

CS 547: Foundation of Computer Security

S. Tripathy
IIT Patna

Previous *Class*

- Malicious code: Malware
 - Viruses
 - *Resident*
 - *Code*
 - *Spreading and payload*

Present Class

- Virus
 - To evade detection
- Malicious code: Malware
 - Worms
- *Other malicious codes*
 - *Backdoor*
 - *Rootkit*
 - *Trojan horse and Logic Bomb*
- *Detection mechanisms*
 - *Signature based*
 - *Behaviour based*

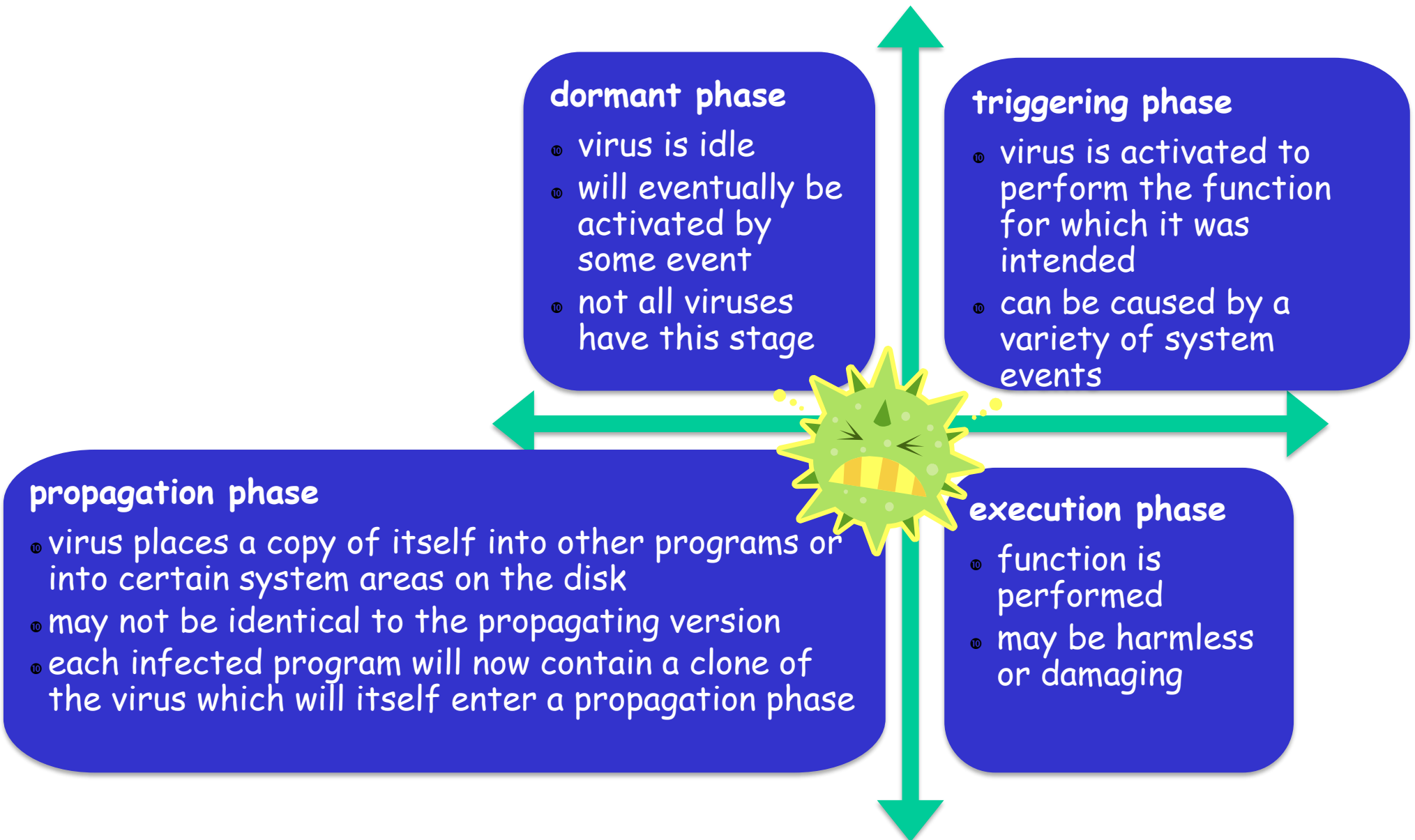
Malware!

- Malware is
 - Software, intended to intercept or take partial control of a computer's operation without the user's consent/ knowledge.
 - It subverts the computer's operation for the benefit of a third party.
- [NIST05] defines malware as:
 - “a program that is inserted into a system, usually covertly, with the intent of compromising the confidentiality, integrity, or availability of the victim's data, applications, or operating system or otherwise annoying or disrupting the victim.”
- Malware covers all kinds of intruder software
 - including viruses, worms, backdoors, rootkits, Trojan horses, stealware etc. These terms have more specific meanings.

Viruses

- A **virus** is a particular kind of malware that infects other files
 - Traditionally, a virus could only infect executable programs
 - Typically, when the file is executed (or sometimes just opened), the virus activates, and tries to infect other files with copies of itself
- Infection
 - For executable programs:
 - Typically, the virus will modify other programs and copy itself to the beginning of the targets' program code
 - For documents with macros:
 - The virus will edit other documents to add itself as a macro which starts automatically when the file is opened

Virus Phases



Virus structure

Program V:=

{

goto main;

1234567;

subroutine infect-executable :=

{ loop:

file := get-random-executable-file;

if(first-line-of-file = 1234567)

then goto loop

else prepend V to file; }

subroutine do-damage :=

{ whatever damage is to be done; }

subroutine trigger-pulled: =

{ return true if some condition holds; }

main : main-program :=

{ infect-executable;

if trigger-pulled then do-damage;

goto next; }

next:

}

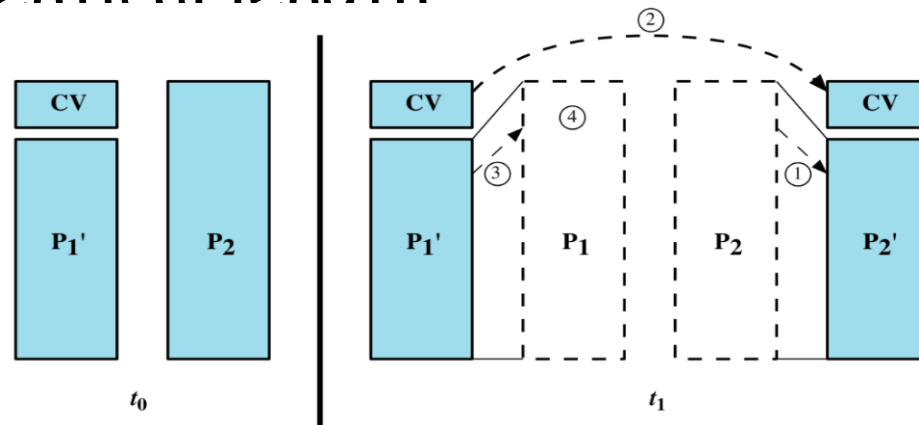
Spread and Payload

- In addition to trying to spread
 - Some viruses try to evade detection by disabling any active virus scanning software
- Most viruses have some sort of **payload**
 - At some point, the payload of an infected machine will activate, and something (usually **bad**) will happen
 - Erase your hard drive
 - Subtly corrupt some of your spreadsheets
 - Install a keystroke logger to capture your online banking password
 - Start attacking a particular target website

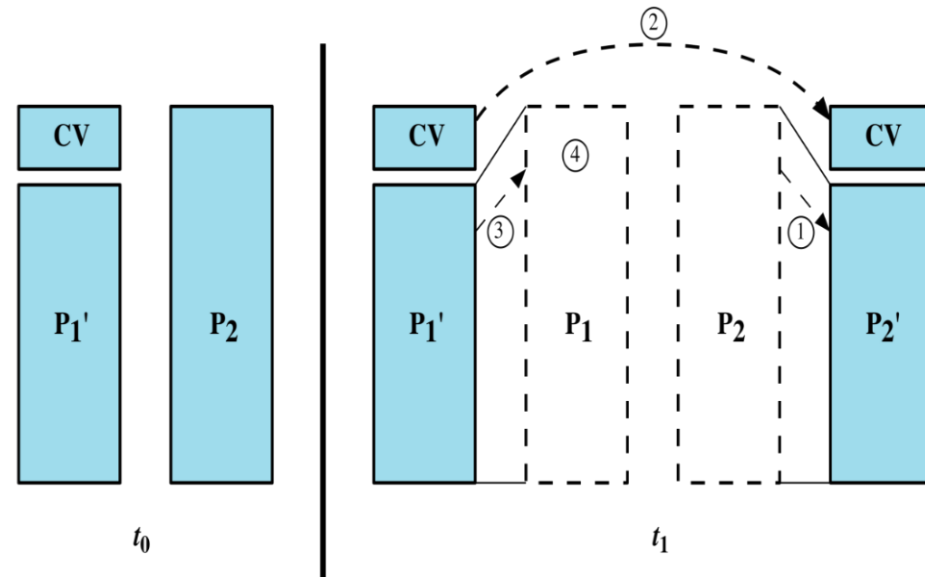


To evade detection!!!

- The infected program will first run the virus code when invoked
 - If the infection phase is **fast**, then it will be unrecognizable
- **Infected version of a program is longer than the normal**
 - A virus can compress the infected program to make its versions identical length



How to evade detection: Compression Virus



Program V:=

```
{ goto main;  
1234567;  
subroutine infect-executable :=  
{ loop:  
  file := get-random-executable-file;  
  if(first-line-of-file = 1234567) then goto loop;  
  compress file  
  prepend V to file; }
```

Main: main_program :=

```
{is ask_permission then infect-executable  
uncompress rest of file;  
run uncompressed file;}  
}
```

Spotting viruses

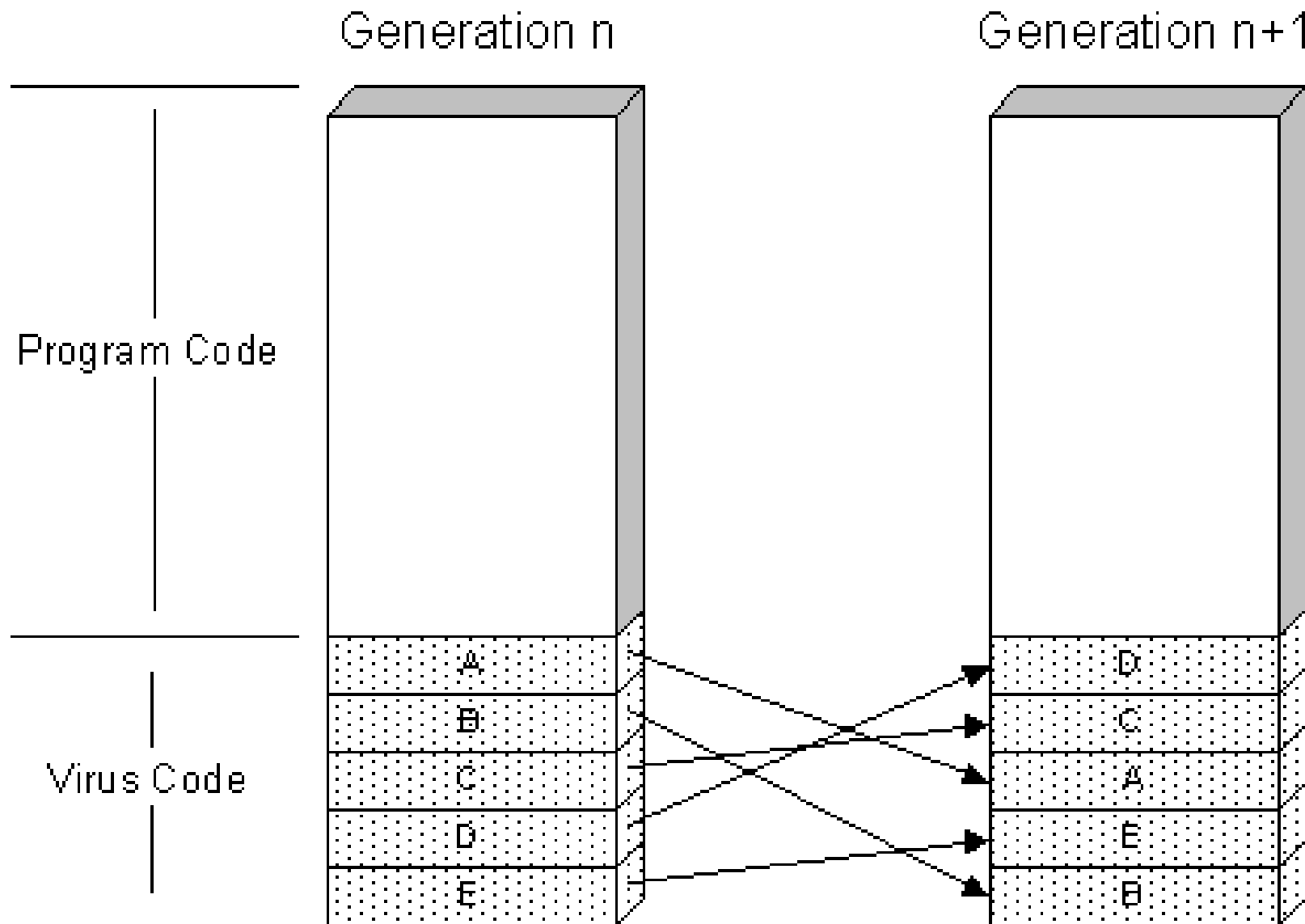
- When should we look for viruses?
 - As files are added to our computer
 - Via portable media
 - Via a network
 - From time to time, scan the entire state of the computer
 - To catch anything we might have missed on its way in
 - But of course, any damage the virus might have done may not be reversible
- How do we look for viruses?
 - Signature-based protection
 - Behaviour-based protection

Signature-based protection

- Keep a list of all known viruses
- For each virus in the list, store some characteristic feature (the **signature**)
 - Most signature-based systems use features of the virus code itself
 - The infection code
 - The payload code
 - Can also try to identify other patterns characteristic of a particular virus
 - Where on the system it tries to hide itself
 - How it propagates from one place to another

Virus Goal	How Achieved
Attach to executable	Modify file directory / Write to executable pgm file
Attach to data/ control file	Modify directory / Rewrite data Append to data / Append data to self
Remain in memory	Intercept interrupt by modifying interrupt handler address table / Load self in non-transient memory area
Infect disks	Intercept interrupt / Intercept OS call (e.g., to format disk) Modify system file / Modify ordinary executable pgm
Conceal self	Intercept system calls that would reveal self and falsify results / Classify self as "hidden" file
Spread self	Infect boot sector / Infect systems pgm Infect ordinary pgm / Infect data ordinary pgm reads to control its executable
Prevent deactivation	Activate before deactivating pgmand block deactivation Store copy to reinfect after deactivation

Metamorphic

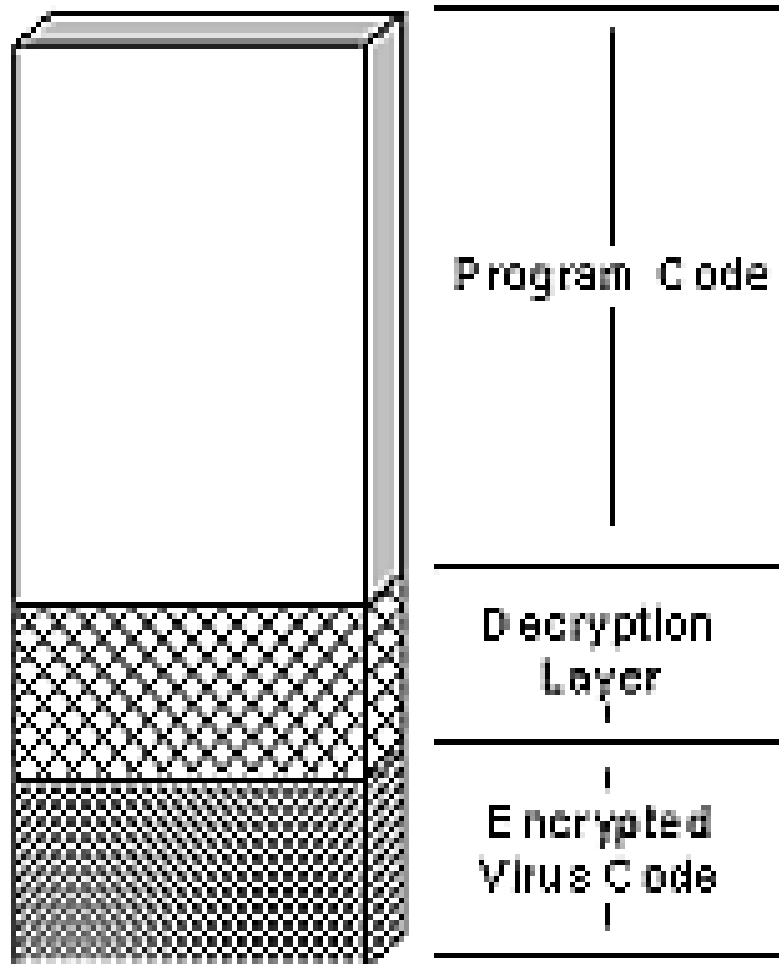


Polymorphism

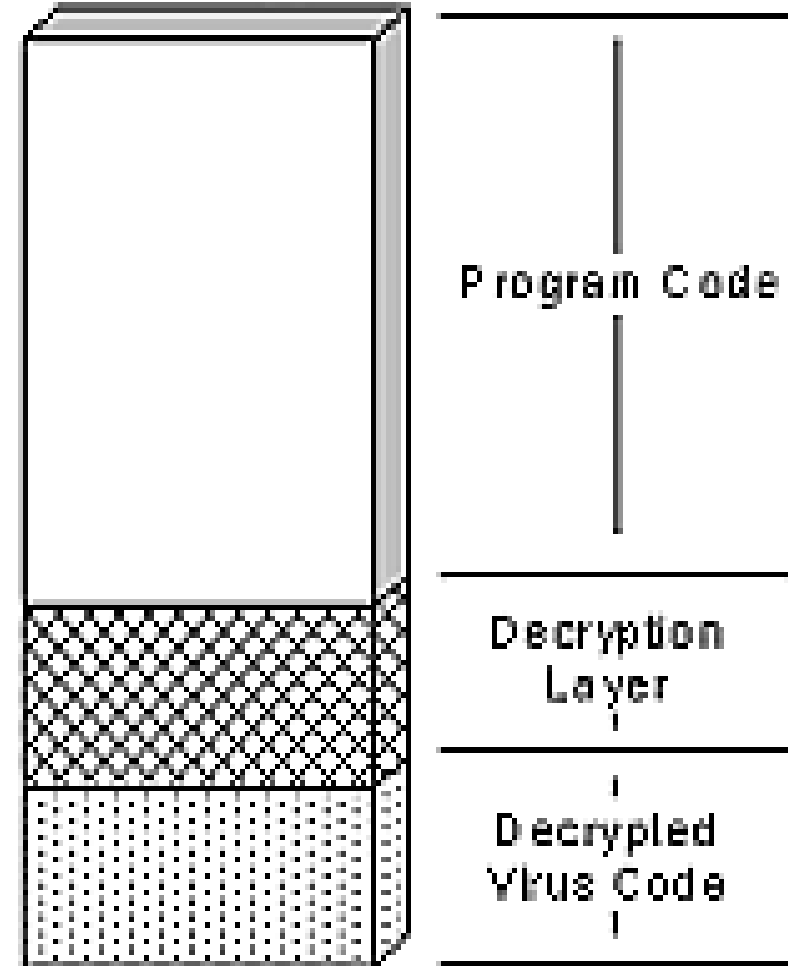
- To try to evade signature-based virus scanners, some viruses are **polymorphic**
 - Instead of making perfect copies of itself every time it infects a new file or host, it makes a **modified** copy
 - This is often done by encrypting the virus code
 - The virus starts with a decryption routine which decrypts the rest of the virus, which is then executed
 - When the virus spreads, it encrypts the new copy with a newly-chosen random key
- **How would you scan for polymorphic viruses?**

Encrypted

Encrypted Virus



**Encrypted Virus -
post decryption**



Encrypting virus structure

– Encrypting virus structure (informal pseudo-code)

```
array decr_key;  
procedure decrypt (virus_code, decr_key)  
    ...  
end /* decrypt */
```

```
begin /* virus V in target pgm T */  
    decrypt (V, decr_key);
```

sto-
red
en-
cryp-
-ted

```
    infect: if infect_condition met then  
        find new target pgms NT to infect;  
        mutate V into V' for copying;  
        encrypt V' with random key into V'';  
        save new key in file for V'';  
        attach V'' to NT;  
        hide modification of NT (with stealth  
            code of V);  
    damage: if damage_condition met then  
        execute damage_code of V  
    else start T
```

```
end /* virus V in target pgm T */
```

Virus Signatures Detecting Virus Signatures

- **Encrypting virus:** Encrypts its object code (each time with a different/random key), decrypts code to run
- **Q: Is there any signature for encryption virus that a scanner can see?**
 - Hint: consider 3 parts of encryption virus:
 - „proper“ virus code (infect/damage code)
 - decr_key
 - procedure decrypt

Virus Signatures Detecting Virus Signatures

- Q: Is there any signature for encryption virus that a scanner can see?
- A:
 - „proper“ virus code - encrypted with random key - polymorphic
 - `decr_key` - random key used to encrypt/decrypt - polymorphic
 - `procedure decrypt` (or a pointer to a library decrypt procedure) - unencrypted, static

=> *procedure decrypt of V is its signature visible to a scanner*
- But: Virus writer can use polymorphic techniques on decryption code to make it „less visible“ (to hide it)
- Virus writers and scanner writers challenge each other
 - An endless game?

Behaviour-based protection

- Signature-based protection systems have a major limitation
 - You can only scan for viruses that are in the list!
 - But there are several brand-new viruses identified **every day**
 - More than 75 thousand
 - What can we do?
- Behaviour-based systems look for **suspicious patterns of behaviour**, rather than for specific code fragments
 - Of course, this is only useful **post-infection**

False negatives and positives

- Any kind of test or scanner can have two types of errors:
 - False negatives: fail to identify a threat that is present
 - False positives: claim a threat is present when it is not
- Which is worse?
- How do you think signature-based and behaviour-based systems compare?

Logic bombs

- **Logic bomb** is a malicious code hiding in the software **already on your computer**, waiting for a certain trigger to “go off” (execute its payload)
- Logic bombs are usually written by “insiders”, and are meant to be triggered sometime in the future
 - After the insider leaves the company
- The payload of a logic bomb is usually pretty dire
 - Erase your data
 - Corrupt your data
 - Encrypt your data, and ask you to send money to some offshore bank account in order to get the decryption key!

Logic bombs

- What is the trigger?
- Usually something the insider can affect once he is no longer an insider
 - Trigger when this particular account gets three deposits of equal value in one day
 - Trigger when a special sequence of numbers is entered on the keypad of an ATM
 - Just trigger at a certain time in the future (called a "time bomb")

Trojan horses

- **Trojan horses** are programs which claim to do something innocuous (and usually do), but which also hide malicious behaviour

*You're surfing the Web and you see a button on the Web site saying, "**Click here to see the dancing pigs.**" And you click on the Web site and then this window comes up saying, "**Warning: this is an untrusted Java applet. It might damage your system. Do you want to continue? Yes/No.**" Well, the average computer user is going to pick dancing pigs over security any day. And we can't expect them not to.*

-- Bruce Schneier

Spotting Trojan horses and logic bombs

- Spotting Trojan horses and logic bombs is extremely tricky. Why?
- The user is **intentionally** running the code!
 - Trojan horses: the user clicked “yes, I want to see the dancing pigs”
 - Logic bombs: the code is just (a hidden) part of the software already installed on the computer
- Don't run code from untrusted sources?
- Better: prevent the payload from doing bad things

Thanks