

NETWORK CAPABILITIES

TVA



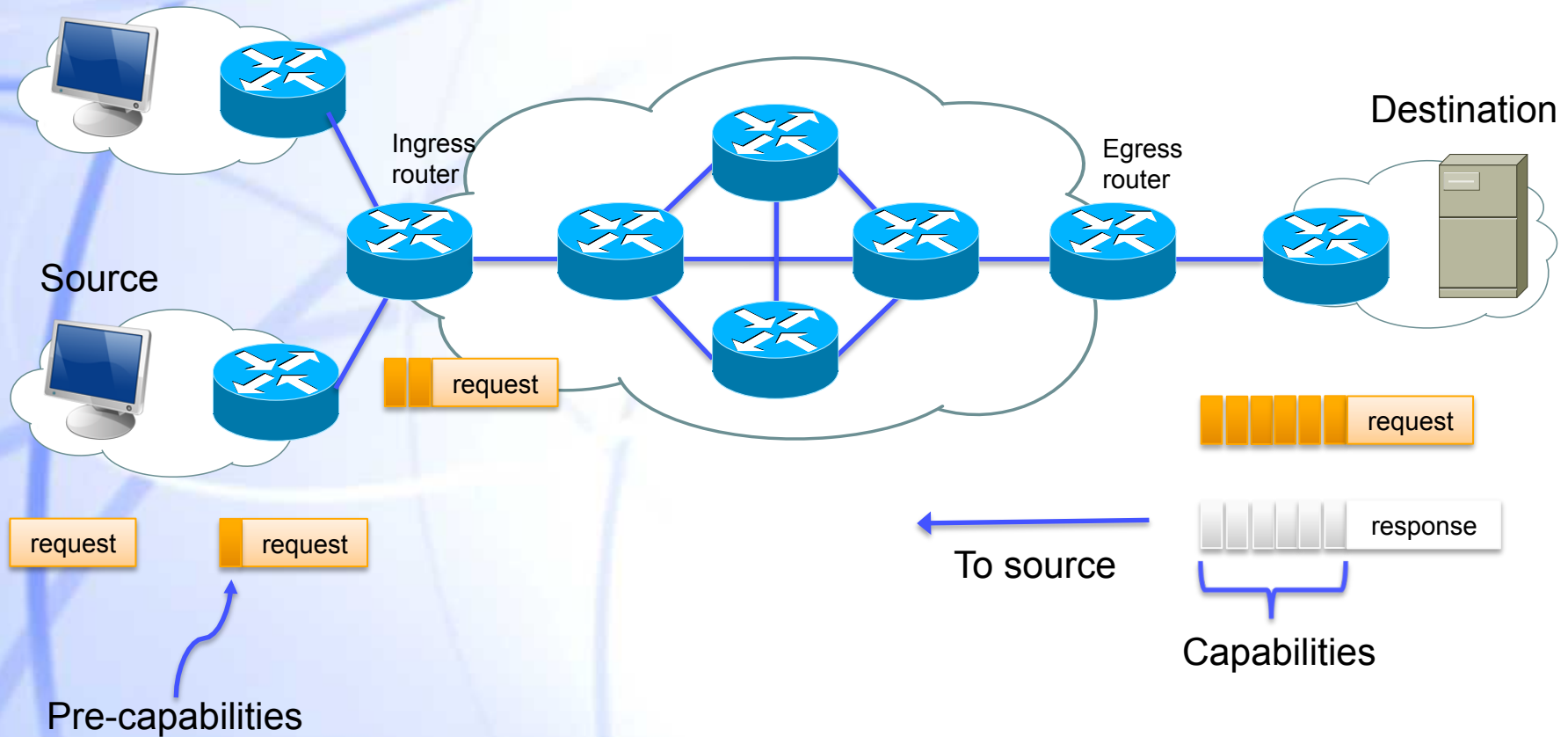
Introduction



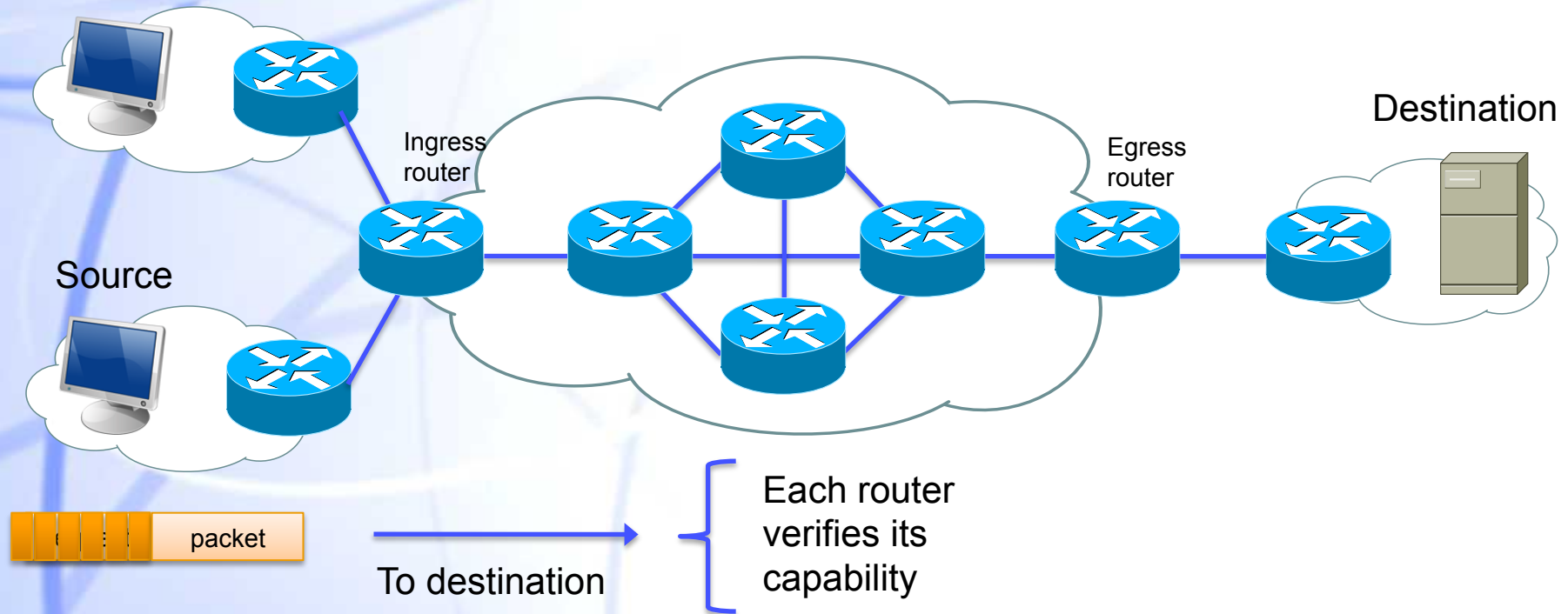
- ◆ **Described in:**
 - ❖ X. Yang, D. Wetherall, and T. Anderson. A DoS-limiting network architecture. In *Proceedings of ACM SIGCOMM, August 2005*.
- ◆ **TVA stands for Traffic Validation Architecture (inspired on Tennessee Valley Authority)**
- ◆ **Carefully designs and evaluates a more complete capability-based network architecture**
- ◆ **TVA counters broader set of attacks:**
 - ❖ Flooding of the setup channel, router state exhaustion, network bandwidth consumption, etc.



Bootstrapping capabilities



Bootstrapping capabilities

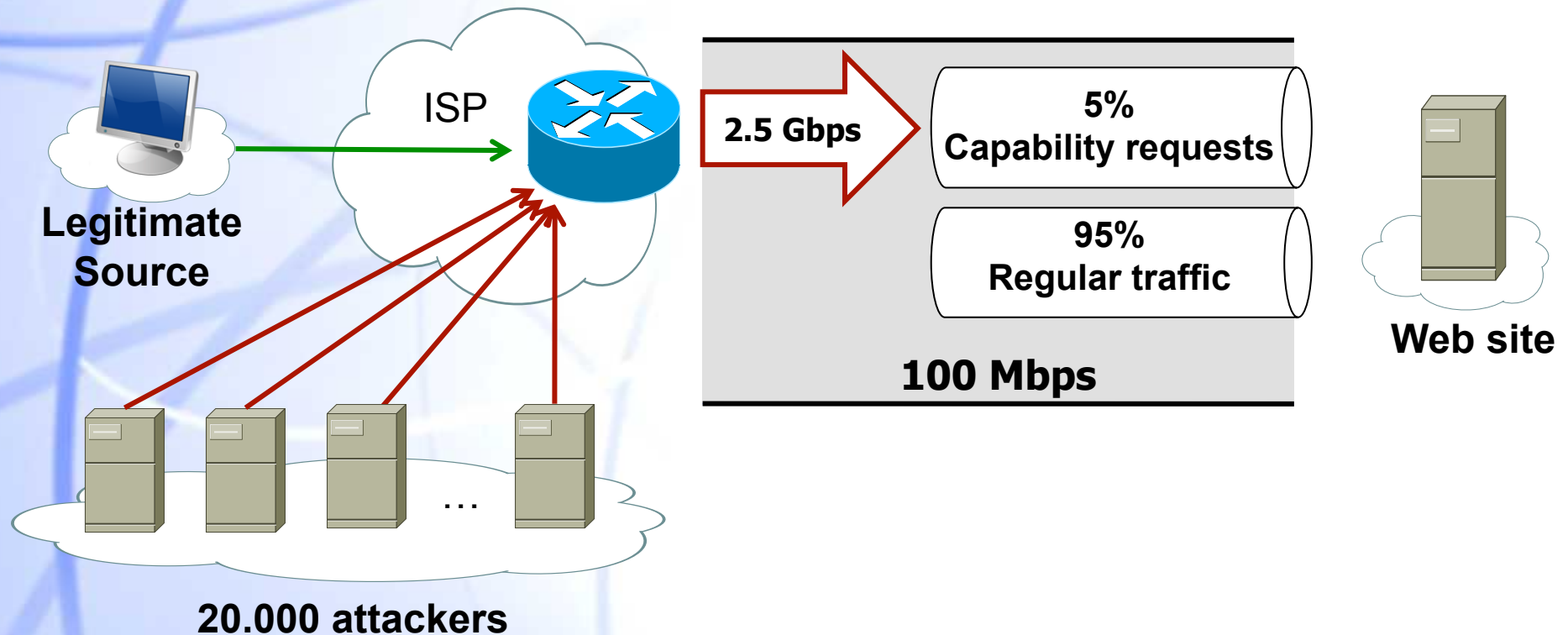


Bootstrapping capabilities (II)

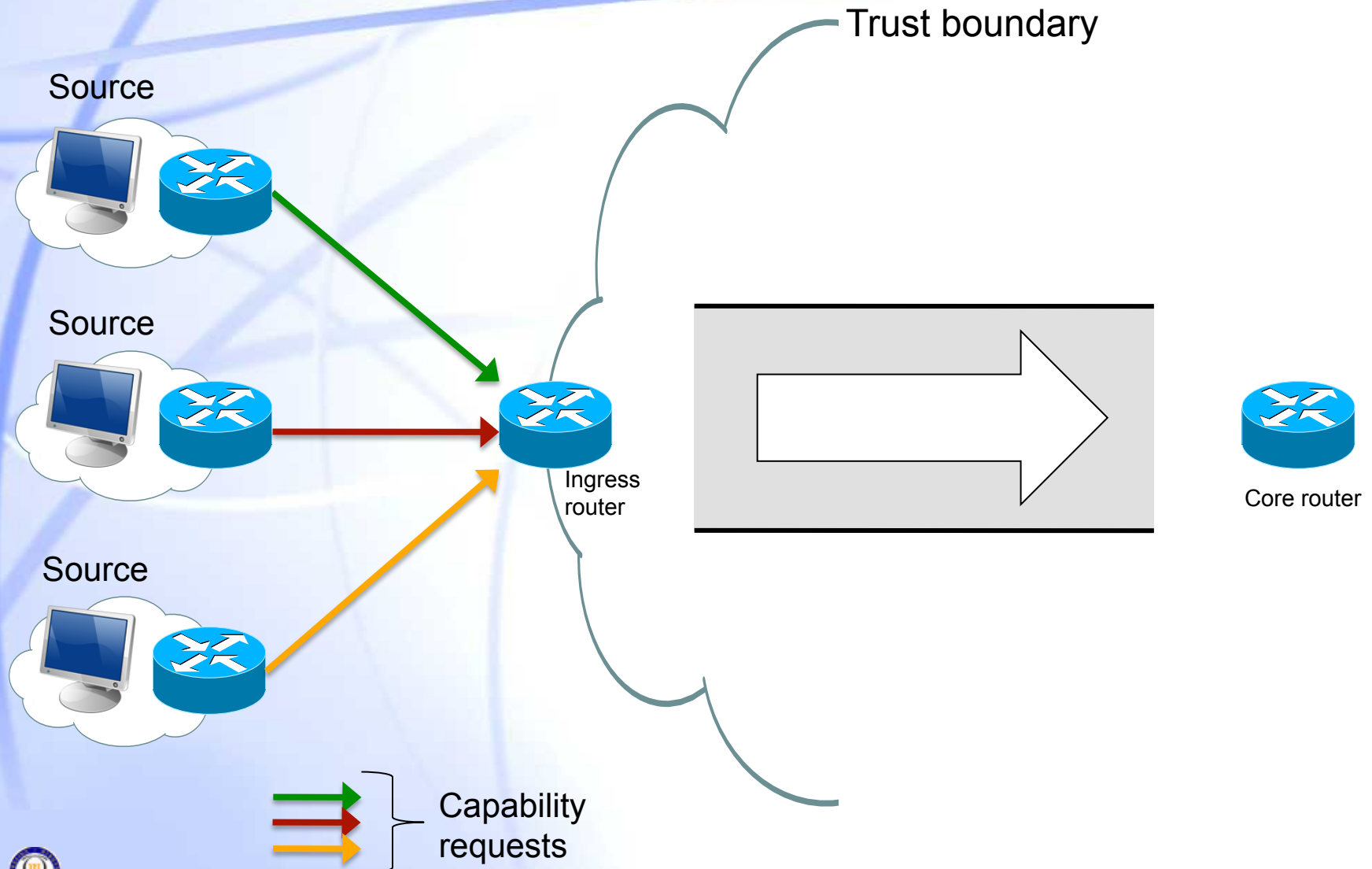
- ◆ **The initial request channel should not open an avenue for DoS attacks, by**
 - ❖ **Flooding a destination**
 - ❖ **Denial of Capability**
- ◆ **Solution to first issue:**
 - ❖ **Request packets should comprise a small fraction of bandwidth**
 - ❖ **Requests are rate-limited at every network location (5% of the link capacity)**



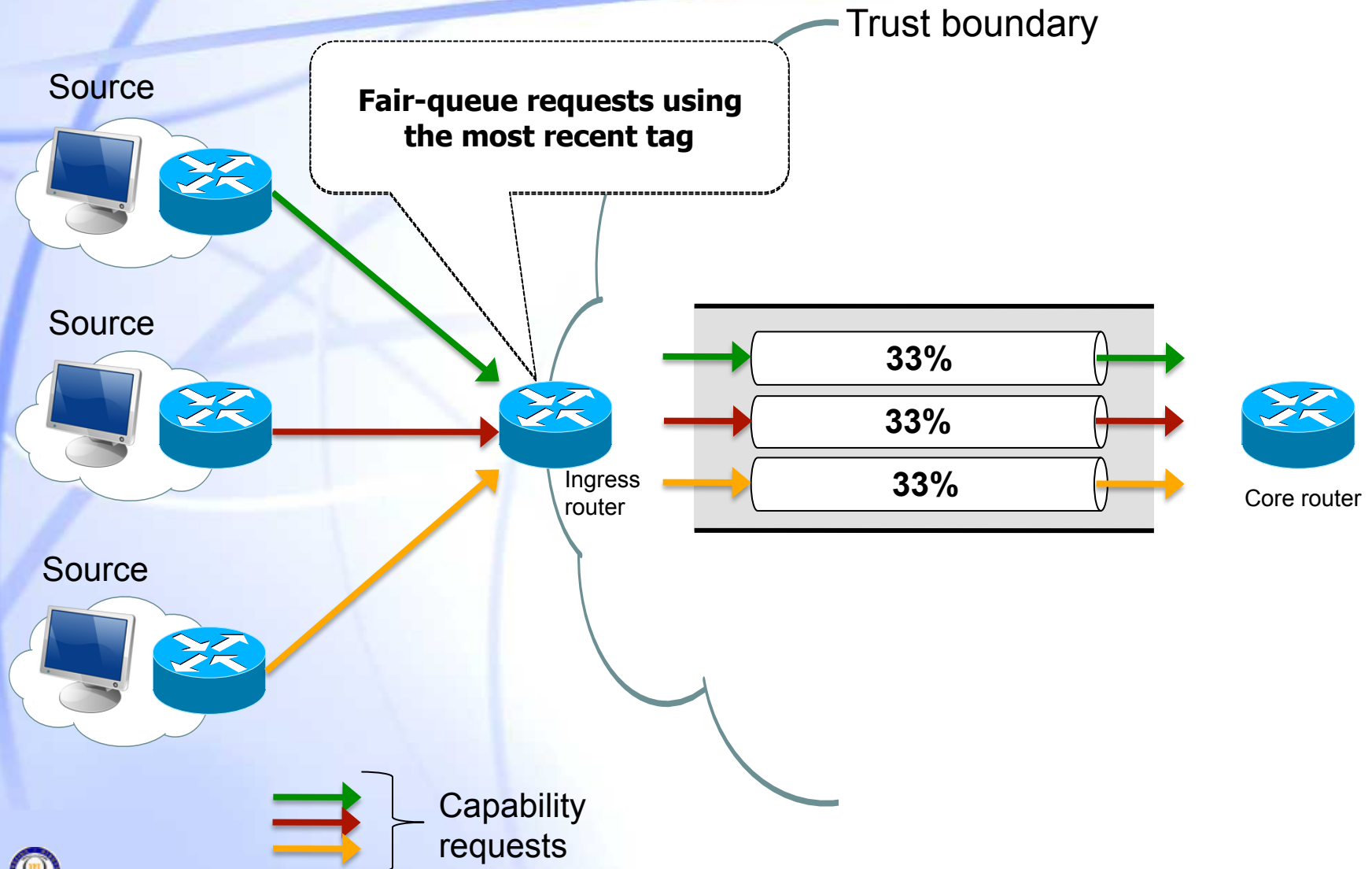
Denial of Capability: review



Bootstrapping capabilities (III)



Bootstrapping capabilities (III)



Unforgeable capabilities

◆ Attackers should not:

- ❖ Forge capabilities
- ❖ Make use of a capability stolen or transferred from other parties

◆ Solution:

- ❖ Each router that forwards a request packet attaches a pre-capability



Unforgeable capabilities (II)

- ◆ **The destination receives a ordered list of pre-capabilities:**
 - ❖ **Bounded to a network path, source IP address and destination IP address**
- ◆ **If the destination authorizes the request, it returns back to the sender an ordered list of capabilities**
 - ❖ **Capabilities allow the sender to send packets towards the destination, through the network path**



Fine-grained capabilities

- ◆ Capabilities grant the right to send up to N bytes within the next T seconds
 - ❖ E.g. 100 KB in 10 seconds
- ◆ Destination converts pre-capabilities to capabilities



- ◆ $\{\text{Capabilities}, N, T\}$ are returned to authorize the sender

Capability validation

- ◆ **Source includes the list of capabilities, N and T within each packet**
- ◆ **A router on the path:**
 - ❖ **Uses its secret to recompute its pre-capability:**
 - ✓ **Source and destination IP addresses are obtained from the packet**
 - ✓ **The timestamp is obtained from the capability**
 - ❖ **Uses the pre-capability to recompute the capability:**
 - ✓ **N and T are included in the packet**
 - ✓ **Checks if the result matches the capability value**
 - ❖ **Checks if the capability has expired:**
 - ✓ **From N and T**



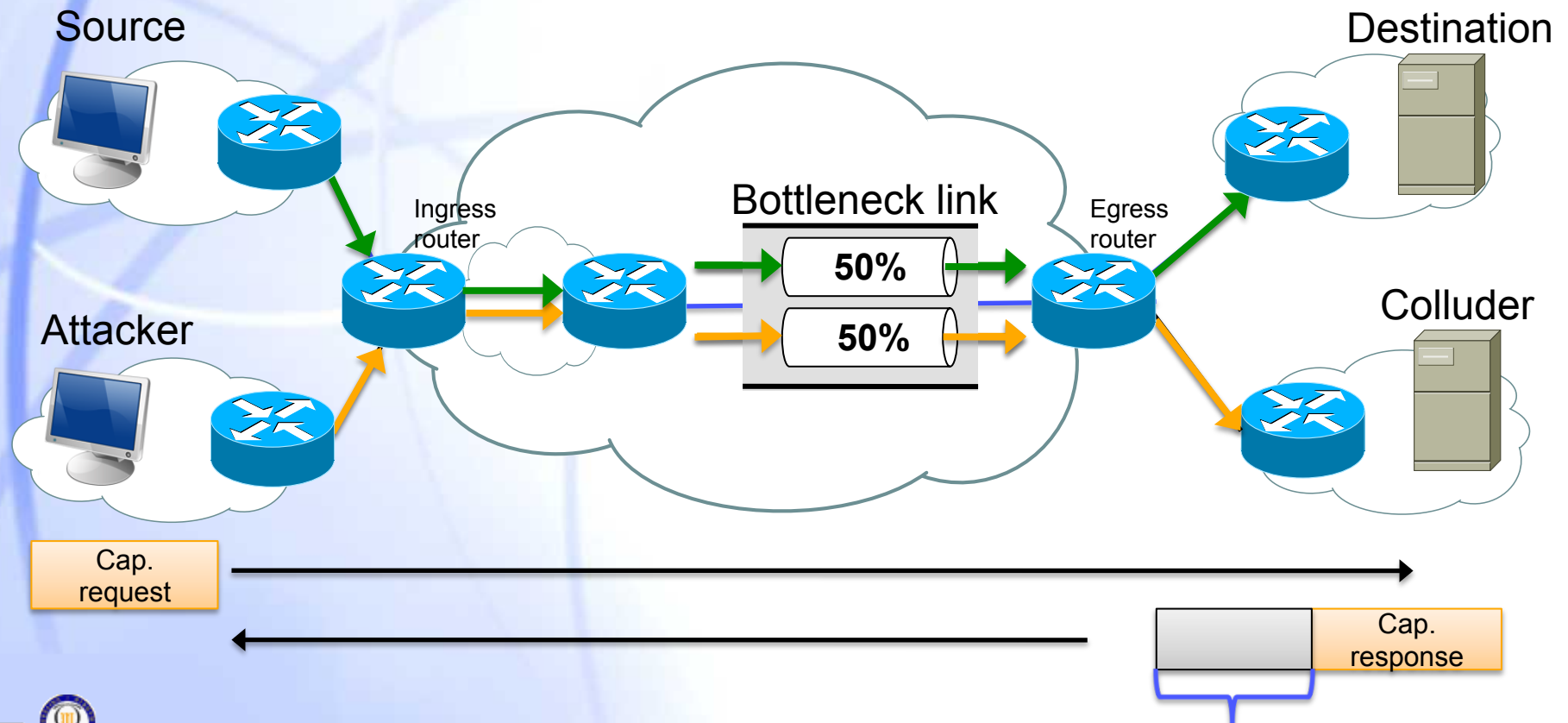
Bounded router state

- ◆ **Routers check that capabilities are not used for more than N bytes**
 - ❖ Router state is required
 - ❖ Attackers should not exhaust router state
- ◆ **An algorithm is designed that bounds the bytes sent using a capability:**
 - ❖ It uses a fixed amount of router state
 - ❖ High-level idea: keep state only for flows with valid capabilities that send faster than N/T
 - ❖ In the worst case, a capability may be used to send $2N$ bytes

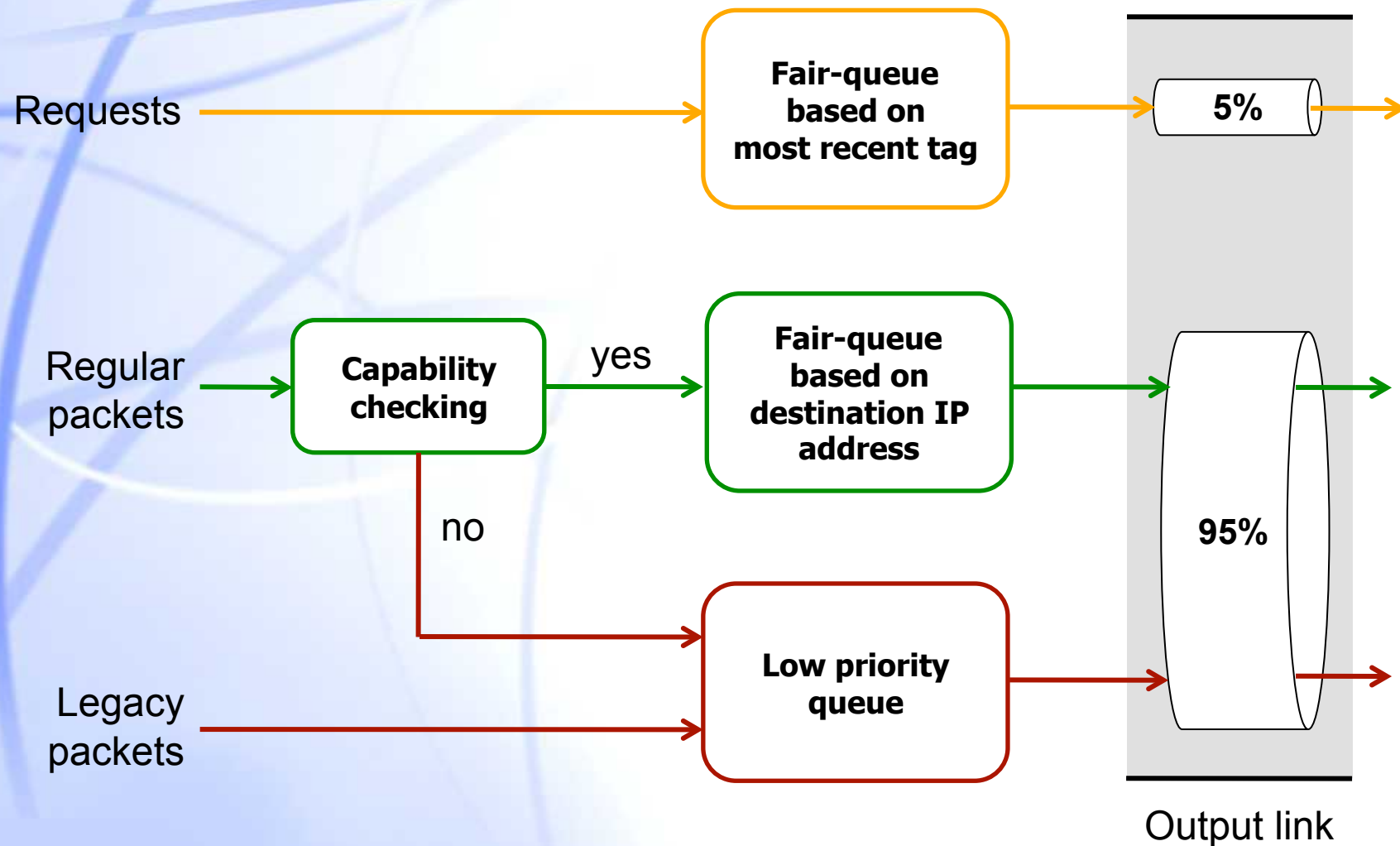


Balancing authorized traffic

- ◆ The proposal is vulnerable to floods of authorized traffic
- ◆ Solution: fair-queuing based on the destination IP address



Queue management at routers



Efficient capabilities

- ◆ **When a sender obtains capabilities, it generates a random flow nonce**
 - ❖ **The nonce is included in the packets**
- ◆ **A router caches the capability relevant information and the flow nonce**
- ◆ **Subsequent packets carry the flow nonce and omit the list of capabilities**
- ◆ **But cache can expire!**
 - ❖ **Senders model cache expiration at routers**

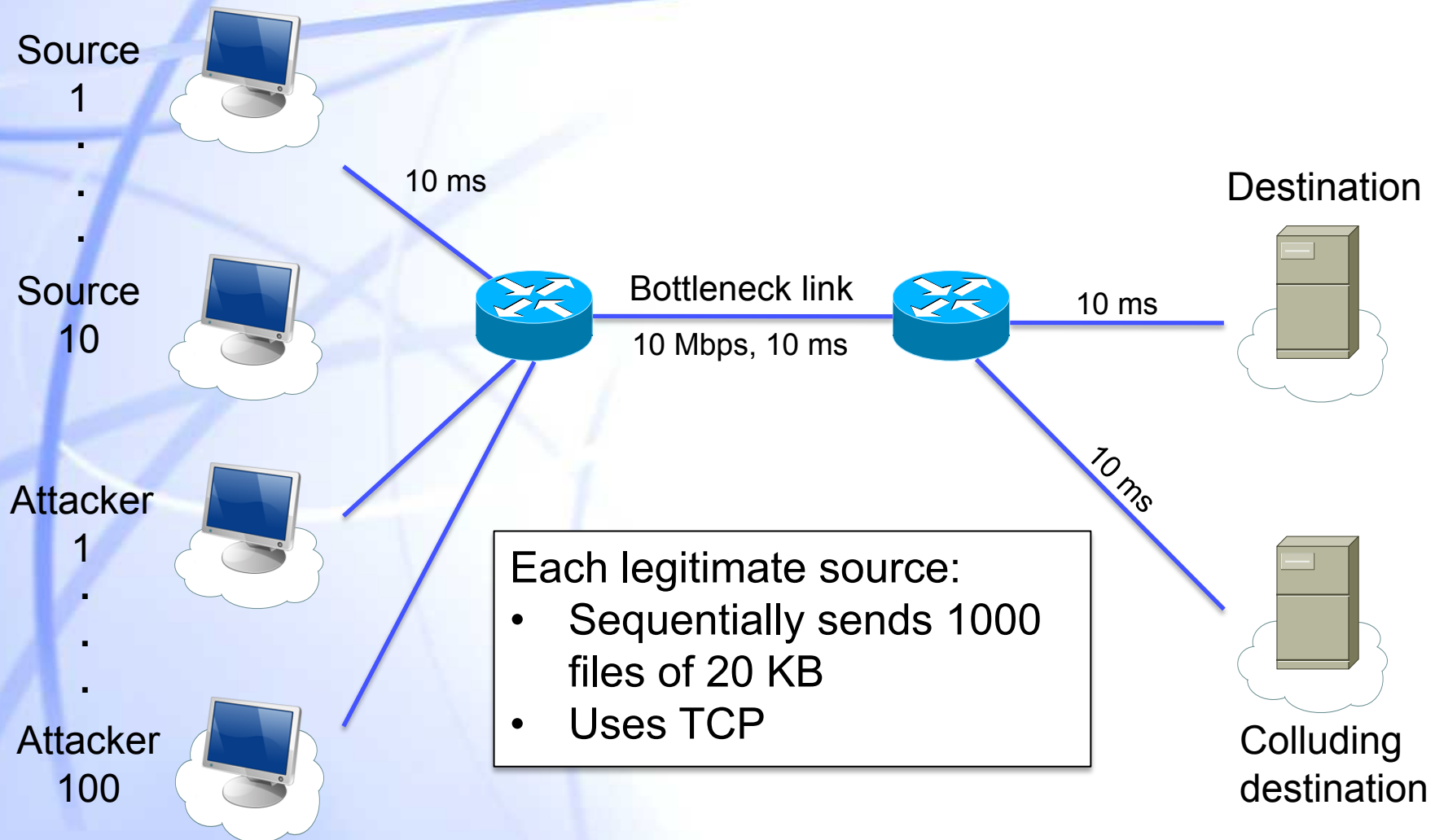


Route changes and failures

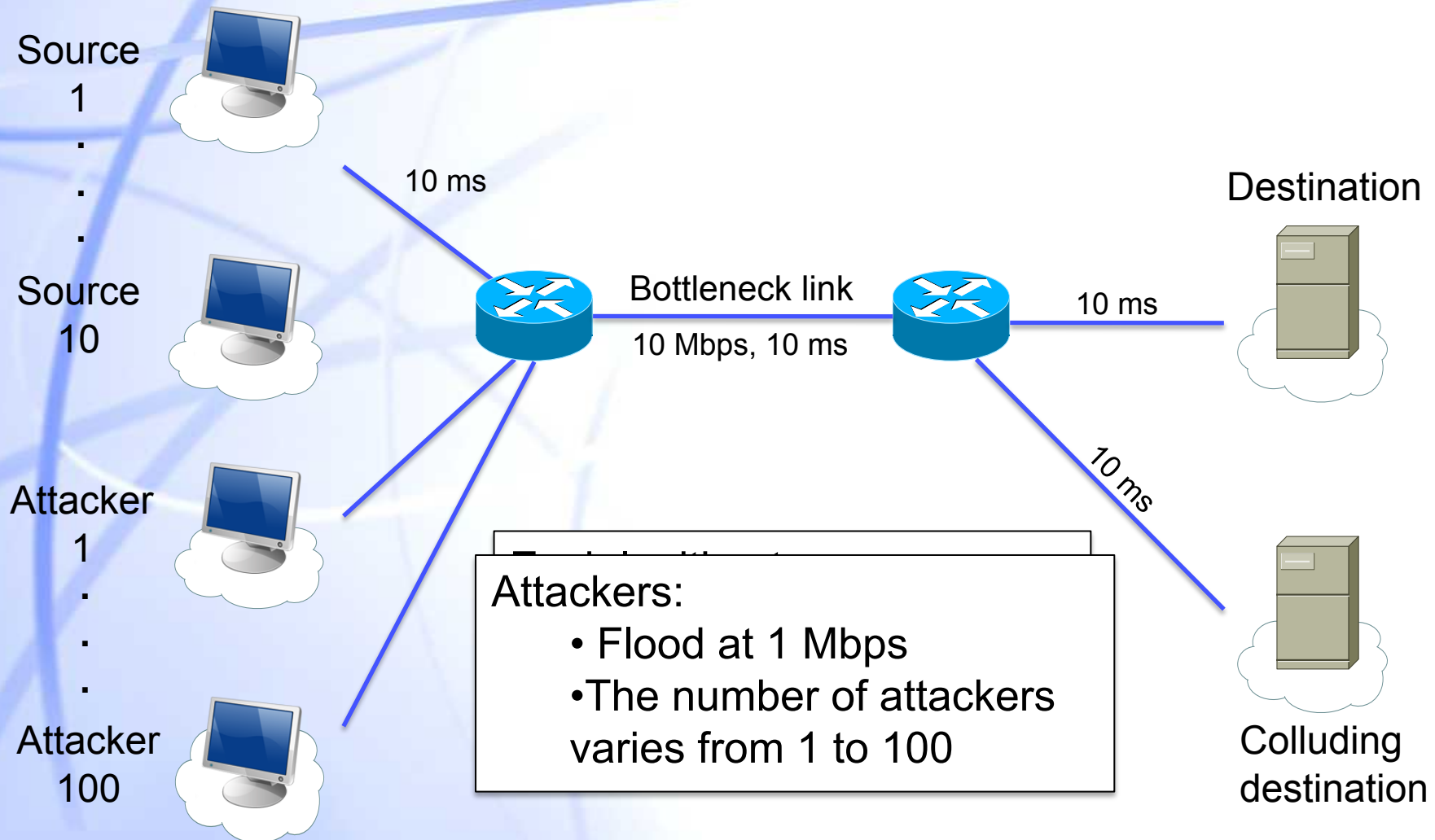
- ◆ **The design accommodates route changes and failures:**
 - ❖ **A packet may arrive to a router that has no associated capability state:**
 - ✓ The packet is demoted to the same priority as legacy traffic
 - ✓ The destination notifies the demotion to the sender
 - ✓ The sender re-acquires new capabilities



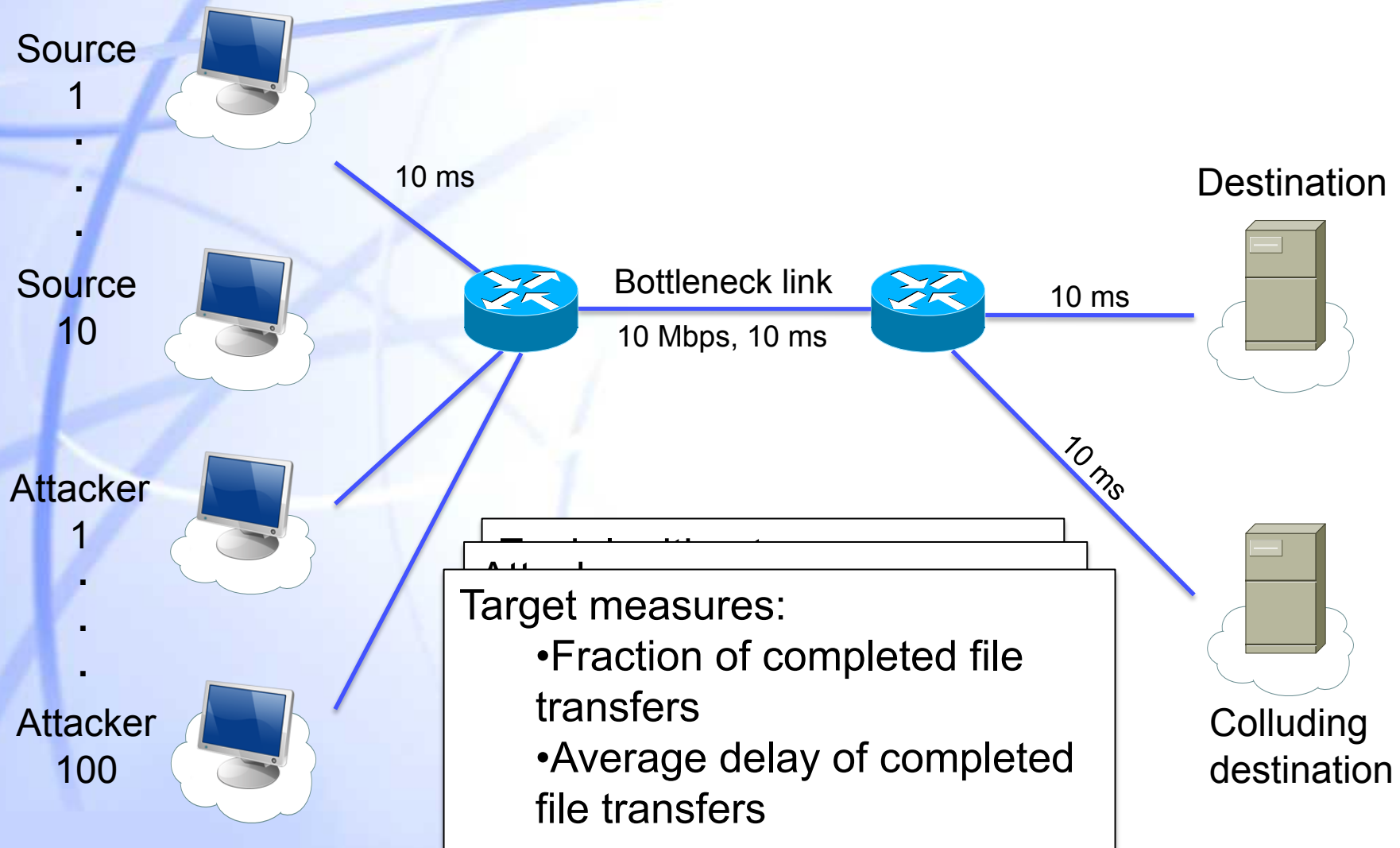
Evaluation: simulation topology



Evaluation: simulation topology

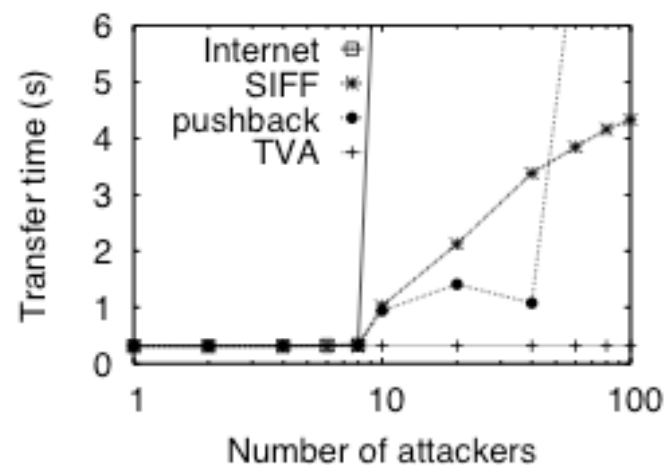
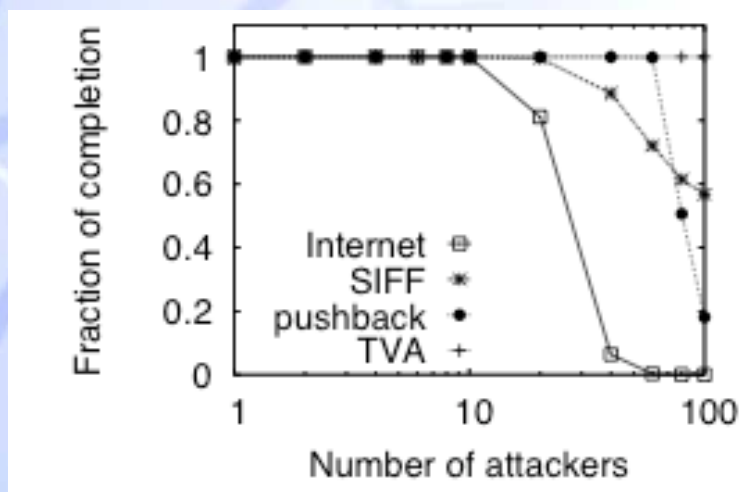


Evaluation: simulation topology



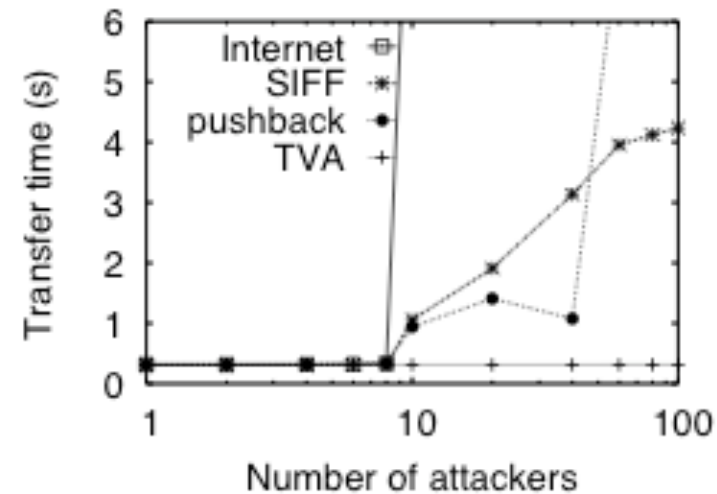
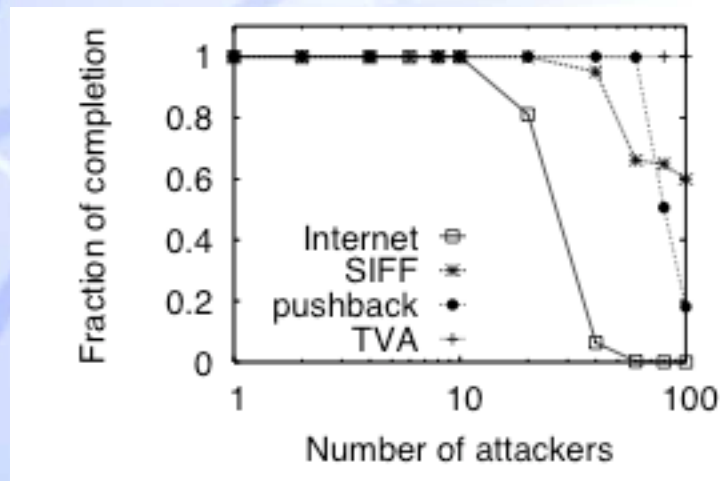
Evaluation: legacy packet floods

- ◆ Each attacker floods the destination with legacy traffic at 1 Mbps



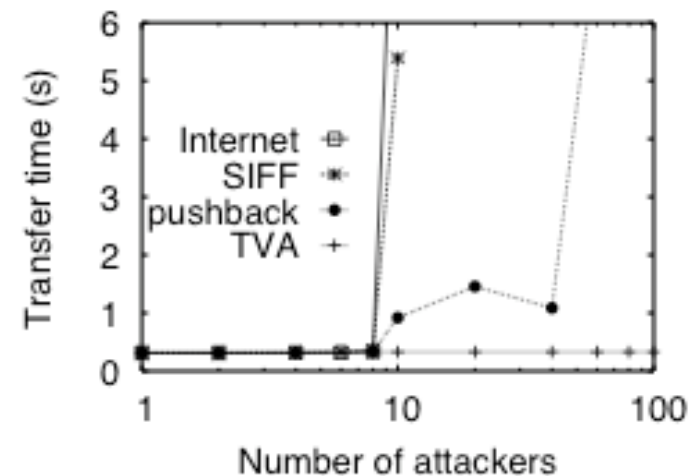
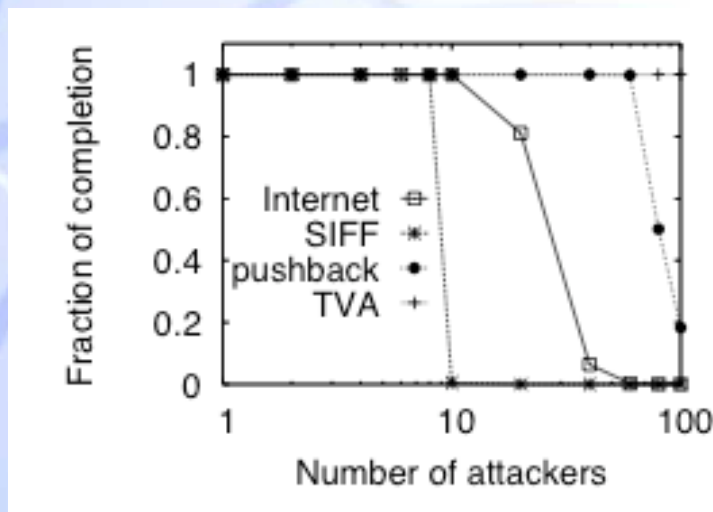
Evaluation: request packet floods

- ◆ Each attacker floods the destination with request packets at 1 Mbps



Evaluation: authorized packet floods

- ◆ Attackers cooperate with a colluding destination
- ◆ Colluder grants capabilities to attackers, allowing them to send authorized traffic at their maximum rate

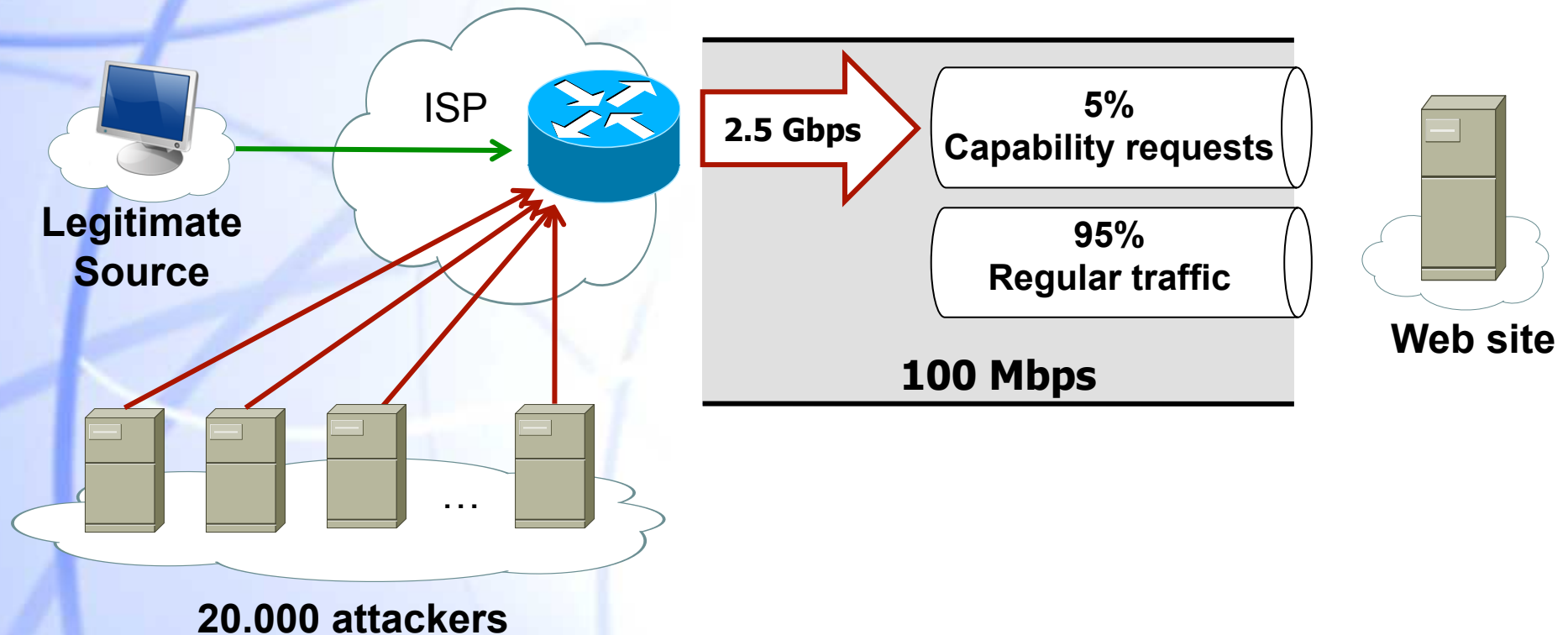


NETWORK CAPABILITIES

Portcullis: addressing the DoC attack



Reminder: Denial of Capability (DoC)



Introduction

- ◆ **Described in:**
 - ❖ B. Parno, D. Wendlandt, E. Shi, A. Perrig, B. Maggs, and Y.-C. Hu. “Portcullis: Protecting Connection Setup from Denial-of-Capability Attacks”. In *ACM SIGCOMM, 2007*
- ◆ **Portcullis augments the proposed capabilities based solutions with puzzle based protection against DoC**



Design overview

◆ The sender:

- ❖ Generates a puzzle, using a puzzle generation algorithm
- ❖ Computes the solution to the puzzle
- ❖ The puzzle and the solution are included in the header of the request packet

◆ The routers:

- ❖ Verify the authenticity of the puzzle and the solution
- ❖ Give priority to requests that contain higher-level puzzles



Puzzle generation algorithm

- ◆ Definition of the puzzle:

$$P = H(x \parallel r \parallel h_i \parallel \text{dest IP} \parallel I)$$

- ◆ Where:

- ❖ h_i : seed
- ❖ r : random 64-bit nonce
- ❖ I : difficulty level of the puzzle

- ◆ To solve the puzzle, the sender finds a 64-bit value x such that the last I bits of p are zero

- ❖ The sender must resort to a brute-force approach, by trying random values of x



Strategies

◆ Legitimate sender strategy:

- ❖ Computes a solution to the lowest level puzzle and transmit a request
- ❖ If the request fails, solve a puzzle that requires twice the computation

◆ Attacker strategy:

- ❖ Send the highest priority puzzles possible,
- ❖ while still saturating the victim's bottleneck

