```
19/12/06 05:20:05 BGP: %ADJCHANGE: neighbor 192.16
ip route
ernel route, C - connected, S - static, R - RIP,
     >Analysis of binary protocols – primer on BGP route injection
0 via 10.0.2.2, eth2
/24 is directly connected, eth2
0/8 is directly connected, lo
46.0/24 is directly connected, eth4
56.0/24 is directly connected, eth5
192.0/24 [200/0] via 192.168.56.104, eth5, 00:00:0
    Hack In Paris, Jul 2020
                                      Ivica Stipovic
```

Biography

- 1. Name>lvica [Eeveetsa] Stipovic
- 2. Work>Ward Solutions, Dublin, Ireland
- 3. Job>Information Security Consultant
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Agenda

- 1. Binary vs Text protocols
- 2. BGP in a nutshell
- 3. Understanding BGP session dialog logic
- 4. Attacking BGP authentication
 - -authentication attack
 - -route injection attack
- 1. Limitations of the attack
- 2. Final Thoughts
- 3. Demo
- 4. Q&A

What is binary and what text protocol?

Quote from Wikepedia: https://en.wikipedia.org/wiki/Binary protocol

"A **binary protocol** is a <u>protocol</u> which is intended to be read by a machine rather than a human being, as opposed to a <u>plain text protocol</u> such as <u>IRC</u>, <u>SMTP</u>, or <u>HTTP/1.1</u>. Binary protocols have the advantage of terseness, which translates into speed of transmission and interpretation. "

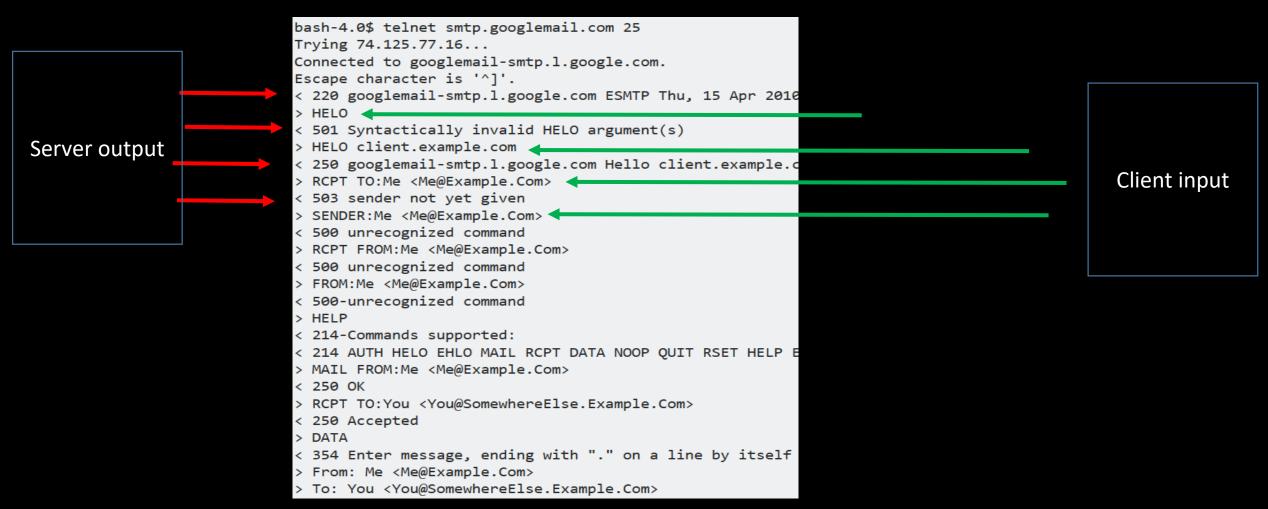
What is binary and what text protocol?

Examples of text protocols: SMTP, POP3, IMAP, telnet, HTTP, SIP (Session Initiation Protocol (Voice over IP), IRC...)

Examples of binary protocols: SMB (Server Messge Block/Windows), BGP,
 RDP (Remote Desktop Protocol/Windows) etc.

What is binary and what text protocol?

 What does it mean "text" protocol? It means that the interaction is text-based (I.E –an SMTP session client input (green), server response (red)



Difference between text and binary protocols

- Text protocols allow interaction with humans by accepting text-based input and displaying the text-based output
- Binary protocols require understanding of both the syntax and semantic of the protocol to facilitate a dialog session
- You cannot just telnet to a port that runs binary protocol and interact with it by entering commands/text – nothing will happen
- So, how do we tackle communication with binary protocol?

We need to have a client/agent that "speaks" the designated binary protocol

BGP in a nutshell

- BGP Border Gateway Protocol
- Enables exchange of the routing information among autonomous systems (AS)
 on the internet
- BGP uses complex rules based on network policies, paths, rules made by an administrator etc. to make routing decisions
- RFC definition of the BGP is given on the https://tools.ietf.org/html/rfc4271

BGP in a nutshell

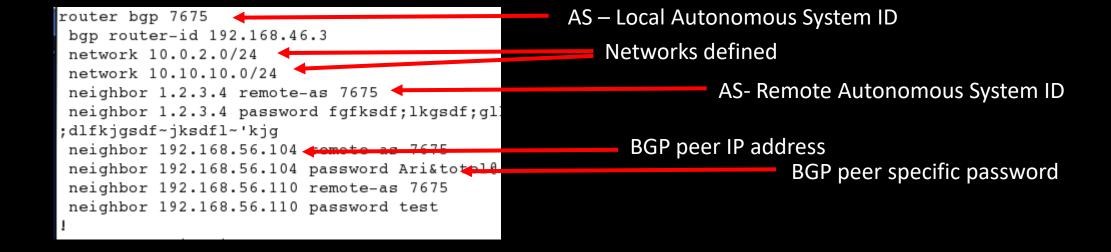
- Few attributes important to our attacks are:
- TYPE This 1-octet unsigned integer indicates the type code of the message
 - (OPEN, UPDATE, NOTIFICATION, KEEPALIVE)
- AS (Autonomous System) This 2-octet unsigned integer indicates the Autonomous System number of the sender
- NLRI (Network Layer Reachability Information)
- **BGP Peer** BGP neighbour router/process
- **Authentication** BGP can use authentication to secure the communication with only preapproved IP addresses.

This is defined as the "Protection of BGP Sessions via the TCP MD5 Signature Option"

Defintion is given in the https://tools.ietf.org/html/rfc2385

BGP in a nutshell

• An example of a simple BGP configuration



Understanding BGP session dialog logic

Wireshark logic of an unauthenticated BGP session

- -Note the messages sequence and their order (OPEN->KEEPALIVE->UPDATE)
- -not shown is NOTIFICATION which occurs when some issues with BGP session occurs

| Time | Source | Destination | Protocol | Length | Info | |
|----------|----------|-------------|----------|--------|-------------------|-------|
| 0.000000 | 10.1.1.1 | 10.1.1.2 | TCP | 74 | 41634 → 179 [SYN] | Seq=0 |
| 0.000174 | 10.1.1.2 | 10.1.1.1 | TCP | 54 | 179 → 41634 [RST, | ACK] |
| 0.450966 | 10.1.1.2 | 10.1.1.1 | TCP | 74 | 34047 → 179 [SYN] | Seq=0 |
| 0.454562 | 10.1.1.1 | 10.1.1.2 | TCP | 74 | 179 → 34047 [SYN, | ACK] |
| 0.454691 | 10.1.1.2 | 10.1.1.1 | TCP | 66 | 34047 → 179 [ACK] | Seq=1 |
| 0.454878 | 10.1.1.2 | 10.1.1.1 | BGP | 119 | OPEN Message | |
| 0.461261 | 10.1.1.1 | 10.1.1.2 | TCP | 66 | 179 → 34047 [ACK | Seq=1 |
| 0.461891 | 10.1.1.1 | 10.1.1.2 | BGP | 131 | OPEN Message | |
| 0.462008 | 10.1.1.2 | 10.1.1.1 | TCP | 66 | 34047 → 179 [ACK | Seq=5 |
| 0.465342 | 10.1.1.1 | 10.1.1.2 | BGP | 85 | KEEPALIVE Message | |
| 0.465450 | 10.1.1.2 | 10.1.1.1 | TCP | 66 | 34047 → 179 [ACK | Seq=5 |
| 1.452422 | 10.1.1.2 | 10.1.1.1 | BGP | 85 | KEEPALIVE Message | |
| 1.456193 | 10.1.1.1 | 10.1.1.2 | BGP | 85 | KEEPALIVE Message | |
| 1.456366 | 10.1.1.2 | 10.1.1.1 | TCP | 66 | 34047 → 179 [ACK | Seq=7 |
| 2.452400 | 10.1.1.2 | 10.1.1.1 | BGP | 89 | UPDATE Message | |
| 2.492201 | 10.1.1.1 | 10.1.1.2 | TCP | 66 | 179 → 34047 [ACK | Seq=1 |
| 2.492354 | 10.1.1.2 | 10.1.1.1 | BGP | 96 | UPDATE Message | |
| 2.496062 | 10.1.1.1 | 10.1.1.2 | TCP | 66 | 179 → 34047 [ACK | Seq=1 |
| 4.455131 | 10.1.1.2 | 10.1.1.1 | BGP | 114 | UPDATE Message | |
| 4.458695 | 10.1.1.1 | 10.1.1.2 | TCP | 66 | 179 → 34047 [ACK | Seq=1 |
| 4.458814 | 10.1.1.2 | 10.1.1.1 | BGP | 132 | UPDATE Message | |
| 4.463074 | 10.1.1.1 | 10.1.1.2 | TCP | 66 | 179 → 34847 [ACK] | Seq=1 |

Understanding BGP session dialog logic

Wireshark logic of an unauthenticated BGP session

- -Note the BGP attributes of OPEN
- -Marker –array of "ff"s , TYPE=OPEN Message
- -Version=4 (BGP v4), AS=Autonomous System=1 etc

```
6 0.454878
                    10.1.1.2
                                         10.1.1.1
                                                                       119 OPEN Message
                                                             BGP
                                                                        66 179 → 34047
     7 0.461261
                                         10.1.1.2
                    10.1.1.1
                                                             TCP
                    10.1.1.1
                                        10.1.1.2
                                                                       131 OPEN Message
     8 0.461891
                                                             BGP
     9 0.462008
                    10.1.1.2
                                        10.1.1.1
                                                             TCP
                    10.1.1.1
                                        10.1.1.2
    10 0.465342
                                                             BGP
                                                                        85 KEEPALIVE Mess
    11 0.465450
                    10.1.1.2
                                        10.1.1.1
                                                             TCP
                                                                        66 34047 → 179
    12 1.452422
                    10.1.1.2
                                                             BGP
                                         10.1.1.1
Transmission Control Protocol Src Port: 34047, Dst Port: 179, Seq: 1, Ack: 1, Len: 53
Border Gateway Protocol - OPEN Message
  Length: 53
  Type: OPEN Message (1)
  Version: 4
  Mv AS: 1
  Hold Time: 1000
  BGP Identifier: 10.1.1.2
  Optional Parameters Length: 24

    Optional Parameters

   Optional Parameter: Capability
   Optional Parameter: Capability
   Optional Parameter: Capability
```

Understanding BGP session dialog logic

Wireshark logic of an authenticated BGP session

-Note the BGP messages (the same as in unauthenticated – OPEN, KEEPALIVE, UPDATE). We will see the content of "UPDATE" later.

| rinic | Source | Destination | riotocot | Length into |
|-------------|-------------------|----------------|----------|------------------------------|
| 5.375083348 | 192.168.56.104 | 192.168.56.101 | TCP | 74 179 → 55218 [AGK] Seq=1 / |
| 5.375693056 | 192.168.56.104 | 192.168.56.101 | BGP | 119 OPEN Message 🗸 |
| 5.376308990 | 192.168.56.101 | 192.168.56.104 | TCP | 74 55218 → 179 [ACK] Seq=60 |
| 5.376590861 | 192.168.56.101 | 192.168.56.104 | BGP | 93 KEEPALIVE Message |
| 5.378744420 | 192.168.56.104 | 192.168.56.101 | BGP | 93 KEEPALIVE Message |
| 5.379702948 | 192.168.56.101 | 192.168.56.104 | BGP | 93 KEEPALIVE Message |
| 5.379994567 | 192.168.56.104 | 192.168.56.101 | BGP | 97 UPDATE Message |
| 5.420221319 | 192.168.56.101 | 192.168.56.104 | TCP | 74 55218 → 179 [ACK] Seq=98 |
| 6.001388631 | PcsCompu_a1:8c:8c | Broadcast | ARP | 60 Who has 192.168.56.110? |
| 6.380465437 | 192.168.56.101 | 192.168.56.104 | BGP | 134 UPDATE Message 🗸 🖊 |
| 6.380818829 | 192.168.56.104 | 192.168.56.101 | BGP | 93 KEEPALIVE Message |
| 6.381136942 | 192.168.56.101 | 192.168.56.104 | TCP | 74 55218 → 179 [ACK] Seq=158 |
| 6.381159892 | 192.168.56.104 | 192.168.56.101 | BGP | 134 UPDATE Message |
| 6.381527642 | 192.168.56.101 | 192.168.56.104 | TCP | 74 55218 → 179 [ACK] Seq=158 |
| 7.001821079 | PcsCompu_a1:8c:8c | Broadcast | ARP | 60 Who has 192.168.56.110? |

So, where's the difference to unauthenticated session?

Understanding TCP MD5 signature

Wireshark logic of an authenticated BGP session

- -The difference is TCP MD5 signature
- -Please note TCP MD5 signature is a part of a TCP header, not the BGP application layer. TCP MD5 signature is what we will be attacking

```
119 OPEN Message
    13 5.375693056
                     192.168.56.104
                                          192.168.56.101
                                                                BGP
                                                                TCP
    14 5.376308990
                     192.168.56.101
                                          192.168.56.104
                                                                           74 55218 → 1/9 |AC
Transmission Control Protocol, Src Port: 179, Dst Port: 55218, Seq: 1, Ack: 60, Len: 45
  Source Port: 179
  Destination Port: 55218
  [Stream index: 1]
  [TCP Segment Len: 45]
  Sequence number: 1
                         (relative sequence number)
                              (relative sequence number)]
  [Next sequence number: 46
  Acknowledgment number: 60
                              (relative ack number)
  1010 .... = Header Length: 40 bytes (10)
  Flags: 0x018 (PSH, ACK)
  Window size value: 229
  [Calculated window size: 29312]
  [Window size scaling factor: 128]
  Checksum: 0xf279 [unverified]
  [Checksum Status: Unverified]
  Urgent pointer: 0
  Options: (20 bytes), No-Operation (NOP), No-Operation (NOP), TCP MD5 signature
  > TCP Option - No-Operation (NOP)
  TCP Option - No-Operation (NOP)
   TCP Option - TCP MD5 signature
| SEQ/ACK analysis|
 [Timestamps]
  TCP payload (45 bytes)
Border Gateway Protocol - OPEN Message
```

```
TCP Option - TCP MD5 signature

Kind: MD5 Signature Option [19]

Length: 18

MD5 digest: 5b1a98cc77e0c7d698d6bb016a221611

TCP Option - Maximum segment size: 1460 bytes

08 00 27 3d 5a 66 08 00 27 a1 8c 8c 08 00 45 c0 00 48 35 2f 40 00 ff 06 53 a2 c0 a8 38 65 c0 a8 38 68 cb 15 00 b3 6e 69 43 ee 00 00 00 00 d0 02 8 39 08 59 fa 00 00 01 01 13 12 5b 1a 98 cc 77 e0 c7 d6 98 d6 bb 01 6a 22 16 11 02 04 05 b4 01 01
```

Understanding TCP MD5 signature

So what is TCP MD5 signature and how is it defined?

RFC2375 (**Protection of BGP Sessions via the TCP MD5 Signature Option**) explains that (https://tools.ietf.org/html/rfc2385)

2.0 Proposal

Every segment sent on a TCP connection to be protected against spoofing will contain the 16-byte MD5 digest produced by applying the MD5 algorithm to these items in the following order:

- the TCP pseudo-header (in the order: source IP address, destination IP address, zero-padded protocol number, and segment length)
- the TCP header, excluding options, and assuming a checksum of zero
- the TCP segment data (if any)
- an independently-specified key or password, known to both TCPs and presumably connection-specific

TCP MD5 signature = MD5(pseudoheader+TCP header+TCP data+<our password>)

Understanding TCP MD5 signature

This is how the construct for MD5 signature looks like

TCP MD5 signature = MD5(pseudoheader+TCP header+TCP data+<our password>)

```
//construct for MD5 hash - step 1 is pseudo header
memcpy (paket, (char *)pseudopointer, sizeof(pseudo_header));
...
//construct for MD5 hash - step 2 is tcp header excluding OPTIONS
memcpy (paket+sizeof(pseudo_header), (char *)tcp,20);
...
//construct for MD5 hash - step 3 is TCP segment (if any)
memcpy (paket+sizeof(pseudo_header)+20, (char *)tcp+tcp->doff*4, size_of_tcp_data);
//construct for MD5 hash - step 4 is key
memcpy (paket+sizeof(pseudo_header)+20+size_of_tcp_data, key, strlen(key)-1);
MD5(paket, sizeof(pseudo_header)+20+size_of_tcp_data+strlen(key)-1, md5_digest2);
```

Calculating MD5 hash

Understanding route injection

Almost there, folks, just one more "theoretical" detail How and where do we inject our route?

In the UPDATE message, more precisely in the NLRI

```
192.168.56.101
   21 6.380465437
                                        192.168.56.104
                                                            BGP
                                                                       134 UPDATE Message
    22 6.380818829
                    192.168.56.104
                                        192.168.56.101
                                                             BGP
                                                                        93 KEEPALIVE Messa
    23 6.381136942
                    192.168.56.101
                                        192.168.56.104
                                                                        74 55218 → 179 [AC
                                                             TCP
                    192.168.56.104
                                        192.168.56.101
                                                                       134 UPDATE Message
    24 6.381159892
                                                             BGP
                                        192,168,56,104
    25 6.381527642
                    192.168.56.101
                                                             TCP
                                                                        74 55218 → 179 [AC
                                                                        60 Who has 192,168
    26 7.001821079
                    PcsCompu a1:8c:8c
                                        Broadcast
                                                             ARP
[Timestamps]
  TCP payload (60 bytes)
Border Gateway Protocol - UPDATE Message
  Length: 60
  Type: UPDATE Message (2)
  Withdrawn Routes Length: 0
  Total Path Attribute Length: 29
Path attributes
  Network Layer Reachability Information (NLRI)
   10.0.2.0/24
   10.10.10.0/24
```

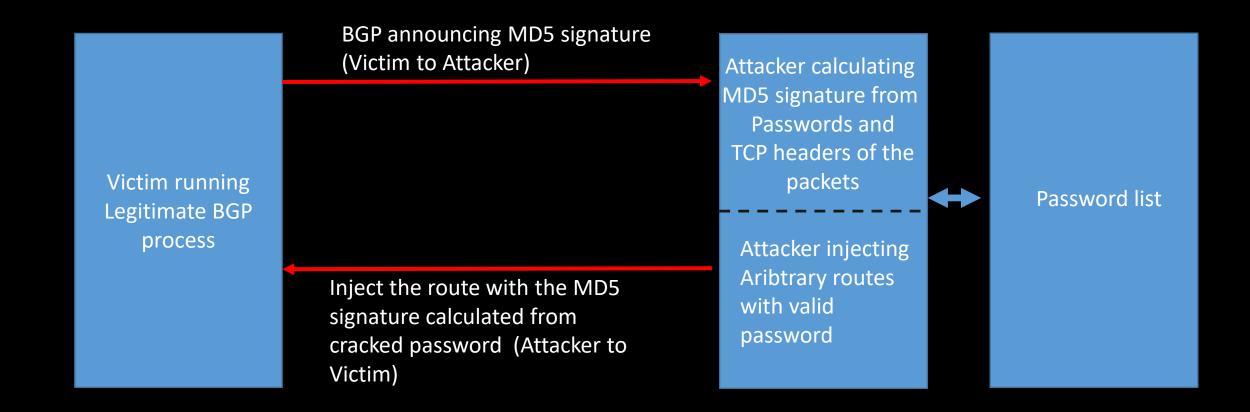
OK, now we understand the building blocks –let's attack!

Attacking BGP authentication -anatomy of the attack

Attack is executed in two phases

- 1st phase cracks the password so we can authenticate our "intruder BGP process" (attacking TCP MD5 signature)
- 2nd phase will inject arbitrary routes into the legitimate BGP process (UPDATE and NLRI injection)
- There is nothing preventing us from injecting/modifying/deleting virtually any BGP parameter in phase 2, I leave this as an exercise to the audience
- Route injection was selected simply to demonstrate the Proof of Concept

Attacking BGP authentication



Attacking BGP authentication -anatomy of the attack

This is the algorithm for BGP authentication attack -1st phase

```
While (BGP packets are coming)
Sniff the SYNs from BGP and locate TCP MD5 signature
If signature found then {
              copy the signature to A
              calculate "my signature" with passwords from text file to B
              if A==B print password
Else print "No signature found"
End of password cracking
```

Attacking BGP authentication -anatomy of the attack

```
This is the algorithm for BGP injection route -2<sup>nd</sup> stage
Initiate the session with BGP
Inject the TCP MD5 signature that we found in step 1
{OPEN} BGP connection
{KEEPALIVE} session
{UPDATE} with our arbitrary route
If response came (UPDATE message from BGP) print "injection done"
       else
       print "injection failed" (probably some issue in NOTIFICATION message)
```

Attack diagram

```
00 MIIO 1192 192.100.30.110
86 55215 → 179 [SYN] Seg=0
60 Who has 192.168.56.110?
86 [TCP Retransmission] 552:
86 [TCP Retransmission] 552:
60 Who has 192.168.56.110?
60 Who has 192,168,56,110?
86 55218 → 179 [SYN] Seq=0
86 179 → 55218 [SYN, ACK] Se
74 55218 → 179 [ACK] Seq=1
133 OPEN Message
74 179 → 55218 [ACK] Seq=1
119 OPEN Message
74 55218 → 179 [ACK] Seg=60
93 KEEPALIVE Message
93 KEEPALIVE Message
93 KEEPALIVE Message
97 UPDATE Message
74 55218 → 179 [ACK] Seg=98
60 Who has 192.168.56.110?
134 UPDATE Message
93 KEEPALIVE Message
74 55218 → 179 [ACK] Seq=158
134 UPDATE Message
```

MD5 signature must be cracked to allow TCP handshake (SYN, SYN+ACK)

After the SYN/SYN+ACT handshake, establish BGP session -Notice the sequence of OPEN ->KEEPALIVE->UPDATE messages

Route injection happens in the "UPDATE" message, NLRI NOTE 192.192.0/24 and 193.193.0/24

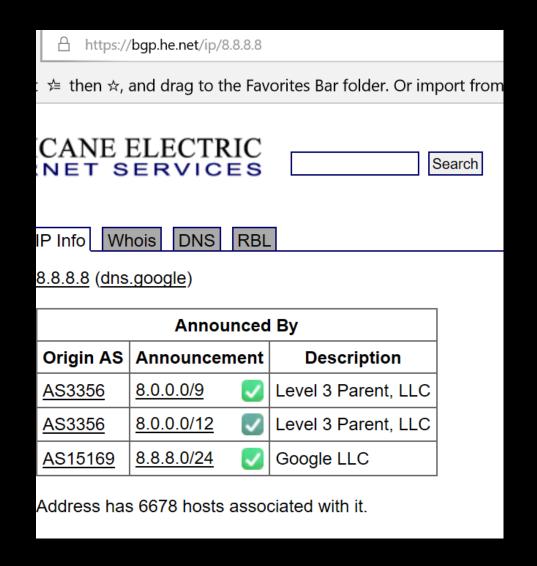
```
21 3.558426875
                192.168.56.104
                                    192.168.56.101
                                                                134 UPDATE Message
                                                       BGP
 22 3.558793429
               192.168.56.101
                                    192.168.56.104
                                                       TCP
                                                                 74 51992 → 179 [ACK]
  23 5.999730411
               PcsCompu a1:8c:8c
                                                                 60 Who has 192,168,5
                                    Broadcast
                                                       ARP
Length: 60
Type: UPDATE Message (2)
Withdrawn Routes Length: 0
Total Path Attribute Length: 29
Path attributes
Network Layer Reachability Information (NLRI)
192.192.192.0/24
 193.193.193.0/24
```

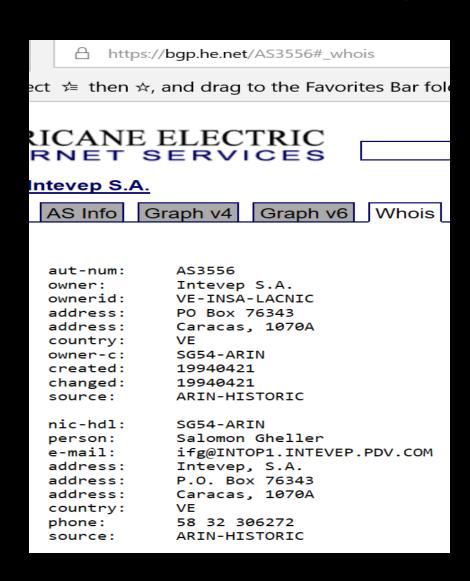
Limitations of the attack

- -must know the AS (possible to find via internet queries vs AS). Possible (next slide)
- -must know authorised BGP peer IP address. Possible by bruteforcing IP within known range-range can be found via internet(next slide)
- -may require ARP poisoning (difficult requires access to provieders environment, easy in lab). Difficult.
- -limitations of dictionary based password attack (password may not be in dictionary, may last long if list is big). A bit of luck...
- -BGP prefix filtering may thwart the attack,TTL (Time-to-Live) limiter or RIPE database ownership query. Up to provider to configure.

Addressing the limitations of the attack

-know the AS (possible to find via internet queries vs AS –enter IP address or AS)





Addressing the limitations of the attack

-know the AS authorised BGP peer IP address – possible to find (at least ranges) from within "Prefixes v4" field

| AS Info Graph v4 Graph v6 | Prefixes v4 Peers v4 Peers v6 Whois IRR IX | | | |
|---------------------------|--|--|--|--|
| Prefix | Description | | | |
| 5.152.177.0/24 | HKG-E 5.152.177.0/24 | | | |
| 5.152.179.0/24 | SJC-C 5.152.179.0/24 SYD-V 5.152.180.0/24 | | | |
| 5.152.181.0/24 | DAL-A 5.152.181.0/24 | | | |
| 5.152.182.0/24 | MMI-A 5.152.182.0/24 | | | |
| 5.152.183.0/24 | MMI-A 5.152.183.0/24 | | | |
| 12.177.5.0/24 | BLOOMINGDALE HOME TELEPHONE COMPANY, INC | | | |
| 12.192.16.0/24 | BLOOMINGDALE HOME TELEPHONE COMPANY, INC | | | |
| 12.192.17.0/24 | BLOOMINGDALE HOME TELEPHONE COMPANY, INC | | | |
| 23.142.192.0/24 | Kingsburg Media Foundation | | | |
| 23.164.160.0/24 | NETWAVE BROADBAND INC | | | |
| 23.175.160.0/24 | Pueblo of Santa Ana | | | |
| 27.50.32.0/21 | Hurricane Electric (Hong Kong) Ltd | | | |

Final thoughts

PoC demonstrates that BGP authentication alone is not a bullet proof protection

- -The attack shown here works ok in the lab, however, in the real life it would require access/control over the provider's infrastructure (at least to perform ARP poisoning or some other trick so that the attacker can capture BGP traffic).
- -The defenders should deploy not only BGP authentication, but also do the prefix filtering (control of what routes they import), limit TTL (so they know the valid routes are 1 or 2 hops away), they can cross-check the IP address of the route versus RIPE database to ensure the route originates from trusted provider
- -Given all that, my proposal for this risk profile is Medium to Low.

<u>Demo</u>



Questions?

```
Telling INIT to go to single user mode.
init: rc main process (2205) killed by TERM signal
[root@centos-4 /]# __
```