

# Botnets

## Secret Puppetry With Computers

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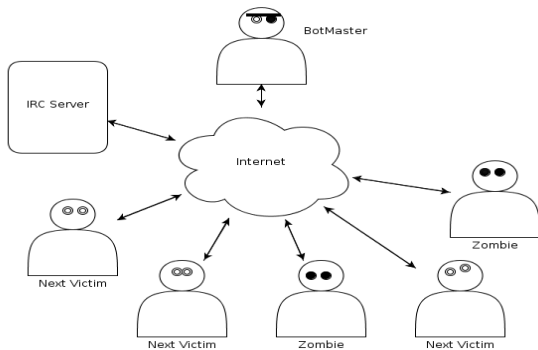
- 1 What are Botnets?
- 2 Technical Overview
- 3 Compare and Contrast
- 4 Detection and Prevention
- 5 Evolution and Conclusion

# Introduction

A botnet is a network of *zombie* computers which are remotely controlled by a *botmaster*. Components:

- Botmaster
- Zombies
- Communication Channel
- Servers

# Botnet Overview



# Facts and Stats

- 83% of global spam
- 3 million botnets, 100 spams per minute
- Only 3 survived from 2010
- Why no Linux Botnets?

- Wiki Leaks -Used Botnet for campaign

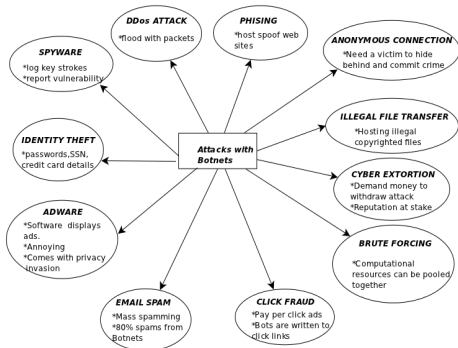
<http://news.techworld.com/security/3252663/>

[anonymous-uses-30000-pc-strong-botnet-in-wikileaks-campaign/](#)

- App Stores - Marketing

# Botnets Threat Landscape

- Have managed to bring down websites of biggies like cia.gov(US central investigation agency), SOCA.gov (British serious organised crime agency)) etc
- Here is a list of what you can do:



# Historically (in)Famous

## StormBot:

- Jan 2007
- fighting-back capabilities
- Spam with Subject - 230 dead as storm batters Europe
- Affected: private computers in Europe and US

## Conflicker:

- Nov 2009
- RPC Request
- Buffer overflow
- Affected: French Navy, United Kingdom Ministry of Defence, Manchester City council's system and police network, German army systems

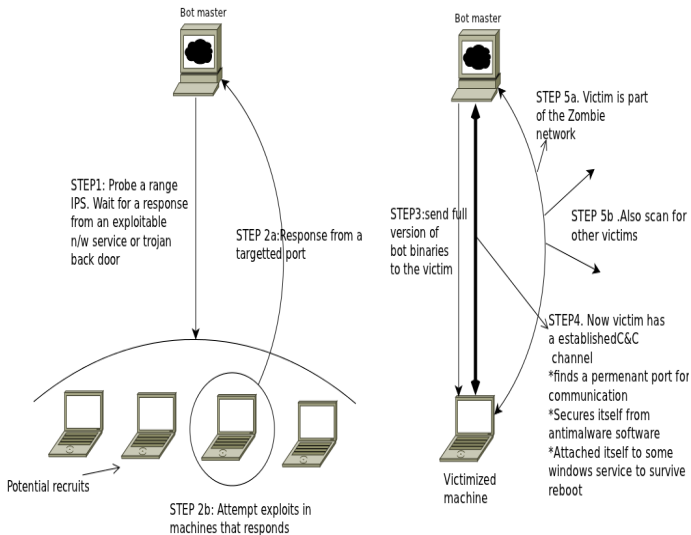
## ZeusBot:

- July 2007
- drive-by-downloads and Phishing scams
- Affected: Bank of America, NASA, Monster.com, ABC Oracle, Play.com, Cisco, Amazon, and BusinessWeek



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# How They Recruit



# How They Differ

## Virus Vs. Worm Vs. Botnet

<http://www.youtube.com/watch?v=X1Sc8W5VaR8>

# How They Propagate

- Scan the network
- Send spam mails
- Drive-by download
- Install malware

# How They Obfuscate

- Encryption
- Mutation
- Encoded Peer List

# Botnet obfuscation mechanisms

## Security Measures



Use Secret  
Pass Phase



Patch Up  
The Point of Entry



Maintain Database  
of the Enemy

# Use a Passcode

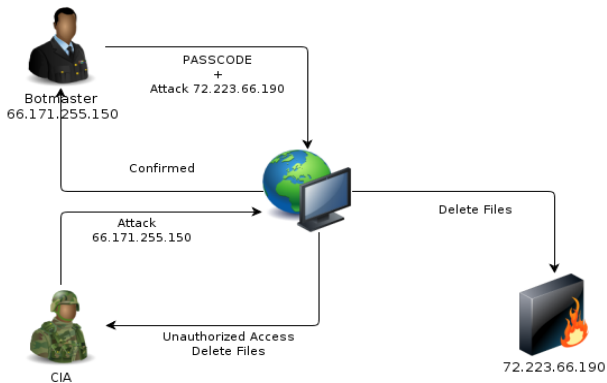


# Use a Passcode

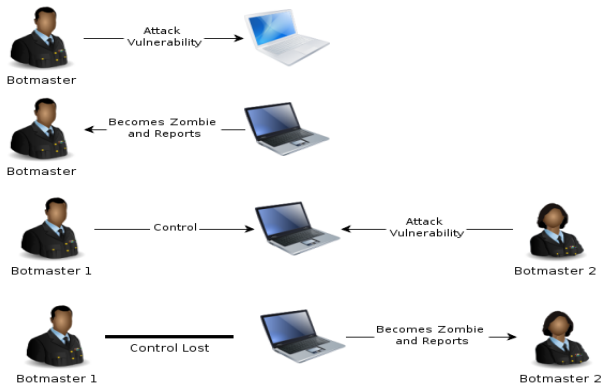




# Use a Passcode



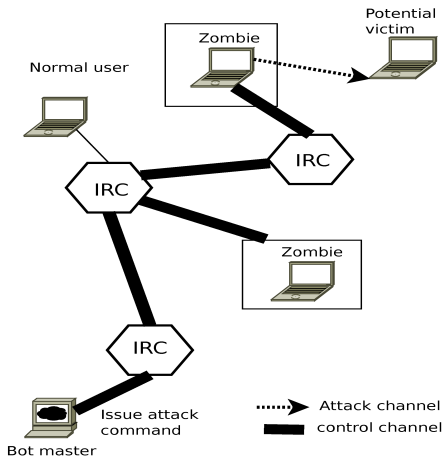
# Patch Up



# Command and Control

- IRC - Internet Relay Chat
- P2P - Peer-to-Peer
- Web Based

# Command and Control - IRC



IRC C&C

# Command and Control - P2P

## *P2P -based:*

- IRC-based botnets have centralized master which is single point of failure
- In P2P based C&C Botmaster can use any of the nodes to pass commands or collect information from other nodes in the Botnet

## *Web-based:*

- Botnets evolved to use HTTP and HTTPS protocols for C&C
  - The bots talk to a web server acting as their master
- Distinct advantage to the adversary as HTTP ports are always enabled
- This C&C merges well with the normal traffic to provide obscurity

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# Anatomy of 2 High Profile Bots

## *AgoBot*

- Also known as Phatbot - oldest known bots
- IRC based bot with a huge arsenal of exploits
- Ability to launch DDoS attacks and harvest passwords through key logging and traffic sniffing

## *SDBot*

- Known since 2002-Hundreds of variants providing a wide range of capabilities
- Core code is very compact when compared to AgoBot with just 2000 lines of C code
- Extension of code to add a newer capability is very straightforward - also diffuses accountability of the creator.

# Botnet Control Mechanism

## *AgoBot*

bot.execute &	Makes the bot execute a specific .exe
bot.sysinfo &	Echo the bots system information
bot.status	Echo bot status information
bot.nick &	Changes the nickname of the bot
bot.open &	Opens a specified file
bot.remove &	Removes the bot from the host

## *SDBot uses commands like*

- Ping & Pong
- Join request to establish IRC connection
- Commands sent by the master include:KICK, NICK, PART.
- All other commands will be sent as part of the PRIVMSG,NOTICE or TOPIC IRC messages



# Host Control Mechanism

## *AgoBot*

- Secure the system
- Harvest commands
- Pctrl commands
- Inst commands

## *SDBot*

- Download
- Kill thread
- Sysinfo
- Execute
- Update

# Attack Mechanism

## *AgoBot*

- Scans for backdoors left by *other* worms
- Exploits RPC Buffer Overflow in windows
- Brute force SQL servers
- DDos

## *SDBot*

- Capabilities are relatively benign
- Creator can disown
- Extends to UDP and ICMP
- `udp/ping <host to attack>`  
`< portno.ofpackets >< packetsize >`

# Obfuscation and deception mechanism

## *AgoBot*

- Swapping consecutive bytes
- Rotate left / Rotate right
- Polymorphic encoding
- Looked for debuggers
- Installed virtual machines
- Kills antivirus processes
- Alters DNS servers of the AV/SW companies

*SDBot did not have any such capabilities.*

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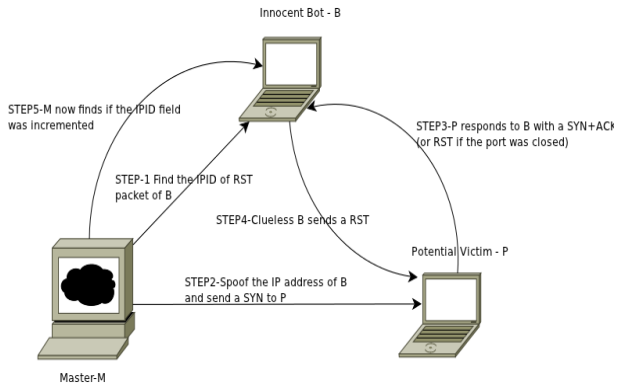
# Anomaly based detection

- Scanning involves sending TCP SYN and other control packets to find open ports
- Calculate TCP work weight - fraction of TCP packets that were control packets

$$w = (\text{SYN}_n + \text{ACK}_n + \text{FIN}_n) / \text{TCP}_n$$

- Anomalous values caught. Won't work with "**Idle scanning**"

# What is Idle scanning?

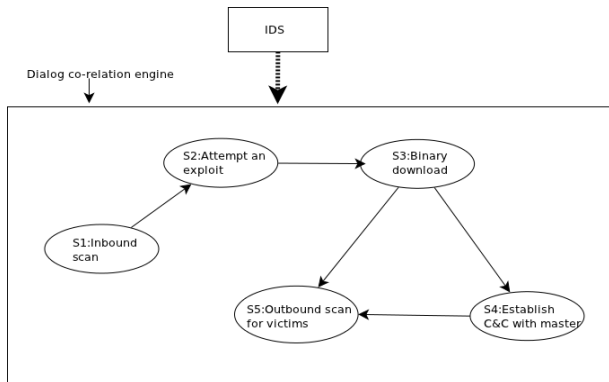


# Idle scanning Detection

- we can form a *Host Exposure Map* which captures the host-port combinations of the connections in which the host generally involves.
- Data should be obtained by initially training the system and capturing the pattern.
- Any activity on the host which doesn't fall in the Exposure Map can be reported.

# Detection by dialog co-relation

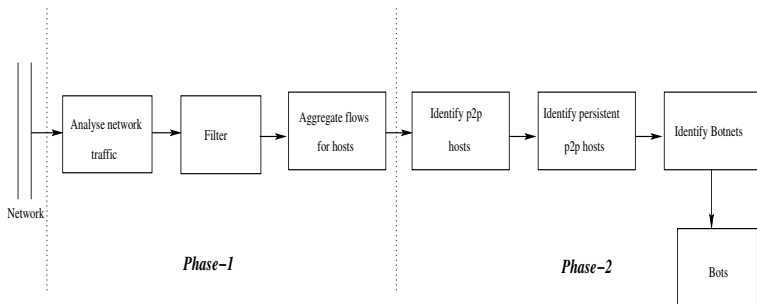
- The victimized host goes into specific states during interaction with master
- The dialog co-relation engine sits at the perimeter of the network and make use of the services of *Intrusion Detection Systems(IDS)*





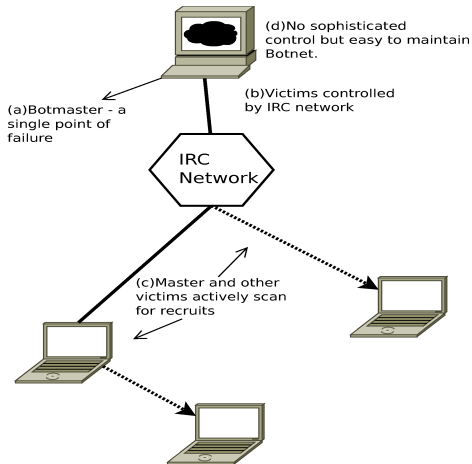
# p2p Botnet Detection

- First process involves detection of hosts in the network that involve in p2p communication - Statistical Finger printing
- Separation of legitimate p2p hosts from the malicious ones - persistence pattern and interaction pattern

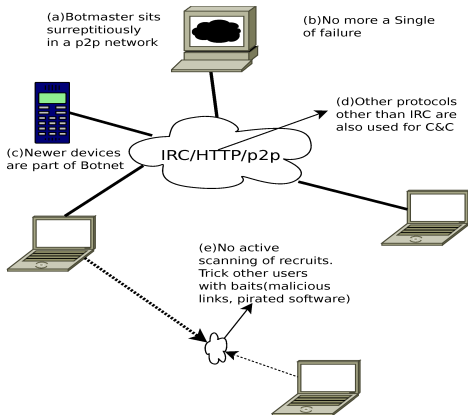


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# Evolution of botnets



# Evolution of Botnets



# Conclusion

- Security begins from personal responsibility.
- Install *security updates* for OS, browser etc promptly
- Don't visit untrusted links
- Avoid using peer-to-peer software
- *Block JavaScript*
- *Watch your ports* for unexpected inbound and outbound traffic.

<http://www.youtube.com/watch?v=SubxMZxhiKo>