

Project 8 - BGP Hijacking Attacks

Goal

In this project, using an interactive Mininet demo [1], we will explore some of the vulnerabilities of Border Gateway Protocol (BGP). In particular, we will see how BGP is vulnerable to abuse and manipulation through a class of attacks called BGP hijacking attacks. A malicious Autonomous System (AS) can mount these attacks through false BGP announcements from a rogue AS, causing victim ASes to route their traffic bound for another AS through the malicious AS. This attack succeeds because the false advertisement exploits BGP routing behavior by advertising a shorter path to reach a particular prefix, which causes victim ASes to attempt to use the newly advertised (and seemingly better!) route.

Instructions

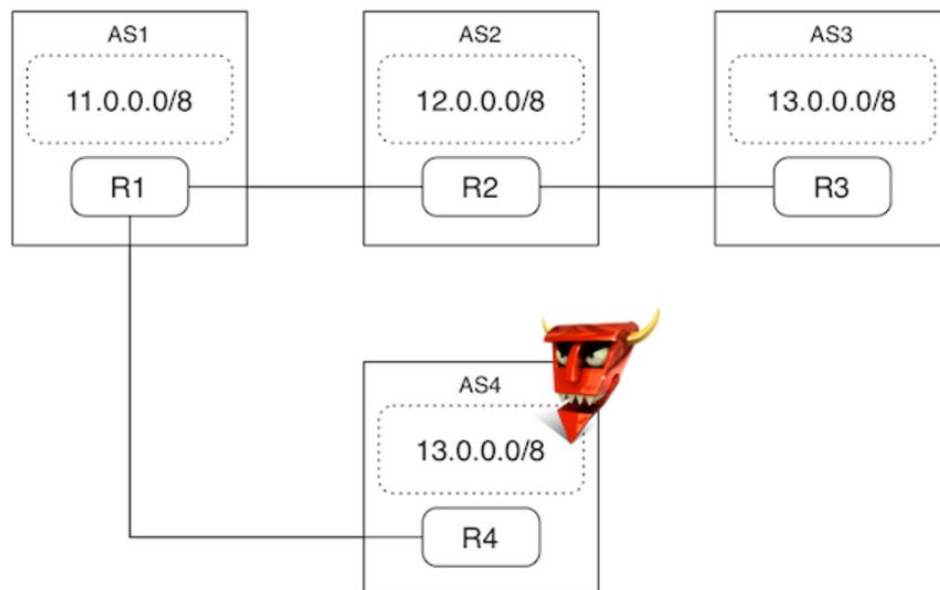
Part 1: Background reading, resources and example BGP router configurations

- A. Browse this [paper](#) as a reference for subsequent tasks and for some important background on Prefix Hijack Attacks.
- B. Refer to this [resource](#) on configuring a BGP router with Quagga.
- C. Check out the following example configurations: [Example 1](#) and [Example 2](#)
- D. View the [TA Introduction Video](#)

[1]: Based on a demo presented at ACM SIGCOMM 2014. The original demo can be found [here](#).

Part 2: Interactive Demonstration using a Mininet Topology and simulated prefixes/paths

The demo creates the network topology shown below, consisting of four ASes and their peering relationships. AS4 is the malicious AS that will mount the attack. Once again, we will be simulating this network in Mininet, however there are some important distinctions to make from our previous projects. In this set up, each container is not a host, but an entire autonomous system. Each host runs a routing daemon (quagga), communicates with other ASes using BGP (bgpd), and configures its own isolated set of routing entries in the kernel (zebra). Each AS has an IP address, which is the IP address of its border router.



NOTE: In this topology solid lines indicate peering relationships and the dotted boxes indicate the prefix advertised by that AS.

1. First, download and unzip the Project-8 files (modify permissions if necessary).
2. Next, in the `Project-8` directory, start the demo using the following command:
 - `sudo python bgp.py`
3. After loading the topology, the Mininet CLI should be visible. Keep this terminal open throughout the experiment.
4. Start another terminal, and navigate to the `Project-8` directory. We will use this terminal to start a remote session with AS1's routing daemon:
 - `./connect.sh`

5. This script will start quagga, which will require access verification. The password is:

- o `en`

6. Next, use the following commands to start the admin shell and view the routing table entries for AS1:

- o `en`

- o You will be prompted for the password again, retype `en`

- o `sh ip bgp`

7. You should see output very much like the screen grab below. In particular, notice that AS1 has chosen the path via AS2 and AS3 to reach the prefix 13.0.0.0/8:

```
bgpd-R1# sh ip bgp
BGP table version is 0, local router ID is 9.0.0.1
Status codes: s suppressed, d damped, h history, * valid, > best, i - internal,
r RIB-failure, S Stale, R Removed
Origin codes: i - IGP, e - EGP, ? - incomplete

Network          Next Hop          Metric LocPrf Weight Path
*> 11.0.0.0       0.0.0.0           0         32768 i
*> 12.0.0.0       9.0.0.2           0         0 2 i
*> 13.0.0.0       9.0.0.2           0         0 2 3 i

Total number of prefixes 3
```

9. Next, let's verify that network traffic is traversing this path. Open a third terminal, and navigate to the `Project-8` directory. In this terminal you will start a script that continuously makes web requests from a host within AS1 to a web server in AS3:

- o `./website.sh`

10. Leave this terminal running as well, and open a fourth terminal, also in the `Project-8` directory. Now, we will start a rogue AS (AS4) that will connect directly to AS1 and advertise the same 13.0.0.0/8 prefix. This will allow AS4 to hijack the prefix due to the shorter AS Path Length:

- o `./start_rogue.sh`

11. Return to the third terminal window and observe the continuous web requests. After the BGP routing tables converge on this simple network, you should eventually see the attacker start responding to requests from AS1, rather than AS3.

12. Additionally, return to the second terminal and rerun the command to print the routing table. You may need to repeat the steps to establish the remote session if it closes due to inactivity. You should now see the fraudulent advertisement for the 13.0.0.0/8 prefix in the routing table, in addition to the longer unused path to the legitimate owner.

13. Finally, let's stop the attack by switching to the fourth terminal and using the following

command:

- `./stop_rogue.sh`

14. You should notice a fairly quick re-convergence to the original legitimate route in the third terminal window, which should now be delivering the original traffic. Additionally you can check the BGP routing table again to see the original path is being traversed.

Part 3: Creating a more complex topology and attack scenario

As demonstrated in Part 2, network virtualization can be very useful in demonstrating and analyzing network attacks that would otherwise require a large amount of physical hardware to accomplish. In Part 3, you are tasked with replicating a different topology and attack scenario to demonstrate the effects of a different instance of a Prefix Hijack Attack.

1. To start, we recommend making a working copy of the code provided to you in the `Project-8` directory. Next, refer to the referenced paper in Part 1A, and locate Figure 1. Edit the working copy of the demo code you just made to reconstruct the topology in Figure 1. When complete, you should be able to use the commands from Part 2 to explore the routing tables generated by each border router. For our purposes, you can assume:
 - a. All links to be bidirectional peering links.
 - b. Each AS advertises a single prefix: AS1: 1.0.0.0/8, AS2: 2.0.0.0/8, AS3: 3.0.0.0/8, AS4: 4.0.0.0/8, AS5: 5.0.0.0/8, AS6: 1.0.0.0/8
 - c. The number of hosts in each AS is the same as in the provided code.

NOTE: You will likely find this project to be more approachable if you spend time exploring the demo code and fully understanding how each part works rather than immediately trying to edit the code.

2. Next, locate Figure 2 in the referenced paper. Continue to adapt the code in your working copy to simulate this hijack scenario. When complete, you should be able to use the commands from Part 2 to start a Rogue AS and demonstrate a similar change in routing table information as was shown in Part 2.
3. Finally, create a compressed file (zip format) named `Part3.zip` containing your entire attack

demonstration. You must include all of the files necessary to run your demo in an empty directory - do **NOT** assume that we will provide any of the files necessary to run your demonstration for grading purposes.

Part 4 (Optional Extra Credit) – Design and implement a countermeasure to the attack from Part 3

This part of the project is optional, but it is worth extra credit if you complete it. Your task here is to design and implement a countermeasure to the attack demonstrated in Part 3. We recommend you start by creating a complete copy of the code you produced in Part 3, and paste it to a fresh working directory. Next, design and implement a countermeasure to the attack from Part 3. When complete, you should be able to use the commands from Part 2 to launch the simulation, and start a Rogue AS that mounts a Prefix Hijack attack as in Part 3. In this case, the attack should fail and you should be able to observe the victim AS routing table maintain (or revert back to) it's original state before the attack commences.

The paper referenced in Part 1A describes some example countermeasures, and you can implement / modify them as required for this project. You are also free to explore other methods, this Part is open ended. The first stipulation is that the solution you implement be applicable in the general case, meaning it is not a hard coded defense. Your defense should work regardless of which AS is attacked, which AS mounts the attack, and what prefix is targeted. The second is that the countermeasure must be demonstrable on the course VM. It is permissible to use additional libraries in the development of your countermeasure, however they must be documented so the grader can install them prior to grading your code.

As was done in Part 3, create a compressed file (zip format) named `Part4.zip` containing your entire countermeasure demonstration. You must include all of the files necessary to run your demo in an empty directory - do **NOT** assume that we will provide any of the files necessary to run your demonstration for grading purposes. Additionally, you should provide a supplementary document (PDF format) named `Countermeasure.pdf`. This document should provide the following:

1. A brief summary of how your solution counters the attack
2. A list of files you modified from Part 3 or created in order to implement the countermeasure
3. A brief description of what is changed in each file, (or the purpose of newly created files)

including how it functions as a part of the larger system.

4. Instructions for demonstrating the countermeasure, including instructions for installing required software / libraries.
5. A brief closing containing any additional information the grader may need to reproduce your countermeasure and contact information (if different than your GT student email address) in case the grade has questions.

What to Turn In

For this project you need to turn in the `Part3.zip` file you created in Part 3. Also, if you chose to pursue the extra credit, also turn in `Part4.zip` file and `Countermeasure.pdf` files you created in Part 4.

What you can and cannot share

While discussion of the project in general is always permitted on Piazza, you are not permitted to share your code generated for Part 3 or Part 4. You may quote snippets of the unmodified skeleton code provided to you when discussing the this Project.

Rubric (out of 75 points)

10 pts	Submission	for turning in all the correct files with the correct names, and significant effort has been made towards completing the project.
65 pts	Attack Demo	for accurately recreating the topology, links, router configuration, and attack per the instructions. Partial credit is available for this rubric item.
50 pts	Extra Credit	For correctly designing and implementing a countermeasure to the attack from Part 3. Submissions MUST include both the code and documentation - extra credit will not be considered for code without accompanying documentation or vice versa.

[1] This Project inspired by a Mininet Demo originally presented at SIGCOMM 2014.