

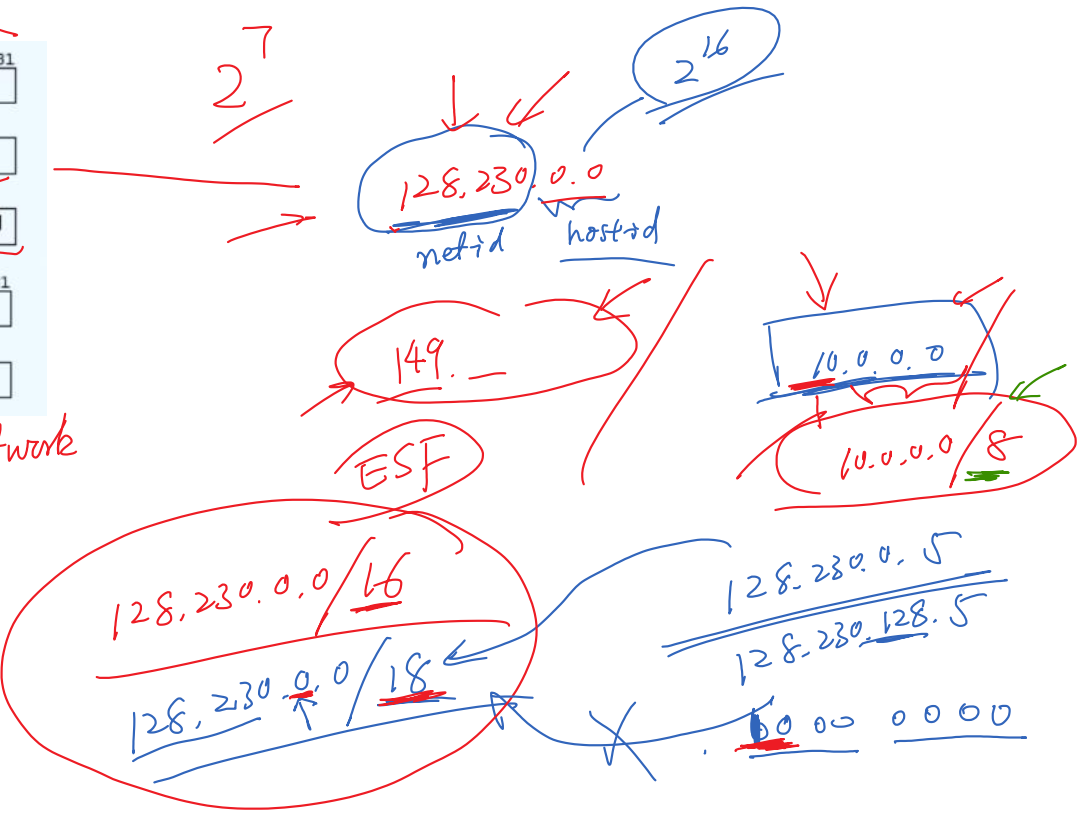
# Internet Security

Network Layer  
(IP and ICMP Protocols)

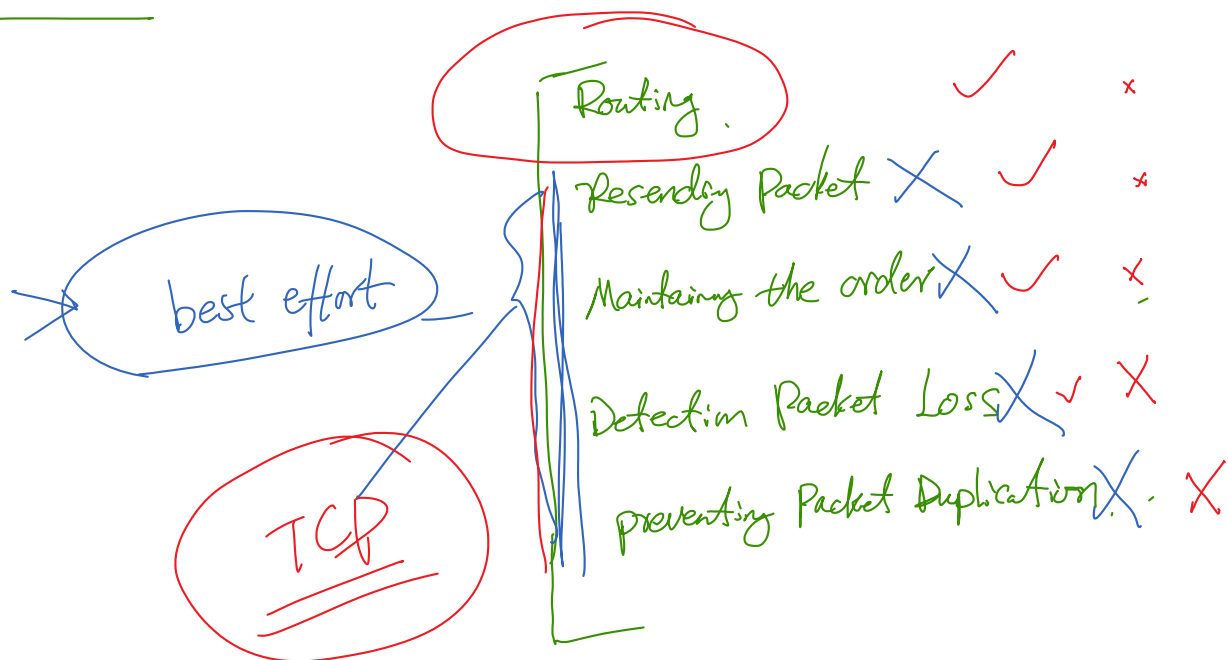
IP Address

Class A	0	1	8	16	24	31
	0		netid			hostid
Class B	1	0		netid		hostid
Class C	1	1	0		netid	hostid
Class D	0	1	1	1	0	31
	1	1	1	0		IP multicast
Class E	1	1	1	1	0	
	1	1	1	1	0	reserved

reserved for private network  
{ 10.0.0.0/8  
192.168.0.0/16



## Responsibility of IP Layer



# IP Header and Protocol

32 bits			
4-bit version	4-bit hdr length	Type of service	16-bit total length (in bytes)
16 bit identification (ID)		3-bit flags	13-bit fragment offset
8-bit time to live (TTL)	8-bit protocol	16-bit header checksum	
32-bit source IP address			
32-bit destination IP address			
Header options, if any (0–40 bytes)			
Data (variable length)			

$$2^{16} = 65535$$

20 bytes

≥ 20

1111

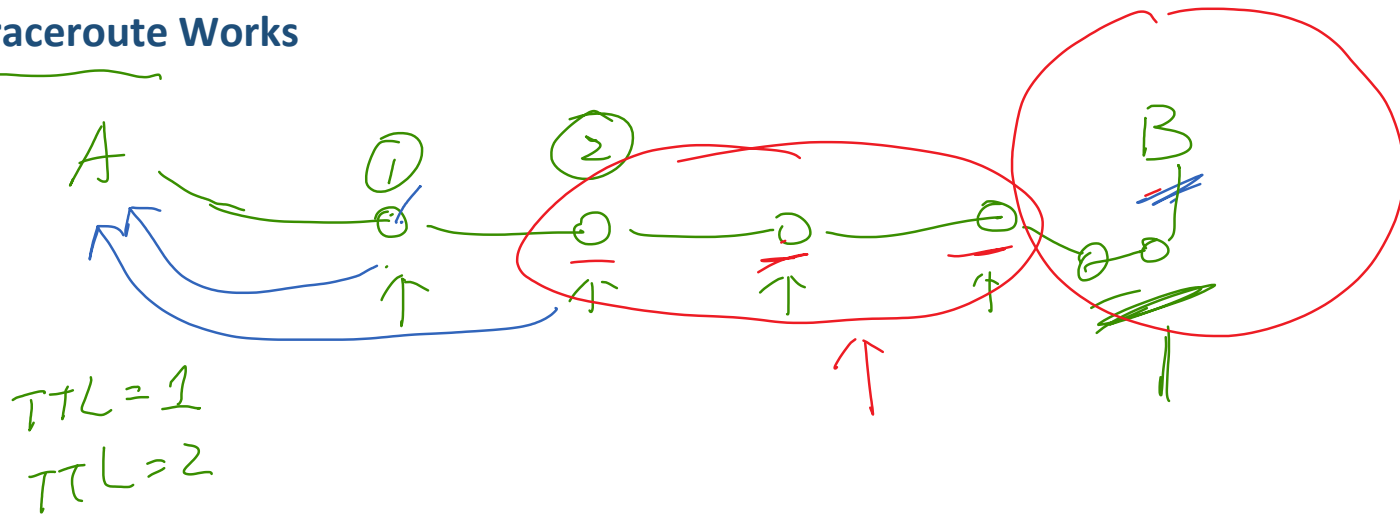
15  
+2

45

TTL:  
→ 255  
→ 150

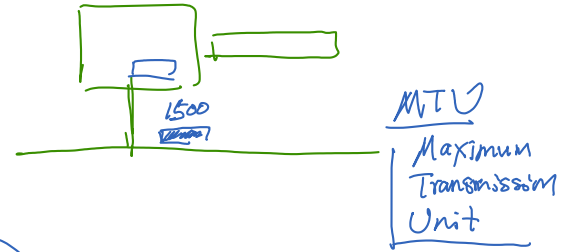
UDP  
TCP  
ICMP

## How Traceroute Works

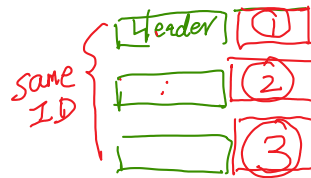
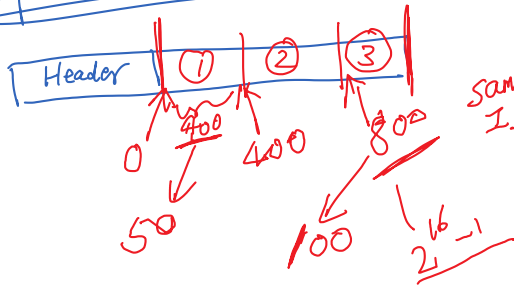


# IP Fragmentation: How

4-bit version	4-bit hdr length	Type of service	32 bits	
16 bit identification (ID)		3-bit flags	16-bit total length (in bytes)	
8-bit time to live (TTL)	8-bit protocol	13-bit fragment offset		
16-bit header checksum				
32-bit source IP address				
32-bit destination IP address				
Header options, if any (0-40 bytes)				
Data (variable length)				



## IP Fragmentation



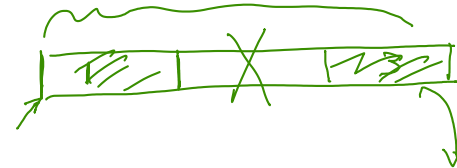
- ① sequence (offset)
- ② last one
- ③ part of the same IP

1

2

3

B



# Attacks on IP Fragmentation

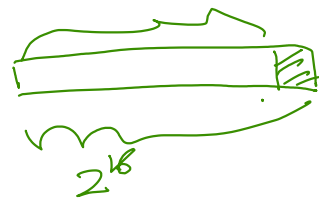
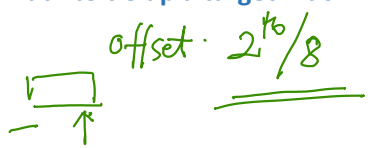
## DEFINITION

# protocol

In information technology, a protocol is the special set of rules that end points in a telecommunication connection use when they communicate. Protocols specify interactions between the communicating entities.

Questions: Attacks Using Fragmentation

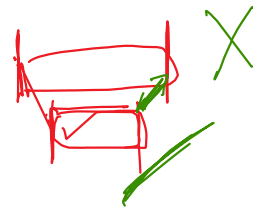
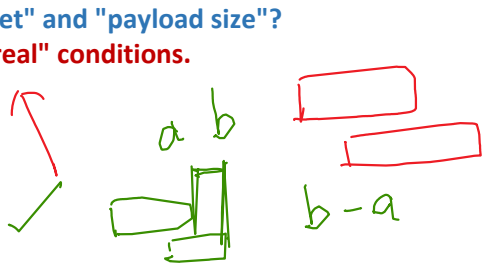
Q1: Can you use a small amount of bandwidth to tie up a target machine's significant amount of resources?



Q2: Can you create an IP packet that is larger than 65,536 bytes?



Q3: Can you create some abnormal conditions using "offset" and "payload size"?  
Goal: Test whether a computer can handle these "unreal" conditions.



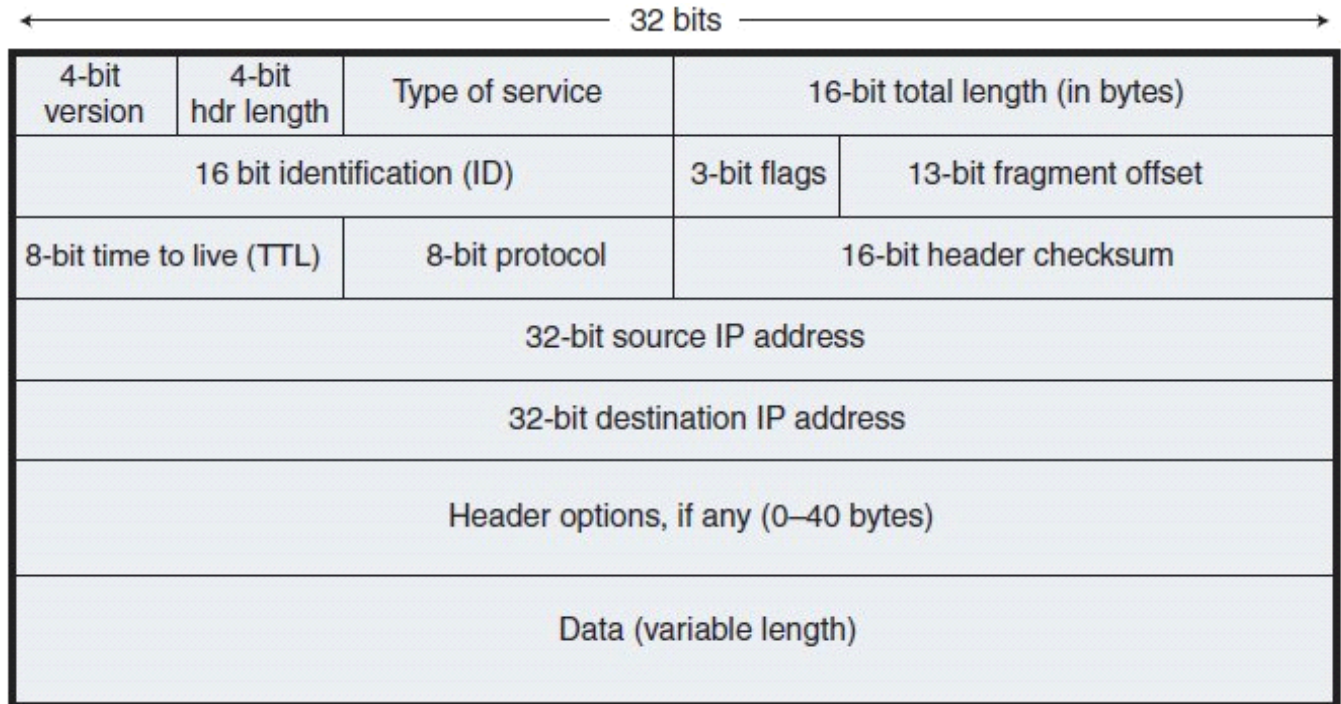


## Attack 1: Tie Up Target's Resources

Can you use a small amount of bandwidth to tie up a target machine's significant amount of resources?

## Attack 2: Create a Super-Large Packet

Can you create an IP packet that is larger than 65,536 bytes?



## Attack 3: Create Abnormal Situation

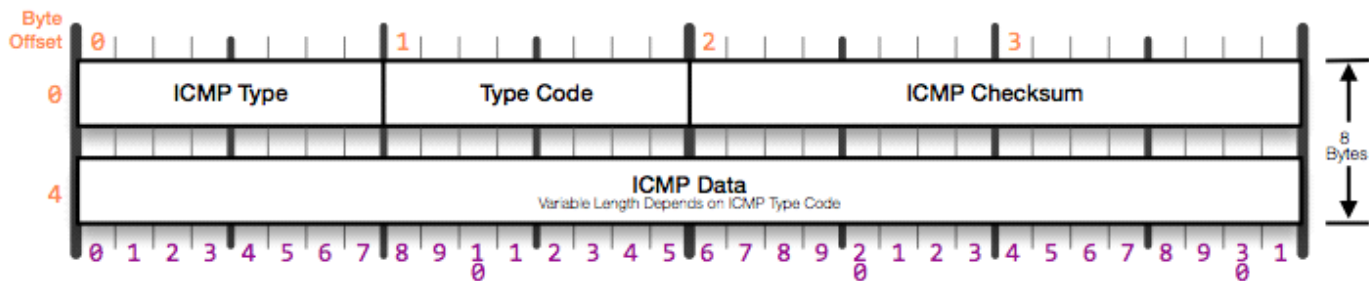
Can you create some abnormal conditions using "offset" and "payload size"?  
**Test whether a computer can handle these "unreal" conditions.**

# ICMP: Internet Control Message Protocol

# ICMP Header

## ICMP Header

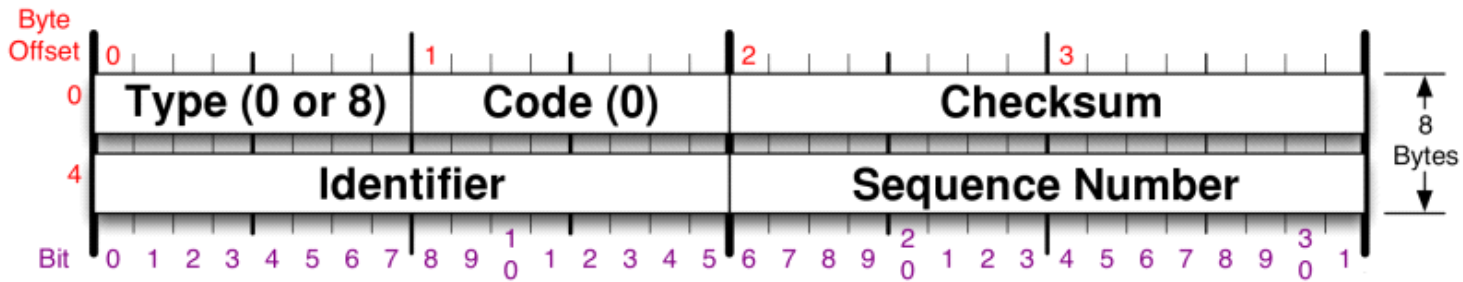
RFC 792 Outlines the ICMP Protocol



ICMP Type	ICMP Type	ICMP Type	ICMP Type
0 Echo Reply	4 Source Quench	10 Router Solicitation	13 Timestamp Request
3 Destination Unreachable	5 Redirect	11 Time to Live Exceeded	14 Timestamp Reply
Type Code	Type Code	Type Code	ICMP Type
0 Network Unreachable	0 Redirect for Network	0 TTL Exceeded in Transit	17 Address Mask Request
1 Host Unreachable	1 Redirect for Host	1 TTL Exceeded in Reassembly	ICMP Type
2 Protocol Unreachable	2 Redirect for TOS and Network		18 Address Mask Reply
3 Port Unreachable	3 Redirect for TOS and Host		ICMP QUERY OR RESPONSE
4 Fragment Necessary			ICMP ERROR MESSAGE
5 Source Route Failed			
6 Destination Network Unknown			
7 Destination Host Unknown			
8 Obsolete			
9 Destination Network Prohibited			
10 Destination Host Prohibited			
11 Network Unreachable for TOS			
12 Host Unreachable for TOS			
13 Communication Prohibited			

ICMP Protocol Header Format  
Created by Troy Jessup - <http://www.troyjessup.com>

# ICMP Echo Request/Reply



Data: Echo reply (type 0) must return any data sent in echo request

# ICMP Time Exceeded

00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Type = 11								Code								Header checksum															
unused																															
IP header and first 8 bytes of original datagram's data																															

Where:

**Type** must be set to 11

**Code** specifies the reason for the time exceeded message, include the following:

Code	Description
0	Time-to-live exceeded in transit.
1	Fragment reassembly time exceeded.

# ICMP Destination Unreachable

00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Type = 3								Code								Header checksum															
unused																Next-hop MTU															
IP header and first 8 bytes of original datagram's data																															

0	Destination network unreachable
1	Destination host unreachable
2	Destination protocol unreachable
3	Destination port unreachable
4	Fragmentation required, and <a href="#">DF flag</a> set
5	Source route failed
6	Destination network unknown
7	Destination host unknown
8	Source host isolated
9	Network administratively prohibited
10	Host administratively prohibited
11	Network unreachable for TOS
12	Host unreachable for TOS
13	Communication administratively prohibited
14	Host Precedence Violation
15	Precedence cutoff in effect

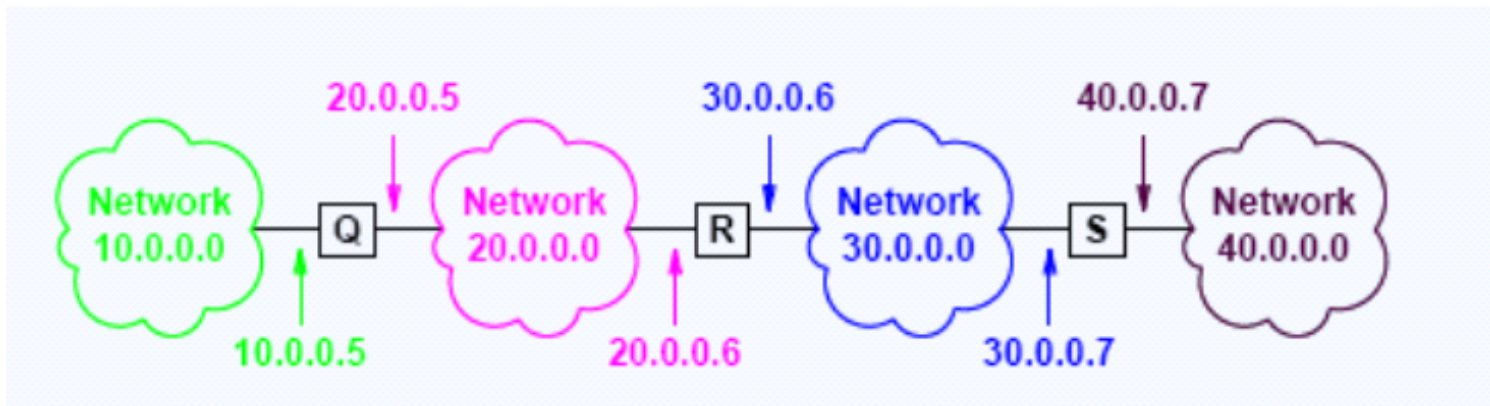


## ICMP Redirect and Attacks

# Smurf Attack

# Summary of Attack Strategies

# Routing



TO REACH NETWORK	ROUTE TO THIS ADDRESS
20.0.0.0 / 8	DELIVER DIRECT
30.0.0.0 / 8	DELIVER DIRECT
10.0.0.0 / 8	20.0.0.5
40.0.0.0 / 8	30.0.0.7

The routing table for router R

## Routing Table on a Host

```
seed@ubuntu:~$ route -n
```

```
Kernel IP routing table
```

Destination	Gateway	Genmask	Flags	Metric	Ref	Use	Iface
0.0.0.0	10.0.2.1	0.0.0.0	UG	0	0	0	eth18
10.0.2.0	0.0.0.0	255.255.255.0	U	1	0	0	eth18
169.254.0.0	0.0.0.0	255.255.0.0	U	1000	0	0	eth16
192.168.56.0	0.0.0.0	255.255.255.0	U	1	0	0	eth16

## Change Routing Table

```
seed@ubuntu:~$ route -n
```

```
Kernel IP routing table
```

Destination	Gateway	Genmask	Flags	Metric	Ref	Use	Iface
0.0.0.0	10.0.2.1	0.0.0.0	UG	0	0	0	eth18
10.0.2.0	0.0.0.0	255.255.255.0	U	1	0	0	eth18
169.254.0.0	0.0.0.0	255.255.0.0	U	1000	0	0	eth16
192.168.56.0	0.0.0.0	255.255.255.0	U	1	0	0	eth16

```
seed@ubuntu:~$ sudo route add -net 128.230.0.0/16 gw 10.0.2.1
```

```
[sudo] password for seed:
```

```
seed@ubuntu:~$ route -n
```

```
Kernel IP routing table
```

Destination	Gateway	Genmask	Flags	Metric	Ref	Use	Iface
0.0.0.0	10.0.2.1	0.0.0.0	UG	0	0	0	eth18
10.0.2.0	0.0.0.0	255.255.255.0	U	1	0	0	eth18
128.230.0.0	10.0.2.1	255.255.0.0	UG	0	0	0	eth18
169.254.0.0	0.0.0.0	255.255.0.0	U	1000	0	0	eth16
192.168.56.0	0.0.0.0	255.255.255.0	U	1	0	0	eth16

# How Do Routers and Host Get Routing Information?