

1 Supplementary details of the empirical study

This section provides some additional supplementary about the empirical research process.

1.1 Analysis framework

As mentioned in § 2.2, Figure 1 displays the multi-level analysis framework we adopted in our empirical study of IoT malware. This framework encompasses a detailed analysis process and the tools utilized, divided into three levels. Initially, by uploading samples to VirusTotal, we obtained a generated preliminary analysis report. Subsequently, using this report as a reference, we conducted thorough manual analysis on the corresponding IoT malware samples. At this stage, we first employed the LISA sandbox for dynamic analysis to capture the anomalous behavior of the IoT malware. Based on the results from the LISA sandbox, we further engaged in reverse engineering using Ghidra, thus conducting an in-depth manual analysis for IoT malware at the code level. During the manual analysis stage, our focus was on verifying the accuracy of the VirusTotal report and identifying the fine-grained malicious behaviors that were not reported. Following the new findings from the manual analysis, we refined and supplemented the initial report. It is important to note that, to ensure the accuracy and reliability of our analysis, we referred to the ATT&CK framework developed by MITRE. The ATT&CK framework meticulously defines the tactics, techniques, and procedures (TTPs) attackers may employ, serving as a knowledge base designed to aid security teams in understanding the behavioral patterns of threat actors, thereby enhancing the identification, detection, and defense against attacks.

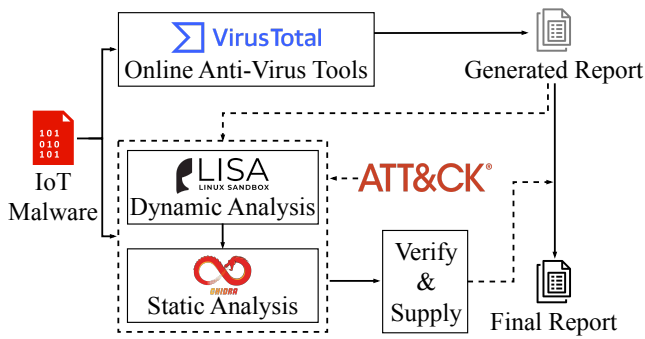


Figure 1. IoT malware analysis framework

1.2 Distribution of IoT malware by family

As mentioned in § 2.1, Table 1 shows the distribution of malicious families to which the 5K samples belongs. From the table, it can be seen that in the field of IoT malware, Gafgyt and Mirai occupy an absolute dominant position.

Rank	Label(AVClass)	Count(%)
1	Gafgyt	3499(69.6)
2	Mirai	1168(22.9)
3	Tsunami	87(1.70)
4	Hajime	9(<1)
5	Xorddos	4(<1)
6	Lightaidra	3(<1)
7	Chinaz	2(<1)
8	Rudedevil	2(<1)
9	Ditertag	2(<1)
10	Setag	2(<1)
11	Multiverze	2(<1)
12	Ddostf	2(<1)
13	Dofloo	2(<1)
14	Chacha	1(<1)
15	Ares	1(<1)
16	Bluteal	1(<1)
17	Presenoker	1(<1)
18	Zpevdo	1(<1)
Unknown		312(6.1)
Total		5101(100)

Table 1. Distribution of IoT malware by family

1.3 Distribution of sample scale of the 5K samples

As mentioned in § 2.4, Figure 2 shows the distribution of 5K samples scale. From the figure, it can be observed that the scale distribution of existing IoT malware is relatively concentrated, and samples with extreme sizes are relatively rare. Therefore, when facing adversarial attacks, especially methods that involve adding redundant nodes on a large scale to construct extreme samples far from the norm, existing masked graph approaches may struggle to adapt, leading to performance degradation issues.

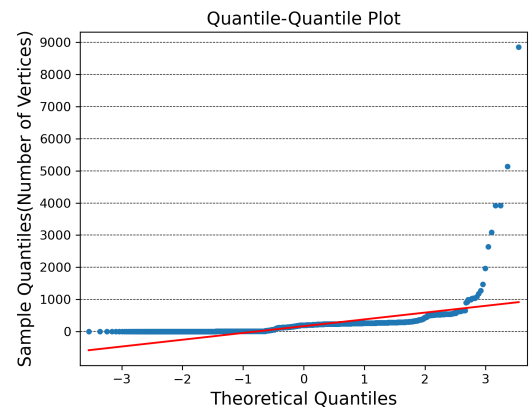


Figure 2. Distribution of sample scale of the 5K samples

1.4 Edge node example

As illustrated in the figure3, during our analysis, we conduct an in-depth analysis of IoT malware by tracing the function

call chains within the function call graph. Upon reaching the *gethostbyname* function node within our analytical process, we are able to delineate the malicious behavior of the malware. In this context, the internal implementation details of the function are not pivotal for understanding the logic behind the malicious behavior, as our primary focus lies on its core functionality, namely, the domain name resolution capabilities it provides for the malware. Therefore, we are not concerned with the specific implementation details of how such functions perform their standard operations; our focus is solely in the role they play and the functionalities they provide within the context of malicious software behavior.

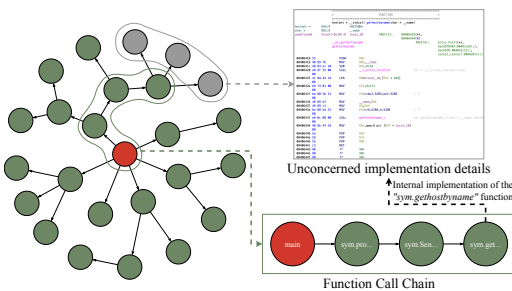


Figure 3. Careless implementation details

2 Summary of empirical study

In this section, we provide some summarized findings from empirical research, including: (1) the summary and classification of fine-grained malicious behaviors in IoT malware, as shown in table 4; and (2) a summary of the overview and implementation mechanisms of four fine-grained malicious behaviors during the lurking stage of IoT malware, details as follows:

- **Persistence** is the behavior adopted by malware to ensure its long-term existence and regular operation on the target system device, thereby maintaining prolonged control over the victim's system.

Implementation - The first implementation method is auto-start through boot or login initialization scripts, such as adding or modifying scripts in the */etc/init.d*. These scripts are executed automatically at system startup or user login or by modifying the rc auto-start scripts in the system to implement malware auto-start. The second is creating or modifying Launch Daemons in the Linux system, making the malware run as a background service, thus achieving persistence. The third is establishing persistence by setting up scheduled tasks, such as modifying the cron task scripts, to execute malicious activities and ensure their continuous operation regularly.

- **Privilege Escalation** is the behavior of obtaining higher-level system permissions than initially granted

in order to execute more destructive or theft activities.

Implementation - The first implementation method is the abuse elevation control mechanism, where malware executes operations of users or groups with higher privileges by *setuid* and *setgid*. The second method is exploiting *sudo* and *sudo caching*, such as by modifying the sudoers file, which allows the malware to grant itself higher permissions to perform actions that are normally not executable. The third method uses file permission management commands (such as *chown* or *chmod*) to modify the permissions of files or directories. This enables attackers to read, modify, or execute originally restricted files. The fourth method is leveraging *ptrace* system calls, where malware injects malicious code into a known process with higher privileges and executes code within that process context, thereby indirectly elevating its permissions. Additionally, this method can also help malware evade process-based monitoring.

- **Deception** refers to malware hiding its true intentions or identity by disguising or imitating benign software to deceive users or defense systems.

Implementation - The first implementation method is disguising legitimate software or system files, thus deceiving users and systems. The second method is by changing file extensions or hiding the real extensions and modifying file properties to disguise them as normal files, achieving the purpose of deception. The third method is modifying process parameters to disguise its real purpose, such as changing command-line parameters to deceive and confuse users and systems.

- **Defense Evasion** encompasses various strategies and methods malware uses to avoid being detected by security software and to remain undetected and unblocked in the victim's system.

Implementation - The first implementation method is to automatically hide or modify its core malicious behavior when a debugger is detected to prevent analysis and detection. The second method involves erasing attack traces, such as using commands like *history -c* or *rm /.bash_history* to clear command history or deleting system log files in the */var/log/* directory. The third method embeds the payload in other files through encryption algorithms, making detecting and analyzing the malware more challenging. The fourth method uses the *sleep* command or system scheduling functions to delay or hide the execution of core malicious functionalities, thereby evading sandbox environments with runtime limitations. Additionally, against advanced sandboxes with time acceleration features, malware often evades detection by assessing the expected difference in environment timestamps before and after executing the sleep function.

3 Overview of using algorithms

In this section, detailed descriptions of the 14 basic classification algorithms 2 and 16 multi-label classification algorithms 3 used in the paper are provided, details as follows:

Algorithm	Acronym	Type
C4.5 Decision Tree	J48	trees
Reduced Error Pruning Tree	REPTree	trees
Random Forest	RF	trees
Logistic Model Trees	LMT	trees
Logistic Regression	Logistic	functions
Sequential Minimal Optimization	SMO	functions
K-Nearest Neighbor (KNN)	IBk	lazy
Naive Bayes	NaiveBayes	bayes
JRip Rule Learning	JRip	rules
One Rule	OneR	rules
Partial Decision Trees Rule Learning	PART	rules
Adaptive Boosting	AdaBoost	meta
Bootstrap Aggregating	Bagging	meta
Stacked Generalization	Stacking	meta

Table 2. Basic Classification Algorithm

Algorithm	Acronym	Type
Bayesian Classifier Chains	BCC	PT
Back Propagation Neural Network	BPNN	AA
Binary Relevance	BR	PT
Classifier Chains	CC	PT
Conditional Dependency Networks	CDN	PT
Conditional Dependency Trellis	CDT	PT
Classifier Trellis	CT	PT
Fourclass Pairwise	FW	PT
HASEL	HASEL	PT
Laber Powerset	LC	PT
Classifier Chains with Monte Carlo optimization	MCC	AA
Pruned Sets with Threshold	PSt	PT
Pruned Sets	PS	PT
Random k-Labelsets	RAkEL	PT
Random k-Label Disjoint Pruned Sets	RAkELd	PT
Ranking and Threshold	RT	PT

Table 3. Multi-Label Classification Algorithm

Received 16 February 2024; revised 23 February 2024; accepted 1 April 2024

Stage	Behaviors	Method	Attack Chain Extraction
Preparation	Scanning	Scan port	Port scanning → Port status monitoring → Vulnerability detection → Service identification → Record scan results
		Use vocabulary scanning	Build vocabulary → Use vocabulary for brute force attempts
	Automated Collection	Read host information	Read host hardware and software information—send to server
	Initial Access	Default Credentials	Get default credentials → try to log in
	Establish communication channels	C&C	Set the C&C server address→Set the C&C server port→Try to connect to the C&C server
Lurking	Persistency	With the help of initialization script file	Read the boot or login initialization script file → modify the script file → automatically execute the initialization script file
		Set up daemon	Create or modify property list file → Reload Systemd Manager → Enable and start the service → Register the malware as a background service
		Modify the scheduled task script file	Read the system scheduled task script file → modify the system scheduled task script file → add the regularly executed task of the malware → restart the scheduled task service
	Privilege escalation	With system call	Execute relevant system call functions → change the effective user ID and effective group ID → perform operations for high-privileged users or groups
		Modify configuration file	Read the rights management configuration file → modify the rights management configuration file → perform normally restricted operations
		With the help of related commands	Execute file permission management commands → change the permissions of files or directories → read, modify or execute originally restricted files
		process injection	Obtain a higher-privileged process → inject malicious code into that process → execute the malicious code in the context of that process
	Deception	Modify file name	Get the file name and path → modify the file name and path
		Modified file attributes	Get file extension → modify or hide file extension
		Modify process parameters	Get process parameters → modify process parameters
	Defense Evasion	Hide malicious behavior	Monitor the process list or system log → Detect whether there is a debugger in the system → Use judgment methods to hide or change core malicious behaviors in advance
		Clear malicious history	Execute the command to clear the command history → Get the system log file path → Clear the system log file
		Encrypted payload	Encrypt payload using algorithm → embed other legitimate files
		Delay execution of malicious actions	Execute the sleep command to delay the execution of the core malicious behavior → Calculate the environment timestamps before and after command execution → Determine whether you are in a sandbox → Hide or change the core malicious behavior
Attack	DDoS	capacity exhaustion attack	Generate a large number of data packets (random or forged data) → send data packets to the target service in a loop → consume the target network bandwidth/resources
		protocol attack	Construct a malicious request (forge the source address to be the target address) → Send requests to the target service in a loop at high frequency → Service response floods the target
		Application layer attack	Construct legitimate application layer requests → send a large number of requests to the target service in a loop → consume application layer resources
	Data Theft	Data theft	Read local file → Get sensitive information → Post to The remote server
	Destruction	Data destruction	Read local file → Delete
		Data tampering	Read local file → Modified

Table 4. A detailed summary table of malicious behaviors