

Bridging Missing Gaps in Evaluating **DDoS Research**

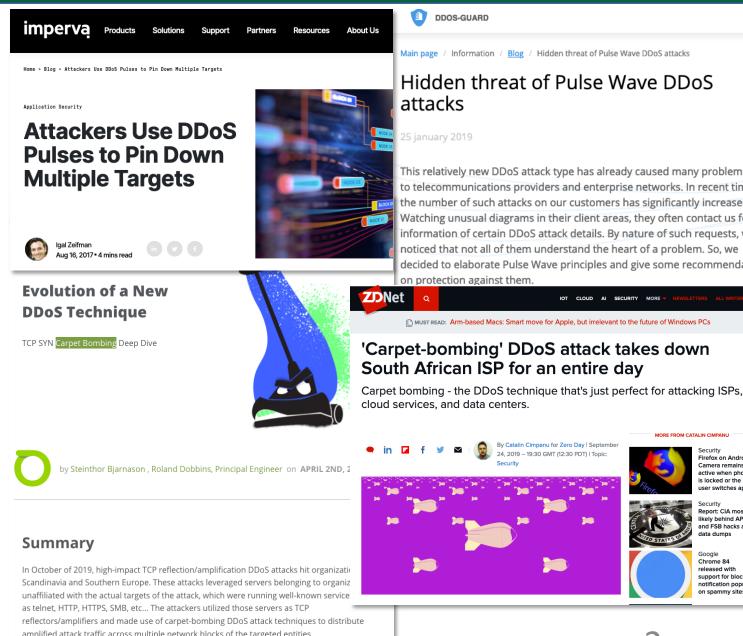
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> **Preliminary Work Paper** (Short Paper)

DDoS Attacks Today

Real-World Attacks Are Advancing

- Most DDoS attacks have common patterns of the attack traffic [1]
 - E.g., NTP amplification
 - Detection and mitigation are relatively easy
- Attacks have started to employ advanced attack techniques:
 - Pulsing-based attacks [2,3]
 - Carpet-bombing attacks [4,5]
- https://www.netscout.com/report/ 1.
- https://www.imperva.com/blog/pulse-wave-ddos-pins-down-multiple-targets/ 2.
- https://ddos-guard.net/en/info/blog-detail/hidden-threat-of-pulse-wave-ddos-attacks 3.
- https://www.netscout.com/blog/asert/evolution-new-ddos-technique
- https://www.zdnet.com/article/carpet-bombing-ddos-attack-takes-down-south-african-isp-for-an-entire-dav/



This relatively new DDoS attack type has already caused many problems both to telecommunications providers and enterprise networks. In recent times the number of such attacks on our customers has significantly increased. Watching unusual diagrams in their client areas, they often contact us for information of certain DDoS attack details. By nature of such requests, we noticed that not all of them understand the heart of a problem. So, we decided to elaborate Pulse Wave principles and give some recommendation

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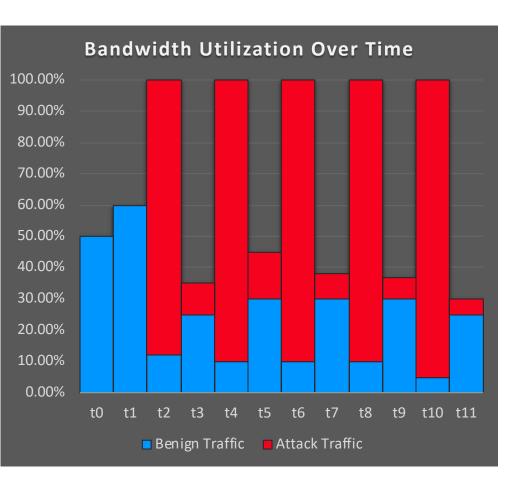
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Background: Pulsing-Based Attack

Pulsing-based attacks inundate network links with short and periodic traffic bursts

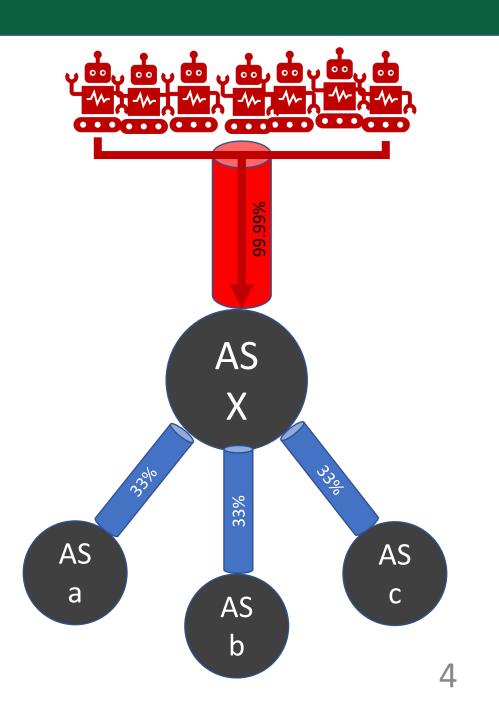
- Detection difficulty:
 - Requires fine-grained time-series network information
 - Difficult if not impossible otherwise
 - E.g., NetFlow
- Possible consequences:
 - Reduced quality of real-time applications, e.g., online gaming
 - Reduced network throughput of benign congestion-responsive flows [1]
 - Theoretically possible to attack more networks with a limited number of bots



Possible link bandwidth utilization of a pulsing-based attack

Background: Carpet-Bombing Attack

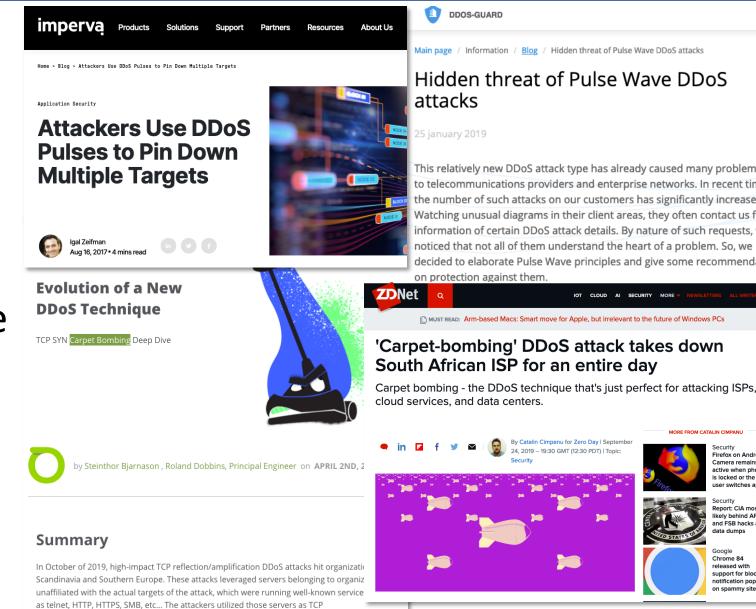
- Carpet-bombing attacks address multiple networks/hosts of a network.
 - Detection difficulty:
 - **Traffic payload**: TCP SYN attacks or the CrossFire scheme [1]
 - Point of view: at transit networks or edge networks
 - Possible consequences:
 - Edge networks not knowing (why) the bandwidth degradation.
 - Blind attack mitigation performed by upstream networks (e.g., AS X).



Missing Gaps

We Know Little About Advanced Attacks

- Only a matter of time before more attacks with advanced attack techniques
- We need to know more about these advanced attacks in action
- Study them in a network with realistic background traffic



reflectors/amplifiers and made use of carpet-bombing DDoS attack techniques to distribute

amplified attack traffic across multiple network blocks of the targeted entities.

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Better DDoS Detection Evaluation

- A DDoS detection system facilitates better attack mitigation
- To better evaluate the efficacy of a detection system
 - Should not only evaluate it using passive network traces
 - It must handle abrupt network changes caused by the mitigation effort
 - E.g., will it label a benign flow that is occupying more bandwidth as an attack flow?
- Must evaluate detection systems with realistic background traffic and mitigation systems

Collateral Damage in Mitigation

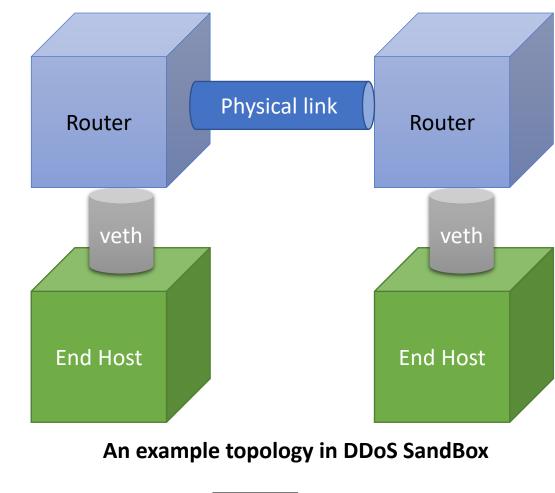
- DDoS victims (un)knowingly disconnect benign connections during attack mitigation
 - E.g., remotely triggered block hole (RTBH)
 - Destination-prefix-based traffic filtering
- Networks starting to adapt fine-grained mitigation solutions
 - E.g., BGP Flowspec can match/filter traffic using 5-tuple packet fields
- Limited traffic filtering capacity
 - Broad matching criteria to mitigate the attack at the cost of filtering some ulletbenign hosts
 - E.g., a Flowspec filter that blocks traffic from one /24 network to another network
- We need realistic IP assignment in DDoS mitigation evaluation

DDoS SandBox

DDoS SandBox -- Overview

A container-based system

- Low experiment deployment friction
 - Portable experiment node images
- Elastic emulation fidelity
 - Distribute containers across multiple machines
- Nodes are realized by containers
- Physical/virtual links management



Container (Node)

Legend:



DDoS SandBox -- System Components

Inputs:

- Usage model is simple/flexible
- Public and private datasets to create network topology

Topology generator

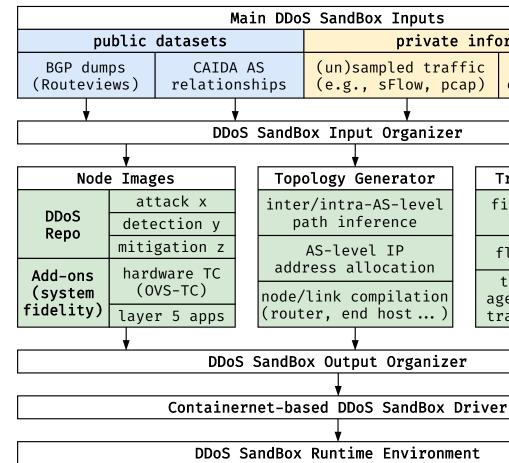
- Inter/intra-AS topology
- IP allocation

Traffic mimicker

- Reads traffic trace/stream and generates fine-grained time-series flows
- Create flows using system sockets
- Node images
 - E.g., routers, end hosts

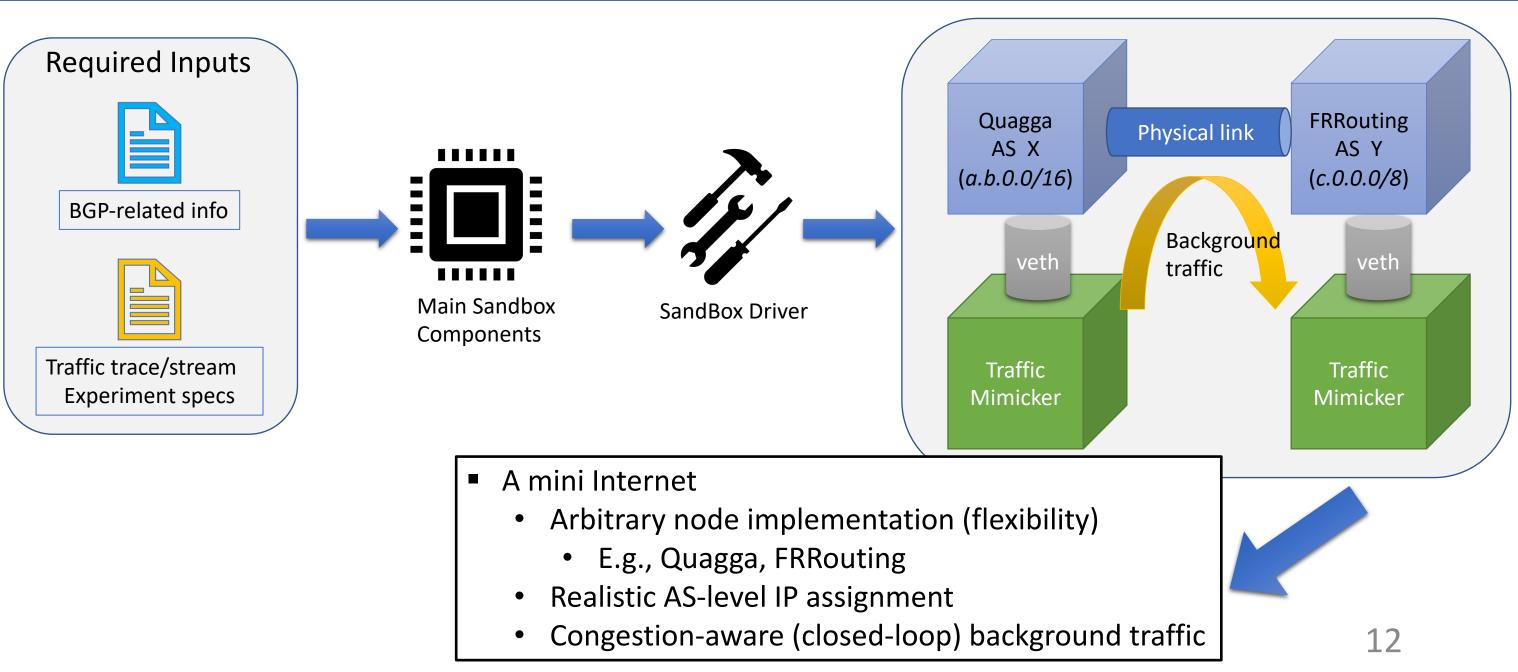
SandBox Driver

Implement nodes and links.



private information (un)sampled traffic network & (e.g., sFlow, pcap) experiment specs Traffic Mimicker fine-grained flow generation flow distributor traffic mimicry agent (closed-loop traffic generator)

DDoS SandBox -- An Example Workflow



Preliminary Evaluation -- Setup

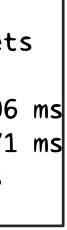
We evaluate our proof-of-concept (PoC) from two aspects:

- The correctness of topology generation
- The scalability of network instantiation time
- Two machines:
 - 3-core virtual machine, 24 GB of main memory
 - 96-core machine, 192 GB of main memory (AWS EC2 C5d)
- Software environment:
 - Ubuntu 18.04 with Docker 19.03 and Containernet

Preliminary Evaluation -- Correctness

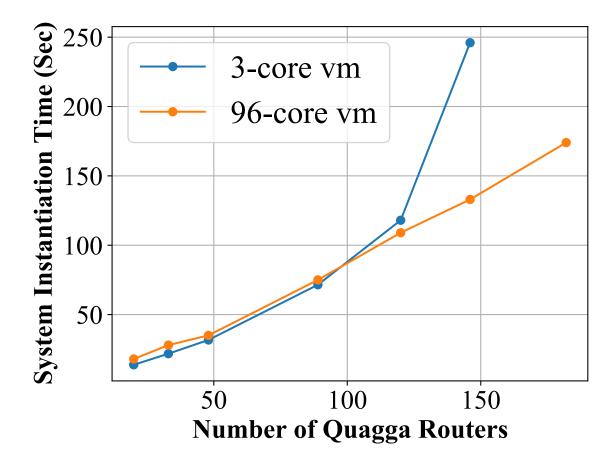
root@a12145h0:/# traceroute 3.13.0.2 traceroute to 3.13.0.2 (3.13.0.2), 30 hops max, 60 byte packets 1 129.82.0.1 (129.82.0.1) 0.457 ms 0.426 ms 0.417 ms 2 129.82.255.255 (129.82.255.255) 0.416 ms 0.410 ms 0.406 ms 129.19.255.251 (129.19.255.251) 0.489 ms 0.357 ms 0.371 ms 4 64.57.31.245 (64.57.31.245) 0.377 ms 0.379 ms 0.381 ms 3.13.0.2 (3.13.0.2) 0.570 ms 0.568 ms 0.565 ms 5

- An example traceroute result from an educational network to a cloud provider
- We can find a corresponding AS-level path on *bqpview.io*



Preliminary Evaluation -- Scalability

- The relationship of system instantiation time and number of Quagga routers
- The 3-core machine w/ 24GB memory can support about 100 routers



Current and Future Work

- Integrating Traffic Mimicker into the SandBox
 - Many challenges that we did not cover in the short paper
- Implementing a set of well-received DDoS attack and defense projects
- Allow the SandBox to distribute container nodes across a cluster of machines for higher scalability
- Consider solutions with better support and compatibility as the SandBox driver
 - E.g., Container Network Interface (CNI) projects are quite promising for managing network interfaces

nse projects cluster of

Conclusion

- A list of evaluation missing gaps in DDoS research
- A container-based emulation system that creates a mini Internet
- A repository of DDoS attack and defense implementations
- Much work ahead ③

Thank You!

- We appreciate the useful comments from our paper reviewers
- We would love to hear your feedback
- You can reach us via any of the email addresses below:
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