

CSE 465 Information Assurance and Security

Malware and Defense

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What is Malware?

- A piece of software injected in an information system by attacker to <u>cause harm</u> to the system or other systems, or to <u>subvert the ways using systems</u> other than those intended by their owners
- Malware can cause following troubles:
 - Gain *unauthorized access* to an information system
 - Steal sensitive data from an information system
 - *Disable security measures* of an information system
 - Damage an information system, both functional and nonfunctional
 - Compromise data and system integrity



Characteristics of Malware

- Multi-functional and modular
- Difficult to detect
- Easy to obtain
- User-friendly
- Enable broader cyber attack
- Affect various devices and computers
- Profitable
- Self propagating and self replicating



Well Known Malware

- Virus
- Worms
- Trojan horses
- Trap doors
- Logic bombs
- Zombie
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- *Trap Doors* (also called *Back Doors*): *Holes in security* of a system deliberately left in places by designers or maintainers for privileged accesses
 - Some operating systems have privileged accounts for use by field service technicians or maintenance programmers.
 - Example, in Unix-style operating systems, *root* is the conventional name of the user who has all rights or permissions in all modes (single- or multi-users).

Logic Bombs

- Logic Bombs: Code surreptitiously inserted in an application program or operating system to perform some destructive or security-compromising activity whenever specified conditions are met
 - Example: In 1998, Timothy Allen Lloyd, a former chief computer network program designer was sentenced to 41 months in prison for unleashing a \$10 million "logic bomb" 20 days after his dismissal. The "bomb" deleted all the design and production programs of Omega Engineering Corp., a New Jersey-based manufacturer of high-tech measurement and control instruments used by NASA and the U.S. Navy.

Trojan Horse

- *Trojan horse*: Malicious, security-breaking program that invites the user to run it, concealing its harmful or malicious activities.
 - Usually disguised as something normal or desirable software that users may be tempted to install without realizing hidden malicious functionalities.
 - Can be in the guise of various forms people find desirable, such as a freeware, game, movie, song.
 - Do not self-replicate nor propagate to other computers by itself, but it can be spread out through WWW, FTP, P2P networks, IRC/instant messaging, email, social networks and mobile phone.

Trojan Horse (Cont.)

- Examples of Trojan Horse
 - **Bancos**, an info stealer that waits for the user to access banking websites, and then spoofs pages of the bank website to steal sensitive information.
 - Gator, spyware that covertly monitors web-surfing habits, uploads data to a server for analysis and then serves targeted pop-up ads.
 - **LegMir**, spyware that steals personal information, such as account names and passwords related to online games.
 - **Qhost**, a Trojan that modifies the Hosts file to point to a different DNS server when banking sites are accessed and then opens a spoofed login page to steal login credentials for those financial institutions.

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Virus

- *Virus*: Program that *infects* one or more other programs by modifying them. Modification includes a copy of virus program, which can then infect other programs.
 - Attaches itself to a program or file enabling it to spread from one computer to another, leaving infections as it travels
 - Normally invisible to user
 - May exist on your computer, but <u>it cannot infect your</u>
 computer unless you run or open the malicious program.
 A virus cannot be spread without human action, such as running an infected program, to keep it going.

Virus (Cont.)

- Examples of Virus
 - **C-Brain:** Designed to infect the boot sector of the hard disks making the infected computer unbootable.
 - Jerusalem: Designed to activate only on Friday, January 13 and delete all the files executed on that day. This infects the COM and EXE files.
 - Columbus: Similar to Jerusalem and programmed to attack on October 13. Computer hard disk is destroyed and the contents of discs are rendered unreadable.

Worm

- *Worm*: Program that propagates and reproduces itself as it goes over a network
 - Worms are written by Crackers: who are engaged in breaking computer security systems
 - Similar to a virus by design, but unlike a virus, it has the capability of *self-replicating and propagating without any human action*. The biggest danger with a worm is its capability to replicate itself on your system, rather than your computer sending out a single worm, it could send out thousands of copies of itself, creating a huge devastating effect.

Worm (Cont.)

- Examples of Worm
 - **Melissa:** Looked through all *Outlook address books* and sent a copy of itself to the first 50 individuals. The first major e-mail worm and quickly spreaded around the world. The process of transferring so many messages overwhelmed many e-mail servers causing denial of service.

http://en.wikipedia.org/wiki/Melissa_(computer_virus)

• ILOVEYOU: Came in an e-mail with "I LOVE YOU" in subject and contained an attachment that, when opened, would result in the message being re-sent to everyone in the recipient's Microsoft *Outlook address book*, and the loss of every JPEG, MP3, and other files on the recipient's hard disk. Reached about 45 million users in a day.

http://en.wikipedia.org/wiki/ILOVEYOU)

Zombie

- Zombie: Process that has terminated (either killed or exited) and its parent process has not yet received notification of its termination
 - Exists as a process table entry
 - Consumes computer resources disrupting executions of other legitimate processes.

Botnet

- **Botnet:** a group of computers <u>compromised</u> by malware controlled remotely by an attacker to carry out various attacks against targeted computer systems
 - A botnet usually consists of <u>tens of thousands</u> of compromised computers
 - More than 100 million computers in US are currently part of botnets*
- *Emerging Cyber Threats Report 2011, Georgia Tech Information Security Center

http://www.news.gatech.edu/hg/file/25892



- Distributed Denial of Service (DDoS) attacks
 - Some malware, such as viruses and worms, seek to render an organization's websites or other network services by making them inaccessible by overwhelming them with an unusually large volume of traffic.
- Compromising access control mechanism
 - Compromise access control mechanism on target computers, and gain unauthorized remote control over compromised computers
- Compromising integrity of system
 - Damage or corrupt operating system, database or critical programs to cause destruction or unauthorized modifications of important data



Attacks Using Malware (Cont.)

- Stealing online identity
 - Some malware, such as spyware, can hide in a computer system and capture personal information covertly.
- Spreading spam emails
 - Some malware, such as viruses and worms, can be used to compromise computers, and spam emails can be sent through these compromised computers to email servers across the Internet.
 - The spam emails may contain embedded malware or a link to a malicious website for phishing attack.

Trends of Malware Attacks

- More sophisticated
- Using increasingly deceptive social engineering techniques to entice users
- Blended, multi-faceted and phased attacks
- Large scale targeted attacks
- More powerful and destructive
- More prevalent through social networks and mobile devices.

Malware Propagation Mechanisms

- Email and instant messaging applications
- World Wide Web (WWW)
- Removable media (such as USB storage)
- Network-shared file systems
- P2P file sharing networks
- Bluetooth and wireless networks

Vulnerabilities Exploited by Malware

- Insecure software design and related software vulnerabilities
- Coding bugs
- Improper software configuration
- Poor user practices
- Inadequate security policies and procedures
- Social engineering
- Vulnerabilities in hardware
- Once these vulnerabilities are discovered, malware can be developed to exploit the vulnerabilities before the security community has developed a patch.
- Once malware compromises an information system, the malware may install additional more powerful malware

Challenges to Fighting Malware

- Do not have the resources or expertise to prevent or respond to malware attacks and associated secondary crimes from those attacks, such as identity theft, frauds and DDoS.
- Most security technologies are *signature—based* and can only detect *known malware*. Signature-based solutions are insufficient
- <u>Global nature</u> of the <u>Internet</u> as well as the complications of <u>laws</u> and <u>jurisdictions</u> bound by <u>geographical</u> boundaries to reduce the risks of being identified and prosecuted.
- **Time lag** between when a new malware is released by attackers, and when it is discovered and prevented.
- Common monolithic OS <u>sharing</u> same vulnerabilities
- *Internet, social networks, mobile devices and clouds* provide extensive connectivity, by which malware can be spread quickly.

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Malware Prevention

- Reduce system vulnerabilities
 - Always *patch* your system and software *up-to-date*.
 - Run security tests, such as penetration tests and fuzz tests thoroughly and frequently
 - *Risk management*: identifying, tracking, and mitigating security risk over system lifetime
 - Plan on failure)
 - Create quality gates/Bug bars to define acceptable levels of security and privacy quality

- Establish robust access control mechanisms and security policies.
 - Use least privilege.
 - Check security policies for inconsistency and incompleteness.
 - Four types of access control for preventing malware
 - Network access control to check computers to meet your security policies before allowing them on network
 - Application control to stop installing unauthorized applications
 - **Device control** to prevent use of unauthorized devices
 - File type control to minimize impact of high-risk and suspicious downloads

- *Honeynet:* Prevent malware proactively.
 - A *honeypot* is a computer system set up with intentional vulnerabilities to attract malware and gather information about the malware.
 - A *honeynet* is a network of honeypots, and usually has security-sensitive applications and services running so that it seems to be a worthwhile target for attackers
 - Many honeynets are used for studying malware's motives, activities, methods, and fingerprints http://www.honeynet.org/

- Anti-malware software
 - Signature-based detection for known malware.
 - Heuristic analysis, such as generic detection, for detecting variants of known malware
 - Trojan-Downloader: W32/Mebroot.gen!B (a Generic Detection for variants of the Mebroot trojan-downloader family covering a "set of characteristics B") http://www.f-secure.com/v-descs/trojan-downloader_w32_mebroot_gen!b.shtml



Entities and Programs

- Software vendors, anti-virus vendors, Internet service providers
- Governments and inter-governmental organizations
- R&D
- Global partnership
- Improving awareness and education on malware
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Tools and Techniques

- Firewalls, sandbox
- Intrusion detection
- Fuzz testing
- Create quality gates/bug bars
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Resources for Fighting Malware

- Microsoft Malware Protection Center <u>www.microsoft.com/security/portal/</u>
- Malware Research Group <u>www.youtube.com/user/MalwareResearchGroup</u>
- Prevx Malware Center
 <u>www.prevx.com/malwarecenter.asp</u>
- Malware Threat Center <u>mtc.sri.com/</u>
- International Conference on Malicious and Unwanted Software (Malware 2012)

isiom.wssrl.org/

References

- United State Computer Emergency Readiness Team (http://www.us-cert.gov/)
- Help Net Security Malware Center
 (http://www.net-security.org/malware_center.php)
- Prevx Malware Center (http://www.prevx.com/malwarecenter.asp)
- International Conference on Malicious and Unwanted Software (Malware 2011) (http://isiom.wssrl.org/)
- 2012 Virus Bulletin International Conference (VB 2012)
 (http://www.virusbtn.com/conference/vb2012/index)