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# Check your zombie devices!

Analysis of the DDoS cyber terrorism against the country and  
future attacks on various devices

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**ISSUEMAKERSLAB**

# About us

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# Introduction

- Figure out the large-scale DDoS attacks occurred in Korea
- How defenders coped with the attack
- Show the new type of DDoS attacks

# Agenda

- Background Knowledge
- DDoS in the real world
- New types of DDoS in the future
- Being Sneaky
- Countermeasures

## Background Knowledge

- What is DDoS?
- DDoS using/with Malware
- Concept of DDoS with PC malware

# What is DDoS?

- Distributed Denial of Service

## DDoS in the real world

- Overview, 3.4 DDoS in Korea, March 2011
- Detailed Analysis, 3.4 DDoS in Korea, March 2011
- 7.7 DDoS, July 2009 vs 3.4 DDoS, March 2011
- The way how defenders

# DDoS attack strikes South Korea

- It's a cyber attack against the country
  - Government, Military, Infrastructures and so on
- March 4th, 2011 (3.4 DDoS)
  - second hit
  - 116,299 zombie PCs
  - Less damage than first hit(2009) because of effective preparation
- July 7th, 2009 (7.7 DDoS)
  - first hit
  - 115,044 zombie PCs
  - damage : about \$31M ~ 46M USD (Hyundai Research Institute)



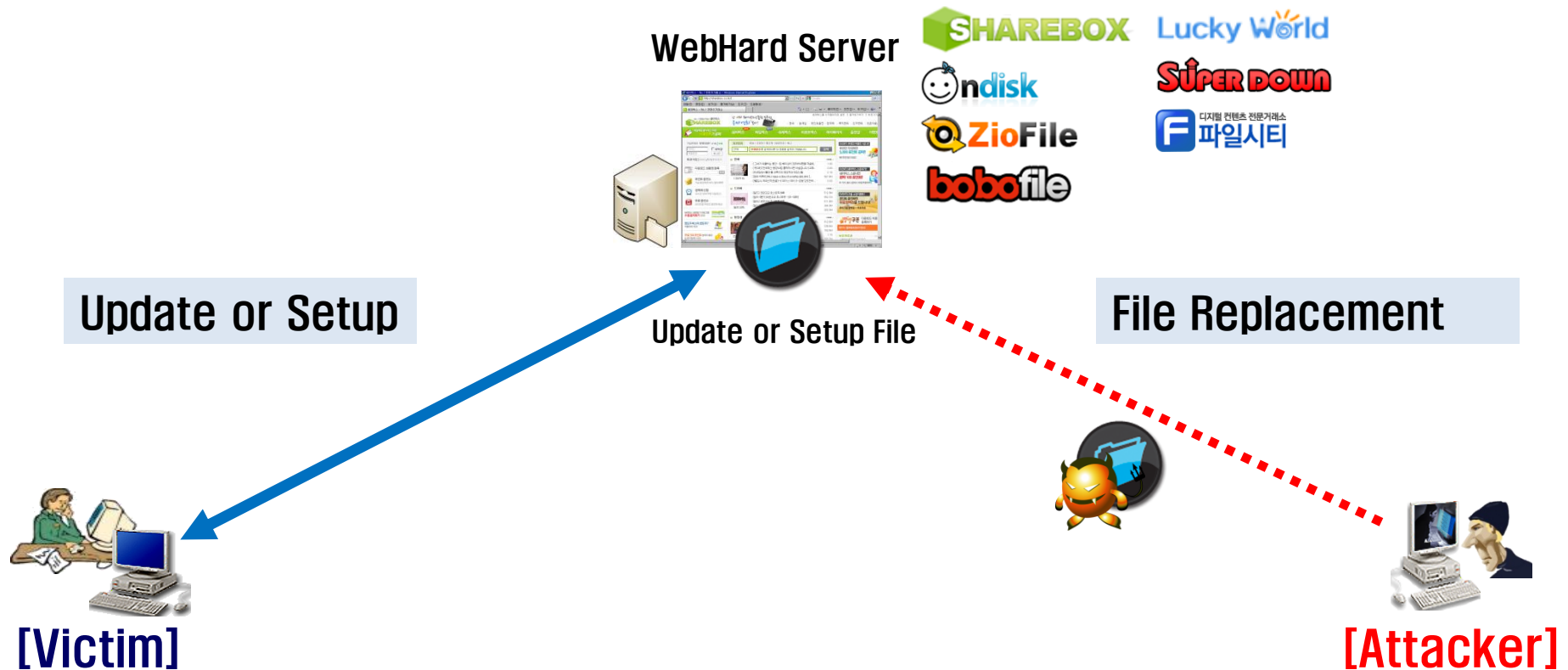
# March 4th DDoS Attacks Targets (2011)

	Site	Description	Category		Site	Description	Category
1	korea.go.kr	Korea E-Government	Government	21	dapa.go.kr	Defense Acquisition Program Administration	Military
2	cwd.go.kr	OFFICE OF THE <b>PRESIDENT</b>	Government	22	assembly.go.kr	National Assembly of the Republic of Korea	Congress
3	mopas.go.kr	<b>Ministry</b> of Public Administration and Security	Government	23	khnp.co.kr	KOREA <b>HYDRO &amp; NUCLEAR POWER</b>	Infrastructures
4	mofat.go.kr	<b>Ministry</b> of Foreign Affairs and Trade	Government	24	korail.com	KOREA <b>RAILROAD</b>	Infrastructures
5	unikorea.go.kr	<b>Ministry</b> of Unification	Government	25	kbstar.com	Kookmin <b>Bank</b>	Financial
6	kcc.go.kr	KOREA COMMUNICATIONS <b>COMMISSION</b>	Government	26	keb.co.kr	KOREA EXCHANGE <b>BANK</b>	Financial
7	fsc.go.kr	FINANCIAL SERVICES <b>COMMISSION</b>	Government	27	shinhan.com	Shinhan <b>Bank</b>	Financial
8	police.go.kr	National <b>Police</b> Agency	Government	28	wooribank.com	Woori <b>Bank</b>	Financial
9	customs.go.kr	KOREA CUSTOMS SERVICE	Government	29	hanabank.com	Hana <b>Bank</b>	Financial
10	nts.go.kr	National Tax Service	Government	30	nonghyup.com	Nonghyup <b>Bank</b>	Financial
11	nis.go.kr	National Intelligence Service	Government	31	jeilbank.co.kr	JEIL SAVINGS <b>BANK</b>	Financial
12	kisa.or.kr	KOREA INTERNET SECURITY AGENCY	Government	32	daishin.co.kr	Daishin <b>Securities</b>	Financial
13	mnd.mil.kr	<b>Ministry</b> of National Defense	Military	33	kiwoom.com	KIWOOM <b>SECURITIES</b>	Financial
14	jcs.mil.kr	R.O.K Joint Chiefs of Staff	Military	34	naver.com	NHN Corp. (Naver)	Portal
15	army.mil.kr	Republic of Korea <b>Army</b>	Military	35	daum.net	Daum Communications	Portal
16	navy.mil.kr	REPUBLIC OF KOREA <b>NAVY</b>	Military	36	auction.co.kr	eBay Korea (Auction)	Shopping
17	airforce.mil.kr	REPUBLIC OF KOREA <b>AIR FORCE</b>	Military	37	gmarket.co.kr	eBay Korea (Gmarket)	Shopping
18	dema.mil.kr	Defense Media Agency	Military	38	hangame.com	NHN Corp. (Hangame)	Game
19	usfk.mil	<b>United States Forces</b> Korea	Military	39	ahnlab.com	AhnLab, Inc.	IT Company
20	kunsan.af.mil	<b>U.S.AIR FORCE</b> (Kunsan Air Base)	Military	40	dcinside.com	dcinside	IT Company

# Similarities and Differences

- Estimate same attacker in 3.4 and 7.7 DDoS
  - Similar main target
  - Same propagation method of malware (web-hard)
  - Similar communication with C&C server
  - Similar configuration file format
  - Same HDD destruction to remove evidence after DDoS attack
- However, 3.4 used more intelligence technique than 7.7 DDoS
  - Module separation, Encryption, C&C server structure

# DDoS Malware Infection



# 3.4 DDoS Malware

			1 <sup>st</sup> (~3.3)		2 <sup>nd</sup> (3.4)		3 <sup>rd</sup> (3.5)	
L a y e r	0	Modified webhard update and setup files	SBUpdate.exe, setup_filecity.exe, setup_bobofile.exe, ondisk_setup.exe, ziofile_setup.exe, superdown_setup.exe, newsetup.exe					
	1	Main dropper	nt(2 random characters)(2 random digits).dll				sv(2 random characters)(2 random digits).dll	
	2	C&C connection and update module	m(3 random characters)svc.dll					
	2	C&C server information	faultrep.dat					
	3	Received update file	(8 random characters).exe					
	2	DDoS attack module	w(3 random characters)svc.dll					
	2	DDoS target information	tljoqgv.dat, tlntwye.dat				doqmcru.dat, dasrrvm.dat	
	2	HDD destroying module	s(3 random characters)svc.dll				4	(4 random characters)proc.dll
	2	Time information for HDD destruction	noise03.dat				4	TYEI08.DEP
	Hosts file modification	1	nt(2random characters) (2 random digits).dll	2	rtdrvupr.exe	3	(8 random characters).exe	

# DDoS Attack

- UDP Flooding
- ICMP Flooding
- HTTP GET Flooding

# DDoS - HTTP GET Flooding (1/2)

```
v5 = 0;
v13 = 0;
Select_User_Agent(&User_Agent);
Select_Accept(&Accept);
if ( CC_Flag )
{
    v6 = Get_String(&v14, 2220);
    v5 = 1;
    v13 = 1;
    Cache_Control = *(_UNKNOWN **)v6;
    v18 = 0;
}
else
{
    Cache_Control = &unk_100072A0;
}
GET_Header_Strings = Get_String(&CC_Flag, 1109); // GET %s HTTP/1.1\r\n
                                                    // Accept: %s\r\n
                                                    // Accept-Language: ko\r\n
                                                    // User-Agent: %s\r\n
                                                    // Accept-Encoding: gzip, deflate\r\n
                                                    // %sProxy-Connection: Keep-Alive\r\n
                                                    // Host: www.%s\r\n\r\n
sprintf(&HTTP_GET_Header, *(const char **)GET_Header_Strings, Path, &Accept, &User_Agent, Cache_Control, Host);
nullsub_1(&CC_Flag);
v18 = -1;
if ( v5 & 1 )
    nullsub_1(&v14);
v9 = socket(2, 1, 0);
if ( v9 == -1 )
{
    Sleep(10000u);
}
else
{
    v16 = a3;
    HIWORD(v15) = ntohs(a4);
    LOWORD(v15) = 2;
    if ( connect(v9, &v15, 16) != -1 )
        send(v9, &HTTP_GET_Header, strlen(&HTTP_GET_Header), 0); // HTTP GET DDoS
    v17 = 1;
    setsockopt(v9, 65535, 128, &v17, 4);
    shutdown(v9, 2);
    closesocket(v9);
}
```

# DDoS - HTTP GET Flooding (2/2)

User-Agent
Mozilla/5.0 (X11; U; Linux i686; ko-KR; rv:1.9.0.4) Gecko/2008111217 Fedora/3.0.4-1.fc10 Firefox/3.0.4
Mozilla/5.0 (Windows; U; Windows NT 5.1; ko; rv:1.9.2.8) Gecko/20100722 Firefox/3.6.8
Mozilla/4.0 (compatible; MSIE 7.0; Windows NT 5.1)
Mozilla/4.0 (compatible; MSIE 8.0; Windows NT 6.1; Trident/4.0; SLCC2; .NET CLR 2.0.50727; .NET CLR 3.5.30729; .NET CLR 3.0.30729; Media Center PC 6.0)
Mozilla/4.0 (compatible; MSIE 8.0; Windows NT 5.1; Trident/4.0)
Mozilla/4.0 (compatible; MSIE 8.0; Windows NT 5.1; Trident/4.0; InfoPath.2)

Accept
*/*
text/html,application/xhtml+xml,application/xml;q=0.9,*/*;q=0.8
image/gif, image/x-bitmap, image/jpeg, image/pjpeg, application/x-shockwave-flash, */*
image/jpeg, application/x-ms-application, image/gif, application/xaml+xml, image/pjpeg, application/x-ms-xbap, */*
image/gif, image/jpeg, image/pjpeg, image/pjpeg, application/x-shockwave-flash, application/vnd.ms-excel, application/vnd.ms-powerpoint, application/msword, */*

Cache-Control
Cache-Control: no-store, must-revalidate

# 3.4 DDoS (2011) vs 7.7 DDoS (2009)

## Botnet Structure

Log Collection Server



File Collection Server



A, B, C

C&C **Master** Server



A, B, C



Distributed **P2P** C&C Server  
(Synchronized)

[Attacker]

3.4 DDoS



Type A    Type B    Type C  
Distributed C&C Server

[Attacker]

7.7 DDoS



## 3.4 DDoS (2011) vs 7.7 DDoS (2009)

# DDoS Attack Packet

No. ,	Time	Source		Destination		Protocol	Info
1	0.000000	192.	140	152	.11	UDP	Source port: gmrupdateserv Destination port: http
2	0.000156	192.	140	152	.11	ICMP	Echo (ping) request
3	0.003382	192.	140	152	.11	HTTP	GET / HTTP/1.1
4	0.140388	192.	140	152	.11	HTTP	GET / HTTP/1.1
5	0.225918	192.	140	152	.11	HTTP	GET / HTTP/1.1
6	0.329029	192.	140	152	.11	HTTP	GET / HTTP/1.1
7	0.366286	192.	140	152	.11	HTTP	GET / HTTP/1.1

## 3.4 DDoS

No. ,	Time	Source		Destination		Protocol	Info
1	0.000000	192.	.128	210.	.195	HTTP	Continuation or non-HTTP traffic
2	0.006374	150.	.84	210.	.195	HTTP	Continuation or non-HTTP traffic
3	0.042500	192.	.128	210.	.195	HTTP	Continuation or non-HTTP traffic
4	0.053372	47.8	3	210.	.195	HTTP	Continuation or non-HTTP traffic
5	0.068924	192.	.128	210.	.195	UDP	Source port: opswmanager Destination port: http
6	0.084703	90.5	177	210.	.195	UDP	source port: dialpad-voice1 Destination port: http
7	0.100267	192.	.128	210.	.195	ICMP	Echo (ping) request
8	0.115871	180.	7.69	210.	.195	ICMP	Echo (ping) request
9	0.131643	210.	0.195	192.	255	ICMP	Echo (ping) request
10	0.169389	192.	.128	210.	.195	HTTP	GET / HTTP/1.1
11	0.204925	192.	.128	210.	.195	HTTP	GET / HTTP/1.1

## 7.7 DDoS

## 3.4 DDoS (2011) vs 7.7 DDoS (2009)

### 3.4 DDoS Attack Packet Type

circling "packet per thread"

	Source IP	Destination IP	Attack Type	ETC
1	Original	Target	UDP	Using Windows Socket
2	Original	Target	ICMP	Using Windows Socket
3	Original	Target	HTTP GET	User-Agent Random (6) Accept Random (5) Cache-Control Proxy-Connection
4	Original	Target	HTTP GET	User-Agent Random (6) Accept Random (5) Proxy-Connection
5	Original	Target	HTTP GET	User-Agent Random (6) Accept Random (5) Cache-Control Proxy-Connection
6	Original	Target	HTTP GET	User-Agent Random (6) Accept Random (5) Proxy-Connection
7	Original	Target	HTTP GET	User-Agent Random (6) Accept Random (5) Cache-Control Proxy-Connection

### 3.4 DDoS (2011) vs 7.7 DDoS (2009)

## 7.7 DDoS Attack Packet Type

circling "packet per thread"

	Source IP	Destination IP	Attack Type	ETC
1	Original	Target	SYN	Using WinPcap
2	Spoofing	Target	SYN	Using WinPcap
3	Original	Target	ACK	Using WinPcap
4	Spoofing	Target	ACK	Using WinPcap
5	Original	Target	UDP	Using WinPcap
6	Spoofing	Target	UDP	Using WinPcap
7	Original	Target	ICMP	Using WinPcap
8	Spoofing	Target	ICMP	Using WinPcap
9	Target	Broadcast	ICMP	Using WinPcap Smurfing
10	Original	Target	HTTP GET	User-Agent Random (5)
11	Original	Target	HTTP GET	User-Agent Random (5) Cache-Control

## 3.4 DDoS (2011) vs 7.7 DDoS (2009)

# Packet Generation - 3.4 DDoS

- Using Basic Windows Socket

```
int __cdecl UDP_DDoS(int a1, int a2)
{
    int result; // eax@1
    int v3; // ebx@1
    unsigned int v4; // esi@2
    int v5; // [sp+10h] [bp-410h]@2
    int v6; // [sp+14h] [bp-40Ch]@2
    _BYTE v7[1024]; // [sp+20h] [bp-400h]@3

    result = socket(2, 2, 17); // socket(AF_INET, SOCK_DGRAM, IPPROTO_UDP)
    v3 = result;
    if ( result != -1 )
    {
        v6 = a1;
        HIWORD(v5) = ntohs(a2);
        LOWORD(v5) = 2;
        v4 = 0;
        do
        {
            v7[v4++] = rand();
            while ( v4 < 0x400 );
            sendto(v3, v7, 1024, 0, &v5, 16); // UDP DDoS (sendto)
            result = closesocket(v3);
        }
        return result;
    }
}
```

### 3.4 DDoS (2011) vs 7.7 DDoS (2009)

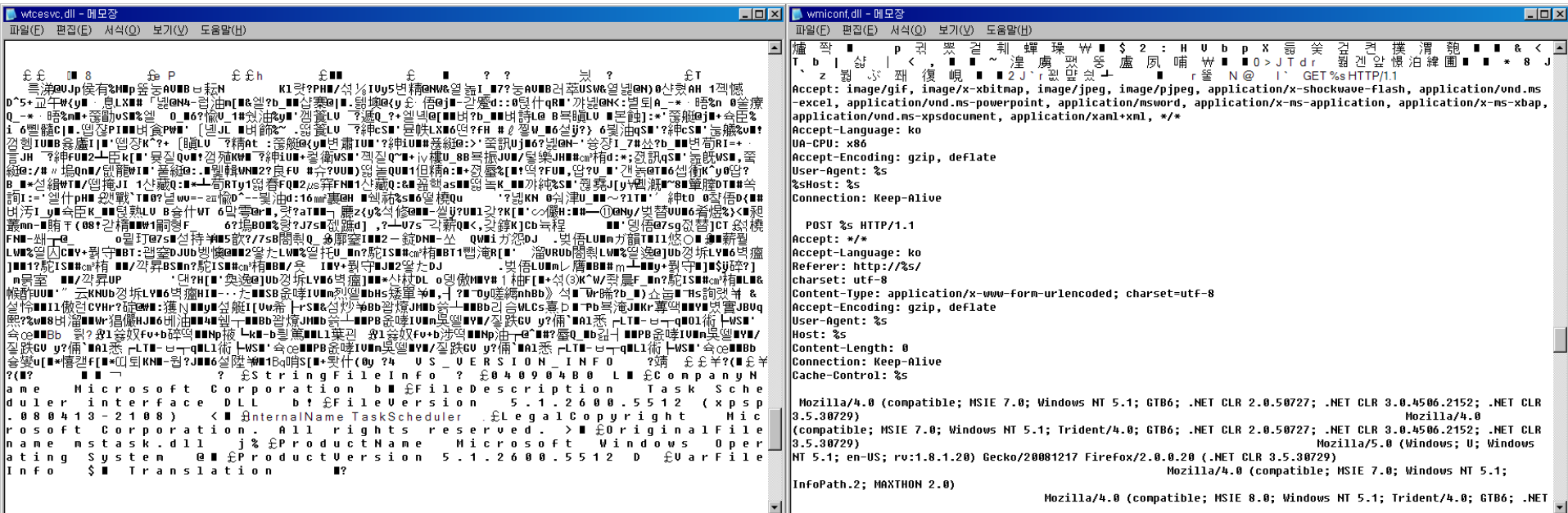
## Packet Generation - 7.7 DDoS

- Using WinPcap

```
    }  
    LABEL_54:  
    if ( a3 == 256 )  
        goto LABEL_48;  
    v19 = v29;  
    v20 = v30;  
    v21 = *(_WORD *)((char *)&v31 + 3);  
    memcpy(&v22, &v33, 0x14u);  
    LABEL_49:  
    v16 = pcap_open(&unk_10011488, 100, 1, 100, 0, &v25);  
    if ( v16 )  
    {  
        pcap_sendpacket(v16, &v19, v10 + v43);  
        pcap_close(v16);  
    }  
    Sleep(dwMilliseconds);  
    ++v38;  
    result = v41;  
    ++v39;  
    if ( v38 >= *(_DWORD *)(v41 + 268) )  
        return result;  
    v3 = v41;  
    }  
    }  
    return result;  
}
```

# 3.4 DDoS (2011) vs 7.7 DDoS (2009)

## Encryption - Malware Binary



3.4 DDoS

7.7 DDoS

# 3.4 DDoS (2011) vs 7.7 DDoS (2009)

## Encryption - DDoS Target Information

tljoqgv.dat																	uregvs,nls																	
Offset	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	Offset	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
00000000	11	27	00	00	1E	00	00	00	DF	48	DB	20	FB	E4	C9	10	00000000	64	B3	AD	12	41	88	E3	40	1A	00	00	00	01	00	77	77	
00000010	61	01	AA	6D	8B	34	67	18	3A	41	F4	0F	D0	DF	89	84	00000010	77	2E	70	72	65	73	69	64	65	6E	74	2E	67	6F	2E	6B	
00000020	9D	3E	B8	DE	C6	3D	15	A4	E8	94	07	1F	D3	8C	40	A1	00000020	72	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000030	88	C2	80	B9	E3	F7	4F	1A	3A	41	F4	0F	D0	DF	89	84	00000030	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000040	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	00000040	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000050	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	00000050	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000060	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	00000060	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000070	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	00000070	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000080	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	00000080	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000090	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	00000090	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
000000A0	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	000000A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
000000B0	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	000000B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
000000C0	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	000000C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
000000D0	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	000000D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
000000E0	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	000000E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
000000F0	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	000000F0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000100	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	00000100	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
00000110	9D	3E	B8	DE	C6	3D	15	A4	3A	41	F4	0F	D0	DF	89	84	00000110	00	00	00	00	00	00	00	00	00	00	00	00	50	00	00	00	
00000120	9D	3E	B8	DE	C6	3D	15	A4	3C	0C	61	9F	9C	CC	49	16	00000120	FF	07	00	00	32	00	00	00	00	00	00	00	00	00	00	00	
00000130	7A	E6	5A	0F	EB	A4	AD	4B	01	6B	88	D7	54	06	A8	04	00000130	38	88	E3	40	00	00	00	00	58	88	E3	40	1E	00	00	00	
00000140	59	B0	81	9C	83	DB	C7	C5	15	52	72	FD	5F	29	E7	59	00000140	03	00	00	00	1E	00	00	00	50	00	00	00	1F	00	00	00	
																	00000150	C0	61	14	00	77	77	77	2E	70	72	65	73	69	64	65	6E	
																	00000160	74	2E	67	6F	2E	6B	72	3B	38	30	3B	67	65	74	3B	2F	
																	00000170	3B	3B	00	02	00	77	77	77	2E	6D	6E	64	2E	67	6F	2E	
																	00000180	6B	72	00	00	00	00	00	00	00	00	00	00	00	00	00	00	
tlntwye.dat																	Offset	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
																	00000000	55	55	55	55	C1	D3	E3	40									UUUUÁóã@

3.4 DDoS

7.7 DDoS

## 3.4 DDoS (2011) vs 7.7 DDoS (2009)

# Block antivirus update

```
hosts - 메모장
파일(F) 편집(E) 서식(O) 보기(V) 도움말(H)
# Copyright (c) 1993-1999 Microsoft Corp.
#
# This is a sample HOSTS file used by Microsoft TCP/IP for Windows.
#
# This file contains the mappings of IP addresses to host names. Each
# entry should be kept on an individual line. The IP address should
# be placed in the first column followed by the corresponding host name.
# The IP address and the host name should be separated by at least one
# space.
#
# Additionally, comments (such as these) may be inserted on individual
# lines or following the machine name denoted by a '#' symbol.
#
# For example:
#
#       102.54.94.97       rhino.acme.com           # source server
#       38.25.63.10       x.acme.com               # x client host

127.0.0.1       localhost
127.0.0.1       www.alyac.co.kr
127.0.0.1       www.boho.or.kr
127.0.0.1       download.boho.or.kr
127.0.0.1       www.ahnlab.com
127.0.0.1       explicitupdate.alyac.co.kr
127.0.0.1       gms.ahnlab.com
127.0.0.1       ko-kr.albn.altools.com
127.0.0.1       ko-kr.alupdatealyac.altools.com
127.0.0.1       su.ahnlab.com
127.0.0.1       su3.ahnlab.com
127.0.0.1       update.ahnlab.com
127.0.0.1       ahnlab.nefficient.co.kr
```



# The way of defenders in Korea

- 7.7 DDoS
  - Defenders in Korea did not prevent DDoS effectively because it was first time
- However,
- 3.4 DDoS
  - Defenders in Korea prevented well based on experience
    - Consolidate Public-Private Partnership
    - Collect and analyze malware rapidly and distribute free customized vaccine suited to DDoS
    - Nationwide campaign by broadcast media
    - Deploy DDoS equipment more
    - Domain redirection, DNS IP change
    - Operate DDoS cyber shelter

## New types of DDoS in the future

- Who can be zombie : infection target
- How to make zombie : propagation and infection
- How to control zombie : C&C
- What zombies can do : attack target, technique

# Who can be zombie : infection target



# Who can be zombie : infection target

## In the past

- Almost zombies are working on PC



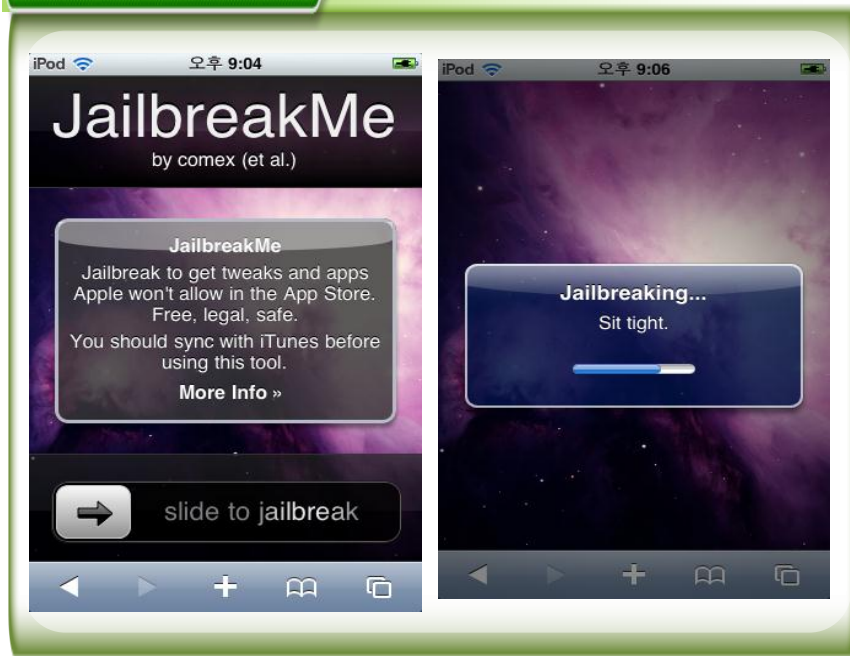


# Who can be zombie : infection target

## Smartphone

- Malware using system vulnerability
- Injected malicious code in application

### exploit



JailBreak Rooting vulnerability

### injection



Android Malware

# Who can be zombie : infection target

## Smartphone

- Known vulnerabilities on Android

Remote Code Execution Vulnerability
Android 2.0, 2.1, 2.1.1 Webkit library Remote Memory Corruption Vulnerability Android 2.0, 2.1 Webkit library Floating Point Datatype Remote Vulnerability Adobe Flash Player < 10.2.154.27 Remote Memory Corruption Vulnerability Android 1.x < 2.2 Webkit library Objects Remote Memory Corruption Vulnerability

local privilege escalation Vulnerability
Android 1.x linux kernel <2.6.31 sock_sendpage Local Privilege Escalation Vulnerability Android 1.x < 2.2 hotplug invoke Local Privilege Escalation Vulnerability Android 1.x < 2.2 linux kernel <2.6.32 sys_pipe Local Privilege Escalation Vulnerability Android 1.x < 2.2.1 adb Local Privilege Escalation Vulnerability Android 1.x, 2.x ashmem adb Local Privilege Escalation Vulnerability Android 2.x 3.x Vold volume manager overflow Local Privilege Escalation Vulnerability

# Who can be zombie : infection target

## Smartphone

- Known vulnerabilities on iOS

Remote Code Execution Vulnerability
iOS 1.1.1 CVE-2006-3459 MobileSafari LibTIFF Buffer Overflow iOS < 4.0.1 CVE-2010-1797 FreeType 2 CFF font stack corruption vulnerability iOS < 4.3.4 cve-2010-3855 FreeType 'ft_var_readpackedpoints()' Buffer Overflow Vulnerability iOS < 4.3.4 CVE-2011-0226 FreeType 'src/psaux/t1decode.c' Memory Corruption Vulnerability iOS 5, iOS < 4.3.6 CVE-2011-3439 FreeType Multiple Memory Corruption Vulnerabilities

local privilege escalation Vulnerability
iOS > 4.0.1 CVE-2010-2793 Apple iOS CFF Font Parsing and IOSurface Integer Overflow iOS < 4.3.4 CVE-2011-0227 IOMobileFrameBuffer Local Privilege Escalation Vulnerability

# Who can be zombie : infection target

## Smartphone

- Known vulnerabilities on blackberry/Windows Mobile

Blackberry software Vulnerability
Blackberry Desktop Software < 5.0.1 CVE-2009-0306 Remote Code Execution Vulnerability CVE-2011-1290 WebKit Style Handling Memory Corruption Vulnerability BlackBerry 7270 SIP Stack Format String Vulnerability CVE-2010-2600 BlackBerry Desktop Software DLL Loading Arbitrary Code Execution Vulnerability

Windows Mobile
Windows CE 5.0 JPEG And GIF Processing Multiple Arbitrary Code Execution Vulnerabilities



# Who can be zombie : infection target

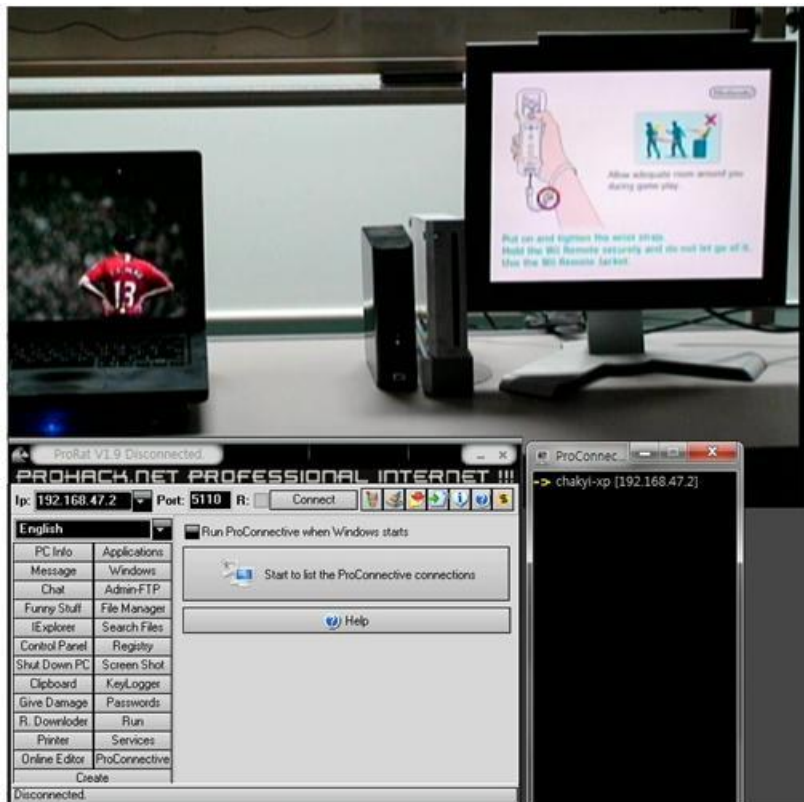
## Electronic equipment



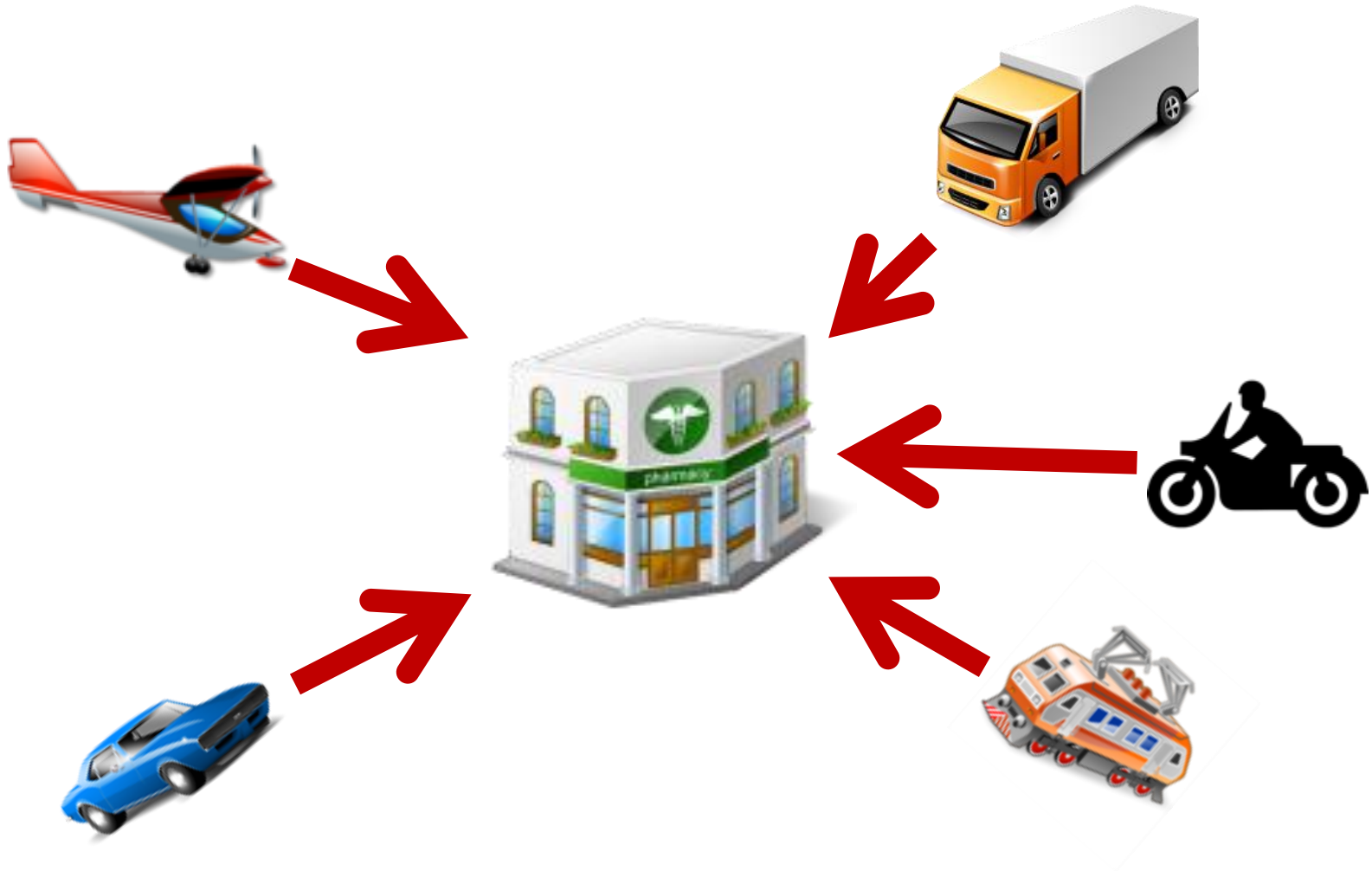
# Who can be zombie : infection target

## Electronic equipment

- Malware running on Nintendo Wii



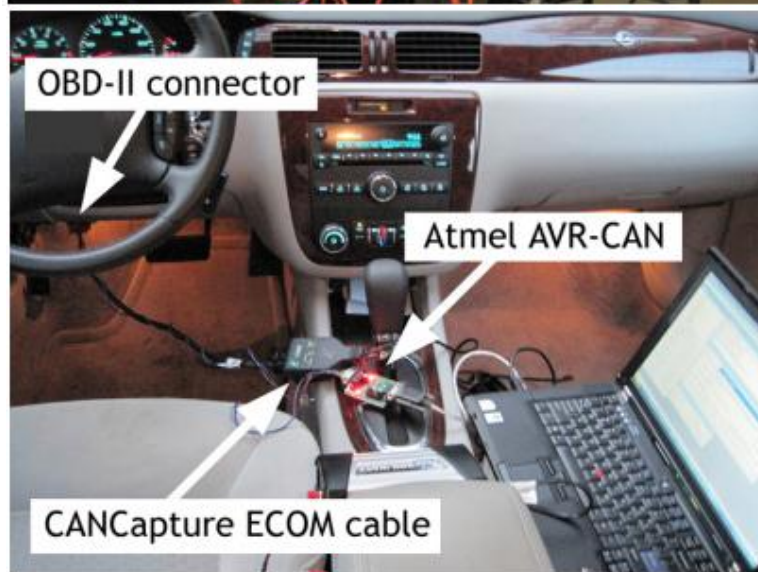
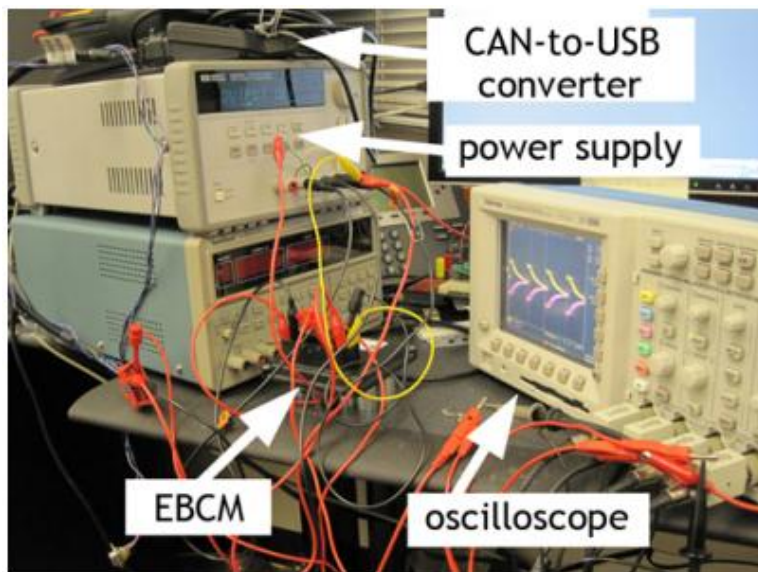
Who can be zombie : infection target  
**Car, motorcycle and so on**





# Who can be zombie : infection target

## Car, motorcycle and so on



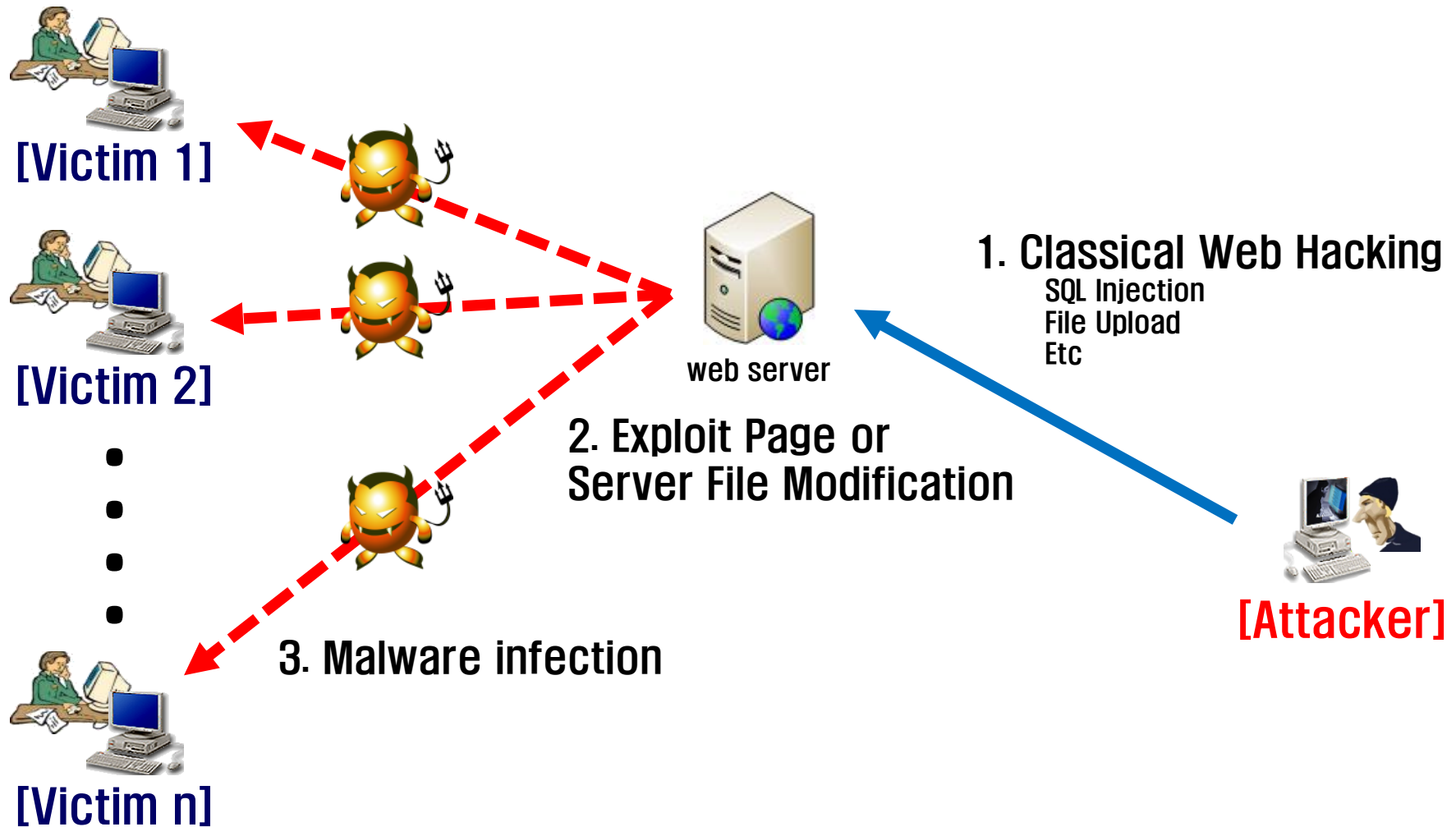
- Experimental Security Analysis of a Modern Automobile

# How to make zombie : propagation and infection

- 19+

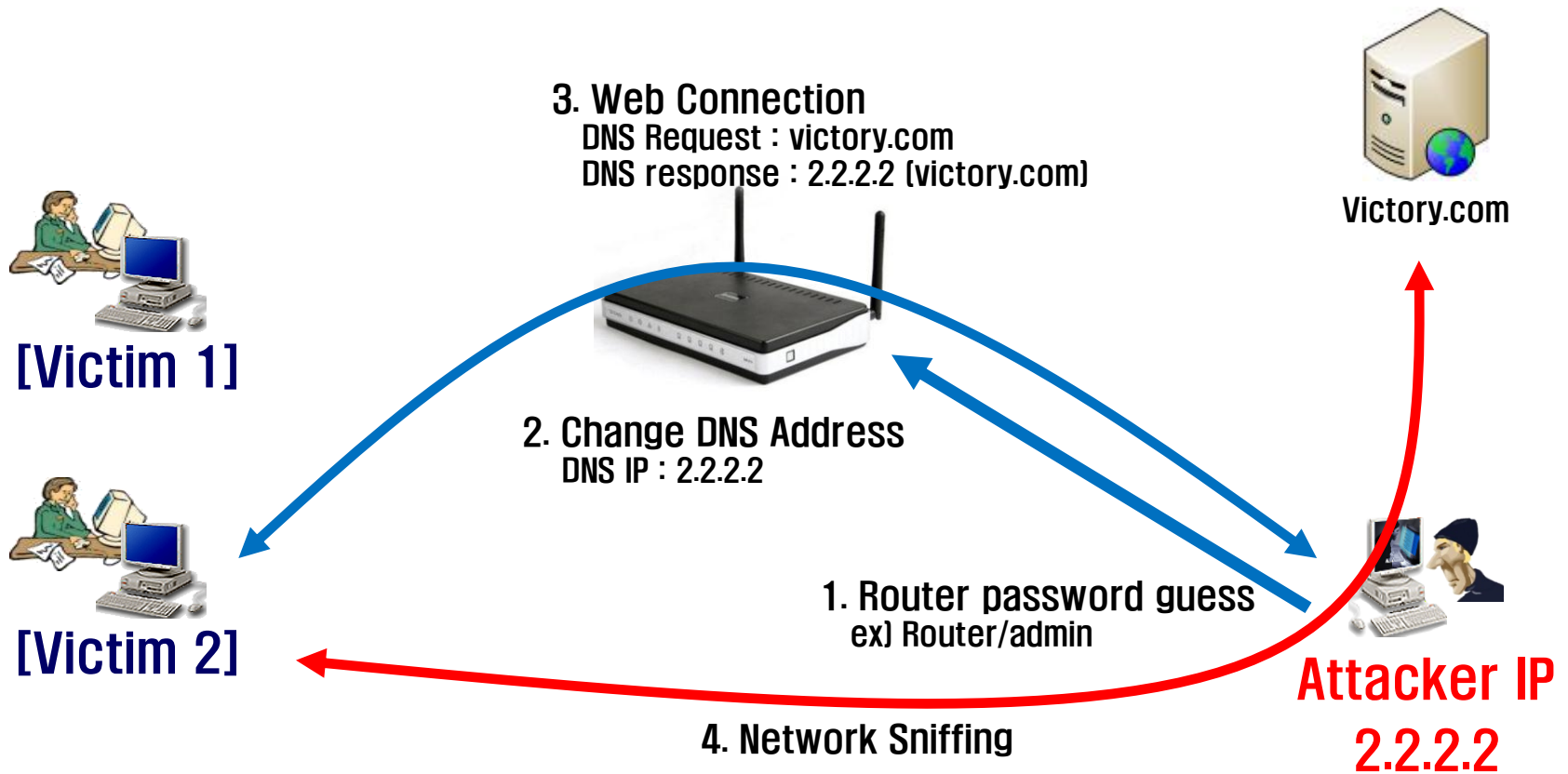
# How to make zombie : propagation and infection

## In the past



# How to make zombie : propagation and infection

## Wireless AP



# How to make zombie : propagation and infection

## Wireless AP

- Rouge AP with same as popular provider's AP name



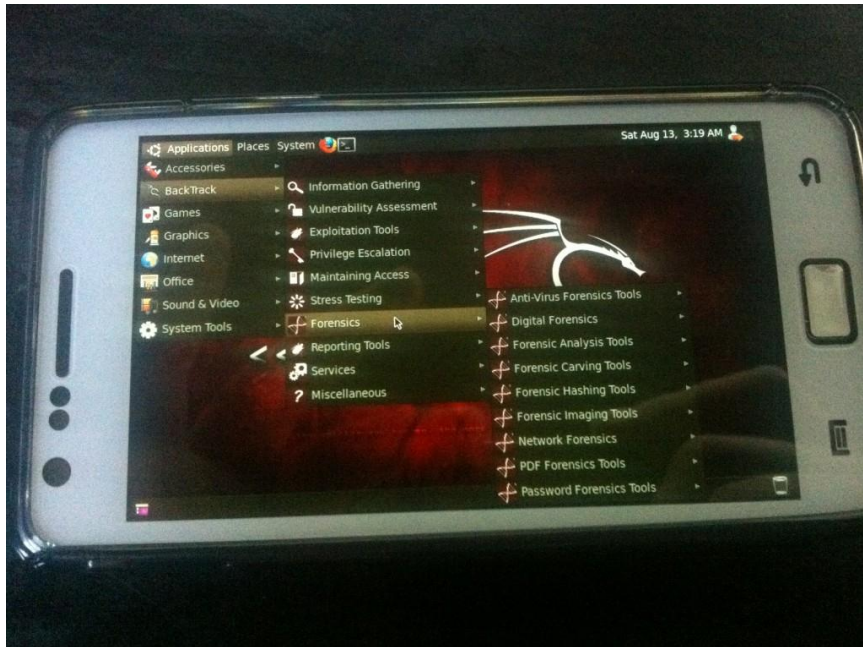
# How to make zombie : propagation and infection

## **Smartphone, game console and so on**

- Do some work using smartphone, mp3/DVD player, portable game console or etc instead of computers

# How to make zombie : propagation and infection

## Smartphone, game console and so on



Backtrack running on smartphone



Remote exploit running on Nintendo DS

# How to control zombie : C&C

“UUUUHHHGGG...”



# How to control zombie : C&C

## In the past

- Use TCP/UDP socket directly
- HTTP, IRC, DNS
- SNS

```
list    - print list of all clients
choice - choice one of users (command mode)
all     - choice all users (command mode)
cls     - clear screen
help    - usage this program
exit    - exit program
delete  - delete one of users
```

```
[23:42] == wildphp-bot [~wildphp-b@c-98-192
[23:42] <super3> hello wildphp-bot
[23:42] <super3> !say #ggg hello super3
[23:42] <wildphp-bot> hello super3
[23:42] <super3> how are you?
[23:43] <super3> !say #ggg just fine
[23:43] <wildphp-bot> just fine
```

```
super3> !join nystic_chat
super3> !shutdown
```



How to control zombie : C&C

## Phone call

- Trigger a command by caller's phone number and CID(Caller ID)

How to control zombie : C&C

## **GPS(Location Information)**

- Start mission when they reached the appointed place by location information

# How to control zombie : C&C

## WIFI

- SSID information nearby

How to control zombie : C&C

## **Voice message(voicemail box)**

- Send command to zombie by voice message
- Translate message by voice recognition technology such as Siri and google's voice recognition



# What zombies can do : attack target, technique



# What zombies can do : attack target, technique

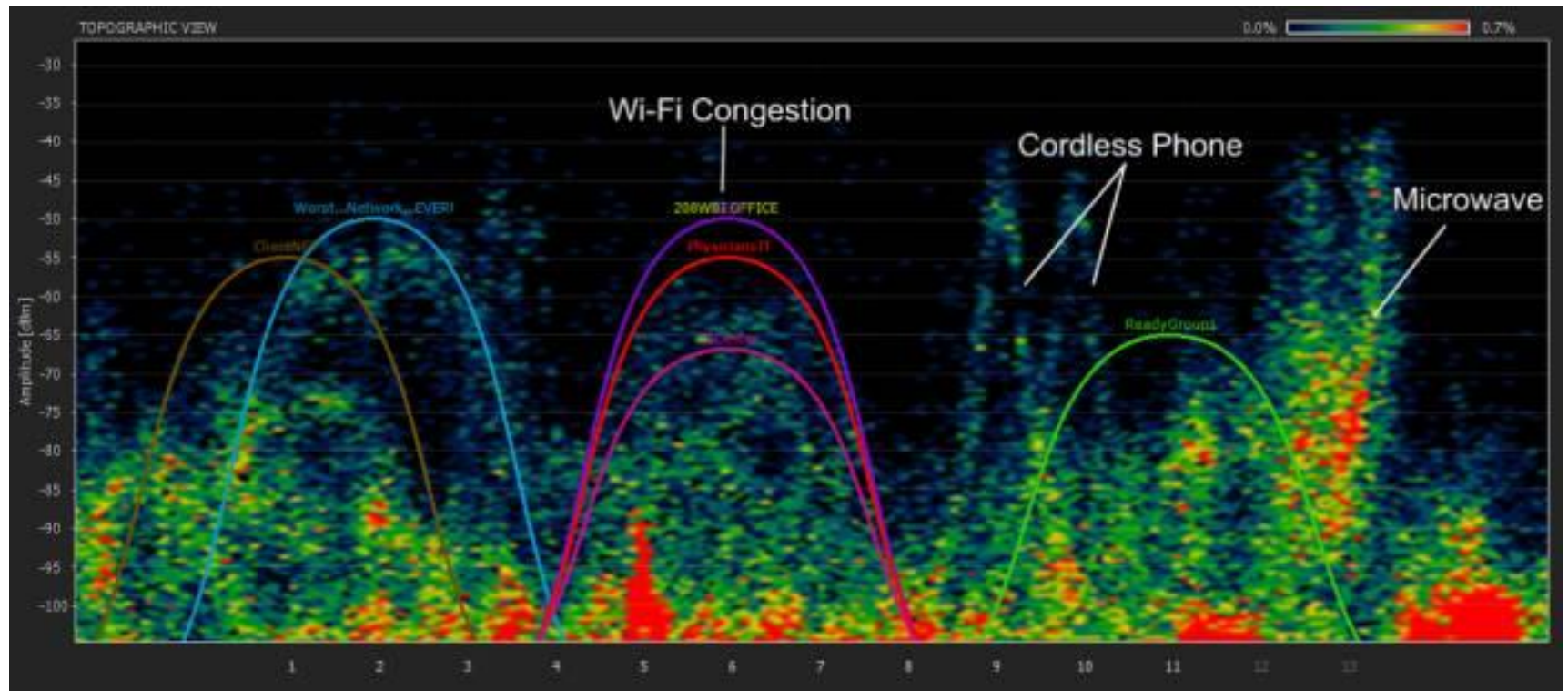
## In the past

- Web server
- Network bandwidth

# What zombies can do : attack target, technique

## Attack related to wireless AP

- 802.11 b/g signal/channel interference





# What zombies can do : attack target, technique

## **Attack related to noise**

- Make annoying noise by speakers



What zombies can do : attack target, technique

## **Attack related to smartphone/3G**

- Almost DDoS attacks technique also work on smartphone

# What zombies can do : attack target, technique

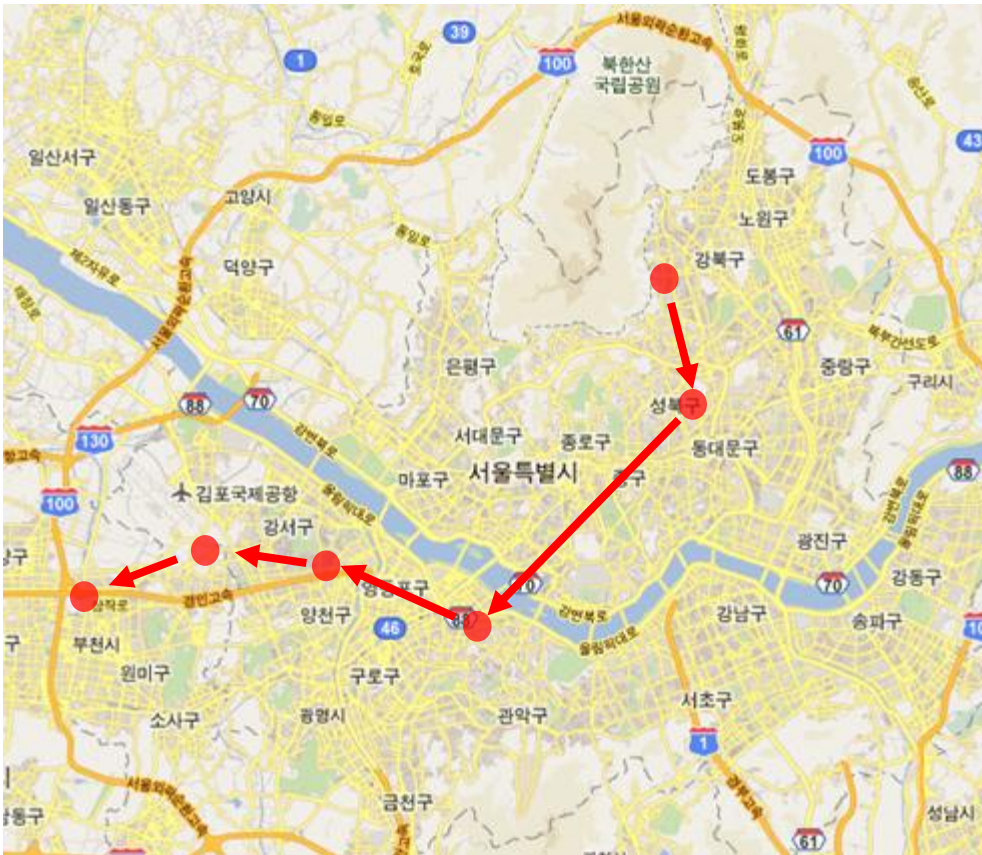
## Attack related to smartphone/3G

Type		PC	Smartphone
Hardware	CPU	Over 2Ghz (Dual/Quad core)	1Ghz (Single/Dual core)
	POWER	Power Cable (usual)	Battery (1500mAh) and screen (about 4 hours)
Network Speed		Ethernet (100Mbps, 1Gbps)	WIFI (54Mbps) 3G ( 2.4 Mbps) and 4G (100Mbps ~ 1Gbps)
System Thread		Lots of Thread generation	Performance degradation and high heat when thread is generated
Method of malware propagation		<ul style="list-style-type: none"> <li>-Web Browser vulnerability (IE)</li> <li>-Web contents</li> <li>-Email, SNS, Messenger, ARP Spoof</li> <li>-USB</li> </ul>	<ul style="list-style-type: none"> <li>-Official market, 3rd-party market</li> <li>-SMS, contract list</li> <li>-QR code</li> <li>-Rogue AP</li> <li>-Web Browser vulnerability (Webkit)</li> <li>-Web contents, E-mail, SNS, Messenger</li> </ul>
Attack range		<ul style="list-style-type: none"> <li>-Target server</li> <li>-Backbone network</li> </ul>	<ul style="list-style-type: none"> <li>-Same as PC</li> <li>-3G network</li> </ul>
Attack durability		Until system power off	Until battery dead
Damage by attack		No system load	<ul style="list-style-type: none"> <li>-Performance degradation and high heat</li> <li>-Battery dead</li> <li>-Additional charging in 3G network</li> </ul>

# What zombies can do : attack target, technique

## Attack related to smartphone/3G

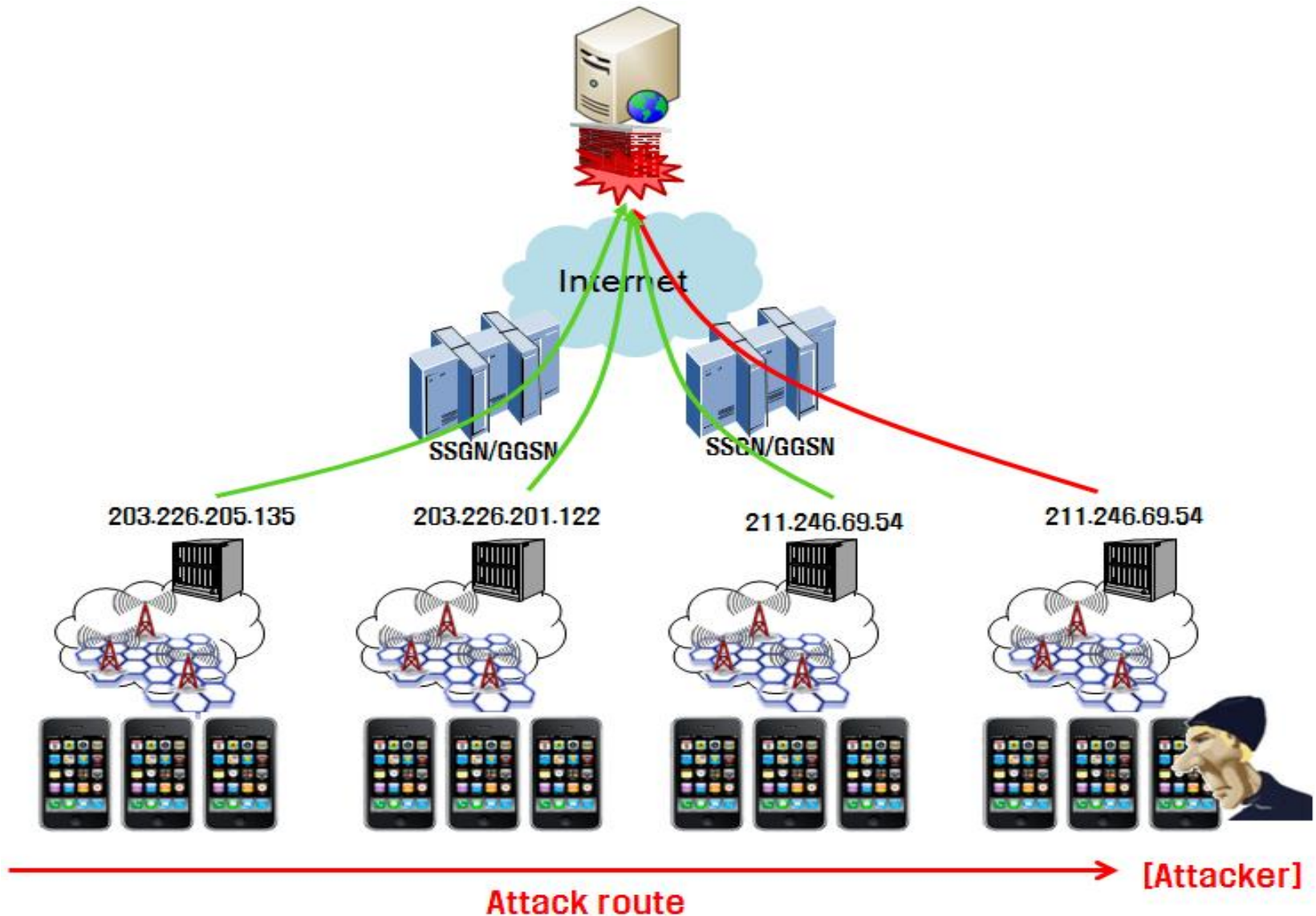
- Hard to apply IP block technique



- 203.226.205.135
- 203.226.201.122
- 211.246.69.54
- 211.246.69.114
- 211.234.218.146
- 211.246.73.112
- 211.246.68.50 (reboot)

# What zombies can do : attack target, technique

## Attack related to smartphone/3G

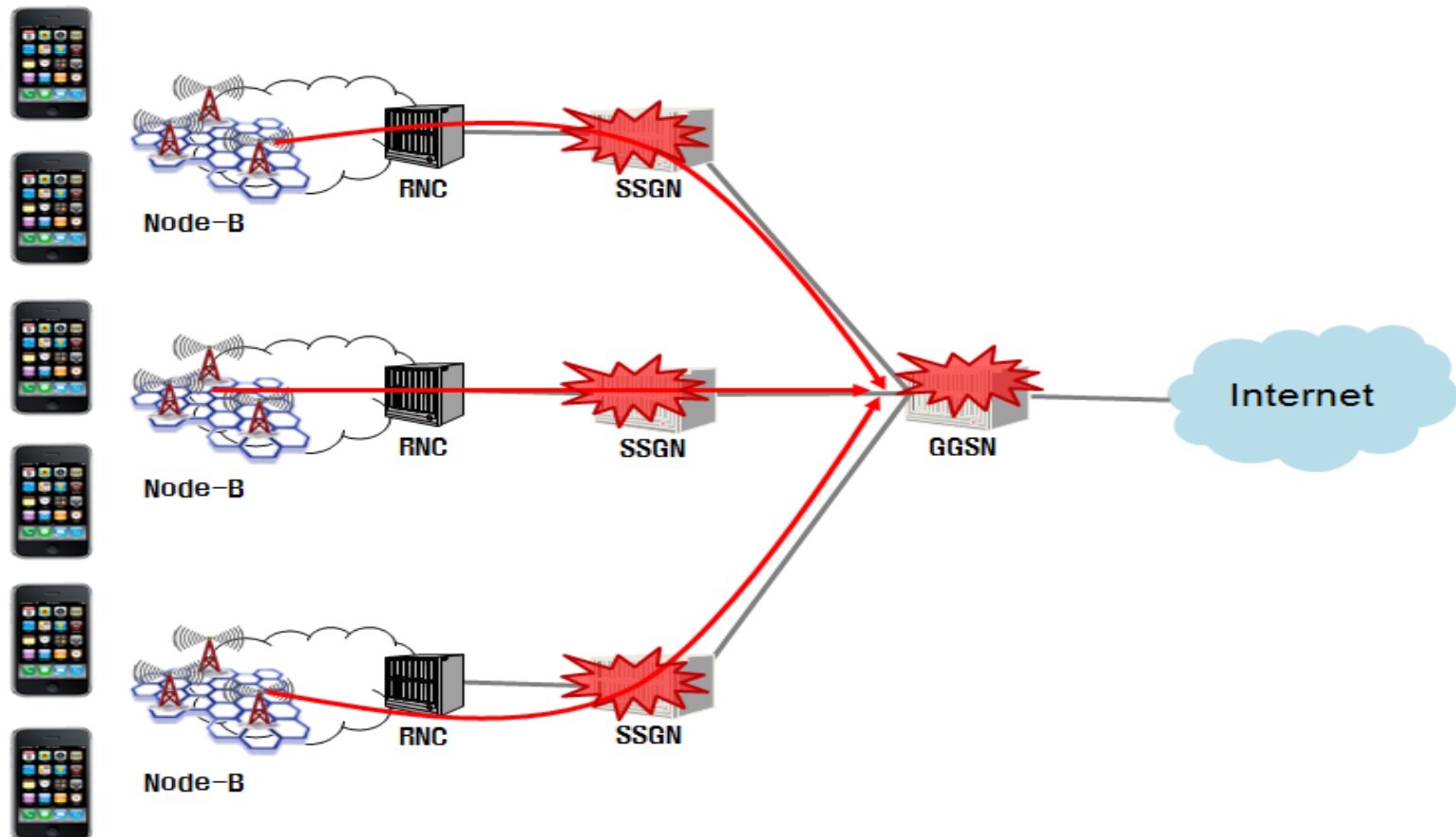




# What zombies can do : attack target, technique

## Attack related to smartphone/3G

- If SSGN/GGSN is not working, smartphone can not use the Internet



# What zombies can do : attack target, technique

## **Attack related to printer**

- Exhaust printer ink
- Occupy process waiting queue



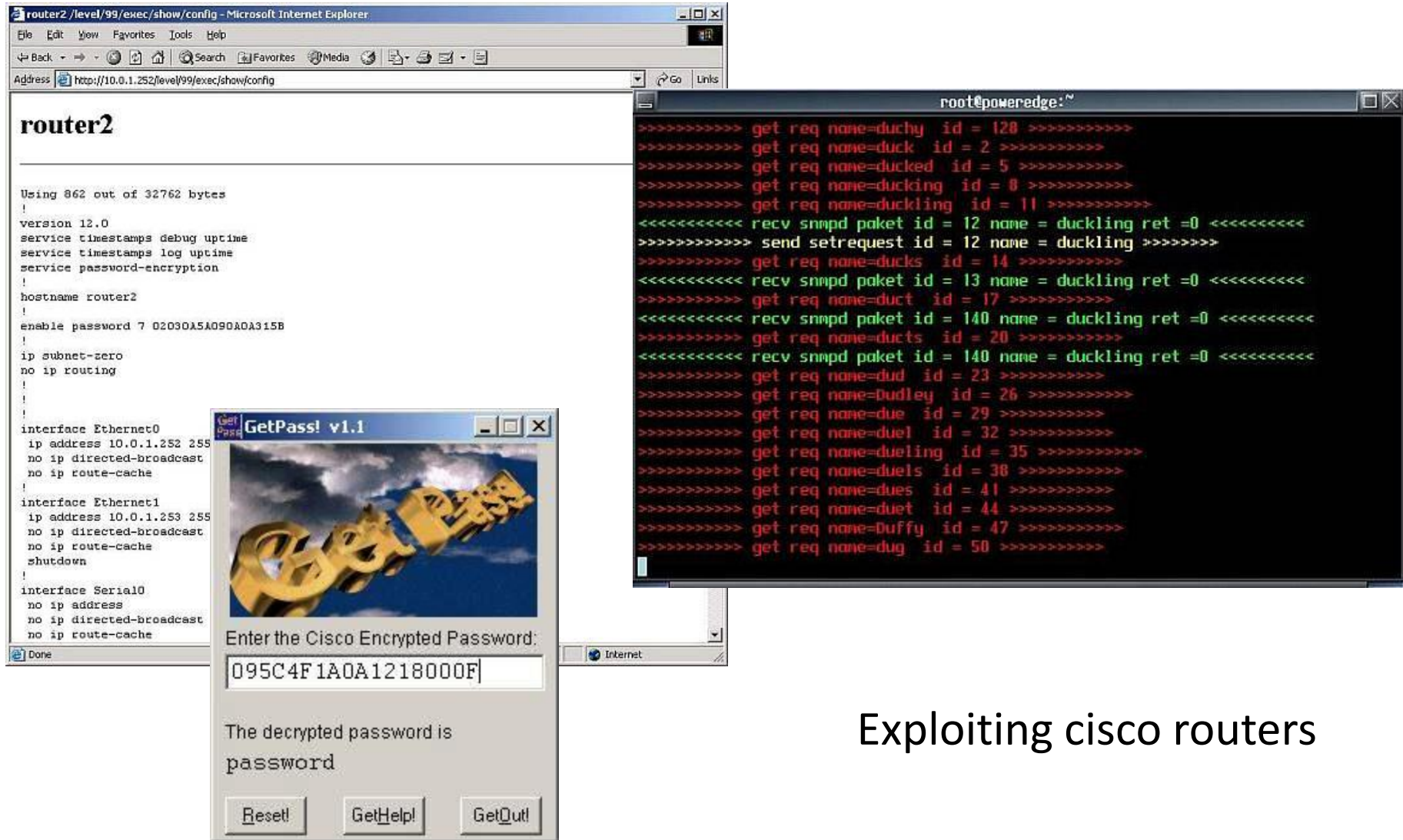
What zombies can do : attack target, technique

## **Attack related to other devices**

- IT equipment such as firewall and router and general electronic equipment

## What zombies can do : attack target, technique

### Attack related to other devices



# Exploiting cisco routers

Being Sneaky  
- Demo

## Countermeasures

- Technical idea
- General idea

# Technical idea

- Redirect to anti-virus page for removing malware
- Prevent communication between C&C server and zombie
- Reduce DDoS damage on target server

# General idea

- TBD



# Reference

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[0x01] Hauri, <http://www.hauri.net>, <http://www.hauri.co.kr>

[0x02] DEFCON18, Ki-Chan Ahn, Dong-Joo Ha, "Malware Migrating to Gaming Consoles: Embedded Devices, an AntiVirus-free Safe Hideout for Malware"

[0x03] POC2007, i3eat, "Hacking with Nintendo DS"

[0x04] DEFCON 19, TYLER COHEN, "Look At What My Car Can Do"

[0x05] Blackhat USA 2011, MICHAEL SUTTON, "Corporate Espionage for Dummies: The Hidden Threat of Embedded Web Servers"

[0x06] POC2009, Sionics & kaientt, "7.7 DDoS: Unknown Secrets & Botnet Counter Attack"

[0x07] KISA, [http://toolbox.krcert.or.kr/MMVF/MMVFView\\_V.aspx?](http://toolbox.krcert.or.kr/MMVF/MMVFView_V.aspx?MENU_CODE=83&PAGE_NUMBER=24)  
MENU\_CODE=83&PAGE\_NUMBER=24

[0x08] <http://www.autosec.org/pubs/cars-oakland2010.pdf>

[0x09] <http://www.symantec.com/connect/articles/exploiting-cisco-routers-part-1>

# Special thanks

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# Q&A

