

Malware Reverse Engineering Basic Knowledge

Andrea Mambretti (mambro007@gmail.com)

Politecnico di Milano

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Crash course on Assembly Language

An overview on the common 32-bit Inter Architecture (IA)

Syntaxes overview

Let's look to the basic instructions

...givi

Overview on the Analysis Techniques

Basic static Analysis

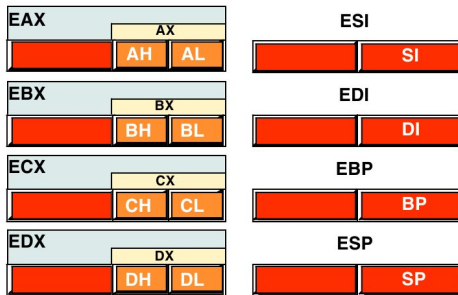
Dynamic Analysis

Advanced Static Analysis

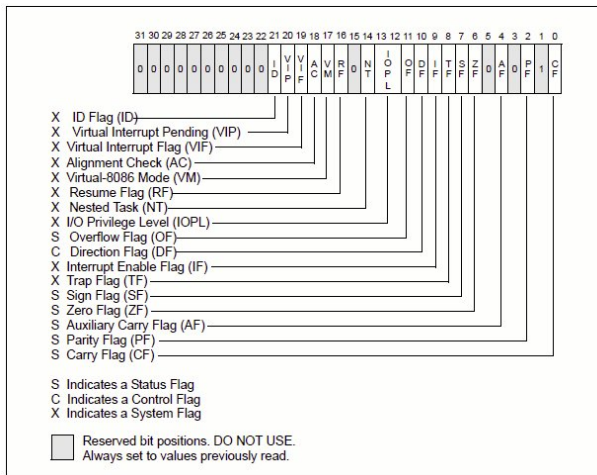
(1) How is the IA made?

- ▶ EAX,EBX,ECX,EDX,ESI,EDI,EBP,EIP and ESP

(2) How is the IA made?



(1) What about EFLAGS?



(2) What about EFLAGS?

- ▶ Overflow, Direction, Interrupt Disable, Sign, Zero, Auxiliary Carry, Parity and Carry Flags
- ▶ They are VERY important for the control flow of the program

Syntax

- ▶ In the assembly world we can find two main syntax the AT&T and the Intel
- ▶ AT&T is used by all the UNIX program (gdb)
- ▶ Intel syntax is used by Microsoft program (IDApro and others)

(1) Differences in the notation

- ▶ Consider the following operation:
"move the value 0 to EAX"

- ▶ AT&T:

```
mov $0x0,%eax
```

- ▶ Intel:

```
mov eax, 0h
```


(2) Differences in the notation

- ▶ Consider this other operation:
"move the value 0 to the address contained in EBX+4"

- ▶ AT&T:

```
mov $0x0,0x4(%ebx)
```

- ▶ Intel:

```
mov [ebx+4h],0h
```

(1) Basic Instructions overview

- ▶ Every processor has a very huge number of instructions to execute (see Intel Manual¹)
- ▶ A subset of the whole instructions set is usually dependent by the considered processor. We will focus on the other subset of instructions
- ▶ We will use the Intel syntax to see them because is the same syntax used in IDApro by default

¹<http://www.intel.com/content/www/us/en/processors/architectures-software-developer-manuals.html>

(2) Basic Instruction MOV

- ▶ General: MOV **destination**, **source**
- ▶ **source** can be an immediate, a register, a memory location
- ▶ **destination** can be either a register or a memory location
- ▶ NB: Every combination is possible except memloc to memloc!!!

(3) Basic Instruction ADD

- ▶ General: ADD destination, source
- ▶ **source** can be an immediate, a register, a memory location
- ▶ **destination** can be either a register or a memory location
- ▶ NB: The destination register has to be as big as at least the source or greater

(4) Basic Instruction SUB

- ▶ General: SUB destination, source
- ▶ **source** can be an immediate, a register, a memory location
- ▶ **destination** can be either a register or a memory location
- ▶ NB: The destination register has to be as big as at least the source or greater

(5) Basic Instruction MUL

- ▶ General: MUL Operand
- ▶ **Operand** can be an immediate, a register, a memory location

	1 byte	2 bytes	4 bytes
Other Operand	AX	DX:AX	EDX:EAX
Higher Part of result stored in:	AH	DX	EDX
Lower Part of result stored in:	AL	AX	EAX

(6) Basic Instruction DIV

- ▶ General: DIV Operand
- ▶ **Operand** can be an immediate, a register, a memory location

	1 byte	2 bytes	4 bytes
Dividend	AX	DX:AX	EDX:EAX
Remainder stored in:	AH	DX	EDX
Quotient stored in:	AL	AX	EAX

(7) Basic Instruction CMP

- ▶ With this instruction we can add a value from **source** to the destination operand and put the new value inside the destination
- ▶ General: DIV **destination**, **source**
source can be an immediate, a register, a memory location
destination can be either a register or a memory location
NB: The destination register has to be as big as at least the source or greater
- ▶ Examples
 - ▶ ADD esp, 44h
 - ▶ ADD eax, ebx
 - ▶ ADD al, dh
 - ▶ ADD edx, cx
 - ▶ ADD [eax],[ecx] NO!!!
 - ▶ ADD [eax],1h

(8) Basic Instruction JMP

- ▶ With this instruction we can add a value from **source** to the destination operand and put the new value inside the destination
- ▶ General: **DIV operand**
operand can be an immediate, a register, a memory location
NB: The destination register has to be as big as at least the source or greater
- ▶ Examples
 - ▶ ADD esp, 44h
 - ▶ ADD eax, ebx
 - ▶ ADD al, dh
 - ▶ ADD edx, cx
 - ▶ ADD [eax],[ecx] NO!!!
 - ▶ ADD [eax],1h

What is Basic Static Analysis?

- ▶ B.S.A. consists in a very simple set of operation that can allow a malware analyst to get usefull information about a certain binary file
- ▶ B.S.A. tools can give us infomation about:
 - ▶ **Antivirus Scanning**: tell us if it is an already known malware or not and if yes which kind (ex www.virustotal.com)
 - ▶ **Hashing**: tell if a certain file has been corrupted or not
 - ▶ **Strings**: give us all the strings defined as costant in the program that can be usefull to undestand what that file does
 - ▶ **Recognizers Packing and Obfuscation**: if the file uses some type of packing (ex: upx) or obfuscation to avoid recognition
 - ▶ **Header Analysis**: Looking inside the header give us information about import and export function, when it's compiled, if it's packet, if there's some extra segment and other stuff

When is it necessary?

- ▶ If someone is really paranoid the answer is every time before launch an application
- ▶ for all the others when something of suspicious is detected during the previous execution
- ▶ after this phase a human analyzer knows if it is needed to proceed with other analysis such as dynamic and advanced static analysis

What is Dynamic Analysis?

- ▶ D.A. consists in looking the behaviour of a malware running it and logging every change and action done in the system
- ▶ of course is not always possible use this technique because a specific malware can damage the system and makes the information unreachable
- ▶ so what can we do to avoid it?

Possible Solution: Virtual Machine

- ▶ Using Virtual Machine we can set a perfect environment for our malware (fake a whole network of hosts, logger etc.)
- ▶ We can check out of box what happens inside (system call, network operation etc.).
if something goes wrong we can, using snapshots, rollback the machine state to a sane position
- ▶ Possible sequence of operation:
 - ▶ Start with a clean snapshot with no malware running on it
 - ▶ Transfer the malware to the virtual machine
 - ▶ Conduct your analysis on the virtual machine
 - ▶ Take your notes, screenshots, and data from the virtual machine and transfer it to the physical machine
 - ▶ Revert the virtual machine to the clean snapshot

Existing VM

VM

Someone of them are already prepared to Malware Analysis

- ▶ VMware
- ▶ VirtualBox
- ▶ Qemu
- ▶ Cuckoo
- ▶ Anubis
- ▶ Andrubis
- ▶ A ton of others

Problems and Solution

Problems

- ▶ It's proved Today's Malware can avoid the dynamic analysis. They recognize all the well-know VB and they change their behavior when are runned in
- ▶ The worst scenario happens when specific malware are done to exploit vulnerabilities inside VM to own the whole machine where the VB is running

Solution

- ▶ One of the possible solution to understand if the malware has behaved not in his standard way and which are his possibility is to see the code more deeply with the Advanced Static Analysis (aka Reverse Engineering)

What is Reverse Engineering in General?

Definition

- ▶ Reverse engineering is taking apart an object to see how it works in order to duplicate or enhance the object. The practice, taken from older industries, is now frequently used on computer hardware and software.
- ▶ Reverse engineering is usually conducted to obtain missing knowledge, ideas, and design philosophy when such information is unavailable

What is Software reverse engineering?

Definition

- ▶ Software reverse engineering involves reversing a program's machine code (the string of 0s and 1s that are sent to the logic processor) back into the assembly language (x86, x86-64, ARM so on and so forth)
- ▶ Software reverse engineering requires a combination of skills and a thorough understanding of computers and software development, but like most worthwhile subjects, the only real prerequisite is a strong curiosity and desire to learn. Software reverse engineering integrates several arts: code breaking, puzzle solving, programming, and logical analysis.

When do we use it?

- ▶ Reversing Application
- ▶ Security-Related Reversing
 - ▶ Malicious Software
 - ▶ Reversing Cryptographic Algorithms
 - ▶ Digital Rights Management
 - ▶ Auditing Program Binaries
- ▶ Reversing Software Development
 - ▶ Achieving Interoperability with Proprietary Software
 - ▶ Developing Competing Software
 - ▶ Evaluating Software Quality and Robustness

Background of a good Reverser

- ▶ Assembly Language
- ▶ Compilers
- ▶ Virtual Machine and Bytecodes (ex Java)
- ▶ Operative Systems

Tools of a good Reverser

- ▶ System-Monitoring Tools
- ▶ Disassemblers
- ▶ Debuggers
- ▶ Decompilers

Some Common Reversing Tools

- ▶ IDA Pro
- ▶ OllyDbg
- ▶ WinDbg
- ▶ PEBrowse Professional Interactive
- ▶ SoftICE

Is it Legal?

- ▶ The Legal debate around reverse engineering has been going on for years
- ▶ 1998 - Digital Millenium Copyright Act
 - ▶ Circumvention of copyright protection systems
 - ▶ The development of circumvention technologies
- ▶ Luckily, DMCA makes several exceptions
 - ▶ Interoperability
 - ▶ Encryption research
 - ▶ Security testing
 - ▶ Educational institutions and public libraries
 - ▶ Government investigation
 - ▶ Regulation
 - ▶ Protection of privacy

Reverse on Malware and Antireversing Techniques

Today's malware and commercial program use techniques against Reversing

- ▶ Anti-Disassembly (Linear and Flow Oriented Disassembly)
 - ▶ Jump instructions with the same target
 - ▶ Jump instruction with a Costant Condition
 - ▶ Impossible disassembly
- ▶ Anti-Debugging
 - ▶ They understand that are executed in a debugger and change their behaviour either crashing itself, the debugger or totally doing other stuff
- ▶ Anti-Virtual Machine Techniques
- ▶ Packers and Unpacking

Conclusion

- ▶ Software Reverse Engineering is a very powerful instrument but it requires a lot of lowlevel-knowledge
- ▶ Applying this technique on malware analysis is not optional if we want understand how the malware works
- ▶ Can be very time consuming and if all the tools used for the analysis are not setted correctly there's no way to reverse the malware

End

- ▶ Thanks Folk...Questions?
- ▶ So now one practical example