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恶意代码分析与防治技术

## 第13章 数据加密与解密

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# 本章知识点

- The Goal of Analyzing Encoding Algorithms
- Simple Ciphers
  - 重点: XOR、BASE64
- Common Cryptographic Algorithms
  - 难点: 信息熵Entropy
- Custom Encoding
- Decoding
  - 重点: 自解密Self-decoding



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# The Goal of Analyzing Encoding Algorithms



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# Reasons Malware Uses Encoding

- **Hide** configuration information
  - Such as C&C domains
- Save information to a staging file
  - Before **stealing** it
- Store **strings** needed by malware
  - Decode them just before they are needed
- **Disguise** malware as a legitimate tool
  - Hide suspicious strings





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# The Goal

- **Identify** the encoding functions
  - Understand the encoding method
- **Decode** malware secrets
  - Using the encoding knowledge



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# Simple Ciphers





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# Why Use Simple Ciphers?

- They are easily broken, but
  - They are **small**, so they fit into space-constrained environments like exploit shellcode
  - **Less obvious** than more complex ciphers
  - **Low overhead**, little impact on performance
- These are ***obfuscation***, not *encryption*
  - They make it difficult to recognize the data, but can't stop a skilled analyst



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# Caesar Cipher

- **Shift** each letter forward 3 spaces in the alphabet

ABCDEFGHIJKLMNOPQRSTUVWXYZ

DEFGHIJKLMNOPQRSTUVWXYZABC

- Example

ATTACK AT NOON

DWWDFN DW QRRQ



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# XOR

$$0 \text{ xor } 0 = 0$$

$$0 \text{ xor } 1 = 1$$

$$1 \text{ xor } 0 = 1$$

$$1 \text{ xor } 1 = 0$$

- Uses a key to encrypt data
- Uses one bit of data and one bit of the key at a time





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# XOR

- Example: Encode HI with a key of **0x3c**

HI = 0x48 0x49 (ASCII encoding)


Data:                   0100 1000 0100 1001

Key:                    0011 1100 0011 1100

Result:       **0111 0100 0111 0101**





A	T	T	A	C	K		A	T		N	O	O	N
0x41	0x54	0x54	0x41	0x43	0x4B	0x20	0x41	0x54	0x20	0x4E	0x4F	0x4F	0x4E
													
}	h	h	}	DEL	W	FS	}	H	FS	r	s	s	r
0x7d	0x68	0x68	0x7d	0x7F	0x77	0x1C	0x7d	0x68	0x1C	0x72	0x71	0x71	0x72

*Figure 14-1. The string ATTACK AT NOON encoded with an XOR of 0x3C (original string at the top; encoded strings at the bottom)*



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# XOR Reverses Itself

- Example: Encode HI with a key of 0x3c

HI = 0x48 0x49 (ASCII encoding)

Data: 0100 1000 0100 1001

Key: 0011 1100 0011 1100

$$0 \text{ xor } 0 = 0$$

$$0 \text{ xor } 1 = 1$$

$$1 \text{ xor } 0 = 1$$

$$1 \text{ xor } 1 = 0$$

- Encode it again

Result: 0111 0100 0111 0101

Key: 0011 1100 0011 1100

Data: 0100 1000 0100 1001





# Brute-Forcing XOR Encoding

- If the key is a single byte, there are only 256 possible keys
  - Error in book; this should be "a.exe"
  - PE files begin with MZ

*Example 14-1. First bytes of XOR-encoded file a.gif*

5F 48 42 12 10 12 12 12 16 12 1D 12 ED ED 12 12	_HB.....
AA 12 12 12 12 12 12 12 52 12 08 12 12 12 12 12	.....R.....
12 12 12 12 12 12 12 12 12 12 12 12 12 12 12 12	.....
12 12 12 12 12 12 12 12 12 12 12 12 12 13 12 12	.....
A8 02 12 1C 0D A6 1B DF 33 AA 13 5E DF 33 82 82	.....3..^..3..
46 7A 7B 61 32 62 60 7D 75 60 73 7F 32 7F 67 61	Fz{a2b`}u`s.2.ga





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MZ = 0x4d 0x5a

Table 14-1. Brute-Force of XOR-Encoded Executable

XOR key value	Initial bytes of file	MZ header found?
Original	5F 48 42 12 10 12 12 12 16 12 10 12 ED ED 12	No
XOR with 0x01	5e 49 43 13 11 13 13 13 17 13 1c 13 ec ec 13	No
XOR with 0x02	5d 4a 40 10 12 10 10 10 14 10 1f 10 ef ef 10	No
XOR with 0x03	5c 4b 41 11 13 11 11 11 15 11 1e 11 ee ee 11	No
XOR with 0x04	5b 4c 46 16 14 16 16 16 12 16 19 16 e9 e9 16	No
XOR with 0x05	5a 4d 47 17 15 17 17 17 13 17 18 17 e8 e8 17	No
...	...	No
XOR with 0x12	4d 5a 50 00 02 00 00 00 04 00 0f 00 ff ff 00	Yes!





*Example 14-2. First bytes of the decrypted PE file*

4D 5A 50 00 02 00 00 00 04 00 0F 00 FF FF 00 00	MZP.....
B8 00 00 00 00 00 00 00 40 00 1A 00 00 00 00 00	.....@.....
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.....
00 00 00 00 00 00 00 00 00 00 00 00 00 00 01 00 00	.....
BA 10 00 0E 1F B4 09 CD 21 B8 01 4C CD 21 90 90	.....!...L!...
54 68 69 73 20 70 72 6F 67 72 61 6D 20 6D 75 73	This program mus







# Brute-Forcing Many Files

- Look for a common string, like "This Program"

*Table 14-2. Creating XOR Brute-Force Signatures*

**XOR key value "This program"**

Original	54 68 69 73 20 70 72 6f 67 72 61 6d 20
XOR with 0x01	55 69 68 72 21 71 73 6e 66 73 60 6c 21
XOR with 0x02	56 6a 6b 71 22 72 70 6d 65 70 63 6f 22
XOR with 0x03	57 6b 6a 70 23 73 71 6c 64 71 62 6e 23
XOR with 0x04	50 6c 6d 77 24 74 76 6b 63 76 65 69 24
XOR with 0x05	51 6d 6c 76 25 75 77 6a 62 77 64 68 25
...	...
XOR with 0xFF	ab 97 96 8c df 8f 8d 90 98 8d 9e 92 df



# XOR and Nulls

- A null byte reveals the key, because
  - $0x00 \text{ xor KEY} = \text{KEY}$
- Obviously the key here is 0x12

*Example 14-1. First bytes of XOR-encoded file a.gif*

5F 48 42 12 10 12 12 12 16 12 1D 12 ED ED 12 12	_HB.....
AA 12 12 12 12 12 12 12 52 12 08 12 12 12 12	.....R.....
12 12 12 12 12 12 12 12 12 12 12 12 12 12 12	.....
12 12 12 12 12 12 12 12 12 12 12 12 12 13 12 12	.....
A8 02 12 1C 0D A6 1B DF 33 AA 13 5E DF 33 82 82	.....3..^..3..
46 7A 7B 61 32 62 60 7D 75 60 73 7F 32 7F 67 61	Fz{a2b`}u`s.2.ga





# NULL-Preserving Single-Byte XOR Encoding

- Algorithm:
  - Use XOR encoding, EXCEPT
  - If the plaintext is NULL or the key itself, **skip** the byte

*Table 14-3. Original vs. NULL-Preserving XOR Encoding Code*

Original XOR	NULL-preserving XOR
<pre>buf[i] ^= key;</pre>	<pre>if (buf[i] != 0 &amp;&amp; buf[i] != key)     buf[i] ^= key;</pre>



*Example 14-1. First bytes of XOR-encoded file a.gif*

5F 48 42 12 10 12 12 12 16 12 1D 12 ED ED 12 12	_HB.....
AA 12 12 12 12 12 12 12 52 12 08 12 12 12 12 12	.....R.....
12 12 12 12 12 12 12 12 12 12 12 12 12 12 12 12	.....
12 12 12 12 12 12 12 12 12 12 12 12 12 13 12 12	.....
A8 02 12 1C 0D A6 1B DF 33 AA 13 5E DF 33 82 82	.....3..^..3..
46 7A 7B 61 32 62 60 7D 75 60 73 7F 32 7F 67 61	Fz{a2b`}u`s.2.ga

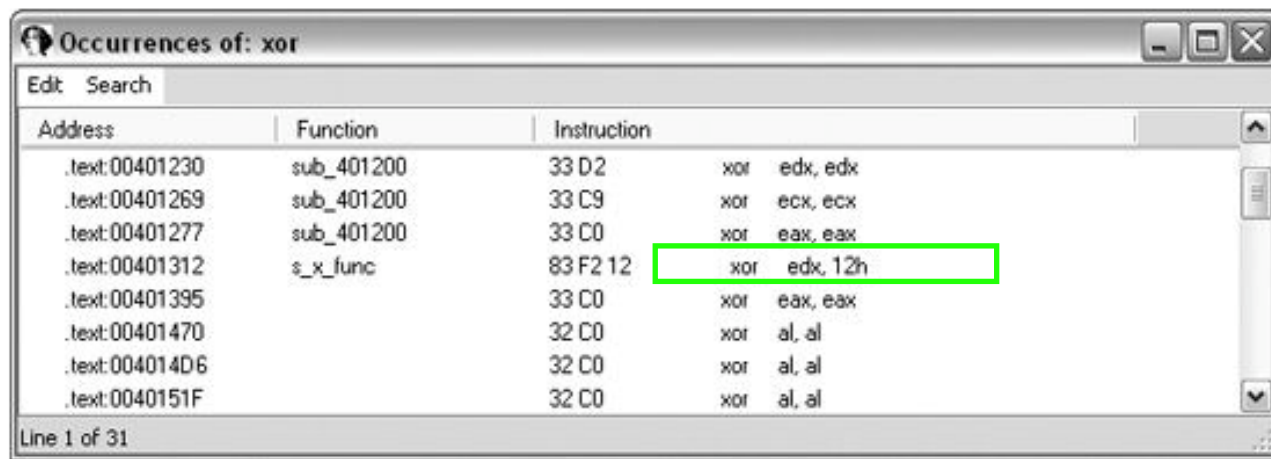
*Example 14-3. First bytes of file with NULL-preserving XOR encoding*

5F 48 42 00 10 00 00 00 16 00 1D 00 ED ED 00 00	_HB.....
AA 00 00 00 00 00 00 00 52 00 08 00 00 00 00 00	.....R.....
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.....
00 00 00 00 00 00 00 00 00 00 00 00 00 13 00 00	.....
A8 02 00 1C 0D A6 1B DF 33 AA 13 5E DF 33 82 82	.....3..^..3..
46 7A 7B 61 32 62 60 7D 75 60 73 7F 32 7F 67 61	Fz{a2b`}u`s.2.ga



# Identifying XOR Loops in IDA

- Small loops with an XOR instruction inside
  1. Start in "IDA View" (seeing code)
  2. Click **Search, Text**
  3. Enter **xor** and **Find all occurrences**





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# Three Forms of XOR

- XOR a **register with itself**, like `xor edx, edx`
  - Innocent, a common way to zero a register
- XOR a **register or memory reference with a constant**
  - May be an encoding loop, and key is the constant
- XOR a **register or memory reference with a different register or memory reference**
  - May be an encoding loop, key less obvious



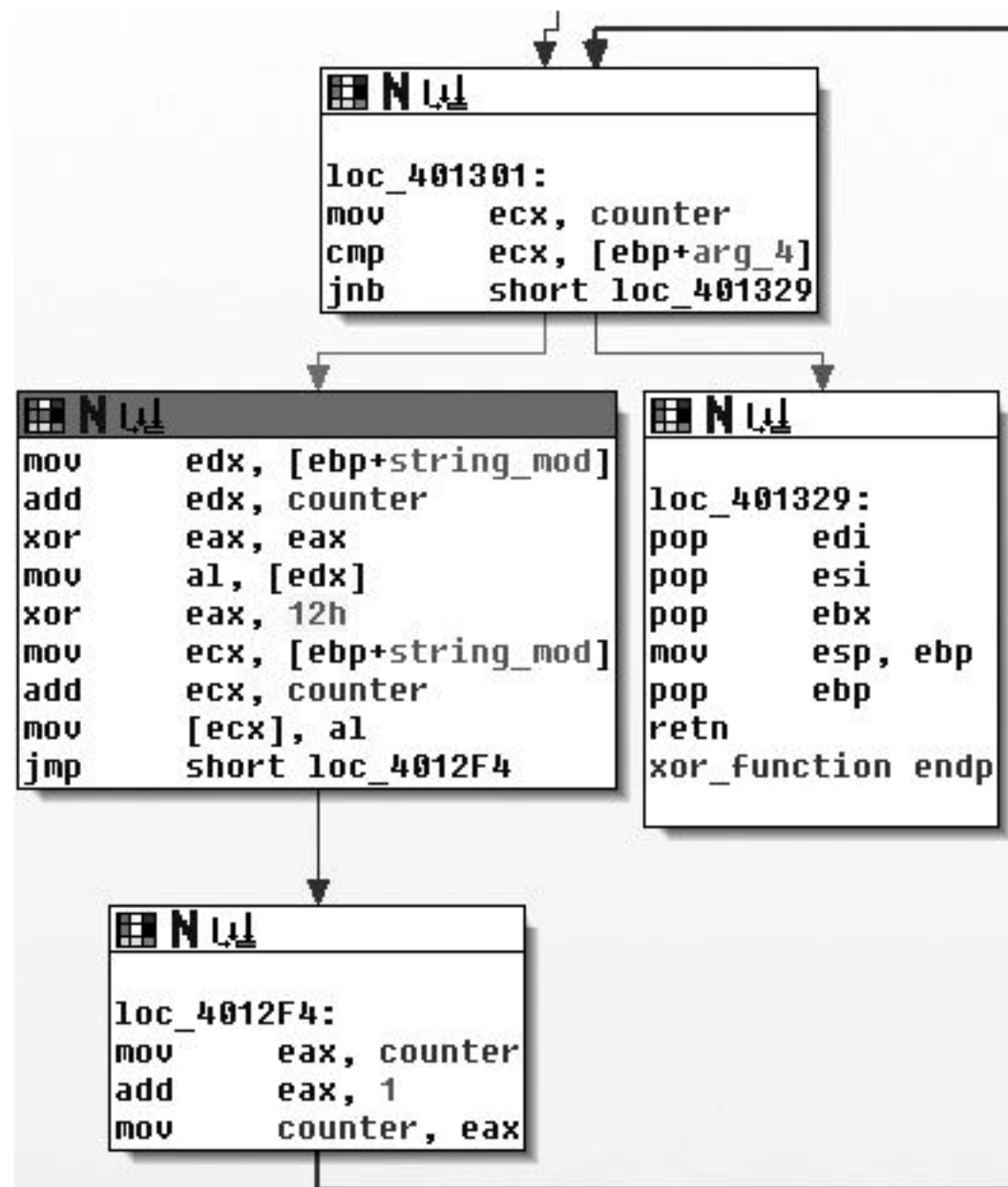


Figure 14-3. Graphical view of single-byte XOR loop





*Table 14-4. Additional Simple Encoding Algorithms*

Encoding scheme	Description
-----------------	-------------

ADD, SUB	Encoding algorithms can use ADD and SUB for individual bytes in a manner that is similar to XOR. ADD and SUB are not reversible, so they need to be used in tandem (one to encode and the other to decode).
----------	---

ROL, ROR	Instructions rotate the bits within a byte right or left. Like ADD and SUB, these need to be used together since they are not reversible.
----------	---

ROT	This is the original Caesar cipher. It's commonly used with either alphabetical characters (A-Z and a-z) or the 94 printable characters in standard ASCII.
-----	--

Multibyte	Instead of a single byte, an algorithm might use a longer key, often 4 or 8 bytes in length. This typically uses XOR for each block for convenience.
-----------	--

Chained or loopback	This algorithm uses the content itself as part of the key, with various implementations. Most commonly, the original key is applied at one side of the plaintext (start or end), and the encoded output character is used as the key for the next character.
---------------------	--





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# Base64

- Converts 6 bits into one character in a 64-character alphabet
- There are a few versions, but all use these 62 characters:

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

- MIME uses + and /
  - Also = to indicate padding





# Transforming Data to Base64

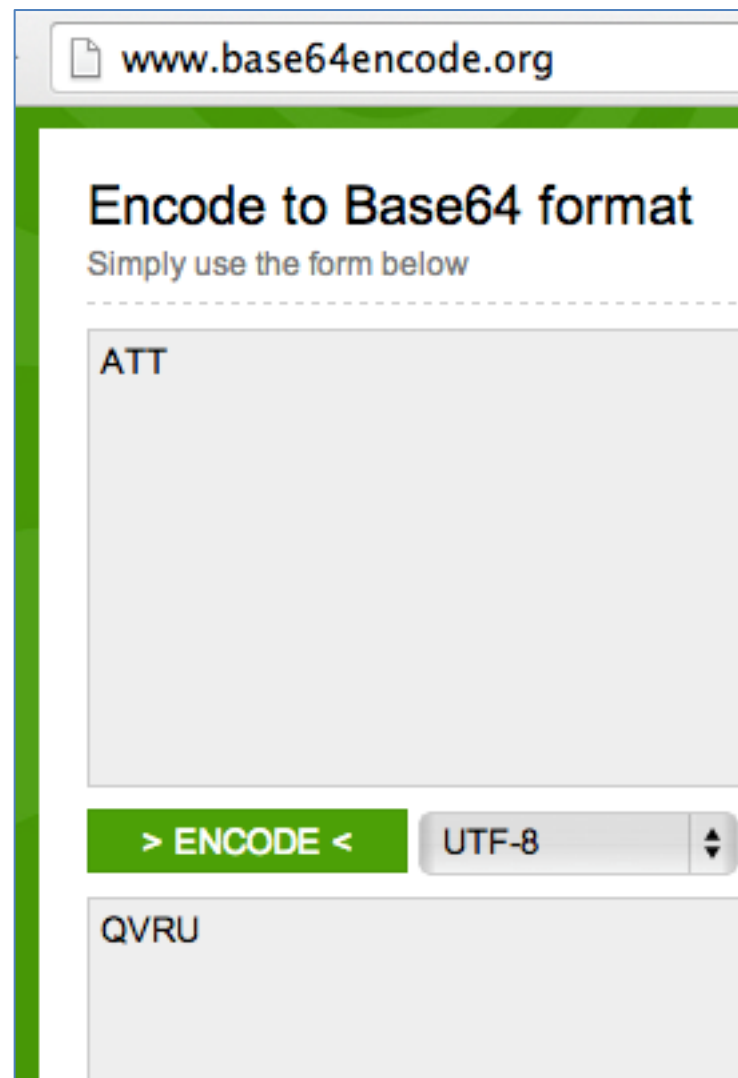
- Use 3-byte chunks (24 bits)
- Break into four 6-bit fields
- Convert each to Base64

A								T								T							
0x4				0x1				0x5				0x4				0x5				0x4			
0	1	0	0	0	0	0	1	0	1	0	1	0	1	0	0	0	1	0	1	0	1	0	0
16				21				17				20											
Q				V				R				U											

Figure 14-4. Base64 encoding of ATT

# base64encode.org base64decode.org

- 3 bytes encode to 4  
Base64 characters



The screenshot shows a web browser window with the address bar displaying "www.base64encode.org". The page has a green header bar. Below the header, the main heading is "Encode to Base64 format" with the subtitle "Simply use the form below". There is a large text input area containing the text "ATT". Below the input area is a green button labeled "> ENCODE <". To the right of the button is a dropdown menu currently showing "UTF-8". Below the button and dropdown is another text input area containing the text "QVRU".





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# Padding

- If input had only 2 characters, an “=” is appended

### Encode to Base64 format

Simply use the form below

AT

> ENCODE <

UTF-8

QVQ=





# Padding

- If input had only 1 character, == is appended

**Encode to Base64 format**  
Simply use the form below

---

A

> ENCODE <

UTF-8

QQ==







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# Example

- URL and cookie are Base64-encoded

*Example 14-5. Sample malware traffic*

```
GET /X29tbVEuYC8=/index.htm
```

```
User-Agent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 5.1)
```

```
Host: www.practicalmalwareanalysis.com
```

```
Connection: Keep-Alive
```

```
Cookie: Ym90NTQxNjQ
```

```
GET /c2UsYi1kYWM0cnUjdFlvbiAjb21wbFU0YP==/index.htm
```

```
User-Agent: Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 5.1)
```

```
Host: www.practicalmalwareanalysis.com
```

```
Connection: Keep-Alive
```

```
Cookie: Ym90NTQxNjQ
```



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# Cookie: Ym90NTQxNjQ

- This has 11 characters—padding is omitted
- Some Base64 decoders will fail, but this one just automatically adds the missing padding

Decode from Base64 format  
Simply use the form below

Ym90NTQxNjQ

< DECODE > UTF-8 (Y

bot54164





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# Finding the Base64 Function

- Look for this "indexing string"

```
ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz  
nopqrstuvwxyz0123456789+/'
```

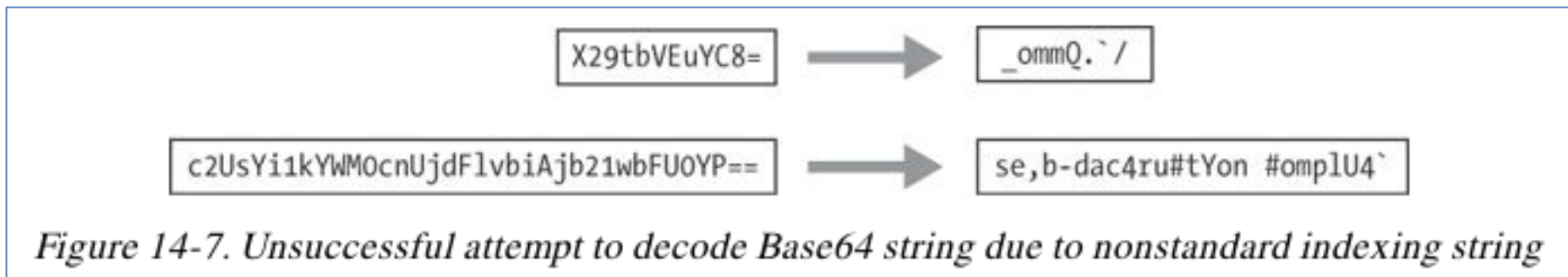
- Look for a lone padding character (typically =) hardcoded into the encoding function



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# Decoding the URLs



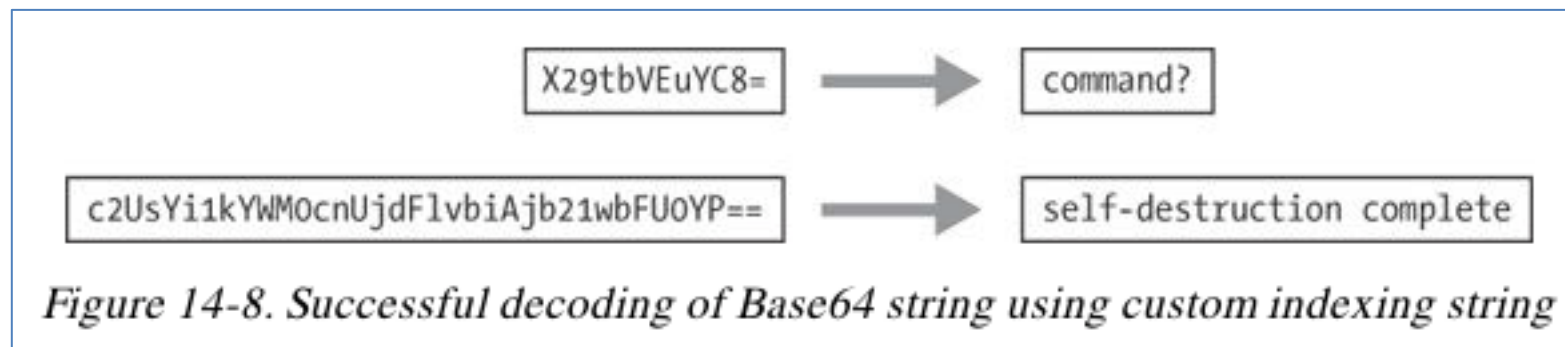
- Custom **indexing string**

aABCDEFGHIJKLMNOPQRSTUVWXYZbcdefghijklmnopqrs  
tuvwxyz0123456789+/  
=

- Look for a lone **padding character** (typically =) hard-coded into the encoding function



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# Common Cryptographic Algorithms



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# Cryptography

- Cryptography vs. Cipher ?
- Cryptography applications?



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# Strong Cryptography

- Strong enough to **resist brute-force attacks**
  - Ex: SSL, AES, etc.
- Disadvantages of strong encryption
  - **Large** cryptographic libraries required
  - May make code **less portable**
  - Standard cryptographic libraries are **easily detected**
    - Via function imports, function matching, or identification of cryptographic constants
  - Symmetric encryption requires a way to hide the **key**



# Recognizing Strings and Imports

- Strings found in malware encrypted with OpenSSL

```
OpenSSL 1.0.0a
SSLv3 part of OpenSSL 1.0.0a
TLSv1 part of OpenSSL 1.0.0a
SSLv2 part of OpenSSL 1.0.0a
You need to read the OpenSSL FAQ,
http://www.openssl.org/support/faq.html
%s(%d): OpenSSL internal error, assertion failed: %s
AES for x86, CRYPTOGAMS by <appro@openssl.org>
```

# Recognizing Strings and Imports

- Microsoft crypto functions usually start with **Crypt** or **CP** or **Cert**

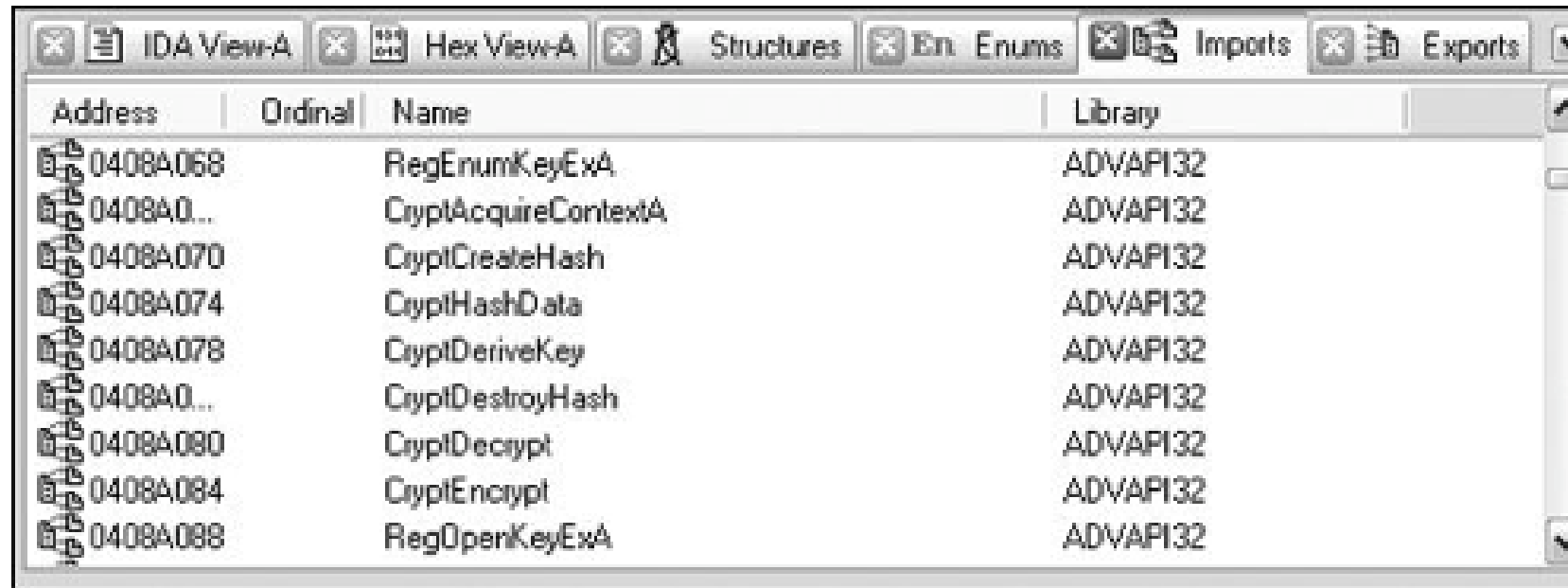


Figure 14-9. IDA Pro imports listing showing cryptographic functions



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# Searching for Cryptographic Constants

- IDA Pro's FindCrypt2 Plug-in
  - Finds *magic constants* (binary signatures of crypto routines)
  - Cannot find RC4 or IDEA routines because they don't use a magic constant
  - **RC4** is commonly used in malware because it's small and easy to implement



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# FindCrypt2

- Runs automatically on any new analysis
- Can be run manually from the Plug-In Menu

```
Output window
100062A4: found const array DES_ip (used in DES)
100062E4: found const array DES_fp (used in DES)
10006324: found const array DES_e1 (used in DES)
10006354: found const array DES_p321 (used in DES)
10006374: found const array DES_pc1 (used in DES)
100063AC: found const array DES_pc2 (used in DES)
100063EC: found const array DES_sbox (used in DES)
Found 7 known constant arrays in total.
Python
```

*Figure 14-10. IDA Pro FindCrypt2 output*

# Krypto ANALyzer (PEiD Plug-in)

- Download from link Ch 13d
- Has wider range of constants than FindCrypt2
  - More false positives
- Also finds Base64 tables and crypto function imports

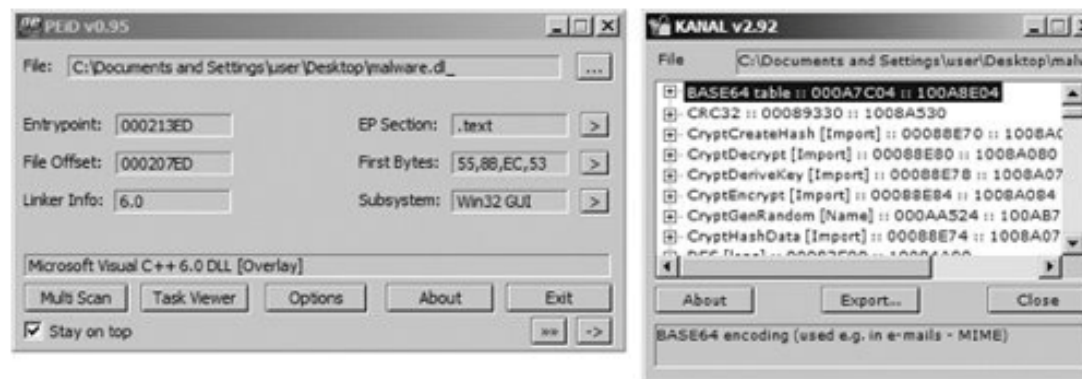


Figure 14-11. PEiD and Krypto ANALyzer (KANAL) output



# Entropy

- Entropy measures disorder

$$P(X = i) = p_i > 0 \quad (i = 1, 2, \dots, n) \quad , \quad \sum_{i=1}^n p_i = 1$$

$$H(X) = - \sum_{i=1}^n p_i \log_2 p_i \leq - \sum_{i=1}^n \frac{1}{n} \log_2 \frac{1}{n} = \log_2 n$$

- 最大熵定理，等概率场的平均不确定性最大
- The number of occurrences of each byte from 0 to 255
  - If all the bytes are equally likely, the entropy is 8 (maximum disorder)
  - If all the bytes are the same, the entropy is 0





# Searching for High-Entropy Content

- IDA Pro Entropy Plugin
- Finds regions of high entropy, indicating encryption (or compression)

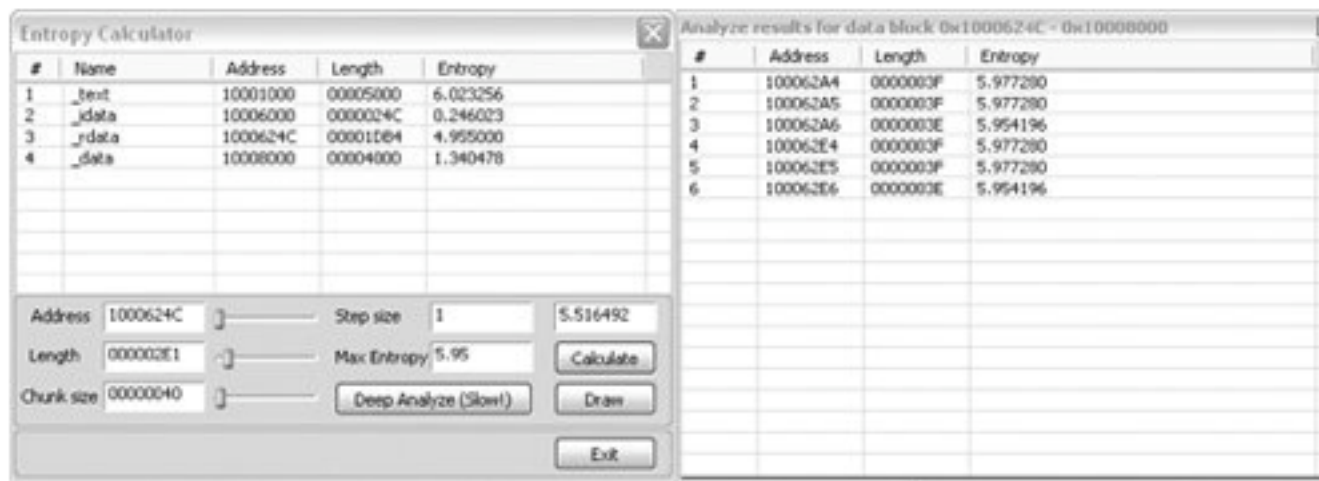


Figure 14-12. IDA Pro Entropy Plugin



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# Recommended Parameters

- Chunk size: 64      Max. Entropy: 5.95
  - Good for finding many constants,
  - Including **Base64-encoding** strings (entropy 6)
- Chunk size: 256      Max. Entropy: 7.9
  - Finds **very random regions**

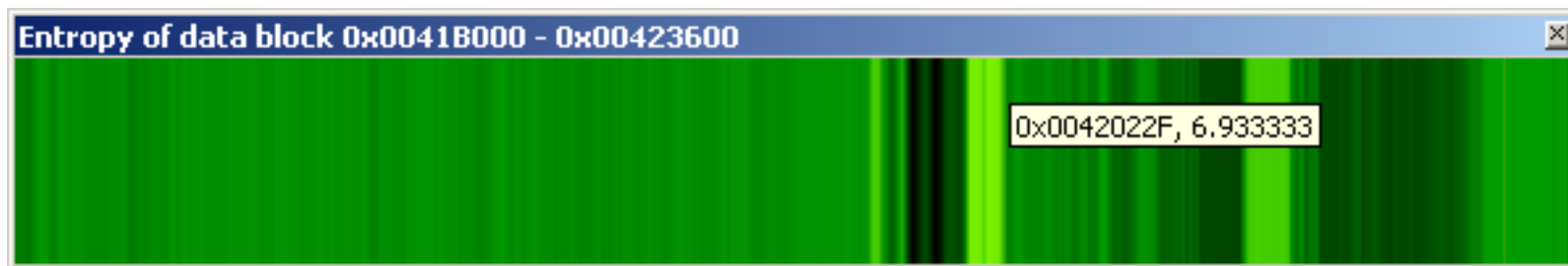


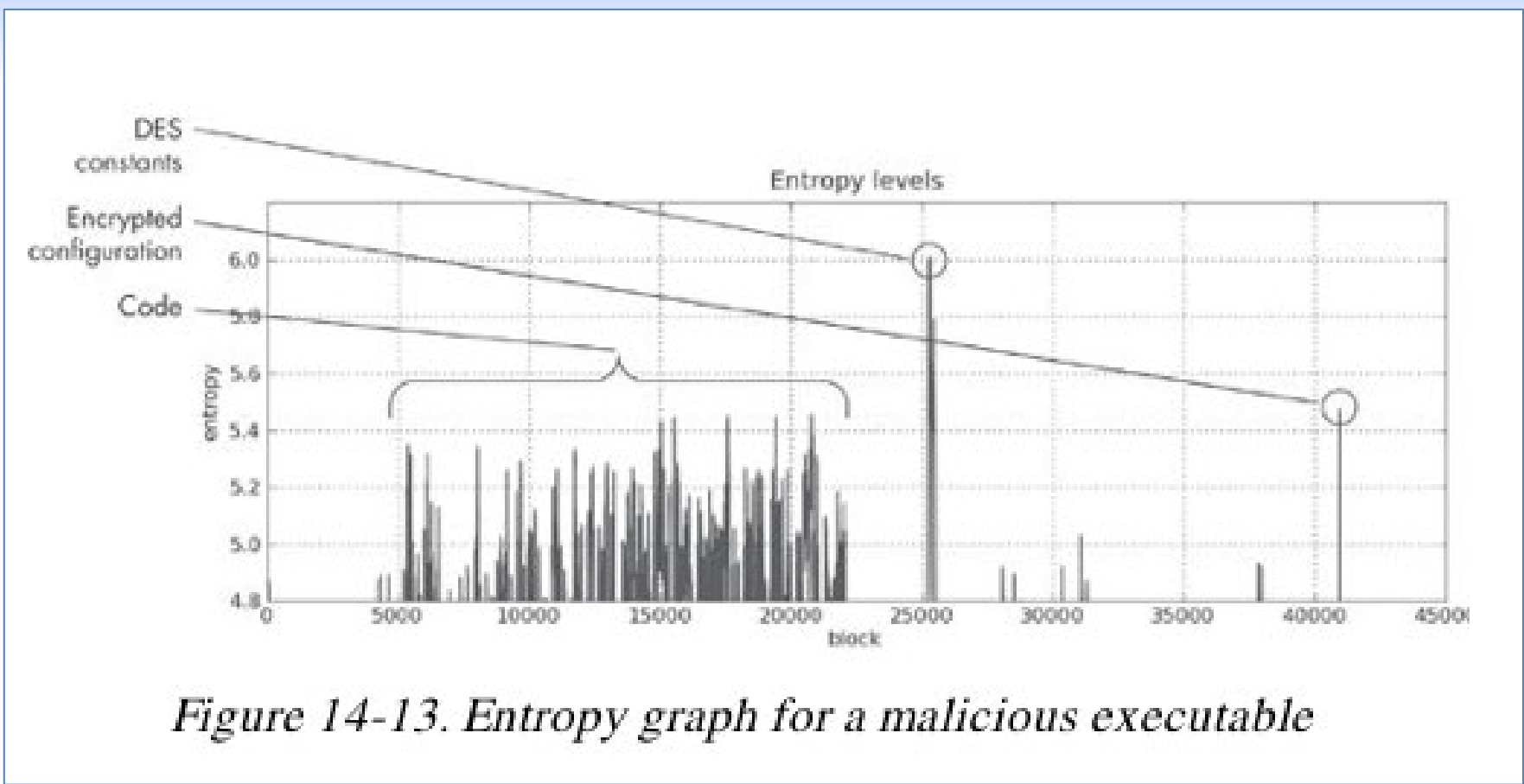


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# Entropy Graph

- IDA Pro Entropy Plugin
  - Download from link Ch 13g
  - Use StandAlone version
  - Double-click region, then Calculate, Draw
  - Lighter regions have high entropy
  - Hover over graph to see numerical value







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# Custom Encoding



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# Homegrown Encoding Schemes

- Examples
  - One round of XOR, then Base64
  - Custom algorithm, possibly similar to a published cryptographic algorithm



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# Identifying Custom Encoding

*Example 14-6. First bytes of an encrypted file*

88 5B D9 02 EB 07 5D 3A 8A 06 1E 67 D2 16 93 7F	.[....]:...g....
43 72 1B A4 BA B9 85 B7 74 1C 6D 03 1E AF 67 AF	Cr.....t.m...g.
98 F6 47 36 57 AA 8E C5 1D 70 A5 CB 38 ED 22 19	..G6W....p..8."
86 29 98 2D 69 62 9E C0 4B 4F 8B 05 A0 71 08 50	.)-.ib..KO...q.P
92 A0 C3 58 4A 48 E4 A3 0A 39 7B 8A 3C 2D 00 9E	...XJH...9{.<-..

- This sample makes a bunch of 700 KB files
- Figure out the encoding from the code
- Find **CreateFileA** and **WriteFileA**
  - In function **sub\_4011A9**
- Uses XOR with a pseudorandom stream





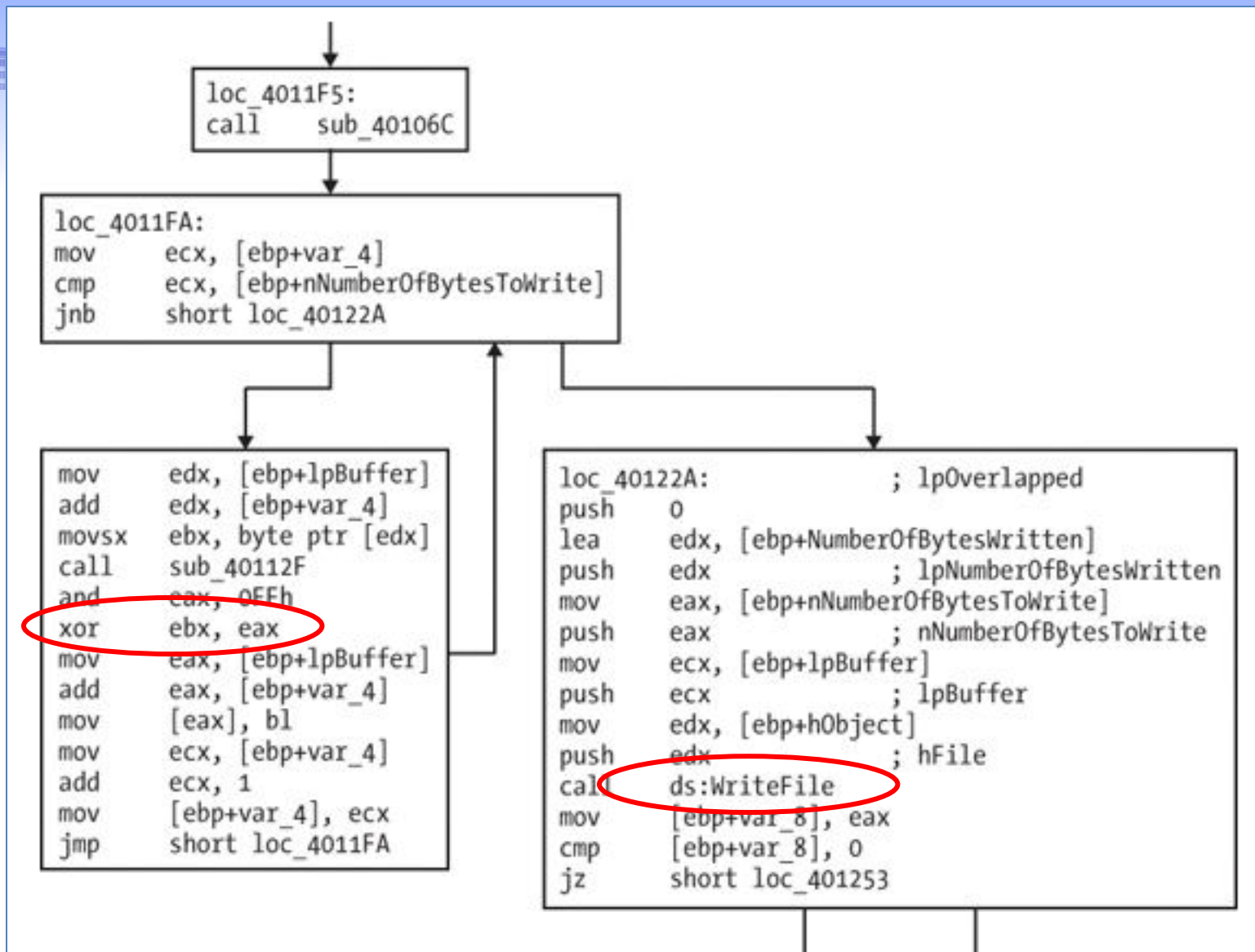


Figure 14-14. Function graph showing an encrypted write





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# Advantages of Custom Encoding to the Attacker

- Can be small and **nonobvious**
- Harder to reverse-engineer
  - key
  - decryption function





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Decoding



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# Two Methods

- Reprogram the functions
- Use the functions in the malware itself





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# Self-Decoding

- Stop the malware in a debugger with data decoded
- Isolate the decryption function and set a **breakpoint** directly after it
- BUT sometimes you can't figure out how to stop it with the data you need decoded





# Manual Programming of Decoding Functions

- Standard functions may be available

*Example 14-7. Sample Python Base64 script*

```
import string
import base64

example_string = 'VGhpcyBpcyBhIHRlc3Qgc3RyaW5n'
print base64.decodestring(example_string)
```

*Example 14-8. Sample Python NULL-preserving XOR script*

```
def null_preserving_xor(input_char, key_char):
    if (input_char == key_char or input_char == chr(0x00)):
        return input_char
    else:
        return chr(ord(input_char) ^ ord(key_char))
```



*Example 14-9. Sample Python custom Base64 script*

```
import string
import base64

s = ""
custom = "9ZABCDEFGHIJKLMNPOQRSTUVWXYZabcdefghijklmnopqrstuvwxyz012345678+/"
Base64 = "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/"

ciphertext = 'TEgobxZobxZgGFPkb20='

for ch in ciphertext:
    if (ch in Base64):
        s = s + Base64[string.find(custom,str(ch))]
    elif (ch == '='):
        s += '='

result = base64.decodestring(s)
```







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# PyCrypto Library

- Good for standard algorithms

*Example 14-10. Sample Python DES script*

```
from Crypto.Cipher import DES
import sys

obj = DES.new('password',DES.MODE_ECB)
cfile = open('encrypted_file','r')
cbuf = f.read()
print obj.decrypt(cbuf)
```



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# How to Decrypt Using Malware

1. Set up the malware in a debugger.
2. Prepare the encrypted file for reading and prepare an output file for writing.
3. Allocate memory inside the debugger so that the malware can reference the memory.
4. Load the encrypted file into the allocated memory region.
5. Set up the malware with appropriate variables and arguments for the encryption function.
6. Run the encryption function to perform the encryption.
7. Write the newly decrypted memory region to the output file.



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### Example 14-12. ImmDbg sample decryption script

```
import immlib

def main ():
    imm = immlib.Debugger()
    cfile = open("C:\\encrypted_file","rb") # Open encrypted file for read
    pfile = open("decrypted_file", "w")    # Open file for plaintext
    buffer = cfile.read()                  # Read encrypted file into buffer
    sz = len(buffer)                       # Get length of buffer
    membuf = imm.remoteVirtualAlloc(sz)     # Allocate memory within debugger
    imm.writeMemory(membuf,buffer)         # Copy into debugged process's memory

    imm.setReg("EIP", 0x004011A9)           # Start of function header
    imm.setBreakpoint(0x004011b7)          # After function header
    imm.Run()                             # Execute function header

    regs = imm.getRegs()
    imm.writeLong(regs["EBP"]+16, sz)       # Set NumberOfBytesToWrite stack variable
    imm.writeLong(regs["EBP"]+8, membuf)    # Set lpBuffer stack variable

    imm.setReg("EIP", 0x004011f5)           # Start of crypto
    imm.setBreakpoint(0x0040122a)          # End of crypto loop
    imm.Run()                             # Execute crypto loop

    output = imm.readMemory(membuf, sz)    # Read answer
    pfile.write(output)                   # Write answer
```





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# 本章知识点

- The Goal of Analyzing Encoding Algorithms
- Simple Ciphers
  - 重点: XOR、BASE64
- Common Cryptographic Algorithms
  - 难点: 信息熵Entropy
- Custom Encoding
- Decoding
  - 重点: 自解密Self-decoding



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恶意代码分析与防治技术

## 第13章 数据加密与解密

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