CSE508 Network Security

2/3/2016 Core Protocols: DNS

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Domain Name System

DNS maps domain names to IP addresses

"Phonebook" for the internet

Client: I want to connect to: www.cs.stonybrook.edu

DNS server: here is its IP address: 130.245.27.2

Distributed, hierarchical, reliable database

Replaced the manually maintained /etc/hosts file

Domain names are registered and assigned by registrars accredited by ICANN

Not always a one-to-one mapping

Virtual hosting: many names to a single IP address

Load balancing/fault tolerance: single name to many addresses

DNS Server Hierarchy

Hierarchically divided name space

```
.edu → stonybrook.edu → cs.stonybrook.edu →
www.cs.stonybrook.edu
```

Root name servers

Responsible for top-level domains (TLDs): .com, .edu, .net, ...

Point to the *authoritative name server* of each TLD → managed by government or commercial organizations

```
$ curl http://data.iana.org/TLD/tlds-alpha-by-domain.txt |wc -1
1545
```

Authoritative name servers are responsible for a set of names belonging into a zone

Leaf nodes in the DNS hierarchy manage the zone of a single domain (e.g., stonybrook.edu)

DNS Resolvers

Query DNS servers and resolve the requested resource

Main query types:

Non-recursive: query a single server and receive a response May be a partial response

Recursive: query a single server, which may then query (as a client itself) other DNS servers on behalf of the requester

Has to reply with the requested response or "doesn't exist" (cannot refer the client to a different DNS server)

Iterative: query a chain of one or more DNS servers

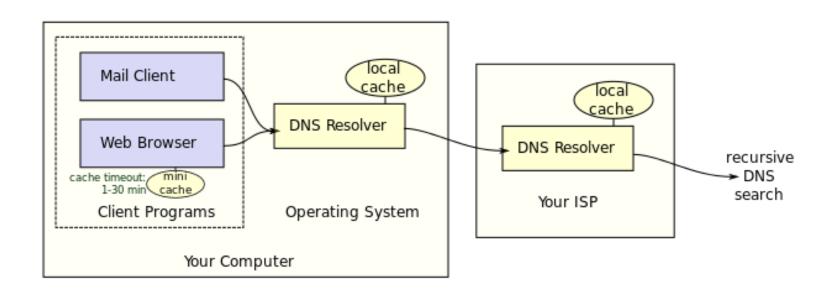
Each server returns the best answer it has

If it doesn't have an exact match, it returns a *referral*: a pointer to an authoritative server lower in the chain

Walking the Tree: End User

User applications place resolution requests to the *stub* resolver of the OS

The stub resolver then sends DNS queries to a recursive resolver Caches responses for future queries (TTL specified by owner)
Negative responses are cached as well → save time for nonexistent sites (e.g. due to misspelling)

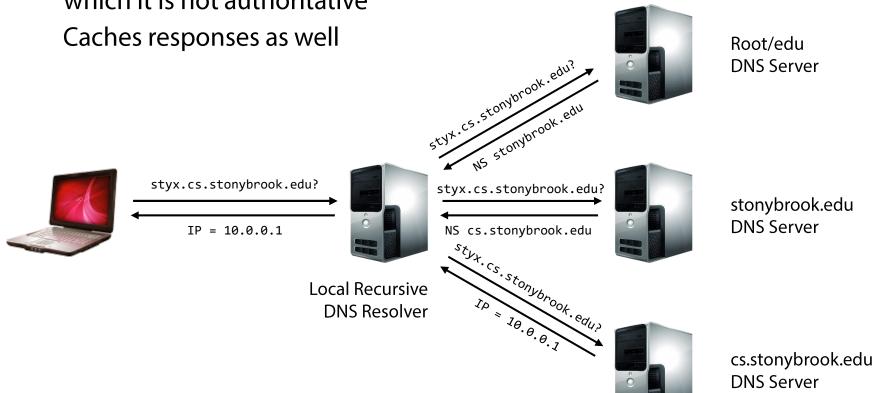


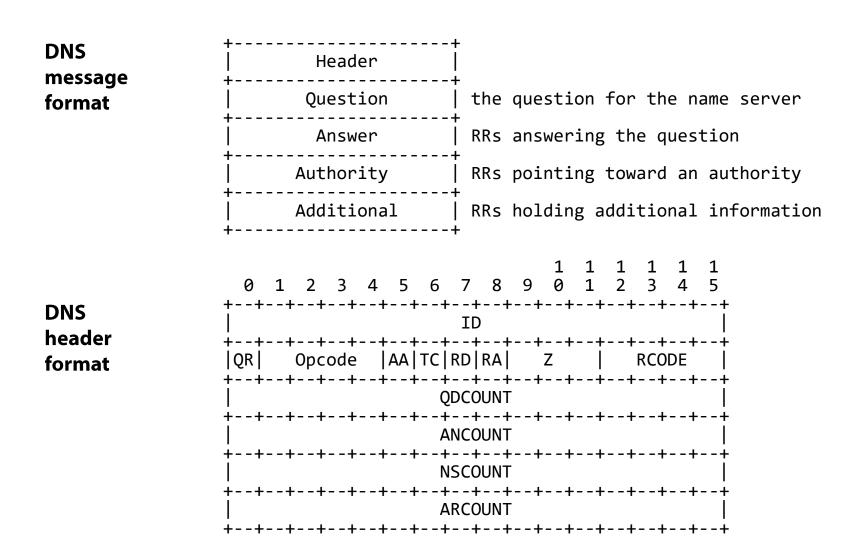
Walking the Tree: Recursive Resolver

Hosts know at least one local DNS recursive resolver

Usually specified by the ISP or organization through DHCP – users can manually override it

Uses the hierarchy of zones and delegations to respond to queries for which it is not authoritative

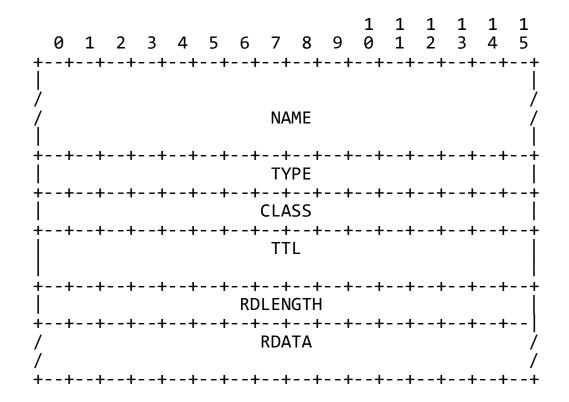




Primarily uses UDP for queries/responses (port 53)

TCP sometimes used for long responses and zone transfers

DNS resource record format



NAME Name of the node to which this record pertains

TYPE Type of RR in numeric form (e.g., 15 for MX RRs)

CLASS Class code

TTL Count of seconds that the RR stays valid

RDLENGTH Length of RDATA field

RDATA Additional RR-specific data

Types of Resource Records

Besides translating host addresses, DNS is in essence a generic "directory" for other host-related information

A: host address

NS: authoritative name server

MX: mail server of domain

CNAME: aliases for other names (not IP addresses)

PTR: map IP addresses to names (reverse lookup)

TXT: arbitrary data associated with the domain

HINFO: host information

DNS Spoofing/Cache Poisoning

No authentication (reminds something?)

Responses can be spoofed!

Point to a different address of the attacker's choosing

Phishing, malware infection, ... Root/edu styx.cs.stonybrook.edu? **DNS Server** NS stonybrook.edu styx.cs.stonybrook.edu? styx.cs.stonybrook.edu? stonybrook.edu **DNS Server** NS cs.stonybrook.edu IP = 10.0.0.1styx.cs.stonybrook.edu. tp 10.6.6.6 **Local Recursive DNS** Resolver cs.stonybrook.edu

DNS Server

Subverting Name-based Authentication

Described by Steven Bellovin (1990)

Trusted access based on host names (not a good idea)

Reverse DNS lookup to check if client's host name is contained in a list of authorized hosts

Example: "r-utilities" perform name-based authentication (e.g., permit all hosts in .rhosts to rsh/rlogin in)

Attack: fake a PTR record for an attacker-controlled IP address to return a trusted hostname

When rsh/rlogin receives the connection, the reverse lookup using the attacker's originating IP will return a trusted name...

Fix: cross-check the returned host name by performing another lookup → forward query

DNS Poisoning: Different Vantage Points

Off-path: attackers cannot observe any DNS queries and responses (blind)

Blind packet injection: must guess the proper values in the response fields according to the query

Race condition: forged response must arrive before the real one

On-path: attackers can passively observe the traffic (queries) and inject properly forged responses (*MotS*)

Easy to mount in WiFi networks, by ISPs, ...

Race condition: forged response must arrive before the real one

In-path: attackers can block responses from reaching the victim, and inject forged ones instead (*MitM*)

But then the attacker can do so much more...

DNS TXID

Synchronization mechanism between clients and servers

16-bit transaction identifier

Randomly chosen for each query

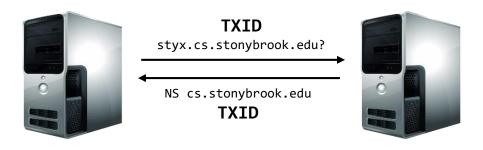
Response accepted only if TXIDs match

Response cached according to TTL (e.g., one day)

Attacker has to win a race

Guess the correct TXID

Response *src IP* and *dst port* should match query *dst IP* and *src port*



It's possible!

Kaminsky Attack (Dan Kaminsky, 2008)

Goal: poison server's DNS cache entry for example.com

Cannot just send random DNS packets to the recursive

The server will only accept responses to *pending* queries

Requirements for a successful forged response:

Matching source and destination IP address → trivial

Matching source and destination UDP port → old DNS servers would use 53 for source port too (even if different, can be easily inferred)

Matching TXID → 16 bits of randomness

Matching question ⇒ attacker targets a particular recursive server, so can trigger a query at will

Additional issue: www.example.com may already be in the recursive server's cache

In that case the recursive will not ask the authoritative

Kaminsky Attack (Dan Kaminsky, 2008)

Query the recursive with any subdomain not in the cache

Non-existent subdomains are fine: foo1.example.com

Not affected by TTL (e.g., as would be the case for www.example.com)

Causes the target resolver to query the authoritative server(s) for the requested subdomain

The attacker then floods the resolver with a large number of forged responses

```
Each containing a different guess of the query's TXID ;; ANSWER SECTION: foo1.example.com. ;; AUTHORITY SECTION:
```

```
example.com. 86400 IN NS ns1.example.com.
```

```
Fake referral ----
```

```
;; ADDITIONAL SECTION:
ns1.example.com. 604800 IN A 10.6.6.6
```

120

TN A 10.0.0.10

If the race is lost, just repeat with a different subdomain!

Kaminsky Attack: Key Insights

The recursive will always contact the authoritative for example.com for any lookup of a non-existent domain

E.g., foooo1.example.com

The attacker can poison the cache with values in the additional RR field

It's fine that the query is for a non-existent domain

Today's internet speeds allow flooding the server with thousands of packets before the real response arrives

Likely more than enough TXID guesses

Fix: source UDP port randomization

Orders of magnitude higher TXID + port entropy

Pharming

Mostly traffic redirection attacks at the client side

Malware can alter local DNS settings

Change the system's (or the local router's) DNS server

Add entries in /etc/hosts

Example: DNSChanger: est. 4M infected computers, US\$14M profit (FBI's "Operation Ghost Click")

Drive-by pharming

A malicious web page contains JavaScript code that alters the local router's DNS server from the inside LAN

Dynamic pharming

Quickly switch mapping of bank.com between a malicious and a real IP First serve malicious script, then switch to the real site > same origin policy is bypassed

Other DNS Attacks

DNS hijacking by attacking registrars

Social engineering, stolen credentials, ...

DoS on root/critical servers

Or other targets -> DNS amplification attacks

Typosquatting/registering expired domains

Phishing – www.paypa1.com

Hijack scripts hosted on expired domains still in use by other web pages

Covert DNS communication

Data exfiltration, C&C, ...

Zone transfers

Reconnaissance

Server bugs

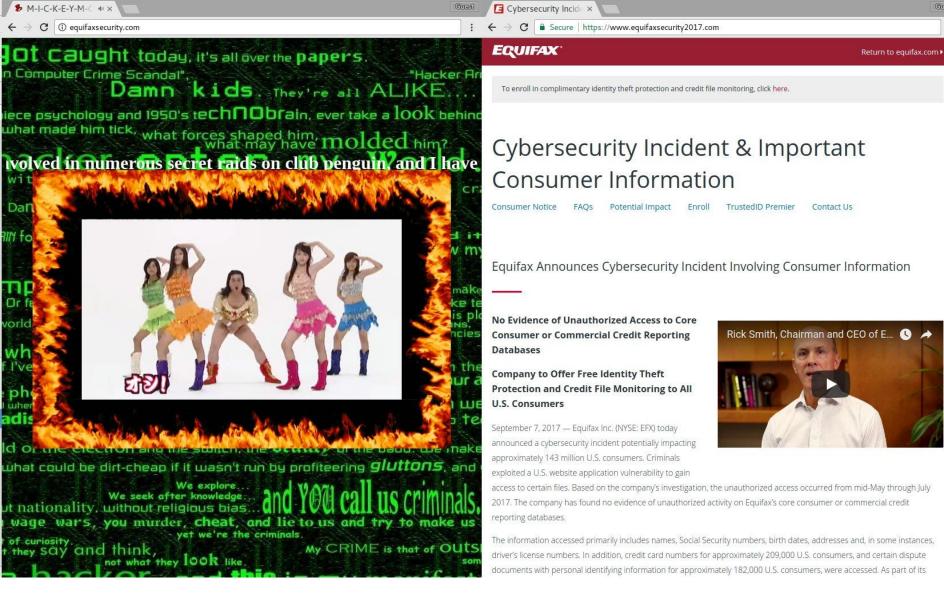
System compromise

Censorship









DNSSEC

Goal: enable authentication and ensure the integrity of DNS requests and responses

Non-goals: availability, confidentiality

Cryptographically signed resource records

Resolvers can verify the signature

Two new resource types:

DNSKEY: creates a hierarchy of trust within each zone

Name = Zone domain name

Value = Public key for the zone

RRSIG: Prevents hijacking and spoofing

Name = (type, name) tuple, i.e. the query itself

Value = Cryptographic signature of the query results

Not a complete solution

Enables DoS amplification/CPU exhaustion attacks

Forgery of delegation records still possible

No "last mile" protection