

Reverse Engineering by Crayon: Game Changing Hypervisor and Visualization Analysis

Game Changing Hypervisor Based Malware Analysis and Visualization

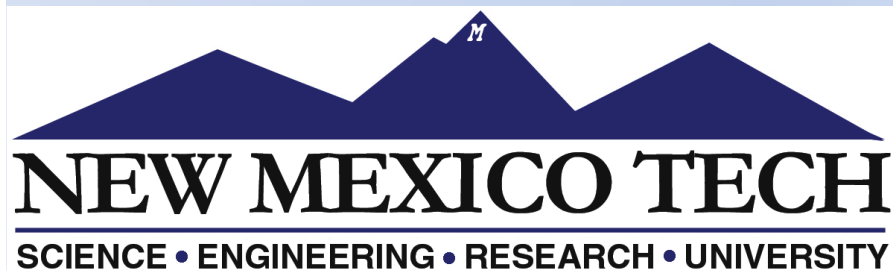
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Blackhat / Defcon USA 2009



Overview

- Reverse Engineering Process
- Hypervisors and You
- Xen and Ether
- Modifying the Process
- VERA
- Real! Live! Reversing!
- Results

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Process for Reverse Engineering

- Setup an isolated run-time environment
- Execution and initial analysis
- Deobfuscate compressed or packed code
- Disassembly / Code-level Analysis
- Identify and analyze relevant and interesting portions of the program

Isolated Analysis Environment

- Setup an Isolated Runtime Environment
 - Virtual machines: VMWare, Xen, KVM, ...
 - Need to protect yourself from malicious code
 - Create a known-good baseline environment
 - Quickly allows backtracking if something bad happens

Execution and Initial Analysis

- **Goal:** Quickly figure out what the program is doing without looking at assembly
- Look for:
 - Changes to the file system
 - Changes to the behavior of the system
 - Network traffic
 - Overall performance
 - Ads or changed browser settings

Remove Software Armoring

- Program protections to prevent reverse engineering
- Done via packers – Small encoder/decoder
- Self-modifying code
- Lots of research about this
 - OllyBonE, Saffron, Polyunpack, Renovo, Ether, Azure
 - My research uses Ether

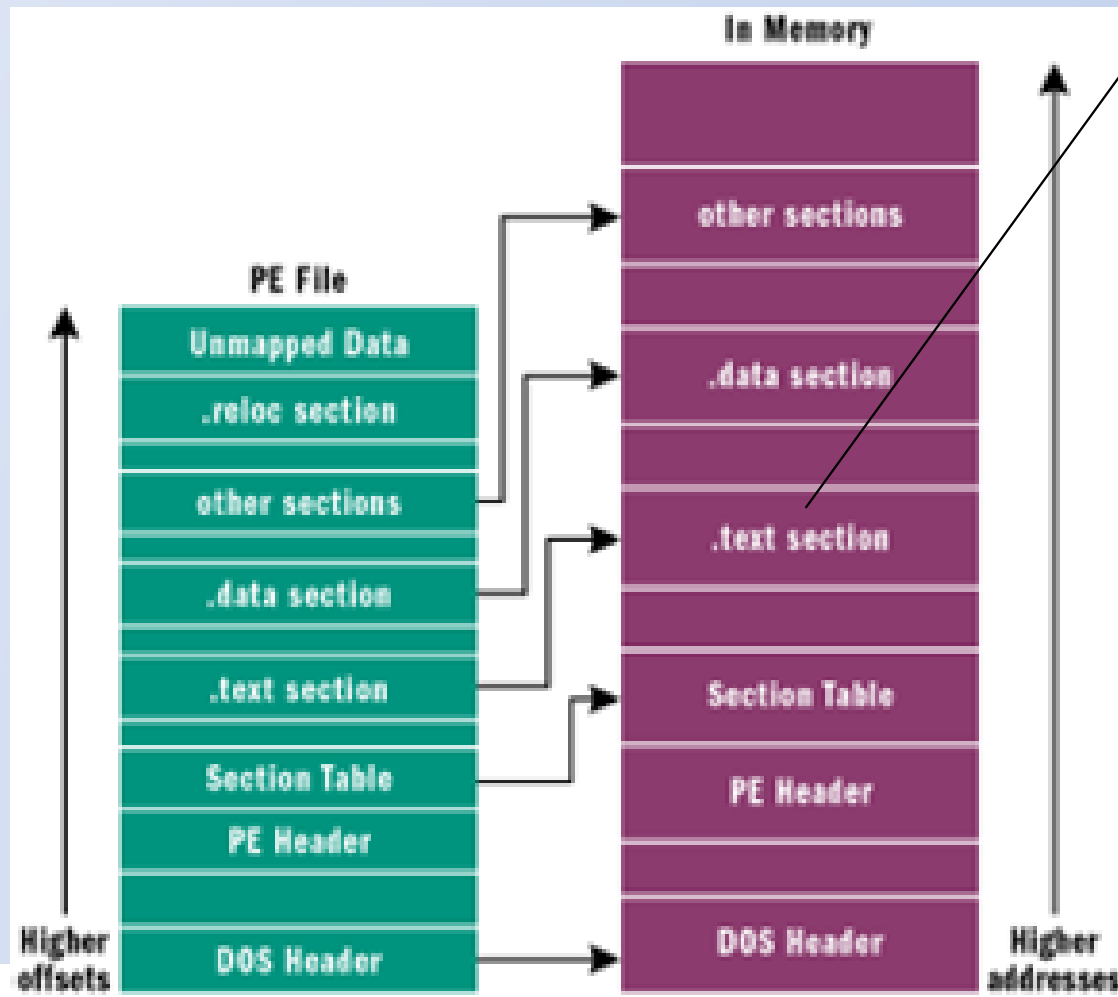
Packing and Encryption

- Self-modifying code
 - Small decoder stub
 - Decompress the main executable
 - Restore imports
- Play “tricks” with the executable
 - OS Loader is inherently lazy (efficient)
 - Hide the imports
 - Obscure relocations
 - Use bogus values for various unimportant fields

Software Armoring

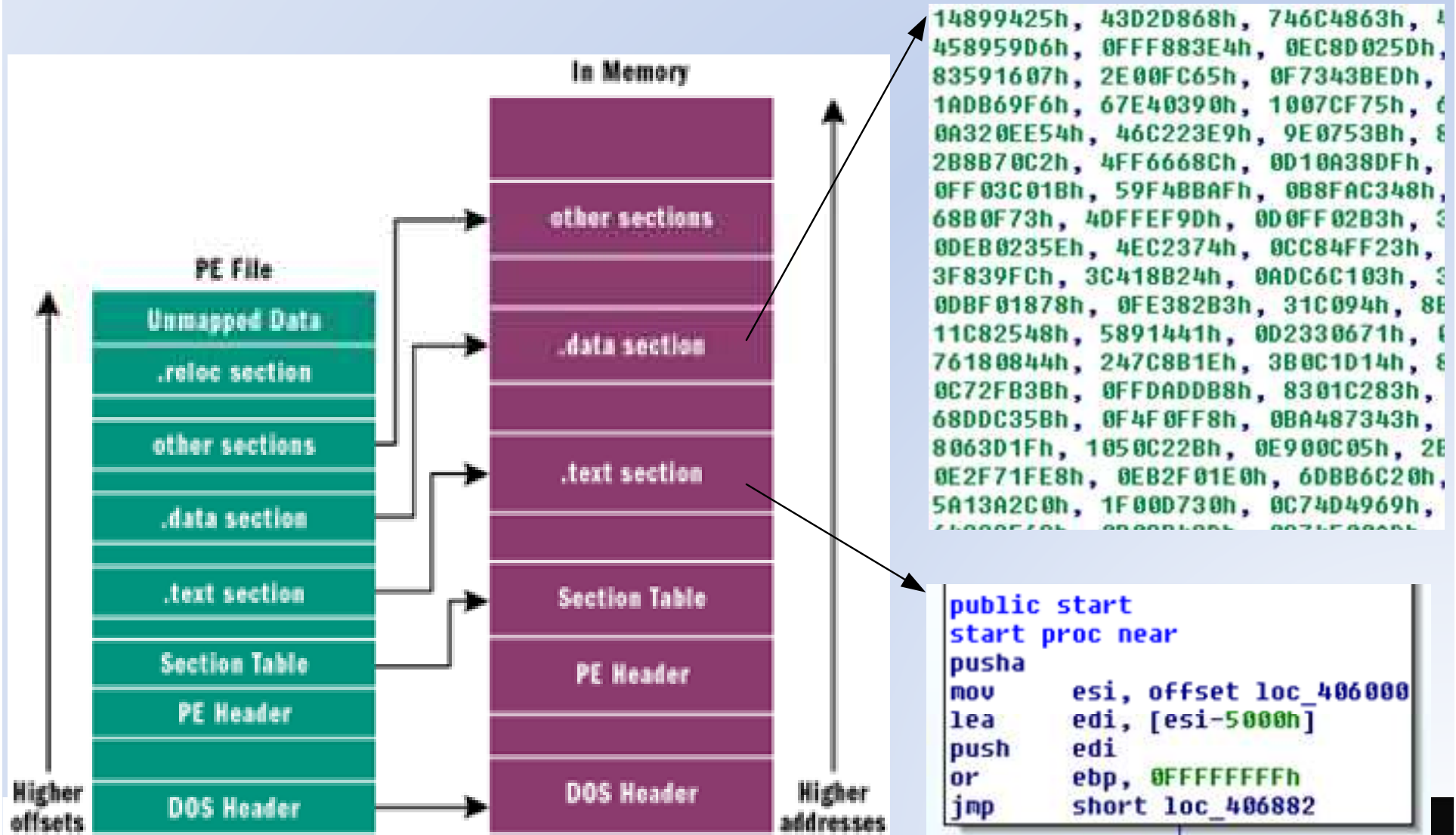
- Compressed, obfuscated, hidden code
- Virtual machine detection
- Debugger detection
- Shifting decode frames

Normal PE File



```
push    ebp
mov     ebp, esp
sub     esp, 1Ch          ; lpMsg
call   ds: __imp_GetCommandLineW@0 ;
push   [ebp+nCmdShow] ; nCmdShow
push   eax               ; int
push   [ebp+hPrevInstance] ; int
push   [ebp+hInstance] ; hInstance
call   _FSollnit@16     ; FSollnit(x,
test   eax, eax
jz     short locret_1001F13
push   esi
mov    esi, ds: __imp_GetMessageW@16
push  edi
mov   [ebp+Msg.wParam], 1
xor   edi, edi
jmp   short loc_1001EFE
```

Packed PE File



Troublesome Protections

- Virtual Machine Detection
 - Redpill, ocvmdetect, Paul Ferrie's paper
- Debugger Detection
 - IsDebuggerPresent()
 - EFLAGS bitmask
- Timing Attacks
 - Analyze value of RDTSC before and after
 - Really effective

Thwarting Protections

Two methods for circumvention

1. Know about all the protections before hand and disable them
2. Make yourself “invisible”

Virtual Machine Monitoring

- Soft VM Based systems
 - Renovo
 - Polyunpack
 - Zynamics Bochs unpacker
- Problems
 - Detection of virtual machines is easy
 - Intel CPU never traditionally designed for virtualization
 - Do not emulate x86 bug-for-bug

OS Integrated Monitoring

- Saffron, OllyBonE
 - Page-fault handler based debugger
 - Abuses the supervisor bit on memory pages
 - High-level executions per page
- Problems
 - Destabilizes the system
 - Need dedicated hardware
 - Fine-grain monitoring not possible

Fully Hardware Virtualizations

- Ether: A. Dinaburg, P. Royal
 - Xen based hypervisor system
 - Base functions for monitoring
 - System calls
 - Instruction traces
 - Memory Writes
 - All interactions done by memory page mapping
- Problems
 - Old version of Xen hypervisor
 - Requires dedicated hardware

Disassembly and Code Analysis

- Most nebulous portion of the process
- Largely depends on intuition
- Looking at assembly is tedious
- Suffers from “not seeing the forest from the trees” syndrome
- Analyst fatigue – Level of attention required yields few results

Find Interesting and Relevant Portions of the Executable

- Like disassembly, this relies on a lot of intuition and experience
- Typical starting points:
 - Look for interesting strings
 - Look for API calls
 - Examine the interaction with the OS
- This portion is fundamentally imprecise, tedious, and often frustrating for beginners and experts

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Hypervisors

- Lots of hype over the past few years
- New hypervisor rootkits lead defensive tools
- Covert methods for analyzing runtime behavior are extremely useful
- Detection of hardware virtualization not widely implemented

Useful Hypervisor Technology

- VMWare ESX Server
 - Commercial grade solution for VMs
 - Avoids VM detection issues (mostly)
- Linux Kernel Virtual Machines (KVM)
 - Separates analysis OS from target OS (slightly safer?)
 - Uses well-tested Linux algorithms for analysis
- Xen
 - Excellent set of tools for introspection
 - Uses standard QEMU image formats
 - API Controlled via Python – Integration into tools is easier

Contributions

- Modifications to Ether
 - Improve malware unpacking
 - Enable advanced tracing mechanisms
 - Automate much of the tedious portions
- Visualizing Execution for Reversing and Analysis (VERA)
 - Speed up disassembly and finding interesting portions of an executable
 - Faster identification of the Original Entry Point

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What is Ether?

- Patches to the Xen Hypervisor
- Instruments a windows system
- Base modules available
 - Instruction tracing
 - API Tracing
 - Unpacking
- “Ether: Malware Analysis via Hardware Virtualization Extensions”
Dinaburg, Royal, Sharif, Lee

ACM CCS 2008

Ether Event Tracing

- Detects events on an instrumented system
 - System call execution
 - Instruction execution
 - Memory writes
 - Context switches

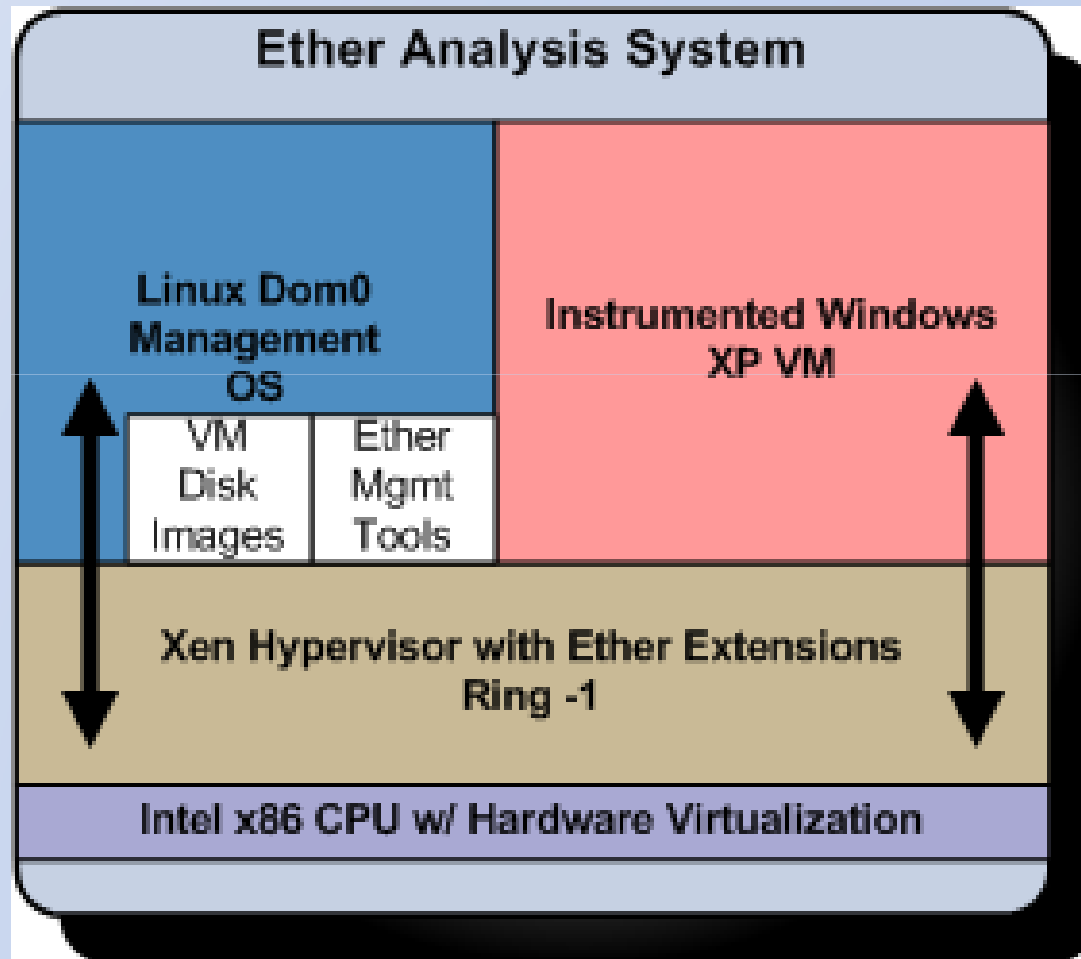
Instruction Tracing

- EFLAGS register modified for single-step (trap flag)
- PUSHF and POPF instructions are intercepted
- Modifications to this single-stepping effectively hidden (except

Memory and System Calls

- Memory Writes
 - Tracked by manipulating the shadow page table
 - Gives access to the written and read memory addresses
- System Calls
 - Modifies the SYSENTER_EIP register to point to non-paged address space
 - Logged, returned to ether
 - Overrides 0x2e interrupt to catch older syscalls

Ether System Architecture



Extensions to Ether

- Removed unpacking code from hypervisor into user-space
- Better user mode analysis
- PE Repair system – Allows for disassembly of executables
- Added enhanced monitoring system for executables

User mode Unpacking

- Watch for and monitor all memory writes
- Allow program to execute
- When execution occurs in written memory, dump memory
- Each dump is a candidate for the OEP
- Not perfect, but very close
- Scaffolding for future modifications

PE Repair

- Dumped PE files had problems
 - Sections were not file aligned
 - Address of Entry Point invalid
 - Would not load in IDA correctly
- Ported OllyDump code to Ether user mode
 - Fix section offsets to match data on disk
 - Repair resources as much as possible
 - Set AddressOfEntryPoint to be the candidate OEP

Results

- Close to a truly covert analysis system
 - Ether is nearly invisible
 - Still subject to bluepill detections
- Fine-grain resolution of program execution
- Application memory monitoring and full analysis capabilities
- Dumps from Ether can now be loaded in IDA Pro without modification

Ether Unpacking Demo!

Open Problems

- Unpacking process produces lots of candidate dump files
- Better Original Entry Point discovery method
- Import rebuilding is still an issue
- Now that there is a nice tool for tracing programs covertly, we need to do analysis

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Modifying the Process

- Knowing what to look for is often the portion that most new reversers have trouble with
- Having an idea of the execution flow of a program is extremely useful
 - IDA is focused on the function view
 - Extend to the basic block view
- Software armoring removal made easy

Visualization of Trace Data

- Goals:
 - Quickly visually subvert software armoring
 - Identify modules of the program
 - Initialization
 - Main loops
 - End of unpacking code
 - Figure out where the self-modifying code ends (OEP detection)
 - Discover dynamic runtime program behavior
 - Integrate with existing tools

Visualizing the OEP Problem

- Each block (vertex) represents a basic block executed in the user mode code
- Each line represents a transition
- The thicker the line, the more it was executed
- Colors represent areas of memory execution

VERA

- Visualization of Executables for Reversing and Analysis
- Windows MFC Application
- Integrates with IDA Pro
- Fast, small memory footprint

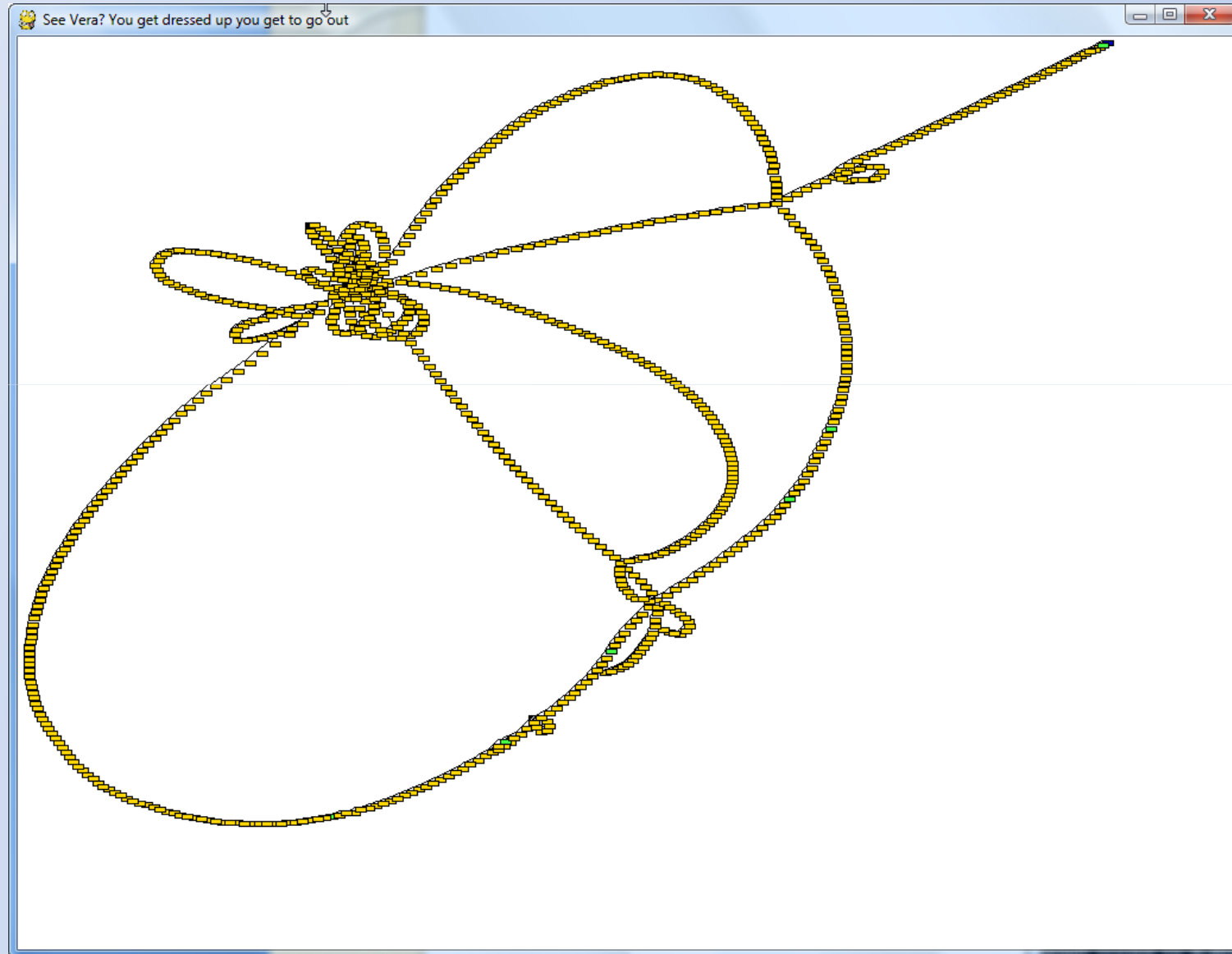
Visualizing Packers

- Memory regions marked for PE heuristics

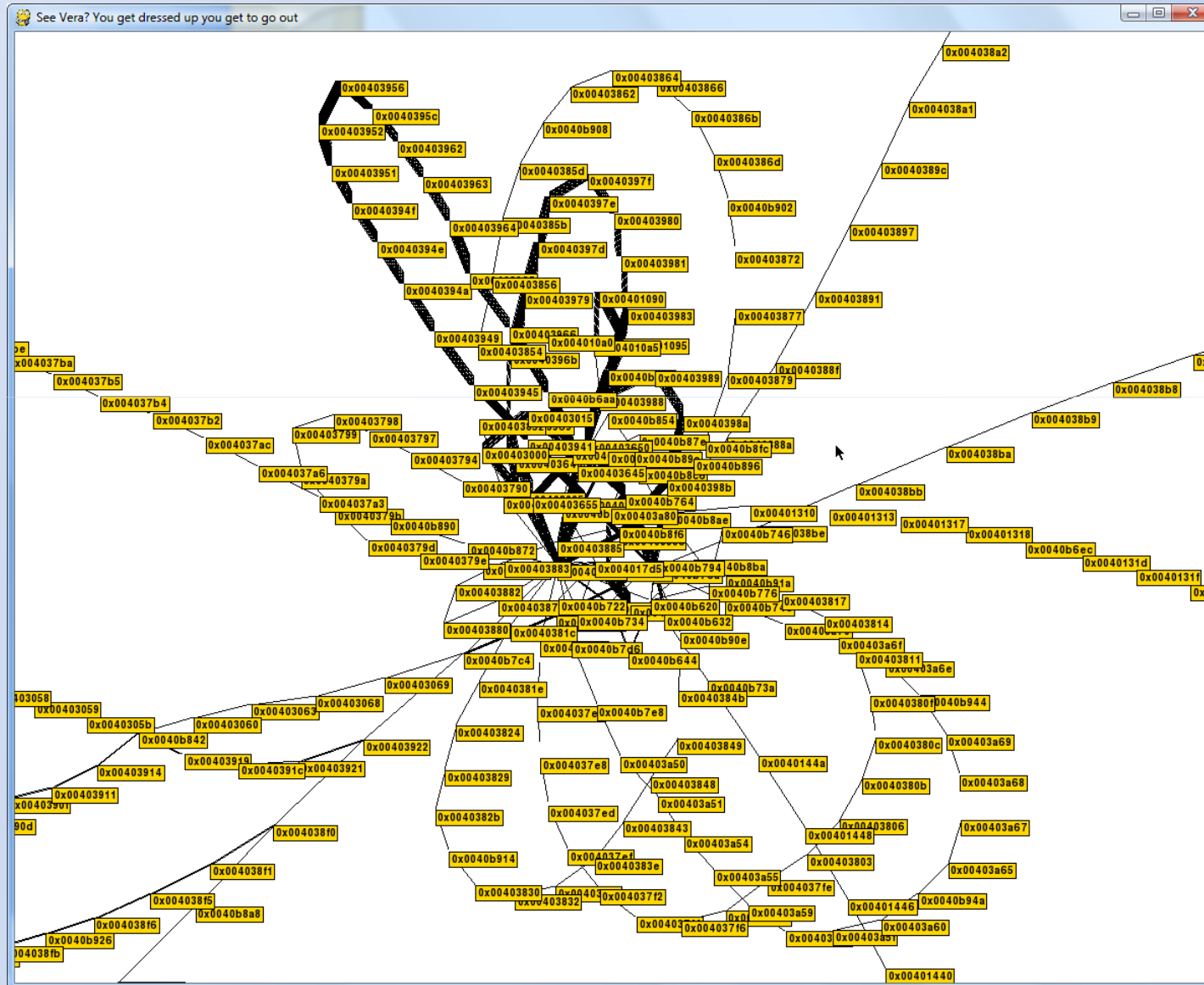
Color Key:
Normal
No section present
Section SizeOfRawData = 0
High Entropy (Packed or Compressed)
Instruction not present in packed executable
Operands don't match

Demo!

Netbull Virus (Not Packed)



Netbull Zoomed View



Visualizing Packers

- Memory regions marked for PE heuristics

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UPX

Color Key:

Normal

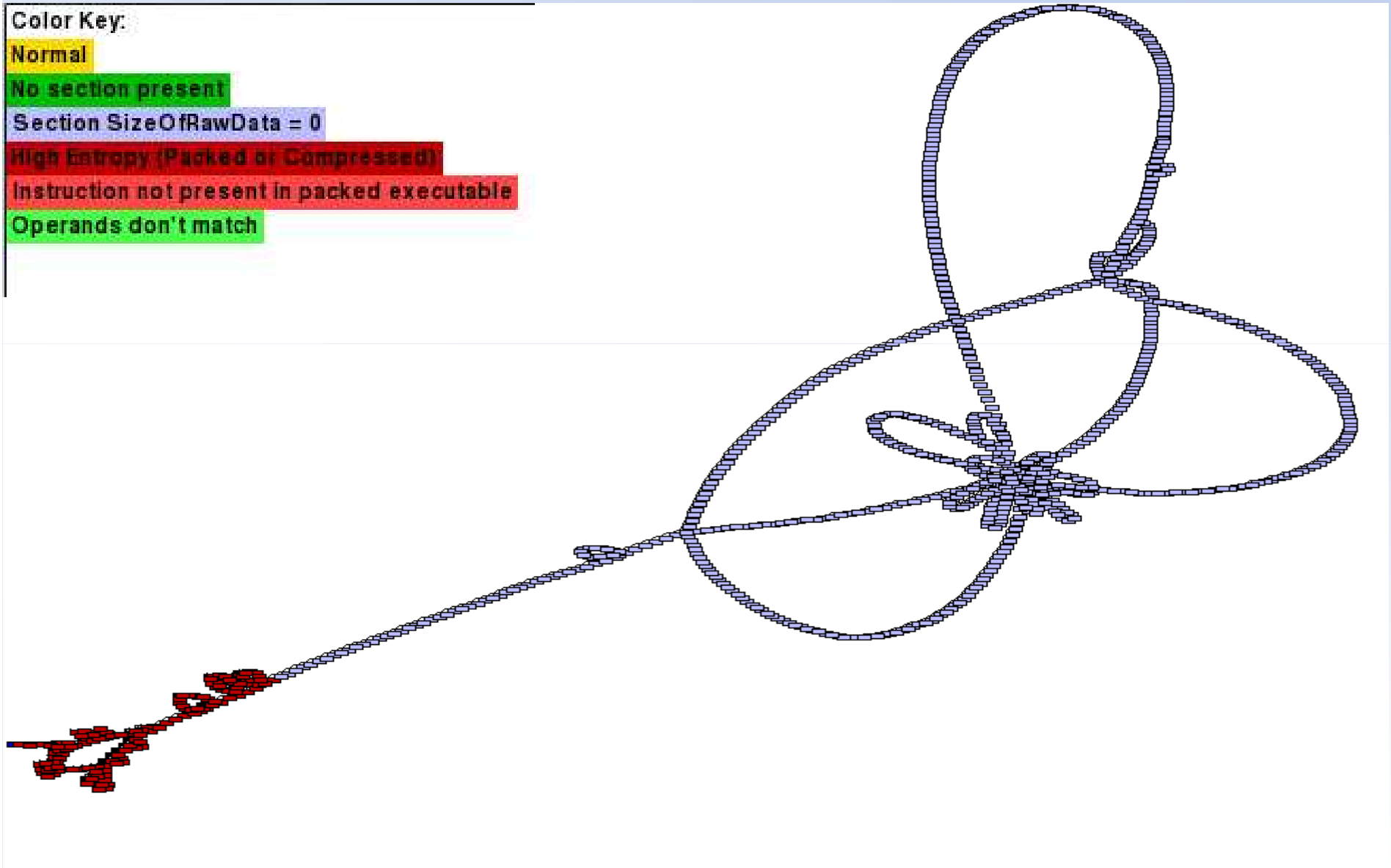
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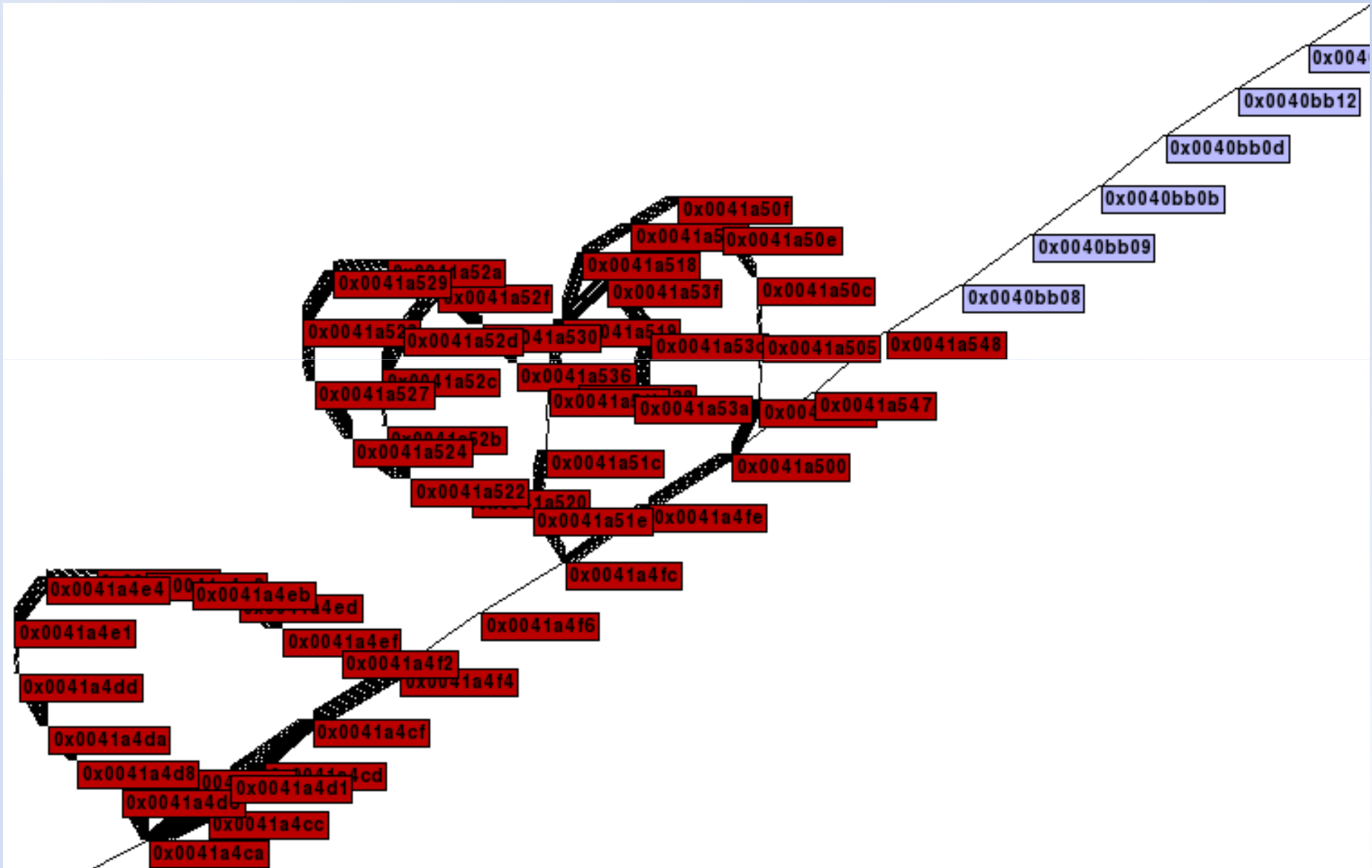
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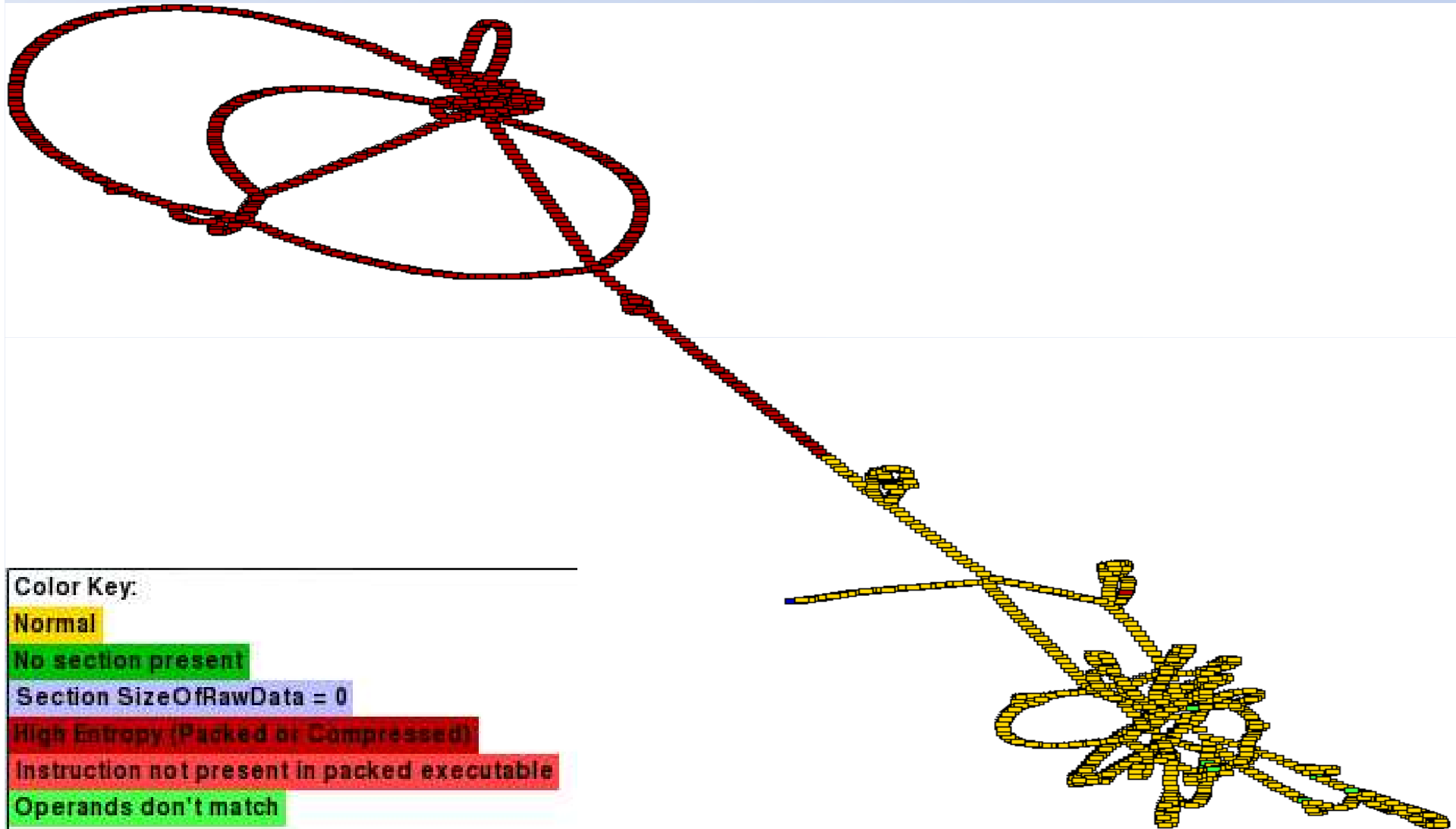
Operands don't match



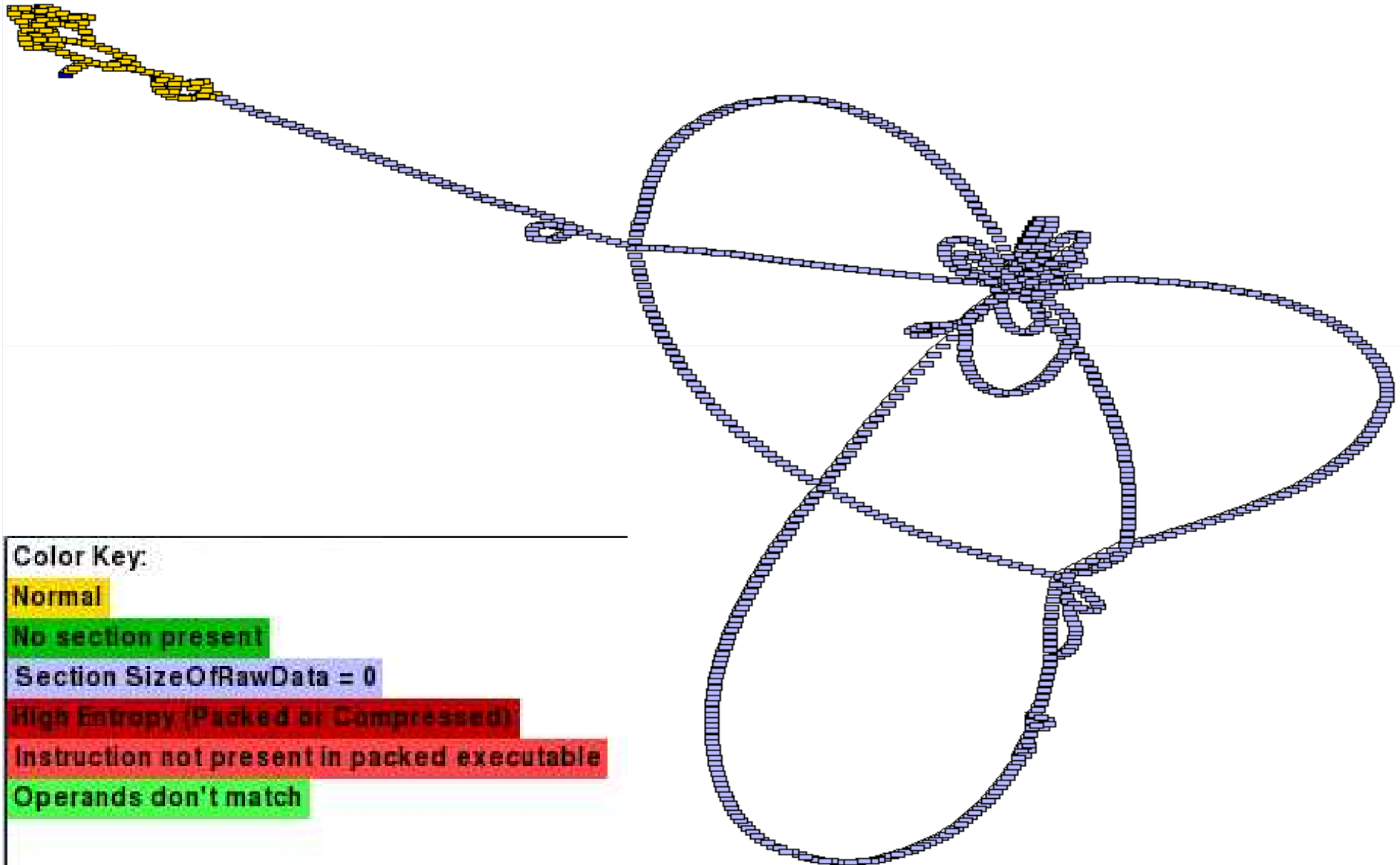
UPX - OEP



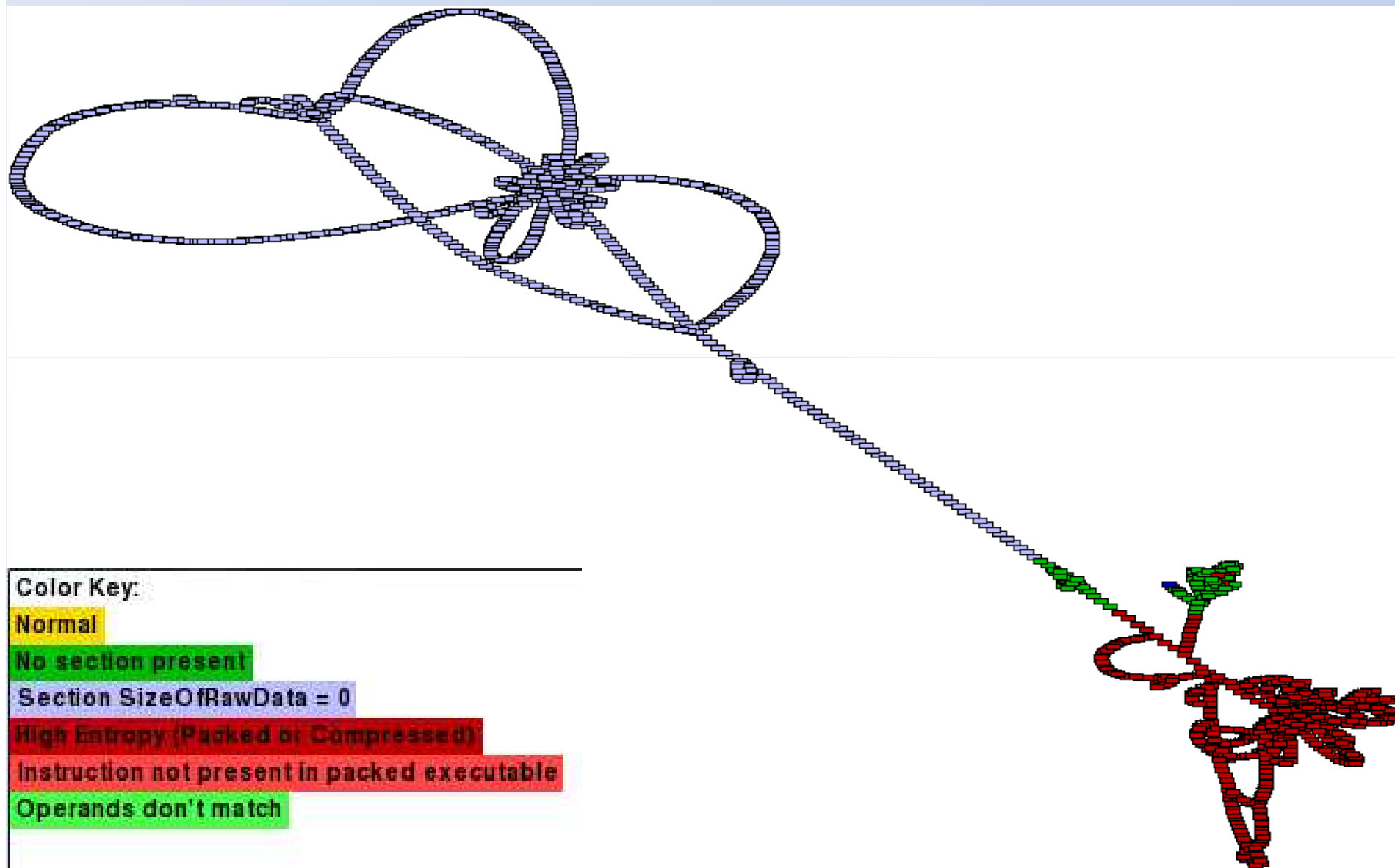
ASPack



FSG



MEW



TeLock

Color Key:

Normal

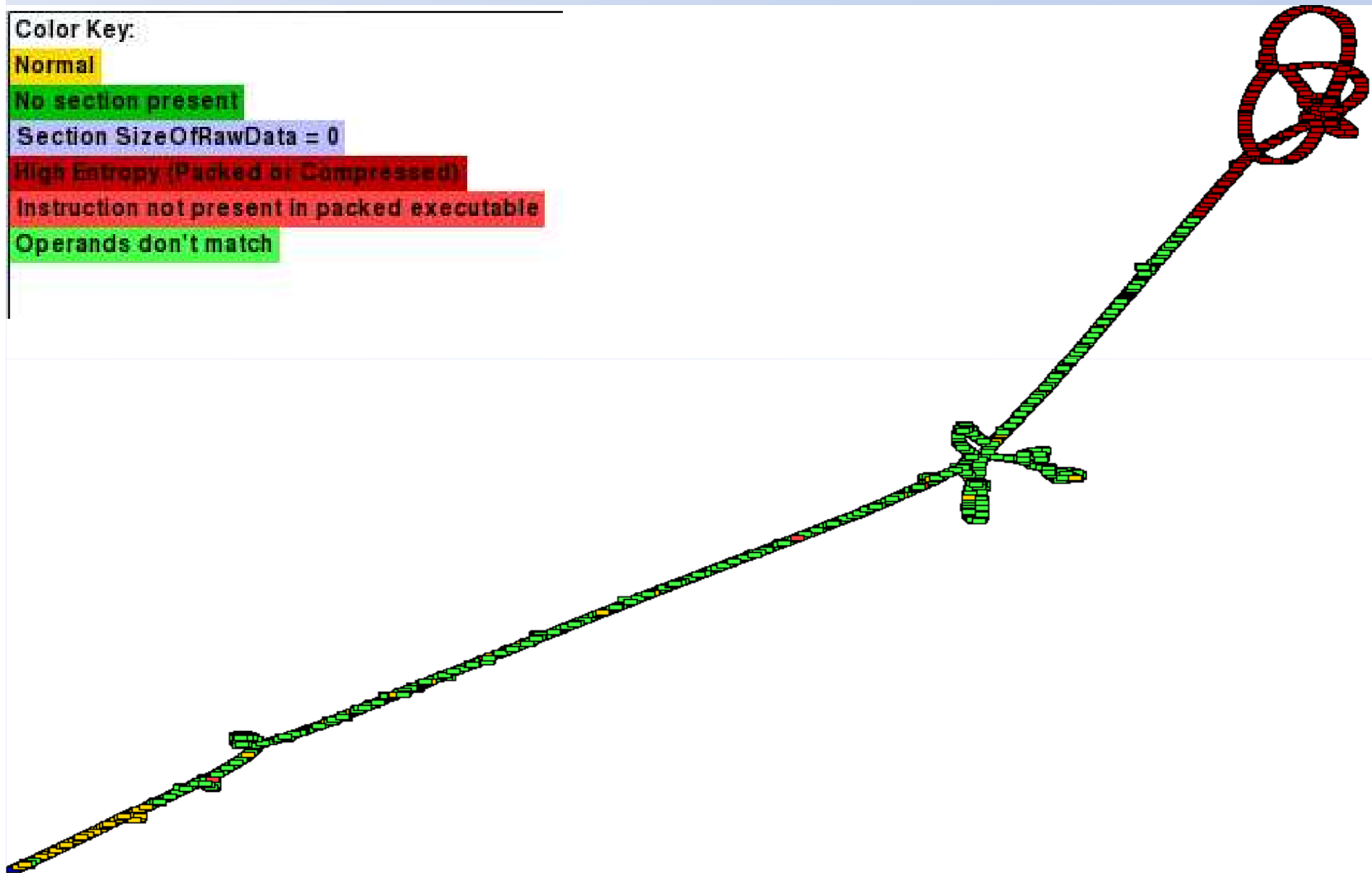
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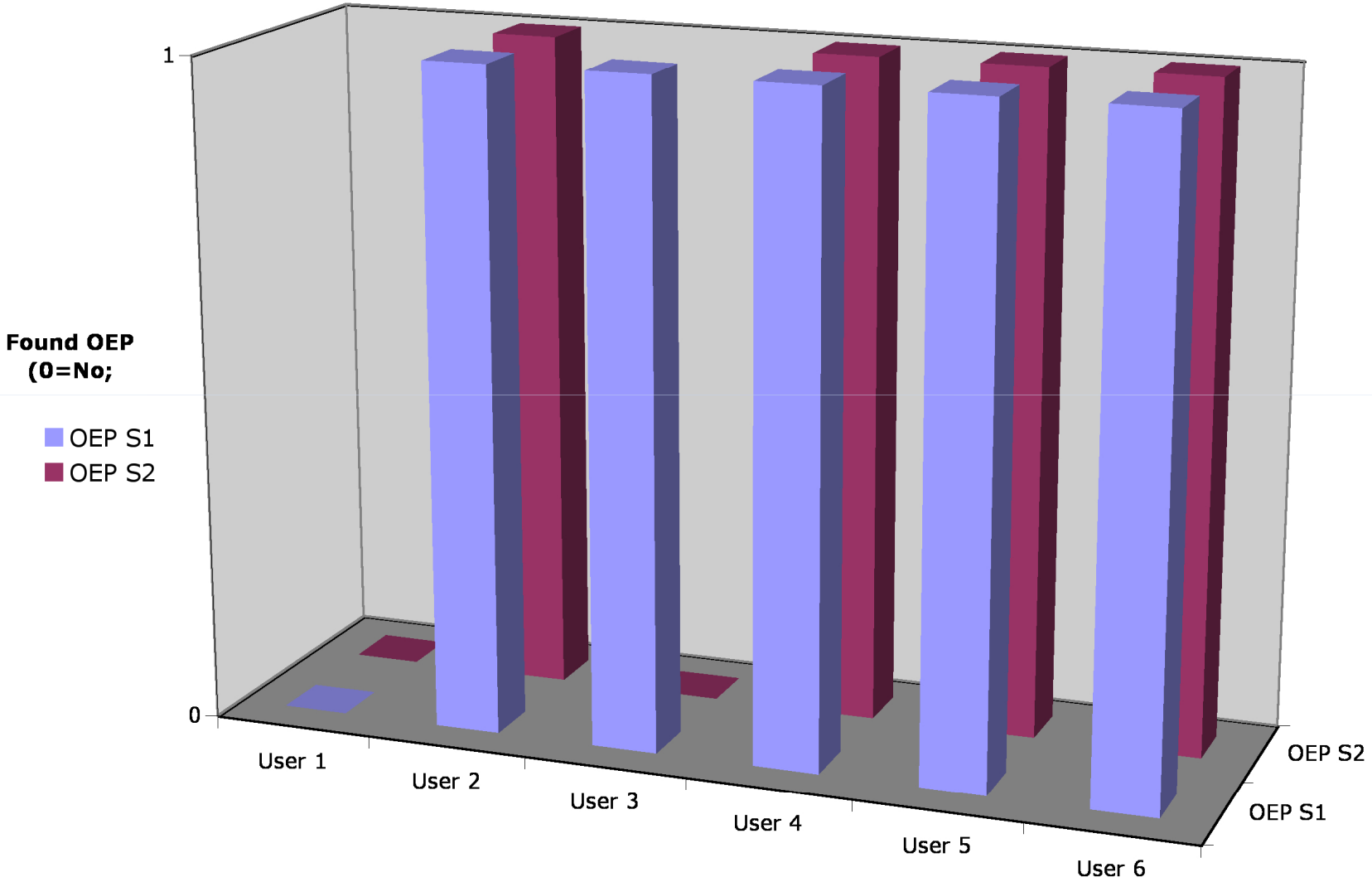
User Study

- Students had just completed week long reverse engineering course
- Analyzed two packed samples of the Netbull Virus with UPX and MEW
- Asked to perform a series of tasks based on the typical reverse engineering process
- Asked about efficacy of visualization tool

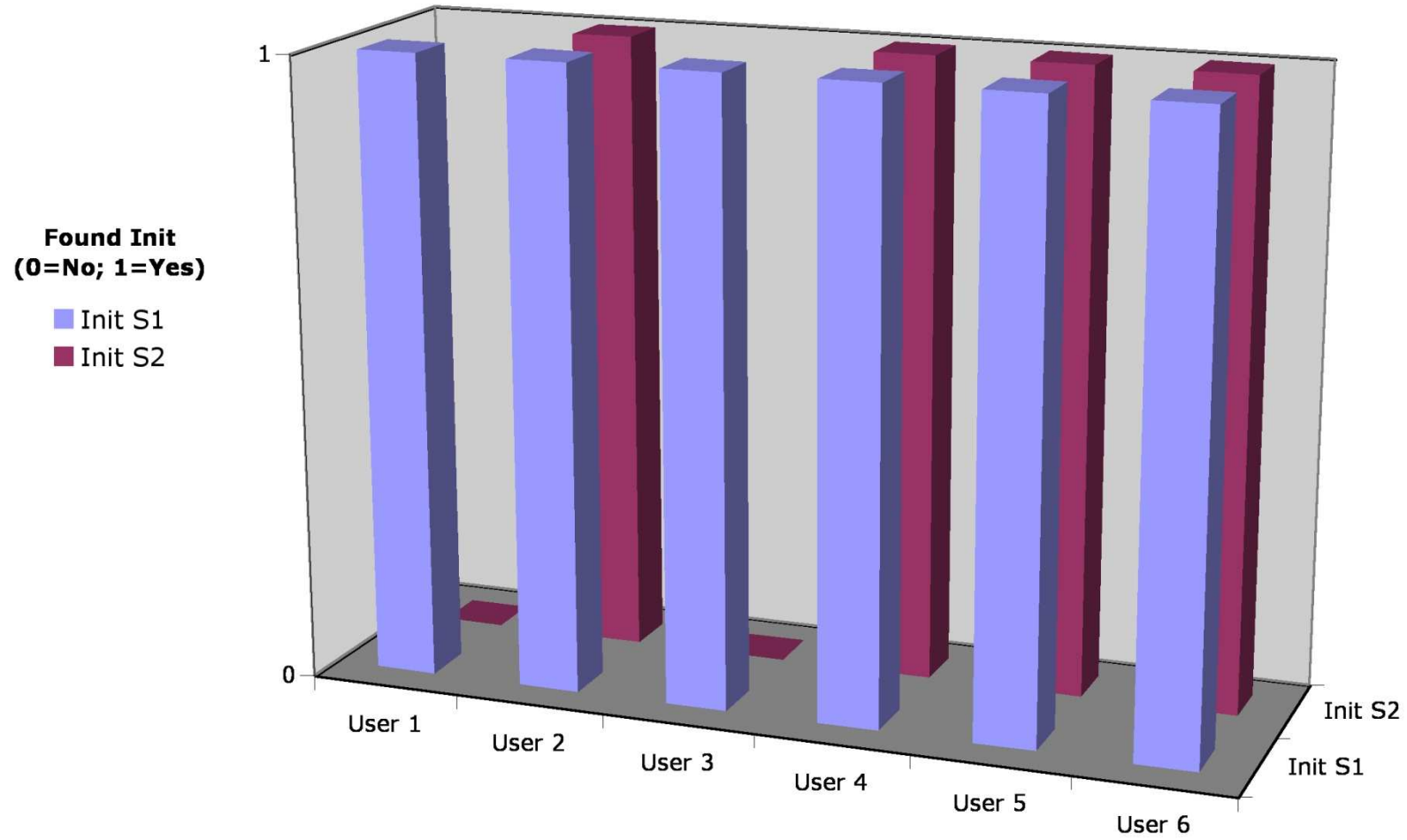
User Study: Tasks Performed

- Find the original entry point (OEP) of the packed samples
- Execute the program to look for any identifying output
- Identify portions of the executable:
 - Packer code
 - Initialization
 - Main loops

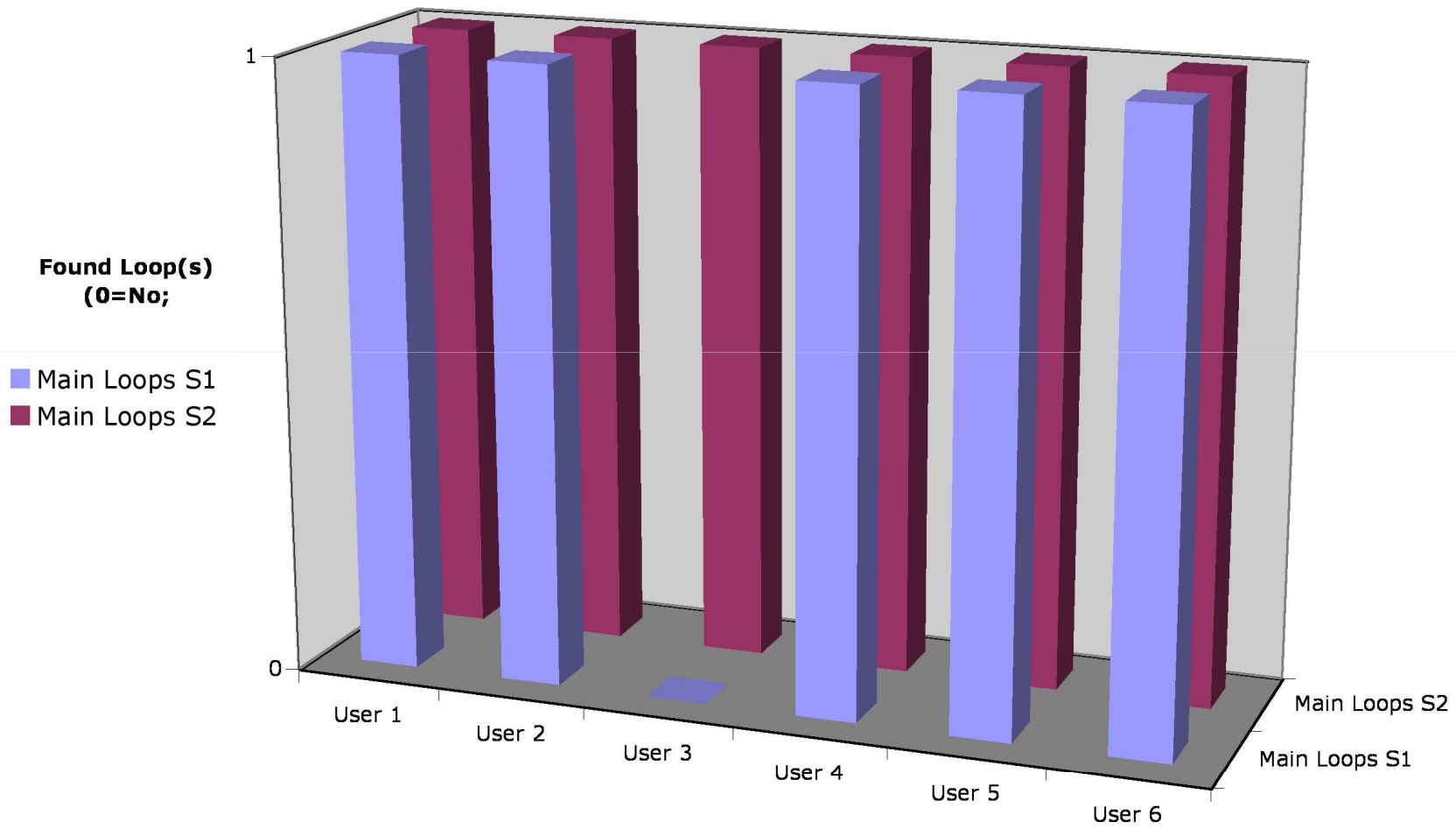
Original Entry Point Recognition



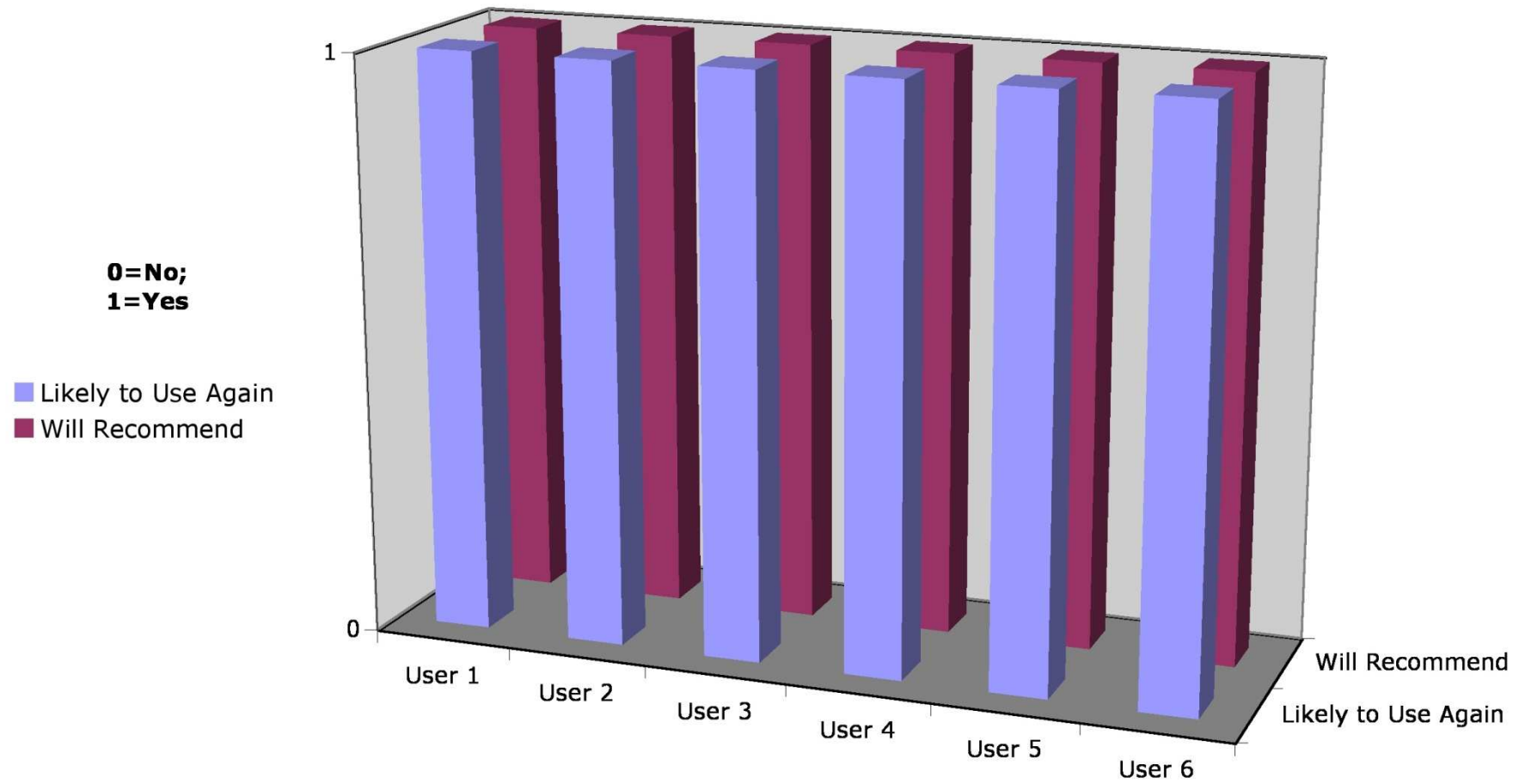
Initialization Recognition



Main Loop(s) Recognition



Overall Evaluation



Selected Comments

- “Wonderful way to visualize analysis and to better focus on areas of interest”
- “Fantastic tool. This has the potential to significantly reduce analysis time.”
- “It rocks. Release ASAP.”

Recommendations for improvement

- Need better way to identify beginning and end of loops
- Many loops overlap and become convoluted
- Be able to enter memory address and see basic blocks that match

Future Work

- General GUI / bug fixes
- Memory access visualization
- System call integration
- Function boundaries
- Interactivity with unpacking process
- Modify hypervisor to work with WinDBG, OllyDbg, IDA Debugger

Conclusions

- Visualizations make it easy to identify the OEP
- No statistical analysis of data needed
- Program phases readily identified
- Graphs are relatively simple
- Preliminary user study shows tool holds promise for speeding up reverse engineering

Thanks!

- Artem Dinaburg
- Paul Royal
- Cort Dougan
- Moses Schwartz
- Alan Erickson
- Alex Kent
- New Mexico Tech SFS Program

Closing thoughts

- Ether is awesome. Thanks Artem Dinaburg and Paul Royal.
- Source, tools, and latest slides can be found at:
<http://www.offensivecomputing.net>
- If you use the tool, please give feedback
- Look for the paper at Vizsec 2009