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EN.650.431 Ethical Hacking Homework 1
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Background:

Commercial Wifi-based UAVs are vulnerable to common and basic security attacks, capable by hackers. The standard ARDiscovery Connection Process and the Wifi access point used in the Parrot Bebop UAV are exploitable such that the ability to fly can be disrupted mid-flight by a remote attacker. The Normal operation such as ARDiscovery Connection process over Wifi was exploited using a fuzzing technique to discover that the Parrot Bebop UAV is vulnerable to DoS and buffer-overflow attacks during the ARDiscovery Connection process. The exploitation resulted in catastrophic and immediate disabling of the UAV's rotors mid-flight. The UAC was also vulnerable to ARP Cache poisoning attack, which can disconnect the disconnect the mobile device user, causing the UAV to land or return home. We learned that Wifi-based commercial UAVs require a defense-in depth approach.

The academic paper attempts to address the question: Are these devices secured in a way that they are safe to operate and therefore protected against exploitation? We learned specifically about UAV vulnerabilities. For example, Defcon 23 hackers were able to exploit open telnet access and issue a deauthentication attack to force Parrot AR and Bebob UAVs from the air. In this work, the author utilized the telnet application to fuzz(i.e point telnet at port 44444 to deliver fuzzed JSON records without logging into the telnet server on the UAC or kill any processes). There is another attack called Skyjack which exploits the UAV's onboard Wifi through a de-authentication technique.

We learned that the ARDiscovery process is the process by which networked devices identify and connect to nearby nodes. The purpose of the protocol is to identify and permit the connection of a wireless device to an existing network. More specifically, the Parrot uses ARDiscovery to establish a

connection between the aircraft running the software and a controller. The discovery protocol works over a combination of TCP and UDP channels, establishing a handshake over a TCP port. The controller initiates a TCP handshake from UAV to controller and controller to UAV in order to establish the communication channel. Data sent between the connected devices is managed through JSON records sent via UDP. For example, the controller would first send a JSON record to port 44444 on the UAV and the UAV would respond back to the controller with a JSON record if it does not have a controller (controller accepted). Otherwise, the UAV would respond back to the controller with another JSON record(controller rejected).

Exploit 1: Buffer-Overflow

The results of fuzzing the ARDiscovery process by increasing the number of characters in the first field of the JSON record sent by a potential controller, revealed that the developers did not consider this case. When a valid controller was already flying the UAV, the UAV was unable to handle JSON records sent from potential controllers with the first field larger than 931 characters.

Exploit 2: DoS Attack

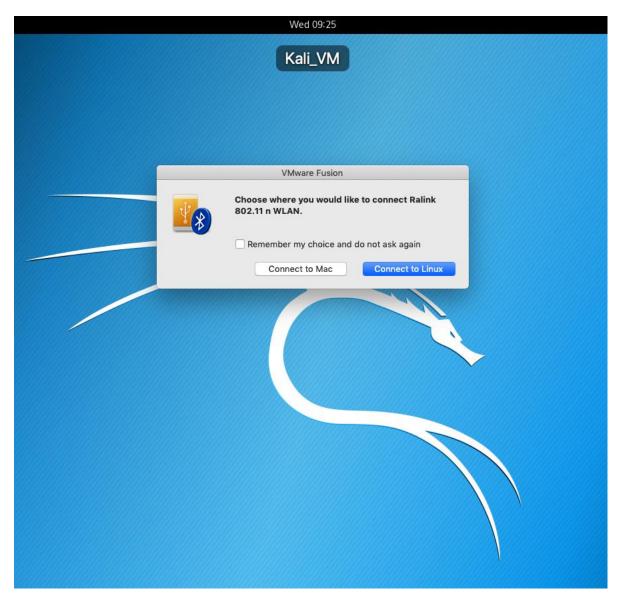
Fuzzing the ARDiscovery with simultaneous requests from other controllers reveal that Parrot developers did not account for this scenario and the UAV was incapable of handling up to 1000 simultaneous requests from other controllers while a valid controller was already flying the UAV

Exploit 3: ARP Cache Poison Attack

The result of the ARP Cache Poisoning experiment disconnected the primary smartphone controller. When an attack laptop spoofs the UAV's IP address, there is a conflict on the UAV's wireless network and thus no communication can occur between the controller and the UAV.

Setup:

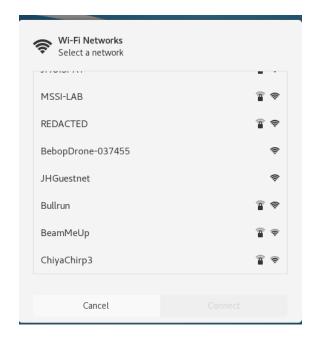
After connecting the external wireless adapter,



We clicked "connect to Linux". Then, we pressed the button on the Bebop 1, which created a wireless LAN(WLAN). Note that the green light was flickering after we pressed the button.



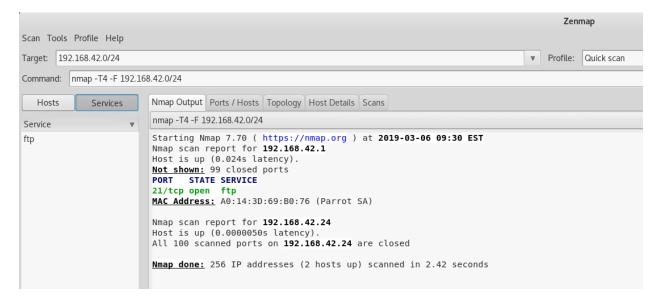
Now, the WLAN was created. As shown below, we could view "BebopDrone-037455" network in Kali.



After connecting to the Bebop 1, we could see that Kali has an IP address 192.168.42.24 on wlan0:

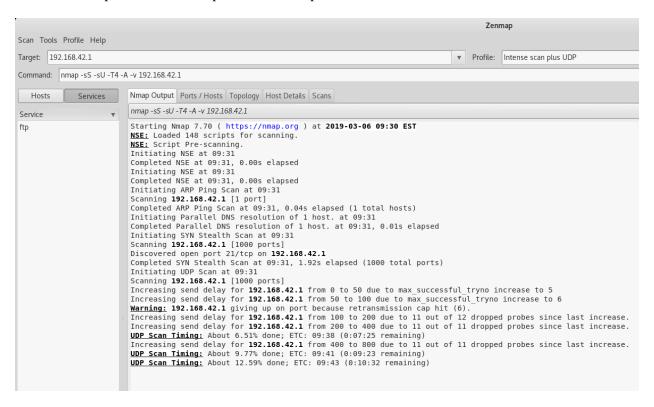
```
File Edit View Search Terminal Help
 oot@kali:~# ifconfig
eth0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
       inet 172.16.241.150 netmask 255.255.255.0 broadcast 172.16.241.255
       inet6 fe80::20c:29ff:fe6f:91c8 prefixlen 64 scopeid 0x20<link>
       ether 00:0c:29:6f:91:c8 txqueuelen 1000 (Ethernet)
    pcaRX packets 12517 bytes 18190169 (17.3 MiB)
   generRXr.errors 0 dropped 0 overruns 0 frame 0
      TX packets 744 bytes 46903 (45.8 KiB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
       inet 127.0.0.1 netmask 255.0.0.0
       inet6 ::1 prefixlen 128 scopeid 0x10<host>
       loop txqueuelen 1000 (Local Loopback)
       RX packets 24 bytes 1272 (1.2 KiB)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 24 bytes 1272 (1.2 KiB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
wlan0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
       inet 192.168.42.24 netmask 255.255.255.0 broadcast 192.168.42.255
       inet6 fe80::578a:c689:1c3a:fbba prefixlen 64 scopeid 0x20<link>
       ether 00:c0:ca:59:f5:f4 txqueuelen 1000 (Ethernet)
       RX packets 7 bytes 962 (962.0 B)
       RX errors 0 dropped 0 overruns 0
                                          frame 0
       TX packets 11 bytes 1634 (1.5 KiB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
```

Now since we know that the network is 192.168.42.X, we conducted zenmap(which uses nmap) to map out the devices on this network:



As shown above, we did a quick scan for the most common tcp ports. Note that zenmap uses nmap that scans the most common 1000 ports for each scanned protocol. We could therefore determine that the IP address of the Bebop is 192.168.42.1 since we could see the MAC address of A0:14:3D:69:B0:76 was associated with the Parrot SA.

b) As shown above, the opened tcp port that was 21 running ftp service. Next, we did an intense scan plus UDP on zenmap to find the UDP ports that were opened:



This screenshot above shows that our intense zenmap scan was in progress. The result of this scan was saved in text file on the next page.

```
Discovered open port 5353/udp on 192.168.42.1
UDP Scan Timing: About 92.57% done; ETC: 09:46 (0:01:10 remaining)
Completed UDP Scan at 09:47, 981.21s elapsed (1000 total ports)
Initiating Service scan at 09:47
Scanning 16 services on 192.168.42.1
Service scan Timing: About 18.75% done; ETC: 09:51 (0:03:28 remaining)
Service scan Timing: About 68.75% done; ETC: 09:49 (0:00:35 remaining)
Completed Service scan at 09:49, 97.56s elapsed (16 services on 1 host)
Initiating OS detection (try #1) against 192.168.42.1
NSE: Script scanning 192.168.42.1
Initiating NSE at 09:49
Completed NSE at 09:49, 1.25s elapsed
Initiating NSE at 09:49
Completed NSE at 09:49, 1.01s elapsed
Nmap scan report for 192.168.42.1
Host is up (0.044s latency).
Not shown: 1984 closed ports
   Not shown: 1984 closed ports
                                                                       SERVICE
                                                                                                           VERSION
   21/tcp
       1/tcp open ftp BusyBox ftpd (D-Li
ftp-anon: Anonymous FTP login allowed (FTP code 230)
                                                                                                          BusyBox ftpd (D-Link DCS-932L IP-Cam camera)
       total 4
        drwxr-xr-x
                                                                                                                         4096 Jan 1 1970 internal 000
        ftp-bounce: bounce working!
        ftp-syst:
       STAT:
Server status:
          TYPE: BINARY
   67/udp
                              open|filtered dhcps
open|filtered netbios-ssn
   139/udp
  515/udp open|filtered printer
1056/udp open|filtered vfo
```

```
5353/udp open
                                            DNS-based service discovery
  dns-service-discovery:
     9/tcp workstation
       Address=192.168.42.1
     4444/udp arsdk-0901
{"device_id":"PI040338AA5B037455"}
Address=192.168.42.1
 5555/udp open|filtered rplay
18666/udp open|filtered unknown
18683/udp open|filtered unknown
19682/udp open|filtered unknown
19792/udp open|filtered unknown
20409/udp open|filtered unknown
21524/udp open|filtered unknown
24854/udp open|filtered unknown
30704/udp open|filtered unknown
53006/udp open|filtered unknown
MAC Address: A0:14:3D:69:B0:76 (Parrot SA)
Device type: general purpose Running: Linux 2.6.X|3.X
OS CPE: cpe:/o:linux:linux_kernel:2.6 cpe:/o:linux:linux_kernel:3 OS details: Linux 2.6.32 - 3.10
Uptime guess: 0.012 days (since Wed Mar 6 09:31:30 2019)
Network Distance: 1 hop
TCP Sequence Prediction: Difficulty=260 (Good luck!)
IP ID Sequence Generation: All zeros
Service Info: Device: webcam; CPE: cpe:/h:dlink:dcs-932l
TRACEROUTE
HOP RTT ADDRESS
1 43.58 ms 192.168.42.1
NSE: Script Post-scanning.
Initiating NSE at 09:49
Completed NSE at 09:49, 0.00s elapsed
Initiating NSE at 09:49
Completed NSE at 09:49, 0.00s elapsed
Read data files from: /usr/bin/../share/nmap
{\tt OS \ and \ Service \ detection \ performed. \ Please \ report \ any \ incorrect \ results \ at \ https://nmap.org/submit/ \ .}
```

Therefore, the opened UDP ports were 67, 139, 515, 1056, 5353(MDNS, a DNS-based service discovery), 5555, 18666, 18683, 19682, 19792, 20409, 21524, 24854, 30704 and 53006.

c) The OS used in the Bebop is Linux 2.6.32 - 3.10, as shown from the result of the intense scan:

```
Running: Linux 2.6.X|3.X
OS CPE: cpe:/o:linux:linux_kernel:2.6 cpe:/o:linux:linux_kernel:3
OS details: Linux 2.6.32 - 3.10
```

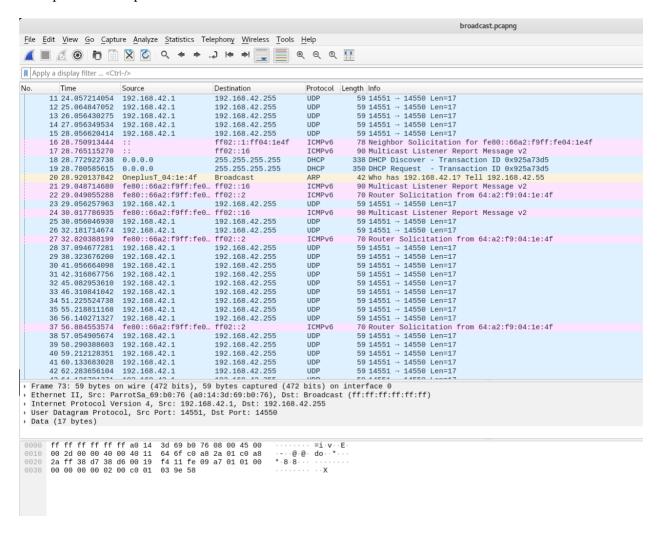
d) The new Bebop 2 ARDiscovery Process uses the MDNS protocol.

The MDNS protocol was initially used more in home networks. But now it is used in corporate networks. The idea is about plug and play. On a high level, there is a need for directory service to find IP addresses using hostnames(computerA.local). There can be a localhost multicast capability in a local VLAN, and the devices in the same VLAN can therefore shake hands to discover one another. Recall that a device that has only been authenticated will be put in a VLAN.

The purpose of multicast DNS is to resolve hostnames to IP addresses within small networks that do not have a local DNS server. It is a zero configuration service that is similar to the unicast Domain Name System. The mDNS protocol is published as RFC 6762 and uses the IP multicast UDP packets, implemented by Apple's Bonjour and Linux nss-mdns services. When an MDNS client in a local network needs to resolve a hostname to IP address, it sends an IP multicast query message that asks the host having that name to identify itself. The target machine then multicasts a message that includes its IP address. All machines in the network can then use that information update their mDNS caches. By default, MDNS resolves host names ending with .local domain.

As such the drone, the controller(iPhone) and my Kali box discovered one another via MDNS protocol on the same VLAN when both the Kali, with the external WiFi Card, and the controller connected to the drone's Wireless Access Point.

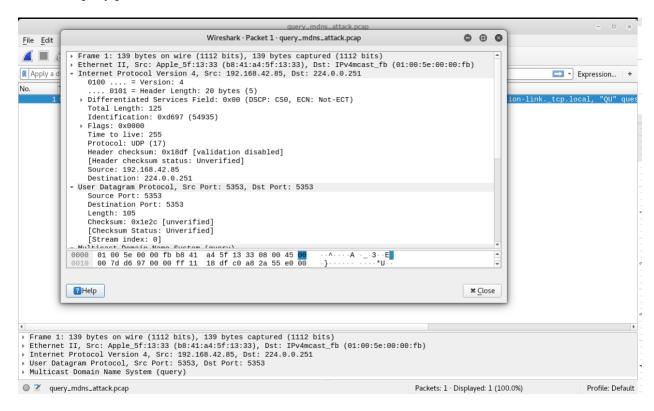
e) The JSON records were replaced MDNS query and response packets. During the connection process, we captured all the packets on wlan0 via Wireshark:



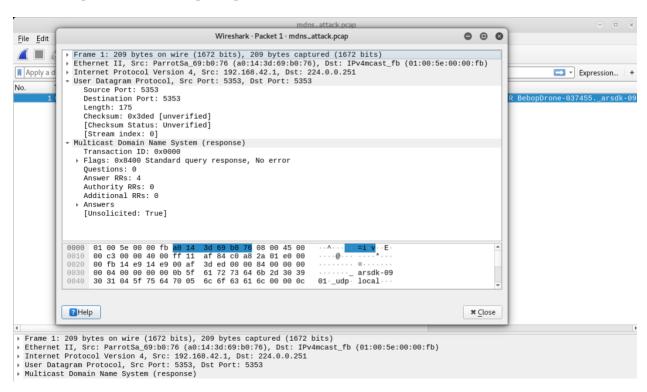
Note that 192.168.42.1 is the IP of the drone. There are UDP, ARP, MDNS and ICMPv6 packets.

For the discovery process, we managed to capture both a MDNS query packet and a MDNS response packet. MDNS uses the UDP protocol.

A MDNS query packet:



Also, we captured a MDNS response packet, which used to conduct a DOS attack on the drone:



2a) We can wage a denial of service (DoS) attack against the Bebop ARDiscovery process by using topreplay in linux using a specific MDNS response packet from 192.168.42.1(drone) to 224.0.0.251. The weakness lies in the use of MDNS packets in the discovery process. Both the drone and the controller require the MDNS protocol to discover each other on the same wireless network.

We used Tcpreplay tool, which works in a linux machine, to initiate the DoS attack on the drone. The Tcpreplay tool will take a pcap file as an input of an already saved traffic which in this case is the mDNS transaction between the controller and the drone to resend the traffic again on a selected interface. The tool has an option to set the speed of the traffic, which is not used in this case, and also has an option to loop the traffic as many times as the user desire. In this assignment, we identified MDNS packets that contains JSON records into a pcap file to use them with this tool. The file is then resent to the drone several times using the loop flag to hopefully overflow the machine. The command used for the attack is as follows:

tcpreplay -i wlan0 --loop 10000 <pcap file of single MDNS reponse packet>

Looking at the man page of tcpreplay:

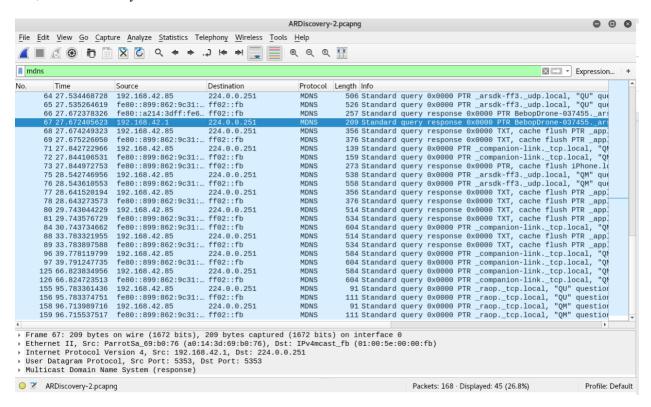
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NAME

tcpreplay-edit - Replay network traffic stored in pcap files

SYNOPSIS OUR PORT ARD TO HOME ARD TO THE PORT OF THE PORT
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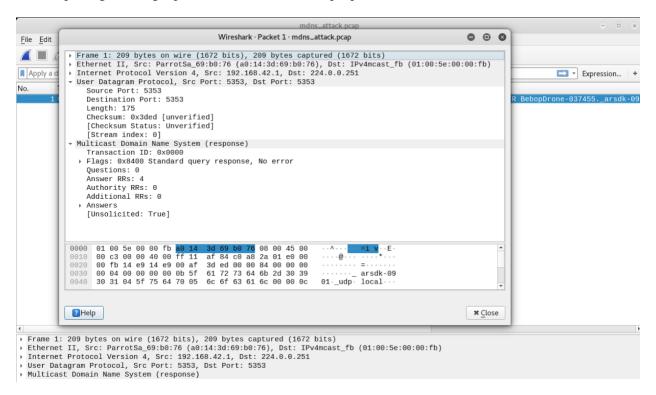
The video attached in the same email will explain how we conducted the MDNS DoS attack using topreplay, which replays network traffic stored in pcap files. Just to briefly explain, we first used the pcap file from 1e.

But, we have to only filter MDNS on wireshark first:



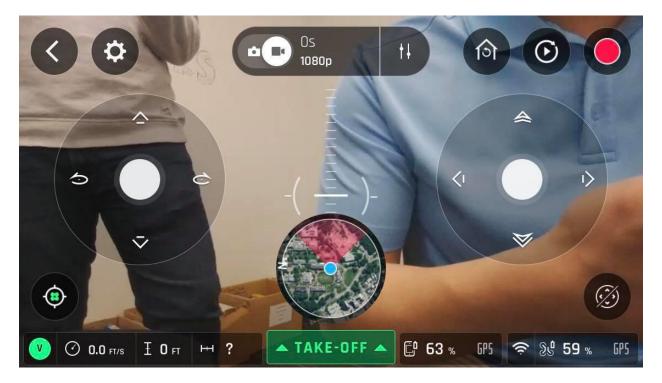
Then, we found a packet that was associated with the drone, as highlighted above. Next, we exported this single packet, which is a MDNS response packet, into another pcap file that will be used to conduct the DoS attack via topreplay.

After exporting this single packet into a mdns_attack.pcap file:



Now, using mdns_attack.pcap, we conducted this attack in Kali's terminal with an existing connection between my phone(controller) with the drone:

Initially, the phone showed this:



But, after a few seconds, we saw this on our phone:



This shows that we have successfully waged a DoS attack against the Bebop ARDiscovery process.