Fighting Coordinated Attackers with Cross-Organizational Information Sharing

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The Problem

- "Botnets" represent a real problem on the Internet
- We'd rather find them before they DDoS, etc.
- Finding individual infected hosts is a better understood problem
 - Bro, Snort, ...
- Correlating large numbers of infected hosts into a botnet requires a vantage on those hosts

The Problem

- "Botnets" represent a real problem on the Internet
- We'd rather find them before they DDoS, etc.
- Finding individual infected hosts is a better understood problem
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- Correlating large numbers of infected hosts into a botnet requires a vantage on those hosts
- What if we all work together to identify botnets?

Fighting Crime

The Real World:

- Detectives
- Witnesses

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Our World:

- Detectives: Honeypots, IDSs, Firewalls
- Witnesses: Packet traces, Netflow records, Server logs

Fighting Crime (cont'd)

- Savvy monitors (detectives) are few, well-known, and trusted depth
 - Say, installed at major ISPs or dense POPs
 - These guys are really smart about finding ne'er-do-wells
- Witnesses are many and untrusted breadth
 - The flow records you're keeping anyway
 - These guys don't make value judgments

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 - These guys don't make value judgments
 - "Confine yourself to the facts, please"

Problems with Sharing

People are reluctant to share:

- Resource commitment
- Privacy concerns
 - User privacy
 - Operational privacy

Resource Commitment

We collect *lots of information* anyway

- For performance monitoring
- For provisioning
- For security audits
- For research

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Let's leverage that, not collect something new.

Privacy Concerns

- Detectives are trusted, but not too far
 - Witnesses can wait for a threshold of detectives to ask the same question before answering
 - Witnesses don't have to answer questions they don't like
- Loose Private Matching
 - Witnesses don't know what detectives are looking for
 - Detectives can't glean extra information
 - If both parties really are talking about the same thing, tightly scoped information is shared

Loose Private Matching

You can only answer my question if you know what I'm talking about

$$T_1 = \{d, t, p\}$$

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"Questions" are ambiguous

$$Q = H(T_1)$$

Loose Private Matching

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"Questions" are ambiguous

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Answers are encrypted

$$A = E(T_1, d, \dots)$$

Choosing ${\cal H}$

• It should be hard to guess the inputs

• The probability of collision should be high

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Consider:

 $(d_0 \cdot d_1 \cdot d_2 \cdot d_3 \cdot t \cdot p_0 \cdot p_1) \mod 256$

${\bf Choosing}\; H$

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- The probability of collision should be high

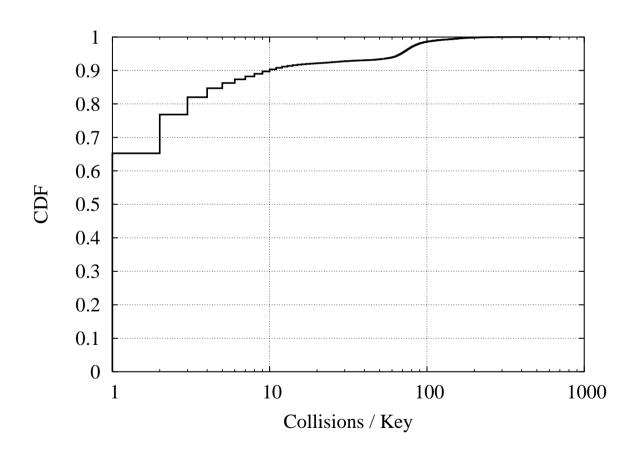
Consider:

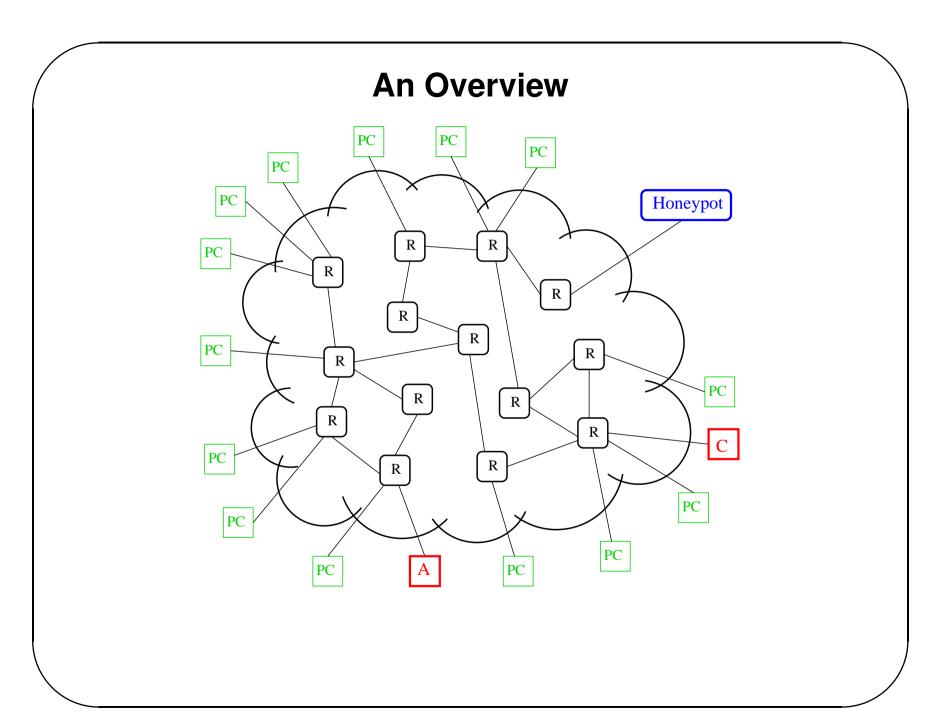
$$(d_0 \cdot d_1 \cdot d_2 \cdot d_3 \cdot t \cdot p_0 \cdot p_1) \mod 256$$

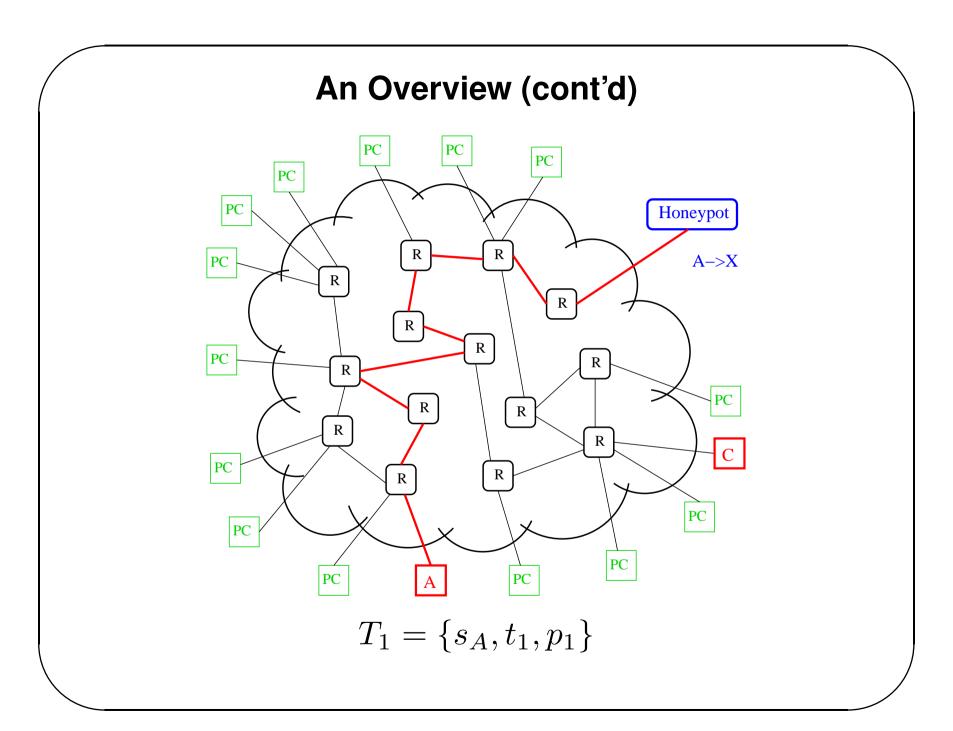
$$a.b.c.d = a.c.b.d = a.2 \cdot b.c/2.d$$

Choosing H (cont'd)

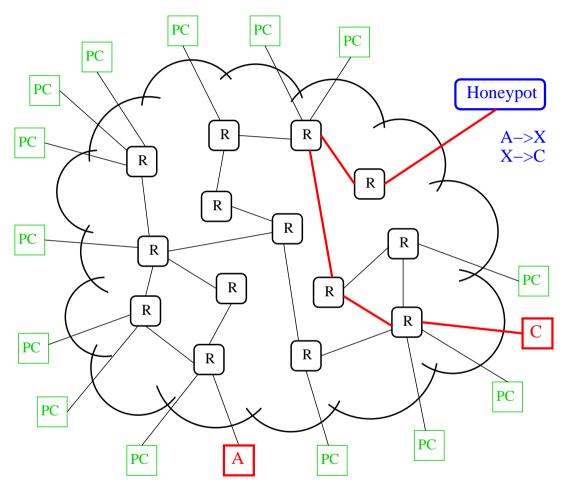
Only 11% of connections hash to a unique key



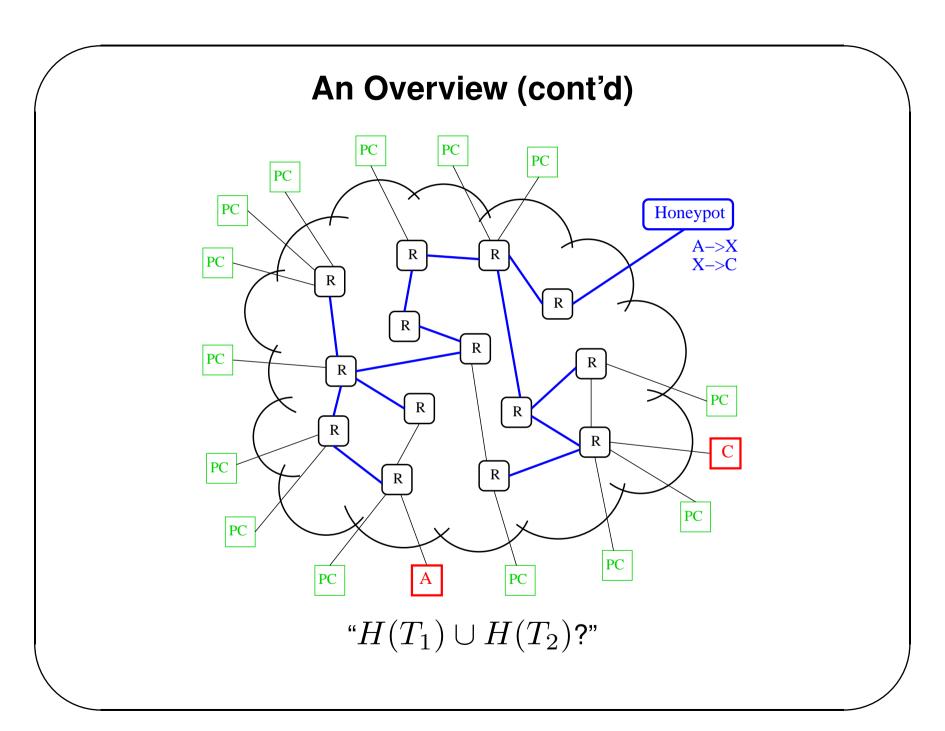


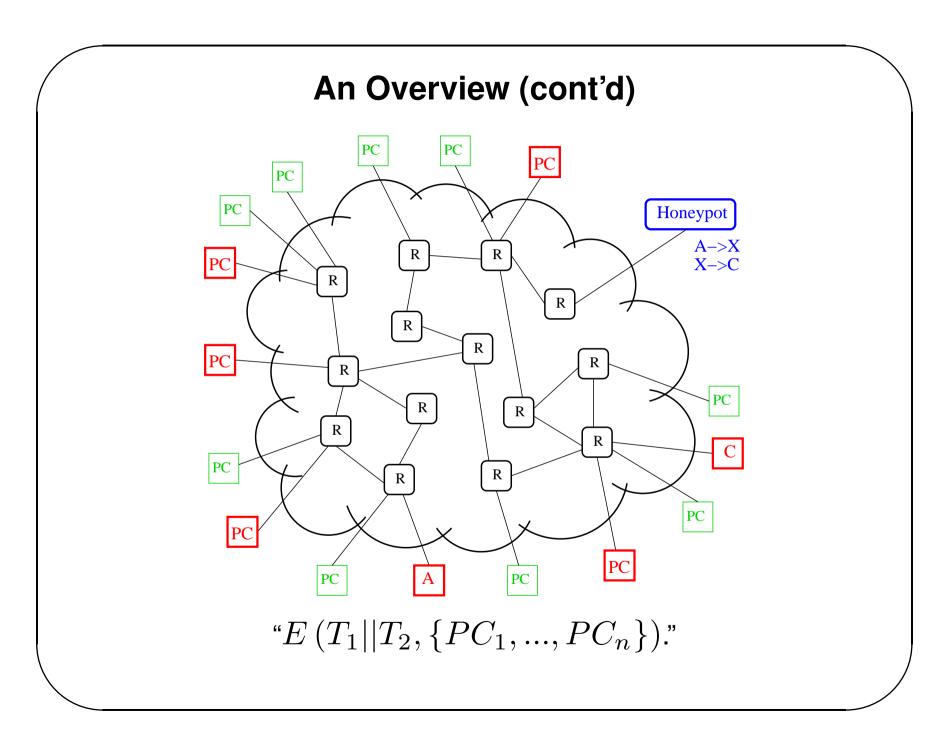






$$T_1 = \{s_A, t_1, p_1\}, \quad T_2 = \{d_C, t_2, p_2\}$$





Cheating the System

Detectives can ask all the wrong questions

"Have you seen any politicians frequenting that unsavory gentlemen's club lately?"

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"I totally saw my competitor down at the docks last night"

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Cheating the System

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"Have you seen any politicians frequenting that unsavory gentlemen's club lately?"

- Witnesses can make up answers
 - "I totally saw my competitor down at the docks last night"
- Witnesses can withold answers

"I've never seen the bathroom of that crackhouse, officer. Wait, I mean, what crackhouse?"

Detectives Cheating

There's not a lot we can do about this

- Witnesses can threshold questions, and keep track of detectives that ask a lot of "funny" questions
- We have to assume that most detectives are trustworthy

Witnesses Cheating

This we can do more about

- ullet Made-up answers won't decrypt properly, because the witness can't figure out T_i
- ullet Bogus additions to legitimate responses (where the witness does know T_i) can be mitigated again with thresholds
- Withheld answers only hurt if no one else saw it

Sharing the Data

- Detectives could report to a central authority
 - "Network CDC"
- ISPs and enterprises could provide "Detective services" to their own networks
- Detectives could populate a global bad behavior database used for all sorts of bad activities

Conclusions and Future Work

Conclusions:

- We can use existing infrastructure to do collaboration
- The "barrier to entry" for this collaboration can be lowered with some tricks to improve privacy and reduce information leakage

Future Work:

- "So full of holes it will probably generate plenty of discussion"
- ullet H() is an open question we threw a straw man out there
- Getting the queries right will require some more information

Is it safe enough that people will use it?

Questions

Thanks for Listening Any Questions?

http://www.cs.purdue.edu/homes/eblanton/slides/hotnets06.pdf