

JD-HITBSECCONF2018



BEIJING

THE FIRST HITB SECURITY CONFERENCE IN CHINA!

JD-HITBSECCONF2018

OFFENSIVE MEMORY FORENSICS

Hugo Teso

@hteso



TESO

VS



TUOMI INEN



TESO

MAIN MENU

STORY MODE

TRAINING MODE

VS MODE

GOD MODE



TUOMINEN



TESO

MAIN MENU

STORY MODE

TRAINING MODE

VS MODE

GOD MODE



TUOMINEN



TESO

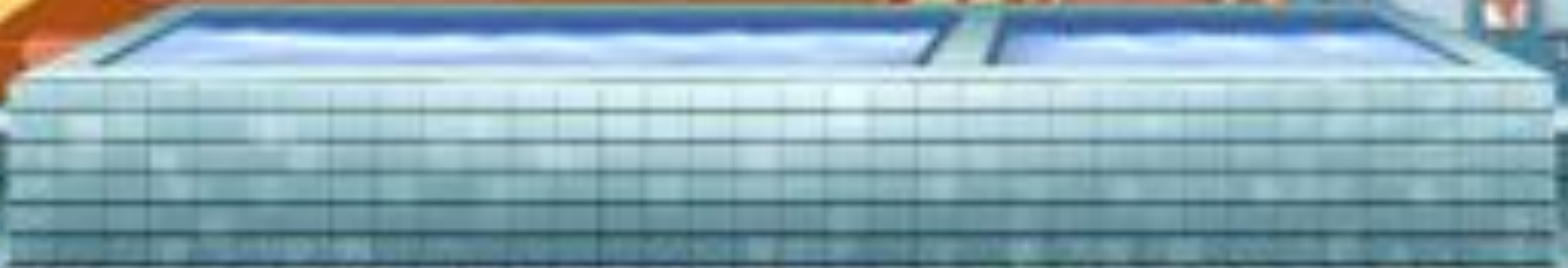
KO



TUOMINEN

THE STORY

This is no sauna...





y0 T! I need a new... challenge for next year.

Can you think of something to shoot me?



MEMORY FORENSICS! Defeat memory forensics! It's hard... you won't manage :P

GAME OVER

THANK YOU FOR PLAYING /



TESO

MAIN MENU

STORY MODE

TRAINING MODE

VS MODE

GOD MODE



TUOMINEN



TESO



KO



TUOMINEN

TRAINING

Know yourself...

Know your
enemy...



TRAINING



1P

2P





TESO

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TRAINING

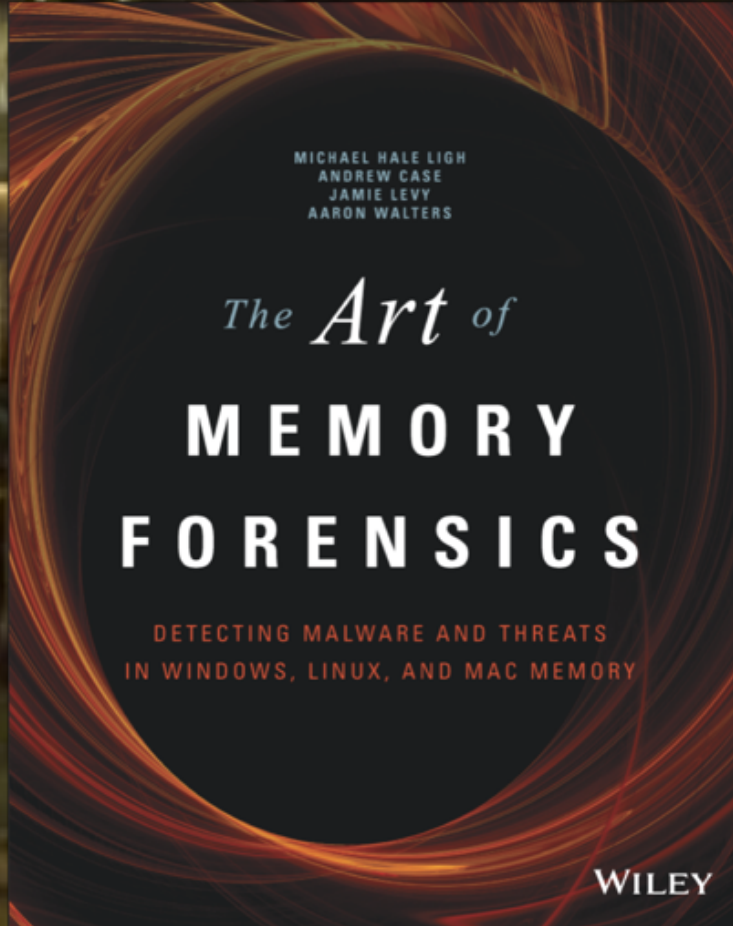


TUOMINEN

No you didn't

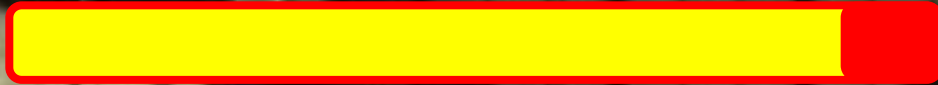
I wrote that book

No I didn't...





TESO



KO



TRAINING



TUOMINEN

Memory Forensics 101

- Memsics: Memory + Forensics
- One part of **DIGITAL FORENSICS**
- Analysis of **VOLATILE DATA**



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MEMORY - FORENSICS



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TRAINING

MEMORY - ~~FORENSICS~~



TESO



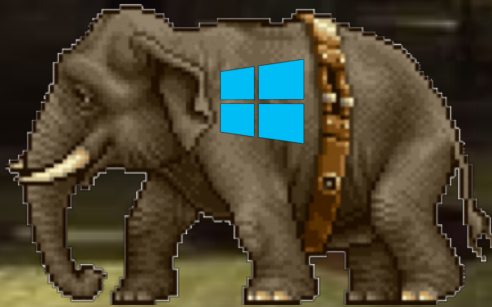
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TRAINING

WHICH MEMORY?





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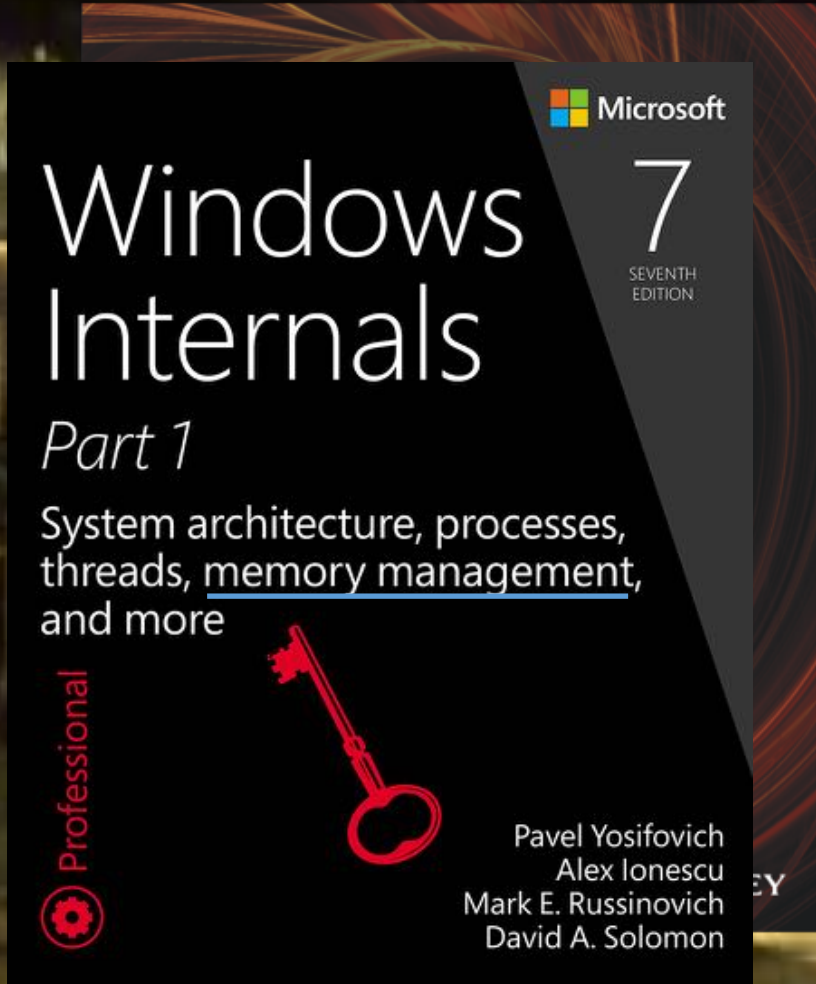
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TRAINING

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Meh...





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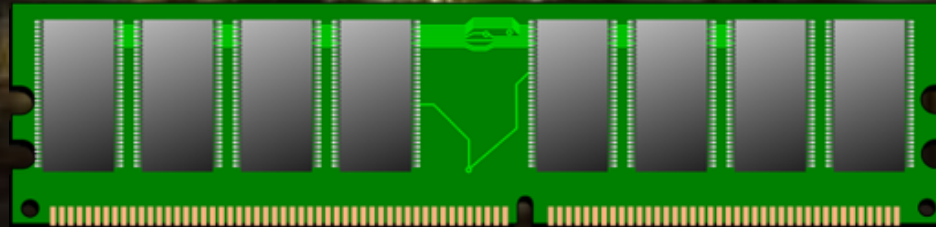
KO



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TRAINING

In the beginning was...



RAM



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TRAINING

OS (Memsics) doesn't work with "RAM"



VIRTUAL MEMORY



TESO



KO



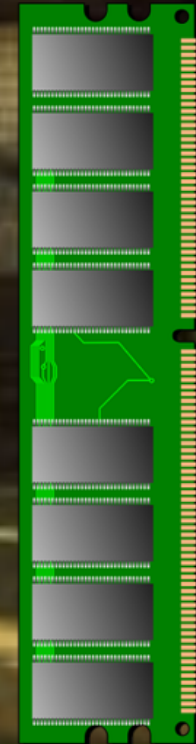
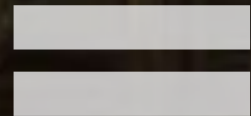
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OS (Memsics) doesn't work with "RAM"



VIRTUAL MEMORY



RAM





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TRAINING

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Wanna know
[more?](#)

Virtual Memory, in Windows ,is actually a **polymorphic** term.

- VM = Physical memory + Page file
- VM = the collection of Pages (4KB segments) scattered in memory of a process working set



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KO



TRAINING

TUOMINEN



Virtual Memory, in Windows ,is actually a **polymorphic** term.

- VM = Physical memory + Page file



TESO



KO



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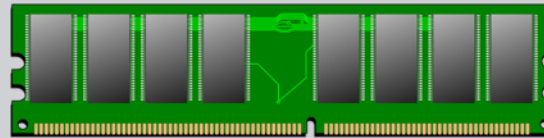
TRAINING

Old fart bad jokes

Brings back memories

Virtual Memory

Physical Memory



 Page File



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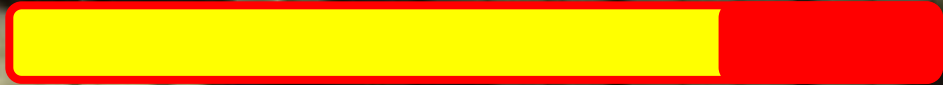
TRAINING

Virtual Memory

Physical Memory



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TUOMINEN

TRAINING

Virtual Memory

Page 1

Page 2

Page 3

Page n

Physical Memory

Frame 1

Frame 2

Frame 3

Frame n



TESO



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TUOMINEN

TRAINING

Virtual Memory

Page 1

Page 2

Page 3

Page n

Physical Memory

Frame 1

Frame 2

Frame 3

Frame n





TESO



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TUOMINEN

TRAINING

Virtual Memory

Page 1

Page 2

Page 3

Page n

MMU

Physical Memory

 Frame 1

 Frame 2

 Frame 3

 Frame n



TESO



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TUOMINEN

TRAINING

Virtual Memory

Physical Memory

Page 1

Page 2

Page 3

Page n

Frame 1

Frame 2

Frame 3

Frame n

Consider Pages and Frames like another unit of memory, it will be easier





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TRAINING

TUOMINEN



Virtual Memory, in Windows ,is actually a **polymorphic** term.

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KO



TUOMINEN

TRAINING

Virtual Memory

Page 1

Page 2

Page 3

Page n

MMU

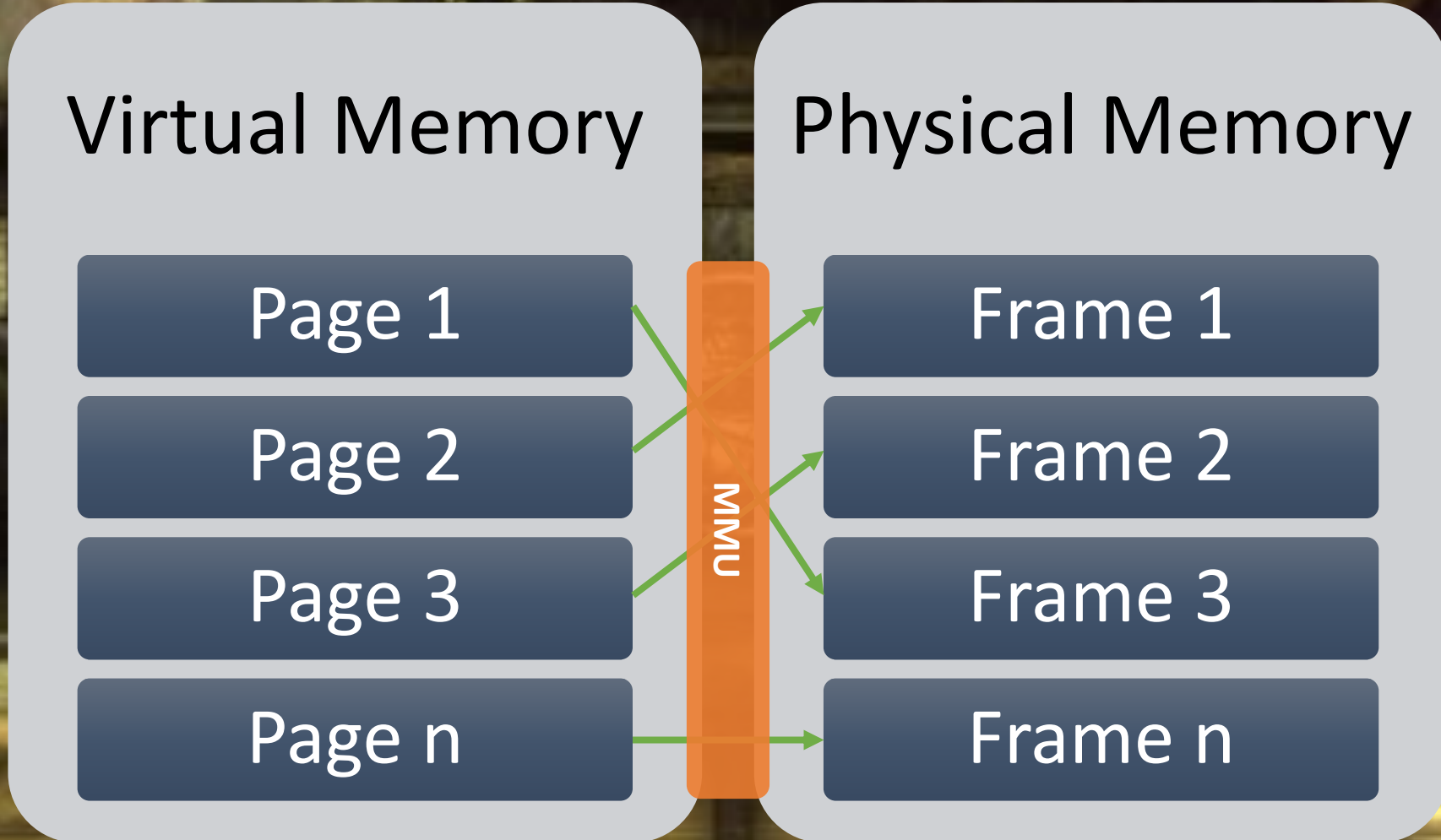
Physical Memory

Frame 1

Frame 2

Frame 3

Frame n





TESO

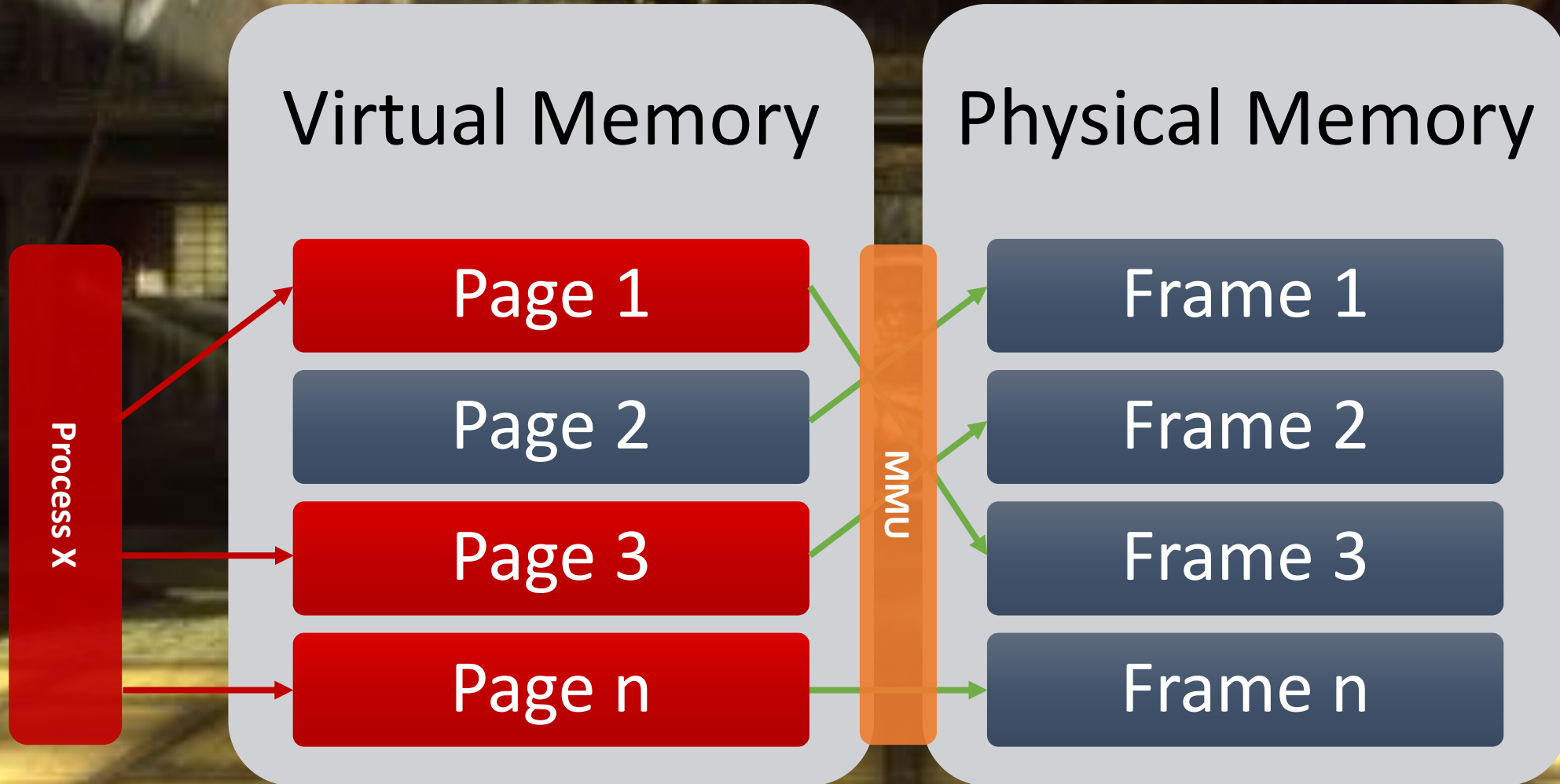


KO



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TRAINING





TESO

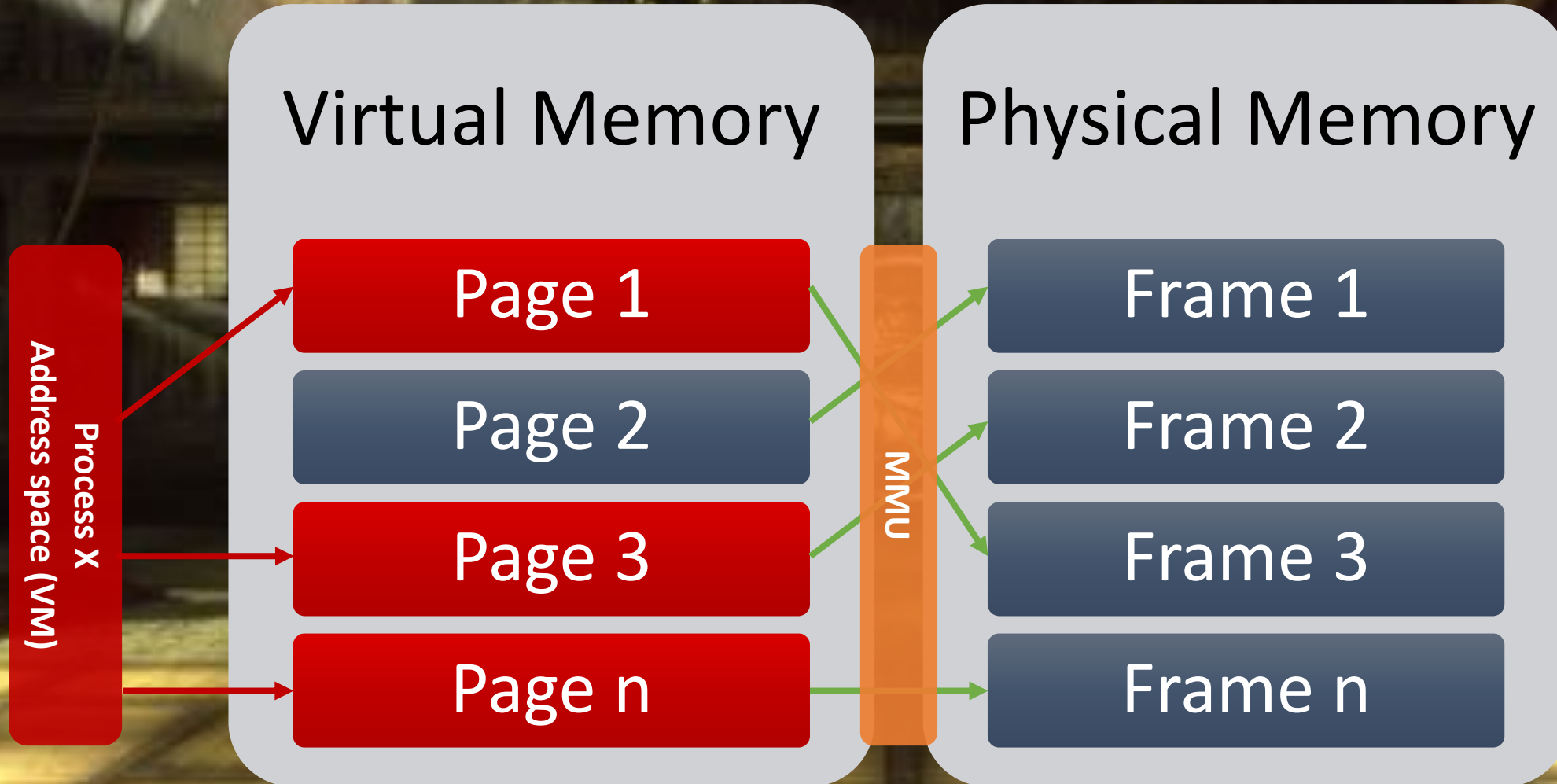


KO



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TRAINING





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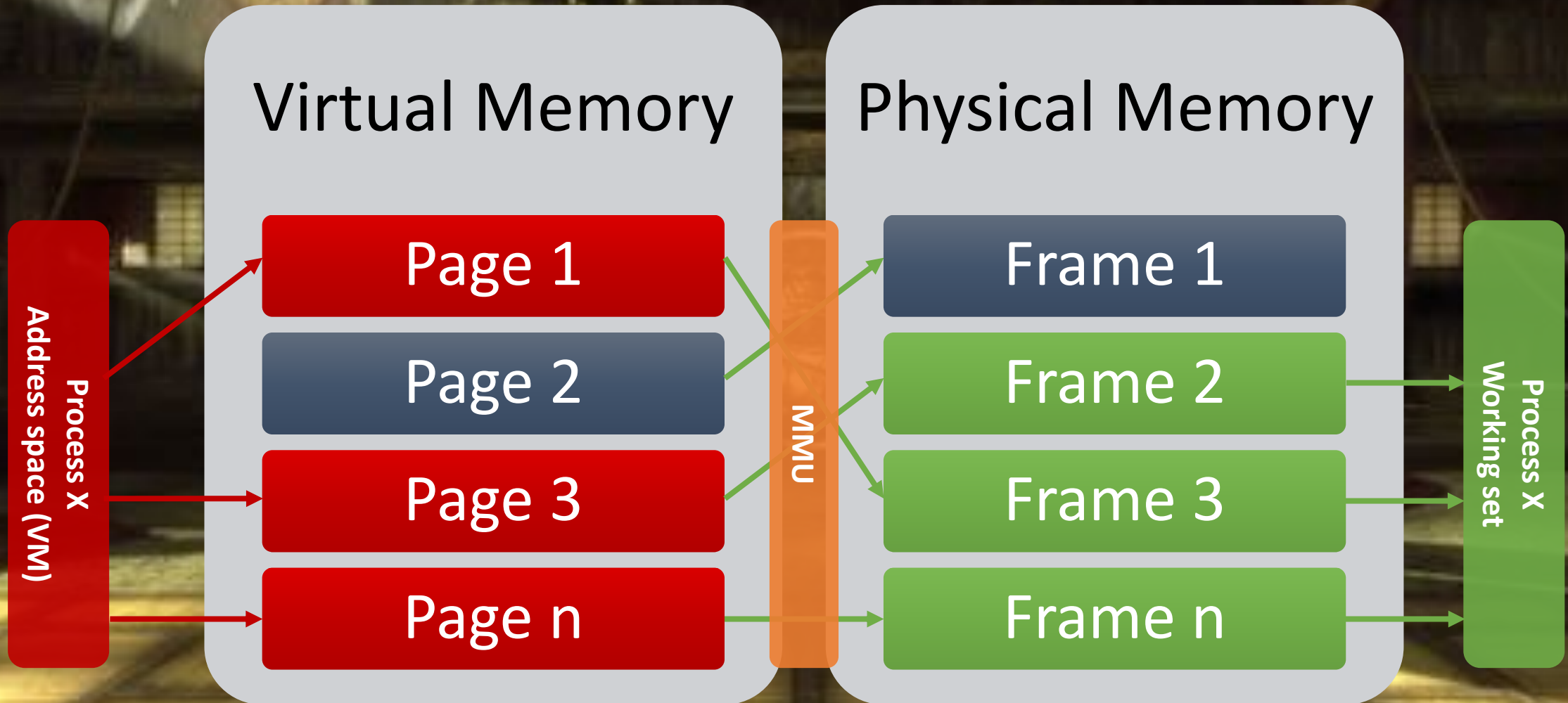


KO



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TRAINING





TESO

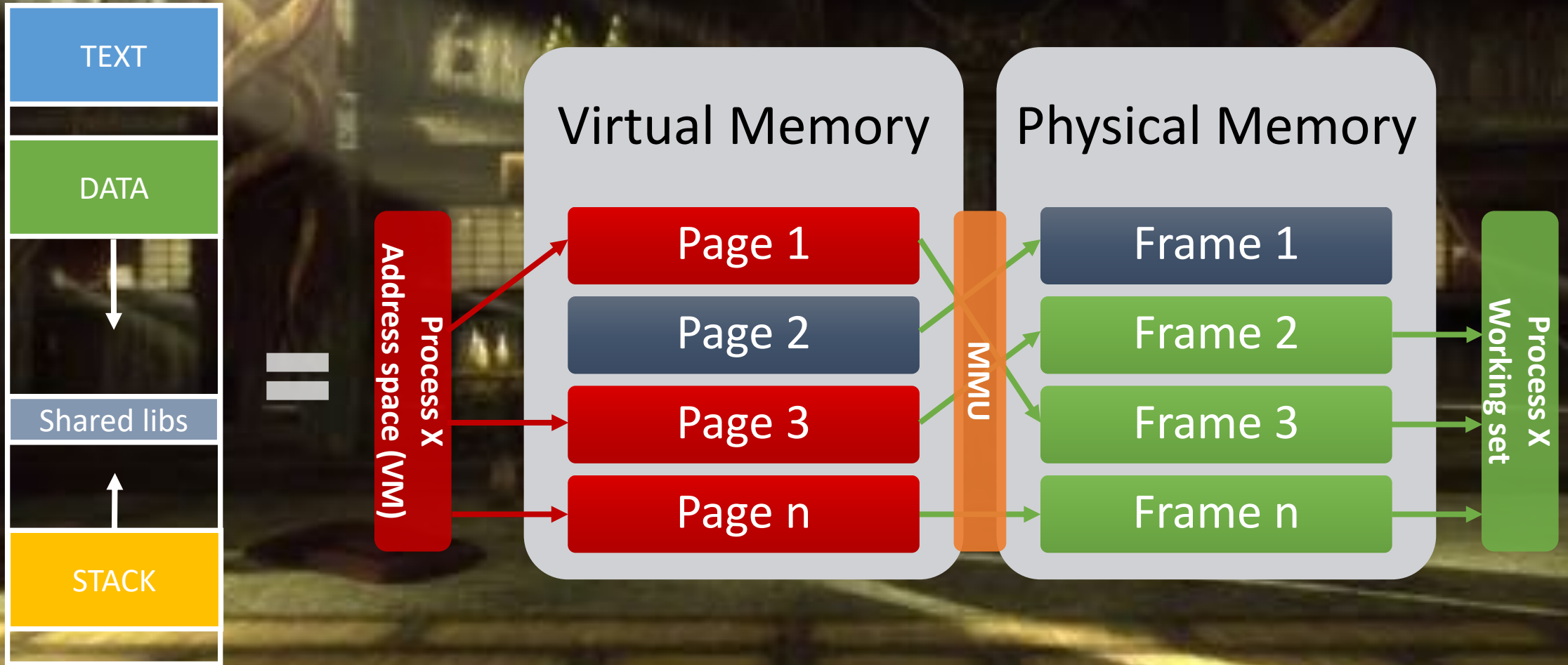


KO



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TRAINING





TESO

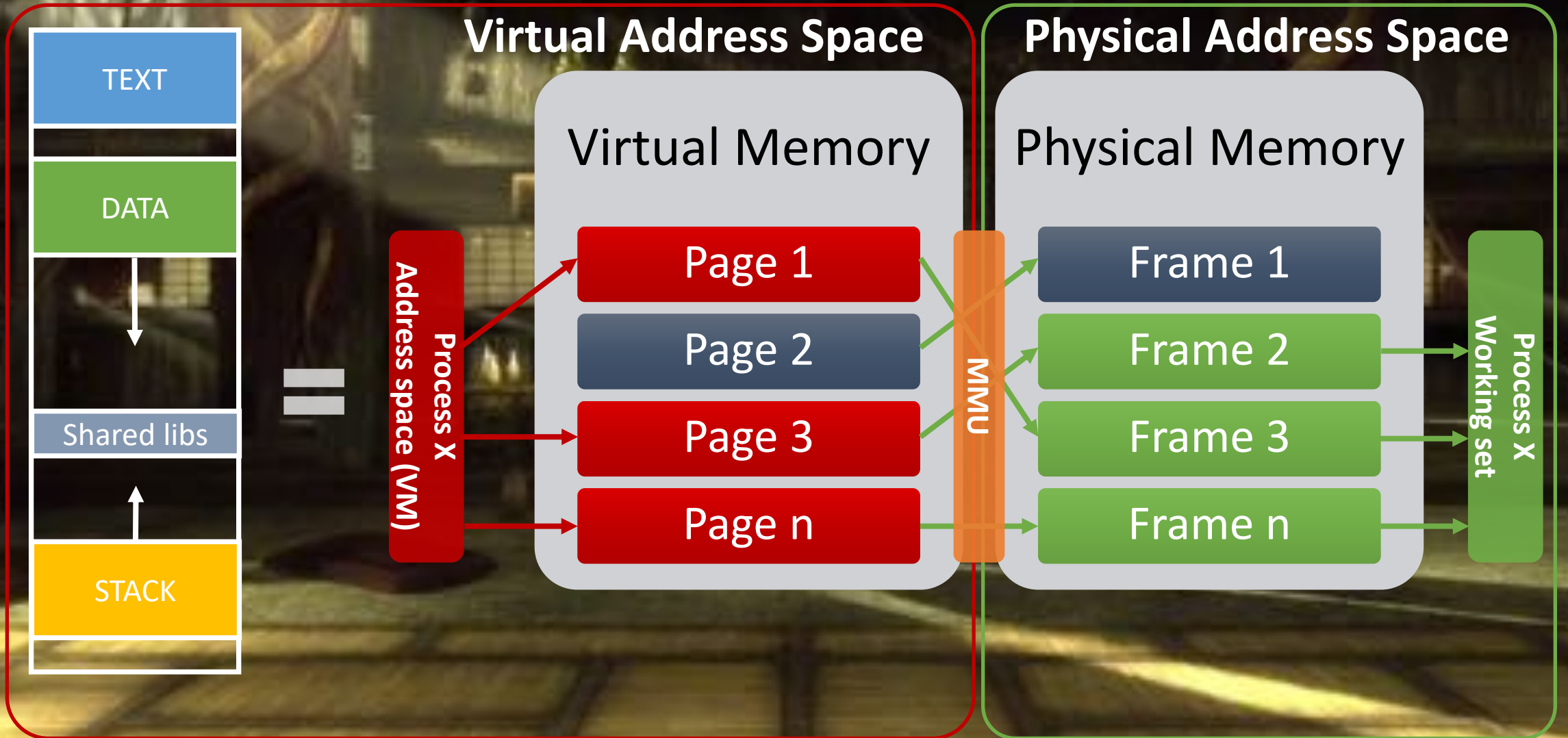


KO



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TRAINING





TESO



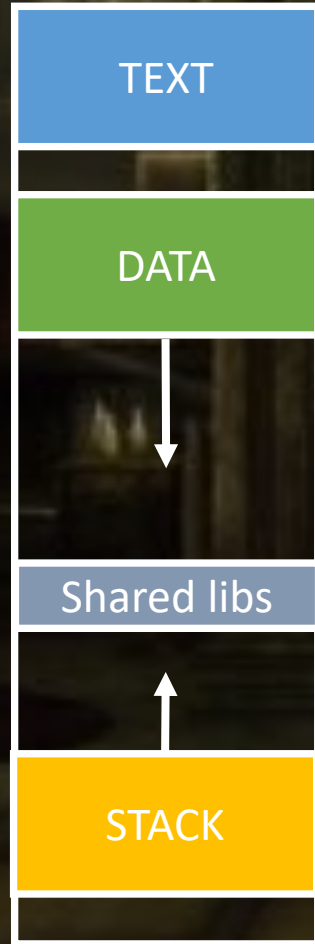
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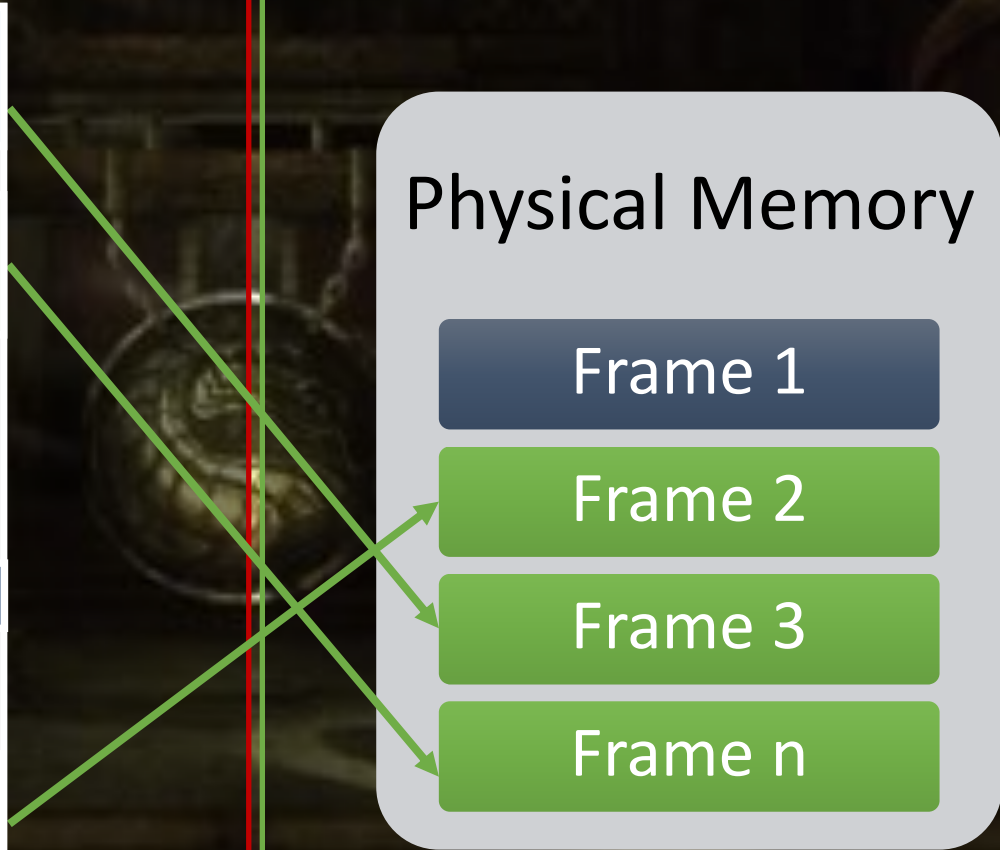
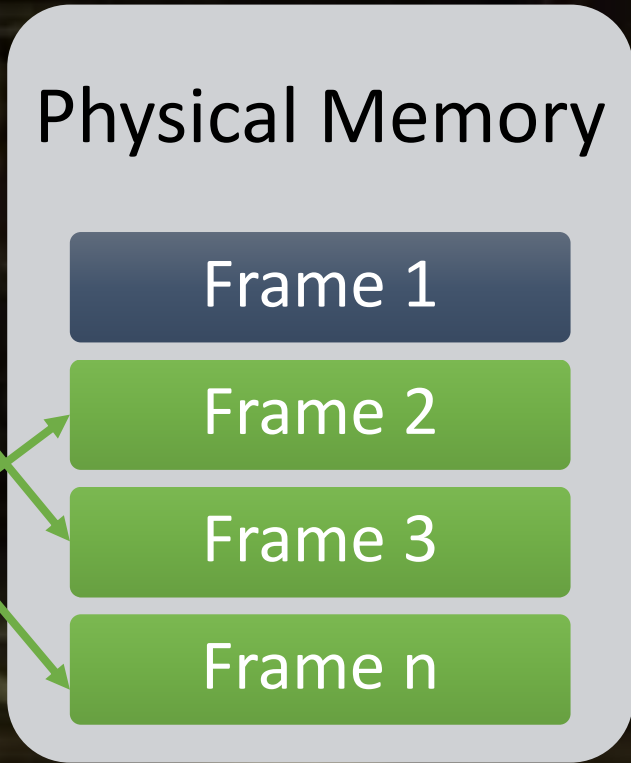
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Virtual Address Space



Physical Address Space





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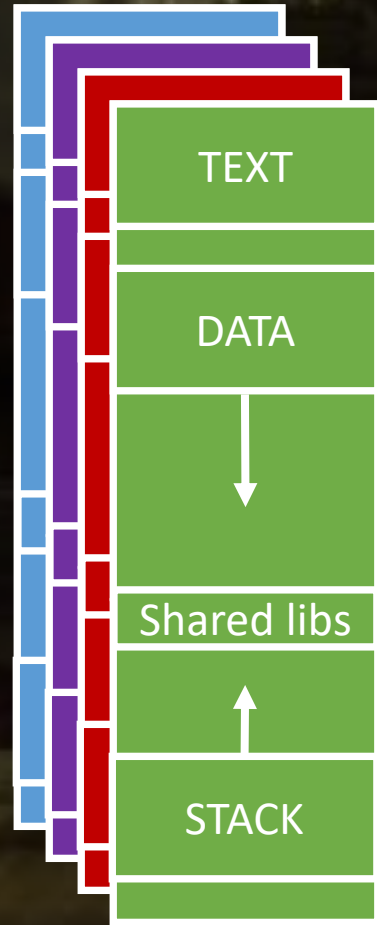
KO



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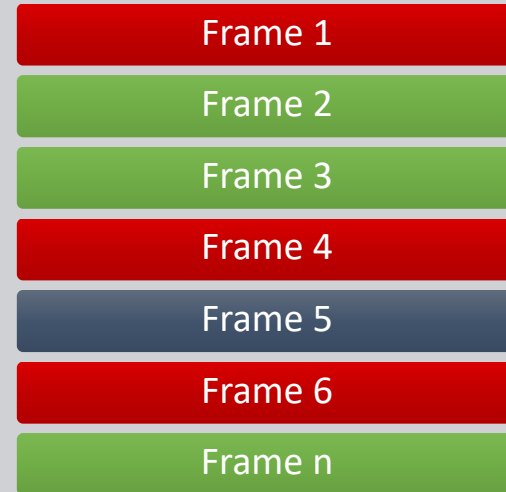
TRAINING

Virtual Address Space



Physical Address Space

Physical Memory





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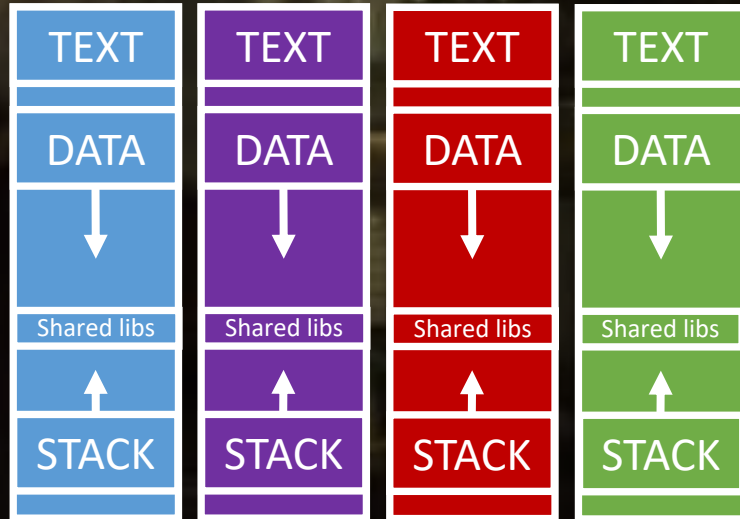
KO



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TRAINING

User Space (2Gb)

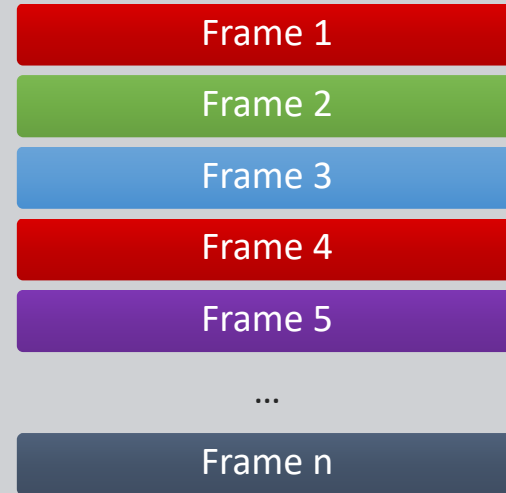


Kernel Space (2Gb)



Physical Address Space

Physical Memory





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WAIT! Where are my files? And registry? And network? And...?



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Of course, where you put them...
In the Hard Drive!



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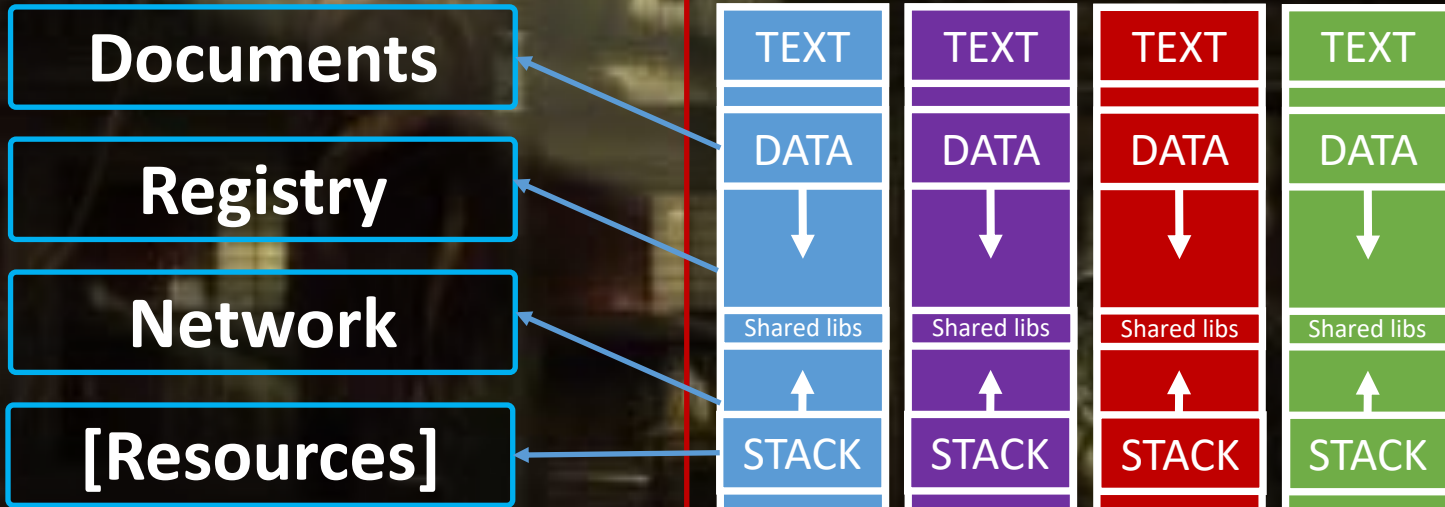
KO



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TRAINING

User Space (2Gb)

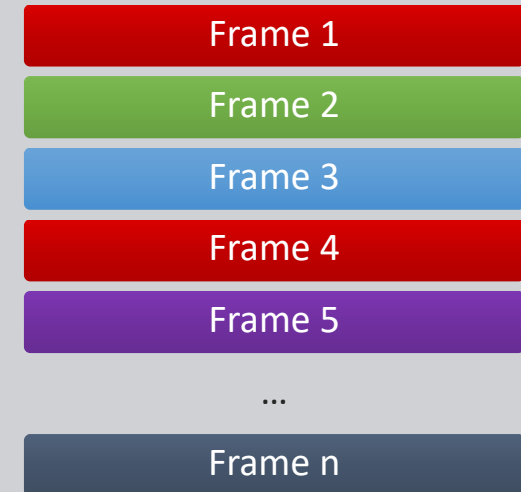


Kernel Space (2Gb)



Physical Address Space

Physical Memory





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TRAINING

MEMORY - FORENSICS



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TRAINING





TESO



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TRAINING





TESO

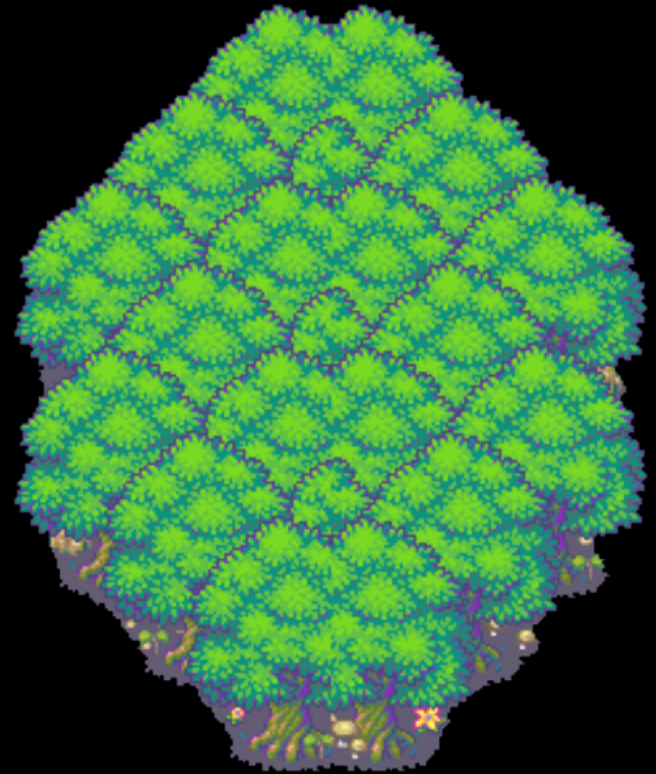


KO



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TRAINING



GAME OVER

THANK YOU FOR PLAYING /



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MAIN MENU

STORY MODE

TRAINING MODE

VS MODE

GOD MODE



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VS



TUOMI INEN



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VS

TUOMINEN



The Contenders

- 2 representatives:
- Spanish team: **Offensive**
- Finnish team: **Defensive**





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VS

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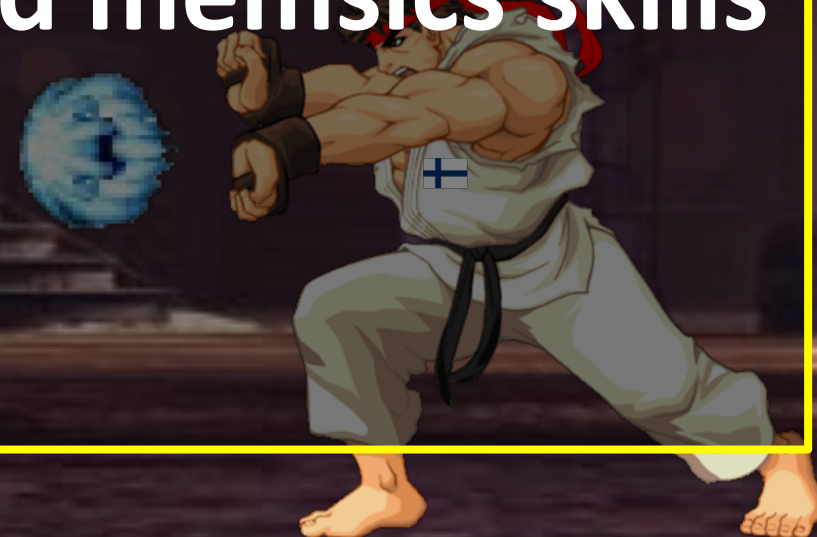


Mad? LOL

The GOAL

SPA: Avoid implant detection by FI team

FI: Detect SPA implant with mad memsics skills





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The TARGET





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VS

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The TARGET





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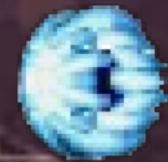


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The REFEREE
“You're absolutely one brilliant lunatic :D”





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The RULES



None...





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VS

TUOMINEN



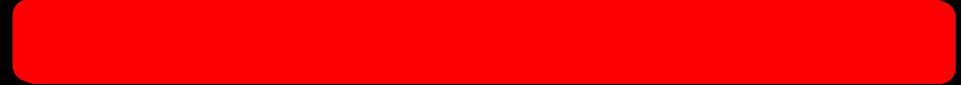
YOU MUST DEFEAT MY DRAGON
PUNCH TO STAND A CHANCE!



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ATTACK ME IF YOU DARE,
I WILL CRUSH YOU.



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MAIN MENU

STORY MODE

TRAINING MODE

VS MODE

GOD MODE



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GOD MODE

TUOMINEN





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GOD MODE

TUOMINEN



The Requirements

- No deep “OS XYZ” memory skills
- No deep memsics skills
- Multiplatform – 1 solution to rule them all



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The approach

- Avoid presence detection...?
- Avoid acquisition...?
- Avoid analysis detection...?



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GOD MODE

Option 1





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GOD MODE

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Option 2





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GOD MODE

Option 3





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GOD MODE

TUOMINEN



F**k yeah, that's the offensive way!

Option 4





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GOD MODE

The offensive approach :D

FIGHT
BACK



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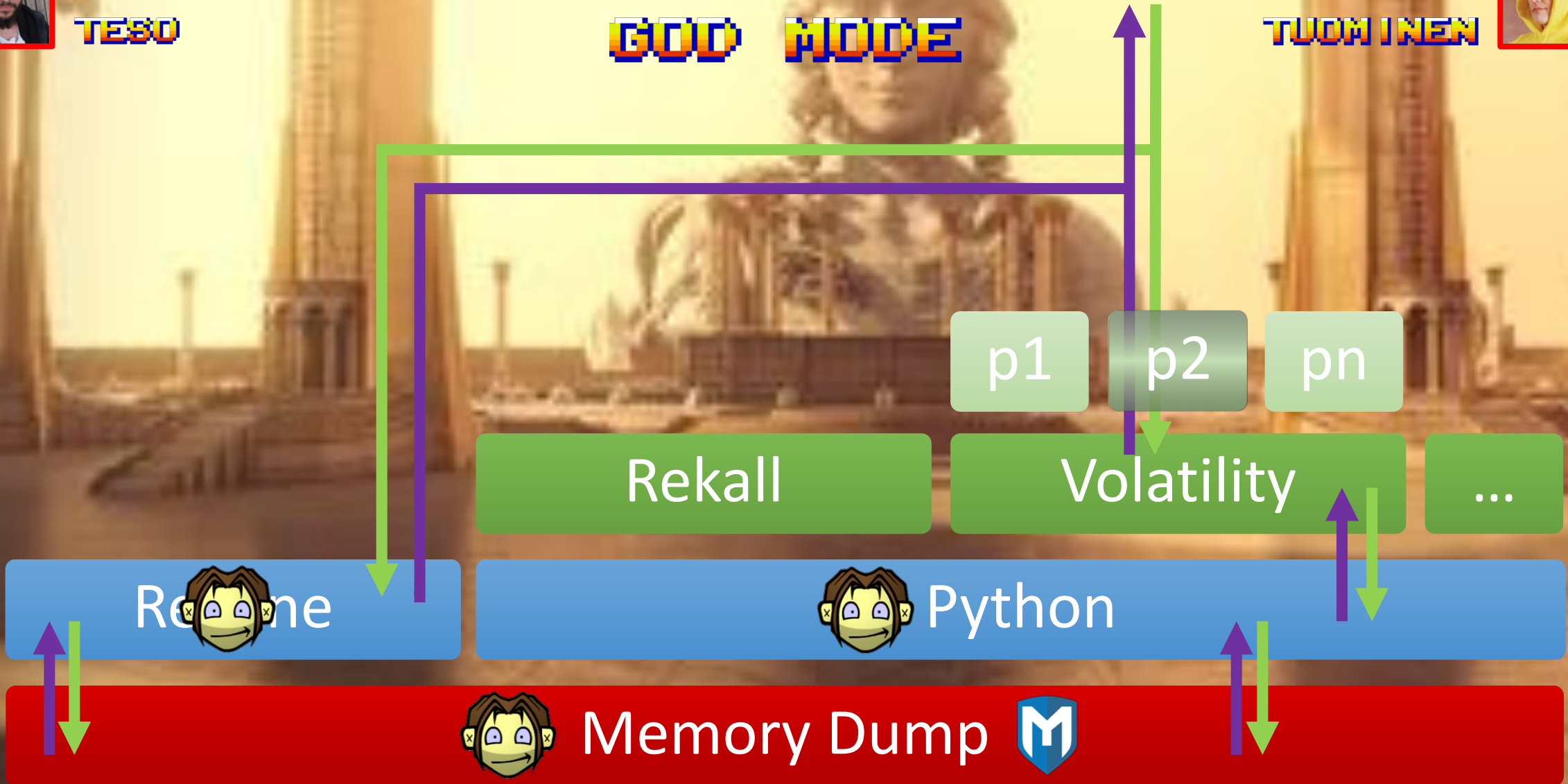


KD



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GOD MODE





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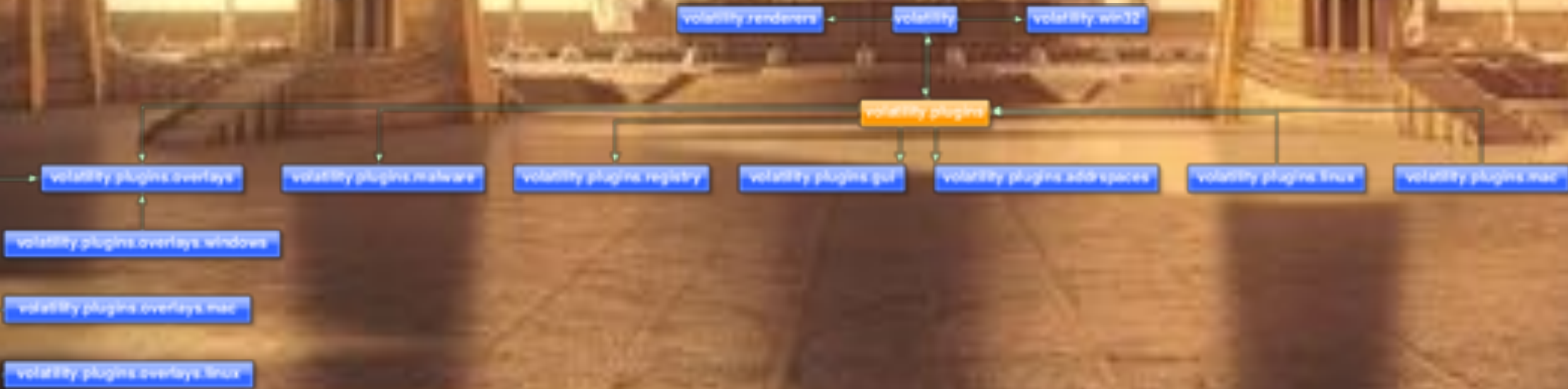


GOD MODE



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Volatility





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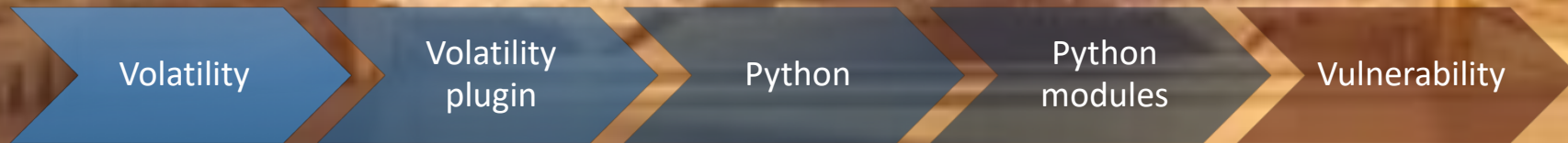
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GOD MODE

Vulnerabilities





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The vulnerabilities. Fuzzing?

Human Fuzzing





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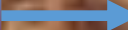


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Memory Dump



Volatility (Python)



Memory rootkit

Weaponized memory dump



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DLL



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GOD MODE

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Trigger

DLL



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GOD MODE

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Trigger

Exploit

DLL



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GOD MODE



Trigger

Exploit

Rootkit



DLL



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GOD MODE

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Trigger

Exploit

Rootkit



Win

DLL



Trigger

Exploit

Rootkit



OS X

DLL



Trigger

Exploit

Rootkit



Linux

DLL



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GOD MODE

TUOMINEN



Trigger

Exploit

Win

OS X

Linux

Rootkit

Win

OS X

Linux

32

DLL

64



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TUOMINEN

GOD MODE



Trigger

Exploit

Win

OS X

Linux

Rootkit

Win

OS X

Linux

32

DLL

64

Volatility

Rekall

Redline

Radare2

EnCase

...



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Approach

Detect Architecture

Detect 32 OS

Detect 64 OS



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Determine architecture

Detect Architecture
\x40\x90

rasm2 -d -b 32 4090
inc eax
nop

rasm2 -d -b 64 4090
nop



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Determine Architecture

```
arch_detect:  
xor eax, eax  
inc eax  
nop  
jnz x86_code
```

```
x86_code:  
bits 32  
...
```

```
64_code:  
bits 64  
...
```



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Determine OS

```
arch_detect:  
  xorl %eax, %eax  
  rex  
  nop  
  jnz determine_32_os
```

```
determine_32_os:  
  mov eax, fs  
  test eax, eax  
  jz lin32_code
```

```
determine_64_os:  
  mov eax, ds  
  test eax, eax  
  jnz win64_code  
  jmp lin64_code
```



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Disassembly

\x31\xc0\x40\x90\x75\x08\x8c\xd8\x85\xc0\x75\x0a\xeb\x07\x8c\xe0\x85\xc0\x74\x03\x90\x90\x90\x90

```

[0x00000000]> e asm.bits
64
[0x00000000]> pdf
(fcn) fcn.00000000 24
    fcn.00000000 ();
    0x00000000 31c0 xor eax, eax
    0x00000002 4090 nop
    0x00000004 7508 jne 0xe
    0x00000006 8cd8 mov eax, ds
    0x00000008 85c0 test eax, eax
    0x0000000a 750a jne 0x16
    0x0000000c eb07 jmp 0x15
    0x0000000e 8ce0 mov eax, fs
    0x00000010 85c0 test eax, eax
    0x00000012 7403 je 0x17
    0x00000014 90 nop
    ; JMP XREF from 0x0000000c (fcn.00000000)
    0x00000015 90 nop
    0x00000016 90 nop
    0x00000017 90 nop
  
```

```

[0x00000000]> e asm.bits
32
[0x00000000]> pdf
(fcn) fcn.00000000 (64 bits) 24
    fcn.00000000 ();
    0x00000000 31c0 xor eax, eax
    0x00000002 40 inc eax
    0x00000003 90 nop
    0x00000004 7508 jne 0xe
    0x00000006 8cd8 mov eax, ds
    0x00000008 85c0 test eax, eax
    0x0000000a 750a jne 0x16
    0x0000000c eb07 jmp 0x15
    0x0000000e 8ce0 mov eax, fs
    0x00000010 85c0 test eax, eax
    0x00000012 7403 je 0x17
    0x00000014 90 nop
    ; JMP XREF from 0x0000000c (fcn.00000000)
    0x00000015 90 nop
    0x00000016 90 nop
    0x00000017 90 nop
  
```



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But in real world...
ASLR/PIE

...



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But in real world...
ROP gadgets!



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So, for real world...
I need help!





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GOD MODE

Assuming...

OS X

Vulnerable Buffer

Saved RIP

Windows

Vulnerable Buffer

Saved RIP

Linux

Vulnerable Buffer

Saved RIP



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GOD MODE

Then...

OS X

Vulnerable Buffer

ROP Chain

Linux

Vulnerable Buffer

ROP Chain

Windows

Vulnerable Buffer

ROP Chain



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GOD MODE

Finally...

Vulnerable Buffer

Linux:
add rsp, OFF1
ret

OS X:
add rsp, OFF2
ret

ROP Chain
Windows

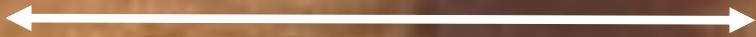
ROP Chain
Linux

ROP Chain
OS X

OFFSET 2



OFFSET 1





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And what now?
Post-exploitation time!



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GOD MODE

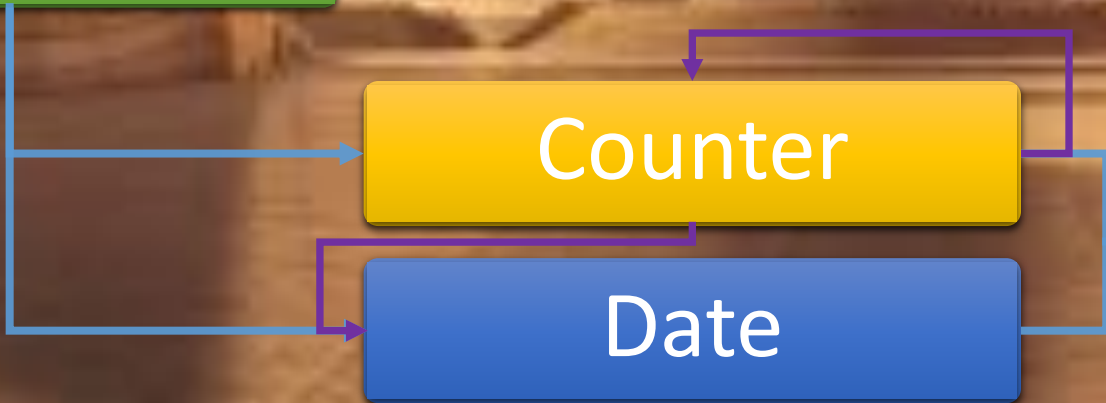
Post-exploitation time!

Hide

Counter

Date

Remove





So Long, and Thanks for All the Fish

Hugo Teso