This time Digging into Networking Protocols Naming DNS & DHCP
Naming

• IP addresses allow global connectivity

• But they’re pretty useless for humans!
  • Can’t be expected to pick their own IP address
  • Can’t be expected to remember another’s IP address

• **DHCP**: Setting IP addresses

• **DNS**: Mapping a memorable name to a routable IP address
DHCP
Dynamic Host Configuration Protocol

New host  DHCP server
DHCP
Dynamic Host Configuration Protocol

New host

Doesn’t have an
IP address yet
(can’t set src addr)

DHCP server
# DHCP

**Dynamic Host Configuration Protocol**

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Solution: Discover one on the local subnet

DHCP server

DHCP discover (L2 broadcast)
Dynamic Host Configuration Protocol

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DHCP offer
DHCP
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Doesn’t have an IP address yet (can’t set src addr)

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Solution: Discover one on the local subnet

DHCP server

**offer** includes: IP address, DNS server, gateway router, and duration of this offer (“lease” time)

**DHCP discover** (L2 broadcast)

**DHCP offer**
DHCP
Dynamic Host Configuration Protocol

New host

- Doesn’t have an IP address yet (can’t set src addr)
- Doesn’t know who to ask for one
- Solution: Discover one on the local subnet

DHCP discover (L2 broadcast)

DHCP offer

DHCP request (L2 broadcast)

DHCP server

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Dynamic Host Configuration Protocol

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Solution: Discover one on the local subnet

DHCP discover (L2 broadcast)

DHCP offer

DHCP request (L2 broadcast)

DHCP server

offer includes: IP address, DNS server, gateway router, and duration of this offer (“lease” time)

request asks for the offered IP address
Dynamic Host Configuration Protocol (DHCP) is a network protocol used for the automatic configuration of Internet Protocol (IP) and other network parameters in a packet-switched, connectionless network.
DHCP attacks

• Requests are broadcast: attackers on the same subnet can hear new host’s request

• Race the *actual* DHCP server to replace:
  • DNS server
    - Redirect any of a host’s lookups (“what IP address should I use when trying to connect to google.com?”) to a machine of the attacker’s choice
  • Gateway
    - The gateway is where the host sends all of its outgoing traffic (so that the host doesn’t have to figure out routes himself)
    - Modify the gateway to intercept all of a user’s traffic
    - Then relay it to the gateway (MITM)
    - How could the user detect this?
Hostnames & IP addresses

gold:~ dml$ ping google.com
PING google.com (74.125.228.65): 56 data bytes
64 bytes from 74.125.228.65: icmp_seq=0 ttl=52 time=22.330 ms
64 bytes from 74.125.228.65: icmp_seq=1 ttl=52 time=6.304 ms
64 bytes from 74.125.228.65: icmp_seq=2 ttl=52 time=5.186 ms
64 bytes from 74.125.228.65: icmp_seq=3 ttl=52 time=12.805 ms
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google.com is easy to remember, but not routable

74.125.228.65 is routable

Name resolution:
The process of mapping from one to the other
Terminology

- **www.cs.umd.edu** = “domain name”
  - www.cs.umd.edu is a “subdomain” of cs.umd.edu

- Domain names can map to a set of IP addresses

```
gold:~ dml$ dig google.com
; <<>> DiG 9.8.3-P1 <<>> google.com
;; global options: +cmd
;; Got answer:
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 35815
;; flags: qr rd ra; QUERY: 1, ANSWER: 11, AUTHORITY: 0, ADDITIONAL: 0

;; QUESTION SECTION:
;google.com. IN A

;; ANSWER SECTION:
google.com. 105 IN A 74.125.228.70
google.com. 105 IN A 74.125.228.66
google.com. 105 IN A 74.125.228.64
google.com. 105 IN A 74.125.228.69
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We’ll understand this more in a bit; for now, note that **google.com** is mapped to many IP addresses.
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Terminology

• “zone” = a portion of the DNS namespace, divided up for administrative reasons
  • Think of it like a collection of hostname/IP address pairs that happen to be lumped together
    - www.google.com, mail.google.com, dev.google.com, …

• Subdomains do not need to be in the same zone
  • Allows the owner of one zone (umd.edu) to delegate responsibility to another (cs.umd.edu)
Namespace hierarchy

Zones

root

.edu

.com

.net

.umd.edu

.duke.edu

.cs.umd.edu

.www.cs.umd.edu
Terminology

• **“Nameserver”** = A piece of code that answers queries of the form “What is the IP address for foo.bar.com?”
  - Every zone must run ≥2 nameservers
  - Several very common nameserver implementations: BIND, PowerDNS (more popular in Europe)

• **“Authoritative nameserver”**:  
  - Every zone has to maintain a file that maps IP addresses and hostnames (“www.cs.umd.edu is 128.8.127.3”)  
  - One of the name servers in the zone has the *master* copy of this file. It is the authority on the mapping.
Terminology

• "Resolver" - while name servers answer queries, resolvers ask queries.

• Every OS has a resolver. Typically small and pretty dumb. All it typically does it forward the query to a local...

• "Recursive nameserver" - a nameserver which will do the heavy lifting, issuing queries on behalf of the client resolver until an authoritative answer returns.

• Prevalence
  • There is almost always a local (private) recursive name server
  • But very rare for name servers to support recursive queries otherwise
Terminology

• “Record” (or “resource record”) = usually think of it as a mapping between hostname and IP address

• But more generally, it can map virtually anything to virtually anything

• Many record types:
  • (A)ddress records (IP <-> hostname)
  • Mail server (MX, mail exchanger)
  • SOA (start of authority, to delineate different zones)
  • Others for DNSSEC to be able to share keys

• Records are the unit of information
Terminology
Nameservers within a zone must be able to give:

- **Authoritative answers (A)** for hostnames in that zone
  - The umd.edu zone’s nameservers must be able to tell us what the IP address for umd.edu is

“**A**” record: umd.edu = 54.84.241.99

54.84.241.99 is a valid IP address for umd.edu
Terminology

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    54.84.241.99 is a valid IP address for umd.edu

• Pointers to **name servers (NS)** who host zones in its subdomains
  • The umd.edu zone’s nameservers must be able to tell us what the name and IP address of the cs.umd.edu zone’s nameservers
    
    “NS” record: cs.umd.edu = ipa01.cs.umd.edu

    Ask ipa01.cs.umd.edu for all cs.umd.edu subdomains
DNS
Domain Name Service at a very high level

What is an IP address for cs.umd.edu?
DNS
Domain Name Service at a very high level

Local nameserver (recursive)

Requesting host

What is an IP address for cs.umd.edu?
DNS
Domain Name Service at a very high level

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Caching responses is critical to DNS’s success

Every response (3,5,7,8) has a time-to-live (TTL). TTLs should be reasonably long (days), but some are minutes.

What is an IP address for cs.umd.edu?
How do they know these IP addresses?

- Local DNS server: host learned this via DHCP
- A parent knows its children: part of the registration process
- Root nameserver: hardcoded into the local DNS server (and every DNS server)
  - 13 root servers (logically): A-root, B-root, …, M-root
  - These IP addresses change very infrequently
  - **UMD runs D-root.**
    - IP address changed beginning of 2013!!
    - For the most part, the change-over went alright, but Lots of weird things happened — ask me some time.
Caching

• Central to DNS’s success

• Also central to attacks

• “Cache poisoning”: filling a victim’s cache with false information
What is an IP address for cs.umd.edu?

Every query (2,4,6) has the same request in it ("what is the IP address for cs.umd.edu?")

But different:
- dst IP (port = 53)
- query ID
What’s in a response?

• Many things, but for the attacks we’re concerned with…

• A record: gives “the authoritative response for the IP address of this hostname”

• NS record: describes “this is the name of the nameserver who should know more about how to answer this query than I do”
  • Often also contains “glue” records (IP addresses of those name servers to avoid chicken and egg problems)
  • Resolver will generally cache all of this information
Query IDs

- The local resolver has a lot of incoming/outgoing queries at any point in time.
- To determine which response maps to which queries, it uses a query ID
- Query ID: 16-bit field in the DNS header
  - Requester sets it to whatever it wants
  - Responder must provide the same value in its response
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How would you implement query IDs at a resolver?
Query IDs used to increment

- Global query ID value
- Map outstanding query ID to local state of who to respond to (the client)
- Basically:
  new Packet(queryID++)
Query IDs used to increment

- Global query ID value
- Map outstanding query ID to local state of who to respond to (the client)
- Basically: `new Packet(queryID++)`

How would you attack this?
Cache poisoning

Local nameserver (recursive)

Bad guy 6.6.6.6
Cache poisoning

Local nameserver (recursive) → www.bank.com

Bad guy 6.6.6.6
Cache poisoning

Local nameserver (recursive)

Authoritative DNS server ("bank.com")

Bad guy 6.6.6.6

www.bank.com
Cache poisoning

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16322

www.bank.com

16322:
A www.bank.com = 6.6.6.6

Bad guy 6.6.6.6

www.bank.com
Cache poisoning

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www.bank.com
Cache poisoning

Will cache www.bank.com = 6.6.6.6 and ignore authority’s answer
Cache poisoning

How do you guess this?

Local nameserver (recursive)

16322

16322

Authoritative DNS server (“bank.com”)

16322:

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www.bad.com
Cache poisoning

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Authoritative DNS server ("bank.com")

Bad guy

16322

www.bank.com

16321

www.bad.com

16322

6.6.6.6

Will cache www.bank.com = 6.6.6.6 and ignore authority’s answer

www.bank.com

A www.bank.com = 6.6.6.6

6.6.6.6
Cache poisoning

How do you guess this?

Local nameserver (recursive) → Authoritative DNS server (“bank.com”) 
16322 → 16322

Authoritative DNS server (“bank.com”) → Bad guy
16321 → 16322:
A www.bank.com = 6.6.6.6

Bad guy 6.6.6.6 → www.bad.com

Will cache www.bank.com = 6.6.6.6 and ignore authority’s answer

www.bank.com

Next is likely 16322
Details of getting the attack to work

- Must guess query ID: ask for it, and go from there
  - Partial fix: randomize query IDs
  - Problem: small space
  - Attack: issue a Lot of query IDs

- Must guess source port number
  - Typically constant for a given server (often always 53)

- The answer must not already be in the cache
  - It will avoid issuing a query in the first place
Cache poisoning
Can we do more harm than a single record?

Local nameserver (recursive)

com. TLD

Bad guy 6.6.6.6
Cache poisoning

Can we do more harm than a single record?
Cache poisoning

Can we do more harm than a single record?

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Cache poisoning
Can we do more harm than a single record?

Local nameserver (recursive)

com. TLD

www.bad.com

Bad guy 6.6.6.6

Next is likely 16322

somethingnotcached.bank.com

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Cache poisoning
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Local nameserver (recursive)

com. TLD

www.bad.com

Bad guy

6.6.6.6

Next is likely

somethingnotcached.bank.com

NS
bank.com = ns.bank.com

A
ns.bank.com = 6.6.6.6

Local nameserver (recursive)
Cache poisoning

Can we do more harm than a single record?

Will cache “the person to ask for ALL bank.com queries is 6.6.6.6”
Solutions?

• Randomizing query ID?
  • Not sufficient alone: only 16 bits of entropy

• Randomize source port, as well
  • There’s no reason for it stay constant
  • Gets us another 16 bits of entropy

• DNSSEC?
DNSSEC

www.cs.umd.edu?

Root DNS server "."
DNSSEC

www.cs.umd.edu?

Ask "edu"
.edu’s public key = PK_{edu}
(Plus "."’s sig of this zone-key binding)
DNSSEC

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Root DNS server "."
DNSSEC

www.cs.umd.edu?

Ask “.edu”
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www.cs.umd.edu?

Ask “umd.edu”
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www.cs.umd.edu?

Root DNS server “.”

TLD DNS server (“.edu”)

Authoritative DNS server (“umd.edu”)
DNSSEC

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Ask ".edu"
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www.cs.umd.edu?

Ask “umd.edu”
umd.edu’s public key = PK_{umd}
(Plus “edu”’s sig of this zone-key binding)

www.cs.umd.edu?

IN A www.cs.umd.edu 128.8.127.3
(Plus “umd.edu”’s signature of the answer)
DNSSEC

www.cs.umd.edu?

Ask ".edu"
.edu’s public key = PK_{edu}
(Plus ".”’s sig of this zone-key binding)

www.cs.umd.edu?

Ask “umd.edu”
umd.edu’s public key = PK_{umd}
(Plus “edu”’s sig of this zone-key binding)

www.cs.umd.edu?

IN A www.cs.umd.edu 128.8.127.3
(Plus “umd.edu”’s signature of the answer)

Only the authoritative answer is signed
Properties of DNSSEC

• If everyone has deployed it, and if you know the root’s keys, then prevents spoofed responses
  • Very similar to PKIs in this sense

• But unlike PKIs, we still want authenticity despite the fact that not everyone has deployed DNSSEC
  • What if someone replies back without DNSSEC?
  • Ignore = secure but you can’t connect to a lot of hosts
  • Accept = can connect but insecure

• Back to our notion of incremental deployment
  • DNSSEC is not all that useful incrementally