

Evil networks: BotNets

HOW TO GET REALLY RICH USING JUST COMPUTERS

(side effect: how to build secure and resilient P2P applications)

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Keywords

- BotNet
- C&C
- Resilience
- FastFlux
- Randomization

BotNet?

Infected Computer

BotNet?

Infected Computer x A LOT

BotNet?

Infected Computer x A LOT
+ Anonymous Botmaster

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=

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FUN

BotNet?

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~~FUN~~

BotNet?

Infected Computer x A LOT

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=

TROUBLE

BotNet?

Infected Computer x A LOT

+ Anonymous Botmaster

=

TROUBLE

(seriously, don't try this at home)

BotNet?

- SPAM
- DDoS
- ID Theft
- IP Theft
- Theft
- Phishing
- Scareware
- Virus distribution
- Anonymous VPN



BotNet?

- Money
- Money
- Money
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- Money



BotNet?

- Requirements
 - Availability: ready for business
 - Stealth: don't show up on the radar
 - Anonymity: jail bad place to enjoy money
 - Authentication: private botnet
 - Size estimation: marketing counts
 - Confidentiality, Latency, Ease of use...

BotNet?

- Requirements
 - **Availability: ready for business**
 - **Stealth: don't show up on the radar**
 - Anonymity: onion routing
 - Authentication: asymmetric crypto
 - Size estimation: timestamp algorithm
 - Confidentiality, Latency, Ease of use...

Regular Activity: Web, etc

- Attacker
 - DDoS

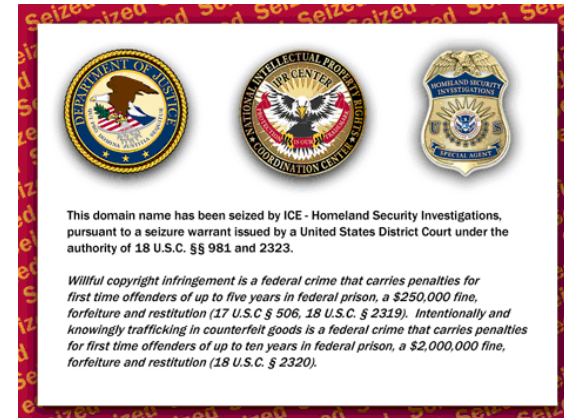


- Defense
 - CDN



Forbidden Activity: SPAM, etc

- Attacker
 - DDoS
 - Law
 - Experts
 - A / V
 - ISP



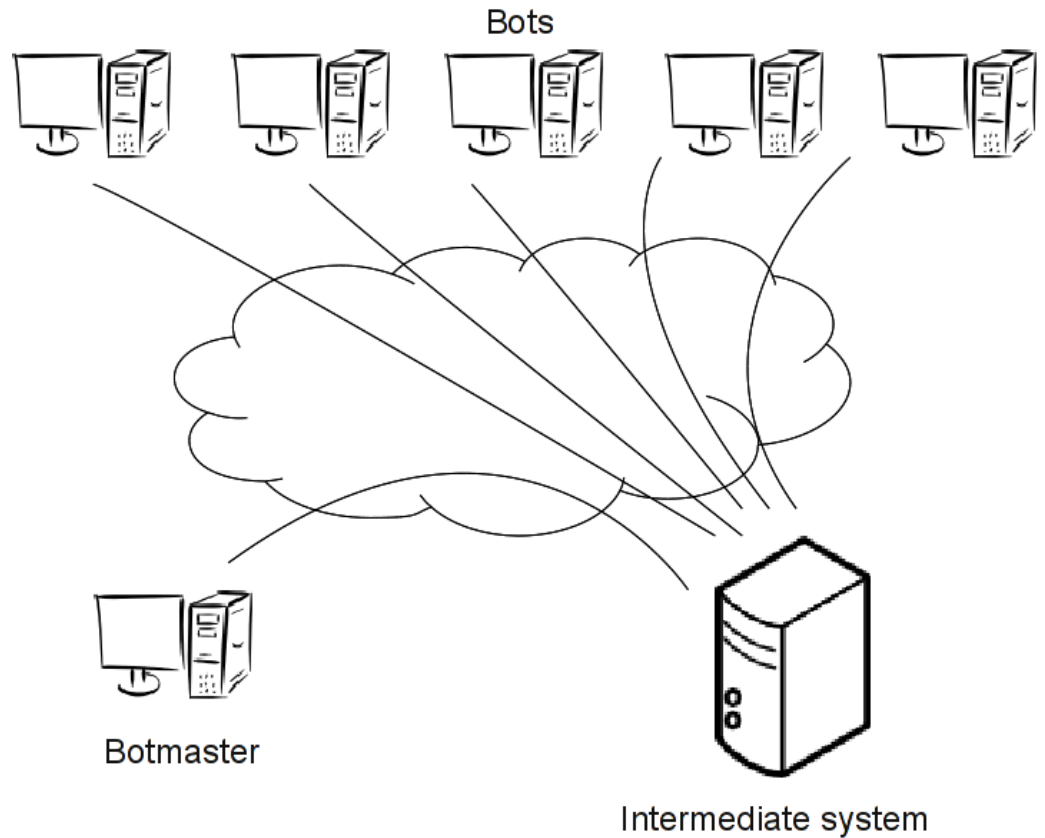
- Defense
 - ???

Pre - History

- Remote control of individual PC
 - NetBus
 - BackOriffice2000
 - Novelty / Spyware

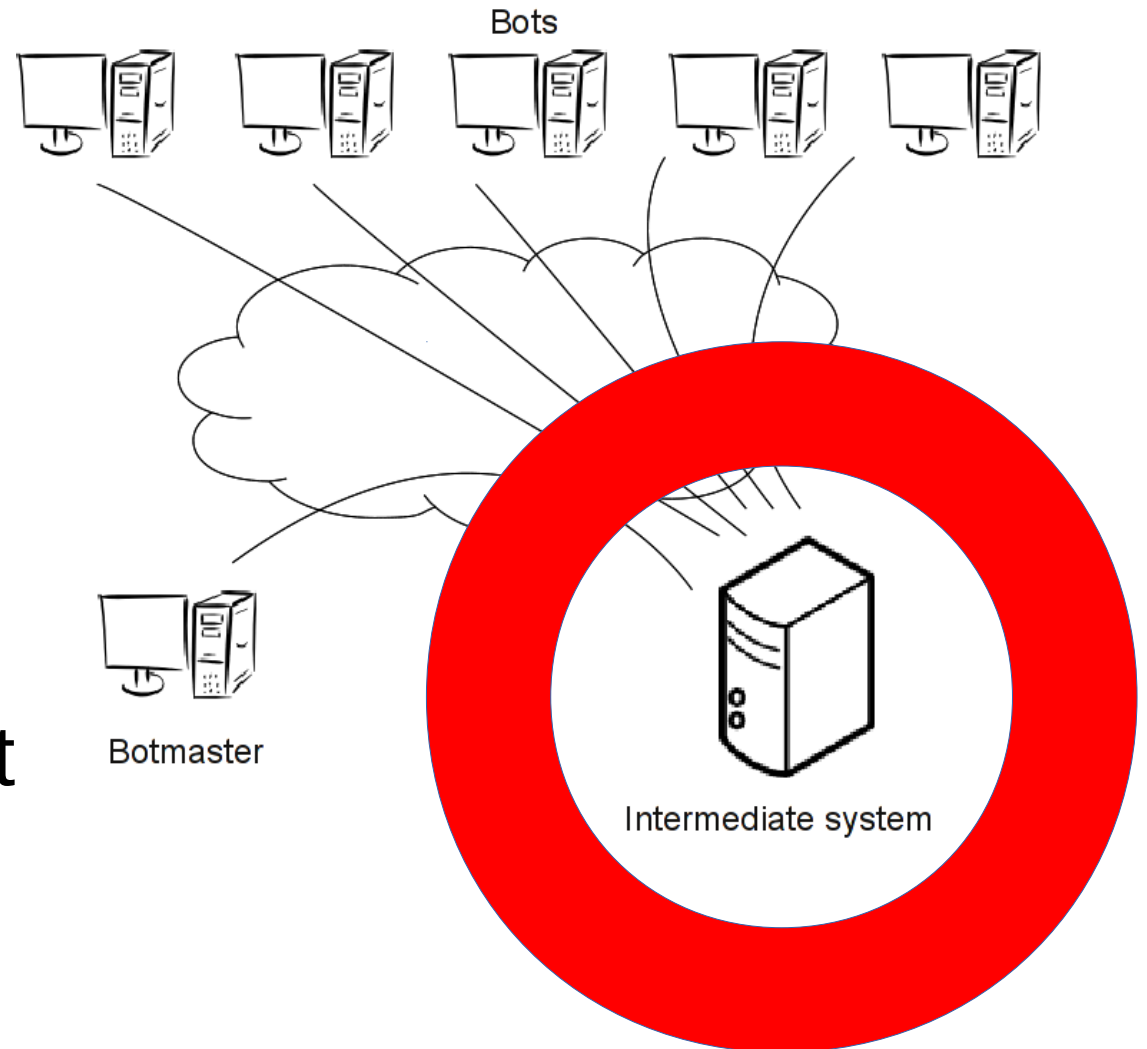
Ancient History

- Centralized server
 - Hacked server
 - Botmaster owned



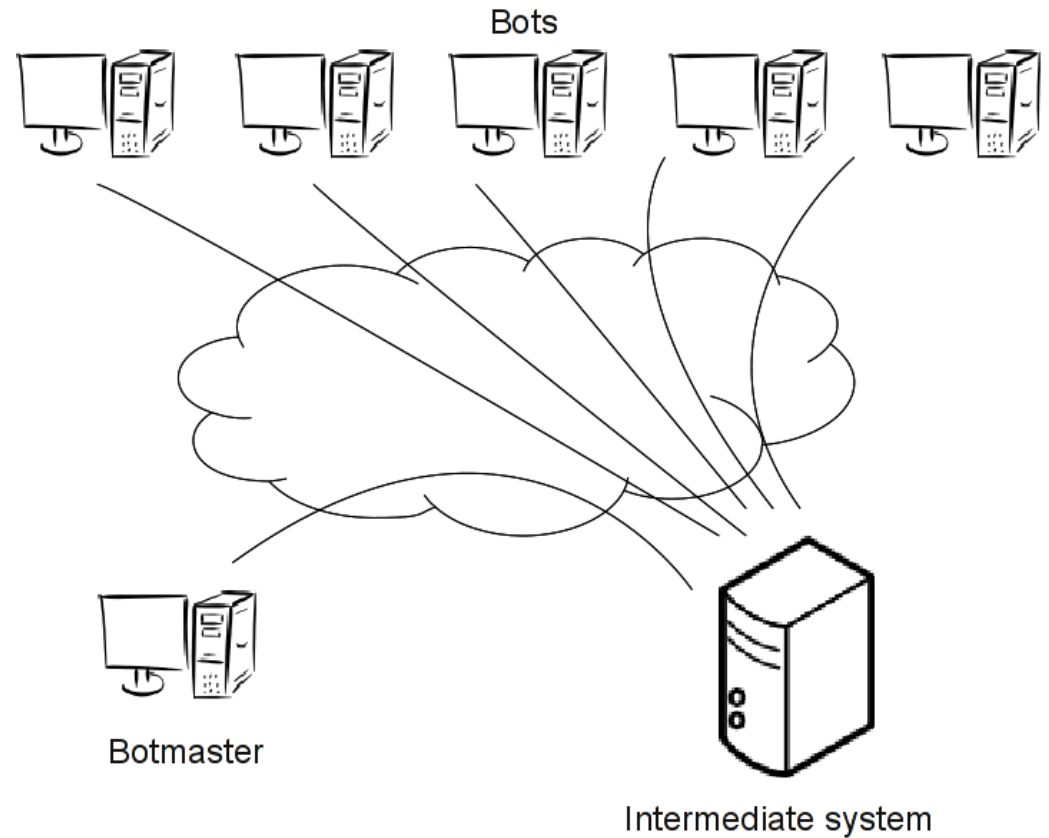
Ancient History

- Centralized server
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 - Botmaster owned
- Easy to attack
 - Clean server
 - Disconnect server
- Trivial to implement



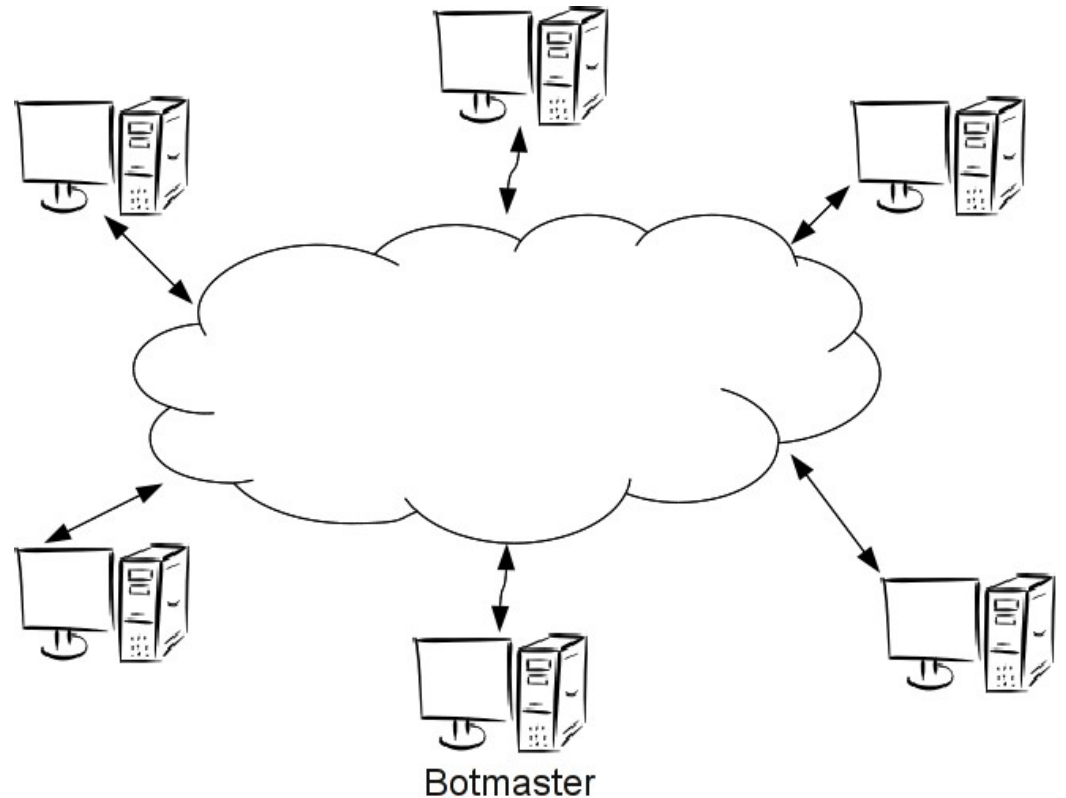
Ancient History

- IRC server
 - IRC resilience
 - Password
 - Botmaster via Tor
- Easy to attack
 - Clean server
 - Disconnect server
- Easy to implement



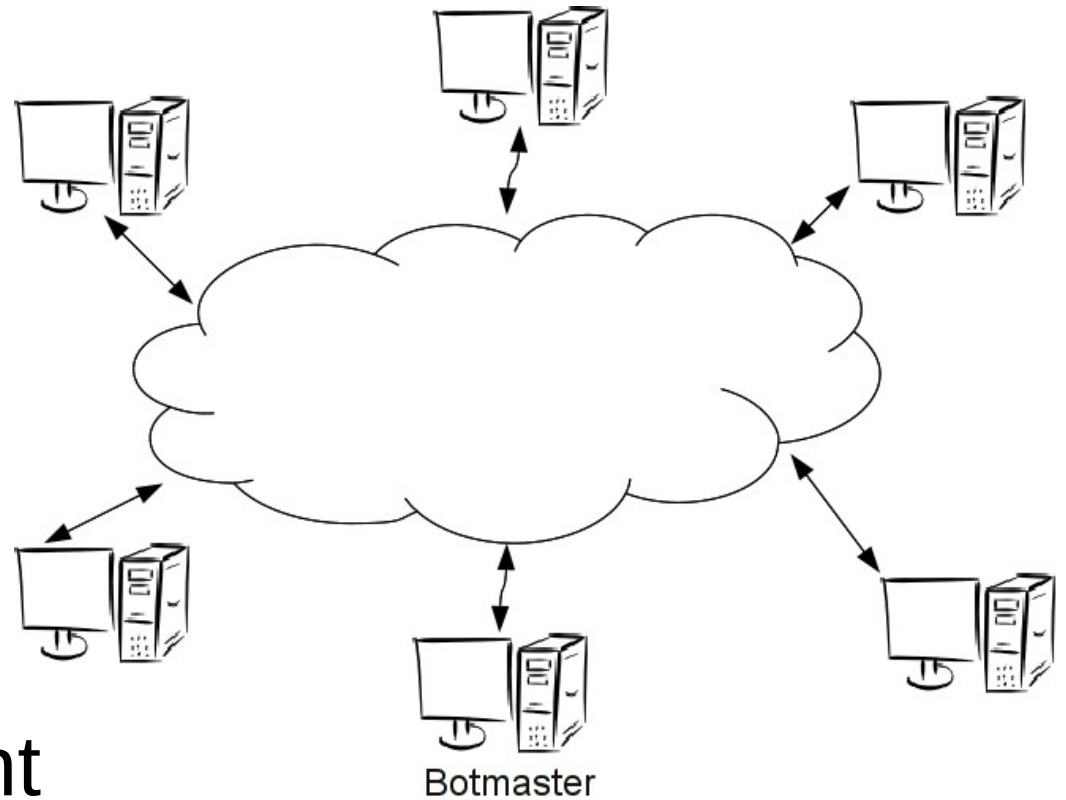
Modern History

- P2P networks
 - P2P resilience
 - Botmaster peer
- Harder to attack
 - No server
 - Exploit bot software



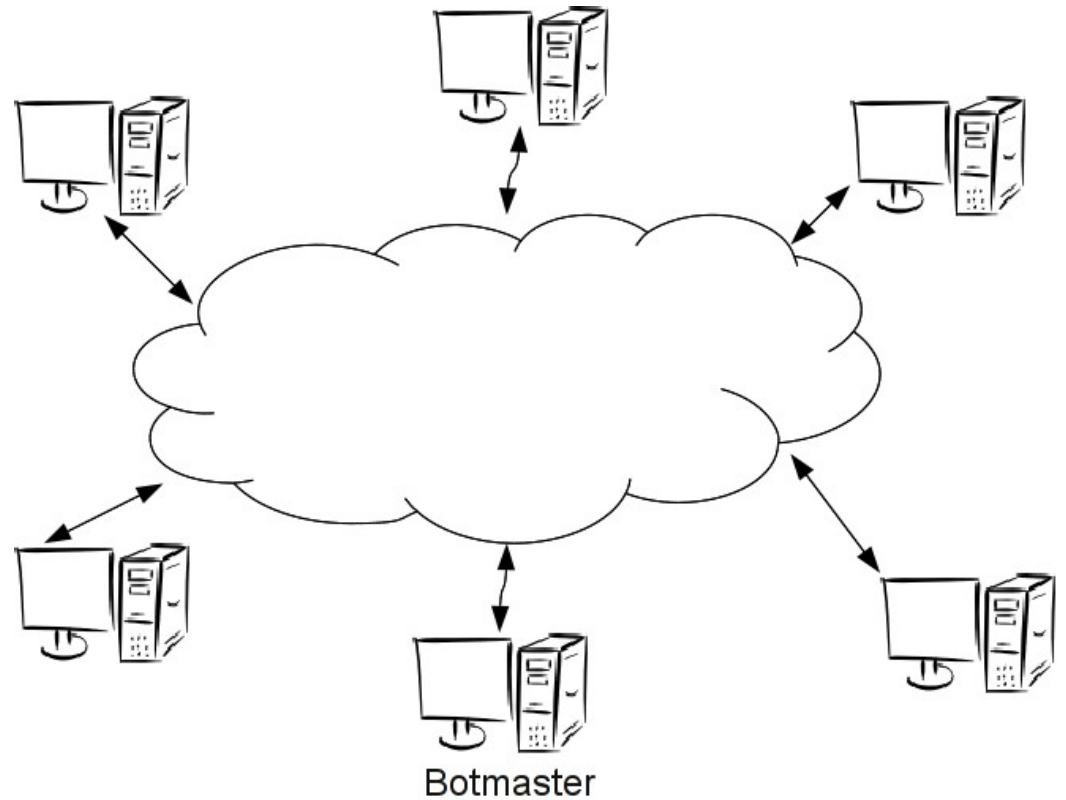
Modern History

- P2P networks
 - P2P resilience
 - Botmaster peer
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 - No server
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- Difficult to implement



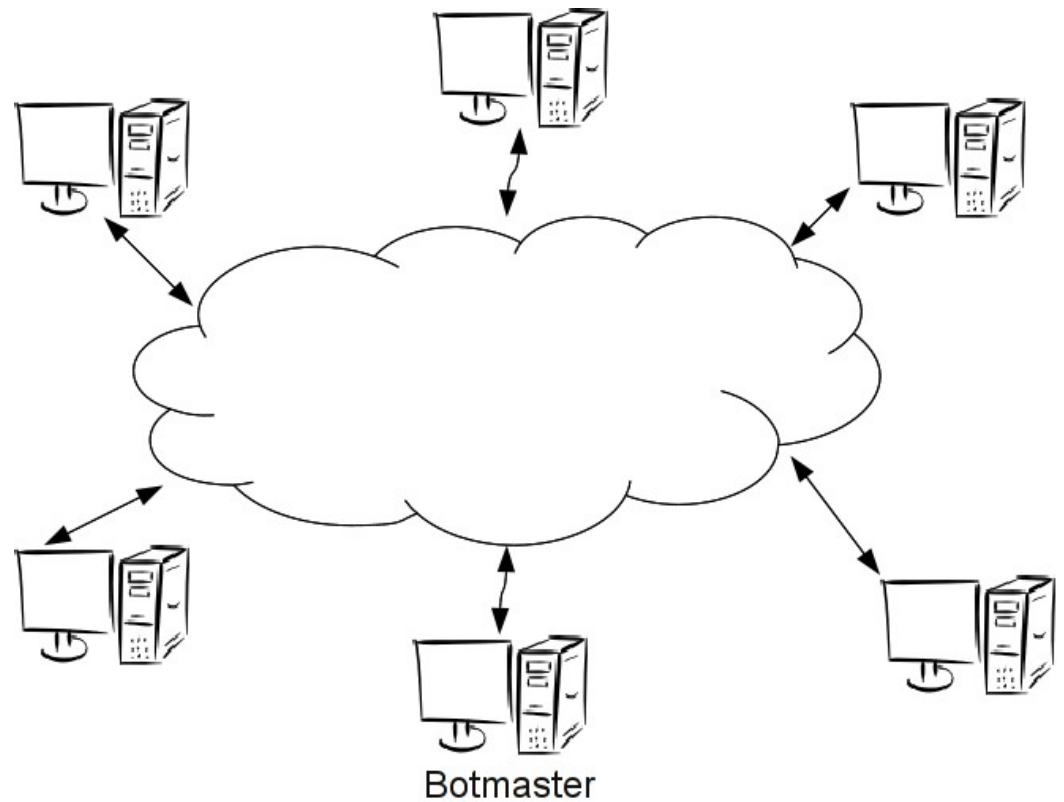
Modern History

- Storm Worm
 - Jan 2007
 - P2P C&C
 - Up to 50 million
 - Computing power
 - Top 500
 - Bandwidth
 - Country
 - Revengeful



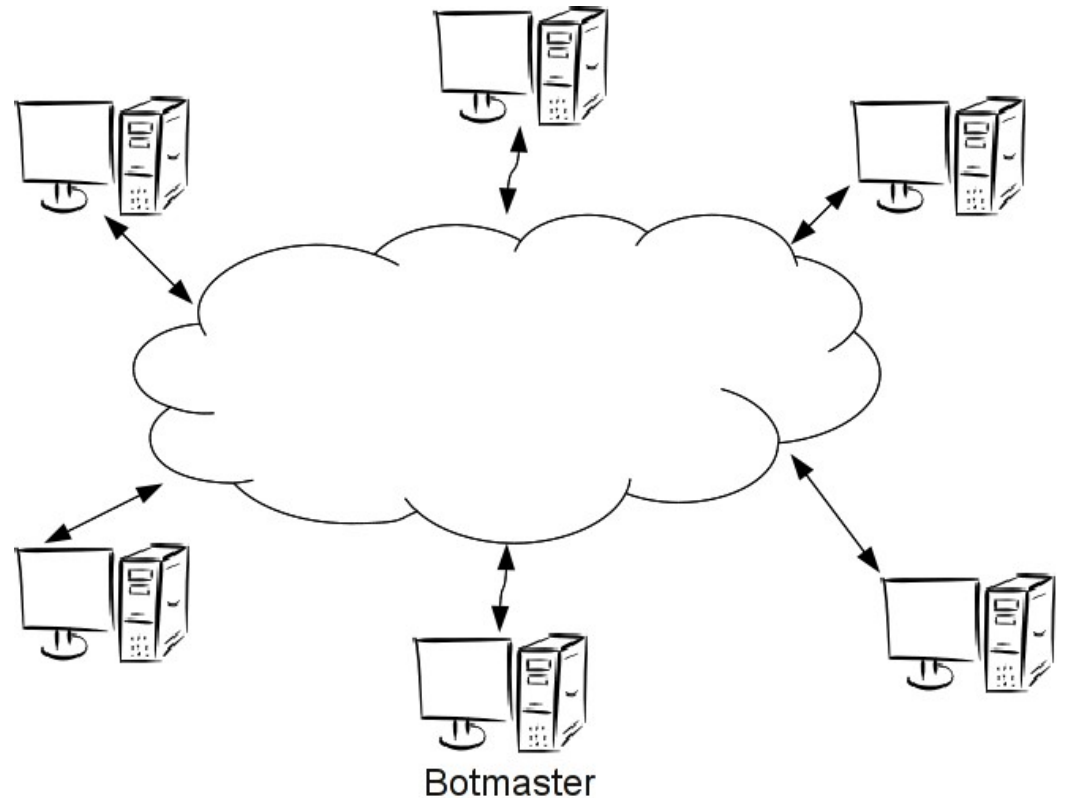
Modern History

- Storm Worm
 - Overnet
 - Kademlia
 - Cell structure
 - Hide size
 - Fast Flux



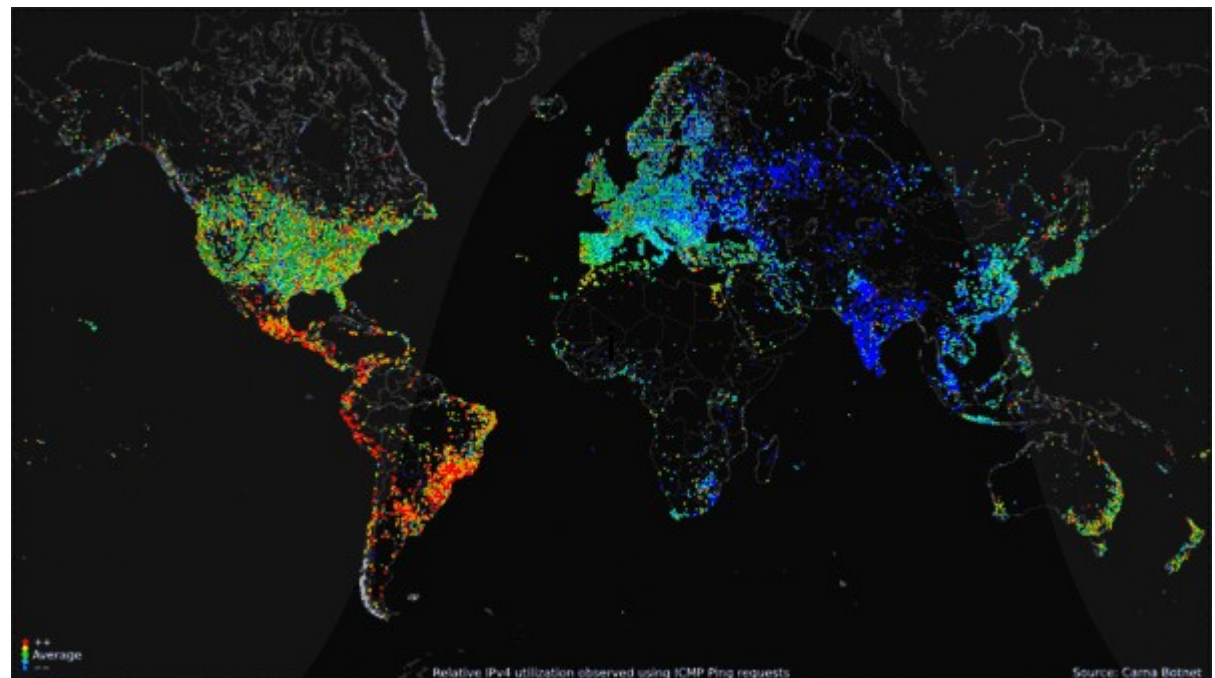
Modern History

- Storm Worm
 - Stormfucker
 - Poor crypto
 - 4 byte XOR
 - 64 bit RSA
 - No authentication



Modern History

- Carna Botnet
 - Routers
 - Default credentials
 - Internet Census 2012
 - Polite Botnet



First vulnerability: Content Server

- Content Server is taken down: SPAM is useless
- Hide Content Server
- Use bots as proxies

DNS Round Robin

- Anatomy of a DNS request: google.com
 - Get NS . (root level) → 13 root servers
 - Get NS com. → 13 “.com” servers
 - Get NS google.com → Google's DNS server
 - Get A google.com → Google WEB server

DNS Round Robin

- Anatomy of a DNS request: google.com
 - . 14922 IN NS a.root-servers.net.
 - com. 172800 IN NS a.gtld-servers.net.
 - google.com. 172800 IN NS ns2.google.com.
 - google.com. 300 IN A 173.194.44.4

DNS Round Robin

- Return a list multiple results
- Each query return a different list

DNS Round Robin

- Load Distribution
- Avoid dead machines
- Simple and effective
- Not perfect: Distributon vs Balancig
- CLI Example (run twice)
 - \$ dig google.com +trace

DNS Round Robin

- Example: google.com

- google.com. 300 IN A 173.194.44.41

- google.com. 300 IN A 173.194.44.36

- google.com. 300 IN A 173.194.44.37

- google.com. 300 IN A 173.194.44.33

- [...]

- google.com. 300 IN A 173.194.44.33

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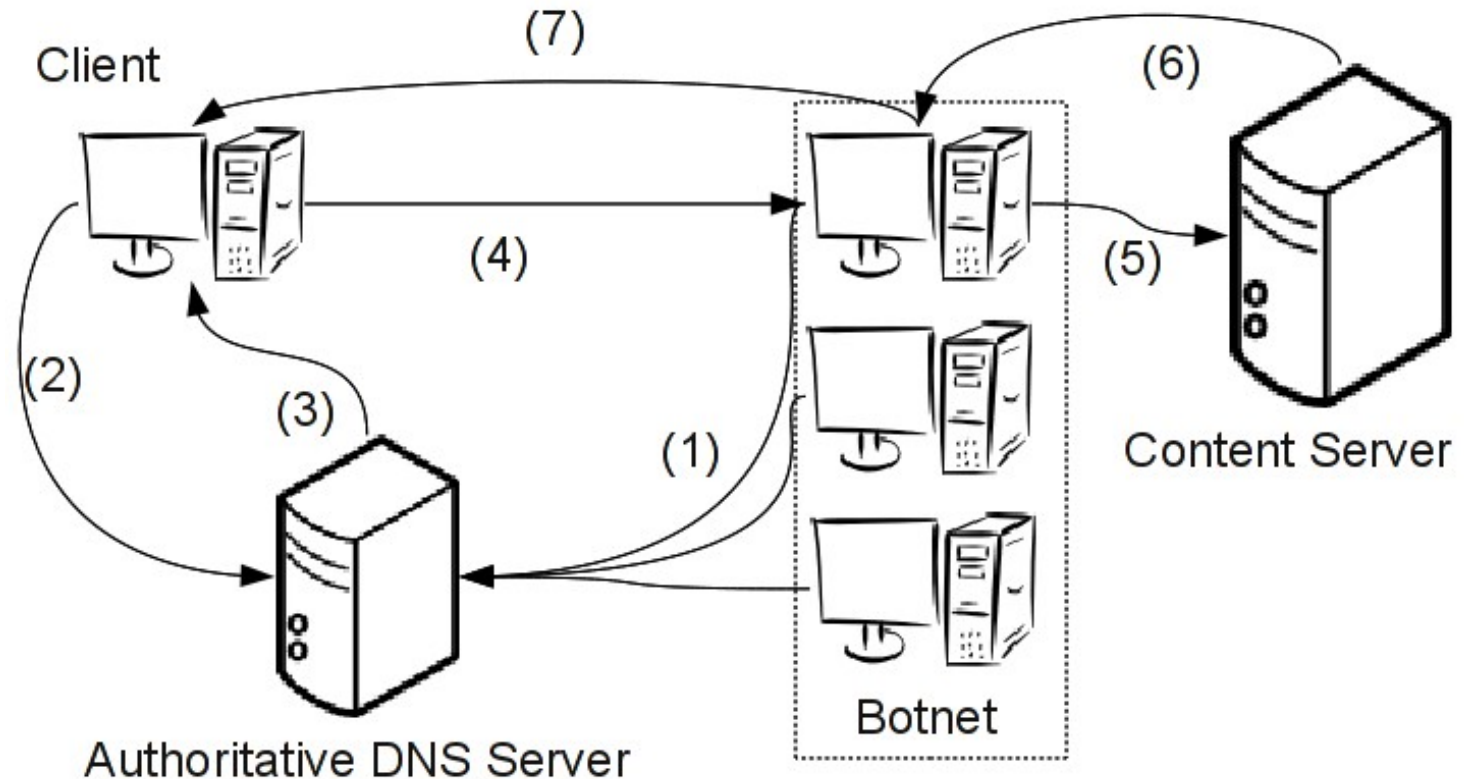
- [...]

Fast Flux

- Very aggressive Round Robin
- Thumb rule: TTL < 300 s
 - High load domains conflict with this
 - Yahoo: TTL 1800
 - Facebook: TTL 900
 - Google: TTL 300
 - Amazon: TTL 60 (!)
- Updated by destinations themselves

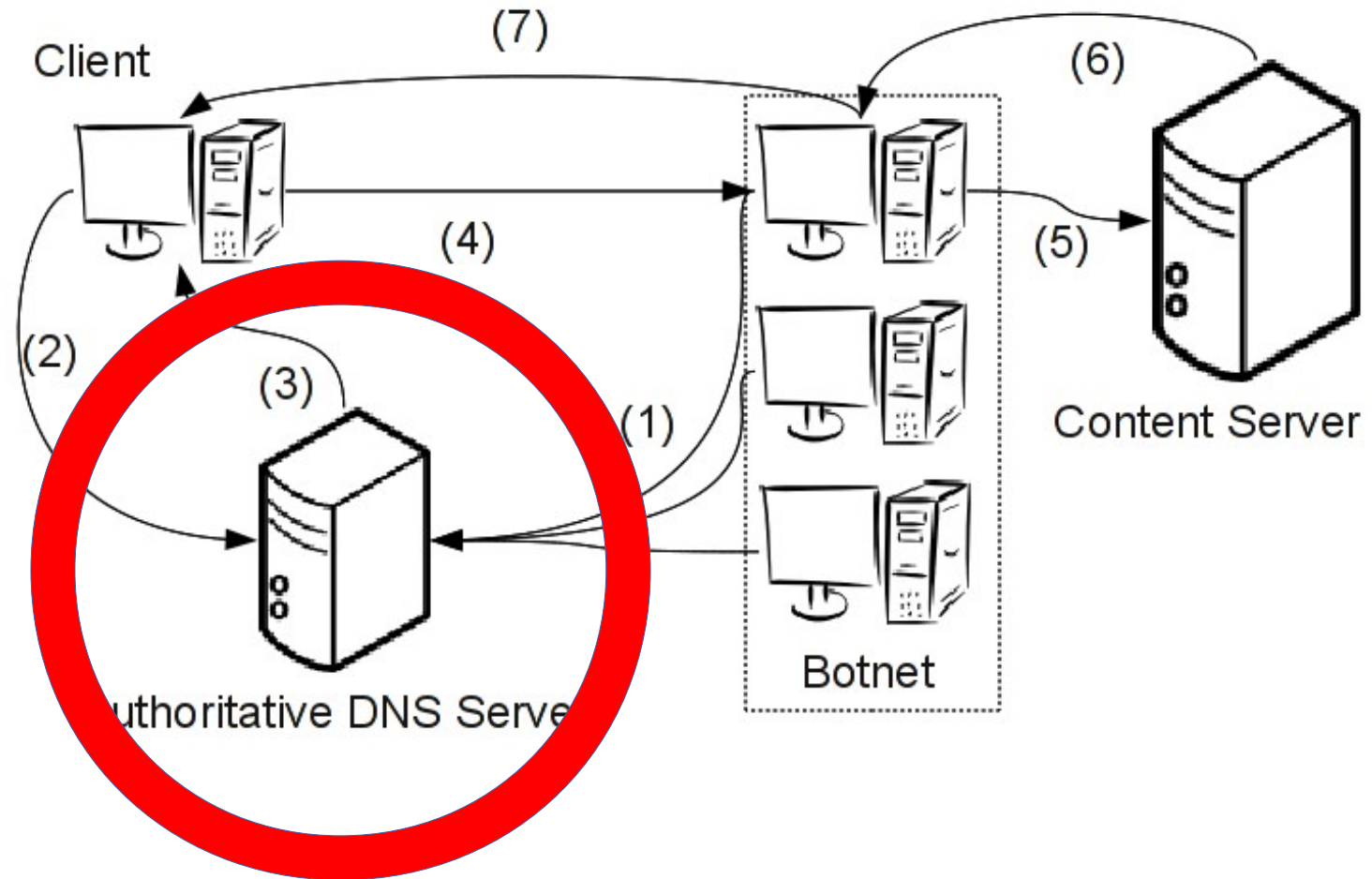
Fast Flux

- 1) Registration
- 2) Query
- 3) Response
- 4) Request
- 5) Forward
- 6) Content
- 7) Forward



Fast Flux

Single failure point: DNS server

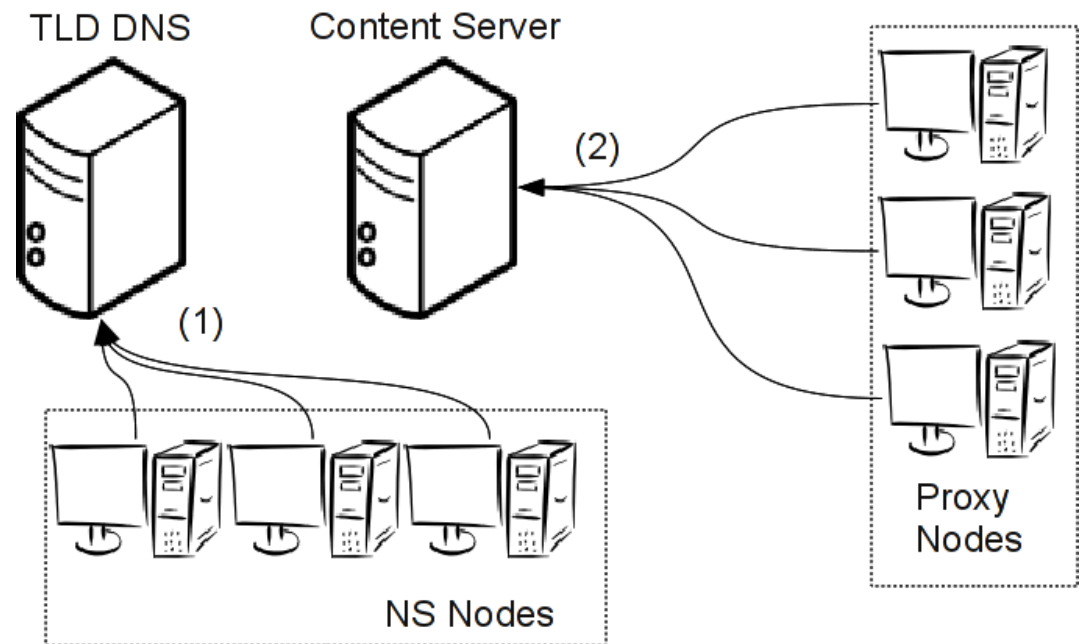


Double Fast Flux

- Fast Flux: Single A result → Multiple A (proxies)
- Double FF: Single NS result → Multiple NS
- Do Fast Flux on both A and NS records
 - Different sets of nodes (specialized)

Double Fast Flux

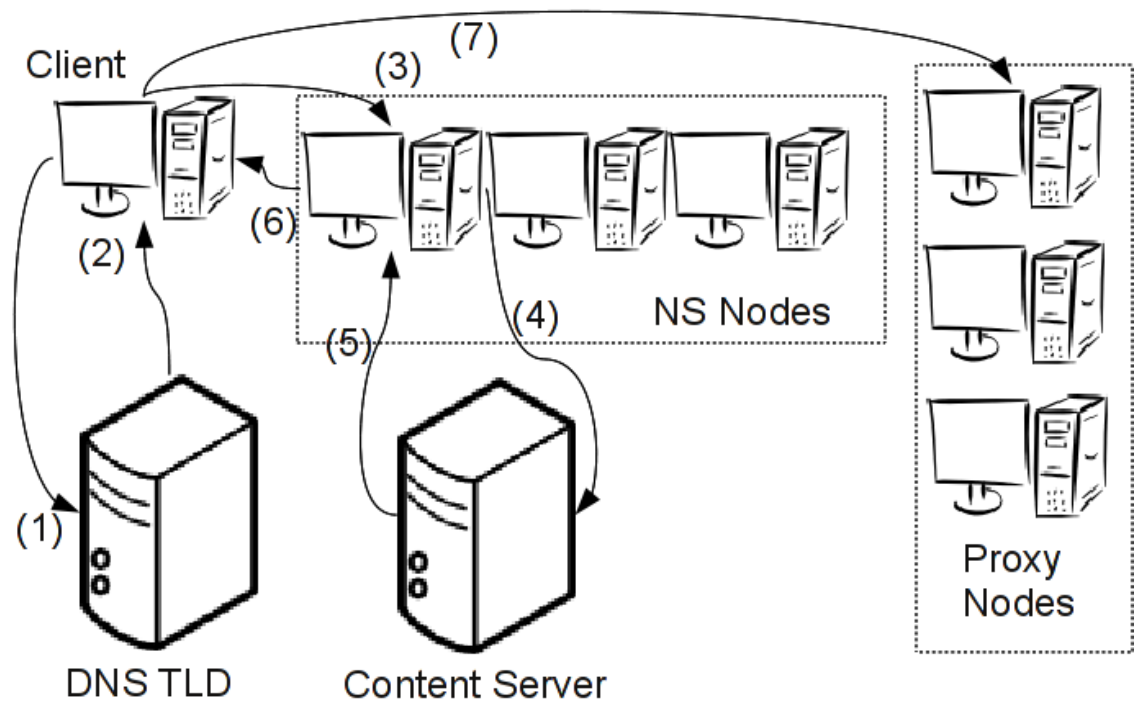
- Stage 1: Registration
 - NS nodes to TLD
 - Proxy Nodes to NS content server



Double Fast Flux

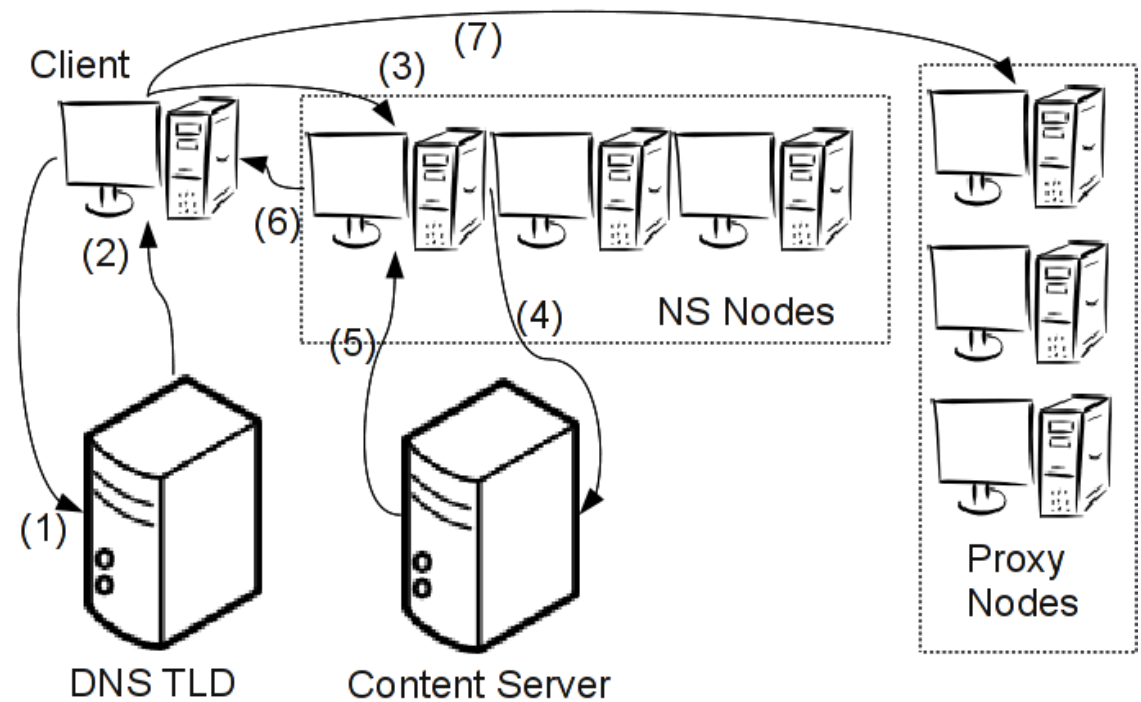
- Stage 2: Operation

- 1) Get NS for domain
- 2) Reply: NS proxy
- 3) Get A for domain
- 4) Forward
- 5) Reply A
- 6) Forward
- 7) HTTP request



Double Fast Flux

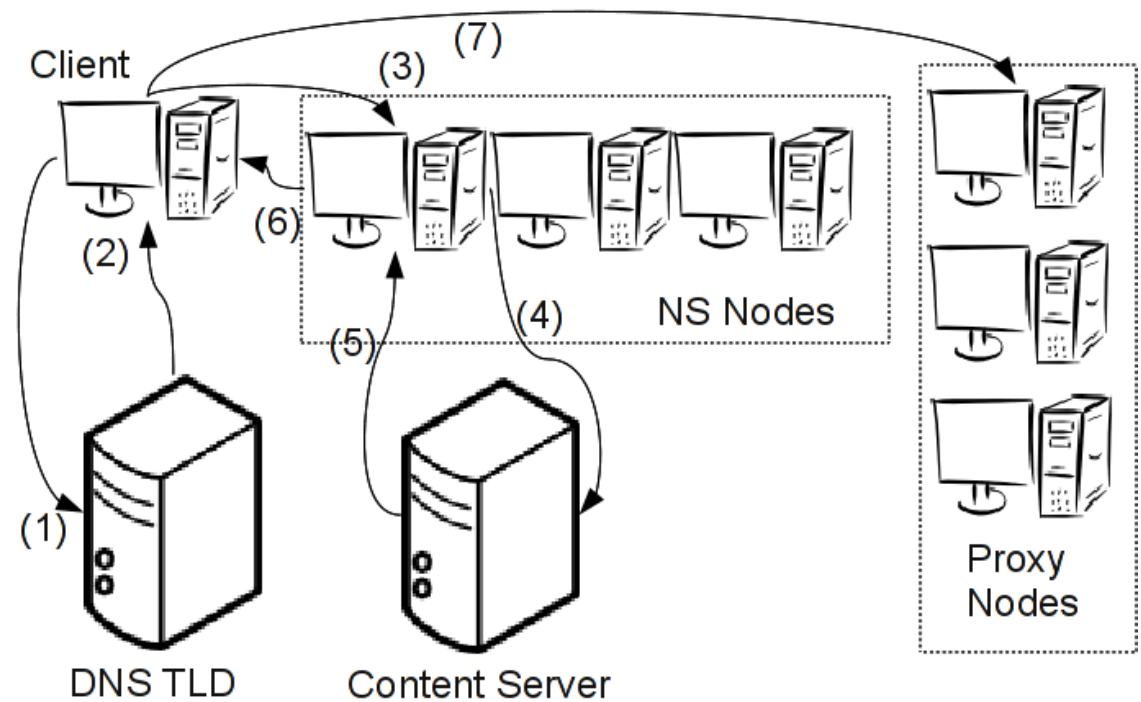
- Perfect? No single point of failure?



Double Fast Flux

- Perfect? No single point of failure?

evildomain.com



Domain Name Randomization

- Conficker A: Nov 2008
 - Pseudorandom list of 250 domains
 - Different every day
 - Download signed content
 - Affects up to 15 million Microsoft SERVER systems

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 - French Navy and Airforce
 - UK Ministry Defence (submarines, warships)
 - Bundeswehr
 - Police, Hospitals

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 - Dec 16, 2008 Patch from Microsoft
 - Feb 12, 2009 “Conficker Cabal”
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Domain Name Randomization

- Conficker Cabal
 - ICANN
 - Microsoft
 - Verisign
 - Symantec
 - F-Secure

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 - ICANN
 - Microsoft
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 - Symantec
 - F-Secure
 - Afilias, Neustar, China Internet Network Information Center, Public Internet Registry, Global Domains International, M1D Global, America Online, ISC, Georgia Tech, The Shadowserver Foundation, Arbor Networks, Support Intelligence

Domain Name Randomization

- Conficker Cabal
 - Pre-register all Conficker A domains
 - Starts in March, 2009
 - Finishes by mid-April, 2009

Domain Name Randomization

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 - Feb 20, 2009 Conficker C

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 - Try to connect to 500 of them
 - Success chance: ~1%
 - Distribute payload via P2P

Domain Name Randomization

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 - Try to connect to 500 of them
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 - Distribute payload via P2P
 - Game over

That pesky DNS

- DNS is controlled by authorities
 - Registration can be risky / expensive

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That pesky DNS

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 - Use TOR hidden service to host C&C
 - Back to IRC!

Stealth communication

- Twitter / Facebook
 - Base64 encoded bit.ly pastebin hosted CMD
 - Koobface: spread via Social Networks
- HTTPS
 - Traffic on unknown ports: suspicious
 - Cleartext on know port: easy fingerprinting
 - Encrypted traffic on known ports: suspicious to DPI
 - Encrypted traffic on port 443: bingo!

Stealth communication

- Jabber/XMPP
 - For users: Modern and flexible IRC replacement
 - For botnets: Modern and flexible IRC replacement
 - More complicated account creation
- DNS
 - Morto, Feeder
 - TXT requests
 - Base64 → bit.ly → pastebin → zip → exe, dll

Other Features

- Rootkit
 - Bot is module of OS
- Bootkit
 - OS is module of Bot
- Integrated Antivirus
 - Less competition, less attention
- GPL license violation

Other Attacks

- White Hat Botmaster
 - Exploit vulnerabilities in Bot code
 - Exploit vulnerabilities in BotNet design
 - Send autodestruction commands
 - Ethical and legal concerns
 - Defense: Learning to program.

Other Attacks

- Sinkholing
 - Sybil attack: Impersonate control nodes
 - Isolate and disconnect nodes
 - Sybils must be responsive to avoid bootstrapping
 - Defense
 - Reputation systems
 - Smart FF re-bootstrap

Other Attacks

- Enumerate and block
 - Add bots to spam blacklist
 - Defense: Brute force (have millions of bots)
- Spamming
 - Insert bogus data (theft botnet)
 - Defense: ??

Other Attacks

- Size estimation
 - Crawl P2P network: recursive queries of peer lists
 - Ineffective (sometimes as low as 2% discovered)
 - Emulate protocol and join
 - Defense: clustering

The Perfect Botnet

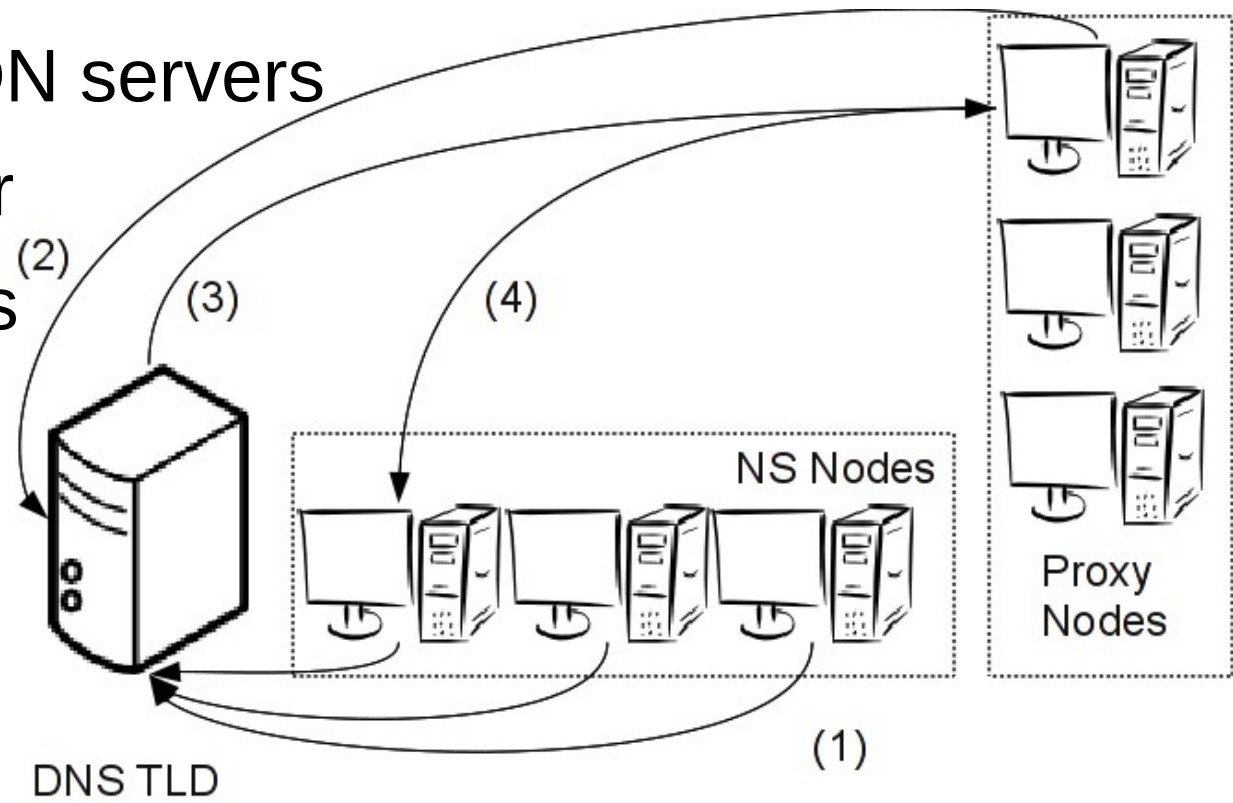
- No C&C: pure P2P based
 - No special nodes
- Domain name randomization
 - Instead of time, based on random but public data
 - Weather
 - Stock Market
 - Use Fast Flux for bootstrap
- Sign (and verify!) commands with proper crypto

The Perfect Botnet

- Use port 22, 443 for communication
 - Use proper crypto!
- Extra restricted situation: DNS
 - 8 'A' responses: 256 bits → DHT key
 - Google uses 11 'A' responses
 - Avoid invalid IP (127. - 10. - 172.16. - 5. - 224.)

The Perfect Botnet

- Improve Fast Flux
 - NS proxies → DNS servers
 - 'A' proxies → CDN servers
 - 'A' nodes register with DNS servers



The Perfect Botnet

- Too much work? Find a framework!



The End

DON'T TRY THIS AT HOME

(IF YOU DO TRY, I DEMAND MY SHARE)

Questions?