Virtual Playgrounds For Worm Behavior Investigation

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Motivation

vGround Approach

A PlanetLab-Based vGround

Worm Outbreaks

> Fast, Virulent, and Camouflaged

Blended Worm Threat

- Spam/DDoS/Zombie Networks
- > Access For Sale

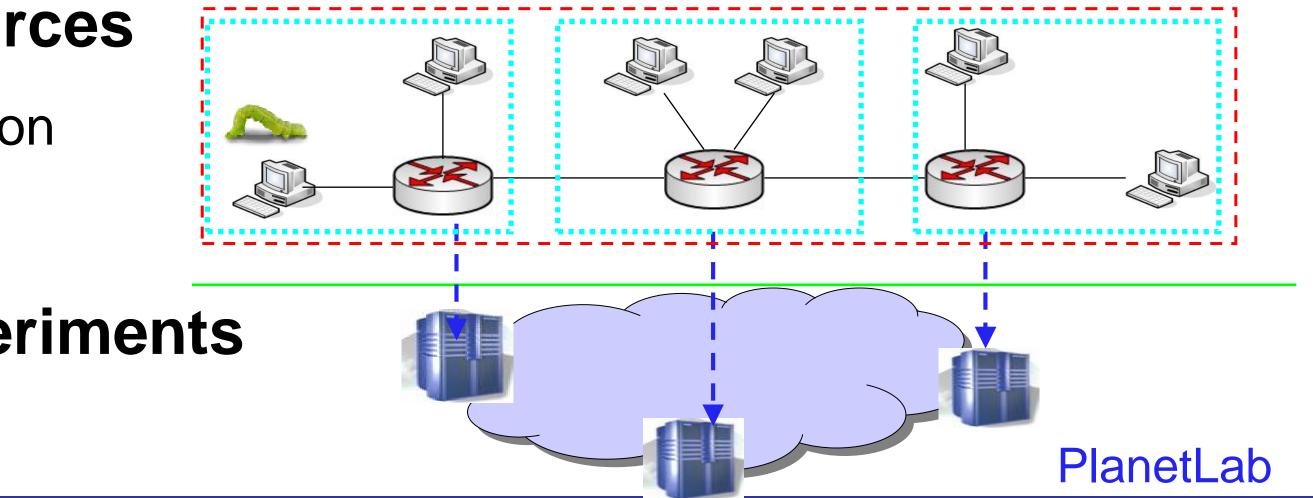
- Understanding Worm Behavior
- \succ Exploitation, Propagation, Payload...

Existing Approaches

- Large-Scale Propagation
- ✓ Simulation (e.g., SIR, Two-Factor)

Virtualized Resources

- Full-System Virtualization
- Network Virtualization
- **Configurable Experiments**



Key Techniques

Resource Virtualization

- > Existing Virtual Machine Techniques
- ✓ Kernel-Level Virtualization (e.g., VMware)
- ✓ Para-Virtualization (e.g., Xen, Denali)
- **NEW!** User-Level Virtualization (enhanced UML)
- > New Virtual Network Techniques

User Configurability

New!Node Customization

NEW! Topology Specification

Experiment Convenience

NEW! Automatic Bootstrap/Cleanup

NEW! Monitoring and Trace Collection

Relative Static/Local Actions

✓ Reverse Engineering (e.g., IDA pro, gdb)

What's Missing

> A Safe and Realistic Worm Playground

Key Features

High Fidelity

- **Strict Confinement**
- Flexible & Convenient Control

Good Scalability

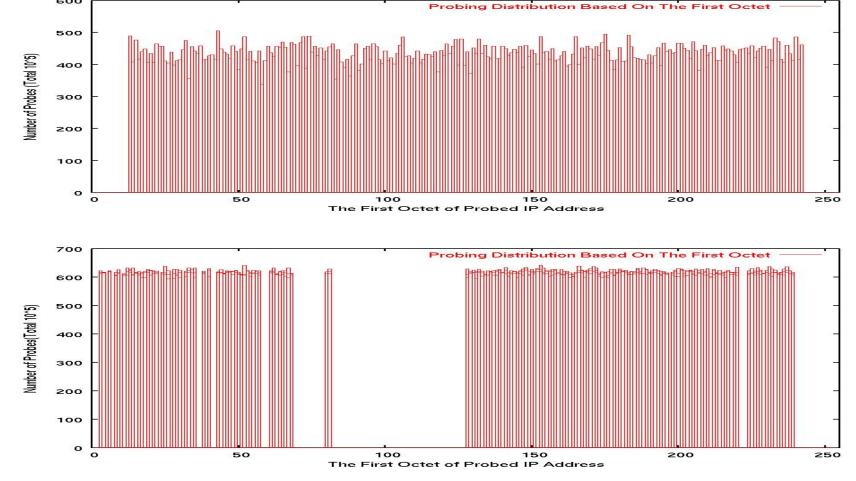
> 3000 Virtual Hosts in 10 Physical Nodes

Unique Experiment Capabilities

NEW! Link-Layer Virtualization

Real-World Worm Behavior Reproduction

Probing



Payload (Slapper Worm)

[root@c1_2 /root]#pudclient 127.0.0.1

help

* kill

* log

* bound

* close

The commands are

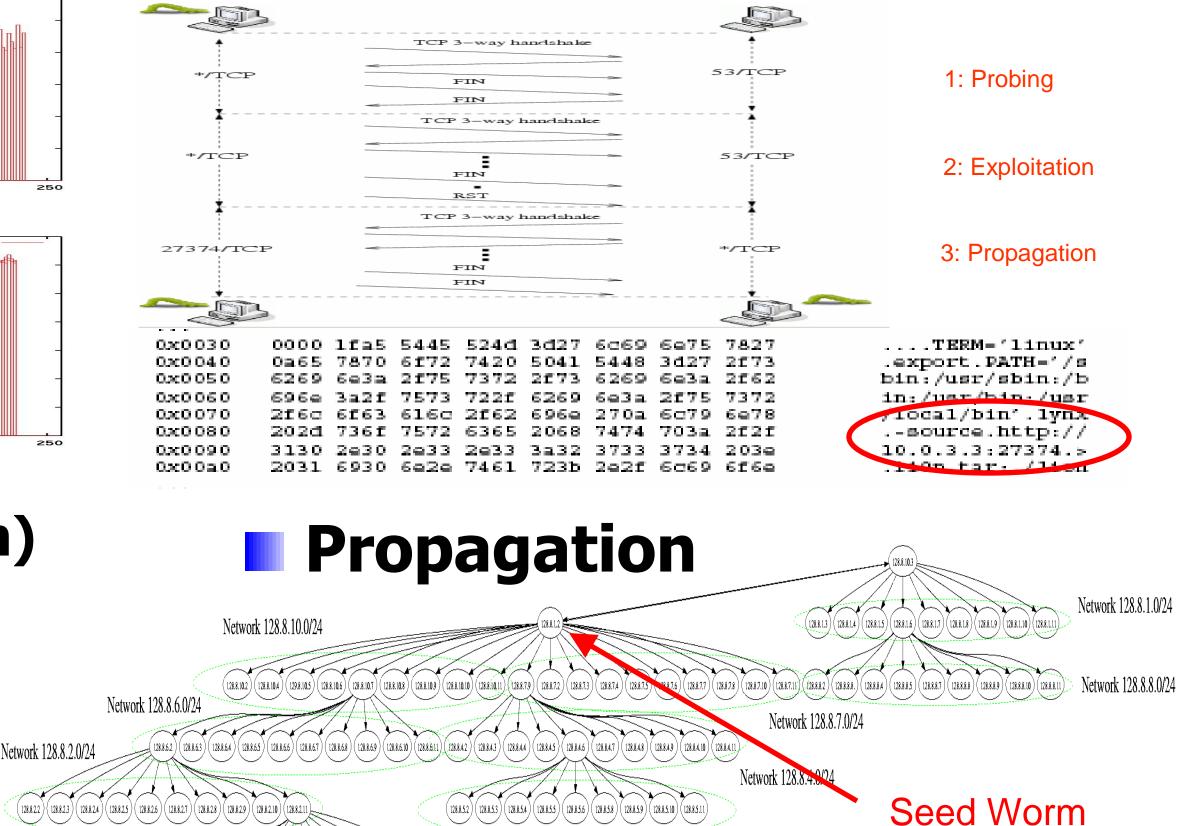
PUD Client version 11092002Ready, type in the commands as follows, or type help for a list:

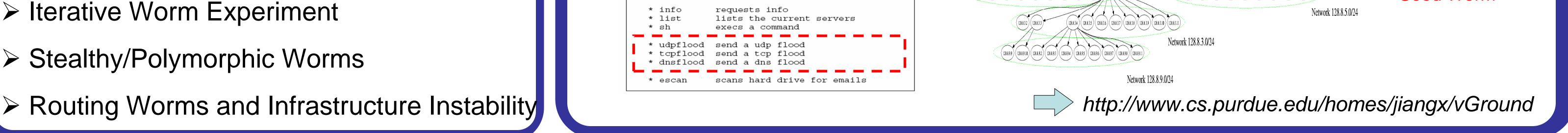
kills the daemon

closes a bounce

log output to file

Infection (Lion Worm)





PURDUE ERSITY



