(Distributed) Denial of Service ((D)DoS)

Part 1: Introduction and Generic Attacks

Network Security AS 2020

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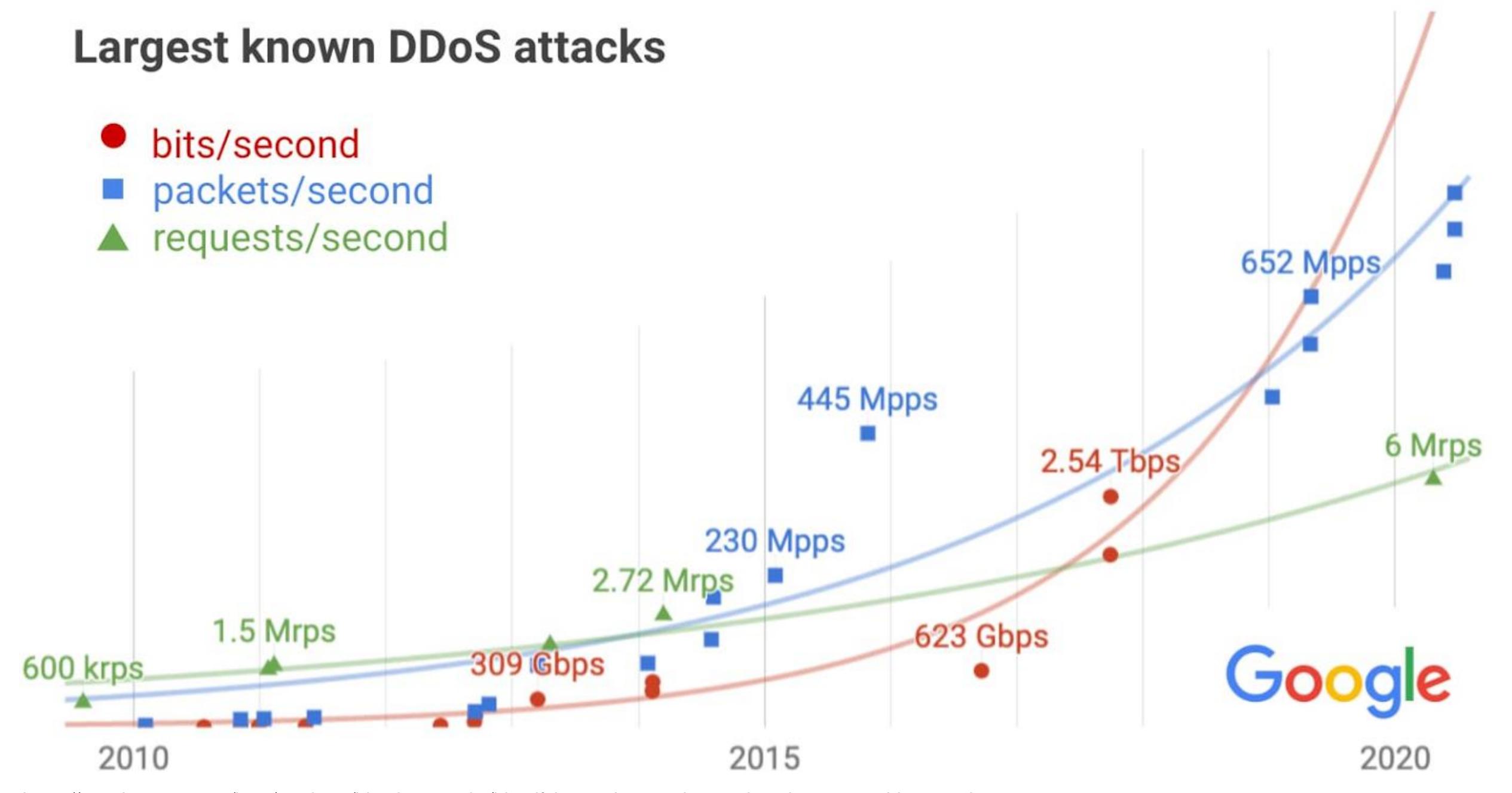


What are (distributed) denial-of-service attacks?

- Denial-of-service (DoS) attacks try to make a service or network resource unavailable to its intended/legitimate users.
- Typically achieved by exhausting available resources by sending an excessive amount of traffic/packets/requests.
- Distributed DoS (DDoS) attacks use many different sources simultaneously, often by creating and using so-called botnets.
- DDoS attacks are often used to extort companies: "Pay XX bitcoin and the attack will stop"

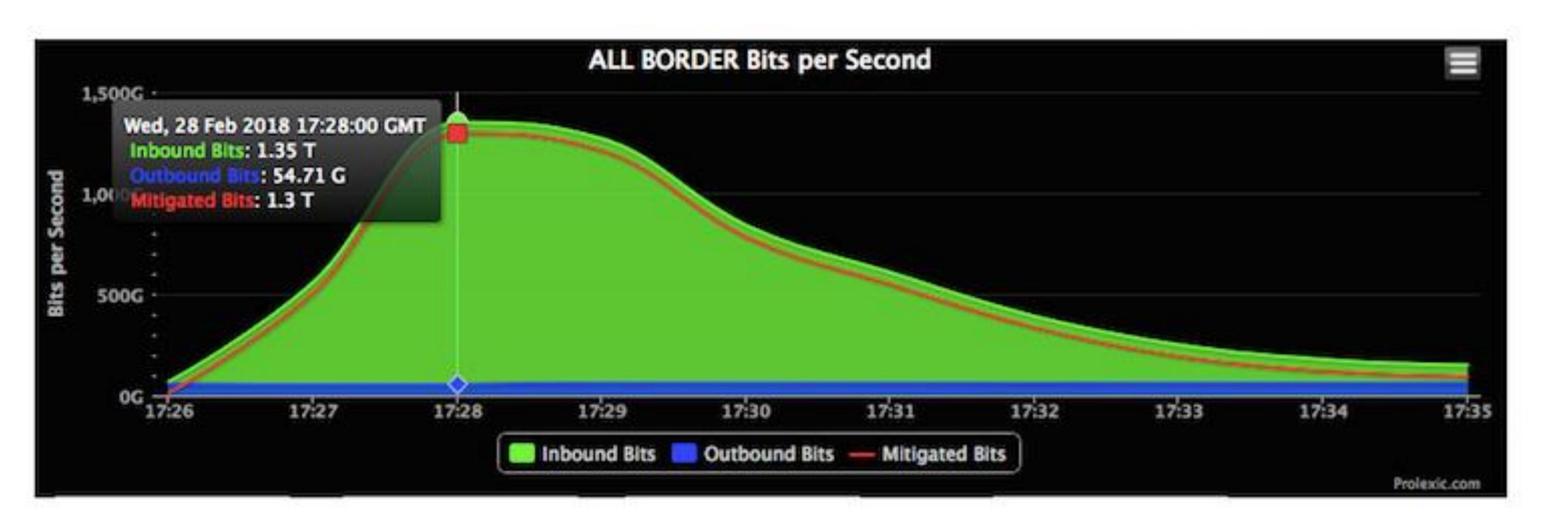
What are attack targets?

	Network links	Network devices / networking stack	Applications
Description	Volumetric attack	Protocol attack	Application-layer attack
Unit of measurement	Bits per second (bps)	Packets per second (pps)	Requests per second (rps)
Used mechanisms / examples	Reflection and amplificationShrew attack	ReflectionState exhaustionSYN/ACK floodsFragmentation	Computational complexityHash collisionsSlowloris
Defenses	Filtering, traffic scrubbingBlack-hole filtering	CookiesRate-limiting	 Randomized/keyed hash functions

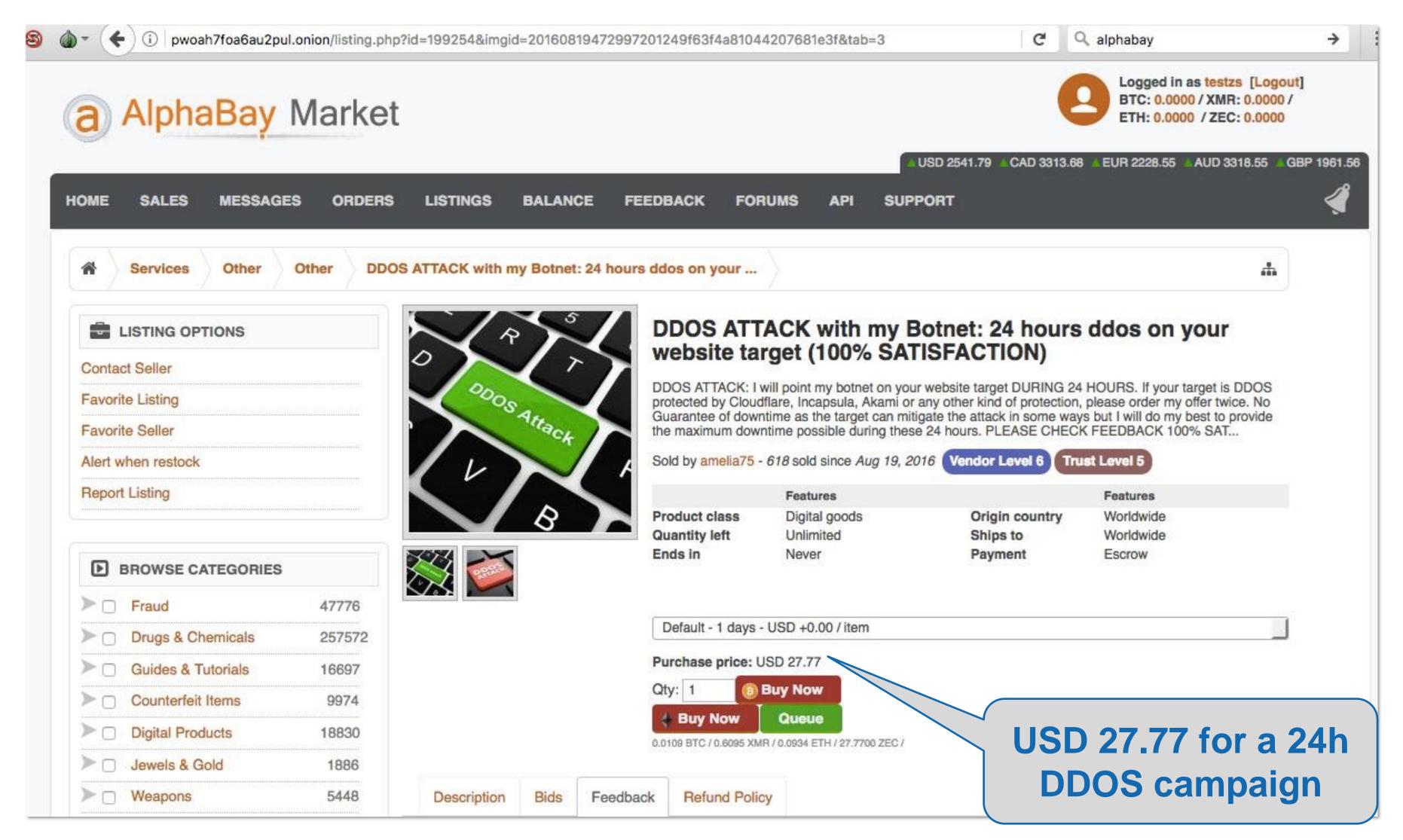


https://cloud.google.com/blog/products/identity-security/identifying-and-protecting-against-the-largest-ddos-attacks

Example Volumetric Attack: Reflection Attack on github.com, 2018



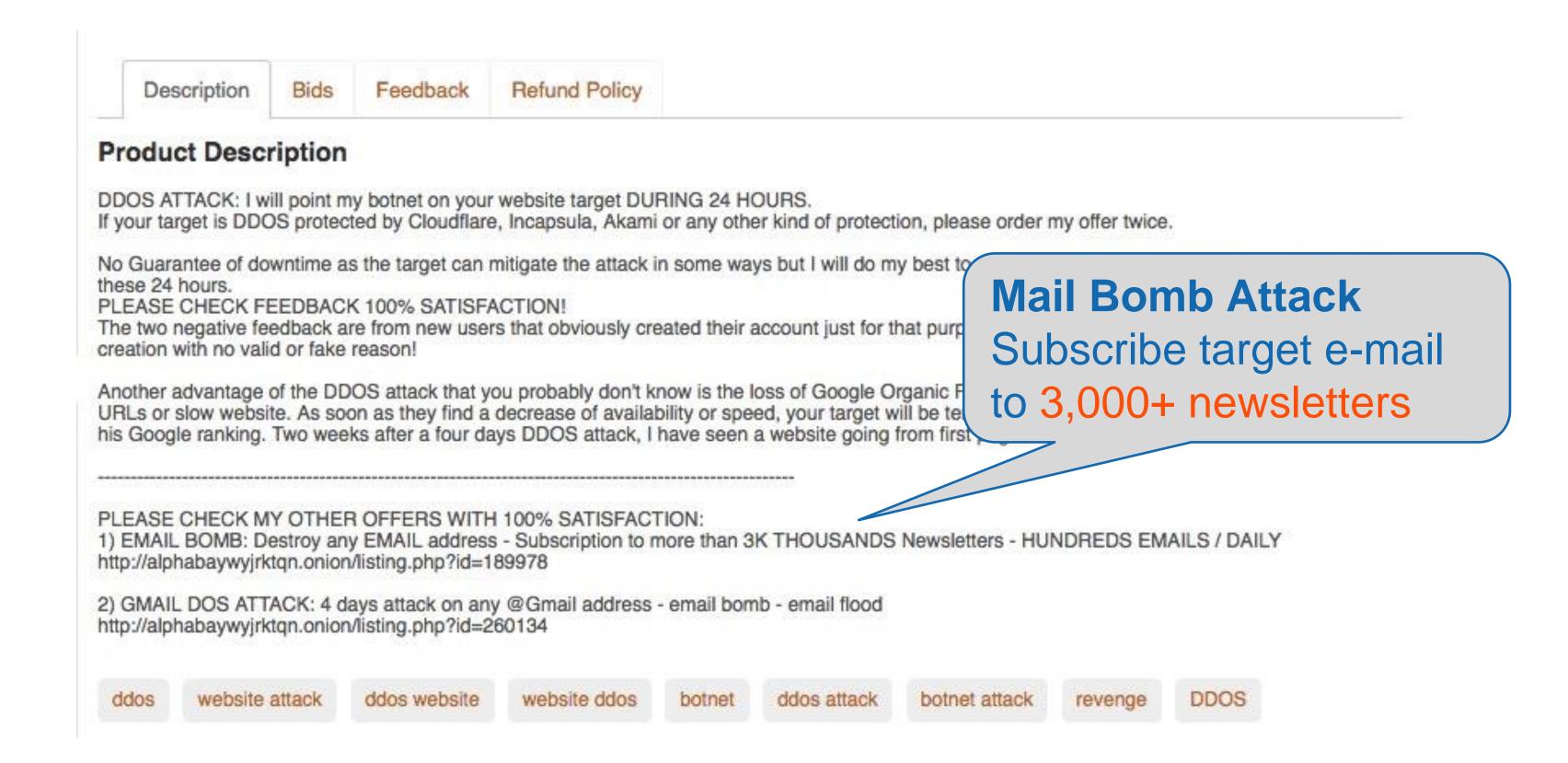
DDoS Offers in the Darknet



AlphaBay: Tor hidden service until 2017 (accessed 2017-06-29)

DDoS

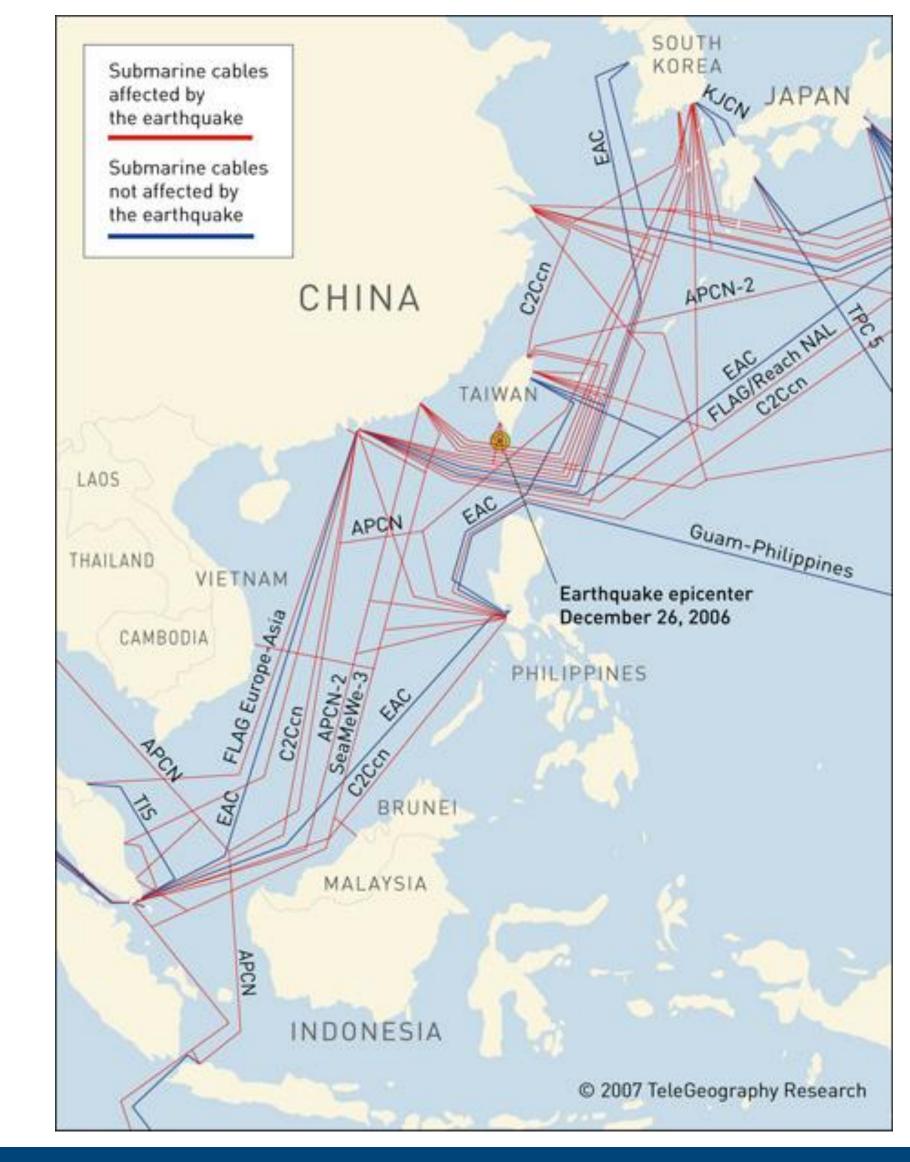
DDoS Offers in the Darknet



AlphaBay: Tor hidden service until 2017 (accessed 2017-06-29)

Not every outage is a DDoS attack...

- 2006 Earthquake
 - Impaired seven out of nine geographically co-located cables in the Luzon Strait
 - A six-hour outage for more than two thousand IP prefixes
- Demonstrates vulnerability of current Internet infrastructure



General DoS Attack Techniques

What features facilitate DoS attacks?

- Attacker controls significantly more resources than victim.
- Attacker needs to expend significantly less resources than victim.
- Attacker can hide his identity or continually change it.
- Victim needs to expend a significant amount of resources before being able to assess the legitimacy of requests.
- Attacker can instruct/trick other entities to send traffic on her behalf.

(IoT) Botnets

What is a botnet?

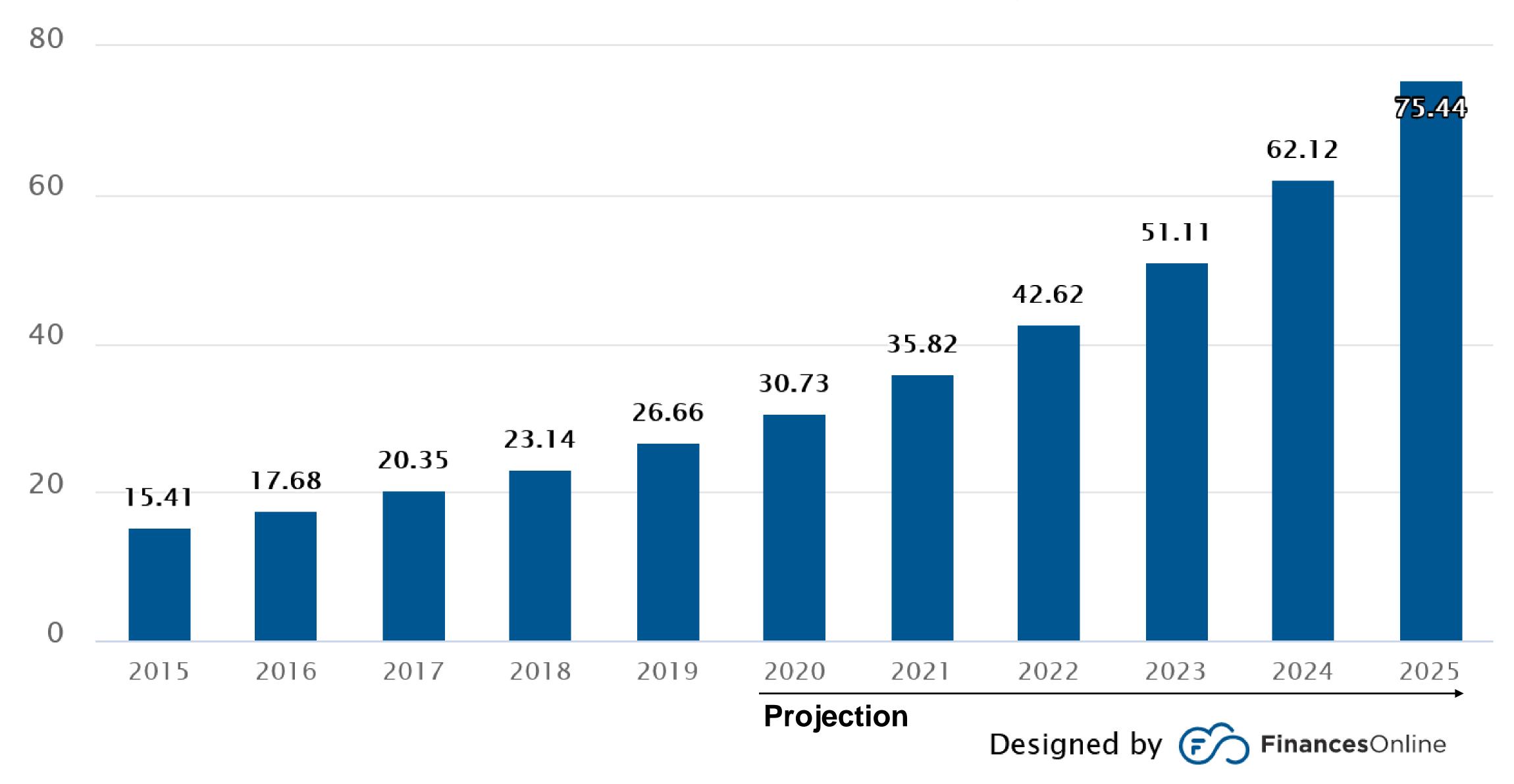
- A (large) set of compromised machines connected to the Internet
- Execute malicious code and can be controlled via command and control (C&C) systems
- Often geographically distributed

Internet of Things (IoT) devices are perfect for constructing botnets...

- Many devices with uniform configuration
- Often very poorly secured, e.g., hardcoded credentials
 - Enables automatic scanning
- Often no security updates after few years
 - In particular when manufacturer goes out of business
- Often connected to the Internet without bandwidth limitations
- Example: Mirai botnet
 - Mostly consists of vulnerable webcams



Number of connected IoT devices worldwide, 2015 – 2025



https://financesonline.com/number-of-internet-of-things-connected-devices/

Possible Mitigations

Patch

- Manufacturers should provide automatic security updates
- Provide patches
 for the full
 lifetime of
 devices

Credentials

- No hardcoded credentials
- Force users to change default passwords

DDoS

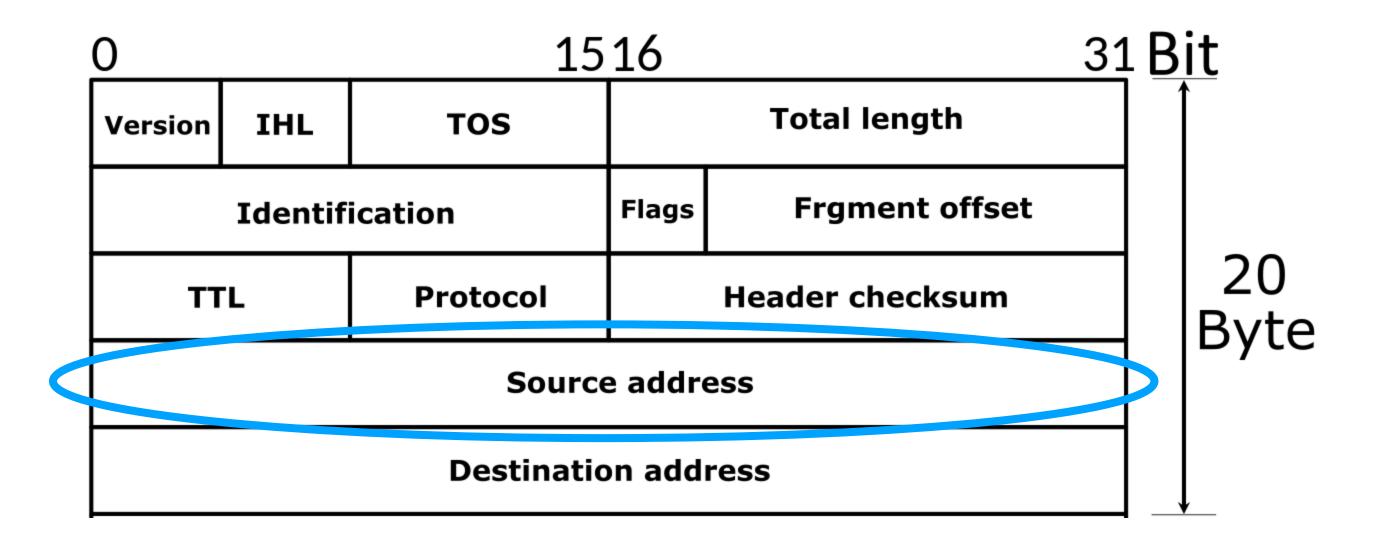
Monitoring

•ISPs should actively monitor their network for suspicious traffic

Reflection and Amplification

Address Spoofing

- Source address in IP header can be set by sender
- In a connectionless protocol (UDP), server cannot confirm actual sender



Defenses against address spoofing

- Address filtering by ISPs: ensure that hosts use their own addresses
 - Needs to be globally deployed
 - Poor incentives for ISPs to deploy it (only other ISPs profit)
- Use connection-based protocols (e.g., TCP)
 - Additional latency
 - Potentially additional DoS attack vector (state exhaustion)
- Cryptographic source authentication
 - Additional DoS attack vector if built on (expensive) asymmetric cryptography
 - Requires symmetric key distribution or PKIs

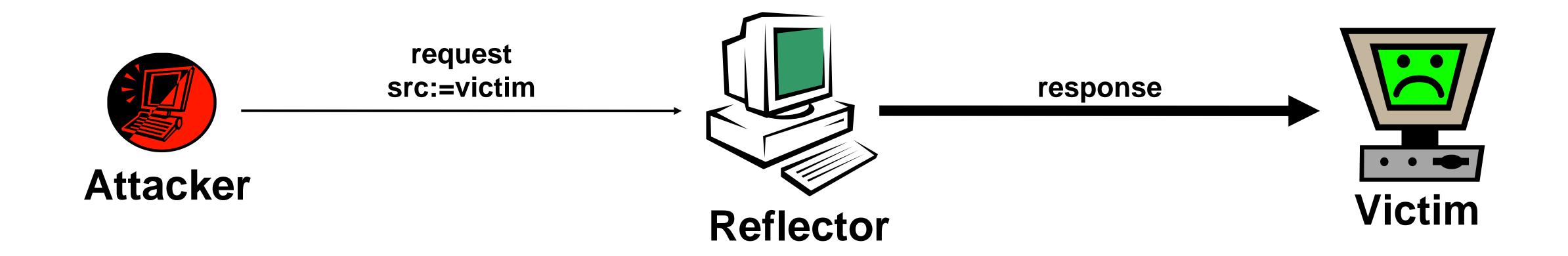
Reflection and Amplification

Requirements:

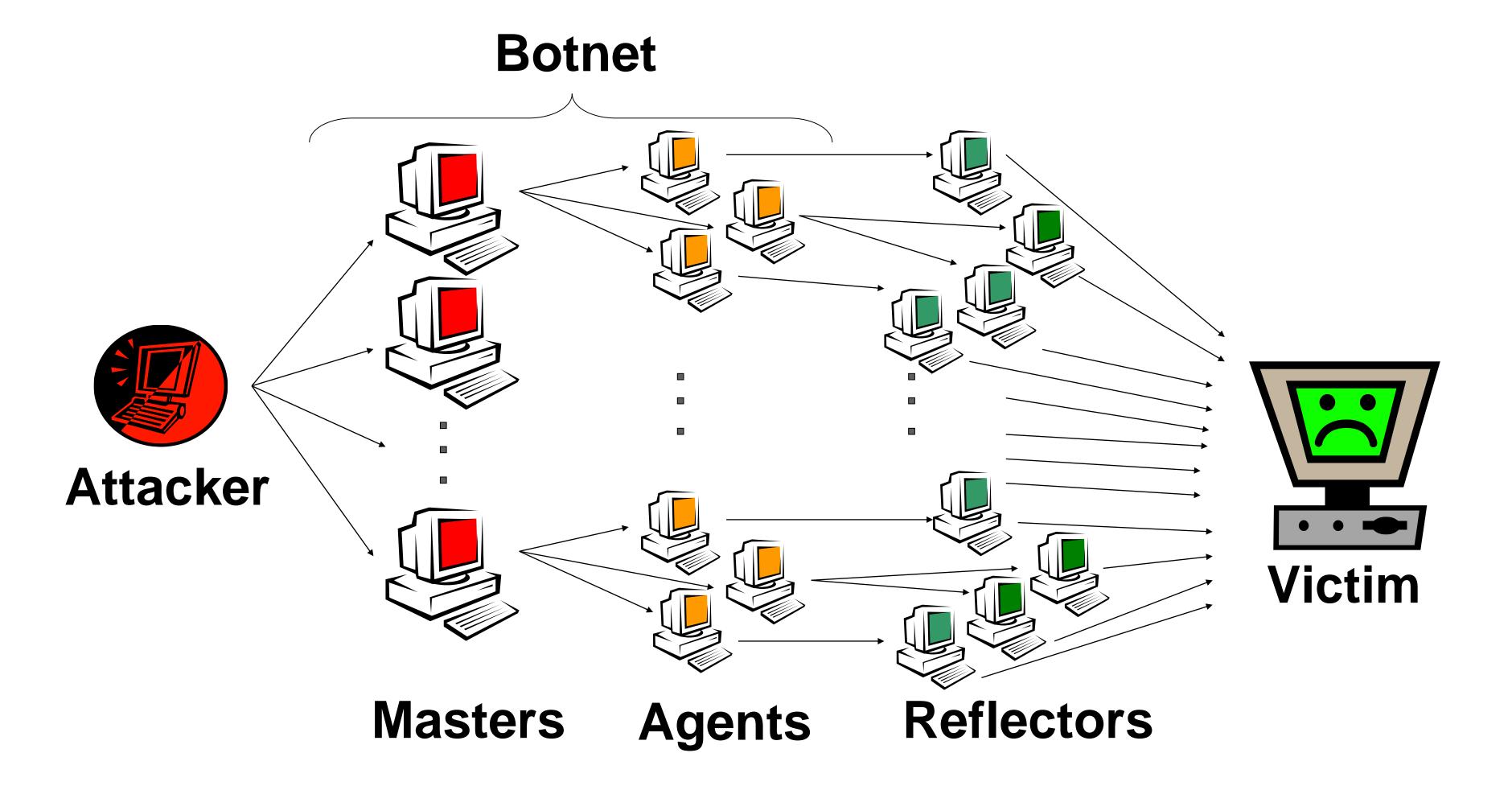
- Ability to spoof source address
- Publicly accessible servers
- Ideally: response is (much) larger than request \rightarrow amplification
 - Either number of packets or size of packets increased
- Typical reflectors (and maximal amplification factors):
 - DNS (up to ~180)
 - NTP (up to ~500); vulnerability was closed in version 4.2.7p26
 - Memcached (up to ~50 000); UDP disabled by default in version 1.5.6

How reflection and amplification works

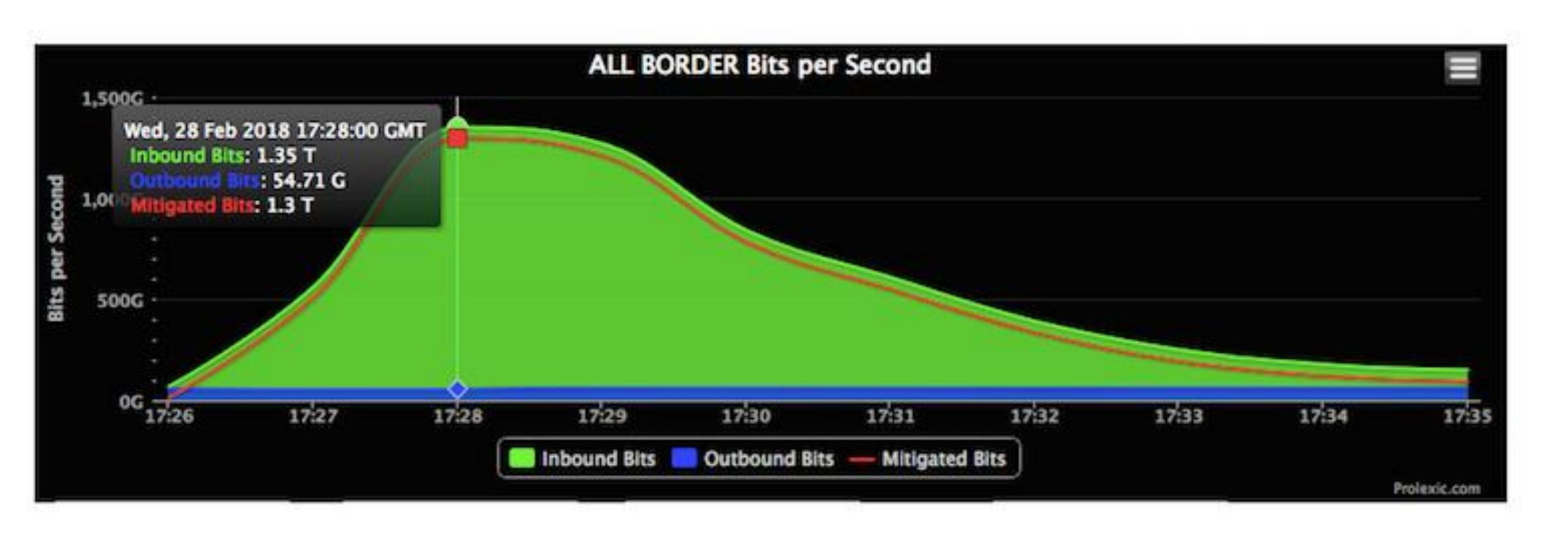
- 1. Choose open service (e.g., open DNS resolver) as reflector
- 2. Craft request that triggers (much) larger response
- 3. Send packet where source address is set to victim's address
- 4. Reflector sends reply to victim



Distributed DoS with Reflectors



2018 attack on github.com used vulnerable Memcached servers



Mitigations

- Prevent address spoofing (see before)
- Perform access control
 - For example, DNS servers deployed within an organization or ISP should only server clients from this organization
- Implement response rate limiting (RRL)
 - Limit the number of responses to a client IP
- Ensure small amplification factors (ideally < 1)
 - Example: WireGuard ensures that the responder's first message is smaller than the initiator's

Network Security

Summary

Summary of (D)DoS attacks

- Goal of DoS attack: prevent legitimate users from accessing/using a service/resource
- Numerous attack possibilities:
 - volumetric attacks (network congestion)
 - protocol-level attacks
 - application-level attacks
- Typical approaches:
 - Reflection and amplification
 - Botnets