Malware Unpacking Workshop

Lilly Chalupowski
August 28, 2019

Table: *who.is results*

Name	Lilly Chalupowski
Status	Employed
Creation Date	1986
Expiry	A Long Time from Now (Hopefully)
Registrant Name	GoSecure
Administrative Contact	Travis Barlow
Job	TITAN Malware Research Lead

Agenda
What will we cover?

- Disclaimer
- Reverse Engineering
    - Registers
    - Stack
    - Heap
    - Assembly
    - Calling Conventions
- Tools
    - x64dbg
    - Cutter
    - Radare2
    - Detect it Easy
    - HxD

- Injection Techniques
    - DLL Injection
    - PE Injection
    - Process Hollowing
    - Atom Bombing

- Workshop

disclaimer.log

The tools and techniques covered in this presentation can be dangerous and are being shown for educational purposes.

It is a violation of Federal laws to attempt gaining unauthorized access to information, assets or systems belonging to others, or to exceed authorization on systems for which you have not been granted.

Only use these tools with/on systems you own or have written permission from the owner. I (the speaker) do not assume any responsibility and shall not be held liable for any illegal use of these tools.
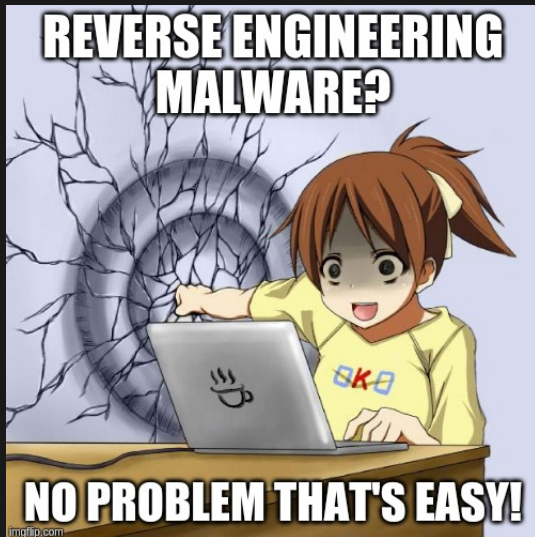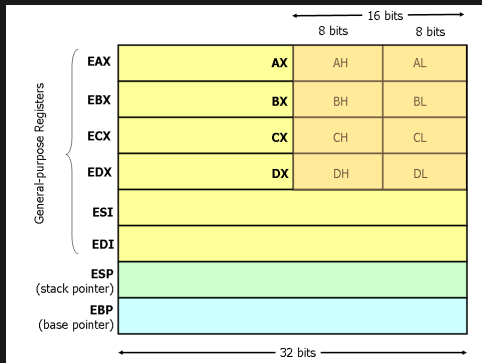
Registers
Not the kind with money in them

- EAX - Return Value of Functions
- EBX - Base Index (for use with arrays)
- ECX - Counter in Loops
- EDI - Destination Memory Operations
- ESI - Source Memory Operations
- ESP - Stack Pointer
- EBP - Base Frame Pointer

Did You Know: In computer architecture, a processor register is a quickly accessible location available to a computer's central processing unit (CPU).
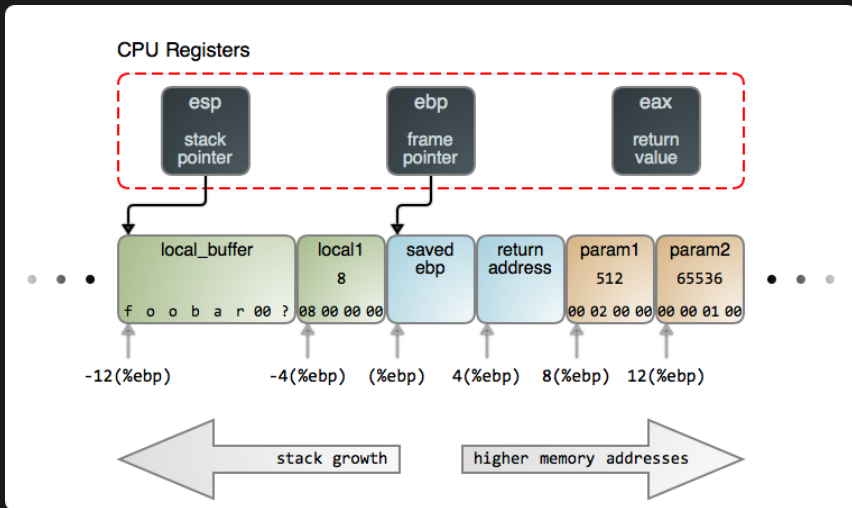
The Stack

- Last-In First-Out
- Downward Growth
- Function Local Variables
- ESP
- Increment / Decrement = 4
  - Double-Word Aligned
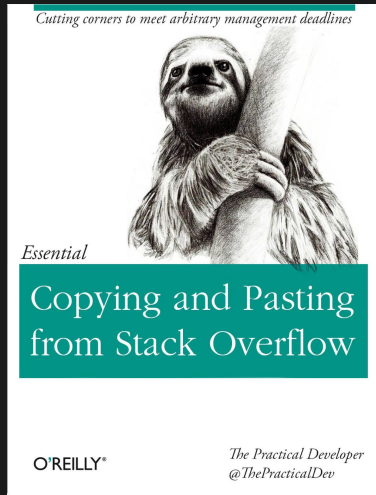
Control Flow
Keeping it under control

- Conditionals
    - CMP
    - TEST
    - JMP
    - JCC
- EFLAGS
    - ZF / Zero Flag
    - SF / Sign Flag
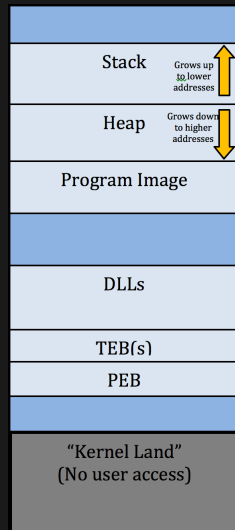   - CF / Cary Flag
    - OF/Overflow Flag

- CDECL
  - Arguments Right-to-Left
  - Return Values in EAX
  - Calling Function Cleans the Stack
- STDCALL
  - Used in Windows Win32API
  - Arguments Right-to-Left
  - Return Values in EAX
  - The called function cleans the stack, unlike CDECL
  - Does not support variable arguments
- FASTCALL
  - Uses registers as arguments
  - Useful for shellcode
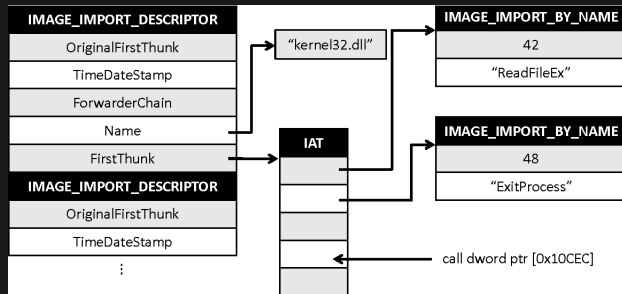
Windows Memory Structure
subtitle

- Stack - Grows up to lower addresses
- Heap - Grows down to higher addresses
- Program Image
- TEB - Thread Environment Block
  - GetLastError()
  - GetVersion()
  - Pointer to the PEB
- PEB - Process Environment Block
  - Image Name
  - Global Context
  - Startup Parameters
  - Image Base Address
  - IAT (Import Address Table)

Stack	Grows up to lower addresses
Heap	Grows down to higher addresses
Program Image	
DLLs	
TEB(s)	
PEB	
"Kernel Land" (No user access)	

- Identical to the IDT (Import Directory Table)
- Binding - The process of where functions are mapped to their virtual addresses overwriting the IAT
- Often the IDT and IAT must be rebuilt when packing and unpacking malware

IMAGE_IMPORT_DESCRIPTOR
OriginalFirstThunk
TimeDateStamp
ForwarderChain
Name
FirstThunk

IMAGE_IMPORT_DESCRIPTOR
OriginalFirstThunk
TimeDateStamp
⋮

"kernel32.dll"

IMAGE_IMPORT_BY_NAME
42
"ReadFileEx"

IAT

IMAGE_IMPORT_BY_NAME
48
"ExitProcess"

call dword ptr [0x10CEC]

- Common Instructions
  - MOV
  - XOR
  - PUSH
  - POP

Assembly CDECL (Linux)
subtitle

cdecl.c

```
__cdecl int add_cdecl(int a, int b){
  return a + b;
}
int x = add_cdecl(2, 3);
```

cdecl.asm

```
_add_cdecl:
 push ebp
 mov ebp, esp
 mov eax, [ebp + 8]  ; get 3 from the stack
 mov edx, [ebp + 12] ; get 2 from the stack
 add eax, edx        ; add values to eax
 pop ebp
 ret
_start:
 push 3                ; second argument
 push 2                ; first argument
 call _add_cdecl
 add esp, 8
```

Assembly STDCALL (Windows)
subtitle

stdcall.c

```c
__stdcall int add_stdcall(int a, int b){
  return a + b;
}
int x = add_stdcall(2, 3);
```

Assembly STDCALL (Windows)
subtitle

stdcall.asm

```
    _add_stdcall:
      push ebp
      mov ebp, esp
      mov eax, [ebp + 8]   ; set eax to 3
      mov edx, [ebp + 12]  ; set edx to 2
      add eax, edx
      pop ebp
      ret 8                ; how many bytes to pop
    _start:                ; main function
      push 3               ; second argument
      push 2               ; first argument
      call _add_stdcall
```

cdecl.c

```
__fastcall int add_fastcall(int a, int b){
  return a + b;
}
int x = add_fastcall(2, 3);
```

fastcall.asm

```asm
        _add_fastcall:
         push ebp
         mov ebp, esp
         add eax, edx          ; add and save result in eax
         pop ebp
         ret
        _start:
         mov eax, 2            ; first argument
         mov edx, 3            ; second argument
         call _add_fastcall
```

Guess the Calling Convention
Hello World Intel Syntax

hello.asm

```asm
        section     .text               ; the code section
        global      _start              ; tell linker entrypoint
        _start:
          mov       edx,len             ; message length
          mov       ecx,msg             ; message to write
          mov       ebx,1               ; file descriptor stdout
          mov       eax,4               ; syscall number for write
          int       0x80                ; linux x86 interrupt
          mov       eax,1               ; syscall number for exit
          int       0x80                ; linux x86 interrupt
        section     .data               ; the data section
          msg       db  'Hello, world!',0x0 ; null terminated string
          len       equ \$ - msg        ; message length
```

Assembler and Linking
subtitle

terminal

```
malware@work ~$ nasm -f elf32 -o hello.o hello.asm
malware@work ~$ ld -m elf_i386 -o hello hello.o
malware@work ~$ ./hello
Hello, World!
malware@work ~$
```
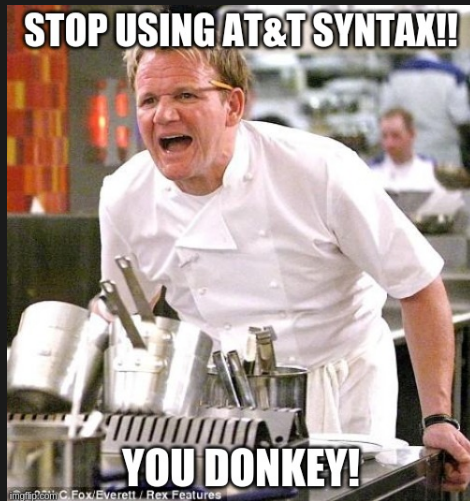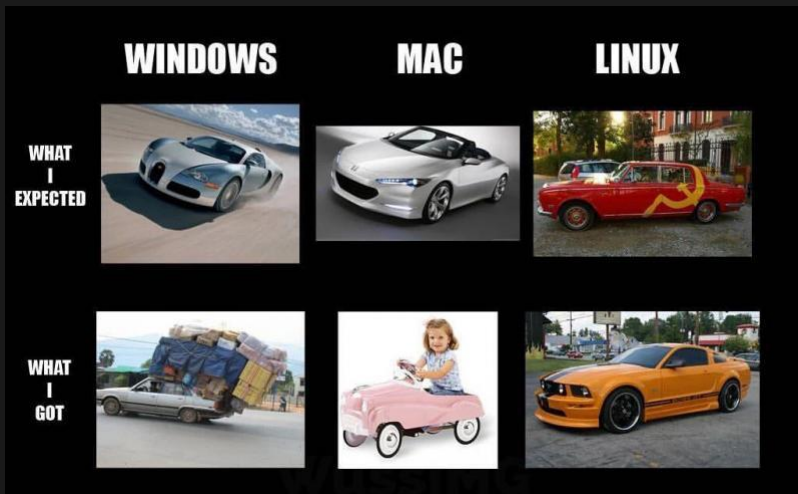
- Snapshots
- Security Layer
- Multiple Systems
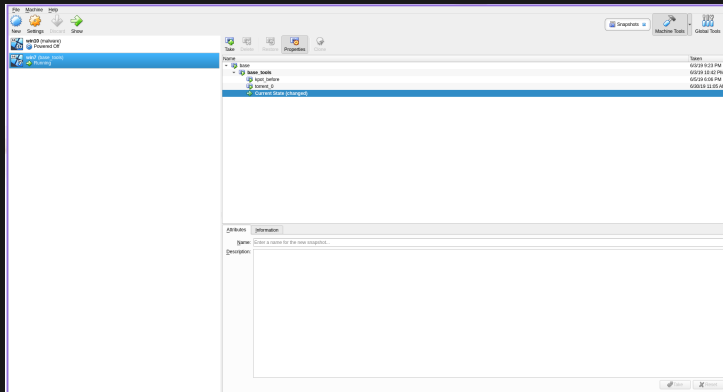
- Resolving APIs
- Dumping Memory
- Modify Control Flow
- Identify Key Behaviors

10 stages of debugging
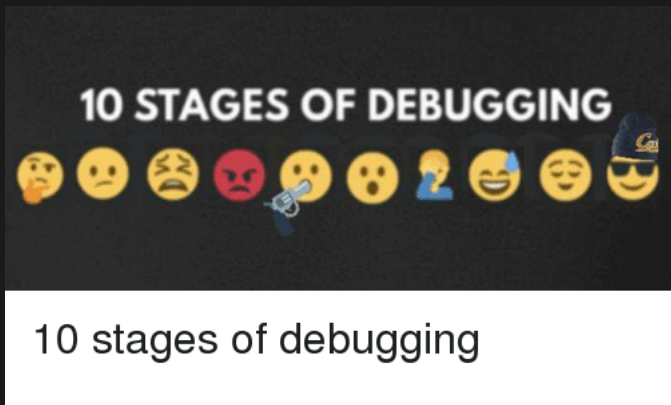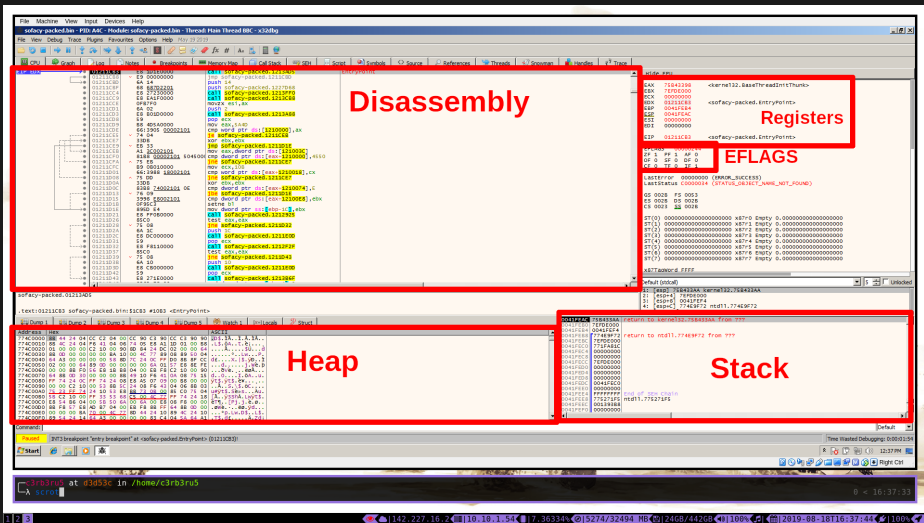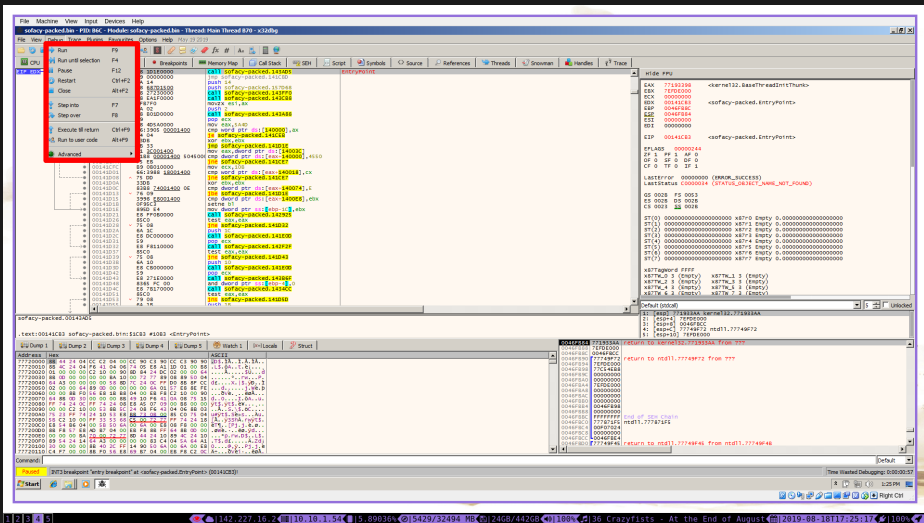
x64dbg
Overview
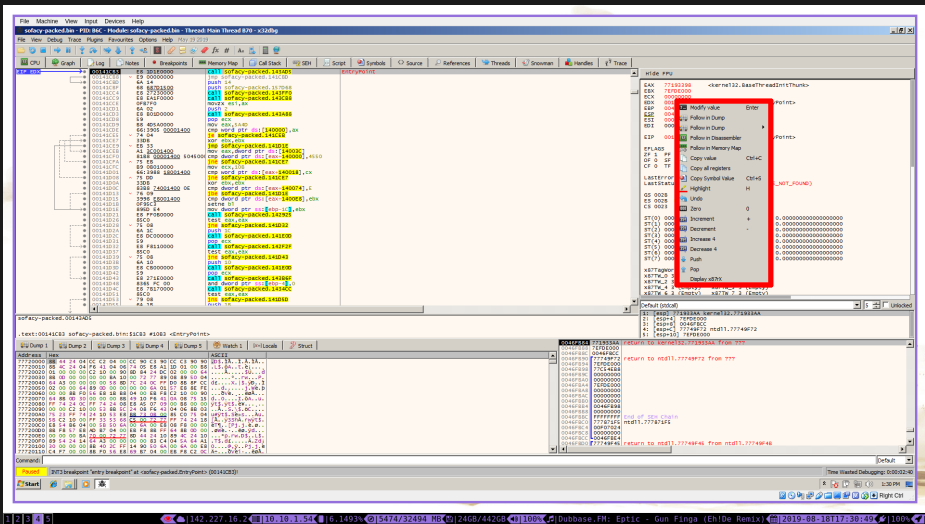
- Markup Reverse Engineered Code
- Control Flow Navigation
- Pseudo Code
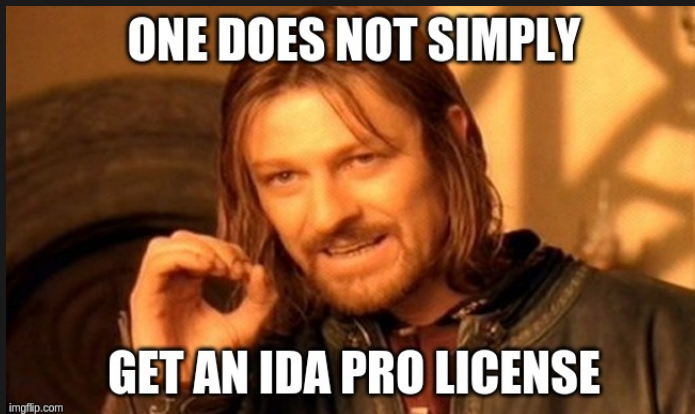
Cutter
Graph View
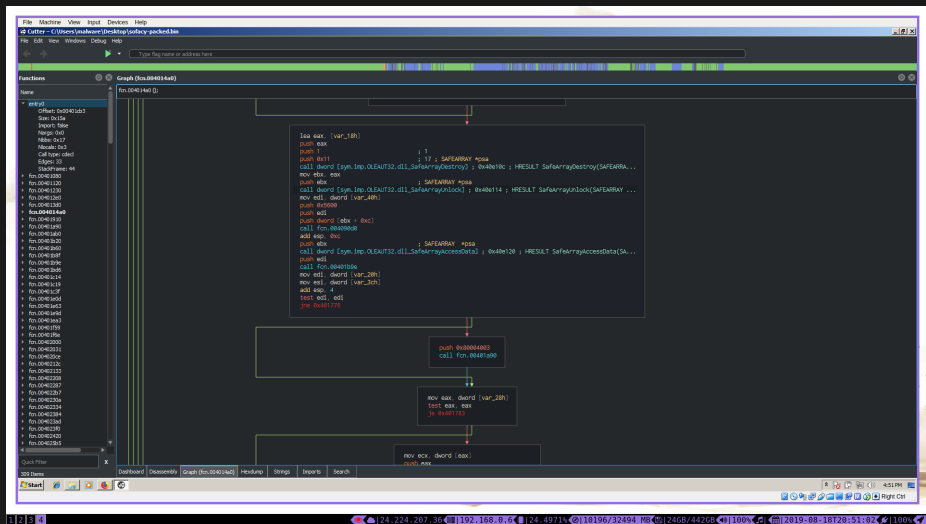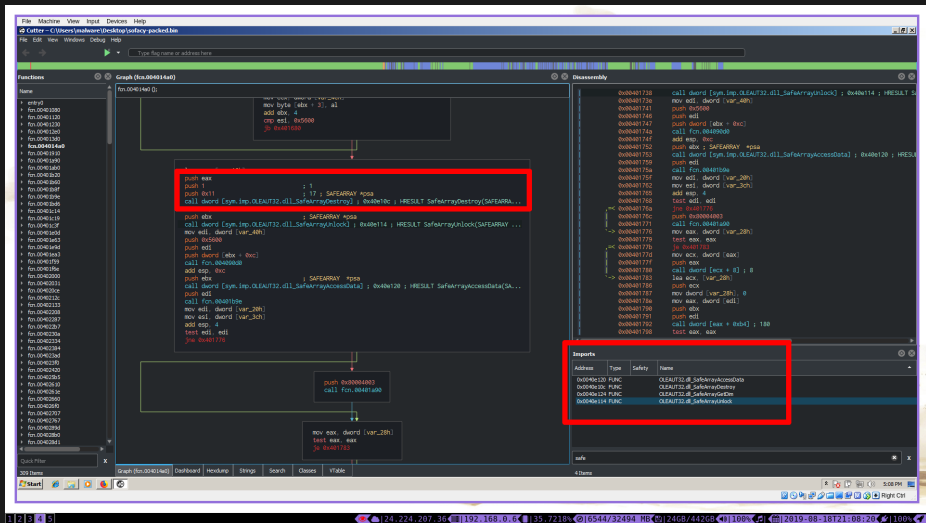
Radare2
Backend of Cutter

- Type
- Packer
- Linker
- Entropy
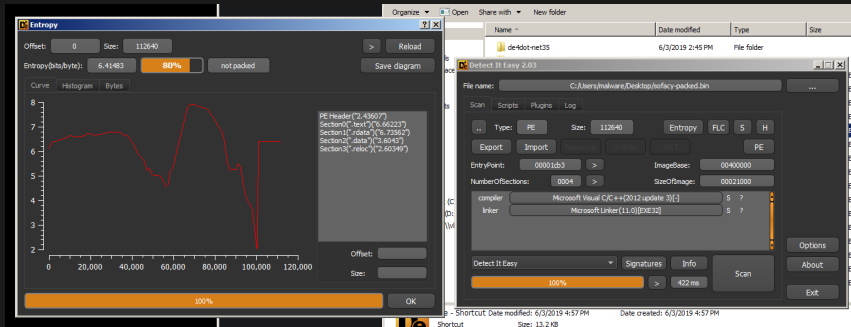
- Modify Dumps
- Read Memory
- Determine File Type

DnSpy
Purpose
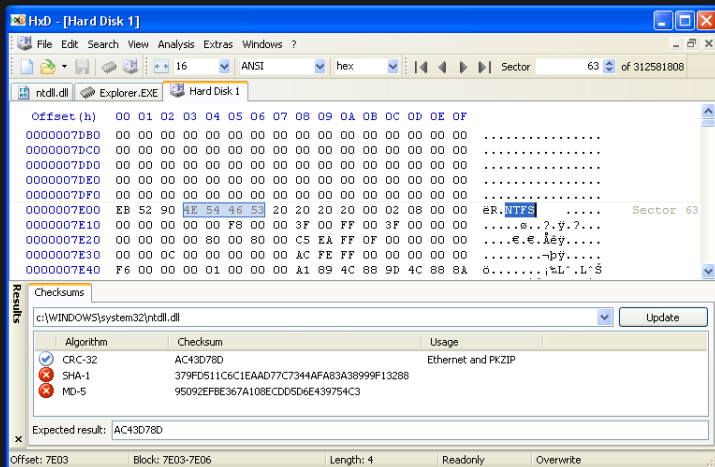
- Code View
- Debugging
- Unpacking

terminal

```
malware@work ~$ file sample.bin
sample.bin: PE32 executable (GUI) Intel 80386, for MS Windows
malware@work ~$ exiftool sample.bin > metadata.log
malware@work ~$ hexdump -C -n 128 sample.bin | less
malware@work ~$ VBoxManage list vms
"win10" {53014b4f-4c94-49b0-9036-818b84a192c9}
"win7" {942cde2e-6a84-4edc-b98a-d7326b4662ee}
malware@work ~$ VBoxManage startvm win7
malware@work ~$
```

- Get Handle to Target Process
- Allocate Memory
- Write Memory
- Execute by use of Remote Thread

Overview

Step 1

Process B → Attach `OpenProcess();` → Process A

Step 2

Choose: DLL Path or Full DLL

Process B → Allocate Memory `VirtualAllocEx();` → Process A

Step 3

Process B → Copy DLL/Determine Addresses `WriteProcessMemory();` → Process A, DLL

DLL Path: `LoadLibraryA();`   Full DLL: `Get..Offset();`

Step 4

Process B → Execute `CreateRemoteThread();` `NtCreateThreadEx();` `RtlCreateUserThread();` → Process A, DLL

PE (Portable Executable) Injection

Placeholder