Defeating Windows memory forensics

29c3

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Agenda

- Memory forensics
  - Why?
  - How?
- Previous memory anti-forensic techniques
  - Windows related
- Memory acquisition process – flawed by design?
- Defeating Windows memory forensics
  - What about user mode?
- Possible solutions

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whoami

- As Carlos would say – *nobody* (but working on a privilege escalation)
- In six (and a half) words and two pics
  - **Infosec consultant**

  - **Avid cyclist**

  - **Love coding/hacking**

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Memory forensics – why?

- Disk forensics prevalent, but memory forensics increasingly popular
- Used by incident handlers…
  - Malware detection
    - objects hidden by rootkits (processes, threads, etc.)
    - memory-resident malware
    - unpacked/unencrypted images
  - Recently used files
  - Valuable objects (both live and „dead”)
    - processes, threads, connections…
- … and the bad guys
  - Password recovery

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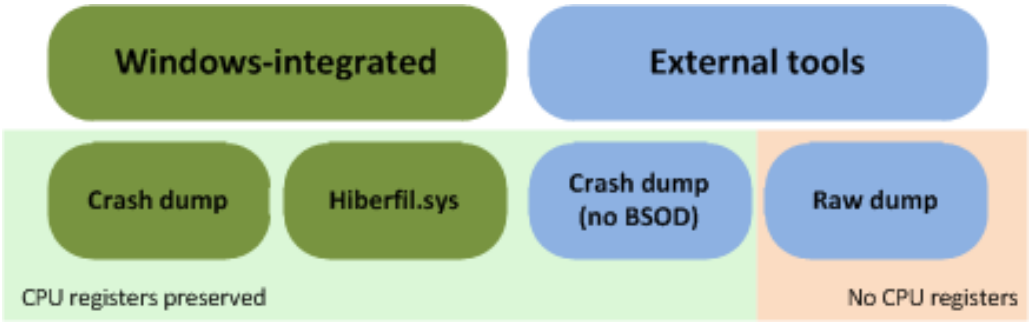
Memory forensics – how?

- Two consecutive processes
  - *Memory acquisition*
  - *Memory analysis*
- Acquisition (software based)



  - Many tools, focus on popular (and free)
    - Moonsols Windows Memory Toolkit (Win32dd)
    - Mandiant Memoryze
    - FTK Imager
    - MDD
    - other (will be mentioned later)

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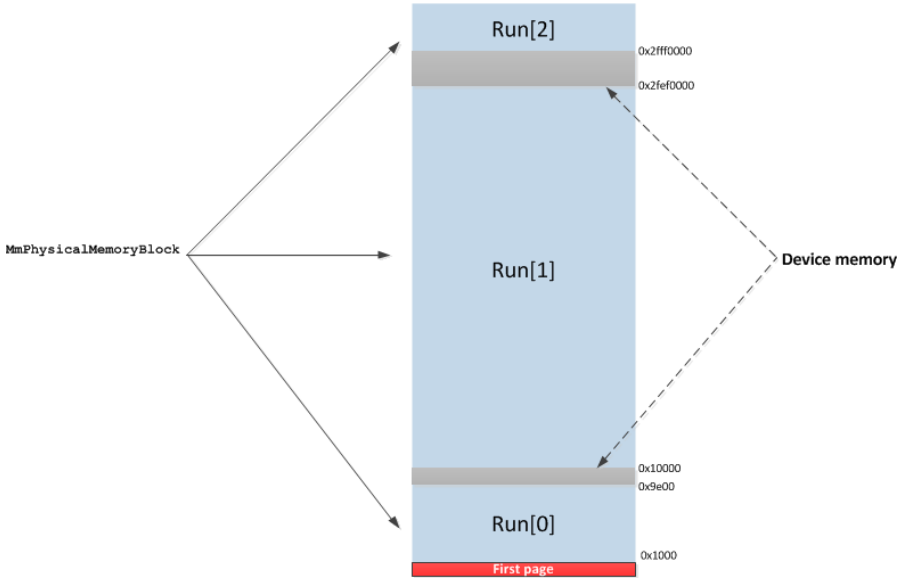
Memory forensics – how? (2)

- Acquisition internals
  - User mode and kernel mode (driver) component
  - Why driver?
    - physical memory cannot be read from the user mode (after Windows 2k3 SP1)
    - usually just a proxy for `\\Device\PhysicalMemory`
    - documented kernel APIs – `MmMapIoSpace()`
    - undocumented kernel functions – `MmMapMemoryDumpMdl()` – win32dd „PFN mapping”

Memory forensics – how? (3)

- Format differences
  - Crash dump contains registers, but no first page and device memory mappings



  - Raw dump – no registers
    - some tools omit device memory and first page
    - if important, check the tool documentation

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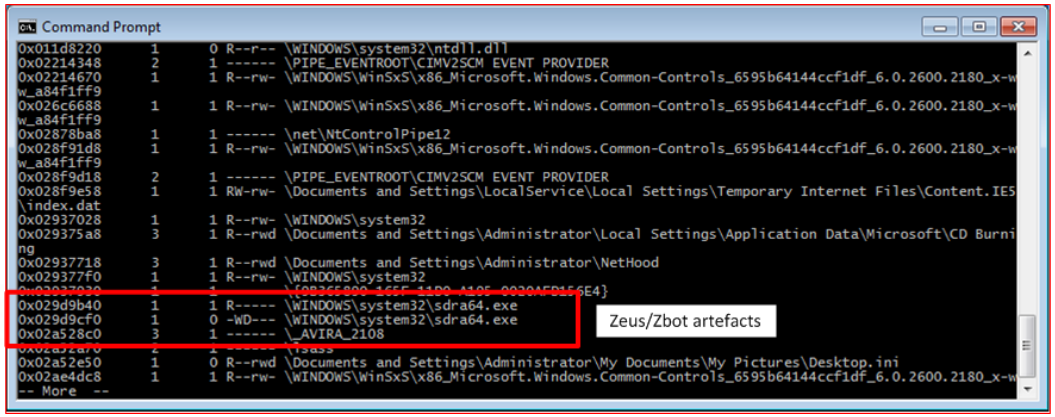
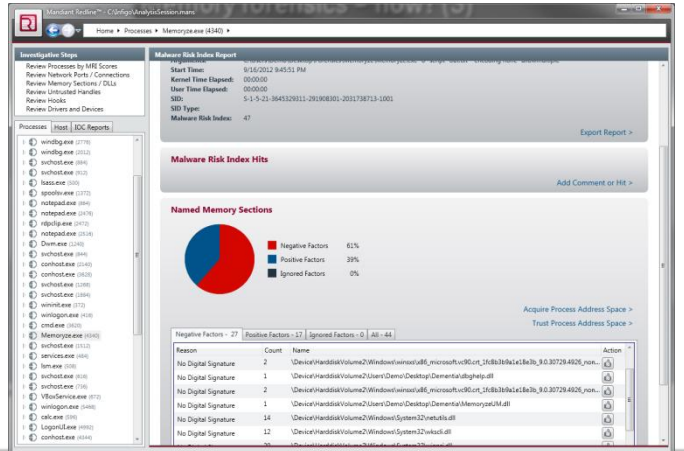
Memory forensics – how? (4)

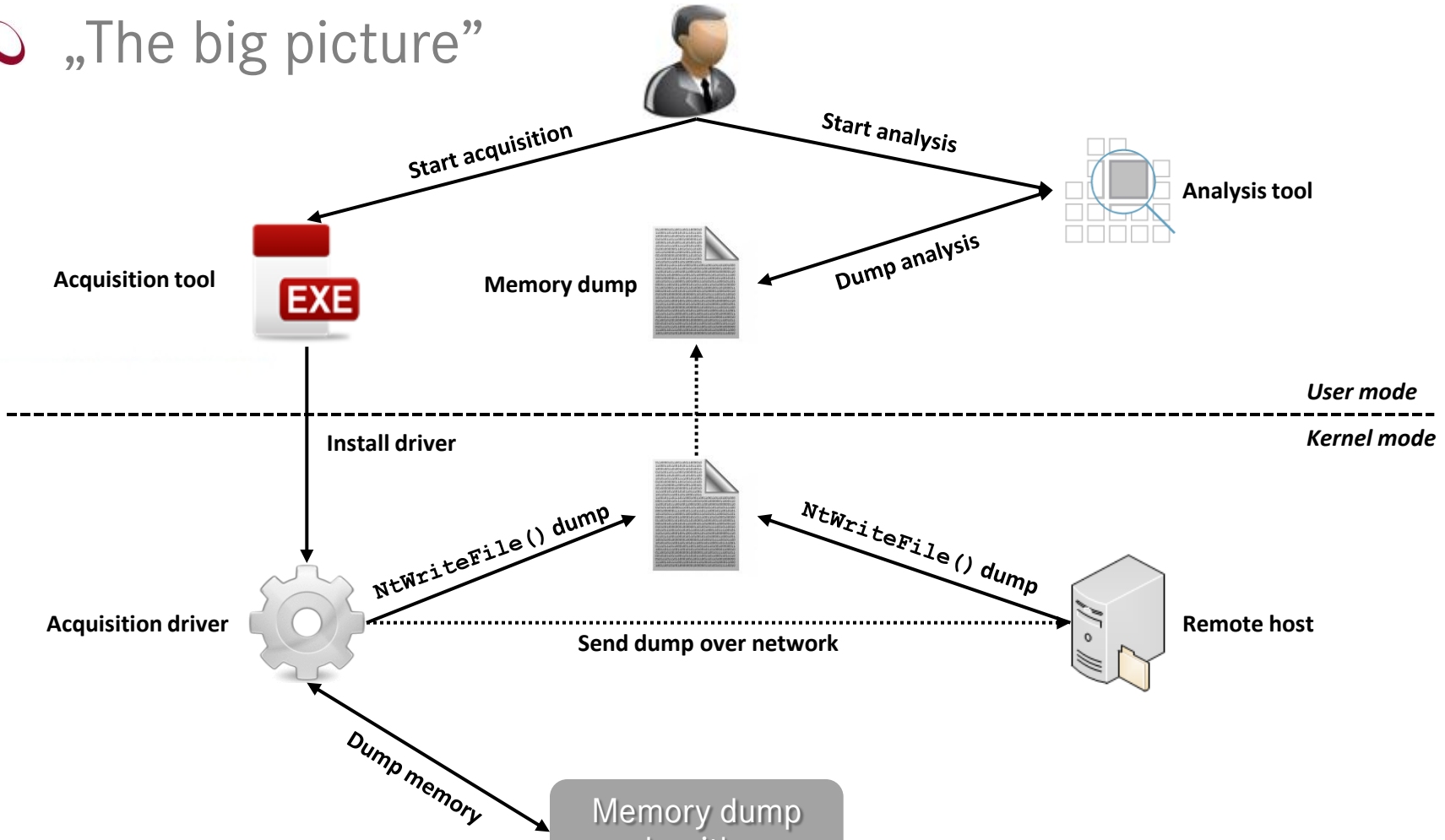
- Analysis
  - Finding OS and „user” artifacts in the image
  - Free and commercial tools
    - Volatility Framework
    - Mandiant Redline/Memoryze
    - HBGary Responder, partially EnCase and many other
  - All support raw dump, weak support for hib/crash file





Memory forensics – how? (5)

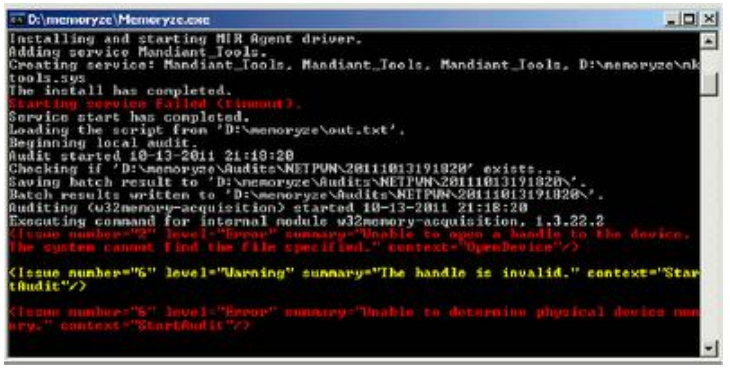
- „The big picture”



1. Reading `\\Device\\PhysicalMemory`
2. Physical space mapping (`MmMapIoSpace()`)
3. Other (for example `MmMapMemoryDumpMdl()`)

Previous works – simple

- Blocking acquisition
  - Killing memory acquisition tool process
    - tools always have the same names
  - Blocking driver installation
    - names (usually) not random
  - Metasploit script
    - not available anymore
- Evasion very simple
  - Rename process
  - Rename driver
    - not that easy if you don't have the source



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Previous works – advanced

- Blocking analysis
  - Haruyama/Suzuki BH-EU-12: *One-byte Modification for Breaking Memory Forensic Analysis*
    - minimal modifications to OS artifacts in memory
    - targets key steps of analysis to make it impossible/difficult
      - so-called *abort factors*
      - tool specific
  - Pros:
    - subtle modifications (harder detection)
  - Cons:
    - cannot hide arbitrary object (could theoretically)
    - breaks entire (or big part of) analysis – can raise suspicion

Tool	Virtual Address Translation in Kernel Space	Guessing OS version and Architecture	Getting Kernel Objects
Volatility Framework	2 factors: _DISPATCHER_ HEADER and ImageFileName (PsIdleProcess)	1 factor: _DBGKD_DEBUG_ DATA_HEADER64	2 factors: _DBGKD_DEBUG_ DATA_HEADER64 and PsActiveProcessHead
Mandiant Memoryze	4 factors: _DISPATCHER_ HEADER, PoolTag, Flags and ImageFileName (PsInitialSystem Process)	2 factors: _DISPATCHER_ HEADER and offset value of ImageFileName (PsInitialSystem Process)	None
HBGary Responder	None	1 factor: OperatingSystem Version of kernel header	1 factor: ImageFileName (PsInitialSystem Process)

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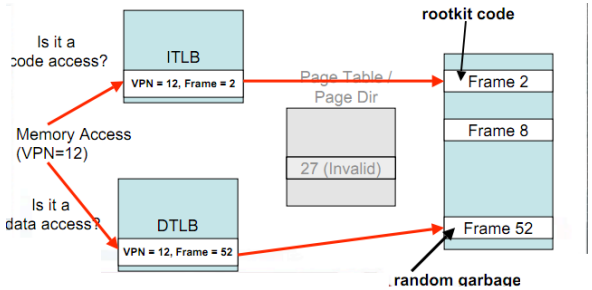
Previous works – advanced (2)

- Attacking acquisition & analysis
  - Sparks/Butler BH-JP-05: *Shadow Walker – Raising the bar for Rootkit Detection*
    - custom page fault handler
    - intentional desynchronization of ITLB/DTLB
    - faking reads of and writes to „arbitrary" memory location
      - execute access not faked



  - Pros:
    - awesome idea:)
    - hides (almost) arbitrary objects
  - Cons:
    - not very stable (and no MP/HT support)
    - page fault handler visible (code and IDT hook)
    - performance

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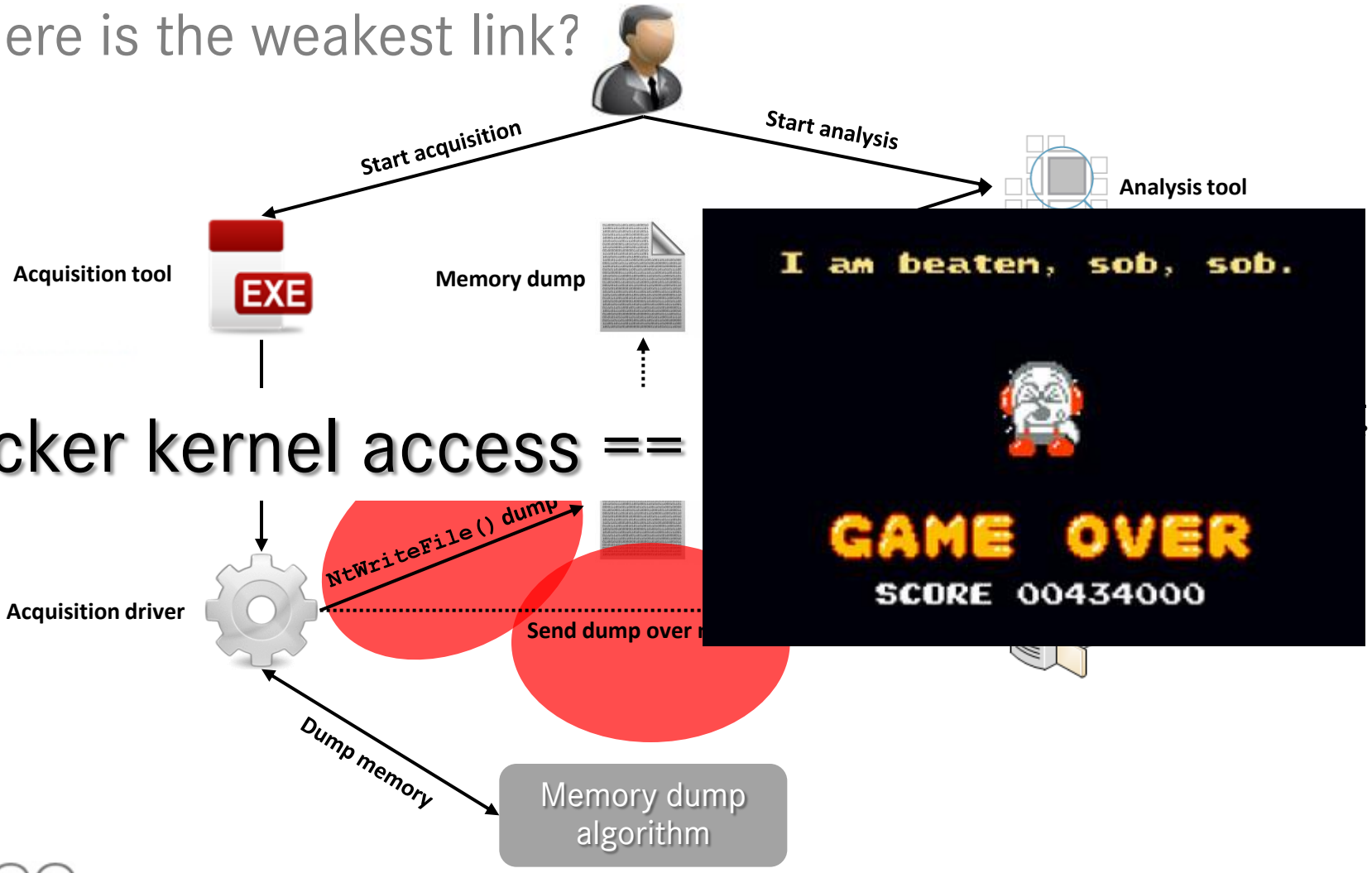
Memory acquisition – flawed by design?

- Where is the weakest link?



1. Reading `\\Device\\PhysicalMemory`
2. Physical space mapping (`MmMapIoSpace()`)
3. Other (for example `MmMapMemoryDumpMdl()`)

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Sounds familiar?

- Of course it does, it's an old technique!
  - Darren Bilby – DDefy rootkit (BH-JP-06)
    - disk filter driver – faking disk reads
    - faking physical memory device reads/mappings
- This is a „mapping" of disk anti-forensics to memory anti-forensics
  - evolution, not revolution

Defeating Windows memory forensics

"Senile dementia's not 'so bad,' Mrs. Dupont.
It's kind of like having brand new friends every day."

Val Jones, founder of http://www.getbetterhealth.com

- Introducing **Dementia**
- PoC tool for hiding objects in memory dumps
- User mode components and kernel mode components
- Tested on Windows XP, Vista and Windows 7
- Three hiding methods
  - user mode injection
  - 2 different (but very similar) kernel methods
- All methods work on 32-bit systems
  - user mode works on 64-bit systems
  - Experimental driver support on 64-bit
    - read: **it will BSOD for sure!**

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Dementia – How?

- Intercepting `NtWriteFile()` calls
  - Two methods
    - inline hook
      - stable even on multi(core)processor systems, but ask Don Burn and Raymond Chen about it☺
    - filesystem minifilter
      - preferred method of write-interception
      - from a blackhat perspective – maybe too noisy, IRP hooks would suit better☺
      - hooking is a no-no in x64 kernels so this is the way to go

```
nt!NtWriteFile:
8057bdfc e93f2d3078      jmp     DementiaKM!NewNtWriteFile (f887eb40)
8057be01 4d              dec     ebp
8057be02 80e858          sub     al,58h
8057be05 fb              sti
8057be06 fb              sti
```

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Dementia – Detecting forensic app?

- OK, we have the „hook” in place, but what now?
  - Is the file being written a memory dump?
- Memory acquisition tools have „patterns”
  - Specific `NtWriteFile()` arguments
  - Context (i.e. process, driver, ...)
  - Specific `FILE_OBJECT` values and flags

Tool	Handle	Event	ApcRoutine	ApcContext	IO	Buffer	Length	Offset	Key	Add. flags	Process	Ext.	Driver	FILE_OBJECT flags
FTK Imager	UM	NULL	NULL	NULL	UM	UM	0x8000	0	NULL	W,SR,SW	FTK Imager.exe	mem	ad_driver.sys	0x40042
MDD	UM	NULL	NULL	NULL	UM	UM	0x1000	0	NULL	W	mdd_1.3.exe	*	mdd.sys	0x40042
Memoryze	UM	NULL	NULL	NULL	UM	UM	mostly 0x1000	0	NULL	W,SR,SW	Memoryze.exe	img	mktools.sys	0x40042
OSForensics	KM	NULL	NULL	NULL	KM	UM	0x1000	KM	NULL	W	osf32.exe	bin	DirectIo32	0x40062
Win32DD	KM	NULL	NULL	NULL	KM	KM	variable (0x1000 - 0x100000)	KM	NULL	R,W,SR,SW	win32dd.exe	*	win32dd.sys	0x4000a
Winen (EnCase)	UM	NULL	NULL	NULL	UM	UM	totally variable	0	NULL	R,W,SR,SW	winen.exe	E01	winen_.sys	0x40062
Winpmem	UM	NULL	NULL	NULL	UM	UM	0x1000	0	NULL	W,SR	winpmem_...*	*	*(temporary file - random)	0x40042

These will be important later

Dementia – Hiding?

- Hook installed and memory dump detected - what's next?
- Memory is read and written to image in pages or page-multiples
- Wait and scan every buffer being written for our target objects (i.e. allocations)?
  - OK, but slow and inefficient
- Solution
  - Build a (sorted) list of all (physical) addresses somehow related to our target objects
    - if the buffer being written contains those addresses – hide them (change or delete)

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Dementia – Hiding? (2)

- That sounds fine…
- .. but we're dealing with undocumented kernel structures, functions, sizes and offsets

Win XP x86

```
kd> dt nt!_EPROCESS
   +0x000 Pcb              : _KPROCESS
   +0x06c ProcessLock      : _EX_PUSH_LOCK
   +0x070 CreateTime       : _LARGE_INTEGER
   +0x078 ExitTime         : _LARGE_INTEGER
   +0x080 RundownProtect   : _EX_RUNDOWN_REF
   +0x084 UniqueProcessId  : Ptr32 Void
   +0x088 ActiveProcessLinks : _LIST_ENTRY
```

Win 7 x86

```
lkd> dt nt!_EPROCESS
   +0x000 Pcb              : _KPROCESS
   +0x098 ProcessLock      : _EX_PUSH_LOCK
   +0x0a0 CreateTime       : _LARGE_INTEGER
   +0x0a8 ExitTime         : _LARGE_INTEGER
   +0x0b0 RundownProtect   : _EX_RUNDOWN_REF
   +0x0b4 UniqueProcessId  : Ptr32 Void
   +0x0b8 ActiveProcessLinks : _LIST_ENTRY
```

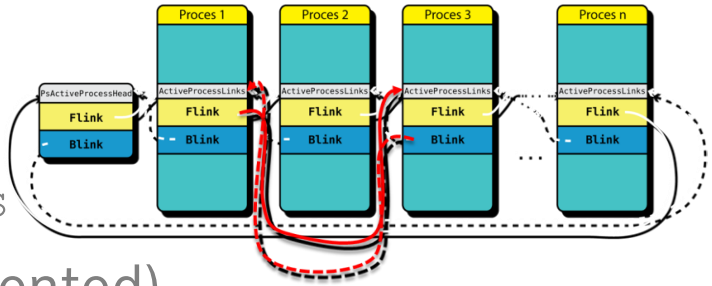
Win 7 x64

```
lkd> dt nt!_EPROCESS
   +0x000 Pcb              : _KPROCESS
   +0x160 ProcessLock      : _EX_PUSH_LOCK
   +0x168 CreateTime       : _LARGE_INTEGER
   +0x170 ExitTime         : _LARGE_INTEGER
   +0x178 RundownProtect   : _EX_RUNDOWN_REF
   +0x180 UniqueProcessId  : Ptr64 Void
   +0x188 ActiveProcessLinks : _LIST_ENTRY
```

- If WinDBG can do it, we can do it too!
  - Use Microsoft PDB symbols and DbgHelp API
  - Kernel sends the list of needed symbols
  - UM fills the gaps – addresses, offsets and sizes

Dementia – Hiding Processes

- Get the target process `EPROCESS` block
- „Unlink” the process from the various process lists
  - `ActiveProcessLinks`
  - `SessionProcessLinks`
  - Job list (not yet implemented)
- Clear the entire „*Proc*” allocation
  - Remember, we’re doing it in the dump only
- Hide related data
  - Threads, handles, memory allocations (VADs), etc.



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Dementia – Hiding Processes (2)

- Hiding processes is deceptively simple
- However, traces of process activity are everywhere and difficult to remove completely!
  - will see some artifacts in the next couple of slides
- **Volatility note:** deleting just the „*Proc*" allocation will fool most of the plugins (*psscan*, even *psxview*!)

```
if handle.get_object_type() == "Process":
    process = handle.dereference_as("_EPROCESS")
    ret[process.obj_vm.vtop(process.obj_offset)] = process
```

  - don't rely on `EPROCESS` block existance and validity – maybe better to show it as-is

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Dementia – Hiding Threads

- All threads of target process are hidden
  - Clear „*Thre*” allocations
  - Remove thread handle from `PspCidTable`
- It is still possible to detect „unusual entries”
  - Hanging thread locks, various lists (`PostBlockList`, `AlpcWaitListEntry`, ...) etc.
- No analysis application will detect these threads

Dementia – Hiding Handles and Objects

- Rather deep cleansing
- Hide process handle table
  - Unlink it from the `HandleTableList` and delete the „*Obtb*” allocation
- Hide process-exclusive handles/objects
  - Handles to objects opened exclusively by the target process (counts == 1)

```
kd> dt nt!_OBJECT_HEADER
   +0x000 PointerCount     : Int4B
   +0x004 HandleCount      : Int4B
```

  - Hide the `HANDLE_TABLE_ENTRY` and the object itself
- Decrement the count for all other handles/objects
  - And hide the `HANDLE_TABLE_ENTRY`

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Dementia – Hiding Handles and Objects (2)

- Wait, there is more!
  - `PspCidTable` and csrss.exe handle table contain handle to our target process
    - find the target handle and remove it from the table
- Handle hiding can be difficult
  - **Volatility note:** don't enumerate the handles starting from the `EPROCESS` and using the `HandleTableList` – scan for „*Obtb*" allocations!

```
for task in taskmods.DllList.calculate(self):
            pid = task.UniqueProcessId
            if task.ObjectTable.HandleTableList:
                for handle in task.ObjectTable.handles():
```

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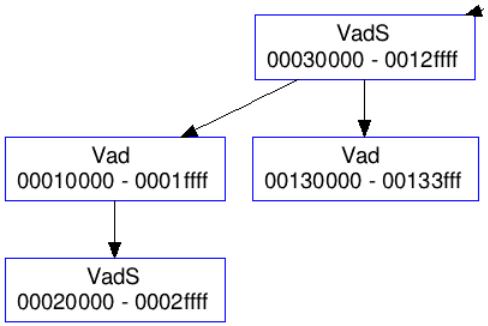
Dementia – Hiding Memory Allocations

- All process memory allocations are described by VADs – *Virtual Address Descriptors*
- VADs are stored in an AVL tree
  - Root of the tree is in `VadRoot` in `EPROCESS`
- Hide algorithm
  - Traverse the tree
  - Hide the „*VadX*" allocation (X == -,S or M)
  - If VAD describes private memory || VAD describes process image (EXE)
    - clear the entire memory region
  - If VAD describes shared section
    - check if opened exclusively – clear if yes, along with potential mapped files (i.e. `FILE_OBJECTS`)



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Dementia – Hiding Drivers

- Apart from the process hiding, drivers can be hidden too
  - Unlink from the `PsLoadedModuleList`
  - Delete the `LDR_DATA_TABLE_ENTRY` allocation („*MmLd*”)
  - Clear the driver image from the memory
- Rudimentary, but effective
- Needs improvement
  - Kernel allocations, symlinks, …

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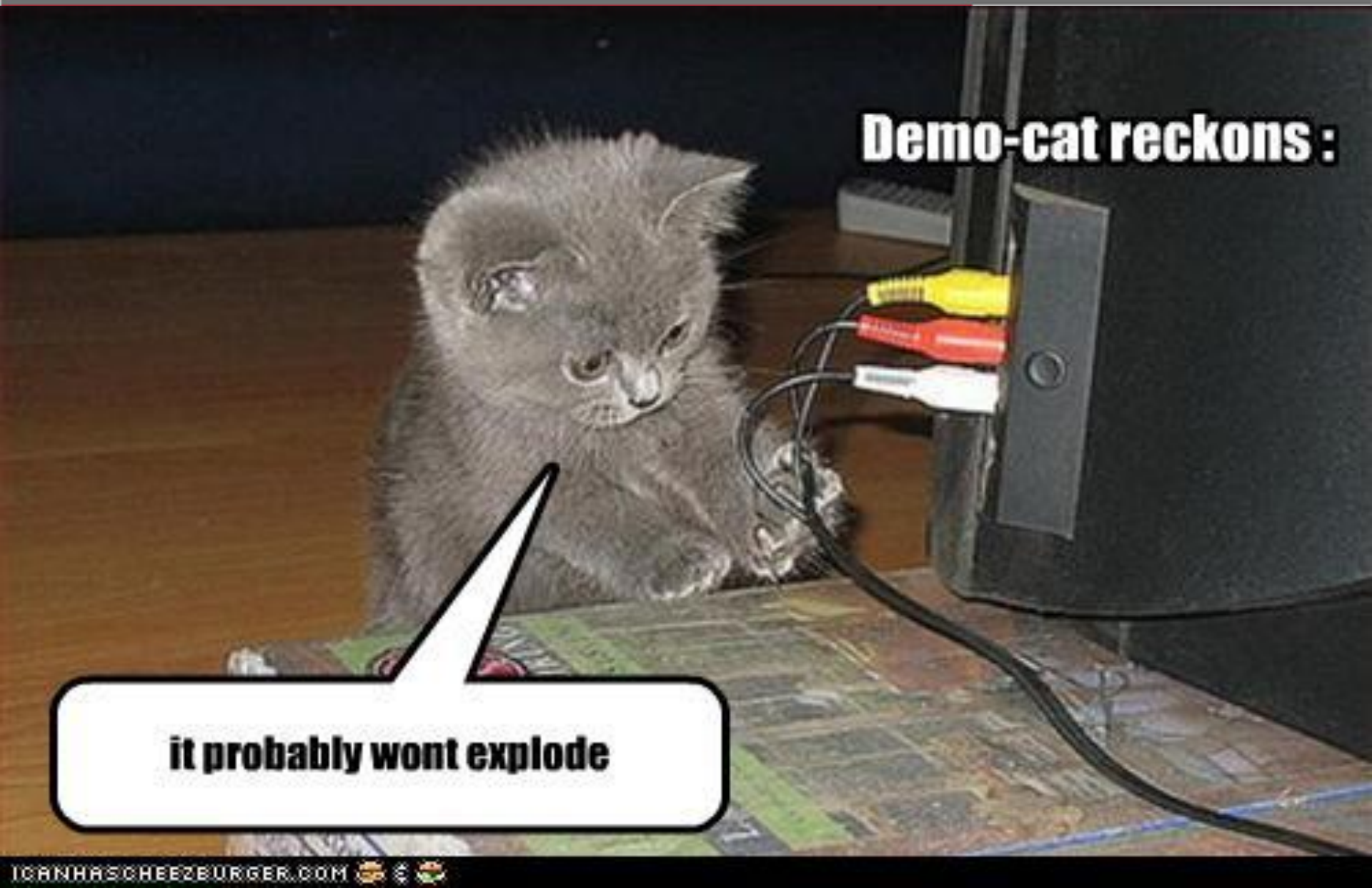
Finally!


Demo-cat reckons :
it probably wont explode
ICANHASCHEEZBURGER.COM

You're doing it wrong!

- Remember these columns?

Tool	Handle	Buffer
FTK Imager	UM	UM
MDD	UM	UM
Memoryze	UM	UM
OSForensics	KM	UM
Win32DD	KM	KM
Winen (EnCase)	UM	UM
Winpmem	UM	UM

- Handle == UM
  - Memory dump file opened in user mode
    - vulnerable to `WriteFile()/NtWriteFile()` hooks in user mode
- Buffer == UM
  - Buffer passed back to user mode (usually coupled with Handle == UM)
    - vulnerable to `DeviceIoControl()/NtDeviceIoControlFile()` hooks

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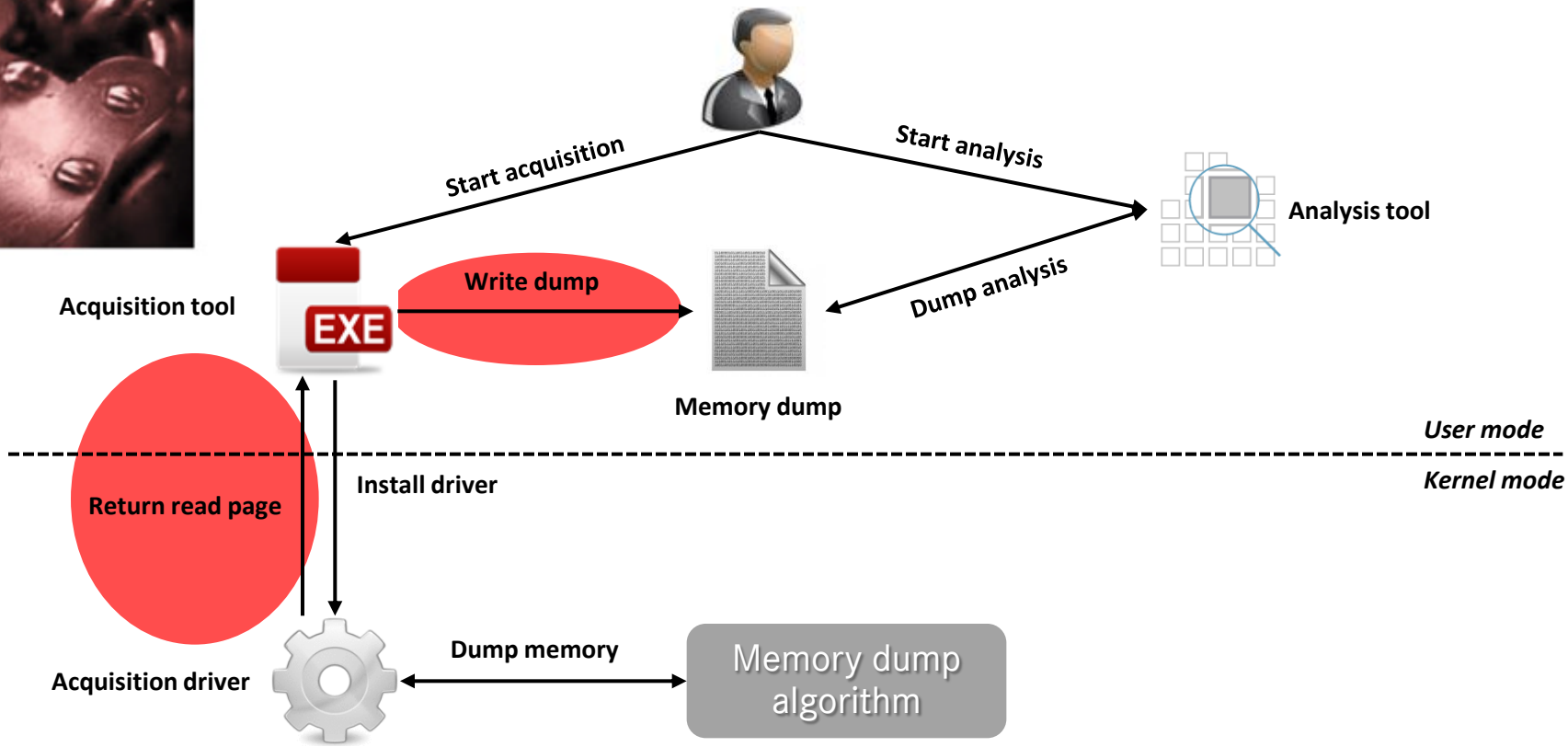
You're doing it wrong! (2)

- Almost all tools are doing it wrong!



1. Reading `\\Device\\PhysicalMemory`
2. Physical space mapping (`MmMapIoSpace()`)
3. Other (for example `MmMapMemoryDumpMdl()`)

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So what?

- Attacker can now modify dump from the user mode☺
- Dementia module
  - Hiding target process, process threads and connections
    - completely from the user mode, no driver used
    - need to be admin unfortunately (because acquisition app runs as admin)
  - Injects DLL to forensic app process
    - currently only Memoryze, but extensions are easy
  - Hooks `DeviceIoControl()` and sanitizes buffers on the fly

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Dementia user mode – internals

- Sounds simpler than the kernel mode
  - Actually, it is much harder!
    - no knowledge of kernel addresses
    - no V2P translation, determine everything from the dump
    - partial knowledge - only single pages of the dump
  - Search the current buffer for interesting allocations (processes, threads, connections)
    - if target object encountered – delete the allocation
    - if object related to a target object (thread, connection) – delete the allocation
  - So far so good…

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Dementia user mode – internals (2)

- What about the process/thread list unlinking?
  - Difficult part
    - don't know where next/prev object is, just their (kernel) virtual address
    - what if that object was already written to file – we can't easily reach that buffer anymore☹
  - Solution
    - determine virtual address of the object using self-referencing struct members (for example, `ProfileListHead`)
    - „cache" the object in a dictionary with VA as the key, and remember the physical offset of that buffer in the dump
    - fix the next/prev pointers either in the current buffer, or move the file pointer, write new value and restore the file pointer

Demo again!

Dementia limitations

- Focus on kernel module
  - Plenty of other artifacts not hidden
    - connections
    - registry keys and values
    - arbitrary DLLs
  - Improve driver hiding functionality
  - Self-hiding
    - it's useless in your rootkit arsenal without it☺
  - Complete port to x64
  - Work in progress!
- No motives for user mode module, probably won't update

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Conclusions & possible solutions

- Acquisition tools should utilize drivers correctly!
  - Current method is both insecure and slow!
- Use hardware acquisition tools
  - Firewire -what about servers?
- Use crash dumps (native!) instead of raw dumps
  - Entirely different OS mechanisms, difficult to tamper with
- Perform anti-rootkit scanning before acquisition?
- Live with it
  - Live forensic is inherently insecure!

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Thank you!

http://code.google.com/p/dementia-forensics/