COWStorm botnet final project



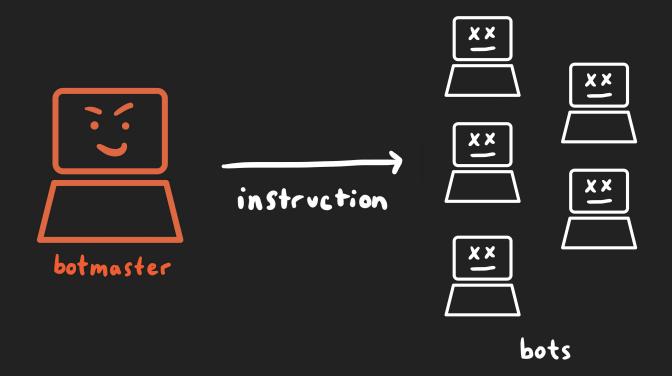
goal: build a computer botnet to simulate DDOS-like load testing



goal:



what is a botnet?



What is a botnet?





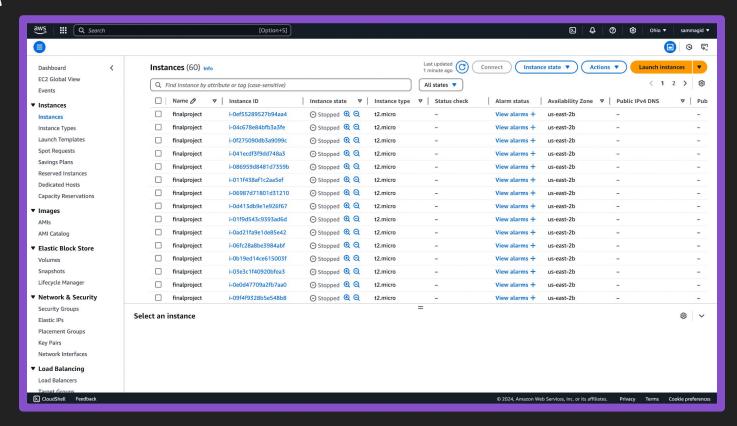


our bots:











common DDOS attacks

Application Layer Presentation Layer Session Layer Transport Layer Network Layer Data Link Layer Physical Layer

---- HTTP flood

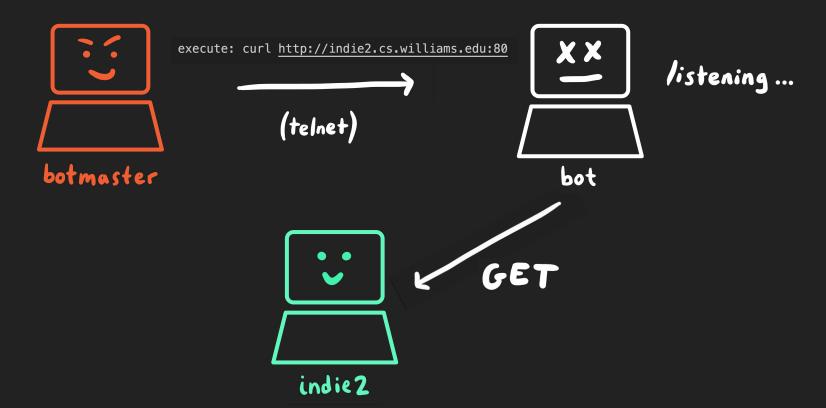
Syn flood

Volumetric → attacks





implementation 1



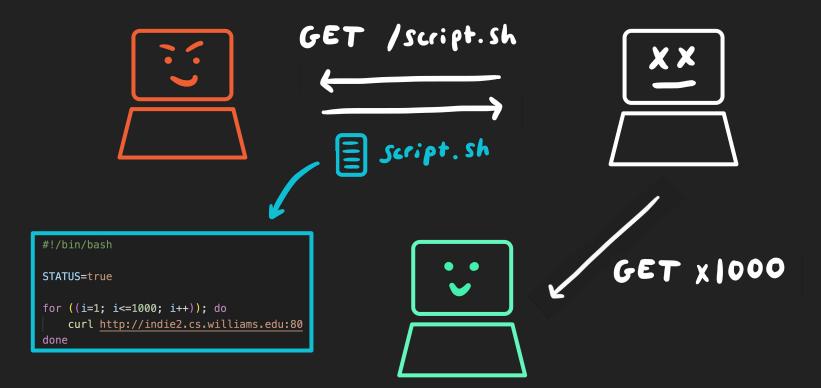


implementation 1



implementation 2

implementation 2





next Steps

- 5 . modify the server
 - · better diagnostics
 - · more expensive requests
- K · different requests
 - · more bots
 - · Slow POST attack



thanks!

