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# Digital Crime Scene Investigation for Zettabyte File System

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# Expected Outcome

- File system basics
- Digital forensics on file system
- ZFS basics
- Digital forensics on ZFS with our new ZDB

# Topic Outline

- Introduction
- File system in Unix
- ZFS overview
- New ZDB feature

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# INTRODUCTION

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# File System Basics

- Computer stores data on disk
- File system is the layer above the disk
- File system is like a filing cabinet

# Digital Forensics

- Digital crime scene investigation is sometimes referred to as Digital Forensics
- Forensic science on computer
- Finding legal evidence
- Identifying how a computer arrives as its current state

# Difficulties in file system forensics

- File system cannot be modified
- Every detail counts
- Access time, change time, owner, file content
- No mistakes allowed

# ZFS

- Zettabyte File System (ZFS)
- New file system from Sun Microsystems
- ZDB is a file system debugger for ZFS
- 1 Zettabyte = 1billion terabytes

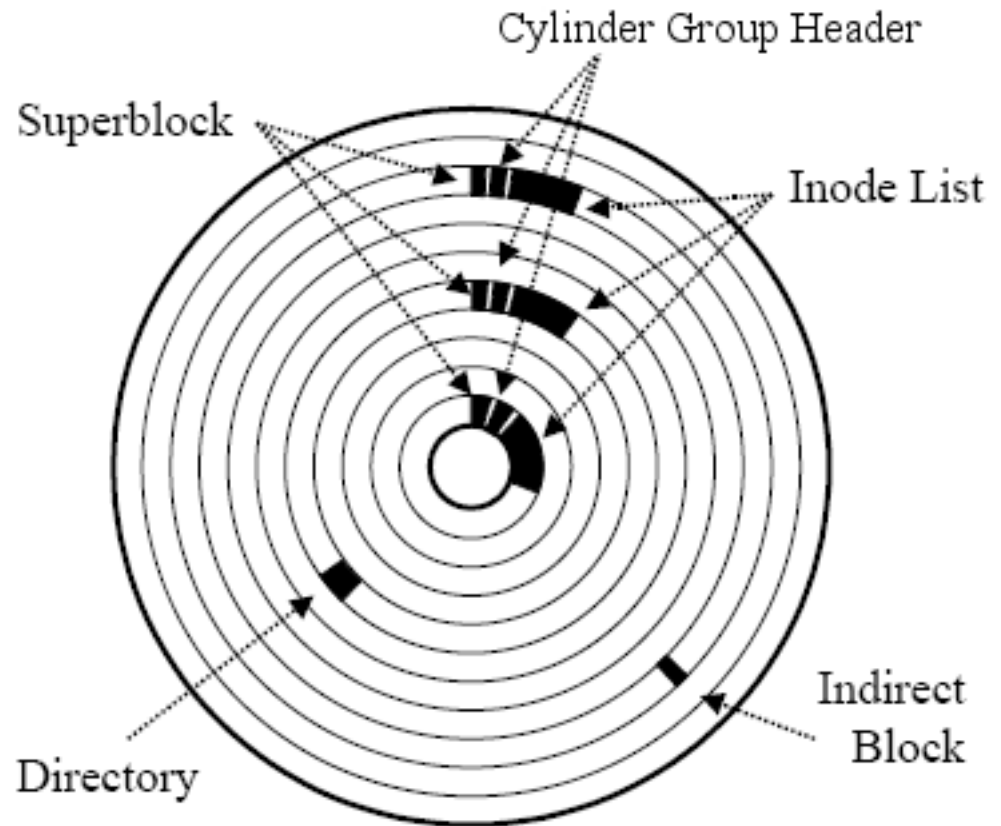
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# FILE SYSTEMS IN UNIX

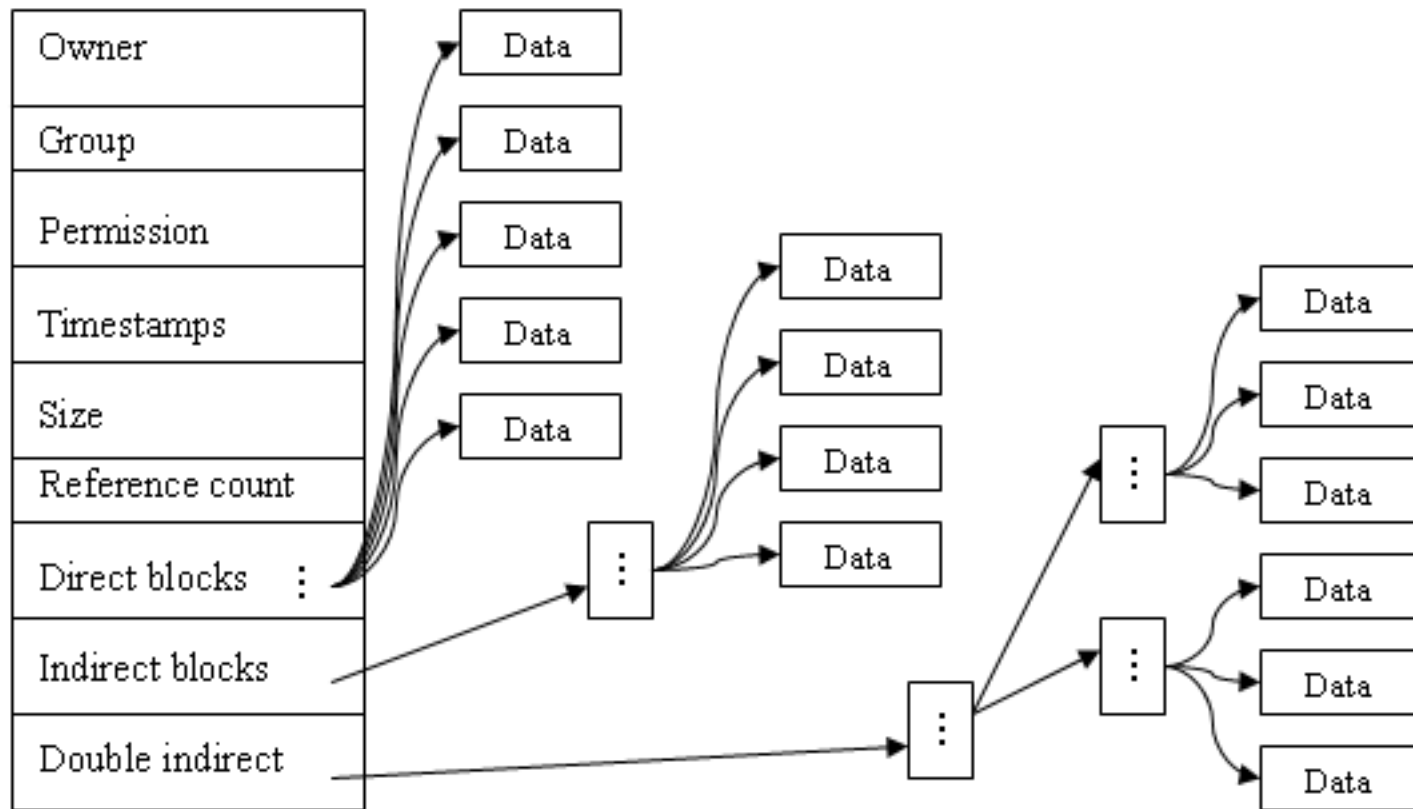
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# File System Basics

- Partition
- Cylinder Group
- Superblock
- Inodes



# Inode



# How do operating system store files?

## ■ Unix Sixth Edition from 1977

```
5507: struct  file
5508: {
5509:     char    f_flag;
5510:     char    f_count;        /* reference count */
5511:     int     f_inode;       /* pointer to inode structure */
5512:     char    *f_offset[2];  /* read/write character pointer */
5513: } file[NFILE];
```

- Modern Unix have more complex `struct file` but the idea is the same

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ZFS

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# Do we need this project?

- OpenSolaris Forensic Toolset proposal  
<http://www.opensolaris.org/jive/thread.jspx?threadID=45379>
- The scope is much larger than ours
- It includes:
  - Live monitoring
  - Live system dissection tool with Modular debugger and Dtrace
  - Malware detection tool
  - Forensics bootable DVD
  - Solaris fingerprint database

# Deleting a file in ZFS

```
unlink() -> vn_remove() -> vn_removeat() ->  
VOP_REMOVE() -> zfs_remove() ->  
zfs_link_delete() -> zfs_znode_delete() ->  
zfs_znode_free() -> zfs_log_remove()
```

- **Can also verify by**

```
dd if=/dev/dsk/c0t0d0s0 | strings |  
grep illegal_data
```

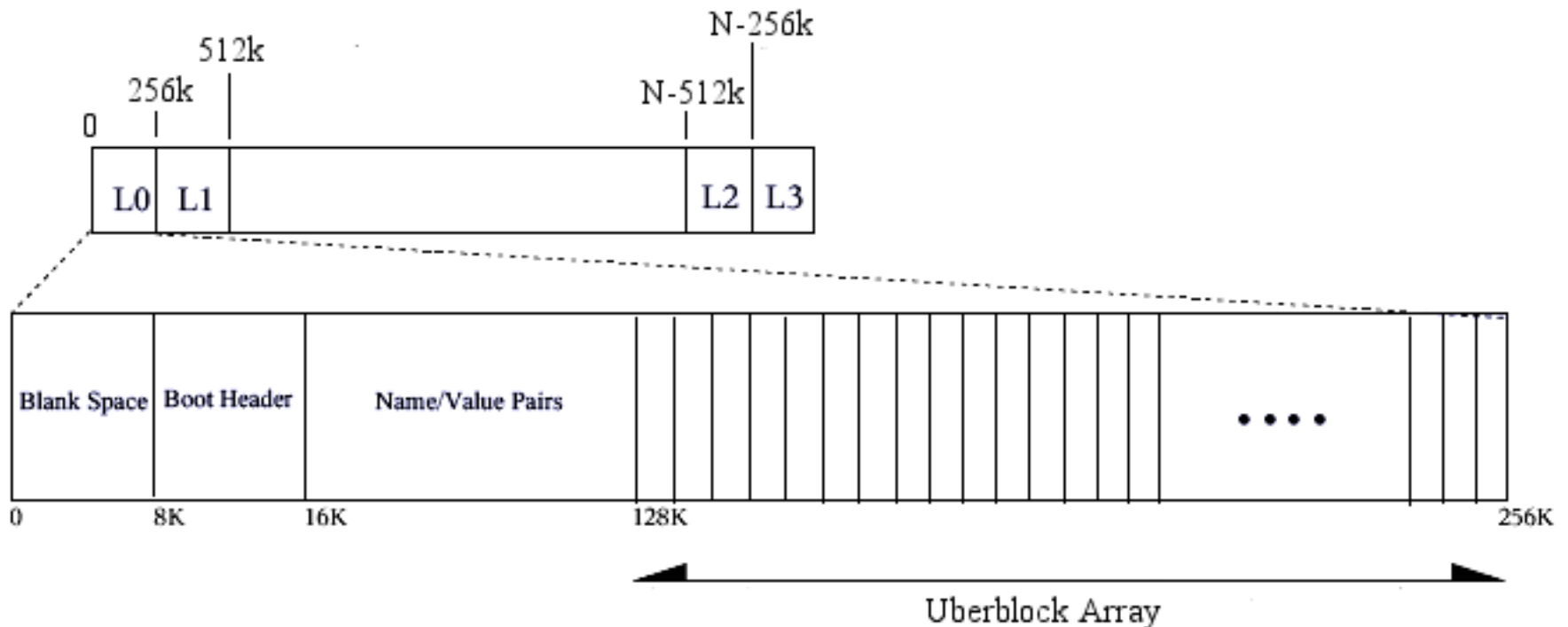
# Design and Concept

- No more re-partitioning
- Guarantee file system consistency
- Self-healing

# ZFS Basics

- Virtual Device (vdev)
- Vdev label
- Uberblock
- Block pointer containing a Data Virtual Address pointing to data blocks on disk
- Every object is described by a dnode

# Virtual Device and Label



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# NEW ZDB FEATURE

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# Our new ZDB extension

- Retrieve the active ZFS uberblock and block pointer
- Retrieve the dnode for the metadata object set
- Retrieve the Object Directory dnode and its ZAP object
- Retrieve the DSL Directory object
- Retrieve the DSL Dataset object
- Using the DSL Dataset dnode, retrieve the ZFS file system object set
- Using the ZFS file system object, get the Master dnode and its ZAP object
- From the ZAP object of the Master dnode, get the root directory dnode of the ZFS file system
- From the block pointer of the root directory, find the object id of our target file
- Using the address stored in the object id dnode, retrieve the block of data directly from the disk and output the raw data.

# Summary

- In summary, our new ZDB travels through layers of the ZFS file system to search for the target data stored on disk.
- ZDB grabs a chunk of data directly from the disk without invoking the file system of the operating system

# Future work

- Add option to trace whole uberblock array
- Turn code into library function
- Clean up and submit