Assignment: Practical Exploration of DNSSEC and Attack Simulation

Task 0: Docker Installation

Docker was installed using the provided setup script outlined in the PDF guide.

```
vineeth@vineeth-Vostro-3501:~$ cd Documents/Labsetup
vineeth@vineeth-Vostro-3501:~/Documents/Labsetup$ docker --version
Docker version 28.0.1, build 068a01e
```

Task 1: DNS Amplification Attack Simulation and Mitigation

Environment Setup

The lab setup was initialized by downloading and extracting the provided ZIP file. Docker containers were built and launched using docker compose up.

```
Vineeth@vineeth-Vostro-3501:-/Documents/Labsetup$ docker compose up -d --build
WARN[0808] /home/vineeth/Documents/Labsetup/docker-compose.yml: the attribute 'version' is obsolete, it will be ignored, please remove it to avoid potential confusion

(-) Running 11/13

* attacker Pulled

* Ad7391352a9b Pull complete

* Ad7391364552b Pull complete

* Ad7391364552b Pull complete

* Ad7391364552b Pul
```

Step 1: DNS "ANY" Query Analysis

Using the dig tool, an "ANY" query was sent to the local DNS server at 10.9.0.53 for the domain example.com. The response included multiple DNS record types—such as A, AAAA, NS, DS, and RRSIG—demonstrating the large payload potential of "ANY" queries, which are often exploited in amplification attacks.

Step 2: Executing the DNS Amplification Attack

A spoofed DNS query was generated from the attacker's container using a Python script with Scapy. The source IP was faked to be the victim's (10.9.0.5), triggering the DNS server to send large responses to the victim.

The script was modified to send spoofed queries continuously for 5 seconds. Captures showed 214 response packets on the victim and 1197 requests from the attacker.

Using tcpdump, packet captures were taken on both the attacker and victim containers. The amplification factor was calculated as:

Amplification Factor=Response Size/Request =127.5KB/39.7KB≈3.21

Step 3: Attack Mitigation with Rate Limiting

The DNS server's configuration (named.conf.options) was edited to enable response rate limiting (5 responses/sec). The setup was rebuilt using docker compose build and up.

Re-running the spoofed burst attack showed a slight drop in response packets:

• Victim received 206 packets (down from 239)

Observation: Rate limiting had a minor but measurable impact.

Task 2: DNSSEC Infrastructure Setup

Steps Overview

• The SEED Lab repository was cloned, and Docker-based DNSSEC environment was set up.

```
Vinesthylaceth-Vostro-3501:-/Bocuments/TASK:/5 git clone https://github.com/seed-labs/seed-labs.git
Cloning into 'seed-labs'...
Cloning into 'seed-labs'...
Into 'seed
```

The domain example.edu was DNSSEC-enabled by generating ZSK and KSK keys,:

dnssec-keygen -a RSASHA256 -b 2048 -n ZONE example.edu dnssec-keygen -a RSASHA256 -b 4096 -n ZONE -f KSK example.edu signing the zone: dnssec-signzone -S -o example.edu example.edu.db

```
Container seed-base-bind
Container seed-base-b
```

 DNSSEC trust chains were established by including DS records in parent zones (edu, then root).

```
Kedu. 4083-64135

Kedu. 4083-6
```

 The local DNS resolver was configured to validate DNSSEC records using trust anchors and dnssec-validation.

```
1  options {
2          directory "/var/cache/bind";
3          recursion yes;
5          allow-query { any; };
6          dnssec-validation auto;
7          dnssec-enable yes;
8          dump-file "/var/cache/bind/dump.db";
9     };
10
```

Testing

Using dig, successful validation was confirmed by the presence of the ad (authenticated data) flag in DNS responses.

Task 3: DNSSEC Signature Replay Attack Simulation

This task demonstrates how a DNSSEC signature replay attack is carried out by capturing legitimate signed DNS responses and sending them again (replaying) to a DNS resolver to assess how well DNSSEC handles potentially expired responses that still appear valid.

Step 1: Capturing DNSSEC Traffic

We began by capturing DNSSEC traffic between the client and the local DNS server using **tcpdump**

tcpdump -i <interface> port 53 -w dnssec_traffic.pcap

```
vineeth@vineeth-Vostro-3501:-/Documents/TASK-2/seed-labs/category-network/DNSSEC/Labsetup$ docker exec -it user-10.9.0.5 bash
root@62d6d3ff6d66:/# tcpdump -i any udp port 53 -w replay-user.pcap
tcpdump: listening on any, link-type LINUX_SLL (Linux cooked v1), capture size 262144 bytes
^c2 packets captured
2 packets received by filter
8 packets dropped by kernel
root@62d6d3ff4d6b6:/# exit
exit
vineeth@vineeth-Vostro-3501:-/Documents/TASK-2/seed-labs/category-network/DNSSEC/Labsetup$ docker cp user-10.9.0.5:replay-user.pcap .

Successfully copied 2.05kB to /home/vineeth/Documents/TASK-2/seed-labs/category-network/DNSSEC/Labsetup$ docker exec -it local-dns-10.9.0.53 bash
root@4f2Gedbc49c7:/# rndc flush
root@4f2Gedbc49c7:/# trpdump -i any udp port 53 -w local-dns-before.pcap
tcpdump: listening on any, link-type LINUX_SLL (Linux cooked v1), capture size 262144 bytes
^c0 packets captured
0 packets captured
0 packets freeceived by filter
0 packets received by filter
0 packets freeceived by filter
0 packets freeceiv
```

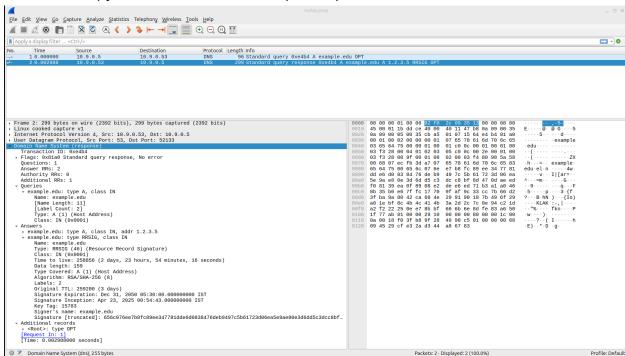
The **.pcap** file was then examined in Wireshark, where we specifically looked for:

- **RRSIG** records (DNSSEC signatures)
- Corresponding resource records like A, AAAA, NS, etc., that are signed.

We identified a signed DNS response suitable for replay in our attack.

Step 2: Replaying the Captured Signature

We used Scapy to craft and send the captured packet back to the resolver



Replayed response was accepted (ad flag present), indicating vulnerability to stale signatures.

B. Explaining the Risks of a DNSSEC Signature Replay Attack

A **DNSSEC** signature replay attack takes advantage of the fact that DNSSEC responses remain valid for a limited time based on their digital signature expiration. If a resolver does not properly verify the freshness of the DNSSEC signature, an attacker can replay an old, but still cryptographically valid response, tricking the resolver

into accepting and caching outdated or malicious data. This introduces several serious risks:

1. Injection of Previously Valid DNS Records

Attackers can capture legitimate DNSSEC-signed responses and replay them later. Since these responses were once valid and correctly signed, they may still pass basic cryptographic checks—especially if the resolver doesn't strictly enforce signature expiration. By doing this:

- An attacker **injects stale records** into the DNS resolver's cache.
- These records may no longer reflect the true state of the domain (e.g., changed IP addresses or NS records).
- This can persist until the stale record's TTL expires or the signature is revalidated.

2. Redirection to Malicious or Incorrect Services

By replaying expired DNS responses, attackers can **redirect users to incorrect or malicious IP addresses**. For example:

- A legitimate domain like example.edu may have updated its A record.
- An attacker replays a previous signed A record pointing to a malicious server.
- The resolver caches this response, and users are unknowingly redirected.

This opens the door to phishing, credential theft, and the installation of malware.

3. Undermining DNSSEC's Integrity and Causing Cache Poisoning

DNSSEC was designed to provide data origin authentication and integrity assurance. Replay attacks:

- Break this integrity by using valid signatures with outdated data.
- Lead to **cache poisoning**, where the resolver stores and returns incorrect responses to clients.

 Damage trust in the DNSSEC system, especially if users experience frequent inconsistencies or attacks.

Importance of Signature Expiration

DNSSEC uses the **RRSIG** (Resource Record Signature) to validate records. Each RRSIG includes:

- **Inception Time**: When the signature becomes valid.
- **Expiration Time**: When the signature is no longer considered valid.

Additionally, each DNS record is assigned a **TTL** (**Time To Live**) value:

- TTL dictates how long a resolver can cache the record before requesting it again.
- This complements RRSIG expiration but does not guarantee freshness alone.

If the resolver fails to check these timestamps:

- Replayed records within TTL limits may still be accepted.
- Even expired RRSIGs **may not be rejected**, especially in poorly configured resolvers.

Why Proper Validation Is Critical

Resolvers must:

- Validate both the **cryptographic signature** and the **timestamps**.
- Ensure that responses fall **within the valid time window** defined by inception and expiration.

Reject signatures that are either not yet valid or already expired.

Failing to do so renders DNSSEC vulnerable to the very attacks it's supposed to prevent.

Advanced Protections: Nonce-Based and Query-Specific Signatures

To enhance DNSSEC's security posture, researchers and implementers have proposed:

- Nonce-based validation: Attaching a random nonce (number used once) in queries, ensuring the response corresponds specifically to that unique request.
- Query-specific signatures: Signing responses in a way that ties them to a
 particular request, preventing reuse in another context.

These approaches help **eliminate the effectiveness of replayed responses**, even if the attacker has captured valid signed data.

Step 3: Mitigation

Mitigation Strategy: Reducing TTL in the Zone File

To defend against DNSSEC signature replay attacks, we implemented a time-based mitigation technique by modifying the Time-To-Live (TTL) values in the zone file db.example.edu.

1. Editing TTL Values

We reduced the TTL of DNS records to a lower value (300 seconds), minimizing the window during which stale but signed responses can be cached. This means even if a signed DNS response is replayed while still within its RRSIG validity period, it would only remain in the resolver's cache for a short duration.

- Before the change: The zone file had longer TTL values, making it easier for replayed records to persist.
- After the change: TTL was explicitly set to 300 seconds in example.edu.db.

2. Re-signing and Reloading the Zone

After updating the TTL values, we re-signed the example.edu zone file to ensure the changes were cryptographically enforced:

```
root841eefdf3c4ed:/# cd /etc/bind
root841eefdf3c4ed:/# cd /etc/bind
root841eefdf3c4ed:/#ct/bind# nano example.edu.db
root841eefdf3c4ed:/etc/bind# nano example.edu.db
root841eefdf3c4ed:/etc/bind# dnssec-signzone - 5 - A - 3 $(head -c 1000 /dev/random | shalsum | cut -b 1-16) - N increnent - 0 example.edu example.edu.db
retching example.edu/RSASHA2564700 (KSK) from key repository.Fetching example.edu/RSASHA256, Zone fully signed:
Algorithm: RSASHA256 KSKs: 1 active, 0 stand-by, 0 revoked
example.edu.db.signed
root841eefdf3c4ed:/etc/bind#
```

dnssec-signzone -S -o example.edu example.edu.db

Then, we restarted the DNS service and reloaded the zone configuration.

3. Flushing DNS Cache

We flushed the DNS cache on the local_dns_server container to remove any previously cached entries with the old TTL values. This ensured the resolver started caching fresh data under the updated TTL constraints.

Flushing the cache is critical after modifying TTL or re-signing a zone because cached data may not reflect the latest configuration if left uncleared.

```
Vineeth@vineeth=Vostro=3501:-/Documents/TASK-2/seed=labs/category=network/DNSSEC/Labsetup$ docker exec -it local-dns-10.9.0.53 bash
root@46f26e4bc49c7:/# crdump -i any udp port 53 -w local-dns-before.pcap
tcpdump: listening on any, link-type LINUX_SLL (Linux cooked v1), capture size 262144 bytes
^*C6 packets captured
0 packets received by filter
0 packets dropped by kernel
root@4f26e4bc49c7:/# tcpdump -i any udp port 53 -w local-dns-after.pcap
tcpdump: listening on any, link-type LINUX_SLL (Linux cooked v1), capture size 262144 bytes
^*C20 packets aptured
0 packets received by filter
0 packets fropped by kernel
root@4f26e4bc49c7:/# exit
exit
vineeth@vineeth=Vostro=3501:-/Documents/TASK-2/seed=labs/category=network/DNSSEC/Labsetup.$ docker cp local-dns-10.9.0.53:local-dns-after.pcap.

Successfully copied 8.7kB to /hone/vineeth/Documents/TASK-2/seed=labs/category=network/DNSSEC/Labsetup.$

Vineeth@vineeth=Vostro=3501:-/Documents/TASK-2/seed=labs/category=network/DNSSEC/Labsetup.$

Vineeth@vineeth=Vostro=3501:-/Documents/TASK-2/seed=Vostro=3501:-/Documents/TASK-2/seed=Vostro=3501:-/Documents/TASK-2/seed=Vostro=3501:-/Documents/TASK-2/seed=Vostro=3501:-/Documents/TASK-2/seed=Vostro=3501:-/Docum
```

4. Validation via dig

We ran a dig query after reloading:

dig @10.9.0.53 example.edu A +dnssec

The response confirmed the TTL was correctly updated to 600 seconds, as expected.

5. Observations from PCAP Analysis

```
vineeth@vineeth-Vostro-3501:-/Documents/TASK-2/seed-labs/category-network/DNSSEC/Labsetup$ docker exec -it local-dns-10.9.8.53 bash root@4f26edbc49c7:/# rndc flush root@4f26edbc49c7:/# cpdump -i any udp port 53 -w local-dns-before.pcap tcpdump: listening on any, link-type LINUX_SLL (Linux cooked v1), capture size 262144 bytes

'C0 packets captured
0 packets received by filter
0 packets dropped by kernel
coot@4f26edbc49c7:/# tcpdump -i any udp port 53 -w local-dns-after.pcap tcpdump: listening on any, link-type LINUX_SLL (Linux cooked v1), capture size 262144 bytes

'C20 packets captured
0 packets freque by filter
0 packets fropped by kernel
root@4f26edbc49c7:/# exit
exit
vineeth@vineeth-Vostro-3501:-/Documents/TASK-2/seed-labs/category-network/DNSSEC/Labsetup$ docker cp local-dns-10.9.0.53:local-dns-after.pcap .
Successfully copied 8.7k8 to /home/vineeth/Oocuments/TASK-2/seed-labs/category-network/DNSSEC/Labsetup$ .

Vineeth@vineeth-Vostro-3501:-/Documents/TASK-2/seed-labs/category-network/DNSSEC/Labsetup} .
```

- Before TTL update: In the initial PCAP capture prior to any TTL adjustments, we observed a standard DNSSEC response with a single A record, indicating the cache was clean and not affected by any replay.
- After TTL update and cache flush:
 - Another PCAP was captured.
 - This time, the server responded with a fresh and complete set of DNS records (A, AAAA, etc.).
 - This demonstrated that the resolver was no longer relying on outdated cached data and was pulling live data from the authoritative server.

Conclusion

Reducing the TTL values and flushing the cache effectively mitigated the signature replay risk. The resolver was able to:

- Discard stale records promptly.
- Validate fresh data directly from authoritative sources.
- Prevent acceptance of replayed or expired DNSSEC responses.

This simple yet impactful strategy enhances the resilience of DNS resolvers against replay attacks by reducing the time window in which stale responses can be exploited.

Task 4: DNSSEC Keytrap Attack Simulation

The goal of this task is to simulate a **DNSSEC Keytrap attack**, where a DNS resolver is overwhelmed by the need to validate an excessive number of cryptographic keys. This computational overload results in high CPU consumption, potentially leading to a Denial-of-Service (DoS) condition on the resolver.

Step 1: Setup of spare-edu Name Server

To initiate the simulation, we configured a new name server under the domain smith2022.edu, deliberately introducing a **large number of DNSSEC keys**. This abnormal configuration is designed to simulate a Keytrap scenario.

Key Generation and Zone Signing

Multiple keys were generated for smith2022.edu.

 The zone was signed using all the generated keys, significantly increasing the cryptographic workload for validating resolvers.

```
Generating 18 KS for example edu.

Generating key pair.

Kexample edu. +0000+00180

Generating 18 JSAS for example.edu.

Kexample edu. +0000+00180

Generating 18 JSAS for example.edu.

Kexample edu. +0000+00180

Generating 18 JSAS for example.edu.

Kexample.edu.

Generating 18 JSAS S.

Kexample.edu.

Generating 18 JSAS S.

Generating 18 JS
```

- A DS (Delegation Signer) record for smith2022.edu was added to the EDU TLD server's zone file.
- The root server was also updated to delegate the domain to the newly signed smith2022.edu zone.

Step 2: Monitoring CPU Usage

To observe the performance impact of this Keytrap configuration, we sent DNS queries from the user system to the local DNS server:

```
dig @10.9.0.53 www.example.edu +dnssec  # Baseline
query

dig @10.9.0.53 www.smith2022.edu +dnssec  #
Keytrap-triggering query
```

- The query to example.edu provided a baseline for comparison.
- The query to smith2022.edu triggered the Keytrap effect by forcing validation against numerous DNSSEC keys.

CPU Monitoring Script

We monitored CPU usage in real time using the following shell script:

```
#!/bin/bash
LOG_FILE="docker_cpu_log.csv"
echo "Timestamp,Container,CPU%" > "$LOG_FILE"
while true; do
    TIMESTAMP=$(date +"%Y-%m-%d %H:%M:%S")
    docker stats --no-stream --format "{{.Name}},{{.CPUPerc}}" |
while read line; do
    echo "$TIMESTAMP,$line" >> "$LOG_FILE"
    done
    sleep 1
```

This script captured the CPU utilization of all Docker containers every second, helping us assess the stress induced by DNSSEC validation.

vineeth@vineeth-Vostro-3501:-/Documents/TASK-2/task2/seed-labs/category-network/DNSSEC/Labsetup/nameserver\$ cd ..
vineeth@vineeth-Vostro-3501:-/Documents/TASK-2/task2/seed-labs/category-network/DNSSEC/Labsetup\$ nano loger.sh
vineeth@vineeth-Vostro-3501:-/Documents/TASK-2/task2/seed-labs/category-network/DNSSEC/Labsetup\$./loger.sh

Step 3: Varying Key Counts and Analyzing CPU Impact

To assess the scalability of the Keytrap vulnerability, we gradually increased the number of DNSSEC keys used for signing smith2022.edu, in increments (e.g., 5, 10, 15, ... up to 50 keys).

For each test:

- All generated keys were included in the signing process.
- The DNSSEC query to smith2022.edu was executed.
- CPU usage data was logged using the script.
- We recorded both peak and average CPU utilization of the local-dns-server container.

Results and Observations

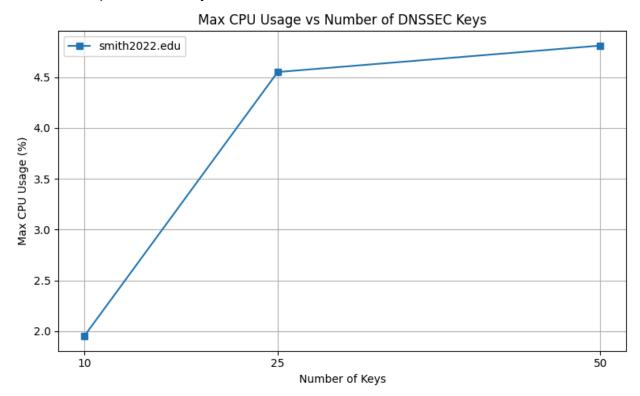
A **clear increase in CPU usage** was generally observed as the number of keys increased. While the baseline domain (example.edu) maintained low CPU impact, smith2022.edu showed a rising computational load with higher key counts.

Graphical Analysis

Using the recorded logs, a graph was plotted showing **maximum CPU usage vs. number of DNSSEC keys**.

While a **linear increase** in CPU consumption was expected, the actual results showed some **fluctuations**:

- A spike in CPU at 10 keys.
- A surprising dip at 25 keys.
- Another sharp rise at 50 keys.



Interpretation

These inconsistencies could be attributed to:

- Caching effects that temporarily reduce resolver load.
- Timing mismatches in CPU logging intervals.
- Resolver optimizations that might ignore some redundant or unused keys.

Nonetheless, the simulation effectively demonstrated that:

• DNSSEC validation becomes increasingly expensive with more DNSKEYs.

- Resolvers can be deliberately overwhelmed using zones signed with excessive keys.
- This confirms the feasibility of Keytrap attacks as a denial-of-service technique against DNSSEC-enabled systems.

ANTI-PLAGIARISM STATEMENT

I certify that this assignment/report is my own work, based on my personal study and/or research and that I have acknowledged all material and sources used in its preparation, whether they be books, articles, reports, lecture notes, and any other kind of document, electronic or personal communication. I also certify that this assignment/report has not previously been submitted for assessment in any other course, except where specific permission has been granted from all course instructors involved, or at any other time in this course, and that I have not copied in part or whole or otherwise plagiarised the work of other students and/or persons. I pledge to uphold the principles of honesty and responsibility at CSE@IITH. In addition, I understand my responsibility to report honour violations by other students if I become aware of it.

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Date: 24/5/2025

Signature:C.V