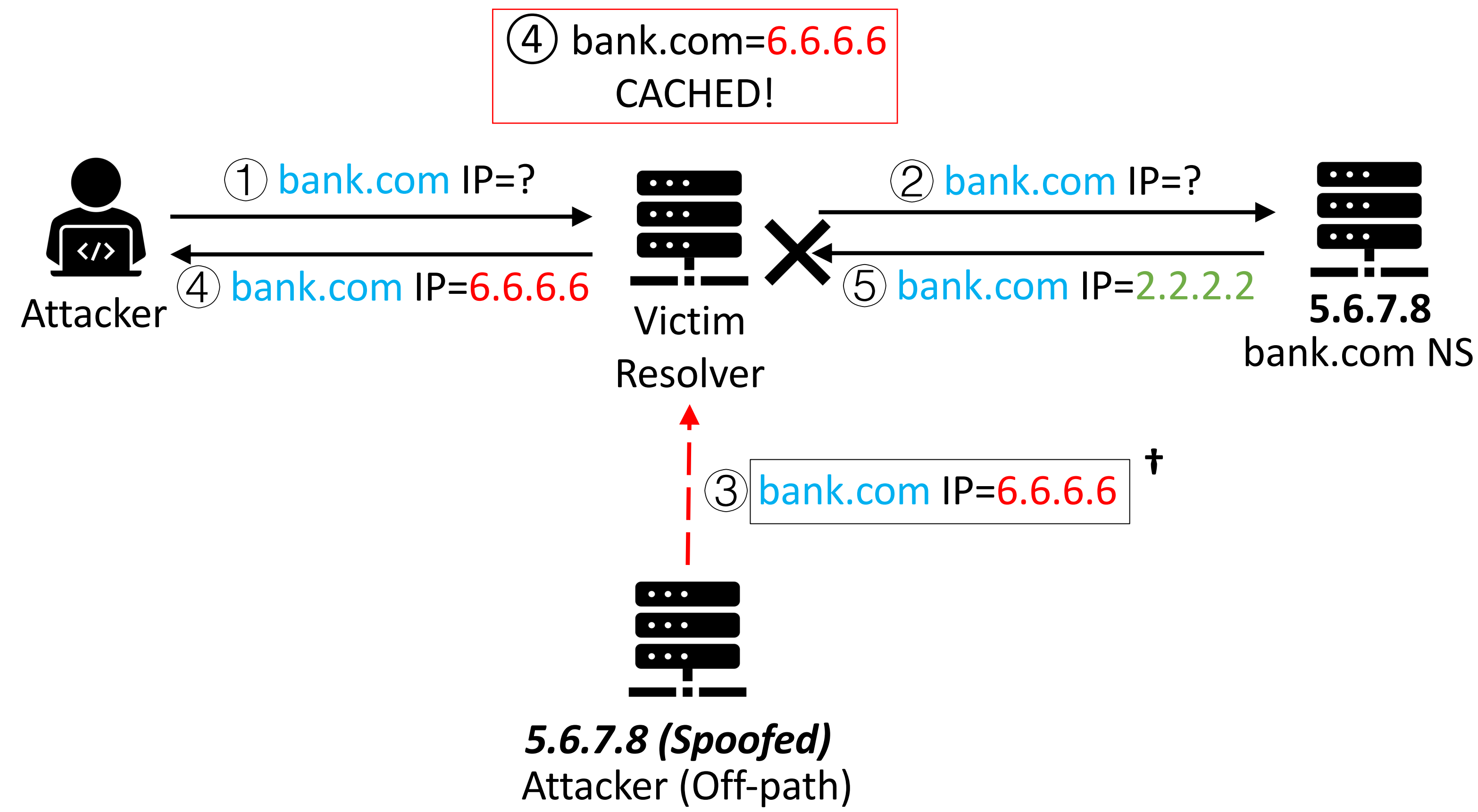


## I. Background: DNS Cache Poisoning Attack



**IMPACT:** traffic hijacking->phishing & scams, fake certificate issuance, etc.

## II. Challenges

|     |                                     |                 |
|-----|-------------------------------------|-----------------|
| IP  | Src: 5.6.7.8                        | Dst: (resolver) |
| UDP | Src Port: 53                        |                 |
|     | Dst Port: Randomized (16 bit)       |                 |
| DNS | TxID: Randomized (16 bit)           |                 |
|     | Question: bank.com A ?              |                 |
|     | Answer: bank.com A 6.6.6.6, TTL=999 |                 |

Attacker

Resolver

UDP dport=1234 ✓  
UDP dport=5678 ✗  
ICMP: 5678 isn't open

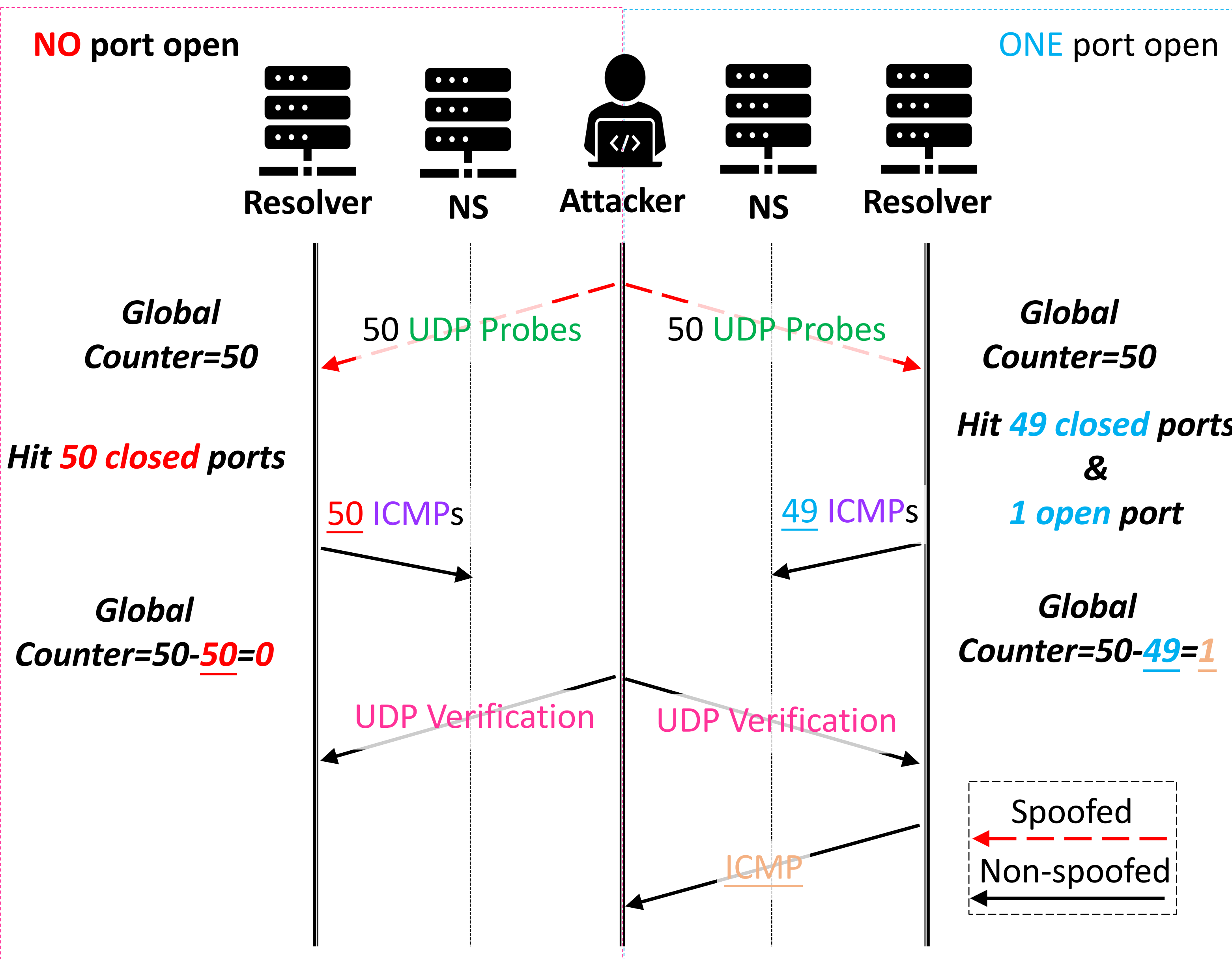
| Challenges   | Our Solutions  |
|--|--|
| Guess <b>two</b> random fields<br><i>32-bit entropy</i>                        | Infer port #* before guessing TxID<br><i>16-bit entropy only on TxID</i> |
| Ephemeral (client) port opens to NS only<br><i>can't be easily inferred</i>    | Infer with spoofed IP of NS  |
| <i>Response</i> of spoofed packets<br><i>can't be received by the attacker</i> | (III.) Side Channel  |

## Contributions

- We **revived** DNS cache poisoning attack (**dead** since 2008)!
- **All** popular Oses and DNS software are vulnerable
  - Linux, Windows, BIND, Unbound, dnsmasq...
- Affected DNS servers in the wild
  - 34% open resolvers
  - 12/14 popular public resolvers
    - Google, Cloudflare, OpenDNS...
- The first side-channel-based DNS cache poisoning attack.

## III. Side Channel Revolution

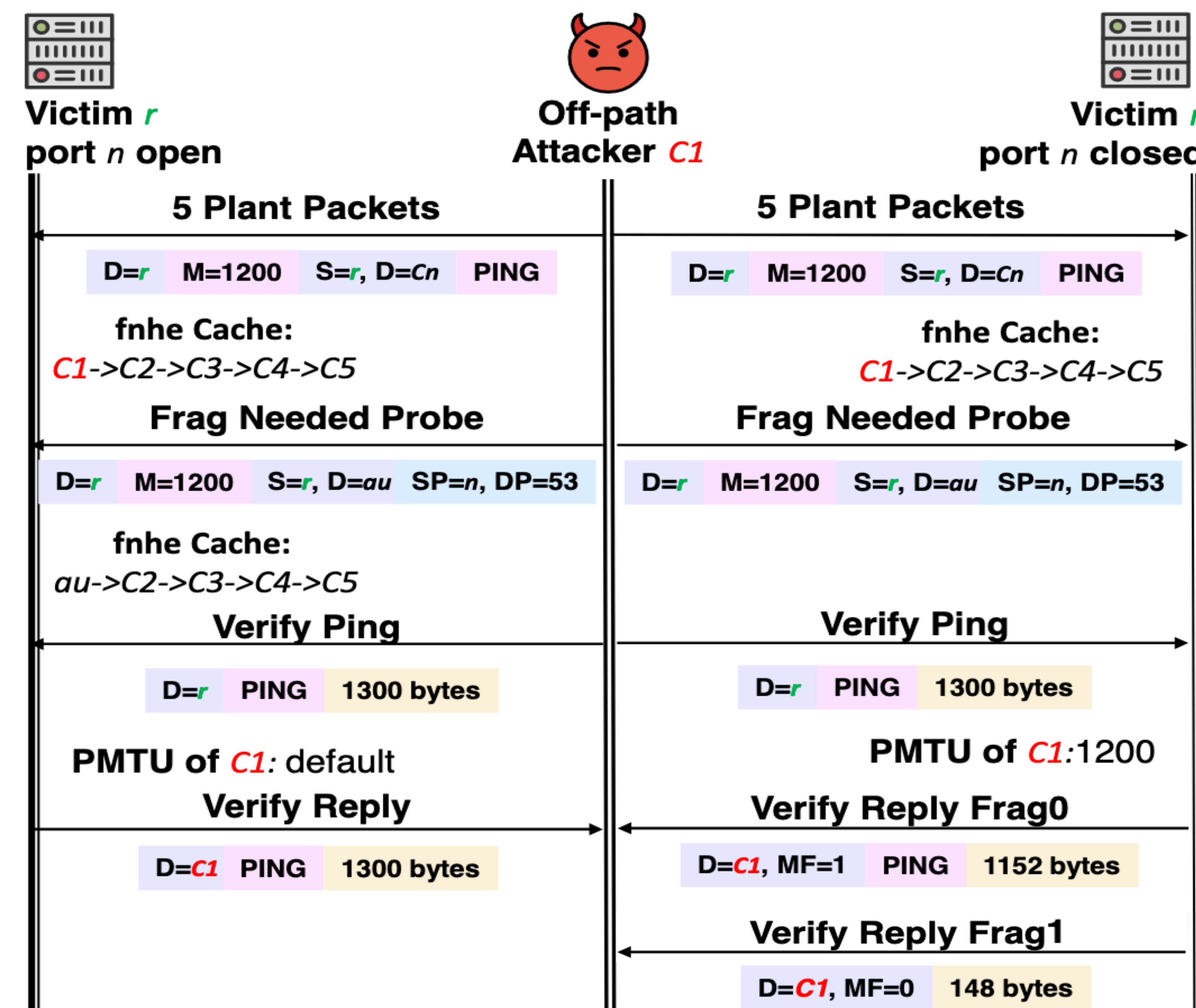
### Revolution



**UDP Probes:** UDPs with guessed dst port #  
**UDP Verification:** UDP destined to a known closed port (e.g., port 1)

- ICMP transmission reduce counter by 1
- Empty counter = no ICMP transmission

### Resurrection



D=Destination IP, S=Source IP, M=PMTU, SP=Source Port, DP=Destination Port, MF=More Fragment, Cn(C1-C5)=Colliding IPs, au=Authoritative Name Server

- Forwarding Info Base Next Hop Exception Cache (fnhe) stores PMTU
- FILO queue

## IV. Evaluation

Real world attacks:

| Revolution           |          |            |
|----------------------|----------|------------|
| Victim Resolver      | Tsinghua | Commercial |
| # of backend servers | 2        | 4          |
| # of NS              | 2        | 1          |
| Jitter               | 3ms      | 2ms        |
| Delay                | 20ms     | 30ms       |
| Loss                 | 0.2%     | 0.6%       |
| Success Time         | 15 mins  | 2.45 mins  |
| Success Rate         | 5/5      | 1/1        |

| Resurrection         |            |
|----------------------|------------|
| Victim Resolver      | Controlled |
| # of backend servers | 1          |
| # of NS              | 2          |
| Jitter               | 3ms        |
| Delay                | 40ms       |
| Loss                 | 0.2%       |
| Success Time         | 6.83 mins  |
| Success Rate         | 20/20      |