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恶意代码分析与防治技术

第8章 动态调试

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本章知识点

- 源码级动态调试与汇编级动态调试
- 内核模式动态调试与用户模式动态调试
- 动态调试器的使用
- Windows异常处理机制
 - 难点：Second Chance Exception, int3 中断, int1中断
- 恶意代码的动态修改





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Source-Level vs. Assembly-Level Debuggers



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Debugger

Is the debugger a piece of **software** or **hardware**?

Why we need a debugger?

- Why does a program give wrong results?
- What is a program doing?



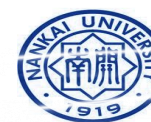
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Debugger

- Give you **insight** into what a program is doing
 - a **dynamic** view
- Measure and control the internal state and execution of a program
 - change anything at any time
 - memory, register, argument to every function





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Disassemblers vs. Debuggers

IDA Pro

static overview of the whole program

Debugger

dynamic accurate view of one concrete execution path

change anything at any time during the execution



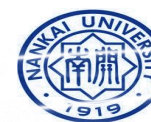
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Two Debuggers

- Ollydbg
 - Most popular for malware analysis
 - **User-mode** debugging only
 - IDA Pro has a built-in debugger, but it's not as easy to use or powerful as Ollydbg
- Windbg
 - Supports **kernel-mode** debugging



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Source-Level vs. Assembly-Level Debuggers

- Source-level
 - operate on **source code**
 - step through program execution **one line** at a time
- Assembly-level
 - Low-level debugger
 - Operate on **assembly code**
 - step through program execution **one instruction** at a time



Which item below could view a sequence of CPU instructions execution ?

- ☐ A Source-level debugger
- ☒ B Assembly-level debugger
- ☐ C Disassembler
- ☐ D ProcessMonitor



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User Mode vs. Kernel Mode

Debuggers



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User Mode vs. Kernel Mode

●Review

- What is User Mode ?
- What is Kernel Mode ?

User mode debugger

- debug user mode codes

Kernel mode debugger

- debug kernel mode codes





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User Mode Debugging

- OS supports multiple user mode program execution at the same time
- Debugger and the code being debugged could be running **on the same OS.**
- OllyDbg





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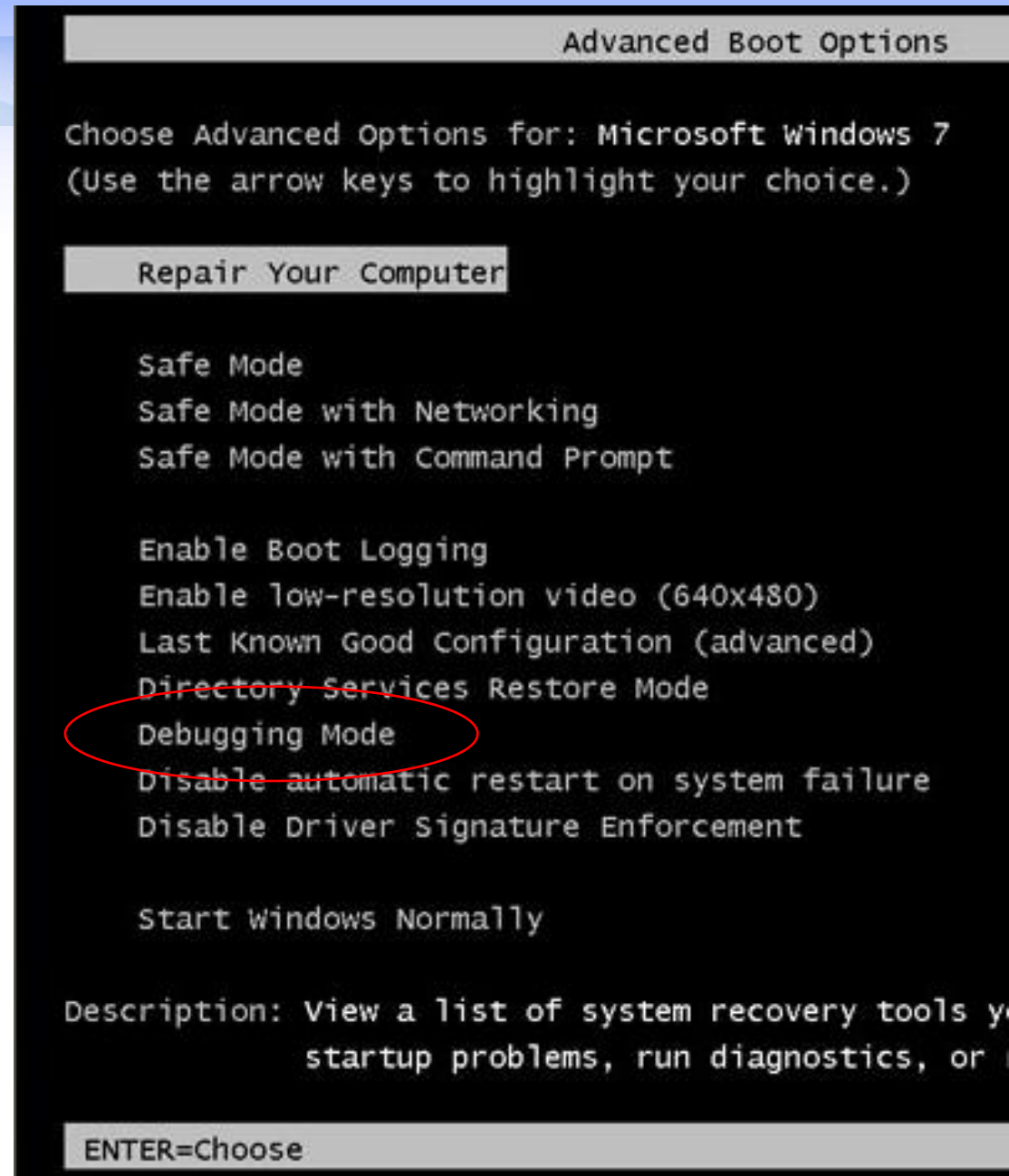
Kernel Mode Debugging

- How many kernels on one OS?
- What will happen when kernel is at a **breakpoint**?
- Two computers for kernel mode debugging
 - Two different kernels
 - Enable kernel debugging



Windows 7 Advanced Boot Options

- Press F8 during startup
- "Debugging Mode"



Which item below must require two computers connected together?

- ☐ A Source-level debugger
- ☒ B Kernel-mode debugger
- ☐ C User-mode debugger
- ☐ D Assembly-level debugger

Which item below is almost never used by malware analysts?

- ☒ A Source-level debugger
- ☐ B Assembly-level debugger
- ☐ C User-mode debugger
- ☐ D Kernel-mode debugger

Which item below is suggested by Windows automatically after it crashes?

- ☐ A Source-level debugger
- ☐ B Assembly-level debugger
- ☐ C User-mode debugger
- ☒ D Kernel-mode debugger



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Using a Debuggers



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Two Ways

- Start the program with the debugger
 - It stops running immediately prior to the execution of its **entry point**
 - debug malicious code



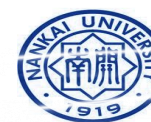
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Two Ways

- Attach a debugger to a program that is already running
 - All its **threads** are paused
 - debug a process that is affected by malware





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Single-Stepping

- Run a single instruction and then return control to the debugger
- You can see everything
- Time consuming and tedious for complex code
- Focus on the big picture
- Do not get lost in the details





Example

- This code decodes the string with XOR

Example 9-1. Stepping through code

```
mov     edi, DWORD_00406904
mov     ecx, 0x0d
LOC_040106B2
xor     [edi], 0x9C
inc     edi
loopw   LOC_040106B2
...
DWORD:00406904:  F8FDF3D01
```

Example 9-2. Single-stepping through a section of code to see how it changes memory

```
D0F3FDF8 D0F5FEEE FDEEE5DD 9C (.....)
4CF3FDF8 D0F5FEEE FDEEE5DD 9C (L.....)
4C6FFDF8 D0F5FEEE FDEEE5DD 9C (Lo.....)
4C6F61F8 D0F5FEEE FDEEE5DD 9C (Loa.....)
. . . SNIP . . .
4C6F6164 4C696272 61727941 00 (LoadLibraryA.)
```




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Stepping-Over vs. Stepping-Into

- **Call instruction**

- call a function, such as LoadLibrary

- **Stepping-over**

- Complete the execution of the function
 - Stop at the instruction after call instruction

- **Stepping-into**

- Stop at the first instruction of the called function



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Stepping Out

- Stepping-Over

- Risk of **missing** important functionality

- Risk of never return

- Stepping-Into

- Long nested call instructions

- No relevance to what you are seeking

- Stepping-Out

- **Run until after the function returns**



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Which item might miss important functionality?

- ☐ A single-step
- ☒ B step-over
- ☐ C step-into
- ☐ D step-out

提交



Which item will stop debugger at the first instruction of the called function?

☒ A single-step

☒ B step-into

☐ C step-over

☐ D step-out

提交



Which item will run after the function returns?

- ☐ A single-step
- ☐ B step-into
- ☒ C step-out
- ☐ D step-over

Which item will stop at the first function after call instruction?

- ☐ A single-step
- ☐ B step-into
- ☒ C step-over
- ☐ D step-out



Pausing Execution with Breakpoints

- Breakpoints stop execution
 - Set breakpoints at interesting positions
- Example
 - You can't tell where this call is going
 - Set a breakpoint at the call and see what's in eax

Example 9-3. Call to EAX

```
00401008  mov     ecx, [ebp+arg_0]
0040100B  mov     eax, [edx]
0040100D  call    eax
```





- This code calculates a **filename** and then creates the file
- Set a **breakpoint** at CreateFileW and look at the stack to see the filename

Example 9-4. Using a debugger to determine a filename

```
0040100B xor     eax, esp
0040100D mov     [esp+0D0h+var_4], eax
00401014 mov     eax, edx
00401016 mov     [esp+0D0h+NumberOfBytesWritten], 0
0040101D add     eax, 0FFFFFFFh
00401020 mov     cx, [eax+2]
00401024 add     eax, 2
00401027 test    cx, cx
0040102A jnz     short loc_401020
0040102C mov     ecx, dword ptr ds:a_txt ; ".txt"
00401032 push    0 ; hTemplateFile
00401034 push    0 ; dwFlagsAndAttributes
00401036 push    2 ; dwCreationDisposition
00401038 mov     [eax], ecx
0040103A mov     ecx, dword ptr ds:a_txt+4
00401040 push    0 ; lpSecurityAttributes
00401042 push    0 ; dwShareMode
00401044 mov     [eax+4], ecx
00401047 mov     cx, word ptr ds:a_txt+8
0040104E push    0 ; dwDesiredAccess
00401050 push    edx ; lpFileName
00401051 mov     [eax+8], cx
00401055 call    CreateFileW ; CreateFileW(x,x,x,x,x,x,x,x)
```

WinDbg

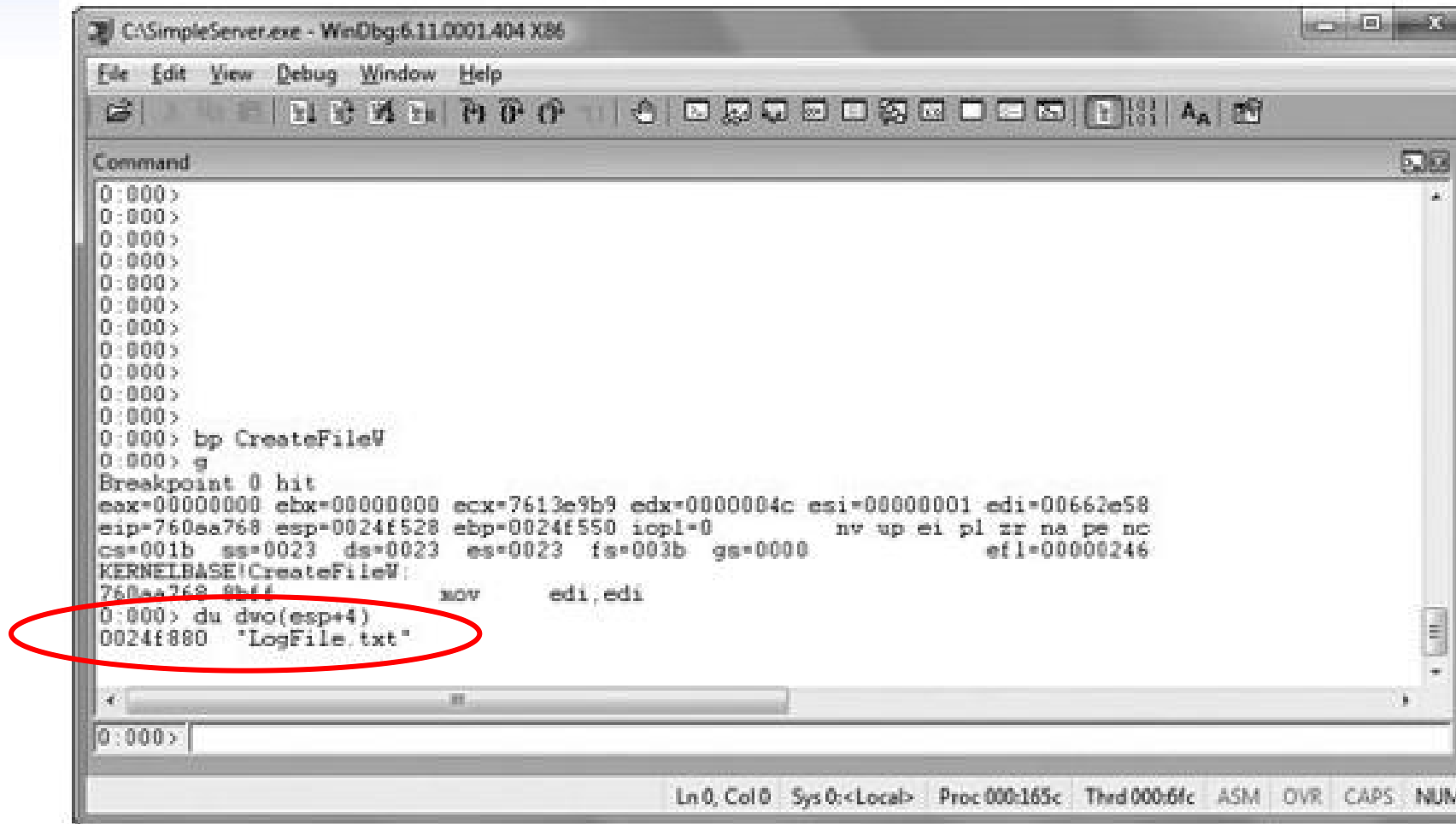


Figure 9-1. Using a breakpoint to see the parameters to a function call.
We set a breakpoint on `CreateFileW` and then examine the first parameter of the stack.



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Encrypted Data

- Suppose malware sends **encrypted network data**
- Set a breakpoint before the data is encrypted and view it





Example 9-5. Using a breakpoint to view data before the program encrypts it

```
004010D0  sub     esp, 0CCh
004010D6  mov     eax, dword_403000
004010DB  xor     eax, esp
004010DD  mov     [esp+0CCh+var_4], eax
004010E4  lea     eax, [esp+0CCh+buf]
004010E7  call    GetData
004010EC  lea     eax, [esp+0CCh+buf]
004010EF  1call   EncryptData
004010F4  mov     ecx, s
004010FA  push    0                ; flags
004010FC  push    0C8h             ; len
00401101  lea     eax, [esp+0D4h+buf]
00401105  push    eax               ; buf
00401106  push    ecx               ; s
00401107  call    ds:Send
```





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OllyDbg

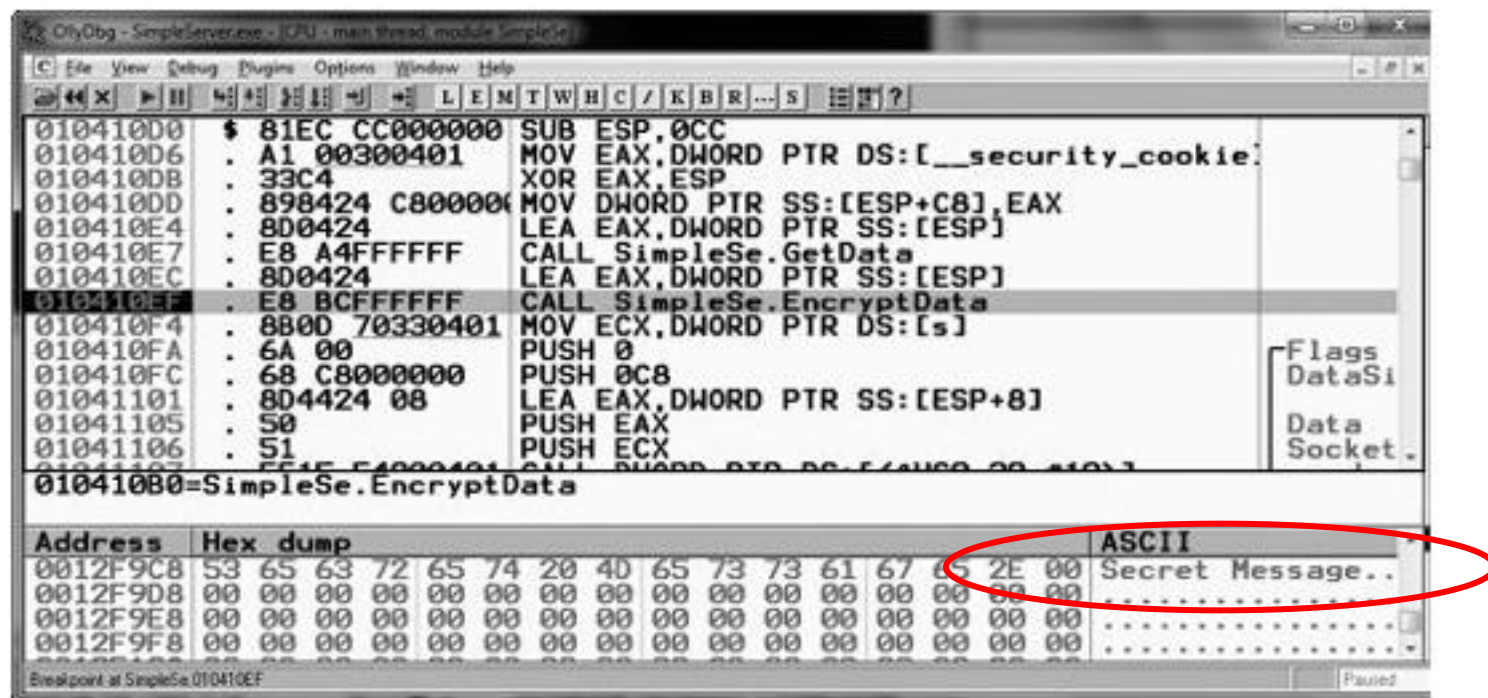


Figure 9-2. Viewing program data prior to the encryption function call





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Types of Breakpoints

- **Software** execution breakpoint
- **Hardware** execution breakpoint
- **Conditional** breakpoint





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Software Execution Breakpoints

- Set breakpoints at specified instructions
- Debugger overwrites the first byte of the instruction with **0xCC**
 - The instruction for **INT 3**
 - An interrupt designed for use with debuggers
 - When the breakpoint is executed, the OS generates an exception and transfers control to the debugger



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Memory Contents at a Breakpoint

- There's a breakpoint at the push instruction
- Debugger says it's 0x55, but it's really 0xCC

Table 9-1. Disassembly and Memory Dump of a Function with a Breakpoint Set

Disassembly view				Memory dump			
00401130	55	push	ebp	00401130	CC	8B	EC 83
00401131	8B EC	mov	ebp, esp	00401134	E4	F8	81 EC
00401133	83 E4 F8	and	esp, 0FFFFFFF8h	00401138	A4	03	00 00
00401136	81 EC A4 03 00 00	sub	esp, 3A4h	0040113C	A1	00	30 40
0040113C	A1 00 30 40 00	mov	eax, dword_403000	00401140	00		



When Software Execution Breakpoints Fail

- If the 0xCC byte is **changed** during code execution, the breakpoint won't occur
- If other code **reads** the memory containing the breakpoint, it will read 0xCC instead of the original byte
- Code that verifies **integrity** will notice the discrepancy





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Hardware Execution Breakpoints

- Four Hardware Debug Registers
 - DR0 through DR3 – addresses of breakpoints
 - DR7 stores control information
- if (EIP == Breakpoints) by hardware
- Can break on access or execution
 - Can set to break on read, write, or both
- No change in code bytes





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Hardware Execution Breakpoints

- Running code can change the DR registers, to interfere with debuggers
- General Detect flag in DR7
 - Causes a breakpoint prior to any mov instruction that would change the contents of a Debug Register
 - Does not detect other instructions, however



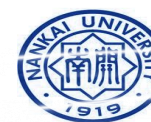
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Conditional Breakpoints

- Breaks only if a condition is true
 - Ex: Set a breakpoint on the GetProcAddress function
 - Only if parameter being passed in is RegSetValue
- Implemented as **software breakpoints**
 - The debugger always receives the break
 - If the condition is not met, it resumes execution without alerting the user





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Conditional Breakpoints

- Conditional breakpoints take much longer than ordinary instructions
- A conditional breakpoint on a frequently-accessed instruction can slow a program down



What type of breakpoint uses Interrupt #3?

- ☒ A software breakpoint
- ☐ B hardware breakpoint
- ☒ C conditional breakpoint
- ☐ D single step

What type of breakpoint may make a program run slowly?

- ☐ A software breakpoint
- ☐ B hardware breakpoint
- ☒ C conditional breakpoint

What type of breakpoint changes the binary code?

- ☒ A software breakpoint
- ☐ B hardware breakpoint
- ☒ C conditional breakpoint

What type of breakpoint uses the DR registers?

- ☐ A software breakpoint
- ☒ B hardware breakpoint
- ☐ C conditional breakpoint

做多设置几个硬件中断？

A 1

B 2

C 4

D 8

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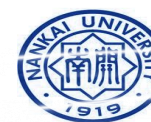
Exceptions



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Exceptions

- What is the exception?
 - Error?
 - Fault?
- How many different exceptions?





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Exceptions

- Used by **debuggers** to gain **control** of a running program
- **Breakpoints** generate exceptions
 - Software BP
 - Hardware BP
 - Conditional BP

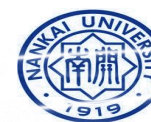




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Exception

- Exceptions are also caused by
 - Access violation
 - Division by zero
 - Stack overflow





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First- and Second-Chance Exceptions

- Debuggers are usually given **two** opportunities to handle the same exception
 - First-chance exception
 - Second-chance exception





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First- and Second-Chance

- When an exception occurs while a debugger is attached
 - The program stops executing
 - The debugger is given **first chance** at control
 - Debugger can either handle the exception, or pass it on to the program
 - If it's passed on, the program's exception handler **SEH** takes it

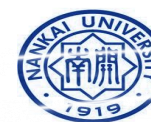




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Second Chance

- If the application doesn't handle the exception
- The debugger is given a **second chance** to handle it
 - This means the program would have crashed if the debugger were not attached

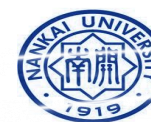




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Second Chance

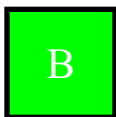
- In malware analysis, first-chance exceptions can usually be **ignored**
- Second-chance exceptions cannot be ignored
 - They usually mean that the malware doesn't like the environment in which it is running



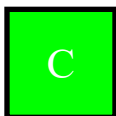
Which item below handles exceptions during normal program execution and debugger attached?



A First chance



B Second chance



C SEH



D INT 3

提交



When analyzing malware, why the first-chance exceptions can often be ignored?

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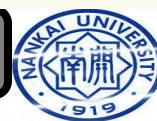
作答



In malware analysis, why the second chance exception cannot be ignored?

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作答





Common Exceptions

- **INT 3**: Software Breakpoint Trap
 - 0xCC
- **INT 1**: Single-stepping Trap
 - If the **trap flag** in the flags register is set
 - The processor executes one instruction and then generates an exception

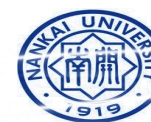




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Common Exception

- Memory-access **violation** exception
 - Code tries to access a location that it cannot access, either because the address is invalid or because of access-control protections





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Common Exceptions

- Violating Privilege Rules
 - Attempt to execute a **kernel mode** instruction in **user mode**
 - Attempt to execute **Ring 0** instruction from **Ring 3**





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List of Exceptions

The following chart lists the exceptions that can be generated by the Intel 80286, 80386, 80486, and Pentium processors:

Exception (dec/hex)	Description
0 00h	Divide error: Occurs during a DIV or an IDIV instruction when the divisor is zero or a quotient overflow occurs.
1 01h	Single-step/debug exception: Occurs for any of a number of conditions: <ul style="list-style-type: none">- Instruction address breakpoint fault- Data address breakpoint trap- General detect fault- Single-step trap- Task-switch breakpoint trap
2 02h	Nonmaskable interrupt: Occurs because of a nonmaskable hardware interrupt.
3 03h	Breakpoint: Occurs when the processor encounters an INT 3 instruction.



Which item could cause an exception?

- ☒ A Access violation
- ☒ B Division by zero
- ☒ C Stack overflow
- ☒ D Breakpoint

Which item is used for single-stepping?

- ☐ A first chance
- ☐ B second chance
- ☐ C SEH
- ☐ D INT 3
- ☒ E trap flag

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Which type of exception usually is ignored for malware analysis?

- ☒ A First chance
- ☐ B Second chance
- ☐ C SEH
- ☐ D INT 3
- ☐ E trap flag

A ring 3 process tries to access hardware directly.
What exception will be thrown?

- ☐ A First chance
- ☐ B Second chance
- ☐ C /0
- ☐ D Invalid memory access
- ☒ E Privilege violation



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Modifying Execution with a Debugger

Modifying Execution with a Debugger

- Why we have to modify the malware execution?
 - Skipping a function
 - Testing a function



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Skipping a Function

- We can change control flags, the instruction pointer, or the code itself
- We can avoid a function call by setting a breakpoint where at the call, and then changing the instruction pointer to the instruction after it
 - This may cause the program to crash or malfunction, or course





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Testing a Function

- You could run a function directly, without waiting for the main code to use it
 - You will have to set the parameters
 - This destroys a program's stack
 - The program won't run properly when the function completes



Using binary modification, which operation we could do?

- ☒ A skip a function
- ☒ B test a function
- ☒ C software cracking
- ☒ D code reuse



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Modifying Program Execution in Practice



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Real Virus

- Operation depends on language setting of a computer
 - Simplified Chinese
 - Uninstalls itself & does no harm
 - English
 - Display pop-up "Your luck's no good"
 - Japanese or Indonesian
 - Overwrite the hard drive with random data





Break at 1; Change Return Value

Example 9-6. Assembly for differentiating between language settings

```
00411349  call    GetSystemDefaultLCID
0041134F  1mov    [ebp+var_4], eax
00411352  cmp     [ebp+var_4], 409h           409 = English
00411359  jnz     short loc_411360
0041135B  call    sub_411037
00411360  cmp     [ebp+var_4], 411h           411 = Japanese
00411367  jz      short loc_411372
00411369  cmp     [ebp+var_4], 421h           421 = Indonesian
00411370  jnz     short loc_411377
00411372  call    sub_41100F
00411377  cmp     [ebp+var_4], 0C04h          C04 = Chinese
0041137E  jnz     short loc_411385
00411380  call    sub_41100A
```




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Internal Logic

- English, loc_411360
- Japanese, loc_41372
- Indonesian, loc_411377
- Chinese, loc_411385



How to force the malicious code to run different path without changing the settings on our system?

- ☒ A Modify instruction pointer
- ☒ B Change Windows API return value
- ☐ C Breakpoint
- ☐ D Set trap flag



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Conclusion



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Conclusion

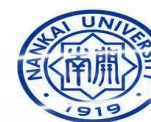
- Debugging

- obtaining running information

- **single-step** what's happening internally

- set **breakpoint** to see particular section of code

- **modify** code to get additional information

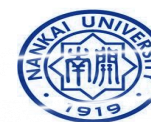




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Next Chapters

- Debugging
 - OllyDbg
 - WinDbg

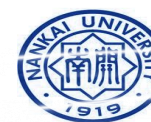




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Outline

- Source-Level vs. Assembly-Level Debuggers
- Kernel vs. User-Mode Debugging
- Using a Debugger
- Exceptions
- Modifying Execution with a Debugger





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恶意代码分析与防治技术

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