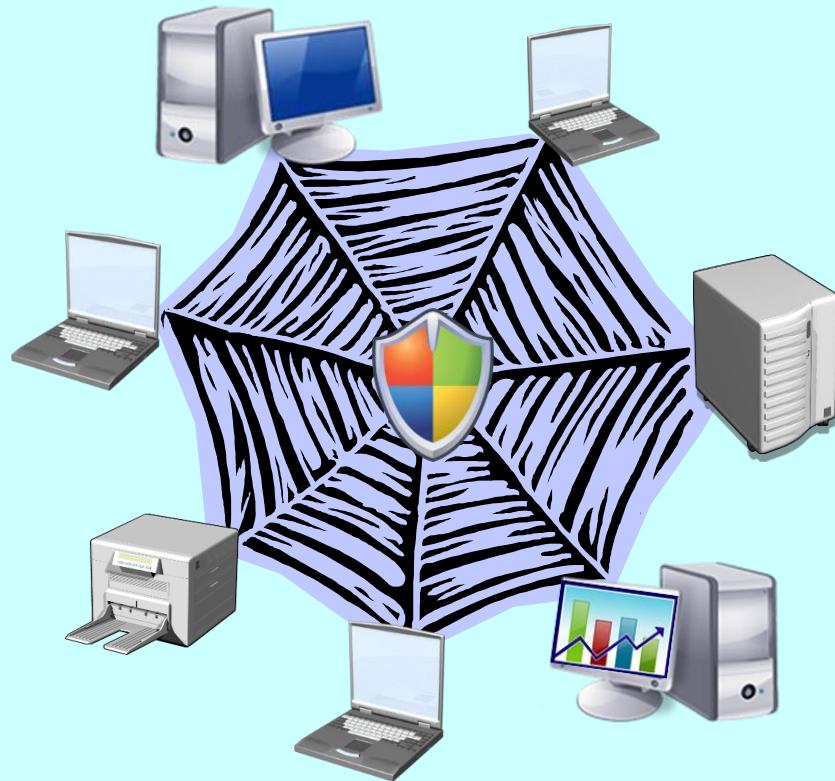




# Network Security

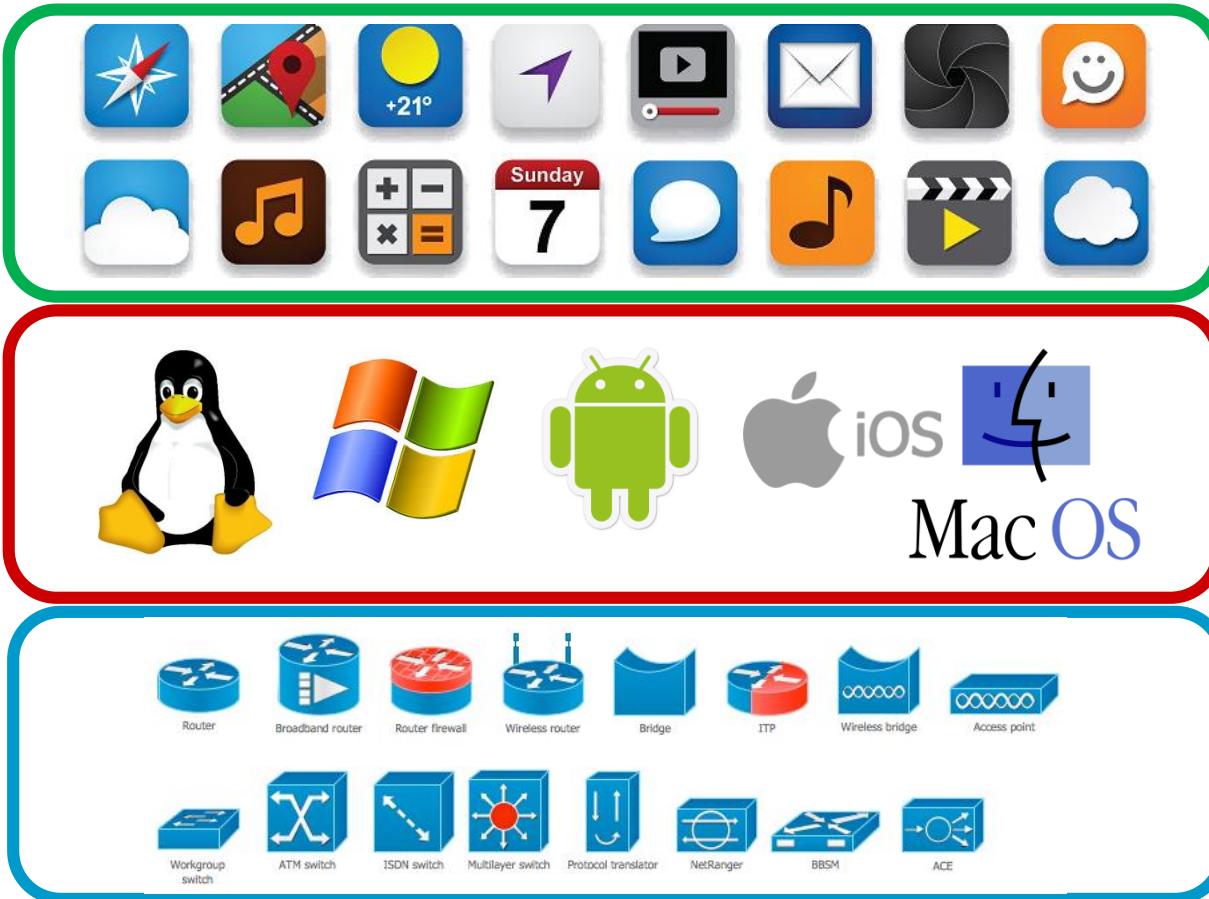


**Michał Szychowiak, PhD**

<https://www.cs.put.poznan.pl/mszychowiak/en>



# 3 Tiers Architecture



# Agenda

## 1. TCP/IP 101

- ➔ Data-Link, IP, TCP, UDP, DNS, ...

## 2. Network attacks

## 3. Network protection

- ➔ Authentication protocols

## 4. Mobile networks

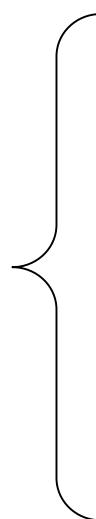
- ➔ WiFi
- ➔ Telecom networks

# TCP/IP & OSI

no security guarantees

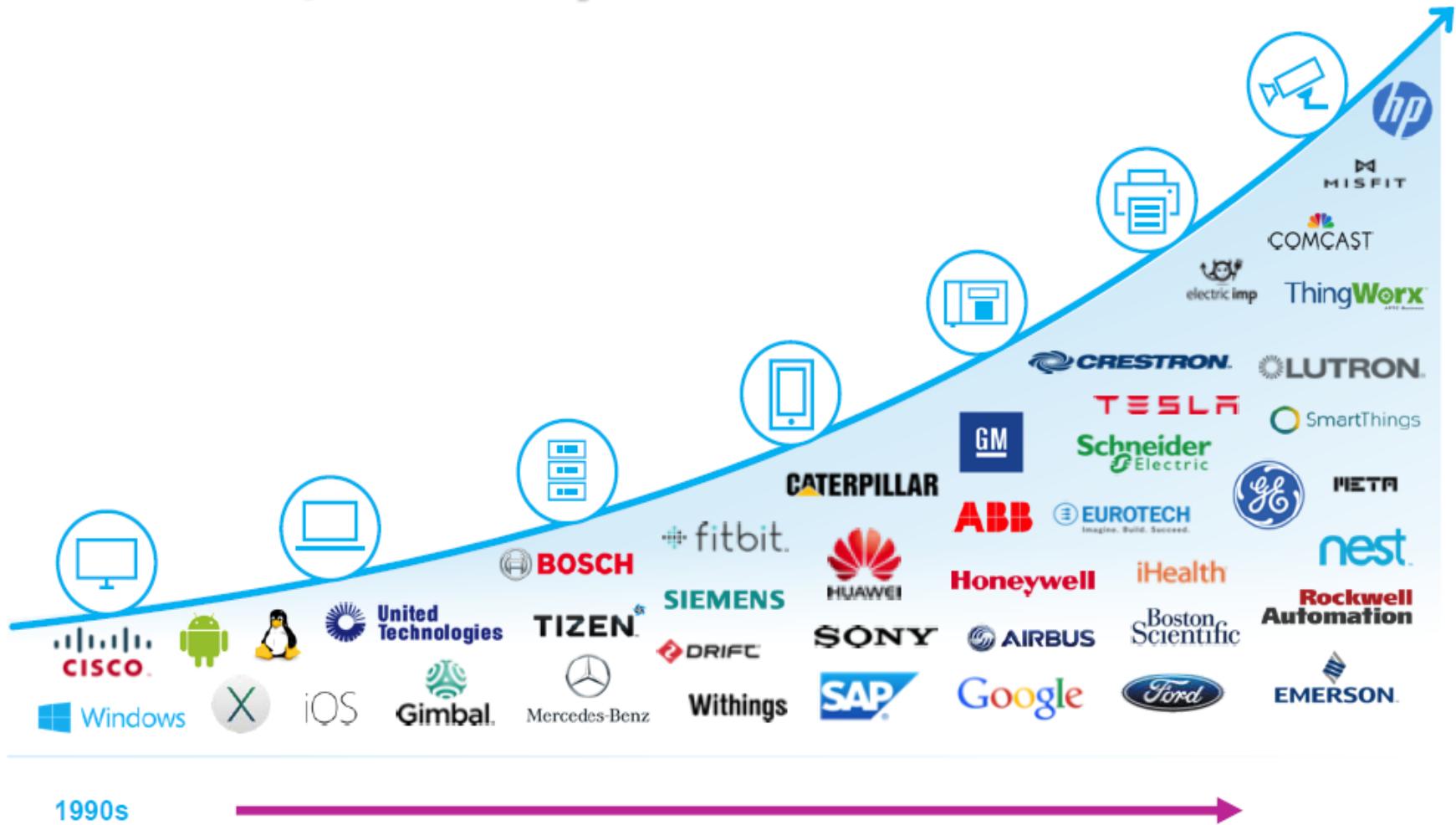
because

no security  
mechanism  
implemented



TCP/IP	ISO OSI
APPLICATION	APPLICATION
	PRESENTATION
HOST-HOST	SESSION
INTERNET	TRANSPORT
NETWORK ACCESS	NETWORK
	DATA LINK
	PHYSICAL

# TCP/IP everywhere



# Embedded TCP/IP libraries

<b>Microchip TCP/IP</b>	<a href="https://www.securityfocus.com/bid/59603/info">https://www.securityfocus.com/bid/59603/info</a>
<b>uIP, lwIP</b>	<a href="https://www.kb.cert.org/vuls/id/210620">https://www.kb.cert.org/vuls/id/210620</a>
<b>RTCS TCP/IP</b>	<a href="https://www.us-cert.gov/ics/advisories/ICSMA-17-250-02A">https://www.us-cert.gov/ics/advisories/ICSMA-17-250-02A</a>
<b>picoTCP</b>	<a href="https://nvd.nist.gov/vuln/detail/CVE-2017-1000210">https://nvd.nist.gov/vuln/detail/CVE-2017-1000210</a>
<b>FreeRTOS+TCP</b>	<a href="https://blog.zimperium.com/freertos-tcpip-stack-vulnerabilitiesdetails">https://blog.zimperium.com/freertos-tcpip-stack-vulnerabilitiesdetails</a>
<b>Nucleus NET</b>	<a href="https://us-cert.cisa.gov/ics/advisories/icsa-19-318-01">https://us-cert.cisa.gov/ics/advisories/icsa-19-318-01</a>
<b>Interpeak IPnet</b>	<a href="https://us-cert.cisa.gov/ics/advisories/icsa-19-274-01">https://us-cert.cisa.gov/ics/advisories/icsa-19-274-01</a>
<b>InterNiche NicheStack</b>	<a href="https://us-cert.cisa.gov/ics/advisories/icsa-20-105-08">https://us-cert.cisa.gov/ics/advisories/icsa-20-105-08</a>
<b>Treck TCP/IP</b>	<a href="https://us-cert.cisa.gov/ics/advisories/icsa-20-168-01">https://us-cert.cisa.gov/ics/advisories/icsa-20-168-01</a>
...	

# Data Link Layer

## Ethernet

- shared medium
- broadcast, multicast (addresses)
- NIC *promiscuous* mode
- simple CRC code

## Network devices

- dynamic switching (transparent)
- static switching (VLAN + DTP=*Dynamic Trunking Protocol*, VxLAN + VTEP=*Virtual Tunnel EndPoint*) → **VLAN hopping**

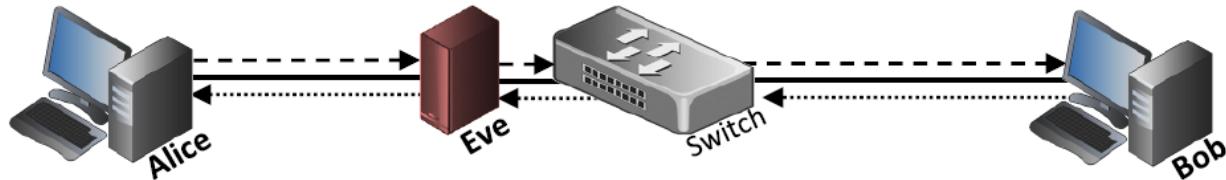


# Data Link Layer

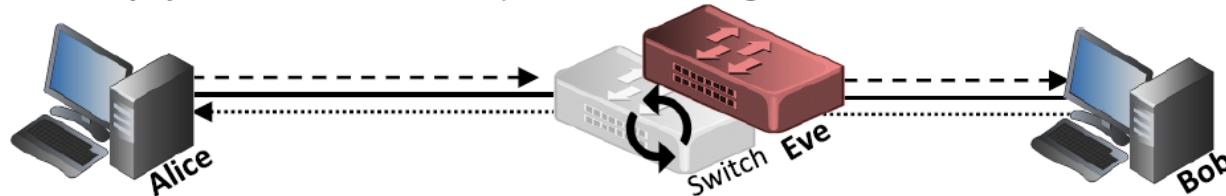


## MitM attacks

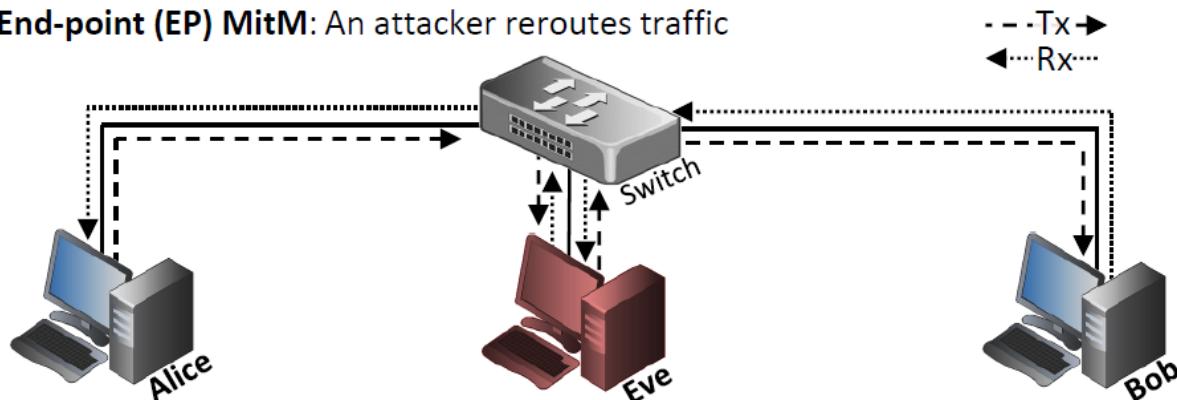
**In-line (IL) MitM:** An attacker physically intercepts traffic



**In-Point (IP) MitM:** An attacker replaces an existing network switch



**End-point (EP) MitM:** An attacker reroutes traffic



# Data Link Layer

## Ethernet

- shared medium
- broadcast, multicast (addresses)
- NIC *promiscuous* mode
- simple CRC code

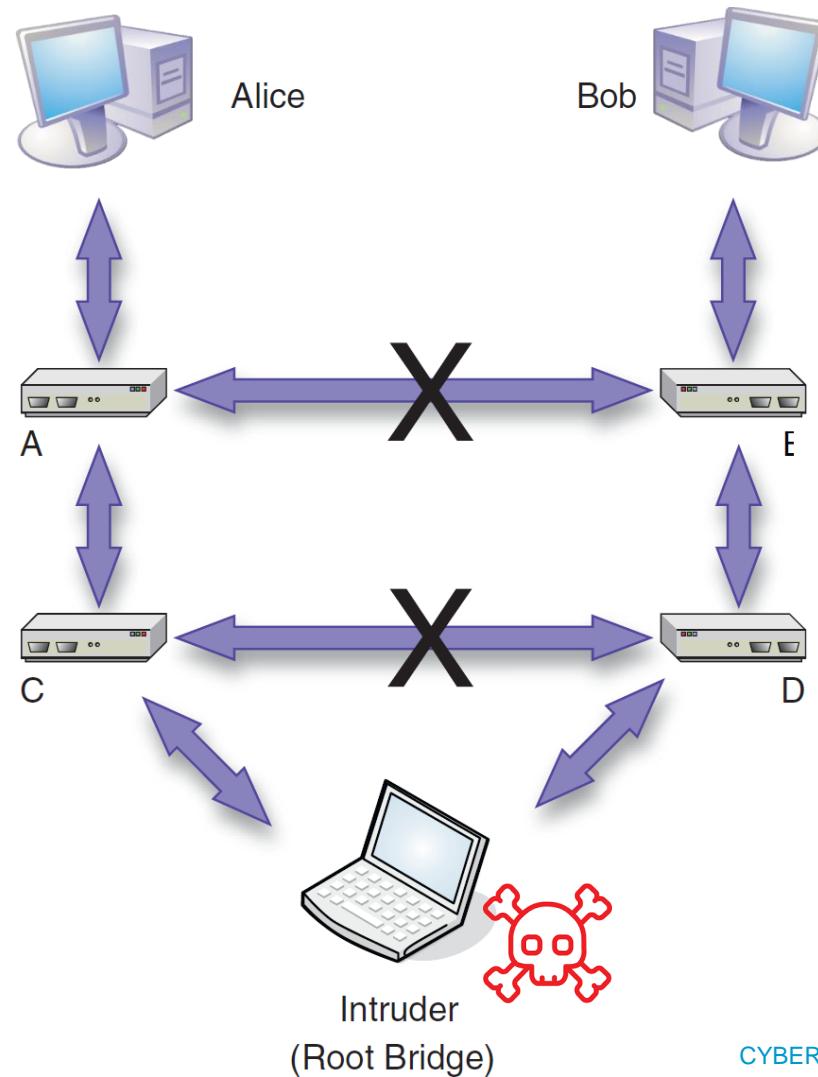
## Network devices

- dynamic switching (transparent)
- static switching (VLAN + DTP=*Dynamic Trunking Protocol*, VxLAN + VTEP=*Virtual Tunnel EndPoint*) → **VLAN hopping** 
- autonomic protocols (STP, RSPT, MSTP, Channel Discovery , ...)

# Data Link Layer

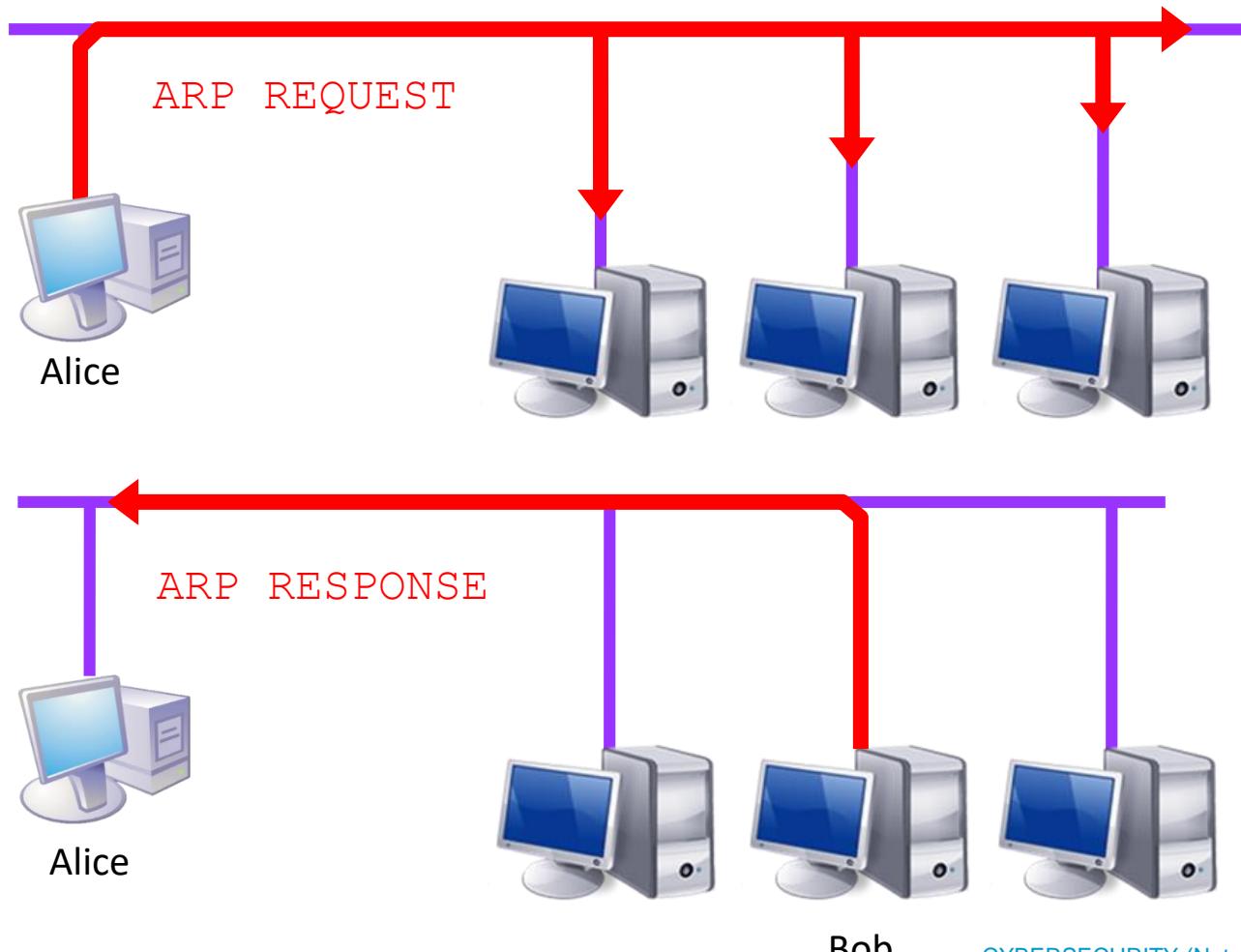


## MitM attack on STP



# ARP

## Address Resolution Protocol



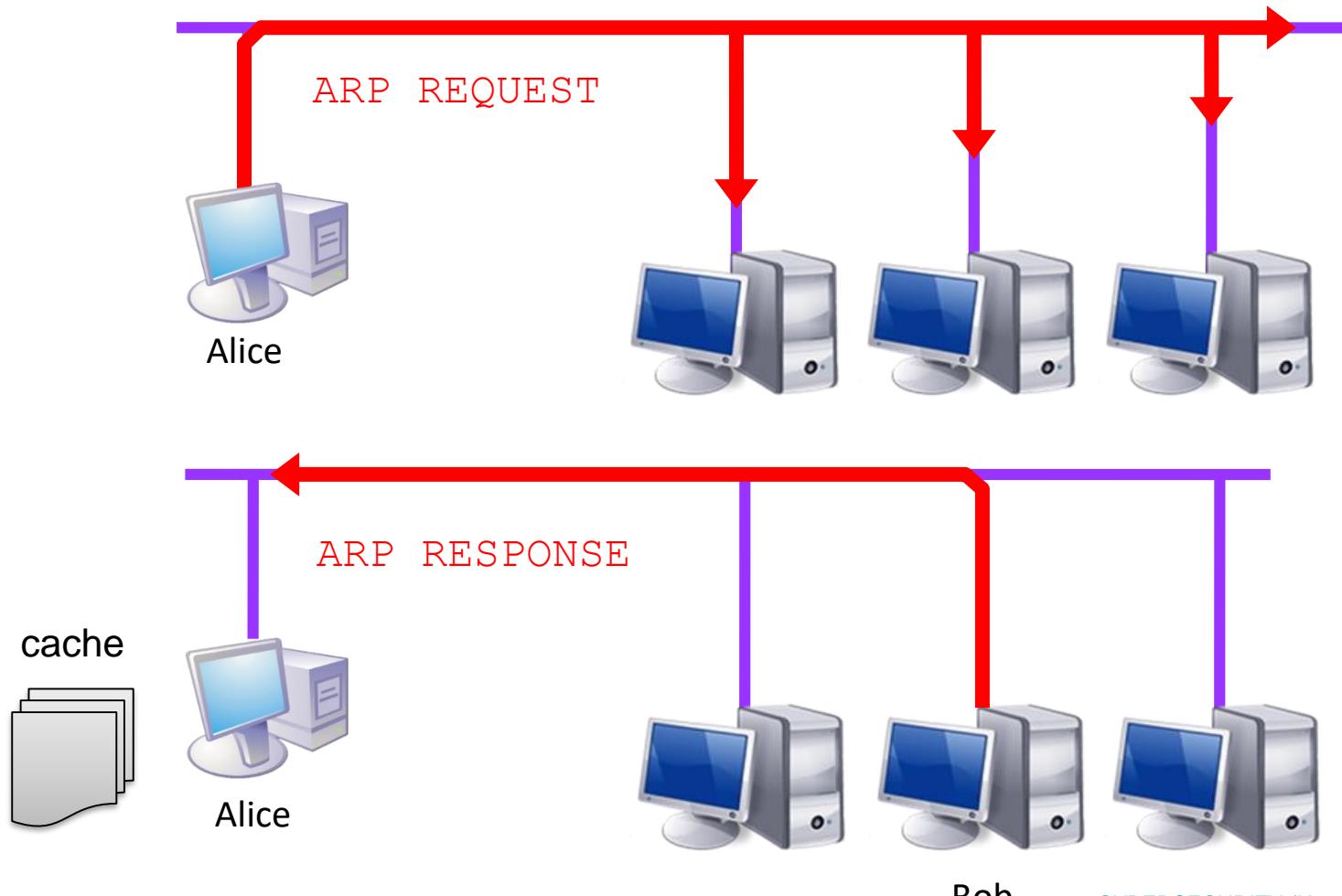
# ARP

## Address Resolution Protocol

0	31	
MAC ADDRESS TYPE (e.g. 0001h)	NETWORK ADDRESS TYPE (e.g. 0800h)	
MAC ADDR LEN	NET ADDR LEN.	OPERATION (REQ = 1 )
SOURCE MAC ADDRESS		
SOURCE NETWORK ADDRESS		
DESTINATION MAC ADDRESS ( = 0 )		
DESTINATION NETWORK ADDRESS		

# ARP

## Address Resolution Protocol



# ARP



## Address Resolution Protocol

- ➔ fake responses → ARP spoofing 
- ➔ to impersonate network stations and devices
- ➔ → ARP cache poisoning 
- ➔ static ARP?
- ➔ ... not really!
- ➔ monitoring: *Dynamic Address Inspection* (DAI)  
e.g. Arpwatch, ArpON, Antidote

# Network Layer

## Internet Protocol (IP)

- ➔ connectionless
- ➔ no delivery guarantee
- ➔ no packet order guarantee
- ➔ no packet duplication control
- ➔ integrity protection (really?)
  
- ➔ IPv4 vs. IPv6: > 30% of Internet traffic is IPv6
  - <https://www.worldipv6launch.org/measurements/>
  - <https://www.google.com/intl/en/ipv6/statistics.html>
  - <https://w3techs.com/technologies/breakdown/ce-ipv6/ranking>



# Network Layer

## IPv4 Header

Version	IHL	Type of Service	Total Length						
Identification			0	D	M	F	Fragment Offset		
Time to Live	Protocol		Header Checksum						
Source Address									
Destination Address									
Options			Padding						

## IPv6 Header



→ IP spoofing

Version	Priority	Flow Label		
Payload Length	Next Header	Hop Limit	Source Address (16B)	Destination Address (16B)

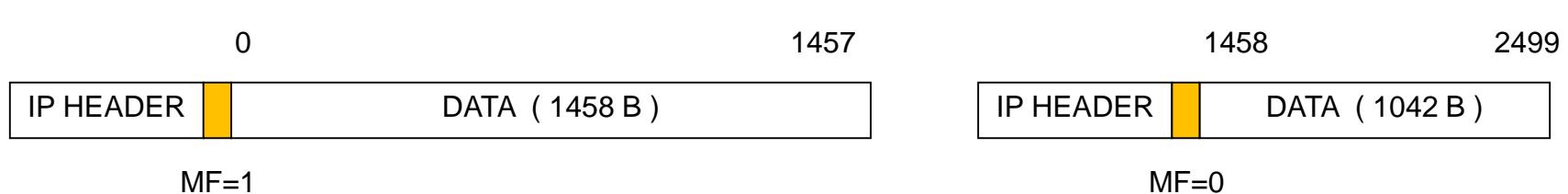
# Network Layer

## Fragmentation

- MTU (Maximum Transfer Unit)

### IP v6 Fragment Header

Next Header	Reserved	Fragment Offset	0 0 MF
Full Datagram ID			



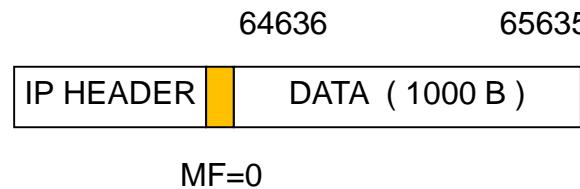
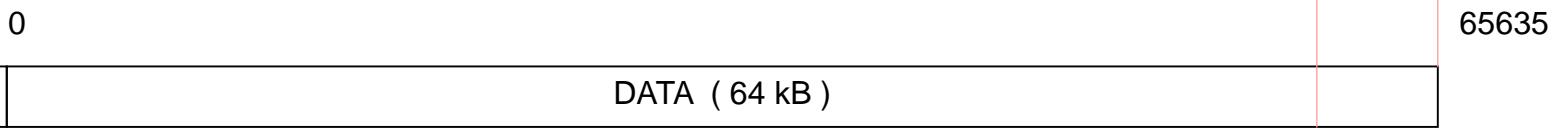
# Network Layer

## Fragmentation

- MTU (Maximum Transfer Unit)

### IP v6 Fragment Header

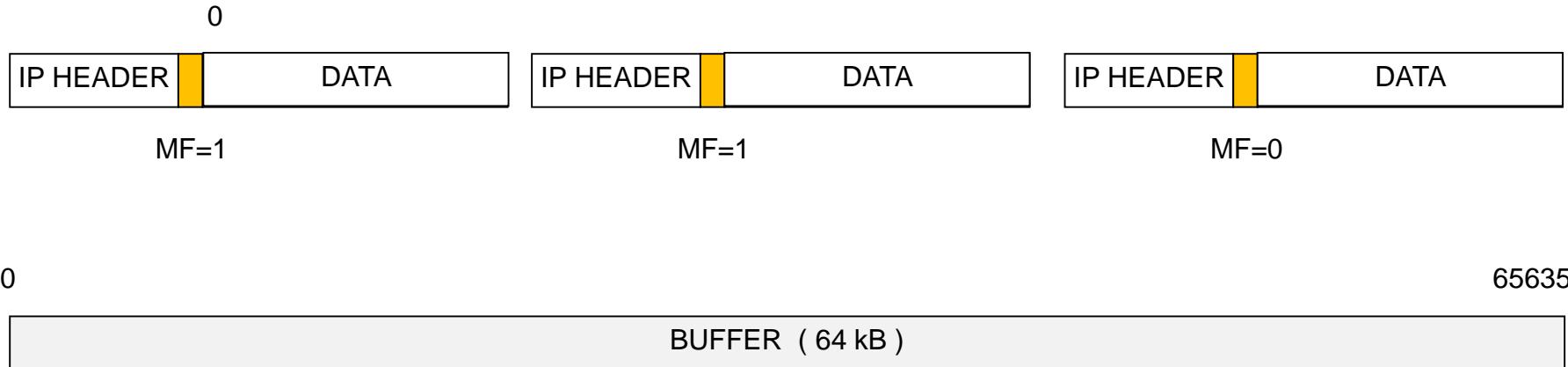
Next Header	Reserved	Fragment Offset	0 0 MF
Full Datagram ID			



# Network Layer

## Fragmentation

- ➔ defragmentation (merge)

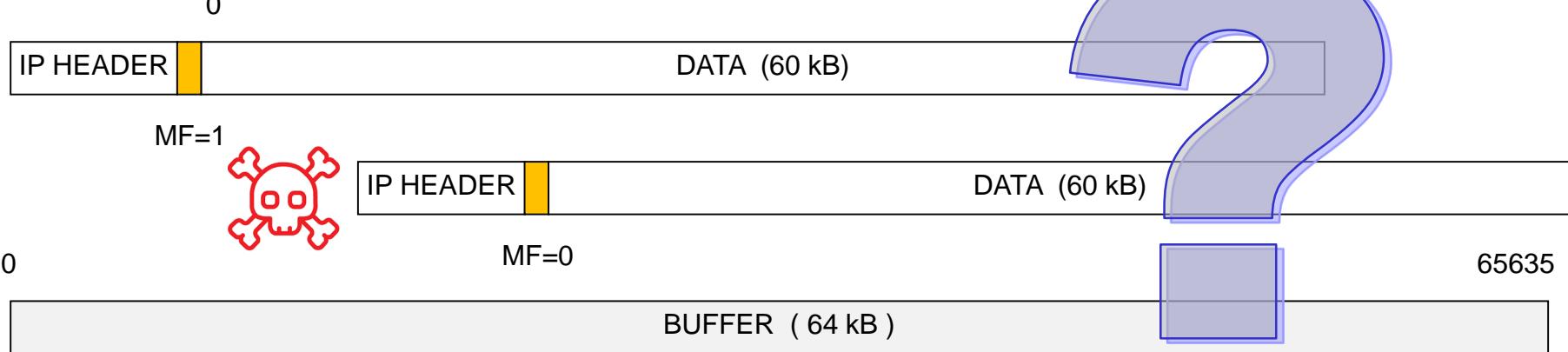


# Network Layer



## Fragmentation

- ➔ defragmentation (merge)



# Network Layer



## Routing

- ➔ inbound throughput vs. internal throughput → flooding 
- ➔ dynamic routing → fake routing updates 
- ➔ current solutions trend:
  - ➔ Resource Public Key Infrastructure (RPKI) for BGP
  - ➔ to certificate address block, called Route Origin Authorization (ROA)

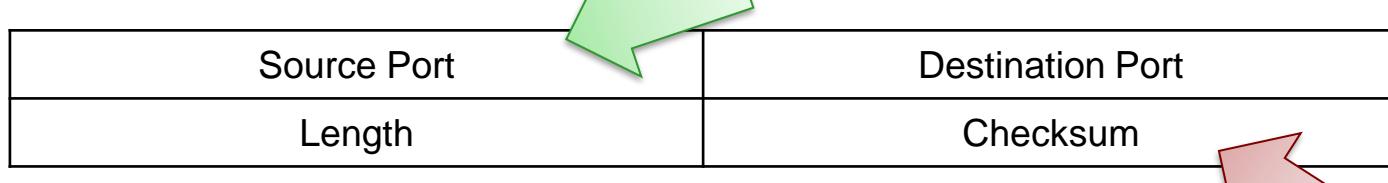
# Transport Layer

## User Datagram Protocol (UDP)

- stateless protocol = no session
- immense volume of risks:
  - difficult authentication (no session)
  - easy spoofing
  - easy replay attacks
  - DoS
  - ...

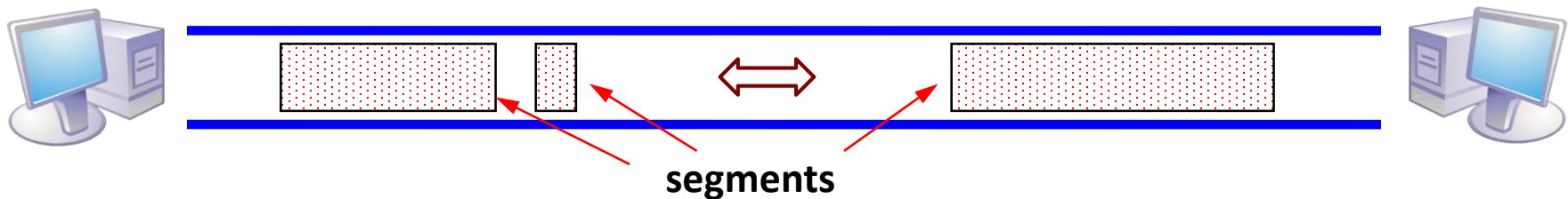


### UDP Header (RFC-768)

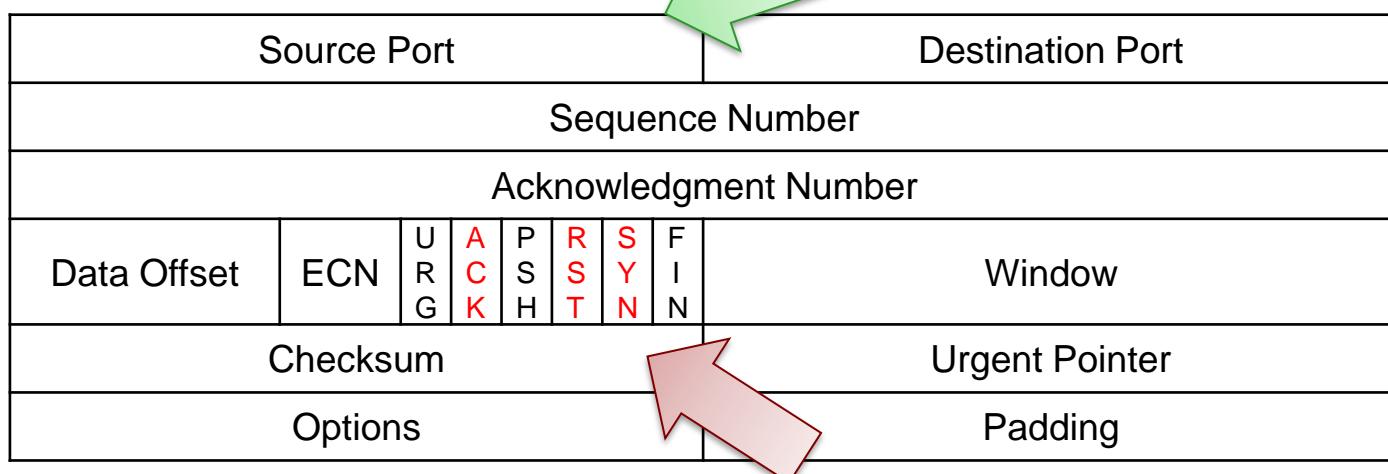


# Transport Layer

## Transmission Control Protocol (TCP)



### TCP Header (RFC-793)



# Transport Layer



## TCP 3-way handshake

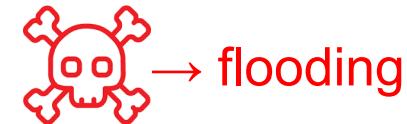
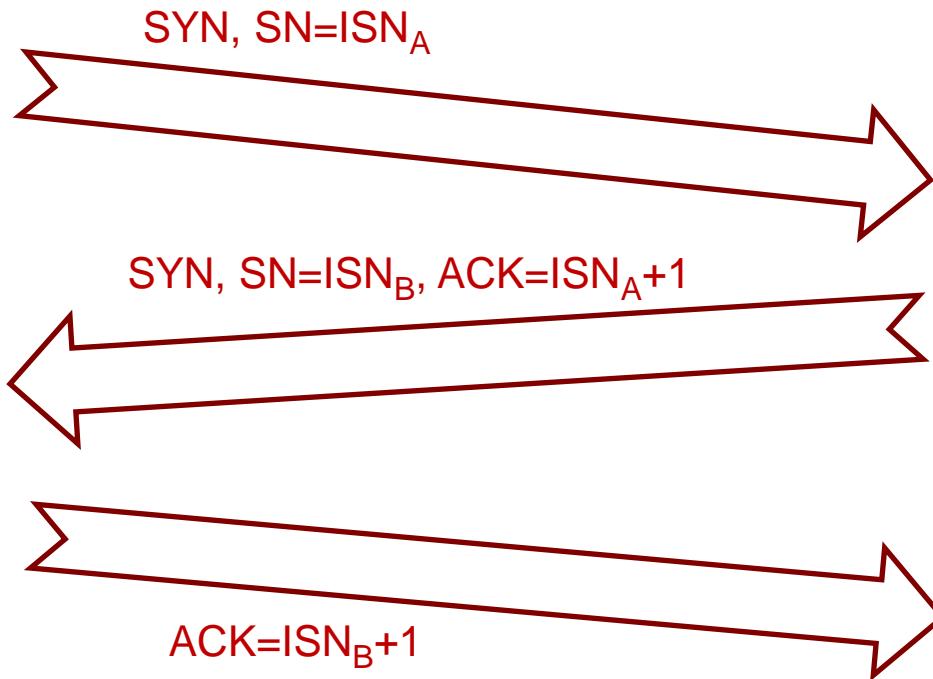


active open



passive open

ISN = Initial Sequence Number



half-opened

connected

# Transport Layer



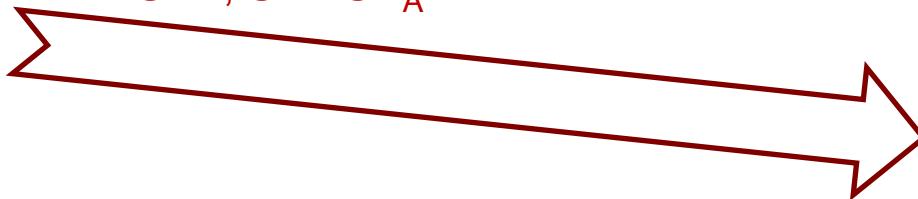
## TCP 3-way handshake



active open

ISN = *Initial Sequence Number*

SYN, SN=ISN<sub>A</sub>



passive open

half-opened

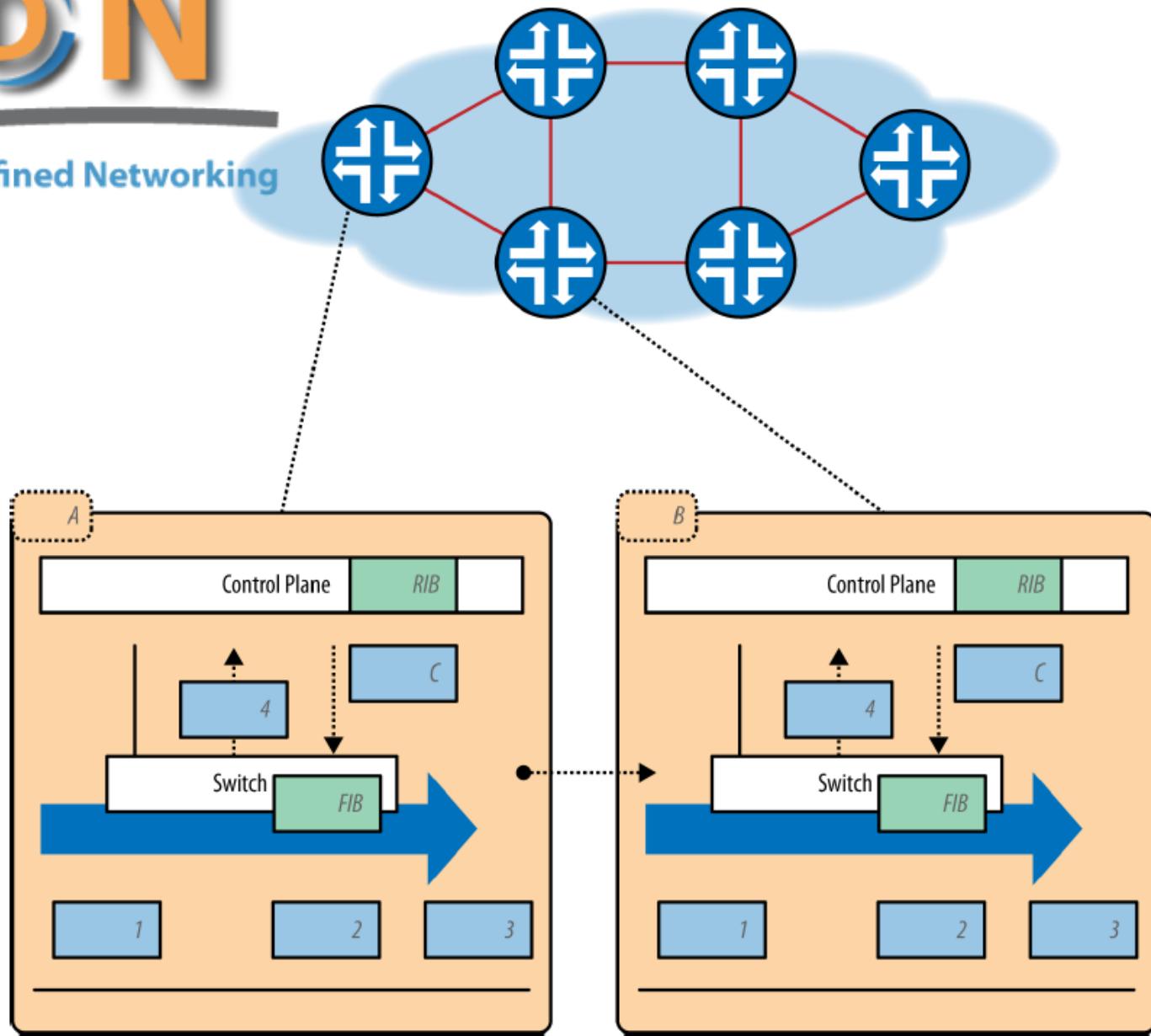
→ error reporting?

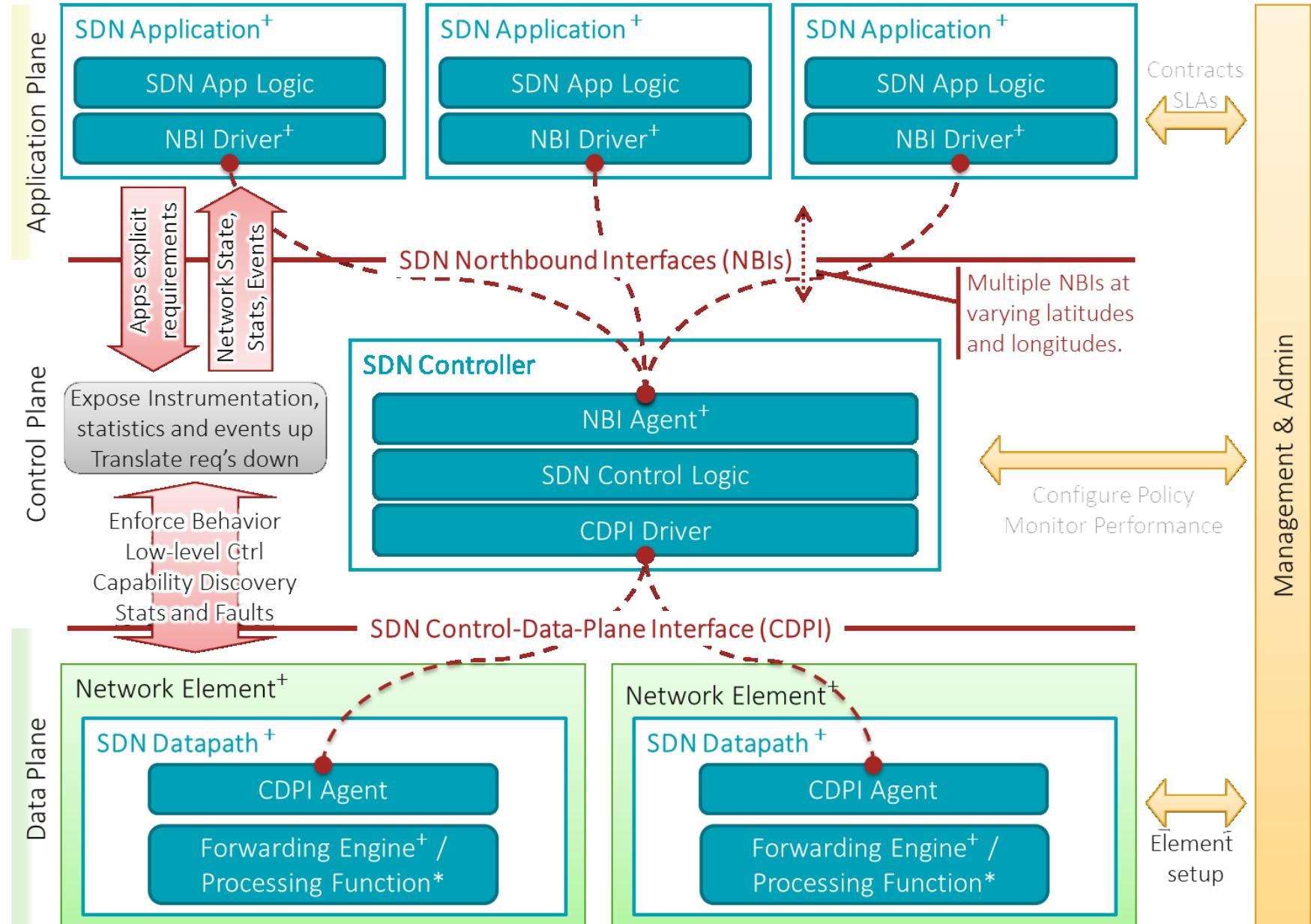


connected

# SDN

Software Defined Networking

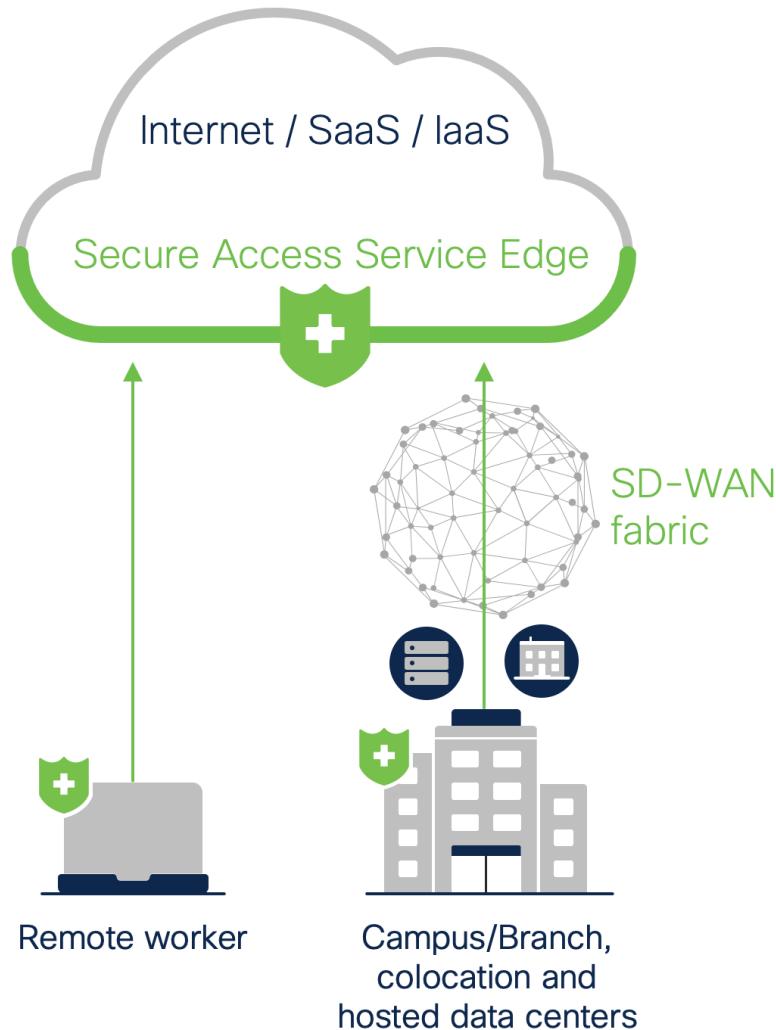




<sup>+</sup> indicates one or more instances | \* indicates zero or more instances

# Zero Trust Networking

→ <https://www.nist.gov/publications/zero-trust-architecture>



source: Cisco  
<https://umbrella.cisco.com>

# DNS

## Domain Name Service

- directory service: RR records (WKS, HINFO, ...)
- typically: domain name (or FQDN) ↔ IP address
- typically UDP
- also TCP (zone transfer)



→ domain name spoofing (remember tcp wrapper PARANOID check?)

→ cache poisoning = pharming

# DNS

[Solutions](#)[Services](#)[Customers](#)

## Global DNS Hijacking Campaign: DNS Record Manipulation at Scale

January 10, 2019 | by [Muks Hirani, Sarah Jones, Ben Read](#)

[DNS](#)[IRAN](#)

### Introduction

FireEye's Mandiant Incident Response and Intelligence teams have identified a wave of DNS hijacking that has affected dozens of domains belonging to government, telecommunications and internet infrastructure entities across the Middle East and North Africa, Europe and North America. While we do not currently link this activity to any tracked group, initial research suggests the actor or actors responsible have a nexus to Iran. This campaign has targeted victims across the globe on an almost unprecedented scale, with a high degree of success. We have been tracking this activity for several months, mapping and understanding the innovative tactics, techniques and procedures (TTPs)

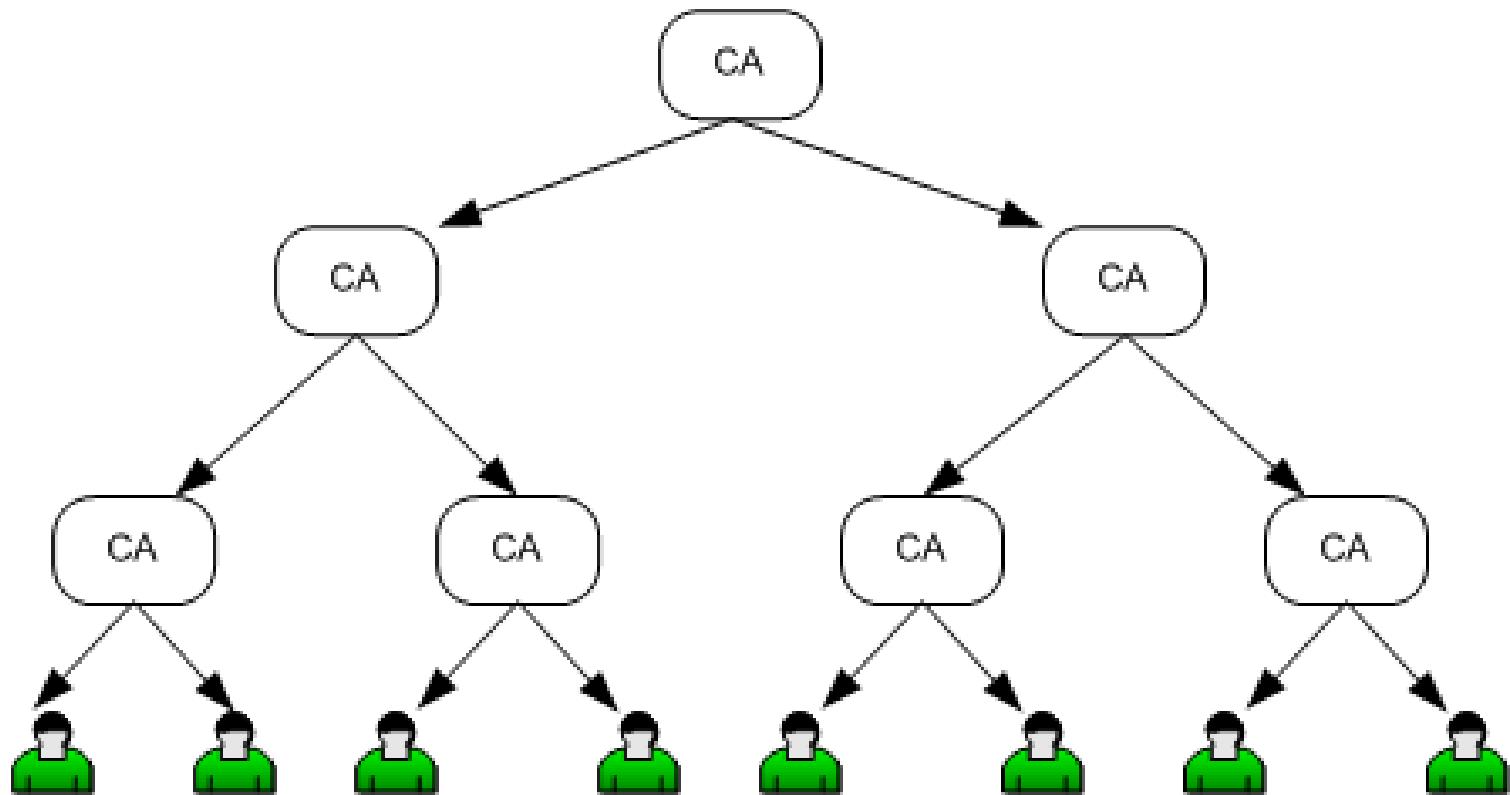
# DNSsec



- ➔ RFC 2535 (AD 1999) → RFC 6840
- ➔ RRSIG records = digital signature of RRset
- ➔ DNSkey records = PKI



# Public Key Infrastructure



R  
E  
P  
L  
I  
C  
A  
Y

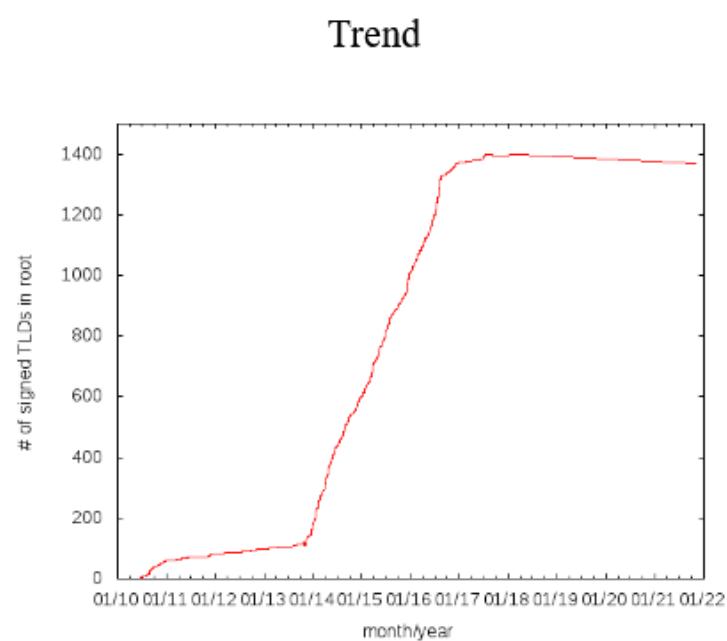
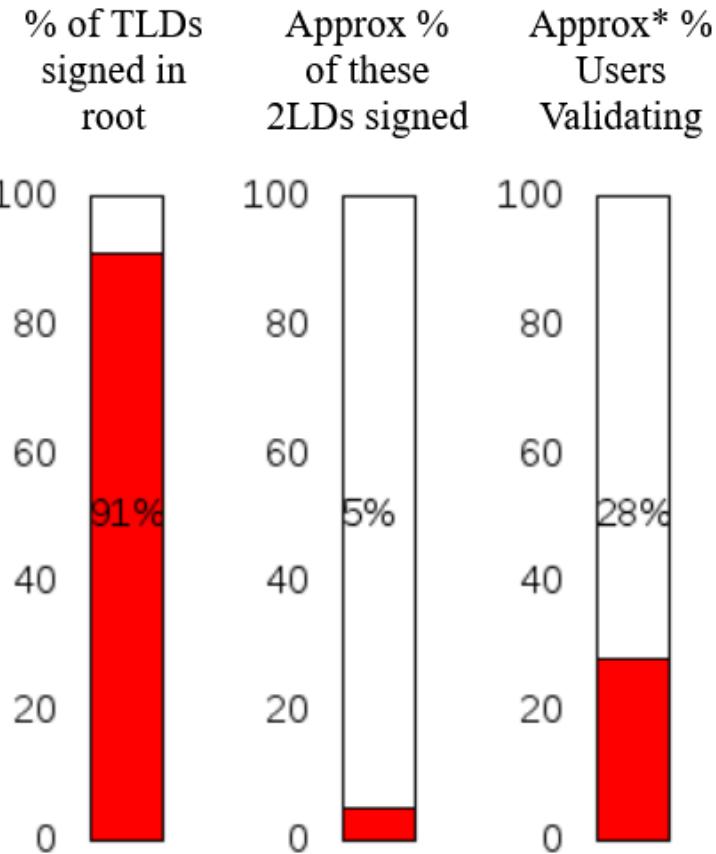
# DNSsec



## DANE (DNS-based Authentication of Named Entities, RFC 6698 )

- ➔ PKI w/o CAs
- ➔ X.509 certificates within DNSsec

# DNSsec



<https://rick.eng.br/dnssecstat/>

# DNS



## DNS over TLS (DoT) RFC 7858

- port 853/TCP

Also use this proxy for FTP and HTTPS

## DNS over HTTPS (DoH) RFC 8484

→ <https://github.com/curl/curl/wiki/DNS-over-HTTPS#publicly-available-servers>

SOCKS Host

SOCKS v4    SOCKS v5

## DNSCrypt

Automatic proxy configuration URL

→ <https://DNSCrypt.info>

Reload

Proxy DNS when using SOCKS v5

Enable DNS over HTTPS

Use Provider

OK

Cancel

Help

# NETWORK ATTACKS



# Network-based attacks



## Recon

- ➔ sniffing (packet snooping)
- ➔ network scanning, service enumeration

```
netcat -v -w 1 10.0.0.1 -z 1-65535
```

```
nmap -PT 10.0.0.1-255
```

# Network-based attacks



## Recon

- ➔ sniffing (packet snooping)
- ➔ network scanning, service enumeration

```
nmap -T4 -v -oA myshares --script smb-enum-shares  
--script-args smbuser=jbond,smbpass=walther9mm  
-p445 192.168.0.1-255 && cat myshares.nmap |  
grep '|\\|192' | awk '/[0-9]+\.[0-9]+\.[0-9]+\.[0-9]+/  
{ line=$0 } /\|/{ $0 = line $0}1' |  
grep \| | grep -v -E '(smb-enum-shares|access:  
<none>|ADMIN\$|C\$|IPC\$|access: READ)' |  
awk '{ sub(/Nmap scan report for /, ""); print }' >>  
sharelist.txt
```

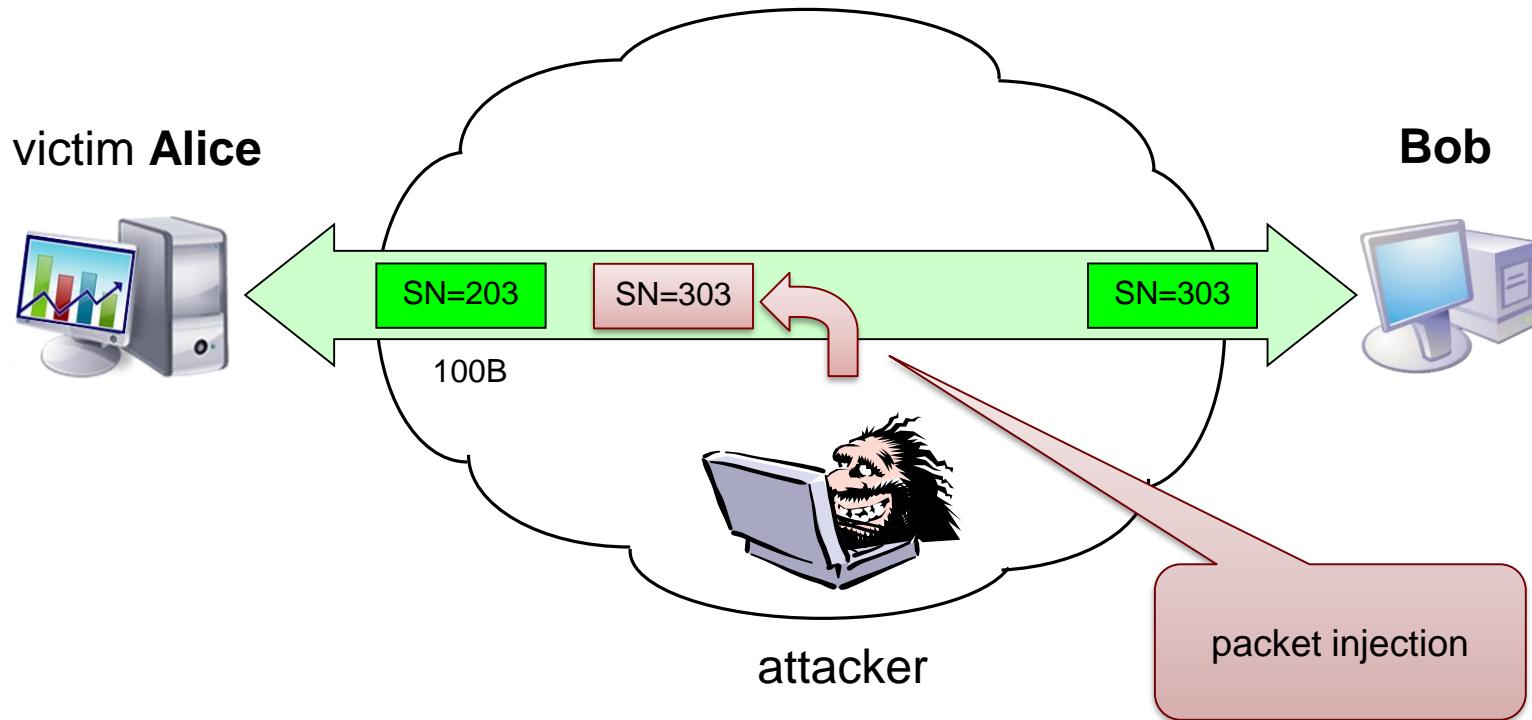
# Network-based attacks



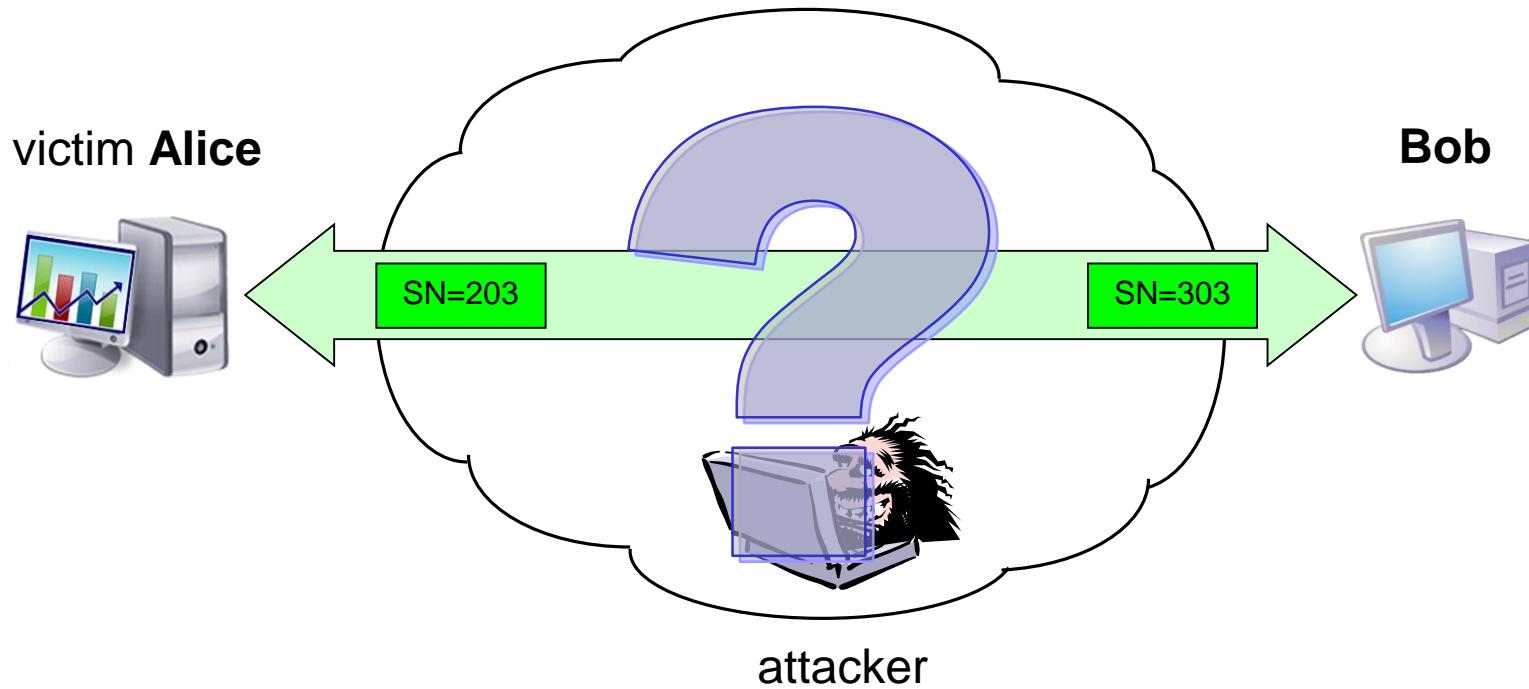
## Spoofing

- ➔ IP spoofing
- ➔ session hijacking
- ➔ TCP spoofing
- ➔ UDP spoofing
- ➔ ...

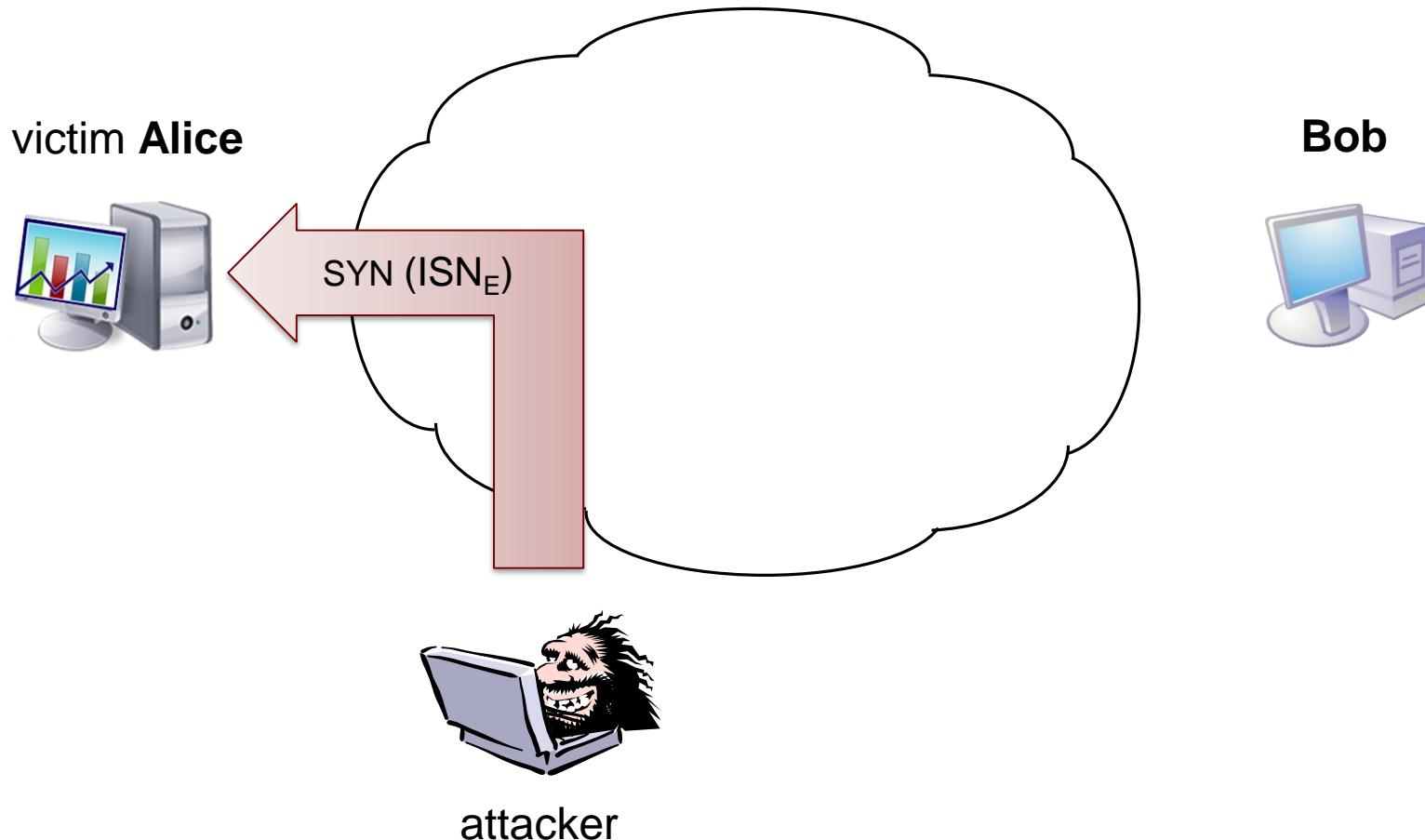
# Session hijacking



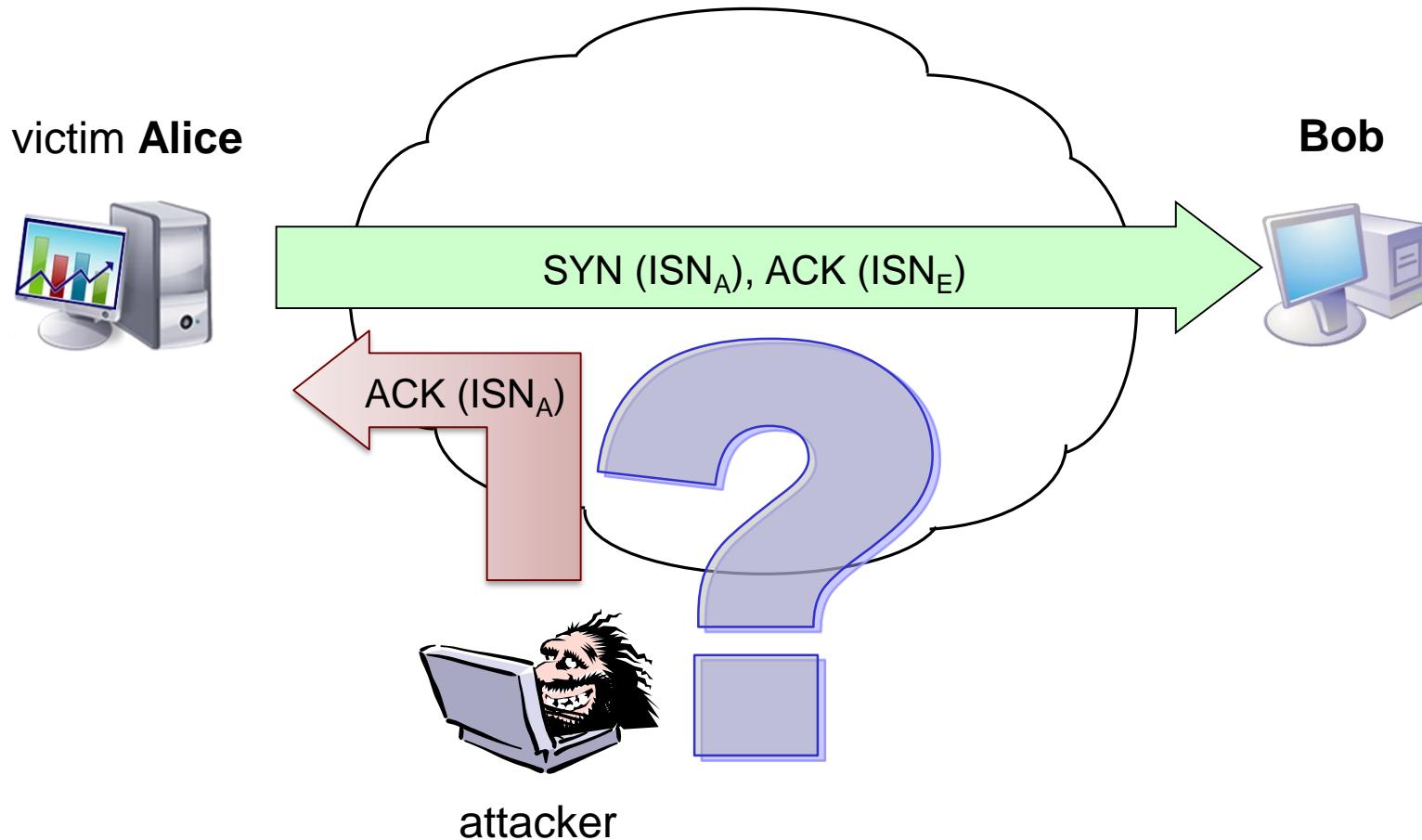
# TCP spoofing



# TCP spoofing



# TCP spoofing



# TCP spoofing

## ISN pseudo-random generator

- $32b = 4 \cdot 10^9$
- ISN prediction?

# TCP spoofing

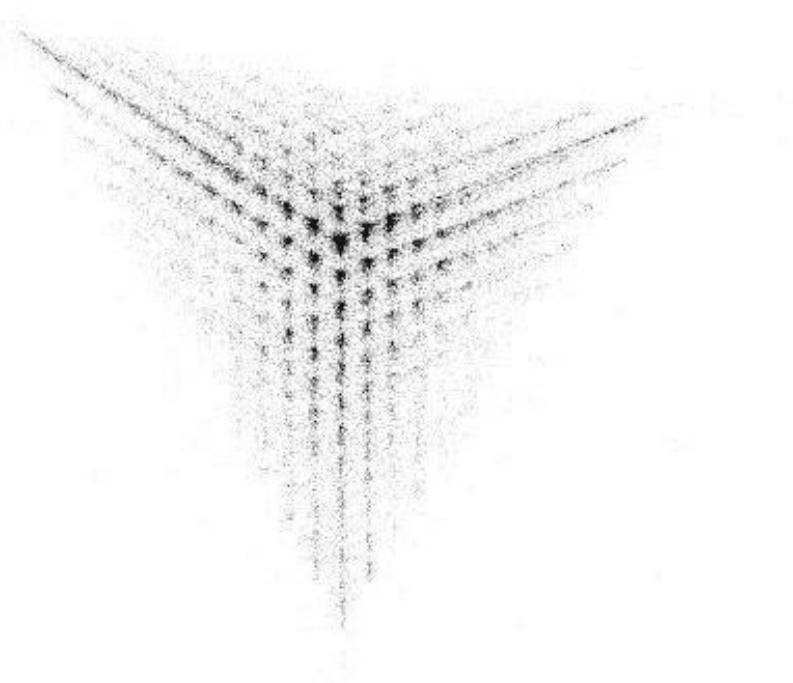
## ISN pseudo-random generator

- $32b = 4 \cdot 10^9$
- successful attack requires sending ca. 80 GB before timeout!
- not really feasible
- unless ...

# TCP spoofing

## ISN pseudo-random generator

Cisco IOS 12.0



# TCP spoofing

ISN pseudo-random generator

IRIX 6.5.15

# TCP spoofing

## ISN pseudo-random generator

MacOS 9

# TCP spoofing

## ISN pseudo-random generator

NextSTEP

# Network-based attacks



## Poisoning

- ➔ ARP poisoning
- ➔ DNS cache poisoning (pharming)
- ➔ DHCP redirection = DHCP lease starvation + rogue DHCP server
- ➔ ICMP redirection
- ➔ various SNMP attacks
- ➔ ...

# Network-based attacks



## Denial of Service (DoS)

- ➔ flooding (SYN flood, ICMP flood, UDP storms)
- ➔ TCP RST, ICMP destination unreachable
- ➔ Ping of Death, Teardrop
- ➔ Land Attack
- ➔ Smurf, Fragle
- ➔ LDoS (Low rate DoS)
- ➔ ...

## OSI L7:

- ➔ e-mail bombing
- ➔ HTTP floods (GET, POST, HEAD)
- ➔ XML-RPC
- ➔ ...

# Denial of Service (DoS)



**SYN flood**

**TCP Reset**

**Ping of Death**

**Land attack**



# **HOMEWORK**

=

## **Half Of My Energy Wasted On Random Knowledge**

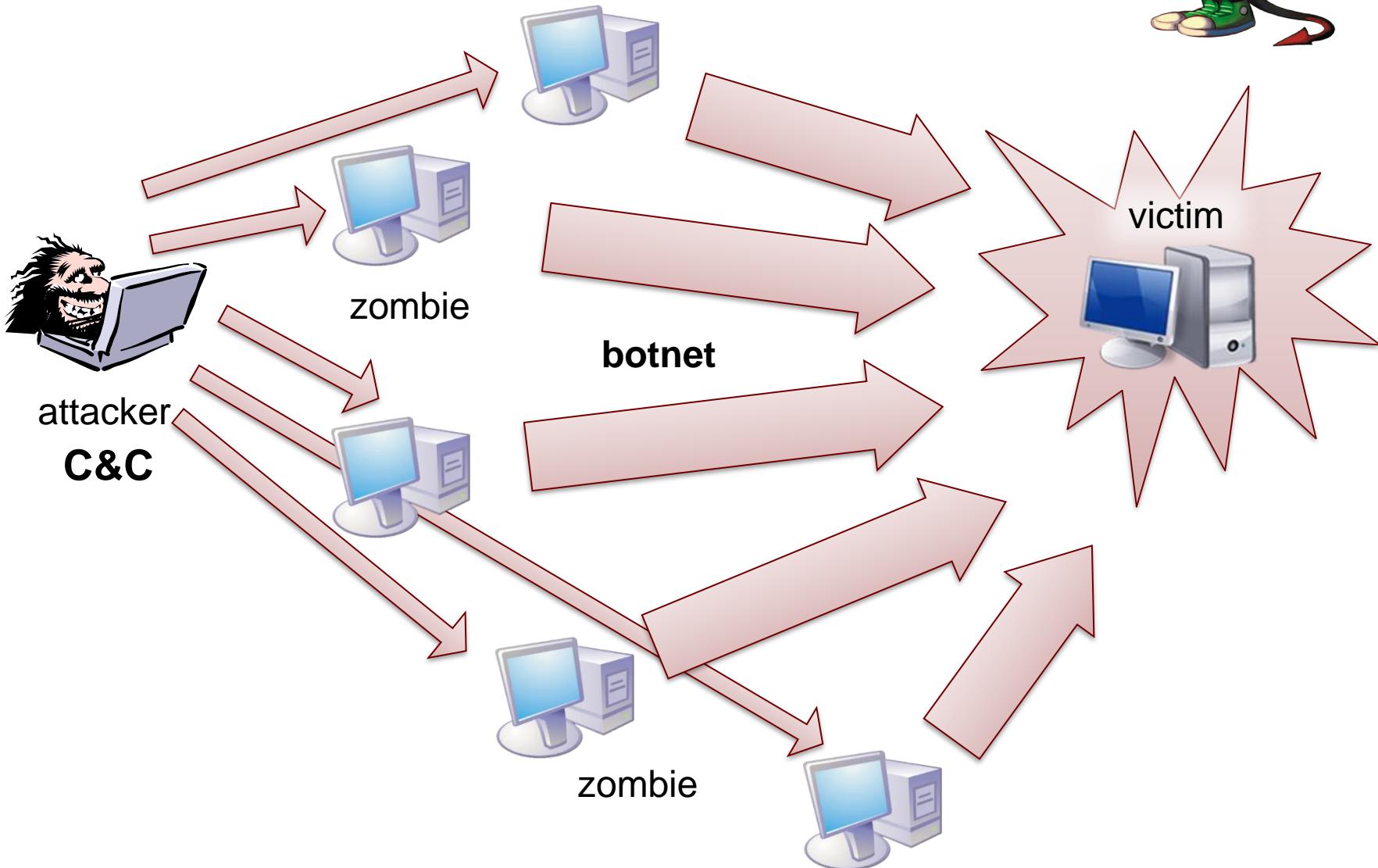


→ Slow Read attack

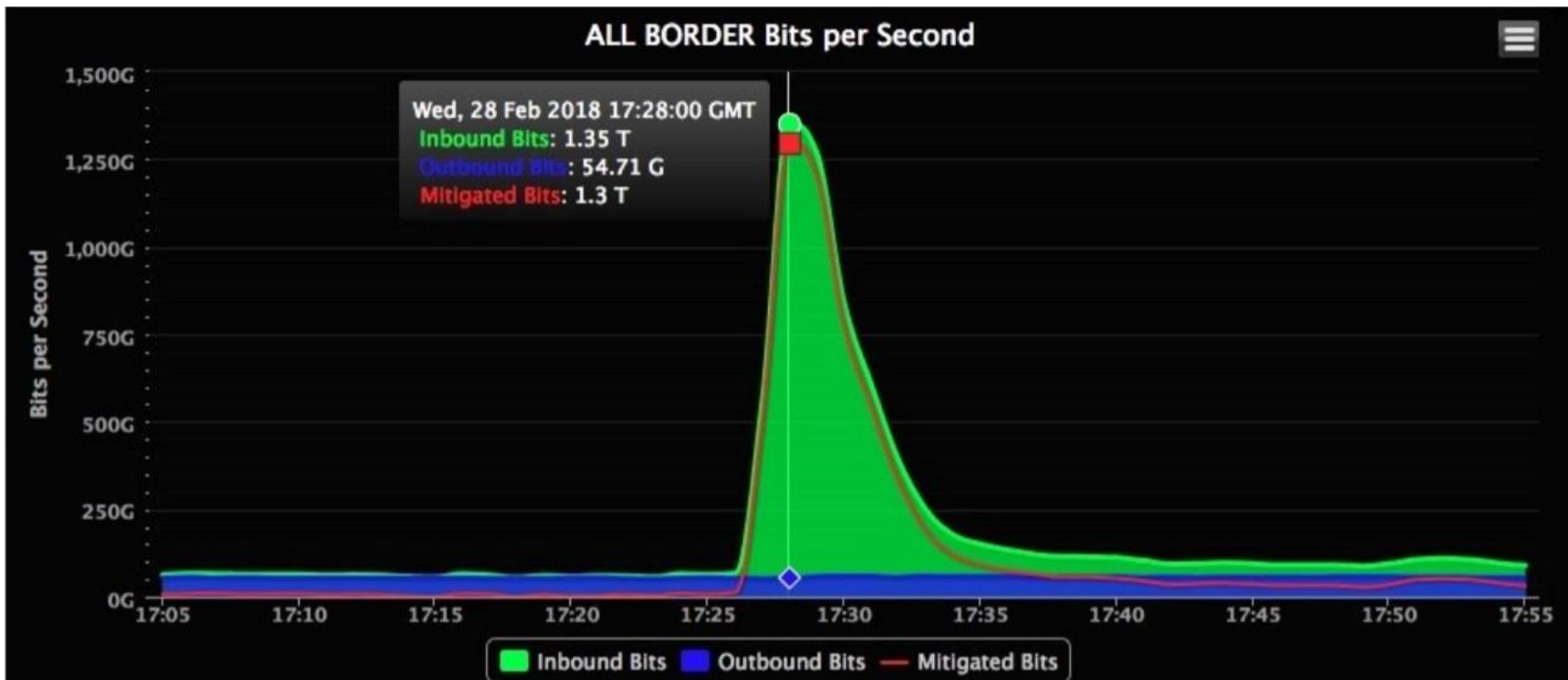
# Denial of Service (DoS)



# Distributed DoS (DDoS)



# Distributed DoS (DDoS)



# Botnets



Low Orbit Ion Cannon | When harpoons, air strikes and nukes fail | v. 1.0.2.0

1. Select your target

URL: [ ] Lock on

IP: 92.80.60.45 Lock on

2. Ready?

IMMA CHARGIN MAH LAZER

Selected target

92.80.60.45

3. Attack options

Timeout: 9001 HTTP Subsite: / TCP / UDP message: A cat is fine too. Desudesudesu~

Port: 117 Method: UDP Threads: 100000  Wait for reply

<= faster Speed slower =>

Attack status

Idle Connecting Requesting Downloading Downloaded Requested Failed

Praetox.com

# Botnets



Black hole <sup>β</sup>

СТАТИСТИКА ПОТОКИ ФАЙЛЫ БЕЗОПАСНОСТЬ НАСТРОЙКИ ВЫЙТИ

Начало: [ ] Конец: [ ] Применить Автообновление: 5 сек.

### СТАТИСТИКА

ЗА ВЕСЬ ПЕРИОД **10.32%**  
13289 хиты | 11506 хосты | 1187 ЗАГРУЗКИ | ПРОБИВ

ЗА СЕГОДНЯ **11.55%**  
3013 хиты | 2760 хосты | 300 ЗАГРУЗКИ | ПРОБИВ

### ПОТОКИ

ПОТОКИ	ХИТЫ ↑	ХОСТЫ	ЗАГРУЗКИ	%
DENIS >	13285	11505	1187	10.32
default >	4	3	1	0.00

### БРАУЗЕРЫ

БРАУЗЕРЫ	ХИТЫ	ХОСТЫ	ЗАГРУЗКИ	% ↑
Chrome >	2273	2148	485	22.58
Mozilla >	104	72	11	15.71
Firefox >	5033	4847	581	11.99
Opera >	360	288	22	7.75
MSIE >	4232	3080	77	2.51
Safari >	1287	1102	11	1.00

### ОС

ОС	ХИТЫ	ХОСТЫ	ЗАГРУЗКИ	% ↑
Windows 2003	21	18	5	27.78
Windows 2000	41	22	4	18.18
Linux	179	143	19	13.48
Windows XP	3838	3206	399	12.48
Windows 7	5059	4490	478	10.66
Windows Vista	3173	2752	264	9.61
Mac OS	978	900	18	2.00

### ЭКСПЛОИТЫ

ЭКСПЛОИТЫ	ЗАГРУЗКИ	% ↑
Java X >	584	49.20
Java SMB >	460	38.75
PDF >	108	9.10
Java DES >	29	2.44
MDAC >	6	0.51

### СТРАНЫ

СТРАНЫ	ХИТЫ ↑	ХОСТЫ	ЗАГРУЗКИ	%
United States	12417	10981	1119	10.19
Brazil	154	101	9	8.91
India	63	35	4	11.43
Japan	47	9	3	33.33
Mexico	37	28	0	0.00
Argentina	31	12	2	16.67
Bulgaria	31	10	0	0.00
Indonesia	29	17	5	29.41
Romania	26	16	0	0.00
Pakistan	26	13	1	7.69
Philippines	24	16	1	6.25
Israel	22	14	2	14.29
Chile	19	6	0	0.00
Singapore	18	15	0	0.00
Hungary	18	11	0	0.00
Другое	327	222	41	18.55

Создать виджет

# Amplification Attacks



## Distributed Reflection DoS (DRDoS)

- ➔ Smurf attack: directed broadcast ping
- ➔ Fraggle attack: similar, only with UDP echo service
- ➔ DNS open resolver:
  - ➔ ANY records lookup
  - ➔ RFC 1035 limits DNS responses (UDP) to 512 B
  - ➔ but RFC 2671 (EDNS) allow more than 4000 B
  - ➔ how about DNSsec?

# Amplification Attacks



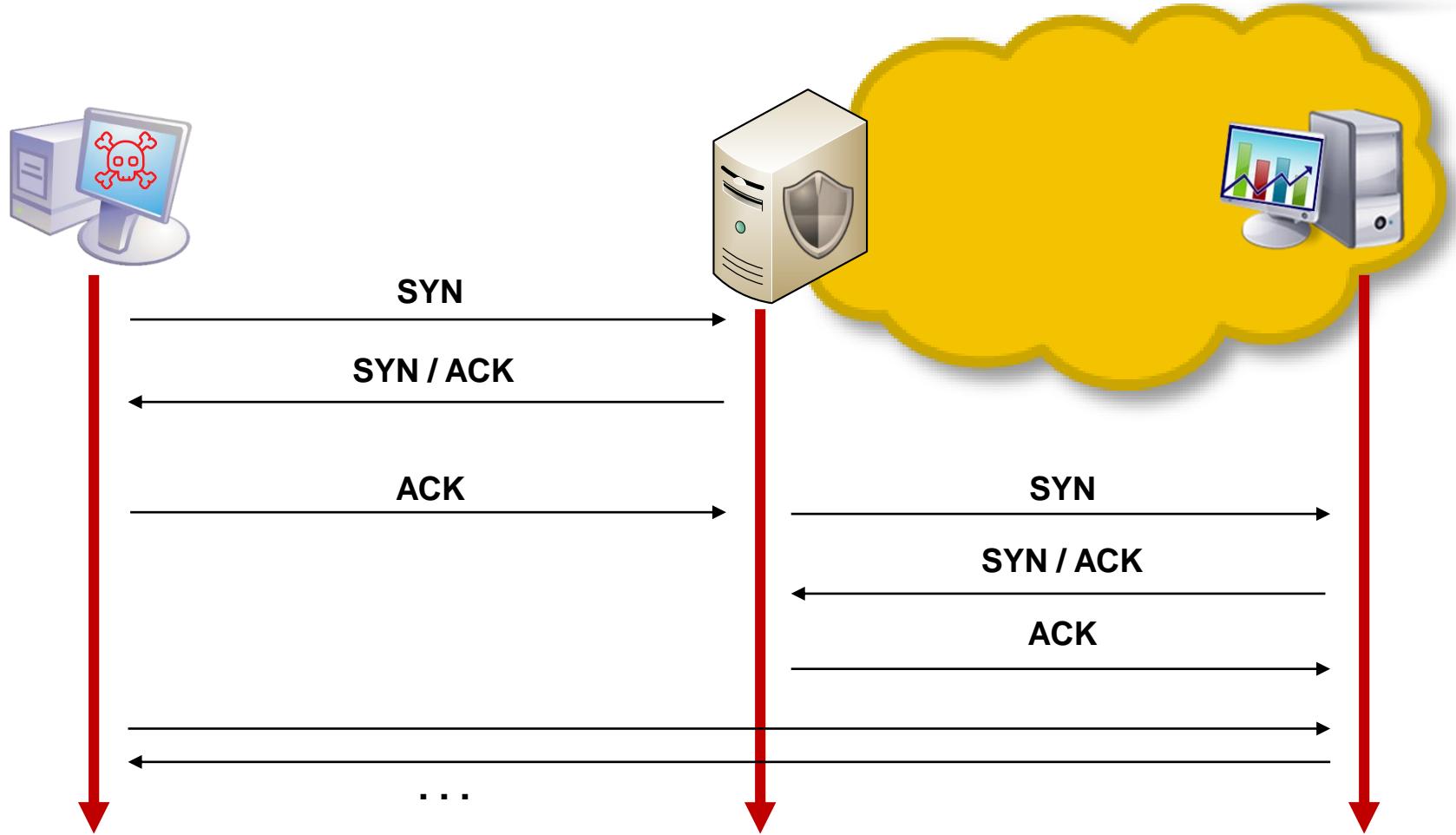
## Distributed Reflection DoS (DRDoS)

Protocol	Bandwidth Amplification Factor	Vulnerable Command
DNS	28 to 54	see: TA13-088A [1]
NTP	556.9	see: TA14-013A [2]
SNMPv2	6.3	GetBulk request
NetBIOS	3.8	Name resolution
SSDP	30.8	SEARCH request
CharGEN	358.8	Character generation request
QOTD	140.3	Quote request
BitTorrent	3.8	File search
Kad	16.3	Peer list exchange
Quake Network Protocol	63.9	Server info exchange
Steam Protocol	5.5	Server info exchange

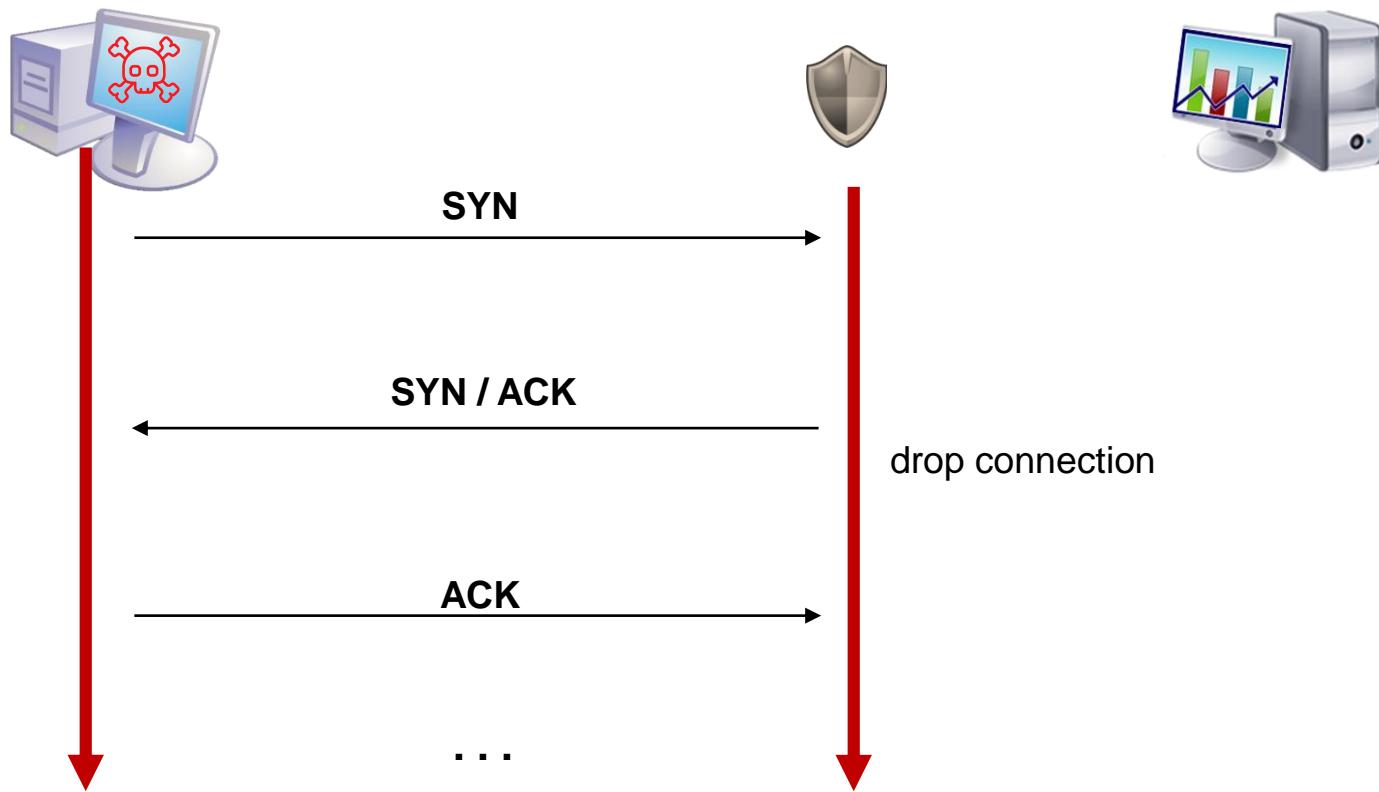
# **DEFENSE**



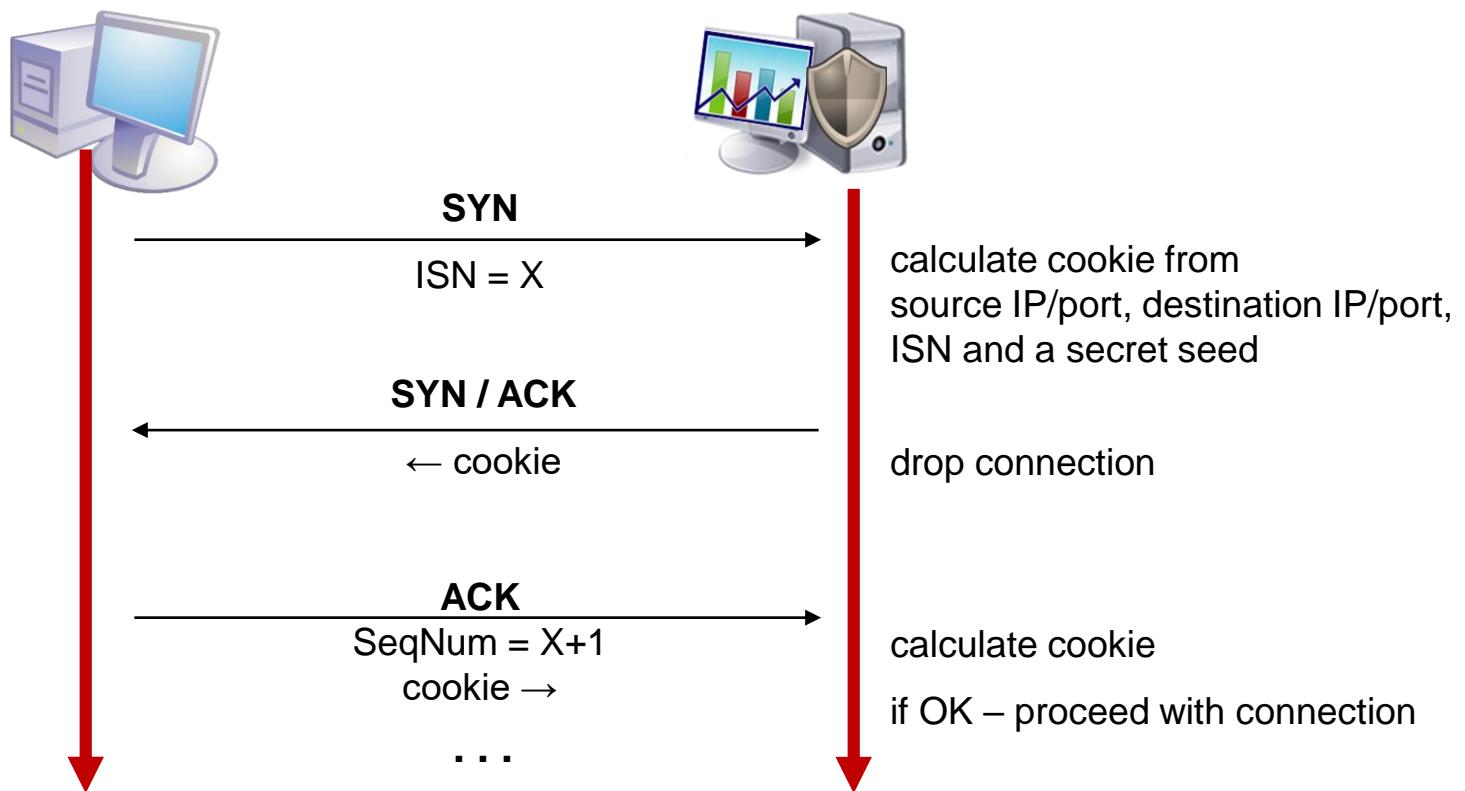
# SYN Defender



# SYN cookies



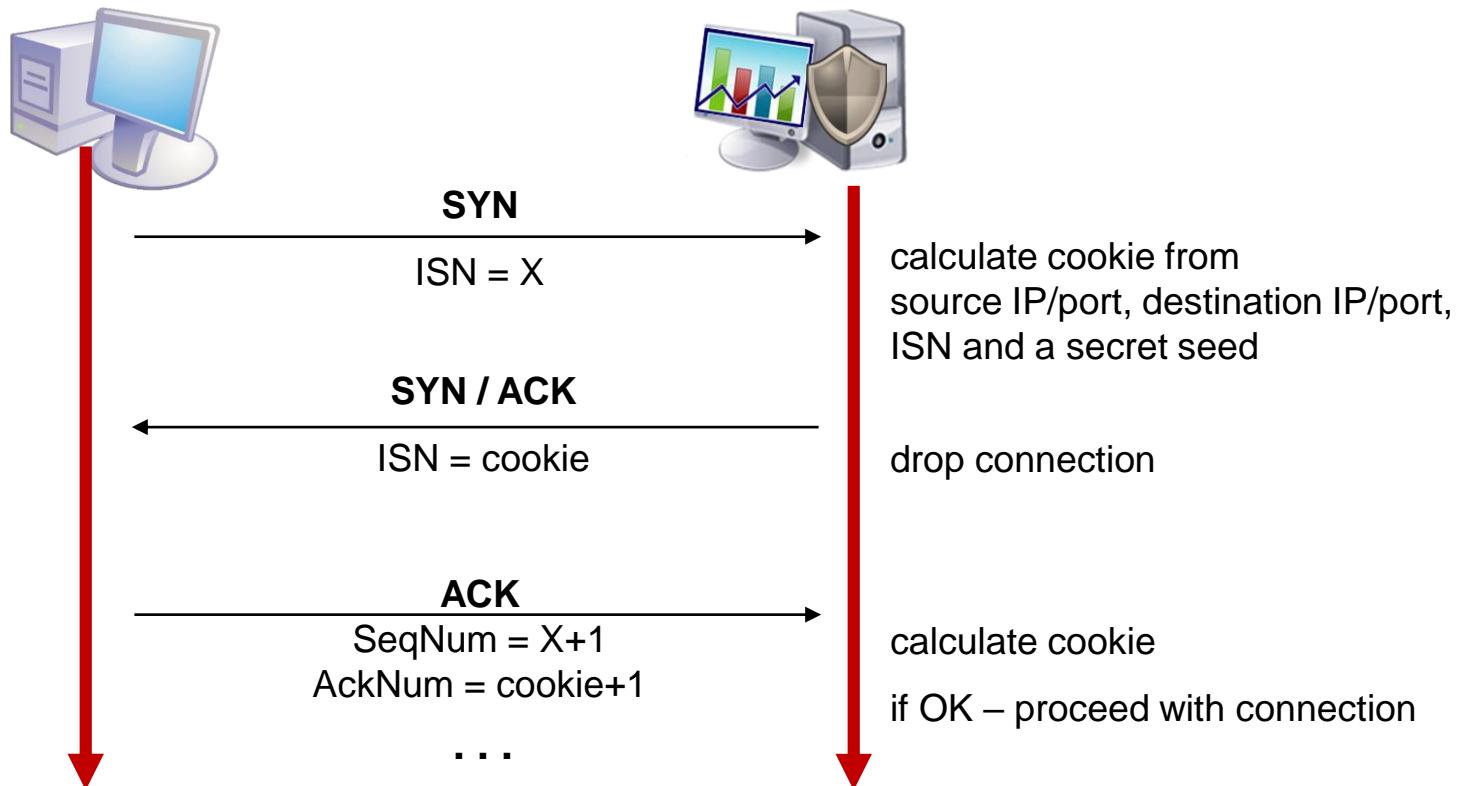
# SYN cookies



# SYN cookies



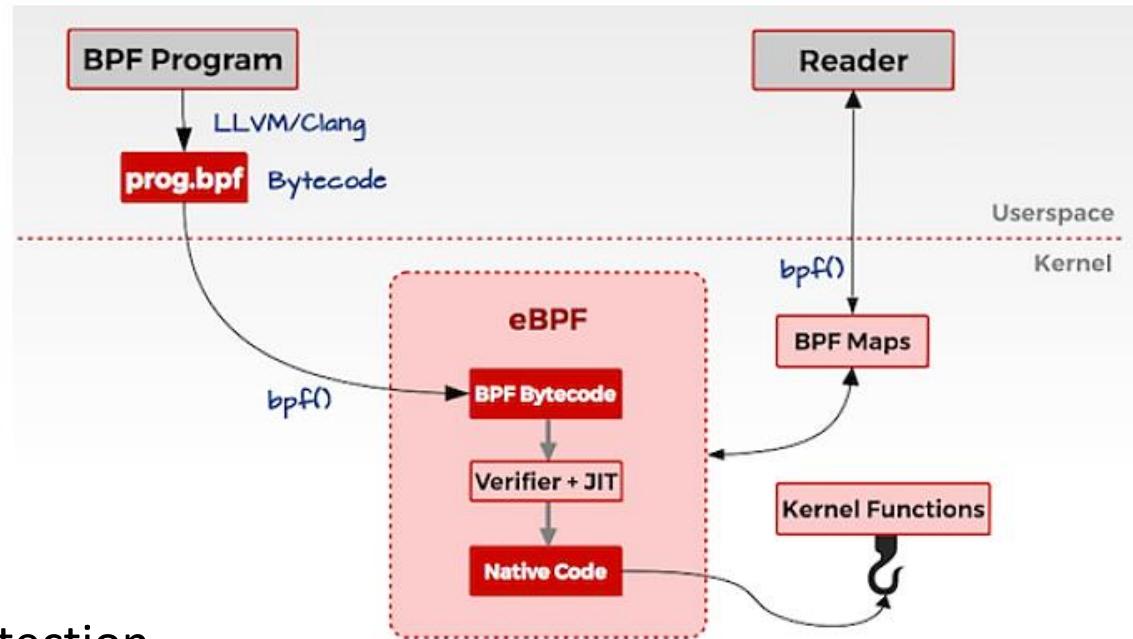
```
sysctl -w net.ipv4.tcp_syncookies=1
```



# eBPF DoS protection



## Extended Berkeley Packet Filter



→ example:

Cloudflare DDoS protection

“How to drop 10 million packets per second” by Marek Majkowski

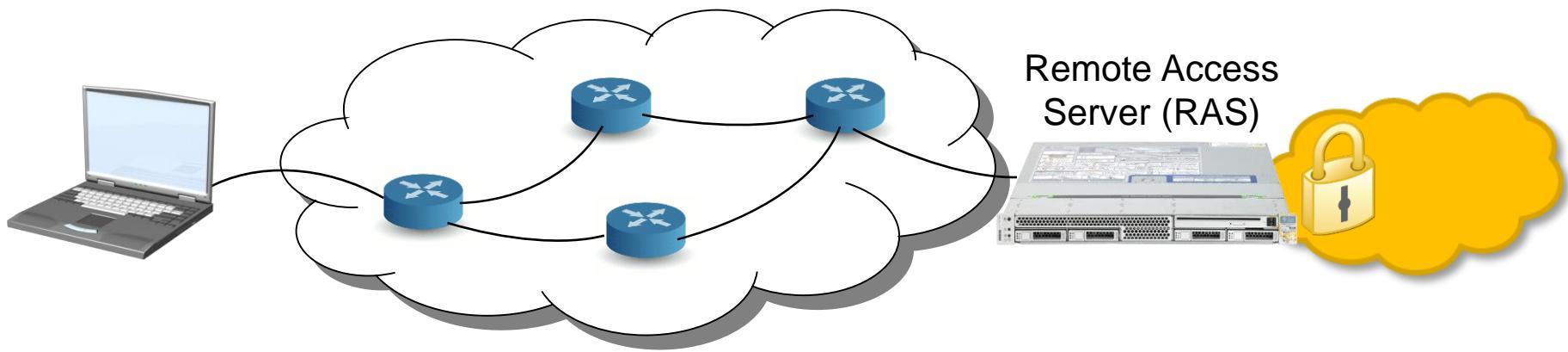
<https://blog.cloudflare.com/how-to-drop-10-million-packets/>

→ for using eBPF and XDP for network filtering see the **Firewall** lecture

# **NETWORK AUTHENTICATION**

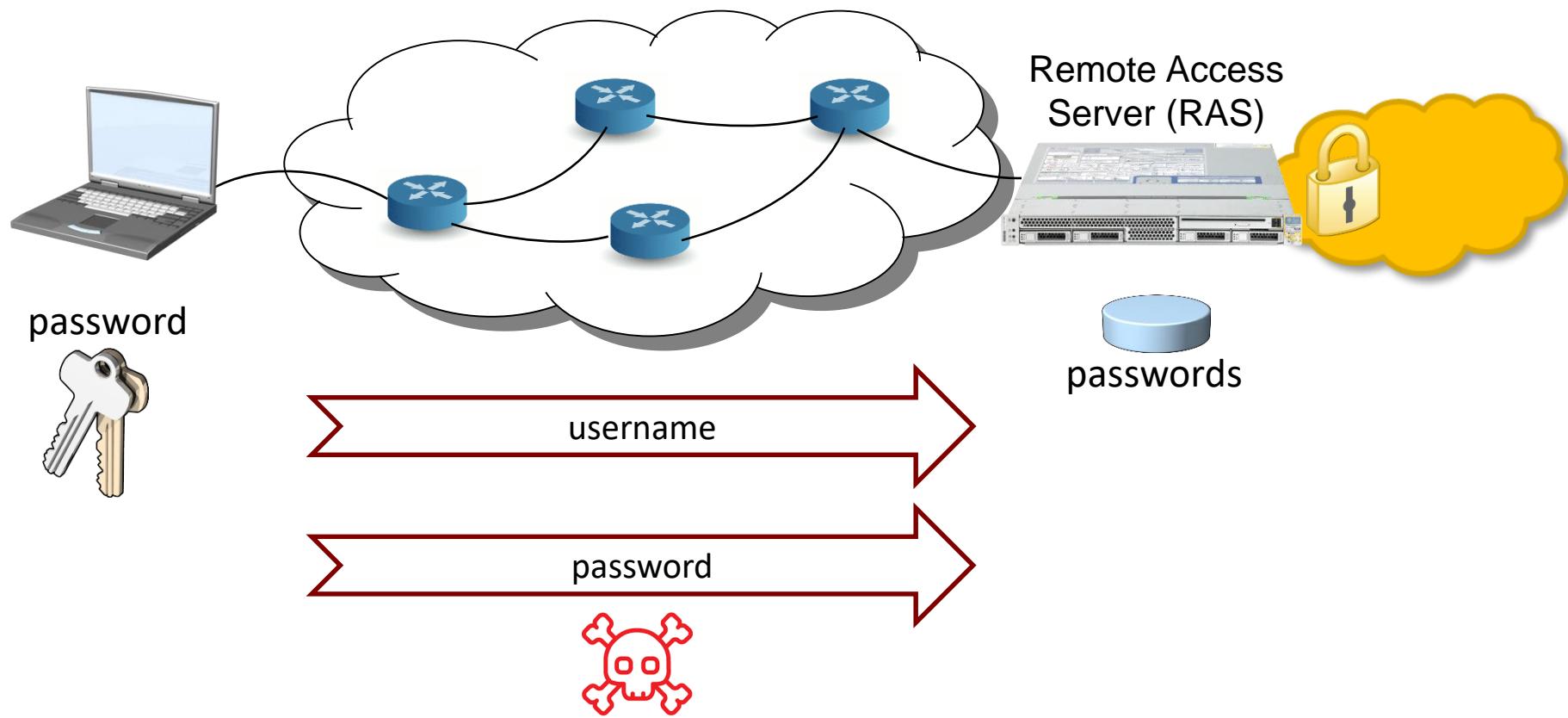


# Network access



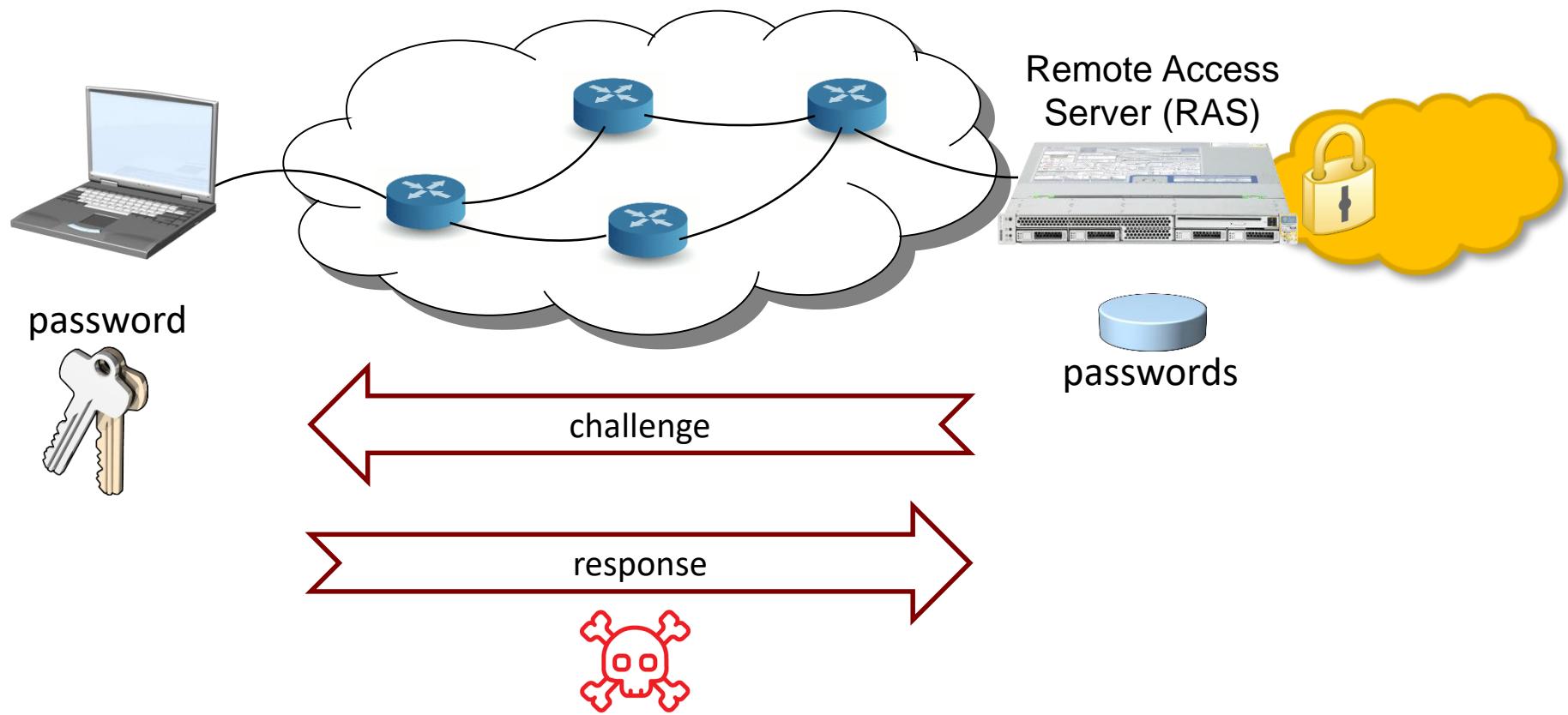
# Network access

## PAP (Password Authentication Protocol) RFC 1334



# Network access

CHAP (Challenge Handshake Authentication Protocol) RFC 1994



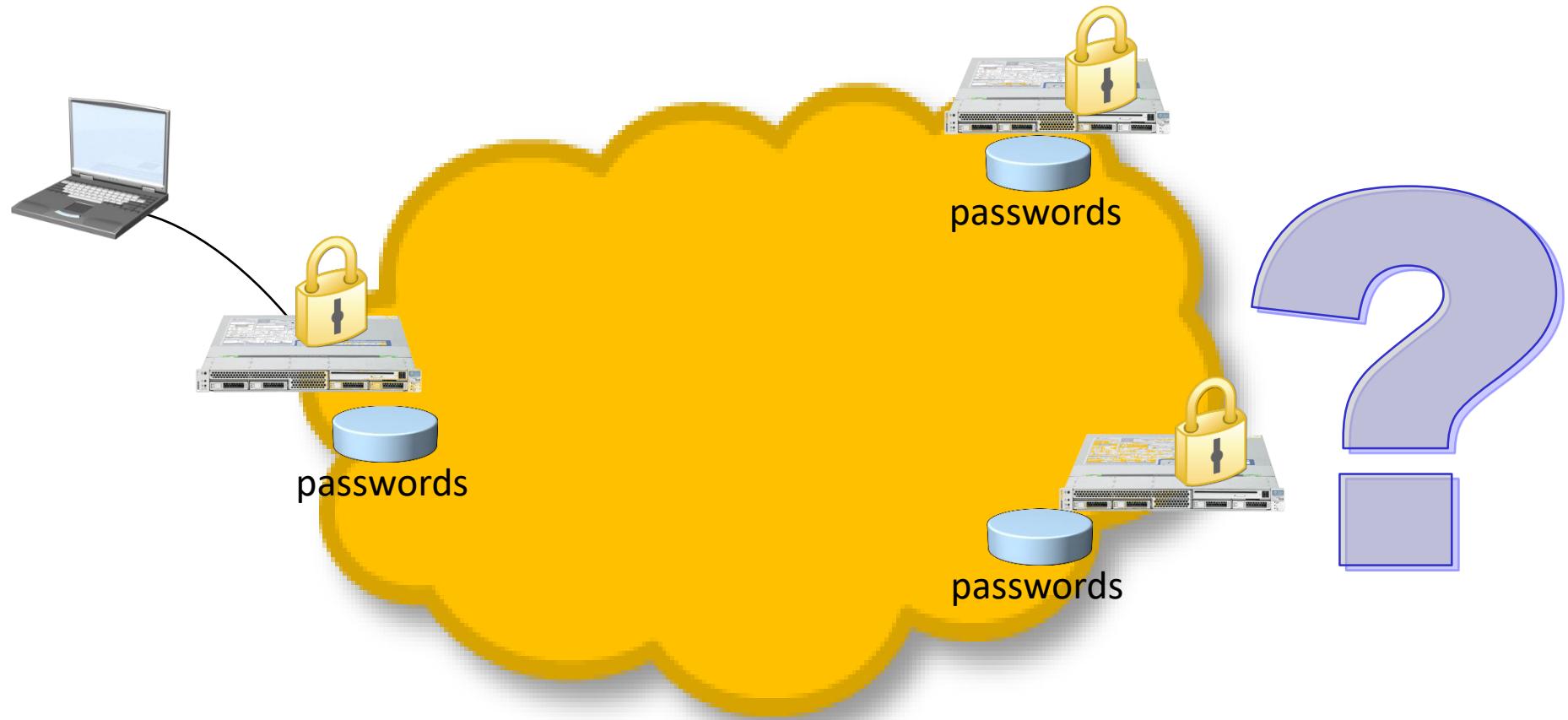
# Network access

## EAP (Extensible Authentication Protocol) RFC 2284

- allows multiple network access authentication methods
- supports 2-directional authentication
- specific authentication mechanism is chosen through a simple negotiation
  - EAP-TLS
  - EAP-TTLS (= Tunneled TLS)
  - EAP-FAST (= Flexible Authentication via Secure Tunneling)
  - EAP-PWD (= EAP Using only Password)
  - PEAP (= Protected EAP)
  - EAP-GTC (= Generic Token Card)
  - ...

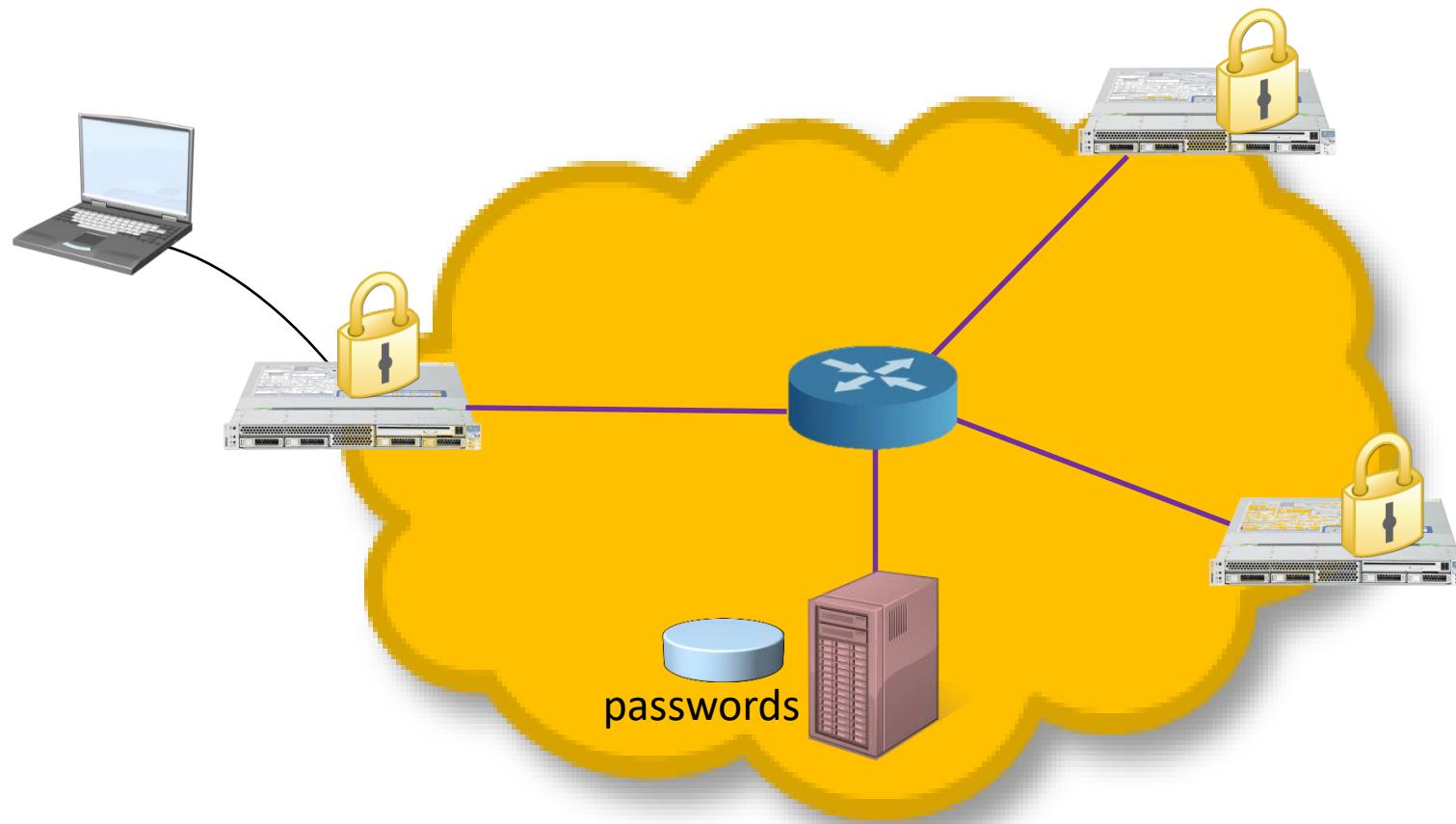
# RADIUS

Remote Authentication Dial-In User Service RFC 2138



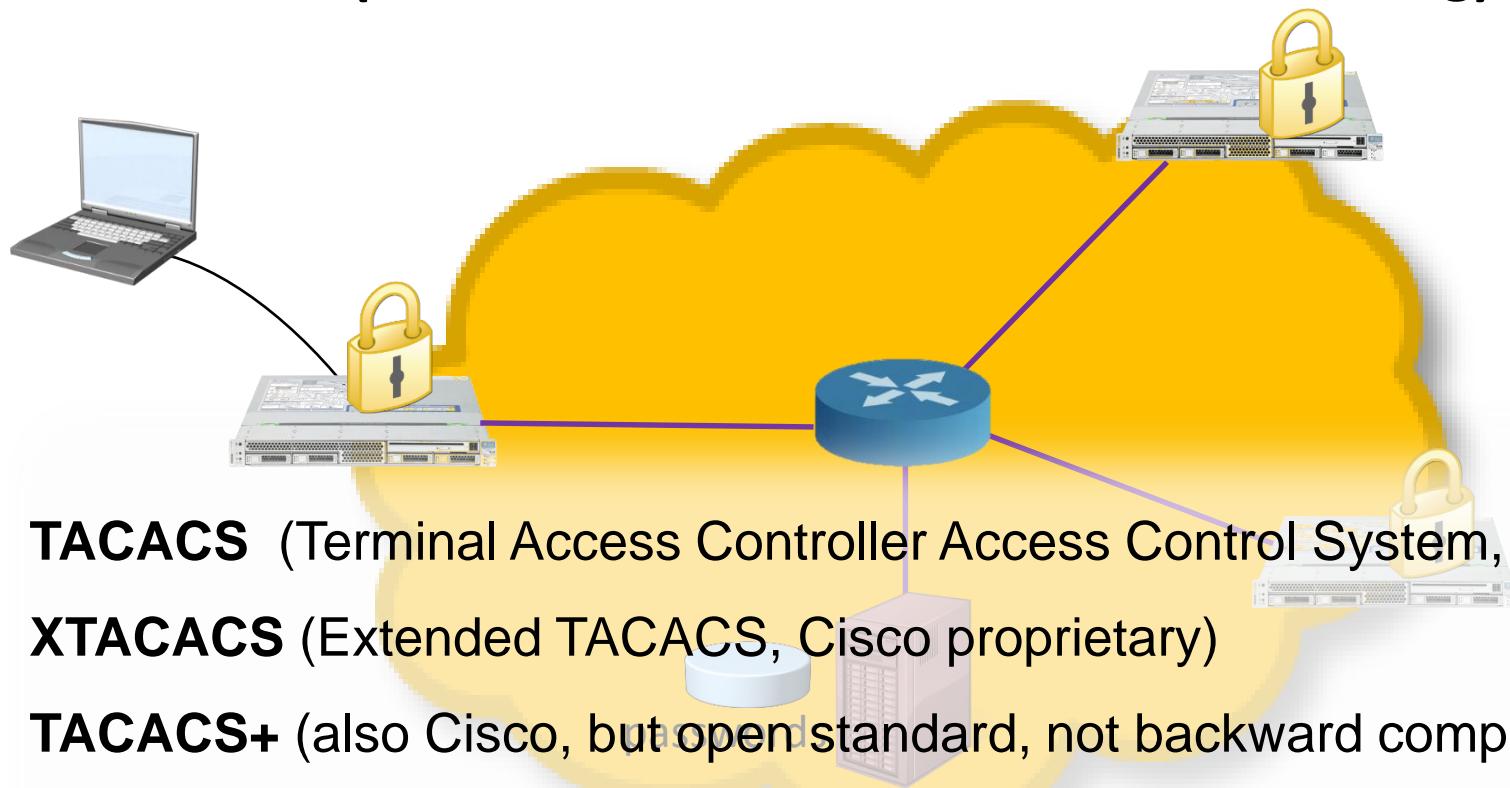
# RADIUS

Remote Authentication Dial-In User Service RFC 2138

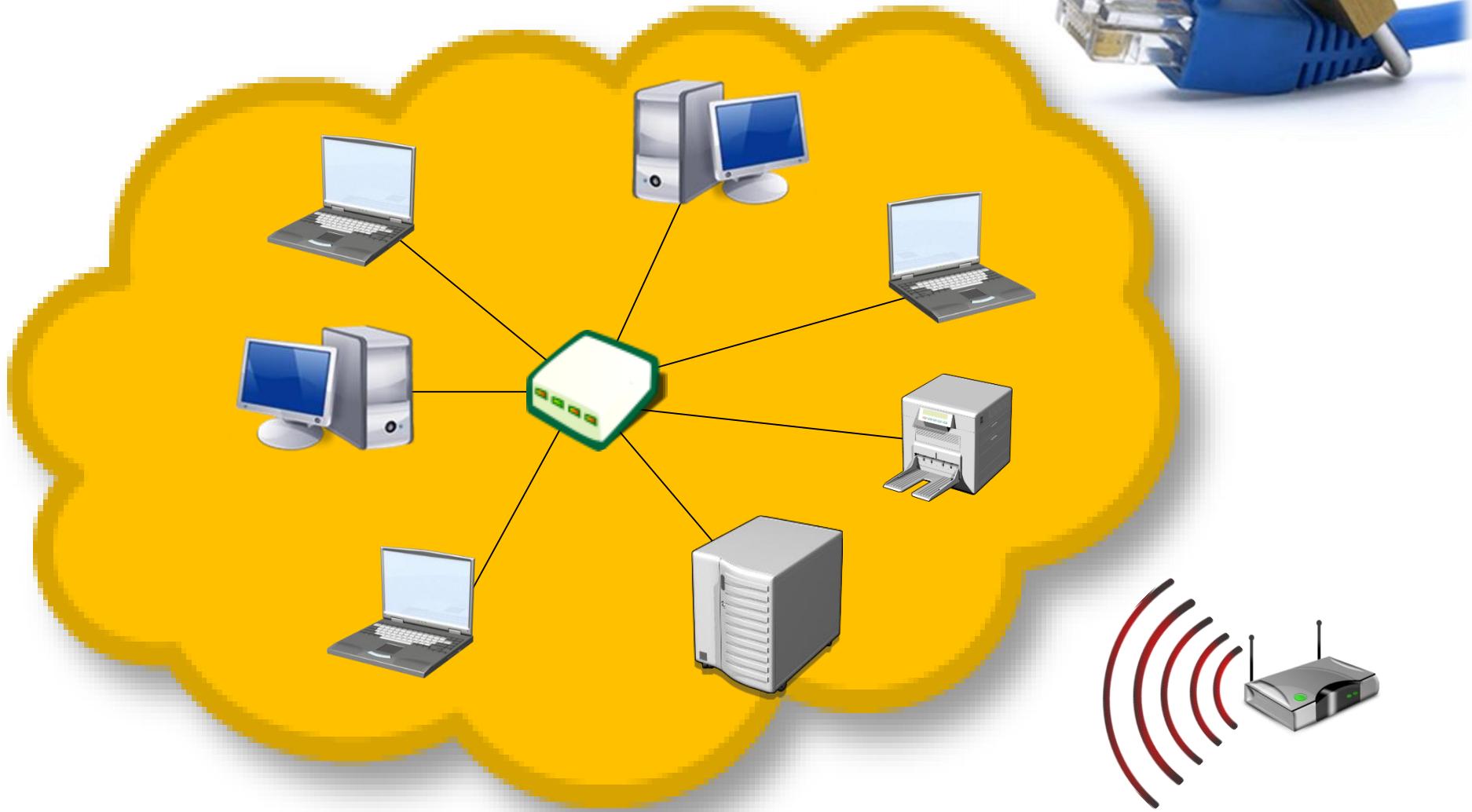


# RADIUS

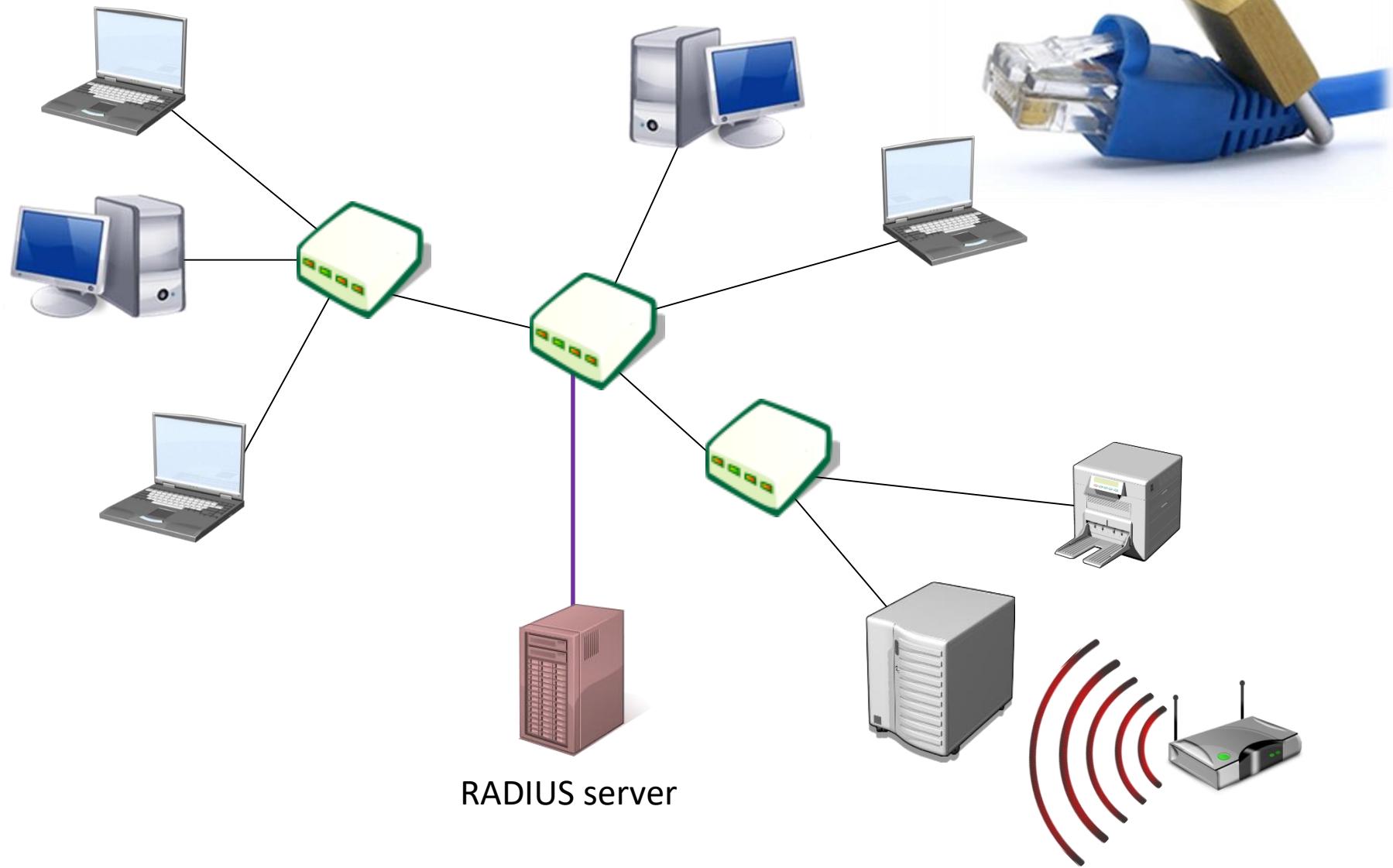
## Other AAA (Authentication-Authorization-Accounting) protocols



# IEEE 802.1X



# IEEE 802.1X



# IEEE 802.1AE

## Media Access Control Security: MACSec



= authentication with 802.1X

+ MACSec encapsulation:

- ➔ provides ICV (*Integrity Check Value*)
- ➔ optional AES encryption

+ support:

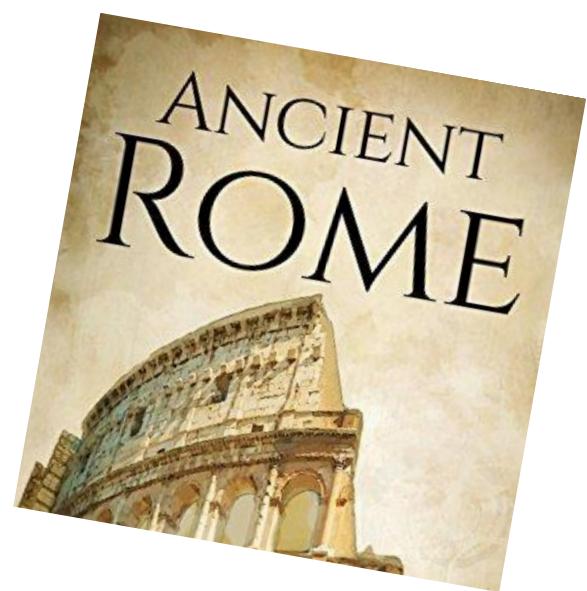
- ➔ 802.1af Authenticated Key Agreement for MACSec
- ➔ 802.1AR Secure Device Identity



# IEEE 802.11

## WEP (Wired Equivalency Privacy)

- small key RC4-based stream cipher
- small IV
- low-level integrity (CRC-32)
- a lot of cracking tools



# IEEE 802.11

## WPA (WiFi Protected Access)

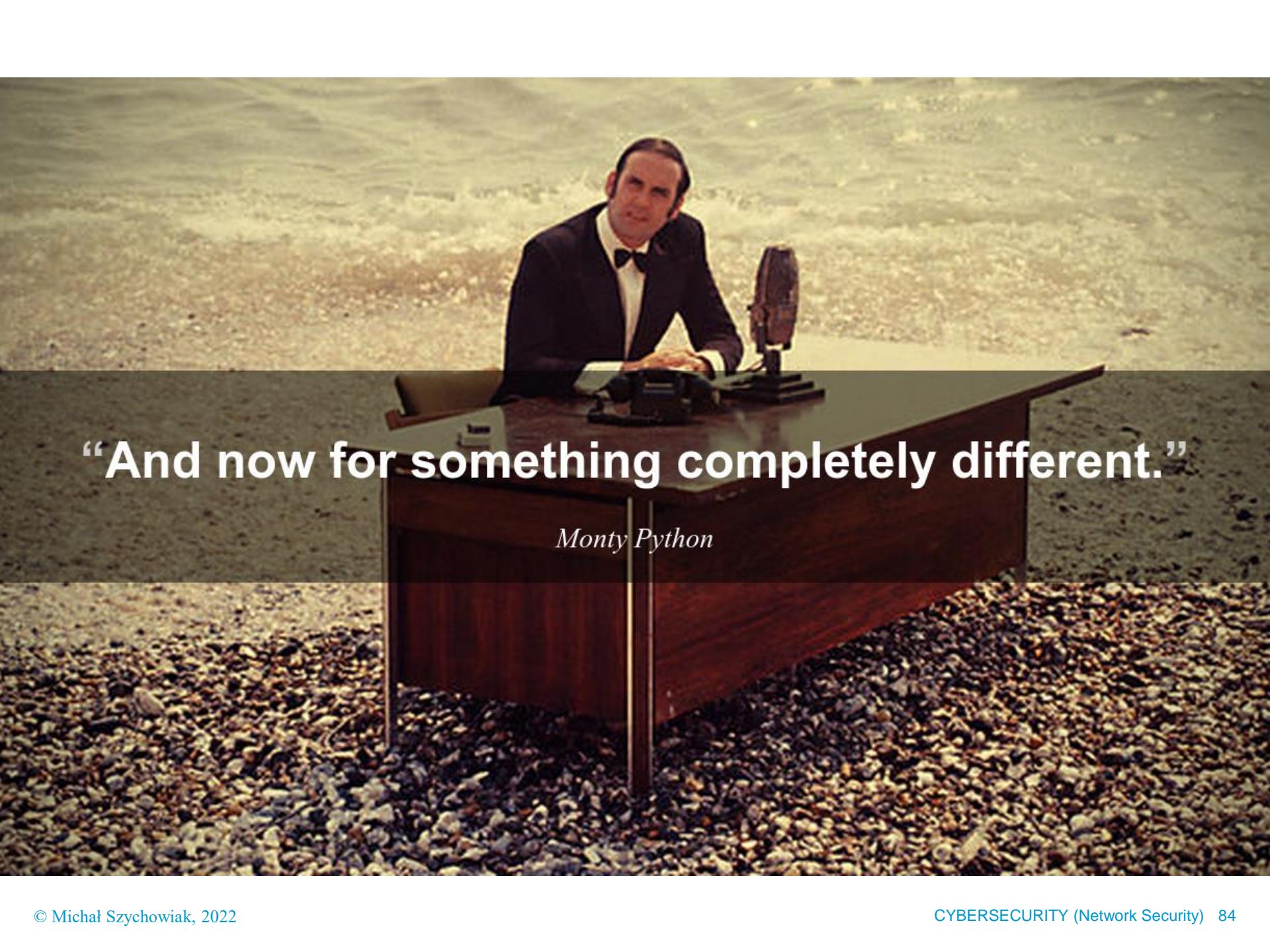
- ➔ EAP 2-directional authentication
- ➔ AAA support
- ➔ TKIP (Temporal Key Integrity Protocol) = improved RC4
- ➔ crypto ICV (*Integrity Check Value*)
- ➔ WPA-Personal = WPA-PSK (Pre-Shared Key)
- ➔ WPA-Enterprise = WPA-802.1x = WPA-RADIUS



# IEEE 802.11

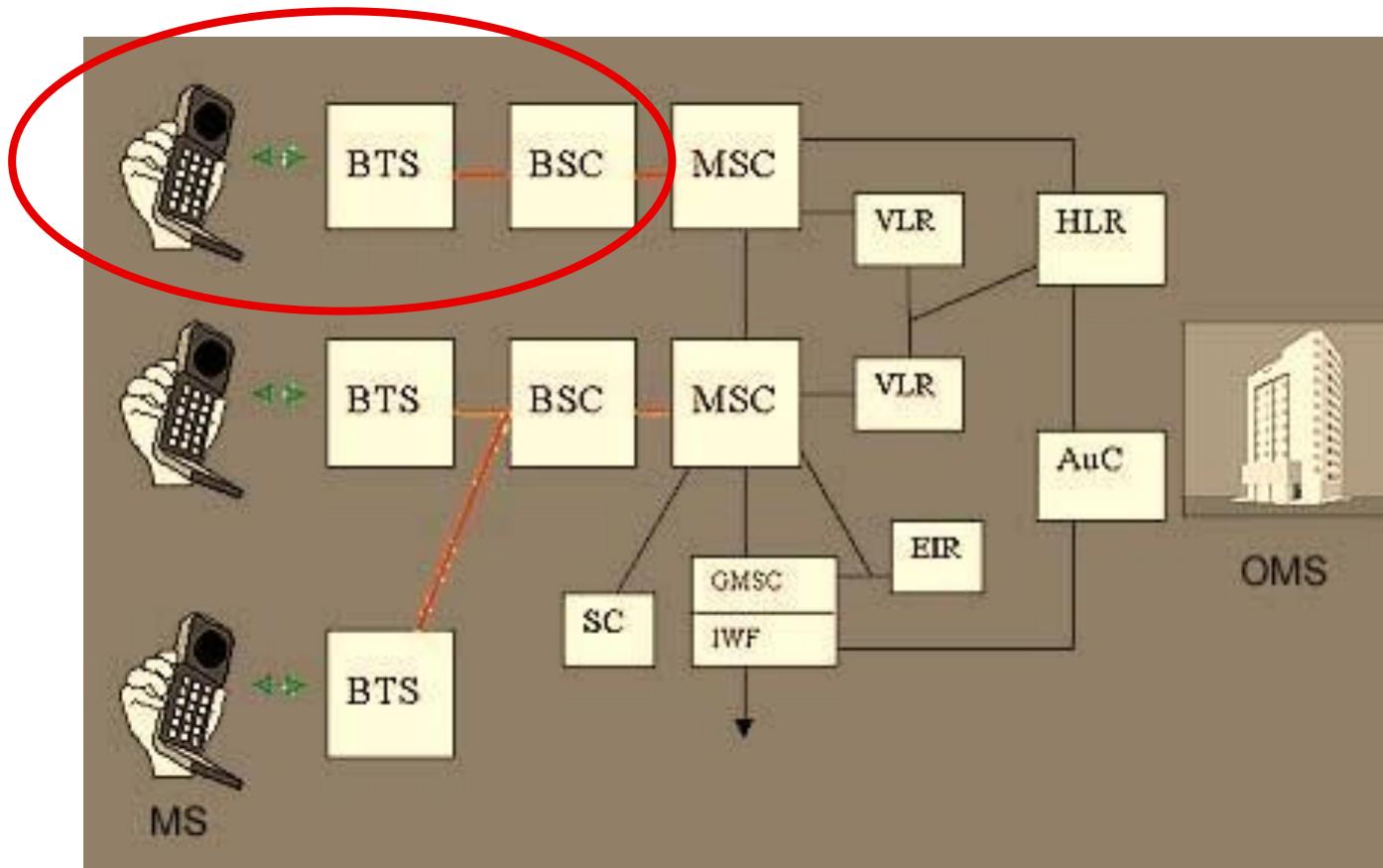
## IEEE 802.11i (aka RSN, WPA2, WPA3)

- ➔ EAP + WRAP (*Wireless Robust Authentication Protocol*)
- ➔ AES-CCMP (*Counter-mode cipher block Chaining Message Authentication Protocol*) = AES-CM + CBC-MAC
- ➔ AES-GCMP (*Galois ...*)
- ➔ implementation issues:
  - ➔ Krack (Key Reinstallation Attacks, 2017)
  - ➔ Kr00k (2019)
- ➔ WPA3:
  - ➔ no more PSK → Dragonfly Key Exchange (RFC 7664, Dan Harkins)
  - ➔ Dragonblood → WPA 3.1 update (2020)

A still from the opening credits of Monty Python's Flying Circus. Terry Gilliam is seated at a desk on a beach, wearing a dark suit and bow tie. He is looking towards the camera. A vintage microphone is positioned on the desk in front of him. The background shows waves crashing onto a sandy beach.

**“And now for something completely different.”**

*Monty Python*



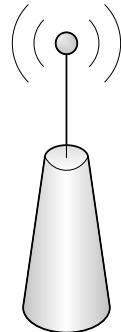


- ➔ voice transmission: 114b packets,
- ➔ symmetric crypto algorithm **A5**
  - ➔ A5/1 , and weakened A5/2
  - ➔ EDGE → A5/3, A5/4
  - ➔ GPRS: GEA2, GEA3, GEA4 (Mitsubishi Electric Corp.)
- ➔ SIM (Subscriber Identity Module) contains:
  - ➔ IMSI (*International Mobile Subscriber Identity*)
  - ➔  $K_{SIM}$
- ➔ crypto authentication:
  - ➔ algorithm **A3**
  - ➔ algorithm **A8**

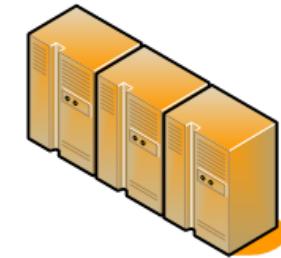
# Authentication



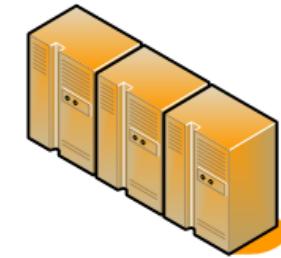
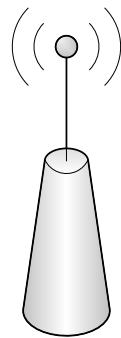
MS



BTS

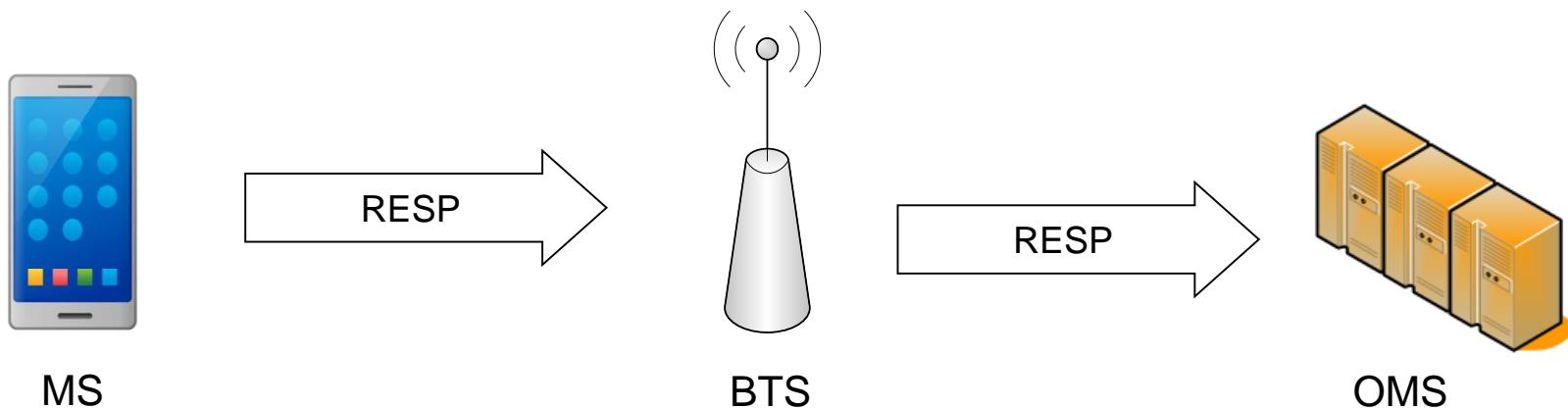


OMS



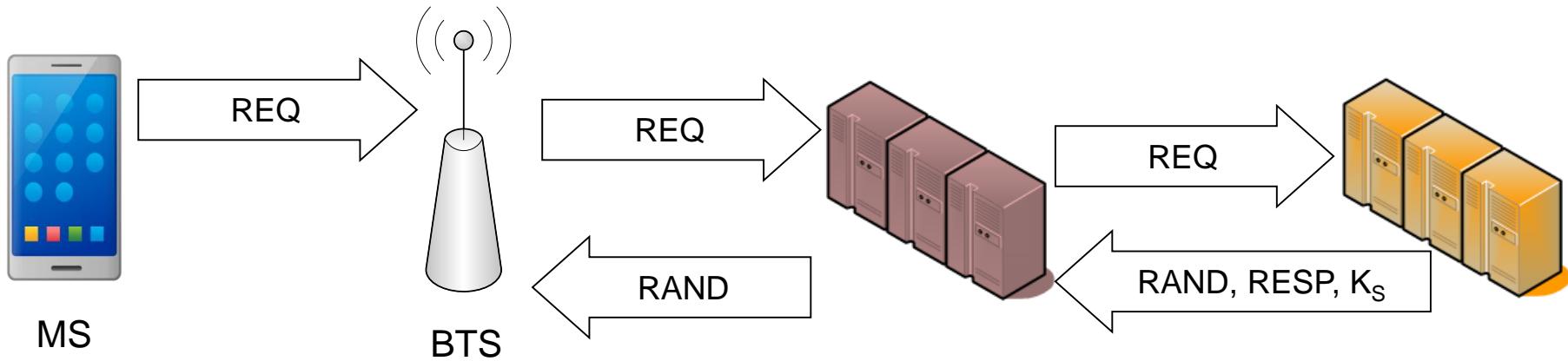
## Authentication

- SIM card prepares  $\text{RESP} = \text{A3} [K_{\text{SIM}}, \text{RAND}]$



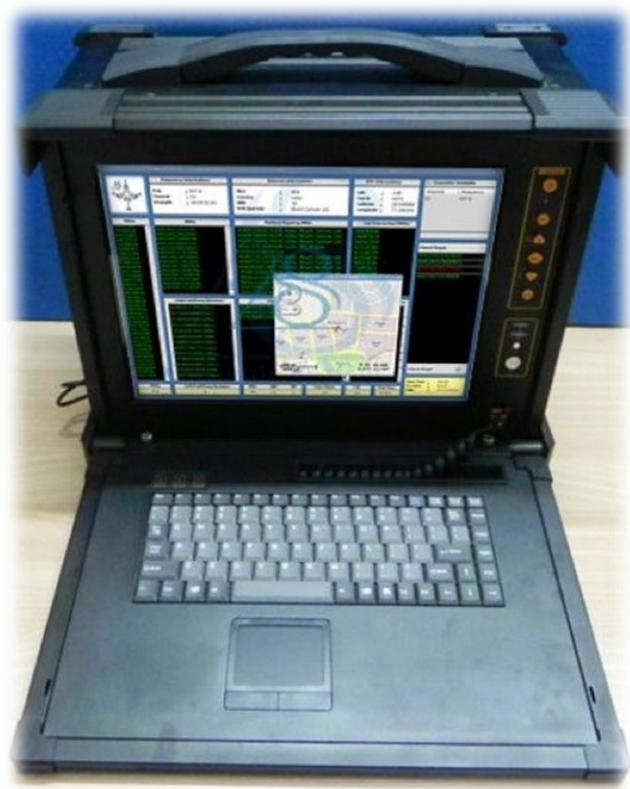
- and 64b session key  $K_s = \text{A8} [K_{\text{SIM}}, \text{RAND}]$
- A5 is basically XOR with IV derived from  $K_s$

# Roaming



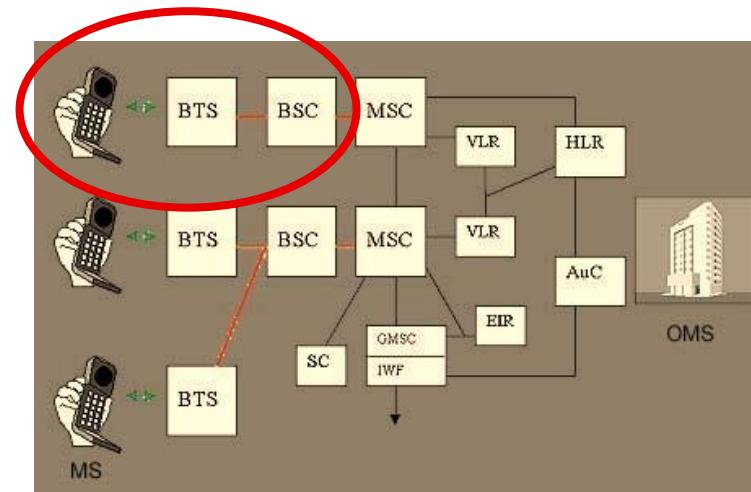
## Threats

- ➔ unilateral authentication



## Threats

- unilateral authentication
- only radio transmission encrypted



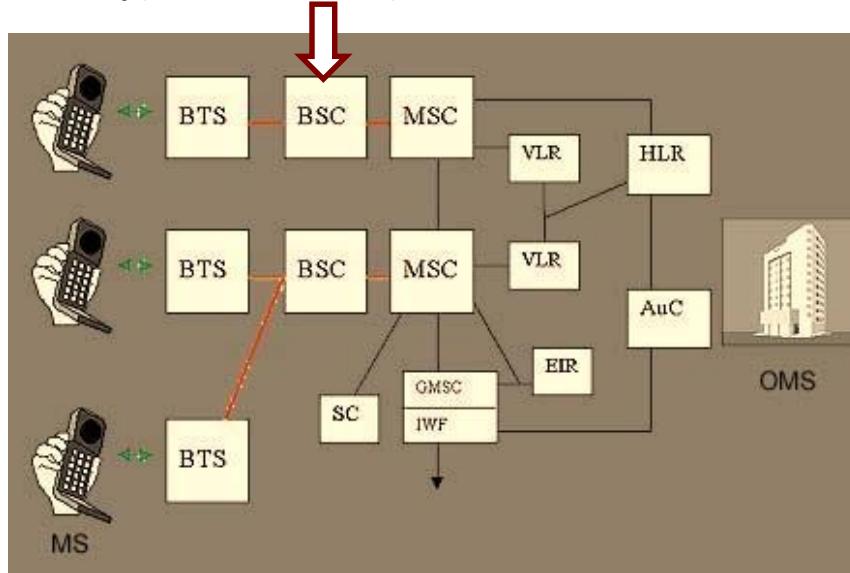


## Threats

- ➔ unilateral authentication
- ➔ only radio transmission encrypted
- ➔ no crypto signature
- ➔ no seq numbers
- ➔ vulnerable signalization protocols:
  - ➔ SS7 (North America)
  - ➔ C7 (others)



- better signalization protocols: SS7 / C7 → Diameter (IP, see VoLTE)
- AKA (Authentication and Key Agreement) protocol  
= BTS is now also authenticated
- seq. no. + crypto integrity
- packets encrypted (optionally) until RNC (*Radio Network Controller*)





## 3G UMTS (*Universal Mobile Telecommunications System*)

- protocols by Mitsubishi: UEA1 (encryption) and UIA1 (integrity)
- block cipher KASUMI 128b

## 4G LTE (*Long Term Evolution*), LTE-A (... *Advanced*)

- UEA2 (SNOW 128b/256b) and UIA2
- EEA1 (AES) and EIA1
- EEA3 (stream cipher ZUC 128b by Chinese Academy of Sciences), EIA3

## 5G NR (New Radio)

# 5G and beyond

## IMS (IP Multimedia Subsystem) – VoLTE (Voice over LTE), VoWiFi

Voice calls are moving from dedicated channels to voice-over-IP (VoIP)



“That's all folks!”