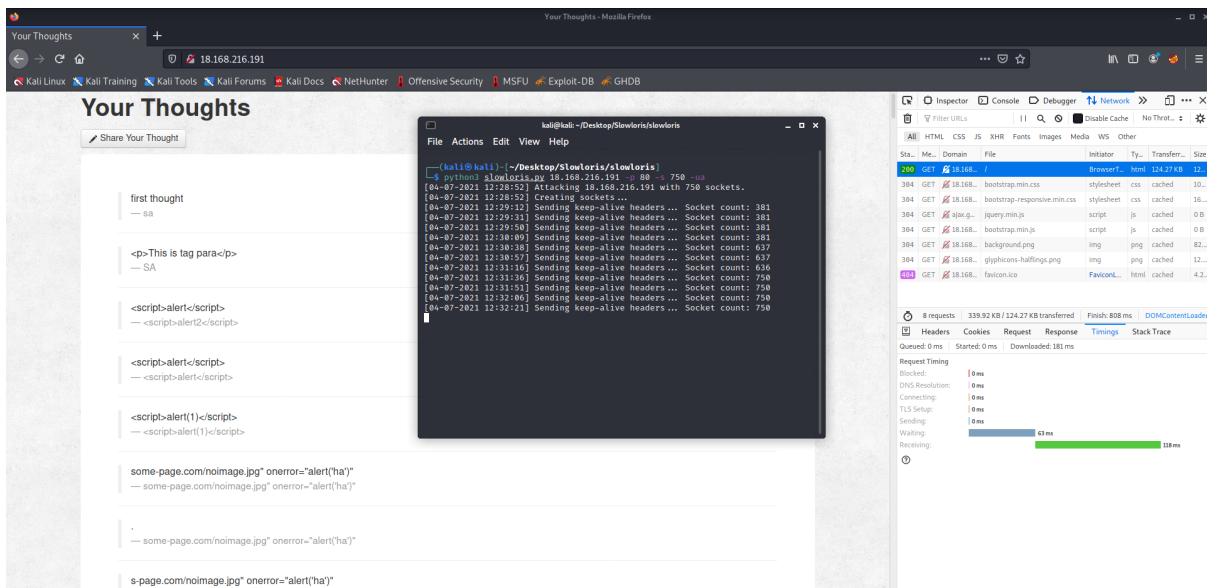


DOS Attack using Slowloris



Slowloris is basically an HTTP Denial of Service attack that affects threaded servers. It works like this:

- We start making lots of HTTP requests.
- We send headers periodically (every ~15 seconds) to keep the connections open.
- We never close the connection unless the server does so. If the server closes a connection, we create a new one keep doing the same thing.
- This exhausts the servers thread pool and the server can't reply to other people.

We ran Slowloris against the target IP on Port 80 (HTTP). The DOS attack was using 750 sockets and I have added randomized user-agents for each request ("-ua" flag on command).

As you can see on the right side, the request timings of the website have only been impacted slightly. The usual waiting time was at around 40-50ms, and while running the attack, the timing only increased slightly to 60ms. The DOS attack overall only had a minor impact on the application.

Full command:

```
python3 slowloris.py 18.168.216.191 -p 80 -s 750 -ua
```

Github Repo for Script:

<https://github.com/gkbrk/slowloris>