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Behavioral Malware Detection Approaches for Android

A DISSERTATION SUBMITTED TO THE GRADUATE FACULTY in partial fulfillment of the requirements for the Degree of DOCTOR OF PHILOSOPHY

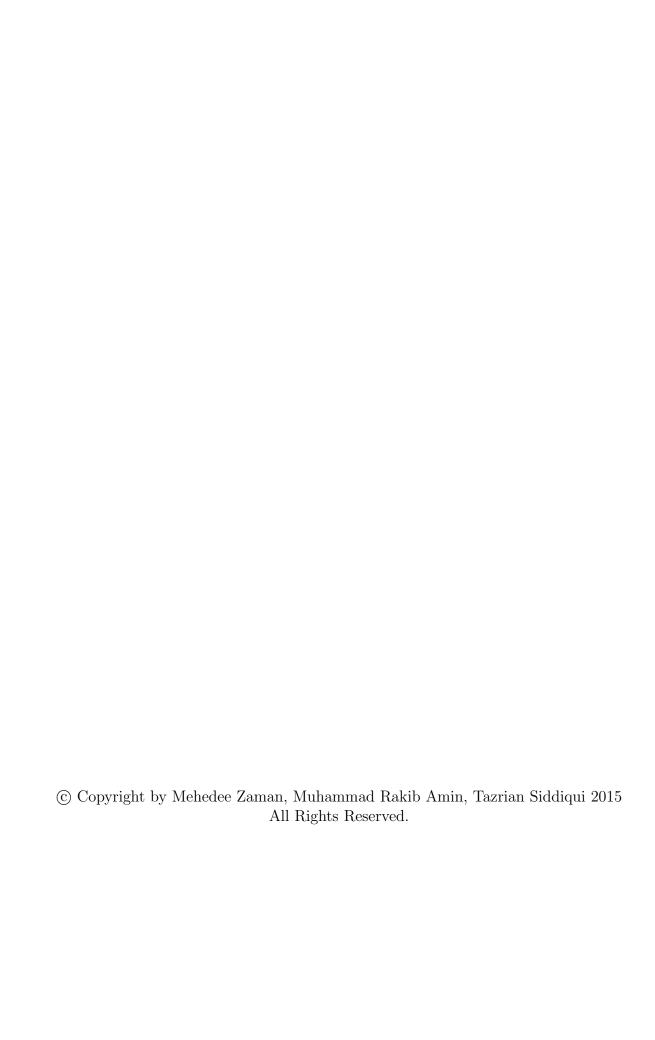
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A DISSERTATION APPROVED FOR THE Department of Computer Science and Engineering

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Dedication

This dissertation is dedicated to .

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Abstract

Today mobile computing has become a necessity and we are witnessing explosive growth in the number of mobile devices accessing the Internet. To facilitate continuous Internet connectivity for nodes and networks in motion, mobility protocols are required and they exchange various signaling messages with the mobility infrastructure for protocol operation. Proliferation in mobile computing has raised several research issues for the mobility protocols. First, it is essential to perform cost and scalability analysis of mobility protocols to find out their resource requirement to cope with future expansion. Secondly, mobility protocols have survivability issues and are vulnerable to security threats, since wireless communication media can be easily accessible to intruders. The third challenge in mobile computing is the protection of signaling messages against losses due to high bandwidth requirement of multimedia in mobile environments. However, there is lack of existing works that focus on the quantitative analysis of cost, scalability, survivability and security of mobility protocols.

In this dissertation, we have performed comprehensive evaluation of mobility protocols. We have presented tools and methodologies required for the cost, scalability, survivability and security analysis of mobility protocols. We have proposed a dynamic scheduling algorithm to protect mobility signaling message against losses due to increased multimedia traffic in mobile environments and have also proposed a mobile network architecture that aims at maximizing bandwidth utilization. The analysis presented in this work can help network engineers compare different mobility protocols quantitatively, thereby choose one that is reliable, secure, survivable and scalable.

Chapter 1

Introduction

Next generation networks are gradually converging towards the all-IP networks which can enable true global mobility and Internet connectivity to mobile devices.

1.1 Introduction

Internet Protocol (IP) is the underlying communication protocol that allows an end host to get connected to other hosts over the public Internet. Therefore, to facilitate continuous Internet connectivity for mobile nodes, Internet Engineering Task Force (IETF) proposed Mobile IPv6 [1], an IP-based mobility protocol.

This aggregated mobility management can significantly reduce signaling requirement and power consumption.

1.2 Motivation and Problem Statement

In a mobile computing environment, a number of *network parameters* (such as, network size, mobility rate, traffic rate) influence the signaling costs related to mobility management. With the rapid growth and popularity of mobile and wireless networks,

Finally, mobility protocols can be vulnerable to security threats.

1.3 Objectives

The *objectives* of this research are as follows:

- The first objective of this research is to perform a comprehensive cost and scalability evaluation of the
- The second objective of this research is the quantitative evaluation of survivability of the mobility infrastructure and the associated components.
- The fourth objective of this research is to protect mobility protocols from security threats.
- Finally, mobility protocols require a realistic mobility model that can mimic the movement pattern of nodes in motion.

1.4 Contributions

The *contributions* of the dissertation are summarized as follows:

- Perform entity-wise cost evaluation of host and network mobility protocols.
- Perform quantitative scalability analysis of host and network mobility protocols.
- Perform multi-class queuing analysis and propose a dynamic scheduling algorithm to protect crucial control messages (of mobility management) against losses.

1.5 Organization of the Dissertation

The rest of the dissertation is organized as follows. Chapter ?? presents a review of host and network mobility protocols.

Chapter 2

Detection using network traffic analysis

In this chapter, we will discuss about malware detection using Network traffic analysis. This chapter contains 2 sections. Section 2.1 describes the outline of our strategy, and in section 2.2, we describe the procedure in details.

2.1 Strategy of Malware Detection

At first, we created log of URLs that are contacted by applications for a specific period of time. Then we tried to match each entry (URL) of the log with a list of known malicious domains. If a match is found, the application that contacted the malicious domain is a malware itself or has been affected by one.

2.1.1 Creating the App-URL table

App-URL table is a history/log of all attempts made by all applications to communicate with remote servers over HTTP. The table consists of (url, app) entries. Each HTTP request maps to a single entry, where url is the URL which is contacted, and app is the application that originated the HTTP request.

This process is further subdivided into four tasks:

2.1.1.1 Packet dumping

We have recorded all incoming and outgoing network packets to/from the android device for specific duration of time. This creates a packet dump file that contains information of which port number (of the mobile device) is accessing which URL.

2.1.1.2 Netstat Logging

To relate port numbers with applications, we periodically executed *netstat* [?] command throughout the duration of packet dumping and saved the outputs. Netstat gives information of which port number is being used by which application when the command is executed.

2.1.1.3 Extracting necessary information from packet dump

We do not take all packets into consideration. We are only interested in HTTP packets (and only requests, not responses). So we have filtered out all other packets from the packet dump we generated at the first step. We took only three fields from each packet: time, originating port and full request URI. This gives a time-sequenced log of port numbers and URIs that a port tried to connect to.

2.1.1.4 Aggregating packet dump and netstat logs

We have so far obtained two separate mappings: application vs. port number from netstat logs, and port number vs. URL from packet dump. We aggregate these two maps to create a time-sequenced log of applications and the URLs each application tried to contact (The App-URL table).

2.1.2 Matching the URLs with Domain-blacklists

We search the URLs in the App-URL table for known malicious domains. If an application tries to connect to a rogue domain (URL), we flag it as a malware. We can also enrich our blacklist by adding other domains contacted by a flagged application.

These steps are discussed in detail in the following section.

2.2 Details of Malware Detection steps

Our first step is to create an App-URL table. In this table, each row of the table indicates an attempt to make an HTTP connection by any application. We store the time, the application's unique identifier (package name), and the URL which was contacted.

2.2.1 Creating the App-URL table

2.2.1.1 Packet dumping

We need to use a software for recording all incoming or outgoing traffic (packets) of the android device. This can be done using *Wireshark* [?] in a computer which is connected to the same local network of the android device.

Alternatively, we can use a similar application in the mobile device. We have used *Shark for Root* [?] for this purpose. A rooted device is not required for this step. Non-rooted devices can use other applications, such as *tPacketCapture*, which captures packets by creating a VPN and directing all traffic through the VPN. We captured packets for a specific amount of time. This step produces a packet dump (.pcap) file.

2.2.1.2 Netstat Logging

The packet dump does not directly detect which packet is originated from/destined for which mobile application. The system differentiates packets of different applications by port numbers (source port for outgoing packets or destination port for incoming packets). Hence, we need to know which ports were being used by which applications when the packet was captured. We used the UNIX tool netstat [?] to get the mapping between applications and port numbers at a specific time.

Since the packets are recorded for some duration of time and netstat gives the port number vs. application mapping for an instance of time (just when the command is executed), a single netstat output will not suffice. Therefore, we executed netstat periodically, while the packets were being recorded.

We used ADB [?] to communicate with the android device. To access the interactive shell of the device, adb shell was used. In our experiment, we connected the android device with a UNIX computer. Then we executed the shell script shown in Fig. 2.1 in the computer.

```
for i in {1..100}
do
    adb shell "
    su -c 'busybox netstat -pnt | grep tcp'
    " > netstat
    adb shell "date +%s" > netdump$i
    awk '{print $4 ":" $7}' netstat > netstattemp
    awk -F":" '{print $5 " " $6}' netstattemp>>netdump$i
    echo finished: $i
    sleep 1
done
```

Figure 2.1: Shell script used for netstat logging.

This script calls netstat 100 times, with 1 second interval in between. It filters just the necessary information (port numbers and corresponding pid/package names) from each netstat output, and saves them in separate files, along with the timestamp when the dump was taken. So after executing this script, we had 100 files (namely netdump1, netdump2, ... netdump100). A single netdump file is shown in Fig. 2.2.

```
timestamp
    1414082181
    60340 6455/com.ideashower.readitlater.pro
    33004 6455/com.ideashower.readitlater.pro
    37442 7202/com.google.android_Port number
    35133 894/com.google.android
    36012 5744/com.facebook.katana
                                     pid/package
    52004 (5759/com.facebook.orca )
                                     name of application
9
    57317 6455/com.ideashower.readitlater.pro
    58137 6455/com.ideashower.readitlater.pro
10
    33681 7342/lv.n3o.shark
11
    60273 401/system server
13
```

Figure 2.2: A single netdump file

This step requires a rooted android device. Because, being a stripped down variant of linux, Android does not come with the *netstat* executable by default. So we used *Busybox*, a tool that allows execution of all standard UNIX commands in android. Busybox cannot be installed without super user permissions.

2.2.1.3 Extracting necessary information from packet dump

Packet dump (.pcap) contains comprehensive meta information about all packets, along with their contents. However, we are only interested in HTTP packets and only three fields of each packet. Pcap filtering can be accomplished by many different ways among which we used Wireshark.

We opened the pcap file in Wireshark. Then the following display filter was applied on the dump:

```
http && ip.src == X.X.X.X
```

Here, X.X.X.X is the IP address of the device. This was used to filter out the http responses. For now, we are only interested in requests.

We kept only the following columns in Wireshark:

- Time (in Seconds since epoch format)
- Src Port
- Full Request URI

Then we exported the displayed packets summary in a plain text file. In our experiment, we named the file filtered.txt (shown in Fig. 2.3).

```
Timestamp
                       Port #
                              URL
    1414082186.261850 57001
                              http://www.quora.com/api/do_action_POST
    1414082186.531015 47612
                              http://www.quora.com/
   1414082187.769571 47614
                              http://qsc.is.quoracdn.net/-28ce1f6c6095d6c5.css
4 1414082187.770059 47615
                              http://qsc.is.quoracdn.net/-aeeaea065aef57c7.js
    1414082192.439645
                       47621
                              http://qph.is.quoracdn.net/main-thumb-t-4052-50-khhbtngfzevs...
                              http://api.duolingo.com/api/1/version_info
   1414082240.246866 45830
                              http://api.duolingo.com/api/1/store/get_inventory
   1414082240.286386 54574
   1414082240.287393 55690
8
                              http://api.duolingo.com/api/1/store/get_inventory
    1414082277.182687 47634
                              http://www.memrise.com/api/auth/facebook/
10 1414082279.105752 47635
                              http://www.memrise.com/api/app/settings/
11 1414082279.671243 47636
                              http://www.memrise.com/api/level/get/?with_content=true&lev...
   1414082280.704813 47637
                              http://www.memrise.com/api/user/courses_learning/?user%5Fid...
    1414082284.491800
                      47275
                              http://static.memrise.com/uploads/things/audio/14218347_136...
   1414082284.491922 47276
                              http://static.memrise.com/uploads/things/audio/14218346_136...
15
    1414082298.626474 54348
                              http://ajax.googleapis.com/ajax/libs/jquery/1.10.2/jquery.min.js
    1414082302.333963 39488
                              http://data.flurry.com/aap.do
```

Figure 2.3: Extracted information from the packet dump in filtered.txt file

2.2.1.4 Aggregating packet dump and netstat logs

Before this step, we had 100 files containing netstat outputs (*port-application* mapping at specific times). And we had a file filtered.txt, which contains the *port-URL* mapping for all HTTP request packets. We have written a script which processes all these files to produce the final App-URL table.

Since netdump files contains *port-app* mappings for specific moments (1 second apart), a packet's time will not necessarily match exactly with any of these moments. To assign such a packet to an application, we have made some assumptions.

Let t be the timestamp of a packet. Let $t_1, t_2, t_3, ..., t_{100}$ are the timestamps of the netstat outputs (they are stored in corresponding netdump files). Of course $t_1 < t_1 < t_3 < ... < t_{100}$. If $t < t_1$ or $t > t_{100}$, we discard the packet. We only consider packets with t such that $t_1 \le t \le t_{100}$.

Now for each of these packets, there is an i such that $t_i \leq t$ and $t_{i+1} > t$. We assign a packet to an application using the following rules:

- 1. If the same application A was using the packet's port at both t_i and t_{i+1} , then application A is the sender of the packet.
- 2. If application A was using the port at t_i , and the port was not in use at t_{i+1} , application A originated the packet.
- 3. If the port was not in use at t_i , and application A was holding it at t_{i+1} , application A originated the packet.
- 4. If the port was being used by application A at t_i and application B at t_{i+1} then,
 - if $t t_i \le t_{i+1} t$, application A originated the packet. Otherwise application B originated it.

5. If no application was using the port at either t_i or t_{i+1} , We discard the packet.

Case 5 indicates that after t_i , some application opened the port, sent some packet(s) and then released the port before t_{i+1} . So this packet has gone untraced. We can lessen the frequency of such occurrences by decreasing the interval between t_i and t_{i+1} .

So for every packet (except the ones of case 5), we know the app which originated it. And filtered.txt contains Full request URI of all packets. So we now know the URL specified in the packet was contacted by this application. We have logged these (Application, URL) entries for each packet and the App-URL table is ready. A sample table is shown in Fig. 2.4.

```
App identifier
                                                     URL
    1.414082194006204E9 52791 com.quora.android
                                                     http://www.quora.com/ajax/action_log_POST
    1.414082195716379E9
                        42998
                               com.quora.android
                                                     http://www.quora.com/webnode2/server call POST
    1.414082196603555E9
                        47619
                                com.quora.android
                                                     http://qph.is.quoracdn.net/main-thumb-9715372-5...
    1.414082201279886E9
                        52225
                               com.quora.android
                                                     http://www.quora.com/webnode2/server_call_POST
    1.414082240246866E9 45830
                                                     http://api.duolingo.com/api/1/version_info
                               com.duolingo
    1.414082240286386E9
                         54574
                                                     http://api.duolingo.com/api/1/store/get_invento...
                                com.duolingo
    1.414082255987588E9 45830
                                                     http://api.duolingo.com/api/1/users/show?userna...
                               com.duolingo
    1.414082256455972E9 59259
                                com.duolingo
                                                     http://api.duolingo.com/api/1/store/get_invento...
    1.414082269802286E9
                         39860
                                com.memrise.android
                                                     http://data.flurry.com/aap.do
10
```

Figure 2.4: Final output: App vs. URL table

2.2.2 Matching the URLs with Domain-blacklists

When the App-URL table is ready, the table can be sent to a central server. The server can search the table for already known malicious domains, and notify the android device of any rogue application which might be trying to connect to a black-listed domain. The server can also enhance its blacklist by adding new domains that are contacted by a malicious application.

2.3 Results

We analyzed two known malwares using this method: DroidKungFu and Anserver-Bot, both known for contacting remote C&C servers [?]. Within minutes of installation DroidKungFu accessed www.waps.cn, which was listed as a malicious domain in virustotal.com. Anserverbot did not contact any blacklisted domain within the first 10 minutes when we recorded packets. The reason might be using an unreliable and freely available domain-blacklist from the internet. Or worse, maybe it communicates over protocol(s) other than HTTP.

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Appendix A

Acronyms

AH Authentication Header

AR Access Router

AZS Anchor Zone Server

BA Binding Acknowledgement

BSP Basic Support Protocol

BU Binding Update

CGA Cryptographically Generated Address

CN Correspondent Node

CoA Care of Address

CoT Care-of Test

CoTI Care-of Test Init

DDoS Distributed Denial of Service

DHCP Dynamic Host Configuration Protocol

DNS Domain Name System

DoS Denial of Service

ESP Encapsulating Security Payload

FTP File Transfer Protocol

HA Home Agent

HiSIGMA Hierarchical SIGMA

HIP Host Identification Protocol

HMIPv6 Hierarchical Mobile IP vesrion 6

HoA Home Address

HoT Home Test

HoTI Home Test Init

HZS Home Zone Server

ICMP Internet Control Message Protocol

IETF Internet Engineering Task Force

IKE Internet Key Exchange

IP Internet Protocol

IPsec IP security

LCoA Local Care of Address

LFN Local Fixed Node

LLM Local Location Manager

LM Location Manager

LMA Local Mobility Anchor

MAP Mobility Anchor Point

MH Mobile Host

MIP Mobile IP

MIPv6 Mobile IP vesrion 6

MITM Man In The Middle

MNN Mobile Network Node

MNP Mobile Network Prefix

MR Mobile Router

MSF Mobility Scalability Factor

NEMO NEtwork Mobility

NRT Non-Real Time

PDA Personal Digital Assistant

RA Router Advertisement

RBU Refreshing Binding Update

RCoA Regional Care of Address

RR Return Routability

RT Real Time

RTT Round Trip Time

SA Security Association

SCTP Stream Control Transport Protocol

SIGMA Seamless IP-diversity based Generalized Mobility Architecture

SINEMO Seamless IP-diversity based Network Mobility

SPI Security Parameters Index

TCP Transmission Control Protocol

TNRL Telecommunications and Networks Research Lab

UDP User Datagram Protocol

VMN Visiting Mobile Node