

draft-touch-tcp-antispoof

Joe Touch
Postel Center Director
Research Assoc. Prof. CS & EE
USC/ISI

Purpose of this ID

- Outline the 'current' problem
- Make taxonomy of solutions
- Make recommendations (?)
- Hint at underlying opportunity (?)
 - May or may not be right for this problem

- - > > BCP?

TCP RST Vulnerability



- Aug. 1998
 - Already Standards-Track

Quick summary of 2385

- TCP checks seqno's
 - Exact on SYNs
 - Within window elsewhere
- Increased window size = big opportunities
 - RSTs in the window kill the connection
- Sol'n is authentication
 - Preshared secret + MD5 TCP option
 - Currently missing keying

What needs to be known?

- IP addresses
 - Dest is announced for servers
 - Some pairwise associations are known
- Ports
 - Dest is (usually) fixed by protocol
 - Src can be predicted or guessed
- Whether segment is "*in the window*"
 - Increases as BW increases

What Changed?

- Bandwidth * delay product
 - Vulnerability = $f(BW^2)$
 - Higher $BW * delay$ = larger window
 - Higher BW = more attack RSTs can be sent
- Long-lived fragility
 - Persistent BGP connections
 - Well-known endpoints, port
 - BGP interpreting dropped TCPs

Vulnerability as BW^2

<u>BW</u>	<u>BW*del (MB)</u>	<u>RSTs needed</u>	<u>Time</u>
10 Gbps	125	35	1 us
1 Gbps	12.5	344	110 us
100 Mbps	1.25	3,436	10 ms
10 Mbps	0.125	34,360	1 sec
1 Mbps	0.0125	343,598	2 min
100 Kbps	0.00125	3,435,974	3 hours

Proposed Solutions

- Explicit protection
 - TCP/MD5
 - IPsec/IKE
- Obfuscation
 - Window Attenuation
 - RST Attenuation, Timestamps
 - Larger number space
 - Cookies / ISN / conn. IDs, Port randomization

Issues

- Transport vs. net vs. applic.
 - Where to protect attacks on identity?
 - Need to modify all transport protocols
 - Per connection, not per endpoint pair
- Complexity
 - Configuration effort, CA hierarchies
- Performance
 - Throughput impact, CPU load impacts

High-Perf. Anon. Security

(TBP in SAAG Thurs.)

- *What:* To maintain anon. associations
 - Public servers (non a-priori clients)
 - Deliberately anonymous clients.
- *How:* Pairwise keys w/o shared secrets
 - Diffie-Hellman only
- *How fast:* Variety of modes
 - Cookie
 - First-block (header only)
 - Full