

# Labubusec Project Overview

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01

Attack

# Methodology & Tooling

- Loaders are the way
  - load malware into a bmp, then generate dropper
- Iterative transformation
- Batch outputs (don't put all eggs in one basket)
- post compilation
  - UPX
  - Astral PE
  - BOAZ



Figure: bitmap for 7.exe

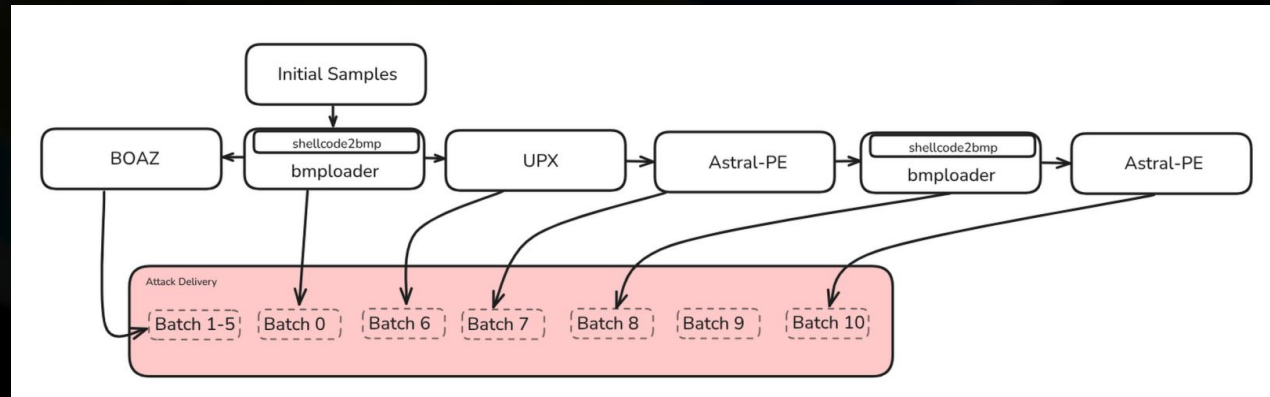


Figure: Attack Flow Diagram\*

\*Batch 9 is Astral PE, Batch 10 is Batch 8 with low entropy data appended

# Attack Verification & Evaluation

## Methodology

- VirusTotal
- Hybrid Analysis
- Local Testing

## Results

- Kinda Bad
  - Models are inconsistent
  - Other batches more promising
- Not too bad against VT...
  - Hard to evaluate when different samples perform differently. E.x. 4 was in the teens, 11 is in the 20s
- Sandbox proves malware works

| Batch   | File 11 |
|---------|---------|
| Control | 58/72   |
| 0       | 26/71   |
| 8       | 27/71   |
| 10      | 28/71   |

**Figure: VT for file 11**

| Batch | Group 1  | Group 2  | Group 3   | Group 5  | Group 7  | Group 8  |
|-------|----------|----------|-----------|----------|----------|----------|
| 0     | 0 Evaded | 0 Evaded | 50 Evaded | 0 Evaded | 0 Evaded | 2 Evaded |
| 9     | 0 Evaded | 0 Evaded | 50 Evaded | 0 Evaded | 0 Evaded | 0 Evaded |
| 10    | 0 Evaded | 0 Evaded | 50 Evaded | 0 Evaded | 0 Evaded | 7 Evaded |

**Figure: Local testing results**

02

Defense

# Black box Model

- LightGBM Model trained on ember 2018 EMBER subset
- Stateful nearest neighbor
- Poorly configured thresholds

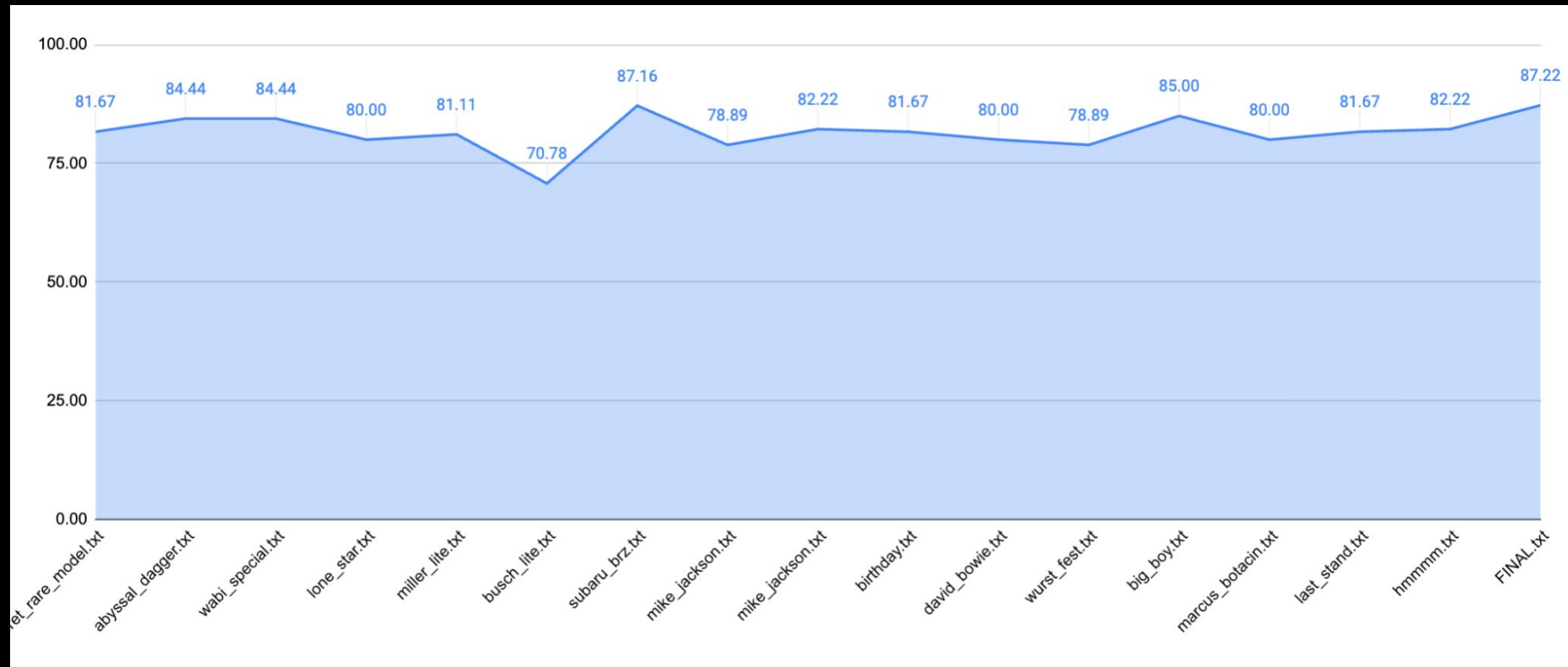
| GW1   | GW2   | GW3        | GW4        | GW5        | GW6   | GW7   | MW1        | MW2        | MW3         | MW4         | MW5         | MW6         | MW7        | MW8         | MW9        | MW10       | MW11       |
|-------|-------|------------|------------|------------|-------|-------|------------|------------|-------------|-------------|-------------|-------------|------------|-------------|------------|------------|------------|
| 0.00% | 0.00% | 70.00<br>% | 40.00<br>% | 30.00<br>% | 0.00% | 0.00% | 80.00<br>% | 60.00<br>% | 100.00<br>% | 100.00<br>% | 100.00<br>% | 100.00<br>% | 80.00<br>% | 100.00<br>% | 90.00<br>% | 90.00<br>% | 50.00<br>% |

# White box Model

- LightGBM Model trained on ~25% of 2024 EMBER Dataset
- Stateful Nearest Neighbor
- ChatGPT enhanced Thresholds
- 85% adversary detection rate, 80% overall accuracy
- Timeout problem. But still good results?

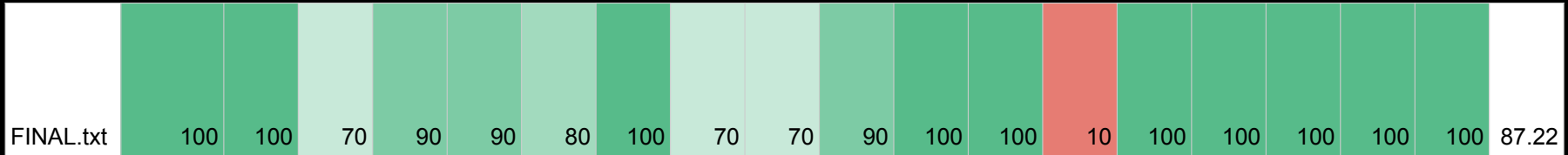
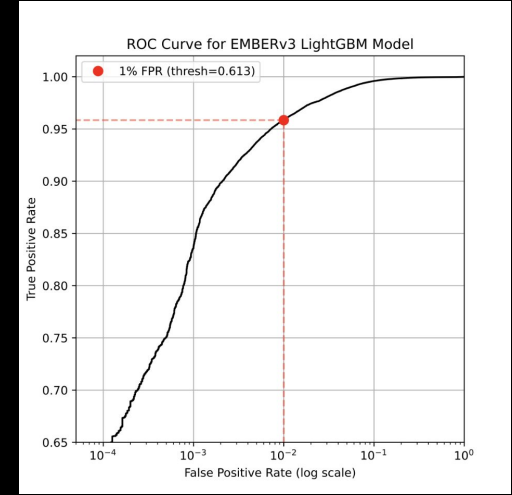
| GW1  | GW2  | GW3 | GW4 | GW5  | GW6 | GW7 | MW1 | MW2 | MW3 | MW4  | MW5  | MW6 | MW7  | MW8  | MW9  | MW10 | MW11 |
|------|------|-----|-----|------|-----|-----|-----|-----|-----|------|------|-----|------|------|------|------|------|
| 100% | 100% | 80% | 60% | 100% | 20% | 0%  | 70% | 80% | 80% | 100% | 100% | 10% | 100% | 100% | 100% | 100% | 90%  |

# Moving Forward



# Final Model

- **1st challenge:** Optimizing Training to use full dataset on a 32gb system.
- **2nd challenge:** Feature Engineering (helpful...?)
- **3rd challenge:** Automated Threshold tuning →
- **4th challenge:** Optuna hyperparameter tuning
- **5th challenge:** Time out problem → file truncation + failsafe
- Final results → 87.22% overall acc.
- Future Ideas/Challenges: Multi-model system, actual feature engineering, malware 6...



THANK YOU