

DESIGNING BSD ROOTKITS

AN INTRODUCTION TO KERNEL HACKING

JOSEPH KONG



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by Joseph Kong



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To those who follow their dreams and specialize in the impossible.

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BRIEF CONTENTS

Foreword by John Baldwin	xiii
Introduction	xv
Chapter 1: Loadable Kernel Modules	1
Chapter 2: Hooking	23
Chapter 3: Direct Kernel Object Manipulation	37
Chapter 4: Kernel Object Hooking	59
Chapter 5: Run-Time Kernel Memory Patching	63
Chapter 6: Putting It All Together.....	91
Chapter 7: Detection	119
Closing Words	127
Bibliography.....	129
Index.....	131

CONTENTS IN DETAIL

FOREWORD by John Baldwin

xiii

INTRODUCTION

xv

What Is a Rootkit?	xvi
Why FreeBSD?	xvi
The Goals of This Book	xvi
Who Should Read This Book?	xvi
Contents Overview	xvi
Conventions Used in This Book	xvii
Concluding Remarks	xvii

1

LOADABLE KERNEL MODULES

1

1.1 Module Event Handler	2
1.2 The DECLARE_MODULE Macro	3
1.3 "Hello, world!"	4
1.4 System Call Modules	6
1.4.1 The System Call Function	6
1.4.2 The sysent Structure	7
1.4.3 The Offset Value	8
1.4.4 The SYSCALL_MODULE Macro	8
1.4.5 Example	9
1.4.6 The modfind Function	10
1.4.7 The modstat Function	10
1.4.8 The syscall Function	11
1.4.9 Executing the System Call	11
1.4.10 Executing the System Call Without C Code	12
1.5 Kernel/User Space Transitions	12
1.5.1 The copyin and copyinstr Functions	13
1.5.2 The copyout Function	13
1.5.3 The copystr Function	13
1.6 Character Device Modules	14
1.6.1 The cdevsw Structure	14
1.6.2 Character Device Functions	15
1.6.3 The Device Registration Routine	16
1.6.4 Example	17
1.6.5 Testing the Character Device	19
1.7 Linker Files and Modules	21
1.8 Concluding Remarks	22

2 **HOOKING** **23**

2.1	Hooking a System Call	24
2.2	Keystroke Logging	26
2.3	Kernel Process Tracing	28
2.4	Common System Call Hooks	29
2.5	Communication Protocols	30
2.5.1	The protosw Structure	30
2.5.2	The inetsw[] Switch Table	31
2.5.3	The mbuf Structure	32
2.6	Hooking a Communication Protocol	32
2.7	Concluding Remarks	35

3 **DIRECT KERNEL OBJECT MANIPULATION** **37**

3.1	Kernel Queue Data Structures	37
3.1.1	The LIST_HEAD Macro	38
3.1.2	The LIST_HEAD_INITIALIZER Macro	38
3.1.3	The LIST_ENTRY Macro	38
3.1.4	The LIST_FOREACH Macro	39
3.1.5	The LIST_REMOVE Macro	39
3.2	Synchronization Issues	39
3.2.1	The mtx_lock Function	40
3.2.2	The mtx_unlock Function	40
3.2.3	The sx_slock and sx_xlock Functions	40
3.2.4	The sx_sunlock and sx_xunlock Functions	41
3.3	Hiding a Running Process	41
3.3.1	The proc Structure	41
3.3.2	The allproc List	42
3.3.3	Example	43
3.4	Hiding a Running Process Redux	46
3.4.1	The hashinit Function	47
3.4.2	pidhashtbl	47
3.4.3	The pfind Function	48
3.4.4	Example	48
3.5	Hiding with DKOM	51
3.6	Hiding an Open TCP-based Port	52
3.6.1	The inpcb Structure	52
3.6.2	The tcbinfo.listhead List	53
3.6.3	Example	54
3.7	Corrupting Kernel Data	56
3.8	Concluding Remarks	57

4 **KERNEL OBJECT HOOKING** **59**

4.1	Hooking a Character Device	59
4.1.1	The cdevp_list and cdev_priv Structures	60
4.1.2	The devmtx Mutex	60
4.1.3	Example	60
4.2	Concluding Remarks	62

5

RUN-TIME KERNEL MEMORY PATCHING **63**

5.1	Kernel Data Access Library	63
5.1.1	The kvm_openfiles Function	64
5.1.2	The kvm_nlist Function	64
5.1.3	The kvm_geterr Function	65
5.1.4	The kvm_read Function	65
5.1.5	The kvm_write Function	65
5.1.6	The kvm_close Function	66
5.2	Patching Code Bytes	66
5.3	Understanding x86 Call Statements	70
5.3.1	Patching Call Statements	70
5.4	Allocating Kernel Memory	73
5.4.1	The malloc Function	73
5.4.2	The MALLOC Macro	74
5.4.3	The free Function	74
5.4.4	The FREE Macro	74
5.4.5	Example	75
5.5	Allocating Kernel Memory from User Space	77
5.5.1	Example	77
5.6	Inline Function Hooking	81
5.6.1	Example	82
5.6.2	Gotchas	88
5.7	Cloaking System Call Hooks	88
5.8	Concluding Remarks	90

6

PUTTING IT ALL TOGETHER **91**

6.1	What HIDSes Do	91
6.2	Bypassing HIDSes	92
6.3	Execution Redirection	92
6.4	File Hiding	96
6.5	Hiding a KLD	101
6.5.1	The linker_files List	102
6.5.2	The linker_file Structure	102
6.5.3	The modules List	103
6.5.4	The module Structure	103
6.5.5	Example	104
6.6	Preventing Access, Modification, and Change Time Updates	107
6.6.1	Change Time	108
6.6.2	Example	112
6.7	Proof of Concept: Faking Out Tripwire	114
6.8	Concluding Remarks	117

7

DETECTION **119**

7.1	Detecting Call Hooks	120
7.1.1	Finding System Call Hooks	120

7.2	Detecting DKOM	123
7.2.1	Finding Hidden Processes	123
7.2.2	Finding Hidden Ports	125
7.3	Detecting Run-Time Kernel Memory Patching	125
7.3.1	Finding Inline Function Hooks	125
7.3.2	Finding Code Byte Patches	125
7.4	Concluding Remarks	126

CLOSING WORDS	127
----------------------	------------

BIBLIOGRAPHY	129
---------------------	------------

INDEX	131
--------------	------------

FOREWORD

I have been working on various parts of the FreeBSD kernel for the past six years. During that time, my focus has always been on making FreeBSD more robust. This often means maintaining the existing stability of the system while adding new features or improving stability by fixing bugs and/or design flaws in the existing code. Prior to working on FreeBSD, I served as a system administrator for a few networks; my focus was on providing the desired services to users while protecting the network from any malicious actions. Thus, I have always been on the defensive “side” of the game when it comes to security.

Joseph Kong provides an intriguing look at the offensive side in *Designing BSD Rootkits*. He enumerates several of the tools used for constructing rootkits, explaining the concepts behind each tool and including working examples for many of the tools, as well. In addition, he examines some of the ways to detect rootkits.

Subverting a running system requires many of the same skills and techniques as building one. For example, both tasks require a focus on stability. A rootkit that reduces the stability of the system risks attracting the attention of a system administrator if the system crashes. Similarly, a system builder must

build a system that minimizes downtime and data loss that can result from system crashes. Rootkits must also confront some rather tricky problems, and the resulting solutions can be instructive (and sometimes entertaining) to system builders.

Finally, *Designing BSD Rootkits* can also be an eye-opening experience for system builders. One can always learn a lot from another's perspective. I cannot count the times I have seen a bug solved by a fresh pair of eyes because the developer who had been battling the bug was too familiar with the code. Similarly, system designers and builders are not always aware of the ways rootkits may be used to alter the behavior of their systems. Simply learning about some of the methods used by rootkits can change how they design and build their systems.

I have certainly found this book to be both engaging and informative, and I trust that you, the reader, will as well.

John Baldwin
Kernel Developer, FreeBSD
Atlanta

INTRODUCTION



Welcome to *Designing BSD Rootkits!* This book will introduce you to the fundamentals of programming and developing kernel-mode rootkits under the FreeBSD operating system.

Through the “learn by example” method, I’ll detail the different techniques that a rootkit can employ so that you can learn what makes up rootkit code at its simplest level. It should be noted that this book does not contain or diagnose any “full-fledged” rootkit code. In fact, most of this book concentrates on *how* to employ a technique, rather than *what* to do with it.

Note that this book has nothing to do with exploit writing or how to gain root access to a system; rather, it is about maintaining root access long after a successful break-in.

What Is a Rootkit?

While there are a few varied definitions of what constitutes a rootkit, for the purpose of this book, a *rootkit* is a set of code that allows someone to control certain aspects of the host operating system without revealing his or her presence. Fundamentally, that's what makes a rootkit—evasion of end user knowledge.

Put more simply, a rootkit is a “kit” that allows a user to maintain “root” access.

Why FreeBSD?

FreeBSD is an advanced, open source operating system; with FreeBSD, you have full, uninhibited access to the kernel source, making it easier to learn systems programming—which is, essentially, what you'll be doing throughout this book.

The Goals of This Book

The primary goal of this book is to expose you to rootkits and rootkit writing. By the time you finish this book, you should “theoretically” be able to rewrite the entire operating system, on the fly. You should also understand the theory and practicality behind rootkit detection and removal.

The secondary goal of this book is to provide you with a practical, hands-on look at parts of the FreeBSD kernel, with the extended goal of inspiring you to explore and hack the rest of it on your own. After all, getting your hands dirty is always the best way to learn.

Who Should Read This Book?

This book is aimed at programmers with an interest in introductory kernel hacking. As such, experience writing kernel code is not required or expected.

To get the most out of this book, you should have a good grasp of the C programming language (i.e., you understand pointers) as well as x86 Assembly (AT&T Syntax). You'll also need to have a decent understanding of operating system theory (i.e., you know the difference between a process and a thread).

Contents Overview

This book is (unofficially) divided into three sections. The first section (Chapter 1) is essentially a whirlwind tour of kernel hacking, designed to bring a novice up to speed. The next section (Chapters 2 through 6) covers the gamut of current, popular rootkit techniques (i.e., what you would find in “the wild”); while the last section (Chapter 7) focuses on rootkit detection and removal.

Conventions Used in This Book

Throughout this book, I have used a boldface font in code listings to indicate commands or other text that I have typed in, unless otherwise specifically noted.

Concluding Remarks

Although this book concentrates on the FreeBSD operating system, most (if not all) of the concepts can be applied to other OSes, such as Linux or Windows. In fact, I learned half of the techniques in this book on those very systems.

NOTE *All of the code examples in this book were tested on an IA-32-based computer running FreeBSD 6.0-STABLE.*

1

LOADABLE KERNEL MODULES



The simplest way to introduce code into a running kernel is through a *loadable kernel module (LKM)*, which is a kernel subsystem that can be loaded and unloaded after bootup, allowing a system administrator to dynamically add and remove functionality from a live system. This makes LKMs an ideal platform for kernel-mode rootkits. In fact, the vast majority of modern rootkits are simply LKMs.

NOTE *In FreeBSD 3.0, substantial changes were made to the kernel module subsystem, and the LKM Facility was renamed the Dynamic Kernel Linker (KLD) Facility. Subsequently, the term KLD is commonly used to describe LKMs under FreeBSD.*

In this chapter we'll discuss LKM (that is, KLD) programming within FreeBSD for programmers new to kernel hacking.

NOTE Throughout this book, the terms device driver, KLD, LKM, loadable module, and module are all used interchangeably.

1.1 Module Event Handler

Whenever a KLD is loaded into or unloaded from the kernel, a function known as the *module event handler* is called. This function handles the initialization and shutdown routines for the KLD. Every KLD must include an event handler.¹ The prototype for the event handler function is defined in the `<sys/module.h>` header as follows:

```
typedef int (*modeventhand_t)(module_t, int /* modeventtype_t */, void *);
```

where `module_t` is a pointer to a module structure and `modeventtype_t` is defined in the `<sys/module.h>` header as follows:

```
typedef enum modeventtype {
    MOD_LOAD,      /* Set when module is loaded. */
    MOD_UNLOAD,    /* Set when module is unloaded. */
    MOD_SHUTDOWN, /* Set on shutdown. */
    MOD_QUIESCE   /* Set on quiesce. */
} modeventtype_t;
```

Here is an example of an event handler function:

```
static int
load(struct module *module, int cmd, void *arg)
{
    int error = 0;

    switch (cmd) {
    case MOD_LOAD:
        uprintf("Hello, world!\n");
        break;

    case MOD_UNLOAD:
        uprintf("Good-bye, cruel world!\n");
        break;

    default:
        error = EOPNOTSUPP;
        break;
    }

    return(error);
}
```

¹ Actually, this isn't entirely true. You can have a KLD that just includes a `sysctl`. You can also dispense with module handlers if you wish and just use `SYSINIT` and `SYSUNINIT` directly to register functions to be invoked on load and unload, respectively. You can't, however, indicate failure in those.

This function will print “Hello, world!” when the module loads, “Good-bye, cruel world!” when it unloads, and will return with an error (EOPNOTSUPP)² on shutdown and quiesce.

1.2 The DECLARE_MODULE Macro

When a KLD is loaded (by the `kldload(8)` command, described in Section 1.3), it must link and register itself with the kernel. This can be easily accomplished by calling the `DECLARE_MODULE` macro, which is defined in the `<sys/module.h>` header as follows:

```
#define DECLARE_MODULE(name, data, sub, order)          \
    MODULE_METADATA(_md_##name, MDT_MODULE, &data, #name); \
    SYSINIT(name##module, sub, order, module_register_init, &data) \
    struct __hack
```

Here is a brief description of each parameter:

name

This specifies the generic module name, which is passed as a character string.

data

This parameter specifies the official module name and event handler function, which is passed as a `moduledata` structure. `struct moduledata` is defined in the `<sys/module.h>` header as follows:

```
typedef struct moduledata {
    const char    *name;           /* module name */
    modevthand_t  evhand;         /* event handler */
    void          *priv;          /* extra data */
} moduledata_t;
```

sub

This specifies the system startup interface, which identifies the module type. Valid entries for this parameter can be found in the `<sys/kernel.h>` header within the `sysinit_sub_id` enumeration list.

For our purposes, we’ll always set this parameter to `SI_SUB_DRIVERS`, which is used when registering a device driver.

order

This specifies the KLD’s order of initialization within the subsystem. You’ll find valid entries for this parameter in the `<sys/kernel.h>` header within the `sysinit_elem_order` enumeration list.

For our purposes, we’ll always set this parameter to `SI_ORDER_MIDDLE`, which will initialize the KLD somewhere in the middle.

² EOPNOTSUPP stands for *Error: Operation not supported*.

1.3 “Hello, world!”

You now know enough to write your first KLD. Listing 1-1 is a complete “Hello, world!” module.

```
#include <sys/param.h>
#include <sys/module.h>
#include <sys/kernel.h>
#include <sys/system.h>

/* The function called at load/unload. */
static int
load(struct module *module, int cmd, void *arg)
{
    int error = 0;

    switch (cmd) {
    case MOD_LOAD:
        uprintf("Hello, world!\n");
        break;

    case MOD_UNLOAD:
        uprintf("Good-bye, cruel world!\n");
        break;

    default:
        error = EOPNOTSUPP;
        break;
    }

    return(error);
}

/* The second argument of DECLARE_MODULE. */
static moduledata_t hello_mod = {
    "hello",      /* module name */
    load,        /* event handler */
    NULL         /* extra data */
};

DECLARE_MODULE(hello, hello_mod, SI_SUB_DRIVERS, SI_ORDER_MIDDLE);
```

Listing 1-1: hello.c

As you can see, this module is simply a combination of the sample event handler function from Section 1.1 and a filled-out `DECLARE_MODULE` macro.

To compile this module, you can use the system Makefile³ `bsd.kmod.mk`. Listing 1-2 shows the complete Makefile for `hello.c`.

³ A *Makefile* is used to simplify the process of converting a file or files from one form to another by describing the dependencies and build scripts for a given output. For more on Makefiles, see the `make(1)` manual page.

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