

Twitter Social Network Forensics on Windows 10

Ming Sang Chang¹, Chih Yen Chang²

¹ Department of Information Management, Central Police University, Taoyuan City, Taiwan

² Graduate Institute of Communication Engineering, National Taiwan University, Taiwan

Abstract

Social networking has changed the way people communicate with each other. It is used by a wide range of age groups. Social networking applications like Twitter, Google+, Facebook, and LinkedIn which facilitate users to send and receive messages, upload posts and comments via various end devices. Its extensive use in everyday and can also be used to commit crime such as cyber stalking, cyber bullying, etc. In order to identify crimes, it is essentially required to retrieve these traces and evidences by using appropriate forensic technique. This paper studies the artifacts left by Twitter application with Windows 10 and presents evidence gathering of Twitter application. It proves beneficial for forensic analysts as it assists them in course of mapping and locating digital evidences of Twitter on Windows 10 PC.

Keywords: Social networking, Twitter, Digital forensics.

1. Introduction

Over the past years, social networks have become the largest and fastest growing websites on the Internet. There are some popular social networking sites such as Facebook, YouTube, Twitter, LinkedIn, and Google+ [1]. A social networking service is an online platform that is used by people to build social networks with other people. They share similar personal interests, activities, or real-life connections [2]. Social networking sites allow users to share ideas, photos and videos, posts, activities, and events in their network. Various types of personal information are shared on social networking platforms such as name, email addresses, phone numbers, photos, and date of birth. Social networking sites contain sensitive and personal data of billions of people [3].

Twitter is an online social networking service that enables users to send and read short 140-character messages called tweets. Registered users can read and post tweets, but those who are unregistered can only read them. Twitter was created in March 2006 and launched in July 2006. The service rapidly gained worldwide popularity, with more than 100 million users posting 340 million tweets a day in 2012 [4]. In 2013, it was one of the ten most visited websites. As of March 2016, Twitter has more than 310 million monthly active users [5]. Tweets are publicly

visible by default, but senders can restrict message delivery to just their followers. Users may subscribe to other users' tweets. This is known as followers. Users can also like individual tweets. Twitter allows users to update their profile via their mobile phone either by text messaging or by apps released for certain smartphones, personal computer, and tablets. On May 24, 2016, Twitter announced that media such as photos and videos, and the person's handle, would not count against the 140 character limit. Twitter is a cross platform application for Windows, MAC, iOS, Android, etc. It is a widely used. As the use of Twitter is increasing, it is important to take measures in advance from forensic standpoint forecasting the potential use of it in cybercrimes such as hacking, copyright infringement, cyber stalking, and cyber bullying. To solve social networking cybercrimes, investigator need to perform forensic analysis of suspect device to find digital evidences.

User devices and social networking applications may hold the data that can provide evidence of the activities carried out through them. The use environment of the social networking applications can provide evidences. These evidences can be used to profile the behavior of its user and may even allow the investigator to anticipate the users' actions [6-8]. Each device and application has its own acquisition requirements and potential sets of evidence. Many of the activities are logged on the hard disk and memory of the device from which access is made. The remnants may reveal details about private connections and the user activities. Due to increased usage of Windows OS on desktop investigating Windows behavior has become imperative for forensic investigators. In this work, we study and report the forensic analysis of Twitter on windows 10 operating system.

The rest of the paper is organized as follows: In section 2 introduces the related works. In section 3, we outline the research methodology. In section 4, results and analysis are described. In section 5, we discuss our research findings. Finally, section 6 is a conclusion.

2. Related Works

The evidences were stored on three principle areas by using social networking. They are hard drive, memory, and network. Some social networking services have the ability to log information on the user's hard drive [9]. To use a social networking, an account must be established to create a screen name provided with user information. Some instant messenger providers might assist the investigation with information of the account owner.

Evidence can be found in various internet file caches used by Internet Explorer for volatile social networking and each cache holds different pieces of data. Apart from the normal files, files left by instant messenger on a hard drive can be in temp file format and will generally be deleted could be very difficult to retrieve once the machine is power down. An operating system generally stores information of all the installed and uninstalled applications in the system. The uninstalled application also leaves evidence. If a user has deleted an instant messenger application, there is a chance that a record can be found in the registry to prove that the instant messenger has once installed onto the system. Information is also stored within the memory. Since every application requires memory to execute, it is logical to think that there evidence could be left behind in the system's memory. The analysis on live memory has allows us to extend the possibility in providing additional contextual information for any cases. For any Windows based operating system, it is important evidence can usually be found beneath the physical memory, hibernation file and pagefile [10].

Artifacts of instant messaging have been of interest in many different digital forensic studies. Early work focused on artifacts left behind by many instant messaging applications, such as MSN Messenger [11], Yahoo Messenger [12], and AOL Instant Messenger [13]. Said et al. [14] investigated Facebook and other social networking applications, it was determined that only BlackBerry Bold 9700 and iPhone 3G/3GS provided evidence of Facebook unencrypted. Sgaras et al. [15] analyzed Skype and several other VoIP applications for iOS and Android platforms. It was concluded that the Android apps store far less artifacts than of the iOS apps. Chu et al. [16] focused on live data acquisition from personal computer and was able to identify distinct strings that will assist forensic practitioners with reconstruction of the previous Facebook sessions. Iqbal et al. [17] studied the artifacts left by the ChatON instant messaging application. The analysis was conducted on an iPhone running iOS6 and a Samsung Galaxy Note running Android 4.1. Walnycky et al. [18] added that artifacts of the Facebook Messenger could vary depending on user settings, OS version, and manufacturer.

Azfar A. et al. [19] adapt a widely used adversary model from the cryptographic literature to formally capture a forensic investigator's capabilities during the collection and analysis of evidentiary materials from mobile devices. In 2013 Mahajan et al., [20] performed forensic analysis of Whatsapp and Viber on five android phones using UFED and manual analysis. Cosimo Anglano [21] carried out Whatsapp forensics on Android in 2014 using YouWave virtualization platform. Levendoski et al. [22] concluded that artifacts of the Yahoo Messenger client produced a different directory structure on Windows Vista and 7. Wong et al. [23] and Al Mutawa et al. [24] demonstrated that artifacts of the Facebook web-application could be recovered from memory dumps and web browsing cache.

To our knowledge, no detailed analysis of Twitter artifacts on Windows 10 has been undertaken, hence this research aims to fill the gap and provide a road map of Twitter forensic artifacts.

3. Methodology

In our research, we use virtual machines with a standard installation of Windows 10 build 10240. The Internet Explorer 11.0.10240 and Google Chrome 44.0.2403 were installed on Windows 10. We set up 32 different configurations and analyze them. We don't re-configure and copy physical hard disk drives. This allowed us to examine a variety of test in several configurations and to facilitate forensic analysis of Twitter. We focus on identifying data remnants of the activities of Twitter on a Windows 10 PC. This is undertaken to determine the remnants an examiner should search for when Twitter is suspected. Our research also includes the circumstances of using anti-forensic methodology to hide evidence, and whether remnants remain to identify the use of Twitter.

This research focuses on what data remnants on Windows 10 PC after a user log in, post message, and send message of the use of Twitter. We want to find username, password, text, and files. In addition, we also create circumstances to simulate a user running **CCleaner** V1.13.50 to remove evidences. There are 32 virtual machines which replicate different circumstance of activities to gather the data in relation to the use of Twitter on Windows 10. We make multiple scenarios to explore the use of Twitter. The virtual machines were created for each different circumstance of Twitter activities. This represents different physical computer systems available for analysis, with different circumstances and data remnants available for analysis on each VM. The virtual machines reduce the costs of the study, since neither many

real personal computers are necessary to carry out the experiments.

Our experimental test-bed consists of a set of virtual machines. That is VMware Workstation V10.0.0. For each experiment, Windows 10 was installed on every virtual machine. In each experiment, we assign a role to each virtual device. We use it to carry out the corresponding activities. At the end of the experiment, we suspend the virtual device. We parse the file implementing the corresponding internal memory and hard drive by means of WinHex 17.4, SQLite V2.0.1, AccessData FTK Imager V3.1.1.8, MANDIANT Memoryze V3.0, and Social Password Decryptor V6.5.

According to the activities of Twitter, we create eight sub-experiment systems. They are Login-VM, PostText-VM, ReplyText-VM, DeleteText-VM, PostImage-VM, DeleteImage-VM, SendMessage-VM, and DeleteMessage-VM. There are four environments in each sub-experiment system. They include two different browser modes of Internet Explorer and Google Chrome. The activities of default browser mode and private browser mode of Internet Explorer are in different virtual machines that are different scenarios. Google Chrome also has default browser mode and incognito browser mode that are different scenarios. In all experiments, there are 32 virtual machines to gather the data in relation to the activities of Twitter.

The different actions undertaken are as follows. We divide them in eight cases.

1. The first case was to install Internet Explorer (IE) and Google Chrome (GC) into different base virtual machine with Windows 10.
2. The second case was to make four copies of the base virtual PC with IE and GC for each scenario. An account of Twitter was created for these experiments. We use email address to sign in Twitter on four different virtual PCs. We do nothing and sign out. Then we use SQLite Database Browser, WinHex, and Social Password Decryptor to find the data remnants of the account and password.
3. The third case was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for posting text. After posting text we sign out and find the data remnants on Virtual PC.
4. The fourth case was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for uploading reply comments. After uploading replying text we sign out and find the data remnants on Virtual PC.
5. The fifth case was to make four copies of the base virtual PC with IE and GC for each scenario. There are

four scenarios for deleting uploading text. After deleting text we sign out and find the data remnants on Virtual PC.

6. The sixth case was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for posting image. After posting image we sign out and find the data remnants on Virtual PC.
7. The seventh case was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for deleting uploading image. After deleting image we sign out and find the data remnants on Virtual PC.
8. The eighth case was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for sending text message. After sending text message we sign out and find the data remnants on Virtual PC.
9. The ninth case was to make four copies of the base virtual PC with IE and GC for each scenario. There are four scenarios for deleting sending text. After deleting text we sign out and find the data remnants on Virtual PC.

4. Result and Analysis

In this section we will describe the remnants of the use of Twitter.

4.1 Login-VM

(1) IE default browser mode: We find the login account (im1033087) and password as shown in Figure 1. After CCleaner was run to delete temporary, history, cookies, recycle bin, memory dumps, log files, etc. The login account can only be found.

```

143074940 73 73 20 70 62 61 63 65 68 67 6C 64 65 72 22 3E 0A 20 20 20 20 20 20 0A 3C 73 74 79 6C 65 20 69 <style i
143074940 64 3D 22 75 73 65 72 20 73 74 79 6C 65 20 69 6D 31 30 33 33 30 38 37 22 3E 0A 0A 0A 0A 0A 20 <=user-style-im1033087"
17047040 35 42 75 73 65 72 6E 61 6D 65 5F 6F 72 5F 65 6D 61 69 6C 25 35 44 3D 69 6D 31 30 33 33 30 38 37 <Susername_or_email1450=im1033087
17047040 26 73 65 73 73 69 6F 6E 25 35 42 70 61 73 73 77 6F 72 64 25 35 44 3D 7A 61 71 31 32 57 53 58 26 <session450password450=raql2083
17047080 61 75 74 68 65 6E 74 69 63 69 74 79 5F 74 6F 68 65 6E 3D 62 34 65 37 62 32 36 34 66 65 35 62 63 <authenticity_token=64e7b2264fe5c

```

Figure 1 the remnants of login with IE

(2) IE private browser mode: We find the login account name but can't find the password. In this experiment, a search for the login password produced no matches in the forensic image and memory dump. After running CCleaner the remnants can be found as before.

(3) GC default browser mode: We find the login account and the password as shown in Figure 2. After running CCleaner the remnants can be found as before.

which gave us an advantage to download or run executable files without having to worry about any executable affecting the host machine. Other than that all our forensic data was not leaked to the outside world and a separate environment was provided to hold all our files in one place.

6. Conclusions

Social networking is increasingly popular among individuals and business organizations. Applications such as Twitter, Facebook, YouTube, and LinkedIn are some of the commonly used applications. With the tremendous use of such applications, it may be used to commit crimes. It is important to identify the forensic artifacts left by these applications. In this paper we have presented the findings from our forensic examination of Twitter application with Windows 10. The study consists of login, uploading post, sending message, and other Twitter activities. The results indicated that use of the Twitter for Windows 10 leave useful evidential material on the hard drive and memory dumps. The implementation may vary between different end devices. Possible work can be done to identify its artifacts that are left on other devices.

References

- [1] Top 15 Most Popular Social Networking Sites, August 2016. <http://www.ebizmba.com/articles/social-networking-websites> [last accessed 16.08.2016]
- [2] Buettner, R. Getting a Job via Career-oriented Social Networking Sites: The Weakness of Ties. 49th Annual Hawaii International Conference on System Sciences, January 5-8, 2016. DOI: 10.13140/RG.2.1.3249.2241.
- [3] Number of monthly active Facebook users worldwide as of 2nd quarter 2016. <http://www.statista.com/statistics/264810/number-of-monthly-active-facebook-users-worldwide/> [last accessed 20.08.2016]
- [4] Twitter (March 21, 2012). "Twitter turns six". Twitter
- [5] "About Twitter, Inc.". Twitter.
- [6] Orebaugh, A., Allnut, J. Data Mining Instant Messaging Communications to Perform Author Identification for Cybercrime Investigations, In Book: Digital Forensics and Cyber Crime, Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering 2010; pp. 99-110
- [7] Iqbal, Asif, Al Obaidli, H., Marrington, A., & Jones, A. Windows Surface RT tablet forensics. *Digital Investigation* 2014; 11, S87-S93.
- [8] The United Nations Office on Drugs and Crime, "Comprehensive study on Cybercrime," Technical Report. United Nations; 2013. https://www.unodc.org/documents/organized-crime/UNODC_CCPCJ_EG.4_2013/CYBERCRIME_STUDY_210213.pdf [last accessed 06.08.2016]
- [9] Alberto R. Gonzales, Regina B. Schofield, David W. Hagy, "Investigations Involving the Internet and Computer Networks," Washington, DC: National Institute of Justice, 2007. <https://www.ncjrs.gov/pdffiles1/nij/210798.pdf> [last accessed 05.07.2016].
- [10] Gao, Y., & Cao, T., "Memory forensics for QQ from a live system," *Journal of computers*, 5(4):541-548., 2010.
- [11] Dickson M, "An examination into MSN Messenger 7.5 contact identification," *Digital Investigation*, 3(2):79-83., 2006.
- [12] Dickson M, "An examination into Yahoo Messenger 7.0 contact identification," *Digital Investigation*, 3(3):159-165., 2006.
- [13] Reust, J., "Case study: AOL instant messenger trace evidence," *Digital Investigation*, 3(4):238-243., 2006.
- [14] Said H, Yousif A, Humaid H., "iPhone forensics techniques and crime investigation," *International Conference and Workshop on Current Trends in Information Technology*, pp. 120-125., 2011.
- [15] Sgaras C, Kechadi M-T, Le-Khac N-A., "Forensics Acquisition and Analysis of Instant Messaging and VoIP Applications," *Computational Forensics*. Springer International Publishing, pp. 188-199., 2015.
- [16] Chu H-C, Deng D-J, Park JH., "Live Data Mining Concerning Social Networking Forensics Based on a Facebook Session Through Aggregation of Social Data," *IEEE Journal on Selected Areas in Communications*, 29(7):1368-1376., 2011.
- [17] Iqbal, Asif, Andrew Marrington, and Ibrahim Baggili., "Forensic artifacts of the ChatON Instant Messaging application," 2013 Eighth International Workshop on Systematic Approaches to Digital Forensic Engineering (SADFE), pp. 1-6., 2013.
- [18] Walnycky D, Baggili I, Marrington A, Moore J, Breitinger F., "Network and device forensic analysis of Android social-messaging applications," *Digital Investigation*, Vol. 14, Supplement 1: S77-84., 2015.
- [19] Azfar A, Choo K-KR, Liu L., "An Android Social App Forensics Adversary Model," In *Proceedings of Annual Hawaii International Conference on System Sciences (HICSS 2016)*, pp.5597 – 5606., 2016.
- [20] Mahajan, A., Dahiya, M. S., Sanghvi, H. P., "Forensic Analysis of Instant Messenger Applications on Android Devices," *International Journal of Computer Applications*, 68(8):38-44., 2013.
- [21] Anglano C., "Forensic analysis of WhatsApp Messenger on Android smartphones," *Digital Investigation*, 11:201-213., 2014.
- [22] Levandoski M, Datar T, Rogers M., "Yahoo! Messenger Forensics on Windows Vista and Windows 7," *Digital Forensics and Cyber Crime*, Vol. 88. Berlin, Heidelberg: Springer Berlin Heidelberg, pp. 172-179., 2012.
- [23] Wong K, Lai ACT, Yeung JCK, Lee WL, Chan PH., "Facebook Forensics," *Valkyrie-X Security Research Group*, 2011. https://www.fbiic.gov/public/2011/jul/facebook_forensics-finalized.pdf [last accessed 01.08.2016]
- [24] Al Mutawa N, Al Awadhi I, Baggili I, Marrington A., "Forensic artifacts of Facebook's instant messaging service," *International Conference for Internet Technology and Secured Transactions (ICITST)*, pp. 771-776., 2011.