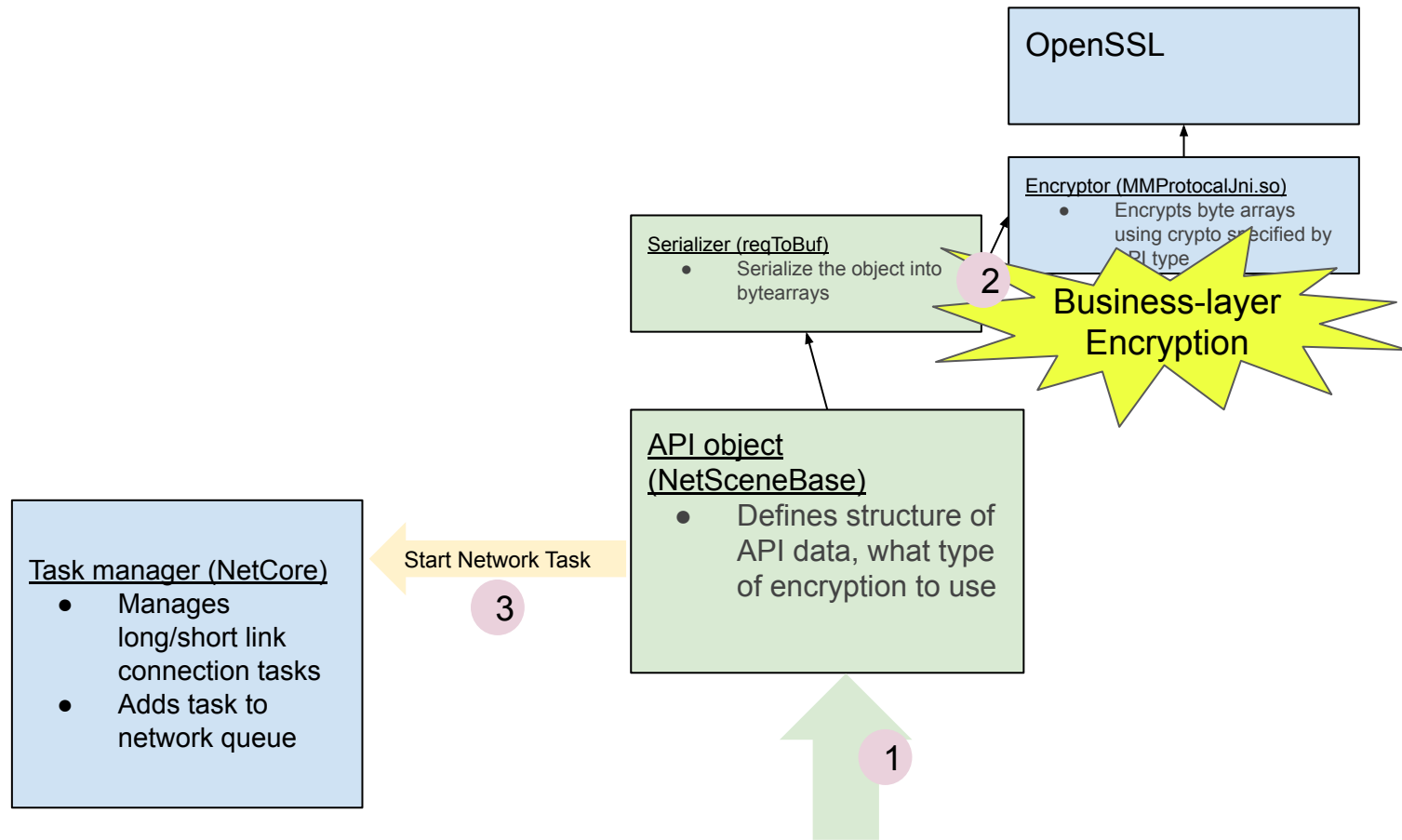
    /* renamed from: abPp */
    public SignKeyPB signkey;

    /* renamed from: abPv */
    public PubECDHKeyPbContainer pubkey;

```

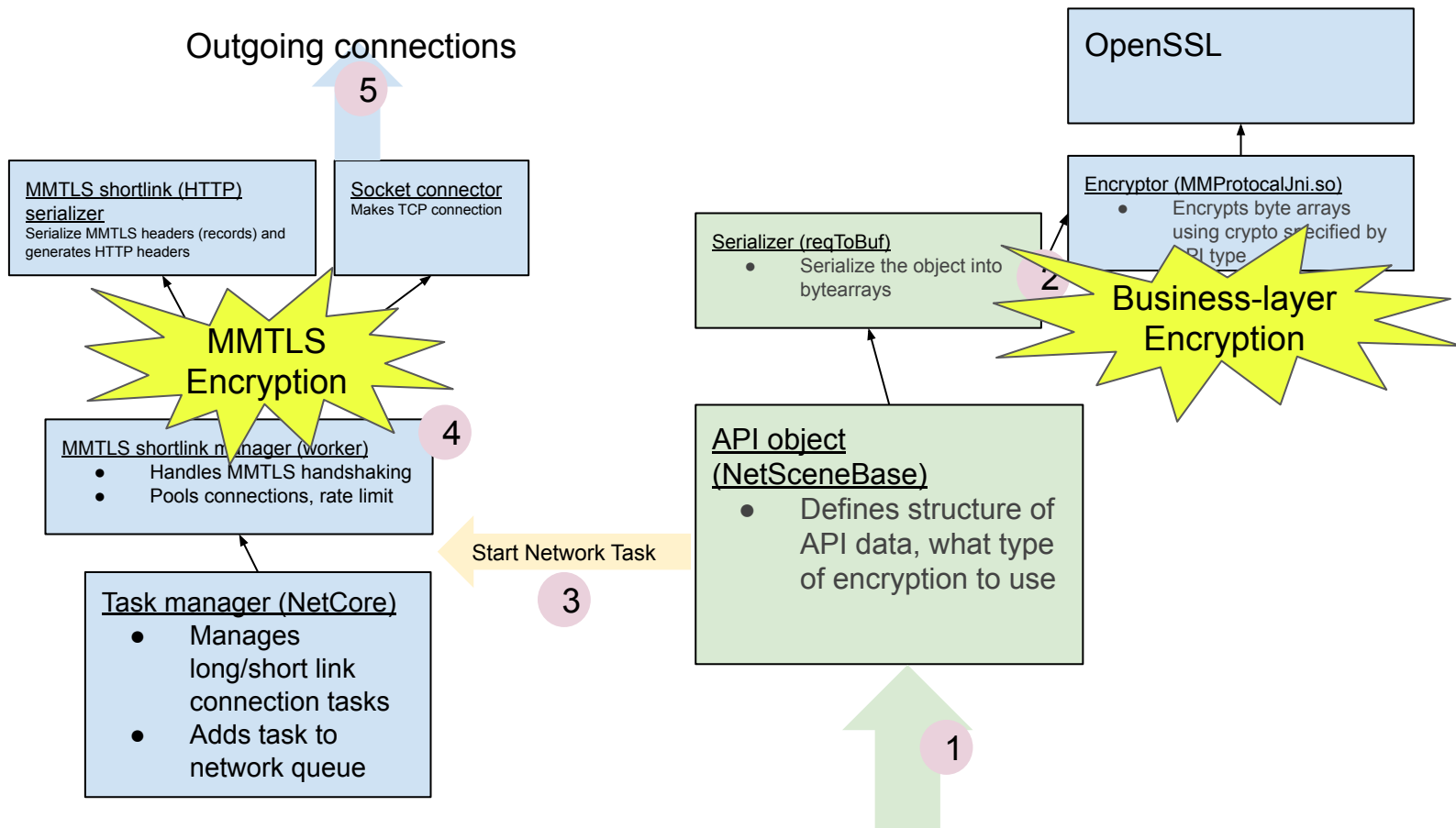
- Request and response formats are defined using Protobuf
- Screenshot shows a portion of the request Protobuf fields





Blue=native,
green=Java

Other components can make this specific
API call by calling `SomeAPI.doScene`



Blue=native,
green=Java

Other components can make this specific
API call by calling `SomeAPI.doScene`

Incoming
response

6

Outgoing connections

5

MMTLS shortlink (HTTP)
serializer

Serialize MMTLS headers (records) and
generates HTTP headers

Socket connector

Makes TCP connection

**MMTLS
Encryption**

MMTLS shortlink manager (worker)

- Handles MMTLS handshaking
- Pools connections, rate limit

4

Task manager (NetCore)

- Manages long/short link connection tasks
- Adds task to network queue

Start Network Task

3

Serializer (reqToBuf)

- Serialize the object into
bytearrays

Encryptor (MMProtocolJni.so)

- Encrypts byte arrays
using crypto specified by
API type

**Business-layer
Encryption**

OpenSSL

API object
(NetSceneBase)

- Defines structure of
API data, what type
of encryption to use

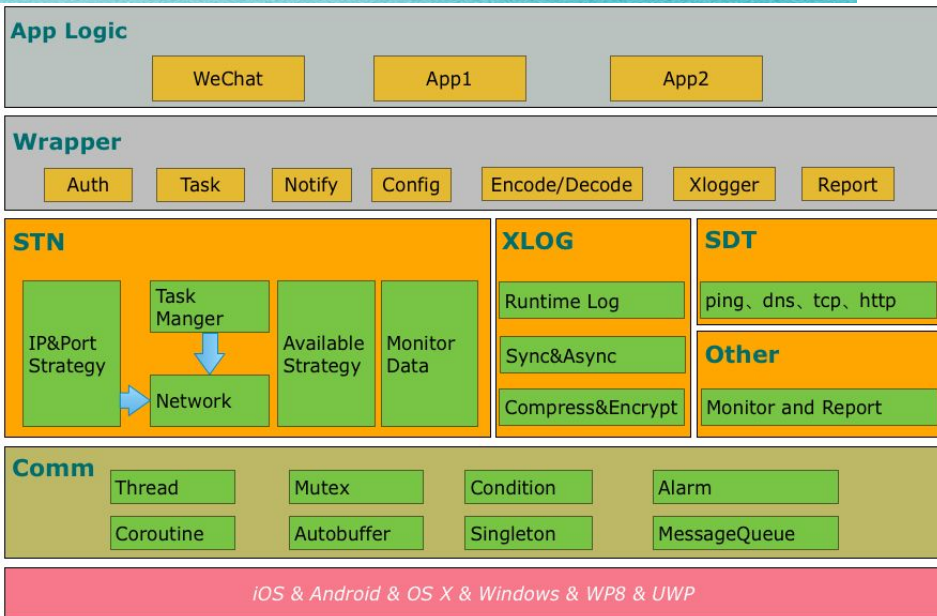
1

To handle the
response, implement
`SomeAPI.onSceneEnd`
method. It's a
callback method
when a response is
received, decrypted,
and deserialized.

Blue=native,
green=Java

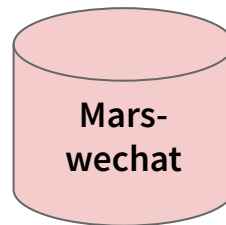
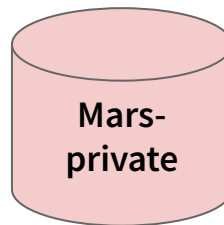
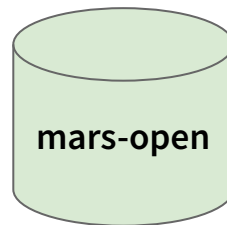
Other components can make this specific
API call by calling `SomeAPI.doScene`

One more thing...

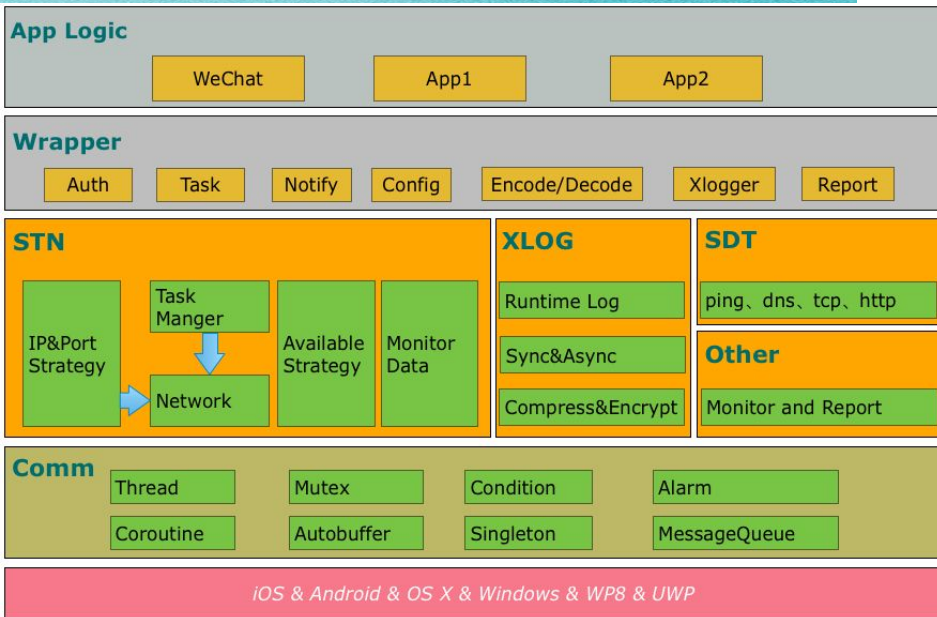


“Mars”

- Mars is Tencent’s cross-platform infrastructure component, written in C++
- Network requests are handled by submodule “STN”
- Mars is partially open source
 - *mars-open* is the open source part
 - *mars-private* : “potentially open sourced”
 - *mars-wechat* : wechat-specific code, including MMTLS encryption



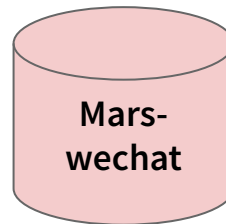
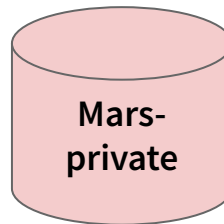
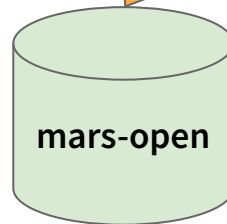
One more thing...



“Mars”

- Mars is Tencent’s cross-platform infrastructure component, written in C++
- Network requests are handled by submodule “STN”
- Mars is partially open source
 - *mars-open* is the open source part
 - *mars-private* : “potentially open sourced”

Mars-open helps us reverse engineer other closed-source parts ;-)



WeChat network encryption

How does WeChat encrypt requests?

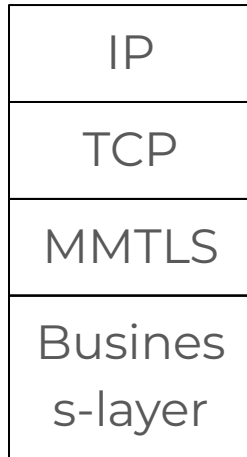
How does WeChat encrypt requests?



How does WeChat encrypt requests?

Two transport protocols: **Longlink** and **Shortlink**

Longlink

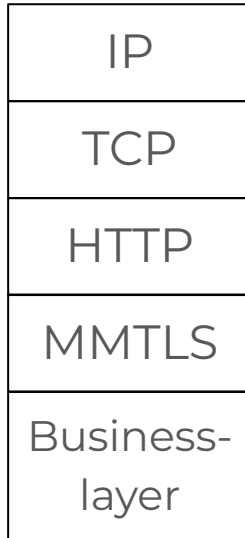


- TCP, port 8080
- Long-lived connection
- Supports multiple request-response cycle
- Likely used for server-initiated transmissions

How does WeChat encrypt requests?

Two transport protocols: **Longlink** and **Shortlink**

Shortlink



- HTTP POST, port 80
- Short-lived connection
- Supports single request-response cycle
- Used for most client-initiated transmissions

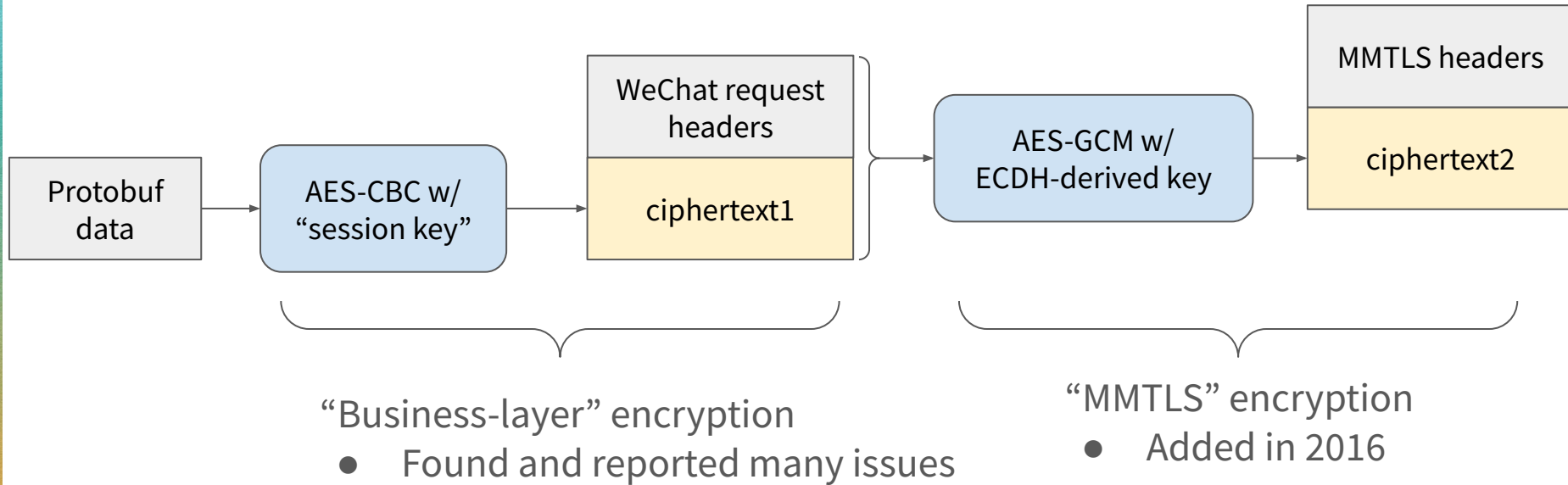
How does WeChat encrypt requests?

Encrypted twice (and also differently if you're logged-out)

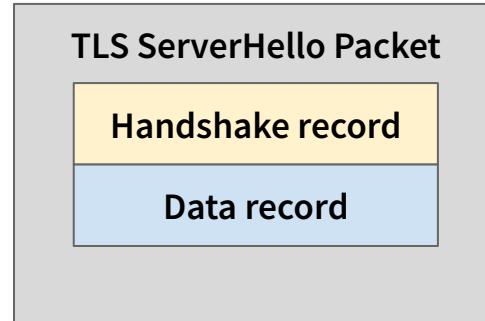
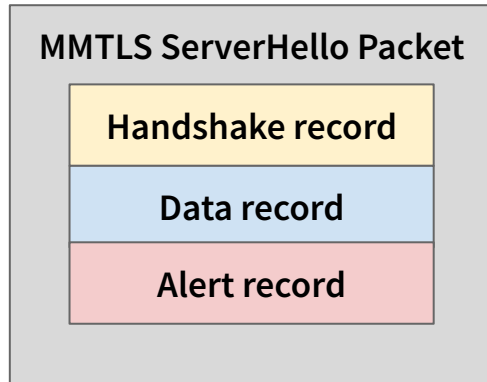
	Key derivation	Encryption	Library
MMTLS layer	DH with resumption	AES-GCM with tag	libwechatnetwork.so
Business-layer, logged-out	Static DH	AES-GCM with tag	libwechatmm.so
Business-layer, logged-in	Fixed key from server	AES-CBC with checksum	libMMProtocolJNI.so

How does WeChat encrypt requests?

Logged-in example of network request encryption:



MMTLS “records”



MMTLS

MMTLS record headers

19 f1 04 Handshake resumption

16 f1 04 Handshake

17 f1 04 Data

15 f1 04 Alert

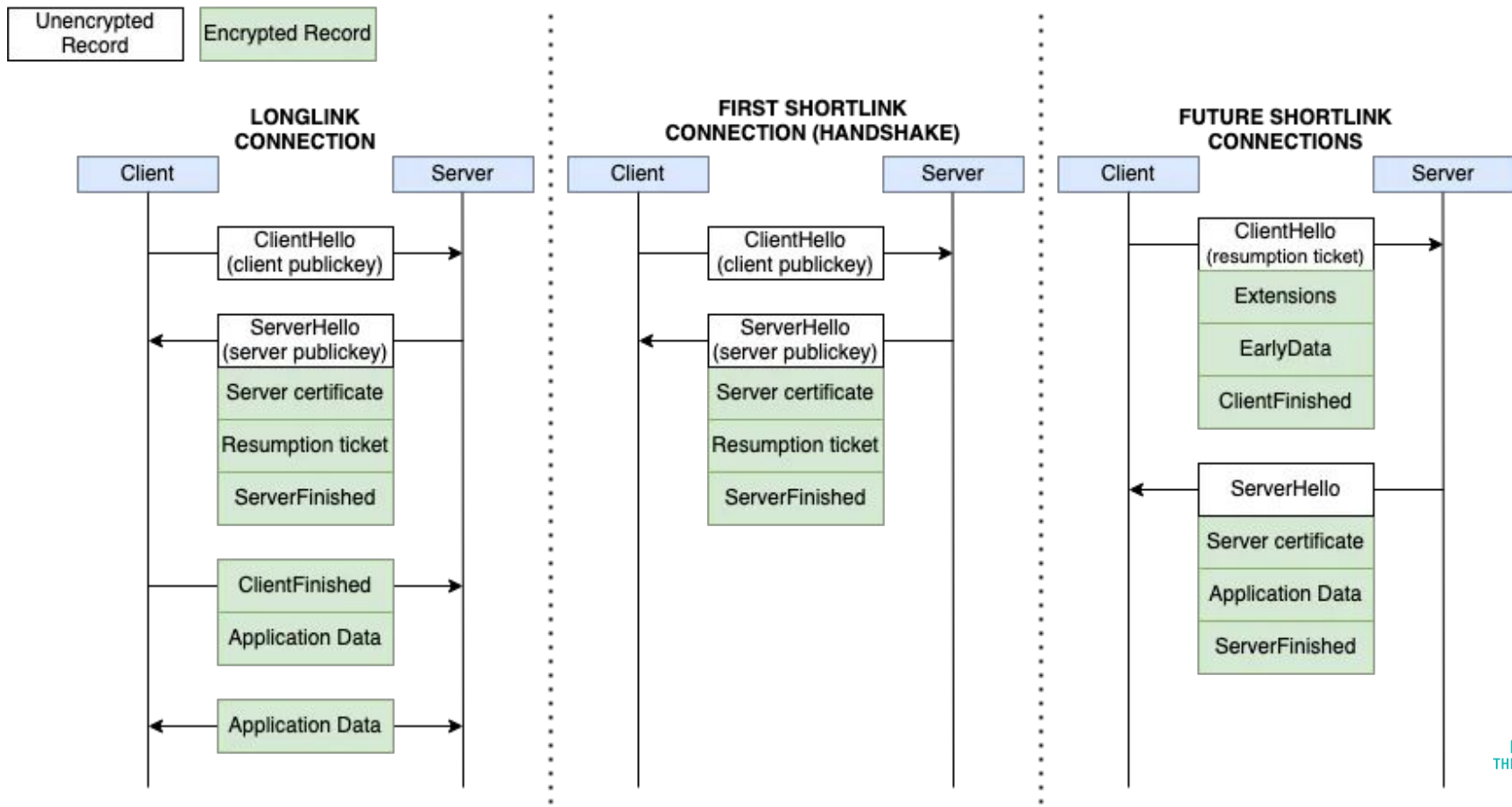
TLS record headers

16 03 04 Handshake

17 03 04 Data

15 03 04 Alert

MMTLS handshake



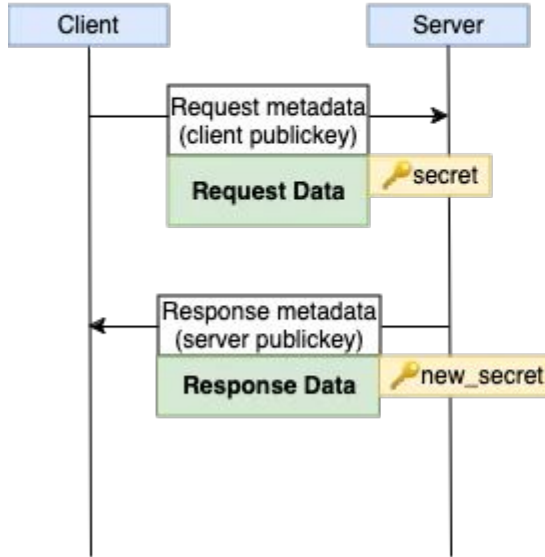
MMTLS Layer

- Modifications from TLS 1.3:
 - Limited ciphersuite selection, pinned keys and certificate (since WeChat controls both client and server)
 - AES-GCM + tag for encryption, authenticity
 - Public documentation on [Github](#)
-
- **Public flaws:** lack of forward secrecy, heavy use of session resumption implies no replay resistance

Business-Layer

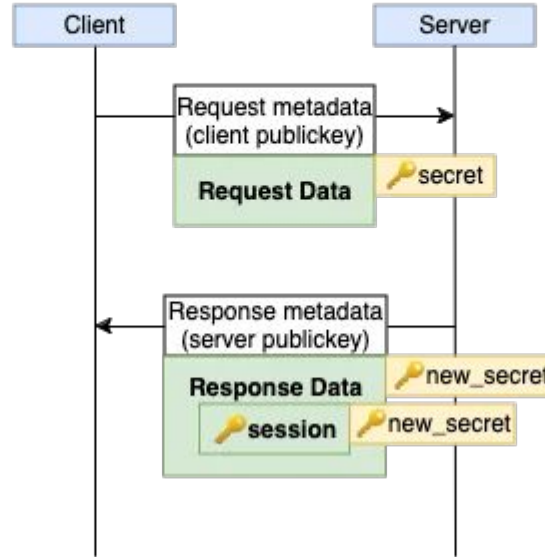


BUSINESS-LAYER: ASYMMETRIC MODE



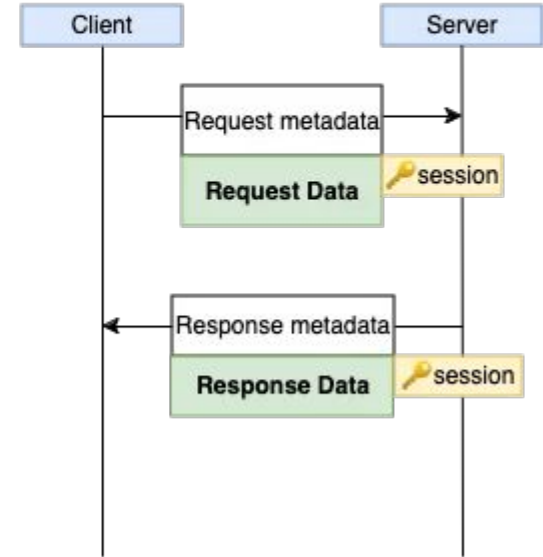
Logged out

BUSINESS-LAYER: RETRIEVING SESSION KEY



LoggING in

BUSINESS-LAYER: SYMMETRIC MODE



Logged in

Business-Layer (Logged out)

- Static Diffie-Hellman
 - static public server key + newly generated client key to generate session key
 - No forward secrecy (e.g. if static private server key is compromised, all session can be compromised)
- AES-GCM + tag for encryption, authenticity

Business-Layer (Logged in)

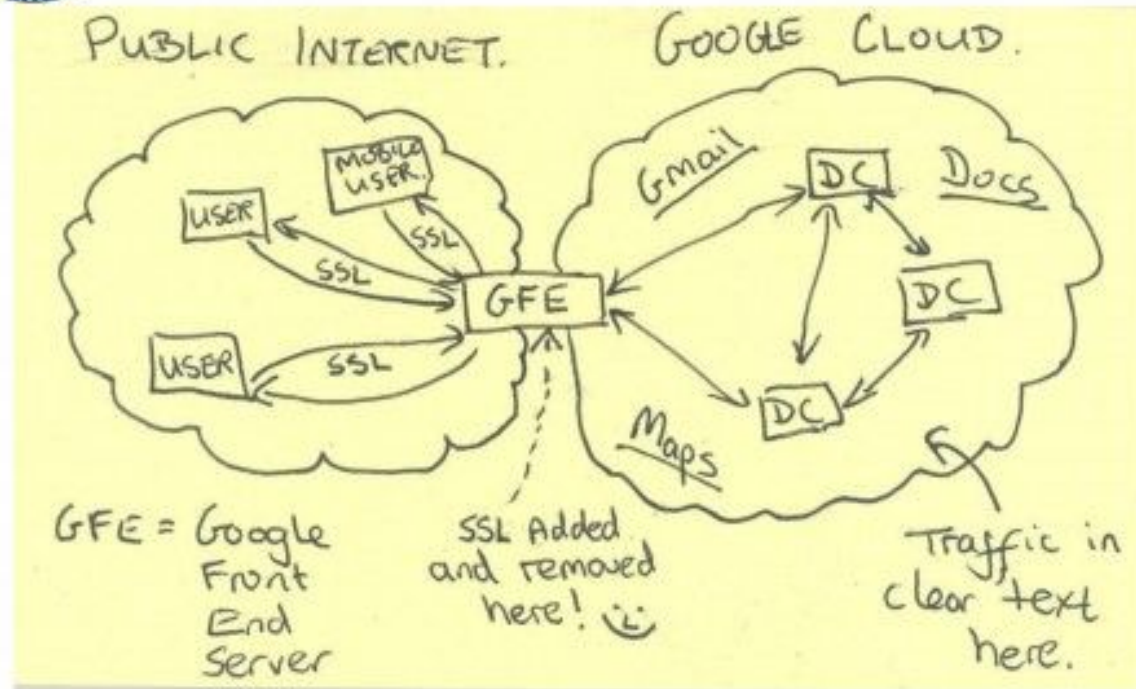
- Uses key given by server
 - Server sends key to client encrypted with “logged-out” encryption– highly unusual!
- AES-CBC + checksum
 - Checksum is forgeable and provides no cryptographic guarantees
- Prior to 2016, this was the only layer of encryption...
 - But it leaks metadata such as user ID and request URI
 - Acknowledged by Tencent to be one reason to develop MMTLS Encryption

Disclosure

- We reported to Tencent, suggested to switch to QUIC/TLS1.3 or remove Business-layer encryption altogether
- They replied saying they would **upgrade** Business-layer encryption to use AES-GCM instead of AES-CBC
- ???
- Possibly, **Business-layer encryption** is the *only* layer of encryption within WeChat internal networks
 - This is also bad: means WeChat data could be subject to surveillance 



Current Efforts - Google



Discussion

It's not just WeChat...



Which always use HTTPS/TLS?

✗	WeChat	1,012
✗	Alipay	901
✗	Taobao	795
✓	TikTok	773
✓	Instagram	759
✗	Pinduoduo	728

✓	Douyin	695
✗	QQ	583
✓	Facebook	571
✓	WhatsApp	527
✗	Baidu	491
✗	Kuaishou	480

*but they're also **not not** encrypting...

they are often **using proprietary cryptography**

HTTPS adoption on mobile?



Google Play

12.9% of top 1k apps sent plaintext traffic.

3.5% of top 1k apps used proprietary cryptography.



Xiaomi Store
(Chinese
version)

65.4% of top 1k apps sent plaintext traffic.

47.6% of top 1k used proprietary cryptography!

Is the proprietary cryptography secure?

We manually analyzed the **9** most popular proprietary protocols globally...

8 contained severe vulnerabilities where we broke the encryption!

The remaining one was **MMTLS... !**

Why does this matter?

- Bad encryption enables *mass surveillance and MITM*.
- If apps use bad encryption, users of those apps are more vulnerable to mass surveillance by **all governments and attackers**.
- Not just Chinese people are affected!
 - Chinese apps have sizable international user base
 - E.G. RedNote/XiaoHongShu:
<https://citizenlab.ca/2025/02/network-security-issues-in-rednote/>
 - Non-Chinese apps may still use Chinese SDK

Response to improving security

- For the past decade, NSA has lead an aggressive, multi-pronged effort to break widely used Internet encryption technologies
- Cryptanalytic capabilities are now coming on line
- Vast amounts of encrypted Internet data which have up till now been discarded are now exploitable
- Major new processing systems, SIGDEV efforts and tasking must be put in place to capitalize on this opportunity

PTD "We penetrate targets' defences."



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Success Stories

- * UCWeb mobile browser identification
 - * Discovered by GCHQ analyst during DSD workshop
- * Chinese mobile web browser – leaks IMSI, MSISDN, IMEI and device characteristics



UCWeb – XKS Microplugin

UCWeb												
Help Actions Reports View Map View												
	State	ID	Datetime	Highlights	Datetime End	Browser Version	Email Address	Handset Model	IMEI	MSI	Global Title	Platform
1		1	2012-05-13 02:29:20		2012-05-13 02:29:23	8.0.3.107	g123movies	nokiae90-1			9379900100	java
2		2	2012-05-13 06:00:59		2012-05-13 06:01:00	8.0.3.107	g123movies	nokiae90-1			9379900100	java
3		4	2012-05-13 19:39:11		2012-05-13 19:39:11	7.9.3.103		HTC A510e				android
4		2	2012-05-14 12:29:53		2012-05-14 12:29:53	8.0.4.121	@djgol	NokiaE72-1				sis
5		5	2012-05-14 17:46:46		2012-05-14 17:46:46	8.0.4.121	@mobimasti	NokiaX6-00				sis
6		6	2012-05-15 18:28:19		2012-05-15 18:28:19	8.0.4.121	@mobimasti	NokiaX6-00			93781090013	sis
7		7	2012-05-15 20:02:58		2012-05-15 20:02:58	8.0.4.121	@mobimasti	NokiaX6-00			93781090013	sis
			Casenotation									
			E9DHL00000M0000									
			E9DHL00000M0000									
			E9BDE00000M0000									
			E9DHL00000M0000									
			H5H125221450000									
			H5H125221450000									



Discussion:

Why do Chinese apps prefer custom cryptography?

- Distrust in TLS?
 - Early concerns on TLS Certificate Authority ecosystem circa 2011
- Obfuscation mechanism?
 - Why not just use commercial packers?
- OS performance / compatibility ?
 - Fragmented Android OS and app store ecosystem increases the need for dirty patches and workarounds
- Network filtering?
 - Prevalent ISP filtering and traffic poisoning prompts the need for dirty patches
- “Not invented here” problem?
- Technical debt / inertia

Discussion:

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- Distrust in TLS?
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patches and workarounds
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- “Not invented here” problem?
- Technical debt / inertia



Probably a mix of all reasons!

Discussion:

How can we improve security in Chinese ALL apps?

- Continued study of privacy and security of consumer apps?
- Researchers should engage more with Global South developers and security engineers?
- App store reviews/attestation of network security?
- OS vendors should provide better documentation, easy-to-use development tools?

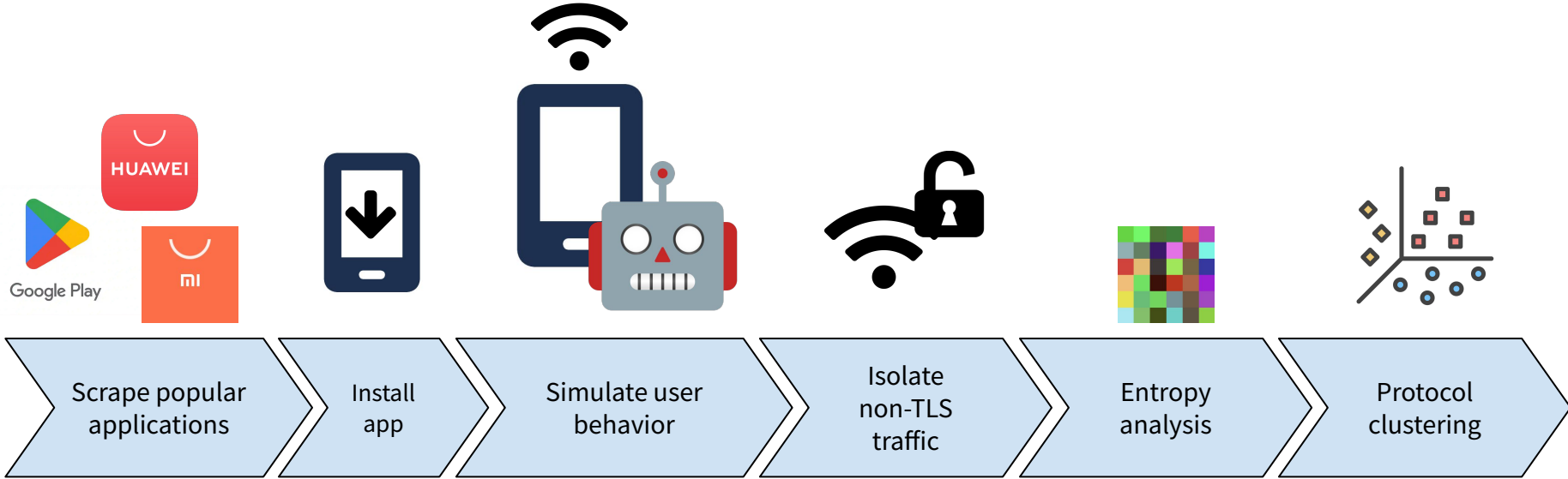
Thank you! Questions?

pellaeon@citizenlab.ca
monaw@princeton.edu



Link to full report

Appendix



Is the proprietary cryptography secure?

Protocol family	# apps	Cumulative downloads	Most downloaded app	MAU	Decryptable	Fixed?	Decrypted request contents
Kuaishou SDK	76	35.10B	Kuaishou	692 mill	YES	YES	Device metadata
██████████	82	30.30B	██████████	██████████	YES	Tried to	Device metadata
██████████	15	25.43B	██████████	██████████	YES	NO	Browsing data
██████████	11	18.10B	██████████	██████████	YES	NO	DNS requests
██████████	7	17.62B	██████████	██████████	YES	NO	Browsing data
iQIYI	3	11.28B	iQIYI	429 mill	YES	YES	Network metadata
██████████	37	10.34B	██████████	██████████	YES	NO	Security config*
MMTLS	1	9.23B	WeChat	1.3 bill	NO	-	-
██████████	38	9.02B	██████████	██████████	YES	NO	Device metadata

*contained vuln s.t. network attackers can read file contents on users phones