



# What Lies Within: Windows Memory Analysis

We are in a cybersecurity arms race as incident responders, faced with a growing sophistication of threats, posed by actors both internal and external to our environment. Our ability to effectively and efficiently detect and contain malicious actors inside our environment hinges on visibility into the current system state of our endpoint. The details uncovered through memory analysis allows us to baseline normal functions and spot significant anomalies indicative of malicious activity. This poster provides insight into the most relevant Windows internal structures for forensic analysis. Though there are far more members of each structure than shown here, these are the most pertinent for spotting malicious activity and subversion.



## Security Protections

### Kernel Patch Protection (aka PatchGuard)

Modern x64 Windows implements a functionality called Kernel Patch Protection (sometimes referred to as PatchGuard). KPP checks key system structures, including (but not limited to) the doubly-linked lists that track most objects on Windows. In particular, KPP makes the DKOM rootkit technique of unlinking a process from the process list obsolete. When KPP detects an unauthorized modification, it causes a BSOD to halt the system. As a result, Windows kernel mode rootkits now use kernel callbacks, Asynchronous Procedure Calls (APCs), and Deferred Procedure Calls (DPCs) to run code instead of the old "launch a process and use DKOM to hide it" technique.

### Kernel Object Obfuscation

Just as we do in memory forensics, many rootkits have relied on the KDBG to locate key operating system structures. As of Windows 8, the KDBG is encrypted to prevent rootkits from easily locating it. This does not impact operations since the KDBG is not used during normal system operation. If the system crashes, the KeBugCheck routine decrypts the KDBG before storing the crash dump data in the page file (making the KDBG available for debugging purposes). Kernel object headers are also encrypted in Windows 10. While intended to interfere with rootkits, this also has the effect of inhibiting some scanning plugins.

## FOR526: Memory Forensics In-Depth

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In today's enterprise investigations, memory forensics plays a crucial role in unraveling the details of what happened on the system. Recent large-scale malware infections have involved attackers implementing advanced anti-analysis techniques, making the system memory the battleground between offense and defense. Skilled incident responders use memory forensics skills to reveal "ground truth" of malicious activity and move more swiftly to remediation.

Learn more about FOR526: Memory Forensics In-Depth at [www.sans.org/FOR526](http://www.sans.org/FOR526)

### 1) PsLoadedModuleList

The `PsLoadedModuleList` structure of the KDBG points to the list of loaded kernel modules (device drivers) in memory. Many malware variants use kernel modules because they require low level access to the system. Rootkits, packet sniffers, and many keyloggers use may be found in the loaded modules list. The members of the list are `LDR DATA TABLE ENTRY` structures. Stuxnet, Duqu, Regin, R2D2, Flame, etc., have all used some kernel mode module component – so this is a great place to look for advanced (supposed) nation-state malware. However, note that some malware has the ability to unlink itself from this list, so scanning for structures may also be necessary.

REKALL PLUGINS: modules, modscan

### 2) Unloaded Modules

The Windows OS keeps track of recently unloaded kernel modules (device drivers). This is useful for finding rootkits (and misbehaving legitimate device drivers).

REKALL PLUGINS: unloaded\_modules

### 3) VAD

VADs (Virtual Address Descriptors) are used by the memory manager to track ALL memory allocated on the system. Malware and rootkits can hide from a lot of different OS components, but hiding from the memory manager is unwise. If it can't see your memory, it will give it away!

REKALL PLUGINS: vad, vaddump

### 4) \_EPROCESS

The `_EPROCESS` is perhaps the most important structure in memory forensics. The `_EPROCESS` structure has more than 100 members, many of them pointers to other structures. The `_EPROCESS` gives us the PID and parent PID of a given process. Analyzing PID relationships between processes can reveal malware. For more information, see the SANS DFIR poster "Know Normal, Find Evil." The `_EPROCESS` block also contains the creation and exit time of a process. Why would the OS keep track of exited processes? The answer is that when a process exits, it may have open handles which must be closed by the OS. The OS also needs time to gracefully deallocate other structures used by the process. The `ExitTime` field allows us to see that a process has exited but has not yet been completely removed by the OS. Note that the task manager and other live response tools will not show exited processes at all, but they are easy to see with use of memory forensics!

REKALL PLUGINS: plist, psscan, pstree

### 5) Process Environment Block

The PEB contains pointers to the `_PEB_LDR_DATA` structure (discussed below). It also contains a flag that tells whether a debugger is attached to a process. Some malware will debug a child process as an antireversing measure. Finally, the PEB also contains a pointer to the command line arguments that were supplied to the process on creation.

REKALL PLUGINS: idrmodules, dlllist, pstree verbosity=10

### 6) ObjectTable

For a process in Windows to use any resource (registry key, file, directory, process, etc.), it must have a handle to that object. We can tell a lot about a process just by looking at its open handles. For instance, you could potentially infer the log file a keylogger is using or persistence keys used by the malware, all by examining handles.

REKALL PLUGINS: handles, object\_types

### 7) ThreadListHead

Where are the thread list structures on the poster? Sorry, we just don't have room to do them justice – but most investigations don't require us to dive into thread structures directly. Threads are still important, though. In Windows, a process is best thought of as an accounting structure. The Windows scheduler never deals with processes directly, rather it schedules individual threads (inside a process) for execution. Still, you'll find yourself using process structures more in your investigations.

REKALL PLUGINS: thrdscan, threads

### 8) LDR\_DATA\_TABLE\_ENTRY

This structure is used to describe a loaded module. Loaded modules come in two forms: the kernel module (aka device driver) and dynamic link libraries (DLLs), which are loaded into user mode processes.

REKALL PLUGINS: modules, idrmodules, dlllist

### 9) PEB Loader Data

This structure contains pointers to three linked lists of loaded modules in a given process. Each is ordered differently (order of loading, order of initialization, and order of memory addresses). Sometimes malware will inject a DLL into a legitimate Windows service, then try to hide. But they'd better hide from all three lists or, you'll detect it with no trouble.

REKALL PLUGINS: idrmodules

Note that many internal OS structures are doubly-linked lists. The pointers in the lists actually point to the pointer in the next structure. However, for clarity of illustration, we have chosen to show the type of structure they point to. Also, note that the `PsActiveProcessHead` member of the KDBG structure points to `ActiveProcessLinks` member of the `_EPROCESS` structure. However, for clarity, we depict the pointer pointing to the base of the `_EPROCESS` structure. We feel that this depiction illustrates this more clearly.