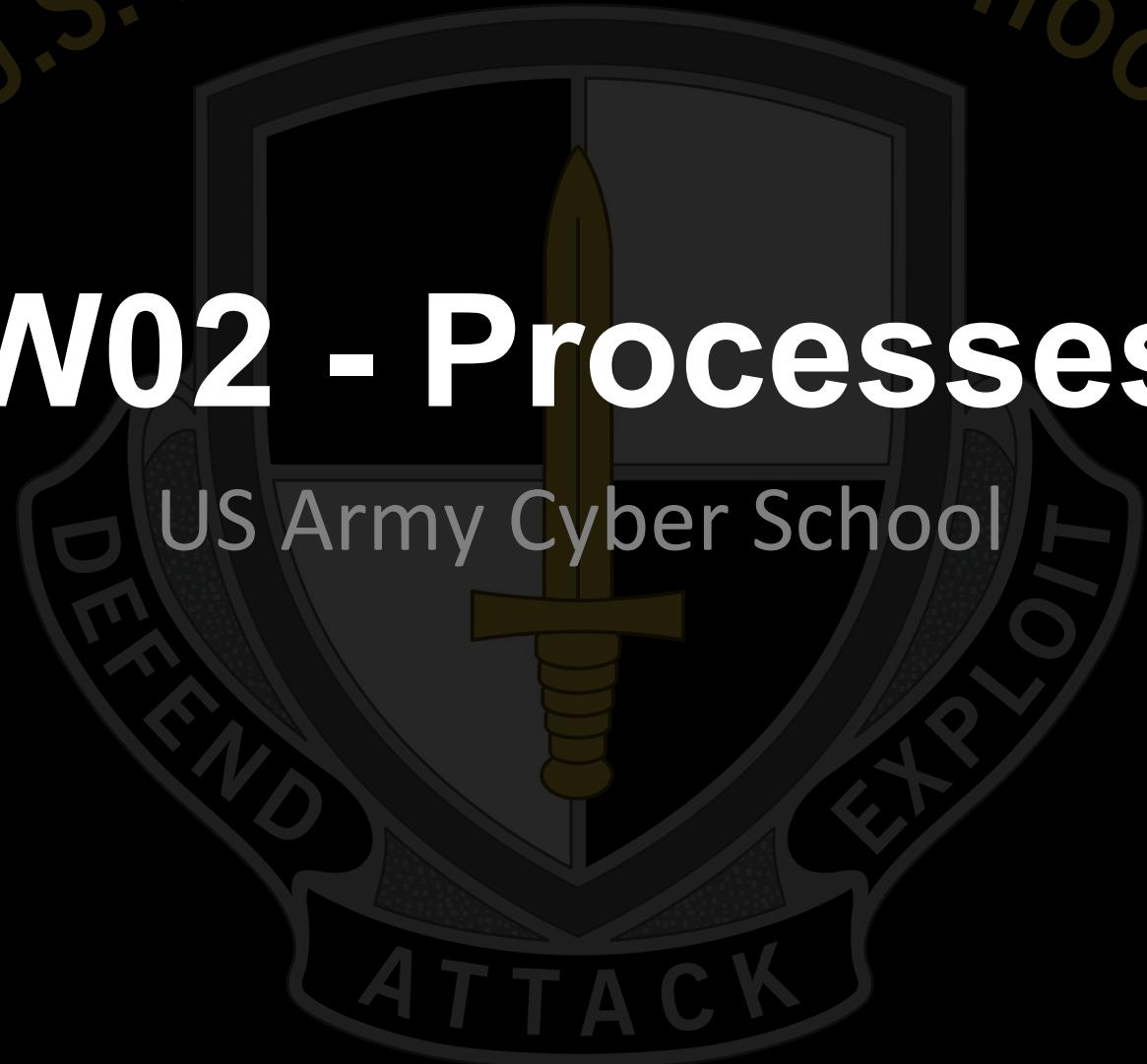
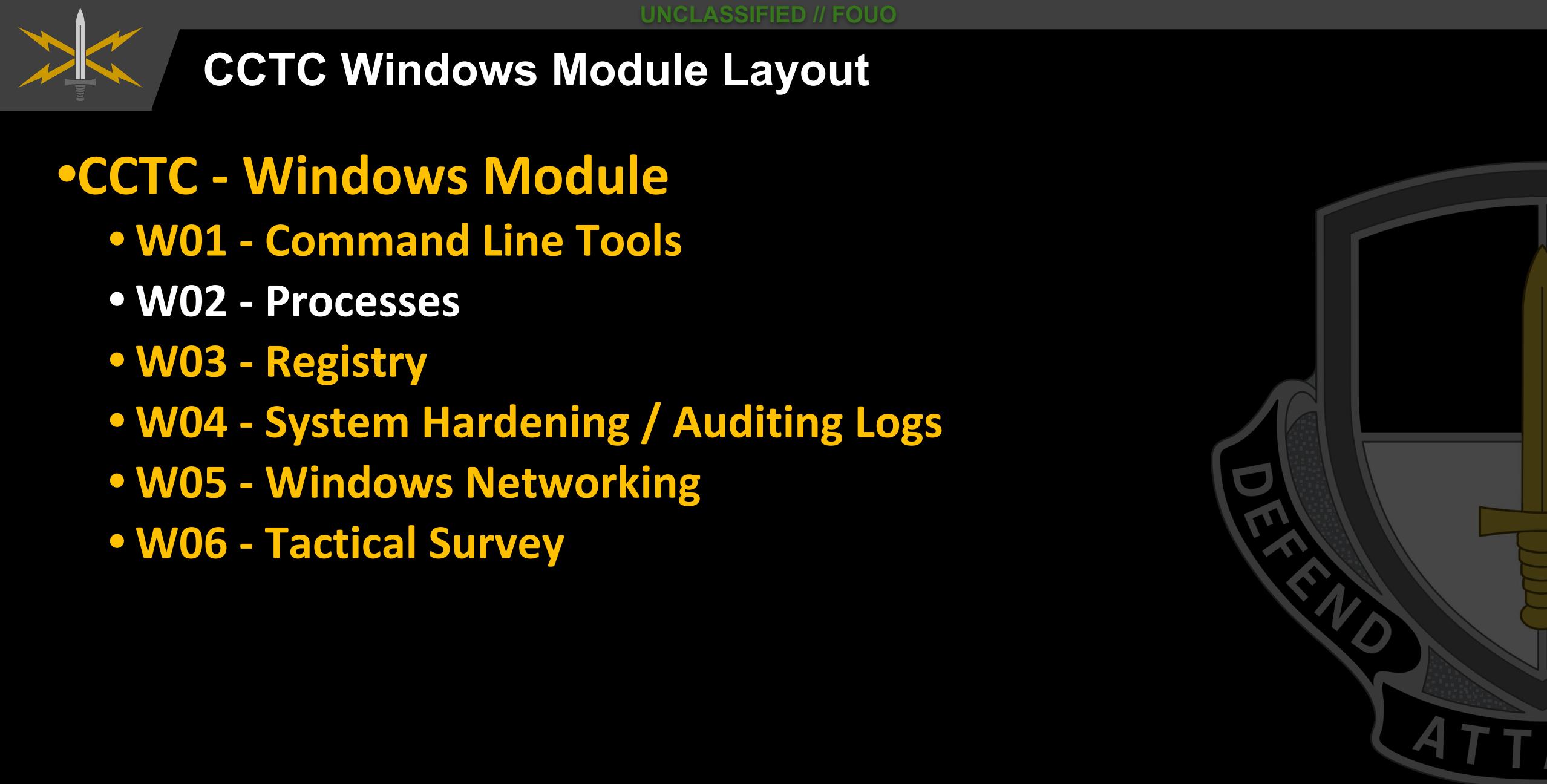


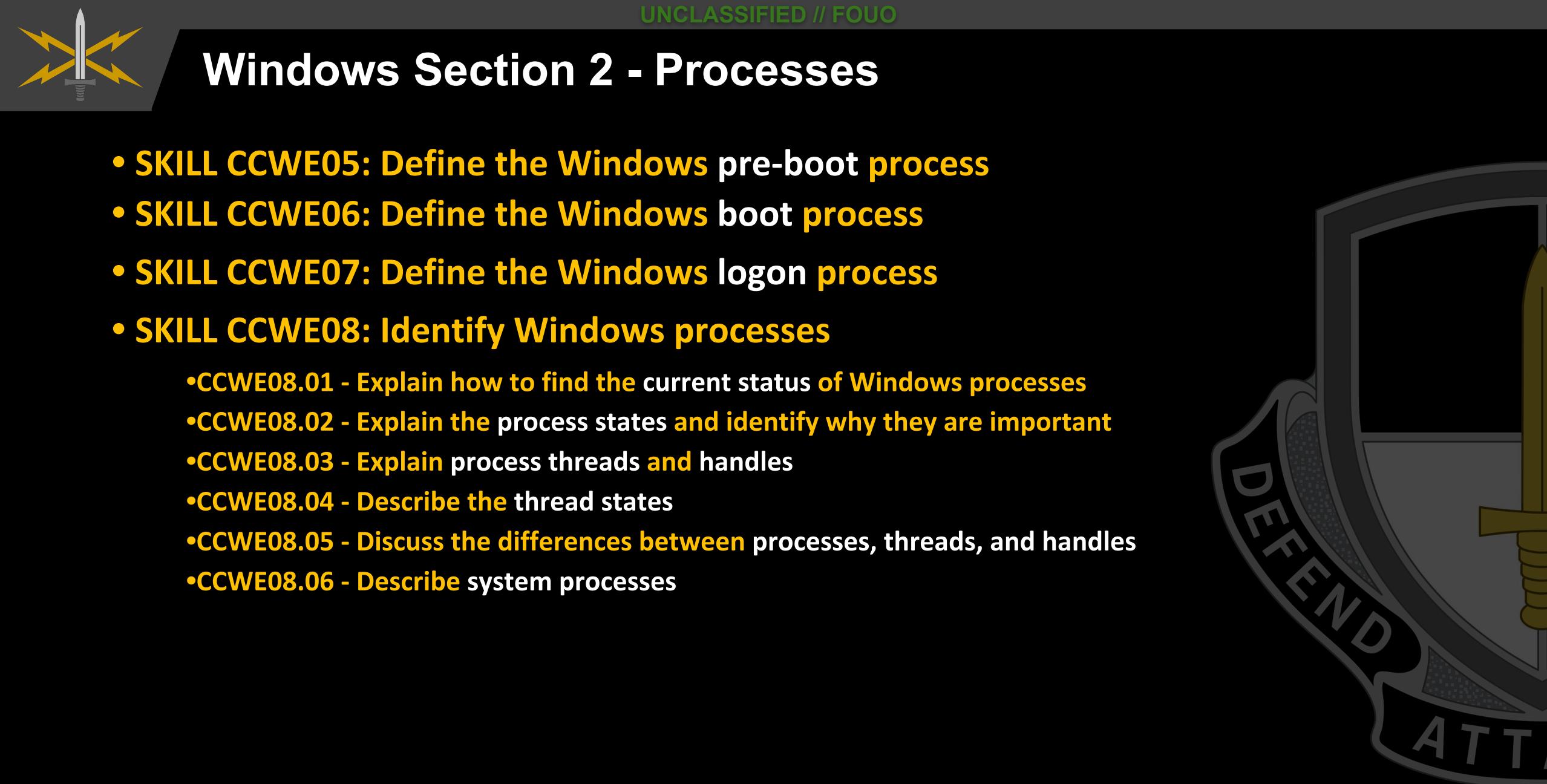


U.S. ARMY CYBER SCHOOL

W02 - Processes

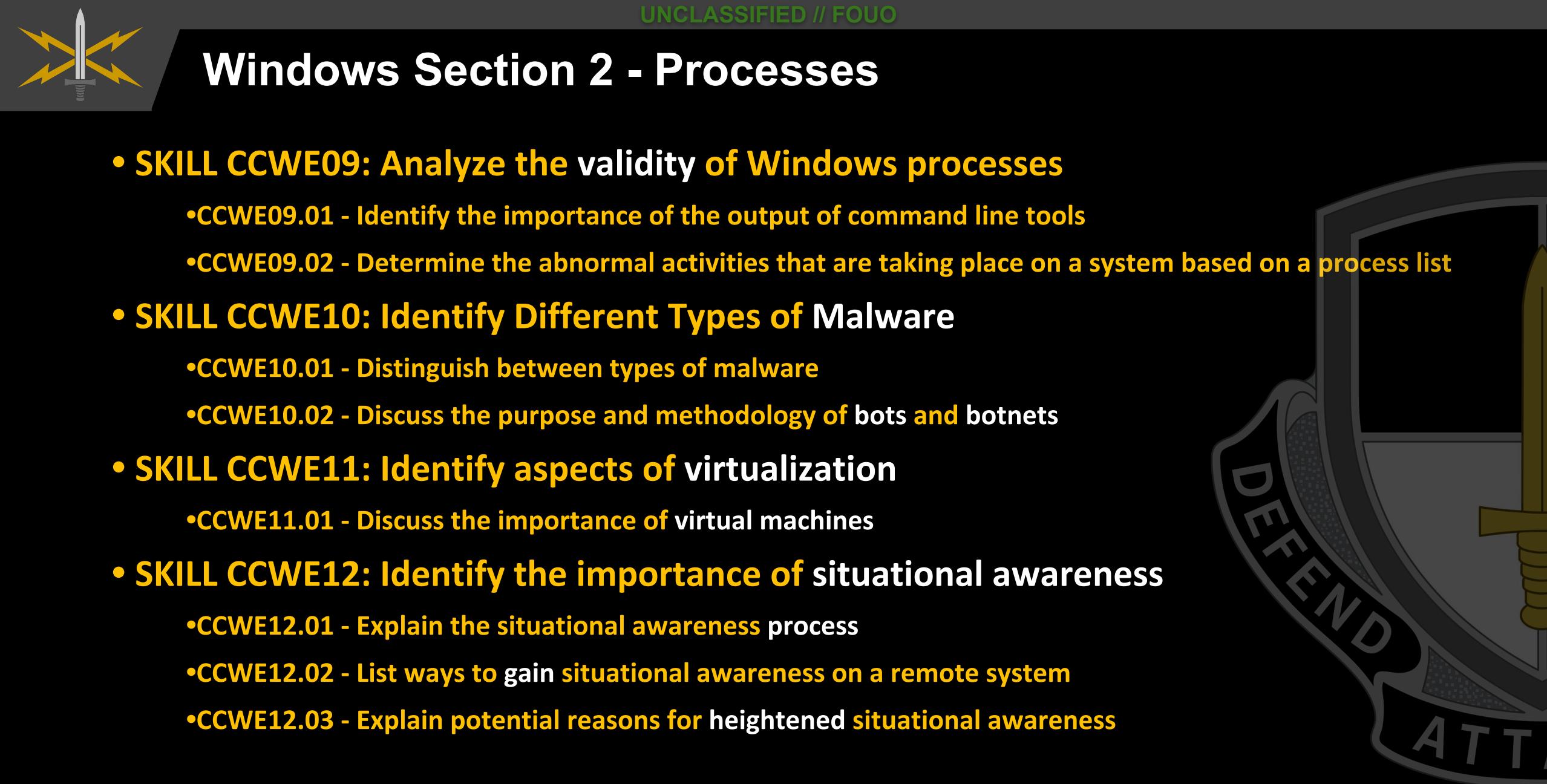






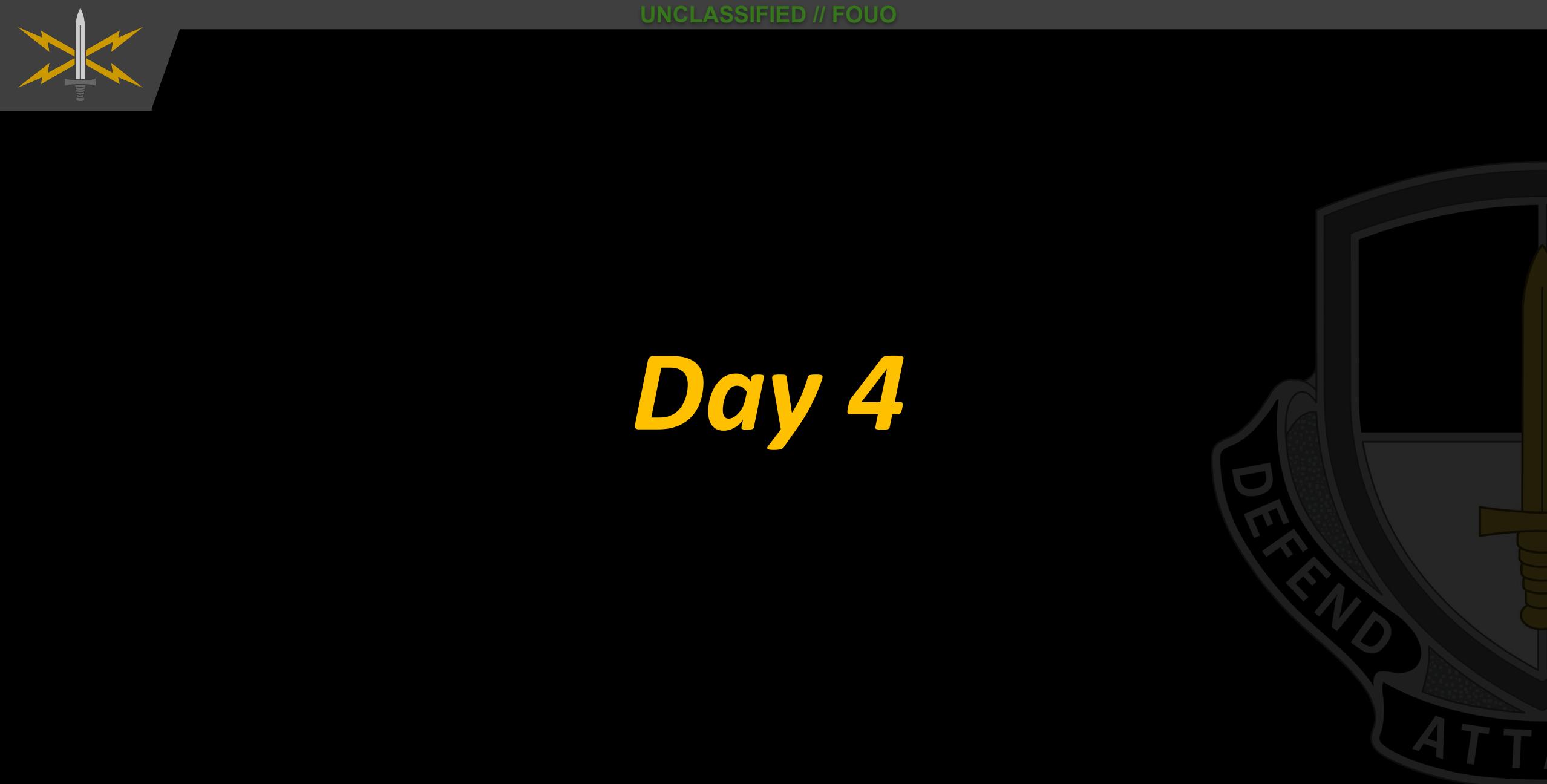
Windows Section 2 - Processes

- SKILL CCWE05: Define the Windows pre-boot process
- SKILL CCWE06: Define the Windows boot process
- SKILL CCWE07: Define the Windows logon process
- SKILL CCWE08: Identify Windows processes
 - CCWE08.01 - Explain how to find the current status of Windows processes
 - CCWE08.02 - Explain the process states and identify why they are important
 - CCWE08.03 - Explain process threads and handles
 - CCWE08.04 - Describe the thread states
 - CCWE08.05 - Discuss the differences between processes, threads, and handles
 - CCWE08.06 - Describe system processes

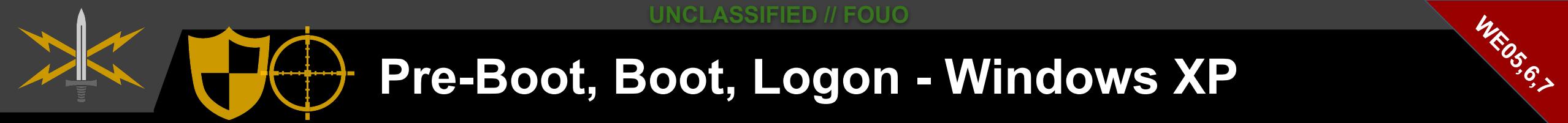


Windows Section 2 - Processes

- SKILL CCWE09: Analyze the validity of Windows processes
 - CCWE09.01 - Identify the importance of the output of command line tools
 - CCWE09.02 - Determine the abnormal activities that are taking place on a system based on a process list
- SKILL CCWE10: Identify Different Types of Malware
 - CCWE10.01 - Distinguish between types of malware
 - CCWE10.02 - Discuss the purpose and methodology of bots and botnets
- SKILL CCWE11: Identify aspects of virtualization
 - CCWE11.01 - Discuss the importance of virtual machines
- SKILL CCWE12: Identify the importance of situational awareness
 - CCWE12.01 - Explain the situational awareness process
 - CCWE12.02 - List ways to gain situational awareness on a remote system
 - CCWE12.03 - Explain potential reasons for heightened situational awareness



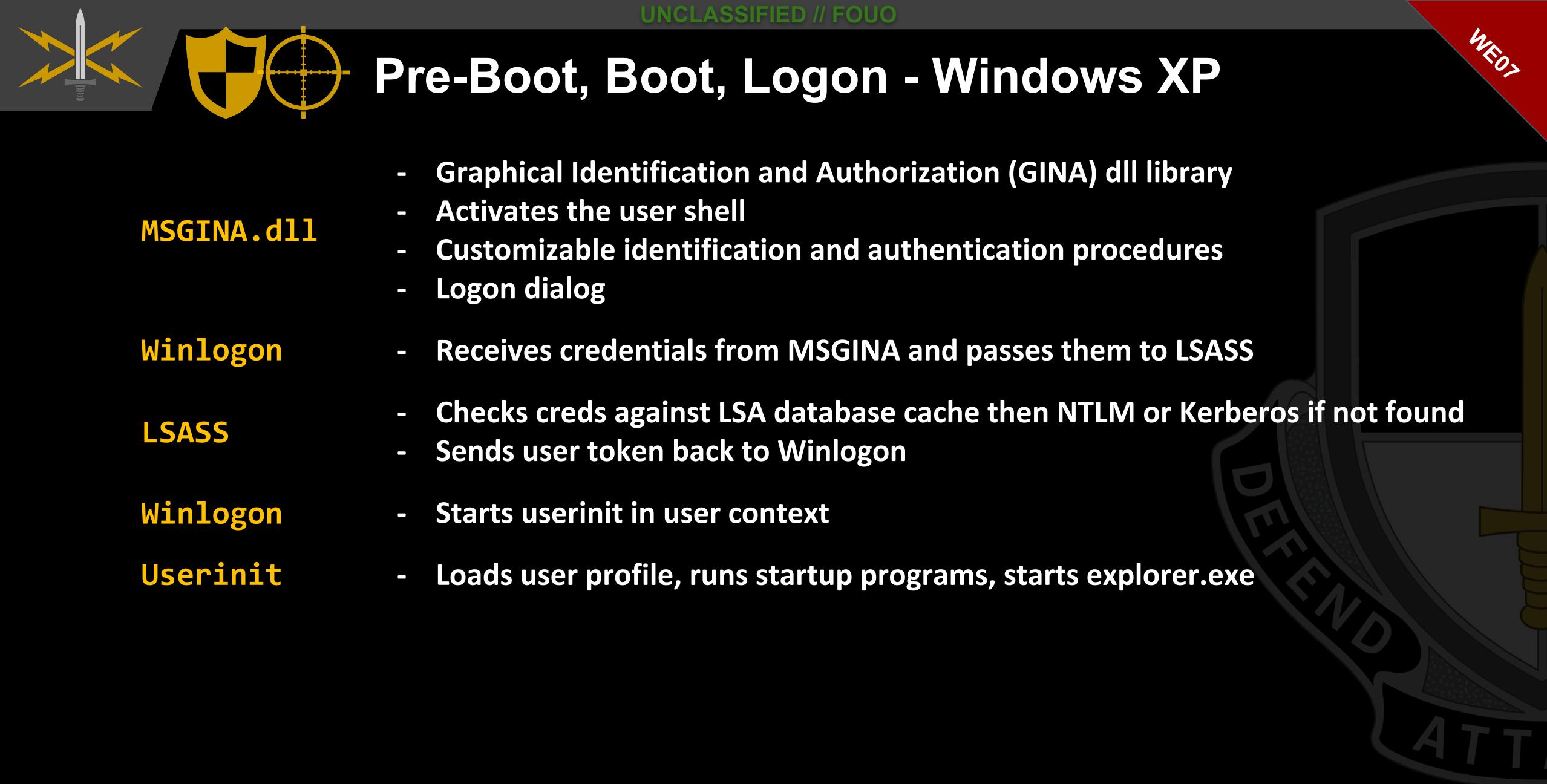
Day 4



Pre-Boot, Boot, Logon - Windows XP

BIOS

- | | |
|---------------------|---|
| Pre-Boot | - Power On Self Test (POST) |
| MBR | - Loads boot code |
| Bootcode | - Searches partition table for boot sector and loads NTLDR |
| NTLDR | - Reads in boot.ini for OS choices, runs NTDETECT.com to query hardware
- Stored data from NTDETECT.com in HKLM\Hardware registry key
- Starts NTOSKRNL.exe and HAL.dll |
| NTOSKRNL.exe | - starts SMSS.exe |
| SMSS.exe | - Launches Winlogon.exe and CSRSS |
| Winlogon | - starts LSASS, loads MSGINA, starts SCM, starts logonui.exe |



Pre-Boot, Boot, Logon - Windows XP

MSGINA.dll

- Graphical Identification and Authorization (GINA) dll library
- Activates the user shell
- Customizable identification and authentication procedures
- Logon dialog

Winlogon

- Receives credentials from MSGINA and passes them to LSASS

LSASS

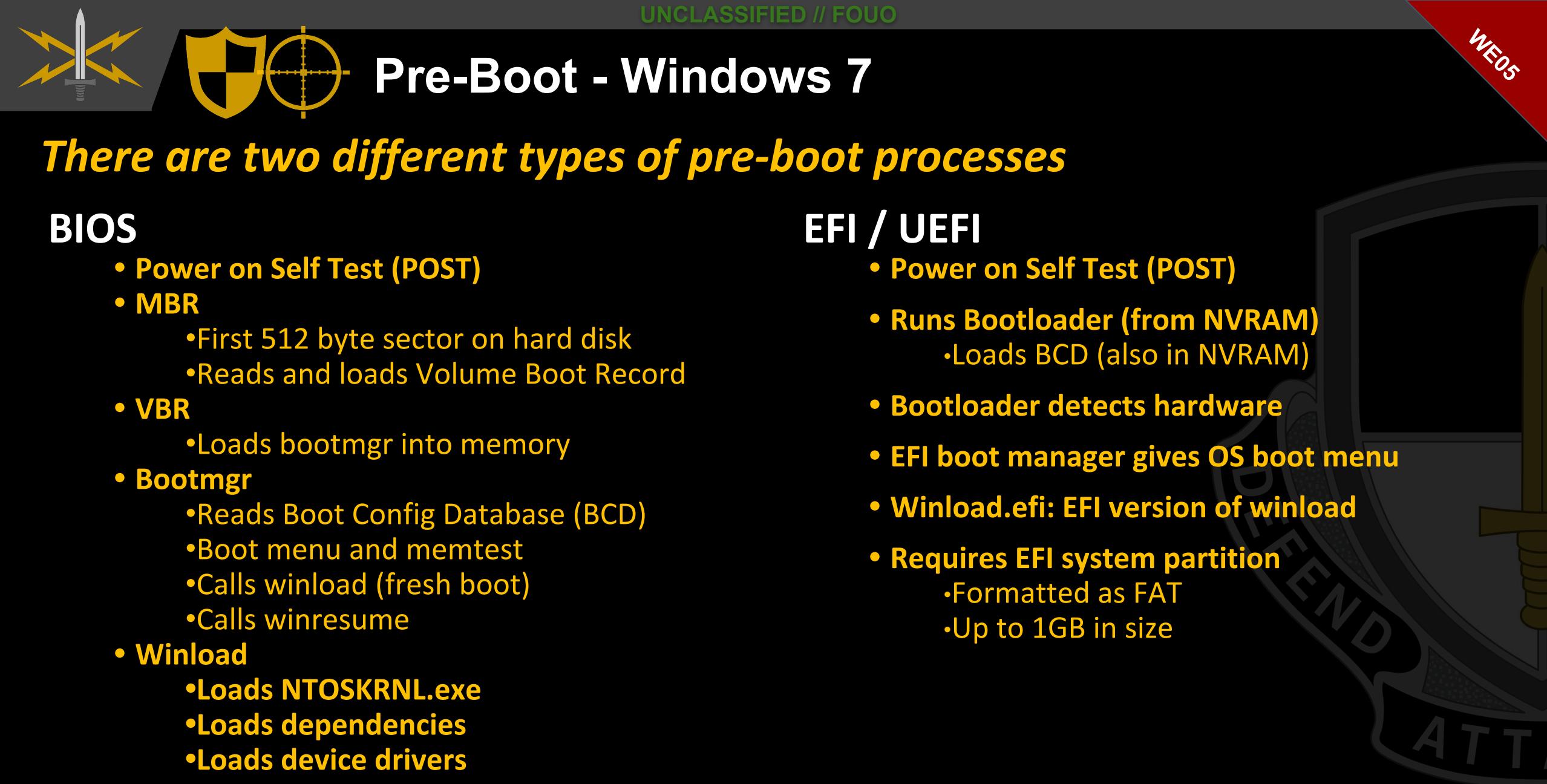
- Checks creds against LSA database cache then NTLM or Kerberos if not found
- Sends user token back to Winlogon

Winlogon

- Starts userinit in user context

Userinit

- Loads user profile, runs startup programs, starts explorer.exe



Pre-Boot - Windows 7

There are two different types of pre-boot processes

BIOS

- Power on Self Test (POST)
- MBR
 - First 512 byte sector on hard disk
 - Reads and loads Volume Boot Record
- VBR
 - Loads bootmgr into memory
- Bootmgr
 - Reads Boot Config Database (BCD)
 - Boot menu and memtest
 - Calls winload (fresh boot)
 - Calls winresume
- Winload
 - Loads NTOSKRNL.exe
 - Loads dependencies
 - Loads device drivers

EFI / UEFI

- Power on Self Test (POST)
- Runs Bootloader (from NVRAM)
 - Loads BCD (also in NVRAM)
- Bootloader detects hardware
- EFI boot manager gives OS boot menu
- Winload.efi: EFI version of winload
- Requires EFI system partition
 - Formatted as FAT
 - Up to 1GB in size



Boot - Windows 7

NTOSKRNL

- SYSTEM
- Prepares for running native system
- Runs SMSS

HAL.dll

- Hardware Abstraction Layer (HAL)
- Interfaces driver to kernel

SMSS

- Session manager
- Session 0 loads Win32k.sys (kernel subsystem)
- Runs WININIT

WININIT

- Starts Service Control Manager (SCM)
- Starts Local Security Authority SubSystem (LSASS)
- Starts Local Session Manager (LSM)

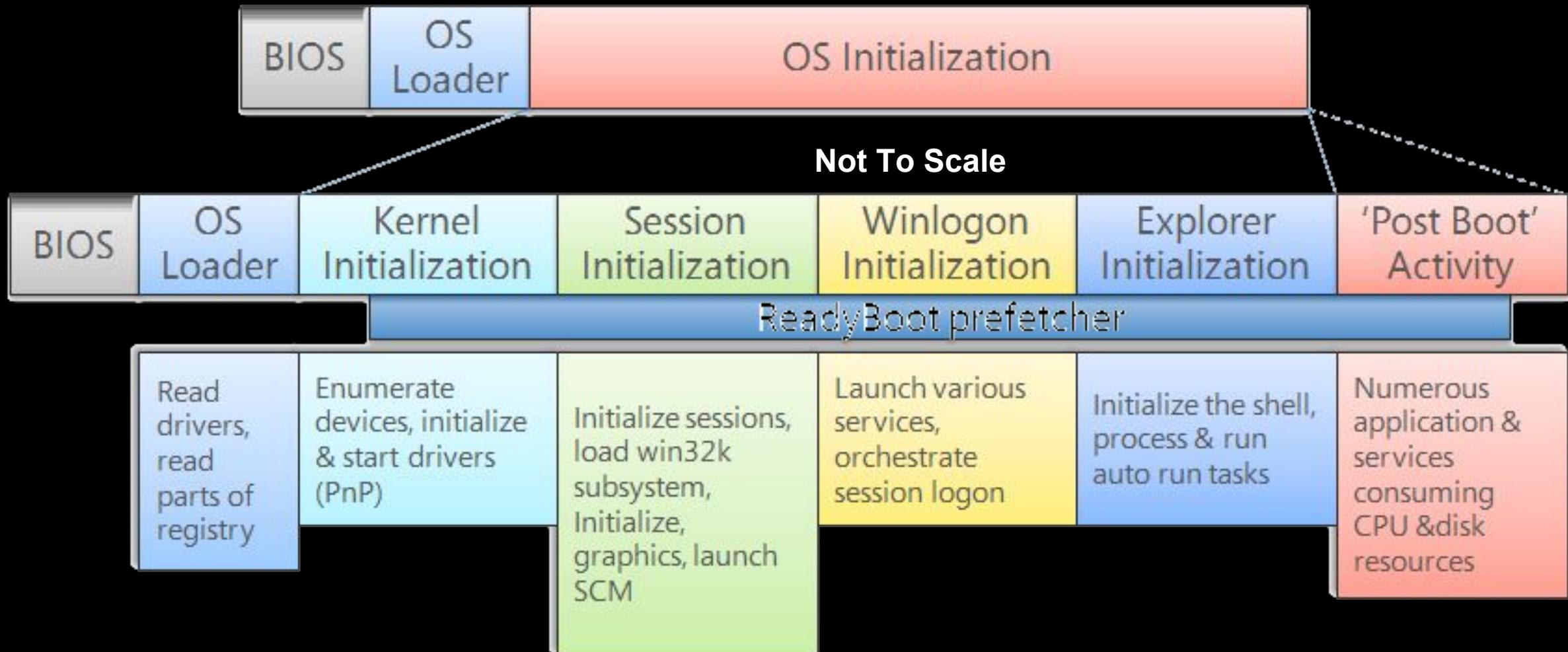
CSRSS

- Client/Server Runtime SubSystem
- Client side of the win32 subsystem process
- Thread creation



Boot - Windows 7

WE05





Logon- Windows 7

Winlogon

- Coordinates logon and useractivity
- Launches logonui

Logonui

- Interactive logon dialog box

Services

- Loads auto-start drivers and services



NOTE: Main difference between local logon and domain logon is WHERE the user is authenticating.

- Local Logon - authenticates locally with the Security Account Manager (SAM)
- Domain Logon - authenticates with the Domain Controller (DC)





Processes and Threads

WE08.01

Tasklist

- cmd.exe : loaded modules, services, owner

Plist

- sysinternals : detailed information

WMIC PROCESS list full

- WMIC : executable path for process

Get-process

- powershell

Get-wmiobject -class win32_process

- powershell

Task Manager

- GUI



UNCLASSIFIED // FOUO

RESEARCH ACTIVITY:

Process States



Process States

WE08.02

New/Created

- Open file (.exe)
- Create initial thread
- Pass to kernel32.dll to check permissions
- Pass to csrss, build structure, spawns first sub-thread, inserts into windows subsystem-wide proc list
- Starts execution of initial thread
- For real-time systems, processes may be held in “New State” to avoid contention, otherwise moved to “Ready State”

Running

- Process currently being executed (one or more threads executing)

Ready

- Process ready to execute when given the opportunity (CPU Time)

Waiting

- Process can't execute until some event occurs (I/O Read)

Terminated/Exit

- Termination of a process due to a halt or abort



Paging

Pages

- Memory is allocated to process in distinct chunks

Page Size

- Smallest unit of protection at the hardware level
- 4KB for small page, 2MB for large page

Overcommitted

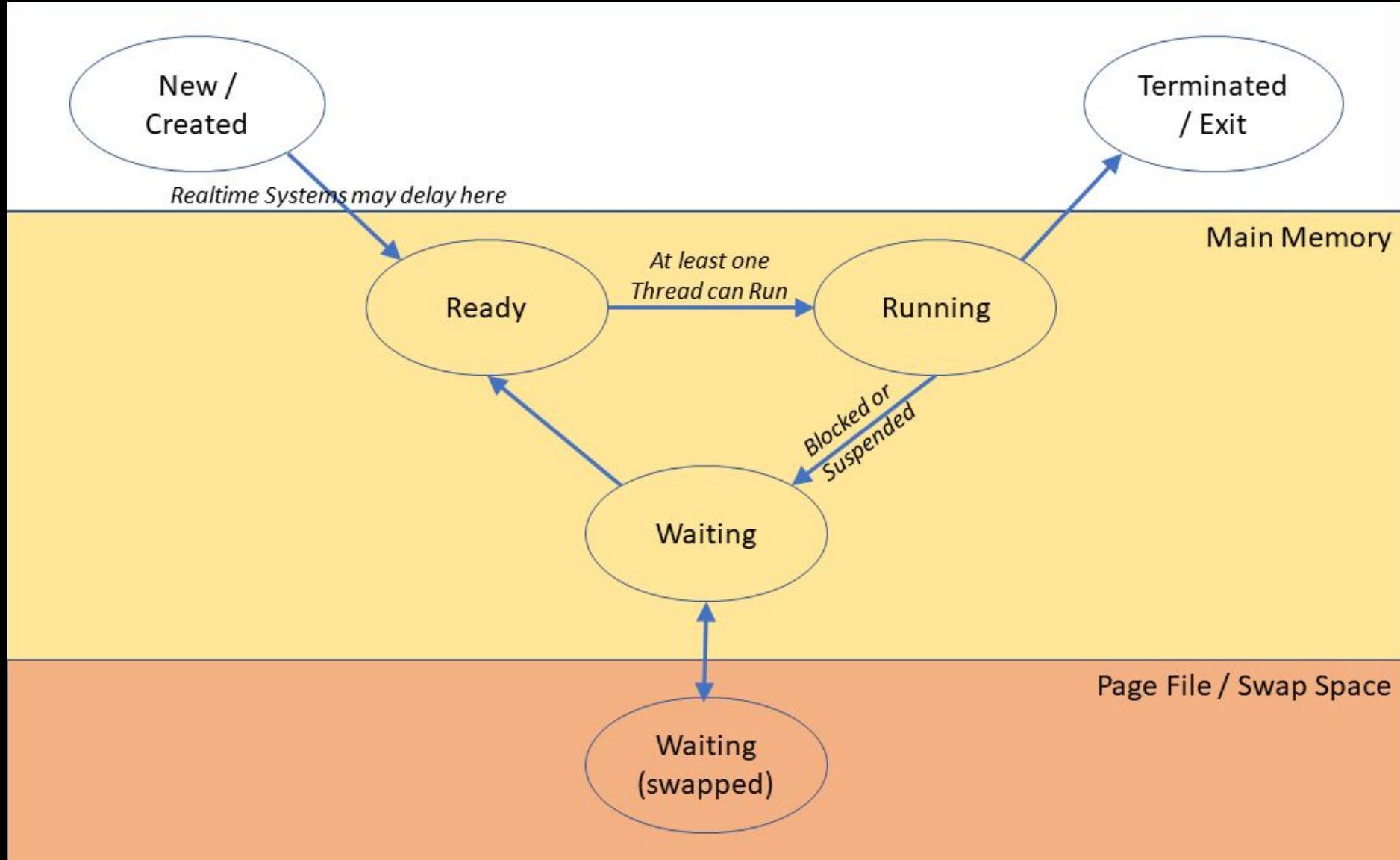
- Physical memory becomes overcommitted (threads try to use more memory than available) pages are written to the page file on disk

Page Fault

- Occurs when a thread references an invalid page
- if page is on disk in the page file, it can be brought back into memory



Process States



Day 5





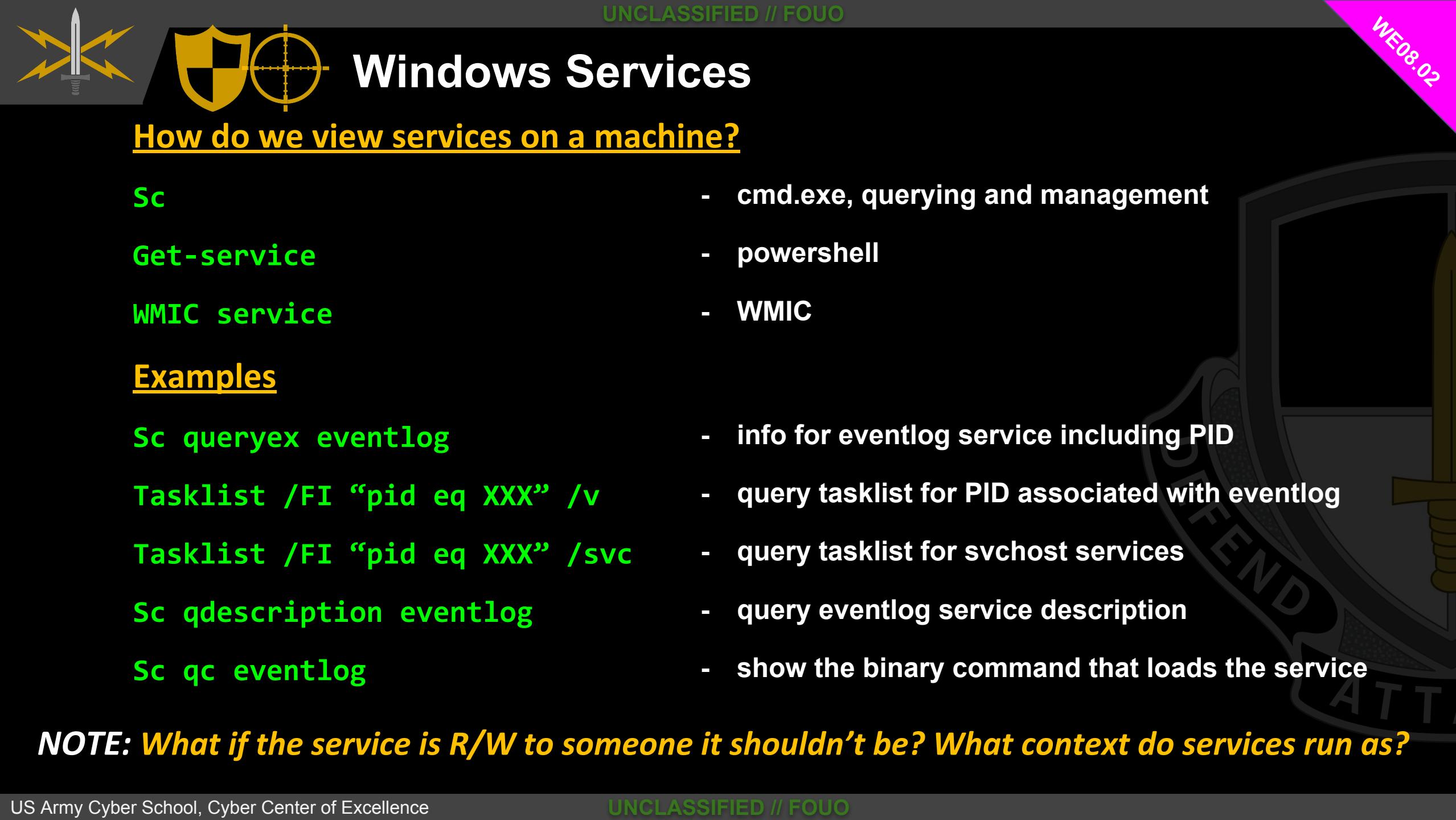
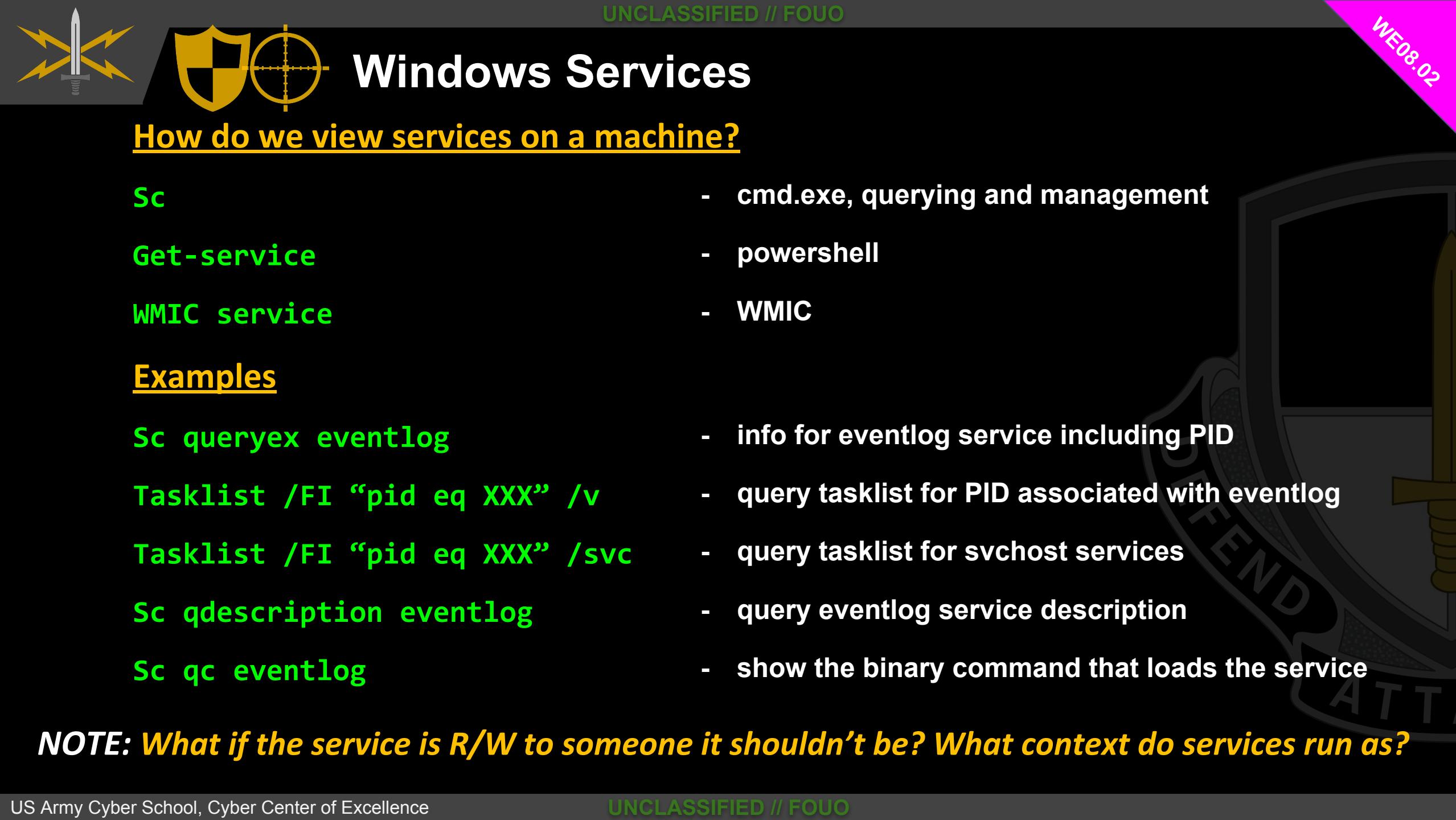
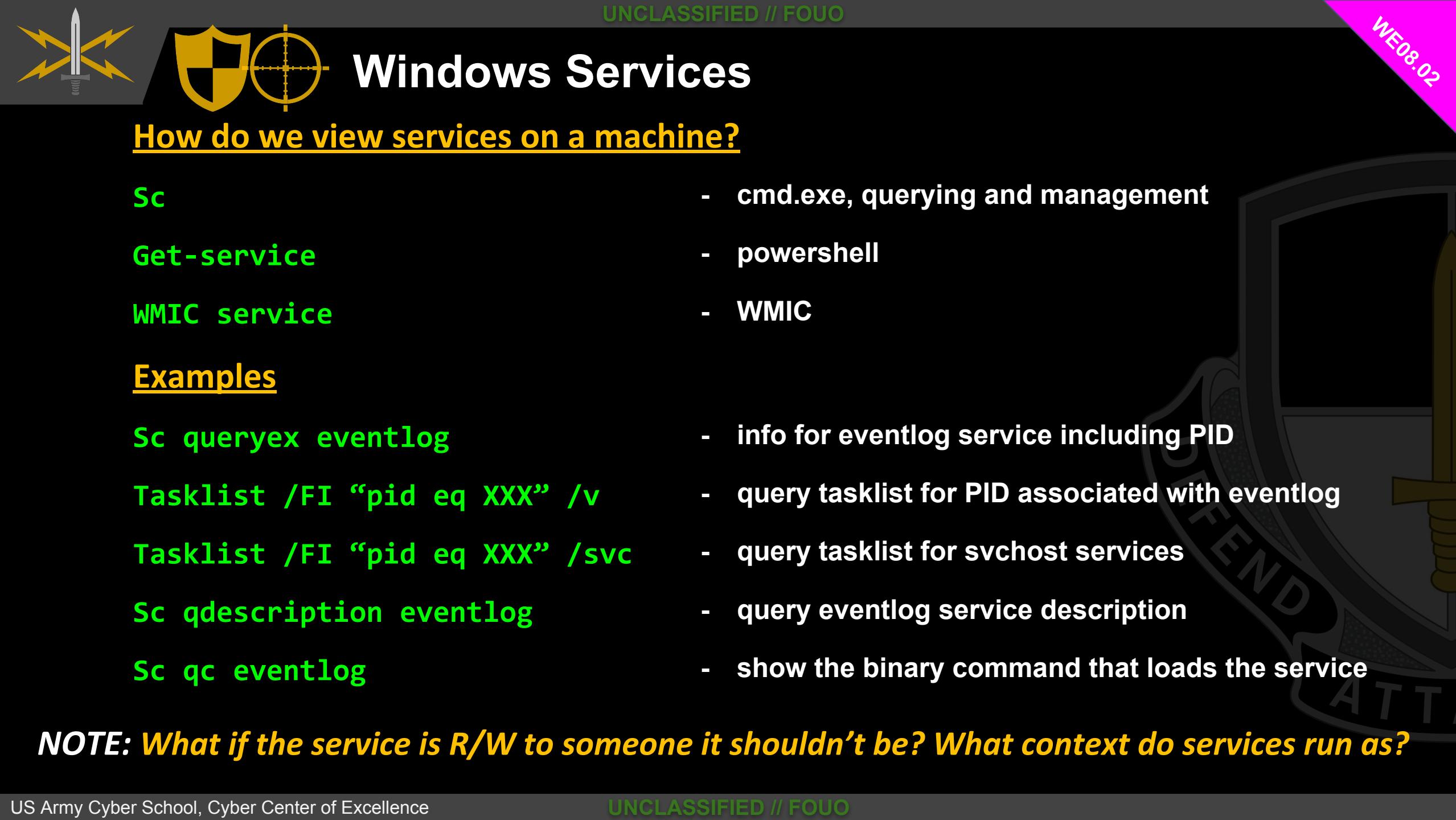
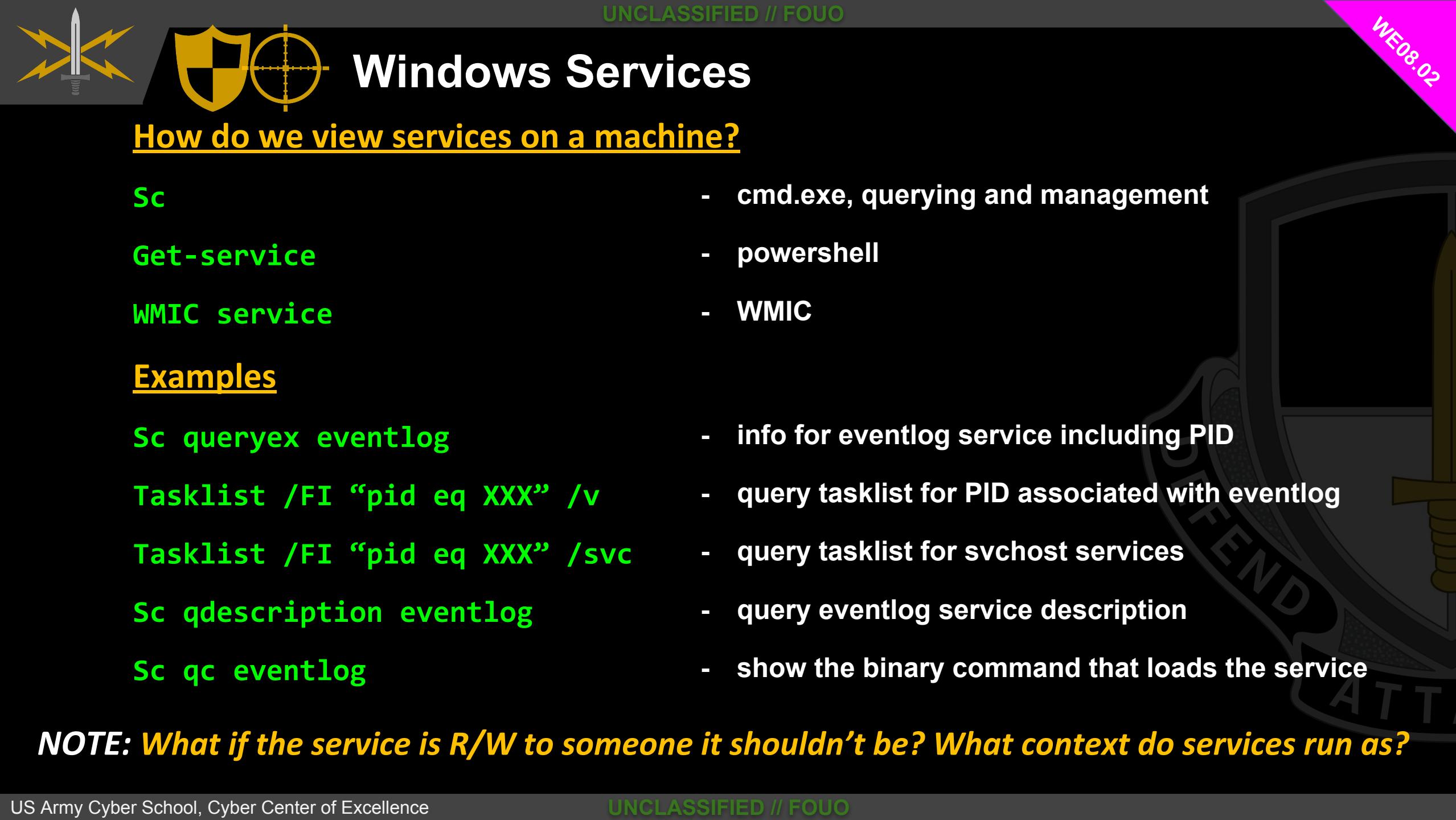
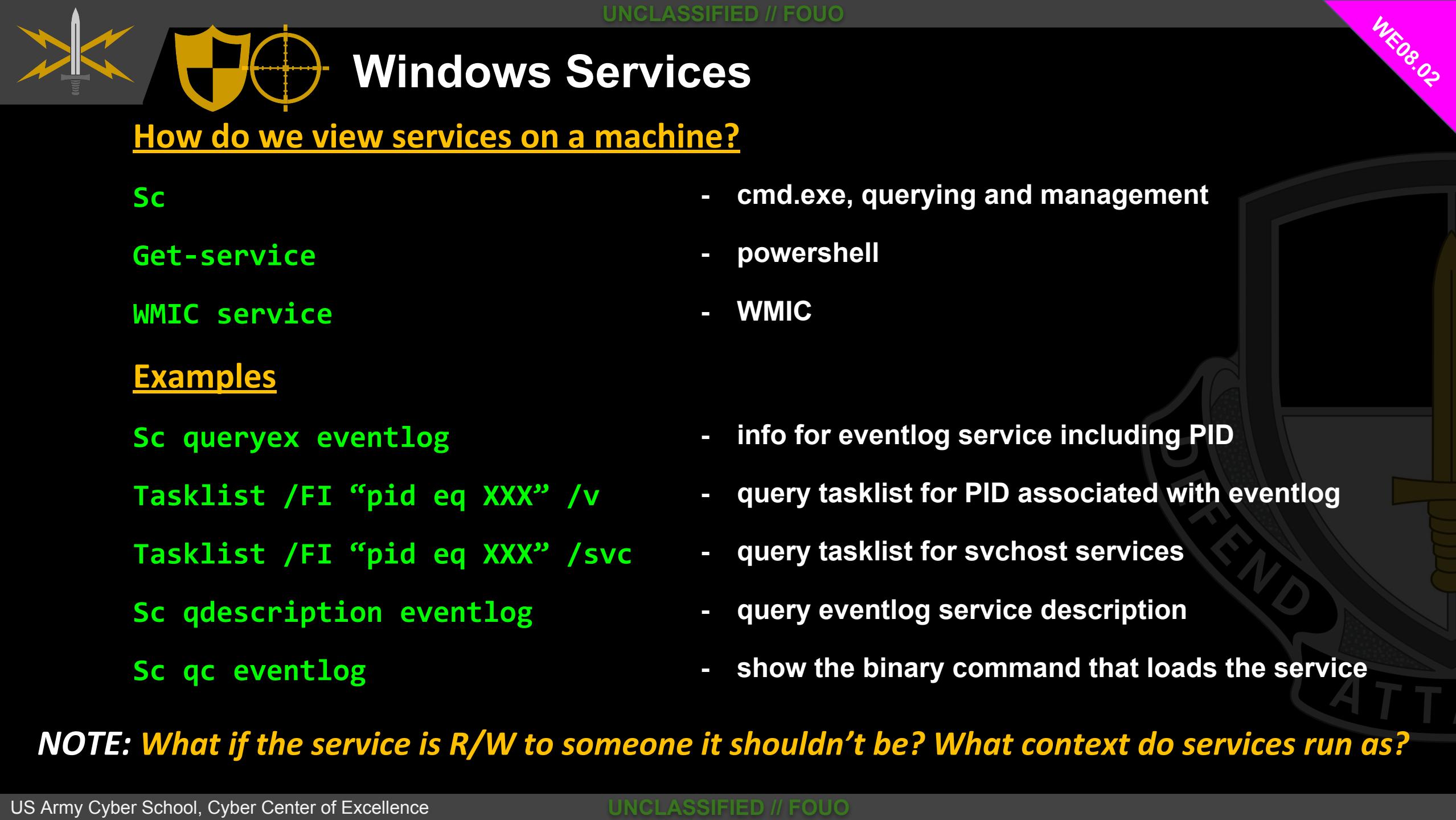
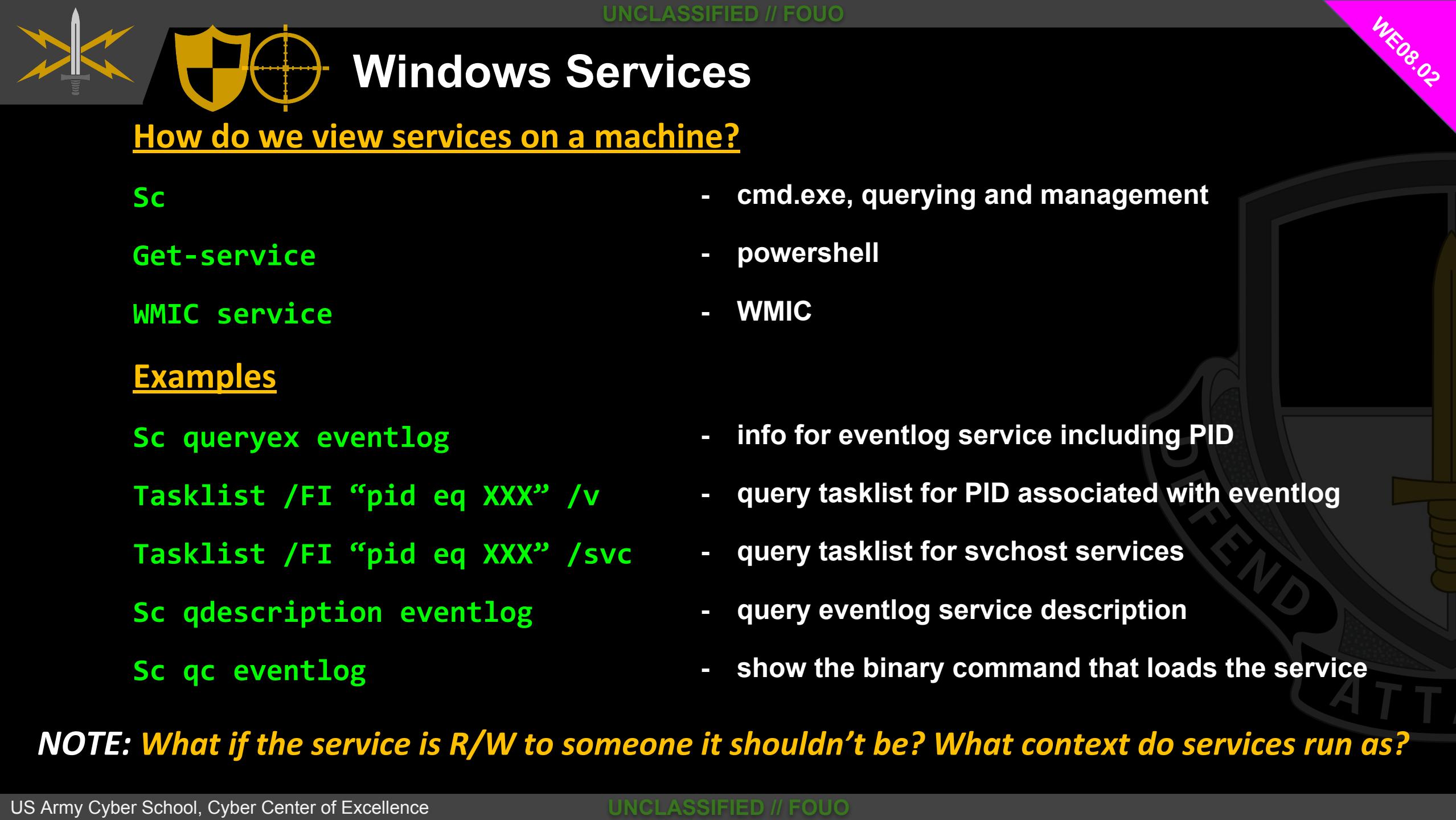
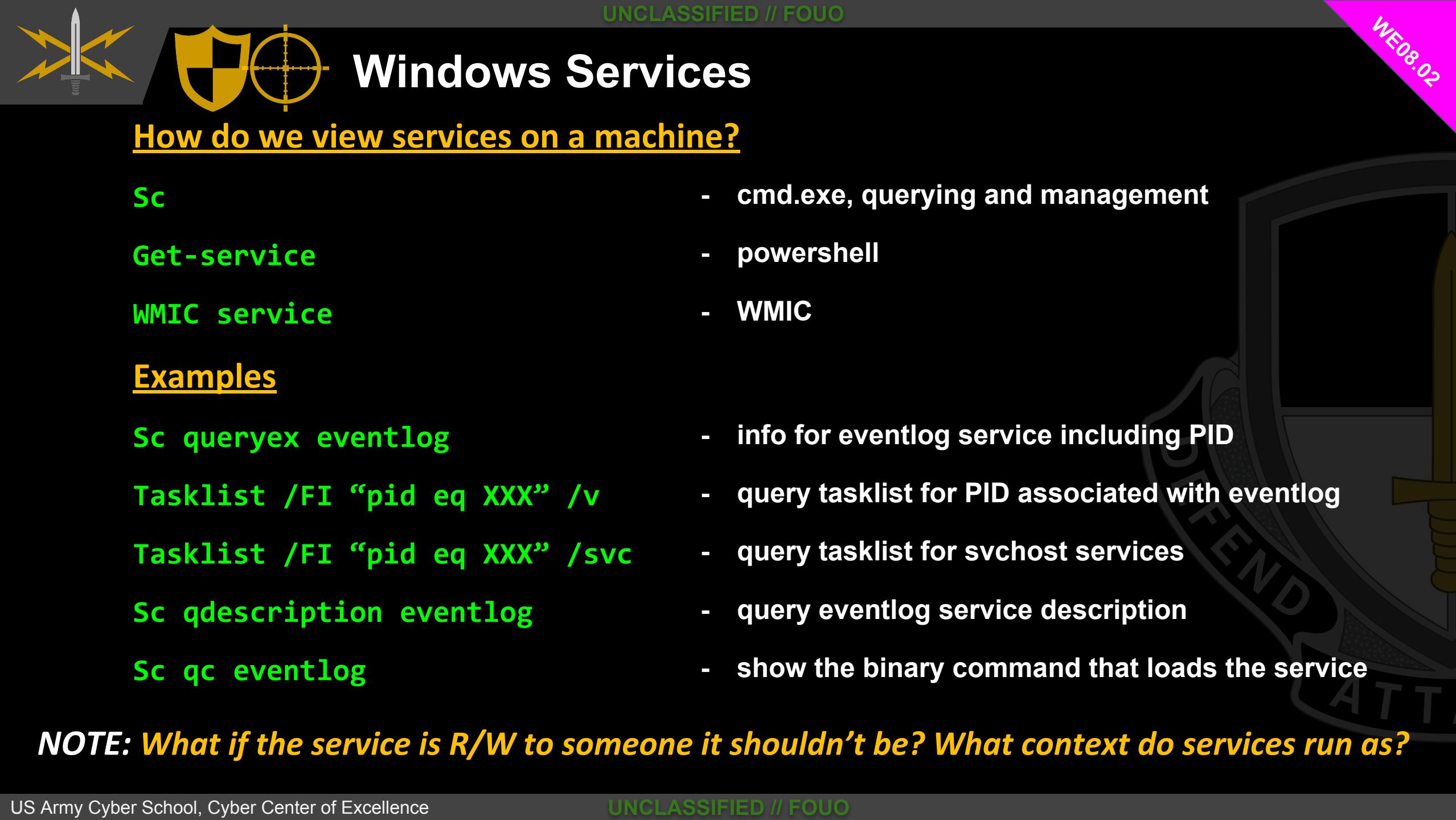
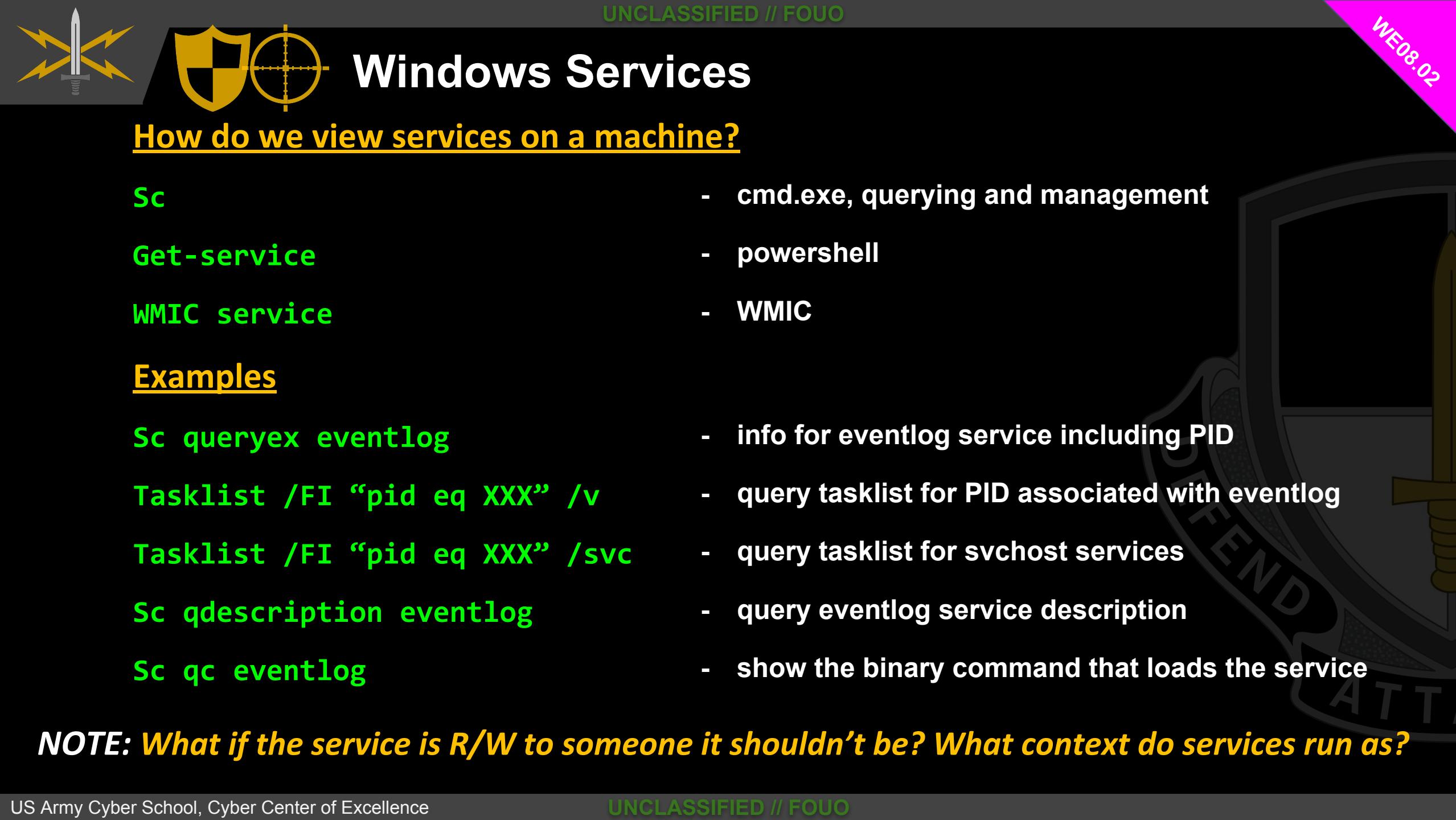
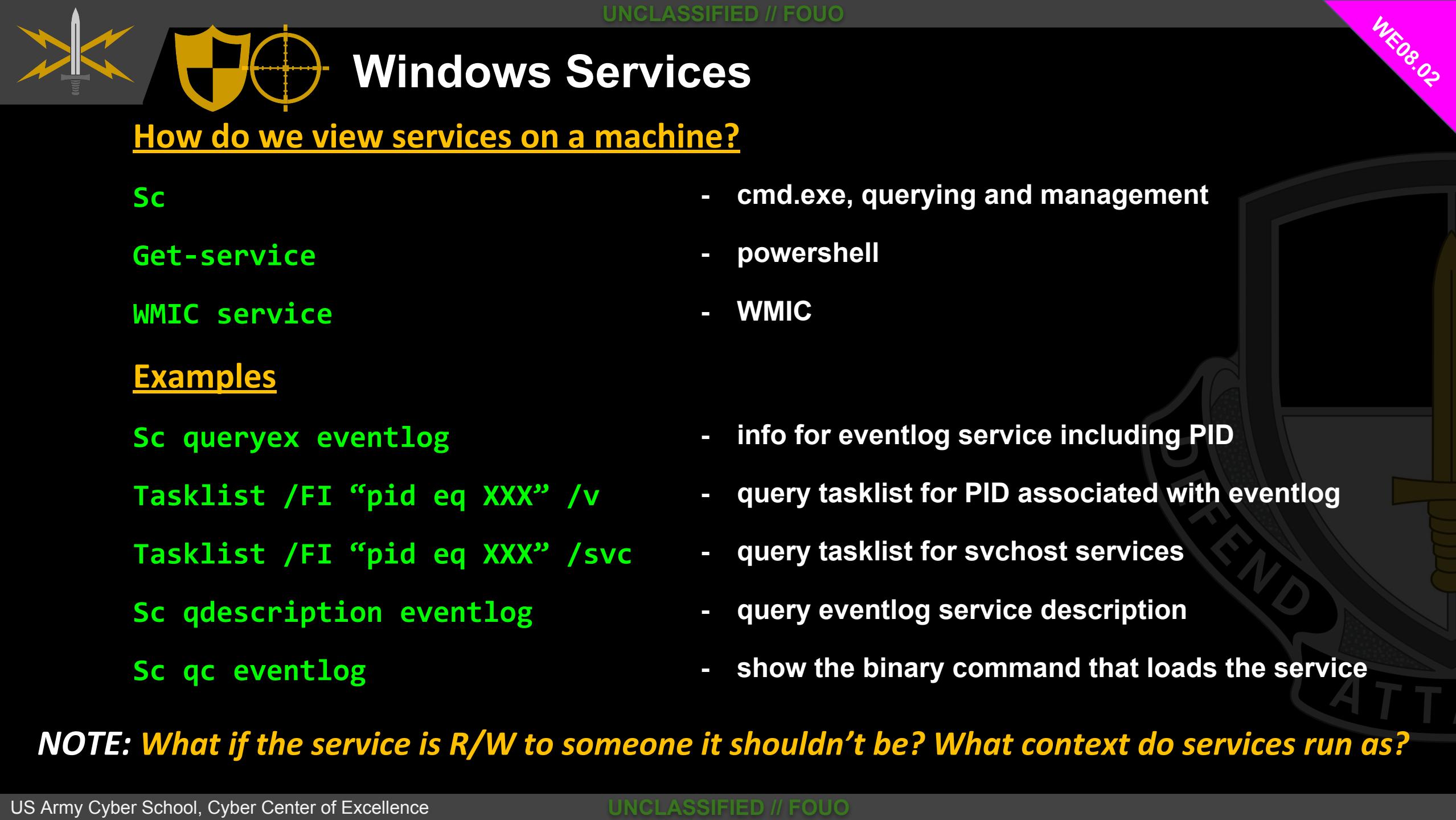
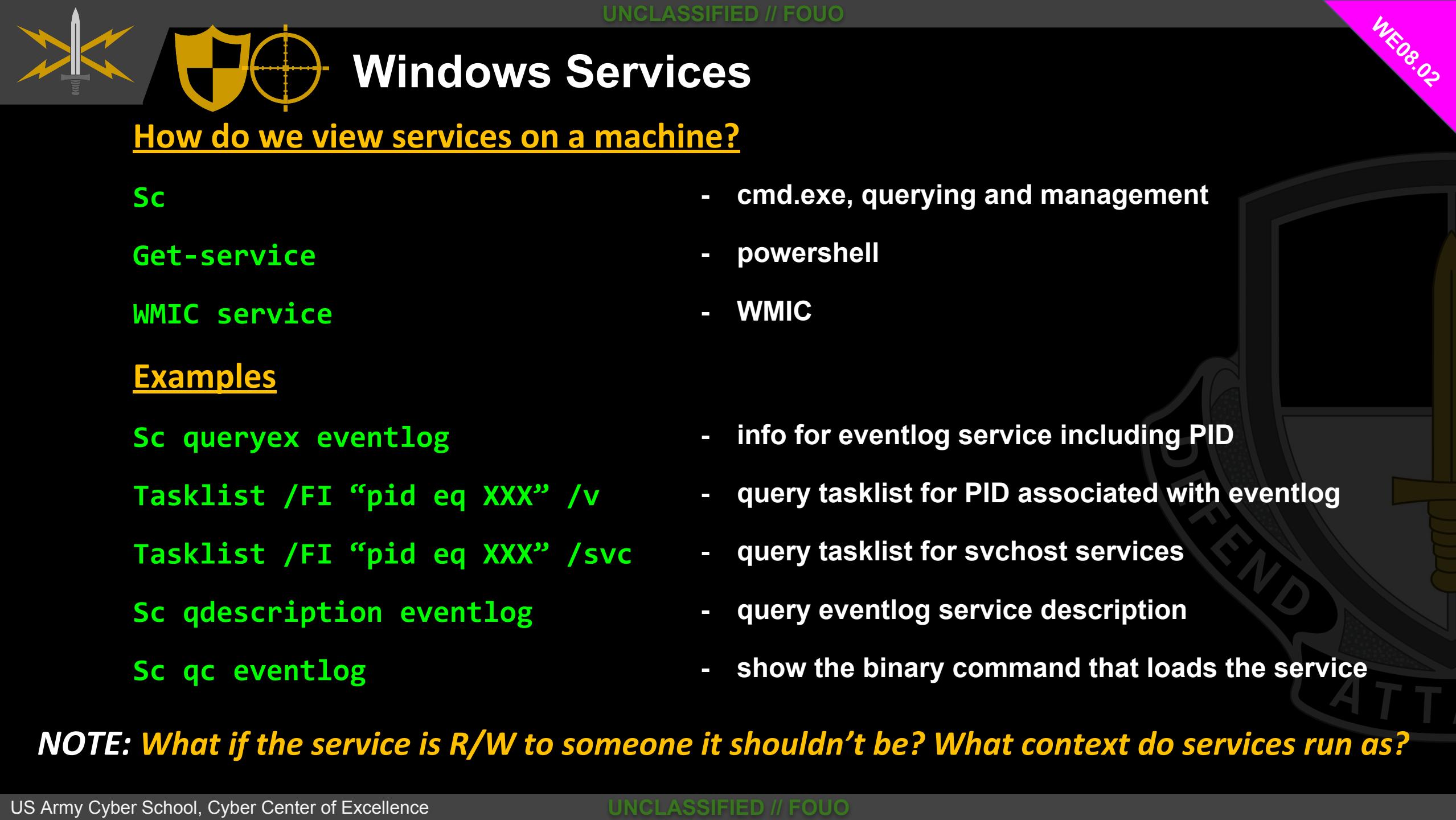
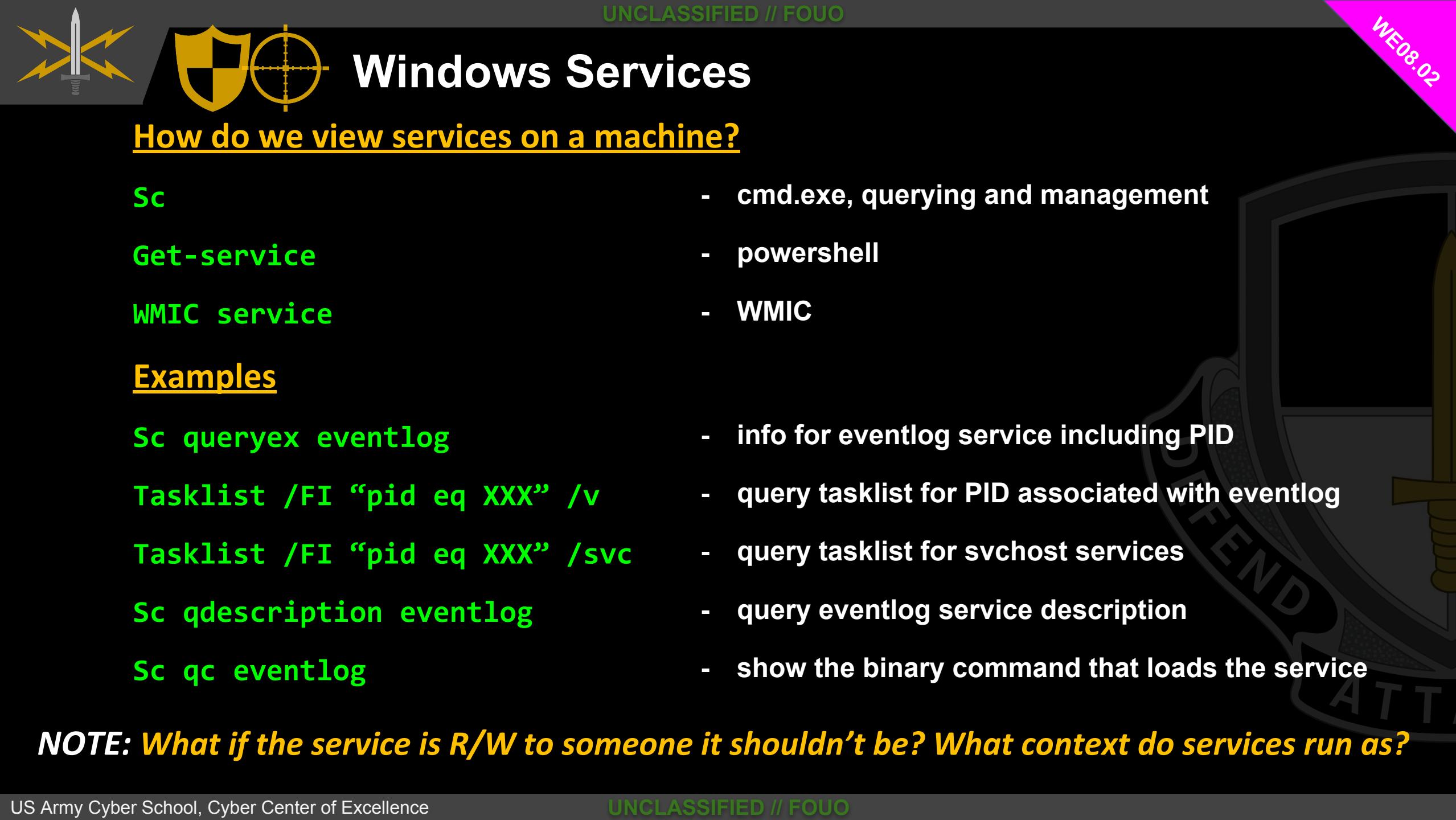
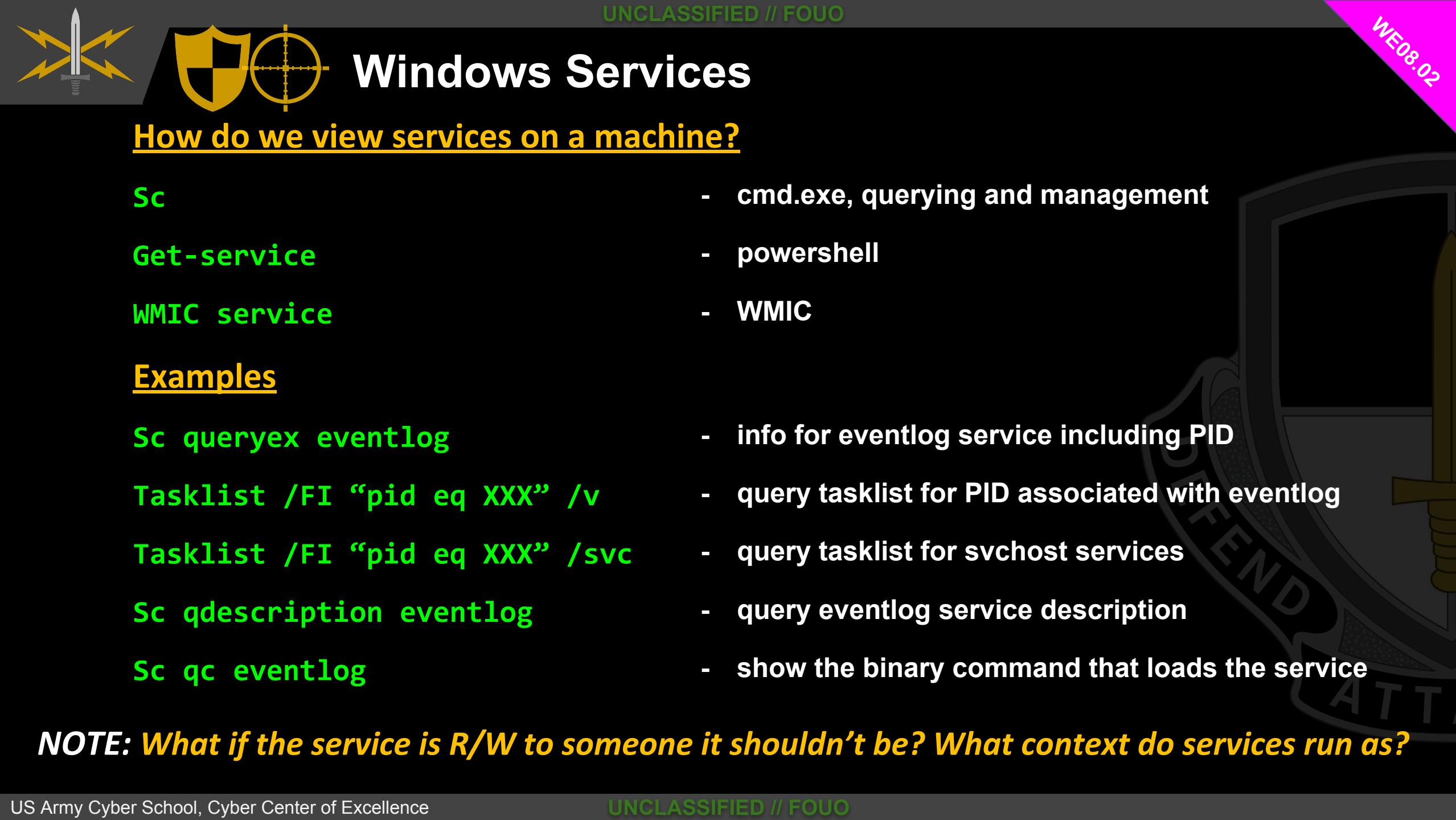
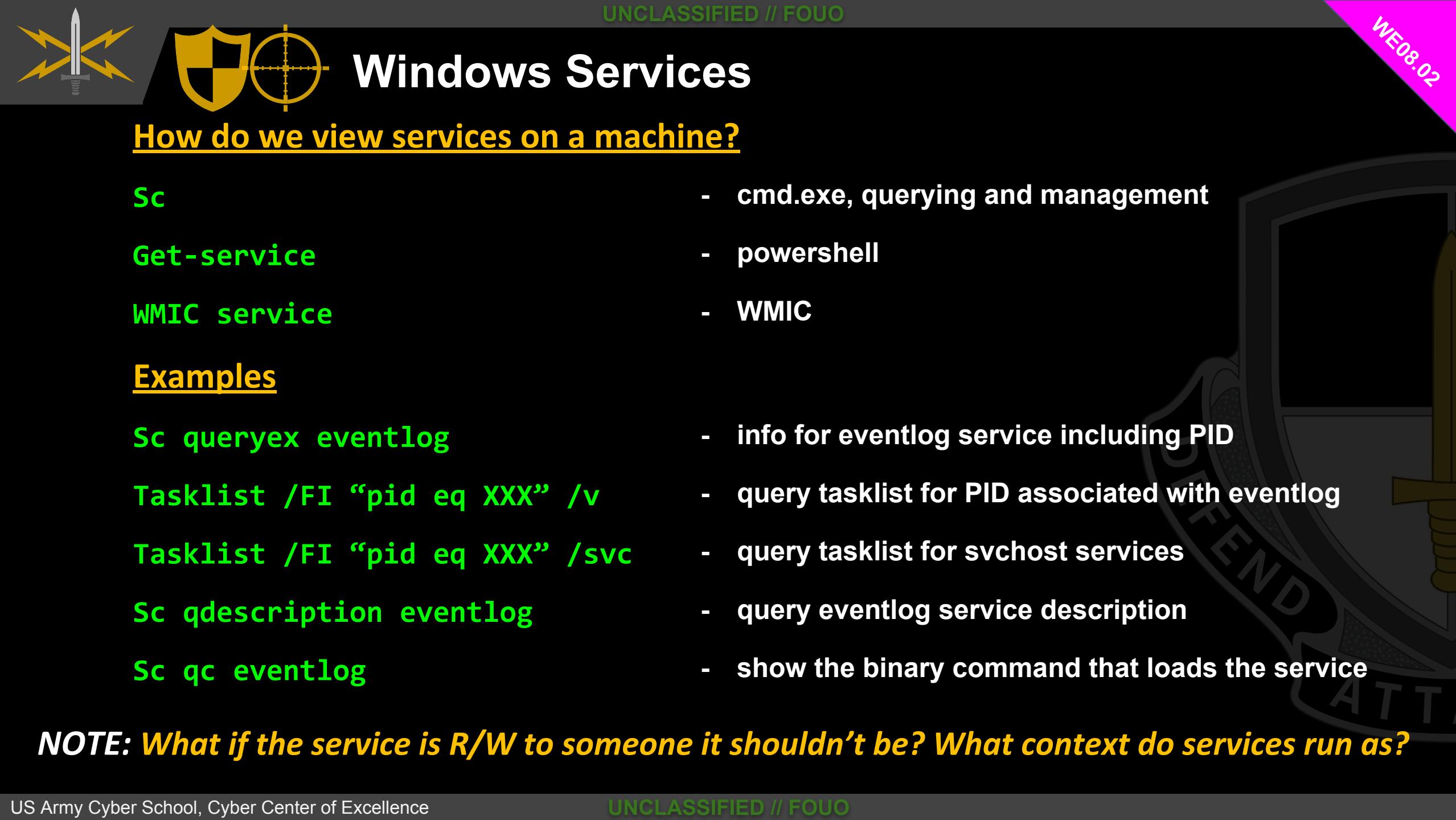
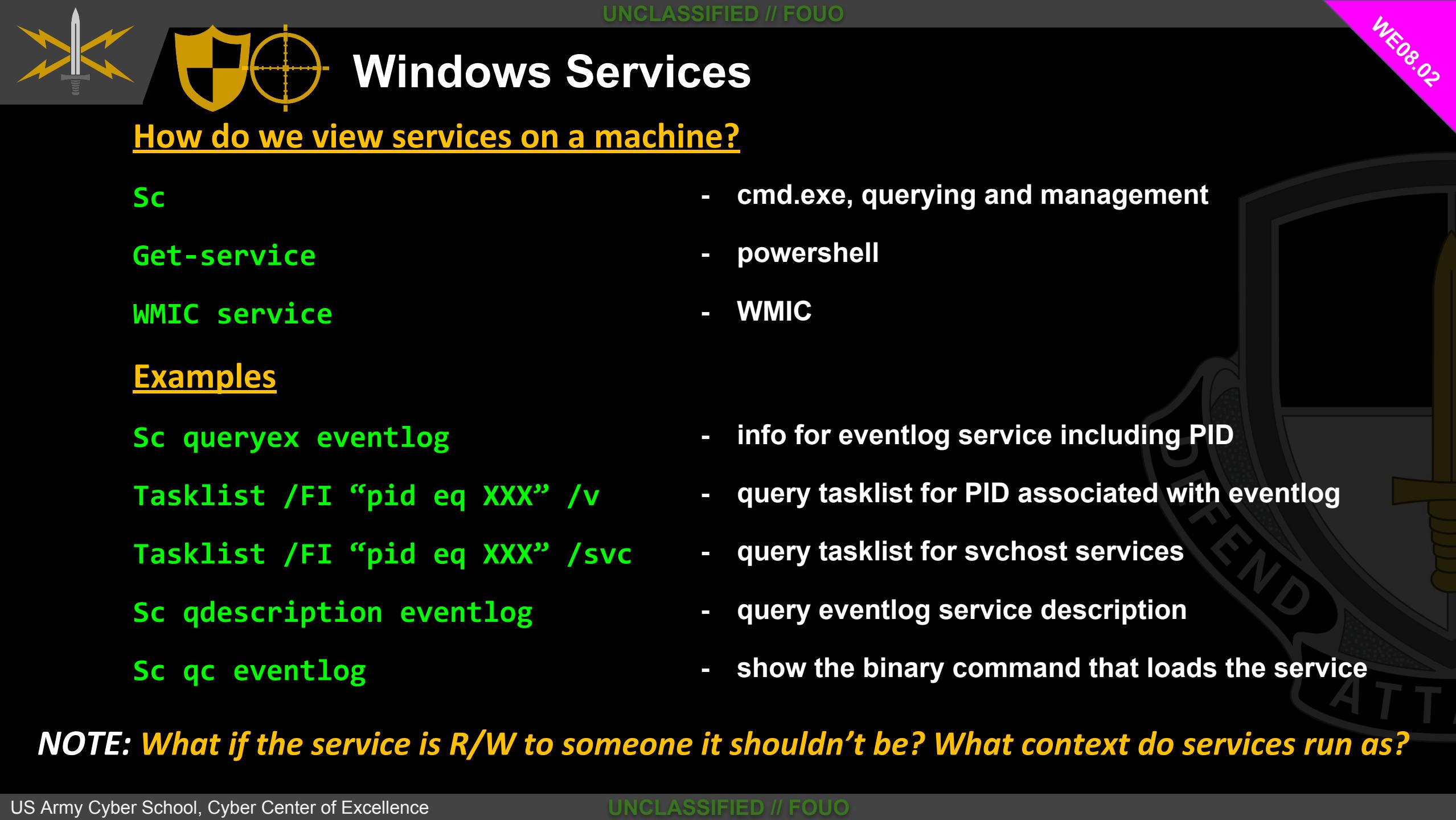
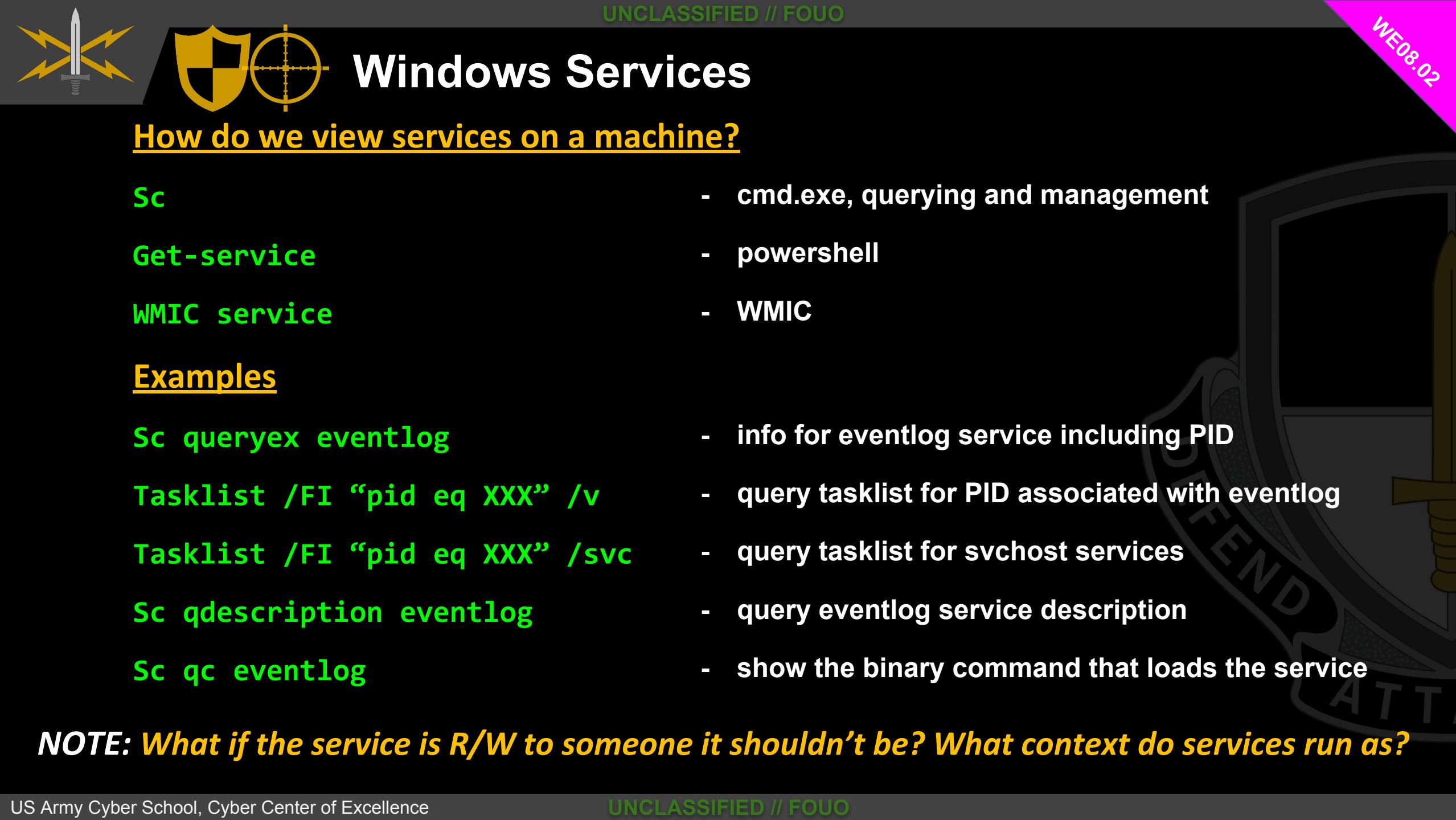
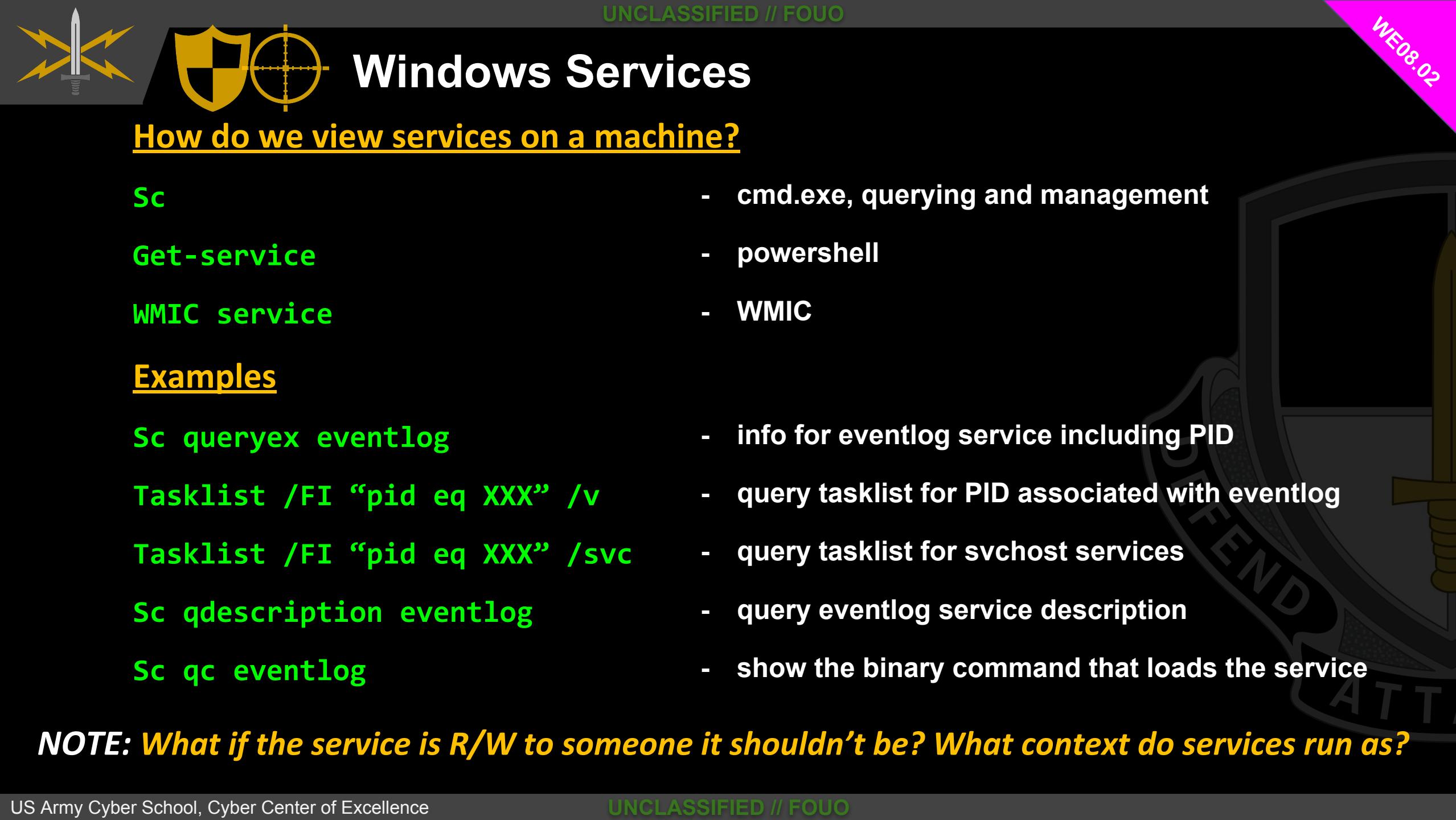
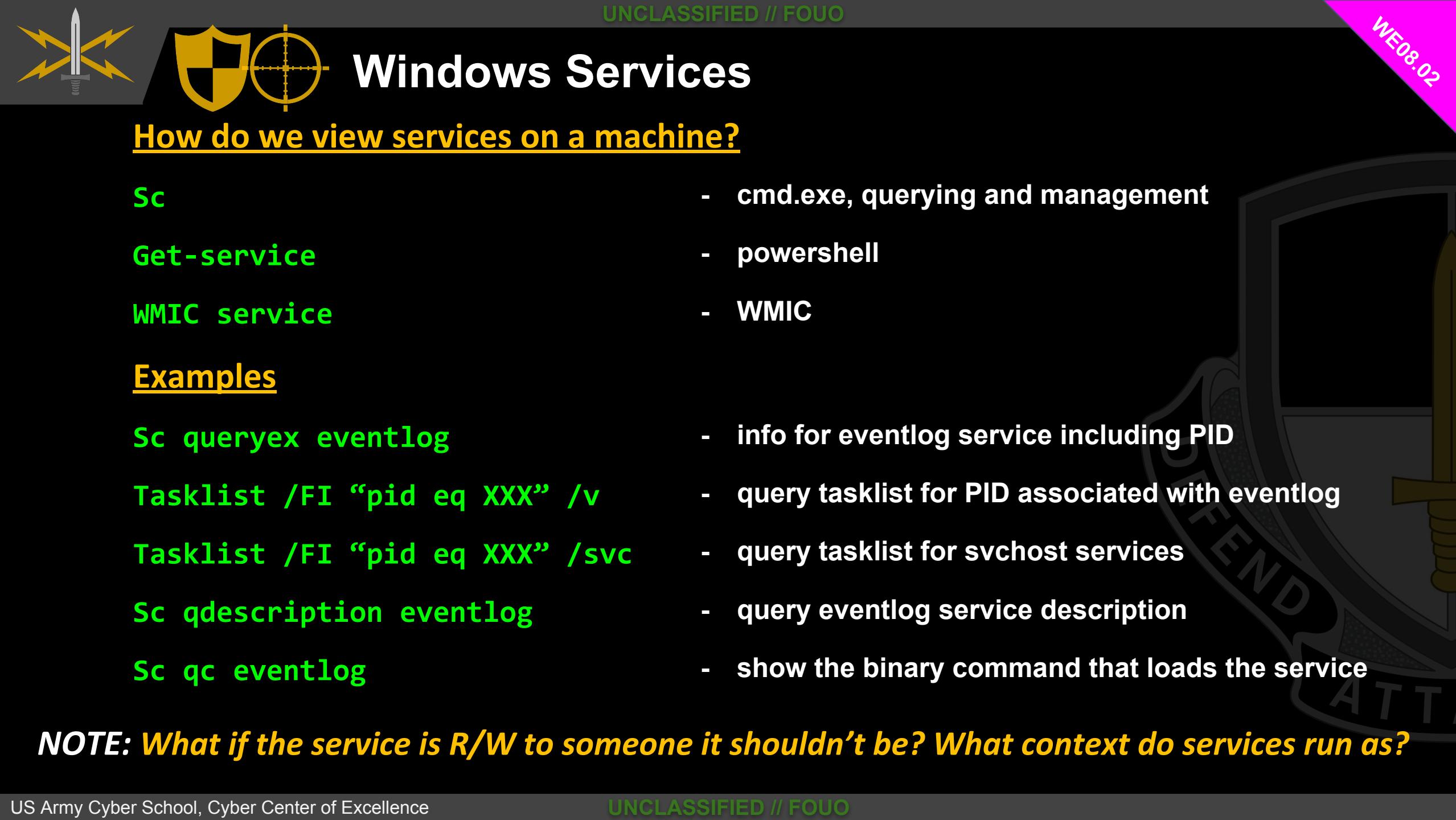
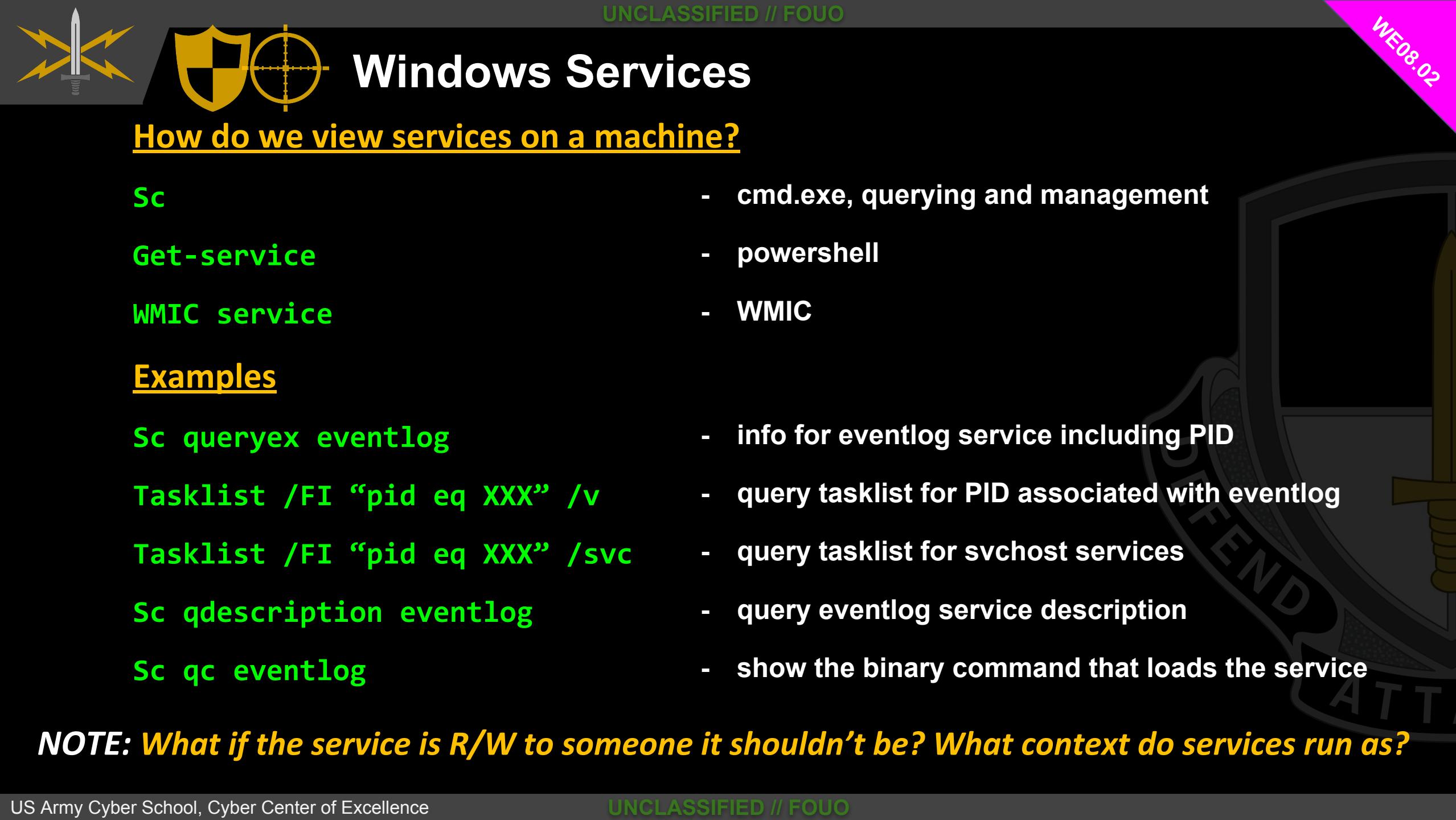
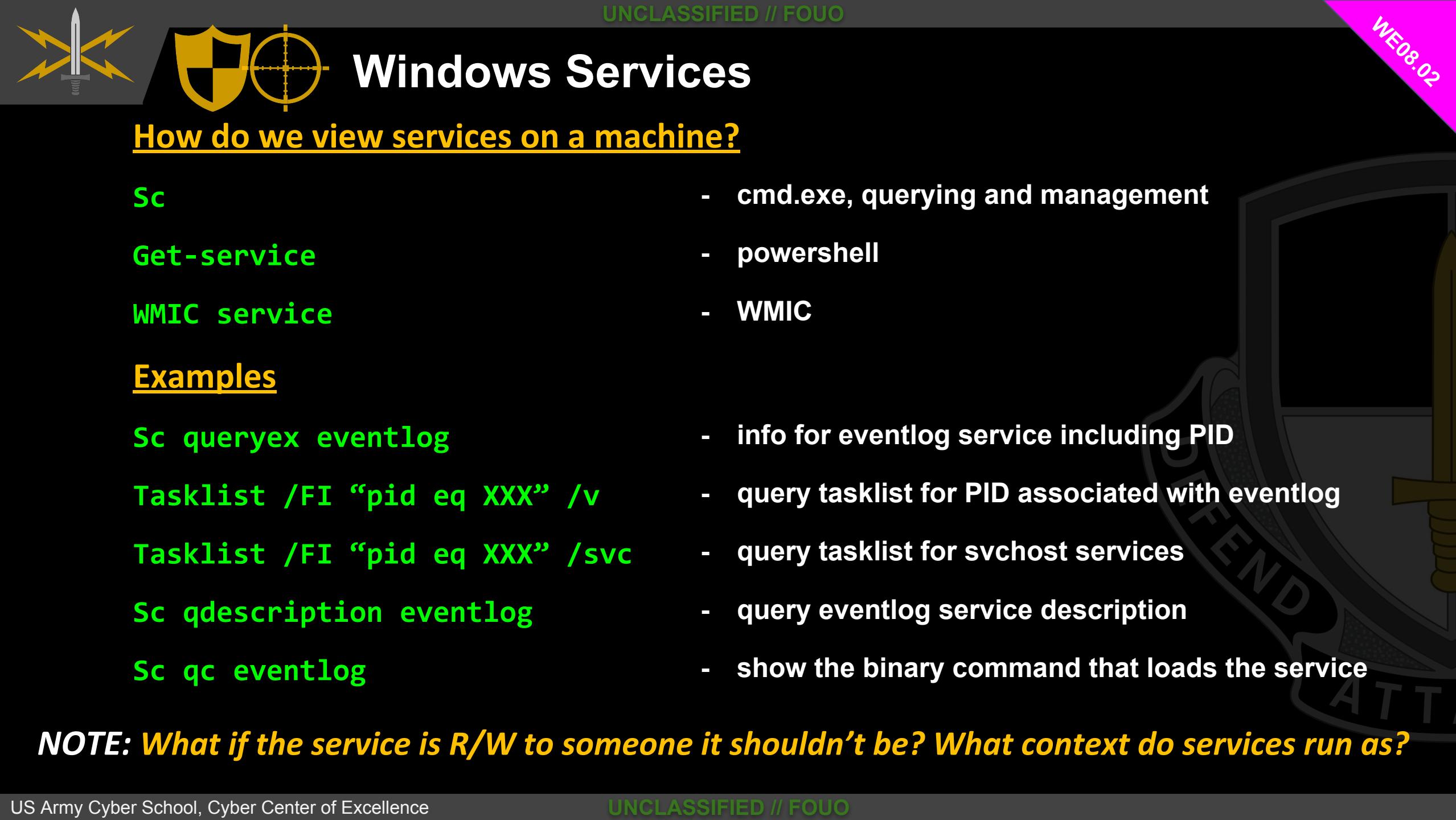
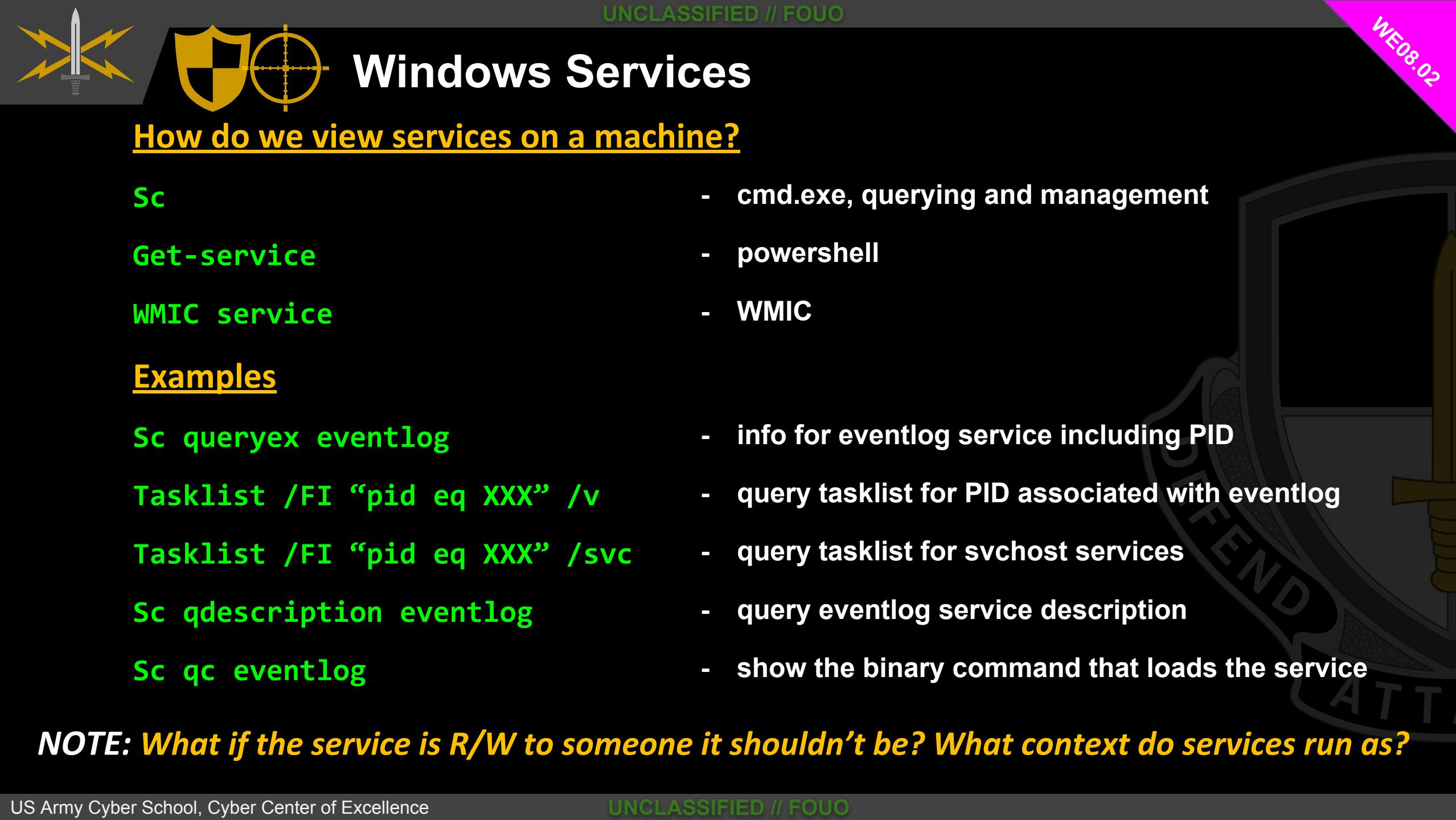
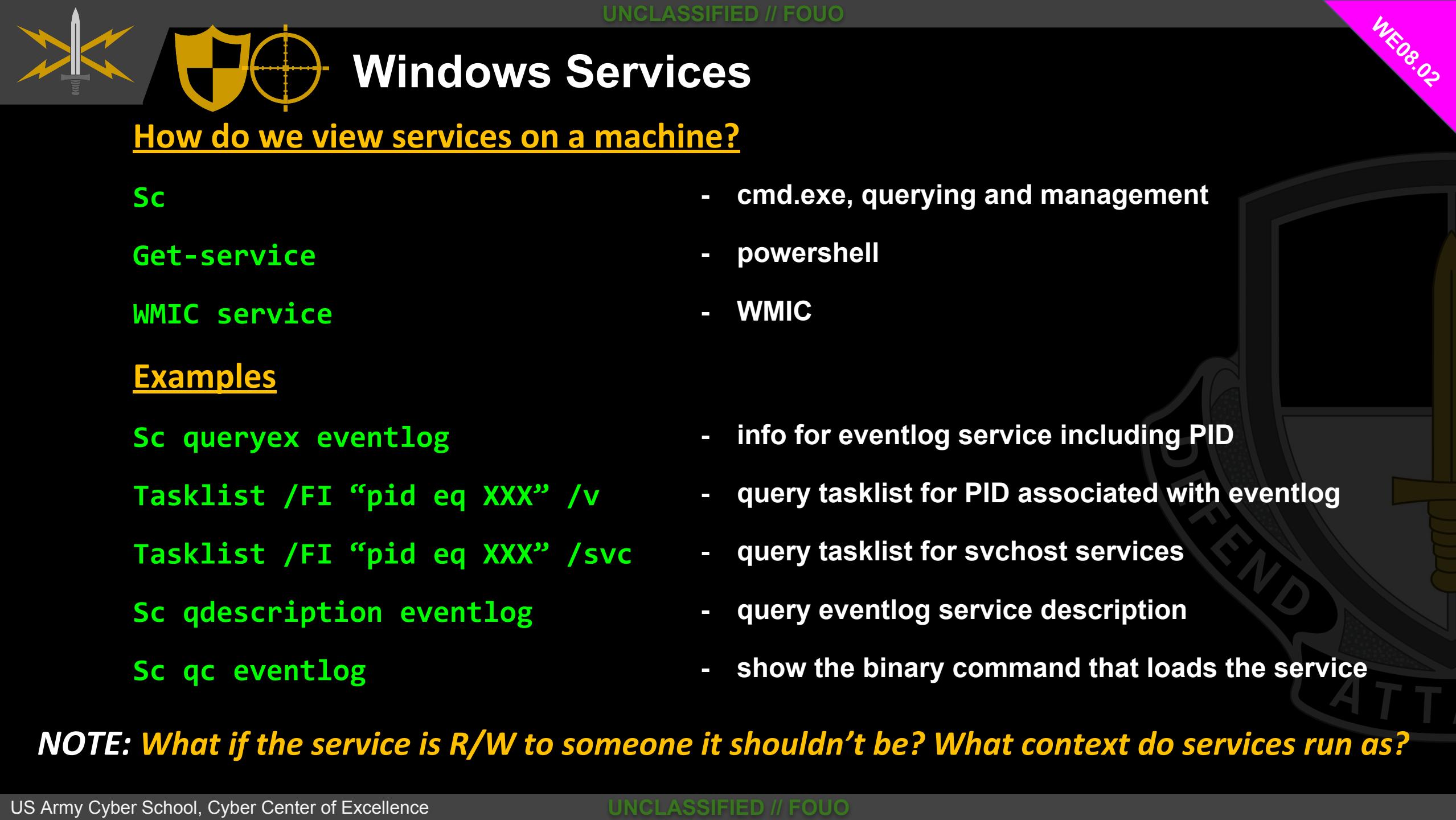
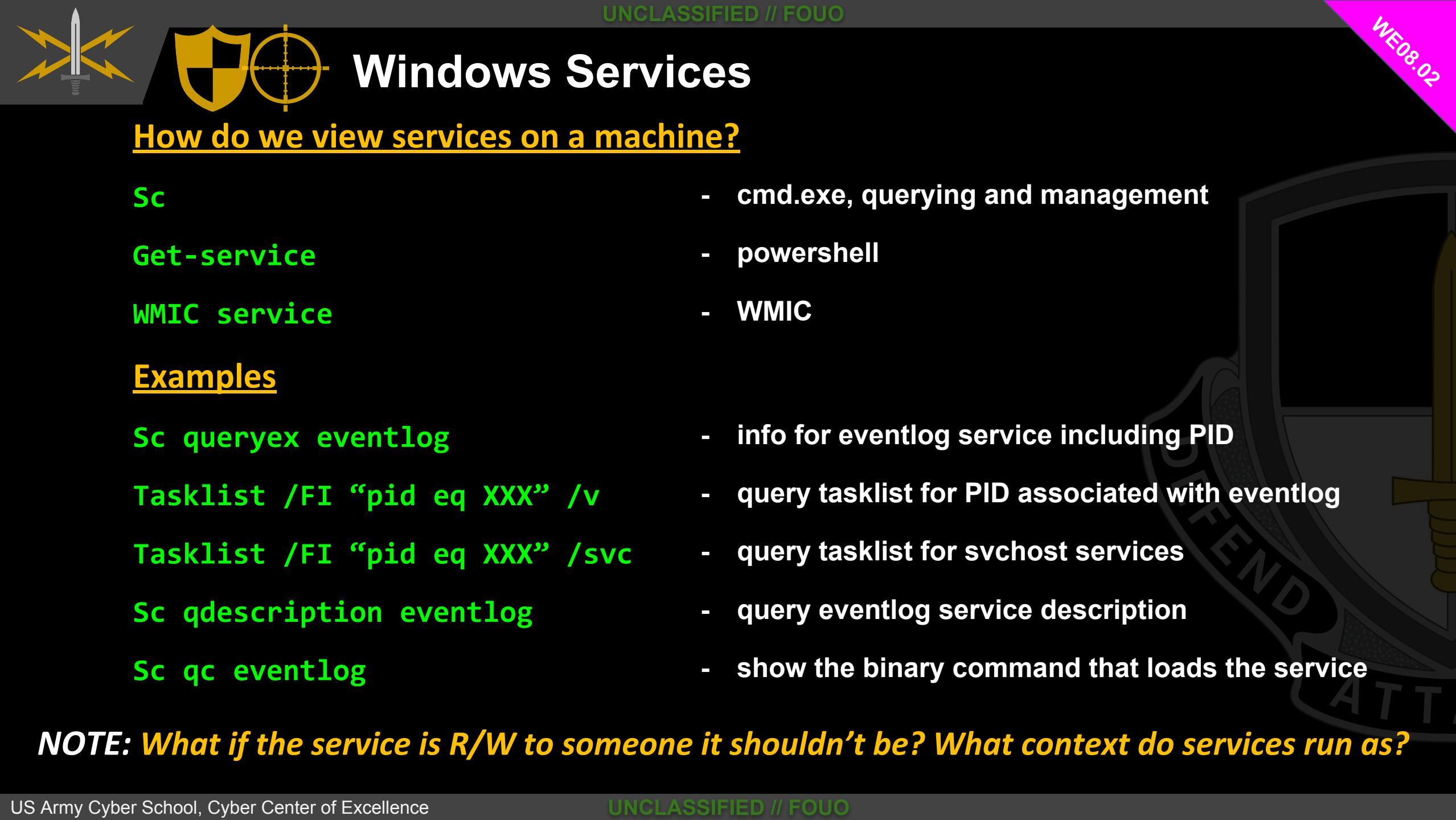
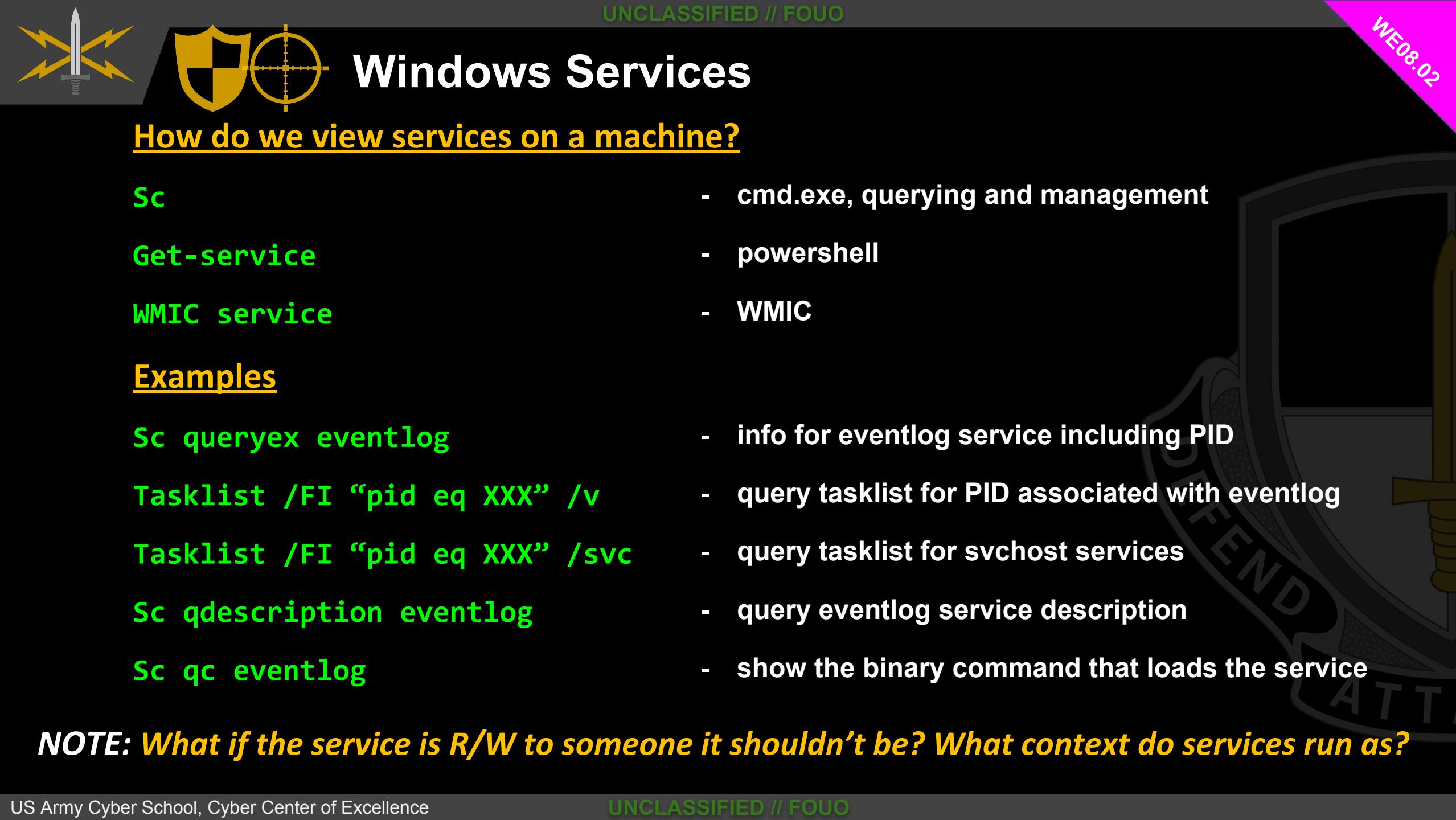
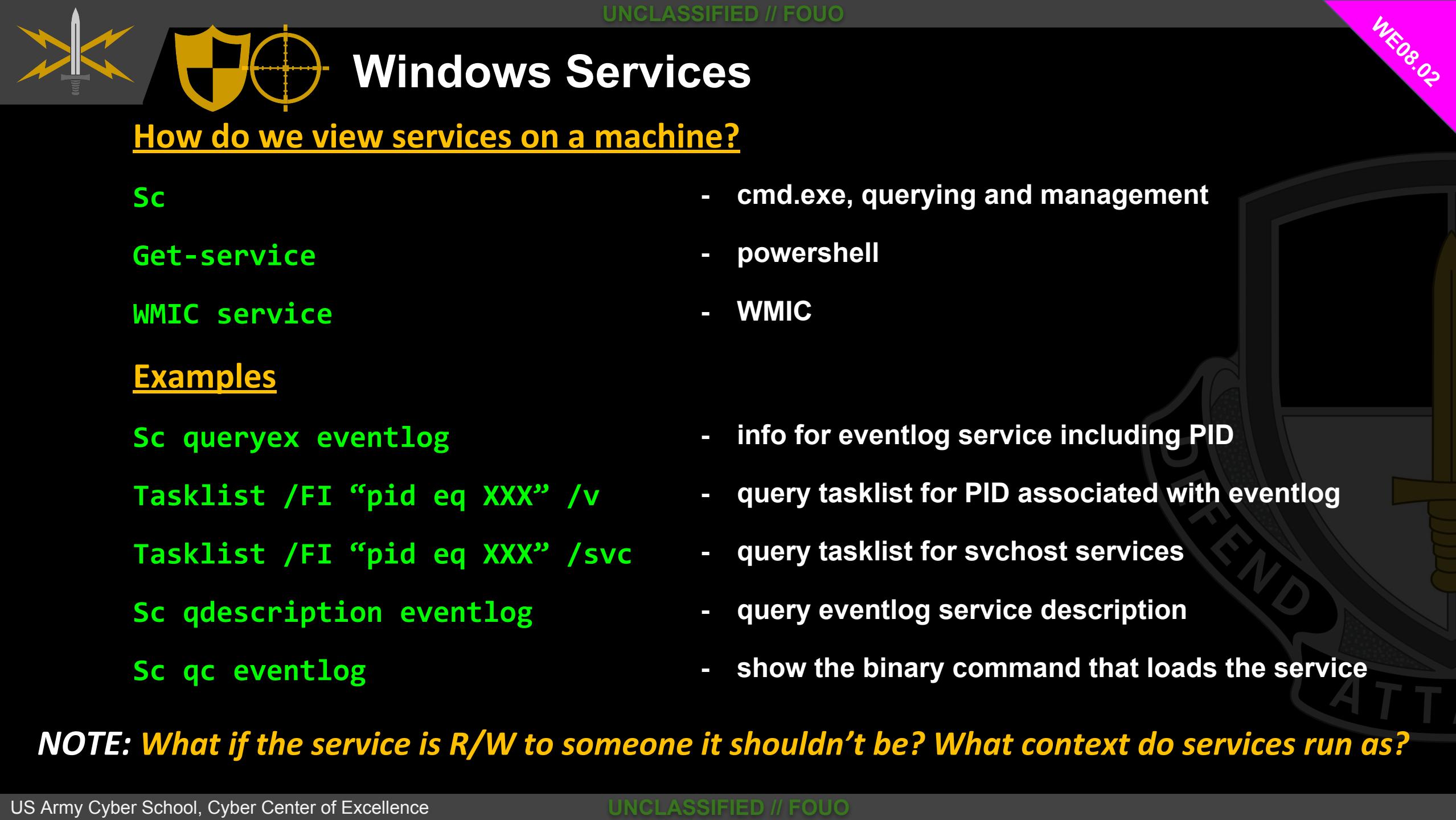
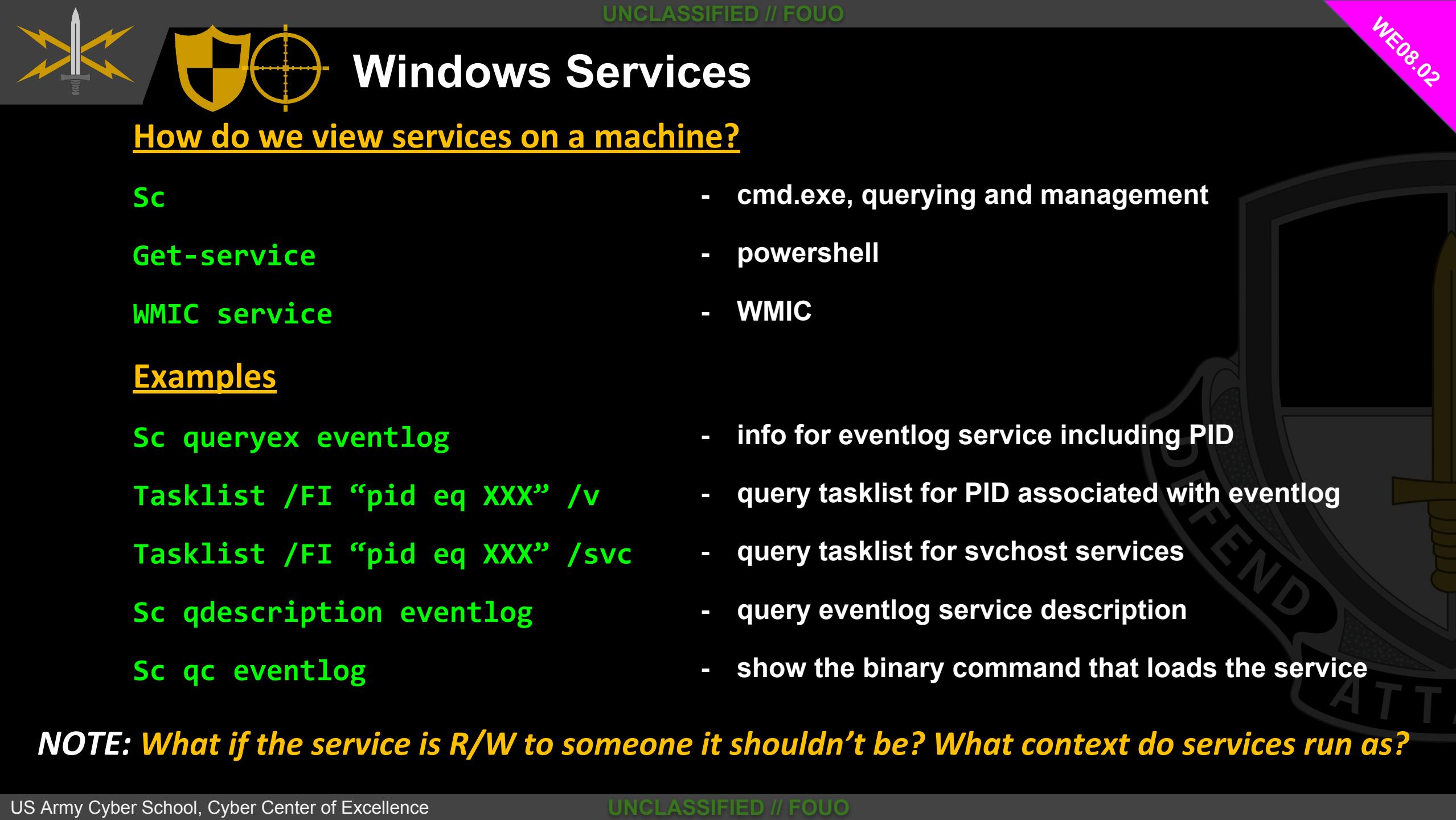
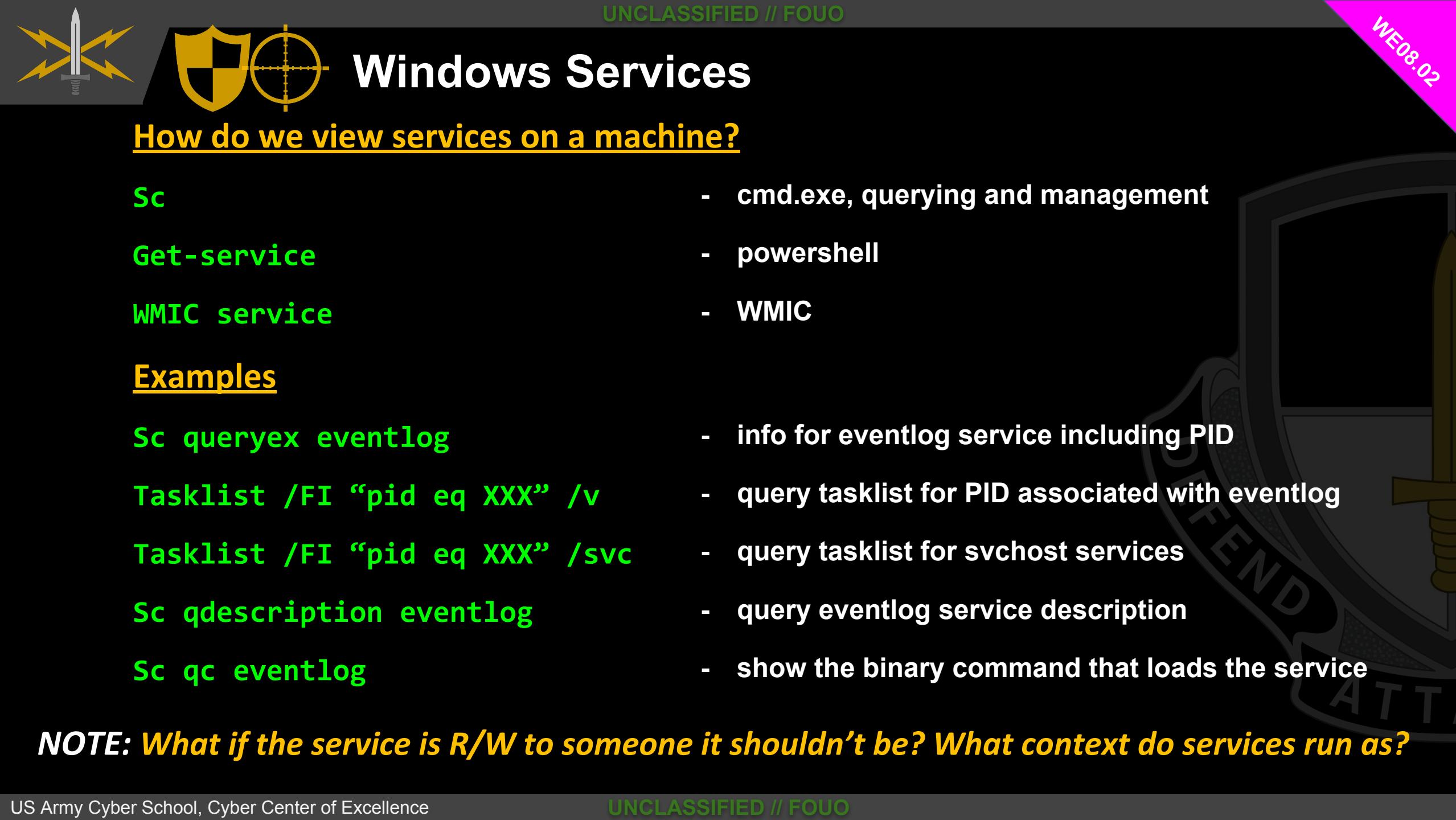
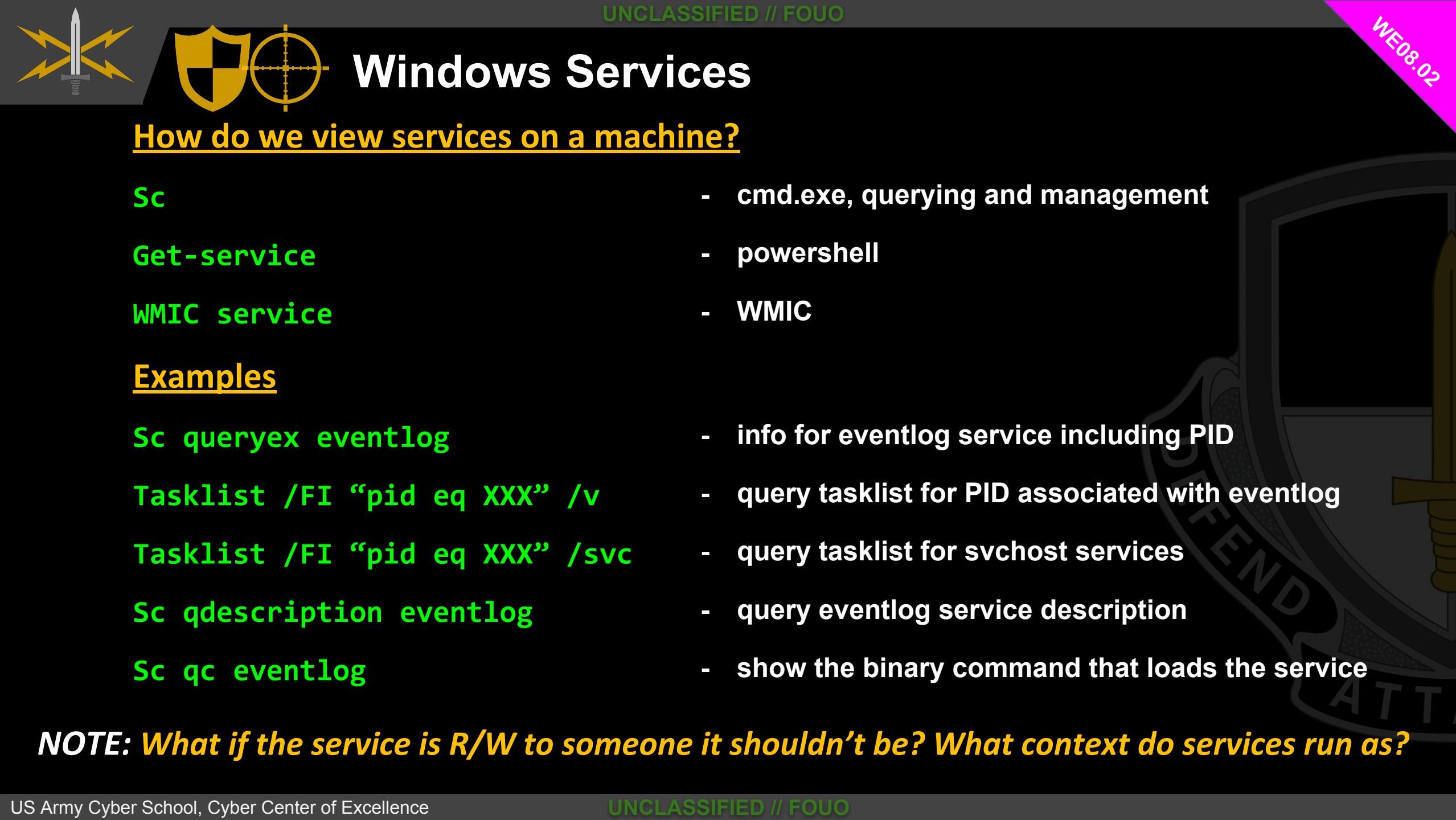
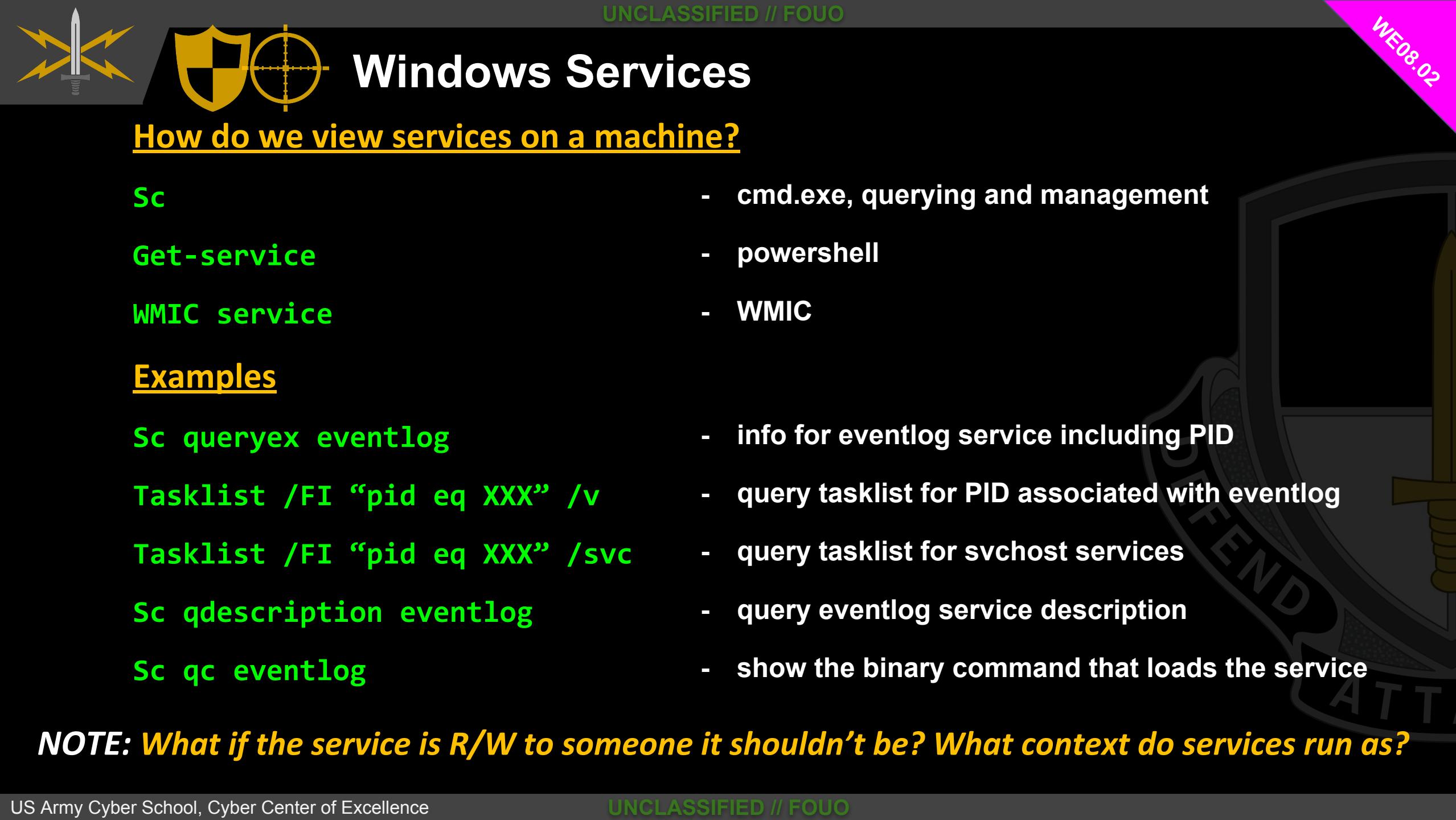
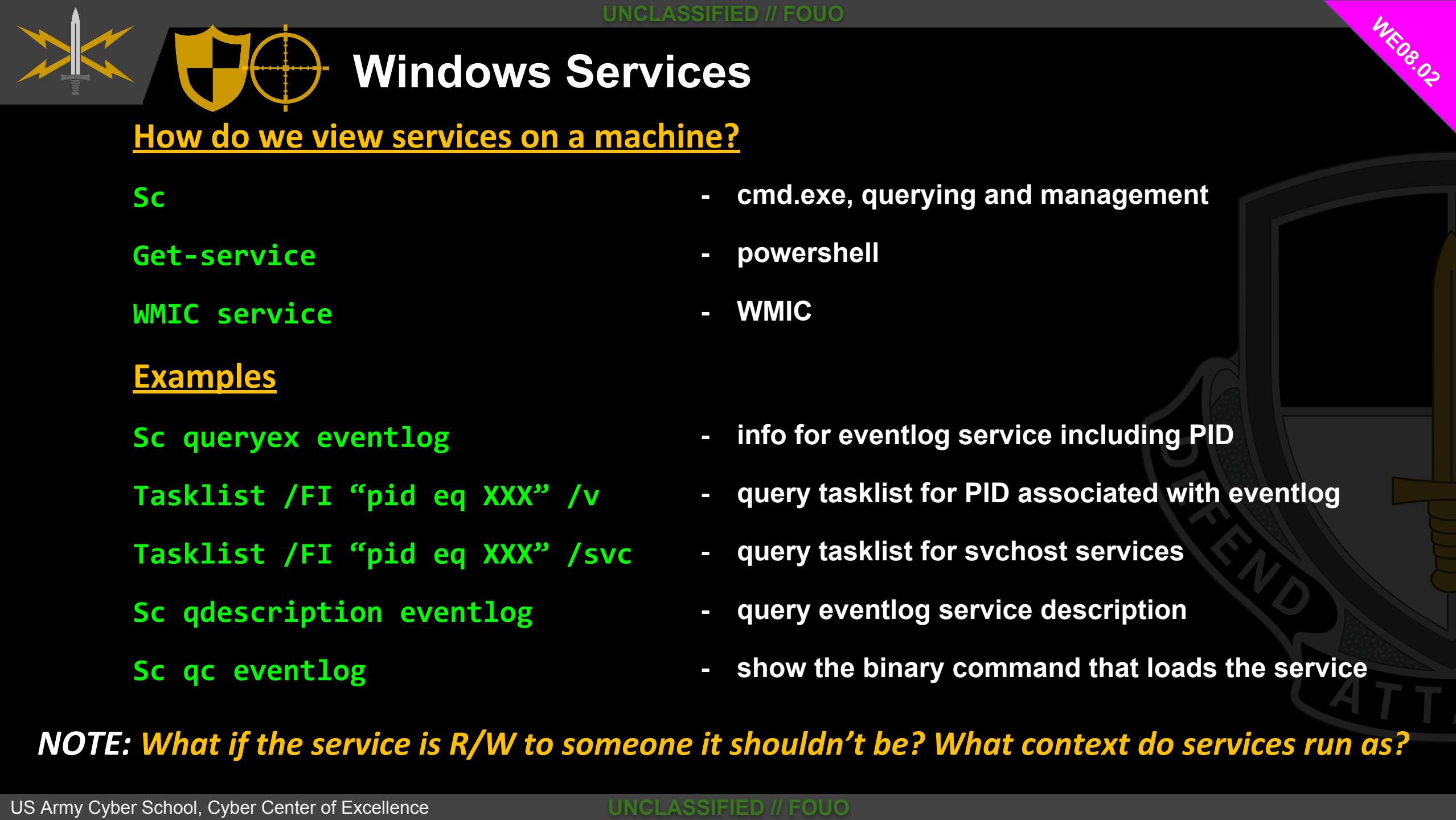
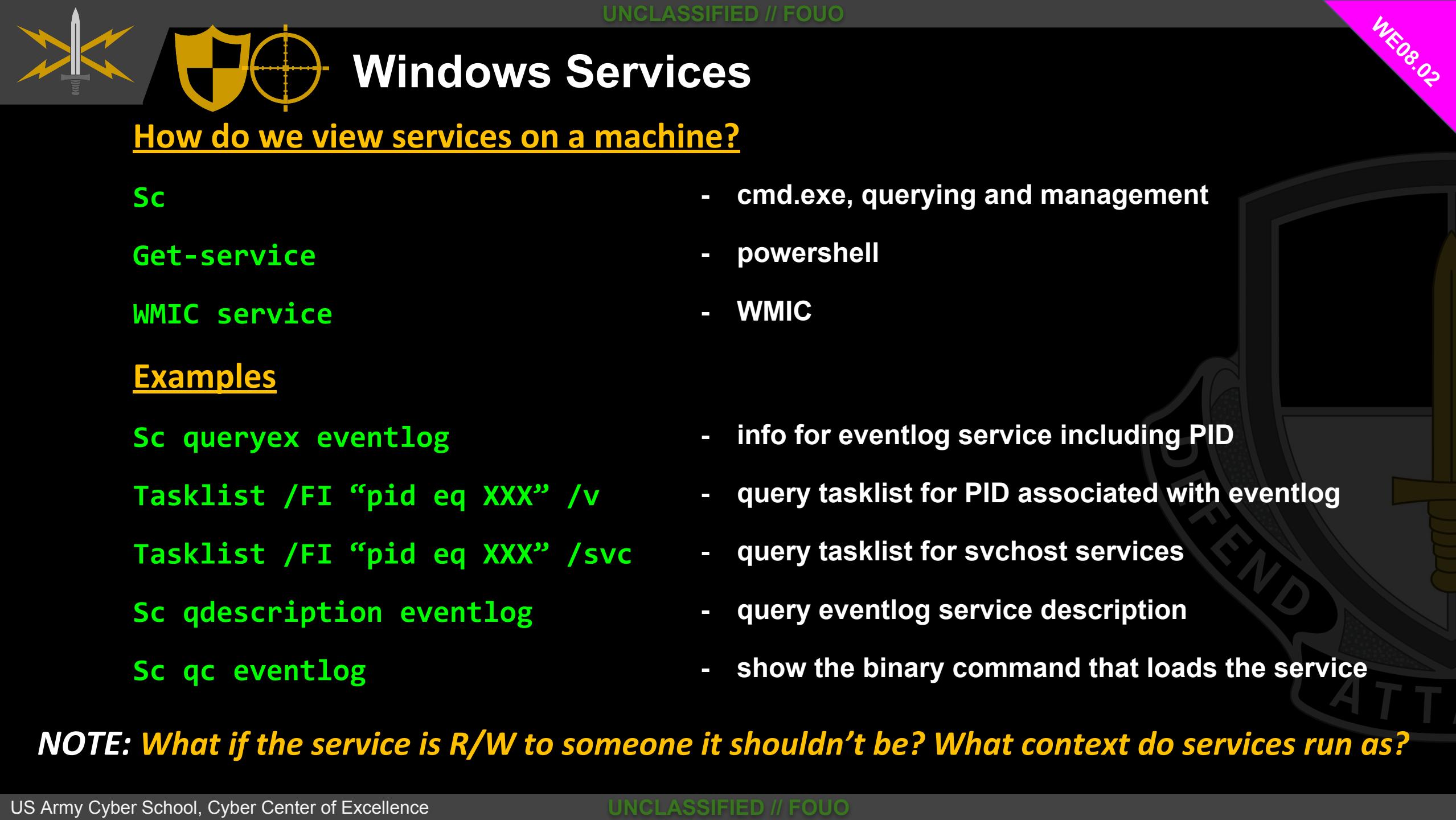
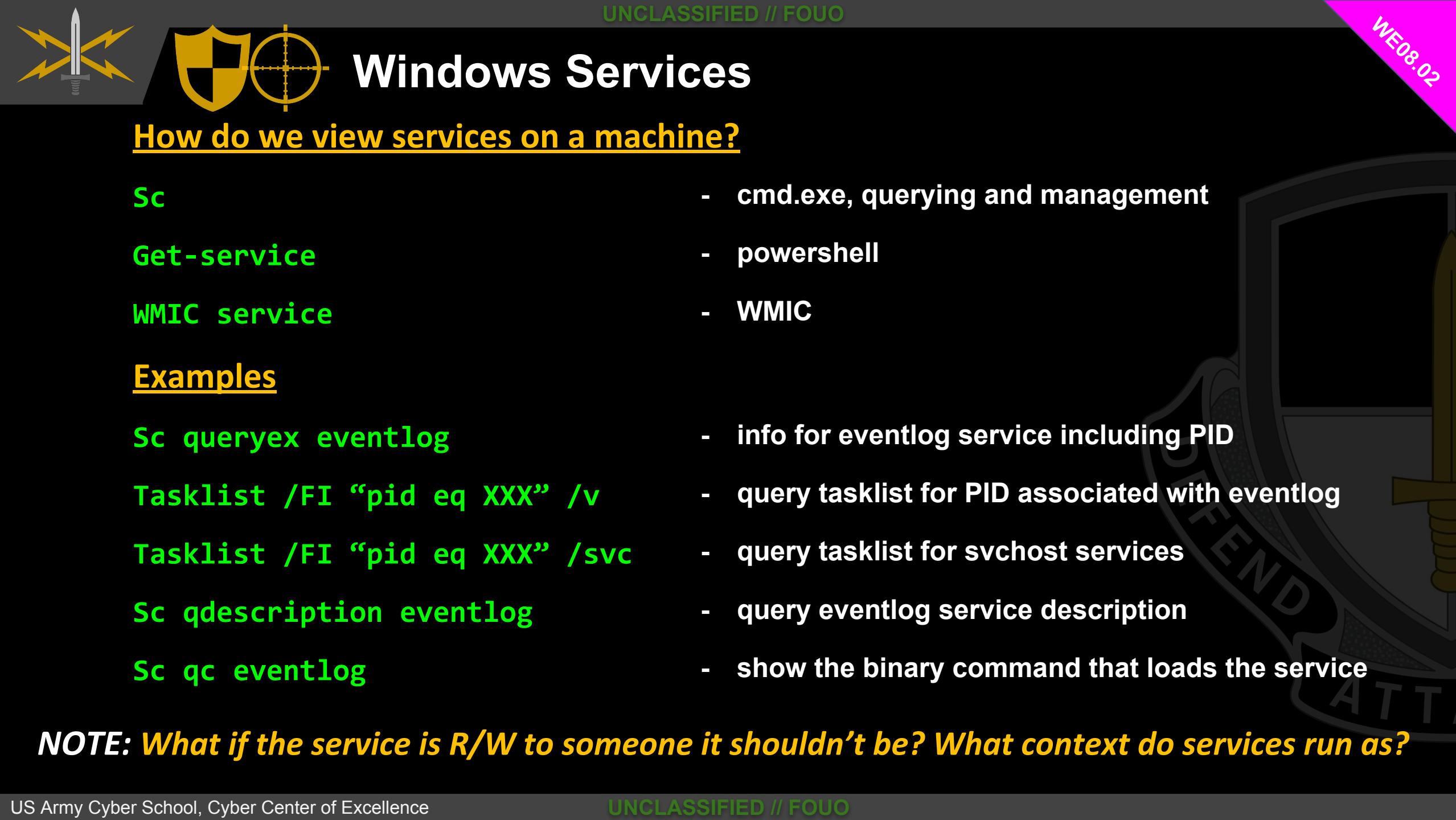
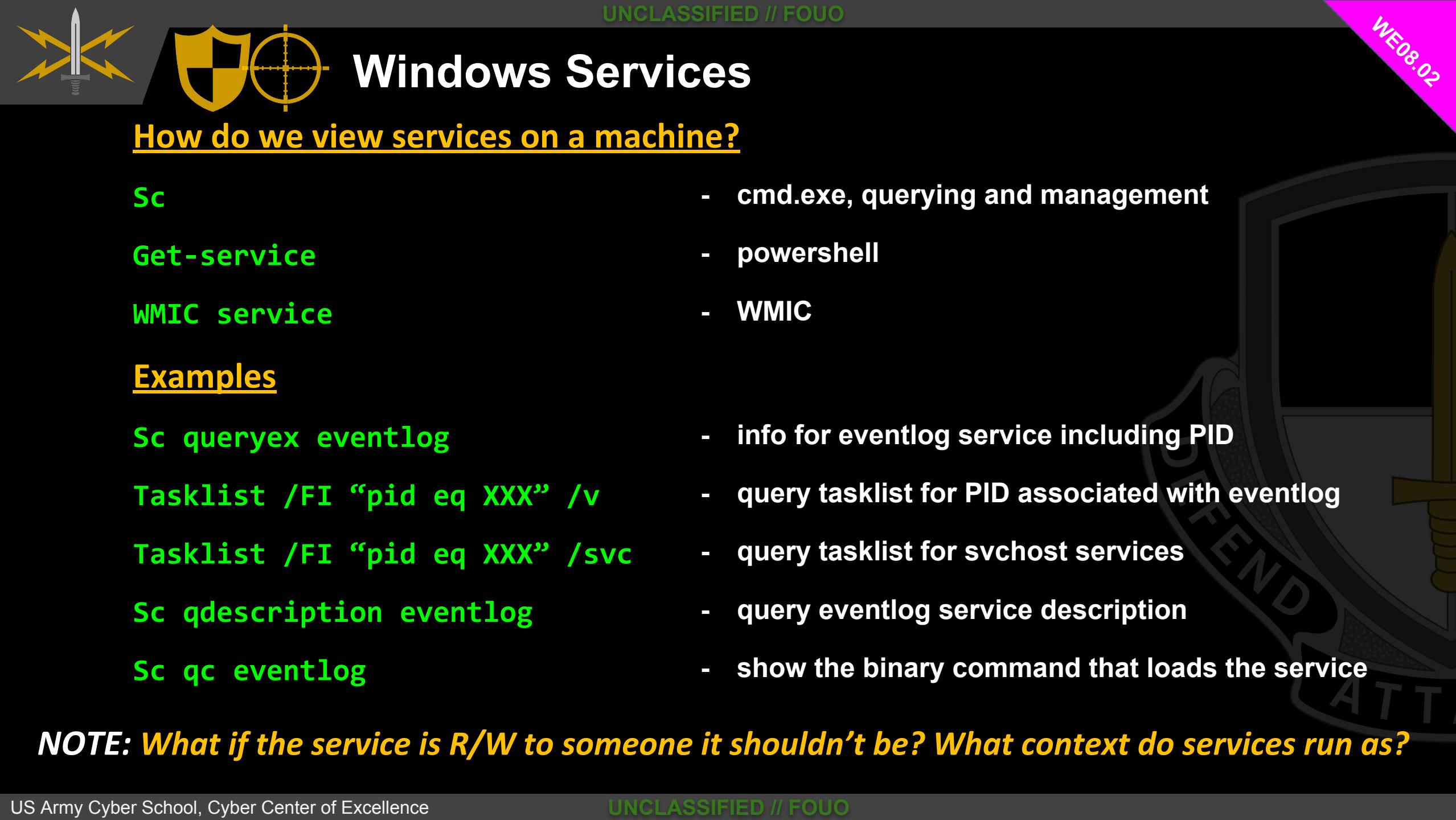
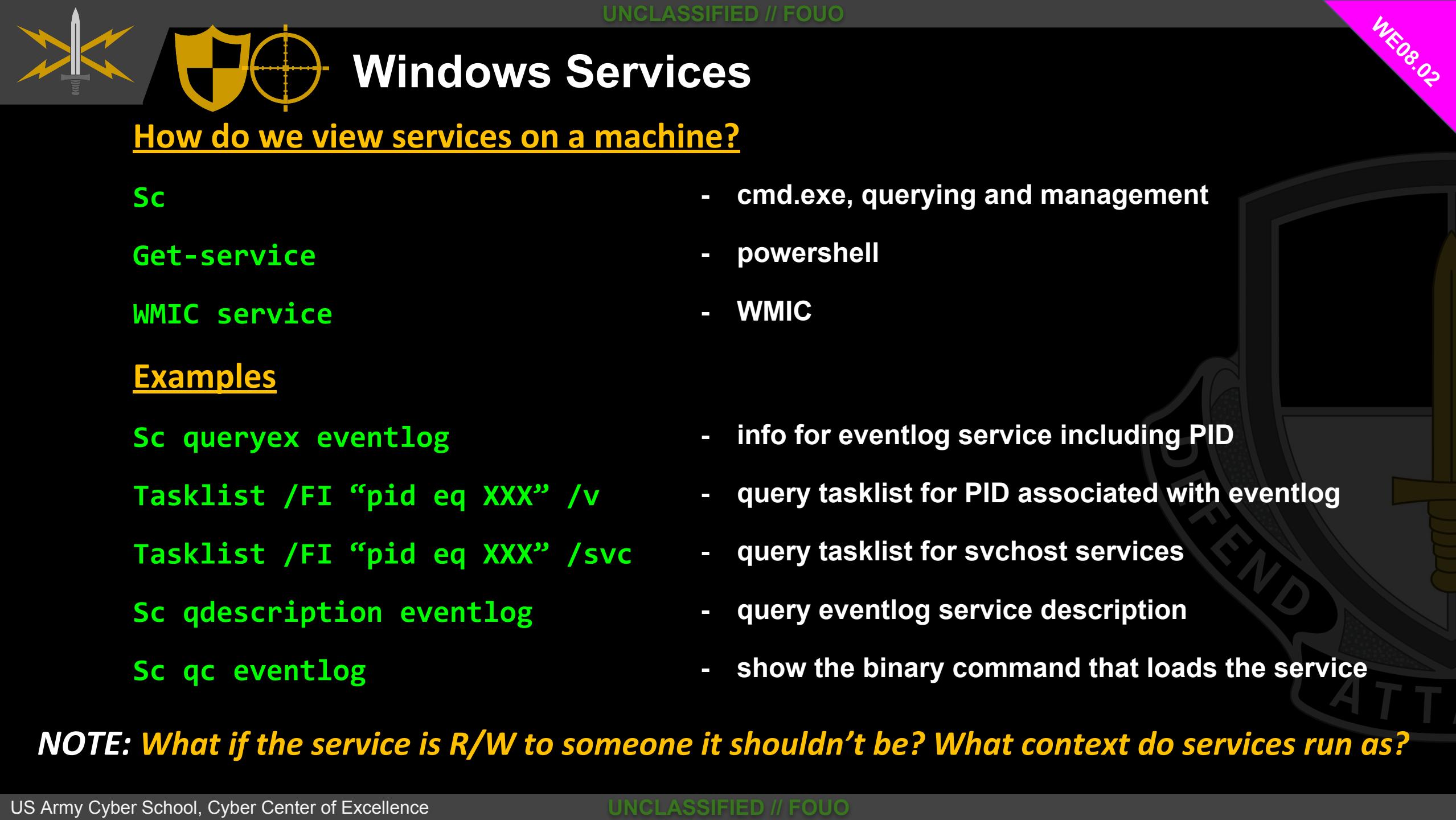
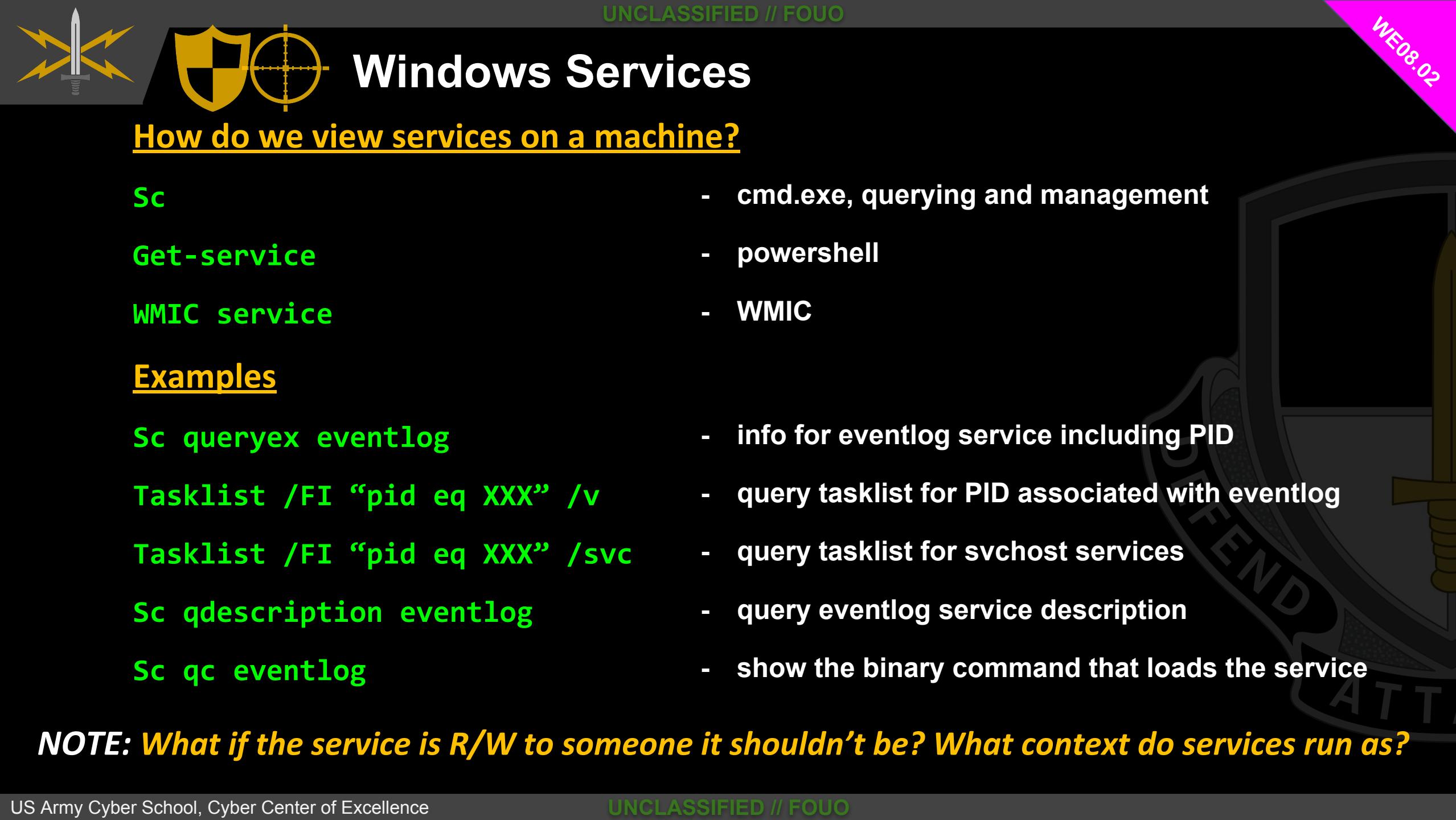
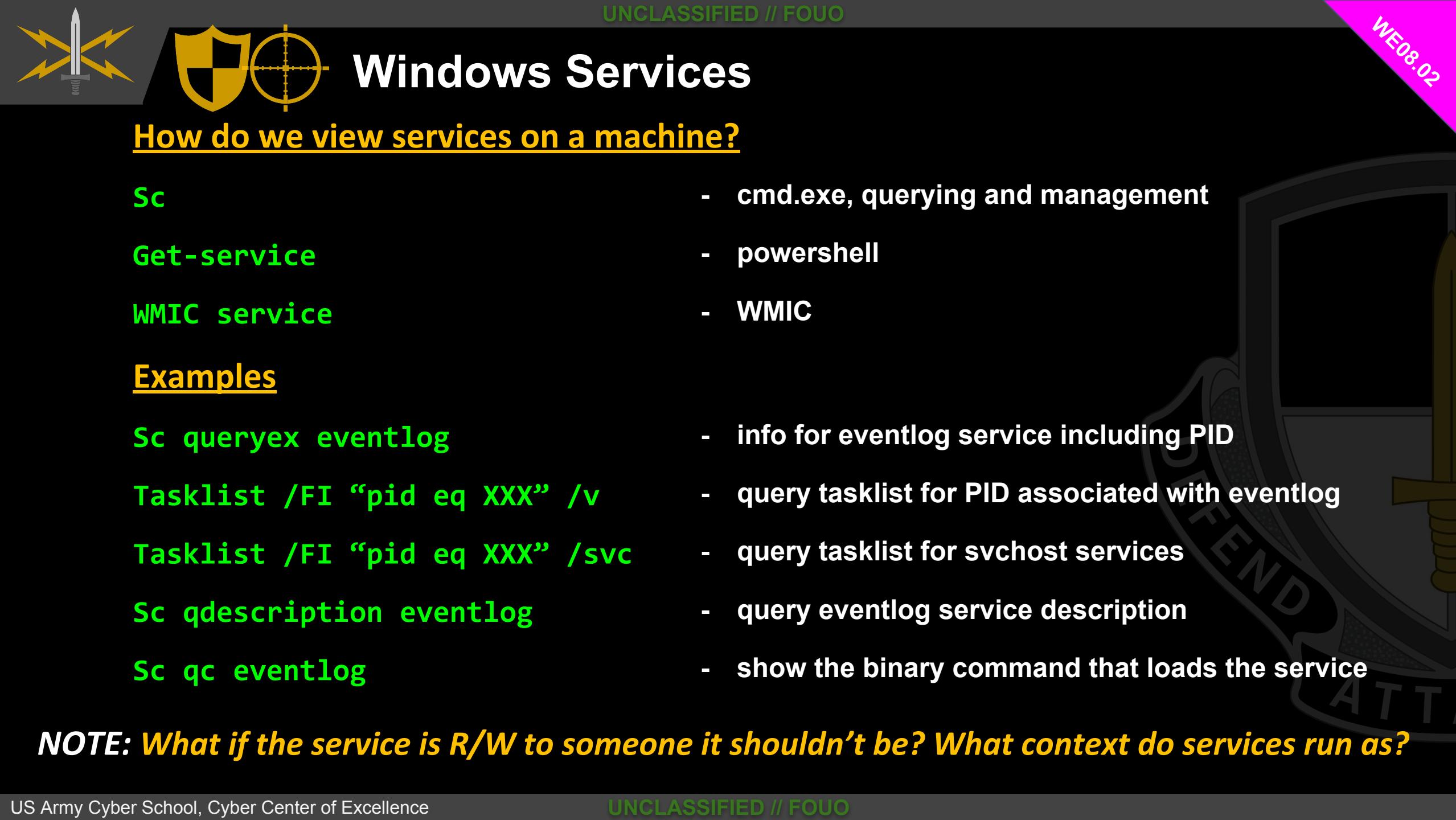
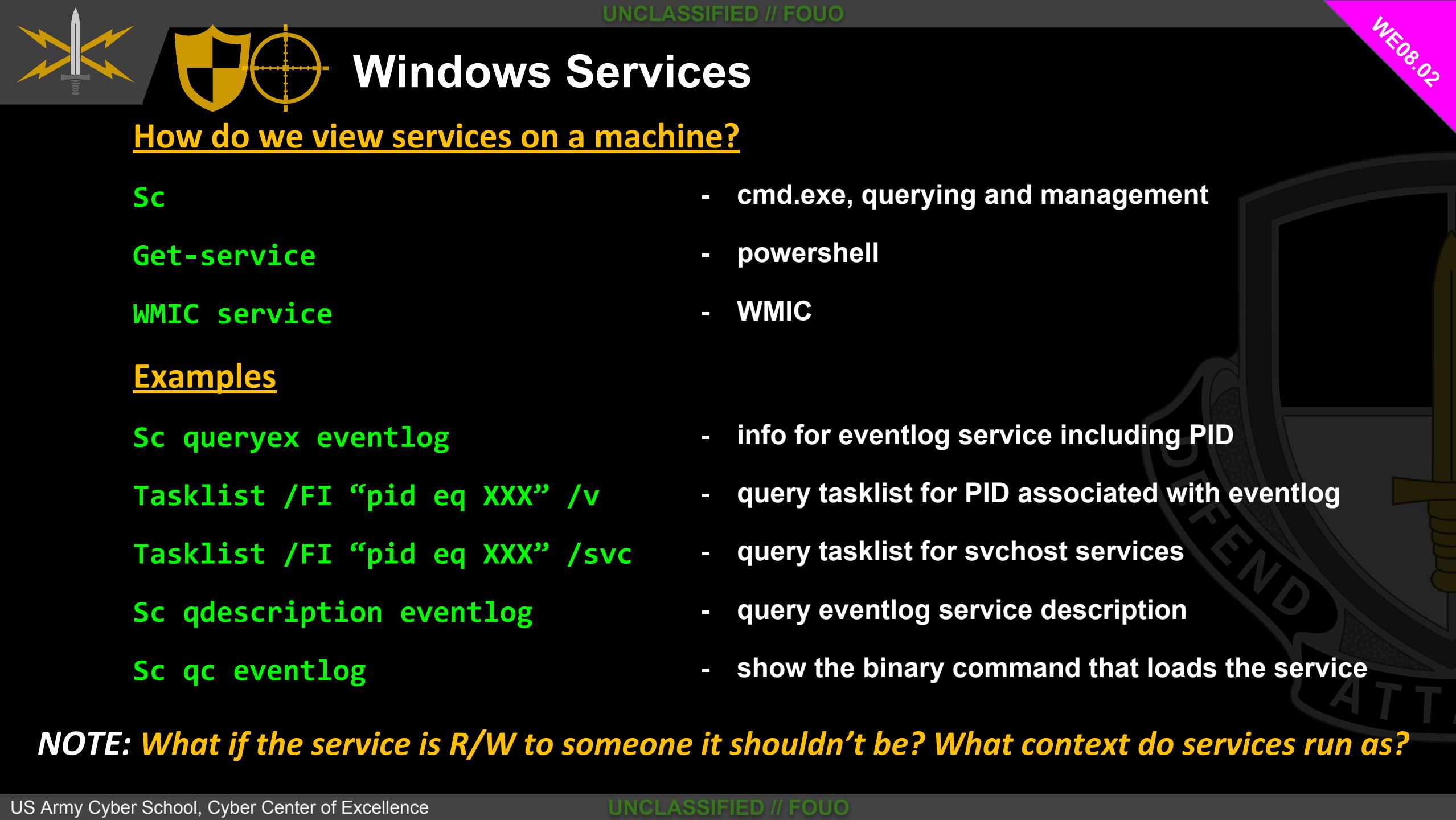
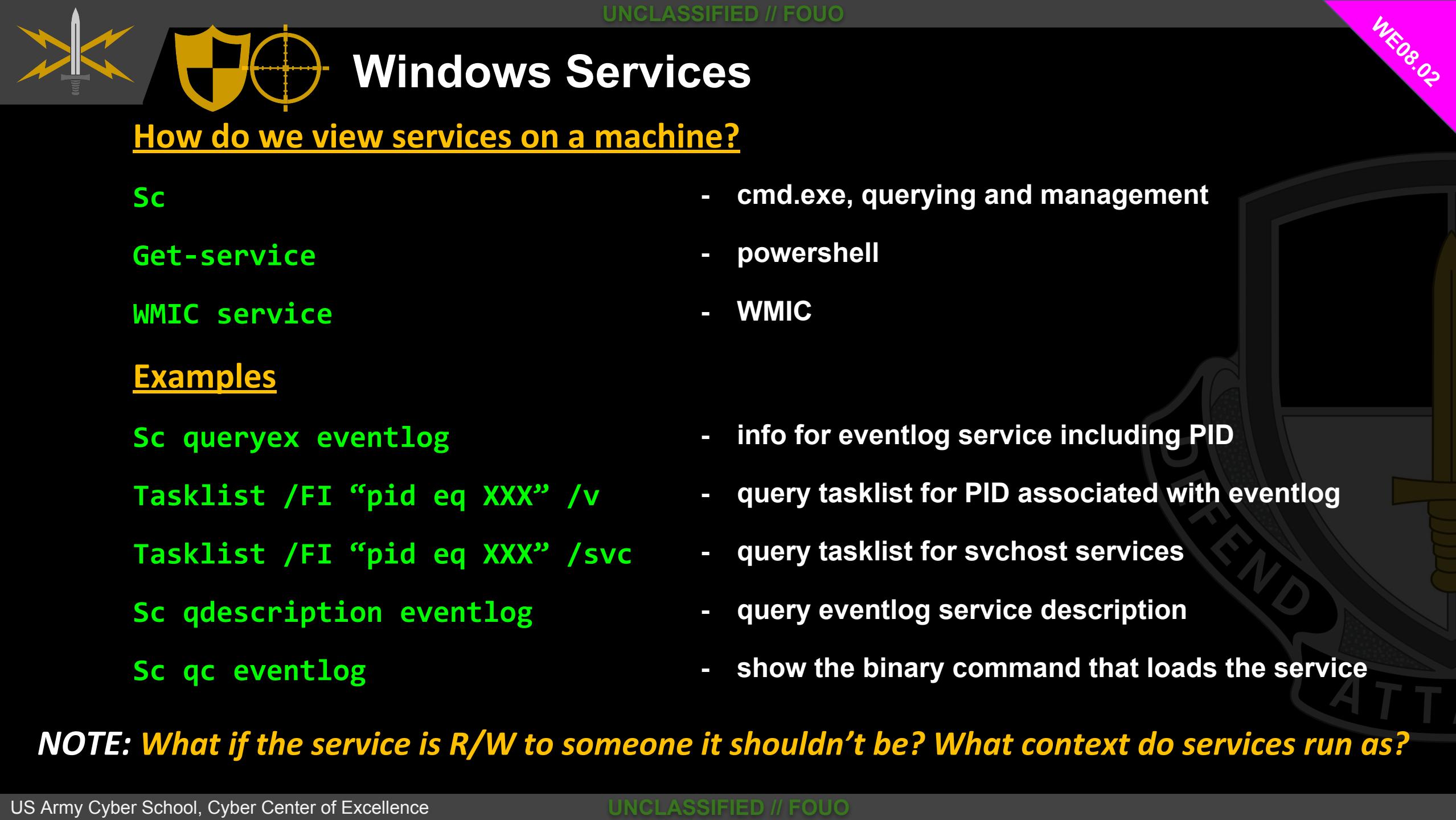
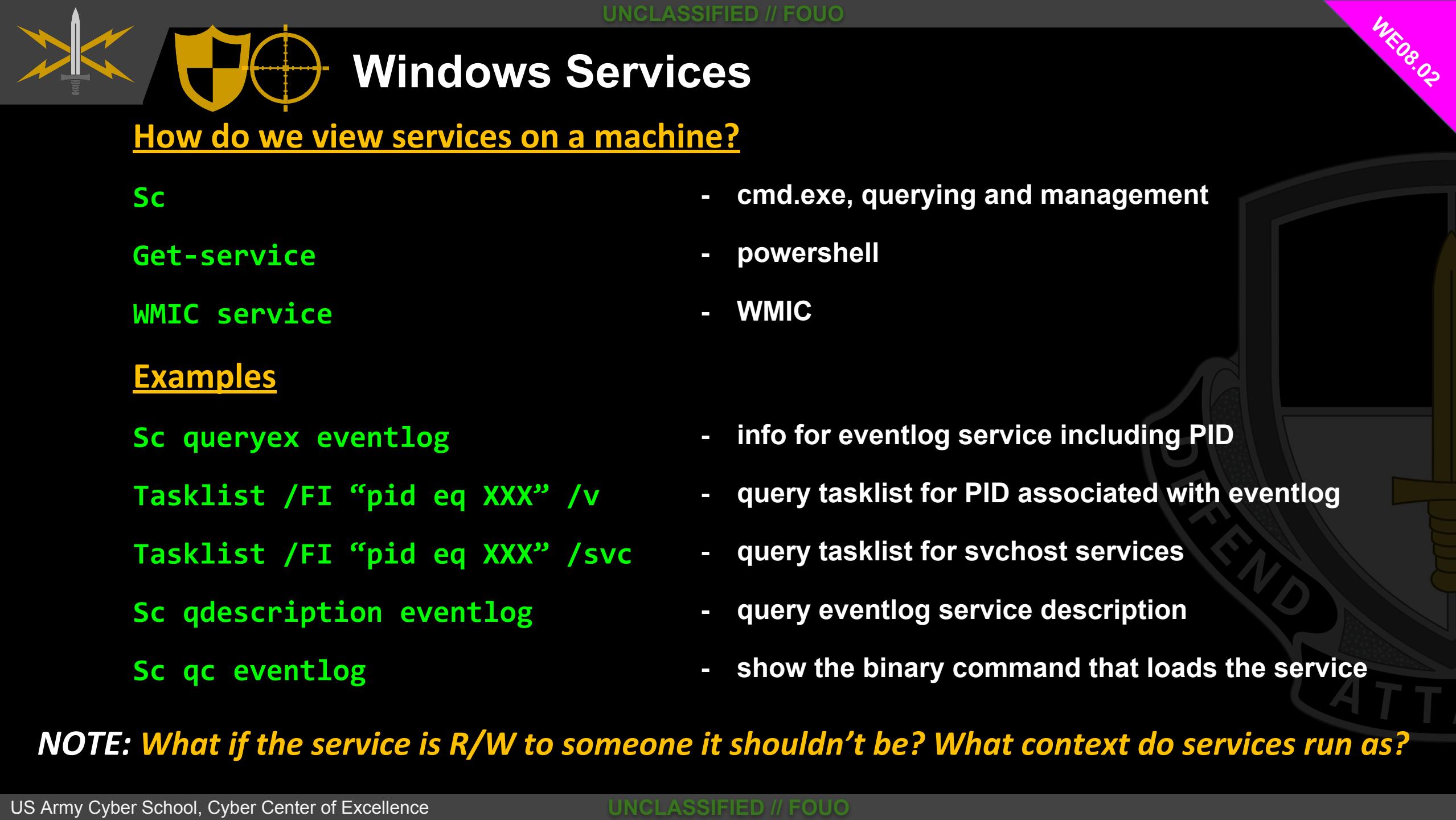
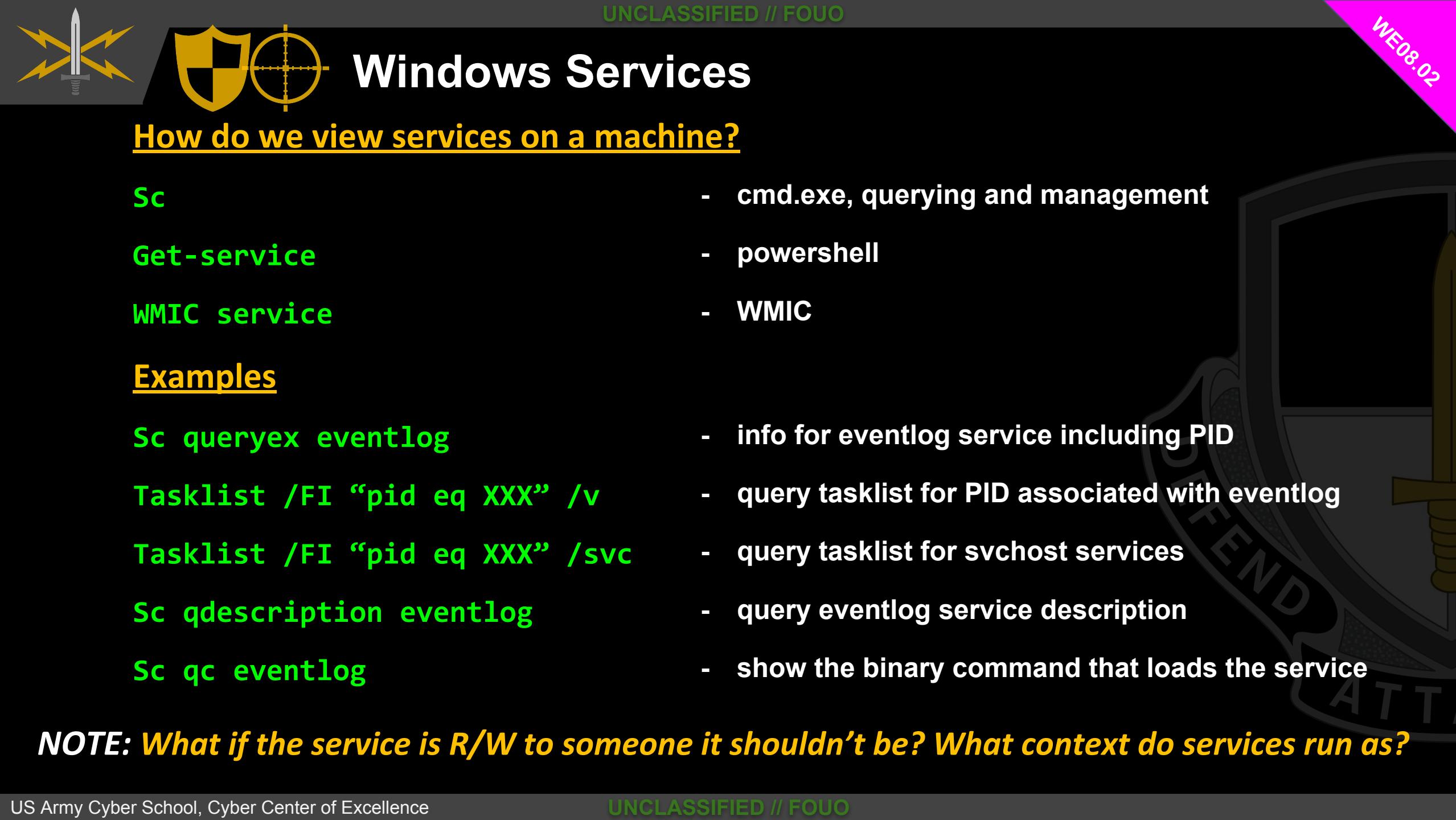
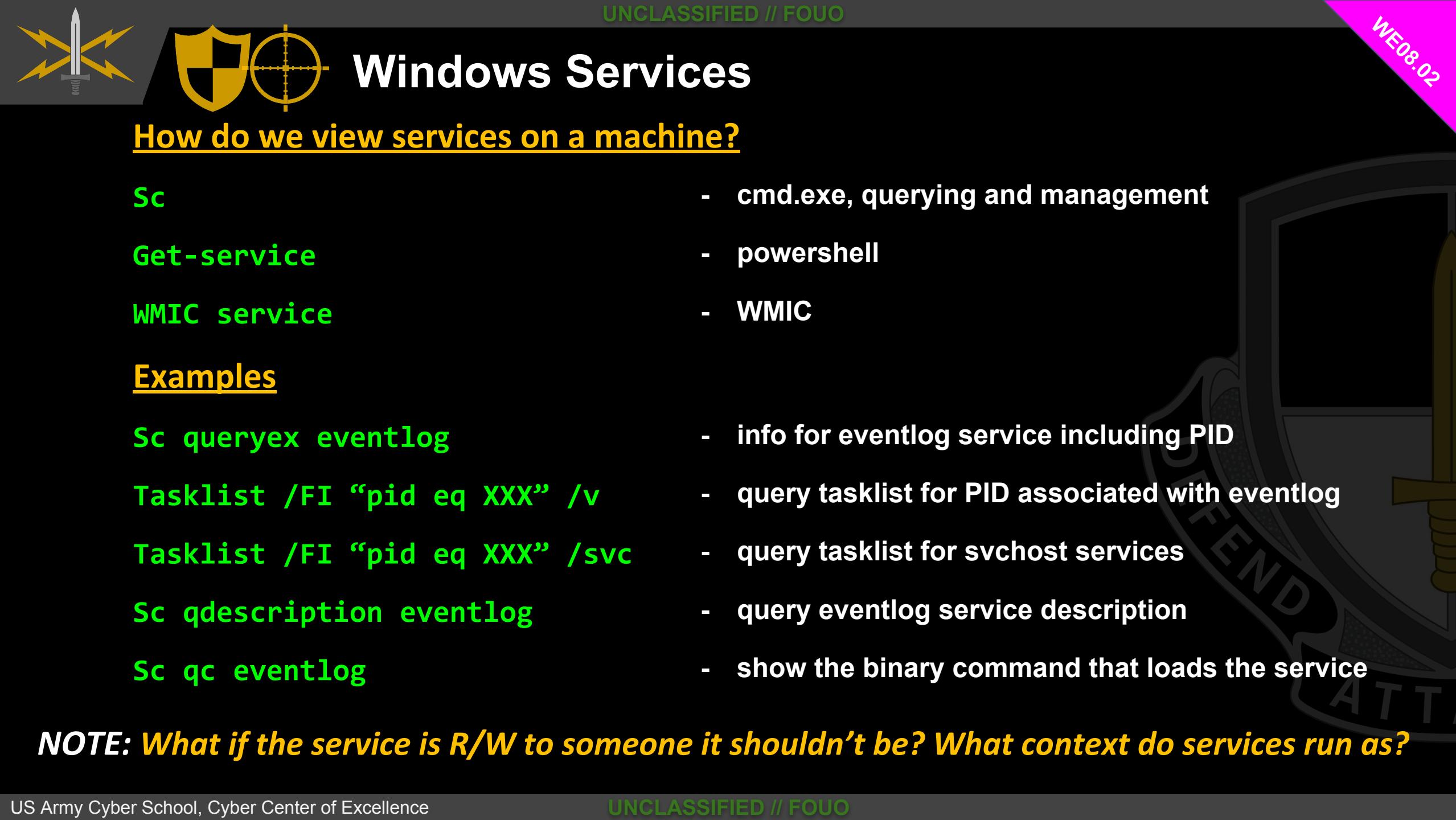
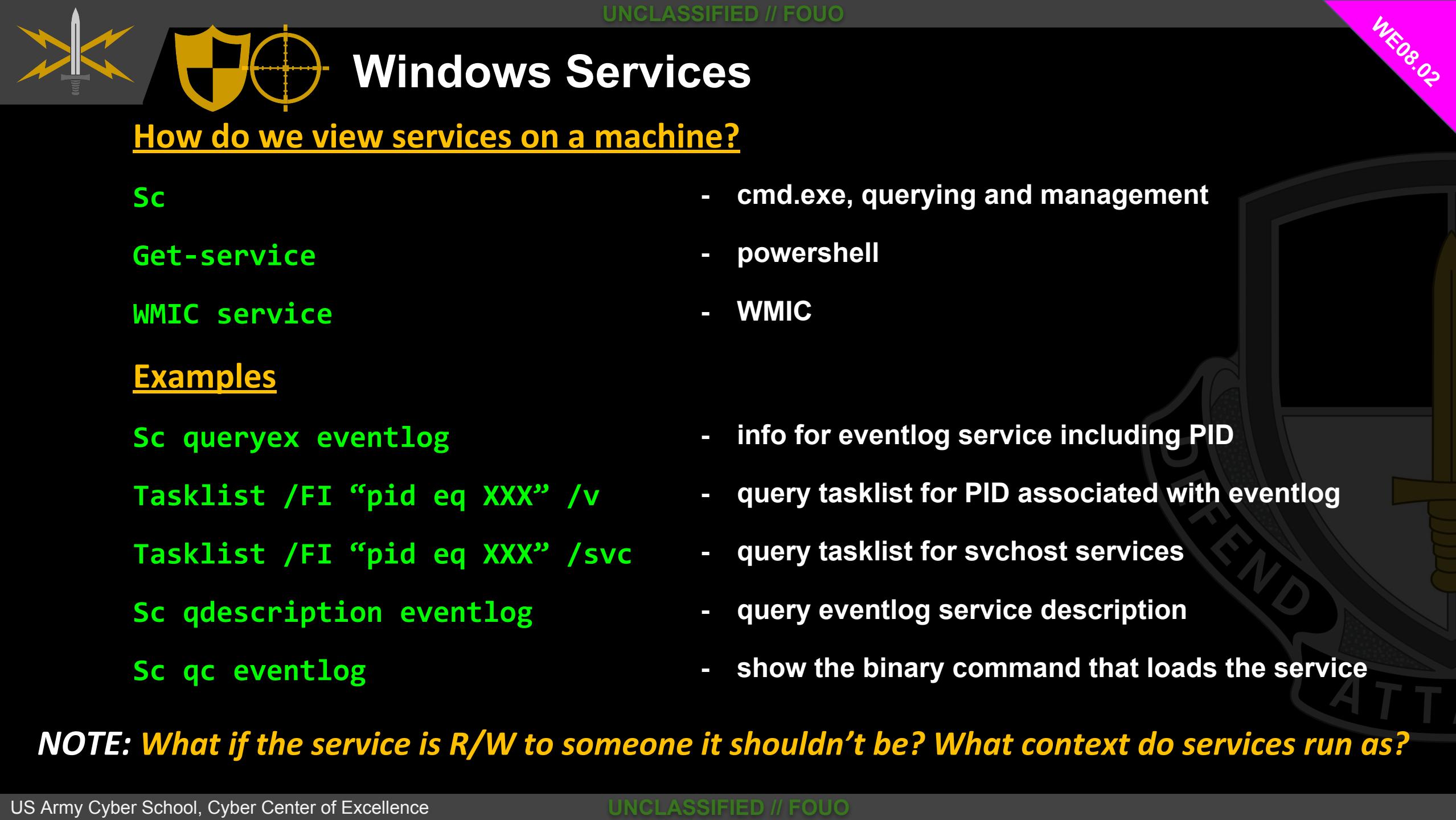
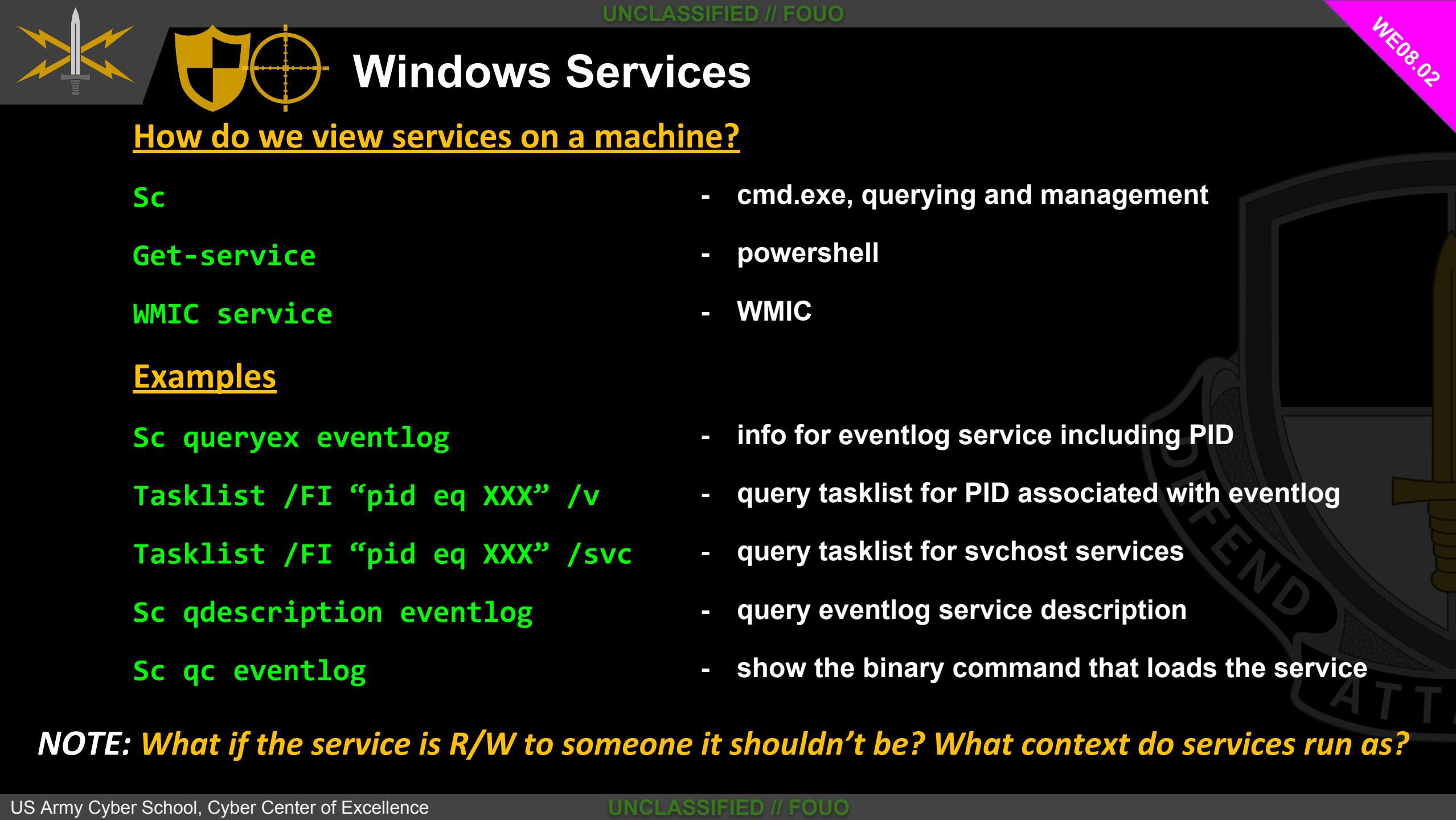
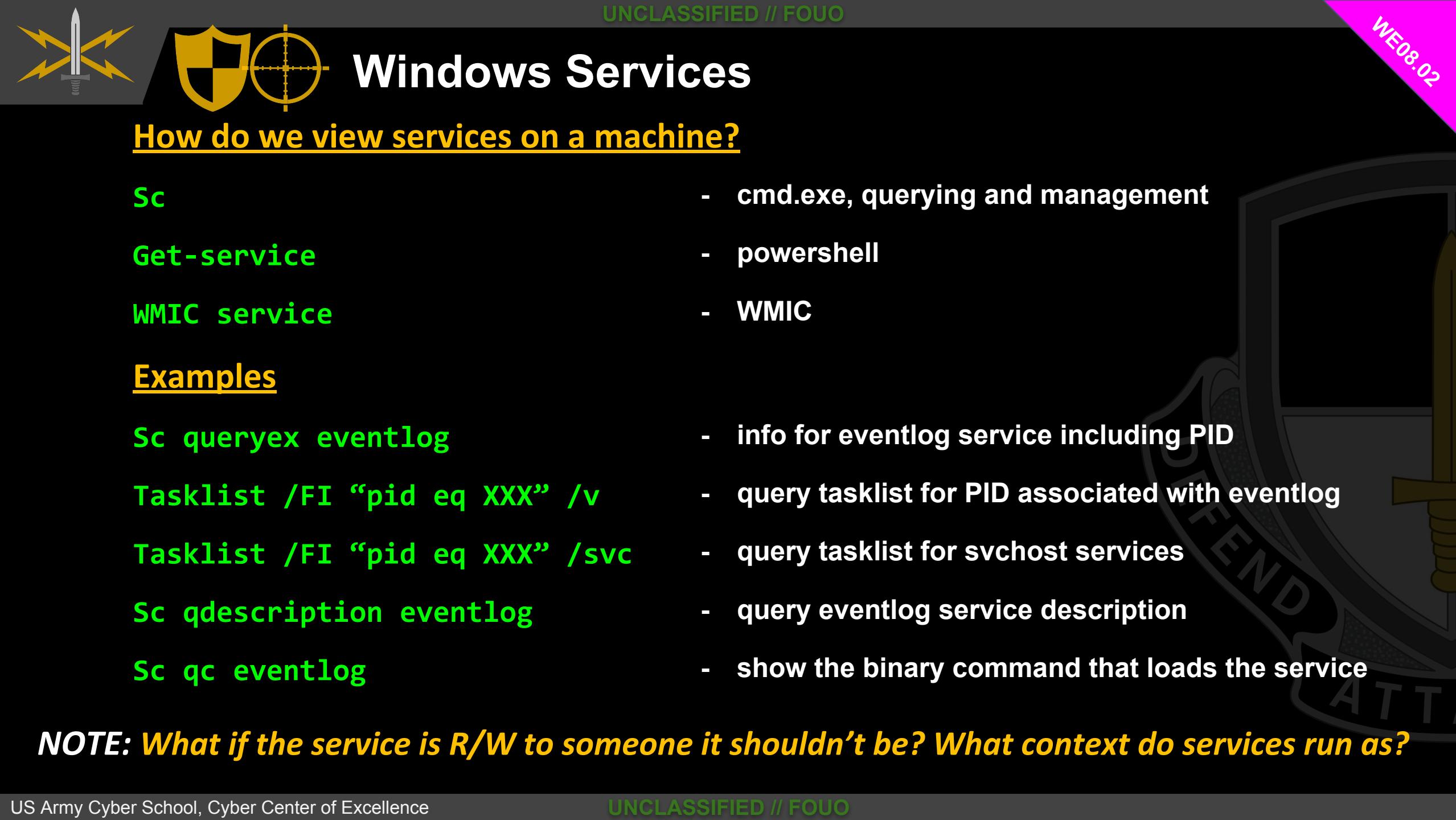
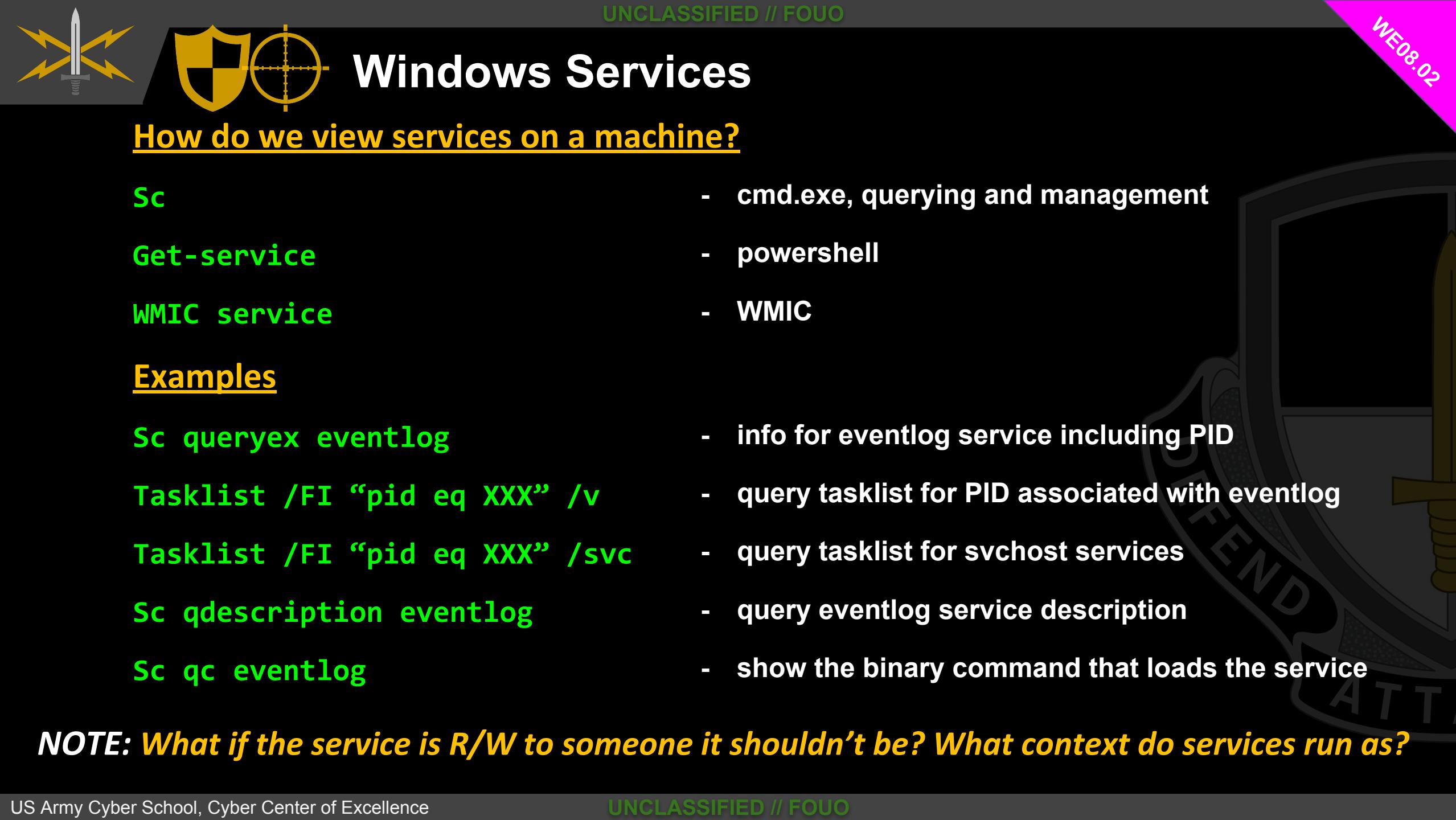
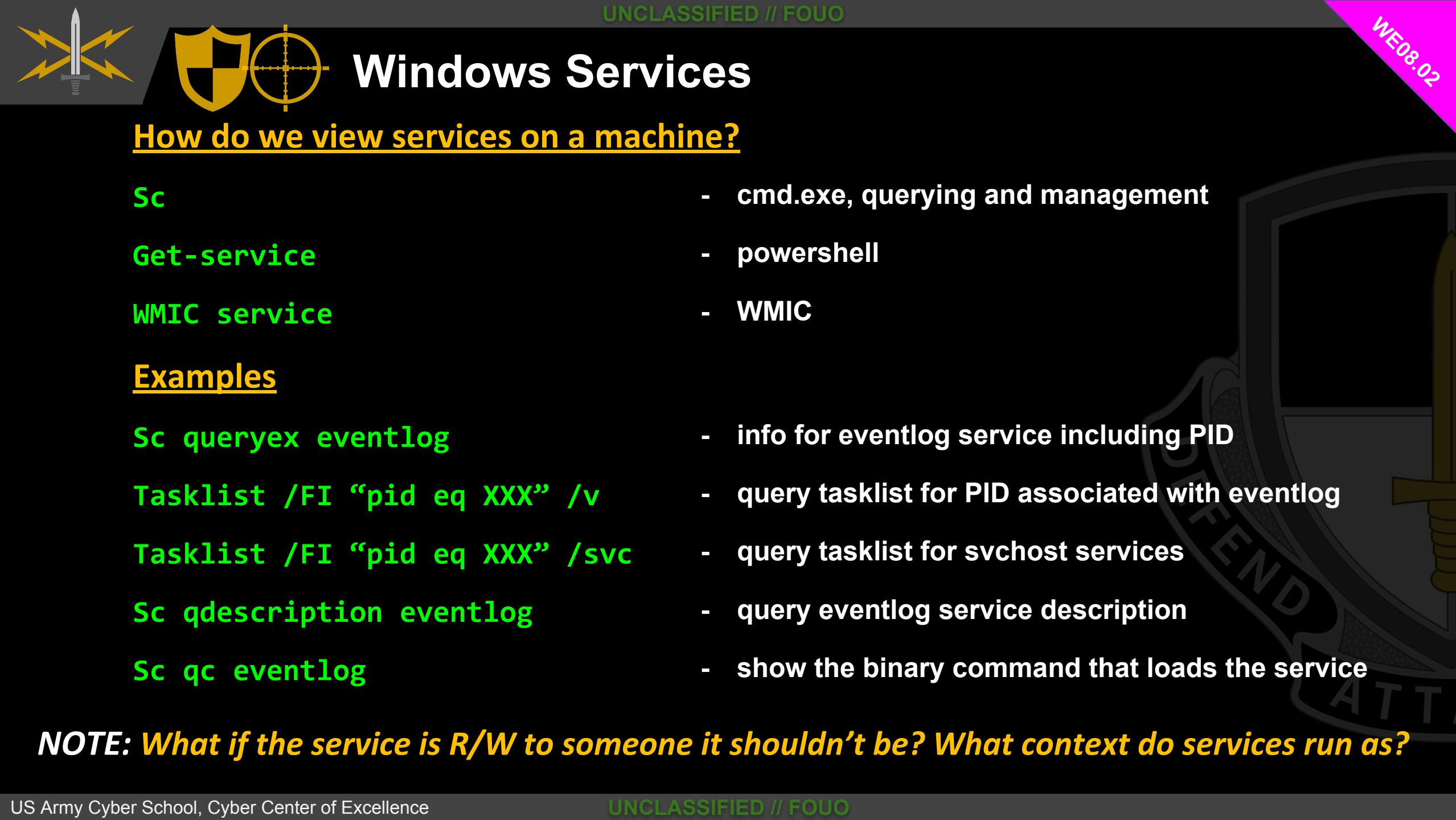
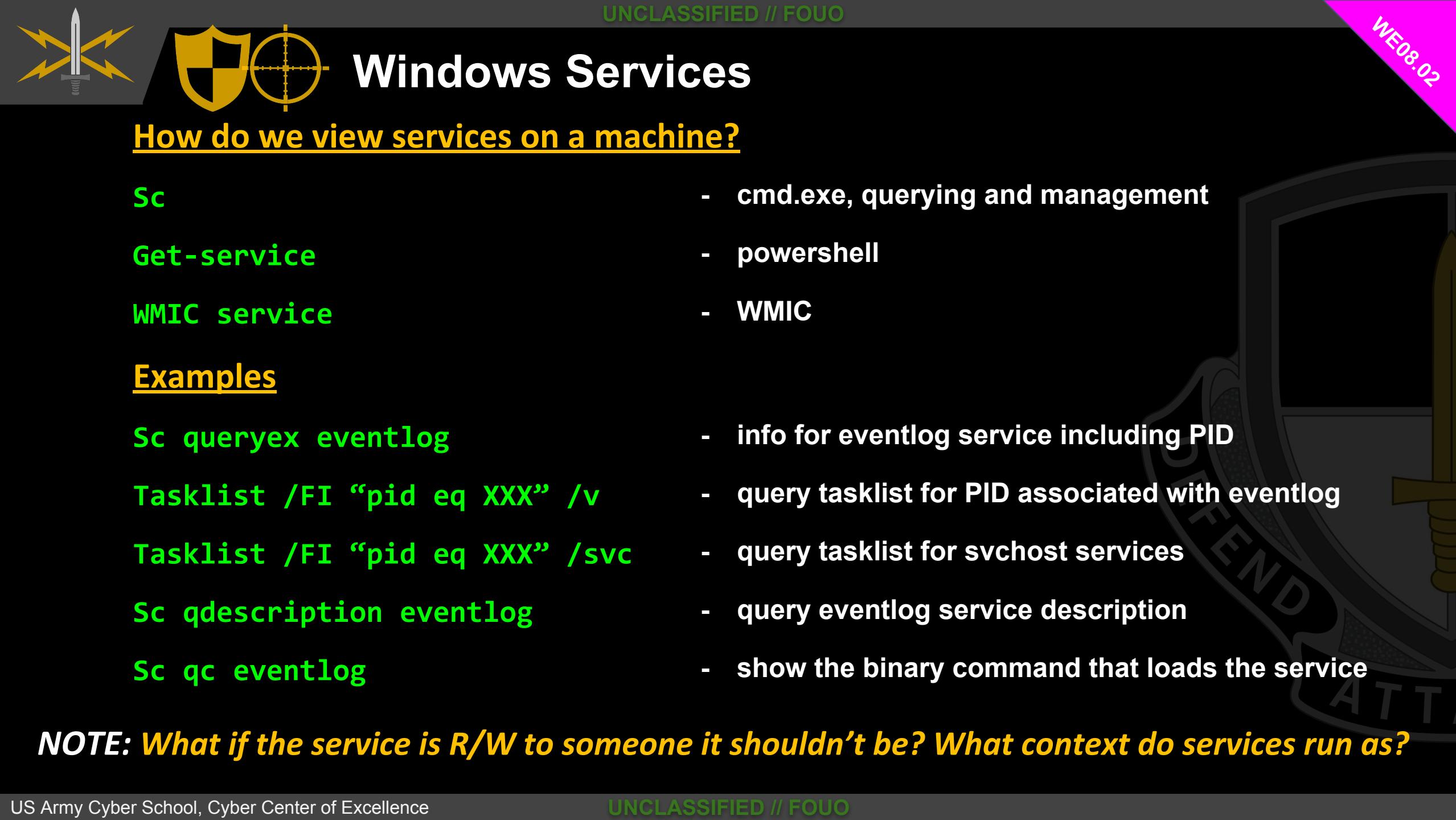
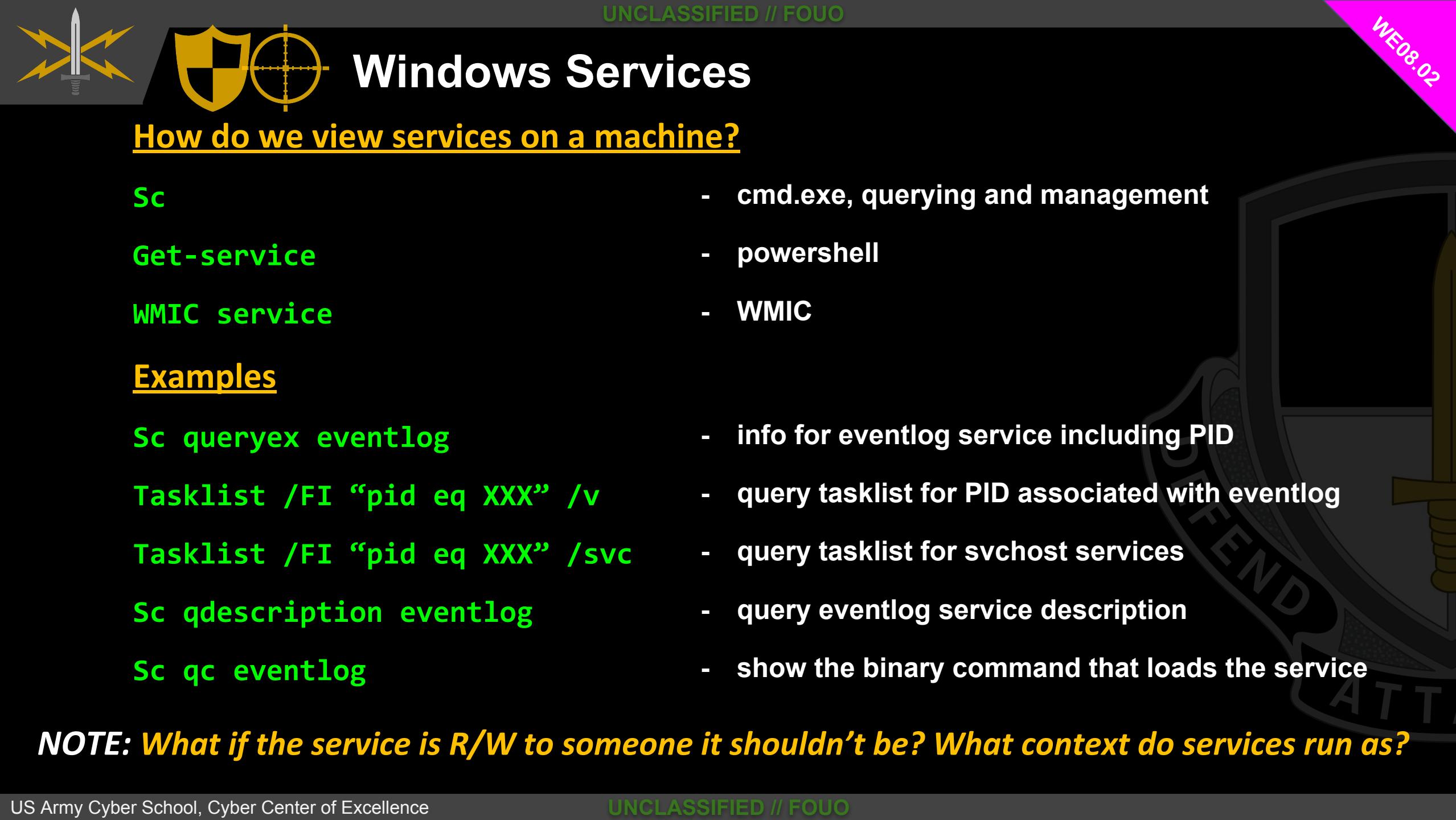
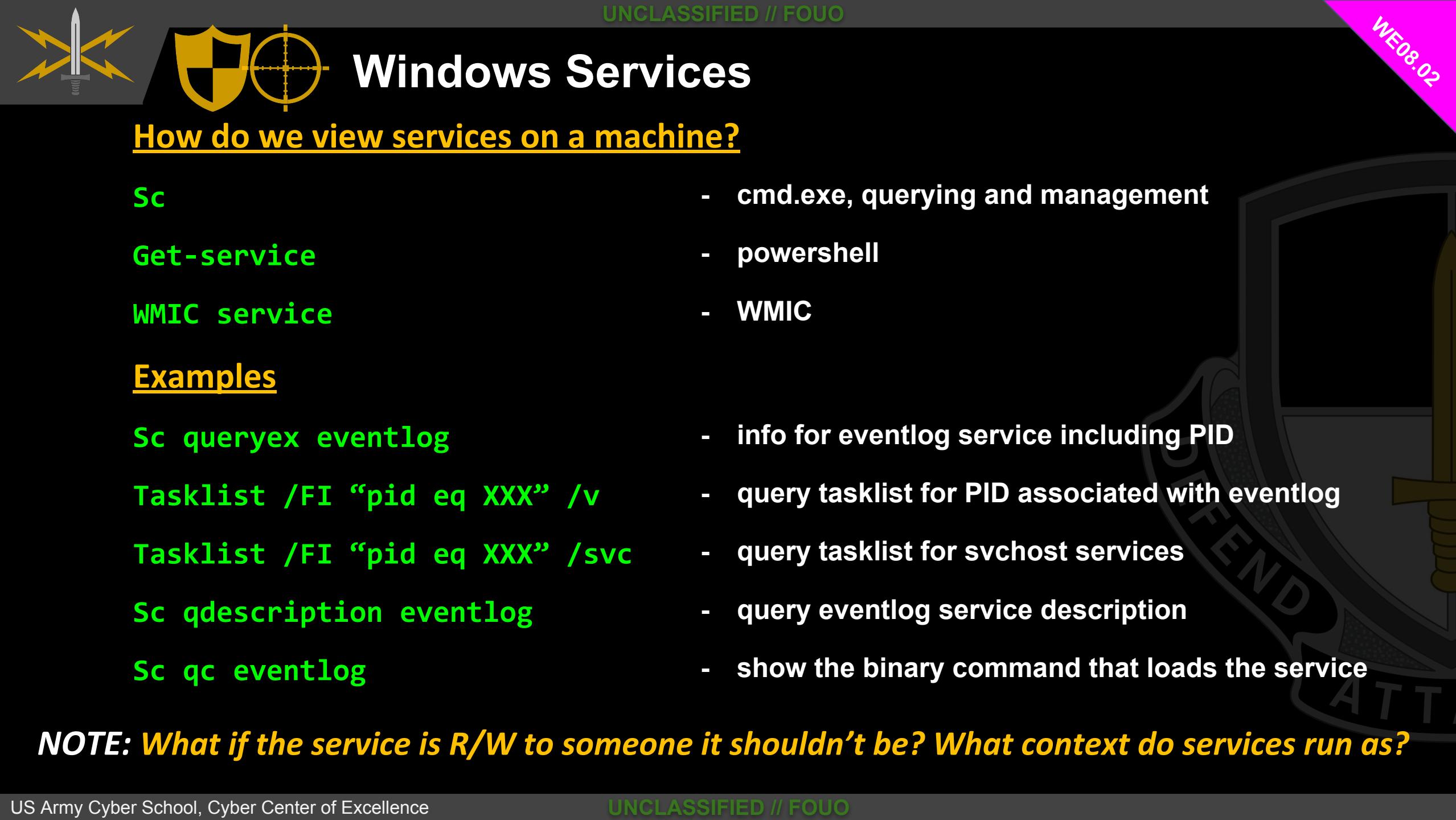
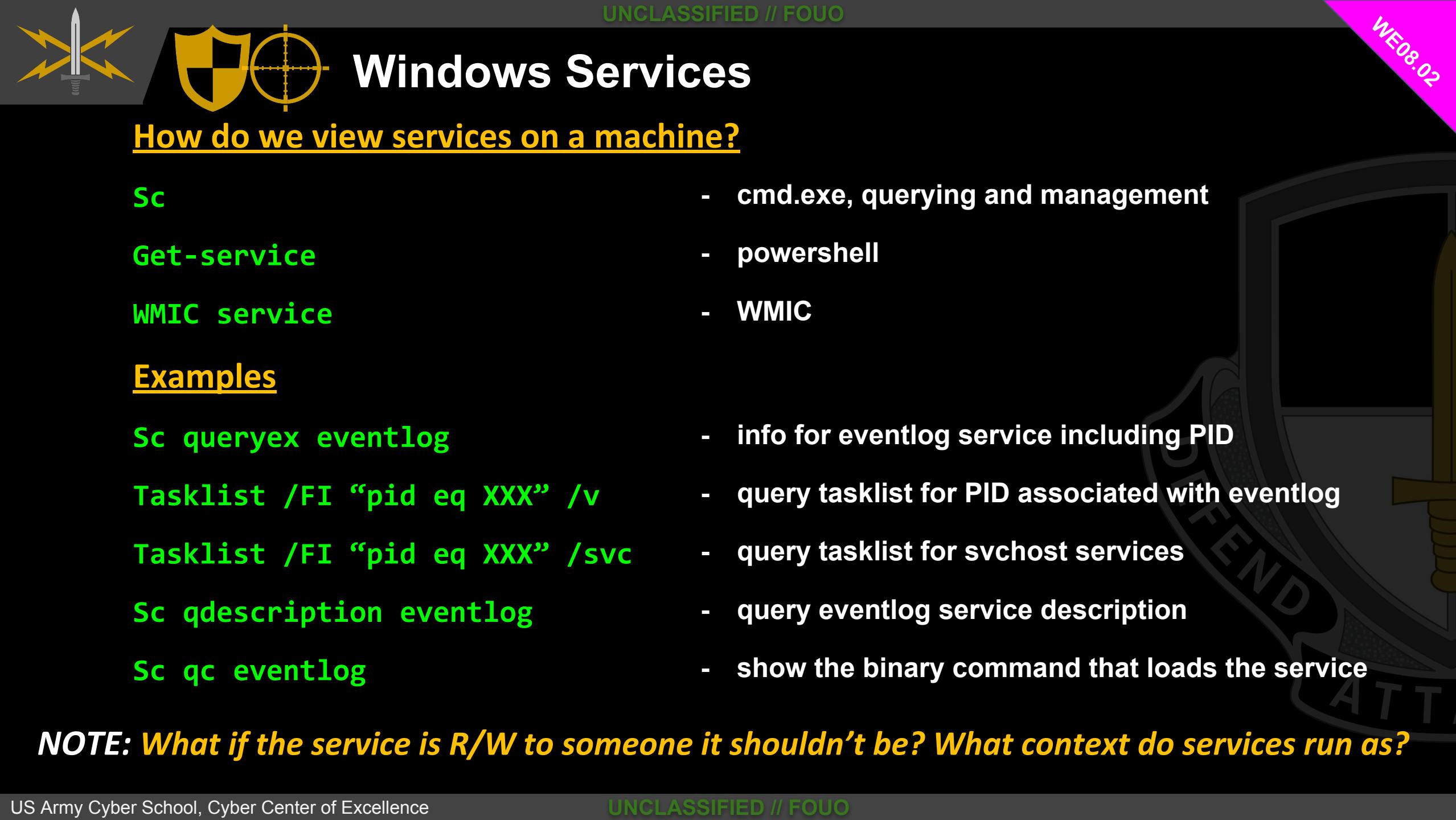
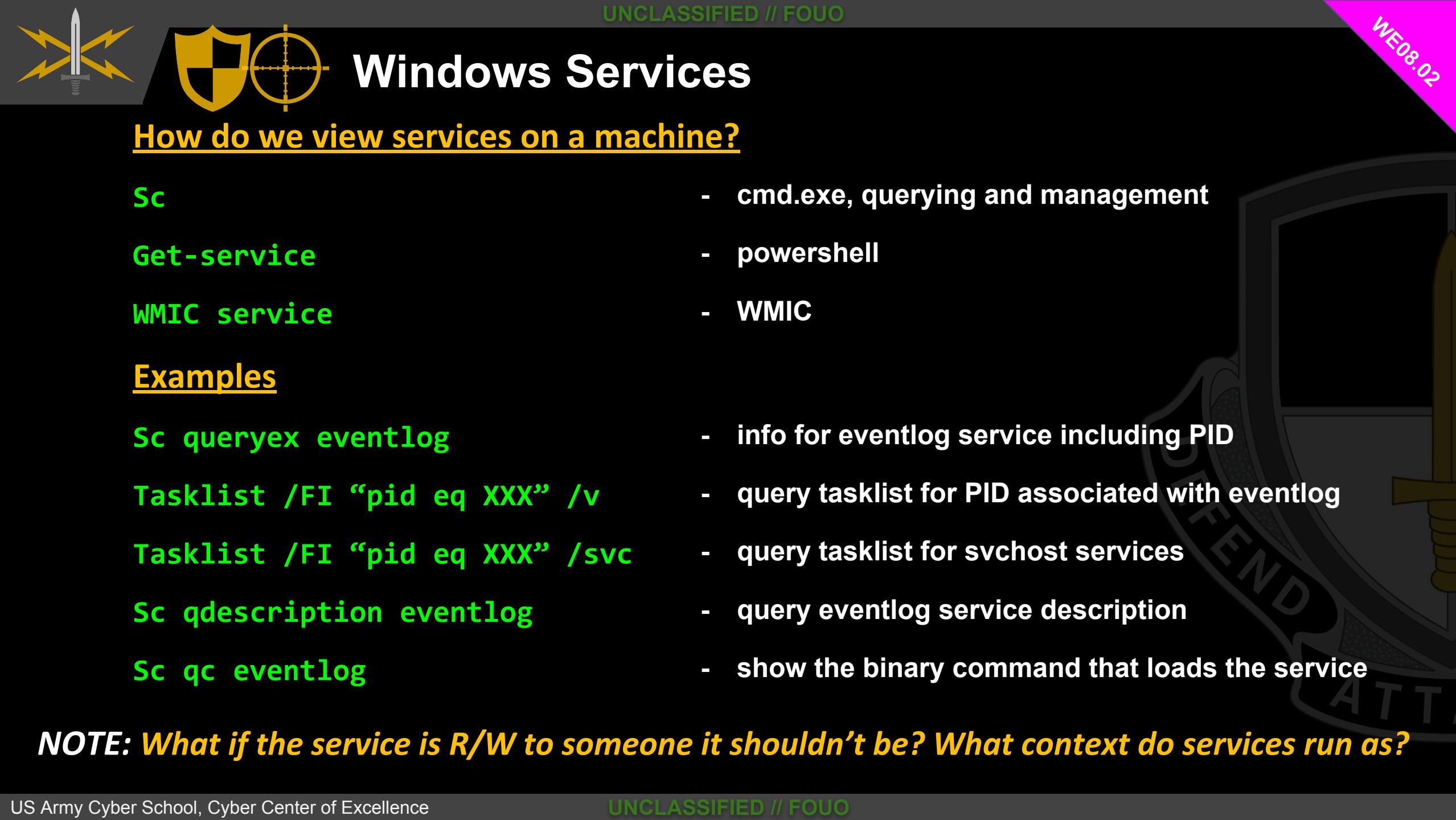
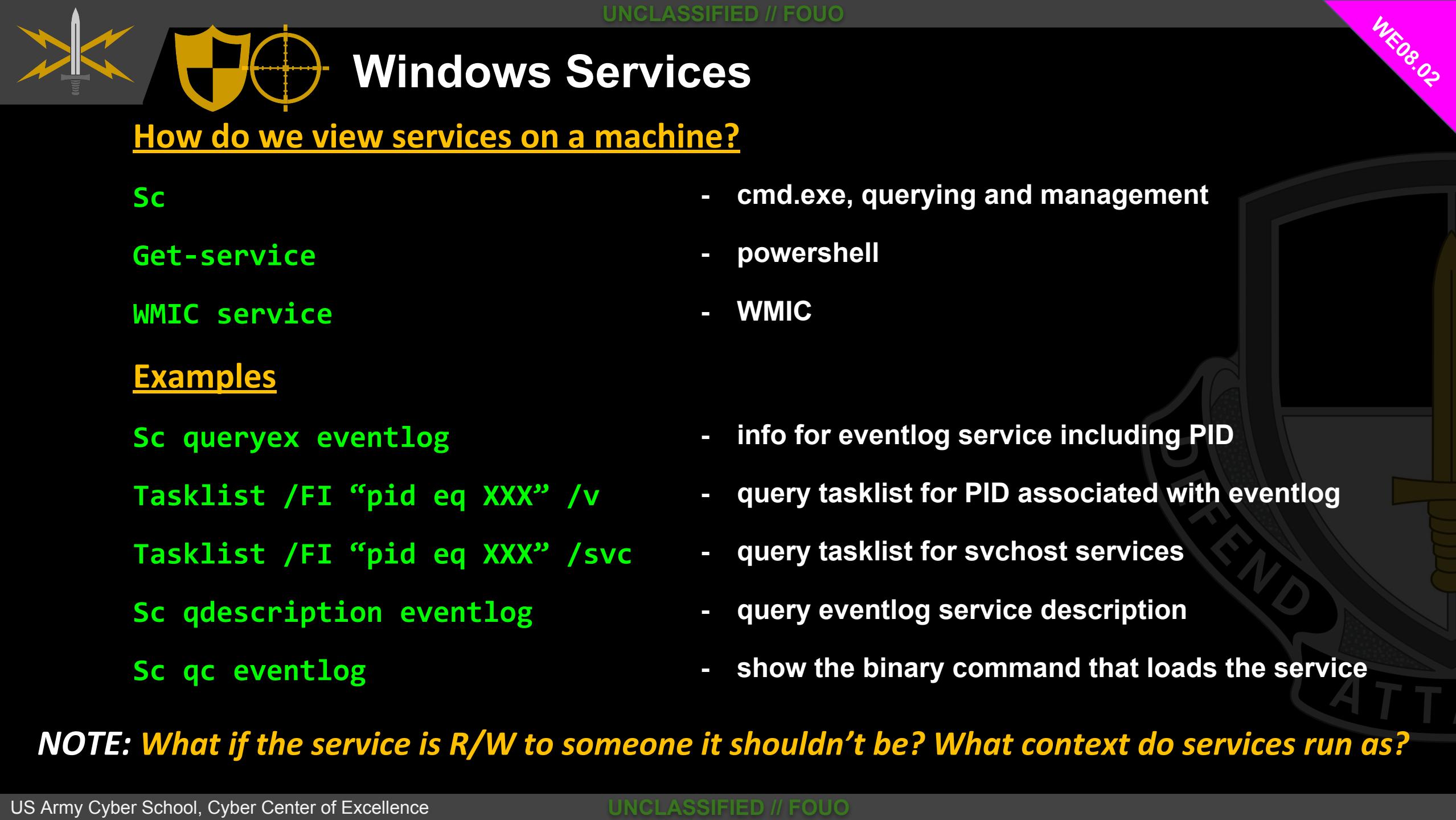
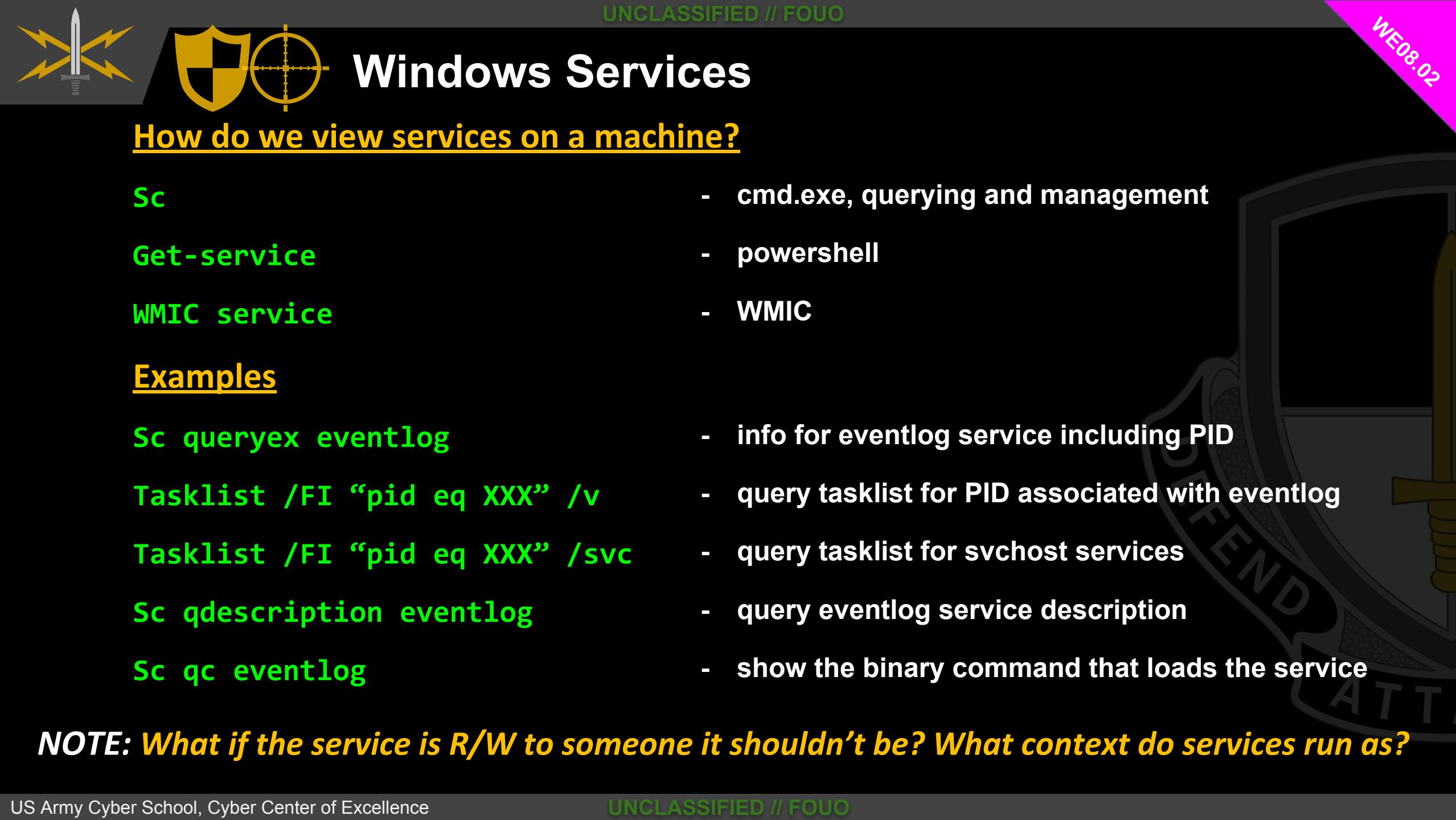
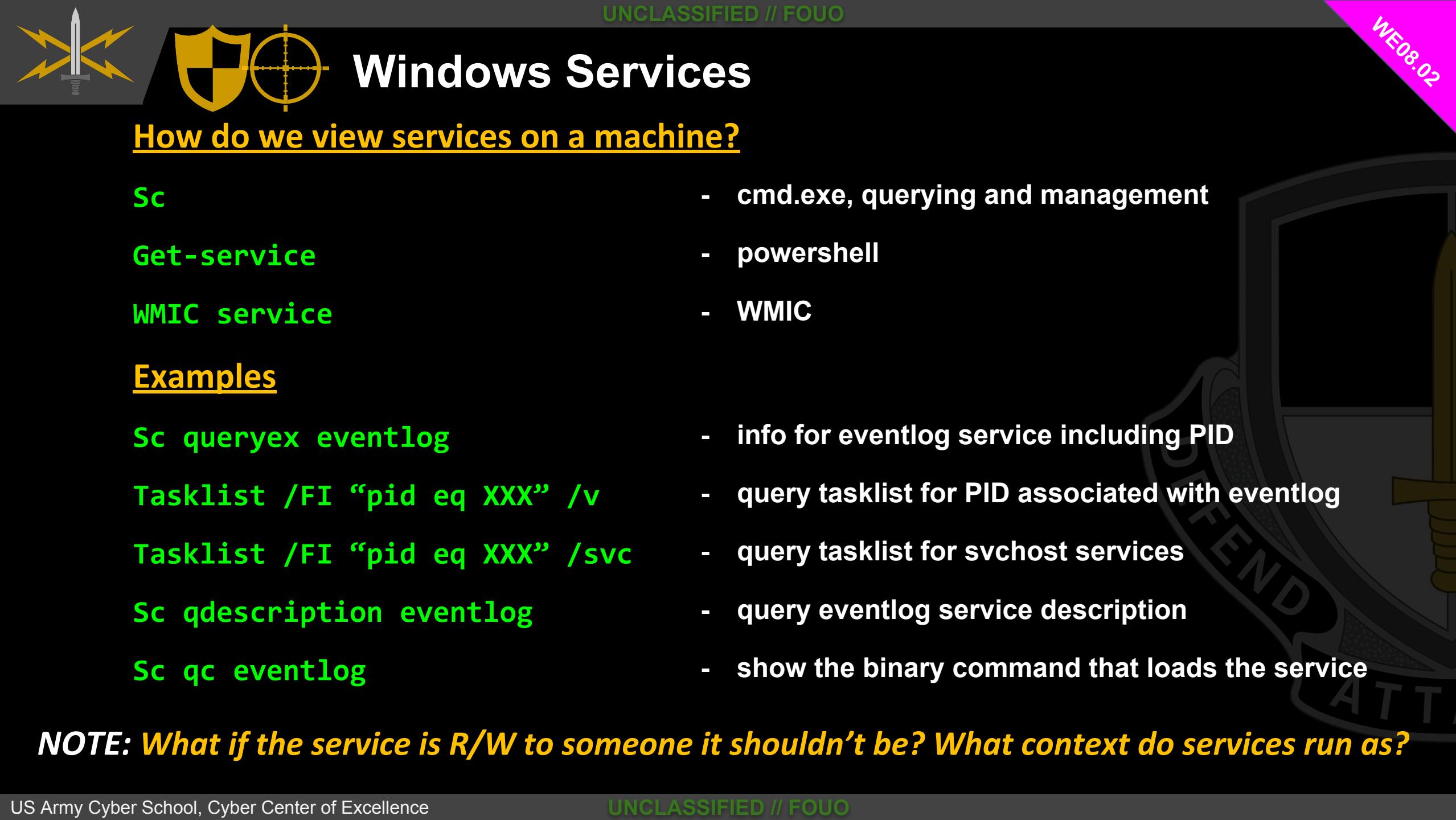
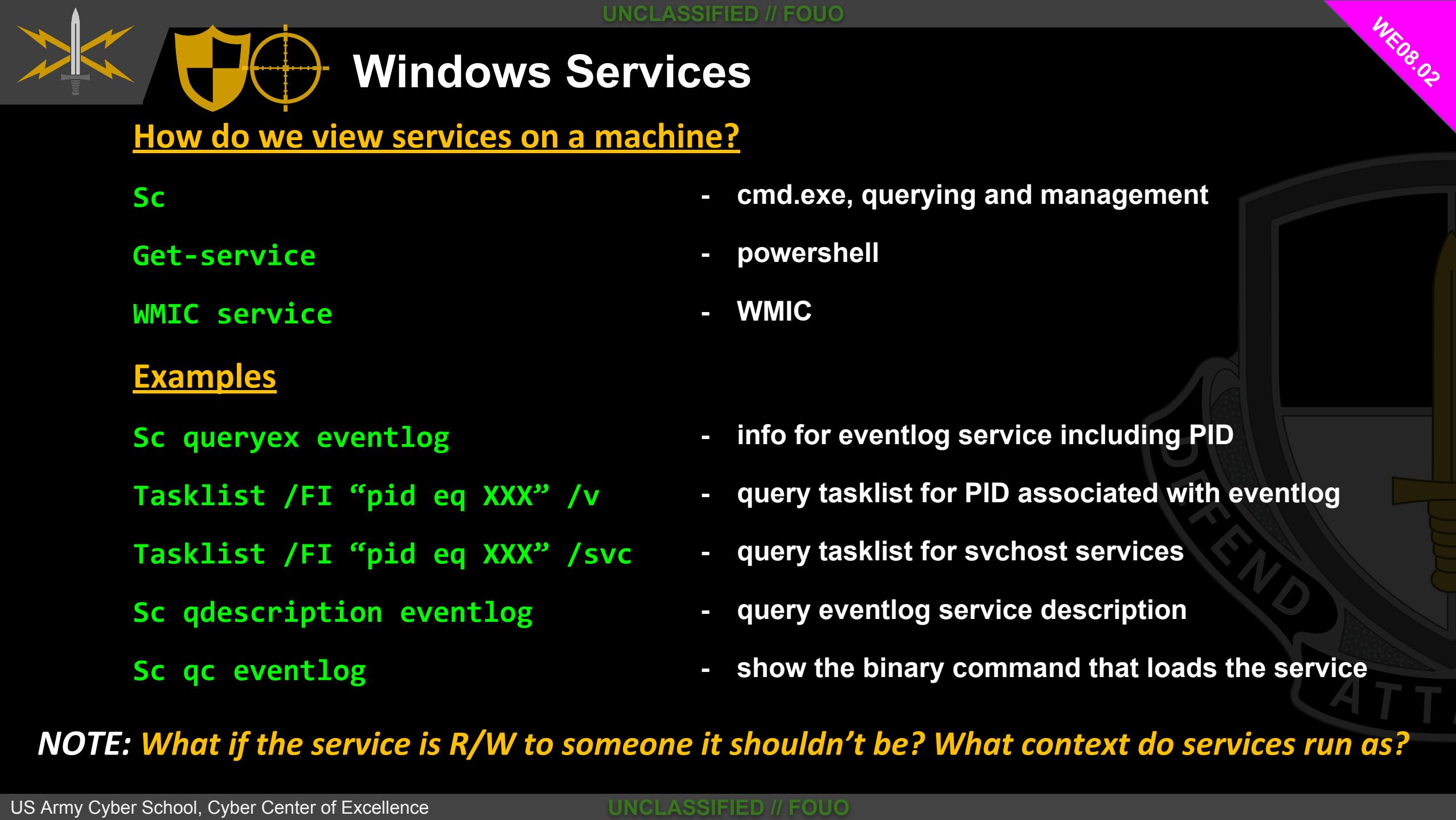
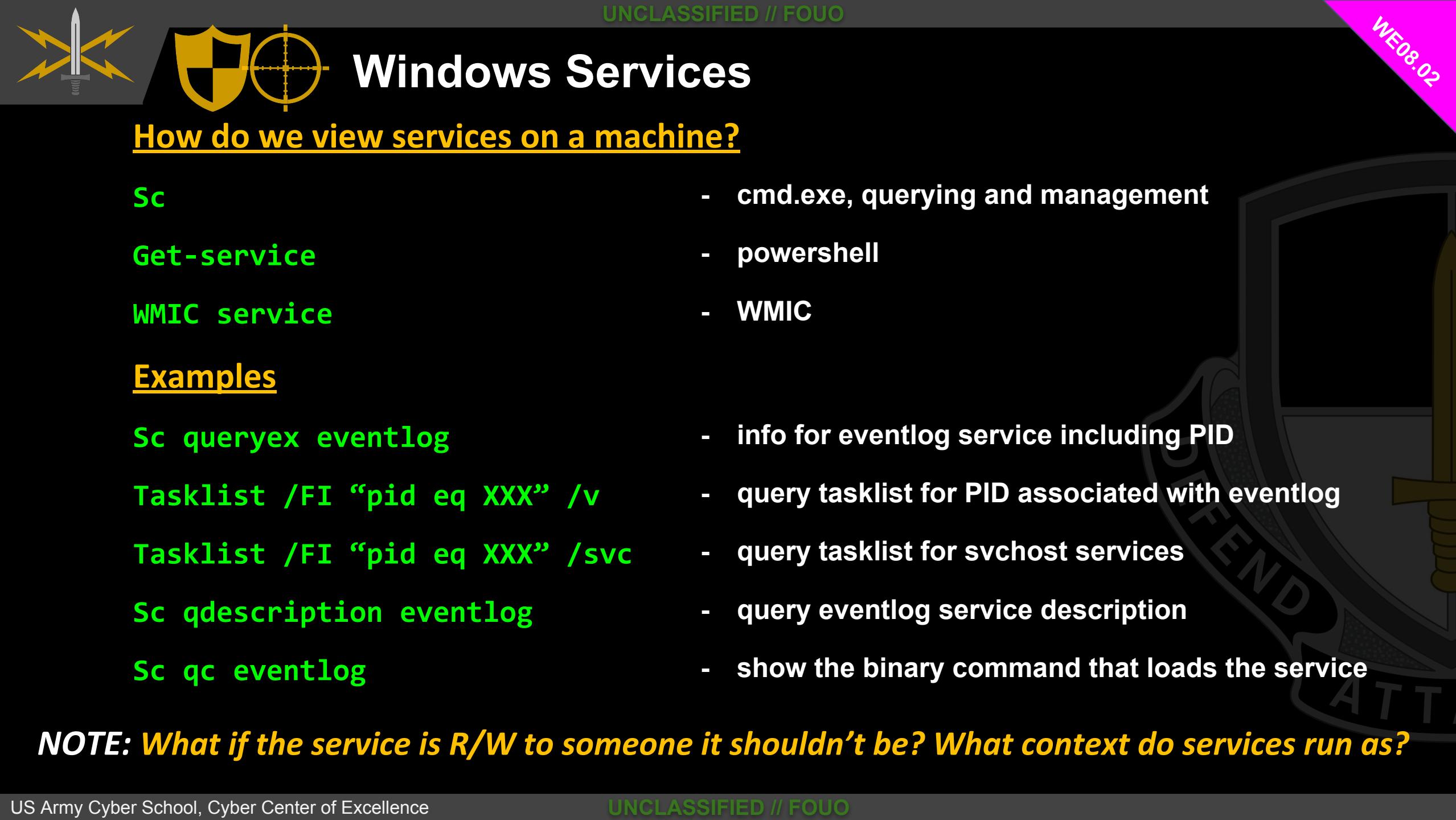
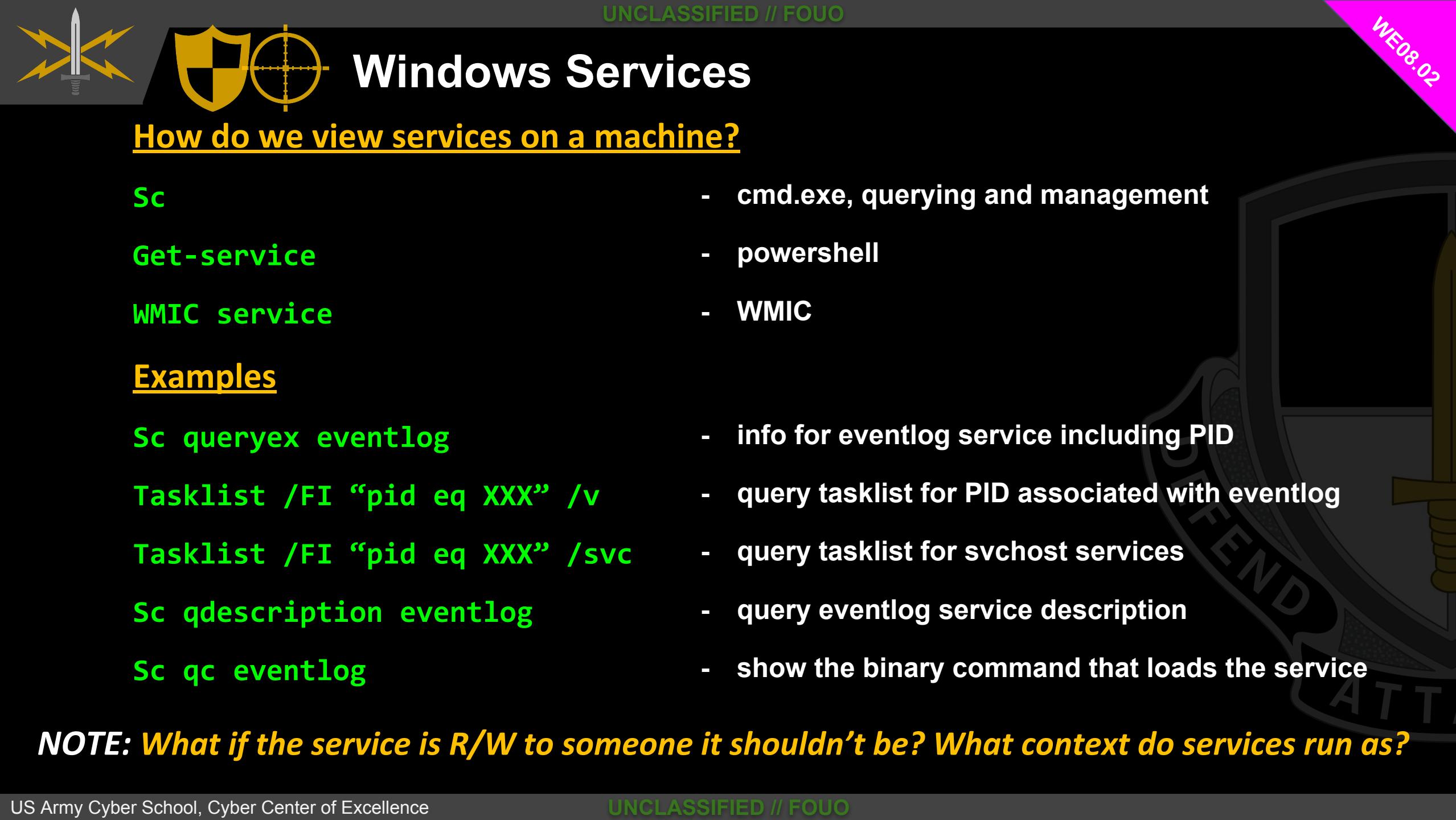
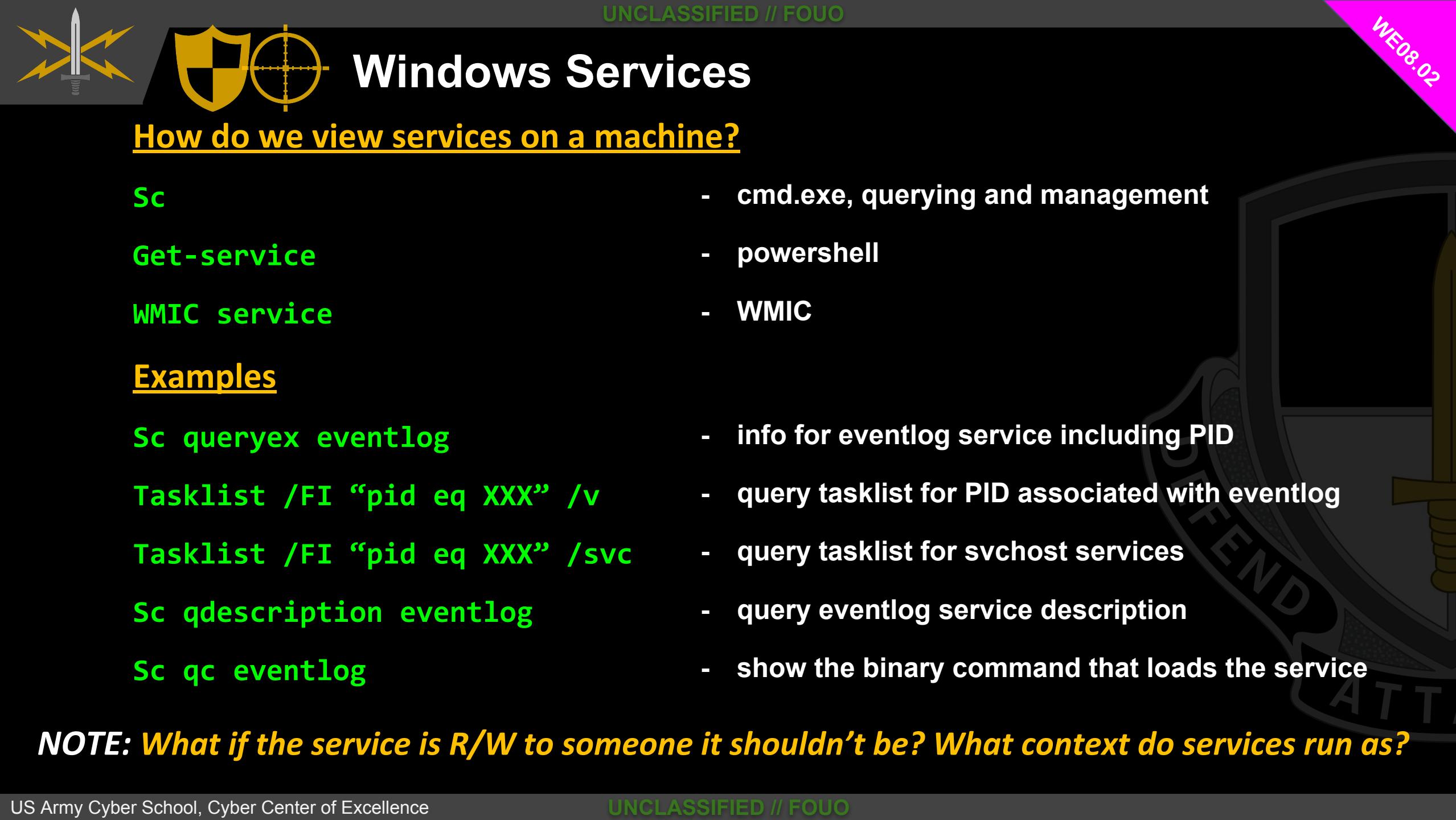
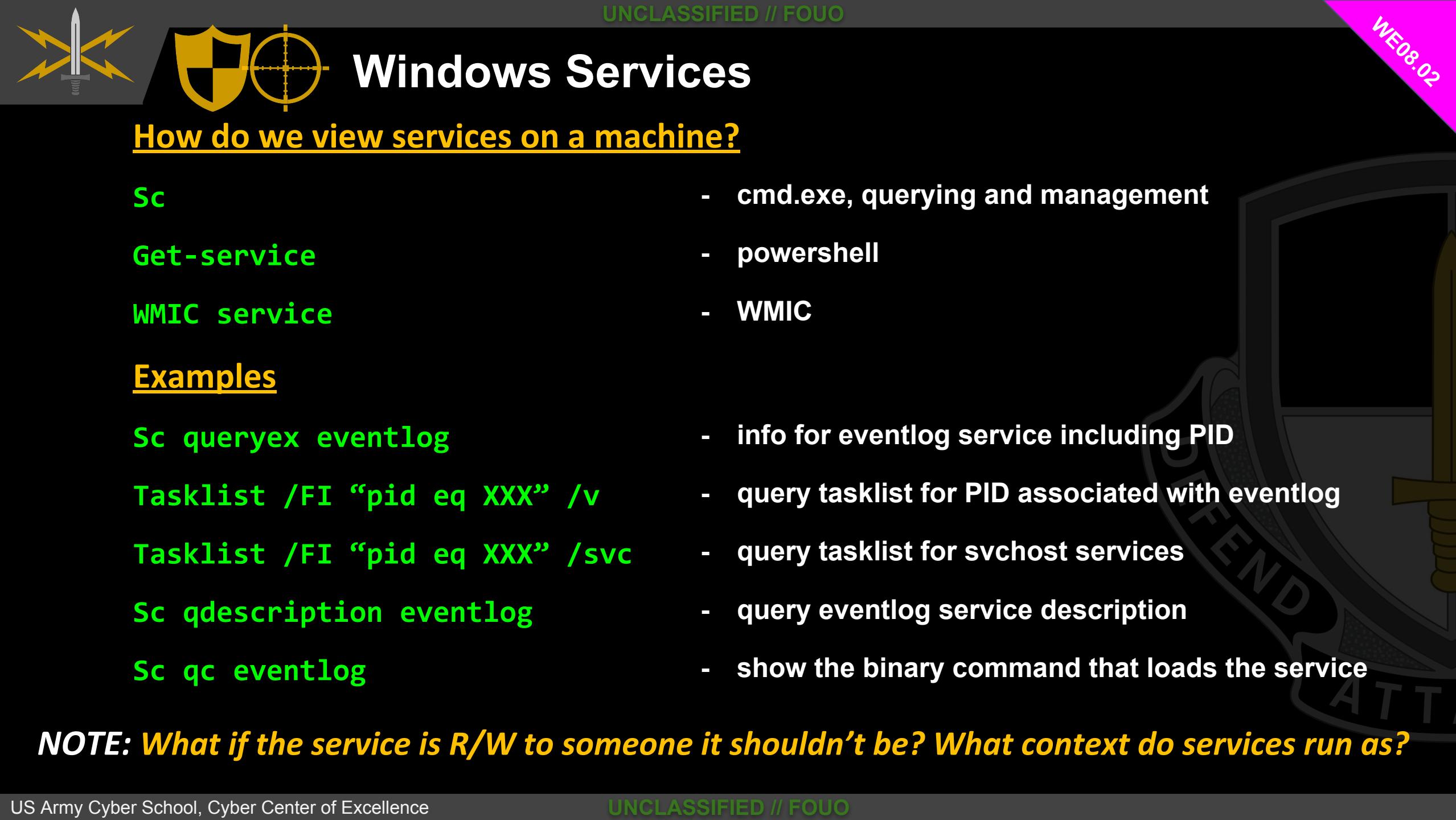
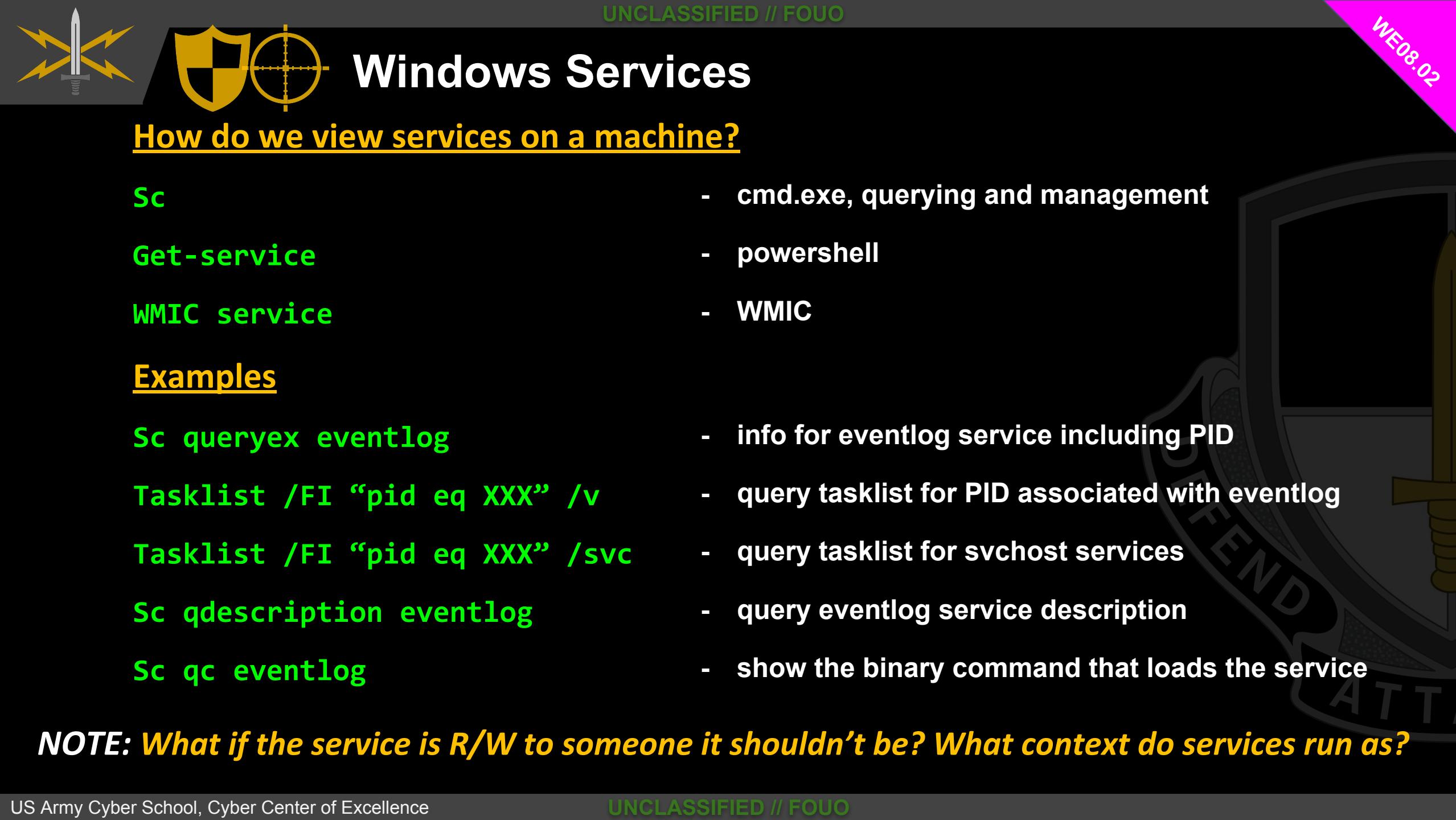
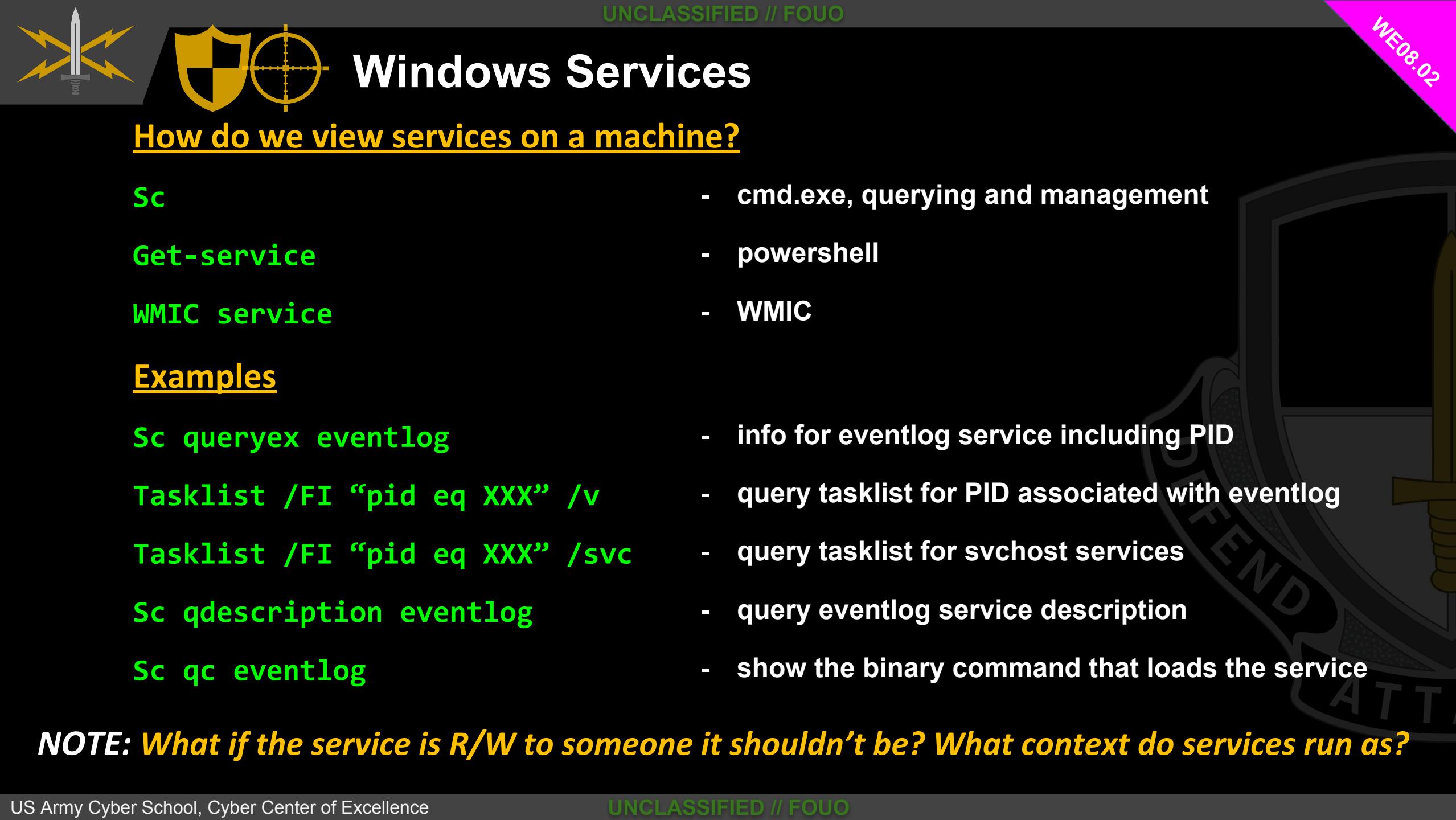
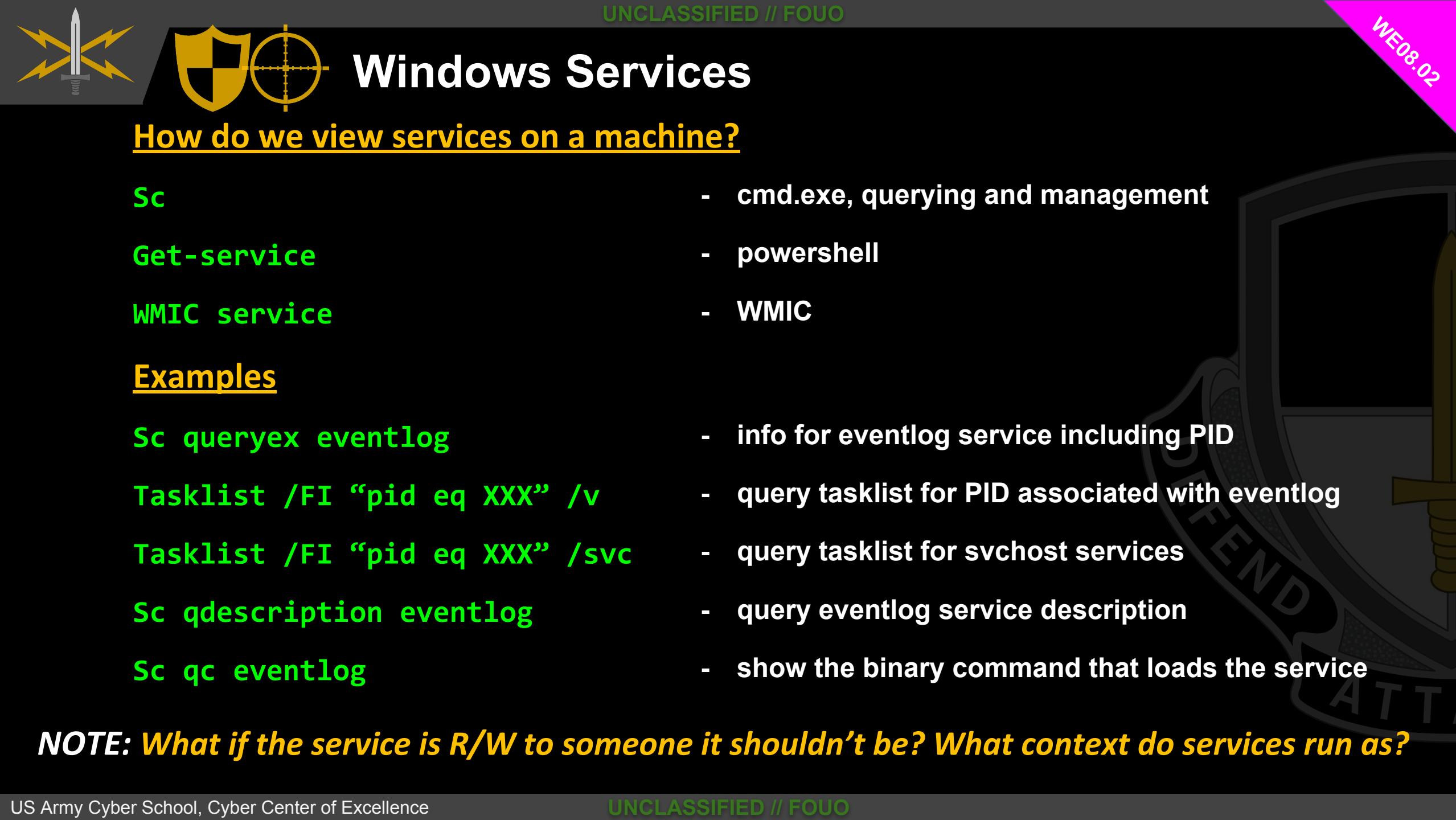
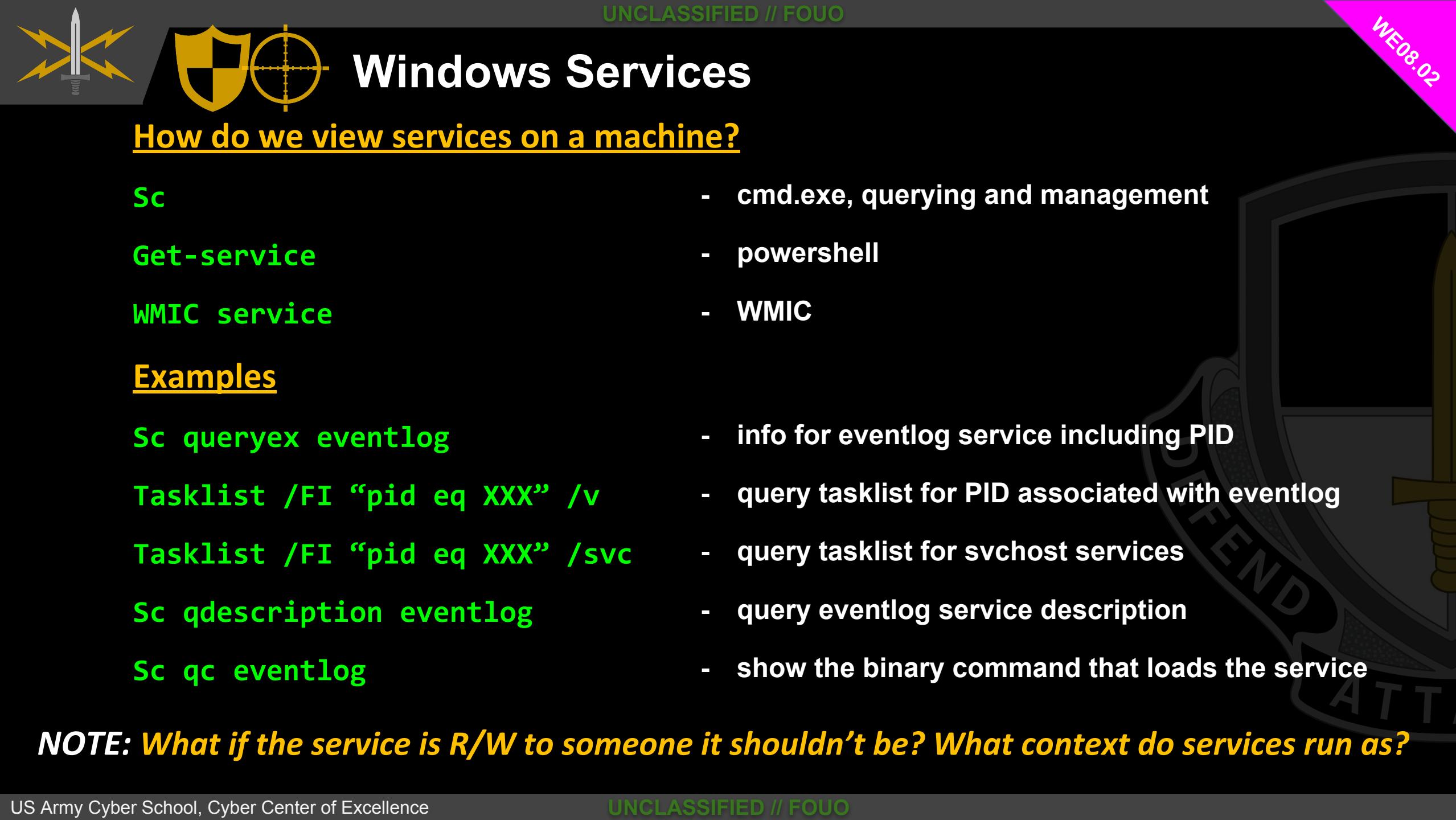
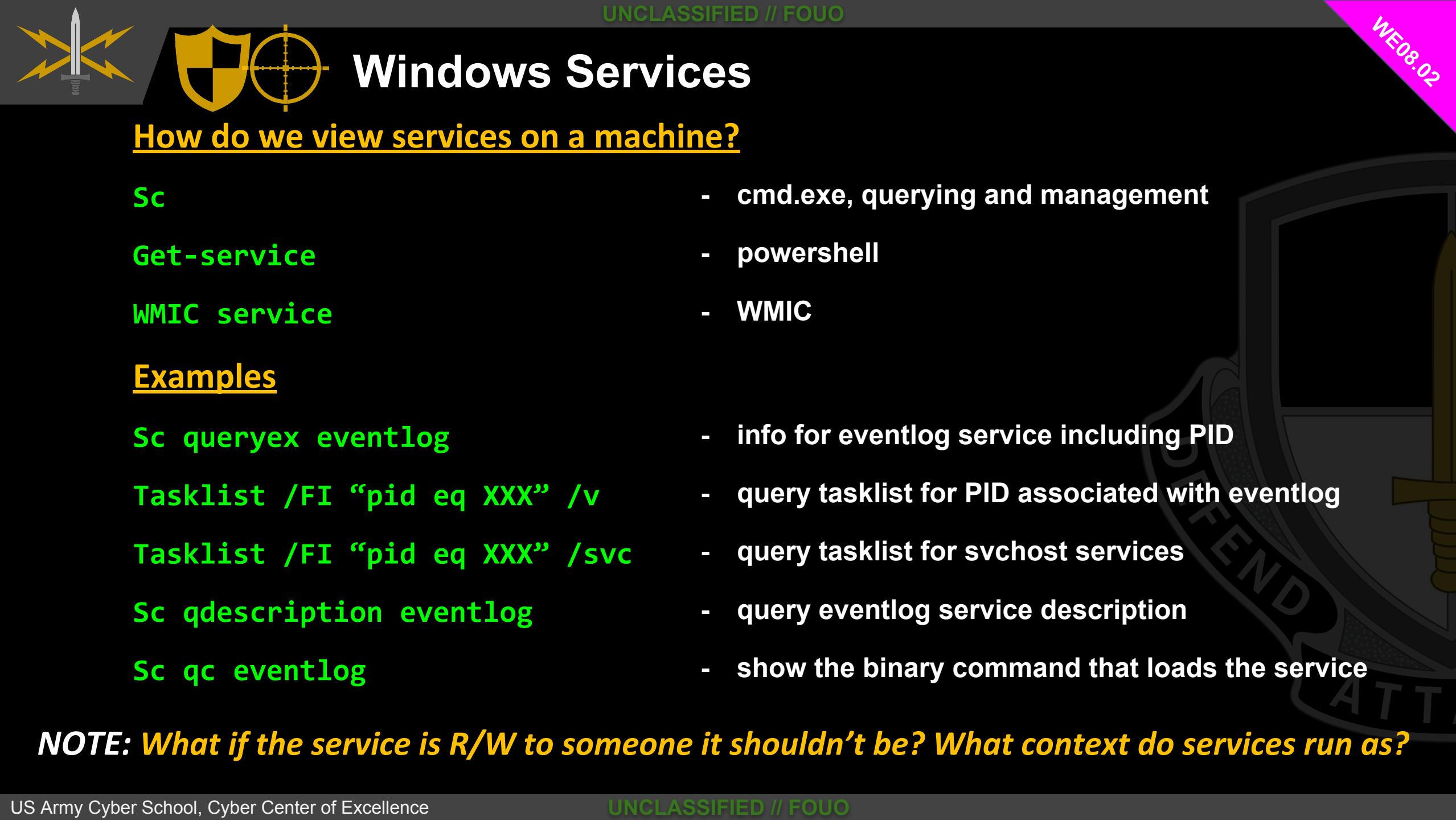
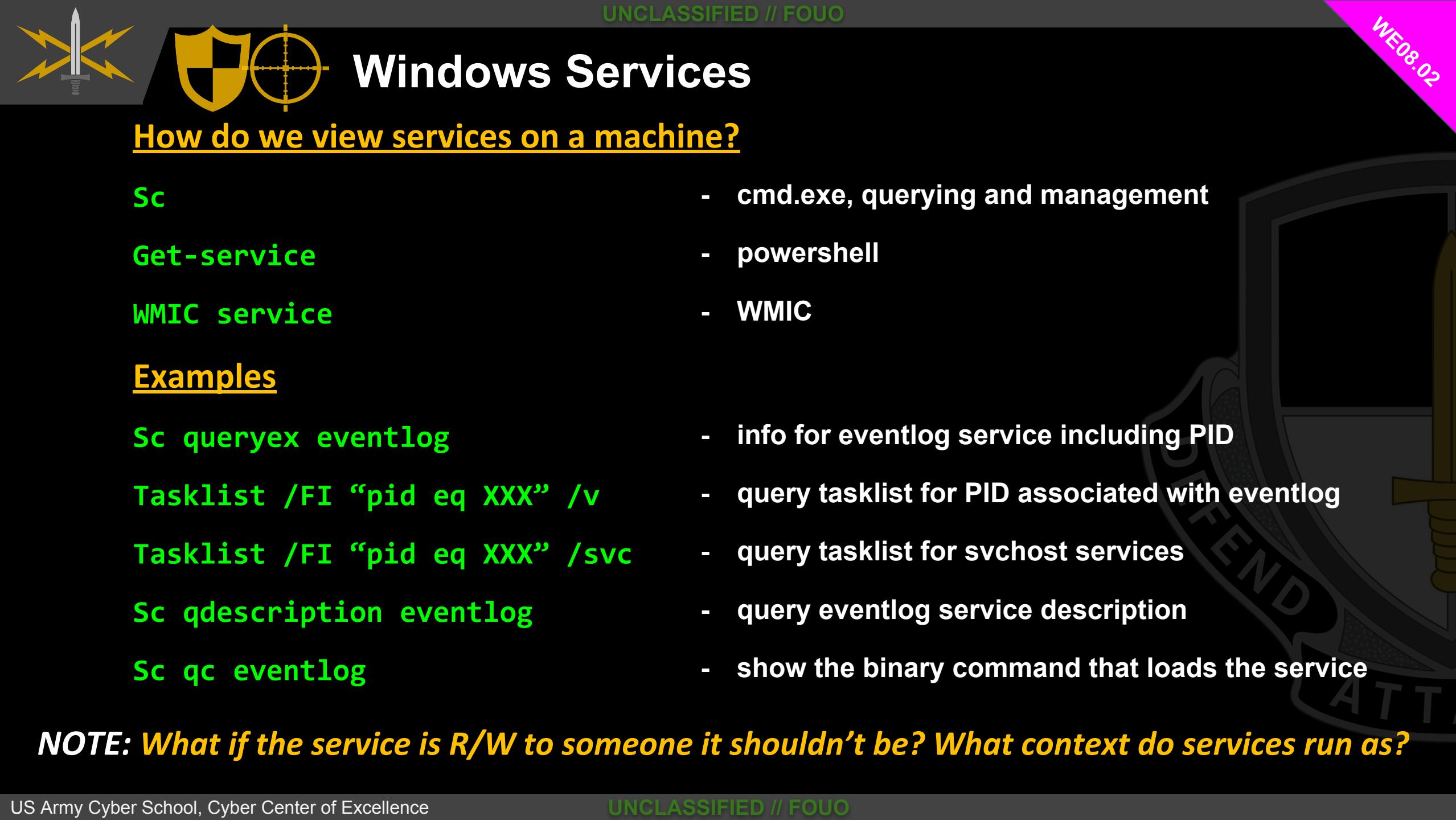
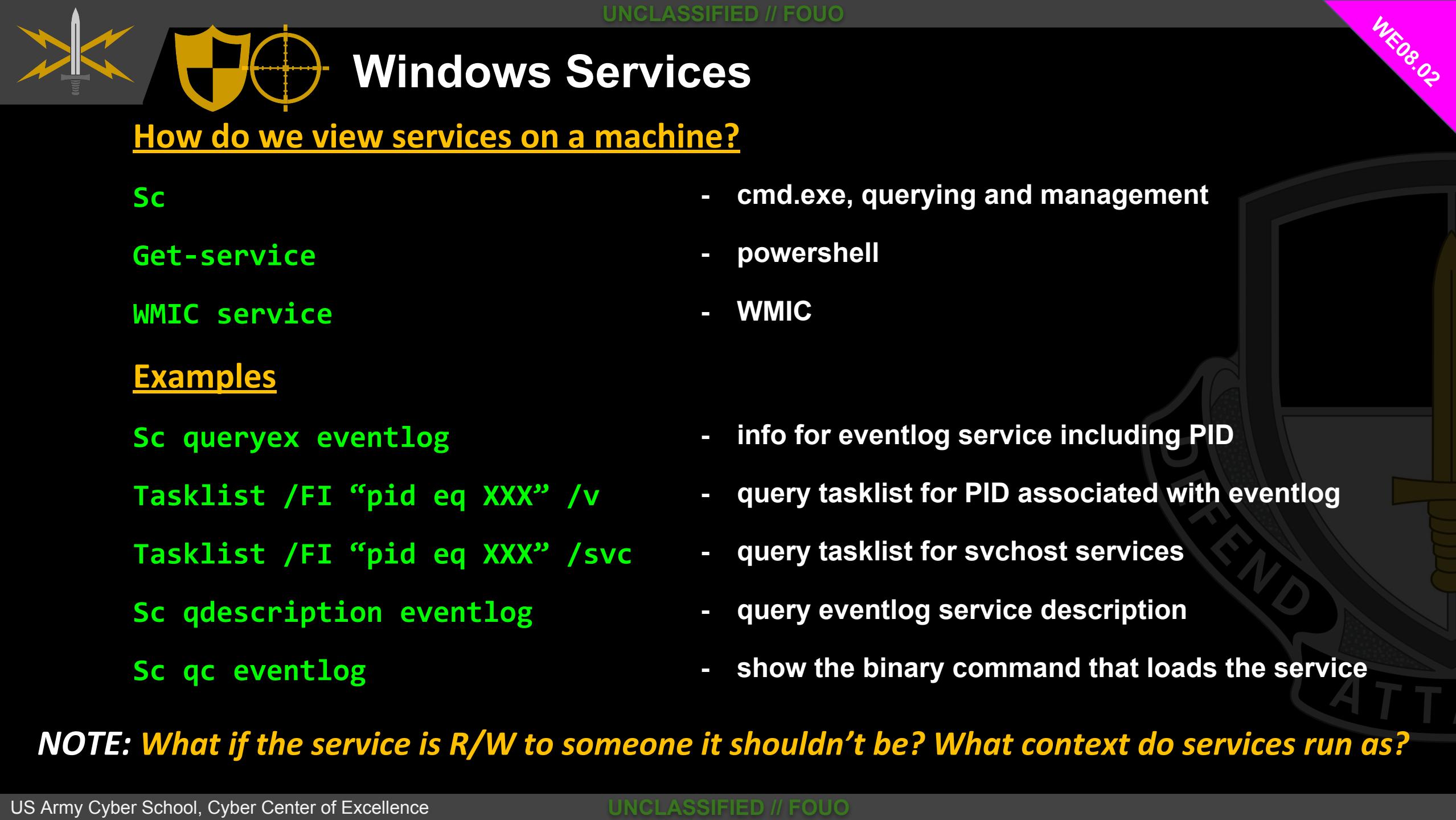
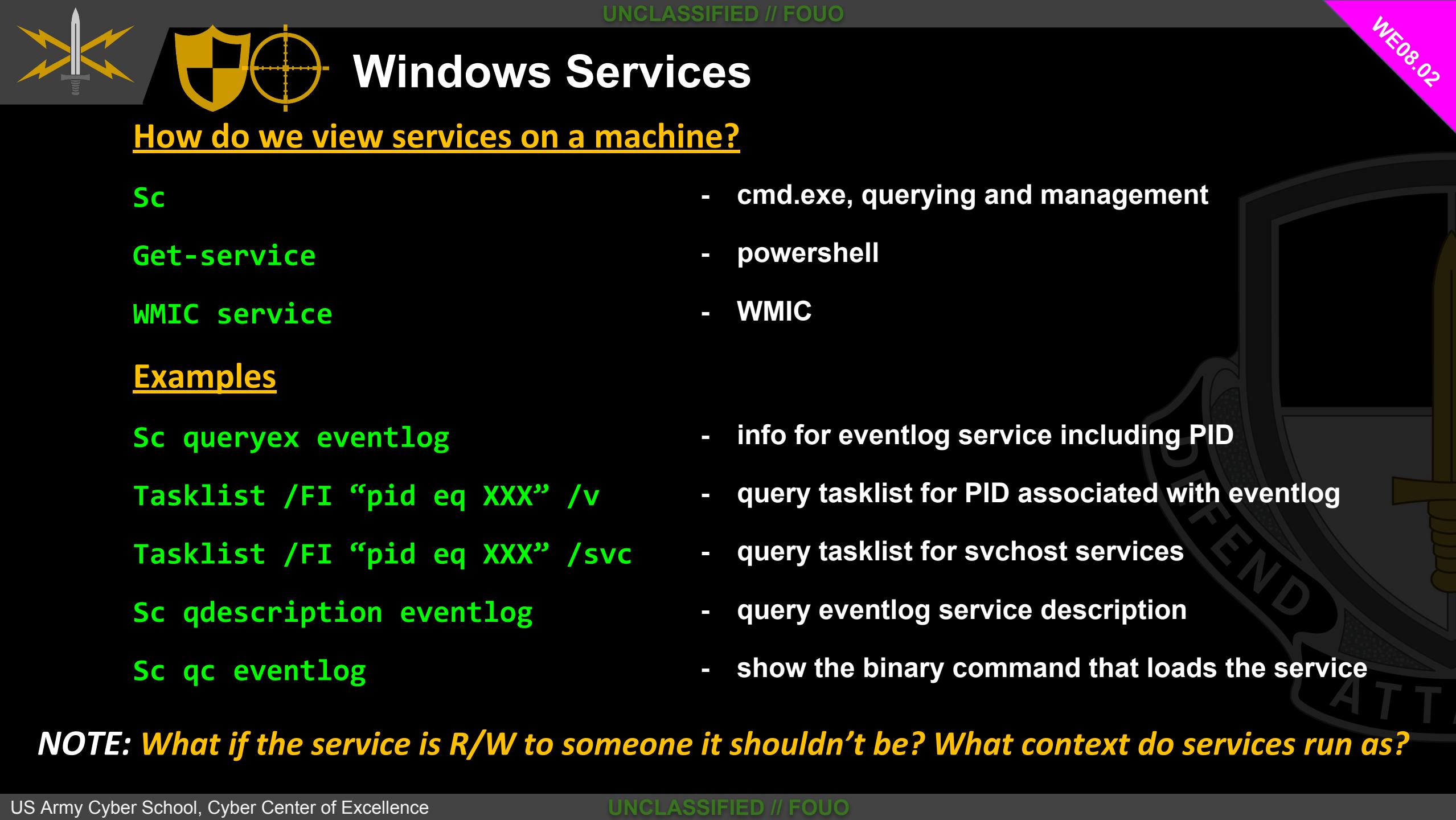
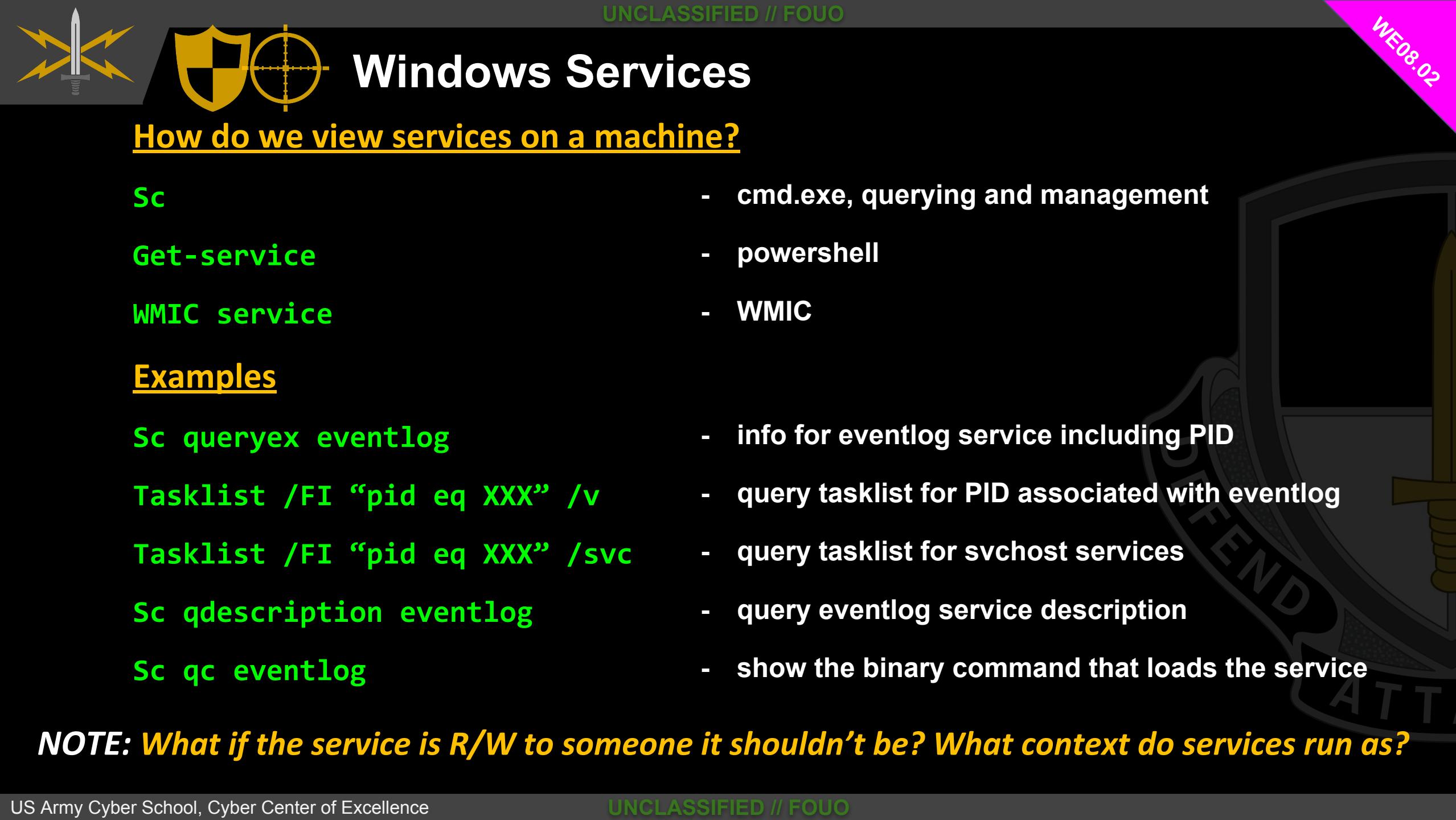
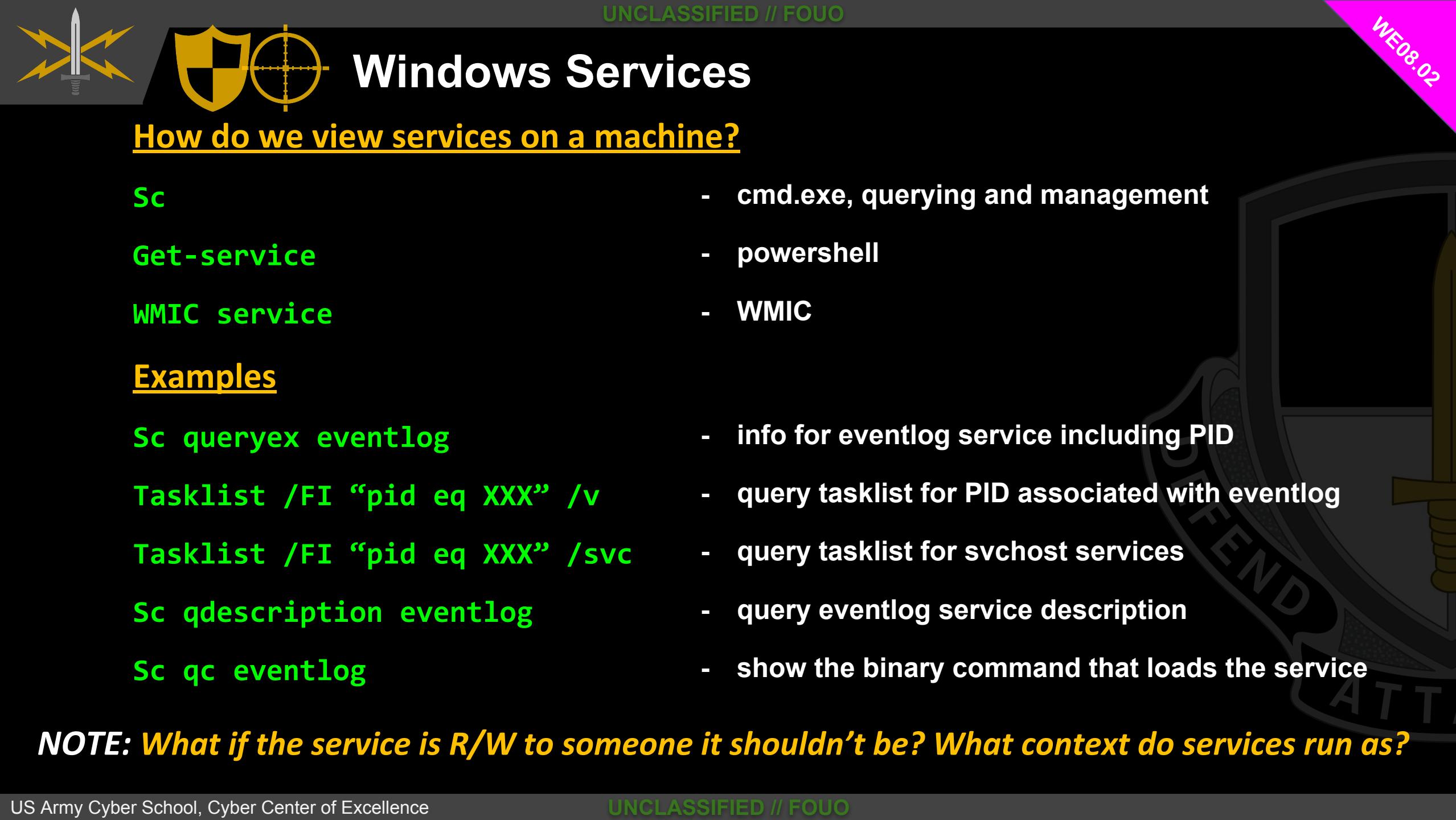
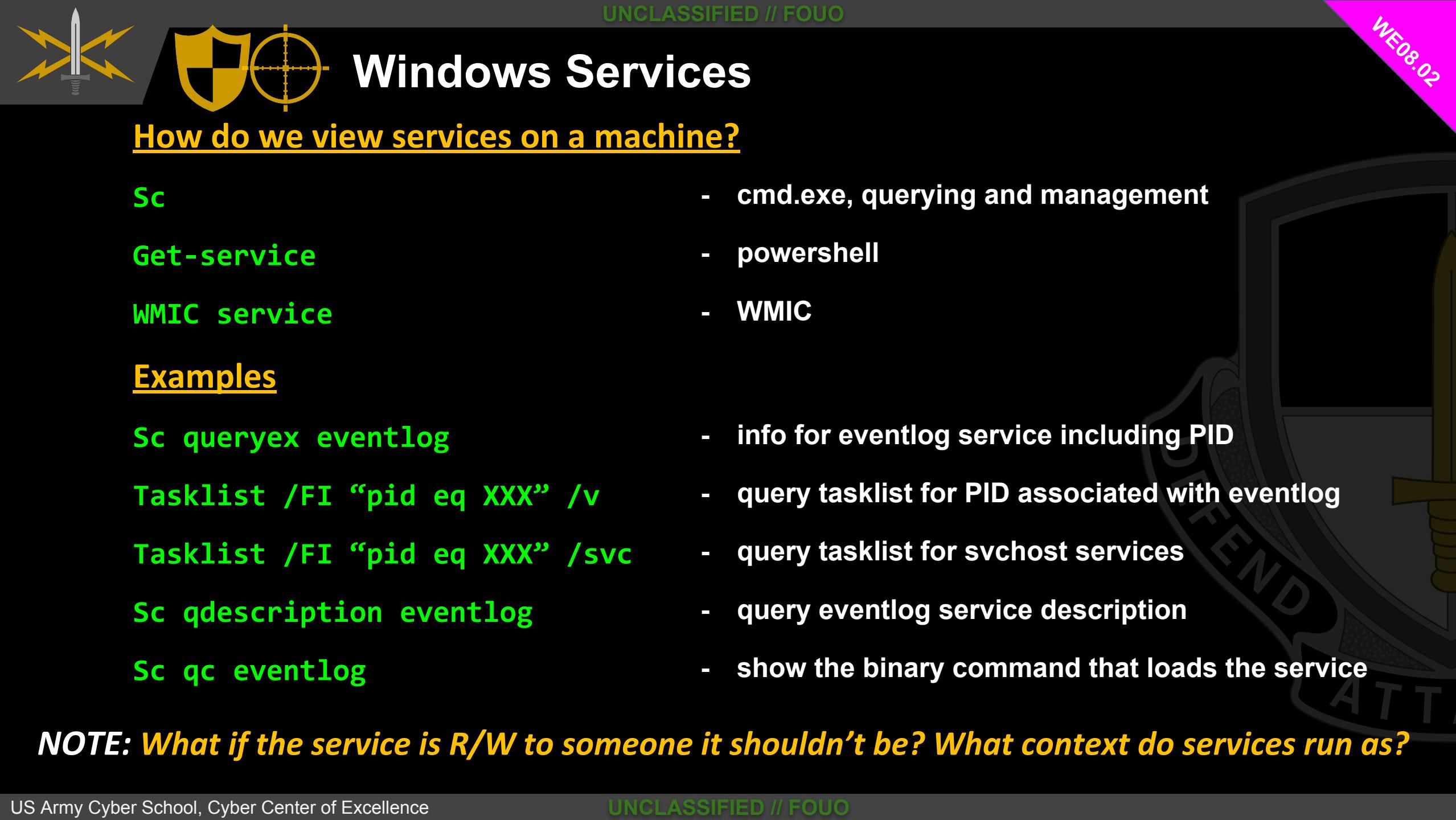
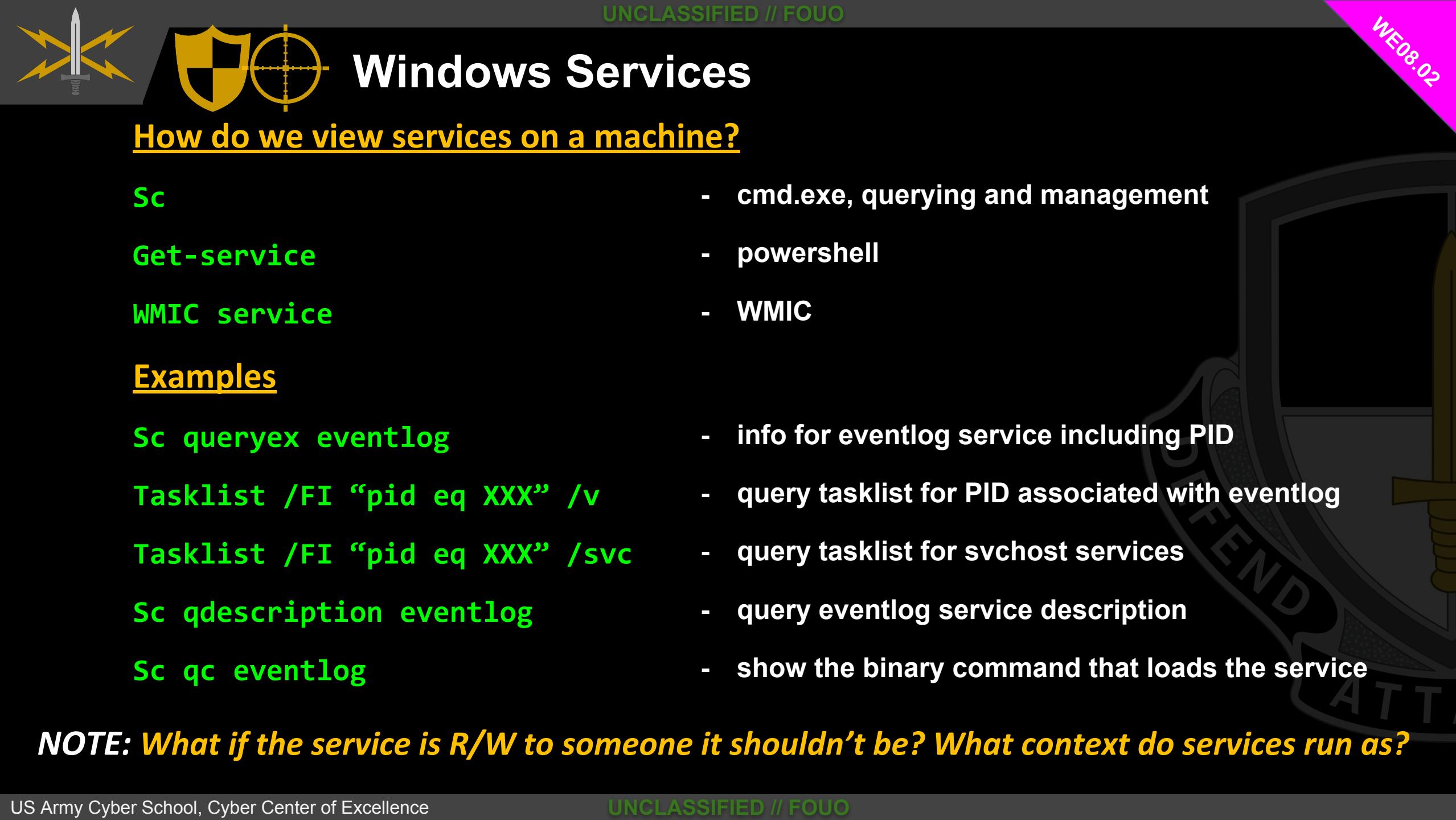
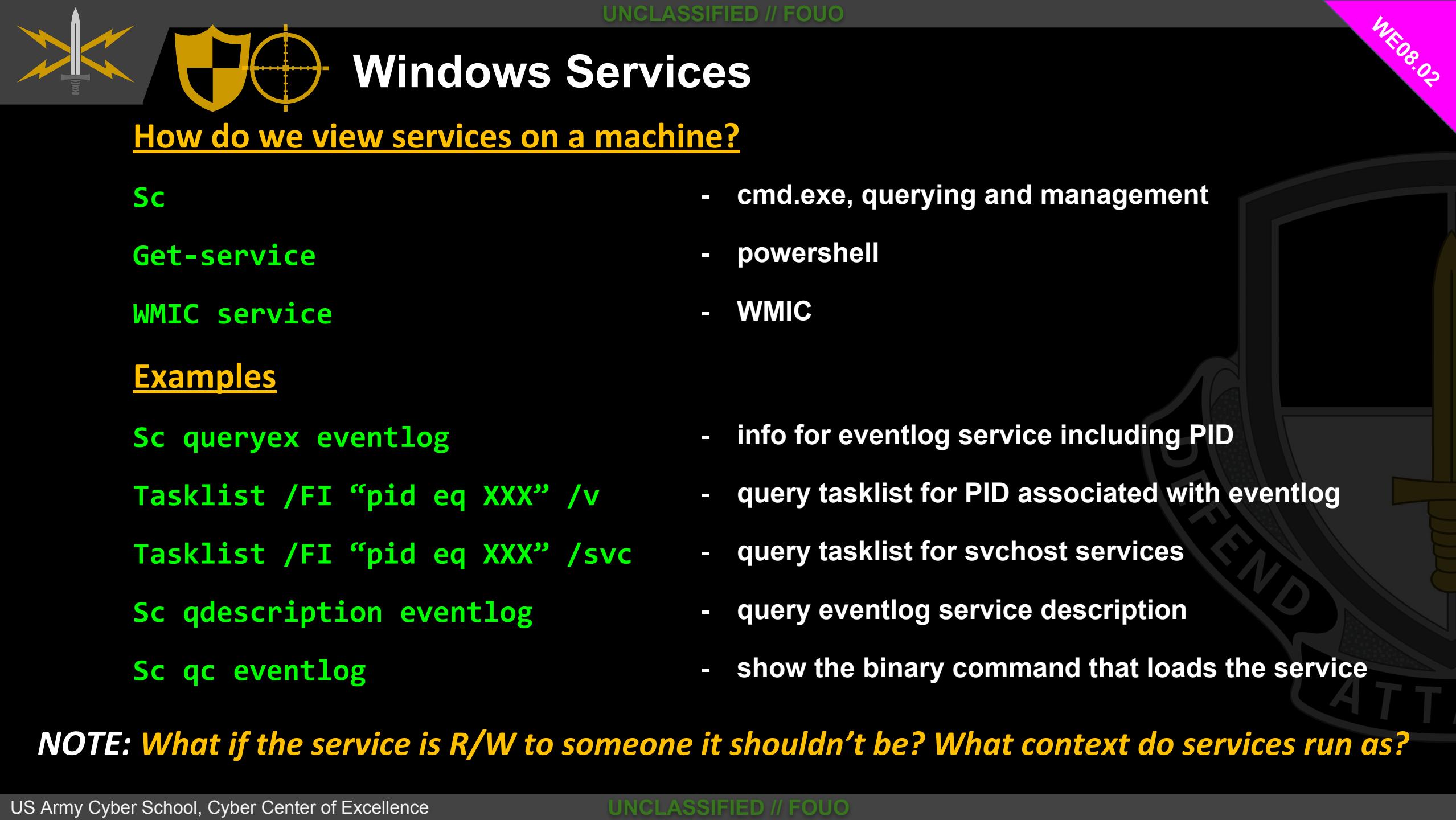
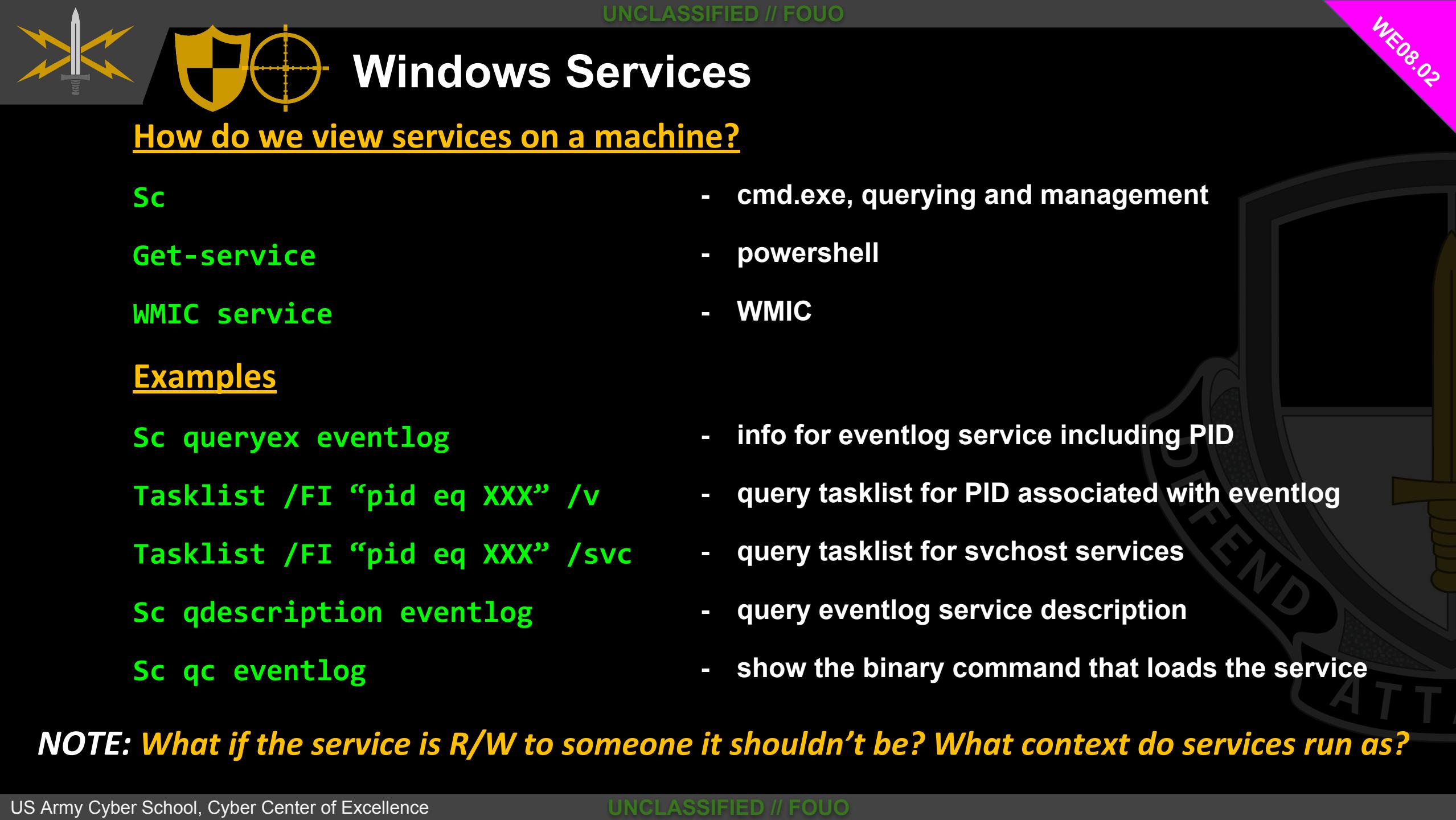
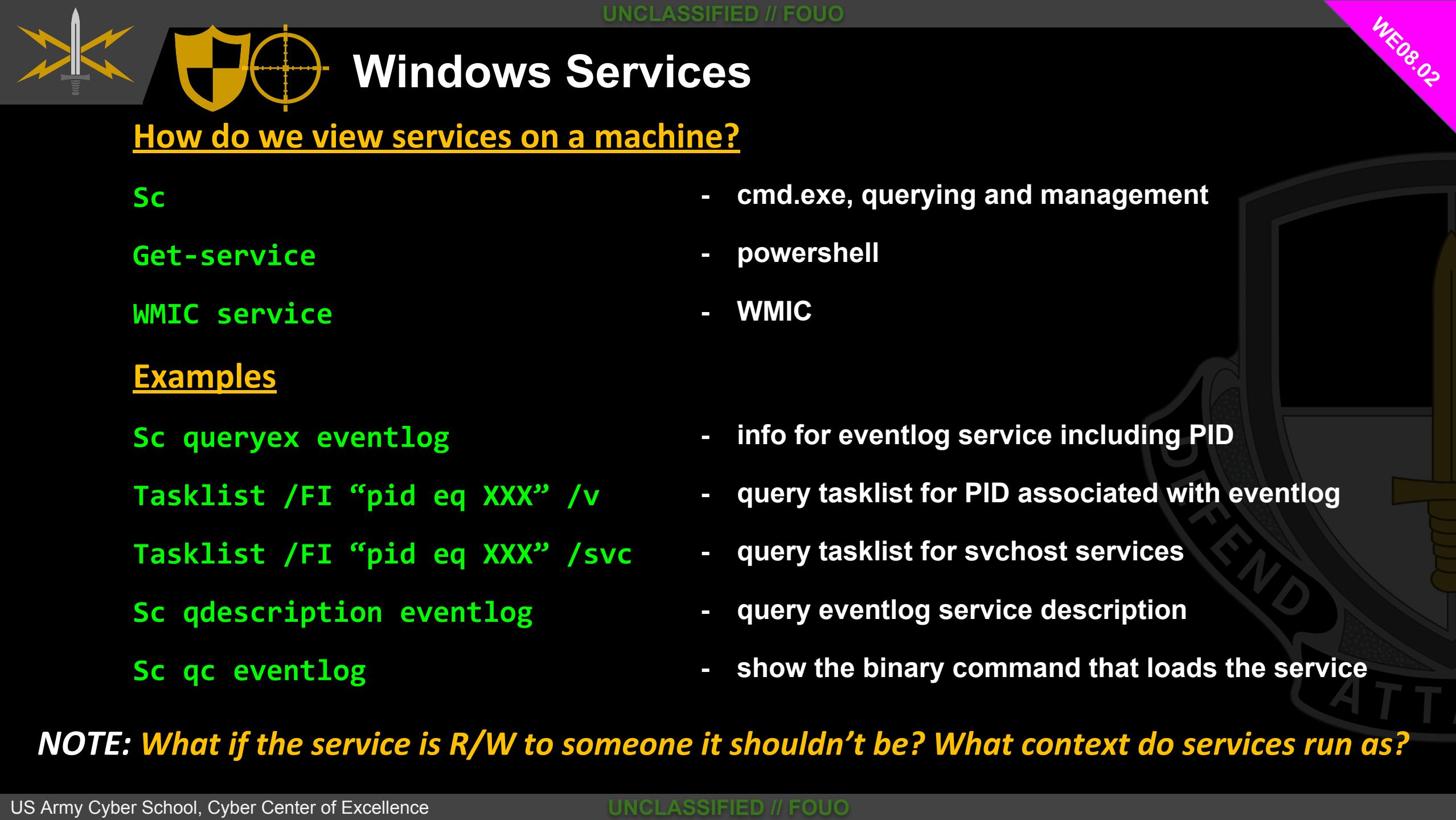
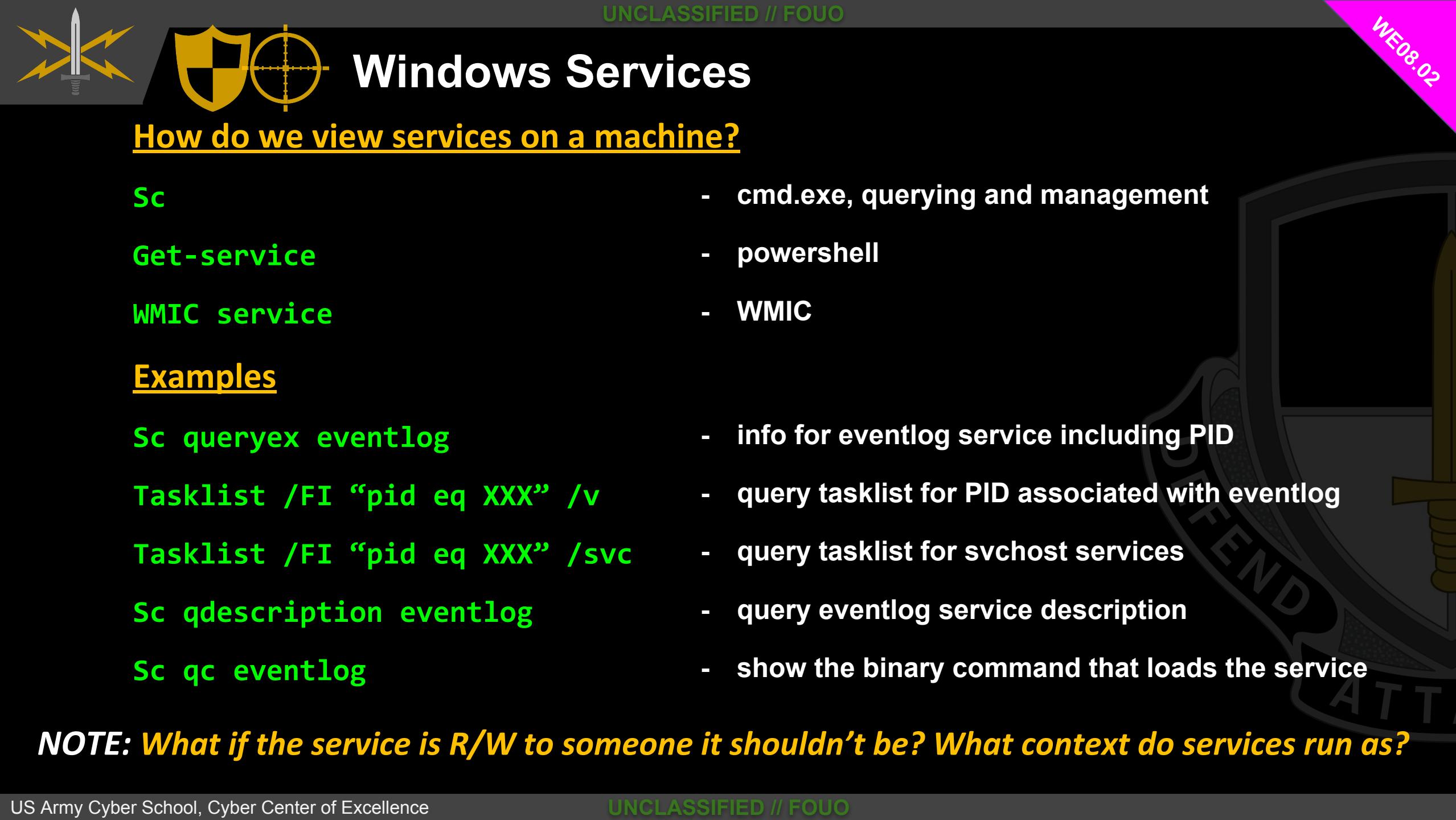
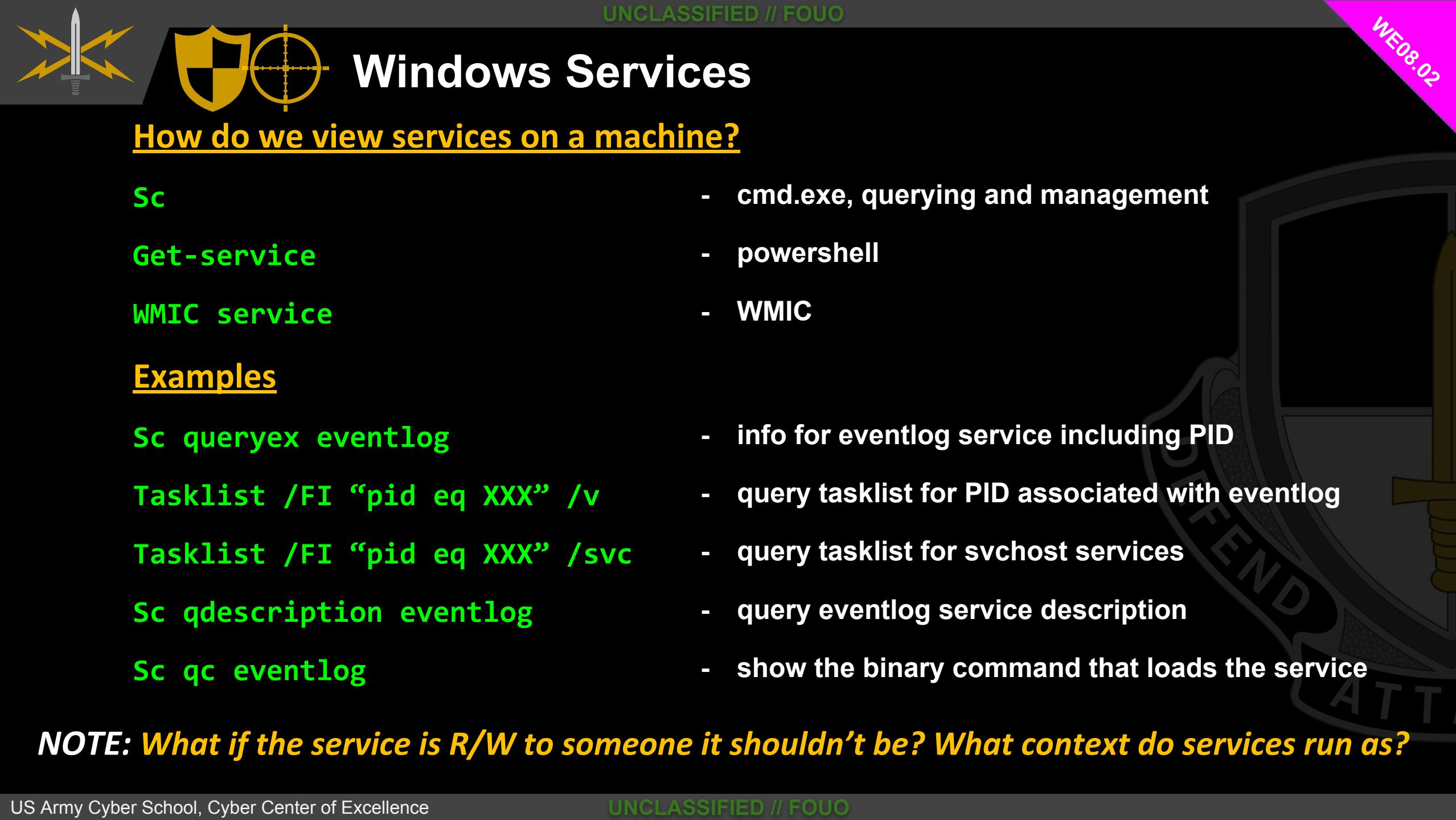
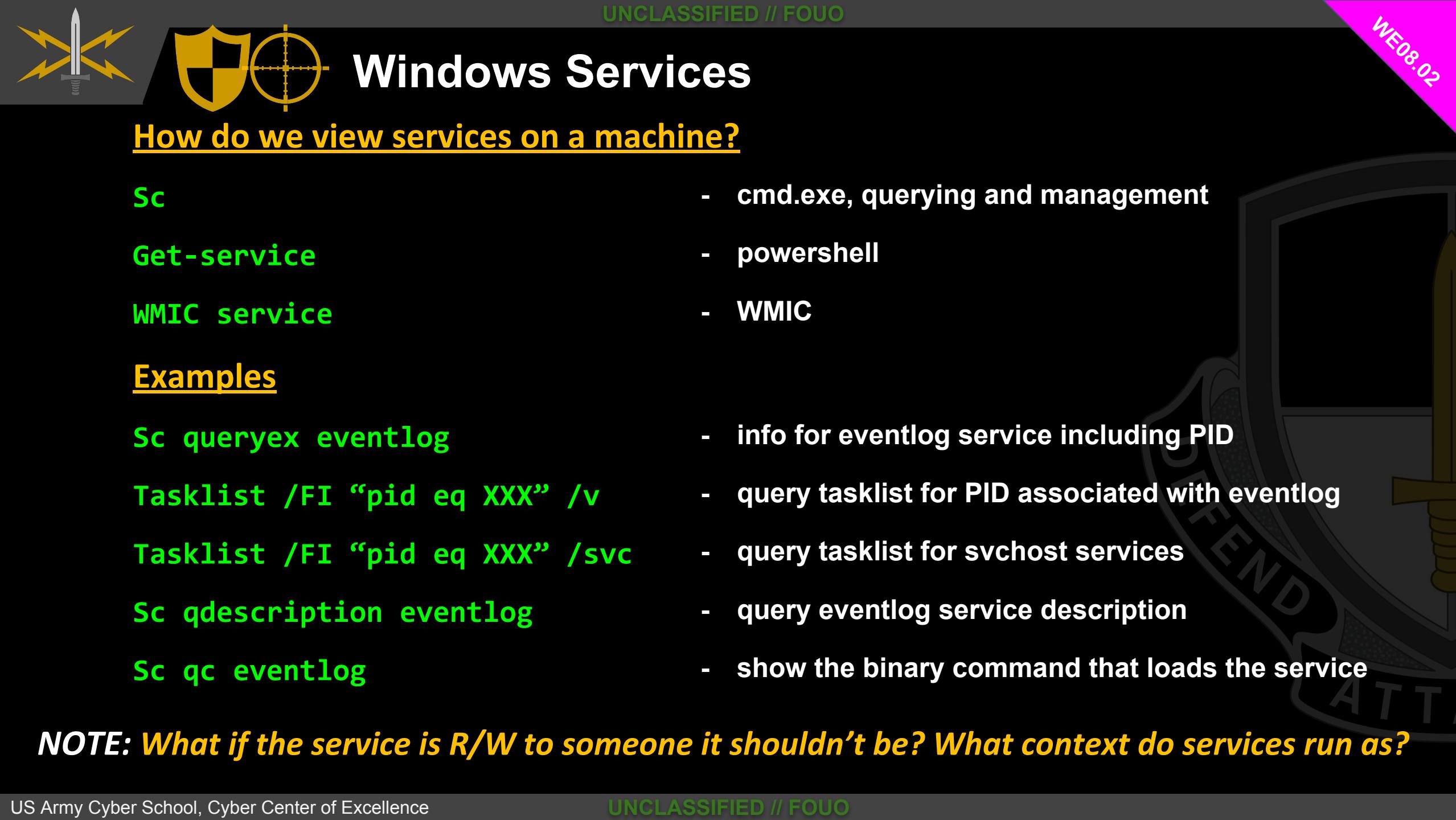
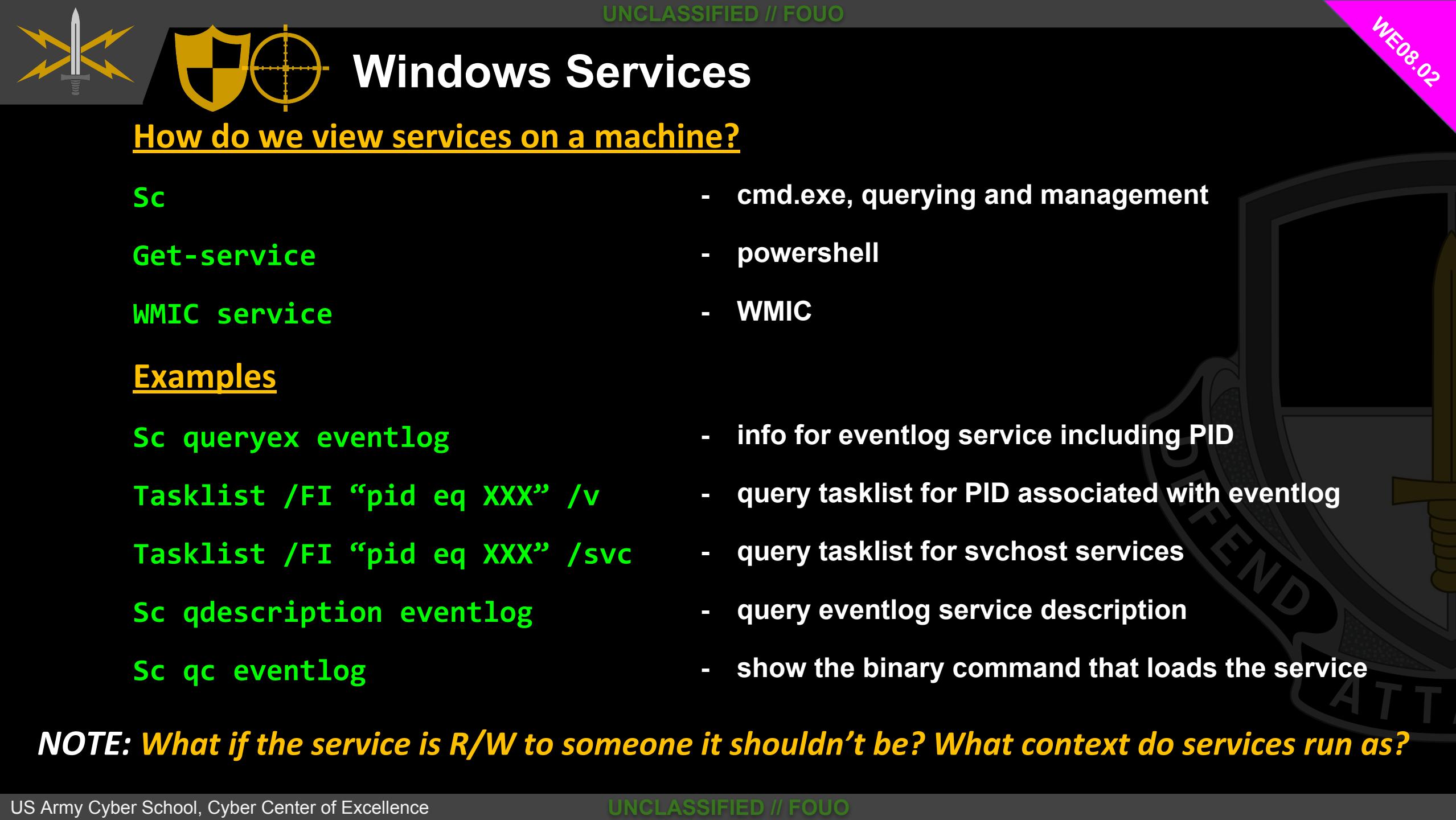
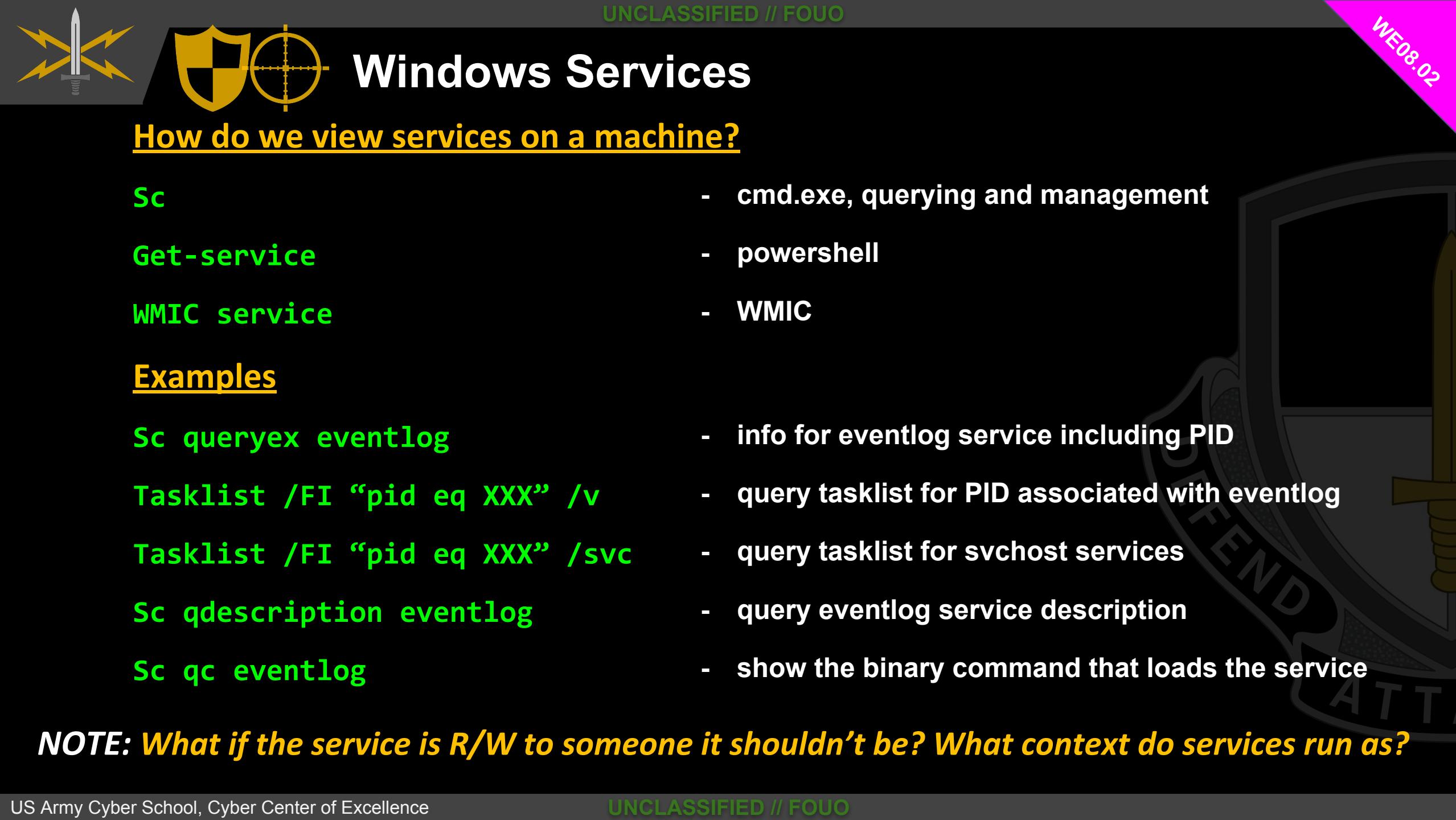
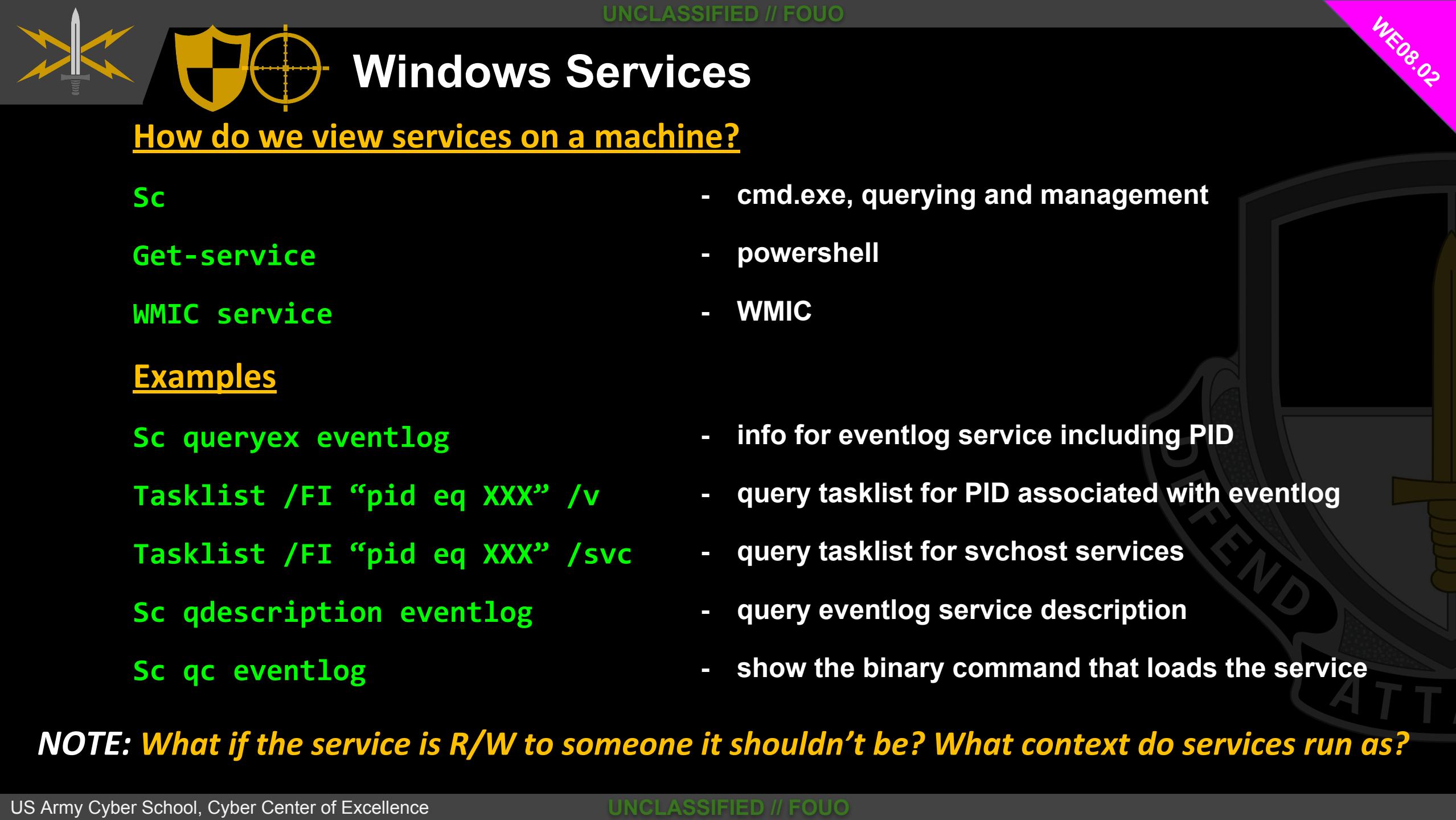
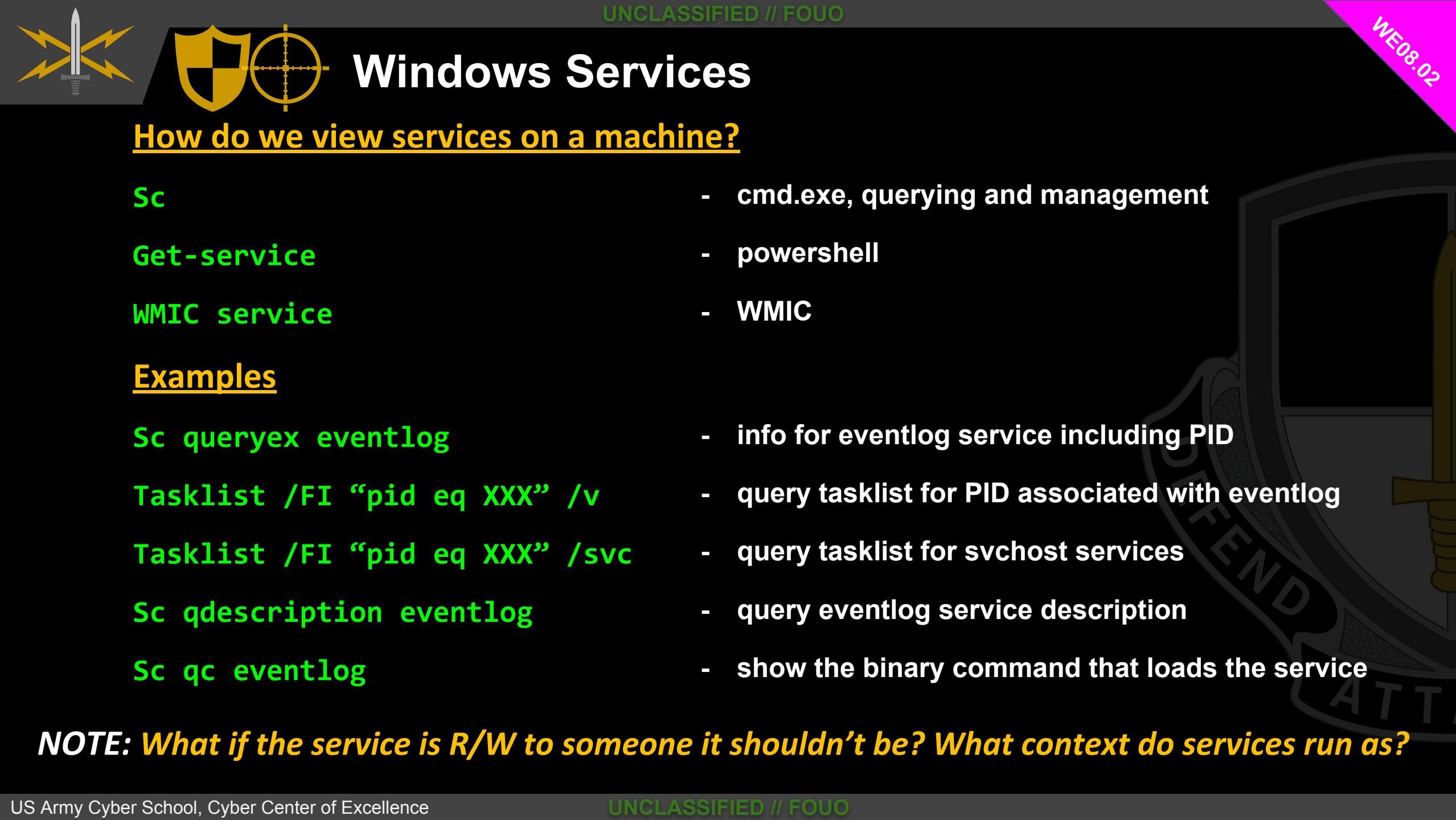
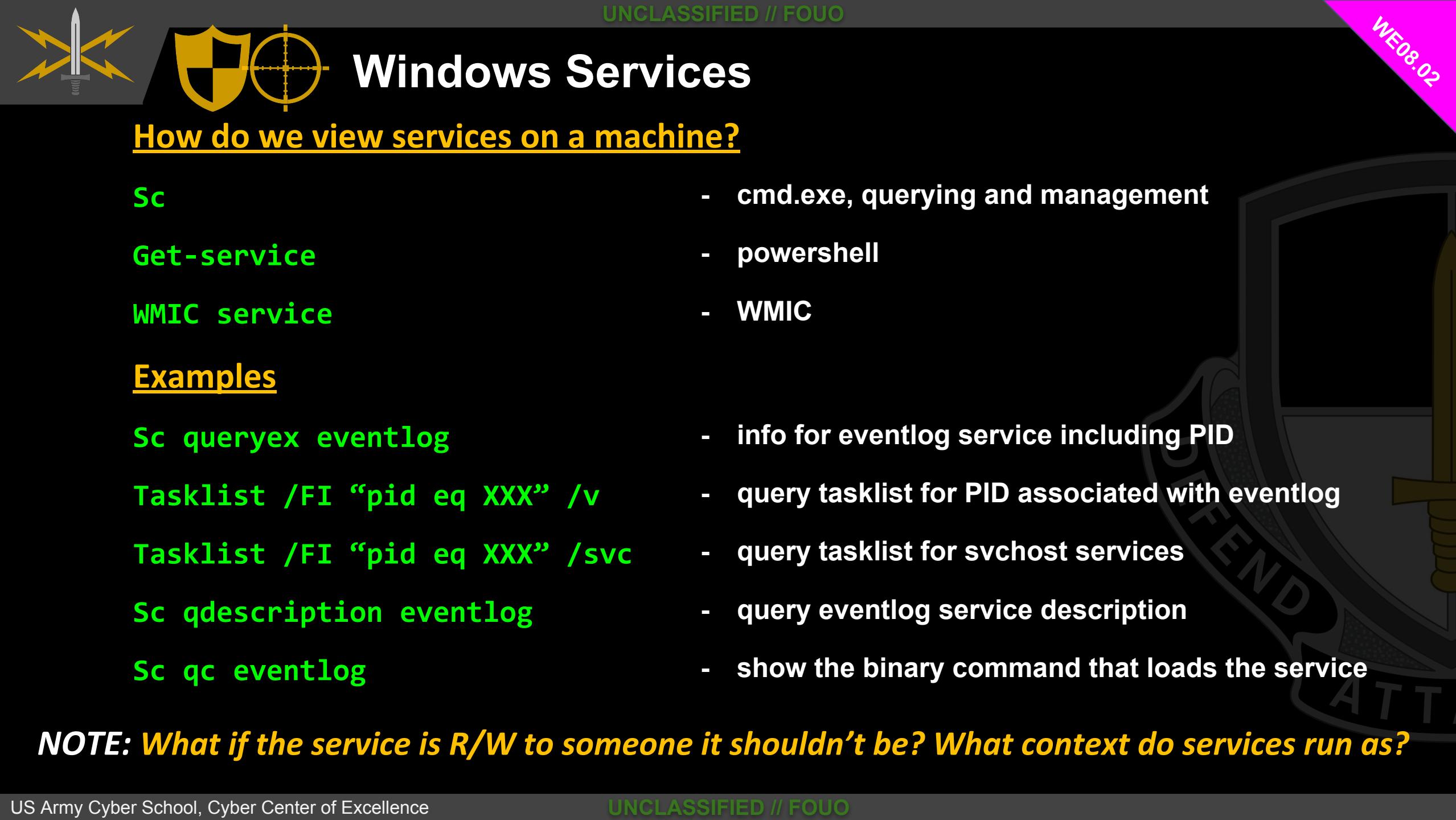
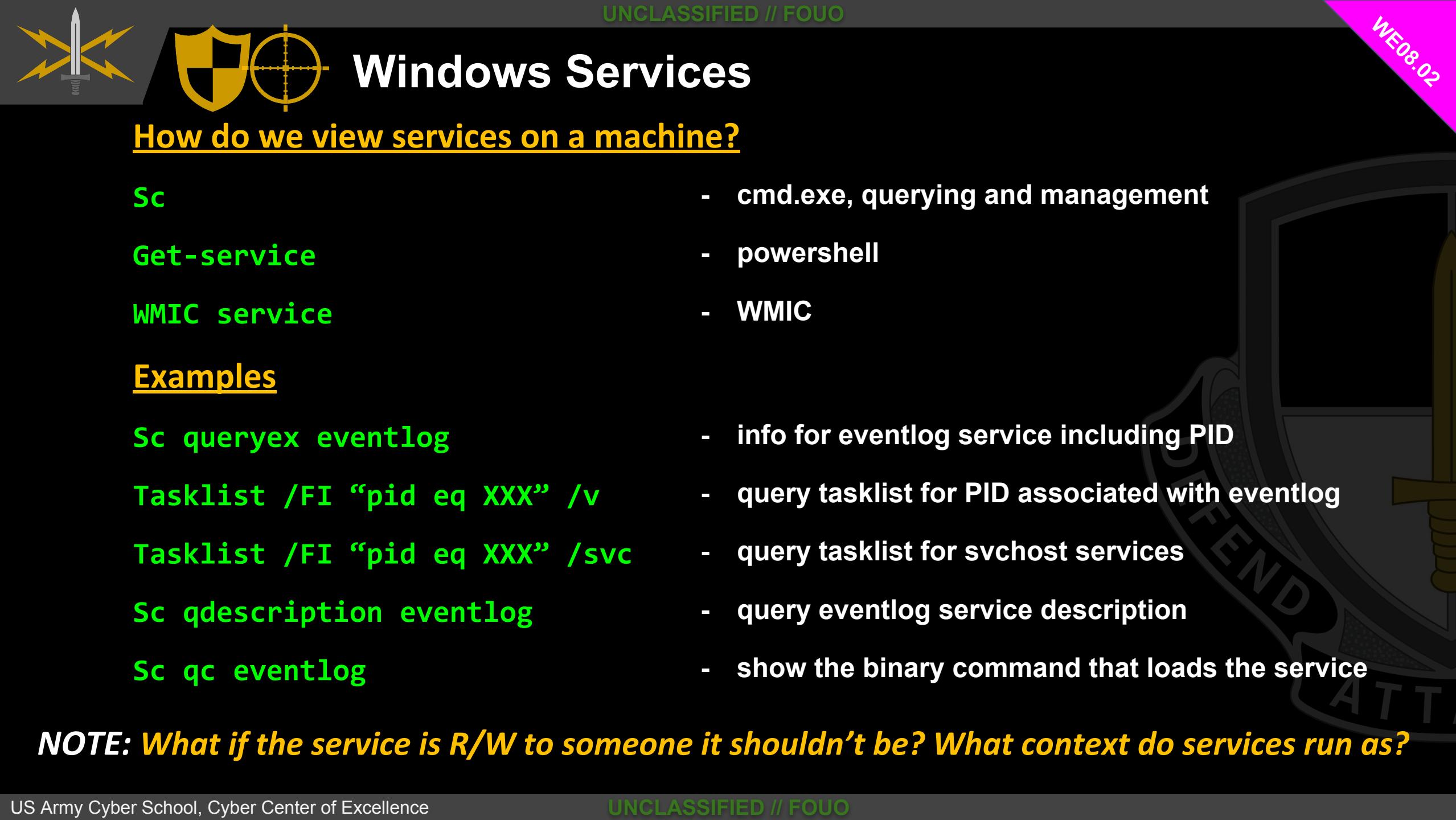
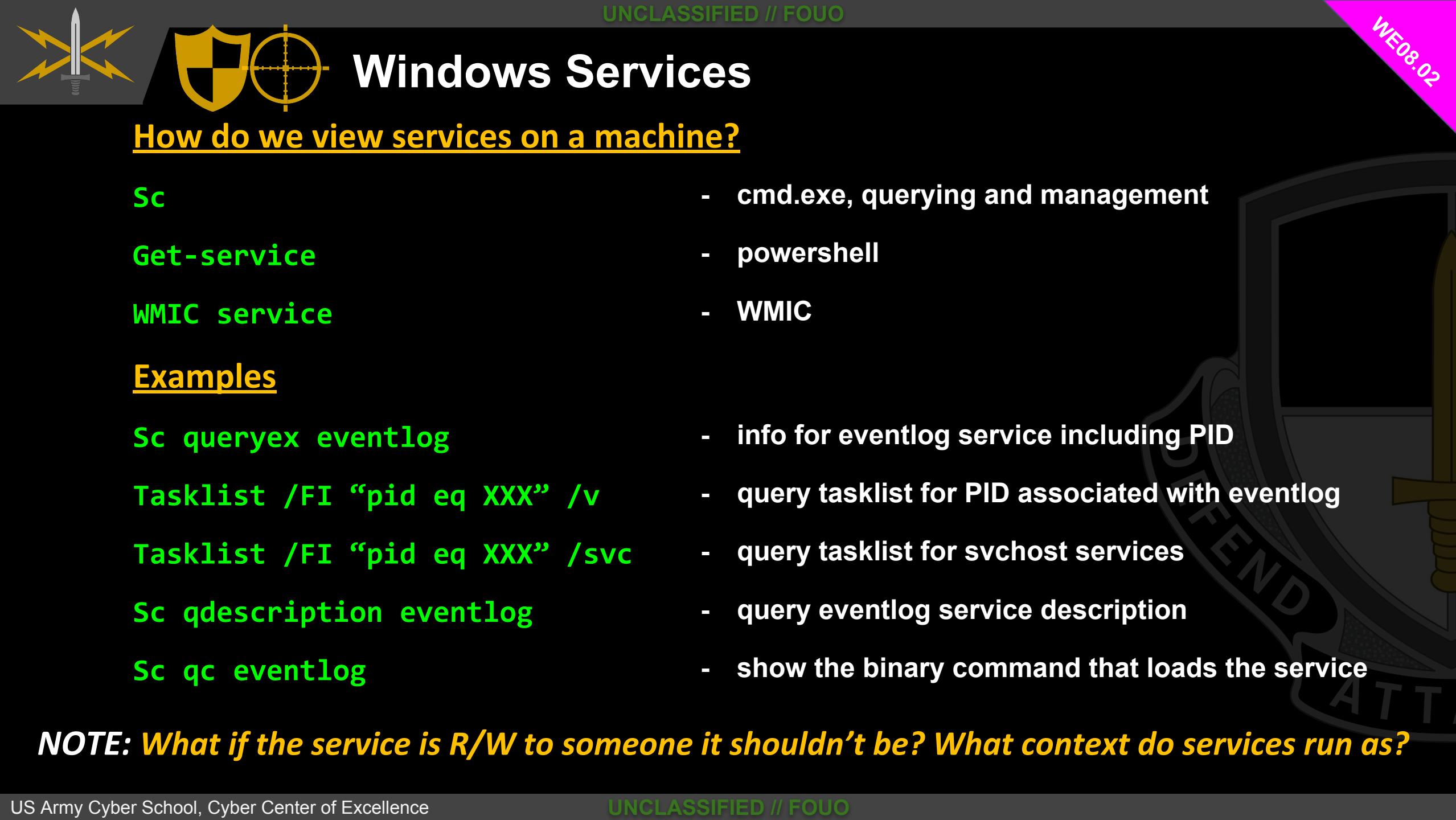
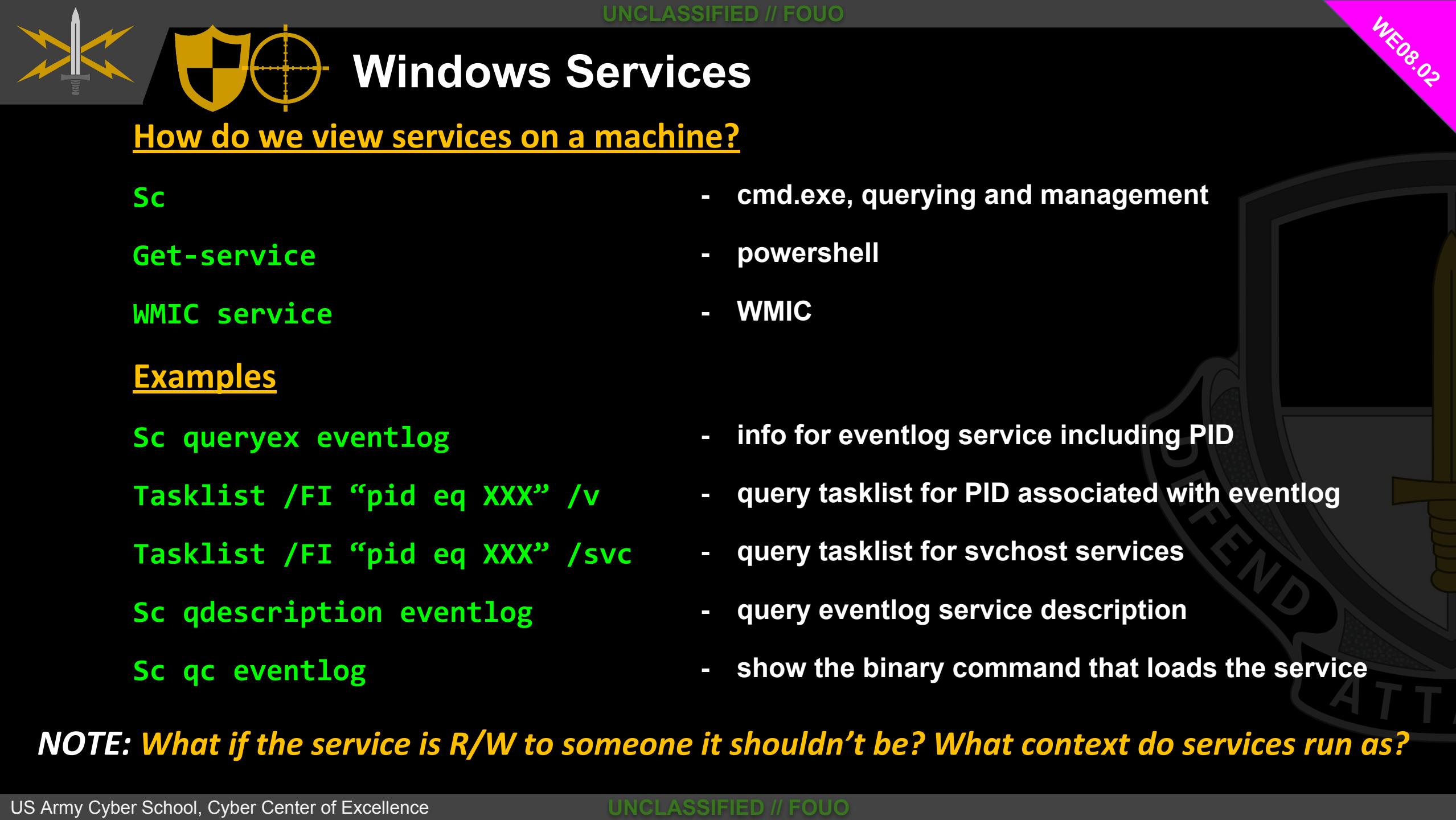
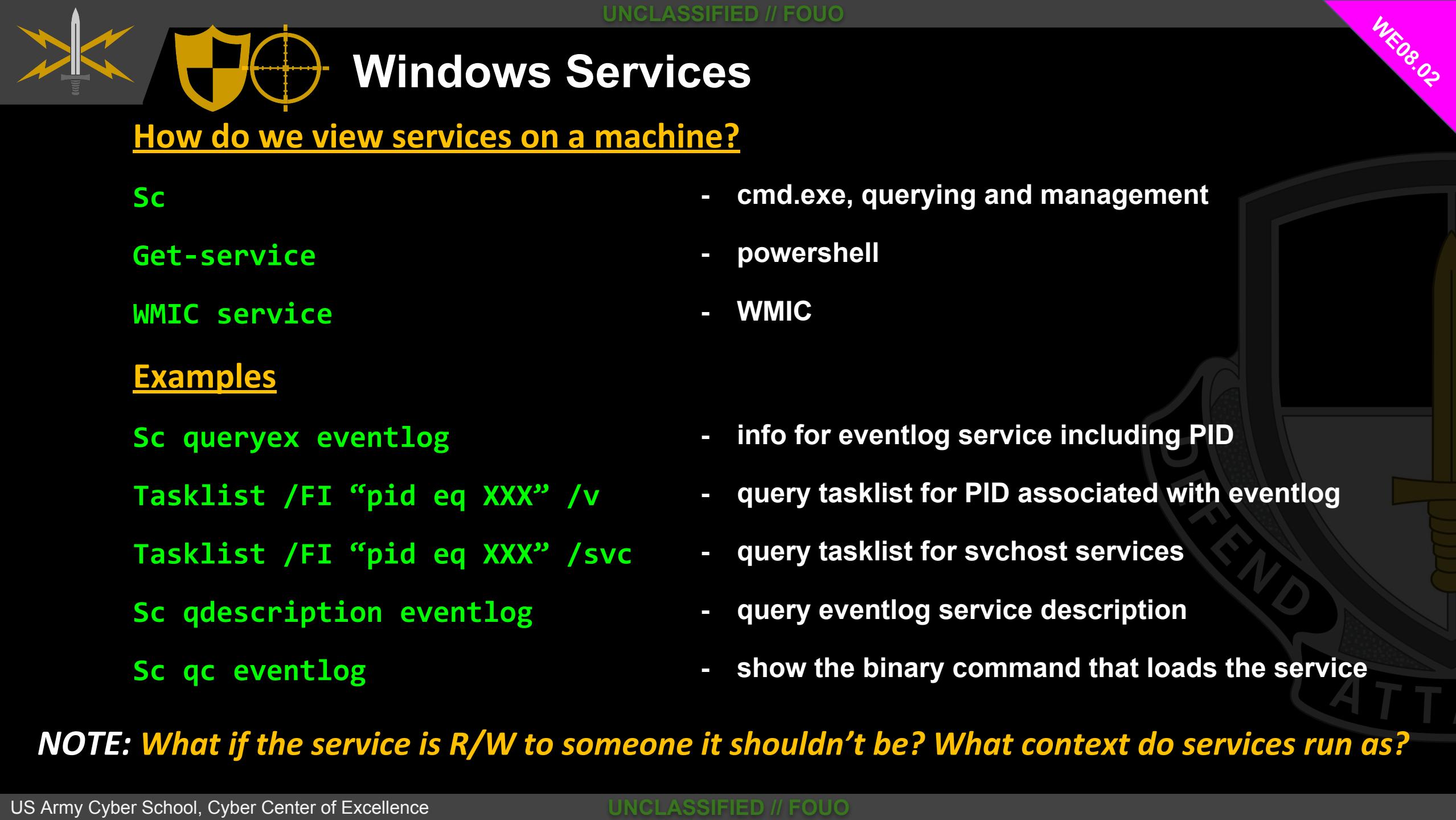
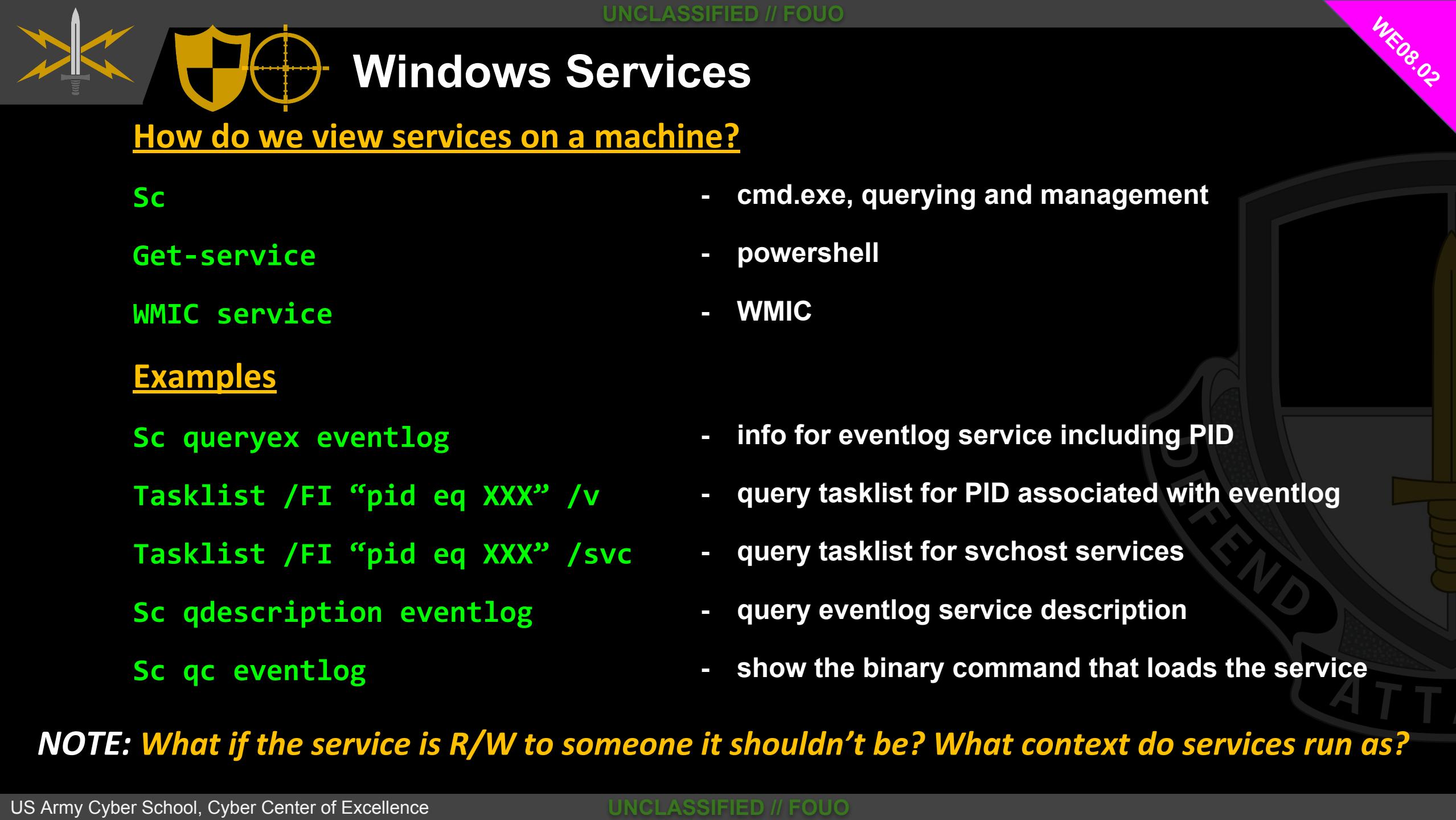
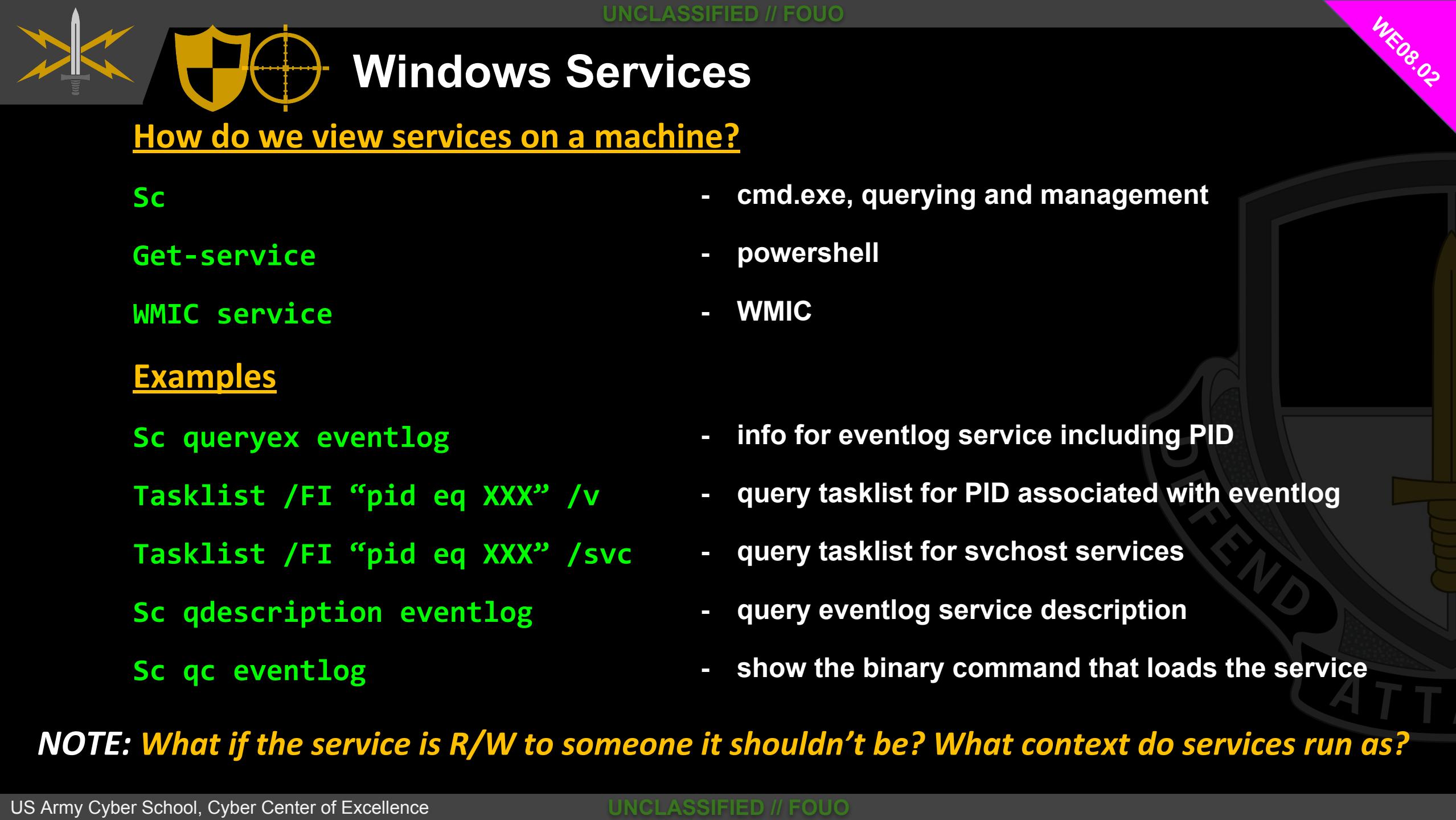
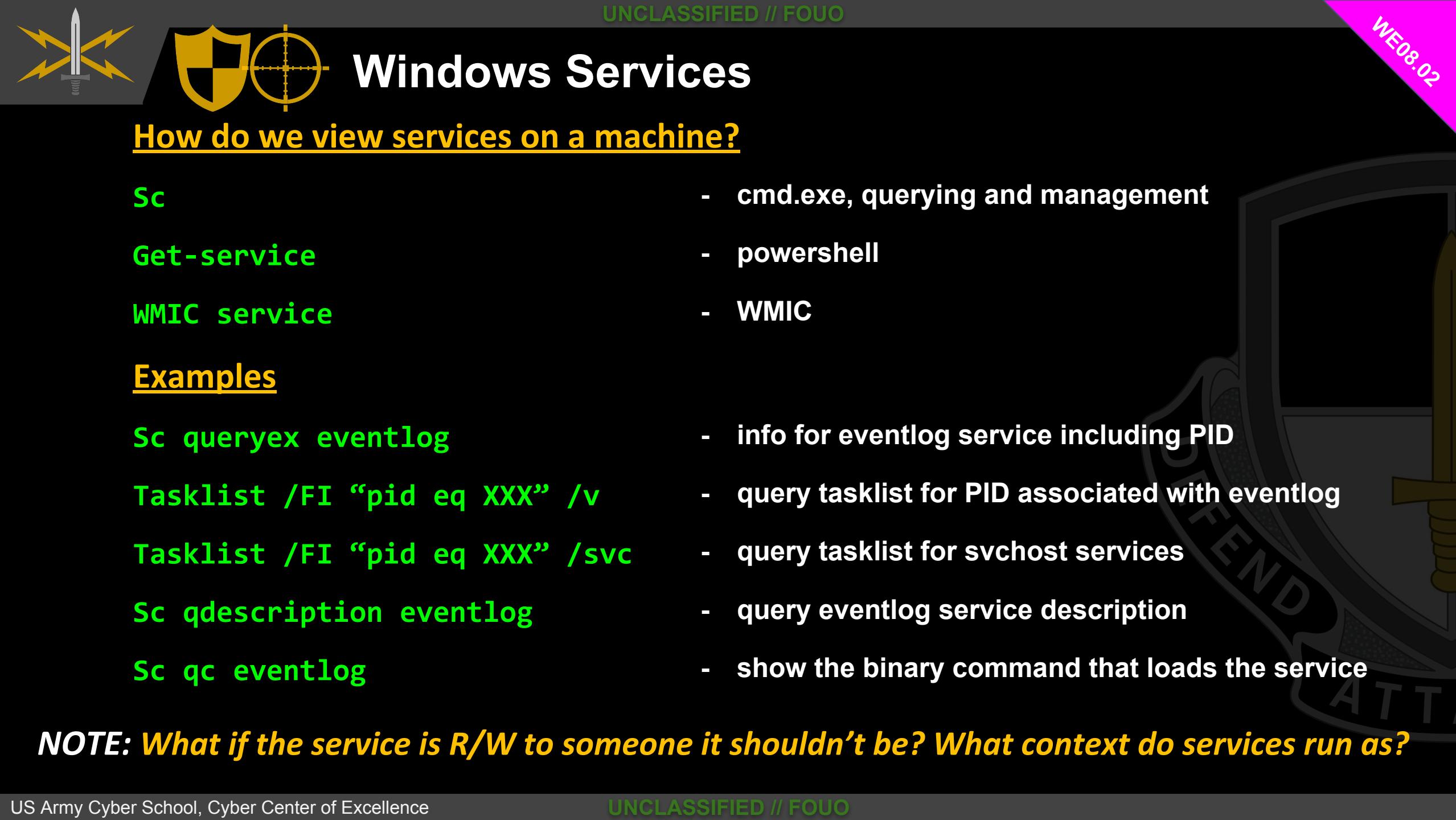
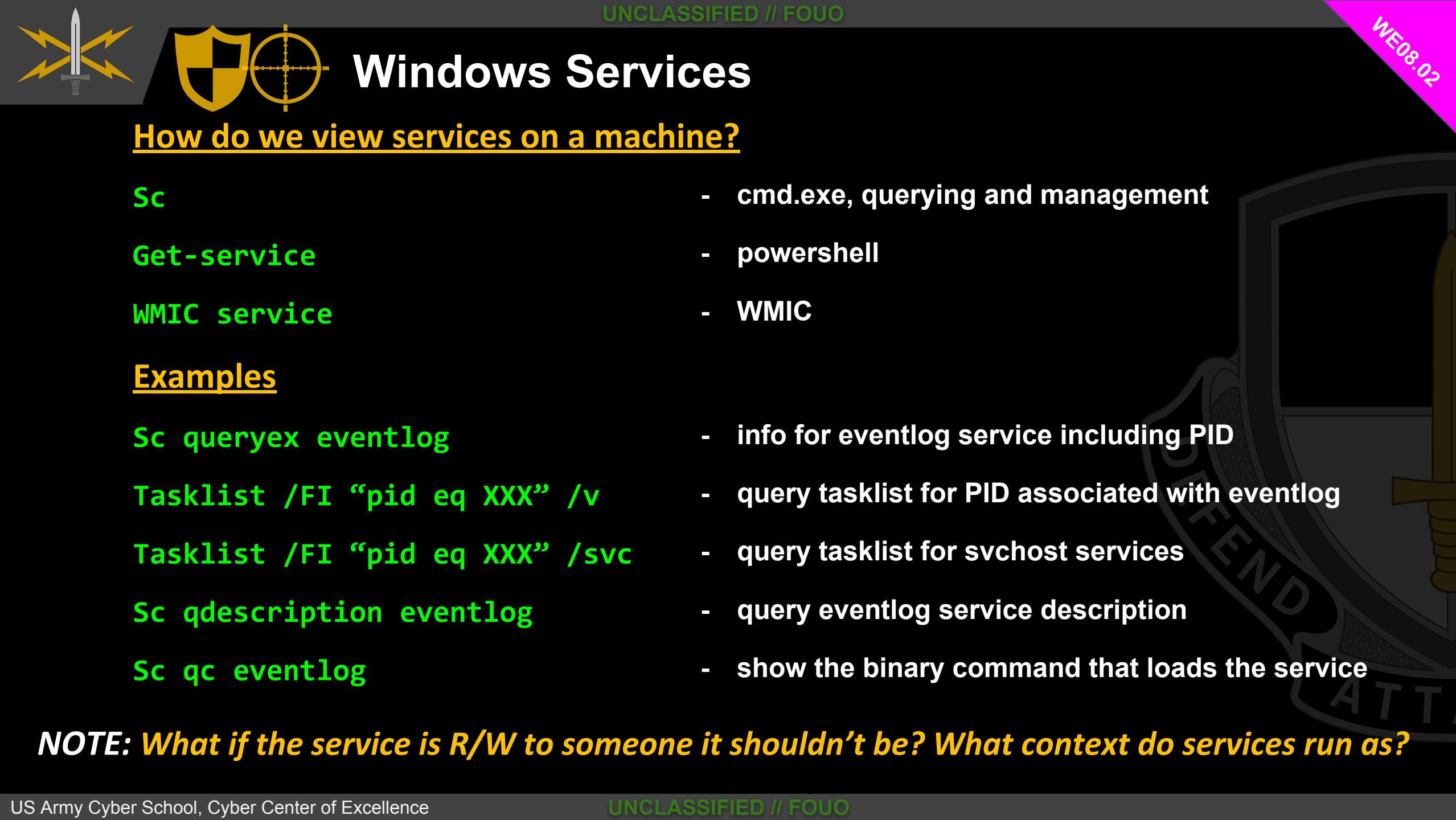
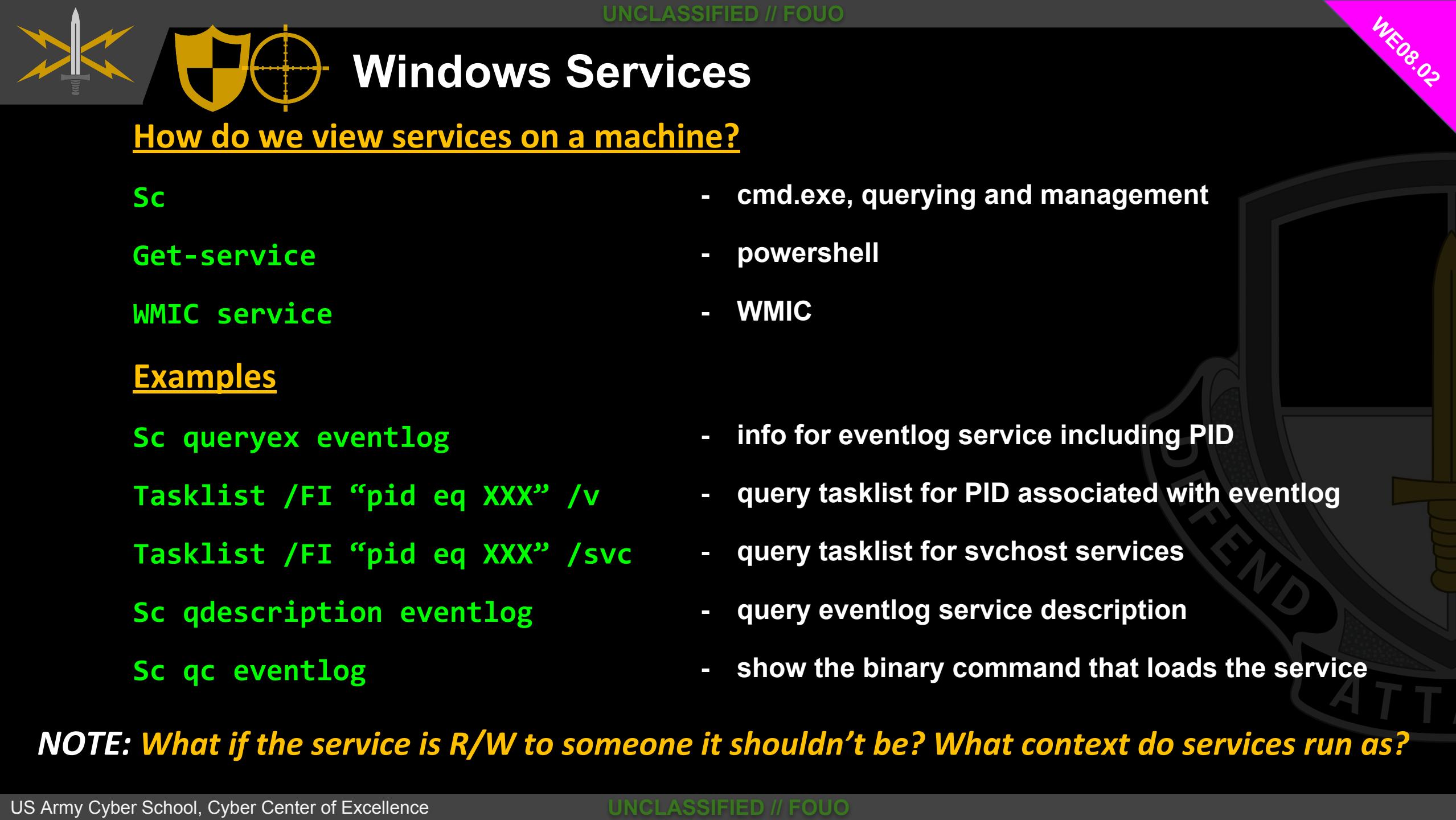
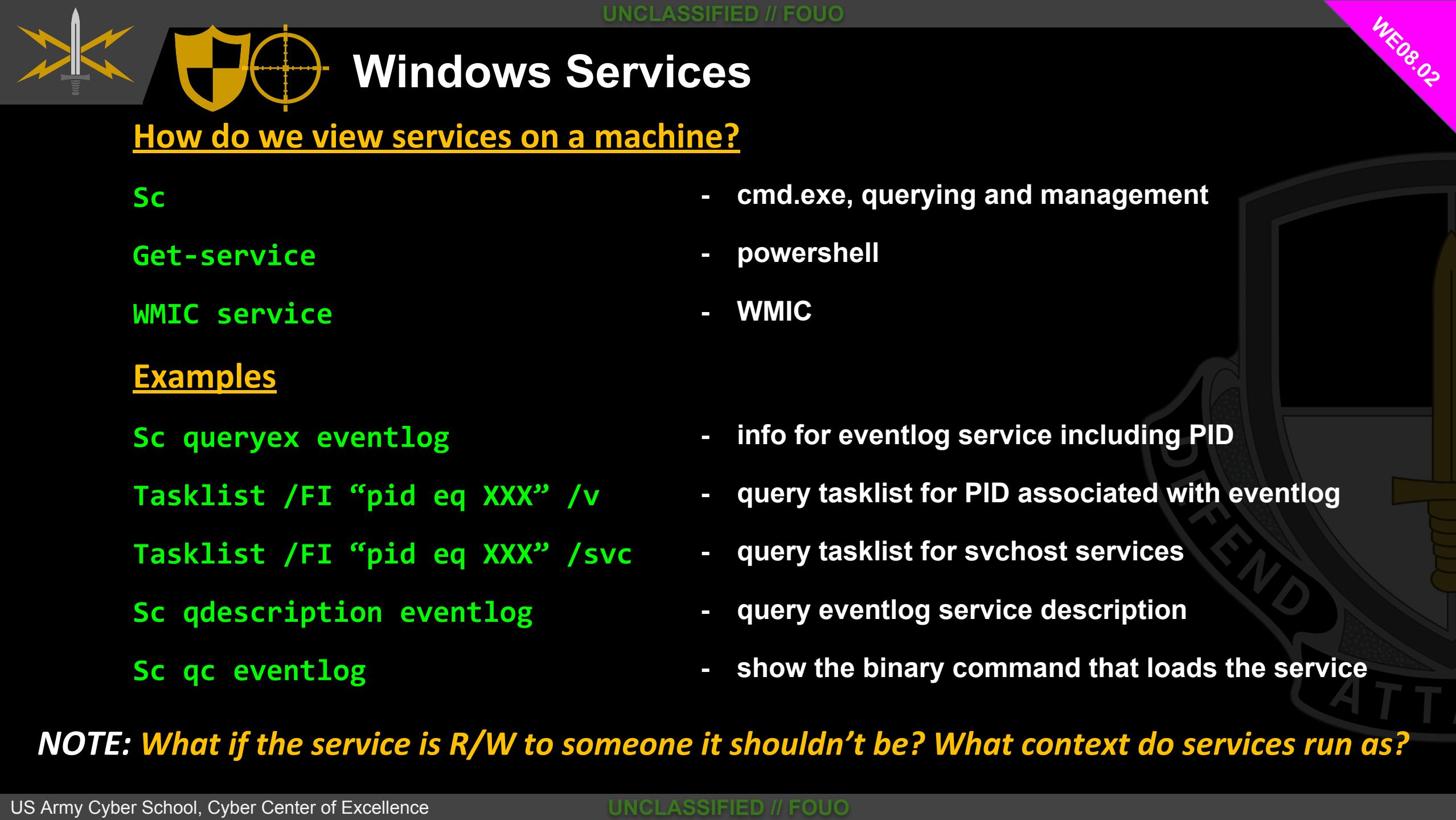
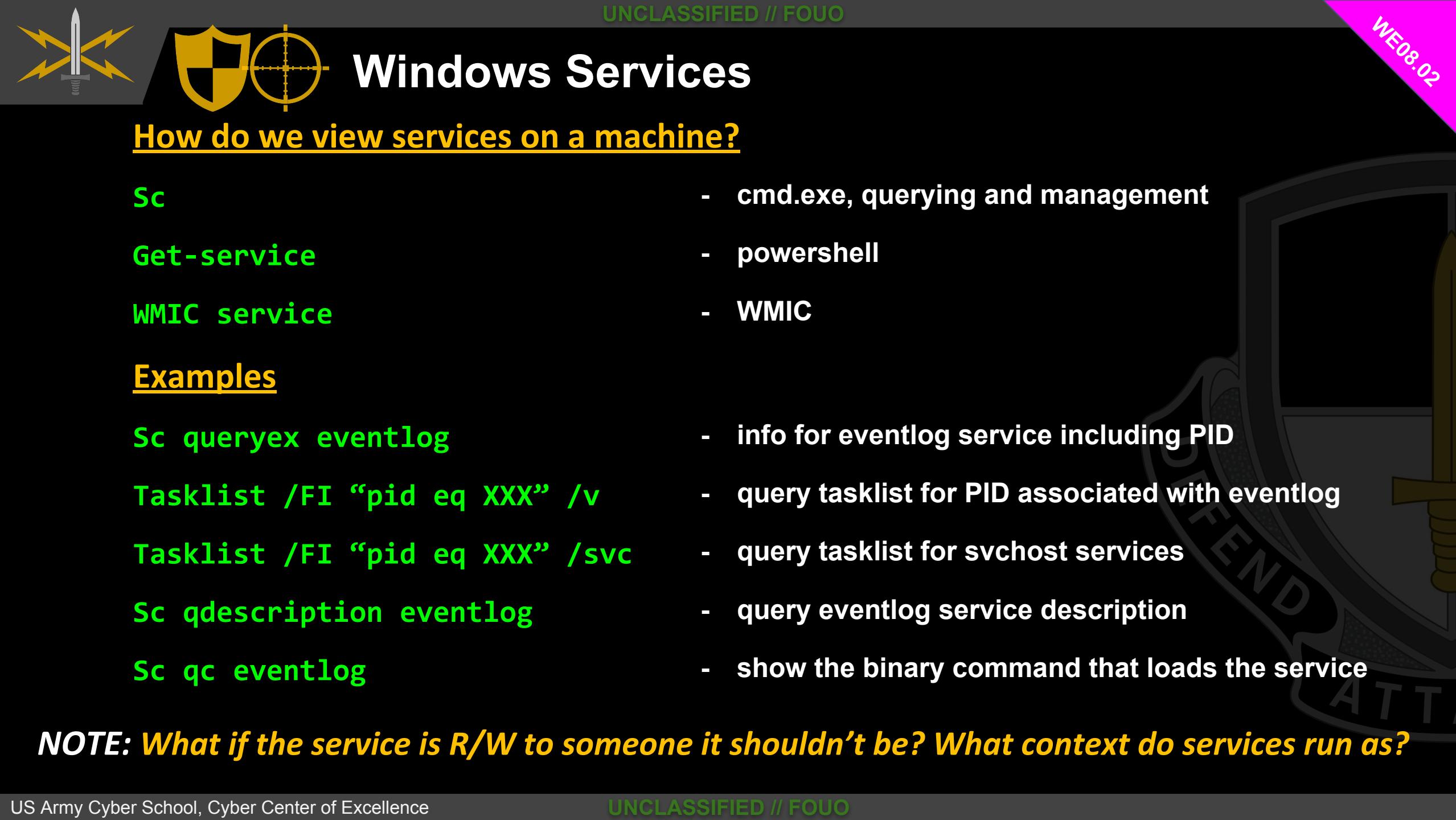
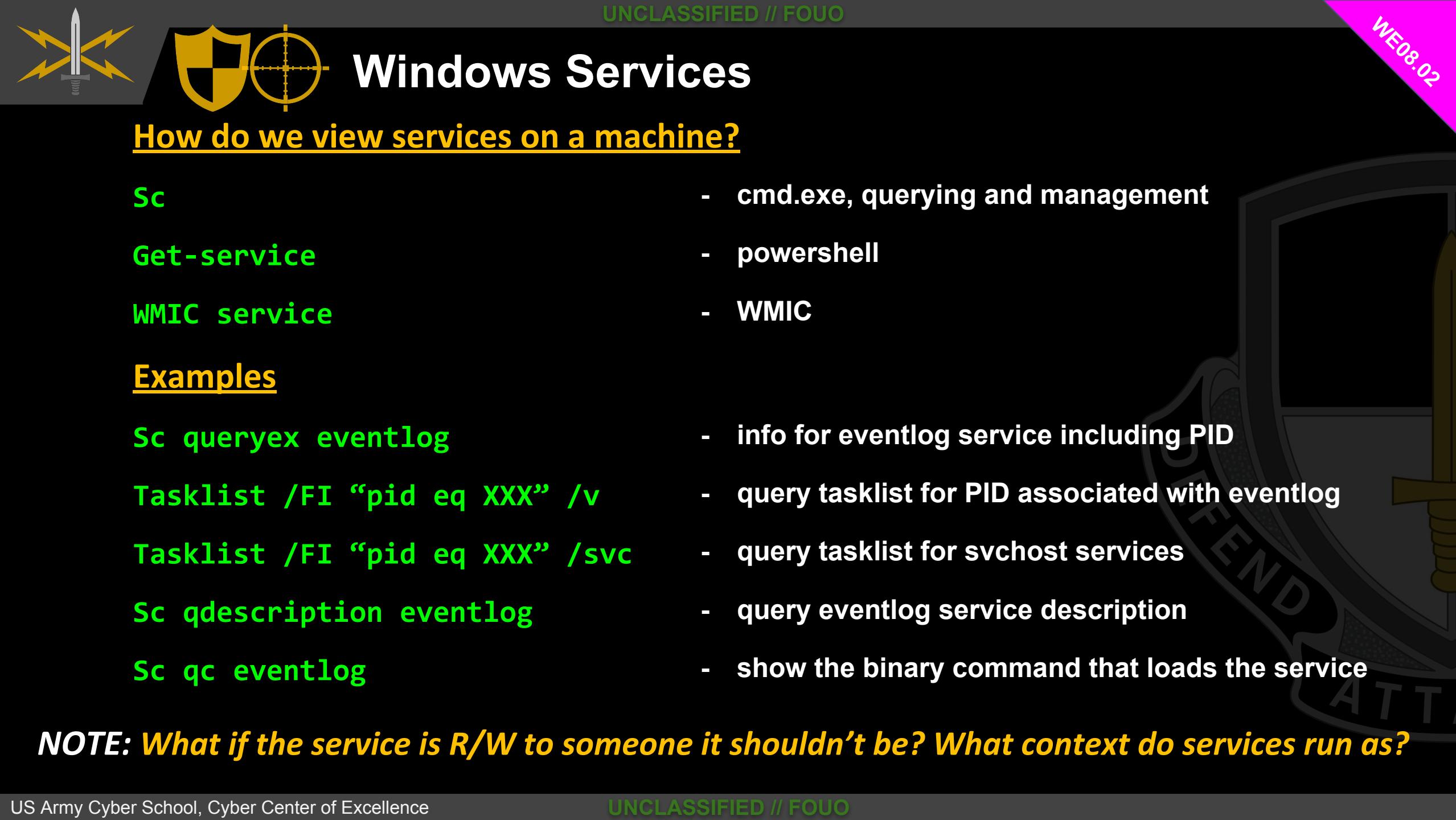
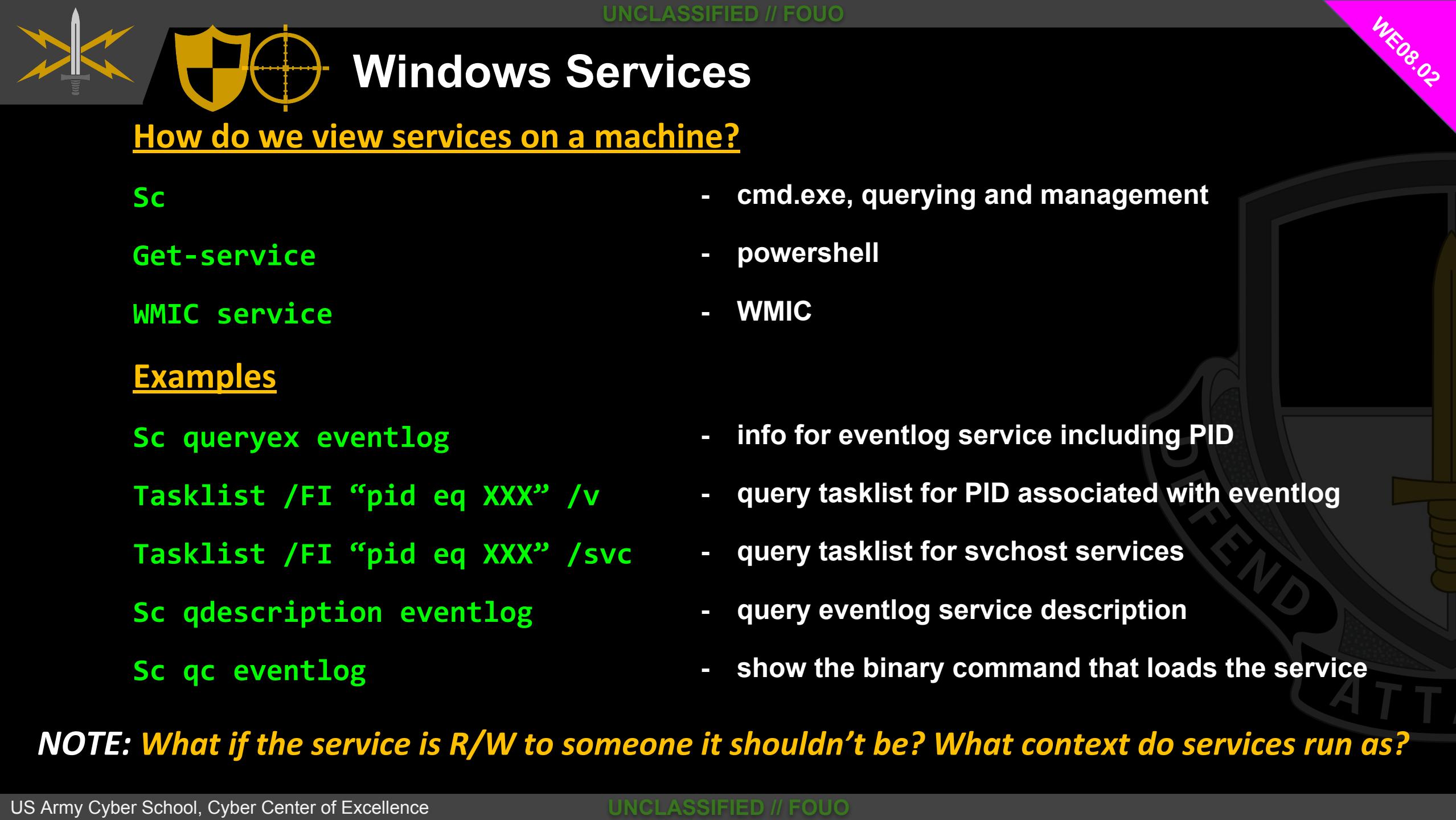
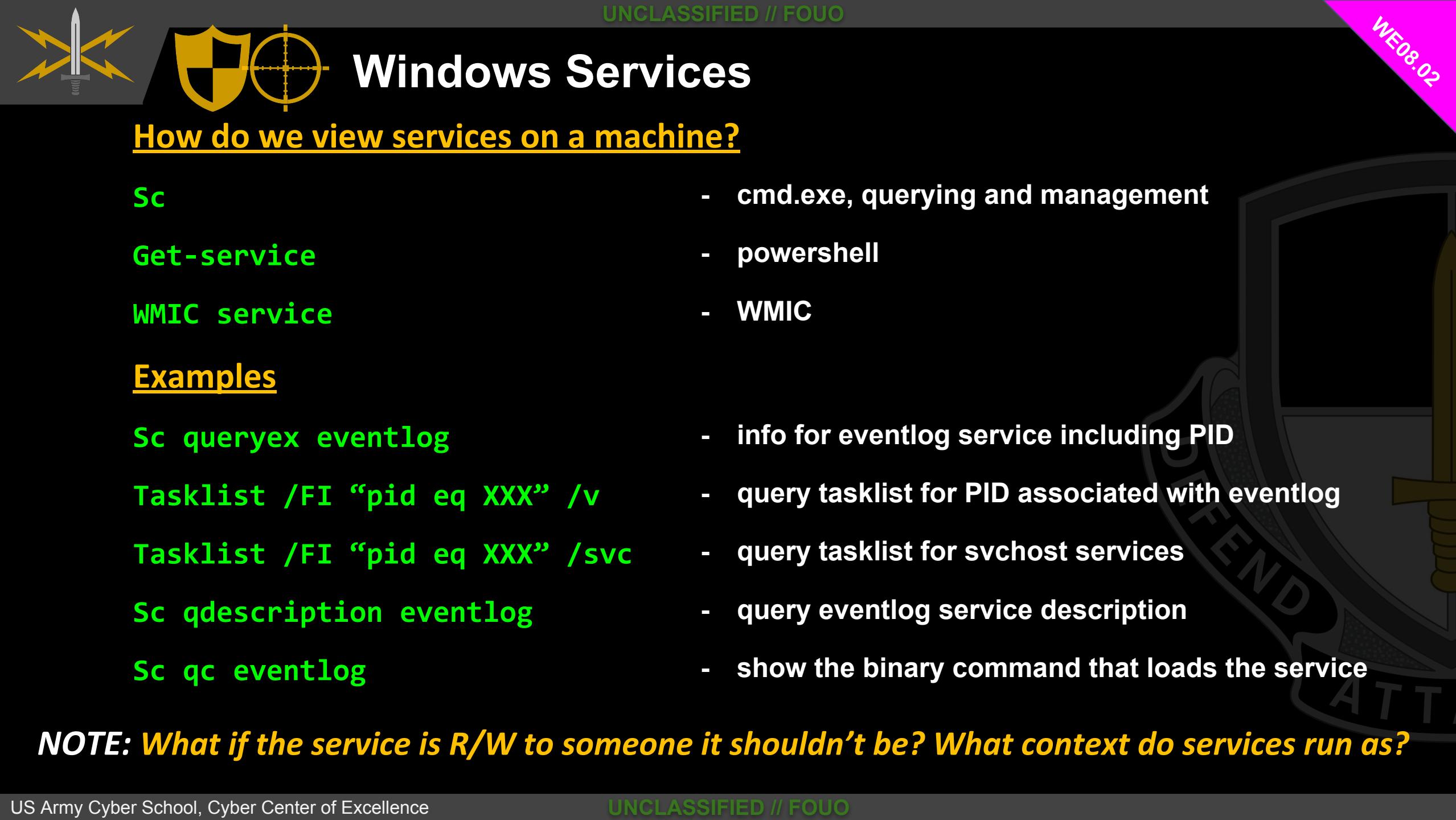
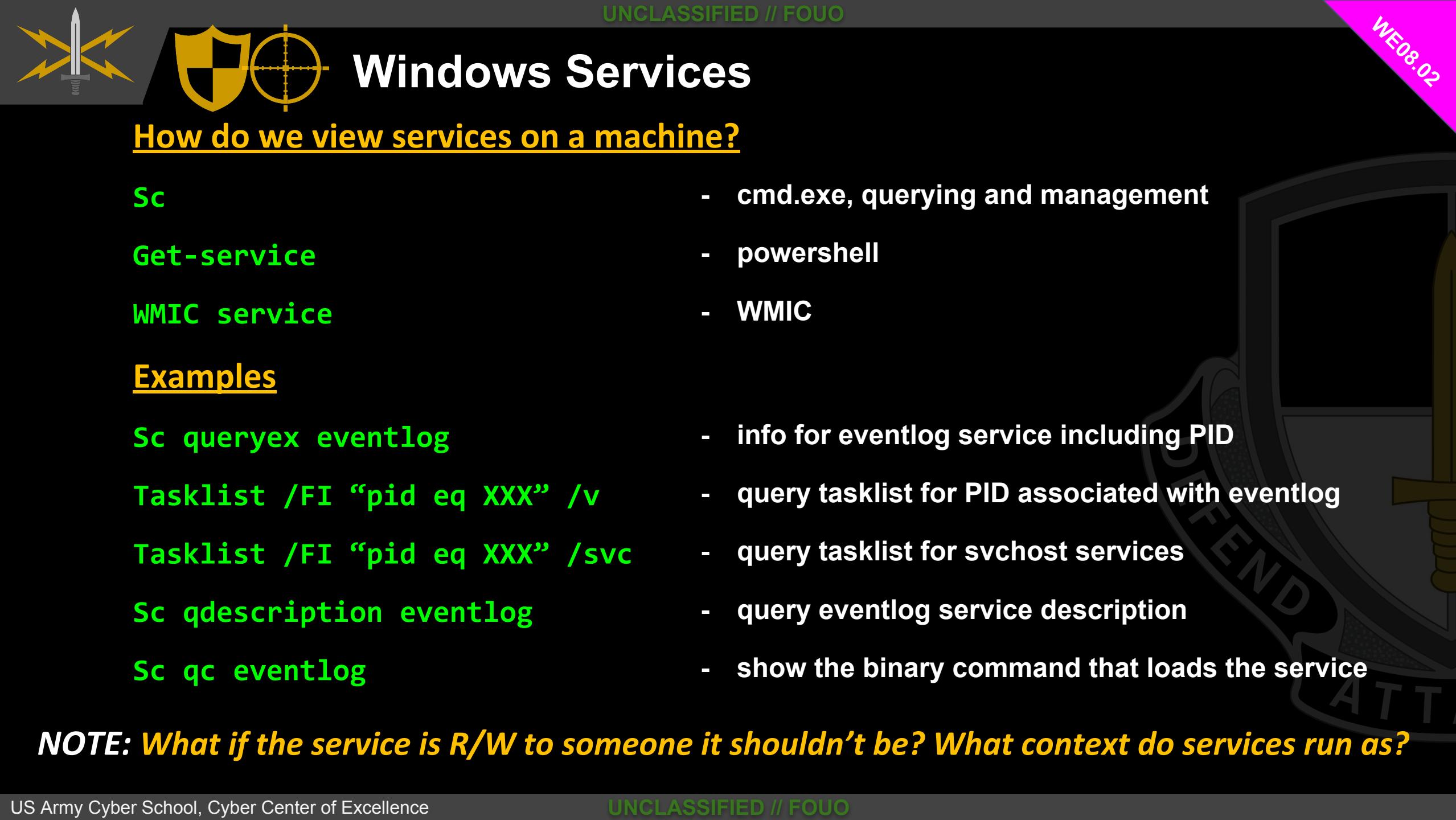
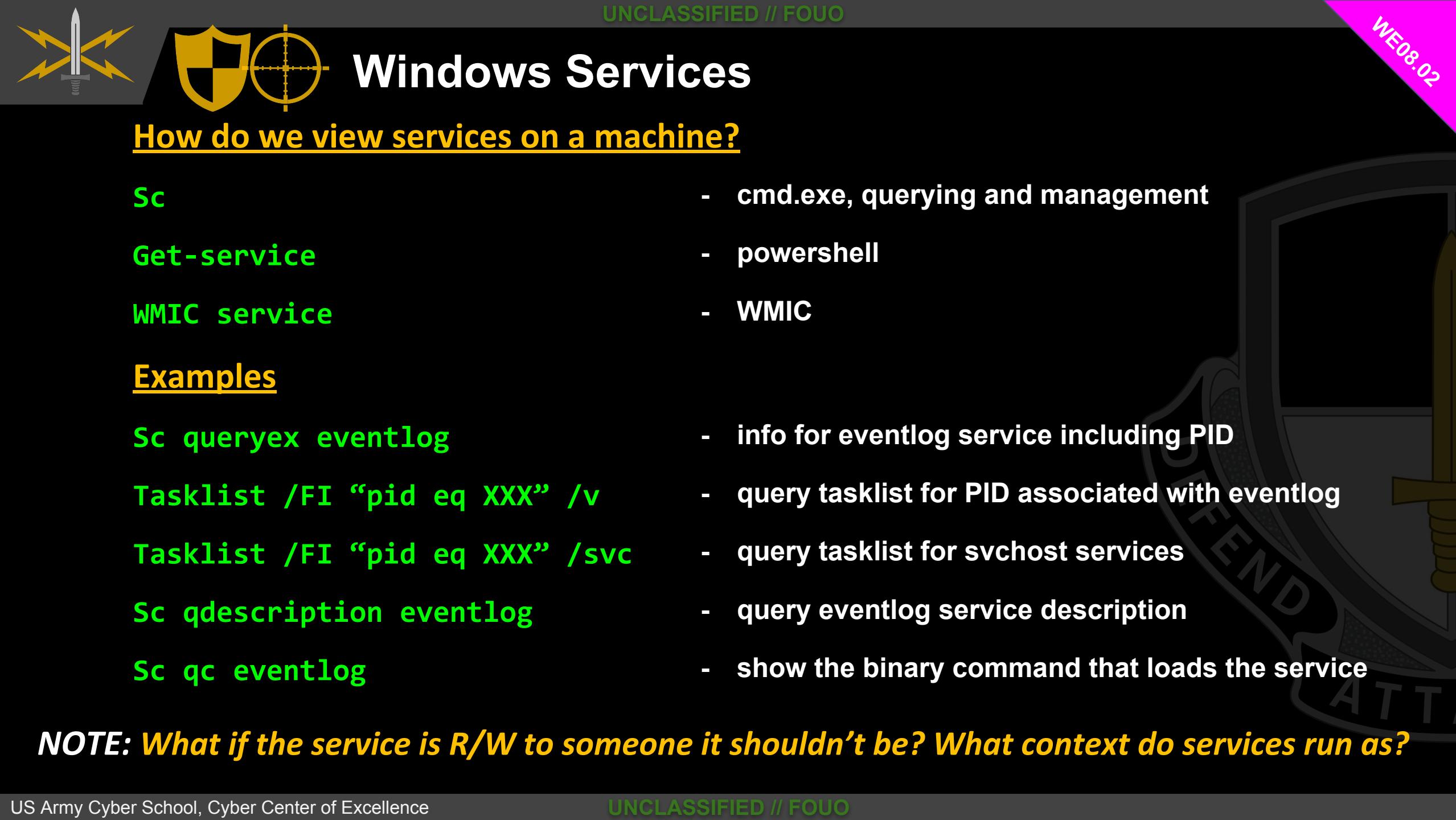
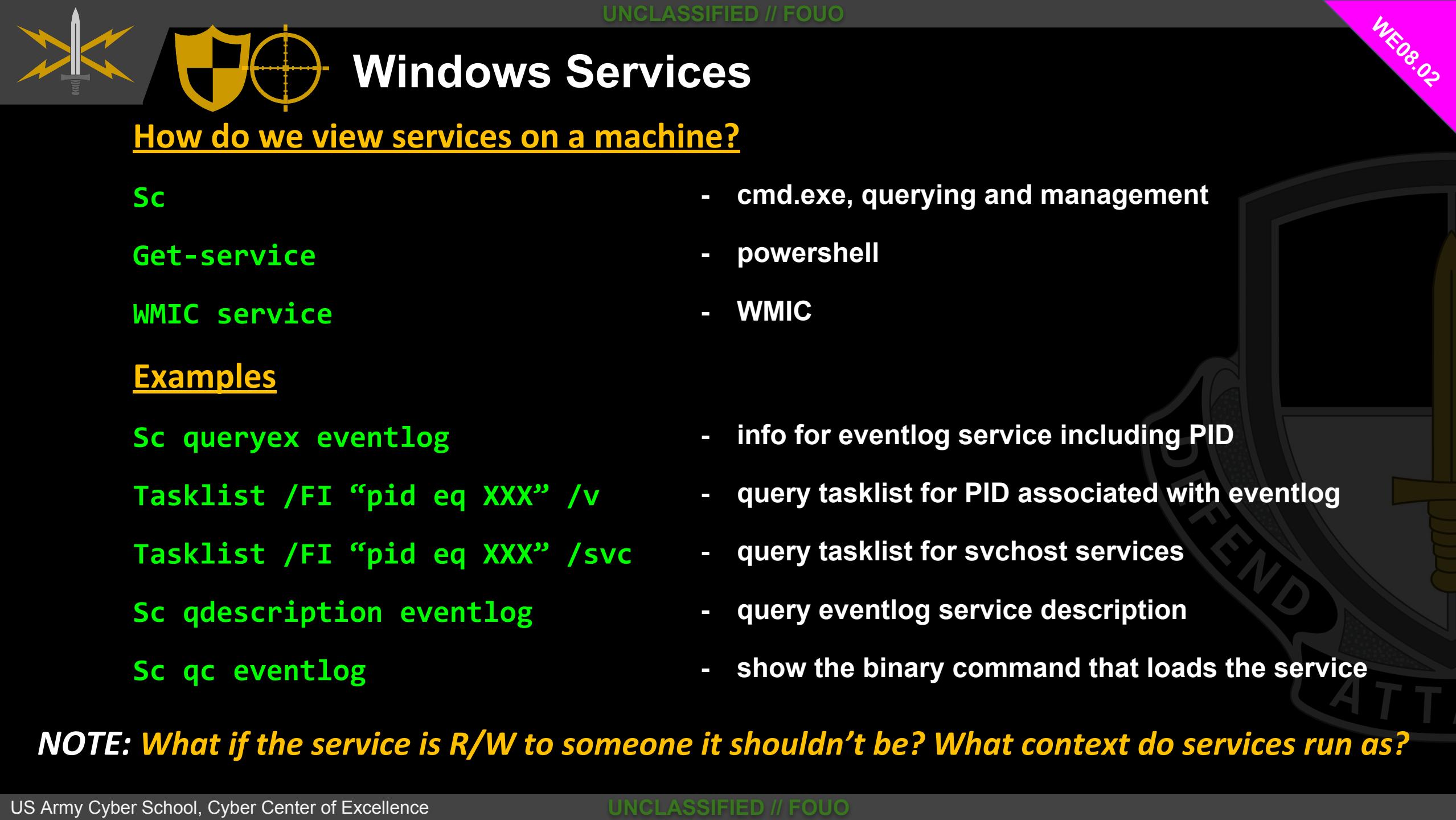
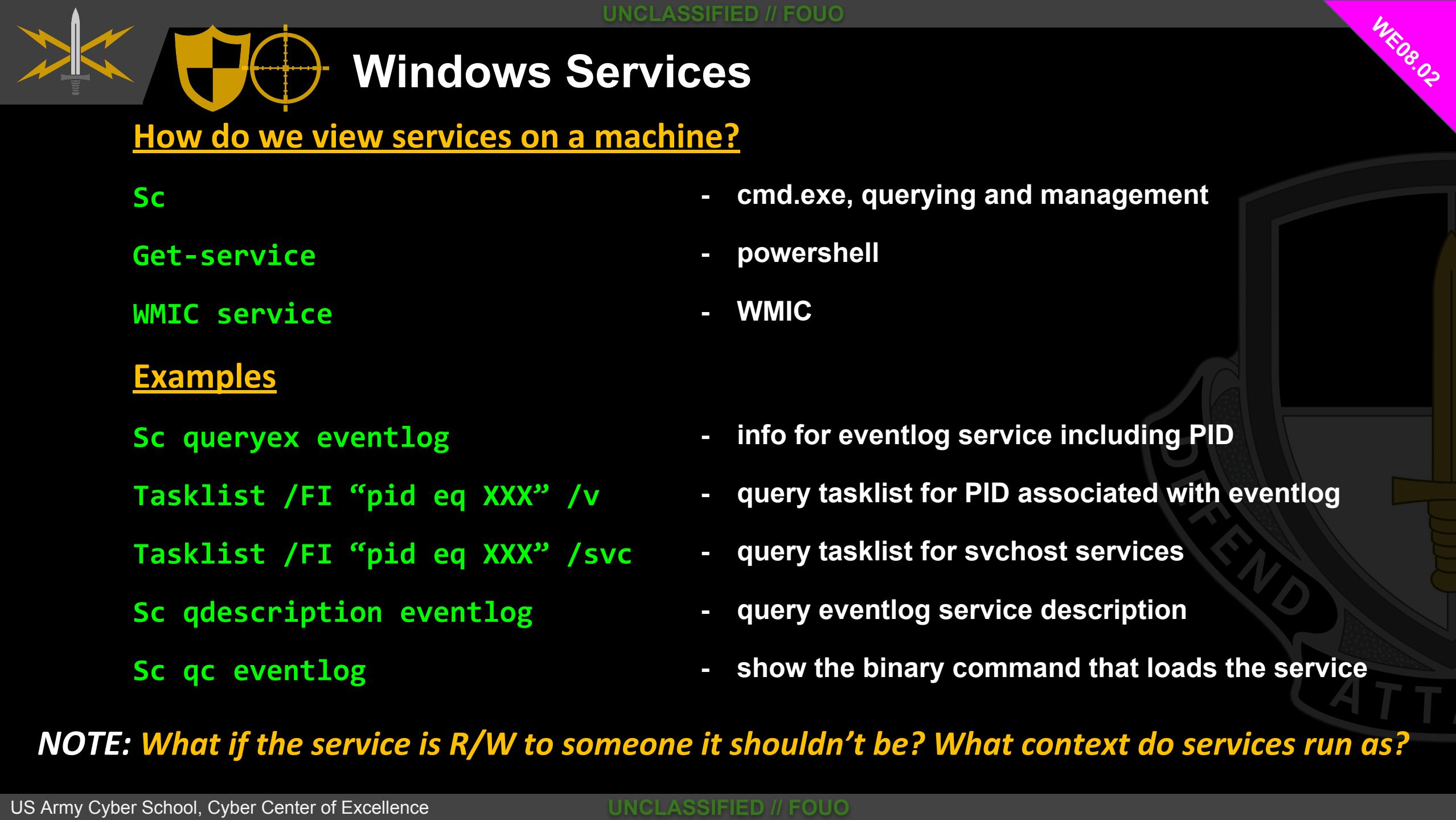
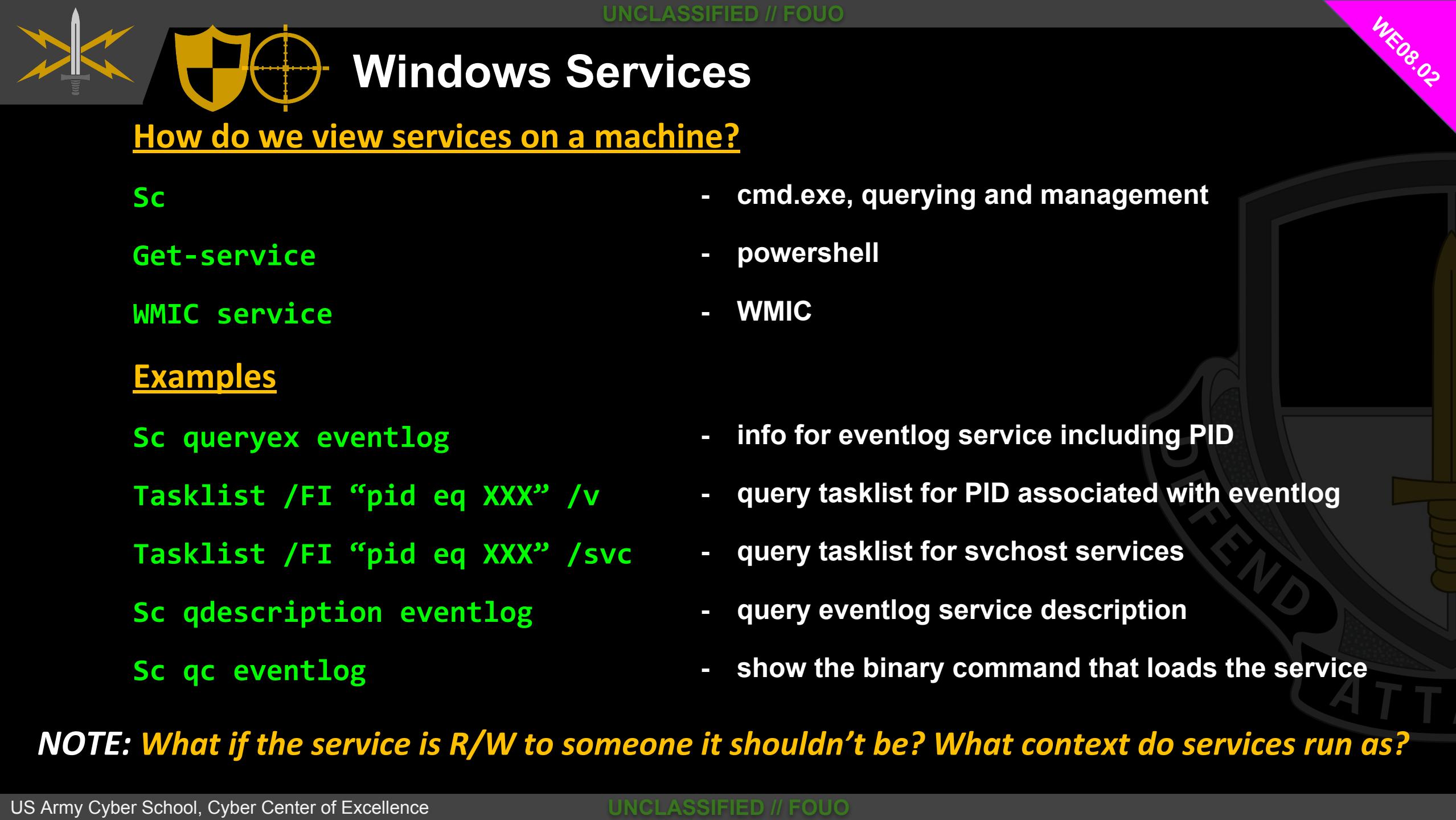
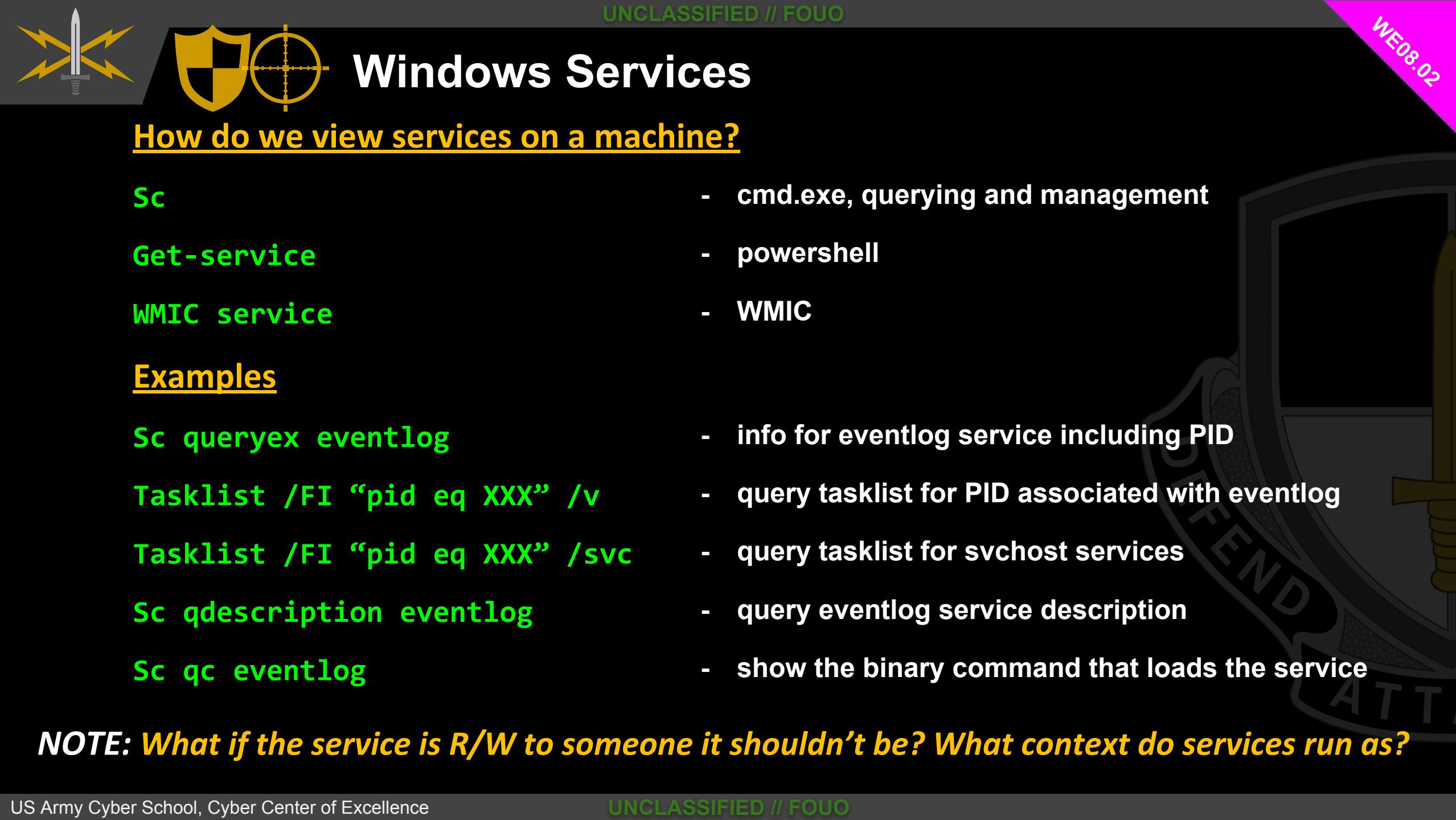
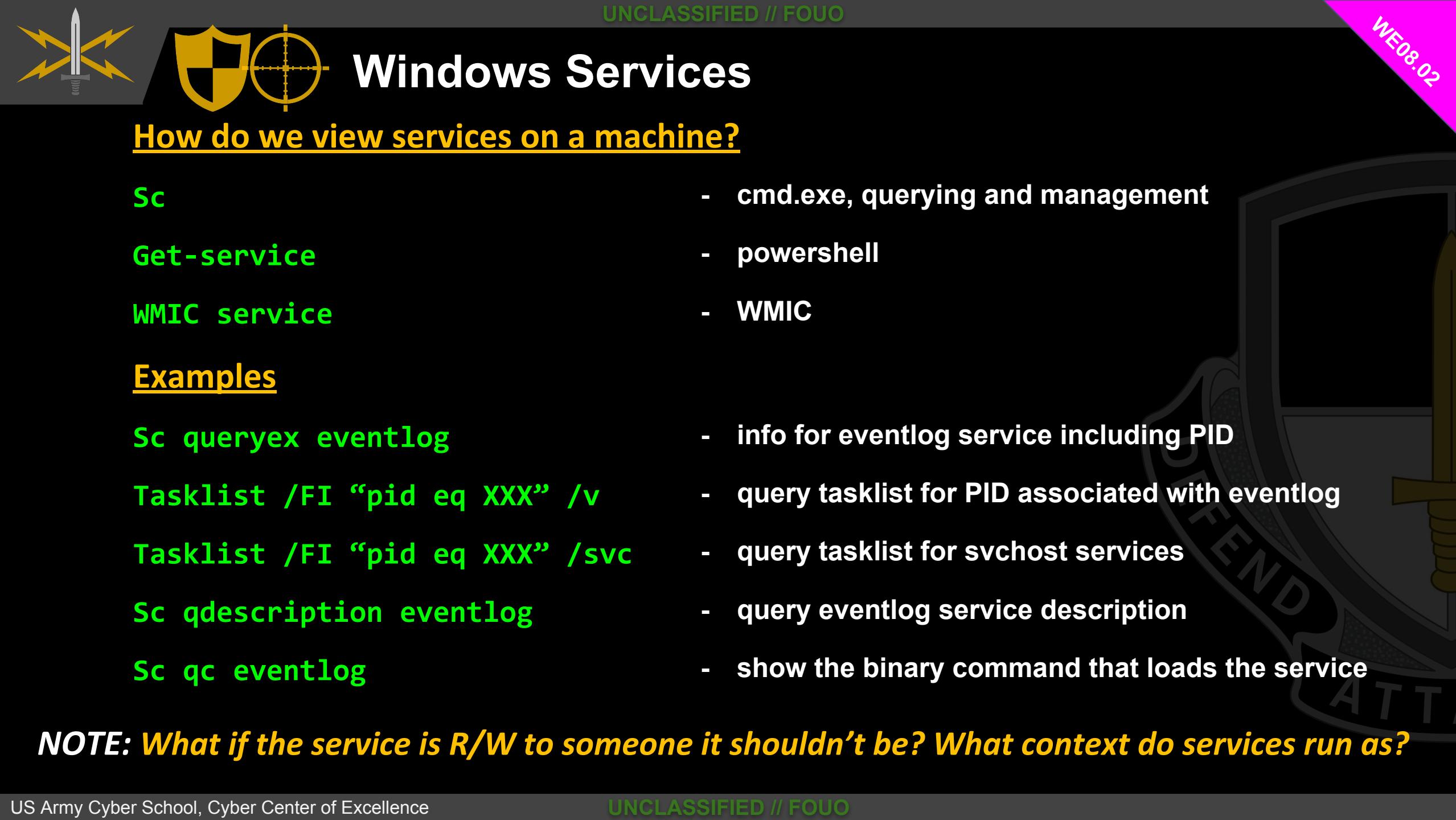
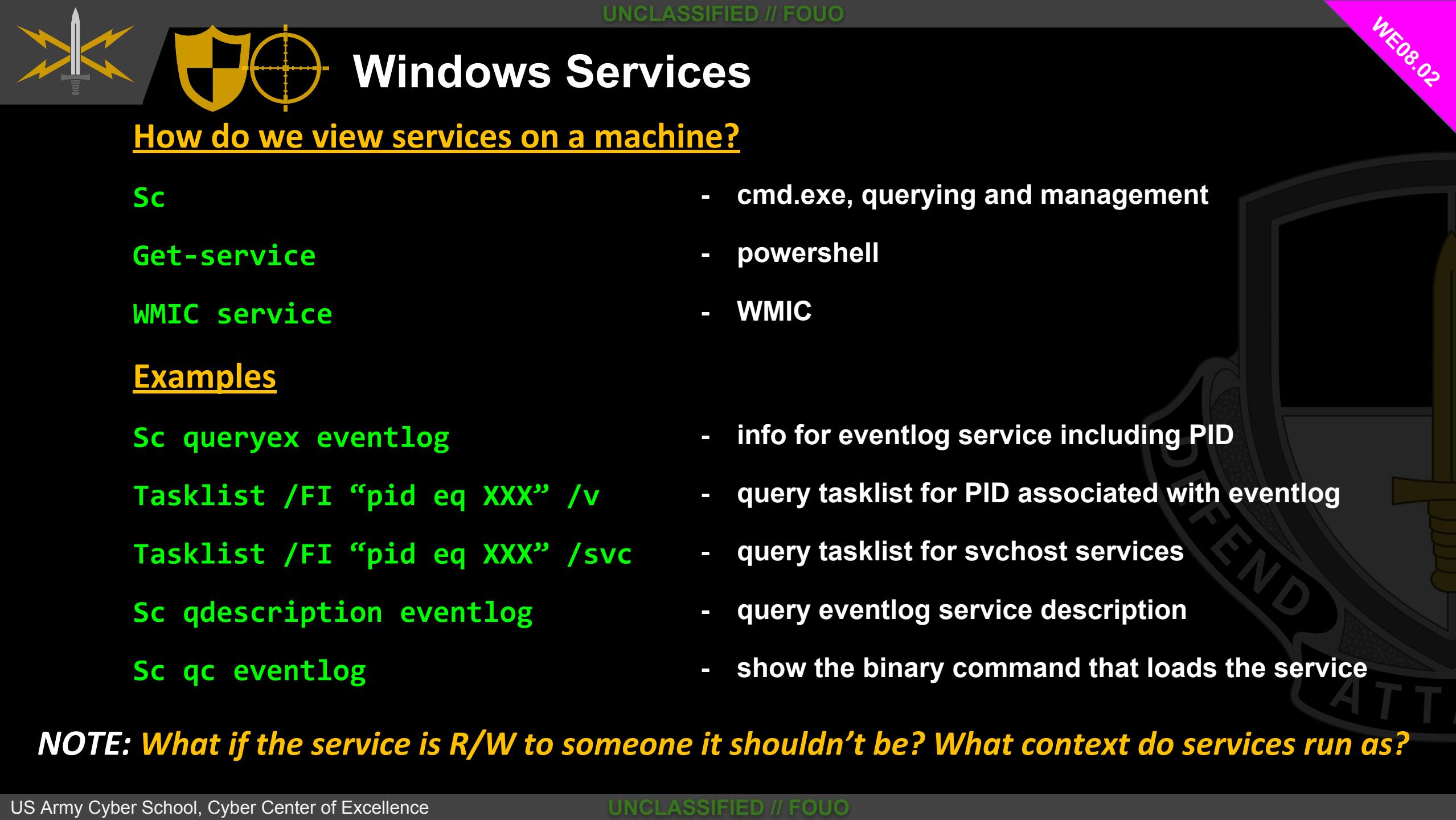
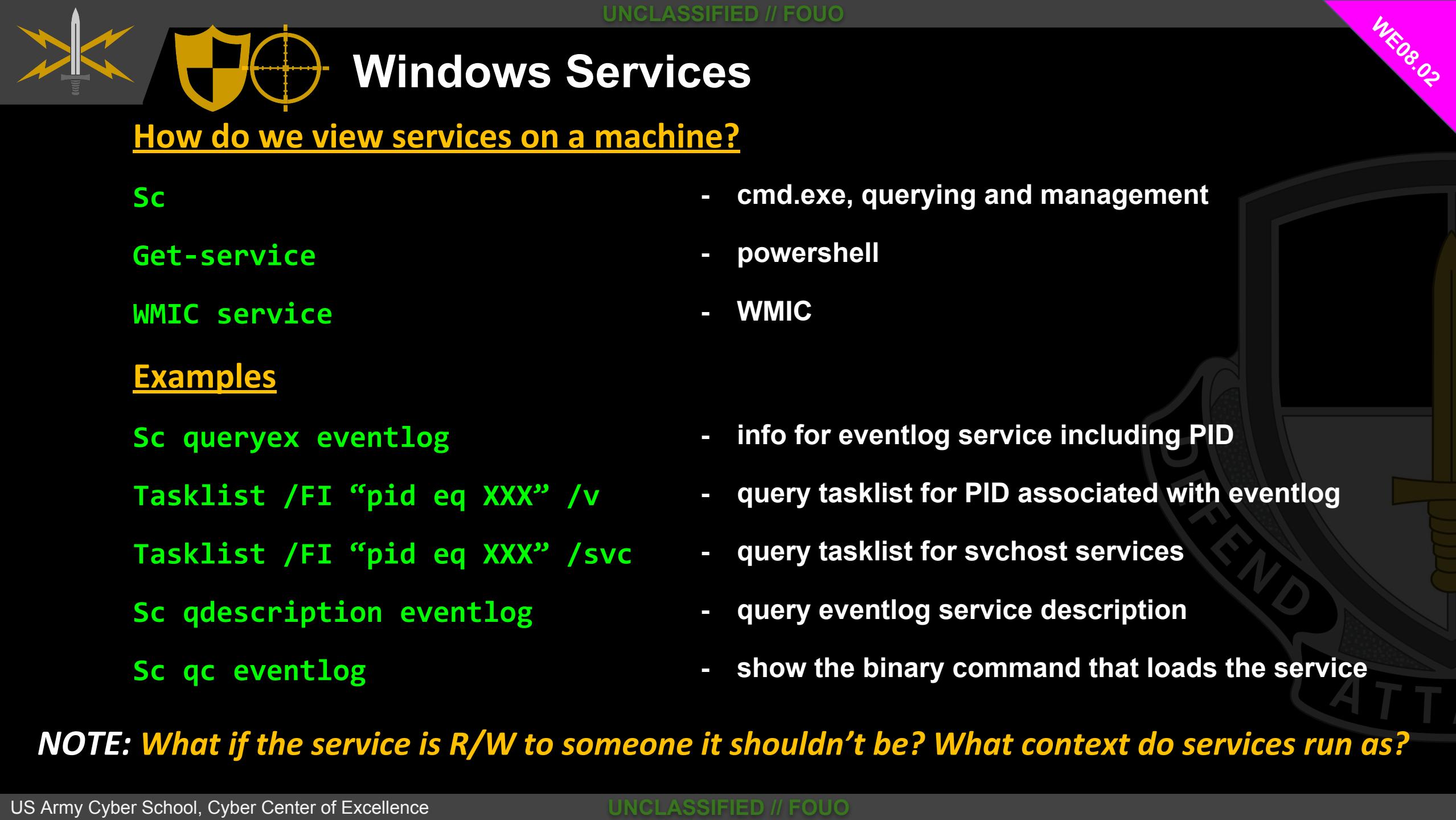
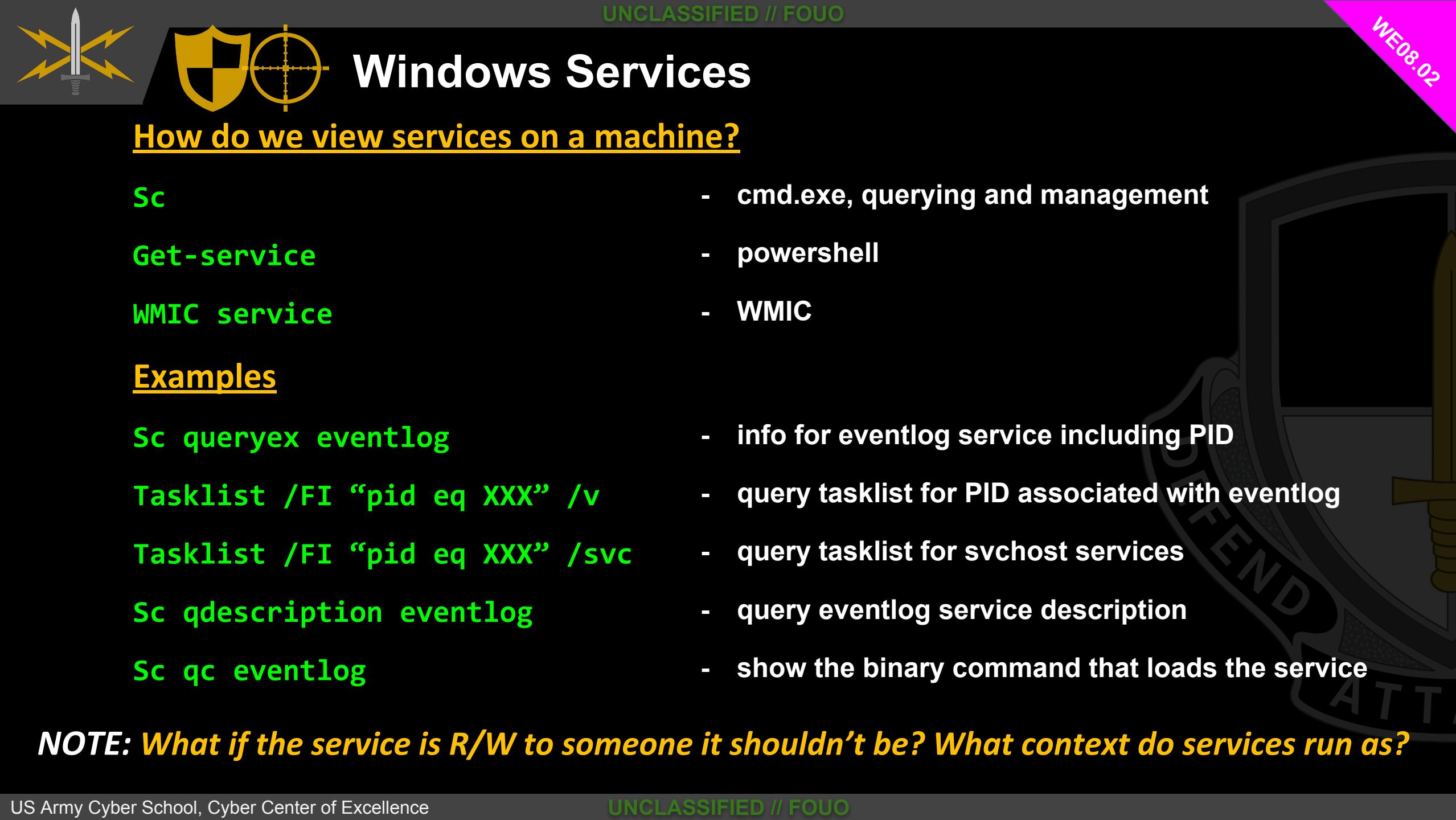
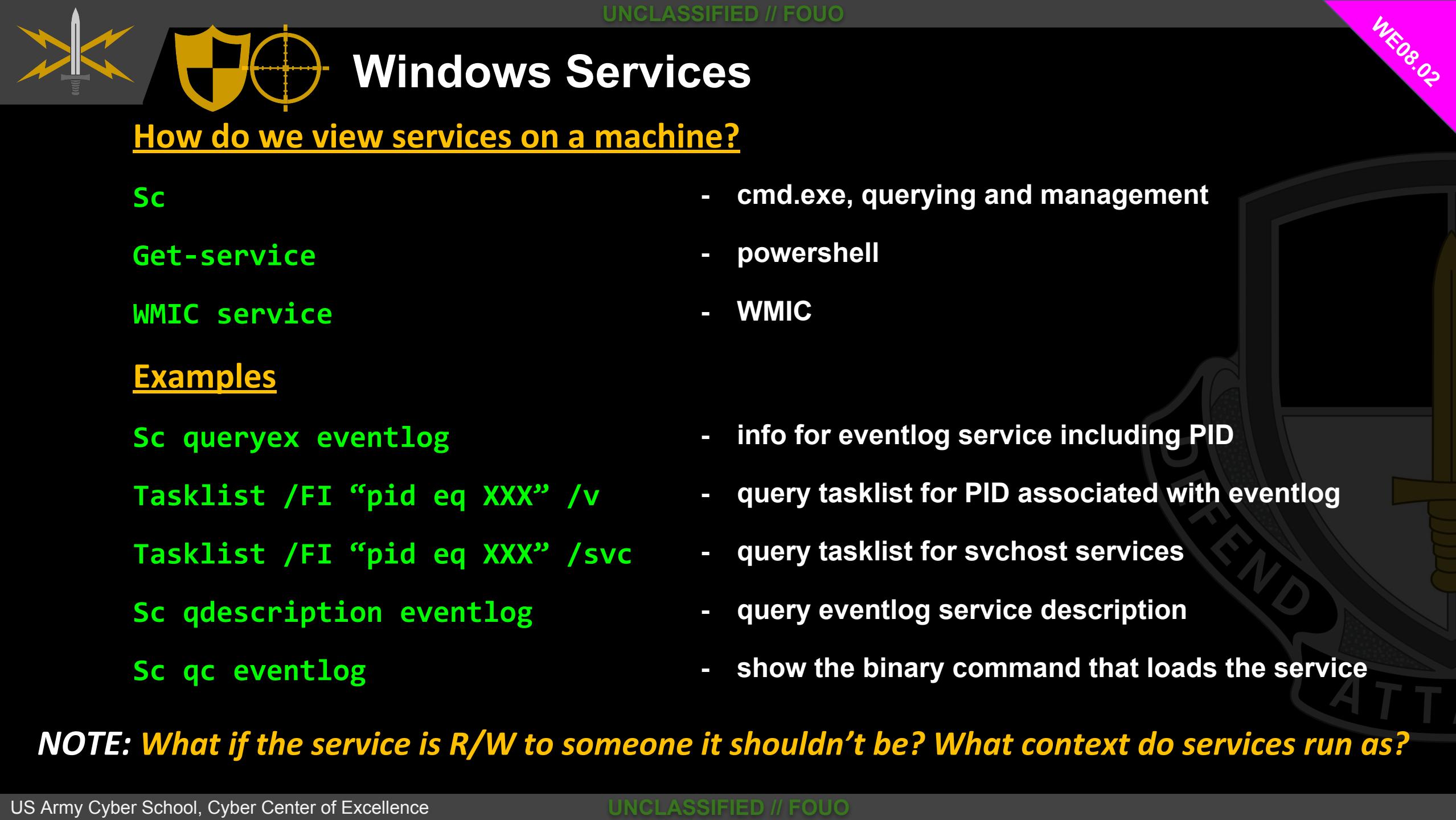
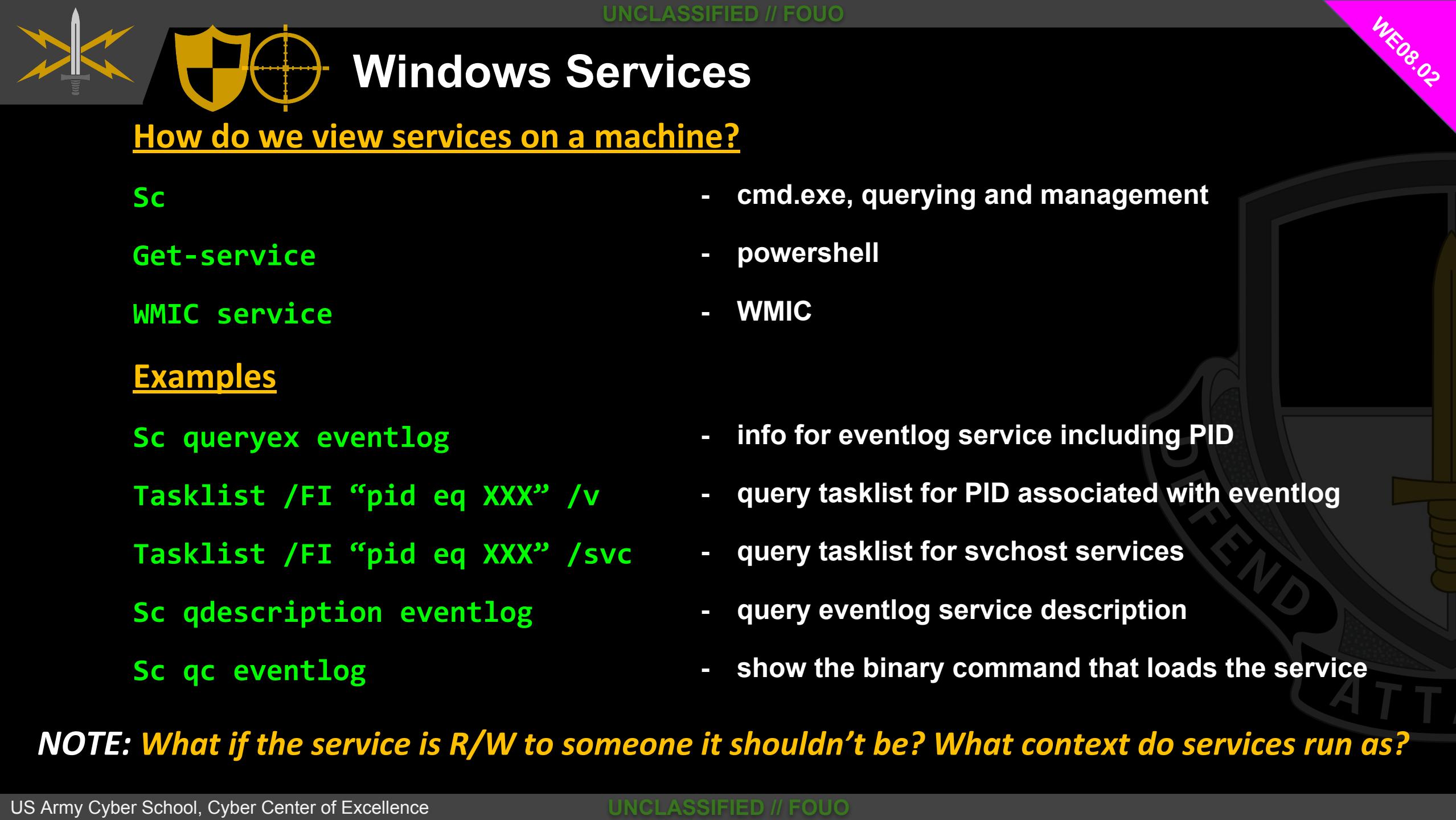
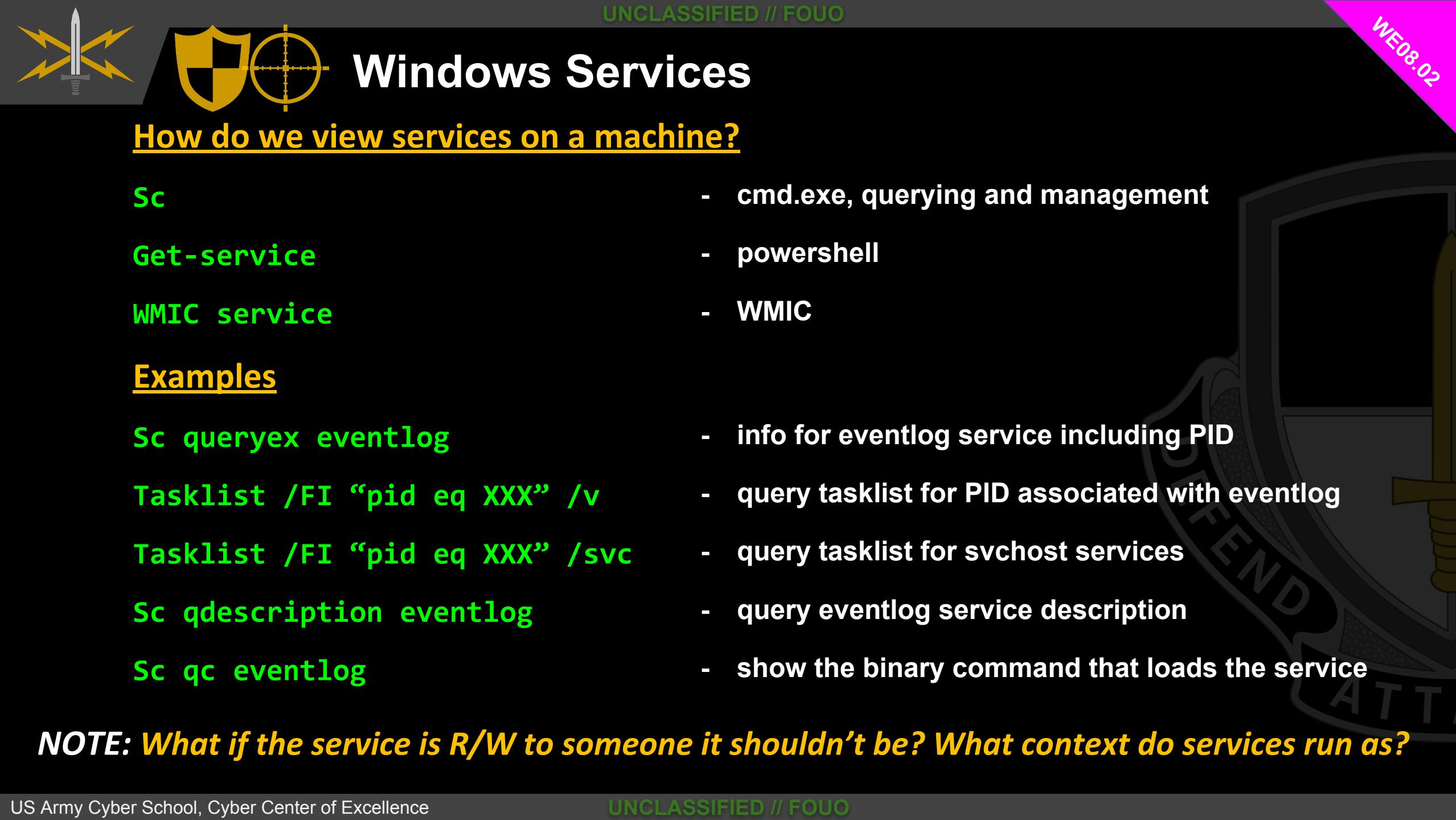
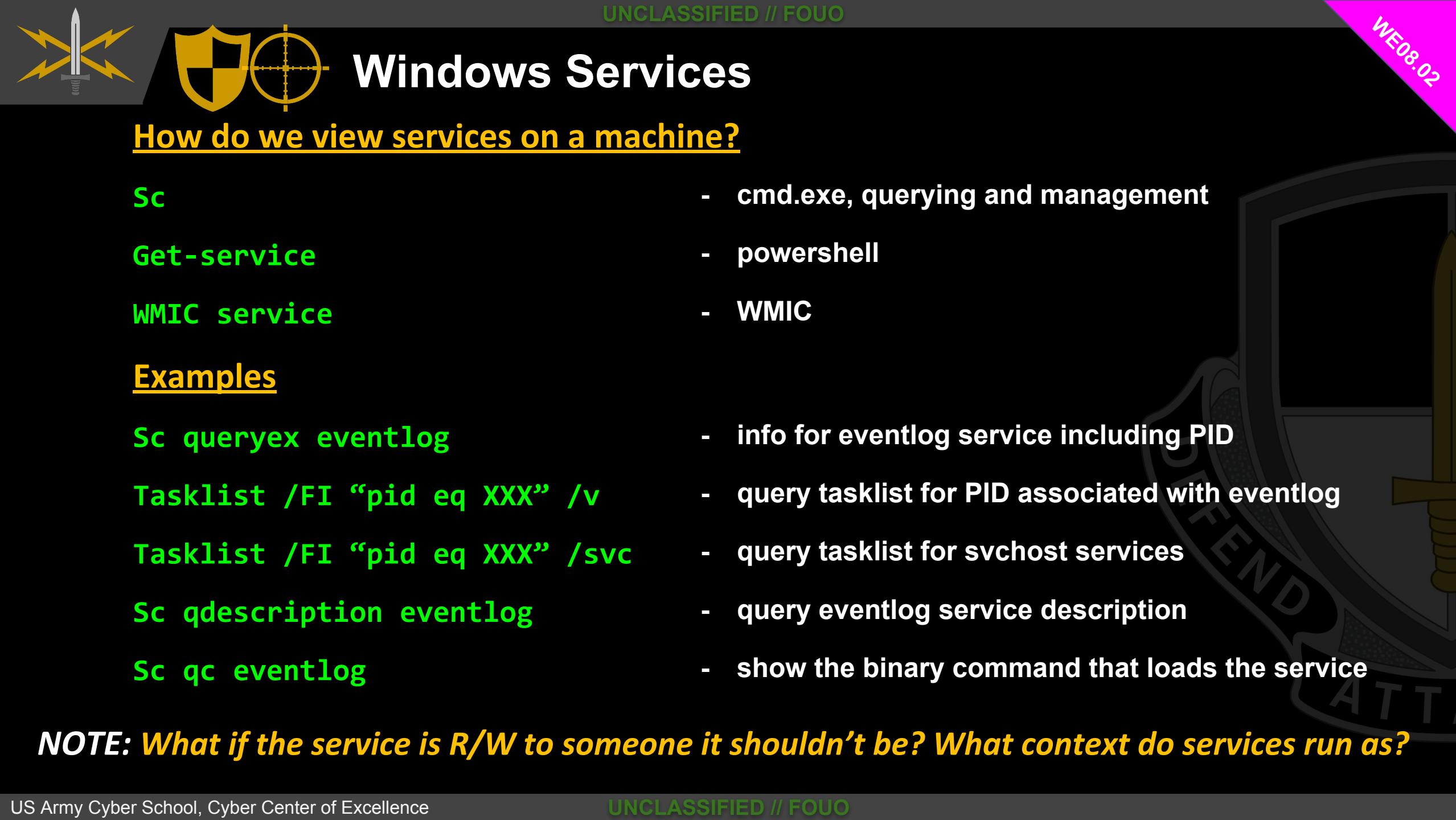
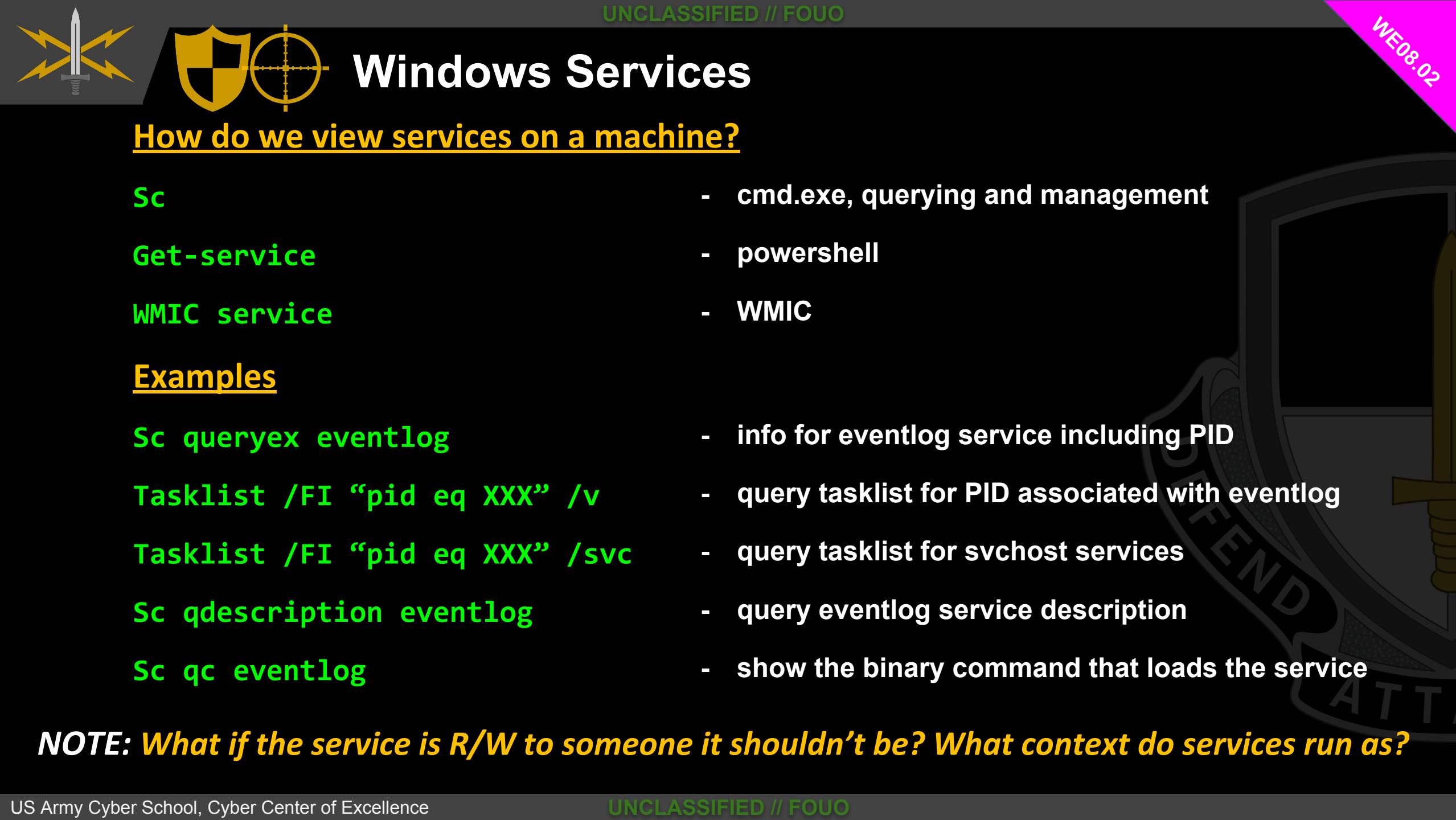
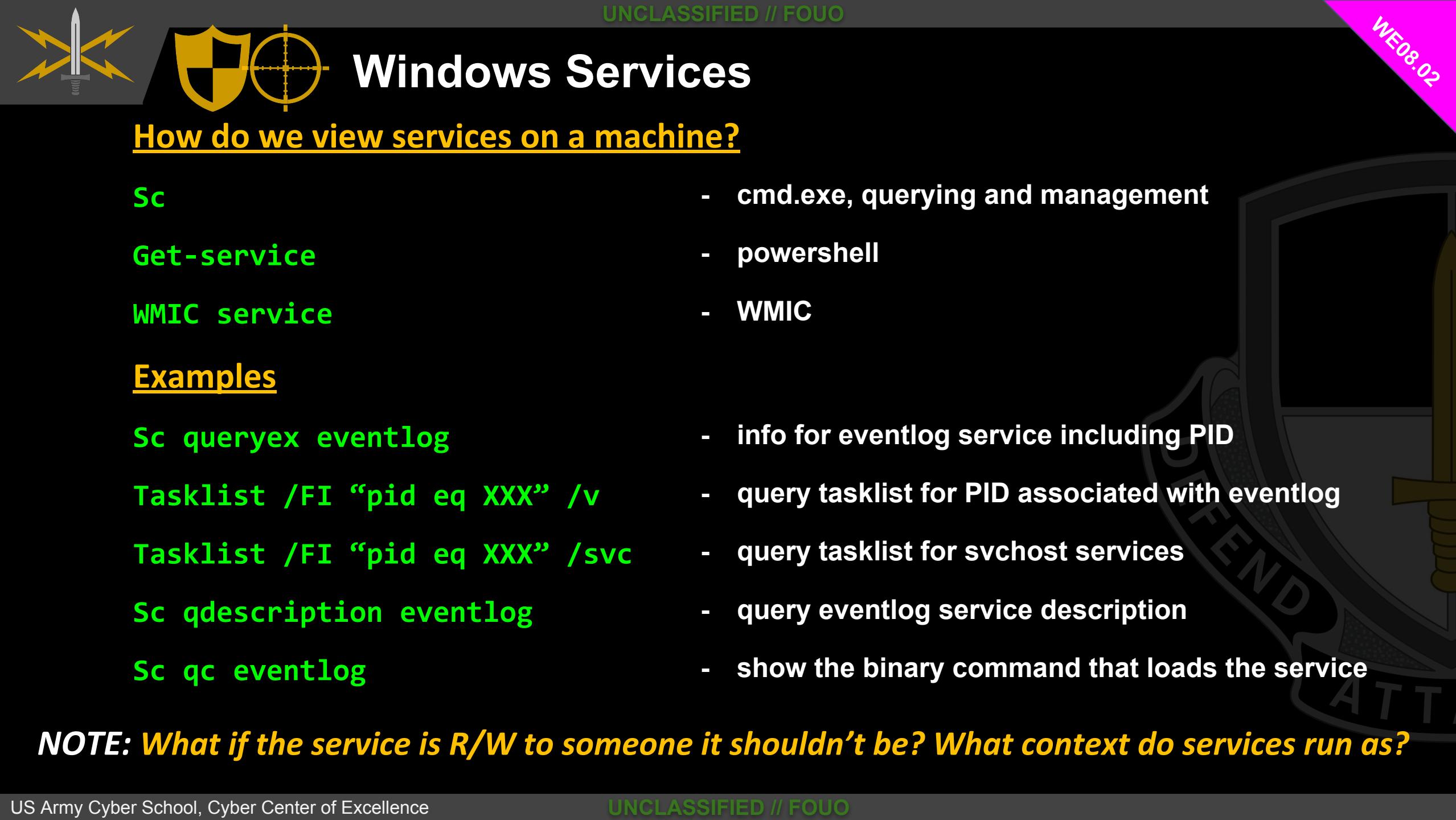
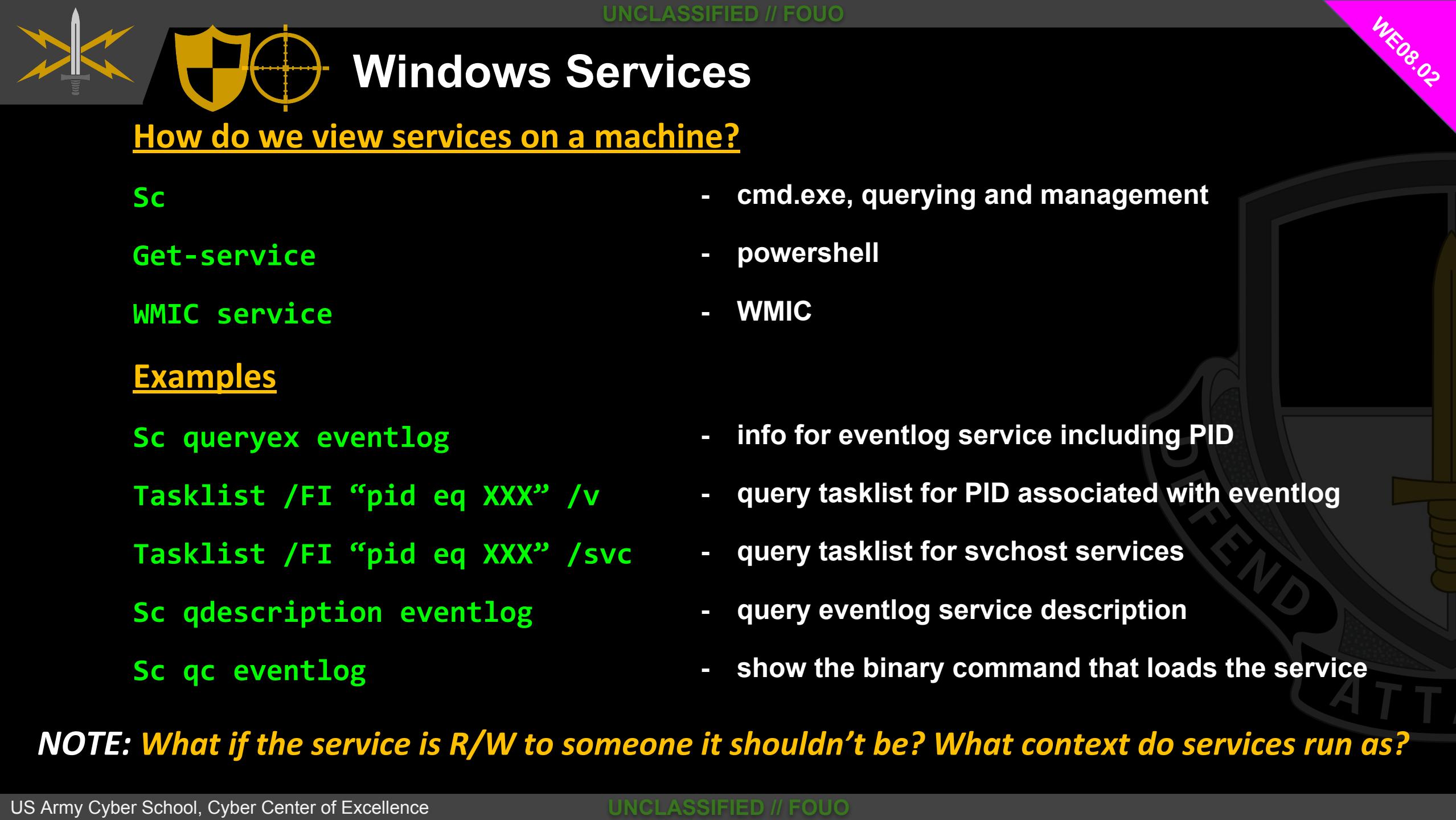
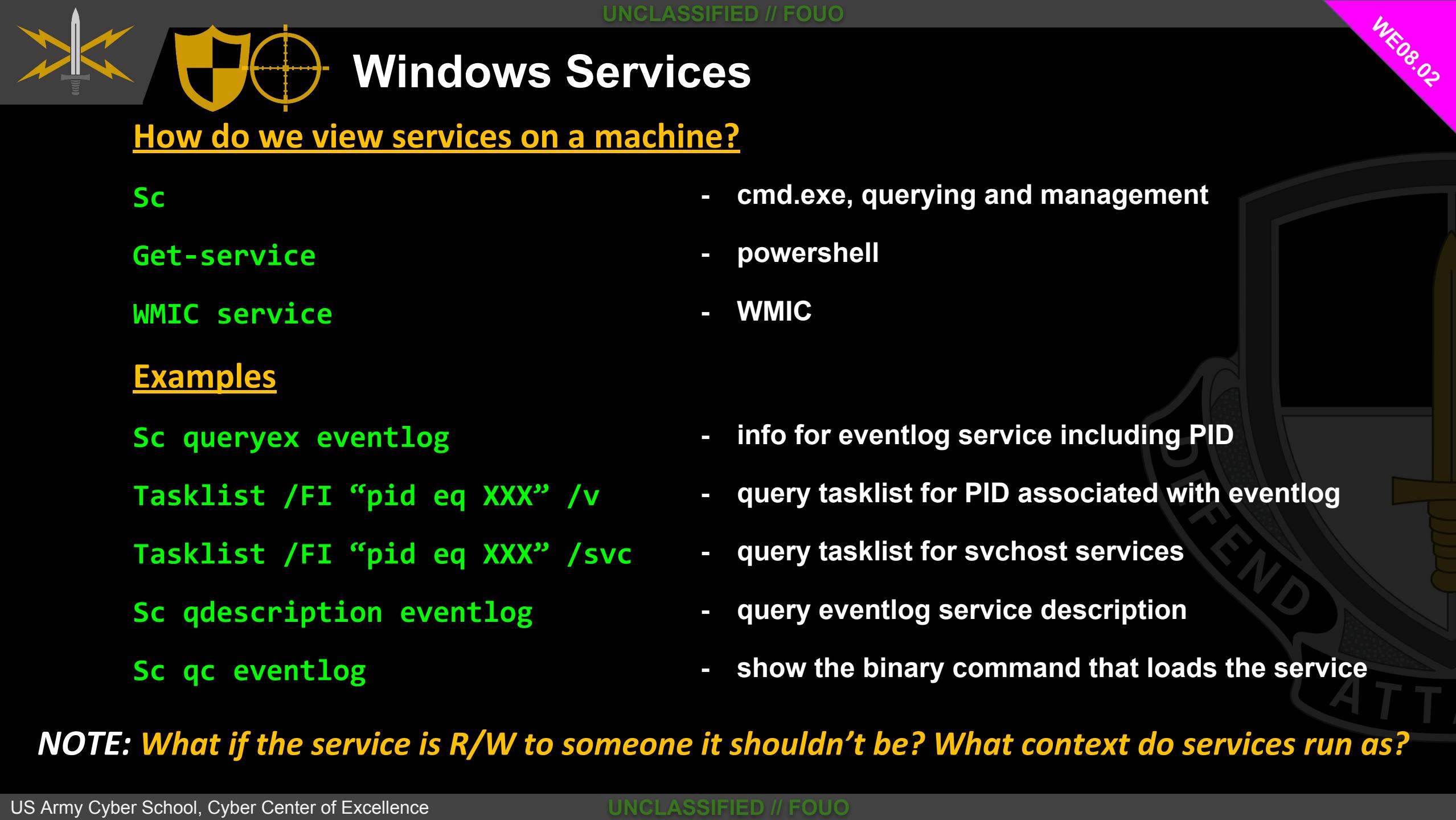
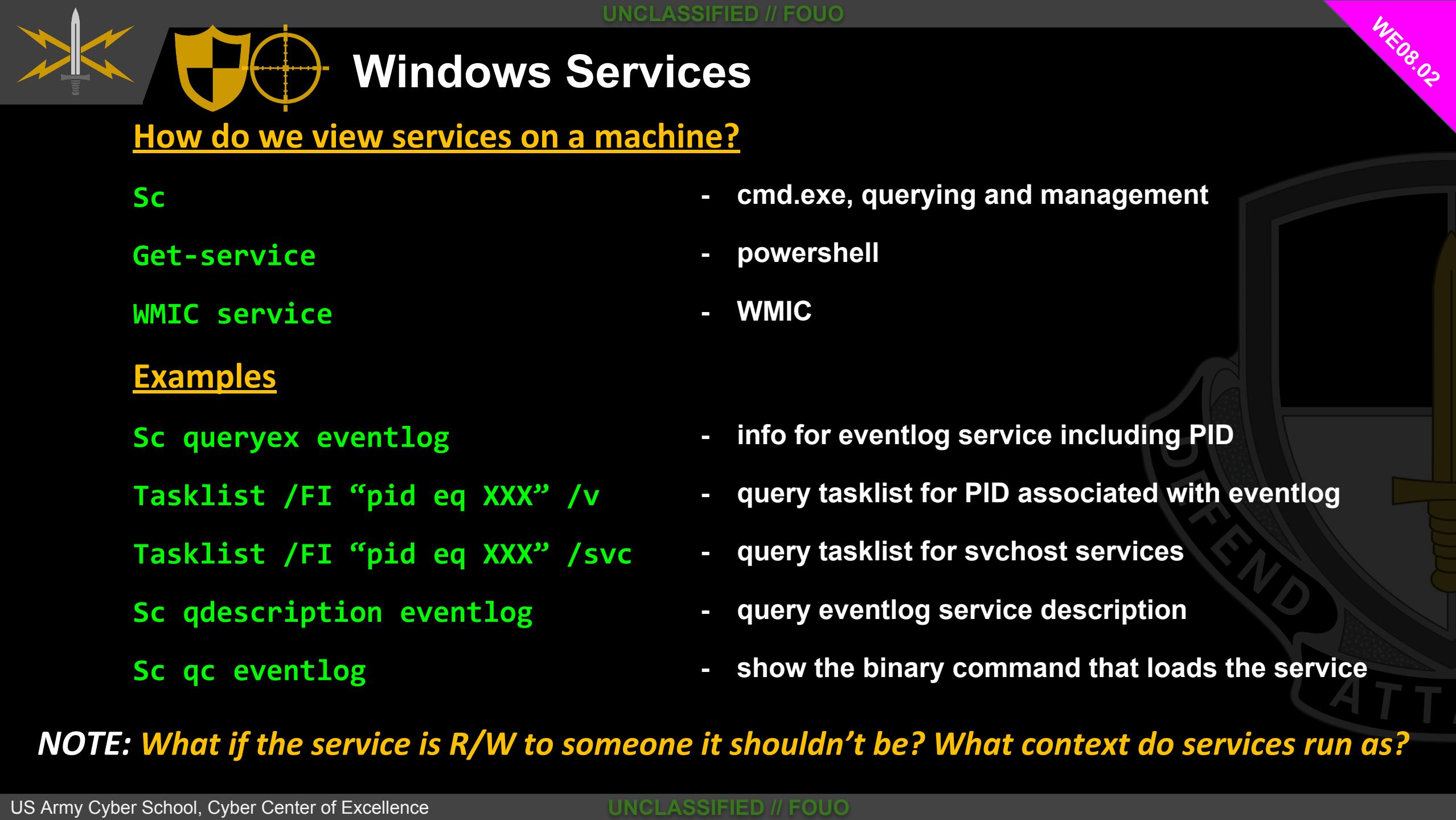
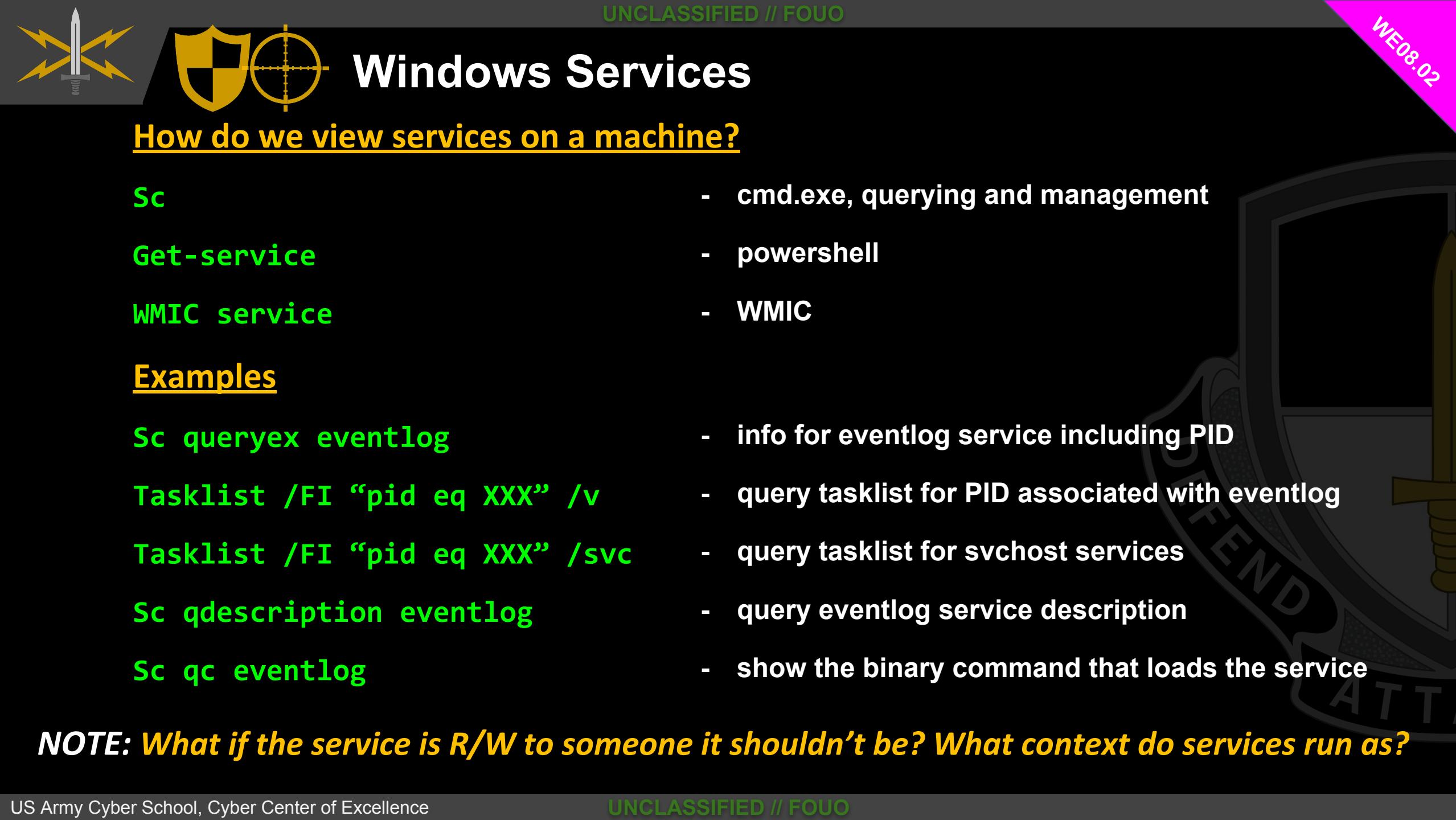
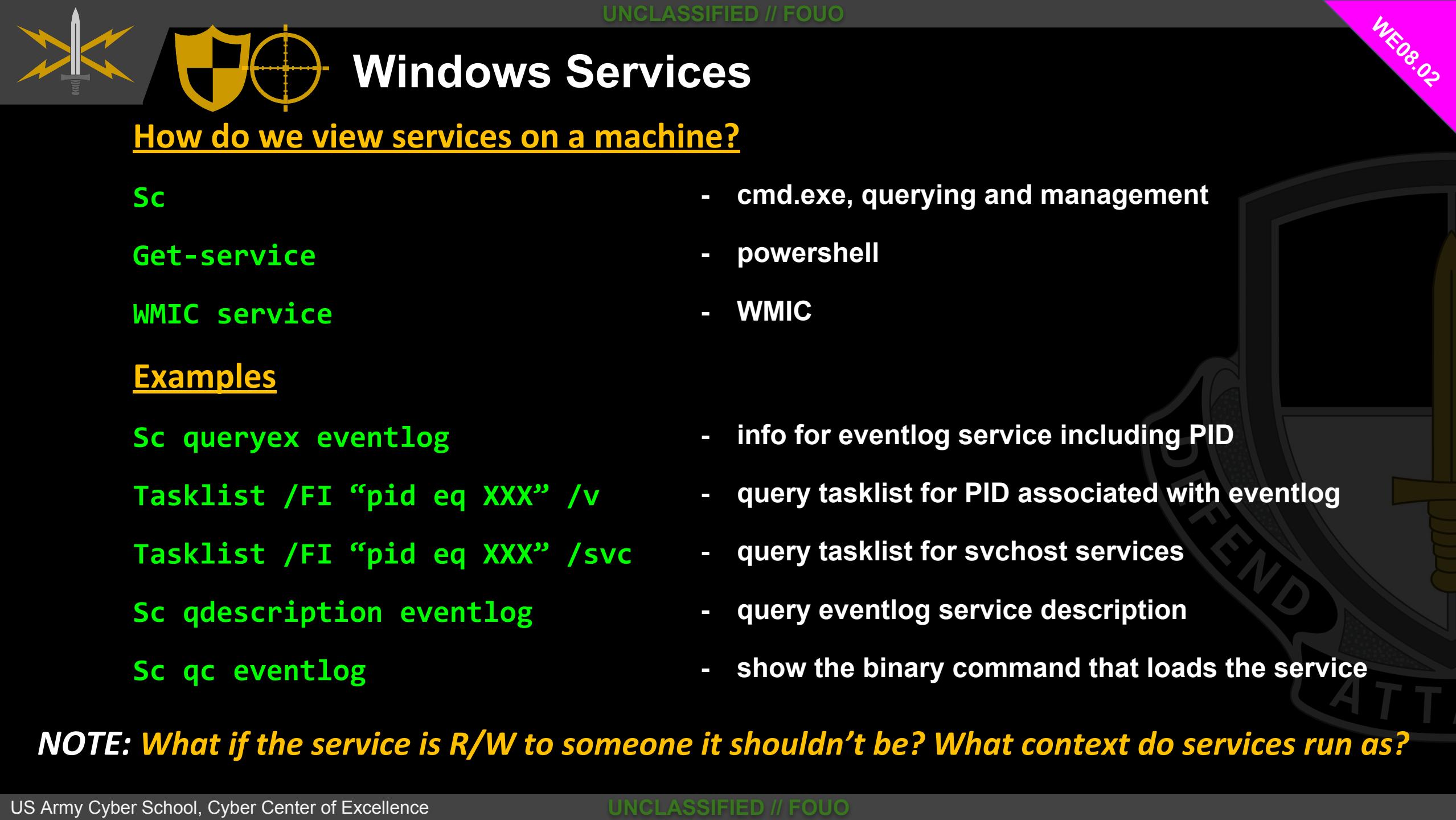
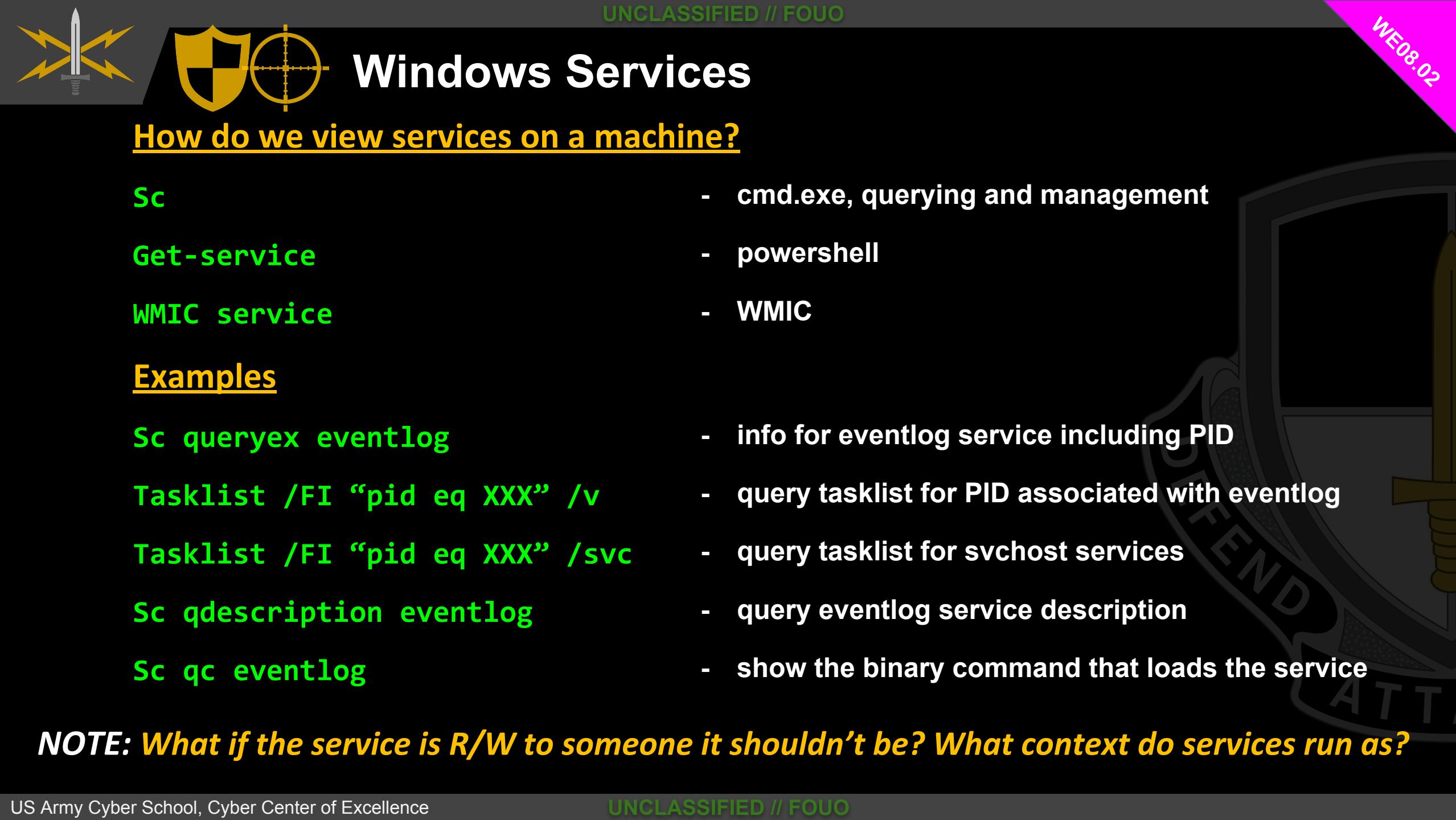
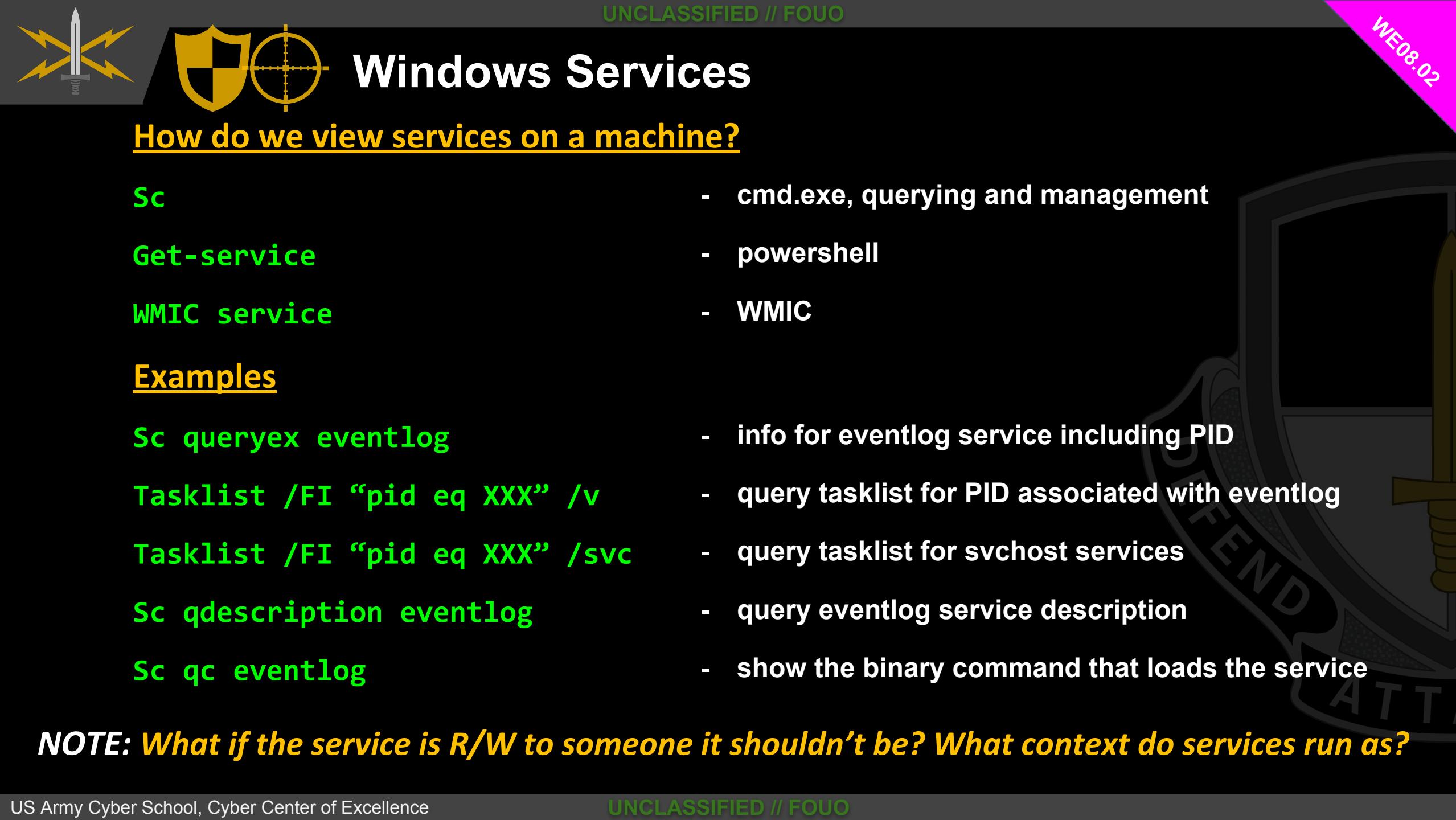
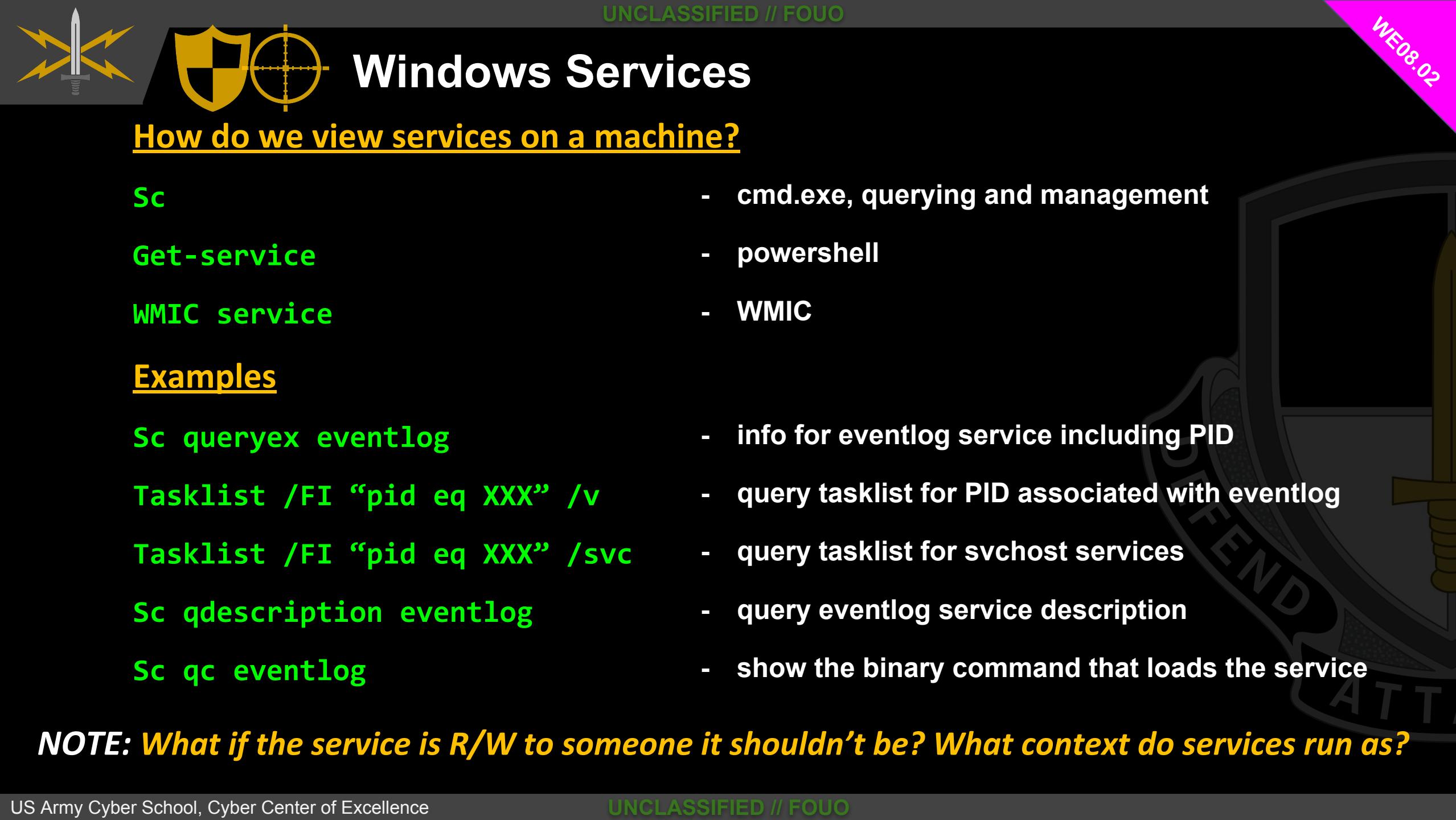
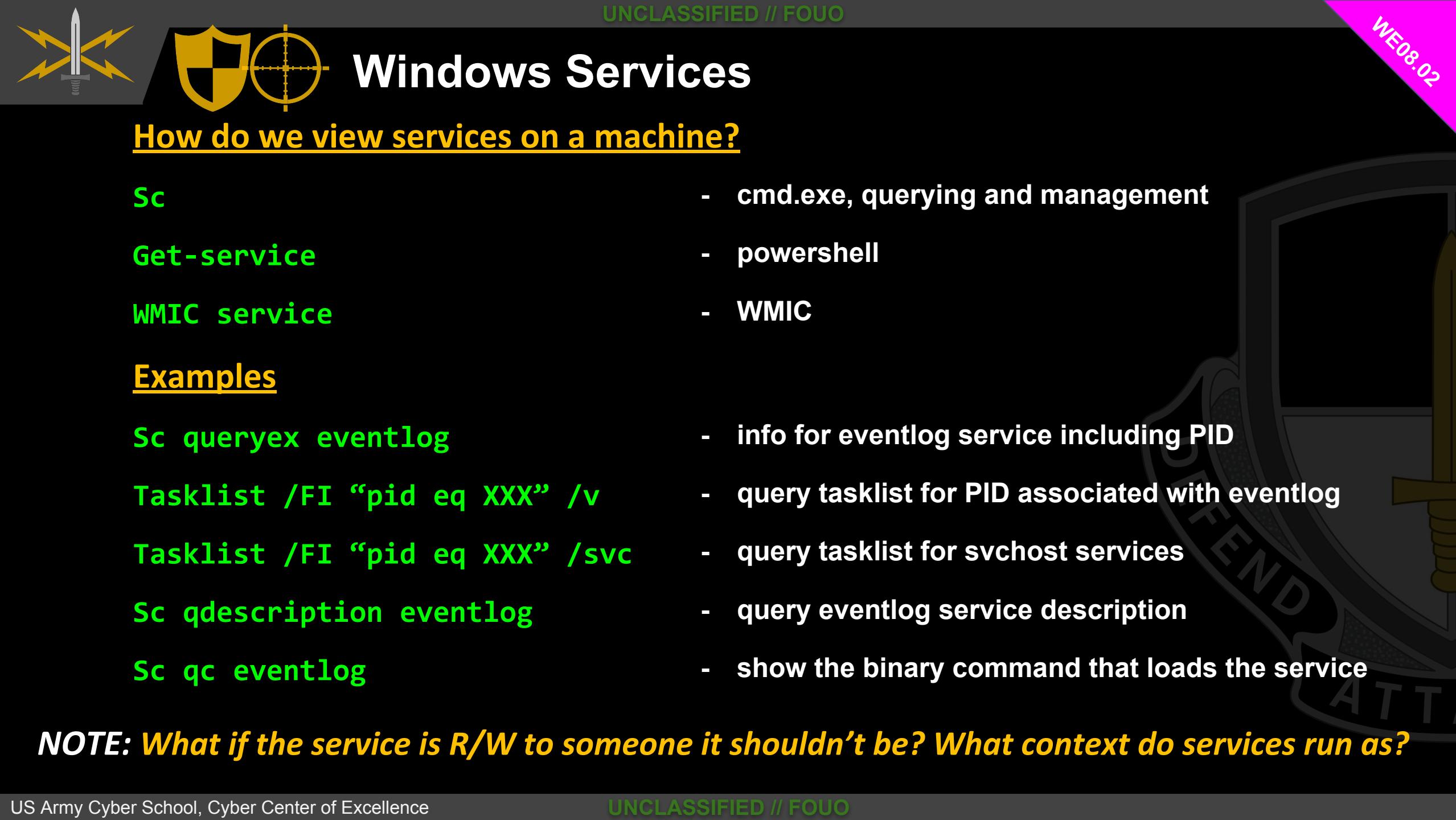
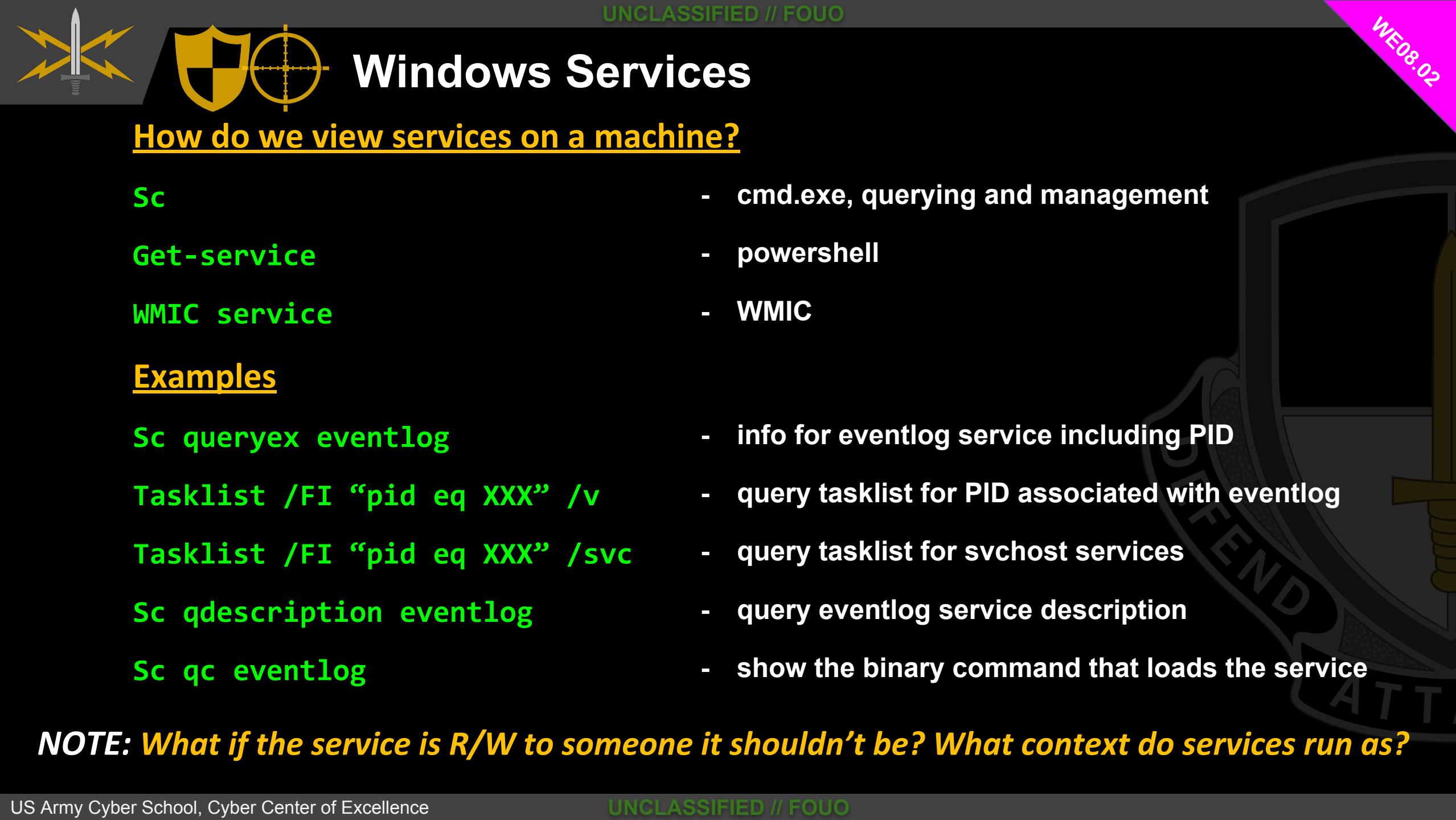
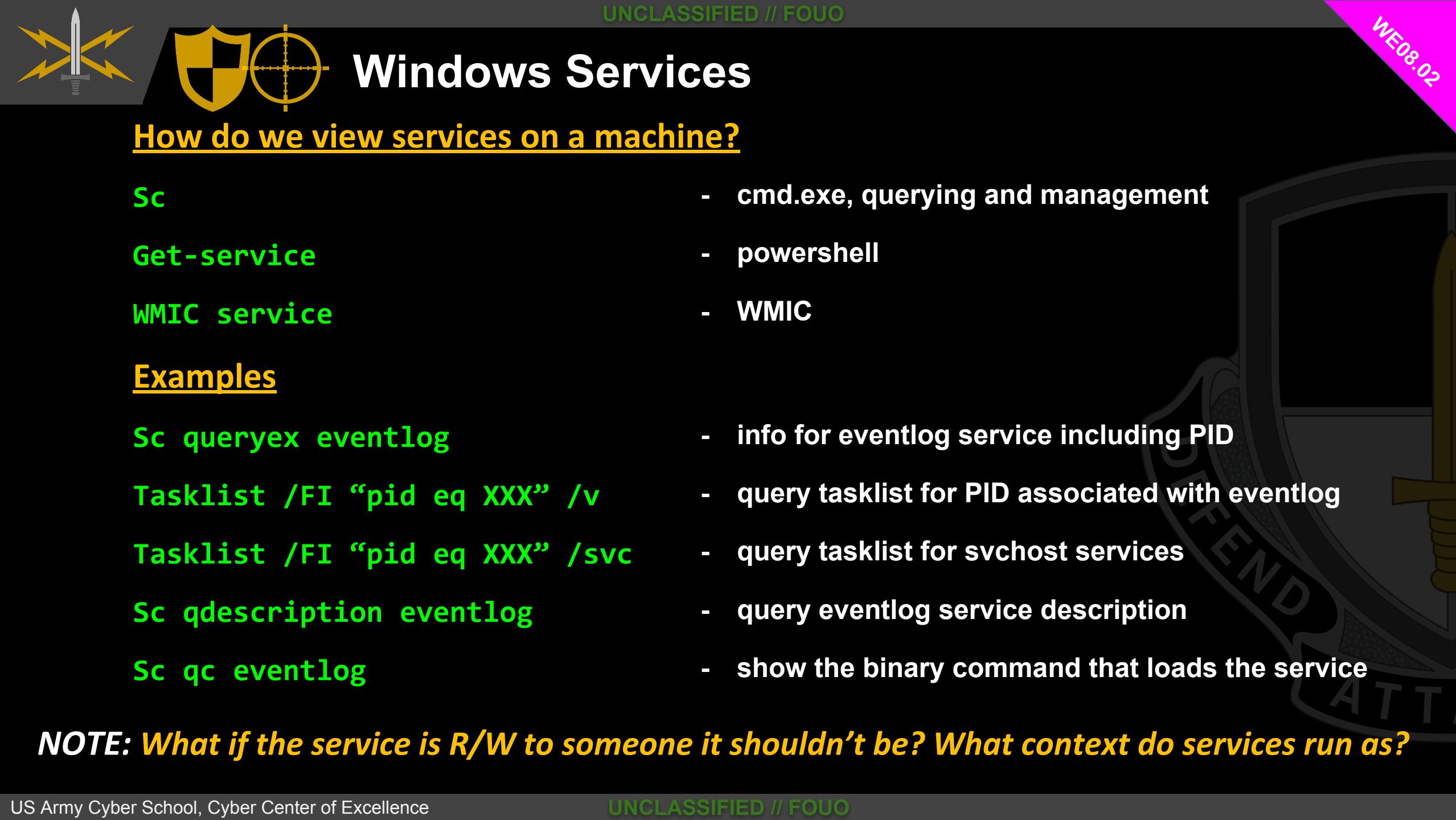
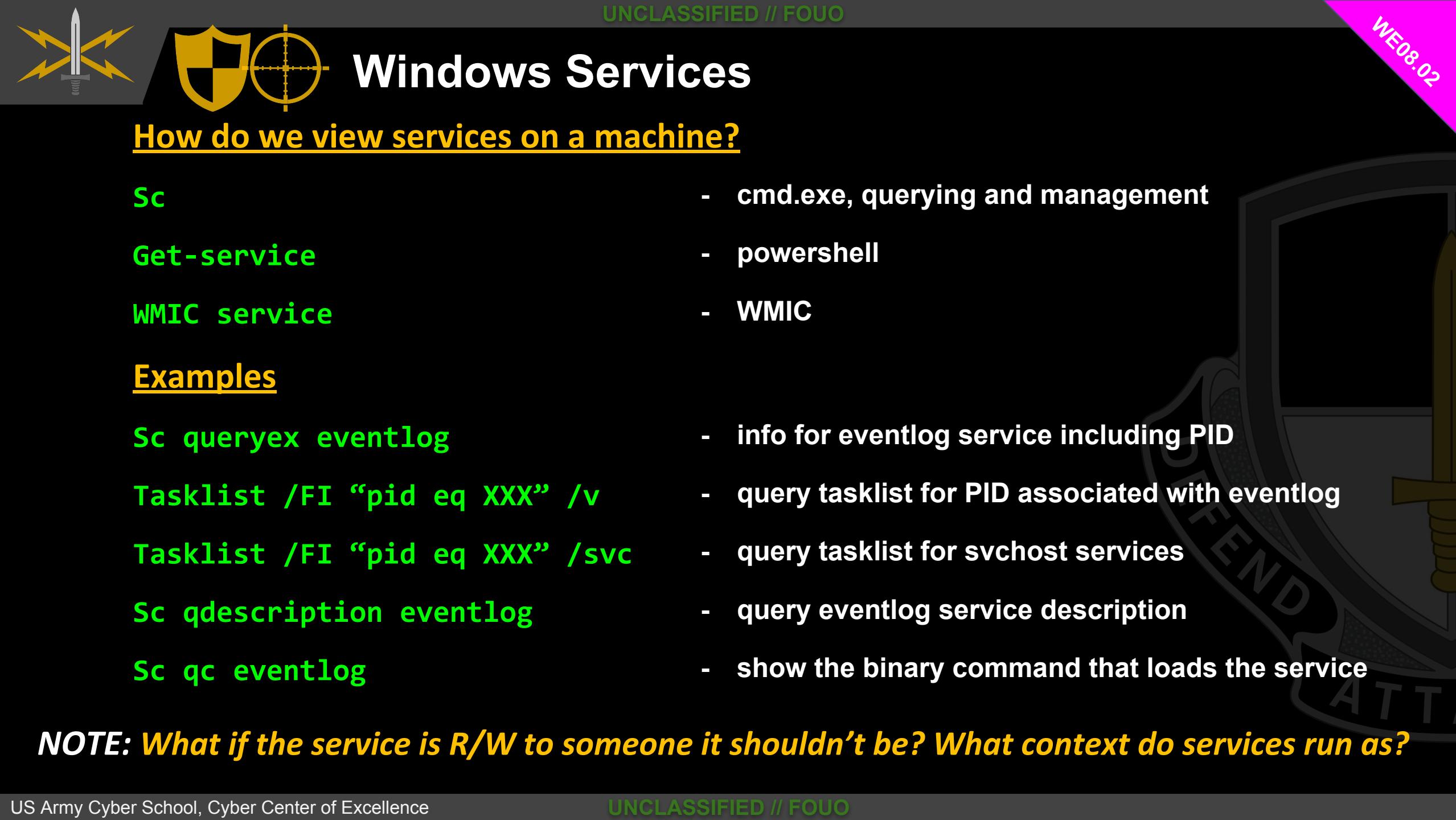
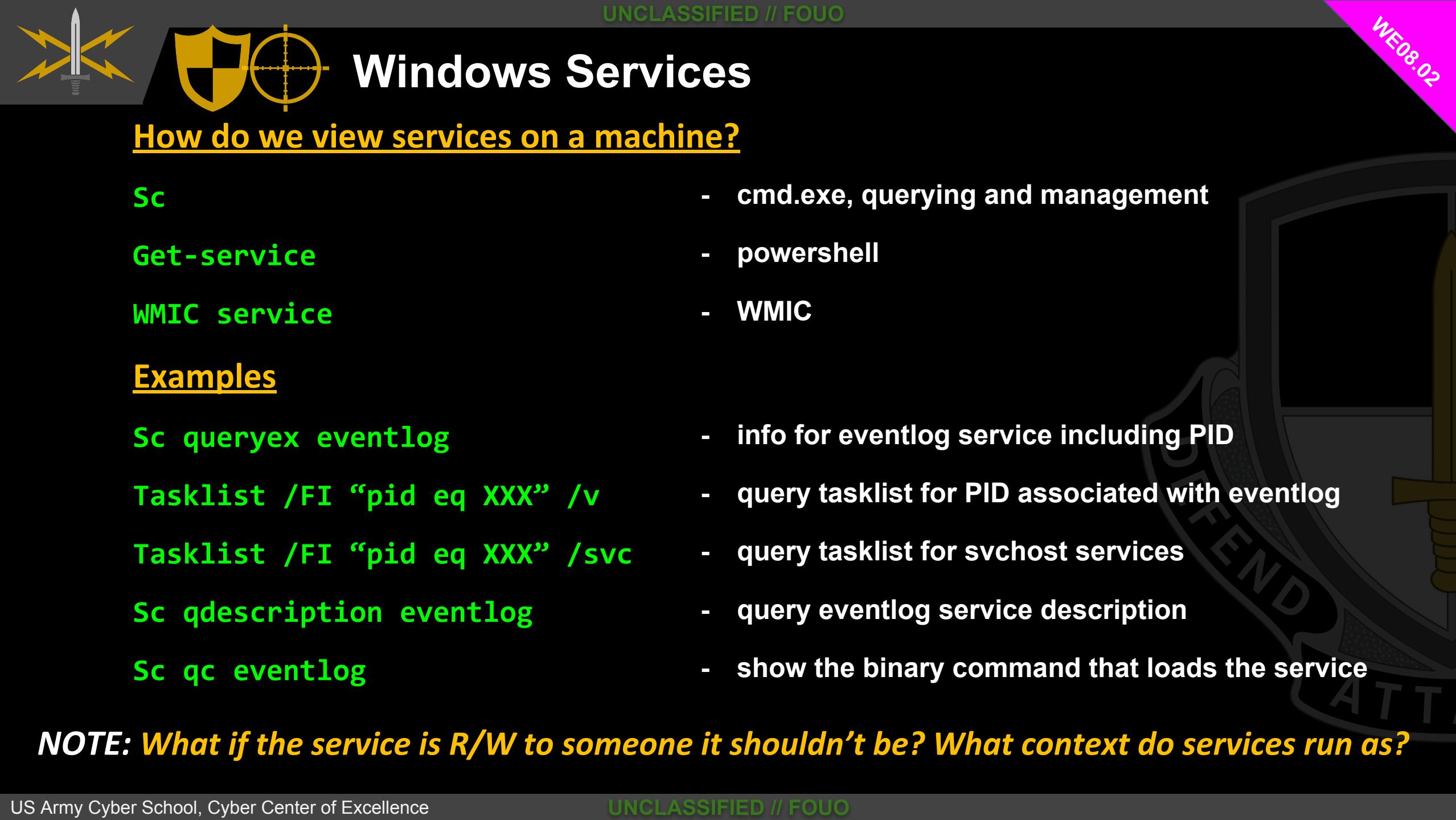
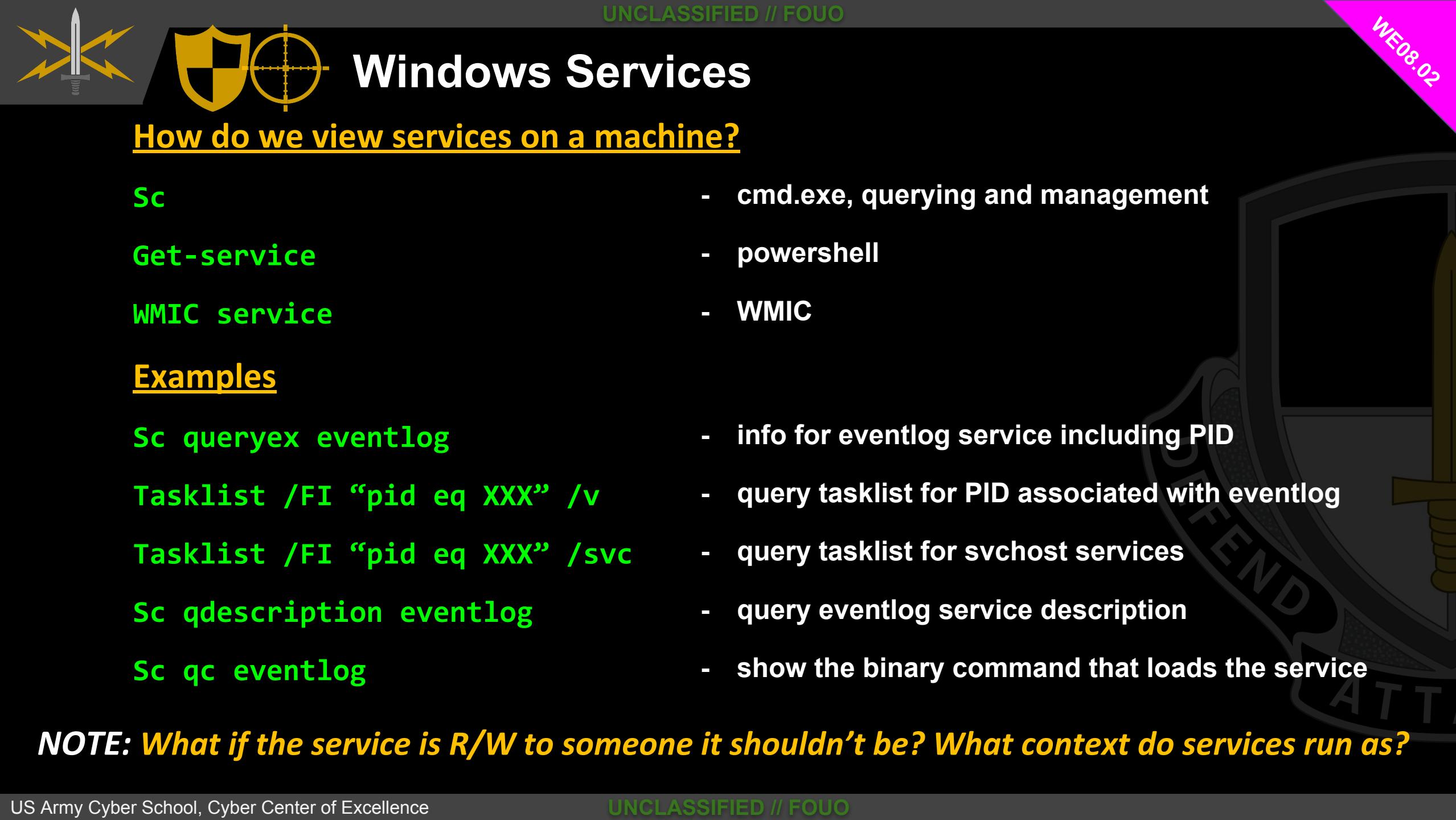
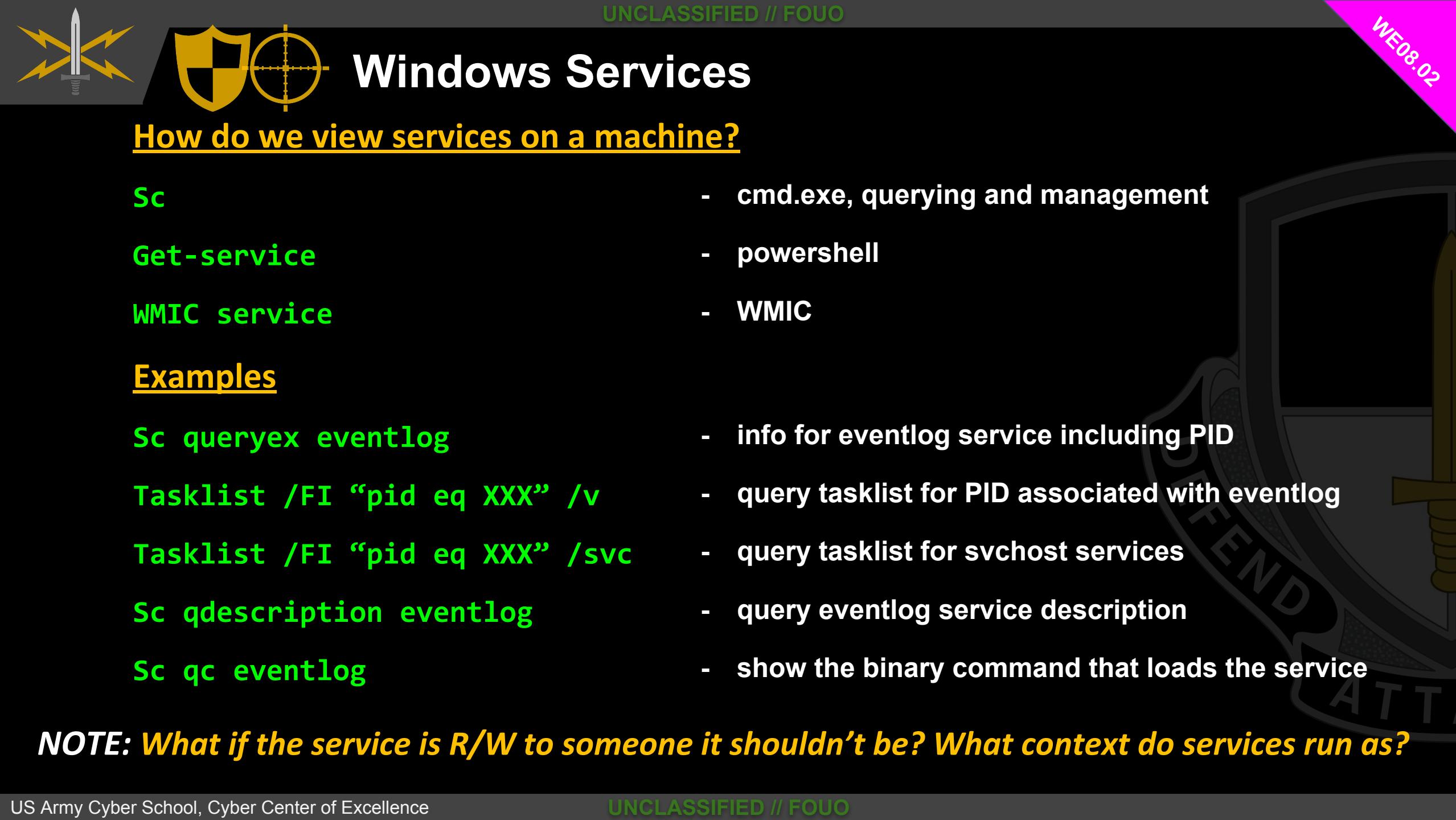
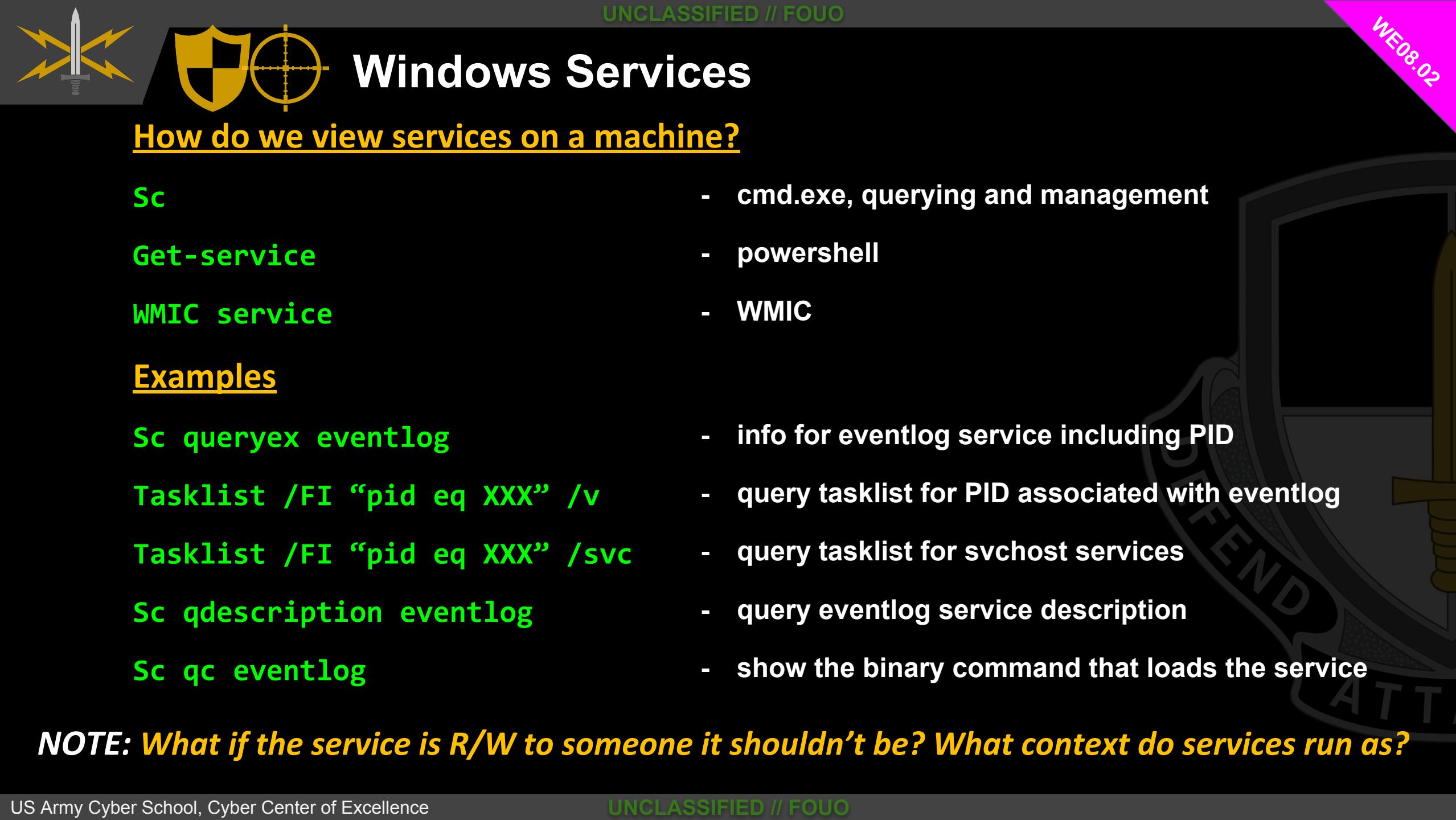
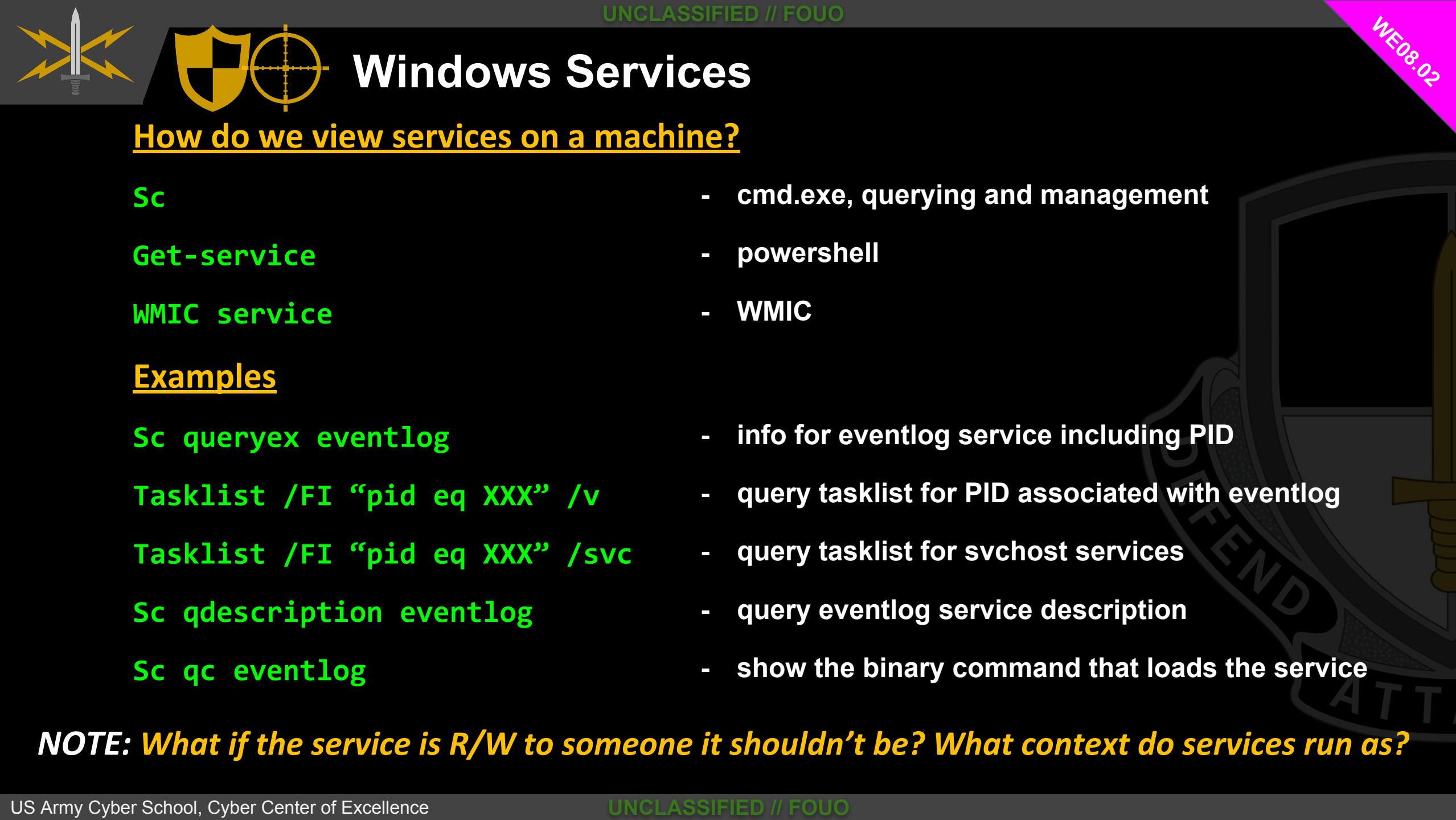
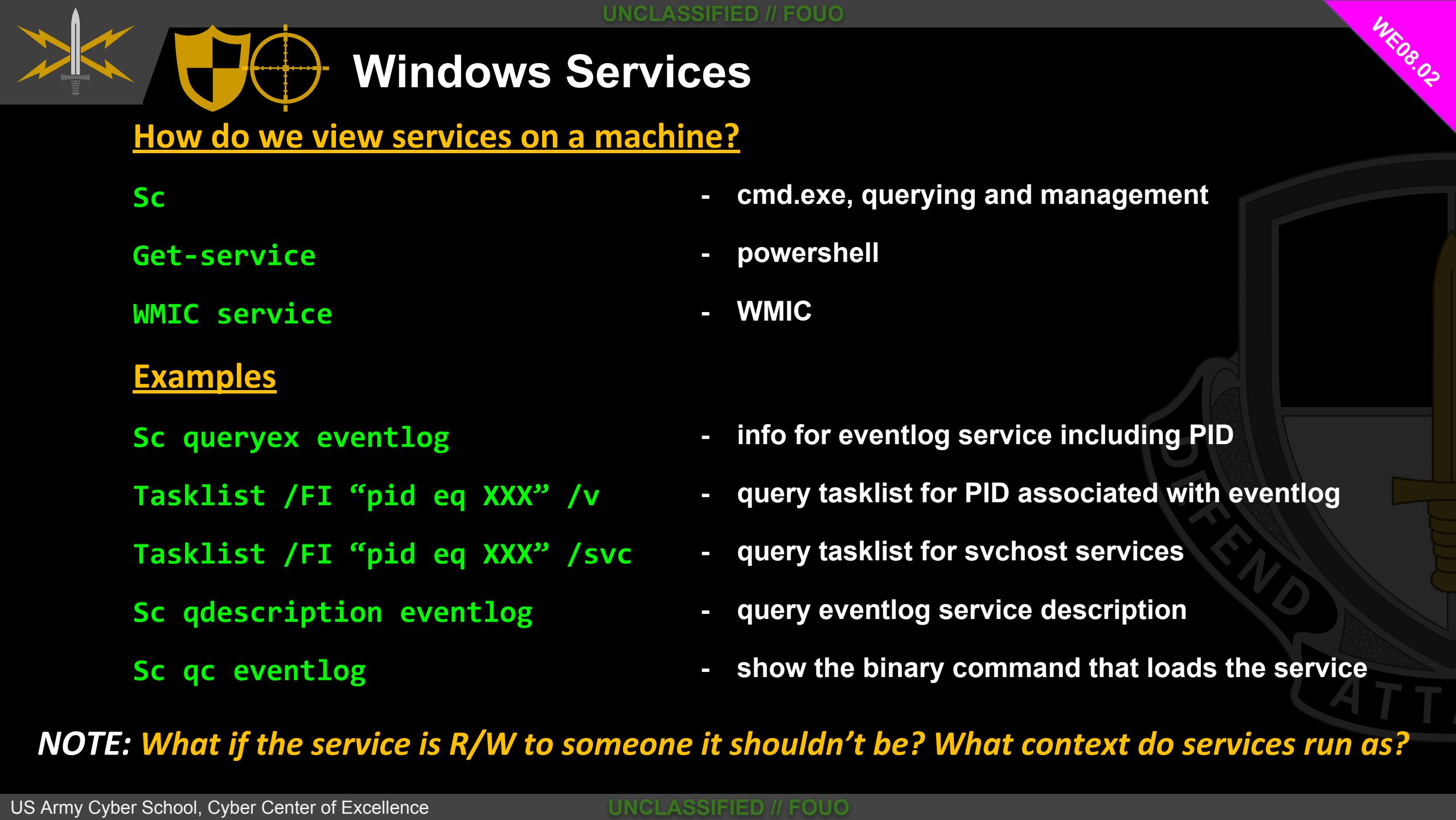
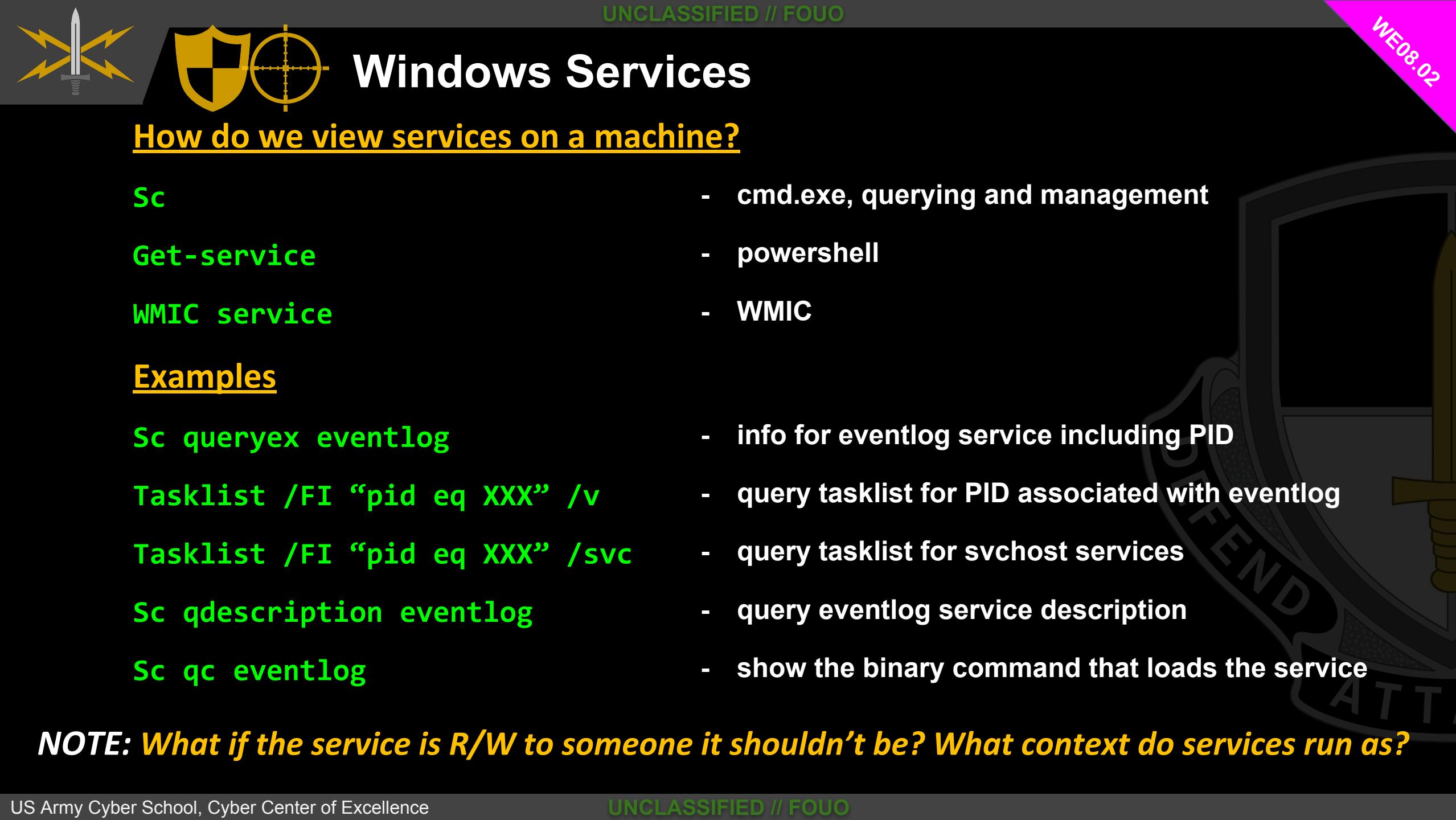
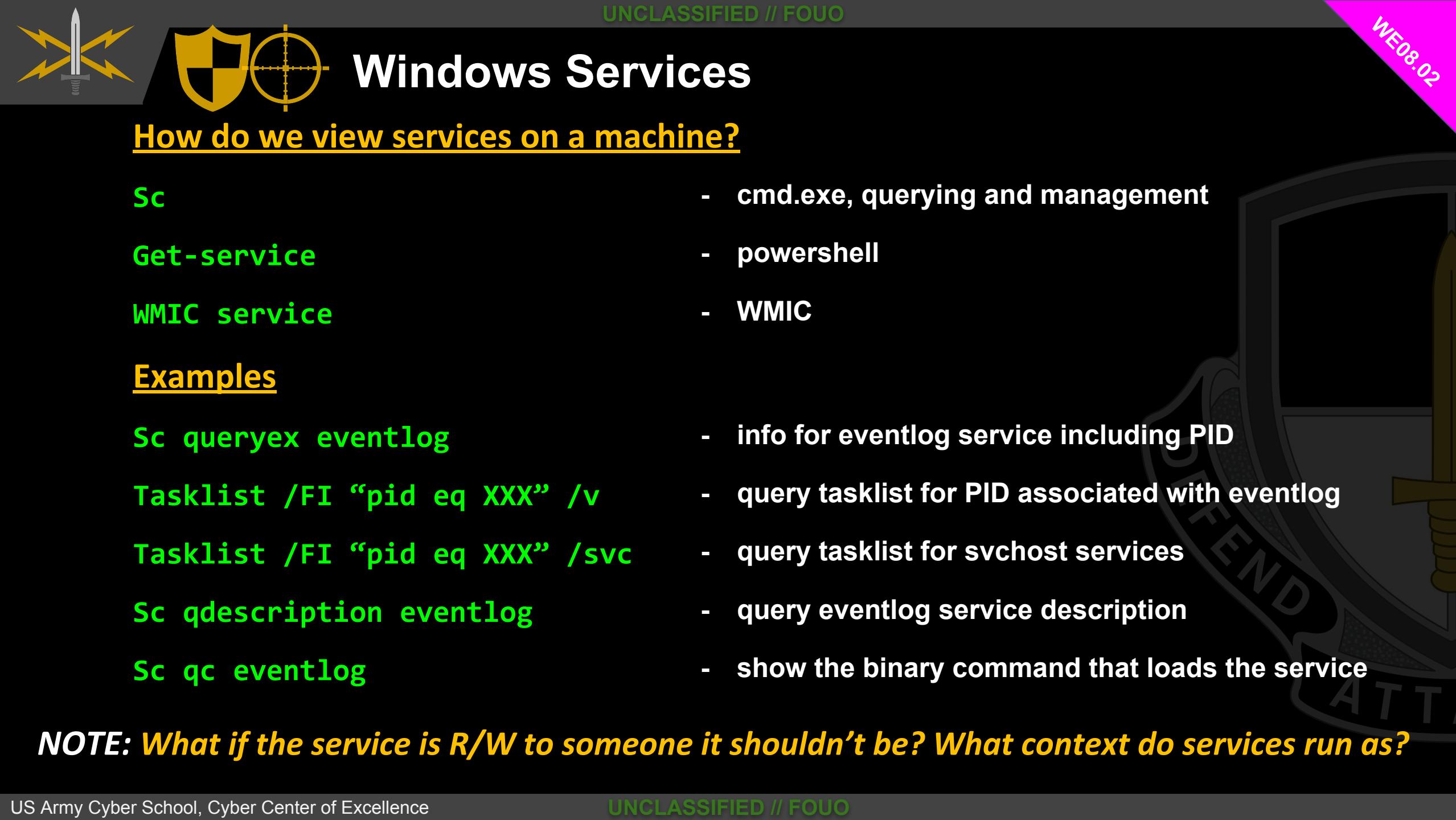
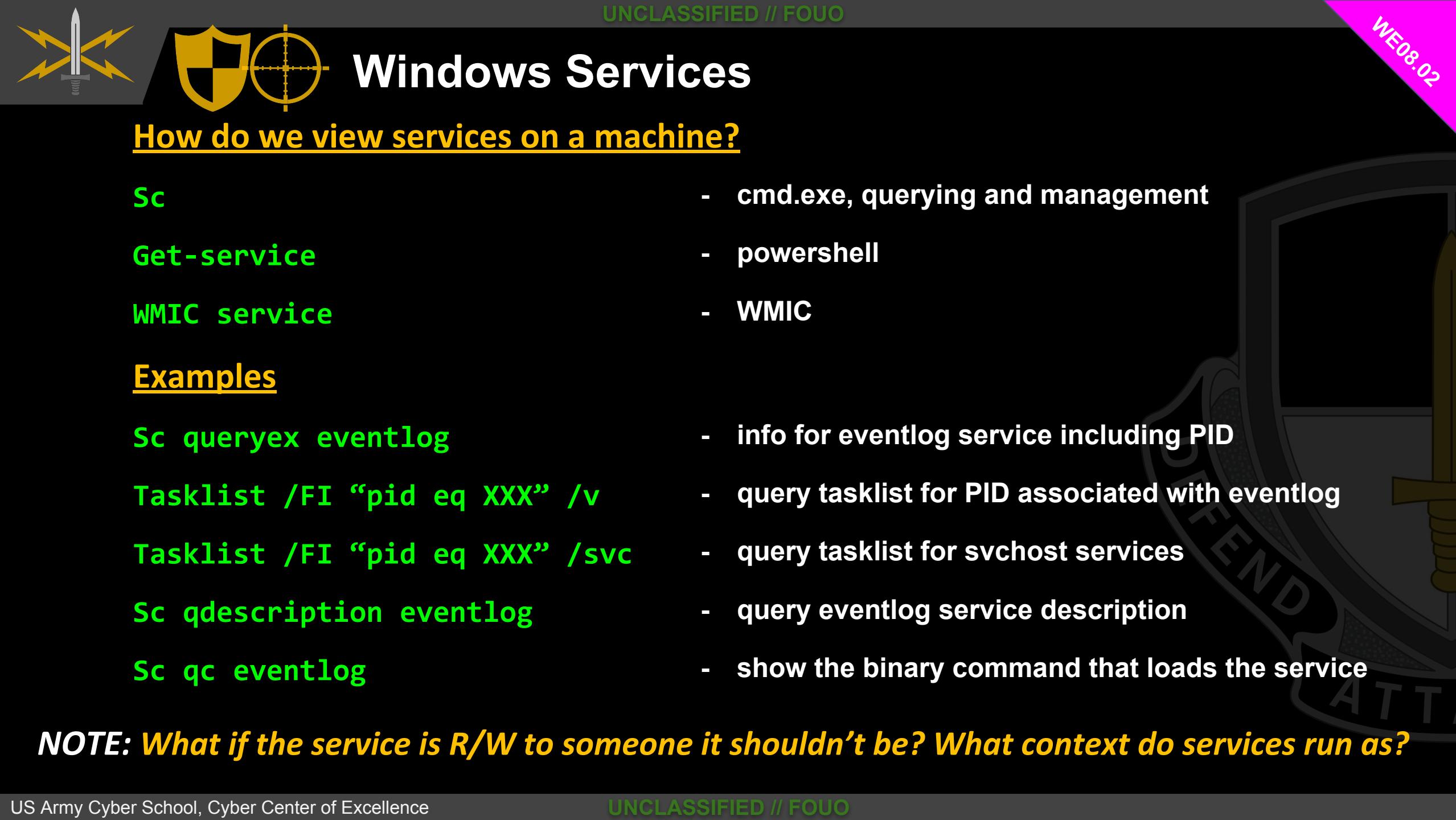
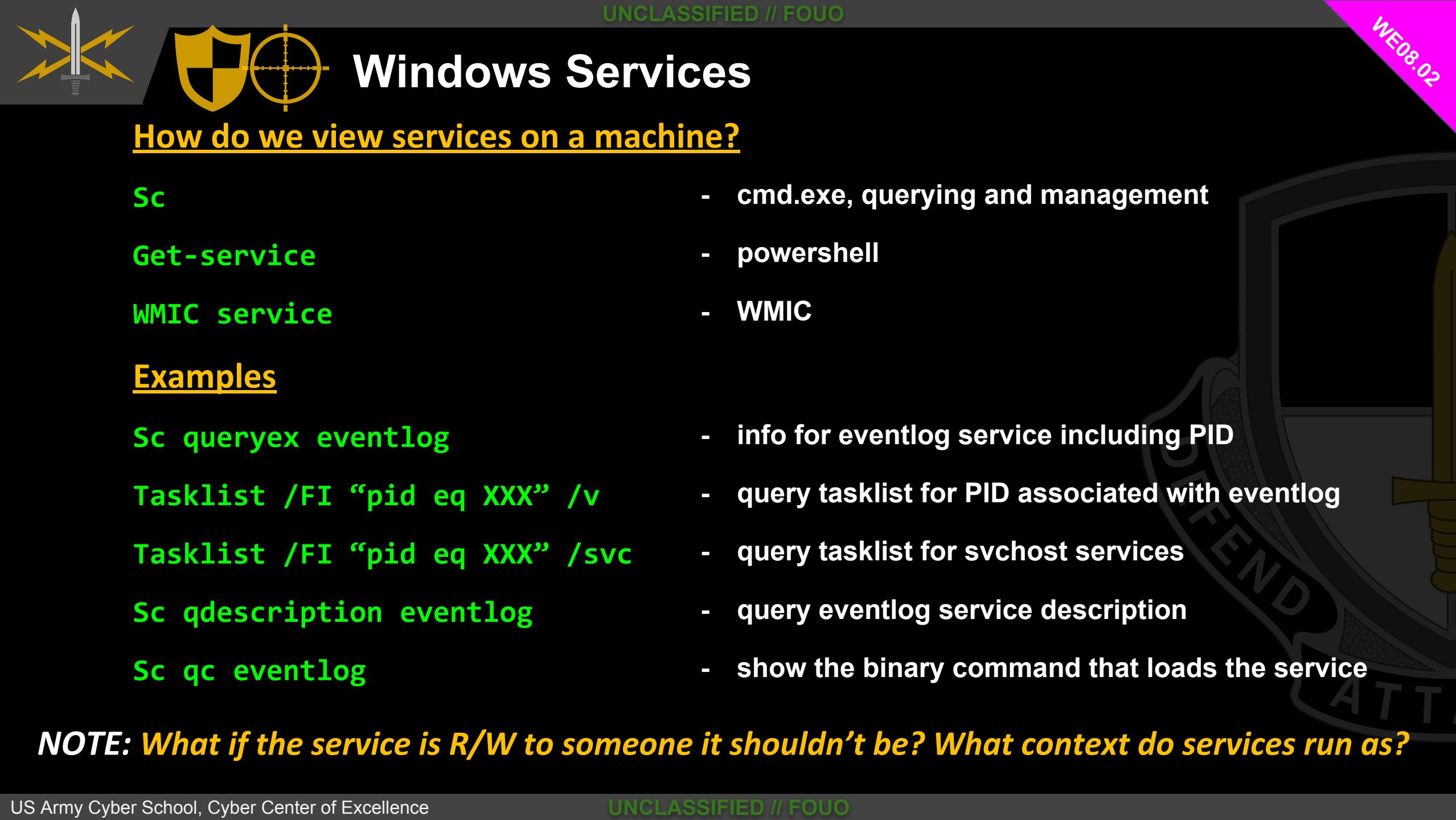
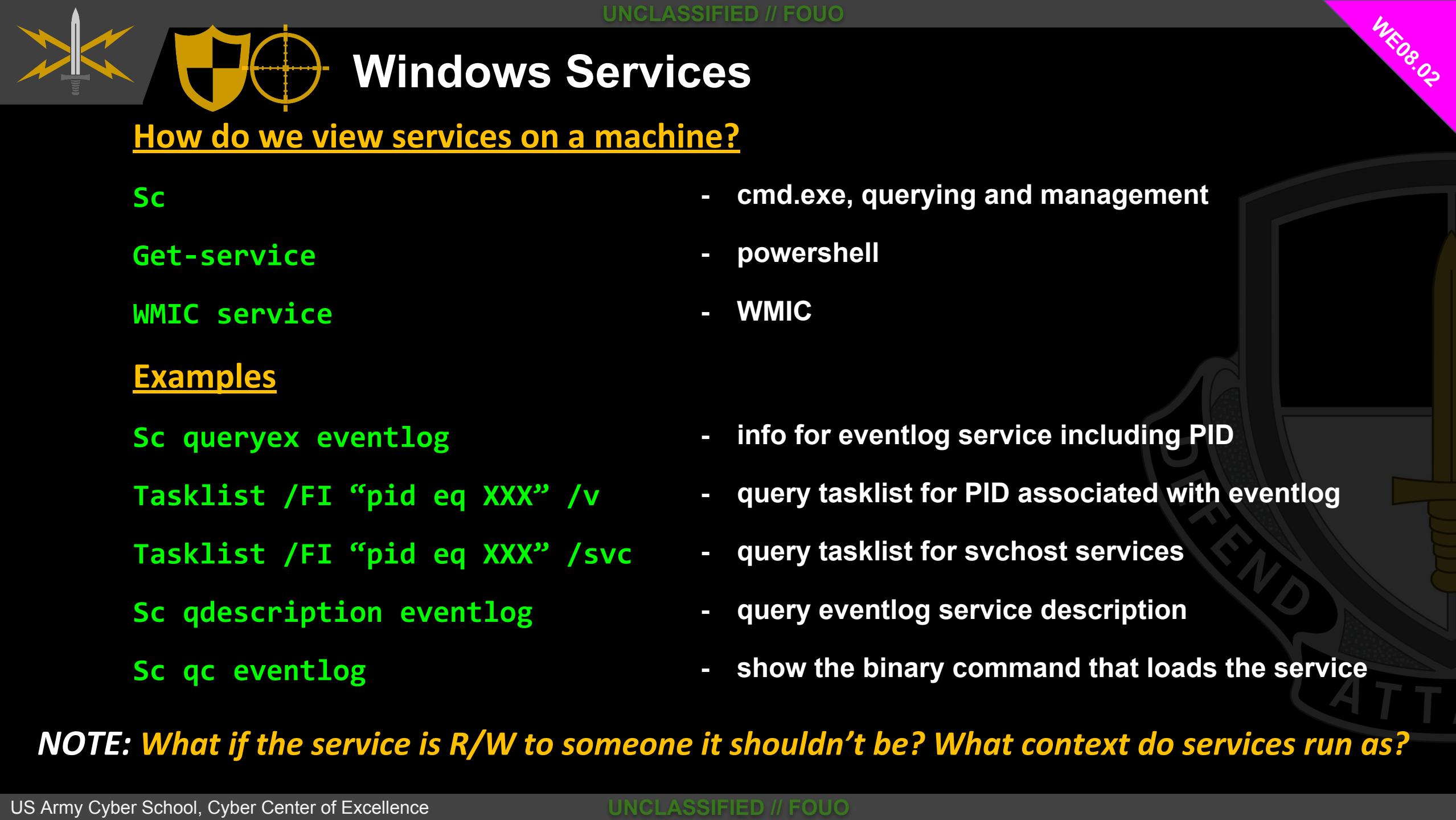
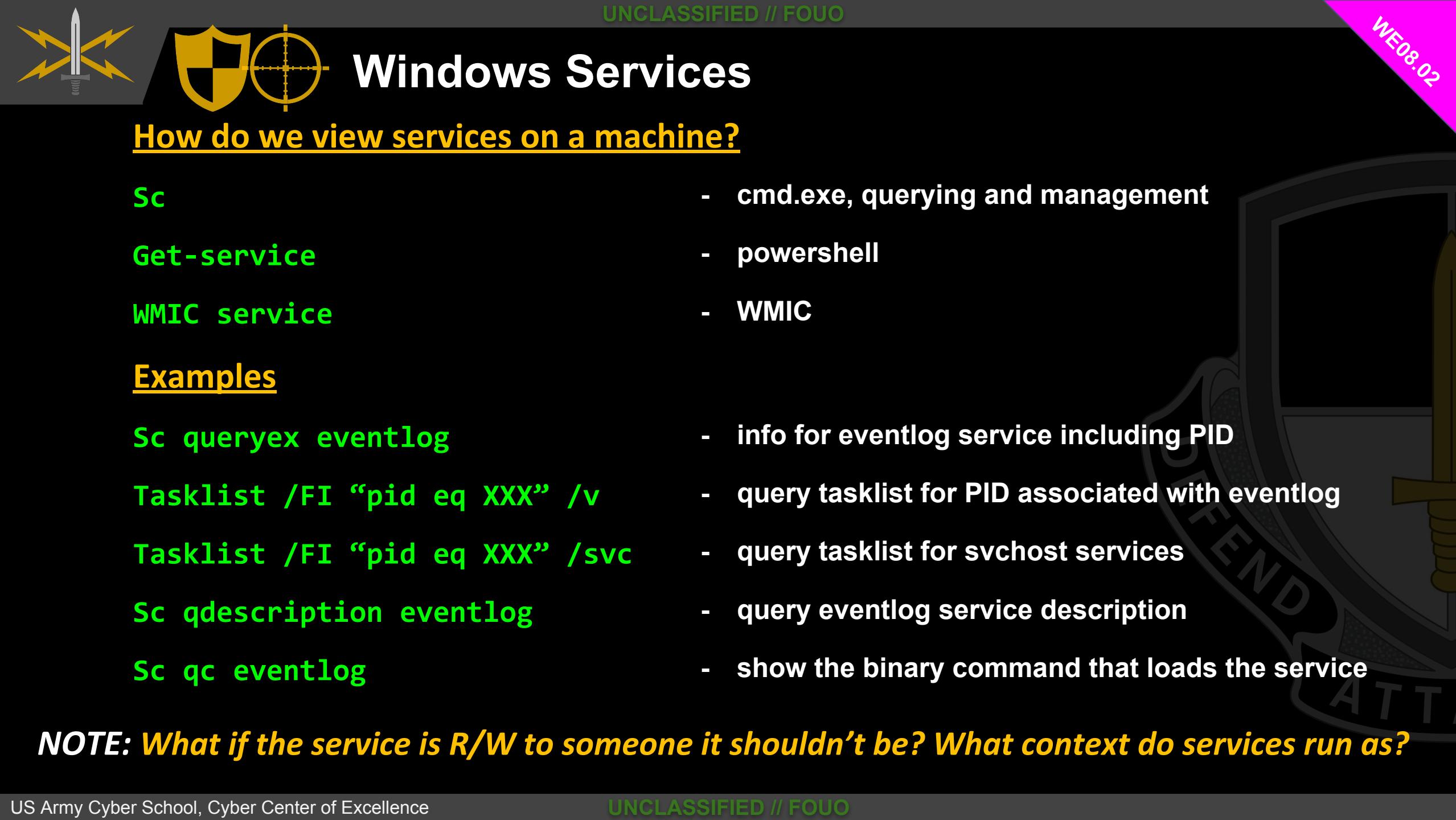
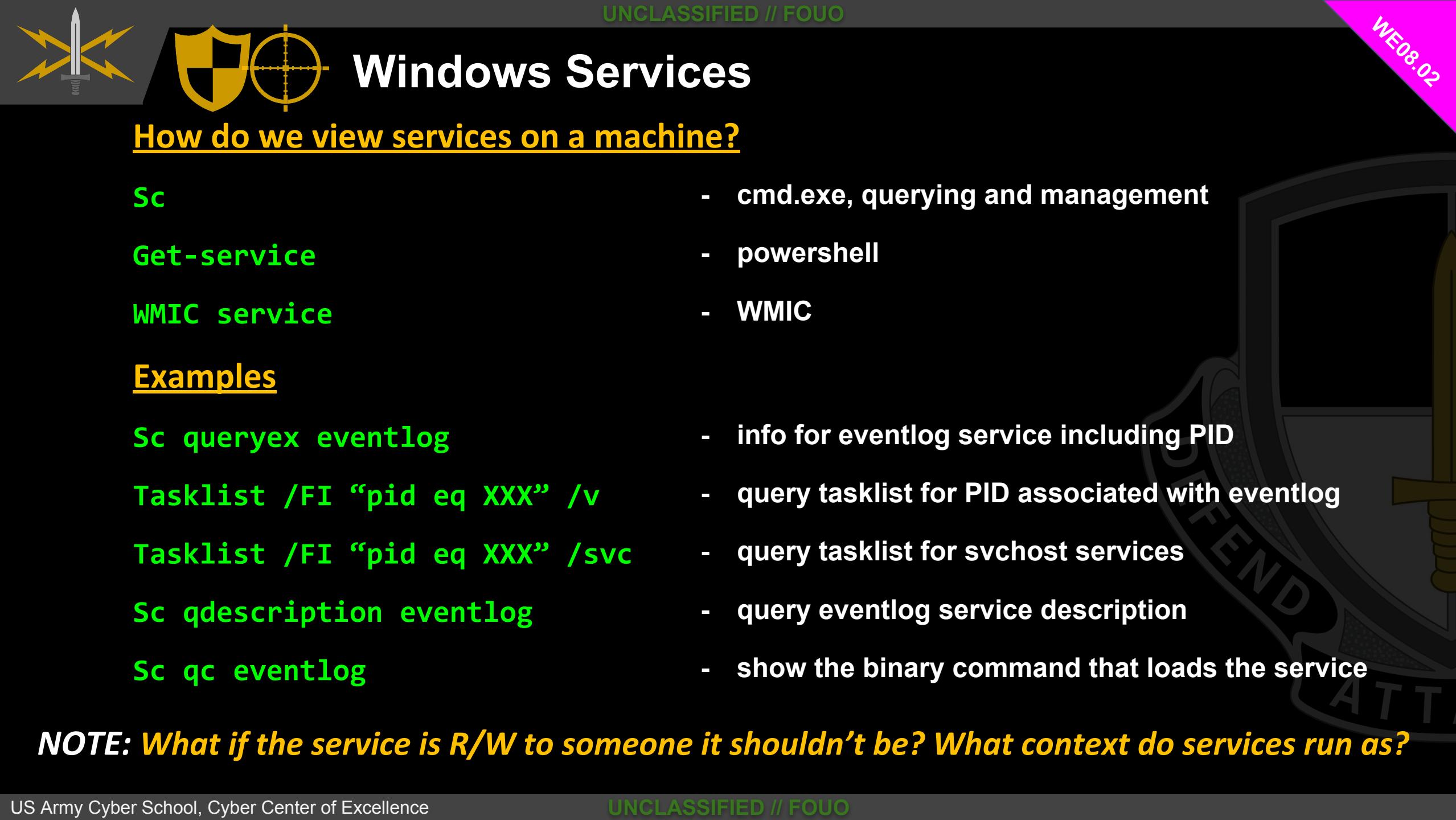
Windows Services

WE08.02

What are Windows Services?

- Long running executable application that run in their own container (process)
- Can be started automatically at boot, on demand, or when requested
- Can be paused, stopped, or restarted
- Run in the background, normally without a user interface
- Provide a service such as HTTP, FTP, or RDP







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Threads and Handles

WE08.03

Threads

- Basic unit to which the OS allocates processor time
- Can execute any part of the process code
 - Including parts currently being executed by another thread
- Share memory with each other as well as the process
- Deadlock is possible if the threads are waiting for each other's resources
- Synchronization (semaphores, mutexes) are used to control access to shared variables
- Client/Server Run-Time Subsystem (CSRSS) maintains a list of threads
- Threads are part of a execution priority pool 0-31 per processor, highest executes next



Threads and Handles

WE08.03

Handles

- Objects are data structures representing a system resource (file, thread, etc)
- Applications can't access objects directly, must obtain a handle
- Handles for each process are tracked in an internal table known as the Object Manager
- Handles allow a common interface to objects, regardless of underlying changes to the object
- Handles allow Windows to track ACLs for objects during handle creation time



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RESEARCH ACTIVITY:

Thread States



The 8 Thread States

Ready

- Waiting for Execution, in priority pool

Deferred Ready

- Selected to run, but not yet executed. Optimization for scheduling database

Standby

- Next thread to run, only one per processor per system

Running

- A thread currently running on a processor

Waiting

- A period of inactivity while waiting for an event

Transition

- Ready for execution, but paging needed to bring back into memory

Terminated

- Finished execution, heading for deallocation in most cases

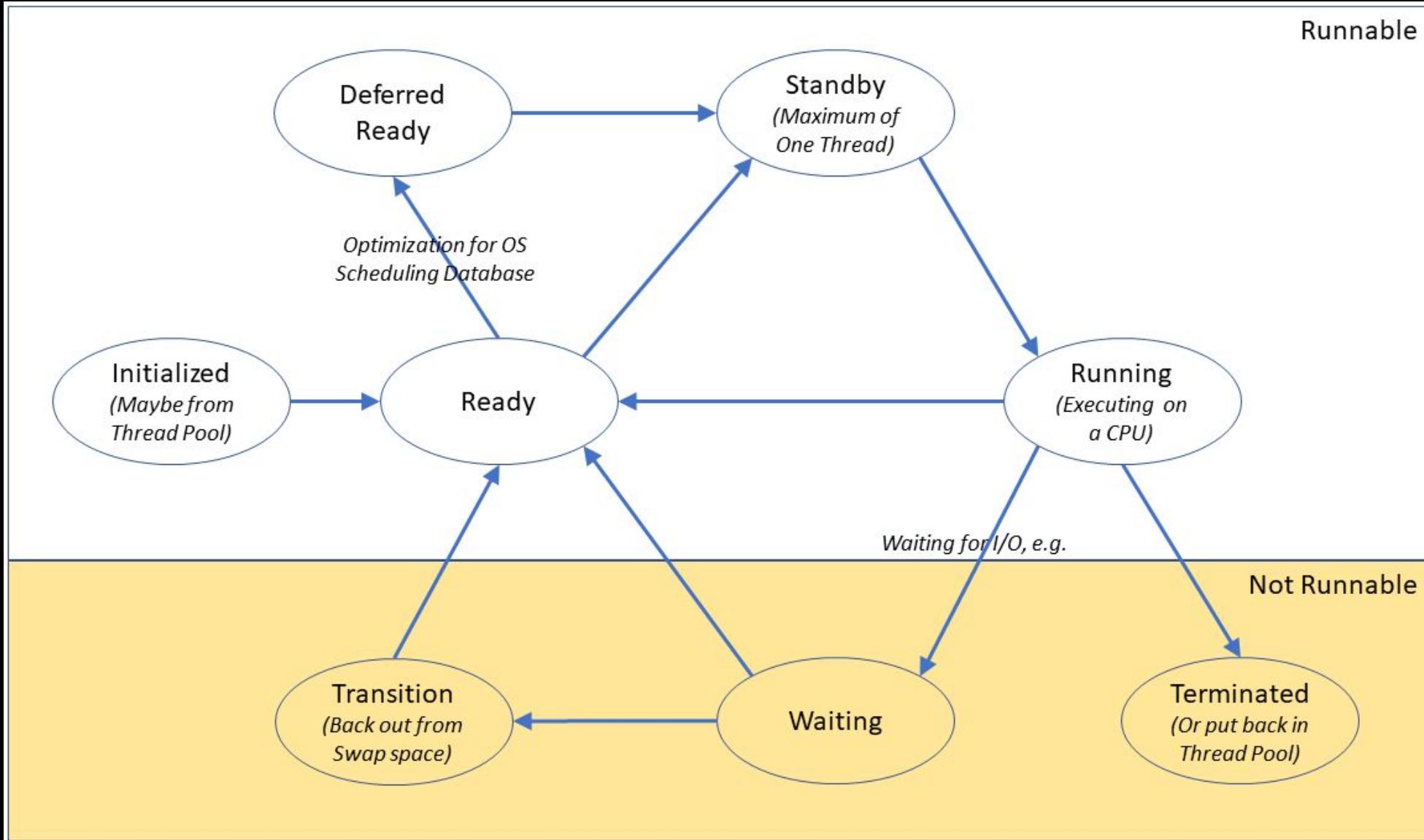
Initialized

- Thread is being created



Thread States

WE08.04





Processes VS. Threads VS. Handles

WE08.05

Process

- The primary container (memory structure) for a program being executed

Thread

- Represents sequential machine-code instructions that a processor executes

Handle

- Pointer to OS objects referenced within a process



System Processes

WE08.06

What are system processes?

- ***processes owned by, and executed by the operating system***
- ***required for the system to function***

What are the two types of system processes?

- **USER Mode**
 - **Runs in private virtual address space**
 - **Applications are isolated, one crash will not cause another to crash**
- **KERNEL Mode**
 - **All run in a single virtual address space**
 - **Not isolated from other processes**



Process Validity

WE09.02

PID's Sequence

- Out of order PIDs

Name

- Unfamiliar process names, Duplicate processes, Spelled Incorrectly

Process Age

- typical startup processes but launched more recently, (ex. smss.exe)

Priority Levels

- Processes with higher or lower priority level than required/expected

Handles

- Libraries or files the process has open



QUIZ: Which of the following processes has a legitimate name?

- Googleupdate.exe VS. Googleupdater.exe VS. Googleupdate.exe

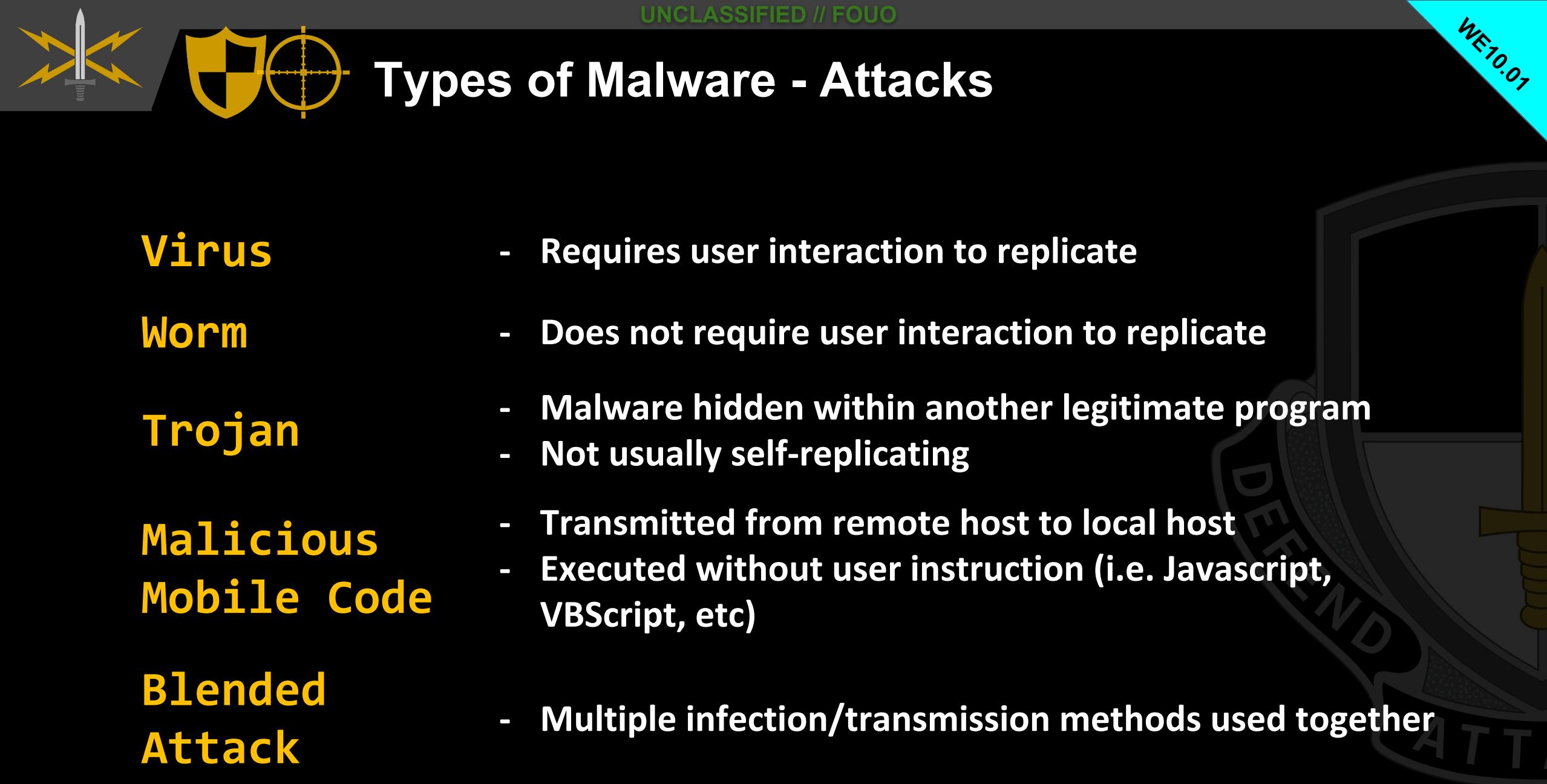


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ACTIVITY: *Malware Research*

[CLICK ME FOR ACTIVITY PROMPT!](#)



Types of Malware - Attacks

Virus

- Requires user interaction to replicate

Worm

- Does not require user interaction to replicate

Trojan

- Malware hidden within another legitimate program
- Not usually self-replicating

**Malicious
Mobile Code**

- Transmitted from remote host to local host
- Executed without user instruction (i.e. Javascript, VBScript, etc)

**Blended
Attack**

- Multiple infection/transmission methods used together

Types of Malware - Tools	
Backdoor	<ul style="list-style-type: none">- Malicious program that allows illegitimate access to a machine- User is unaware
Remote Access Tool (RAT)	<ul style="list-style-type: none">- Malicious program that provides remote command and control
Rootkit	<ul style="list-style-type: none">- Malicious program that is ONLY used to hide things- DOES NOT provide access or command and control alone
Keylogger	<ul style="list-style-type: none">- Records keyboard usage
Botnet Client	<ul style="list-style-type: none">- Remote administration/Command and Control of a botnet
Spyware	<ul style="list-style-type: none">- Monitors behavior of user
Adware	<ul style="list-style-type: none">- Paid for ads to infected users
Ransomware	<ul style="list-style-type: none">- Blocks access to a resource, requires payment from victim



Bot Herders, Botnets, and Zombies

Bot Herder

- Person in control of the botnet

Botnet

- Multiple machines infected and controlled by a bot herder

Zombie

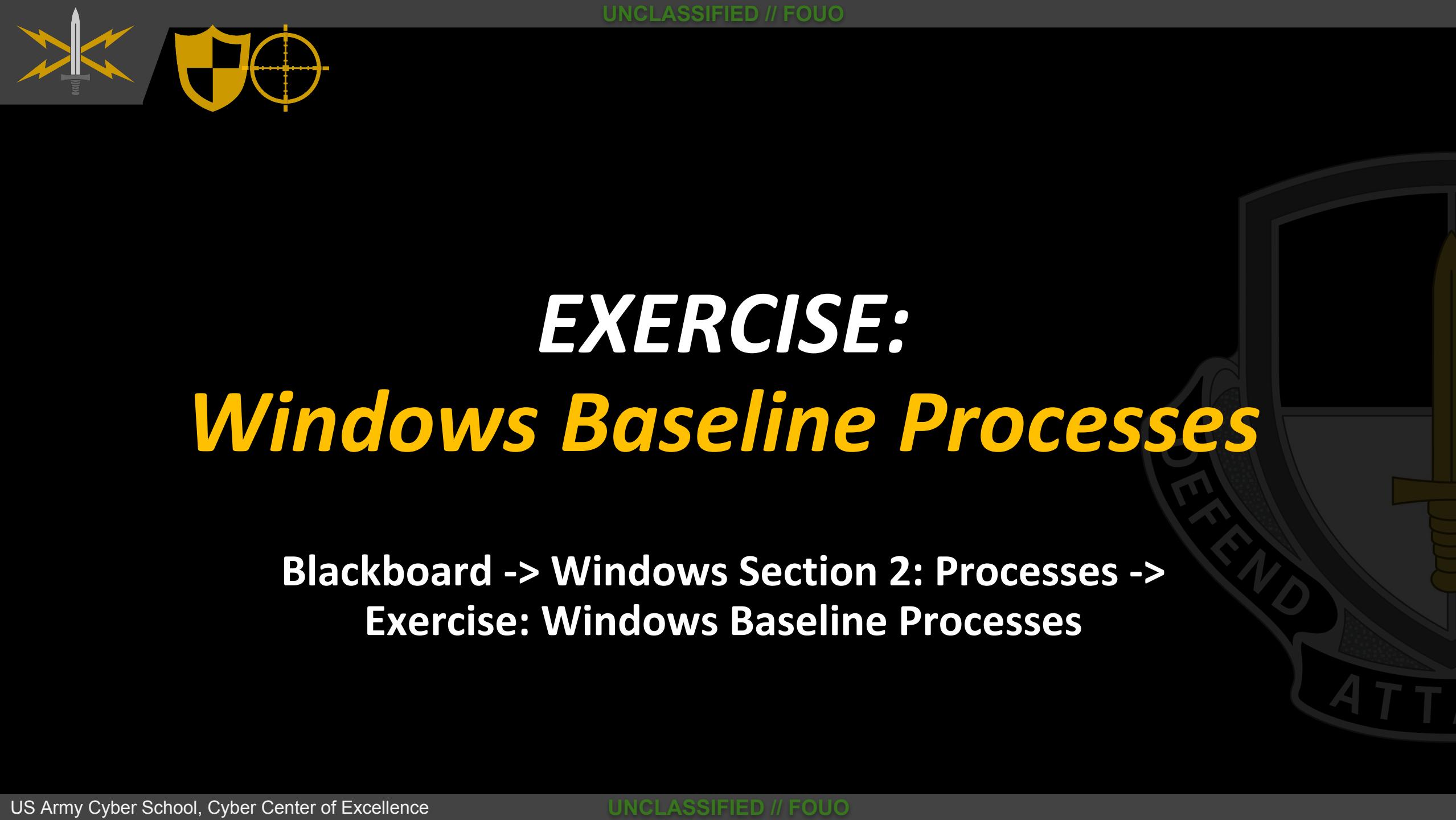
- Individual machine infected and part of the botnet

Purpose

- *Bot herder can utilize the botnet to accomplish a task such as:*
 - *Attack (DDoS)*
 - *Computation (Password Cracking / Bitcoin Mining)*
 - *Infection of additional systems*
 - *Obfuscation of traffic*

Methodology

- *Payload is configured to infect the intended machines and delivered to the victim*
- *Victim executes the payload, infecting the machine, and joining the botnet*
- *Victim machine calls back to the bot herder's C&C server for additional instructions*



EXERCISE:

Windows Baseline Processes

Blackboard -> Windows Section 2: Processes ->
Exercise: Windows Baseline Processes

Day 6





Malware/Process Analysis

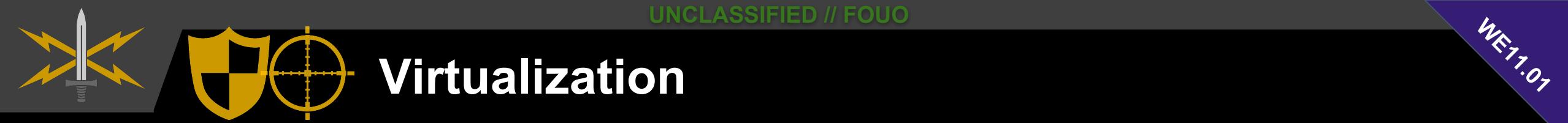
Static Analysis - Examine malware without executing it

- **Strings**
- **IDA Pro, OLEDebug**
- **DLL's used/referenced in Strings output**
- **OSINT (Open Source Research)**
 - **Name/Hash check for existing information online**

Dynamic Analysis - Examine malware while it is running

- **ProcMon**
- **TCPView**
- **IDA Pro, OLEDebug**
- **Reg Shot**
- **Wireshark**

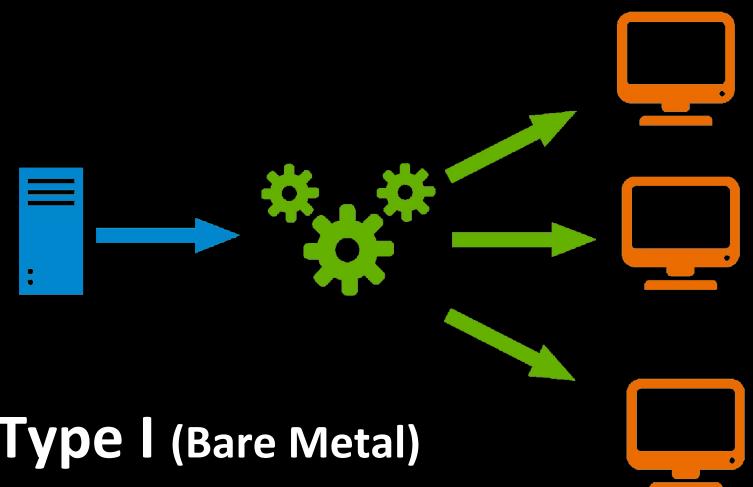




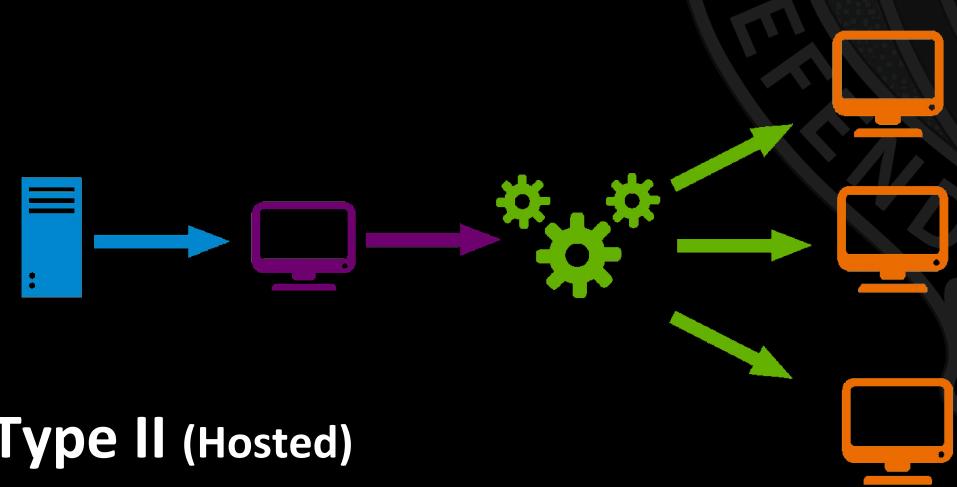
Virtualization

What is Virtualization?

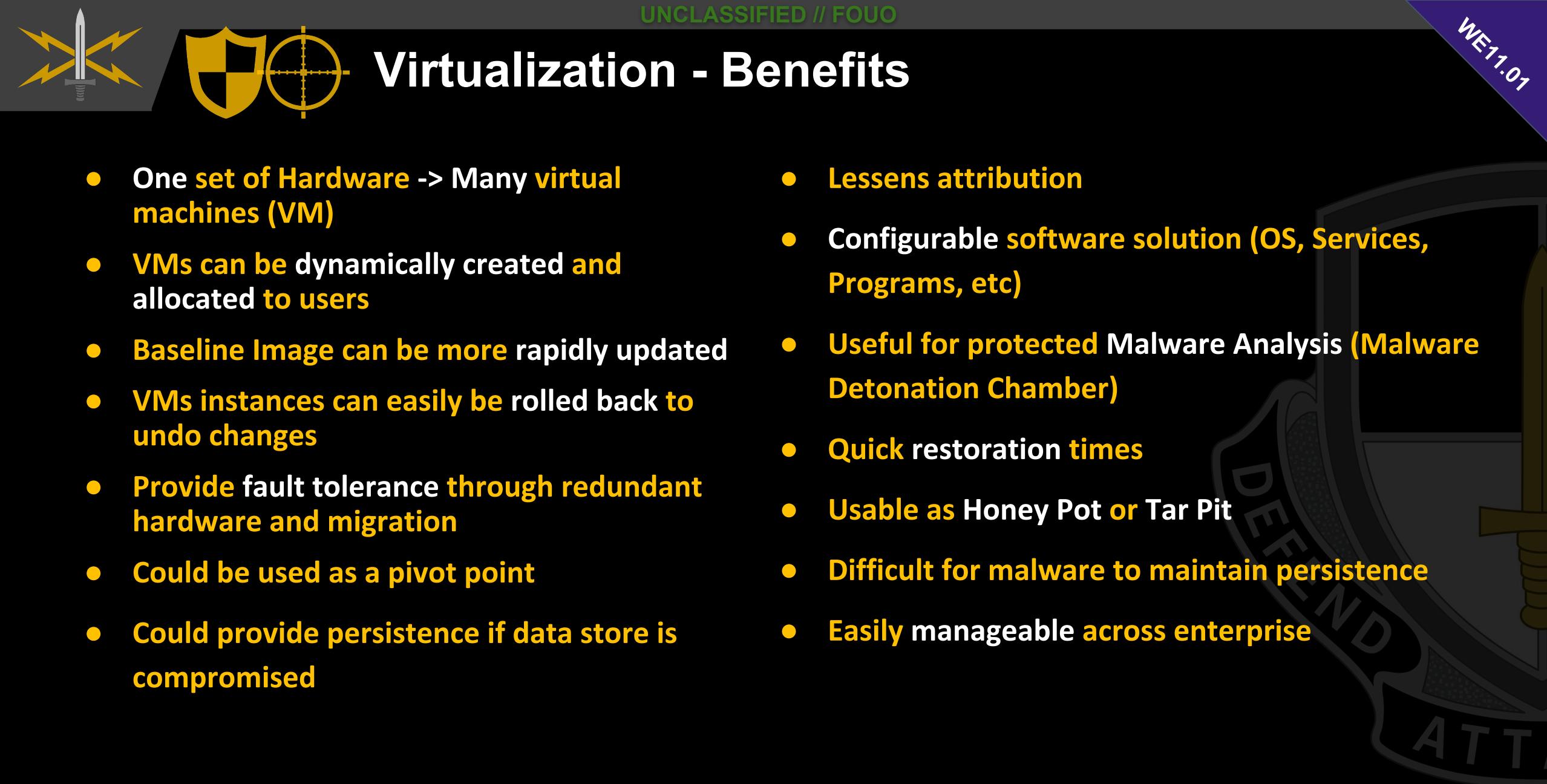
- Virtualization is technology that allows you to create multiple simulated environments or dedicated resources from a single, physical hardware system. Software called a HYPERVISOR connects directly to that hardware and allows you to split 1 system into separate, distinct, and secure environments known as VIRTUAL MACHINES (VMs).



Type I (Bare Metal)



Type II (Hosted)



Virtualization - Benefits

- One set of Hardware -> Many virtual machines (VM)
- VMs can be dynamically created and allocated to users
- Baseline Image can be more rapidly updated
- VMs instances can easily be rolled back to undo changes
- Provide fault tolerance through redundant hardware and migration
- Could be used as a pivot point
- Could provide persistence if data store is compromised
- Lessens attribution
- Configurable software solution (OS, Services, Programs, etc)
- Useful for protected Malware Analysis (Malware Detonation Chamber)
- Quick restoration times
- Usable as Honey Pot or Tar Pit
- Difficult for malware to maintain persistence
- Easily manageable across enterprise



Virtualization - Risks

- Typically require more upfront planning and configuration
- In public cloud environments, lack of granularity in control of data at rest can lead to compliance issues (HIPPA, etc).
- Some functions may not work well in a VM, such as copy/paste, printers, netstat, without additional setup effort.
- Persistence can be lost if the target machine is restored
- Could end up in a honey pot or tar pit
- If the data store is compromised all new instances will also be compromised
- Planning and initial setup cost more with virtual networks.

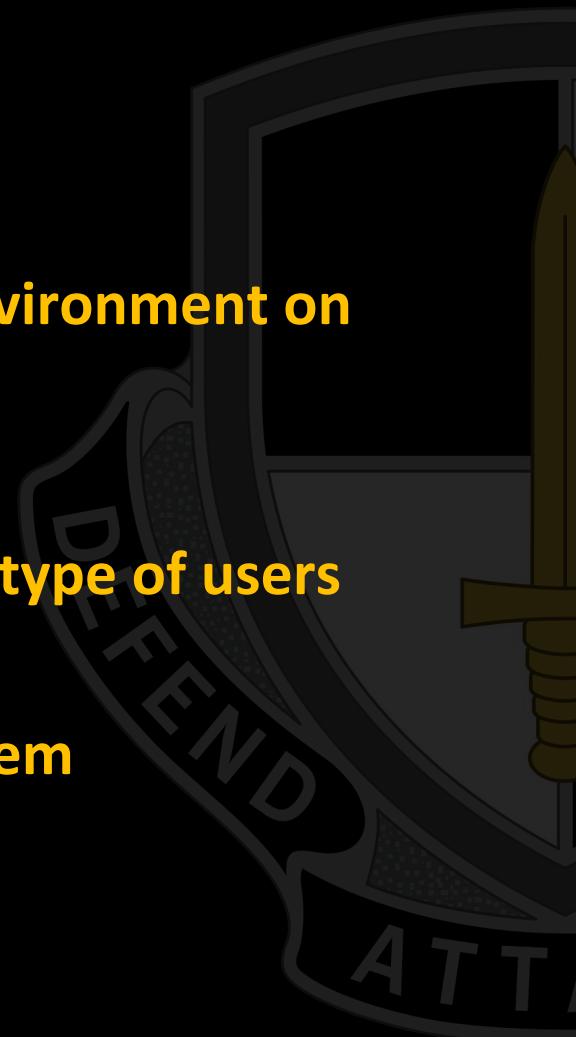


Situational Awareness

WE12-01

What is situational awareness?

- A method of gaining an understanding of the current operating environment on the target machine
- It applies both defensively and offensively
- Allows you to get an idea of what the system is used for and what type of users use it
- Used to decide what courses of action are appropriate for the system





Situational Awareness

WE12-01

What is running on the system?

- Processes
- Services
- Scheduled Tasks
- Registry Keys
- Security Products (AV/Admin Tools)

Users

- Accounts
- Groups
- Domain

Networking

- System networking settings
- Local subnet
- Active Network Connections
- Routing
- Firewall settings

Logging and Auditing

- Windows event logs
- Windows auditing policies



Situational Awareness

WE12-02

What areas are the most important to be aware of?

- Running Processes
- Active Users
- Network Configuration
- Network Communications
- Logging
- Scheduled Jobs
- Aliases

What Easiest way to gain situational awareness on a machine?

- Using the CLI commands previously mentioned and more to come!

