

Network Attacks

CSC 154

Passive Attacks vs. Active Attacks

- Passive attacks eavesdrop, collecting information;
- Active attacks take interactive actions like changing data, hence they are more malicious and will directly cause damage/change of flow;
- 4 Forms of active attacks: masquerade (hide identity), replay (after interception), modification of messages, denial of service;
- Active attacks generally after passive attacks, like surveillance;
- Defeating passive attacks should focus on detection;
- Defeating active attacks should focus on both detection and prevention;

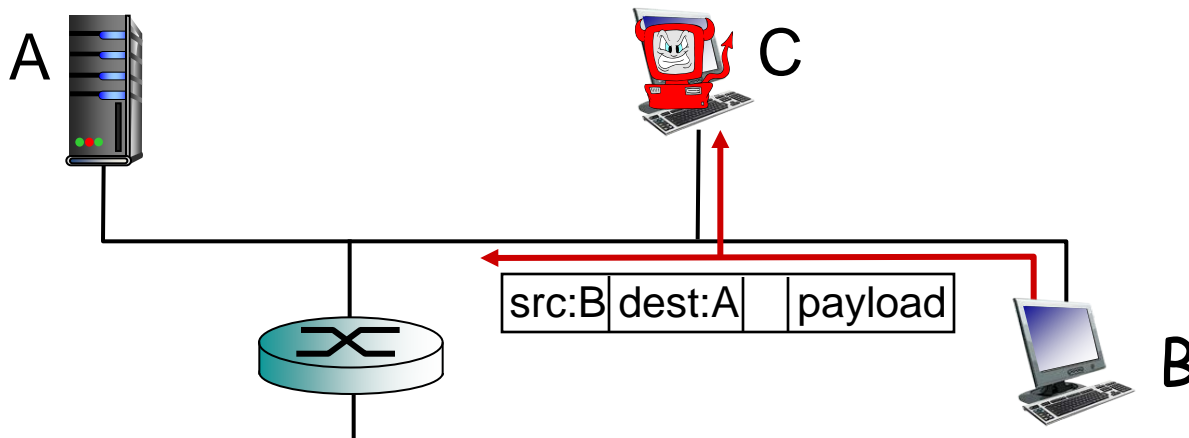
Packet Sniffers

- Packet sniffers are discovering information by intercepting messages contained in network packets;
- Set hardware device in promiscuous mode;
- Packet sniffers are passive attacks, which do not alter data;
- Packet sniffers are hard to detect because they do not alter network traffic;
- Encryption can be used for prevention;
- Use one time passwords to help defeat;

Bad guys can sniff packets

packet “sniffing”:

- broadcast media (shared ethernet, wireless)
- promiscuous network interface reads/records all packets (e.g., including passwords!) passing by



- ❖ wireshark software used for end-of-chapter labs is a (free) packet-sniffer

One Time Password

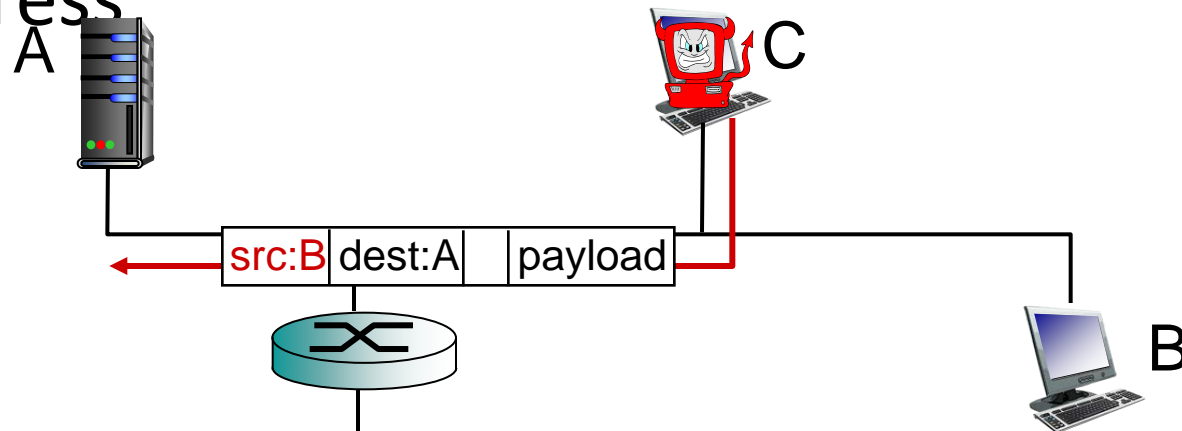
- Attackers need your password into your system and perform malicious activities;
- They will have to type in the password, which further gets checked by your system;
- Your system will check by comparing the typed password with the one stored in system;
- One time password: the stored password get changed every time it is used;
- The password revealed by eavesdrop became “old”, which will fail in later password checking.

Spoofing

- Active attack, after passive attacks, to cheat for trust;
 - Hide real identity;
 - Perhaps no response;
- Camouflage IP and use internal IP; the hacker needs to know which (trusted) IP addresses to use;
- Spoofing can help enforce phishing attacks, like email spoofing;
- Use firewalls if you have trusted systems outside network;
- Cryptography and authentication prevent spoofing;

Bad guys can use fake addresses

IP spoofing: send packet with false source address



... lots more on security (throughout, Chapter 8)

Malicious Applets

- Small malicious programs, typically Java code, embedded in untrusted web pages and executed by browsers;
 - Log keystrokes;
 - Steal information (password, bank account, credit card);
 - Modifying files;
 - Spoofing emails;
 - Spread viruses;
 - Launch DDoS attacks;
- Disable Java to avoid;

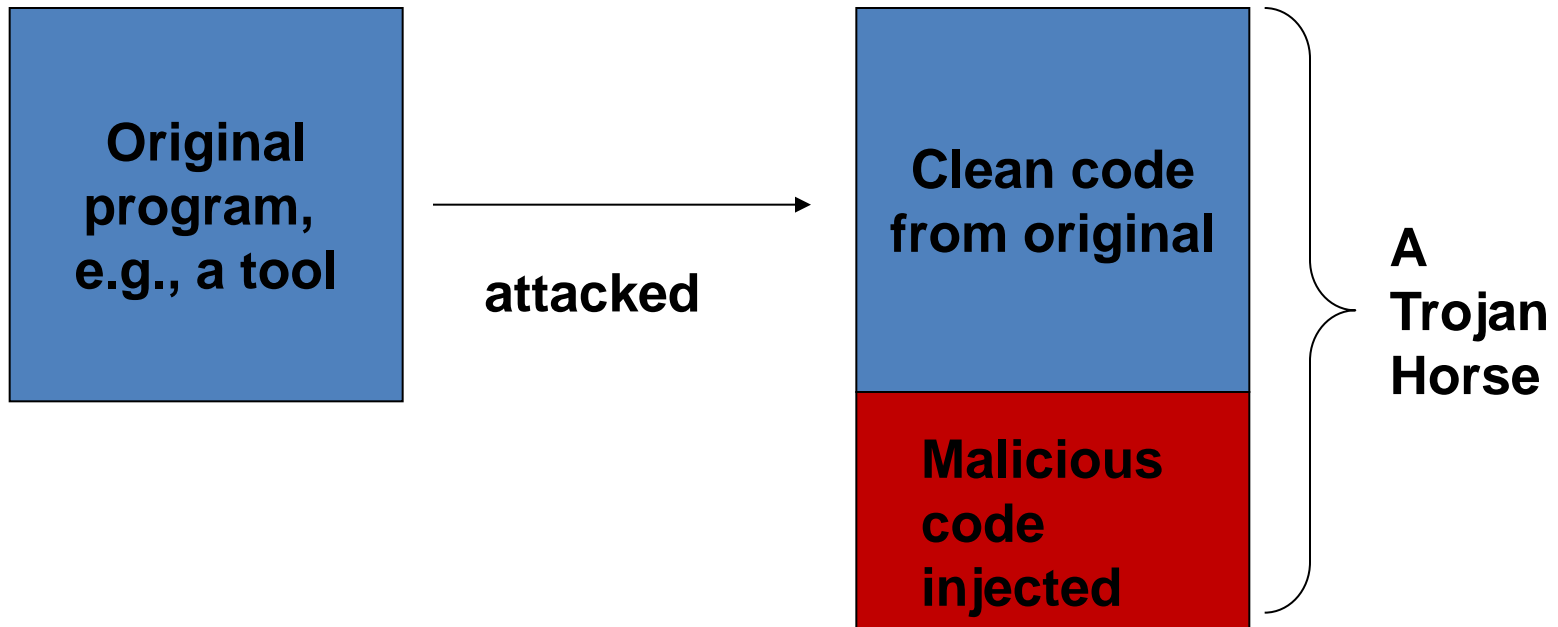
War Dialers

- Programs automatically dial telephone numbers and try to establish a connection via its dial-up;
- Break into a computer with unprotected logins or weak passwords;
- Change passwords frequently;
- Use strong passwords; Do not use dictionary words;
- Less vulnerability using Ethernet connection;

Logic Bomb

- Dormant until activated when certain conditions (data/time) satisfied;
 - Corrupts data until the system is unusable;
- Can be deployed by worm or viruses; or internal attacks from employees;
- Can be detected and removed by scanning;
 - Virus scanning;
 - Trip wire;
- Can be mitigated by hashing the original program;
 - a hash value is a unique value calculated one-way from the program content;
 - It's hard to reversely guess the content according to the hash value;
 - if content changes then hash value changes;

Trojan Horse



Logic bomb vs. Trojan horse

- Trojan horse is faking, and thus on top of, an existing program;
- Logic bomb is a separate program;

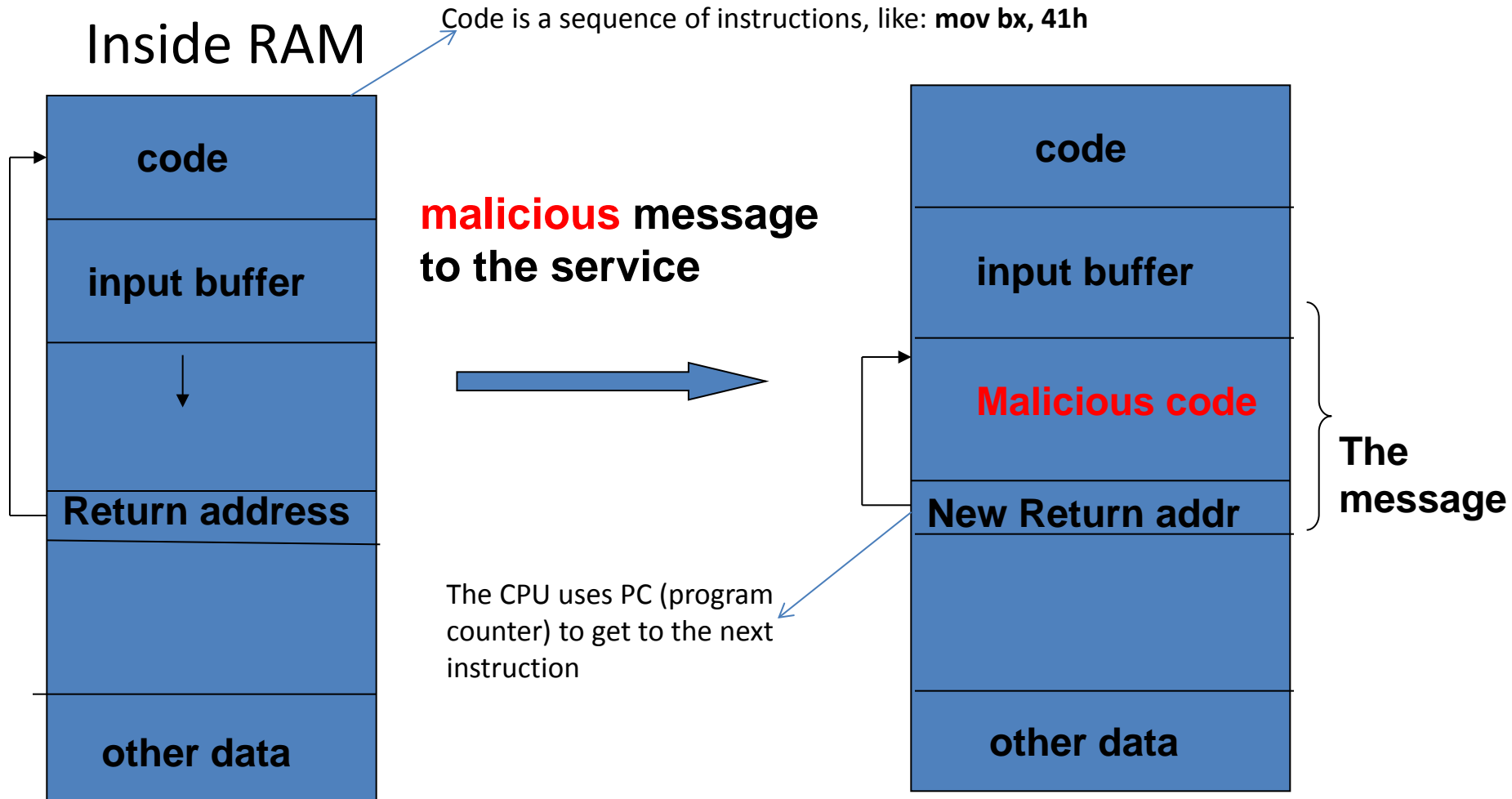
Virus, Worm vs. Trojan Horse

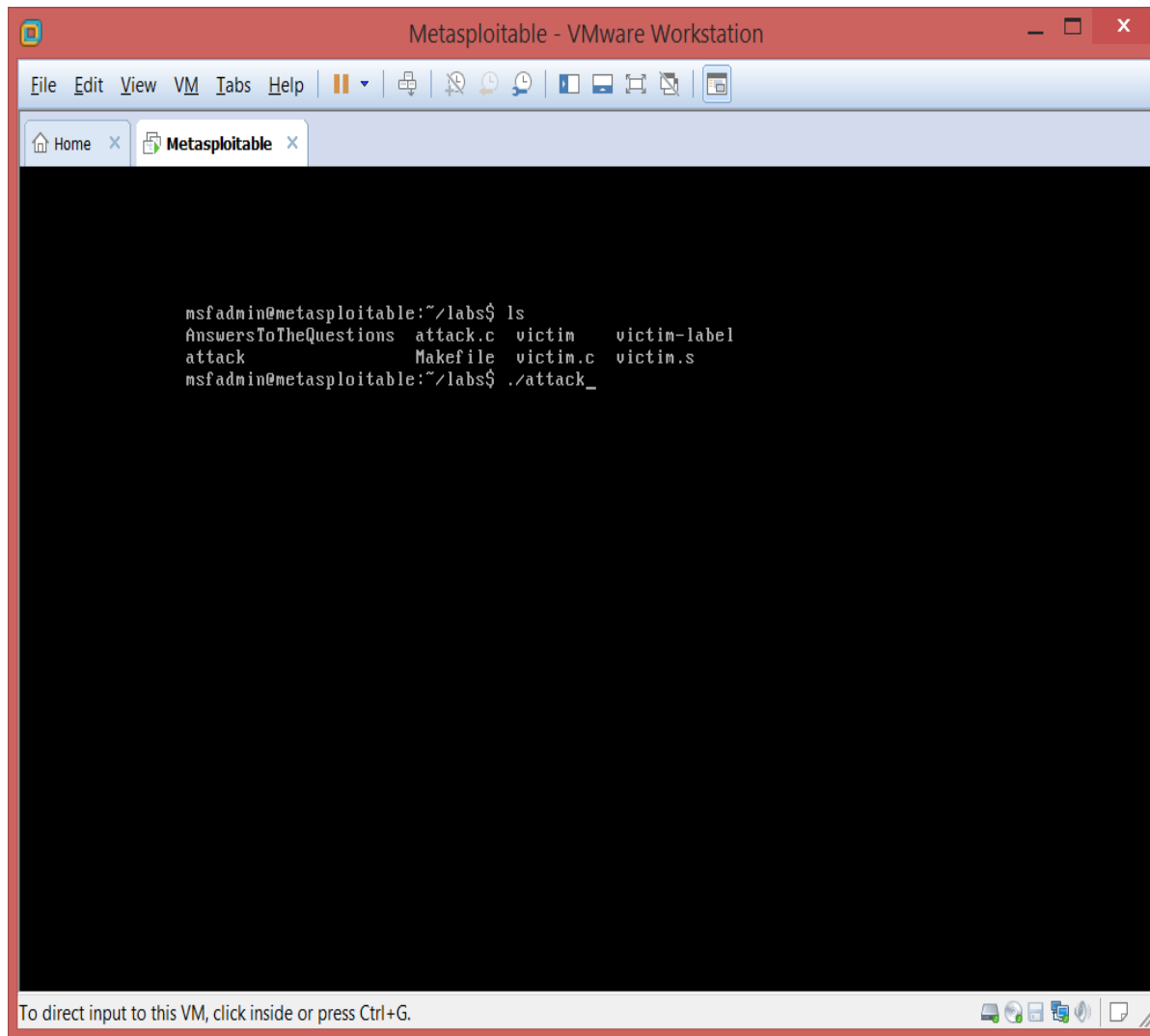
- Is a trojan horse virus or worm?
 - Virus;
 - Virus needs user interaction; worms NO;
 - trojan horse looks like real program;
- Use antivirus to scan system for avoiding virus;
- Only run macro/code from trusted sources;
- Only download from trusted web-sites;

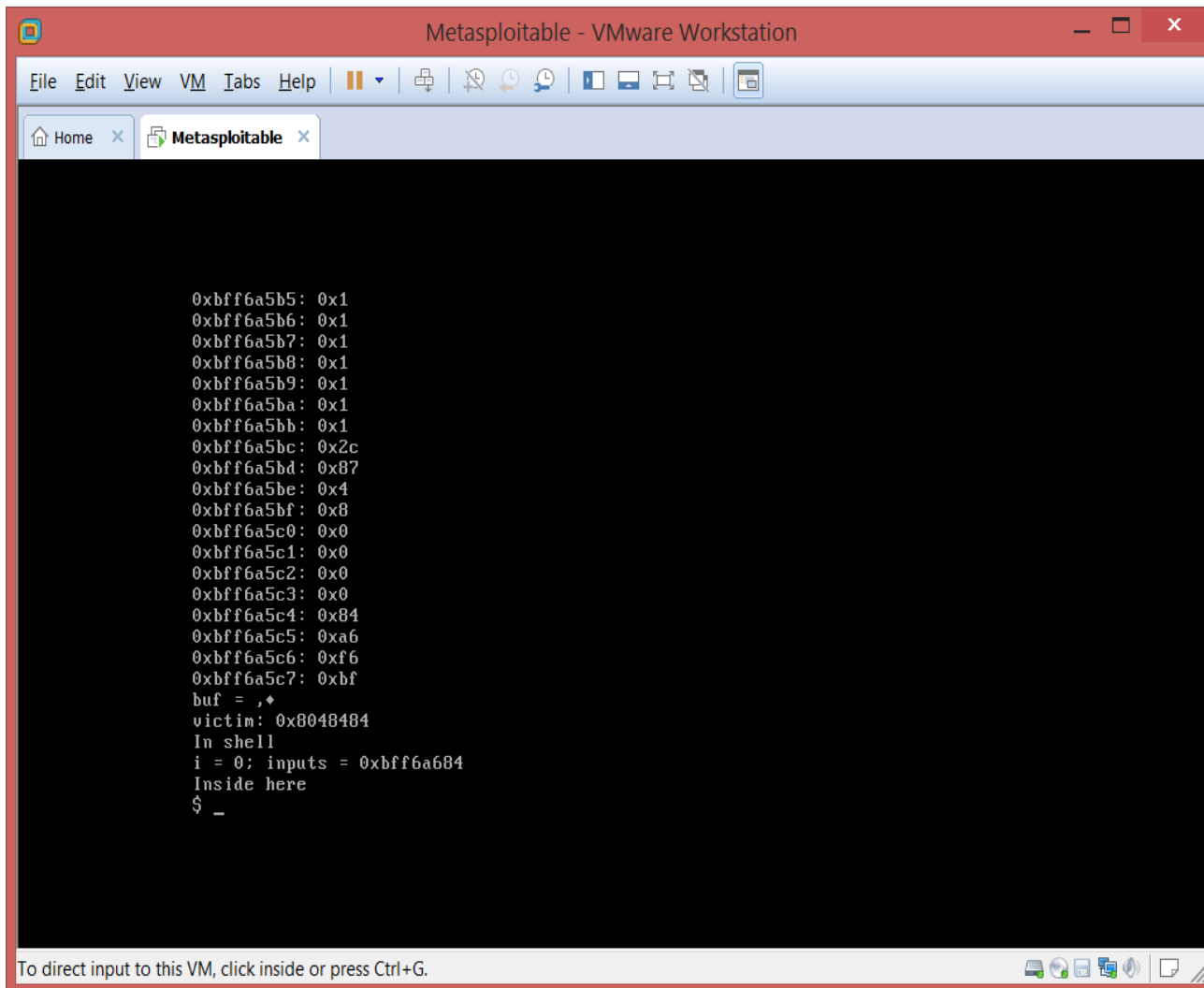
Buffer Overflow

- More than 90% of real world hacking is via buffer overflow; like the various worms;
- Attacker sends more data than expected to the target
 - crash system (DoS) or gain control (buffer overflow);
 - usually subtly crafted;
 - when an Internet service is run, its stack contains the return address;
 - the attacker takes advantage of the stack and the return address is overwritten by over-long data ;
 - the changed return address will mislead the program execution to the malicious code that the attacker knows;

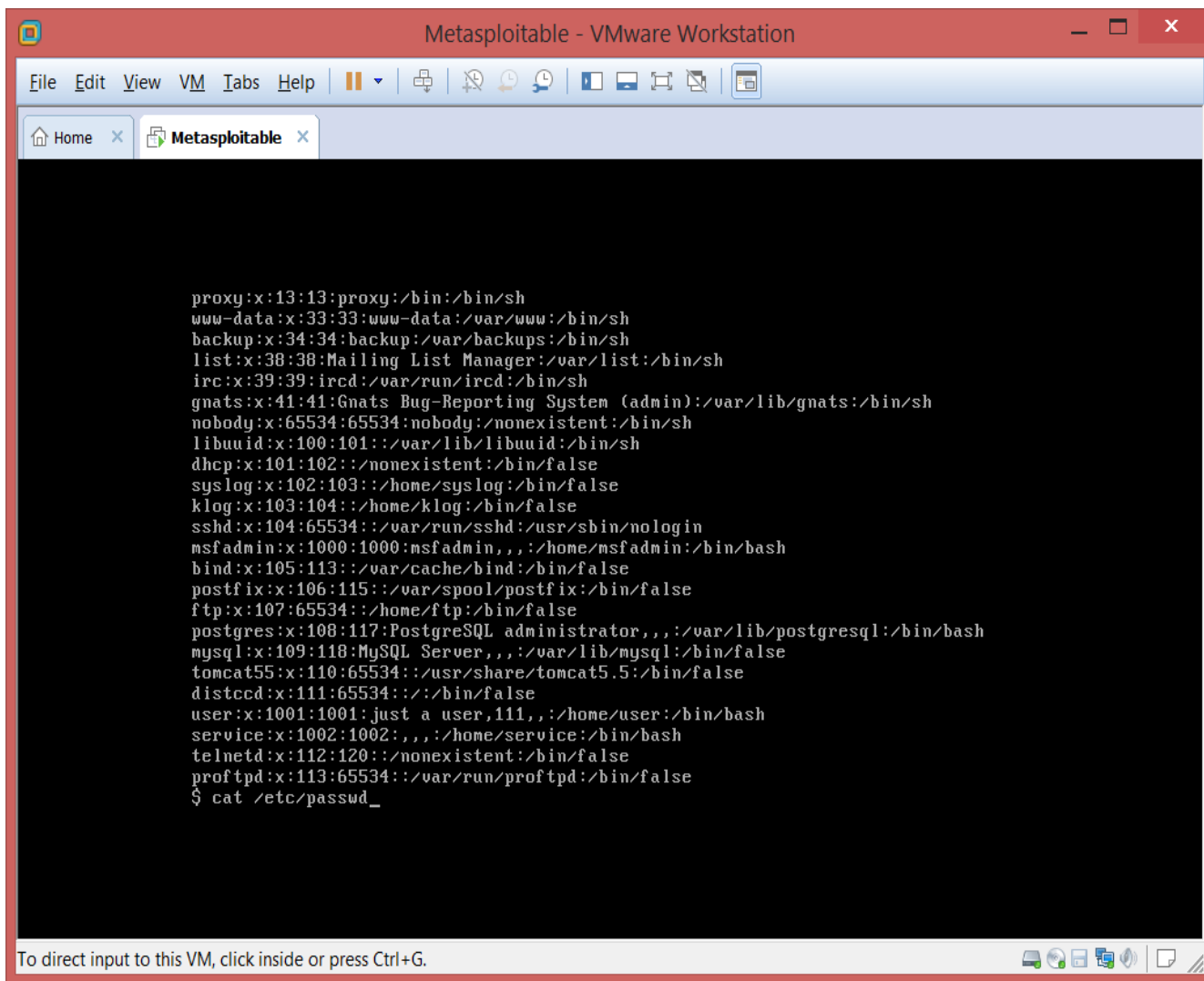
Buffer Overflow

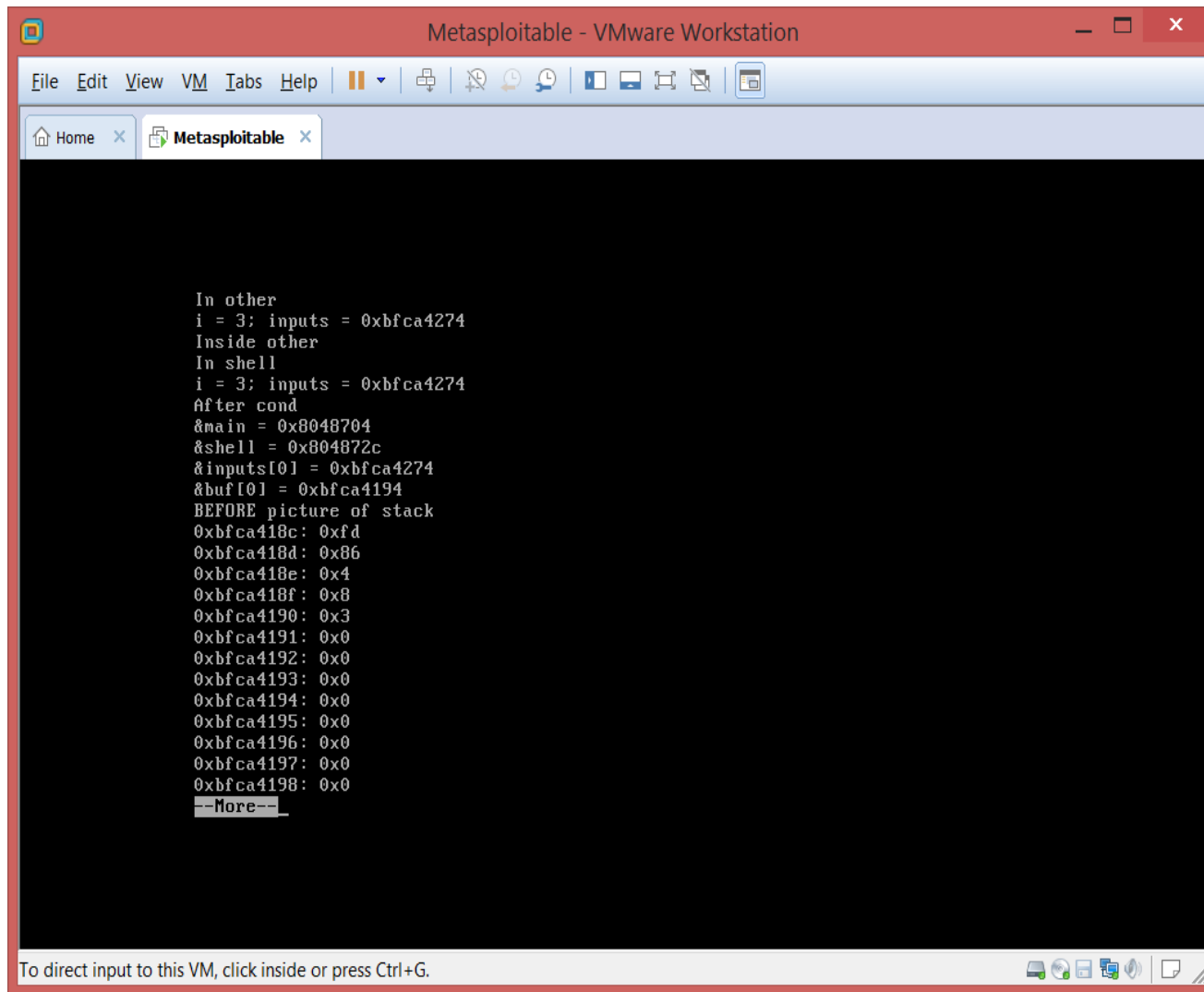




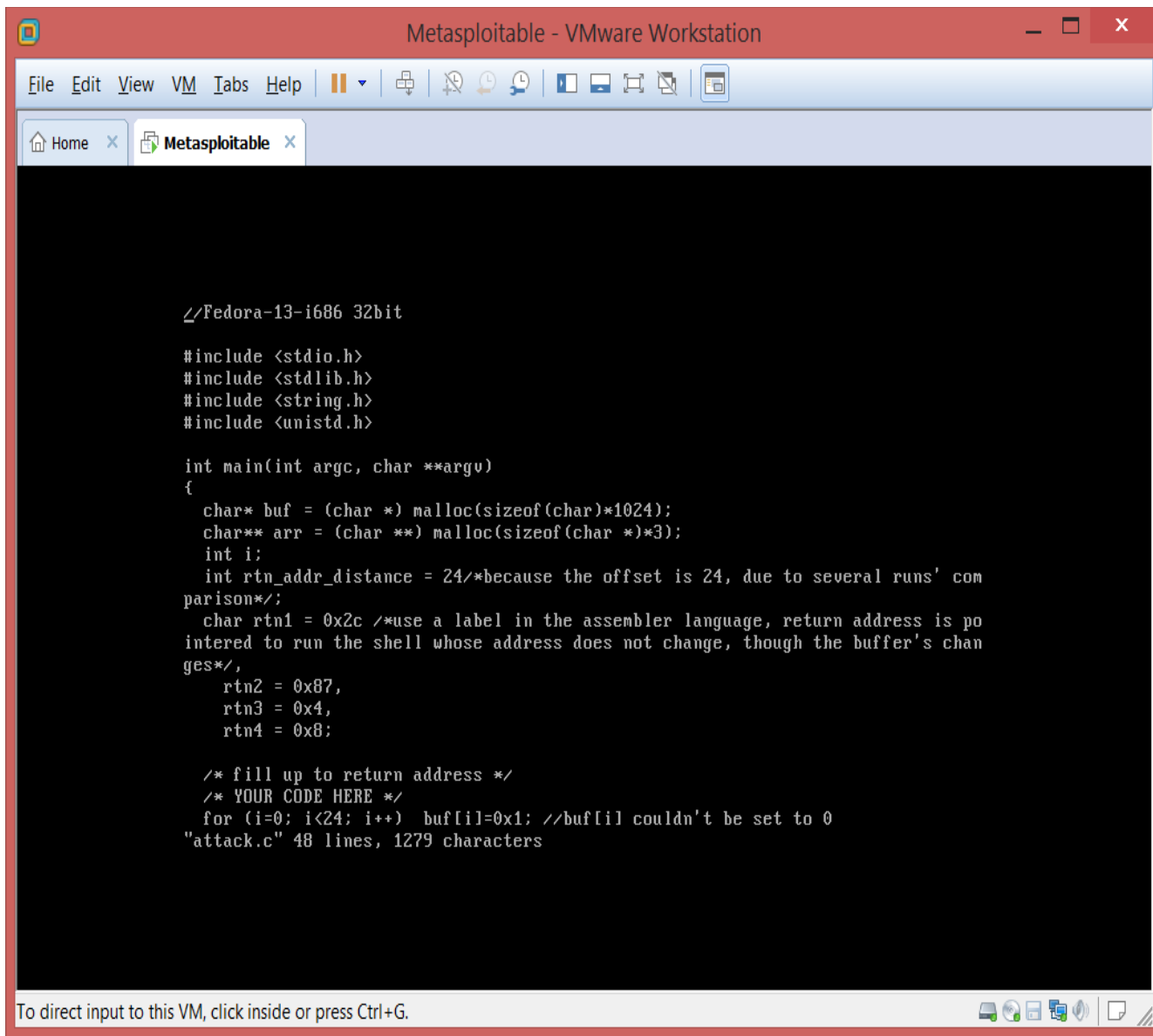


Get shell access after attack





To predict where is the return address of shell



Attack code to craft new rtn address

A Revisit to DDoS

- DDoS uses controlled hosts, zombies, gained through buffer overflow, worm, botnets, etc.;
- Hardest attacks to defend; harder when they spoof IP addresses;
- Easiest to launch because they look like normal traffic;
- Limiting nonessential traffic; threshold;
- Load-balance;

Social Engineering

- Take advantage of human characteristics
 - psychological/behavioral biases
- Speak to unsuspecting employees for sensitive information;
 - Employees should be aware of the threat and risk;
 - Enterprise training and education;
- Security policies can be made to help;

Dumpster Diving

- Valuable information in garbage;
 - find information in garbage to help break into the computers;
 - Physical access to dumpster;
 - Enough time to sift through the items in dumpster;
 - Be patient;
- Sensitive documents should be shredded;

Password Cracker

- Situation:
 - passwords are encrypted;
 - Most encryption algorithms are now one-way
- Repeatedly attempting to identify the original password in clear text:
 - First to retrieve a username/password database file;
 - Then to repeatedly encrypt possible passwords, compare them to the entries in password column of the database file;
 - Usually based on brute-force engines;