

Full Potential of Dynamic Binary Translation for AV Emulation Engine

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Agenda

- Roles of emulation in AV
- Survey of software emulation technologies
- Dynamic binary translation (DBT), demystified
- Unique challenges and opportunities of DBT for AV
- The road ahead...

Roles of emulation in AV

- Generic unpacker for unknown or modified packers.
- Detection of polymorphic malware.
- Behavioral AVs for zero-day detection.

An essential weapon in an AV arsenal

Survey of Software Emulation Technologies

■ Interpretation:

- fetch-decode-execute for each instruction.
- Example: SimpleScalar®
- Based on the instruction set manual.

Survey of Software Emulation Technologies

INSTRUCTION SET REFERENCE, A-M



AAA—ASCII Adjust After Addition

Opcode	Instruction	Description
37	AAA	ASCII adjust AL after addition

Operation

IF $((AL \text{ AND } 0FH) > 9) \text{ OR } (AF = 1)$

THEN

AL \leftarrow AL + 6;

AH \leftarrow AH + 1;

AF \leftarrow 1;

CF \leftarrow 1;

ELSE

AF \leftarrow 0;

CF \leftarrow 0;

FI;

AL \leftarrow AL AND 0FH;

Survey of Software Emulation Technologies

■ Interpretation:

- fetch-decode-execution for each instruction.
- Example: SimpleScalar®
- Based on the instruction set manual
- Advantage: portable
- Disadvantage: slowest (100x slower)

Survey of Software Emulation Technologies (Con't)

- **Dynamic Binary Translation (DBT):**
 - Translation in the runtime
 - Execution of the generated code.
 - Examples: JIT compilers, Embra.
 - Translated code for “AAA”:
 - Load_state->AAA-> save_state
 - Advantage: faster for loops
 - Disadvantage: not portable

Survey of Software Emulation Technologies (Con't)

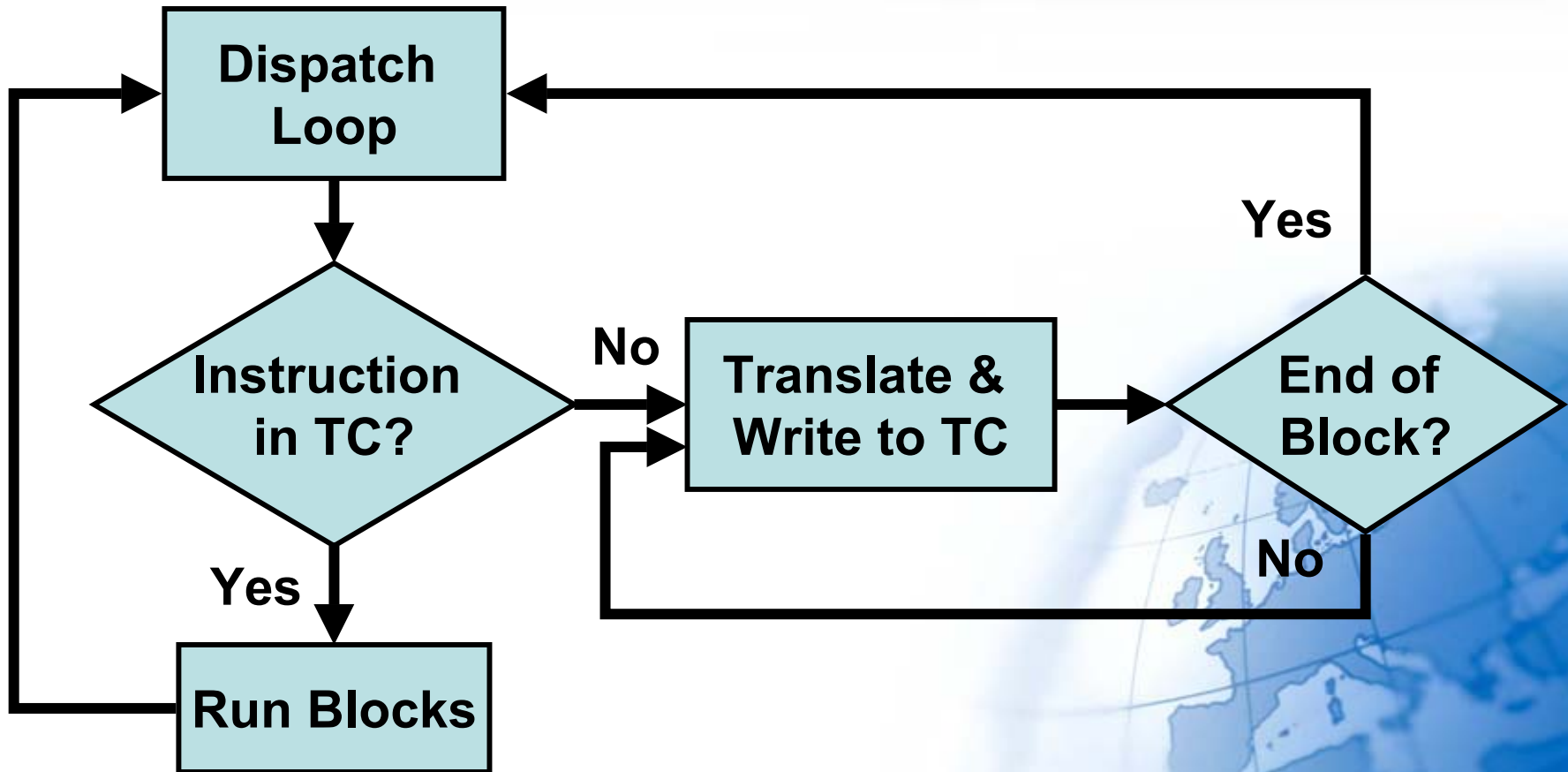
- **Direct execution:**
 - Set up a safe environment to run the sample directly.
 - Example: most Ring3 code in VMware®
 - New VM hardware allows the classical trap-and-emulate virtualization.
 - Advantage: fastest, up to native speed
 - Disadvantage: difficult to interact

Survey of Software Emulation Technologies (Con't)

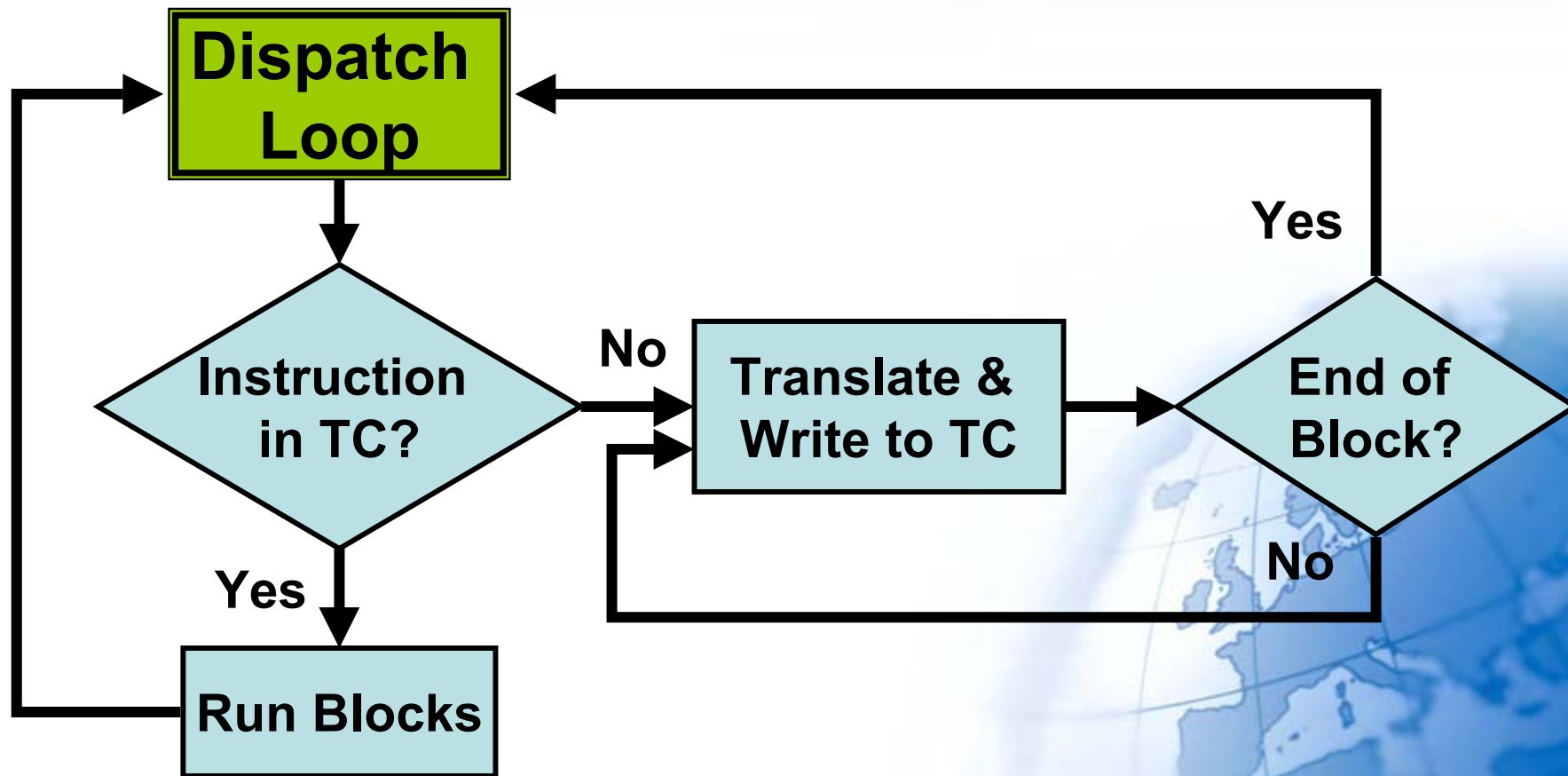
■ Current status in AV:

- Emulation technology in AV is leaping from interpretation to DBT.
- Need to get more out of DBT
 - Example: packed samples in Wildcore
 - Currently AV engines have to use heuristics to run less instructions.

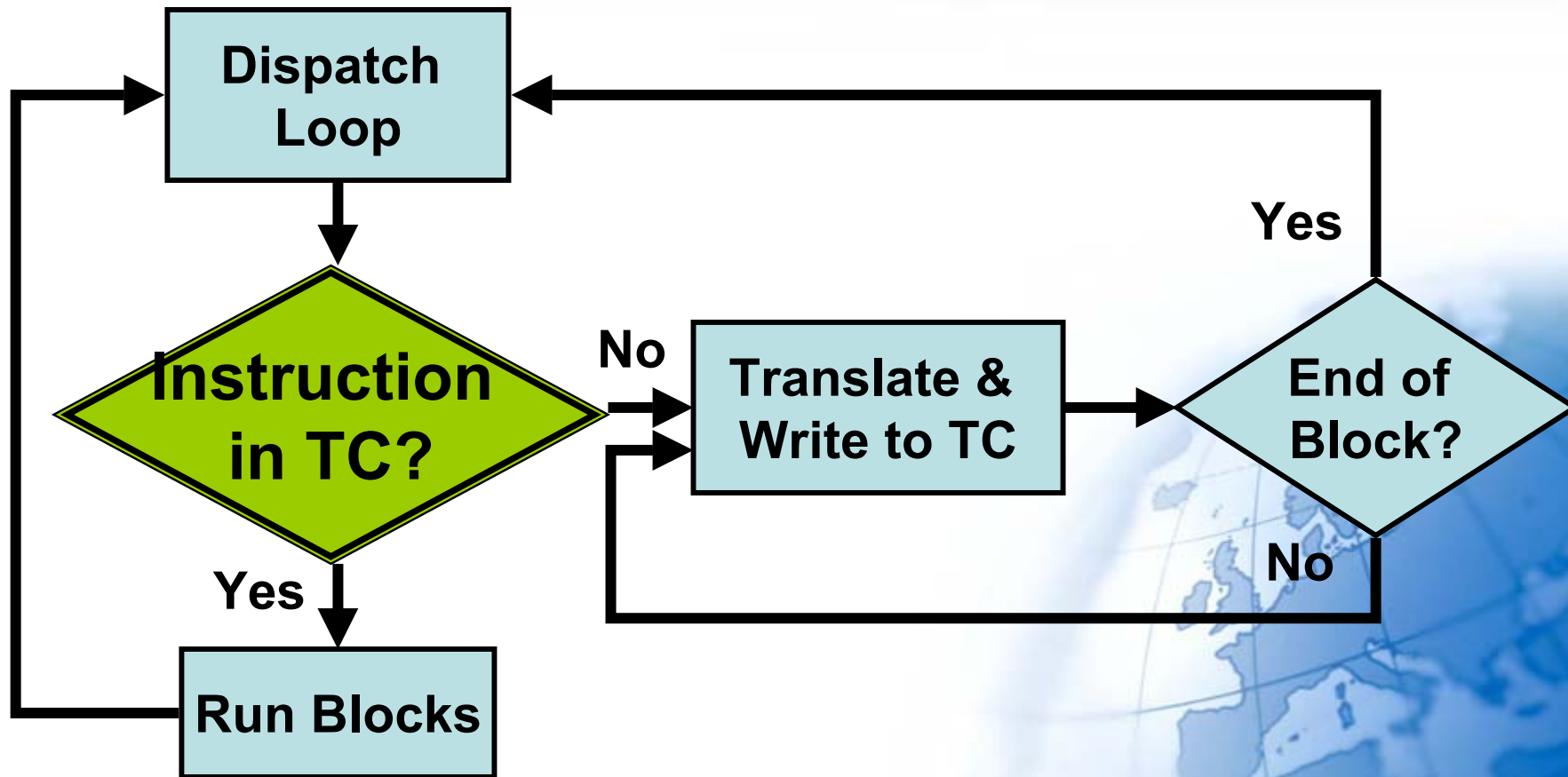
Dynamic binary translation (DBT), demystified



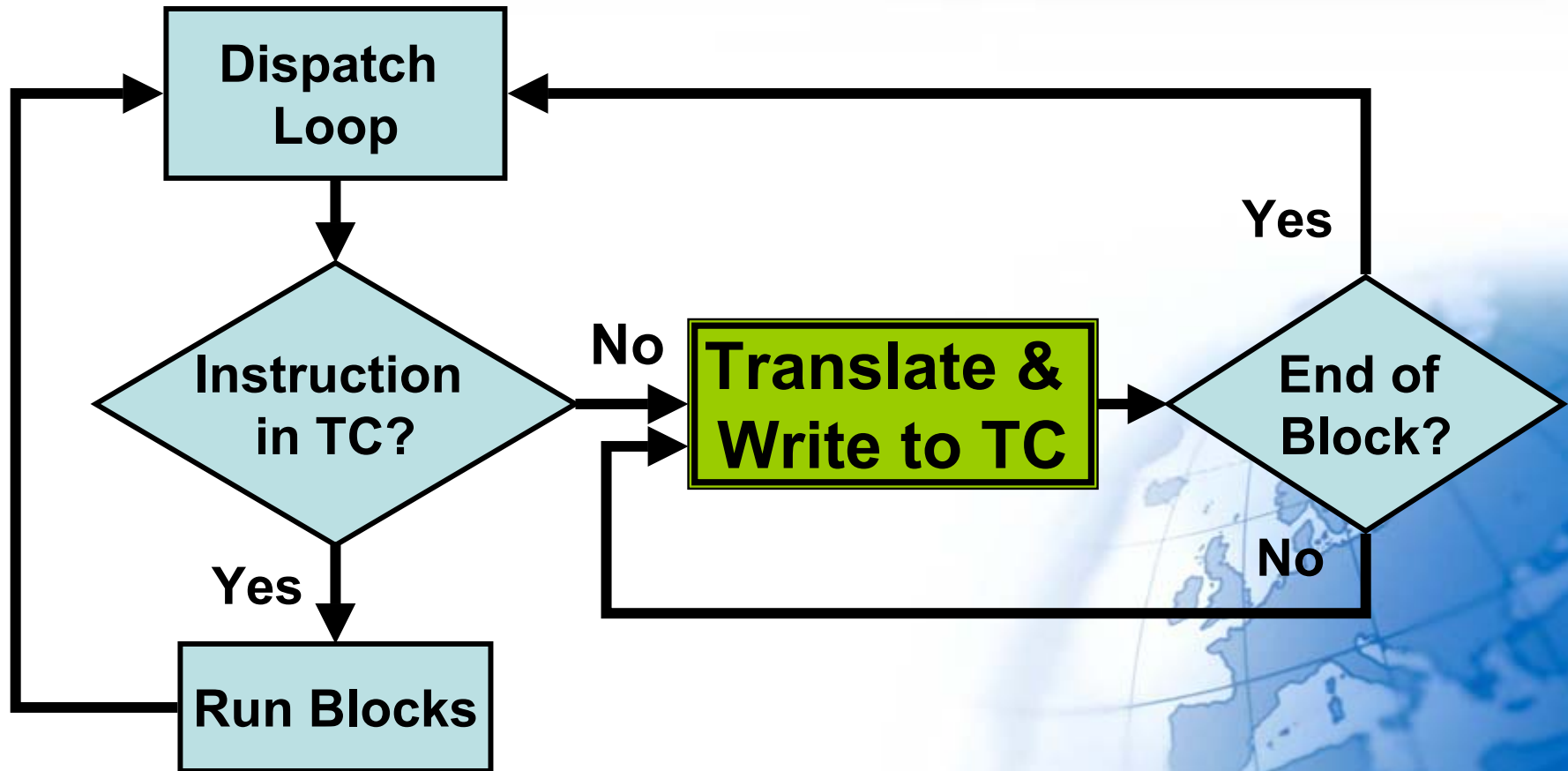
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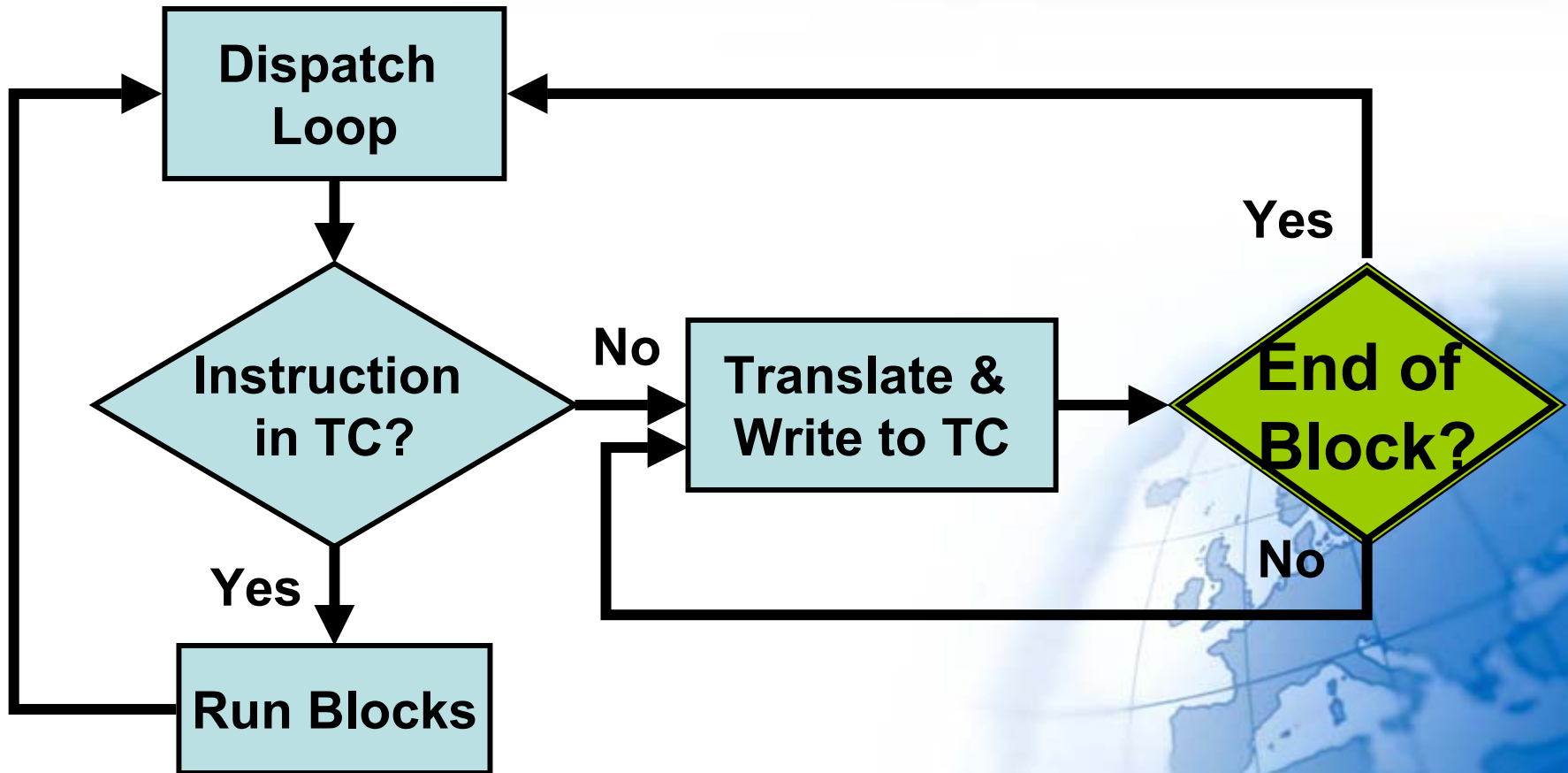
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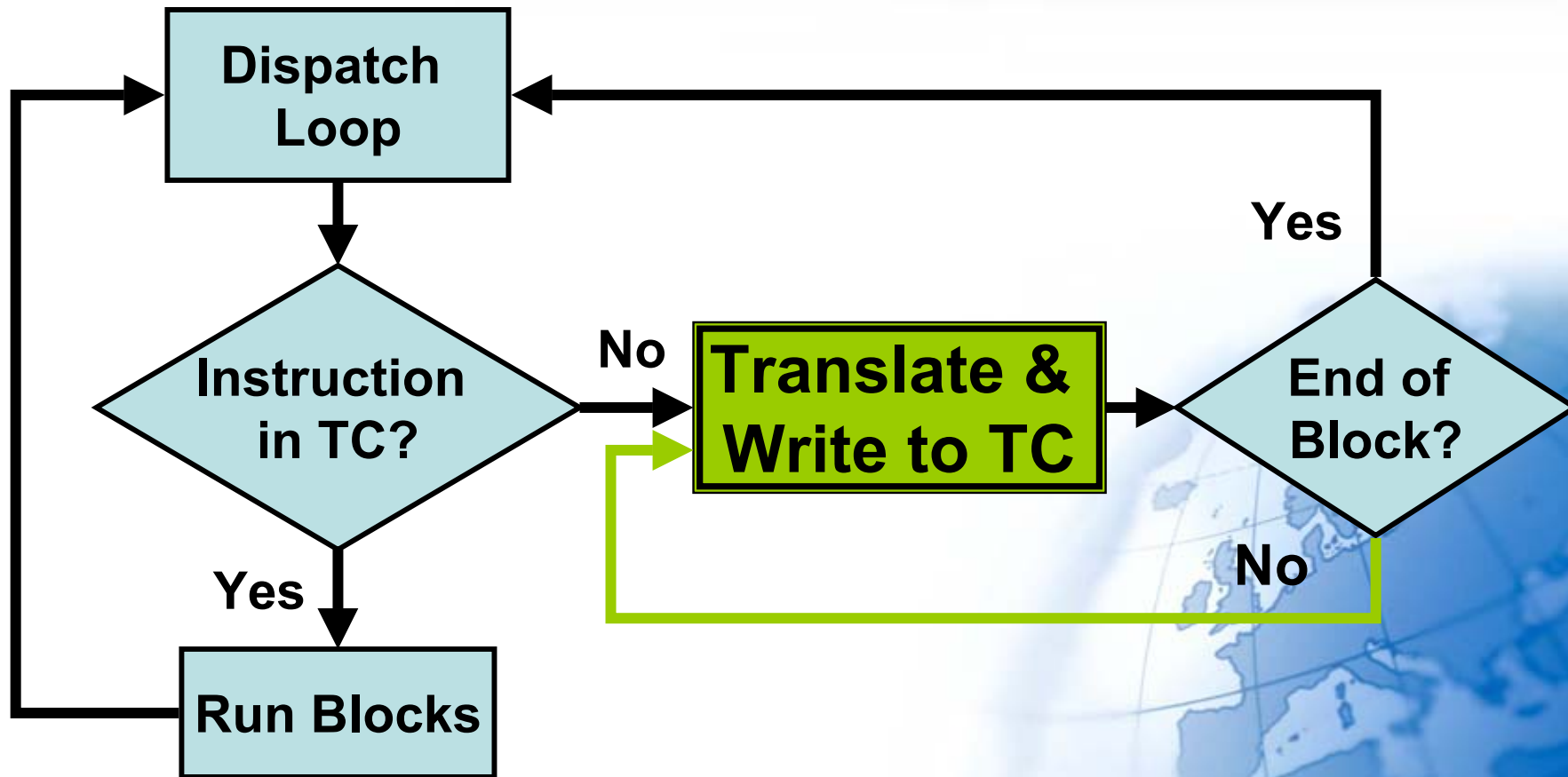
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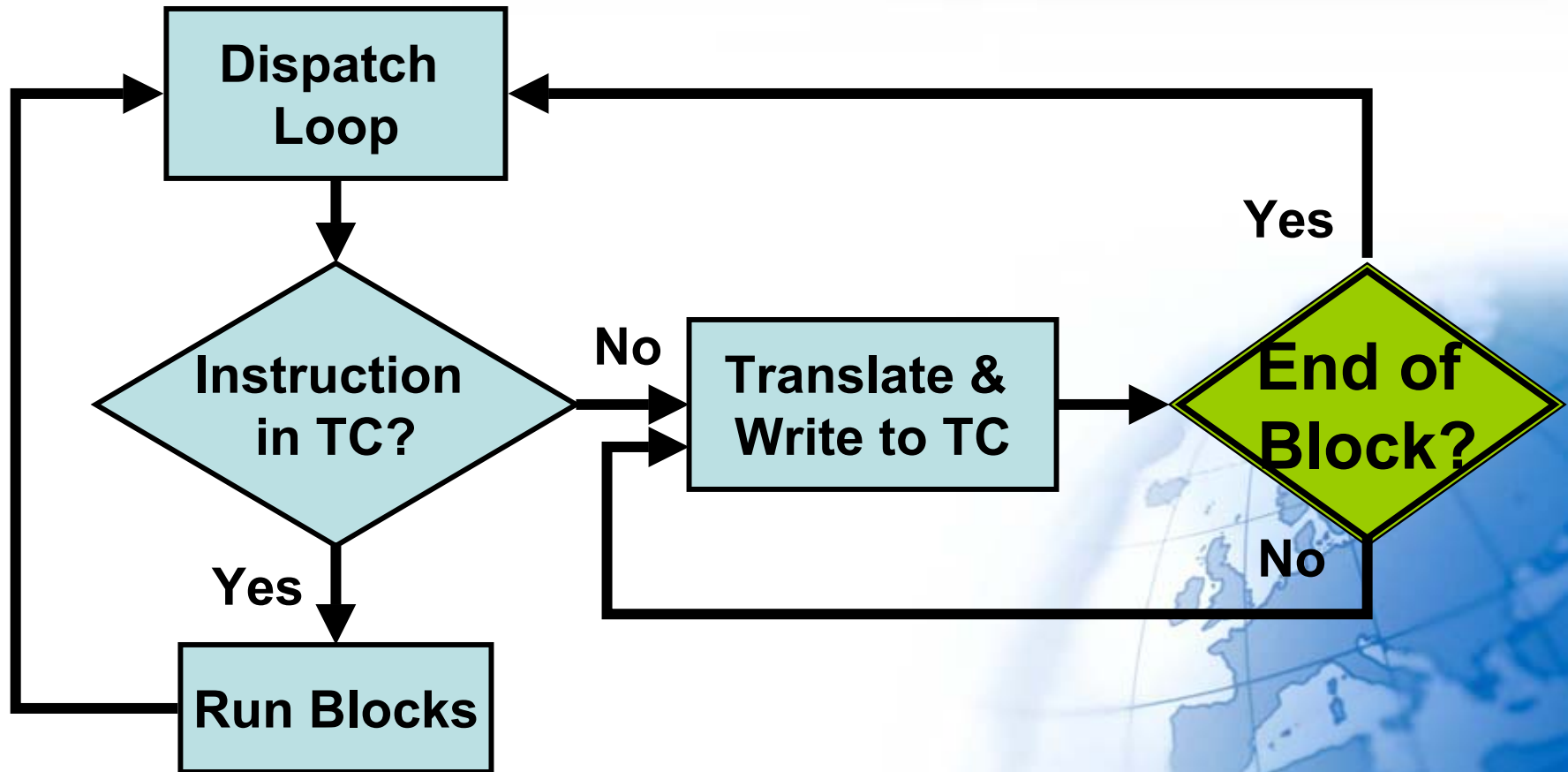
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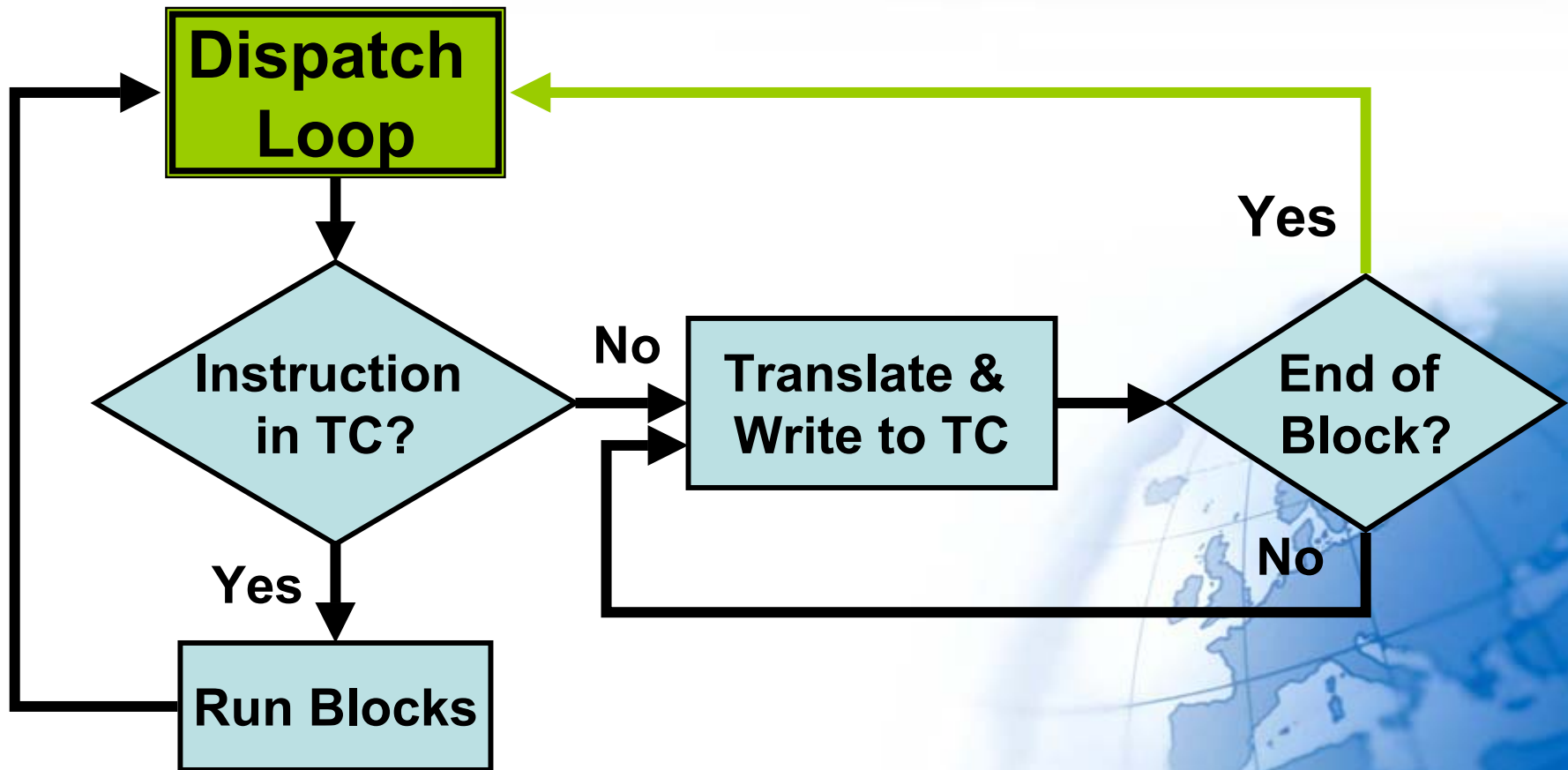
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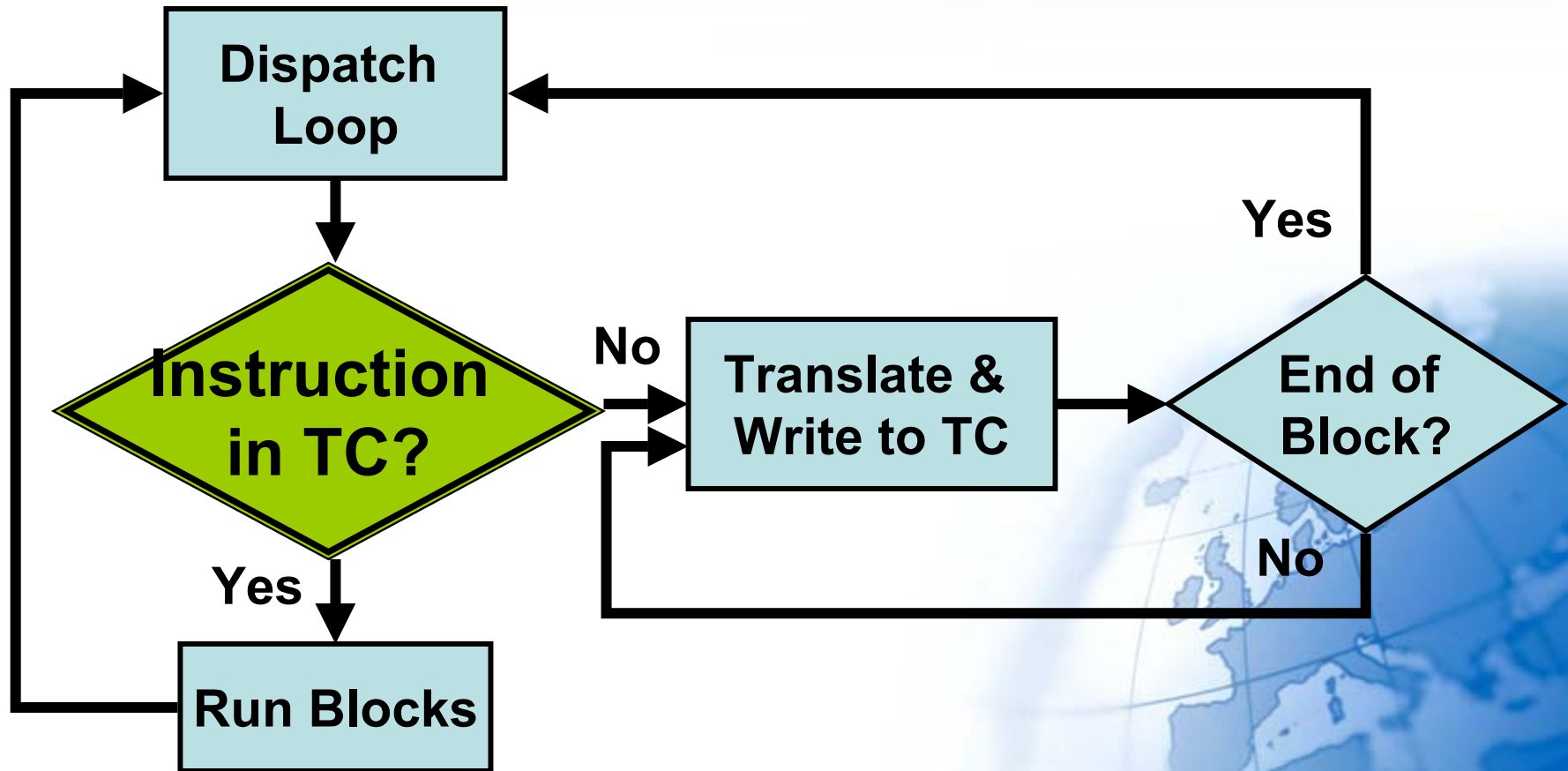
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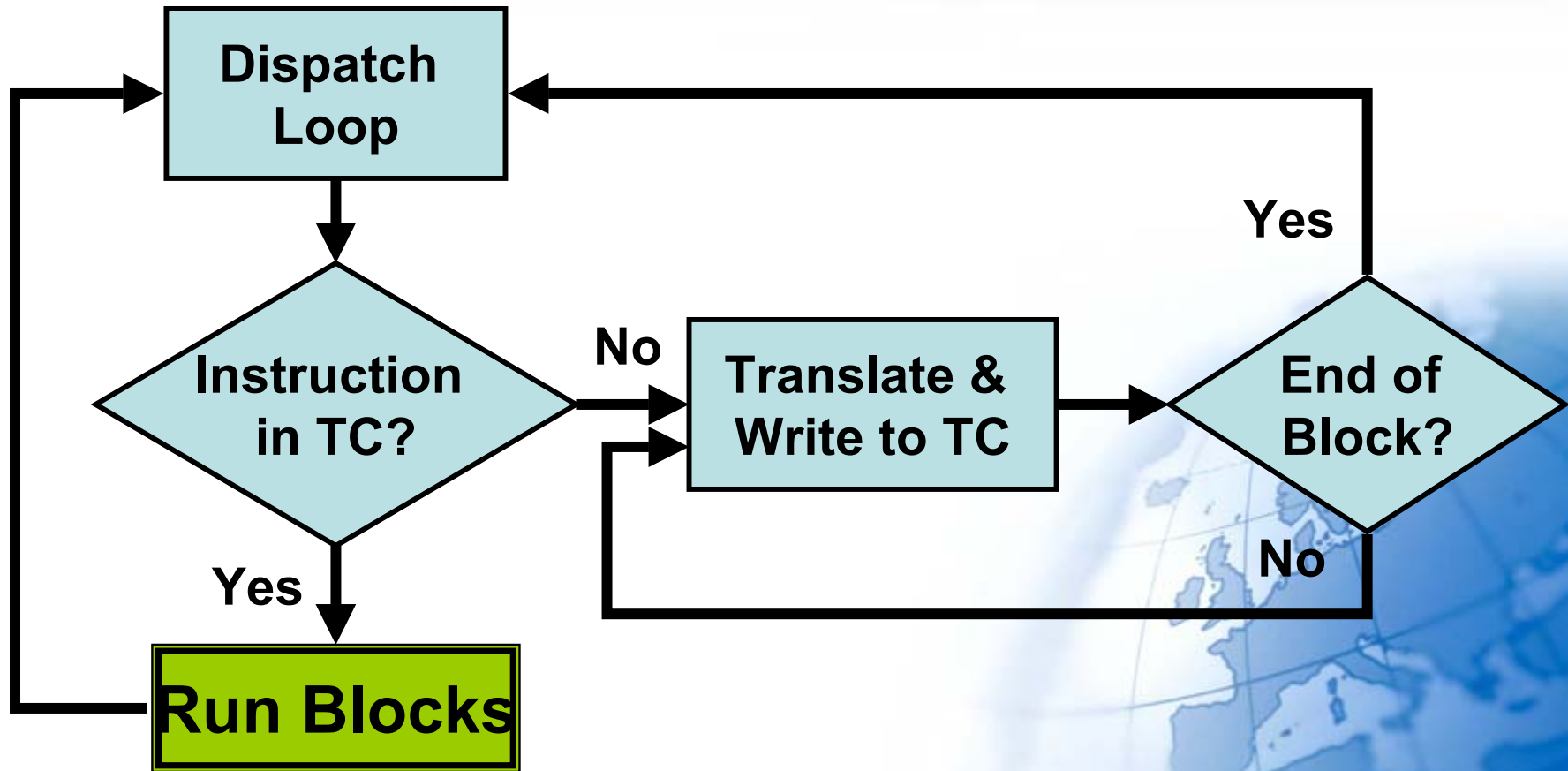
Dynamic binary translation (DBT), demystified



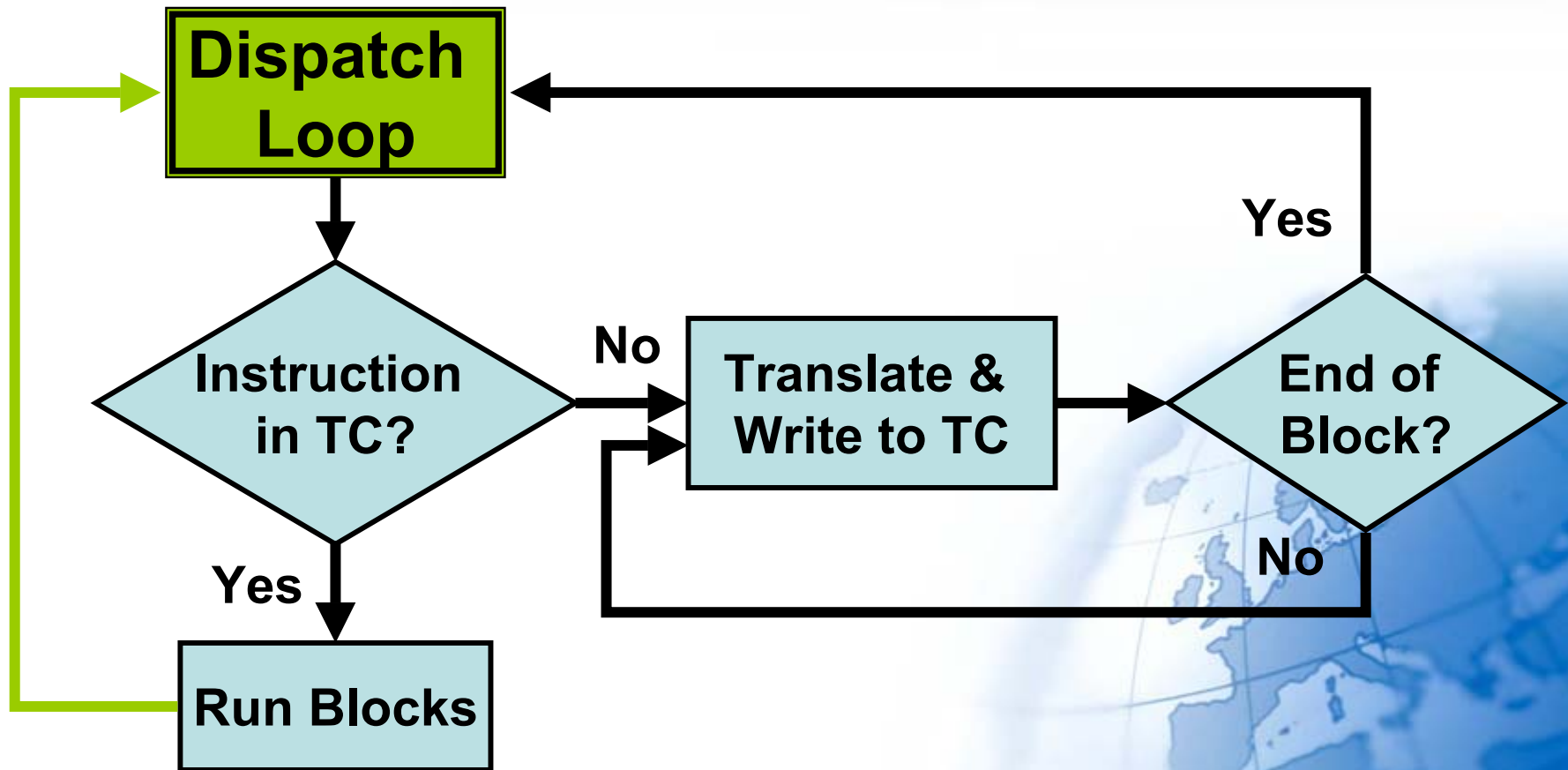
Dynamic binary translation (DBT), demystified



Dynamic binary translation (DBT), demystified



Dynamic binary translation (DBT), demystified



DBT, demystified (Con't)

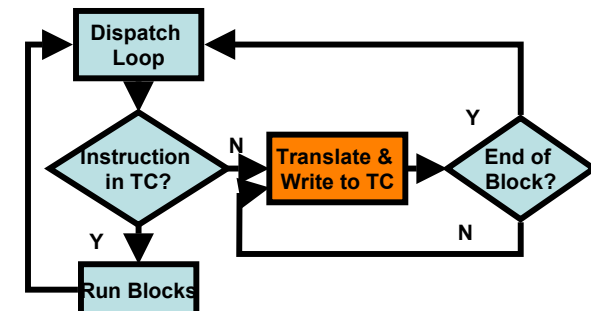
■ Translation Unit:

- Simple/repeatable for most instructions
- Example: “add edx, ecx”

```
TRANS_M2R(MOV, EBX, &(regs->ECX));  
TRANS_R2M(ADD, &(regs->EDX), EBX);
```

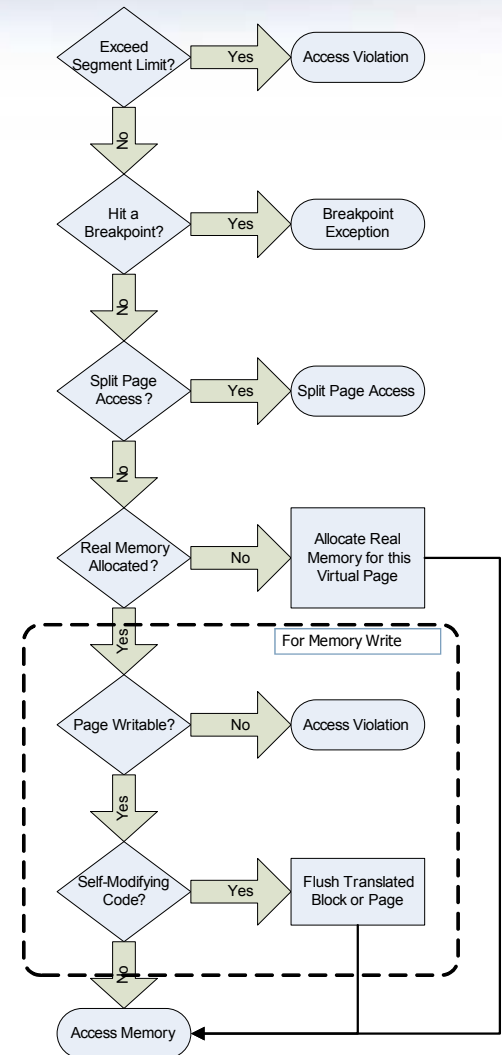
→ write “01 1D xxxxxxxx” to TC

```
MERGE_EFLAGS();
```



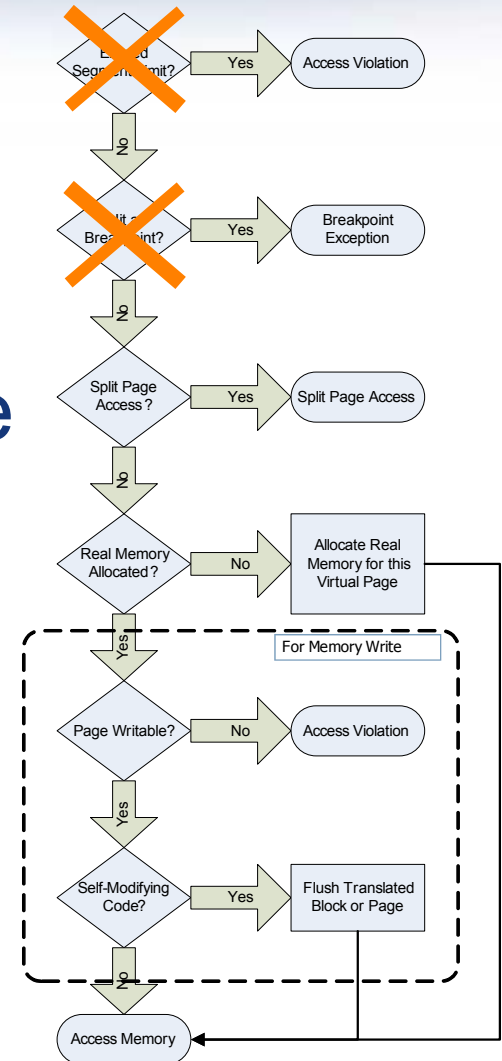
DBT, demystified (Con't)

- Typical memory design:
 - $(0 + 0 + 30)/3 = 10$
 - Four read/write checks:
 - Segment limit, HW breakpoint, split page access?
 - Real memory allocated?
 - Two write-specific checks:
 - Writable? Self-modifying-code?



DBT, demystified (Con't)

- Improved memory design -- method #1
- Skip segment limit check if the segment is flat.
- Hardware breakpoint becomes page based.

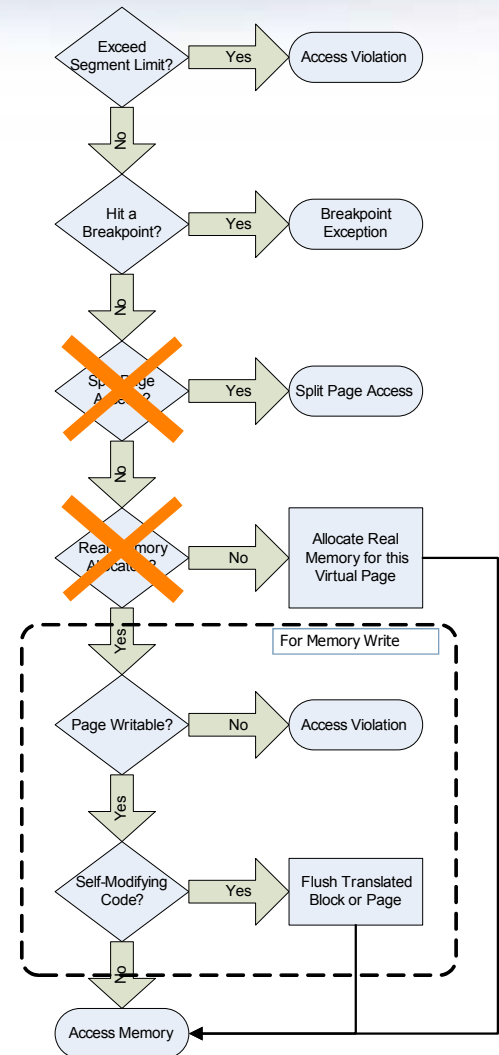


DBT, demystified (Con't)

■ Improved memory design – method #2

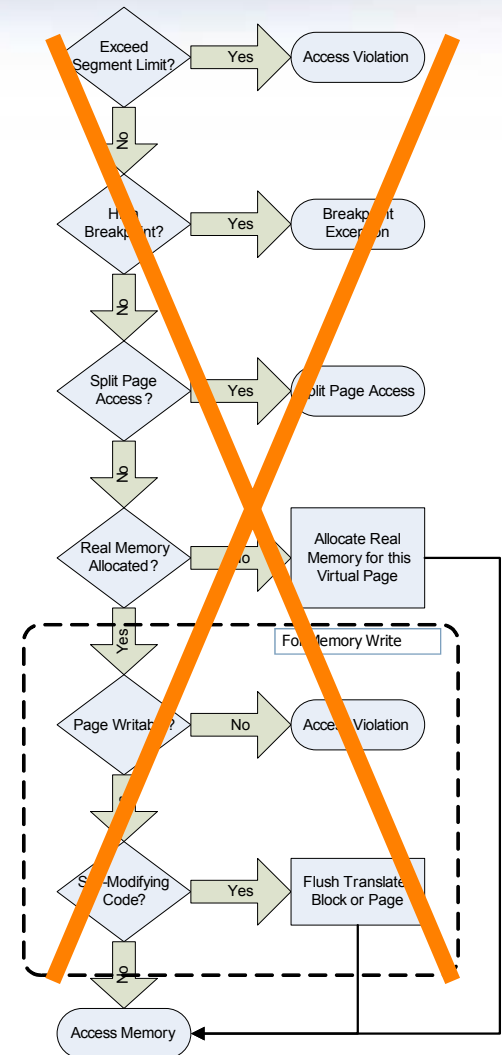
■ Allocate reserved memory to avoid split page access.

■ Use real exception if memory isn't committed



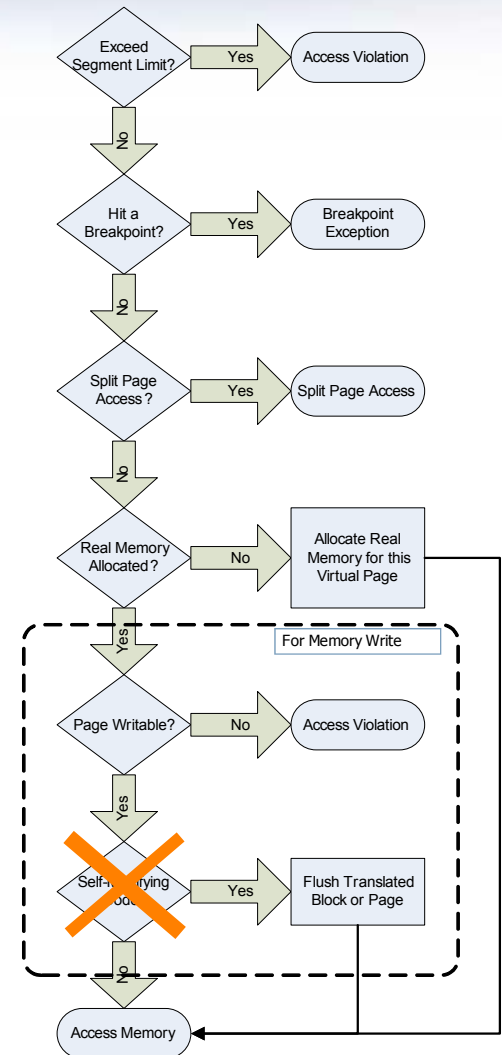
DBT, demystified (Con't)

- Improved memory design – method #3
 - Use hardware protection instead of insertion of explicit address checks.
 - Require Ring0 programming.
 - Provide the best of DBT and direct execution.



DBT, demystified (Con't)

- Self-modifying code
 - Write to translated code
 - Entry in TC becomes stale:
 - Flash the whole TC
 - Flash the block
 - Complicate SMC check
 - Flash the page
 - Simplify SMC check



Unique challenges and opportunities of DBT for AV

- Translation time can't be the bottleneck
 - Some optimizations might not worth the effort.
 - Translation might cause SMC on host machine.
- Build DBT on top of the interpreter:
 - Allow quick proof-of-concept of DBT.
 - Pack some large executables with UPX.
 - Just translate the UPX unpacking code in POC.
 - Only translate frequent loops.
 - Knowledge of the current state during translation.

The road ahead...

- Continue the transition from interpretation to DBT.
- Continue to squeeze more out of DBT.
- Explore the impact of hardware virtualization for emulation in AV.
- More research and collaboration in emulation.

Questions?

- **Thank you!**
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