



**CLEAN**  
Valkyrie Final Verdict

**File Name:** vk\_swiftshader.dll  
**File Type:** PE32+ executable (DLL) (console) x86-64, for MS Windows  
**SHA1:** 6b646517dcb24d81dcde87ea5223737422095431  
**MD5:** b024ac9c54480fc0aad669acf6b95cb4  
**First Seen Date:** 2022-01-31 13:29:38 UTC  
**Number of Clients Seen:** 2  
**Last Analysis Date:** 2022-01-31 13:29:38 UTC  
**Human Expert Analysis Result:** No human expert analysis verdict given to this sample yet.  
**Verdict Source:** Signature Based Detection

## Analysis Summary

ANALYSIS TYPE	DATE	VERDICT	
Signature Based Detection	2022-02-01 02:31:19 UTC	Clean	✓
Static Analysis Overall Verdict	2022-01-31 13:29:38 UTC	No Threat Found	?
Precise Detectors Overall Verdict	2022-01-31 13:29:38 UTC	No Match	?
File Certificate Validation		Not Applicable	?

## Static Analysis

STATIC ANALYSIS OVERALL VERDICT	RESULT
No Threat Found	?

DETECTOR	RESULT	
Optional Header LoaderFlags field is valued illegal	Clean	✓
Non-ascii or empty section names detected	Suspicious	!
Illegal size of optional Header	Suspicious	!
Packer detection on signature database	Unknown	?
Based on the sections entropy check! file is possibly packed	Clean	✓
Timestamp value suspicious	Suspicious	!
Header Checksum is zero!	Suspicious	!
Entry point is outside the 1st(.code) section! Binary is possibly packed	Clean	✓
Optional Header NumberOfRvaAndSizes field is valued illegal	Clean	✓
Anti-vm present	Clean	✓
The Size Of Raw data is valued illegal! Binary might crash your disassembler/debugger	Clean	✓
TLS callback functions array detected	Clean	✓

## Dynamic Analysis

No Dynamic Analysis Result Received

Behavioral Information is not Available

## Precise Detectors Analysis Results

DETECTOR NAME	DATE	VERDICT		REASON
Static Precise PUA Detector 1	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise PUA Detector 4	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise NI Detector 3	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise PUA Detector 5	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise Trojan Detector 1	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise Trojan Detector 3	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise PUA Detector 6	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise Trojan Detector 12	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise Virus Detector 1	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise Virus Detector 2	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise Trojan Detector 13	2022-01-31 13:29:31 UTC	No Match	?	NotDetected
Static Precise PUA Detector 2	2022-01-31 13:29:31 UTC	No Match	?	NotDetected

## Advance Heuristics

No Advanced Heuristic Analysis Result Received

## Additional File Information

Vendor Validation - Vendor Validation is not Applicable ?



Certificate Validation - Certificate Validation is not Applicable ?



PE Headers




PROPERTY	VALUE
Compilation Time Stamp	0x0 [Thu Jan 1 00:00:00 1970 UTC] [SUSPICIOUS]
Debug Artifacts	[object Object]
Entry Point	0x1802ec480 (.text)
Exifinfo	[object Object]
File Size	4487680
File Type Enum	7
Imphash	9a4b90b161eb746862cd987fb9ff69c9
Machine Type	AMD64 only, not Itaniums, with 0200 - 64 bit
Magic Literal Enum	22
Legal Copyright	Copyright (C) 2018 Google Inc.
Internal Name	Vulkan
File Version	5.0.0
File Description	SwiftShader Vulkan 32-bit Dynamic Link Library
Product Name	SwiftShader Vulkan Dynamic Link Library
Product Version	5.0.0
Private Build	5.0.0
Original Filename	vk_swiftshader.dll
Translation	0x0409 0x04b0
Mime Type	application/x-dosexec
Number Of Sections	8
Sha256	40f0ef9e4b1fa3bcc2edcccf318109d6c97c724324dc3b11ce79e5e47e1d0fdf
Ssdeep	49152:vyVFWFS+38pwsSoz+JY7x+kmo+j5sMvp7higLr1be5XO1NDNQfLcpXXJeBQ1QS:k/sTDSWeR40iopgN
Trid	50,Generic Win/DOS Executable,49.9,DOS Executable Generic


### PE Sections


NAME	VIRTUAL ADDRESS	VIRTUAL SIZE	RAW SIZE	ENTROPY	MD5
.text	0x1000	0x382e46	0x383000	6.32802571885	f8420cfb624dba4eb2f1263a1449f424
.rdata	0x384000	0xaa38c	0xaa400	4.44528259342	27014900f970bc2364eaa27b58c631e5
.data	0x42f000	0x58964	0x2600	3.83873403477	8396227833b407d4d8d68b8fb521511
.pdata	0x488000	0x11658	0x11800	6.00222506727	fcf5b48fd38384248c5574f2863adf85
.00cfg	0x49a000	0x10	0x200	0.195869406087	97ca51b21043dd52f3560b11bacdd3c6
.tls	0x49b000	0x41	0x200	0.0203931352361	1f354d76203061bfd5a53dae48d5435
.rsrc	0x49c000	0x4d8	0x600	2.8172003938	d247656c631ec84c94d4d7389eaf9116
.reloc	0x49d000	0x58f0	0x5a00	5.43587996641	73df05e7bb04965dfc4f5c3784ecf76f


### PE Imports


Import Name
KERNEL32.dll
AcquireSRWLockExclusive
CloseHandle
CompareStringW
ConvertFiberToThread
ConvertThreadToFiberEx
CreateEventW


 CreateFiberEx


 CreateFileW


 CreateRemoteThreadEx


 CreateThread


 DeleteCriticalSection


 DeleteFiber


 DeleteFileW


 DeleteProcThreadAttributeList


 EncodePointer


 EnterCriticalSection


 EnumSystemLocalesW


 ExitProcess


 ExitThread


 FindClose


 FindFirstFileExW


 FindNextFileW


 FlsAlloc


 FlsSetValue


 FlushFileBuffers


 FlushInstructionCache


 FreeEnvironmentStringsW


 FreeLibrary


 FreeLibraryAndExitThread


 GetACP


 GetCPInfo


 GetCommandLineA


 GetCommandLineW


 GetConsoleMode


 GetConsoleOutputCP


 GetConsoleScreenBufferInfo


 GetCurrentDirectoryW


 GetCurrentProcess


 GetCurrentProcessId


 GetCurrentThread


 GetCurrentThreadId


 GetDateFormatW


 GetEnvironmentStringsW


 GetFileAttributesW


 GetFileInformationByHandle


 GetFileSizeEx


 GetFileType


 GetLastError


 GetLocaleInfoW


 GetLogicalProcessorInformationEx


 GetModuleFileNameW


 GetModuleHandleA


 GetModuleHandleExW


 GetModuleHandleW


 GetOEMCP


 GetProcAddress


 GetProcessHeap


 GetStartupInfoW


 GetStdHandle


 GetStringTypeW


 GetSystemInfo


 GetSystemTimeAsFileTime


 GetTimeFormatW


 GetTimeZoneInformation


 GetUserDefaultLCID


 HeapAlloc


 HeapFree


 HeapReAlloc


 HeapSize


 InitializeCriticalSection


 InitializeCriticalSectionAndSpinCount


 InitializeProcThreadAttributeList


 InitializeSListHead


 InterlockedFlushSList


 IsDebuggerPresent






































 IsProcessorFeaturePresent











 IsValidCodePage


 IsValidLocale





 LCMaPStringW

 LeaveCriticalSection








-  LoadLibraryExW
-  MultiByteToWideChar
-  OutputDebugStringA
-  QueryPerformanceCounter
-  QueryPerformanceFrequency
-  RaiseException
-  ReadConsoleW
-  ReadFile
-  ReleaseSRWLockExclusive
-  RemoveDirectoryW
-  ResetEvent
-  RtlCaptureContext
-  RtlLookupFunctionEntry
-  RtlPcToFileHeader
-  RtlUnwind
-  RtlUnwindEx
-  RtlVirtualUnwind
-  SetConsoleTextAttribute
-  SetEnvironmentVariableW
-  SetEvent
-  SetFilePointerEx
-  SetLastError
-  SetStdHandle
-  SetUnhandledExceptionFilter
-  SleepConditionVariableSRW
-  SwitchToFiber
-  SwitchToThread
-  TerminateProcess
-  TlsAlloc
-  TlsFree
-  TlsGetValue
-  TlsSetValue
-  TryAcquireSRWLockExclusive
-  UnhandledExceptionFilter
-  UpdateProcThreadAttribute
-  VerSetConditionMask
-  VerifyVersionInfoW

-  VirtualAlloc
-  VirtualFree
-  VirtualProtect
-  WaitForSingleObject
-  WaitForSingleObjectEx
-  WakeAllConditionVariable
-  WakeConditionVariable
-  WideCharToMultiByte
-  WriteConsoleW
-  WriteFile
















 USER32.dll

-  GetClientRect
-  GetDC
-  IsWindow
-  ReleaseDC


 GDI32.dll


-  CreateCompatibleDC
-  CreateDIBSection
-  DeleteDC
-  DeleteObject
-  GetObjectA
-  SelectObject
-  StretchBlt


 PE Exports


-  vkAcquireNextImage2KHR
-  vkAcquireNextImageKHR
-  vkAllocateCommandBuffers
-  vkAllocateDescriptorSets
-  vkAllocateMemory
-  vkBeginCommandBuffer
-  vkBindBufferMemory
-  vkBindBufferMemory2
-  vkBindImageMemory
-  vkBindImageMemory2
-  vkCmdBeginQuery
-  vkCmdBeginRenderPass
-  vkCmdBeginRenderPass2
-  vkCmdBindDescriptorSets
-  vkCmdBindIndexBuffer


- vkCmdBindPipeline
- vkCmdBindVertexBuffers
- vkCmdBlitImage
- vkCmdClearAttachments
- vkCmdClearColorImage
- vkCmdClearDepthStencilImage
- vkCmdCopyBuffer
- vkCmdCopyBufferToImage
- vkCmdCopyImage
- vkCmdCopyImageToBuffer
- vkCmdCopyQueryPoolResults
- vkCmdDispatch
- vkCmdDispatchBase
- vkCmdDispatchIndirect
- vkCmdDraw
- vkCmdDrawIndexed
- vkCmdDrawIndexedIndirect
- vkCmdDrawIndexedIndirectCount
- vkCmdDrawIndirect
- vkCmdDrawIndirectCount
- vkCmdEndQuery
- vkCmdEndRenderPass
- vkCmdEndRenderPass2
- vkCmdExecuteCommands
- vkCmdFillBuffer
- vkCmdNextSubpass
- vkCmdNextSubpass2
- vkCmdPipelineBarrier
- vkCmdPushConstants
- vkCmdResetEvent
- vkCmdResetQueryPool
- vkCmdResolveImage
- vkCmdSetBlendConstants
- vkCmdSetDepthBias
- vkCmdSetDepthBounds
- vkCmdSetDeviceMask
- vkCmdSetEvent
- vkCmdSetLineWidth
- vkCmdSetScissor
- vkCmdSetStencilCompareMask
- vkCmdSetStencilReference
- vkCmdSetStencilWriteMask
- vkCmdSetViewport
- vkCmdUpdateBuffer
- vkCmdWaitEvents


 vkCmdWriteTimestamp


 vkCreateBuffer


 vkCreateBufferView


 vkCreateCommandPool


 vkCreateComputePipelines


 vkCreateDescriptorPool


 vkCreateDescriptorSetLayout


 vkCreateDescriptorUpdateTemplate


 vkCreateDevice


 vkCreateEvent


 vkCreateFence


 vkCreateFramebuffer


 vkCreateGraphicsPipelines


 vkCreateImage


 vkCreateImageView


 vkCreateInstance


 vkCreatePipelineCache


 vkCreatePipelineLayout


 vkCreateQueryPool


 vkCreateRenderPass


 vkCreateRenderPass2


 vkCreateSampler


 vkCreateSamplerYcbcrConversion


 vkCreateSemaphore


 vkCreateShaderModule


 vkCreateSwapchainKHR


 vkCreateWin32SurfaceKHR


 vkDestroyBuffer


 vkDestroyBufferView


 vkDestroyCommandPool


 vkDestroyDescriptorPool


 vkDestroyDescriptorSetLayout


 vkDestroyDescriptorUpdateTemplate


 vkDestroyDevice


 vkDestroyEvent


 vkDestroyFence


 vkDestroyFramebuffer


 vkDestroyImage


 vkDestroyImageView


 vkDestroyInstance


 vkDestroyPipeline

 vkDestroyPipelineCache

 vkDestroyPipelineLayout

 vkDestroyQueryPool

 vkDestroyRenderPass

 vkDestroySampler

- vkDestroySamplerYcbcrConversion
- vkDestroySemaphore
- vkDestroyShaderModule
- vkDestroySurfaceKHR
- vkDestroySwapchainKHR
- vkDeviceWaitIdle
- vkEndCommandBuffer
- vkEnumerateDeviceExtensionProperties
- vkEnumerateDeviceLayerProperties
- vkEnumerateInstanceExtensionProperties
- vkEnumerateInstanceLayerProperties
- vkEnumerateInstanceVersion
- vkEnumeratePhysicalDeviceGroups
- vkEnumeratePhysicalDevices
- vkFlushMappedMemoryRanges
- vkFreeCommandBuffers
- vkFreeDescriptorSets
- vkFreeMemory
- vkGetBufferDeviceAddress
- vkGetBufferMemoryRequirements
- vkGetBufferMemoryRequirements2
- vkGetBufferOpaqueCaptureAddress
- vkGetDescriptorSetLayoutSupport
- vkGetDeviceGroupPeerMemoryFeatures
- vkGetDeviceGroupPresentCapabilitiesKHR
- vkGetDeviceGroupSurfacePresentModesKHR
- vkGetDeviceMemoryCommitment
- vkGetDeviceMemoryOpaqueCaptureAddress
- vkGetDeviceProcAddr
- vkGetDeviceQueue
- vkGetDeviceQueue2
- vkGetEventStatus
- vkGetFenceStatus
- vkGetImageMemoryRequirements
- vkGetImageMemoryRequirements2
- vkGetImageSparseMemoryRequirements
- vkGetImageSparseMemoryRequirements2
- vkGetImageSubresourceLayout
- vkGetInstanceProcAddr
- vkGetPhysicalDeviceExternalBufferProperties
- vkGetPhysicalDeviceExternalFenceProperties
- vkGetPhysicalDeviceExternalSemaphoreProperties
- vkGetPhysicalDeviceFeatures
- vkGetPhysicalDeviceFeatures2
- vkGetPhysicalDeviceFormatProperties

- vkGetPhysicalDeviceFormatProperties2
- vkGetPhysicalDeviceImageFormatProperties
- vkGetPhysicalDeviceImageFormatProperties2
- vkGetPhysicalDeviceMemoryProperties
- vkGetPhysicalDeviceMemoryProperties2
- vkGetPhysicalDevicePresentRectanglesKHR
- vkGetPhysicalDeviceProperties
- vkGetPhysicalDeviceProperties2
- vkGetPhysicalDeviceQueueFamilyProperties
- vkGetPhysicalDeviceQueueFamilyProperties2
- vkGetPhysicalDeviceSparseImageFormatProperties
- vkGetPhysicalDeviceSparseImageFormatProperties2
- vkGetPhysicalDeviceSurfaceCapabilitiesKHR
- vkGetPhysicalDeviceSurfaceFormatsKHR
- vkGetPhysicalDeviceSurfacePresentModesKHR
- vkGetPhysicalDeviceSurfaceSupportKHR
- vkGetPhysicalDeviceWin32PresentationSupportKHR
- vkGetPipelineCacheData
- vkGetQueryPoolResults
- vkGetRenderAreaGranularity
- vkGetSemaphoreCounterValue
- vkGetSwapchainImagesKHR
- vkInvalidateMappedMemoryRanges
- vkMapMemory
- vkMergePipelineCaches
- vkQueueBindSparse
- vkQueuePresentKHR
- vkQueueSubmit
- vkQueueWaitIdle
- vkResetCommandBuffer
- vkResetCommandPool
- vkResetDescriptorPool
- vkResetEvent
- vkResetFences
- vkResetQueryPool
- vkSetEvent
- vkSignalSemaphore
- vkTrimCommandPool
- vkUnmapMemory
- vkUpdateDescriptorSetWithTemplate
- vkUpdateDescriptorSets
- vkWaitForFences
- vkWaitSemaphores
- vk\_icdGetInstanceProcAddr
- vk\_icdNegotiateLoaderICDInterfaceVersion

 PE Resources



 [object Object]

 [object Object]