# HYPERVISOR – NEW BATTLEFIELD FOR MALWARE GAME

# 虛擬機 - 惡意程式攻防的新戰場

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# 虛擬機 - 惡意程式攻防的新戰場

- **講師簡介**
  王大寶, 小時候大家叫他王小寶,長大後就稱王大寶,目前隸屬一神祕單位. 雖然佯稱興趣在看書與聽音樂, 但是其實晚上都在打Game. 長期於系統最底層打滾,熟悉ASM,C/C++, 對於資安毫無任何興趣,也無經驗,純粹是被某壞人騙上台, 可以說是不可多得的素人講師!!

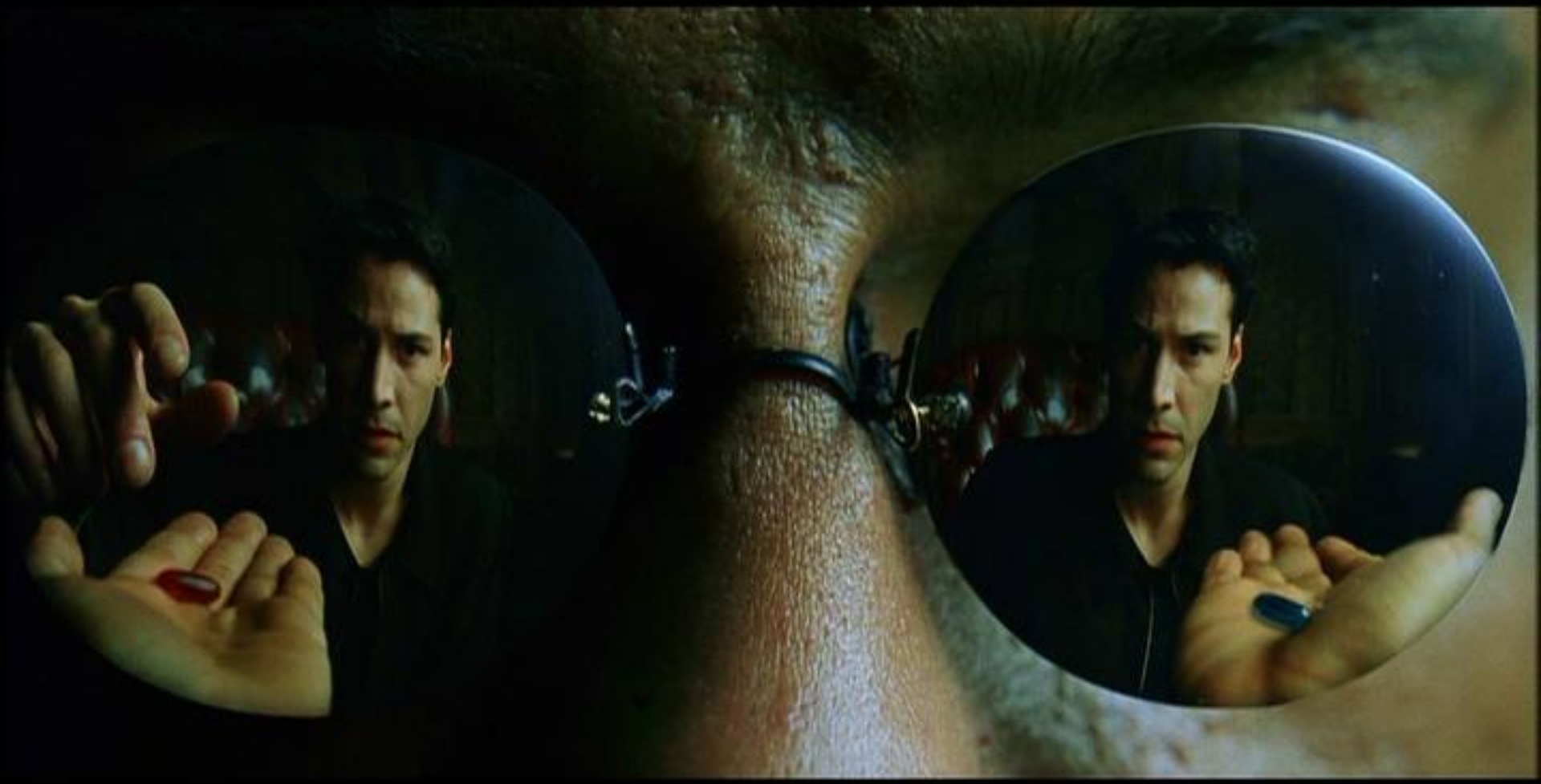
- **議程大綱：**
  現今的 CPU 都支援虛擬化專用指令集, 讓 VM 獲得硬體的支援. 在這個場次中,我們將詳細地介紹 Intel 的 VT指令集與其 Hypervisor 運作的機制. 此外我們將並介紹在惡意軟體研究領域中在 Hypervisor 模式下能有哪些應用,包含惡意程式技術與偵防分析的應用. 最後我們將介紹自行開發能在 Hypervisor 模式下運作的 Malware POC, 而且是無法被目前防毒與防護系統偵測到!

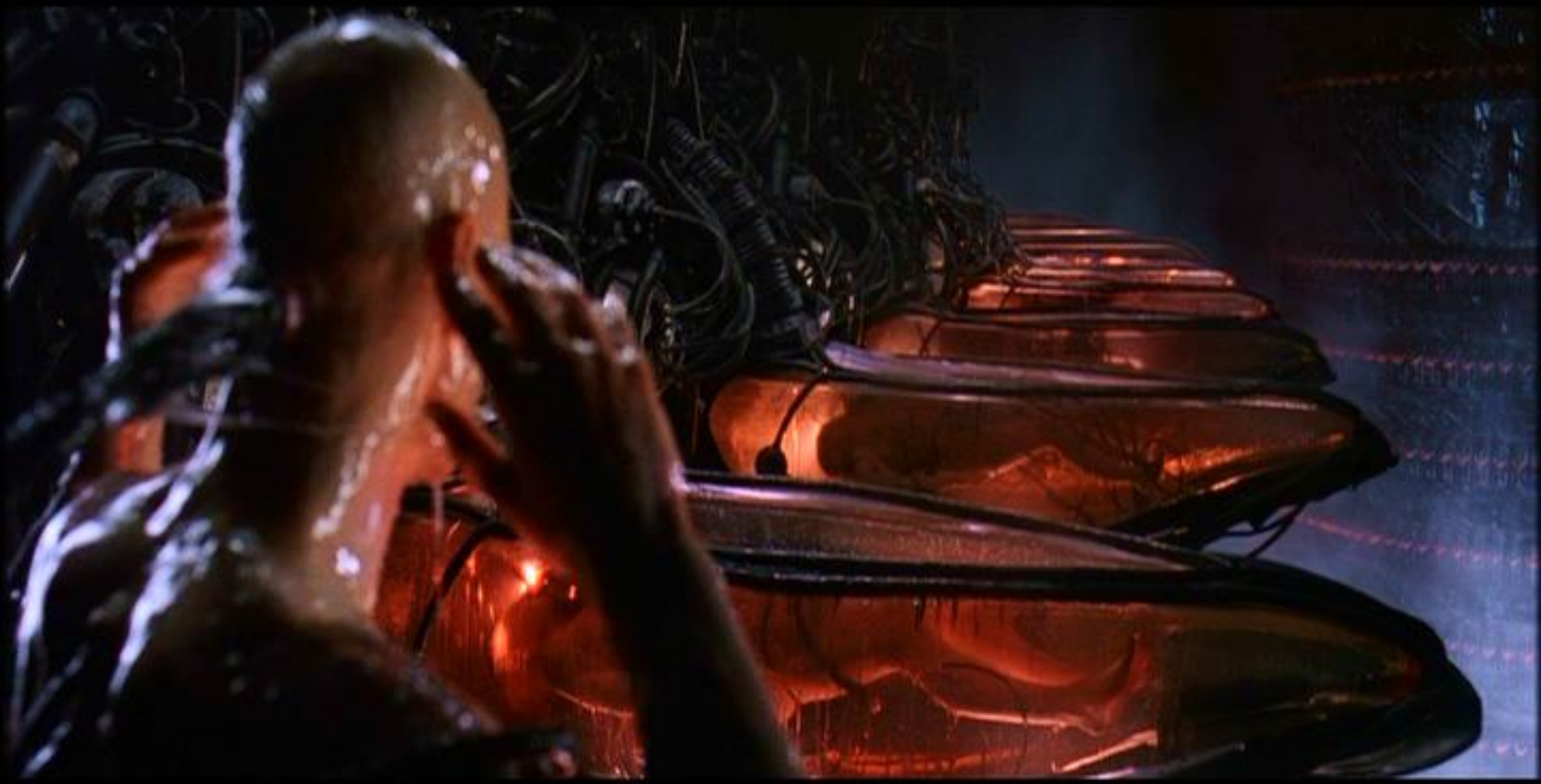
# Agenda

- VMM on x86
- Hardware assisted architecture
- VMM software implementing
- Security & VMM

# What is VMM

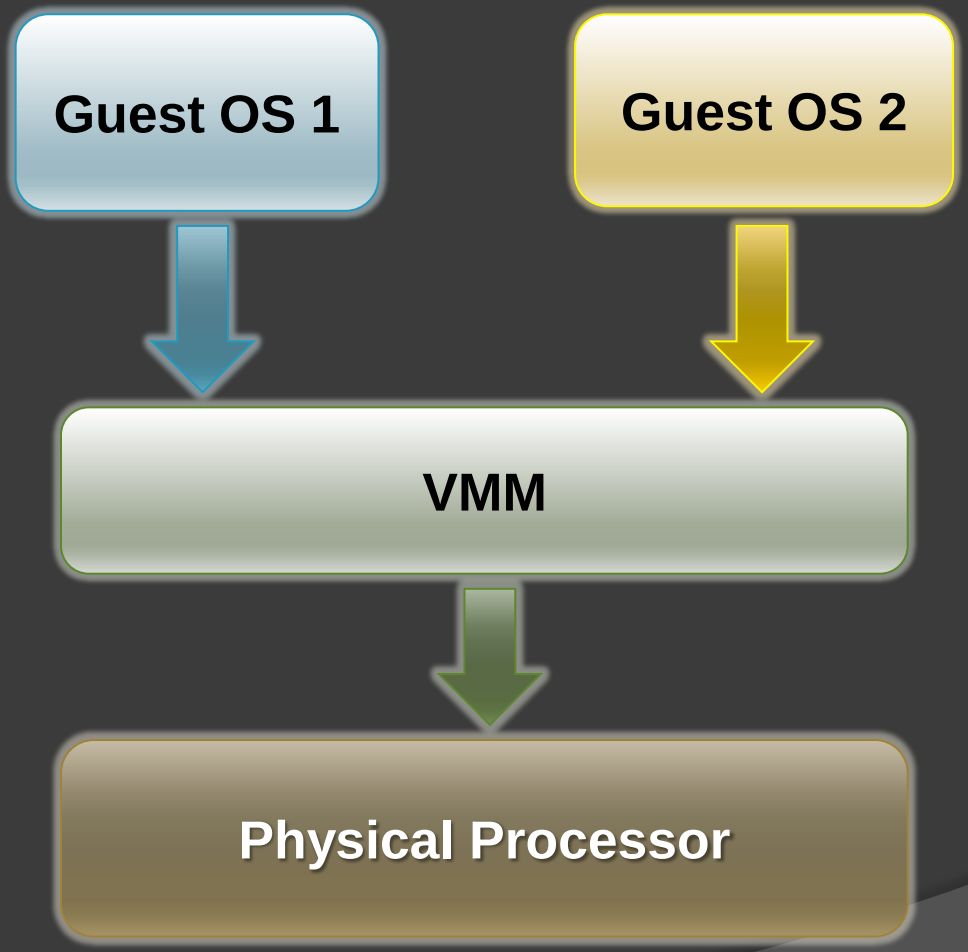
- Has full control over the platform
- A thin layer between the physical hardware and virtualized environment
- Be able to retain selective control from guest software
- The real world



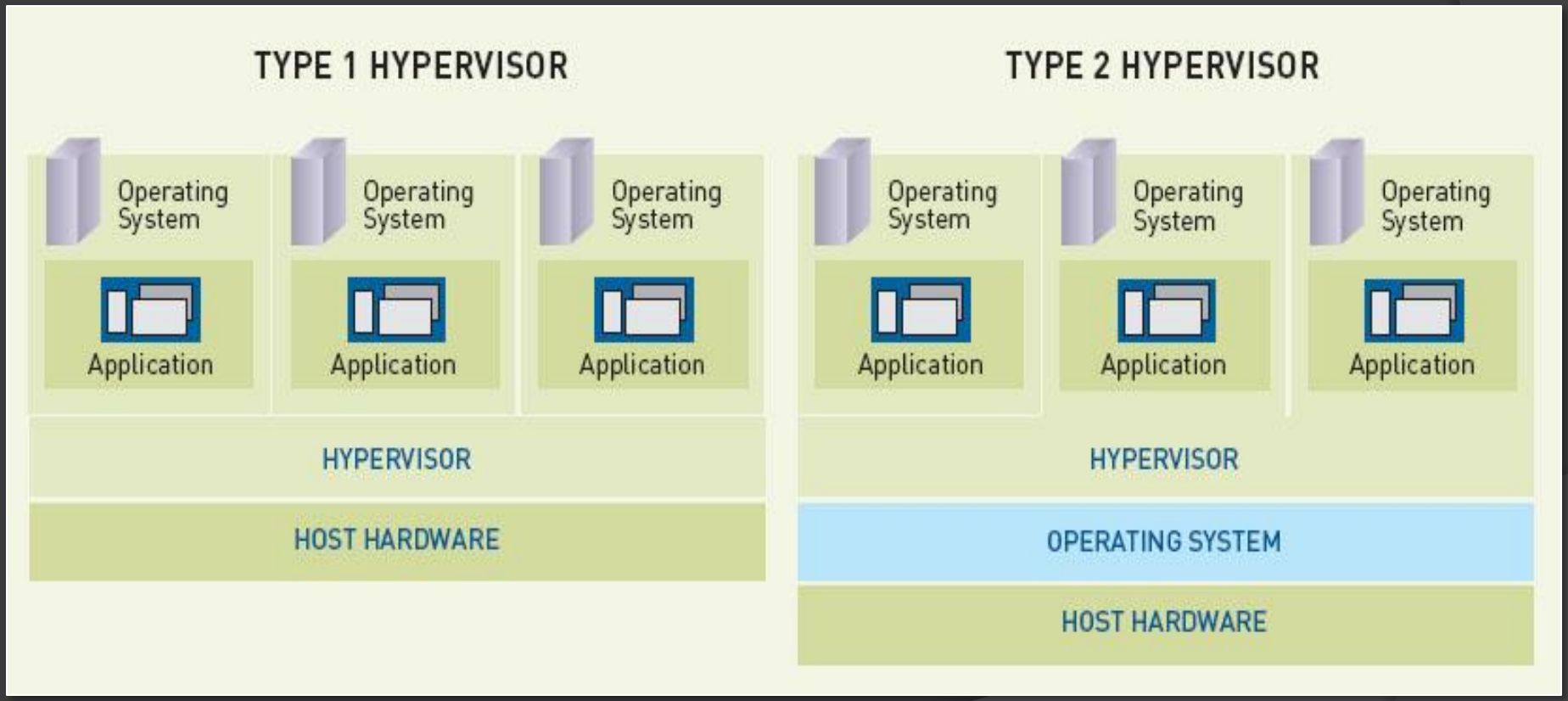


現實是殘酷的, 從VM中醒過來不一定是好事 ... :P

# What is VMM (conti.)



# Types of Hypervisors



# Intel® VT-x

- Introduced by Intel®
- Includes a new set of instructions
- Totally isolated environments for each guest
- Solved many problems which were caused by guest OS executing at the same level of host OS
- Provides better performance than byte code emulation

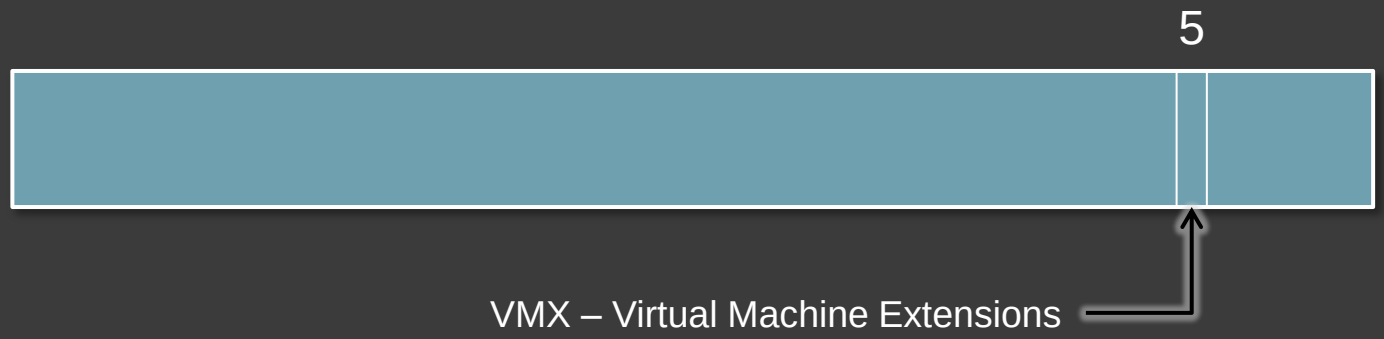
# Keywords

- VMM runs at VMX root operation
- Guest software runs at VMX non-root operation
- Transition from VMM to guest software is called VM entry
- Transition from guest software to VMM is called VM exit

# VMX root operation

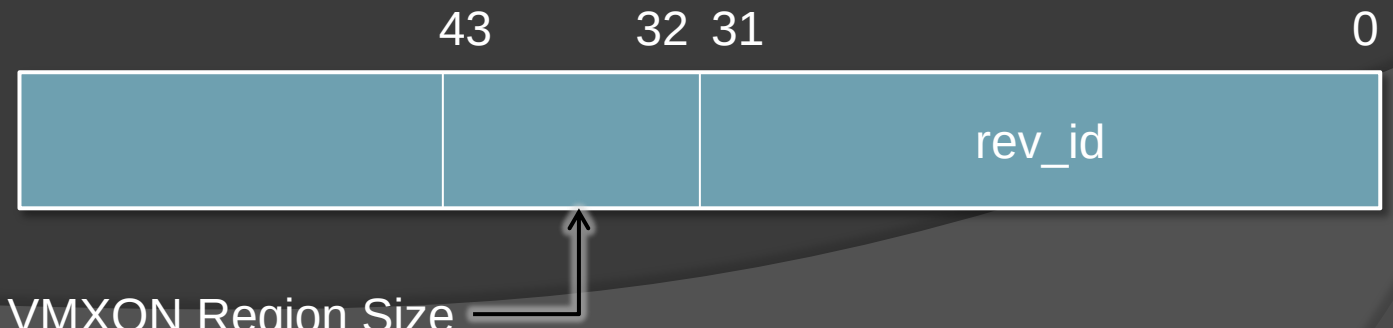
- Check CPU capabilities

```
mov     eax, 1
cpuid
test    ecx, 20h
```



# VMX root operation (conti.)

- Prepare a non-pageable memory (VMXON Region)
  - storage of host context
  - aligned to 4KB
  - in MTRR range – Write Back (type 6)
  - size = MSR#480 [43:32]
  - rev_id = MSR#480 [31:0]



# VMX root operation (conti.)

- Enable VMXE bit (bit13) in CR4

```
mov     eax, cr4
or      eax, Bit13
mov     cr4, eax
```

# VMX root operation (conti.)

- VMXON instruction

```
vmxon  phymem_vmxon_region
```

- Hello, real world…

# VMX non-root operation

- Prepare a non-pageable memory (VMCS)
  - storage of guest software states
  - aligned to 4KB
  - in MTRR range – Write Back (type 6)
  - size = MSR#480 [43:32]
  - rev_id  = MSR#480 [31:0]

# VMX non-root operation (conti.)

- Instructions to initialize VMCS
  - VMCLEAR, VMPTRLD
- VMCLEAR
  - Initialize the new VMCS region in memory
  - Set the launch state to “clear”
  - Invalidates the working VMCS pointer register
- VMPTRLD
  - Initializes the working VMCS pointer with the new VMCS region's physical address.
  - Validates the working VMCS pointer register

# VMX non-root operation (conti.)

- Instructions to access specific field of VMCS
  - VMWRITE, VMREAD
- Each field has its encoding
  - Example:
    - GUEST_RIP = 681eh
    - To set GUEST_RIP into VMCS:

```
mov       eax, 681eh
vmwrite   eax, dword ptr NEW_GUEST_RIP
```

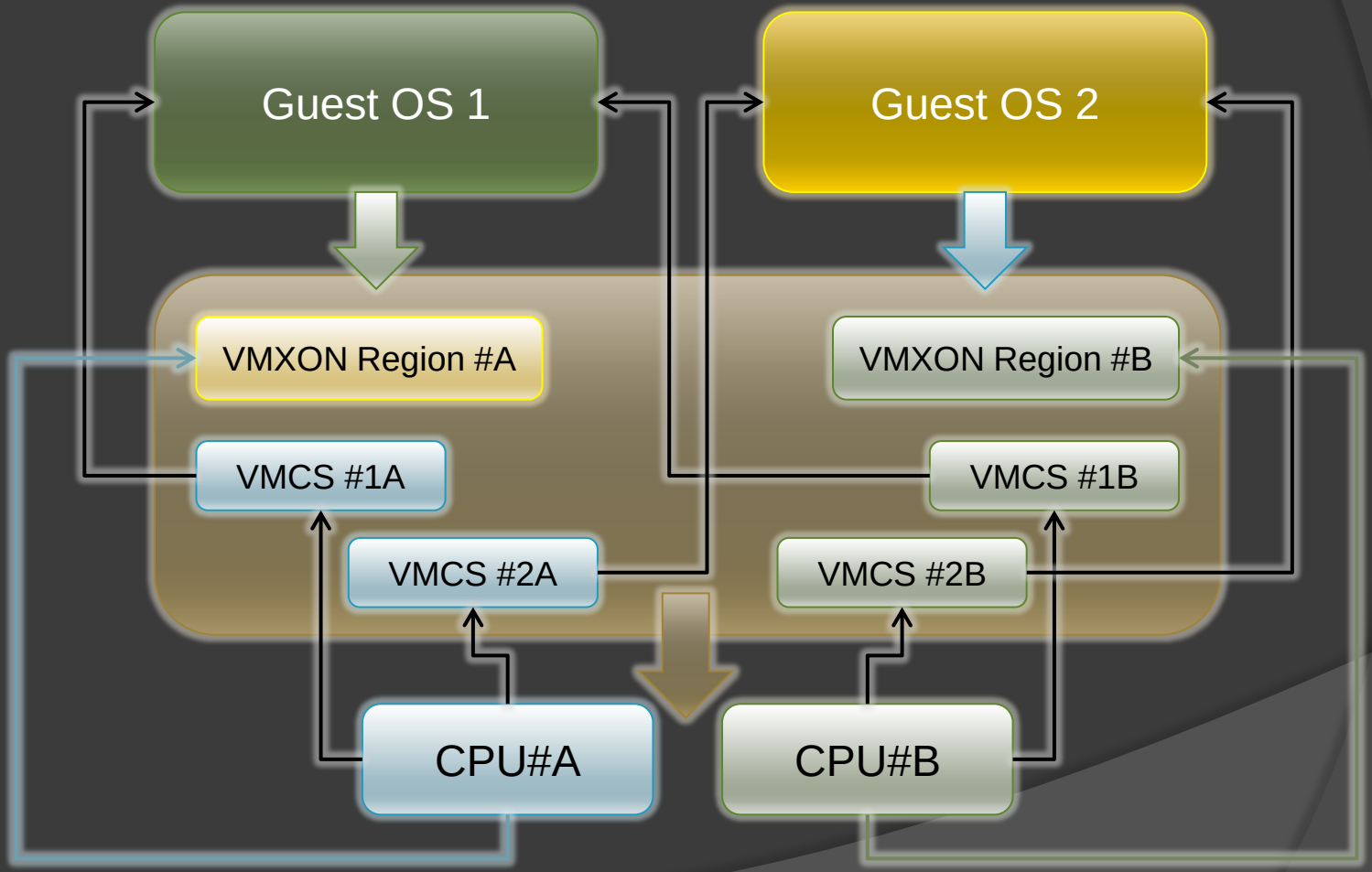
    - To get GUEST_RIP from VMCS:

```
mov       eax, 681eh
vmread    ebx, eax
```

# VMX non-root operation (conti.)

- Now it is time to run guest software
  - VMLAUNCH, VMRESUME
  - Launch state of VMCS will be set to “launched”

# VMM, VMCS, Guest OS



# VM exit handling

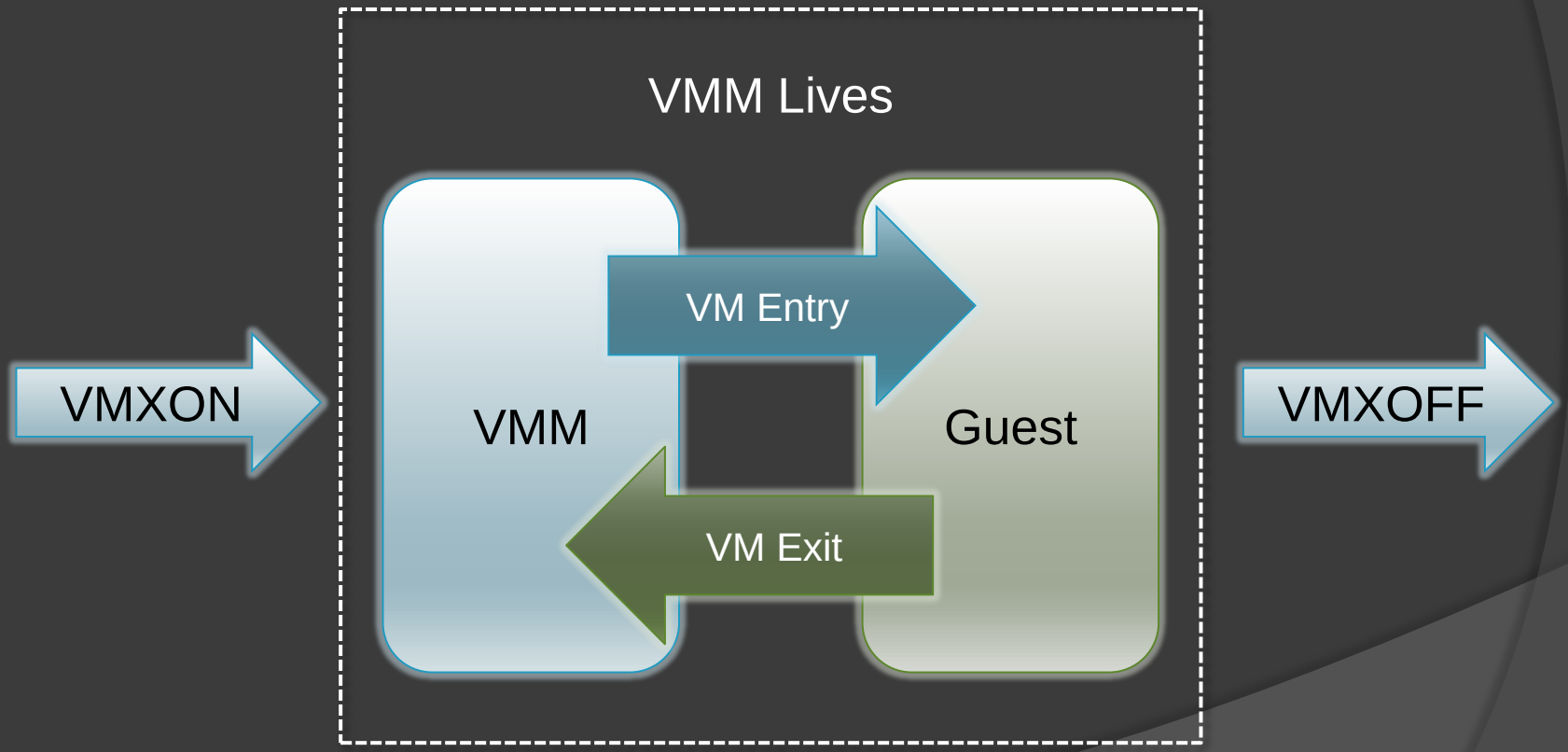
- VMM gets VM exit reason from VMCS, determines handle it or not

| Bit Position(s) | Contents |
|---|---|
| 15:0 | Basic exit reason |
| 27:16 | Reserved (cleared to 0) |
| 28 | Pending MTF VM exit |
| 29 | VM exit from VMX root operation |
| 30 | Reserved (cleared to 0) |
| 31 | VM-entry failure (0 = true VM exit; 1 = VM-entry failure) |

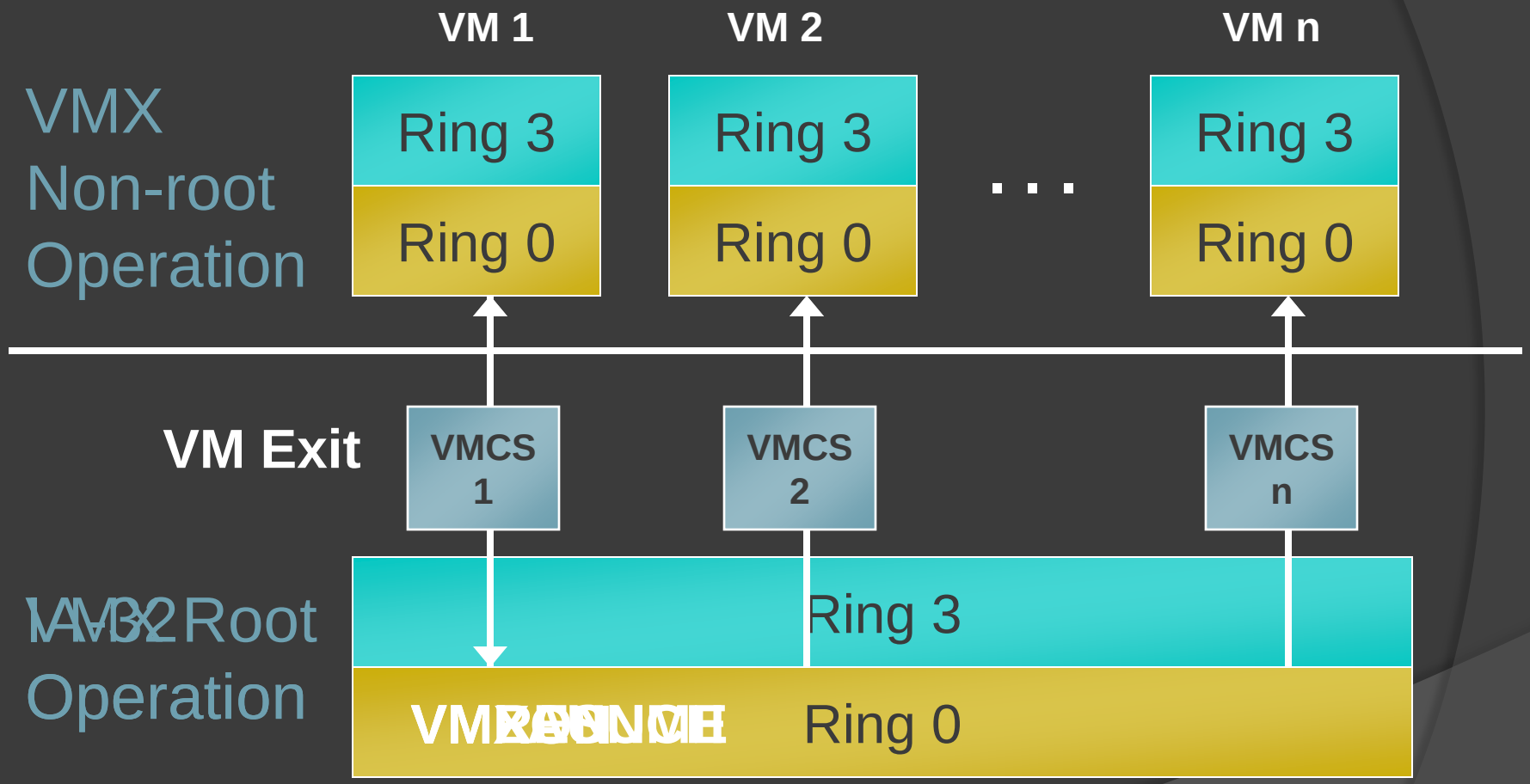
# VM exit handling (conti.)

- VM exit basic reasons
  - > 50
  - Sensitive instructions
  - Privilege registers change
  - Exceptions
  - …
- Exit qualification contains additional information
- Execute VMRESUME after handled VM exit

# Lifecycle of a VMM software



# VT-x Operations



# Security & VMM

- VMM is transparent to its guests
  - A well-implemented VMM is very hard to be detected
  - Almost all VMM-detection technologies in present are based on flaws of VMM itself
  - A positive usage of VMM could be a very powerful weapon against various attacks of malwares
  - So could be in either way…
  - But…

# Security & VMM (conti.)

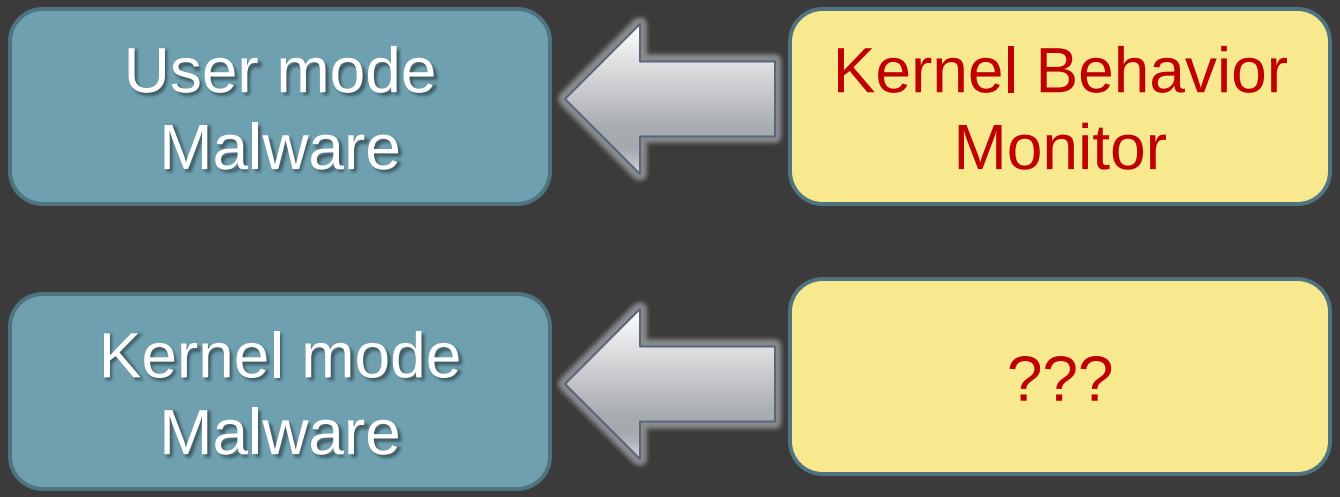
- Difficulties in implementing VMM
  - No OS API
  - No existed input/output
  - No existed drivers
  - Developers implement everything in VMM
    - Disk read/write
    - Keyboard input/output
    - Control video RAM for output
    - Direct manipulation on NIC, USB stack

# VMX vs. SMM

- In a software developer's aspect, VMX operation is very similar to SMM
  - Transparent to client
  - Has processor context storage
  - Full control over system
  - Isolated environment, DIY everything
- Differences
  - SMM is triggered by hardware
  - SMM has higher priority than VMX
  - SMM is not accessible at runtime

# Malware and VMM

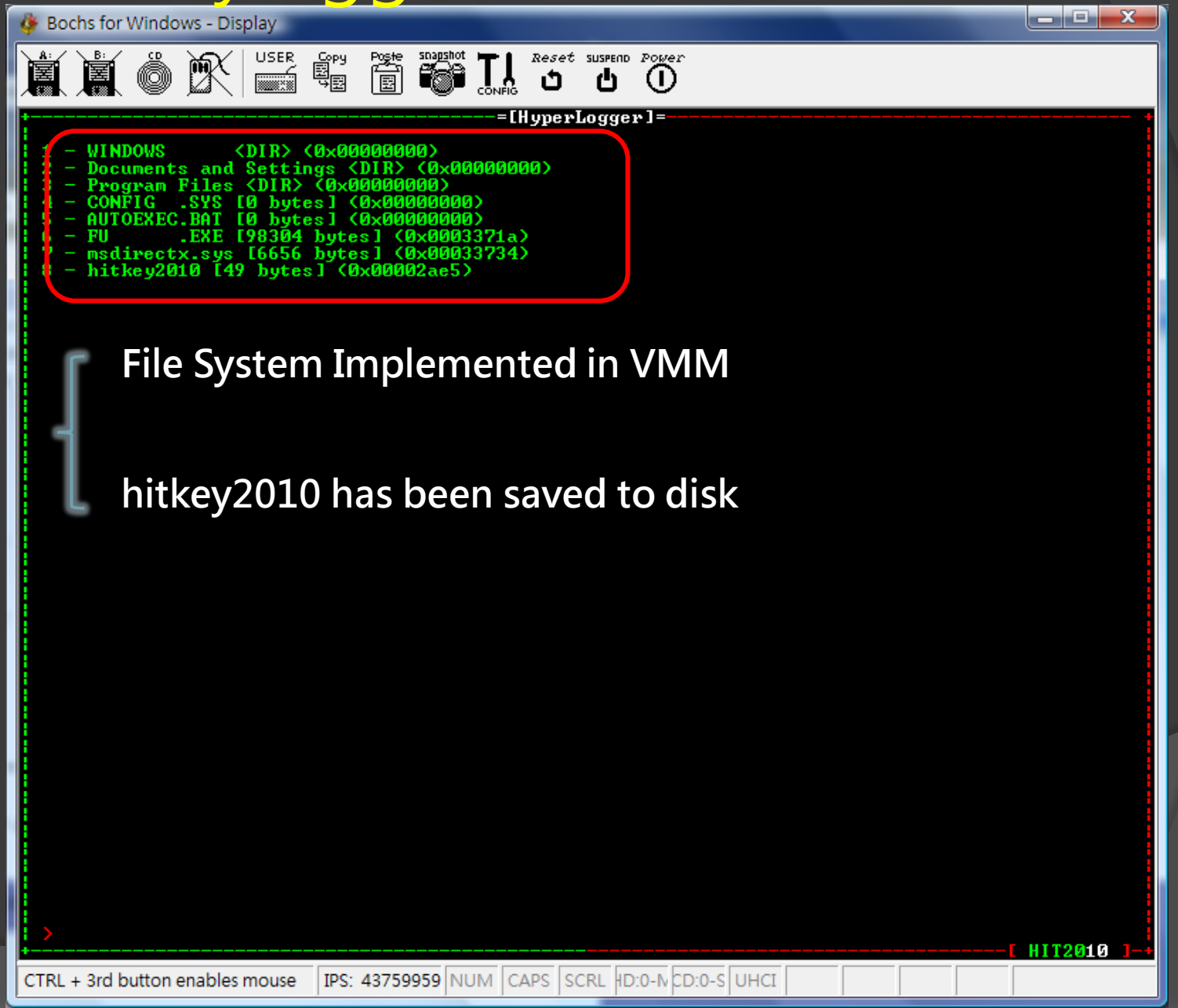
- How to detect or analysis Kernel Malware ??



# Demo 1: Invisible VMM Keylogger

- A handcrafted key logger in VMM
  - Capture KB input from I/O port
  - Hidden File in Guest OS File system !
  - Definitely invisible…Ya ☺
    - Cant be detected by any Anti-Virus or HIPS in the world

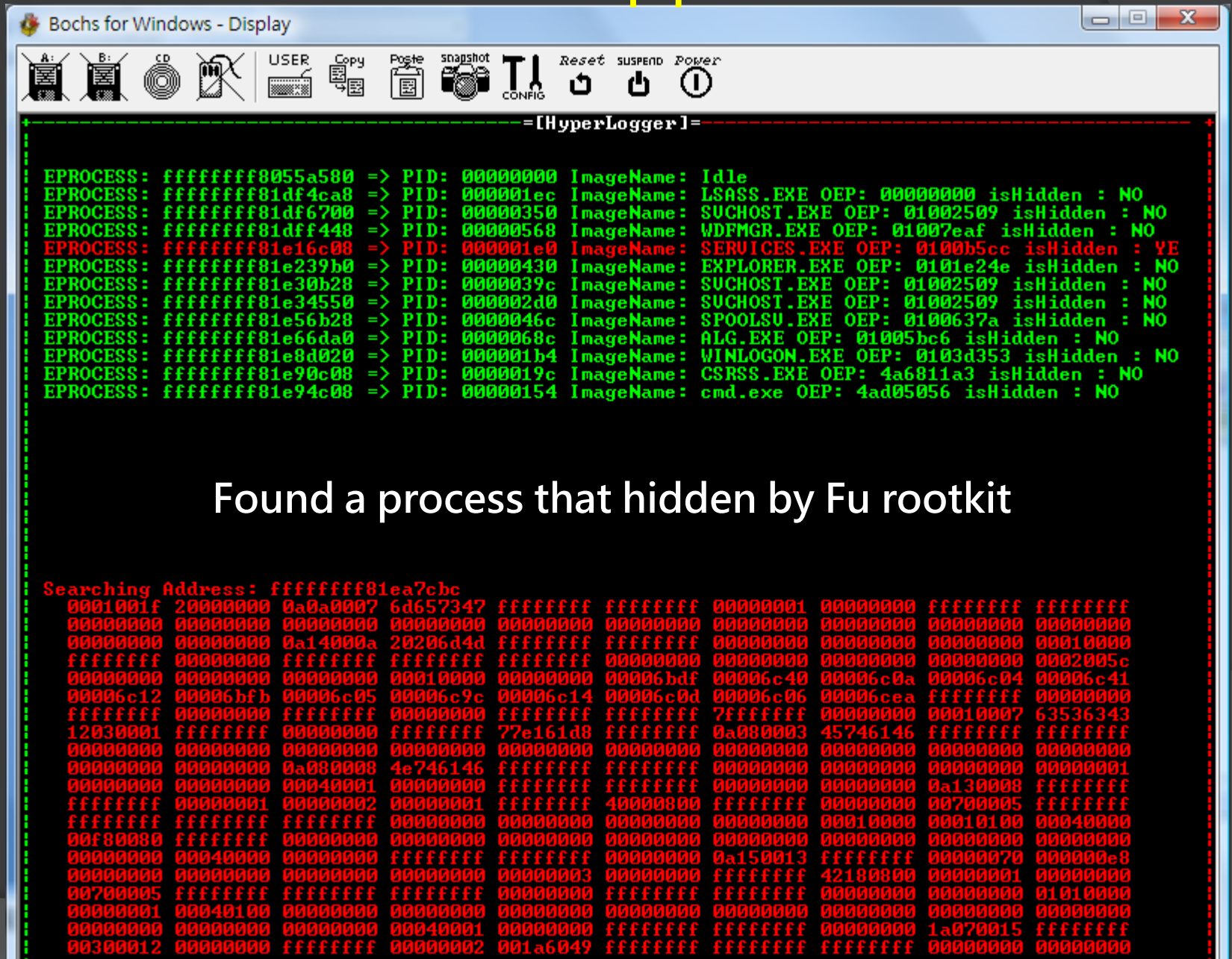
# VMM Keylogger



# Demo2: Rootkit Detection

- Physical Memory Forensics with VMM !!
  - EPROCESS parsing
  - SSDT parsing
  - Etc.
- Demo our new toy

# VMM on Forensic Approach




Q&A

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