Team 8

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---Environment:

We use Mac OS as the testing environment.

--- How to detect and defend traceroute:

Since attacker needs to send traceroute to investigate the topology around the targeted region before attack starts and disconnect the target area, we can detect it by finding rapid increase of traceroute or analyzing hop count to the destination (The destination of attacker's traceroutes are concentrated within several hops while legitimate user's ones are distributed normally).

Also, we can defend traceroute by disabling the ICMP functionality of the targeted router, computer or other device(disable its ability to send and receive any requests using the ICMP) from administrative interface(ex. Using firewall) to make the device unresponsive to traceroute requests.

---Why traceroute can't show the full route:

Traceroute can't show the full route because the router has a firewall that is blocking the ICMP TTL exceeded messages that the intermediate hops generate, but the ICMP message for the echo reply for the last hop is not blocked. It is a (off-topic because it is consumer-grade equipment) router/firewall configuration problem.

---Why the result may not always be the same:

Some domains may use DNS load balancing to redirect requests to one server of a group of server machines to distribute loading. Therefore we may get different results even when we're executing the very same request.

--- Compare the results between local and foreign:

It takes longer to get a traceroute result when the destination IP address is located in foreign country compared to domestic IP addresses. Initially, they go through similar paths (routers), however, in order to access to foreign IP, the packet needs to arrive at a domestic gateway. In the following image, we can observe that the domestic gateway of Taiwan is twgate.net, which is established by Chunghwa Telecom. By this gateway, the packet is able to reach foreign IP, since the path is quite long, it needs more time to respond.

--- Explain the difference by using TCP, UDP, and ICMP:

- ICMP: ICMP traceroute sends raw ICMP echo requests, while receives ICMP echo reply when the packet reaches the destination.
- UDP: UDP traceroute sends UDP packets, while receives ICMP destination unreachable when the packet reaches the destination.
- TCP: TCP traceroute sends TCP SYN packets, therefore it has a greater chance to bypass firewall.

Reference:

https://ieeexplore.ieee.org/abstract/document/8304023

https://www.cloudflare.com/zh-tw/learning/ddos/ping-icmp-flood-ddos-attack/https://networkengineering.stackexchange.com/questions/16530/traceroute-does nt-print-entire-route-sometimes

https://zhuanlan.zhihu.com/p/101810847

https://stackoverflow.com/questions/58273223/traceroute-returning-different-results-on-the-same-network