CMSC 491/691 Malware Analysis

Basic Static Analysis

Topics

Strings

PE File Metadata

Packing

Static Analysis

Learning properties of a file without running it

- For now, just doing basic static analysis
 - Analyzing file properties / metadata
- Will do advanced static analysis later
 - Analyzing disassembled code

Strings

Sequences of printable characters in a file

Running strings on a file is usually first step of analysis

Gives hints about functionality of program

- Example: strings -n 8 [file path] | more
 - Gets all strings of length >= 8 from a file and pipes output to more

FLOSS

Like strings but more powerful

- Extracts:
 - ASCII strings
 - UTF-16 strings
 - Stack strings
 - Some encoded strings

floss -n 8 --no-decoded-strings [file path]

Strings and FLOSS Demo (RJ)

Lab01-01.exe

Lab09-02.exe

PE File Format

File format for Windows executables

Includes EXE, DLL, SYS, and other file types

Describes how the executable file is loaded into memory

Contains lots of metadata that is useful to malware analysts!

The IMAGE_FILE_HEADER

- Contains basic file information
 - NumberOfSections
 - TimeDateStamp
 - Characteristics

```
IMAGE_FILE_HEADER
```

IMAGE_OPTIONAL_HEADER

Section Table

IMAGE_SECTION_HEADER

IMAGE_SECTION_HEADER

IMAGE_SECTION_HEADER

The IMAGE_OPTIONAL_HEADER

Not actually optional

- Contains lots of important metadata:
 - AddressOfEntryPoint
 - Sizes of various parts of the file that get loaded into memory
 - Minimum versions of operating system, linker, image, subsystem

```
IMAGE_FILE_HEADER

IMAGE_OPTIONAL_HEADER

Section Table

IMAGE_SECTION_HEADER

IMAGE_SECTION_HEADER
```

IMAGE SECTION HEADER

The Section Table

 Each section corresponds to a continuous area of memory in a process

 Section table contains an array of IMAGE_SECTION_HEADERs

IMAGE FILE HEADER IMAGE OPTIONAL HEADER Section Table IMAGE SECTION HEADER IMAGE SECTION HEADER IMAGE SECTION HEADER

IMAGE_SECTION_HEADERs

- Each contains that section's:
 - Name
 - VirtualAddress
 - VirtualSize
 - SizeOfRawData
 - Characteristics

```
IMAGE FILE HEADER
IMAGE_OPTIONAL_HEADER
    Section Table
IMAGE SECTION HEADER
IMAGE SECTION HEADER
IMAGE SECTION HEADER
```

Common PE Sections

Section name	Contents
.text	Executable code
.data	Initialized data
.idata	Import Address Table
.rsrc	Resource Directory Table
.rdata	Read-only initialized data

- Many other common section names
- Unusual section names are a malicious indicator

Virus Total Demo PE File Format Demo

Lab -03-04.exe

Imports

- Import Address Table lists which functions a file imports from the Windows API
 - Windows API functions defined in DLL files

Imports give info about what actions a file can perform

Commonly second step in basic static analysis, after strings

Resources

Additional data/file contained within a PE file

In legitimate files, often icons, application manifest, etc

Malware often hides things in resources!

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Resources and Imports Demo

VT and Imports demo as time permits ResourceHacker and Lab03-03.exe

Packers

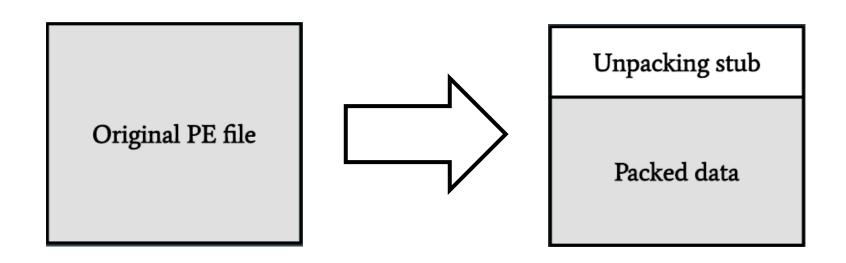
 Malware authors want to make it difficult for you to perform static analysis on their malware

- Use packers to hide:
 - Executable code
 - Strings
 - Imports

How Packers Work

Compress original program and add an unpacker stub

 When the packed executable is run, the stub unpacks the compressed program into memory and runs it



Indicators that a File is Packed

- File / Section entropy > 7
- Few readable strings
- Unusual section names
- Imports resolved using runtime linking
- Sections with unusual raw / virtual sizes

- PEiD, DIE, VirusTotal are decent at detecting packers
 - Notice lots of some false positives for some packers though

Entropy

 A byte has 2⁸ possible values, so a truly random sequence of bytes has an entropy of 8

Executable code usually has an entropy around 4-6

 Obfuscated / encrypted data usually has an entropy over 7, often near 8

Runtime Linking

 Malware authors don't want you to be able to easily analyze a program's imports

- Can hide a file's imports until it is run by using runtime linking
 - Resolves imports as the file runs
 - Can import functions that are not listed in the Import Address Table (IAT)

How Runtime Linking Works

 LoadLibrary – Gets a handle (expand on this concept, not just a pointer) to any DLL file on a system

GetProcAddress – Gets address of any function in a DLL

Together, allows a program to import a function from any DLL

Packing Indicators Demo

Lab01-02.exe

Lab01-03.exe