

## Dos Attack in 5G NR

**Software Used:** NetSim Standard v13.0 (32/64 bit), Visual Studio 2019

### Project Download Link:

[https://github.com/NetSim-TETCOS/DOS\\_Attack\\_in\\_5G\\_v13.0/archive/refs/heads/main.zip](https://github.com/NetSim-TETCOS/DOS_Attack_in_5G_v13.0/archive/refs/heads/main.zip)

Follow the instructions specified in the following link to download and setup the Project in NetSim:

<https://support.tetcos.com/en/support/solutions/articles/14000128666-downloading-and-setting-up-netsim-file-exchange-projects>

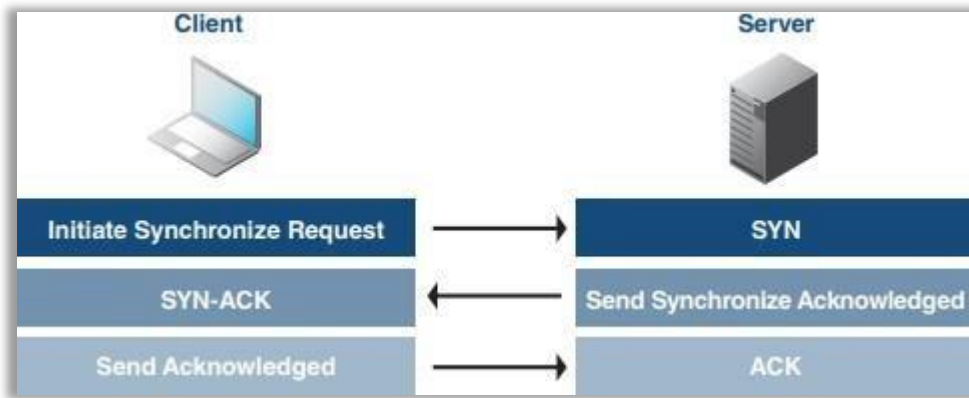
A Denial of Service (DoS) attack is an attempt to make a system unavailable to the intended user(s), such as preventing access to a website. A successful DoS attack consumes all available network or system resources, usually resulting in a slowdown or server crash. Whenever multiple sources are coordinating in the DoS attack, it becomes known as a DDoS (Distributed Denial of Service) attack. **Standard DDoS Attack types:**

1. SYN Flood
2. UDP Flood
3. SmbLoris
4. ICMP Flood
5. HTTP GET Flood

### SYN Flood:

TCP SYN floods are DoS attacks that attempt to flood the DNS server with new TCP connection requests. Normally, a client initiates a TCP connection through a three-way handshake of messages:

- The client requests a connection by sending a SYN (synchronize) message to the server.
- The server acknowledges the request by sending SYN-ACK back to the client.
- The client answers with a responding ACK, establishing the connection.



This triple exchange is the foundation for every connection established using the Transmission Control Protocol (TCP). A SYN Flood is one of the most common forms of DDoS attacks. It occurs when an attacker sends a succession of TCP Synchronize (SYN) requests to the target in an attempt to consume enough resources to make the server unavailable for legitimate users. This works because a SYN request opens network communication between a prospective client and the target server. When the server receives a SYN request, it responds acknowledging the request and holds the communication open while it waits for the client to acknowledge the open connection. However, in a successful SYN Flood, the client acknowledgment never arrives, thus consuming the server's resources until the connection times out. A large number of incoming SYN requests to the target server exhausts all available server resources and results in a successful DoS attack. Before implementing this project in NetSim, users have to understand the steps given below:

### 1. TCP Log file

- User need to understand the TCP log file which will get created in the temp path of NetSim <Windows Temp Folder>/NetSim>
- The TCP Log file is usually a very large file and hence is disabled by default in NetSim.
- To enable logging, go to TCP.c inside the TCP project and change the function `bool isTCPlog()` to return true instead of false.

### 2. At malicious node:

Create a new timer event called SYN\_FLOOD in TCP for sending TCP\_SYN packets that should be triggered for every 1000 microseconds. This will create and send the TCP\_SYN packet for every 1000 microseconds. SYN request opens network communication between a client and the target

### 3. At Target node:

When the target receives a SYN request, it responds acknowledging the request and holds the communication open while it waits for the client to acknowledge the open connection. If a SYN packet arrives at Receiver, it should reply with a SYN\_ACK packet. For this SYN\_ACK packet, add a processing time of 2000 microseconds in Ethernet Physical Out. This delays the arrival of SYN\_ACK at source node. During this delay, another SYN packet will get created at the malicious node. A large number of incoming SYN requests to the target exhausts all available server resources and results in a successful DoS attack

**SYN\_FLOOD in NetSim:**

To implement this project in NetSim, we have created SYN\_FLOOD.c file inside TCP project. The file contains the following functions:

- `int is_malicious_node();`

This function is used to check the node is malicious node or not.

- `int socket_creation();`

This function is used to create a new socket and update the socket parameters.

- `static void send_syn_packet(PNETSIM_SOCKET s);`

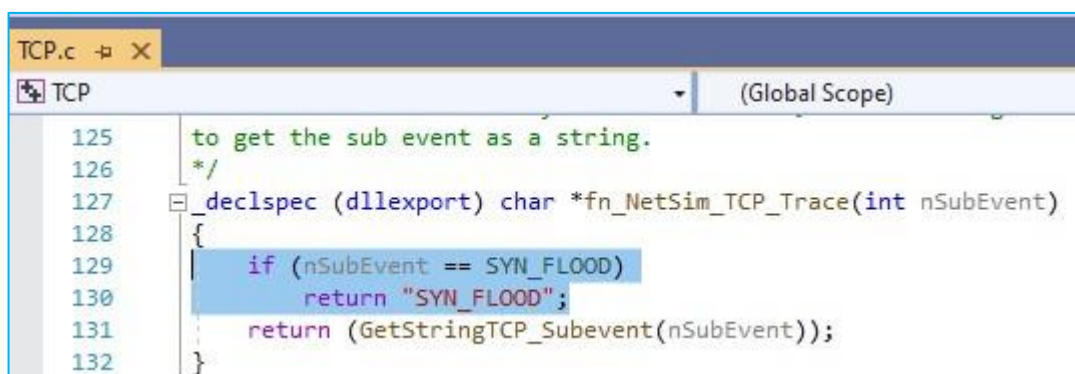
This function is used to create and send SYN packet to the network layer.

- `void syn_flood();`

This function is used to check whether the socket is present or not and also adds a timer event called SYN\_FLOOD (triggers for every 1000µs)

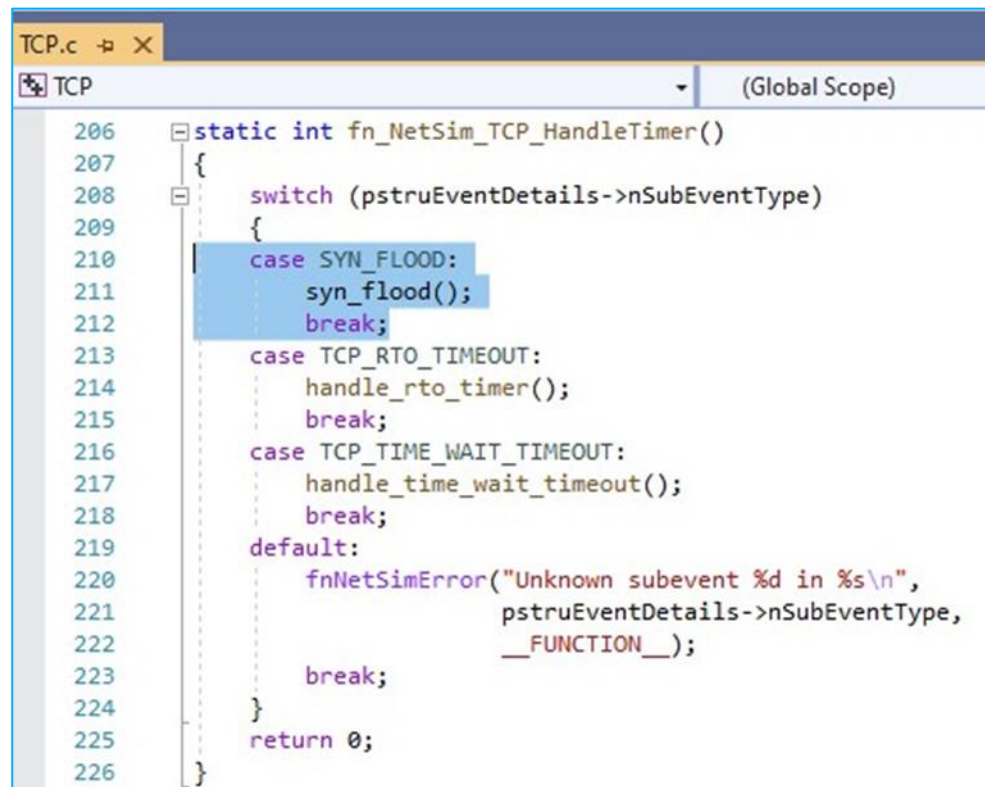
### Code modifications done in NetSim:

1. We have added the following lines of code in `fn_NetSim_TCP_Trace()` function present in TCP.c file inside TCP project. This is used to add the SYN\_FLOOD sub-events in Event Trace file



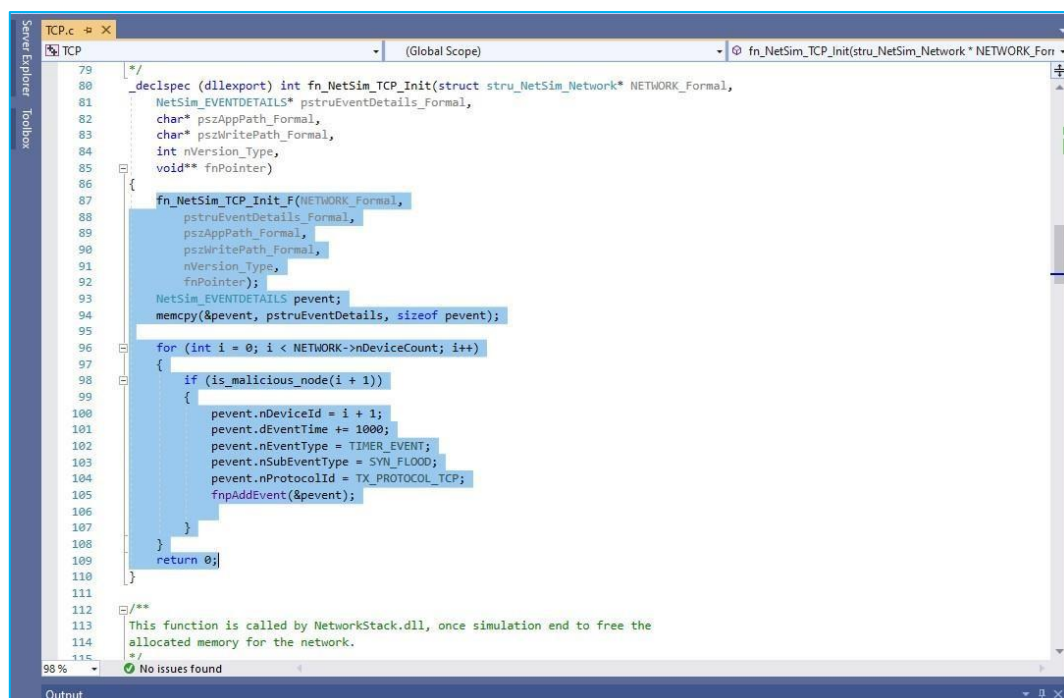
```
TCP.c  TCP (Global Scope)
125  to get the sub event as a string.
126  */
127  _declspec(dllexport) char *fn_NetSim_TCP_Trace(int nSubEvent)
128  {
129      if (nSubEvent == SYN_FLOOD)
130          return "SYN_FLOOD";
131      return GetStringTCP_Subevent(nSubEvent));
132  }
```

2. We have added the following lines of code in `fn_NetSim_TCP_HandleTimer()` function present in TCP.c file inside TCP project. Used to add a TCP sub\_event called SYN\_FLOOD



```
206 static int fn_NetSim_TCP_HandleTimer()
207 {
208     switch (pstruEventDetails->nSubEventType)
209     {
210     case SYN_FLOOD:
211         syn_flood();
212         break;
213     case TCP_RTO_TIMEOUT:
214         handle_rto_timer();
215         break;
216     case TCP_TIME_WAIT_TIMEOUT:
217         handle_time_wait_timeout();
218         break;
219     default:
220         fnNetSimError("Unknown subevent %d in %s\n",
221                     pstruEventDetails->nSubEventType,
222                     __FUNCTION__);
223         break;
224     }
225     return 0;
226 }
```

3. And modified the following lines of code in `fn_NetSim_TCP_Init()` function present in TCP.c inside TCP project



```
79 /*
80  * NetSim_EVENTDETAILS* pstruEventDetails_Formal,
81  * char* pszAppPath_Formal,
82  * char* pszWritePath_Formal,
83  * int nVersion_Type,
84  * void** fnPointer)
85  */
86 {
87     fn_NetSim_TCP_Init_F(pstruEventDetails,
88                          pszAppPath,
89                          pszWritePath,
90                          nVersion_Type,
91                          fnPointer);
92     NetSim_EVENTDETAILS pevent;
93     memcpy(&pevent, pstruEventDetails, sizeof pevent);
94     for (int i = 0; i < NETWORK->nDeviceCount; i++)
95     {
96         if (is_malicious_node(i + 1))
97         {
98             pevent.nDeviceId = i + 1;
99             pevent.dEventTime += 1000;
100             pevent.nEventType = TIMER_EVENT;
101             pevent.nSubEventType = SYN_FLOOD;
102             pevent.nProtocolId = TX_PROTOCOL_TCP;
103             fnAddEvent(&pevent);
104         }
105     }
106     return 0;
107 }
108
109 /**
110  * This function is called by NetworkStack.dll, once simulation end to free the
111  * allocated memory for the network.
112  */
```

4. And modified the following lines of code in `add_timeout_event()` present in RTO.c file inside TCP project which avoids RTO timer for malicious nodes

```

52 *rto = min(max((*rto*2), G), (60 * SECOND));
53 print_tcp_log("New RTO = %0.2lf", *rto);
54
55
56 void add_timeout_event(PNETSIM_SOCKET s,
57     NetSim_PACKET* packet)
58 {
59     NetSim_PACKET* p = fn_NetSim_Packet_CopyPacket(packet);
60     add_packet_to_queue(&s->tcb->retransmissionQueue, p, pstruEventDetails->dEventTime);
61     NetSim_EVENTDETAILS pevent;
62     memcpy(&pevent, pstruEventDetails, sizeof pevent);
63     pevent.dEventTime += TCP_RTO(s->tcb);
64     pevent.dPacketSize = packet->pstruTransportData->dPacketSize;
65     pevent.nEventType = TIMER_EVENT;
66     pevent.nPacketId = packet->nPacketId;
67     if (packet->pstruAppData)
68     {
69         pevent.nApplicationId = packet->pstruAppData->nApplicationId;
70         pevent.nSegmentId = packet->pstruAppData->nSegmentId;
71     }
72     else
73     {
74         pevent.nSegmentId = 0;
75         if (!is_malicious_node(pevent.nDeviceId))
76         {
77             pevent.nProtocolId = TX_PROTOCOL_TCP;
78             pevent.pPacket = fn_NetSim_Packet_CopyPacket(p);
79             pevent.sOtherDetails = NULL;
80             pevent.nSubEventType = TCP_RTO_TIMEOUT;
81             fnAddEvent(&pevent);
82             print_tcp_log("Adding RTO Timer at %0.1lf", pevent.dEventTime);
83         }
84     }
85
86 static void handle_rto_timer_for_ctrl(PNETSIM_SOCKET s)
87 {
88     if (isSynbitSet(pstruEventDetails->pPacket))
89         record_syn(&s);
90 }

```

5. Users can give their own number of malicious node in **TCP.h** file inside TCP project

```

49 //USEFUL MACRO
50 #define isTCPConfigured(d) (DEVICE_TRXLayer(d) && DEVICE_TRXLayer(d)->isTCP)
51 #define isTCPControl(p) (p->nControlDataType/100 == TX_PROTOCOL_TCP)
52
53 //Constant
54 #define TCP_DupThresh 3
55 #define NUMBEROFMALIGNNODS 2
56 int is_malicious_node(NETSIM_ID devid);
57 //typedef
58 typedef struct stru_TCP_Socket NETSIM_SOCKET, *PNETSIM_SOCKET;
59
60 typedef enum enum_tcpstate
61 {
62     TCPCONNECTION_CLOSED,
63     TCPCONNECTION_LISTEN,
64     TCPCONNECTION_SYN_SENT,
65     TCPCONNECTION_SYN_RECEIVED,
66     TCPCONNECTION_ESTABLISHED,
67     TCPCONNECTION_FIN_WAIT_1,
68     TCPCONNECTION_FIN_WAIT_2,
69     TCPCONNECTION_CLOSE_WAIT,
70     TCPCONNECTION_CLOSING,
71     TCPCONNECTION_LAST_ACK,
72     TCPCONNECTION_TIME_WAIT,
73 }TCP_CONNECTION_STATE;
74
75 typedef enum enum_tcp_variant
76 {
77     TCPVariant_OLDTAHOE, //Slow Start and Congestion Avoidance
78     TCPVariant_TAHOE, //Fast Retransmit/Fast Recovery
79     TCPVariant_RENO,
80     TCPVariant_NEWRENO,
81     TCPVariant_BIC,
82     TCPVariant_CUBIC,
83 }TCPVARIANT;

```

6. Users can give their own target ID and malicious ID in **SYN\_FLOOD.c** file inside TCP project.

```

13  *-----*/
14
15  #include "main.h"
16  #include "TCP.h"
17  #include "List.h"
18  #include "TCP_Header.h"
19  #include "TCP_Enum.h"
20
21  int malicious_node[NUMBEROFMALICIOUSNODE] = {11,13};
22  static void send_syn_packet(PNETSIM_SOCKET s);
23  //static PNETSIM_SOCKET socket_creation();
24  int target_node = 10;
25  PNETSIM_SOCKET get_Remotesocket(NETSIM_ID d, PPOCKETADDRESS addr);
26  static PPOCKETADDRESS sockAddr = NULL;
27
28  int is_malicious_node(NETSIM_ID devid)
29  {
30      for (int i = 0; i < NUMBEROFMALICIOUSNODE; i++)
31          if (devid == malicious_node[i]) return 1;
32      return 0;
33  }
34
35  void syn_flood()
36  {
37      /*
38      if (!sockAddr)
39      {
40          sockAddr = calloc(1, sizeof * sockAddr);
41          sockAddr->ip = DEVICE_IPADDRESS(target_node, 1);
42      }
43      */
44      PNETSIM_SOCKET s = get_Remotesocket(malicious_node, sockAddr);
45  }
46  */
47

```

- Added the following line in TCP\_Enum.h file inside TCP project to add a new TCP\_subevent called SYN\_FLOOD

```

#include "EnumString.h"

BEGIN_ENUM(TCP_Subevent)
{
    DECL_ENUM_ELEMENT_WITH_VAL(TCP_RTO_TIMEOUT, TX_PROTOCOL_TCP * 100),
    DECL_ENUM_ELEMENT(TCP_TIME_WAIT_TIMEOUT),
    DECL_ENUM_ELEMENT(SYN_FLOOD),
}
#pragma warning(disable:4028)
END_ENUM(TCP_Subevent);
#pragma warning(default:4028)

```

- SYN\_FLOOD.c file contains the following functions.

```

13  *-----*/
14
15  #include "main.h"
16  #include "TCP.h"
17  #include "List.h"
18  #include "TCP_Header.h"
19  #include "TCP_Enum.h"
20
21  int malicious_node[NUMBEROFMALICIOUSNODE] = {11,13};
22  static void send_syn_packet(PNETSIM_SOCKET s);
23  //static PNETSIM_SOCKET socket_creation();
24  int target_node = 10;
25  PNETSIM_SOCKET get_Remotesocket(NETSIM_ID d, PPOCKETADDRESS addr);
26  static PPOCKETADDRESS sockAddr = NULL;
27
28  int is_malicious_node(NETSIM_ID devid)
29  {
30      for (int i = 0; i < NUMBEROFMALICIOUSNODE; i++)
31          if (devid == malicious_node[i]) return 1;
32      return 0;
33  }
34
35  void syn_flood()
36  {
37      /*
38      if (!sockAddr)
39      {
40          sockAddr = calloc(1, sizeof * sockAddr);
41          sockAddr->ip = DEVICE_IPADDRESS(target_node, 1);
42      }
43      */
44      PNETSIM_SOCKET s = get_Remotesocket(malicious_node, sockAddr);
45  }
46  */
47

```



```

SYN_flood.c* TCP.h* RIO.c
TCP (Global Scope) syn_flood()
34 }
35
36 void syn_flood()
37 {
38     extern P_SOCKETADDRESS anySocketAddr;
39     anySocketAddr->ip = DEVICE_MNADDRESS(target_node, 1);
40     PNETSIM_SOCKET s = get_Remotesocket(pstruEventDetails->nDeviceId, anySocketAddr);
41     ptrSOCKETINTERFACE sId = (ptrSOCKETINTERFACE)pstruEventDetails->szOtherDetails;
42     NetSim_EVENTDETAILS pevent;
43     if (!s)
44     {
45         s = socket_creation();
46         tcp_connect(s, s->localAddr, s->remoteAddr);
47     }
48     else
49     {
50         s->localDeviceId = pstruEventDetails->nDeviceId;
51         s->remoteDeviceId = target_node;
52         s->sId = sId;
53         send_syn_packet(s);
54         memcpy(&pevent, pstruEventDetails, sizeof pevent);
55         pevent->eventTime = pstruEventDetails->eventTime + 1000;
56         pevent->nDeviceId = pstruEventDetails->nDeviceId;
57         pevent->nPacketId = 0;
58         pevent->nEventType = TIMER_EVENT;
59         pevent->nProtocolId = TX_PROTOCOL_TCP;
60         pevent->nSubEventType = SYN_FLOOD;
61         FnpAddEvent(&pevent);
62     }
63 }
64
65
66
67
68

```

```

SYN_flood.c* TCP.h* RIO.c
TCP (Global Scope) send_syn_packet(PNETSIM_SOCKET s)
67 }
68
69 static void send_syn_packet(PNETSIM_SOCKET s)
70 {
71     NetSim_PACKET* syn = create_syn(s, pstruEventDetails->eventTime);
72
73     s->tc->SND.UNA = s->tc->ISS;
74     s->tc->SND.NXT = s->tc->ISS + 1;
75     tcp_change_state(s, TCPCONNECTION_SYN_SENT);
76
77     s->tc->synRetries++;
78
79     s->tcMetrics->synSent++;
80
81     send_to_network(syn, s);
82     add_timeout_event(s, syn);
83 }
84

```

```

SYN_flood.c* TCP.h* RIO.c
TCP (Global Scope) socket_creation()
85 int socket_creation()
86 {
87     static int s_id = 100;
88     ptrSOCKETINTERFACE sId = (ptrSOCKETINTERFACE)pstruEventDetails->szOtherDetails;
89     PNETSIM_SOCKET newSocket = tcp_create_socket();
90
91     add_to_socket_list(pstruEventDetails->nDeviceId, newSocket);
92
93     P_SOCKETADDRESS localsocketAddr = (P_SOCKETADDRESS)calloc(1, sizeof * localsocketAddr);
94     localsocketAddr->ip = DEVICE_MNADDRESS(pstruEventDetails->nDeviceId, 1);
95     localsocketAddr->port = 0;
96
97     P_SOCKETADDRESS remotesocketAddr = (P_SOCKETADDRESS)calloc(1, sizeof * remotesocketAddr);
98     remotesocketAddr->ip = DEVICE_MNADDRESS(target_node, 1);
99     remotesocketAddr->port = 0;
100
101     newSocket->SocketId = s_id;
102     s_id++;
103
104     newSocket->localAddr = localsocketAddr;
105     newSocket->remoteAddr = remotesocketAddr;
106
107     newSocket->localDeviceId = pstruEventDetails->nDeviceId;
108     newSocket->remoteDeviceId = target_node;
109
110     newSocket->sId = sId;
111
112     return newSocket;
113 }
114

```

9. Added PROCESSING\_TIME macro in Ethernet.h file inside ETHERNET project.

```

Ethernet.h
Ethernet (Global Scope)
22 #pragma comment(lib, "Metrics.lib")
23 #pragma comment(lib, "libTCP")
24 #define isETHConfigured(d,i) (DEVICE_MACLAYER(d,i)->MacProtocolId == MAC_PROTOCOL_IEEE802_3)
25 //Global variable
26 PNETSIM_MACADDRESS multicastSPTMAC;
27
28 #define ETH_IFG 0.960 //Micro sec
29
30 #define Processing_TIME 1000
31
32 typedef enum enum_eth_packet
33 {
34     ETH_CONFIGBPDU = MAC_PROTOCOL_IEEE802_3 * 100 + 1,
35 }ETH_PACKET;
36
37 /** Enumeration for Switching Technique */
38 typedef enum enum_SwitchingTechnique
39 {
40     SWITCHINGTECHNIQUE_NULL,
41     SWITCHINGTECHNIQUE_STORE_FORWARD,
42     SWITCHINGTECHNIQUE_CUT_THROUGH,
43     SWITCHINGTECHNIQUE_FRAGMENT_FREE,
44 }SWITCHING_TECHNIQUE;
45

```

10. Modified the following lines of code in fn\_NetSim\_Ethernet\_HandlePhyOut() function present in Ethernet\_Phy.c file inside Ethernet project.

```

Ethernet.h TCP.h SYN_flood.c Ethernet_Phy.c* (Global Scope) fn_NetSim_Ethernet_HandlePhyOut()
if (!packet)
    return 2; // No packet is there for transmission

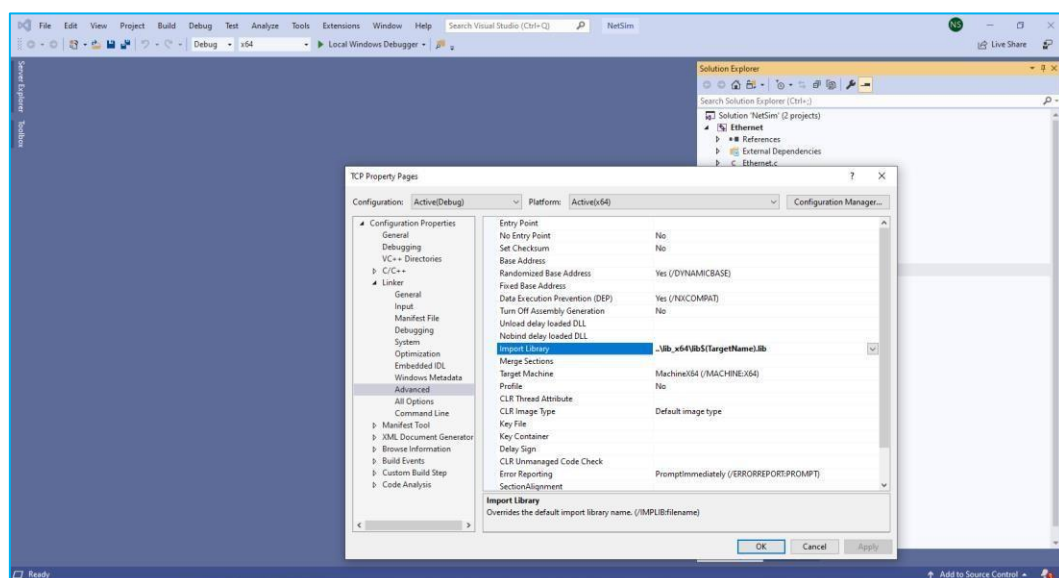
double start;

if (pstruEventDetails->nDeviceId == target_node && (packet->nControlDataType == 40102 || packet->nControlDataType == 40105))
{
    if (phy->lastPacketEndTime + phy->IFG <= pstruEventDetails->dEventTime)
        start = pstruEventDetails->dEventTime + Processing_TIME;
    else
        start = phy->lastPacketEndTime + phy->IFG + Processing_TIME;
}
else
{
    if (phy->lastPacketEndTime + phy->IFG <= pstruEventDetails->dEventTime)
        start = pstruEventDetails->dEventTime;
    else
        start = phy->lastPacketEndTime + phy->IFG;
}

```

11. Right click on TCP project-> Properties->Linker-> Advanced->import library 32-bit and 64-bit

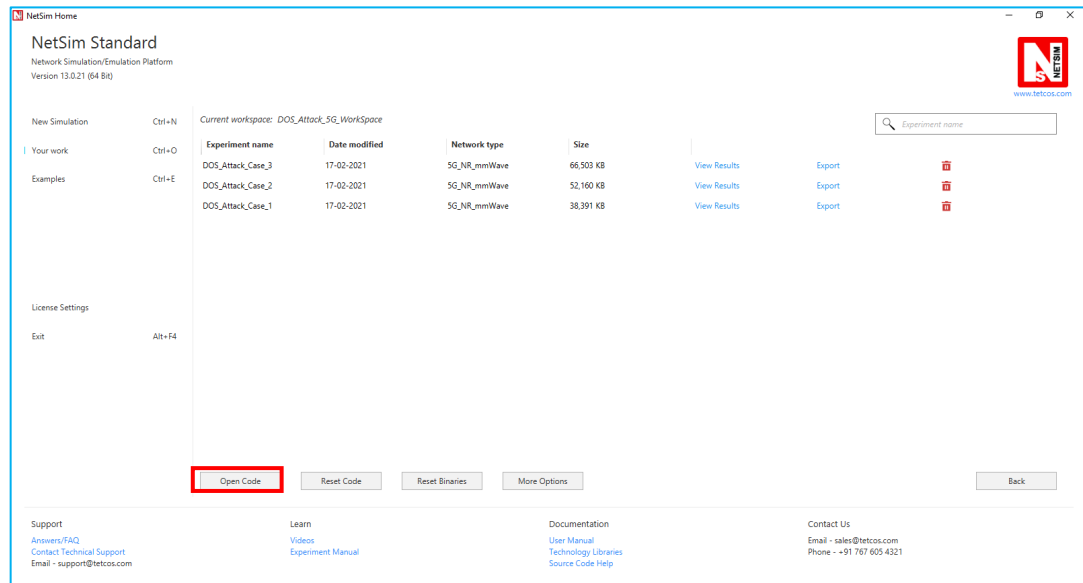
**..\lib\lib\$(TargetName).lib or ..\lib\_x64\lib\$(TargetName).lib**



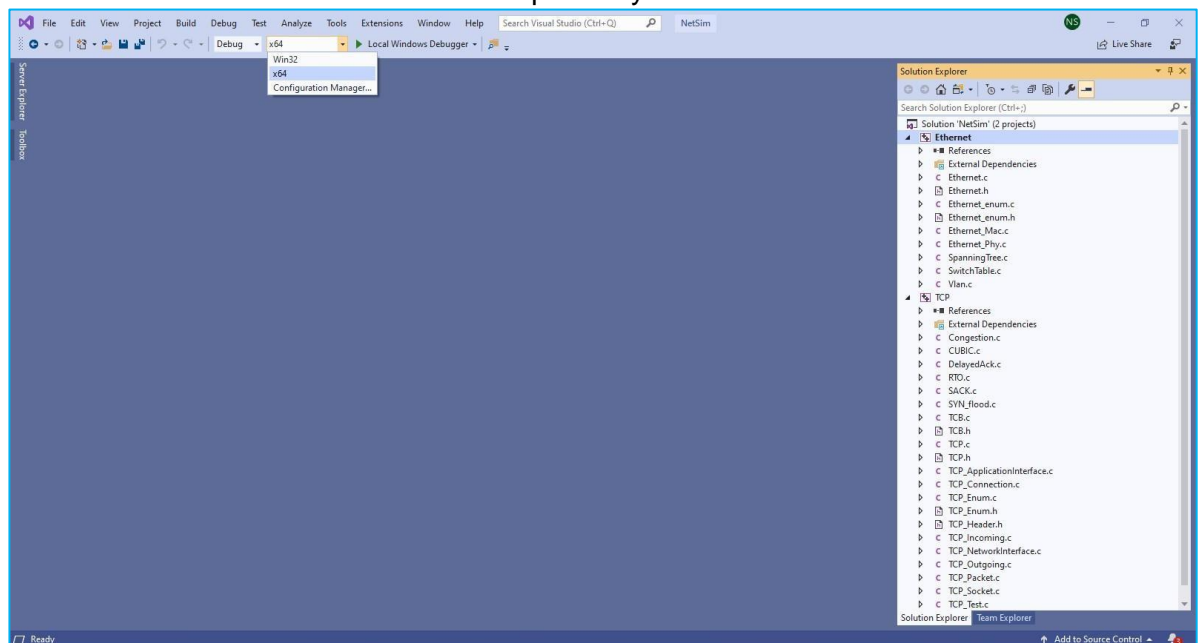


## Steps:

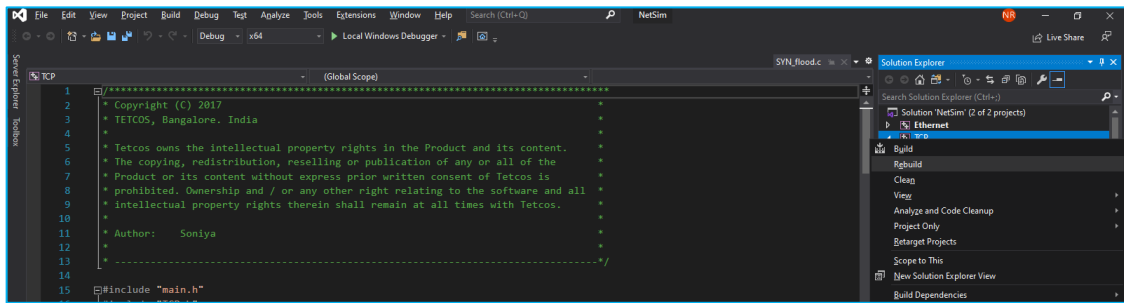
1. Open the Source codes in Visual Studio by going to Your work -> Workspace Options and Clicking on Open code button as shown below:



2. Under the **TCP** project in the solution explorer you will be able to see that **SYN\_FLOOD.c** file.
3. Based on whether you are using NetSim 32 bit or 64 bit setup you can configure Visual studio to build 32 bit or 64 bit DLL files respectively as shown below:



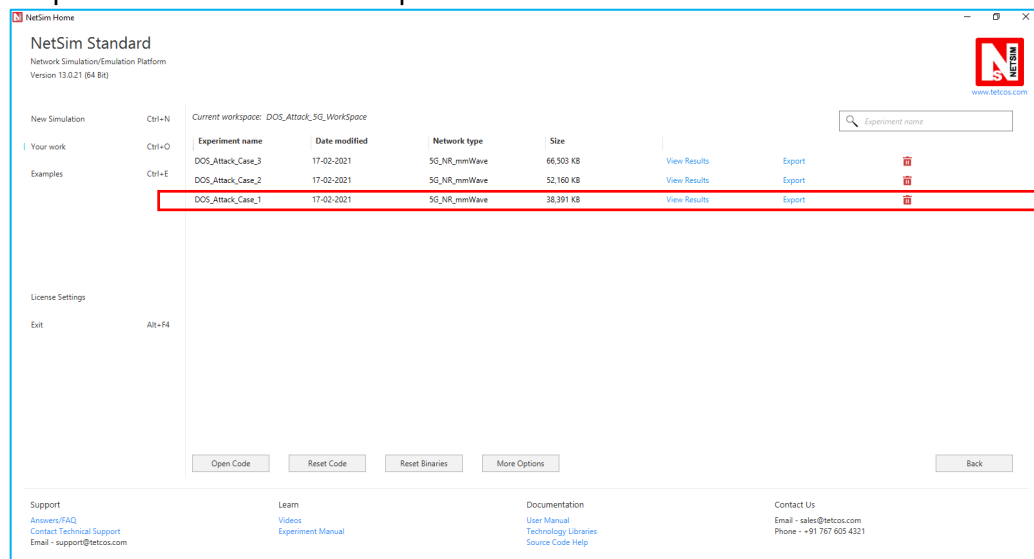
4. Right click on the solution in the solution explorer and select Rebuild. (Note: first rebuild the TCP project and then rebuild the Ethernet project)



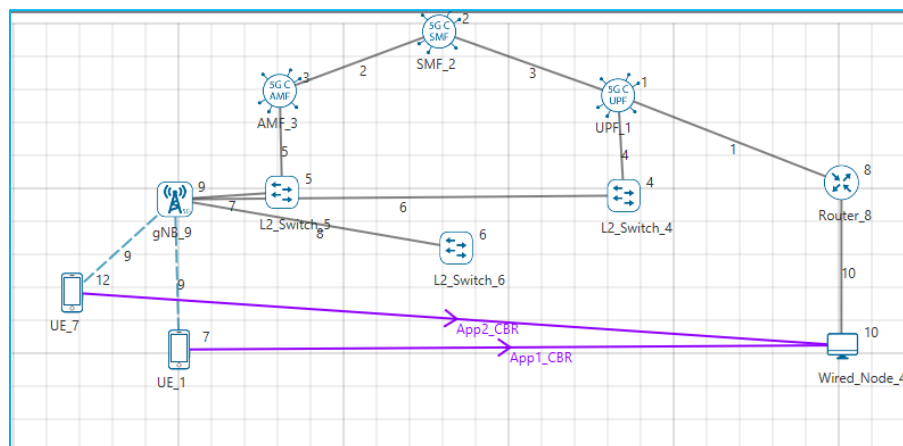
5. Upon successful build modified libTCP.dll and libEthernet.dll file gets automatically updated in the directory containing NetSim binaries.

### Case-1: Without Malicious Node

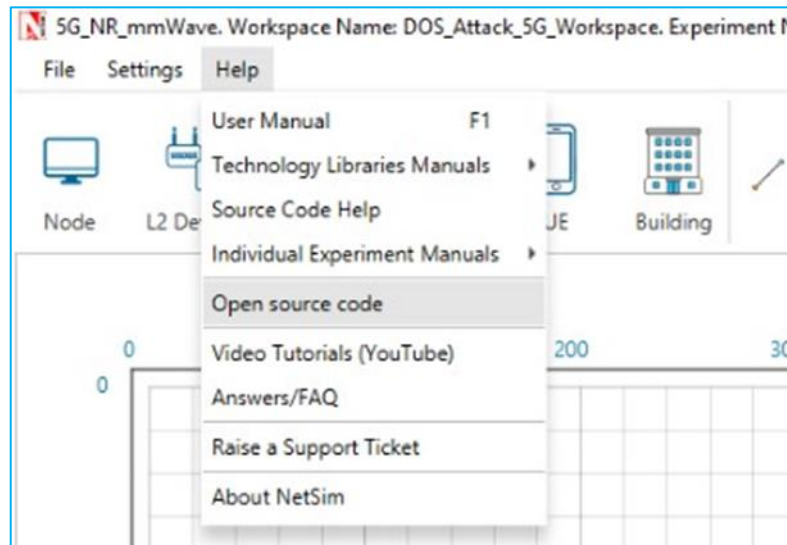
1. Then DOS\_Attack\_5G\_Workspace comes with a sample configuration that is already saved. To open this example, go to Your work and click on the DOS\_Attack\_Case\_1 that is present under the list of experiments as shown below:



2. The saved network scenario consisting of 5G Core, 2 UEs, 1 gNB, 1 Router and 1 wired node in the grid environment forming a 5G NR Network. Traffic is configured from UE to Wired node.



3. Help ☐ Open Source code



4. In TCP.h set **NUMBEROFMALICIOUSNODE** as 1.

```

43
44 #pragma comment (lib,"NetworkStack.lib")
45
46 _declspec(dllexport) target_node;
47
48
49 //USEFUL MACRO
50 #define isTCPConfigured(d) (DEVICE_TRXLayer(d) && DEVICE_TRXLayer(d)->isTCP)
51 #define isTCPControl(p) (p->nControlDataType/100 == TX_PROTOCOL_TCP)
52
53 //Constant
54 #define TCP_DupThresh 3
55 #define NUMBEROFMALICIOUSNODE 1
56 int is_malicious_node(NETSIM_ID devid);

```

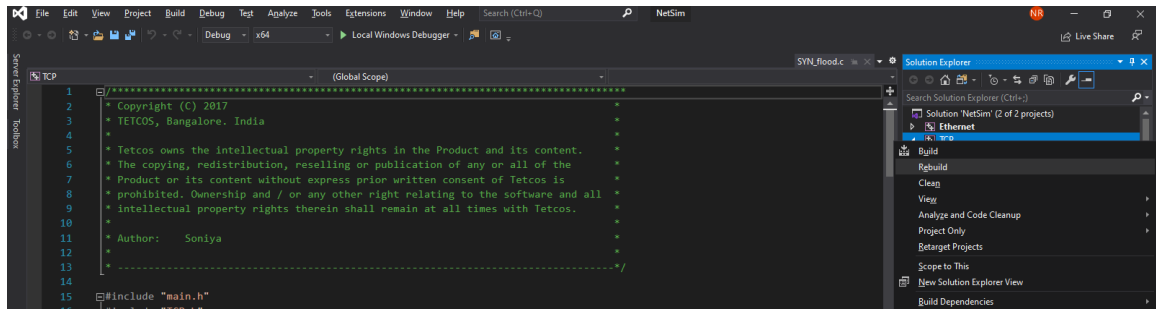
5. In SYN\_FLOOD.c set **malicious node** as 0.

```

7 * Product or its content without express prior written consent of Tetcos is *
8 * prohibited. Ownership and / or any other right relating to the software and all *
9 * intellectual property rights therein shall remain at all times with Tetcos. *
10 * *
11 * Author: Soniya *
12 * *
13 * ----- */
14
15 #include "main.h"
16 #include "TCP.h"
17 #include "List.h"
18 #include "TCP_Header.h"
19 #include "TCP_Enum.h"
20
21 int malicious_node[NUMBEROFMALICIOUSNODE] = { 0 };
22 static void send_syn_packet(PNETSIM_SOCKET s);
23 //static PNETSIM_SOCKET socket_creation();

```

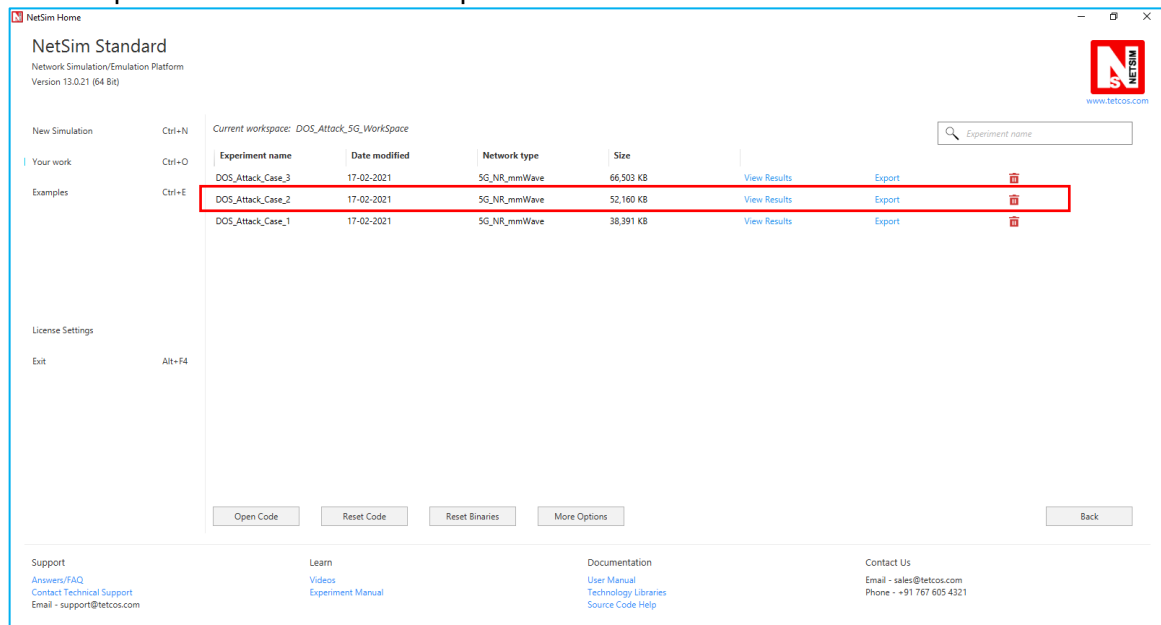
6. Based on whether you are using NetSim 32 bit or 64 bit setup you can configure Visual studio to build 32 bit or 64 bit DLL files respectively as shown below:
7. Right click on the solution in the solution explorer and select Rebuild. (Note: first rebuild the TCP project and then rebuild the Ethernet project)



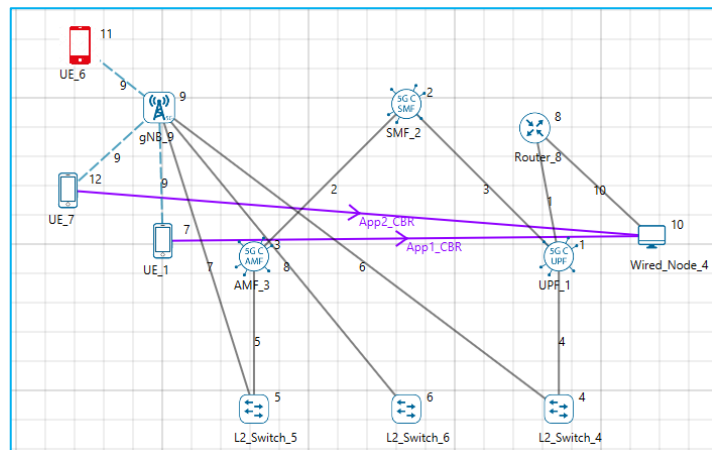
8. Upon successful build modified libTCP.dll and libEthernet.dll file gets automatically updated in the directory containing NetSim binaries.
9. Run the simulation for 5 seconds.

## Case-2: With one Malicious Node

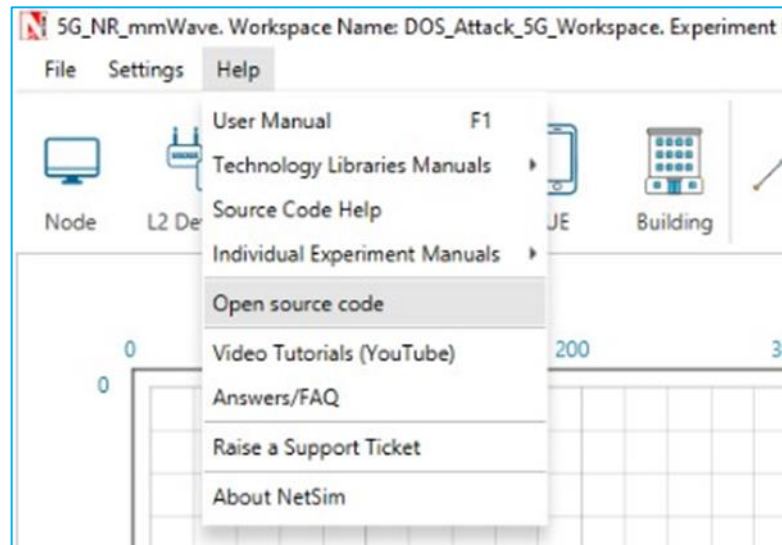
1. Then DOS\_Attack\_5G\_Workspace comes with a sample configuration that is already saved. To open this example, go to Your work and click on the DOS\_Attack\_Case\_2 that is present under the list of experiments as shown below:



2. The saved network scenario consisting of 5G Core, 3 UEs, 1 gNB, 1 Router and 1 wired node in the grid environment forming a 5G NR Network. Traffic is configured from UE to Wired node.



3. Help ☐ Open Source code



4. In TCP.h set **NUMBEROFMALICIOUSNODE** as 1.

```

43
44 #pragma comment (lib, "NetworkStack.lib")
45
46 _declspec(dllexport) target_node;
47
48 //USEFUL MACRO
49 #define isTCPConfigured(d) (DEVICE_TRXLayer(d) && DEVICE_TRXLayer(d)->isTCP)
50 #define isTCPControl(p) (p->nControlDataType/100 == TX_PROTOCOL_TCP)
51
52 //Constant
53 #define TCP_DupThresh 3
54 #define NUMBEROFMALICIOUSNODE 1
55 int is_malicious_node(NETSIM_ID devid);
56

```

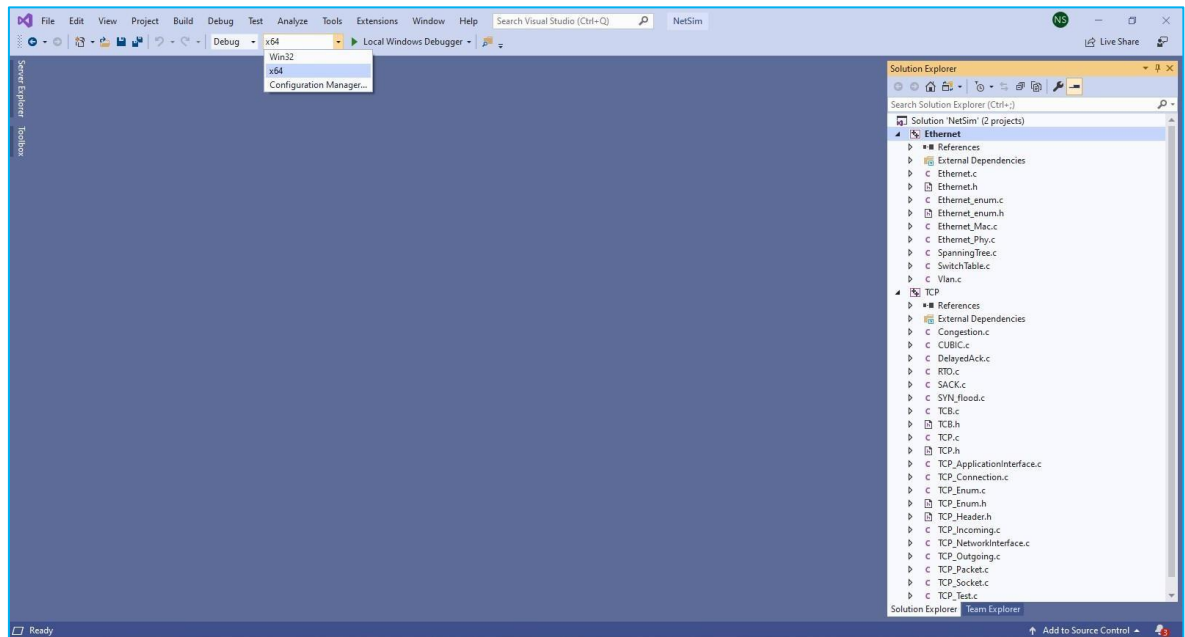
5. In SYN\_FLOOD.c set **malicious node** as 11.

```

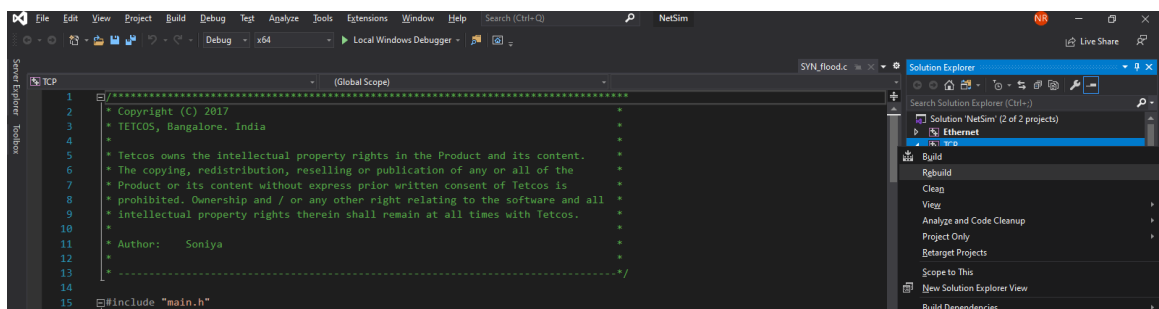
13 * -----*/
14
15 #include "main.h"
16 #include "TCP.h"
17 #include "List.h"
18 #include "TCP_Header.h"
19 #include "TCP_Enum.h"
20
21 int malicious_node[NUMBEROFMALICIOUSNODE] = {11};
22 static void send_syn_packet(PNETSIM_SOCKET s);
23 //static PNETSIM_SOCKET socket_creation();
24 int target_node = 10;
25 PNETSIM_SOCKET get_Remotesocket(NETSIM_ID d, PPOCKETADDRESS addr);
26 static PPOCKETADDRESS sockAddr = NULL;
27
28 int is_malicious_node(NETSIM_ID devid)
29 {
30     for (int i = 0; i < NUMBEROFMALICIOUSNODE; i++)
31         if (devid == malicious_node[i]) return 1;
32     return 0;
33 }
34
35 void syn_flood()
36

```

6. Based on whether you are using NetSim 32 bit or 64 bit setup you can configure Visual studio to build 32 bit or 64 bit Dll files respectively as shown below:



7. Right click on the solution in the solution explorer and select Rebuild. (Note: first rebuild the TCP project and then rebuild the Ethernet project)

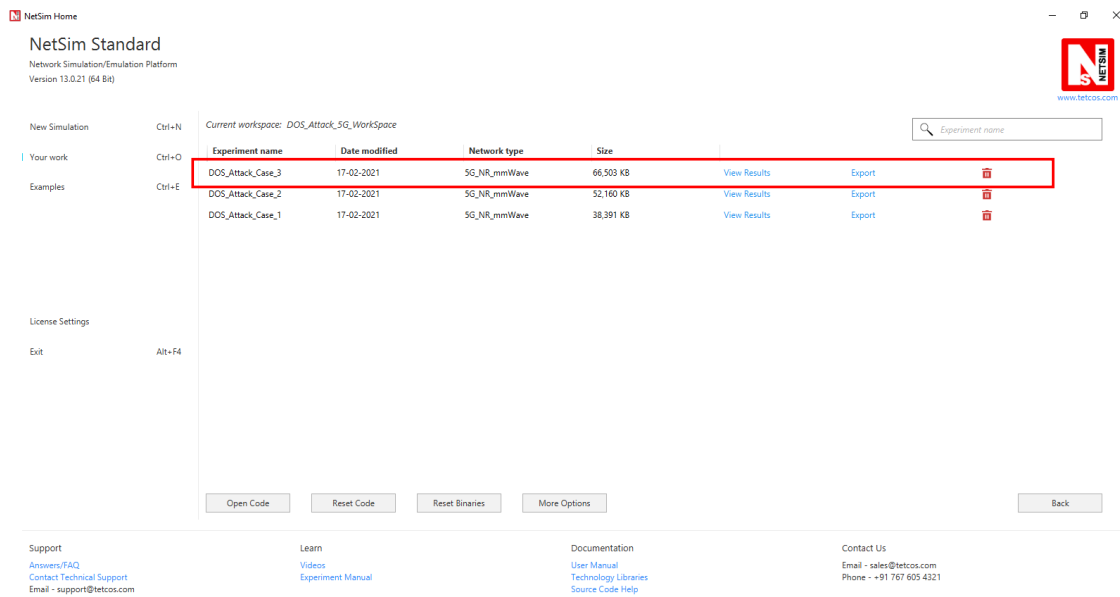


8. Upon successful build modified libTCP.dll and libEthernet.dll file gets automatically updated in the directory containing NetSim binaries.
9. Run the simulation for 5 seconds.

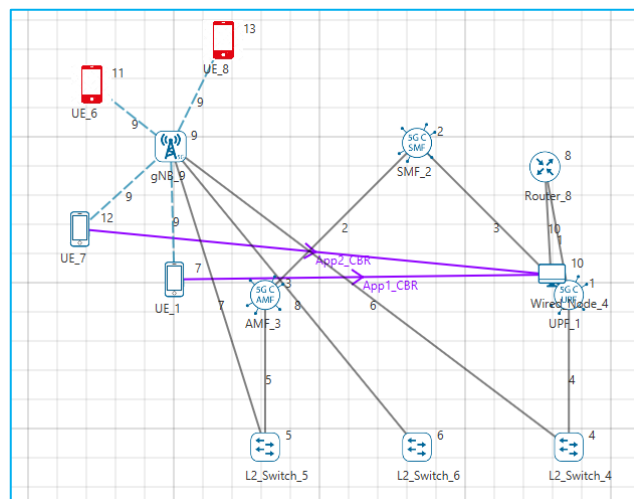
### Case-3: With two Malicious Node

1. Then DOS\_Attack\_5G\_Workspace comes with a sample configuration that is already saved. To open this example, go to Your work and click on the DOS\_Attack\_Case\_3 that is present under the list of experiments as shown below:

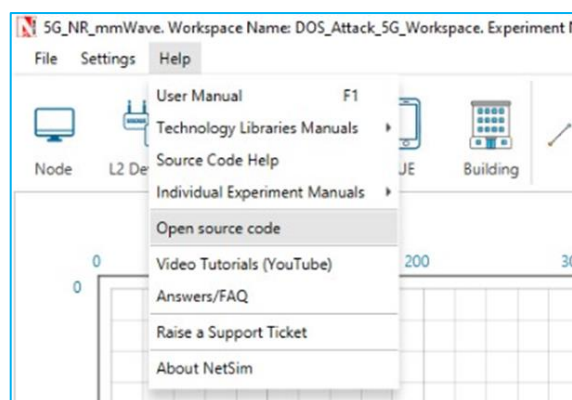




- The saved network scenario consisting of 5G Core, 4 UEs, 1 gNB, 1 Router and 1 wired node in the grid environment forming a 5G NR Network. Traffic is configured from UE to Wired node.



- Help ☐ Open Source code



- In TCP.h set **NUMBEROFMALICIOUSNODE** as 2.

```

43
44 #pragma comment (lib,"NetworkStack.lib")
45
46 _declspec(dllexport) target_node;
47
48 //USEFUL MACRO
49 #define isTCPConfigured(d) (DEVICE_TRXLayer(d) && DEVICE_TRXLayer(d)->isTCP)
50 #define isTCPControl(p) (p->nControlDataType/100 == TX_PROTOCOL_TCP)
51
52 //Constant
53 #define TCP_DupThresh 3
54 #define NUMBEROFMALIGNOUSNODE 2
55 int is_malignous_node(NETSIM_ID devid);
56 //Typedef
57 typedef struct stru_TCP_Socket NETSIM_SOCKET, *PNETSIM_SOCKET;
58
59

```

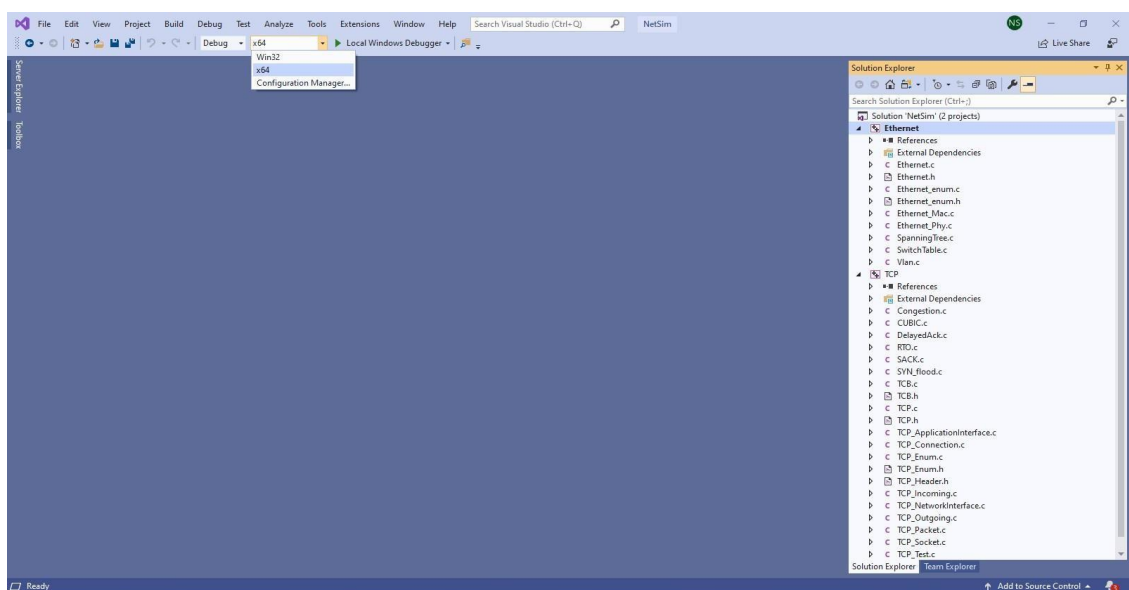
3. In SYN\_FLOOD.c set **malignous node** as 11, 13.

```

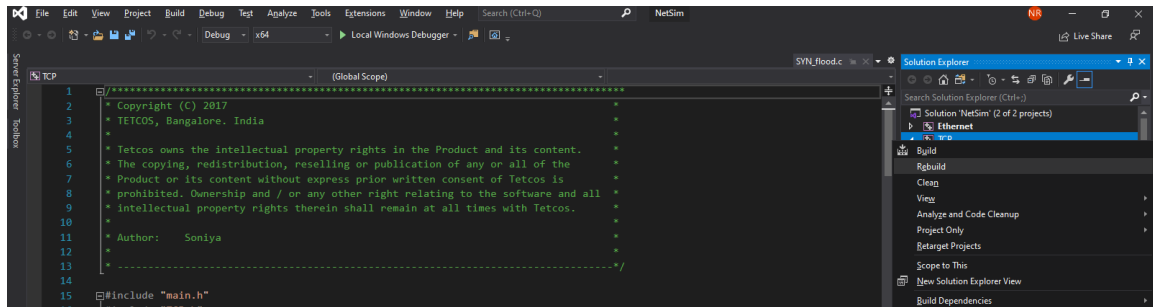
13 *-----*/
14
15 #include "main.h"
16 #include "TCP.h"
17 #include "List.h"
18 #include "TCP_Header.h"
19 #include "TCP_Enum.h"
20
21 int malignous_node[NUMBEROFMALIGNOUSNODE] = {11,13};
22 static void send_syn_packet(PNETSIM_SOCKET s);
23 //static PNETSIM_SOCKET socket_creation();
24 int target_node = 10;
25 PNETSIM_SOCKET get_Remotesocket(NETSIM_ID d, PPOCKETADDRESS addr);
26 static PPOCKETADDRESS sockAddr = NULL;
27
28 int is_malignous_node(NETSIM_ID devid)
29 {
30     for (int i = 0; i < NUMBEROFMALIGNOUSNODE; i++)
31         if (devid == malignous_node[i]) return i;
32     return 0;
33 }
34
35 void syn_flood()
36

```

4. Based on whether you are using NetSim 32 bit or 64 bit setup you can configure Visual studio to build 32 bit or 64 bit DLL files respectively as shown below:



5. Right click on the solution in the solution explorer and select Rebuild. (Note: first rebuild the TCP project and then rebuild the Ethernet project)



6. Upon successful build modified libTCP.dll and libEthernet.dll file gets automatically updated in the directory containing NetSim binaries.
7. Run the simulation for 5 seconds.

## Result:

After simulation, open metrics window and observe the Application\_Throughput is decreasing for both applications as we increase the malicious node because of the SYN flood sent from the malicious node. In case 1 there is no malicious node so there will be no SYN\_FLOOD packets.

Simulation Results

Network Performance

Link\_Metrics

Queue\_Metrics

TCP\_Metrics

IP\_Metrics

IP\_Forwarding\_Table

UDP Metrics

Switch Mac address table

Application\_Metrics

LTENR\_SDAP

Export Results (.xls/.csv)

Print Results (.html)

Open Packet Trace

Open Event Trace

Log Files

Restore To Original View

Application\_Metrics\_Table

Application\_Metrics

Application Id	Application Name	Packet generated	Packet received	Throughput (Mbps)	Delay (microsec)	Jitter
1	App1_CBR	10289	4973	11.61935	1203138.947380	856.8
2	App2_CBR	10289	4907	11.602753	1219835.500102	861.4

	Throughput_APP1(Mbps)	Throughput_APP2(Mbps)
<b>Case-1: Malicious Node =0</b>	11.63	11.62
<b>Case-2: Malicious Node =1</b>	11.45	11.45
<b>Case-3: Malicious Node =2</b>	11.29	11.31

Go to the result window open Event trace, user can find out the SYN\_FLOOD packets via filtering subevent type as SYN\_FLOOD.

AutoSave Off Event Trace.csv Search sagar khetagouda

File Home Insert Page Layout Formulas Data Review View Help Table Design

Clipboard Font Alignment Number Styles Cells

A1 Event\_Id

	A	B	C	D	E	F	G	H	I	J	K
1	Event_Id	Event_Type	Event_Time(US)	Device_Type	Device_Id	Interface_Id	Application_Id	Packet_Id	Segment_Id	Protocol_Name	Subevent_Type
78	1	TIMER_EVENT	1000	UE	6	0	0	0	0	TCP	SYN_FLOOD
109	97	TIMER_EVENT	2000	UE	6	0	0	0	0	TCP	SYN_FLOOD
132	129	TIMER_EVENT	3000	UE	6	0	0	0	0	TCP	SYN_FLOOD
173	152	TIMER_EVENT	4000	UE	6	0	0	0	0	TCP	SYN_FLOOD
275	195	TIMER_EVENT	5000	UE	6	0	0	0	0	TCP	SYN_FLOOD
316	295	TIMER_EVENT	6000	UE	6	0	0	0	0	TCP	SYN_FLOOD
418	338	TIMER_EVENT	7000	UE	6	0	0	0	0	TCP	SYN_FLOOD
463	438	TIMER_EVENT	8000	UE	6	0	0	0	0	TCP	SYN_FLOOD
607	485	TIMER_EVENT	9000	UE	6	0	0	0	0	TCP	SYN_FLOOD
652	627	TIMER_EVENT	10000	UE	6	0	0	0	0	TCP	SYN_FLOOD
771	674	TIMER_EVENT	11000	UE	6	0	0	0	0	TCP	SYN_FLOOD
816	791	TIMER_EVENT	12000	UE	6	0	0	0	0	TCP	SYN_FLOOD
960	838	TIMER_EVENT	13000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1003	980	TIMER_EVENT	14000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1147	1025	TIMER_EVENT	15000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1190	1167	TIMER_EVENT	16000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1315	1212	TIMER_EVENT	17000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1366	1335	TIMER_EVENT	18000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1510	1388	TIMER_EVENT	19000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1555	1530	TIMER_EVENT	20000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1699	1577	TIMER_EVENT	21000	UE	6	0	0	0	0	TCP	SYN_FLOOD
1742	1719	TIMER_EVENT	22000	UE	6	0	0	0	0	TCP	SYN_FLOOD

Event Trace Pivot Table(Custom)

**Note:** Users can also create their own network scenarios in 5G NR and run simulation.