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About The Author

- Malware Researcher at Q-CERT
- Wrote a Stuxnet Malware Analysis Paper
- Author of Pokas x86 Emulator
- Author of SRDF (what we will talk about)

Introduction

- Development Framework (Library)
- Contains many security classes/tools
- Created For:
 - Malware Analysis
 - Packet Analysis
 - Antivirus and Firewall Tools
- Free and Open Source



Why SRDF?



For This Guy!!

Why SRDF?

- Implement your Inovative Idea
- Don't re-invent The Wheel
- Don't waste your time
- Flexible Design
- Production Quality
- Community Based Development and Beta-testing



Contents

Design

- User-Mode
- Kernel-Mode
- Features

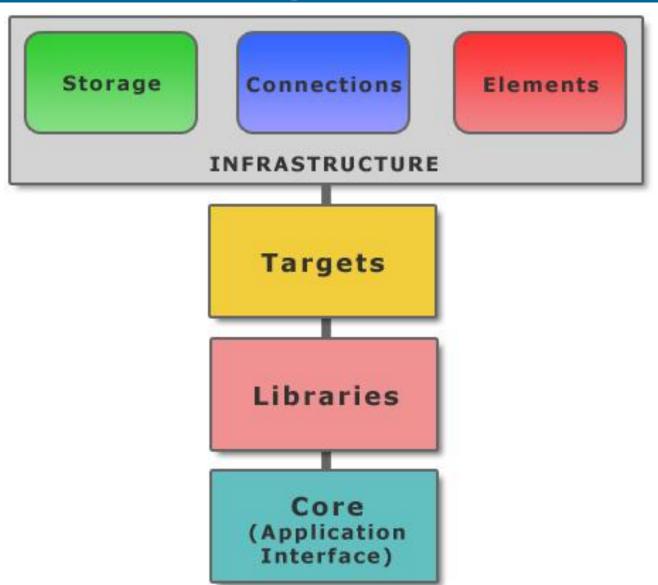
Major Projects

- Packetyzer
- x86 Emulator

Projects Based on SRDF

- Inspector's Gadget
- Exploitation Detection System (EDS)

User-Mode Design



User-Mode Design

Infrastructure:

The Common Part at any Framework ... not related to security

Targets:

What you will secure or secure from

Libraries:

The Security Tools are here \odot ... it's divided into Malware and Network

Core:

The interface and the managment

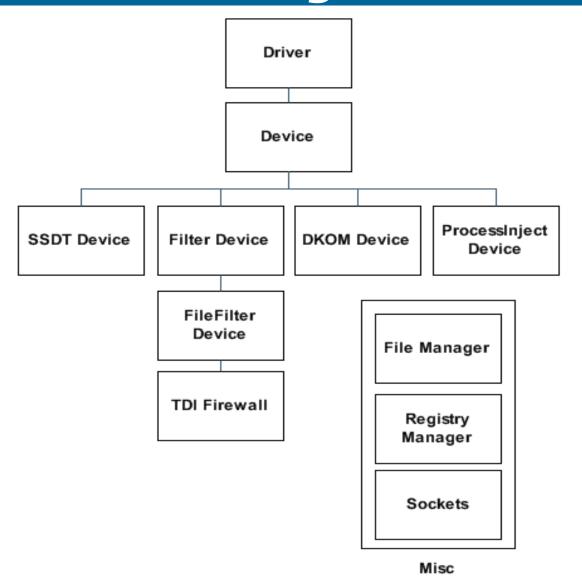
Features

- **❖ Full OOP**
- ❖ PE, ELF, PDF and Andorid File Parsers
- *x86 Disassembler, Debugger and Emulator
- API Hooking
- Packet, Protocol and Network Flow Analysis
- Production Quality
- FREE and Open Source

Kernel-Mode

- Support x32 Bits until now
- Little bit old
- Should be extended to x64
- Under Construction

Kernel- Mode Design



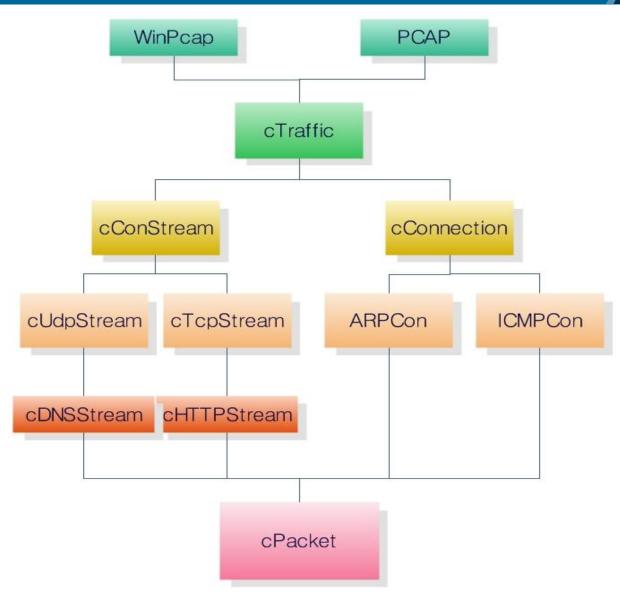
Major Projects

- Packetyzer
- x86 Emulator

Packetyzer

- Created By Anwar Mohamed
- Packet Analysis Tool
- Session Separation
- Generating Packets and Send (Winpcap)
- Decodes:
 - ARP,ICMP,TCP,UDP
 - HTTP, DNS
- Parse PCAP Files
- Reassemble Packets

Design



Simple Demo - Read Pcap File

```
int _tmain(int argc, _TCHAR* argv[])
{
    cPcapFile* Pcap = new cPcapFile("http.pcap");
    if (!Pcap->IsFound())
    {
        cout << "Unable to Open File\n";
        return 0;
    }
    cout << "Number of Packets: " << Pcap->nPackets << "\n";
    cout << "Number of Sessions: " << Pcap->Traffic->nConnections << "\n\n";</pre>
```

```
\ProtocolAnalyzer\Release>ProtocolAnalyzer.exe
Number of Packets: 44
Number of Sessions: 4
```

Simple Demo - DNS Streams

```
for (int i = 0; i < Pcap->Traffic->nConnections;i++)
{
    if (Pcap->Traffic->Connections[i]->ApplicationType == CONN_APPLICATION_DNS)
    {
        cDNSStream* DNS = (cDNSStream*)Pcap->Traffic->Connections[i];
        cout << "Found DNS Stream No." << i << "\n";
        cout << " [+] DNS Query: " << DNS->RequestedDomain << "\n";
        cout << " [+] Resolved IP (1st IP): " << PrintIP(DNS->ResolvedIPs[0]) << "\n";
        cout <<
```

```
Found DNS Stream No.1
[+] DNS Query: pagead2.googlesyndication.com
[+] Resolved IP (1st IP): 216.239.59.104
```

Simple Demo - HTTP Streams

```
if (Pcap->Traffic->Connections[i]->ApplicationType == CONN_APPLICATION_HTTP)
{
    cHTTPStream* HTTP = (cHTTPStream*)Pcap->Traffic->Connections[i];
    cout << "Found HTTP Stream No." << i << "\n";
    cout << " [+] Server IP: " << PrintIP(HTTP->ServerIP) << "\n";
    cout << " {+] Number of Requests: " << HTTP->nRequests << "\n";
    if (HTTP->nRequests != 0)
        cout << " [+] 1st Request: " << (char*)HTTP->Requests[0].Address->GetChar() << "\n";
    cout << " [+] UserAgent: " << HTTP->UserAgent->GetChar() << "\n";
    cout << " [+] Referer: " << (char*)HTTP->Referer->GetChar() << "\n";
    cout << " [+] Referer: " << (char*)HTTP->Referer->GetChar() << "\n";
    cout << "\n";
}</pre>
```

Simple Demo - HTTP Output

```
Found HTTP Stream No.0
  [+] Server IP: 65.208.228.223
  {+] Number of Requests: 1
  [+] 1st Request: /download.html
  [+] UserAgent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.6) Gecko/2
0040113
  [+] Referer: http://www.ethereal.com/development.html
Found DNS Stream No.1
  [+] DNS Query: pagead2.googlesyndication.com
  [+] Resolved IP (1st IP): 216.239.59.104
Found HTTP Stream No.2
  [+] Server IP: 216.239.59.99
  {+] Number of Requests: 1
  [+] 1st Request: /pagead/ads
  [+] UserAgent: Mozilla/5.0 (Windows: U: Windows NT 5.1; en-US: rv:1.6) Gecko/2
0040113
  [+] Referer: http://www.ethereal.com/download.html
```

Packetyzer

- Reach it at:
 - https://github.com/AnwarMohamed/Packetyzer
- ❖ It's also a Part of SRDF

Pokas Emulator

- For win32 Applications
- very powerful debugger
- Monitor Memory Writes
- Emulate PE Files and Shellcode
- Dump The Process
- Reconstruct Import Table
- SRDF has a Wrapper Class for it

Design

VirtualMemory

vmem[]:vMem* cmem[]:cMem* last_accessed:dword last_modified:dword

add_pointer(..)
read_virtual_mem(..)
write_virtual_mem(..)
delete_pointer(..)
get_memory_flags(..)
set_memory_flags(..)

System

enVars:EnvironmentVariables

System(EnvironmentVariables*)
define_dll(...)
define_api(...)
disasm(ins_disasm*,...)
assembl(..)
CallToAPI(..)
GetAPIbyAddress(...)

Stack

thread:Thread* StackTop:dword StackBottom:dword

push(..) pop() Stack(Thread*)

Process

SharedMem:VirtualMemory* dbg:Debugger* threads[]:Thread* svs:System*

Process(System*,Filename) emulate() emulatecommand() GetThread(int) CreatePEB(...)

Debugger

Breakpoint bp[]

Debugger(Process*)
Addbp(string s)
Testbp(Thread*,ins_disasm*)
GetLastError():return string
private parser(s):return func*
define_func(...)

Thread

Process:Process* Eip:dword Exx[7]:dword EFlags:dword stack:Stack* fs:dword

Thread(pointer,Process*) updateflags(...) CreateTEB(...) GetFS()

PE Functions

PELoader(filename)
PEDump(Eip,filename)
ReconstructImportTable(Process* c)
UnloadImportTable(Process* c)

The Emulator's Debugger

- Take String Condition
- Convert it into Native Code
- Very Fast
- Easy to Customize
- Have Predefined Functions
- Allow to Add Function

Examples

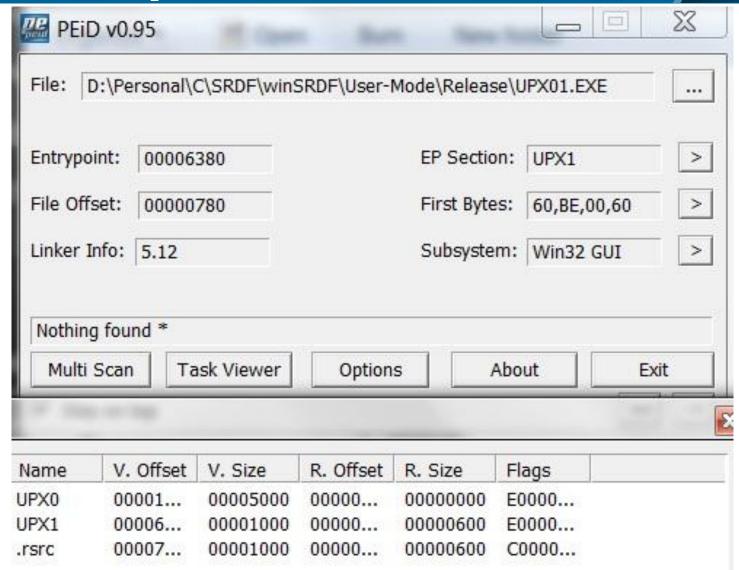
*"___isdirty(eip)"

*"___disp() >=0x00401000 &&ecx>10"

"(eax& 0xff)> 5*(edx& 0xff) ||
_read(0x401000)==0x500"

*"___isapiequal('getprocaddress') ||
___isapiequal('loadlibraryA')"

Demo: Unpack UPX - PEid



Demo: Unpack UPX - ImportTable

|--|

DllName	OriginalFirstThunk	TimeDateSta	ForwarderCh	Name	FirstThunk
KERNEL32.DLL	00000000	00000000	00000000	00007478	0000744C
comdlg32.dll	00000000	00000000	00000000	00007485	00007468
user32.dll	00000000	00000000	00000000	00007492	00007470

Thunk RVA	Thunk Off	Thunk Va	Hint/Ordinal	API Name	
00007470	00000E70	00007506	0000	LoadIconA	

Close

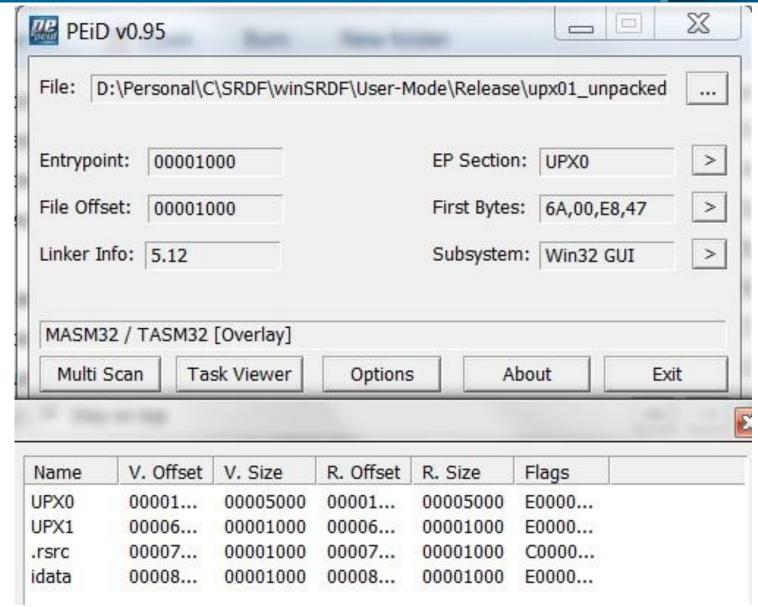
Demo: Unpack UPX - Code

```
int tmainEmu(int argc, TCHAR* argv[])
   CPokasEmu* emu = new CPokasEmu("upx01.exe", "C:\\WINDOWS\\SYSTEM32\\");
   emu->SetBreakpoint(" isdirty(eip)");
   cout << "Start Emulation From : " <<(int*)emu->GetEip() << "\n";</pre>
   cout << "-----\n";
   system("pause");
   emu->Emulate(); //"FileLog.txt"
   cout << "Emulated Successfully\n\nThe Disassembled Code:\n-----\n";</pre>
   DWORD ptr = emu->GetEip();
   for (int i = 0; i < 30; i++)
   {
       DWORD Len = 0;
       cout << (int*)ptr << " : ";
       cout << emu->GetDisassembly((char*)ptr,Len) << "\n";</pre>
       ptr += Len;
   emu->MakeDumpFile("upx01 unpacked.exe", DUMP FIXIMPORTTABLE);
   system("pause");
   delete emu;
   return 0;
```

Demo: Unpack UPX - Run Code

```
Start Emulation From : 00406380
Press any key to continue . . .
Emulated Successfully
The Disassembled Code:
00401000 : push 0h
00401002 : call 247h
00401007 : mov dword ptr [4033b0h],eax
0040100C : call 237h
00401011 : mov dword ptr [4033b4h],eax
00401016 : push 0ah
00401018 : push dword ptr [4033b4h]
0040101E : push 0h
00401020 : push dword ptr [4033b0h]
00401026 : call 6h
0040102B : push eax
0040102C : call 211h
00401031 : push ebp
00401032 : mov ebp ,esp
00401034 : add esp ,0ffffffb0h
00401037 : mov dword ptr [ebp - 30h],30h
0040103E : mov dword ptr [ebp - 2ch],3h
00401045 : mov dword ptr [ebp - 28h],401119h
0040104C : push dword ptr [ebp + 8h]
```

Demo: Unpack UPX - Unpacked



Demo: Unpack UPX - ImportTable

DllName	OriginalFire	stThunk T	meDateSta	ForwarderCh	Name	FirstThunk	
KERNEL32.DLL	00002008	00	000000	00000000	00007478	00002008	
comdlg32.dll	00002000	0(000000	00000000	00007485	00002000	
user32.dll	00002018	0	000000	00000000	00007492	00002018	
	Thunk Off	Thunk Va		18			
00002018	00002018	0000505B	0100	LoadIconA			
00002018 0	00002018 0000201C	0000505B 00005066	0100 0100	LoadIconA MessageBoxA			
00002018 (0 0000201C (0 00002020 (0	00002018 0000201C 00002020	0000505B 00005066 00005073	0100 0100 0100	LoadIconA MessageBoxA PostQuitMessa	ge		
00002018 (0 0000201C (0 00002020 (0 00002024 (0	00002018 0000201C 00002020 00002024	0000505B 00005066 00005073 00005084	0100 0100 0100 0100	LoadIconA MessageBoxA PostQuitMessa LoadCursorA	ge		
00002018 (0 0000201C (0 00002020 (0 00002024 (0 00002028 (0	00002018 0000201C 00002020 00002024 00002028	0000505B 00005066 00005073 00005084 00005091	0100 0100 0100 0100 0100	LoadIconA MessageBoxA PostQuitMessa LoadCursorA ShowWindow			
00002018 (0 0000201C (0 00002020 (0 00002024 (0 00002028 (0	00002018 0000201C 00002020 00002024	0000505B 00005066 00005073 00005084	0100 0100 0100 0100	LoadIconA MessageBoxA PostQuitMessa LoadCursorA	age		

x86 Emulator

Reach it at:

https://github.com/AmrThabet/x86Emulator

Projects Based on SRDF

- Inspector's Gadget
- Exploitation Detection System

Inspector's Gadget

- Created by Jonas lykkegaard
- ROP gadget indexing and searching tool.
- Emulating Gadgets
- Scoring and Categorizing
- Flexible Search

Design

originalVM

EAX: INTEGER

ECX: INTEGER

EDX: INTEGER

EBX: INTEGER

ESP: INTEGER

EBP: INTEGER

ESI: INTEGER

EDI: INTEGER

EIP: INTEGER

originalStack

stackAddress: INTEGER

value: INTEGER

gadgets

baseAddress: INTEGER

disassembledGadget: VARYING

executionLog: VARYING

numberOfInstructions: INTEGER

returnTypeScore: INTEGER

EAX: INTEGER

ECX: INTEGER

EDX: INTEGER

EBX: INTEGER

ESP: INTEGER

EBP: INTEGER

ESI: INTEGER

EDI: INTEGER

numberOfRegistersChanged: INTEGER

numberOfStackElementsChanged: INTEGER

numberOfErrors: INTEGER haveFlippedEFlags: INTEGER

gadgetStacks

gadgetAddress: INTEGER stackAddress: INTEGER

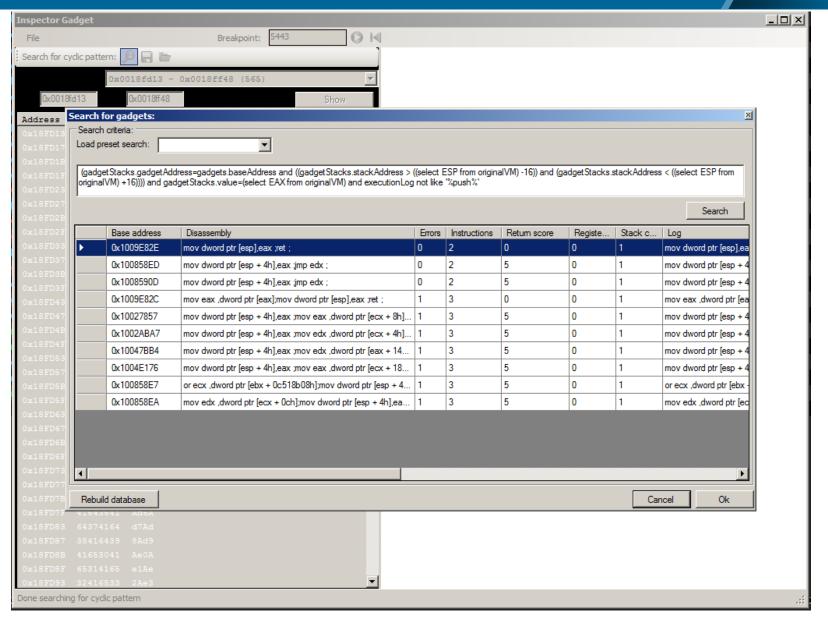
value: INTEGER

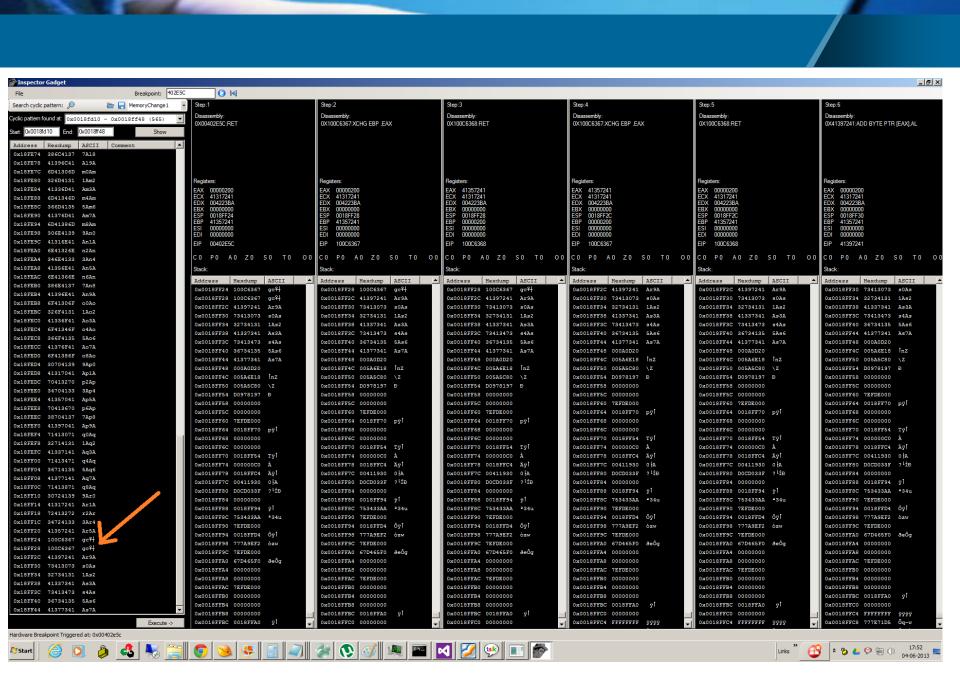
haveFlippedEFlags: INTEGER

Features

- Categorizing by Behavior
- Scoring Gadgets
- Allow ret, pop/jmp, iret and ret far
- Depends on SQLite
- **❖** SQL Searching
- Predefined SQL Queries
- ❖ GUI Based

GUI

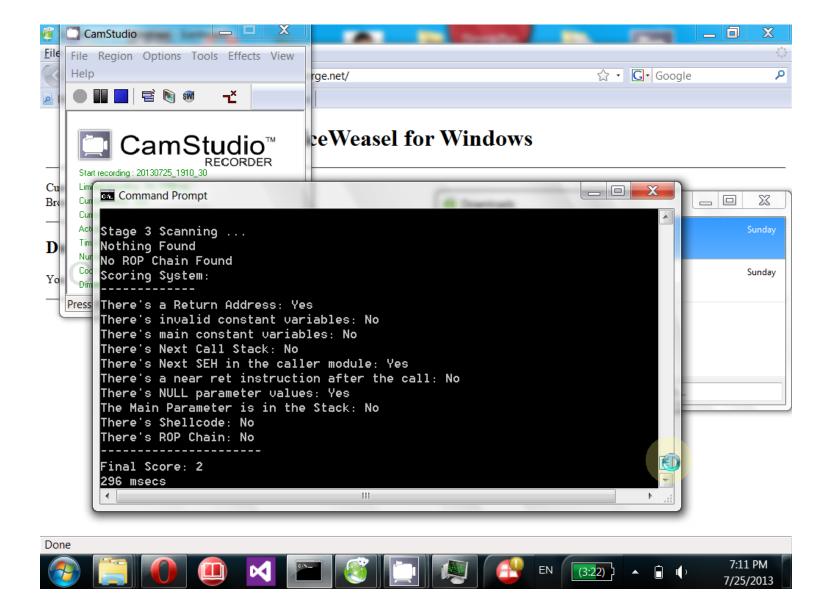




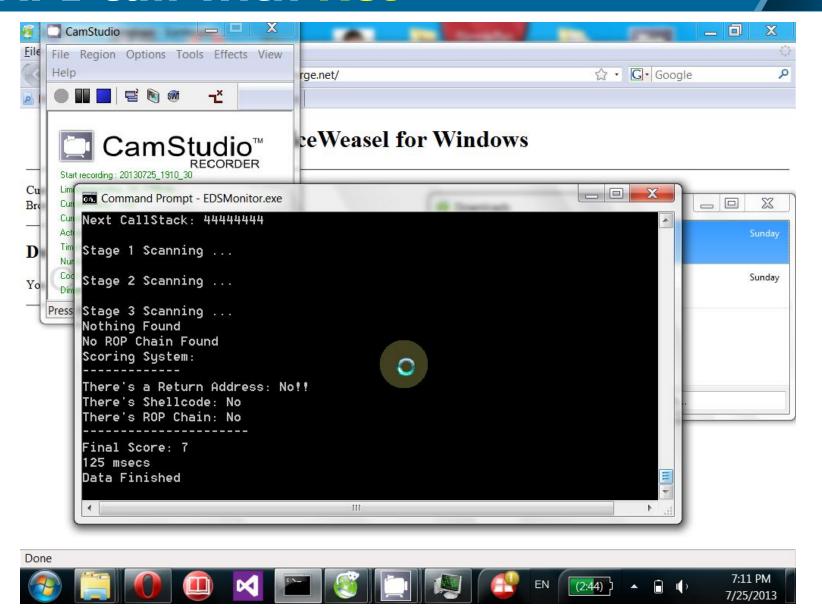
Exploitation Detection System

- Security Mitigation Tool
- Detect memory corruption exploits
- Based on SRDF
- ❖Talked about it in DEFC
- Reach it at:Defcon 21 archive

Normal API call check



API call with Ret



Reach Us

SRDF Links:

- https://github.com/AmrThabet/winSRDF
- FB: http://www.facebook.com/SecDevelop
- Twitter: https://twitter.com/winSRDF
- Website: http://security-framework.com/

Conclusion

- Development Framework for security
- Contains many tools in Malware and Network
- Flexible expandable Design
- Kernel-Mode and User-Mode
- Free and Open Source
- ❖Join Us

Any Question?



