CS396: Security, Privacy & Society

Fall 2022

Lecture 3: Introduction

Instructor: Abrar Alrumayh

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Outline

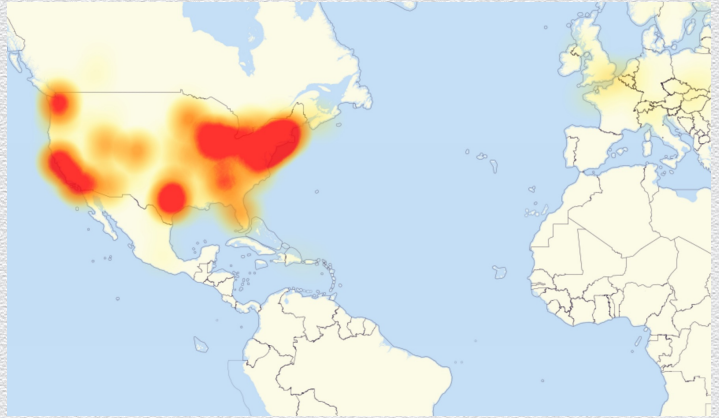
- In-class discussion with real-world examples
  - the Dyn DDOS attack

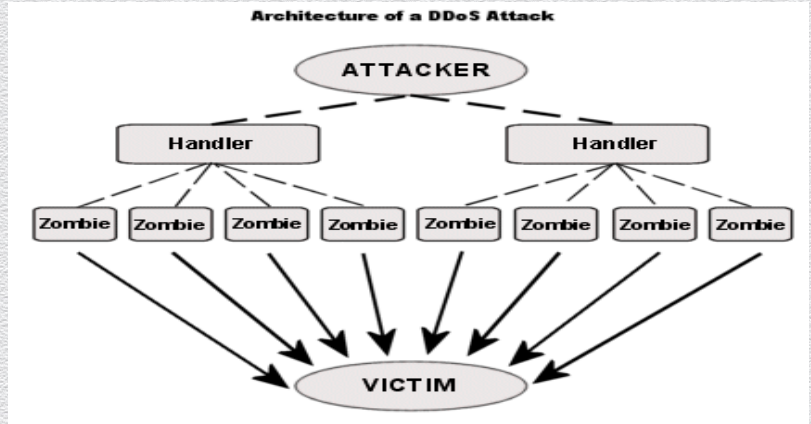
The Dyn DDoS attack

The Dyn **DDoS** attack

On October 21, 2016, a large-scale cyber was launched

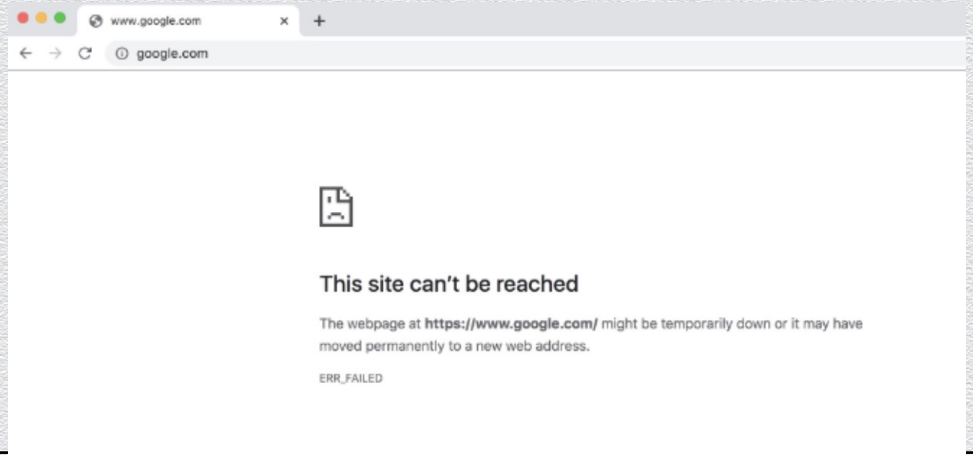
- it affected globally the entire Internet but particularly hit U.S. east coast
- during most of the day, no one could access a long list of major Internet platforms and services, e.g., Netflix, CNN, Airbnb, PayPal, Zillow, …
- this was a **Distributed Denial-of-Service (DDoS)** attack





The Dyn **DDoS** attack

- Distributed Denial-of-Service attack
  - DoS attack: attack against the **availability** of a system's core functionality
    - results in disruption of provided services
  - distributed: many machines contribute to the attack

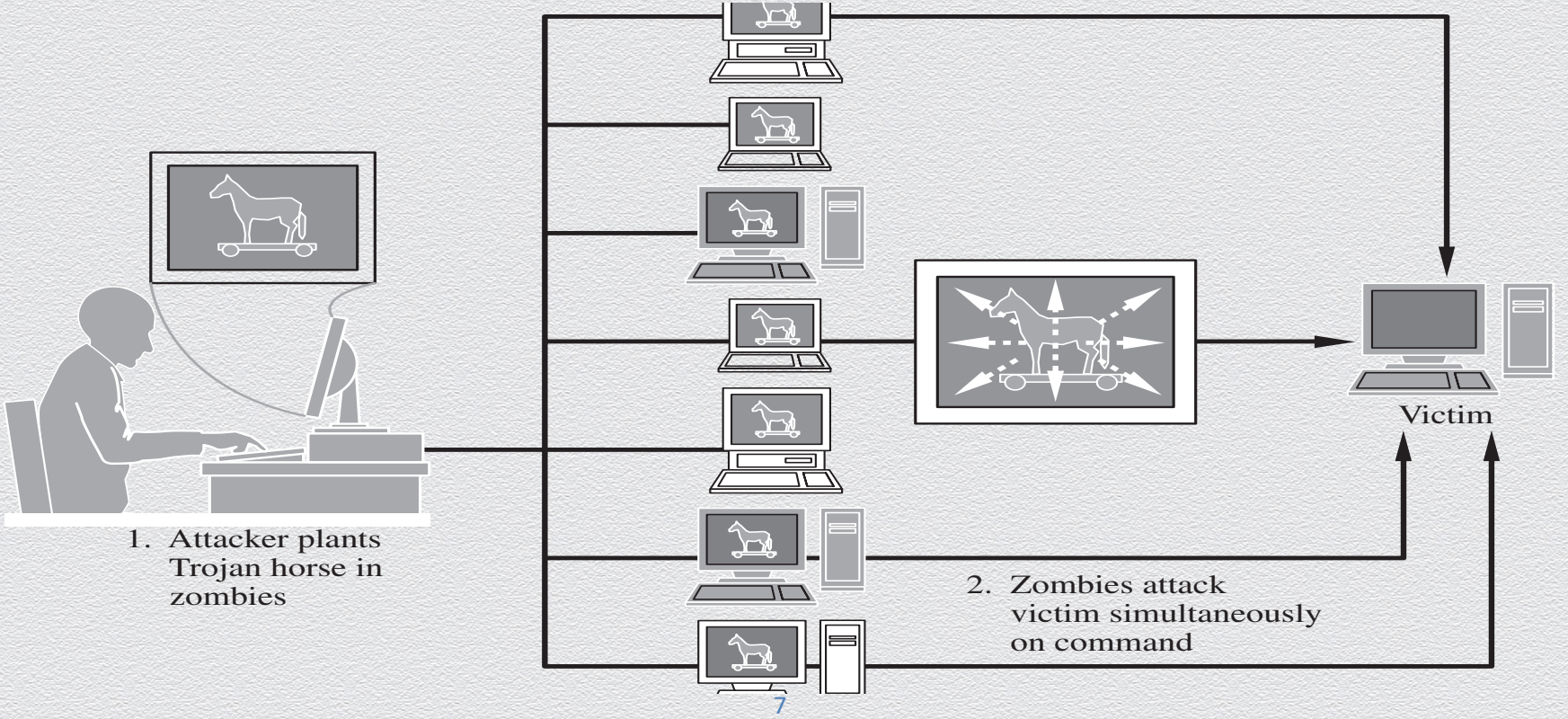


DoS: A threat (mainly) against availability

Which main security property does a Denial-of-Service (DoS) attack attempt to defeat?

- availability; a user is denied access to authorized services or data
  - availability is concerned with preserving authorized access to assets
  - a DoS attack aims against this property; its name itself implies its main goal
- integrity & confidentiality; services or data are modified or accessed by an unauthorized user
  - elements of a DoS attack may include breaching the integrity or confidentiality of a system
  - but the end goal is disruption of a service or data flow; not the manipulation, fabrication or interception of data and services

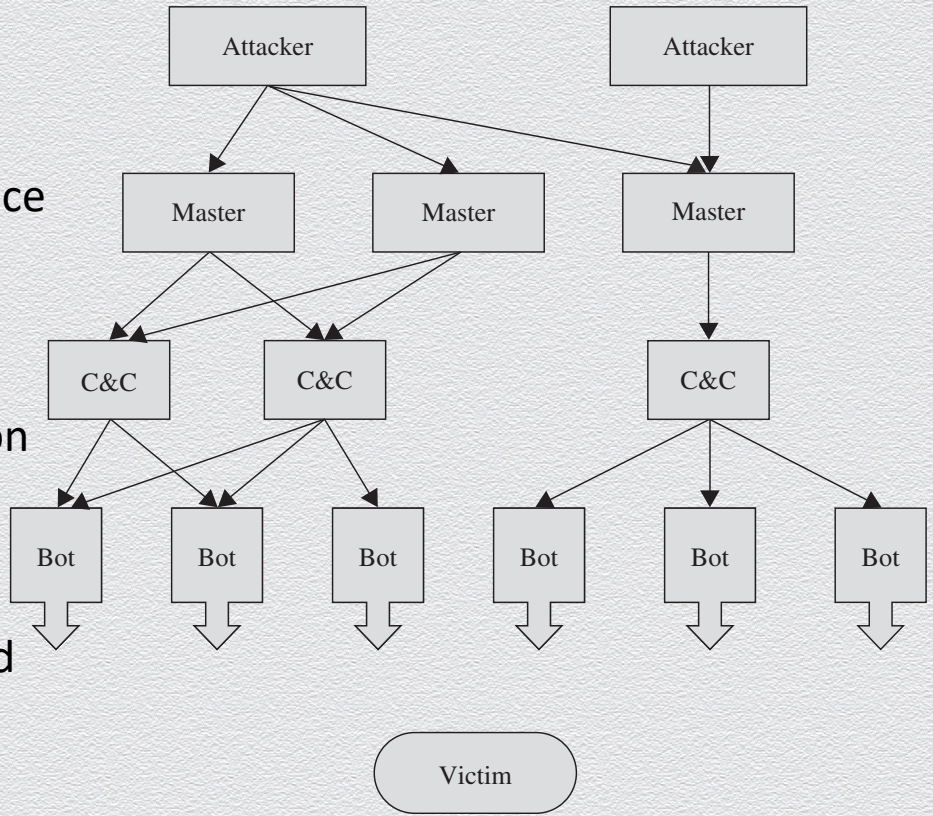
Distributed Denial of Service (DDoS)



Botnets

Networks of machines running malicious code under remote control

- massive: scale to million of bots
  - comprise main tool for DDoS attacks
- stealth: remain undetected & difficult to trace
  - do little harm to the host machines
    - users won't likely remove malware
  - multiple-level attacker Vs. bots separation
- resilient: have redundant components
  - even if one master or C&C node is taken down, connectivity is maintained



The **Dyn** DDoS attack

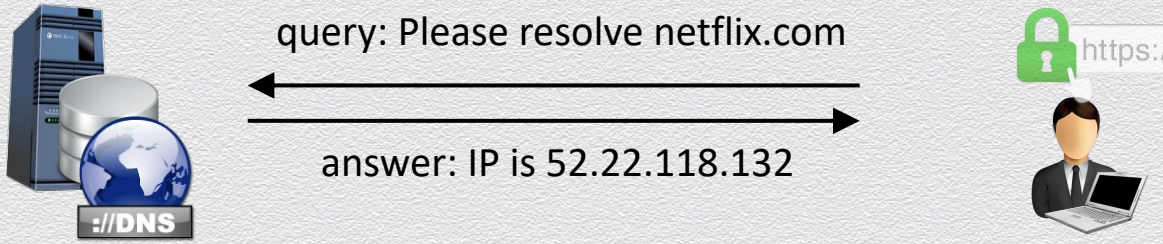
- Dyn has been a major DNS provider
- DNS stands from Domain Name System
  - naming system for computers, serviced and other resources connected to the Internet
  - hierarchical, decentralized
- DNS services are crucial for any web connection
  - translation of domain names to IP addressed

The DNS service

The Domain Name Service (DNS) protocol

Resolving domain names to IP addresses

- when you type a URL in your Web browser, its IP address must be found
  - e.g., domain name “netflix.com” has IP address “52.22.118.132”
  - larger websites have multiple IP responses for redundancy to distributing load
- at the heart of Internet addressing is a protocol called DNS
  - a database translating Internet names to addresses



Recursive name resolution: hierarchical search

Search is performed recursively and hierarchically across different type of DNS resolvers

- application-level (e.g., Web browser), OS-level (e.g., stub resolver): locally managed
- recursive DNS servers: query other resolvers and cache recent results

DNS entries:
<netflix.com, 52.22.118.132>

primary

subset of cached queried entries
(or information of other resolvers)

secondary

netflix.com

52.22.118.132
(or “non-existent”)

locally cached IP addresses
(at Web browser and OS)

Recursive name resolution: hierarchical search

Search is performed recursively and hierarchically across different type of DNS resolvers

- application-level (e.g., Web browser), OS-level (e.g., stub resolver): locally managed
- recursive DNS servers: query other resolvers and cache recent results
- root name servers: refer to appropriate TLD (top-level domain) server
- TLD servers: control TLD zones such as .com, .org, .net, etc.

DNS entries:
<netflix.com, 52.22.118.132>

subset of cached queried entries
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locally cached IP addresses
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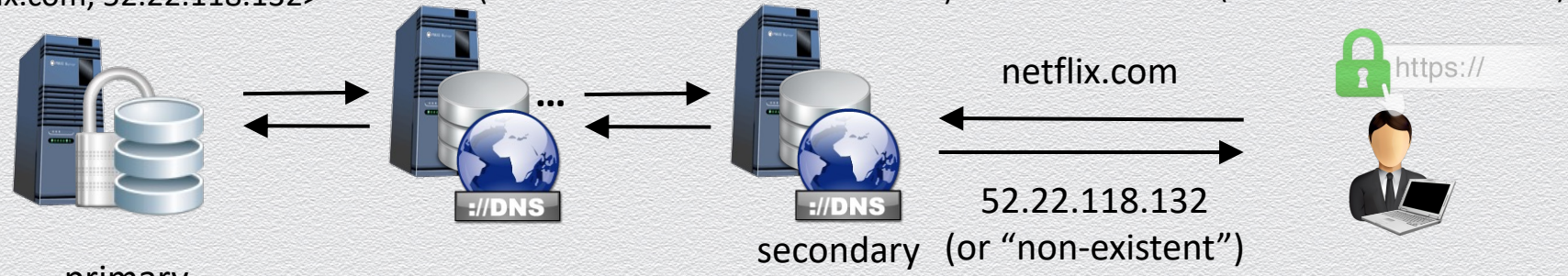
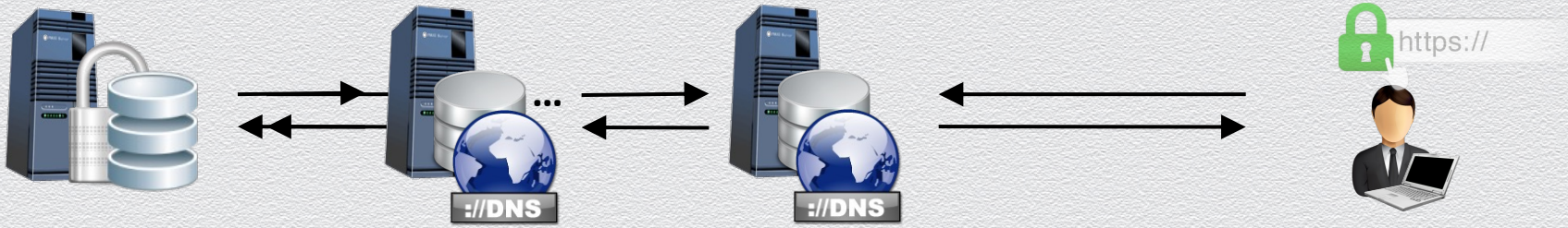


Recursive name resolution: flexibility

Infrastructure allows for different configurations

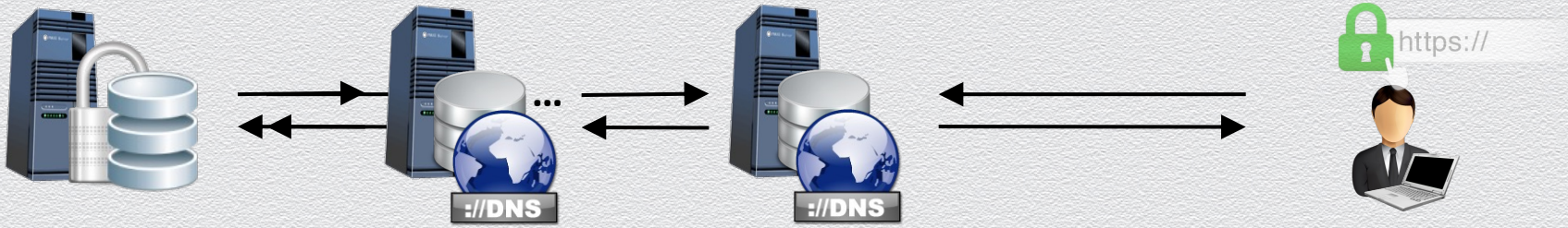
- authoritative-only servers: answer queries on zones they are responsible for
  - fast resolution, no forwarding, no cache
- caching / forwarding DNS servers: answer queries on any public domain name
  - recursive search / request forwarding, caching for speed, first-hop resolvers
- master / slaves DNS servers: authoritative servers replicating DNS data of their domains
- public / private DNS servers: control access to protected resources within an organization



Recursive name resolution: benefits

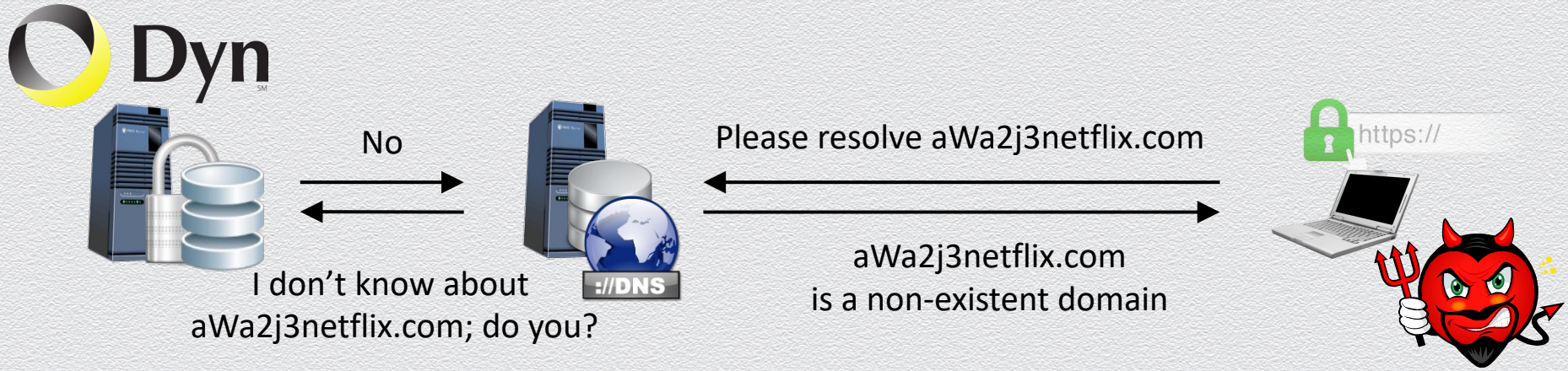
Why DNS uses non-authoritative name servers (that is, recursive resolution)?

- for more scalability & locality
  - high query loads can saturate the response capacity of primary servers
  - secondary do not have to store large volumes of DNS entries
  - cached recently queried domain names speed up searches due to locality of queries
- for added security / locality / scalability alone – not quite
  - e.g., non-authoritative name servers are untrusted and thus possibly compromised



The Dyn DDoS attack (continued)

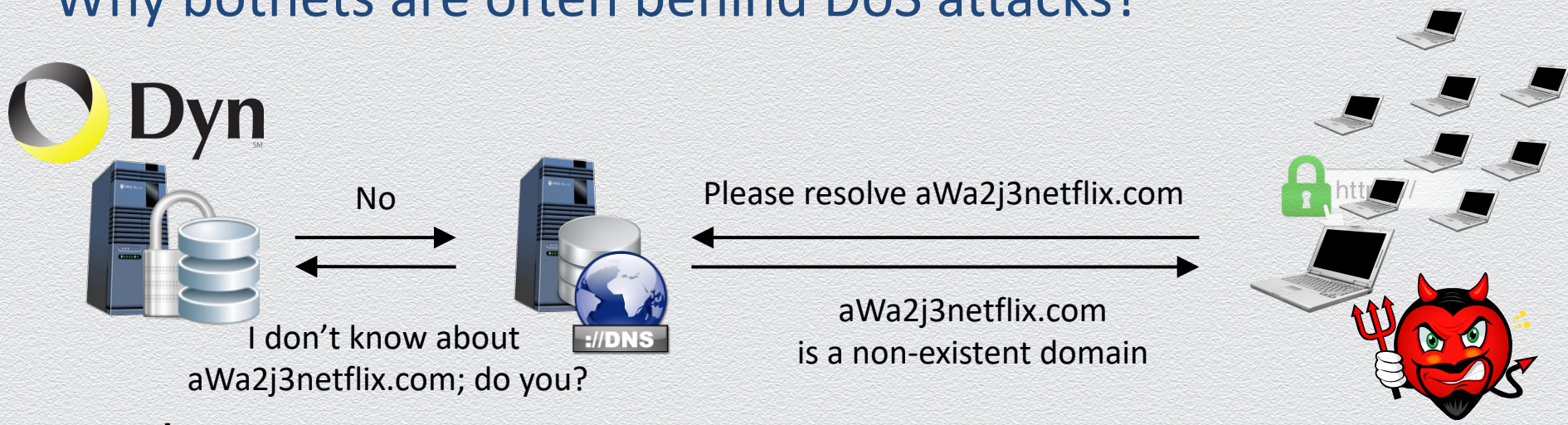
Core idea of attack: Saturate Dyn's primary servers



Attack:

- from a compromised machine ask for domain names that do not exist
- query is forwarded to fewer primary Dyn servers, i.e., defeating benefits of distribution
- ask **A LOT** of such queries to bring down the Dyn DNS service!

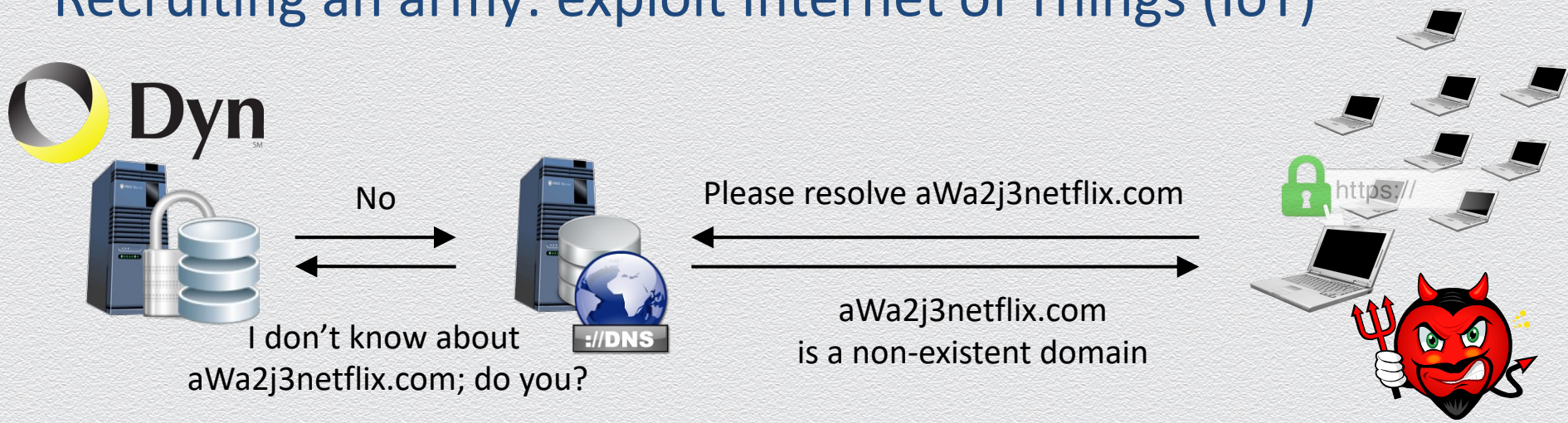
Why botnets are often behind DoS attacks?



Use a botnet:

- To avoid effective countermeasures and increase attack traffic
  - if the high-volume attack traffic comes from few devices, they can be filtered out by blocking their connections to the Dyn servers
  - by employing a large botnet of millions of devices the attacker inflicts a larger, more devastating attack traffic against the victim Dyn servers

Recruiting an army: exploit Internet of Things (IoT)



Create a botnet:

- compromise easy targets: IoT "thin" devices, e.g., printers, cameras, home routers, …
- how? find a vulnerability on these devices...
- all such devices used an OS with a static, hard-wired, thus known, admin password...!

The Internet of Things (IoT)

Refers to Internet-connected everyday devices

- comprise a world of so-called smart devices
- examples:
  - smart appliances, such as refrigerators and dishwashers
  - smart home, such as thermostats and alarm systems
  - smart health, such as fitness monitors and insulin pumps
  - smart transportation, such as driverless cars
  - smart entertainment, such as video recorders
- potential downsides
  - loss of privacy
  - loss of control of data
  - potential for subversion
  - mistaken identification
  - uncontrolled access

Smartphones

The control hub of the IoT – important target for malware

- 2013: 143,211 distinct new forms of malware against mobile devices
- 98% targeted Android devices, far in excess of its market share
  - Android: open approach
    - unlike its competitors, does not limit the software users are allowed to install
    - thus, an easier target
  - Apple: locked-down approach
    - in contrast, only allows apps from its app store to be installed on its smartphones
    - all apps go through an approval process, which includes some security review
    - once approved, apps are signed, using a certificate approach