Knocking down the HACIENDA with TCP Stealth

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What is HACIENDA?

- Data reconnaissance tool developed by the CITD team in JTRIG
- Port Scans entire countries
  - Uses nmap as port scanning tool
  - Uses GEOFUSION for IP Geolocation
  - Randomly scans every IP identified for that country

How is it used?

- CNE
  - ORB Detection
  - Vulnerability Assessments
- SD
  - Network Analysis
  - Target Discovery

Step 3

Hacking in SIGINT

The Hacking Process

1. (**R**)econnaissance
2. (**I**)nfection
3. (**C**)ommand And Control
4. (**E**)xfiltration

Reconnaissance

Publicly Available Information

(Email Address, Location, Network Info, Passwords, etc.)

Research

Hacker

Victim

Enumerate (Network)

Scan (Services)

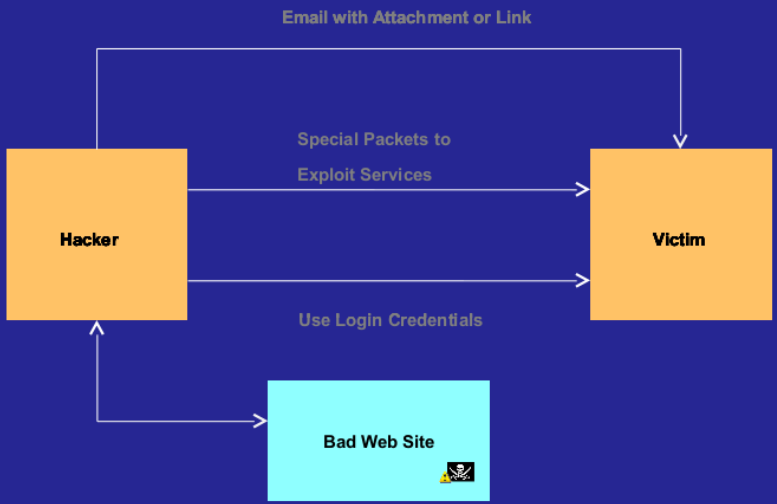
Operating Systems

Versions

Domain Names

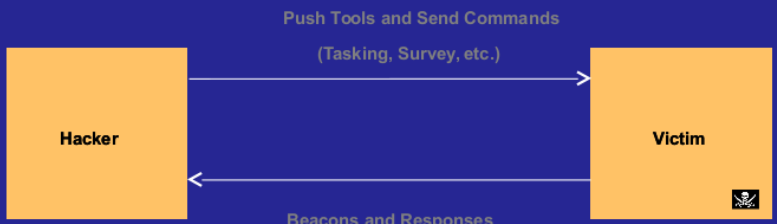
Reconnaissance Infection Command and Control Exfiltration

Infection



Reconnaissance Infection Command and Control Exfiltration

Command and Control



Reconnaissance Infection **Command and Control** Exfiltration

Exfiltration

Exfil using known and custom protocols

(Known: HTTP, SMTP, ICMP, FTP, etc)

Reconnaissance Infection Command and Control Exfiltration

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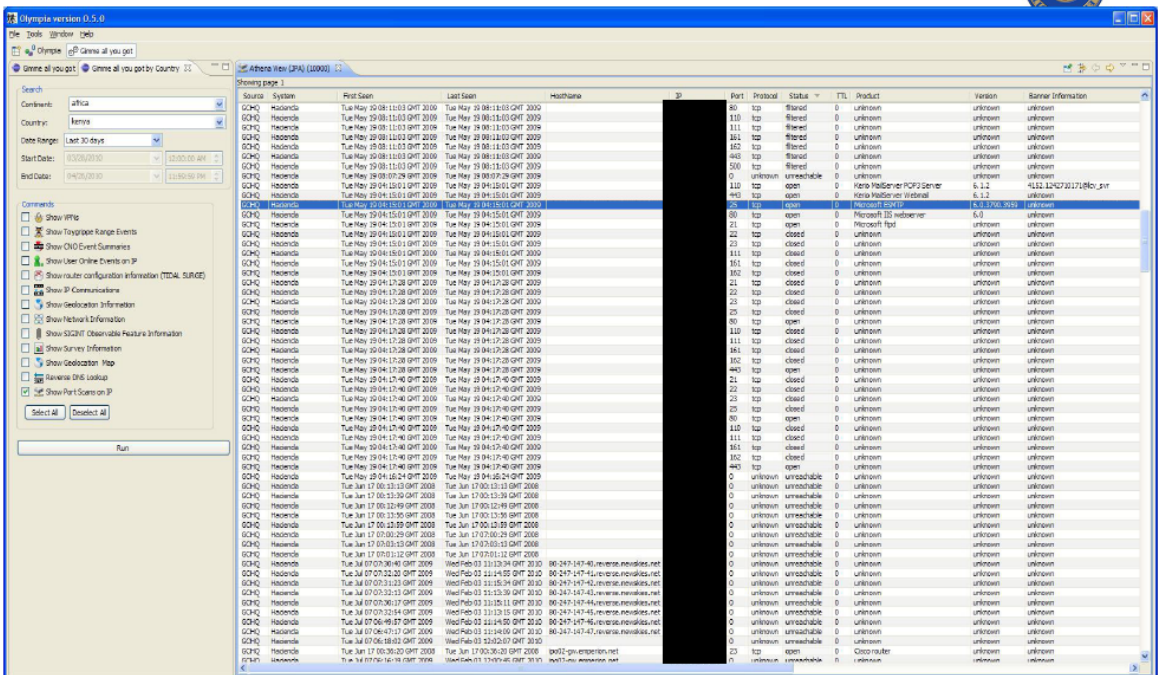
LANDMARK

- CSEC's Operational Relay Box (ORB) covert infrastructure used to provide an additional level of non-attribution; subsequently used for exploits and exfiltration
- 2-3 times/year, 1 day focused effort to acquire as many new ORBs as possible in as many non 5-Eyes countries as possible



BUT, network analysis still manual!

[redacted]

- [redacted] GSM provider
- NSA TAO requested assistance gaining access to the network
- Network analysis using OLYMPIA:
  - DNS query to determine IP address
  - IP address to network range
  - Network range to port scan
  - Are there any vulnerable devices in that range?
- Duration: < 5 minutes

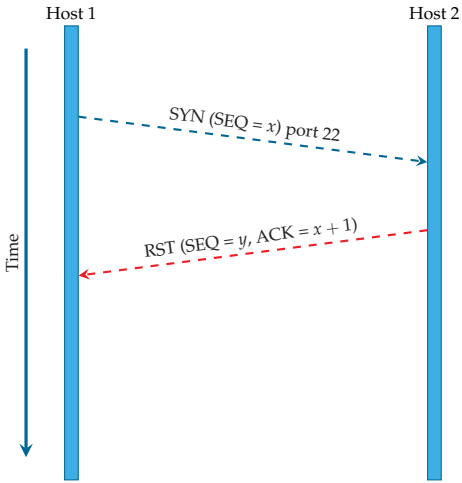
So, is it all lost?

Two Solutions

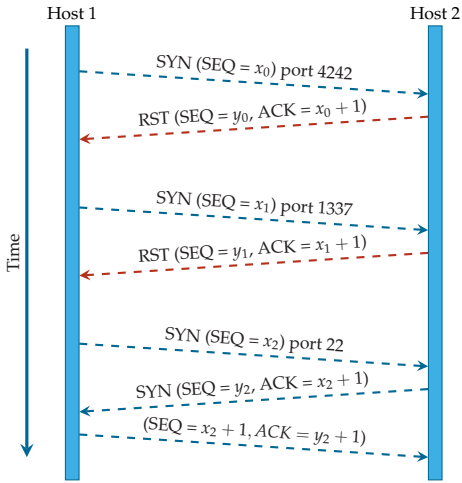
- Backwards-compatible minimally invasive hotfix (TCP Stealth)
- Clean-slate principled rearchitecture

An Introduction to Port Knocking

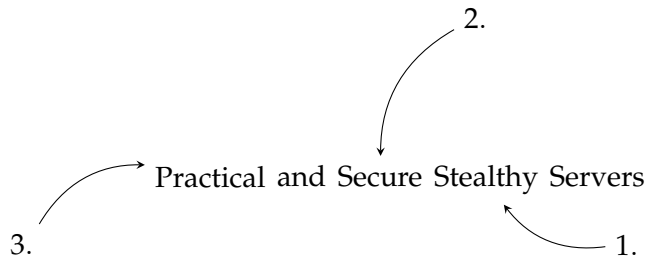
No knock, no fun



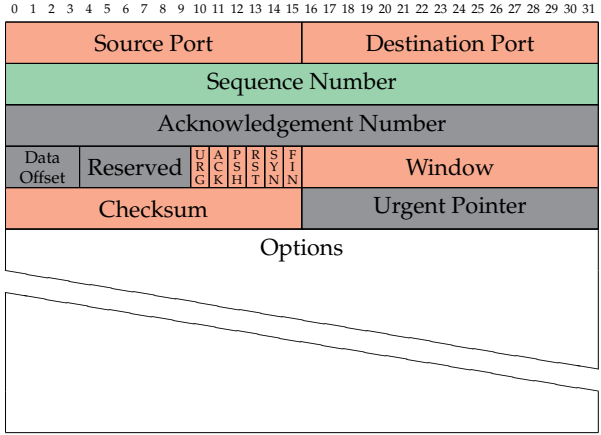
Port knocking example



Design
Overview



Design
Stealthiness



Design (v1)
Security

- Destination IP address IP_d
- Destination port P_d
- TCP timestamp T
- Pre-Shared Key S
- Hash function h

Authentication Security Token (AV)

AV := $h((IP_d, P_d, T), S)$

- ISN := AV

SECONDDATE

- SECONDDATE is an exploitation technique that takes advantage of web-based protocols and man-in-the-middle (MitM) positioning.
- SECONDDATE influences real-time communications between client and server and can quietly redirect web-browsers to FA servers for individual client exploitation.
- This allows mass exploitation potential for clients passing through network choke points, but is configurable to provide surgical target selection as well.

Design (v2)
Security

- Destination IP address IP_d
- Destination port P_d
- TCP timestamp T
- Pre-Shared Key S
- Hash functions h, h'
- Payload p

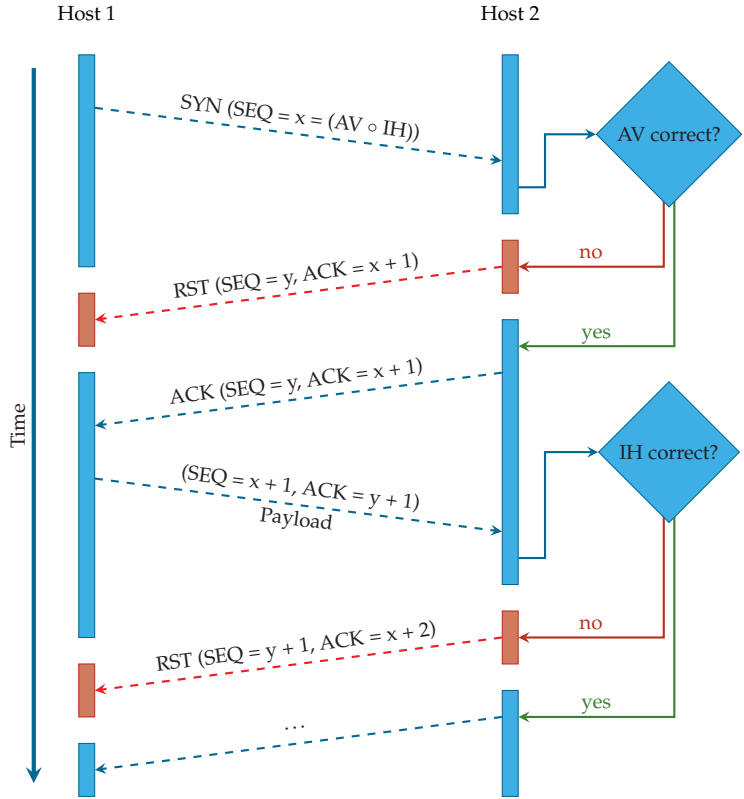
TCP Payload Integrity Protector IH

$\text{IH} := h'(S \circ p)$

Authentication Security Token AV

$\text{AV} := h((IP_d, P_d, T, \text{IH}), S)$

- $\text{ISN} := \text{AV} \circ \text{IH}$


Host 1
Host 2
Time
SYN (SEQ = x = (AV ∘ IH))
AV correct?
no
RST (SEQ = y, ACK = x + 1)
yes
ACK (SEQ = y, ACK = x + 1)
IH correct?
(SEQ = x + 1, ACK = y + 1)
Payload
no
RST (SEQ = y + 1, ACK = x + 2)
yes
…

Design
Ease of Use

- Source IP and Port *not* included in ISN generation
  $\Rightarrow$ Compatibility with NATs
- Knocking is implemented *in the kernel*
  $\Rightarrow$ No fiddling with config-files, firewall rules or daemons
  $\Rightarrow$ Trivial to use from an application developer's perspective

Design

Ease of Use – TCP Stealth Server

```
1  char secret[64] = "This is my magic ID.";
2  int payload_len = 4;
3  int sock;
4
5  sock = socket(AF_INET, SOCK_STREAM, IPPROTO_TCP);
6  if (sock < 0) {
7          printf("socket() failed, %s\n", strerror(errno));
8          return 1;
9  }
10 if (setsockopt(sock, IPPROTO_TCP, TCP_STEALTH, secret, sizeof(secret))) {
11         printf("setsockopt() failed, %s\n", strerror(errno));
12         return 1;
13 }
14 if (setsockopt(sock, IPPROTO_TCP, TCP_STEALTH_INTEGRITY_LEN,
15                &payload_len, sizeof(payload_len))) {
16         printf("setsockopt() failed, %s\n", strerror(errno));
17         return 1;
18 }
19 /* Continue with bind(), listen(), accept(), recv(), ... */
```

Design

Ease of Use – TCP Stealth Client

```
1  char secret[64] = "This is my magic ID.";
2  char payload[4] = "1234";
3  int sock;
4
5  sock = socket(AF_INET, SOCK_STREAM, IPPROTO_TCP);
6  if (sock < 0) {
7          printf("socket() failed, %s\n", strerror(errno));
8          return 1;
9  }
10 if (setsockopt(sock, IPPROTO_TCP, TCP_STEALTH, secret, sizeof(secret))) {
11         printf("setsockopt() failed, %s\n", strerror(errno));
12         return 1;
13 }
14 if (setsockopt(sock, IPPROTO_TCP, TCP_STEALTH_INTEGRITY,
15                payload, sizeof(payload))) {
16         printf("setsockopt() failed, %s\n", strerror(errno));
17         return 1;
18 }
19 /* Continue with connect(), send(), ... */
```

Design

Ease of Use – libknockify

- Shared library for use at compile- or run-time
- Enables TCP Stealth functionality for legacy code

```
$ LD_PRELOAD=./libknockify.so ncat knock-server application-port
```

- Configuration options (such as the TCP Stealth secret) are given as environment variables or via a special file

Limitations

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- Changes to ISN and TSVal by middle boxes:

	TCP Port		
Behavior	34343	80	443
Unchanged	**126 (93%)**	116 (82%)	128 (90%)
Mod. outbound	5 (4%)	5 (4%)	6 (4%)
Mod. inbound	0 (0%)	1 (1%)	1 (1%)
Mod. both	4 (3%)	13 (9%)	7 (5%)
Proxy (probably mod. both)	0 (0%)	7 (5%)	0 (0%)
Total	135 (100%)	142 (100%)	142 (100%)

Numbers by Honda et al. “Is it Still Possible to Extend TCP?”

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Working Code...

- Implemented for 3+ Linux kernel versions
- Implemented for FreeBSD
- Holger Kenn (MSFT) said would be easy to do in W32-Kernel(s)
- Sample client and server programs
- Patches for OpenSSH, GNUnet, systemd
- libknockify(.so) LD_PRELOAD
- Master's thesis, presentations, website, article in 5 languages
- Tested in big-endian/little-endian platforms (incl. compatibility)
- Draft has test vectors, detailed protocol specification
- Based on 1 year of community feedback, authors clueless about what else to do. Except find the right WG. Spencer solved that.

Why standardize...

- Port scanning is a well-known vulnerability. We need to address it.
- Implementations need to be compatible.
- Kernels must offer it for ease of deployment.
- Kernels will only ship by default if standardized.
- (Some GNU/Linux distributions already ship this anyway.)
- This does not solve all issues, but as many as we can with maximum backwards compatiability.

... and rough consensus?

Find more information at:

- https://gnunet.org/
- https://gnunet.org/knock
- https://gnunet.org/gns
- https://gnunet.org/mcb

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Slides will be at http://grothoff.org/christian/.