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What's a Botnet?	
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Botnets 101	
What is a Botnet?	
Terminology	
• Bot	
Botnet	
• Drone	
Bot Herder (controller)	
Command & Control	
- Command & Control	
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. Team Cymru, ©2008 5	
Botnets 101	
What is a Botnet?	
What is a Bot?	
• To understand Detnote late first leak at "k = t-"	
To understand Botnets, lets first look at "bots" Shorthand for "coffware rebots"	
- Shorthand for "software robots"	
 A piece of automated (robotic like) software that runs silently on the host and waits for commands 	
from its control infrastructure	
Allows a 3rd party to direct the affected machine	
(drone) to execute malicious tasks	
 Can act singularly or in concert with hundreds (or 	-
thousands) of other peer bots in a "grid computing"	
like fashion	

Botnets 10

What is a Botnet?

- A controlled collection of "drones"
 - All running semi-homogeneous bot software
 - Centrally controlled by a third party
 - Machine's true owner is typically unaware
- Intent: leverage collective resources
 - Sum of the whole is greater than the parts ...
 - Hundreds, thousands, or even millions of machines acting with single purpose can rival the computing power of some of the worlds fastest supercomputers!



Botnets 101

Are Botnets a threat?

- Considered to be the primary security threat on the Internet today
 - "Botnets: The New Threat Landscape" (Cisco, 2007)
- Because of their growing size
 - Botnet computing power is bought/sold/traded like a commodity
 - Often used for large scale Internet attacks
 - Use is increasingly focused on financial gain (fraud) not just digital vandalism (spam, denial of service)
- Botnets are highly dynamic
 - Making them hard to detect, locate, and shut down
 - They adapt quickly to new detection controls



Botnets 101

Where are these Botnets?

- Largest percentage in western countries and Asia
- Growing into South America and India
- Highest concentration in China



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"What are Botnets used for?"	
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Botnets 101	1
Motivations of Botnet creators	-
• In the past	
Curiosity, wondering what was possible Underground research or non-malicious "hacking"	
Resource sharing between peers (grid computing) Exploring alternative methods of Internet	
communication • More recently	
 Increased capacity to execute digital vandalism 	
 Information gathering for financial fraud and monetary gain 	
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Borness 101 What are Botness used for?	
Motivations of Botnet creators	
In the past Curiosity, wondering what was possible	
 Underground research or non-malicious "hacking" Resource sharing between peers (grid computing) 	
Exploring alternative methods of Internet communication We'll explore these	-
As of late two in greater detail - Increased capacity to execute digital vandalism	
- Information gathering or financial fraud and monetary	

Motivation: increasing capacity • Attackers want "capacity" ... defined as - Bandwidth or Internet throughput - Resources such as hard drive space, processing power, and other machine capabilities The goal To infect as many systems as possible with bots - Thus, increasing the collective size of the Botnet - Thus, increasing the power associated with control of such resources Motivation: information gathering Attackers also want "information" ... defined as - Usernames & passwords (for the local machine) - Usernames & passwords (for websites, etc) - E-mail contents & contacts - Financial information & trade secrets - Network traffic on your subnet, etc ... · The goal - Extract **your** personal information - Which they can use, trade, or sell Which can be input for more complex attacks - Which can be used for extortion or other crimes $\boldsymbol{-}$ Thereby, increasing \boldsymbol{their} financial gain **Botnet capabilities** • Botnets are flexible and have may uses

- Some of the most popular
 - Distributed Denial of Service (DDoS) attacks
 - System exploitation
 - Hosting services
 - Internet click fraud
 - Proxies
 - Spyware
- We will examine each of these individually





Botnets 101

DDoS

- Network-based digital vandalism attack
- The goal
 - Overwhelm the target with network packets to slow or stop its ability to process legitimate requests
 - Leverage thousands (millions?) of drones for maximum impact
- Often a specific website is the target, however, upstream routers and switches fail as well

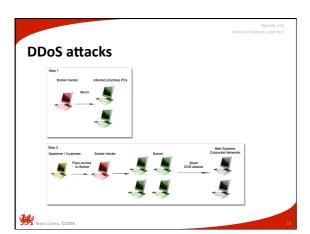


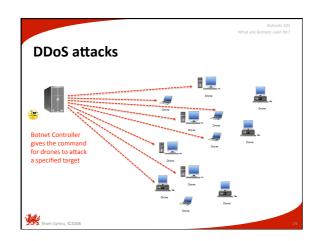
Botnets 101 are Botnets used for?

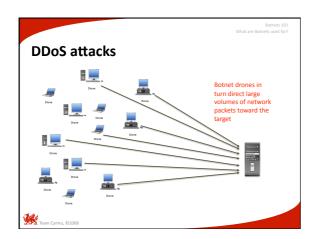
DDoS attacks

- Ping / UDP floods
 - Large volume of ICMP ECHO or UDP packets sent to a single host or limited set of destinations
 - Bandwidth is consumed, service slows or stops responding to legitimate requests
- TCP flood
 - Large volume of half-open TCP handshake requests
 - "State table" maintained in memory of the responding device is crammed full of bogus TCP sessions
 - Resource eventually crashes or slows to a crawl







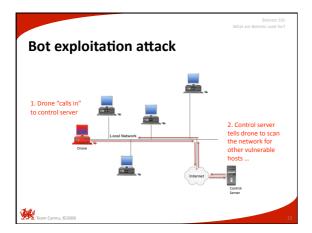


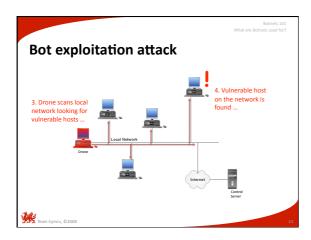
• Attackers threaten DDoS if demands are not met - Starts with a sample demonstration attack - Followed by a statement of demands (usually \$) - If paid, attackers go away - If not, resources are brought down • Slippery slope - Once you pay, chances are high that attackers will return with further demands ...

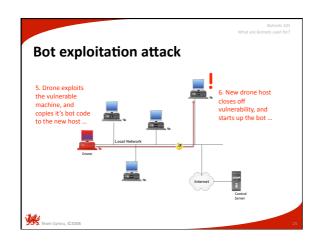
Exploitation

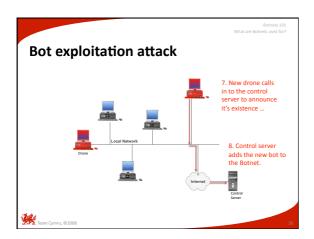
- Bots include the ability to "hack" other machines
 - Scan the network with built in sniffing tools
 - Look for open TCP ports / vulnerable services
 - Exploit unsecured or un-patched machines
 - Replicate the bot code to the new machines
- Modular design
 - Bots are created to be modular and flexible
 - Built in "hacking tools" are updated by the controller when new ones become available











Hosting services • Bots are capable of turning their drone host into: • HTTP web servers • To host phishing sites • To host web pages infected with bot code • FTP file servers • To host pirated software or music • To store malware for others to use • IRC chat servers • So that Botnet owners can communicate • For command & control of Botnets themselves

Hosting services

SMTP mail servers

For distributing spam

As of January 2008

80% of all spam originated from Botnets

8% of all spam originated from the Storm Botnet

Based on the Storm worm created in 2007

Estimated to have over 1 million drones

http://en.wikipedia.org/wiki/Storm botnet

Botnet spam lifecycle*

1. Spammer sends request (and money) to Botnet controller

2. Botnet controller generates spam details

3. Spam commands is sent to the Botnet

4. Drones awaken and execute given command to spam

5. Spam forwarded to other high-throughput SMTP servers

6. Spam is sent to e-mail inboxes

7. Users open spam, click on links, and compromised information is sent back to originator

Botnets 101

Click fraud

- Online advertisers pay affiliates for generating clicks on their Internet ads
 - Known as Pay Per Click advertising (PPC)
 - Google's AdWords/AdSense & Yahoo! Search Marketing
 - When a click occurs, a small amount of money is deposited into the affiliate's bank account
- But, what if ...
 - Ad clicking could be simulated
 - Ad clicking could be manipulated by a collection of thousands of machines
- Botnets are an ideal medium



Click fraud

• Illegal

— Felony offense in the US, UK, and other countries

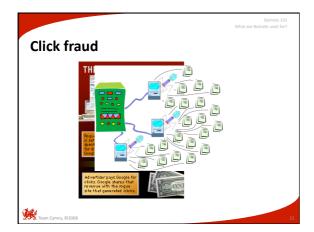
• Example: Clickbot.A

— Bot code designed for click fraud

— Appeares as an Internet Explorer plugin

— Discovered by SANS in 2006

— 100,000+ machines infected today



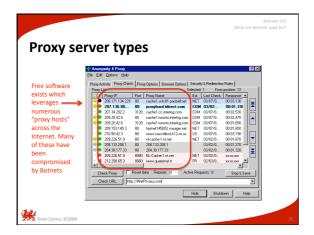
Botnets 101 What are Botnets used for?

Proxy servers

- Network traffic can be "bounced" or proxied through intermediary hosts
 - Has both legitimate and illegitimate uses
- In the case of Botnets
 - Redirecting network traffic through drones avoids detection and attribution
 - Routing IP-based services through several drones in several countries makes tracing nearly impossible



Proxy server types HTTP / HTTPS Redirects web traffic to hide origin IP address SOCKS Redirects other TCP & UDP based services E.g. IMAP, POP3, instant messaging, SMTP for spam IRC Hides source IP when joining IRC chat rooms Often used to hide Botnet command & control traffic Generic traffic redirection Anonomizing other services Very popular and developed use of Botnets



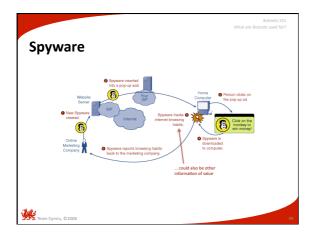
Spyware • Bots can spy on your computer activity through the use of - Keystroke loggers - Network packet captures - Screen shot captures - Host pilfering & data theft • Typically, data is extracted & uploaded offsite - Data upload sites are called "drops"

Spyware • Keystroke loggers can capture - Credit card information - Passwords - E-mail, IM, and other communications - Personal data (identity theft) • Network packet sniffers - Trigger logging based on keywords - E.g. "paypal.com" or "yourbank.com" - Also used to see if competing Botnets are within proximity

Spyware

- Screen shot captures
 - Works like a keystroke logger
 - Grabs a picture of the entire screen
 - Have been known to enable webcams & microphones too!
- Host pilfering & data theft
 - Search the Windows registry for valuable data
 - Search Windows Protected Storage for credentials
 - Grab IM contacts
 - Grab E-mail contacts (for spam lists)
 - Grab documents with known file extensions (e.g. doc, xls, txt)





"How are Botnets created?"	
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Botnets 101	1
Build a Botnet	
Used to be an elite skill	
Creating a decent bot was hard enough Creating a full-functioning, resilient, and effective Botnet	
was a serious undertaking More recently, it's become "point and click"	
Software / tools have matured Wealth of information available for newcomers	
 Some IRC chat channels even offer training Botnet community willing to share 	
Exploitation frameworks Tools, techniques, and traps	
Troam Cymru, ©2008	
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Botnets 101 How are Botnets created?	
Build a Botnet	
Finding vulnerable hosts is easier than in the past Internet-wide IP netblocks have been documented	
 Which netblocks are unallocated Which netblocks have vulnerable systems 	
Which netblocks are heavily monitored Which netblocks are allocated to what organization	
Educational address space is targeted Poor security, large amount of storage, fast connections	
Military & government targeted for different reasons	

- Bragging rights, access to sensitive information

Build a Botnet

• Attacking hosts is also becoming easier

- Vulnerability exploitation is a maturing process

- Social engineering is highly successful

- Phishing & e-mail attacks still work in 2008

- Instant messaging attacks are on the rise

Botnets 101

Buy a Botnet

- Underground cyber-crime commodity
- Can be bought or sold
 - Custom Botnets can be created for the right price
- Can be traded
 - For physical goods such as jewelry or computer gear
 - For Batches of credit card information
 - For Shell accounts on remote servers
 - For other Botnets!



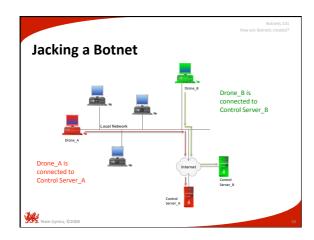
Botnets 101 How are Botnets created?

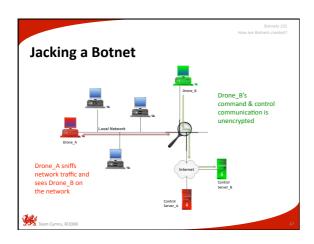
Steal a Botnet

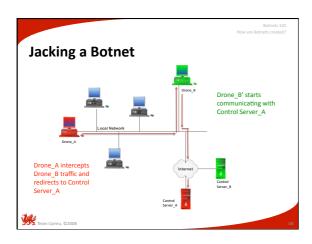
- If you don't want to build/buy it, steal it
 - Referred to as "hijacking" or "jacking"
 - Essentially, taking over drones of another Botnet
- Bots assimilate each other
 - Sniff network traffic for command & control conversations between drones and their server
 - Usually unencrypted, but not always
 - Data in the network traffic provides most of what is needed to "convert" a drone to your Botnet
 - Bots can be automated to do this, requiring little effort!

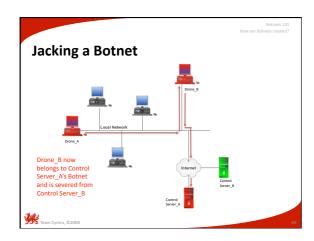


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In sum, three scenarios

"I have technical skills, and no money"

— Learn to build your own Botnet

"I have money, and no technical skills"

— You can buy or trade for a Botnet

"I have neither"

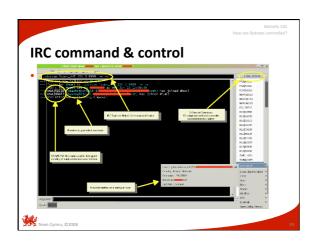
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- You can steal a Botnet

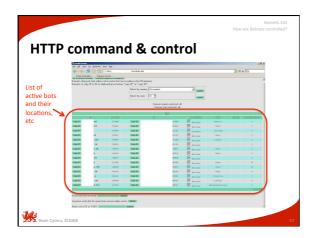
"How are Botnets controlled?"

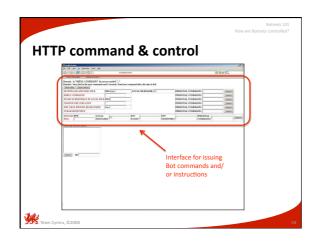


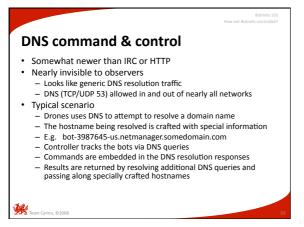
Command & control · Managing a Botnet can be complicated - Geographically dispersed drones - Must negotiate firewalls, switches, intrusion detection, and numerous other network controls - Need a seemingly benign way to "give orders" and receive results - Botnet controller (herder) needs to maintain anonymity • Certain network protocols are ideally suited - Old standbys: IRC, HTTP - Up and coming: P2P, DNS **Command & control** • Managing a Botnet can be complicated - Geographically dispersed drones - Must negotiate firewalls, switches, intrusion detection, and numerous other network controls - Need a seemingly benign way to "give orders" and receive results - Botnet controller (herder) needs to maintain anonymity · Certain network protocols are ideally suited - Old standbys IRC, HTTP We'll explore these in greater detail – Up and coming: P2P, DNS **IRC command & control** · Oldest, most common • Uses public IRC servers - But, private IRC servers are also prevalent • Typical scenario - Drones are connected to the controller as IRC chat participants waiting for commands - Controller issues commands by inserting specially formatted text into the conversation - Drones see the command, and execute instructions on their local host - Results are returned to the chat session



HTTP command & control • Looks even more benign - Blends in with other web traffic noise on the Internet • Typical scenario - Drones use HTTP to connect to a remote web server - A PHP script is accessed on the web server, including self identifying information (I am here) - Controller views and tracks the Botnet via a web interface - Commands are embedded in a webpage which is queried by the drones on a set time interval - Results are returned by accessing the PHP scripts and including results information







P2P command & control Growing in popularity Being heavily researched by universities in the US Relies on a web of peer controllers vs. a single server If the controller is shutdown, the Botnet survives

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"Can Botnets be stopped?"	
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Feam Cymru, © 2008 61	
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Botnets 101 Can Botnets be Stopped?	
Stanning Potnets	-
Stopping Botnets	
Very difficult to outright stop a Botnet	-
 Designed to be resilient to discovery & termination 	
 Modular, flexible, and constantly changing 	
 Network connections cross international borders 	
Better question: can we understand Botnets?	
 Before they can be stopped, they have to be understood 	
 Once understood, we can build defenses (offenses?) 	
Time, patience, and diligence are required	
Fortunately, the tools are getting better	
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Botnets 101 Can Botnets be Stopped?	
Understanding Botnets	
Observation as a tool Often called "runtime analysis"	
Let the bot run in an isolated environment (sandbox)	
Observe bot behavior and actions	
Watch attempts to connect to controller	
View traffic & look for IP address or domain name of	
the control server, IRC channel, website, et al	
Common tools for research	
– Honeypots	
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Understanding Botnets · Decomposition as a tool - Often called "reverse engineering" - Time consuming but more thorough - Requires advanced programming language knowledge - Reveals similar information, but also hidden functions, passwords, & and other details not immediately apparent with observation • Common tools for research - Sandboxes, disassemblers, debuggers How do we proceed? • First, we need to capture a bot - Using a honeypot • Second, we need to analyze it - Using a sandbox Bot capture with honeypots • We need to create a monitored and controlled environment that looks enticing • For this we can use a "honeypot" - A computer that appears to be part of a network but which is actually isolated, (un)protected, and monitored, and which seems to contain information or a resource that would be of value to attackers

• One honeypot ideally suited for Botnet analysis

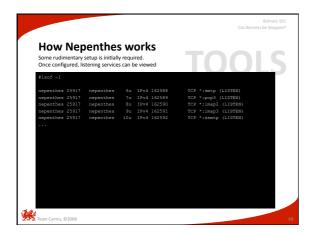
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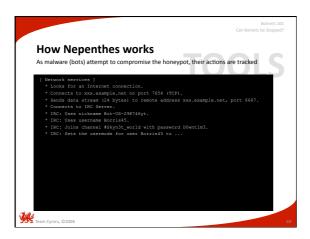
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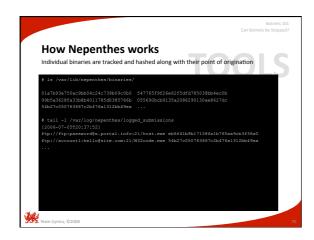


- Originated in 2005
- Runs on Linux/UNIX variants
- Can be run in Vmware on Windows if desired
- Free, open-source, honeypot technology designed to intercept and capture malware
- Ideally designed for Botnet and bot analysis
- Offers passive analysis by emulating known Windows vulnerabilities and downloads malware trying to exploit these vulnerabilities
- Can be obtained from Sourceforge at: http://nepenthes.mwcollect.org









Botnets 10:

Bot analysis with sandboxes

- We have captured several bots and chunks of binary code ... what now?
- Analysis can be done with a "sandbox"
 - Virtual environment where programs may execute in safe surroundings without interfering with the real processes, program files and network environment.
- We will examine two sandbox tools
 - Norman SandBox
 - CWSandbox



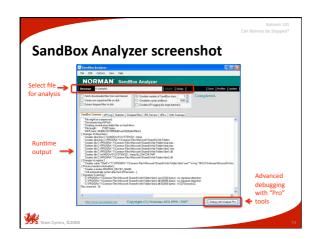
Botnets 101

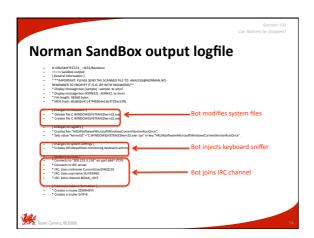
Norman SandBox

- Built by Norman ASA
 - Headquartered in Norway
- Experts in malware analysis & sandbox technology
- Features a line of products that can be used online, or locally (Windows-based tools)
- Focused on observation analysis, but "Pro" versions of the tool will also do advanced decomposition
- Offers detailed output showing exactly what bot does when executed, and evaluates malicious activity
- Commercially available at http://www.norman.com/microsites/nsic/en-us

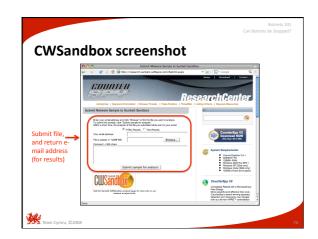


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Code attribution • Sometimes a software package's source code will indicate its author • Usually difficult with bots - Modified regularly - Easy to forge information - Some are co-developed between geographically dispersed individuals