# CS-436 DHCP Protocol Case Study Dr. Li

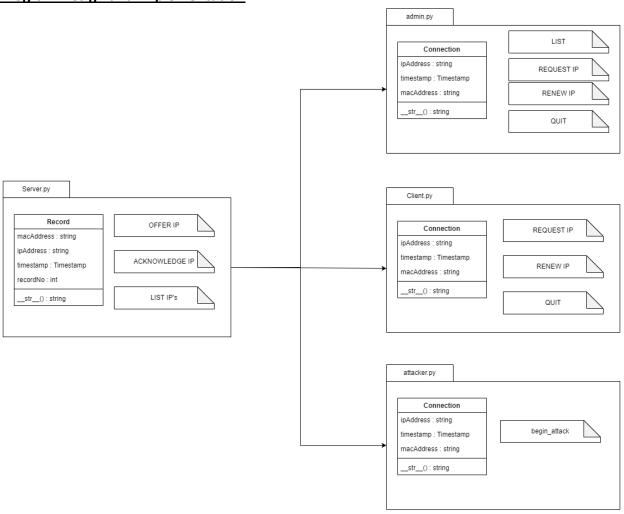
Ricky Huget

Ryan Ringer

### Abstract

In this case study a simplified implementation of the Dynamic Host Configuration Protocol (DHCP) will be described. The system consists of four programs written in Python: server.py, client.py, admin.py, and attacker.py. These programs and their roles will be described in more detail.

## **Program Design and Implementation**



DHCP is a protocol in which IP addresses are allocated to clients that request an address. This protocol is used to dynamically manage the hosts on a network subnet in a manner which allows for an appropriate distribution and use of IP addresses. This includes managing lease times, checking for addresses that have fallen out of use, and may be reallocated, and fundamentally assigning addresses to new requesters. The process of successfully allocating an IP address involves a four step process, a client DISCOVER message, a server OFFER response, a client REQUEST response, and finally a server ACKNOWLEDGE response.

#### server.py

The server program serves IP addresses to requesting clients. When the server receives a message from a client it comes in the form of a byte array. This array is decoded, and the resulting string is then split along the spacing. Due to Python's dynamic n-tuple nature, this tuple may range from 2 to 4 sections, so much care must be taken to ensure that the message parsed through later is accessed using the correct indices. The first element of the n-tuple, assuming the server has in fact received a message in the correct format (incorrect formats will result in a safe "DECLINE" message returned to the client and no server crash), will be the type of request. These possibilities are DISCOVER, REQUEST, RENEW, RELEASE, and LIST. The server will then act accordingly to that message type; based on the message type we can also determine the n of the n-tuple, i.e., DISCOVER -> 2, REQUEST -> 4, LIST -> 1, etc. The information pertaining to an available IP address is stored in a Record class, seen in the above diagram. When the program is offering a new IP address it first checks to see if the requesting MAC address already has an address allocated, then it simply updates the expiration, and sends the OFFER to the client. If the server receives a REQUEST, it checks to see if the IP address has already been taken, or that the client has not taken longer that the allocated lease time to accept. If both are false, then the server once again updates the timestamp in the record to reflect a new lease and sends and ACKNOWLEDGE message. The RENEW message protocol is to check for an address that has already been allocated to the MAC address and simply update the expiration lease on the record. The RELEASE operation is to simply mark the record's MAC address as empty and the timestamp to "now" so as to always be expired when checked. Finally, upon receiving a LIST request the server will form a formatted string of the information contained in all records owned by the server and send that to the requesting client.

### client.py

The client program emulates a host attempting to request a new IP address. It provides a number value input menu for a user to select actions regarding IP allocation. The initial four way request is done automatically when the program starts. The client broadcasts a DISCOVER message containing its MAC address to the DHCP server. The client, after it receives the corresponding OFFER message, then immediately sends a REQUEST message. Upon receiving an ACKNOWLEDGE message, the client then stores the connection to memory to reference the expiration later. The client also can send a RENEW message, requesting the server to extend or reallocate an already existing connection record. Finally the client may also send a RELEASE message to responsibly deallocate its reserved IP address record.

#### admin.pv

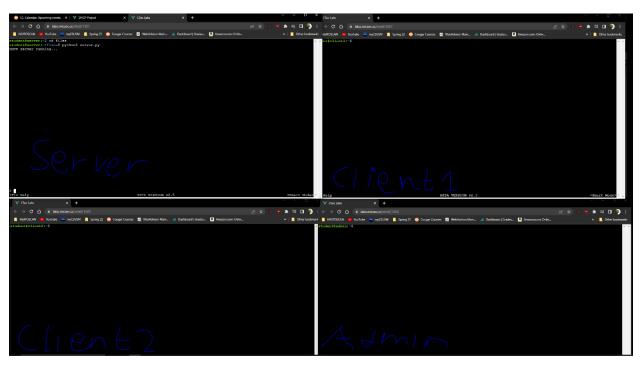
The admin program works identically to the client program, except it has the ability to make a LIST request to the DHCP server. This requests a detailed list of records maintained by the server of each connected client. This would be used in certain networking management situations.

#### attacker.py

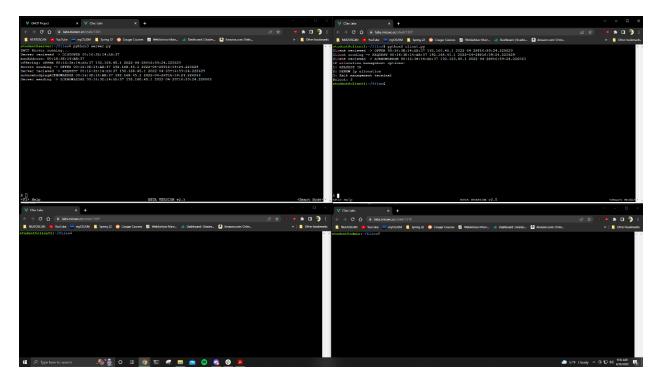
The attacker program will generate many falsified MAC addresses and make a DISCOVER request for each one. The server will then continuously OFFER IP addresses to this false client for each DISCOVER. This effectively reserves every single IP address, making them all unavailable to true clients. This is attacker program conducts a Denial of Service (DoS) attack.

# **Testing**

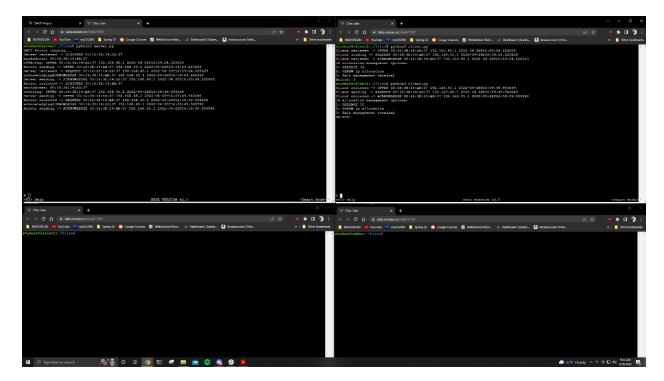
The following are thirteen steps outlined in the project specification. The images are captures from a live run of the four programs, and the descriptions of them are taken from the project specification.



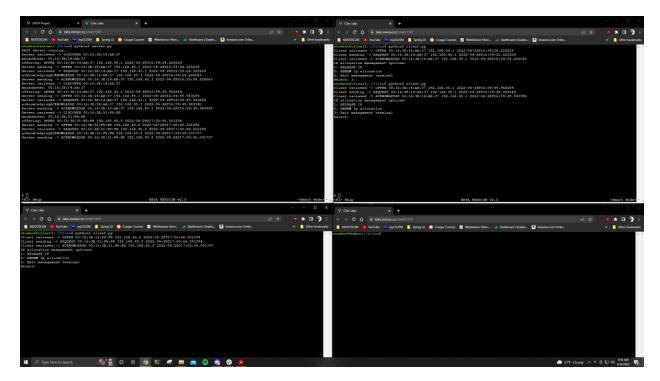
1. Run the server on server



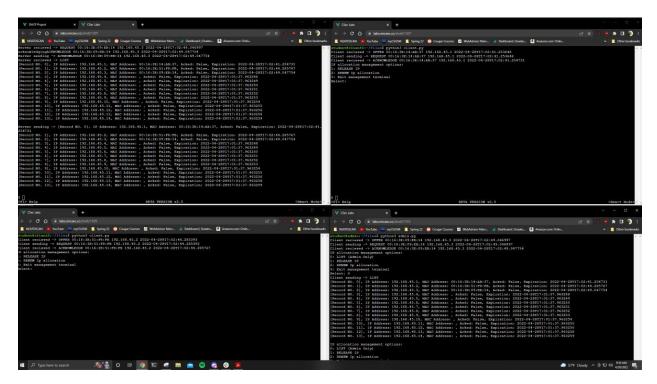
2. Run the client on client1. Make sure that the client receives the first available IP
address. The menu will be displayed for the client. Choose quit.



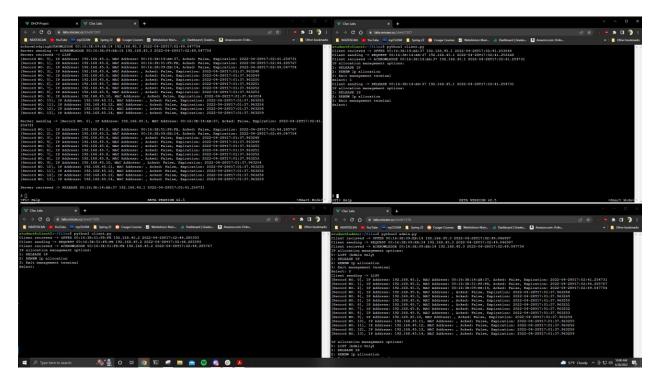
3. Now we want to make sure that the same client cannot receive a new IP address from another terminal. Run the client on client1 again. Make sure that the server verifies that the client already has an IP address x.x.x.x. The menu will be displayed for the client.



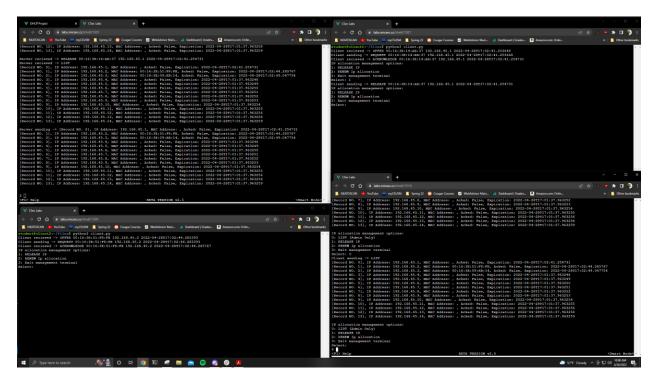
4. Run the client on client2. Now make sure that client2 receives the next available IP address. The menu will be displayed for the client. Wait for 10 seconds and then choose renew. Make sure the server immediately sends an ACKNOWLEDGE and renews the timestamp. Then, the menu will be displayed again. Wait for 1 minute and then choose renew. Make sure that you go over DISCOVER - OFFER - REQUEST - ACKNOWLEDGE, get the same IP address and a new lease time. Then, the menu will be displayed again. Now, choose quit.



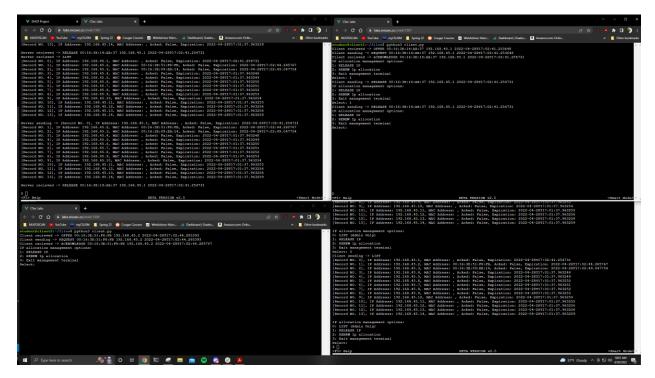
5. Run the admin client on admin to display the list of current clients. Make sure that the list contains the 2 current clients.



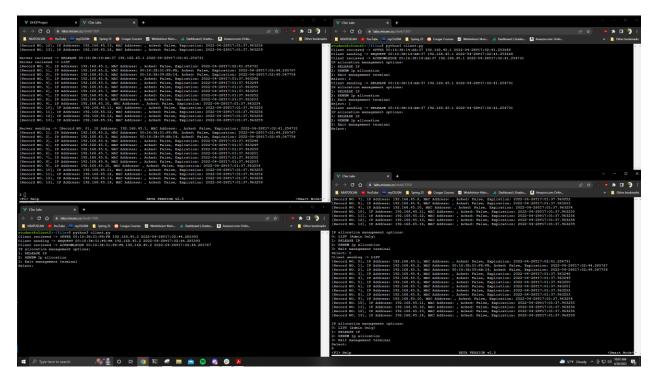
6. On client1, choose release. client1 will display a proper message and the menu. Make sure that the server has released the client's IP address. The server should display a message on the screen indicating that.



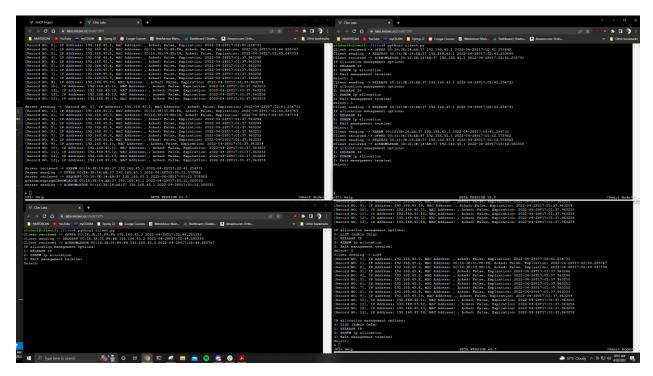
7. Run the admin client on admin to display the list of current clients. Make sure that the list contains only client2.



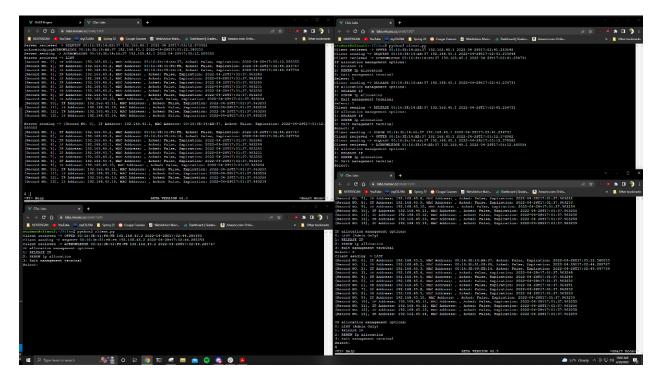
8. On client1 , again choose release. Client1 will display a proper message and the menu. Make sure that the server verifies that the IP address has already been released. The server should display a message on the screen indicating that.



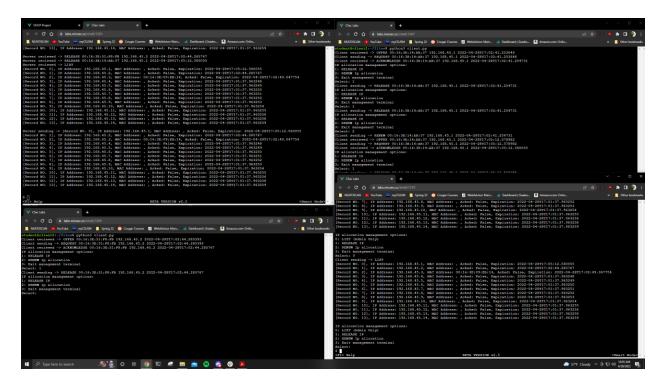
9. Run the admin client on admin to display the list of current clients. Make sure that the list contains only the client on client2.



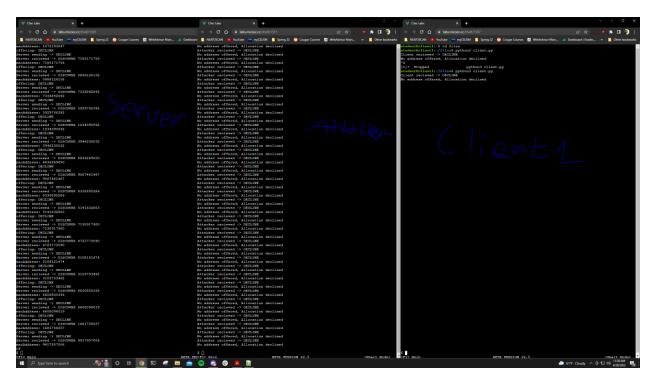
10. On client1 , choose renew. Make sure that the server assigns the same IP address as
 before to client1 and replies to the client. The server should display a message on the
 screen indicating that. Then client1 displays a proper message and the menu. Choose
 quit.



11. Run the admin client on admin to display the list of current clients. Make sure that the list contains the 2 current clients.



12. Release IP addresses of both client1 and client2 . Then, run the admin client on admin. Make sure that the list replied by the server indicates that both clients have released their IP addresses.



- 13. Extra credit test: Run the attacker client on attacker. Then on client1, run the client. Make sure that the server declines the DISCOVER message from client1. Then, run the admin client. Make sure that 14 IP addresses have been offered to the fraudulent MAC addresses that have been created by the attacker.
  - Note the large amount of DECLINE messages on the server and attacker terminals. It is difficult to capture an image of the correctly allocated IP addresses before the server fills up.
  - The client also has a declined allocation request; having its service denied.