

# Transport Layer, TCP and Floods

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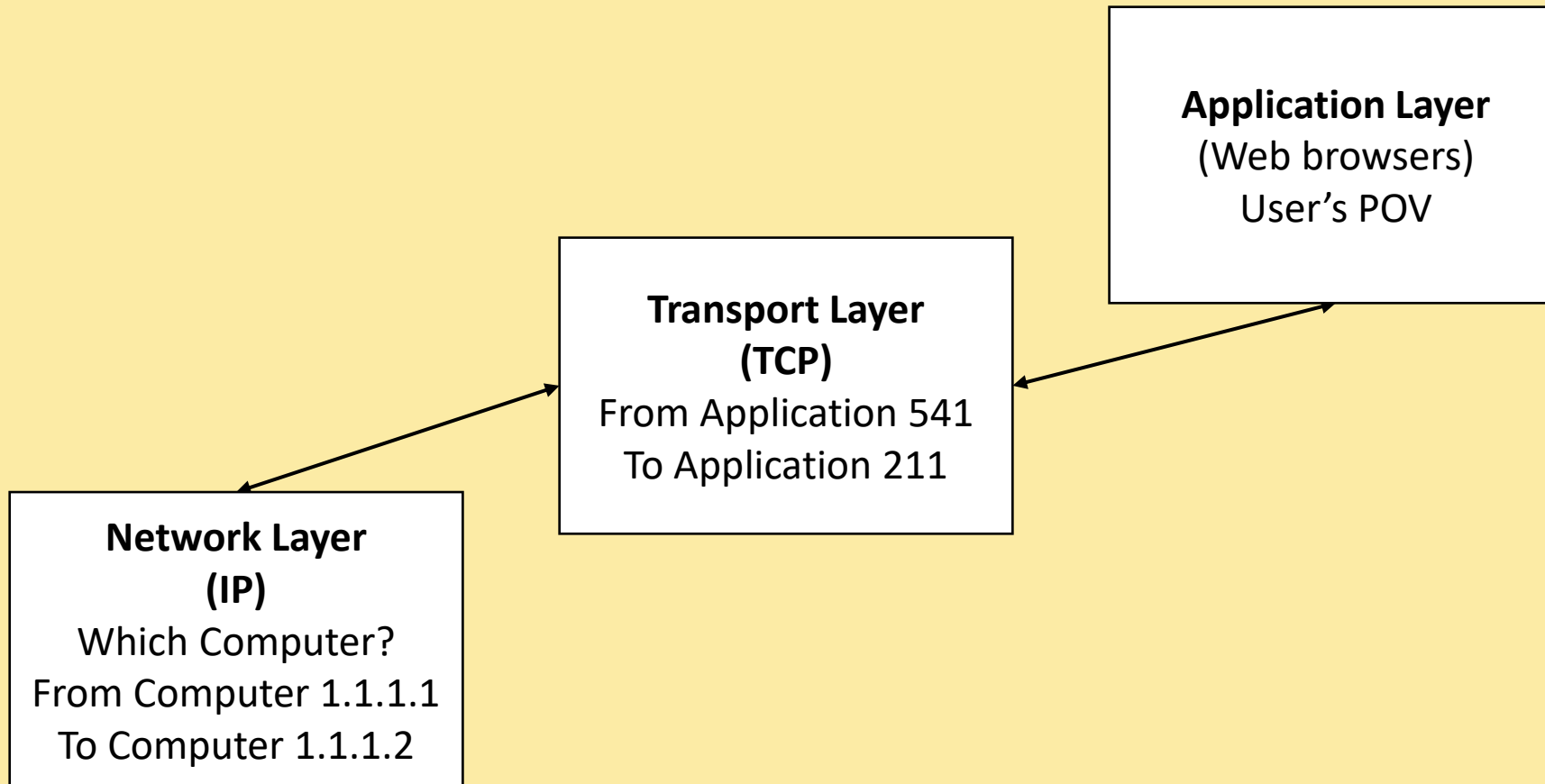
# About Me

- Linux and Network Deep Diver
- Github: [github.com/AliGhaffarian](https://github.com/AliGhaffarian)

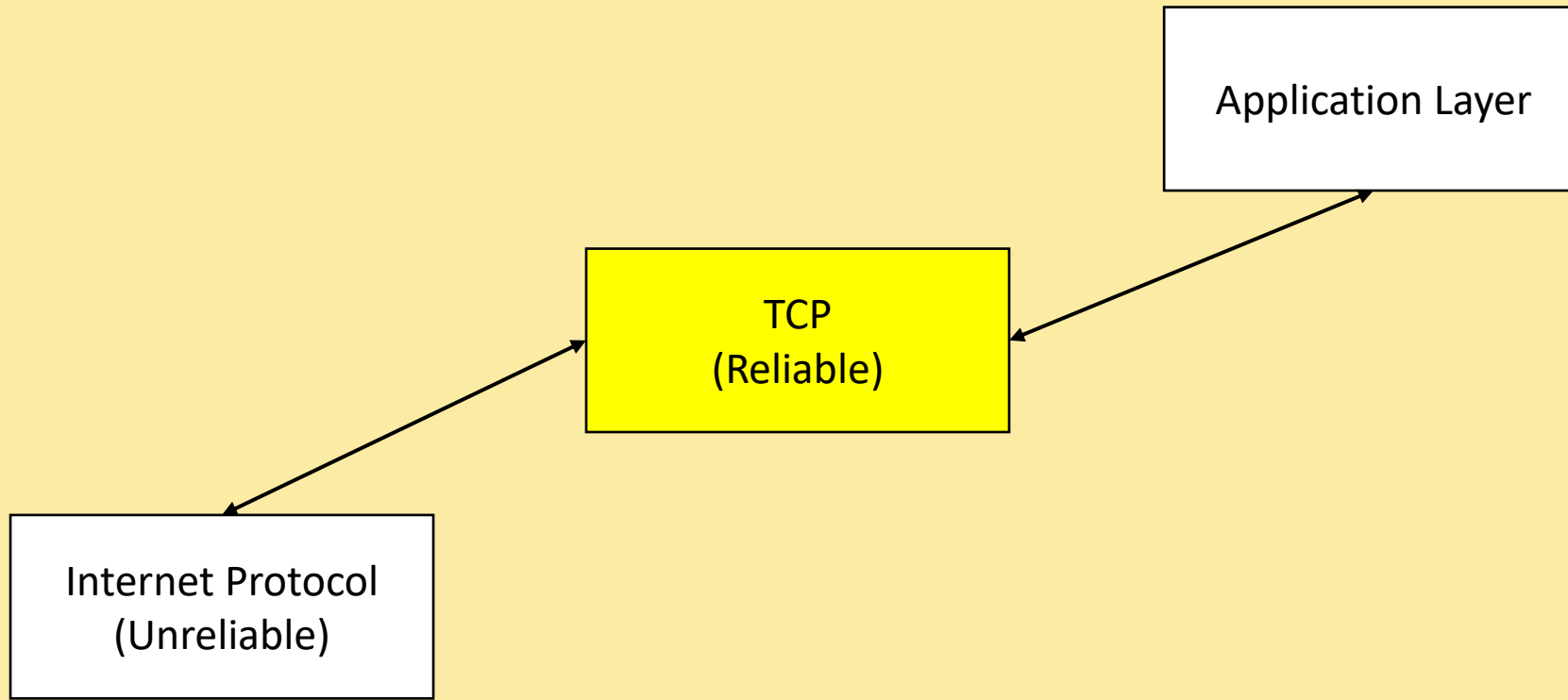
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# Transport Layer in TCP/IP Stack



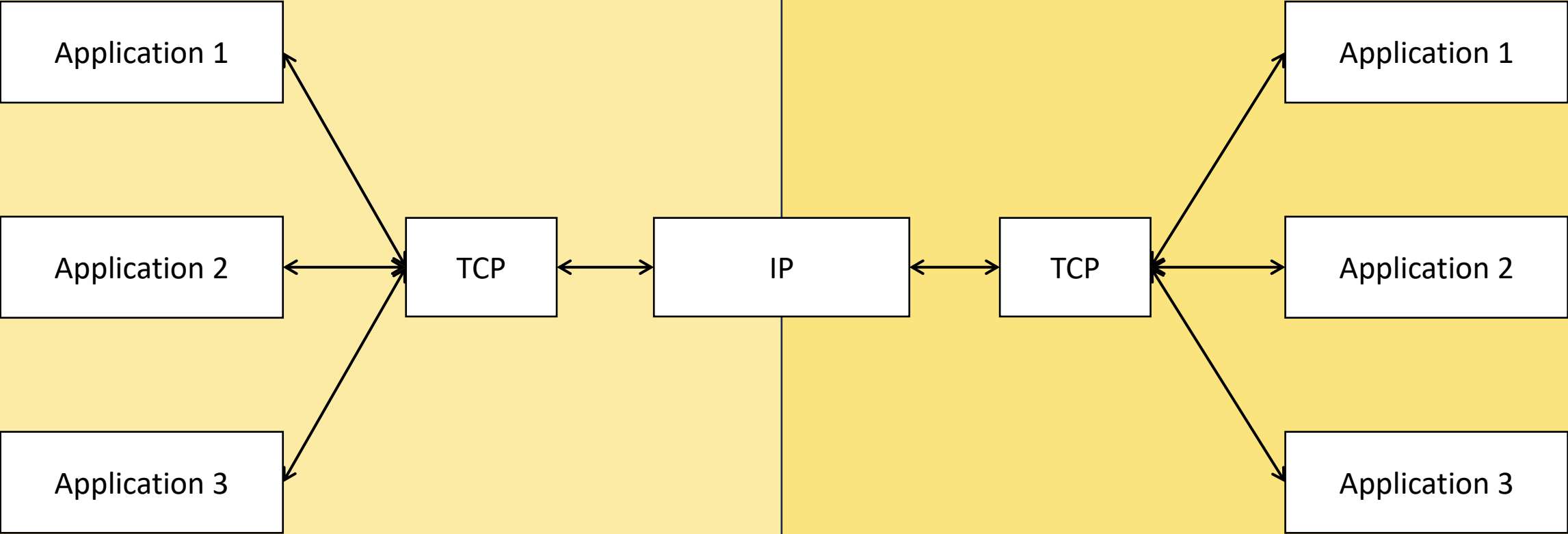
# TCP



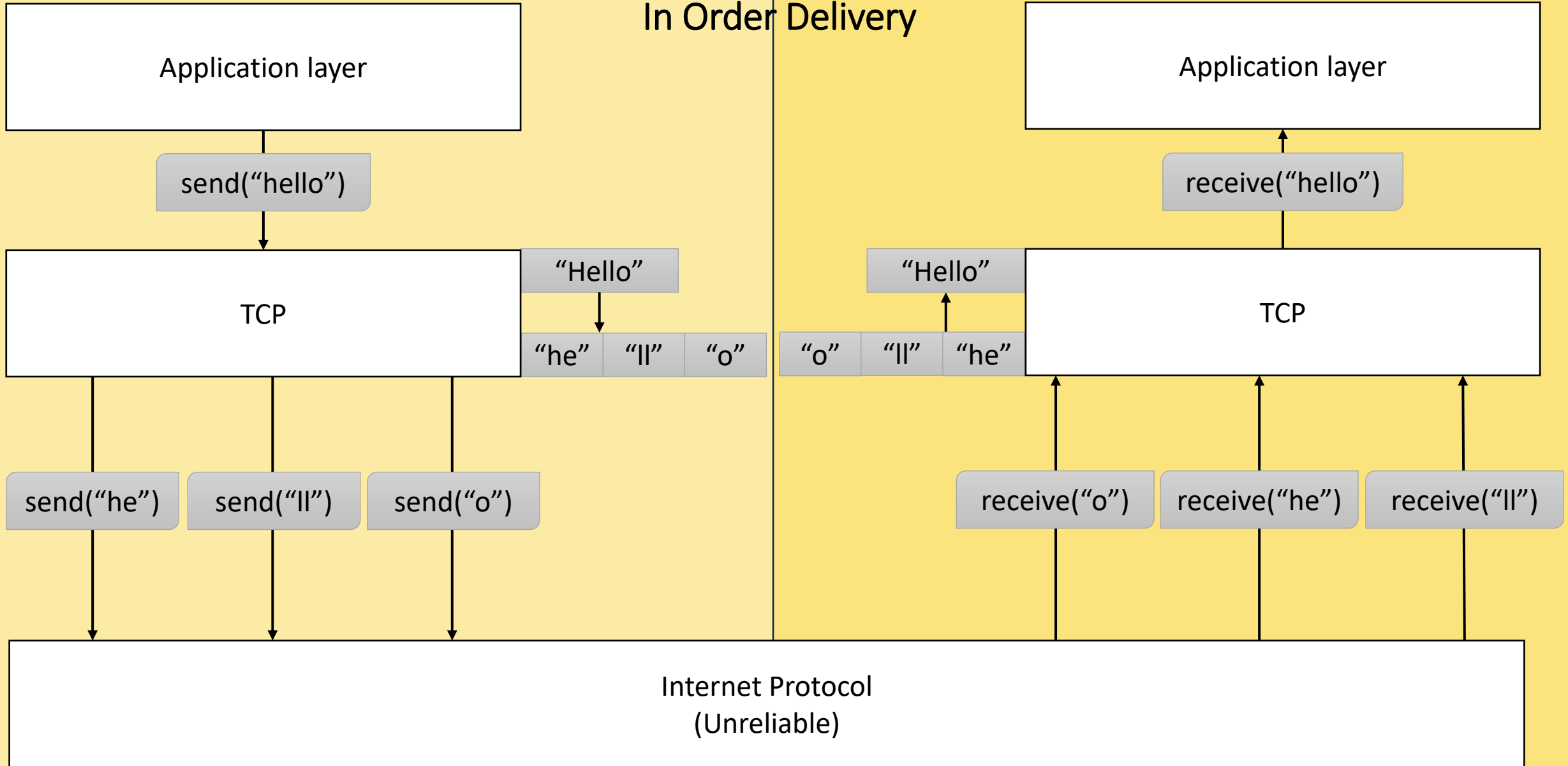
# TCP's Fields

- Source Port ( From Which Application )
- Destination Port ( To Which Application )
- Sequence Number
- Acknowledgement Number
- Flags
- ...

# Multiplexing / Demultiplexing



## In Order Delivery





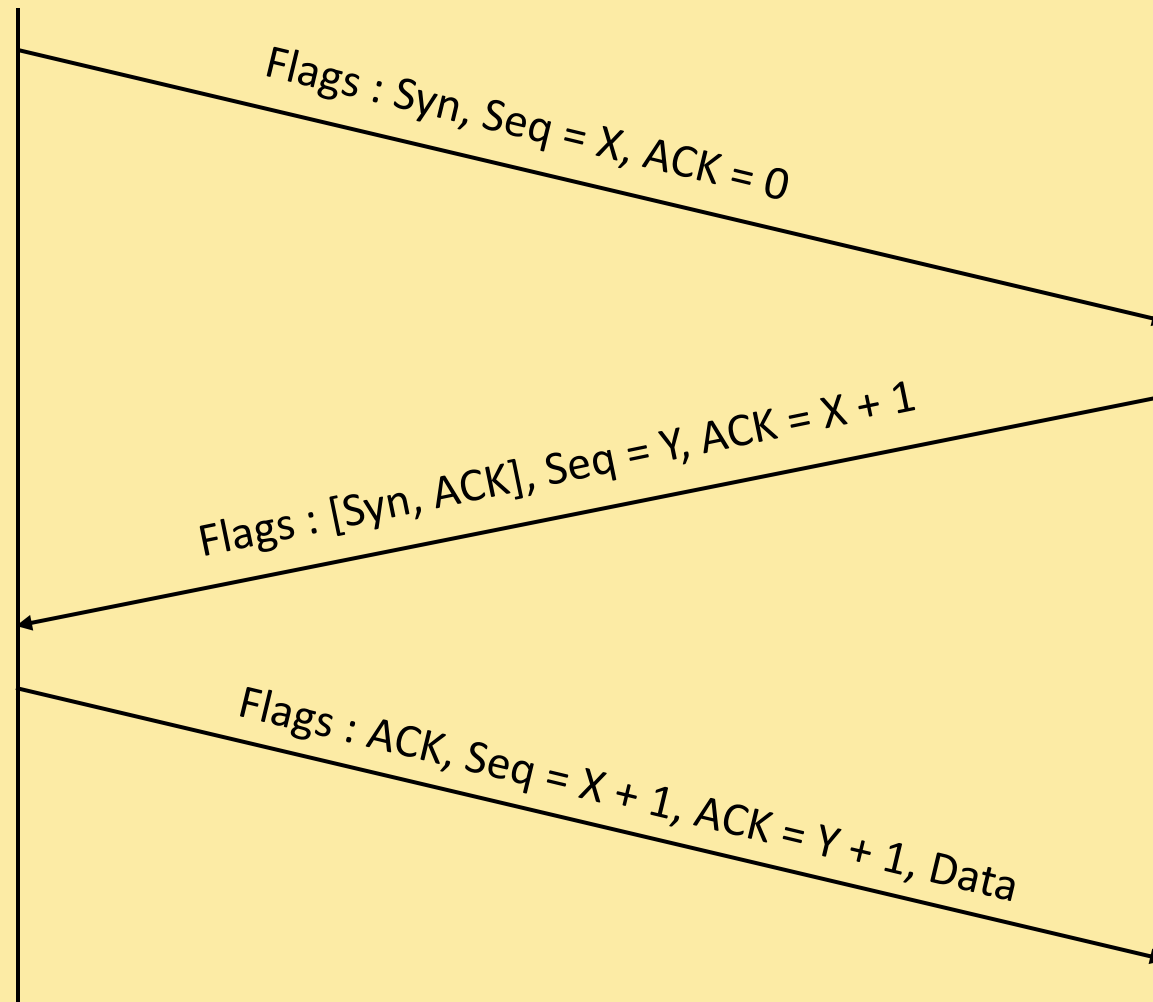
# TCP Flags

000.	....	....	= Reserved
...0	....	....	= Accurate ECN
....	0...	....	= Congestion Window Reduced
....	.0..	....	= ECN-Echo
....	..0.	....	= Urgent
....	...0	....	= <b>Ack</b>
....	....	0...	= Push
....	....	.0..	= Reset
....	....	..0.	= <b>Syn</b>
....	....	...0	= <b>Fin</b>

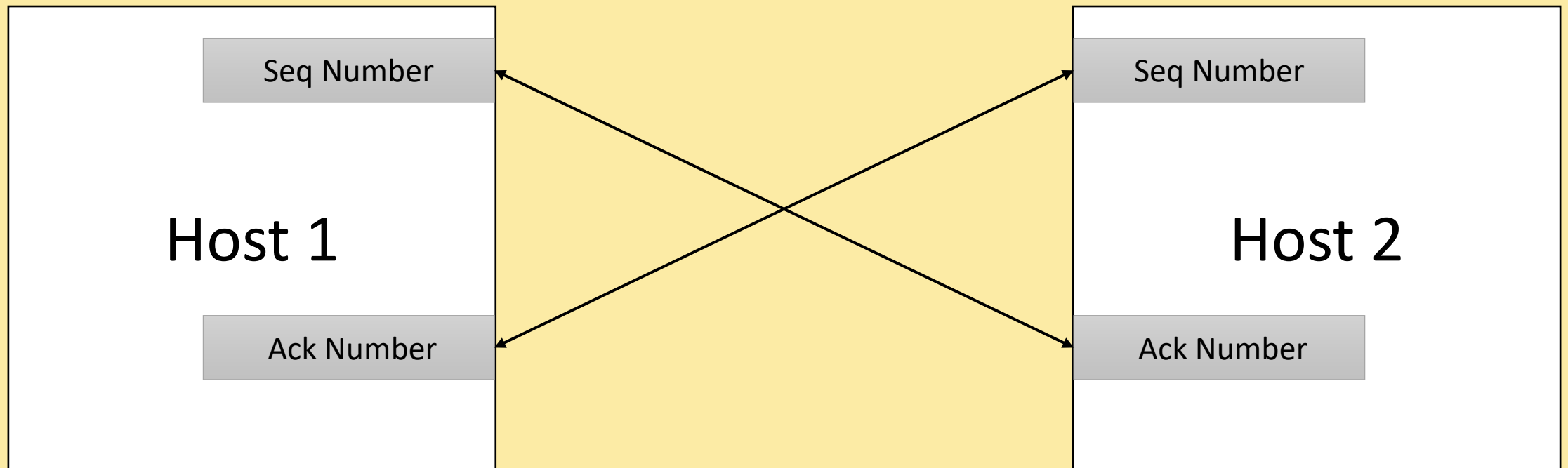
# The Tree Way Handshake

Host 1

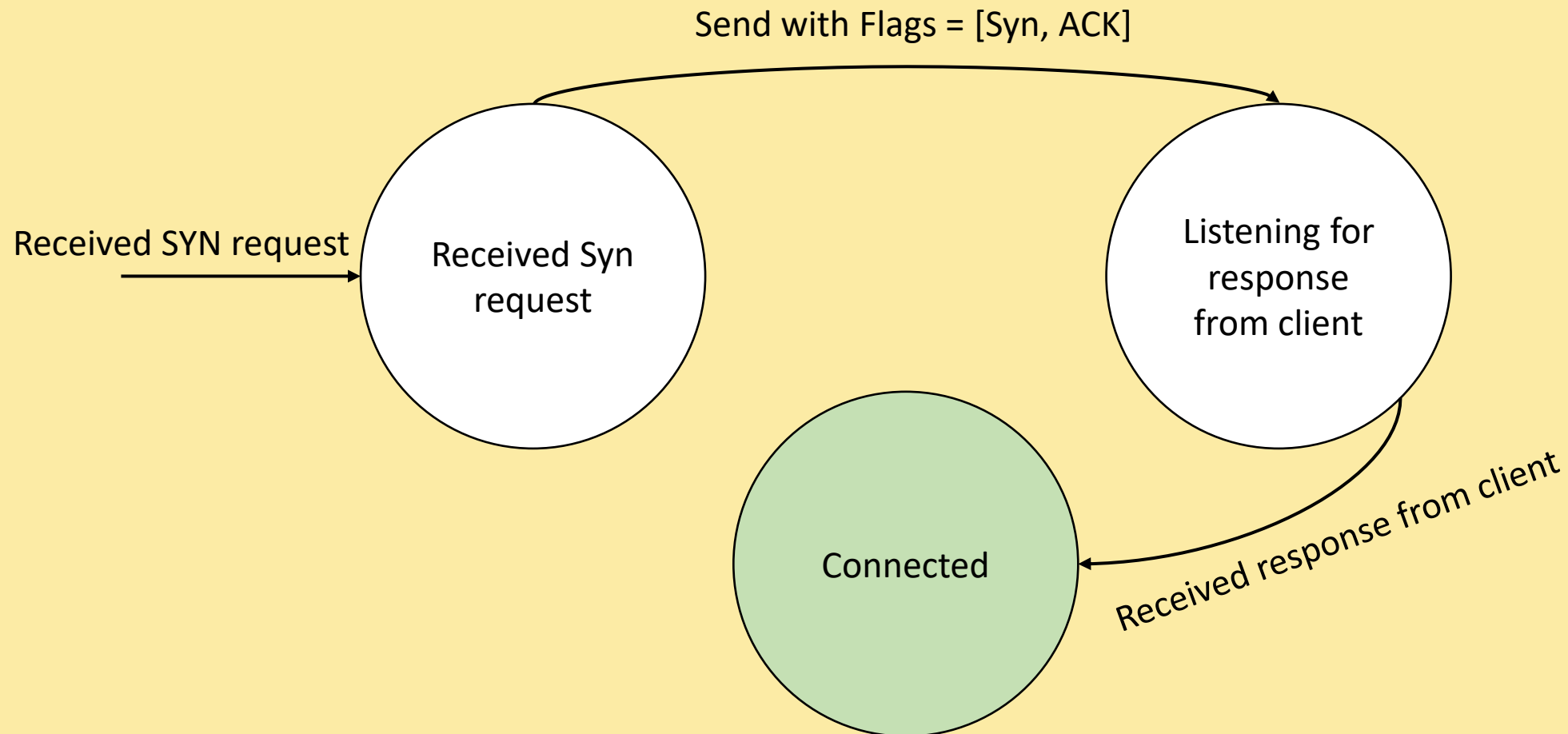
Host 2



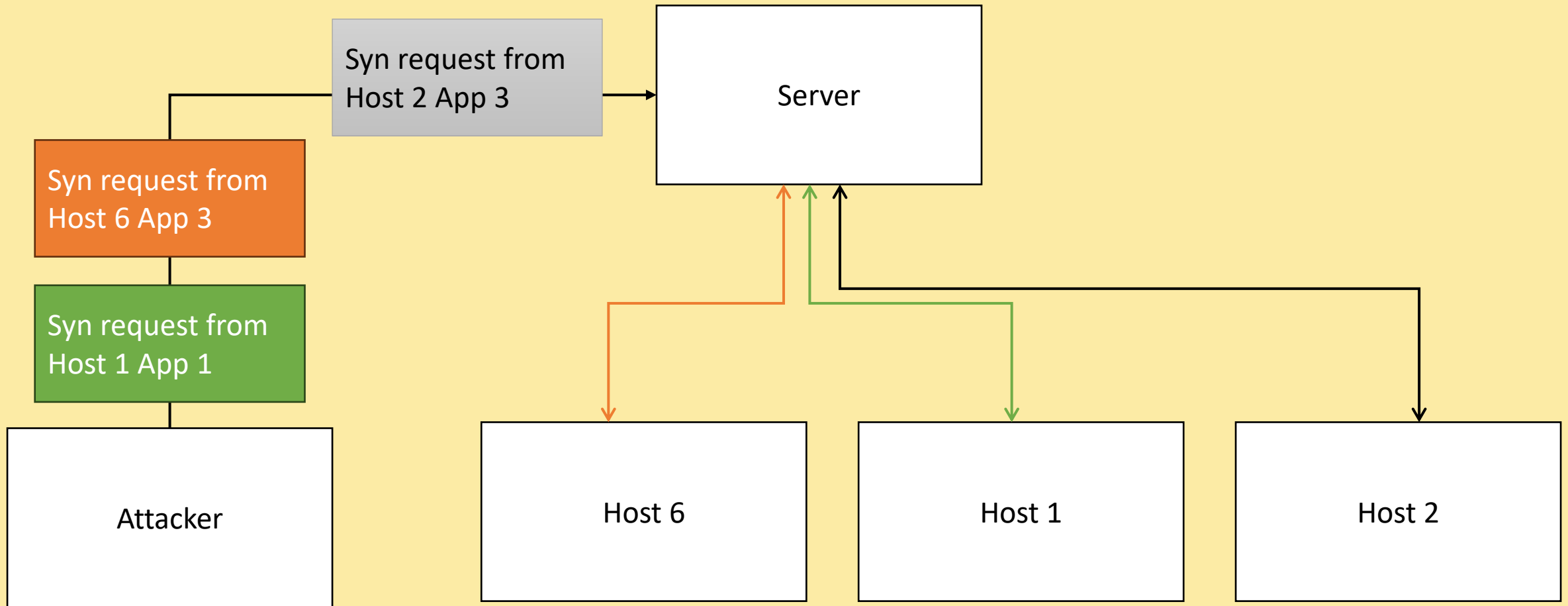
# Sequence And Acknowledgement Number



# State Machine of a TCP Server



# SYN Floods



# SYN Flooding is Cheap

Always Waiting on Non-Existing Clients

Request Queue (Backlog)							
Bad Syn request	Bad Syn request	Bad Syn request	Bad Syn request	Bad Syn request	Bad Syn request	Bad Syn request	Bad Syn request

# Solution

Break the Protocol?

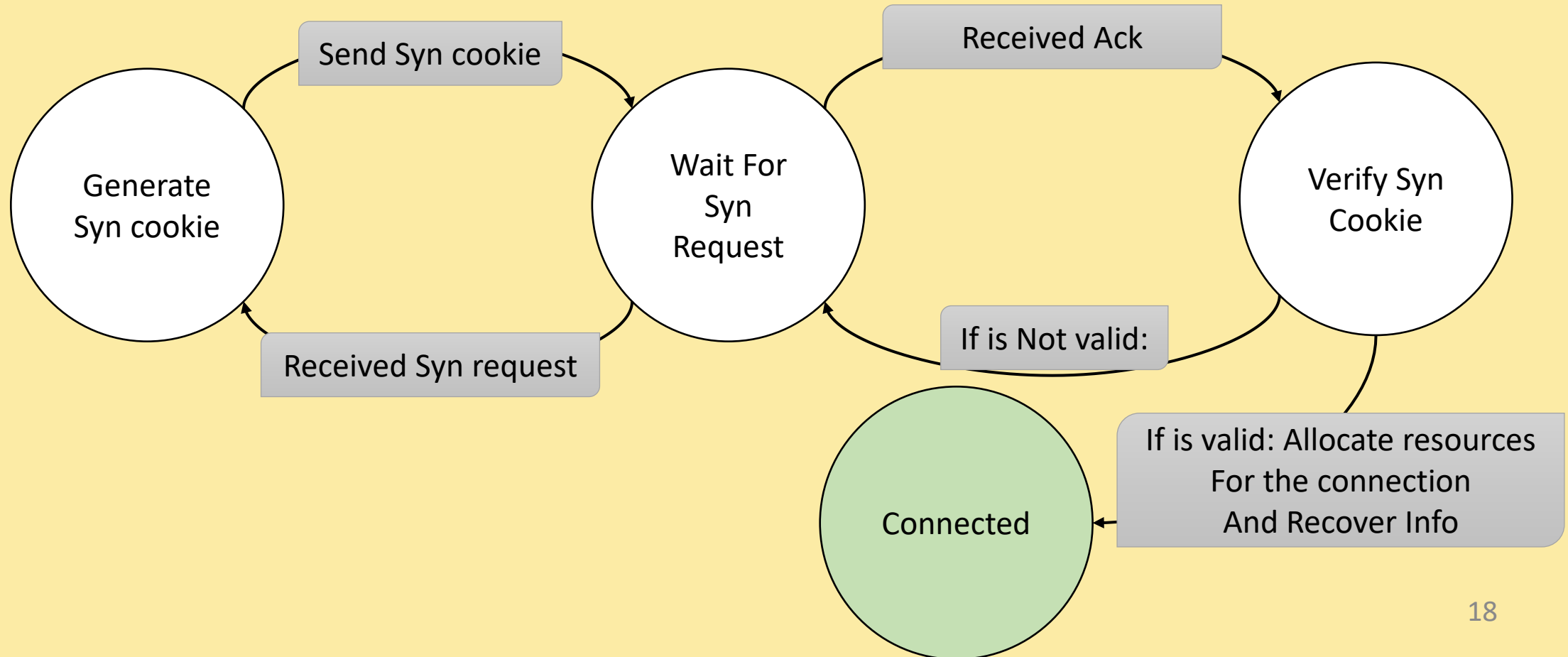
# Syn Cookies

- Handle the Handshake Statelessly
- No More Request Queue (Backlog)
- Reconstructing the Connection



# How is it Done?

## Forget the Connection But Not Really



# Information to Recover

- Server's IP Address
- Client's IP Address
- Server's Sequence Number
- Client's Sequence Number
- Server's Port
- Client's Port
- TCP Options (Optional but Important)

# Why Encoding Stuff?

- Preventing Against Connection Spoofing
- Being Flooded with Acks

# Benefits and Drawbacks of Syn Cookies

- Higher Cost of Syn floods
- Lower Memory Usage
- No Direct Support For TCP Options
- Higher CPU Usage
- Complexity

# Learn More

- [linux/net/ipv4/syncookies.c](#)
- [lwn.net/Articles/277146/](http://lwn.net/Articles/277146/)