

CS 183AG  
Lecture 14

# Current Topics: Vehicular Networking + Security

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# Recap

- Vehicle communicate with each other and with nearby infrastructure
- They can exchange messages about accidents, traffic, etc
- This communication is subject to threats to security and privacy of drivers

# Today's Goal

- Identify, understand, and categorize various types of threats
  - Common threats to internet traffic
  - Specific effects on VANETs

# Importance of VANETs

- Vehicle Adhoc Network
- Expected to be extremely prevalent, especially with emergence of autonomous vehicles
- Specific type of MANET (Mobile Adhoc Network)

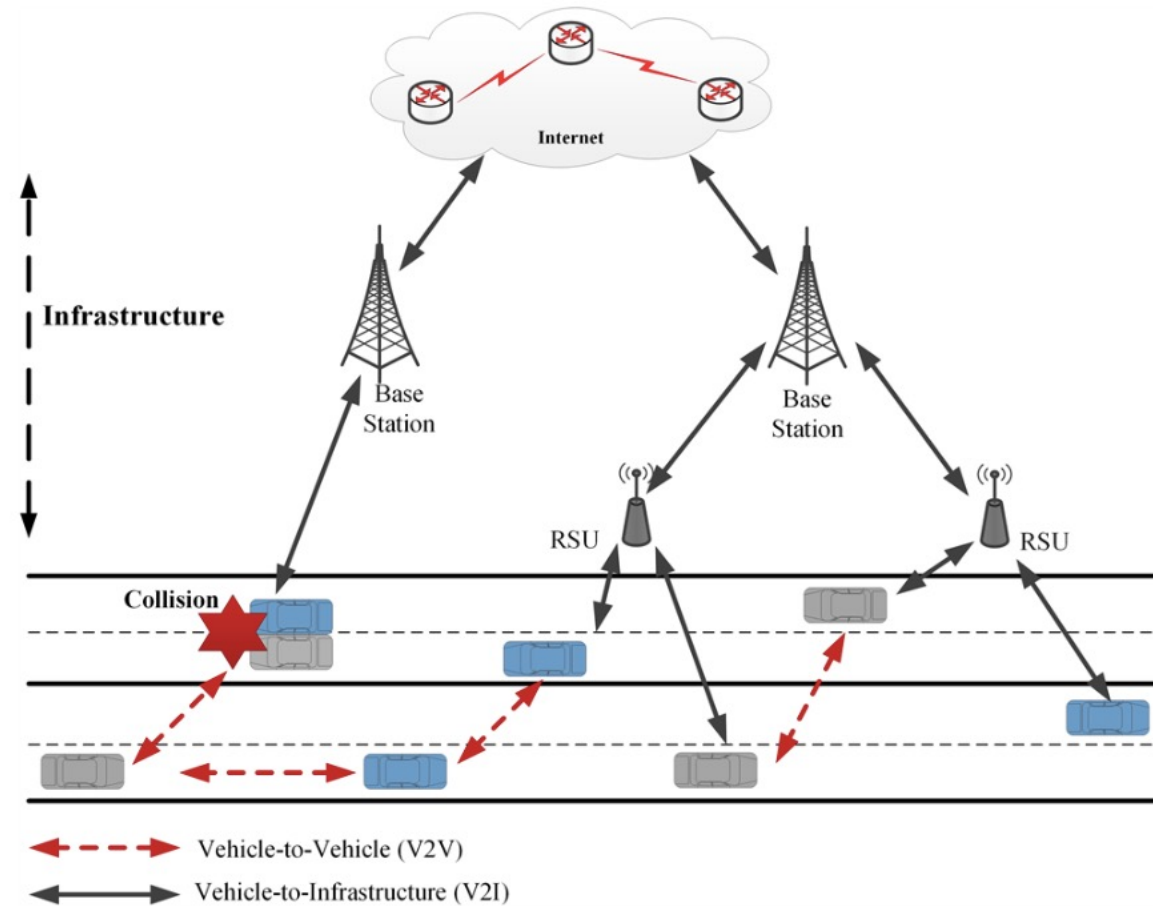
# VANET Background

- Vehicles are equipped with several sensors (camera, GPS, etc)
- Sensors collect information (speed, location, etc) and share with neighboring vehicles (V2V) and roadside infrastructure units, RSUs (V2I)
  - RSUs are often speed cameras or mobile communication base station
- Message exchange uses standard mobile communication (4G, LTE, etc)

# Goals

- Ensure traffic safety and efficiency
- Assist drivers in critical situations such as accidents
- Provide drivers with info such as weather and traffic
- Monitor fleet of vehicles remotely (e.g., truck company)

# Goals

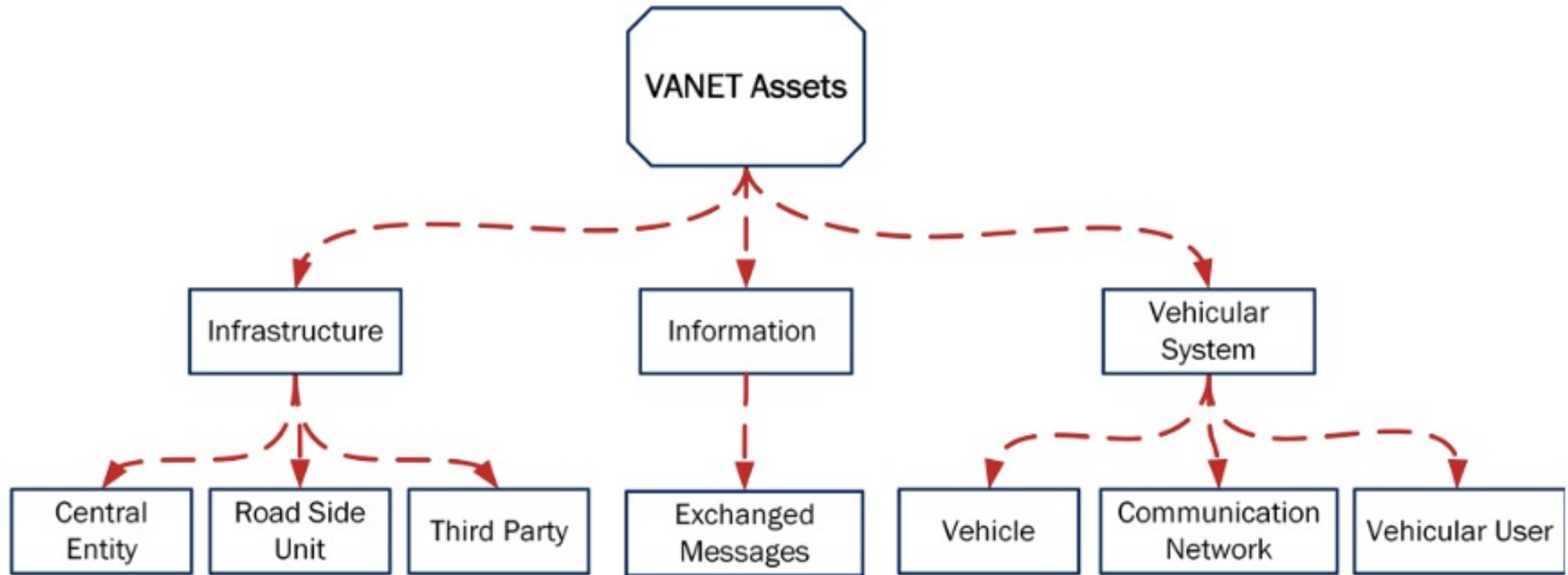


# Vulnerabilities

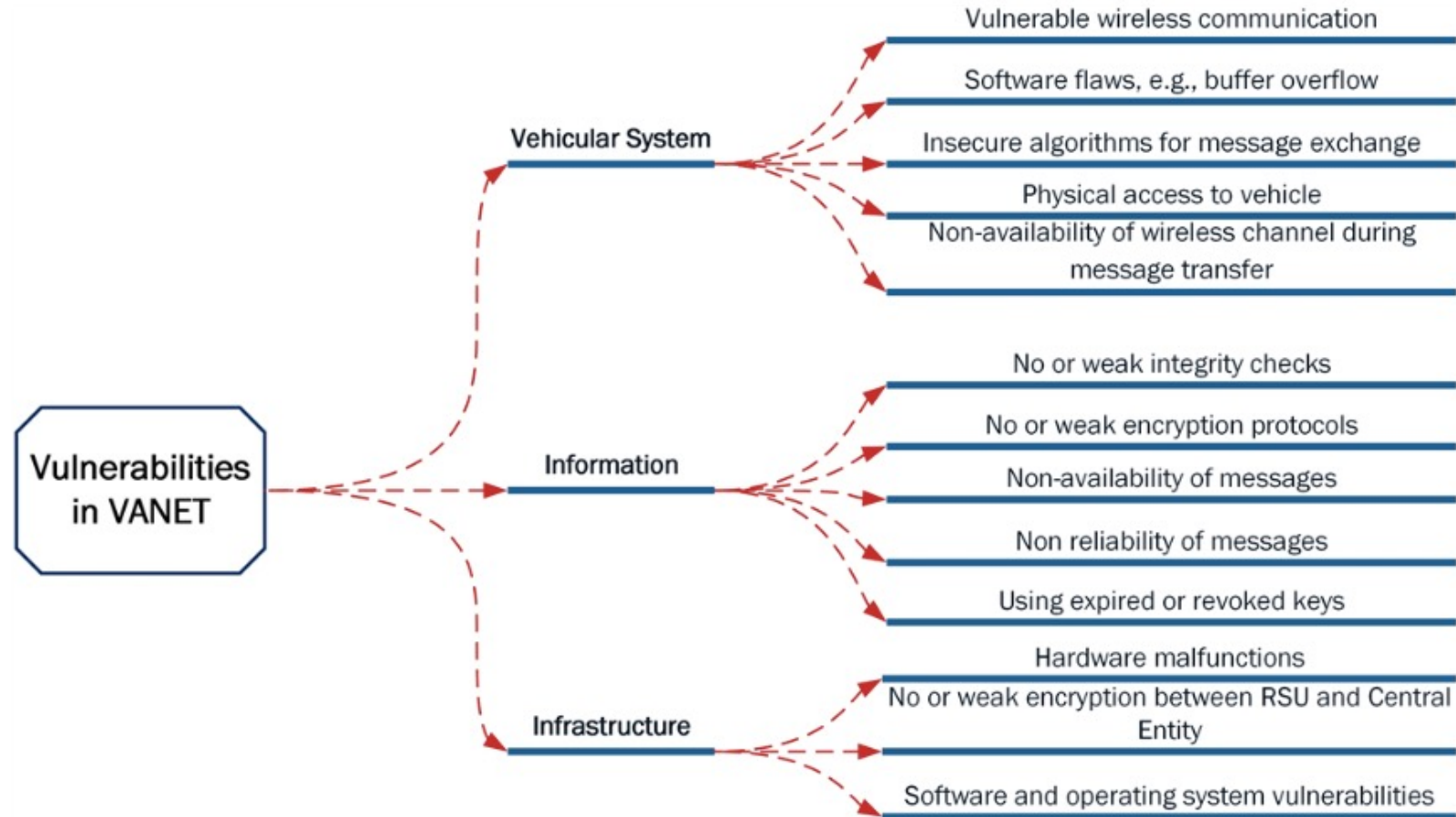
- VANETs are large decentralized networks with legitimate and potentially malicious nodes
- VANET communication heavily relies on nodes cooperating
- Many vulnerabilities are shared with traffic on the rest of the internet but get more attention because of the severity of impact



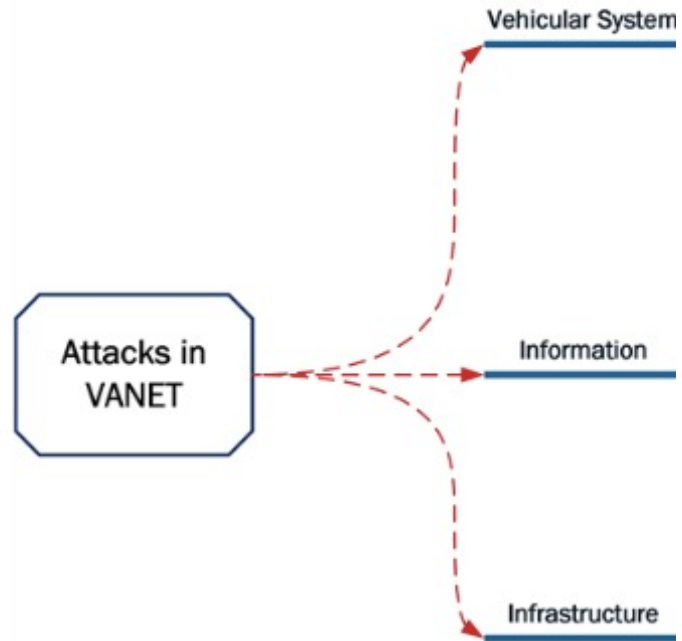
# Entities that Need Protection



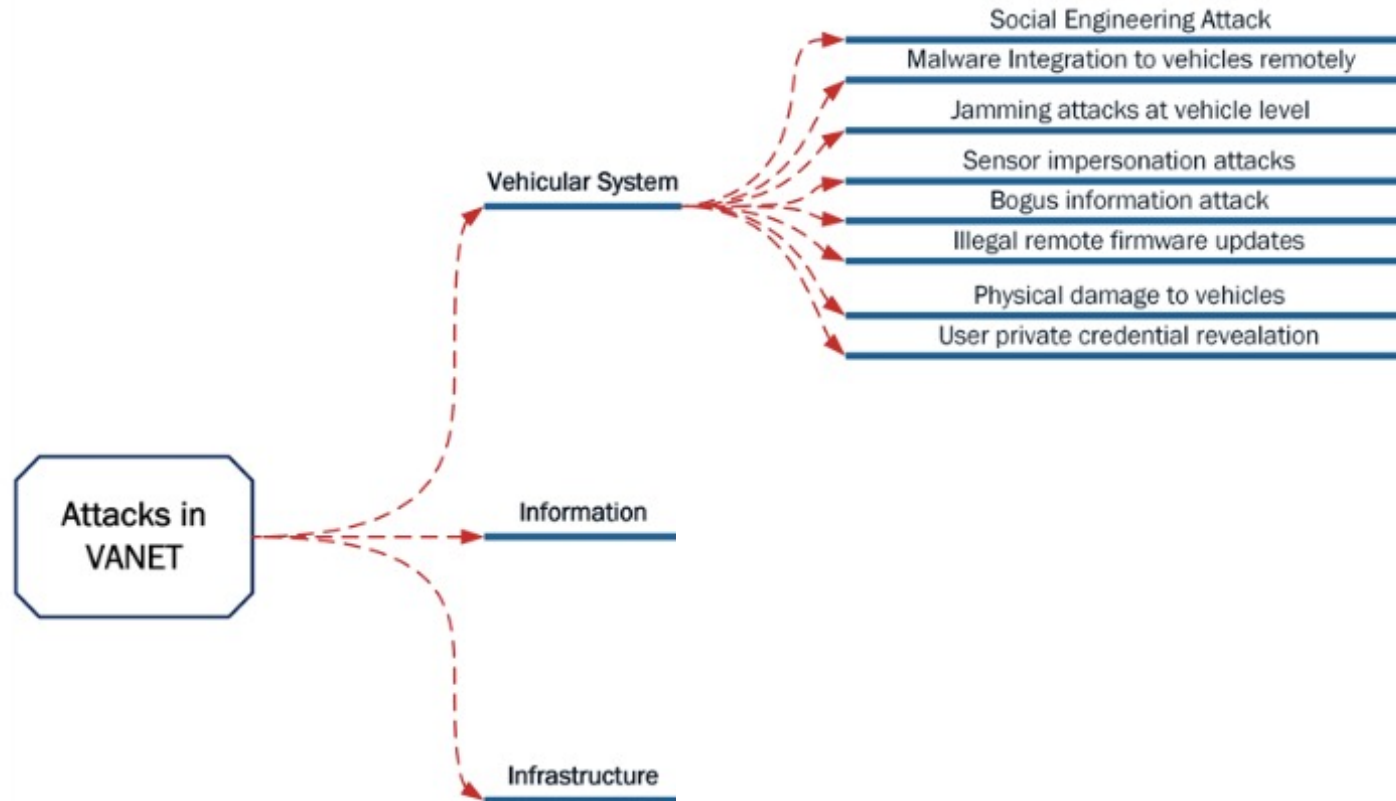
# Categorization of Threats



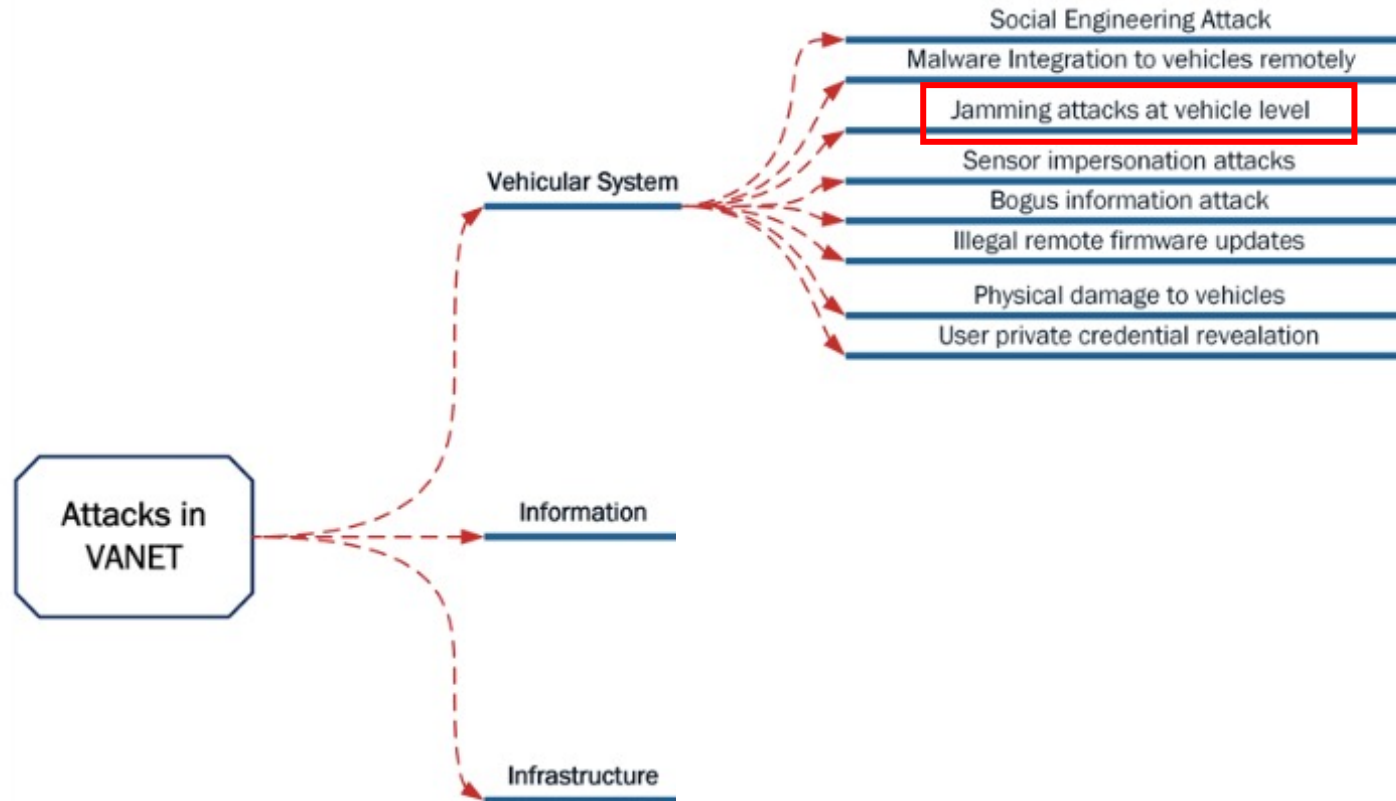
# Types of Attacks in VANETs



# Attacks on Vehicular Systems

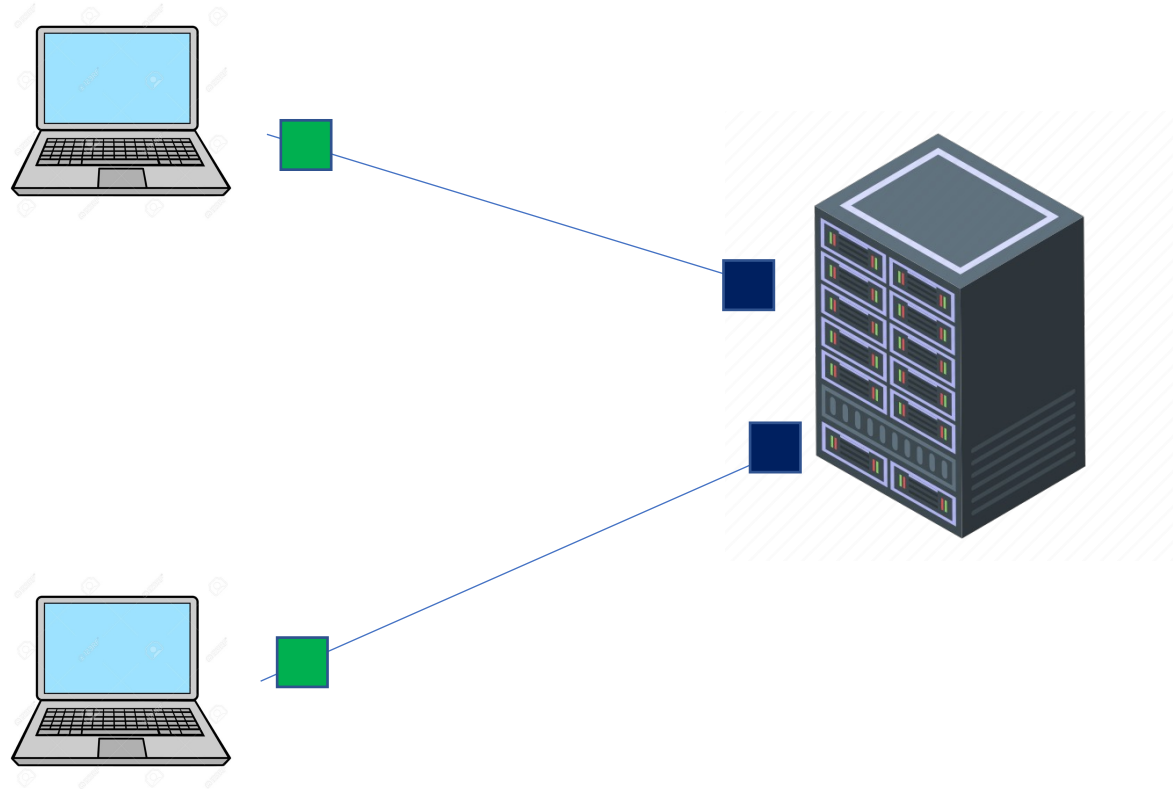


# Attacks on Vehicular Systems



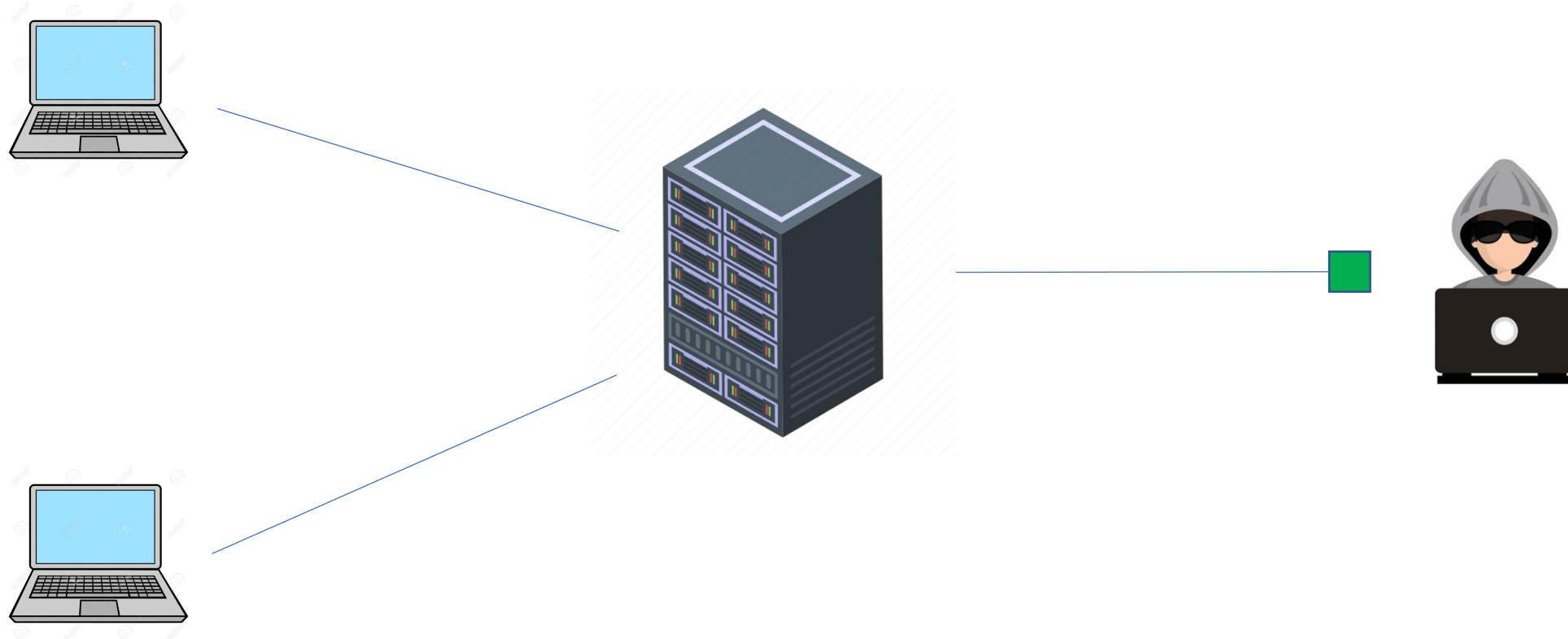
# DoS Attacks

- Server that hosts website responds to requests for website content



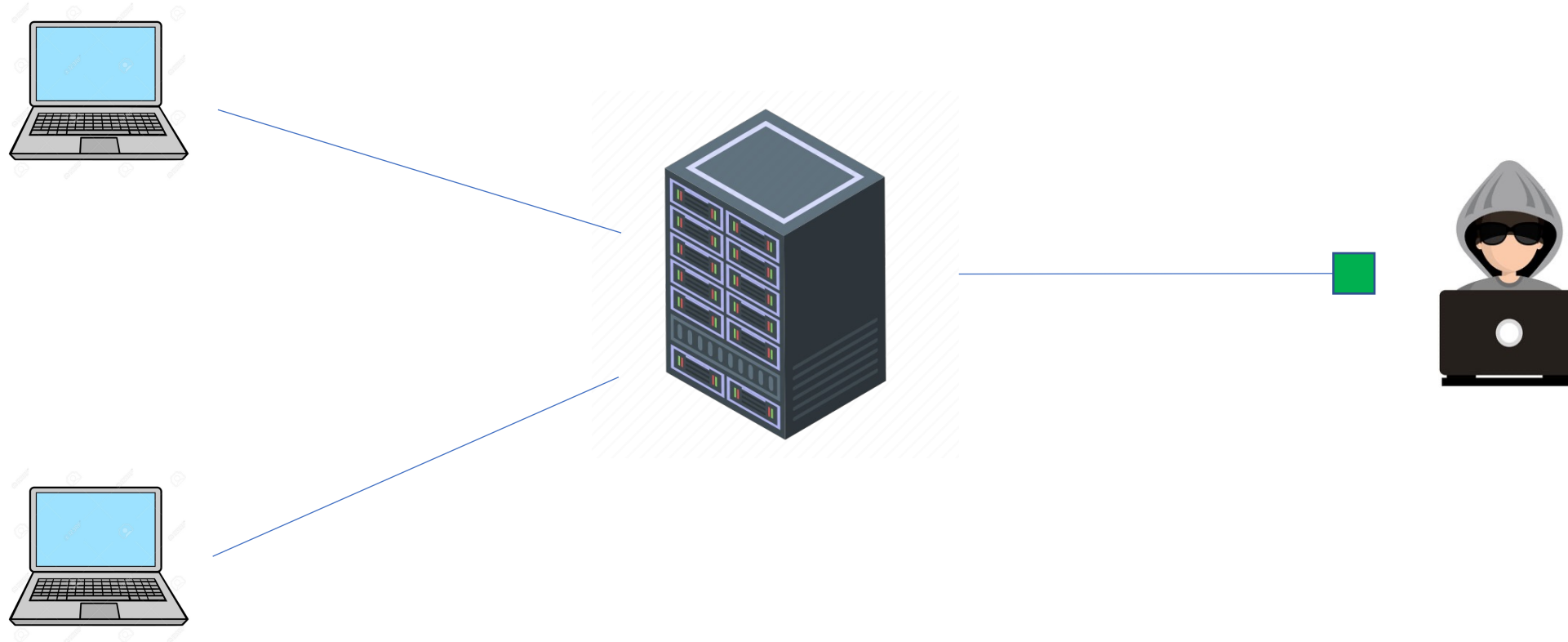
# DoS Attacks

- Attacker can flood the server and saturate its ability to respond to requests



# DoS Attacks

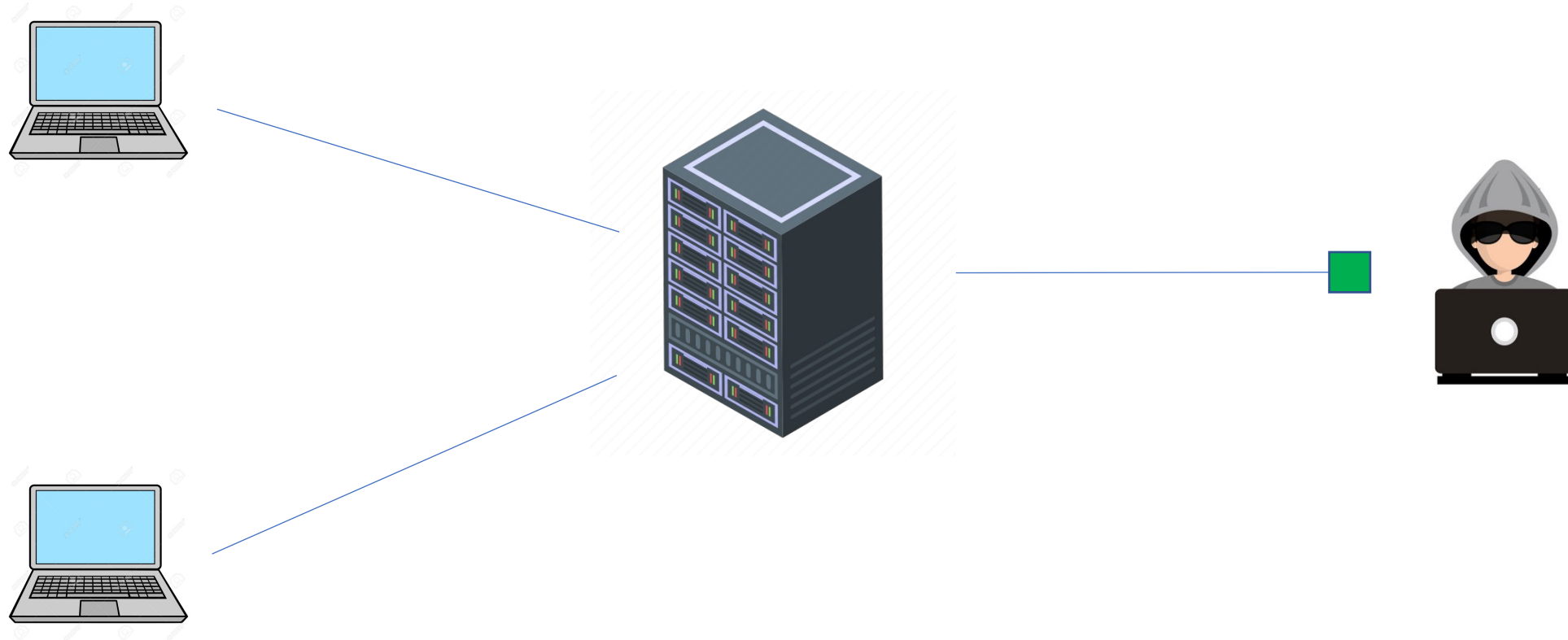
- This eats up the server's resources: CPU, memory, and network bandwidth and makes responses to other requests very slow (or stop)





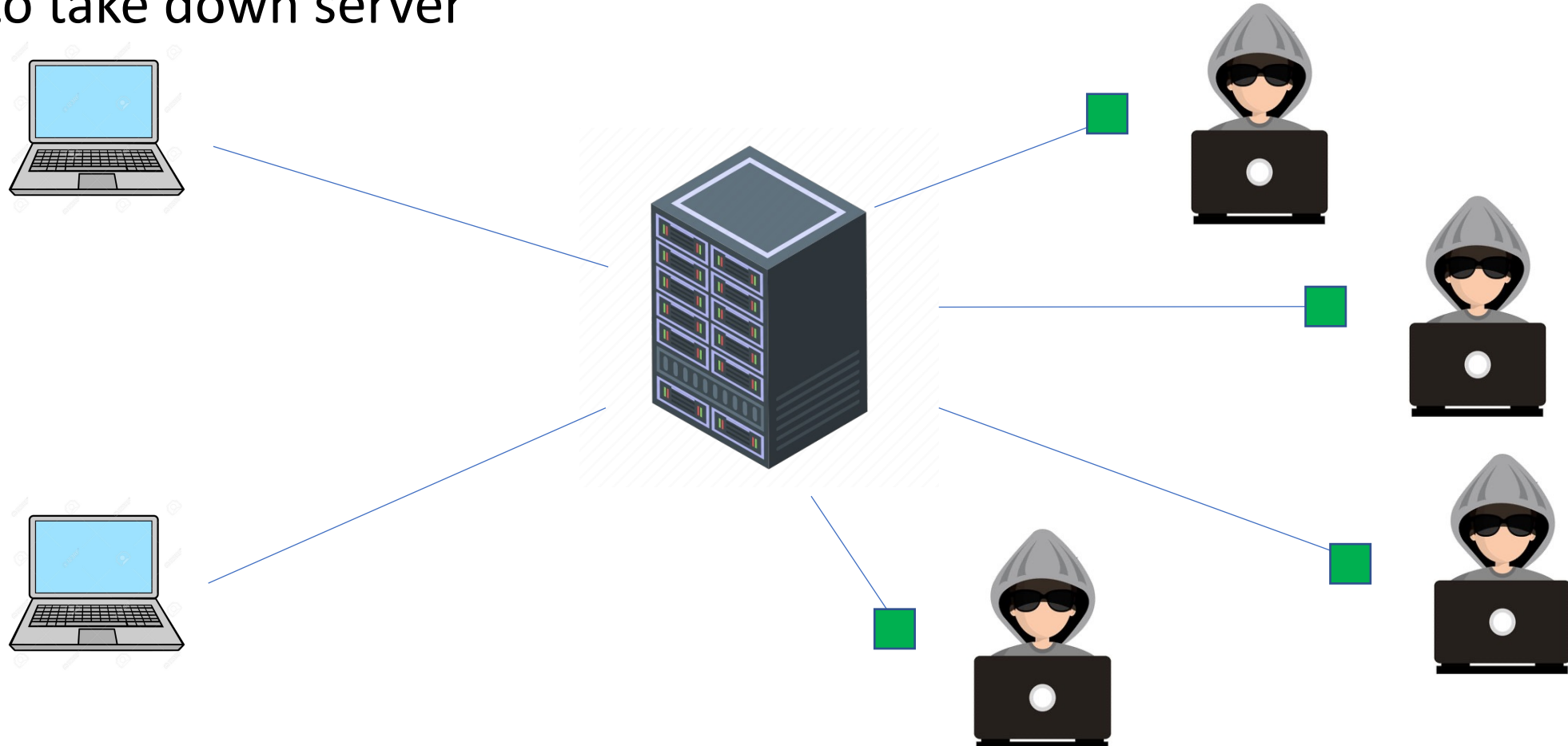
# DoS Attacks

- It's fairly easy to identify a single source sending many requests



# DDoS Attacks

- Multiple senders join the attack -> harder to identify and stop, quicker to take down server



# DDoS Attacks

- Use a large army of computers to launch a flooding attack
- Members are called “bots” or “zombies”
- Army is called botnet

# DDoS Attacks

- How does initial hacker recruit others to its botnet?
- Malware!
  - User opens an email attachment or website – then their computer is part of the army of infected computers
  - Attacker can then tell them all to attack at the same time



# DDoS Attack

- What is being sent?
  - Depends on the type of attack, but all will request some sort of action or response from server
- Could send simple ping message, ICMP (error handling), UDP
- Could be more complicated, such as sending compressed files, knowing that the server try to open them
  - Takes resources to open that many files
  - Takes memory each time a file is opened

# DDoS Attacks: Types + Responses

- Volume attack: massive amounts of bogus messages, all of which warrant a reply
- Protocol-level attack: receiver expects certain packet types and knows how to respond; take advantage of that by sending specific packet types – ex/ ping of death, Smurf DDoS

# DDoS Attacks: Types + Responses

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  - Ping of death: send malformed packets that cause buffer overflow error
  - Smurf DDoS: send messages to the broadcast address, spoofing the source address to be the server; every device on the network will keep sending replies to the server and saturate it

# DDoS Attacks: Types + Responses

- Volume attack: massive amounts of bogus messages, all of which warrant a reply
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  - Ping of death: send malformed packets
  - Smurf DDoS: send messages to the broadcast address where the source is the server; every device on the network will keep sending replies to the server and saturate it
- Application-level attack: sophisticated attacks that target a certain application to exploit application and OS-level vulnerabilities
  - HTTP flooding: send stream of GET and POST requests that trigger high level of system processing; harder to detect



# DDoS Attacks: Reasons

- Attack a competitor
  - Affects their reputation
- Money: ransom
- Political
- For fun

# DDoS Attack Responses

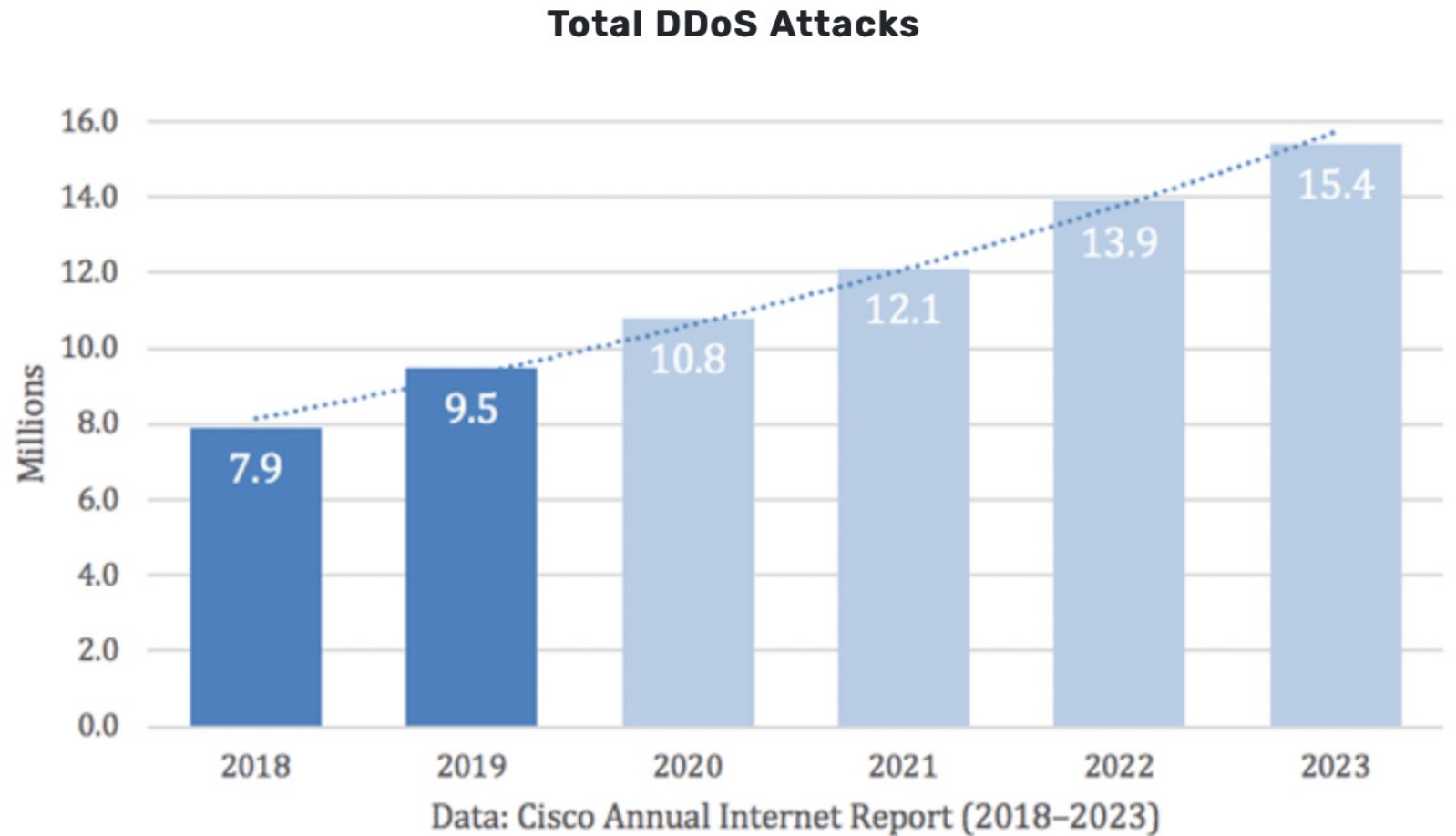
- Firewalls + load balancers
  - Firewalls can detect too much traffic from one source and block it
  - Protocol level attacks target firewalls though – how?
  - Load balancers reroute traffic from one server to another
- Look for patterns

# DDoS Attack Prevention

- Easiest to host on cloud service provider -> more bandwidth, checks in place to detect suspicious patterns, they back up your data and can serve out of a different server
- CDN (content delivery network): redundant servers keep a cached version of site (for purpose of bringing it closer to user) -> causes multiple copies and avoids single point of failure
  - Cloudflare
  - Akamai

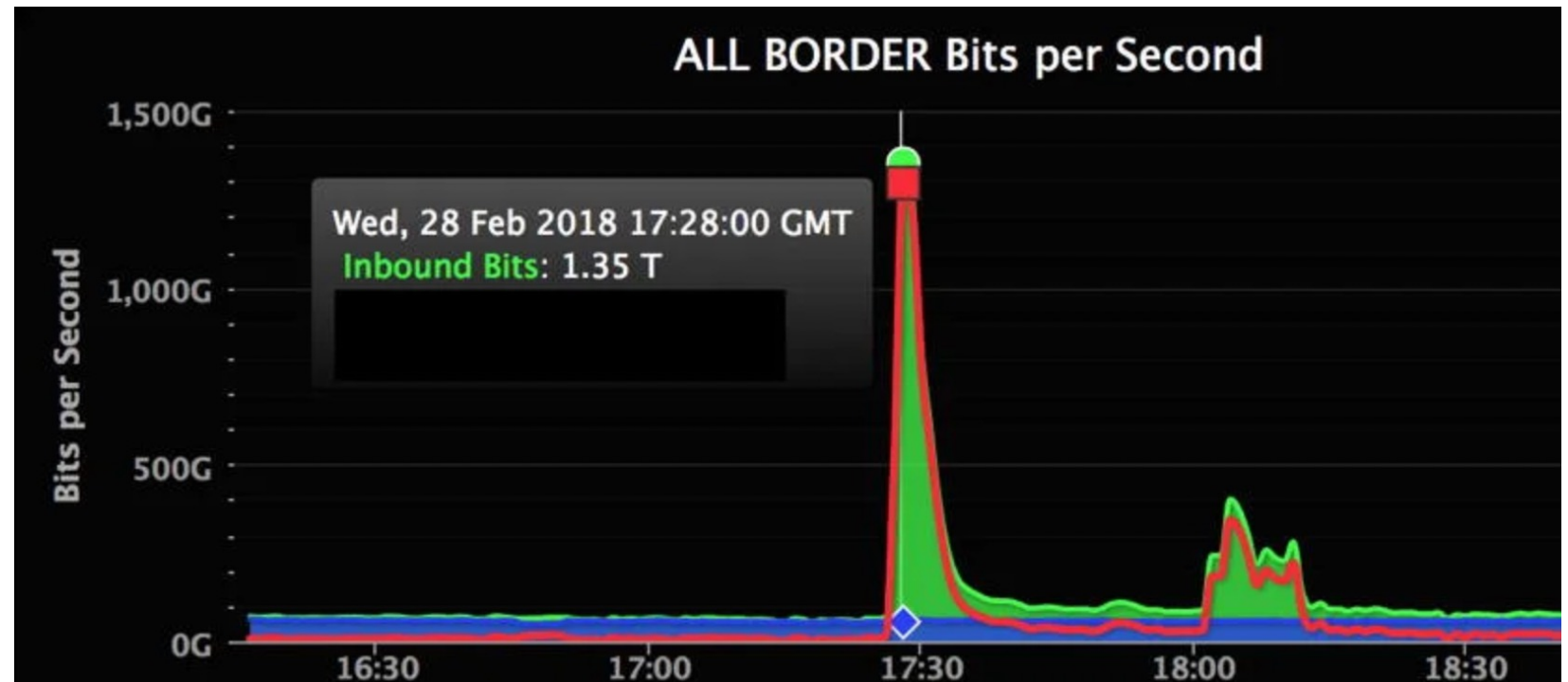
# Famous DDoS Attacks

- Google, 2020
- AWS, 2020
- Mirai, 2016



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- GitHub, 2018



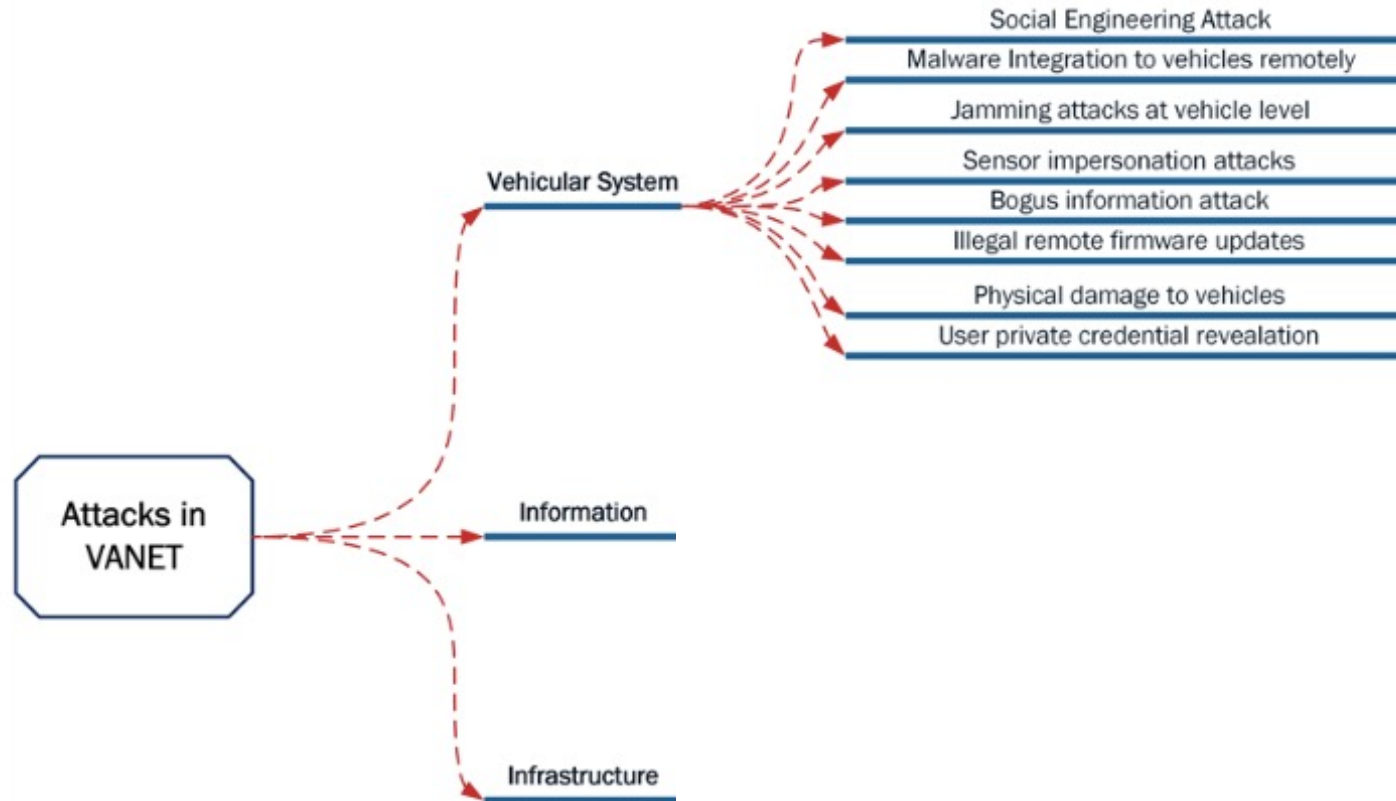
# DDoS in VANETs

- Cars can become zombies and DDoS cars around it
- Can lead to jamming – car stops being able to respond to any requests, including from within the car

# DDoS in VANETs: Trust Building

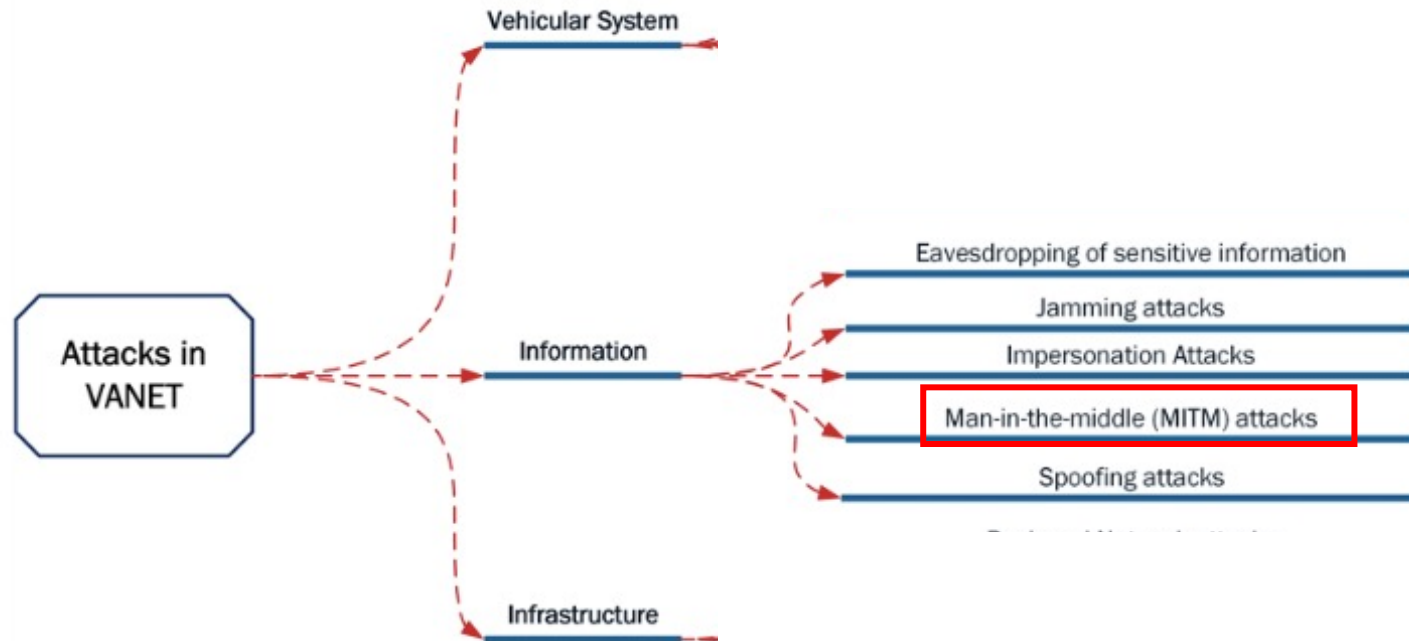
- One paper: Frequency of positive interactions can be used to build trust. Can assess whether to respond to request based on other vehicle's trust index
- Only simulated, not in real world – hard to test on real world results

# Attacks on Vehicular Systems





# Attacks on Vehicular Systems



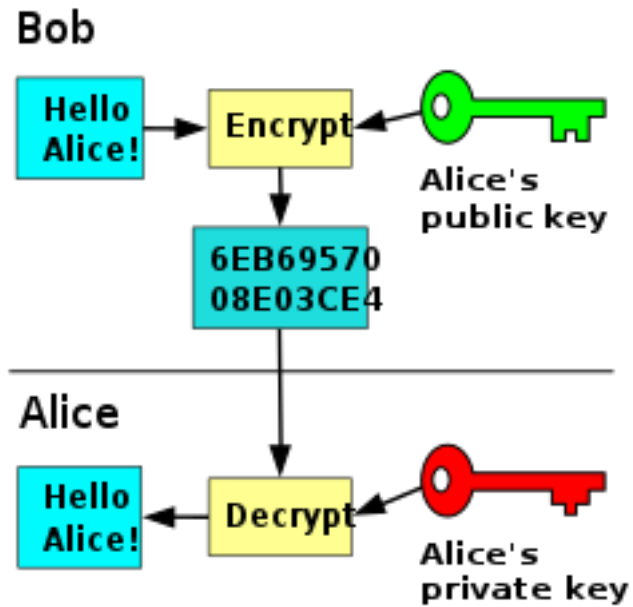
# Man in the Middle Attacks

- 10-15 years ago, all data was in plain text so anyone who heard it could read the message
- Solution: use public and private keys

# Secure Sockets Layer (SSL)

- Computer: I would like to talk securely
- Server: Sure, here is my public key
- Computer uses server's public key to encrypt message. Only server has private key to decrypt it

# Secure Sockets Layer (SSL)



# Problem Solved?

- Someone in the middle can change first message exchange (“I would like to talk securely”, “Sure, here is my public key”)
- Each party think the public key they are using to encrypt is each others but it’s actually the attackers

# Signed Certificates

- Solution: there is a third party vouching for the set of public keys you're exchanging
- Server: here is public key – it's been signed by those trusted people.
  - If attacker changes 1 bit, the math doesn't add up anymore

# Trust Certificate Authorities?

- How do you know which authorities to trust?
  - Depends on known trust
- A Dutch certificate authority got conned/coerced into generating valid signed certificate the for whole of Google
  - Someone managed a massive Man in the Middle attack and was able to look at all of Google's exchanges
  - Found because someone realized that the Google certificate was signed by entity in Netherlands
- Concern that governments can coerce?

# Trusted Authority on Devices

- Each device keeps a list of trusted authorities
- Root authority must be signed by known authority, others can be signed by root, or authority that root has signed, etc → chain of certificates
- What if you could insert yourself into that list?



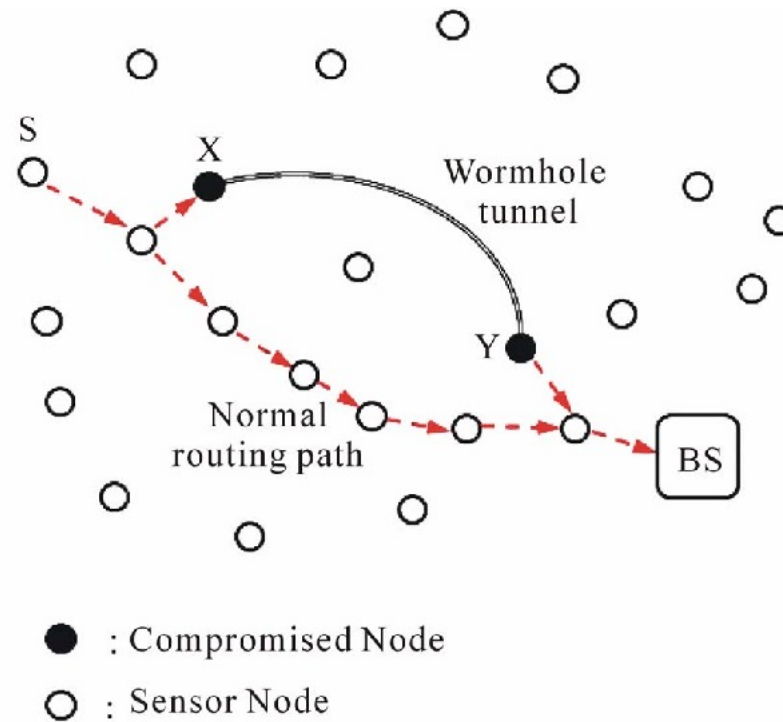
# Famous MitM Attacks

- Lenovo used company called Superfish for ads
- Superfish installed themselves into list of trusted devices on every Lenovo laptop – single self-signed root certificate
- Ran a little program sitting on computer looking at all traffic and inserting ads
- Really bad idea! Why?
- Hundreds of thousands made vulnerable. Dept of Homeland Security had to get involved

# Man in the Middle Attacks in VANETS

- Attacker can alter and forward messages between vehicles or between vehicle and RSU

# Wormhole Attacks



# References

- <https://www.scirp.org/journal/paperinformation.aspx?paperid=73220>

# Upcoming

- Midterm released next Tuesday morning, due following Sunday evening
- Study guide will be posted to course webpage by tomorrow afternoon
- Please go through it and send me anything you'd like to go over in more detail - through email, Slack, or feedback form on webpage