Security

15-441

With slides from: Debabrata Dash,Nick Feamster, Vyas Sekar, and others

Our “Narrow” Focus

- Yes:
  - Protecting network resources and limiting connectivity (Part I)
  - Creating a “secure channel” for communication (Part II)
- No:
  - Preventing software vulnerabilities & malware, or “social engineering”.

Flashback .. Internet design goals

1. Interconnection
2. Failure resilience
3. Multiple types of service
4. Variety of networks
5. Management of resources
6. Cost-effective
7. Low entry-cost
8. Accountability for resources

Where is security?

Why did they leave it out?

- Designed for connectivity
- Network designed with implicit trust
  - No “bad” guys
- Can’t security be provided at the edge?
  - Encryption, Authentication etc
  - End-to-end arguments in system design

Security Vulnerabilities

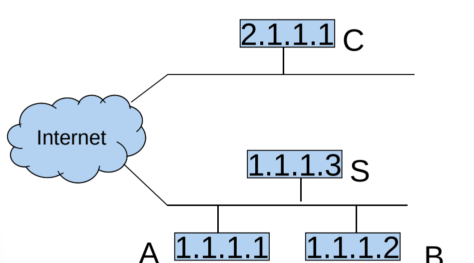
- At every layer in the protocol stack!
- Network-layer attacks
  - IP-level vulnerabilities
  - Routing attacks
- Transport-layer attacks
  - TCP vulnerabilities
- Application-layer attacks

IP-level vulnerabilities

- IP addresses are provided by the source
  - Spoofing attacks
- Using IP address for authentication
  - e.g., login with .rhosts
- Some "features" that have been exploited
  - Fragmentation
  - Broadcast for traffic amplification

Security Flaws in IP

- The IP addresses are filled in by the originating host
  - Address spoofing
- Using source address for authentication
  - r-utilities (rlogin, rsh, rhosts etc..)



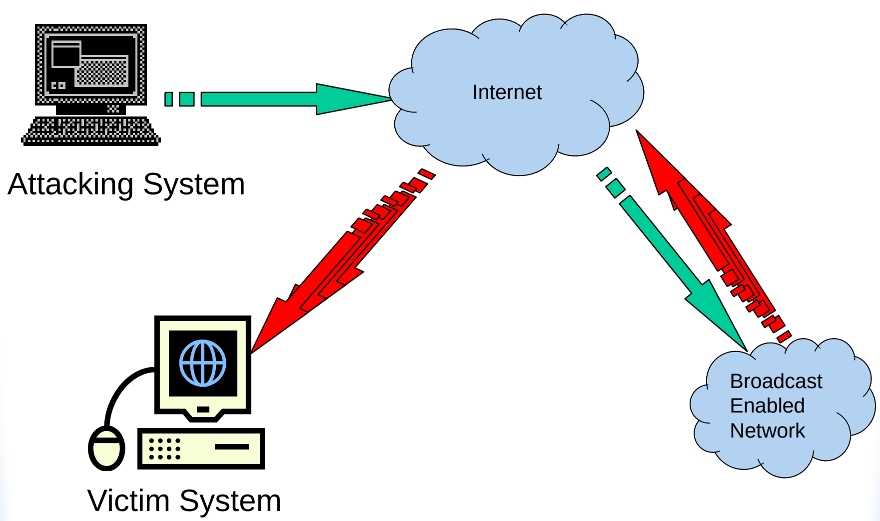
•Can A claim it is B to the server S?

•ARP Spoofing

•Can C claim it is B to the server S?

•Source Routing

Smurf Attack



ICMP Attacks

- No authentication
- ICMP redirect message
  - Can cause the host to switch gateways
  - Benefit of doing this?
    - Man in the middle attack, sniffing
- ICMP destination unreachable
  - Can cause the host to drop connection
- ICMP echo request/reply
- Many more…
  - http://www.sans.org/rr/whitepapers/threats/477.php

Routing attacks

- Divert traffic to malicious nodes
  - Black-hole
  - Eavesdropping
- How to implement routing attacks?
  - Distance-Vector:
  - Link-state:
- BGP vulnerabilities

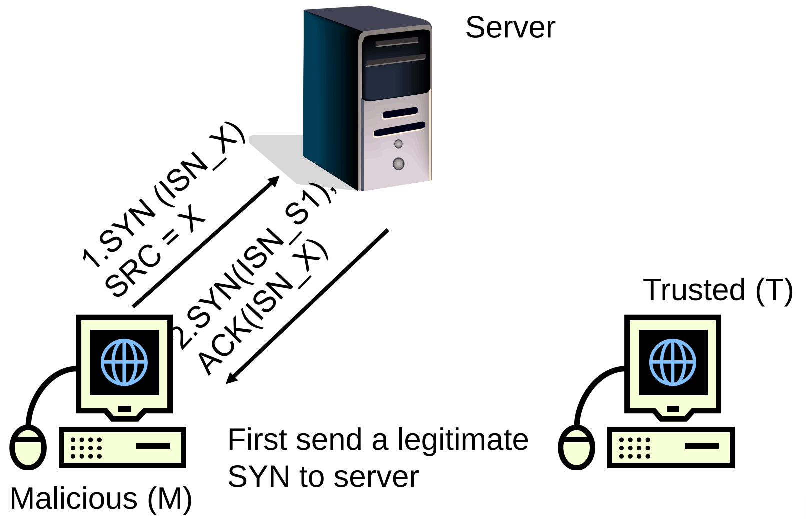
Routing attacks

- Divert traffic to malicious nodes
  - Black-hole
  - Eavesdropping
- How to implement routing attacks?
  - Distance-Vector: Announce low-cost routes
  - Link-state: Dropping links from topology
- BGP vulnerabilities
  - Prefix-hijacking
  - Path alteration

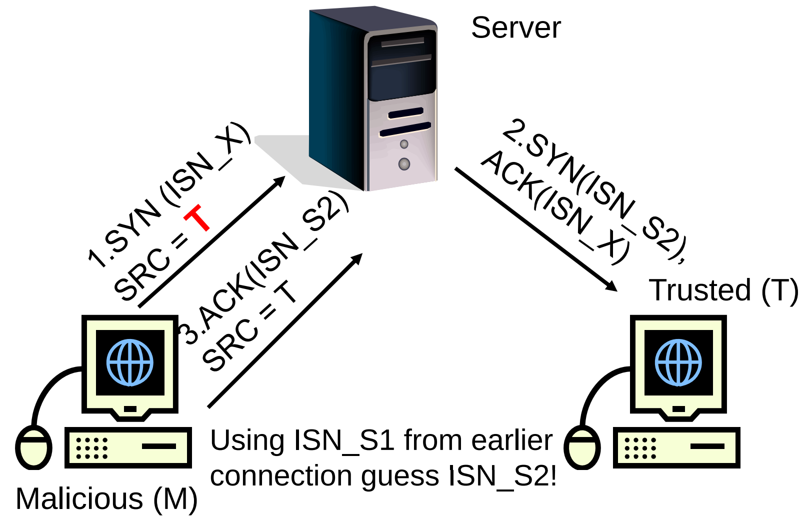
TCP-level attacks

- SYN-Floods
  - Implementations create state at servers before connection is fully established
- Session hijack
  - Pretend to be a trusted host
  - Sequence number guessing
- Session resets
  - Close a legitimate connection

Session Hijack



Session Hijack



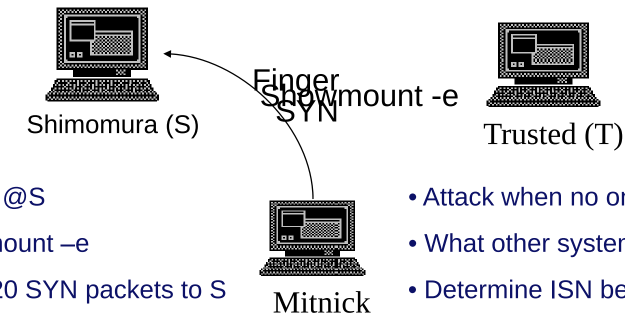
TCP Layer Attacks

- TCP SYN Flooding
  - Exploit state allocated at server after initial SYN packet
  - Send a SYN and don’t reply with ACK
  - Server will wait for 511 seconds for ACK
  - Finite queue size for incomplete connections (1024)
  - Once the queue is full it doesn’t accept requests

TCP Layer Attacks

- TCP Session Poisoning
  - Send RST packet
    - Will tear down connection
  - Do you have to guess the exact sequence number?
    - Anywhere in window is fine
    - For 64k window it takes 64k packets to reset
    - About 15 seconds for a T1

An Example



- Finger @S
- showmount –e
- Send 20 SYN packets to S

- Attack when no one is around
- What other systems it trusts?
- Determine ISN behavior

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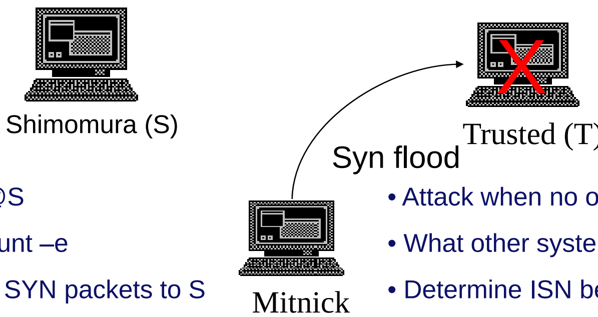

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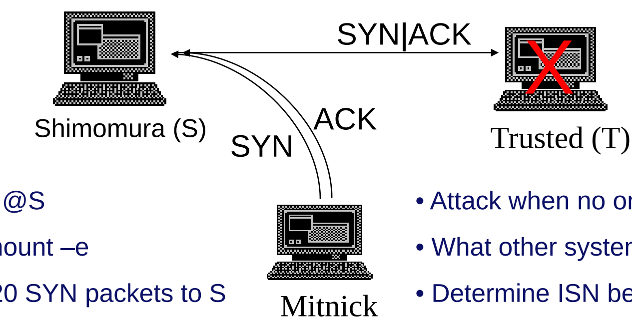

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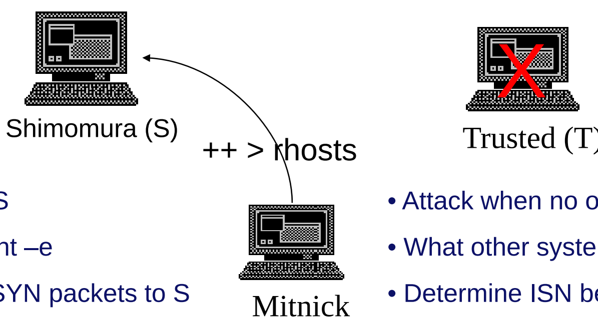

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- Send "echo + + > ~/.rhosts"

- Attack when no one is around
- What other systems it trusts?
- Determine ISN behavior
- T won't respond to packets
- S assumes that it has a session with T
- Give permission to anyone from anywhere

Where do the problems come from?

- Protocol-level vulnerabilities
  - Implicit trust assumptions in design
- Implementation vulnerabilities
  - Both on routers and end-hosts
- Incomplete specifications
  - Often left to the imagination of programmers

Outline – Part I

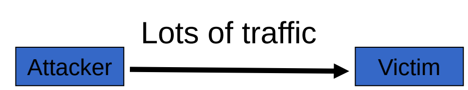
- Security Vulnerabilities
- ***Denial of Service***
- Worms
- Countermeasures: Firewalls/IDS

Denial of Service

- Make a service unusable/unavailable
- Disrupt service by taking down hosts
  - E.g., ping-of-death
- Consume host-level resources
  - E.g., SYN-floods
- Consume network resources
  - E.g., UDP/ICMP floods

Simple DoS

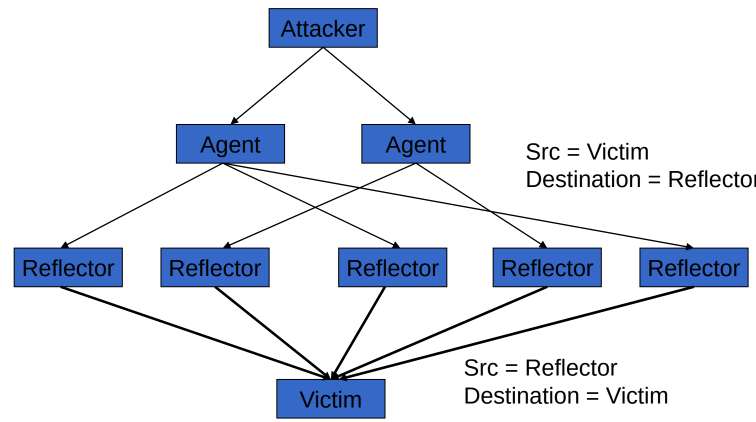
- Attacker usually spoofs source address to hide origin
- Aside: Backscatter Analysis
  - When attack traffic results in replies from the victim
  - E.g. TCP SYN, ICMP ECHO



Backscatter Analysis

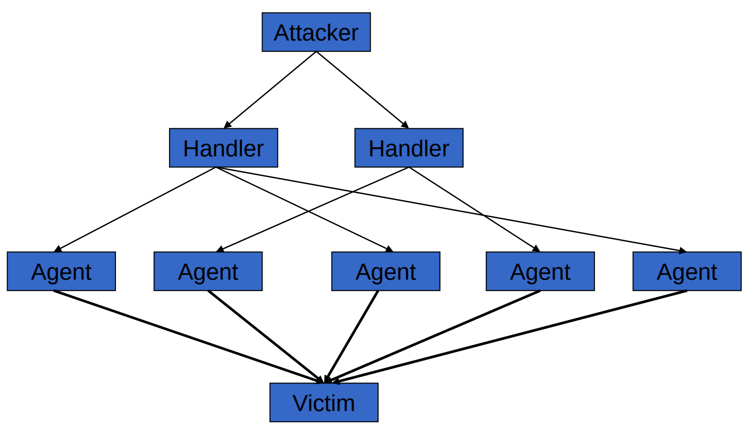
- Attacker sends spoofed TCP SYN packets to www.haplessvictim.com
  - With spoofed addresses chosen at random
- My network sees TCP SYN-ACKs from www.haplessvictim.com at rate R
- What is the rate of the attack?
  - Assuming addresses chosen are uniform
  - (2^32/ Network Address space) * R

Reflector Attack



Unsolicited traffic at victim from legitimate hosts

Distributed DoS



Distributed DoS

- Handlers are usually high volume servers
  - Easy to hide the attack packets
- Agents are usually home users with DSL/Cable
  - Already infected and the agent installed
- Very difficult to track down the attacker
  - Multiple levels of indirection!
- Aside: How to distinguish DDos from flash crowd?

Outline – Part I

- Security, Vulnerabilities
- Denial of Service
- ***Worms***
- Countermeasures: Firewalls/IDS

Worm Overview

- Self-propagate through network
- Typical Steps in worm propagation
  - Probe host for vulnerable software
  - Exploit the vulnerability (e.g., buffer overflow)
    - Attacker gains privileges of the vulnerable program
  - Launch copy on compromised host
- Spread at exponential rate
  - 10M hosts in < 5 minutes
  - Hard to deal with manual intervention

Scanning Techniques

- Random
- Local subnet
- Routing Worm
- Hitlist
- Topological

Random Scanning

- 32-bit randomly generated IP address
  - E.g., Slammer and Code Red I
  - What about IPv6?
- Hits black-holed IP space frequently
  - Only 28.6% of IP space is allocated
  - Detect worms by monitoring unused addresses
    - Honeypots/Honeynet

Subnet Scanning

- Generate last 1, 2, or 3 bytes of IP address randomly
- Code Red II and Blaster
- Some scans must be completely random to infect whole internet

Routing Worm

- BGP information can tell which IP address blocks are allocated
- This information is publicly available
  - http://www.routeviews.org/
  - http://www.ripe.net/ris/

Hit List

- List of vulnerable hosts sent with payload
  - Determined before worm launch by scanning
- Boosts worm growth in the slow start phase
- Can evade common detection techniques

Topological

- Uses info on the infected host to find the next target
  - Morris Worm used /etc/hosts , .rhosts
  - Email address books
  - P2P software usually store info about peers that each host connects to

Some proposals for countermeasures

- Better software safeguards
  - Static analysis and array bounds checking (lint/e-fence)
  - Safe versions of library calls
    - gets(buf) -> fgets(buf, size, ...)
    - sprintf(buf, ...) -> snprintf(buf, size, ...)
- Host-diversity
  - Avoid same exploit on multiple machines
- Network-level: IP address space randomization
- Host-level solutions
  - E.g., Memory randomization, Stack guard
- Rate-limiting: Contain the rate of spread
- Content-based filtering: signatures in packet payloads

Outline – Part I

- Security, Vulnerabilities
- Denial of Service
- Worms
- ***Countermeasures: Firewalls/IDS***

Countermeasure Overview

- High level basic approaches
  - Prevention
  - Detection
  - Resilience
- Requirements
  - Security: soundness / completeness (false positive / negative
  - Overhead
  - Usability

Design questions ..

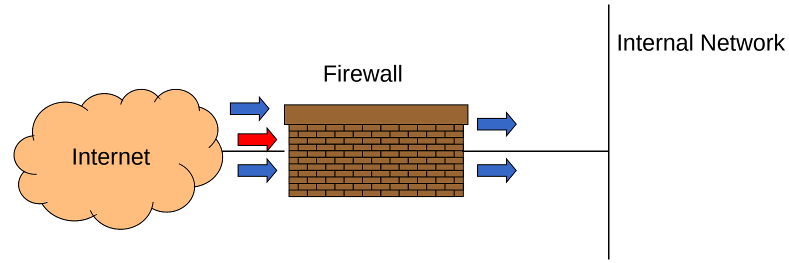
- Why is it so easy to send unwanted traffic?
  - Worm, DDoS, virus, spam, phishing etc
- Where to place functionality for stopping unwanted traffic?
  - Edge vs. Core
  - Routers vs. Middleboxes
- Redesign Internet architecture to detect and prevent unwanted traffic?

Firewalls

- Block/filter/modify traffic at network-level
  - Limit access to the network
  - Installed at perimeter of the network
- Why network-level?
  - Vulnerabilities on many hosts in network
  - Users don't keep systems up to date
  - Lots of patches to keep track of
  - Zero-day exploits

Firewalls (contd…)

- Firewall inspects traffic through it
- Allows traffic specified in the policy
- Drops everything else
- Two Types
  - Packet Filters, Proxies



Packet Filters

- Selectively passes packets from one network interface to another
- Usually done within a router between external and internal network
- What/How to filter?
  - Packet Header Fields
    - IP source and destination addresses
    - Application port numbers
    - ICMP message types/ Protocol options etc.
  - Packet contents (payloads)

Packet Filters: Possible Actions

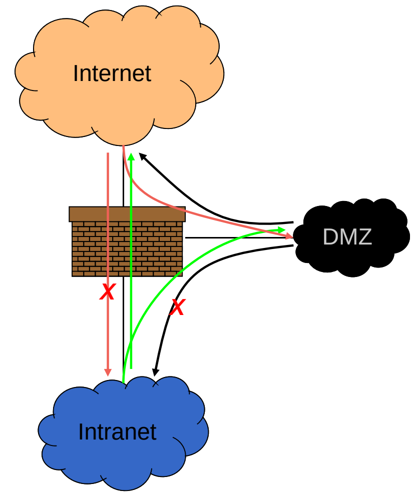
- Allow the packet to go through
- Drop the packet (Notify Sender/Drop Silently)
- Alter the packet (NAT?)
- Log information about the packet

Some examples

- Block all packets from outside except for SMTP servers
- Block all traffic to/from a list of domains
- Ingress filtering
  - Drop pkt from outside with addresses inside the network
- Egress filtering
  - Drop pkt from inside with addresses outside the network

Typical Firewall Configuration

- Internal hosts can access DMZ and Internet
- External hosts can access DMZ only, not Intranet
- DMZ hosts can access Internet only
- Advantages?
  - If a service gets compromised in DMZ it cannot affect internal hosts



Firewall implementation

- Stateless packet filtering firewall
- Rule → (Condition, Action)
- Rules are processed in top-down order
  - If a condition satisfied – action is taken

Sample Firewall Rule

Allow SSH from external hosts to internal hosts

Two rules

Inbound and out

How to know a p

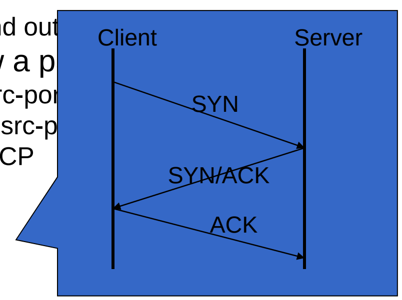
Inbound: src-por

Outbound: src-p

Protocol=TCP

Ack Set?

Problems?



Rule	Dir	Src Addr	Src Port	Dst Addr	Dst Port	Proto	Ack Set?	Action
SSH-1	In	Ext	> 1023	Int	22	TCP	Any	Allow
SSH-2	Out	Int	22	Ext	> 1023	TCP	Yes	Alow

Default Firewall Rules

- Egress Filtering
  - Outbound traffic from external address → Drop
  - Benefits?
- Ingress Filtering
  - Inbound Traffic from internal address → Drop
  - Benefits?
- Default Deny
  - Why?

Rule	Dir	Src Addr	Src Port	Dst Addr	Dst Port	Proto	Ack Set?	Action
Egress	Out	Ext	Any	Ext	Any	Any	Any	Deny
Ingress	In	Int	Any	Int	Any	Any	Any	Deny
Default	Any	Any	Any	Any	Any	Any	Any	Deny

Packet Filters

- Advantages
  - Transparent to application/user
  - Simple packet filters can be efficient
- Disadvantages
  - Usually fail open
  - Very hard to configure the rules
  - May only have coarse-grained information?
    - Does port 22 always mean SSH?
    - Who is the user accessing the SSH?

Alternatives

- Stateful packet filters
  - Keep the connection states
  - Easier to specify rules
  - Problems?
    - State explosion
    - State for UDP/ICMP?
- Proxy Firewalls
  - Two connections instead of one
  - Either at transport level
    - SOCKS proxy
  - Or at application level
    - HTTP proxy

Proxy Firewall

- Data Available
  - Application level information
  - User information
- Advantages?
  - Better policy enforcement
  - Better logging
  - Fail closed
- Disadvantages?
  - Doesn't perform as well
  - One proxy for each application
  - Client modification

Intrusion Detection Systems

- Firewalls allow traffic only to legitimate hosts and services
- Traffic to the legitimate hosts/services can have attacks
- Solution?
  - Intrusion Detection Systems
  - Monitor data and behavior
  - Report when identify attacks

Classes of IDS

- What type of analysis?
  - Signature-based
  - Anomaly-based
- Where is it operating?
  - Network-based
  - Host-based

Signature-based IDS

- Characteristics
  - Uses known pattern matching to signify attack
- Advantages?
  - Widely available
  - Fairly fast
  - Easy to implement
  - Easy to update
- Disadvantages?
  - Cannot detect attacks for which it has no signature

Anomaly-based IDS

- Characteristics
  - Uses statistical model or machine learning engine to characterize normal usage behaviors
  - Recognizes departures from normal as potential intrusions
- Advantages?
  - Can detect attempts to exploit new and unforeseen vulnerabilities
  - Can recognize authorized usage that falls outside the normal pattern
- Disadvantages?
  - Generally slower, more resource intensive compared to signature-based IDS
  - Greater complexity, difficult to configure
  - Higher percentages of false alerts

Network-based IDS

- Characteristics
  - NIDS examine raw packets in the network passively and triggers alerts
- Advantages?
  - Easy deployment
  - Unobtrusive
  - Difficult to evade if done at low level of network operation
- Disadvantages?
  - Fail Open
  - Different hosts process packets differently
  - NIDS needs to create traffic seen at the end host
  - Need to have the complete network topology and complete host behavior

Host-based IDS

- Characteristics
  - Runs on single host
  - Can analyze audit-trails, logs, integrity of files and directories, etc.
- Advantages
  - More accurate than NIDS
  - Less volume of traffic so less overhead
- Disadvantages
  - Deployment is expensive
  - What happens when host get compromised?

Summary – Part I

- Security vulnerabilities are real!
  - Protocol or implementation or bad specs
  - Poor programming practices
  - At all layers in protocol stack
- DoS/DDoS
  - Resource utilization attacks
- Worm/Malware
  - Exploit vulnerable services
  - Exponential spread
- Countermeasures: Firewall/IDS

Our “Narrow” Focus

- Yes:
  - Protecting network resources and limiting connectivity (Part I)
  - Creating a “secure channel” for communication (Part II)
- No:
  - Preventing software vulnerabilities & malware, or “social engineering”.

Internet Design Decisions and Security

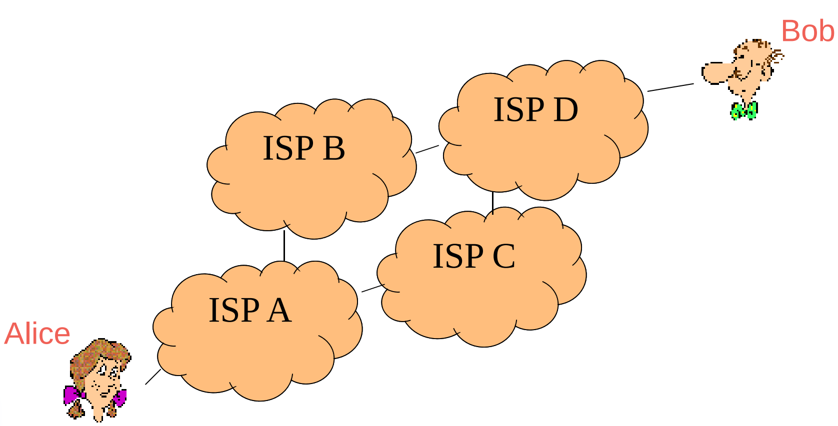
- Origin as a small and cooperative network
  (=> largely trusted infrastructure)
- Global Addressing
  (=> every sociopath is your next-door neighbor*)
- Connection-less datagram service
  (=> can't verify source, hard to protect bandwidth)

* Dan Geer

Internet Design Decisions and Security

- Anyone can connect
  (=> ANYONE can connect)
- Millions of hosts run nearly identical software
  (=> single exploit can create epidemic)
- Most Internet users know about as much as Senator Stevens aka "the tubes guy"
  (=> God help us all…)

Secure Communication with an Untrusted Infrastructure



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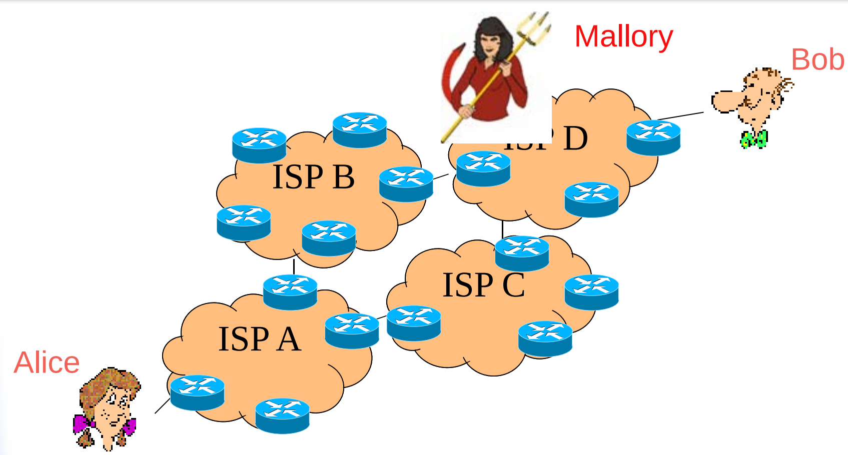

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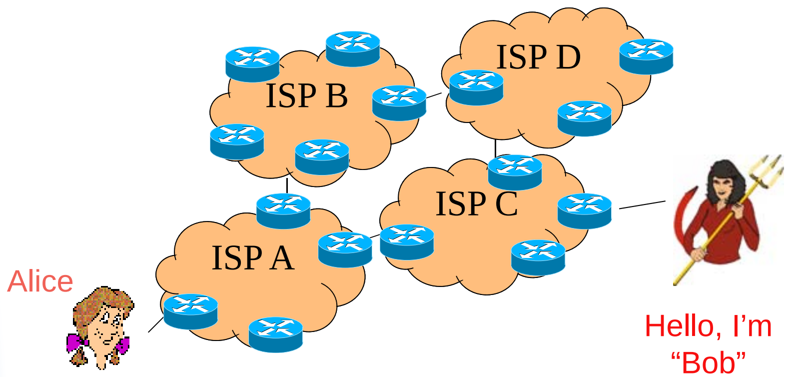


What do we need for a secure comm channel?

- Authentication (Who am I talking to?)
- Confidentiality (Is my data hidden?)
- Integrity (Has my data been modified?)
- Availability (Can I reach the destination?)

What is cryptography?

"cryptography is about communication in the presence of adversaries."

- Ron Rivest

"cryptography is using math and other crazy tricks to approximate magic"

- Unknown 441 TA

What is cryptography?

Tools to help us build secure communication channels that provide:

1) Authentication
2) Integrity
3) Confidentiality

Cryptography As a Tool

- Using cryptography securely is not simple
- Designing cryptographic schemes correctly is near impossible.

Today we want to give you an idea of what can be done with cryptography.

Take a security course if you think you may use it in the future

The Great Divide

	Symmetric Crypto (Private key) (E.g., AES)	Asymmetric Crypto (Public key) (E.g., RSA)
Shared secret between parties?	Yes	No
Speed of crypto operations	Fast	Slow

Symmetric Key: Confidentiality

Motivating Example:

You and a friend share a key K of L random bits, and want to secretly share message M also L bits long.

Scheme:

You send her the *xor(M,K)* and then she “decrypts” using *xor(M,K)* again.

1) Do you get the right message to your friend?

2) Can an adversary recover the message M?

3) Can adversary recover the key K?

Symmetric Key: Confidentiality

- One-time Pad (OTP) is secure but usually impactical
  - Key is as long at the message
  - Keys cannot be reused (why?)

In practice, two types of ciphers are used that require constant length keys:

Stream Ciphers:

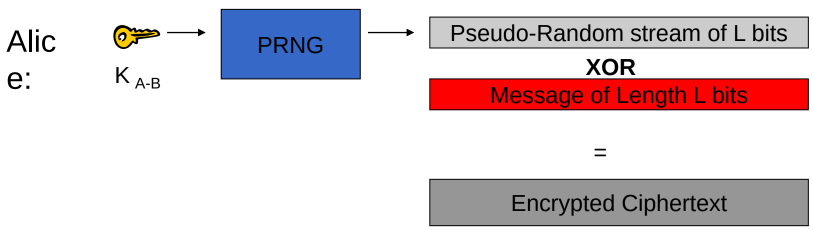
Ex: RC4, A5

Block Ciphers:

Ex: DES, AES, Blowfish

Symmetric Key: Confidentiality

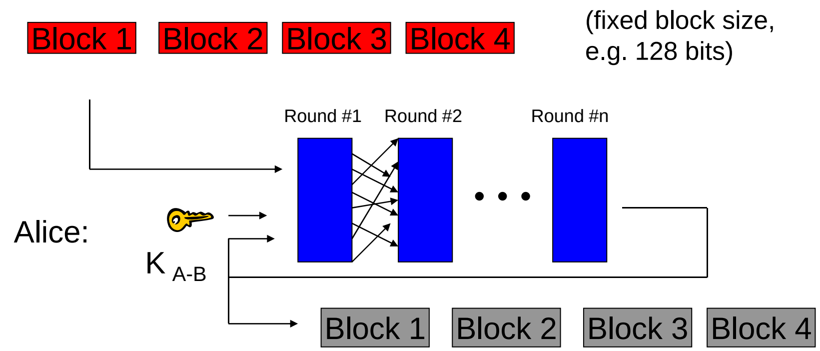
- Stream Ciphers (ex: RC4)



Bob uses K_{A-B} as PRNG seed, and XORs encrypted text to get the message back (just like OTP).

Symmetric Key: Confidentiality

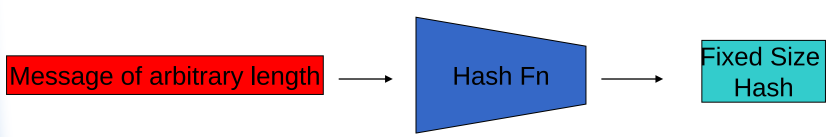
- Block Ciphers (ex: AES)



Bob breaks the ciphertext into blocks, feeds it through decryption engine using K_{A-B} to recover the message.

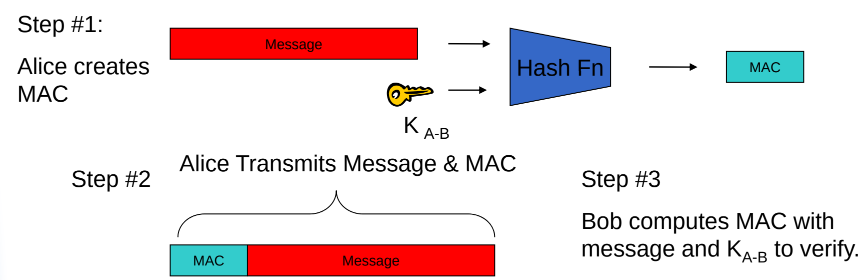
Cryptographic Hash Functions

- Consistent
  - hash(X) always yields same result
- One-way
  - given Y, can't find X s.t. hash(X) = Y
- Collision resistant
  - given hash(W) = Z, can't find X such that hash(X) = Z



Symmetric Key: Integrity

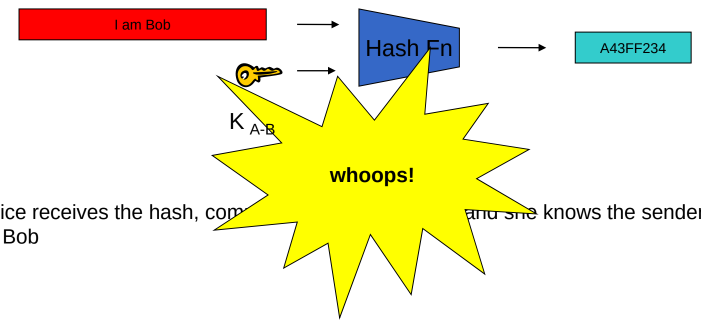
- Hash Message Authentication Code (HMAC)



Why is this secure?
How do properties of a hash function help us?

Symmetric Key: Authentication

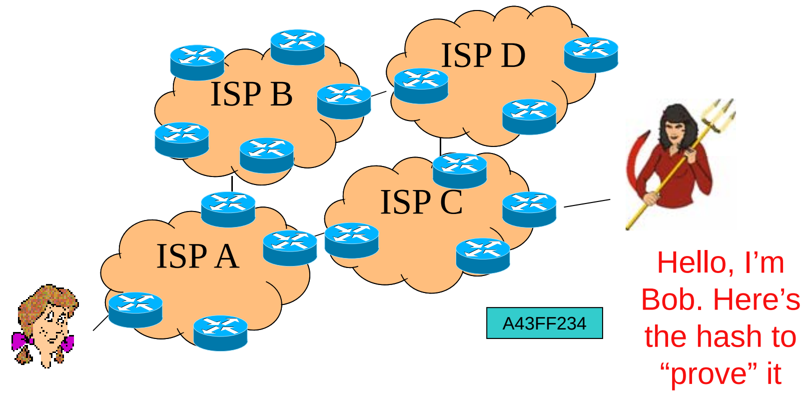
- You already know how to do this!
  (hint: think about how we showed integrity)



Alice receives the hash, com… and she knows the sender is Bob

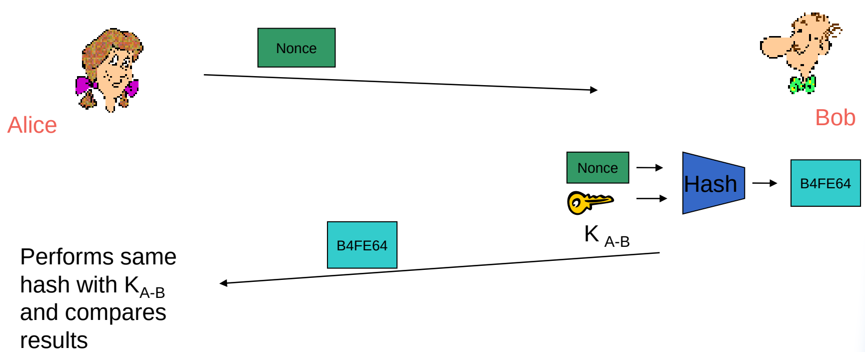
Symmetric Key: Authentication

What if Mallory overhears the hash sent by Bob, and then "replays" it later?



Symmetric Key: Authentication

- A "Nonce"
  - A random bitstring used only once. Alice sends nonce to Bob as a "challenge". Bob Replies with "fresh" MAC result.



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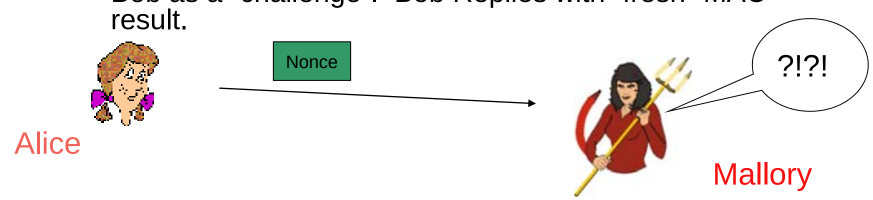


If Alice sends Mallory a nonce, she cannot compute the corresponding MAC without K_{A-B}

Symmetric Key Crypto Review

- Confidentiality: Stream & Block Ciphers
- Integrity: HMAC
- Authentication: HMAC and Nonce

Questions??

Are we done? Not Really:

1) Number of keys scales as O(n^2)

2) How to securely share keys in the first place?

Diffie-Hellman key exchange

- An early (1976) way to create a shared secret.
- Everyone knows a prime, p, and a generator, g.
- Alice and Bob want to share a secret, but only have internet to communicate over.

DH key exchange

Everyone: large prime p and generator g

Create secret: a

Alice

Send Bob: g^a mod p

Create secret: b

Bob

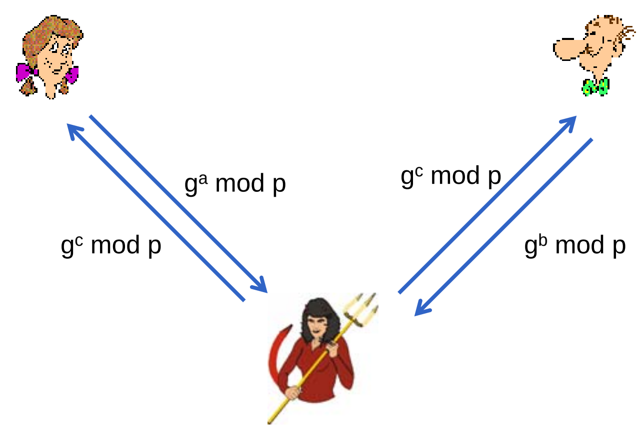
Send Alice: g^b mod p

Compute: $(g^b \bmod p)^a$

Compute: $(g^a \bmod p)^b$

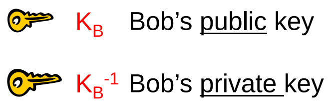
Voila: They both know g^{ab} which is secret!

DH key exchange & Man-In-The-Middle



Asymmetric Key Crypto:

- Instead of shared keys, each person has a "key pair"



- The keys are inverses, so: $K_B^{-1}(K_B(m)) = m$

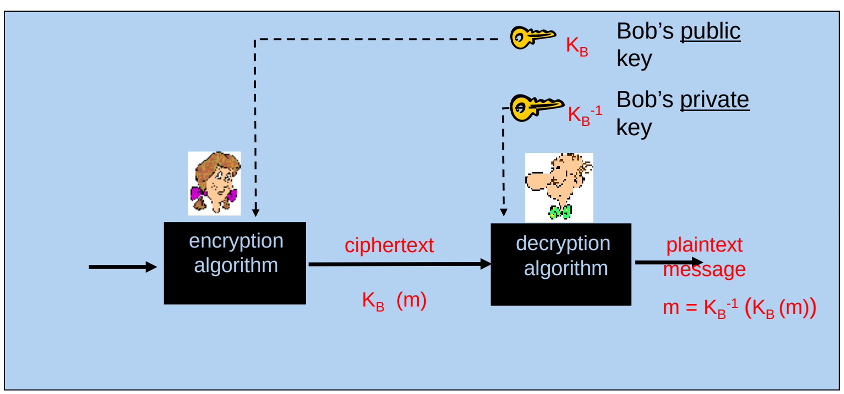
Asymmetric Key Crypto:

- It is believed to be computationally unfeasible to derive K_B^{-1} from K_B or to find any way to get M from $K_B(M)$ other than using K_B^{-1} .

=> K_B can safely be made public.

Note: We will not explain the computation that $K_B(m)$ entails, but rather treat these functions as black boxes with the desired properties.

Asymmetric Key: Confidentiality



Asymmetric Key: Sign & Verify

- If we are given a message M, and a value S such that $K_B(S) = M$, what can we conclude?

- The message must be from Bob, because it must be the case that $S = K_B^{-1}(M)$, and only Bob has K_B^{-1} !

- This gives us two primitives:
  - Sign (M) = $K_B^{-1}(M)$ = Signature S
  - Verify (S, M) = test($K_B(S)$ == M)

Asymmetric Key: Integrity & Authentication

- We can use Sign() and Verify() in a similar manner as our HMAC in symmetric schemes.

Integrity:

S = Sign(M)	Message M

Receiver must only check Verify(M, S)

Authentication:

Nonce → S = Sign(Nonce) → Verify(Nonce, S)

Asymmetric Key Review:

- Confidentiality: Encrypt with Public Key of Receiver
- Integrity: Sign message with private key of the sender
- Authentication: Entity being authenticated signs a nonce with private key, signature is then verified with the public key

But, these operations are computationally expensive*

One last "little detail"…

How do I get these keys in the first place?? Remember:

- Symmetric key primitives assumed Alice and Bob had already shared a key.
- Asymmetric key primitives assumed Alice knew Bob's public key.

This may work with friends, but when was the last time you saw Amazon.com walking down the street?

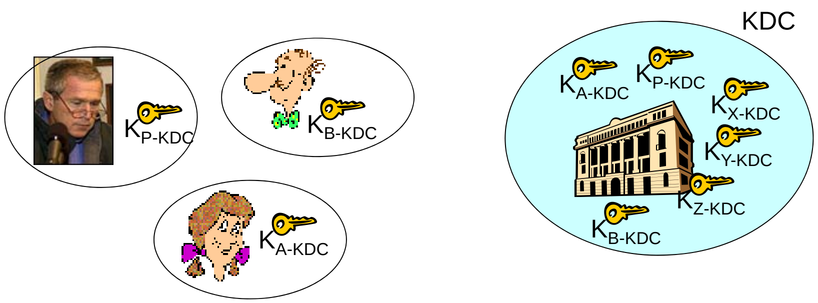
Symmetric Key Distribution

- How does Andrew do this?

Andrew Uses Kerberos, which relies on a Key Distribution Center (KDC) to establish shared symmetric keys.

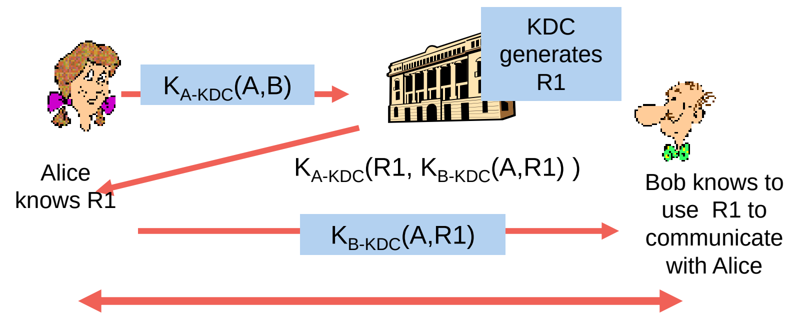
Key Distribution Center (KDC)

- Alice, Bob need shared symmetric key.
- KDC: server shares different secret key with *each* registered user (many users)
- Alice, Bob know own symmetric keys, $K_{A\text{-}KDC}$ $K_{B\text{-}KDC}$, for communicating with KDC.



Key Distribution Center (KDC)

Q: How does KDC allow Bob, Alice to determine shared symmetric secret key to communicate with each other?



Alice and Bob communicate: using R1 as *session key* for shared symmetric encryption

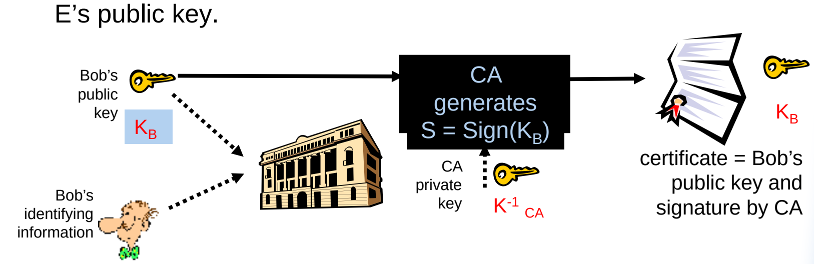
How Useful is a KDC?

- Must always be online to support secure communication
- KDC can expose our session keys to others!
- Centralized trust and point of failure.

In practice, the KDC model is mostly used within single organizations (e.g. Kerberos) but not more widely.

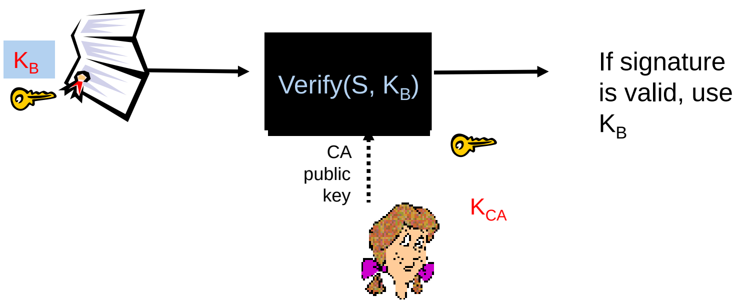
Certification Authorities

- Certification authority (CA): binds public key to particular entity, E.
- An entity E registers its public key with CA.
  - E provides “proof of identity” to CA.
  - CA creates certificate binding E to its public key.
  - Certificate contains E’s public key AND the CA’s signature of E’s public key.



Certification Authorities

- When Alice wants Bob's public key:
  - Gets Bob's certificate (Bob or elsewhere).
  - Use CA's public key to verify the signature within Bob's certificate, then accepts public key



Certificate Contents

- info algorithm and key value itself (not shown)

- Cert owner
- Cert issuer
- Valid dates
- Fingerprint of signature

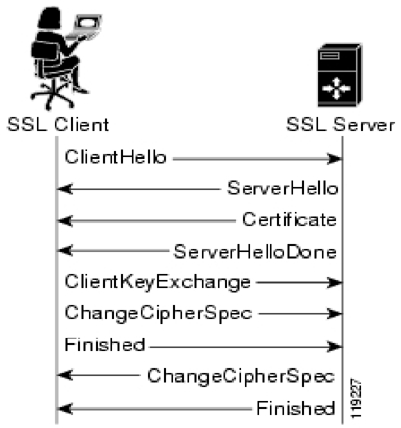
Which Authority Should You Trust?

- Today: many authorities
- What about a shared Public Key Infrastructure (PKI)?
  - A system in which "roots of trust" authoritatively bind public keys to real-world identities
  - So far it has not been very successful

Transport Layer Security (TLS) aka Secure Socket Layer (SSL)

- Used for protocols like HTTPS
- Special TLS socket layer between application and TCP (small changes to application).
- Handles confidentiality, integrity, and authentication.
- Uses "hybrid" cryptography.

Setup Channel with TLS "Handshake"



Handshake Steps:

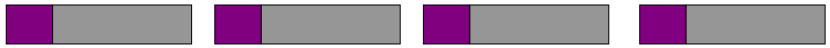
1) Client and server negotiate exact cryptographic protocols
2) Client validates public key certificate with CA public key.
3) Client encrypts secret random value with server's key, and sends it as a challenge.
4) Server decrypts, proving it has the corresponding private key.
5) This value is used to derive symmetric session keys for encryption & MACs.

How TLS Handles Data

1) Data arrives as a stream from the application via the TLS Socket

2) The data is segmented by TLS into chunks

3) A session key is used to encrypt and MAC each chunk to form a TLS "record", which includes a short header and data that is encrypted, as well as a MAC.



4) Records form a byte stream that is fed to a TCP socket for transmission.

Summary – Part II

- Internet design and growth => security challenges
- Symmetric (pre-shared key, fast) and asymmetric (key pairs, slow) primitives provide:
  - Confidentiality
  - Integrity
  - Authentication
- "Hybrid Encryption" leverages strengths of both.
- Great complexity exists in securely acquiring keys.
- Crypto is hard to get right, so use tools from others, don't design your own (e.g. TLS).

Resources

- Textbook: 8.1 – 8.3
- Wikipedia for overview of Symmetric/Asymmetric primitives and Hash functions.
- OpenSSL (www.openssl.org): top-rate open source code for SSL and primitive functions.
- "Handbook of Applied Cryptography" available free online: www.cacr.math.uwaterloo.ca/hac/