# New botnets trends and threats André Fucs – afucs@uol.com.br Augusto Paes de Barros – <u>augusto@paesdebarros.com.br</u>

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## Agenda

- **Botnet 101**
- Botnet challenges
- A Layered approach
- Control layer
- Communication Layer
- Infection Layer
- Features Layer
- Back to the right side
- Conclusion

*"a collection of compromised machines running programs, usually referred to as worms, Trojan horses, or backdoors, under a common command and control infrastructure."* 

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**Botnet 101** 

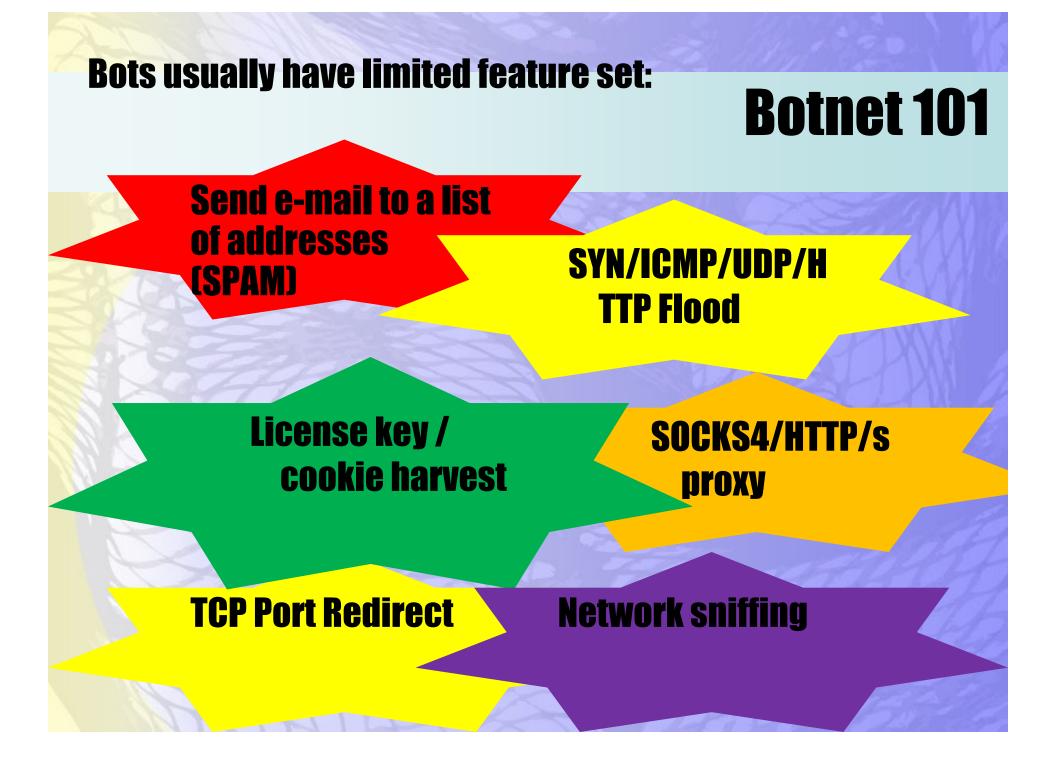
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### **Botnet 101**

#### **Botnets are an increasing threat:**

#### The Dutch police found a 1.5 million node botnet

*Telenor – Norwegian ISP – disbanded a 10,000 node botnet.* 



### **Botnet 101**

 Botnets can deploy several control channels, still IRC is currently the most commonly used

#### But IRC is not such a common protocol anymore...

#### At least not within corporate networks

- IRC issues:
  - Easy to block

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– Easy to be monitored

*Web would be an easy choice, however...* 

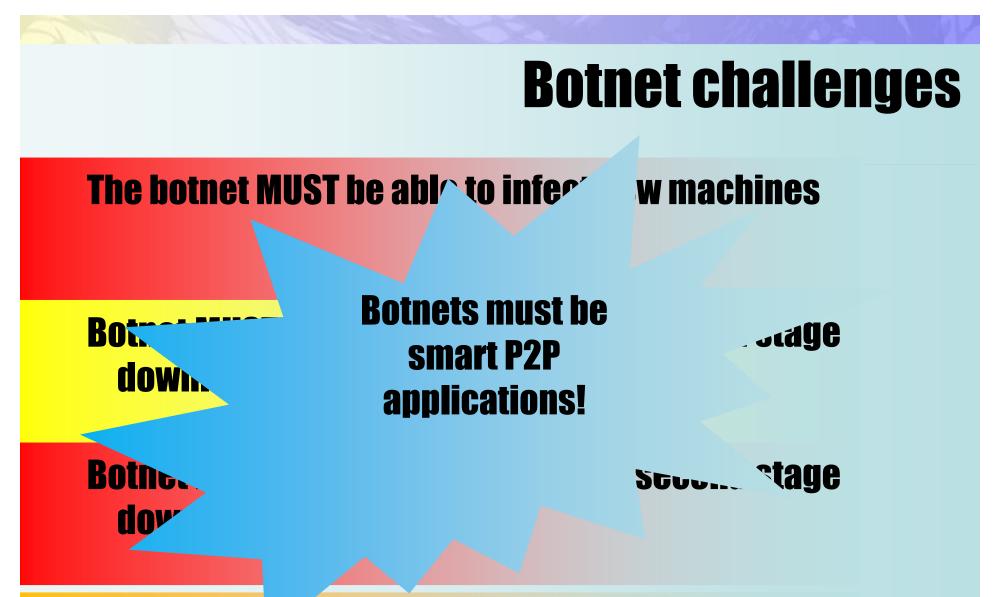


**Potnet challenges** 

## **Botnet challenges**

 Increasing number of organizations are deploying content based screening...
and it's easy to block....

- Second stage payload web sites are easy to track and easy to shutdown!
- But what about the home users?



-The botnet AUST communicate and relay control messages to peer machines and be NAT trasversal capable



## **Botnet challenges**

"In the traditional botnet, if you cut off the head, you kill the beast.

We speculate that, as more command-and control servers get identified by ISPs, you will see more and more of these botnets go to peer-to-peer."

Dean Turner, senior manager of development for Symantec.



#### "Hello, may I speak with the product manager?"

#### Why not build the bot in a way that:

- You don't need to change the control logic when changing the communication protocol
- You can work with new features as plugins
- You can use different communication methods with the same basic code
- You don't need to release a new version when adding a new exploit
- You don't even need to code a new exploit!

**Features** 

#### **Control Layer**

#### **Communication Layer**

#### **Infection Layer**

- Why make it modular?
  - Possibility of infecting new machines without having to replace the whole bot new exploit modules
  - Code re-use?
  - Lower cost of development?

What about a botnet that has the following features:

- XML based communication;
- Secure control using digital signatures;
- Channel independent;
- Plug-in capable;

#### And even...

• .NET ready!

- Why an XML based control channel?
  - More or less easy to extend
  - Standard based
  - Amazing text based
  - Internet ready
  - Extremely pervasive
  - Easy to copy and paste on websites...

#### A bot should be small and deploy a minimum features as more advanced features should be either download or uploaded.

#### New features could be easily added to the bot

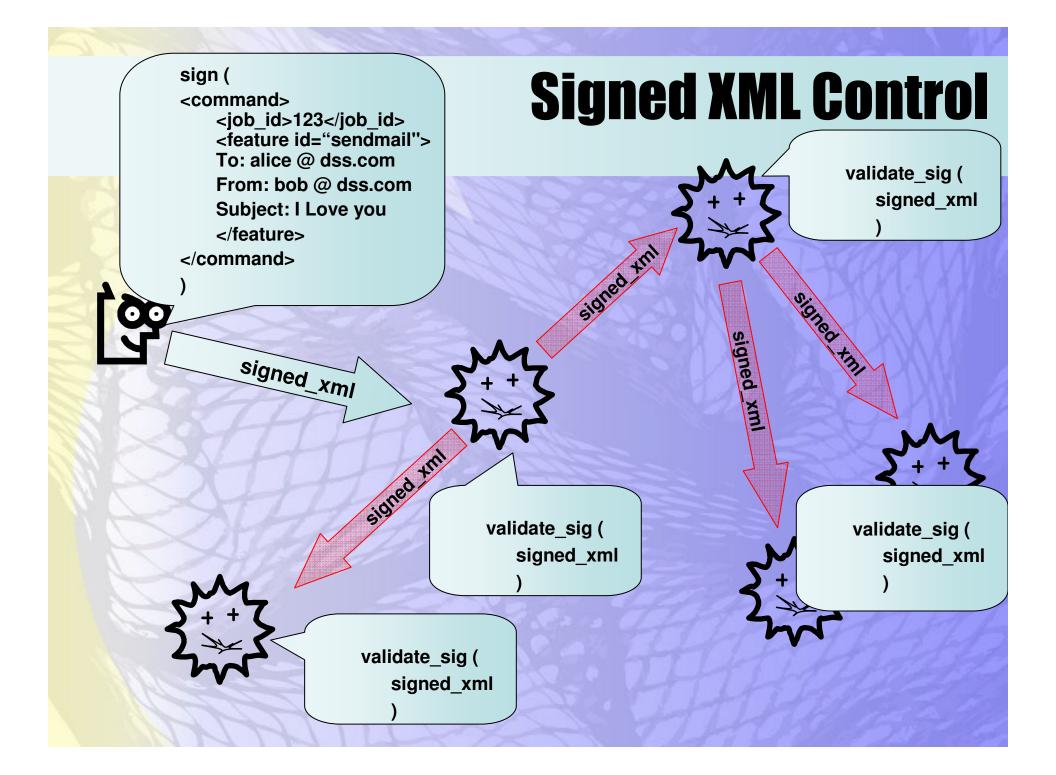
#### <command> <jobid>123</jobid> <feature id="module X"> module parameters here </feature> </command>

- Payload can be even more flexible
- Bot can simply receive VBS or IronPython code on a signed XML message and run it.

#### Both languages offer easy access to the .NET Framework

#### **Scriptable bots!**

- Why to use Digital signatures?
  - If we trust digital signatures to sign a dollar swap contracts, why shouldn't we digitally sign commands for a botnet?
  - Easy to implement, just think about XMLSIG...
  - May prevent botnet takeovers.



## **Communication and Control**

- Why seek Channel independence? Imagine a world were:
  - A botnet can download a payload from a web site;
  - Replicate the payload to another bot using different transports like:
    - Skype
    - SMB
    - SMS
    - SIP
    - RFC1149

## **Communication and Control**

#### **Control**:

- OTP based herder search
  - Helps to re-establish contact between bot herder and unpaired bots.
- Digital Signatures
  - Allows bot to replicate botnet commands to peer bots securely

#### **Communication**:

- Basic protocols covert channels
  - DNS, HTTP, 802.11
- P2P mechanism
  - Allows bot to communicate without herder intervention

## **OTP based herder search**

- The bot always need to know how to reach its master
  - Really?
  - Reverse Engineering vulnerable
  - Found the herder location, game over
- What if the bot doesn't know where the herder is, but knows how to search for it?
- They need a shared secret
- The shared secret can't be static
- Isn't it just like the password dilemma?

## **OTP based herder search**

#### **Solution: One Time Passwords**

- Bot and herder have the same seed
- Both calculate a new OTP periodically
- Herder publishes information for the bot together with the OTP string
- Bot searches for the OTP string
  - On Google
  - On P2P networks
  - On Social Network Websites
  - Can search for a string posted by others? You can use it.

## **OTP based herder search**

#### **Demo: Using Skype Profiles**

## **Communication Layer**

#### A brief list of possible channels



# **Communication layer - Skype**

#### Skype...

#### Pros

- Popular client
- P2P encrypted communication facilities
- NAT Friendly
- Firewall circumvention capabilities
- Easy to use API
- Profile Search capabilities

#### Cons

 Has Security Mechanisms to prevent unauthorized access to Skype client

## **Infection Layer**

#### Why not embed something like MetaExploit to a bot?

- Exploits being published by others, ready for plug into the bot
- The framework as part of the bot
  - Just one payload The bot
  - N exploits How many available in Metasploit today?

DDoS, Spam,...

#### What else can a bot do?

- Criminals are making money by stealing users credentials for:
  - Auction sites
  - Online Banking

Source: Win32/Bancos – Malicious Software Encyclopedia http://www.microsoft.com/security/encyclopedia/details.aspx?name=Win32%2fBancos

Those guys are improving their defenses:

- Two-factor authentication
  - Tokens
  - OTP Cards / 'Bingo Cards' Very popular among Brazilian Banks:



What a bot can do when two-factor authentication is being used?

• Transaction tampering is easy and hasn't been done until now...

#### **Demo: Transaction Tampering on IE**

## Infection and feature nightmare

Let's go again on a "what if" scenario...

- One of the downloadable features is the packer/crypter used to build the bot
- A new bot can:
  - Rebuild itself with a new packer/crypter
  - Start spreading itself with new exploits
- AV nightmare!

# Is it real? Is it possible?

Dr. Jose Nazario, from Arbor Networks, on Black Hat DC (3wks ago):

- Growing numbers of HTTP, IM and other bots
- Ability of botnet herders is increasing
  - They will write their own communication protocols
- Last botnets studied show these trends are real
  - P2P is used by Storm Worm (01-2007)
  - HTTP is used by Korgo, Padobot, Bzub, Nuclear Grabber
  - Encryption Nugache
  - Bots (Rbot, Sdbot, and Gaobot) compose three of the top five slots in terms of total number of removals (MSRT)

### **Back to the right side**

#### "If a bad guy can persuade you to run his program on your computer, it's not your computer anymore"

#### Social Engineering is a key factor and a trend in terms of malicious software

## **Back to the right side**

#### Now, more than ever, users should be prevented from running with administrative privileges – User training and awareness is key

# Outbound traffic monitoring is still one of the few ways to detect bots in your network

Network Behavior Analysis may indicate the use of Covert Channels

## Conclusion

- Botnets are growing and evolving fast but the are some things we can expect
  - They will be easily extended and upgraded
  - They wil traverse multiple types of network and protocols
  - Their master will not be easily found since not even the bot knows where to find him
  - They won't be easily hijacked as they only accept digitally signed commands
  - They will be able to directly change transactions made by users on websites and on-line banks, without needing to steal credentials
  - They will use as communication vectors protocols that can't be easily blocked without causing harm, like DNS and HTTP

#### Thanks

#### Aylton Souza, Emmanuel Gadaix, Gustavo Zeidan, Dr. Jose Nazario, Kenneth Chiedu Ogwu, Lincoln Moreira Junior

Cabral, for doing nothing

Ddos crew, for doing

And a special thanks to Paulo T.

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