

Malware I

Understanding Windows architecture, PE files, and
malware tradecraft

Start Week 6 →

```
7a85 dabd 8b48 892c a7c3 4cb4 e24c 3b40
8e66 2eb8 7ac1 a36d 95dc b150 8b84 3d02
782e 32bf d9d7 f400 f1ad 7fac b258 6fc6
e966 c004 d7d1 d16b 024f 5805 ff7c b47c
7a85 dabd 8b48 892c a7ad 7fac b258 6fc6
7a85 dabd 8b48 892c a7ad 7fac b258 6fc6
e966 c004 d7d1 d16b 024f 5805 ff7c b47c
371b f798 90fb 1861 2d53 e282 bb5e 8cd0
7aea 31e9 9659 d7d9 f6ad 7fac b258 6fc6
```



Malware Objectives

It's the job of the reverse engineer to discover the objectives of a malware sample. One common objective is for financial gain.

- Ransomware that encrypts data and demands a ransom payment
- Information stealers that harvest credentials, cookies, or crypto wallets
- Banking trojans that inject in to browsers to hijack transactions
- Espionage by states of political, military, and other information
- Cyberattacks by states on critical infrastructure and military capabilities



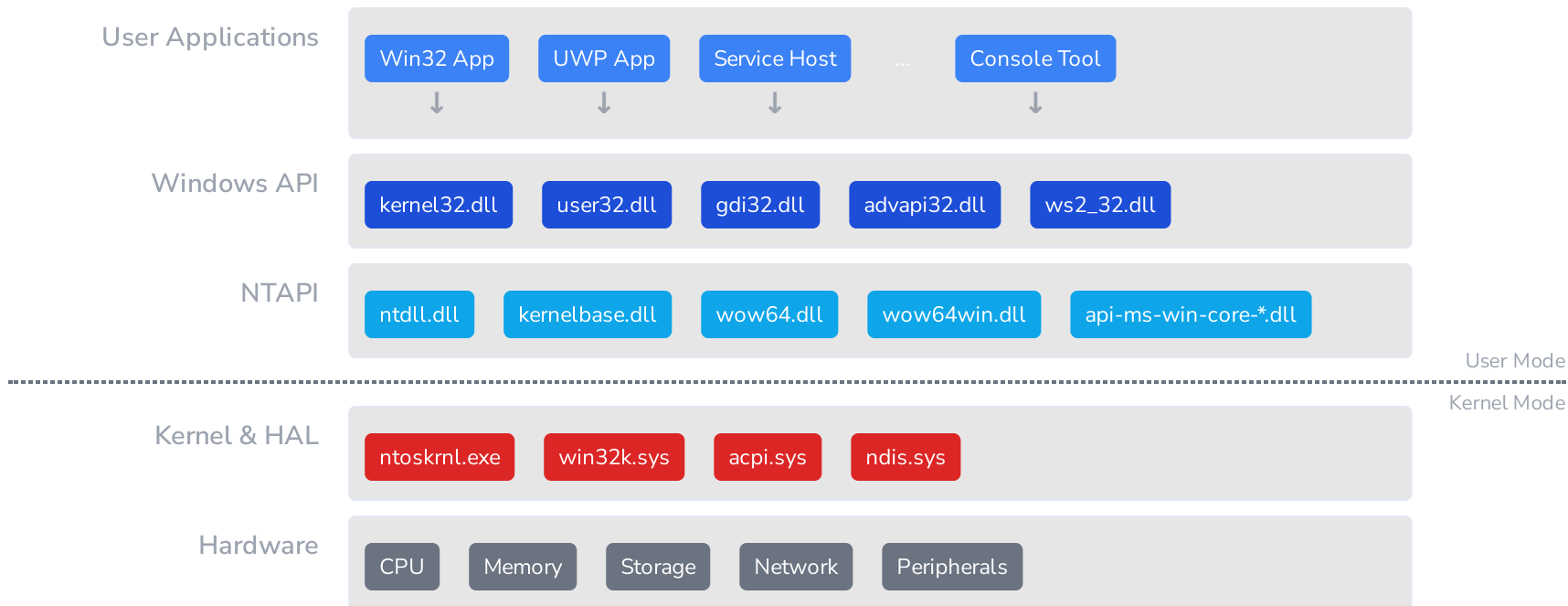
Malware Platforms

- Malware can target many platforms
- Some sources report >95% of malware targets windows
- Next few weeks we'll be focused on windows



Operating System Architecture

Most concepts from Linux carry over, but Windows layers them differently.



Quick comparison between Windows and Linux

- Dynamically loaded libraries are `.dlls`
- Drivers are usually `.sys`
- Main executable file format is the Portable Executable (`PE`)
- Main scripting language is *powershell*



Windows Directory Structure

Overview of the file system.

- System binaries in `%SystemRoot%`
- User data and Startup folders per profile
- Artifacts under `ProgramData` and `AppData`

- ▼  **C:** System drive
 - ▶  **Windows** Core OS binaries
 - ▶  **Program Files** 64-bit applications
 - ▶  **Program Files (x86)** 32-bit applications
 - ▶  **ProgramData** Machine-wide app data
 - ▶  **Users** Profiles
 - ▶  **System Volume Information** Restore points
 - ▶  **\$Recycle.Bin** Deleted file artifacts
 - ▶  **Logs** Custom log locations (if present)



Windows Registry Overview

The registry is a hierarchical database.

- Keys and subkeys act like folders; values store data such as `REG_SZ`, `REG_DWORD`, `REG_BINARY`
- Backed by hive files in `%SystemRoot%\System32\Config` plus per-user `NTUSER.DAT` / `USRCLASS.DAT`

- ▼  **Registry** Logical hive view
 - ▶  **HKLM** Machine-wide settings
 - ▶  **HKCU** Current user hive
 - ▶  **HKCR** File associations & COM
 - ▶  **HKU** Mounted user profiles
 - ▶  **HKCC** Current hardware profile



Registry Entries to Watch

Registry Path	Analyst Focus
HKLM\SYSTEM\CurrentControlSet\Services	Service/driver installs, malicious autostarts
HKLM\SOFTWARE\Microsoft\Windows NT\CurrentVersion\Winlogon	Shell, Userinit, GINA persistence
HKLM\SOFTWARE\Microsoft\Windows\CurrentVersion\Run	Machine-wide startup programs
HKCU\Software\Microsoft\Windows\CurrentVersion\Run	User startup (per-profile persistence)
HKCU\Software\Classes\CLSID	COM hijacking, shell extension abuse
HKCU\Software\Microsoft\Office*	Macro trust, add-in persistence



Portable Executable Overview

PE files start with a DOS header that points to the NT headers containing loader metadata.

```
typedef struct _IMAGE_DOS_HEADER {  
    WORD    e_magic;    // "MZ"  
    WORD    e_cblp;  
    WORD    e_cp;  
    WORD    e_crlc;  
    WORD    e_cparhdr;  
    WORD    e_minalloc;  
    WORD    e_maxalloc;  
    WORD    e_ss;  
    WORD    e_sp;  
    WORD    e_csum;  
    WORD    e_ip;  
    WORD    e_oem;
```

```
typedef struct _IMAGE_NT_HEADERS64 {  
    DWORD Signature;    // "PE\0\0"  
    IMAGE_FILE_HEADER FileHeader;  
    IMAGE_OPTIONAL_HEADER64 OptionalHeader;  
} IMAGE_NT_HEADERS64;
```

```
typedef struct _IMAGE_FILE_HEADER {  
    WORD    Machine;  
    WORD    NumberOfSections;  
    DWORD    TimeDateStamp;  
    DWORD    PointerToSymbolTable;  
    DWORD    NumberOfSymbols;
```



PE Sections & Directories

Common Sections

- `.text` – executable code
- `.rdata` – imports, constants
- `.data` – initialized globals
- `.pdata` – exception handling (x64)
- `.reloc` – base relocations
- `.rsrc` – resources (icons, dialogs)

Data Directories

- Import Table – DLL dependencies, function thunks
- Export Table – provided APIs
- Resource Table – embedded payloads
- Relocation Table – ASLR support
- TLSTable – thread local storage callbacks
- Load Config – Control Flow Guard, SEH



Windows API Reference

Provides useful information for the reverse engineer when these functions are imported.



Windows API Example

```
#include <windows.h>
#include <stdio.h>

int wmain() {
    const wchar_t *path = L"C:\\\\Temp\\\\example.txt";

    HANDLE file = CreateFileW(
        path,
        GENERIC_READ | GENERIC_WRITE,
        FILE_SHARE_READ,
        nullptr,
        OPEN_ALWAYS,
        FILE_ATTRIBUTE_NORMAL,
        nullptr);

    if (file == INVALID_HANDLE_VALUE) {
        DWORD err = GetLastError();
        wprintf(L"CreateFile failed: %lu\n", err);
        return 1;
    }

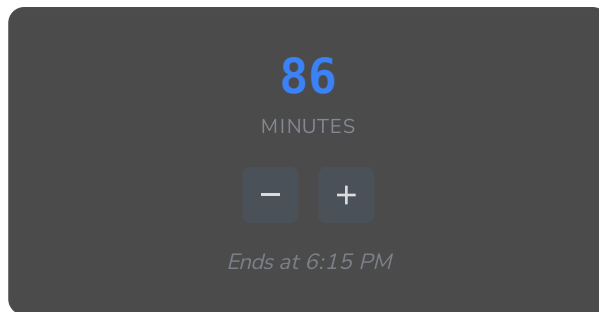
    const char payload[] = "Hello Windows API!\\r\\n";
    DWORD bytesWritten = 0;
```



Lab 1

Portable Executable triage and header parsing.

<https://hacs408e.umd.edu/labs/week-06/lab-1/>



Malware Analyst Focus Areas

The rapid pace of cyberattacks makes quick malware triage useful. We can discover a lot about a sample just by running it and monitoring for file system changes, network activity, and registry changes.

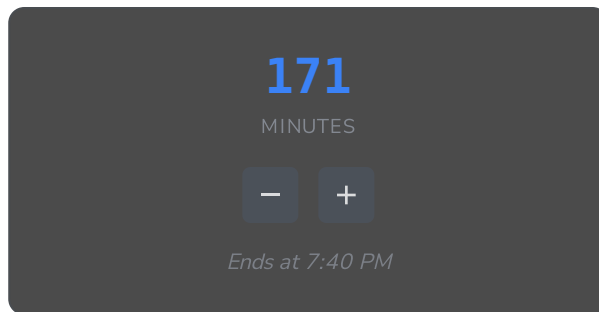
- Payloads
- System modifications
- Persistence
- Command and control
- Evasion
- Origins
- Signatures



Lab 2

Windows malware behavior analysis.

<https://hacs408e.umd.edu/labs/week-06/lab-2/>



Homework

- Homework due next week
- Quiz on networking basics next week

