

Low-attention forwarding for mobile network covert channels

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 - Covert channels
 - IT4SE project (Augsburg University of Applied Sciences, Germany)
 - Reducing energy consumption in smart homes
 - www.it4se.net („IT for Smart renewable Energy generation and use“)

Outline

- Introduction/Existing approaches
- Scenario
- Choosing Protocols
- Forwarding using Covert Proxies

Short Introduction: Covert Channels

- B. Lampson: *A Note on the Confinement Problem, Comm. ACM 16(10), pp. 613–615, 1973:*
 - „*not intended for information transfer at all*“
- journalists, botnets, oppositional parties and others aiming on keeping a low profile.

Related Work (hacking community)

- LOKI2 („daemon9“, Phrack Mag. Vol. 7/51, 1997)

”Swapping protocols is broken in everything but Linux. (...) This is why this feature is 'beta'.” → /swapt

- Protocol Hopping Covert Channels (2007)
 - Transparent protocol switching
- Covert channel-internal protocols
 - ACK flags, seq. numbers, various flags, ...
 - e.g. Pingtunnel by Stodle

Related Work (scientific part)

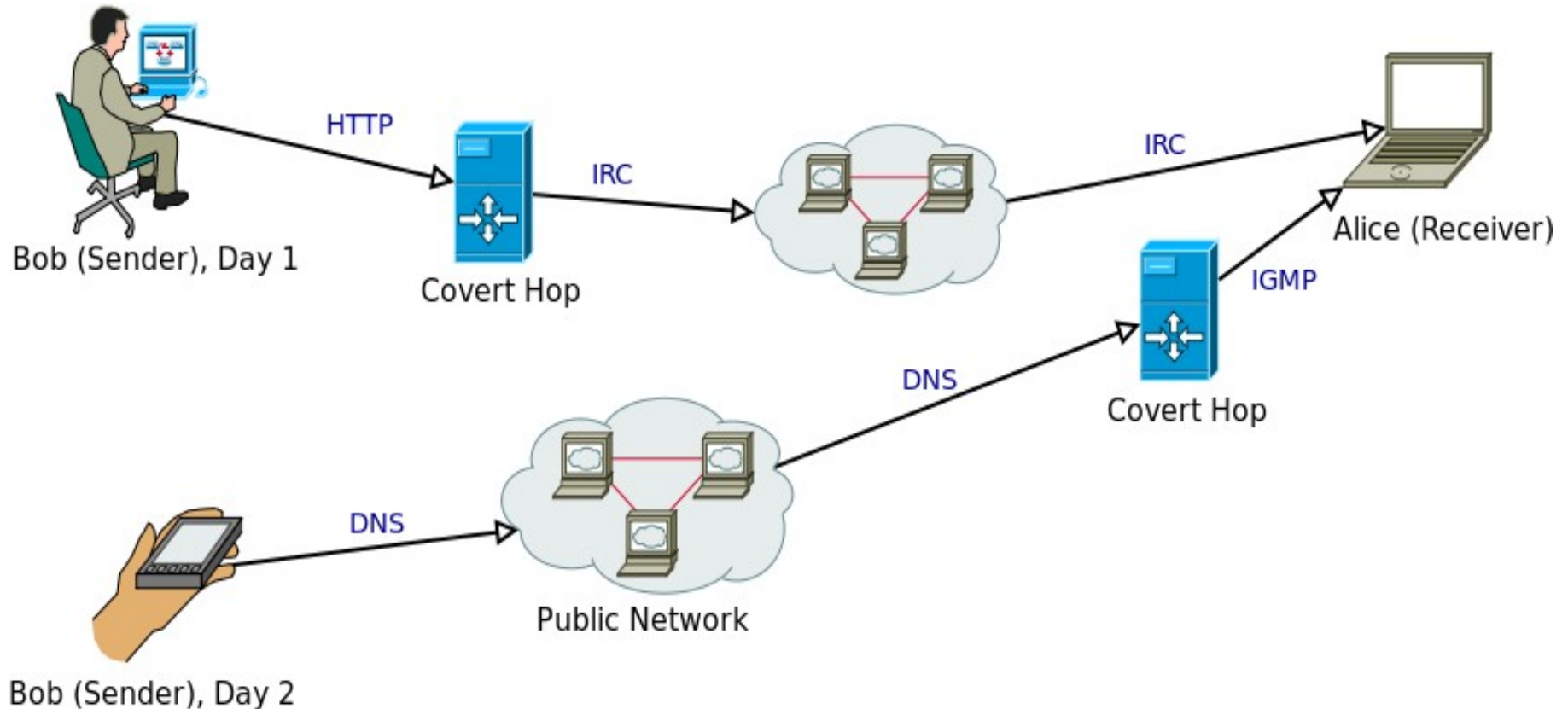
- Ray and Mishra: *A Protocol for Building Secure and Reliable Covert Channel* (2008):

seq. number	data flag	ack flag	exp. seq. no.	start flag	end flag
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- Yarochkin et. al.: *Towards Adaptive Covert Communication System* (2008)
 - Network Environment Learning Phase (NEL)
 - Communication Phase

Scenario (pt. 1)

Auto-configuration within covert channel overlay network for mobile users:

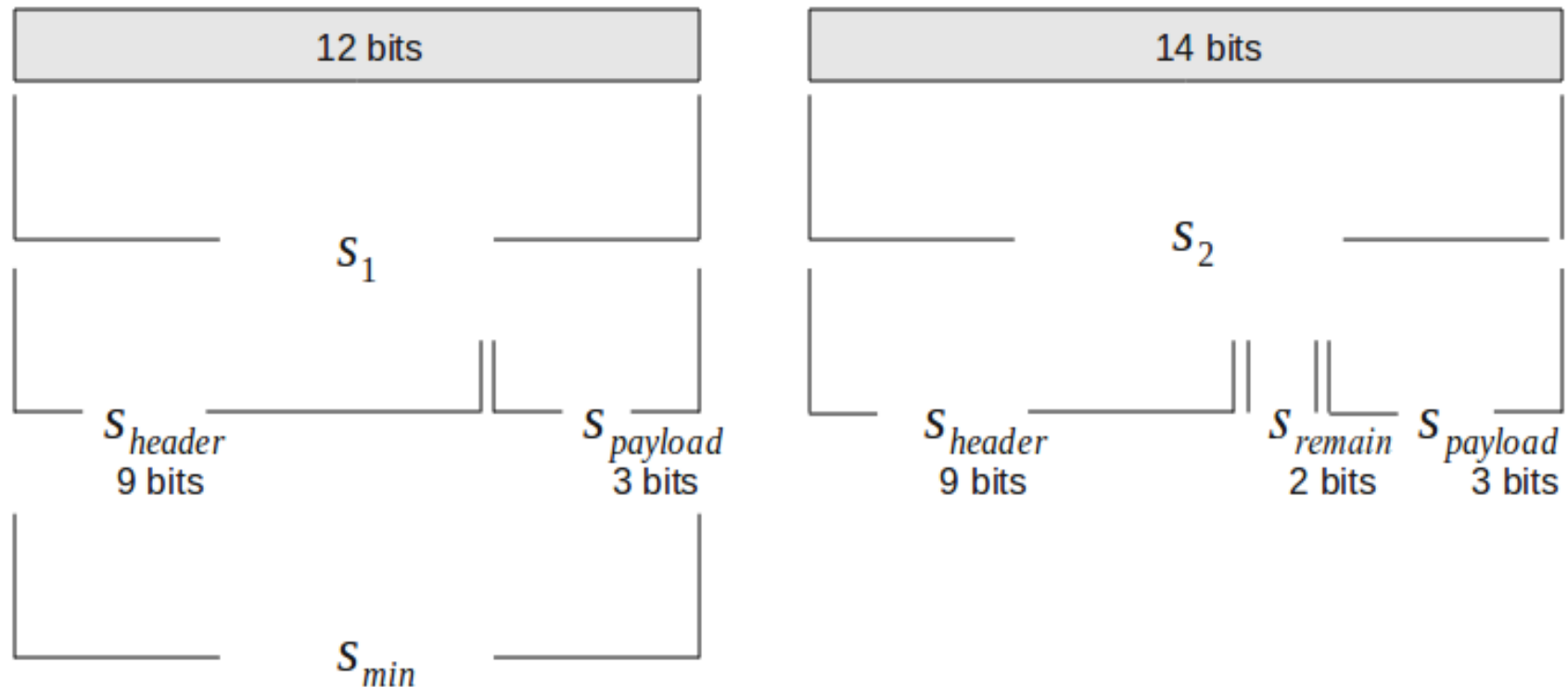


Scenario (pt. 2)

- Multiple users/devices/access points for the covert channel overlay network
 - various covert channel software versions with
 - different supported protocols
- Step-by-step infrastructure upgrade (backward-compatibility)
- Enabling version-independent covert channel communication for peers
 - passive NEL is not sufficient
 - active NEL: Exchange covert channel protocol information using micro protocols

„Initiator Protocol“

- Unified base for covert communication (support is mandatory at the beginning of each new connection between peers)



Choosing Protocols

- Using more bits of a packet's header → raise more attention
- Using LSB of the TTL or using MSB of the TTL results in different raised attention
- HTTP URL or HTTP User Agent
- We cannot define values for single protocols
 - Raised attention always depends on the network's monitoring infrastructure
 - Exotic protocols raise more attention (e.g. EGRP in a BGP network)
- Possible solution: Linking protocols to attention classes (Low, Avg, High)

Space Requirements

- Combining a header's areas: $S_{pkt} := \sum_{i=1}^n S_i$

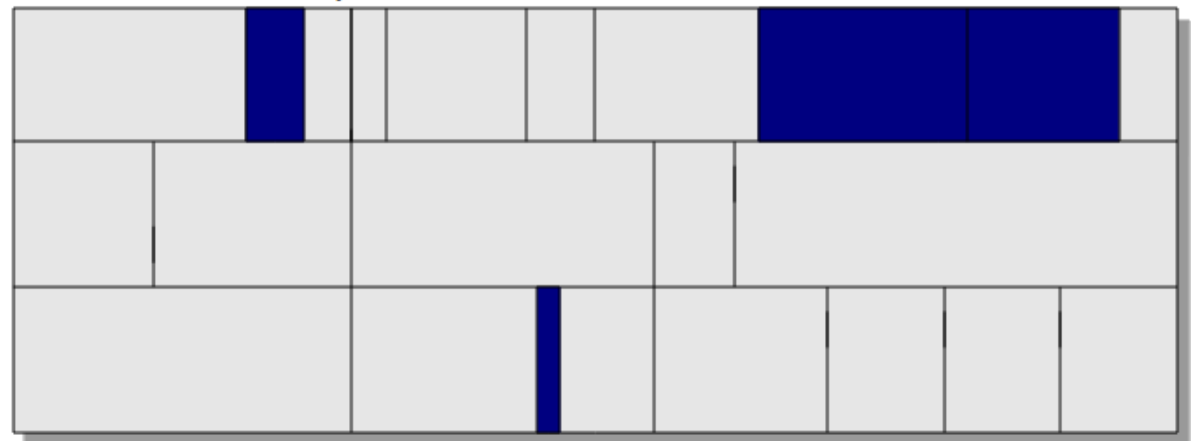
- #packets

per unidirect.

transaction:

$$N := \left\lceil \frac{S_{overall}}{S_{pkt}} \right\rceil$$

Header of a sample Protocol:



The utilizable area of a protocol's header (combined).

S_{pkt}

Space Requirements (2)

- Average data per covert channel packet

Round robin:

$$S_{pkt} := \frac{\sum_{i=1}^n S_i}{n}$$

different prob(p):

$$S_{pkt} := \sum_{i=1}^n p_i \cdot S_i$$

- A single protocol can result in multiple elements in P (the set of supported protocols of a peer):

- E.g.: uncombinable elements

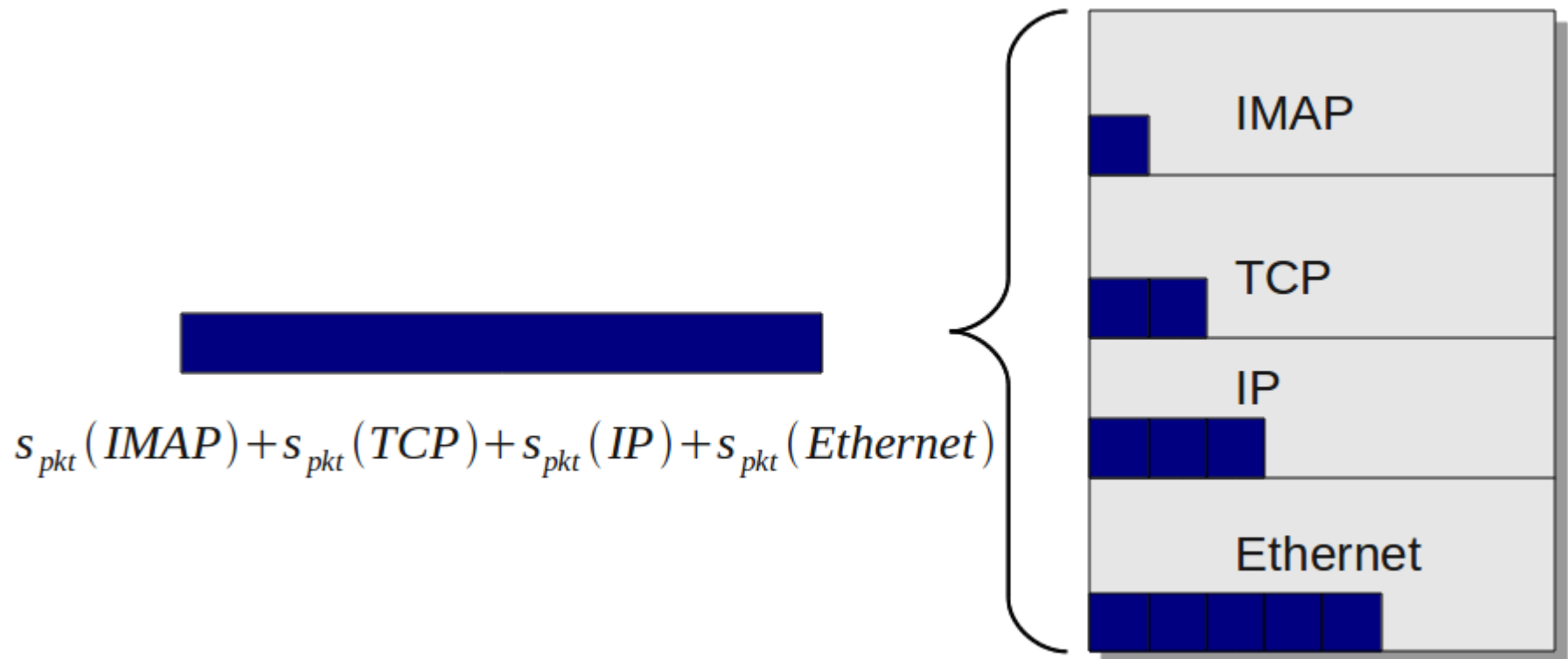
$$P = \{ HTTP_{POST}, HTTP_{CONNECT} \}$$

- But: redundant elements:

$$P = \{ ICMP_{echo} \}, P_{ICMP_{ECHO}} = P_{ICMP_0} + P_{ICMP_8}$$

Space Requirements (3)

Combining multiple layers



Use-case dependent optimization

- Two use-cases:
 - Protesters: fast mobile upload of videos of harmed other protesters → high throughput, small attention.
 - Automatic password cracker (1 password/h)
→ small throughput, minimized attention.

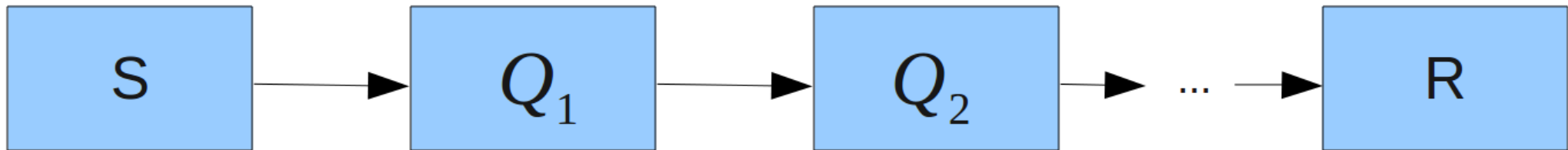
$$q_i := \frac{\text{sizeof}(P_i)}{s_{pkt}(P_i)}$$

$$f_1 = \sum_{i=1}^n p_i \cdot s_i \quad \text{maximize for minimal packet count}$$

$$f_2 = \sum_{i=1}^n p_i \cdot q_i \quad \text{minimize for small overhead}$$

#bits required to
transfer 1 covert bit

Low-attention-Forwarding using Covert Channel Proxies



- Shared Protocols between two proxies:

$$SP_{i,i+1} = P_i \cap P_{i+1}$$

- Provided Spaces for elements in SP:

$$S_{i,i+1} = \{s_{pkt}(p_1), s_{pkt}(p_2), \dots, s_{pkt}(p_n)\}, p_1, \dots, p_n \in SP$$

- Max. available space per protocol:

$$s_{max}(Q_i, Q_{i+1}) = \max S_{i,i+1}$$

Low-attention-Forwarding using Covert Channel Proxies (2)

- **Goal:**
 - Transfer as few packets as possible to keep a low profile
- **Simple solution by using S and SP:**
 - IF $s_{max}(Q_i, Q_{i+1}) = s_{max}(Q_{i+1}, Q_{i+2})$
OR transaction complete THEN forward
 - ELSE
 - Forward as many packets of size $s_{max}(Q_{i+1}, Q_{i+2})$ as possible
 - cache remaining data
 - Wait time t for new data
 - IF no new data in interval t THEN forward remaining data
 - ELSE recursive call

Summary

- We propose **upgradeable** and mobile covert channel software for overlay networks.
- Covert channel software should be capable of using **different network protocols** for robustness (blocking) and mobility.
- **Goal-dependent utilization of different protocols** (small overhead or minimized attention)
- **Optimize forwarding** for multiple protocols within the covert channel overlay network → low attention

Thank you for your attention!

Are there any questions?

