

CSc 466/566

## Computer Security

### 18 : Network Security

Version: 2014/11/04 16:56:51

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Christian Collberg

# Outline

- 1 Tunneling
  - SSH
  - IPsec
  - VPN
- 2 Intrusion Detection
  - Port Scanning
- 3 Summary

# Tunneling

- TCP packets are sent in cleartext.
- In a **tunneling** protocol, packets are automatically encrypted.
- How to evade school firewall, secure traffic tunneling & more:

<http://www.wonderhowto.com/how-to-evade-school-firewall-secure-traffic-tunneling-more-285775>

- Quick and Dirty SSH Tunneling: [http://www.youtube.com/watch?v=EkPzt4\\_S3cc](http://www.youtube.com/watch?v=EkPzt4_S3cc)

# SSH Protocol

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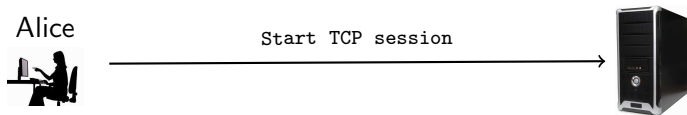
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- ⑤ The Server gives the Client a command prompt.

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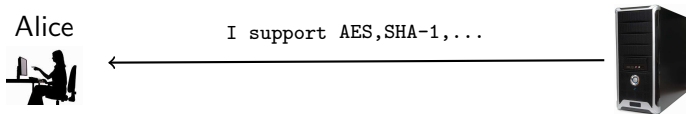
Alice



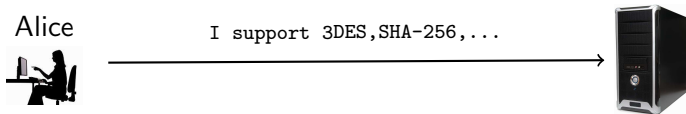
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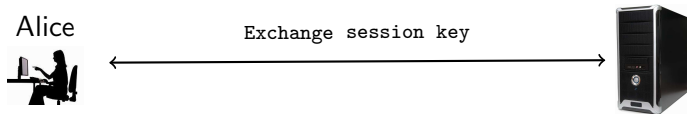
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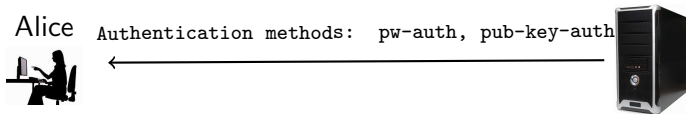
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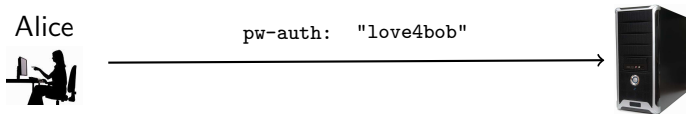
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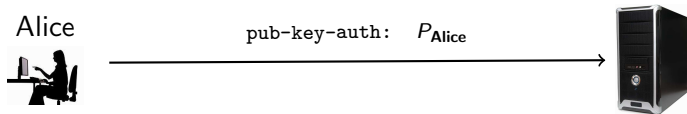


# SSH Protocol





# SSH Protocol



# SSH Protocol

Alice



$P_{\text{Alice}}$

user	$P_{\text{user}}$
Alice	$P_{\text{Alice}}$
Bob	$P_{\text{Bob}}$

# SSH Protocol

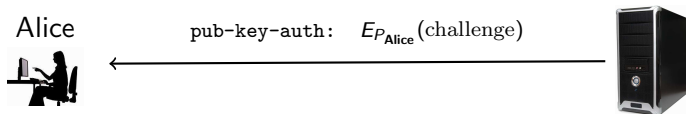
Alice



OK

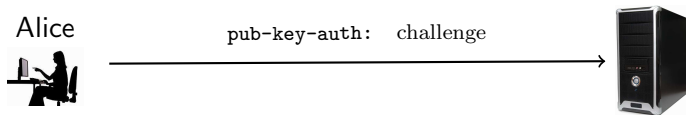
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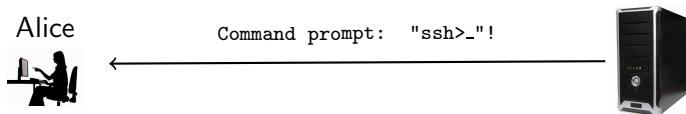
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Bob	$P_{\text{Bob}}$

# Setting up SSH Tunneling

- Configure an SSH client to forward a local port to a port on a remote machine:

```
ssh -N -L 8888:192.168.111.222:80 bob@server  
bob@server 's password :.....
```

- 8888 is the local port.
- 192.168.111.222:80 is the IP address and the port on the remote machine.
- -N means not to execute any commands on the remote host.
- Start a browser, go to <http://localhost:8888>, this will redirect to 192.168.111.222:80.

# SSH Tunneling...

- D `[bind_address:]port`: Specifies a local “dynamic” application-level port forwarding. This works by allocating a socket to listen to port on the local side, optionally bound to the specified `bind_address`. Whenever a connection is made to this port, the connection is forwarded over the secure channel, and the application protocol is then used to determine where to connect to from the remote machine.
- L `[bind_address:]port:host:hostport`: Specifies that the given port on the local (client) host is to be forwarded to the given host and port on the remote side. This works by allocating a socket to listen to port on the local side, optionally bound to the specified `bind_address`. Whenever a connection is made to this port, the connection is forwarded over the secure channel, and a connection is made to host port `hostport` from the remote machine.



# Internet Protocol Security (IPsec)

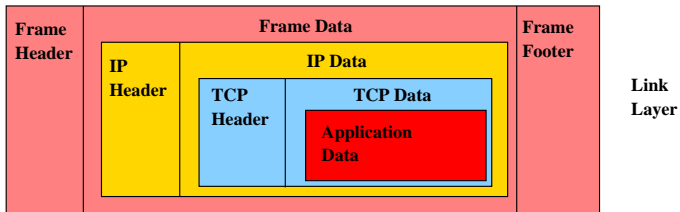
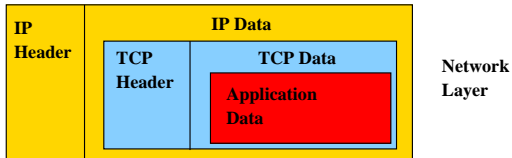
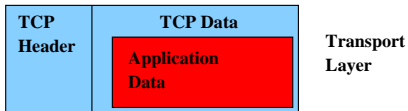
- Operates at the Internet (Network) Layer.
- Transparent to applications.
- Requires a modified IP stack.
- Network applications don't need to change.

# IPv4 Packet Format

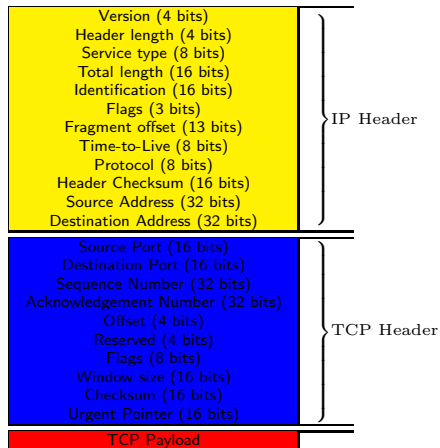
Version (4 bits)
Header length (4 bits)
Service type (8 bits)
Total length (16 bits)
Identification (16 bits)
Flags (3 bits)
Fragment offset (13 bits)
Time-to-Live (8 bits)
Protocol (8 bits)
Header Checksum (16 bits)
Source Address (32 bits)
Destination Address (32 bits)
Payload

# TCP Packet Format

Source Port (16 bits)
Destination Port (16 bits)
Sequence Number (32 bits)
Acknowledgement Number (32 bits)
Offset (4 bits)
Reserved (4 bits)
Flags (8 bits)
Window size (16 bits)
Checksum (16 bits)
Urgent Pointer (16 bits)
Payload



# TPC Packet Encapsulated Within IPv4



# IPsec Authentication Header (AH)

Next Header (8 bits)
Payload Length (8 bits)
Reserved (16 bits)
Security Parameters Index (SPI) (32 bits)
Sequence Number (32 bits)
Authentication Data (MD5/SHA-1)

- The IPsec AH is used to authenticate the sender and ensure packet integrity.

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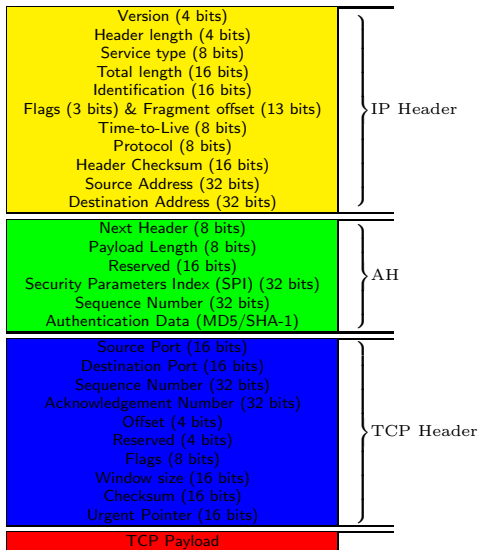
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- **Security Parameters Index** describes which cryptographic algorithms and keys to use.
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- **Authentication Data** contains an **Integrity Check Value** (ICV) to protect the integrity of the packet.

# Transport Mode

- In **Transport Mode** we protect an end-to-end conversation between two hosts.
- We can authenticate and/or encrypt.
- We insert the AH header between the IP header and the TCP payload.
- Only the payload is encrypted and authenticated.

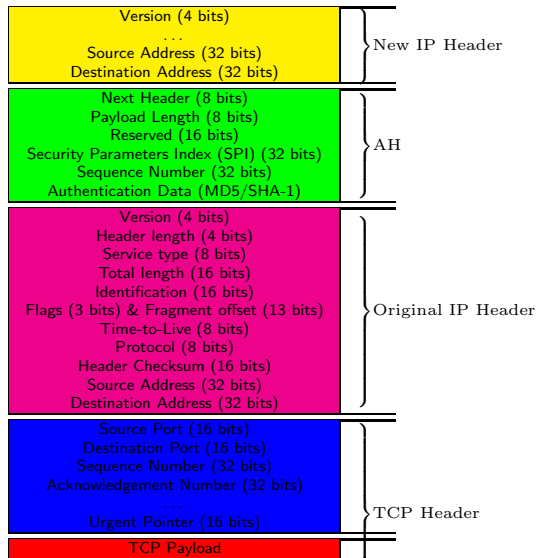
# IPsec Packet in Transport Mode



# Tunnel Mode

- In **Tunnel Mode** the entire IP packet is encapsulated inside another packet.
- Both original headers and payload are encrypted and authenticated.
- The source and destination addresses of the new packet can be different from those of the original packet. This allow us to form a tunnel.

# IPsec Packet in Tunnel Mode



# Security Associations (SAs)

- A set of **Security Associations** (SAs) tells, for a particular packet, which cryptographic keys and algorithms we should use to encrypt/decrypt/authenticate it.
- Each IPsec header has a **Security Parameter Index** (SPI), that indexes into a **Security Association Database** (SADB) and gives us the SAs.

# Security Associations (SAs)...

- An SA defines the following parameters:
  - 1 Source and destination IP address
  - 2 IPsec protocol (AH or ESP)
  - 3 Cipher algorithm
  - 4 Secret key
  - 5 Security Parameter Index (SPI).

# Security Association Database (SADB)

SPI	src	dest	protocol	cipher	key
1	176.11.1.2	192.10.2.3	AH	AES	0x4A5...
2	192.10.2.3	176.11.1.2	AH	3DES	0x56B...

- Note that you need one entry for each direction.
- Every packet includes the SPI so that the relevant keys and algorithms can be found.



# Internet Key Exchange (IKE)

- Before two processes can start to communicate, they must negotiate SAs.
- This is done using the Internet Key Exchange (IKE) protocol.
- IKE runs in two phases:
  - 1 Set up an initial SA to encrypt subsequent communication:
    - use DiffieHellman key exchange to generate a shared secret key  $K$ ;
    - authenticate using pre-shared keys, signatures, or public-key encryption;
  - 2 Exchange SAs for the IPsec traffic (encrypt with  $K$ ).

# Internet Key Exchange (IKE)...

Alice

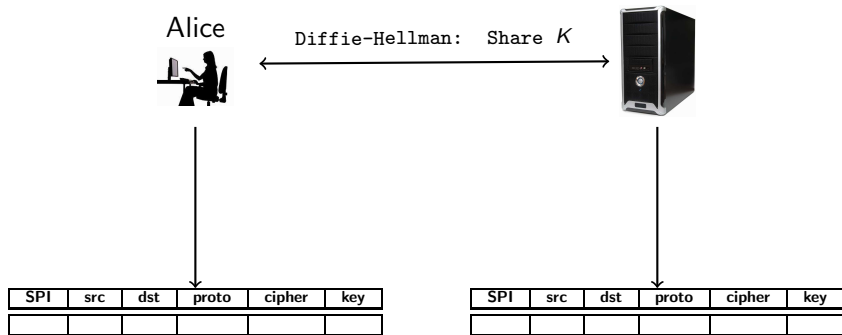


SPI	src	dst	proto	cipher	key

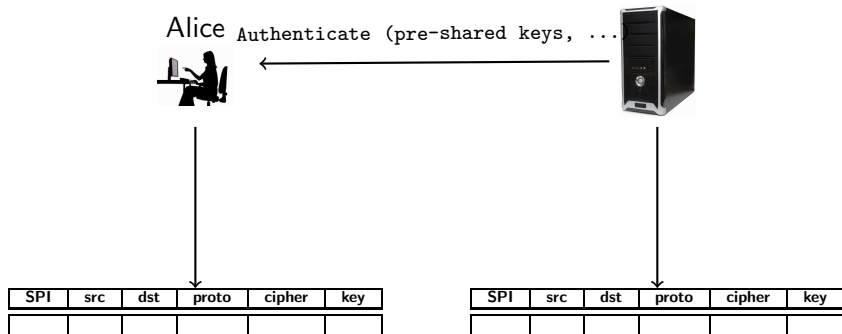


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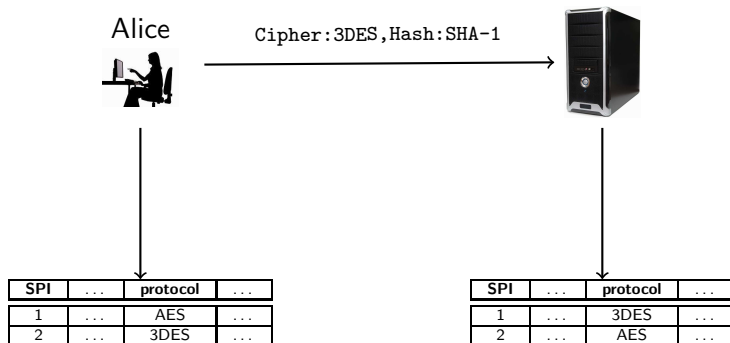
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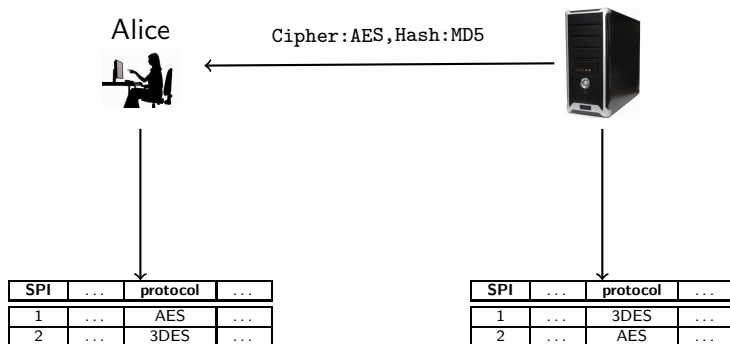
# Internet Key Exchange (IKE)...



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# Internet Key Exchange (IKE)...



# Integrity Check Value (ICV)

- The ICV is a hash over the entire packet, including IPsec header.
- A HMAC is used, incorporating a shared secret key:
  - 1 The hash provides tamper-detection.
  - 2 The key provides authentication.

# IPsec Encapsulating Security Payload Header (ESP)

Security Parameters Index (SPI) (32 bits)
Sequence Number (32 bits)
Encrypted Payload
Padding, Pad Length, Next Header
Authentication Data (MD5/SHA-1)

- IPsec defines two modes, **AH** and **ESP**.



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- The AH mode only protects packet integrity, not confidentiality.

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Security Parameters Index (SPI) (32 bits)
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- IPsec defines two modes, **AH** and **ESP**.
- The AH mode only protects packet integrity, not confidentiality.
- The **Encapsulating Security Payload** (ESP) mode also encrypts the payload.

# Virtual Private Network (VPN)

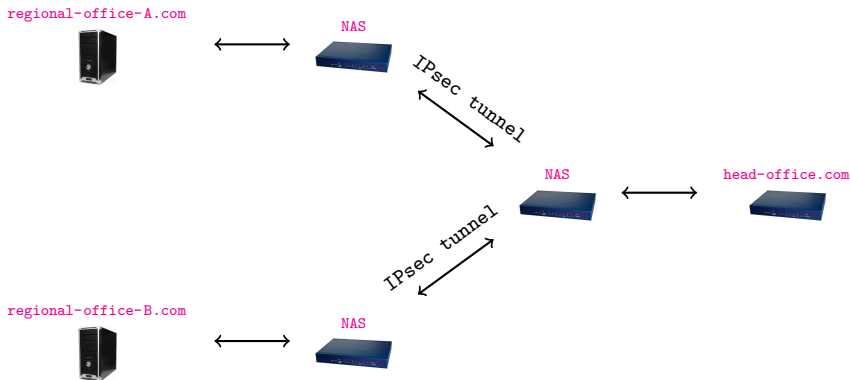
- Extend a private network (such as [arizona.edu](http://arizona.edu)) over long physical distances.
- Olden days: lease a private line.
- Now-a-days: create a tunnel over the open Internet.
- To a VPN user, accessing a remote network is indistinguishable from being connected directly to the network.
- Two kinds:
  - 1 Remote Access VPN for roaming users
  - 2 Site-to-Site VPN for fixed networks.

# Remote Access VPNs



- A **Remote Access VPN** connects a roaming user with a local network.
- The **Network Access Server** (NAS) is a VPN endpoint.

# Site-to-Site VPNs



- A **Site-to-Site VPN** bridges two physically distant networks.
- Example: Connect the LANs at a company's head and regional offices.

# Virtual Private Network — Problems

- Tunnels allow you to circumvent firewall policies:
  - 1 **Exfiltration**: a malicious insider can leak information from the company.
  - 2 Employees can surf unacceptable sites.

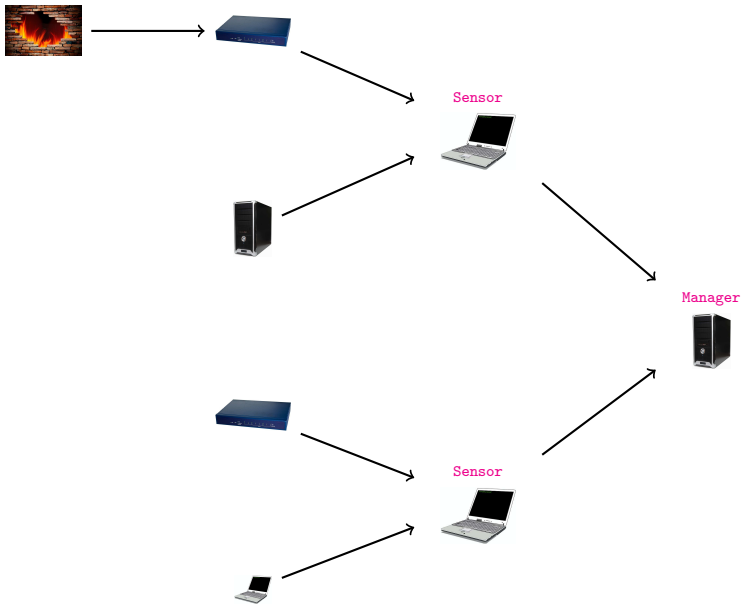
# Outline

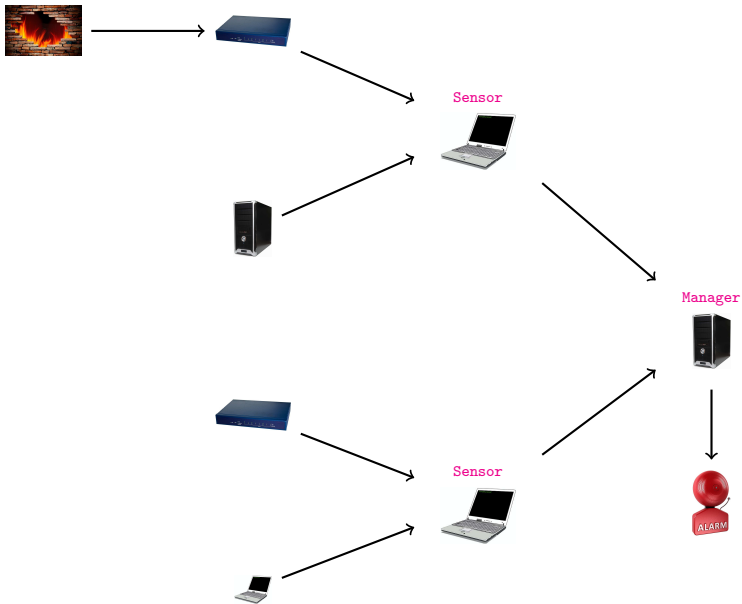
- 1 Tunneling
  - SSH
  - IPsec
  - VPN
- 2 Intrusion Detection
  - Port Scanning
- 3 Summary

# Intrusion Detection

- An **Intrusion Detection System** detects malicious activity on a network.
- Two components:
  - 1 **IDS sensors**: collect real-time data about the network,
  - 2 **IDS manager**: compiles reports from sensors.
- SNORT: <http://www.youtube.com/watch?v=baxPhu1pA2M>
- Research projekt ReMIND: [http://www.youtube.com/watch?v=onHg5glDg\\_0](http://www.youtube.com/watch?v=onHg5glDg_0)







# IDS Managers

- The manager
  - 1 compiles reports from sensors,
  - 2 decides if an intrusion has occurred,
  - 3 raises an alarm

# IDS Sensors

- The sensors
  - ① collect information from routers, servers, ... ,
  - ② writes records to an audit log.
- Audit log records:

[Subject, Object, Action, Error, Resource-Usage, Time-Stamp]

- Examples:
  - ① [Alice, /etc/passwd, read, no-error, 5ms, 05:30]
  - ② [128.72.100.99, 196.200.11.2, HTTP, error-404, 1ms, 15:23]

# IDS Techniques — NIDS

- **Network Intrusion Detection System (NIDS):**
  - Where: edge of network;
  - Examines: traffic patterns, packet content;
  - Detects: malicious network behavior.
- Performs **deep packet inspection** in incoming and outgoing traffic.
- **Rule based**: compare traffic with a database of attack signatures.
- **Statistical**: compare traffic against baseline network behavior.

# IDS Techniques — PIDS

- Protocol-Based Intrusion Detection System (PIDS):
  - Where: network host;
  - Examines: specific protocol traffic;
  - Detects: malicious content.
- Examples:
  - 1 Web server runs a PID to detect and drop malicious HTTP requests.
  - 2 PIDS detects malformed SQL queries between web server and database server.

# IDS Techniques — HIDS

- **Host-Based Intrusion Detection System (HIDS):**
  - Where: single machine;
  - Examines: system calls, resource usage, interprocess communication, system logs;
  - Detects: malicious users.
- A **masquerader** gains access using legitimate user's identity.
  - Detect unusual behavior using heuristic rules or statistical analysis.
- A **misfeasor** is a legitimate user behaving badly.
  - Detect violations of rules describing (un)authorized actions.
- A **clandestine user** deletes logs/audit files to cover up his actions.
  - Monitor (and log!) changes to log/audit files.

# Attacks on IDSs

- DOS: deliberately trigger many intrusion alerts!
- Slow attacks!
- Learn and mimic normal behavior!



# Port Scanning

- **Port Scanning** looks for open ports on a server.
- Information collected:
  - Open/Closed/Blocked connection?
  - Server operating system?
  - What service is running on a port?
- Can be used by
  - good guys (is my network secure?)
  - bad guys (what vulnerable services can I exploit?)

## Port Scanning — nmap

*Nmap ("Network Mapper") is an open source tool for network exploration and security auditing. It was designed to rapidly scan large networks, although it works fine against single hosts. Nmap uses raw IP packets in novel ways to determine what hosts are available on the network, what services (application name and version) those hosts are offering, what operating systems (and OS versions) they are running, what type of packet filters/firewalls are in use, and dozens of other characteristics. While Nmap is commonly used for security audits, many systems and network administrators find it useful for routine tasks such as network inventory, managing service upgrade schedules, and monitoring host or service uptime.*

# Port Scanning — nmapdots

- `nmap -A -T4 scanme.nmap.org`

# SYN Scans

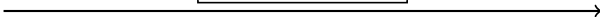


- 1 Send a TCP SYN packet to each port on the target.
- 2 Receive a SYN-ACK packet in return (the port is open!), close with RET.
- 3 Otherwise, try next port.

# SYN Scans

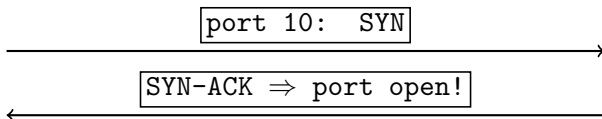


port 10: SYN



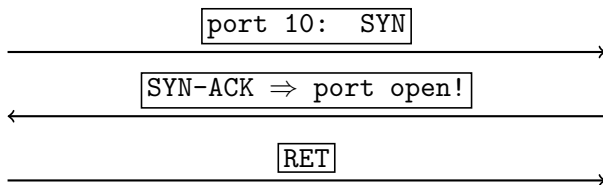
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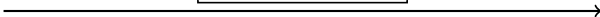


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# SYN Scans



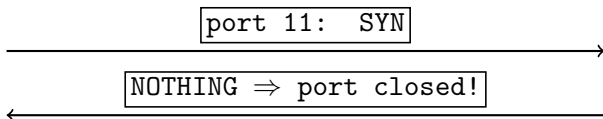
port 11: SYN



- 1 Send a TCP SYN packet to each port on the target.
- 2 Receive a SYN-ACK packet in return (the port is open!), close with RET.
- 3 Otherwise, try next port.

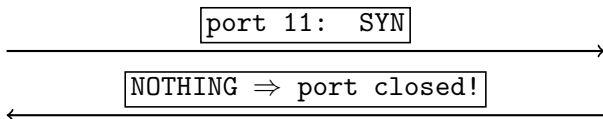


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# Outline

- 1 Tunneling
  - SSH
  - IPsec
  - VPN
- 2 Intrusion Detection
  - Port Scanning
- 3 Summary

# Readings and References

- Chapter 6 in *Introduction to Computer Security*, by Goodrich and Tamassia.