

Network Access Control



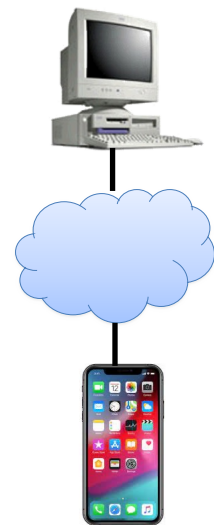
COS 316: Principles of Computer System Design
Lecture 21

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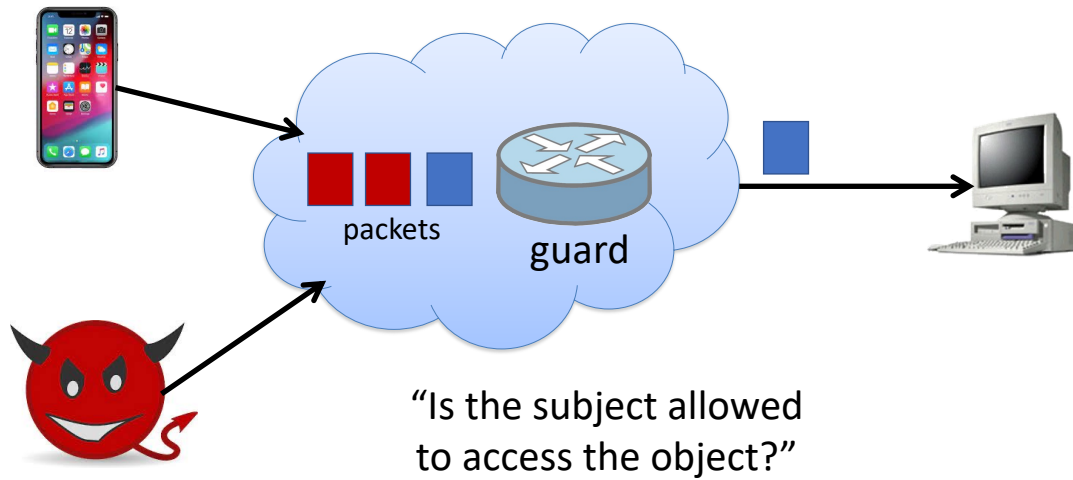
Controlling Which Packets Get Delivered

- **Objects:** the things being accessed
 - Services (possibly) running at the destination host machine
 - Identified by fields in the packet headers
 - E.g., destination IP address and TCP port number address
- **Subjects:** entity requesting access to an object
 - Sender of the packet on the source host machine
 - Identified by fields in the packet headers
 - E.g., source IP address, source TCP port number, ...
- **Authorization:** rules governing subject's access to objects



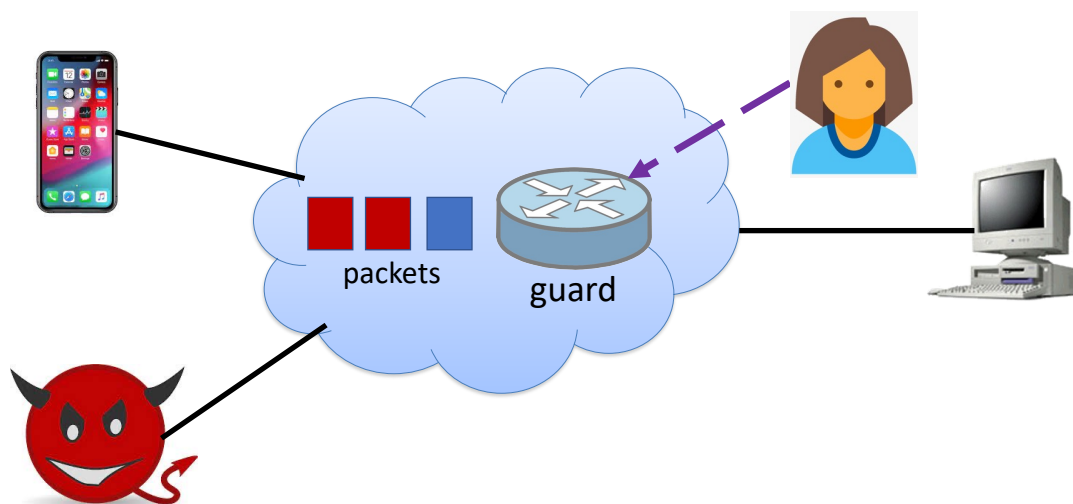
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The Guard Model



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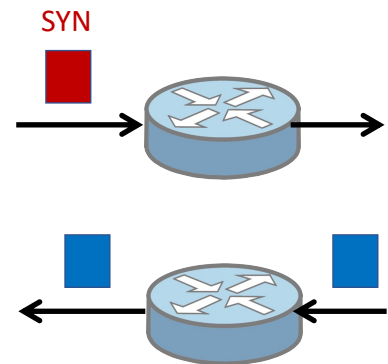
Network Administrator Sets the Policy



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Policy Language: Access Control Rule

- An access control rule has two parts
 - Match: pattern on packet header fields and location
 - Action: permit (forward) or deny (drop)
- Block external initiation of a TCP connection
 - Match: external link, TCP protocol, TCP SYN flag
 - Action: deny
- Allow traffic from Princeton clients
 - Match: internal link, source IP in 128.112.*.*
 - Action: permit



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Policy Language: Access Control Lists

- Access control list (ACL)
 - List of rules, possibly overlapping
 - Ordered list to disambiguate overlaps

- Example:

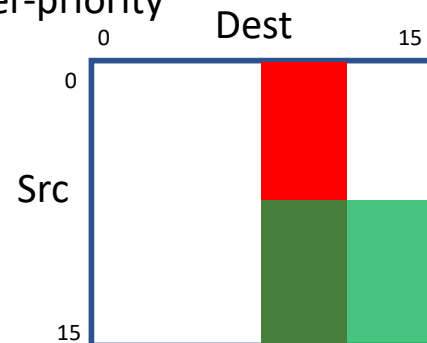
Priority	Match	Action
1	Src=1.2.3.4, Dest=5.6.7.8	Deny
2	Dest=1.2.3.8, Dport=53	Allow
3	Dest=1.2.3.*	Deny
4	Src=1.2.3.7, Dport=100	Allow
5	Dport=100	Deny

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Visualizing an Access Control List

- Overlapping shapes
 - Rules are multi-dimensional rectangles
 - Higher-priority rules on top of lower-priority
- Example with 4-bit addresses

Pri	Match	Action
1	Src=1***, Dest=1***	Permit
2	Src=****, Dest=10**	Deny

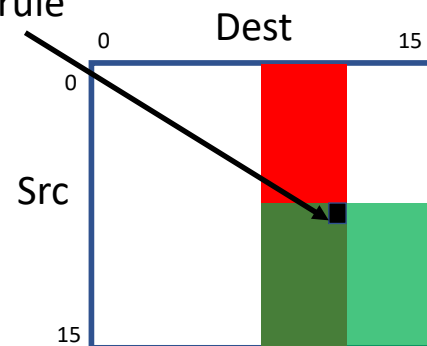


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Applying an Access Control List

- Classifying a packet
 - Packet header: Src=1000, Dest=1011
 - Find the highest-priority matching rule
- Apply the associated action

Pri	Match	Action
1	Src=1***, Dest=1***	Permit
2	Src=****, Dest=10**	Deny



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Packet Classification: CAM Hardware

- Random Access Memory
 - Given a memory address
 - ... return the data word stored at that address
- Content-Addressable Memory
 - Given some key
 - ... find the data word (if any) associated with the key

00	b
01	a
10	d
11	c

1010	b
0110	a
1110	d
0001	c

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Packet Classification: Ternary CAM Hardware

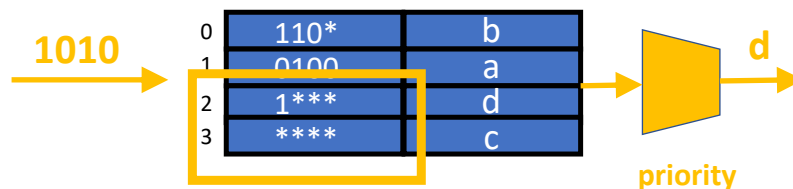
- Ternary Content-Addressable Memory (TCAM)
 - Ternary: 0, 1, or * (wildcard)
 - Matching pattern can have wildcards
 - Entries in the TCAM in priority order

0	110*	b
1	0100	a
2	1***	d
3	****	c

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Packet Classification: Ternary CAM Hardware

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 - Ternary: 0, 1, or * (wildcard)
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Packet Classification in Practice

- Software access control
 - End-host network stack and software switches
 - Using algorithms for multi-dimensional packet classification
 - With optional caching of “popular” classification results
- Hardware access control
 - High-speed switches and network interface cards
 - Using Ternary Content Addressable Memory (TCAM)
 - With small TCAMs to reduce chip area and power consumption

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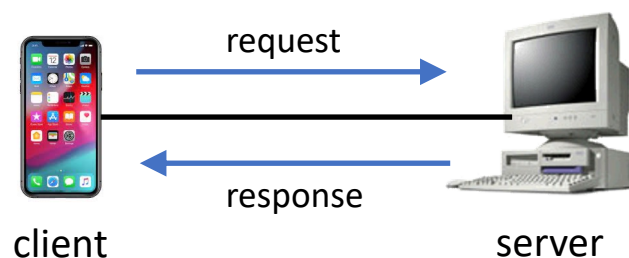
Dynamic Access Control

- So far, we have discussed *static* ACLs
 - Configured by a network administrator
 - Based on network administrator knowledge of (in)valid traffic
- More sophisticated policies are dynamic
 - Adapted to the ongoing traffic (e.g., stateful firewall, SYN cookies)
 - Adapted to the routing protocol (e.g., reverse path forwarding)



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Internet Clients and Servers

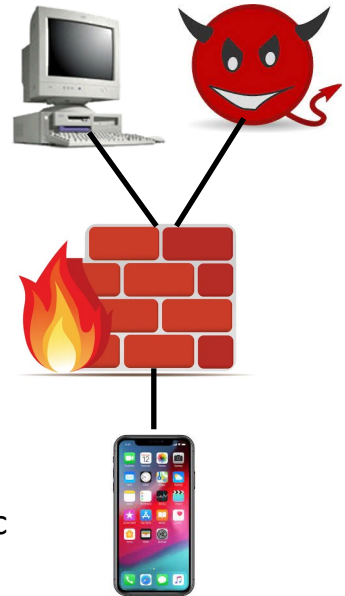


- Request-response protocols
 - Client initiates communication by sending a *request* message
 - Server accepts the request and sends a *response* message

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Stateful Firewall: Protecting Clients

- Most user devices act as a client
 - Sending DNS requests to look up domain names
 - Sending TCP SYN packets to start TCP connections
 - Sending HTTP requests to retrieve Web pages
- They should not receive unsolicited traffic
 - They should only receive response traffic
 - ... from requests they sent recently
- Stateful firewall
 - Remember recent client request traffic
 - ... and permit (only) the associated response traffic



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Stateful Firewall: Example

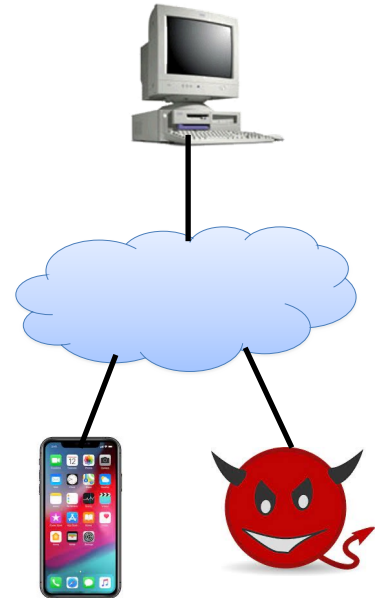


- By default, firewall *denies* all traffic destined to IP address 1.2.3.4
- Then, the client sends a packet to open a TCP connection to 5.6.7.8
- The firewall, on seeing the packet, adds a new “permit” rule
- ... allowing the return traffic from server 5.6.7.8 to client 1.2.3.4
- (Removing the rule when the connection ends or after a timeout)

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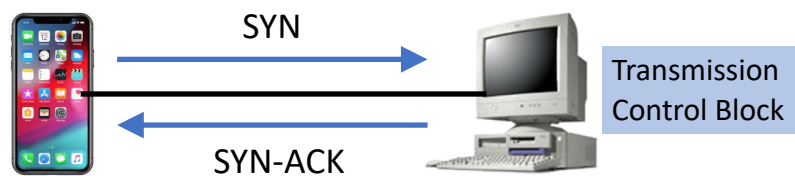
SYN Cookies: Protecting Servers

- Denial-of-service attacks on servers
 - Malicious clients overloading the server
 - ... degrading performance of legit clients
- Challenging to prevent
 - Servers are *supposed* to receive traffic!
- Adversary's goal
 - Overwhelm the server
 - ... without investing much effort
 - Idea: asymmetric attack!



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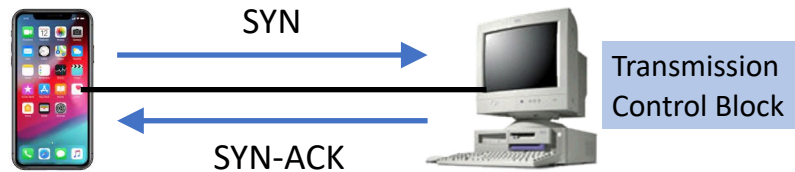
SYN Cookies: SYN Flooding Attacks



- TCP handshake to start a connection
 - Client sends a small SYN packet
 - Server allocates resources and sends a SYN-ACK
 - Client (supposedly) continues the communication

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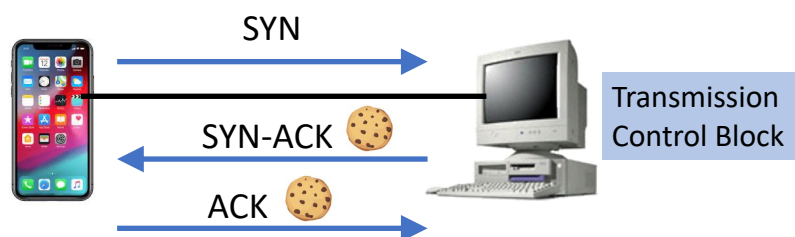
SYN Cookies: SYN Flooding Attacks



- Asymmetric attack
 - Client sends a 40-byte SYN packet
 - Server does a lot of work
- Crafty adversary
 - Send from a spoofed source IP address (hard to trace!)
 - Send from compromised hosts (very little overhead for adversary!)

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SYN Cookies: Push the Work to the Client



- Server ensures the client has some “skin in the game”
 - Server puts a cryptographic “SYN cookie” in the SYN-ACK
 - Client must return the cookie in its ACK packets
 - Server verifies the cookie before dedicating resources
- Deny any ACK packets that fail the cookie check

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Denial-of-Service Attacks are Common

NBC News
Hackers around the world deploy simple, effective cyberattacks...

TechRepublic
Nokia: Botnet DDoS attacks are on the rise
A study from Nokia outlining the growing number of botnet attacks shows a larger amount of sophistication by hackers. DDoS attacks...

Kotaku
Among Us Sees To DDoS Attacks
Attacks started on March 24 and since then the popular indie game has suffered online connectivity issues.

Infosecrity
Finland Government Hit by DDoS Attacks
The websites of the Finnish government were hit by DDoS attacks. The ministries each confirmed the...

TechRadar
Israeli government confirms it was hit by huge DDoS attack
A number of Israeli government agencies were hit by a major Distributed Denial of Service (DDoS) attack earlier this week,...

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Wider Range of Detection Techniques

- Traffic measurement
 - Identify anomalous traffic destined to the server
 - Identify command-and-control for botnets
- Known suspicious IP addresses or entire networks
- Known suspicious other header fields (ports, Time-to-Live)
- Tracing attack traffic across the Internet back to the origin
- Comparing analysis across different victims
- Enforcement all comes down to access control!

https://www.youtube.com/watch?v=TP3H_GefL-0

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Conclusions

- Internet security is challenging
 - Attackers can easily send unwanted traffic
 - ... that can compromise or overwhelm the destination computer
- Access control is a crucial defense
 - Blocking unwanted traffic based on packet header fields
 - Static access control policies when possible, dynamic when necessary
- Enforcing access control lists
 - Software algorithms for multi-dimensional packet classification
 - Ternary Content Addressable Memory (TCAMs)