

Packet Analysis

Analysing Network Traffic



Why Packet Analysis is Important

- Learn if someone (else) is sniffing a network
- Determine how port scanners and other tools work
- Identify malicious traffic
- Learn how malware works (calls home)
- Identifying bandwidth hogs
- Identifying network bottlenecks
- Performing intrusion detection and analysis
- Learning what attackers are doing

How to Capture Traffic

- Not just a matter of plugging an RJ45 cable into the network
- Different ways to capture traffic from a target device on a switched network
- Port mirroring
- Hubbing out (using a tap)
- ARP Poisoning
- ARP Flooding
- DHCP redirection

Promiscuous Mode

- A network card in promiscuous mode can receive all the data it can see, not just packets addressed to it
- By default, an Ethernet device only sees its own traffic. NIC drops packets not addressed to it
- In promiscuous mode NIC can capture frames from data-link layer right up to application layer
- WinPcap/LibPcap, (api) used to help applications such as Wireshark capture network traffic
- Summary
 - Promiscuous mode: captures all traffic the NIC can see
 - Non-promiscuous mode: captures only traffic addressed to it

Hubs and Switches

- Hubs are older, and quite rare these days
 - Broadcast devices
- Switches more common nowadays.

Hubbing out/Network Tap

- Hubs are basic, multiport repeater.
 - Traffic received in one port is broadcast out all other ports
 - Layer 1 device
 - Devices connected to a hub share same broadcast and collision domain
 - Low throughput (lots of collisions)
 - Great for network analysis
 - Anyone connected can see all traffic in that domain
 - Useful as a network tap

Switches

- Switches are considered intelligent devices
- Segment traffic by checking source and destination MAC addresses of each data frame
- Ability to learn which device is connected to each port of the switch
- As Ethernet frame comes in a port, the switch examines source MAC and compares it to what it has stored in memory
- This memory is known as a CAM Table (Content-Addressable Memory)
- CAM is RAM, holding a lookup table used to match each MAC address to the port it is connected to
- When data frame enters the switch, it finds the MAC address in the CAM table and matches it to the switch port
- Frame forwarded only to that port
- Layer 2 (sometimes also have functionality at layer 3)

Capturing Network Traffic

- To capture traffic, you must be on your local network
 - Connected to a hub, switch, router through which traffic passes
- **Passive sniffing** easy on a hub, as it broadcasts traffic
- When connecting on a switch, you have to take action to make the switch redirect traffic to you
- Active Sniffing, allows you to see traffic not addressed to you.
 - Port mirroring on a managed switch
 - ARP cache poisoning
 - Flooding
 - DHCP redirection
 - Redirection and interception with ICMP

Managed and Unmanaged Switches

- Unmanaged switch is basic plug and play device
- Managed devices have greater functionality
 - More expensive
 - Setting priority of service
 - Configuring VLANs
 - Using SNMP
 - Port mirroring
 - Spanning Tree (stops loops)

Port Mirroring

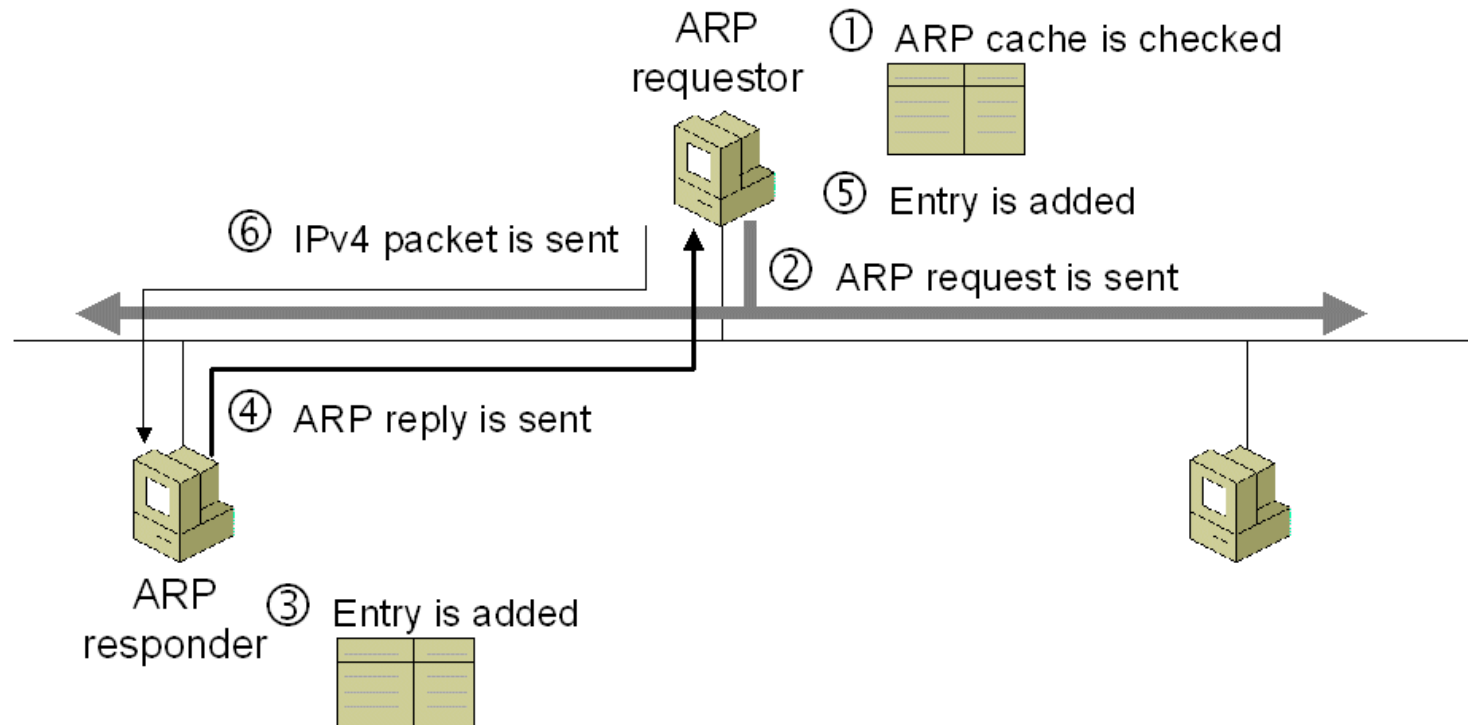
- Used for monitoring, or for Intrusion Detection Systems (IDS)
- Overcomes segmentation
- One port configured to receive copies of all packets from all other ports
- Only feasible on managed, enterprise level switches

ARP Cache Poisoning

- Address Resolution Protocol
- Cache poisoning
 - Allows you to intercept communications between two or more network devices (that you wouldn't normally see their traffic)

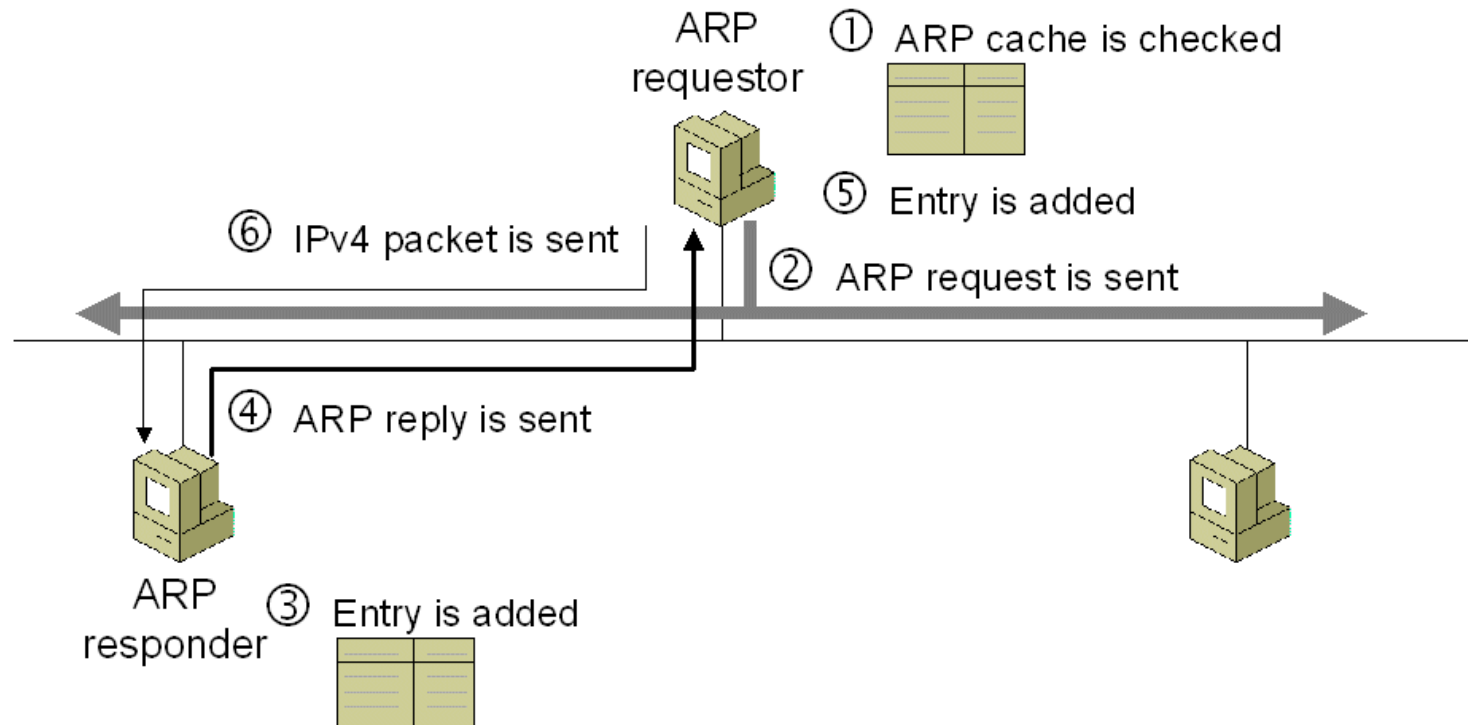
ARP Process

- Address Resolution Protocol resolves known IP addresses to unknown MAC addresses
- Resolves known IP addresses to unknown physical addresses

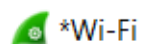


ARP Process

- Address Resolution Protocol resolves known IP addresses to unknown MAC addresses
- Resolves known IP addresses to unknown physical addresses



ARP



*Wi-Fi

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arp

No.	Time	Source	Destination	Protocol	Length	Info
1639	133.443371	HonHaiPr_f5:ca:d1	Broadcast	ARP	42	Who has 192.168.0.24? Tell 192.168.0.206
1640	133.443456	HonHaiPr_f5:ca:d1	Broadcast	ARP	42	Who has 192.168.0.52? Tell 192.168.0.206
1670	138.961904	CompalBr_ca:52:d0	HonHaiPr_f5:ca:d1	ARP	56	Who has 192.168.0.206? Tell 192.168.0.1
1671	138.961949	HonHaiPr_f5:ca:d1	CompalBr_ca:52:d0	ARP	42	192.168.0.206 is at 48:e2:44:f5:ca:d1
1673	145.944141	HonHaiPr_f5:ca:d1	Broadcast	ARP	42	Who has 192.168.0.87? Tell 192.168.0.206

> Frame 1670: 56 bytes on wire (448 bits), 56 bytes captured (448 bits) on interface 0
> Ethernet II, Src: CompalBr_ca:52:d0 (54:67:51:ca:52:d0), Dst: HonHaiPr_f5:ca:d1 (48:e2:44:f5:ca:d1)
v Address Resolution Protocol (request)

Hardware type: Ethernet (1)

Protocol type: IPv4 (0x0800)

Hardware size: 6

Protocol size: 4

Opcode: request (1)

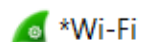
Sender MAC address: CompalBr_ca:52:d0 (54:67:51:ca:52:d0)

Sender IP address: 192.168.0.1

Target MAC address: 00:00:00_00:00:00 (00:00:00:00:00:00)

Target IP address: 192.168.0.206

ARP



*Wi-Fi

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arp

No.	Time	Source	Destination	Protocol	Length	Info
1639	133.443371	HonHaiPr_f5:ca:d1	Broadcast	ARP	42	Who has 192.168.0.24? Tell 192.168.0.206
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1673	145.944141	HonHaiPr_f5:ca:d1	Broadcast	ARP	42	Who has 192.168.0.87? Tell 192.168.0.206

> Frame 1671: 42 bytes on wire (336 bits), 42 bytes captured (336 bits) on interface 0
> Ethernet II, Src: HonHaiPr_f5:ca:d1 (48:e2:44:f5:ca:d1), Dst: CompalBr_ca:52:d0 (54:67:51:ca:52:d0)
✓ Address Resolution Protocol (reply)

Hardware type: Ethernet (1)

Protocol type: IPv4 (0x0800)

Hardware size: 6

Protocol size: 4

Opcode: reply (2)

Sender MAC address: HonHaiPr_f5:ca:d1 (48:e2:44:f5:ca:d1)

Sender IP address: 192.168.0.206

Target MAC address: CompalBr_ca:52:d0 (54:67:51:ca:52:d0)

Target IP address: 192.168.0.1

ARP

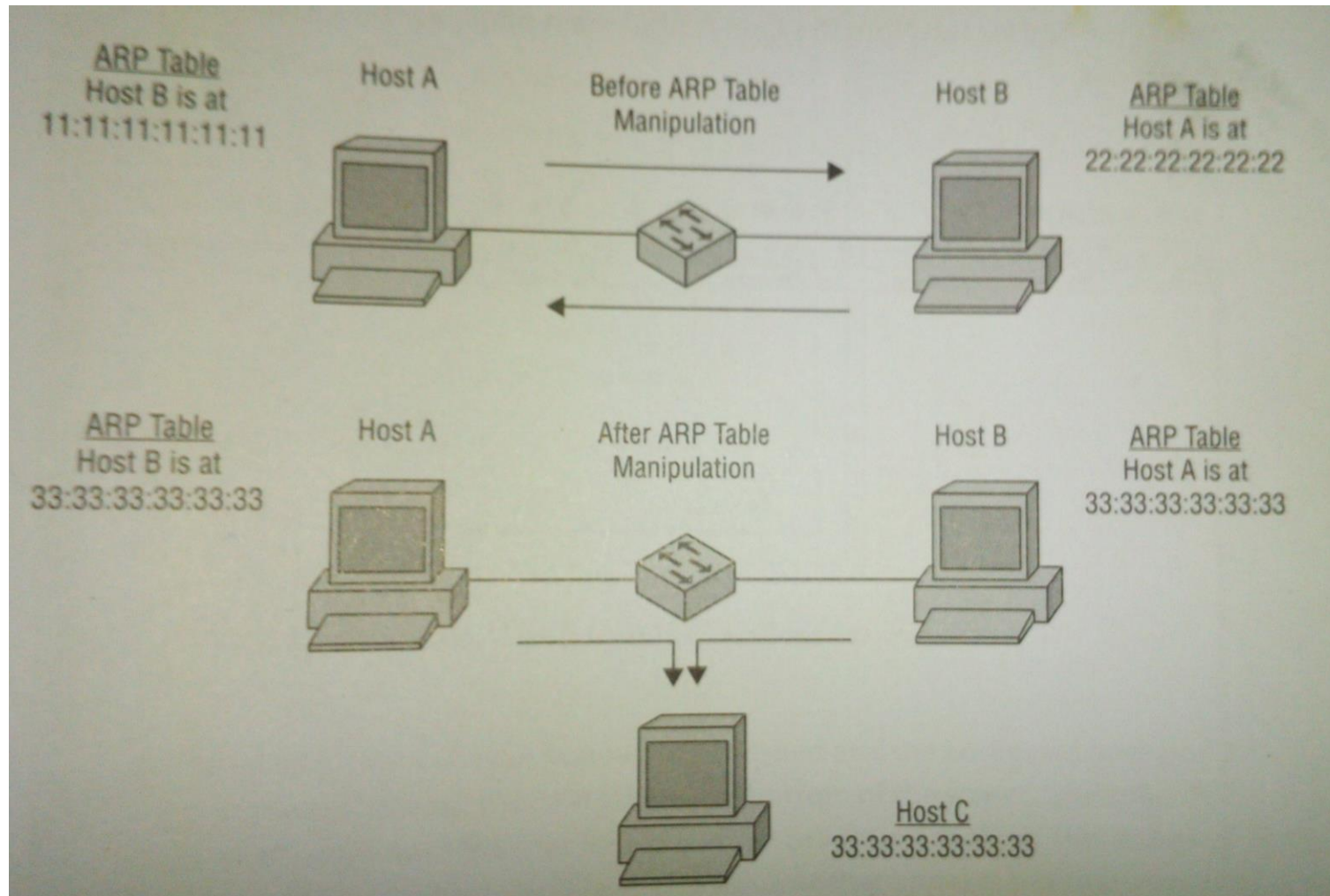
- ARP cache stores the IP address, MAC Address and a timer
 - 2 minutes on Windows, 15 on Linux
- View ARP Cache using **C:\arp -a**

```
Interface: 192.168.0.206 --- 0x12
  Internet Address      Physical Address      Type
  192.168.0.1           54-67-51-ca-52-d0     dynamic
  192.168.0.157         60-e3-27-d8-4d-c7     dynamic
  192.168.0.207         bc-03-08-a5-9f-95     dynamic
  192.168.0.248         38-06-0a-00-28-27     dynamic
  192.168.0.255         ff-ff-ff-ff-ff-ff     static
  224.0.0.22            01-00-5e-00-00-16     static
  224.0.0.252           01-00-5e-00-00-fc     static
  239.255.255.250       01-00-5e-7f-ff-fa     static
```


ARP Cache Poisoning

- ARP cache poisoning works by sending unsolicited ARP **replies**
- System trusts that replies come from the correct device
- ARP has no mechanism to verify corresponding device is who it says it is
- Some systems accept ARP replies even when no request has been made
- Also known as **ARP Spoofing**, involves sending spoofed arp replies to the switch and other devices to steer traffic to the sniffer
- Devices place this information into their ARP Cache and map attacker to the spoofed device.
- MAC Address being spoofed is usually the switch, so all traffic can be captured.
- Facilitates Man-in-the-Middle Attacks

ARP Cache Poisoning



ARP Cache Poisoning

- Attacker can now capture all network traffic
- Intercept and inspect traffic
- Many types of exploits including modification, replay, spoofing, impersonation attacks
- Tools for this type of attack include Cain & Abel, Ettercap
- Defence Tools include xARP, ARPwatch, IDS systems

Flooding

- MAC Flooding is another technique used to redirect traffic so it can be captured
- Brute-force attack
- Attempts to overload CAM tables in a switch
- In older switches amount of memory is limited
- If CAM table fills, and can't hold more entry, some switches revert to a *failover* state
 - This means all frames are broadcast out all ports (like a hub)
 - Attacker can now capture/sniff traffic
- Flooding injects large amount of data into the network, which can draw attention
- May disable a port
- Sniffer should be located on a second system, not on the same as the flooding system

DHCP Redirection

- DHCP can be targeted by means of a rogue DHCP server
 - Attacker needs to set up their own DHCP server
 - Broadcasts forged DHCP requests in attempt to lease all of the available DHCP addresses in the DHCP scope (resource starvation)
 - Legitimate users now unable to obtain or renew IP addresses from the server
 - Attacker now starts their rogue server and sends out DHCP IP addresses with their address as the new gateway
 - End users now access the Internet, or other networks, via the attackers IP, which allows the attacker to sniff/capture all network traffic.
 - Tools include Gobbler, Yersinia, DHCPstarve

ICMP Redirect

- Misuse of ICMP redirect (Type 5)
- A redirect is normally sent by the router to a host to indicate a better route exists to a destination
- A host will accept an ICMP redirect as long as it appears valid and appears to come from the default gateway for the destination its redirecting
- Once redirected, traffic is passed to attackers system
- Tools include:
 - Ettercap <https://github.com/ettercap/ettercap>
 - Interceptor-NG <http://sniff.su/download.html>
 - Netwox:
<http://sourceforge.net/projects/ntwox/files/netwib%20netwox%20and%20netwag>

Preventing Packet Capture

- Several ways to enforce port security and block unauthorised redirecting
- These techniques include:
- Dynamic address inspection (DAI)
- DHCP snooping

Dynamic Address Inspection

- Two redirection techniques mentioned previously include ARP cache poisoning and flooding
- Dynamic Address Resolution Protocol Inspection (DAI) can stop these attacks
- DAI is a security feature that validates ARP packets
- DAI functions by performing IP-to-MAC binding inspection. Results stored in a trusted lookup table
 - DAI intercepts all ARP requests/responses, verifies that each is valid, silently drops invalid packets.
 - DAI can be used to define trusted and untrusted interfaces.
 - DAI sets threshold for incoming ARP traffic. If rate exceeds threshold, then port is disabled.

DHCP Snooping

- DHCP snooping, implemented at data-link layer on switches can stop attacks and block unauthorised DHCP servers.
- Layer 2 switch can inspect frames received on a specific port to check if they are legitimate.
- Source and destination MAC addresses are defined, and packets that don't match are dropped.
- Can log messages/alerts
- Cisco devices

Detecting Packet Capture

Several techniques for packet capture detection

- Monitoring ARP traffic
- Watching DNS transactions
- Listening for responses to invalid packets
- Testing for network latency
- Performing local detection

Monitoring ARP traffic

- When a device is in promiscuous mode, it accepts all packets sent to it.
- The idea is to see which devices respond to ARP requests sent with an invalid MAC address
- If they respond, then it is suspicious, and worth further investigation
- Nmap script to test it:
- `Nmap -sV -script=sniffer-detect <target IP address>`

Watching DNS Traffic

- Look for unusual amounts of DNS traffic
- Most sniffers automatically resolve domain names to IP addresses
- Detecting those DNS queries may indicate a device is operating in promiscuous mode
- Invalid packets can also be used to test for devices in promiscuous mode
- Example: a fake Ethernet frame with an invalid address can be sent with a valid packet containing a ping (ICMP) request.
- If device is in promiscuous mode it may respond to the packet
- If not, it should drop the packet

Network Latency

- This technique works by tracking the request-and-response times of ping packets
 - Times vary slightly depending on whether device is in promiscuous mode
- To check if a device is in promiscuous mode: ***ifconfig***

```
eth0      Link encap:Ethernet  HWaddr 00:00:C0:C5:39:4B  
inet addr:192.188.123.50  Bcast: 192.188.123.255  Mask:255.255.255.0  
UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1  
RX packets:1492448 errors:2779 dropped:0 overruns:2779 frame:2779  
TX packets:1282868 errors:0 dropped:0 overruns:0 carrier:0  
collisions:10575 txqueuelen:100  
Interrupt:10 Base address:0x300
```

```
eth0      Link encap:Ethernet  HWaddr 00:00:C0:C5:39:4B  
inet addr:192.188.123.50  Bcast: 192.188.123.255  Mask:255.255.255.0  
UP BROADCAST RUNNING PROMISC MULTICAST  MTU:1500  Metric:1  
RX packets:1492330 errors:2779 dropped:0 overruns:2779 frame:2779  
TX packets:1282769 errors:0 dropped:0 overruns:0 carrier:0  
collisions:10575 txqueuelen:100  
Interrupt:10 Base address:0x300
```

Network Latency

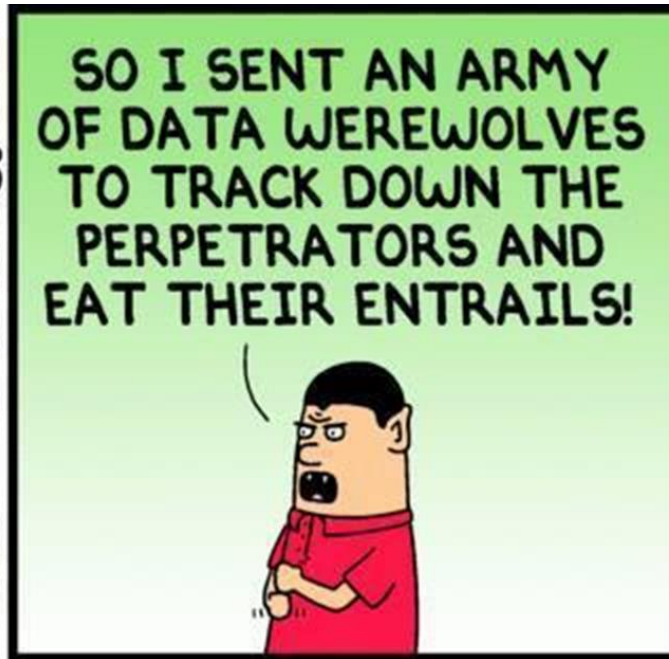
- IDS can be used to detect promiscuous devices
- Replacement *ifconfig*, which doesn't report promiscuous mode
- One-way data cable, means a device can receive traffic but not transmit.

Honeytokens

- A type of honeypot to lure in an attacker, or anyone sniffing a network
- Example: a cleartext FTP password could be used to log into a (fake) FTP service on the network.
- Any non-planned access to this service is clearly not legitimate, and would indicate someone is monitoring traffic.
- You could configure an IDS, such as Snort, to alert you to any network traffic using that honeytoken.
- Downside is that honeytokens don't tell you where the promiscuous device is.
- Also, might not indicate there is promiscuous device (honeytoken could have been obtained by other means)



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Lab exercises

<p>Frame 71: 60 bytes on wire (480 bits), 60 bytes captured (480 bits)</p> <p>Ethernet II, Src: 00:0c:29:d9:49:a1 (00:0c:29:d9:49:a1), Dst: b8:ac:6f:de:2c:e1 (b8:ac:6f:de:2c:e1)</p> <p>Internet Protocol Version 4, Src: 192.168.123.121 (192.168.123.121), Dst: 193.149.76.47 (193.149.76.47)</p> <p>Version: 4</p> <p>Header length: 20 bytes</p> <p>Differentiated Services Field: 0x00 (DSCP 0x00: Default; ECN: 0x00: Not-ECT)</p> <p>Total Length: 40</p> <p>Identification: 0x0000 (0)</p> <p>Flags: 0x02 (Don't Fragment)</p> <p>0... .. = Reserved bit: Not set</p> <p>.1... .. = Don't fragment: Set</p> <p>..0... .. = More fragments: Not set</p> <p>Fragment offset: 0</p> <p>Time to live: 64</p> <p>Protocol: TCP (6)</p> <p>Header checksum: 0xc28a [correct]</p> <p>[Good: True]</p> <p>[Bad: False]</p> <p>Source: 192.168.123.121 (192.168.123.121)</p> <p>Destination: 192.168.123.123 (192.168.123.123)</p> <p>Transmission Control Protocol, Src Port: 256 (256), Dst Port: 61327 (61327)</p> <p>Source port: 256 (256)</p> <p>Destination port: 61327 (61327)</p> <p>[Stream index: 8]</p> <p>Sequence number: 1 (relative sequence number)</p> <p>Acknowledgement number: 1 (relative ack number)</p> <p>Header length: 20 bytes</p> <p>Flags: 0x14 (RST, ACK)</p> <p>000... .. = Reserved: Not set</p> <p>...0... .. = Nonce: Not set</p> <p>....0... .. = Congestion Window Reduced (CWR): Not set</p> <p>....0... .. = ECN-Echo: Not set</p> <p>....0... .. = Urgent: Not set</p> <p>....1... .. = Acknowledgement: Set</p> <p>....0... .. = Push: Not set</p> <p>...1... .. = Reset: Set</p> <p>....0... .. = Syn: Not set</p> <p>....0... .. = Fin: Not set</p> <p>Window size value: 2956</p> <p>[Calculated window size: 2956]</p> <p>[Window size scaling factor: -1 (unknown)]</p> <p>Checksum: 0xc3ec3 [validation disabled]</p> <p>[SEQ/ACK analysis]</p>	<p>Frame 72: 139 bytes on wire (1112 bits), 139 bytes captured (1112 bits)</p> <p>Ethernet II, Src: b8:ac:6f:de:2c:e1 (b8:ac:6f:de:2c:e1), Dst: 00:1c:10:f5:61:00 (00:1c:10:f5:61:00)</p> <p>Internet Protocol Version 4, Src: 192.168.123.123 (192.168.123.123), Dst: 193.149.76.47 (193.149.76.47)</p> <p>Version: 4</p> <p>Header length: 20 bytes</p> <p>Differentiated Services Field: 0x00 (DSCP 0x00: Default; ECN: 0x00: Not-ECT)</p> <p>Total Length: 125</p> <p>Identification: 0x0d37 (3383)</p> <p>Flags: 0x02 (Don't Fragment)</p> <p>0... .. = Reserved bit: Not set</p> <p>.1... .. = Don't fragment: Set</p> <p>..0... .. = More fragments: Not set</p> <p>Fragment offset: 0</p> <p>Time to live: 128</p> <p>Protocol: TCP (6)</p> <p>Header checksum: 0xa35b [correct]</p> <p>Source: 192.168.123.123 (192.168.123.123)</p> <p>Destination: 193.149.76.47 (193.149.76.47)</p> <p>Transmission Control Protocol, Src Port: 49543 (49543), Dst Port: 443 (443)</p> <p>Source port: 49543 (49543)</p> <p>Destination port: 443 (443)</p> <p>[Stream index: 2]</p> <p>Sequence number: 1 (relative sequence number)</p> <p>[Next sequence number: 86 (relative sequence number)]</p> <p>Acknowledgement number: 1 (relative ack number)</p> <p>Header length: 20 bytes</p> <p>Flags: 0x18 (PSH, ACK)</p> <p>000... .. = Reserved: Not set</p> <p>...0... .. = Nonce: Not set</p> <p>....0... .. = Congestion Window Reduced (CWR): Not set</p> <p>....0... .. = ECN-Echo: Not set</p> <p>....0... .. = Urgent: Not set</p> <p>....1... .. = Acknowledgement: Set</p> <p>....1... .. = Push: Set</p> <p>....0... .. = Reset: Not set</p> <p>....0... .. = Syn: Not set</p> <p>....0... .. = Fin: Not set</p> <p>Window size value: 16344</p> <p>[Calculated window size: 16344]</p> <p>[Window size scaling factor: -1 (unknown)]</p> <p>Checksum: 0x6186 [validation disabled]</p> <p>[SEQ/ACK analysis]</p> <p>Secure Sockets Layer</p>
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Packet 1

Packet 2

Lab exercises

- 1. Look at packets 1 and 2. Which OS is each?
- Moodle Wireshark challenge