OS Fingerprinting

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We pledge our honor that we have abided by the Stevens Honor System.

What is it?

- The process of learning what operating system is running on a particular device
  - Analyze certain protocol flags, options, and data in the packets a device sends onto the network
- OS has a fingerprint
  - Unique characteristics in its communication implementation that can identify it on a network
  - Signatures:
    - Time to Live (TTL)
    - Window Size
    - Don’t Fragment bit (DF)
    - Type of Service (TOS)

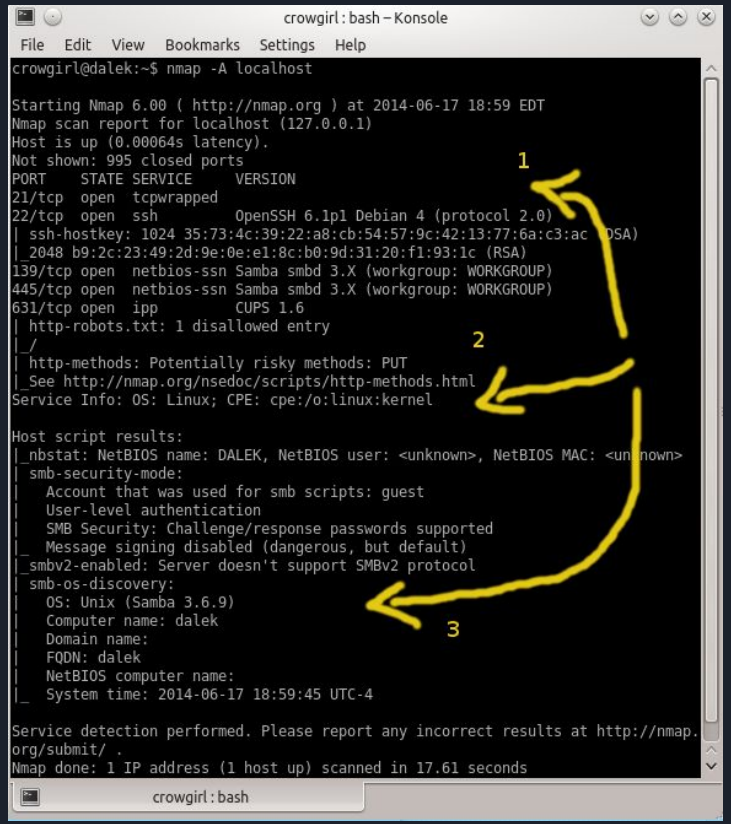
What is it used for?

- Hacking
  - Good reconnaissance
  - Importance of a device
- Network Maintenance
  - Notification of new device
  - Keep network inventory clean and up to date

Active Fingerprinting

- More likely to return information that will benefit an attacker
  - More accurate results a shorter amount of time
- Risk of being caught by an IDS, IPS, or a firewall
- Sending packets to target host
  - Analyzing the packets that are sent back
- Nmap
  - Monitor the security of networks
  - Firewalls are properly configured

Example

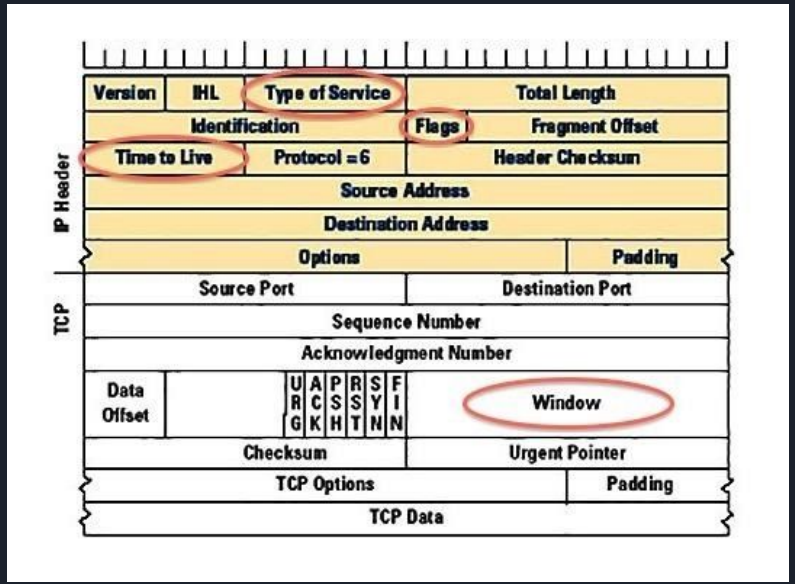


- Debian version of OpenSSH is running from port 22
  - Ubuntu, Xubuntu, original Debian
- OS kernel - Linux
- Samba server 3.6.9 - Unix version
- Overall: Debian-based Linux distro
  - May not know specific Linux kernel version
  - Vulnerabilities that apply to all current Debian-based OSes

Passive Fingerprinting

- Less likely to return information that will benefit an attacker
  - Less accurate and less control over the data analyzed
- Almost undetectable
- Sniffs for TCP/IP ports
  - Analyzing the network traffic
- Packet capture API
  - Time to Live
  - TCP window size
- NetworkMiner and Satori
- No question to legality nature

Example



- Type of Service
  - Minimize Delay, Maximize Throughput, Maximize Reliability, Minimize Monetary Cost
- Flags
  - SYN, RST, ACK, etc
  - Whether the packet has been fragmented
- Time to Live (TTL)
  - Maximum number of hops that packet can traverse before it times out
    - Windows - 32
    - Linux - 64
- Windows Field
  - Size of the buffer of sending system
    - 70-80% chance of determining OS

Scanners

- Nmap - Active scanner, most popular network scanner in use today
  - Rapidly scans large segments of a network for active devices
  - OS detection can only be performed after a port scan has been completed
- Xprobe2 - ICMP scanner, one of the quietest active scanners
  - Matrix based fingerprint matching
  - Fast results, little packet traffic
  - Very difficult to detect
- P0f - Passive OS detection, useful when stealth needed
  - Reads and analyzes packets without generating its own traffic
  - Four modes: SYN, SYN-ACK, RST, and stray ACK

How to prevent successful fingerprinting?

- This is only necessary when malicious reconnaissance is a concern
- Need to protect the edge of the network, or detect if someone is already on your network
- Preventing OS fingerprinting may not be 100% possible
- Make sure external hosts cannot scan internal hosts
- Change TCP/IP settings
  - This changes how network traffic appears and has an impact on networks performance
- Best advice: Perform scans against your own network, and document your findings
  - This will allow you to see what changes need to be made to your system.

Works Cited

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