



One step ahead.

Graph, Entropy and Grid Computing: Automatic Comparison of Malware

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Virus Bulletin 2008, Ottawa

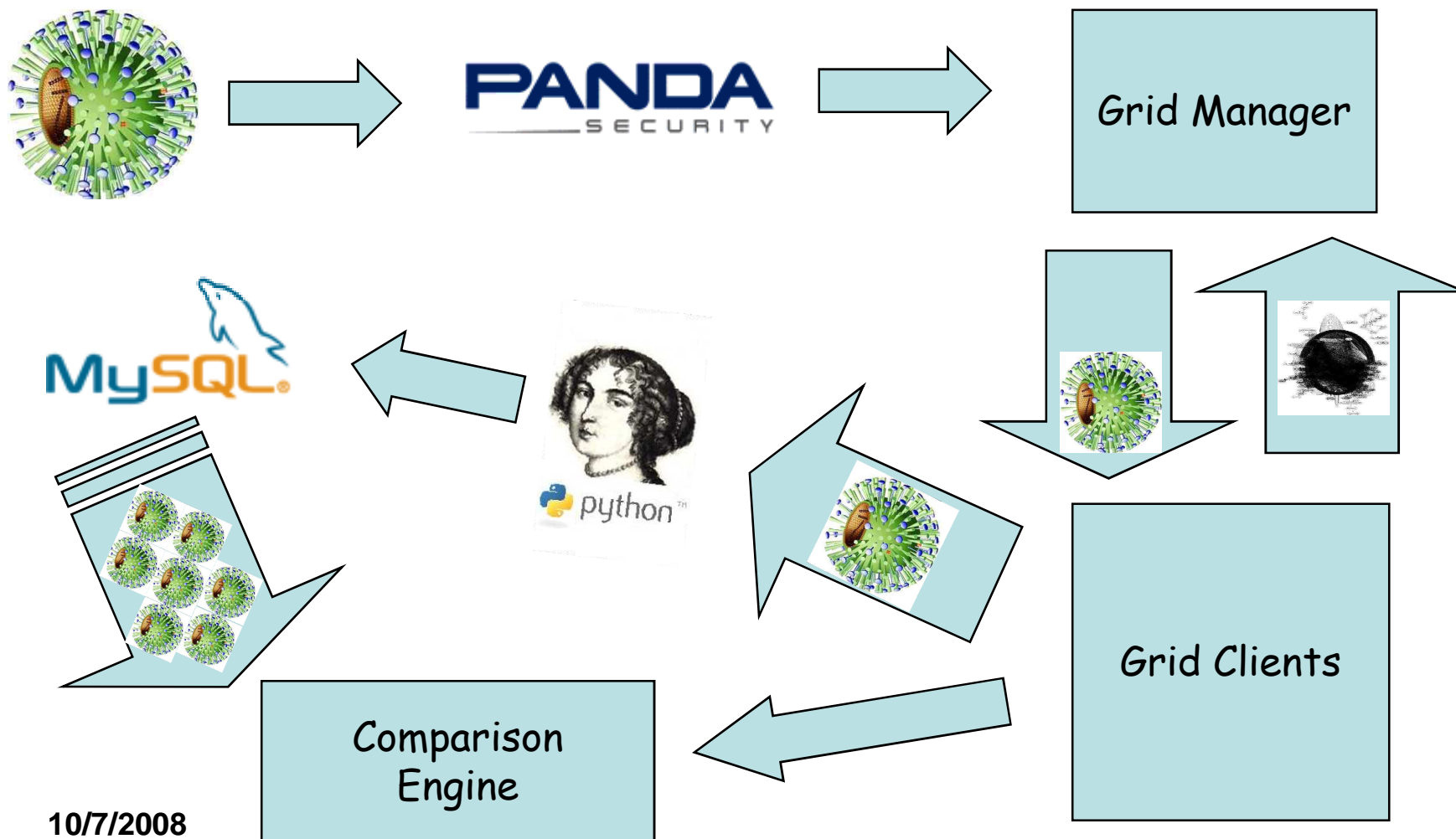
Challenges

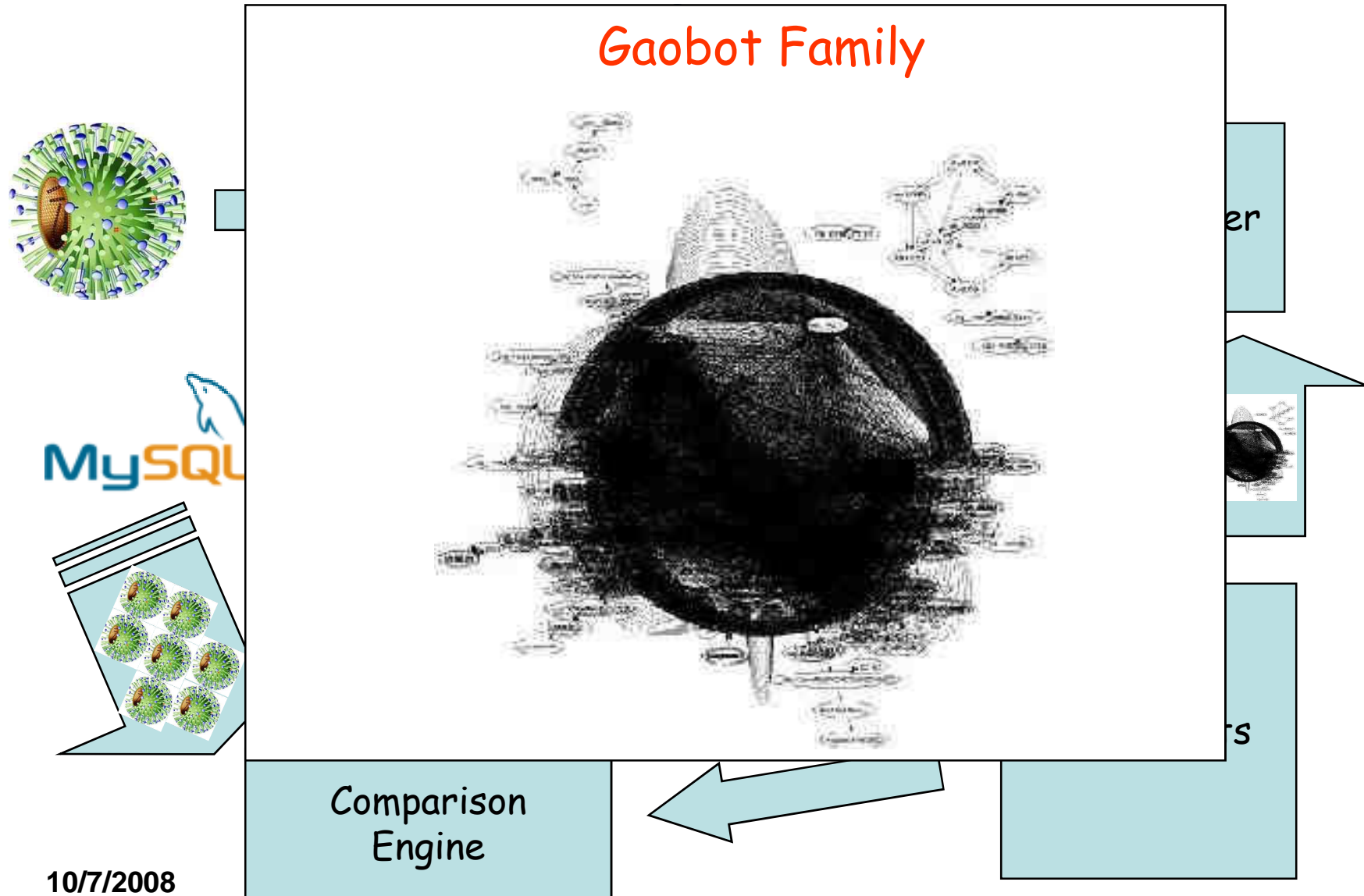
- Identify new samples
- Automatically
- ASAP
- Improve detection rate
- Malware nomenclature

State of the Art

- Ero Carrera & Gergely Erdélyi
 - Digital Genome Mapping
- Halvar Flake
 - Lot of researches in graphs analysis
 - VxClass
- Marius Gheorghescu
 - An Automated Virus Classification system

The System





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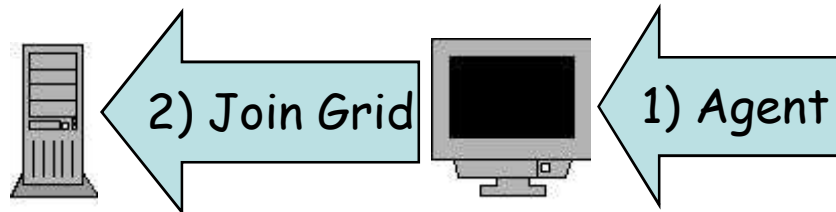
Grid System

- **Analyse as many samples as possible**
- **IDA Analysis take too much time**
- **BOINC, GLOBUS, ARC (Advanced Resource Connector)**
- **XMLRPC**

Automatic Comparison of Malware

Grid Server

Grid Client



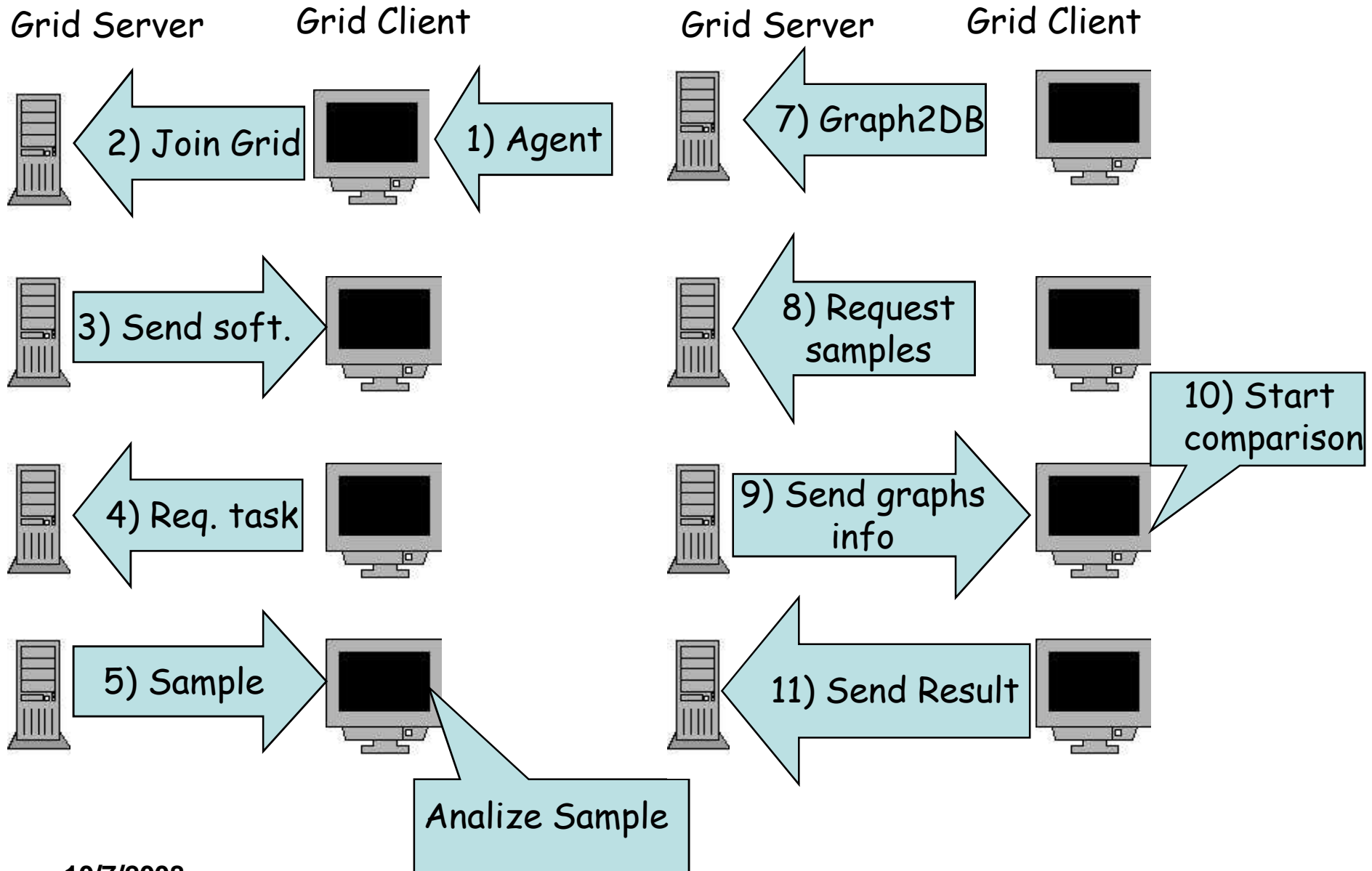
Grid System (1.3.3.26)

Slave Monitor

Project: graphStore
Status: Initializing....
Task: None
Tasks Done: 0
Aborted Tasks: 0

Registering Slave....
Slave Registered!!
Getting project....
Project Name: graphStore
Project Dir: C:/PandaLabs/Grid/graphStore
Directory "graphStore" exists.
Project Software Version: 1.4

Automatic Comparison of Malware



Sample Analysis

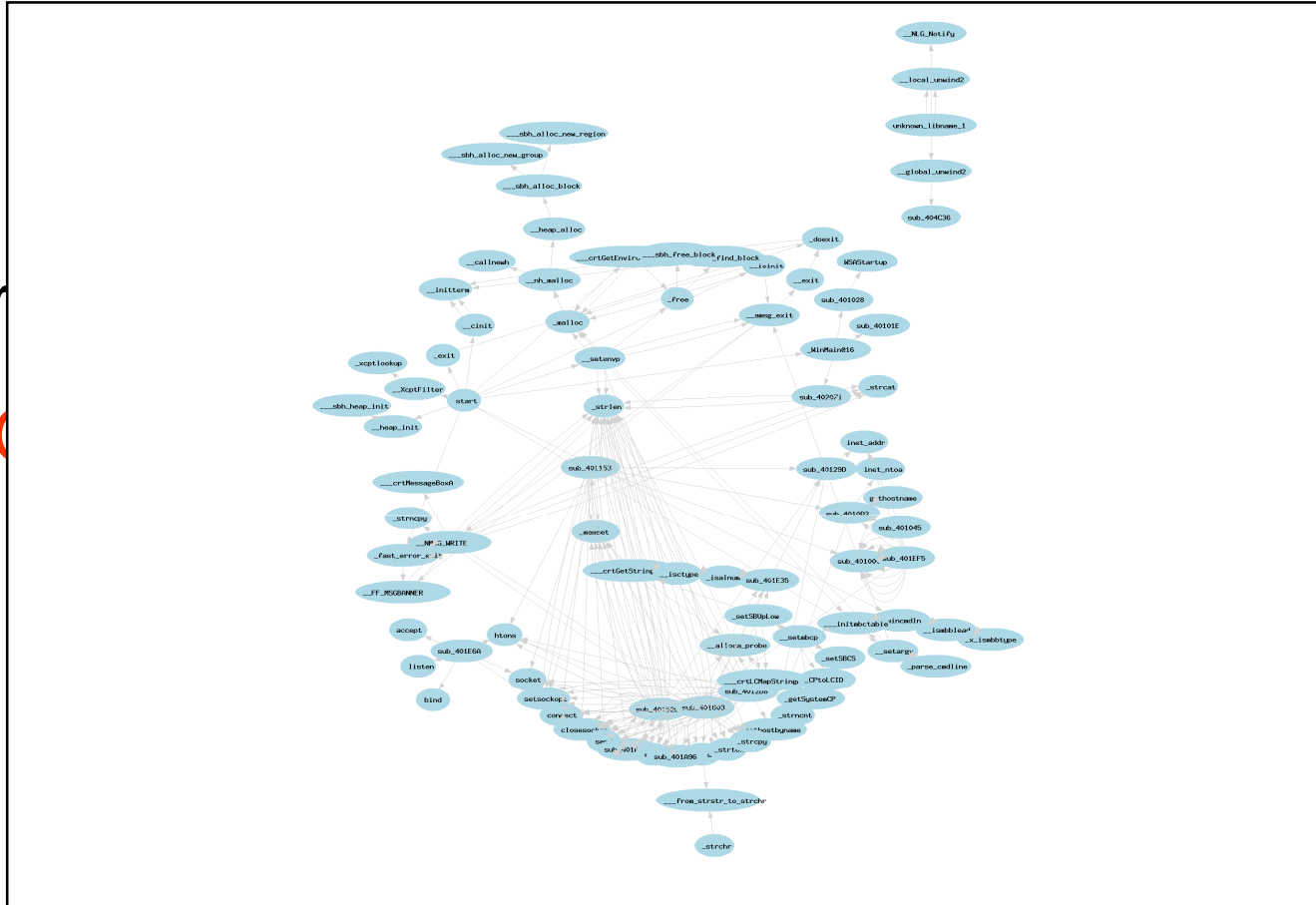
➤ Ida Pro + IdaPython

Sample Analysis

- Ida Pro + IdaPython
- Flow Graph

➤ Ida Pro

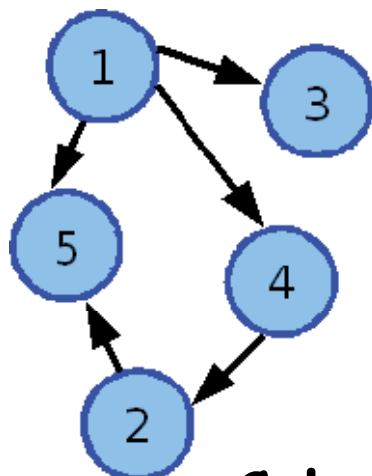
➤ Flow C



Adjacency Matrix

➤ Ida Pr

➤ Flow C



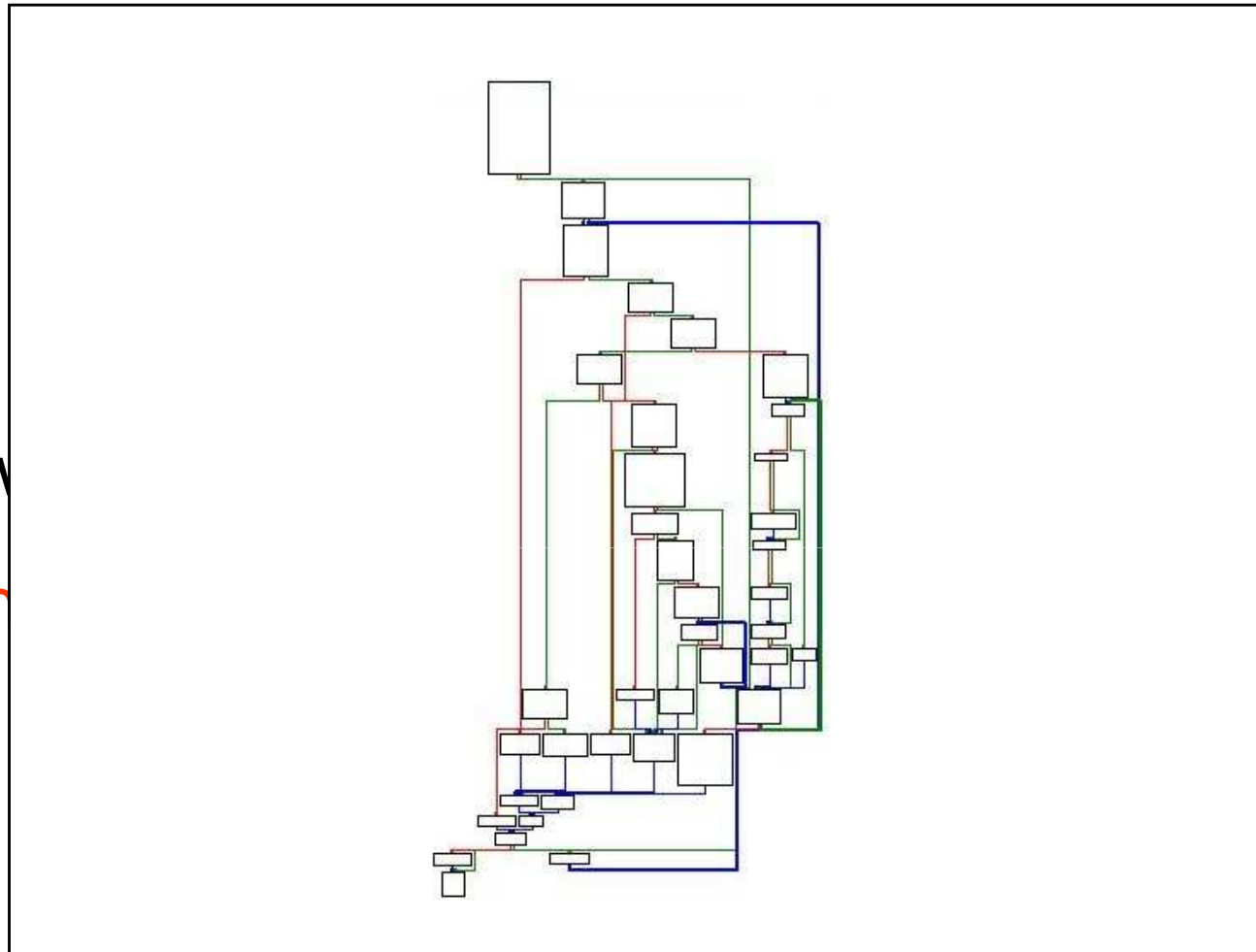
	1	2	3	4	5
1	0	0	1	1	1
2	0	0	0	0	1
3	0	0	0	0	0
4	0	1	0	0	0
5	0	0	0	0	0

Columns & rows = graph nodes
(i,j) = 1, if i calls j

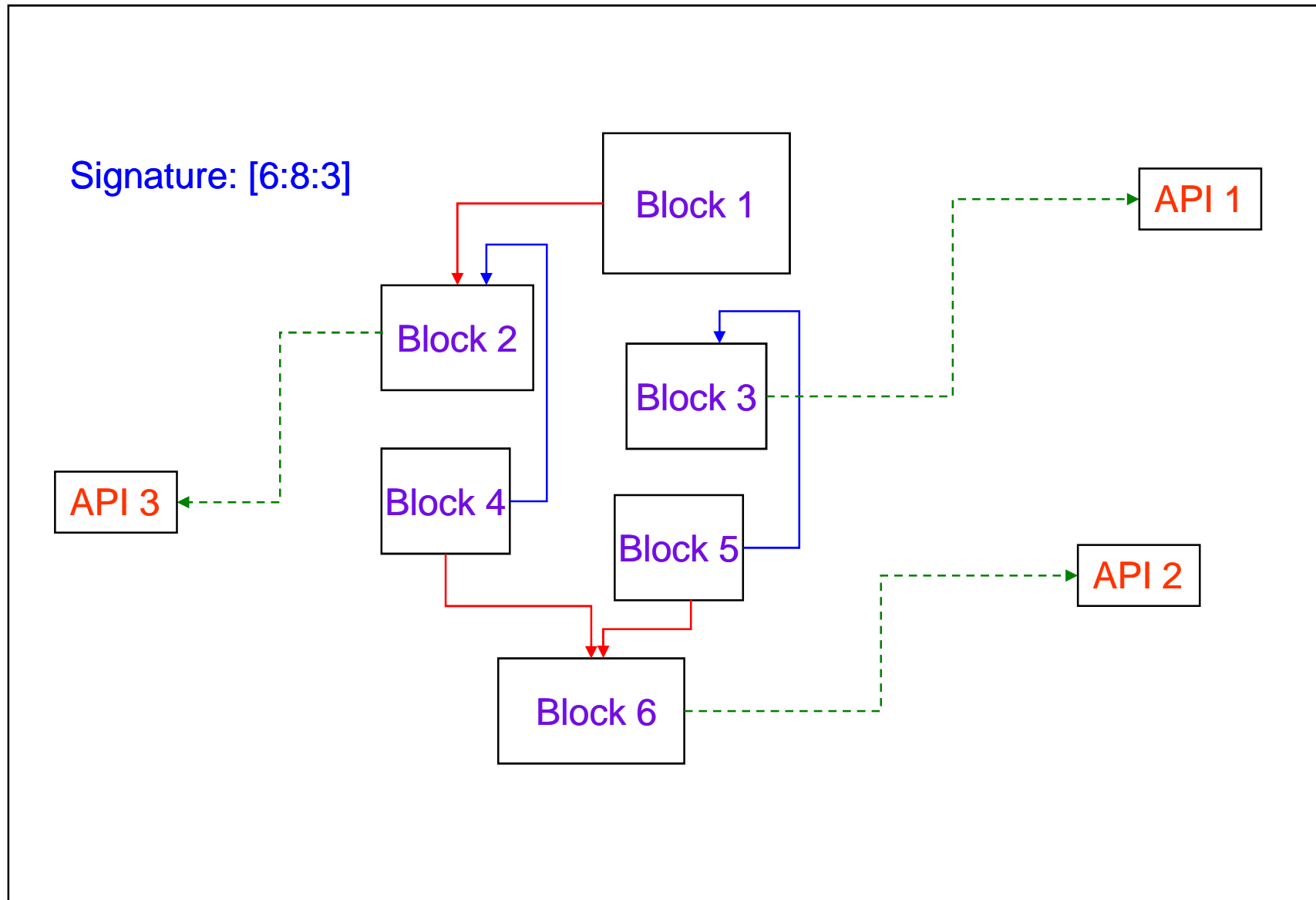
Sample Analysis

- Ida Pro + IdaPython
- Flow Graph
- Functions Control Flow Graph (CFG) signature

- Ida
- Flow
- Fun



ture



Sample Analysis

- Ida Pro + IdaPython
- Flow Graph
- Functions Control Flow Graph (CFG)
- **Function's crc32**

Sample Analysis

➤ Ida

➤ Flo

➤ Fu

➤ Fu

```
push    ebp
mov     ebp,
push   ecx
push   ecx
push   esi
call   dword_405044
push   eax
call   sub_40101E
push   1
call   sub_402071
pop    ecx
pop    ecx
call   sub_401028
xor    esi, esi
push   offset aJobaka31 ; "Jobaka31"
push   esi
push   esi
call   dword_405040
```

CRC32(Push+mov+push+push+push+call+...)

Sample Analysis

- Ida Pro + IdaPython
- Flow Graph
- Functions Control Flow Graph (CFG)
- Function's crc32
- Functions names (sub_, nullsub_,.....)
- Operating Systems and Library Calls (API's)

Comparison Algorithm

➤ Select best samples

- Compiler type (Peid Signature)
- File Size
- Number Api Functions
- Number custom functions
- Checksum & Entropy

Checksum

'A checksum is a form of redundancy check, [...] It works by adding up the basic components of a message, typically the assorted bits [in our case each byte], and storing the resulting value.'

[from wikipedia]

$$(AA) + (BB) + (CC) + (DD) \rightarrow \text{Checksum} = 0x30E$$

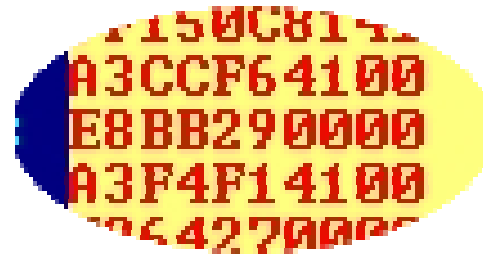
Checksum Properties

- Similar blocks has very close checksum values

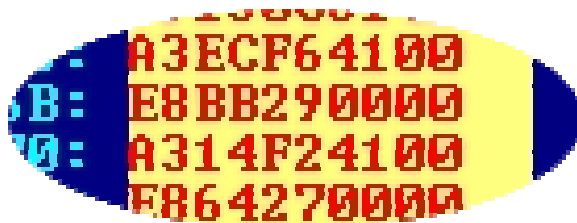
```

09AF24315117CB> 4FRO ----- a32 PE.0041350B|Hiew 7.26 <c>SEN
.0041350B: C1E810 shr eax,000000010 ;'
.0041350E: A3B4F14100 mov [0041F1B4],eax
.00413513: 33F6 xor esi,esi
.00413515: 56 push esi
.00413516: E8BB030000 call .0004130D6 --41
.0041351B: 59 pop ecx
.0041351C: 85C0 test eax,eax
.0041351E: 7508 jne .000413520 --42
.00413520: 6A1C push .00000001C ;'L'
.00413522: E8B0000000 call .0004135D7 --43
.00413527: 59 pop ecx
.00413528: 8975FC 2mov [ebp-04],esi
.0041352B: E8FD2A0000 call .00041602D --44
.00413530: FF150C8141 call GetCommandLineA ;KERNEL32
.00413536: A3CCF64100 mov [0041F6CC],eax
.00413537: E8BB290000 call .000415EFB --45
.00413540: A3F4F14100 mov [0041F1F4],eax
.00413545: E864270000 call .000415CAE --46
.0041354A: call .000415BF5 --47
.0041354F: E8A7EFFFFF call .0004124FB --48
.00413554: 8975D0 mov [ebp-30],esi
.00413557: 8D45A4 lea eax,[ebp-5C]
.0041355A: 50 push eax
1Global 2FillBlk 3 4ReLoad 5OrdLdr 6Ibyte 7Direct 8Table 9 10Leave
    
```

Checksum: 0x260A



Checksum: 0x276D



```

3457F781444C26> 4FRO ----- a32 PE.0041363B|Hiew 7.26 <c>SEN
.0041363B: C1E810 shr eax,000000010 ;'
.0041363E: A3D4F14100 mov [0041F1D4],eax
.00413643: 33F6 xor esi,esi
.00413645: 56 push esi
.00413646: E8BB030000 call .0004130B6 --41
.0041364B: 59 pop ecx
.0041364C: 85C0 test eax,eax
.0041364E: 7508 jne .000413650 --42
.00413650: 6A1C push .00000001C ;'L'
.00413652: E8B0000000 call .000413707 --43
.00413657: 59 pop ecx
.00413658: 8975FC 2mov [ebp-04],esi
.0041365B: E8FD2A0000 call .00041615D --44
.00413660: FF150C8141 call GetCommandLineA ;KERNEL32
.00413666: A3ECF64100 mov [0041F6EC],eax
.00413667: E8BB290000 call .00041602B --45
.00413670: A3F2141100 mov [0041F214],eax
.00413675: E864270000 call .000415DDF --46
.0041367A: E8A6260000 call .000415D25 --47
.0041367F: E8A7EFFFFF call .00041262B --48
.00413684: 8975D0 mov [ebp-30],esi
.00413687: 8D45A4 lea eax,[ebp-5C]
.0041368A: 50 push eax
1Global 2FillBlk 3 4ReLoad 5OrdLdr 6Ibyte 7Direct 8Table 9 10Leave
    
```

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Checksum Properties

- Similar blocks has very close checksum values

```
0041350B: C1E810 shr     eax, 00000010
0041350E: A3B4F14100 mov     [0041F1B4], eax
00413513: 33F6 xor     esi, esi
00413515: 56 push   esi
00413516: E8BB030000 call    .0004138D6
0041351B: 59 pop    ecx
0041351C: 85C9 test   eax, eax
```

Checksum: 0x260A

Checksum Diff: 0x163

Checksum

A3ECF64100
E8BB290000
A314F24100
E864270000

```
00413650: 681C push   0000001C
00413652: E8B0000000 call   .000413707
00413657: 59 pop    ecx
00413658: 8975FC mov     [ebp+04], esi
0041365B: FF6E06 call   .00041615D
00413668: FF6E06 call   GetCommandLineA ; KERNEL32
0041366A: A3ECF64100 mov     [0041F6E6], eax
0041366B: E8BB290000 call   .00041602B
00413670: 8975FC mov     [0041F214], eax
00413675: E864270000 call   .000415DD6
0041367A: E8A6260000 call   .000415D25
0041367F: E8A7EFFFFF call   .00041262B
00413684: 8975D0 mov     [ebp+30], esi
00413687: 8D45A4 lea    eax, [ebp+5C]
0041368A: 50 push  eax
```

Checksum disadvantages

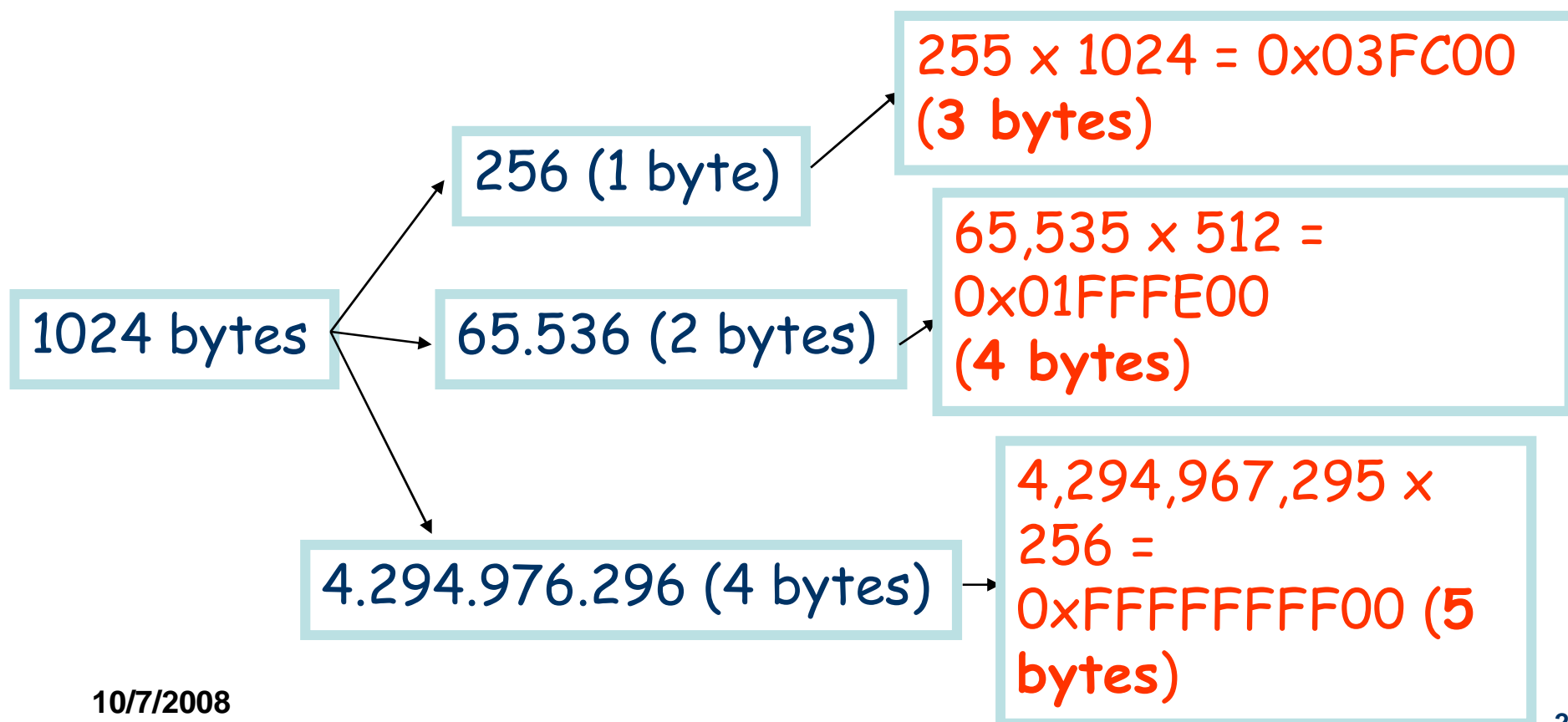
- A checksum is not changed by:
 - Inserting or deleting zero-valued bytes

$$\begin{aligned}0xAA+0xBB &= 0x165 \\ 0xAA+0x00+0xBB+0x00 &= 0x165\end{aligned}$$

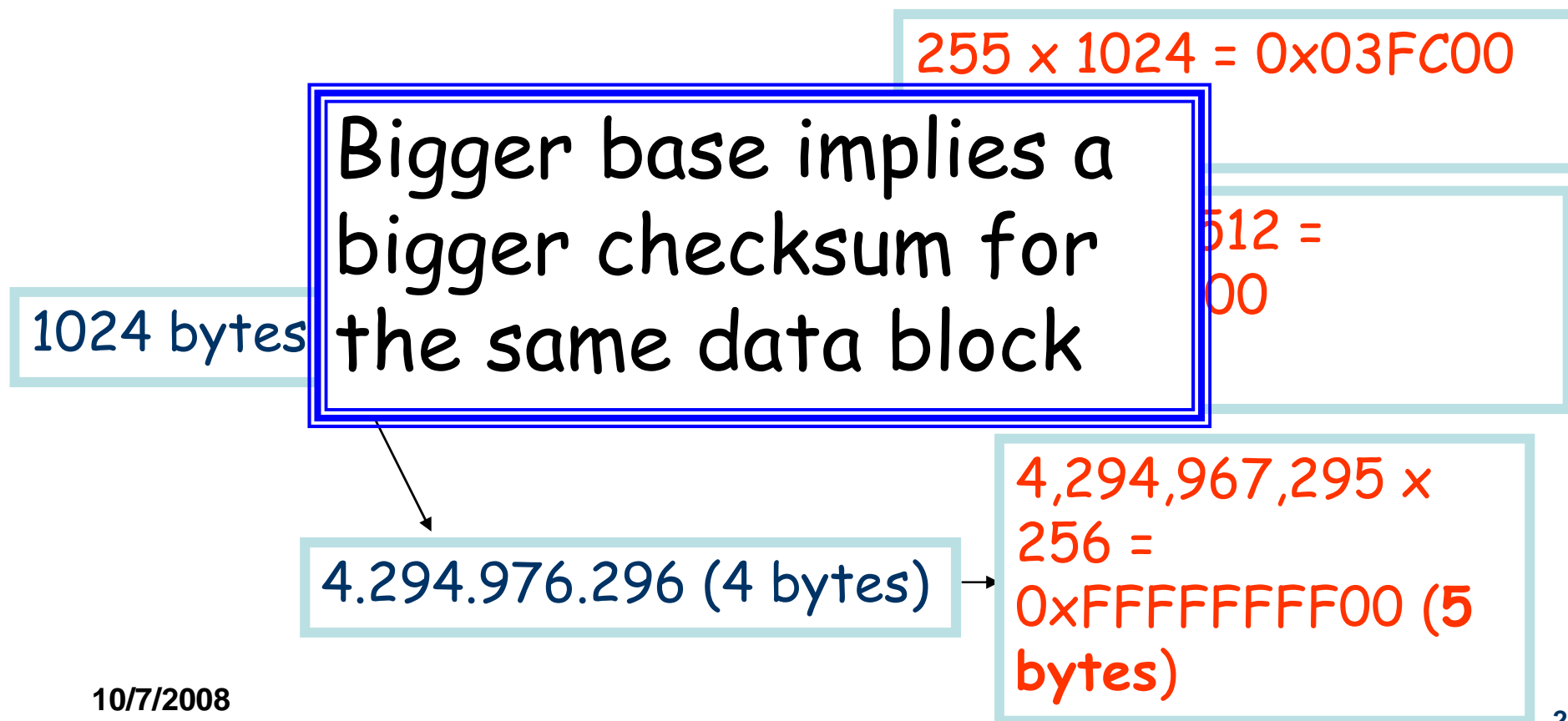
- Reordering of the bytes in the data.

$$\begin{aligned}0xAA+0xBB &= 0x165 \\ 0xBB+0xAA &= 0x165\end{aligned}$$

- Checksum value depends on 2 factors:
 - Size of data block
 - Base (basic component: bits, bytes,...)

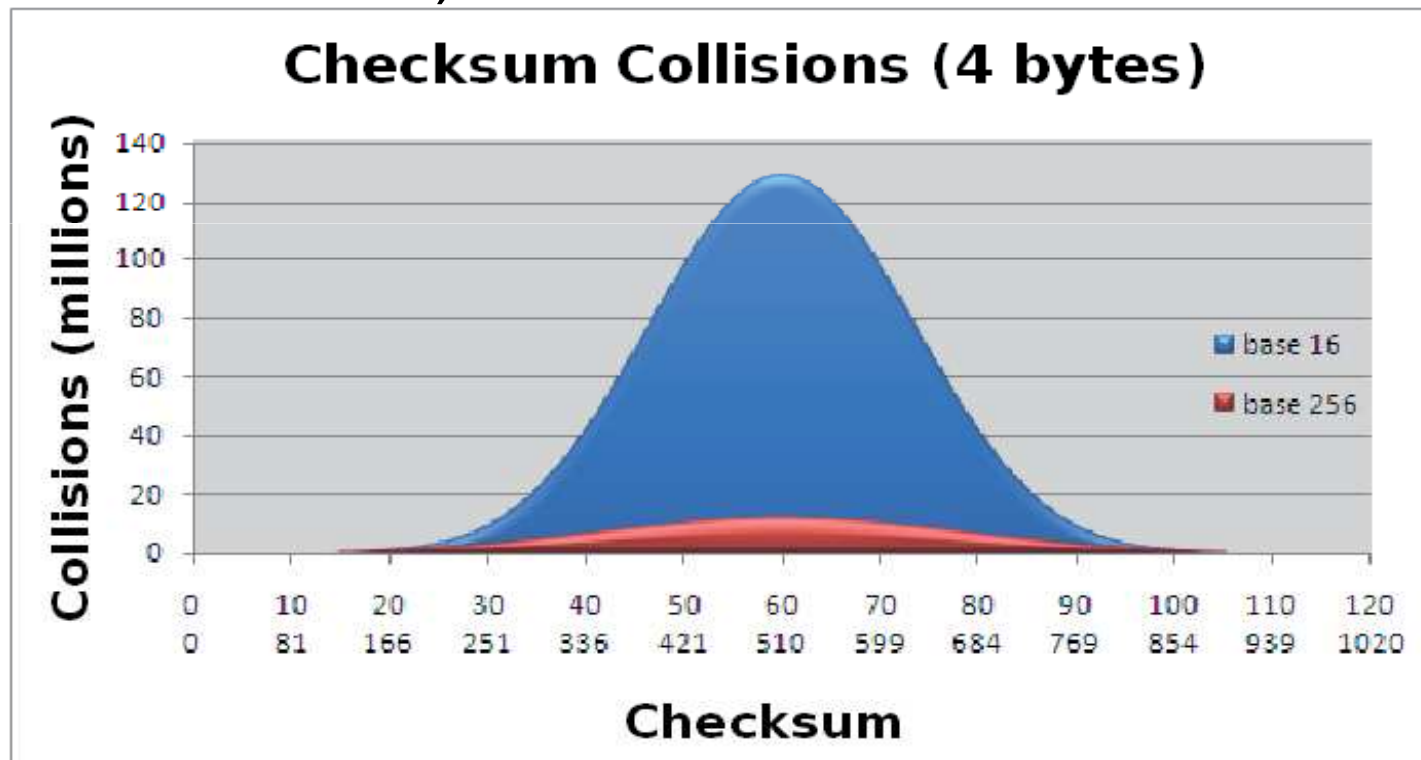


- Checksum value depends on 2 factors:
 - Size of data block
 - Base (basic component: bits, bytes,...)



Bigger base involve a Bigger checksum

- Decreases the probability of collision (same checksum)



Bigger base involve bigger checksum difference

- Similar data blocks could get significantly different checksum values

Base 256 (BYTE)

$$\begin{aligned} (AA) + (BB) + (CC) + (DD) &\rightarrow \text{Checksum} = 0x30E \\ (BA) + (BB) + (CC) + (DD) &\rightarrow \text{Checksum} = 0x31E \\ &\quad \underbrace{\hspace{10em}}_{(\text{diff} = 0x10)} \end{aligned}$$

Base 65536 (WORD)

$$\begin{aligned} (AABB) + (CCDD) &\rightarrow \text{Checksum} = 0x017798 \\ (BABB) + (CCDD) &\rightarrow \text{Checksum} = 0x018798 \\ &\quad \underbrace{\hspace{10em}}_{(\text{diff} = 0x1000)} \end{aligned}$$

Bigger base involve bigger checksum difference

- Similar data blocks could get significantly different checksum values

As code is represented as bytes, our approach will use a base of 256 (1byte)

$(AABB) + (CCDD) \rightarrow \text{Checksum} = 0x017798$

$(BABB) + (CCDD) \rightarrow \text{Checksum} = 0x018798$

$(\text{diff} = 0x1000)$

Our Checksum

➤ 4KB, in blocks of 1KB,
from the beginning of the
1st , 2nd and last
sections

First Section	1Kb
	1Kb
	1Kb
	1kb
	...
Second Section	1Kb
	1Kb
	1Kb
	1kb
	...
More Sections	...
Last Section	1Kb
	1Kb
	1Kb
	1kb
	...

Checksum Algorithm

- Subtract checksum from both files

Sample A

Sample B

First Section	1Kb	First Section	1Kb
	1Kb		1Kb
	1Kb		1Kb
$ABS(ChkSmA - ChkSmB) \leq EntropyDiff$			
Second Section	...	Second Section	...
	1Kb		1Kb
	1Kb		1Kb
	1Kb		1Kb
	1kb		1kb
More Sections	...	More Sections	...

Last Section	1Kb	Last Section	1Kb
	1Kb		1Kb
	1Kb		1Kb
	1kb		1kb

Sample A

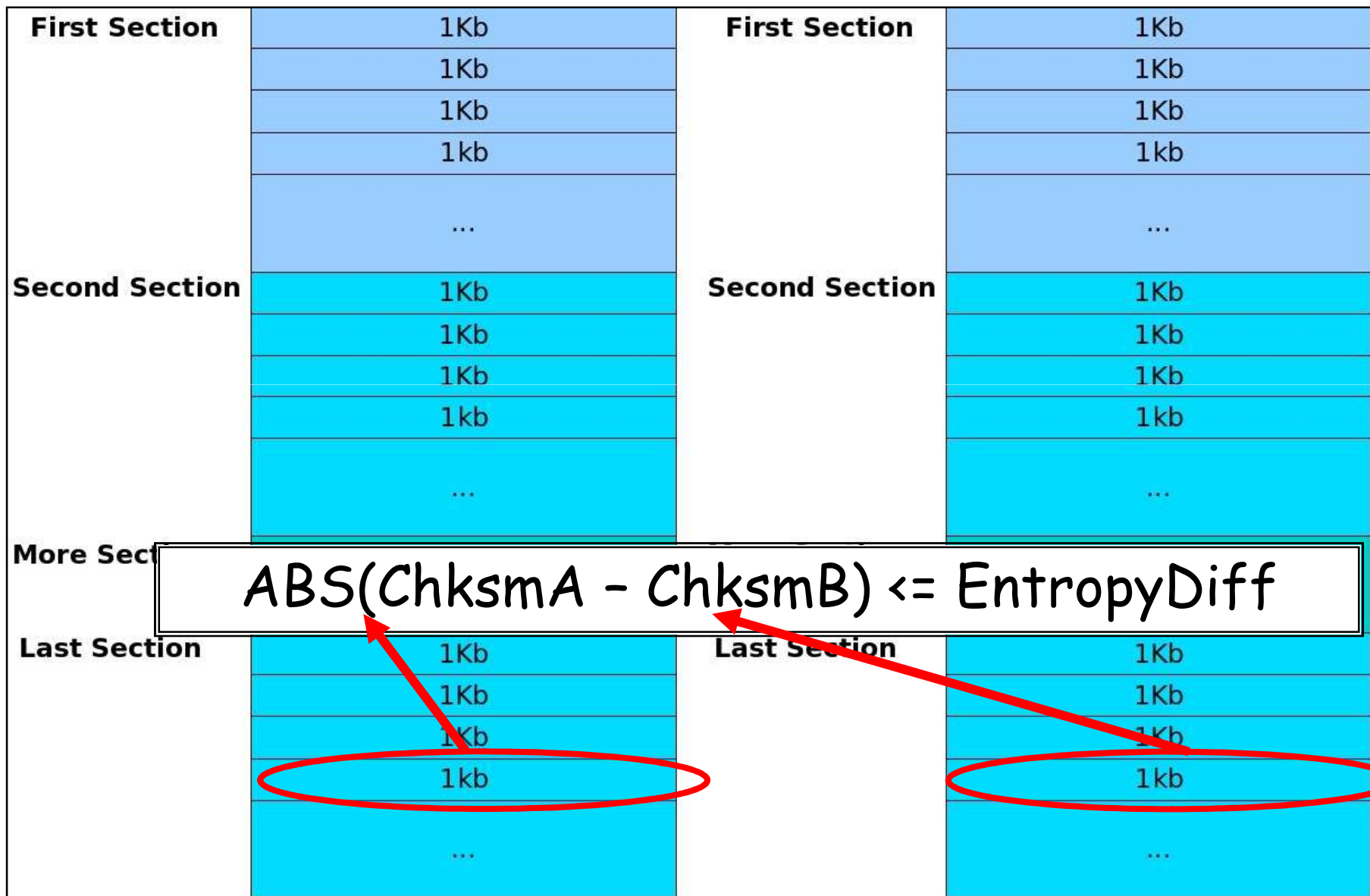
Sample B

First Section	1Kb	First Section	1Kb
	1Kb		1Kb
	1Kb		1Kb
	1kb		1kb
$ABS(ChkSmA - ChkSmB) \leq EntropyDiff$			
Second Section	1Kb	Second Section	1Kb
	1Kb		1Kb
	1Kb		1Kb
	1kb		1kb

More Sections	...	More Sections	...
Last Section	1Kb	Last Section	1Kb
	1Kb		1Kb
	1Kb		1Kb
	1kb		1kb

Sample A

Sample B



Sample A

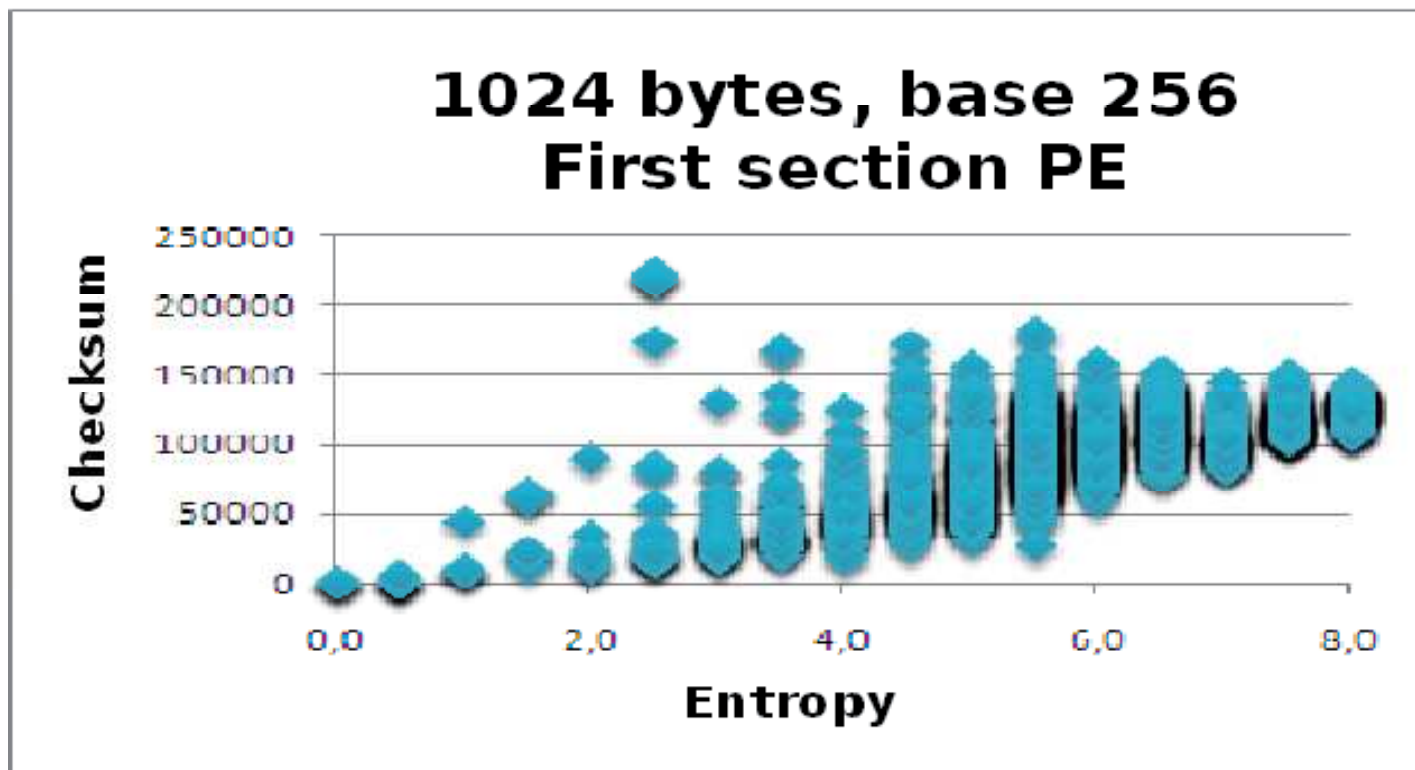
Sample B

First Section	1Kb	First Section	1Kb
	1Kb		1Kb
	1Kb		1Kb
	1kb		1kb

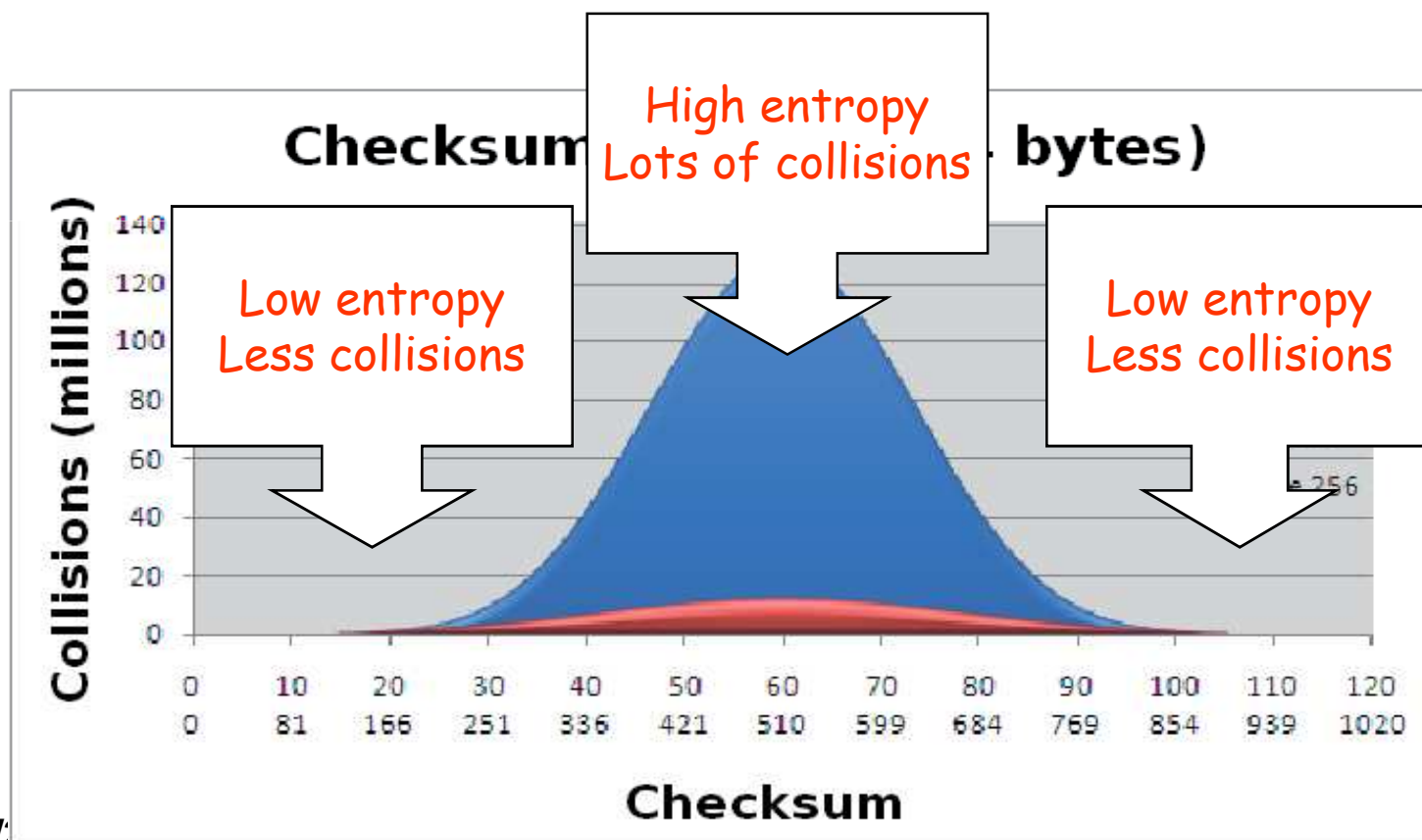
Second Section	Sample Selected		
	1kb		1kb

More Sections	...	More Sections	...
Last Section	1Kb	Last Section	1Kb
	1Kb		1Kb
	1Kb		1Kb
	1kb		1kb

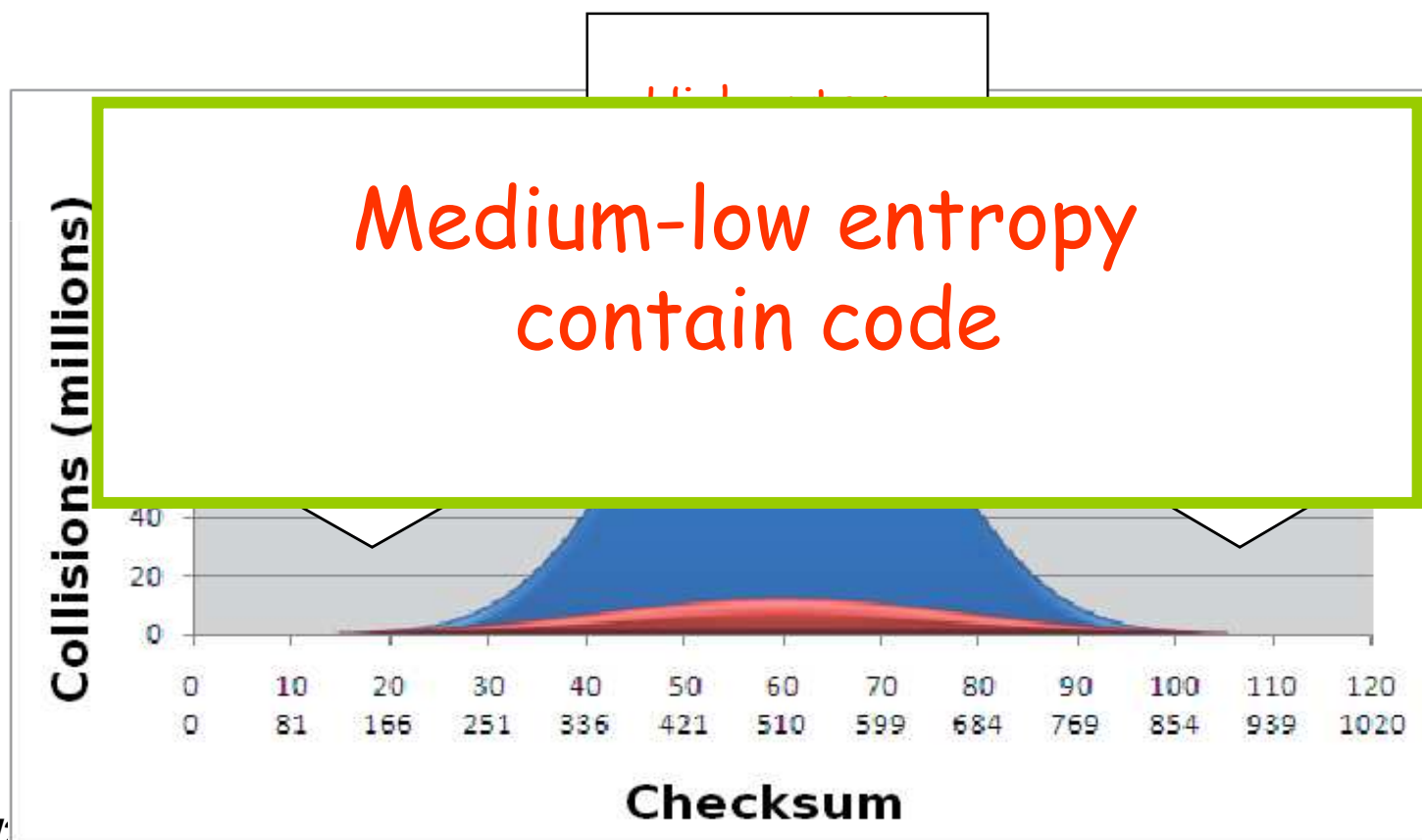
Checksum vs Entropy



Checksum Collisions & Entropy



Checksum Collisions & Entropy



Penalized checksum

- Don't use blocks with high entropy
- Penalized checksum:

if (Entropy \geq 7)

⇓

PenalizedChecksum = $\log_2((8 - Entropy)) \times (-60) \times Checksum$

- Minimal checksum changes in high-entropy blocks will generate distant checksum values.

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Comparison Algorithm

- **Select best samples**
- **Start comparison:**
 - **Graph Comparison**

➤ Matrix A

	a1	a2	a3	a4
f1	0	1	0	1
f2	0	0	0	0
f3	1	0	0	0
f4	0	0	1	0

➤ Matrix B

	a1	a2	a3	a4
f1'	0	1	0	1
f2'	0	0	0	0
f3'	1	0	0	0
f4'	1	0	0	0

➤ Matrix A

	a1	a2	a3	a4
f1	0	1	0	1
f2	0	0		
f3	1	0		
f4	0	0		

➤ Matrix B

	a1	a2	a3	a4
f1	0	1	0	1
f2				0
f3				0
f4				0

Common functions:

- API Functions
- Same and unique CRC32
- Same and unique CFG

➤ Matrix A

	a1	a2	a3	a4
f1	0	1	0	1
f2	0	0	0	0
f3	1	0	0	0
f4	0	0	1	0

➤ Matrix B

	a1	a2	a3	a4
f1'	0	1	0	1
f2'	0	0	0	0
f3'	1	0	0	0
f4'	1	0	0	0

➤ Matrix A

	a1	a2	a3	a4
f1	0	1	0	1
f2	0	0	0	0
f3	1	0	0	0
f4	0	0	1	0

➤ Matrix B

	a1	a2	a3	a4
f1'	0	1	0	1
f2'	0	0	0	0
f3'	1	0	0	0
f4'	1	0	0	0

f1=f1' and f1 != {f2',f3',f4'}

➤ Matrix A

	a1	a2	a3	a4	f1
f2	0	0	0	0	1
f3	1	0	0	0	1
f4	0	0	1	0	0

➤ Matrix B

	a1	a2	a3	a4	f1'
f2'	0	0	0	0	1
f3'	1	0	0	0	1
f4'	1	0	0	0	0

➤ Matrix A

	a1	a2	a3	a4	f1
f2	0	0	0	0	1
f3	1	0	0	0	1
f4	0	0	1	0	0

➤ Matrix B

	a1	a2	a3	a4	f1'
f2'	0	0	0	0	1
f3'	1	0	0	0	1
f4'	1	0	0	0	0

f2=f2' and f2 != {f3',f4'}

➤ Matrix A

	a1	a2	a3	a4	f1	f2
f3	1	0	0	0	1	1
f4	0	0	1	0	0	1

➤ Matrix B

	a1	a2	a3	a4	f1'	f2'
f3'	1	0	0	0	1	0
f4'	1	0	0	0	0	1

$f3 \neq \{f3', f4'\}$ and $f4 \neq \{f3', f4'\}$

Two functions have been identified: f1 and f2

Comparison Algorithm

- **Select best samples**
- **Start comparison:**
 - **Graph Comparison**
- **Match more functions with CFG**

Control Flow Graph

- CFG signature = 3-tuple vector in Euclidean space
- Find minimal and unique ED among functions

$$P = (p_x, p_y, p_z)$$

$$Q = (q_x, q_y, q_z)$$

$$\sqrt{(p_x - q_x)^2 + (p_y - q_y)^2 + (p_z - q_z)^2}$$

**Three-dimensional
Euclidean distance**

Comparison Algorithm

- **Select best samples**
- **Start comparison:**
 - **Graph Comparison**
- **Match more functions with CFG**
- **Index of Similarity**

Index of Similarity

- Measure how close two binaries are.

Index of Similarity

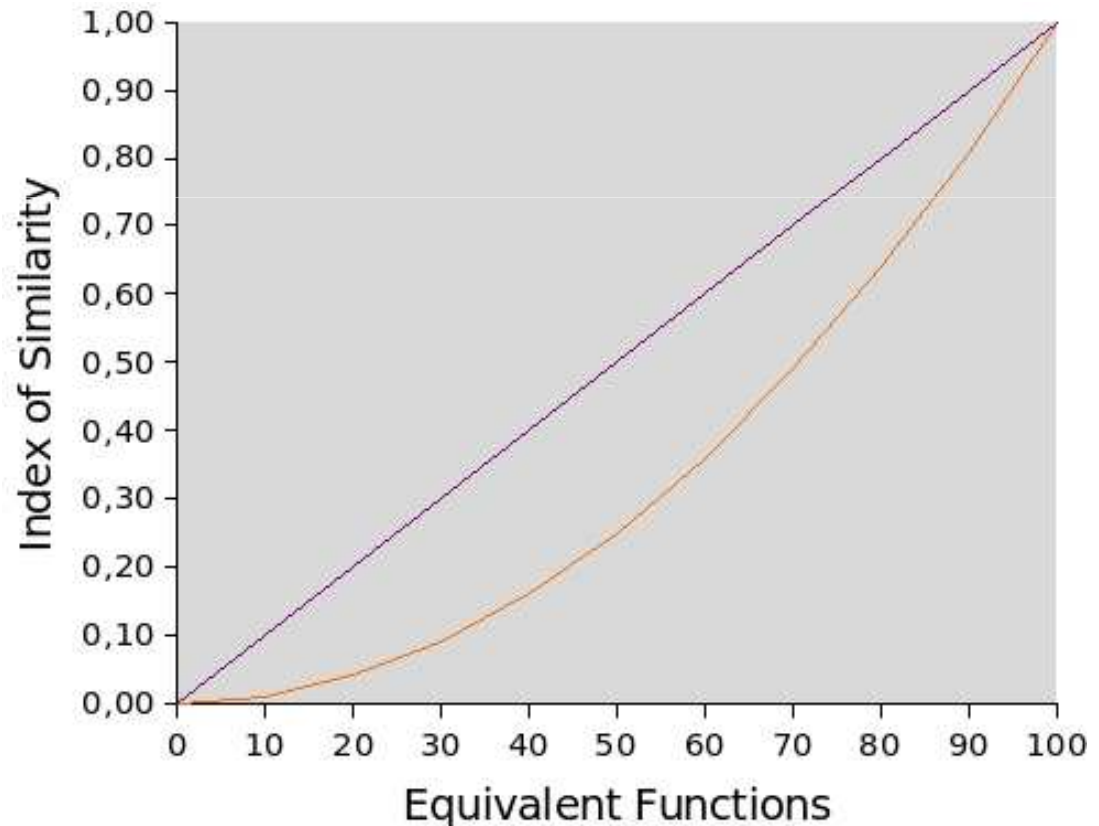
Index of similarity vs number of matched functions

First Exp.

$$\frac{|A_e||B_e|}{|A_f||B_f|} = \frac{|matchedfunction|^2}{|A_f||B_f|}$$

Second Exp.

$$\frac{|A_e|}{2|A_f|} + \frac{|B_e|}{2|B_f|}$$



Improvements

➤ **More Initial Fixed Points**

More Fixed Points

SPP (Small Prime Product)

Identical String references

In/Out degree (similar number of calls to/calls from)

Match same name (sub_XXXXXX) if same CRC32

Stack Frame Size (similar stack frame size)

Improvements

- **More Initial Fixed Points**
- **Python version improvements**

Python version improvements

- Psyco (a Just-In-Time compiler)
- Extend Python code with C



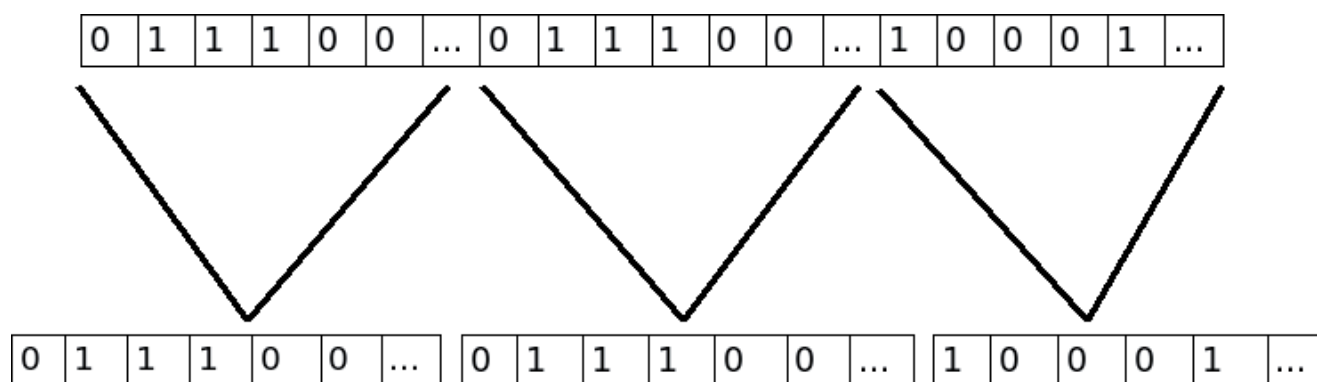
- From Python to C/C++
 - Develop the comparison algorithm in C/C++

Improvements

- **More Initial Fixed Points**
- **Python version improvements**
- **Matrix rows as bits**

Matrix rows as bits

- Avoid string comparison (string comparison is a time-consuming task)
- Treat rows as groups of bits (100110011101...)
- Split rows as groups of 32 bits
- Compare as integers (integer comparison is faster)



Improvements

- **More Initial Fixed Points**
- **Python version improvements**
- **Matrix rows as bits**
- **Stream SIMD extensions**

Streaming SIMD extensions

- SSE added eight 128-bits registers: **XMM0-XMM7**
- Each register packs together four 32-bit integers
- Compare 4x32 (four integers) in one instruction:
 - `__m128 _mm_cmpeq_ps(__m128 a, __m128 b)`

Improvements

- **More Initial Fixed Points**
- **Python version improvements**
- **Matrix rows as bits**
- **Stream SIMD extensions**
- **NVIDIA Cuda**

NVIDIA Cuda

- Cuda: compiler and SDK for NVIDIA GPUs
- GPUs:
 - Parallel "many-core" architecture
 - Each core: thousands of threads simultaneously
- Not tried yet. Future development:
 - Code algorithm for graphics processing unit (GPU)
 - Launch one thread for each compared sample
 - Launch a thread for each compared row

Possibilities

- **Port information from malware database**
- **Shared code => generic signature**
 - **Functions with same CRC32**
- **Clusterization of malware automatically**
 - **Classify unknown samples (index of similarity)**

Barriers

- **Only unpacked samples**
- **Hard bound to IDA**
- **Big database storage**
- **Delphi and VB samples don't work well**

Demo

Thank you very much

Questions?

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