

DDoS Attack Detection

FINAL VIVA PRESENTATION 2014-12-08

& Mitigation in SDN

Key Words

DDoS Attack **Detection** and **Mitigation**

Type: **ICMP** Flood

SYN Flood

DNS Amplification

UDP Flood

InMon **sFlow-RT** + Floodlight controller + Mininet

SDN **Application** to perform DDoS Protection



RESEARCH BACKGROUND



SCHEME DESIGN



APPLICATION DEVELOPMENT



ENVIRONMENT ESTABLISHMENT



TEST & EVALUATION

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RESEARCH BACKGROUND

Real Time detection and mitigation with **lowest cost** of device **deployment**



sFlow

sFlow = **sampl**ed Flow

SDN analytics and control using sFlow standard

Device Capability → Easy Deployment

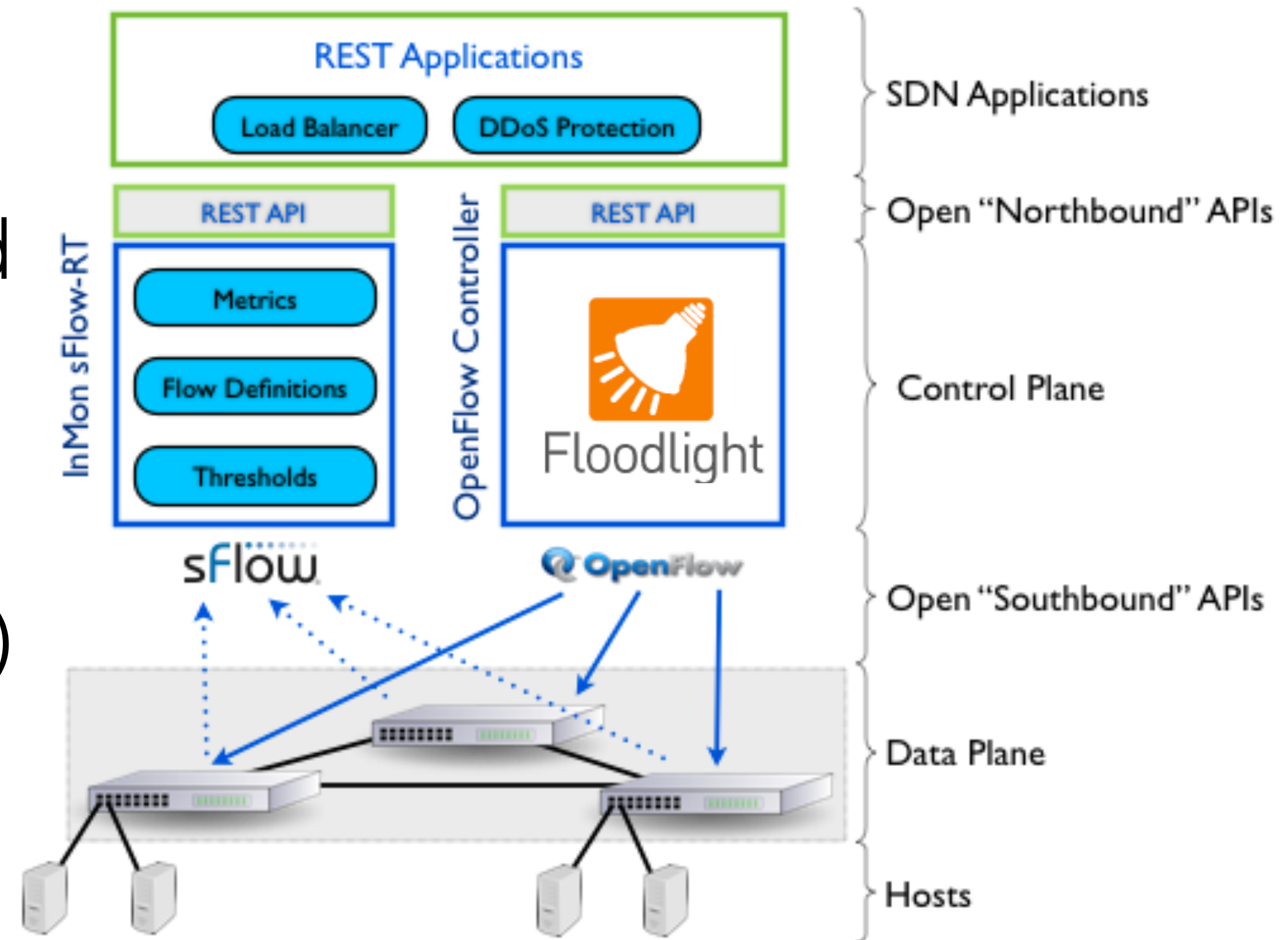
Physical Device: Cisco Nexus 3000/3100 series
IBM c/g/m/r/s/x/y series
Juniper EX 2200/3200/3300/4200/6200 series

.....
Virtual Device: **OpenVSwitch**
Apache
Nginx

.....
sFlow Collectors: **InMon sFlow-RT**
Brocade Network Advisor
.....

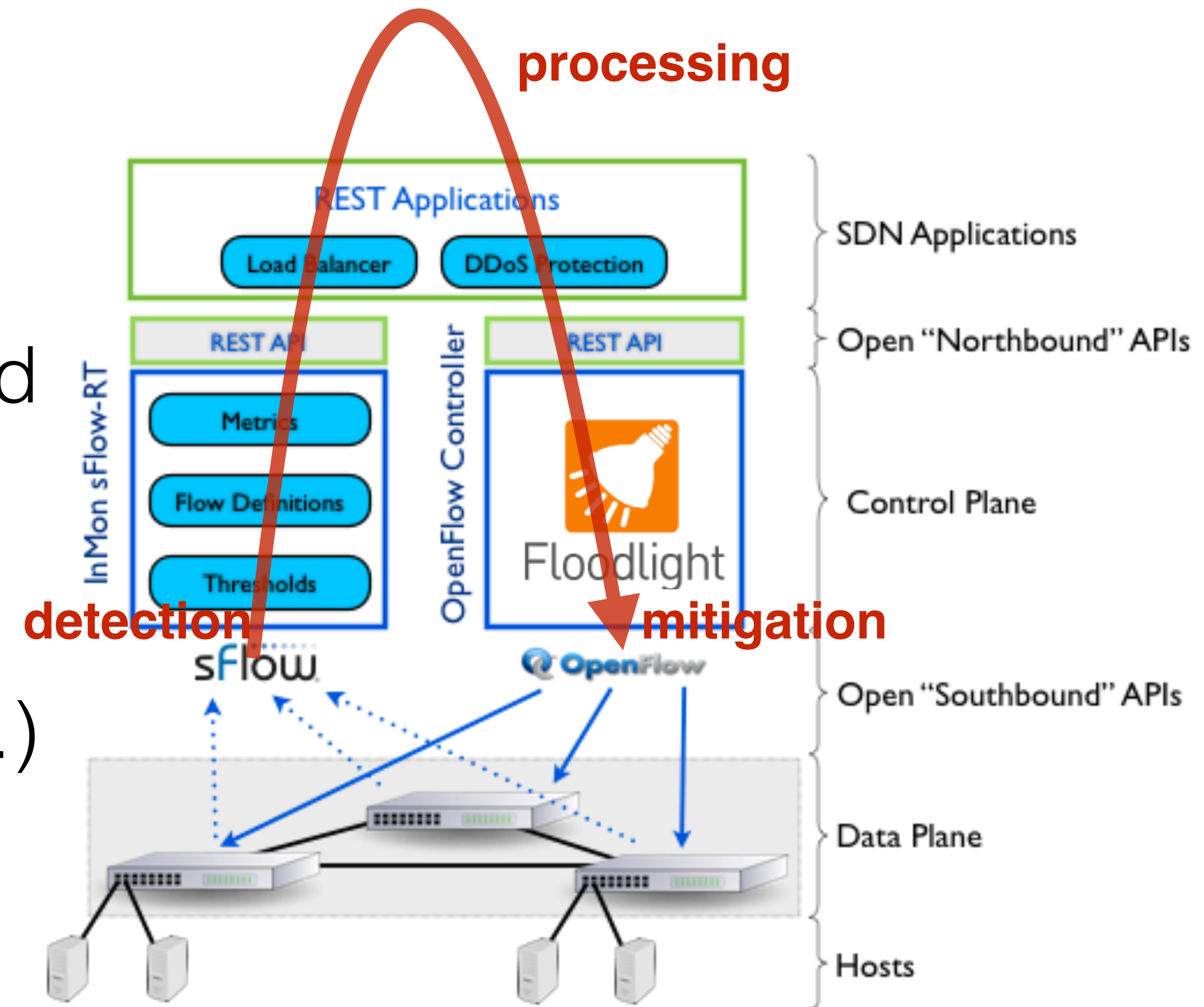
sFlow + Openflow

1. switch samples packets
2. switch sends the header of sampled packets to sFlow-RT
3. sFlow-RT maps it into fine-grained flow(e.g. tcpflags=SYN, icmptype=3...)
4. if exceed the threshold, trigger an event
5. events accessible from external apps through **REST API**



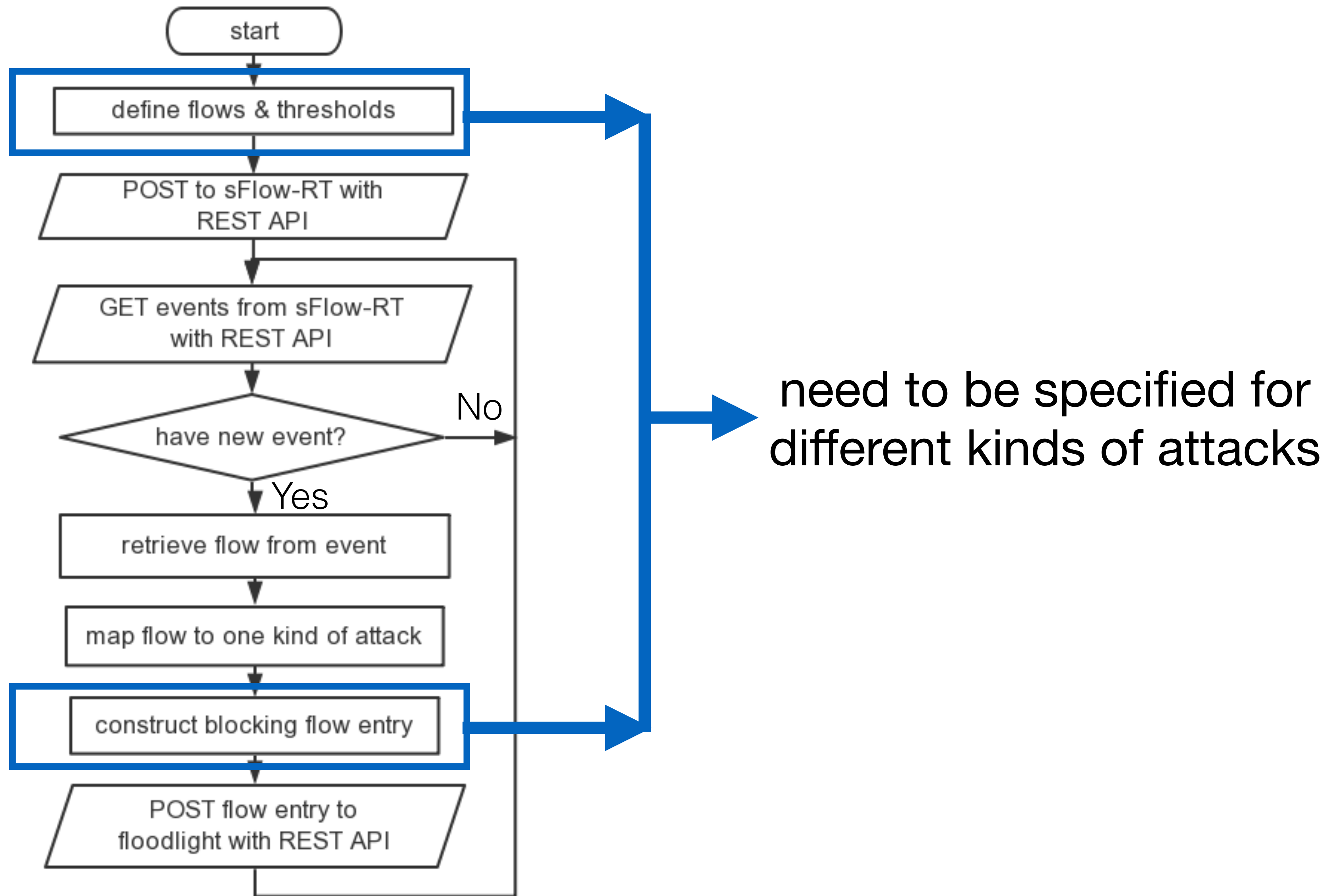
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A solid blue geometric shape, resembling a right-angled triangle or a trapezoid, located in the bottom-left corner of the slide.

SCHEME DESIGN



Mechanism:

Each device in the botnet ping the server at a high rate.

Flow Definition:

```
ipsource=0.0.0.0/0,  
ipdestination=10.0.0.2/32, #suppose h2 is the server  
outputifindex!=discard, #packet is not discarded  
ipprotocol=1 #ICMP
```

Match Field in blocking flow entry:

ether-type, protocol, src-ip, dst-ip

Mechanism:

Each device in the botnet sends TCP SYN packets to the server at a high rate.

Flow Definition:

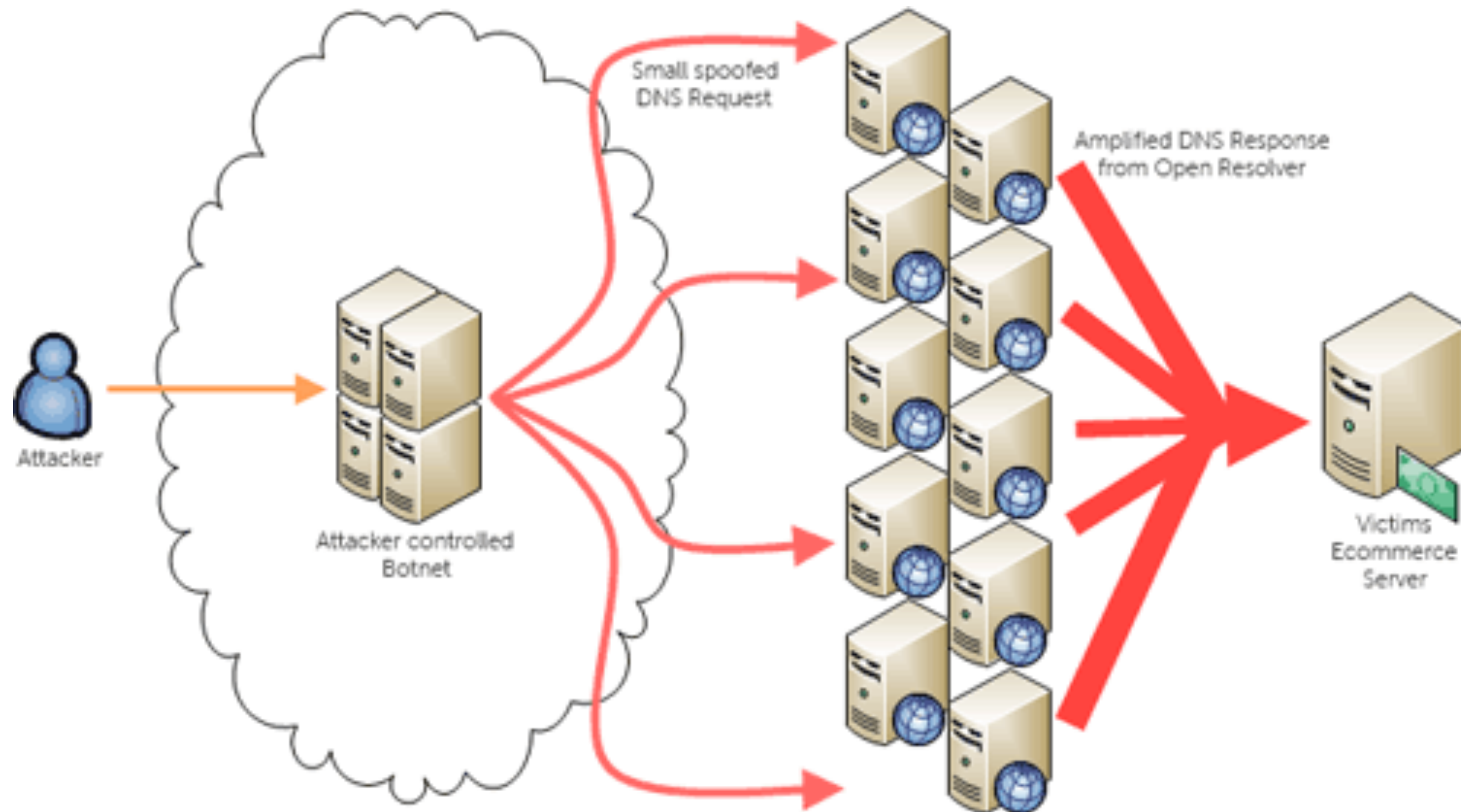
```
ipsource=0.0.0.0/0,  
ipdestination=10.0.0.2/32, #suppose h2 is the server  
outputifindex!=discard, #packet is not discarded  
tcpflags~.....1.=1 #TCP SYN packet
```

Match Field in blocking flow entry:

ether-type, protocol, src-ip, dst-ip

Mechanism:

Each device in the botnet sends DNS query to several DNS servers with src-ip=victim's ip. (take ANY(15) for example)



Protect at the DNS servers (instead of the victim)

Flow Definition:

ipsource=0.0.0.0/0,

ipdestination=[10.0.0.1/32, 10.0.0.2/32], #suppose h1 and
h2 are the DNS servers

outputifindex!=discard, #packet is not discarded

dnsqr=false,

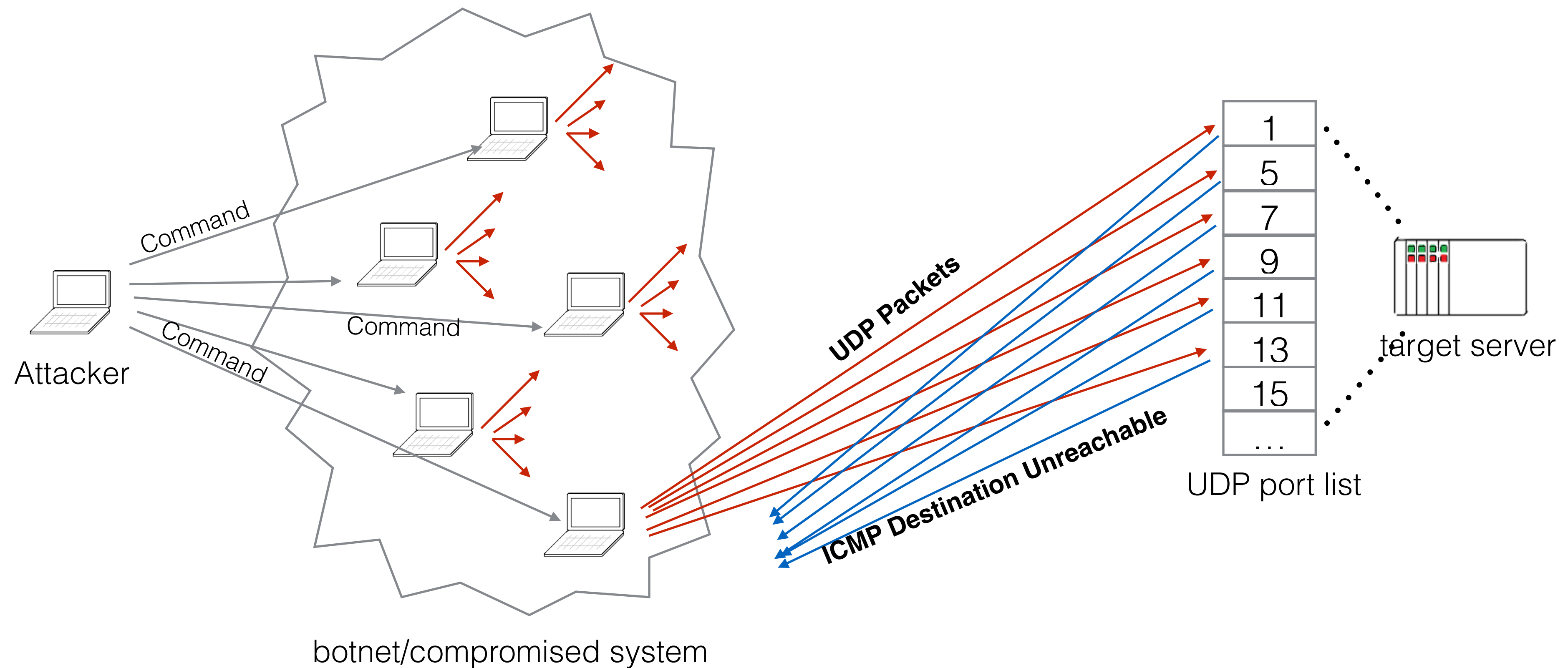
dnsqtype=255

Match Field in blocking flow entry:

ether-type, protocol, src-ip, dst-ip

Mechanism:

Each device in the botnet sends UDP packets to all the ports if the server



Protect by monitoring **ICMP Destination Unreachable** packets

Flow Definition:

ipsource=**10.0.0.2/32**, **#reversed**

ipdestination=**0.0.0.0/0**,

outputifindex!=discard, **#packet is not discarded**

ipprotocol=1, **#ICMP**

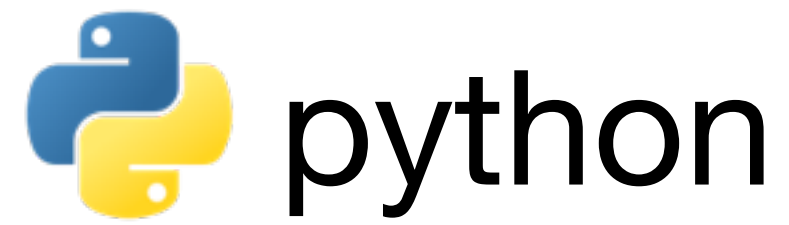
icmptype=3, **#Destination Unreachable**

Match Field in blocking flow entry:

ether-type, protocol, **src-ip=dst-ip_in_flow**, **dst-ip=server-ip**

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APPLICATION DEVELOPMENT



Import **requests** & **json** to perform GET/PUT/POST via REST API

Different attacks are implemented similarly.

Take ICMP Flood attack as example.

Definition of flows, thresholds,...:

```
# define ICMP flood attack attributes #
icmp_flood_keys = 'inputifindex,ethernetprotocol,macsource,macdestination,ipprotocol,ipsource,ipdestination'
icmp_flood_metric_name = 'icmp_flood'
icmp_flood_threshold_value = 100
icmp_flood_filter = 'group:ipsource:lf=external&group:ipdestination:lf=internal&outputifindex!=discard&ipprotocol=1'
icmp_flood_flows = {'keys': icmp_flood_keys, 'value': value, 'filter': icmp_flood_filter}
icmp_flood_threshold = {'metric': icmp_flood_metric_name, 'value': icmp_flood_threshold_value}
```

POST the definition to sFlow-RT:

```
# define flows and threshold of ICMP flood
r = requests.put(sFlow_RT + '/flow/' + icmp_flood_metric_name + '/json', data=json.dumps(icmp_flood_flows))
r = requests.put(sFlow_RT + '/threshold/' + icmp_flood_metric_name + '/json', data=json.dumps(icmp_flood_threshold))
```

Attack classification & Static Flow Entry Push:

```
elif e['metric'] == icmp_flood_metric_name:
    r = requests.get(sFlow_RT + '/metric/' + e['agent'] + '/' + e['dataSource'] + '.' + e['metric'] + '/json')
    metrics = r.json()
    if metrics and metrics.__len__() > 0:
        metric = metrics[0]
        if metric.__contains__("metricValue") \
            and metric['metricValue'] > icmp_flood_threshold_value \
            and metric['topKeys'] \
            and metric['topKeys'].__len__() > 0:

            for topKey in metric['topKeys']:
                if topKey['value'] > icmp_flood_threshold_value:
                    key = topKey['key']
                    print key,
                    parts = key.split(',')

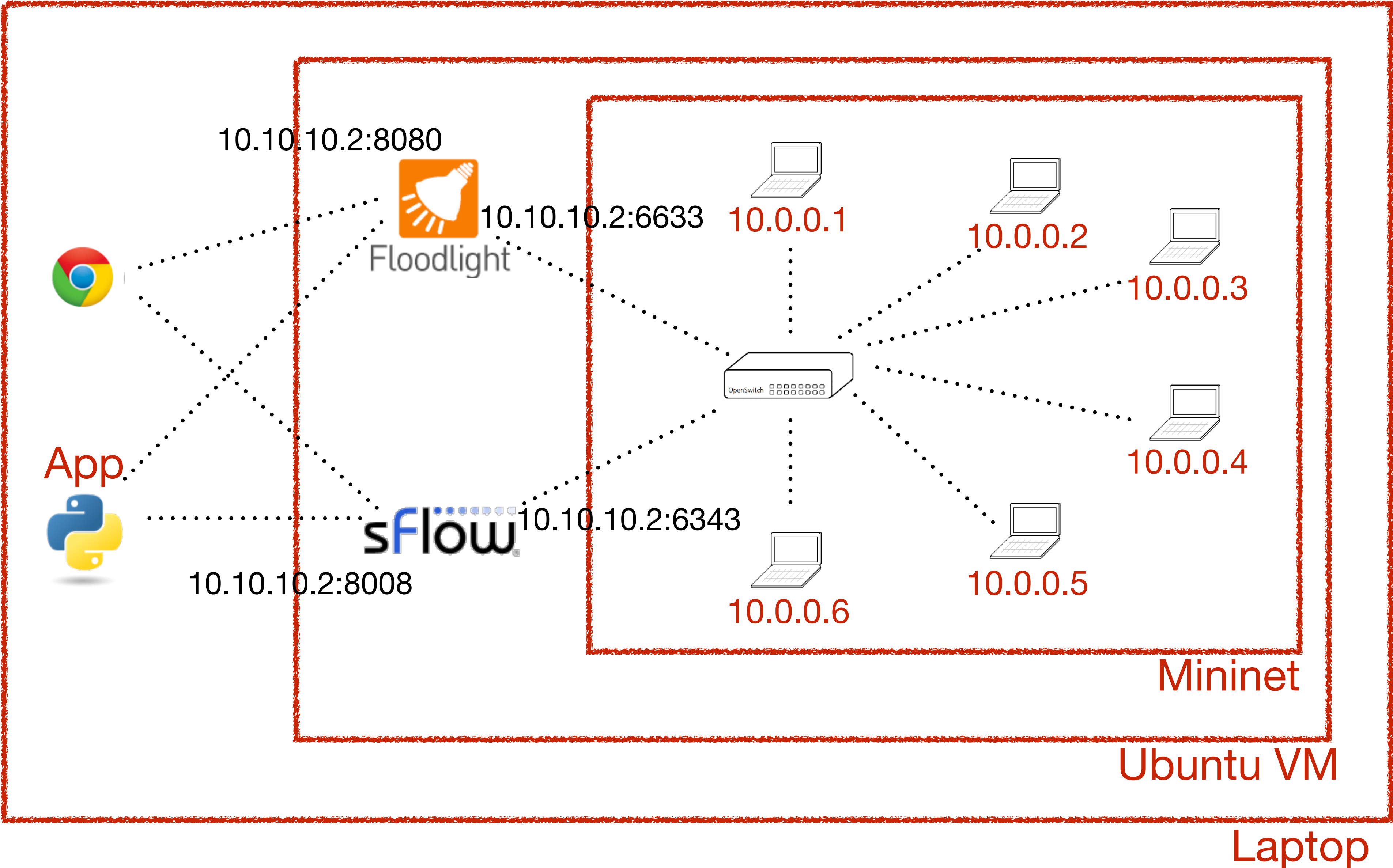
                    message = {'switch': 1,
                               'name': 'ICMP_block_' + parts[5],
                               'ether-type': parts[1],
                               'protocol': parts[4],
                               'src-ip': parts[5],
                               'dst-ip': parts[6],
                               'priority': fw_priority,
                               'active': 'true'}
                    push_data = json.dumps(message)
                    r = requests.post(floodlight + '/wm/staticflowentrypusher/json', data=push_data)
                    black_list.append([time.time()+block_time, push_data])
                    result = r.json()
                    print ""
                    print result['status']

            print ""
```

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ENVIRONMENT ESTABLISHMENT

Environment Establishment



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TEST & EVALUATION

Test & Evaluation

Launch floodlight: ./floodlight.sh

```
mininet@mininet-vm:~$ cd floodlight/
mininet@mininet-vm:~/floodlight$ ./floodlight.sh
Starting floodlight server ...
INFO [net.floodlightcontroller.core.module.FloodlightModuleLoader:main] Loading default modules
INFO [net.floodlightcontroller.core.internal.Controller:main] Controller role set to null
```

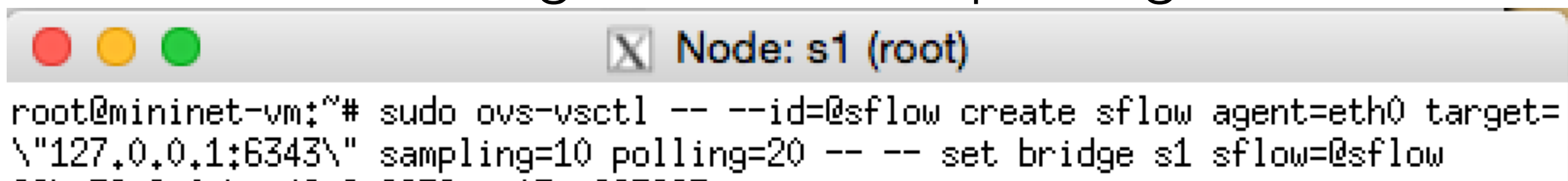
Launch InMon sFlow-RT: ./start.sh

```
mininet@mininet-vm:~/sflow-rt$ sudo ./start.sh
2014-12-08T09:40:15-0800 INFO: Listening, sFlow port 6343
2014-12-08T09:40:15-0800 INFO: Listening, http://localhost:8008
2014-12-08T09:40:15-0800 INFO: init.js started
2014-12-08T09:40:15-0800 INFO: init.js stopped
```

Launch InMon sFlow-RT: sudo ./topo.sh

```
mininet@mininet-vm:~$ sudo ./topo.sh
*** Creating nodes
*** Creating links
*** Configuring hosts
h1 h2 h3 h4 h5 h6
*** Starting network
*** Running CLI
*** Starting CLI:
mininet>
```

set s1 is a sFlow agent, and set up bridge between s1 and sFlow-RT



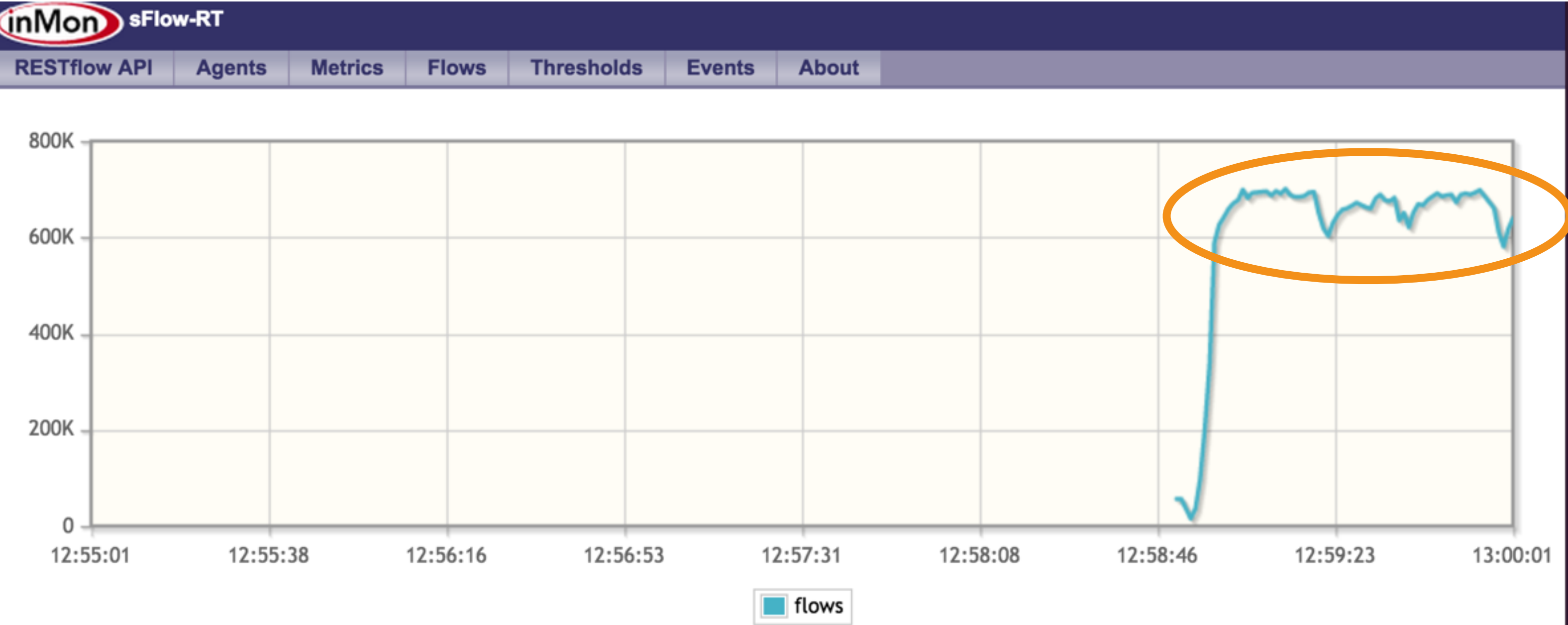
```
root@mininet-vm:~# sudo ovs-vsctl -- --id=@sflow create sflow agent=eth0 target=
\"127.0.0.1:6343\" sampling=10 polling=20 -- -- set bridge s1 sflow=@sflow
```

Without mitigation:

h1 ICMP attack on h2 with: *ping -f 10.0.0.2*

```
Node: h1
root@mininet-vm:~# ping -f 10.0.0.2
PING 10.0.0.2 (10.0.0.2) 56(84) bytes of data.
+■
```

network traffic flow



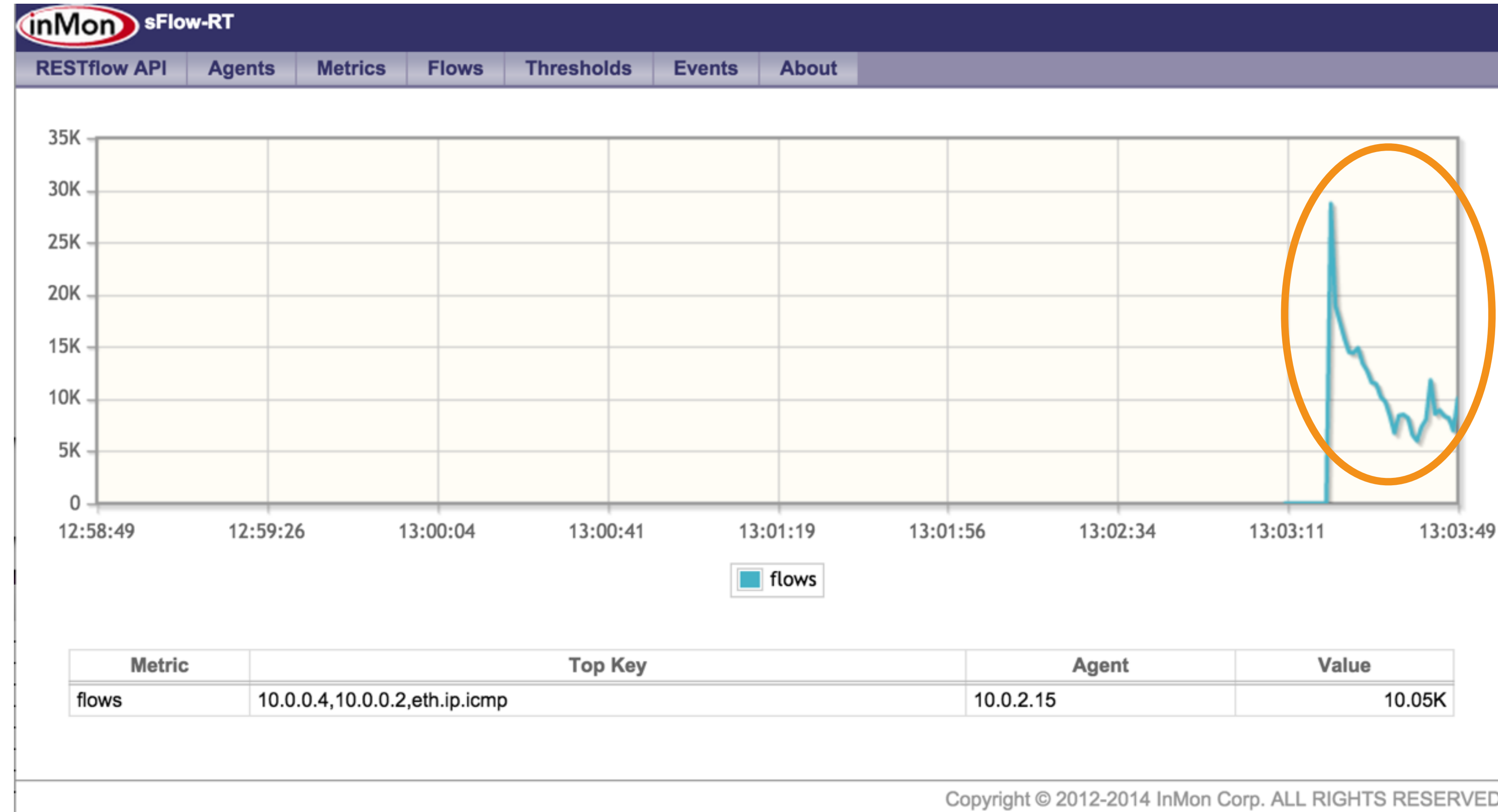
attack from h4

Metric	Top Key	Agent	Value
flows	10.0.0.1,10.0.0.2,eth.ip.icmp	10.0.2.15	639.62K

With mitigation:
h4 ICMP attack on h2

```
Node: h4
root@mininet-vm:~# ping -f 10.0.0.2
PING 10.0.0.2 (10.0.0.2) 56(84) bytes of data.
.....
.....
```

network traffic flow

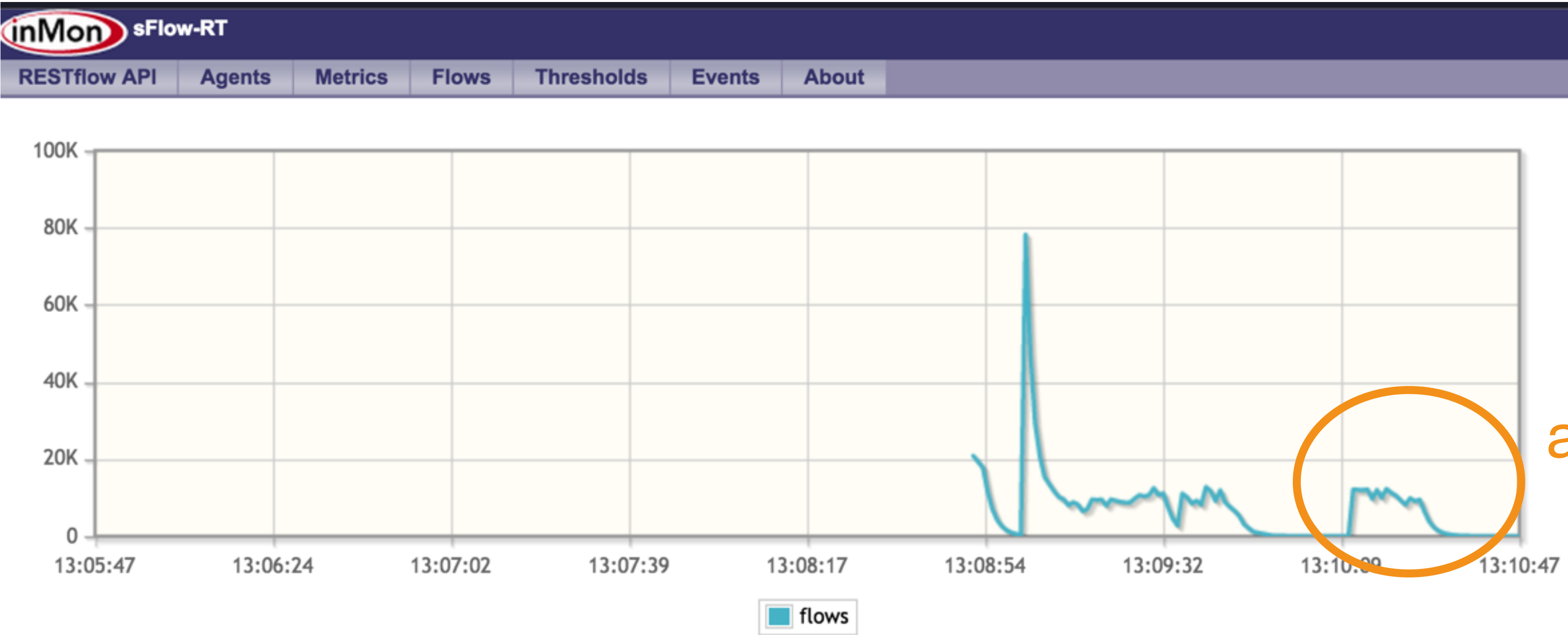


attack from h4 is mitigated

Continue: h5 ICMP attack on h2

```
Node: h5
root@mininet-vm:~# ping -f 10.0.0.2
PING 10.0.0.2 (10.0.0.2) 56(84) bytes of data.
.....
.....
```

network traffic flow



attack from h5 is mitigated

Metric	Top Key	Agent	Value
flows	10.0.0.5,10.0.0.2,eth.ip.icmp	10.0.2.15	0.44

‘subflows’ in ICMP Attack Flow

inMon

sFlow-RT

RESTflow APIAgentsMetricsFlowsThresholdsEventsAbout

inputifindex	ethernetprotocol	macsource	macdestination	ipprotocol	ipsource	ipdestination	bytes
115	2048	0A0055555555	0A0022222222	1	10.0.0.5	10.0.0.2	0.000
111	2048	0A0033333333	0A0022222222	1	10.0.0.3	10.0.0.2	0.000
113	2048	0A0044444444	0A0022222222	1	10.0.0.4	10.0.0.2	0.000
117	2048	0A0066666666	0A0022222222	1	10.0.0.6	10.0.0.2	0.000

Events triggered in this case

inMon

sFlow-RT

RESTflow APIAgentsMetricsFlowsThresholdsEventsAbout

ID	Time	Name	Metric	Threshold	Value	Agent	Data Source
3	Mon Dec 08 2014 13:10:13 GMT-0500 (EST)	icmp_flood	icmp_flood	100	504.76	10.0.2.15	115
2	Mon Dec 08 2014 13:09:35 GMT-0500 (EST)	icmp_flood	icmp_flood	100	504.76	10.0.2.15	111
1	Mon Dec 08 2014 13:09:02 GMT-0500 (EST)	icmp_flood	icmp_flood	100	504.76	10.0.2.15	113
0	Mon Dec 08 2014 13:08:48 GMT-0500 (EST)	icmp_flood	icmp_flood	100	504.76	10.0.2.15	117

Flowtable of s1 (attacked by h3, h4, h6)

Flows (4)

Cookie	Priority	Match	Action	Packets	Bytes	Age	Timeout
45035996311043704	32767	ethertype=0x0800, proto=1, src=10.0.0.3, dest=10.0.0.2		1019	99862	20 s	0 s
45035996311043710	32767	ethertype=0x0800, proto=1, src=10.0.0.6, dest=10.0.0.2		486	47628	67 s	0 s
45035996311043704	32767	ethertype=0x0800, proto=1, src=10.0.0.4, dest=10.0.0.2		2453	240394	53 s	0 s

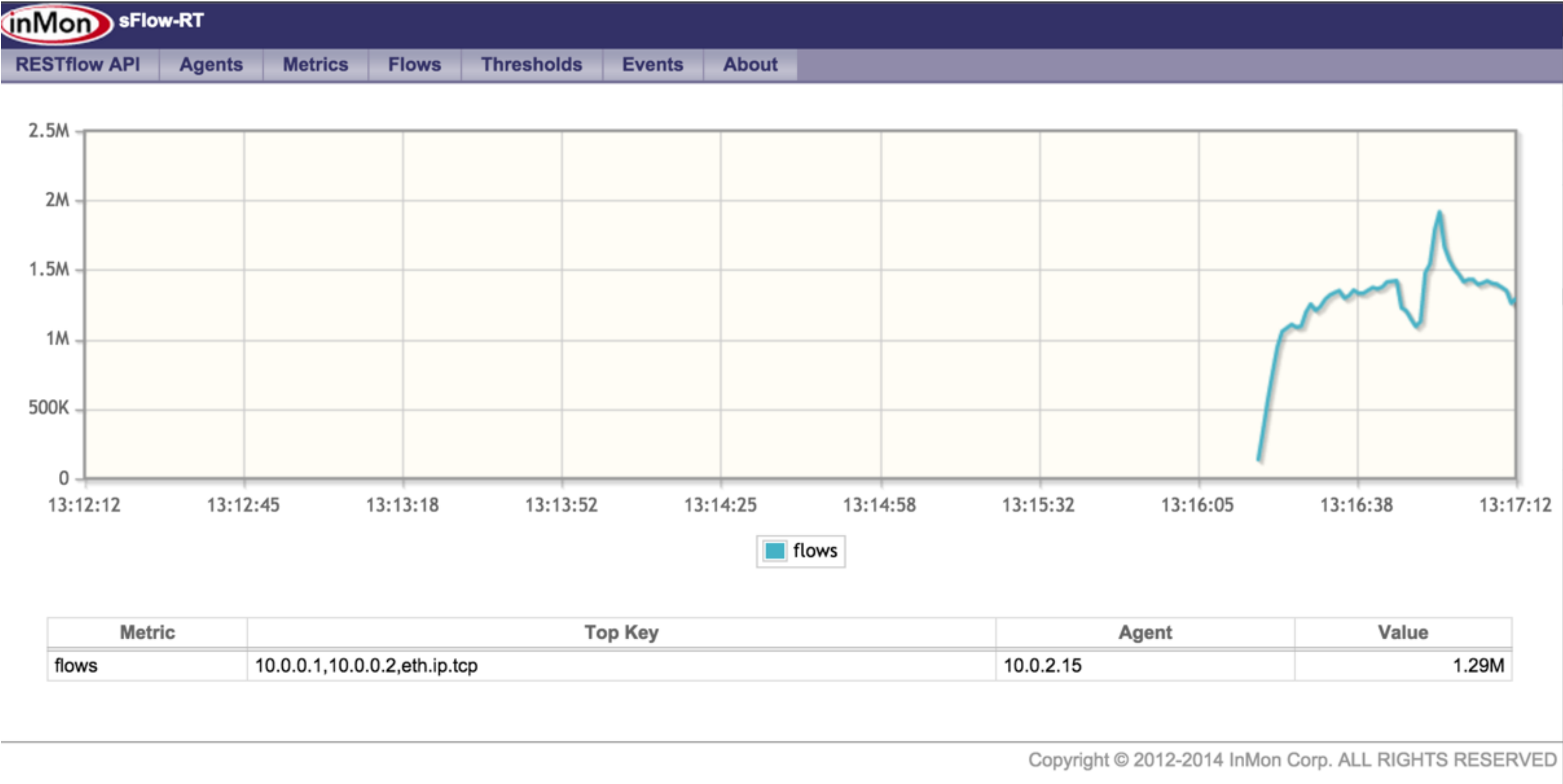
45035996311043704	32767	ethertype=0x0800, proto=1, src=10.0.0.4, dest=10.0.0.2		2453	240394	162 s	0 s
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Without mitigation:

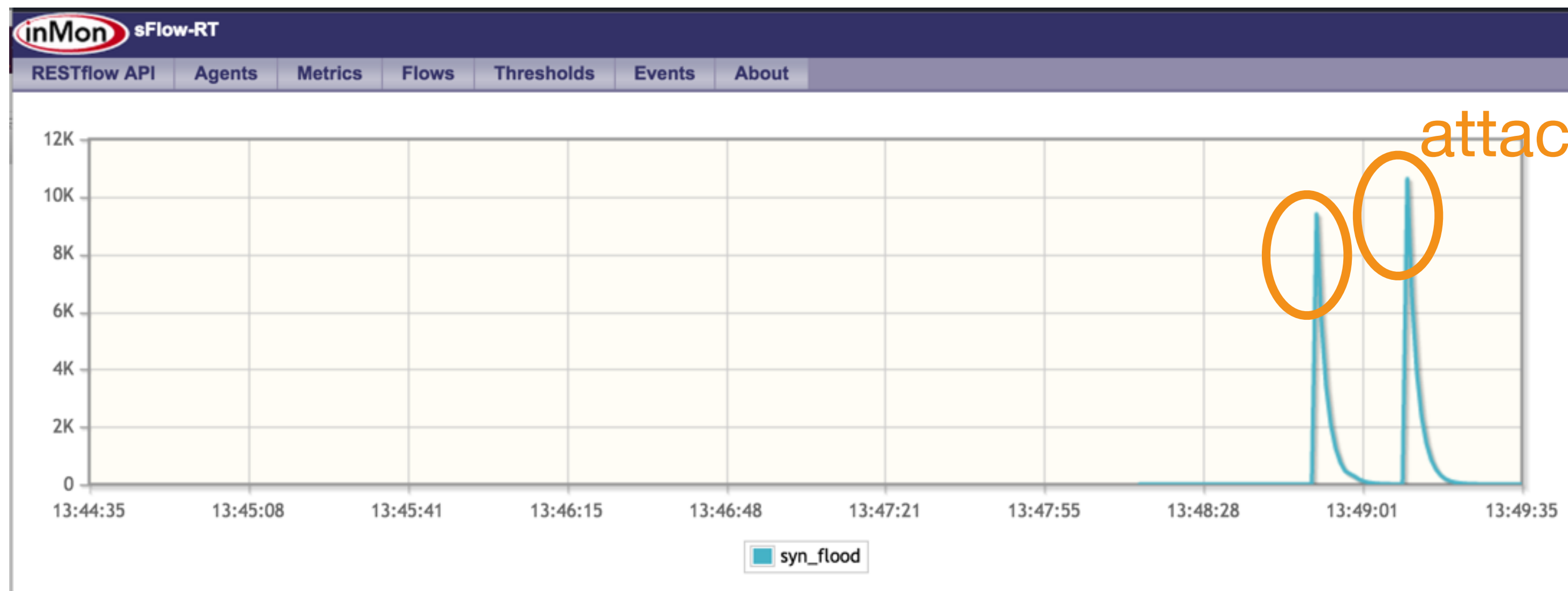
h1 SYN attack on h2 with: *ping -tcp -p 80 -flag syn -rate 2000 -count 20000000 -no-capture -quiet 10.0.0.2*

```
Node: h1
root@mininet-vm:~# sudo nping --tcp -p 80 --flags syn -rate 2000 --count 20000000
0 --no-capture --quiet 10.0.0.2
```

network traffic flow



With mitigation:
h6 and h4 SYN attack on h2
SYN Flood Traffic



attacks from h6 and h4 are mitigated

Flowtable of s1 (attacked by h3, h4, h5, h6)

Cookie	Priority	Match	Action	Packets	Bytes	Age	Timeout
45035997250776930	32767	ethertype=0x0800, proto=6, src=10.0.0.3, dest=10.0.0.2		5450928	294350112	173 s	0 s
45035997250776930	32767	ethertype=0x0800, proto=6, src=10.0.0.6, dest=10.0.0.2		1985156	107198424	87 s	0 s
45035997250776930	32767	ethertype=0x0800, proto=6, src=10.0.0.4, dest=10.0.0.2		317690	17155260	35 s	0 s
45035997250776930	32767	ethertype=0x0800, proto=6, src=10.0.0.3, dest=10.0.0.2		8183826	441926604	382 s	0 s
45035997250776930	32767	ethertype=0x0800, proto=6, src=10.0.0.5, dest=10.0.0.2		1561825	84338550	53 s	0 s

DNS Amplification Attack & UDP Flood Attack:

Cannot simulate attacks → No test result yet

Future Work:

1. Test on DNS Amplification Attack & UDP Flood Attack
2. $\{\text{new_sample_rate}, \text{new_threshold}\}$
 $= \text{update}(\text{old_sample_rate}, \text{old_threshold}, \text{network_congestion}, \text{server_status}, \dots)$
3. Sample Theory is efficient on large flows.
 Think about $\{\text{tiny flows} \times n\}$
4. Reasonable unblock mechanism

Q&A