# Ddos: Distributed Denial Of Service

**TEAM NO: 17** 

Aakash Arora: 01fb14ecs003

Divya Ranjan : 01fb14ecs069

Harish Reddy: 01fb14ecs079

# What exactly is Ddos?

\_\_\_\_

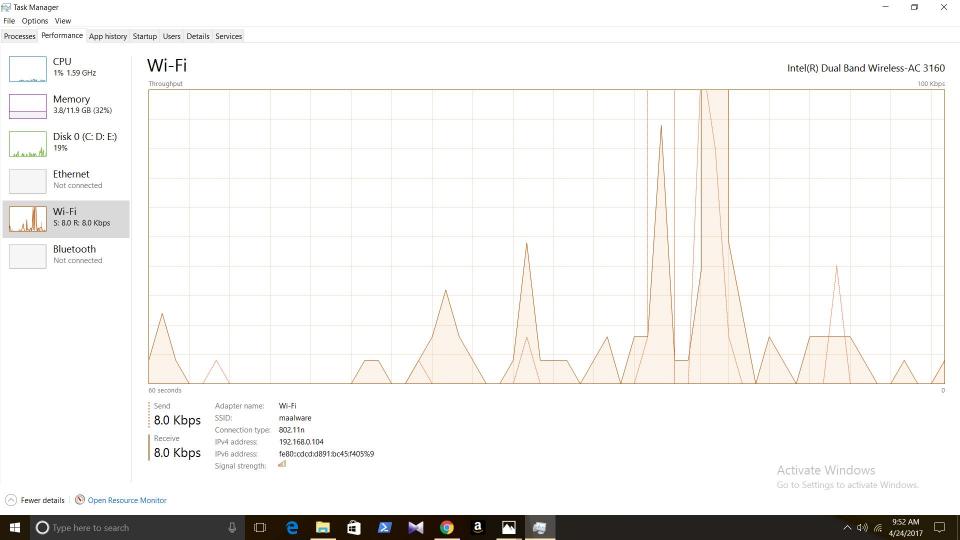
A Distributed Denial of Service (DDoS) is a cyber-attack where the perpetrator seeks to make a machine or network resource unavailable to its intended users by temporarily or indefinitely disrupting services of a host connected to the Internet. A DDoS attack is launched from numerous compromised devices, often distributed globally in what is referred to as a botnet..

# Types of Ddos

- UDP Flood
- SYN Flood
- Ping of Death
- Slowloris
- NTP Amplification

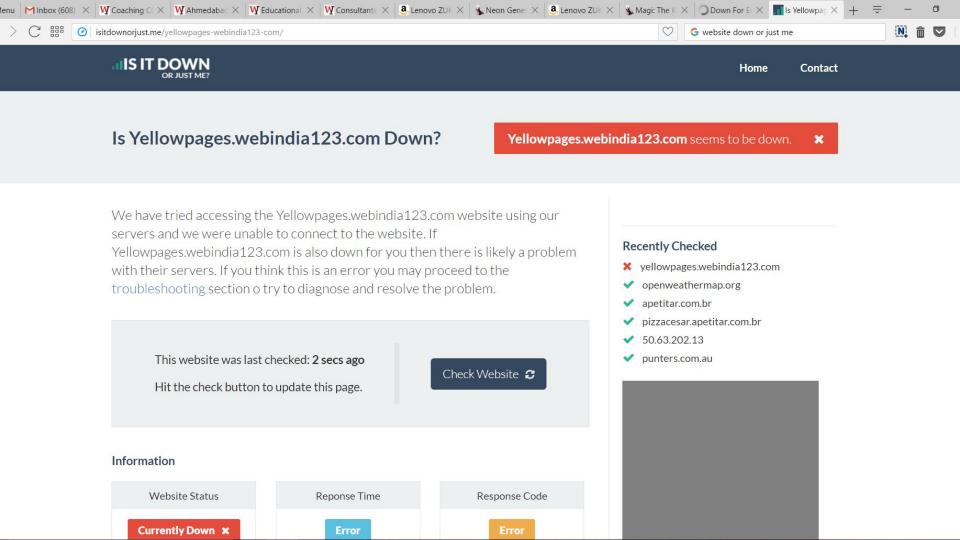
### **Initial Attack Phase**

- We created a single python DOS script for UDP Flooding with network bandwidth of about 50Kbps.
- We then simulated small scale Ddos attack by running multiple instance of it.



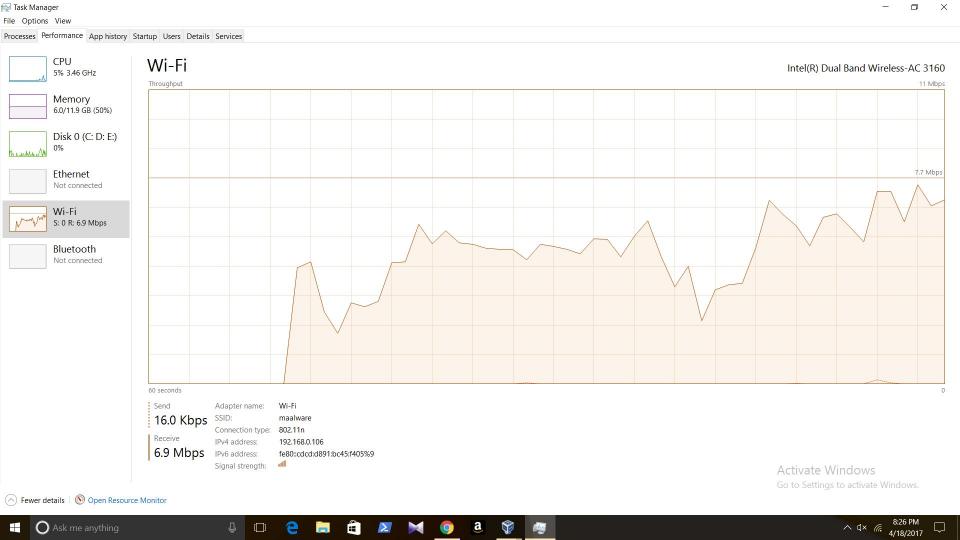
# Transition In Attack Phase (50 kbps to 1 Gbps)

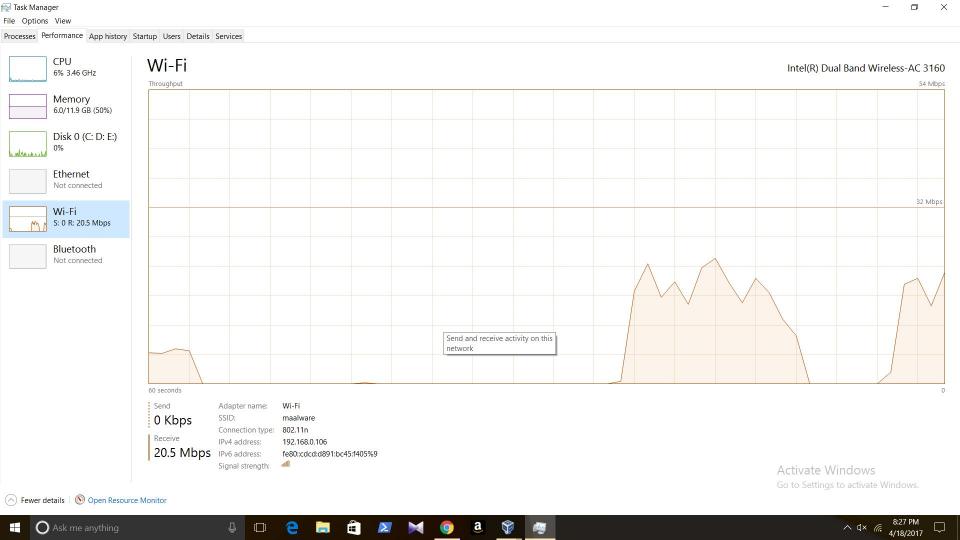
- We ran a multiple instances of a simple scraping script using beautiful - soup in Amazon Web Services
- We live tested it on webindia123.com
- Result : Site crashed in around 4 minutes



# **Attack Phase exploration**

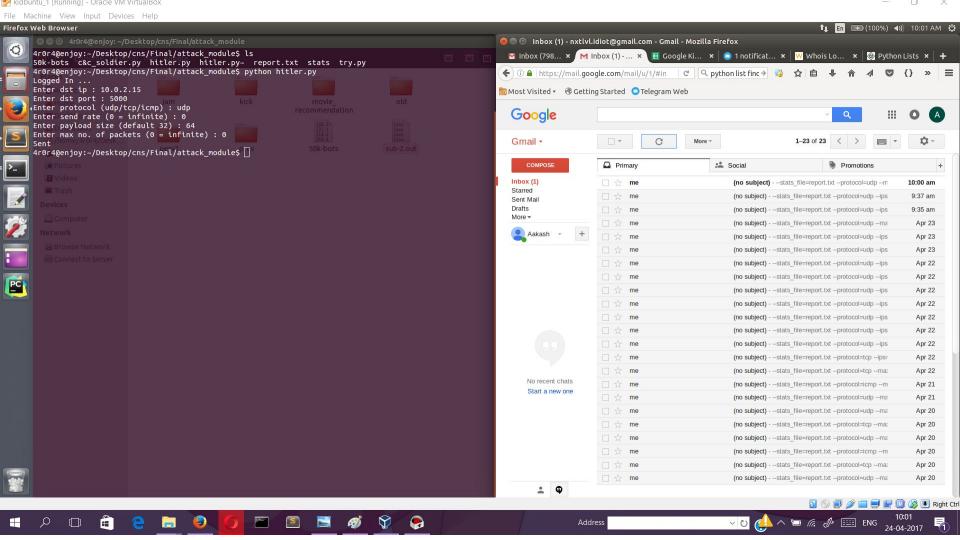
- We searched for various Ddos simulation tools and came across Bonesi.
- BoNeSi is a network traffic generator for different protocol types.
   The attributes of the created packets and connections can be controlled by several parameters like send rate or payload size or they are determined by chance. It spoofs the source ip addresses even when generating tcp traffic.





# What features/changes we added to Bonesi

- We created a command & control script for Bonesi using gmail
- A C&C infrastructure consists of servers and other technical infrastructure used to control malware in general, and, in particular, botnets.
- Inspired by GCAT backdoor gmail traffic usually unblocked in company infrastructures.
- We also scaled down the no. of bots generated and IPs spoofed for increasing efficiency at defense phase at our local machines.

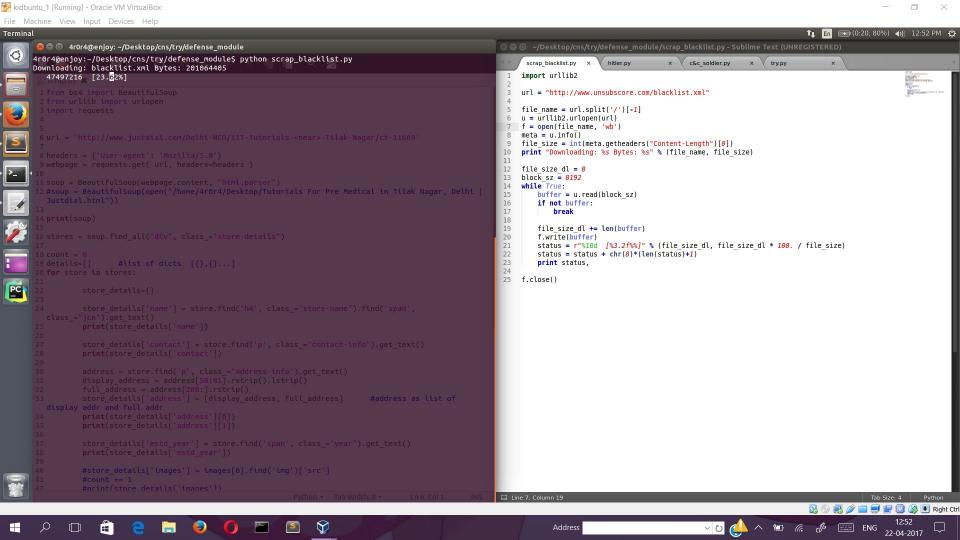


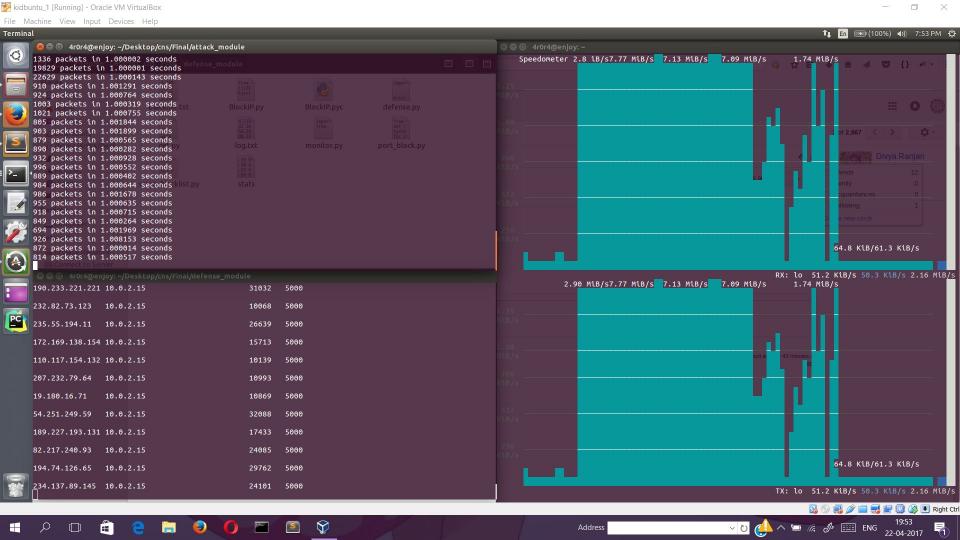
#### **Defense Phase**

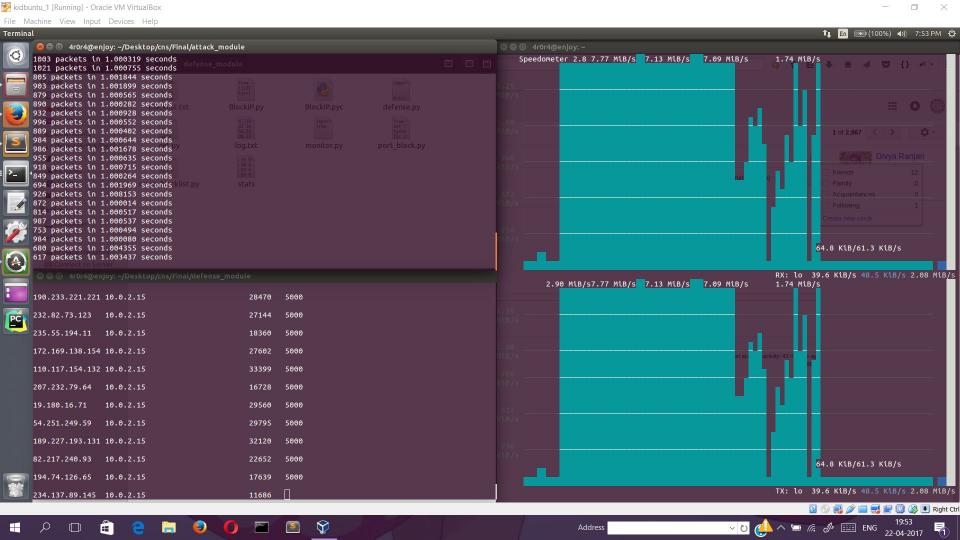
\_\_\_\_

There are a series of steps taken to mitigate the attack which are as follows:

- First blocking all the ports which are uncommon, as most of the ports after 1024 are uncommon or rarely used, hence blocking all the ports after 1024.
- Now for blocking the ports we have used iptables







# What are iptables

- Iptables as the name suggests contains a list of rules that has to be followed when a packet arrives to the network. We can take decision on what to do with the packets received with the help of iptables
- So,through iptables we are setting up our own firewall that allows connection packets to be received only at ports less than 1025, packets coming at ports will simply be dropped

#### SETTING UP THE FIREWALL

After completing the first step, the problem arises if the attack
happens at the common ports, in this case ports above 1024. For
that, while attack is happening, we will capture the source ip and
destination port of the packets coming to our IP address. For the
capturing of data, we have used t-shark(a command line interface
of wireshark). Data captured through t-shark is dumped into a log
file.

#### FIREWALL CONTINUATION...

- Now to actually block the attack, we have written a python script get.py which takes values from the log and invokes specific functions (as the data as argument) to block a particular port(ignore packets coming on that port) or to simply reject all the packets coming from a particular ip address.
- However in some cases, it might not be necessary to block ip as whole, but just a combination the source ip address and destination ports.

### LOAD DISTRIBUTION

- A load balancer is a device that acts as a reverse proxy and distributes network or application traffic across a number of servers. Load balancers are used to increase capacity (concurrent users) and reliability of applications.
- We wrote a simple python script to simulate the distribution of the load based on the number of servers based in a round robin fashion.

File Machine View Input Devices Help t En (100%) 4)) 9:18 AM 🖔 4r0r4@enjoy: ~/Desktop/cns/Final/defense\_module 217.75.84.204----->5 server 113.133.8.246------>1 server 69.208.11.20----->2 server <u>40.180.141.1</u>68----->3 server 233.3.119.60------- server 175.115.176.231----->2 server 150.150.15.198------>3 server 223.42.149.93----->5 server 163.159.254.61----->2 server 217.79.110.206------>3 server 99.9.188.158----->5 server 230.106.71.109----->2 server 181.156.189.87------3 server <u>208.192.158.</u>218------>4 server 123.29.163.22----->5 server 73.217.79.37----->2 server 191.49.79.60----->3 server 79.37.237.82----->5 server 59.251.197.65------>1 server 55.3.54.98----->2 server 68.219.193.61----->3 server 75.87.136.31----->5 server 182.44.201.110----->1 server 204.85.199.8----->2 server 232.157.241.212------3 server 137.224.48.218----->5 server 174.77.145.221----->1 server 141.151.41.87----->2 server 129.81.83.231----->3 server 248.223.135.179------>5 server 152.237.99.99----->2 server 5.119.54.115----->3 server 233.59.239.226----->5 server 161.63.32.181----->1 server 254.215.157.91----->2 server 93.117.186.221----->3 server









70.193.109.118----->5 server



























# **DDOS** attack Mitigation in Real World

\_\_\_\_

1. Specialized On-Premises Equipment. Enterprise do all the work to stop the attack, but instead of relying on scripts or an existing firewall, they purchase and deploy dedicated DDoS mitigation appliances. These are specialized hardware that sit in an enterprise's data center in front of the normal servers and routers and are specifically built to detect and filter the malicious traffic.

# **DDOS** attack Mitigation in Real World

\_\_\_\_

2.Cloud Mitigation Provider. Cloud mitigation providers are experts at providing DDoS mitigation from the cloud. This means they have built out massive amounts of network bandwidth and DDoS mitigation capacity at multiple sites around the Internet that can take in any type of network traffic, whether you use multiple ISP's, your own data center or any number of cloud providers. They can scrub the traffic for you and only send "clean" traffic to your data center.

# WHY DDOS CAN'T BE STOPPED COMPLETELY ???

\_\_\_

## THANK YOU