

CSci 6541/4541

Homework 1

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Tools:

CORE	Emulation Engine
Wireshark	Network packet dissector and analyzer
hping3	Stress testing tool

Key Points

- Install the following tools by running this command from a terminal:
 - o `sudo apt-get install wireshark hping3 iperf iftop`
- To run Wireshark, run it from a shell on the Ubuntu VM not on the CORE scenario emulated nodes.
 - o Use the command: `sudo wireshark`
- You can access your home directory at `/home/core/` from any of the CORE scenario emulated nodes
 - o **You should store your working files there**
 - o When you run a scenario and open a terminal on a CORE emulated node, you will be in a directory that looks like this: `/tmp/pycore.xxx/`. This is a temporary directory that gets wiped when the emulation is stopped, so storing working files there is not a good idea
- Remember I talked about how virtual interfaces are created on the Ubuntu VM to each interface on the CORE emulated nodes. You can use these virtual interfaces to capture traffic using Wireshark.

HW 1 Part I (10pts total):

Notes:

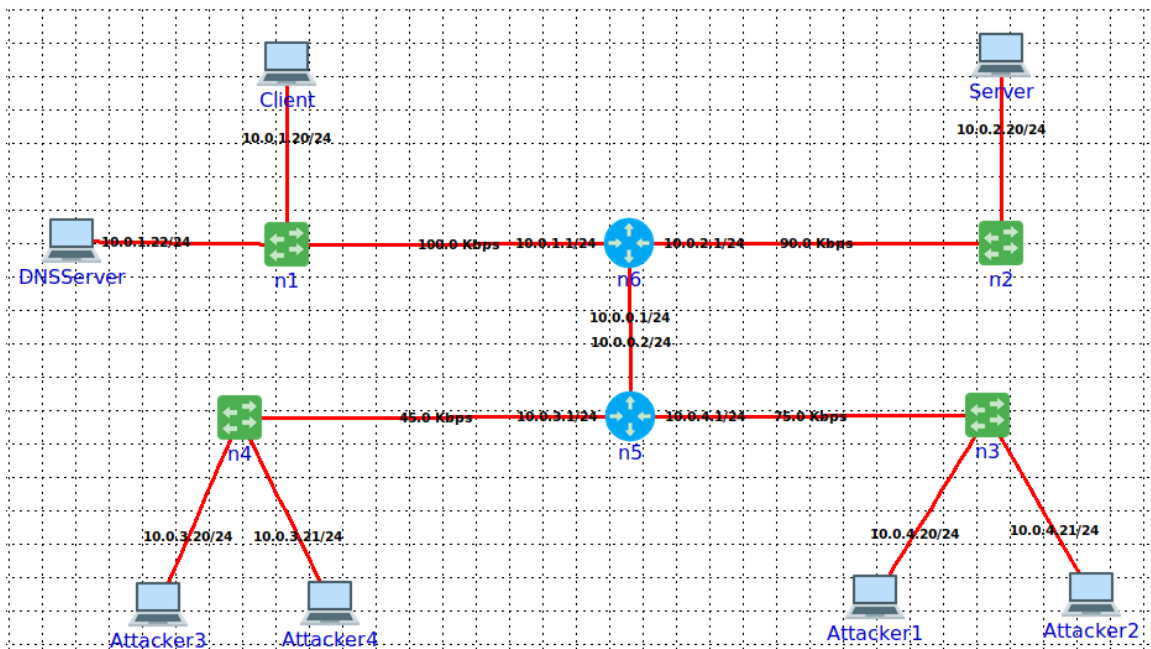
- 1) Be clear in your answer and precise. Use at least one screenshot for each answer so I can see where you are getting it from.
- 2) All screenshots should occupy the width of this document like the scenario figure below

Accessing the files

- You can connect to the internet from your VM. You can access the blackboard and download the files
- Load the tarfile called hw1.tar
- Create a directory /home/core/homeworks/HW1. Untar the hw1.tar file in it.
 - o You can use the command: tar -xf hw1.tar
- There should be one file and two directories under hw1/ directory: Client and Server.
 - o Client includes “client” scripts
 - o Server includes “server” scripts
 - o An XML file that describes the scenario: scenario2.xml

Setting up the CORE scenario

- Make sure the CORE daemon service is running:
 - o To check status: systemctl status core-daemon, if it is not running do the next step
 - To actually run the service: sudo systemctl start core-daemon
- Run the CORE GUI using the command: core-gui
- Load the file scenario2.xml in the CORE GUI. You should see the following CORE scenario



Running the CORE scenario

- Run the scenario by clicking on the green play button on the CORE GUI window

Server

- Run a terminal on the Server node and change directory to /home/core/homework/HW1/ hw1/Server
- Run start.sh script. This runs a python http.server module on the Server node on port 8000. It uses the index.html file provided as the front page.

Client

- Run a terminal on the Client node and change directory to /home/core/homework/HW1/ hw1/Client
- Run the script *run_curl.sh*
 - o This script mimics a web browser
 - o The script uses curl command to automatically access the main page on the index.html page hosted by the Server every 2 seconds. The request time and the HTML corresponding to the response are shown.

Attacker

- Run a terminal on Attacker 1
- Run the command: `man hping3`. This will display the manual for hping3
- Hit control-C when done reading the manual.

Your task is to investigate and characterize the impact of the DoS attack from Attackers on the webserver using Wireshark, the protocol analyzer.

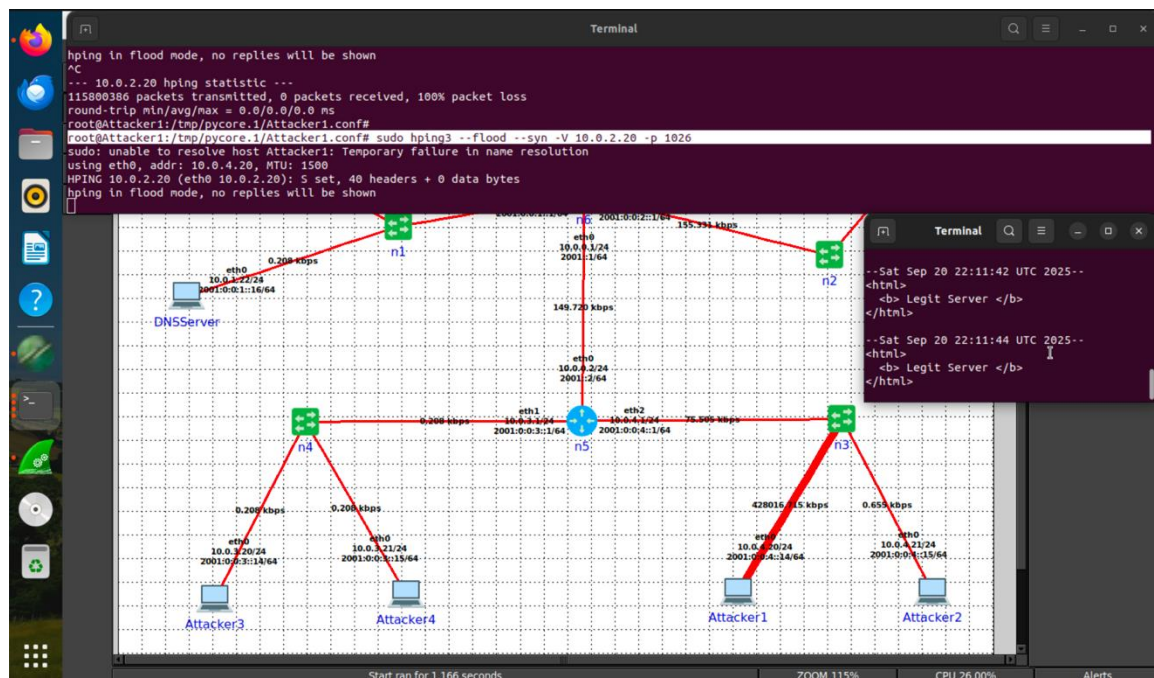
HW Steps:

Using the network as is: First, run Wireshark (from the Ubuntu VM) on the link connecting the Server. Add a filter in Wireshark: `ip.dst == 10.0.2.20`. This will limit the packets shown to the ones destined to the server (so we are only counting bytes to Server = Attack traffic + Client traffic). With the HTTP client and servers running:

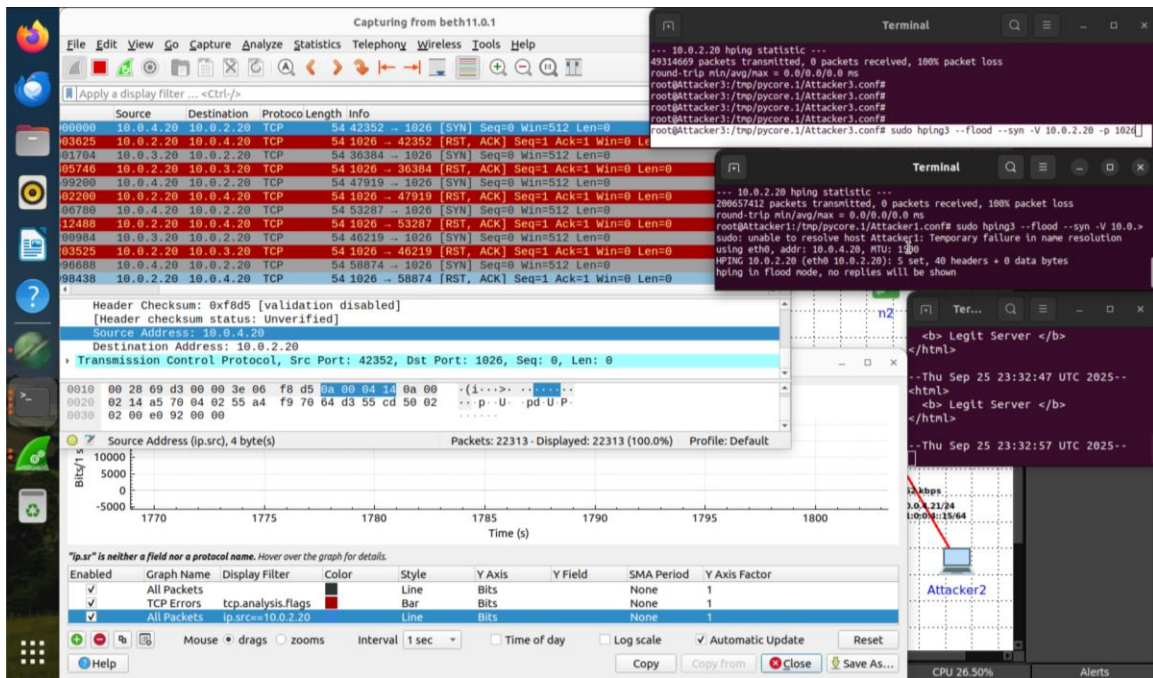
- (0.5pt) Do a SYN flood DoS attack on the server using `hping3` (do not use address spoofing) from Attacker1 only. Specify destination port 1026.

What command did you use?

Show a screenshot of the command (use full width of screen so I can see the command)



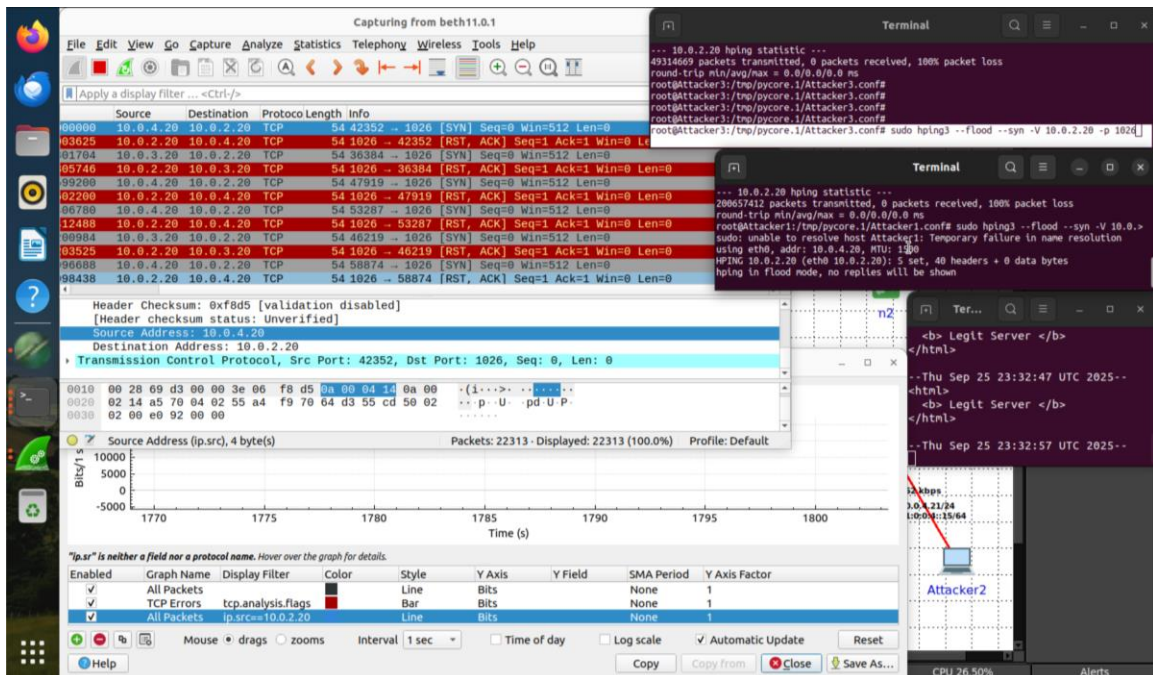
Show screenshot of Wireshark with the attack packets show. You must show source and destination addresses, source and destination port numbers, and protocol.



b. (1pt) Is the attack effective? **Why or why not (please justify)?**

Answer in below

Show a screenshot of the client curl script indicating if the client is affected. **If attack is effective, client should stop getting the HTML page from server every 2 seconds (it might slow down significantly, getting page every 10 seconds for instance).**



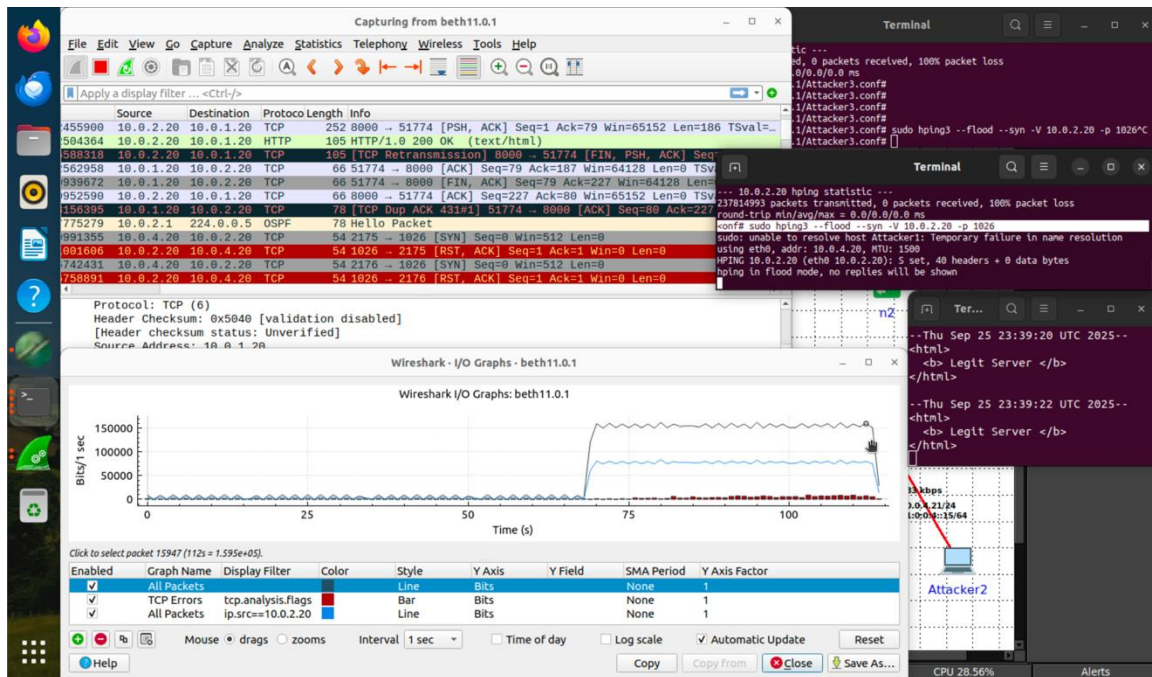
If attack is effective, show a gap in time when the client was not receiving

Hint:

(start client → client will start receiving html - wait 30 seconds → start attack → client will stop receiving html - wait 30 seconds → stop attack → client will start receiving again - wait 30 seconds → show the gap in time where client stopped receiving or is delayed).

- c. (1pt) What is the magnitude of the attack (in **bps**)? Use Wireshark IO Graphs on the **Server link** to answer this question. Show screenshots to support your answer.

Use “bits” units in the y-axis as opposed to “packets”.

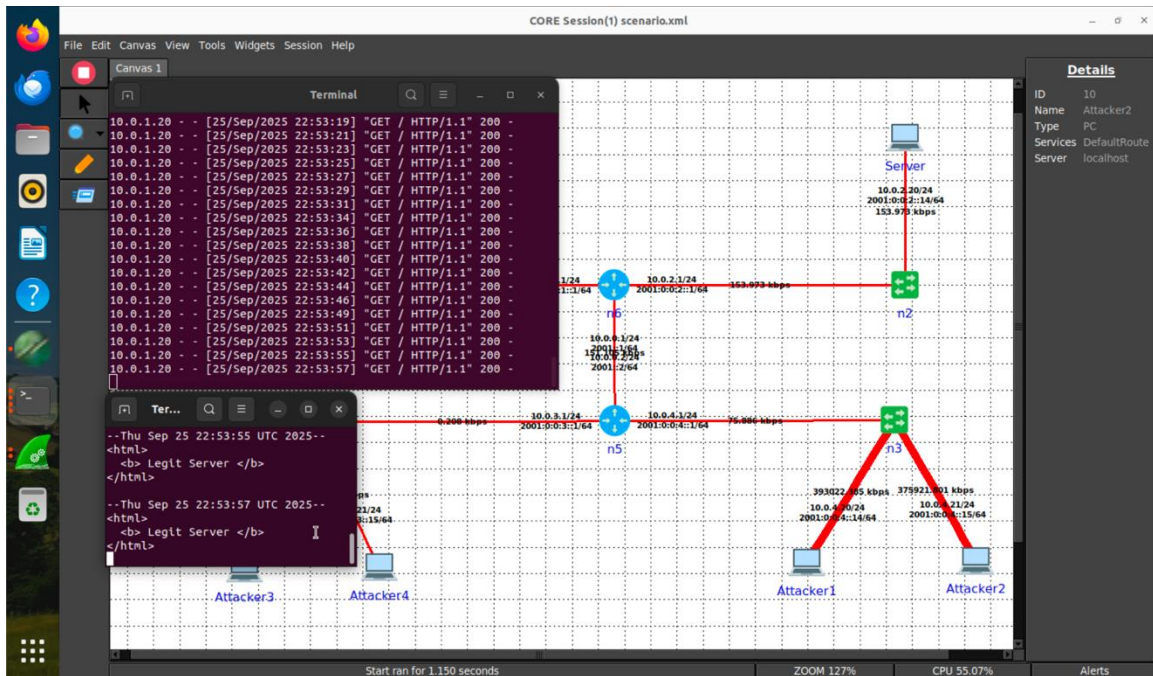
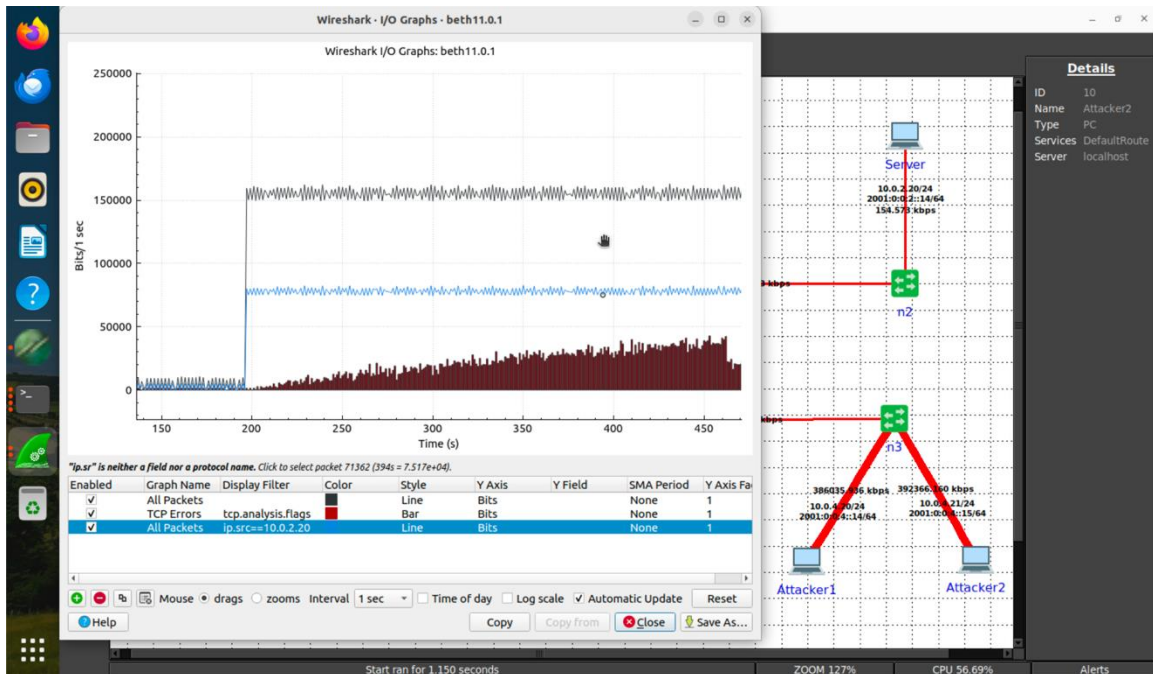


- d. (0.5pts) What Wireshark filter would you use to succinctly characterize the attack traffic to your ISP so they can filter it out?

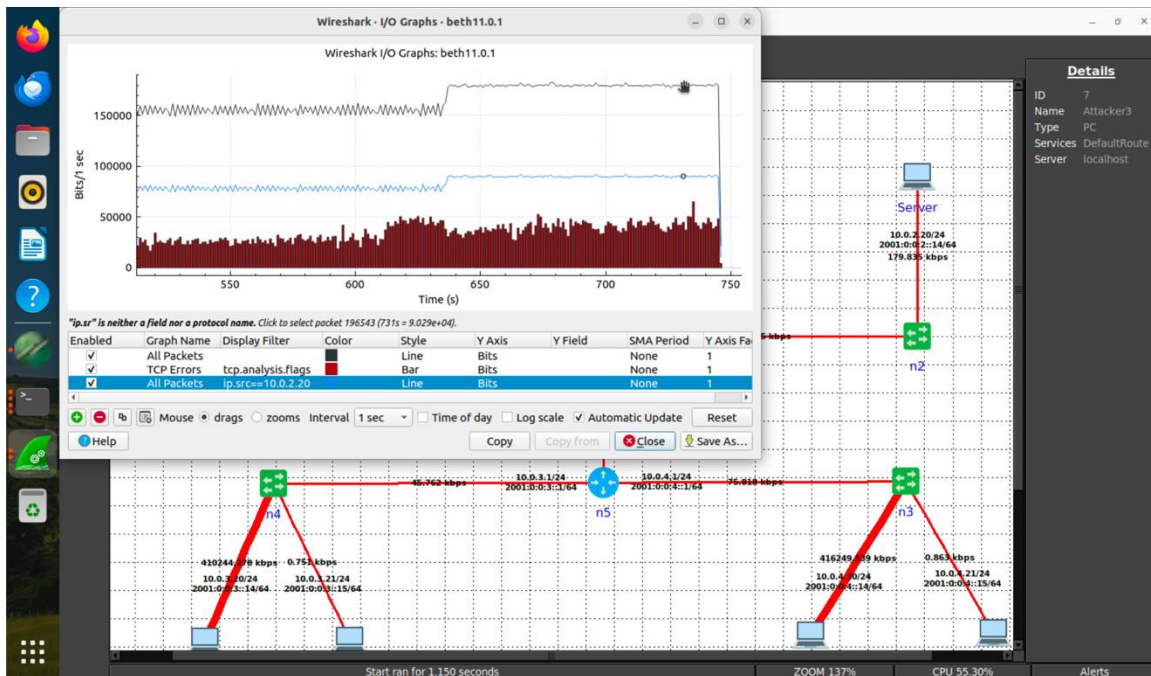
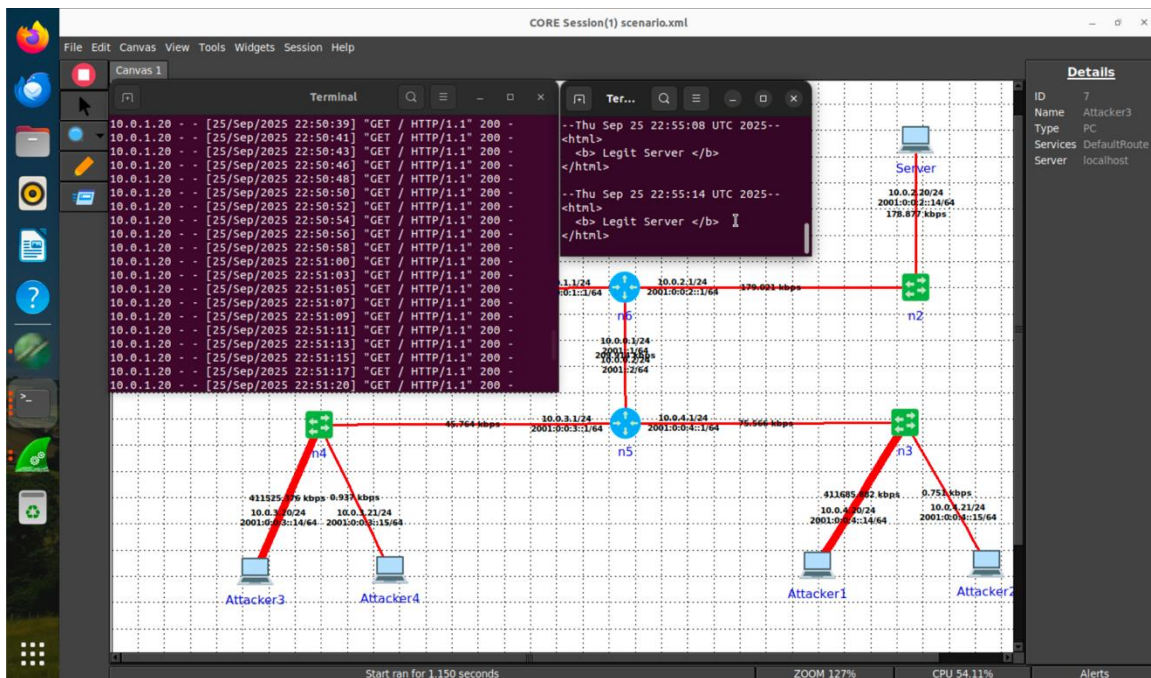
`ip.src == 10.0.1.20 and tcp.dstport == 1026 and tcp.flags.syn == 1 and tcp.flags.ack == 0`

- e. (2.5pts) Repeat questions “a” through “c” but run the attack from both Attacker1 and Attacker2. Did the answer from b & c change? Explain why or why not.

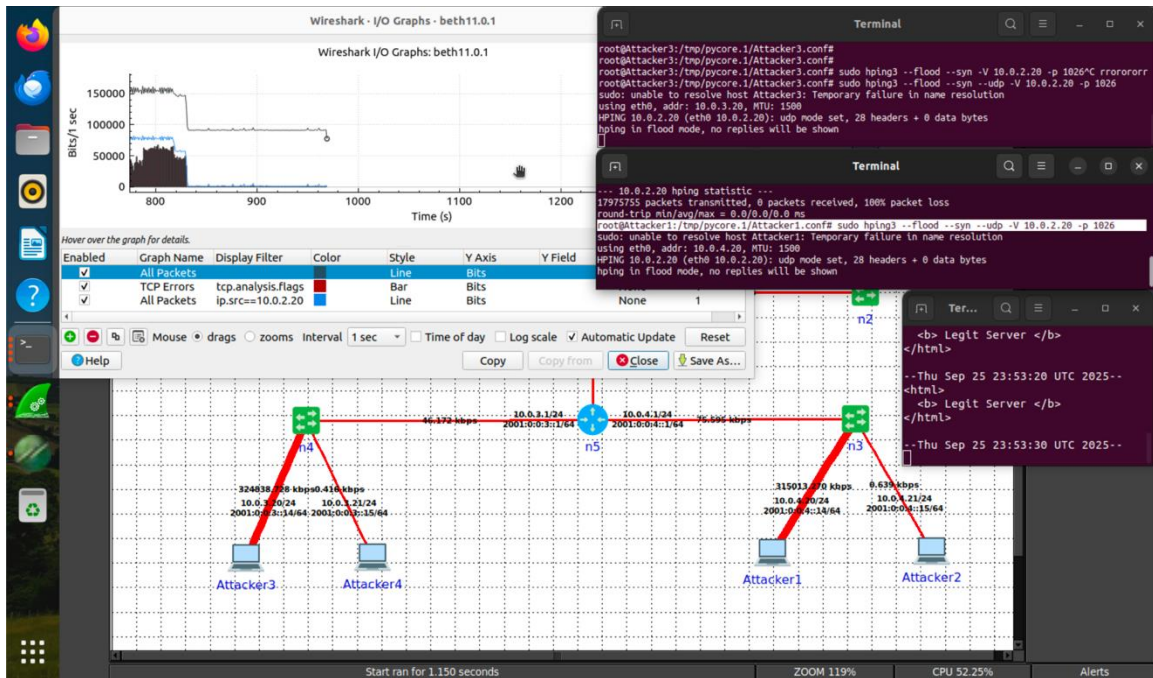
Didn't affect that much because the max bandwidth of outbound side node3 switch is less than bandwidth that's coming from attacker1 and attacker2 (which is bottleneck)



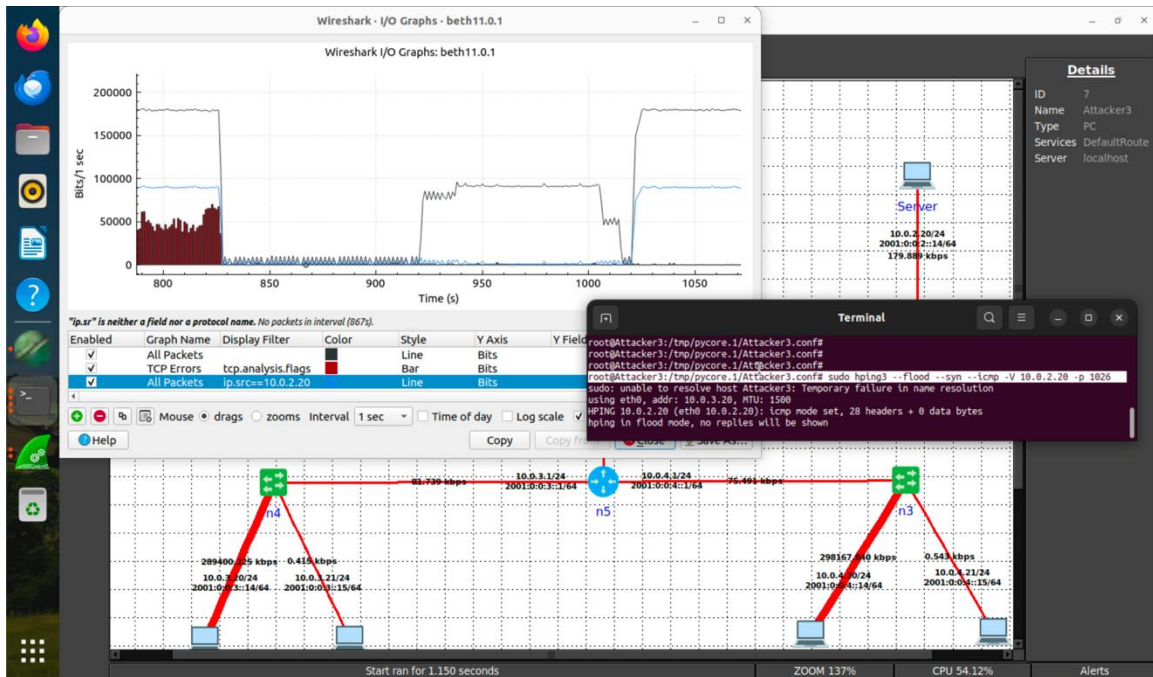
- f. (2.5pts) Repeat questions “a” through “c” but run the attack from both Attacker1 and Attacker3. Did the answer from b & c change? Explain why or why not.



g. (0.5pts) Repeat “a” but change the hping3 command so attack is a UDP flood.



h. (0.5pts) Repeat “a” but change the hping3 command so attack is a ICMP flood.



i. (0.5pts) Repeat “a” but change the hping3 command so attack packets look like they are coming from the client (address spoofing is allowed).
 sudo hping3 --flood --syn --icmp -V 10.0.2.20 -P 1026 -- spoof 10.0.1.20

Terminal output:

```

--- 10.0.1.20 hping statistic ---
6579964 packets transmitted, 0 packets received, 100% packet loss
round-trip min/avg/max = 0.0/0.0/0.0 ms
root@Attacker1:~# sudo hping3 --flood --syn --icmp -V 10.0.1.20 -p 1026 --spoof 10.0.2.20
sudo: unable to resolve host Attacker1: Temporary failure in name resolution
using eth0, addr: 10.0.4.20, MTU: 1500
HPING 10.0.1.20 (eth0 10.0.1.20): icmp mode set, 28 headers + 0 data bytes
hping in flood mode, no replies will be shown

```

Packet capture details:

No.	Time	Source	Destination	Protocol	Length	Info
4807..	1612.2940895..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=56742/42717,
4807..	1612.2985761..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=4535/46865,
4807..	1612.3030503..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=26055/51045,
4807..	1612.3075352..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=36567/55182,
4807..	1612.3120115..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=32487/59262,
4807..	1612.3164927..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=62711/63476,
4807..	1612.3209699..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=3080/2060,
4807..	1612.3254500..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=6300/6390,
4807..	1612.3299324..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=53289/10704,
4807..	1612.3344118..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=46138/15028,
4807..	1612.3388955..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) reply id=0x5d00, seq=31387/19322,

Protocol: TCP (6)
Header Checksum: 0x5040 [validation disabled]
[Header checksum status: Unverified]
Source Address: 10.0.1.20
Destination Address: 10.0.2.20
Transmission Control Protocol: Src Port: 42144, Dst Port: 8080, Seq: 0, Len: 0
0010 00 3c d4 54 40 00 3f 06 50 40 0a 00 01 14 0a 00 --> T0 ? P0
0020 02 14 a4 a0 1f 40 6c 35 53 ae 00 00 00 a0 02 --> @15 S
0030 fa f0 84 92 00 00 02 04 05 b4 04 02 08 0a fd b4

- j. (0.5pts) Repeat “a” but change the hping3 command so attack packets are reflected off of the client (address spoofing is allowed).

```
sudo hping3 --flood --syn --icmp -V 10.0.1.20 -P 1026 --spoof 10.0.2.20
```

Terminal output:

```

--- 10.0.1.20 hping statistic ---
83890255 packets transmitted, 0 packets received, 100% packet loss
round-trip min/avg/max = 0.0/0.0/0.0 ms
root@Attacker1:~# sudo hping3 --flood --syn --icmp -V 10.0.2.20 -p 1026 --spoof 10.0.1.20
sudo: unable to resolve host Attacker1: Temporary failure in name resolution
using eth0, addr: 10.0.4.20, MTU: 1500
HPING 10.0.2.20 (eth0 10.0.2.20): icmp mode set, 28 headers + 0 data bytes
hping in flood mode, no replies will be shown

```

Packet capture details:

No.	Time	Source	Destination	Protocol	Length	Info
5021..	1697.3401623..	10.0.2.20	10.0.1.20	ICMP	42	Echo (ping) reply id=0x6000, seq=25745/37220,
5021..	1697.3446450..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) request id=0x6000, seq=11169/41259,
5021..	1697.3446463..	10.0.2.20	10.0.1.20	ICMP	42	Echo (ping) reply id=0x6000, seq=11169/41259,
5021..	1697.3491242..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) request id=0x6000, seq=62897/45557,
5021..	1697.3491256..	10.0.2.20	10.0.1.20	ICMP	42	Echo (ping) reply id=0x6000, seq=62897/45557,
5021..	1697.3536027..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) request id=0x6000, seq=16578/49728,
5021..	1697.3536032..	10.0.2.20	10.0.1.20	ICMP	42	Echo (ping) reply id=0x6000, seq=16578/49728,
5021..	1697.3580825..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) request id=0x6000, seq=14034/53814,
5021..	1697.3580833..	10.0.2.20	10.0.1.20	ICMP	42	Echo (ping) reply id=0x6000, seq=14034/53814,
5021..	1697.3625648..	10.0.1.20	10.0.2.20	ICMP	42	Echo (ping) request id=0x6000, seq=17890/57925,
5021..	1697.3625658..	10.0.2.20	10.0.1.20	ICMP	42	Echo (ping) reply id=0x6000, seq=17890/57925,

Protocol: TCP (6)
Header Checksum: 0x5040 [validation disabled]
[Header checksum status: Unverified]
Source Address: 10.0.1.20
Destination Address: 10.0.2.20
Transmission Control Protocol: Src Port: 42144, Dst Port: 8080, Seq: 0, Len: 0
0010 00 3c d4 54 40 00 3f 06 50 40 0a 00 01 14 0a 00 --> T0 ? P0
0020 02 14 a4 a0 1f 40 6c 35 53 ae 00 00 00 a0 02 --> @15 S
0030 fa f0 84 92 00 00 02 04 05 b4 04 02 08 0a fd b4