

Malware



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Virus writers, who are they?

- Programmers who want to prove their skills to the community ('80-'90)
- Spammers
- Criminals searching for passwords and credit card numbers
- Detectives or secret services searching for personal information
- Intelligence agencies for cyber-warfare

Who writes malware?

In the past ('80-'90), the virus writers were principally young male programmers wanting to prove their skills to the community of *black hats*.

Nowadays, malware is developed mainly for business purposes. Spammers create malware in order to force legitimate email accounts to send spam. Criminals develop spyware, in order to steal passwords and credit card numbers.

Finally, detectives and intelligence agencies develop malware to gather information about people under investigation, to perform industrial espionage or sabotage, or for cyber-warfare purposes.

Terminology

- **Malware:** Software that performs unwanted features
 - *Virus:* A piece of code which infects an executable file and auto-replicates
 - *Worm:* A program which infects a computer and auto-replicates through the Internet
 - *Trojan horse:* A program which performs actions unwanted by the user (does not reproduce)



The *malware* is software that performs features that are unwanted by the user.

A first classification of malware is based on its infection paradigm. A *virus* is a piece of code (not a standalone program) which infects executable files. A *worm* is a standalone program which infects computers (typically through the Internet). Finally, a *trojan horse* is a program which infects computers but does not self-propagate to other hosts.

Actually, (pure) viruses are very rare nowadays. The majority of malware is constituted by trojans and worms.

Terminology

- *Spyware*: Malware that collects information about the user and possibly sends it through Internet
- *Keylogger*: Spyware that records the key strokes
- *Adware*: Software (possibly malware) that displays advertising
- *Rootkit*: Malware that grants privileged access to the host system
- *Dialer*: Malware that performs phone calls (old 56k modem or modern smartphones)

We can make another classification of malware, basing on its objective.

Spyware is the malware which gathers information about the victim and possibly sends them to the cracker via Internet. A *keylogger* is a type of spyware which records the pressed keys. It is very useful to steal passwords. *Adware* shows advertising to the user, and is not necessarily malware. It is considered malware if the user did not give his consent to receive such advertising. A *rootkit* is the malware which grants a remote and privileged access to the victim's computer, typically through a remote shell. Finally, a *dialer* is malware that performs (pay per) phone calls to specific numbers. They were widespread in the '80-'90, when the majority of Internet connections were 56k-based. Nowadays, they made a strong comeback due to the diffusion of smartphones.

Malware functionalities

- Execution and infection (infection location)
- Self-replication (infect another host)
- Privilege escalation
- Manipulation (damage the host)
- Concealment (hide from detection)

The main functionalities of malware are the following:

1) Execution and infection. In order to execute the first time, the malware can leverage on poor precautions of the user, which runs suspect programs without security checks, or even on a security vulnerability of the software, without user's participation. In the first execution the malware *infects* the host (*installation*), that is, the malware makes sure about its successive executions. These features are mandatory for every malware. The following features are optional.

2) Self-replication. The malware propagates itself by infecting other hosts.

3) Privilege escalation. On the first execution, the malware assumes the privileges of the application it cracked. If this application run with limited privileges, the malware will have to assume administrator's privileges, in order to take the full control of the system. Typically, this is done by leveraging on a vulnerability of some admin-privileged process.

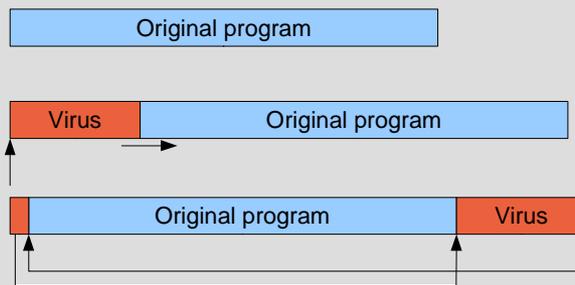
4) Manipulation. The malware modifies in some way the host and make some damage.

5) Concealment. The malware hides its presence to the user and the anti-virus software.

Execution of viruses

- Infection location:

- Prepending
- Appending
- ...



The old-fashioned '80 viruses acted this way. They appended or prepended on executable files (programs, dynamic libraries, etc.) and run before the legitimate program. They infected executables rather than computers, and they spread from a computer to another through floppy discs containing infected executables.

Pseudo-code of a virus

```
void virus(){
    const char* signature = "1234567";

    Avoid multiple infection {
        do{
            get_random_executable_file();
            if(first_bytes != signature){
                prepend_me_to_file(); } Infection
            }
        } while(first_bytes != signature);

    Damage {
        if(trigger){
            do_some_damage();
        }

        execute_host_program();
    }
}
```

The image above shows the pseudo-code of a typical virus. The virus code is executed every time the user executes the program. It contains a mechanism to avoid multiple infections of the same executable. The mechanism involves a signature, that is a sequence of bytes by which the virus self-identifies. During the infection phase, the virus seeks for a non-infected executable and infects it. Then, if some particular activation condition is met, it makes some damage. Finally, it runs the original program.

Note that the virus is not a standalone program. It is rather a “fragment of code”, which “becomes alive” by appending itself to another program.

Pseudo-code of a worm

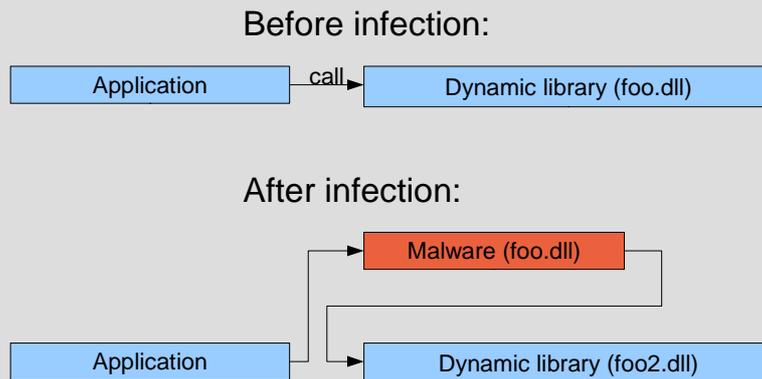
```
void main(){ // worm
Avoid multiple infection { check_if_already_infected();
                          if(already_infected){
                            return;
                          }
Infection { infect(); // make sure of successive executions
Privilege escalation { if(!admin_privileges){
                       get_admin_privileges();
                       }
Activation { for(;;){
Self-replication {   block_until_some_condition();
Manipulation {       send_copies_of_me_over_internet();
                    do_some_damage();
                    }
}
```

The image above shows the pseudo-code of a typical worm. Note that this time the malware is a standalone program (`void main`).

Once the worm is executed, it checks whether the computer is already infected. If it is not, it infects on the system. Then, it checks for administrator privileges, and performs privilege escalation in case. After that, it blocks its execution until an activation condition is met. When it activates, it tries to infect other hosts through Internet and makes some damage.

Infection

- Registering as a start-up program
- Hijacking:



How malware assures its successive executions, every time the computer is booted?

There are many methods to do this. A first one is simply to register itself as a start-up program. As the operative system boots, it runs the malware together with the other services. Another method is the hijacking. The malware substitutes a legitimate library (e.g. a DLL) assuming its name and interface. When an application calls a method of the library, it actually executes the malware, which in turn forwards the call to the legitimate library. In this way the malware executes without the application noticing anything.

Self-replication

- A worm uses security vulnerabilities to infect other computers
- Infection vectors:
 - Web page
 - P2P
 - Any file containing code (executable, document, etc.)
 - Email (with file attached)
 - USB autorun
 - Malformed requests

Typically, a worm uses the following infection vectors to propagate to a host to another:

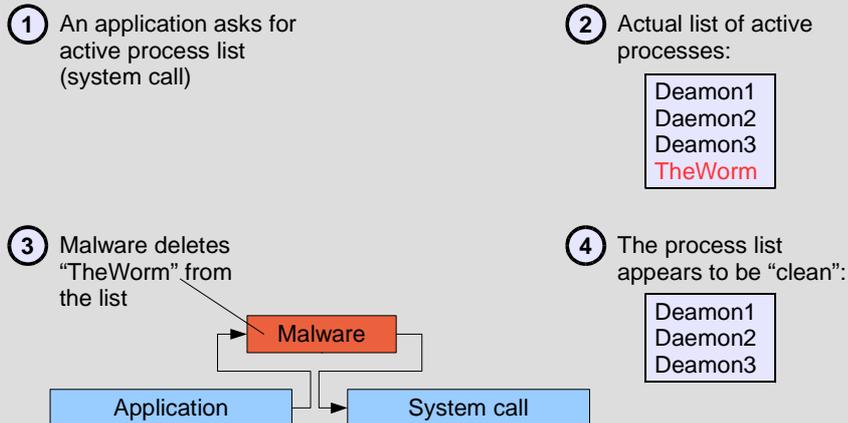
- 1) A web site, cracked or controlled directly by the malware writer.
- 2) Peer to peer channels. Especially through the “fakes”.
- 3) Any file containing code. Thus, not only executables but every file format which can contain scripts or macros, like Word documents, etc.
- 4) Emails with attached an infected file.
- 5) The autorun functionality of the USB flash drives.
- 6) Malformed requests which leverages on vulnerabilities (e.g. buffer overflow) of the receiving applications.

Concealment



Concealment

- Concealment through system call hijacking:



Some malware takes actions in order to hide its infection. Several techniques are possible. The image above shows an example:

1) An application (or the user) wants to view the list of the active processes.

2) In the process list, among legitimate processes, there is the worm's process. The malware wants to hide it.

3) The malware hijacks the library call that retrieves the active process list. It intercepts the system call and cancels its name from the actual list.

4) The application (or the user) views the "clean" list.

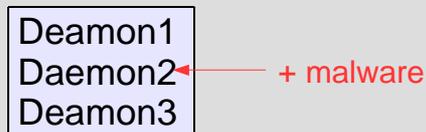
Concealment

- Concealment through Dll-Injection

- Inject malicious code into a legitimate process

- Effects:

- Conceal from detection
 - Grant access to process's resources



Another technique is called Dll-Injection. In this case, the worm injects its code, usually a Dll image, inside another legitimate process. In this way, the malware conceals from detection and accesses the resources of the injected process.

Anti-virus



Anti-virus functionalities

- Recognize malware
 - Prevent infection
 - Detect infection
- Remove malware
- Other functions, like firewall, intrusion detection, anti-spam, anti-phishing

The main functionalities of anti-virus software are the following three:

- 1) *Prevent* malware's infection
- 2) *Detect* malware's infection
- 3) *Remove* malware's infection

The first two features require the ability to *recognize* malware from legitimate software, before and after the infection.

Modern anti-virus software has other features, among which firewall, intrusion detection, anti-spam and anti-phishing.

Malware detection

Is it possible to develop
a perfect malware detector?

Cohen's theorem

“A perfect malware detector is impossible”

Proof (by contradiction):

① `bool is_malware(·);`

② `void my_prog(){
 if(!is_malware(my_prog)){
 behave_like_malware();
 }
}`

③ `is_malware(my_prog)`

~~false~~

~~true~~

Fred Cohen (the inventor of the word “computer virus”) developed the following theorem: “a perfect malware detector is impossible”. A proof by contradiction follows.

1) Let us suppose a function `is_malware(·)` exists, which examines a program or a piece of code and returns `true` or `false` whether the code is malware or not. Let us suppose that `is_malware` is perfect, that is it does not give any false negatives nor false positives.

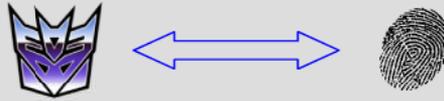
2) Then, it is possible to build a program named `my_prog`, which executes `is_malware` on itself. It behaves like a malware if the function return `false`, it does nothing otherwise.

3) `is_malware(my_prog)` cannot return neither `true` or `false`. If it return `true`, `my_prog` will not be malware, thus it will be a false positive. If it return `false`, `my_prog` will be a malware, thus it will be a false negative.

Hence, such a perfect malware detector is not possible.

Signature-based detection

- *Malware signature*: byte-pattern that identifies malicious code (or a family of)
- Signature remains the same:
 - In the infection vector
 - In the infected processes

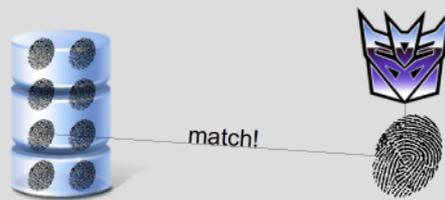


The real-life anti-virus software tries to recognize malware by means of two main techniques: signature-based detection and anomaly-based detection.

A signature is a sequence of instructions in the code of a piece of malware, which univocally identifies it. The presence of a signature reveals the presence of malware inside an infected file or a running process.

Signature-based detection

- Use handmade databases of malware's signatures
- Databases must be periodically updated



The signature-based detection relies on a database of malware's signatures. Every suspect program is checked to contain such signatures. Obviously, signature database is periodically updated by the anti-virus company.

Signature-based detection

- Signature-based detection
 - Efficient
 - No false positives
 - Identification of malware
 - No protection against new malware
 - No protection against polymorphic malware

Such a method is efficient, gives very rare false positives, and identifies the specific malware, rather than detecting its presence only. The identification is particularly important for the sake of the removal procedure. Different malware requires different removal procedures. This is the main recognizing method of every anti-virus software.

The main drawback of this method is that it cannot recognize new malware, whose signature has not been isolated yet. Another drawback is that it does not protect against polymorphic malware, as we will see in the following.

Self-encrypting malware



On first execution:

```
retrieve_key();  
decrypt_malware_code();  
execute_malware_code();
```

On self-replication:

```
generate_random_key();  
crypt_malware_code();  
send_infection();
```

The malware can self-encrypt itself in order to avoid detection. The image above shows an example of self-encrypting malware. The decryptor and key are stored in the clear before the cyphered malware's code. During the first execution, the decryptor recover the malware's code and executes it. During the self-replication phase, the malware chooses a new random key and encrypts its code.

Note that a strong encrypting algorithm is not needed here. The cyphering aims only at avoid the detection, rather than protecting the confidentiality. Very simple encrypting algorithms like XOR masks are often used.

Self-encrypting malware

- Self-encryption
 - Efficient
 - Malware detection system can match the decryptor as a signature

This concealment technique is easy and efficient, but malware can still be recognized by means of the code of the decryptor. In fact, such a code does not vary from an infection to another and can be used as a signature. However, this technique is still useful for the malware, because it significantly reduces the space where a signature can be found.

Polymorphic malware

- Changes its form from generation to generation
- Does not change its behaviour

A more advanced technique is polymorphism, which consists in changing the code of the malware without changing its behaviour.

Polymorphic malware

- Code obfuscation: `nop` insertion

00401005	8BF0	MOV ESI, EAX	00401005	8BF0	MOV ESI, EAX
00401007	3E:8A00	MOV AL, BYTE PTR DS:[EAX]	00401007	3E:8A00	MOV AL, BYTE PTR DS:[EAX]
0040100A	84C0	TEST AL, AL	0040100A	84C0	TEST AL, AL
0040100C	74 46	JE SHORT Test.00401054	0040100C	74 49	JE SHORT Test.00401057
0040100E	53	PUSH EBX	0040100E	53	PUSH EBX
0040100F	3E:8F05 74F940	POP DWORD PTR DS:[40F974]	0040100F	3E:8E05 74E940	POP DWORD PTR DS:[40F974]
00401016	D3DB	RCR EBX, CL	00401016	90	NOP
00401018	0FCB	BSWAP EBX	00401017	03DB	RCR EBX, CL
0040101A	68 56104000	PUSH Test.00401056	00401019	0FCB	BSWAP EBX
0040101F	58	POP EBX	0040101B	68 59104000	PUSH Test.00401059
00401020	3E:8903	MOV DWORD PTR DS:[EBX], EAX	00401020	58	POP EBX
00401023	43	INC EBX	00401021	3E:8903	MOV DWORD PTR DS:[EBX], EAX
00401024	0FBDC2	BSR EAX, EDX	00401023	90	NOP
00401027	A9 46A978DC	TEST EAX, DC78A946	00401025	43	INC EBX
0040102C	8BC2	MOV EAX, EDX	00401026	0FBDC2	BSR EAX, EDX
0040102E	52	PUSH EDX	00401029	A9 46A978DC	TEST EAX, DC78A946
0040102F	B6 86	MOV DH, 86	0040102E	8BC2	MOV EAX, EDX
00401031	B3 27	MOV BL, 27	00401030	52	PUSH EDX
00401033	B8 7CFAA17F	MOV EAX, 7FA1FA7C	00401031	90	NOP
00401038	EB 01	JMP SHORT Test.0040103B	00401032	B6 86	MOV DH, 86
0040103A	90	NOP	00401034	B3 27	MOV BL, 27
0040103B	0FBCC2	BSF EAX, EDX	00401036	B8 7CFAA17F	MOV EAX, 7FA1FA7C
0040103E	3E:C705 FC8841	MOV DWORD PTR DS:[4188FC], 0	0040103B	EB 01	JMP SHORT Test.0040103E
00401049	2D 210DE8B9	SUB EAX, B9E80D21	0040103E	90	NOP
0040104E	69DA E577D49D	IMUL EBX, EDX, 9DD477E5	0040103F	0FBCC2	BSF EAX, EDX
			00401041	3E:C705 FC8841	MOV DWORD PTR DS:[4188FC], 0
			0040104C	2D 210DE8B9	SUB EAX, B9E80D21
			00401051	69DA E577D49D	IMUL EBX, EDX, 9DD477E5

This can be done in many ways. For example by simply inserting `nop` operations at random.

Polymorphic malware

- Code obfuscation: ineffective operations

00401005	8BF0	MOV ESI, EAX	00401005	8BF0	MOV ESI, EAX
00401007	3E:8A00	MOV AL, BYTE PTR DS:[EAX]	00401007	3E:8A00	MOV AL, BYTE PTR DS:[EAX]
0040100A	84C0	TEST AL, AL	0040100A	84C0	TEST AL, AL
0040100C	74 46	JE SHORT Test.00401054	0040100C	74 4D	JE SHORT Test.0040105B
0040100E	53	PUSH EBX	0040100E	53	PUSH EBX
0040100F	3E:8F05 74F940	POP DWORD PTR DS:[40F974]	0040100F	3E:8F05 74F940	POP DWORD PTR DS:[40F974]
00401016	03DB	ROR EBX, CL	00401016	03DB	ROR EBX, CL
00401018	0FCB	BSWAP EBX	00401018	0FCB	BSWAP EBX
0040101A	68 5D104000	PUSH Test.00401056	0040101A	68 5D104000	PUSH Test.0040105D
0040101F	5B	POP EBX	0040101F	5B	POP EBX
00401020	3E:8903	MOV DWORD PTR DS:[EBX], EAX	00401020	3E:8903	MOV DWORD PTR DS:[EBX], EAX
00401023	43	INC EBX	00401023	43	INC EBX
00401024	0FBDC2	BSR EAX, EDX	00401024	0FBDC2	BSR EAX, EDX
00401027	A9 46A978DC	TEST EAX, DC78A946	00401027	A9 46A978DC	TEST EAX, DC78A946
0040102C	8BC2	MOV EAX, EDX	0040102C	8BC2	MOV EAX, EDX
0040102E	52	PUSH EDX	0040102E	90	NOP
0040102F	B6 86	MOV DH, 86	0040102F	90	NOP
00401031	B8 27	MOV BL, 27	00401030	42	INC EDX
00401033	B8 7CFAA17F	MOV EAX, 7FA1FA7C	00401031	52	PUSH EDX
00401038	EB 01	JMP SHORT Test.0040103B	00401032	FE0C24	DEC BYTE PTR SS:[ESP]
0040103A	90	NOP	00401033	4A	DEC EDX
0040103B	0FBCC2	BSF EAX, EDX	00401035	86 86	MOV DH, 86
0040103E	3E:C705 FC8841	MOV DWORD PTR DS:[4188FC], 0	00401036	B3 27	MOV BL, 27
00401049	2D 210DE8B9	SUB EAX, B9E80D21	0040103A	B8 7CFAA17F	MOV EAX, 7FA1FA7C
0040104E	69DA E577D49D	IMUL EBX, EDX, 9DD477E5	0040103F	EB 01	JMP SHORT Test.00401042
			00401041	90	NOP
			00401042	0FBCC2	BSF EAX, EDX
			00401045	3E:C705 FC8841	MOV DWORD PTR DS:[4188FC], 0
			00401049	2D 210DE8B9	SUB EAX, B9E80D21
			00401055	69DA E577D49D	IMUL EBX, EDX, 9DD477E5

Or by changing instruction or sequence of instruction with equivalent ones, that have the same final effect.

Polymorphic malware

- Code obfuscation: register reassignment

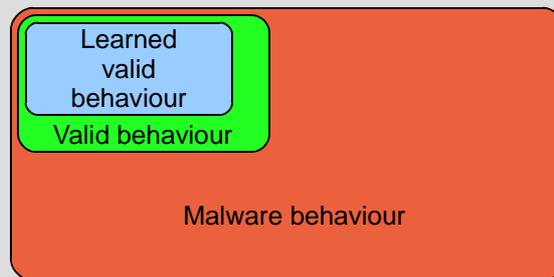
00401005	8BF0	MOV ESI,EAX	00401005	8BF3	MOV ESI,EBX
00401007	3E:8A00	MOV AL,BYTE PTR DS:[EAX]	00401007	3E:8A1B	MOV BL,BYTE PTR DS:[EBX]
0040100A	84C0	TEST AL,AL	0040100A	84DB	TEST BL,BL
0040100C	74 46	JE SHORT Test.00401054	0040100C	74 48	JE SHORT Test.00401056
0040100E	53	PUSH EBX	0040100E	52	PUSH EDX
0040100F	3E:8F05 74F940	POP DWORD PTR DS:[40F974]	0040100F	3E:8F05 74F940	POP DWORD PTR DS:[40F974]
00401016	03DB	RCR EBX,CL	00401016	03DA	RCR EDX,CL
00401018	0FCB	BSWAP EBX	00401018	0FCA	BSWAP EDX
0040101A	68 56104000	PUSH Test.00401056	0040101A	68 58104000	PUSH Test.00401058
0040101F	5B	POP EBX	0040101F	5A	POP EDX
00401020	3E:8903	MOV DWORD PTR DS:[EBX],EAX	00401020	3E:891A	MOV DWORD PTR DS:[EDX],EBX
00401023	43	INC EBX	00401023	42	INC EDX
00401024	0FBDC2	BSR EAX,EDX	00401024	0FBDD8	BSR EBX,EAX
00401027	A9 46A978DC	TEST EAX,DC78A946	00401027	F7C3 46A978DC	TEST EBX,DC78A946
0040102C	8BC2	MOV EAX,EDX	0040102D	8BD8	MOV EBX,EAX
0040102E	52	PUSH EDX	0040102F	50	PUSH EAX
0040102F	B6 86	MOV DH,86	00401030	B4 86	MOV AH,86
00401031	B3 27	MOV BL,27	00401032	B2 27	MOV DL,27
00401033	B8 7CFAA17F	MOV EAX,7FA1FA7C	00401034	BB 7CFAA17F	MOV EBX,7FA1FA7C
00401038	EB 01	JMP SHORT Test.0040103B	00401039	EB 01	JMP SHORT Test.0040103C
0040103A	90	NOP	0040103B	90	NOP
0040103B	0FBCC2	BSF EAX,EDX	0040103C	0FBDD8	BSF EBX,EAX
0040103E	3E:C705 FC8841	MOV DWORD PTR DS:[4188FC],0	0040103F	3E:C705 FC8841	MOV DWORD PTR DS:[4188FC],0
00401049	2D 210DE8B9	SUB EAX,B9E80D21	0040104A	81EB 210DE8B9	SUB EBX,B9E80D21
0040104E	69DA E577D49D	IMUL EBX,EDX,9DD477E5	00401050	69D0 E577D49D	IMUL EDX,EAX,9DD477E5

EAX	→	EBX
EBX	→	EDX
EDX	→	EAX

Or by exchanging every occurrence of a register (e.g. EAX) with another (e.g. EBX).

Anomaly-based detection

- Training phase: register statistics about the normal behaviour
- Detection phase: using the training data, try to recognize abnormal behaviours



Another technique is the anomaly-based detection. This technique tries to detect malware by discriminating the “normal” behaviour of a system from the “abnormal” one.

It works in two phases. During the *learning phase*, the anti-virus records statistical data about what it's consider the “normal” behaviour. It's important that the learning phase is run on non-infected systems. Then, during the *detection phase*, the anti-virus uses the collected data to detect malware's behaviour.

Anomaly-based detection

- Protects against new malware
- Protects against polymorphic malware
- More complex and inefficient
- False negatives and false positives
- No identification
- Requires malware execution

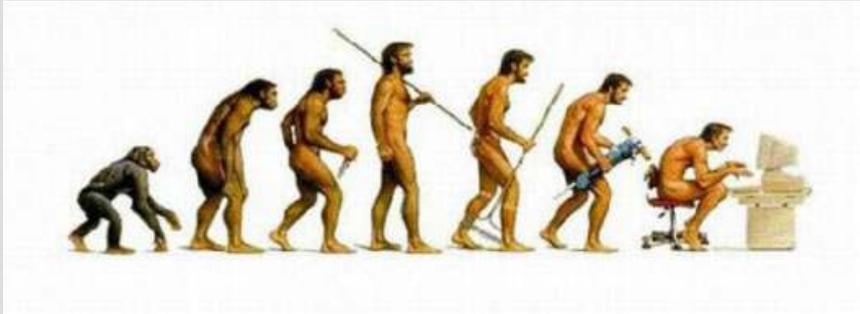
This technique can protect against new malware and polymorphic malware, but has some drawbacks. It is more complex compared to signature-based techniques. It gives high percentages of false negatives and false positives. It does not offer an identification for the detected malware. Finally, it requires to execute the malware. The last drawback is avoided by means of the *sandbox* technique.

Sandbox technique

- Run the suspect program in a controlled and isolated environment (typically a virtual machine)
- Search for signatures or anomalies

A sandbox is a controlled and isolated environment, typically a virtual machine, where the anti-virus can run suspect programs in order to detect malicious behaviours. The malware must be unaware to be running inside a sandbox.

Malware's evolution



Blaster case

- Blaster worm: August 2003
- Infects through Windows' DCOM-RPC (buffer overflow)
- Contains the joke string:

I just want to say LOVE YOU SAN!!
billy gates why do you make this possible ?
Stop making money and fix your software!!
- DDoS against windowsupdate.com on 15th of each month

Blaster (2003), also known as Lovesan, was a computer worm famous for its quick diffusion.

Stuxnet case

*“Stuxnet is the type of threat we hope
to never see again,,*

Symantec Security Response team (2010)

Stuxnet case

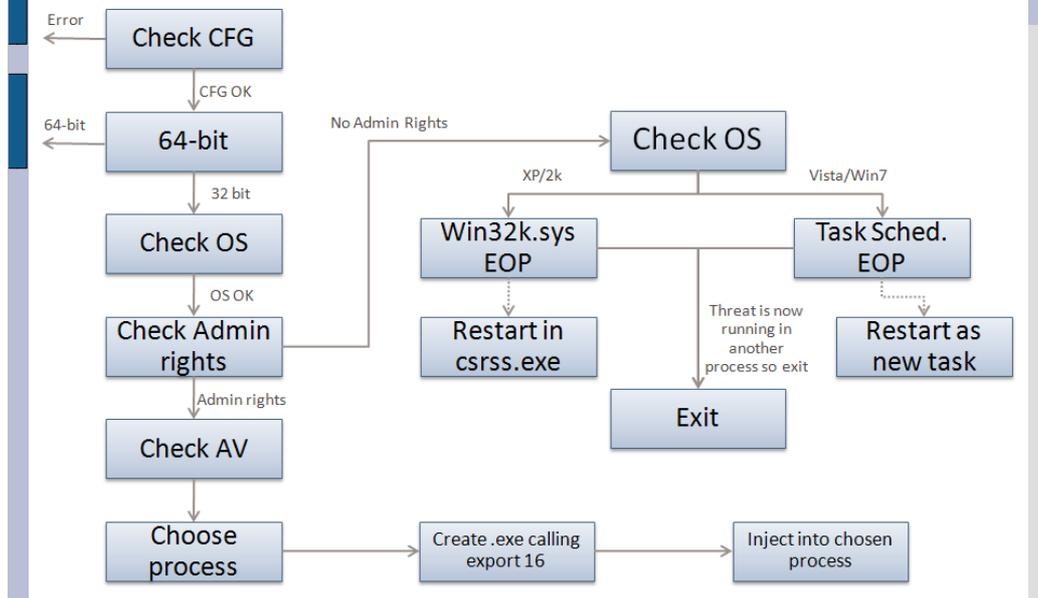
- Discovered in June 2009 (1st variant), March 2010 (2nd variant), April 2010 (3rd variant)
- Exploits 4 zero-days vulnerabilities to self-replicate and perform privilege escalation
- Uses 2 compromised digital certificates for driver installation
- Can sabotage industrial control systems (gas pipelines, power plants)
- 60% of infections in Iran

Stuxnet (2009-2010) and its brother Duqu (2011) are the first computer worms developed for cyber-warfare. Stuxnet exploited four zero-day (that is, previously unknown) vulnerabilities and two compromised digital certificates. The development of Stuxnet required a lot of money. Security experts believe that probably a government or an intelligence agency are involved in its development.

Stuxnet case

- Self-replicates through 6 different infection vectors
- Self-updates through a peer-to-peer mechanism
- Performs Dll-Injection on different processes, depending on the security software installed
- Do nothing if industrial control system is not found
- Programmed to self-removal on 24 June 2012

Stuxnet case



The image above shows the execution scheme of Stuxnet. It uses two different zero-day vulnerabilities to take administrator privileges, depending on the operative system of the host (WinXP-2K or Vista-Win7). After that, it Dll-injects different processes depending on the anti-virus software installed.

References

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- E. Skoudis, L. Zeltser *Malware: Fighting Malicious Code*,
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