



## Anti-Forensic Resilient Memory Acquisition

*By*

**Johannes Stuttgen and Michael Cohen**

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# Motivation

- Physical memory analysis increasingly common in IR scenarios
- Memory images are often acquired by software
- This has raised the attention of malware authors
- We analyse the attack surface of current acquisition tools and propose an anti-forensic resilient approach for memory acquisition

## Scenario

- Live Analysis
- Compromised Machine
- No physical access
  - Software Acquisition
- No access to hardware virtualization support
- Ability to load driver/kernel module

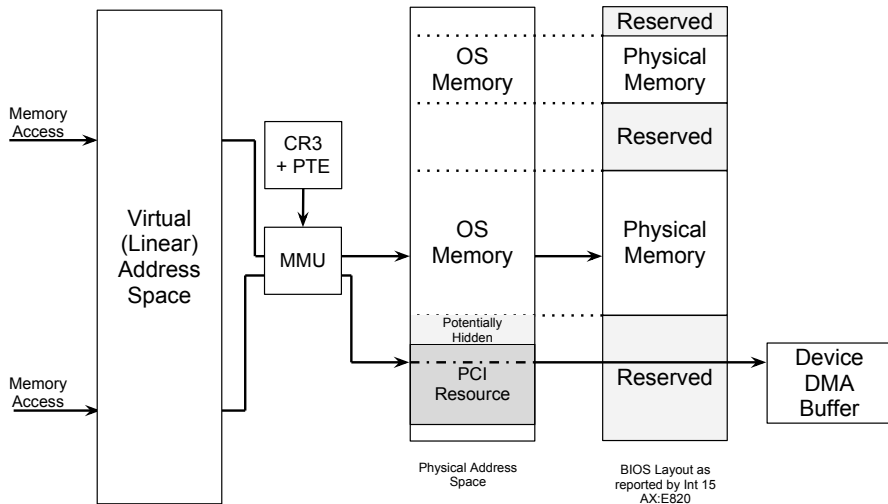
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# Accessing the Physical Address Space



# The Anti-Forensics Problem



## Low Down and Dirty: Anti-forensic Rootkits

Presented by Darren Bilby  
Ruxcon 2006

  
security-assessment.com

## Defeating Windows memory forensics

29c3

December 28, 2012.

Luka Milković  
[Luka.Milkovic@info.hr](mailto:Luka.Milkovic@info.hr)

INFO IS <http://www.info.hr>



# The Live Analysis Dilemma

## Inherent Problems of Live Forensics

- We work on a potentially compromised machine
- Using a potentially subverted operating system
- With the same privileges as an intruder
- Who was there first

## Conclusions

- Perform only the most essential steps of analysis on the system
- Using as little APIs as possible
- On the highest possible privilege level
- And still be aware our results might be wrong

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# Experiment with Current Tools

- Take a „modern“ system (Win 7 x64 SP1)
- Manipulate a number of commonly used APIs and structures for
  - Memory Enumeration (GetPhysicalMemoryRanges)
  - Memory (MapMemoryDumpMdl)
  - Location of Kernel Symbols (KDBG)
- Evaluate the performance of „current“ memory acquisition tools

| Tool                | Version | Format | KDBG | GetPhysicalMemoryRanges | MapMemoryDumpMdl |
|---------------------|---------|--------|------|-------------------------|------------------|
| Memoryze            | 2.0     | raw    | ✓    | ✗                       | ✓                |
| FTK Imager          | 3.1.2   | raw    | ✓    | ✗                       | ✓                |
| Win64dd             | 1.4.0   | raw    | ✓/✗  | ✗                       | ✗                |
| Win64dd             | 1.4.0   | dmp    | ✗    | ✗                       | ✗                |
| Dumplt              | 1.4.0   | raw    | ✓    | ✗                       | ✗                |
| WinPmem             | 1.3.1   | raw    | ✗    | ✗                       | ✓                |
| WinPmem             | 1.3.1   | dmp    | ✗    | ✗                       | ✓                |
| WindowsMemoryReader | 1.0     | raw    | ✓    | ✗                       | ✓                |
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# The Cause of these Problems

## Trust compromised kernel

- To report the precise memory geometry
- To map memory correctly

## Platform independent problem

### • Windows

- `MmGetPhysicalMemoryRanges()` / `SMBIOS`
- `MapViewOfSection()` / `MmMapIoSpace()` / `MmMapMemoryDumpMdl()`

### • Mac OS X

- `PE_state.bootArgs`
- `PhysicalMemoryDescriptor`

### • Linux

- `iomem_ressource`
- `kmap()`

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## Memory Enumeration

- Do not trust the information provided by BIOS/EFI/Kernel
- Find out where exactly MMIO is located
- Acquire everything except MMIO regions

## Memory Mapping

- We don't need the kernel for that
- Any driver running in ring 0 has access to the page tables
- Edit the page tables ourselves to map physical memory
- Do so in a stealthy manner to make detection hard

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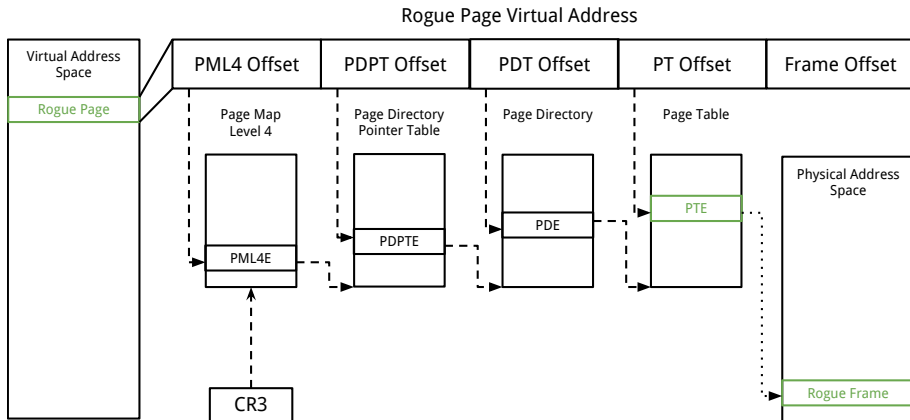
# Memory Enumeration

- MMIO is managed by the northbridge
- Most devices are attached to PCI(e) bus
- Using Port I/O, we can query all PCI devices and bridges and retrieve the base address register (BAR) and buffer size

## Feasibility

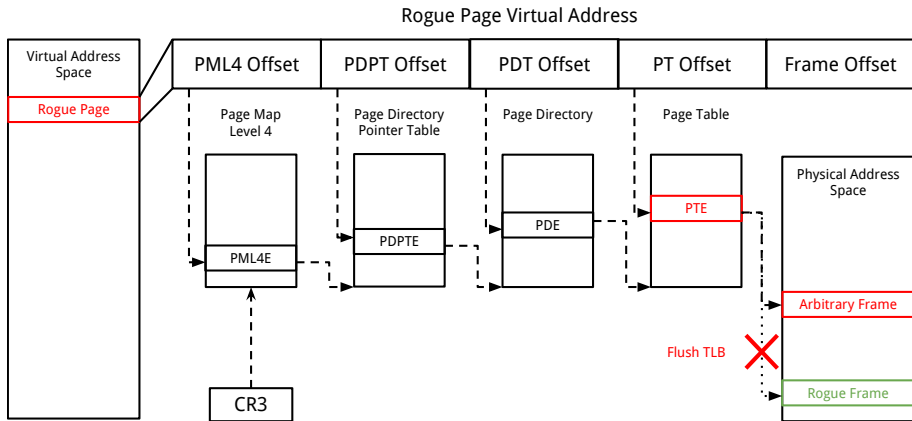
- This is exactly what `lspci` does
- It does so even from userspace
- `lspci -H1 -v`

# Direct PTE Remapping I



- Allocate one non-paged page of memory
- Locate page table entry (PTE)

# Direct PTE Remapping II



- Overwrite PTE physical offset
- Flush PTE from TLB



## Concerns

- Software is not supposed to map physical page simultaneously with different cache attributes
- Operating system might use our PTE and crash
- There are more than just PCI devices connected to the memory bus (RCT, HPET, APIC, ...)

## Experiences

- Since we only read from the rogue mapping caching shouldn't be a problem
- Using non-paged memory prevented the operating system from touching the rogue PTE in our tests
- For all standard devices present in our test system reading was not a problem

## Memory Enumeration

- A debug register hook can detect Port I/O
- With the general detect bit on this is virtually undetectable
- A rootkit could simulate a PCI device and mark its memory as device memory
- Of course this could also point an investigator directly to its code...

## Memory Mapping

- A page-fault handler hook together with marking the page tables read only can detect direct modifications of the rogue PTE
- A solution to this could be creating and using our own page tables during the acquisition step

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# Conclusions

- Software acquisition can always be subverted on the same privilege level
- Currently it's shockingly simple, we should make this harder to do

## Code Release

- Initial release for Windows
- Grab it at: <http://goo.gl/9VnnkY>
- Slides at <http://goo.gl/ALFfT4>
- Our code works on any x86 cpu, regardless of the OS
- Successful tests on OSX and Linux, expect cross platform release at <https://code.google.com/p/pmem>

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- Especially in the context of an active adversary
- We are not trying to criticise any specific tool
- The problem is a general one in any tool relying on kernel API's

## Moonsols

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Questions?