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## Dynamic Behavioral Analysis of Malicious Software with Norman Sandbox

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# Dynamic Behavioral Analysis of Malicious Software with Norman Sandbox

A Thesis

Submitted to the Graduate Faculty of the  
University of New Orleans  
in partial fulfillment of the  
requirements for the degree of

Master of Science  
in  
Computer Science

by

Danielle Shoemake

B.S., University of New Orleans, 2003

August 2010



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## Abstract

Current signature-based Anti-Virus (AV) detection approaches take, on average, two weeks from discovery to definition update release to AV users. In addition, these signatures get stale quickly: AV products miss between 25%-80% of new malicious software within a week of not updating. This thesis researches and develops a detection/classification mechanism for malicious software through statistical analysis of dynamic malware behavior.

Several characteristics for each behavior type were stored and analyzed such as function DLL names, function parameters, exception thread ids, exception opcodes, pages accessed during faults, port numbers, connection types, and IP addresses. Behavioral data was collected via Norman Sandbox for storage and analysis.

We proposed to find which statistical measures and metrics can be collected for use in the detection and classification of malware. We conclude that our logging and cataloging procedure is a potentially viable method in creating behavior-based malicious software detection and classification mechanisms.

*Keywords: signature, behavior, Norman, sandbox, malicious software detection*

## CHAPTER 1 – INTRODUCTION

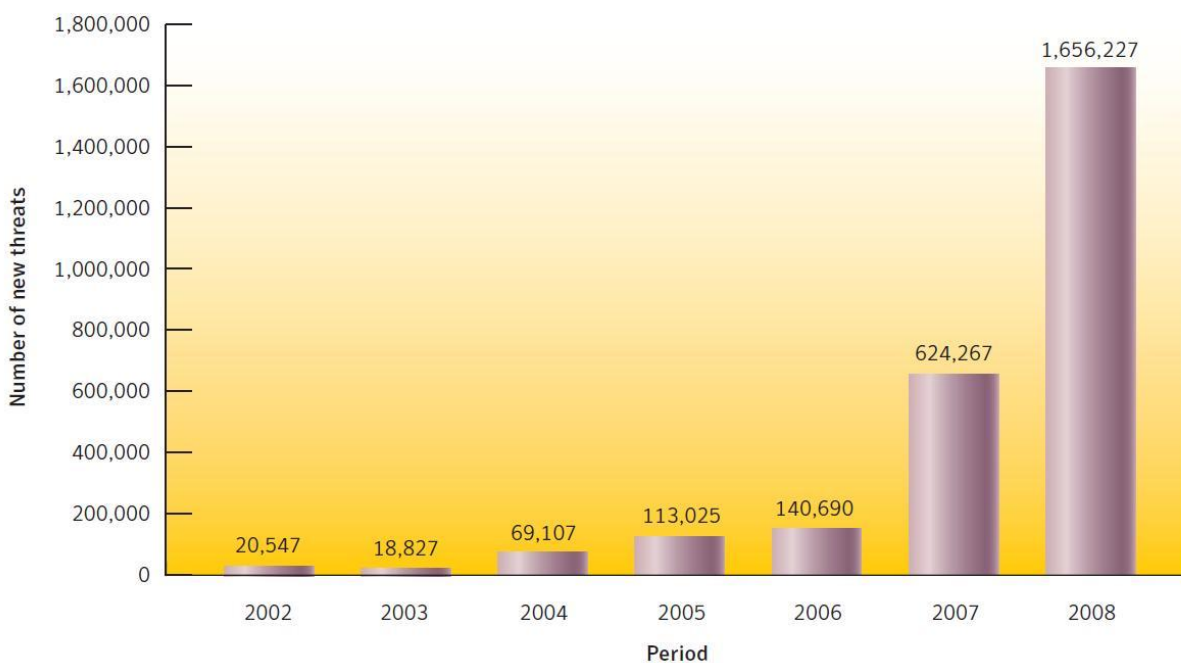
The current trend for the purpose of writing malicious code is that the resulting attacks involve extracting confidential financial information from their victims. The information is used for monetary gain by the attacker; thus affecting victims financially, rather than solely disrupting the function of their computer systems, as was the aim of the past. The figure below shows the prices at which confidential information can be sold. Profitability is the driving force inviting newcomers to associate themselves with the creation and distribution of malicious software. [1]

2008 Rank	2007 Rank	Item	2008 Percentage	2007 Percentage	Range of Prices
1	1	Credit card Information	32%	21%	\$0.06–\$30
2	2	Bank account credentials	19%	17%	\$10–\$1000
3	9	Email accounts	5%	4%	\$0.10–\$100
4	3	Email addresses	5%	6%	\$0.33/MB–\$100/MB
5	12	Proxies	4%	3%	\$0.16–\$20
6	4	Full Identities	4%	6%	\$0.70–\$60
7	6	Mailers	3%	5%	\$2–\$40
8	5	Cash out services	3%	5%	8%–50% or flat rate of \$200–\$2000 per Item
9	17	Shell scripts	3%	2%	\$2–\$20
10	8	Scams	3%	5%	\$3–\$40/week for hosting, \$2–\$20 design

*Figure 1 - Goods and services available for sale on underground economy servers*

Data collected by Symantec shows that in 2008, 78 percent of confidential information threats exported user data and 76 percent of confidential information threats used a keystroke-logging component to steal information such as online banking account credentials. The financial services sector had the most identities exposed due to data breaches. The average cost of a data breach, in 2008, was \$6.7 million. Total number of malicious threats detected by Symantec in 2008, was 1,656,227. As shown in the chart in figure 2, the number of new threats has drastically increased and at an alarming rate. The number of threats discovered in 2008 account for 60 percent of total threats since 2002. [1]

As long as there are people, computers, an accessible internet, and with all three components growing; there may never exist an absolute solution that will rid the world of malicious software. We can, however, look for new methods to contain the problem and minimize damages.



*Figure 2 - New malicious code threats for 2008*

### ***Time Frame of a Virus Definition Update***

Typical scenario with current signature matching technique:

A bank employee receives a Trojan containing a key-logger via an email-worm that appears to the employee to be an application accompanying a joke that was also part of the email. It seems safe because it was sent from a friend. The employee has all of the other employees of her bank branch in her contacts list, several from other branches, and several friends that work for other companies. The malware immediately replicates itself and is sent to everyone in the employee's contacts list. Once downloaded by each new victim, the email-worm does the same process with contact lists on their machines. Within a few days, the malware has spread itself to thousands of computers.

At least one employee notices that the application is suspicious and forwards it to the security and IT departments of the bank. By the time the IT department analyzes the application, customers have begun to call in to customer service about missing funds from their accounts. The bank's IT department begins their standard process for removing malicious software from infected computers while the software department of the bank begins to develop a patch that will prevent future attacks of the virus. Meanwhile, the email-worm is still spreading the Trojan, as there has not yet been an update to AV virus definitions.

Eventually, AVs are wise to the new threat. Within a few days, the anti-virus developers have updated their virus definitions to include signatures for the new malware. They push out the update to their users. Not all computer users receive automatic updates or use anti-virus software; so unfortunately, the email-worm is not yet completely put to rest.

On average, two weeks will elapse during this cycle before AVs have pushed out releases for new virus definition updates. [2] Consider the number of bank transactions that occur in two weeks time by one bank teller, let alone the rest of the branch and the other banks and companies that could be infected as in the given scenario. This is two weeks merely to begin the process of slowing down the financial-trauma laden attacks and is not nearly enough to minimize damages at a satisfactory level.

This snail's pace practice is motivated by what is known as the signature matching method.

### ***Signature-Based Matching Method***

Signature matching is used to identify malicious software by most AV products.

“Writing virus signatures—the classic mechanism for detecting and stopping threats—is analogous to using fingerprint matching to catch criminals. If you're looking for a known criminal who has a fingerprint on file, it's a perfect system. If you don't have their fingerprint yet, this traditional 'blacklisting' mechanism isn't effective.” [3]

A signature is a pattern that identifies malicious software and can be created from a piece of code or a hash. The fragment is used as an identifier for the entire malicious program. Once stored in memory, the fragment will look something like this example:

```
C3 7C FD 1D 31 C0 6F 0F 96 18 A4
```

The rationale underlying these character patterns is that they are more likely to be encountered when analyzing malicious software rather than innocent programs. Hundreds of thousands of these signatures are stored in local AV databases. An AV scanning engine then tries to match pre-defined file areas against this signature database. These areas are typically located at the beginning and the end of the file and after the executable entry point of a program.

Malicious code can be tweaked to make the byte pattern mismatch. Generic matching was introduced to add some 'fuzziness' to the signature in order to catch malicious software that is

slightly altered so as to evade the stricter matching. Using the example above, the second, third, fourth and ninth bytes are replaced with a wildcard denoted by ‘??’:

```
C3 ?? ?? ?? 31 C0 6F OF ?? 18 A4
```

For example, the strings below would both match the above:

```
C3 99 A0 BB 31 C0 6F OF 77 18 A4
```

```
C3 A1 22 00 31 C0 6F OF FF 18 A4
```

The problem with casting a wider net to catch ‘bad’ programs is that ‘innocent’ (non-malicious) programs may be identified incorrectly; in other words, there is an increase in the false positive rate. [4]

## ***Behavioral Heuristics Mechanisms***

*Behavioral heuristics* is the notion of how a given software program interacts with its embedded environment. For instance, a program may interact with a file system (by opening, creating or deleting a file) or the network (opening a connection to a server or setting up a receiving server). These and other interactions of the program can be monitored in what is called a ‘sandbox’. A sandbox is a controlled, instrumented container in which the program is run and that records how it interacts with its environment. [4] A sample sandbox output is set out below:

Some general information about the file is shown and that a message box with the caption ‘sample’ and message ‘tikkun olam!’ is displayed on the screen.

```
[ General information ]
* Display message box (sample) : sample, tikkun olam!
* File length: 18523 bytes.
* MD5 hash: 1188f67d48c9f11afb8572977ef74c5e.
```

Here shows that the action of the program is to delete a file and recreate one with the same name, kern32.exe.

```
[ Changes to filesystem ]
* Deletes file C:\WINDOWS\SYSTEM32\kern32.exe.
* Creates file C:\WINDOWS\SYSTEM32\kern32.exe.
```

This entry makes the file kern32.exe run when system startup begins as the computer is switched on.

```
[ Changes to registry ]
* Creates key
"HKLM\Software\Microsoft\Windows\CurrentVersion\RunOnce".
* Sets value "kernel32"="C:WINDOWS\SYSTEM32\kern32.exe -sys" in
key " HKLM\Software\ Microsoft\Windows \CurrentVersion\RunOnce".
```

The system is instructed to intercept the strokes used on the keyboard and pass it on to a custom function.

```
[ Changes to system settings ]
* Creates WindowsHook monitoring keyboard activity.
```

The program connects to a server at address 110.156.7.211 on port 6667, a typical port for Internet Relay Chat (IRC) chat server, logs in and joins a chat channel.

```
[ Network services ]
* Connects to "110.156.7.211" on port 6667 (TCP).
* Connects to IRC server.
* IRC: Uses nickname CurrentUser[HBN][05].
* IRC: Uses username BoLOGNA.
* IRC: Joins channel #BaSe_re0T.
```

In the example above, interactions occur with the file system, the Windows registry (the internal Windows database) and the establishment of a TCP network connection to an IRC chat server. Connecting to a chat server is anomalous enough behavior that it should raise a concern that something is not correct. Taken together, this set of activities is consistent with the suspicious program being a bot, connecting to a botnet through the IRC server. [4]

AV signature databases quickly go out-of-date. After failing to update signatures for one week, the *best* AV tested missed between 26 and 31 per cent of the new malicious software, the worst missed upwards of 80 percent. [2]

It is possible to derive a ‘behavioral signature’ as opposed to the byte-value approach discussed earlier. Some AVs are already employing this technique by attempting to stop a running program that has tried to execute some particular behavior, with “running” being the operative term as to why this technique has not made significant miracles. The AV would not be aware of the suspicious dynamic behavior until the moment of occurrence. While some AVs attempt to ‘undo’, the program may have gotten far enough along in its processes to do irreparable damage.

AVs will look for obviously suspicious behaviors such as a registry change or file replacement. These “obviously suspicious” behaviors are most likely, at least in part, the malevolence of the malware which is what makes it so obvious. But what about the shy, nondescript behaviors that are not very noticeable, yet still play some part, even if diminutive? They are not easily

recognizable as suspicious nor are they obviously harmful. Sometimes they are part of Windows libraries and are even more hidden by the fact that they also occur as menial tasks in non-malicious software.

From the logging and cataloging approach we will take in this thesis, we propose that we will find various avenues for which statistical measures and metrics can be collected for use in the detection and classification of malware. We anticipate finding not only those behaviors that are obviously suspicious, but also those prevalent in certain classes that are not typically considered suspicious. We may also find interesting and usable trends based on the details of a behavior such as the library it belongs to or the parameters associated with it. From this preliminary assessment, if positive results are discovered, we hope to be able to conclude that new behavior-based mechanisms, possibly involving the integration of a sandbox to work in conjunction with AVs, can be used to stop the execution of malicious software before it begins any of its processes and to aid in the classification of malware.

The rest of this thesis is organized as follows: Chapter 2 gives an overview of related work. Chapter 3 delves into the design and implementation of the Norman data generated database. Chapter 4 shows how we extracted behavioral patterns. Chapter 5 does Bayesian inference on these results and Chapter 7 shows some malware on the horizon that may be immune to the approach taken in this thesis.

## CHAPTER 2 – RELATED WORK

Dynamic malware investigations were undertaken by Rozinov (2005), Ries (2005), and Bilar (2007): Bayer and Ries' behavioral analysis ran the malware dynamically in a sandbox, recorded security-relevant Win32 API calls, and constructed a syscall-based behavioral fingerprint for malware identification and classification purposes. Rozinov, on the other hand, located calls to the Win32 API in the binary itself. While Ries and Bayer recorded the system calls of the malware dynamically during execution, Rozinov statically disassembled and simplified the malware binary via slicing, scanned for Win32 API calls and constructed an elaborate Finite State Automaton signature for later detection purposes. [10, 11, 12]

Graph-based structural approaches gained some traction when in 2005, Dullien proposed a simple but effective signature set to characterize statically disassembled binaries: every function in the binary was characterized by a three-tuple (number of basic blocks in the function, number of branches and number of calls). These sets were used to compare malware variants and localize changes. Bilar examined the static callgraphs of 120 malicious and 280 non-malicious executables. He fitted Pareto models to the in-degree, out-degree, and basic block count distributions, and found a statistically significant difference for the derived power law exponent of the basic block count fit. He concluded that malware tended to have a lower basic block count than non-malicious software, implying a simpler structure: Less interaction, fewer branches and more limited functionality. [13, 14]

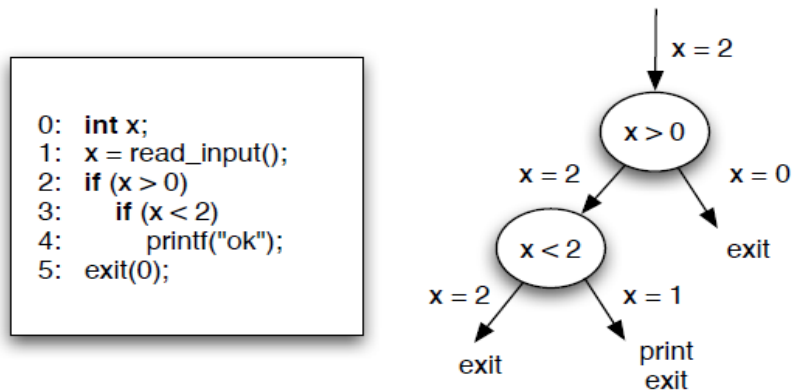
More recently (2008), Holz presented a system that classifies unknown malware samples based on their behavior. A particular limitation is that the system requires supervised learning, using a virus scanner for labeling the training set. [15] Lee developed a system for classifying malicious software samples that relies on system calls for comparing executables. The scalability of the technique is limited as the system required several hours to cluster a set of several hundred samples. Also, the tight focus on system calls implies that the collected profiles do not abstract the observed behavior. [16]

Leita suggest classifying malware based on the epsilon-gamma-pi-mu model. In this model, additional information on how the malware is originally installed on the target system is considered for classification. This can include information on the exploit and exploit payload used to install the malware dropper and on the way the dropper in turn downloads and installs the malware. [17]

As the use of a sandbox for dynamic behavior analysis becomes more and more prominent, so does the examination of their abilities and usefulness. One item for which inquiries are regularly



expressed is that a sandbox will typically only utilize one execution path. That is, if a set of instructions (or code) includes conditional sections based on mutable program variables, in most cases there are situations in which multiple paths could be taken. The following is a graphical representation:



*Figure 3 – Graphical representation of multiple execution paths*

Because of the possible variance in execution paths, many feel that a sandbox does not give a true representation of what is happening between the program and system. While it can be argued that the ultimate goal of malicious software will usually be carried out regardless of how it gets from A to Z, there is current research to incorporate these multiple execution paths into the sandbox technology so that a deeper dynamic analysis may be performed. The prototype for this research uses a state capturing mechanism so that the states, at different points during execution, can be recorded and compared after various execution paths have been forced [18]

Similarly, symbolic execution of programs as described by Brumley was proposed with the goal of observing more than a single execution path and in particular to detect trigger-based behavior in malware. [19]

## CHAPTER 3 – DESIGN AND IMPLEMENTATION

### *Overview of Approach*

System interaction logs were collected from malware using a Norman sandbox. Data from the logs was parsed into a database in a manner such that all information is query-able and essentially, a log could be rebuilt from its parts. From this data, counts of occurrence of behaviors were taken per classification and per software (See the example below). From a list of behaviors found, all possible behavior sequences (with length 3) were generated, stored, and occurrences also counted per classification and per software.\* Statistical analysis was performed from the data counts and also on several other factors such as how often exceptions and page faults occur within malware versus non-malicious software.

For the purposes of this paper, a “behavior” is a single entity that describes an action that may occur on a system. Behaviors can represent function calls, exceptions, page faults, port connections, socket bindings, send to port calls, and open network calls.

Example of a function call behavior:

```
KERNEL32.CreateProcessA()
```

A system interaction is the actual event of a behavior interacting with a system; some catalyst has caused a particular behavior to be executed on a system. The parts that comprise an interaction make it unique: software that called or caused the behavior, the order of its occurrence, and its parameters if there are any.

Example of a system interaction:

```
Agent.bz:KERNEL32.CreateProcessA  
("C:\WINDOWS\MsgNet32.exe", NULL, 0x00000000, 0x00000000, 0x00000000  
, 0x00000000, 0x00000000, NULL, 0x00000000, 0x00000000)
```

\*Per the combination formula:  $n! / r! (n - r)!$ , there are a total of 1,435,853,825 possible behavior patterns when evaluating patterns using a set of 2,051 behaviors and with a length of three behaviors. Due to resource constraints, the combination generator was stopped when it reached 304,999,878 patterns. This is further addressed in the Future Work section of this paper.

## ***Setup***

Initial processing (parsing interaction logs into the database) was done with a Dell Studio laptop running Microsoft Windows Vista Home Premium Edition with Service Pack 2. The laptop has an Intel® Core™2 Duo CPU P8600 @ 2.40GHz. VMware Player Version 2.5.3 build-185404 running Windows XP SP3 was used in conjunction with this machine for the handling of malware so that the machine would not be infected.

Secondary processing (analysis of stored database data) was done with a Dell Precision WorkStation T3400 running Microsoft Windows 7 Enterprise Edition. It has an Intel® Core™2 Quad CPU Q9550 @ 2.83GHz.

## ***Samples***

Malicious software samples were found in binary form in an online database titled VX Heavens at <http://vs.netlux.org>. Initially, 67,000+ files were obtained with filename format:

OS.Classification.MalwareName.version; example: Win32.Worm.Agent.az. Files were first filtered by operating system to only include those for Windows 32. The remaining 11,581 binaries were sorted into directories by the following twenty-seven malware classifications: Backdoor, DoS, Email-Flooder, Email-Worm, Exploit, Flooder, IM-Flooder, IM-Worm, IRC-Worm, Net-Worm, Nuker, P2P-Worm, Rootkit, SMS-Flooder, Sniffer, Spam-Tool, Spoofer, Trojan, Trojan-DDoS, Trojan-Clicker, Trojan-Downloader, Trojan-Dropper, Trojan-Notifier, Trojan-Proxy, Trojan-Spy, Virus, and Worm. Definitions for each class can be found in the Appendix.

Similar classes were purposefully not lumped together so that specific analysis could be done when warranted. For general analysis, classes can easily be grouped together however they are needed. In many cases, there were several (sometimes as many as 100) versions of software with the same name. The API logs of all versions were included when cataloging into the database, but to limit duplication and to have a more reasonable sample size for analysis, each class was further filtered by only using one version of each. The versions used were selected by finding those that utilized the most behaviors. For example, if version A required the use of 50 behaviors but version B used 75 behaviors; then version B was selected for analysis. After all filtering, there were a total of 2459 samples that are represented in the following table. For analysis, the classes were combined into Application, Worm, Trojan, Virus, DoS, and Advanced Persistent Threats.

Backdoor	DoS	Email Flooder	Email Worm	Exploit	Flooder	IM Flooder
27	143	1	9	2	2	57
IM Worm	IRC Worm	Net Worm	Nuker	P2P Worm	Rootkit	SMS Flooder
37	75	57	118	181	9	27
Sniffer	Spam Tool	Spoofers	Trojan	Trojan DDoS	Trojan Clicker	Trojan Downloader
13	9	3	183	63	33	5
Trojan Dropper	Trojan Notifier	Trojan Proxy	Trojan Spy	Virus	Worm	
203	31	69	267	358	147	

**Table 1: Number of Malicious Software samples in their respective classes.**

Non-malicious software was obtained by scanning several Windows 32 systems for executable files. A total of 1557 samples were found, logged, and catalogued into the database but only 340 were utilized after using the same filtering techniques that were done for malware.

## ***Generating System Interaction Logs***

In order to catalogue the behaviors of software, a method had to be selected that would log each and every interaction between each of the executables and the system. This method would have to prevent the system from being infected by malware and could hopefully be incorporated into the future use of this research. There were two options considered: the first was to execute the software in a virtual machine with an API call logger running within the virtual machine, while the second was to execute the software within a Norman sandbox. Using a Windows virtual machine allows a greater degree of control of the environment since it is more like a true to life system versus the simulated Windows environment of a sandbox. It was decided however, that less control and constant variables were more desirable.

The dependent variables, the interactions reported in an API log, should only be affected by the independent variables, in this case, the executed software. While a VM offers more control of the environment, allowing the manipulation of settings (i.e. installing or running other software) per software creates a less controlled environment, as in a controlled constant for testing. If one could guarantee that all altered settings remained exactly the same for all software that is executed, this might be acceptable. However, there is software that will not run to completion when it discovers that some other particular software is present, and will then usually wait for a user response as in this example, “Setup cannot continue because this version is incompatible with a previously installed one.” The API log to represent this situation would report this message to the screen and then stop, instead of reporting the installation or whatever the program was trying to do before discovering the other software. For this example, the older version would first need to be removed, which creates a change in our controlled variable and is a cause for all software to be retested with this change. Keeping the system constant will ensure that all

trials of the investigation are equally impacted by the controlled variables, therefore allowing one to see the impacts of the independent variable on the dependent variable.

The Windows API calls that are used to prepare for and to seek out those external files will be logged and that will be sufficient. With the notion of using constant variables when logging behavior, the behavior that occurs while executing in the sandbox can be representative of any Windows 32 system regardless of the programs that are installed (as long as its Windows 32 files exist as they were originally installed).

Therefore, the Norman sandbox was chosen to generate the system interaction logs; it simulates a clean install of Windows and operates exactly the same for all software, regardless of the type of system the sandbox is running on. The Norman sandbox comes with API logging features and saves the step of having to design our own. It shows each interaction in the order of occurrence, including its parameters when they exist. Another highly valued feature of the sandbox was that it allowed batch running of directories. This was considerably attractive feature on account of us wishing to log and store all 11,581 malicious and all 1557 non-malicious software samples, which resided in only 28 directories, one for each class.

Using the Norman Sandbox Analyzer consisted of the following steps:

1. Select Browse button and choose a directory for batch processing.
2. Select the Start button.
3. Once notified of completion, find the temp directory where logs are stored.
4. Copy logs into a new location, as they will be overwritten when processing the next batch directory.

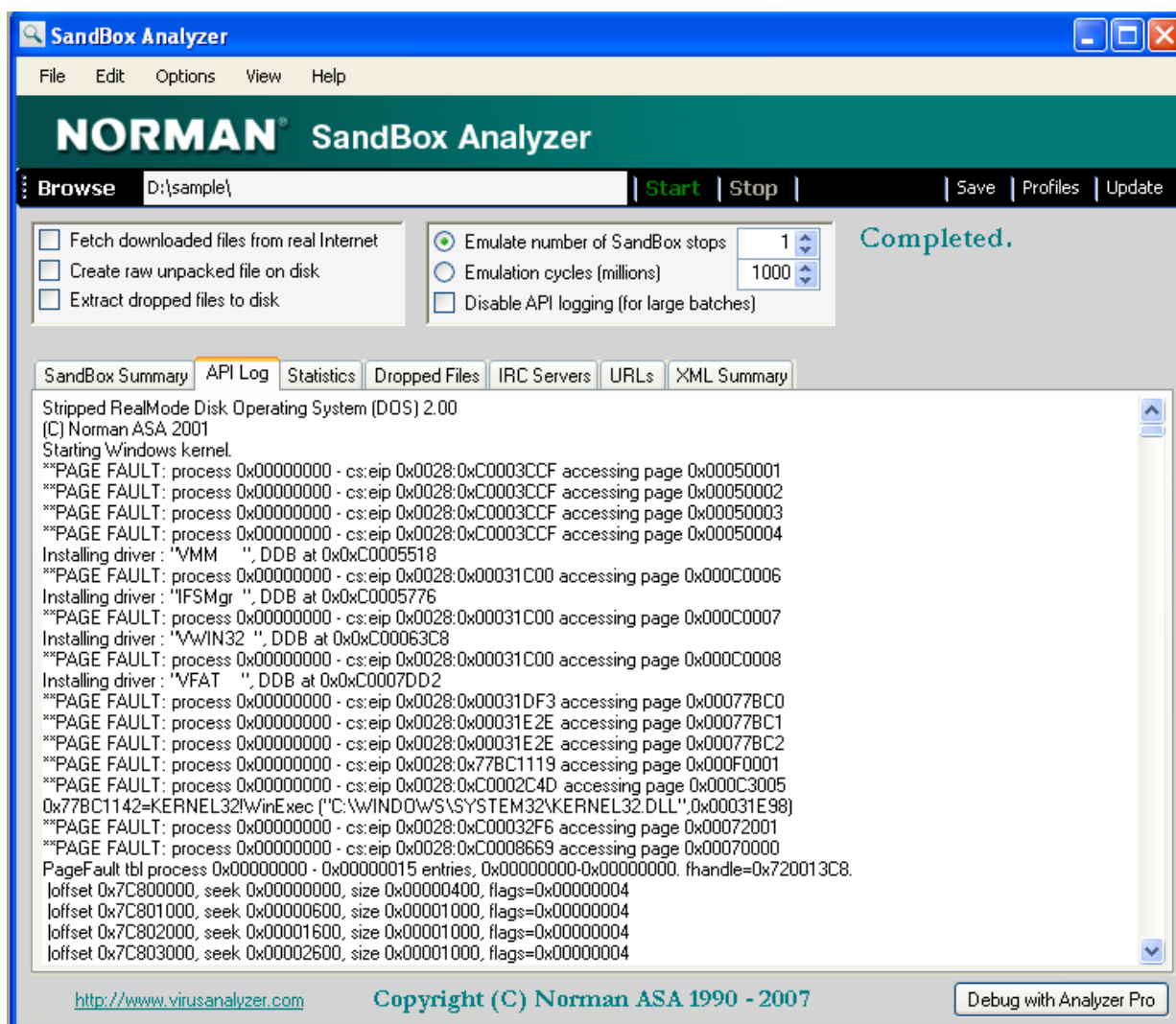


Figure 4 – Screenshot of the Norman Sandbox Analyzer

For an example of an API log generated by the Norman Sandbox Analyzer, please refer to the appendix.

## Creating the Behavior Database

Oracle Database 11g Enterprise Edition Release 11.2.0.1.0 was chosen for its parallel threading feature. In-memory parallel execution harnesses the aggregated memory in a system to enhance query performance by minimizing or even completely eliminating the physical I/O needed for a parallel operation. Oracle automatically decides if an object being accessed using parallel execution benefits from being cached in the SGA (buffer cache). The decision to cache an object is based on a well defined set of heuristics including size of the object and the frequency that it is

accessed. In an Oracle RAC environment, Oracle maps fragments of the object into each of the buffer caches on the active instances. By creating this mapping, Oracle knows which buffer cache to access to find a specific part or partition of an object to answer a given SQL query. In-memory parallel query harnesses the aggregated memory in a system for parallel operations, enabling it to scale out with the available memory for data caching as the number of nodes in a cluster increases. This new functionality optimizes large parallel operations by minimizing or even completely eliminating the physical I/O needed because the parallel operation can now be satisfied in memory. [6]

In creating the database schema, the goal was to have a database that would treat behaviors generically. It was hoped that all behavior types would be captured during sample processing, although initially, some types were unknown. More literally speaking, it was known that there would be function calls, while there was no certainty for the others. If there was a table per behavior type (an obvious 3NF schema); upon reaching a new type, processing would have to stop and the user would need to be notified that a database change was required before processing could resume. Specifically, a new table would have to be created each time a new type was discovered. It was also necessary to maintain Third Normal Form (3NF) so that each piece of data was query-able and also extendible; extendible in this case meaning that the value could be used as a foreign key column if it was decided to include more information later. Another design factor: No certain number of parameters could be assumed for any type, as this too could cause an error during processing as well as it would result in a very large number of empty (null) fields. To avoid the problems explained above, the schema was designed as follows:

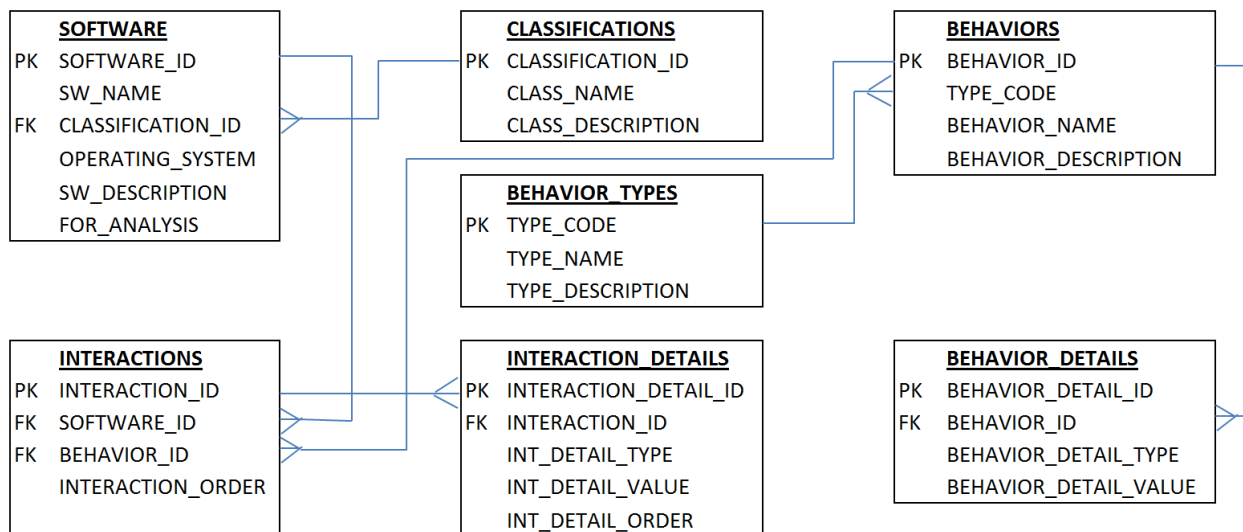


Figure 5 – Diagram of 'Behavior Database'

Each behavior was stored once in the Behaviors table which has a one-to-many relationship to the Behavior Details table. This arrangement was done in order to allow a behavior to have multiple details, while at the same time, avoiding numerous empty (null) fields. Behavior details are pieces of information that the sandbox provided with the behavior name to describe that behavior, such as a library name. The empty fields would have been an issue if the Behaviors table had been setup to include multiple columns for details, also for which, some random number of columns would to be selected that would hopefully be enough for all types of behaviors. It was found that for the data collected, each behavior type required no more than one detail; but the described approach does avoid null space and keeps in line with the expandability objective. The Behavior Types descriptive table was also included to maximize saved storage space. For visual understanding, an example:

Behaviors			Behavior Types	
<i>BEHAVIOR_ID</i>	<i>TYPE_CODE</i>	<i>BEHAVIOR_NAME</i>	<i>TYPE_CODE</i>	<i>TYPE_NAME</i>
248	F	CopyFileA	F	Function

Behavior Details			
<i>BEHAVIOR_DETAIL_ID</i>	<i>BEHAVIOR_ID</i>	<i>BEHAVIOR_DETAIL_TYPE</i>	<i>BEHAVIOR_DETAIL_VALUE</i>
657	248	DLL	KERNEL32

The Interactions table is the pivotal part of the schema. Each record of this table directly correlates to a line of an interaction log. *Software\_id* stores a foreign key that references the software currently being processed. *Behavior\_id* references the particular behavior executed and *interaction\_order* is the order in which it occurred as reported by the Norman sandbox.

The Interactions Details table was, much like the Behavior Details table, created to avoid having empty parameter columns that would have resulted from having to randomly guess a maximum number of parameters and making a column for each. There is no way of knowing how many columns to use as there is no set maximum for parameters. For each Interactions record containing one or more parameters, an Interactions Details record was created. The table is called Interaction Details versus Parameters because not all interactions include a behavior type that has associated parameters; some include other details such as exception fault codes. In the Interaction Details table, *interaction\_id* is the reference to the Interaction for which it is associated. *Int\_detail\_type* and *int\_detail\_value* are similar to the detail type and value columns of the Behaviors table. For an Interaction record containing a function call, the associated *int\_detail\_type* is "Parameter" and the *int\_detail\_value* is the value of the parameter. *Int\_detail\_order* simply numbers the parameters in the order that they occur within the function.



Example:

Interactions			
INTERACTION_ID	SOFTWARE_ID	BEHAVIOR_ID	INTERACTION_ORDER
9383	102	248	8725

Interaction Details			
INTERACTION_DETAIL_ID	INTERACTION_ID	INT_DETAIL_TYPE	
28149	9383	Parameter	
28150	9383	Parameter	
28151	9383	Parameter	

Interaction Details Continued		
INT_DETAIL_VALUE	INT_DETAIL_ORDER	
"C:\sample.exe"	1	
"C:\WINDOWS\MsgNet32.exe"	2	
0xFFFFFFFF	3	

## ***Parsing Interaction Logs into the Database***

The code for this process was written in Java using JDBC and can be found in the Appendix. The filename and lines of a log look similar to the following. There is one line to represent each behavior type found. Line numbers were added for readability and correlate to the line numbers of table `_`. This table shows how each piece will be parsed into the database by matching value to table and column name. Note that repeated column names on any table represent multiple records inserted into that table. Also empty cells represent the absence of a record and not null values.

### Backdoor.Win32.Agobot.gz

```
1)**PAGE FAULT: process 0x00000000 - cs:eip 0x0008:0xD000CA98
accessing page 0x00070019
2)**EXCEPTION: ThreadID 0x15 opcode 0xAA45 SEH=0x7C825AA5
FaultCode=0xC0000005 EFlags=0x00000204
3)-connect port 01659, ["TCP"] IP "81.164.97.92"
4)-binds socket 00001 to port 00030891
5)Open network resource "Microsoft Windows-nettverk" ("Microsoft
Windows-nettverk")
6)-sendto port 00137, IP "176.49.0.0"
7)0x7C80722C=KERNEL32!lstrcat
("C:\WINDOWS\system32\","oleaut32.dll")
```

Line	1	2	3	4	5	6	7
<b>SOFTWARE</b>							
SW_NAME	Afcore.bz	Agobot.gz	Ppdoor.z	Dumador.z	Delf.ir	Seteada	Zero.a
<b>CLASSIFICATIONS</b>							
CLASS_NAME	Backdoor	Backdoor	Backdoor	Backdoor	IRC-Worm	Trojan	Virus
<b>BEHAVIORS</b>							
BEHAVIOR_NAME	PageFault	Exception	ConnectPort	BindSocket	OpenNetwork	SendToPort	Istrcat
<b>BEHAVIOR DETAILS</b>							
BEHAVIOR_DETAIL_TYPE							DLL
BEHAVIOR_DETAIL_VALUE							KERNEL32
<b>INTERACTIONS</b>							
SOFTWARE_ID	101	104	126	116	1818	954	10290
BEHAVIOR_ID	100	101	102	103	104	105	118
INTERACTION_ORDER	7	4044	1260	357	2279	1562	70
<b>INTERACTION DETAILS</b>							
INT_DETAIL_TYPE	AccessingPage	ThreadId	Port	Socket	Resource MSHOME ("Microsoft Windows-nettverk")	Port	Parameter "C:\WINDOWS\system32\"
INT_DETAIL_VALUE	0x00072031	0x15	01659	00001		00137	
INT_DETAIL_ORDER	1	1	1	1	1	1	1
INT_DETAIL_TYPE		opcode	ConnectionType	Port		IP	Parameter "oleaut32.dll"
INT_DETAIL_VALUE		0xAA45	TCP	00030891		176.49.0.0	
INT_DETAIL_ORDER		2	2	2		2	2
INT_DETAIL_TYPE		SEH	IP				
INT_DETAIL_VALUE		0x7C825AA5	81.164.97.92				
INT_DETAIL_ORDER		3	3				
INT_DETAIL_TYPE		FaultCode					
INT_DETAIL_VALUE		0xC0000005					
INT_DETAIL_ORDER		4					
INT_DETAIL_TYPE		Eflags					
INT_DETAIL_VALUE		0x00000204					
INT_DETAIL_ORDER		5					

**Table 2: Log extraction to database example.**

The following is a list of instructions that describe how the data was recorded.

1. Obtain software name (including version) and classification from filename.
2. Determine classification id of the software.

3. Check the database to see if the software and version exist in the database for its class.
  - a. It already exists, skip file completely.
  - b. It does not exist; insert a software record (*sw\_name*, *classification\_id*, *operating\_system*).

*For each line per log:*

4. Check for line wrapping (explanation below)
  - a. Line appears to be a complete interaction, move to next step.
  - b. Line is wrapped; loop until line appears to be complete.
5. Get behavior name.
  - a. It already exists, move to next step.
  - b. It does not exist; determine behavior type, insert a behavior record (*type\_code*, *behavior\_name*).
6. Check if there are associated behavior details.
  - a. Behavior details do not exist, move to next step.
  - b. Behavior details exist; insert a Behavior Details record (*behavior\_id*, *behavior\_detail\_type*, *behavior\_detail\_value*).
7. Insert an interaction record (*software\_id*, *behavior\_id*, *interaction\_order*).
8. Check if there are associated Interaction details.
  - a. Interactions details do not exist; get next line of file
  - b. Interaction details do exist; create an Interaction Details record for each (*interaction\_id*, *int\_detail\_type*, *int\_detail\_value*, *int\_detail\_order*).

Within the logs, we encountered some unusual line wrapping. A single interaction might be spread across several lines without any obvious explanation for this happening. It was not a matter of running out of line space, as some of the broken lines were rather short. We could not check for this simply by looking for a closing parenthesis, because often, the broken line would end in a closing parenthesis that did not represent the end of the interaction (it was common to have several sets of parenthesis in a line).

## CHAPTER 4 – BEHAVIOR EXTRACTION

### *Single Behavior Analysis*

Single behavior analysis is that which is performed on individual behaviors as they have occurred. As a basis for other analysis, counts of the number of times a behavior occurred per class were taken. Only one count was given per software. So if there were three Worms – A opens a file 23 times, B opens a file 12 times, and C opens a file 0 times; the count for opening a file is 2, 1 for A and 1 for B. Essentially, the count represents number of software for which a behavior exists. One may question why a simple count of occurrence per software was not taken so that the count would represent exact number of occurrences per entire class.

Amongst many of the software sampled, it could be seen from the sandbox generated logs that there were copious amounts of looping happening within the program. In some cases, there were tens of thousands of repeats per a set of processes. For some, it could be assumed that the looping was because the program was waiting for a user action, for others it was clear it was looping until completion of a task for which it was unable to complete. It was never clear if a program stopped on its own or if the sandbox stopped running it. Number of emulation cycles can be set with a time allowed to run or by specific number of emulation cycles. One of the two options must be selected via a set of radio buttons; however there is no indication that software ran out of cycles, ran out of time, or ended on its own.

With the presence of this looping, there is not a way to decipher if a behavior has been called a large number of times independently or due to looping. There is also not a way to tell if the looping plays an important role and if counting the behavior within each loop should be done or not. So it was decided that the mere existence of a behavior occurring in a software item is what would be counted.

Here is an example:

```
0x77D3718C=USER32!PeekMessageA (0x0012FF5A,0x000001F4,0x00000001,0x00000001)
0x77D3718C=USER32!PeekMessageA (0x0012FF5A,0x000001F4,0x00000001,0x00000001)
0x77D3718C=USER32!PeekMessageA (0x0012FF5A,0x000001F4,0x00000001,0x00000001)
0x77D3718C=USER32!PeekMessageA (0x0012FF5A,0x000001F4,0x00000001,0x00000001)
0x77D3718C=USER32!PeekMessageA (0x0012FF5A,0x000001F4,0x00000001,0x00000001)
```

This section of a log belongs to the Denial of Service malicious software, titled Crasher.10. It can be noted that all components are identical. This is five instances of the same behavior and

perhaps five occurrences (or counts) would not greatly skew statistics, however, what cannot be shown here is that the log belonging to Crasher.10 contains 132,833 lines. A rather sizeable 131,964 of those lines appear consecutively as the exact same function call shown in the example. This behavior would be given a count of 131,964 for this software and would absolutely sway statistics to show an overwhelming existence of this behavior for the class Denial of Service.

Counts were found with the following query and stored in the table Patterns1. (Table is named Patterns1 even though single behaviors are evaluated in order to keep a consistent naming convention, i.e. Patterns1, Patterns2, Patterns3, etc, where the number represents the length of the pattern.) This query was compared to several others that would return the same information by running each query, observing run time, and by examining the explain plans provided by Oracle (please refer to the Appendix for an example and explanation of explain plans). For the full script, please refer to the appendix. Before using the script, indexes were built for both *software\_id* and *behavior\_id* on the Interactions table.

```
SELECT COUNT (*)
FROM SOFTWARE S
WHERE S.CLASSIFICATION_ID = :CLASSIFICATION_ID
      AND S.FOR_ANALYSIS = 'Y'
      AND EXISTS (SELECT 1
                  FROM INTERACTIONS I
                  WHERE I.SOFTWARE_ID = S.SOFTWARE_ID
                        AND I.BEHAVIOR_ID = :BEHAVIOR_ID)
```

Bind variables represent variables that would be passed via cursor loops.

Example of results:

Behavior, with database id 723, has name `GetEnvironmentStringsA`. This behavior is a function and belongs to the DLL library `KERNEL32`.

`GetEnvironmentStringsA` occurs in only one software item in a non-malicious software sample set of size 340 (0.29%). This behavior occurs at least once per software in all of the malicious software sampled for each malware classification (100%).

## ***Pattern Behavior Analysis***

Pattern behavior analysis is that which is performed on a combination of behaviors. We decided to see if there were any interesting combinations of behaviors that stood out amongst the classes

of malware that we tested. What we hoped to find were those behaviors that by themselves, in the single analysis, didn't appear suspicious, but when grouped with other behaviors showed a noticeable difference. For example, perhaps behaviors A, B, and C have a fairly even distribution in all classes but could only be found grouped together in a particular class.

The combination algorithm was used to find all combinations within a set of 2051 behaviors where the combination is three behaviors in length. In future work, other lengths will be tested; however length three was chosen for now as it is what our resources would allow. We could have used a length of two but it was realized that length two would not capture the simple process of opening, reading, and writing to a file.

The basis for other analysis was found with the same method that that was used for single behaviors. Counts of the number of times a behavior pattern occurred per software per class were taken. Only one count was given per software. The same logic that was used to avoid erroneous counts of single behaviors due to looping was also applied to patterns. If there were three Backdoors – A opens a file, reads the file, updates the file 23 times, B opens a file, reads the file, updates the file 12 times, and C opens a file, reads the file, updates the file 0 times; the count for the pattern of opening a file, reading the file, and updating the file is 2, 1 for A and 1 for B. Patterns were generated with an application written in Java with JDBC. Please refer to the appendix for this code.

Counting the existence of patterns was found with the following query and stored in the table Patterns3. As with single behaviors, the query was compared to other alternatives with testing and explain plans. Indexes were built for *behavior\_id1*, *behavior\_id2*, and *behavior\_id3* on the Patterns3 table.

```
SELECT COUNT(DISTINCT S.SOFTWARE_ID)
FROM SOFTWARE S, PATTERNS3 P
WHERE P.PATTERN3_ID = :PATTERN3_ID
      AND S.FOR_ANALYSIS = 'Y'
      AND S.CLASSIFICATION_ID = :CLASSIFICATION_ID
      AND S.SOFTWARE_ID IN (SELECT DISTINCT S1.SOFTWARE_ID
                            FROM INTERACTIONS I1, SOFTWARE S1
                            WHERE I1.SOFTWARE_ID = S1.SOFTWARE_ID
                              AND I1.BEHAVIOR_ID = P.BEHAVIOR_ID1)
      AND S.SOFTWARE_ID IN (SELECT DISTINCT S1.SOFTWARE_ID
                            FROM INTERACTIONS I2, SOFTWARE S2
                            WHERE I2.SOFTWARE_ID = S2.SOFTWARE_ID
                              AND I2.BEHAVIOR_ID = P.BEHAVIOR_ID2)
      AND S.SOFTWARE_ID IN (SELECT DISTINCT S3.SOFTWARE_ID
                            FROM INTERACTIONS I3, SOFTWARE S3
```

```
WHERE I3.SOFTWARE_ID = S3.SOFTWARE_ID
AND I3.BEHAVIOR_ID = P.BEHAVIOR_ID3)
```

Bind variables represent variables that would be passed via cursor loops.

Example of result:

130:744:1091 - Application:0, Virus:10; where the first three numbers represents a pattern using behavior ids from the database, and following the pattern is a count of that pattern's occurrence in the classes Application and Virus.

For the purposes of this paper and project, non-malicious software was given the classification 'Application'.

### *Pattern table information*

Results of counts were stored in the database. 3NF was maintained, however the decision to favor speed or to favor storage space was a constant battle. Tables were given class name as column names as can be seen in this table description:

Name	Null?	Type
-----	-----	-----
APPLICATION		NUMBER(10)
BACKDOOR		NUMBER(10)
DOS		NUMBER(10)
EMAIL_FLOODER		NUMBER(10)
EMAIL_WORM		NUMBER(10)
EXPLOIT		NUMBER(10)
FLOODER		NUMBER(10)
IM_FLOODER		NUMBER(10)
IM_WORM		NUMBER(10)
IRC_WORM		NUMBER(10)
NET_WORM		NUMBER(10)
NUKER		NUMBER(10)
P2P_WORM		NUMBER(10)
ROOTKIT		NUMBER(10)
SMS_FLOODER		NUMBER(10)
SNIFFER		NUMBER(10)
SPAMTOOL		NUMBER(10)
SPOOFER		NUMBER(10)

TROJAN		NUMBER(10)
TROJAN_CLICKER		NUMBER(10)
TROJAN_DDOS		NUMBER(10)
TROJAN_DOWNLOADER		NUMBER(10)
TROJAN_DROPPER		NUMBER(10)
TROJAN_NOTIFIER		NUMBER(10)
TROJAN_PROXY		NUMBER(10)
TROJAN_SPY		NUMBER(10)
VIRUS		NUMBER(10)
WORM		NUMBER(10)
PATTERN1_ID	NOT NULL	NUMBER(20)
BEHAVIOR_ID	NOT NULL	NUMBER(20)

In order to join another table to table Patterns1, by classification, one would have to use something such as an EXECUTE IMMEDIATE SQL statement in order to pass a classification name as a column name in a varchar2. The alternative would have been to have two columns: *classification\_id* and *count*. Since there are 2051 behaviors, this would have meant 2051 records per classification (28 classes). For single behavior analysis this would not have been a bit ugly but for pattern analysis it would be nothing short of atrocious. Each classification would have a little fewer than 1.5 billion records.



## CHAPTER 5 – DATA ANALYSIS

### *Single Behavior Findings*

We observed roughly 2000 different “single behaviors” in our sandbox environment and investigated the proportional breakdown, i.e. given this observed behavior, what proportions of the particular classes exhibited that behavior?

We aggregated data and fixed six classes:  $C_{App}$  for Applications,  $C_{Worm}$  for Worms,  $C_{Virus}$  for Viruses,  $C_{Trojan}$  for Trojans,  $C_{DOS}$  for Denial of Service, and  $C_{APT}$  for Advanced Persistent Threats. Looking first at our reference non-malicious ‘Application’ class  $C_{App}$ , we see that the top 15 ‘single behaviors’ are observed during execution of almost all of them (Table 3).

Library	Behavior B	$P(B C_{App})$
KERNEL32	SetCurrentDirectory	100%
KERNEL32	_lopen	100%
KERNEL32	GetFileSize	100%
KERNEL32	CloseHandle	100%
KERNEL32	InternalExec	100%
KERNEL32	GetCurrentProcessId	100%
KERNEL32	WinExec	99%
KERNEL32	CreateProcessA	99%
KERNEL32	RtlZeroMemory	96%
KERNEL32	HeapAlloc	96%
KERNEL32	GetModuleHandleA	96%
KERNEL32	GetProcAddress	96%
KERNEL32	GetCommandLineW	96%
KERNEL32	lstrlenW	96%
KERNEL32	LoadLibraryA	96%

**Table 3: Top 15 behaviors and probabilities that given class  $C_{App}$ , single behavior B is observed.**

If we compare these behavior occurrences across other classes, i.e. given an observed behavior, what class can it be attributed to; we find the following descriptive statistics (interesting behavior highlighted in yellow, reference class grayed). We show most prevalent behaviors seen in the class, meaning the behavior appears in at least 90% of the class.

These tables all show probabilities of the form: Given class  $C_i$ , what is the probability that we see behavior B, this is  $P(B|C_i)$  **We want to answer the question: Given behavior B, what is the probability of belonging to a certain class  $P(C_i|B)$ ?**

The discrepancies between classes will help us to identify, by inspection, candidates for classification based on behavior using Bayes’ formula later on. We give six tables below:

Library	Behavior B	P(B C <sub>App</sub> )	P(B C <sub>Worm</sub> )	P(B C <sub>Trojan</sub> )	P(B C <sub>Virus</sub> )	P(B C <sub>DOS</sub> )	P(B C <sub>APT</sub> )
KERNEL32	SetCurrentDirectory	100%	100%	100%	100%	100%	100%
KERNEL32	_lopen	100%	100%	100%	100%	100%	100%
KERNEL32	GetFileSize	100%	100%	100%	100%	100%	100%
KERNEL32	CloseHandle	100%	100%	100%	100%	100%	100%
KERNEL32	InternalExec	100%	100%	100%	100%	100%	100%
KERNEL32	GetCurrentProcessId	100%	23%	33%	6%	68%	47%
KERNEL32	WinExec	99%	99%	93%	98%	99%	96%
KERNEL32	CreateProcessA	99%	99%	93%	98%	99%	96%
KERNEL32	RtlZeroMemory	96%	99%	100%	99%	100%	100%
KERNEL32	HeapAlloc	96%	99%	100%	99%	100%	100%
KERNEL32	GetModuleHandleA	96%	99%	100%	99%	100%	100%
KERNEL32	GetProcAddress	96%	99%	100%	99%	100%	100%
KERNEL32	GetCommandLineW	96%	98%	100%	99%	100%	100%
KERNEL32	IstrlenW	96%	98%	100%	99%	100%	100%
KERNEL32	LoadLibraryA	96%	99%	100%	95%	99%	100%

**Table 4: Comparison of the top 4% behaviors of C<sub>App</sub> with the other 5 classes.**

GetCurrentProcessId occurs in 100% of Application samples, but only between 6-68% of the other malware classes exhibit that behavior.

Library	Behavior B	P(B C <sub>App</sub> )	P(B C <sub>Worm</sub> )	P(B C <sub>Trojan</sub> )	P(B C <sub>Virus</sub> )	P(B C <sub>DOS</sub> )	P(B C <sub>APT</sub> )
KERNEL32	GetProcAddress	96.2%	100%	100%	99%	100%	100%
KERNEL32	ExitThread	45.9%	100%	43%	47%	42%	48%
KERNEL32	SetCurrentDirectory	100.0%	100%	100%	100%	100%	100%
KERNEL32	_lopen	100.0%	100%	100%	100%	100%	100%
KERNEL32	GetFileSize	100.0%	100%	100%	100%	100%	100%
KERNEL32	CloseHandle	100.0%	100%	100%	100%	100%	100%
KERNEL32	InternalExec	100.0%	100%	100%	100%	100%	100%
KERNEL32	CreateProcessA	99.4%	99%	93%	98%	99%	96%
KERNEL32	RtlZeroMemory	96.5%	99%	100%	99%	100%	100%
KERNEL32	HeapAlloc	96.5%	99%	100%	99%	100%	100%
KERNEL32	WinExec	99.4%	99%	93%	98%	99%	96%
KERNEL32	GetModuleHandleA	96.2%	99%	100%	99%	100%	100%
KERNEL32	LoadLibraryA	95.6%	99%	100%	95%	99%	100%
KERNEL32	GetCommandLineW	96.2%	98%	100%	99%	100%	100%
KERNEL32	IstrlenW	96.2%	98%	100%	99%	100%	100%
KERNEL32	GetEnvironmentStringsA	0.3%	98%	100%	99%	45%	88%
ntdll	RtlCreateHeap	0.0%	98%	100%	99%	45%	88%
NTOSKRNL	NtAllocateVirtualMemory	0.0%	98%	100%	99%	45%	88%

**Table 5: Comparison of the top 2% behaviors of C<sub>Worm</sub> with the other 5 classes**

In Table , for the class Worm, we have four API calls which occur in other classes much less prevalently. ExitThread occurs in 100% of Worm samples, but in 42 to 48% of the other classes. GetEnvironmentStringsA, RtlCreateHeap, and NtAllocateVirtualMemory all occur in 98% of worms sampled and comparatively, these behaviors all occur within 88 to 100% of Advanced

Persistent Threads, Viruses, and Trojans. However, they only occur in 45% of Denial of Service attacks and 0 – 0.3% of Applications.

Library	Behavior B	P(B C <sub>App</sub> )	P(B C <sub>Worm</sub> )	P(B C <sub>Trojan</sub> )	P(B C <sub>Virus</sub> )	P(B C <sub>DOS</sub> )	P(B C <sub>APT</sub> )
KERNEL32	GetProcAddress	96.2%	100%	100%	99%	100%	100%
KERNEL32	SetCurrentDirectory	100.0%	100%	100%	100%	100%	100%
KERNEL32	_lopen	100.0%	100%	100%	100%	100%	100%
KERNEL32	GetFileSize	100.0%	100%	100%	100%	100%	100%
KERNEL32	CloseHandle	100.0%	100%	100%	100%	100%	100%
KERNEL32	InternalExec	100.0%	100%	100%	100%	100%	100%
KERNEL32	RtlZeroMemory	96.5%	99%	100%	99%	100%	100%
KERNEL32	HeapAlloc	96.5%	99%	100%	99%	100%	100%
KERNEL32	GetModuleHandleA	96.2%	99%	100%	99%	100%	100%
KERNEL32	LoadLibraryA	95.6%	99%	100%	95%	99%	100%
KERNEL32	GetCommandLineW	96.2%	98%	100%	99%	100%	100%
KERNEL32	IstrlenW	96.2%	98%	100%	99%	100%	100%
KERNEL32	GetEnvironmentStringsA	0.3%	98%	100%	99%	45%	88%
ntdll	RtlCreateHeap	0.0%	98%	100%	99%	45%	88%
NTOSKRNL	NtAllocateVirtualMemory	0.0%	98%	100%	99%	45%	88%
KERNEL32	CreateProcessA	99.4%	99%	93%	98%	99%	96%
KERNEL32	WinExec	99.4%	99%	93%	98%	99%	96%

**Table 6: Comparison of the top 7% behaviors of C<sub>Trojan</sub> with the other 5 classes**

In Table , for the class Trojan, we have three API calls which occur in other classes less prevalently but 100% in Trojans. They are again, GetEnvironmentStringsA, RtlCreateHeap, and NtAllocateVirtualMemory. Occurrence is similar to that of Trojan in Viruses, Advanced Persistent Threats, and Worms from 88 to 99% but again occur in 45% of Denial of Service Attacks and only 0 – 0.3% of Applications.

Library	Behavior B	P(B C <sub>App</sub> )	P(B C <sub>Worm</sub> )	P(B C <sub>Trojan</sub> )	P(B C <sub>Virus</sub> )	P(B C <sub>DOS</sub> )	P(B C <sub>APT</sub> )
KERNEL32	SetCurrentDirectory	100.0%	100%	100%	100%	100%	100%
KERNEL32	GetFileSize	100.0%	100%	100%	100%	100%	100%
KERNEL32	CloseHandle	100.0%	100%	100%	100%	100%	100%
KERNEL32	InternalExec	100.0%	100%	100%	100%	100%	100%
KERNEL32	RtlZeroMemory	96.5%	99%	100%	99%	100%	100%
KERNEL32	HeapAlloc	96.5%	99%	100%	99%	100%	100%
KERNEL32	GetCommandLineW	96.2%	98%	100%	99%	100%	100%
KERNEL32	IstrlenW	96.2%	98%	100%	99%	100%	100%
KERNEL32	GetEnvironmentStringsA	0.3%	98%	100%	99%	45%	88%
ntdll	RtlCreateHeap	0.0%	98%	100%	99%	45%	88%
NTOSKRNL	NtAllocateVirtualMemory	0.0%	98%	100%	99%	45%	88%
KERNEL32	GetModuleHandleA	96.2%	99%	100%	99%	100%	100%
KERNEL32	GetProcAddress	96.2%	99%	100%	99%	100%	100%
KERNEL32	CreateProcessA	99.4%	99%	93%	98%	99%	96%
KERNEL32	WinExec	99.4%	99%	93%	98%	99%	96%
KERNEL32	LoadLibraryA	95.6%	99%	100%	95%	99%	100%
KERNEL32	CreateFileA	7.6%	86%	83%	92%	37%	88%
KERNEL32	IstrcpynA	3.8%	87%	88%	91%	40%	87%
KERNEL32	FindFirstFileA	77.9%	59%	74%	90%	80%	74%

**Table 7: Comparison of the top 10% behaviors of C<sub>Virus</sub> with the other 5 classes**

For the class Virus, we have 6 API calls which occur in other classes less prevalently. Once more, the three behaviors GetEnvironmentStringsA, RtlCreateHeap, and NtAllocateVirtualMemory occur significantly less in Applications, from 0 – 0.3%, and in Denial of Service, 45%. CreateFileA and lstrcpynA occur in Viruses 91% to 92%, and in Worms, Trojans, and Advanced Persistent Threats 83 to 88%; but only 37 - 40% in Denial of Service and 7.6 and 3.8% in Applications. FindFirstFileA occurs in 90% of Viruses and much lower with 59% in Worms, but is somewhat close to Viruses in the other four classes with 74 – 80%.

Library	Behavior B	P(B C <sub>App</sub> )	P(B C <sub>Worm</sub> )	P(B C <sub>Trojan</sub> )	P(B C <sub>Virus</sub> )	P(B C <sub>DOS</sub> )	P(B C <sub>APT</sub> )
KERNEL32	SetCurrentDirectory	100.0%	100%	100%	100%	100%	100%
KERNEL32	GetFileSize	100.0%	100%	100%	100%	100%	100%
KERNEL32	CloseHandle	100.0%	100%	100%	100%	100%	100%
KERNEL32	InternalExec	100.0%	100%	100%	100%	100%	100%
KERNEL32	RtlZeroMemory	96.5%	99%	100%	99%	100%	100%
KERNEL32	HeapAlloc	96.5%	99%	100%	99%	100%	100%
KERNEL32	GetCommandLineW	96.2%	98%	100%	99%	100%	100%
KERNEL32	lstrlenW	96.2%	98%	100%	99%	100%	100%
KERNEL32	GetModuleHandleA	96.2%	99%	100%	99%	100%	100%
KERNEL32	GetProcAddress	96.2%	99%	100%	99%	100%	100%
KERNEL32	CreateProcessA	99.4%	99%	93%	98%	99%	96%
KERNEL32	WinExec	99.4%	99%	93%	98%	99%	96%
KERNEL32	LoadLibraryA	95.6%	99%	100%	95%	99%	100%
KERNEL32	_lclose	78.5%	84%	91%	49%	91%	90%

**Table 8: Comparison of the top 9% behavior of C<sub>DOS</sub> with the other 5 classes**

In Table for class DoS, there are three behaviors that occur less in other classes than in Denial of Service. CreateProcessA and WinExec exist in fewer software than Denial of Service but not with a significant difference at 93 to 99.4%. \_lclose has a somewhat significant difference with 91% occurrence in Denial of Service and 49% in Viruses; but a close 78.5 – 91% in the four other classes.

Library	Behavior B	P(B C <sub>App</sub> )	P(B C <sub>Worm</sub> )	P(B C <sub>Trojan</sub> )	P(B C <sub>Virus</sub> )	P(B C <sub>DOS</sub> )	P(B C <sub>APT</sub> )
KERNEL32	SetCurrentDirectory	100.0%	100%	100%	100%	100%	100%
KERNEL32	_lopen	100.0%	100%	100%	100%	100%	100%
KERNEL32	GetFileSize	100.0%	100%	100%	100%	100%	100%
KERNEL32	CloseHandle	100.0%	100%	100%	100%	100%	100%
KERNEL32	InternalExec	100.0%	100%	100%	100%	100%	100%
KERNEL32	RtlZeroMemory	96.5%	99%	100%	99%	100%	100%
KERNEL32	HeapAlloc	96.5%	99%	100%	99%	100%	100%
KERNEL32	GetCommandLineW	96.2%	98%	100%	99%	100%	100%
KERNEL32	lstrlenW	96.2%	98%	100%	99%	100%	100%
KERNEL32	GetModuleHandleA	96.2%	99%	100%	99%	100%	100%
KERNEL32	GetProcAddress	96.2%	99%	100%	99%	100%	100%
KERNEL32	LoadLibraryA	95.6%	99%	100%	95%	99%	100%
KERNEL32	CreateProcessA	99.4%	99%	93%	98%	99%	96%
KERNEL32	WinExec	99.4%	99%	93%	98%	99%	96%

**Table 9: Comparison of the top 9% behavior of C<sub>APT</sub> with the other 5 classes.**

In Table , we see that no behavior in the top 4% of the class APT is much different in other classes. This is both expected and disheartening: Expected because Advanced Persistent Threats are persistent precisely because they blend in with normal behavior, and disheartening because it looks like no specific behavior of APTs is less common in other classes.

## Bayesian Inference

We have now the most prevalent behaviors, given a class (these are the  $P(B|C_{App})$ ,  $P(B|C_{Worm})$ ,  $P(B|C_{Trojan})$ ,  $P(B|C_{Virus})$ ,  $P(B|C_{DOS})$  and  $P(B|C_{APT})$  ).

From the yellow highlights, we pick 11 candidate behaviors as potential discriminators. We list them below:

ID	Library	Behavior B	Prevalent Behavior in Class
0	KERNEL32	GetCurrentProcessId	Application
1	KERNEL32	ExitThread	Worm
2	KERNEL32	GetEnvironmentStringsA	Worm, Trojan, Virus
3	ntdll	RtlCreateHeap	Worm, Trojan, Virus
4	NTOSKRNL	NtAllocateVirtualMemory	Worm, Trojan, Virus
5	KERNEL32	CreateFileA	Virus
6	KERNEL32	lstrcpynA	Virus
7	KERNEL32	FindFirstFileA	Virus
8	KERNEL32	CreateProcessA	DOSers
9	KERNEL32	WinExec	DOSers
10	KERNEL32	_lclose	DOSers

**Table 10: Behavior used for testing class membership**

The more interesting question remains: Given an observed behavior  $B_i$ ,  $0 \leq i < 10$ , what is the most likely class  $C_j$ ,  $j \in \{App, Worm, Virus, Trojan, DOS, APT\}$  the behavior characterizes? This  $P(C_j|B_i)$  can be solved using Bayes's formula [22] for six classes and those twelve behaviors. We proceed to solve it as an example for one behavior and the six classes, and then give the complete numerical results in a table.

Bayes's formula is

$$P(C_j | B_i) = \frac{P(B_i | C_j) \times P(C_j)}{\sum_{y=0}^5 P(B_i | C_y) \times P(C_y)}$$

$B_i$  are the eleven behaviors and  $C_j$  are the 6 classes. The  $P(B_i|C_j)$  we get partially from the tables above and partially from our aggregated Norman data. The resulting relevant data is given in

Table . When we have zero probability of occurrence, we attribute that to sampling error and use a very low probability value of 0.0001, as per best practices to not blow up the formula.

Behavior B	P(B C <sub>App</sub> )	P(B C <sub>Worm</sub> )	P(B C <sub>Trojan</sub> )	P(B C <sub>Virus</sub> )	P(B C <sub>DOS</sub> )	P(B C <sub>APT</sub> )
GetCurrentProcessId	1	0.23	33	0.06	0.68	0.47
ExitThread	0.46	1	0.43	0.47	0.42	0.48
GetEnvironmentStringsA	0.003	0.98	1	0.99	0.45	0.88
RtlCreateHeap	0.0046	0.98	1	0.99	0.45	0.88
NtAllocateVirtualMemory	0.0001	0.98	1	0.99	0.45	0.88
CreateFileA	0.076	0.86	0.83	0.92	0.37	0.88
IstrcpynA	0.038	0.87	0.88	0.91	0.4	0.87
FindFirstFileA	0.78	0.59	0.74	0.9	0.8	0.74
CreateProcessA	0.99	0.99	0.93	0.98	0.99	0.96
WinExec	0.99	0.99	0.93	0.98	0.99	0.96
_lclose	0.79	0.84	0.91	0.49	0.91	0.9

**Table 11: Given a class of programs, the probabilities we saw a behavior**

The probabilities  $P(C_j)$  – the probability of the classes - we get from the class frequencies of our 2000 or so samples from our aggregated Norman data. These are 0.17, 0.17, 0.24, 0.18, 0.13, and 0.11 for App, Worm, Virus, Trojan, DOS, and APT, respectively (see Table 1).

P(C <sub>App</sub> )	P(C <sub>Worm</sub> )	P(C <sub>Trojan</sub> )	P(C <sub>Virus</sub> )	P(C <sub>DOS</sub> )	P(C <sub>APT</sub> )
0.17	0.17	0.24	0.18	0.13	0.11

**Table 12: Class probabilities in our 2000 samples**

Let's compute this, as an example, for behavior  $B_3$  in Table , *RtlCreateHeap*. The question we proceed to answer as an example: If we execute something unknown and see *RTLCreateHeap*, what is the probability that it belongs to one of the classes?

We have for  $B_3$  and  $C_{App}$  :

$$\begin{aligned}
 P(C_{App} | B_3) &= \frac{P(B_3 | C_{App}) \times P(C_{App})}{\sum_{y=0}^5 P(B_3 | C_y) \times P(C_y)} = \\
 &= \frac{0.0046 \times 0.17}{0.0046 \times 0.17 + 0.098 \times 0.17 + 1 \times 0.24 + 0.99 \times 0.18 + 0.45 \times 0.13 + 0.88 \times 0.11} \\
 &= 0.1\%
 \end{aligned}$$

We can compute this for all six classes in Table

Behavior $B_3$	P(C <sub>App</sub>  B <sub>3</sub> )	P(C <sub>Worm</sub>  B <sub>3</sub> )	P(C <sub>Trojan</sub>  B <sub>3</sub> )	P(C <sub>Virus</sub>  B <sub>3</sub> )	P(C <sub>DOS</sub>  B <sub>3</sub> )	P(C <sub>APT</sub>  B <sub>3</sub> )
RtlCreateHeap	0.1%	22.5%	32.4%	24.1%	7.9%	13.1%

**Table 13: For behavior B3, probability of class membership given execution of an unknown program**

We interpret this as seeing that behavior *RtlCreateHeap* is most strongly associated with class Trojan. It is also interesting to note that *RtlCreateHeap* is almost never found in the class Application. This is consistent with this API call being an undocumented function. [23]

We now give the entire computation and highlight relevant results in yellow in Table

ID	Behavior B	$P(C_{App} B_{ID})$	$P(C_{Worm} B_{ID})$	$P(C_{Trojan} B_{ID})$	$P(C_{Virus} B_{ID})$	$P(C_{DOS} B_{ID})$	$P(C_{APT} B_{ID})$
0	GetCurrentProcessId	2.1%	0.5%	95.7%	0.1%	1.1%	0.6%
1	ExitThread	14.4%	31.3%	19.0%	15.6%	10.0%	9.7%
2	GetEnvironmentStringsA	0.1%	22.5%	32.4%	24.1%	7.9%	13.1%
3	RtlCreateHeap	0.1%	22.5%	32.4%	24.1%	7.9%	13.1%
4	NtAllocateVirtualMemory	0.1%	22.5%	32.4%	24.1%	7.9%	13.1%
5	CreateFileA	1.9%	21.9%	29.8%	24.8%	7.2%	14.5%
6	lstrcpynA	1.0%	21.8%	31.2%	24.2%	7.7%	14.1%
7	FindFirstFileA	17.5%	13.2%	23.4%	21.4%	13.7%	10.7%
8	CreateProcessA	17.3%	17.3%	23.0%	18.2%	13.3%	10.9%
9	WinExec	17.3%	17.3%	23.0%	18.2%	13.3%	10.9%
10	_lclose	16.8%	17.8%	27.3%	11.0%	14.8%	12.4%

**Table 14: Probabilities that an unknown program, given a behavior, belongs to a class. Rows some up to 100%**

## ***Discussion***

We find that of the 11 behaviors we chose to test from our 2000 samples of six classes, most behaviors are associated strongest with class Trojan with *GetProcessID* being very strongly represented. Behavior *ExitThread* is seen most in class worms, also an interesting find, which may be related to the propagation module of worms. We further note that for class Application behaviors 2,3,4,5 and 6 are rarely seen.

These are hopeful results. There were many other interesting items found by digging and prodding around in our database, with a human eye, that we were unfortunately unable to capture with an automated or statistical measure. For instance, there appears to be behaviors that show consistency in the average of occurrences per software per class. This however is diluted by the looping we spoke of earlier. We will continue to attempt to work around this looping. We have seen that the looping seems to be more prevalent in malicious software and we hypothesize that this is related to non-malicious software having better conditions and cleaner exit strategies.

We saw two slightly different types of looping. Sometimes there are a set of behaviors that appear to be aimlessly and infinitely looping. In other cases, there was one particular behavior, *FindNextFileA*, which could either be a programming issue or could intentionally be searching through files.

Besides infinite looping, another trend consistent with particular classes was the use of foul language within function call parameters. This isn't to say it happens often, just that when it does happen, it is more often than not, within a malicious class of software. We believe we can find other consistency within parameters and other types of interaction details.

We conclude that our procedure is a potentially viable method to test class association and for malicious software detection with observed behavior, with a few caveats. We did our inference for the behaviors picked for high prevalence in a class. We should repeat these experiments for rare behavior prevalence in classes in future work. We will create several sets of sample data for each class instead of working with large numbers. Also, we will update our database with newer malware. It was discovered that our non-malicious software samples were biased to Windows 32, and this most likely affected our counting data for the Application class. We need to include more independent applications. This is possibly in line with our *GetEnvironmentStringsA* example mentioned much earlier and also in our analysis represented in the above tables. It is an interesting but strange fact that we see this behavior so prevalent amongst malicious software and not in non-malicious. Therefore it is also our conclusion that while many of these processes can be automated, before any behavior observation can be utilized in detection and classification mechanisms, it should be individually analyzed for explanations of the finding.



As mentioned in related work, we hope that we begin to see the availability of logging multiple execution paths, as this would further enhance our analysis.

## CHAPTER 6 - FUTURE MALWARE

It is hard to gauge how much mileage signature-matching-based AV detection techniques still have in them in light of polymorphic and metamorphic threats. Some industry researchers are optimistic.

We briefly mention k-ary malware, a worrisome development, in this context, k-ary malware, of which at this time only laboratory or very trivial examples are known to exist, seem able to elude conventional deployed defenses in principle, not just in practice. [21]

This feat is accomplished by partitioning the malware's functionality spatio-temporally into k distinct parts, with each part containing merely an innocuous subset of the total instructions. In serial or parallel combination, they subsequently become active. Current AV models seem unable to detect this threat (or disinfect completely upon detection), which may be due to fundamental theoretical model assumptions. [21]

To understand the limitation of current approaches, one has to remember a simple explanation: You cannot make a good (as in justifiable) decision if you do not have all the information needed.

The notion of computability rests largely on the Church-Turing thesis. Although the Church-Turing thesis refers explicitly to the computation of functions, this small but important caveat is not emphasized to the extent that it should be; instead it is understood to mean that Turing machines model all computation. Herein lies the flaw: not only are there some functions that cannot be computed by Turing machines, but more fundamentally, not all computable problems are function-based to begin with (Bilar08). Function-based or algorithmic (with loops) computation requires the input to be specified at the start of the computation; it is a closed transformation from input to output. This cannot take later triggers from the outside into account, as we saw with the brouhaha about Conficker in 2009.

In light of emerging malware, new models and methods are being developed. In the theoretical realm, this entails moving beyond Turing machine models premised on the strong Church-Turing thesis ('computation-as-functions') towards more expressive models premised on 'Interactive Computations' through Join Calculus, for instance (Jacob10).

## **Appendix A: Definitions**

**Advanced Persistent Threat (APT)** - require a high degree of stealth over a prolonged duration of operation in order to be successful. The attack objectives typically extend beyond immediate financial gain, and compromised systems continue to be of service even after key systems have been breached and initial goals reached. APTs can best be summarized by their named requirements:

**Advanced:** Criminal operators behind the threat utilize the full spectrum of computer intrusion technologies and techniques. While individual components of the attack may not be classed as particularly “advanced” (e.g. malware components generated from commonly available DIY construction kits, or the use of easily procured exploit materials), their operators can typically access and develop more advanced tools as required. They combine multiple attack methodologies and tools in order to reach and compromise their target.

**Persistent:** Criminal operators give priority to a specific task, rather than opportunistically seeking immediate financial gain. This distinction implies that the attackers are guided by external entities. The attack is conducted through continuous monitoring and interaction in order to achieve the defined objectives. It does not mean a barrage of constant attacks and malware updates. A “low-and-slow” approach is usually more successful.

**Threat:** means that there is a level of coordinated human involvement in the attack, rather than a mindless and automated piece of code. The criminal operators have a specific objective and are skilled, motivated, organized and well funded. [20]

**Backdoor** – A backdoor program is a remote administration utility that, once installed on a computer, allows a user access and controls it over a network or the Internet. A backdoor is usually able to gain control of a system because it exploits undocumented processes in the system's code. A typical backdoor consists of 2 components- client and server. An attacker will use the client application to communicate with the server components, which are installed on the victim's system. [6]

**Behavior** – A behavior is a single entity that describes an action that may occur on a system. Behaviors can represent function calls, exceptions, page faults, port connections, socket bindings, send to port calls, open network calls, and any other behavior type that may be found in an API log.

**DoS** – A type of Internet-based attack that aims to deny legitimate users access to a service (for example, a website or a network) by overloading a relevant computer resource or network device. [6]

**Email-Flooder** – Email-Flooder programs are designed to flood email channels with meaningless messages. [9]

**Email-Worm** – A standalone program that distributes copies of itself through e-mail networks, usually in an infectious e-mail attachment. Often, these infected e-mails are sent to e-mail addresses that the worm harvests from files on an infected computer. [6]

**Exploit** – Exploits are programs that contain data or executable code which take advantage of one or more vulnerabilities in software running on a local or remote computer for clearly malicious purposes. [6]

**Flooder** – A flooder is a Trojan that allows an attacker to send massive amount of data to a specific target. Usually flooders are used in IRC channels to jam communications as sending a massive amount of data to a channel or to a selected user disrupts normal communication. [6]

**IM-Flooder** – IM-Flooder programs are designed to flood instant messenger channels (such as ICQ, MSN Messenger, AOL Instant Messenger, Yahoo Pager, Skype etc.) with meaningless messages. [9]

**IM-Worm** – IM Worms spread via instant messaging systems (such as ICQ, MSN Messenger, AOL Instant Messenger, Yahoo Pager, Skype, etc.) In order to spread, IM-Worms usually send a link (URL) to a list of message contacts. The link leads to a network resource where a file containing the body of the worm has been placed. This tactic is almost exactly the same as that used by Email-Worms. [9]

**Interaction** – A system interaction is the actual event of a behavior interacting with a system; some catalyst has caused a particular behavior to be executed on a system.

**IRC-Worm** – A type of worm that uses Internet Relay Chat (IRC) networks to spread copies of itself to new victim machines. [6]

**Malware** – Short for "malicious software," malware refers to software programs designed to damage or do other unwanted actions on a computer system. [5]

**Net-Worm** – A type of worm that propagates by copying itself to other computers connected the infected computer by a network, most commonly a Local Area Network (LAN). [6]

**Nuker** – Nuker is a network-related Trojan that allows an attacker to reboot, slowdown or crash a selected computer connected to Internet. Typically a Nuker needs only the IP address of a target computer. When the IP address is entered, a Nuker sends specific packages to a target computer and makes it restart, slowdown or crash. [6]

**P2P-Worm** – A P2P-worm is a type of worm that takes advantage of the mechanics of a peer-to-peer (P2P) network to distribute a copy of itself to unsuspecting P2P users. When a user

searches the P2P network for a file and finds the deceptively named worm copy, they would download the file onto their own computer and run it, thereby infecting themselves with the worm. Once active on the new machine, the P2P-worm can continue the cycle of finding new victims to infect. [6]

**Rootkit** – A standalone software component that attempts to hide processes, files, registry data and network connections. [6]

**Sandbox** – A sandbox is a controlled, instrumented container in which the program is run and that records how it interacts with its environment. [4]

**Signatures** – A signature is a pattern that identifies malicious software and can be created from a piece of code or a hash. The fragment is used as an identifier for the entire malicious program.

**SMS-Flooder** – An SMS Flooder is a Trojan that sends a massive amount of SMS (text) messages to a single or multiple targets. A big amount of SMS messages can cause a lot of inconvenience and annoyance and in some cases crash specific hardware or perform a denial of service attack on a service. [6]

**Sniffer** – Usually a standalone program to intercept and analyze certain data. For example a sniffer can intercept and analyze network traffic and catch certain data, for example passwords. Trojans sometimes use sniffing capabilities to steal passwords and user information from infected computers. [9]

**Spam-Tool** – Malicious programs of this type are designed to harvest email addresses from a computer and then send them to the malicious user via email, the web, FTP, or other methods. Stolen addresses are then used by cyber criminals to conduct mass mailings of malware and spam. [9]

**Spoofers** – A program used for the act of falsifying characteristics or data, usually in order to conduct a malicious activity. For example, if a spam e-mail's header is replaced with a false sender address in order to hide the actual source of the spam, the e-mail header is said to be spoofed". These programs may be used for a range of purposes (for example, to prevent the recipient from identifying the sender or to transmit a message sent by another party). [6]

**Third Normal Form (3NF)** – 3NF specifies that a data model meets the requirements of 2NF, and adds the requirement that there be no transitive dependencies. A *transitive dependency* exists when a non-key attribute of an entity relies on another non-key attribute that relies on the primary key in the same entity. In other words, if there is an attribute that relies on another attribute that isn't part of the primary key, then that attribute has a transitive dependency. 2NF specifies requirements of 1NF are met and that all non-key attributes rely on the entire primary

key. For a data model to meet 1NF, all of the entities in the model must have a primary key. [7]  
[8]

**Trojan** – Trojans are malicious programs that perform actions which are not authorized by the user: they delete, block, modify or copy data, and they disrupt the performance of computers or computer networks. Unlike viruses and worms, the threats that fall into this category are unable to make copies of themselves or self-replicate. Trojans are classified according to the type of action they perform on an infected computer. [9]

**Trojan-Clicker** – A Trojan-Clicker is a type of Trojan that remains resident in system memory and continuously or regularly attempts to connect to specific websites. This is done to inflate the visit counters for those specific pages. [6]

**Trojan-DDoS** – (Distributed Denial of Service) A type of Trojan that distributes DoS programs, typically via email. This Trojan essentially turns its victims, the receivers, into the attackers, as when the DoS programs are run, they will all send numerous request to the victim machine, leading to a denial of service for its intended users.

**Trojan-Downloader** – A type of Trojan that, once installed on computer, silently downloads files from remote web and ftp sites. Once downloaded, the Trojan-downloader installs and runs the files on the infected computer. Both the download and execution of files is done without the user's knowledge or authorization. [6]

**Trojan-Dropper** – A Trojan-Dropper is a type of Trojan that drops different type of standalone malware (Trojans, worms, backdoors) to a system. It is usually an executable file that contains other files compressed inside its body. When a Trojan-Dropper is run, it extracts these compressed files and saves them to a folder (usually a temporary one) on the computer. [6]

**Trojan-Notifier** – A type of Trojan that gives a notification of some event. In this context, the event is usually malicious - for example, the Trojan may inform a backdoor's controller that the malicious program has been successfully installed on a computer with specific IP address on a specific port. Notifiers can send e-mails, instant messages or contact certain websites in order to post the notification information. [6]

**Trojan-Proxy** – A type of Trojan that, once installed, allows an attacker to use the infected computer as a proxy to connect to the Internet. Trojan-proxies are often used by hackers to hide the location of the original host from any investigating authorities, as the connection can only be traced back to the computer where the Trojan is installed. [6]

**Trojan-Spy** – A type of Trojan that, once installed, allows a hacker to monitor the user's activities on an infected computer. A Trojan-Spy has a wide range of capabilities, including

performing key-logging, monitoring processes on the computer and stealing data from files saved on the machine. [6]

**Virus** – A malicious program which integrates into and affects a program or file on a computer system, without the knowledge or consent of the user. A virus almost always arrives on a computer system as an executable file, most popularly as an e-mail attachment. The term ‘virus’ is commonly incorrectly used as a catch-all for all malicious software. [6]

**Worm** – A program that replicates by sending copies of itself from one infected system to other systems or devices accessible over a network. Unlike a virus, a worm does not integrate itself into a host file and does not need the host file to be executed in order to replicate; it exists and replicates as an independent unit. Also, unlike a Trojan, a worm usually does not camouflage itself by performing any superficially beneficial functions. Most commonly, it will simply focus on sending out copies of itself over the network. [6]

## **Appendix B: Sample Log produced by Norman Sandbox Analyzer**

### *Partial log for Agobot.z*

```
0x7C80D896=KERNEL32!SetCurrentDirectory ("C:\WINDOWS\TEMP\")
0x7C80D8B6=KERNEL32!WinExec ("C:\sample.exe",0x00000000)
0x7C804D75=KERNEL32!CreateProcessA
("C:\sample.exe",NULL,0x00000000,0x00000000,0x00000000,0x00000000,0x00000000,
NULL,0x00000000,0x00000000)
0x7C802220=KERNEL32!_lopen ("C:\sample.exe",0x00000000)
0x7C803FF0=KERNEL32!GetFileSize (0x00000078,0x00000000)
0x7C8022C4=KERNEL32!CloseHandle (0x00000078)
0x7C80D60F=KERNEL32!InternalExec ("C:\sample.exe",0x00000000,0x00000000)
0x7C80513C=KERNEL32!GetCurrentProcessId ()
**PAGE FAULT: process 0x00000000 - cs:eip 0x0008:0xD000499D accessing page
0x00072030
**PAGE FAULT: process 0x00000000 - cs:eip 0x0008:0xD000CA98 accessing page
0x00070019
PageFault tbl process 0x00000109 - 0x00000001 entries, 0x7FFDF000-0x7FFDFFFF.
fhandle=0xFFFFFFFF.
|offset 0x7FFDF000, seek 0x00000000, size 0x00001000, flags=0x00000008
PageFault tbl process 0x00000109 - 0x0000000C entries, 0x00400000-0x0040BFFF.
fhandle=0x7202FEEA.
|offset 0x00400000, seek 0x00000000, size 0x00001000, flags=0x00000004
|offset 0x00401000, seek 0x00001000, size 0x00001000, flags=0x00000000
|offset 0x00402000, seek 0x00002000, size 0x00001000, flags=0x00000000
|offset 0x00403000, seek 0x00003000, size 0x00001000, flags=0x00000000
|offset 0x00404000, seek 0x00004000, size 0x00001000, flags=0x00000000
|offset 0x00405000, seek 0x00005000, size 0x00001000, flags=0x00000000
|offset 0x00406000, seek 0x00006000, size 0x00001000, flags=0x00000000
|offset 0x00407000, seek 0x00007000, size 0x00001000, flags=0x00000000
|offset 0x00408000, seek 0x00008000, size 0x00001000, flags=0x00000000
|offset 0x00409000, seek 0x00009000, size 0x00001000, flags=0x00000000
|offset 0x0040A000, seek 0x0000A000, size 0x00001000, flags=0x00000000
|offset 0x0040B000, seek 0xFFFFFFFF, size 0x00001000, flags=0x00000008
**PAGE FAULT: process 0x00000109 - cs:eip 0x0008:0xD00053AA accessing page
0x0007FFDF
PageFault tbl process 0x00000109 - 0x00000002 entries, 0x20120000-0x20121FFF.
fhandle=0xFFFFFFFF.
|offset 0x20120000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20121000, seek 0x00000000, size 0x00001000, flags=0x00000008
**PAGE FAULT: process 0x00000109 - cs:eip 0x0008:0xD00053D4 accessing page
0x00020121
**PAGE FAULT: process 0x00000109 - cs:eip 0x0008:0xD00053F6 accessing page
0x00020120
PageFault tbl process 0x00000109 - 0x0000000A entries, 0x20130000-0x20139FFF.
fhandle=0xFFFFFFFF.
```



```

|offset 0x20130000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20131000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20132000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20133000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20134000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20135000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20136000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20137000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20138000, seek 0x00000000, size 0x00001000, flags=0x00000000
|offset 0x20139000, seek 0x00000000, size 0x00001000, flags=0x00000008
0x7C80527D=KERNEL32!RtlZeroMemory (0x72030B87,0x00000032)
0x7C805316=KERNEL32!GetCurrentProcessId ()
0x7C804B4E=KERNEL32!HeapAlloc (0x00000000,0x00000008,0x00000330)
**PAGE FAULT: process 0x00000109 - cs:eip 0x001B:0x7C825C2E accessing page
0x00043004
**PAGE FAULT: process 0x00000109 - cs:eip 0x001B:0x7C804B6F accessing page
0x00000400
**PAGE FAULT: process 0x00000109 - cs:eip 0x001B:0x7C804E0E accessing page
0x00000407
0x7C804E73=KERNEL32!LoadLibraryA ("ADVAPI32.dll")
0x7C8066F2=KERNEL32!GetModuleHandleA ("ADVAPI32.dll")
0x7C804EA6=KERNEL32!GetProcAddress (0x77DC0000,"SetServiceStatus")
0x7C804EA6=KERNEL32!GetProcAddress (0x77DC0000,"RegisterServiceCtrlHandlerA")
0x7C804EA6=KERNEL32!GetProcAddress (0x77DC0000,"StartServiceCtrlDispatcherA")
0x7C804E73=KERNEL32!LoadLibraryA ("KERNEL32.dll")
0x7C8066F2=KERNEL32!GetModuleHandleA ("KERNEL32.dll")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"FlushFileBuffers")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetStringTypeW")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetCommandLineA")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetVersion")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"ExitProcess")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"TerminateProcess")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetCurrentProcess")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetLastError")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetFileAttributesA")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"UnhandledExceptionFilter")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetModuleFileNameA")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"FreeEnvironmentStringsA")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"FreeEnvironmentStringsW")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"WideCharToMultiByte")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetEnvironmentStrings")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetEnvironmentStringsW")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"SetHandleCount")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetStdHandle")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetFileType")
0x7C804EA6=KERNEL32!GetProcAddress (0x7C800000,"GetStartupInfoA")

```

## **Appendix C: Example and Explanation of an Oracle Explain Plan**

An explain plan is a representation of the access path that is taken when a query is executed within Oracle.

Query processing can be divided into 7 phases:

[1] Syntactic	Checks the syntax of the query
[2] Semantic	Checks that all objects exist and are accessible
[3] View Merging	Rewrites query as join on base tables as opposed to using views
[4] Statement Transformation	Rewrites query transforming some complex constructs into simpler ones where appropriate (e.g. subquery merging, in/or transformation)
[5] Optimization	Determines the optimal access path for the query to take. With the Rule Based Optimizer (RBO) it uses a set of heuristics to determine access path. With the Cost Based Optimizer (CBO) we use statistics to analyze the relative costs of accessing objects.
[6] QEP Generation	QEP = Query Evaluation Plan
[7] QEP Execution	QEP = Query Evaluation Plan

Steps [1]-[6] are handled by the parser. Step [7] is the execution of the statement.

The explain plan is produced by the parser. Once the access path has been decided upon it is stored in the library cache together with the statement itself. We store queries in the library cache based upon a hashed representation of that query. When looking for a statement in the library cache, we first apply a hashing algorithm to the statement and then we look for this hash value in the library cache. This access path will be used until the query is reparsed.

### Terminology

Row Source	A set of rows used in a query may be a select from a base object or the result set returned by joining 2 earlier row sources
Predicate	where clause of a query
Tuples	rows
Driving Table	This is the row source that we use to seed the query. If this returns a lot of rows then this can have a negative effect on all subsequent operations
Probed Table	This is the object we lookup data in after we have retrieved relevant key data from the driving table.

[http://www.akadia.com/services/ora\\_interpreting\\_explain\\_plan.html](http://www.akadia.com/services/ora_interpreting_explain_plan.html)

```

SQL> SET LINESIZE 500
SQL> SET AUTOTRACE TRACEONLY EXPLAIN
SQL> SELECT COUNT(*)
2 FROM SOFTWARE S
3 WHERE S.CLASSIFICATION_ID = 128
4 AND S.FOR_ANALYSIS = 'Y'
5 AND EXISTS (SELECT 1
6             FROM INTERACTIONS I
7              WHERE I.SOFTWARE_ID = S.SOFTWARE_ID
8                 AND I.BEHAVIOR_ID = 116);

```

Execution Plan

Plan hash value: 1347764420

Id	Operation	Name	Rows	Bytes	Cost (%CPU)	Time	IQ	IN-OUT	PQ Distrib
0	SELECT STATEMENT		1	21	47	(0)	00:00:01		
1	SORT AGGREGATE		1	21					
2	PK COORDINATOR		1	21					
3	PK SEND QC (RANDOM)	:TQ10000	1	21			Q1,00	P->S	QC (RAND)
4	SORT AGGREGATE		1	21			Q1,00	PCWP	
5	NESTED LOOPS SEMI		81	1701	47	(0)	00:00:01	Q1,00	PCWP
6	PK BLOCK ITERATOR						Q1,00	PCWC	
7	INDEX FAST FULL SCAN	SYS_IOT_IOP_74800	92	1012	3	(0)	00:00:01	Q1,00	PCWP
8	INDEX UNIQUE SCAN	SYS_IOT_IOP_74805	2751K	26M	3	(0)	00:00:01	Q1,00	PCWP
9	INDEX RANGE SCAN	INTERACTION_SOFTWARE_ID_IDX	63		3	(0)	00:00:01	Q1,00	PCWP

Predicate Information (identified by operation id):

```

7 - filter("S"."CLASSIFICATION_ID"=128 AND "S"."FOR_ANALYSIS"='Y')
8 - access("I"."SOFTWARE_ID"="S"."SOFTWARE_ID")
   filter("I"."BEHAVIOR_ID"=116)
9 - access("I"."SOFTWARE_ID"="S"."SOFTWARE_ID")

```

```

SQL> SELECT COUNT(DISTINCT I.SOFTWARE_ID)
2 FROM INTERACTIONS I, SOFTWARE S
3 WHERE I.SOFTWARE_ID = S.SOFTWARE_ID
4 AND S.CLASSIFICATION_ID = 128
5 AND S.FOR_ANALYSIS = 'Y'
6 AND I.BEHAVIOR_ID = 116;

```

Execution Plan

Plan hash value: 3630288359

Id	Operation	Name	Rows	Bytes	Cost (%CPU)	Time	IQ	IN-OUT	PQ Distrib
0	SELECT STATEMENT		1	13	2084	(1)	00:00:25		
1	SORT AGGREGATE		1	13					
2	PK COORDINATOR		1	13					
3	PK SEND QC (RANDOM)	:TQ10001	1	13			Q1,01	P->S	QC (RAND)
4	SORT AGGREGATE		1	13			Q1,01	PCWP	
5	VIEW	UV_DAG_0	11767	149K	2084	(1)	00:00:25	Q1,01	PCWP
6	HASH GROUP BY		11767	241K	2084	(1)	00:00:25	Q1,01	PCWP
7	PK RECEIVE		24258	497K	2083	(1)	00:00:25	Q1,01	PCWP
8	PK SEND HASH	:TQ10000	24258	497K	2083	(1)	00:00:25	Q1,00	P->P
9	NESTED LOOPS		24258	497K	2083	(1)	00:00:25	Q1,00	PCWP
10	PK BLOCK ITERATOR						Q1,00	PCWC	
11	INDEX FAST FULL SCAN	SYS_IOT_IOP_74800	92	1012	3	(0)	00:00:01	Q1,00	PCWP
12	INDEX UNIQUE SCAN	SYS_IOT_IOP_74805	265	2650	163	(1)	00:00:02	Q1,00	PCWP
13	INDEX RANGE SCAN	INTERACTION_SOFTWARE_ID_IDX	16816		49	(0)	00:00:01	Q1,00	PCWP

Predicate Information (identified by operation id):

```

11 - filter("S"."CLASSIFICATION_ID"=128 AND "S"."FOR_ANALYSIS"='Y')
12 - access("I"."SOFTWARE_ID"="S"."SOFTWARE_ID")
   filter("I"."BEHAVIOR_ID"=116)
13 - access("I"."SOFTWARE_ID"="S"."SOFTWARE_ID")

```

## **Appendix D: Parser Code**

```
import java.util.regex.*;
import java.awt.Toolkit;
import java.io.*;

public class Parser {

    private Database db;
    private BufferedReader input;
    private static Console console;
    private String filename;
    private String line;
    private int swId;
    private int intOrder;
    private int linenum;

    public Parser (Console console, Database db) throws Exception {
        this.db = db;
        this.console = console;
        this.line = "";
    }

    public void parseFile (File file, String wareType) throws Exception
    {
        input = new BufferedReader(new FileReader(file));
        filename = file.getName();
        String name;
        int classId;
        if (wareType.equals("m") || wareType.equals("M")) {
            name =
                filename.replaceFirst("(\\w+\\.){2}", "").replace(".log", "");
            classId = db.getClassId(filename.replaceFirst("\\..*", ""));
        }
        else {
            name = filename.replace(".log", "");
            classId = 100;
        }
        swId = db.getSoftwareId(name, classId);
        if (swId == 0) {
            db.insertSoftware(name, classId);
            swId = db.getMaxSoftwareId();
            intOrder = 0;
            linenum = 0;    //DELETE
            while ((line = input.readLine()) != null) {
                linenum++;
                parseLine();
            }
        }
    }
}
```

```

}

private void parseLine () throws Exception {
    if (isFunction()) {
        handleFunction();
    }
    else if (isPageFault()) {
        if (line.contains("PageFault tbl process")) {
            handlePageFault();
        }
    }
    else if (isException()) {
        if (line.contains("**EXCEPTION: ThreadID")) {
            handleException();
        }
    }
    else if (isPortConnection()) {
        handlePortConnection();
    }
    else if (isBindSocket()) {
        handleSocketBind();
    }
    else if (isOpenNetwork()) {
        handleOpenNetwork();
    }
    else if (isSendToPort()) {
        handleSendToPort();
    }
    else {
        updateElses();
    }
}

private boolean isFunction() {
    if (line.matches("(^0x\\w{8}=.*)|(^0x\\w{6}=.*)|(^0x\\w{7}=.*)|(^MSVBVM60!.*)"))
        return true;
    else
        return false;
}

private boolean isPageFault() {
    if (line.matches("(.*\\*\\*PAGE FAULT.*)|(*PageFault.*)|(.*\\|offset.*)"))
        return true;
    else
        return false;
}

private boolean isException() {
    if (line.matches("(.*\\*\\*EXCEPTION.*)|(.*==>cs:eip.*)|(.*<==cs:eip.*)|(\\.\\s*dr0=.*)"))

```

```

        return true;
    else
        return false;
}

private boolean isPortConnection() {
    if (line.matches("^-connect port.*"))
        return true;
    else
        return false;
}

private boolean isOpenNetwork() {
    if (line.matches("^Open network.*"))
        return true;
    else
        return false;
}

private boolean isBindSocket() {
    if (line.matches("^-binds socket.*"))
        return true;
    else
        return false;
}

private boolean isSendToPort() {
    if (line.matches("^-sendto port.*"))
        return true;
    else
        return false;
}

private void handlePageFault() throws Exception {
    intOrder++;
    db.insertInteraction(swId, 100, intOrder, "");
    int intId = db.getMaxInteractionId();
    String[] arr = line.split("\\s");
    db.insertInteractionDetail(intId, "Table Process",
        Integer.toString(Integer.parseInt(arr[3].replace("0x", ""), 16)), 1
    );
    db.insertInteractionDetail(intId, "Entries",
        Integer.toString(Integer.parseInt(arr[5].replace("0x", ""), 16)), 2
    );
}

private void handleException() throws Exception {
    intOrder++;
    db.insertInteraction(swId, 101, intOrder, "");
    int intId = db.getMaxInteractionId();
    String[] arr = line.split("\\s");
    db.insertInteractionDetail(intId, "ThreadID", arr[2], 1);
}

```

```

        db.insertInteractionDetail(intId, "Opcode", arr[4], 2);
        db.insertInteractionDetail(intId, "SEH",
            arr[5].replaceFirst("SEH=", ""), 3);
        db.insertInteractionDetail(intId, "FaultCode",
            arr[6].replaceFirst("FaultCode=", ""), 4);
        db.insertInteractionDetail(intId, "EFlags",
            arr[7].replaceFirst("EFlags=", ""), 5);
    }

    private void handlePortConnection() throws Exception {
        intOrder++;
        db.insertInteraction(swId, 102, intOrder, "");
        int intId = db.getMaxInteractionId();
        String[] arr = line.split("\\s");
        db.insertInteractionDetail(intId, "Port",
            arr[2].replaceFirst(",", "", 1);
        db.insertInteractionDetail(intId, "Connection Type", arr[3], 2);
        db.insertInteractionDetail(intId, arr[4], arr[5], 3);
    }

    private void handleSocketBind() throws Exception {
        intOrder++;
        db.insertInteraction(swId, 103, intOrder, "");
        int intId = db.getMaxInteractionId();
        String[] arr = line.split("\\s");
        db.insertInteractionDetail(intId, "Socket Number", arr[2], 1);
        db.insertInteractionDetail(intId, "Port", arr[5], 2);
    }

    private void handleOpenNetwork() throws Exception {
        intOrder++;
        db.insertInteraction(swId, 104, intOrder, "");
        int intId = db.getMaxInteractionId();
        db.insertInteractionDetail(intId, "Resource",
            line.replaceFirst("^Open network resource ", ""), 1);
    }

    private void handleSendToPort() throws Exception {
        intOrder++;
        db.insertInteraction(swId, 105, intOrder, "");
        int intId = db.getMaxInteractionId();
        String[] arr = line.split("\\s");
        db.insertInteractionDetail(intId, "Port",
            arr[2].replaceFirst(",", "", 1);
        db.insertInteractionDetail(intId, "To Port", arr[4], 2);
    }

    private void handleFunction() throws Exception {

        //INSERT BEHAVIOR
        String function = checkFunctionEnd();
        String type = "Function";

```

```

String detail = "DLL";
String name = "";
String detail_value = "";
if (function.charAt(10) == '=') {
    name =
        function.replaceFirst("^0x\\w{8}=\\w*\\!", "").replaceAll("(\\s|)\\(\\.\\*", "");
    detail_value =
        function.replaceFirst("^0x\\w{8}=", "").replaceAll("\\!\\.\\*", "");
}
else if (function.charAt(9) == '=') {
    name =
        function.replaceFirst("^0x\\w{7}=\\w*\\!", "").replaceAll("(\\s|)\\(\\.\\*", "");
    detail_value =
        function.replaceFirst("^0x\\w{7}=", "").replaceAll("\\!\\.\\*", "");
}
else if (function.matches("^MSVBVM60!\\.\\*")) {
    name =
        function.replaceFirst("MSVBVM60!", "").replaceAll("(\\s|)\\(\\.\\*", "");
    detail_value = "MSVBVM60";
}
else if (function.charAt(8) == '=') {
    name =
        function.replaceFirst("^0x\\w{6}=\\w*\\!", "").replaceAll("(\\s|)\\(\\.\\*", "");
    detail_value =
        function.replaceFirst("^0x\\w{6}=", "").replaceAll("\\!\\.\\*", "");
}
else {
    System.out.println("\nFUNCTION DID NOT MEET ANY
CONDITIONS!\n"+function+"\n");
}
int bId = db.getBehaviorId(name, detail_value);
if (bId == 0) {
    db.insertBehavior(name, type, detail, detail_value);
    bId = db.getMaxBehaviorId();
}

//INSERT INTERACTION
intOrder++;
Pattern pattern = Pattern.compile("\\(\\.\\*\\)");
Matcher matcher = pattern.matcher(function);
String parameters;
if (matcher.find()) {
    parameters = matcher.group().replaceAll("'", "'");
}
else if (detail_value.equals("gdi32") &&
        name.equals("CreateDIBitmap")) {
    parameters = "Parameters incomplete";
}
}

```



```

    else {
        parameters = "No parameters";
    }
    db.insertInteraction(swId, bId, intOrder, parameters);
    int intId = db.getMaxInteractionId();
}

private String checkFunctionEnd() throws Exception {
    String current = line;
    boolean append = true;
    while (append) {
        input.mark(1000);
        if ((line = input.readLine()) != null &&
            !isFunction() &&
            !isPageFault() &&
            !isException() &&
            !isPortConnection() &&
            !isBindSocket() &&
            !isOpenNetwork() &&
            !isSendToPort()) {
            if (!autoAppend(current)) {
                System.out.println("\n"+filename+"\n\nPrevious line:
                    "+current+"\nNext line: "+line+"\n");
                prompt();
                String option = console.readLine("Enter option number: ");
                if (option.equals("1")) {
                    input.reset();
                    append = false;
                }
                else if (option.equals("2")) {
                    current = current+" "+line;
                    append = true;
                }
                else if (option.equals("3")) {
                    append = false;
                }
            }
            else { //append without prompts
                current = current+" "+line;
                append = true;
            }
        }
        else { //is fucntion, pagefault, exception, port connection, bind
            socket, or open network
            input.reset();
            append = false;
        }
    }
    return current;
}

private boolean autoAppend(String current) {

```

```

        if (line.matches("\\", 0x\\w{8}\\.\\.\\.\\.\\.\\.\\.\\.)) ||
            !current.matches(".*\\)$") || line.equals(""))
            return true;
        else
            return false;
    }

    private void prompt() {
        System.out.println("1. Previous line is complete, continue parsing
            next line.\n" +
            "2. Previous line is not complete, append next
            line.\n" +
            "3. Next line is a new behavior type. It will
            be added manually; continue.\n");
    }
}

```

## **Appendix E: Combination Generator**

```
public class Pattern3 {

    private static Database db;

    public static void main(String[] args) throws Exception {
        Database db = new Database();
        int[] elements = db.getBehaviorIdPerm();
        int[] indices;
        int[] pattern = new int[3];
        CombinationGenerator cg = new CombinationGenerator
                                   (elements.length, 3);

        while (cg.hasMore()) {
            indices = cg.getNext();
            for (int i = 0; i < indices.length; i++) {
                pattern[i] = elements[indices[i]];
            }
            db.insertPattern3(pattern);
        }
        db.close();
    }
}
```

This class was created by Michael Gilleland, <http://www.merriampark.com/comb.htm#Source>

```
import java.math.BigInteger;

public class CombinationGenerator {

    private int[] a;
    private int n;
    private int r;
    private BigInteger numLeft;
    private BigInteger total;

    public CombinationGenerator (int n, int r) {
        this.n = n;
        this.r = r;
        a = new int[r];
        BigInteger nFact = getFactorial (n);
        BigInteger rFact = getFactorial (r);
        BigInteger nminusrFact = getFactorial (n - r);
        total = nFact.divide (rFact.multiply (nminusrFact));
        reset ();
    }
}
```

```

public void reset () {
    for (int i = 0; i < a.length; i++) {
        a[i] = i;
    }
    numLeft = new BigInteger (total.toString ());
}

public BigInteger getNumLeft () {
    return numLeft;
}

public boolean hasMore () {
    return numLeft.compareTo (BigInteger.ZERO) == 1;
}

public BigInteger getTotal () {
    return total;
}

private static BigInteger getFactorial (int n) {
    BigInteger fact = BigInteger.ONE;
    for (int i = n; i > 1; i--) {
        fact = fact.multiply (new BigInteger (Integer.toString (i)));
    }
    return fact;
}

public int[] getNext () {
    if (numLeft.equals (total)) {
        numLeft = numLeft.subtract (BigInteger.ONE);
        return a;
    }
    int i = r - 1;
    while (a[i] == n - r + i) {
        i--;
    }
    a[i] = a[i] + 1;
    for (int j = i + 1; j < r; j++) {
        a[j] = a[i] + j - i;
    }
    numLeft = numLeft.subtract (BigInteger.ONE);
    return a;
}
}

```

## **Appendix F: Behavior Counting Scripts**

*This script counts occurrences of each behavior in the class Flooder.*

```
CREATE OR REPLACE PROCEDURE PATTERN1_COUNT AS

  V_PATTERN_ID NUMBER;
  V_COUNT       NUMBER;

  CURSOR GET_PBEHAVIOR_ID IS
    SELECT BEHAVIOR_ID
    FROM PATTERNS1
    WHERE FLOODER IS NULL
    ORDER BY PATTERN1_ID DESC;

BEGIN

  FOR REC IN GET_PBEHAVIOR_ID LOOP
    SELECT COUNT(*) INTO V_COUNT
    FROM SOFTWARE S
    WHERE S.CLASSIFICATION_ID = 106
      AND S.FOR_ANALYSIS = 'Y'
      AND EXISTS (SELECT 1
                  FROM INTERACTIONS I
                  WHERE I.SOFTWARE_ID = S.SOFTWARE_ID
                     AND I.BEHAVIOR_ID = REC.BEHAVIOR_ID);

    UPDATE PATTERNS1
    SET FLOODER = NVL(V_COUNT, 0)
    WHERE BEHAVIOR_ID = REC.BEHAVIOR_ID;

  END LOOP;

  COMMIT;

END;
```

*This script counts occurrences of each pattern in the class Virus.*

```
CREATE OR REPLACE PROCEDURE PATTERN3_126 AS

  V_COUNT NUMBER;
  CURSOR GET_PATTERN IS
    SELECT PATTERN3_ID
    FROM PATTERNS3
    WHERE VIRUS IS NULL;

BEGIN

  FOR REC IN GET_PATTERN LOOP
```

```

SELECT COUNT(DISTINCT S.SOFTWARE_ID)
FROM SOFTWARE S, PATTERNS3 P
WHERE P.PATTERN3_ID = :PATTERN3_ID
      AND S.FOR_ANALYSIS = 'Y'
      AND S.CLASSIFICATION_ID = :CLASSIFICATION_ID
      AND S.SOFTWARE_ID IN (SELECT DISTINCT S1.SOFTWARE_ID
                            FROM INTERACTIONS I1, SOFTWARE S1
                            WHERE I1.SOFTWARE_ID = S1.SOFTWARE_ID
                                AND I1.BEHAVIOR_ID = P.BEHAVIOR_ID1)
      AND S.SOFTWARE_ID IN (SELECT DISTINCT S1.SOFTWARE_ID
                            FROM INTERACTIONS I2, SOFTWARE S2
                            WHERE I2.SOFTWARE_ID = S2.SOFTWARE_ID
                                AND I2.BEHAVIOR_ID = BEHAVIOR_ID2)
      AND S.SOFTWARE_ID IN (SELECT DISTINCT S3.SOFTWARE_ID
                            FROM INTERACTIONS I3, SOFTWARE S3
                            WHERE I3.SOFTWARE_ID = S3.SOFTWARE_ID
                                AND I3.BEHAVIOR_ID = P.BEHAVIOR_ID3)

UPDATE PATTERNS3
SET VIRUS = V_COUNT
WHERE PATTERN3_ID = REC.PATTERN3_ID;

END LOOP;

COMMIT;

END;

```

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## **Vita**

Danielle Louise Shoemake was born in New Orleans, Louisiana and received her B.S. degree in Business Management – Management Information Systems from the University of New Orleans. She was admitted to the graduate school of the University of New Orleans in Fall 2006, where she worked under the guidance of Professor Daniel Bilar.

Through part of her studies, she worked as a graduate assistant to Dr. Daniel Bilar, building a malicious software behavior mining database. She also interned at the University of New Orleans' Research and Technology Park with the Space and Naval Warfare (SPAWAR) department of the Navy. Her graduate studies were concentrated on distributed systems, concurrent programming applications, and databases.