

Lecture 7

Rootkits

Hoglund/Butler (Chapter 5-6)

Avoiding detection

- Two ways rootkits can avoid detection
 - Modify execution path of operating system to hide rootkit presence
 - Modify data that stores information about processes, files, etc. that would reveal presence of rootkit
- Last chapter
 - Modifying execution path via “hooking”
- This chapter
 - Modifying execution path via run-time patching

Patching

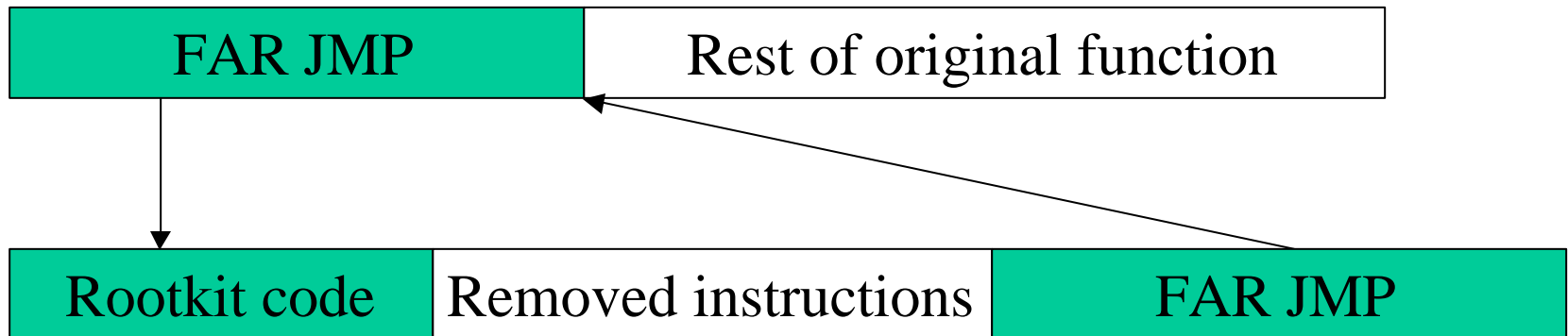
- Source-code
 - Modify source and recompile
- Binary
 - Modify result of compilation
- Memory
 - Modify code in memory, as program executes
“direct code-byte patch”
 - Hardest to detect
 - Often combined with low-level hardware manipulation such as page-table management
 - Must be able to read/write memory where functions reside (i.e. be within kernel)
 - Previously covered (in-line function hooking)

Run-time patching: Detours

- Detour patching
 - Call hooks modify tables and can be detected by anti-virus/anti-rootkit technology
 - Insert jump into function directly
 - Functions in multiple tables handled in one step
 - Example: MigBot
 - Detours two kernel functions:
NtDeviceIoControlFile and SeAccessCheck
 - Both are exported and have entries in the PE header
 - Issues
 - Instruction alignment (leaving crumbs)
 - » Add 1 byte NOPs
 - Overwriting important code

Run-time patching: Detours

- Overwriting important code
 - Must know which OS is being used to ensure you know what code is overwritten
 - Must also ensure no one else has tampered or patched the function already
 - Must save the instructions being removed by adding the jump



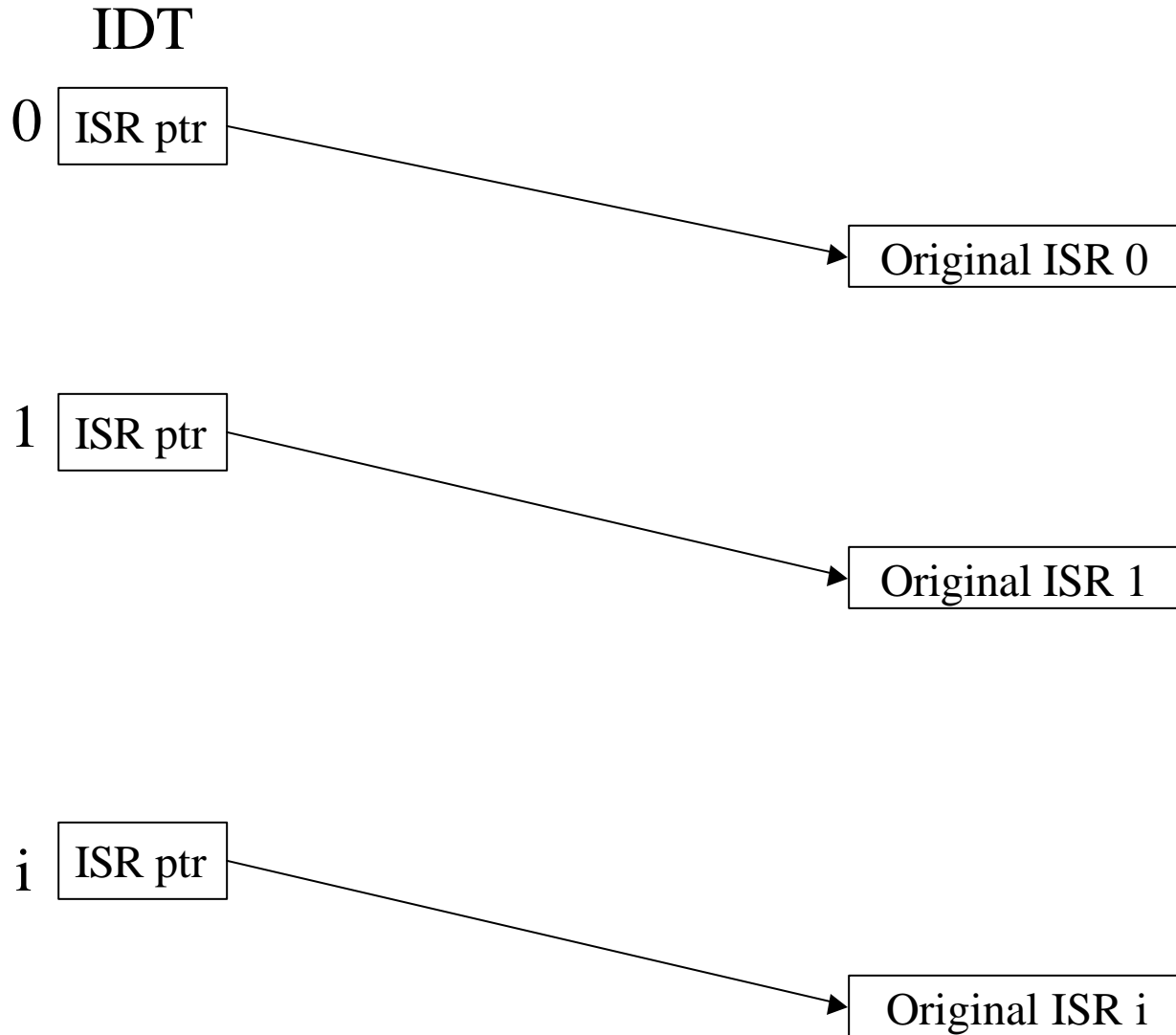
Run-time patching: Detours

- Other issues
 - Using NonPagedPool memory
 - Rootkit code resides in driver memory that can be paged out
 - Place code in non-paged memory
 - Allows driver itself to be unloaded so that it can no longer be detected
 - Rootkit driver only loaded long enough to apply patch
 - Patching addresses
 - Relative FAR JMP instruction target calculated at run-time
 - Need to patch this with desired offset at run-time

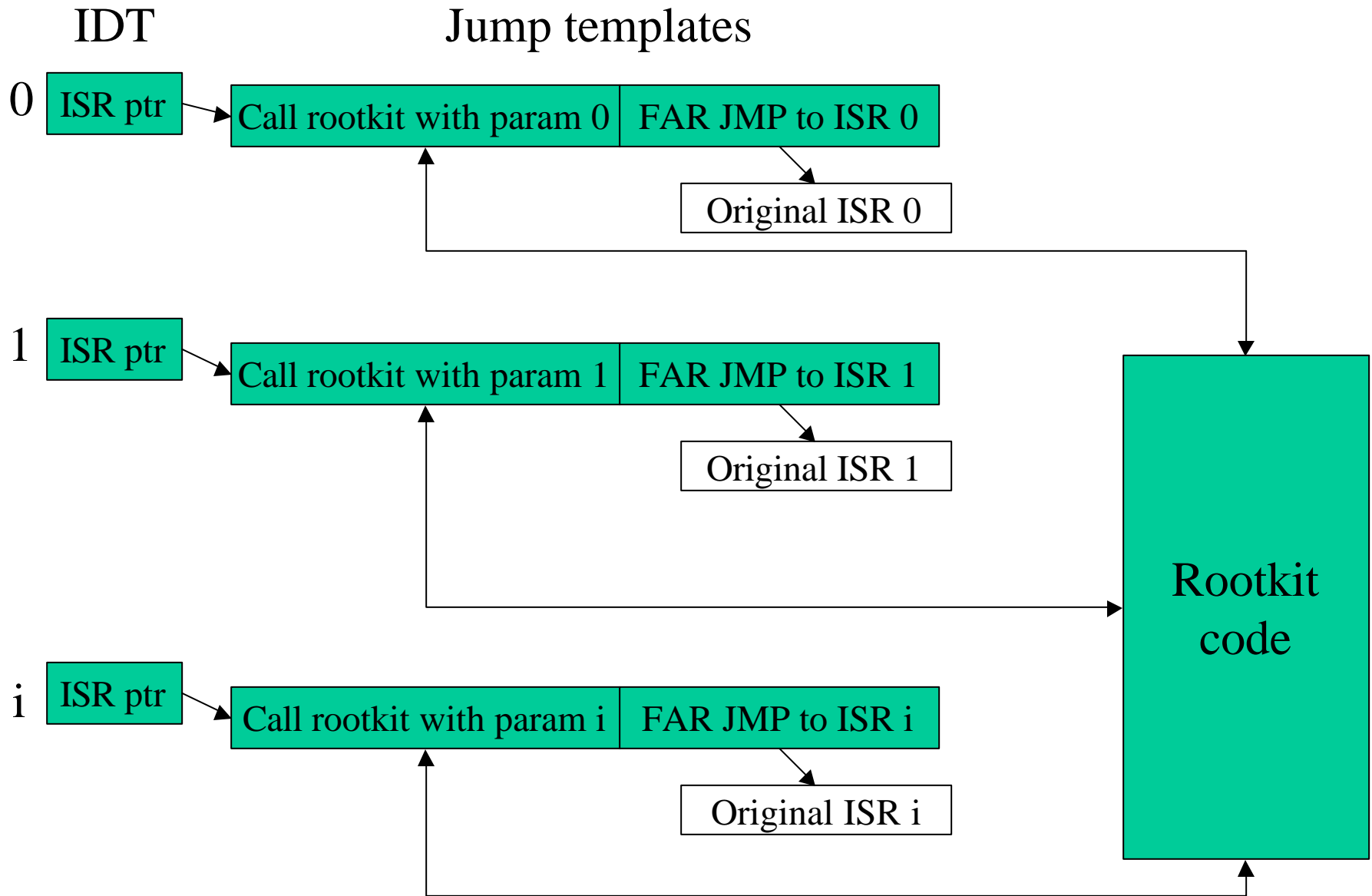
Run-time patching: Jump Templates

- Example: Hooking the Interrupt Descriptor Table (IDT)
 - Patch all entries in IDT with same detour code
 - Easier than patching every interrupt service routine (ISRs)
 - Each ISR at a different address
 - Hook every IDT entry, but include unique jump details to call back to original ISR
 - See code in book

Run-time patching: Original IDT



Run-time patching: Jump Templates



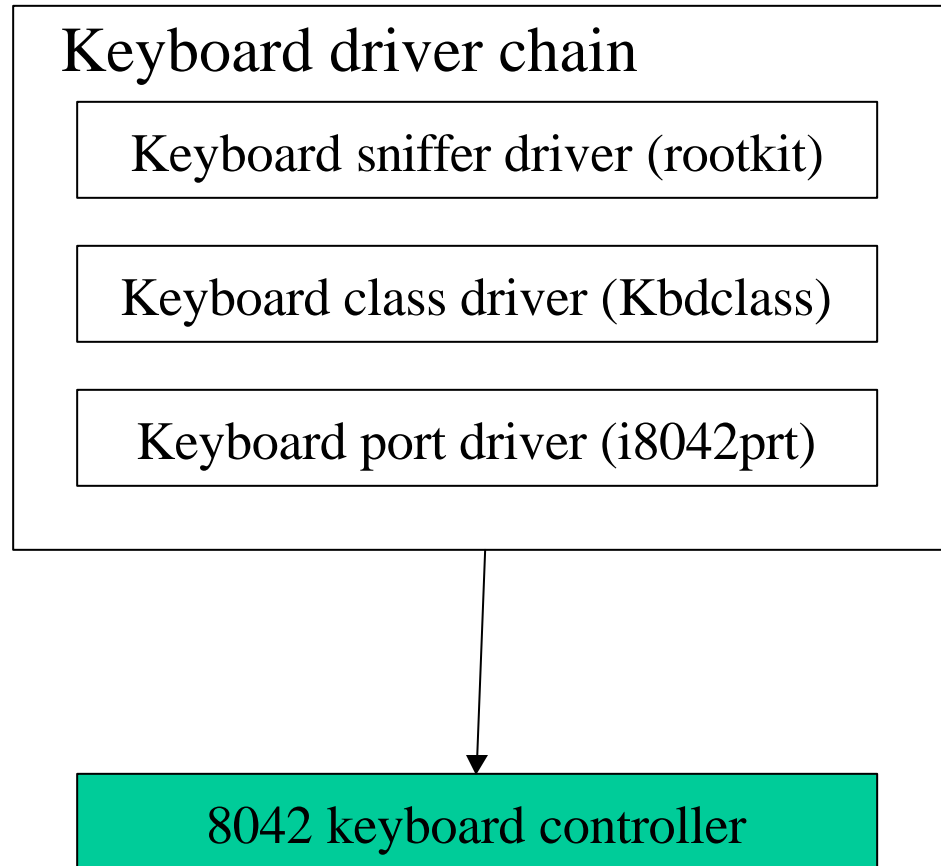
Variations

- Patching typically done at entry point
 - Easy to detect if placed in well-known place
 - Rootkit detection software often checks first 20 bytes of a function only
 - Solution: patch deep into function
- Good locations
 - Unique code byte strings (no false hits)
 - Within authentication functions
 - Kernel functions
 - Integrity-checking functions
 - Loader program that loads the kernel itself
 - Network functions
 - Firmware and BIOS

Layered drivers

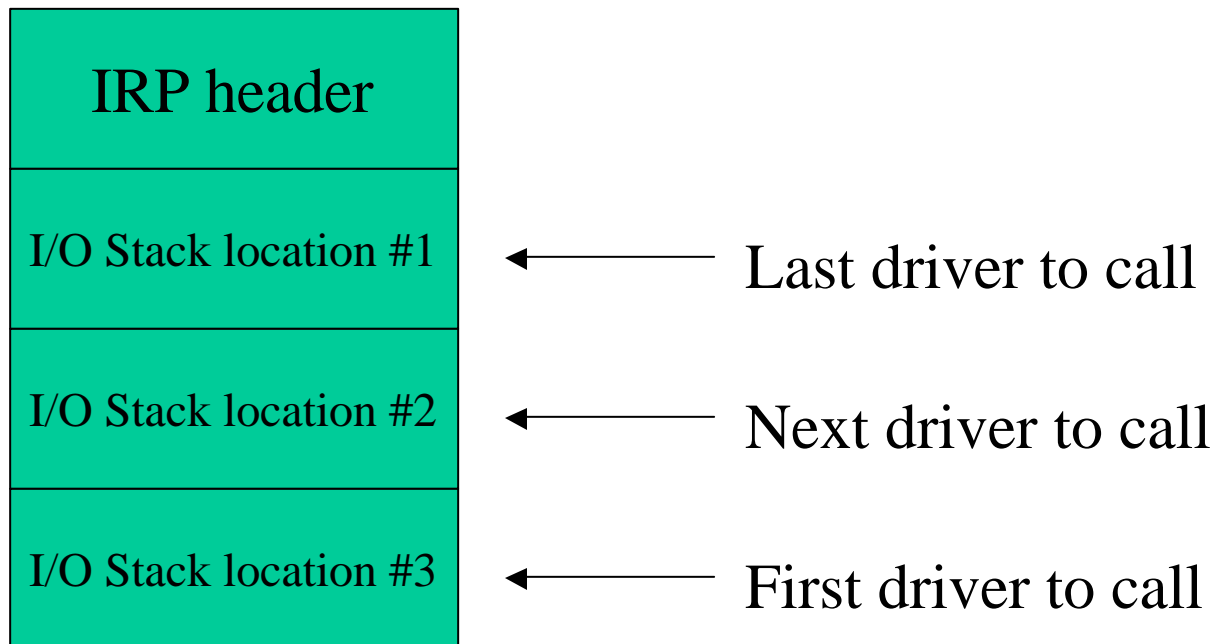
- Ability to chain multiple drivers to avoid re-implementing functions that can be shared
- Example chain: keyboard drivers
 - Lowest-level driver deals with direct access to bus and hardware device
 - Next level deals with data formatting and error codes
 - Each level intercepts data from lower level, modifies it, and passes it on to higher level
 - Perfect for rootkits!

Keyboard chain example



Details

- IRP (I/O request packet)
 - Contains stack specifying routines of the driver chain
 - I/O manager creates IRP and fills in IRP based on number of drivers in driver chain
 - Inject keyboard sniffer in chain, IRP automatically updated
 - Example: KLOG



File filters

- Used for stealth
 - Rootkits store files in file system that must remain hidden
- Common approach
 - Hooking SSDT to hide local files
 - Does not hide files mounted via SMB
- Use layered file system drivers to hide all rootkit files
 - Install hook on all available drive letters (HookDriveSet in book)
 - Rootkit parses file name in QueryDirectory.FileInformationClass QueryBuffer
 - Deletes entries associated with rootkit