

High Accuracy Attack Provenance via Binary-Based **Ex**Execution **P**artition (**BEEP**)

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Xiangyu Zhang,
Dongyan Xu

NDSS 2013, Feb 25 - 27

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Introduction

- Attack provenance is important
 - Determine the “entry point” of an attack
 - Understand the damage to the victim system

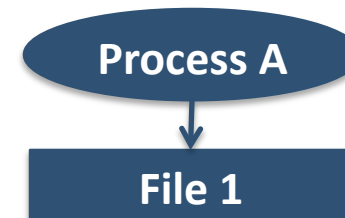


Introduction

- Previous approaches
 - Generate causal graph by detecting system level dependences

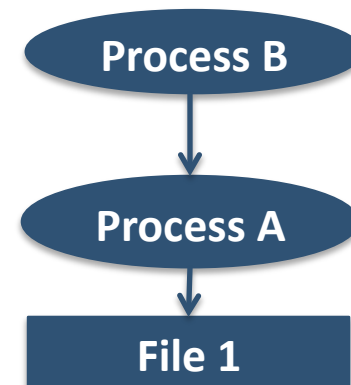
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 - Process \leftrightarrow File



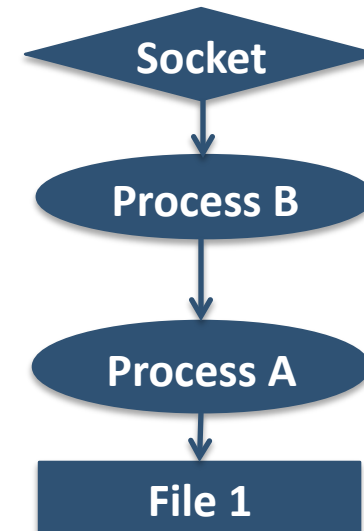
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 - Generate causal graph by detecting system level dependences
 - Process \leftrightarrow File
 - Process \rightarrow Process



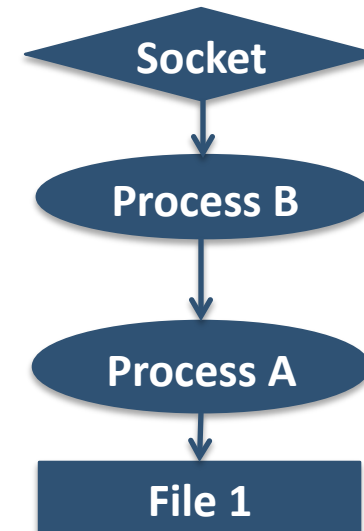
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 - Generate causal graph by detecting system level dependences
 - Process \leftrightarrow File
 - Process \rightarrow Process
 - Process \leftrightarrow Socket



Introduction

- Previous approaches
 - Generate causal graph by detecting system level dependences
 - Process \leftrightarrow File
 - Process \rightarrow Process
 - Process \leftrightarrow Socket
 - Limitations
 - Dependence explosion problem
 - Granularity of “process” is too coarse





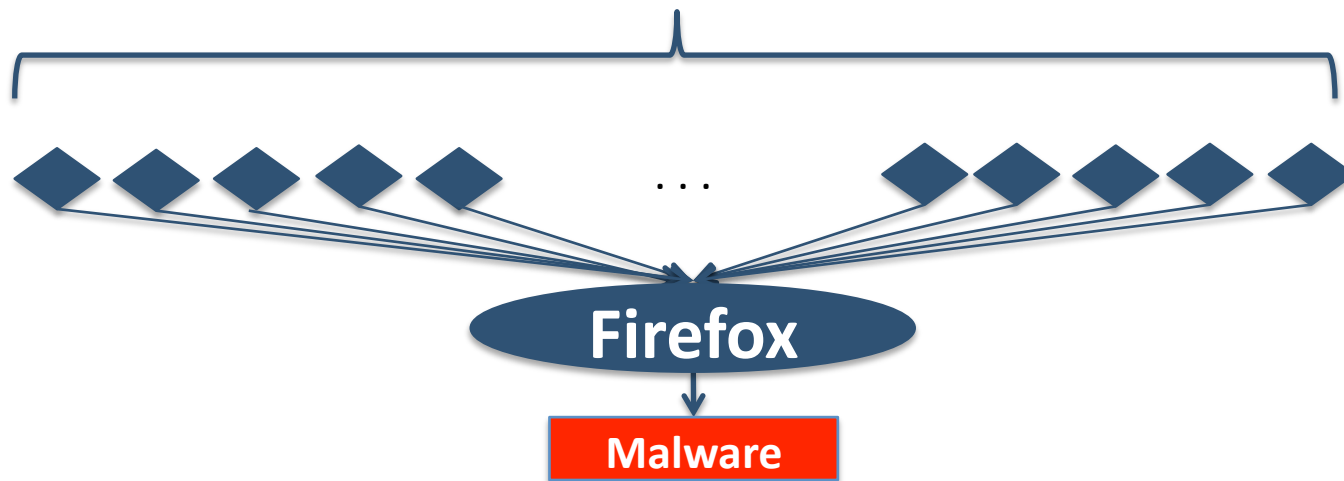
Malware

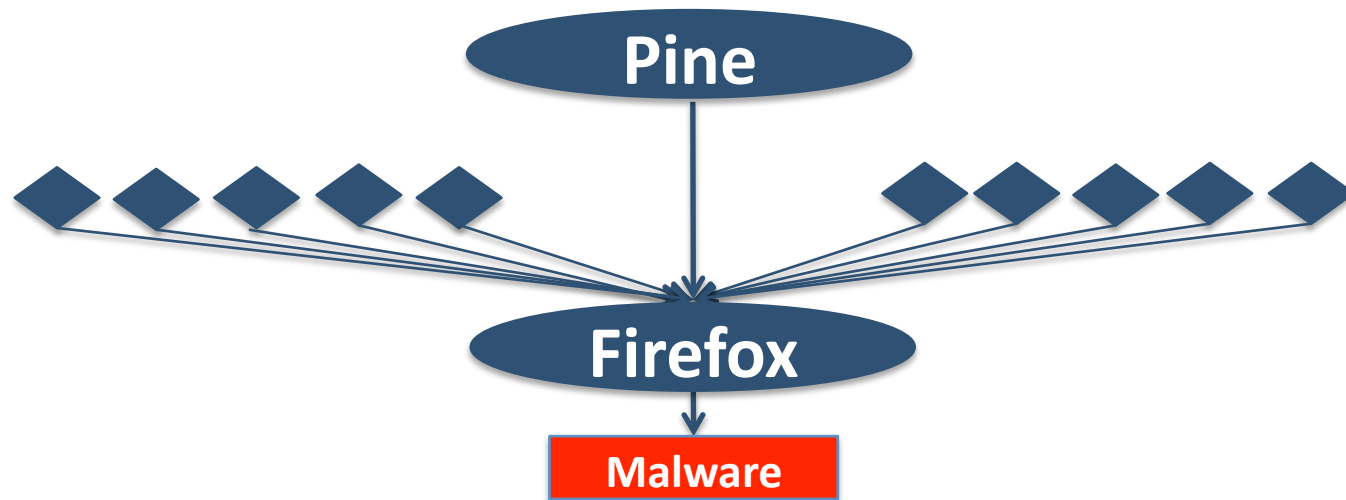
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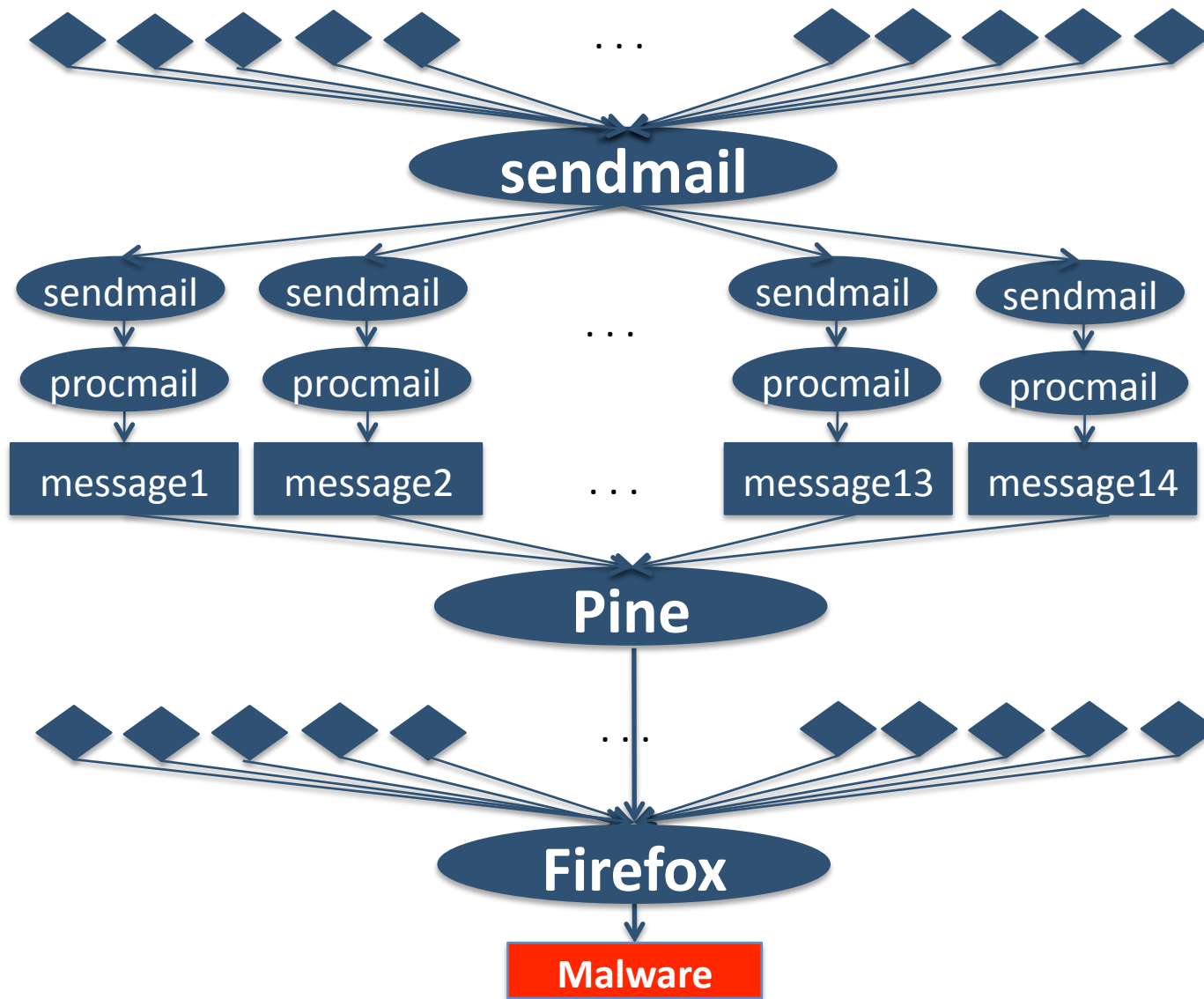




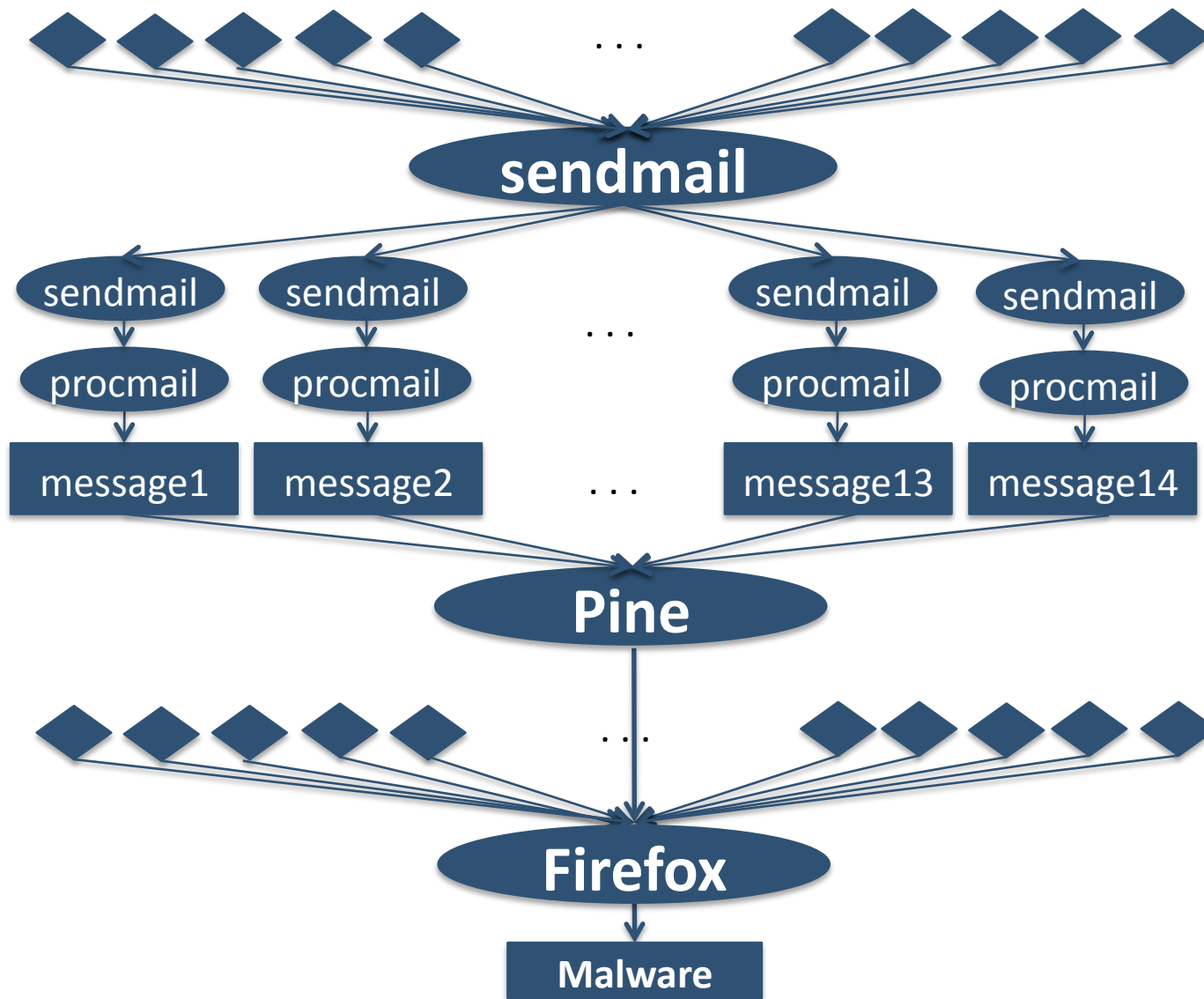
The user visited 11 web sites
Dependence explosion!!
(229 IP Addresses)

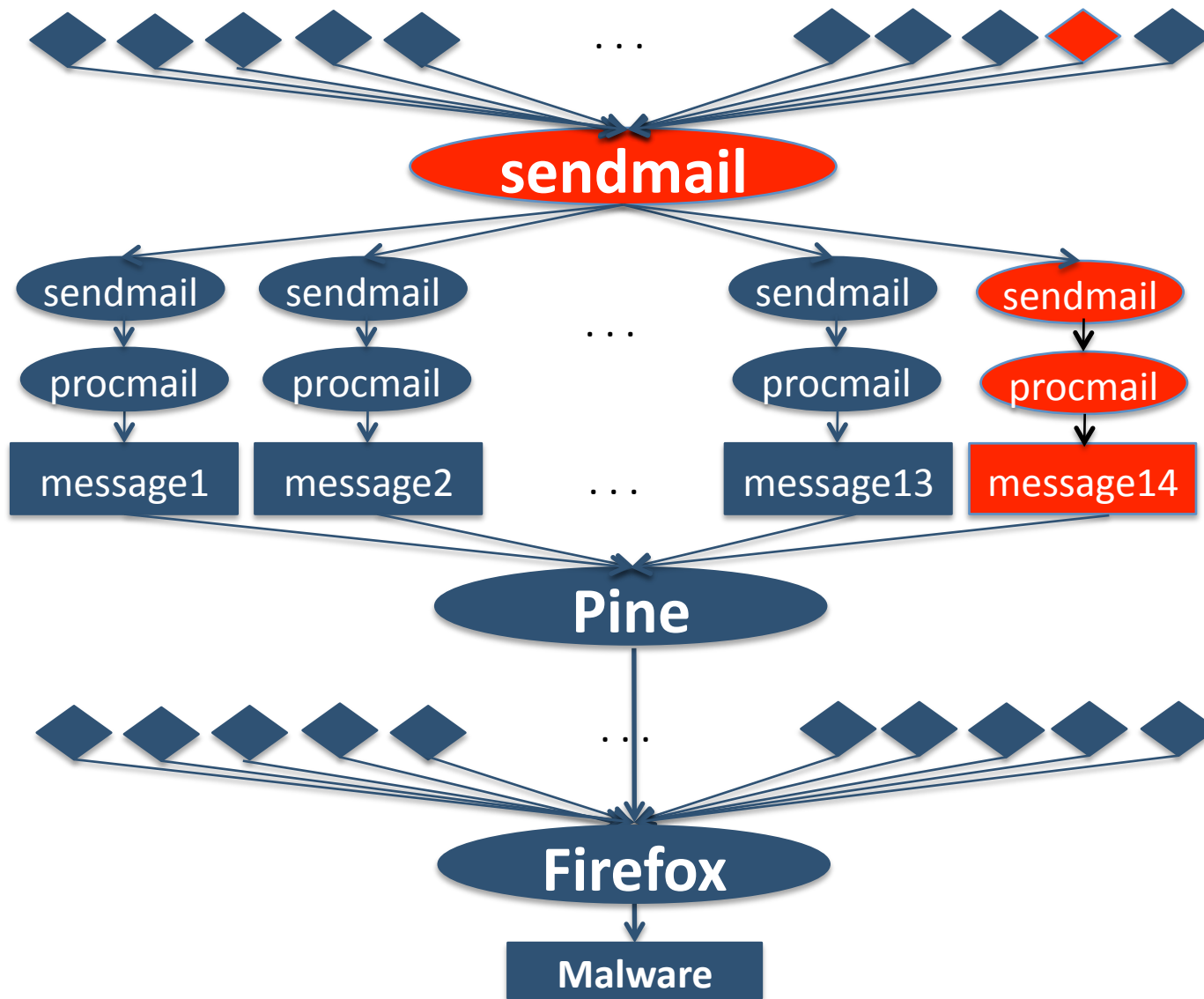


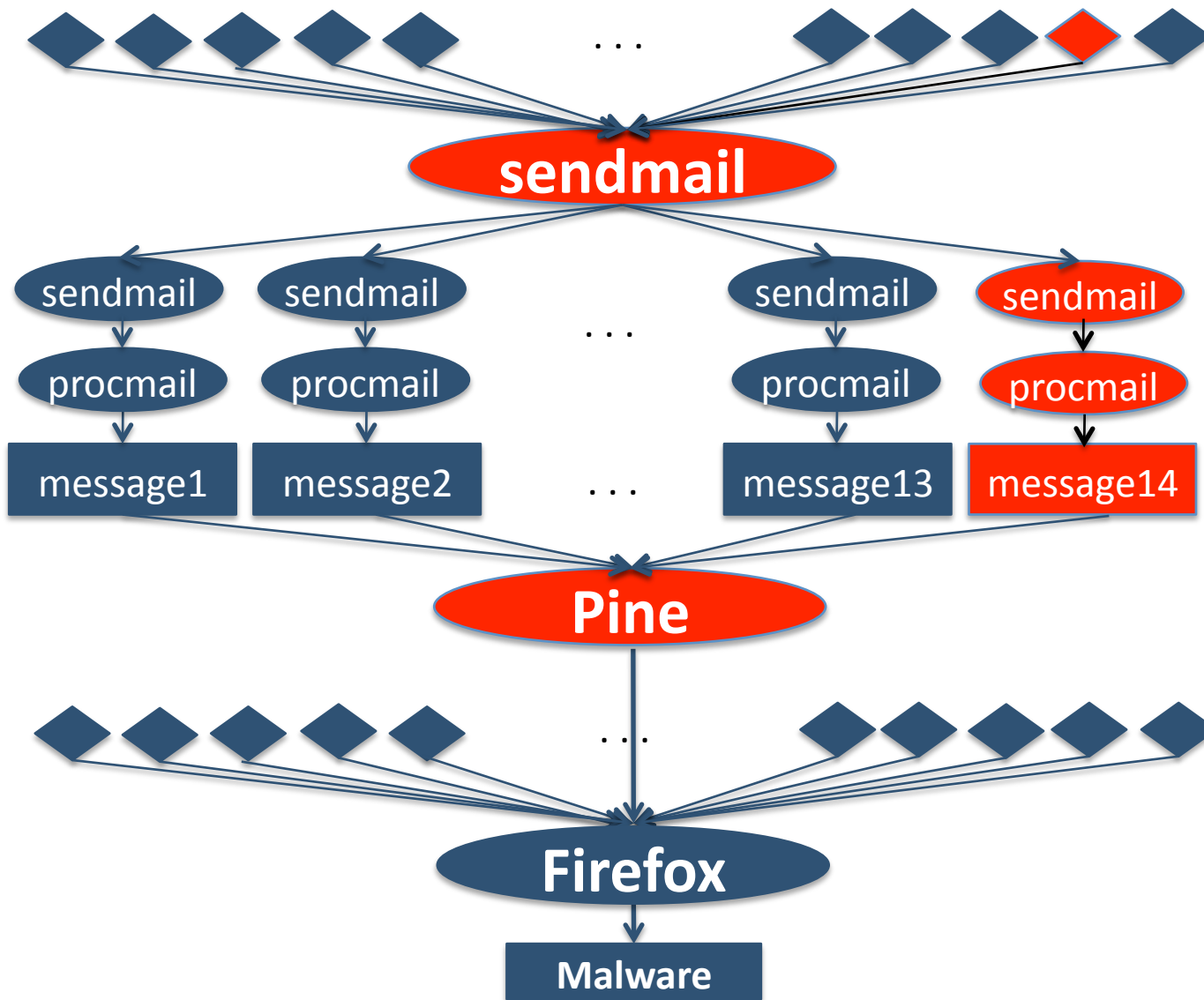




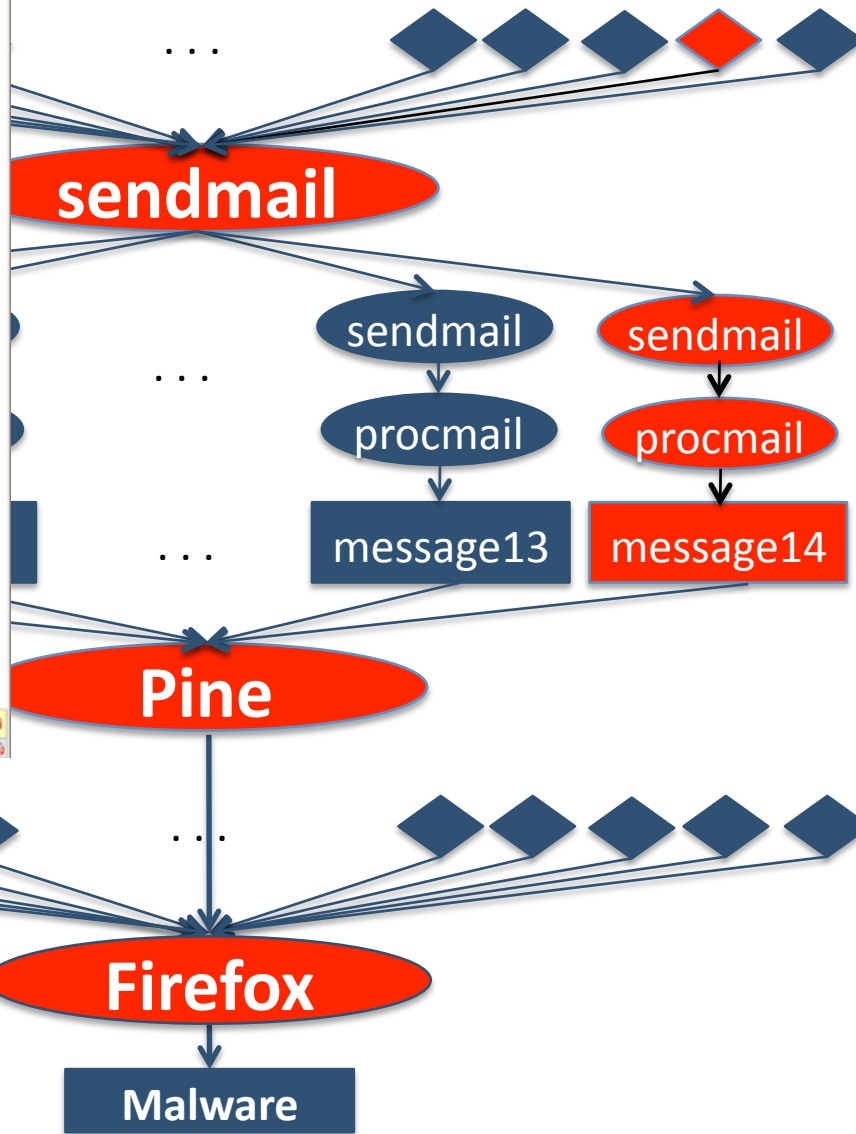


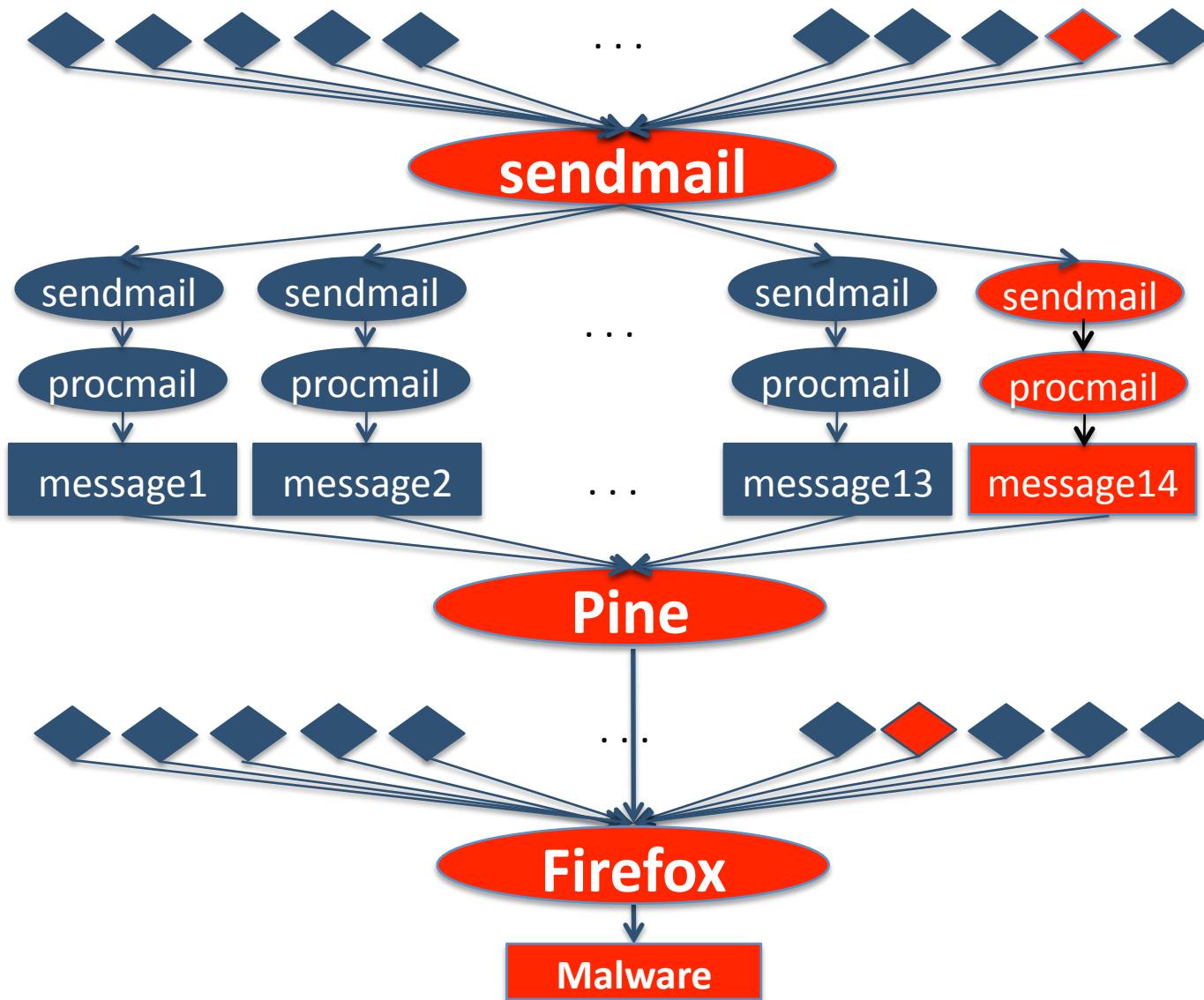






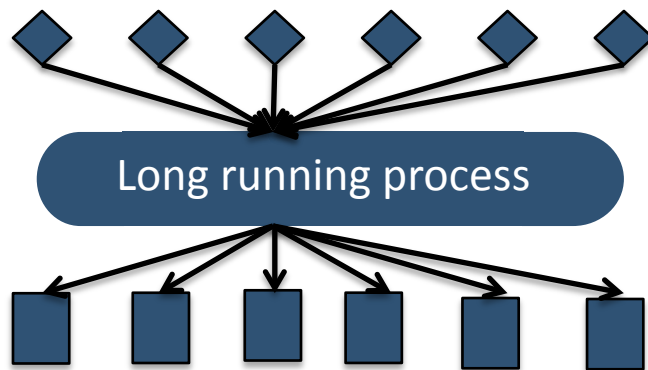






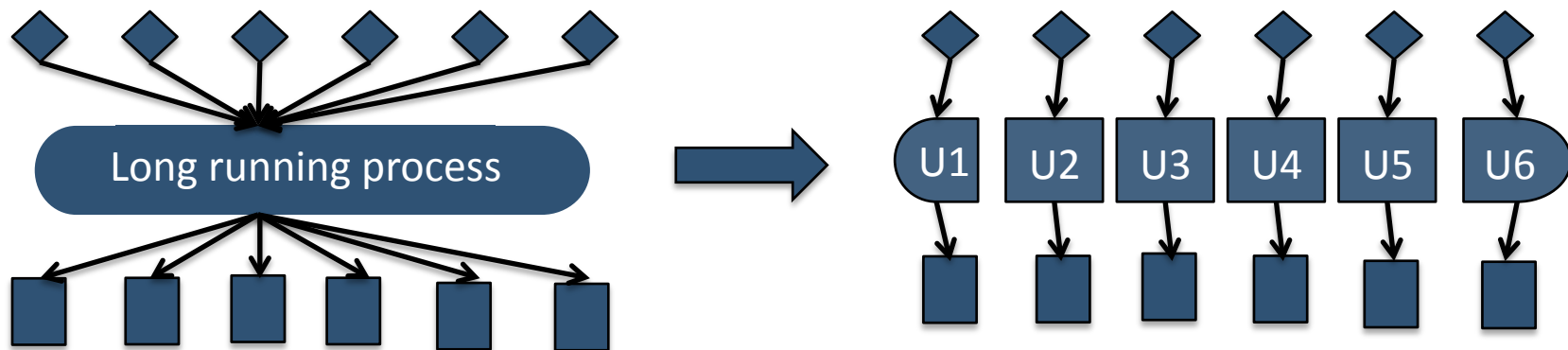
BEEP : Our Approach

- Finer-grained subject : Execution “UNIT”
 - Dynamically partition the execution of a process into autonomous execution segments



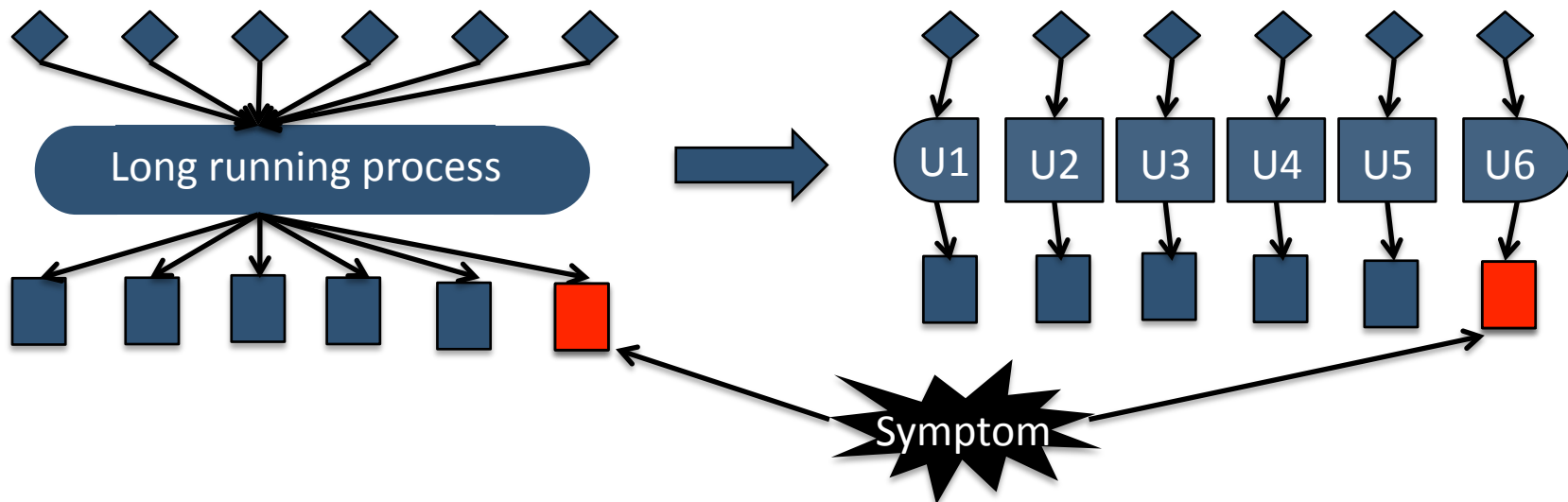
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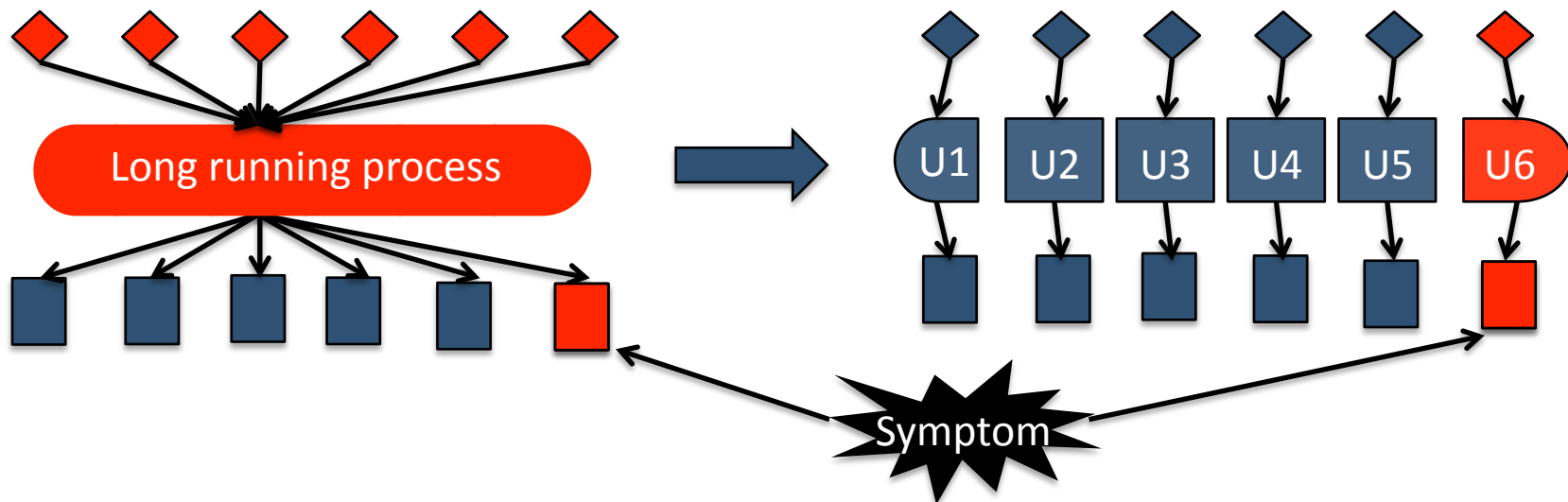
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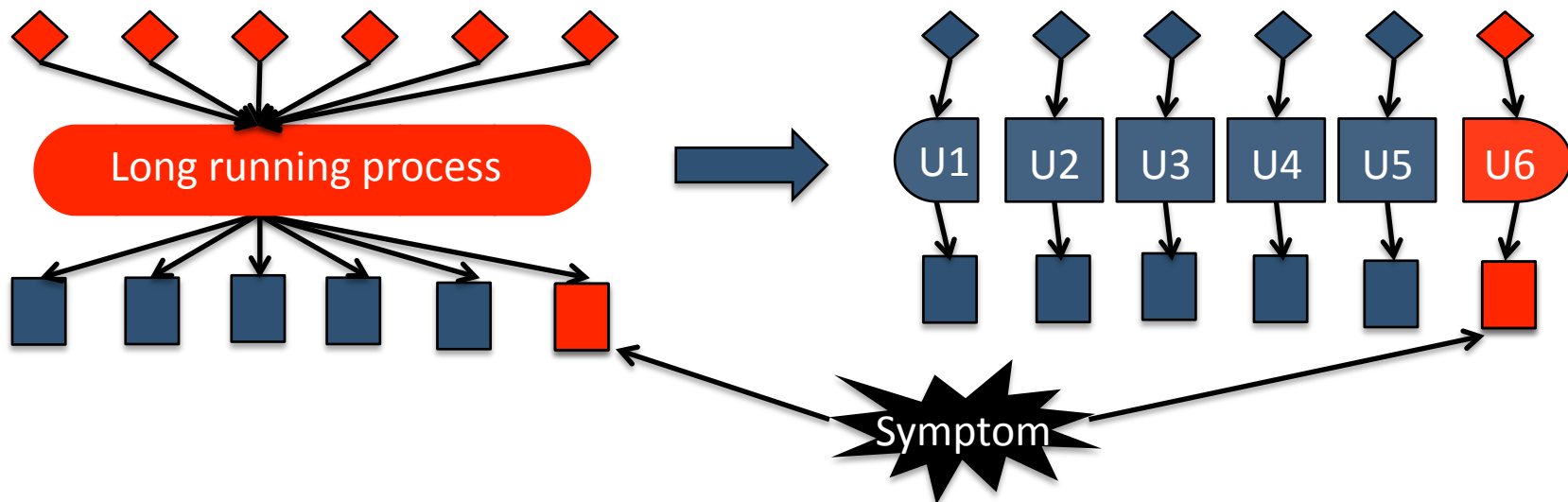
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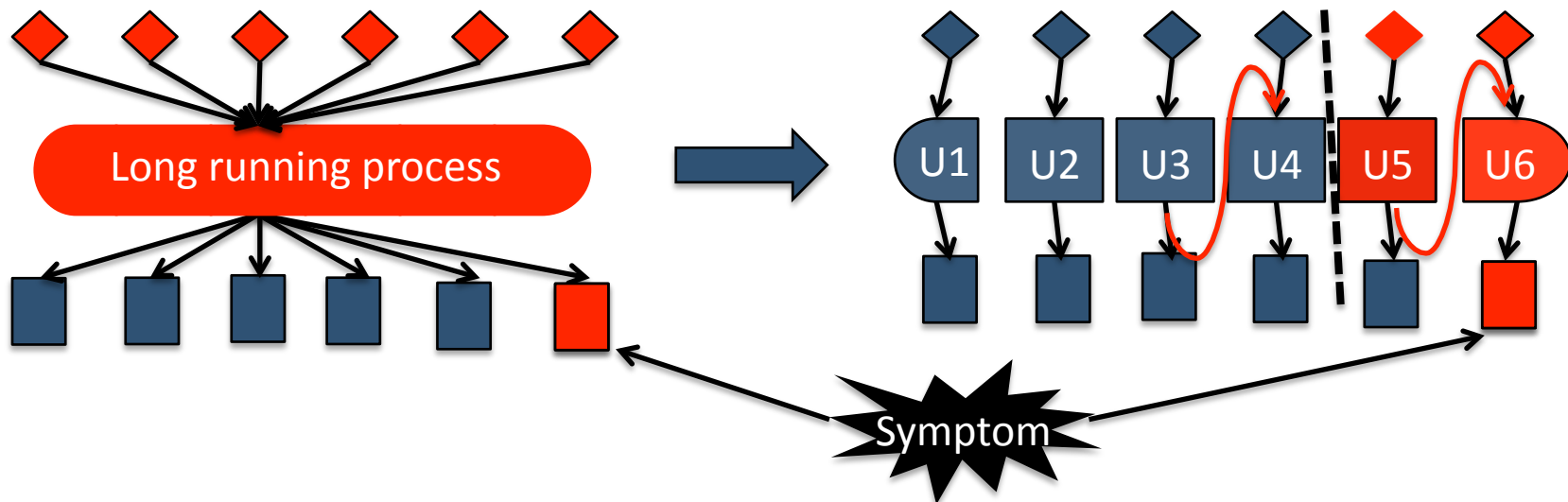
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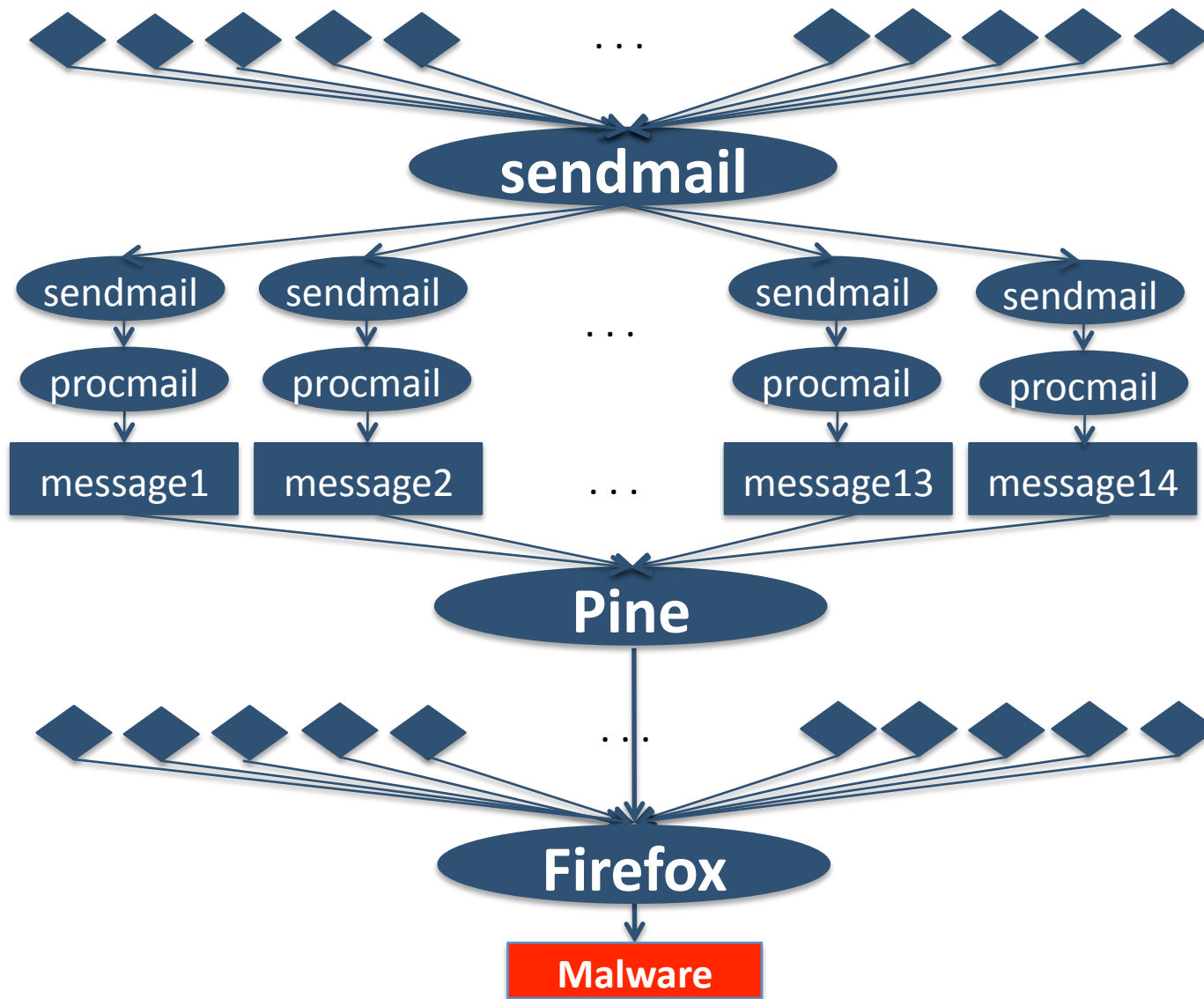
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 - Dynamically partition the execution of a process into autonomous execution segments
 - Units are not always independent
 - Detect causality between units

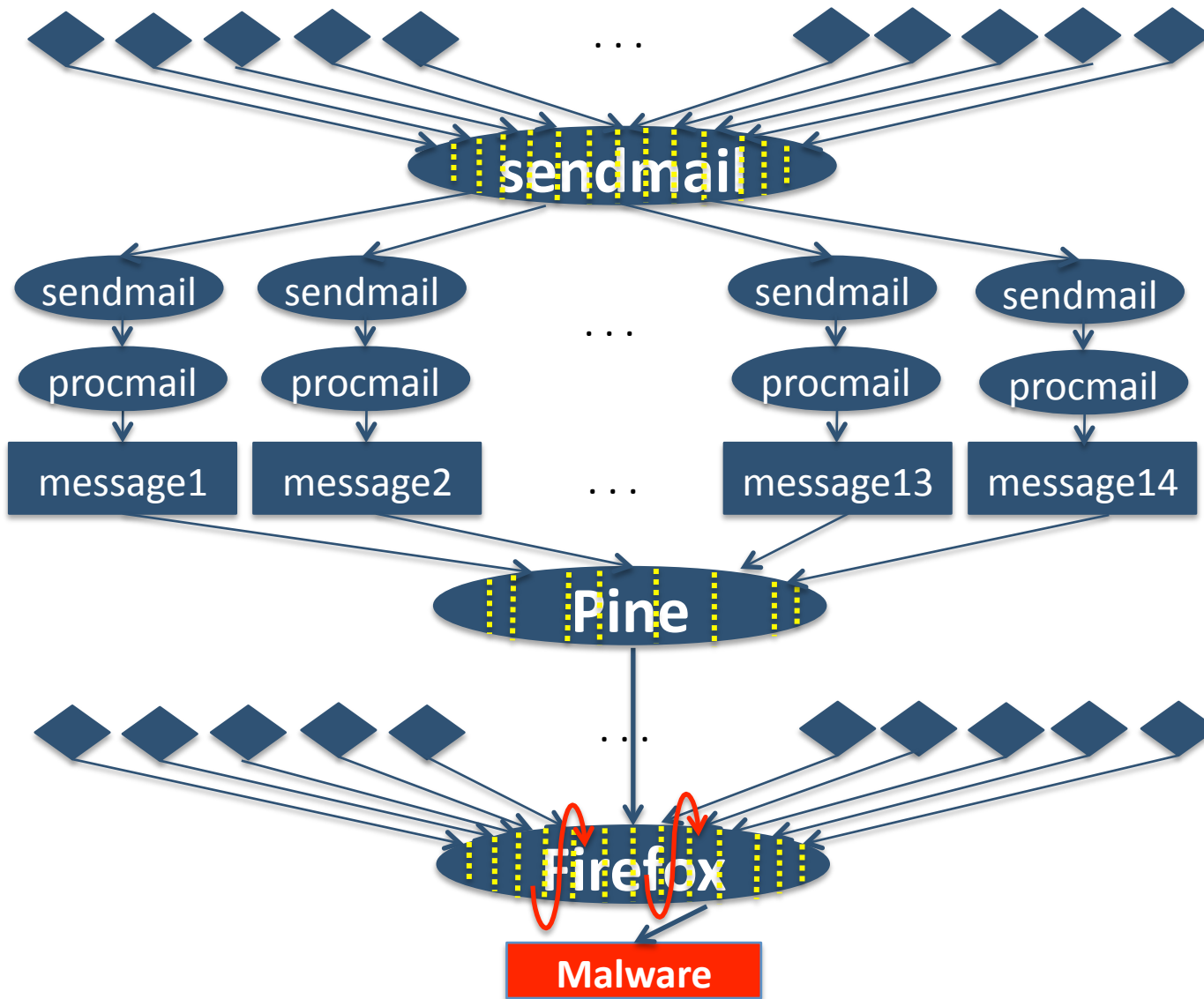


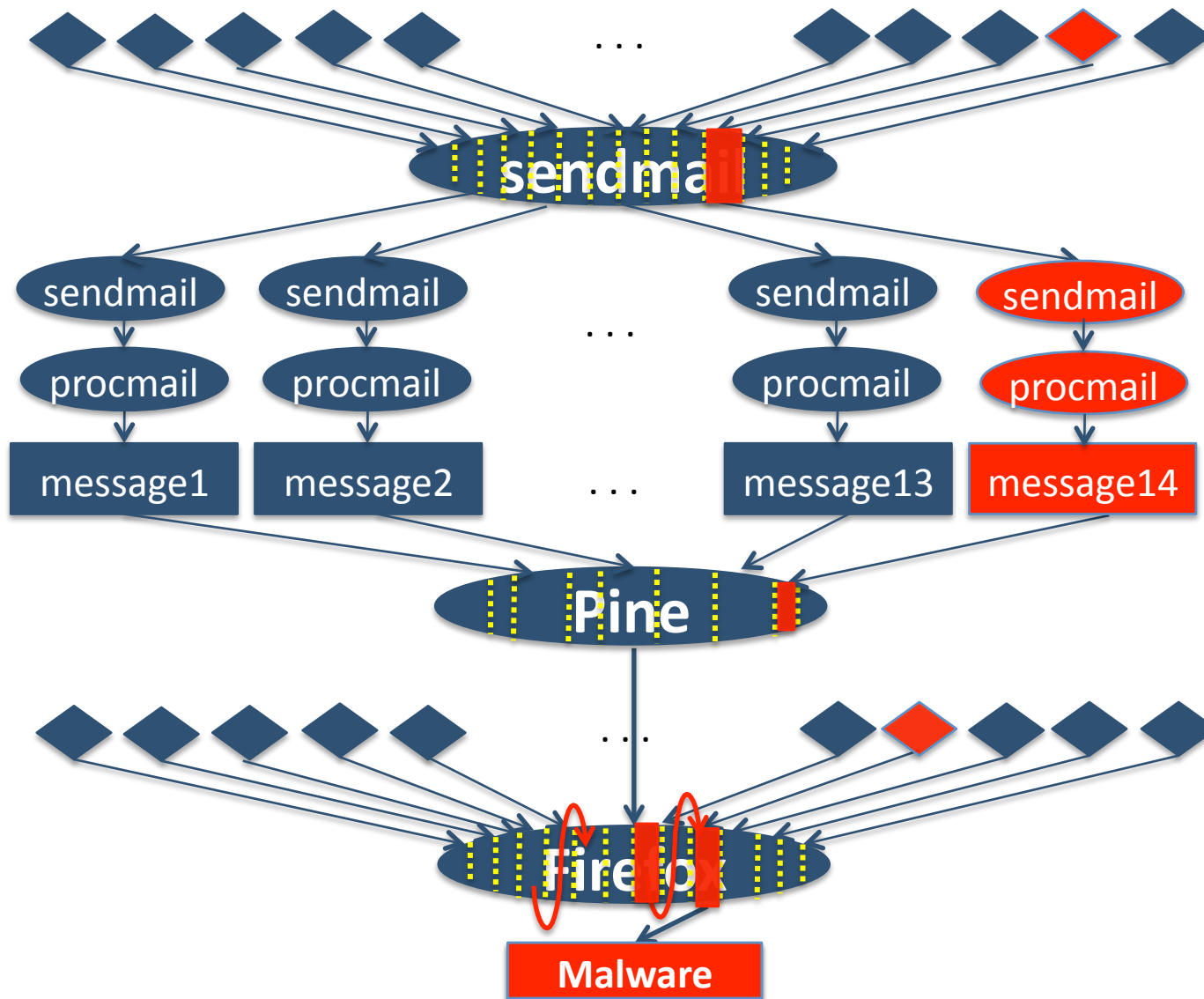
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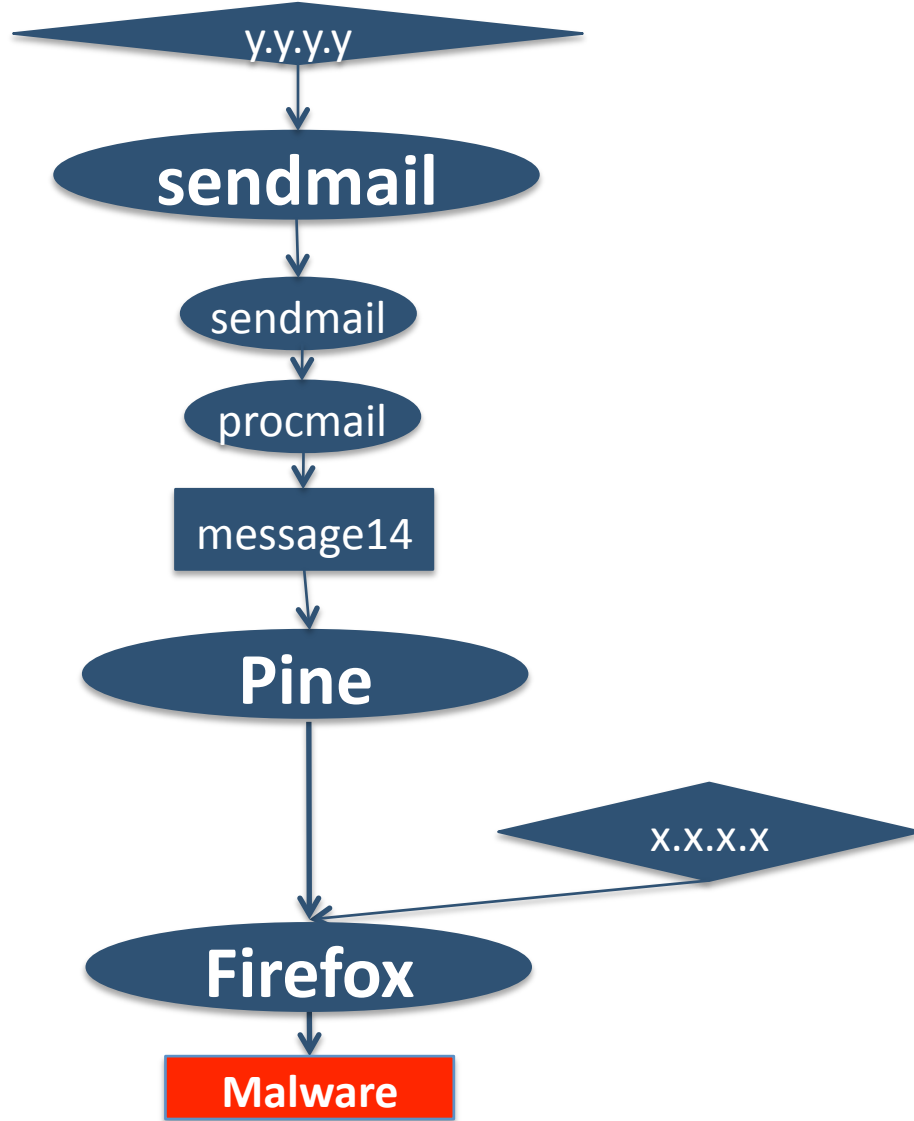
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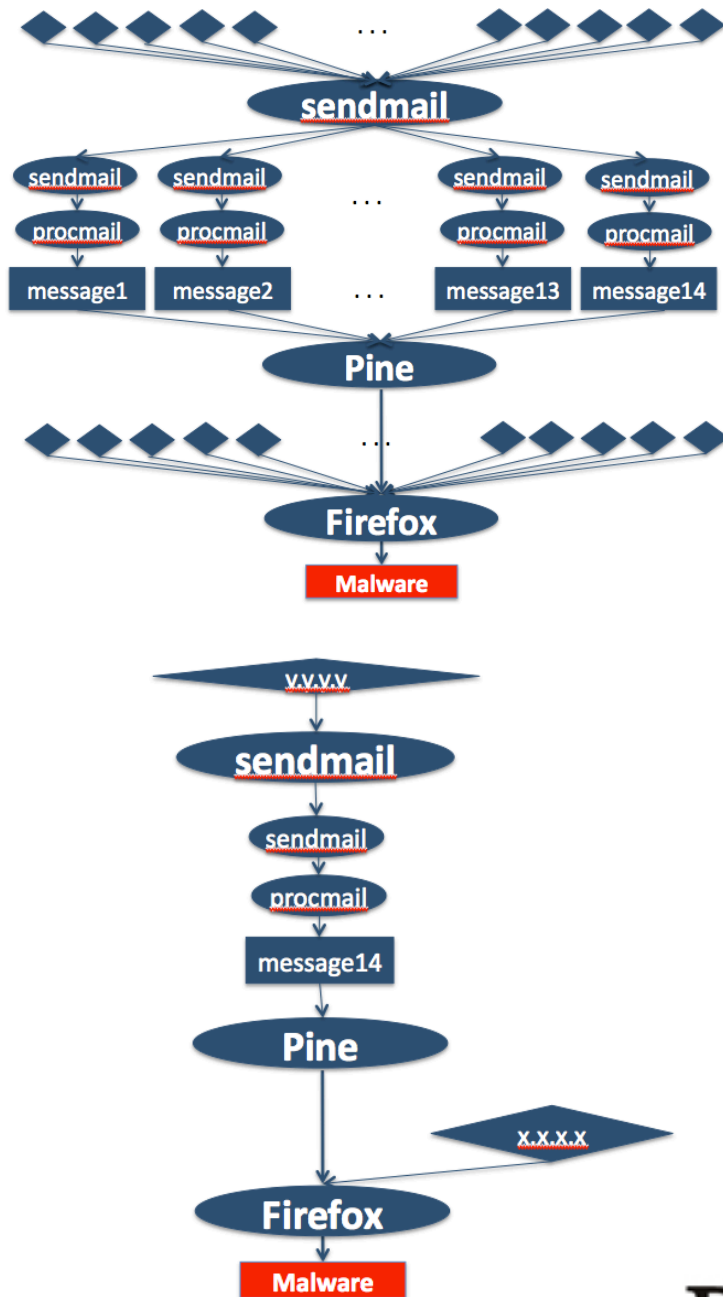




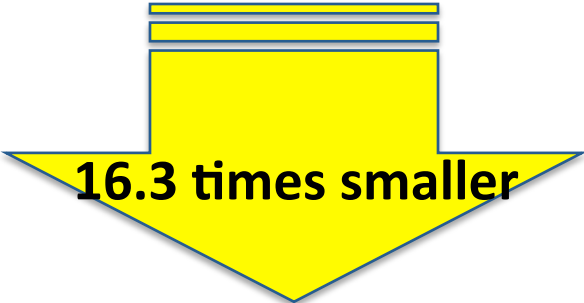








Previous Approach :
51 Processes, 15 Files,
251 Network addresses, 351 Edges



BEEP :
10 Processes, 2 Files,
6 Network addresses, 23 Edges

BEEP : Our Approach

- **BEEP : Binary-based ExEcution Partition**
 - Without source code
 - Reverse engineer units and unit dependences
 - Negligible runtime overhead (1.4% max.)
 - Low space overhead (12.28% avg.)
 - Effective (40.93 times smaller causal graph)

Outline

- Identifying UNITS
- Inter-UNIT Dependences
- How BEEP Works
- Experimental Results
- Conclusion

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Identifying Units

	Category	Total Applications	Loop structured Applications
Servers	Web server	13	13
	Mail server	8	8
	FTP server	6	6
	SSHD server	2	2
	DNS server	9	9
	Database server	4	4
	Proxy server	2	2
	Media server	5	5
	Directory server	3	3
	Version control server	2	2
	Remote desktop server	2	2
UI Programs	Web browser	5	5
	E-mail client	5	5
	FTP client	5	5
	Office	2	2
	Text Editor	3	3
	Image tool	4	4
	Audio player	2	2
	Video player	4	4
	P2P program	6	6
	Messenger	2	2
	File manager	2	2
	Shell program	3	3

Identifying Units

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	Web server	13	13
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Characteristics of long running programs

- ✓ Driven by external requests
- ✓ Dominated by event processing loops

UI Programs	Text Editor	3	3
	Image tool	4	4
	Audio player	2	2
	Video player	4	4
	P2P program	6	6
	Messenger	2	2
	File manager	2	2
	Shell program	3	3

Identifying Units

- Event processing loop

```
void main(..) {  
    while(..) {  
        // Receive request  
        // Process request  
        // Send result  
    }  
}
```

Identifying Units

- Event processing loop

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void main(..) {  
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```

Execution Unit :

Iteration of event
processing loop

Identifying Units

- Detecting Unit Loops
 - High level loop

```
void main(..) {  
  
..  
while(..)  
    // Event process  
  
}
```

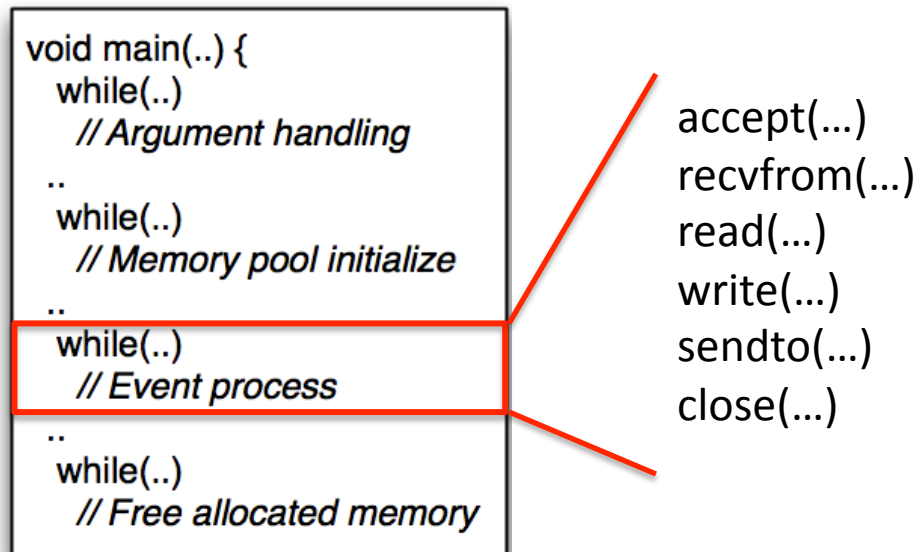
Identifying Units

- Detecting Unit Loops
 - High level loop

```
void main(..) {  
  while(..)  
    // Argument handling  
  ..  
  while(..)  
    // Memory pool initialize  
  ..  
  while(..)  
    // Event process  
  while(..)  
    // Free allocated memory  
}
```


Identifying Units

- Detecting Unit Loops
 - High level loop
 - Receive inputs and produce outputs



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- Identifying UNITS
- **Inter-UNIT Dependences**
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Inter-Unit Dependences

- A unit alone may not correspond to a semantically independent sub-execution

Inter-Unit Dependences

```
593 void *listener_thread(..) {      820 void *worker_thread(..) {
...                                     ...
631 while(1) {                          842 while(!worker_may_exit) {
...                                     ...
742     req=accept_func(..);             862     req=ap_queue_pop();
...                                     ...
768     ap_queue_push(req);             894     process_request(req);
...                                     ...
798 } // while end                      899 } // while end
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810 } // listener_thread end           906 } // worker_thread end
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<Apache-2.2.21> - Multi-thread

Inter-Unit Dependences

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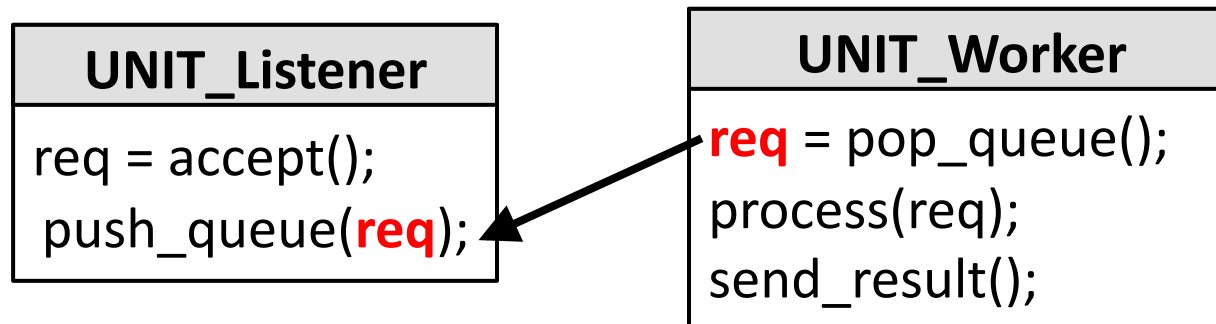
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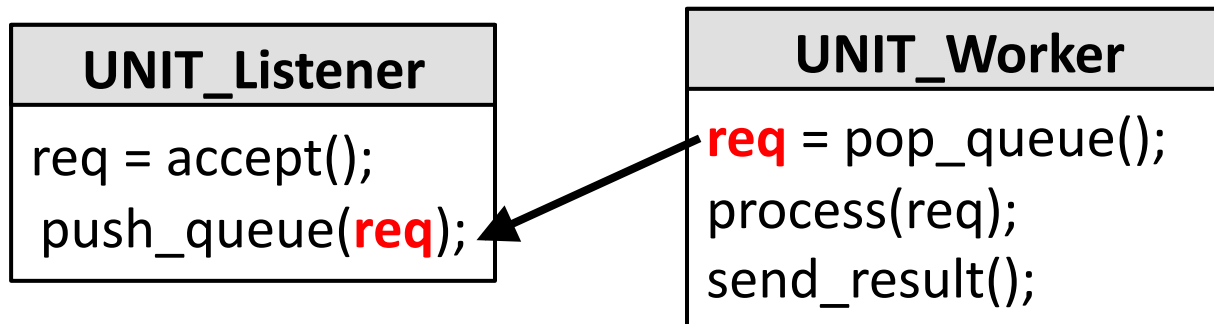
Inter-Unit Dependences

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 - A few units together compose an autonomous sub-execution



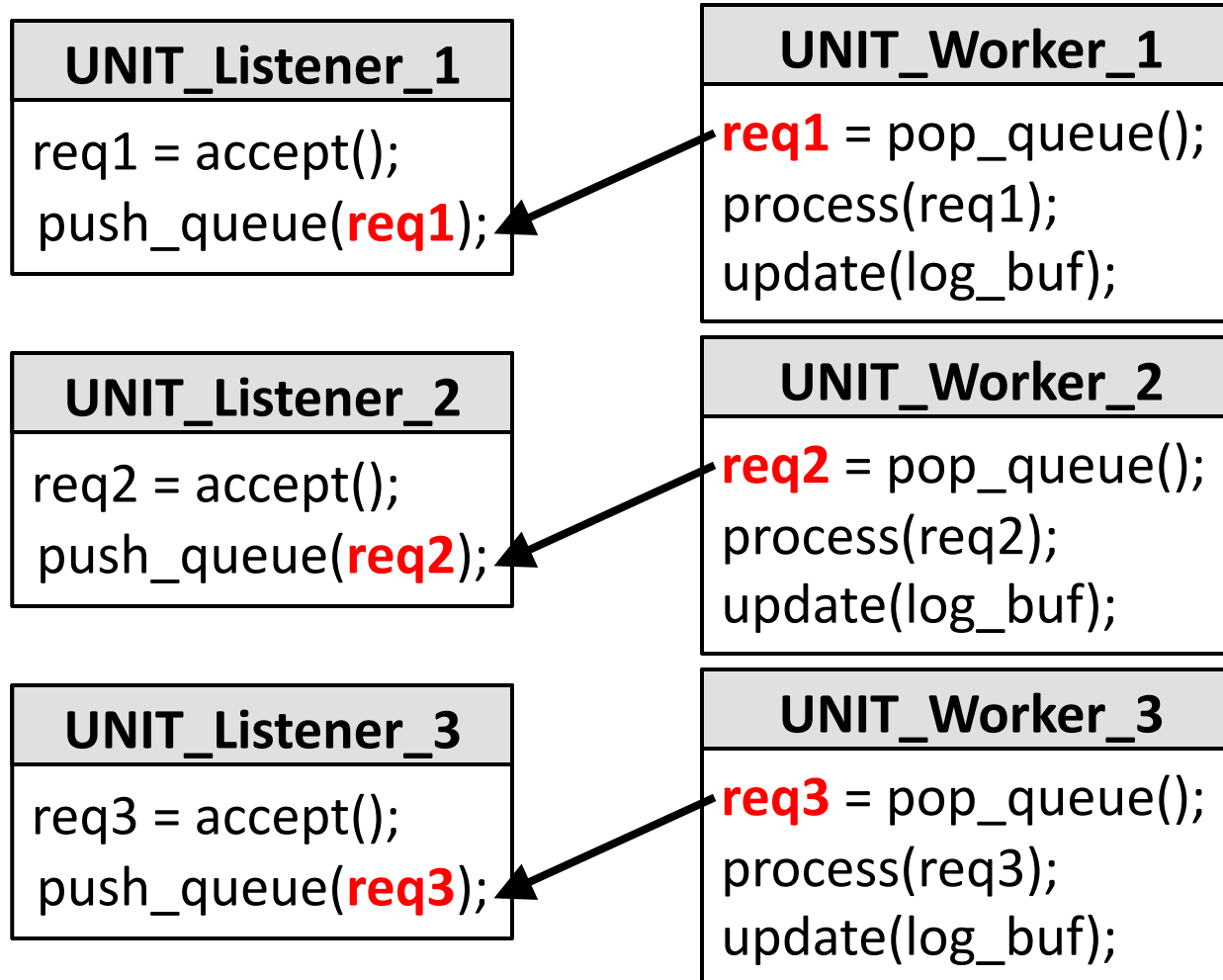
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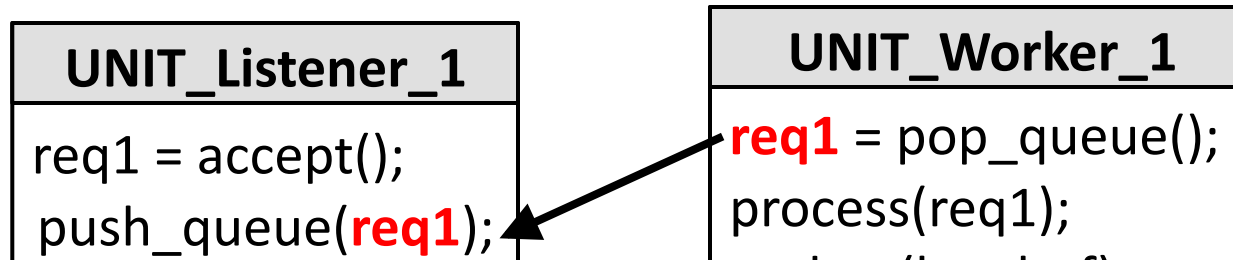


- Dependences through workflow object
 - Ex) queue – enqueue, dequeue

Inter-Unit Dependences

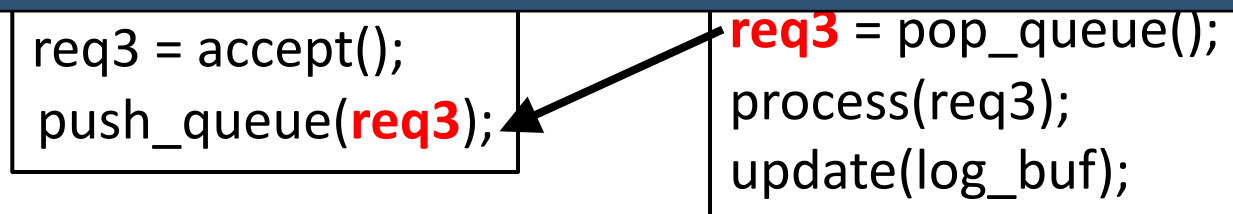


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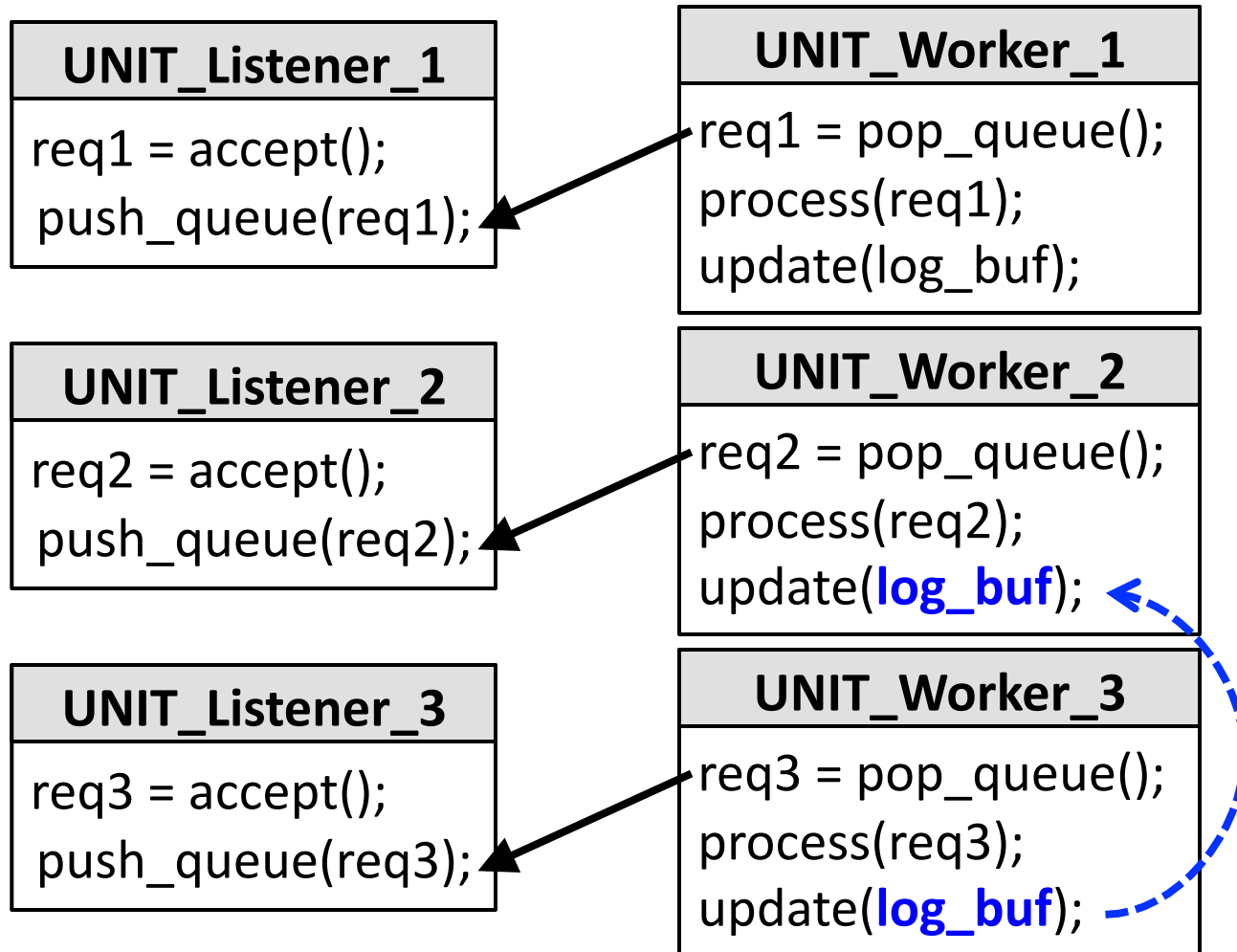


Workflow Dependences

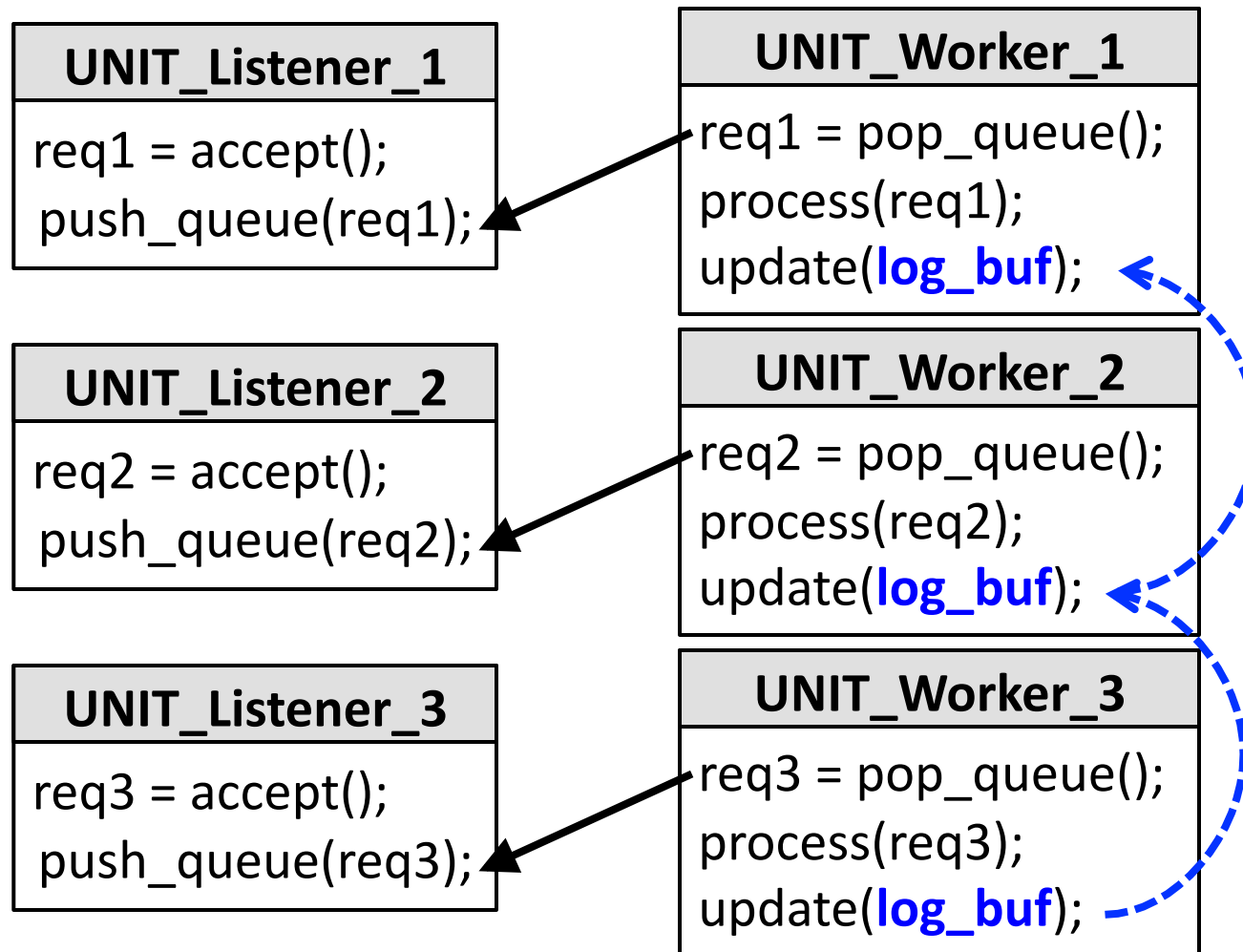
- Represent high-level program workflow
- Detect semantically relevant units



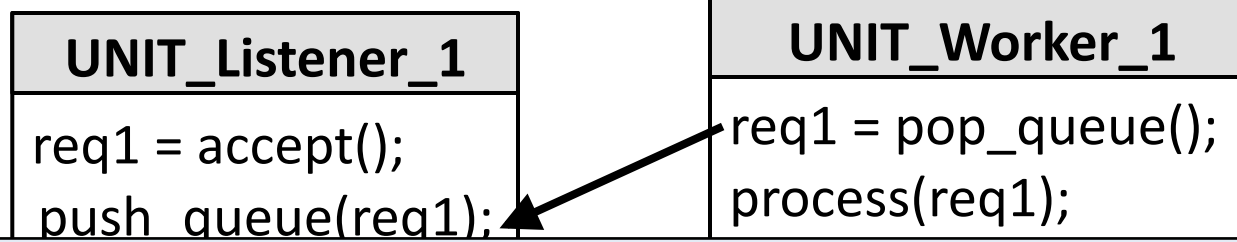
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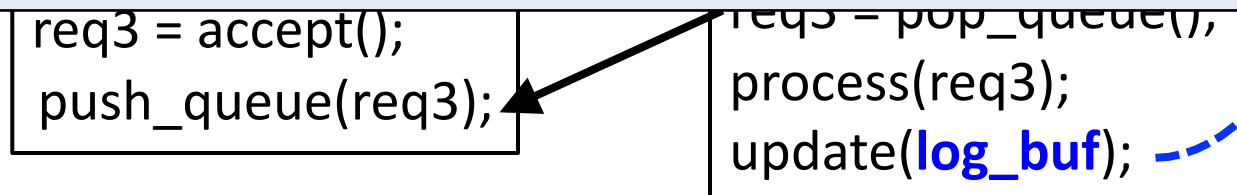


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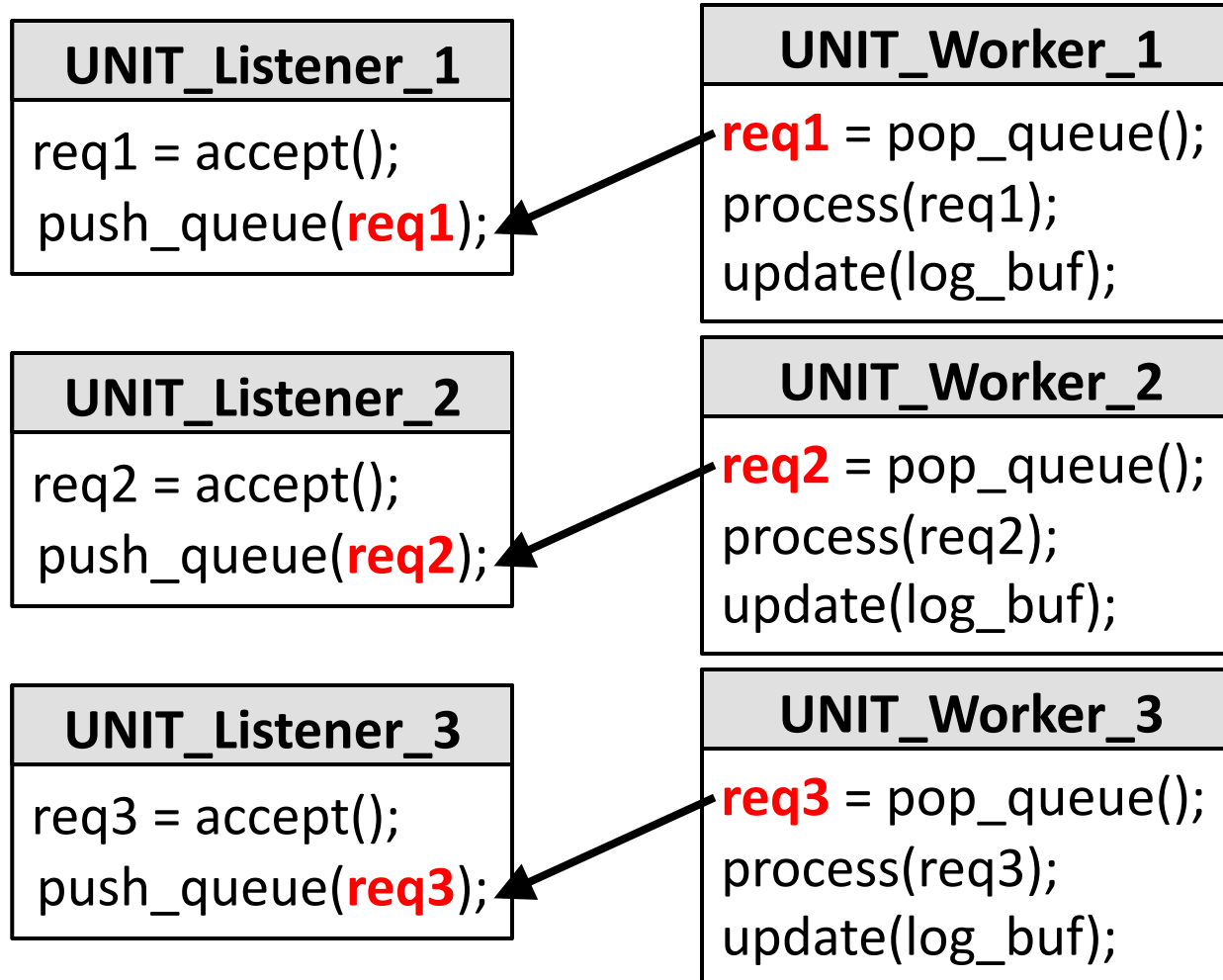


Low Level Dependences

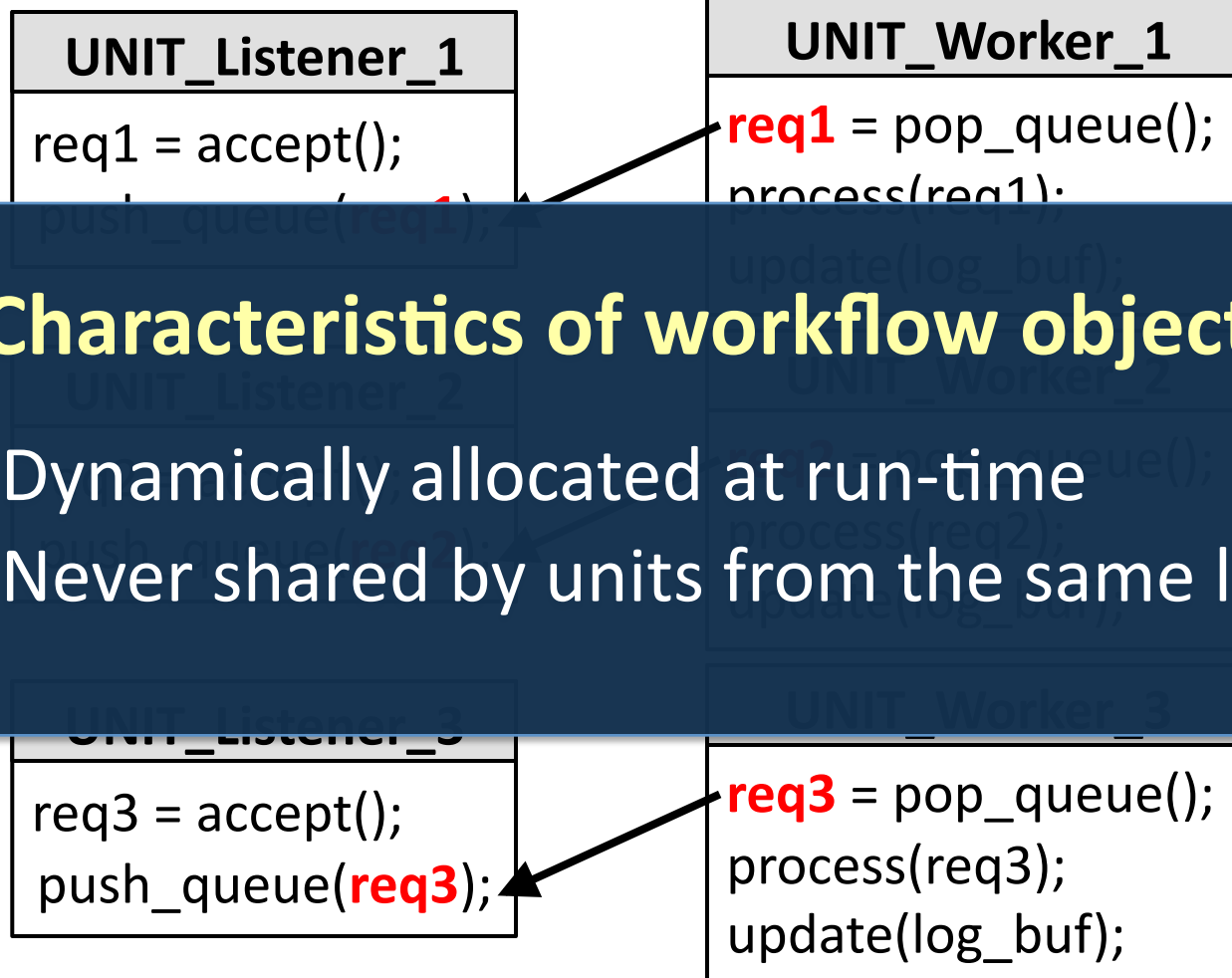
- Not part of the workflow
- Caused by low level behavior
- Induce arbitrary dependences



Inter-Unit Dependences



Inter-Unit Dependences



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- Identifying UNITS
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- **How BEEP Works**
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How BEEP Works

Static Analysis

How BEEP Works

Static Analysis

Training Runs

How BEEP Works

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Instrumentation

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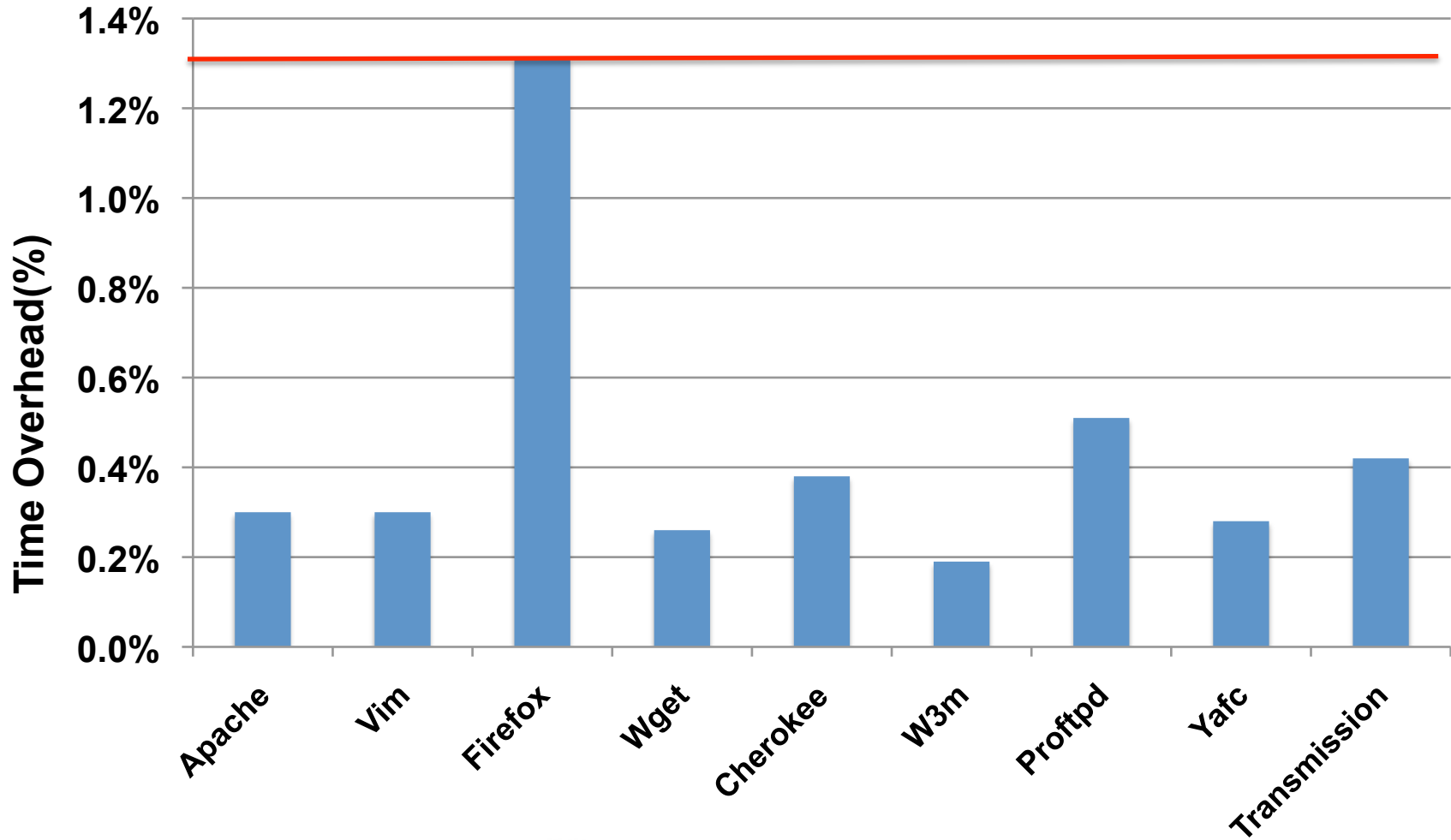
Logging

Symptom &
Log Analysis

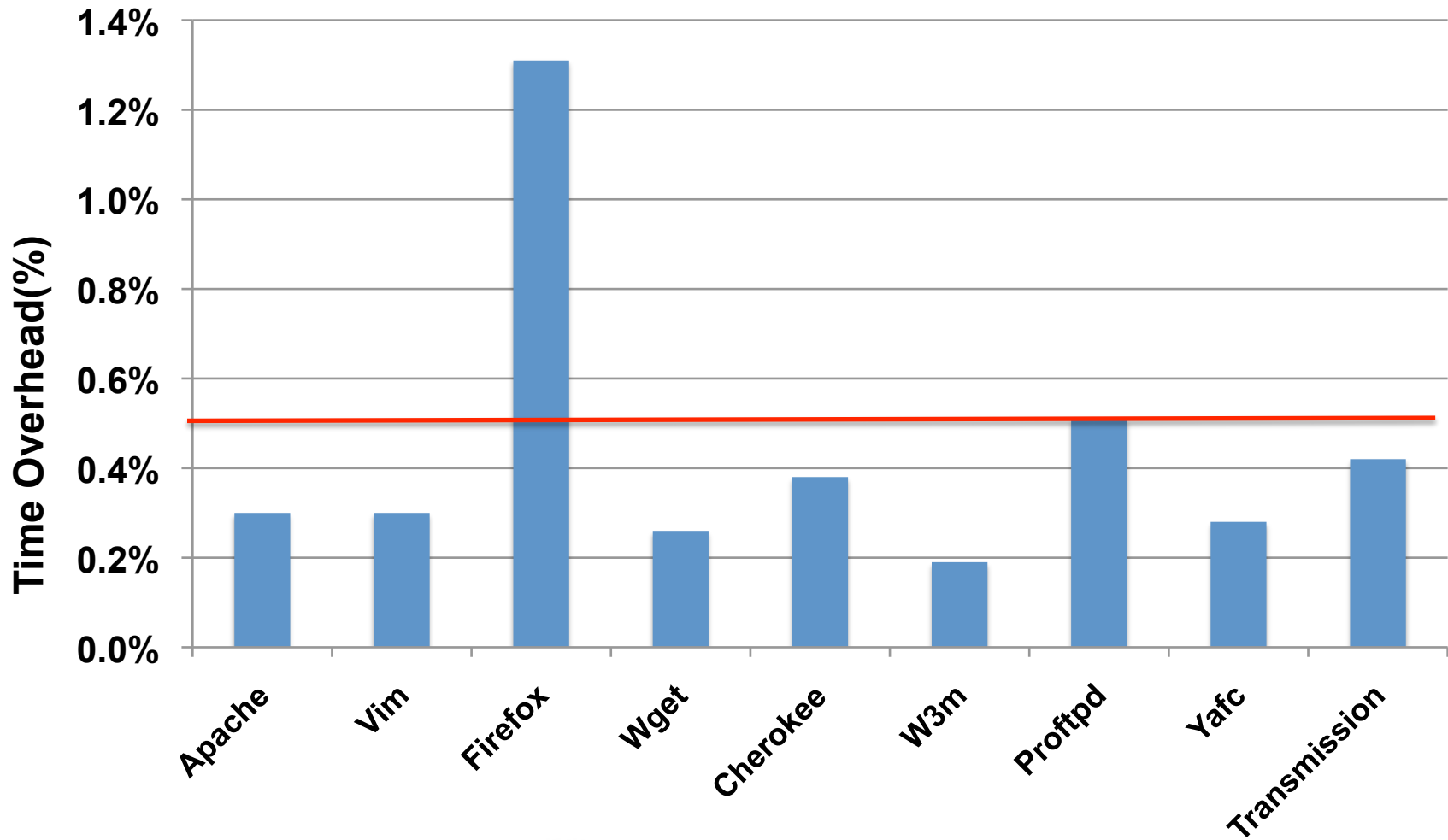
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Logging Overhead (Time)



Logging Overhead (Time)



Logging Overhead (Space)

App	Log Size (MB)		Space Overhead (%)
	Original	Instrumented	
Apache	0.227	0.278	22.4%
Vim	85.75	89.4	4.2%
Firefox	46.12	63.25	37.1%
Cherokee	1.1	1.126	2.2%
W3M	26.88	28.39	5.6%
Proftpd	0.54	0.56	2.3%
Wget	17.47	17.48	0.6%
Yafc	7.29	7.41	1.6%
Transmission	4.92	5.37	9.1%
Pine	5.62	6.21	10.5%
Bash	0.63	0.64	0.6%
MC	1.56	1.67	6.9%
Sshd	2.2	2.22	0.8%
Sendmail	0.214	0.22	2.8%

Logging Overhead (Space)

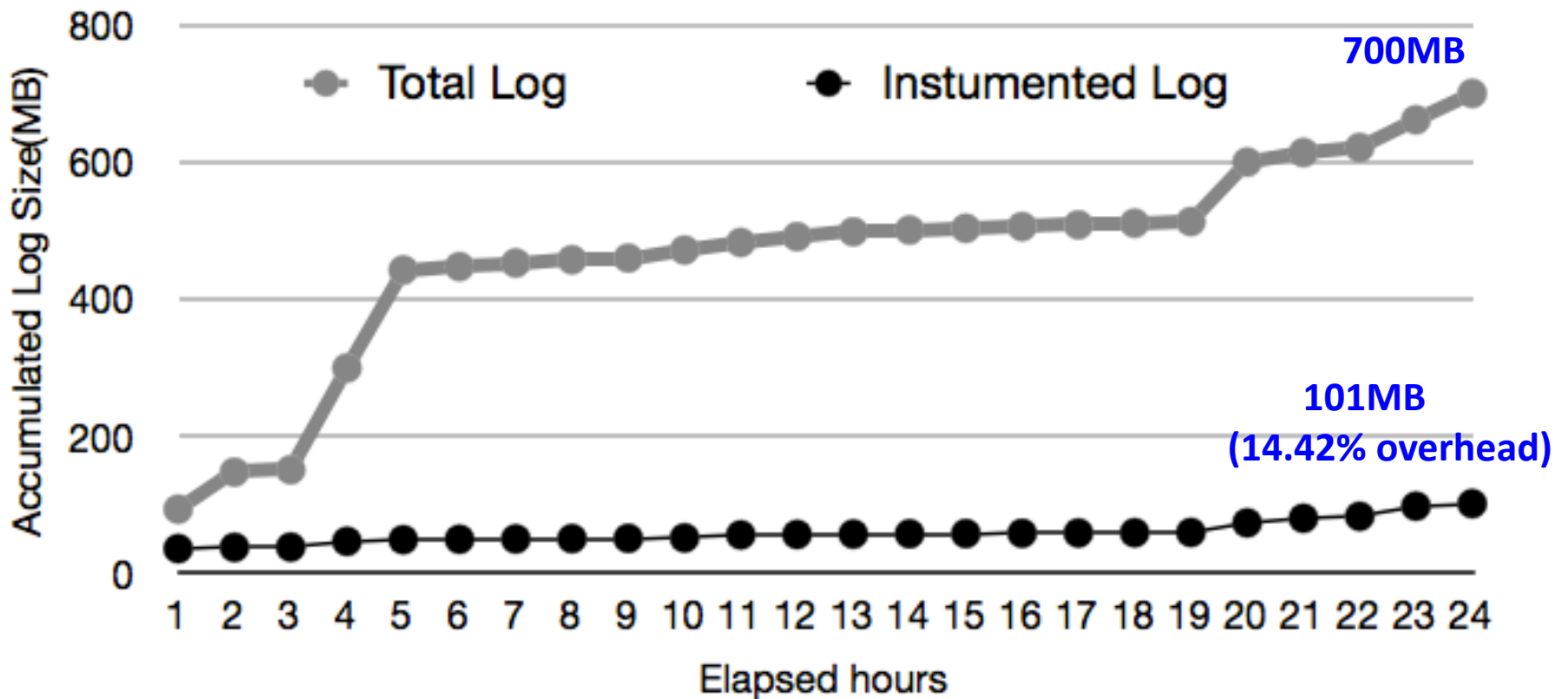
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Logging Overhead (One day)

Server programs	UI programs
Sshd-5.9, Sendmail-8.12.11 Proftpd-1.3.4, Apache-2.2.21 Cherokee-1.2.1	Wget-1.13, W3m-0.5.2, Pine-4.64, MC-4.6.1, Vim-7.3, Bash-4.2, Firefox-11, Yafo-1.1.1, Transmission-2.6



Effectiveness

- Attack Ramification
 - 332 times smaller

	# of Processes	# of Files	# of Sockets	# of Edges
Previous approach	348	512	0	2,135
BEEP	4	1	0	4

- Information Stealing
 - 7.8 times smaller

	# of Processes	# of Files	# of Sockets	# of Edges
Previous approach	2	11	38	51
BEEP	2	4	1	6

Related Works

- Coarse-grained analysis
[S. T. King et al. '03], [A. Goel et al. '05]
- Whole system replay
[T. Kim et al. '10], [R. Chandra et al. '11]
- Coarse-grained + instruction logging
[X. Wang et al. '09], [P. Barham et al. '04]
- Instruction level information flow
[H. Yin et al. '07], [B. C. Tak et al. '09]

Conclusion

- **BEEP : Binary-based ExEcution Partition**
 - Highly accurate provenance tracing technique
 - Fine-grained autonomous units
 - Reverse engineer units and unit dependences
 - Without source code
 - Negligible runtime overhead (1.4% max.)
 - Low space overhead (12.28% avg.)
 - Effective (40.93 times smaller causal graph)

Q & A

Unit Loop Detection

- Missing unit loops
 - Undesirable unification of dependences
 - May cause false dependences
 - Does not affect correctness

- Including bogus loops
 - Unit dependence analysis will detect the causal dependences between two loops
 - Cause additional overhead
 - Does not affect correctness

Unit Dependence Detection

- Missing unit dependences
 - BEEP detects the workflow dependences
 - As long as trainings cover “some” of instructions
- Including low level dependences
 - May lead to bogus inter-unit dependences
 - Does not affect correctness