16. Network Attacks II

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(many slides borrowed from Ben Zhao, Christo Wilson, & others)

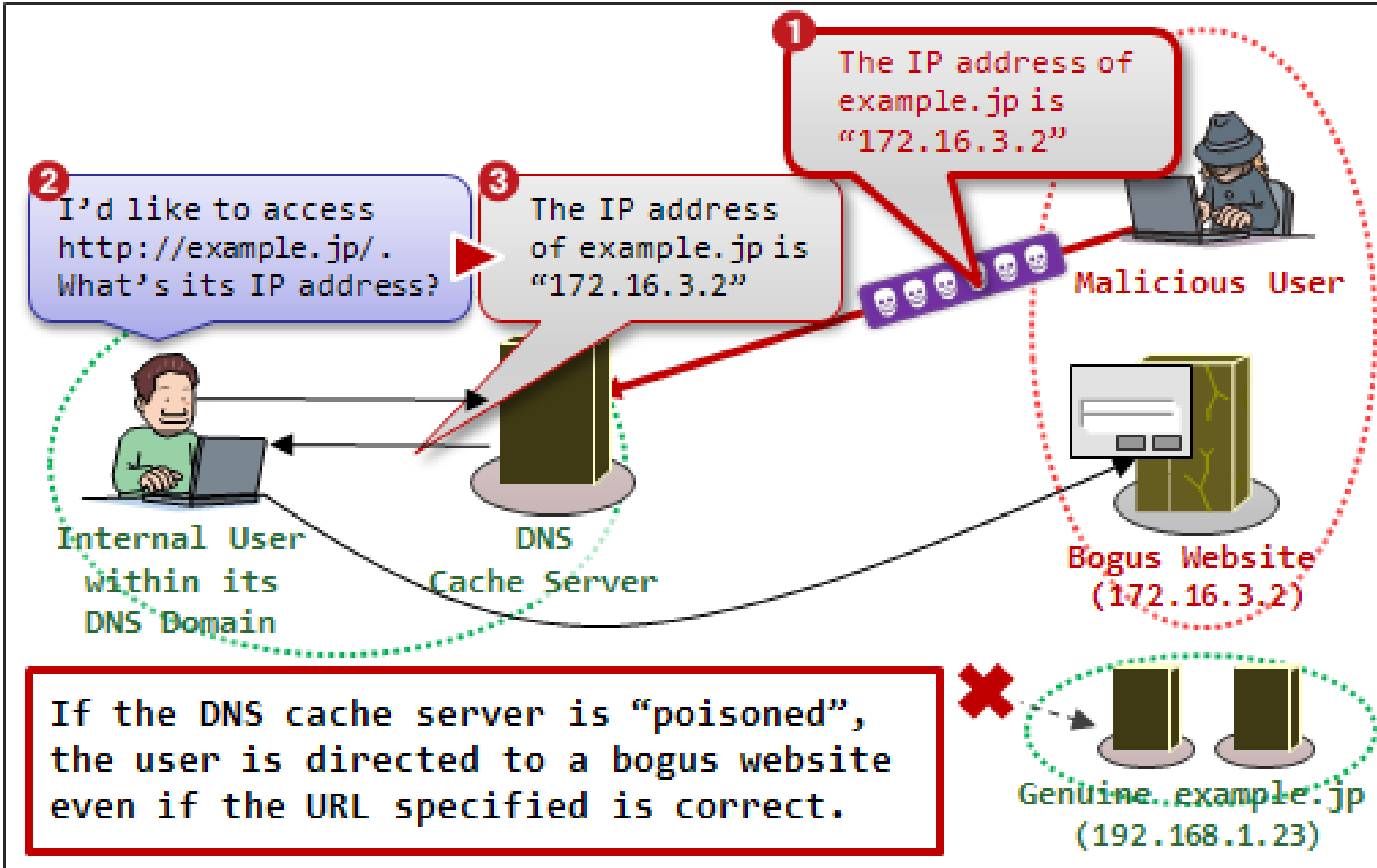
February 17th, 2021

CMSC 23200 / 33250

THE UNIVERSITY OF CHICAGO

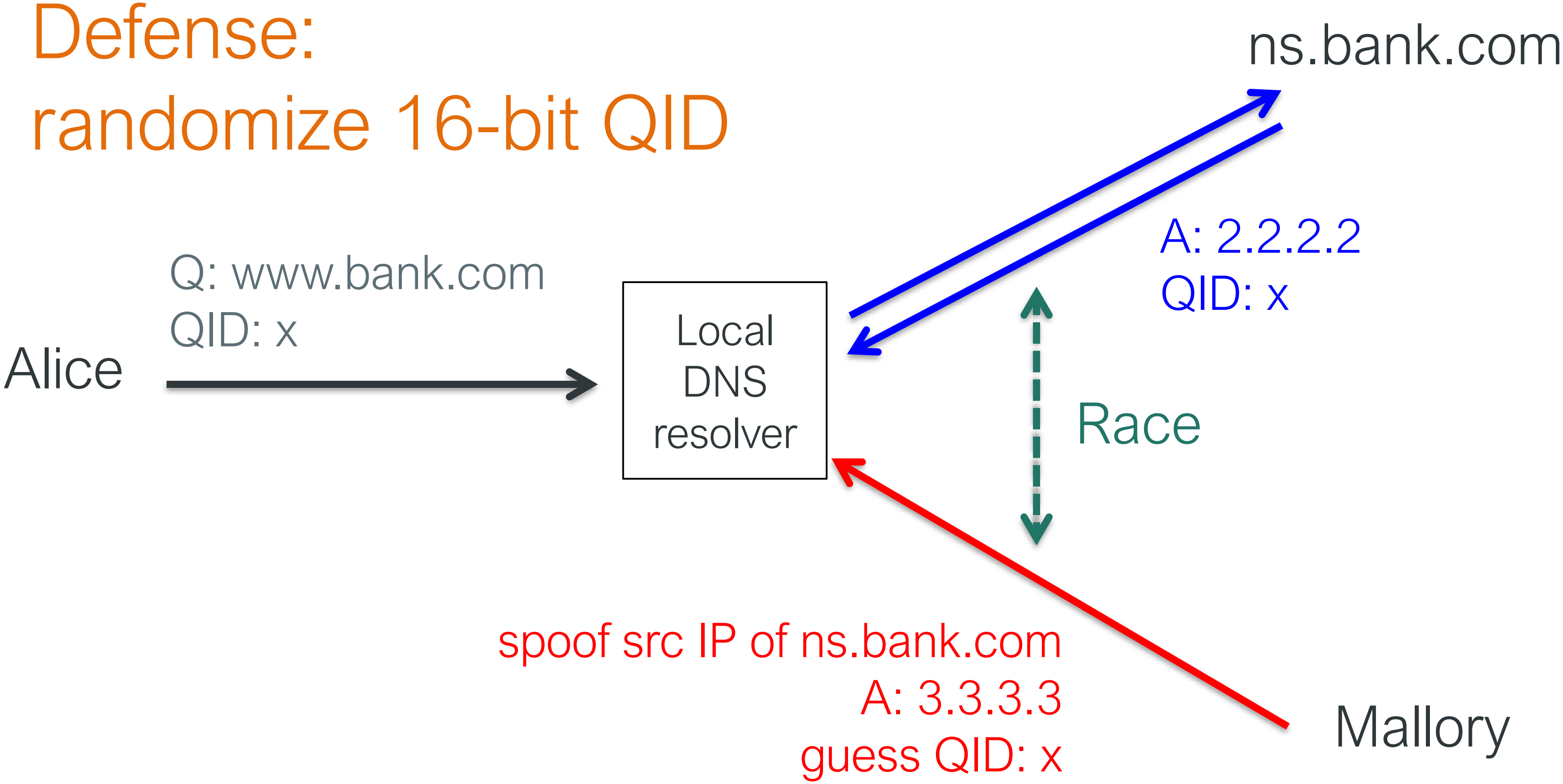
DNS attacks

DNS Cache Poisoning

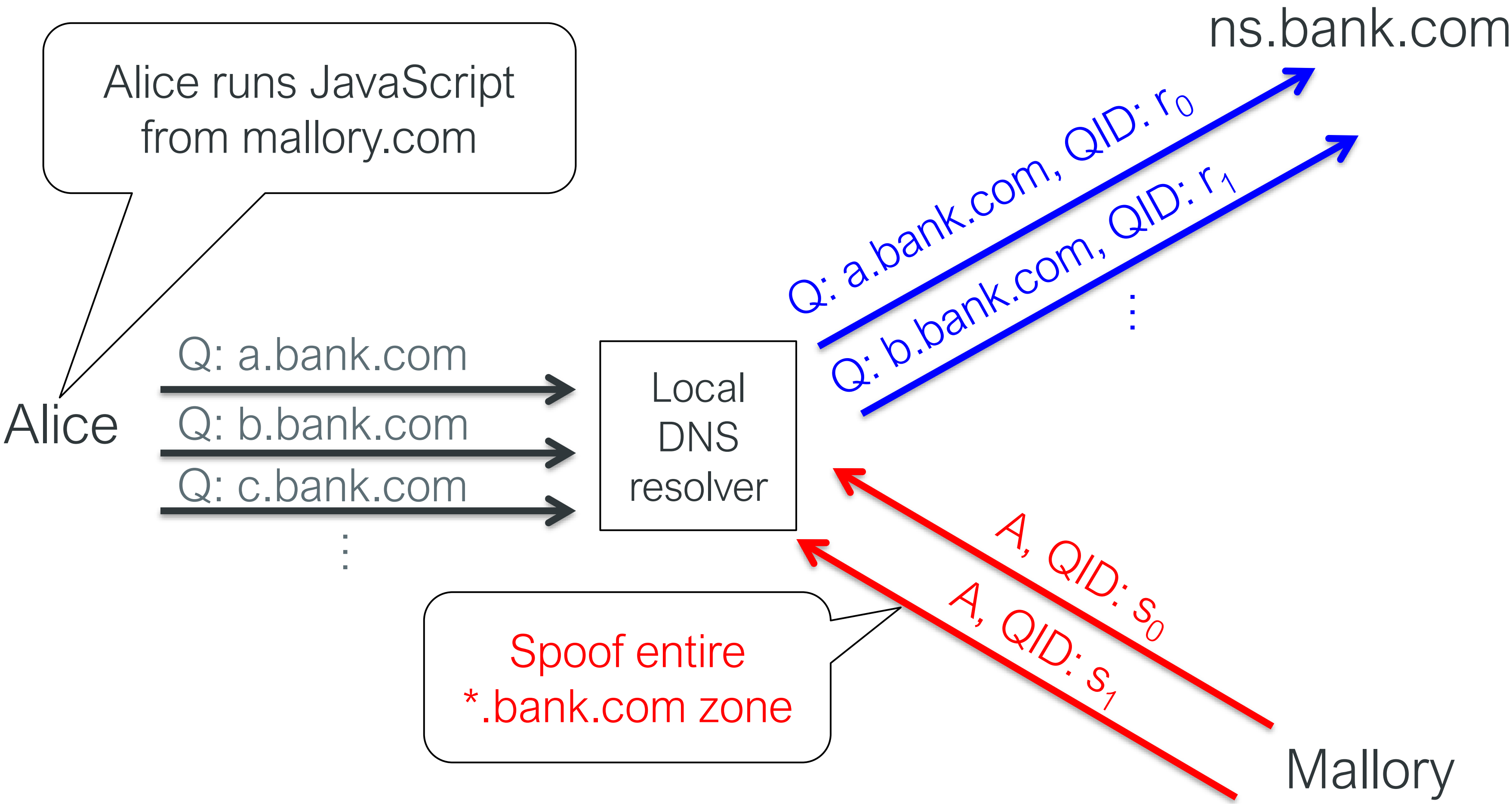


DNS Cache Poisoning

Defense:
randomize 16-bit QID



Kaminsky attack (2008)



Mallory wins if any $r_i = s_j$

See http://unixwiz.net/techtips/iguide-kaminsky-dns-vuln.html for details

DNSSEC

DNS responses signed

Higher levels vouch for lower levels

— e.g., root vouches for .edu, .edu vouches for .uchicago, …

Root public key published

Problem?
Costly and slow adoption

The Coffeeshop Attack Scenario

- DNS servers bootstrapped by wireless AP
  - (default setting for WiFi)
- Attacker hosts AP w/ ID (O'Hare Free WiFi)
  - You connect w/ your laptop
  - Your DNS requests go through attacker DNS
  - www.bofa.com → evil bofa.com
  - Password sniffing, malware installs, …
- TLS certificates to the rescue!

HTTP Session Hijacking

Firesheep (now discontinued)

- On shared networks (e.g., wifi), the Firesheep browser extension would sniff session cookies sent unencrypted (over HTTP)

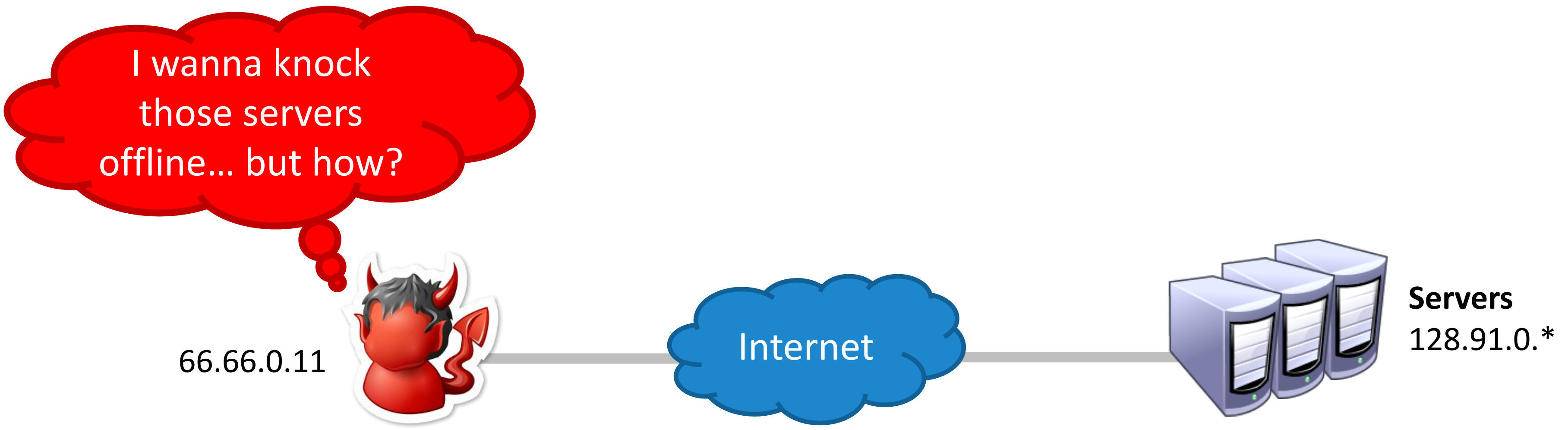
Denial of Service (Attacks on Availability)

Denial of Service (DoS)

- Prevent users from being able to access a specific computer, service, or piece of data
- In essence, an attack on availability
- Possible vectors:
  - Exploit bugs that lead to crashes
  - Exhaust the resources of a target
- Often very easy to perform…
- … and fiendishly difficult to mitigate

DoS Attack Goals & Threat Model

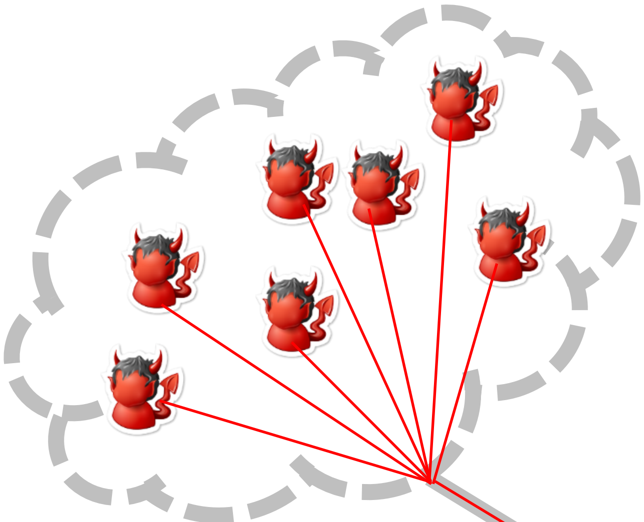
- Active attacker who may send arbitrary packets
- Goal is to reduce the availability of the victim



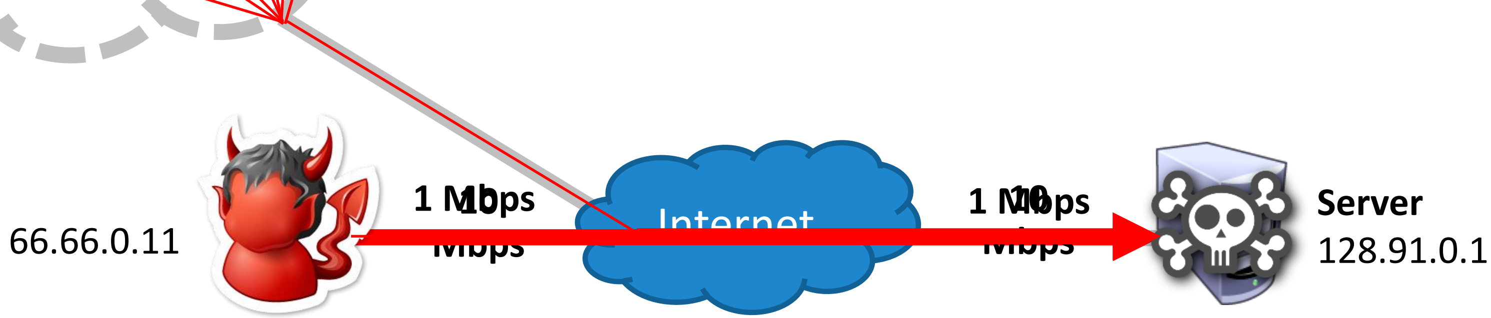
DoS Attack Parameters

- How much bandwidth is available to the attacker?
  - Can be increased by controlling more resources…
  - Or tricking others into participating in the attack
- What kind of packets do you send to victim?
  - Minimize effort and risk of detection for attacker…
  - While also maximizing damage to the victim

Exploiting Asymmetry: DDoS

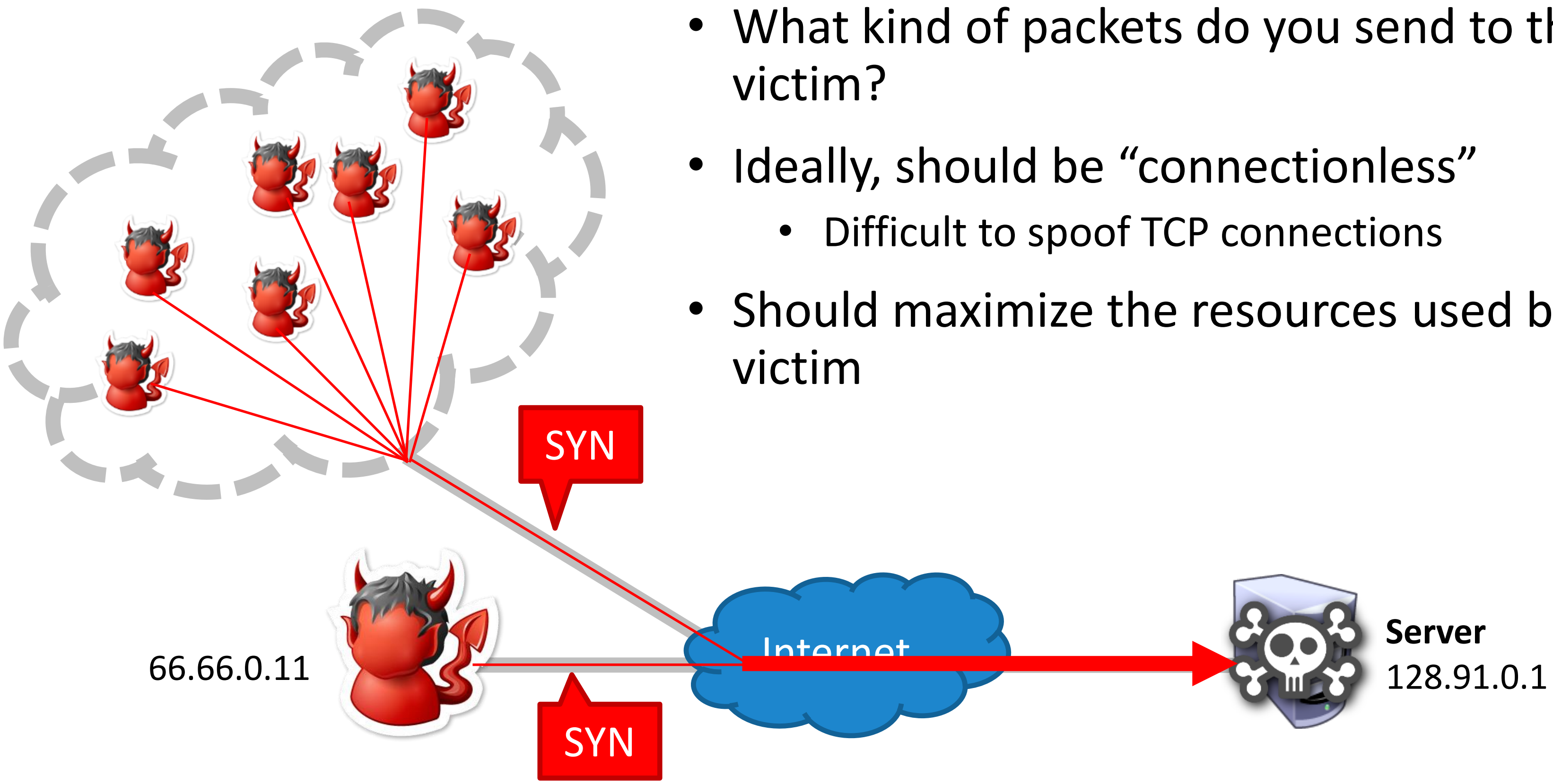


- Example of a Distributed Denial of Service Attack (DDoS)
- Some DDoS is fueled by volunteers
  - E.g. Anonymous and Low Orbit Ion Canon (LOIC)
- Most DDoS is fueled by botnets



SYN Flood

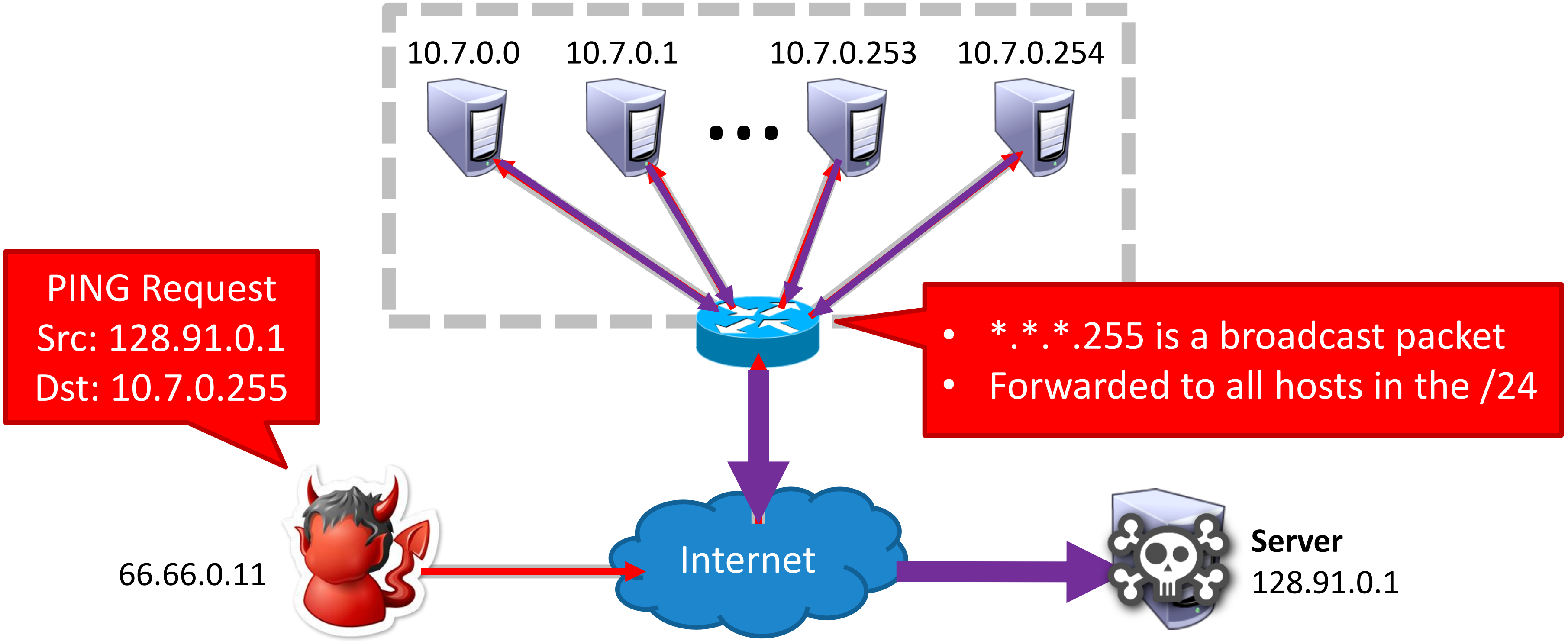
- What kind of packets do you send to the victim?
- Ideally, should be "connectionless"
  - Difficult to spoof TCP connections
- Should maximize the resources used by the victim



TCP SYN Flood

- TCP stack keeps track of connection state in data structures called Transmission Control Blocks (TCBs)
  – New TCB allocated by the kernel whenever a listen socket receives a SYN
  – TCB must persist for at least one RTO
- Attack: flood the victim with SYN packets
  – Exhaust available memory for TCBs, prevent legitimate clients from connecting
  – Crash the server OS by overflowing kernel memory
- Advantages for the attacker
  – No connection – each SYN can be spoofed, no need to hear responses
  – Asymmetry – attacker does not need to allocate TCBs

The Smurf Attack



Why Does Smurfing Work?

1. ICMP protocol does not include authentication
   - No connections
   - Receivers accept messages without verifying the source
   - Enables attackers to spoof the source of messages
2. Attacker benefits from an amplification factor

$$amp\ factor = \frac{total\ response\ size}{request\ size}$$

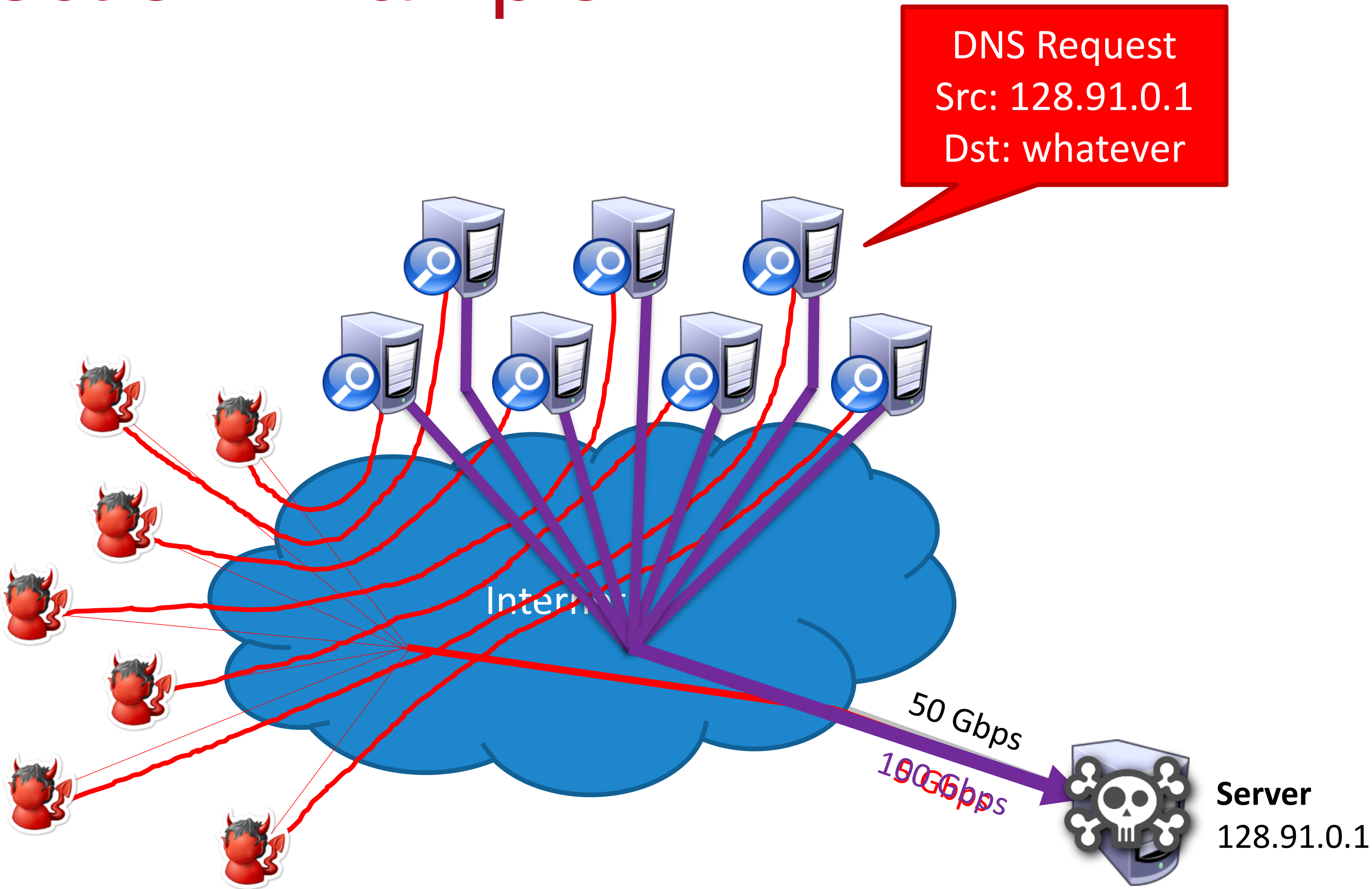
Reflection/Amplification Attacks

- Smurfing is an example of a reflection or amplification DDoS attack
- Fraggle attack similarly uses broadcasts for amplification
  - Send spoofed UDP packets to IP broadcast addresses on port 7 (*echo*) and 13 (*chargen*)
    - *echo* – 1500 bytes/pkt requests, equal size responses
    - *chargen* -- 28 bytes/pkt request, 10K-100K bytes of ASCII in response
  - Amp factor
    - *echo – [number of hosts responding to the broadcast]:1*
    - *chargen – [number of hosts responding to the broadcast]*360:1*

DNS Reflection Attack

- Spoof DNS requests to many **open** DNS resolvers
  - DNS is a UDP-based protocol, no authentication of requests
  - Open resolvers accept requests from any client
    - E.g. 8.8.8.8, 8.8.4.4, 1.1.1.1, 1.0.0.1
  - February 2014 – 25 million open DNS resolvers on the internet
- 64 byte DNS queries generate large responses
  - Old-school “A” record query → maximum 512 byte response
  - EDNS0 extension “ANY” record query → 1000-6000 byte response
    - E.g. $ dig ANY isc.org
  - Amp factor – *180:1*
- Attackers have been known to register their own domains and install very large records just to enable reflection attacks!

Reflection Example



NTP Reflection Attack

- Spoof requests to open Network Time Protocol (NTP) servers
  - NTP is a UDP-based protocol, no authentication of requests
  - May 2014 – 2.2 million open NTP servers on the internet

- 234 byte queries generate large responses
  - *monlist* query: server returns a list of all recent connections
  - Other queries are possible, i.e. *version* and *showpeers*
  - Amp factor – from *10:1* to *560:1*

memcached Reflection Attack

- Spoof requests to open memcached servers
  - Popular <key:value> server used to cache web objects
  - memcached uses a UDP-based protocol, no authentication of requests
  - February 2018 – 50k open memcached servers on the internet
- 1460 byte queries generate large responses
  - A single query can request multiple 1MB <key:value> pairs from the database
  - Amp factor – up to *50000:1*

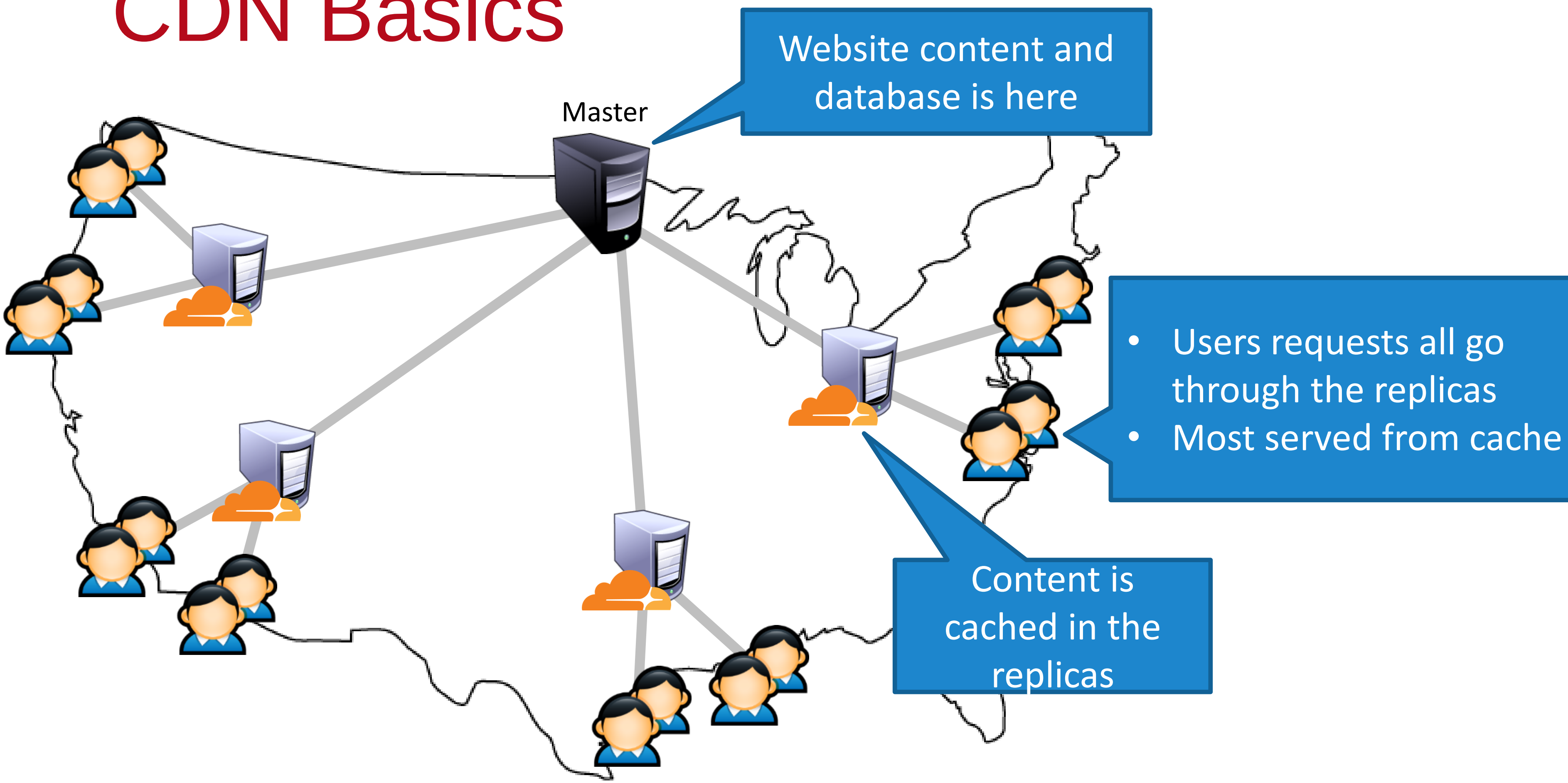
Infamous DDoS Attacks

When	Against Who	Size	How
March 2013	Spamhaus	120 Gbps	Botnet + DNS reflection
February 2014	Cloudflare	400 Gbps	Botnet + NTP reflection
September 2016	Krebs	620 Gbps	Mirai
October 2016	Dyn (major DNS provider)	1.2 Tbps	Mirai
March 2018	Github	1.35 Tbps	Botnet + memcached reflection

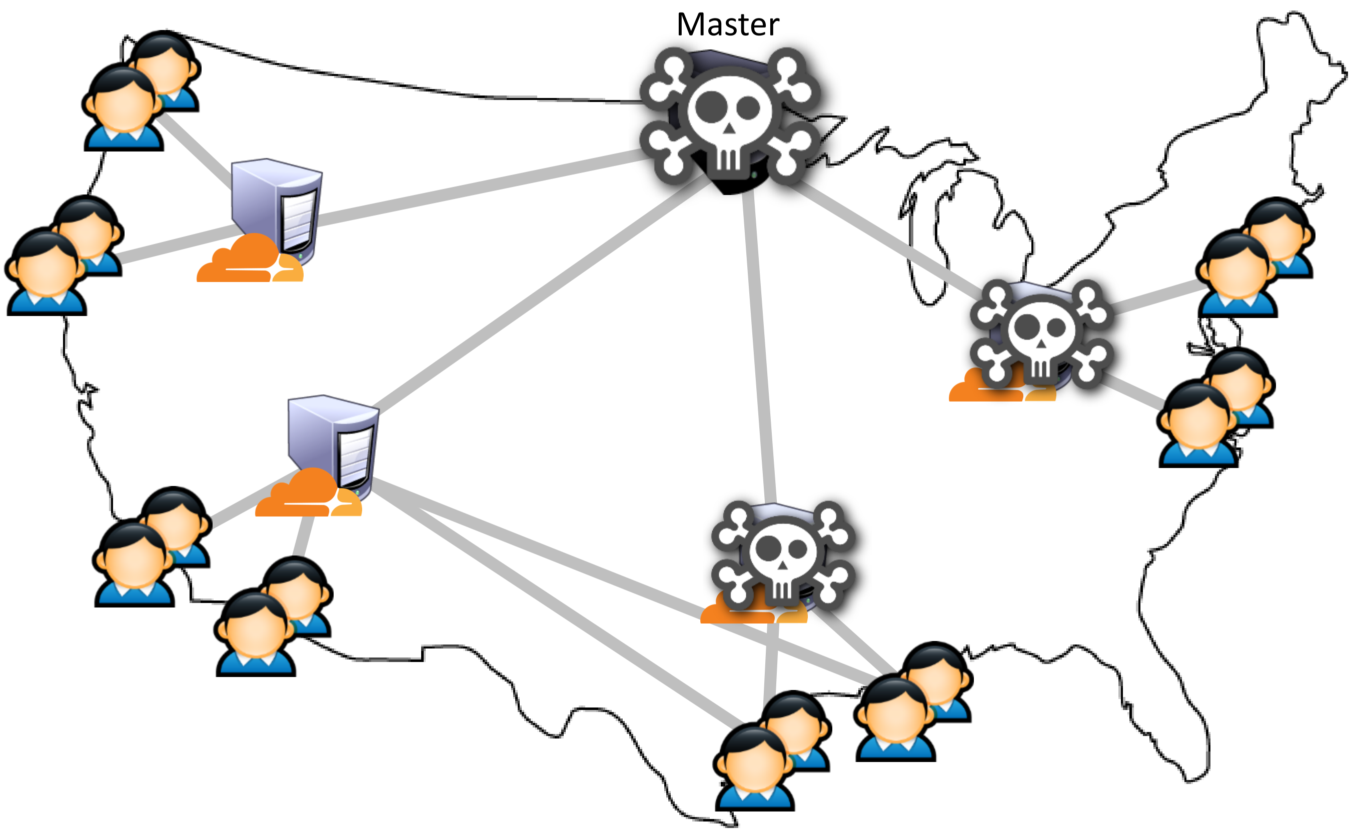
Content Delivery Networks (CDNs)

- CDNs help companies scale-up their websites
  - Cache customer content on many replica servers
  - Users access the website via the replicas
- Examples: Akamai, Cloudflare, Rackspace, Amazon Cloudfront, etc.
- Side-benefit: DDoS protection
  - CDNs have many servers, and a huge amount of bandwidth
  - Difficult to knock all the replicas offline
  - Difficult to saturate all available bandwidth
  - No direct access to the master server
- Cloudflare: 15 Tbps of bandwidth over 149 data centers

CDN Basics


Master
Website content and database is here
Users requests all go through the replicas
Most served from cache
Content is cached in the replicas

DDoS Defense via CDNs



- What if you DDoS the master replica?
  - Cached copies in the CDN still available
  - Easy to do ingress filtering at the master
- What if you DDoS the replicas?
  - Difficult to kill them all
  - Dynamic DNS can redirect users to live replicas