

# iAWACS 2010: W32/ELF/Diffuser

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# Agenda

- 1 Main features
- 2 Launcher
- 3 Diffuser
- 4 Questions

# Main features

- Type: PE infection
- Payload: user's documents deletion
- Static analysis countermeasure: self-encryption
- Dynamic analysis countermeasure: temporal obfuscation

# Launcher 1/6

## Infected file

### PE: launcher

- 1- Register encrypted PE in memory
- 2- Brute force encryption's key
  - a) For each key, decrypt the code
  - b) If result contains launcher: key found
- 3- Copy result in temp file
- 4- Execute temp file
- 5- Delete temp file

### Encrypted PE: diffuser

```
49 CB 97 22 94 97 6D E3 C2 4F 6D 53 49 CB
49 48 89 FB C1 09 C2 4F 6D 03 49 CB 49 43
59 34 CD EF 81 CB 49 CB C2 8F 6D FB 72 8F
6D 87 3C B6 94 4F 6D 0B 49 CB 49 16 4C A3
FA 8B 49 15 80 16 D5 EF 89 CB 49 CB 94 8F
6D E3 94 8F 6D EB 95 4F 6D 0B 49 CB 49 12
80 11 A0 14 A9 3D 8D 8E 46 5F 89 4F 89 C4
CC FF 4B CB 49 16 0D EF 61 16 0D EF 69 16
CD EF 89 CB 49 CB 97 2A 93 22 96 2B BF 0F
0C C4 DD 0B CD 0B 3D 82 94 8F 6D E3 90 25
90 02 93 22 96 2B C9 2F 0C 4B B5 8B 46 4F
2E C9 49 CB 8E 8F 6D 49 CB 97 22 94 97 6D
```

# Launcher 2/6

Infected file

PE: launcher

- 1- **Register encrypted PE in memory**
- 2- Brute force encryption's key
  - a) For each key, decrypt the code
  - b) If result contains launcher: key found
- 3- Copy result in temp file
- 4- Execute temp file
- 5- Delete temp file

Encrypted PE: diffuser

49	CB	97	22	94	97	6D	E3	C2	4F	6D	53	49	CB
49	48	89	FB	C1	09	C2	4F	6D	03	49	CB	49	43
59	34	CD	EF	81	CB	49	CB	C2	8F	6D	FB	72	8F
6D	87	3C	B6	94	4F	6D	0B	49	CB	49	16	4C	A3
FA	8B	49	15	80	16	D5	EF	89	CB	49	CB	94	8F
6D	E3	94	8F	6D	EB	95	4F	6D	0B	49	CB	49	12
80	11	A0	14	A9	3D	8D	8E	46	5F	89	4F	89	C4
CC	FF	4B	CB	49	16	0D	EF	61	16	0D	EF	69	16
CD	EF	89	CB	49	CB	97	2A	93	22	96	2B	BF	0F
0C	C4	DD	0B	CD	0B	3D	82	94	8F	6D	E3	90	25
90	02	93	22	96	2B	C9	2F	0C	4B	85	8B	46	4F
2E	C9	49	CB	8E	8F	6D	49	CB	97	22	94	97	6D

# Launcher 3/6

Infected file

PE: launcher

- 1- Register encrypted PE in memory
- 2- **Brute force encryption's key**
  - a) For each key, decrypt the code
  - b) If result contains launcher: key found
- 3- Copy result in temp file
- 4- Execute temp file
- 5- Delete temp file

Encrypted PE: diffuser

```

49 CB 97 22 94 97 6D E3 C2 4F 6D 53 49 CB
49 48 89 FB C1 09 C2 4F 6D 03 49 CB 49 43
59 34 CD EF 81 CB 49 CB C2 8F 6D FB 72 8F
6D 87 3C B6 94 4F 6D 0B 49 CB 49 16 4C A3
FA 8B 49 15 80 16 05 EF 89 CB 49 CB 94 8F
6D E3 94 8F 6D EB 95 4F 6D 0B 49 CB 49 12
80 11 A0 14 A9 3D 8D 8E 46 5F 89 4F 89 C4
CC FF 4B CB 49 16 0D EF 61 16 0D EF 69 16
CD EF 89 CB 49 CB 97 2A 93 22 96 2B 8F 0F
0C C4 DD 0B CD 0B 3D 82 94 8F 6D E3 90 25
90 02 93 22 96 2B C9 2F 0C 4B 85 8B 46 4F
2E C9 49 CB 8E 8F 6D 49 CB 97 22 94 97 6D

```

```

00 00 00
00 00 01
00 00 02

AE D4 42

```

# Launcher 4/6

Infected file

PE: launcher

- 1- Register encrypted PE in memory
- 2- **Brute force encryption's key**
  - a) For each key, decrypt the code
  - b) If result contains launcher: key found
- 3- Copy result in temp file
- 4- Execute temp file
- 5- Delete temp file

Encrypted PE: diffuser

```

49 CB 97 22 94 97 6D E3 C2 4F 6D 53 49 CB
49 48 89 FB C1 09 C2 4F 6D 03 49 CB 49 43
59 34 CD EF 81 CB 49 CB C2 8F 6D FB 72 8F
6D 87 3C B6 94 4F 6D 0B 49 CB 49 16 4C A3
FA 8B 49 15 80 16 D5 EF 89 CB 49 CB 94 8F
6D E3 94 8F 6D EB 95 4F 6D 0B 49 CB 49 12
80 11 A0 14 A9 3D 8D 8E 46 5F 89 4F 89 C4
CC FF 4B CB 49 16 0D EF 61 16 0D EF 69 16
CD EF 89 CB 49 CB 97 2A 93 22 96 2B BF 0F
0C C4 DD 0B CD 0B 3D 82 94 8F 6D E3 90 25
90 02 93 22 96 2B C9 2F 0C 4B 85 8B 46 4F
2E C9 49 CB 8E 8F 6D 49 CB 97 22 94 97 6D
  
```

XOR

```

00 00 00
00 00 01
00 00 02
  
```

```

AE D4 42
  
```

```

FA 8B 49 15 80
16 D5 EF 89 CB
49 CB 94 8F 6D
E3 94 8F 6D EB
95 4F 6D 0B 49
  
```

# Launcher 5/6

Infected file

PE: launcher

- 1- Register encrypted PE in memory
- 2- **Brute force encryption's key**
  - a) For each key, decrypt the code
  - b) **Result contains launcher: found**
- 3- Copy result in temp file
- 4- Execute temp file
- 5- Delete temp file

Encrypted PE: diffuser

```

49 CB 97 22 94 97 6D E3 C2 4F 6D 53 49 CB
49 48 89 FB C1 09 C2 4F 6D 03 49 CB 49 43
59 34 CD EF 81 CB 49 CB C2 8F 6D FB 72 8F
6D 87 3C B6 94 4F 6D 0B 49 CB 49 16 4C A3
FA 8B 49 15 80 16 05 EF 89 CB 49 CB 94 8F
6D E3 94 8F 6D EB 95 4F 6D 0B 49 CB 49 12
80 11 A0 14 A9 3D 8D 8E 46 5F 89 4F 89 C4
CC FF 4B CB 49 16 0D EF 61 16 0D EF 69 16
CD EF 89 CB 49 CB 97 2A 93 22 96 2B BF 0F
0C C4 DD 0B CD 0B 3D 82 94 8F 6D E3 90 25
90 02 93 22 96 2B C9 2F 0C 4B 85 8B 46 4F
2E C9 49 CB 8E 8F 6D 49 CB 97 22 94 97 6D
  
```

XOR

```

00 00 00
00 00 01
00 00 02
  
```

AE D4 42

```

CB 97 2A 93 22
96 2B BF 0F 0C
C4 DD 0B CD 0B
3D 82 94 8F 6D
E3 90 25 90 02
  
```



# Launcher 6/6

## Infected file

### PE: launcher

- 1- Register encrypted PE in memory
- 2- Brute force encryption's key
  - a) For each key, decrypt the code
  - b) If result contains launcher: key found
- 3- Copy result in temp file**
- 4- Execute temp file
- 5- Delete temp file

### Encrypted PE: diffuser

```

49 CB 97 22 94 97 6D E3 C2 4F 6D 53 49 CB
49 48 89 FB C1 09 C2 4F 6D 03 49 CB 49 43
59 34 CD EF 81 CB 49 CB C2 8F 6D FB 72 8F
6D 87 3C B6 94 4F 6D 0B 49 CB 49 16 4C A3
FA 8B 49 15 80 16 05 EF 89 CB 49 CB 94 8F
6D E3 94 8F 6D EB 95 4F 6D 0B 49 CB 49 12
80 11 A0 14 A9 3D 8D 8E 46 5F 89 4F 89 C4
CC FF 4B CB 49 16 0D EF 61 16 0D EF 69 16
CD EF 89 CB 49 CB 97 2A 93 22 96 2B BF 0F
0C C4 DD 0B CD 0B 3D 82 94 8F 6D E3 90 25
90 02 93 22 96 2B C9 2F 0C 4B 85 8B 46 4F
2E C9 49 CB 8E 8F 6D 49 CB 97 22 94 97 6D
  
```

## Temporary file

### PE: diffuser

- 1- Execute payload
- 2- Detection
  - a) Looks for targets
  - b) Avoid over-infection
- 3- Encryption
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser

```

CB 97 2A 93 22
96 2B BF 0F 0C
C4 DD 0B CD 0B
3D 82 94 8F 6D
E3 90 25 90 02
  
```

# Diffuser 1/13

## Temporary file

### PE: diffuser

- 1- Execute payload
- 2- Detection
  - a) Looks for targets
  - b) Avoid over-infection
- 3- Encryption
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser

# Diffuser 2/13

Temporary file

PE: diffuser

- 1- Execute payload**
- 2- Detection
  - a) Looks for targets
  - b) Avoid over-infection
- 3- Encryption
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser



C:\Users

# Diffuser 3/13

## Temporary file

### PE: diffuser

- 1- Execute payload
- 2- **Detection**
  - a) Looks for targets
  - b) Avoid over-infection
- 3- Encryption
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser

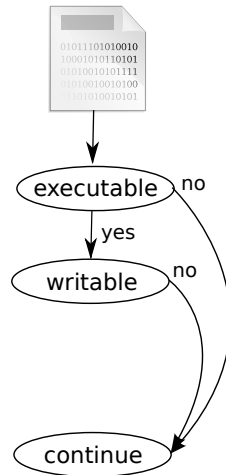


# Diffuser 4/13

## Temporary file

### PE: diffuser

- 1- Execute payload
- 2- **Detection**
  - a) **Looks for targets**
  - b) Avoid over-infection
- 3- Encryption
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser



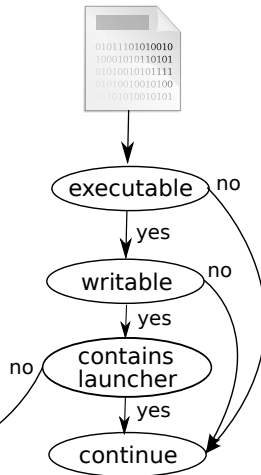
# Diffuser 5/13

Temporary file

PE: diffuser

- 1- Execute payload
- 2- **Detection**
  - a) Looks for targets
  - b) Avoid over-infection**
- 3- Encryption
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser

infection



# Diffuser 6/13

## Temporary file

### PE: diffuser

- 1- Execute payload
- 2- Detection
  - a) Looks for targets
  - b) Avoid over-infection
- 3- Encryption**
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser

# Diffuser 7/13

AE 42 5D

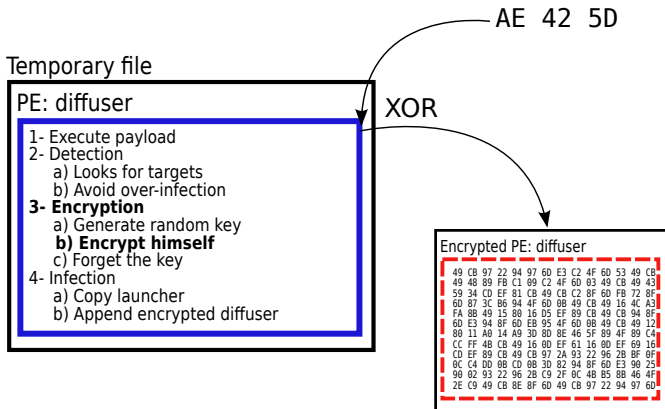
Temporary file

PE: diffuser

- 1- Execute payload
- 2- Detection
  - a) Looks for targets
  - b) Avoid over-infection
- 3- Encryption**
  - a) Generate random key**
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser



# Diffuser 8/13



# Diffuser 9/13

~~AE 42 5D~~

## Temporary file

### PE: diffuser

- 1- Execute payload
- 2- Detection
  - a) Looks for targets
  - b) Avoid over-infection
- 3- **Encryption**
  - a) Generate random key
  - b) Encrypt himself
  - c) **Forget the key**
- 4- Infection
  - a) Copy launcher
  - b) Append encrypted diffuser

### Encrypted PE: diffuser

```
49 CB 97 22 94 97 6D E3 C2 4F 6D 53 49 CB
49 48 89 FB C1 09 C2 4F 6D 03 49 CB 49 43
59 34 CD EF 81 CB 49 CB C2 8F 6D FB 72 8F
6D 87 3C 06 94 4F 6D 08 49 CB 49 16 4C A3
FA 08 49 15 00 16 05 EF 89 CB 49 CB 94 8F
6D E3 94 8F 6D EB 95 4F 6D 08 49 CB 49 12
00 11 A0 14 A9 3D 8D 8E 46 5F 89 4F 89 C4
CC FF 4B CB 49 16 0D EF 61 16 0D EF 69 16
CD EF 89 CB 49 CB 97 2A 93 22 96 2B BF 0F
0C C4 D0 08 CD 08 3D 82 94 8F 6D E3 90 25
90 02 93 22 96 2B C9 2F 0C 4B 85 88 46 4F
2E C9 49 CB 8E 8F 6D 49 CB 97 22 94 97 6D
```

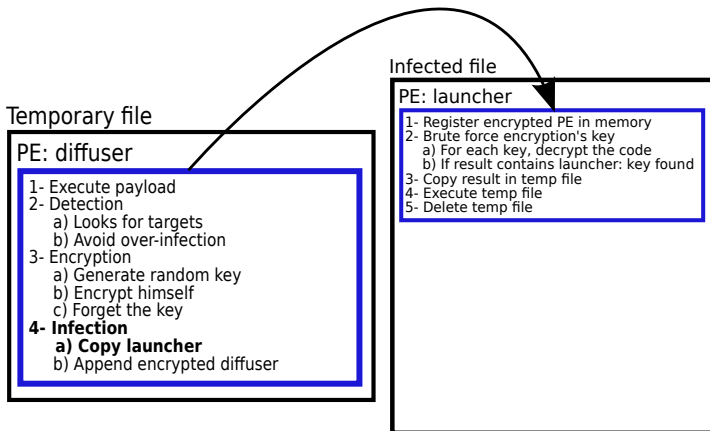
# Diffuser 10/13

## Temporary file

### PE: diffuser

- 1- Execute payload
- 2- Detection
  - a) Looks for targets
  - b) Avoid over-infection
- 3- Encryption
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- Infection**
  - a) Copy launcher
  - b) Append encrypted diffuser

# Diffuser 11/13



# Diffuser 12/13

## Temporary file

### PE: diffuser

- 1- Execute payload
- 2- Detection
  - a) Looks for targets
  - b) Avoid over-infection
- 3- Encryption
  - a) Generate random key
  - b) Encrypt himself
  - c) Forget the key
- 4- **Infection**
  - a) Copy launcher
  - b) **Append encrypted diffuser**

## Infected file

### PE: launcher

- 1- Register encrypted PE in memory
- 2- Brute force encryption's key
  - a) For each key, decrypt the code
  - b) If result contains launcher: key found
- 3- Copy result in temp file
- 4- Execute temp file
- 5- Delete temp file

### Encrypted PE: diffuser

49	CB	97	22	94	97	6D	E3	C2	4F	6D	53	49	CB
49	48	89	FB	C1	09	C2	4F	6D	03	49	CB	49	43
59	34	CD	EF	81	CB	49	CB	C2	8F	6D	FB	72	8F
6D	87	3C	B6	94	4F	6D	0B	49	CB	49	16	4C	A3
FA	8B	49	15	80	16	D5	EF	89	CB	49	CB	94	8F
6D	E3	94	8F	6D	EB	95	4F	6D	0B	49	CB	49	12
80	11	A0	14	A9	3D	8D	8E	46	5F	89	4F	89	C4
CC	FF	48	CB	49	16	0D	EF	61	16	0D	EF	69	16
CD	EF	89	CB	49	CB	97	2A	93	22	96	2B	8F	0F
0C	C4	DD	0B	CD	0B	3D	82	94	8F	6D	E3	90	25
90	02	93	22	96	2B	C9	2F	0C	4B	B5	8B	46	4F
2E	C9	49	CB	8E	8F	6D	49	CB	97	22	94	97	6D

# Diffuser 13/13

## Infected file

### PE: launcher

- 1- Register encrypted PE in memory
- 2- Brute force encryption's key
  - a) For each key, decrypt the code
  - b) If result contains launcher: key found
- 3- Copy result in temp file
- 4- Execute temp file
- 5- Delete temp file

### Encrypted PE: diffuser

```
49 CB 97 22 94 97 6D E3 C2 4F 6D 53 49 CB
49 48 89 FB C1 09 C2 4F 6D 03 49 CB 49 43
59 34 CD EF 81 CB 49 CB C2 8F 6D FB 72 8F
6D 87 3C B6 94 4F 6D 0B 49 CB 49 16 4C A3
FA 8B 49 15 80 16 D5 EF 89 CB 49 CB 94 8F
6D E3 94 8F 6D EB 95 4F 6D 0B 49 CB 49 12
80 11 A0 14 A9 3D 8D 8E 46 5F 89 4F 89 C4
CC FF 4B CB 49 16 0D EF 61 16 0D EF 69 16
CD EF 89 CB 49 CB 97 2A 93 22 96 2B BF 0F
0C C4 DD 0B CD 0B 3D 82 94 8F 6D E3 90 25
90 02 93 22 96 2B C9 2F 0C 4B B5 8B 46 4F
2E C9 49 CB 8E 8F 6D 49 CB 97 22 94 97 6D
```

# Questions

