

Professor Stephen S. Yau

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What is Malware?

- A piece of software injected in an information system by attacker to <u>cause harm</u> to the system or other systems, or to <u>subvert the ways using systems</u> other than those intended by their owners
- Malware can cause following troubles:
 - Gain *unauthorized access* to an information system
 - Steal sensitive data from an information system
 - Disable security measures of an information system
 - Damage an information system, both functional and nonfunctional
 - Compromise data and system integrity



Characteristics of Malware

- Multi-functional and modular
- Difficult to detect
- Easy to obtain
- User-friendly
- Enable broader cyber attack
- Affect various devices and computers
- Profitable
- Self propagating and self replicating



Well Known Malware

- Virus
- Worms
- Trojan horses
- Trap doors
- Logic bombs

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Trap Doors

- *Trap Doors* (also called *Back Doors*): *Holes in security* of a system deliberately left in places by designers or maintainers for privileged accesses
 - Some operating systems have privileged accounts for use by field service technicians or maintenance programmers.
 - Example, in Unix-style OS, *root* is the conventional name of the user who has all rights or permissions in all modes (single- or multiusers).

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Logic Bombs

- Logic Bombs: Code surreptitiously inserted in an application program or OS to perform some destructive or security-compromising activity whenever specified conditions are met
 - Example: In 1998, Timothy Allen Lloyd, a former chief computer network program designer was sentenced to 41 months in prison for unleashing a \$10 million "logic bomb" 20 days after his dismissal. The "bomb" deleted all the design and production programs of Omega Engineering Corp., a New Jersey-based manufacturer of high-tech measurement and control instruments used by NASA and the U.S. Navy.

Trojan Horse

- **Trojan horse:** Malicious, security-breaking program that invites the user to run it, concealing its harmful or malicious activities.
 - Usually disguised as something normal or desirable software that users may be tempted to install without realizing hidden malicious functionalities.
 - Can be in the guise of various forms people find desirable, such as a freeware, game, movie, song.
 - Do not self-replicate nor propagate to other computers by itself, but it can be spread out through WWW, FTP, P2P networks, IRC/instant messaging, email, social networks and mobile phone.



- *Virus*: Program that *infects* one or more other programs by modifying them. Modification includes a copy of virus program, which can then infect other programs.
 - Attaches itself to a program or file enabling it to spread from one computer to another, leaving infections as it travels
 - Normally invisible to user
 - May exist on your computer, but <u>it cannot infect your</u>
 computer unless you run or open the malicious program.
 A virus cannot be spread without human action, such as running an infected program, to keep it going.



- Program that propagates and reproduces itself as it goes over network
 - Capable of <u>self-replicating and propagating without any human</u> <u>action</u>. The biggest danger is its capability to replicate itself on your system, rather than your computer sending out a single worm, it could send out thousands of copies of itself, creating a huge devastating effect.
- Example: **ILOVEYOU**: Came in an e-mail with "I LOVE YOU" in subject and contained an attachment that, when opened, would result in the message being re-sent to everyone in the recipient's Microsoft *Outlook address book*, and the loss of every JPEG, MP3, and other files on the recipient's hard disk. Reached about 45 million users in a day.

http://en.wikipedia.org/wiki/ILOVEYOU

Botnet

- **Botnet:** a group of computers <u>compromised</u> by malware controlled remotely by an attacker to carry out various attacks against targeted computer systems
 - A botnet usually consists of <u>tens of thousands</u> of compromised computers
 - More than 100 million computers in US are currently part of botnets*

*Emerging Cyber Threats Report 2011, Georgia Tech Information Security Center

http://www.news.gatech.edu/hg/file/25892

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Distributed Denial of Service (DDoS)

Some malware, such as viruses and worms, seek to render an organization's websites or other network services by making them inaccessible by overwhelming them with an unusually large volume of traffic.

Compromising access control mechanism

 Compromise access control mechanism on target computers, and gain unauthorized remote control over compromised computers

Compromising integrity of system

 Damage or corrupt operating system, database or critical programs to cause destruction or unauthorized modifications of important data



Attacks Using Malware (Cont.)

Stealing online identity

 Some malware, such as spyware, can hide in a computer system and capture personal information covertly.

Spreading spam emails

- Some malware, such as viruses and worms, can be used to compromise computers, and spam emails can be sent through these compromised computers to email servers across the Internet.
- The spam emails may contain embedded malware or a link to a malicious website for phishing attack.



- More sophisticated
- Using increasingly deceptive social engineering techniques to entice users
- Blended, multi-faceted and phased attacks
- Large scale targeted attacks
- More powerful and destructive
- More prevalent through social networks and mobile devices.

Malware Propagation Mechanisms

- Email and instant messaging applications
- World Wide Web (WWW)
- Removable media (such as USB storage)
- Network-shared file systems
- P2P file sharing networks
- Bluetooth and wireless networks

Vulnerabilities Exploited by Malware

- Insecure software design and related software vulnerabilities
- Coding bugs
- Improper software configuration
- Poor user practices
- Inadequate security policies and procedures
- Social engineering
- Vulnerabilities in hardware
- Once these vulnerabilities are discovered, malware can be developed to exploit the vulnerabilities before the security community has developed a patch.
- Once malware compromises an information system, the malware may install additional more powerful malware

Challenges to Fighting Malware

- Do not have the resources or expertise to prevent or respond to malware attacks and associated secondary crimes from those attacks, such as identity theft, frauds and DDoS.
- Most security technologies are signature—based and can only detect known malware. Signature-based solutions are insufficient
- Global nature of the Internet as well as the complications of laws and jurisdictions bound by geographical boundaries to reduce the risks of being identified and prosecuted.
- *Time lag* between when a new malware is released by attackers, and when it is discovered and prevented.
- Common monolithic OS sharing same vulnerabilities
- *Internet, social networks, mobile devices and clouds* provide extensive connectivity, by which malware can be spread quickly.

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Resources for Fighting Malware

- Microsoft Malware Protection Center <u>www.microsoft.com/security/portal/</u>
- Malware Research Group
 https://www.mrg-effitas.com/
- Prevx Malware Center
 <u>www.prevx.com/malwarecente</u>
 <u>r.asp</u>
- International Conference on Malicious and Unwanted Software <u>isiom.wssrl.org/</u>

References

- United State Computer Emergency Readiness Team (http://www.us-cert.gov/)
- Help Net Security Malware Center
 (http://www.net-security.org/malware_center.php)
- Microsoft Malware Protection Center (http://www.microsoft.com/security/portal/)
- Malware Research Group (https://www.mrg-effitas.com/)
- Prevx Malware Center (http://www.prevx.com/malwarecenter.asp)
- International Conference on Malicious and Unwanted Software (http://isiom.wssrl.org/)
- Virus Bulletin International Conference
 (https://www.virusbulletin.com/conference/vb2016/)