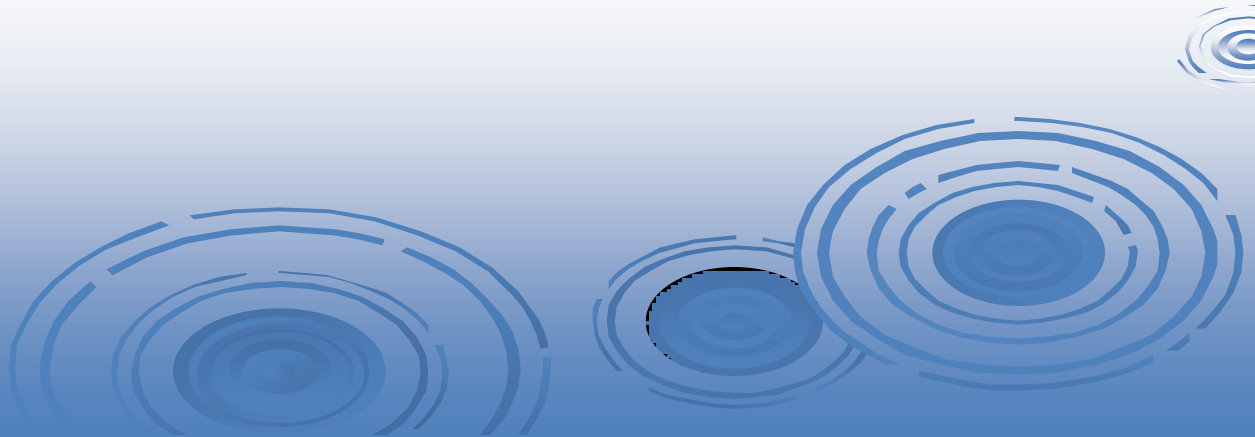
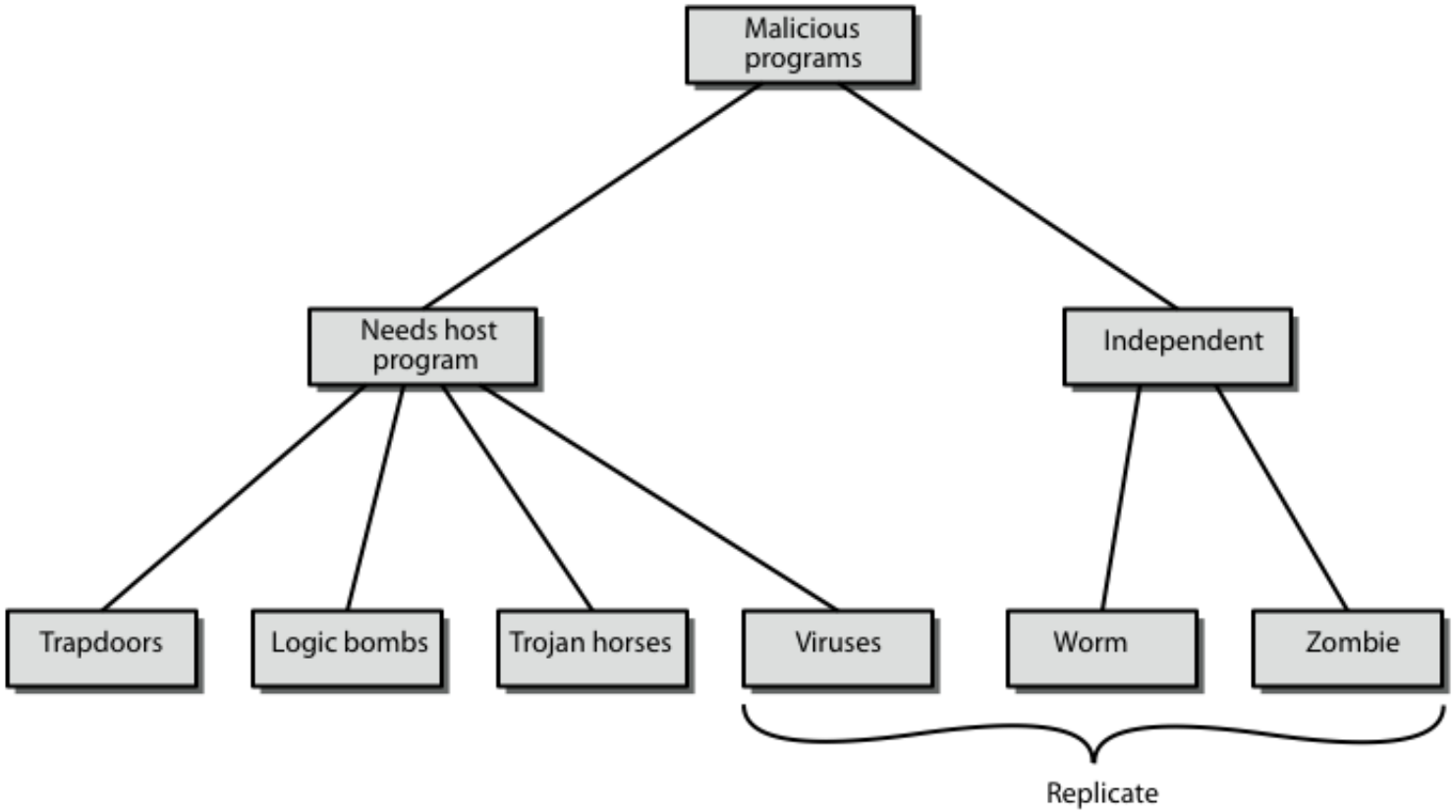
# Virus And Related Threats



# Viruses and Other Malicious Content

- computer viruses have got a lot of publicity
- one of a family of **malicious software**
- effects usually obvious
- have figured in news reports, fiction, movies (often exaggerated)
- getting more attention than deserve
- are a concern though

# Malicious Software



# Backdoor or Trapdoor

- secret entry point into a program
- allows those who know access bypassing usual security procedures
- have been commonly used by developers
- a threat when left in production programs allowing exploited by attackers
- very hard to block in O/S
- requires good s/w development & update

# Logic Bomb

- one of oldest types of malicious software
- code embedded in legitimate program
- activated when specified conditions met
  - eg presence/absence of some file
  - particular date/time
  - particular user
- when triggered typically damage system
  - modify/delete files/disks, halt machine, etc

# Trojan Horse

- program with hidden side-effects
- which is usually superficially attractive
  - eg game, s/w upgrade etc
- when run performs some additional tasks
  - allows attacker to indirectly gain access they do not have directly
- often used to propagate a virus/worm or install a backdoor
- or simply to destroy data

# Mobile Code

- program/script/macro that runs unchanged
  - on heterogeneous collection of platforms
  - on large homogeneous collection (Windows)
- transmitted from remote system to local system & then executed on local system
- often to inject virus, worm, or Trojan horse
- or to perform own exploits
  - unauthorized data access, root compromise

# Multiple-Threat Malware

- malware may operate in multiple ways
- **multipartite** virus infects in multiple ways
  - eg. multiple file types
- **blended** attack uses multiple methods of infection or transmission
  - to maximize speed of contagion and severity
  - may include multiple types of malware
  - eg. Nimda has worm, virus, mobile code
  - can also use IM & P2P

# Viruses

- piece of software that infects programs
  - modifying them to include a copy of the virus
  - so it executes secretly when host program is run
- specific to operating system and hardware
  - taking advantage of their details and weaknesses
- a typical virus goes through phases of:
  - dormant
  - propagation
  - triggering
  - execution

# Virus Structure

- components:
  - infection mechanism - enables replication
  - trigger - event that makes payload activate
  - payload - what it does, malicious or benign
- prepended / postpended / embedded
- when infected program invoked, executes virus code then original program code
- can block initial infection (difficult)
- or propogation (with access controls)

# Virus Structure

```
    program V :=

{goto main;
    1234567;

    subroutine infect-executable :=
        {loop:
        file := get-random-executable-file;
        if (first-line-of-file = 1234567)
          then goto loop
          else prepend V to file; }

    subroutine do-damage :=
        {whatever damage is to be done}

    subroutine trigger-pulled :=
        {return true if some condition holds}

main:   main-program :=
        {infect-executable;
        if trigger-pulled then do-damage;
        goto next;}

next:

}
```

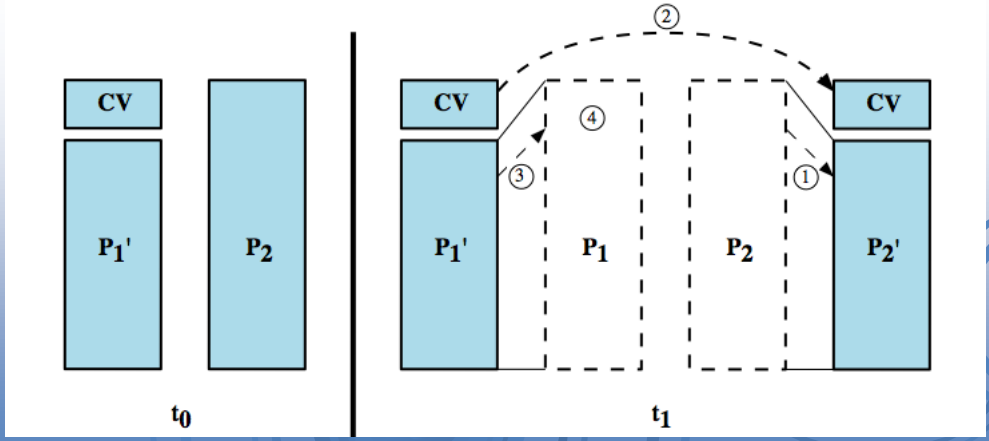
# Compression Virus

```
    program CV :=

{goto main;
    01234567;

    subroutine infect-executable :=
          {loop:
               file := get-random-executable-file;
          if (first-line-of-file = 01234567) then goto loop;
        (1)    compress file;
        (2)    prepend CV to file;
        }

main:   main-program :=
          {if ask-permission then infect-executable;
        (3)    uncompress rest-of-file;
        (4)    run uncompressed file;}
        }
```



# Virus Classification

- boot sector
- file infector
- macro virus
- encrypted virus
- stealth virus
- polymorphic virus
- metamorphic virus

# Macro Virus

- became very common in mid-1990s since
  - platform independent
  - infect documents
  - easily spread
- exploit macro capability of office apps
  - executable program embedded in office doc
  - often a form of Basic
- more recent releases include protection
- recognized by many anti-virus programs

# E-Mail Viruses

- more recent development
- e.g. Melissa
  - exploits MS Word macro in attached doc
  - if attachment opened, macro activates
  - sends email to all on users address list
  - and does local damage
- then saw versions triggered reading email
- hence much faster propagation

# Virus Countermeasures

- prevention - ideal solution but difficult
- realistically need:
  - detection
  - identification
  - removal
- if detect but can't identify or remove, must discard and replace infected program

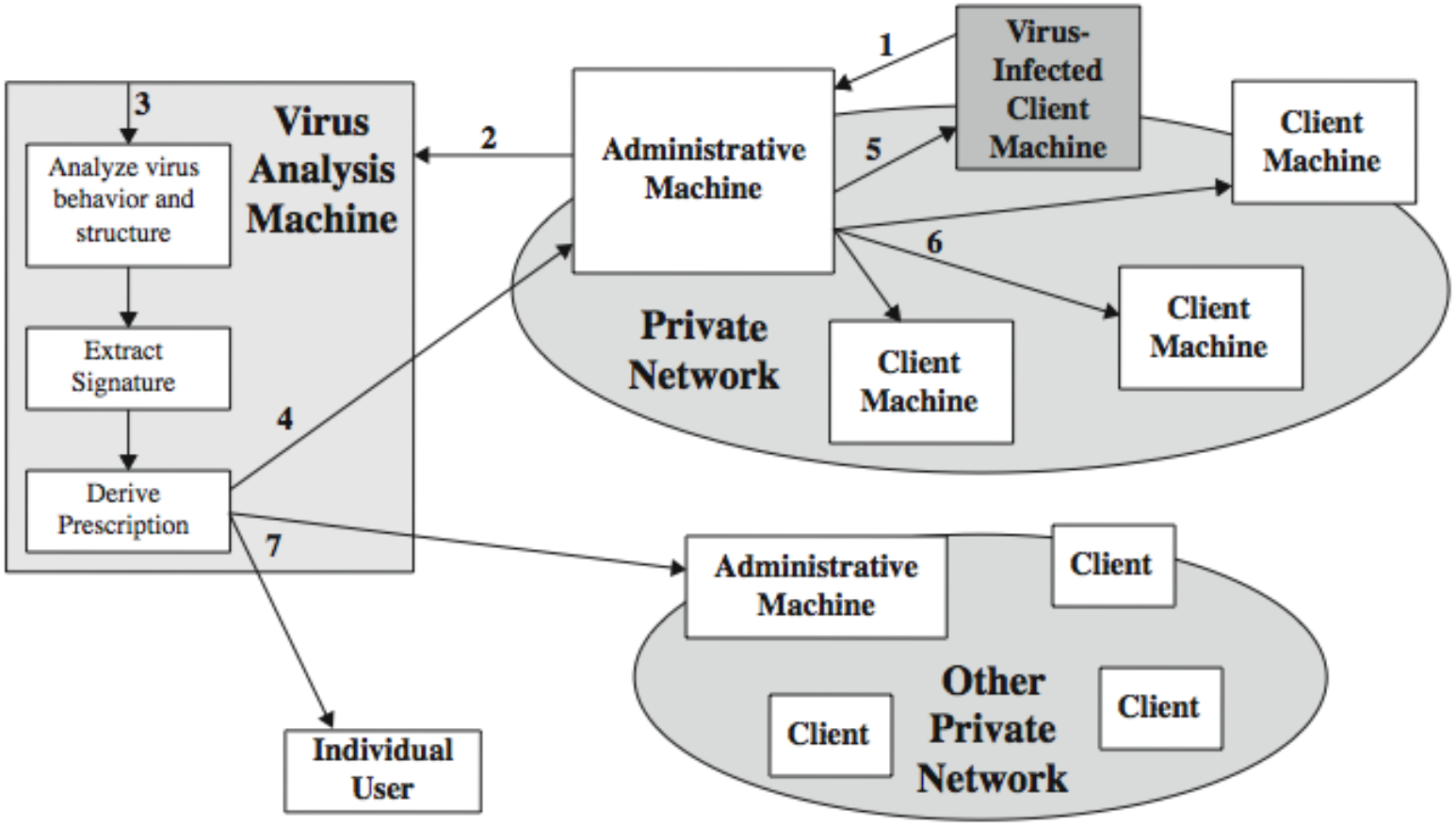
# Anti-Virus Evolution

- virus & antivirus tech have both evolved
- early viruses simple code, easily removed
- as become more complex, so must the countermeasures
- generations
  - first - signature scanners
  - second - heuristics
  - third - identify actions
  - fourth - combination packages

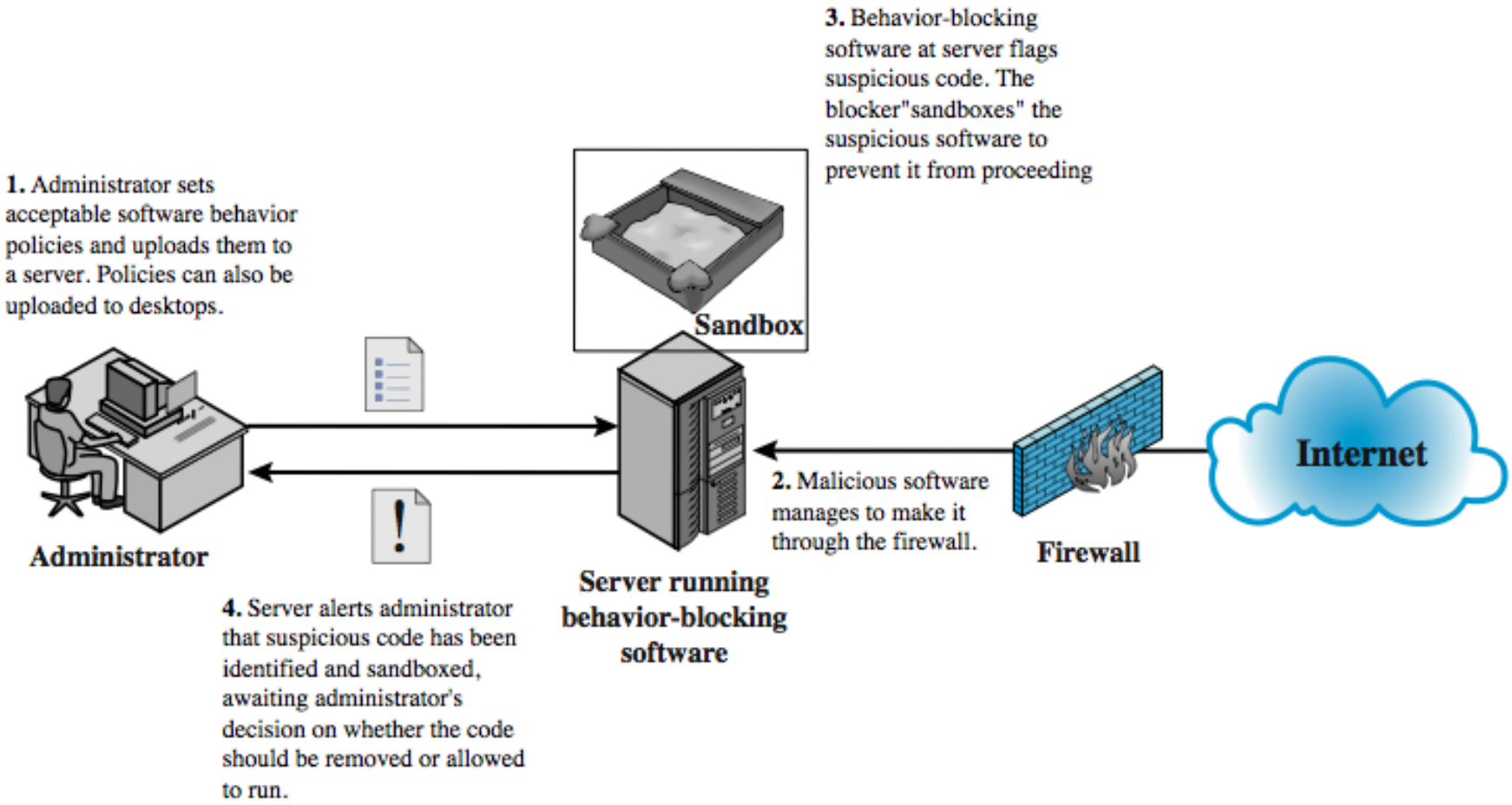
# Generic Decryption

- runs executable files through GD scanner:
  - CPU emulator to interpret instructions
  - virus scanner to check known virus signatures
  - emulation control module to manage process
- lets virus decrypt itself in interpreter
- periodically scan for virus signatures
- issue is long to interpret and scan
  - tradeoff chance of detection vs time delay

# Digital Immune System



# Behavior-Blocking Software



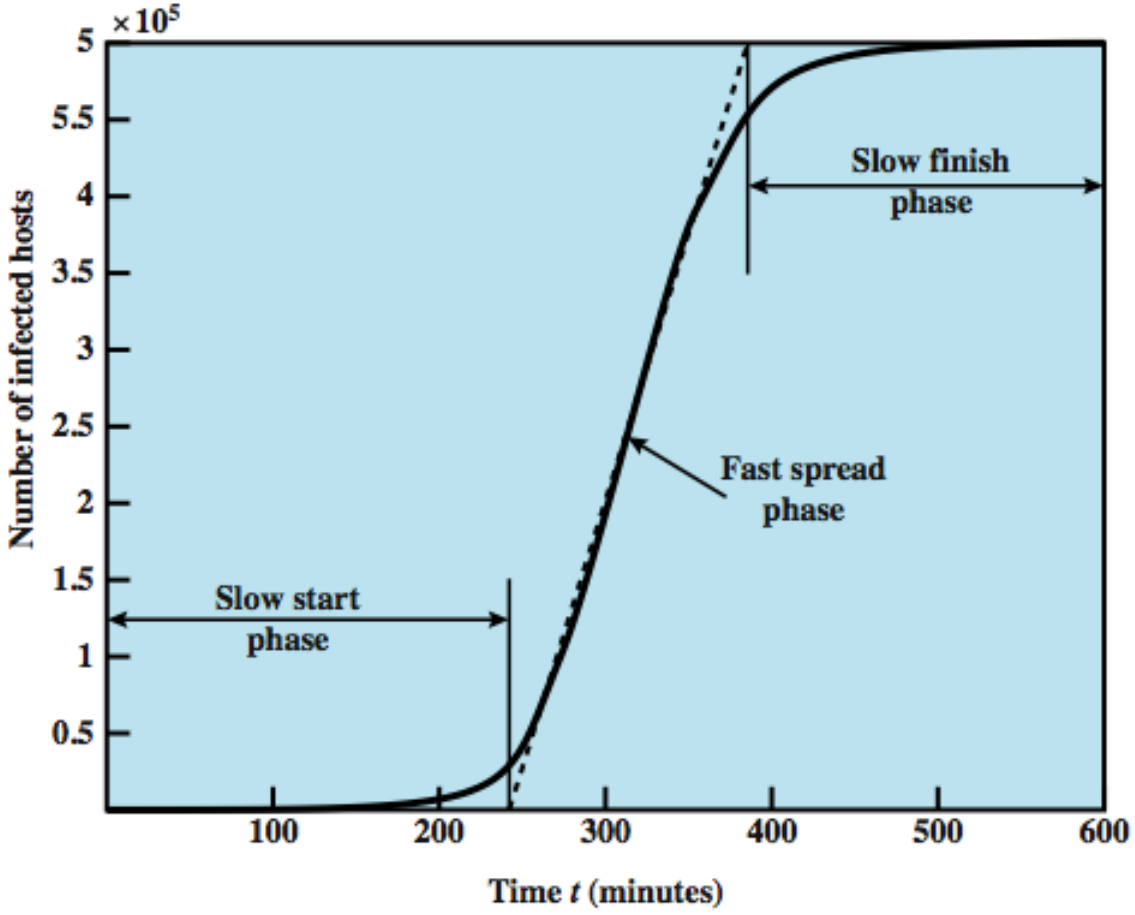
# Worms

- replicating program that propagates over net
  - using email, remote exec, remote login
- has phases like a virus:
  - dormant, propagation, triggering, execution
  - propagation phase: searches for other systems, connects to it, copies self to it and runs
- may disguise itself as a system process
- concept seen in Brunner's "Shockwave Rider"
- implemented by Xerox Palo Alto labs in 1980's

# Morris Worm

- one of best know worms
- released by Robert Morris in 1988
- various attacks on UNIX systems
  - cracking password file to use login/password to logon to other systems
  - exploiting a bug in the finger protocol
  - exploiting a bug in sendmail
- if succeed have remote shell access
  - sent bootstrap program to copy worm over

# Worm Propagation Model



# Recent Worm Attacks

- Code Red
  - July 2001 exploiting MS IIS bug
  - probes random IP address, does DDoS attack
- Code Red II variant includes backdoor
- SQL Slammer
  - early 2003, attacks MS SQL Server
- Mydoom
  - mass-mailing e-mail worm that appeared in 2004
  - installed remote access backdoor in infected systems
- Warezov family of worms
  - scan for e-mail addresses, send in attachment

# Worm Technology

- multiplatform
- multi-exploit
- ultrafast spreading
- polymorphic
- metamorphic
- transport vehicles
- zero-day exploit

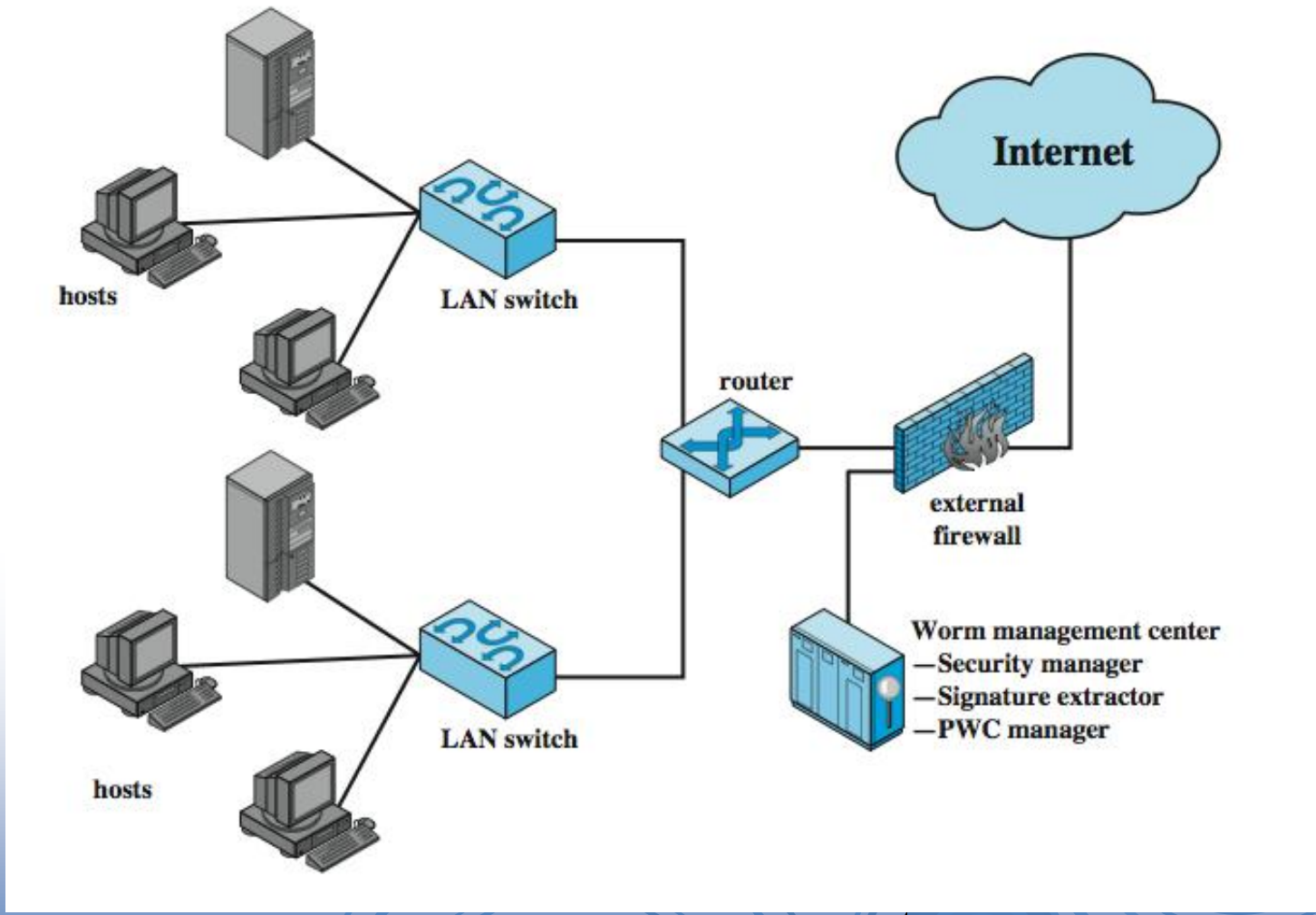
# Mobile Phone Worms

- first appeared on mobile phones in 2004
  - target smartphone which can install s/w
- they communicate via Bluetooth or MMS
- to disable phone, delete data on phone, or send premium-priced messages
- CommWarrior, launched in 2005
  - replicates using Bluetooth to nearby phones
  - and via MMS using address-book numbers

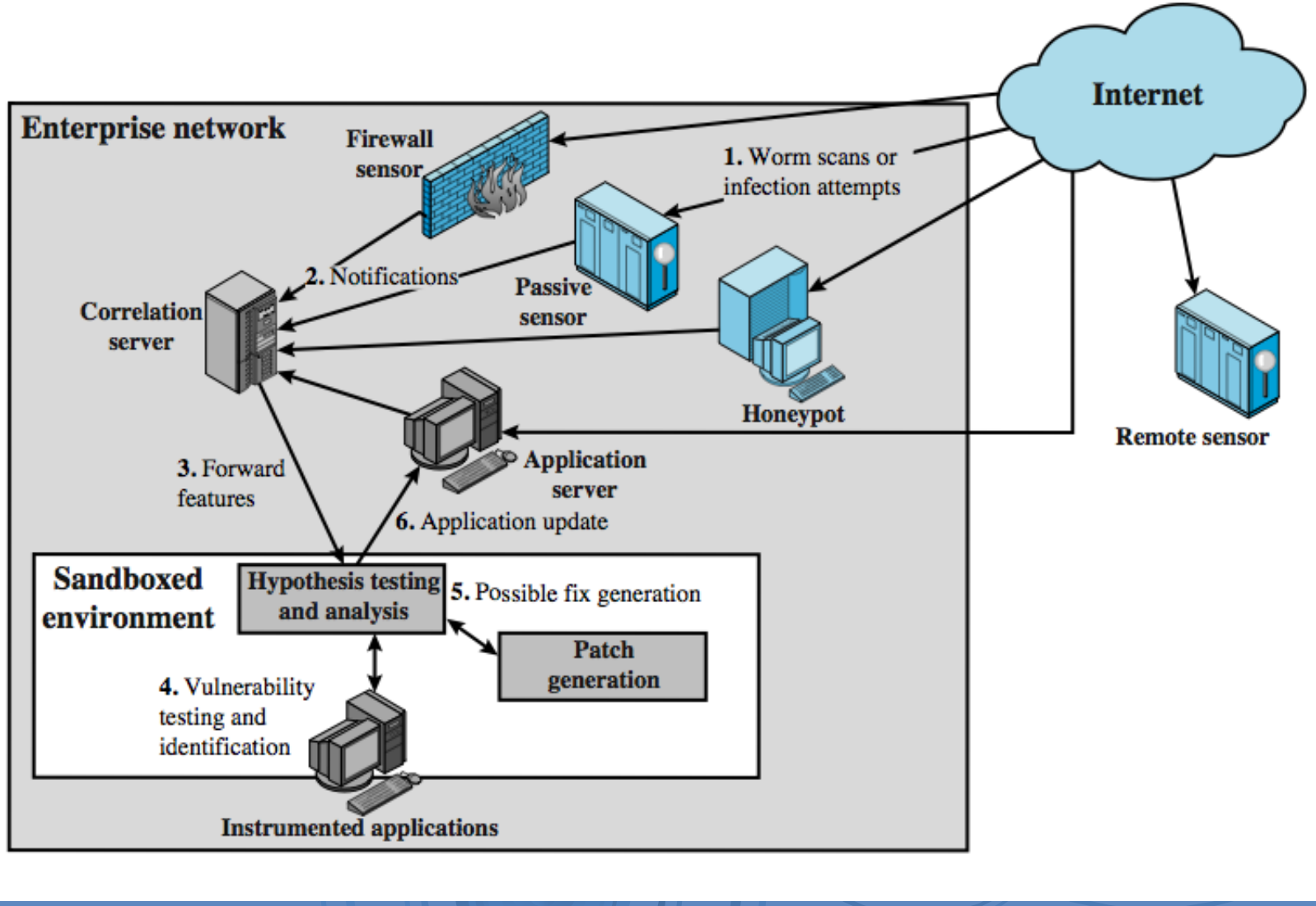
# Worm Countermeasures

- overlaps with anti-virus techniques
- once worm on system A/V can detect
- worms also cause significant net activity
- worm defense approaches include:
  - signature-based worm scan filtering
  - filter-based worm containment
  - payload-classification-based worm containment
  - threshold random walk scan detection
  - rate limiting and rate halting

# Proactive Worm Containment



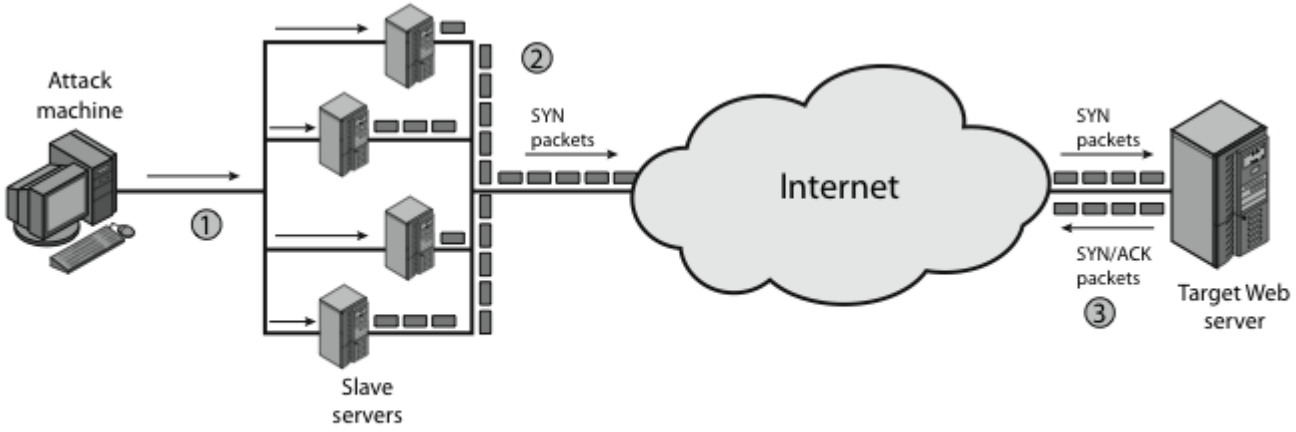
# Network Based Worm Defense



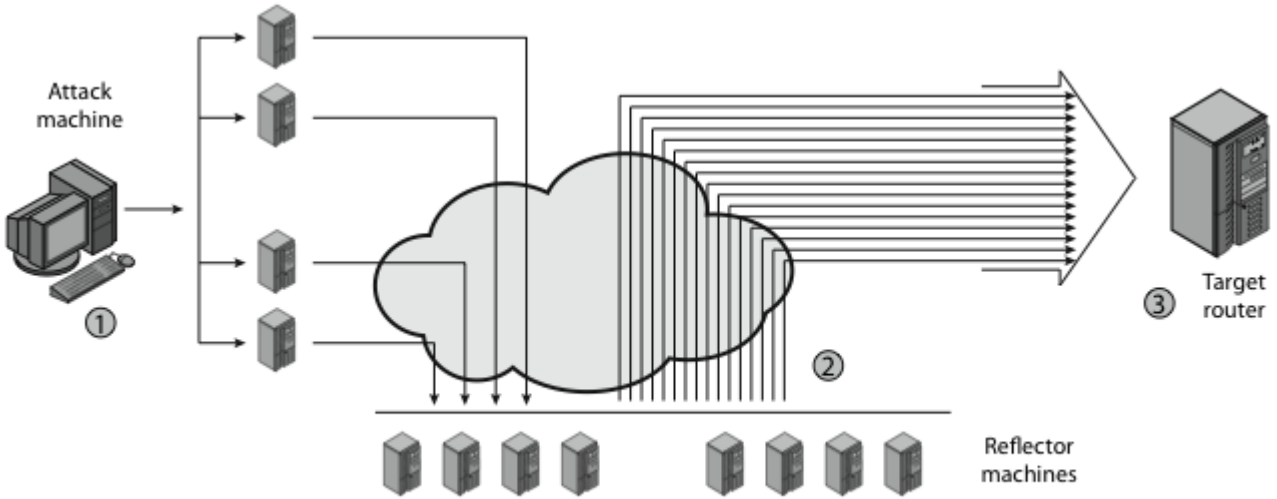
# Distributed Denial of Service Attacks (DDoS)

- Distributed Denial of Service (DDoS) attacks form a significant security threat
- making networked systems unavailable
- by flooding with useless traffic
- using large numbers of “zombies”
- growing sophistication of attacks
- defense technologies struggling to cope

# Distributed Denial of Service Attacks (DDoS)

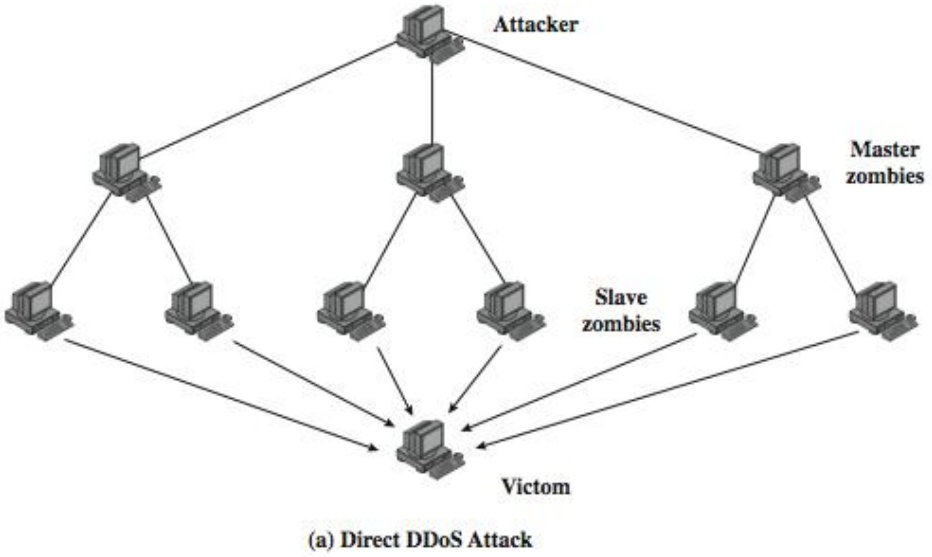



(a) Distributed SYN flood attack

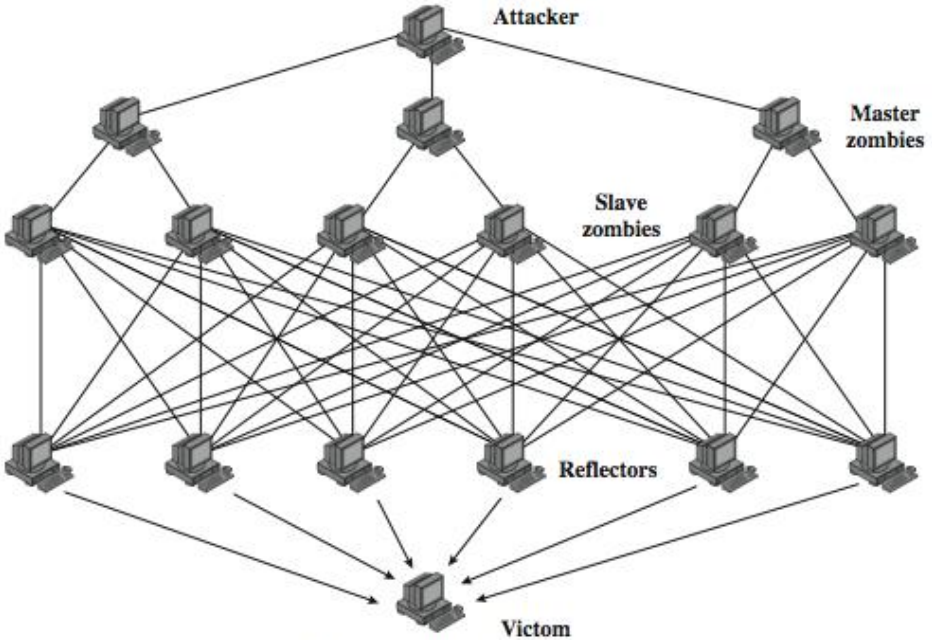



(a) Distributed ICMP attack

# DDoS Flood Types




(a) Direct DDoS Attack




(b) Reflector DDoS Attack

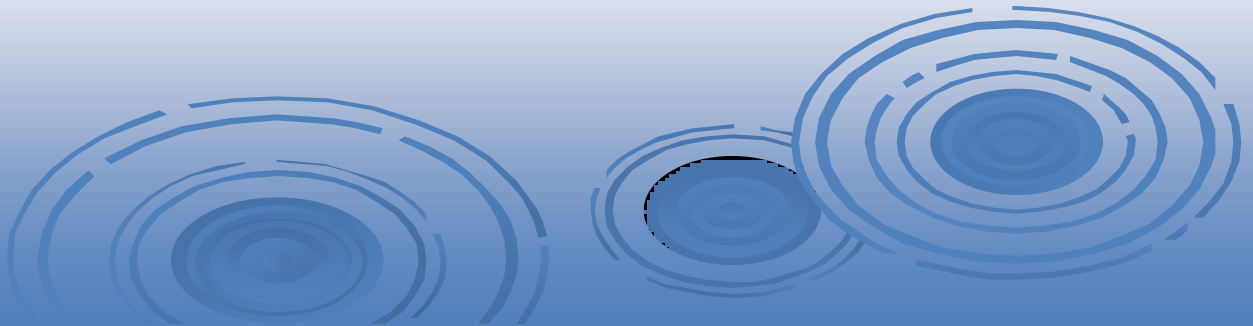
# Constructing an Attack Network

- must infect large number of zombies
- needs:

1. software to implement the DDoS attack
2. an unpatched vulnerability on many systems
3. scanning strategy to find vulnerable systems
   - random, hit-list, topological, local subnet

# DDoS Countermeasures

- three broad lines of defense:
  1. attack prevention & preemption (before)
  2. attack detection & filtering (during)
  3. attack source traceback & ident (after)
- huge range of attack possibilities
- hence evolving countermeasures



# Summary

- have considered:
  - various malicious programs
  - trapdoor, logic bomb, trojan horse, zombie
  - viruses
  - worms
  - distributed denial of service attacks