

Reproducing Article: "Detecing TCP ACK storm attack: a state transition modelling approach"

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Abstract

In this project, the authors reproduce the experiment of an article named "Detecing TCP ACK storm attack: a state transition modelling approach". The main work includes the implementation of state transition model, capture and analysis of TCP packets, simulation of ACK storm on a local machine, and simulation of the whole process of using the state transition model to detect the locally generated ACK storm.

Keywords

TCP, ACK storm, State Transition Model

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Introduction

0.1 ACK storm attacks

ACK storm attacks are injection attacks against an Transmission Control Protocol (TCP) connection. This attack requires sending two packets by the adversary with acknowledgement number greater than the sequence number used in each direction and the two end hosts will attempt to resynchronise the sequence numbers by sending duplicate acknowledgement and enter a loop, thus rendering the connection useless, the process is shown in Figure 1.

0.2 Transmission Control Protocol

TCP is the majorly used transport layer protocol in today's Internet, it is vulnerable to trivial man-in-the-middle (MitM) attacks. This design flaw makes it vulnerable to ACK storm attacks. As many applications use TCP as transport layer protocol, these design flaws of TCP can virtually impact any application used in the Internet today.

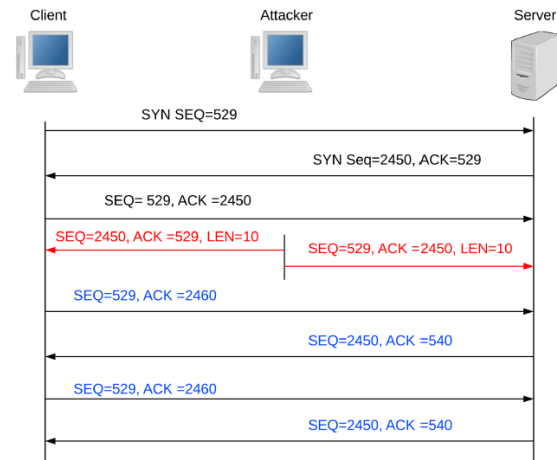


Figure 1. Simple ACK Storm Attack

0.3 State Transition Model

To detect the ACK storm attack in TCP, the authors proposed a state transition model, the state transition model is defined as shown in Figure 2. The states included:

1. q0: there are no unacknowledged bytes in the TCP connection
2. q1: there are bytes to be acknowledged in the TCP connection
3. q2: abnormal acknowledgement packet received
4. Storm: acknowledgement storm detected

The transition table for each states is shown in Figure 3, the variable c shown in both figures indicates the counter of instances of $ACK > SEQ$, as the counter surpasses the preset threshold α , the state transition model deducts that an ACK storm occurs.

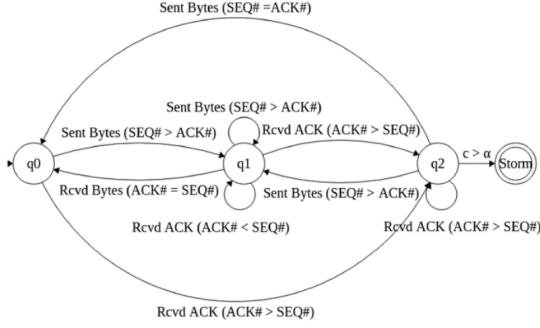


Figure 2. State Transition Model

Current state	Next state	Input symbol	Constraint	Counter update
q_0	q_1	Sent Bytes	$SEQ\# > ACK\#$	—
q_0	q_2	Rcvd ACK	$ACK\# > SEQ\#$	$C \leftarrow 1$
q_1	q_1	Sent Bytes	$SEQ\# > ACK\#$	—
q_1	q_0	Rcvd ACK	$SEQ\# = ACK\#$	—
q_1	q_1	Rcvd ACK	$ACK\# < SEQ\#$	—
q_1	q_2	Rcvd ACK	$ACK\# > SEQ\#$	$C \leftarrow 1$
q_2	q_2	Rcvd ACK	$ACK\# > SEQ\#$	$C \leftarrow C + 1$
q_2	q_1	Sent Bytes	$SEQ\# > ACK\#$	—
q_2	q_0	Sent Bytes	$SEQ\# = ACK\#$	—
q_2	Storm	ϵ	$C \geq \alpha$	—

Figure 3. Transition Table

1. Implementation

1.1 Capture and Analysis of TCP Packets

We use libpcap library to capture, filter, and analyse the TCP packets, the capture and analysis result of a TCP packet is shown in Figure 4. To achieve accurate analysis, we need to fully grasp the structure of TCP header, which is shown in Figure 5.

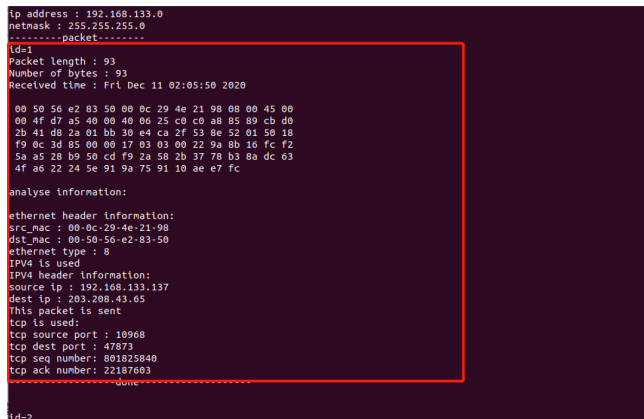


Figure 4. Analysis of TCP packet

偏移	位0-3	4-7	8-15	16-31
0	来源连接端口			目的连接端口
32	序列号码			
64	确认号码			
96	报头长度	保留	标志符	窗口大小
128	校验和			紧急指针
160	选项字段			
160/192+	数据			

Figure 5. TCP header

In the process of capture and analysis of TCP packets, one of the problems we faced is the connection might be communicating with several different IP addresses at the same time, causing the TCP packets received harder to be organized. The first challenge emerged from this problem is how to identify the different packets' destinations, this can be solved relatively easily, which is by checking the source IP address of the packets.

However, as we need to record every received packet corresponding to sent packet of specific IP address to keep track of the state of connection, the other problem emerged is how to specifically locate the corresponding packets within the captured unorganized packets.

1.2 State Transition Model

To solve the previously mentioned problem and to implement the state transition model, we use a data structure named connect to store all necessary information, the structure is shown in Figure 6.

```

57 typedef struct connect
58 {
59     int status;
60     int to_q2;
61     int ip[4];
62     int send_packet_ack;
63     int send_packet_seq;
64     int rcvd_packet_ack;
65     int rcvd_packet_seq;
66 }conn;
67

```

Figure 6. Data Structure

The uses of each data field are listed below:

- status: corresponds to states q_0 , q_1 , q_2 and storm.
- to_q2: corresponds to the counter of instances of $ACK > SEQ$.
- ip[4]: corresponds to connecting IP addresses.
- send_packet_ack: corresponds to ACK number of sent packet.
- send_packet_seq: corresponds to SEQ number of sent packet.

- `rcvd_packet_ack`: corresponds to ACK number of received packet.
- `rcvd_packet_seq`: corresponds to SEQ number of received packet.

We create an array using this data structure, each element in the array corresponds to one connection with an IP address, and we initialize each element as shown in Figure 7.

```

193         connection[i].status = 0;
194         connection[i].to_q2 = 0;
195         connection[i].ip[0] = -1;
196         connection[i].send_packet_ack = -1;
197         connection[i].send_packet_seq = -1;
198         connection[i].rcvd_packet_ack = -1;
199         connection[i].rcvd_packet_seq = -1;

```

Figure 7. Initialization

As we initialized the array, we do the following steps for every packets the connection send and receive:

1. Check IP address
 - 1.1. Check `ip[4]` to see if the IP address is stored.
 - 1.2. If not stored: create a new element to store it.
 - 1.3. If stored: go to step 2.
2. Renew element's value
 - 2.1. Determine if the packet is sent or received.
 - 2.2. Sent packet: renew corresponding variables with the value of ACK and SEQ.
 - 2.3. Received packet: renew corresponding variables with the value of ACK and SEQ.
3. Renew status
 - 3.1. Determine if the corresponding value is renewed
 - 3.2. If value renewed: renew the value of status according to the transition rules.
 - 3.3. If value remained: skip.

At this point, the state transition model is successfully implemented with the ability to analyse any sent and received TCP packets and record the status of the connection according to the transition rules.

1.3 ACK Storm Attack

After implementing the state transition model, we need to implement the ACK storm attack to test the effectiveness of our model. The implementation steps are shown below:

1. Use `nc` command to create TCP connection.
 - 1.1. Server: `nc -p 1080`.
 - 1.2. Client: `nc -p 9090 192.168.213.129 8080`

2. Use Wireshark to capture TCP packets, gain the ACK and SEQ number.
3. Third party uses `scapy` to falsify information.

The result of the ACK storm attack is shown in Figure 8.

554.964.3856071	192.168.213.128	192.168.213.129	TCP	66	webcn > http-alt [ACK] Seq=7 Ack=6 Wln=229 Len=0 TSval=3149869 TSecr=2937836
555.964.385573	192.168.213.129	192.168.213.128	TCP	66	http-alt > webcn [ACK] Seq=4 Ack=12 Wln=227 Len=0 TSval=3148169 TSecr=2911974
556.964.385578	192.168.213.128	192.168.213.129	TCP	66	webcn > http-alt [ACK] Seq=7 Ack=6 Wln=229 Len=0 TSval=3149869 TSecr=2937836
557.964.385773	192.168.213.129	192.168.213.128	TCP	66	http-alt > webcn [ACK] Seq=4 Ack=12 Wln=227 Len=0 TSval=3148169 TSecr=2911974
558.964.385803	192.168.213.128	192.168.213.129	TCP	66	webcn > http-alt [ACK] Seq=7 Ack=6 Wln=229 Len=0 TSval=3149869 TSecr=2937836
559.964.386059	192.168.213.129	192.168.213.128	TCP	66	http-alt > webcn [ACK] Seq=4 Ack=12 Wln=227 Len=0 TSval=3148169 TSecr=2911974
560.964.386062	192.168.213.128	192.168.213.129	TCP	66	webcn > http-alt [ACK] Seq=7 Ack=6 Wln=229 Len=0 TSval=3149869 TSecr=2937836
561.964.386244	192.168.213.129	192.168.213.128	TCP	66	http-alt > webcn [ACK] Seq=4 Ack=12 Wln=227 Len=0 TSval=3148169 TSecr=2911974
562.964.386247	192.168.213.128	192.168.213.129	TCP	66	webcn > http-alt [ACK] Seq=7 Ack=6 Wln=229 Len=0 TSval=3149869 TSecr=2937836
563.964.386426	192.168.213.129	192.168.213.128	TCP	66	http-alt > webcn [ACK] Seq=4 Ack=12 Wln=227 Len=0 TSval=3148169 TSecr=2911974

Figure 8. ACK storm

1.4 Disconnection when ACK storm attack detected

We were trying to implement in C++ to auto disconnect the TCP connection when an ACK storm attack is detected, however, there's no such library implemented under C++, our alternative solution is to manually input `killcx ip: port` command in the command prompt to disconnect. This is a weak alternate since it means that the state transition machine isn't fully automated, but regardless we implemented the full process of real time detection of ACK storm attack using a state transition machine.

2. Experiments

2.1 Running the demo

The full instructions to run the demo is in the file "demo instructions.txt", the code is meant to be run in the command prompt.

2.2 Building and monitoring TCP connection

When the state transition machine is monitoring the local machine, we open a connection with `baidu.com`, we can see that the state transition machine detected that the local machine built a connection with the IP address `182.61.200.7`, by using the IP address identification, we know that `182.61.200.7` is the IP address of baidu cloud, which means that the state transition machine correctly monitor the connections built by the local machine.

3. Contributions

- KAR CHUN TEONG: Researching and selecting article as project topic, designing and creating PPT for mid-term and final presentation, writing final report.
- HONG XU LI: Implementing state transition model.
- TIAN YI HU: Testing and debugging.
- ZHONG YU HUANG: Implementing ACK storm attack.