Detection of peer-to-peer botnets

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Introduction & theory

Research question

Peacomm case study

Detection

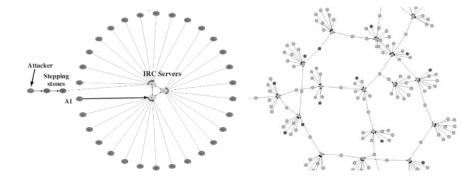
Conclusion & future work

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Peer-to-peer botnets

- What are botnets ... and peer-to-peer botnets?
- What's the purpose of bots and botnets?

Botnet topology



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Research question?

in cooperation with SURFnet

Detection of peer-to-peer botnets

- Why this research
- Goal of this research
- Previous work . . .

Peacomm

Peacomm

- What is Peacomm
- DHT: Usage of the Overnet protocol

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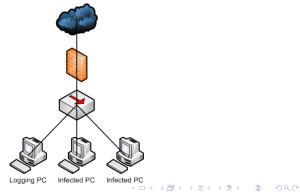
How do users get infected?



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Peacomm experimental setup

- Peer to peer botnet study
- Test environment
- Experimenting (CW Sandbox, PerilEyez, Rootkit Unhooker, Wireshark)



Infection

- Executable copy (noskrnl.exe)
- Time configuration
- Initial peer list (noskrnl.config)
- Creates a rule in the Windows Firewall
- Rootkit noskrnl.sys

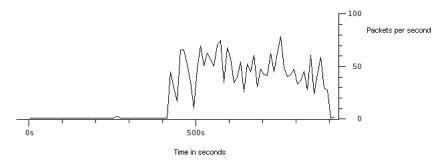
Secondary injections

- Duplicate on the desktop
- Update malware through TCP connection
- Updates peer list and downloads spam message

Network analysis

- Very noisy: 55 %
- Always same high numbered port (different on every host)
- Packet length (40-79): 98 %, in total: 51 %

Network analysis

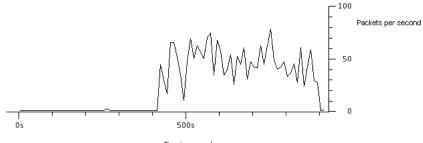


- ▶ 5 % of total traffic \rightarrow < 0,5% [1]
- 33 packets / second

🔋 ipoque.com, *Internet Study 2007*, August - September 2007

Network analysis

MX queries





- 1 % of total traffic
- 4 packets / second \rightarrow isolated case?
- Host MX queries are suspicious

Detection

- Protocol traffic
- SMTP
- MX queries
- Connection

Detection

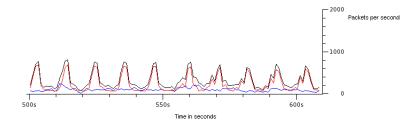


Figure: Comparison between all traffic (black), Peacomm traffic (red) and other traffic (blue) (generated with Wireshark)

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Conclusion & future work

- Unique characteristics
- Hard to predict the future?
- Future Peacomm developments: less noisy, what now?
- New bots in the future: Agobot?

Questions?

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