

Lecture 18

November 6, 2024

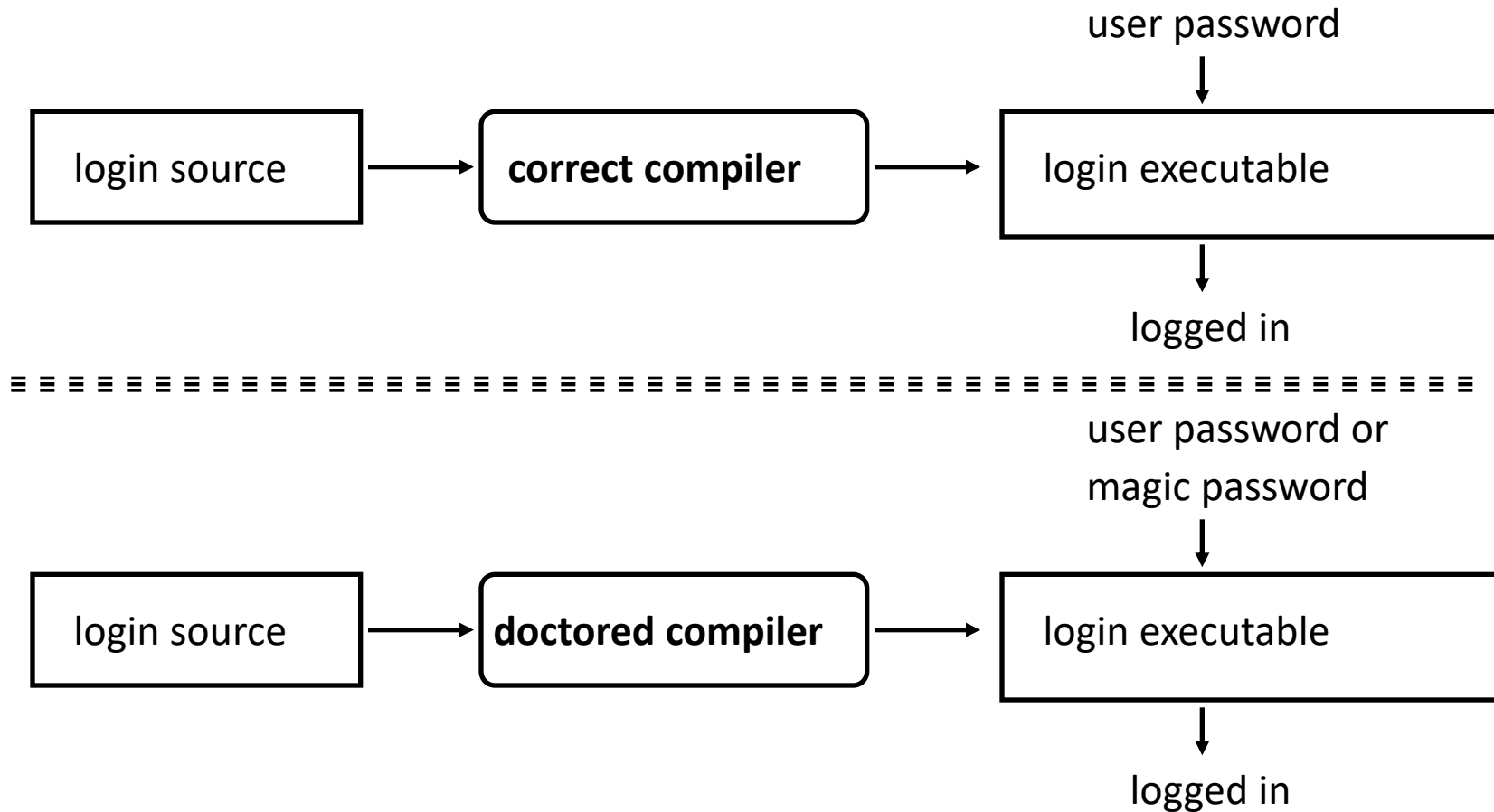
Replicating Trojan Horse

- Trojan horse that makes copies of itself
 - Also called *propagating Trojan horse*
 - Early version of *animal* game used this to delete copies of itself
- Hard to detect
 - 1976: Karger and Schell suggested modifying compiler to include Trojan horse that copied itself into specific programs including later version of the compiler
 - 1980s: Thompson implements this

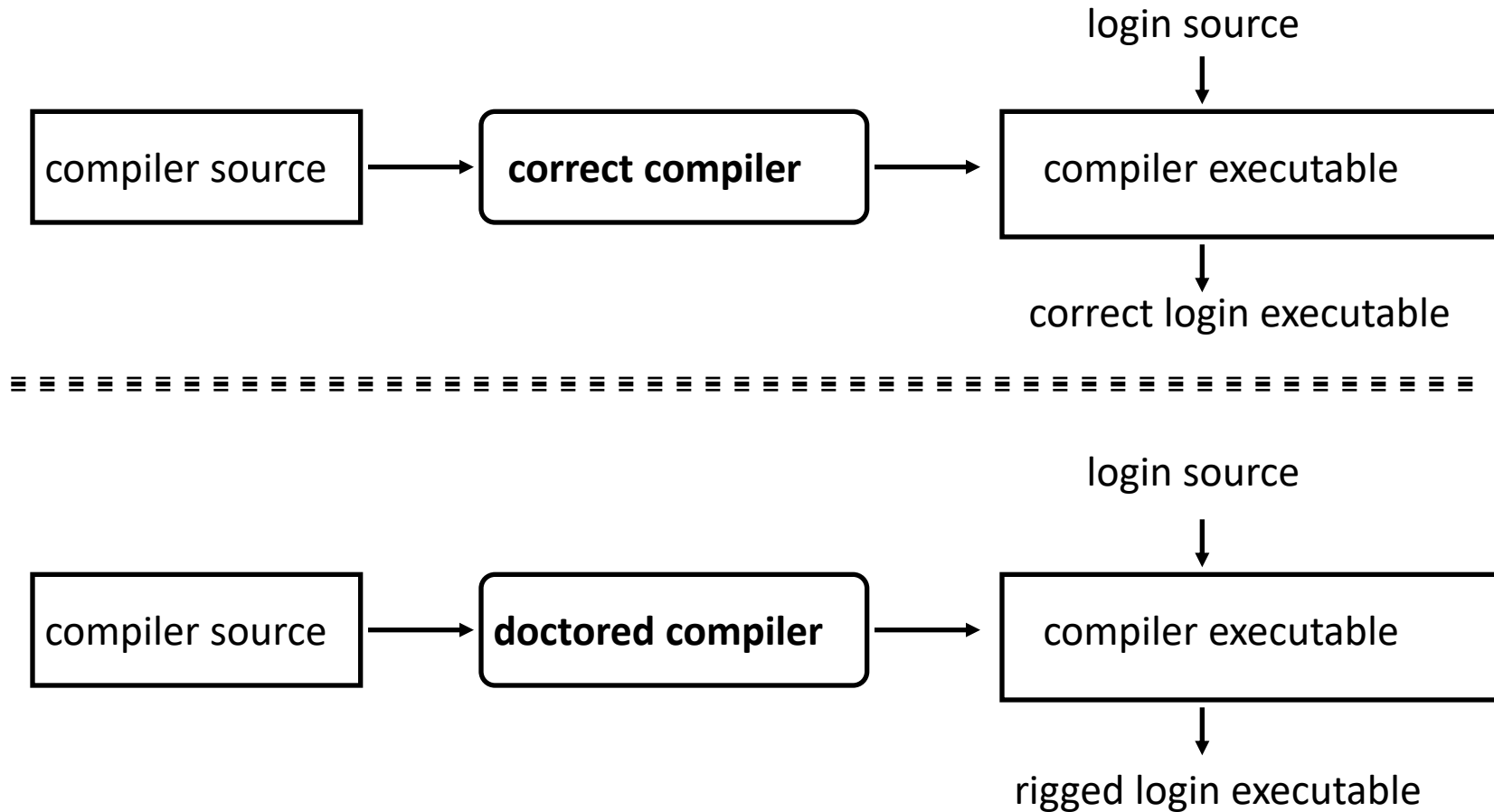
Thompson's Compiler

- Modify the compiler so that when it compiles *login*, *login* accepts the user's correct password or a fixed password (the same one for all users)
- Then modify the compiler again, so when it compiles a new version of the compiler, the extra code to do the first step is automatically inserted
- Recompile the compiler
- Delete the source containing the modification and put the undoctored source back

The *login* Program



The Compiler



Comments

- Great pains taken to ensure second version of compiler never released
 - Finally deleted when a new compiler executable from a different system overwrote the doctored compiler
- The point: *no amount of source-level verification or scrutiny will protect you from using untrusted code*
 - Also: having source code helps, but does not ensure you're safe

Computer Virus

- Program that inserts itself into one or more files and performs some action
 - *Insertion phase* is inserting itself into file
 - *Execution phase* is performing some (possibly null) action
- Insertion phase *must* be present
 - Need not always be executed
 - Lehigh virus inserted itself into boot file only if boot file not infected

Pseudocode

beginvirus:

if *spread-condition* **then begin**

for *some set of target files* **do begin**

if *target is not infected* **then begin**

determine where to place virus instructions

copy instructions from beginvirus to endvirus

into target

alter target to execute added instructions

end;

end;

end;

perform some action(s)

goto *beginning of infected program*

endvirus:

Trojan Horse Or Not?

- Yes
 - Overt action = infected program's actions
 - Covert action = virus' actions (infect, execute)
- No
 - Overt purpose = virus' actions (infect, execute)
 - Covert purpose = none
- Semantic, philosophical differences
 - Defenses against Trojan horse also inhibit computer viruses

History

- Programmers for Apple II wrote some
 - Not called viruses; very experimental
- Fred Cohen
 - Graduate student who described them
 - Teacher (Adleman, of RSA fame) named it “computer virus”
 - Tested idea on UNIX systems and UNIVAC 1108 system

Cohen's Experiments

- UNIX systems: goal was to get superuser privileges
 - Max time 60m, min time 5m, average 30m
 - Virus small, so no degrading of response time
 - Virus tagged, so it could be removed quickly
- UNIVAC 1108 system: goal was to spread
 - Implemented simple security property of Bell-LaPadula
 - As writing not inhibited (no *-property enforcement), viruses spread easily

First Reports of Viruses in the Wild

- Brain (Pakistani) virus (1986)
 - Written for IBM PCs
 - Alters boot sectors of floppies, spreads to other floppies
- MacMag Peace virus (1987)
 - Written for Macintosh
 - Prints “universal message of peace” on March 2, 1988 and deletes itself

More Reports

- Duff's experiments (1987)
 - Small virus placed on UNIX system, spread to 46 systems in 8 days
 - Wrote a Bourne shell script virus
- Highland's Lotus 1-2-3 virus (1989)
 - Stored as a set of commands in a spreadsheet and loaded when spreadsheet opened
 - Changed a value in a specific row, column and spread to other files

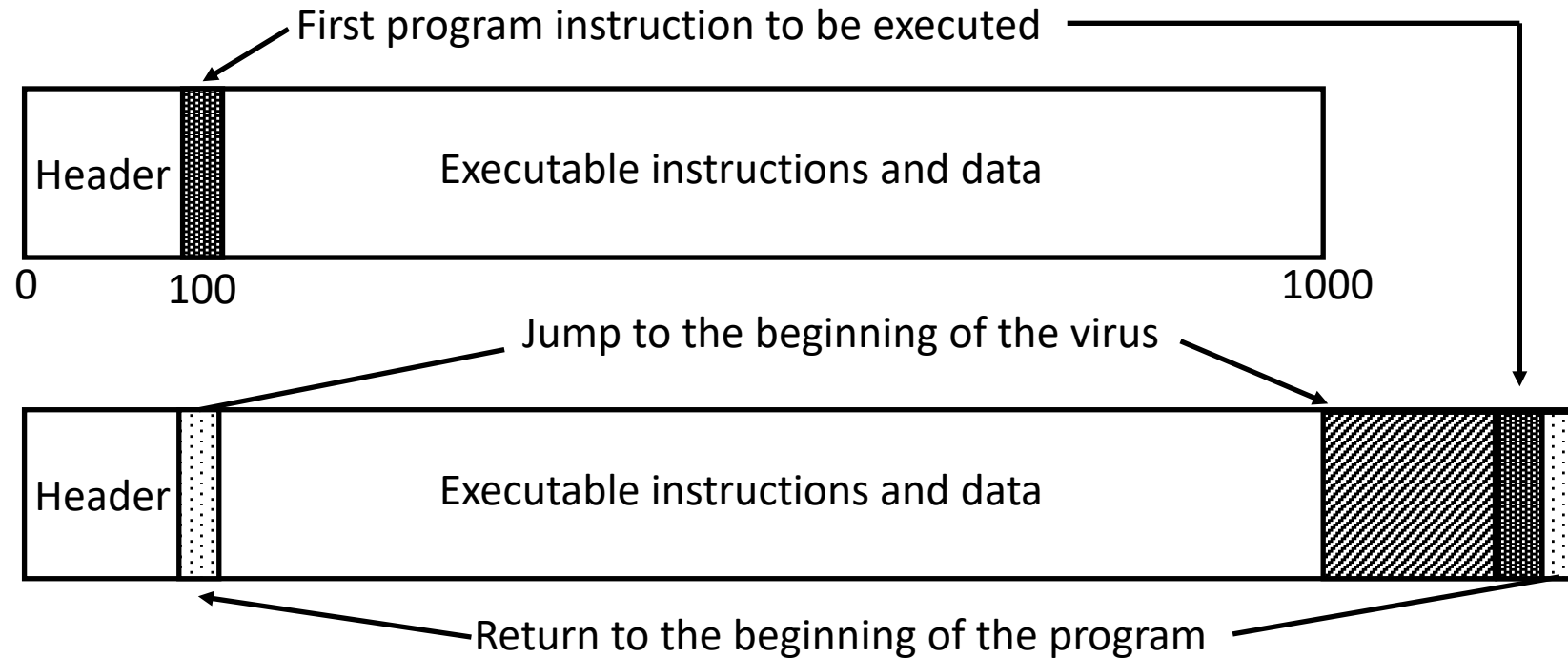
Infection Vectors

- Boot sector infectors
- Executable infectors
- Data infectors
- These are not mutually exclusive; some viruses do two or three of these

Boot Sector Infectors

- A virus that inserts itself into the boot sector of a disk
 - Section of disk containing code
 - Executed when system first “sees” the disk
 - Including at boot time ...
- Example: Brain virus
 - Moves disk interrupt vector from 13H to 6DH
 - Sets new interrupt vector to invoke Brain virus
 - When new floppy seen, check for 1234H at location 4
 - If not there, copies itself onto disk after saving original boot block; if no free space, doesn't infect but if any free space, it infects, possibly overwriting used disk space
 - If there, jumps to vector at 6DH

Executable Infectors



- A virus that infects executable programs
 - Can infect either .EXE or .COM on PCs
 - May append itself (as shown) or put itself anywhere, fixing up binary so it is executed at some point

Executable Infectors (*con't*)

- Jerusalem (Israeli) virus
 - Checks if system infected
 - If not, set up to respond to requests to execute files
 - Checks date
 - If not 1987 or Friday 13th, set up to respond to clock interrupts and then run program
 - Otherwise, set destructive flag; will delete, not infect, files
 - Then: check all calls asking files to be executed
 - Do nothing for COMMAND.COM
 - Otherwise, infect or delete
 - Error: doesn't set signature when .EXE executes
 - So .EXE files continually reinfected

Macro Viruses

- A virus composed of a sequence of instructions that are interpreted rather than executed directly
- Can infect either executables (Duff's shell virus) or data files (Highland's Lotus 1-2-3 spreadsheet virus)
- Independent of machine architecture
 - But their effects may be machine dependent

Example

- Melissa
 - Infected Microsoft Word 97 and Word 98 documents
 - Windows and Macintosh systems
 - Invoked when program opens infected file
 - Installs itself as “open” macro and copies itself into Normal template
 - This way, infects any files that are opened in future
 - Invokes mail program, sends itself to everyone in user’s address book
 - Used a mail program that most Macintosh users didn’t use, so this was rare for Macintosh users

Multipartite Viruses

- A virus that can infect either boot sectors or executables
- Typically, two parts
 - One part boot sector infector
 - Other part executable infector

Concealment

- Terminate and stay resident (TSR)
- Stealth
- Encryption
- Polymorphism
- Metamorphism

TSR Viruses

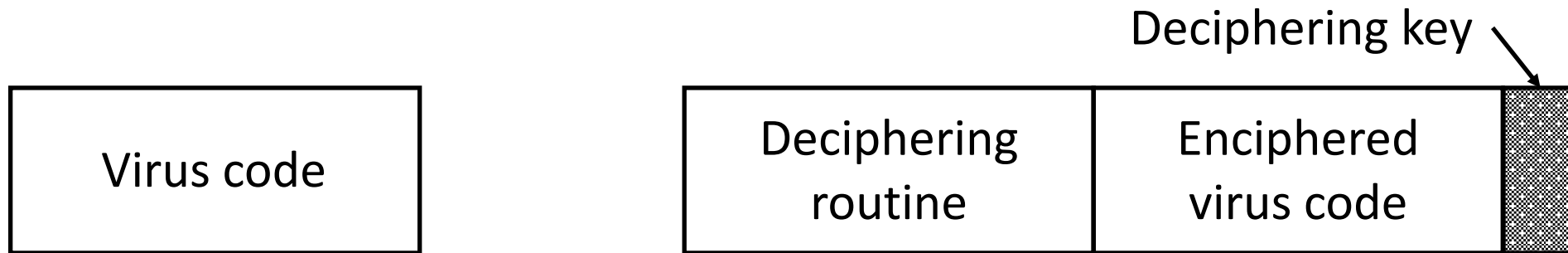
- A virus that stays active in memory after the application (or bootstrapping, or disk mounting) is completed
 - Non-TSR viruses only execute when host application executes
- Examples: Brain, Jerusalem viruses
 - Stay in memory after program or disk mount is completed

Stealth Viruses

- A virus that conceals infection of files
- Example: IDF (also called Stealth or 4096) virus modifies DOS service interrupt handler as follows:
 - Request for file length: return length of *uninfected* file
 - Request to open file: temporarily disinfect file, and reinfect on closing
 - Request to load file for execution: load infected file

Encrypted Viruses

- A virus that is enciphered except for a small deciphering routine
 - Detecting virus by signature now much harder as most of virus is enciphered



Example

```
(* Decryption code of the 1260 virus *)
(* initialize the registers with the keys *)
rA = k1;
rB = k2;
(* initialize rC with the virus; starts at sov, ends at eov *)
rC = sov;
(* the encipherment loop *)
while (rC != eov) do begin
    (* encipher the byte of the message *)
    (*rC) = (*rC) xor rA xor rB;
    (* advance all the counters *)
    rC = rC + 1;
    rA = rA + 1;
end
```

Polymorphic Viruses

- A virus that changes its form each time it inserts itself into another program
- Idea is to prevent signature detection by changing the “signature” or instructions used for deciphering routine
 - At instruction level: substitute instructions
 - At algorithm level: different algorithms to achieve the same purpose
- Toolkits to make these exist (Mutation Engine, Trident Polymorphic Engine)
- After decipherment, same virus loaded into memory
 - Virus is encrypted; decryption routine is obscured (polymorphicized?)

Example

- These are different instructions (with different bit patterns) but have the same effect:
 - add 0 to register
 - subtract 0 from register
 - xor 0 with register
 - no-op
- Polymorphic virus would pick randomly from among these instructions

Metamorphic

- Like polymorphic, but virus itself is also obscured
 - So two instances of virus would look different when loaded into memory
- When decrypted, virus may have:
 - Two completely different implementations
 - Two completely different algorithms producing same result

Example

- W95/Zmist virus distributes itself throughout code being infected
- On finding file to infect:
 - $p = 0.1$: insert jump instructions between each set of non-jump instructions
 - $p = 0.1$: infect file with unencrypted copy of Zmist
 - $p = 0.8$: if file has section with initialized data that is writeable, infect file with polymorphic encrypted version of Zmist; otherwise, infect file with unencrypted copy of Zmist
 - In first case, virus expands that section, inserts virus code as it is decrypted, and executes that code; decrypting code preserves registers so they can be restored
- On execution, allocates memory to put virus engine in; that creates new instance of (transformed) virus

Computer Worms

- A program that copies itself from one computer to another
- Origins: distributed computations
 - Schoch and Hupp: animations, broadcast messages
 - Segment: part of program copied onto workstation
 - Segment processes data, communicates with worm's controller
 - Any activity on workstation caused segment to shut down

Example: Internet Worm of 1988

- Targeted Berkeley, Sun UNIX systems
 - Used virus-like attack to inject instructions into running program and run them
 - To recover, had to disconnect system from Internet and reboot
 - To prevent re-infection, several critical programs had to be patched, recompiled, and reinstalled
- Analysts had to disassemble it to uncover function
- Disabled several thousand systems in 6 or so hours

Example: Christmas Worm

- Distributed in 1987, designed for IBM networks
- Electronic letter instructing recipient to save it and run it as a program
 - Drew Christmas tree, printed “Merry Christmas!”
 - Also checked address book, list of previously received email and sent copies to each address
- Shut down several IBM networks
- Really, a macro worm
 - Written in a command language that was interpreted

Computer Worm Structure

- *Target Selection*: worm determines which systems to spread to
- *Propagation*: worm attempts to infect chosen targets
- *Execution*: worm carries out action after it becomes resident on a target
 - This phase may be empty

Example: Internet Worm

- Target selection: chose targets from lists of trusted hosts, and hosts trusted by users whose passwords had been guessed
- Propagation: tried to exploit 4 vulnerabilities
 - *sendmail* (SMTP server) in debug mode
 - *fingerd* (information server) buffer overflow attack
 - used guessed passwords
 - tried to exploit trust relationships
- Execution: took actions to:
 - Concealed its presence
 - Prevent reinfection
 - tried to guess passwords on local system (to be used in target selection)

Stuxnet

- Found in 2010, targeted Siemens centrifuges used in process to enrich uranium
 - Compromised Windows software first, then the PLC in centrifuges
 - Very sophisticated evasion, exploits, and use of first PLC rootkit
 - Spun them at nonstandard speeds so they tore apart
- Entered system via infected USB stick with a Trojan horse
 - Looked on local network for Windows-based systems to infect; if found, infected no more than 3
- On system, checked to see if it was part of a specific industrial control system
 - No: did nothing
 - Ye: acted

Stuxnet (*con't*)

- Tried to download most current version of itself
- Exploited vulnerabilities in infected system's PLC to take control of attached centrifuges
 - Also corrupted information sent to the controllers so they would not detect anything was wrong until centrifuges went out of control
- Believed developed by one or more nation-states due to its complexity, sophistication
- Other equally sophisticated worms found since then
 - Flame: spread in ways similar to Stuxnet, but only gathers information from microphones, keystrokes, network traffic, and so forth for the attackers to retrieve

Importance of Stuxnet

- Earlier research showed physical systems vulnerable to attacks from connected computers
- Stuxnet showed these attacks can be launched over the Internet

Bots

- *bot*: malware that carries out some action in co-ordination with other bots
- *botmaster*: attacker controlling the bots on one or more systems
- *command and control (C&C) server, mothership*: system(s) the attacker uses to control the bots
- *C&C channels*: communication paths used to communicate with bots
 - Distinguishing characteristic of bot is the use of this channel
 - Can be triggered, updated over this
- *botnet*: a collection of bots

Life Cycle of a Bot in a Botnet

1. Bot infects system
2. Bot checks for a network connection, looks for either C&C server or another bot it can communicate with
3. Bot gets commands sent by C&C server or other bot
 - These may include adding components to add to what the bot can do
4. Bot executes these commands
 - May send results to somewhere else