

# Malware

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# Current Threat Environment

- **Steal confidential information**
  - Credit-card/bank account #s, passwords, ...
  - Trade secrets and other proprietary information
  - Security-sensitive information
    - Useful for breaching physical world security
- **Establish base for future operations**
  - Conduit for future attacks
- **Surveillance**
  - Capture keystrokes, microphone or camera input
  - Reveal information about software installed
  - Snoop on web sites visited

## Current Threats (Continued)

- Driven by commercialization of Malware
  - Thriving black-market for exploits
    - Zero-day exploits have arrived
  - “Bot”-centric model for cyber crime
    - Relay spam (e-mail scam, phishing)
    - Extortion (using DDoS or targeted attacks)
    - Focus on desktop (rather than server) vulnerabilities
  - Profit-driven adware and spyware
    - Customer-profiling, niche-marketing
    - IP protection (digital rights management)
    - aggressive installation, stealth (rootkits, spyware)

## Current Threats (Continued)

- Targeted attacks on high-value targets
  - Political activists
  - International adversaries
  - People with access to valuable information
  - CEO/CFO with access to financial information on publicly traded companies
  - Researchers with access to proprietary formulas or other valuable IP

# Types of Malware

- Viruses
- Worms
- DDoS and Botnet
- Rootkits
- Spyware
- ...

# Computer Virus

- Properties
  - Replicates itself
  - Attaches to other non-malicious code
- Early versions spread via floppy disks, while recent viruses spread through the internet.
- Examples
  - Boot sector virus (difficult on OS with memory protection)
  - Other OS level virus
  - Virus that attaches to programs, scripts, libraries
  - Macro virus
  - Mail attachments
  - ...

# Timeline of Notable Computer Viruses

- 1982: Elk Cloner (First virus in the wild, Apple II)
- 1986: Brain (First for IBM PC, a boot sector virus)
- 1995, Concept virus (first macro virus)
- 1998: CIH (very harmful, overwrites disk and BIOS)
- 1999: Melissa (Word/Outlook, floods email systems)
- 2000: ILOVEYOU (another email virus, estimated \$10B losses)

# Computer Worm

- Replicates over the network (usually by itself)
  - First worm appeared at Xerox PARC in 1978
- What a worm can do?
  - Replicates itself, and thus consumes network bandwidth
  - Deletes files on a host system
  - Sends documents via e-mail
  - Carries other executables as a payload
    - Installs a backdoor in an infected computer (zombie computer)
- Modern worms
  - Large scale infection
  - Fast spread rate
    - spread over the Internet within a second



# Timeline of Notable Worms

- 1988: Morris worm (first well-known)
- 1999: Melissa (E-mail worm)
- 2000: ILOVEYOU (E-mail worm)
- 2001: Code Red (Exploited IIS bugs, slowed down the internet)
- 2003: Slammer (Exploited MS SQL Server bugs)
  - Very fast (75K victims in 10 minutes), very small (376 bytes!)
- 2003: Blaster, Welchia (Nachi), SoBig
- 2004: Sasser (Exploited LSASS bugs)
- 2007: Storm worm (Stealthy, established botnets)
  - Used obfuscation and rootkit-techniques to hide its behavior as well as its presence

# Goals of Worms

- “bragging right” in early days
  - infect as many sites as possible
  - be as noticeable as possible
  - values fast spread, DoS effect
- Detection techniques could hence be targeted at these features
- More recently, worms used to establish botnets
  - Need to remain stealthy
    - Spread slowly so as to evade detection
    - Attacks launched on demand, but infection itself should not cause any noticeable surge in network traffic or other feature changes that can be easily spotted
    - So, we no longer hear about “high-profile” worms.

# Rootkit

- Stealthy backdoor programs
- Intended to maintain “invisibility” of intruders
  - Intercepts data from terminals, network connections, and the keyboard
  - Conceals logins, running processes, files, logs, or other system data
- Origins of “rootkit”
  - Originally referred to such kind of programs in Unix systems (root - the administrator)

# Rootkits

- Userlevel rootkits
  - Early ones on UNIX used to replace many programs used to examine system state
    - ls, ps, netstat,...
  - Drawback: if an administrator uses a custom C-program to examine system state, he can discover the presence of rootkit
- Kernel rootkits
  - System call interception based
    - All user level requests are intercepted and modified to hide the presence of rootkit
    - Problem: can be difficult to block all ways to learning about the presence of rootkit

# More Advanced Rootkits

- May reside entirely within the kernel, with no user-level processes
- Hide themselves from system monitoring tools
  - e.g., put themselves on a scheduler queue, but not task queue
- In the most extreme case, avoid changing any data that is predictable or is read-only
  - Hide within kernel data structures that change all the time
- Rootkits that hide underneath the OS
  - Lift the OS into a VM!

# Botnet

- A collection of compromised computers under a common control infrastructure
- Botnet's originator can control the group remotely
- Early botnets used means such as IRC
  - Stands out, and hence easier to spot
- Modern ones blend in
  - HTTP
  - Fast flux DNS
  - P2P

# Botnet

- Purpose
  - DDoS
  - SMTP mail relays for SPAM
  - Theft of sensitive information
    - E.g. login IDs, credit card numbers, application serial numbers

# Distributed Denial-of-Service (DDoS)

- DoS
  - An attack on a computer system or network that causes a loss of service to users
- Methods
  - Consumption of computational resources, such as bandwidth, disk space, or CPU time
  - Disruption of configuration information, such as routing information
  - Disruption of physical network components
- DDoS
  - Use of multiple hosts (often through Botnet) in a DoS



# Spyware

- Properties

- Intercept or take partial control of computer's operation
- Without the informed consent of that computer's legitimate user.
- Does not usually self-replicate.

- Purpose

- Delivery of unsolicited pop-up advertisements
- Theft of personal information
- Monitoring of Web-browsing activity for marketing purposes
- Routing of HTTP request to advertising sites

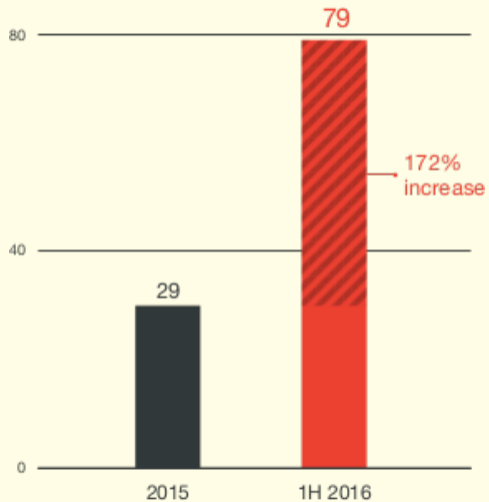
# Spam

- Properties
  - Sending of unsolicited (commercial) emails
  - Sending nearly identical messages to thousands (or millions) of recipients
- Spamming in different media
- E-mail spam, Messaging spam, Newsgroup spam and Forum spam, Mobile phone spam, Internet telephony spam, Blog, wiki, guestbook, and referrer spam, etc

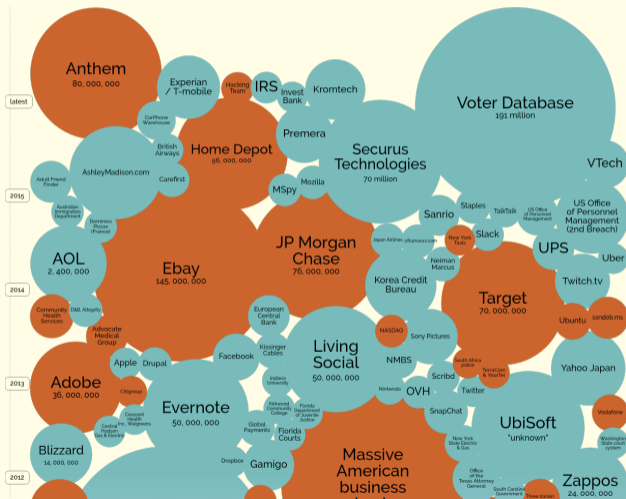
# Phishing

- Uses social engineering techniques
  - Masquerading as a trustworthy person or business in an apparently official electronic communication
  - Attempts to fraudulently acquire sensitive information
    - Such as passwords and credit card details
- Spear-phishing
  - Phishing attack that is narrowly targeted at a single individual or a group of individuals

# Ransomware ...



# Data Leaks ...



# Underlying Causes

- **Untrusted software**
  - Malware, including viruses, worms, bots, ...
- **Configuration errors**
  - Default passwords, permissive firewall rules, ...
- **Human element**
  - Insider threats, operator mistakes, social engineering
- **Software vulnerabilities**

# Stealth and Obfuscation

- Malware wants to remain stealthy
  - So that it can be used in cyber crime (or to achieve other goals of attacker) without being detected
  - Protect “intellectual property”
- Intellectual property protection for legitimate code
  - Make it difficult to reverse-engineer code
  - Introduce watermarks
  - Prevent unauthorized copy of content
- Result
  - Obfuscation techniques

# Evading Static Analysis Tools

- Low-level code obfuscation
  - Insert data in the middle of code
  - Violate typical ABI conventions, e.g., call/return, stack use, jumping to the middle of code, dynamic generation or modification code, etc.
  - Code encryption and transformation
- Higher level code obfuscation
  - Rename functions and variables
  - Control-flow obfuscation
- Data obfuscation



# Control-flow Obfuscation

- Split or aggregate
  - Basic blocks
  - Loops
    - e.g., one loop becomes two loops or vice-versa
  - Procedures
    - Replace one procedure by two or merge two procedures
    - Inline a procedure, or outline (i.e., create new procedure)

# Control-flow Obfuscation

- Reorder
- Insert dead-code (i.e., unreachable code)
  - Obfuscate using conditions
- Replace instruction sequences w/ alternate ones
- Insert conditional jumps using “opaque” predicates
- Insert indirect jumps
- Exploit aliasing and memory errors

# Data Obfuscation

- Rename variables
- Split or aggregate variables
  - Split structures into individual variables or vice-versa
- Split individual variables
  - E.g.,  $A = B - C$  - instead of A, use B and C
  - Clone a variable
- Pad arrays (and possibly structures) with junk elements
- “Encrypt” data values

# Data Obfuscation

- Introduce extra levels of indirection
  - Instead of a simple variable, declare a pointer
- Introduce aliasing
- Introduce memory errors
- Introduce additional (or remove) function parameters

# Evading Dynamic Analysis (Behavior obfuscation)

- Carefully match behavior with that of benign software, or employ code/behaviors that do not trigger suspicion
- Anti-analysis techniques
  - Detect execution within VM, emulator, or a sandbox and alter behavior
- Combine benign and malicious behaviors, complicating detection

# Polymorphic viruses and encryption

- Historically, virus detection relied on “signatures” that captured byte sequences in code that were unique to the virus
- Polymorphism
  - Encrypt virus code so that it can change from one instance to another
  - Basically, change the encryption key from one generation to the next, causing massive changes to byte sequences
- Defense
  - Focus on invariant parts used to pack/unpack
  - Capture unpack/launch behavior (runtime detection)
  - Run virus scanner after unpack

# Metamorphic Viruses

- Metamorphic viruses rewrite their entire code from one generation to next
- No “fixed” part in their code
  - Need not have any code encryption/decryption, so behavior based techniques can be defeated as well
- Metamorphic techniques
  - Use alternative instruction sequences to achieve the same effect
  - More general program obfuscation techniques

# Key Issues in Malware Defense

- Plenty of motivation for attackers to remain stealthy
  - Many techniques are available to achieve this
    - Anti-virtualization, anti-analysis, obfuscation, ...
- Adaptive
  - Will employ evasion techniques specifically designed to defeat commonly deployed defenses



# Key Issues in Malware Defense

- Need to assume a strong adversary model
  - Rely on self-protecting defense techniques
    - Ensure defense mechanisms are not compromised by malware
  - Complete mediation
  - Robustness against multi-step attacks (“stepping stones”)