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TITANMIST: YOUR FIRST STEP TO REVERSING NIRVANA

Agenda

- **Introduction**
 - Human aspect of the security industry
- **Introduction and review of known formats**
 - Introduction to dynamic analysis and unpacking
 - Solving dynamic analysis problems
- **Introduction to TitanMist**
 - Defining the needed infrastructure
 - Extending the code base & collaboration
 - Building a unique knowledge base about formats



Human Aspect of Security

- Boils down to an individual
 - Malware Analysis
 - Reverse Engineering
 - Penetration Testing
- Do we have what it takes?
 - Does we have tools to be successful?
- Tools generally fall into two categories:
 - Either very expensive
 - Or poorly supported
- Black hat down to exceptions
 - OllyDBG
 - Metasploit



Why TitanMist?

- Better Reversing Tools are Needed
 - PeID
 - OllyScripts
 - TrID
- Unified tools are needed
 - Format identification, analysis, unpacking
- Necessary alternative Options To
 - Using AV Products to Unpack
 - Using Sandboxes (Norman, CWSandbox, Anubis, ThreatExpert, etc.)



Unified Solution

- Goals
 - Faster analysis
 - Malware
 - Cracked Software
 - Vulnerable Applications
 - Removal of obfuscation
 - Better data for heuristic systems
 - Accessibility



Bottom Line

- Malware analysis is no longer for AV Labs only
- General public does not have money for high end specialized toolsets
- General public needs well supported projects
- Community needs to coalesce around
 - A unified tool (not one author, but rather one distributions)
 - Information repository (one website)



TitanMist

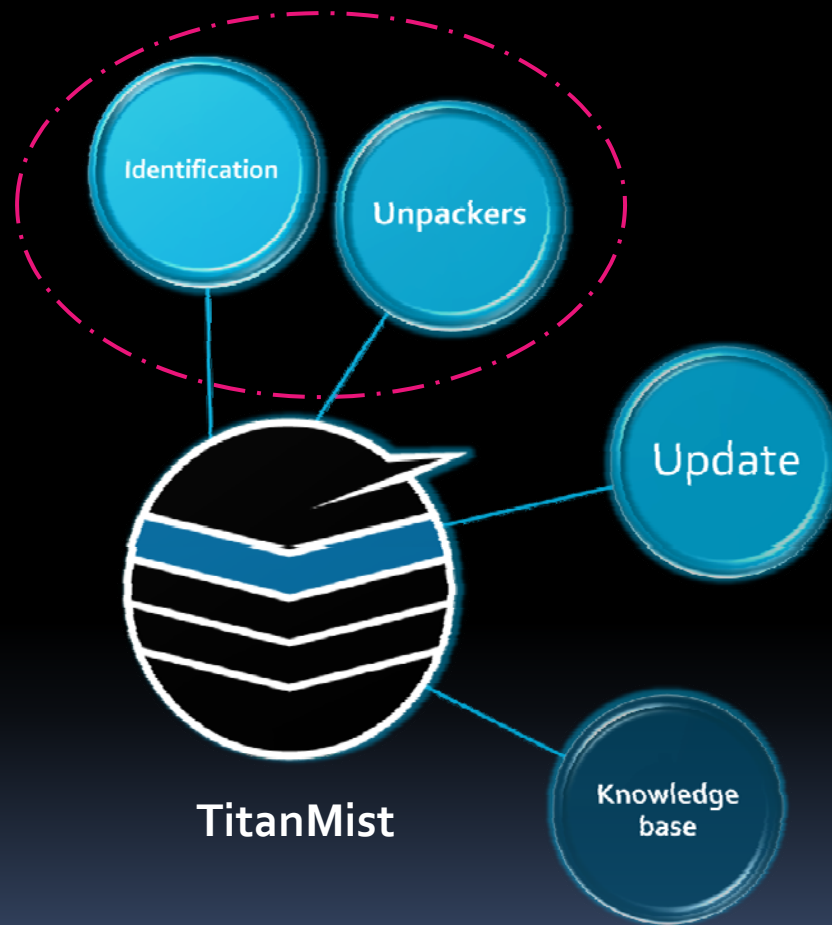


TitanMist | Introduction

- TitanMist's key features:
 - Tool for format identification
 - Tool for format specific unpacking
 - Format info stored in a public knowledge base
 - Easily extendable & community supported
 - Always up to date



TitanMist | Infrastructure





TitanMist | Database

- TitanMist Database
 - Links signatures with format specific unpackers

```
<mistdb version="0.1">
  <entry
    name="..."
    url="..."
    version="..."
    description="..."
    priority="1"
    author="...">
    <unpacker type="..." >filename.ext</unpacker>
    <signature start="ep" version="1.x – 3.x" unpacker="...">
      PATTERN
    </signature>
  </entry>
</mistdb>
```



TitanMist | Identification

- TitanMist identification
 - Signatures can be simple or complex
 - Signatures are stored into XML database
 - Signatures are grouped by formats into entries
 - Detection is defined by the entry or the signature
 - Entries can be linked with multiple unpackers
 - Entries are linked to online knowledge base



Identification|Pattern start

- TitanMist identification signatures start:
 - **ep** – Match the pattern from the PE entry point
 - **overlay** - Match the pattern from the PE overlay
 - **begin** – Match the pattern from the file start
 - **all** – Scan the entire file for the pattern
- Seek or match can be defined for any search



Identification | Simple patterns

- Simple TitanMist identification patterns
 - Simple patterns are equal to PEiD patterns
 - Enable pattern matching by following rules:
 - ?? – Wild card byte (any byte matches it)
 - ?x – Bit masking for the high bits
 - x? – Bit masking for the low bits
 - Example *UPX* pattern:

```
60 BE ?? ?? ?? ?? 8D BE ?? ?? ?? ?? 57 83 CD FF EB 10  
90 90 90 90 90 90 8A 06 46 88 07 47 01 DB 75 07
```



Identification | Complex patterns

- Complex TitanMist identification patterns
 - Enable pattern matching by following rule:
 - `"*("byte")"` – Match the selected byte multiple times
 - Solution to the variable bytes problem
 - Solves variable byte number problem
 - Solves long signatures due to repetition
 - Example *UPX* pattern:

```
60 BE ?? ?? ?? ?? 8D BE ?? ?? ?? ?? 57 83 CD FF EB ??  
*(90) 8A 06 46 88 07 47 01 DB 75 07
```



Identification | Complex patterns

- Complex TitanMist identification patterns
 - Enable pattern matching by following rule:
 - “[” byte “-” byte “]” – Detect if the byte is in range
 - Solution to the variable bytes problem
 - Solves register permutation problem
 - Solves jump direction problem
 - Example *UPX* pattern:

```
60 BE ?? ?? ?? ?? 8D BE ?? ?? ?? ?? 57 83 CD FF EB [00-7F]
90 90 90 90 90 90 8A 06 46 88 07 47 01 DB 75 07
```



Identification | Complex patterns

- Complex TitanMist identification patterns
 - Enable pattern matching by following rule:
 - "(" byte pattern ")" – Optional byte pattern
 - Solution to the variable bytes problem
 - Solves optional instructions problem
 - Solves the multiple signatures problem
 - Example *UPX* pattern:

(80 7C 24 08 01 0F 85 ?? ?? ?? ??)

60 BE ?? ?? ?? ?? 8D BE ?? ?? ?? ?? 57 83 CD FF EB [00–7F]

90 90 90 90 90 90 8A 06 46 88 07 47 01 DB 75 07



Identification | Complex patterns

- Complex TitanMist identification patterns
 - Enable pattern matching by following rule:
 - "+/-(*" hex offset "*)" – Skip or rewind number of bytes
 - Solution to the unknown bytes problem
 - Solves the problem of increasing bytes patterns
 - Solves the problem of byte patterns being linear
 - Example *MEW* pattern:
4D 5A +(152) BE ?? ?? ?? ?? 8B DE AD AD 50 AD 97 B2 80 A4
B6 80 FF 13 73 F9 33 C9 FF 13 73 16 ...



Identification | Complex patterns

- Complex TitanMist identification patterns
 - Enable pattern matching by following rule:
 - “+(?)” – Follow DWORD virtual address
 - Solution to the multi layer pattern problem
 - Solves the problem of byte patterns not being linear
 - Example *PECompact* pattern:

B8 ?? ?? ?? ?? 50 64 FF 35 00 00 00 00 64 89 25 00 00 00 00
33 Co 89 08 50 45 43 6F 6D 70 61 63 74 -(21) B8 +(?) B8 ??



Identification | Complex patterns

- Complex TitanMist identification patterns
 - Enable pattern matching by following rule:
 - “!(+/-” 2/4/5 “)” – Follow relative jumps and calls
 - Solution to the multi layer pattern problem
 - Solves the problem of byte patterns not being linear
 - Solves the problem of increasing bytes patterns
 - Example *UPX* pattern:

(80 7C 24 08 01 0F 85 !(+6))

60 BE ?? ?? ?? ?? 8D BE ?? ?? ?? ?? 57 83 CD FF EB [00–7F]

90 90 90 90 90 90 8A 06 46 88 07 47 01 DB 75 07



Identification | Future plans

- Future complex TitanMist signature patterns
 - Making signatures PE format aware
 - Disable signatures for DLL, x64 and .net files
 - Combining patterns with logic responses
 - Multiple patterns making a single signature



TitanMist vs PEiD patterns

*comparison refers only to user made signatures

TitanMist

- ❑ Complex patterns
- ❑ Any direction patterns
- ❑ Multiple start points
- ❑ Match or seek patterns
- ❑ Variable byte patterns
- ❑ Skip byte patterns
- ❑ Optional patterns
- ❑ Code flow following
- ❑ Signature priority

PEiD

- ❑ Simple patterns only
- ❑ Single direction patterns
- ❑ Single start point

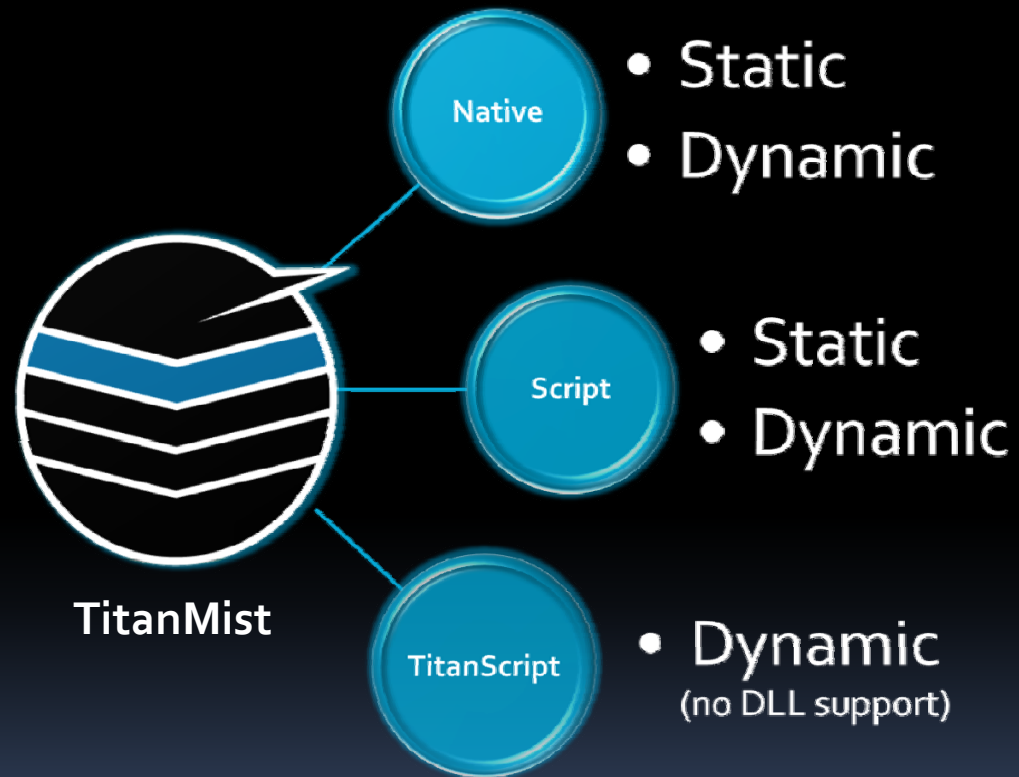


TitanMist | Unpackers

- TitanMist unpacking
 - TitanMist uses automated unpackers
 - Unpackers can be written in many languages
 - C, C++, MASM, Delphi, LUA, Python and *TitanScript*
 - *TitanScript* is based on **ODbgScript** by SHaG & Epsilon3
 - *Script unpackers* are based on the TitanEngine
 - *Native unpackers* can be based on the TitanEngine or on any other framework or custom code (DLL)



TitanMist | Unpackers



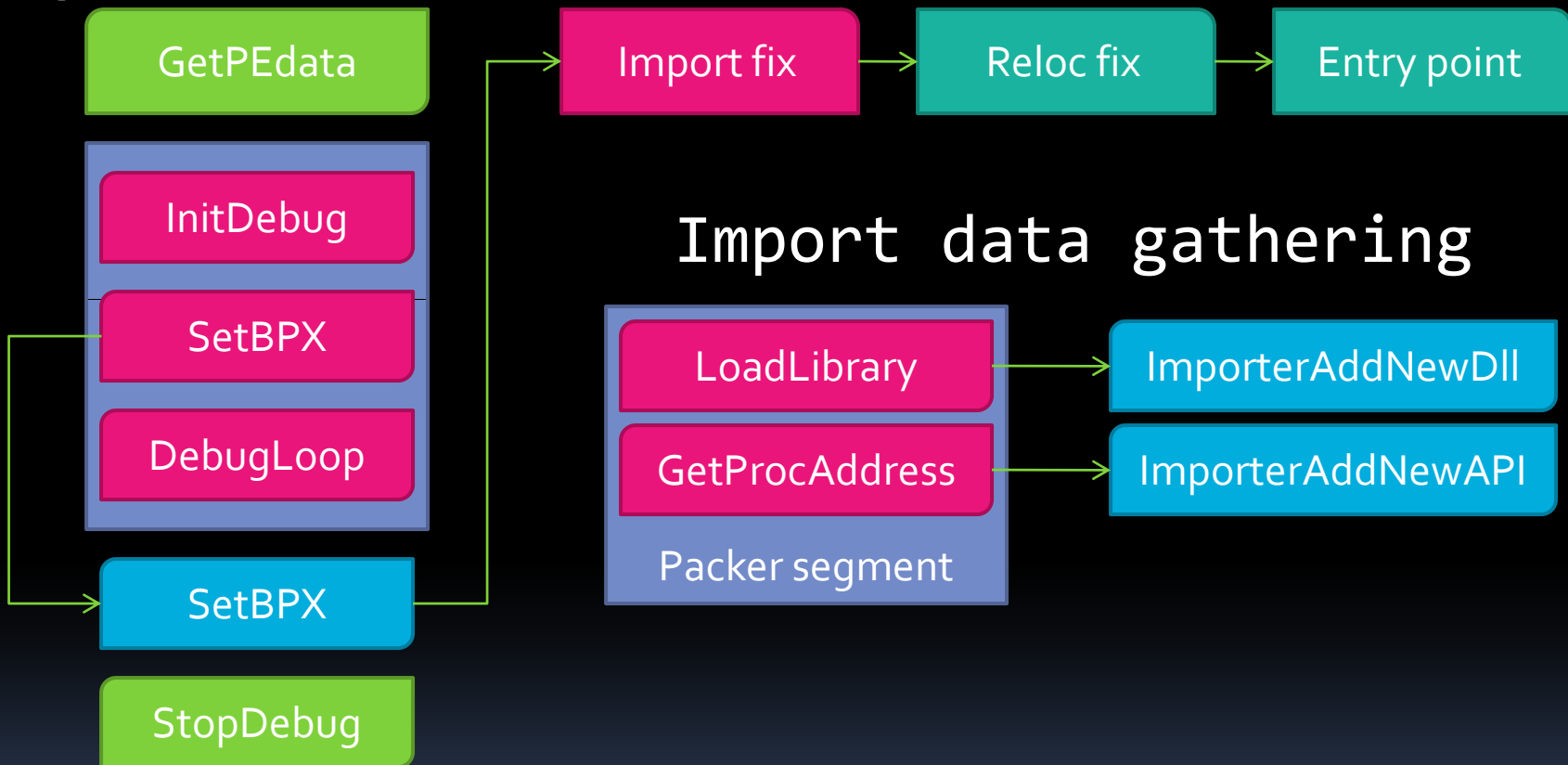


TitanMist | Unpacker coding

- TitanMist unpacker coding
 - TitanEngine simulates reverse engineers presence
 - Dynamic unpacking process has the same steps
 - Debugging until entry point
 - Dumping memory to disk
 - Collection of data for import fixing
 - Collection of data for relocation fixing
 - Custom fixes (Code splices, Entry point, ...)
 - Static unpacking process has standard steps
 - Decryption and/or decompression
 - Import table and original entry point correction

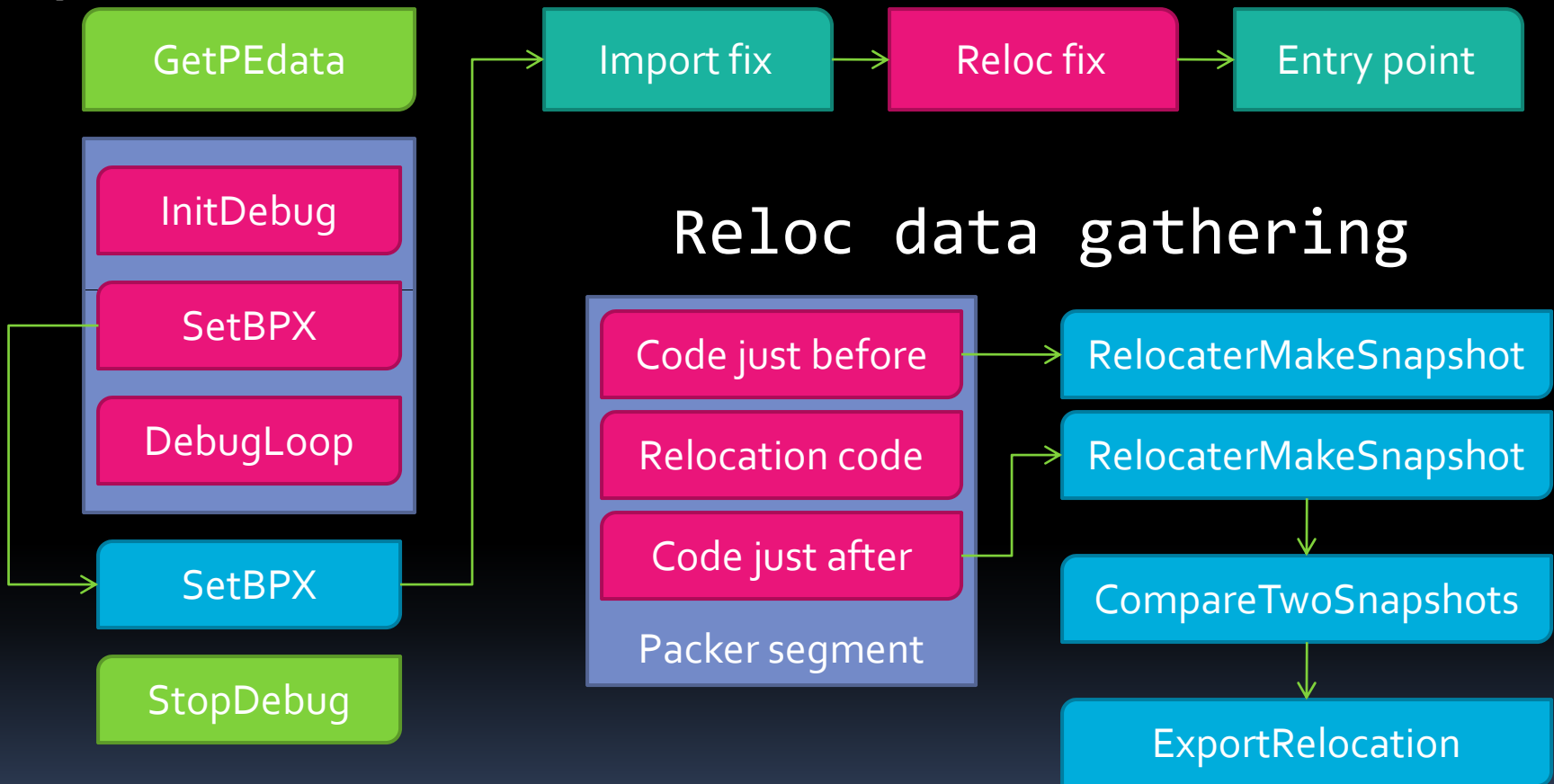


TitanMist|Unpacker coding



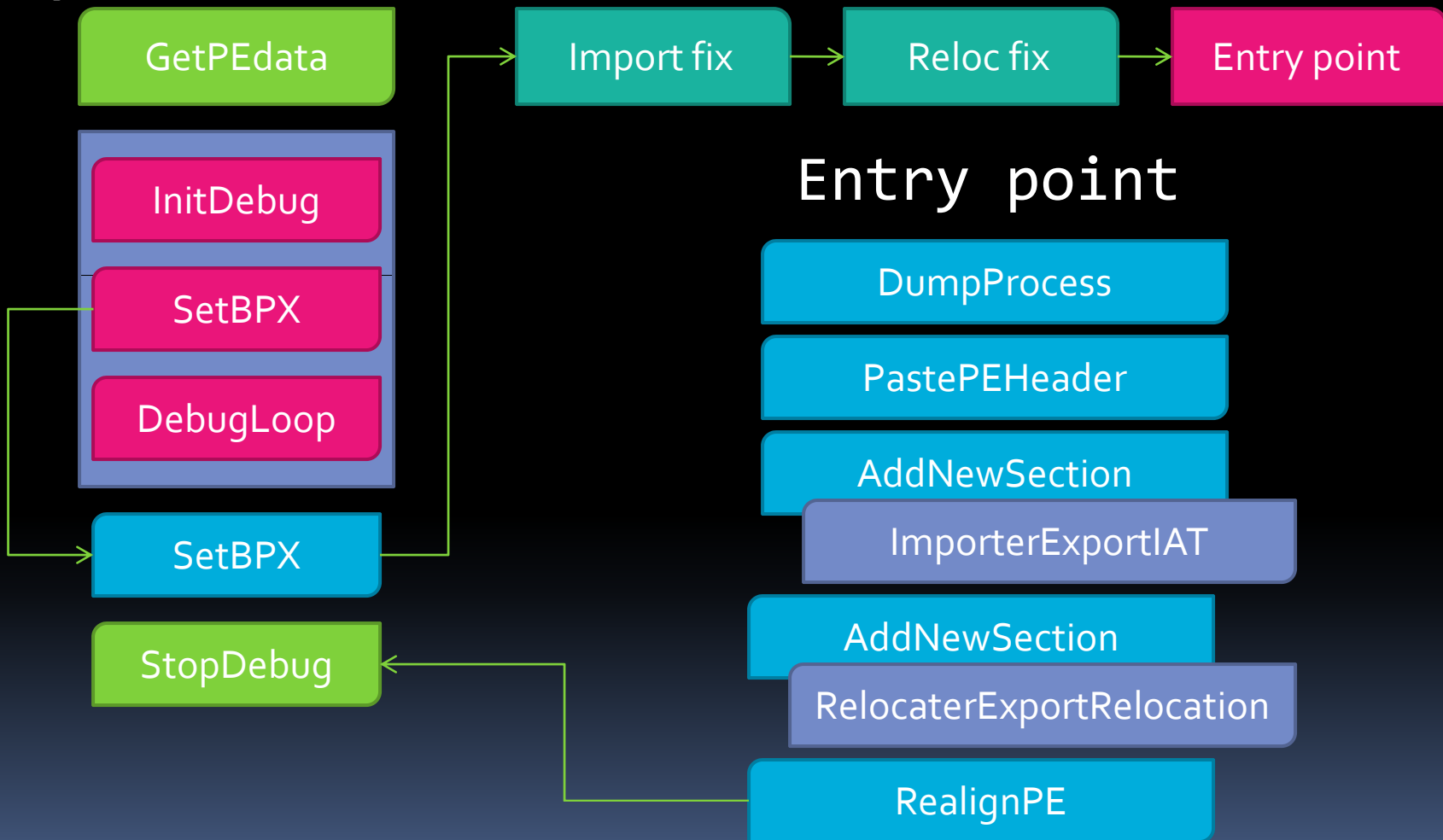


TitanMist|Unpacker coding





TitanMist|Unpacker coding





TitanScript | Unpacker coding

- TitanScript unpacker coding
 - TitanScript uses ODbgScript syntax
 - TitanScript enables use of TitanEngine functions
 - TitanScript is *compatible* with existing scripts
 - OllyScripts can easily be upgraded to TitanScripts
 - Partial script recoding
 - Instruction addition



TitanScript | Unpacker coding

- OllyScript to TitanScript conversion
 - Problem: OllyScripts are not full blown unpackers!
 - Solution(s):
 1. Recoding to match TitanEngine layout
 2. Instruction adding:
 - DNF – dump and fix
 - ERROR – set unpacking error



TitanScript | UPX Example

■ OllyScript

```
eob Break
findop eip, #61#
log $RESULT
bphws $RESULT, "x"
Run
Break:
  eob // clear
  bphwc eip
  bp eip + 14.
run
sti
ret
```

■ TitanScript

```
eob Break
findop eip, #61#
log $RESULT
bphws $RESULT, "x"
Run
Break:
  eob // clear
  bphwc eip
  bp eip + 14.
run
sti
dnf
ret
```



Dynamic unpacking problems

- Dynamic unpacking yields following problems
 - Damaged or broken files can't be unpacked
 - Files with missing dependencies can't be unpacked
 - DEP non compatible files can't be unpacked
- Good news!
 - There is a solution for each of these problems
 - **We *can*:**
 - Repair the damaged files
 - We can simulate presence of needed dependencies
 - We can work around DEP or disable it
 - TitanEngine Nexus plugin performs this automatically!



Nexus | Fixing broken files

- File validation should be done before any unpacking, especially dynamic, is performed
- Validation gives detailed file information
 - Wheatear or not the file is valid
 - Wheatear or not broken file can be fixed
- Validation & repair is done automatically



Nexus | Missing dependencies

- If observed standalone, files can be missing crucial dependencies
- Dependencies are crucial only for packed file not the packer itself, but:
 - Files must be present on disk if the packer imports them statically - *done automatically*
 - Packed must be fooled that actual functions exist in these fake files - *done automatically*



TitanMist | DEMO



TitanMist | Knowledge base

- TitanMist knowledge base
 - Online Wikipedia file format knowledge base
 - File format descriptions
 - Basic file format information
 - Extensive file format analysis
 - Protection options descriptions
 - TitanMist unpackers
 - Sample files



TitanMist | Release

Native unpackers

- AHPack
- AlexProtector
- LameCrypt
- DEF

Script unpackers

- ASPack
- RLPack
- BeroExePacker
- PeCompact
- ShrinkWrap
- PackMan
- FSG
- MEW
- PEX
- UPX



Questions?

Questions?

(What Would You Like to Know)