

A Study of Two Different Attacks to IPv6 Network

Ayman M. A. Shabour¹, M.A. Elshaikh²

¹(Faculty of Graduate Studies and Scientific Research /

The National Ribat University / Sudan/ shabour313@hotmail.com)

²(Faculty of Computer Science and Information Technology / Sudan University of Science and technology , Sudan / mawad_elshaikh@yahoo.com)

Abstract: In the lights of today and future advancing technologies, the demand of IPv6 internet protocol, had becomes crucial for its usages & benefits. This paper investigates the use of information messages to build a visual perception and follow-up of IPv6-based cyber-attacks on IPv6 networks IPv6, (DOS)& ARP poisoning, Packet analyzer(wireshark) and open source tools(virtualbox, Linux kali system, Ubuntu Linux server) are used, to verify the existence of attacks on IPV6. The experimental results, proved that the traces of simulated attacks extend from the link layer to the application layer.

Keywords: Internet Protocol version 6(IPv6), Internet Protocol version 4(IPv4) Transfer Control Protocol(TCP), Address Resolution Protocol(ARP), Denial of Service(DOS), Internet Control Message Protocol version6 (ICMPv6).

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I. Introduction

Internet Protocol Version6 (IPv6) which intended to replace IPv4 in the worldwide Internet mainly due to the address exhaustion of IPv4. IPv6 extremely enhances the address space from 32 bits to 128 bits. It means the future expansion of the Internet is now dependent on the successful global deployment of the next generation of Internet protocol[1]. IPv6 address security it's similar to IPv4 security. Transporting packets mechanism in the network almost the same. The mostly unaffected layer is upper layer which is responsible for transporting application data. However, because IPv6 mandates the inclusion of IP security (IPsec), it has often been stated that IPv6 is more secure than IPv4, Although this may be true in an ideal environment with well-coded applications, a robust identity infrastructure, and efficient key management, in reality the same problems that plague IPv4 IPsec deployment will affect IPv6 IPsec deployment. IPv6 is not protected with any kind of cryptography. Additionally, because most security breaches occur at the application level. The IPv6 security features introduced mainly by way of two dedicated extension headers which is the Authentication Header (AH) and the Encrypted Security Payload (ESP), with complementary capabilities. The two headers can be used together to provide all the security features simultaneously. Also IPv6 support another new features IPv6 including increased address space, auto configuration, quality of service capabilities, and network-layer security, all these previous features can be used to prevent various network attack methods including IP spoofing, some Denial of Service attacks, data modification and sniffing behavior [2].

II. Overview of Neighbor Discovery Protocol

Neighbor Discovery Protocol is replacer of Address Resolution Protocol in IPv4 networks, and its a family of different functions related to other IPv6 nodes on the same link such as finding routers and other nodes, maintaining reachability information about active neighbors (Neighbor Unreachability Detection - NUD) or configuring their own unique IPv6 addresses via Auto configuration (Duplicate Address Detection - DAD). The corresponding (parallel/ Matching) five ICMPv6 messages with neighbor discovery are specified below: [3]

The Router Solicitation message

Which is ICMPv6 informational message type 133, is sent by a node in order to discover any routers on the link? It is therefore sent to the all-routers multicast address ff02::2. As an option, this message carries the link-layer address of the requesting node. This has the advantage that the responding router directly knows to which node the answering packet should be sent. If a router is present on the link, it answers immediately with a Router Advertisement[4].

The Router Advertisement message

It is ICMPv6 informational message type 134 and contain one or more prefixes, the prefixes have lifetime, and used stateless or state full auto configuration.

The Neighbor Solicitation message

It is ICMPv6 informational message type 135, and used by the node to get Link Layer address of neighbor.

The Neighbor Advertisement message

It is ICMPv6 informational message type 136, and through it the neighbor solicitation response to.

The Neighbor Redirect Message

It is ICMPv6 informational message type 136 , It is sent from a router to a node in order to indicate a more appropriate first-hop node along the path to the destination network. This can either be another router on the same link or a directly connected neighbor node in the case that the originating node did not expect it on the same link due to other used IPv6 prefixes. A redirect message contains two addresses, namely the Target Address which is the best next hop and the Destination Address which is the address of the destination of the original IPv6 packet. The table (1) below comparing between IPv6 neighbors Discovery and IPv4 ARP.

IPv4 Neighbor Function	IPv6 Neighbor Function
ARP Request message	Neighbor Solicitation message
ARP Reply message	Neighbor Advertisement message
ARP cache	Neighbor cache
Gratuitous ARP	Duplicate Address Detection
Router Solicitation message (optional)	Router Solicitation (required)
Router Advertisement message (optional)	Router Advertisement (required)
Redirect message	Redirect message
Stateless (15 minute aging time)	Stateful (or at least pseudo stateful)

III. Problem Statement & Objective

According to previous researches, still there is attacks can happen in a solely IPV6 networks which inherit from previous IPv4. The goal of these papers is to present the observation of effect of ARP poisoning and Denial of service attack in IPv6 networks .To approve that these tow type of attacks can happen in IPv6 networks.

IV. Methodology

Using Linux Kali system to exploit the link layer in IPv6 protocol against the ARP spoofing and Denial of service attacks, via different scenarios of experiment's and captured logged by wireshark network analyzer.

Network Topology and Experiments

The environment presented in these papers done over virtualization technology via virtualbox[5] which used to created Linux kali system as attacker machine[6] , Ubuntu Linux server version 14.0.4 as webserver .The packets captured and analysis by wireshark application[7] which controlled from windows7 machine as client access. The network diagram below in figure 1 describe the details

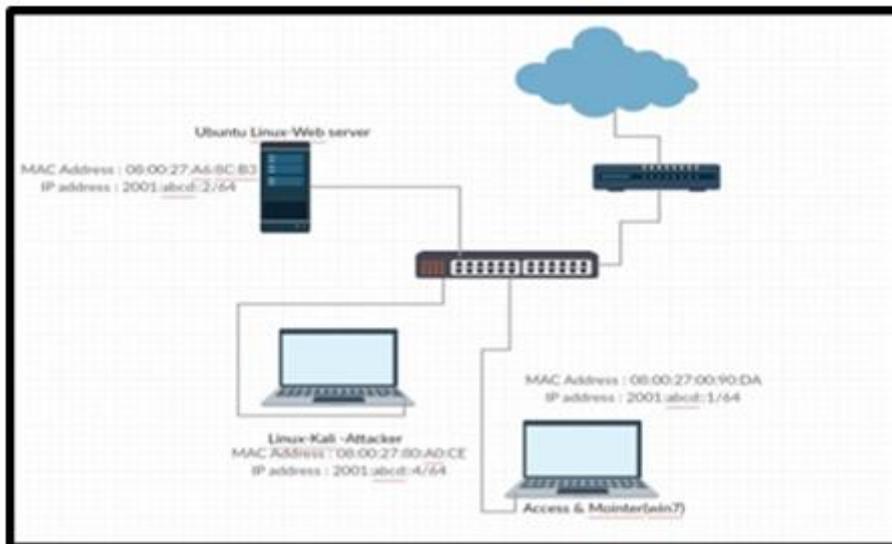


Figure 1:Network diagram

V. The ARP poisoning Attack

ARP spoofing is the technique of forging fake ARP messages on a network. The attacker updates a host's ARP cache with false information via spoofed ARP Replies. Man-in-the-middle (MITM) attack: In this attack, an attacker places himself in the middle of two hosts that are communicating. The attacker makes sure that all traffic between the hosts pass through him and is able to see the entire traffic the attacker effectively used the neighbor solicitation and neighbor advertisement messages to perform a Man-in-the-Middle attack .

The traffic between web server and client before attack its seem that are running normal and smoothly, and accessing web services from the client machine , the client sent its neighbor solicitation for webserver from its link layer address over ICMPv6 and the webserver replay in neighbor advertisement with its link address also. When the client make echo request ping, the server replay with echo normally and the IP6 appeared in source and destination packages instead of link layer address. And the client access website in the webserver via TCP and HTTP normally without need for more solicitation and advertisement messages,figure2 below explained these situation .

No.	Time	Source	Destination	Protocol	Length	Info
15	5.814090	fe80::a00:27ff:fe66::	2001:abcd::1	ICMPv6	86	Neighbor Solicitation for 2001:abcd::1 from 00:00:27:a6:8c:b3
16	5.814130	fe80::a953:a236:a68a::	ff02::1:ff06:8c:b3	ICMPv6	86	Neighbor Solicitation for fe80::a00:27ff:fe66::8c:b3 from 00:00:27:a6:8c:b3
17	5.814170	fe80::a00:27ff:fe66::	fe80::a953:a236:a68a::	ICMPv6	86	Neighbor Advertisement fe80::a00:27ff:fe66::8c:b3 (sol, ov) is at 00:00:27:a6:8c:b3
18	5.814213	2001:abcd::1	fe80::a00:27ff:fe66::	ICMPv6	86	Neighbor Advertisement 2001:abcd::1 (sol, ov) is at 00:00:27:a6:8c:b3
19	6.814087	2001:abcd::1	2001:abcd::2	ICMPv6	94	Echo (ping) request id=00001, seq=1, hop limit=128 (reply in 20)
20	6.814083	2001:abcd::1	2001:abcd::1	ICMPv6	94	Echo (ping) reply id=00001, seq=1, hop limit=64 (reply in 19)
21	7.816623	2001:abcd::1	2001:abcd::2	ICMPv6	94	Echo (ping) request id=00001, seq=2, hop limit=128 (reply in 22)
22	7.817220	2001:abcd::2	2001:abcd::1	ICMPv6	94	Echo (ping) reply id=00001, seq=2, hop limit=64 (reply in 21)
23	8.812980	2001:abcd::1	2001:abcd::2	ICMPv6	94	Echo (ping) request id=00001, seq=3, hop limit=128 (reply in 24)
24	8.812974	2001:abcd::2	2001:abcd::1	ICMPv6	94	Echo (ping) reply id=00001, seq=3, hop limit=64 (reply in 23)
25	9.812351	2001:abcd::1	2001:abcd::2	ICMPv6	94	Echo (ping) request id=00001, seq=4, hop limit=128 (reply in 26)
26	9.812353	2001:abcd::2	2001:abcd::1	ICMPv6	94	Echo (ping) reply id=00001, seq=4, hop limit=64 (reply in 25)
27	10.822163	fe80::a00:27ff:fe66::	fe80::a953:a236:a68a::	ICMPv6	86	Neighbor Solicitation for fe80::a953:a236:a68a::8c:b3 from 00:00:27:a6:8c:b3
28	10.822350	fe80::a953:a236:a68a::	fe80::a00:27ff:fe66::	ICMPv6	86	Neighbor Advertisement fe80::a953:a236:a68a::8c:b3 (sol, ov) is at 00:00:27:a6:8c:b3
29	26.473426	2001:abcd::1	2001:abcd::2	TCP	86	49425 → 88 [SYN] Seq=0 win=0 len=0 MSS=1440 WS=256 SACK_PERM=1
30	26.473853	2001:abcd::2	2001:abcd::1	TCP	86	88 → 49425 [SYN, ACK] Seq=0 Ack=1 win=28800 Len=0 MSS=1440 SACK_PERM=1 WS=256
31	26.473971	2001:abcd::1	2001:abcd::2	TCP	74	49425 → 88 [ACK] Seq=1 Ack=1 win=65536 Len=0
32	26.475179	2001:abcd::1	2001:abcd::2	HTTP	447	GET / HTTP/1.1
33	26.475367	2001:abcd::2	2001:abcd::1	TCP	74	88 → 49425 [ACK] Seq=1 Ack=374 win=20952 Len=0
34	26.581152	2001:abcd::2	2001:abcd::1	TCP	1514	TCP segment of a reassembled PDU

Figure2: Monitor Of Packets in Normal Operation

If the attack lunched after above situation by command #atk6-parasite6 eth0 2001:abcd::2 fake-mac , The client access and the server used their link layer address for neighbor solicitation and advertisement over ICMPv6 , the attacker repeatedly sends spoofed neighbor advertisement messages and overrides other entries . The neighbor advertisements sent by both the Attacker and web server have the override flag set to 1. the attacker replay its [ACK] flag by [SYN] flag , and repeated send [ACK] and [TCP Retransmission] instead of web server, and the web site not more been access. The attacker send a neighbor advertisement to client computer saying that it has the IP that belongs to web server, figure3 below explained these scenario.

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	2001:abcd::1	ff02::1:ff06:8c:b3	ICMPv6	86	Neighbor Solicitation for 2001:abcd::2 from 00:00:27:a6:8c:b3
2	0.000010	2001:abcd::2	2001:abcd::1	ICMPv6	86	Neighbor Advertisement 2001:abcd::2 (sol, ov) is at 00:00:27:a6:8c:b3
3	0.000079	2001:abcd::1	2001:abcd::2	ICMPv6	94	Echo (ping) request id=00001, seq=0001, hop limit=128 (reply in 4)
4	0.000148	2001:abcd::2	2001:abcd::1	ICMPv6	94	Echo (ping) reply id=00001, seq=0001, hop limit=64 (reply in 3)
5	1.000317	2001:abcd::1	2001:abcd::2	ICMPv6	94	Echo (ping) request id=00001, seq=1000, hop limit=128 (reply in 6)
6	1.000421	2001:abcd::2	2001:abcd::1	ICMPv6	94	Echo (ping) reply id=00001, seq=1000, hop limit=64 (reply in 5)
7	2.0007307	2001:abcd::1	2001:abcd::2	ICMPv6	94	Echo (ping) request id=00001, seq=1001, hop limit=128 (reply in 8)
8	2.000809	2001:abcd::2	2001:abcd::1	ICMPv6	94	Echo (ping) reply id=00001, seq=1001, hop limit=64 (reply in 7)

```

# Frame 4: 94 bytes on wire (752 bits), 94 bytes captured (752 bits) on Interface 0
# Ethernet II, Src: CadmusCo_a6:8c:b3 (00:00:27:a6:8c:b3), Dst: CadmusCo_00:00:00 (00:00:27:00:00:00)
# Destination: CadmusCo_00:00:00 (00:00:27:00:00:00)
# Source: CadmusCo_a6:8c:b3 (00:00:27:a6:8c:b3)
# Type: IPv6 (0x0008)
# Internet Protocol Version 6, Src: 2001:abcd::1, Dst: 2001:abcd::2
# 0110 ... = Version: 6
# ... 0000 0000 ... = Traffic class: 0x00 (DSCP: CS0, ECN: Not-ECT)
# ... 0000 0000 0000 0000 = FlowLabel: 0x00000000
# Payload length: 40
# Next header: ICMPv6 (58)
# Hop limit: 64
# Source: 2001:abcd::1
# Destination: 2001:abcd::2
# [Source GeoIP: Unknown]
# [Destination GeoIP: Unknown]
# Internet Control Message Protocol v6
# Type: Echo (ping) reply (129)
# Code: 0
# Checksum: 0x1835 [correct]
# Identifier: 0x0001
# Sequence: 1001
    
```

Figure3: Monitor of packets in ARP attack

The changing of the attack scenario like lunch attack before an active communication between client and server or after continues communication link, didn't produce any changes in the result. But still the attacker effectively used the neighbor solicitation and neighbor advertisement messages to perform ARP poisoning attack and the form of a Man-in-the-Middle attack take place, and figure 4 prove that.

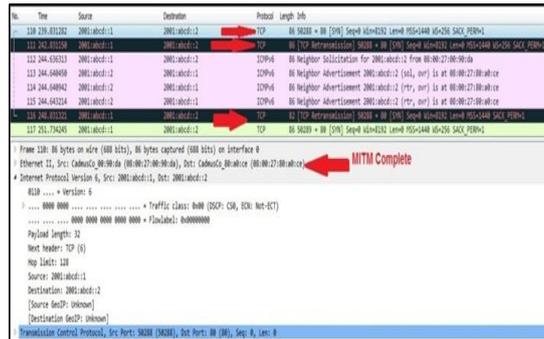


Figure 4: Man-in-the Middle in ARP attack

2. The Denial of Service Attack

The goal of a denial of service attack is to deny legitimate users to access a particular resource or services. In these papers the attacks launched against host and network resource. When the attack launched by command #atk6-flood_route26 eth0 2001:abcd::2, the attacker start sending continue router advertisement as much flooded the network, simultaneously the client sending repeated solicitation message to web server. The ping request sent from client to webserver while attacking running countered by host unreachable and DOS attack successfully utilization the resources. At the same time When the client try to browse web site [2001:abcd::2], its unable to reached it, and the error generated, and the web server not been reachable more for users and the attacker success take place. The figure 5 below explained how attacker flood the network.

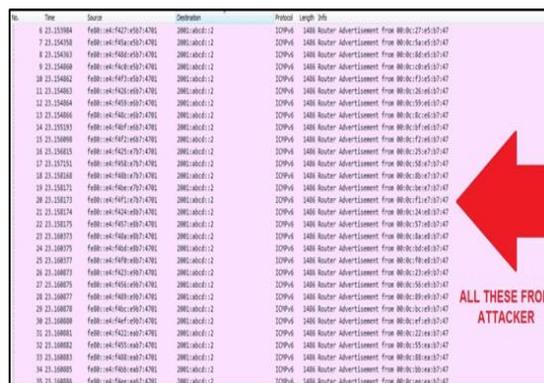


Figure 5: attacker advertisement in DOS Attack

The swapping of experiment steps to launch attack while browsing or before browsing it didn't produce any changes. The attacker effectively used the router advertisement messages and neighbor solicitation to perform a Denial Of Service Attack successfully.

VI. Conclusion

In The Denial of Service Attack, the attacker successfully flooded the network by router advertisement messages and neighbor solicitation messages and perform denial of service, and echo requests not reached the destination and web server also been unreachable. In ARP poisoning Attack, when the client sent its neighbor solicitation, and the web server reply by its own neighbor advertisement, the attacker sent neighbor advertisement to client that it has the IP belong to the web server, and the attacker repeated spoofed neighbor advertisement messages, so the echo request from client been replayed from attacker since its impersonating the web server, and continue generates a Neighbor solicitation message to find the real destination of the packet. Then, the attacker forwards the reply to client computer and completes a Man-in-the-Middle attack, On the other hand when client try to access web server, the attacker replay its [ACK] flag by [SYN] flag, and repeated send [ACK] and [TCP Retransmission] instead of web server, and the web site not more been access.

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