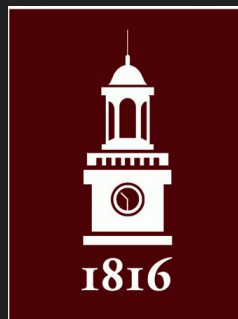


CPU Ping Reporter Presentation

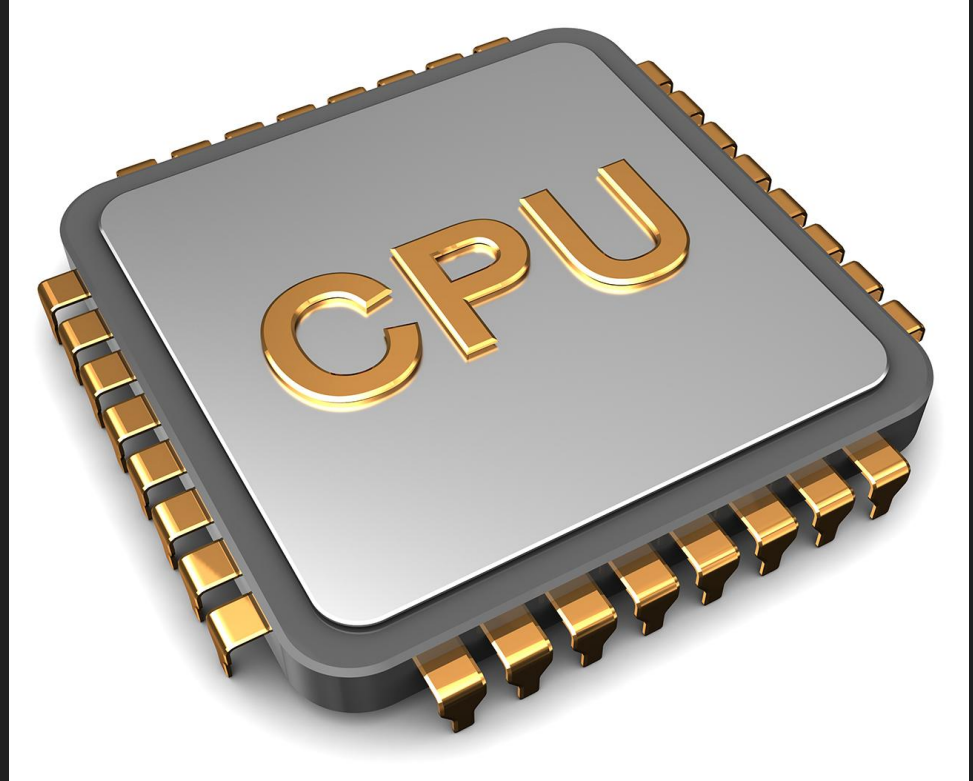
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Project Outline: Scientific Method

- Observation
- Research
- Hypothesis
- Experiments
- Collect Data
- Analysis
- Conclusions



Observation

- New Question:
How Do Pings
Affect a CPU?
- Original Question:
How Many Pings
does it take to shut
down a server?

Research

- Ping
- DOS vs DDOS
- Ping of Death (PoD)
 - Attack Description
 - Methods of Mitigation
- Ping Flood (ICMP Flood)
 - Attack Description
 - Methods of Mitigation



Hypothesis

If I simulate ping attacks on a machine **then** the CPU of the attacker or victim increase at most 30%.



Experiment Materials

- Hardware
 - Digital Ocean Droplet
 - Cores : 1
 - CPU Freq: 1797.917
 - BogoMips: 3595.83
 - Old Toshiba Laptop
 - Cores : 2
 - CPU Freq: 2401
 - BogoMips: 4788.12
- Software
 - Mpstat, hping3



Code

```
step1....sh
```

```
#!/bin/bash
```

```
#show cpu usage after getting pinged
```

```
mpstat 30 100000 >> git-repo/Ping-Reporter/Exp2/data-<attack xor victim>/data-<set>-<exp>.xlsx
```

```
step2....sh
```

```
#!/bin/bash
```

```
hping3 -1 --flood --rand-source -f <victim IP>
```

```
hping3 -1 -d <size> --flood --rand-source -f <victim IP>
```

mpstat

CPU Utilization Parameters

- %usr
- %nice
- %sys
- %iowait
- %irq
- %soft
- %steal
- %guest
- %gnice
- %idle

Specific Parameters

- %soft
 - Show the percentage of time spent by the CPU(s) to service hardware interrupts

Experiment 1

Independent Variables: ping flood over time with variable size

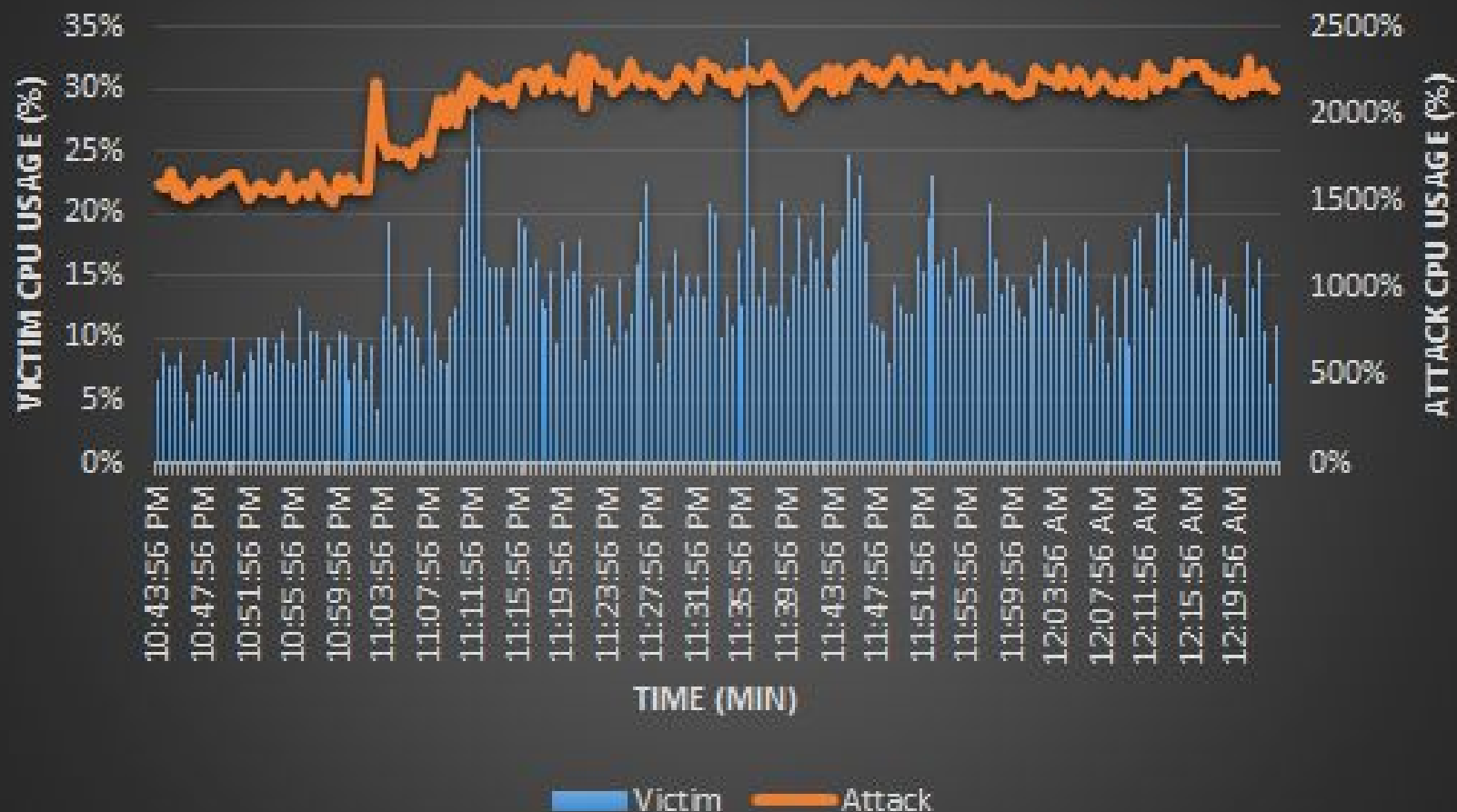
Dependent Variables: CPU usage on “attacker” and “victim”

Controlled Variables: Hardware, time

Constant Variable: Location, Network, Software

1. Run mpstat on machines A and B for 20 minutes to collect data on CPU behavior prior
2. Use hping3 on machine A to hit machine B for 1 hour
3. Keep running mpstat for 20 minutes to collect data on CPU behavior
4. Repeat 3 times

Time vs Variable Sized Ping



Experiment 2

Independent Variables: ping package sizes over time

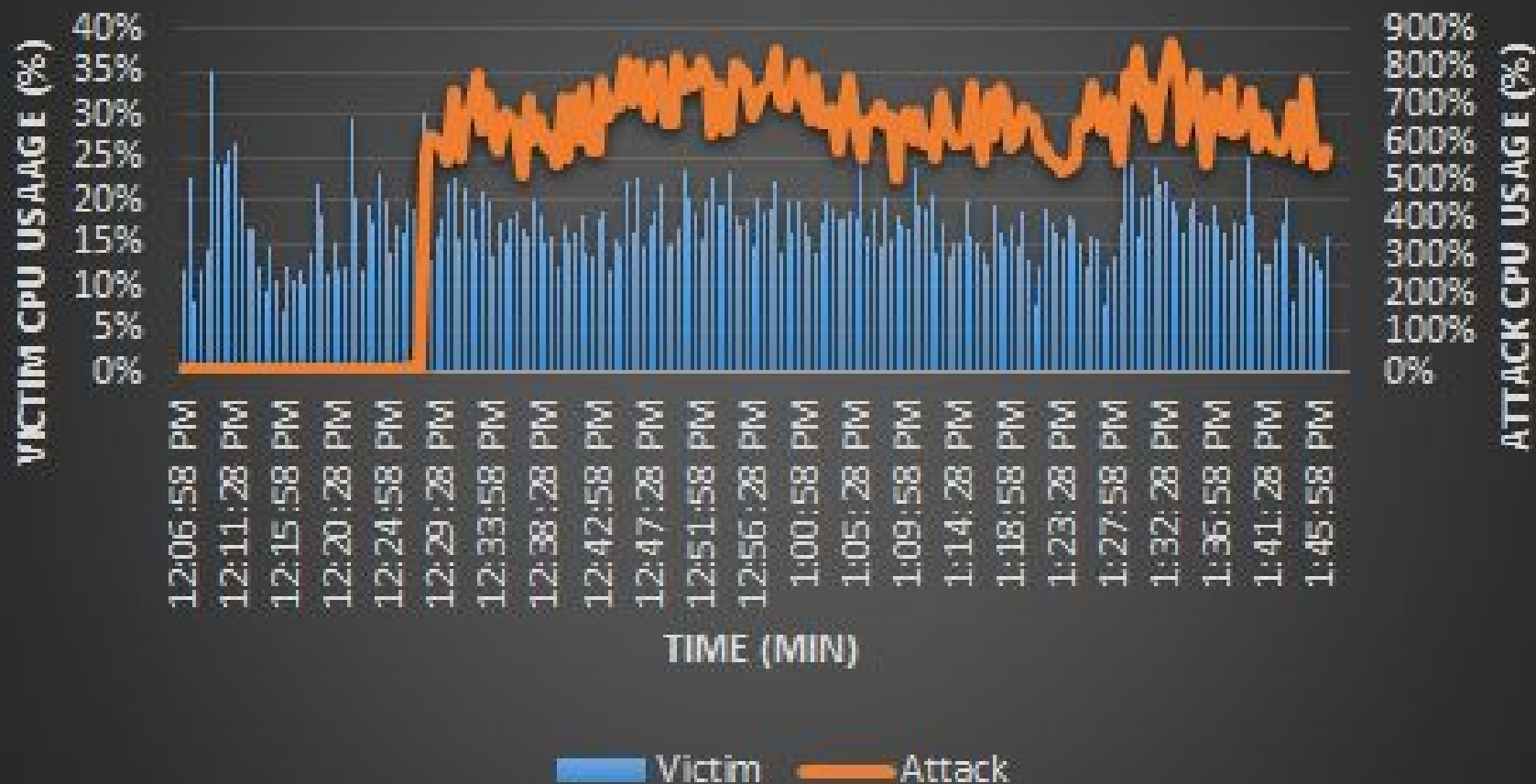
Dependent Variables: CPU usage on “attacker” and “victim”

Controlled Variables: Hardware, time

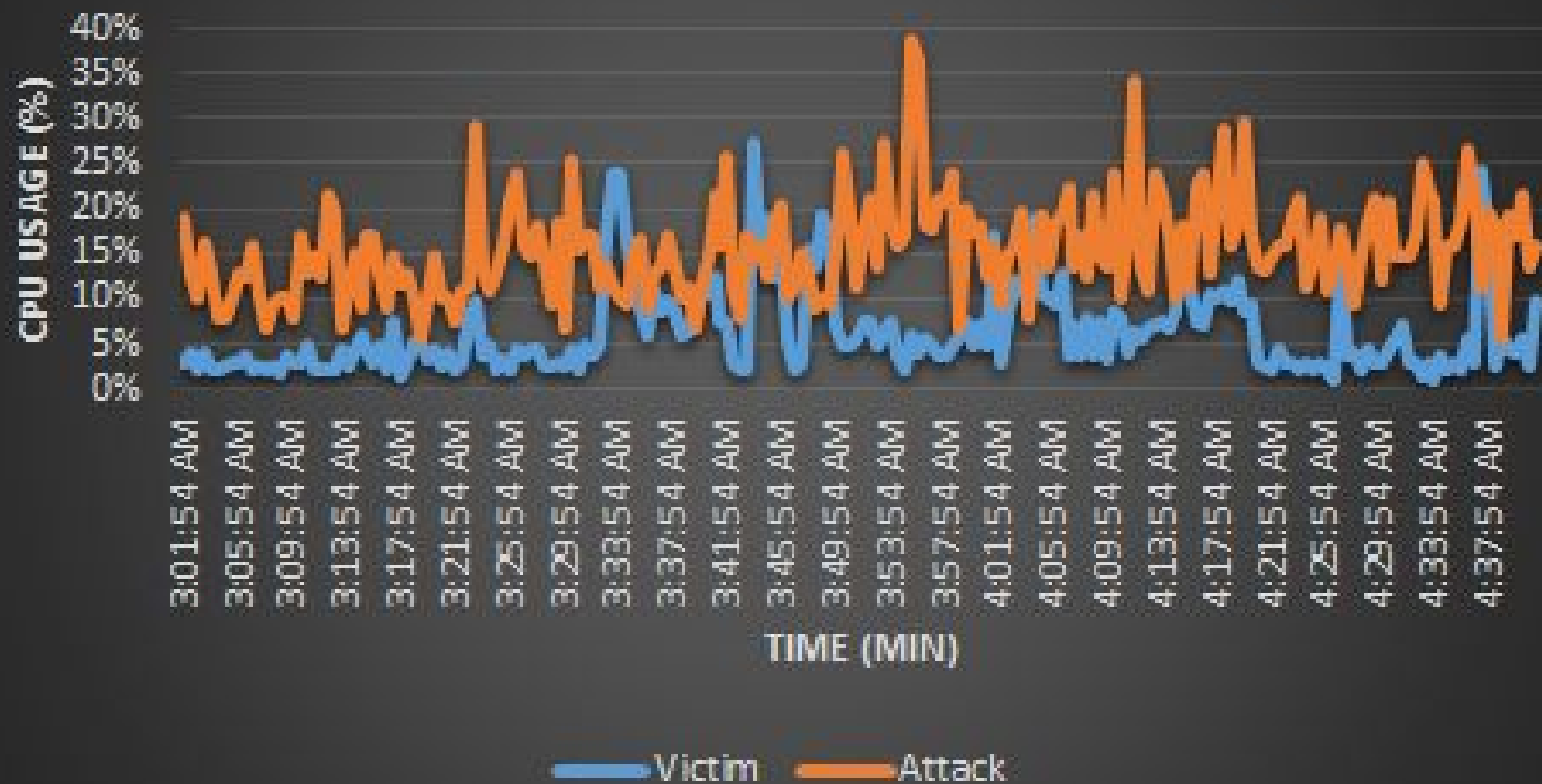
Constant Variable: Location, Network, Software

1. Run mpstat on all machines for 20 minutes to collect data on CPU behavior
2. Use hping3 on machine A to hit machine B for 1 hour at packet size 64, 32800, 65536
3. Keep running mpstat for 20 minutes to collect data on CPU behavior
4. Repeat 3 times EACH

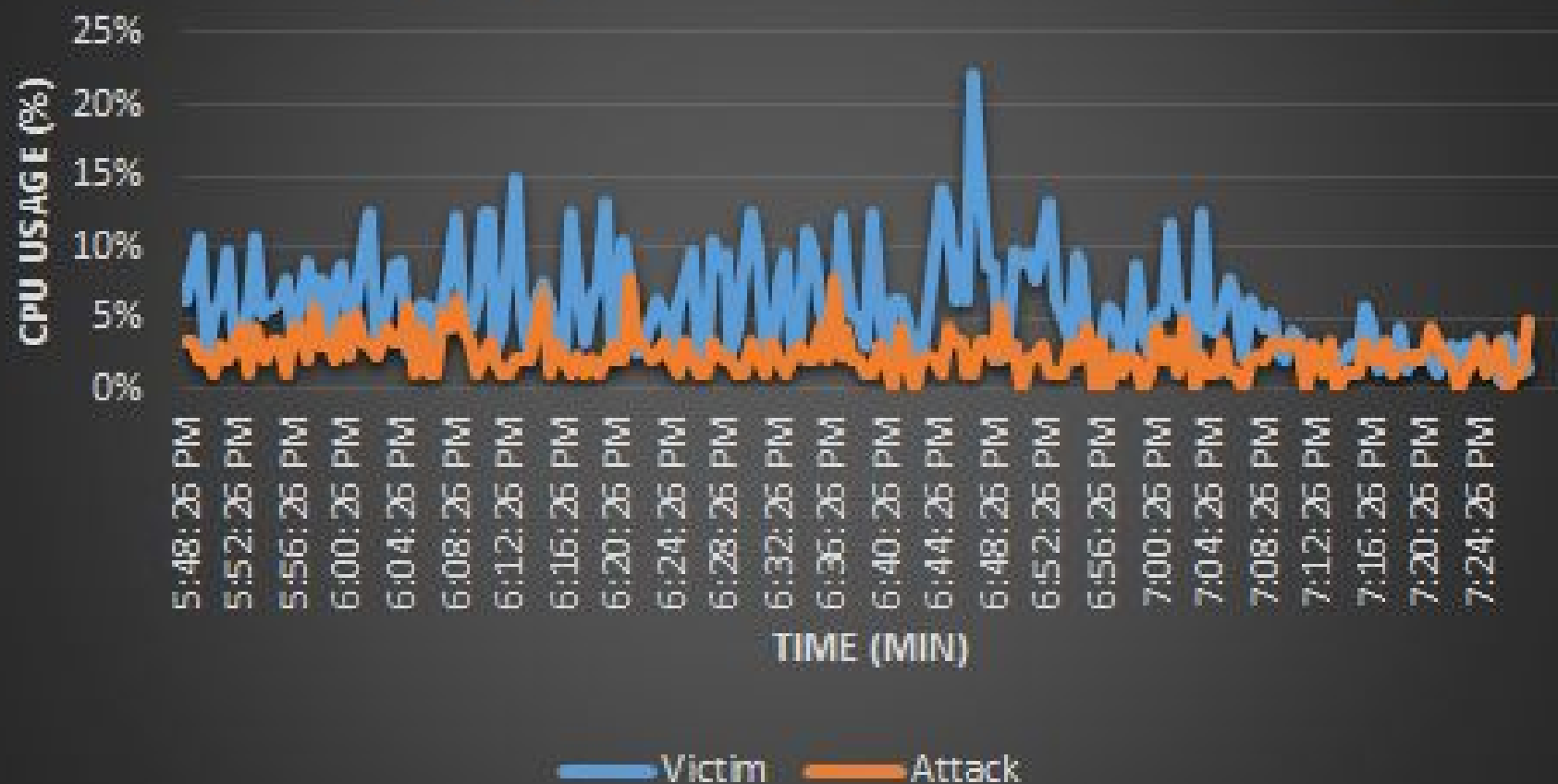
Time vs 64 Packet Sized Ping



Time vs 32800 Packet Sized Ping



Time vs 65536 Packet Sized Ping



Conclusion

- Restate Hypothesis
- Results
- What I learned
- Places of Error



Ways to Improve

- Include Router info: temp(Before /After), make, model
- Run project multiple times on school network
- Incorporate more tools WireShark, Zenmap, Metasploit etc
- Create online web app to attack and receive data from using autorun
- use cron jobs -_-
- Make a connection between time between pings
- Use faster/updated hardware
- Vary packet types: TCP, SYN, etc

Sources

(Incapsula) <https://www.incapsula.com/ddos/attack-glossary/ping-of-death.html>

(Tutorials Point) https://www.tutorialspoint.com/ipv4/ipv4_packet_structure.htm

(MTU) <http://searchnetworking.techtarget.com/definition/maximum-transmission-unit>

(More Man)

<http://www.brocade.com/content/html/en/vrouter5600/40r1/vrouter-40r1-basicrouting/GUID-E5899838-542B-4A56-9A40-F66640BA58B8.html>

(IP) https://www.reddit.com/r/sysadmin/comments/2syqts/relaible_ip_to_ping_not_8888_or_4222/

(Hping3 Help) http://0daysecurity.com/articles/hping3_examples.html