# Blackout: What Really Happened

**Jamie Butler and Kris Kendall** 





#### **Outline**

- Code Injection Basics
- User Mode Injection Techniques
- Example Malware Implementations
- Kernel Mode Injection Techniques
- Advanced Code Injection Detection via Raw Memory Analysis



# Code Injection Basics

- "Code Injection" refers to techniques used to run code in the context of an existing process
- Motivation:
  - Evasion: Hiding from automated or human detection of malicious code
    - IR personnel hunt for malicious processes
  - Impersonation: Bypassing restrictions enforced on a process level
    - Windows Firewall, etc
    - Pwdump, Sam Juicer



### User Mode Injection Techniques

- Techniques
  - Windows API
  - AppInit\_DII
  - Detours

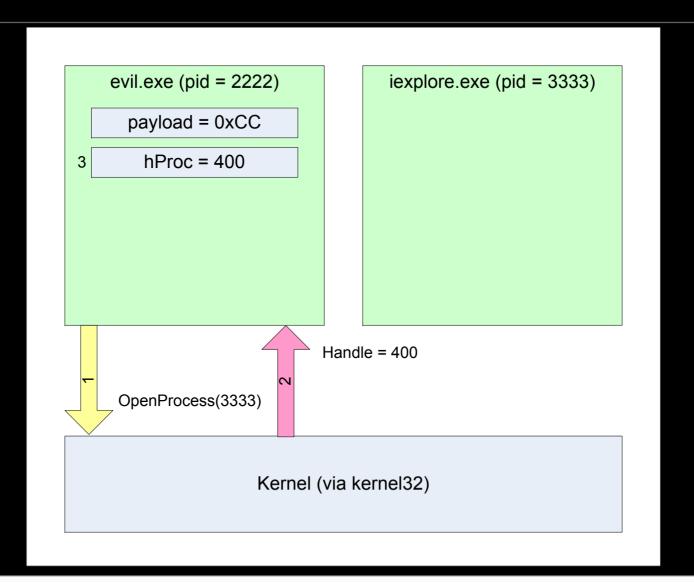


# Injecting code via the Windows API

- Somewhat surprisingly, the Windows API provides everything you need for process injection
- Functions:
  - VirtualAllocEx()
  - WriteProcessMemory()
  - CreateRemoteThread()
  - GetThreadContext() / SetThreadContext()
  - SetWindowsHookEx()

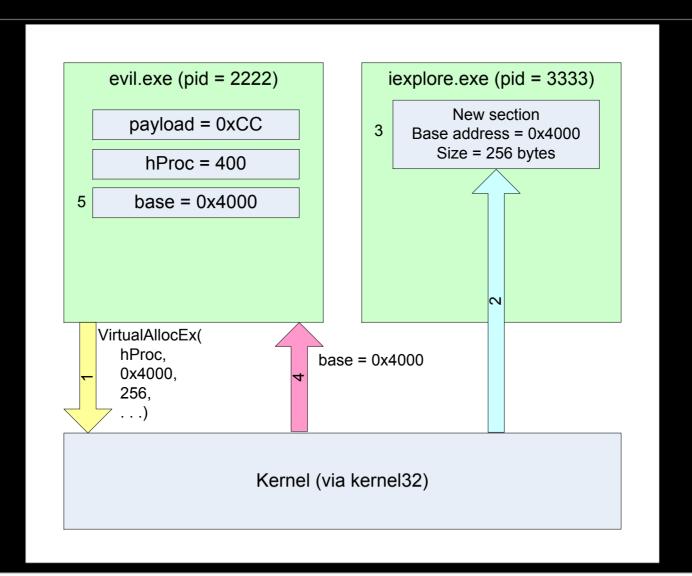


# 1. OpenProcess



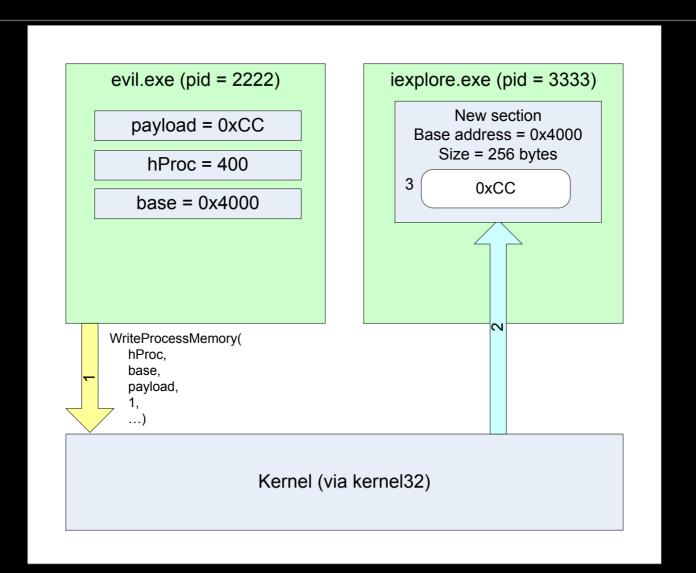


## 2. VirtualAllocEx



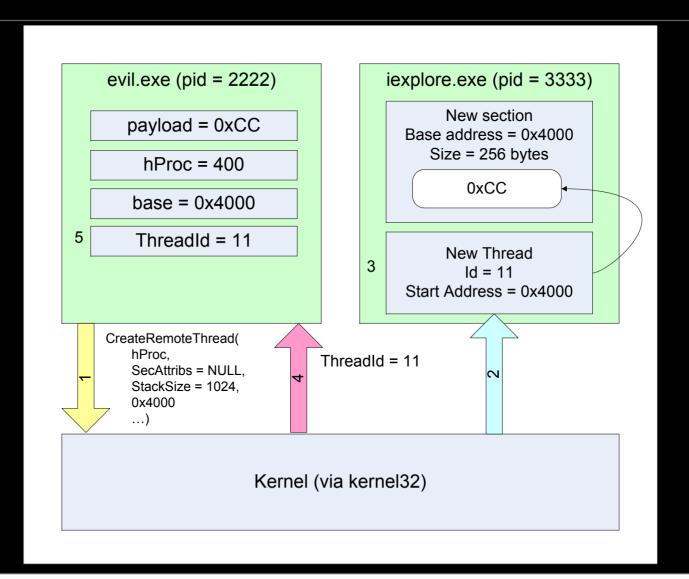


# 3. WriteProcessMemory





### 4. CreateRemoteThread





```
#Inject an infinite loop into a running process
import pydba
k32 = pydbq.kernel32
payload = '\xEB\xFE'
pid = int(args[0])
h = k32.OpenProcess(PROCESS ALL ACCESS, \
                     False, pid)
m = k32.VirtualAllocEx(h, None, 1024, \
                        MEM COMMIT, \
                        PAGE EXECUTE READWRITE)
k32.WriteProcessMemory(h, m, payload, \
                        len(payload), None)
k32.CreateRemoteThread(h, None, 1024000,
                        m, None, 0, None)
                                              10
```

## Better Payloads

- Breakpoints and Loops are fun, but what about real payloads?
- If we directly inject code it must be "position independent"
- Any addresses that were pre-calculated at compile time would be wrong in the context of a new process

# **Better Payloads**

- Building large position independent payloads is possible, but not trivial
- However, DLL injection is much simpler
- DLLs are designed to be loaded in a variety of processes, addresses are automatically fixed up when the DLL is loaded

## **DLL Injection**

- Use the basic process we just described
- DLLs are loaded using kernel32!LoadLibrary
- kernel32 is at the same address in every process → we know its address in the remote process (ignoring ASLR)
- Allocate space for the name of the DLL to be loaded, then create a thread with a start address that points to LoadLibrary



```
#DLL Injection Excerpt
import pydbg
k32 = pydbq.kernel32
pid = int(args[0])
dllname = args[1]
h = k32.OpenProcess(PROCESS ALL ACCESS, \
                     False, pid)
m = k32.VirtualAllocEx(h, None, 1024, \
                        MEM COMMIT, \
                        PAGE EXECUTE READWRITE)
k32.WriteProcessMemory(h, m, dllname, \
                        len(dllname), None)
k32.CreateRemoteThread(h, None, 1024,
                        k32.LoadLibrary, m, 0,
None)
                                              14
```

### User Mode API Variants

Rather than create a new remote thread, we can hijack an existing thread using

GetThreadContext, SetThreadContext

SetWindowsHookEx can also be used to inject a DLL into a single remote process, or every process running on the current Desktop



#### SetWindowsHookEx

- SetWindowsHookEx defines a hook procedure within a DLL that will be called in response to specific events
- Example events: WH\_KEYBOARD,WH\_MOUSE, WH\_CALLWNDPROC, WH\_CBT
- Whenever the hooked event is first fired in a hooked thread, the specified DLL is be loaded

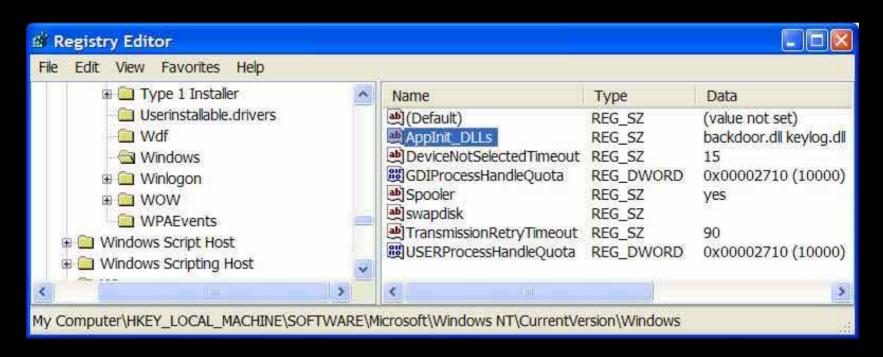


## Permissions and Security

- To open a process opened by another user (including SYSTEM), you must hold the SE\_DEBUG privilege
- Normally SE\_DEBUG is only granted to member of the Administrator group
- However, even if you are running as a normal user, malware can still inject into another process that you own

# Injecting code via Applnit\_DLLs

 The AppInit\_DLLs registry value provides another convenient method of DLL injection





# Injecting code via Detours

- Detours is a library developed by Microsoft Research in 1999
- The library uses the same techniques already described, wrapped up in slick package



#### **Detours Features**

- Function hooking in running processes
- Import table modification
- Attaching a DLL to an existing program file
- Detours comes with great sample programs:
  - Withdll
  - Injdll
  - SetdII
  - Traceapi

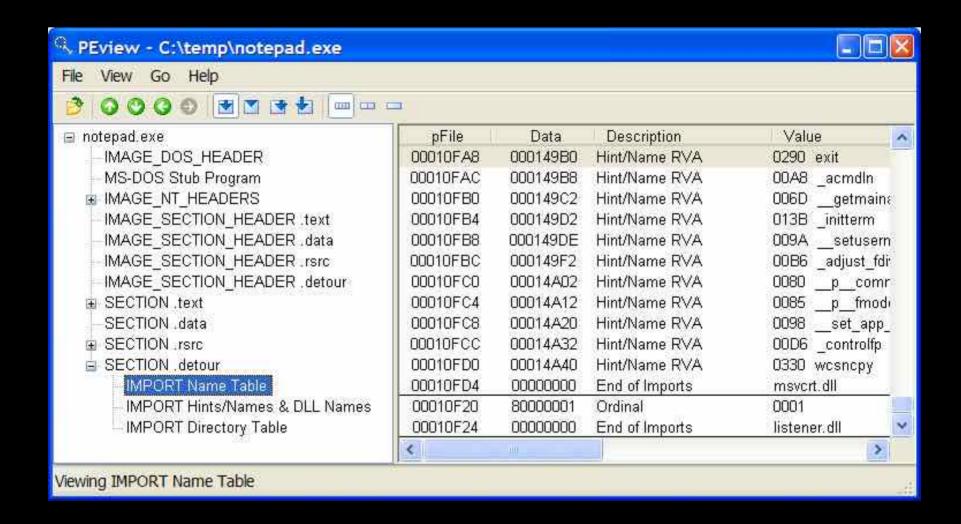


#### SetdII

- Detours can add a new DLL to an existing binary on disk. How?
- Detours creates a section named ".detours" between the export table and debug symbols
- The .detours section contains the original PE header, and a new IAT
- Detours modifies the PE header to point at the new IAT (reversible)



#### Setdll Demo





### Setdll Demo





## Avoiding the Disk

- When we perform DLL injection, LoadLibrary expects the DLL to be on the disk (or at least an SMB share)
- The Metasploit project eliminates this requirement using a clever hooking strategy
- By hooking functions that are involved in reading the file from disk, they fool Windows into thinking the DLL is on disk



### Meterpreter

- Hook → Call LoadLibrary → Unhook
- Hooked functions:
  - NtMapViewOfSection
  - NtQueryAttributesFile
  - NtOpenFile
  - NtCreateSection
  - NtOpenSection
- See remote\_dispatch.c and libloader.c in MSF 3.0



# Meterpreter Demo





# Poison Ivy RAT

Tons of malware uses Code Injection

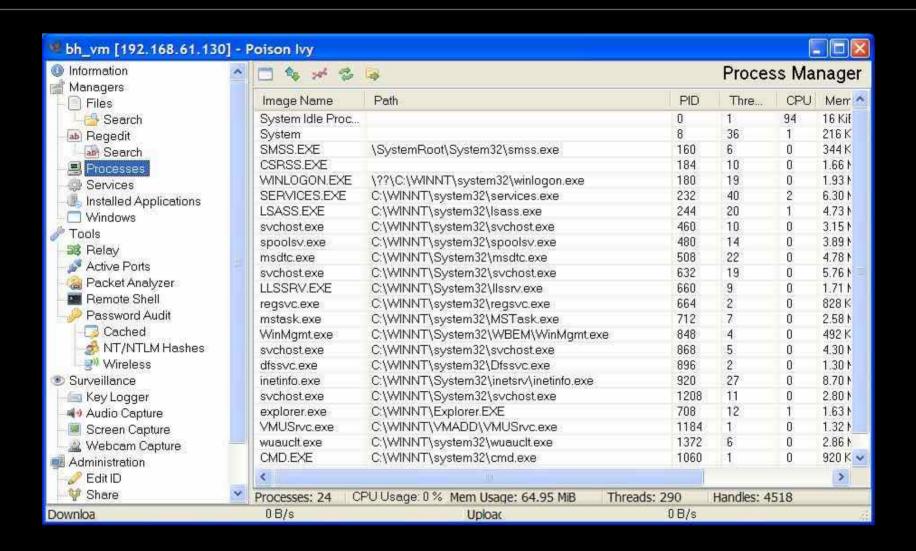
We'll quickly dig into the details of one

example

| Poison Ivy  |                  |
|---|------------------|
| New Server  System Folder  Windows Folder                           | <u>^</u>         |
| Melt Key logger Persistence Advanced                                |                  |
| Process Mutex: )IVoqA.I4 0  |                  |
| ✓ Inject into a custom process   Process: msnmsgr.exe               | Icon             |
|   | 🕍 Build          |
| /ersion 2.2.1 \Connections \Build {Settings {Stats {About / Port: 0 | Connection(s): C |



# Poison Ivy Capabilities





# Step 1: Inject to Explorer

- Poison lvy client immediately injects to Explorer and then exits
  - Output from WinApiOverride32 for pi.exe

| Id | Dir | Call  |
|----|-----|---|
| 52 | Out | Process32Next(hSnapshot:0x464C,lppe: 0x12FE88: {dwSize=296,cntUsage=0,th32ProcessID=0x38C,t)        |
| 53 | In  | lstrcmpi(lpString1:0x12FEAC:"dfssvc.exe",lpString2:0x401363:"explorer.exe")                         |
| 54 | Out | Process32Next(hSnapshot:0x464C,lppe: 0x12FE88: {dwSize=296,cntUsage=0,th32ProcessID=0x4B8,t)        |
| 55 | In  | lstrcmpi(lpString1:0x12FEAC:"svchost.exe",lpString2:0x401363:"explorer.exe")                        |
| 56 | Out | Process32Next(hSnapshot:0x464C,lppe: 0x12FE88: {dwSize=296,cntUsage=0,th32ProcessID=0x174,t)        |
| 57 | In  | lstrcmpi(lpString1:0x12FEAC:"explorer.exe",lpString2:0x401363:"explorer.exe")                       |
| 58 | In  | CloseHandle(hObject:0x464C)   |
| 59 | In  | OpenProcess(dwDesiredAccess:0x1F0FFF,bInheritHandle:0x0,dwProcessId:0x174)                          |
| 60 | Out | VirtualAllocEx(hProcess:0x464C,lpAddress:0x00000000: Bad Pointer,dwSize:0x1B93,flAllocationType:0x3 |
| 61 | In  | WriteProcessMemory(hProcess:0x464C,lpBaseAddress:0x055F0000: Bad Pointer,lpBuffer: 0x40138E: {55    |
| 62 | Out | VirtualAllocEx(hProcess:0x464C,lpAddress:0x00000000: Bad Pointer,dwSize:0xB53,flAllocationType:0x30 |
| 63 | In  | WriteProcessMemory(hProcess:0x464C,lpBaseAddress:0x05600000: Bad Pointer,lpBuffer: 0x403500: {00    |
| 64 | Out | CreateRemoteThread(hProcess:0x464C,lpThreadAttributes:0x00000000: Bad Pointer,dwStackSize:0x0,lp    |
| 65 | In  | CloseHandle(hObject:0x464C)   |
| 66 | In  | TlsFree(dwTlsIndex:0x1)   |



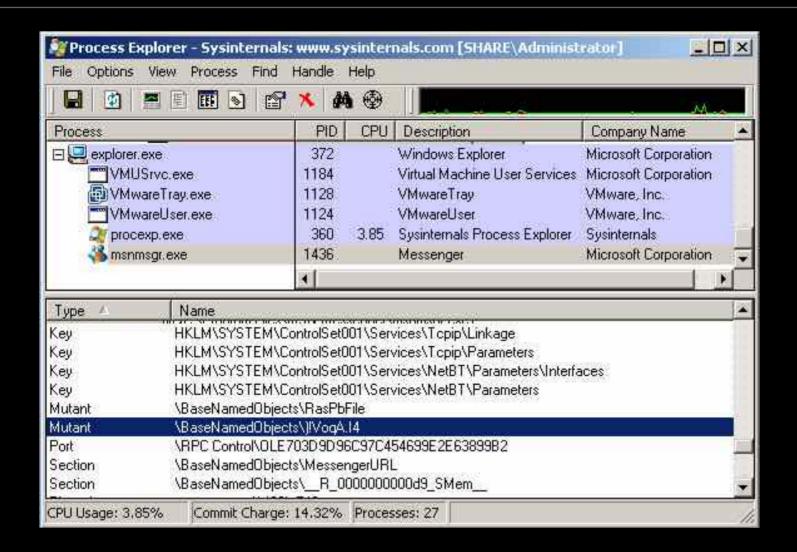
### Step 2: Inject again to msnmsgr.exe

- Explorer.exe injected code then injects again...
- Interestingly, PI does not grab the SE\_DEBUG privilege, so we can't inject in many existing processes
- Output from WinApiOverride32 for explorer.exe

|     |     | · · · · · · · · · · · · · · · · · · ·  |            |
|-----|-----|--|------------|
| 94  | In  | <pre>lstrcmpi(lpString1:0x477F080:"msiexec.exe",lpString2:0x4670442:"msnmsgr.exe")</pre> | 0xffffffff |
| 95  | Out | Process32Next(hSnapshot:0x414,lppe: 0x477F05C: {dwSize=296,cntUsage=0,th3                | 0x00000001 |
| 96  | In  | <pre>lstrcmpi(lpString1:0x477F080:"msnmsgr.exe",lpString2:0x4670442:"msnmsgr.exe")</pre> | 0x00000000 |
| 97  | In  | CloseHandle(hObject:0x414)   | 0x00000001 |
| 98  | In  | OpenProcess(dwDesiredAccess:0x1F0FFF,bInheritHandle:0x0,dwProcessId:0x5B8)               | 0x00004b6c |
| 99  | Out | VirtualAllocEx(hProcess:0x4B6C,lpAddress:0x00000000: Bad Pointer,dwSize:0xF9C,           | 0x02870000 |
| 100 | In  | WriteProcessMemory(hProcess:0x4B6C,lpBaseAddress:0x02870000: Bad Pointer,lp              | 0x00000001 |
| 101 | Out | VirtualAllocEx(hProcess:0x4B6C,lpAddress:0x00000000: Bad Pointer,dwSize:0xB53,           | 0x02880000 |
| 102 | In  | WriteProcessMemory(hProcess:0x4B6C,lpBaseAddress:0x02880000: Bad Pointer,lp              | 0x00000001 |
| 103 | Out | CreateRemoteThread(hProcess:0x4B6C,lpThreadAttributes:0x00000000: Bad Point              | 0x00004b70 |
| 104 | In  | CloseHandle(hObject:0x4B6C)  | 0x00000001 |

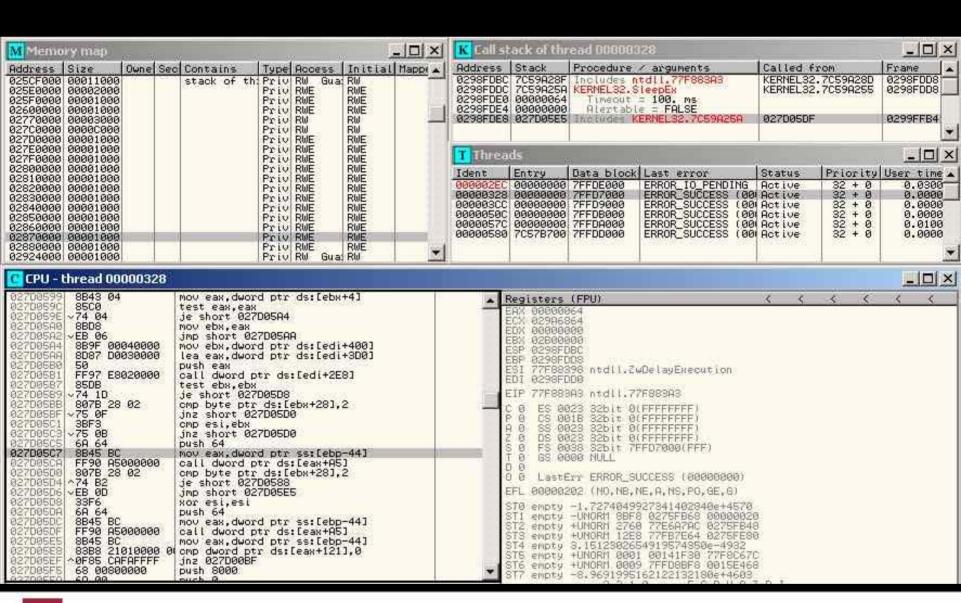


#### Did it Work?





#### Where is the evil?





# Kernel Process Injection





#### Two Halves of the Process

- User land processes are comprised of two parts
  - Kernel Portion
    - EPROCESS and KPROCESS
    - ETHREAD and KTHREAD
    - Token
    - Handle Table
    - Page Tables
    - Etc.



#### Two Halves of the Process

- User land Portion
  - Process Environment Block (PEB)
  - Thread Environment Block (TEB)
  - Windows subsystem (CSRSS.EXE)
  - Etc.



### Kernel Process Injection Steps

- Must find suitable target
  - Has a user land portion
  - Has kernel32.dll and/or ntdll.dll loaded in its address space
  - Has an alterable thread (unless hijacking an existing thread)
- Allocate memory in target process
- Write the equivalent of "shellcode" that calls LoadLibrary
- Cause a thread in the parent to execute newly allocated code
  - Hijack an existing thread
  - Create an APC



### Allocate memory in parent process

- Change virtual memory context to that of the target
  - KeAttachProcess/KeStackAttachProcess
  - ZwAllocateVirtualMemory
    - (HANDLE) -1 means current process
    - MEM\_COMMIT
    - PAGE\_EXECUTE\_READWRITE



### Creating the Shellcode

- "shellcode" that calls LoadLibrary
  - Copy function parameters into address space
  - Pass the address of function parameters to calls
  - Can use the FS register
    - FS contains the address of the TEB
    - TEB has a pointer to the PEB
    - PEB has a pointer to the PEB\_LDR\_DATA
    - PEB LDR DATA contains all the loaded DLLs



### Creating the Shellcode

- As an alternative to using the FS register
  - Find the address of ntdll.dll from the driver
  - Parse its exports section
  - Does not work with all DLLs
    - Only address of ntdll.dll returned by ZwQuerySystemInformation



### Thread Hijacking

- Cause a thread in the parent to execute newly allocated code - Hijack an existing thread
  - Locate a thread within the parent process
  - Change its Context record
  - Change Context record back when done
- Problems:
  - Low priority threads
  - Blocked threads
  - Changing Context back



### Thread Context Hijacking

```
Hijack and Context records
lkd> dt nt! CONTEXT
 +0x000 ContextFlags : Uint4B
                    : Uint4B
 +0x004 Dr0
 +0x008 Dr1
                    : Uint4B
 +0x00c Dr2
                    : Uint4B
 +0x010 Dr3
                    : Uint4B
 +0x014 Dr6
                    : Uint4B
 +0x018 Dr7
                    : Uint4B
 +0x01c FloatSave
                      : FLOATING SAVE AREA
 +0x08c SegGs
                      : Uint4B
 +0x090 SeaFs
                     : Uint4B
 +0x094 SeaEs
                     : Uint4B
 +0x098 SeaDs
                      : Uint4B
 +0x09c Edi
                    : Uint4B
 +0x0a0 Esi
                    : Uint4B
 +0x0a4 Ebx
                    : Uint4B
 +0x0a8 Edx
                    : Uint4B
 +0x0ac Ecx
                    : Uint4B
 +0x0b0 Eax
                    : Uint4B
 +0x0b4 Ebp
                    : Uint4B
 +0x0b8 Eip
                    : Uint4B
 +0x0bc SegCs
                      : Uint4B
 +0x0c0 EFlags
                     : Uint4B
 +0x0c4 Esp
                    : Uint4B
 +0x0c8 SegSs
                     : Uint4B
 +0x0cc ExtendedRegisters : [512] UChar
```



#### Alternative Method: APC

- Cause a thread in the parent to execute newly allocated code - Create an APC
  - Threads can be notified to run an Asynchronous Procedure Call (APC)
  - APC has a pointer to code to execute
  - To be notified, thread should be Alertable



### Alertable Threads and APCs – MSDN

| Parameter<br>Settings of<br>KeWaitForXxx<br>Routines | Special Kernel-Mode |                                      | Normal Kernel-Mode |                             | User-Mode APC   |  | Alerts           |
|--|---------------------|--------------------------------------|--------------------|-----------------------------|---|--|------------------|
|  | Wait<br>Aborted?    | APC<br>Delivered<br>and<br>Executed? | Wait<br>Aborted?   | APC Delivered and Executed? | Wait<br>Aborted?  | APC<br>Delivered<br>and<br>Executed?               | Wait<br>Aborted? |
| Alertable =<br>TRUE<br>WaitMode =<br>User            | No                  | If (A) then<br>Yes                   | No                 | If (B) then<br>Yes          | Yes   | Yes, after<br>thread<br>returns to<br>user mode    | Yes              |
| Alertable =<br>TRUE<br>WaitMode =<br>Kernel          | No                  | If (A) then<br>Yes                   | No                 | If (B) then<br>Yes          | No (since<br>WaitMode<br>= Kernel)                                      | No   | Yes              |
| Alertable =<br>FALSE<br>WaitMode =<br>User           | No                  | If (A) then<br>Yes                   | No                 | If (B) then<br>Yes          | No (since<br>Alertable<br>= FALSE)                                      | No (with<br>exceptions,<br>EX. ^C to<br>terminate) | No               |
| Alertable =<br>FALSE<br>WaitMode =<br>Kernel         | No                  | If (A) then<br>Yes                   | No                 | If (B) then<br>Yes          | No (since<br>Alertable<br>= FALSE<br>and since<br>WaitMode<br>= Kernel) | No   | No               |

A. IROL < APC LEVEL



B. IRQL < APC\_LEVEL, thread not already in an APC, thread not in a critical section

### Finding an Alertable Thread

```
PETHREAD FindAlertableThread(PEPROCESS eproc)
   PETHREAD start, walk:
   if (eproc == NULL)
          return NULL:
   start = *(PETHREAD *)((DWORD)eproc + THREADOFFSET);
   start = (PETHREAD)((DWORD)start - THREADFLINK);
   walk = start:
   do
          DbgPrint("Looking at thread 0x%x\n",walk);
          if (*(PUCHAR)((DWORD)walk + ALERTOFFSET) == 0x01)
                    return walk:
          walk = *(PETHREAD *)((DWORD)walk + THREADFLINK);
          walk = (PETHREAD)((DWORD)walk - THREADFLINK);
   }while (walk != start);
   return NULL:
```



## Kernel Process Injection Demo





## Memory Analysis

- Motivation
  - APIs lie. The operating system can be subverted.
    - Example: Unlink injected DLLs from the PEB\_LDR\_DATA in the PEB.
    - Example: Hooking the Virtual Memory Manager and diverting address translation.
  - APIs are not available to "classic" forensic investigations – offline analysis



## Memory Analysis

- Requirements
  - No use of APIs to gather data.
  - Ability to use any analysis solution on both live memory and offline memory image dumps.
     (Implies the ability to do all memory translation independently.)
  - Do not require PDB symbols or any other operating specific information.



## Steps to Memory Analysis

- Ability to access physical memory
- Derive the version of the OS important to know how to interpret raw memory
- Find all Processes and/or Threads

Enumerate File Handles, DLLs, Ports, etc.

## Steps to Memory Analysis

- Virtual to Physical Address Translation
  - Determine if the host uses PAE or non-PAE
  - Find the Page Directory Table process specific
  - Translate prototype PTEs
  - Use the paging file



#### Derive the version of the OS

- Find the System Process
  - Allows the derivation of:
    - The major operating system version in question
    - The System Page Directory Table Base
    - HandleTableListHead
    - Virtual address of PsInitialSystemProcess
    - PsActiveProcessHead
    - PsProcessType



## **Operating System Version**

Find the System image name

Walk backwards to identify the Process
 Block

 The spatial difference between major versions of the OS is enough to begin to tell us about the operating system version

## **Operating System Version**

- Drawback: Ghosts
  - There can be more than one System Process
    - Open a memory crash dump in Windbg
    - Run a Windows operating system in VMWare
  - Solution:
    - Non-paged kernel addresses are global
    - We know the virtual address of PsActiveProcessHead
    - PsActiveProcessHead and other kernel addresses should be valid and present (translatable) in both live or dead memory

### **Memory Translation**

- PAE vs non-PAE
  - Different ways to interpret the address tables
  - The sixth bit in the CR4 CPU register determines if PAE is enabled
  - Problem: We do not have access to CPU registers in memory analysis
  - Solution?
    - Kernel Processor Control Region -> KPCRB -> KPROCESSOR\_STATE -> KSPECIAL\_REGISTERS -> CR4



## **Memory Translation**

- CR4 Heuristic
  - Page Directory Table Base and the Page Directory Table Pointer Base look very different.
- CR3 is updated in the KPCR
  - This can be used to identify a valid Page Directory Table
  - The Page Directory can be used to validate the PsActiveProcessHead

## **Enumerating Injected DLLs**

- Problem:
  - APIs lie.
  - Malware can unlink from the PEB\_LDR\_DATA lists of DLLs

- Solution:
  - Virtual Address Descriptors (VADs)

#### **VADs**

- Self balancing binary tree [1]
- Contains:
  - Virtual address range
  - Parent
  - Left Child and Right Child
  - Flags is the memory executable
  - Control Area
- 1. Russinovich, Mark and Solomon, Dave, Microsoft Windows Internals, Microsoft Press 2005



## A Memory Map to a Name

- VAD contains a CONTROL\_AREA
- CONTROL\_AREA contains a FILE\_OBJECT
- A FILE\_OBJECT contains a UNICODE\_STRING with the filename

We now have the DLL name

### Demo





# Conclusion



### Questions?

Email: jamie.butler AT mandiant.com

