

CS 494/594 Internetworking Protocols: Homework 5 (Winter 2022)

Portland State University

Due Date: 3/12/2022 11:59 pm PST

Name: _____ Parth Parashar _____

Circle One: 494 594

594 Students: Please review only one of the following three papers.

Stephen Checkoway, Damon McCoy, Brian Kantor, Danny Anderson, Hovav Shacham, and Stefan Savage, "Experimental Security Analysis of a Modern Automobile", 2010 IEEE Symposium on Security and Privacy.

<http://www.autosec.org/pubs/cars-oakland2010.pdf>

Roger Dingledine, Nick Mathewson, "Tor: The Second-Generation Onion Router", Steven Murdoch, Paul Syverson, Usenix Security, 2004.

<https://svn-archive.torproject.org/svn/projects/design-paper/tor-design.pdf>

Stefan Savage, David Wetherall, Anna Karlin and Tom Anderson, "Practical network Support for IP Traceback." ACM SIGCOMM 2000, Stockholm, Sweden.

<https://cseweb.ucsd.edu/~savage/papers/Sigcomm00.pdf>

Paper Review

On

Experimental Security Analysis of a Modern Automobile

By Parth Parashar

In the current time, the vehicles are modernized and enhanced for the current technology and requirement. In the past two decades, the automobile industry has changed a lot. The modern vehicles are not only a mechanical, but it also contains many digital computers and hardware components through many internal networks. one recent estimate suggests that the typical luxury sedan now contains over 100 MB of binary code spread across 50–70 independent computers Electronic Control Units (ECUs) in automotive vernacular in turn communicating over one or more shared internal network buses.

Most of the current vehicles are computer controlled to a significant degree and virtually all new cars are now pervasively computerized. Digital control, in the form of self-contained embedded systems called Engine Control Units (ECUs), dynamically measuring the oxygen present in exhaust fumes, the ECU could then adjust the

fuel/oxygen mixture before combustion, thereby improving efficiency and reducing pollutants. Such systems have been integrated into virtually every aspect of a car's functioning and diagnostics, including the throttle, transmission, brakes, passenger climate and lighting controls, external lights, entertainment, and so on, causing the term ECU to be generalized to Electronic Control Units.

There are many potential fragilities of the automotive environment, which provide valuable contributions toward framing the vehicle security and privacy problem space which, notably in outlining the security limitations of the popular CAN bus protocol which is a possible direction for securing vehicle components.

There can be a potential malicious attack on the vehicle, where intruders can attach a malicious component into a car's internal network through OBD-II port. Can be used for a brief period of connectivity to embed the malware within the car's existing components and then disconnect.

As we experimentally evaluating the security of individual car components, in the meanwhile assess the security properties of the CAN bus. A CAN packet does not include addresses in the traditional sense and instead supports a publish-and-subscribe communications model. The CAN ID header is used to indicate the packet type, and each packet is both physically and logically broadcast to all nodes, which then decide for themselves whether to process the packets. The underlying CAN protocol has several inherent weaknesses that are common to any implementation, like Broadcast nature, Fragility to DoS, No Authenticator Fields and Weak Access Control.

In the end we can conclude that, there are list of complex challenges that to be addressed which are extent of the damage when an intruder manipulates the ECU, ease of attack, unenforced access controls and attack amplification. Regarding security, are just a few of many potential defensive directions and associated tensions. There are deep-rooted tussles surrounding the security of cyber-physical vehicles. More likely, there is a spectrum of solutions that each trade off critical values.

1. (25 points) ISP #1 provides exclusive Internet connectivity to ISP #2 with customers A, B, C, and D. Suppose ISP#1 gives ISP #2 a range of addresses to use from 206.81.0.0 to 206.81.255.255 (Given in prefix/mask notation as 206.81.0.0/16). ISP #2 turns around and allocates the entire range to its 4 customers A, B, C, and D in contiguous, equal-sized chunks. Fill in the four allocations ISP #2 makes to its customers in prefix/mask notation.

Customer	Allocation (prefix/mask)
A	____.____.____.____/____

Customer	Allocation (prefix/mask)
B	____.____.____.____/____
C	____.____.____.____/____
D	____.____.____.____/____

Answer: -

Customer	Allocation (prefix/mask)
A	206.81.0.0/18
B	206.81.64.0/18
C	206.81.128.0/18
D	206.81.192.0/18

2. (25 points) Multiple Access Protocols

Suppose nodes A and B are on the same 10 Mbps Ethernet segment and the propagation delay between the two nodes is 225 bit times. Suppose A and B send frames at the same time, the frames collide, and then A and B randomly choose their own values of K in the CSMA/CD algorithm. Assuming no other nodes are active, can retransmissions from A and B collide. For our purposes, it suffices to work out the following example. Suppose A and B begin transmission at $t=0$ bit times. They both detect collisions at $t=225$ bit times. They finish transmitting a jam signal at $t=225+48=273$ bit times. Suppose $K_A=0$ and $K_B=1$.

Hints: Note that the random backoff component of scheduling delay is $K * 512$ bit times. Also note that the minimum Ethernet frame size is 512 bits.

a) At what time does B schedule its retransmission (in bit times)?

Answer: - when B finishes transmitting the jam signal + $(512 * K_B)$

$$= 273 + 512 * 1$$

$$= 785\text{-bit times}$$

b) At what time does A begin transmission (in bit times)?

Answer: - when B finishes transmitting the jam signal + propagation time from A to B

$$= 273 + 225$$

$$= 498\text{-bit times}$$

c) At what time does A's signal reach B?

Answer: - time when A begins to transmit (b from above) + propagation time from A to B

$$= 498 + 225$$

$$= 723\text{-bit times}$$

d) Does B refrain from transmitting?

Answer: - Minimum ethernet frame size = 512

Time taken from transmission = 512-bit times

Time taken for A to finish transmission = time taken to begin + propagation time
 $= 498 + 512 = 1010\text{ bit-times}$

Time taken for B to finish transmission = time taken to begin + propagation time
 $= 723 + 512 = 1235\text{- bit times}$

Since B is higher than A, it refrains from transmitting.

3. (25 points) Protocol Perils

a) The Wikileaks website was hit with a massive distributed denial of service attack (DDoS) attack after the site published its first installment of US diplomatic cables. Describe 3 different ways in which such attacks can be launched.

Answer: - There are three ways to launch a denial of service (DDoS) attack:

1. Application layer attack
2. Volume-based attack
3. Protocol attack.

1 Application Layer Attack

This is a DDoS attack that focuses on a specific vulnerability and targets the application, preventing the application from delivering content to users. This attack sends many requests to the server that initially seem to be valid, causing the server to crash. The number of requests per second is used to determine the strength of this attack. Sloworis and HTTP Flood are two examples of application layer attacks. Sloworis is a system in which a web server shuts down another web server. Connecting to the target server keeps the connection to the server open, but sends only partial requests and ultimately consumes the entire connection capacity. HTTP flood attack from a crashing web server.

2. Volume-based attacks Volume-based attacks are the most common compared to

application layer and protocol attacks. In this case, hackers use many computers and internet connections to flood the targeted website and clog its bandwidth. As a result, valid traffic is blocked and hackers can easily destroy your website. The

UDP flood is an example of a volume-based attack. In a UDP flood attack, a hacker overloads a random port on the target host and the server cannot handle the volume of requests and goes down.

3. Protocol attack. The

protocol attack attempts to run out of server resources rather than bandwidth. Protocol attacks can also target intermediaries between servers and websites. B. Firewalls, load balancers, etc. SmurfDDoS is an example of a protocol attack. Hackers use the Internet Control Message Protocol (ICMP) to target spoofed IP addresses and broadcast them to the computer network. If there are many devices on the transferred network, the target computer will be flooded with traffic.

b) Host A wants to send a large file of F bits to host B securely (i.e., protect the confidentiality and integrity of packets). A and B are connected by two routers $R1$ and $R2$. A TCP flow is initiated by A towards B and all packets are forwarded by routers $R1$ and $R2$. We assume that A and B never exchanged information in the past and that there is no other communication channel between A and B. Is it possible for the routers ($R1$ or $R2$) to inject content in the TCP flow without causing a loss of any original packets sent from A to B? If yes, explain how. If no, explain why.

Answer: - Yes, the router ($R1$ or $R2$) can insert content into the TCP flow without losing the original packet sent from A to B.

Transmission Control Protocol (TCP) is a protocol that guarantees data transmission and maintains the order of packets after delivery. TCP uses acknowledgments (ACKs) and sequence numbers to ensure that packets are delivered in the correct order. This initiates a 3-way handshake between endpoint hosts A and B.

TCP hijacking occurs when an attacker breaks into a path or performs ARP spoofing. The attacker then drops the packet while using one of the existing connections and accepts the connection. The following scenario occurs when an attacker is in the abducted connection path. However, if an attacker is not in the abduction path, an attacker uses an IP address to send a BS packet. A then compares the TCP sequence number with the system stack sequence number, sends an ACK packet to get numbers. The ACK Storm occurs when an ACK packet is continuously converted. Attackers can not be able to abduct connections for ACK storms. B, on the other hand, resyncs and successfully transfers the large file F .

4. (25 points) Wireshark Lab: Ethernet and ARP

1) What is the 48-bit Ethernet address of your computer?

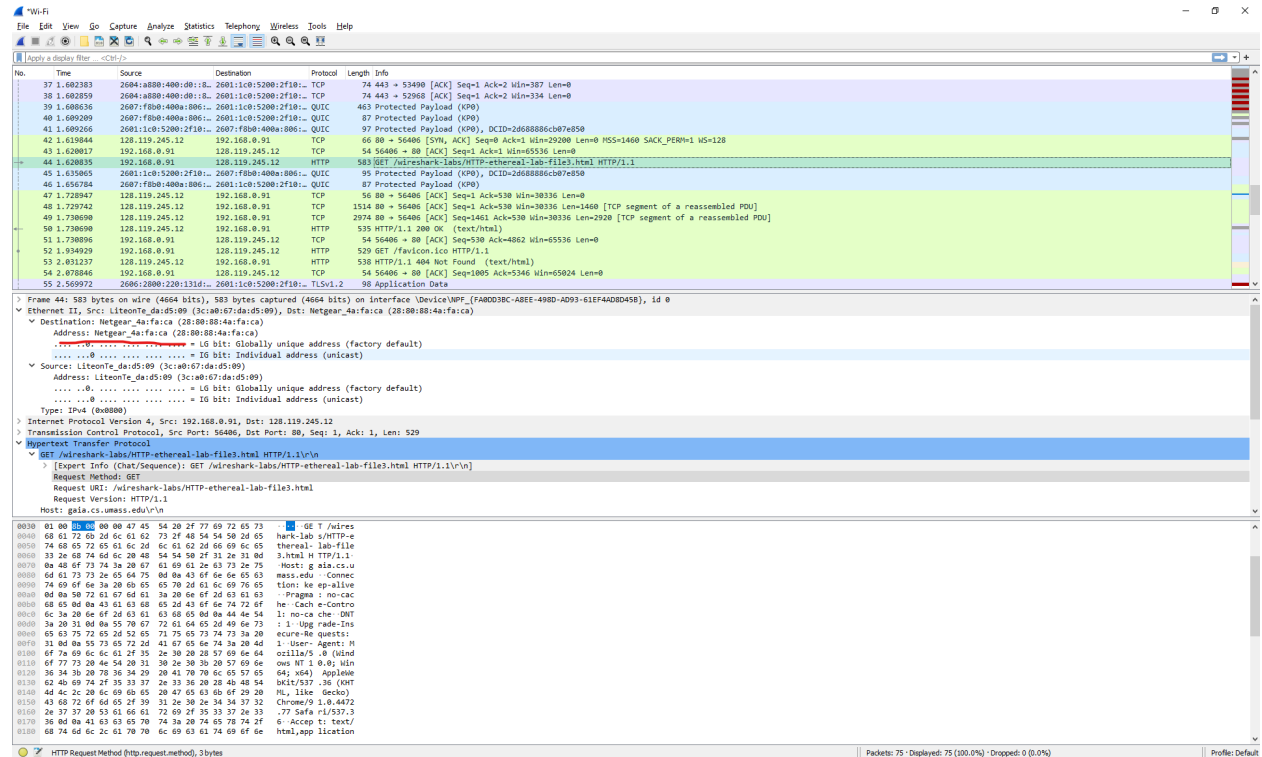
Answer:

48-bit ethernet address of my computer is 3c:a0:67:da:d5:09

2) What is the 48-bit destination address in the Ethernet frame? Is this the Ethernet address of gaia.cs.umass.edu? (Hint: the answer is no).

What device has this as its Ethernet address? [Note: this is an important question, and one that students sometimes get wrong. Re-read pages 468-469 in the text and make sure you understand the answer here.]

Answer:



The 48-bit destination address is 28:80:88:4a:fa:ca is not the address of gaia.cs.umass.edu. It is the address of my Netgear device Destination: **Netgear_4a:fa:ca (28:80:88:4a:fa:ca)**

- 3) Give the hexadecimal value for the two-byte Frame type field. What upper layer protocol does this correspond to?**

Answer:

The hex value for the Frame type field is 0x0800 which, corresponds to the IP protocol

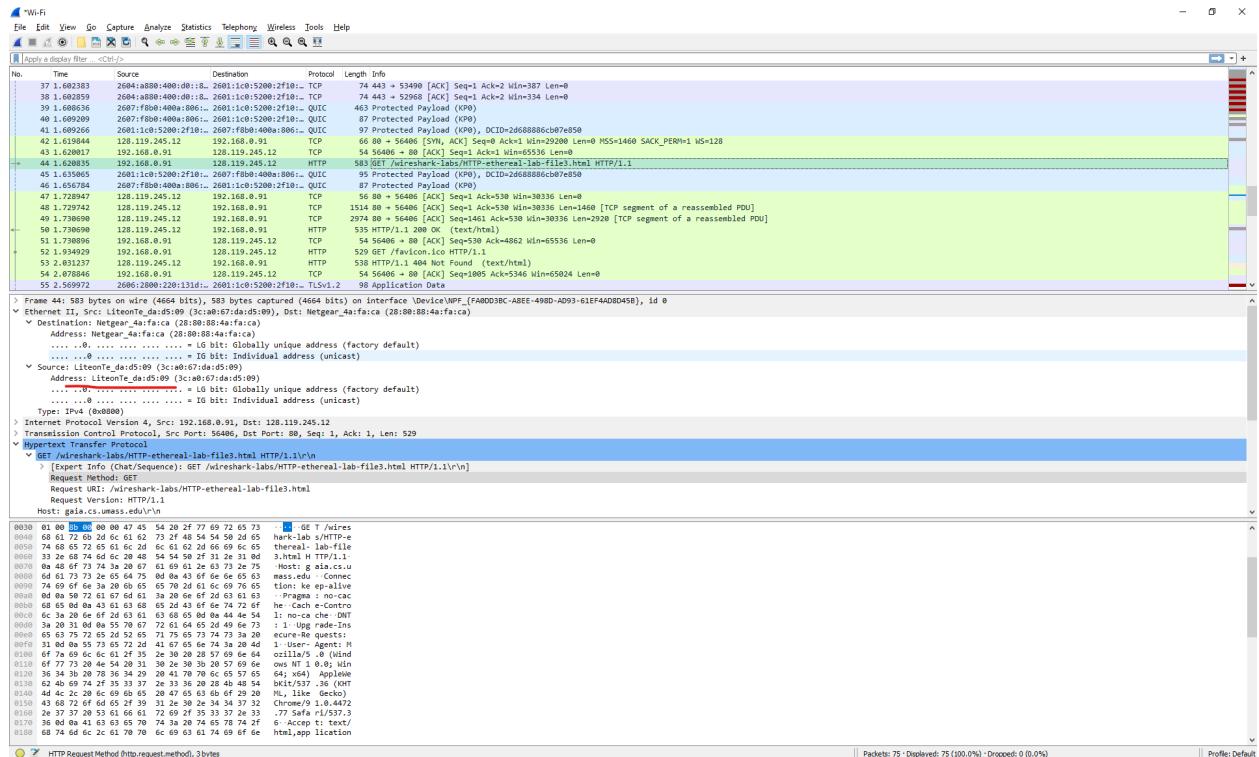
- 4) How many bytes from the very start of the Ethernet frame does the ASCII “G” in “GET” appear in the Ethernet frame?**

Answer:

The ASCII “G” appears 52 bytes from the start of the Ethernet frame.
There are 14 B Ethernet frame, then 20 bytes of IP header followed by 20 bytes of TCP header.

- 5) What is the value of the Ethernet source address? Is this the address of your computer, or of gaia.cs.umass.edu (Hint: the answer is no). What device has this as its Ethernet address?**

Answer:



The ethernet address 3c:a0:67:da:d5:09 is of the LiteonTe router and its not the ethernet address of my computer nor it is of gaia.cs.umass.edu

6) What is the destination address in the Ethernet frame? Is this the Ethernet address of your computer?

Answer:

The destination address in the Ethernet frame is 28:80:88:4a:fa:ca. Yes, it is the ethernet of my computer.

7) Give the hexadecimal value for the two-byte Frame type field. What upper layer protocol does this correspond to?

Answer:

The hex value for the Frame type field is 0x0800. This value corresponds to the IP protocol

8) How many bytes from the very start of the Ethernet frame does the ASCII “O” in “OK” (i.e., the HTTP response code) appear in the Ethernet frame?

Answer:

The ASCII “O” appears 52 bytes from the start of the Ethernet frame. there are 14 bytes of Ethernet frame, then 20 bytes of IP header followed by 20 bytes of TCP header.

- 9) Write down the contents of your computer’s ARP cache. What is the meaning of each column value?**

Answer:

Internet address -is the IP address,
Physical Address -is the MAC address
Type - is the protocol type

- 10) . What are the hexadecimal values for the source and destination addresses in the Ethernet frame containing the ARP request message?**

Answer:

The hex value for source is 28:80:88:4a:fa:ca and destination address is 3c:a0:67:da:d5:09

- 11) Give the hexadecimal value for the two-byte Ethernet Frame type field. What upper layer protocol does this correspond to?

Answer:

The hex value for the Ethernet Frame type field is 0x0806

- 12) Download the ARP specification from <ftp://ftp.rfc-editor.org/in-notes/std/std37.txt>. A readable, detailed discussion of ARP is also at <http://www.erg.abdn.ac.uk/users/gorry/course/inet-pages/arp.html>.

- a) How many bytes from the very beginning of the Ethernet frame does the ARP opcode field begin?

Answer:

The ARP opcode field begins 20 bytes from the very beginning of the Ethernet frame

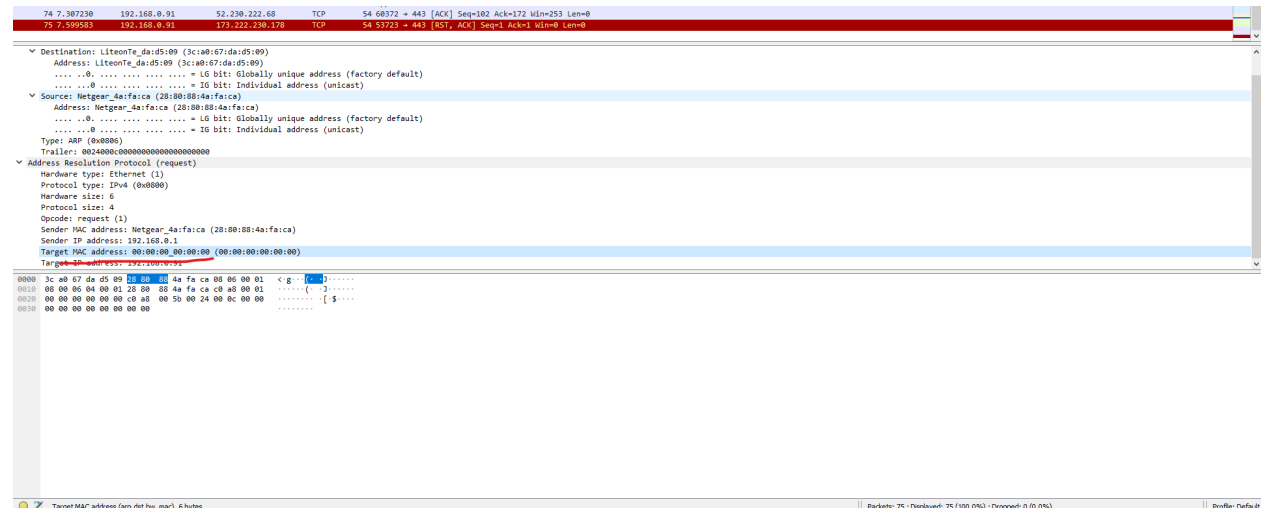
- b) What is the value of the opcode field within the ARP-payload part of the Ethernet frame in which an ARP request is made?

Answer:

The hex value for opcode field withing the ARP-payload of the request is 0x0001

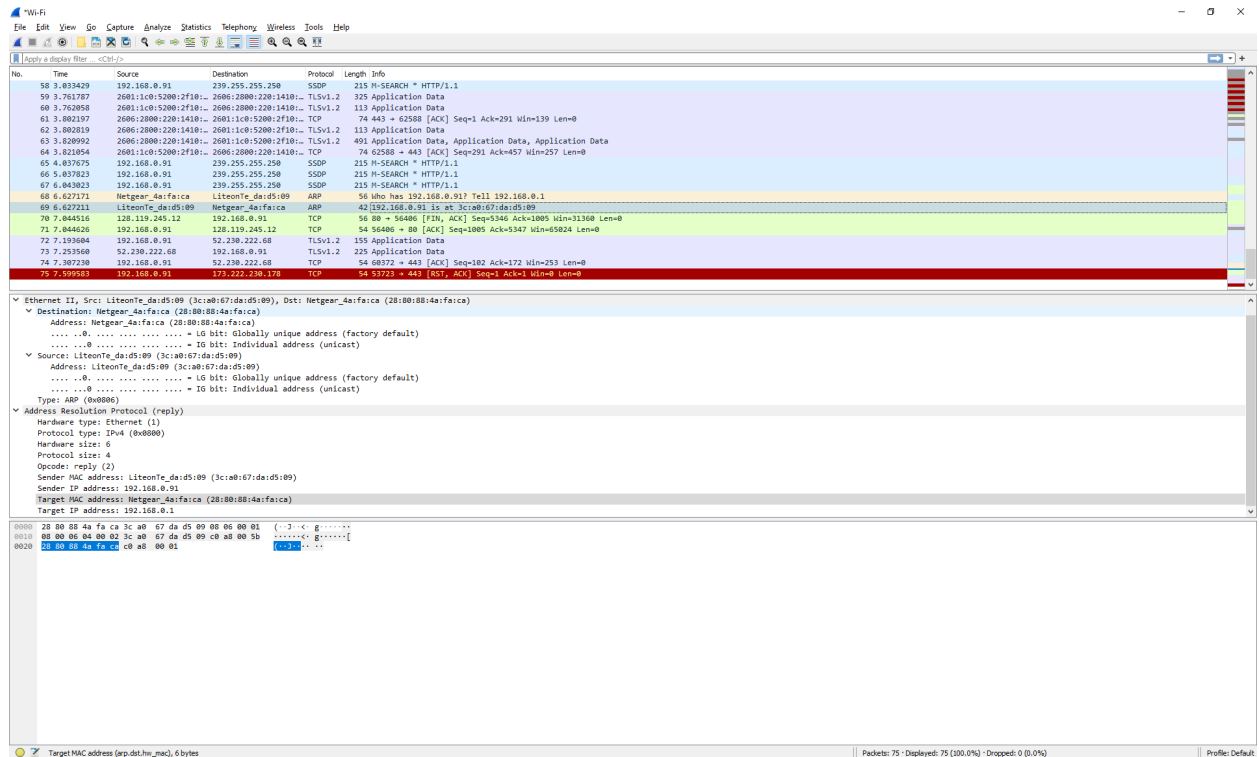
c) Does the ARP message contain the IP address of the sender?**Answer:**

Yes, the ARP message containing the IP address 192.168.0.91 for the sender.

d) Where in the ARP request does the “question” appear – the Ethernet address of the machine whose corresponding IP address is being queried?**Answer:**

The field “Target MAC address” is set to 00:00:00:00:00:00 to question the machine whose corresponding IP address (192.168.0.1) is being queried.

13) Now find the ARP reply that was sent in response to the ARP request.



a) How many bytes from the very beginning of the Ethernet frame does the ARP opcode field begin?

Answer:

The ARP opcode field begins 20 bytes from the very beginning of the Ethernet frame.

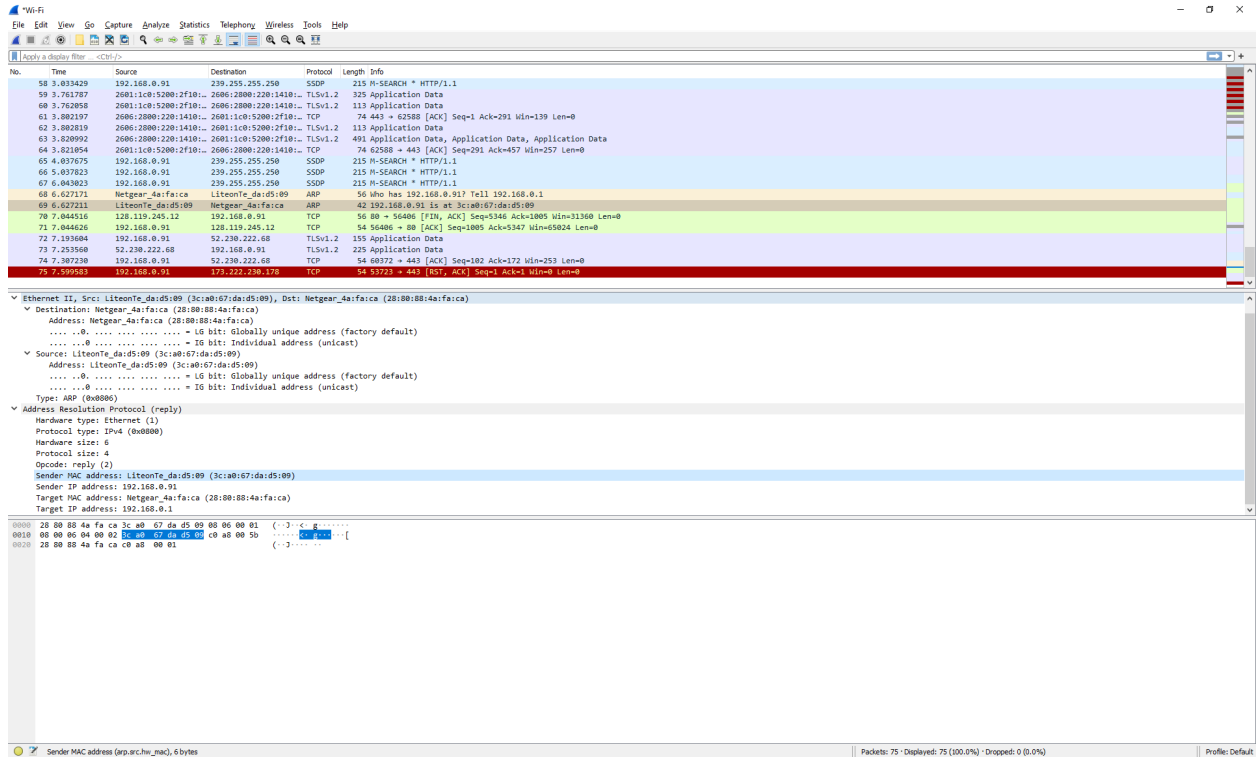
b) What is the value of the opcode field within the ARP-payload part of the Ethernet frame in which an ARP response is made?

Answer:

The hex value for opcode field within the ARP-payload of the request is 0x0002, for reply.

c) Where in the ARP message does the “answer” to the earlier ARP request appear – the IP address of the machine having the Ethernet address whose corresponding IP address is being queried?

Answer:



The answer to the earlier ARP request appears in the “Sender MAC address” field, which contains the Ethernet address 3c:a0:67:da:d5:09 for the sender with IP address 192.168.0.1

14) What are the hexadecimal values for the source and destination addresses in the Ethernet frame containing the ARP reply message?

Answer:

The hex value for source is LiteonTe_da:d5:09 (3c:a0:67:da:d5:09) and the destination is Netgear_4a:fa:ca (28:80:88:4a:fa:ca)

15) Open the ethernet-ethereal-trace-1 trace file in <http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip>. The first and second ARP packets in this trace correspond to an ARP request sent by the computer running Wireshark, and the ARP reply sent to the computer running Wireshark by the computer with the

ARP-requested Ethernet address. But there is yet another computer on this network, as indicated by packet 6 – another ARP request. Why is there no ARP reply (sent in response to the ARP request in packet 6) in the packet trace?

Answer:

There is no reply in this trace, because we are not at the machine that sent the request. The ARP request is broadcast, but the ARP reply is sent back directly to the sender's Ethernet address.