

Routing Security

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What is Routing Security?

- Bad guys play games with routing protocols.
- Traffic is diverted.
 - Enemy can see the traffic.
 - Enemy can easily modify the traffic.
 - Enemy can drop the traffic.
- Cryptography can mitigate the effects, but not stop them.



History of Routing Security

- Radia Perlman's dissertation: *Network Layer Protocols with Byzantine Robustness*, 1988.
- Bellovin's "Security Problems in the TCP/IP Protocol Suite".
- More work starting around 1996.
- Kent et al., 2000 (two papers).



Why So Little Work?

- It's a really hard problem.
- Actually, getting routing to work well is hard enough.
- It's outside the scope of traditional communications security.

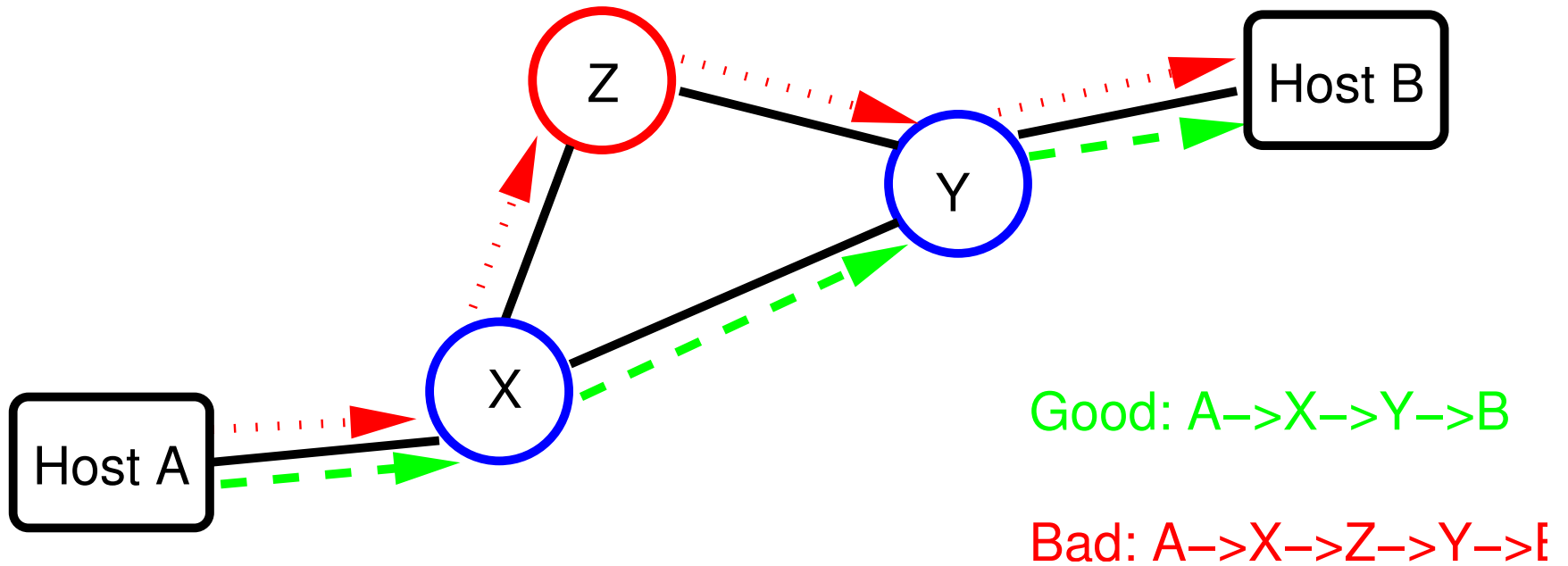


How is it Different?

- Most communications security failures happen because of buggy code or broken protocols.
- Routing security failures happen despite good code and functioning protocols. The problem is a dishonest participant.
- Hop-by-hop authentication isn't sufficient.



The Enemy's Goal?



But how can this happen?

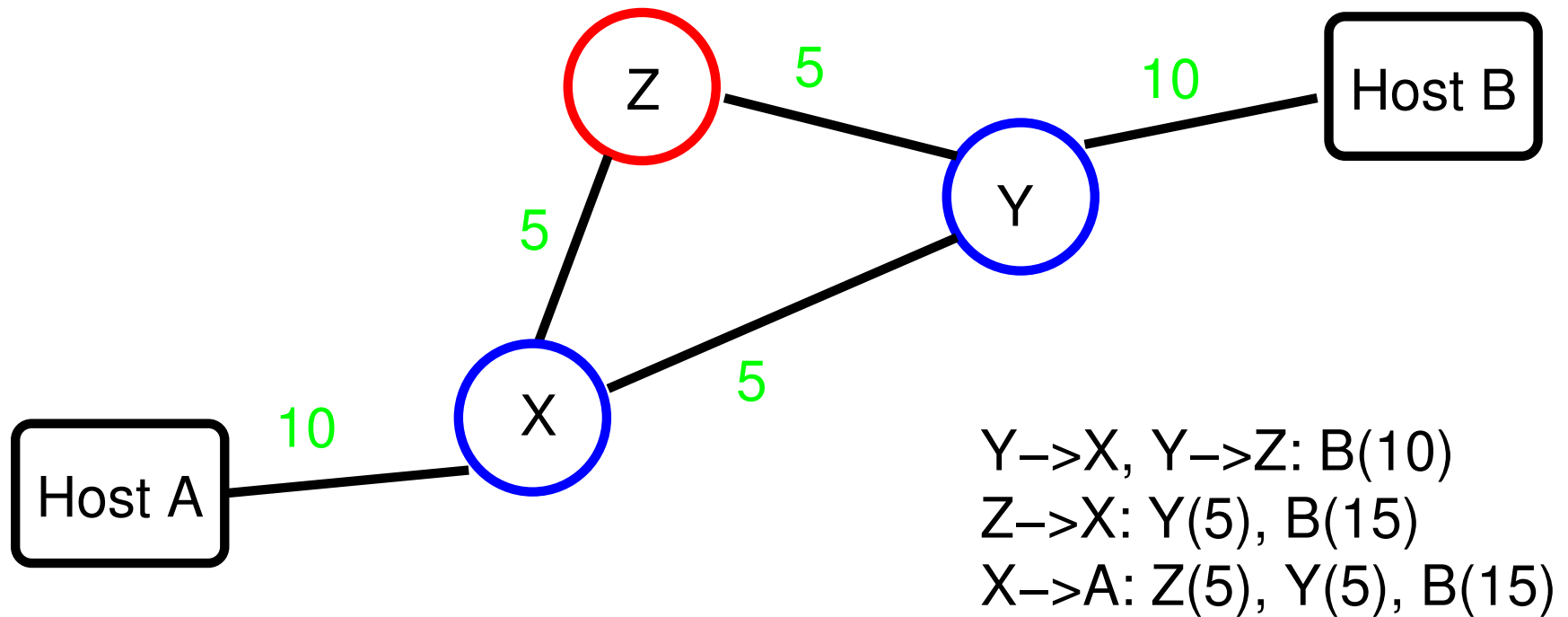


Routing Protocols

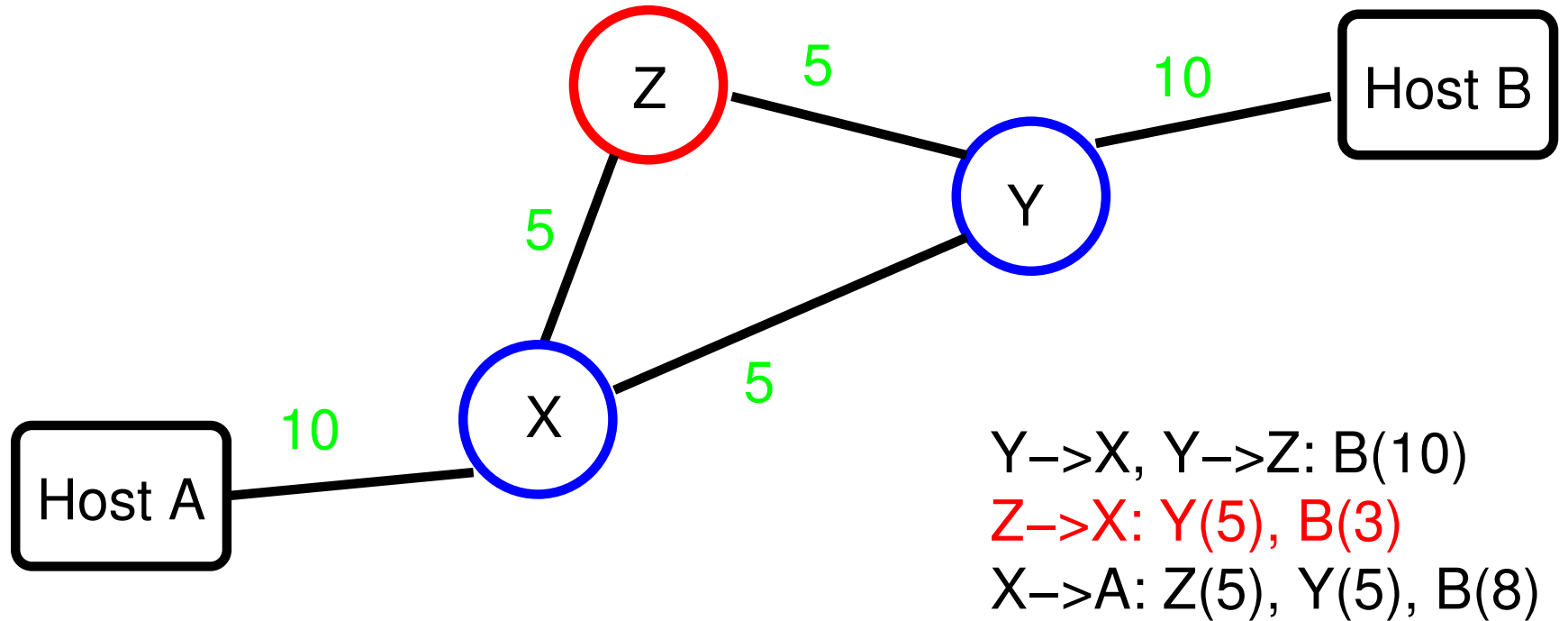
- Routers speak to each other.
- They exchange topology information and cost information.
- Each router calculates the shortest path to each destination.
- Routers forward packets along locally shortest path.
- Attacker can lie to other routers.



Normal Behavior

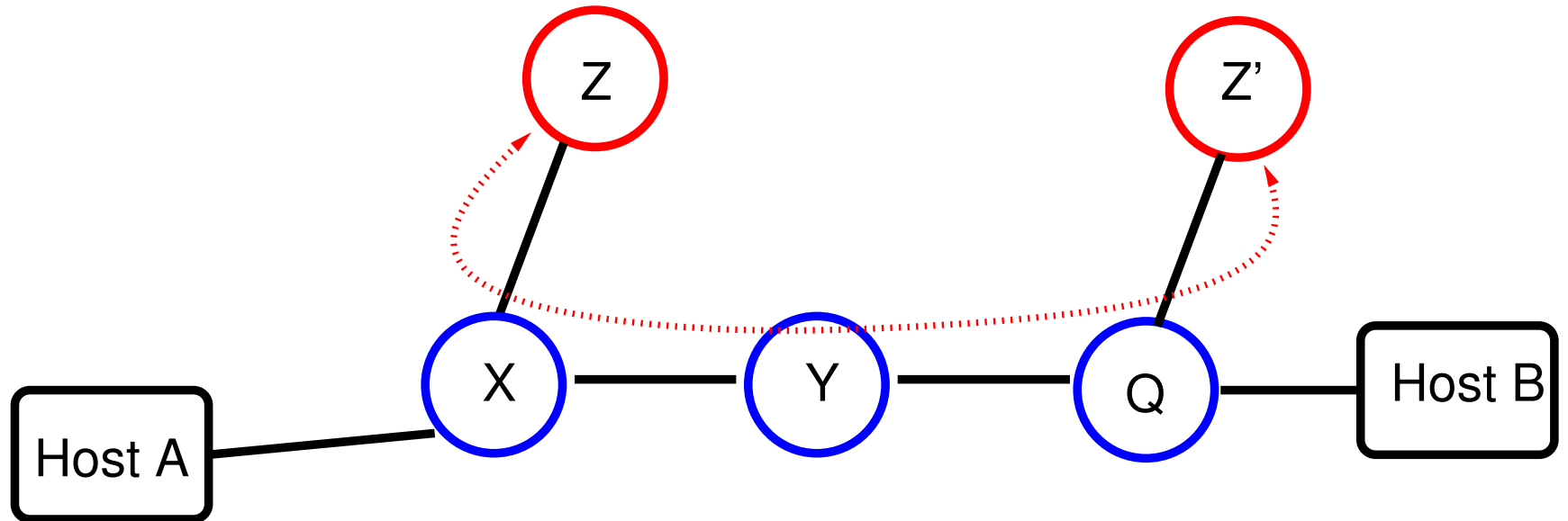


But Z Can Lie



Note that X is telling the truth **as it knows it**.

Using a Tunnel for Packet Reinjection



Why is the Problem Hard?

- X has no knowledge of Z's real connectivity.
- Even Y has no such knowledge.
- The problem isn't the link from X to Z; the problem is the information being sent. (Note that Z might be deceived by some other neighbor Q.)

Routing in the Internet

- Two types, internal and external routing.
- Internal (within ISP, company): primarily OSPF.
- External (between ISPs, and some customers): BGP.
- Topology matters.



OSPF (Open Shortest Path First)

- Each node announces its own connectivity. Announcement includes link cost.
- Each node reannounces **all** information received from peers.
- Every node learns the full map of the network.
- Each node calculates the shortest path to all destinations.
- Note: limited to a few thousand nodes at most.

Characteristics of Internal Networks

- Common management.
- Common agreement on cost metrics.
- Companies have less rich topologies, but less controlled networks.
- ISPs have very rich—but very specialized—topologies, but well-controlled networks.
- Often based on Ethernet and its descendants.



How Do You Secure OSPF?

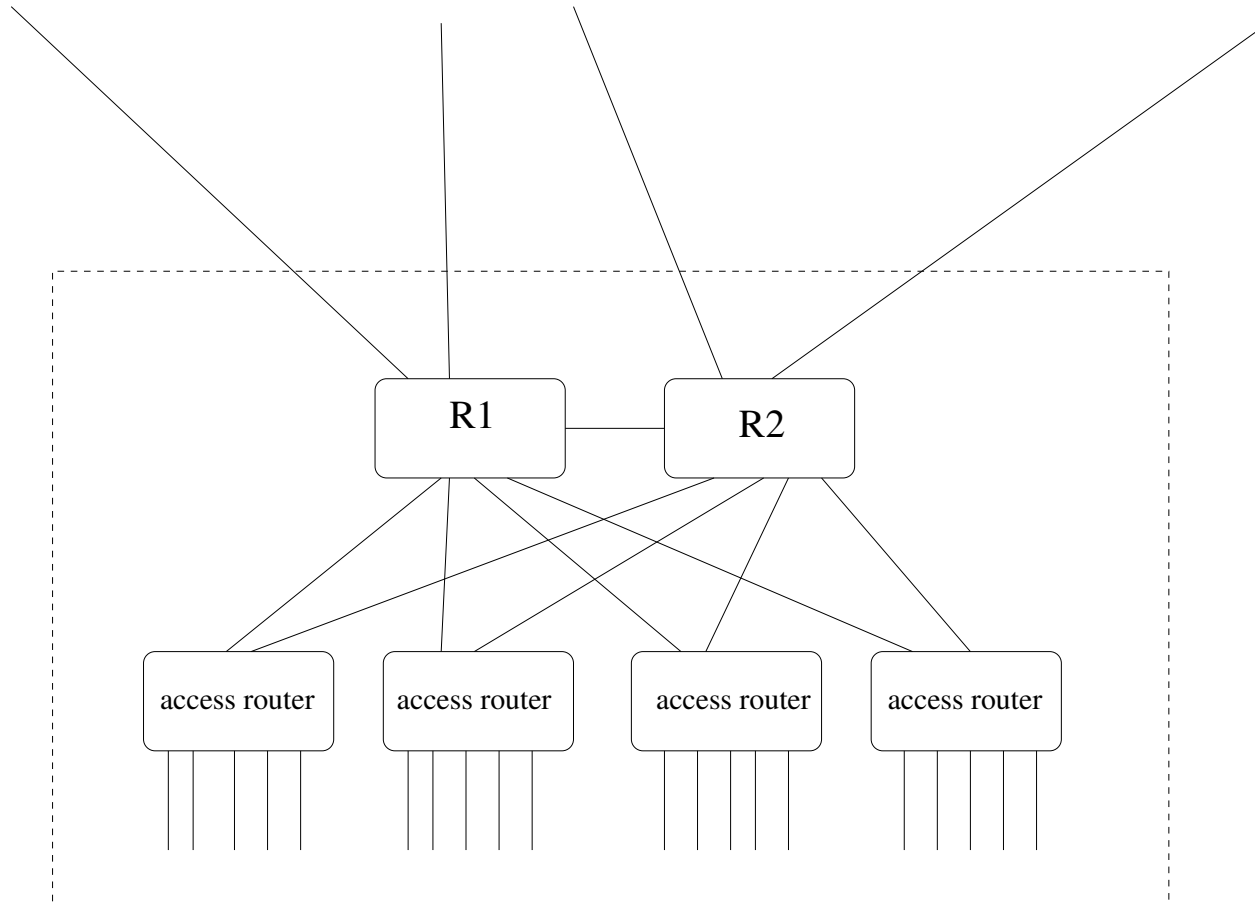
- Simple link security is hard: multiple-access net.
- Shared secrets guard against new machines being plugged in, but not against an authorized party being dishonest.
- Solution: digitally sign each routing update (expensive!). List **authorizations** in certificate.
- Experimental RFC by Murphy et al., 1997.
- Note: everyone sees the whole map; monitoring station can note discrepancies from reality. (But bad guys can send out different announcements in different directions.)



External Routing via BGP

- No common management (hence no metrics beyond hop count).
- No shared trust.
- Policy considerations: by intent, not all paths are actually usable.

POP Topology



Noteworthy Points

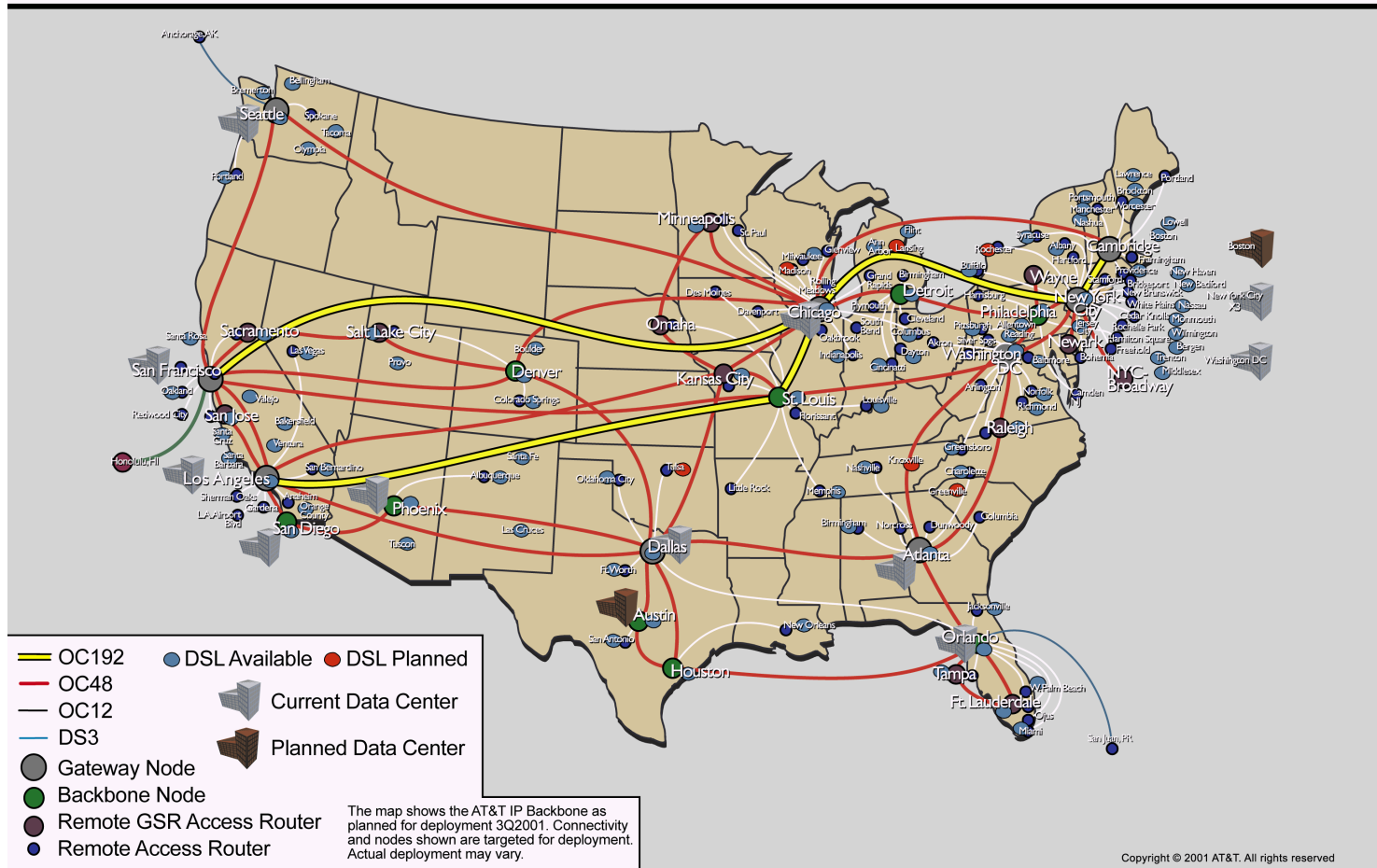
- A lot of attention to redundancy.
- Rarely-used links (i.e., $R1 \rightarrow R2$)
Link cost must be carefully chosen to avoid external hops.
- May have intermediate level of routers to handle fan-out.





AT&T IP Backbone Network

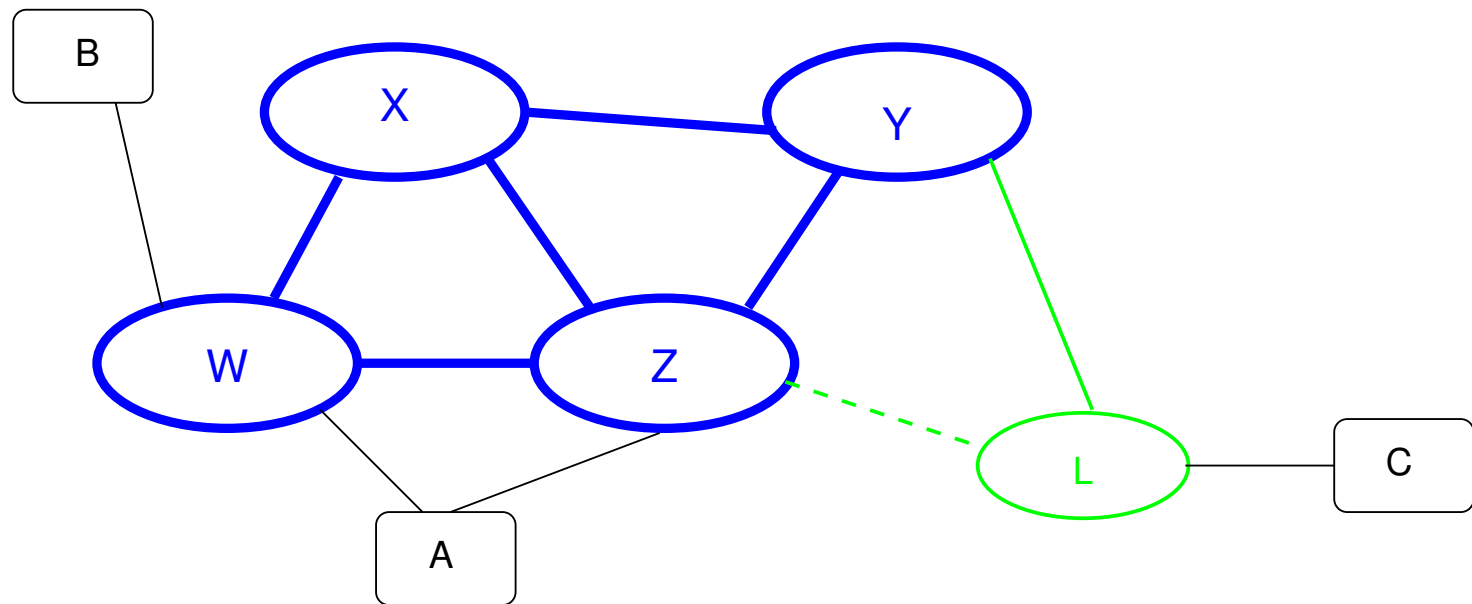
3Q2001 view



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InterISP Routing



InterISP Routing

- “Tier 1” ISPs are peers, and freely exchange traffic.
- Small ISPs buy service from big ISPs.
- Different grades of service: link L-Z is for customer access, not transit. C→B goes via L-Y-X-W, not L-Z-W.
- A is multi-homed, but W-A-Z is not a legal path, even for backup.
- BGP is distance vector, based on ISP hops. Announcement is full path to origin, not just metric.



Filtering

- ISPs can filter route advertisements from their customers.
- Doesn't always happen: AS7007 incident, spammers, etc.
- Not feasible at peering links.



Secure BGP (Kent et al.)

- Each node signs its announcements.
- That is, X will send $\{W\}_X, \{Y\}_X, \{Z\}_X$.
- W will send $\{B\}_W, \{A\}_W, \{X\}_W, \{X : \{Z\}_X\}_W$.
- Chain of accountability.



Problems with SBGP

- **Lots** of digital signatures to calculate and verify.
 - Can use cache
 - Verification can be delayed
- Calculation expense is greatest when topology is changing—i.e., just when you want rapid recovery. (About 120K routes. . .)
- How to deal with route aggregation?
- What about secure route withdrawals when link or node fails?
- Dirty data on address ownership.



Link-Cutting Attack (Bellovin and Gansner)

- Suppose that we have SBGP and SOSPF.
- Suppose the enemy controls a few links or nodes. Can he or she force traffic to traverse those paths?
- Yes...

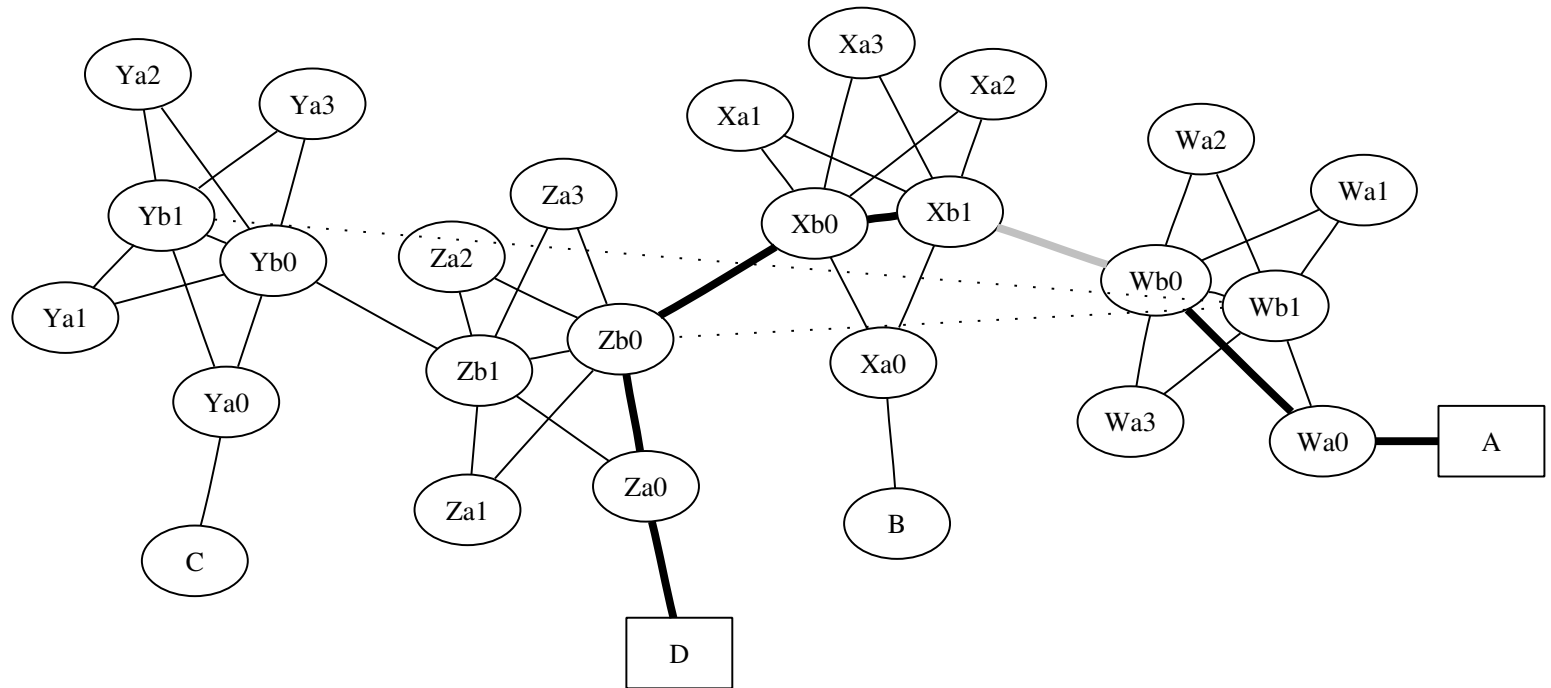


Is Link-Cutting Feasible?

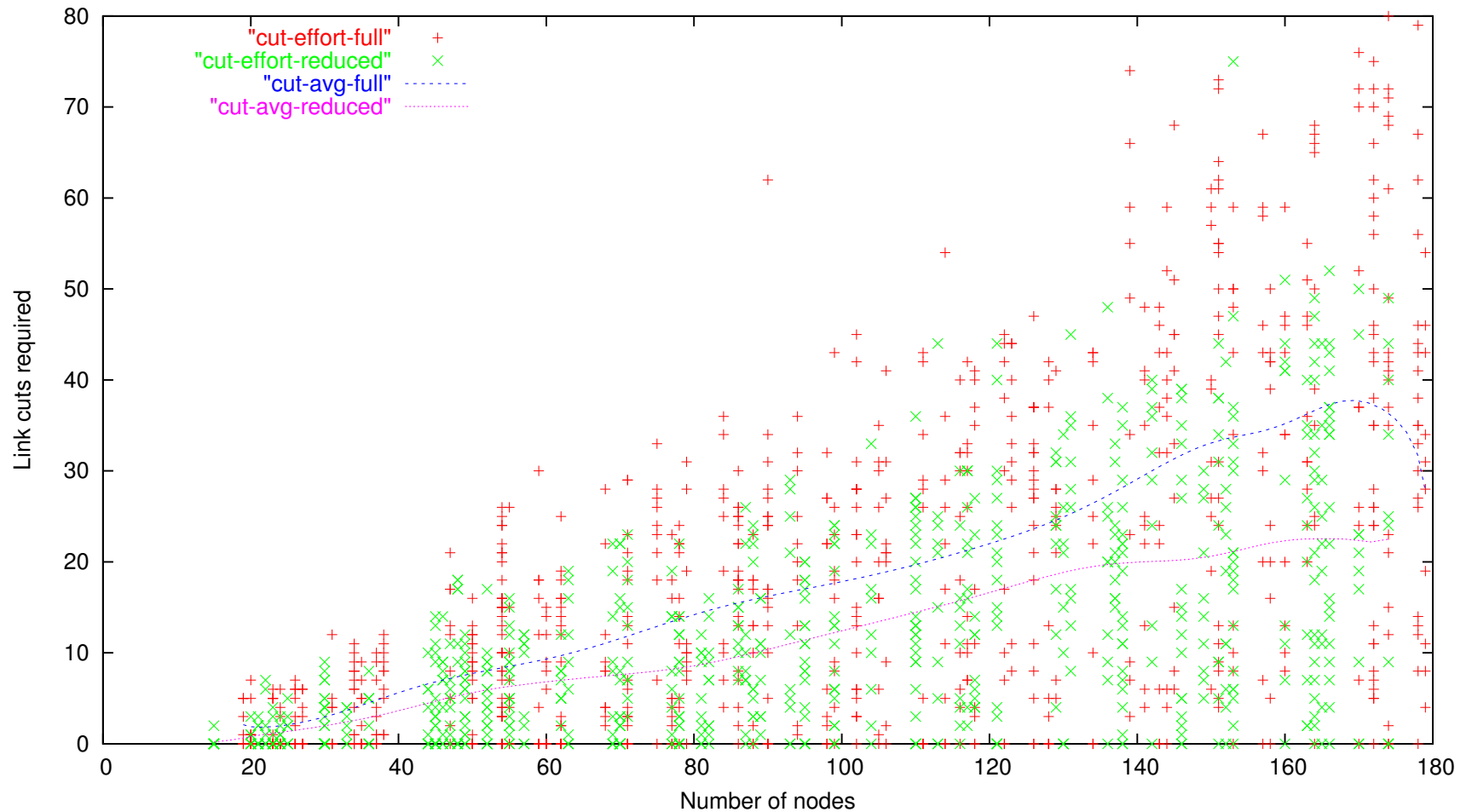
- Attacker must have network map.
Easy for OSPF; probably doable for BGP—see “Rocketfuel” paper.
- Can attacker determine peering policy? Unclear.
- How can links be cut?
Backhoes? “Ping of death”? DDoS attack on link bandwidth?



Sample Link-Cutting Attack



Cost of Link-Cutting Attacks on the Backbone



Defenses

- Hard to defend against—routing protocols are doing what they're supposed to!
- Keeping attacker from learning the map is probably infeasible.
- Feed routing data into IDS?
- Link-level restoration is a good choice, but can be expensive.
- Others?

Conclusions

- Routing security is a major challenge.
- Mentioned specifically in White House Cybersecurity document.
- Lots of room for new ideas.