

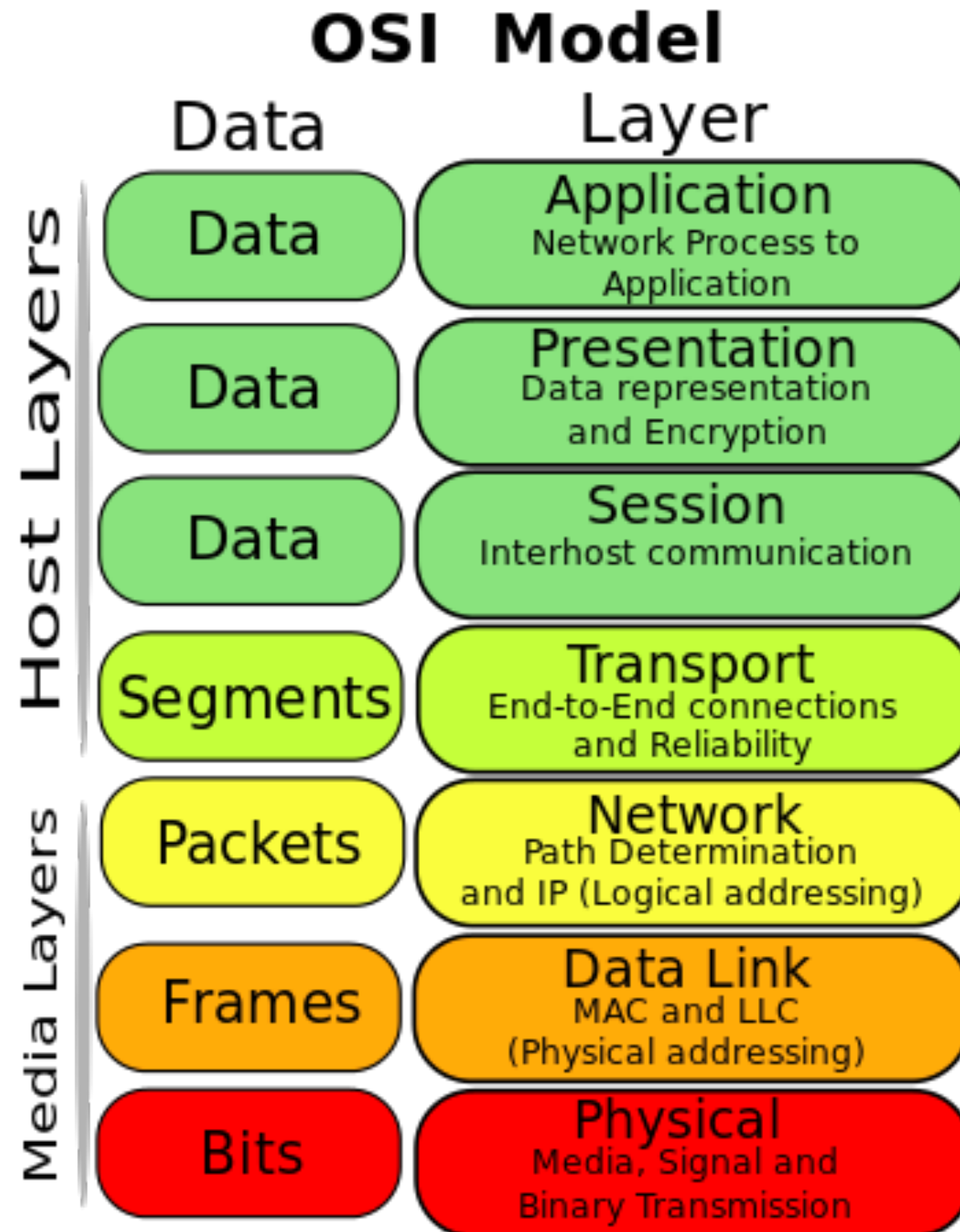
Network Security

50.520 Systems Security
Paweł Szalachowski

Network Security

- Network
 - Set of interconnected computers that share resources
- Internet
 - Network of networks
- Threat model?

Network Layers and Protocols



- IP
- ARP
- TCP
- UDP
- ICMP
- SSL/TLS
- HTTP
- ...

Layer 1

- PHY chip
- Different on different systems
- Operates on raw bits
- Encoding, decoding, transmission, signaling, ...

Layer-1 Attacks

- Physical attacks
 - destruction, obstruction, manipulation, malfunction
- Jamming
- Eavesdropping
- ...

Layer-1 Attacks



Layer 2

- **Ethernet**
 - Fairly simple
 - Frames as data units
 - Hubs and switches
- PPP, SLIP, MPLS, ATM, Frame relay, ...

Layer-2 Attacks

- **ARP Attacks**
 - Hubs & Switches (CAM overflow)
 - ARP Sniffing & Spoofing
- VLAN Attacks
- MAC Spoofing
- DHCP Attacks

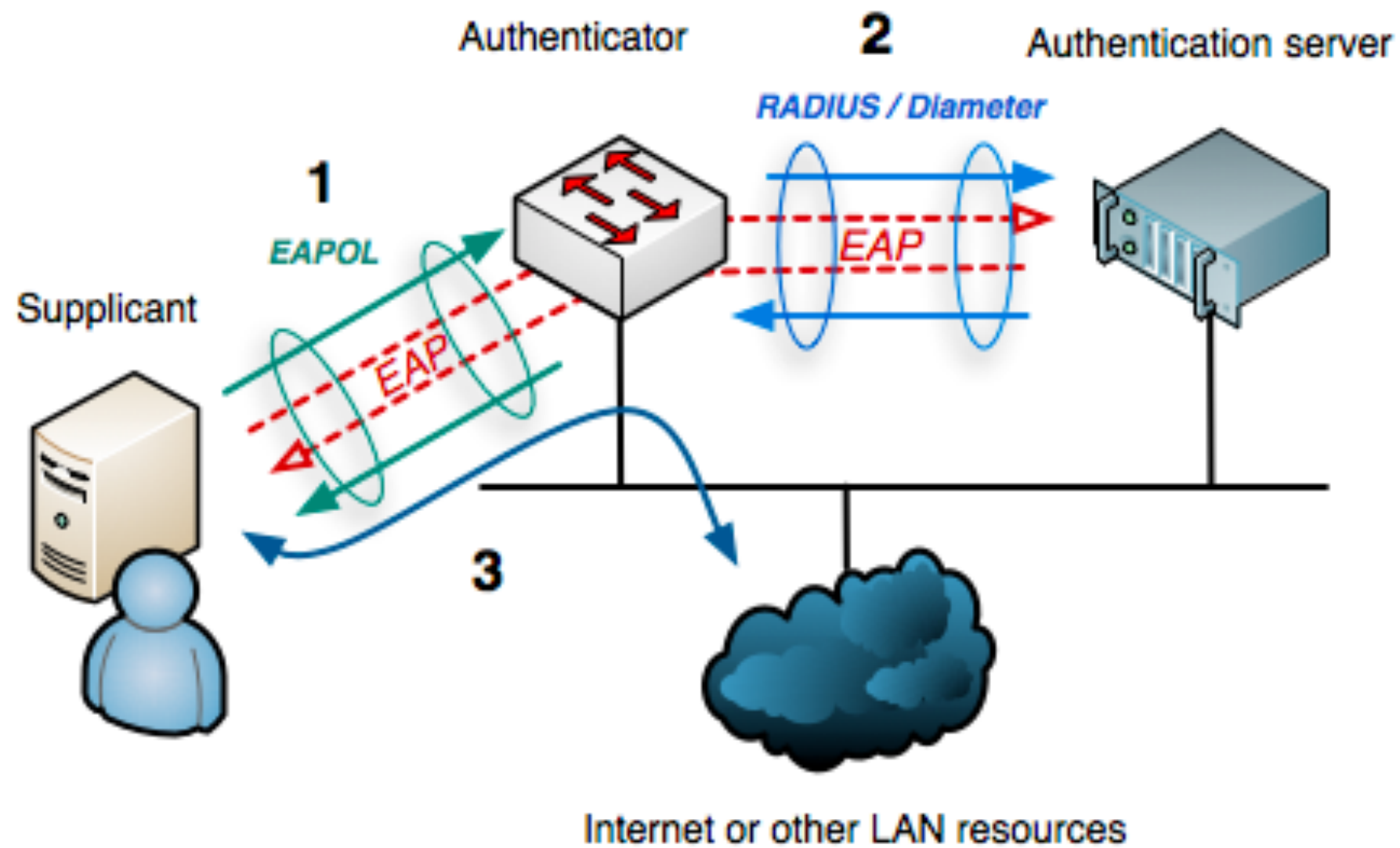
Layer-2 Prevention

- Port Security
 - Monitor ports, ARP messages and caches, ICMP redirect, TTLs
 - One address per port & check MAC of port
 - Annoying and difficult to maintain in dynamic networks
- MACsec (802.1AE)
 - Authentication + Encryption for ethernet frames

WiFi Security

- Open medium
 - Eavesdropping is easy
 - Easier to “access” network
- Wired Equivalent Privacy (WEP)
- Wi-Fi Protected Access (WPA)
- Wi-Fi Protected Access II (WPA2)

802.1X



Layer 3

- IP
 - Addressing
 - IPv4 vs IPv6
 - Local and global addresses
 - Connection-less
 - Packet is the data unit
- Routing protocols

Layer-3 Attacks

- Distributed Denial of Service (DDoS)
- IP spoofing
- Smurf Attack
- Routing Attacks
- Eavesdropping, modification, injection, ...

Layer-3 Prevention

- Disable broadcast addresses
- Secure routing protocols
- IPSec

Layer 4

- Segments as data units
- The Transmission Control Protocol (TCP)
 - Reliable
 - Handshake
 - Sequence numbers
- User Datagram Protocol (UDP)

UDP vs TCP

- Fast vs slow
- Unreliable vs reliable
- Connectionless vs connection-oriented
- Security implications ?
 - Reflection and amplification attacks

Layer-4 Attacks

- DDoS
- UDP spoofing
- TCP hijacking
- Connection reset and slow-down
- SYN flooding
- DNS attacks ...

Layer-4 Prevention

- Random source port and sequence numbers
- SYN Cookies
- Cryptography
 - TCPCrypt
 - TLS/SSH (not really L4)

Other issues

- Cross-layer attacks
- Malware
- Insiders
- Advanced persistent threat

Other Defenses and Mechanisms

Defense

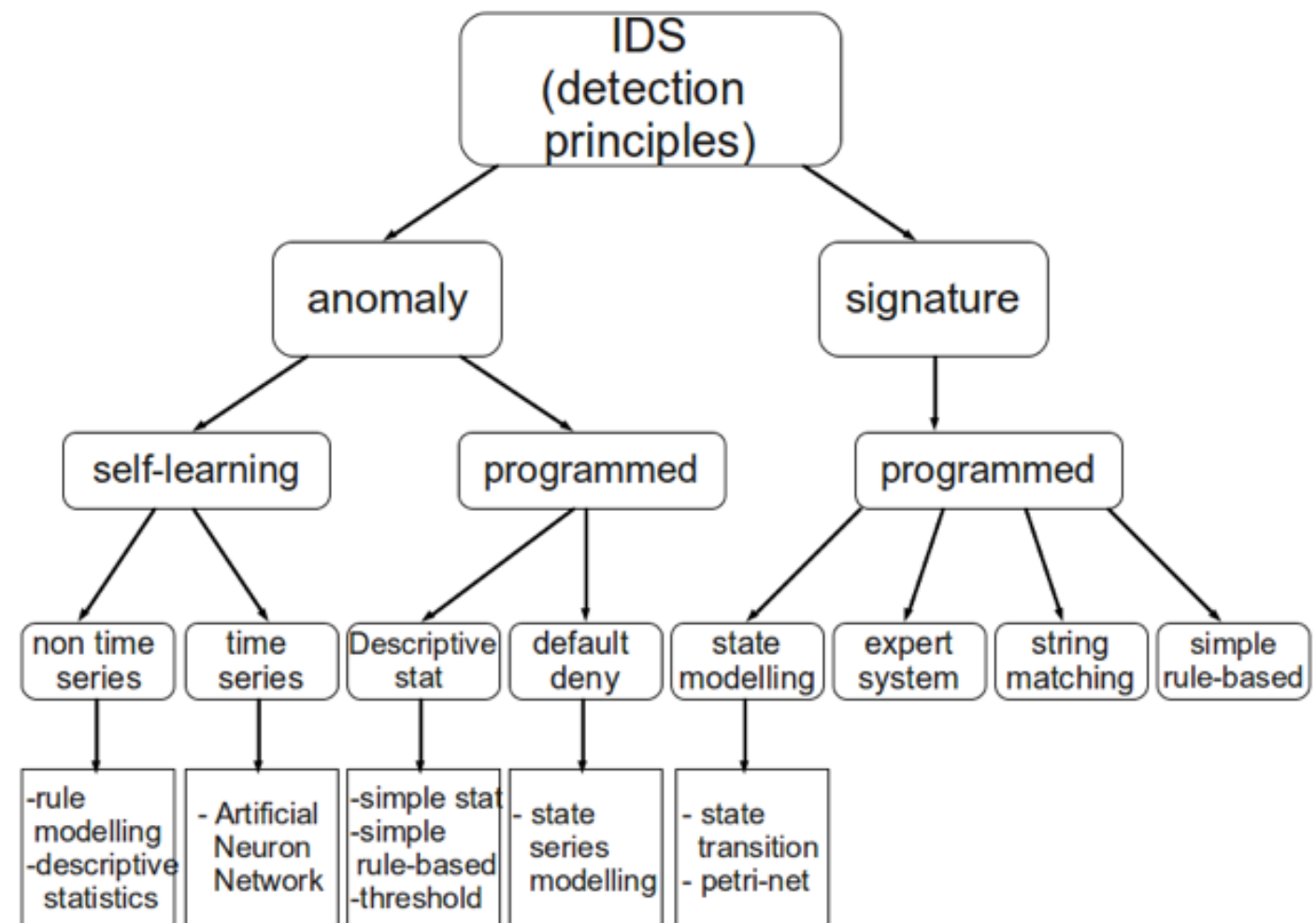
- Management
 - Keep your systems updated and configured to minimize the attack surface
- Filtering
 - Use firewalls to block attacks
- Intrusion Detection
 - Monitor network to find suspicious behavior
- Data protection
 - Encryption + authentication

Firewalls

- Network and host-based firewalls
 - Defense in depth
- Packet Filters (1st generation)
 - Make decisions (allow or reject or drop) basing on network addresses, protocol, and ports
- Stateful Filters (2nd generation)
 - Understand layer 4 and make decisions base on that
- Application layer (3rd generation)
 - Understand (some) applications and protocols
 - HTTP, DNS, SMTP, ...
 - Often combines with intrusion detection/prevention systems

Intrusion Detection

- Monitor networks or systems for adversarial activities
- Can be placed in different locations
 - NIPS, WIPS, NBA, HIPS, ...
- Different detection methods
 - Signature-based detection
 - Anomaly-based detection
 - *Protocol analysis detection
- Limitations and issues
 - False positives and false negatives
 - Encryption makes them almost useless
 - Many attacks (fragmentation, frog-boiling attacks, ...)



Data Protection

- SSL/TLS
- SSH
- IPSec
- VPNs

Questions?