





# Dynamic Analysis

# Lecture 5: Processes Basics & Dynamic Analysis

*Dynamic Analysis:* Executing (or emulating) code and observing its behavior.



# Dynamic Analysis

## Examples:

- Attaching a debugger to processes and stepping through execution
- Snapshotting an environment, running code, and noting changes
- Running Wireshark and observing network activity
- Running Procmon/Sysmon and observing code behavior

# Recall: What are we usually interested in?

Most malware is on a mission: it has some sort of tactical objective.

We want to determine what this mission is!

# Questions we usually want answered:

- Who is the malware targeting?
  - How do we detect/triage this malware\*? Eg Banking malware targeting everyone vs the UAE targeting dissidents
- What am I looking at? Eg Trickbot vs IceID
  - What can the malware do? Eg file I/O, Network I/O
  - What are its quirks/ What makes it unique?
- Where else is this malware deployed?
  - Is this the only sample, or can we find more?
- Why was this malware written?
  - Why was it deployed? What is it's objective?
- How does the malware complete its objective?
  - How does it communicate? What is its RPC? What channel does it use to facilitate this?
  - What method does it use to do X
- How do we differentiate this malware from others?
- How do we remediate incidents associated to this malware?

# Debuggers

- Userland debuggers allows us to debug userland processes
- Kernel debuggers allow us to debug entire systems
- All of the malware in this class will be userland. As such we only need a userland debugger.
  - That said, if the malware you are looking at lives in kernel space, you will need a kernel debugger
- Debugging allows us to step through execution, examine memory, modify values, and determine application behavior



# x64dbg

- While not required, the supported debugger for this class is x64dbg
  - Other options include GDB, Visual Studio Debugger (ew), Windbg, HyperDbg (in beta but is very, very cool)
- X64dbg runs the processes and attaches itself as a debugger

# x64dbg

An open-source x64/x32 debugger for windows.

Check out the [blog!](#)

Download »

Source »

Donate

ClickMe.exe - PID: 12548 | Module: clickme.exe | Thread: Main Thread 9204 - x64dbg

File View Debug Tracing Plugins Favourites Options Help Dec 28 2021 (TitanEngine)

CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads Handles Trace

RIP: RAX, R12

RIP: current instruction

memory map of the processes

Symbols associated to PEs in this

Running threads

Handles to objects in this process

Registers

Hide FPU

RAX 00007FF71ED317B0 clickme.00007FF71ED317B0  
RBX 000000007FFE0385  
RCX 00007FF71ED30000 "MZx"  
RDX 0000000000000001  
RBP 0000000000000000  
RSP 0000000000000000  
ESI 0000000000000001 &"\$D0A\*" **ESI**  
EDI 000000007FFE0384  
R8 0000000000000000  
R9 0000000000000000  
R10 000000007FFE0384  
R11 0000000000000246 L'g'  
R12 00007FF71ED317B0 clickme.00007FF71ED317B0  
R13 0000000000000000  
R14 00007FF71ED30000 "MZx"  
R15 0000000000000000  
RIP 00007FF71ED317B0 clickme.00007FF71ED317B0

RFLAGS 0000000000000244  
ZF 1 PF 1 AF 0  
OF 0 SF 0 DF 0  
CF 0 TF 0 IF 1

LastError 00003687 (ERROR\_SXS\_KEY\_NOT\_FOUND)  
LastStatus C0150008 (STATUS\_SXS\_KEY\_NOT\_FOUND)

Default (x64 fast): 5 Unlocked

1: rcx 00007FF71ED30000 "MZx"  
2: rdx 0000000000000001  
3: r8 0000000000000000  
4: r9 0000000000000000  
5: [rsp+28] 0000000000000018

rsi=1

You can watch certain regions of memory. Dump-X is just a bookmark at a fixed

.text:00007FF71ED317B0 clickme.exe:\$17B0 #B0

Dump 1 Dump 2 Dump 3 Dump 4 Dump 5 Watch 1 Locals Struct

Address	Hex	ASCII
00007FF961991000	CC CC CC CC CC CC CC CC CC CC CC CC CC CC CC CC	
00007FF961991008	48 89 5C 24 10 48 89 74 24 18 57 41 56 41 57 48	H..S.H.t.S.WAVAWH
00007FF961991010	81 EC 80 00 00 00 48 88 05 E3 14 18 00 48 33 C4	.i...H...H3A
00007FF961991018	48 89 44 24 70 40 8B F9 41 8B E8 48 81 85 05	H.D5PM.DA.OH.A.O
00007FF961991020	0F 84 61 62 0A 00 8B F9 41 8B E8 48 81 85 05	.ab...G...b..E
00007FF961991028	33 C9 45 33 02 4C 8D 74 24 61 48 88 00 4C 8D 1D	3EE30L.t\$ah..L..
00007FF961991030	B4 41 12 00 05 45 C9 0F 85 44 62 0A 00 44 8B C2	.A..E..Db..D.A
00007FF961991038	33 D2 49 F7 0F 49 FF CE 8B CA 42 8A 0C 19 41 88	30I+0iyI.Eb...A
00007FF961991040	0E 48 85 C0 75 EA 48 8D 74 24 61 41 2B F6 85 FF	.H.AuEH.t\$Aa+o..y
00007FF961991048	0F 88 3E 62 0A 00 3B F7 0F 8B 3E 62 0A 00 44 8B	.>b...>[b..D
00007FF961991050	C6 49 8B 06 49 8B CF E8 94 2A 0A 00 3B F7 7D 05	Al.OI.le..>..
00007FF961991058	42 C6 0A 3E 00 EB 02 33 C0 48 8B 4C 24 70	BA>.>e>3Ah.L\$P
00007FF961991060	48 33 C8 E8 68 81 08 00 4C 8D 9C 24 80 00 00 00	H3IeH..L..\$...
00007FF961991068	49 8B 58 28 49 8B 73 30 49 8B E3 41 5F 41 5E 5F	I.I(CI.sOI.AA.AA..

Command: Commands are comma separated (like assembly instructions): mov eax, ebx

Paused INT3 breakpoint "TLS Callback 1" at clickme.00007FF71ED317B0 (00007FF71ED317B0)

Time Wasted Debugging: 0:00:05:56

# There is a lot going on...

- Debuggers will show you a **\*\*lot\*\*** of information

To better understand what is happening, we need to understand some basic information about processes on Windows

# Program vs Process

A program is a static collection of instructions.

A process is a container for a set of resources used when executing **\*\*an instance\*\*** of a program

# Processes

- Basic container for threads.
- Nothing is executed outside of the context of a process.
- You don't "run a processes"
- You run threads which are managed by a processes
- Processes are containers, and there is no such thing (to my knowledge) as userland code running outside of a process

# What Makes a Process

- A **private** virtual address space
- A program *mapped* to the virtual address space
- A collection of open **handles to objects**
- A Process ID
- $\geq 1$  thread
- \*Security/token information.

# Process Creation

Complicated. We will simplify it for now

- Kernel opens the image (executable file) and verifies it is the correct format
- The kernel creates a new process kernel object and a thread kernel object
- The kernel maps the image to an address space, as well as ntdll.dll
  - Note this gets mapped to just about every type of process
- The creator process notifies Windows subsystem process (Csrss.exe) that a new process and thread have been created
- From the kernel's perspective, the process is created at this point
- Some magic happens, imports are resolved and after all the required DLLs are loaded, we reach the entry point and the program starts

# Kernel Objects

- Kernel object (KOs): a single run-time instance of a statically defined object type
- Object types are system-defined data types.
- Each object type has its own attributes and functions to interact with it
- For example, an object of type *process* is an instance of a process object.
- A *file* object is an instance of a file. Note, *file!= a thing on disk*



# Objects and Handles

A handle is an abstract reference to an object. This could be an actual pointer to the object, or a reference to a GUID that references an object

This allows us to abstract away direct management of objects in memory, and instead work with with references. **This is a security control. If something goes wrong in kernel space, you get a BSOD.**

APIs are used to interact with system resources, share resources among processes, and protect resources from unauthorized access.

# How to Create a Process

```
BOOL CreateProcessA(  
    LPCSTR          lpApplicationName,  
    LPSTR           lpCommandLine,  
    LPSECURITY_ATTRIBUTES lpProcessAttributes,  
    LPSECURITY_ATTRIBUTES lpThreadAttributes,  
    BOOL            bInheritHandles,  
    DWORD           dwCreationFlags,  
    LPVOID          lpEnvironment,  
    LPCSTR          lpCurrentDirectory,  
    LPSTARTUPINFOA  lpStartupInfo,  
    LPPROCESS_INFORMATION lpProcessInformation  
);
```

# Digging into CreateProcess' Arguments

```
BOOL CreateProcessW(  
    LPCWSTR          lpApplicationName,  
    LPWSTR           lpCommandLine,  
    LPSECURITY_ATTRIBUTES lpProcessAttributes,  
    LPSECURITY_ATTRIBUTES lpThreadAttributes,  
    BOOL             bInheritHandles,  
    DWORD            dwCreationFlags,  
    LPVOID           lpEnvironment,  
    LPCWSTR          lpCurrentDirectory,  
    LPSTARTUPINFO     lpStartupInfo,  
    LPPROCESS_INFORMATION lpProcessInformation  
);
```

<https://docs.microsoft.com/en-us/windows/win32/api/processthreadsapi/nf-processthreadsapi-createprocessw>

# Basic Information of a Process

- Name: Usually the executable name. This is NOT a unique identifier
- Process ID (PID): Unique ID of a process. PIDs are reused after a process terminates
- Status: Running, Suspended, Not Responding
- Username: the user who is running the process. It also includes the primary token that holds the security context for the user
- Session ID: Session number under which the process executes.
  - Session 0 is for system processes and services.
  - Session 1 and higher are used for interactive logins.

# Demo: Creating a Process

# Processes Vs Threads

- Processes are (usually) independent, and are containers for threads
  - Non Example: python multiprocessing, Chrome.exe + sandbox
- Threads in the same process share process state, memory and other resources
- Processes have separate address spaces, and threads in the same process share the same address space
- Processes can interact with each other via system-provided Inter Process Communication (IPC) mechanisms
  - Pipes, sockets, files, ...etc
- Threads have per-process shared storage (Thread Local storage: TLS)

# Threads

Unit of execution contained within a process

- I.e., the actual entity that executes code

# Threads

An entity within a process that actually executes code

- Threads are scheduled
- Threads have access to the contents of multiple CPU registers
- Threads have private memory for shared objects (Thread Local Storage)
- Threads can have a security context that is different from other threads within a process.
  - Security is weird with Windows. Like really weird.
- Users can schedule their own threads via Fibers/ User Mode scheduling
  - From the kernel's perspective, this is only 1 thread executing



If each process gets its Virtual Address space, how do we interact with shared objects?

# Sharing Objects

We share objects by sharing *handles* to objects

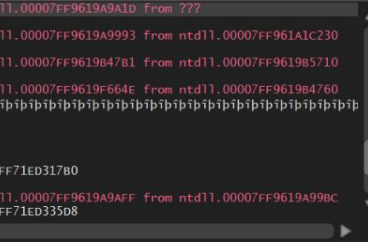
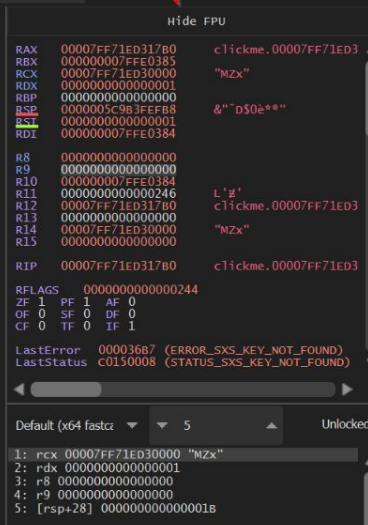
In order to share a handle, we can either copy a reference to the same handle, or duplicate the handle (this creates a new GUID )

# Totally lost? That is ok!

This is a lot of information to absorb. IMO, the best way to get more comfortable with it is via examples.

Let's go back to ClickMe.Exe!





Default

# X64dbg Basics

Breakpoints: fixed region of executable memory that will pause execution.

Run (F9): Run the binary

Step Into (F7): Step 1 instruction. If the instruction is a call, step into the function

Step over (F8): Step 1 instruction. If the instruction is call, execute the function and continue

Execute Until Return (Ctrl-F9): run the binary until the next ret instruction

Execute Until User Code (alt-F9): Run until we are back in the memory mapped region of our binary (usually the .text section)

# X64dbg Basics: Symbols

Symbols can show us all of the loaded DLLs, in addition to where our current Executable is

Base: base addresses of our executable.

Recall that Virtual Memory is effectively a giant array, where the addresses is the offset in that giant array

The base addresses of our exe is the offset in that giant array

Base	Module	Party	Path	Status
00007FF71ED30000	clickme.exe	User	C:\dev\CS-501-malware-course\LectureCode\lecture_4\ClickMe.exe	Unloaded
00007FF94B230000	urlmon.dll	System	C:\Windows\System32\urlmon.dll	Unloaded
00007FF94BAF0000	wininet.dll	System	C:\Windows\System32\wininet.dll	Unloaded
00007FF94C850000	srvcli.dll	System	C:\Windows\System32\srvcli.dll	Unloaded
00007FF956250000	iertutil.dll	System	C:\Windows\System32\iertutil.dll	Unloaded
00007FF95E5E0000	netutils.dll	System	C:\Windows\System32\netutils.dll	Unloaded
00007FF95F0A0000	gdi32full.dll	System	C:\Windows\System32\gdi32full.dll	Unloaded
00007FF95F200000	msvc_p_win.dll	System	C:\Windows\System32\msvc_p_win.dll	Unloaded
00007FF95F200000	kernelbase.dll	System	C:\Windows\System32\kernelbase.dll	Unloaded
00007FF95F840000	ucrtbase.dll	System	C:\Windows\System32\ucrtbase.dll	Unloaded
00007FF95F940000	win32u.dll	System	C:\Windows\System32\win32u.dll	Unloaded
00007FF95FE60000	msvcrt.dll	System	C:\Windows\System32\msvcrt.dll	Unloaded
00007FF95FFE0000	imm32.dll	System	C:\Windows\System32\imm32.dll	Unloaded
00007FF9600C0000	rpcrt4.dll	System	C:\Windows\System32\rpcrt4.dll	Unloaded
00007FF960260000	sechost.dll	System	C:\Windows\System32\sechost.dll	Unloaded
00007FF960300000	kernel32.dll	System	C:\Windows\System32\kernel32.dll	Unloaded
00007FF9604B0000	shlwapi.dll	System	C:\Windows\System32\shlwapi.dll	Unloaded
00007FF9606C0000	combase.dll	System	C:\Windows\System32\combase.dll	Unloaded
00007FF960A20000	advapi32.dll	System	C:\Windows\System32\advapi32.dll	Unloaded
00007FF960C70000	shcore.dll	System	C:\Windows\System32\shcore.dll	Unloaded
00007FF961580000	user32.dll	System	C:\Windows\System32\user32.dll	Unloaded
00007FF9617E0000	gdi32.dll	System	C:\Windows\System32\gdi32.dll	Unloaded
00007FF961990000	ntdll.dll	System	C:\Windows\System32\ntdll.dll	Unloaded

# Memory Map

Either navigate to the memory map view, or right click the relevant PE and click “Follow in memory map”

CPU	Log	Notes	Breakpoints	Memory Map	Call Stack	SEH	Script	Symbols
Address	Size	Info	Content	Type	Protection	Initial		
000001C533F00000	00000000000004000	Reserved (000001C533F00000)		MAP	-R---	-R---		
000001C533F04000	00000000000004000	Reserved (000001C533F04000)		MAP	-R---	-R---		
000001C533F60000	0000000000001D000	Reserved (000001C533F60000)		PRV	-RW--	-RW--		
000001C533F70000	000000000000E3000	Reserved (000001C533F70000)		PRV	-RW--	-RW--		
000001C5341C0000	00000000000005000	Reserved (000001C5341C0000)		PRV	-RW--	-RW--		
000001C5341C5000	0000000000000A000	Reserved (000001C5341C5000)		PRV	-RW--	-RW--		
000001C5341D0000	0000000000000F000	Reserved (000001C5341D0000)		MAP	-R---	-R---		
000001C5341DF000	00000000001F1000	Reserved (000001C5341DF000)		MAP	-R---	-R---		
000001C5343D0000	0000000000181000	Reserved (000001C5343D0000)		MAP	-R---	-R---		
000001C534560000	0000000000087000	Reserved (000001C534560000)		MAP	-R---	-R---		
000001C5345E7000	000000000137A000	Reserved (000001C5345E7000)		MAP	-R---	-R---		
00007FF4DEA80000	00000000000005000	Reserved (00007FF4DEA80000)		MAP	-R---	-R---		
00007FF4DEA85000	000000000000F8000	Reserved (00007FF4DEA85000)		MAP	-R---	-R---		
00007FF4DEB80000	00000000100020000	Reserved		PRV	-RW--	-RW--		
00007FF5DEBA0000	00000000020000000	Reserved		PRV	-RW--	-RW--		
00007FF5E0BA0000	00000000000001000	Reserved		PRV	-RW--	-RW--		
00007FF5E0BB0000	00000000000001000	Reserved		MAP	-R---	-R---		
00007FF5E0BC0000	0000000000023000	Reserved		MAP	-R---	-R---		
00007FF71ED30000	00000000000001000	clickme.exe		IMG	-R---	ERWC-		
00007FF71ED31000	00000000000002000	".text"	Executable code	IMG	ER---	ERWC-		
00007FF71ED33000	00000000000001000	".pdata"	Read-only initialized data	IMG	-R---	ERWC-		
00007FF71ED34000	00000000000002000	".data"	Initialized data	IMG	-RW--	ERWC-		
00007FF71ED36000	00000000000001000	".pdata"	Exception information	IMG	-R---	ERWC-		
00007FF71ED37000	00000000000001000	".tls"	Thread-local storage	IMG	-RWC-	ERWC-		
00007FF71ED38000	00000000000002000	".rsrvc"	Resources	IMG	-R---	ERWC-		
00007FF71ED3A000	00000000000001000	".reloc"	Base relocations	IMG	-R---	ERWC-		
00007FF94B230000	00000000000001000	urlmon.dll		IMG	-R---	ERWC-		



# Memory Map

- Shows us everything that is memory mapped in our processes virtual address space
- We can see all loaded PEs and their sections
- We can also see their *memory protections*
  - Basics: Read, Write Executable
  - Full list:  
<https://docs.microsoft.com/en-us/windows-hardware/drivers/getting-started/user-mode-and-kernel-mode>
- We can follow in Dump to view the raw bytes

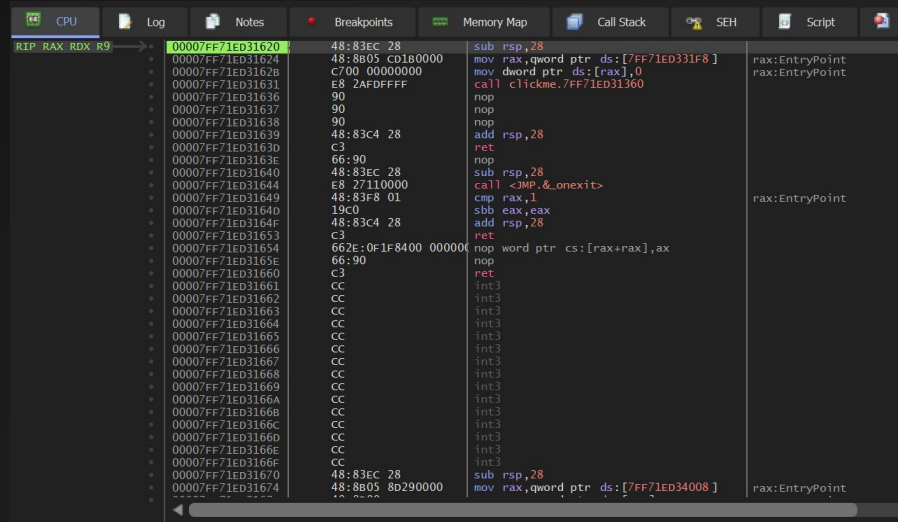
The screenshot shows the Immunity Debugger interface with the PE file structure of 'ur1mon.dll' displayed in the left pane. The 'Data' section is highlighted, showing various reserved and initialized data sections. A green arrow points to the 'Data' section in the left pane.

Address	Size	Info	Content	Type	Protection	Initial
000001c533f00000	000000000000004000			MAP	-R---	-R---
000001c533f00400	000000000000004000	Reserved (000001c533f00000)		MAP	-R---	-R---
000001c533f60000	000000000000010000			PRV	-RW--	-RW--
000001c533f70000	000000000000003000	Reserved (000001c533f60000)		PRV	-RW--	-RW--
000001c5341c0000	000000000000005000	Reserved (000001c5341c0000)		PRV	-RW--	-RW--
000001c5341c5000	000000000000008000			PRV	-RW--	-RW--
000001c5341d0000	00000000000000f000			MAP	-R---	-R---
000001c5341df000	00000000000001f000	Reserved (000001c5341d0000)		MAP	-R---	-R---
000001c5343d0000	0000000000000031000			MAP	-R---	-R---
000001c5343e0000	0000000000000087000			MAP	-R---	-R---
000001c5343e7000	0000000000000137A000	Reserved (000001c5343e0000)		MAP	-R---	-R---
00007ff4deA80000	000000000000005000			MAP	-R---	-R---
00007ff4deA83000	00000000000000f4000	Reserved (00007ff4deA80000)		MAP	-R---	-R---
00007ff4deB80000	0000000000000020000	Reserved		PRV	-RW--	-RW--
00007ff50EBA0000	0000000000000020000	Reserved		PRV	-RW--	-RW--
00007ff50EBA0000	000000000000001000			PRV	-RW--	-RW--
00007ff50EBA0000	000000000000001000			MAP	-R---	-R---
00007ff50EBC0000	0000000000000023000			MAP	-R---	-R---
00007ff71ed30000	0000000000000001000	clickme.exe		IMG	-R---	ERWC-
00007ff71ed31000	0000000000000002000	"text"	Executable code	IMG	ER---	ERWC-
00007ff71ed32000	0000000000000001000	".data"	Read-only initialized data	IMG	ER---	ERWC-
00007ff71ed34000	0000000000000002000	"data"	Initialized data	IMG	-RW--	ERWC-
00007ff71ed36000	0000000000000001000	".pdata"	Exception information	IMG	-RW--	ERWC-
00007ff71ed37000	0000000000000001000	".tls"	Thread-local storage	IMG	-RW--	ERWC-
00007ff71ed38000	0000000000000001000	".rsrc"	Resources	IMG	-R---	ERWC-
00007ff71ed3A000	0000000000000001000	".reloc"	Base relocations	IMG	-R---	ERWC-
00007ff94b230000	0000000000000001000	ur1mon.dll		IMG	-R---	ERWC-



# CPU/Disassembler

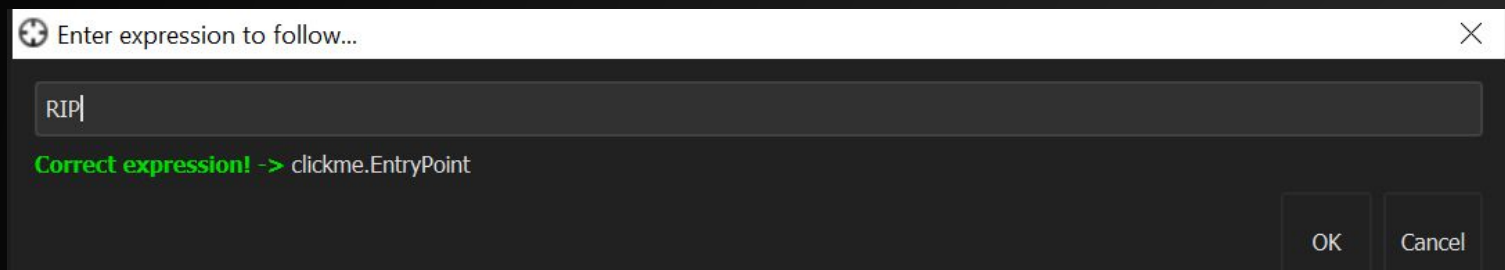
- The CPU tab shows disassembly instructions based on data stored at the addresses
- RIP is the instruction pointer
- Supports Line view/graph view
- To switch back and forth press “g” inside of the CPU window



Address	Hex	Assembly	Comment
48:83EC 28	0000FF71ED31620	sub rsp,28	
48:8603 C01E0000	0000FF71ED31624	mov rax,qword ptr ds:[7FF71ED331F8]	rax:EntryPoint
C700 00000000	0000FF71ED31628	mov dword ptr ds:[rax],0	rax:EntryPoint
E8 2AFDFFFF	0000FF71ED31631	call clickme.7FF71ED31360	
90	0000FF71ED31636	nop	
90	0000FF71ED31637	nop	
90	0000FF71ED31638	nop	
48:83C4 28	0000FF71ED31639	add rsp,28	
C3	0000FF71ED3163D	ret	
66:90	0000FF71ED3163E	nop	
48:83EC 28	0000FF71ED31640	sub rsp,28	
E8 27110000	0000FF71ED31644	call <JMP.&_onexit>	rax:EntryPoint
48:83F8 01	0000FF71ED31649	cmp rax,1	
19C0	0000FF71ED3164D	sbb eax,eax	
48:83C4 28	0000FF71ED3164F	add rsp,28	
C3	0000FF71ED31653	ret	
662E:0F1F8400 00000000	0000FF71ED31654	nop word ptr cs:[rax+rax],ax	
66:90	0000FF71ED3165E	nop	
C3	0000FF71ED31660	ret	
CC	0000FF71ED31661	int3	
CC	0000FF71ED31662	int3	
CC	0000FF71ED31663	int3	
CC	0000FF71ED31664	int3	
CC	0000FF71ED31665	int3	
CC	0000FF71ED31666	int3	
CC	0000FF71ED31667	int3	
CC	0000FF71ED31668	int3	
CC	0000FF71ED31669	int3	
CC	0000FF71ED3166A	int3	
CC	0000FF71ED3166B	int3	
CC	0000FF71ED3166C	int3	
CC	0000FF71ED3166D	int3	
CC	0000FF71ED3166E	int3	
CC	0000FF71ED3166F	int3	
48:83EC 28	0000FF71ED31670	sub rsp,28	
48:8603 8D290000	0000FF71ED31674	mov rax,qword ptr ds:[7FF71ED34008]	rax:EntryPoint

# CPU: Jump back to next instruction

- You can navigate to any addresses by using the hotkey “Ctrl-g”
  - Note Ctrl-g for jumping in any window: dump, memory map, CPU...etc
- Note this can be a memory addresses, values stored in a register, or a region for which there is a symbol defined!
- To jump to the current instruction, use RIP
- Note Jump-> `RIP + 1` is also valid!



# Static Analysis to guide dynamic analysis

- We should always take a look at the malware statically before running it.
- Sometimes, it can give us hints about what it is doing
- Example, look for imports, strings...etc

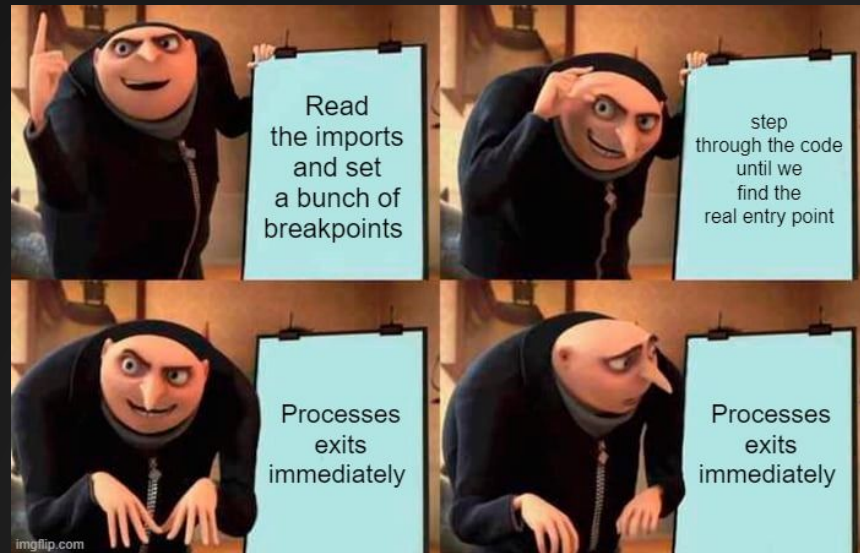
Disasm: .text	General	DOS Hdr	File Hdr	Optional Hdr	Section Hdrs	Imports
✦	+					
Offset	Name	Func. Count	Bound?	OriginalFirstThunk	TimeDateStamp	Forwarded
2408	urlmon.dll	1	FALSE	3698	0	0
241C	WININET.dll	1	FALSE	36A8	0	0
2430	SHLWAPI.dll	1	FALSE	36B8	0	0
2444	KERNEL32.dll	18	FALSE	36C8	0	0
2458	msvcrt.dll	25	FALSE	3760	0	0
246C	USER32.dll	1	FALSE	3830	0	0

urlmon.dll [ 1 entry ]				
Call via	Name	Ordinal	Original Thunk	Thunk
3840	URLDownloadToFileW	-	39E8	39E8

# Debugging Workflow

- The common workflow is to load the PE into the debugger, and set some breakpoints.
- x64dbg automatically sets a breakpoint at the entrypoint, but as we have seen, this is NOT the same as the main()
- Step through the code and see what it does!
  - Will probably take some trial and error! Especially if anti-debugging techniques are employed.



# Debugging

Try setting a breakpoint:

```
`bp URLDownloadToFileW`
```

Then run until we hit the breakpoint!

What exactly is that address though?

It is the start address of the exported function  
`urlmon.dll\$URLDownloadToFileW`

Command: `bp URLDownloadToFileW`

Paused Breakpoint at 00007FF94B2A7CA0 set!

Type	Address	Module/Label/Exception	State	Disassembly
Software	00007FF94B2A7CA0	<urlmon.dll.URLDownloadToFileW>	Enabled	<code>mov qword ptr ss:[rsp+8],rbx</code>

Enter the address to find...

URLDownloadToFileW

Correct expression! -> urlmon.URLDownloadToFileW

Address	Module/Label/Exception	Disassembly	Permissions
00007FF71ED3A000	00000000000001000	".reloc"	Base relocations
00007FF94B230000	00000000000001000	urlmon.dll	IMG -R-
00007FF94B231000	000000000000138000	".text"	Executable code
00007FF94B369000	00000000000003E000	".rdata"	Read-only initialized data
00007FF94B3A7000	000000000000000000	".data"	Initialized data
00007FF94B3B4000	000000000000010000	".pdata"	Exception information
00007FF94B3C4000	000000000000010000	".didat"	IMG -R-
00007FF94B3C5000	000000000000010000	".isoapis"	IMG -R-
00007FF94B3C6000	000000000000052000	".rsrc"	Resources
00007FF94B418000	000000000000030000	".reloc"	Base relocations
00007FF94B418000	000000000000010000	wininet.dll	IMG -R-

# What's going on? Why is nothing happening?

```
14000108a 48 8b 1d    MOV     RBX,qword ptr [PTR_DAT_140003178]    = 140004048
          e7 20 00
          00
140001091 e8 8a 06    CALL    FUN_140001720                        ulonglong FUN_140001720(v...
          00 00
140001096 48 8b 03    MOV     RAX,qword ptr [RBX]=>DAT_140004048    = FF0A000000000000h
140001099 48 31 e8    XOR     RAX,RBP
14000109c 48 89 85    MOV     qword ptr [RBP + local_40],RAX
          78 04 00
          00
1400010a3 ff 15 ef    CALL    qword ptr [->KERNEL32.DLL::FreeConso...
          27 00 00
1400010a9 b9 60 ea    MOV     argc,0xea60
          00 00
1400010ae ff 15 24    CALL    qword ptr [->KERNEL32.DLL::Sleep]
          28 00 00
1400010b4 e8 67 ff    CALL    FUN_140001020                        undefined FUN_140001020(v...
          ff ff
1400010b9 48 8d bd    LEA     RDI=>local_248,[RBP + 0x270]
          70 02 00
          00
```

# Debugging: Modifying Arguments

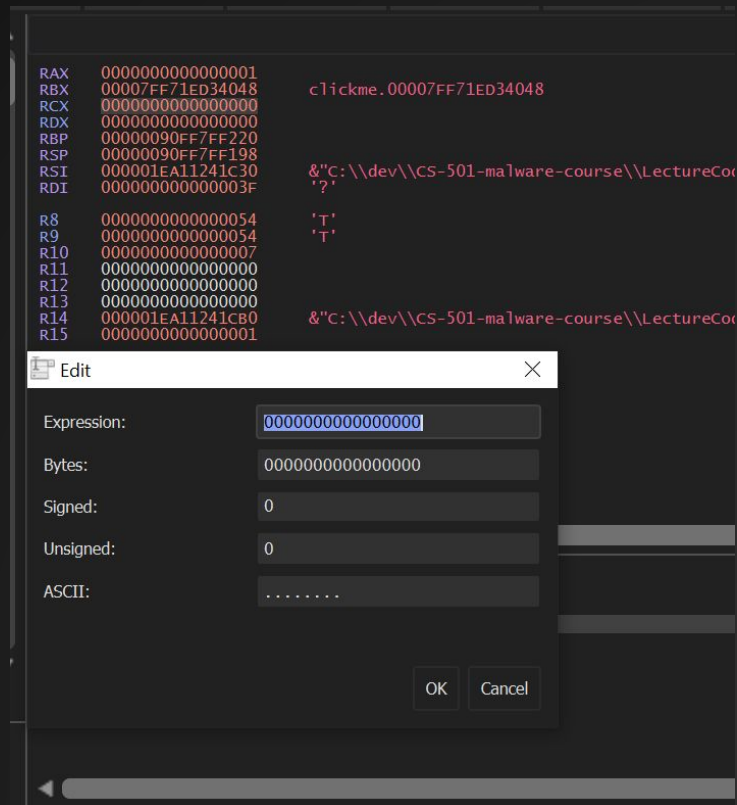
`bp Sleep`

Modify 1st argument to be 0

→ Set RCX = 0

Or type

`RCX = 0` in the cmd prompt









## Common Functions to set BPs at

Win32: VirtualAlloc(Ex), VirtualProtect(Ex), CreateProcess, CreateThread, CreateRemoteThread, LoadLibrary, Sleep

Native: NtCreateProcess(Ex), NtAllocateVirtualMemory

Usually better to figure out what functions are used from a bit of static analysis and then go from there :-)

No imports? Spy on LoadLibrary(A/W)!

# Using Remnux

By setting Remnux as the default gateway, we can listen in on network traffic using Wireshark and simulate responses using Inetsim

We can filter for traffic type that we expect the malware to create.

I.e, if we see WinHttp, we can filter on HTTP traffic

If we see Winsock, we might want to look for TCP

It is all context dependent.



The screenshot shows a Windows 10 desktop environment. In the top-left corner, there are icons for Visual Studio Code, Google Chrome, and Registry Editor. A file named 'clickMe' is highlighted on the desktop. A Visual Studio Code window is open, displaying a file named 'C:\Users\RONALD-T\AppData\Local\Temp\TrustMe\Iot\Malware.exe'. A terminal window is open within Visual Studio Code, showing the command 'C:\Users\RONALD-T\AppData\Local\Temp\TrustMe\Iot\Malware.exe'. A small dialog box titled 'iNetSim' is overlaid on the terminal, displaying the message 'This is the iNetSim default GUI binary' and an 'OK' button. The taskbar at the bottom shows the Start button, a search bar, and several pinned applications including Edge, File Explorer, and the Task Manager. The system tray in the bottom-right corner shows the date and time as 10:38 AM on 2/9/2022, along with network and volume icons.

# Verdict: Dropper

This malware is a dropper. It downloads, and executes a binary from a remote web server.

It communicates over HTTP

As of Now, it is not clear who or what it is stargeting

However, as we saw last time, the code will not run without  
C:\malware\ch0nky.txt

# Inetsim Default Binaries

If you make a Get request that ends in \*.exe, inetsim will server a fake binary to let you know something has happened!

This can be useful for catching stealthier downloads

You can also set your own default exe that prints more information than just a hello world!

# Wannacry: Finding the Killswitch Dynamically

- Worm + ransomware that leveraged exploits developed by the NSA
- Spread using “eternalblue” that exploited a bug in Microsoft's SMB protocol
- Hundreds of thousands of computers were affected
- The kill switch , which is a domain name, was discovered by MalwareTech
  - This stopped the spread of the malware, and prevented potentially billions of dollars of damage

# Finding the Killswitch: Dynamic Analysis

WinDev2106Eval [pre\_ock] [Running] - Oracle VM VirtualBox

File Machine View Input Devices Help

@PromeoDev\_McB - Helpdesk

Rec: File Edit Format View Help

Q: What's wrong with my files?

A: Oops, your important files are encrypted. It means you will not be able to access them anymore until they are If you follow our instructions, we guarantee that you can decrypt all your files quickly and safely! Let's start decrypting!

Q: What do I do?

A: First, you need to pay service fees for the decryption. Please send \$300 worth of bitcoin to this bitcoin address: 12t9YDPgwueZ9NyMgw519p7AABisj6SMw

Next, please find an application file named "@ManaDecryptor@.exe". It is the decrypt software. Run and follow the instructions! (You may need to disable your antivirus for a while.)

Q: How can I trust?

A: Don't worry about de We will decrypt your

\* If you need our assi

Oops, your files have been encrypted!

What Happened to My Computer?

Your important files are encrypted. Many of your documents, photos, videos, databases and other files are no longer accessible because they have been encrypted. Maybe you are busy looking for a way to recover your files, but do not waste your time. Nobody can recover your files without our decryption service.

Can I Recover My Files?

Sure. We guarantee that you can recover all your files safely and easily. But you have not so enough time. You can decrypt some of your files for free. Try now by clicking <Decrypt>. But if you want to decrypt all your files, you need to pay. You only have 3 days to submit the payment. After that the price will be doubled. Also, if you don't pay in 7 days, you won't be able to recover your files forever. We will have free events for users who are so poor that they couldn't pay in 6 months.

How Do I Pay?

Payment is accepted in Bitcoin only. For more information, click <About bitcoins>. Please check the current price of Bitcoin and buy some bitcoins. For more information, click <How to buy bitcoins>. And send the correct amount to the address specified in this window. After your payment, click <Check Payment>. Best time to check: 9:00am - 11:00am

Send \$600 worth of bitcoin to this address:

12t9YDPgwueZ9NyMgw519p7AABisj6SMw

Check Payment Decrypt

you need your files you have to run the decrypt software.

Please find an application file named "@ManaDecryptor@.exe" in any folder or restore from the antivirus quarantine.

Run and follow the instructions!

REMnux v7 [Running] - Oracle VM VirtualBox

File Machine View Input Devices Help

Activities Wireshark Sep21 12:47

\*enp0s8

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

Current filter: dns

No.	Time	Source	Destination	Protocol	Length	Info
32	13.111710001	10.10.10.3	10.10.10.2	DNS	109	Standard query 8262c A www.liger-foadppl.frposed@prouxaj.frjaneurwipema.com
33	13.1350124014	10.10.10.2	10.10.10.3	DNS	109	Standard query response 8262c A www.liger-foadppl.frposed@prouxaj.frjaneurwipema.com A 10.10.10.2
1878	81.369298652	10.10.10.3	10.10.10.2	DNS	76	Standard query 827a7b A dns.mstncsl.com
1879	81.369298652	10.10.10.2	10.10.10.3	DNS	104	Destination unreachable (Port unreachable)
1928	82.318476252	10.10.10.3	10.10.10.2	DNS	76	Standard query 827a7b A dns.mstncsl.com
1929	82.318476251	10.10.10.3	10.10.10.2	DNS	104	Destination unreachable (Port unreachable)
1941	82.318476251	10.10.10.3	10.10.10.2	DNS	104	Destination unreachable (Port unreachable)
1942	82.318476252	10.10.10.3	10.10.10.2	DNS	76	Standard query 827a7b A dns.mstncsl.com
1970	83.318550714	10.10.10.2	10.10.10.3	ICMP	104	Destination unreachable (Port unreachable)

Frame 32: 109 bytes on wire (872 bits), 109 bytes captured (872 bits) on interface enp0s8, id 0  
Ethernet II, Src: PcsCompu\_08:2a:9e (08:00:27:08:2a:9e), Dst: PcsCompu\_10:c7:7c (08:00:27:10:c7:7c)  
Internet Protocol Version 4, Src: 10.10.10.3, Dst: 10.10.10.2  
User Datagram Protocol, Src Port: 59532, Dst Port: 53  
Domain Name System (query)

0000 08 00 27 10 c7 7c 08 00 27 06 2a 9e 08 00 45 00 ...  
0010 00 5f 62 17 00 00 80 11 10 5f 0a 0a 03 0a 0a ...  
0020 0a 02 0f 8c 00 25 00 40 01 c0 6c 39 01 00 00 01 ...  
0030 00 00 00 00 00 00 83 77 77 29 69 75 71 05 72 ...  
0040 66 73 0f 64 70 39 69 6a 6a 61 70 6f 73 64 66 6a ...  
0050 68 67 6f 73 75 72 69 6a 66 61 65 77 72 77 65 72 ...  
0060 67 77 65 61 03 63 6f 6d 00 00 01 00 00 00 00 00 ...

# Sandboxes & VirusTotal

Sandbox: Contained environments with logging / analysis software pre-installed that will allow you to see what the malware actually does.

VirusTotal (VT): Sandbox, Hunting Environment, and Antivirus detection all in one!

Malshare: good repository of malware to download from if your company doesn't pay for VT premium.

Others: Joes Sandbox, Intezer



# DIY Sandbox

Why would I want to do this?

# DIY Sandbox

Why would I want to do this?

- Anything you upload publicly becomes available publicly.
- Sometimes you don't want other threat intelligence analysts looking at a threat that is targeting your systems, you might end up on the front page of NYT as the “victim of a cyber attack” and nobody likes that.
- You also don't want attackers monitoring for those files on VT to know that you're on to them, they might start changing their tactics.

# DIY Sandbox

Not only can threat actors monitor for the existence of the hashes, but authors can put canaries/booby traps in the code that tip them off. Example: DNS canaries that get tripped when the bot detects a sandbox

Where possible you should tread carefully, doing so can slow you down.

The choices you make will likely vary depending on the environment you occupy. For example, someone tracking a low and slow APT will likely take their time, whereas someone in a triage environment might have to cut some corners and move faster.

# DIY Sandbox

Remnux / FlareVM

Steps:

- Take a snapshot
- Run the malware with the desired logging tools
- Log the data elsewhere
- Revert the snapshot

MAKE SURE NEITHER OF THESE VMs ARE CONNECTED TO YOUR REAL MACHINE OR THE INTERNET.

# Why doesn't Dynamic Analysis always work?

(Competent) Malware authors know what malware analysts will look for, and what sandboxes look like.

Code can detect that it is inside of a sandbox, and behave differently

Beware of decoy Executables

# Why doesn't Dynamic Analysis always work?

Malware authors know what malware analysts will look for, and what sandboxes look like.

- Online sandboxes usually stop running after a minute or so - the malware can “sleep” for days if programmed to do so.
- Malware might check for specific configurations / names of sandboxes that are the defaults (sound familiar ;)).
- Malware authors might upload files to VirusTotal / “nodistribute” malware repositories to check against antivirus and tweak the file until there are no hits.

## Discussion:

How can we make the reverse engineer's life harder?

In what situations does the malware author “win”?

How does your analysis environment impact a reverse engineering workflow?

We will spend more time on defense evasion in a future lecture.

# Triage Environment

- New epochs of malware arrive on your desk
- Most of it probably isn't that interesting/new.
- You need to pull relevant IOCs out and publish them to your stakeholders as soon as possible
- You might not have time to fully understand everything the malware does
- This is can very quickly turn into a game of Whack-a-Mole





## Example: Generic Malspam

- Many infections are the result of massive email spam campaigns (malspam)
- These tend to be wide-net strategies, and typically don't change much from epoch to epoch
- It might not be worth your time to spend hours reversing the next iteration of trickbot to realize that it now also targets Chase in addition to BOA. It's banking malware. You don't want it on your network!

# Research/Investigative Environment

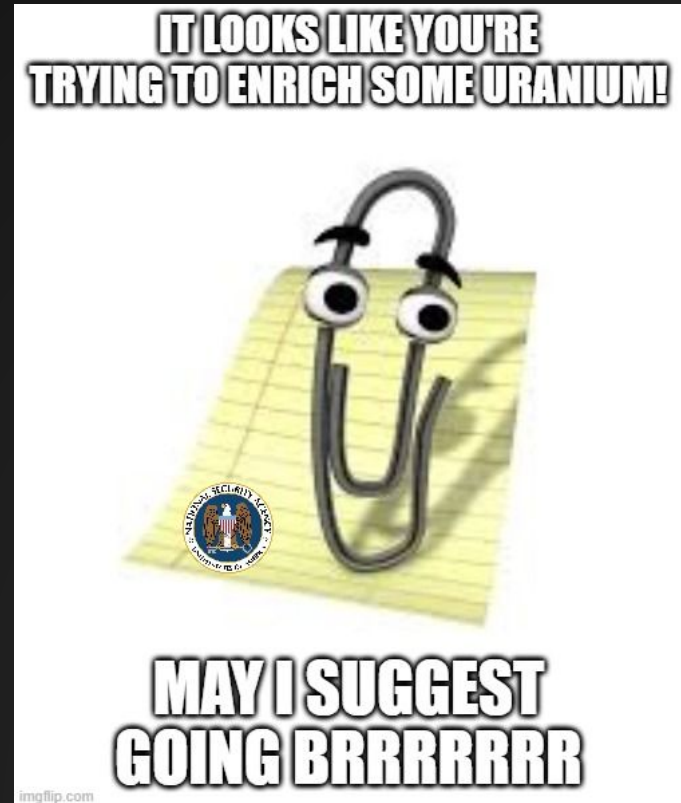
Reasons to dedicate large amounts of time to analyzing malware:

- It is targeting something or someone interesting
  - Journalists, critical infrastructure, governments, dissidents...etc
  - EG: uranium centrifuges
- It is doing something interesting
  - Leverages 0/N-day exploit, sophisticated functionality
  - Making uranium centrifuges spin too fast
- You are constantly being targeted by the same tools and need to develop “effective” countermeasures.
- It is associated with an incident that requires remediation.

## Example: Stuxnet

A Sophisticated malware used during a (likely) joint US-Israel cyber operation designed to disrupt Iran's Nuclear program

For more on this, see “Countdown to Zero Day” By Kim Zetter

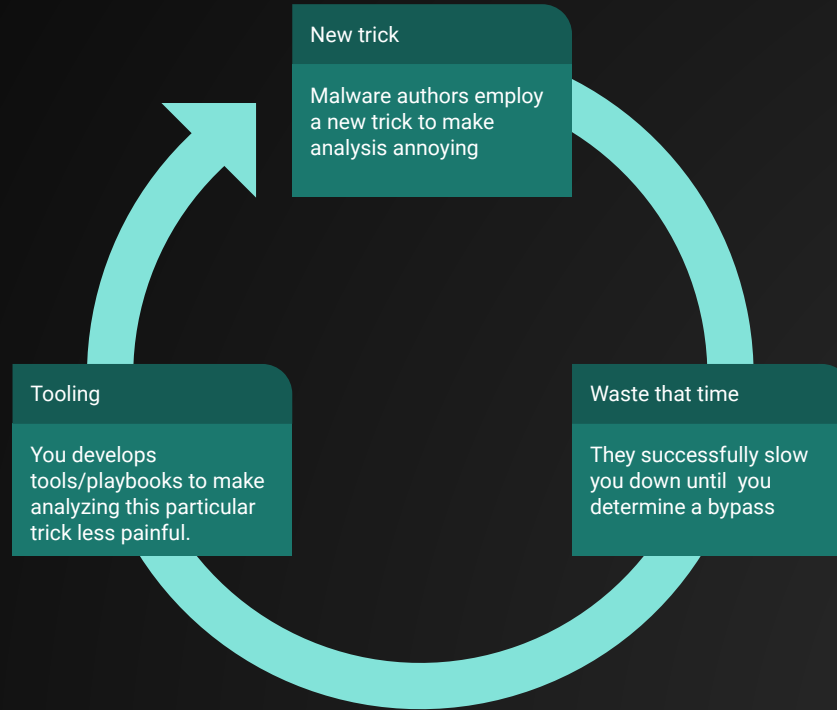


In either case, you probably want to  
be efficient

# The Reverse Engineer Always Wins\*

- Malware authors will employ a variety of tricks to slow you down. The more of these tricks you see, the faster you will get at bypassing them.
- With enough time, energy and money you can reverse engineer just about anything
- You don't have infinite time, money, or resources. Neither does your adversary!
- You will need to automate portions of your work to make the sheer volume of tasks tractable to complete.

# Dealing with Tricks



# Discussion

How can we detect that we are in VirtualBox?

Example:

```
`wmic bios get smbiosbiosversion`
```

## Example 2

```
$drivers = Get-WindowsDriver -Online -All
ForEach($d in $drivers){
    if($d.ProviderName -eq "Oracle Corporation"){echo $d}
}
```