

# CAN 304

# Computer Systems Security

## Lecture 9. DoS Attacks

Week 10: 2022-04-29, 14:00-16:00, Friday

Jie Zhang  
Department of Communications and Networking  
Email: [jie.zhang01@xjtlu.edu.cn](mailto:jie.zhang01@xjtlu.edu.cn)  
Office: EE522

# Review of last week

- Overview of malware
- Common types of malware
  - Propagation
  - Payload
- Countermeasures

## Learning objectives

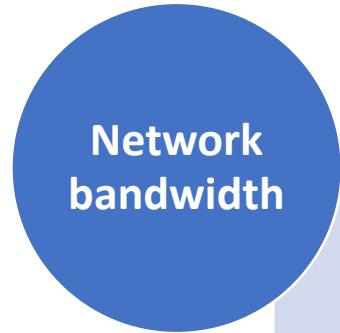
- Explain the basic concept of a DoS attack.
- Describe the nature of flooding attacks, DDoS attack, reflector and amplifier attacks

# Outline

- Denial-of-Service Attacks
- Flooding Attacks
- Distributed Denial-of-Service Attacks
- Application-Based Bandwidth Attacks
- Reflector and Amplifier Attacks
- SYN cookies

# Denial-of-Service

- A form of attack on the availability of some service
- Categories of resources that could be attacked are:



Relates to the capacity of the network links connecting a server to the Internet



Aims to overload or crash the network handling software



Typically involves a number of valid requests, each of which consumes significant resources, thus limiting the ability of the server to respond to requests from other users

# Classic DoS Attack: Flooding

- Aim of this attack is to **overwhelm the capacity of the network connection** to the target organization
- Flooding ping command

```
[zhangjies-MBP:~ zhangjie$ ping 127.0.0.1
PING 127.0.0.1 (127.0.0.1): 56 data bytes
64 bytes from 127.0.0.1: icmp_seq=0 ttl=64 time=0.043 ms
64 bytes from 127.0.0.1: icmp_seq=1 ttl=64 time=0.097 ms
64 bytes from 127.0.0.1: icmp_seq=2 ttl=64 time=0.113 ms
64 bytes from 127.0.0.1: icmp_seq=3 ttl=64 time=0.097 ms
64 bytes from 127.0.0.1: icmp_seq=4 ttl=64 time=0.109 ms
64 bytes from 127.0.0.1: icmp_seq=5 ttl=64 time=0.092 ms
64 bytes from 127.0.0.1: icmp_seq=6 ttl=64 time=0.095 ms
```

- Source of the attack is clearly identified
- Response packets affect the network performance of the source system

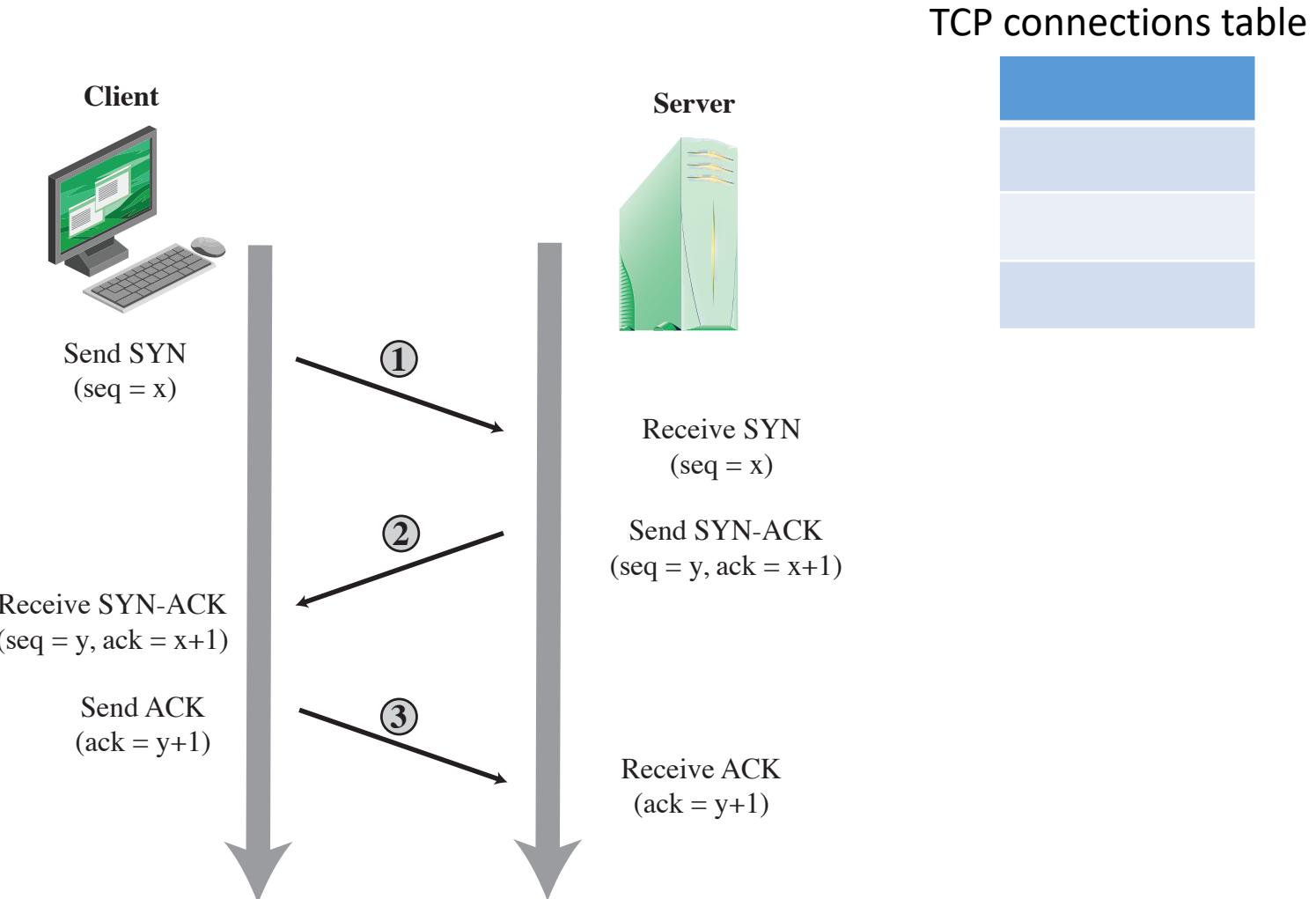
## Source Address Spoofing

- Use forged source addresses
- Attacker generates large volumes of packets that have the target system as the destination address
- Harder to identify the attacking system
- ICMP echo response packets no longer be reflected back to the source system

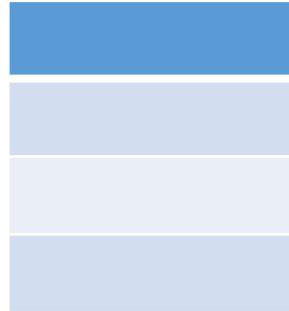
## SYN Spoofing

- Common DoS attack
- Attacks the ability of a server to respond to future connection requests by overflowing the tables used to manage them
- Thus legitimate users are denied access to the server
- Hence an attack on system resources, specifically the network handling code in the operating system

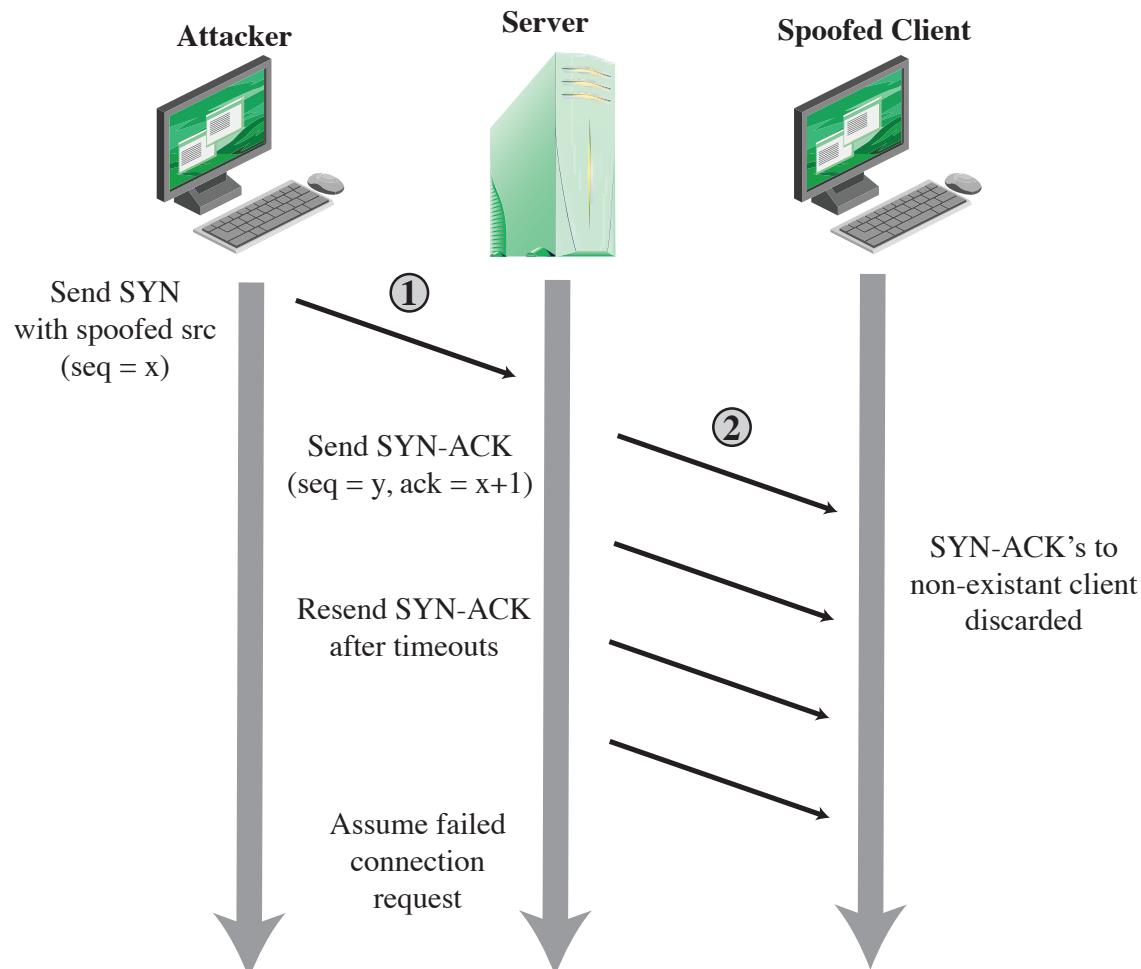
# TCP Three-way Handshake



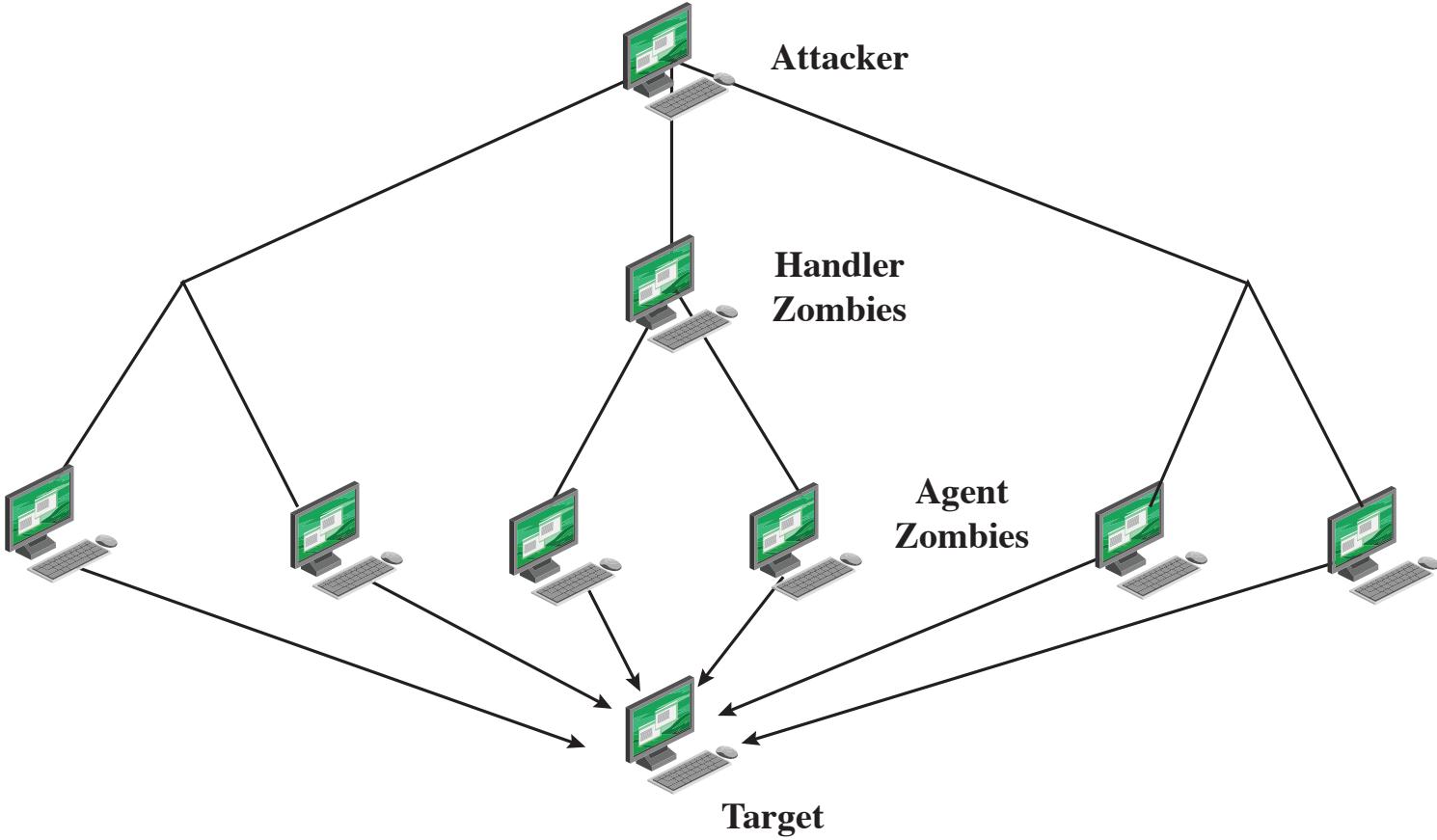
# TCP SYN Spoofing Attack



TCP connections table



# Distributed Denial of Service (DDoS) Attack



# Application-Based Bandwidth Attack

- Strategy: force the target to execute resource-consuming operations
- HTTP: Hypertext Transfer Protocol
- HTTP flooding attacks the web servers with requests
  - E.g., an HTTP request to download a large file
- SIP: Session Initiation Protocol for VoIP
- SIP flooding

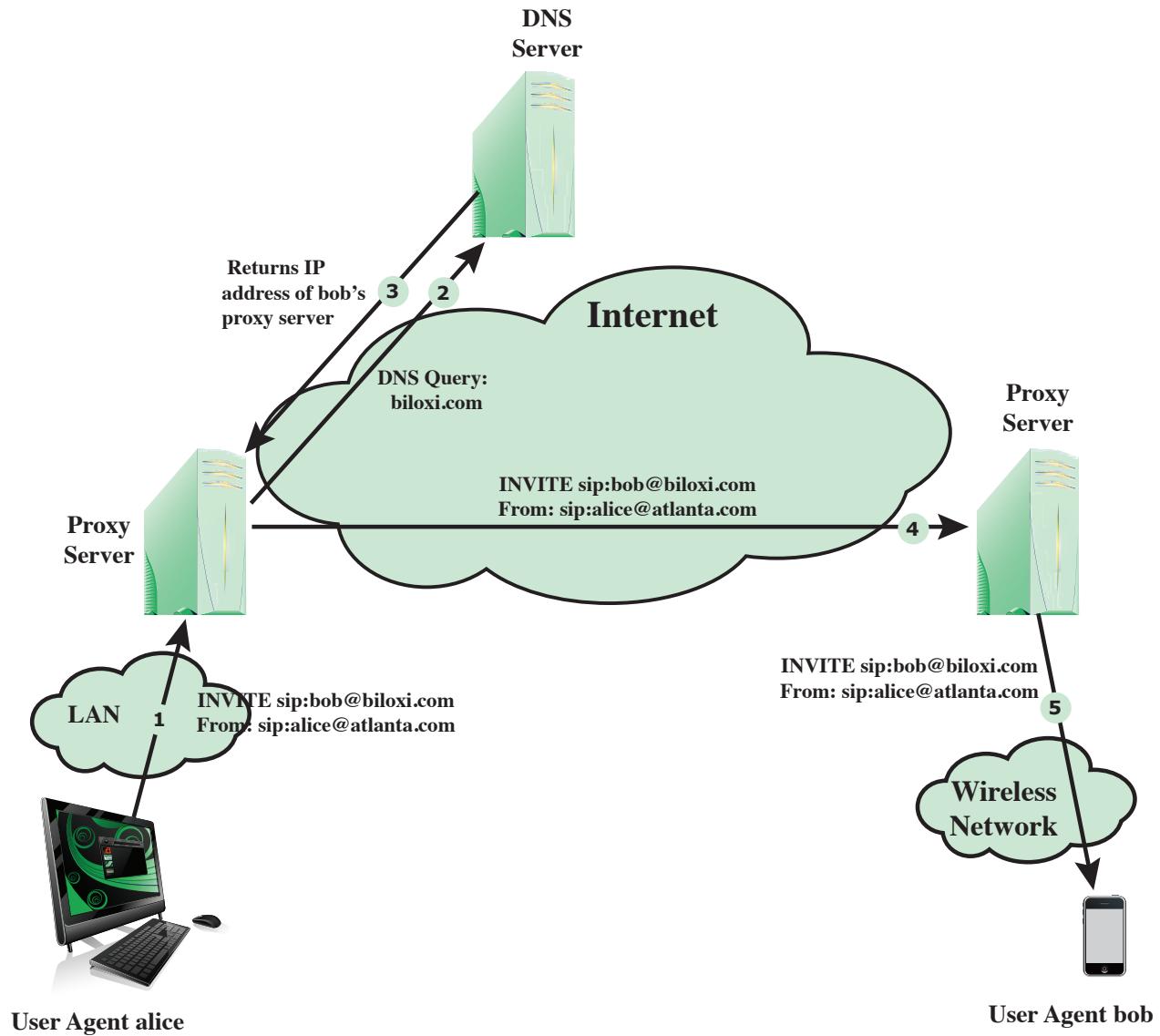


Figure 7.5 SIP INVITE Scenario

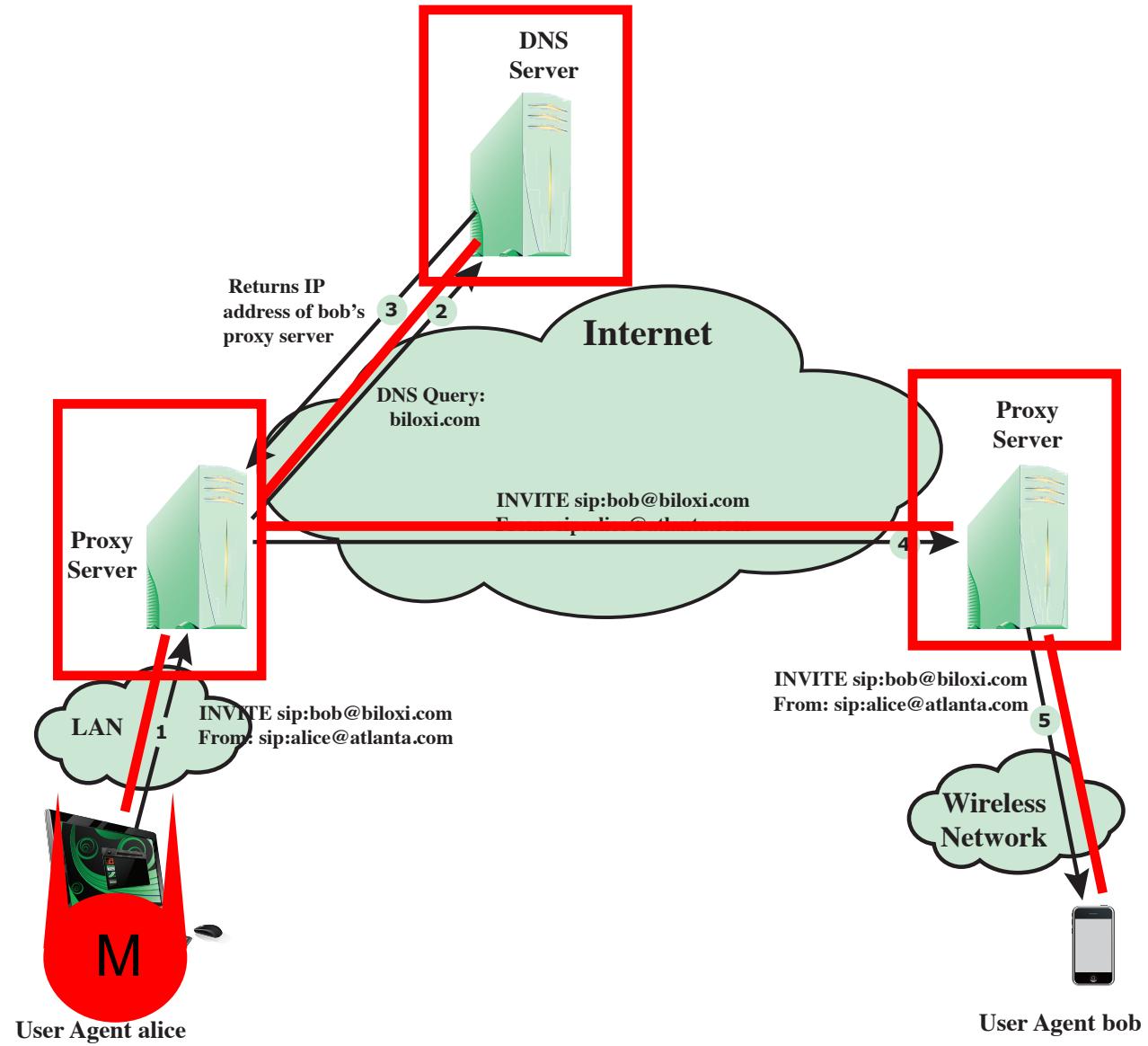
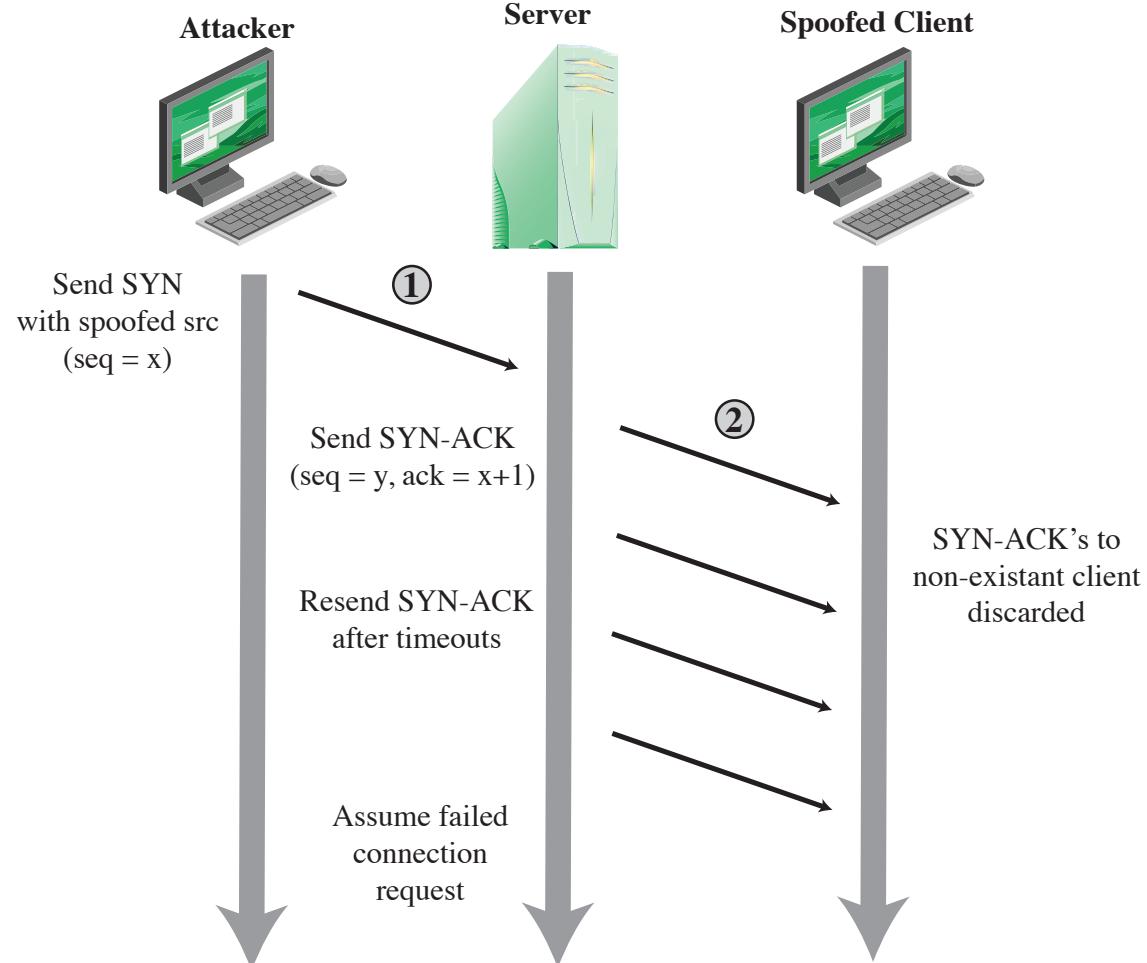


Figure 7.5 SIP INVITE Scenario

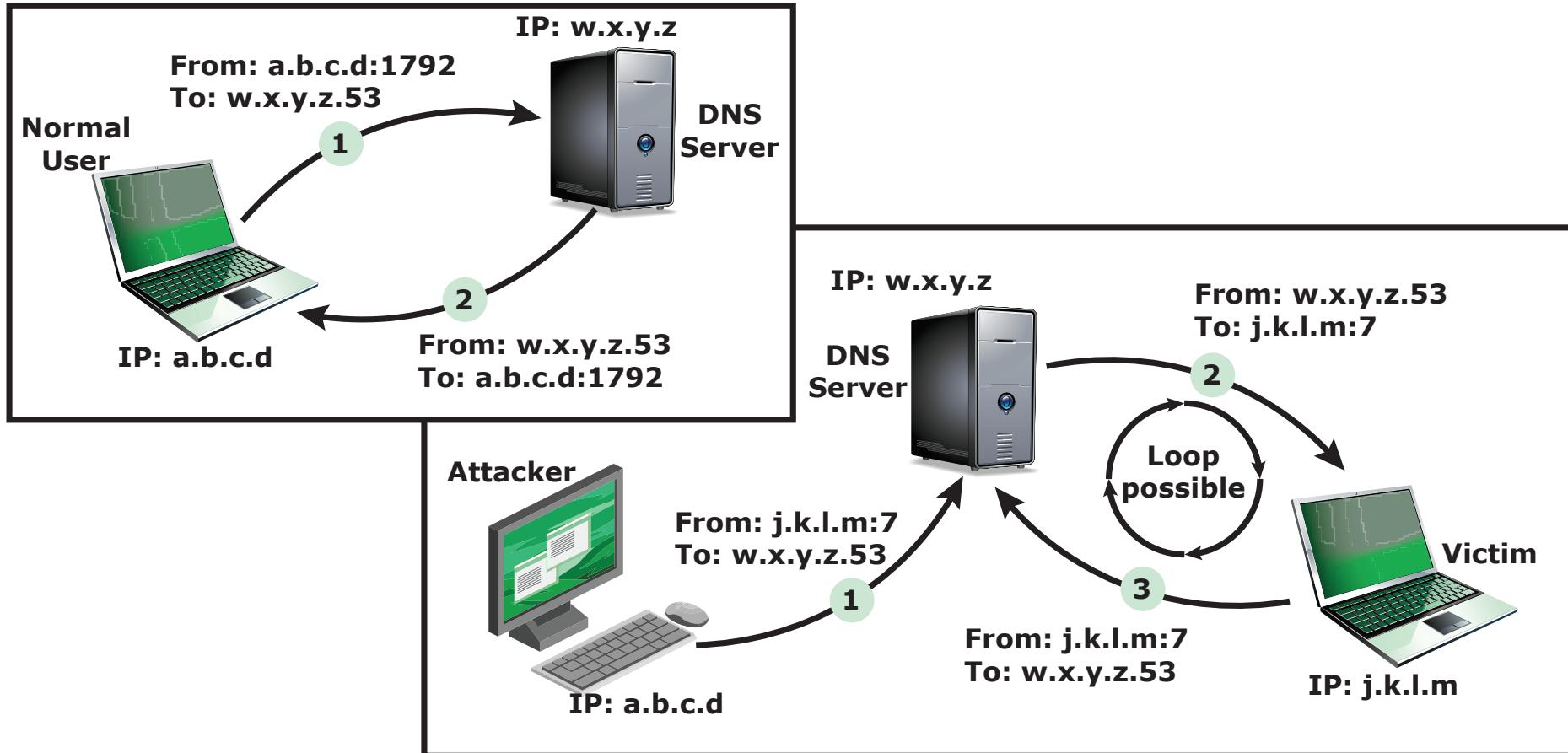
## Reflection Attacks

- Attacker sends packets to a known service on the intermediary with a spoofed source address of the actual target system
- When intermediary responds, the response is sent to the target
- “Reflects” the attack off the intermediary (reflector)
- Goal is to generate enough volumes of packets to flood the link to the target system without alerting the intermediary
- The basic defense against these attacks is blocking spoofed-source packets

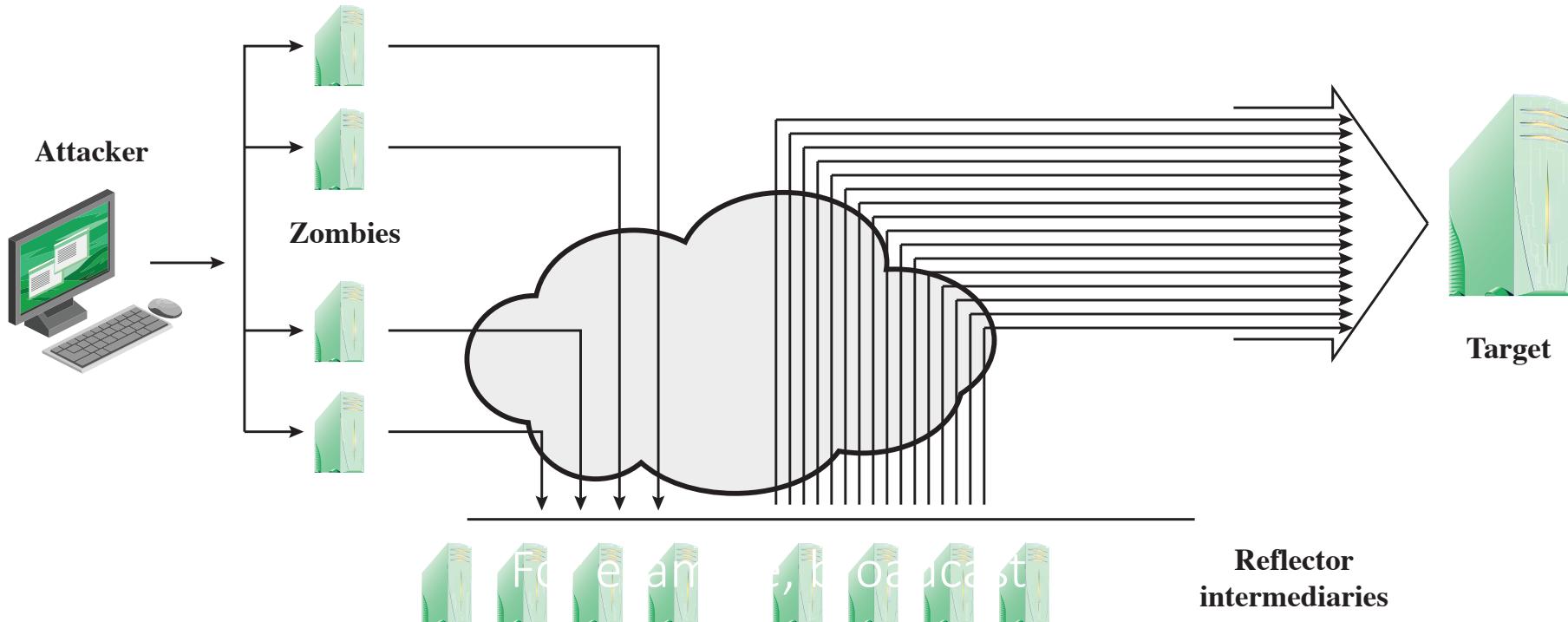
# Relection Attack based on TCP SYN Spoofing



# DNS Reflection Attack



# Amplification Attack

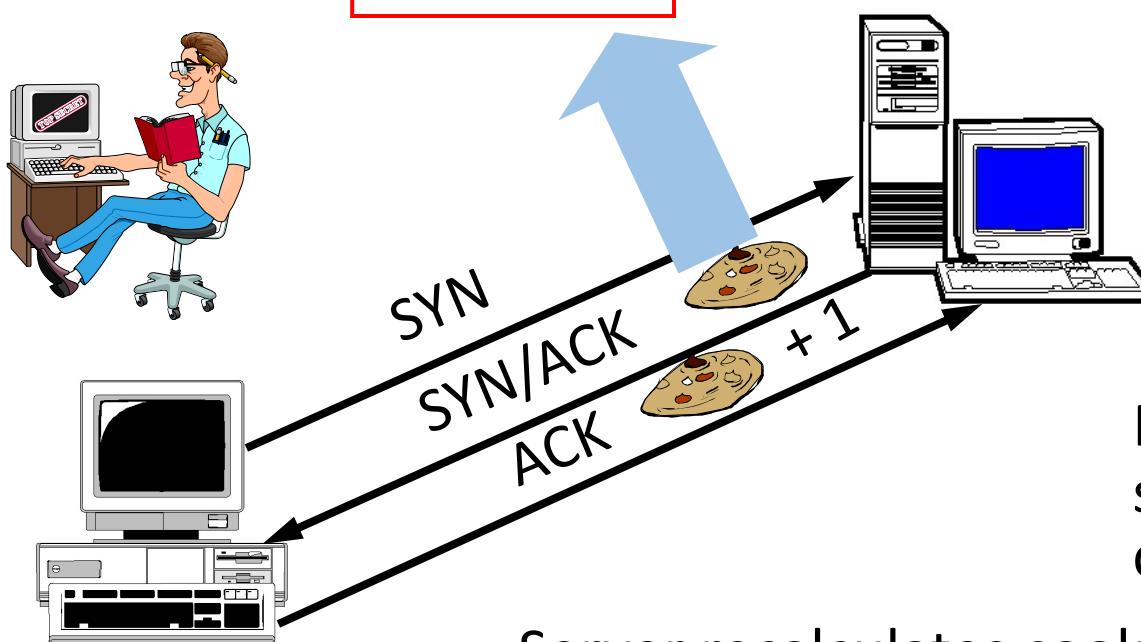


## DoS Attack Defenses

- These attacks cannot be prevented entirely
- High traffic volumes may be legitimate
  - High publicity about a specific site
  - Activity on a very popular site

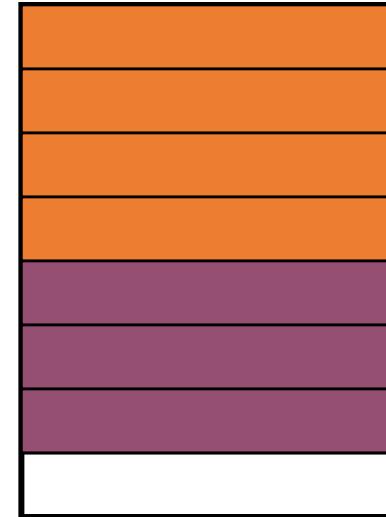
# TCP SYN cookies

SYN/ACK number is secret  
function of various information



Server recalculates cookie to determine if proper response

KEY POINT: Server doesn't need to save cookie value!



No room in the table,  
so send back a SYN  
cookie, instead

## Summary

- Denial-of-Service Attacks
- Flooding Attacks
- Distributed Denial-of-Service Attacks
- Application-Based Bandwidth Attacks
- Reflector and Amplifier Attacks
- SYN cookies