

## Lab 08-1.malware

### 1. What anti-disassembly techniques are used in the binary?

The binary uses rogue bytes after unconditional jumps which would cause errors in disassemblers that use the linear disassembly strategy. The disassemblers would erroneously try to read these bytes as instructions. Flow-oriented disassemblers like IDA would never reach these, thus never be confused by them. An example is shown below

```
loc_411329:                                     ; CODE XREF
        call     ds:IsDebuggerPresent
        test     eax, eax
        jz       short loc_411337
        jmp      short loc_411365
; -----
        db 0EBh, 1Ch
; -----
```

Additionally, the malware uses several techniques that make analysis more difficult. Most functions in the malware have several misdirecting jumps before they can get called. Lastly, the malware hides its true functionality from plain sight by using SEH (Structured Exception Handling). The malware pushes the function it *really* wants to call into a designated exception handling spot on the stack (the first element of the Thread Information Block, [FS:0x00]), and then intentionally creates an exception by dividing by 0.

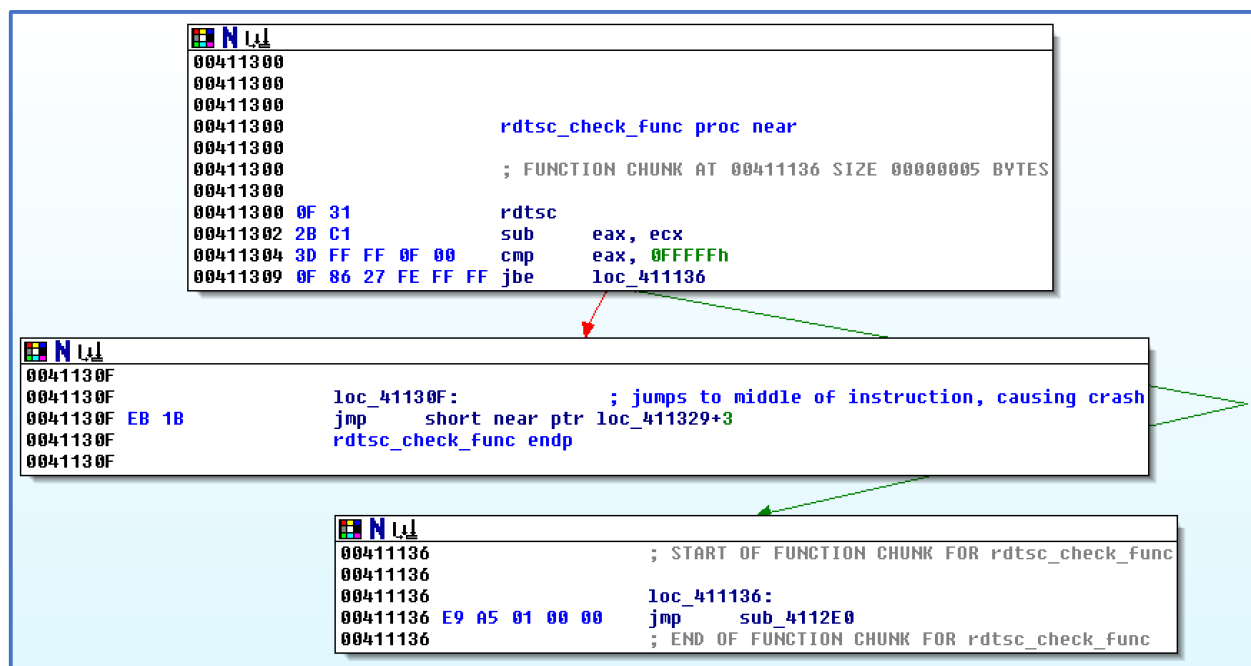
```
                                     ; CODE XREF: SUB_4110551J
sub     ecx, ecx
push    offset mal_func_jump_func
push    large dword ptr fs:0
mov     large fs:0, esp
div     ecx
add     esp, 4
retn
endp   ; sp = -4
```

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### 2. What anti-debugging techniques are used in the binary?

The malware makes a call to *IsDebuggerPresent*, and if it detects a debugger, it immediately exits. If it does not detect a debugger, it calls a function which calls *rdtsc*, which gets the number of cycles since the computer has started. It compares this with 0xFFFFF, and if the computer has had less cycles than this (1,048,575), it will continue successfully to the malicious function. If the computer has had more cycles than this, it will jump to the middle of an instruction, intentionally crashing the program. It is

unclear to me why and how the malware author intended to use the rdtsc instruction here.



This is an atypical use of the `rdtsc` instruction, as usually the instruction is called twice to calculate the cycle difference between two points in code. If a debugger was present, this cycle difference would be much greater than normal. Once successfully passing the `rdtsc` anti-debugging trick, the malware calls its malicious function.

### 3. What does the sample do?

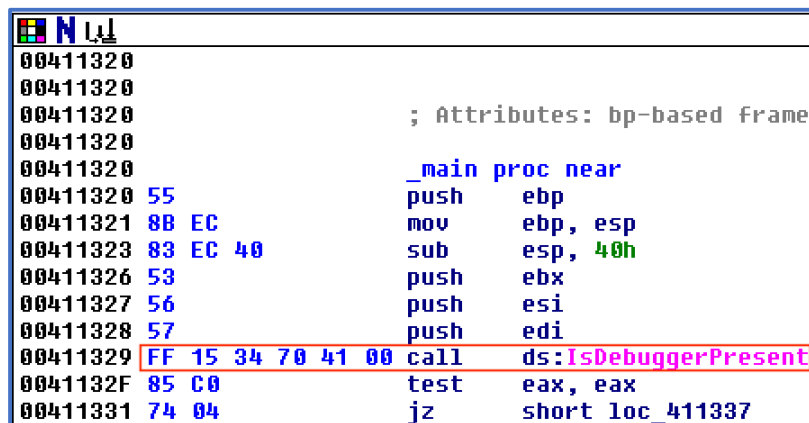
The malicious subroutine creates a file called *kingkai.bat* in the current users `/AppData/Roaming/Microsoft/Windows/Start Menu/Programs/Startup` directory, and fills it with the contents:

```
@echo off
shutdown /s /f /t 0
```

This attempts to shut down the computer every time it starts up.

### 4. Patch the PE to bypass any techniques found.

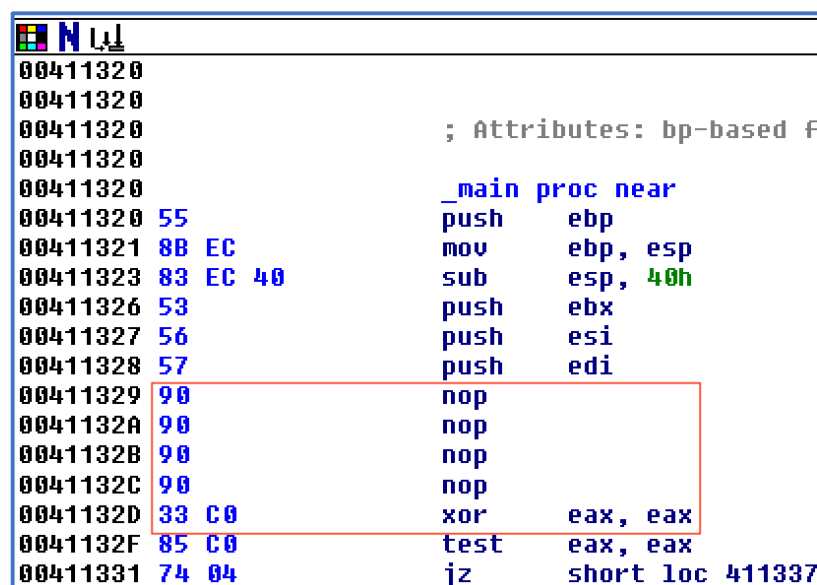
The following code patches show how to remove the anti-debugging features from this sample.



```

00411320
00411320
00411320 ; Attributes: bp-based frame
00411320
00411320 _main proc near
00411320 55 push ebp
00411321 8B EC mov ebp, esp
00411323 83 EC 40 sub esp, 40h
00411326 53 push ebx
00411327 56 push esi
00411328 57 push edi
00411329 FF 15 34 70 41 00 call ds:IsDebuggerPresent
0041132F 85 C0 test eax, eax
00411331 74 04 jz short loc_411337

```

*Before Figure*


```

00411320
00411320
00411320 ; Attributes: bp-based f
00411320
00411320 _main proc near
00411320 55 push ebp
00411321 8B EC mov ebp, esp
00411323 83 EC 40 sub esp, 40h
00411326 53 push ebx
00411327 56 push esi
00411328 57 push edi
00411329 90 nop
0041132A 90 nop
0041132B 90 nop
0041132C 90 nop
0041132D 33 C0 xor eax, eax
0041132F 85 C0 test eax, eax
00411331 74 04 jz short loc_411337

```

*After/Patched Figure*

The call to *IsDebuggerPresent* takes up 6 bytes, so I overwrote it with 4 NOPs and a **xor eax, eax**, which sets the eax register to 0. By doing so, the next instruction, **test eax, eax** always sets the zero flag, and the subsequent conditional jump-if-zero always occurs, which is what happens with the original malware at this point when it doesn't detect a debugger.

Additionally, since this patch address originally contained a function call, this address is in the relocation table, which will likely alter the patched bytes after being loaded into memory. As such, I used a tool called RelocEditor (<http://www.woodmann.com/collaborative/tools/index.php/RelocEditor>) to remove this entry from the table and ensure the **xor eax, eax** instruction didn't get altered.

The rdtsc patch was slightly easier. Instead of actually using the return value from the rdtsc instruction (which gets put into edx:eax), I just used the **xor eax, eax** instruction again to guarantee that the next jump instruction would jump to the ‘true’ path. The ‘true’ path leads to the malicious function, as shown in the last figure.

```

00411300 0F 31          rdtsc
00411302 2B C1          sub     eax, ecx
00411304 3D FF FF 0F 00 cmp     eax, 0FFFFFFh
00411309 0F 86 27 FE FF jbe     loc_411336

```

*Before Figure*

```

00411300 0F 31          rdtsc
00411302 33 C0          xor     eax, eax
00411304 3D FF FF 0F 00 cmp     eax, 0FFFFFFh
00411309 0F 86 27 FE FF jbe     loc_411336

```

*After/Patched Figure*

