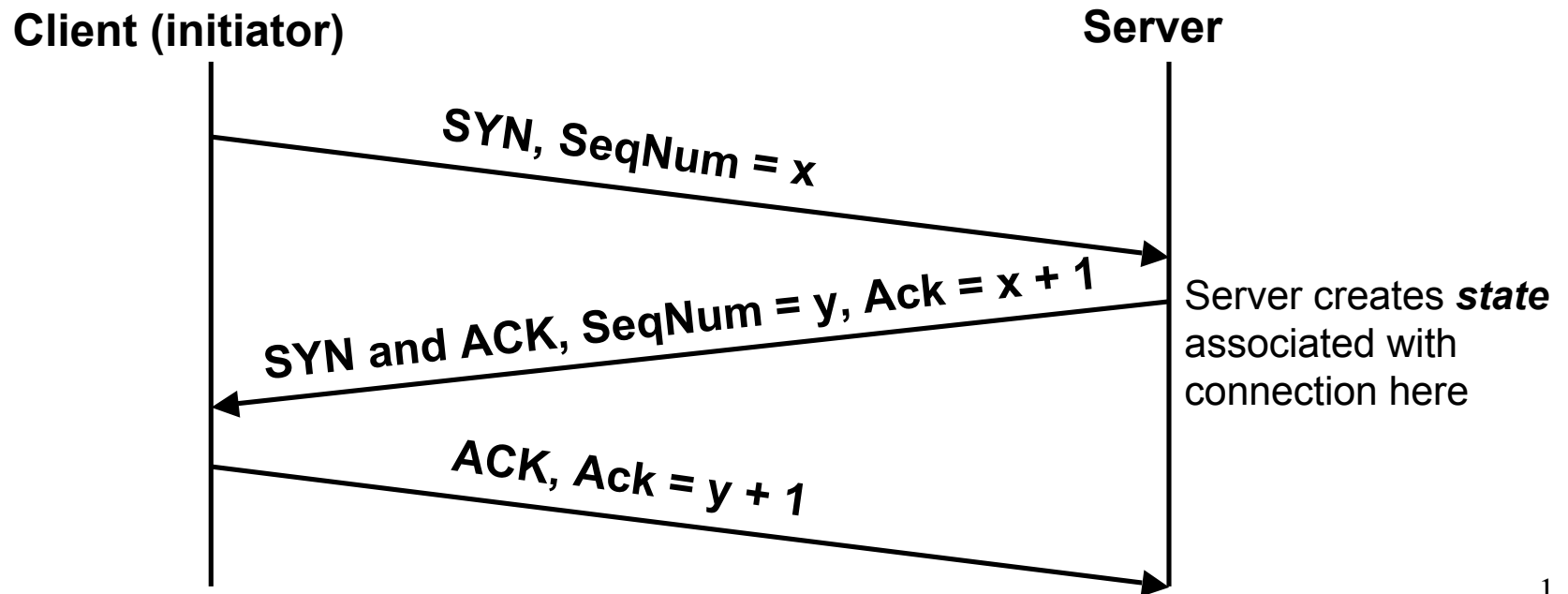


# Transport-Level Denial-of-Service

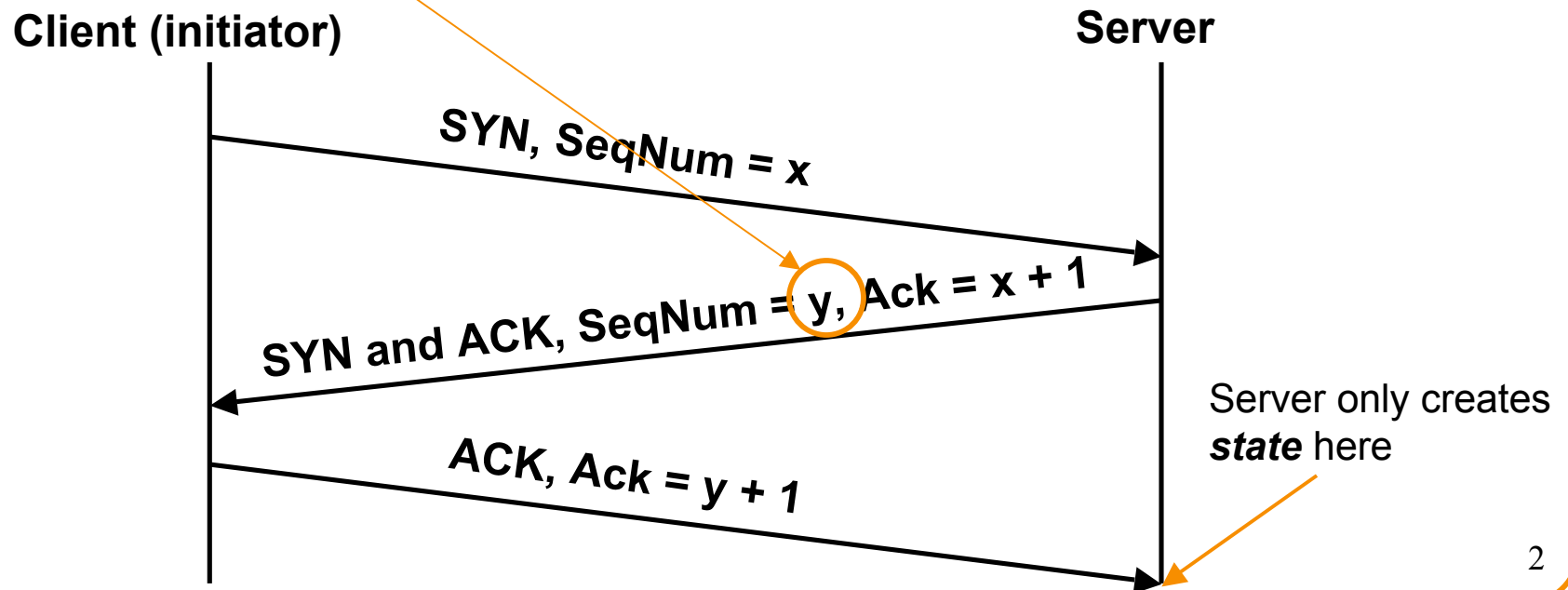
- Recall TCP's 3-way connection establishment handshake
  - Goal: agree on initial sequence numbers
  - Starting sequence numbers are ~~based on clock~~ **random**

to prevent attacker from guessing them to **establish** connections using spoofed source addresses



# Flooding Defense: *SYN Cookies*

- Server: when SYN arrives, **encode** connection state entirely within SYN-ACK's sequence #  $y$   
-  $y = \text{SHA-1}(\text{client\_addr}, \text{client\_port}, \text{ISN } x, \text{server\_secret})$
- When ACK of SYN-ACK arrives, server only creates state **if** seq #  $y$  in it agrees with hash



# SYN Cookies: Discussion

- Illustrates general strategy: rather than *holding* state, *encode* it so that it is returned when needed
- For SYN cookies, attacker must complete 3-way handshake in order to burden the server
  - Can't use spoofed source addresses
- Note #1: strategy requires that you have enough bits to encode all the state
  - This is just barely the case for SYN cookies
    - o 24 bit hash + 5-bit timestamp + 3 bits to remember MSS
    - o Can't remember any TCP options ...
- Note #2: if it's expensive to generate *or check* the cookie, then it's not a win

**Click 3 pictures of kittens to submit**



The KittenAuth system. Source: ThePCSpy.com.

**Сейчас в наличии**

<b>Служба</b>	<b>Кол-во акков</b>	<b>Цена за 1К акков</b>
Mail.ru	3046	до 10К: <b>\$10</b>   от 10К до 100К: <b>\$8</b>   от 100К: <b>\$6</b>
Pochta.ru (+ FTP)	35	до 10К: <b>\$8</b>   от 10К до 100К: <b>\$5</b>   от 100К: <b>\$4</b>
Yandex.ru (+ Narod.ru)	0	до 10К: <b>\$9</b>   от 10К до 100К: <b>\$7</b>   от 100К: <b>\$5</b>
Gmail.com	134670	до 10К: <b>\$6</b>   от 10К до 100К: <b>\$5</b>   от 100К: <b>\$4</b>
Hotmail.com	42893	до 10К: <b>\$7</b>   от 10К до 100К: <b>\$6</b>   от 100К: <b>\$5</b>
Yahoo.com	10847	до 10К: <b>\$9</b>   от 10К до 100К: <b>\$7</b>   от 100К: <b>\$6</b>

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