Repacking the unpacker: Applying Time Travel Debugging to malware analysis

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Who am I?



- Security Consultant @ Atos Luxembourg
- Specialized in Malware Analysis and Reverse Engineering
- Had a good day when:





Agenda

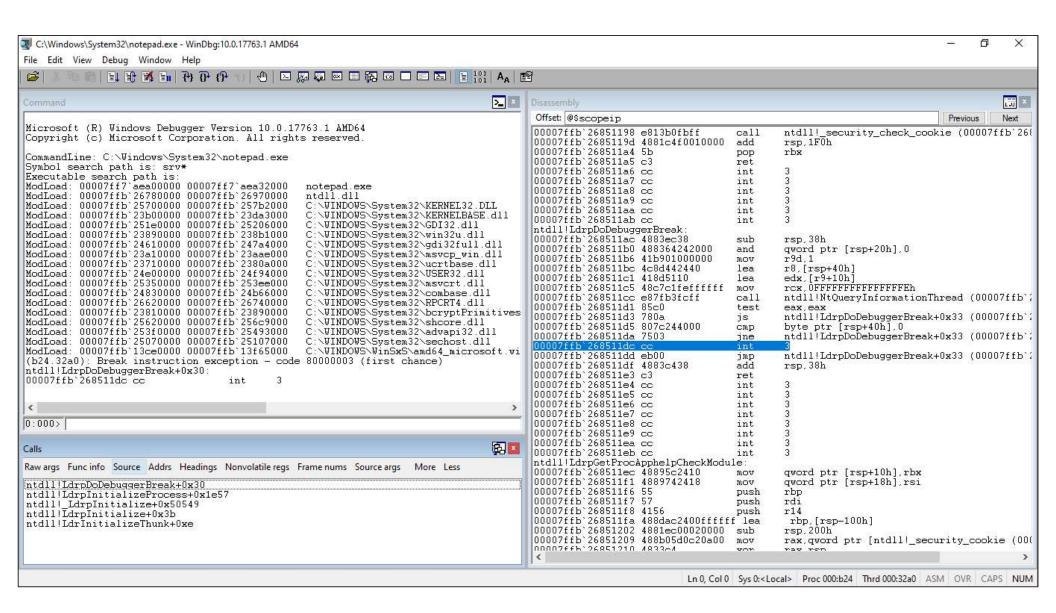
- WinDbg Preview
- Time Travel Debugging (TTD)
- Debugger data model and LINQ
- JavaScript scripting
- Some words about unpacking
- Exercises
 - Exercise 1 PeeAndGee.run
 - Exercise 2 Reflect.run

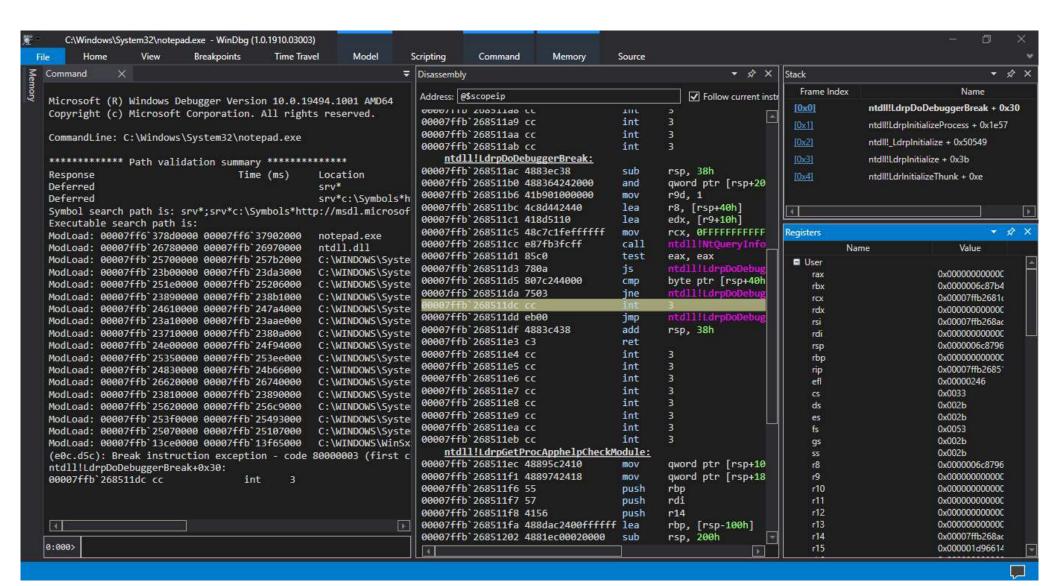
But first... the symbols!

- Connect to the internet
- Open both trace files
 - 1-PeeAndGee.run
 - 2-Reflect.run
- Download the symbols
 - .reload /f

WinDbg Preview

- Official Windows debugger of Microsoft
- AKA WinDbgX
- Installation and updates via Microsoft Store
- Completely portable (108 MB for WinDbgX)





Launching WinDbgX

- Installed versison
 - From PATH: C:\> WinDbgX
 - From Start Menu
- Portable version:
 - C:\WinDbgX> DbgX.Shell.exe
- Double-click file of associate file type

Time Travel Debugging (TTD)

- Introduced in WinDbg Preview
- Records execution as a movie
- Generates a trace file that can be replayed forwards and backwards
- Can also be used as a sort of database that can be queried
 - E.g.: Give me all calls to CreateProcess()
 - E.g.: Give me all memory writes to address X
- Different debugging experience
- First tool to support this for native code on Windows

Use cases and advantages

- Deterministic replay of execution trace
 - Work with colleagues on exact same data
 - No more "Damn, I missed it"
- No risk for infection when working on the trace
- Not really debugging, so no debugging detection

Debugger detection

No debugger attached:

```
IsDebuggerPresent (BeingDebugged in PEB) detected:
                                                                                                     FALSE
 *] NtGlobalFlag in PEB detected:
                                                                                                     FALSE
*] Heap Flags and ForceFlags detected:
                                                                                                     FALSE
 *] CheckRemoteDebuggerPresent (NtQueryInformationProcess with ProcessDebugPort) detected:
                                                                                                     FALSE
*] NtQueryInformationProcess with ProcessDebugObjectHandle detected:
                                                                                                     FALSE
*] NtQueryInformationProcess with ProcessDebugFlags detected:
                                                                                                     FALSE
*] Parent process name (through NtQueryInformationProcess):
*] Hardware breakpoints detected:
                                                                                                     FALSE
[*] Break instruction exception caught by debugger:
                                                                                                     FALSE
* CloseHandle on invalid handle caught by debugger:
                                                                                                     FALSE
[*] OutputDebugString handled by debugger:
                                                                                                     FALSE
[*] Hiding thread from debugger. Debugging this thread will be impossible afterwards.
              Press any key to continue . . .
```

Debugger detection

Debugger attached:

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[*] Hiding thread from debugger. Debugging this thread will be impossible afterwards.

Press any key to continue . . .
```

Debugger detection

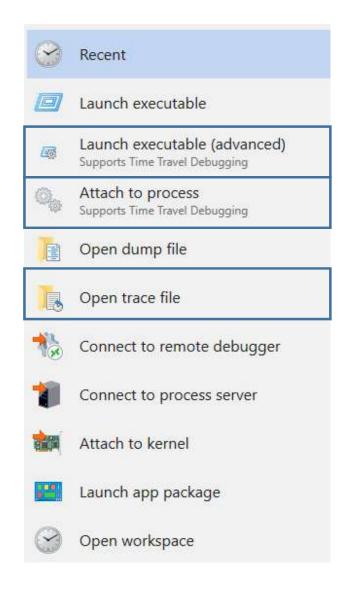
Time Travel "Debugged":

```
IsDebuggerPresent (BeingDebugged in PEB) detected:
                                                                                                    FALSE
  NtGlobalFlag in PEB detected:
                                                                                                    FALSE
  Heap Flags and ForceFlags detected:
                                                                                                    FALSE
  CheckRemoteDebuggerPresent (NtQueryInformationProcess with ProcessDebugPort) detected:
                                                                                                    FALSE
  NtQueryInformationProcess with ProcessDebugObjectHandle detected:
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                                                                                                    FALSE
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                                                                                                    FALSE
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                                                                                                    FALSE
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                                                                                                    FALSE
*| Hiding thread from debugger. Debugging this thread will be impossible afterwards.
             Press any key to continue . . .
```

Limitations

- Must run WinDbgX as administrator
- Only works on user mode executables
- Anti-virus might hinder recording (likely disabled in sandbox)
- No patching of memory possible
- Can only record a process and its children
- No debugging of PPL
- Based on emulation
 - Possible "derailment"

Supported modes



Start tracing

- Method 1: GUI
- Method 2: command-line
 - ttd -out sample.run (-children) sample.exe

Files

- Logging: .OUT
- Trace files: . RUN
- Index files: . IDX
 - Automatically created when opening trace file
- RUN file is the only file you need to share
- Be sure to have enough disk space when recording
- Each position in a trace file has a "coordinate"

New TTD commands

- g-, p-, t- Go, step, trace backwards
- !tt Travel to position
- !index
 Index time travel trace
- !positions Display all active threads with their positions

Debugger data model and LINQ

- Accessible via:
 - **GUI:** Dedicated "model" window
 - Command line: dx command
 - JavaScript: host.namespace.Debugger namespace
- Handy "shortcut" variables: \$curprocess, \$curthread and \$cursession
- New Debugger Object Model objects introducted by TTD
 - dx @\$curthread.TTD
 - dx @\$curprocess.TTD
 - dx @\$cursession.TTD
 - dx @\$cursession.TTD.Calls
 - dx @\$cursession.TTD.Memory

Debugger data model and LINQ

- Can be combined with (C#) Language Integrated Query (LINQ) syntax
- Some examples of methods:

```
    dx @$cursession.TTD.Calls("kernel32!VirtualAlloc*").Count()
    dx @$cursession.TTD.Calls("kernel32!VirtualAlloc*").Select(c => c.Parameters)
    dx @$cursession.TTD.Calls("kernel32!VirtualAlloc*").Where(c => c.Parameters[3] == 0x40)
    dx @$cursession.TTD.Calls("kernel32!VirtualAlloc*").OrderBy(c => c.TimeStart)
```

• dx -g formats iterable output as a pretty table

JavaScript scripting

- WinDbg comes with a JavaScript engine (ChakraCore.dll)
- Debugger data model accessible from host.namespace.Debugger namespace

Some words about unpackers

- Typically, unpackers allocate memory for the unpacked code
- This memory has to be writeable at some moment, and executable at another moment
- Multiple API calls are possible, some which can control the memory protections:
 - VirtualAlloc
 - VirtualAllocEx
 - NtAllocateVirtualMemory
 - GlobalAlloc, HeapAlloc, LocalAlloc
 - malloc, calloc
 - RtlAllocateHeap
 - CoTaskMemAlloc
- In order to change memory protections:
 - VirtualProtect
 - VirtualProtectEx
 - NtProtectVirtualMemory

Commands we will need

db Display memory

• dx Display debugger object model expression

• t(-) Trace (back)

• .writemem Write memory to file

• ! dh Displays header of image

• !tt Time travel

Time for exercises!

- Two exercises:
 - 1-PeeAndGee.run
 - 2-Reflect.run
- See exercises workbook

Questions

0:000> .hh?

References and resources

- Blog posts
 - hugsy Some Time Travel Musings
 - Axel "Overclok" Souchet Debugger data model, Javascript & x64 exception handling
- Documentation
 - Microsoft Debugging Tools for Windows
- Workshops
 - hugsy, 0vcercl0k Modern Debugging with WinDbg Preview
- Talks
 - Channel 9 Defrag Tools
 - <u>J. McNellis, J. Mola, K. Sykes Time Travel Debugging: Root Causing Bugs in Commercial Scale Software</u>
 - Daniel Pearson Windows Debugging and Troubleshooting
 - James McNellis Time Travel Debugging
 - What's new in WinDbg Preview Andy Luhrs