



Metamorphic Code

Advanced Computer Networks

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Overview

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 - Why polymorphic or metamorphic code?
 - Use the force
 - Difference between Metamorphic and Polymorphic code
 - Polymorphic code cycle
- Metamorphic code
 - Levels of Metamorphism
 - Code confusion – opcode level
 - Problems
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Introduction

- Some state of the art viruses use metamorphic code engines to “hide” their deciphering routines:

Evol, Zperm, ... → Z0mbie

- Because of identifying that viruses is a great problem, that lead us to some questions:
 - What is metamorphic code?
 - Can it be used for shellcode?
 - Are there problems?



Why polymorphic or metamorphic code?

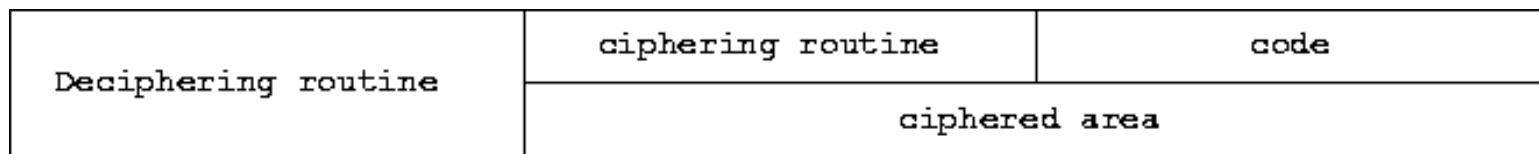
- Shellcode and Virus detection is “easy” if there are no caveats
- Virus scanners and IDS systems search for similar code parts
 - Producers of malicious code have to prevent this:
 - ciphering techniques
 - hide/exchange of decryption part
- Timing constraints are friendly to the bad!



Use the force

- Virus
- Shellcode

→ “Vulnerability” is the deciphering routine



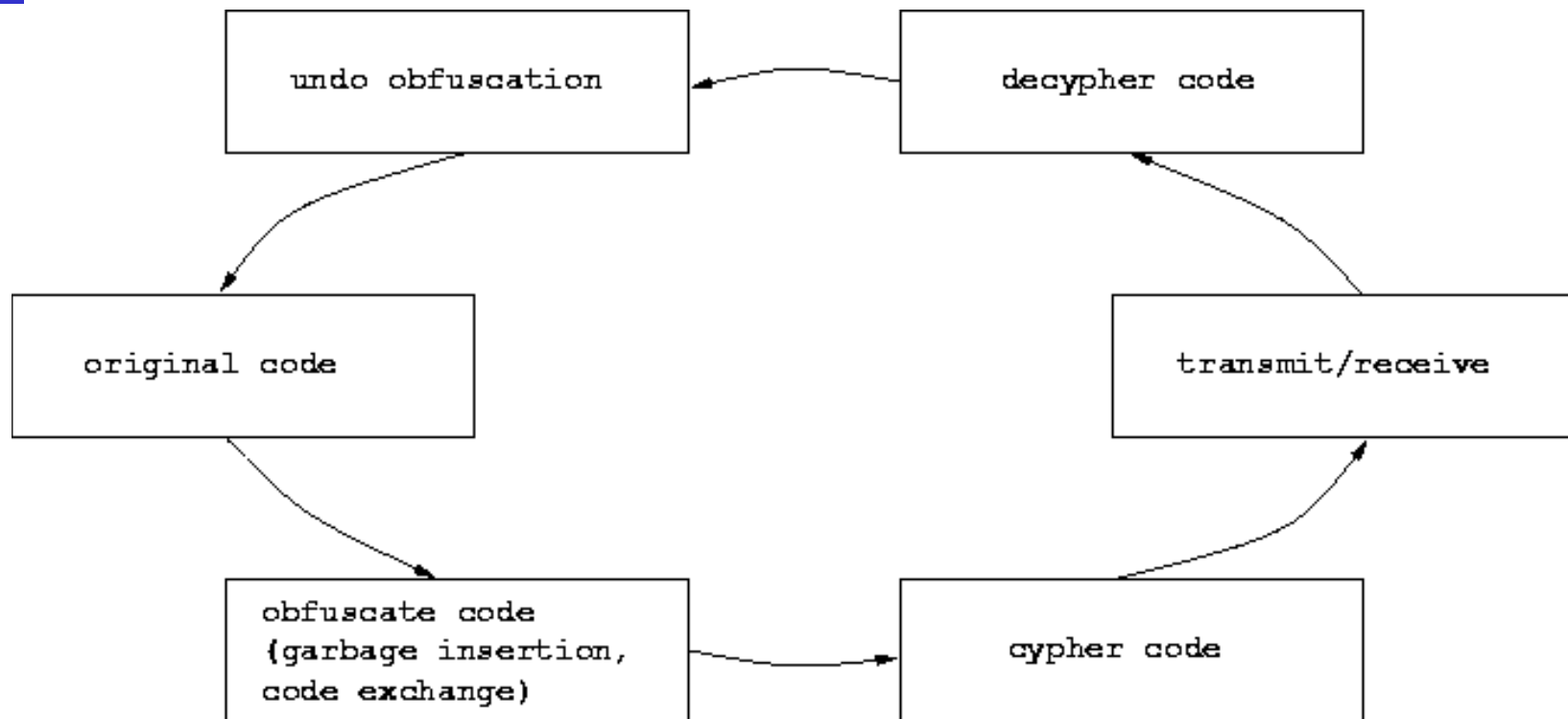
Malicious code structure (virus, shellcode)



Difference between Metamorphic and Polymorphic code

- Polymorphic code always “returns” to the code origin
- Metamorphic code doesn't!
It creates an incredible amount of different versions by using simple (theoretical!) methods.

Polymorphic code cycle



Malicious polymorphic code cycle

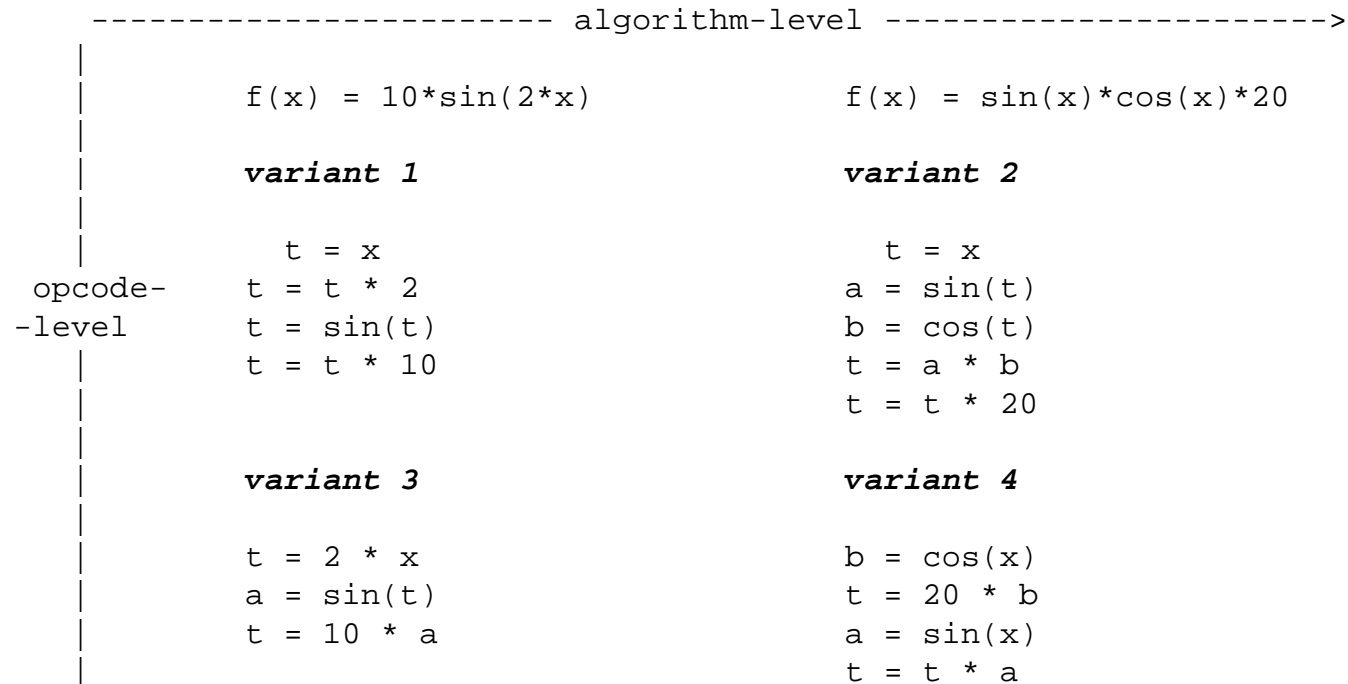


Levels of Metamorphism

- Algorithm level
 - Interchangeable blocks of algorithmic code may have variants
- Opcode level
 - Each pseudo-language element may be converted into different sets of opcode

Levels of Metamorphism - Example

Task: calculate $f(x) = 10 * \sin(2 * x)$





Code confusion – opcode level

- Swap sequence of blocks/procedures
 - n blocks lead to $n!$ different generations!
- Insert NOPs (*garbage insertion*)
 - NOP – opcode tables
- Insert Jumps and/or Calls
- Exchange well known code sequences
 - `xor eax, eax` changes to
`sub eax, eax`



Code confusion – opcode level

- Change relative addresses

- `mov edx, 5151EC8Bh`

- `mov edx, 5FC000CBh`

- code alignment techniques!

- Register exchange

- `mov [esi], edi`

- `mov [esi], ebx`

NOP equivalent opcodes for shellcodes

Arch	Code (hex, 00=wild)	Opcode
HPPA	08 21 02 9a	xor %r1,%r1,%r26
HPPA	08 41 02 83	xor %r1,%r2,%r3
HPPA	08 a4 02 46	or %r4,%r5,%r6
HPPA	09 04 06 8f	shladd %r4,2,%r8,%r15
HPPA	09 09 04 07	sub %r9,%r8,%r7
HPPA	09 6a 02 8c	xor %r10,%r11,%12
HPPA	09 cd 06 0f	add %r13,%r14,%r15
Sprc	20 bf bf 00	bn -random
IA32	27	daa
IA32	2f	das
IA32	33 c0	xor %eax,%eax
IA32	37	aaa
IA32	3f	aas
IA32	40	inc %eax
IA32	41	inc %ecx
IA32	42	inc %edx
IA32	43	inc %ebx
IA32	44	inc %esp
IA32	45	inc %ebp
IA32	46	inc %esi
IA32	47	inc %edi
IA32	48	dec %eax,
IA32	4a	dec %edx
IA32	4b	dec %ebx
IA32	4c	dec %esp
IA32	4d	dec %ebp,
IA32	4e	dec %esi
IA32	4f	dec %edi

...



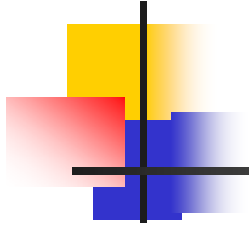
Problems

- Metamorphic code generation is very complex
- No general code generation engines available – *fortunately!*
- opcode level generation requires assembler pro
- Self-modifying code has some operating system spin offs!? (e.g. caching)



Personal interest

- Finding and using latest information to metamorphic code generation
- Developing and writing of a simple metamorphic engine
- Use the engine on shellcodes and challenge with detection-group at IAIK ;-)



Questions?