Malware

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Definition

NIST SP 800-83

Guide to Malware Incident
Prevention and Handling for
Desktops and Laptops

Malware (or malicious code), is a program that is covertly inserted into another program with the intent to:

- destroy data
- run destructive or intrusive programs
- compromise the confidentiality, integrity, or availability of the victim's data, applications, or operating system
- → One of the most widespread threats

Malware classification

Propagation mechanism:

- <u>infection</u> of existing executable/interpreted content
- exploitation of <u>vulnerabilities</u>
- social engineering

Malware can be:

- Parasitic vs. self-contained
- Replicating vs. non-replicating

Payload actions:

- corruption of system / data
- theft of a service
- theft of information
- stealthing

Attack kits

Toolkits for the deployment of malware attacks (since 2000s)

- variety of propagation methods
- variety of payload "modules"
- customizable with last 0-day vulnerabilities

Also known as crimeware

Enlarge the population of malware attackers

Examples:

Zeus crimeware toolkit (2007): **bank** malware that can attack credentials, tamper with on-line bank operations

Angler exploit kit (2013): exploits Flash and browser vulnerabilities to propagate

→ Malware as a service!

Advanced Persistent Threat (APT)

Attacks to **selected targets** that are persistent and stealthy

Advanced: wide variety of intrusion techniques and (custom) malware

Persistent: over an extended period, so to maximize damage

Threat: attacker's intent to compromise the selected targets

Examples:

- Theft of intellectual property
- Theft of government data
- Physical disruption of critical infrastructures

Propagation mechanisms

(malware classification)

- 1. Infection
- 2. Exploitation
- 3. Social engineering

Viruses

Computer Virus: category of malware that infects other programs

Note: word *Virus* is often used to refer to malware, in general

- First computer virus: early 1980s
- Like biological viruses, computer viruses replicate by attaching their code to other programs (code is like virus DNA)

Viruses inherits **privileges** from the infected program

With no access control it would be possible to infect any executable in the system

Access control & least-privilege limit a lot the infection of executables

Macro viruses (documents)

Virus structure and lifecycle

Viruses have three components:

- Infection mechanism: replicates and spread the virus
- Trigger: the condition that activates the payload, also known as logic bomb. Can be a date, a configuration, an event
- Payload: what the virus does, besides spreading

Virus lifecycle:

- 1. **Dormant** phase: virus is idle waiting to be activated
- 2. **Propagation** phase: virus copies into other programs
- 3. **Triggering** phase: virus becomes active
- 4. **Execution** phase: payload is executed. Ex.: message on the screen, destruction of data, ...

Macro virus

A virus that attaches itself to documents and uses the macro programming capabilities of the document's application to execute and propagate [NISTIR 7298]

Examples: Microsoft Office documents and PDF documents

 repetitive tasks, dynamic content, form validation, ...

An **increasingly popular** threat:

- 1. Platform independent
- Documents are the most **popular** form of information getting into a system
- 3. Documents are often **shared**
- 4. Documents are **writable** by users (programs usually are not)
- Macro viruses are simpler than traditional executable viruses

Case study: Melissa macro virus

Released in 1999, targeting Microsoft **Word** and spreading through **Outlook**

Word macros were executed when a document was opened, created, closed

Word macros could **read**, **write** files and **call other applications**

Melissa was activated when the document was **opened**

- Disable Macro menu and security features (stealthy)
- 2. If called from document: copy into global template (**propagate**)
- 3. If called from global template copy into the document (**infect**)
- Use Outlook to attach to 50 emails infected documents (propagate, only once: stealthy)
- if minutes==day of month add a Simpson quote (trigger+payload)

Concealment strategies

Encrypted: virus is encrypted apart from a small fraction of code that decrypts the virus and execute it

random key ⇒ no fixed pattern

Stealthy: code mutation (polymorphic), compression or rootkits, that we will discuss later

Polymorphic: copies with same functionality with different code

- adding, permuting instructions
- use encryption and then mutate just the decryption code

Metamorphic: mutates itself so to make detection harder. Can also mutate behaviour

Propagation mechanisms

(malware classification)

- 1. Infection
- 2. Exploitation
- 3. Social engineering

Worms

Computer Worm: a program that propagates on hosts and systems

 each infected host serves as an automated launching pad for attacks on other machines

Worm programs exploit **software vulnerabilities** in client or server programs to gain access to each new system

Worms **scans the network** to look for possible targets

Possible strategies are:

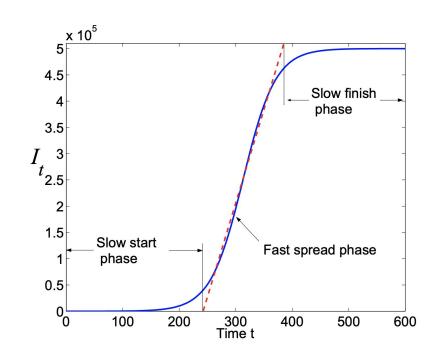
- Scanning hosts in a predefined "hit-list"
- Scanning hosts related to the infected ones
- Scanning the local subnetwork

Worm propagation model [Zou'05]

Simple epidemic model:

$$\frac{dI_t}{d_t} = \beta I_t [N - I_t]$$

- β is the pairwise infection rate
- N is the number of hosts
- I_t is the number of infected hosts at time t
- Catch in the slow start phase!



[Zou'05] Zou, C., et al. "The Monitoring and Early Detection of Internet Worms." *IEEE/ACM Trans. on Networking*, October 2005.

Case study: the Morris worm (1998)

Target: UNIX systems

Host discovery: examining system tables that declared

- trusted hosts
- users' mail forwarding files
- user's remote accounts

... and checking the **status** of network connections

For each discovered host, the worm tried a number of **methods for gaining access**:

- Crack the local password file
- Bug in the UNIX "finger" protocol
- Vulnerability in the sendmail process
- Once in, it could install/run the worm on the new host

Brief history of worm attacks (1)

Melissa (1998): <u>virus, worm and</u> <u>Trojan</u> in one package

- Opening attachment propagated worm by email and virus into documents
- 1999: new version exploiting visual basic scripting in emails:
 no need to open the attachment!
- Three days to infect ~100K computers

Code Red (2001): exploited a **vulnerability** in Microsoft Internet Information Server (**IIS**)

- Phase 1: was only spreading
- After trigger, distributed DoS attack on government sites
- ~360K servers in 14 hours

Code Red II (2001): also installed a **backdoor** for remote execution

Brief history of worm attacks (2)

Sobig.F (2003): exploited proxy servers to turn them into **spam engines**

> 1M hosts of in 24 hours

Mydoom (2004): mass-mailing e-mail worm

- replicated ~1000 times/minute
- 100M infected messages in 36h
- exploited IE to install a backdoor

Conficker (2008): one of the largest worm infection ever

- exploited vulnerabilities in Windows systems
- millions of computers including government, business and home computers >190 countries

Brief history of worm attacks (3)

Stuxnet (2010): targeting Industrial Control Systems (ICS)

- exploiting **0-day** vulnerabilities
- first **Cyberwarfare** weapon ever
- targeting the Iranian nuclear program
- Worm induced stealthy failures on the centrifuges for uranium enrichment

Flame (2012): Cyber-espionage on Middle-Eastern countries exploiting advanced vulnerabilities

 MD5 collisions using a new attack!

WannaCry (2017): vulnerability in the SMB file sharing of Windows

 encrypting files and asking for a ransom

Worm "technologies"

Multiplatform: not just Windows!

Multi-exploit: use different exploits to spread

Ultrafast spreading: try to spread fast, thanks to multi-exploitation and 0-days

Polymorphic: as viruses, various forms to evade detection

Metamorphic: as viruses, change form and behaviour

Transport vehicles: used to transport other malware

0-day: use unknown vulnerabilities, which makes it hard to stop/detect them

Client-side vulnerabilities (1)

Bugs in user applications that allow malware to install

Drive-by download: user visits a page that downloads and install malware without user knowledge

- Typically due to browser and plugin vulnerabilities
- Examples: Flash and Java plugin vulnerabilities

Watering-hole attack: is a variant of drive-by download. The attacker:

- targets a specific victim
- discovers websites commonly visited by the victim and look for vulnerabilities
- exploit website vulnerabilities so to install the drive-by download payload

Client-side vulnerabilities (2)

Malvertising: attacker pays for advertisements that incorporate malware

 users visiting pages with malvertising would get infected (e.g. through drive-by download) **Clickjacking**: hijack user clicks

 User clicks on a button but the click goes to a different page

Example: transparent layers that hide what the user is really clicking on

 Click would go to the transparent page, possibly performing unwanted actions (user might be logged in a session)