

BodySnatcher: Towards Reliable Volatile Memory Acquisition by Software

Ву

#### **Bradley Schatz**

Presented At

The Digital Forensic Research Conference **DFRWS 2007 USA** Pittsburgh, PA (Aug 13<sup>th</sup> - 15<sup>th</sup>)

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# BodySnatcher: Towards reliable volatile memory acquisition by software

Bradley Schatz
Brisbane, AU
bradley.schatz@evimetry.com.au

## Agenda

- Introduction
- Overview of software based acquisition proposal
- Description of implementation
- Experimental results
- Conclusions
- Demo

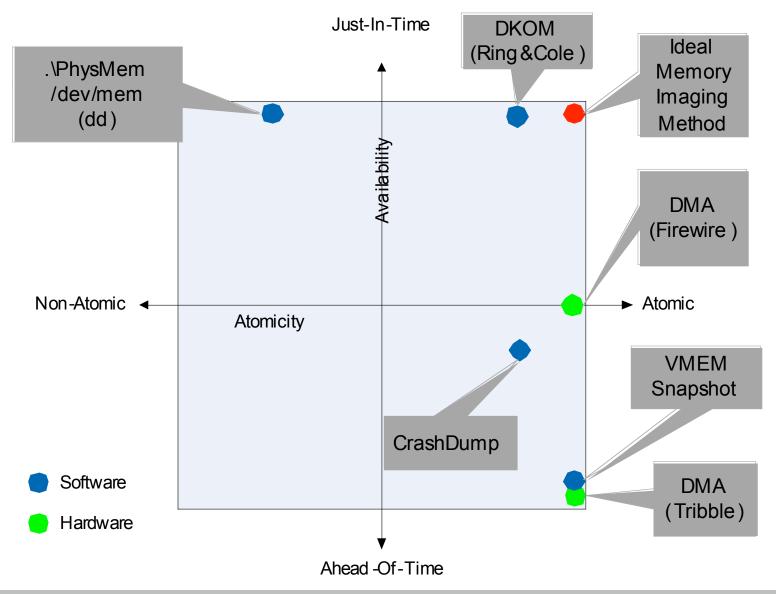
#### Introduction Motivations

- RAM resident information
  - Passwords
  - Cryptographic keys
  - Network connections
  - Cleartext of encrypted data
- Erosion of trust in OS integrity
  - Was the computer operating correctly?

#### Introduction Challenges in Acquisition

- **Fidelity** 
  - Atomicity
  - Integrity/Reliability
    - **Historical Artifacts**
    - Subversion
      - Hardware (Rutlowska)
      - Software DDefy (Bilby)
- Availability

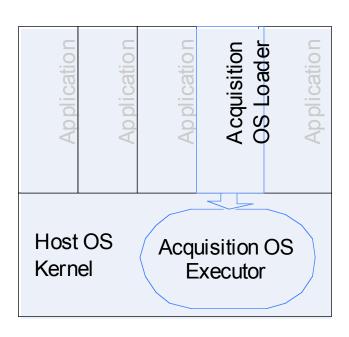
## Introduction Existing Approaches



## Proposed Approach

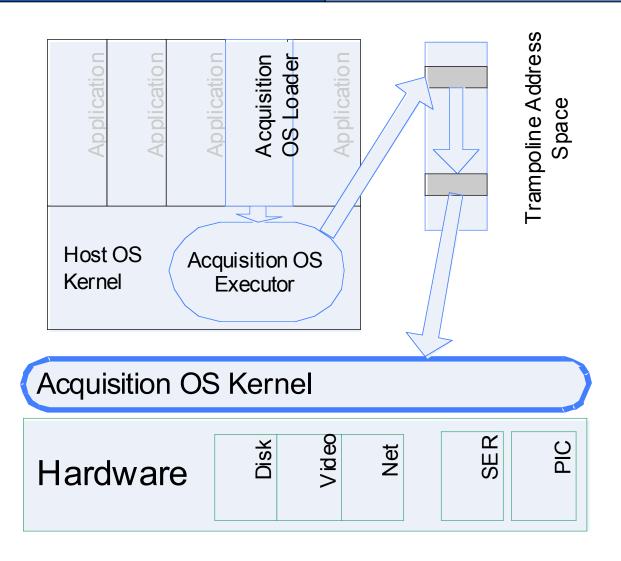
- Problem:
  - Software memory imaging
    - High Availability
    - Atomicity
    - Resistance to subversion
- Proposed Solution:
  - Halt un-trusted OS
  - Capture using pristine OS

## Proof of Concept Load

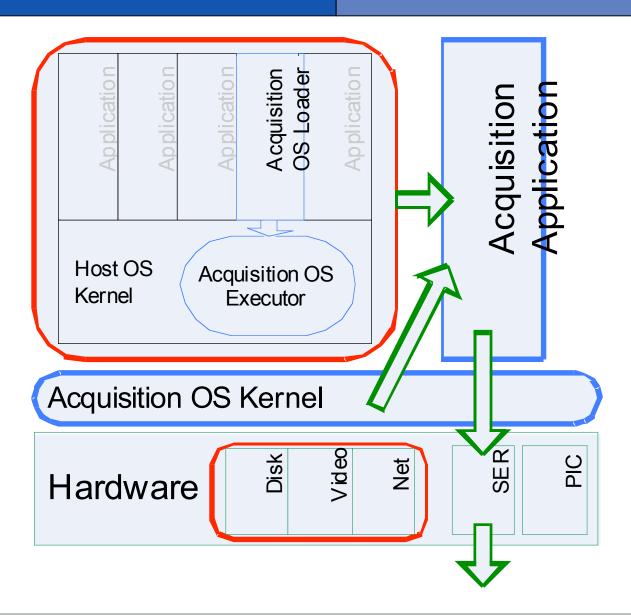




#### Proof of Concept | Create VSpaces & Snatch Control



## Proof of Concept | Acquisition



## Proof of Concept | BodySnatcher vs. ??Linux

	x86 Linux	coLinux	BodySnatcher
Hardware			
Devices	Real Hardware	Virtual Hardware	Minimal set of Real Hardware
Initialization	BIOS, Linux Kernel	BIOS, NT Kernel, Drivers	Re-initialize PIC, Serial port, Rest unchanged
OS Boot	BIOS, Real Mode Loader, Real Mode Kernel	User-space Loader, Kernel-space Driver, Trampoline address space	User-space Loader, Kernel-space Driver, Trampoline address space
Memory			
Physical Range	BIOS identified RAM	Windows allocated subset	Windows allocated subset
Virtual Scheme	Regular Virtual Memory	Virtualised Virtual Memory	Virtualised Virtual Memory
Physical Access	/dev/mem	None	De-virtualised /dev/mem

#### Experiment

## Setup

- VMware 6
- Win2k SP4 Host OS
- 32M Acquisition memory sandbox
- 2.6MB kernel, 1MB initrd

#### Method

- Running guest
- Image { VMEM | dd | bodysnatcher }
- Verify image integrity ptfinder (Schuster)
- Compare differing pages between images

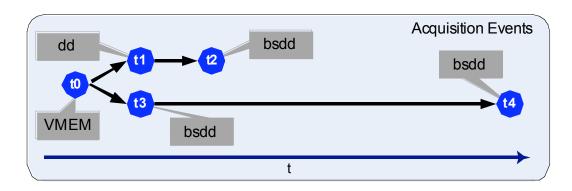
#### **Experiment** Acquisition

- VMware imaging
  - Snapshot VMware virtual machine, copy .vmem file
- Garner dd imaging
  - Mount USB storage in VM, image to USB
- BodySnatcher Imaging
  - telnet → named pipe TCP proxy → VMware Virtual Serial Port → linux serial console
  - In BodySnatcher terminal session
  - dd if=/dev/mem bs=4096 | gzip -9 | uuencode

## Results 1

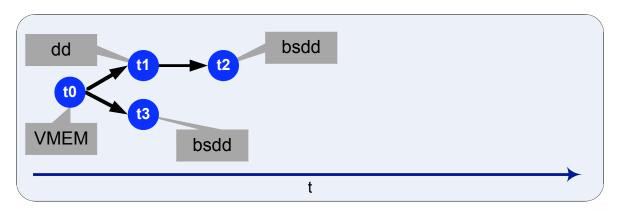
#### 128M Acquisition – Win2KSP4 – light load

Compared Linear Linear Pages Pages Same						
t0 ® t1	VMEM/dd	18,536	14,231	43		
t0 ® t3	VMEM/bsdd (2)	21,307	11,461	35		
t1 ® t2	Dd/bsdd(1)	18,905	13,862	42		
t0 ® t2	VMEM/bsdd (1)	15,348	17,420	55		
t3 ® t4	Bsdd (2)/bsdd (3)	32,473	295	0.9		



## Results 2 512M Acquisition – Win2KSP4 – heavy load

Compared Linear Linear Pages Pages Same						
t0®t1	VMEM/dd	70,886	60,185	46		
t0®t3	VMEM/bsdd	120,045	11,026	8.4		
t1®t2	dd/bsdd(2)	73,115	57,956	44		



#### Conclusions

#### Fidelity

- Integrity
  - Lower impact on unallocated memory than Garner's dd
  - Higher impact on unallocated memory than DMA
- Atomicity Host OS ceases to run, leaving in atomic state
- Availability
  - runs without advance preparation (vs. DMA, Crashdump)
- Reliability
  - (Arguably) Less vulnerable to subversion (vs. dd, CrashDump)

#### Conclusions Limitations

- Complex
- Currently runs on particular VMware configuration (Win2K, legacy PIC)
- Currently no support for APIC, SMP, x64, PAE
- Output channel slow (Serial)
- Still considerable changes to host memory in load stage
- Still prone to subversion
- Requires Admin access or exploitable kernel vulnerability to run

#### Future Work BodySnatcher

## Engineering

- Remove virtualised virtual memory
- Real hardware
- USB Output Channel
- Driver signing
- Port to other OS
- Harden against subversion
- Non-contiguous BodySnatcher sandbox allocation

#### Research

- Resumption of Host OS
- Clearer picture of memory changes

## Thank you!

bradley.schatz@evimetry.com.au