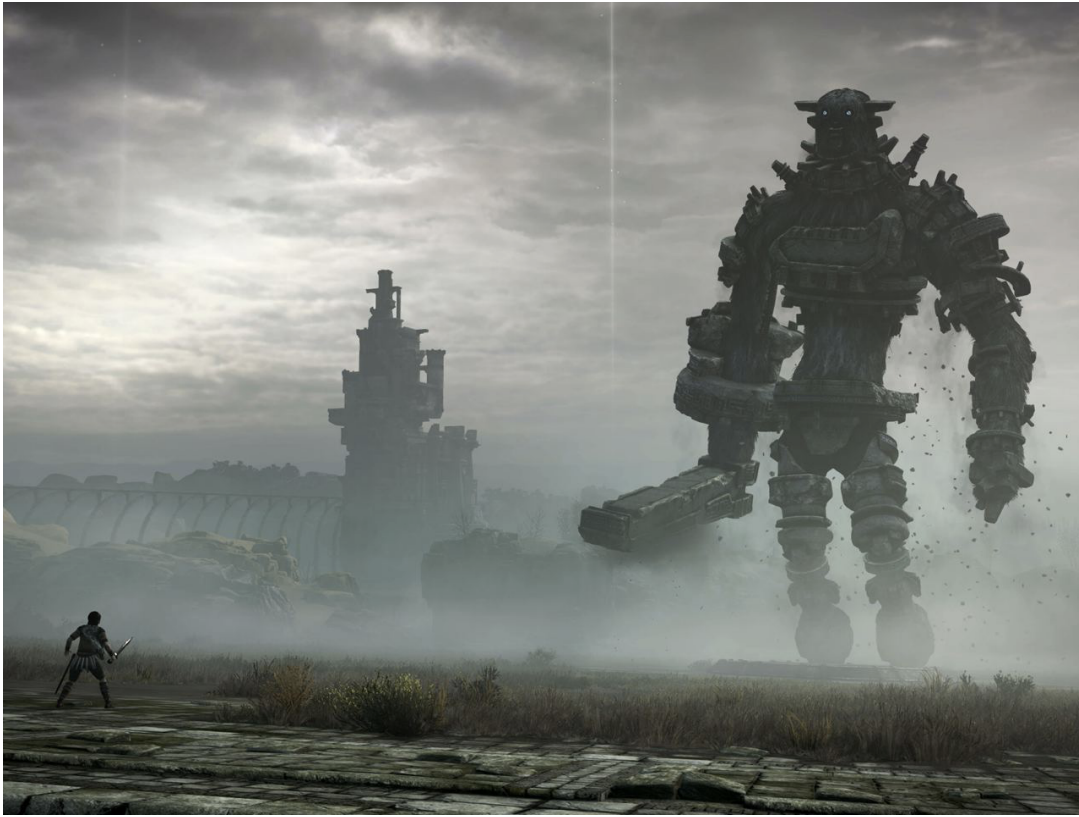


eth2 Red Team - Report o

methodology and scope



eth2 red teaming in an image

breadth-first a.k.a. trolling all over the place

Eth2 has been under active research and development for several years before being successfully launched this year. It is likely one of the largest open-source projects of all time, driven and developed by a diverse, decentralized community. As a result, standards and best practices for red teaming and pen testing efforts on behalf of centralized organizations have only limited validity in the context of eth2.

As both relevant information and the implementation of the eth2 system is distributed across a variety of resources and as the bootstrapping of the red team research overlapped with the launch of eth2, we chose a breadth-first methodology to develop cross-domain and knowledge and identify potential weakest links in eth2's security supply chain to inform future research.

The chosen methodology also generates "real world" data on how resource and time-constrained attackers perceive and interact maliciously with the evolving eth2 ecosystem.

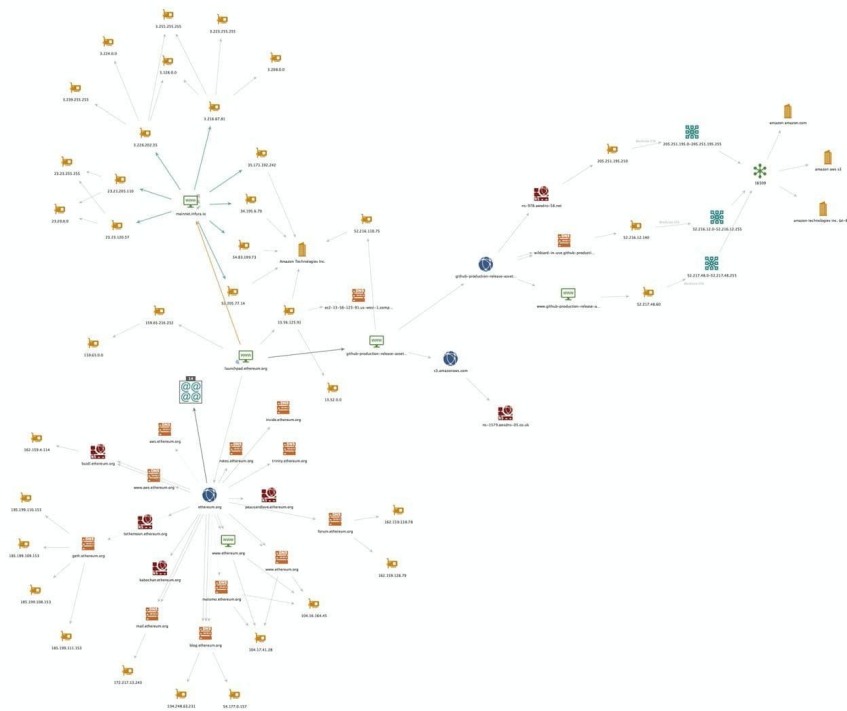
findings and non-findings

launchpad.ethereum.org

Scope

The eth2 launchpad was briefly researched and tested during the launch, as it is a high-value target for various attacks. Due to its reliance on third-party services (particularly services offered by Infura, Github, and AWS), the auxiliary services were included in the investigation, but had to be outscoped for legal reasons in the course of the analysis.

As a first step, we performed an OSINT analysis of the launchpad to understand and prepare target selection and future investigations.



From this set, we selected essentially 3 targets for a brief analysis

1. The AWS s3 bucket used by Github to host production releases of the eth2.0-deposit-CLI tool at github-production-release-asset-2e65be.s3.amazonaws.com
2. The Infura endpoint used to fetch deposits for the launchpad at mainnet.infura.io/v3/9a011a6cf597453481cc94c05ba7dc54
3. The Netlify instance hosting the launchpad itself at silly-engelbart-23669a.netlify.app

Results

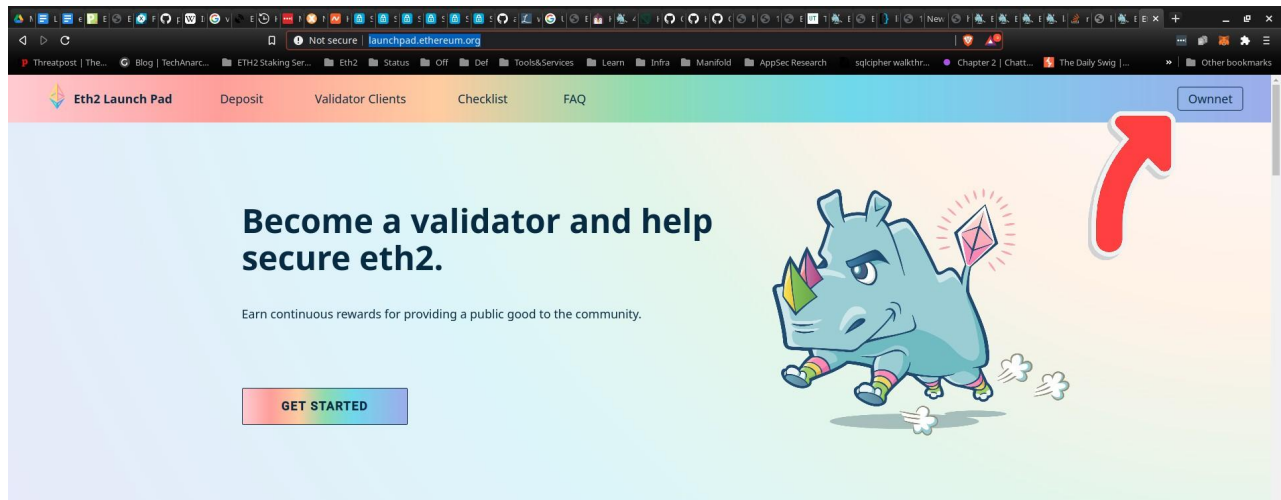
Local Testing

Initially, we tested the launchpad and its auxiliary services in a setting where an attacker had access to the WLAN of the victim machine. In this setup, the launchpad is not safe to use and a compromise to a large extent was possible (delivering an arbitrary website with an altered deposit address or a malicious eth2-deposit-cli). Exploitable vulnerabilities are mainly but not exclusively caused by the auxiliary endpoints being mis/under configured.

	ssl strip	dns spoofing	SSL security summary
AWS S3	partially vulnerable	vulnerable	https://www.ssllabs.com/ssltest/analyze.html?d=github-production-release-asset-2e65be.s3.amazonaws.com
Infura	partially vulnerable	vulnerable	https://www.ssllabs.com/ssltest/analyze.html?d=mainnet.infura.io
Launchpad	not vulnerable	vulnerable	https://www.ssllabs.com/ssltest/analyze.html?d=silly-engelbart-23669a.netlify.app

Only the netlify instance was configured securely and included HSTS to prevent MITM SSL stripping attacks.

However, a combination of arp+DNS spoofing allows an attacker to redirect a victim machine (tested on Ubuntu 20.4, Brave, Firefox, Chrome) to an arbitrary site bypassing the HSTS.



Remote testing

We conducted brief infrastructure tests to understand potential, potentially scalable remote threats by a less privileged attacker. At some point, we discontinued the research due to legal risks. Up until then, no findings were made, i.e., the launchpad's security in this threat model is summarized in the graph below :)



The following table documents testing efforts and summarizes the non-findings:

	Manual audit	hidden site/directory fuzzing	Port probing	http-request smuggling	Server cache poisoning	Metasploit, etc.
AWS S3	Not applicable	No signal	No signal	Limited signal	discontinued	untested
mainnet.infura	Not applicable	No signal	untested	No signal	untested	untested
Launchpad	1 false positive	No signal	No signal	No signal	untested	untested

cross client issue - libp2p is susceptible to TCP-reset attacks

Location

<https://github.com/prysmaticlabs/prysm/blob/develop/beacon-chain/p2p/handshake.go#L153>

Synopsis

An attacker can learn the IP addresses and open TCP ports via libp2p. A malicious actor may send large volumes of TCP packets with spoofed source/destination IP and TCP "RST" set to true. Source and destination nodes will disconnect their TCP streams when receiving and processing the spoofed packets **iff** the packet's sequence numbers are in the correct TCP window size.

Therefore, there are three subtypes for this attack to consider;

a) Blind TCP-reset attacks;

This subtype is essentially \geq TCP based DOS, where an attacker spams the libp2p network with TCP reset packets with arbitrary sequence numbers.

b) Educated TCP-reset attacks; an attacker with a data science hat. Interesting entry points for this attack are:

- a newly restarted node (rather low entropy for the attack as low sequence numbers, small amount of connections)
- Established and fully synced nodes with long-lived connections (TCP packets/sequence numbers per connected hour/day/month are observable by connecting to victim nodes through libp2p)

c) Responsive TCP-reset attacks;

A malicious actor can perform this attack, if it can directly observe the TCP stream, i.e. by an actor with access to LAN, VPS providers, ISPs

Impact

The naive PoC of a responsive TCP-reset attack had significant impact on all connections of the Prysm beacon node:

```
2020-12-16 13:18:10] DEBUG p2pchain: Could not fetch latest eth1 header error=Post "https://goerli.infura.io/v3/fb3a6c1684452896c8e4c28a02184": read tcp 192.168.178.63:38714->54.236.125.58:443: read: connect
ion reset by peer
2020-12-16 13:18:10] DEBUG sync: Could not decode goodbye stream message error=/o deadline reached peer=16Uu2HAmLEP2acQ3vF2cZva6cuqKwz1TwPX6UetxwRLSSZGca18 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:10] DEBUG p2p: Peer disconnected activePeer=15 multiAddr=/ip4/52.58.71.58/tcp/9180/p2p/16Uu2HAmRsmH0ZocUD0rENembg95YarDqg28ruJwKD6G8r5f topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:12] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:12] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:12] DEBUG p2p: Peer connected activePeer=16 direction=Outbound multiAddr=/ip4/209.126.11.89/tcp/9801/p2p/16Uu2HAmK122yB49JnZjwVhfEjgCm9PzW1YKHKsVQsdn2k3 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:12] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:12] DEBUG p2p: Peer disconnected activePeer=16 multiAddr=/ip4/92.131.149.159/tcp/9801/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:13] DEBUG p2p: Peer connected activePeer=16 direction=Outbound multiAddr=/ip4/23.47.44.99/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:13] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:13] DEBUG p2p: Peer disconnected activePeer=15 multiAddr=/ip4/164.68.123.69/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:14] DEBUG p2p: Peer disconnected activePeer=14 multiAddr=/ip4/89.164.228.124/tcp/9808/p2p/16Uu2HAmLEP2acQ3vF2cZva6cuqKwz1TwPX6UetxwRLSSZGca18 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:14] DEBUG p2p: Peer connected activePeer=13 multiAddr=/ip4/93.202.129.99/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:15] DEBUG sync: Peer has sent a goodbye message because client has too many peers peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:17] DEBUG p2p: Peer disconnected activePeer=15 direction=Outbound multiAddr=/ip4/95.216.148.96/tcp/50102/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:18] DEBUG p2p: Peer connected activePeer=15 direction=Outbound multiAddr=/ip4/18.198.65.195/tcp/9180/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:18] DEBUG p2p: Peer disconnected activePeer=14 multiAddr=/ip4/18.198.65.195/tcp/9180/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:18] INFO p2pchain: Connected to eth1 proof-of-work chain endpoint=https://goerli.infura.io/v3/fb3a6c1684452896c8e4c28a02184
2020-12-16 13:18:19] DEBUG p2p: Peer connected activePeer=15 direction=Outbound multiAddr=/ip4/3.139.148.111/tcp/9801/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:20] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:20] DEBUG p2p: Peer disconnected activePeer=14 multiAddr=/ip4/195.201.140.61/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:22] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:22] DEBUG p2p: Peer connected activePeer=14 direction=Outbound multiAddr=/ip4/18.198.94.42/tcp/9180/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:22] DEBUG p2p: Peer disconnected activePeer=13 multiAddr=/ip4/18.198.94.42/tcp/9180/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:22] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:22] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:23] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:23] DEBUG p2p: Peer disconnected activePeer=14 multiAddr=/ip4/100.0.28.3/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:23] DEBUG p2p: Peer disconnected activePeer=13 multiAddr=/ip4/100.0.28.3/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:24] DEBUG p2pchain: Latest eth1 chain event blockHash=0x076997d2b2a2f2b22293712a0375433e8af2eb1ccf09ad8b4915afae46d8e blockNumber=3936557
2020-12-16 13:18:25] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:25] DEBUG p2p: Peer connected activePeer=14 multiAddr=/ip4/161.97.82.84/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:26] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:26] DEBUG p2p: Peer disconnected activePeer=14 multiAddr=/ip4/137.208.11/tcp/9180/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:29] DEBUG p2p: Peer disconnected activePeer=11 multiAddr=/ip4/45.14.151.133/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:32] DEBUG sync: Could not decode stream message error=/o deadline reached peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/ping/1/ssz_snappy
2020-12-16 13:18:31] INFO blockchain: Synced new block block=0xc31322f... epoch=6302 finalizedEpoch=6300 finalizedRoot=0x43e50f61... slot=201692 slotInEpoch=28
2020-12-16 13:18:31] INFO blockchain: Finished applying state transition attestations=102 attesterSlashings=0 proposerSlashings=0 voluntaryExits=0
2020-12-16 13:18:32] DEBUG p2p: Peer disconnected activePeer=12 multiAddr=/ip4/161.97.82.84/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:32] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:32] DEBUG p2p: Peer disconnected activePeer=11 multiAddr=/ip4/45.14.151.133/tcp/9808/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:32] DEBUG sync: Could not decode stream message error=/o deadline reached peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/ping/1/ssz_snappy
2020-12-16 13:18:33] DEBUG sync: Could not reset stream error=read data when expecting EOF peer=/eth2/beacon_chain/req/ping/1/ssz_snappy
2020-12-16 13:18:34] DEBUG p2p: Peer connected activePeer=12 direction=Outbound multiAddr=/ip4/184.68.28.235/tcp/9801/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:38] DEBUG sync: Could not decode goodbye stream message error=stream reset peer=16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:38] DEBUG p2pchain: Latest eth1 chain event blockHash=0x3979186a758404510c1f48e4180d5f4ac77c3af1e21f8288a2923c blockNumber=3936558
2020-12-16 13:18:39] DEBUG p2p: Peer connected activePeer=14 direction=Outbound multiAddr=/ip4/162.230.216.51/tcp/9801/p2p/16Uu2HAmHwKerwP3pJkXJnfnA8nSuf5gBvKVRWw0e4 topic=/eth2/beacon_chain/req/goodbye/1/ssz_snappy
2020-12-16 13:18:44] INFO blockchain: Synced new block block=0x0a6fac86... epoch=6302 finalizedEpoch=6300 finalizedRoot=0x43e50f61... slot=201693 slotInEpoch=29
2020-12-16 13:18:44] INFO blockchain: Finished applying state transition attestations=113 attesterSlashings=0 proposerSlashings=0 voluntaryExits=0
```

The beacon node will attempt to replace any reset connection with a new one. With a naive, single-threaded implementation of the responsive TCP-reset attack, the connectivity slowly degenerated but was however never brought down to 0. We will further investigate how the victim node's peer score attestation/proposal rates are affected.

Good job though, libp2p discovery!



However, the attack is easy to implement and scale. Furthermore, the attack is inexpensive enough to perform over an extended time on a series of block proposers and attesters. This makes it possible that no new blocks are getting gossiped, which threatens the liveness of the chain and can lead to inactivity penalties.

Notes & Nitpicks

Node can force to become Secio “preferred peer”

Location:

<https://github.com/libp2p/specs/blob/master/secio/README.md#determining-roles-and-algorithms>

Secio describes a proof-of-work-like scheme, where two hashes (“oh1 < oh2”) are compared to determine which cipher suites are available for an upcoming handshake. The hash is computed from a concatenation that includes a nonce, which may be arbitrarily chosen by an attacker. Therefore, an attacker can, with high likelihood, become the “preferred peer” in this scheme and force its selection of exchanges, suites, and hashes.

Prysm - http-web3 provider endpoint accepts http cleartext without warning

That’s not a sane default.

Eth2.0-deposit-CLI insecure default Keystore permissions generated by the

Location:

<https://github.com/ethereum/eth2.0-deposit-cli/>

The default permissions of generated validator keys are 644.

- processes ran by other users on the machine can read the keystore
- processes ran by the same users can read/write the keystore (can be very bad)

Private key permissions should be set to 400, similar to ssh keys.

Next Steps

Continuous beacon-fuzzing - Prysm

We conducted some 10⁷ brute force TCP fuzzing iterations on prysm (fuzzotron + radamsa). A dedicated beacon fuzzing instance is currently being set up and planned to be available early 2020 for continuous fuzzing of the latest prysm.

Twist/Invalid Curve attacks on secp256k1

Several parties claimed secp256k1 is not twist secure. Implications on Geth/Libp2p should be understood and if found to be significant, the vulnerabilities should be further investigated.

Manual auditing - Prysm

For the upcoming two months, a large portion of time is set aside for manual auditing, in particular leveraging @protolamdas attacknets and rumor toolstack. Additionally, noise/secio protocol downgrades seem to be interesting leads

Social Engineering, Spear phishing - Ethereum.org

In particular, spear phishing is still one of the most prevalent threats to most organizations. Therefore, we recommend to conduct a targeted, Gsuite based (2fa-) credential harvesting spear-phishing campaign to collect data on how effective such an attack would be and further harden contributors' senses for this particular threat.