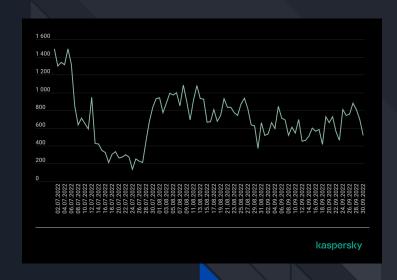


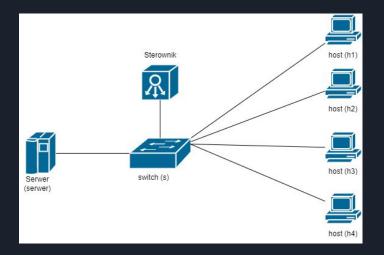
Kulig Sebastian, Mirowska Diana, Wnęk Karol

Na podstawie zbieranych statystyk, kontroler powinien wykryć anomalię ruchową a następnie zablokować złośliwy przepływ

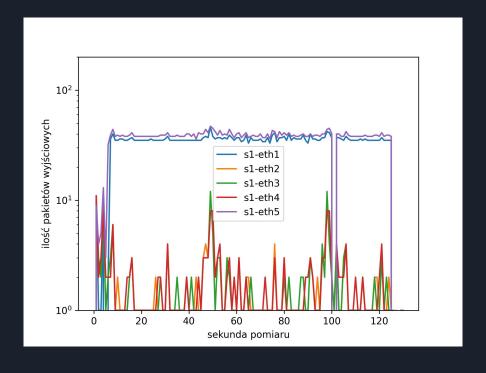


użyta topologia

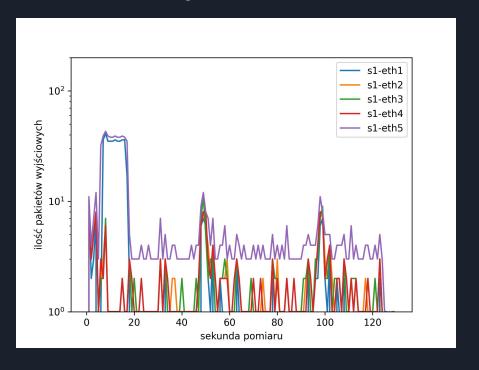
- wszystkie hosty komunikują się z serwerem
- h1 pełni rolę atakującego
- sterownik monitoruje statystyki ruchowe na przełączniku



scenariusz bazowy



scenariusz testowy



Sposób implementacji

zbieranie statystyk

```
private OFStatsRequest<?> prepareFlowStatsRequest(IOFSwitch sw){
   Match match = sw.getOFFactory().buildMatch().build();
   return sw.getOFFactory().buildFlowStatsRequest()
               .setMatch(match)
               .setOutPort(OFPort.ANY)
               .setTableId(TableId.ALL)
               .build();
                                              switch (this.statsType) {
                                              case FLOW:
                                                 OFFlowStatsReply fsr = (OFFlowStatsReply) values.qet(0);
                                                 for (OFFlowStatsEntry pse : fsr.getEntries()) {
                                                    IPv4Address srcIp = pse.getMatch().get(MatchField.IPV4 SRC);
                                                    IPv4Address dstIp = pse.getMatch().get(MatchField.IPV4 DST);
                                                    if (previousValuesFlows.containsKey(srcIp)) {
                                                        double tput = 8.0 * (pse.getByteCount().getValue() - previousValuesFlows.get(srcIp)) / PORT STATISTICS POLLING INTERVAL * 1000.0 / 1024 / 1024;
                                                        logger.info("\tSRC IP: {}, speed: {} MB/s", srcIp, tput);
                                                        logger.info("\tSRC IP: {}, packets count: {}", srcIp, pse.getPacketCount().getValue());
                                                        if(pse.getPacketCount().getValue() > 300L && isBlockingDoSEnabled){
                                                           logger.info("\t============" ATTACK DETECTED - ADDING BLOCKING RULE ========="");
                                                           BlockingRuleBuilder.addBlockingRule(sw, srcIp, dstIp);
                                                    previousValuesFlows.put(pse.getMatch().get(MatchField.IPV4_SRC), pse.getByteCount().getValue());
                                                 break:
                                                                                   @Override
                                                                                   public net.floodlightcontroller.core.IListener.Command receive(IOFSwitch sw, OFMessage msg, FloodlightContext cntx) {
                                                                                       OFPacketIn pi = (OFPacketIn) msg:
                                                                                       Ethernet eth = IFloodlightProviderService.bcStore.get(cntx,IFloodlightProviderService.CONTEXT PI PAYLOAD);
                                                                                       StatisticsCollector.getInstance(sw, cntx);
                                                                                       if (eth.isBroadcast() || eth.isMulticast()) {
                                                                                           doFlood(sw, pi, cntx);
                                                                                       } else {
                                                                                           doForwardFlow(sw, pi, cntx, false);
                                                                                       return Command. STOP:
```

podjęcie decyzji o usunięciu przepływu

usunięcie przepływu

```
public static void addBlockingRule(IOFSwitch sw. IPv4Address srcIp, IPv4Address dstIp) {
OFFlowMod.Builder fmb = sw.getOFFactory().buildFlowAdd();
Match.Builder mb = sw.getOFFactory().buildMatch();
if (srcIp != null) {
    mb.setExact(MatchField.ETH TYPE, EthType.IPv4).setExact(MatchField.IPV4 SRC, srcIp)
    .setExact(MatchField.ETH TYPE, EthType.IPv4).setExact(MatchField.IPV4 DST , dstIp);
    Match m = mb.build();
// actions - no actions to drop packet
OFActionOutput.Builder aob = sw.getOFFactory().actions().buildOutput();
List<OFAction> actions = new ArrayList<OFAction>();
actions.add(aob.build());
fmb.setMatch(m).setIdleTimeout(FLOWMOD DEFAULT IDLE TIMEOUT)
        .setHardTimeout(FLOWMOD DEFAULT HARD TIMEOUT)
        .setPriority(FLOWMOD DEFAULT PRIORITY);
// write flow to switch
try {
    sw.write(fmb.build());
    logger.info("Flow from ip address {} dropped; match: {}", new Object[] {srcIp, m.toString() });
} catch (Exception e) {
   logger.error("Error {}", e);
```

repozytorium git

https://github.com/SebastianKulig/SDN



źródła

- https://securelist.com/ddos-report-g3-2022/107860/
- instrukcja do laboratorium nr 8
- https://floodlight.atlassian.net/wiki/spaces/floodlightcontroller/pages/21856267/How+to+Collect+Switch+Statistics+and+Compute+Bandwidth+Utilization
- https://github.com/floodlight/floodlight/tree/71fe8a7e72096eb0fd96c1d814a04e3b7b
 782830/src/main/java/net/floodlightcontroller
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