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ICMP Blind Connection-Reset + Blind throughput reduction attack against TCP

ICMP Blind Connection Reset Attack:

Step: 1- Establishing TCP connection between server and victim:

Firstly, a telnet connection was setup between the server and victim virtual machine. Telnet connection is based on TCP. The connection establishment is shown in the following screenshots.

```
/bin/bash 80x24

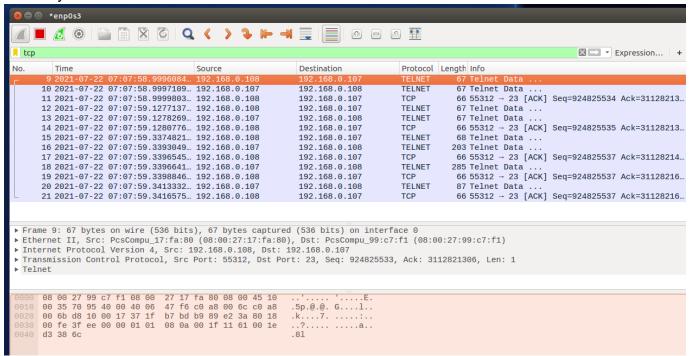
[07/22/21] seed@VM:~$ ls abc Customization android Desktop examples.desktop bin Documents
[07/22/21] seed@VM:~$

[07/22/21] seed@VM:~$
```

Screenshot: the server home directory

```
/bin/bash
[07/22/21]seed@VM:~$ telnet 192.168.0.107
Trying 192.168.0.107...
Connected to 192.168.0.107.
Escape character is '^]'.
Ubuntu 16.04.2 LTS
VM login: seed
Password:
Last login: Thu Jul 22 06:37:36 EDT 2021 from 192.168.0.108 on pts/17
Welcome to Ubuntu 16.04.2 LTS (GNU/Linux 4.8.0-36-generic i686)
 * Documentation:
                  https://help.ubuntu.com
 * Management:
                   https://landscape.canonical.com
  Support:
                   https://ubuntu.com/advantage
0 packages can be updated.
0 updates are security updates.
[07/22/21]seed@VM:~$ ls
         Customization Downloads
                                          lib
                                                     Public
                                                                Videos
abc
android Desktop
                        examples.desktop Music
                                                     source
bin
         Documents
                        get-pip.py
                                          Pictures
                                                    Templates
[07/22/21]seed@VM:~$
```

Screenshot: Telnet(TCP) connection established from Victim to access Server home directory.

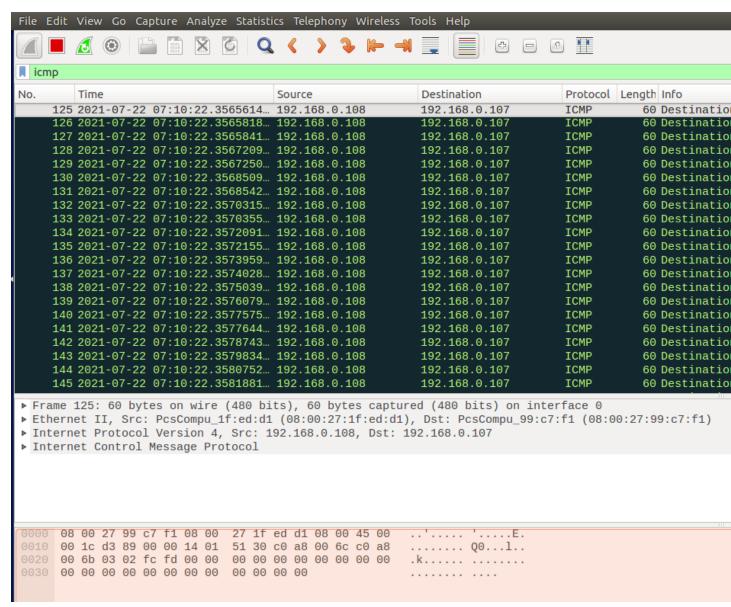


Screenshot: TCP packets received from victim to server.

Step: 2-Perform the Blind Connection Reset attack from Attacker:

I used my C program to make modified ICMP packets as Hard error messages and send them to the Server, disguised as the Victim so that the TCP connection between them gets terminated. The program takes three command line arguments: 1. Source IP address, 2. Destination IP address, 3. Choice of attack. In the case of this attack the choice is 1. This following attack is performed as Type: 3, code: 2 ICMP message, which means "Protocol Unreachable".

Screenshot: Attacker performing attack 1.



Screenshot: Wireshark on Server machine has captured the ICMP packets.

However, despite Server receiving the Hard Error ICMP messages, the TCP connection between Server and Victim was still ongoing.

```
/bin/bash
[07/22/21]seed@VM:~$ telnet 192.168.0.107
Trying 192.168.0.107...
Connected to 192.168.0.107.
Escape character is '^]'.
Ubuntu 16.04.2 LTS
VM login: seed
Password:
Last login: Thu Jul 22 06:37:36 EDT 2021 from 192.168.0.108 on pts/17
Welcome to Ubuntu 16.04.2 LTS (GNU/Linux 4.8.0-36-generic i686)
 * Documentation:
                   https://help.ubuntu.com
                   https://landscape.canonical.com
 * Management:
 * Support:
                   https://ubuntu.com/advantage
O packages can be updated.
0 updates are security updates.
[07/22/21]seed@VM:~$ ls
                                          lib
abc
         Customization Downloads
                                                                Videos
android Desktop
                        examples.desktop
                                          Music
                                                     source
bin
         Documents
                        get-pip.py
                                          Pictures
                                                     Templates
[07/22/21]seed@VM:~$ ls
                        Downloads
                                          lib
abc
         Customization
                                                     Public
                                                                Videos
android Desktop
                        examples.desktop
                                          Music
                                                     source
bin
         Documents
                        get-pip.py
                                          Pictures
                                                     Templates
[07/22/21]seed@VM:~$
```

Screenshot: Victim is still connected to the Server after the Blind reset attack. An "Is" command is performed to confirm that the telnet(TCP) connection is still alive between Server and Victim.

The same attack has been performed using other Hard error ICMP messages which are of Type: 3 Code: 3(Port Unreachable), Type: 3 Code: 4(fragmentation needed but don't fragment bit set). In all cases, the attack has failed to terminate the connection between the server and victim.

Conclusion:

The attack was unsuccessful. As shown in the aforementioned demonstration, the TCP connection between Server and Victim was not terminated due to the attack. This is due to most popular TCP implementations treat all ICMP "hard errors" received for connections in any of the synchronized states (ESTABLISHED, FIN-WAIT-1, FIN-WAIT-2, CLOSE-WAIT, CLOSING, LAST-ACK, or TIME-WAIT) as "soft errors". Which means, they do not abort the corresponding connection upon receipt of these ICMP messages.

ICMP Blind throughput reduction attack:

Step: 1- Establishing TCP connection between server and victim:

Step 1 is the same as the previous attack.

Step: 2- Monitoring the Throughput of the Server via wireshark:

Using wireshark, I have noted the throughput of the Server before the ICMP source quench attack is performed.

Displayed

1.066

9379.5

60.5

10001 (97.1%)

Statistics Measurement Captured **Packets** 10303 Time span, s 380.095 Average pps 27.1 Average packet size, B 67.5 Bytes 691818

600060 (86.7%) Average bytes/s 1820 562 k Average bits/s 14 k 4502 k

Here we can see that the average Packets per second(pps) is 27.1 before the attack is performed.

In case of a successful attack the throughput/pps is expected to be reduced significantly.

Step: 3- Performing the Blind Throughput reduction attack:

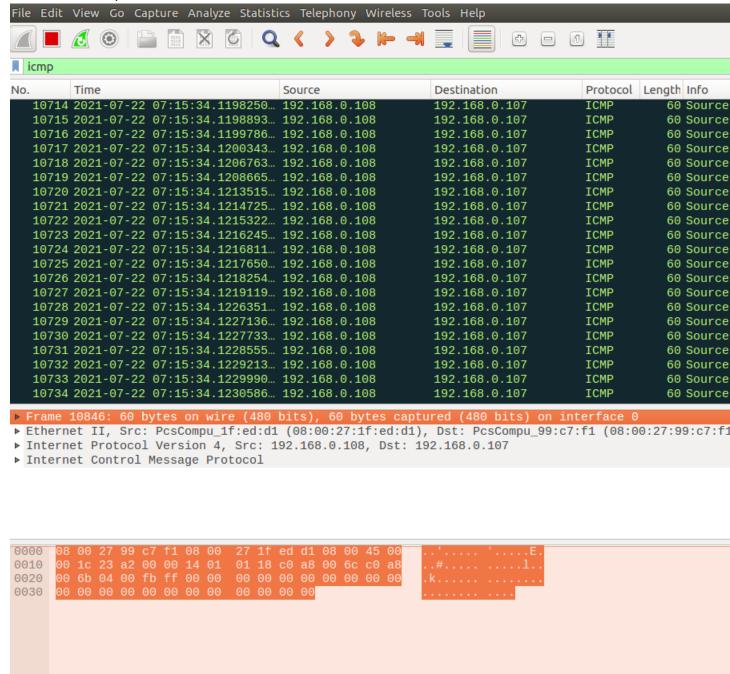
I have used my C program to generate Source quench ICMP messages(type: 4, code:

0) which I have sent from the Attacker to the Server, disguised as the Victim.

In case of this attack the program takes the third argument as 2.

```
🔞 🖨 🗊 Terminal
[07/22/21]seed@VM:~/.../Main$ bash script.sh 192.168.0.108 192.168.0.
Attack: ICMP Blind throughput reduction attack
Source IP: 192.168.0.108
Destination IP:192.168.0.107
Total 10000 packets sent
[07/22/21]seed@VM:~/.../Main$
```

In the following photo we can see that the server has successfully received the Source Quench ICMP packets.



Step: 4- Monitoring the thourghput of the Server after the attack:

Statistics

Measurement	Captured	Displayed
Packets	20428	20002 (97.9%)
Time span, s	542.895	312.755
Average pps	37.6	64.0
Average packet size, B	65.5	60.5
Bytes	1330340	1200120 (90.2%)
Average bytes/s	2450	3837
Average bits/s	19 k	30 k

Here we can see that the throughput/Packets per second(pps) of the server has rather increased(previously it was 27.1). The increase in Thoughput can be attributed to the numberous ICMP source quench messages sent to the server as a part of the attack(10000 in this case).

However, in case of a successful attack, the throughput was expected to decrease by a significant margin. We can safely consider the attack unsuccessful.

Conclusion:

The attack was unsuccessful as the ICMP source quench messages failed to reduce the throughput of the server. This is because ICMPv4 Source Quench messages are seen as an ineffective antidote for congestion. Thus, TCP implements its own congestion control mechanisms that do not depend on ICMPv4 Source Quench messages. Based on this reasoning, a large number of implementations completely ignore ICMPv4 Source Quench messages meant for TCP connections. This behavior has been implemented in, Linux since 2004. Therefore the attack is ineffective for up-to-date systems.

Refereces: [RFC] [RFC1122] [RFC5681] [RFC3168]