

**DoS(denial of service)**

# Map of attacking

## Malware/ Malicious code

- Virus, Worm
- Trojan
- Ransomware
- Backdoors

## Network attacking

**DoS**

**PoD, sniffing,  
spoofing,  
hizacking,  
DDoS**

**HACKING**

**Social  
Engineering**

**Phishing**

**WEB-Hacking  
SQL Injection  
XSS**

# **DoS(denial of service)**

**One of the biggest attacking tech.**

**to target server & network**

**with**

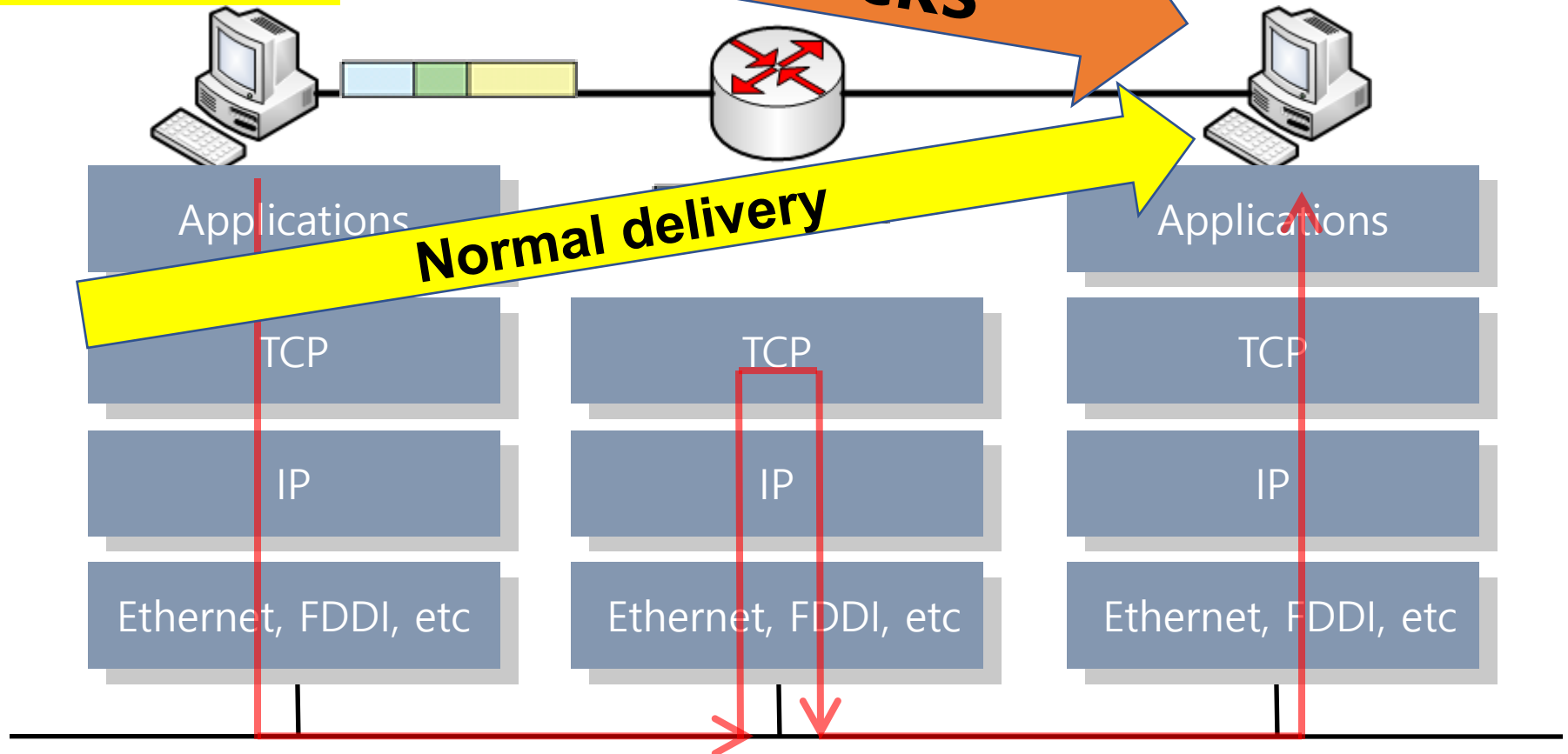
**big volume of traffics(packet)**

# Paket end-to-end delivery

**attacker  
hacker**

**DoS attacks**

**Target  
victim**



# Network hacking / attacking

**3/4 layer DoS, DDoS**

**basic attacking**

**sniffing,**

**spoofing,**

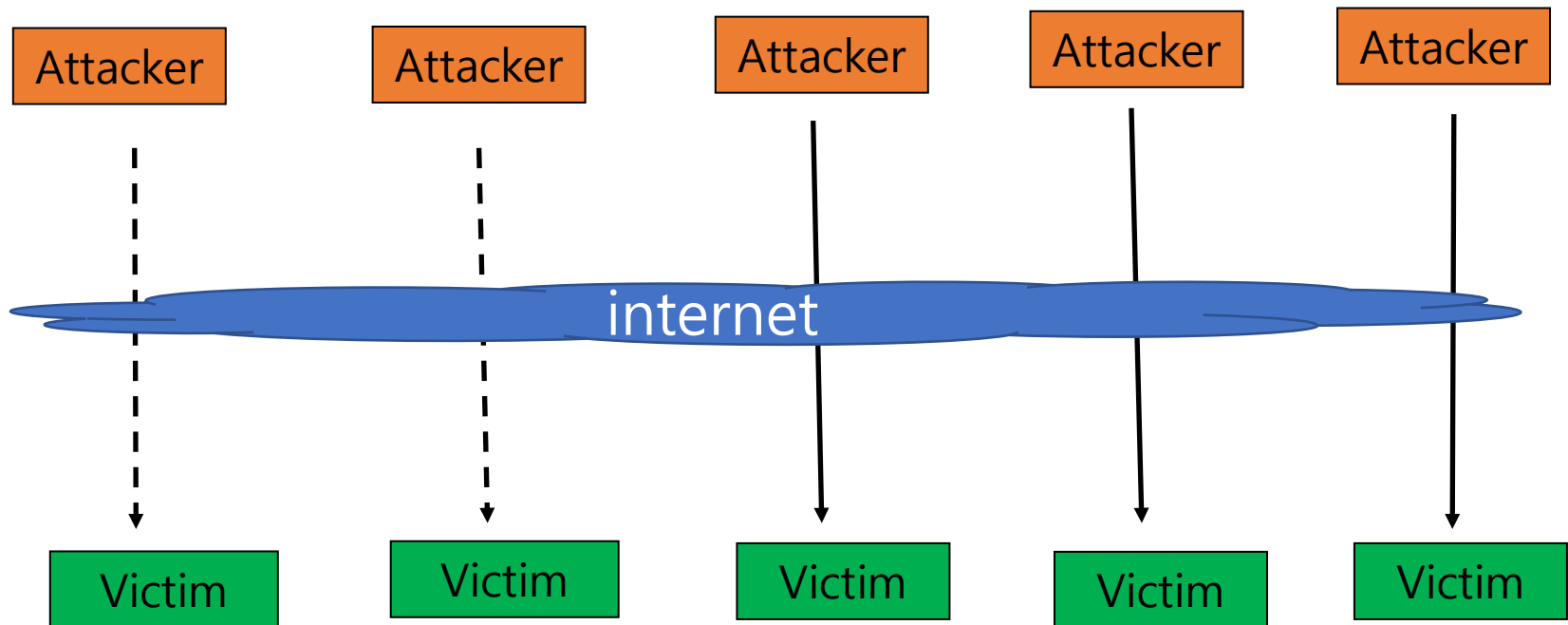
**hizacking,**



# 3/4 layer DoS

## Tradi/tional DoS types

**Ping of Death**    **SYN Flooding**    **Teardrop**    **Land attack**    **Smurf**



# General Methods of DoS attacks

## The regular 3-way TCP\IP Handshake

1. Client-----SYN Packet-----→ Host

2. Host-----SYN\ACK Packet-----→ Client

3. Client-----ACK Packet-----→ Host



▪Limit of client connection

▪limit of client waiting time

# General Methods of DoS attacks

## 1. Flooding attacks

sends a request to connect to a server, but never completes the three way handshake.

Continues until all open ports are saturated with requests and none are available for legitimate users to connect to.



# General Methods of DoS attacks

## 1. SYN flood

exceed the limits of three way handshake,  
system resources

- LIMIT OF CLIENT CONNECTION
- LIMIT OF CLIENT WAITING TIME

# General Methods of DoS attacks

**Attacks target system & network with Big volume of traffics**

- 1. Flooding attacks => disturb three way handshake mechanism**
- 2. Buffer overflow attacks => over buffer limitation**
- 3. ICMP flood => continuing to send ping packet**
- 4. Exploit vulnerabilities => attack weak point**

# General Methods of DoS attacks

Each server has its **limit of client connection**, examples of types(can be changed)

- IIS 100,000
- Apache 150
- FPT 100

# General Methods of DoS attacks

Waiting for an ACK packet in the 'SYN Received' state is 'falling into the backlog'

Each server has its limit of client waiting time, examples of types, but can be changed

Examples of types, but can be changed

- Window 255 sec
- Apache 300 sec
- Unix/linux 60 sec

# General Methods of DoS attacks

## 3. Buffer overflow attacks

- To send more traffic to a network address than the programmers have built the system to handle.
- It attacks exploit bugs specific to certain applications or networks

# General Methods of DoS attacks

**4.ICMP flood/**known as the smurf attack

Sending spoofed packets that ping every computer on the targeted network, instead of just one specific machine.

# SW for DoS test / simulation

① Window CMD prompt

② Linux OS command

③ Python language

④ Python Scapy library

⑤ AI machine learning Python library

⑥ AI deep learning Python library

⑦ SW Tools

# SW for blocking DoS

① Window CMD prompt

② Linux OS command

③ Python language

④ Python Scapy library

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⑥ AI deep learning Python library

⑦ SW Tools



# What we learn for network security?

- ① How to attack target system ?
- ② How to detect the attacking ?
- ③ How to protect the attacking ?
- ④ How to monitor target system ?

**DoS attacks methods  
are converted into DoS types**

# 3/4 layer DoS types

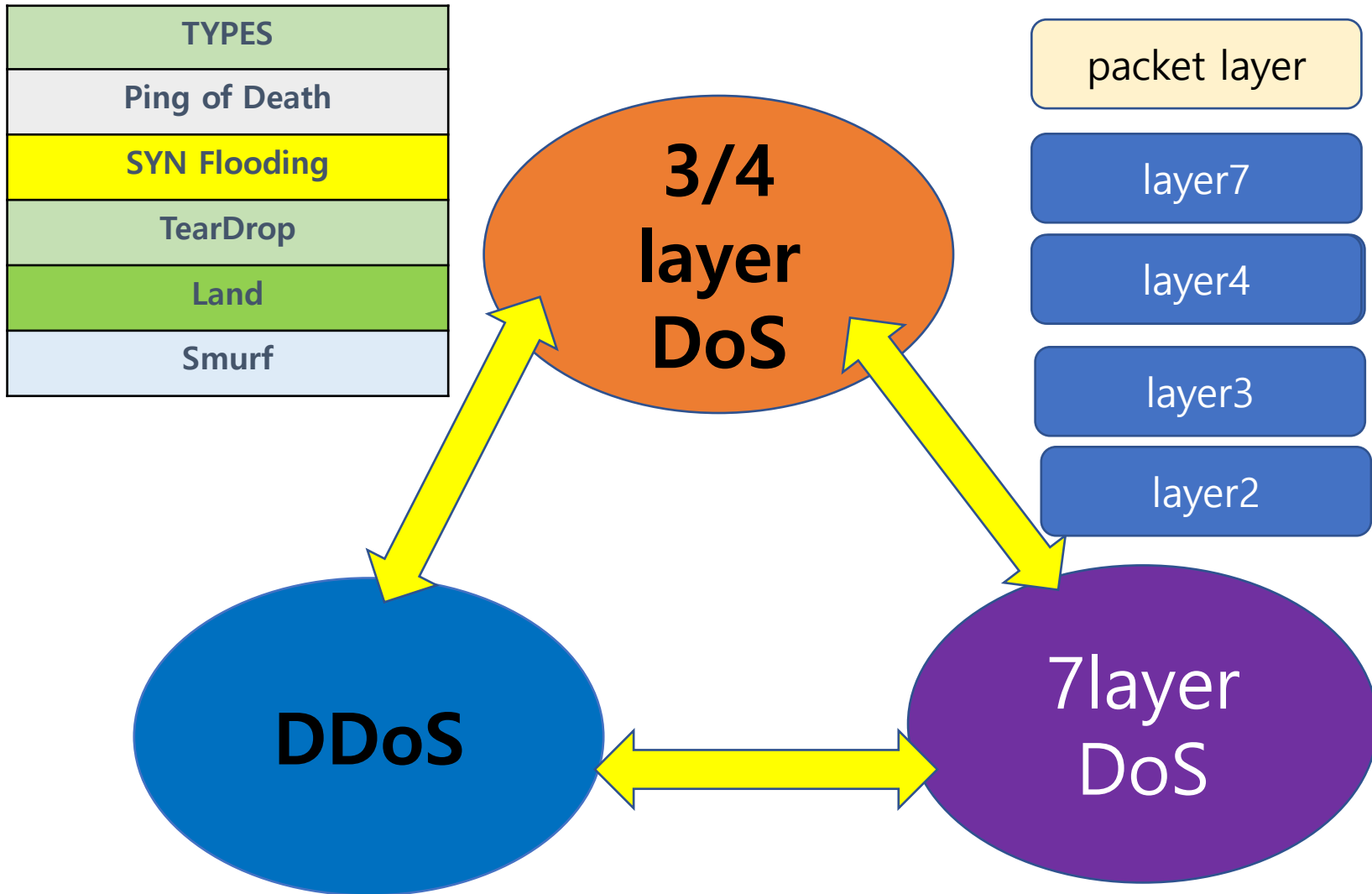
To realize DoS attacks methods hackers use following five types of tech. and skills trade/tionally

TYPES
Ping of Death
SYN Flooding
TearDrop
Land
Smurf

# 3/4 layer DoS types

TYPES	DESCRIPTION
Ping of Death	Sends ICMP packets with a size of 65,500 bytes
SYN Flooding	Sends only SYN packets, it occupies the limit number of SYN connection
TearDrop	The sequence number packet is tricked into overloading the sum
Land	Source IP address and destination IP address is same. Looping
Smurf	Broadcasts the ICMP Request packet to target whose source address has been changed

# DoS attacking tech.evolution



# Each type has it`s characters

1. Ping of Death => length of packet
2. SYN Flooding => number of packet
3. Teardrop => sequential number (repetitive requests and modifications)
4. Land attack => routing looping
5. Smurf => flooding to second victims

# Site references

<https://www.guru99.com/ultimate-guide-to-dos-attacks.html>

[Iptables Tutorial: Ultimate Guide to Linux Firewall \(phoenixnap.com\)](#)

[linux command to prevent dos attack by using netstat and iptables](#)

[SYN Flood Attacks- "How to protect?"- article - \(hakin9.org\)](#)

[\*\*https://vitux.com/how-to-block-allow-ping-using-iptables-in-ubuntu/\*\*](#)

[\*\*https://javapipe.com/blog/iptables-ddos-protection/\*\*](#)