

Reverse Engineering: Towards Malware Analysis

Lecture - Basic Static Analysis Techniques

Computer Science Practice
SPRING 2023

Outline

- **Static Analysis:** Extract binary features *without* execution
- **Basic Static Analysis:** Inspect binaries *without* looking at their instructions
- Antivirus
- Hashing
- Strings
- Headers
- Functions
- Packers
- Most importantly generate leads for future analysis!

Antivirus Scanning

- A useful first step
- But AV products are not perfect:
 - Too often rely on signatures or heuristics
 - Easy to modify & evade
- Multiple scanners increase your chances of identifying known malware
 - So use VirusTotal: www.virustotal.com
- Be careful
 - OPSEC

Other Open Source Intelligence

Let me google that for you

- MD5, filename, and “interesting” string search
- No cheating in malware analysis - except the back of the book ;)

Hashing

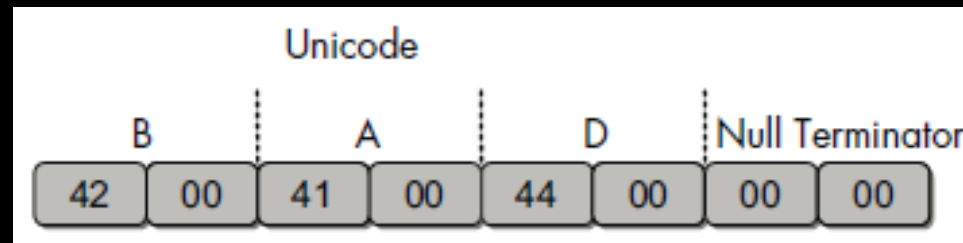
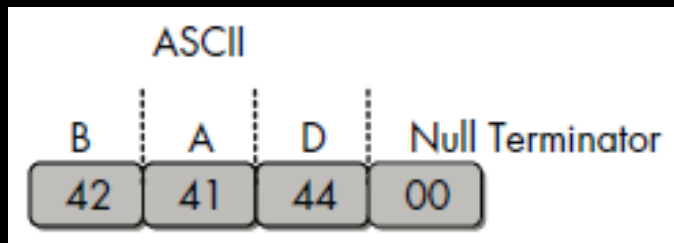
- Digital fingerprint
- Crypto calculation for unique value
- 1-bit change → large difference in value
- MD5 and SHA-1 are most popular
- Blacklist and whitelist
- Generate, search, share...
 - We use internally to track malware
 - So does the rest of the industry

Strings

- Identifying sequence of characters
- Strings are used in source code to:
 - Print a message
 - Connect to URL or Domain
 - Copy a file
 - Registry key
- **Strings program**: print strings with 3 or more characters
 - Part of SysInternals: <https://learn.microsoft.com/en-us/sysinternals/downloads/strings>
- Many versions out there

Review of Strings

- ASCII and Unicode strings end with a null (0x00) terminator
- **ASCII** strings use 1 byte per character
- Typically, Unicode strings use 2 bytes per character
- Usually, **Wide Character** string == **Unicode** string
- Other string types?



Searching for Strings

- Not fool proof
- Requires human interpretation

```
C:\>strings bp6.ex_  
VP3  
VW3  
t$@  
D$4  
99.124.22.1 ⓘ  
e-@  
GetLayout ⓘ  
GDI32.DLL ⓘ  
SetLayout ⓘ  
M}C  
Mail system DLL is invalid.!Send Mail failed to send message. ⓘ
```


Be Careful!!!!!!

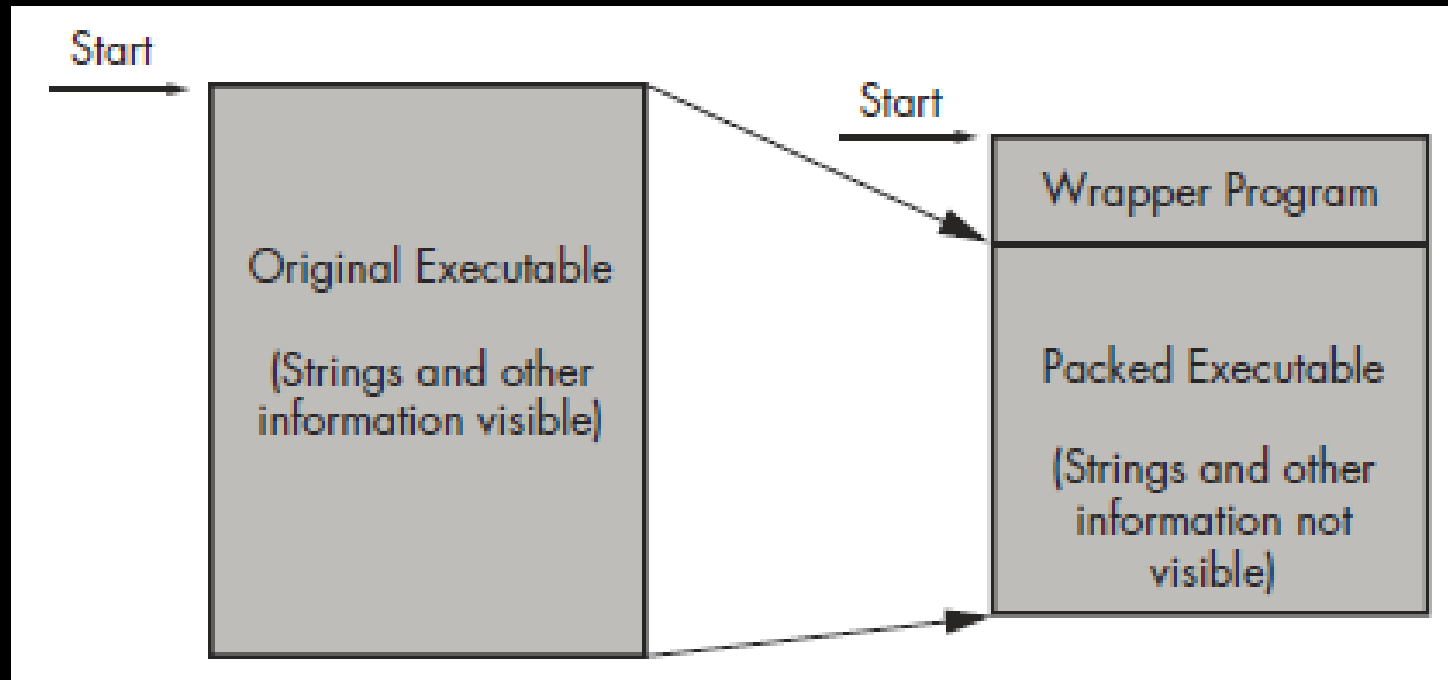
- Strings are great leads but...
 - May not be used at runtime
 - Can be modified before use

Packed & Obfuscated Malware

- Obfuscated
 - hiding the execution
- Packed
 - A subset of obfuscation
 - Compressed and not directly analyzable
- Packing goals: smaller, obfuscated or both
- Can protect against Basic Static Analysis techniques: strings & instructions become unreadable

Understanding Packed Files

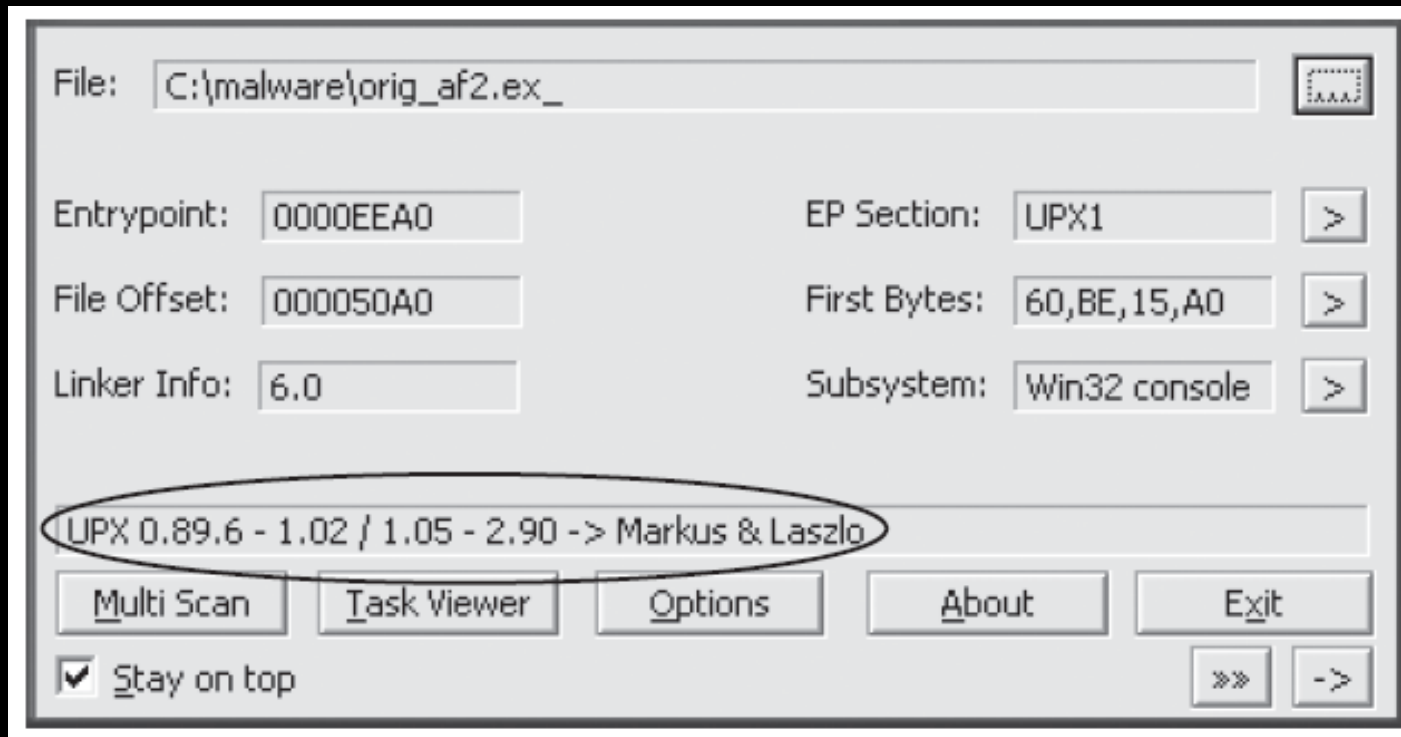
- Anatomy of a packed file: you'll see the wrapper only
- Static analysis of a packed file



Detecting Packers with PEiD

- **PEiD**
 - A tool to help you determine the packer or compiler used to create the binary
 - When successful PEiD will tell you the packer type and version
 - Plug-ins, e.g. Krypto Analyzer
- **WARNING!**
 - Many PEiD plugins will actually RUN the binary when attempting to determine the packer type
 - Use PEiD in your **VM!**

PEiD in action



Packer: UPX (Ultimate Packer for eXecutables)

- Most common packer
- Used for compression mostly
- `upx -d` will do the trick
- Then continue with static analysis techniques

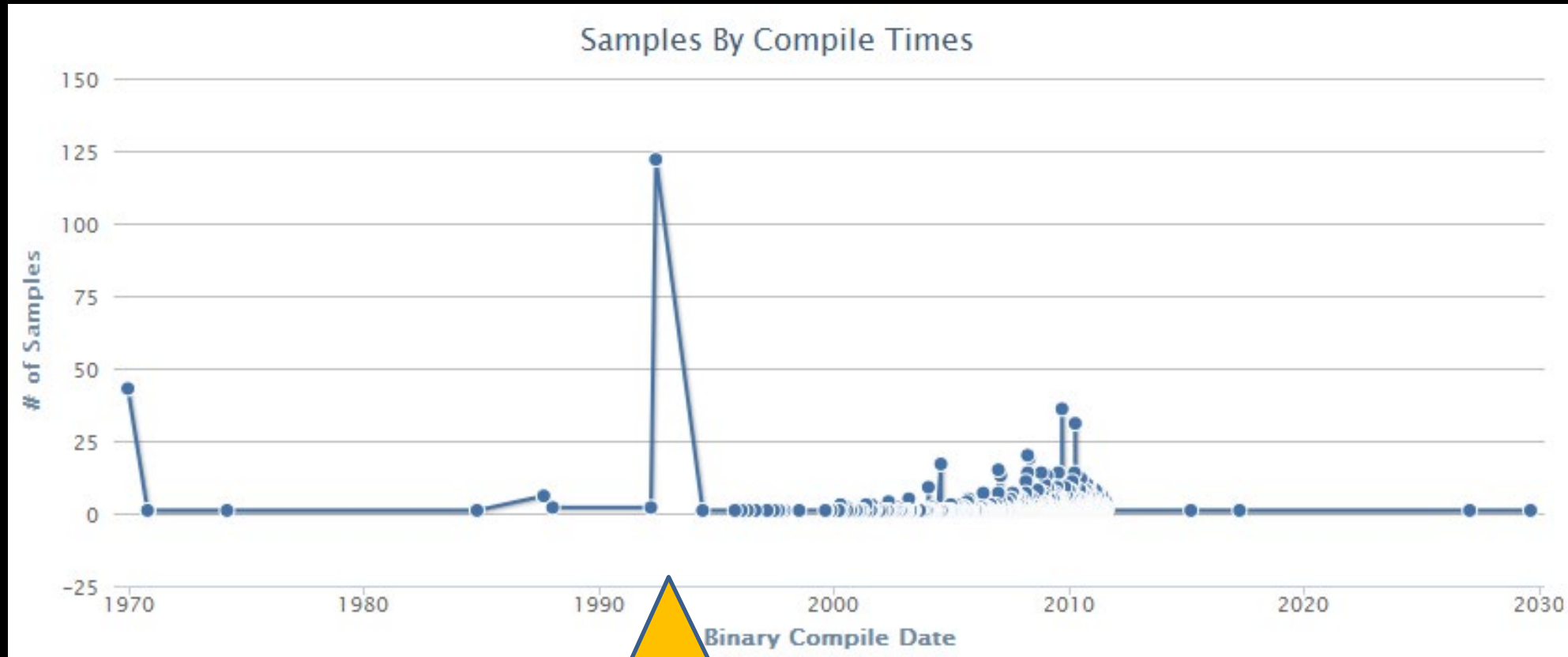
Portable Executable (PE) File Format

- Windows format for all executables
 - EXE
 - DLL
 - SYS
- **PE header** == lots of goodies for the Malware Analyst
 - Includes a list of linked libraries
- Libraries can be linked in several ways
 - Static: Rarely used for Windows
 - Dynamic: The most common method
 - Runtime
 - LoadLibrary & GetProcAddress
 - Often used by obfuscated malware
- **An In-Depth Look into the Win32 Portable Executable File Format**
 - <http://msdn.microsoft.com/en-us/magazine/cc301805.aspx>

PE Header Nuggets

- **Imports** – Functions from other libraries that are used; EXEs typically import functions
- **Exports** – Functions that are meant to be called by other programs; DLLs export functions
- **Timestamp** – Time when the program was compiled
- **Sections** – Names and sizes of parts of the file on disk and in memory
- **Subsystem** – Command line or GUI program?
- **Resources** – Strings, icons, menus, and other info used at runtime

Timestamp: Is the Information Accurate?



19 June 1992

Common DLLs

- `Kernel32.dll`:
Core functionality, e.g. access & manipulation of memory, files, hardware
- `Advapi.dll`:
Advanced core Windows components, e.g. Registry
- `User32.dll`: UI components
- `Gdi32.dll`: Graphics display & manipulation
- `Ntdll.dll`: Interface to the Windows kernel;
typically *not* directly called by normal executables
- `WSock32.dll` & `WS2_32.dll`: Networking DLLs
- `Wininet.dll`: Networking applications, e.g. FTP, HTTP, NTP

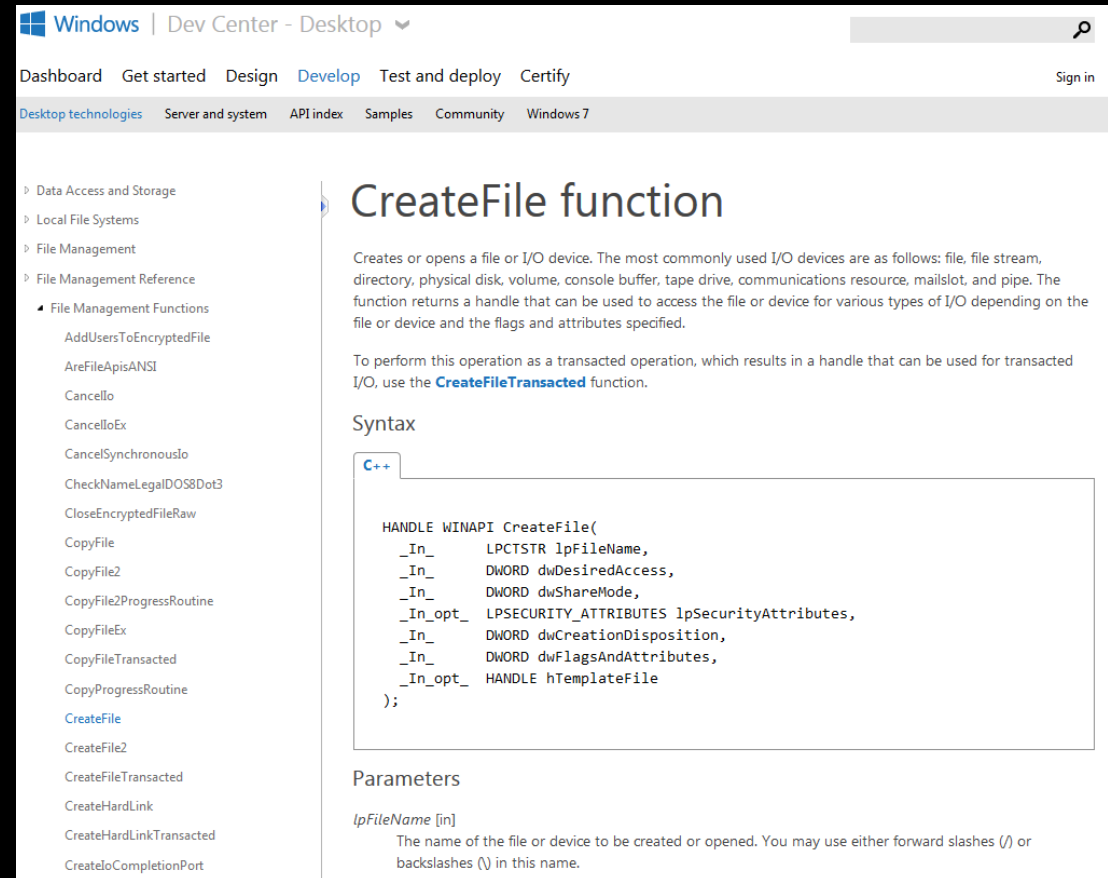
Import Functions

- Example 1: `Keylogger.exe`

Kernel32.dll	User32.dll	GDI32.dll
CreateDirectoryW	BeginDeferWindowPos	GetStockObject
CreateFileW	CallNextHookEx	SetBkMode
CreateThread	CreateDialogParamW	SetTextColor
DeleteFileW	CreateWindowExW	
ExitProcess	DefWindowProcW	Shell32.dll
FindClose	DialogBoxParamW	CommandLineToArgvW
FindFirstFileW	EndDialog	SHChangeNotify
FindNextFileW	GetMessageW	SHGetFolderPathW
GetCommandLineW	GetSystemMetrics	ShellExecuteExW
GetCurrentProcess	GetWindowLongW	ShellExecuteW
GetCurrentThread	GetWindowRect	
GetFileSize	GetWindowTextW	Advapi32.dll
GetModuleHandleW	InvalidateRect	RegCloseKey
GetProcessHeap	IsDlgButtonChecked	RegDeleteValueW
GetShortPathNameW	IsWindowEnabled	RegOpenCurrentUser
HeapAlloc	LoadCursorW	RegOpenKeyExW
HeapFree	LoadIconW	RegQueryValueExW
IsDebuggerPresent	LoadMenuW	RegSetValueExW
MapViewOfFile	MapVirtualKeyW	
OpenProcess	MapWindowPoints	
ReadFile	MessageBoxW	
SetFilePointer	RegisterClassExW	
WriteFile	RegisterHotKey	
	SendMessageA	
	SetClipboardData	
	SetDlgItemTextW	
	SetWindowTextW	
	SetWindowsHookExW	

More Information

- MSDN
- Appendix A of our textbook



The screenshot shows the Windows Dev Center Desktop page for the `CreateFile` function. The page has a top navigation bar with links for Dashboard, Get started, Design, Develop, Test and deploy, and Certify. Below this is a secondary navigation bar with links for Desktop technologies, Server and system, API index, Samples, Community, and Windows 7. The left sidebar contains a tree view of file management functions, with `CreateFile` highlighted. The main content area is titled `CreateFile` function and includes a description, a note about transacted operations, a syntax section with a C++ code block, and a parameters section.

Windows | Dev Center - Desktop

Dashboard Get started Design Develop Test and deploy Certify Sign in

Desktop technologies Server and system API index Samples Community Windows 7

Data Access and Storage
Local File Systems
File Management
File Management Reference

- File Management Functions
 - AddUsersToEncryptedFile
 - AreFileApisANSI
 - Cancello
 - CancelloEx
 - CancelSynchronousIo
 - CheckNameLegalDOS8Dot3
 - CloseEncryptedFileRaw
 - CopyFile
 - CopyFile2
 - CopyFile2ProgressRoutine
 - CopyFileEx
 - CopyFileTransacted
 - CopyProgressRoutine
 - CreateFile**
 - CreateFile2
 - CreateFileTransacted
 - CreateHardLink
 - CreateHardLinkTransacted
 - CancelCompletionPort

CreateFile function

Creates or opens a file or I/O device. The most commonly used I/O devices are as follows: file, file stream, directory, physical disk, volume, console buffer, tape drive, communications resource, mailslot, and pipe. The function returns a handle that can be used to access the file or device for various types of I/O depending on the file or device and the flags and attributes specified.

To perform this operation as a transacted operation, which results in a handle that can be used for transacted I/O, use the [CreateFileTransacted](#) function.

Syntax

```
C++  
HANDLE WINAPI CreateFile(  
    _In_      LPCTSTR lpFileName,  
    _In_      DWORD dwDesiredAccess,  
    _In_      DWORD dwShareMode,  
    _In_opt_  LPSECURITY_ATTRIBUTES lpSecurityAttributes,  
    _In_      DWORD dwCreationDisposition,  
    _In_      DWORD dwFlagsAndAttributes,  
    _In_opt_  HANDLE hTemplateFile  
);
```

Parameters

lpFileName [in]
The name of the file or device to be created or opened. You may use either forward slashes (/) or backslashes (\) in this name.

Import Functions

- Example 2: `PackedProgram.exe`
- A dead-end
- *What can you infer/conclude?*

Kernel32.dll	User32.dll
GetModuleHandleA	MessageBoxA
LoadLibraryA	
GetProcAddress	
ExitProcess	
VirtualAlloc	
VirtualFree	
GetModuleHandleA	

Export Functions

- Example: `Keylogger.exe`
 - `LowLevelMouseProc`
 - `LowLevelKeyboardProc`
- Most important for **DLLs** you analyze
 - Provides functionality to other programs & code

PE File Headers & Sections

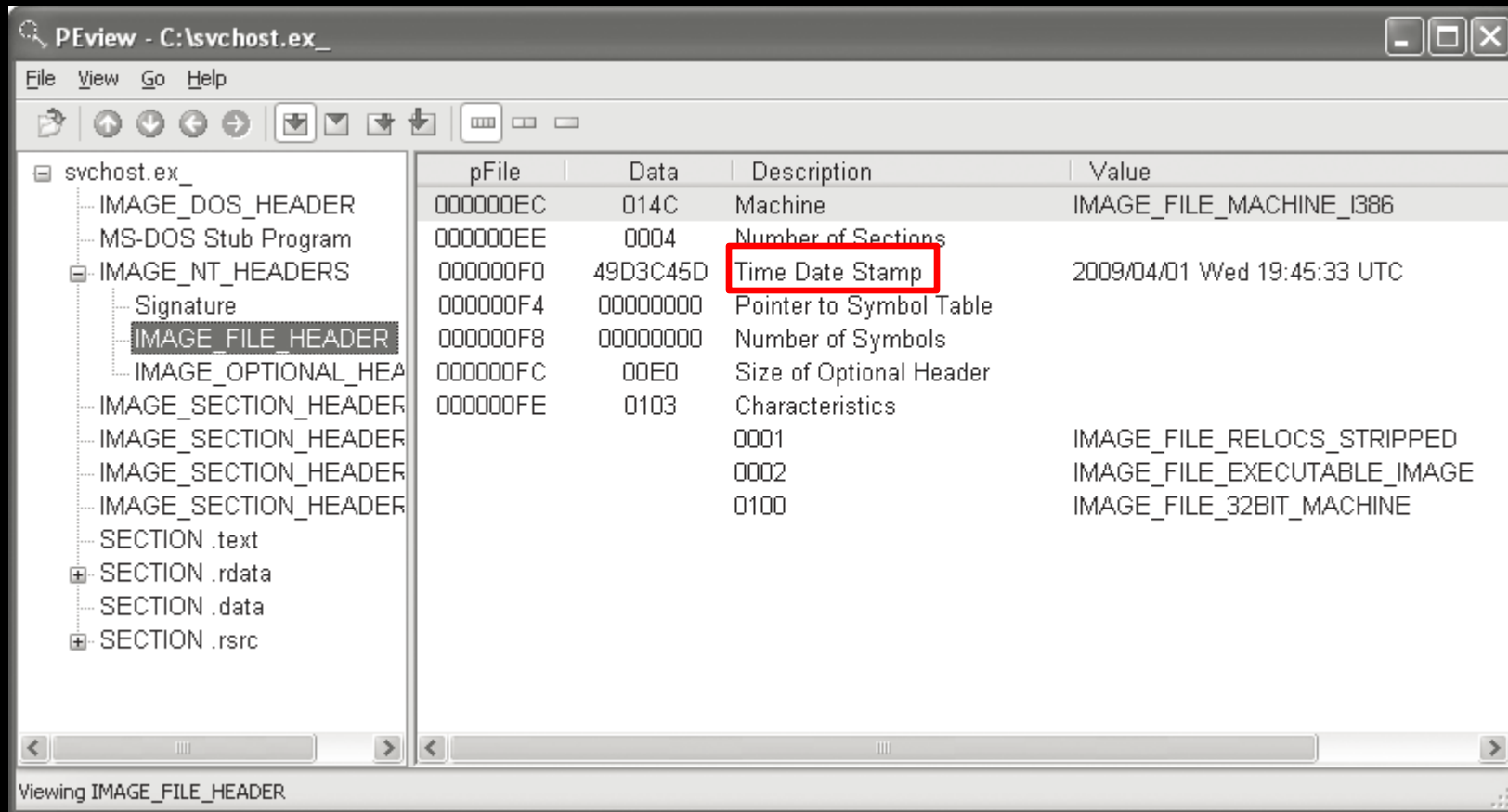
- PE file format
 - Headers
 - `.text`:
the executable code (instructions)
 - `.rdata`:
globally accessible read-only data, including imports & exports
 - `.data`: global data
 - `.rsrc`: resources, e.g. icons, images, menus, strings
- A sample screenshot later

PE Tools

- PEView
- Dependency Walker
- PE Explorer
- Resource Hacker
- CFF Explorer
- *So many out there...*

PEView

- Browse the PE header

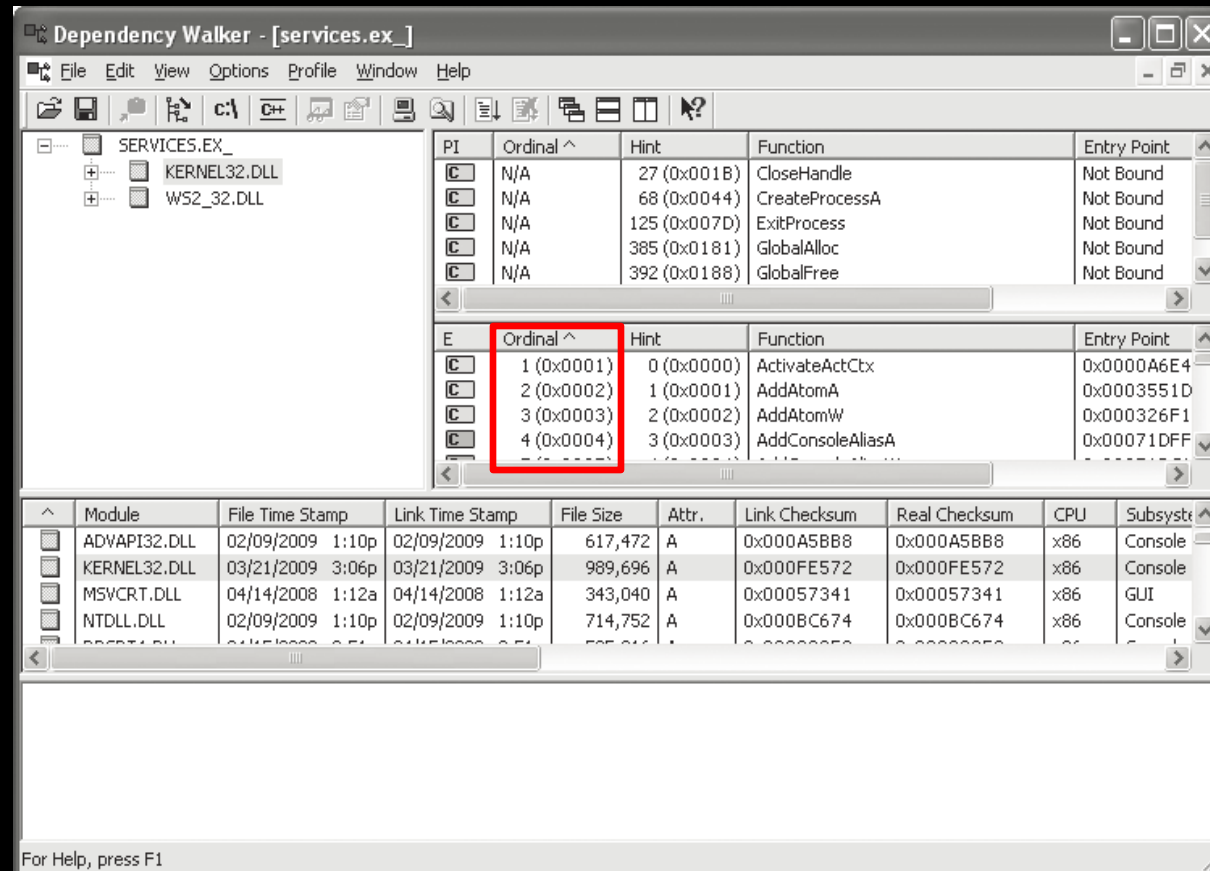


PEView: Shown Content

- Image_DOS_Header & MS-DOS_Stub program:
largely deprecated
- IMAGE_NT_HEADERS:
 - Signature: **Always the same and can be ignored**
 - Image_FILE_HEADER: **Timestamp**
 - Image_OPTIONAL_HEADER: **A console or GUI program**
- IMAGE_SECTION_HEADERS: **section headers,**
including how much RAM & raw disk sizes the file requires
- **Sections**

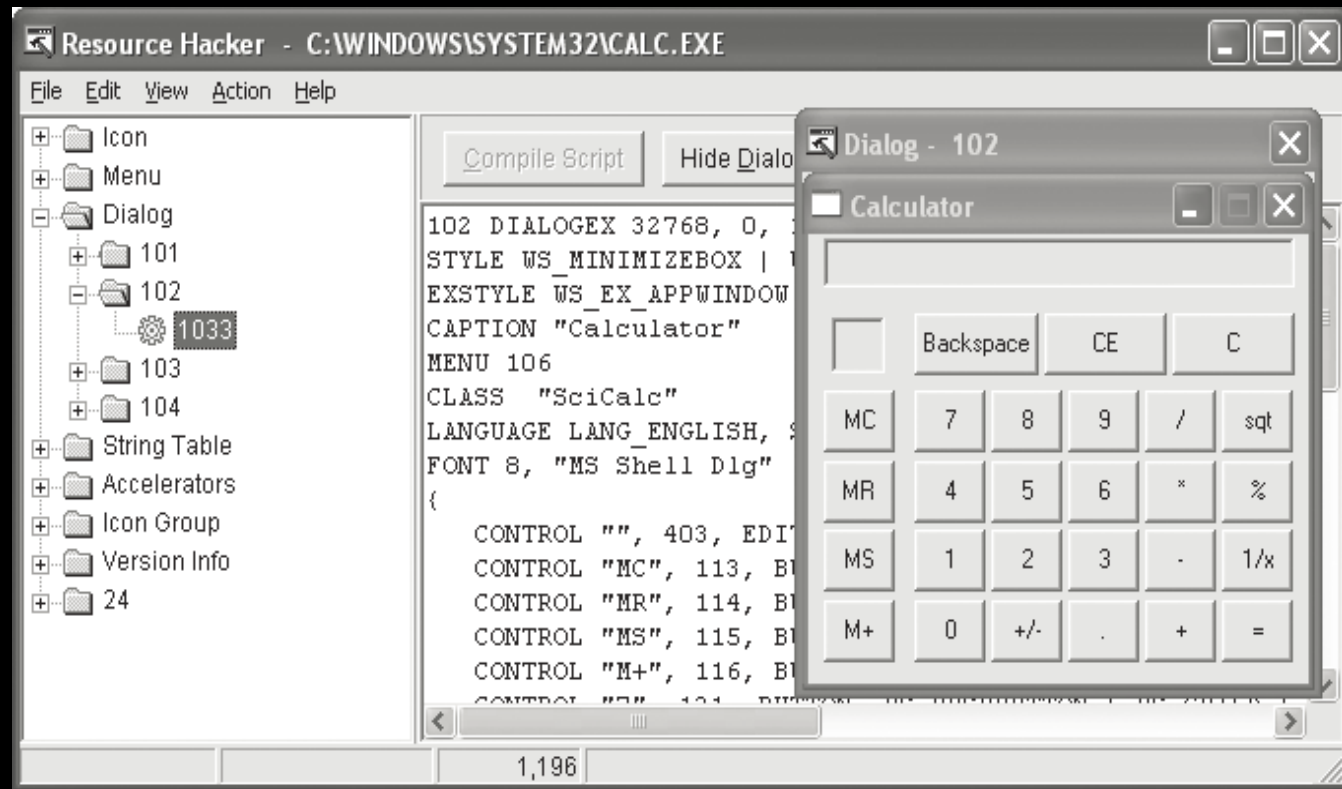
Dependency Walker

- www.dependencywalker.com
 - Lists the dynamically linked functions in an executable



Resource Hacker

- Allows us to view the .rsrc section
- Resource Hacker
 - www.angusj.com
- CFF Explorer can also be used



Basic Static Analysis: A Good Start

- Helps a lot!
- Provides many leads
- But it's not enough in itself
- Can come back to these techniques later
- **Always start** with Basic Static Analysis techniques!!!
 - If you don't, you may miss something obvious

