

DoS Attack to DNS Server Using Spoofed IP address

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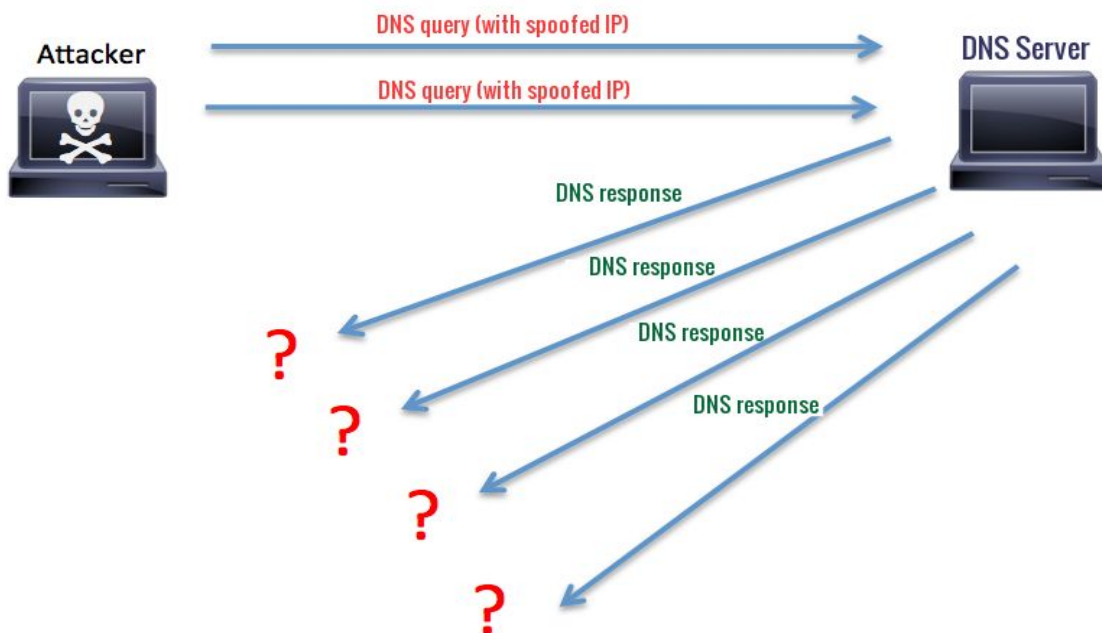
Attack Description

We are going to implement DoS Attack on a DNS server using spoofed IP. A DNS server is a computer server that contains a database of public IP addresses and their associated hostnames, and in most cases serves to resolve, or translate, those names to IP addresses as requested.

The main objective of this project will be performing DoS-attack by implementing a program to send out DNS queries which contain spoofed IP addresses. This will overwhelm the DNS server and it will have a hard time filtering these attacks as the spoofed IP addresses could be any random IP address. Since DNS servers use UDP traffic for name resolution, sending a massive number of DNS requests to a DNS server can consume its resources, resulting in a significantly slower response time for legitimate DNS requests. Eventually, the server will be overloaded to the point that it is no longer functioning normally.

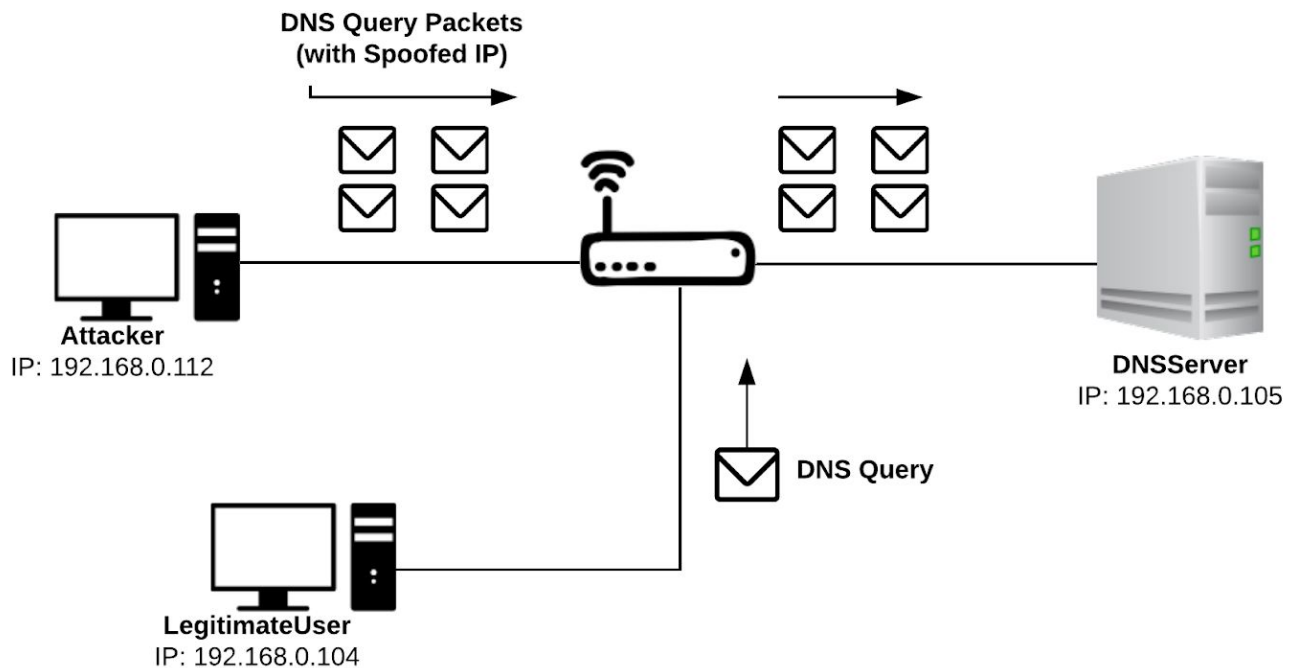
Features of the project are as follows-

1. A Denial-of-service or DOS attack will be executed.
2. The source IP address will be hidden.
3. Destination machine or DNS server will see source from random source IP addresses than the original source.
4. The server will get overwhelmed by excessive amount of requests.



LAN setup for attack demonstration

Here in this figure, our attacker (192.168.0.112) is generating DNS query message and sending it with source IP of a legitimate user (192.168.0.104) or any random IP. Thus a lot of packets with the addresses of different users can be generated and DNS server (192.168.0.105) will be flooded with these queries. So when any legitimate user makes a DNS query, it will take much longer than usual time to process it.



Generating DNS query with spoofed IP

We have written a C++ program (**dns_maker.cpp**) to generate DNS query packets from scratch. The program allows the user to input the IP address of targeted DNS server and the number of packets to be sent. It can spoof the source IP addresses of generated packets by random IP addresses or IP addresses from a specific text file (**sourceIP.txt**). It will also take input from the console or from file (**domainNames.txt**) the domain names to put in DNS query.

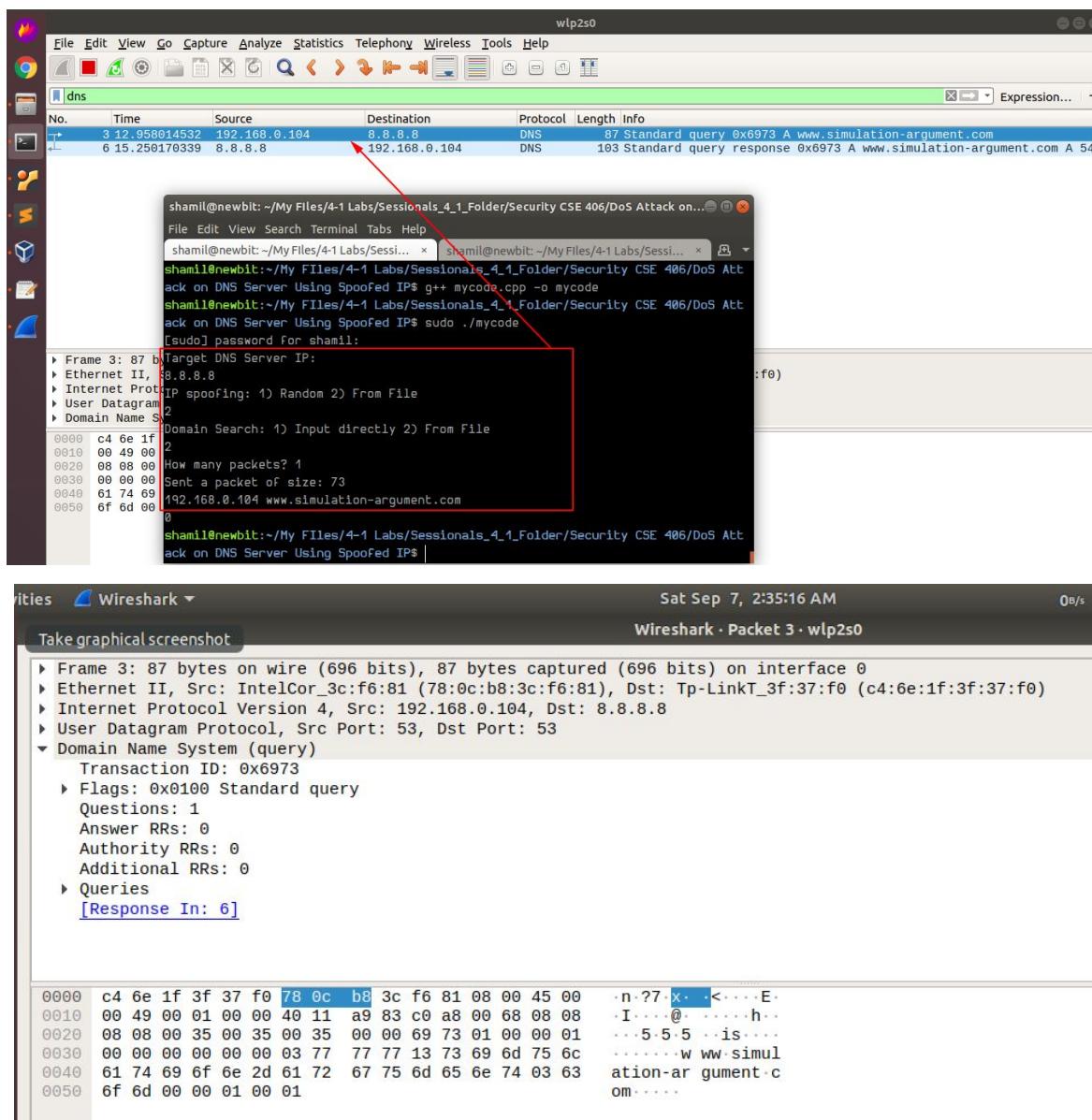


Figure: DNS query with spoofed source IP

Here we have generated a DNS query to public Google DNS server (8.8.8.8) with source IP of a legitimate user (192.168.0.104) from our attacker machine (192.168.0.112).

We can verify that the spoofing worked by monitoring traffic from the normal user machine.

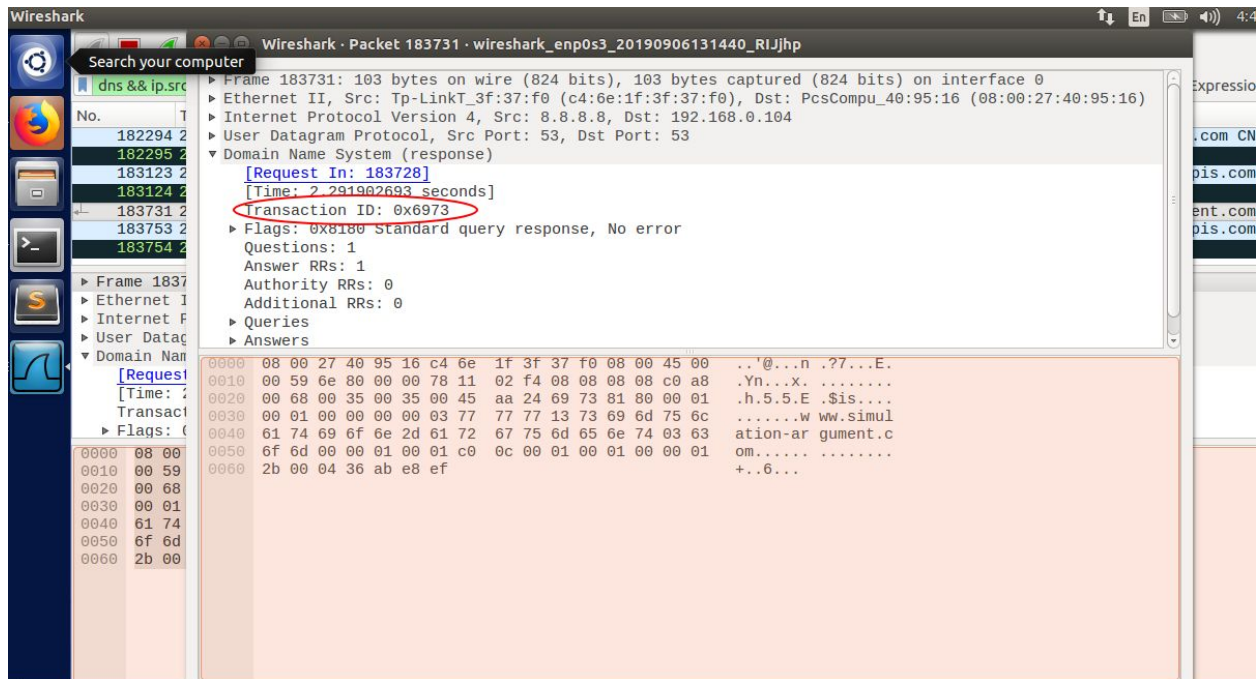


Figure: Legitimate user receiving DNS response of attacker's spoofed DNS query

As we can see, the transaction ID of this response matches the one from our attacker program's query.

Attack Demonstration in LAN

We have three machines for three different roles

1. **dns_server:** A windows machine running a DNS server with IP 192.168.0.105
2. **attacker:** A linux machine running attacker program with IP 192.168.0.112
3. **legitimate_user:** A linux machine running inside virtualBox with IP 192.168.0.104

We have used “Simple DNS Plus” for Windows as our **dns_server**.

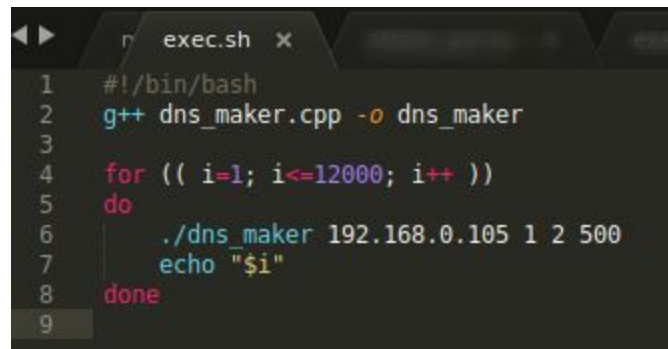


It provides a live graph of requests per second, which was very useful for our purpose.

legitimate_user has a simple program (**dnsquery.py**) written in python which sends a DNS query to our **dns_server** and prints out the reply in hex format and the total execution time.

Steps of Attack

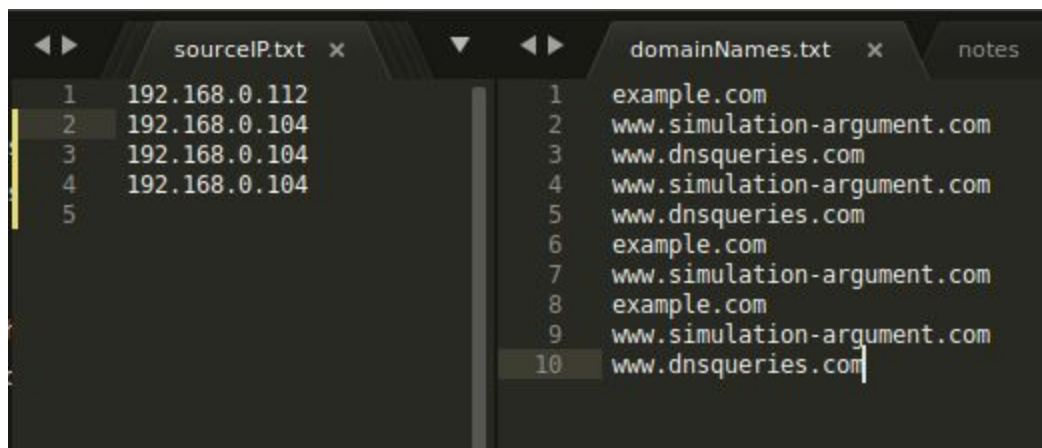
attacker pc initiates the attack by running a shell script (**exec.sh**). This shell script executes the executable file from **dns_maker.cpp** repeatedly.



```
1 #!/bin/bash
2 g++ dns_maker.cpp -o dns_maker
3
4 for (( i=1; i<=12000; i++ ))
5 do
6     ./dns_maker 192.168.0.105 1 2 500
7     echo "$i"
8 done
9
```

Figure: Shell script to run dns_maker repeatedly

The program uses **sourceIP.txt** if the attacker wants to spoof with specific IP addresses instead of random IPs. Also **domainNames.txt** is used to fill in the domain names in the queries.



sourceIP.txt	domainNames.txt
1 192.168.0.112	1 example.com
2 192.168.0.104	2 www.simulation-argument.com
3 192.168.0.104	3 www.dnsqueries.com
4 192.168.0.104	4 www.simulation-argument.com
5	5 www.dnsqueries.com
	6 example.com
	7 www.simulation-argument.com
	8 example.com
	9 www.simulation-argument.com
	10 www.dnsqueries.com

Figure: Input files for dns_maker.cpp

We have also developed a GUI application using **Python tkinter** to initiate the attack. Attacker can run the DoS attack using this application instead of running the shell script.

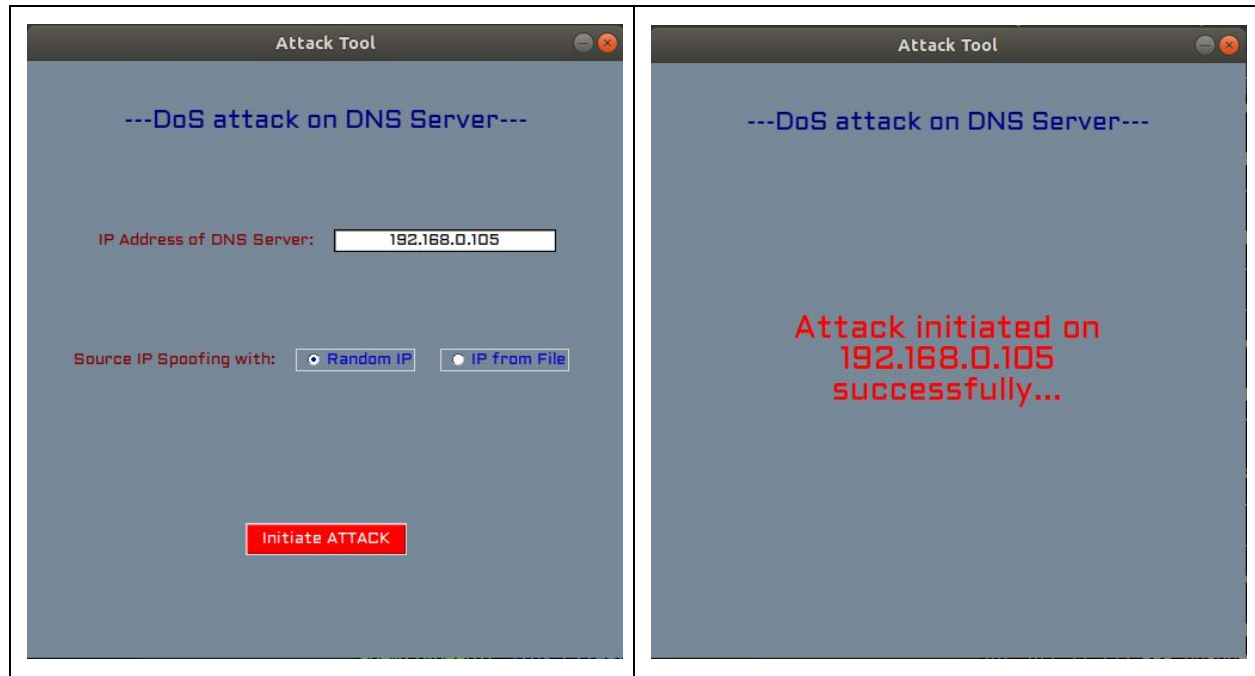


Figure: Initiating the attack from GUI application

Results of Attack

The attack was successful. We can verify that by observing the outputs and traffics of **dns_server** and **legitimate_user** machines. When there is incoming DNS query to the **dns_server** our “Simple DNS Plus” shows zero requests per second.

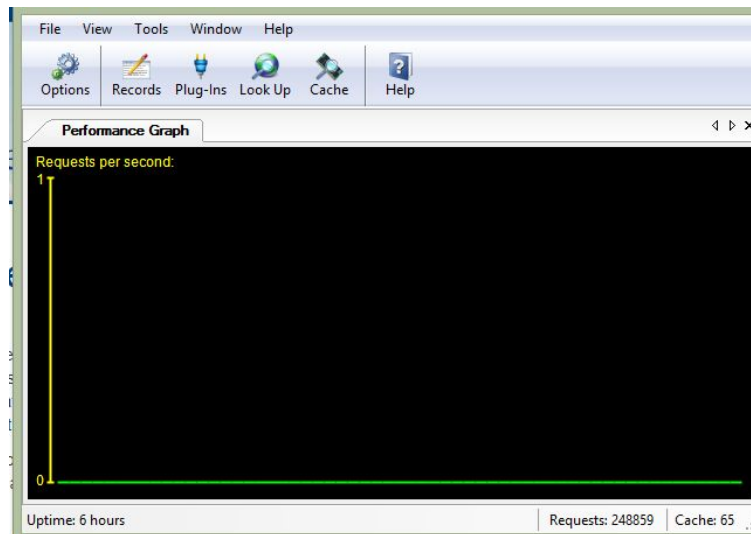


Figure: DNS Server performance graph when idle.

Now if we run **dnsquery.py** from our **legitimate_user** pc, we get reply instantly.

```
Terminal
Execution time: 0.016176223754882812
[09/06/19]seed@VM:~/Desktop$ gedit dnsquery.py
[09/06/19]seed@VM:~/Desktop$ python3 dnsquery.py
query sent. waiting for reply...
0001 0001 0000 0000 0765 7861 6d70 6c65 0363 6f6d 0000 0100 01c0 0c00
0100 0100 002a 3000 0401 0203 04

Execution time: 0.012357711791992188
[09/06/19]seed@VM:~/Desktop$ gedit dnsquery.py
[09/06/19]seed@VM:~/Desktop$ python3 dnsquery.py
query sent. waiting for reply...
aaaa 8580 0001 0001 0000 0000 0765 7861 6d70 6c65 0363 6f6d 0000 0100 01c0 0c00
0100 0100 002a 3000 0401 0203 04

Execution time: 0.029565095901489258
[09/06/19]seed@VM:~/Desktop$ python3 dnsquery.py
query sent. waiting for reply...
aaaa 8580 0001 0001 0000 0000 0765 7861 6d70 6c65 0363 6f6d 0000 0100 01c0 0c00
0100 0100 002a 3000 0401 0203 04

Execution time: 0.0772707462310791
[09/06/19]seed@VM:~/Desktop$
```

Figure: Legitimate DNS query response received

This normal query shows up in our server's performance graph.

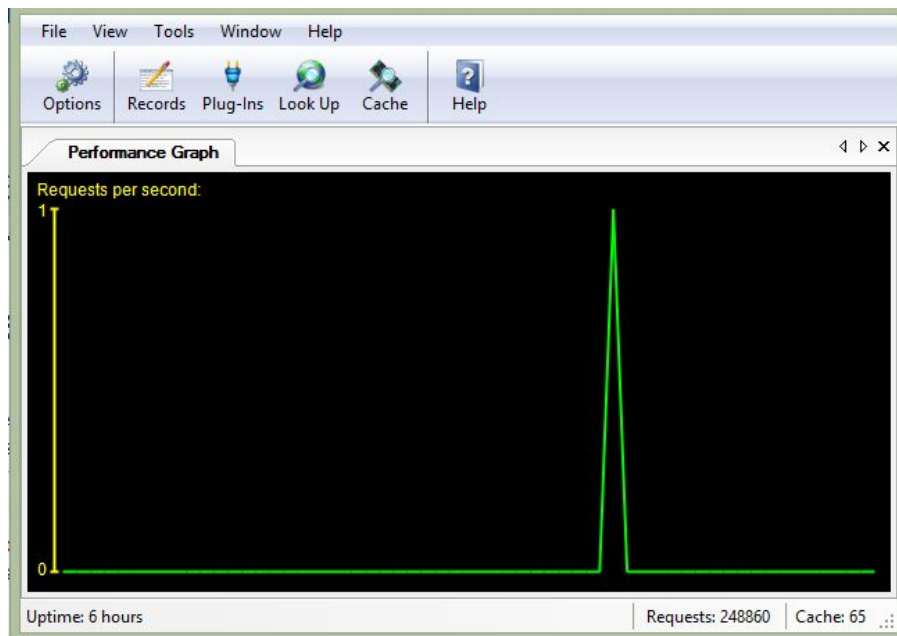


Figure: Single query from normal user

Now if we run our shell script (**exec.sh**) to execute the attacker program (**dns_maker**) 120 times with 500 packets each time, the server becomes busier. This small attack shows the following performance graph.

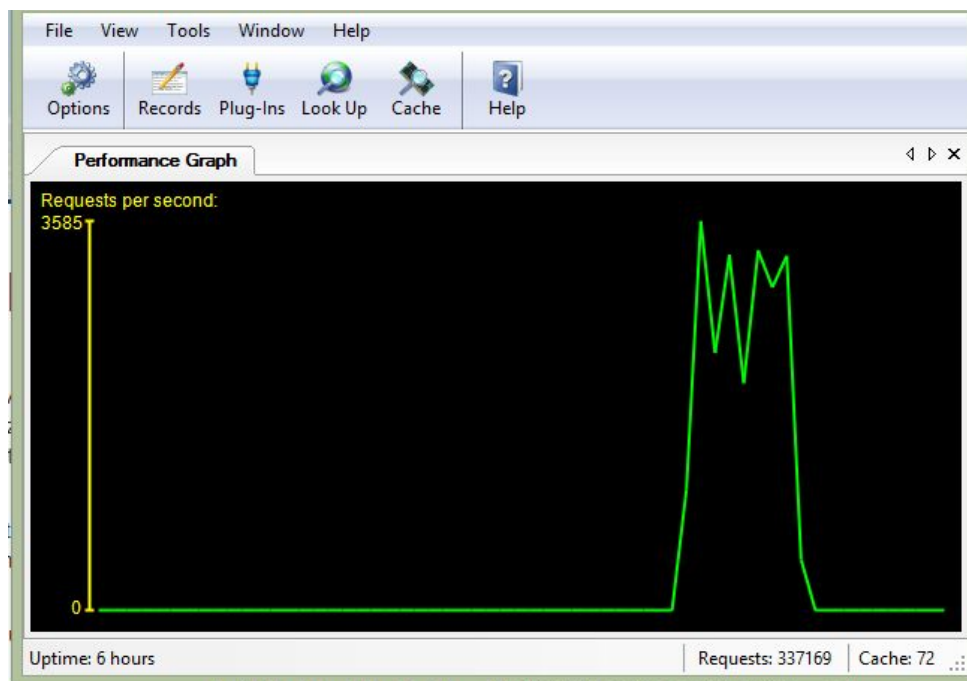
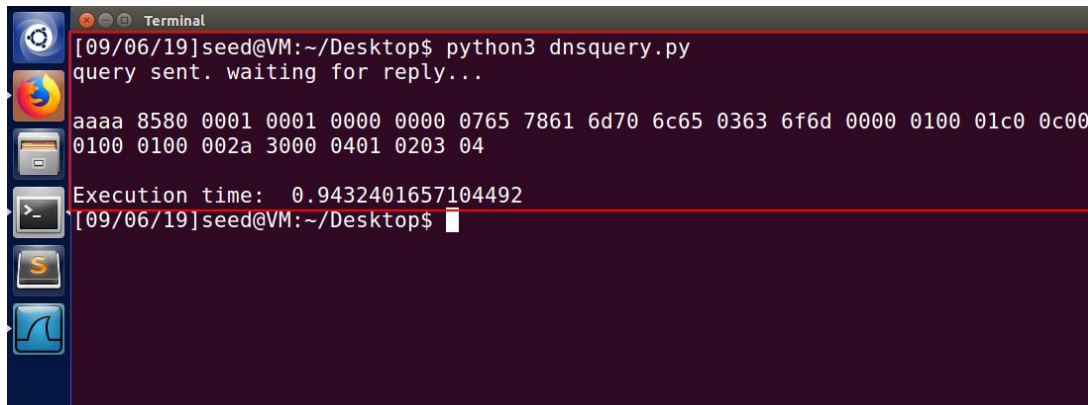


Figure: Server state when dns_maker was run 120 times

As we can see, the request/second reached upto 3585. And during this small attack going on we also ran **dnsquery.py** from **legitimate_user**.



```
Terminal
[09/06/19]seed@VM:~/Desktop$ python3 dnsquery.py
query sent. waiting for reply...
aaaa 8580 0001 0001 0000 0000 0765 7861 6d70 6c65 0363 6f6d 0000 0100 01c0 0c00
0100 0100 002a 3000 0401 0203 04
Execution time: 0.9432401657104492
[09/06/19]seed@VM:~/Desktop$
```

Figure: Legitimate user getting late response

As we can see here, the response time is longer than usual. It is approximately 12 times the timing shown before during normal state.

Now for a fully fledged DoS attack we run our **dns_maker** from attacker pc for 12000 times, 500 packets each time. This can be done either by running **exec.sh** or clicking on “Initiate Attack” in the GUI application. The server performance graph shows the impact of receiving this large number of packets.

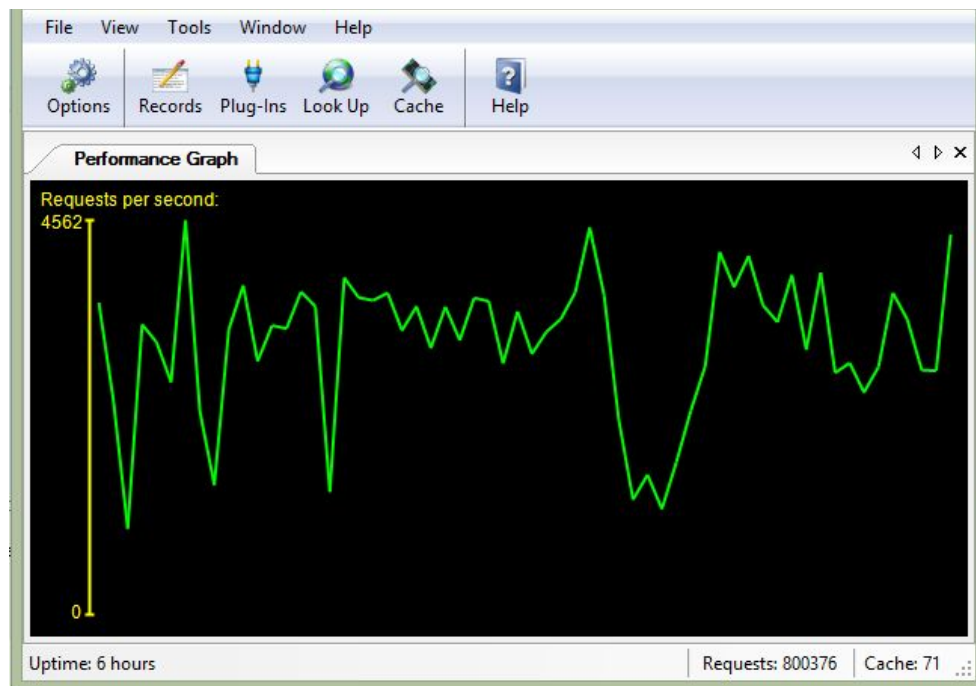
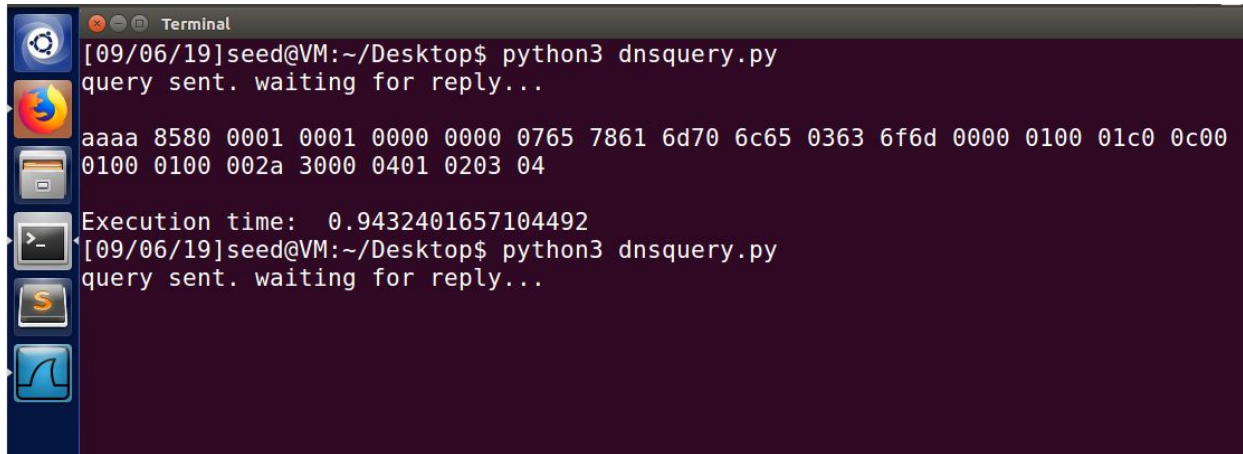


Figure: Server state when dns_maker was run 12000 times

Requests per second reached upto 4562 during this attack and continued to stay high. We ran our **dnsquery.py** from legitimate_user pc during this massive DoS attack.

A terminal window titled "Terminal" with a dark background and light-colored text. The prompt is [09/06/19]seed@VM:~/Desktop\$. The user has run python3 dnsquery.py, which outputs "query sent. waiting for reply...". Below this, a long hexadecimal string is displayed: "aaaa 8580 0001 0001 0000 0000 0765 7861 6d70 6c65 0363 6f6d 0000 0100 01c0 0c00 0100 0100 002a 3000 0401 0203 04". This is followed by "Execution time: 0.9432401657104492". The user then runs python3 dnsquery.py again, and the output "query sent. waiting for reply..." is shown. The terminal window has a sidebar on the left with icons for various applications.

```
[09/06/19]seed@VM:~/Desktop$ python3 dnsquery.py
query sent. waiting for reply...

aaaa 8580 0001 0001 0000 0000 0765 7861 6d70 6c65 0363 6f6d 0000 0100 01c0 0c00
0100 0100 002a 3000 0401 0203 04

Execution time: 0.9432401657104492
[09/06/19]seed@VM:~/Desktop$ python3 dnsquery.py
query sent. waiting for reply...
```

Figure: Legitimate user getting no response

The DNS server was so overwhelmed by packets from attacker PC that it could not respond to the legitimate query of our normal user.

Wireshark on our **dns_server (IP 192.168.0.105)** machine shows an enormous number of DNS queries originating from random IP addresses. It also shows the replies sent to these addresses.

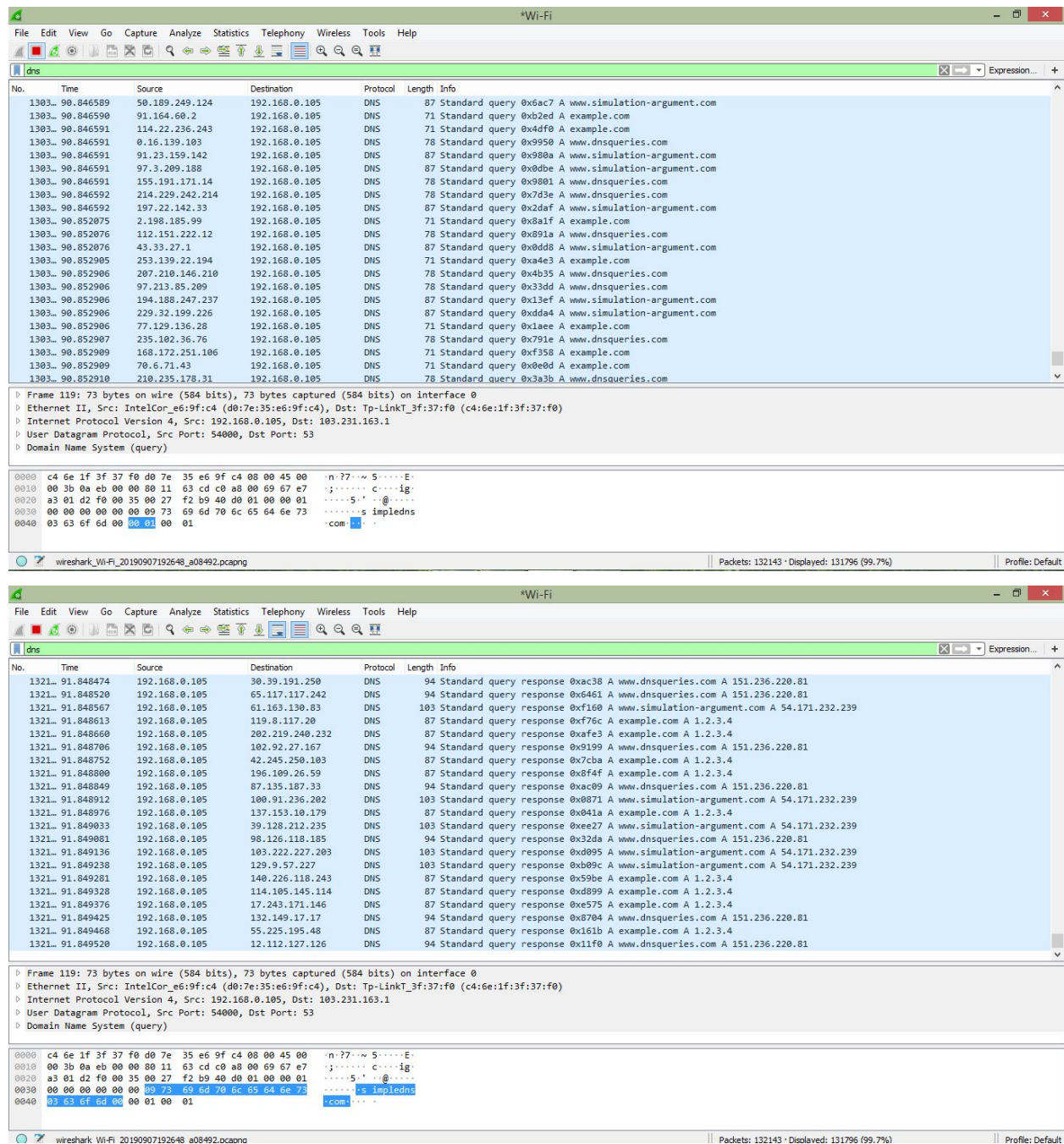


Figure: DNS packets shown in Wireshark

Countermeasures

Reducing the chances of an overwhelming DoS attack can be done in several ways.

1. Monitoring traffic to early detect a DoS attack. The DoS attacks usually start with an unusual spike in traffic.
2. Configuring routers and switches to reject packets originating from outside of the local network that claim to originate from within. This can prevent IP spoofing and if we can detect a DoS attack early we can easily prevent it by getting the IP of the attacker.
3. Distribution of servers to avoid single point of failure.