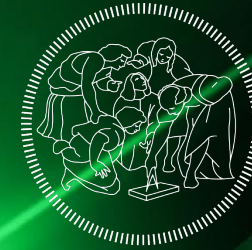




**black hat**<sup>®</sup>  
EUROPE 2017

DECEMBER 4-7, 2017  
EXCEL / LONDON, UK



**POLITECNICO**  
MILANO 1863

DIPARTIMENTO DI ELETTRONICA  
INFORMAZIONE E BIOINGEGNERIA

# Hiding PIN's Artifacts to Defeat Evasive Malware

Mario Polino, Andrea Continella, Sebastiano Mariani,  
Lorenzo Fontana, Stefano D'Alessio, Fabio Gritti, Stefano Zanero

 #BHEU / @BLACKHATEVENTS



- **Arancino**
- **Dynamic Binary Instrumentation Tools**
- **DBI Evasion**
- **Evasive Malware Measurement**
- **Evasive Resilient Unpacking Tool**
- **DEMO**

# Arancino





## Arancino

### Fake Memory Handler Modules

Fake Read Handler  
Module

Fake Write Handler  
Module

Fake Free Handler  
Module

**Pattern Matching  
Module**

**Self Modifying Code  
Module**

**Process Information Module**

### Hooking Module

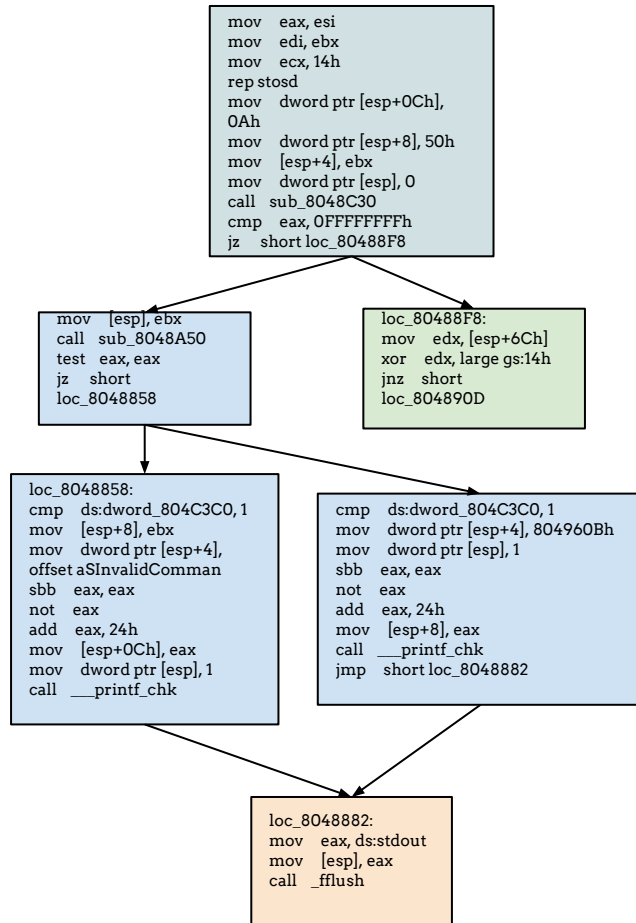
Hooking Function Module

Hooking Syscall Module

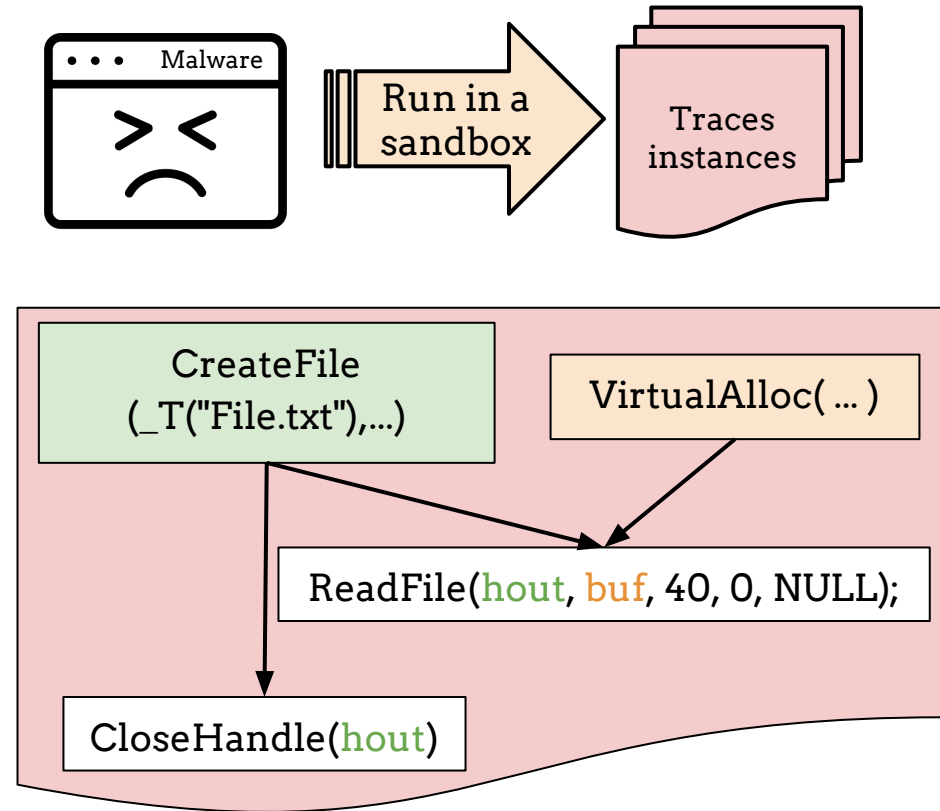
# **Malware Analysis**



## Static



## Dynamic

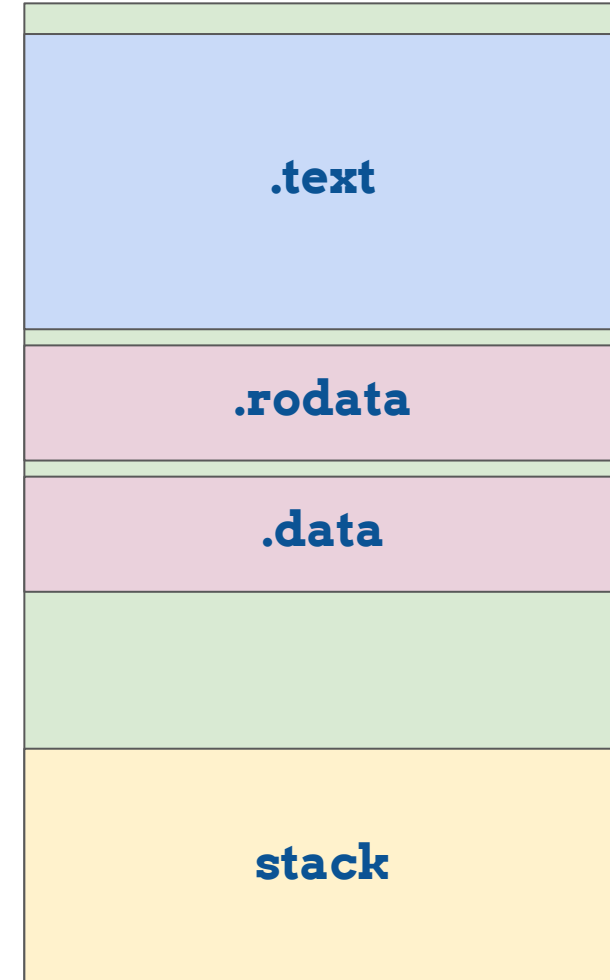
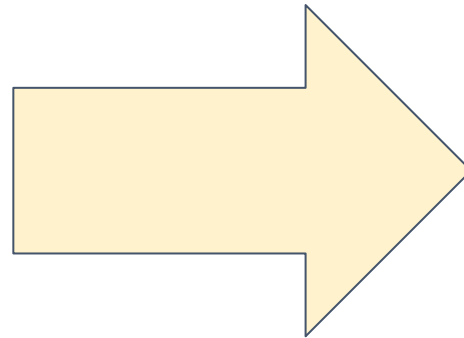


```
If (amIUnderAnalysis ())  
{  
    die ();  
}  
else  
{  
    beMalicious () ;  
}
```

# **Dynamic Binary Instrumentation**

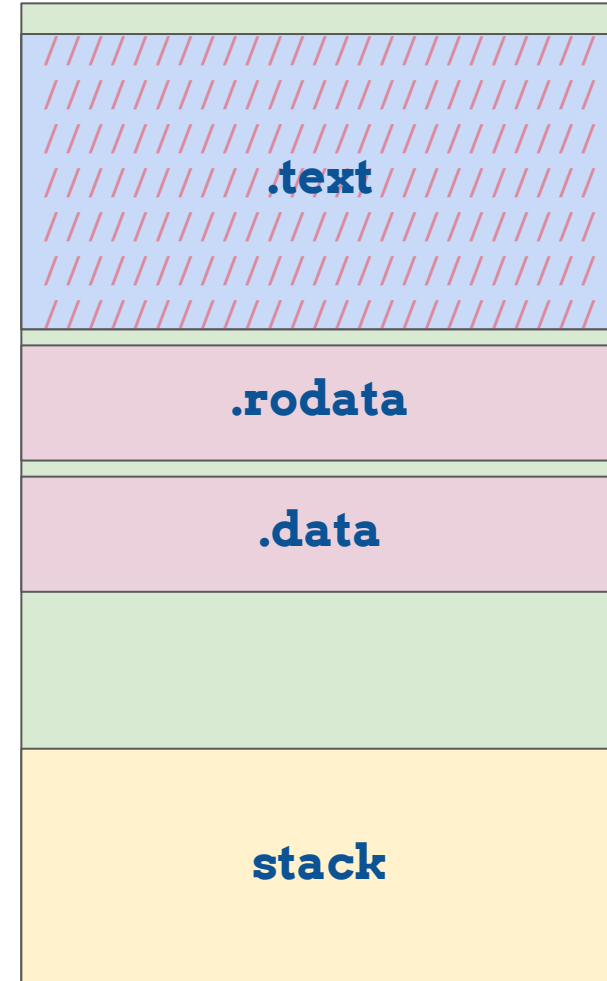
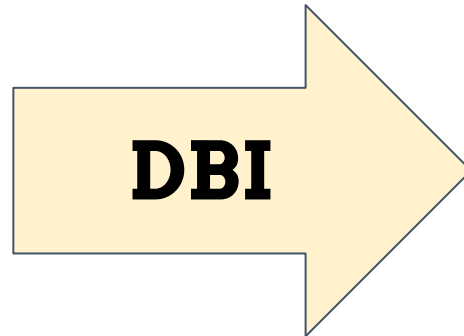


# What is a DBI Tool?



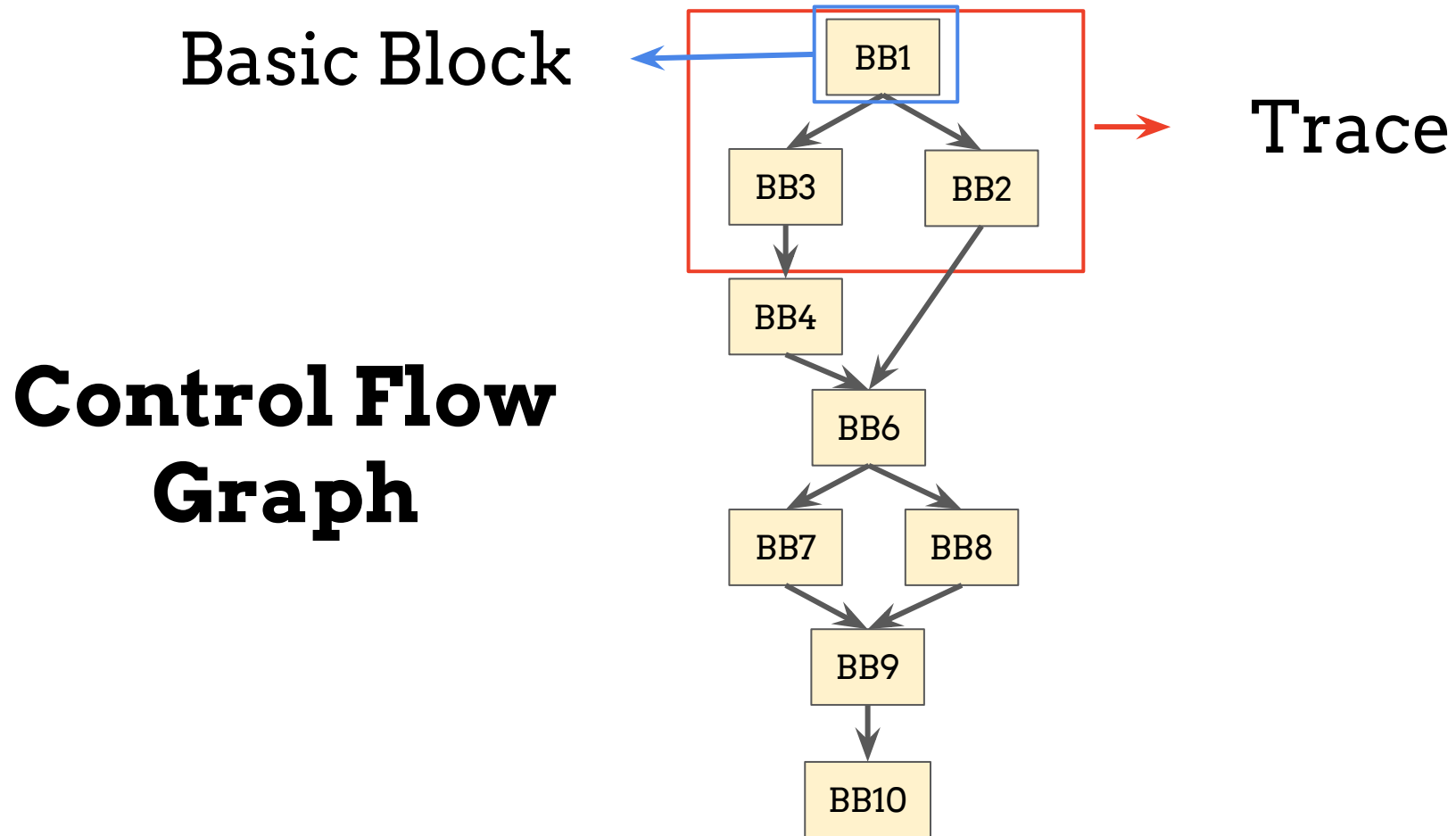
**Memory**

# What is a DBI Tool?

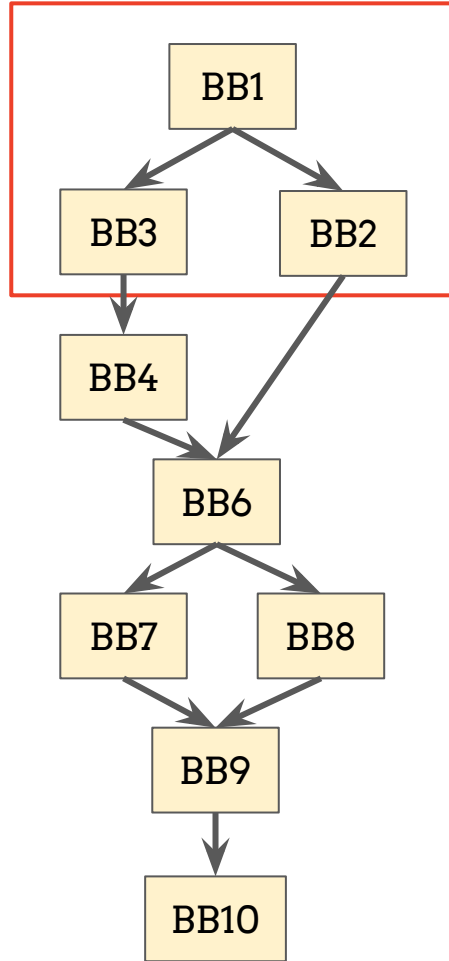


**Memory**

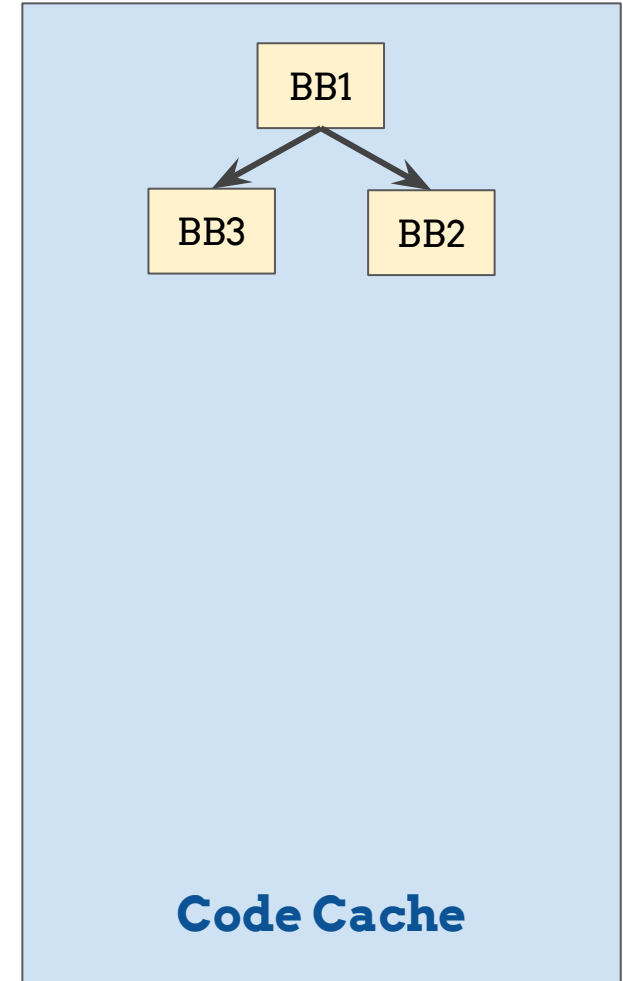
# What is a DBI Tool?



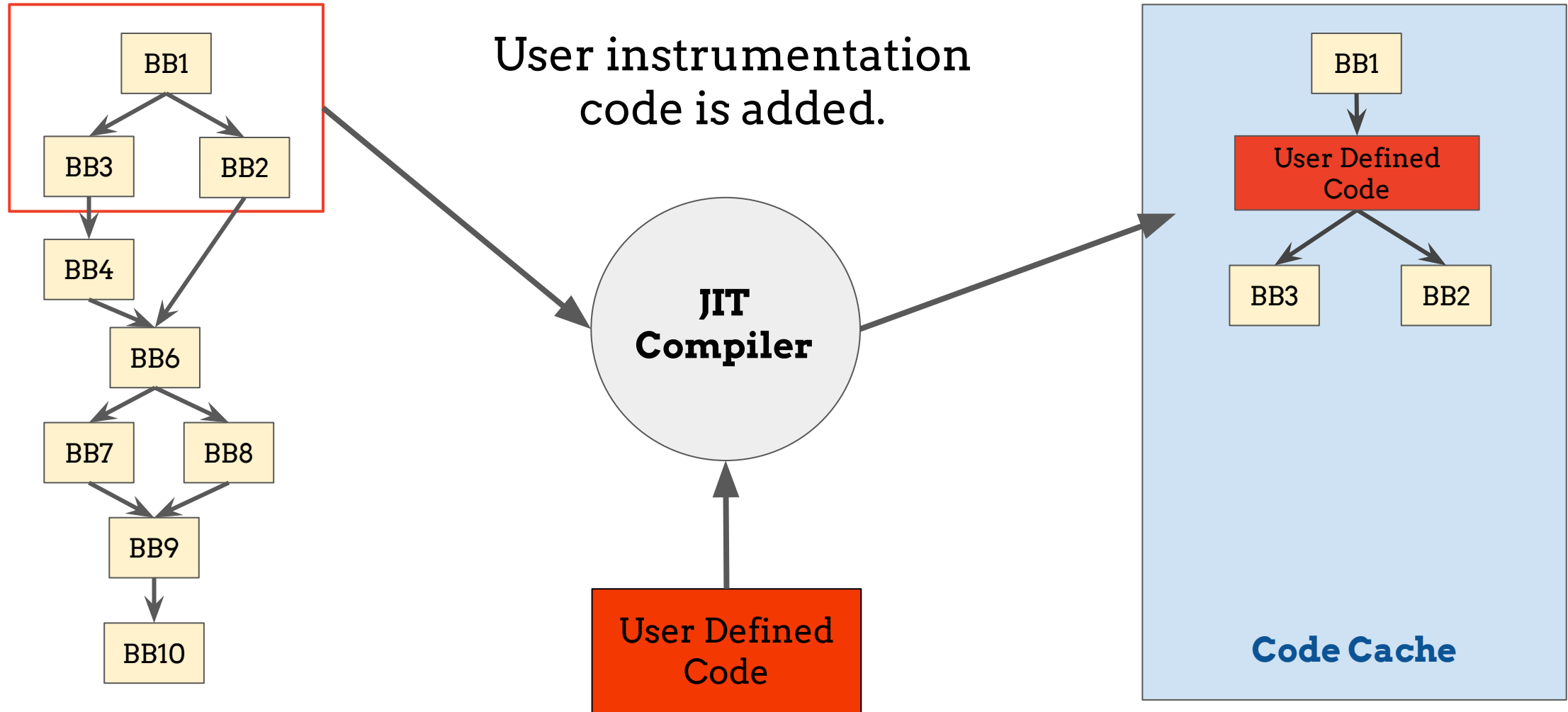
# What is a DBI Tool?



Trace is  
copied in the  
code cache



# What is a DBI Tool?





**Intel Pin Tools**



**Valgrind**



The DR. is in.

**DynamoRIO**

**rev.ng**

**rev.ng**

# DBI - Evasive Malware



**Intel Pin Tools**



The DR. is in.

**DynamoRIO**



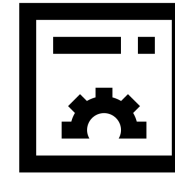
**Valgrind**

**rev.ng**

**rev.ng**



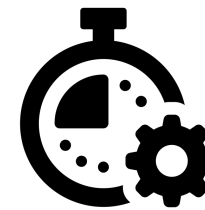
**Code Cache  
Artifacts**



**JIT Compiler  
Detection**



**Environment  
Artifact**



**Overhead  
Detection**

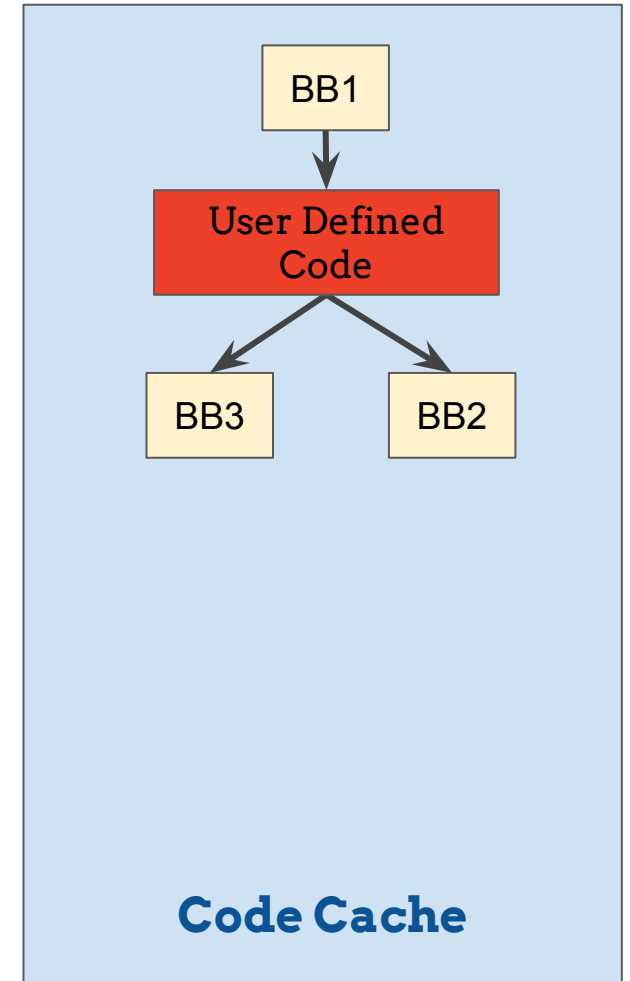




# **Code Cache Artifacts**

**All those artifacts caused by having a Code Cache**

- **IP Detection**
- **Self-Modifying Code**



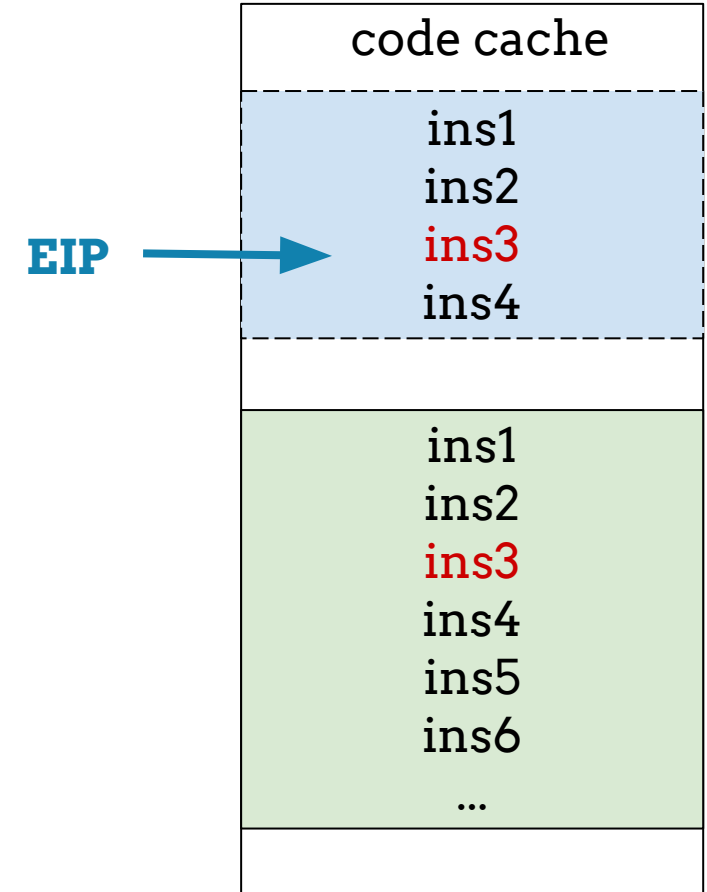


## Nt Sycall (EIP -> EDX)

`int 2e`

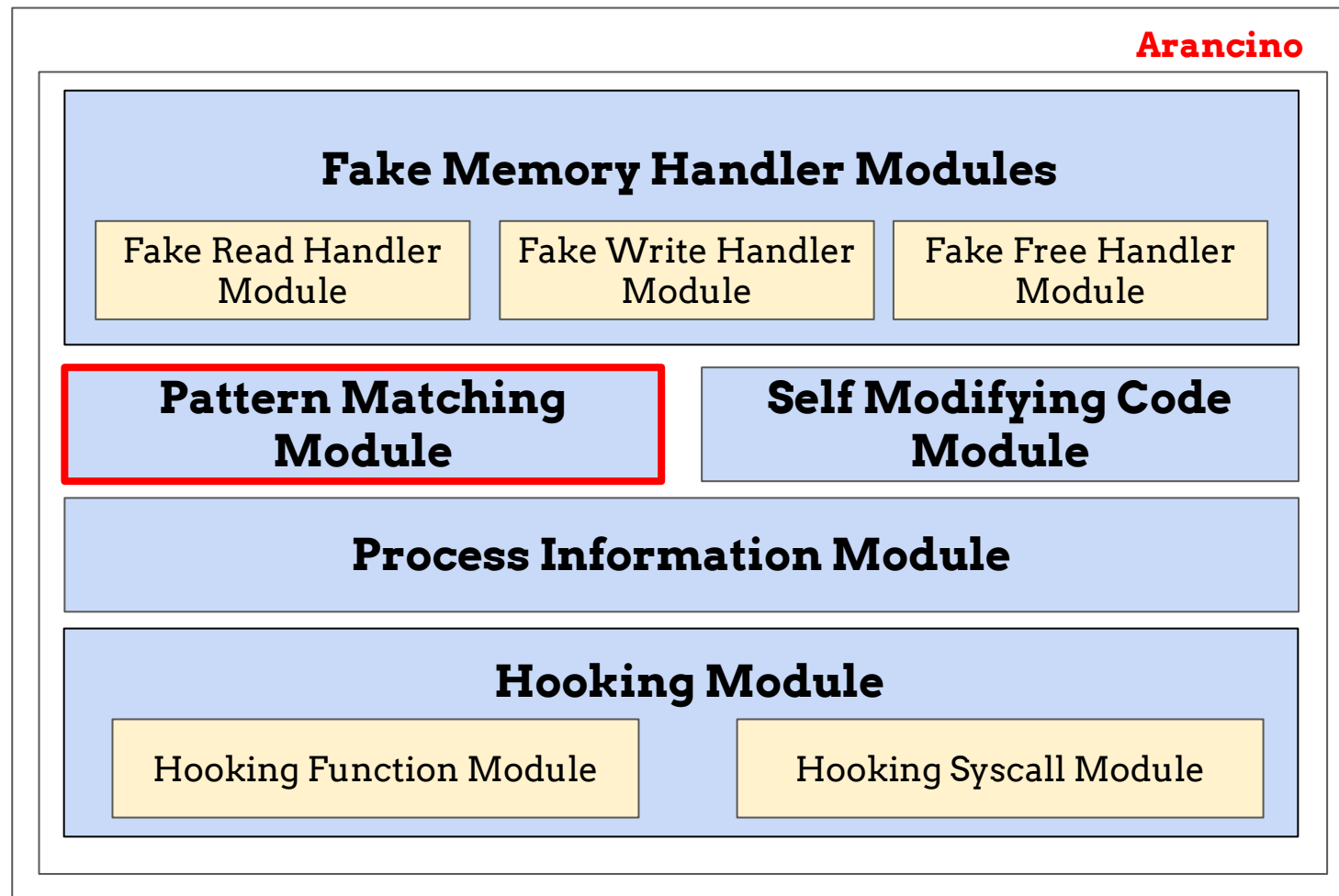
## Floating Point Context on the Stack

`fsave/ fxsave/ fstenv`



# Arancino - Pattern Matching Module

- **PatchMap**: List of instructions and func pointers
- **PatchDispatcher**: check and add patch to instructions during trace building.

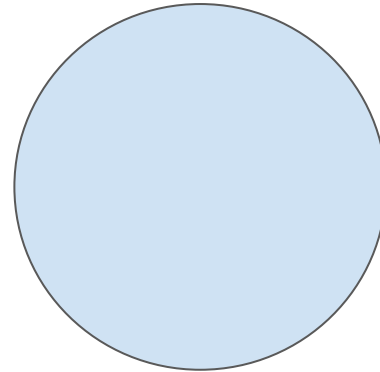




## TRACE

```
add eax,4  
int 2e  
jmp 0x0804856c
```

## PATCH DISPATCHER



int 2e

fsave

fxsave

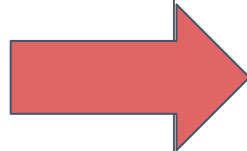
## PATCHED TRACE





## TRACE

```
add eax,4  
int 2e  
jmp 0x0804856c
```

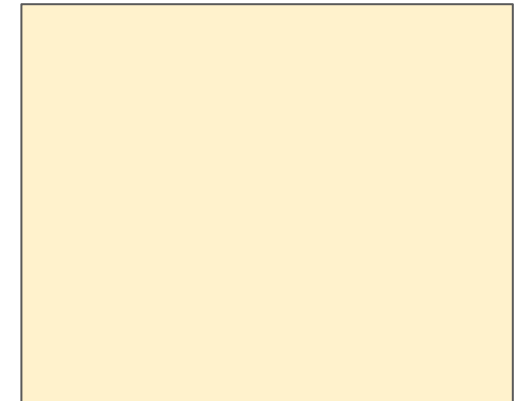


## PATCH DISPATCHER

```
add eax,4
```

- int 2e
- fsave
- fxsave

## PATCHED TRACE

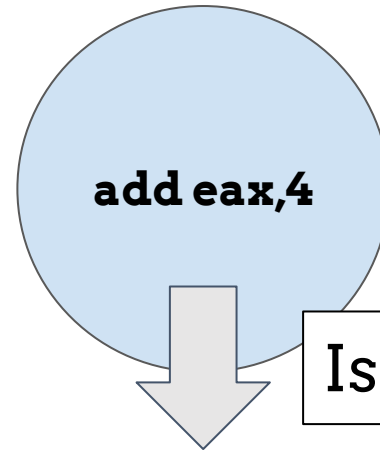




## TRACE

```
add eax,4  
int 2e  
jmp 0x0804856c
```

## PATCH DISPATCHER



Is it in the list?

```
int 2e  
fsave  
fxsave
```

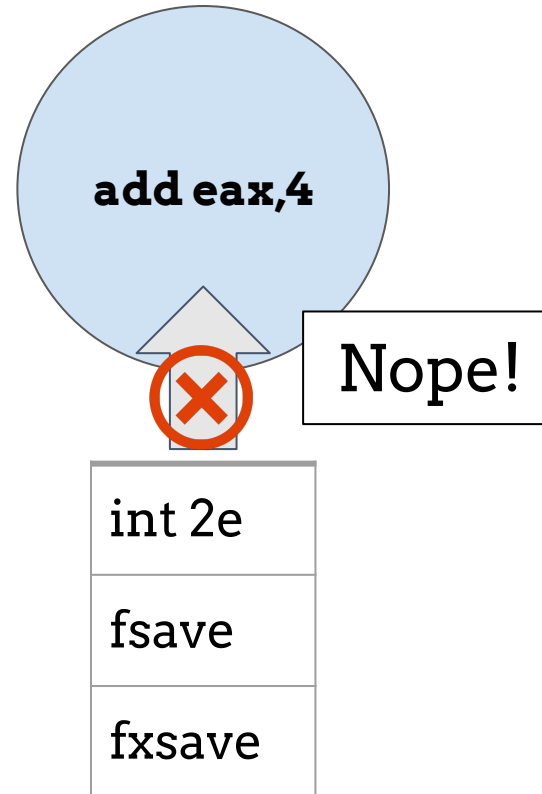
## PATCHED TRACE



## TRACE

```
add eax,4  
int 2e  
jmp 0x0804856c
```

## PATCH DISPATCHER



## PATCHED TRACE







## TRACE

```
add eax,4  
int 2e  
jmp 0x0804856c
```

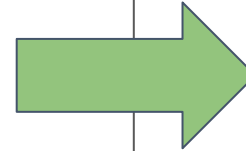
## PATCH DISPATCHER

add eax,4

int 2e

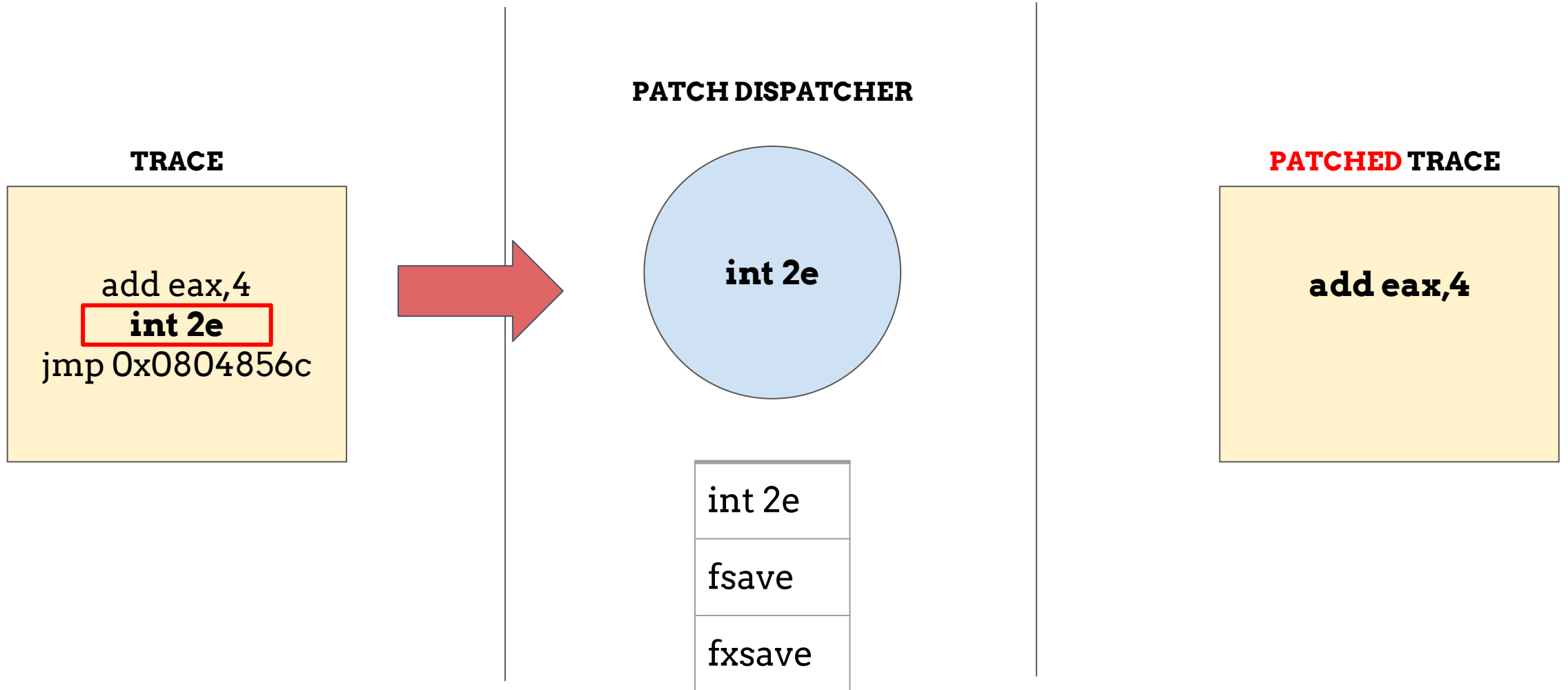
fsave

fxsave



## PATCHED TRACE

```
add eax,4
```

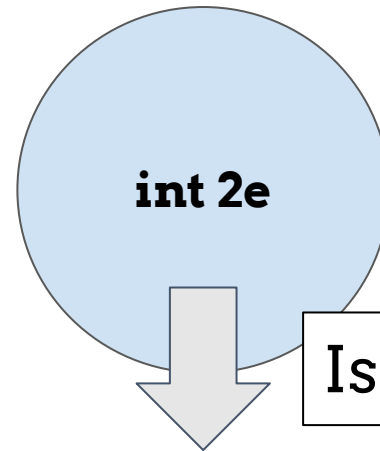




## TRACE

```
add eax,4  
int 2e  
jmp 0x0804856c
```

## PATCH DISPATCHER



int 2e

fsave

fxsave

Is it in the list?

## PATCHED TRACE

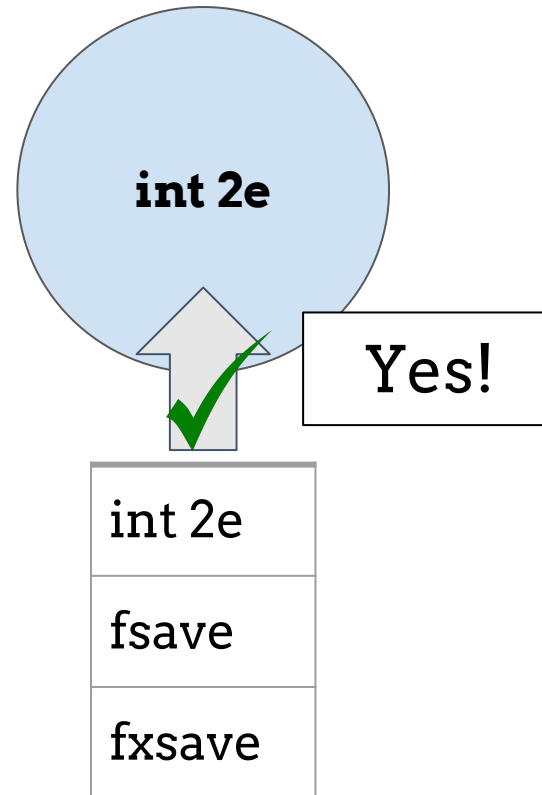
```
add eax,4
```



## TRACE

```
add eax,4  
int 2e  
jmp 0x0804856c
```

## PATCH DISPATCHER



## PATCHED TRACE

```
add eax,4
```



## TRACE

```
add eax,4  
int 2e  
jmp 0x0804856c
```

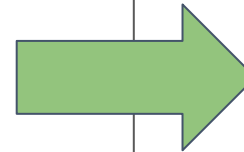
## PATCH DISPATCHER

int 2e

int 2e

fsave

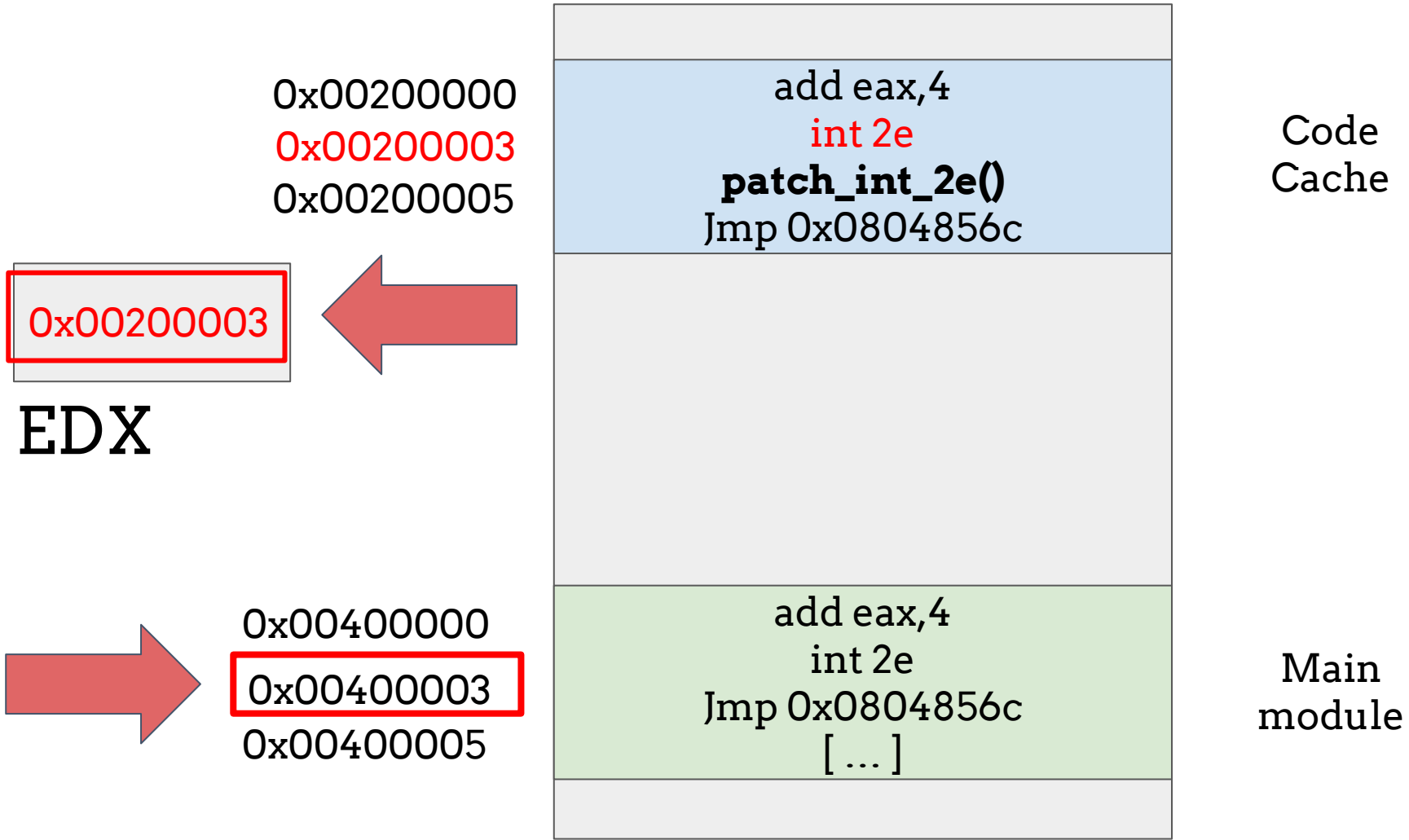
fxsave



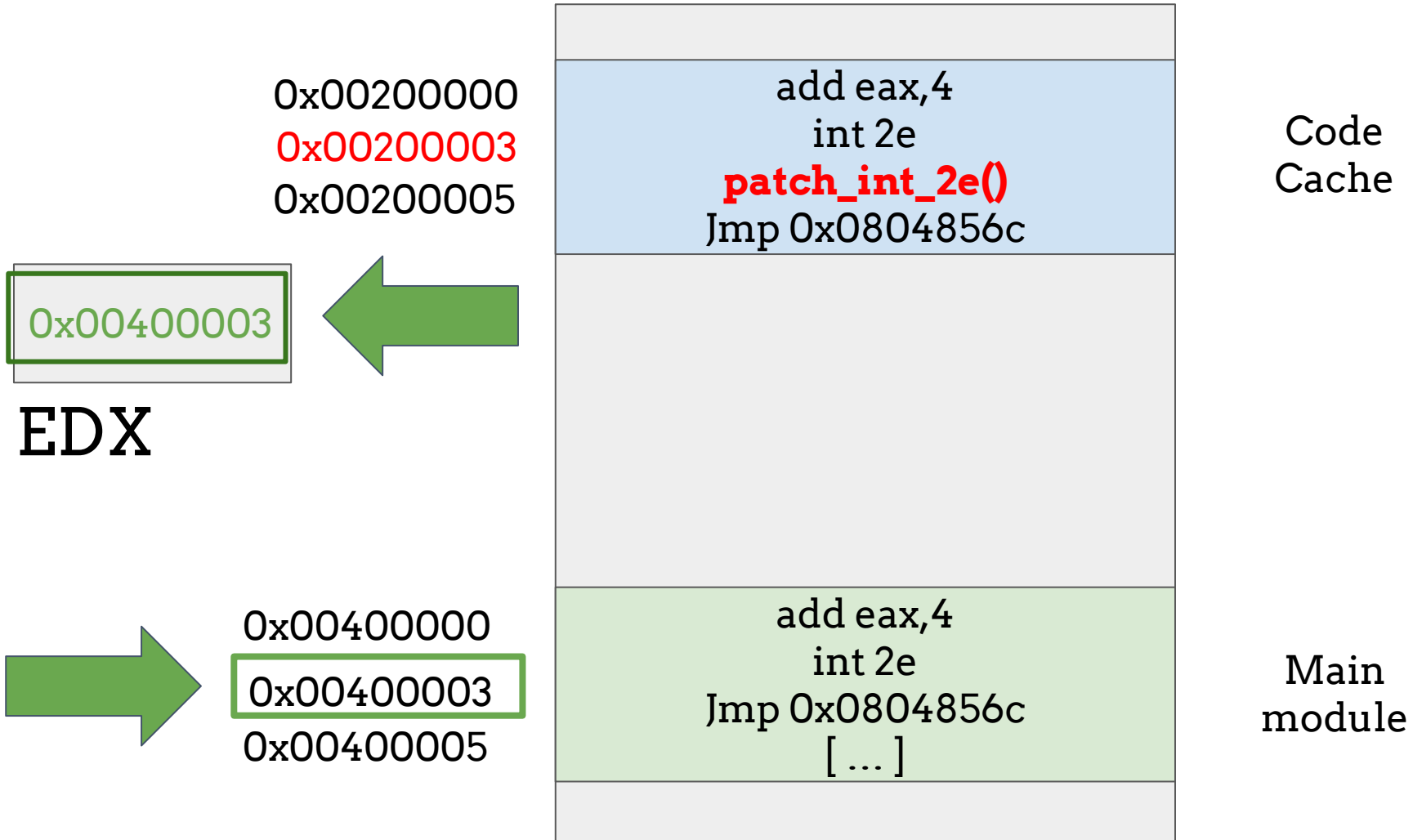
## PATCHED TRACE

```
add eax,4  
int 2e  
patch_int2e()
```

# CCA - IP Detection RT

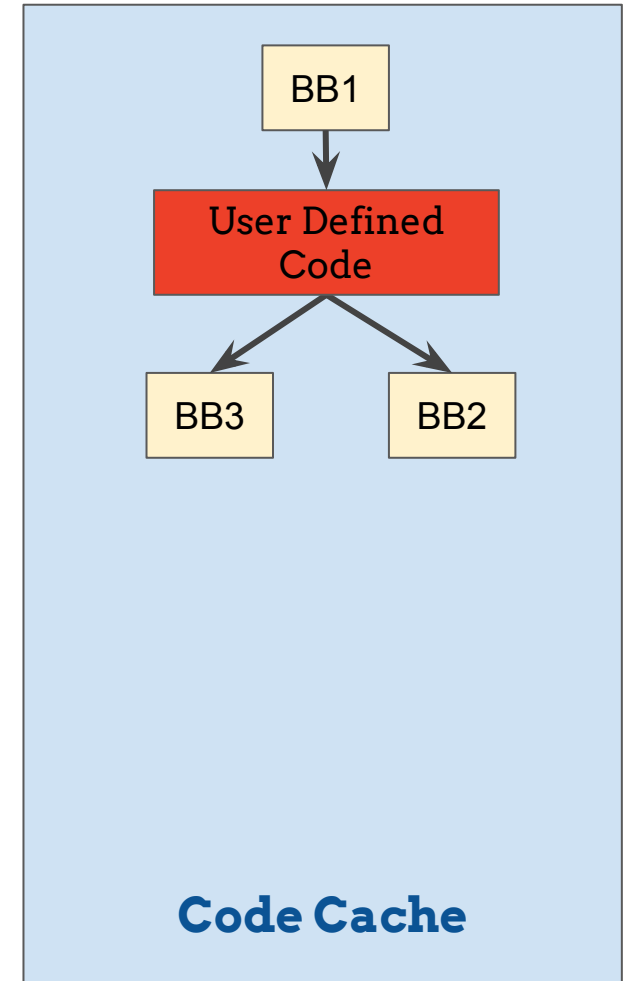


# CCA - IP Detection RT



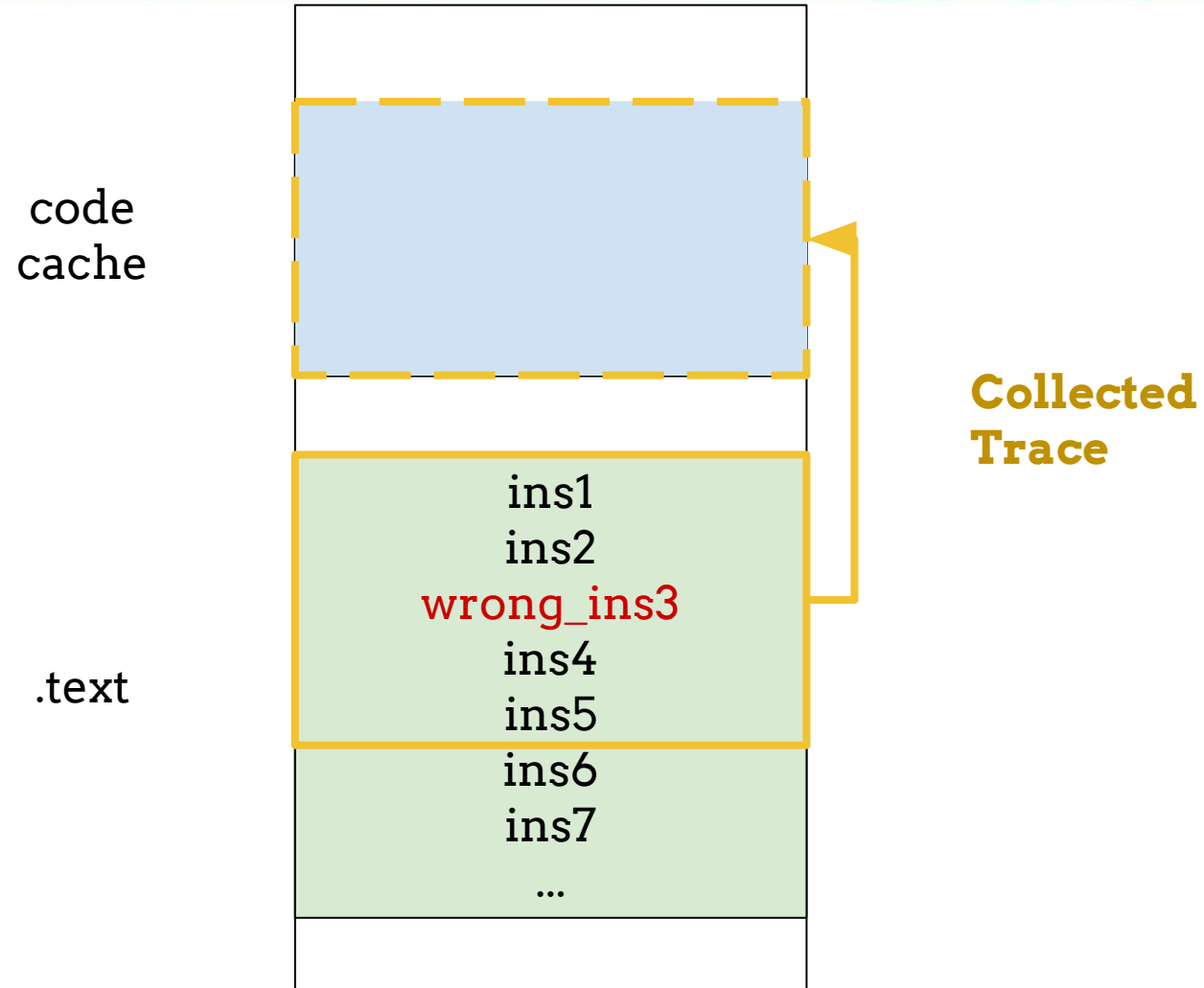
**All those artifacts caused by having a Code Cache**

- **IP Detection**
- **Self-Modifying Code**

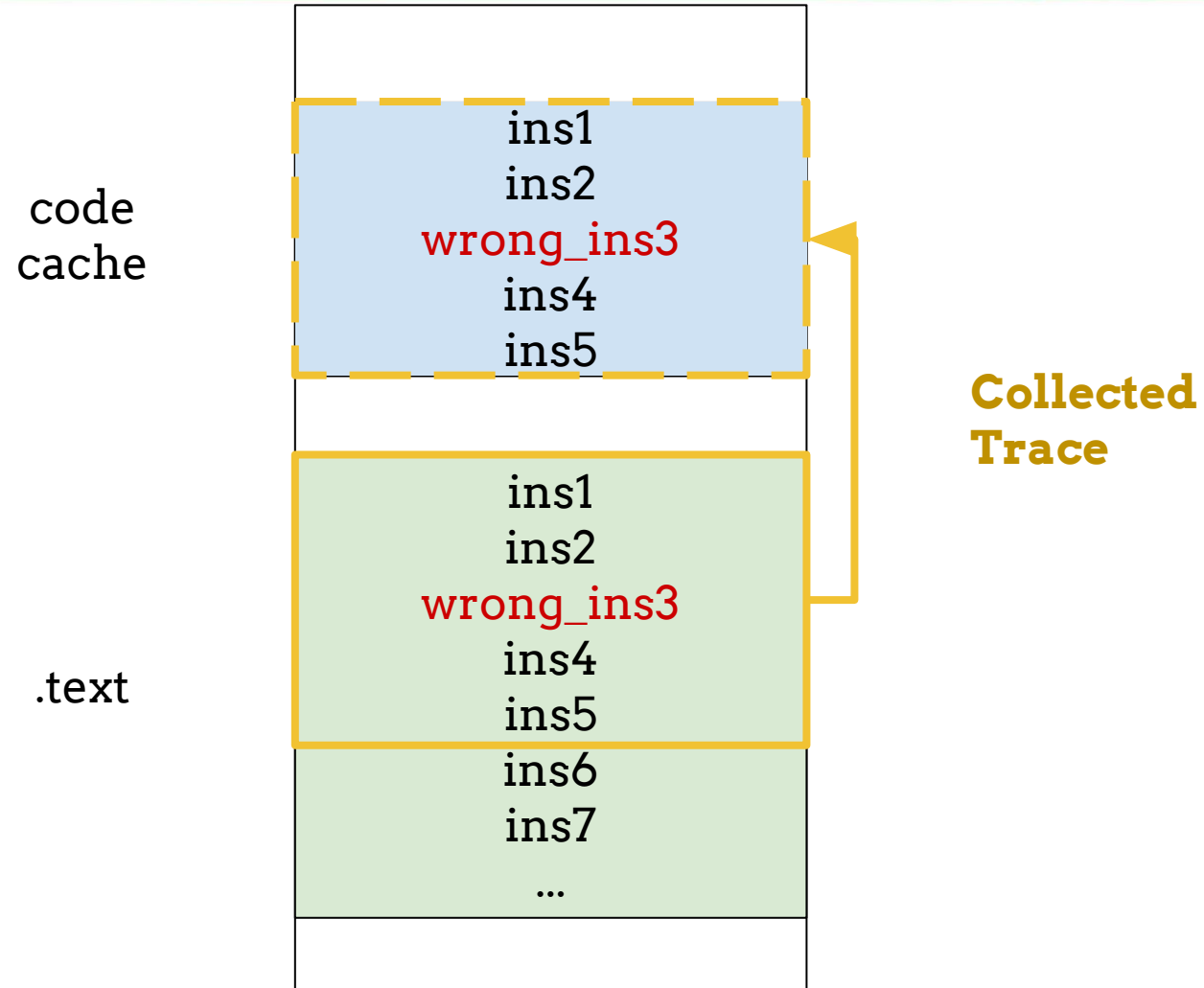




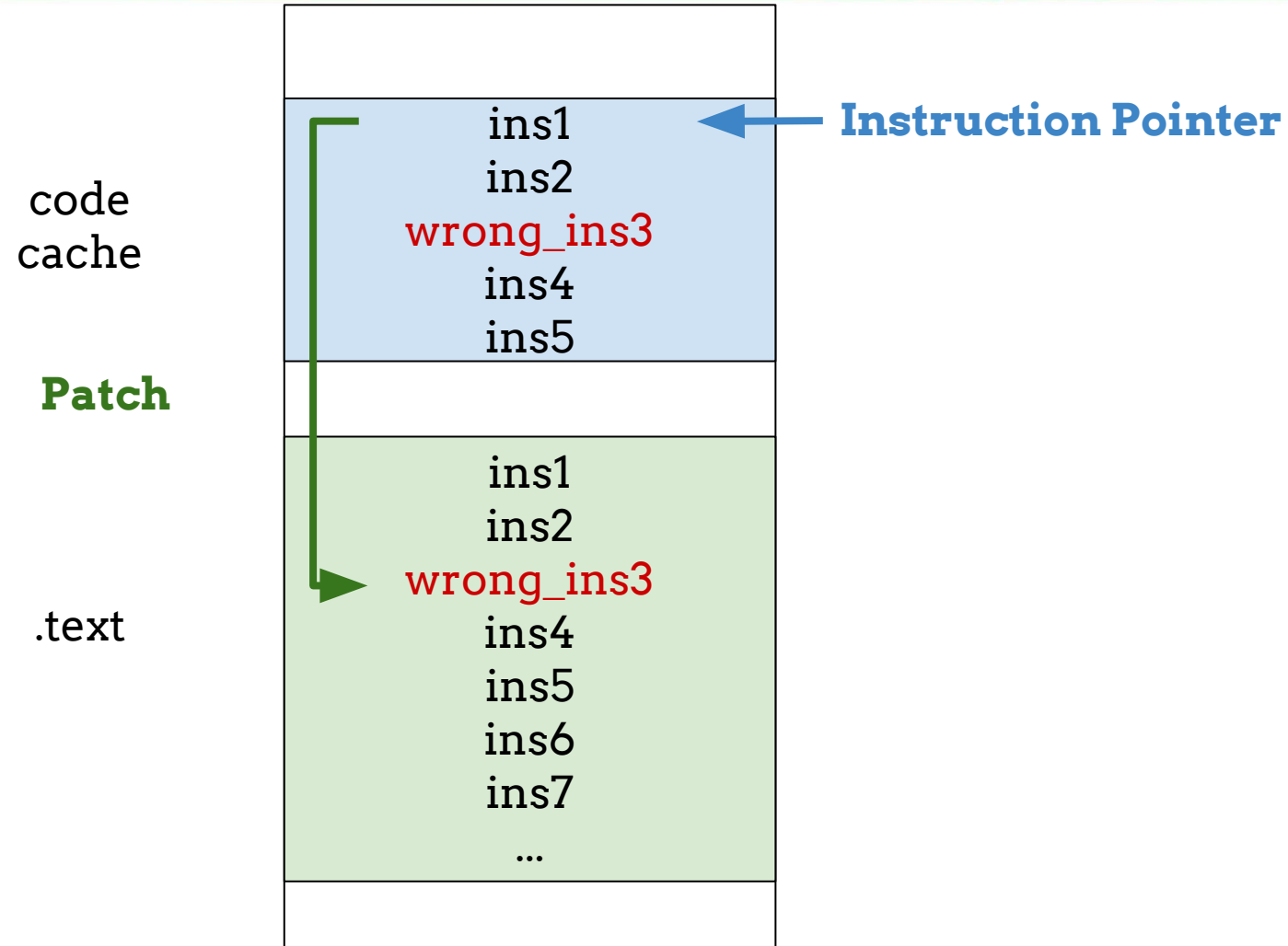
# CCA - Self Modifying Code



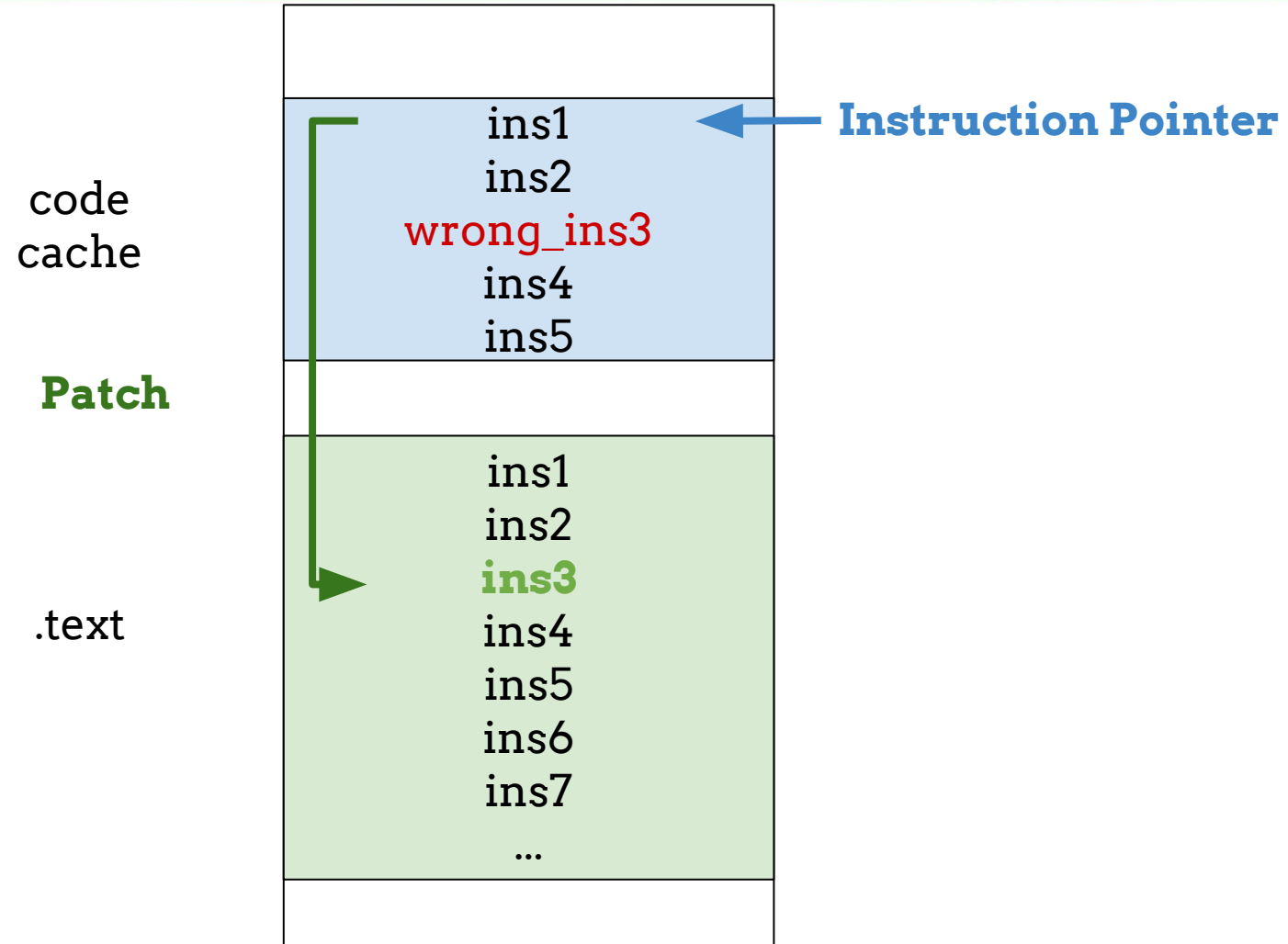
# CCA - Self Modifying Code



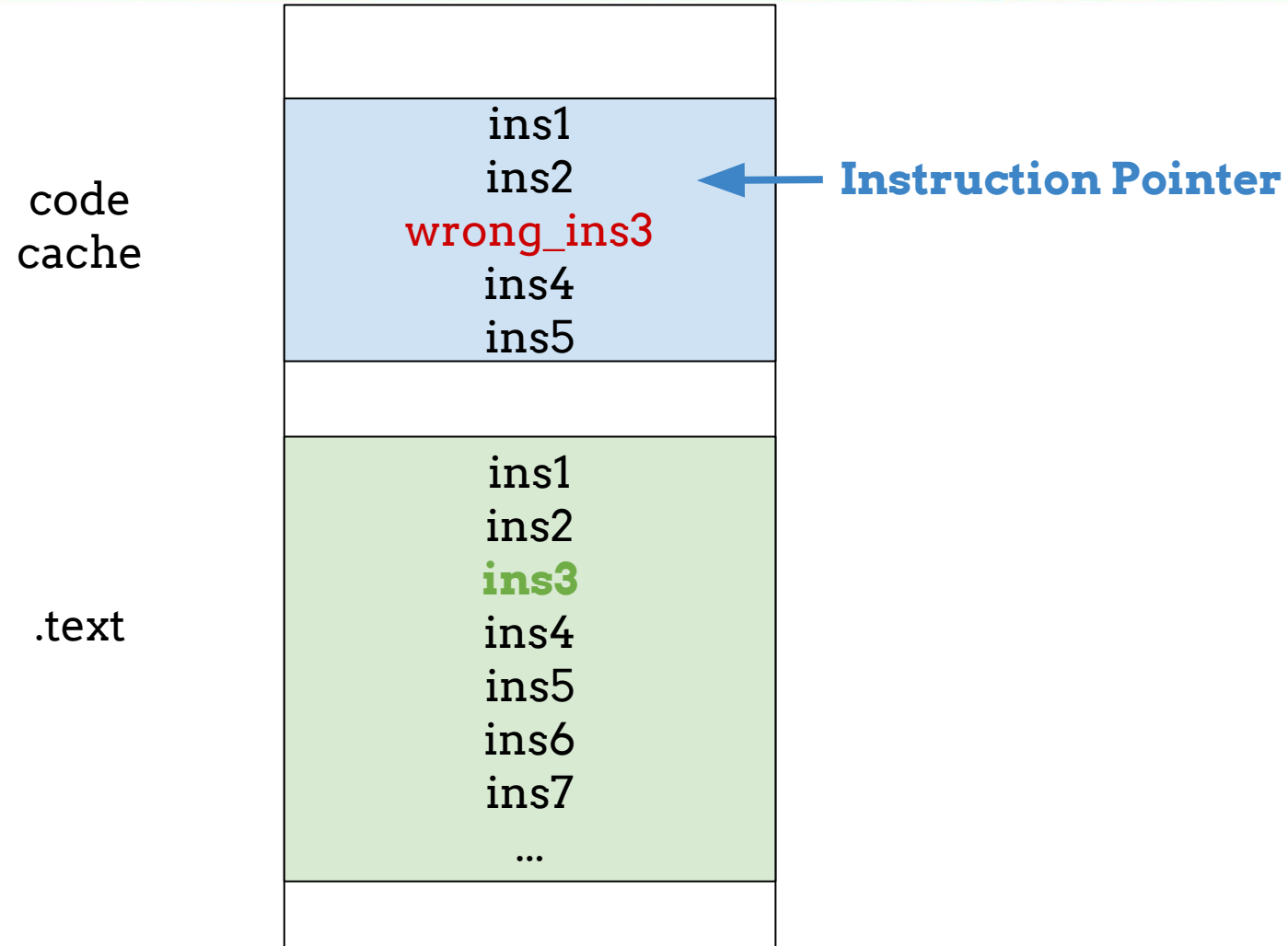
# CCA - Self Modifying Code



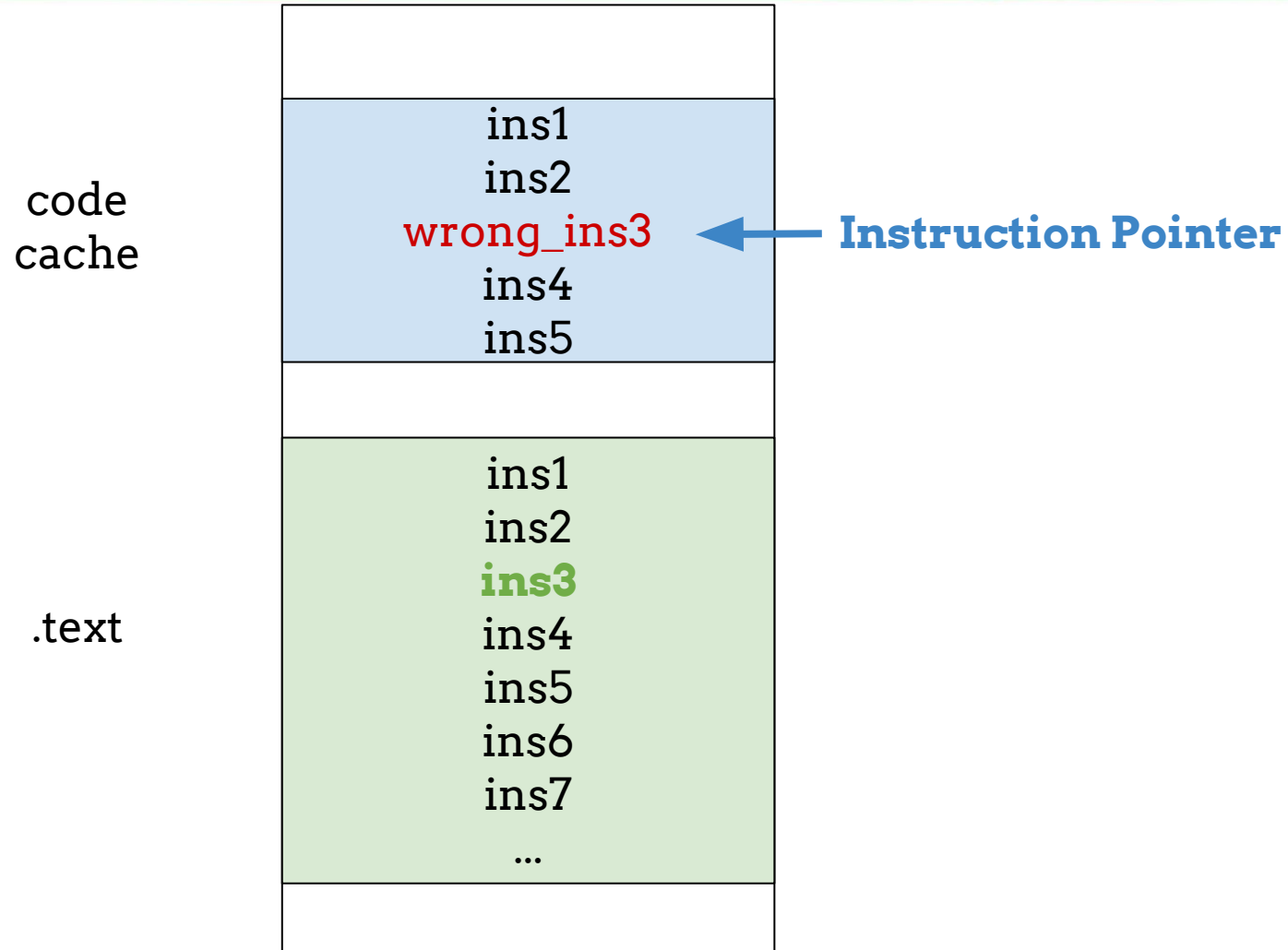
# CCA - Self Modifying Code



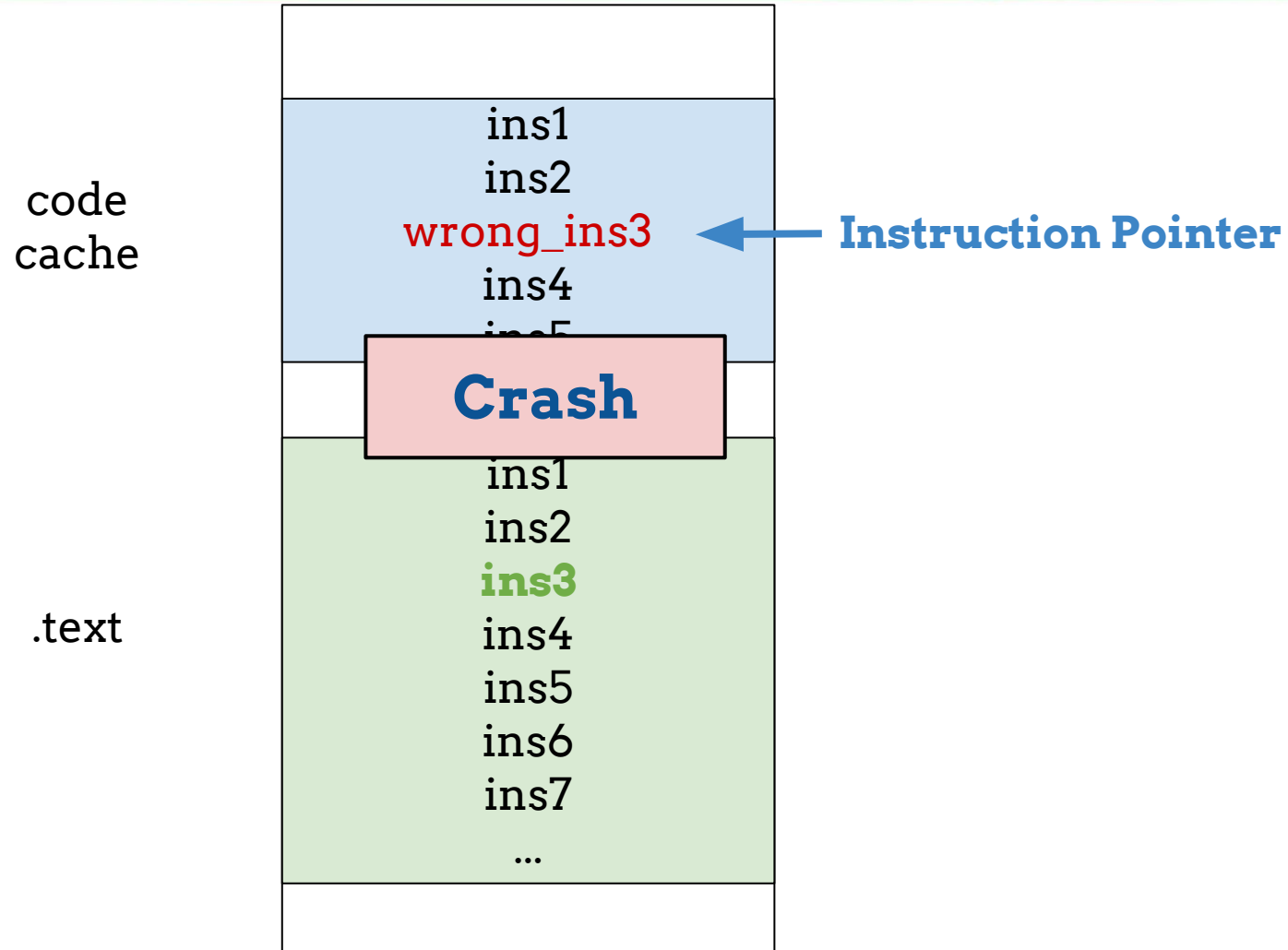
# CCA - Self Modifying Code



# CCA - Self Modifying Code



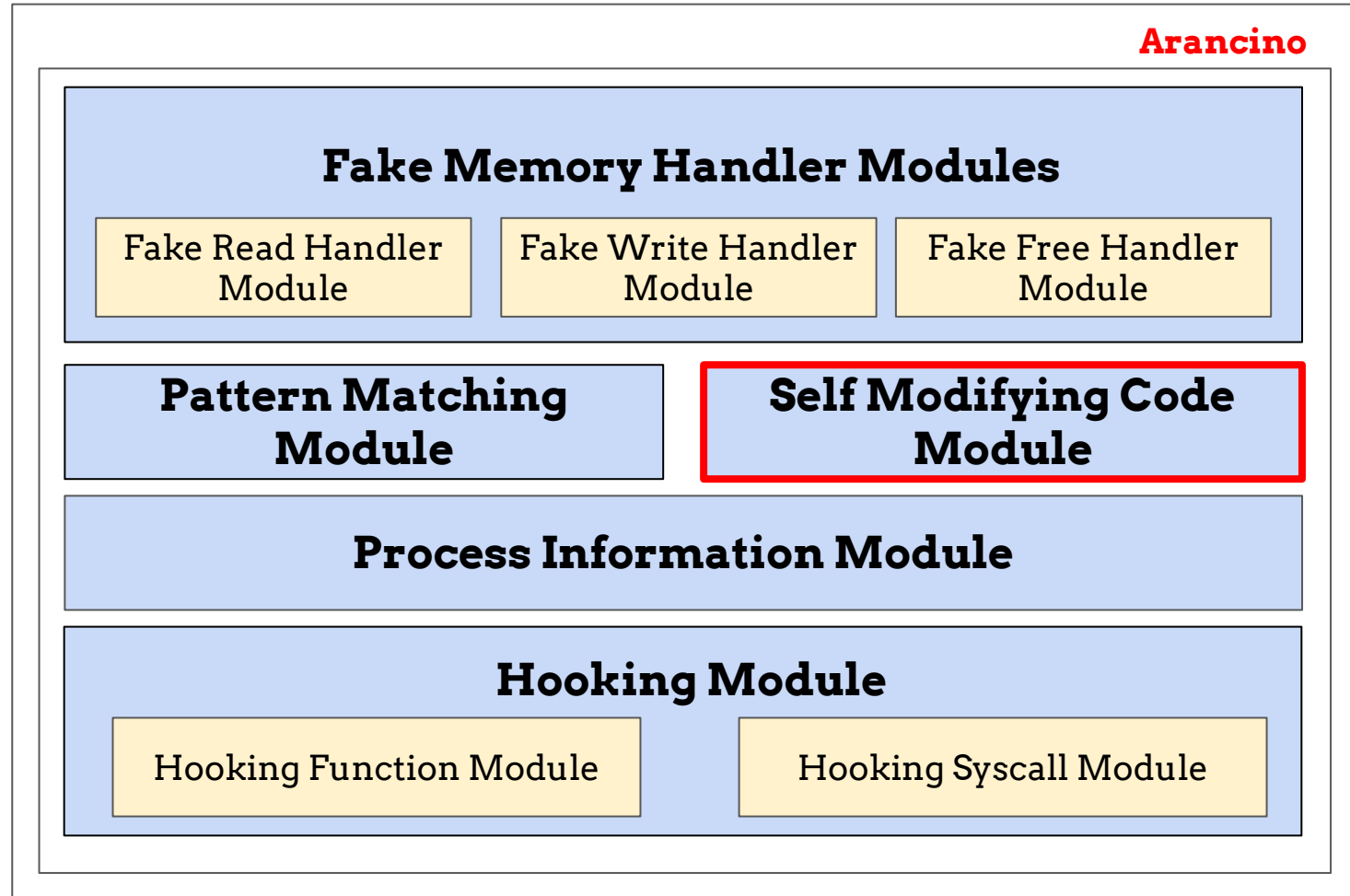
# CCA - Self Modifying Code



# Arancino - Self Modifying Code Module

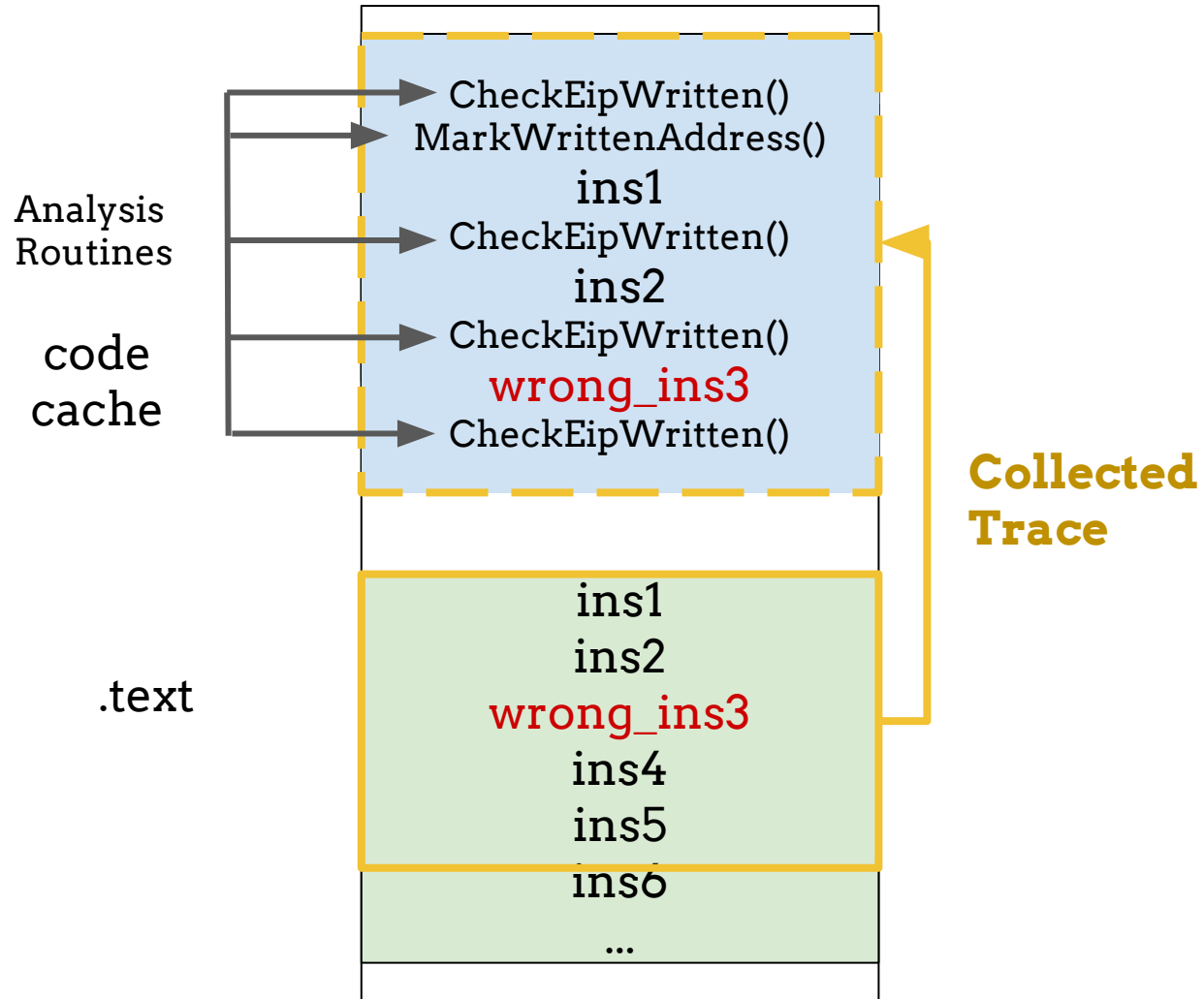
Arancino

- **MarkWrittenAddress:**  
store which address has been overwritten
- **CheckEIPWritten:**  
check if next instruction has been overwritten.





# CCA - Self Modifying Code



# CCA - Self Modifying Code

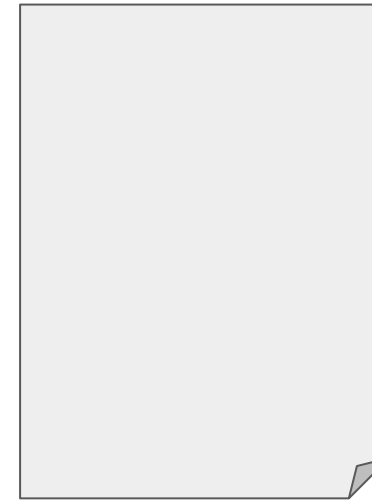
code  
cache

```
CheckEipWritten()  
MarkWrittenAddress()  
  ins1  
CheckEipWritten()  
  ins2  
CheckEipWritten()  
wrong_ins3  
CheckEipWritten()
```

← **Instruction Pointer**

.text

```
ins1  
ins2  
wrong_ins3  
ins4  
ins5  
ins6  
...
```



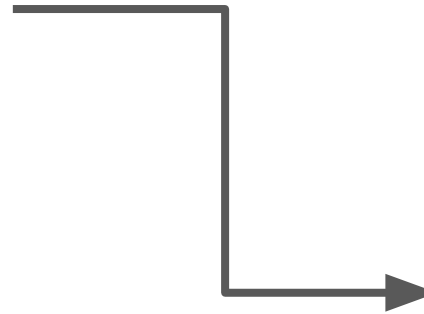
# CCA - Self Modifying Code

code  
cache

```
CheckEipWritten()
MarkWrittenAddress()
  ins1
  CheckEipWritten()
  ins2
  CheckEipWritten()
  wrong_ins3
  CheckEipWritten()
```

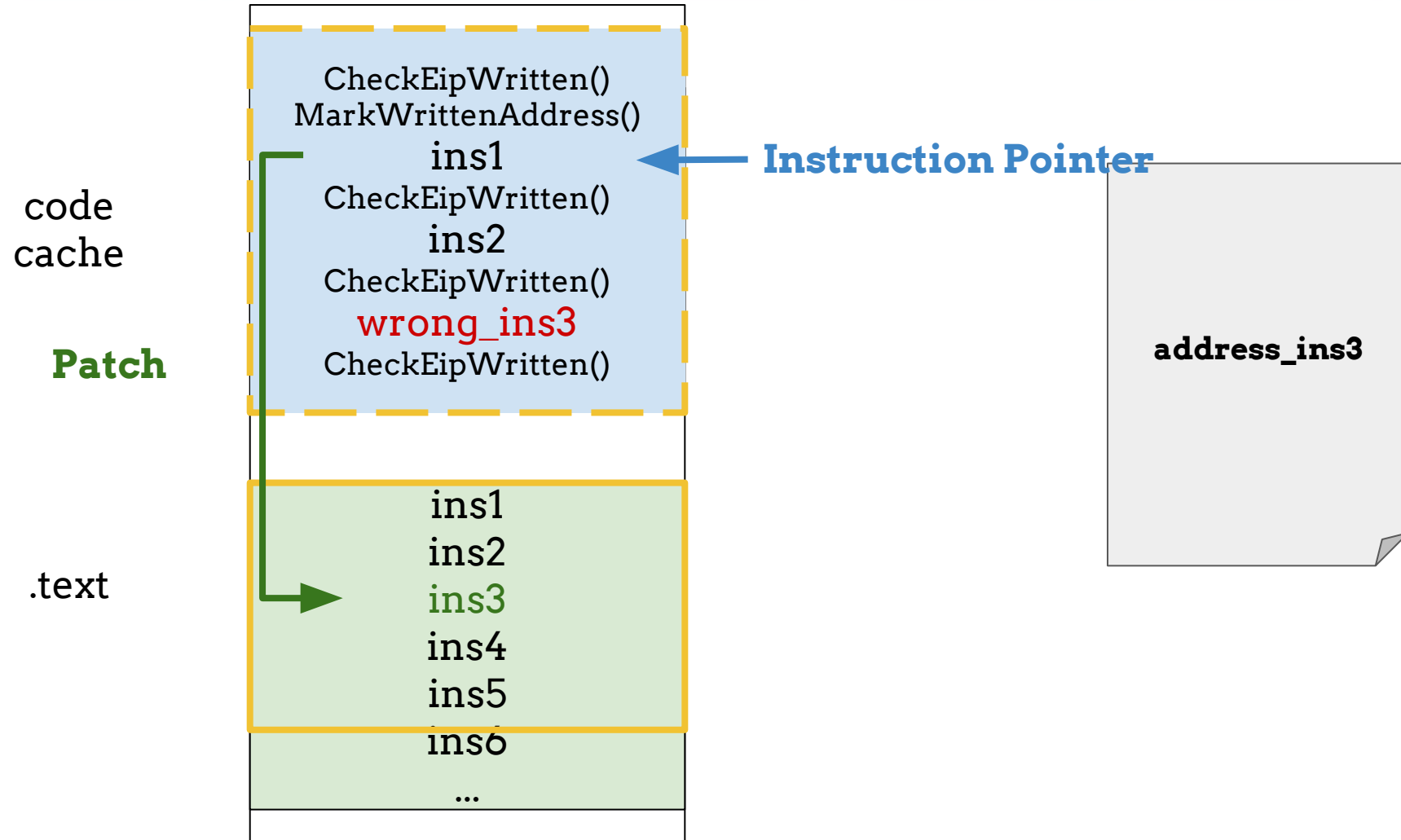
.text

```
ins1
ins2
wrong_ins3
ins4
ins5
ins6
...
```

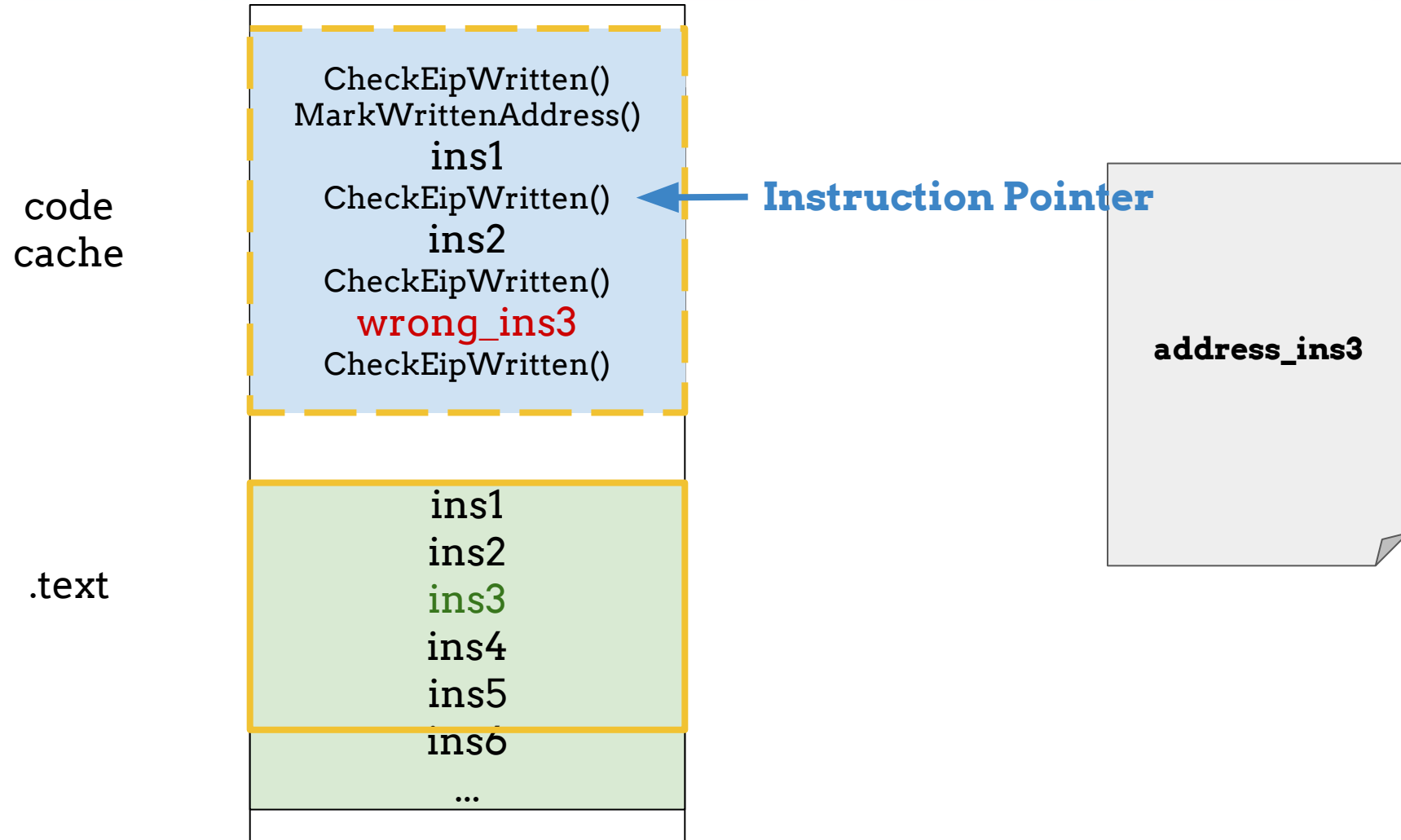


address\_ins3

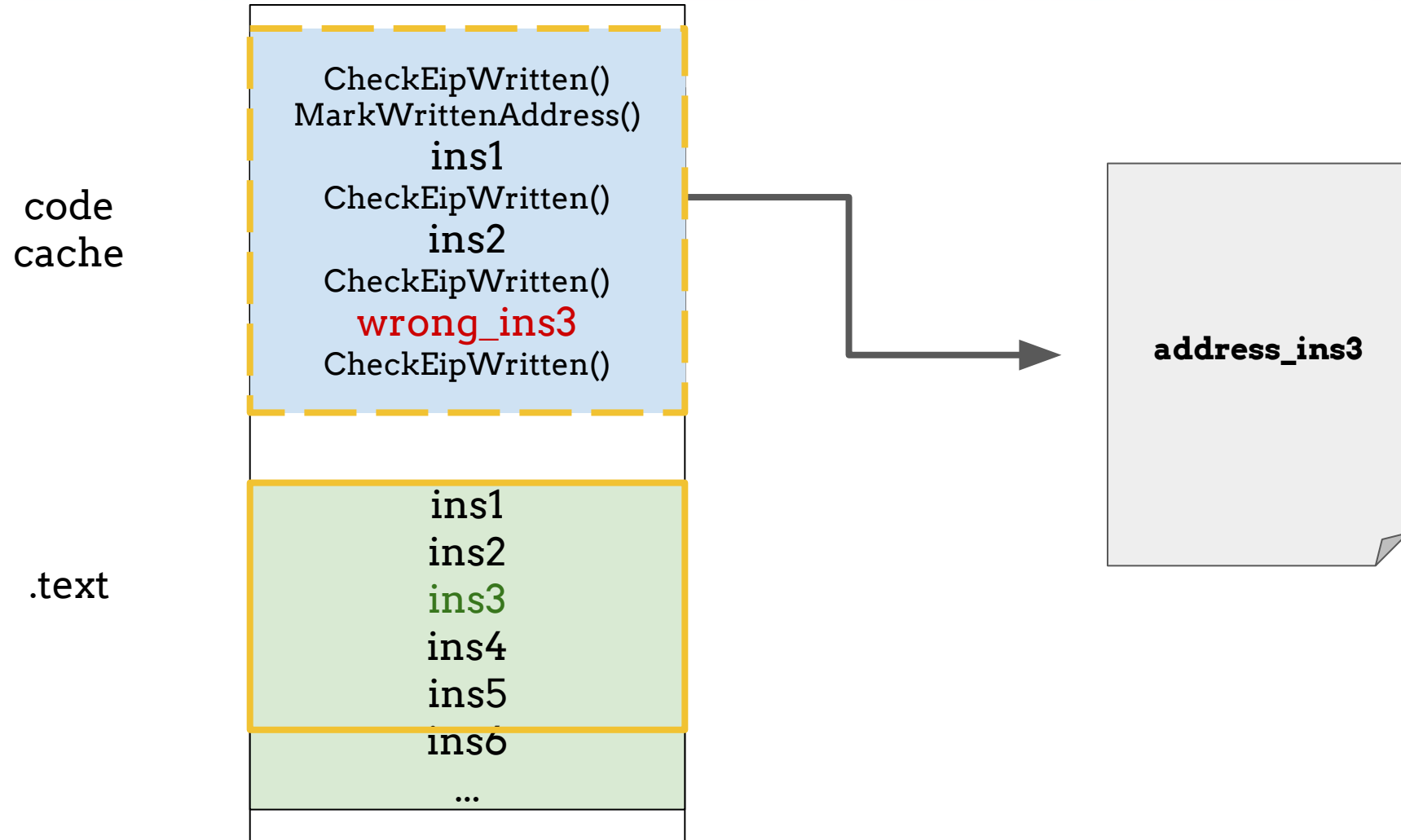
# CCA - Self Modifying Code



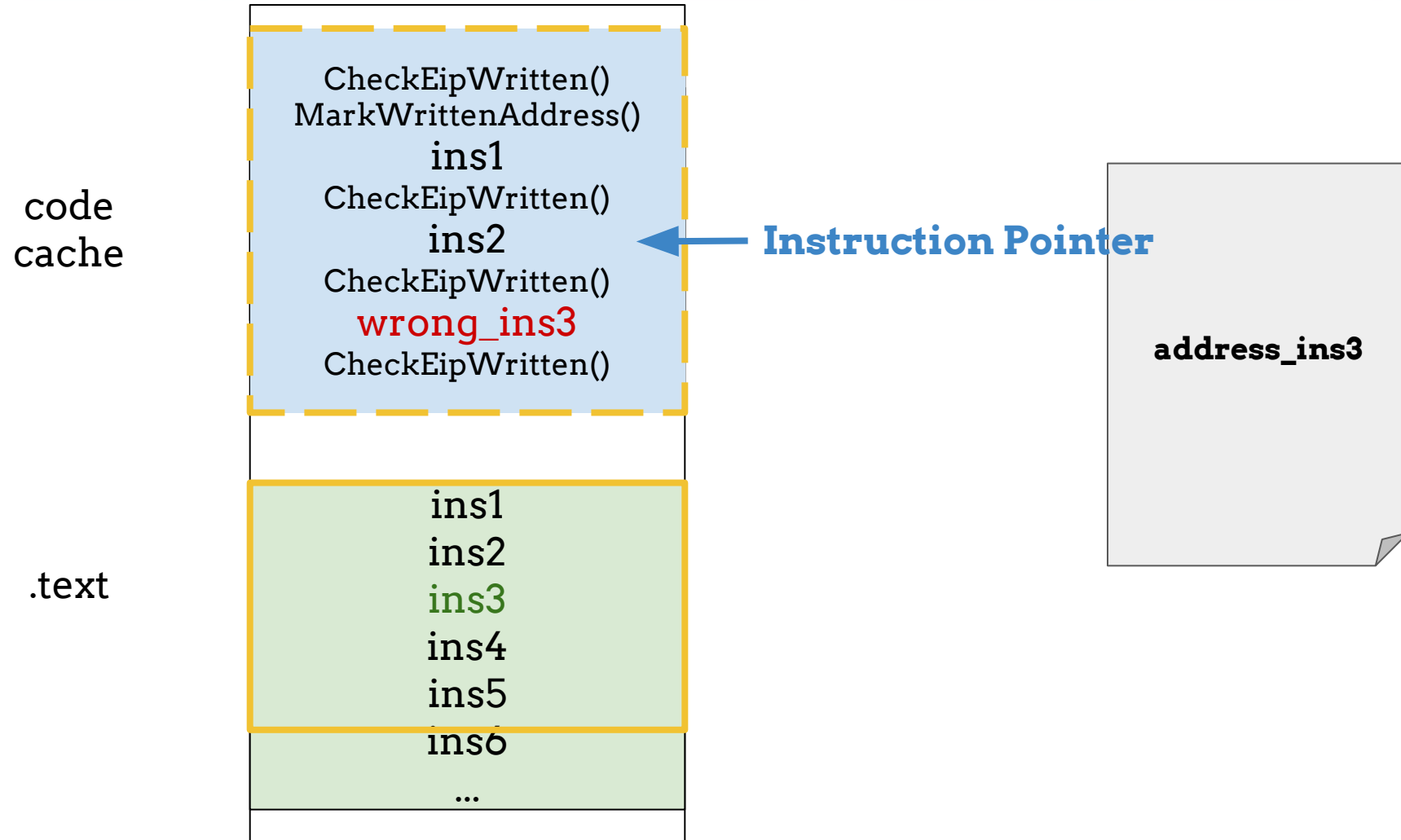
# CCA - Self Modifying Code



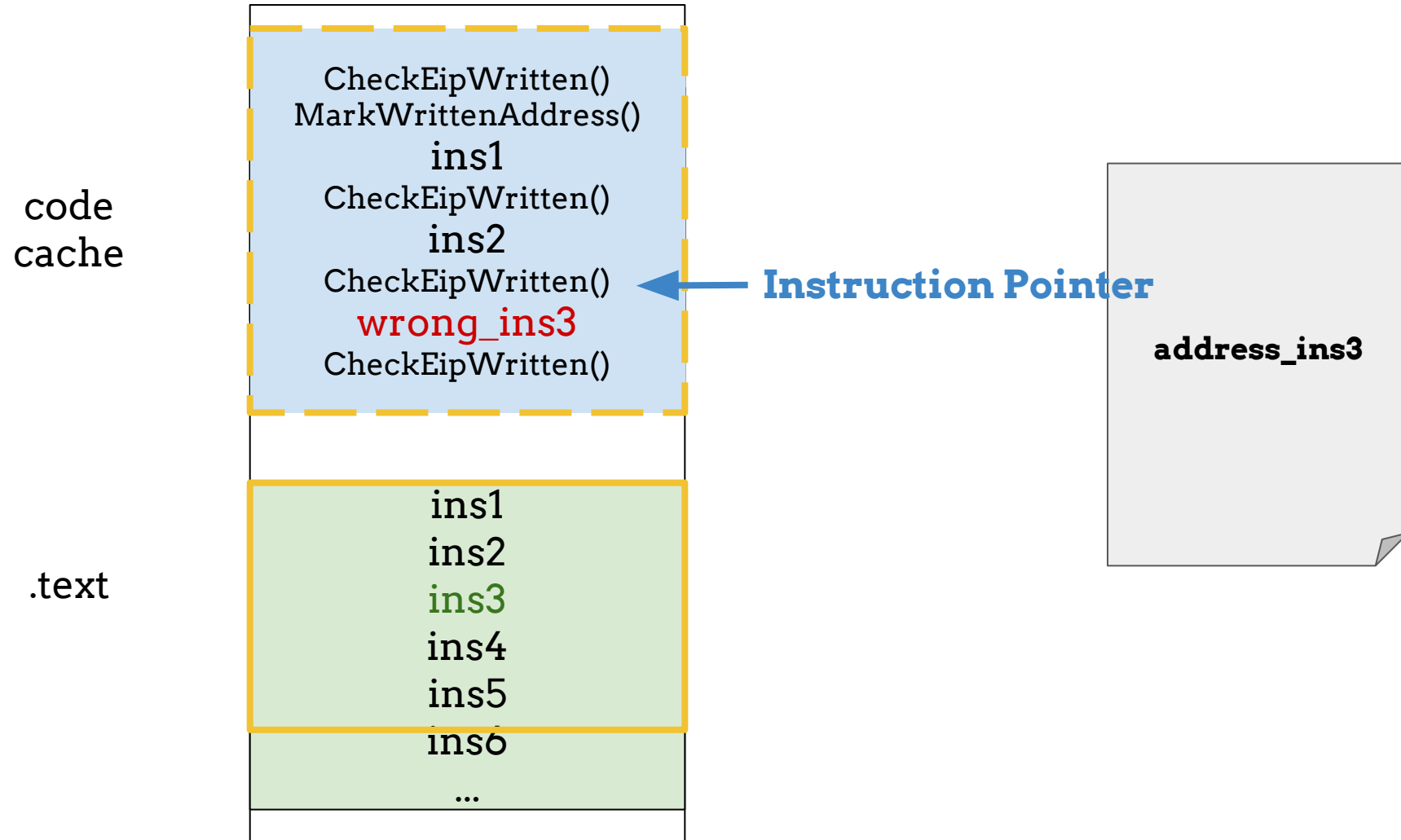
# CCA - Self Modifying Code



# CCA - Self Modifying Code

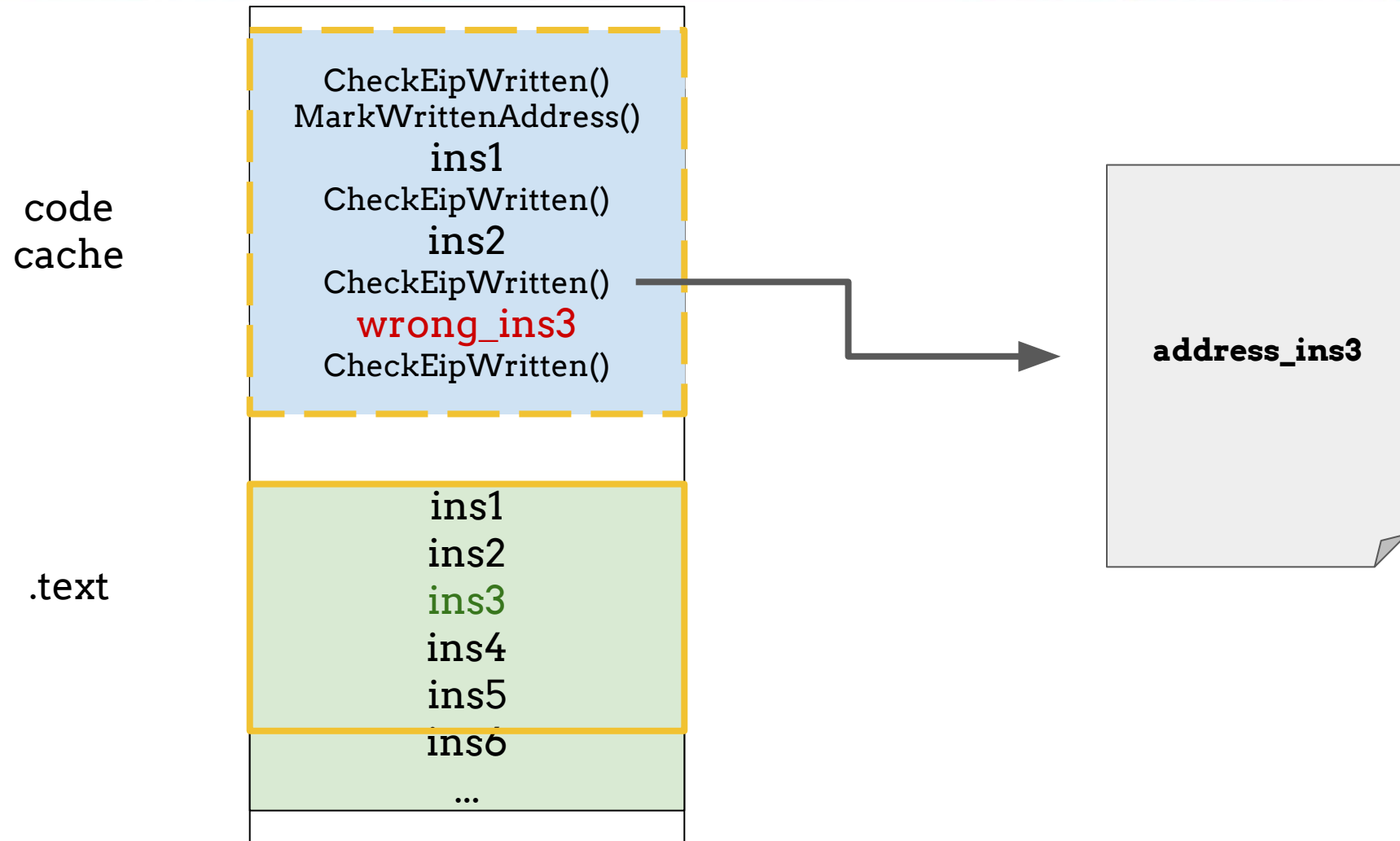


# CCA - Self Modifying Code

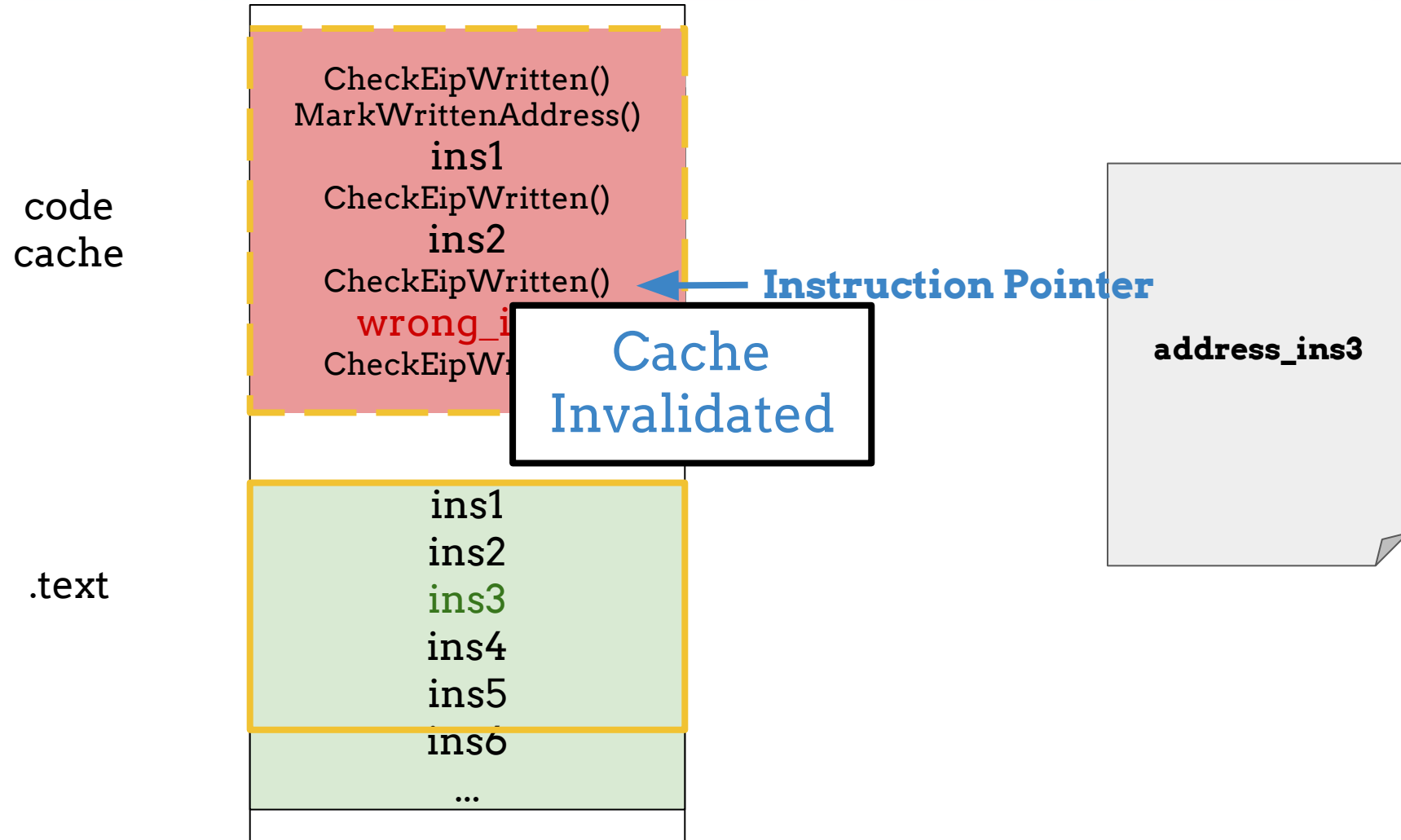




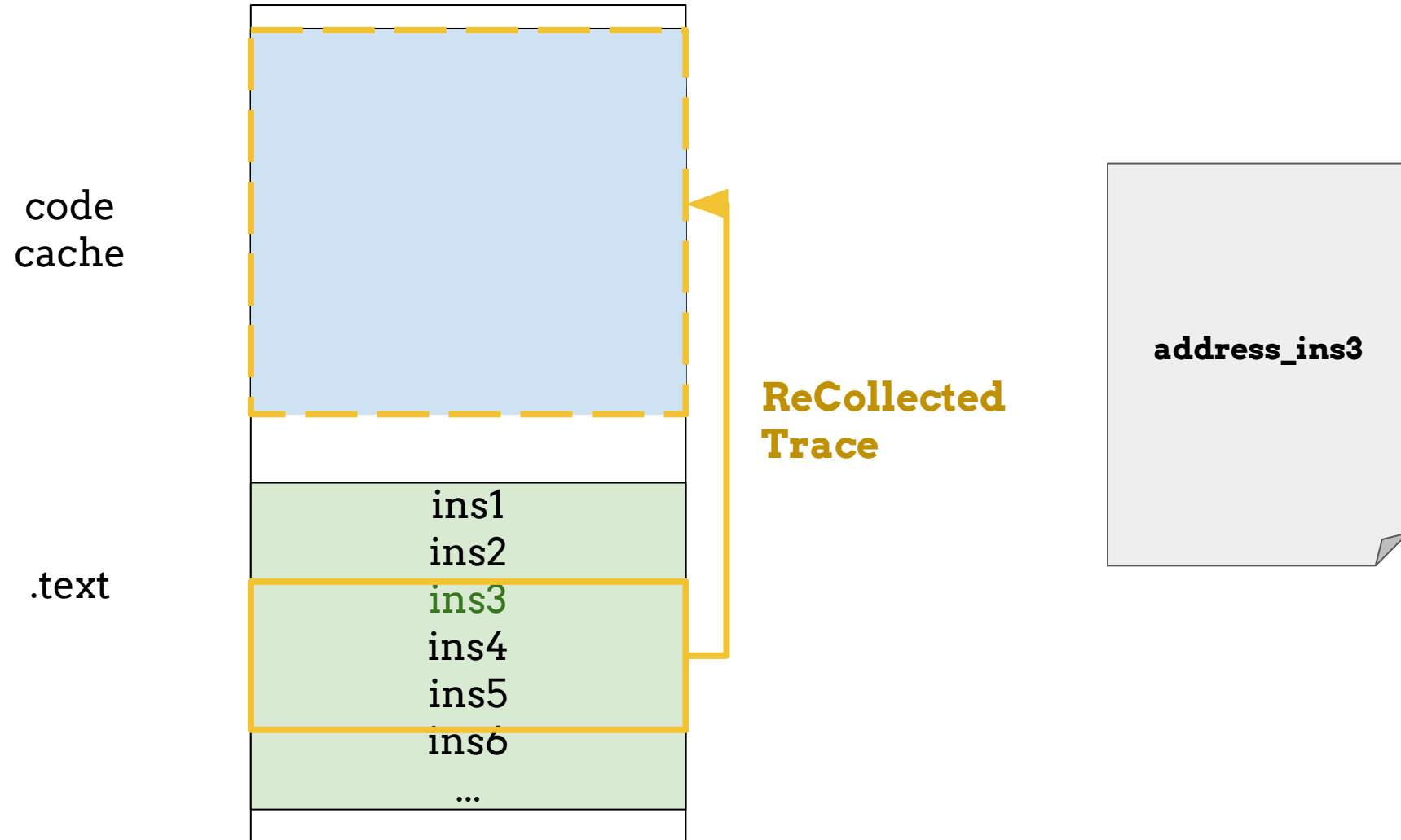
# CCA - Self Modifying Code



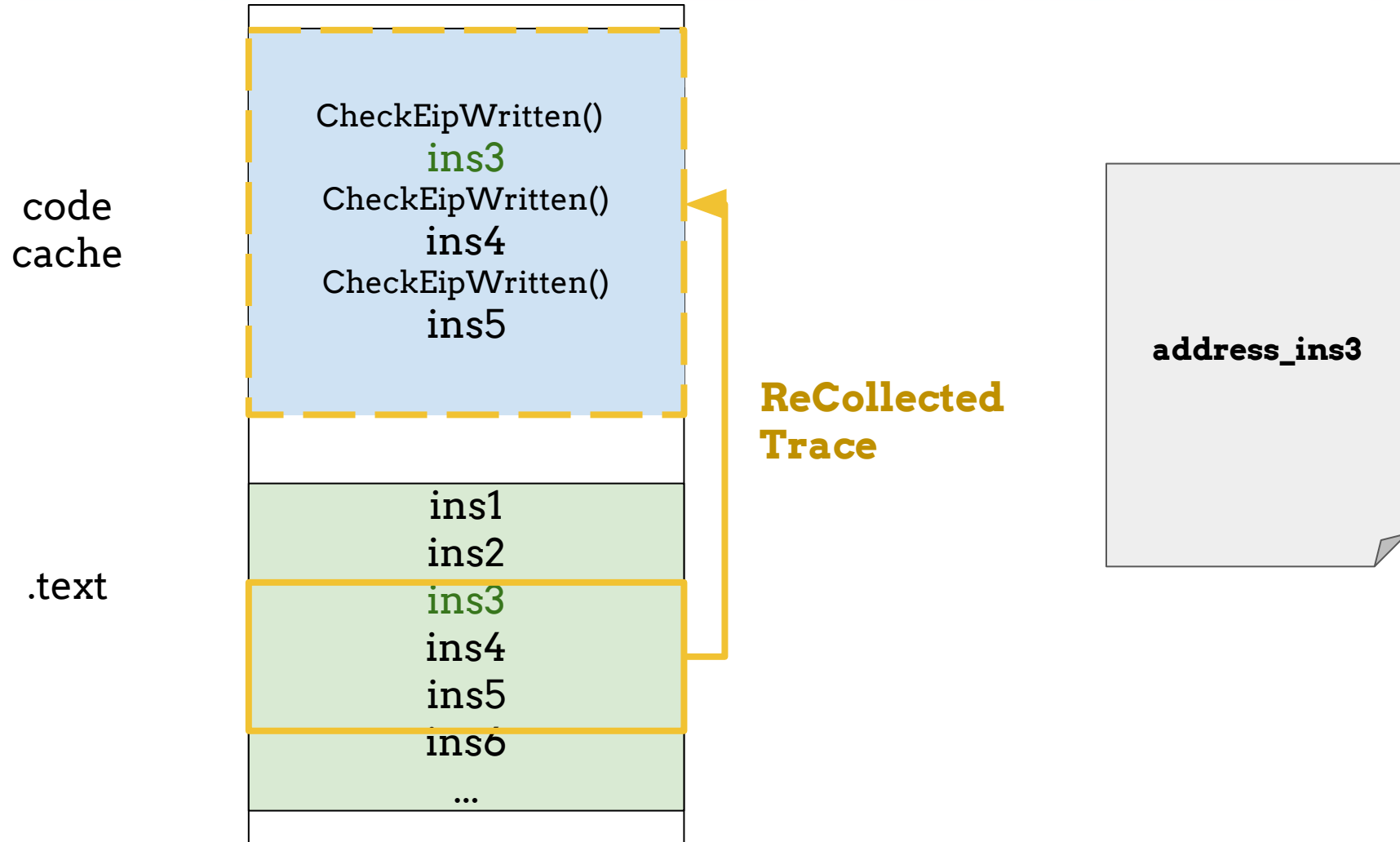
# CCA - Self Modifying Code

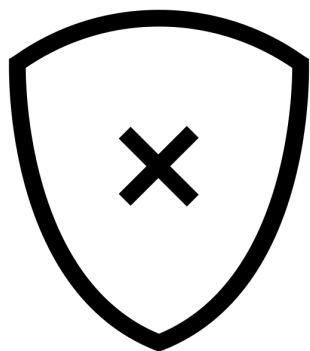


# CCA - Self Modifying Code



# CCA - Self Modifying Code





# **Environment Artifacts**

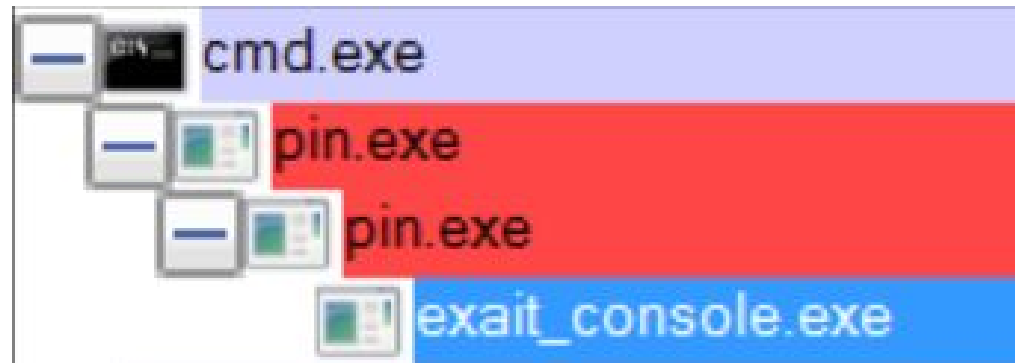
- **Parent Detection**



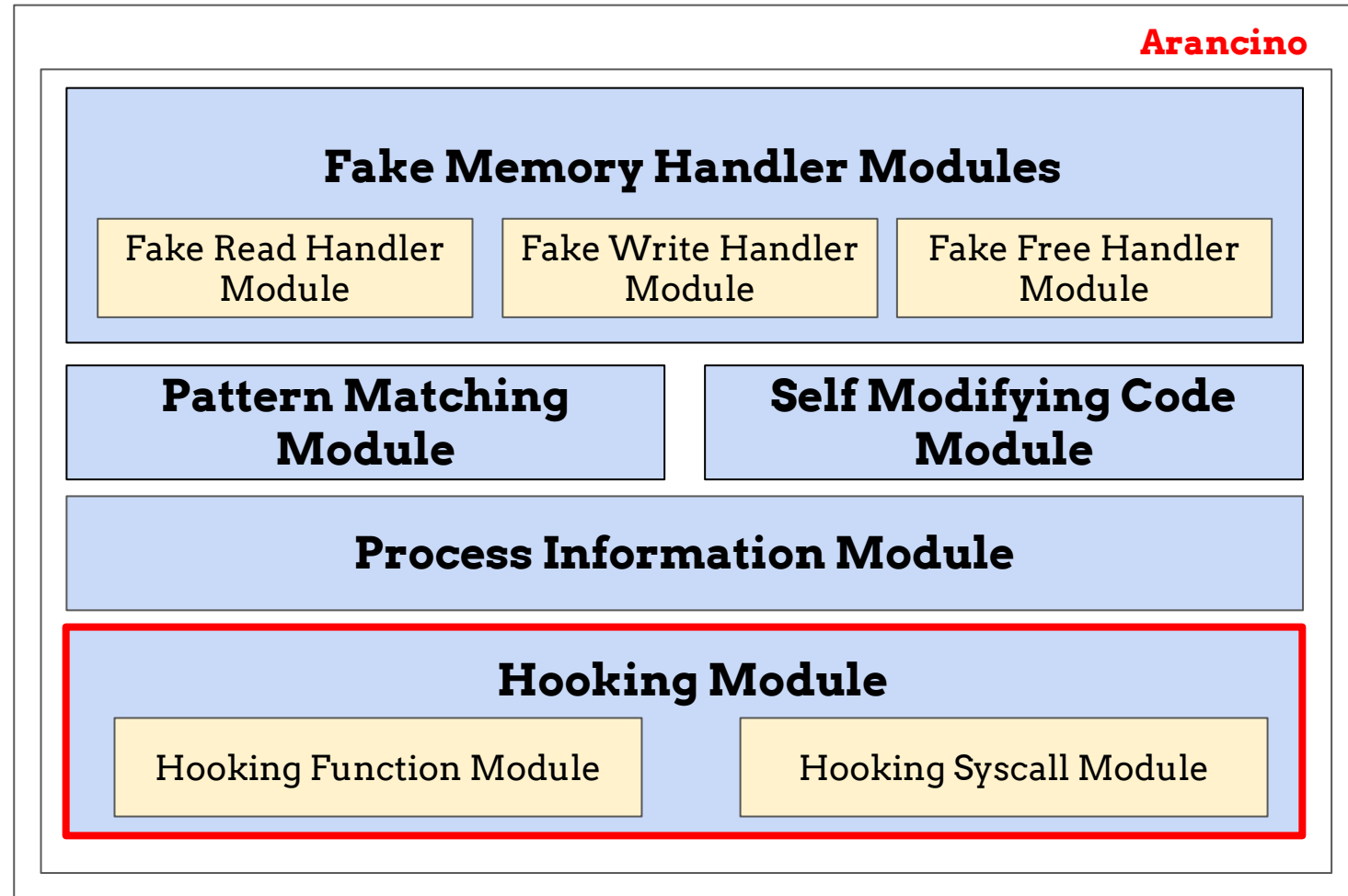
- **Memory Fingerprinting**

**Malware can check which is the process father.**

- NtQuerySystemInformation
- CSRSS.exe

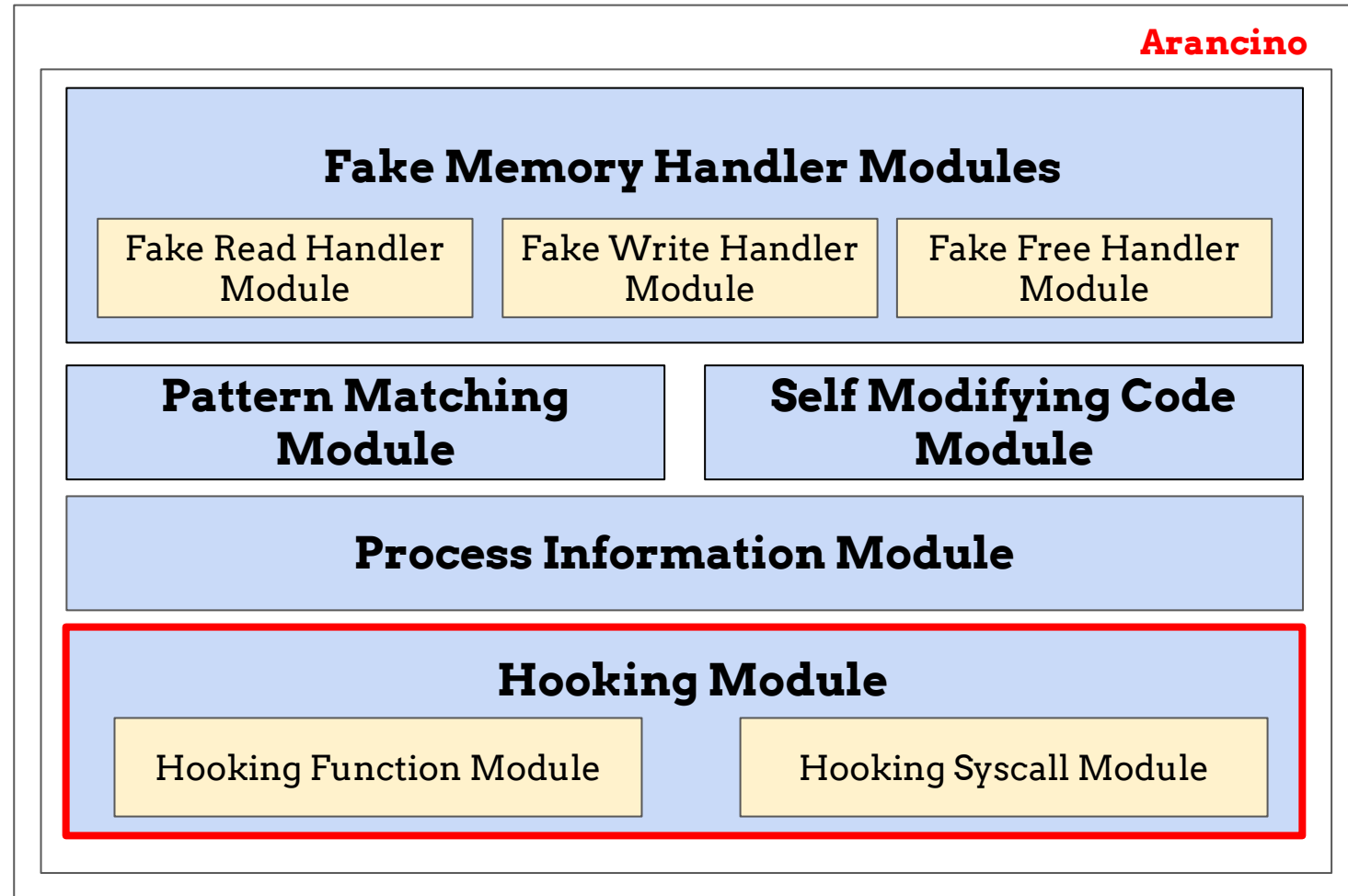


- **Hooking Function Module:** Install an Hook on dll's Functions
- **Hooking Syscall Module:** Install an Hook on dll's Functions

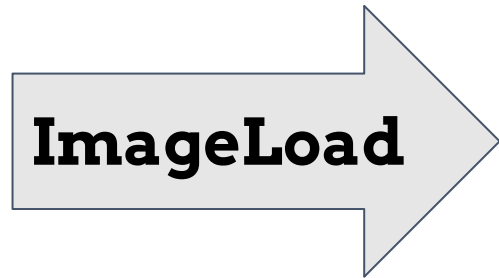




- **Hooking Function Module:** Install an Hook on dll's Functions
- **Hooking Syscall Module:** Install an Hook on dll's Functions

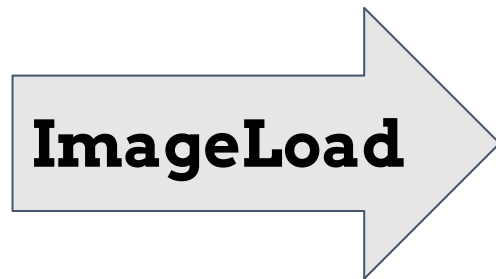


# Arancino - Hook Functions



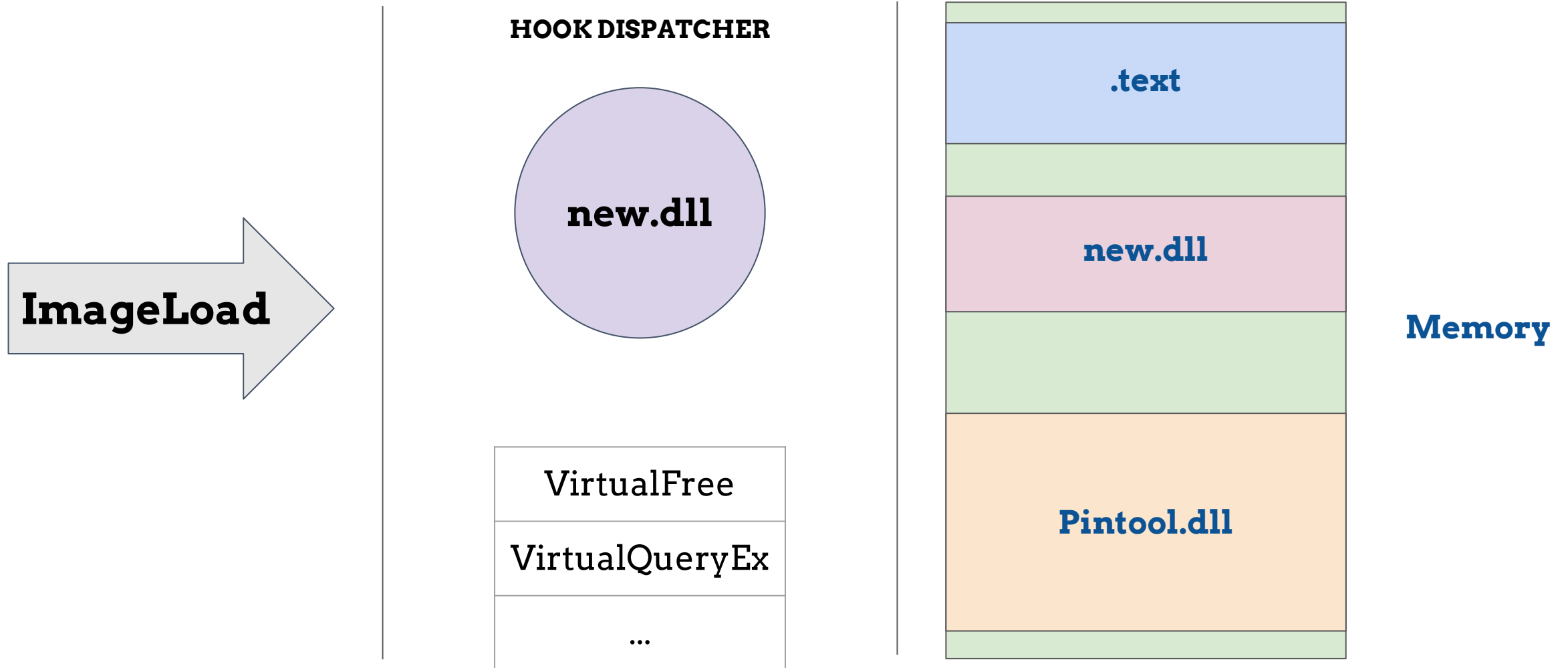
**Memory**

# Arancino - Hook Functions

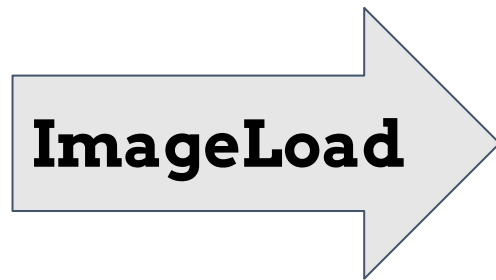


**Memory**

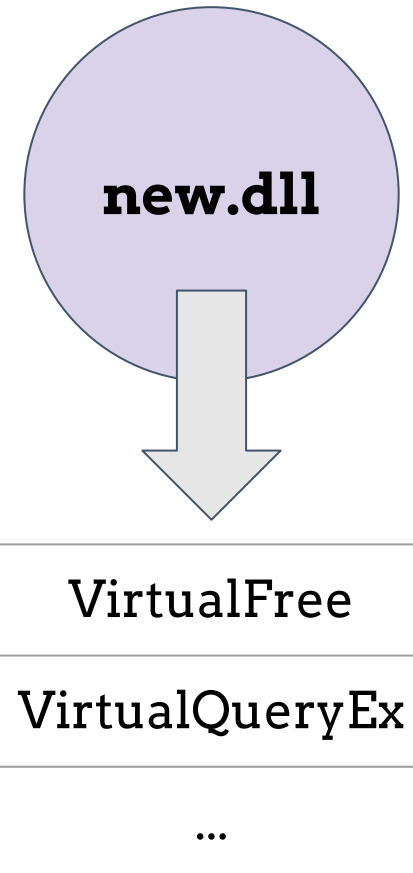
# Arancino - Hook Functions



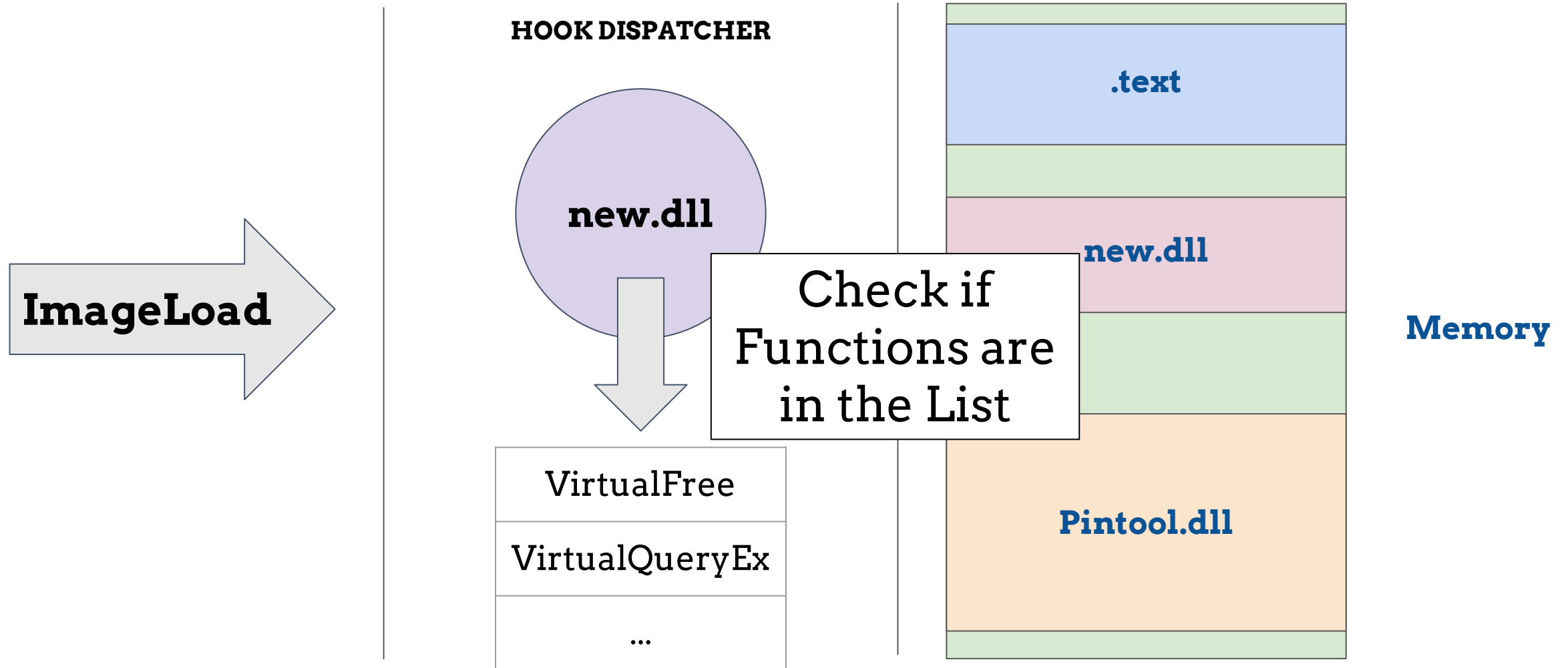
# Arancino - Hook Functions



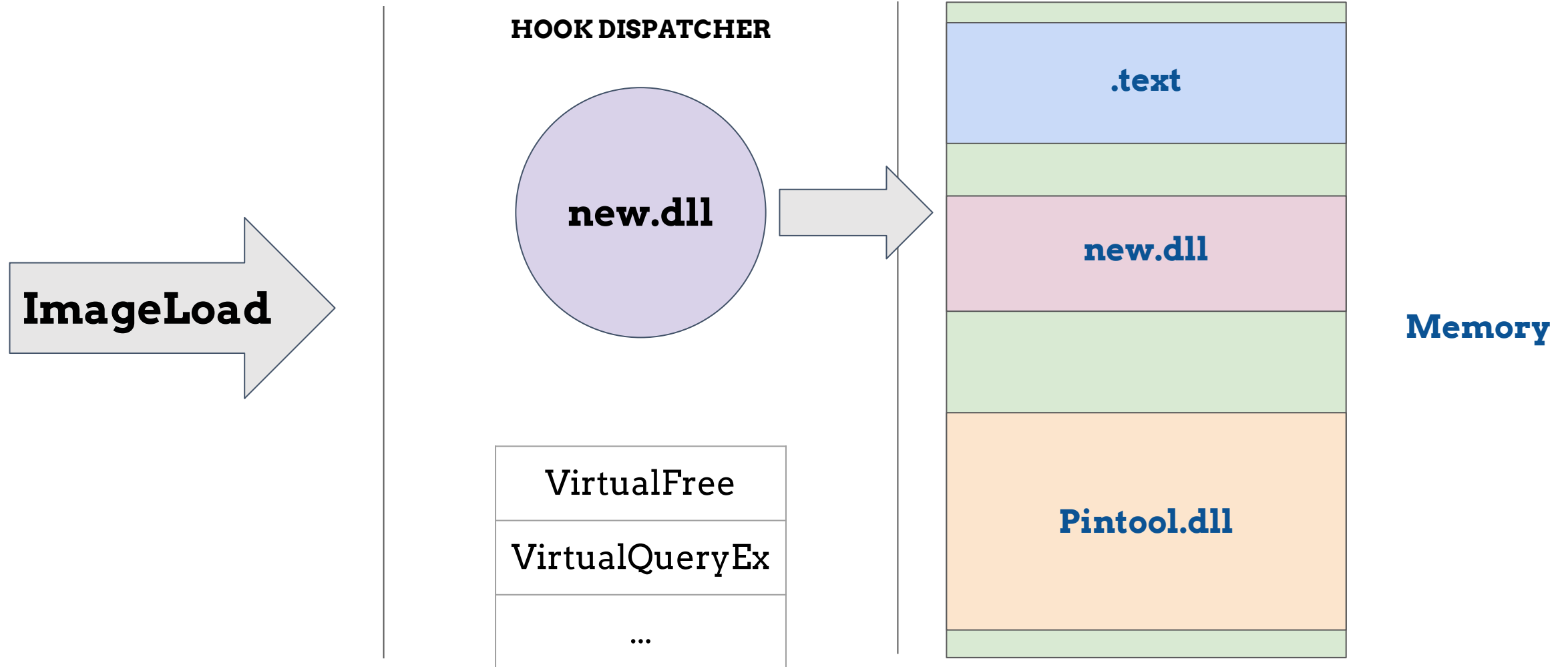
## HOOK DISPATCHER

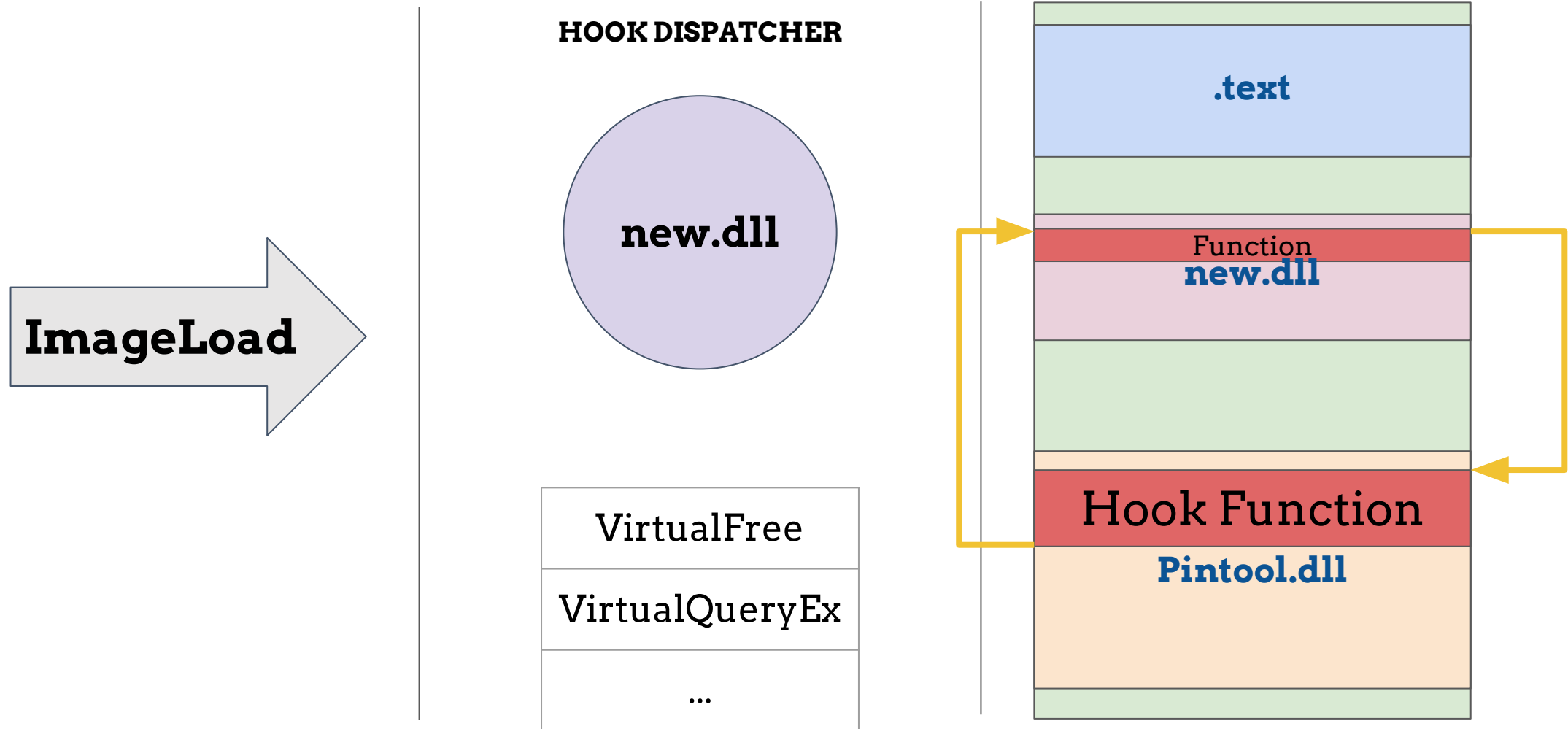


**Memory**



# Arancino - Hook Functions







**Hooked NtQuerySystemInformation**

**pin.exe -> cmd.exe**

**Hooked NtOpenProcess**

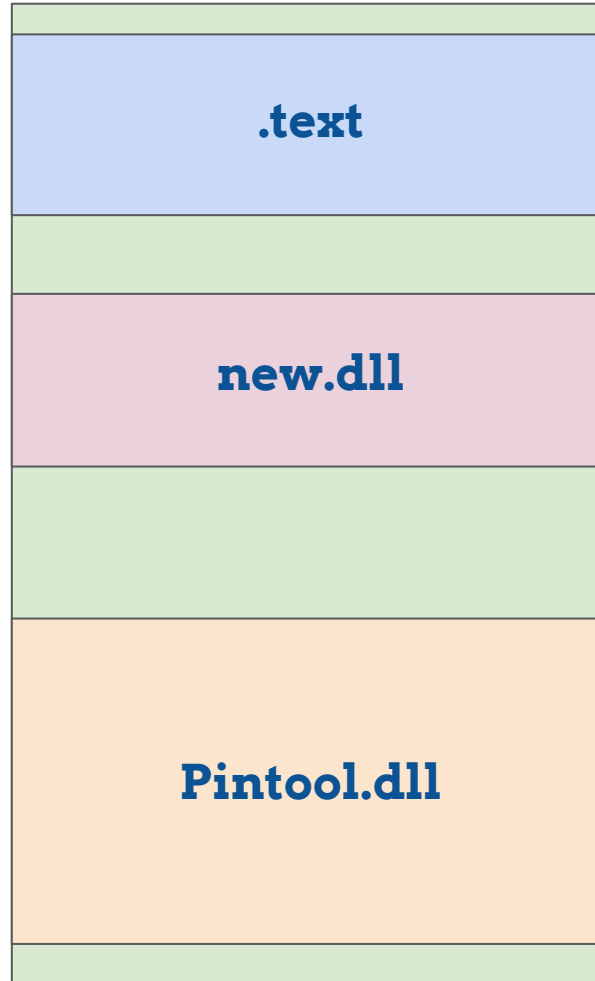
**to deny access to CSRSS.exe**

- **Parent Detection**

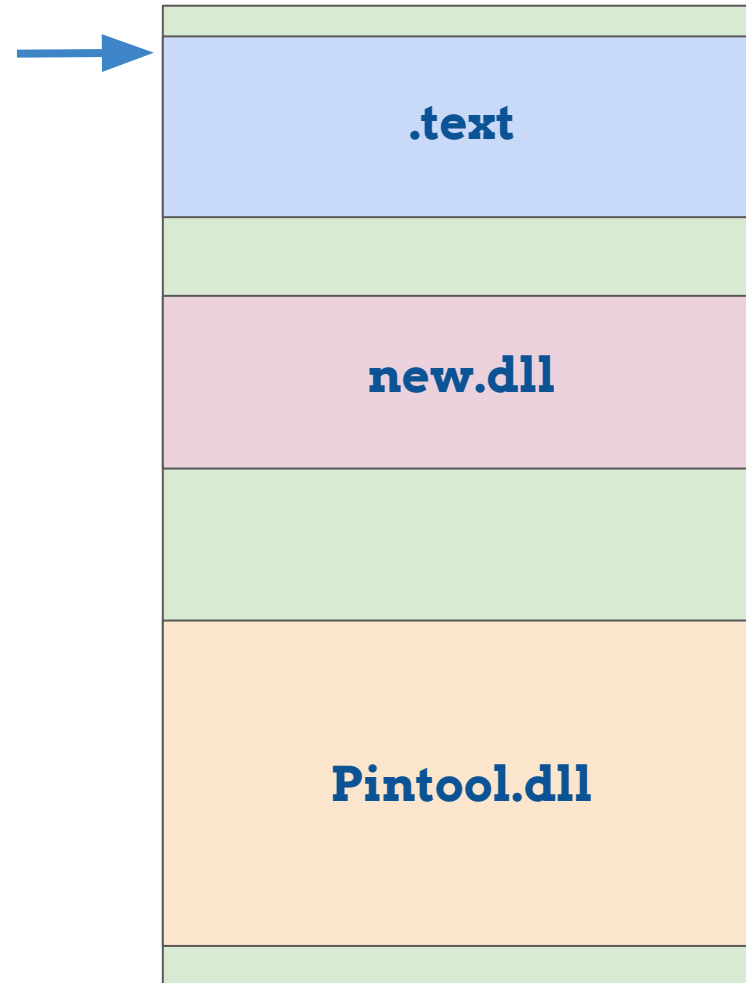


- **Memory Fingerprinting**

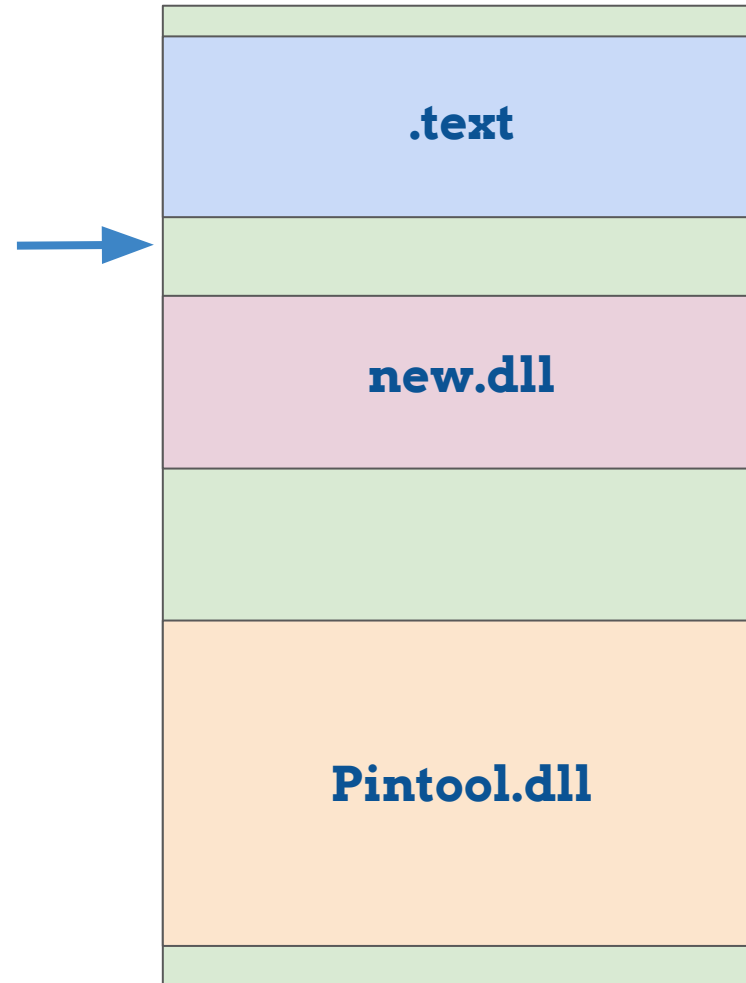
# EA - Memory Fingerprinting



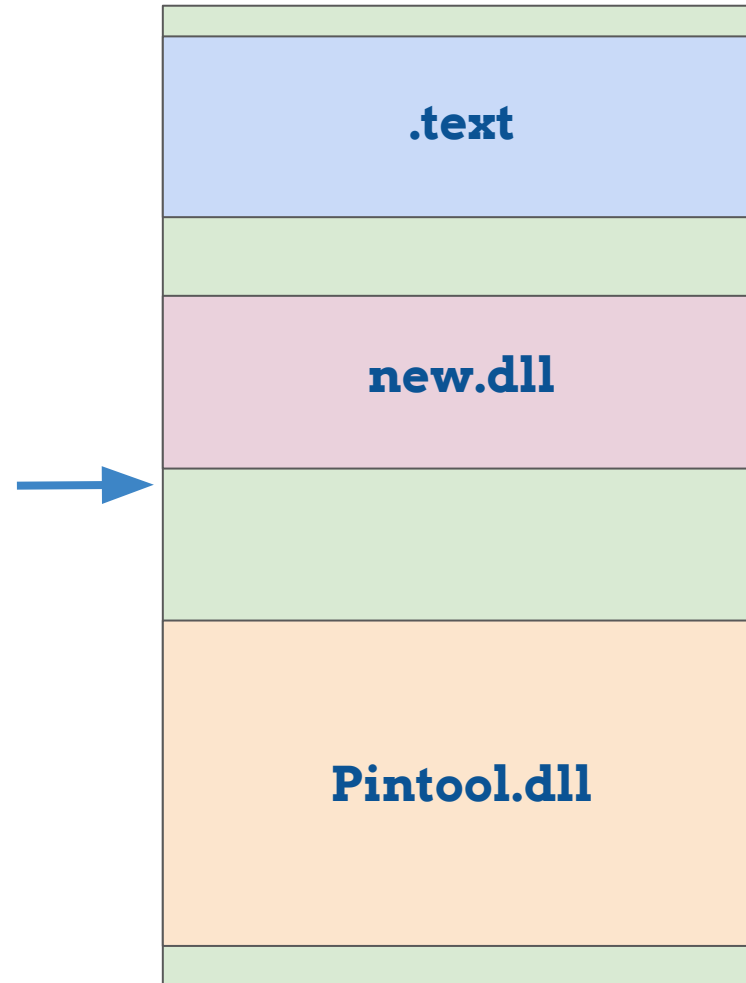
# EA - Memory Fingerprinting



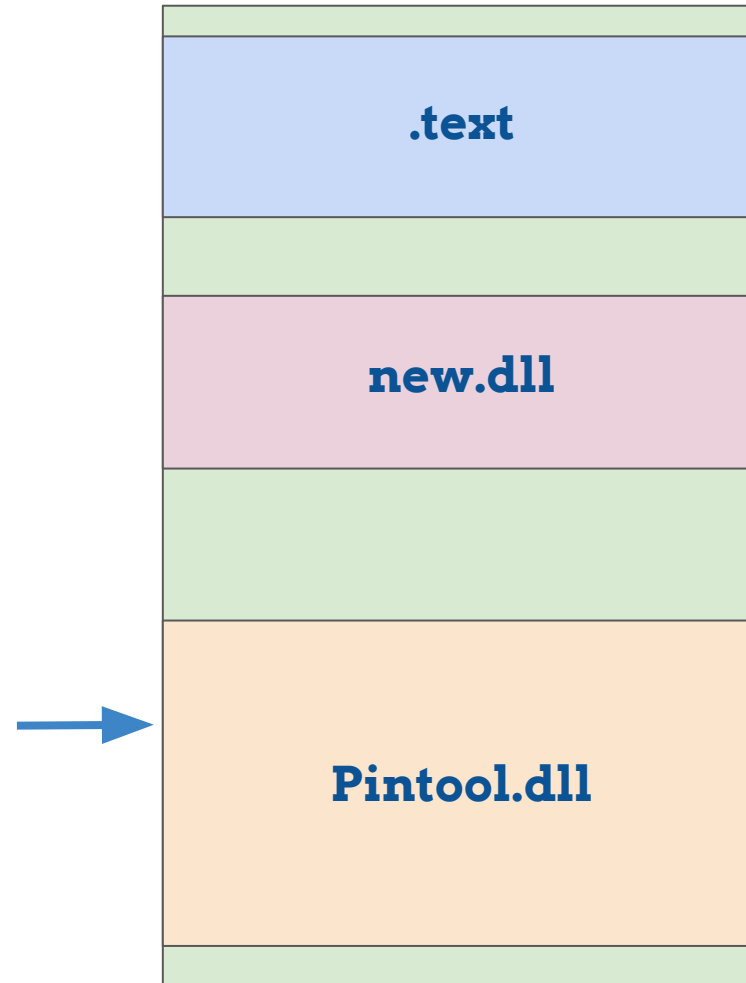
# EA - Memory Fingerprinting



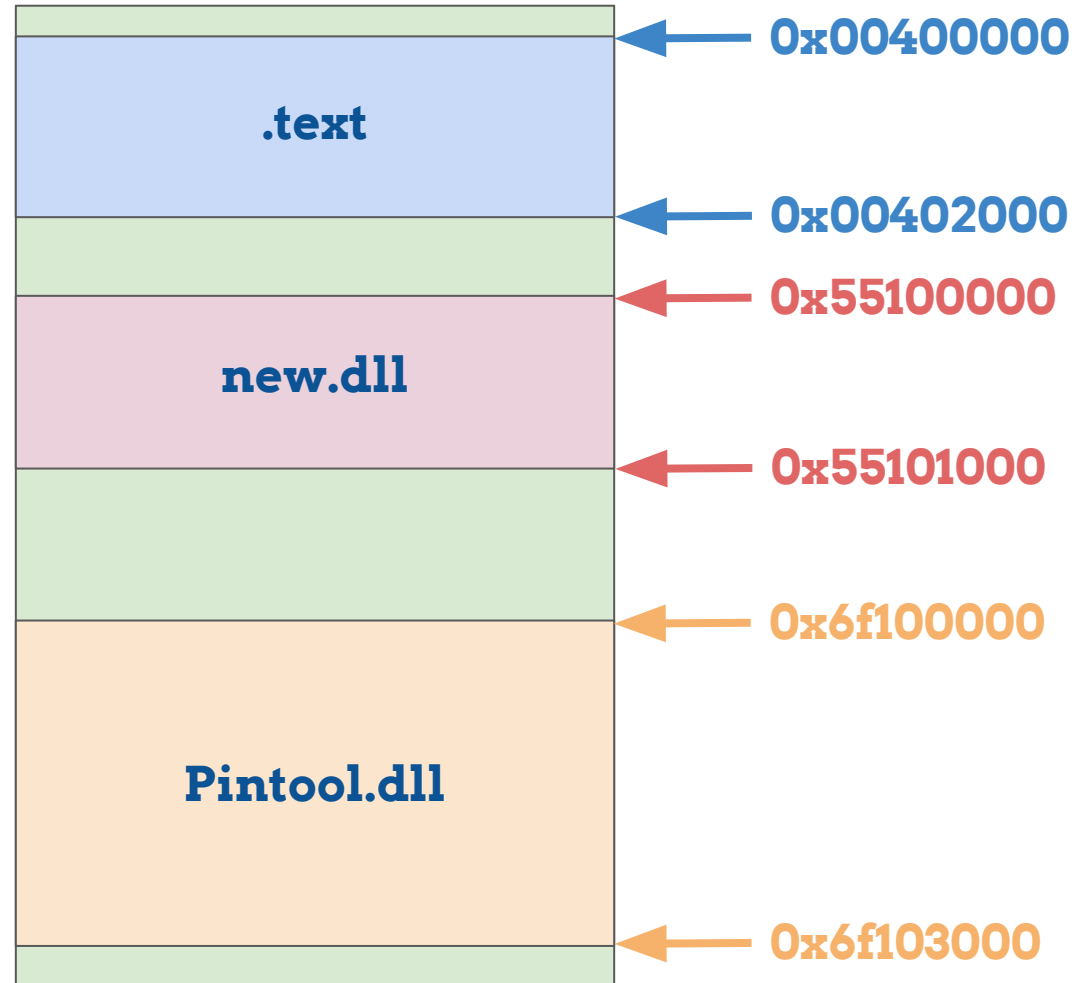
# EA - Memory Fingerprinting



# EA - Memory Fingerprinting

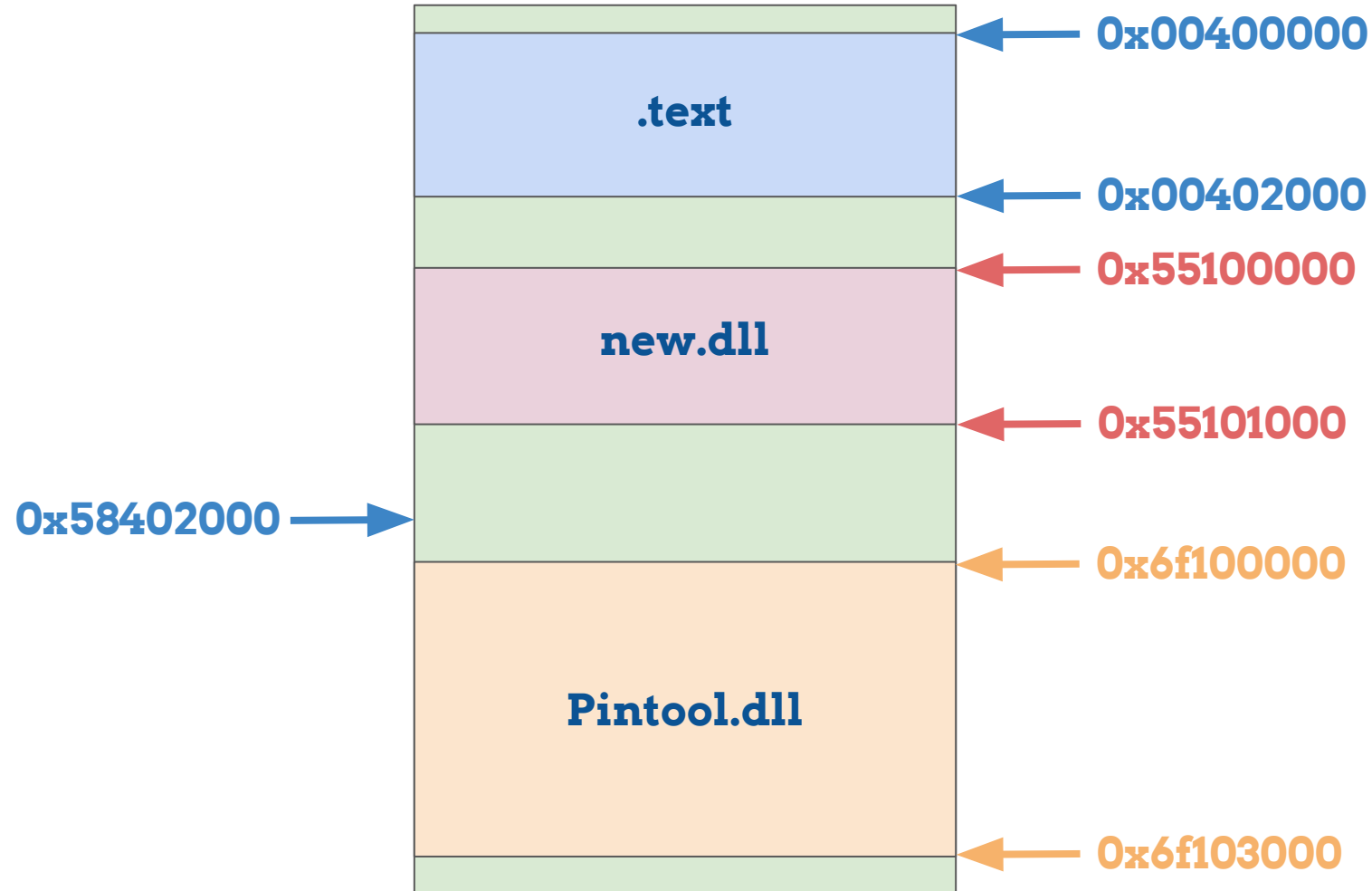


# EA - Memory Fingerprinting

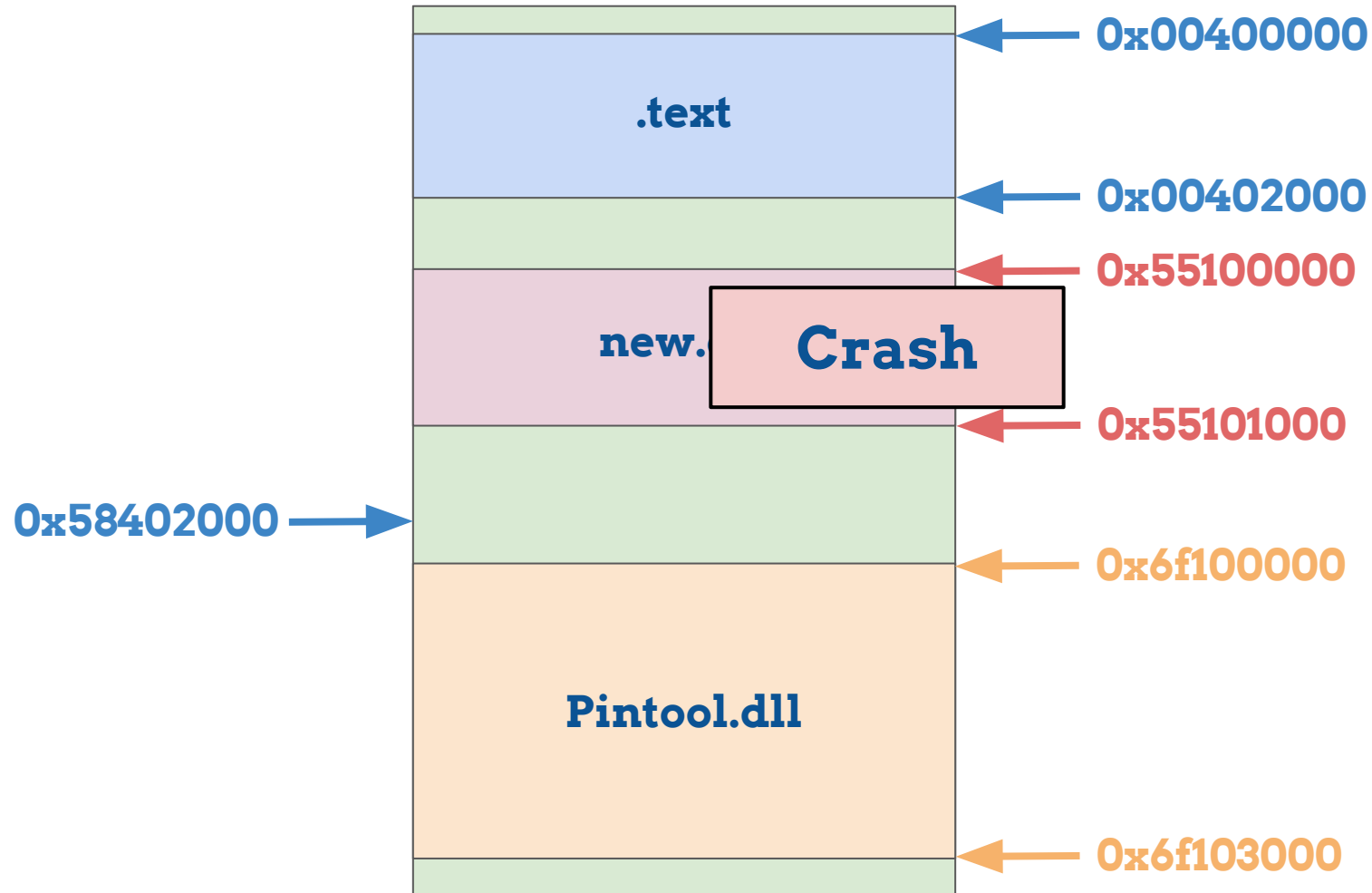




# EA - Memory Fingerprinting



# EA - Memory Fingerprinting



# EA - Memory Fingerprinting

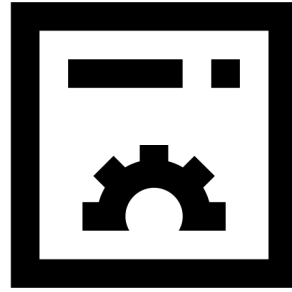


**VirtualQuery**

We Hook **NtQueryVirtualMemory**

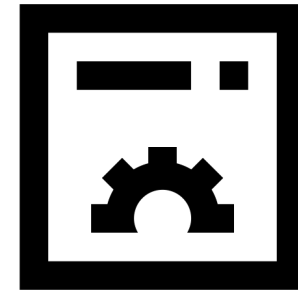
We create a **Whitelist** of accessible memory regions updated at runtime.

- **Main Module**
- **Libraries**
- **Heap and Stack**
- **PEB, TEB, etc.**
- **Mapped files**

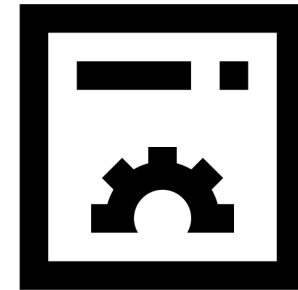


# **JIT Compiler Detection**

- **Memory Page Permissions**
  - Checks if there are **WX pages**
- **DLL Hook Detection**
- **Memory Allocations**



- **Memory Page Permissions**
  - Checks if there are **WX pages**
- **DLL Hook Detection**
- **Memory Allocations**



**A process can search through memory for discrepancy caused by Hooks.**

```
77C76F58 8D8424 DC020000 LEA EAX,DWORD PTR SS:[ESP+2DC]
77C76F5F 64:8B0D 00000000 MOV ECX,DWORD PTR FS:[0]
77C76F66 BA 406EC777 MOV EDX,ntdll.77C76F40
77C76F6B 8908 MOV DWORD PTR DS:[EAX],ECX
```

**KiUserApcDispatcher - normal execution**

```
77C76F58 E9 839CA0E3 JMP 5B680BE0
77C76F5D 0000 ADD BYTE PTR DS:[EAX],AL
77C76F5F 64:8B0D 00000000 MOV ECX,DWORD PTR FS:[0]
77C76F66 BA 406EC777 MOV EDX,ntdll.77C76F40
```

**KiUserApcDispatcher - Instrumented execution**





## Arancino

### Fake Memory Handler Modules

Fake Read Handler  
Module

Fake Write Handler  
Module

Fake Free Handler  
Module

Pattern Matching  
Module

Self Modifying Code  
Module

Process Information Module

### Hooking Module

Hooking Function Module

Hooking Syscall Module

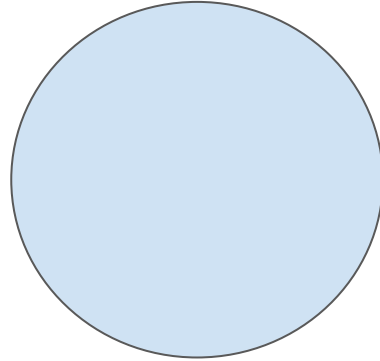
# JITC Detection - DLL Hook



TRACE



FAKE\_READ\_HANDLER



MEMORY

0x77C76F58

LEA EAX, [ESP+2D]

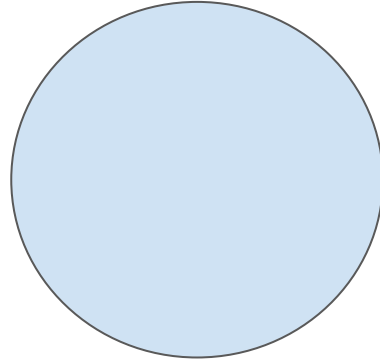
# JITC Detection - DLL Hook



TRACE

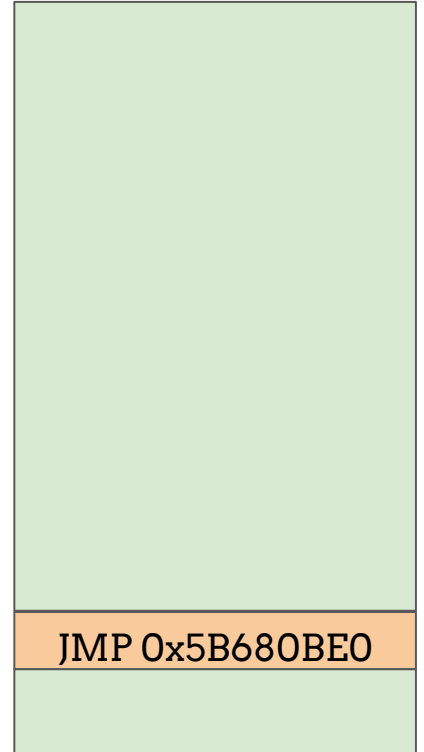


FAKE\_READ\_HANDLER



MEMORY

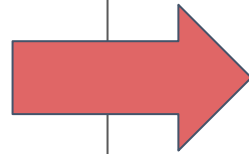
0x77C76F58



## TRACE

```
add eax,2  
mov edx, [eax]  
cmp edx,0x8d  
jnz ebx
```

**eax** = 0x77C76F58



## FAKE\_READ\_HANDLER

```
add  
eax,2
```

Is memory read  
operation?

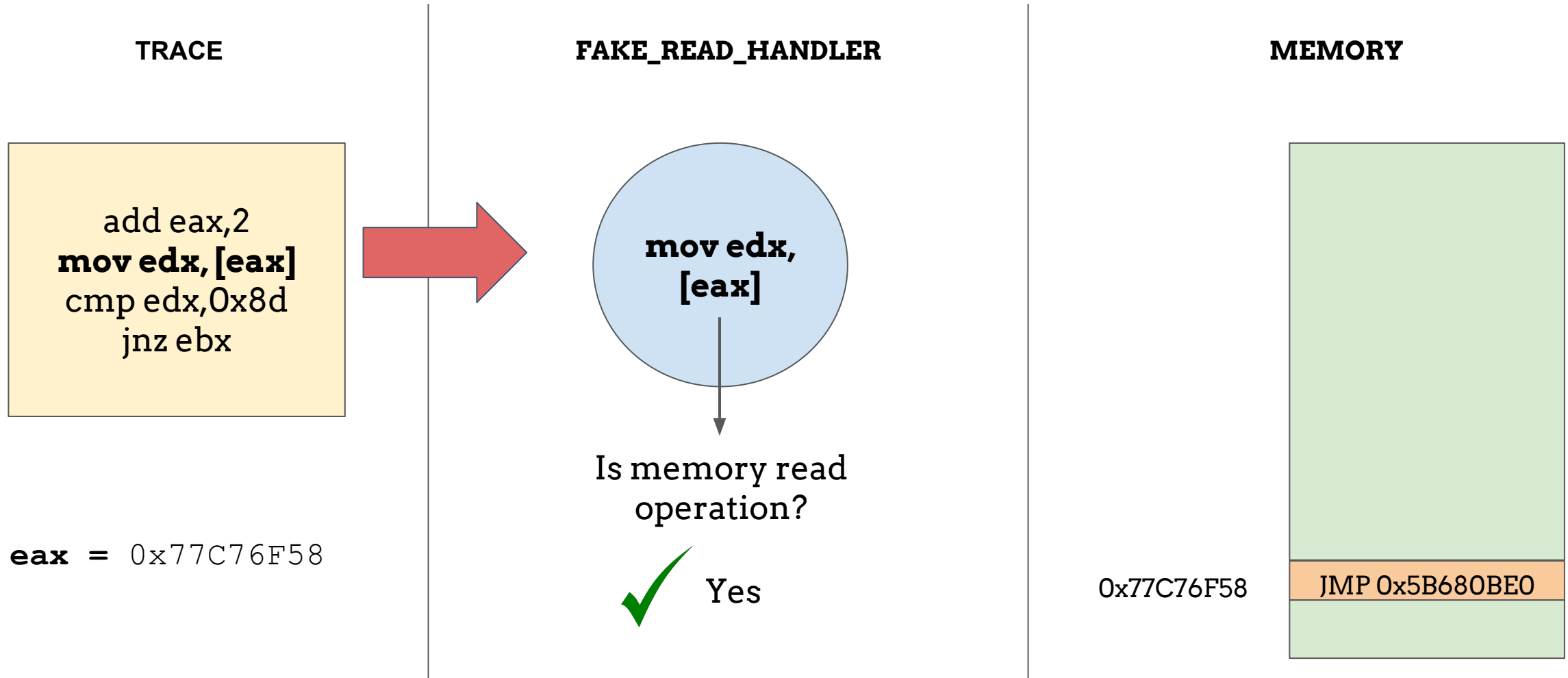
 Nope!  
Go next

## MEMORY

0x77C76F58

JMP 0x5B680BE0

# JITC Detection - DDL Hook





## TRACE

```
add eax,2  
mov edx, [eax]  
cmp edx,0x8d  
jnz ebx
```

**eax** = 0x77C76F58

## FAKE\_READ\_HANDLER

```
mov edx,  
[eax]
```

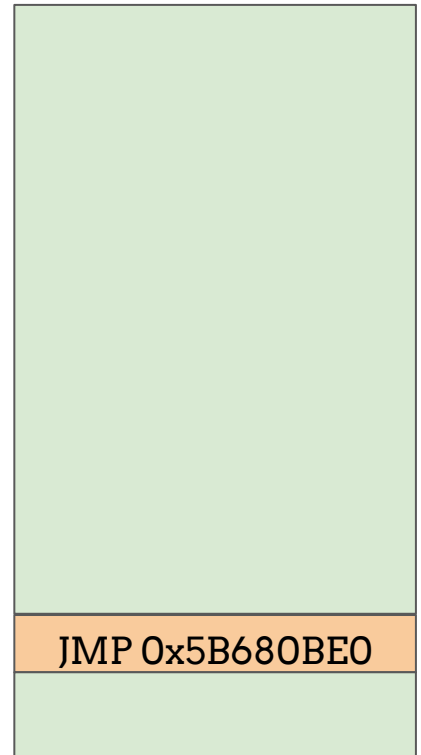
Is the target address inside a fake memory item?

Yes  
fake memory function invoked



## MEMORY

0x77C76F58



# JITC Detection - DDL Hook

## TRACE

```
add eax,2  
mov edx, [eax]  
cmp edx,0x8d  
jnz ebx
```

**eax** = 0x77C76F58

## FAKE\_READ\_HANDLER

```
mov edx,  
[eax]
```

FakeMemoryFunc()

0x77C76F58

0x77C76F5F

## MEMORY

0x01C00A2B

LEA EAX, [ESP+2D]

0x77C76F58

JMP 0x5B680BE0

# JITC Detection - DDL Hook



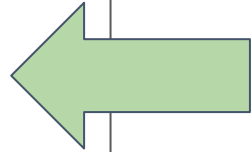
## TRACE

```
add eax,2  
mov edx, [eax]  
cmp edx,0x8d  
jnz ebx
```

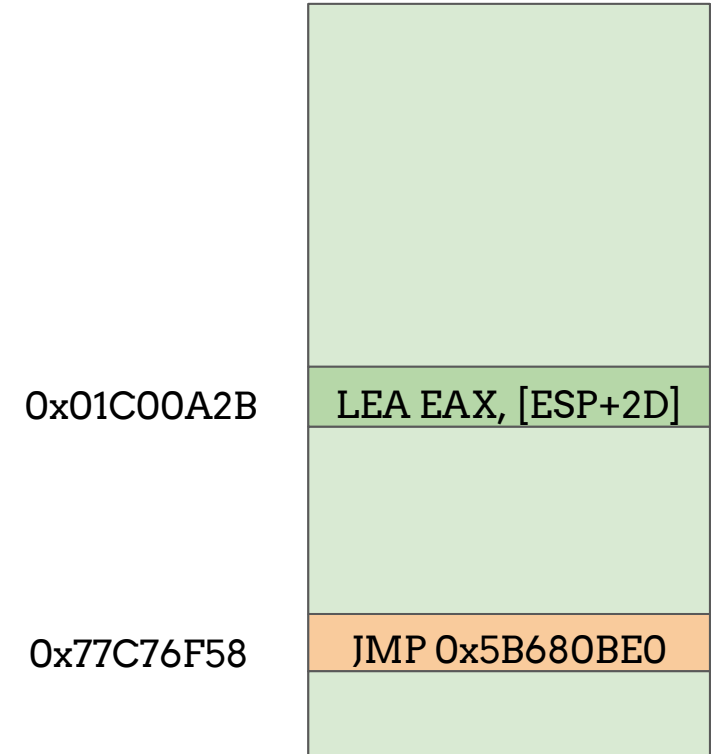
Instrumented process  
read the fake value:  
LEA EAX, [ESP+2D]  
and doesn't detect  
PIN

## FAKE\_READ\_HANDLER

```
mov edx,  
[eax]
```

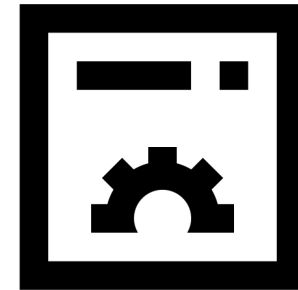


## MEMORY





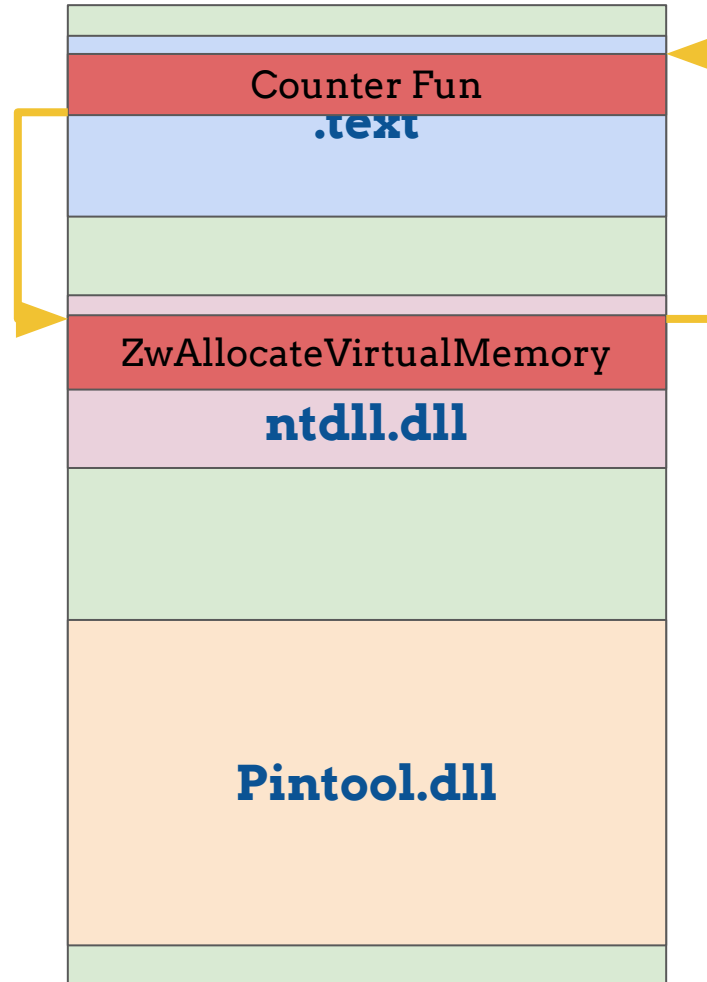
- **Memory Page Permissions**
  - Checks if there are **WX pages**
- **DLL Hook Detection**
- **Memory Allocations**



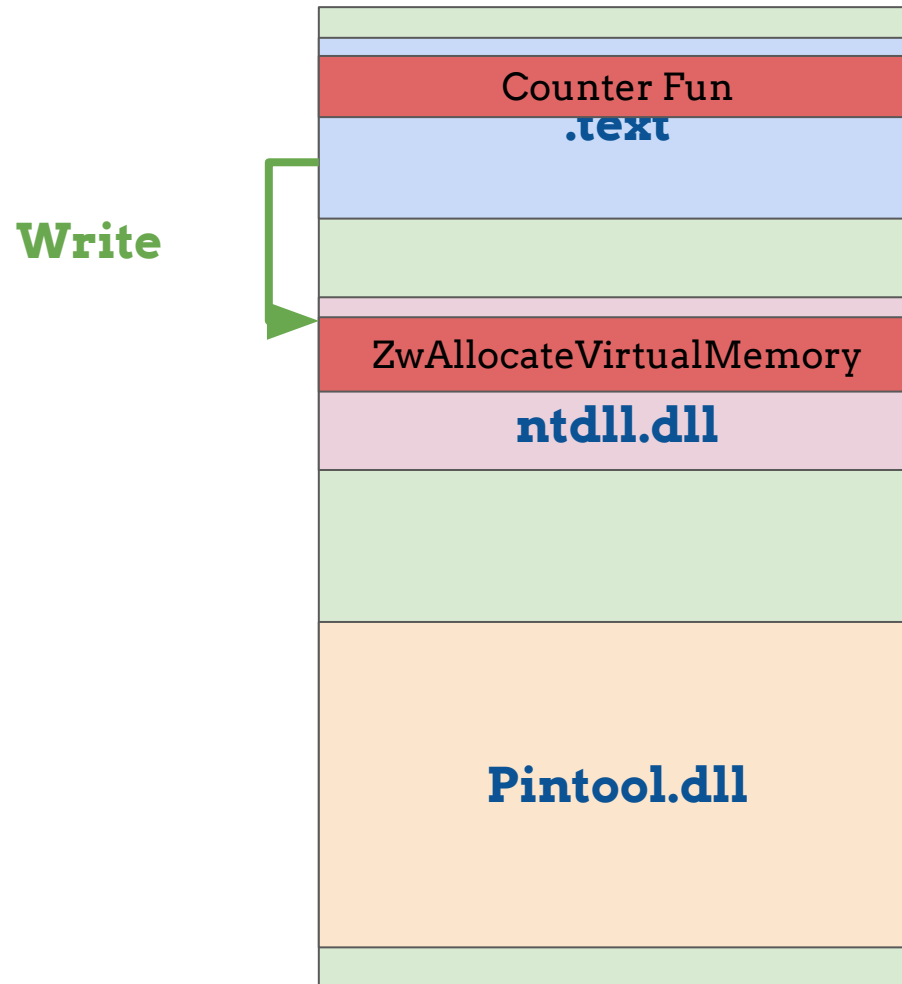
JIT Compiler needs **Memory** to perform the compiling

We can monitor the allocation by Hooking at  
**ZwAllocateVirtualMemory**

# JIT Compiler - API Hook



# JIT Compiler - API Hook





## Arancino

### Fake Memory Handler Modules

Fake Read Handler  
Module

Fake Write Handler  
Module

Fake Free Handler  
Module

Pattern Matching  
Module

Self Modifying Code  
Module

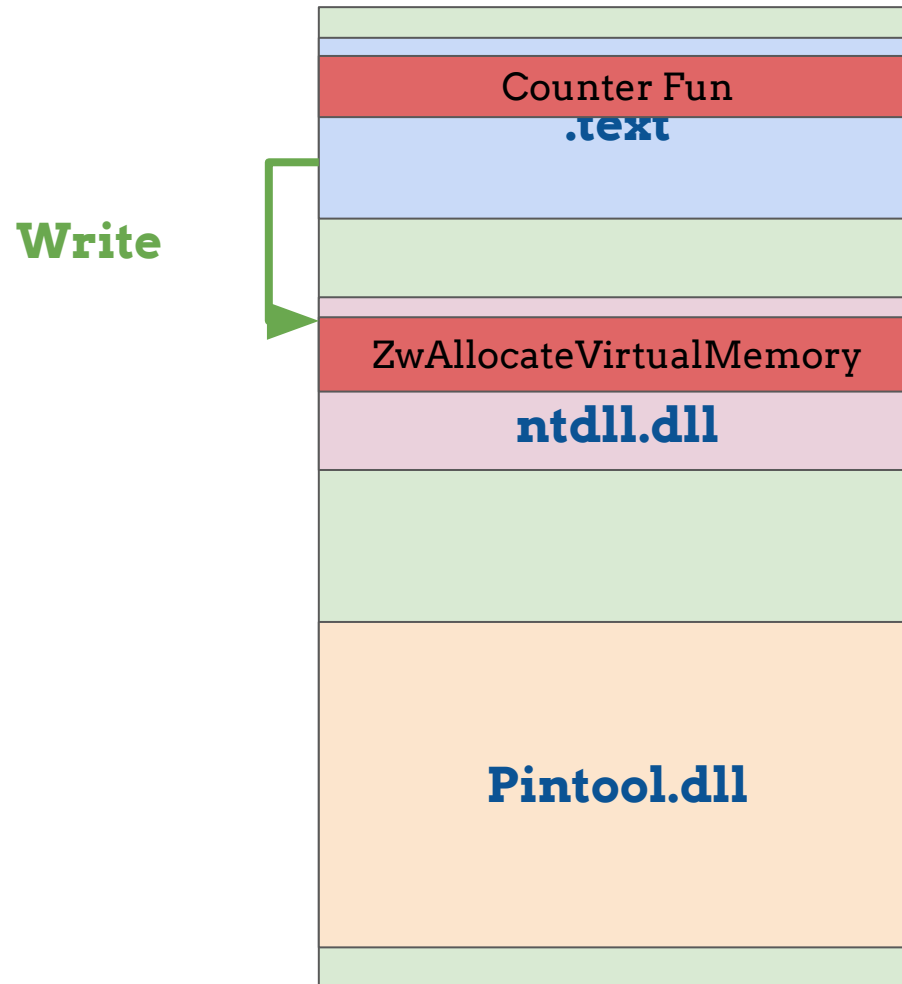
Process Information Module

### Hooking Module

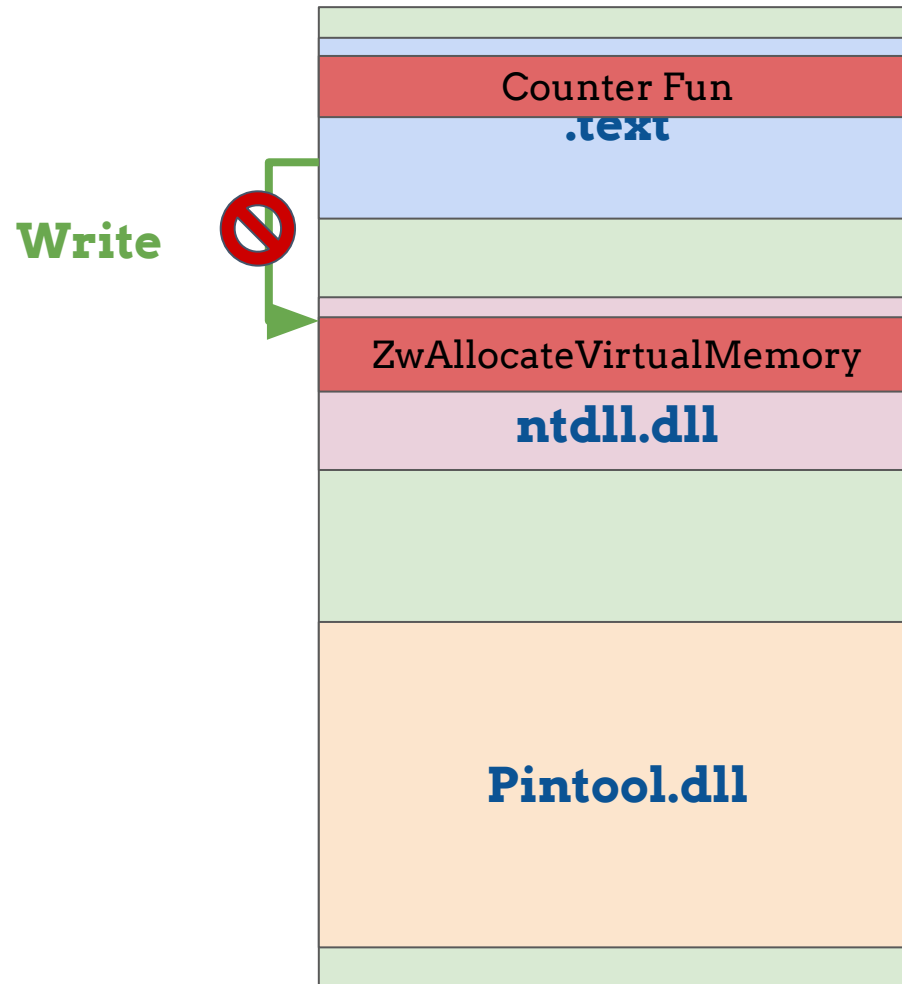
Hooking Function Module

Hooking Syscall Module

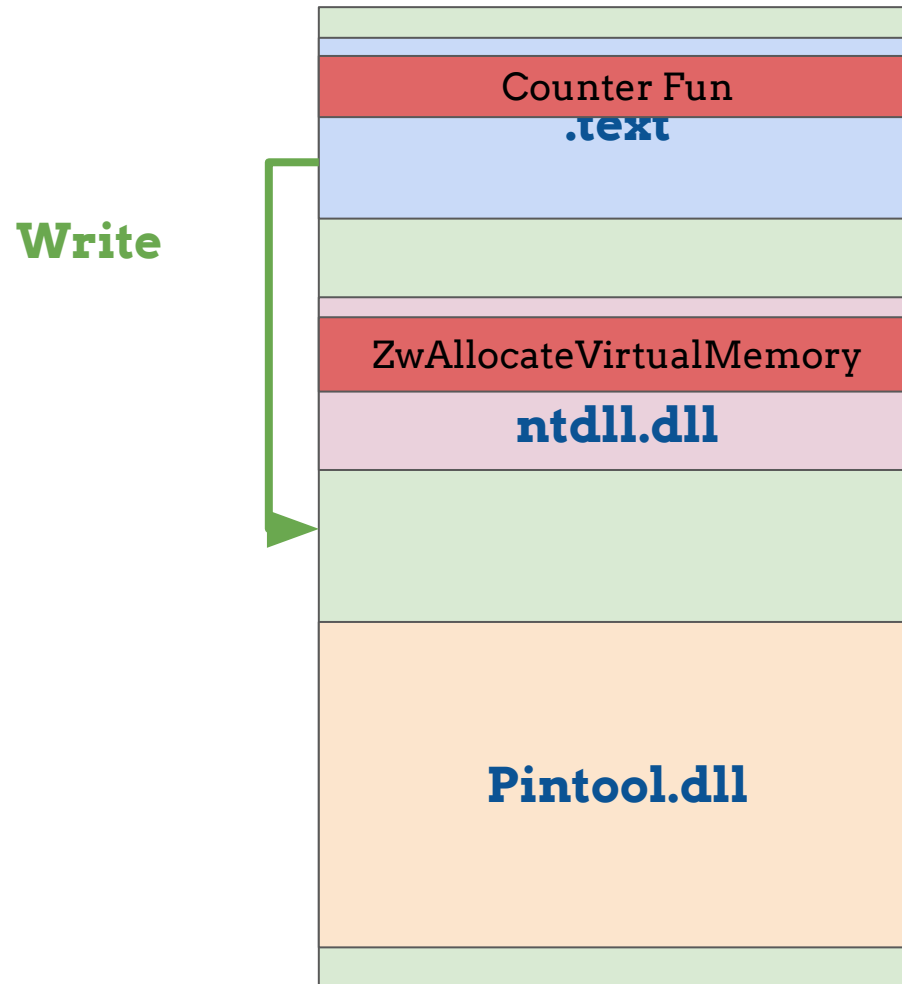
# JIT Compiler - API Hook



# JIT Compiler - API Hook

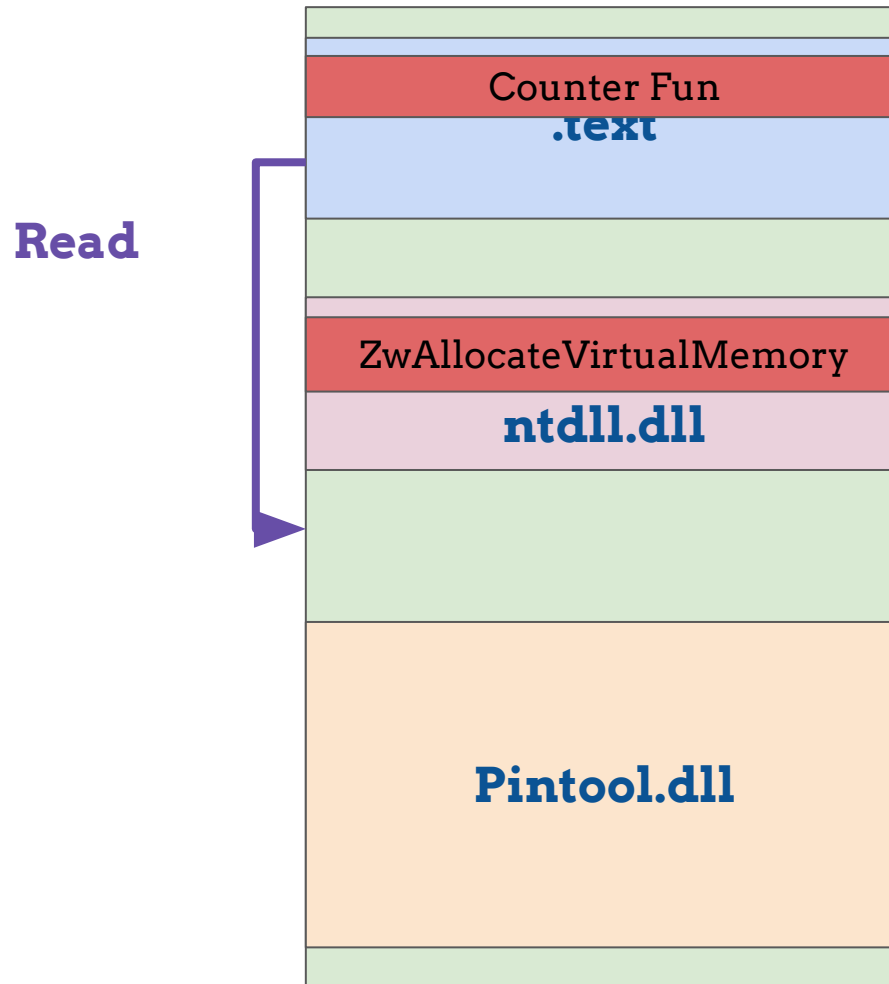


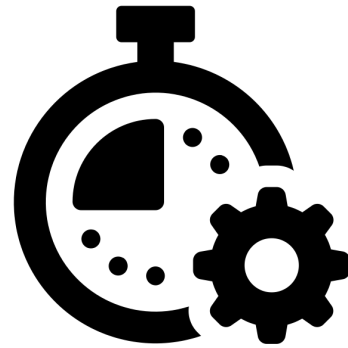
# JIT Compiler - API Hook





# JIT Compiler - API Hook

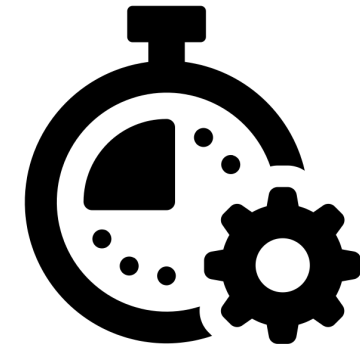




# **Overhead Detection**

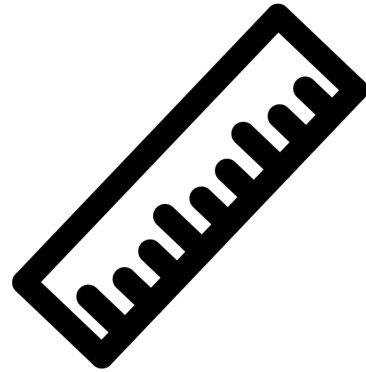
- **Windows Time**

- Use windows API
  - GetTickCount and timeGetTime
- Or Windows Structures
  - KUSER\_SHARED\_DATA.



- **CPU Time**

- Count CPU cycles (`rdtsc`)



# **Evasive Malware Measurement**

## Dataset

- **7006** Binaries
- Virus Total Intelligence (3+ AV Detection)
- From October 2016 to February 2017

## Environment Setup

- **Virtual Machine** (VirtualBox)
- **Windows 7** (64-bit)
- **Custom Apps** (Adobe Reader, Chrome, and media players)
- **User Data** (saved credentials, browser history, etc.)
- **Basic User Activity** (moving the mouse, launching applications)
- **5 min** run

# Evasive Malware



At least one evasive behavior: **1,093 / 7006 (15.6%)**

Family Name [1]	Samples	Evasive	Techniques
<b>virlock</b>	619 (8.8%)	600 (96.9%)	2
<b>confidence</b>	505 (7.2%)	68 (13.5%)	4
<b>virut</b>	242 (3.5%)	13 (5.4%)	2
<b>mira</b>	230 (3.3%)	9 (3.9%)	1
<b>upatre</b>	187 (2.7%)	2 (1.1%)	1
<b>lamer</b>	171 (2.4%)	0 (0.0%)	0
<b>sivis</b>	168 (2.4%)	0 (0.0%)	0

# Top Evasive Malware

At least one evasive behavior: **1,093 / 7006 (15.6%)**

Family Name [1]	Samples	Evasive	Techniques
<b>sfone</b>	19	19 (100.0%)	1
<b>unruy</b>	11	11 (100.0%)	1
<b>virlock</b>	619	600 (96.9%)	2
<b>vilsel</b>	13	8 (61.5%)	2
<b>urelas</b>	18	9 (47.4%)	2
<b>confuser</b>	52	8 (44.4%)	1
<b>vobfus</b>	29	19 (36.5%)	1



# Top Techniques Used

At least one evasive behavior: **1,093 / 7006 (15.6%)**

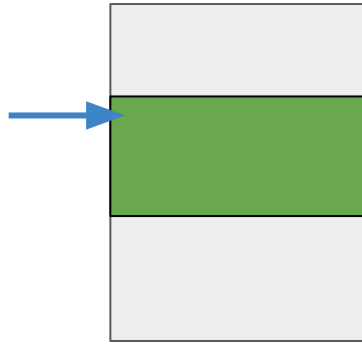
	Technique	#
Code Cache Artifacts	Self-modifying code	897
Environment Artifacts	Parent detection	259
JIT Compiler Detection	Write on protected memory region	40
Environment Artifacts	Check DEBUG flag	5
Environment Artifacts	Memory fingerprinting	3

# Overhead

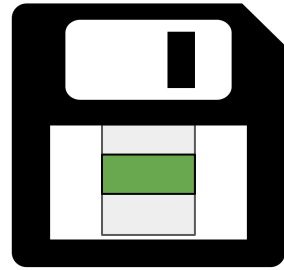


	Pin time [ms]	Arancino [ms]	Arancino overhead [%]	Module activated
<b>Parent Detection</b>	850	870	2%	Hooking Module
<b>EIP Detection - int2e</b>	710	1,150	62%	Pattern Match Module
<b>Memory Fingerprinting</b>	2,000	7,090	254,5%	Fake Read Module
<b>Memory Allocations</b>	2,000	2,900	45%	Fake Write Module + Hooking Module

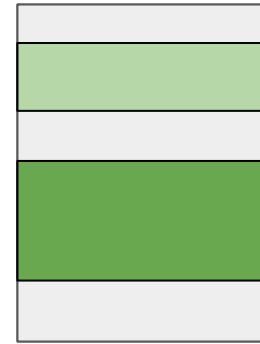
# Unpacking Approach



**Detect W and X memory regions**



**Dump the Program**



**Deobfuscate the Import Address Table**



**Recognize the correct dump**

# Experiment 1: known packers

	Upx	FSG	Mew	mpress	PeCompact	Obsidium	ExePacker	ezip
MessageBox.exe	✓	✓	✓	✓	✓	!	✓	✓
WinRAR.exe	✓	✓	✓	✓	✓	!	✓	✓

	Xcomp	PElock	ASProtect	ASPack	eXpressor	exe32packer	beropacker	Hyperion
MessageBox.exe	✓	!	!	✓	!	✓	✓	✓
WinRAR.exe	✓	!	!	✓	!	✓	✓	✓

! → Original code dumped but Import directory not reconstructed

Number of packed (checked manually) samples **1096**

	N°	%
<b>Unpacked and working</b>	669	63
<b>Unpacked but not executable</b>	139	13
<b>Not unpacked</b>	258	24

# DEMO Time!

- Malware authors employ **Anti-Instrumentation** techniques to detect when their samples are being instrumented
- We proposed an approach to practically **defeat such techniques**
- We studied the **common techniques** adopted by modern malware authors to evade of instrumentation systems
- On top of Arancino ~> dynamic, **evasion-resilient unpacker**
  - Known packers use anti-instrumentation techniques!

# Thanks!

<https://github.com/necst/arancino>

Mario Polino

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# Questions?

<https://github.com/necst/arancino>

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- Icons, CC from Noun Project:
  - Vicons Design
  - Aya Sofya
  - Adnen Kadri
  - Stock Image Folio
  - Icon Fair
  - Creative Stall
  - Gregor Cresnar

