

## DDoS Open Threat Signaling (DOTS) Working Group

**Operational Requirements** 

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## Introduction & Context





## **DDoS Background**

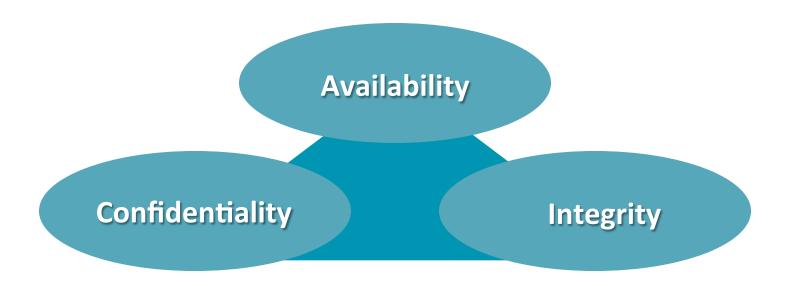
What is a **Distributed Denial of Service** (DDoS) attack?

- An attempt to consume finite resources, exploit weaknesses in software design or implementation, or exploit lack of infrastructure capacity
- Targets the availability and utility of computing and network resources
- Attacks are almost always distributed for even more significant effect (i.e., DDoS)
- The collateral damage caused by an attack can be as bad, if not worse, than the attack itself
- DDoS attacks affect availability! No availability, no applications/services/ data/Internet! No revenue!
- DDoS attacks are attacks against capacity and/or state!





## Three Security Characteristics

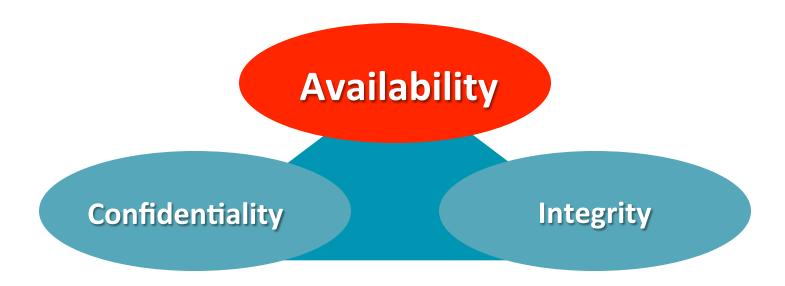


The goal of security is to maintain these three characteristics





## Three Security Characteristics



 The primary goal of DDoS defense is maintaining availability in the face of attack





## Realities of Coordinated DDoS Defense





#### **Common Perception of Internet Security Posture Today**







#### **Actual State of Internet Defenses Today**







#### Who Can Help?

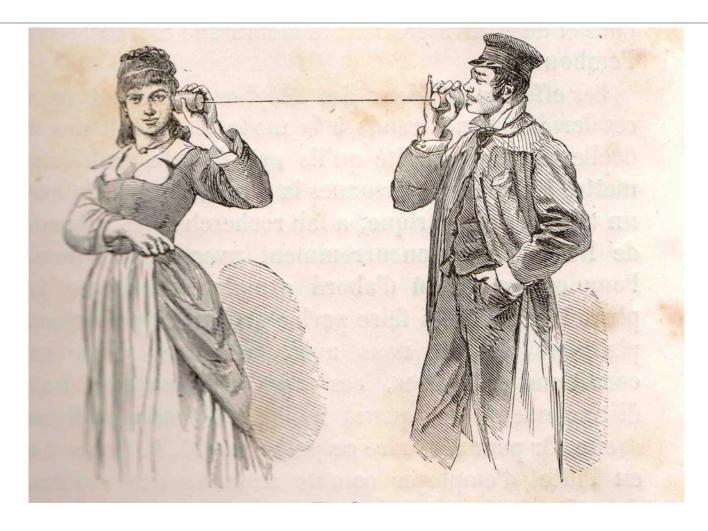


Your ISP or MSSP!





#### **How Can You Ask for Help Today?**



Technology pioneered by Robert Hooke in 1667, only slightly improved!





#### Asking for Help is Hard! Knowing How to Help is Harder!

- Most end-customers have no idea what their normal Internet traffic looks like, much less what's actually happening when they're being DDoSed (or even understanding that they're under attack!).
- Many ISPs/MSSPs do not provision DDoS defenses in detail for their end-customers. In many (most?) cases, endcustomers cannot articulate what servers/services need protection, what network access policies should be in place, etc.
- This drastically slows reaction/mitigation times.
- This drastically impedes reaction/mitigation efficacy.
- This leads to extended outages, lost revenue, frustrated end-customers (and customers of those end-customers).





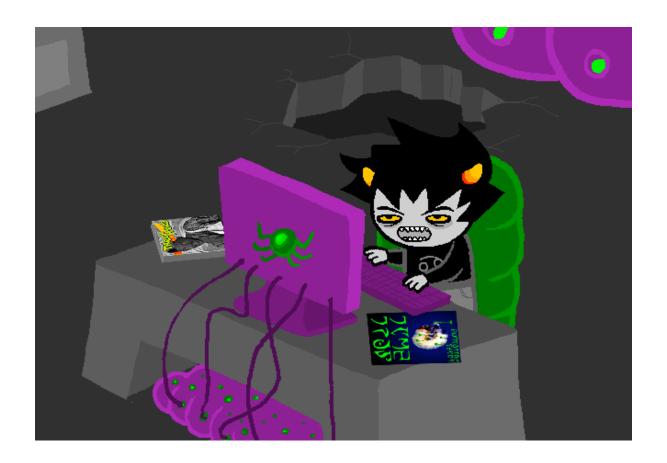
#### **Automated DDoS Attack Notification Methods Exist Today**

- But they are proprietary!
- End-customers can't mix-and-match vendors, ISP DDoS cloud mitigation providers, MSSP DDoS cloud mitigation providers. Effective coordination during an attack is for all practical purposes impossible.
- Servers/services/infrastructure devices which are the targets of DDoS can't signal for mitigation, even if they have the ability to detect and classify DDoS attacks (think Apache mod\_security/mod\_evasive, BIND RRL).
- ISPs/MSSPs must coordinate (badly, inefficiently) manually when jointly working to mitigate DDoS attacks.
- As attackers shift DDoS vectors/resources, severe latency, common miscuing occurs between defenders.
- Web portals exist; they're specific to vendors/ISPs/MSSPs, have varying degrees of mitigation configurability (most end-customers wouldn't know what to configure), and can be difficult to access during an attack when IDC & client LAN transit are conflated.





### **DDoS Defense Becomes a Typing Contest...**



#### Attacker.





### **DDoS Defense Becomes a Typing Contest...**

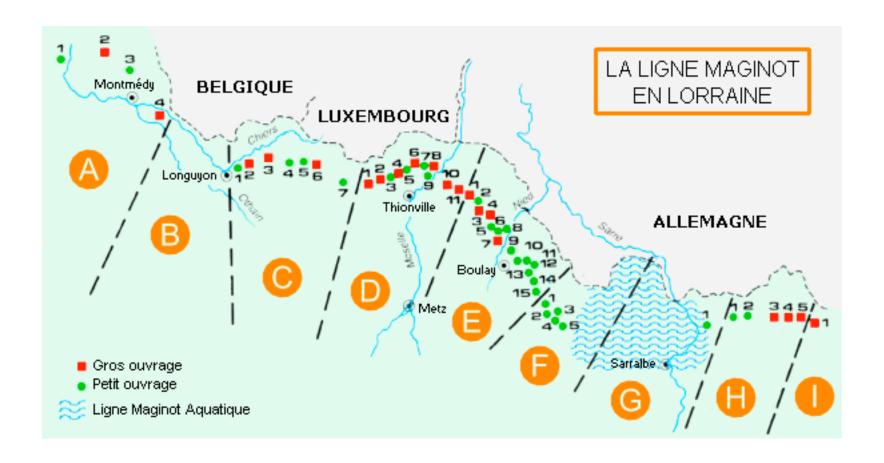


Defender.





#### Largely Static, Low-Agility Defenses . . .







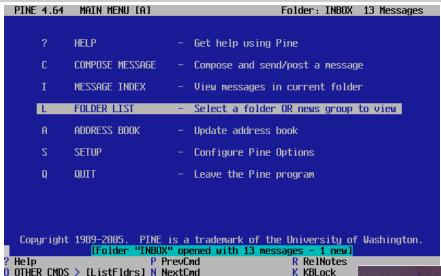
#### ... Lead to Predictable Outcomes.







#### Coordination of DDoS Defenses, Circa 1995.

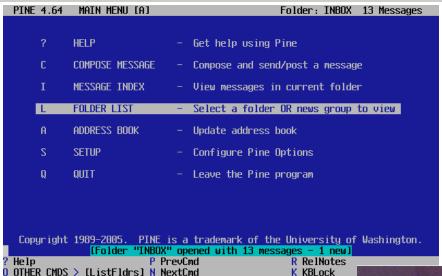








#### Coordination of DDoS Defenses, Circa 2005.

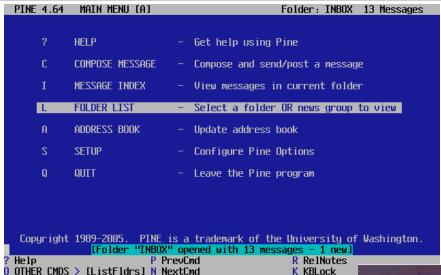








#### Coordination of DDoS Defenses, Circa 2015.

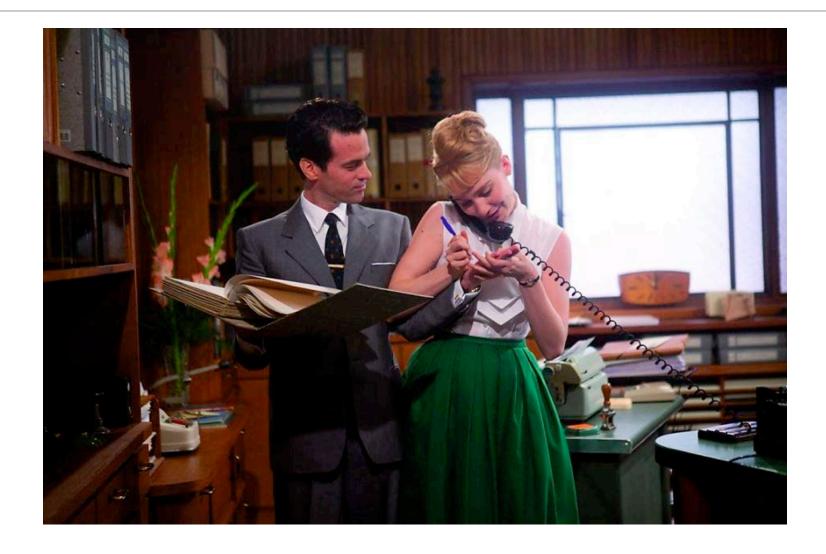








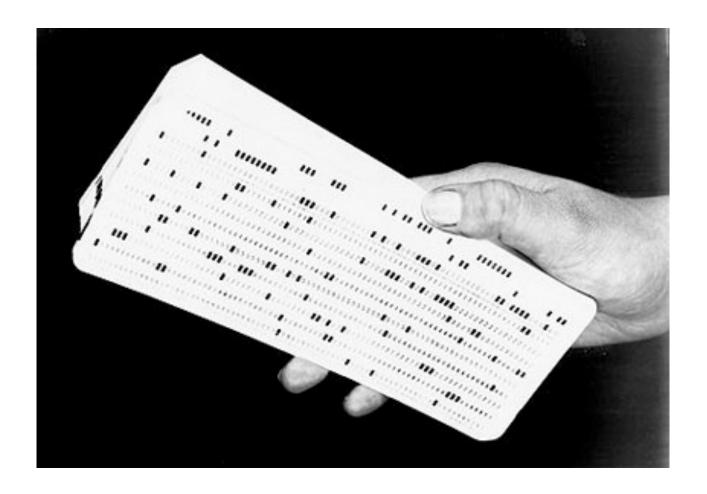
#### We Can – and *Must* – Do Better Than This!







#### We Need a Standardized Way of Sharing Information . . .







#### ... Across a Fast, Low-Latency, *Unreliable* Transport ...







#### ... Across a Reliable Transport That Will Make It Through Policies ...







#### ... Tell Us About Itself, Its Problems, and Its Desired Actions...







#### ... That Can Be Relayed Internally and Externally as Needed ...







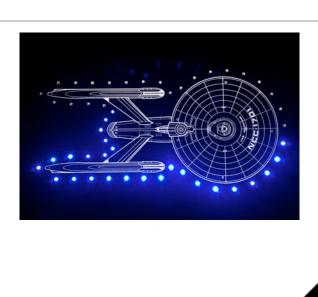
#### ... Everyone and Everything on the Network Can Participate ...

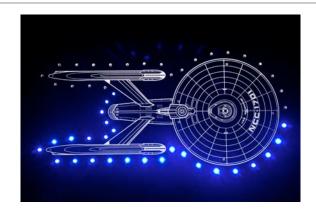


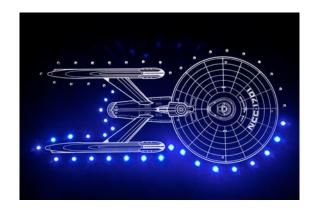


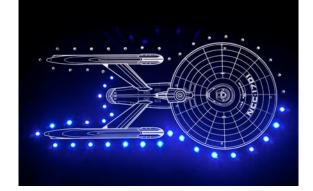


#### ... In Coordinated, On-Demand DDoS Defense.













# Summary of DOTS Operational Requirements





## **DOTS Operational Requirements**

- Standards-based exchange of DDoS attack and mitigation information.
- Must not assume organic detection/ classification capabilities of supplicant.
- Must work across common unreliable and reliable transports.
- Must support mutual authentication and optional crypto.





## **DOTS Operational Requirements (cont.)**

- Must describe target under attack (IP address range, ports/protocols/services running on target, etc.).
- Must describe desired outcome in general terms (block, redirect, scrub, rate-limit, etc.).
- Must update supplicant with implemented actions and status, supplicant must do same.
- Must support intra- and inter-organizational relays.





## **DOTS Operational Requirements (cont.)**

- Must support policy-based action/outcome filtering and transformation.
- Must be extensible.
- Must focus on DDoS initially, other uses can come later.
- Must minimize complexity of implementation and node interaction.





## **DOTS Operational Requirements (cont.)**

- Must include a 'heartbeat' function.
- Must be detection/classification/mitigationtechnology agnostic.
- Must support allowed distribution scope (TLP?).
- Should utilize existing protocols and information models wherever possible and whenever appropriate.





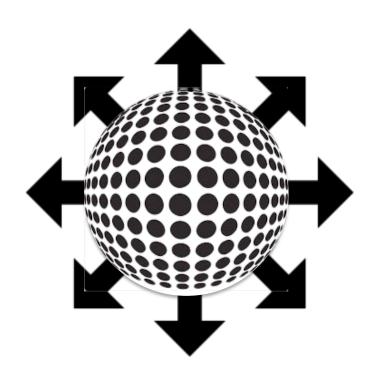
## This Presentation – <a href="http://bit.ly/112IVrF">http://bit.ly/112IVrF</a>











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## **Thank You!**

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