



Backscatter from the Data Plane - Threats to Stability and Security in Information-Centric Networking

Matthias Wählisch, Thomas C. Schmidt, Markus Vahlenkamp

Hamburg University of Applied Sciences
Internet Technologies Group

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Agenda

Introduction

General ICN building blocks
NDN / CCNx

Motivation

Examination

Results

Conclusion

Introduction

Internet use cases shift

- ➡ From *host-centric*
Communicate via end-points (host/port)
- ➡ To *information-centric*
Access content via the network itself
- ➡ The network should probably account stronger for content distribution

ICN aims for

- ➡ Scalable and efficient content-aware network infrastructure
- ➡ In-network storage / caching

Publish / Subscribe paradigm

- ▶ Publish data in-network
- ▶ Receive data through subscription
- ▶ Match publication and subscription by rendezvous mechanism

Naming

- ▶ Via location independent identifiers

Caching

- ▶ At-the-edge on end-nodes
- ▶ In-network on content routers
 - ▶ On-path towards origin / off-path

Security

- ▣ Secure content instead of communication channels
 - ▶ Data integrity (e.g. self-certifiability)
 - ▶ Author & origin authentication
- ▣ Popular to be coupled with content naming

Routing and Forwarding

- ▣ Immediate routing of content requests (one-step resolve/retrieve)
- ▣ Name Resolution Service (NRS) (two-step resolve/retrieve)

Ongoing projects

- ▶ NDN / CCNx from PARC
- ▶ NetInf of the 4WARD and SAIL project
- ▶ PSIRP / PURSUIT project

Early projects

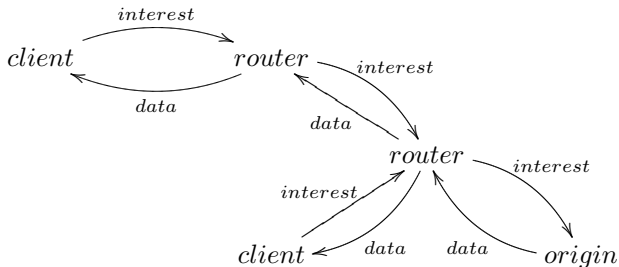
- ▶ TRIAD project of Stanford University (2001)
- ▶ Data Oriented Network Architecture (DONA) (2007)

Overview

- ▶ Named Data Networking (NDN)
- ▶ Prototype implementation named CCNx
- ▶ Most popular Information-Centric Networking approach so far
- ▶ Research project of Palo Alto Research Center (PARC)

Naming structure

- ▶ Hierarchical & Aggregatable
- ▶ Human-friendly format
- ▶ Smallest addressable unit - file chunks
- ▶ Example: *ccnx:/parc/videos/intro.avi*



- ▶ Interest packets create soft-state (Pending Interest entry)
- ▶ Reverse Path Forwarding through use of Pending Interest Table (PIT)
- ▶ Soft-state timeout or clearing by corresponding data packet

- ▶ NDN / CCNx claims protection against many of today's network attacks e.g.
 - ▶ Content manipulation by signing
 - ▶ (D)DoS attacks by requiring subscription for data delivery
- ▶ Underlying paradigm largely different from today's Internet
 - ▶ Hop-by-Hop vs. End-to-End delivery
 - ▶ Publish / Subscribe vs. Sender-driven approach

Motivation

- ▶▶▶ How stable is the ICN infrastructure?
- ▶▶▶ Does it scale at Internet size?
- ▶▶▶ Which security threats do still exist?
- ▶▶▶ Which new attack vectors arise?

- ▶▶▶ ICN opens control plane to content consumers and producers through
 - ▶ Publications
 - ▶ Subscriptions
- ▶▶▶ These data-driven states influence the network

- ▶ Resource Exhaustion
Exhaustion of FIB / PIT table space or CPU capacity
- ▶ State Decorrelation
Unwanted traffic flows through failures in distributed state coherence
- ▶ Path & Name Infiltration
Malicious attraction of name prefixes
- ▶ Cache Pollution
Degrade regular cache performance through content hotness manipulating
- ▶ Cryptographic Breaches
Large amounts of data & long lived signing keys provide increased attack surface

Examination

Methodology

1. Develop threatening scenarios
2. Define metrics to be collected during measurement
3. Select appropriate environment / approach to run measurement

Threatening scenario

▶ PIT attack

Create bulks of Interests

- ▶ Existing content
PIT entry removed by arriving data
- ▶ Non-existing content
PIT entry removed by timeout

Metrics of interest

- ▶ PIT Count
Number of Pending Interests per node
- ▶ PIT / FIB management resources
CPU time and memory consumption
- ▶ Interest retransmission rate
Number of Interests suffering retransmission
- ▶ Network Throughput
Amount of data that was transmitted per second
- ▶ Time-to-Deliver
Time for a file transfer to complete

Testbed topology

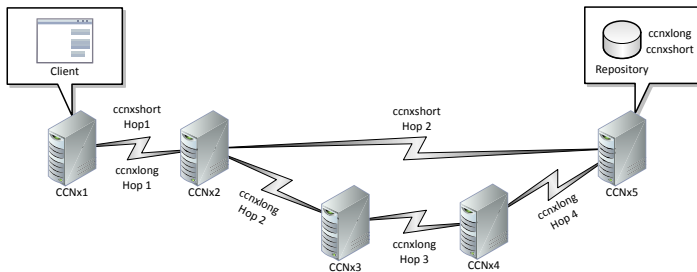
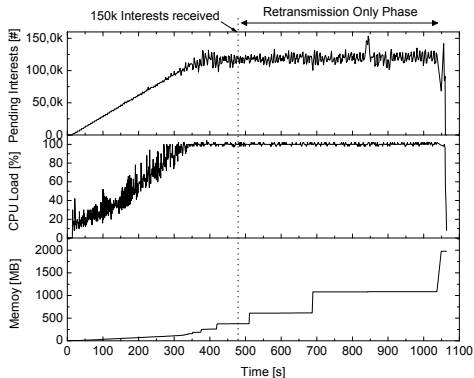


Figure: Testbed topology

Results

Rapid resource exhaustion

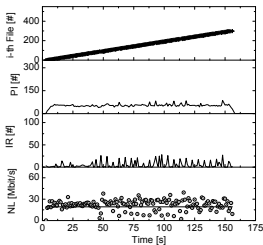
Load at first hop router, requesting non-existing content



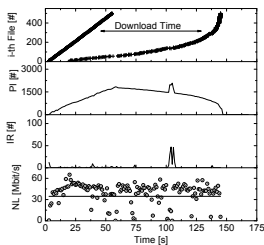
- Issue 2000 Interests per 6s until 150k Interests are pending
- Resource load increases linearly
- System saturated at $\approx 120k$ Pending Interests

Chunk-based state multiplication

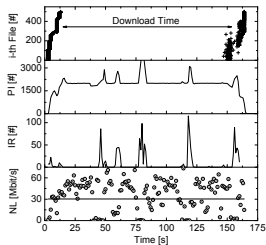
10 Mbit files parallel download



(a) 2 files per second



(b) 10 files per second

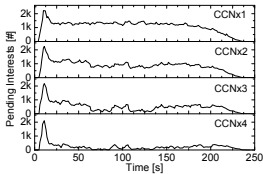


(c) 100 files per second

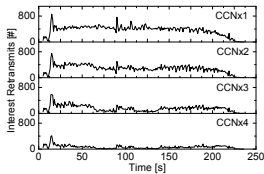
➡ Increased download times despite of underutilised link, caused by lack of processing & memory resources

Homogeneous chain of nodes

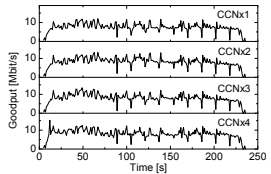
All nodes are equipped with similar CPU & memory capacity



(a) Pending Interests



(b) Interest Retransmits

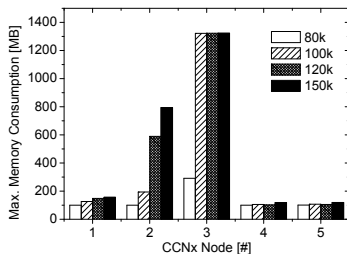


(c) Network Utilization

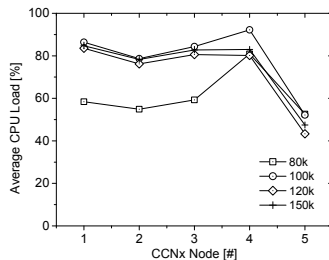
▶ PI's and IR's decrease towards content source due to propagation effects

Chained transmission with bottleneck

Node 4 equipped with just 25% CPU resources



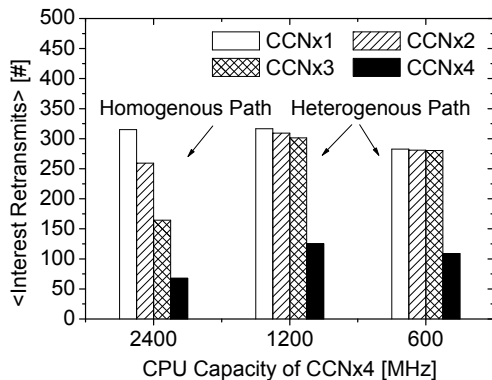
(a) Memory Consumption



(b) Average CPU Load

- ▶ Bottleneck node acts like a barrier
- ▶ Pre-bottleneck nodes suffer increased memory and CPU consumption

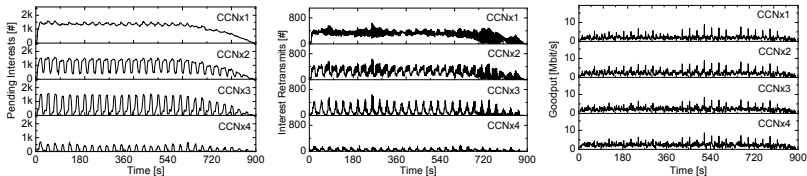
Router performance relating to Interest forwarding



- ➡ IR's drastically increase
- ➡ Network behaviour switches at occurrence of bottleneck - regardless of strength

Multiple fluctuating bottlenecks

Shifted periodical CPU capacity reduction by 90% for 30s on every node

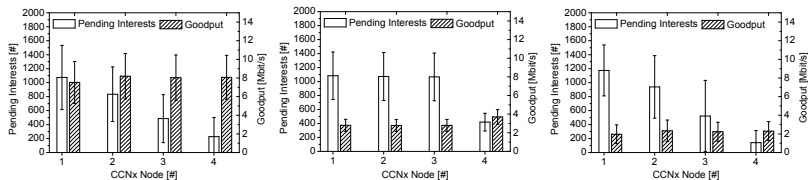


(a) Pending Interests (b) Interest Retransmits (c) Network Utilization

- ▶ Simulation of cross-traffic scenario
- ▶ Data transmission rates drop significantly
- ▶ Time-to-completion increased by factor of 3.6 to 900s

Conclusion

Comparative summary



(a) Homogeneous work (b) Single Point of Weakness (c) Alternating Resources

Conclusion

- ▶ Inhomogeneities drastically lower network efficiency
- ▶ State management follows maximal requirements
- ▶ Forwarding performance adopts to weakest node

Thanks for your attention!

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