Chhoyhopper: A Moving Target Defense with IPv6



A S M Rizvi asmrizvi@usc.edu John Heidemann johnh@isi.edu

Introduction

Services on the public Internet are frequently scanned, then subject to brute-force and denial-of-service attacks. We would like to run such services stealthily, available to friends but hidden from adversaries. In this work, we propose a moving target defense named "*Chhoyhopper*" that utilizes the vast IPv6 address space to conceal publicly available services. The client and server hop to different IPv6 addresses in a pattern based on a shared, pre-distributed secret and the time of day. By hopping over a /64 prefix, services cannot be found by active scanners, and passively observed information is useless after two minutes. We demonstrate our system with the two important applications—SSH and HTTPS.

This poster presents the design and implementation of Chhoyhopper with SSH and HTTPS applications.

Chhoyhopper Implementation

SSH

• We provide a Python script that runs the server by updating ip6tables rules, NAT rules, and interface addresses.

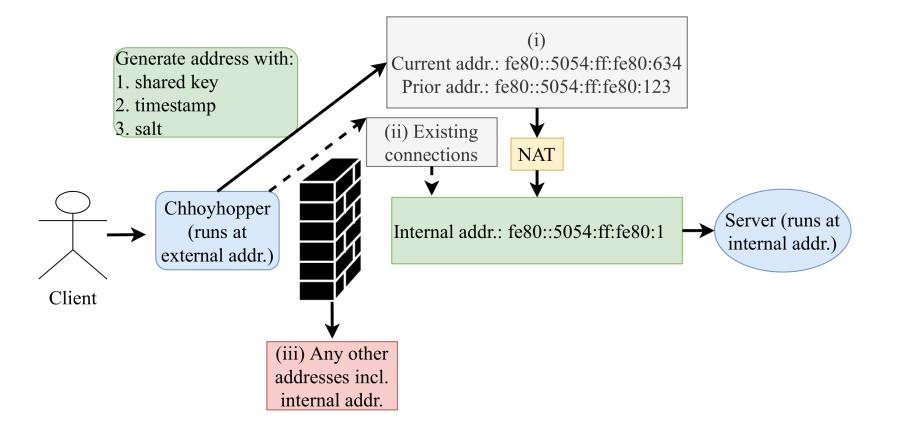
<pre>bash-4.2\$ sudo ./chhoyhopper-servervaddress vm18.ant.isi.edukeyfile file.bin</pre>
chhoyhopper-server on clear: 2001:1878:401::8009:1d15
Internal server at: 2001:1878:401::f
at 2021-11-22 14:33:16.863326 accepting 2001:1878:401::f
at 2021-11-22 14:33:16.894085 accepting 2001:1878:401::6f49:b70a:179f:e544
at 2021-11-22 14:33:16.901609 accepting 2001:1878:401::3d57:7162:004f:cc36
at 2021-11-22 14:33:52.082530 accepting 2001:1878:401::6adc:77c5:65f7:9953
at 2021-11-22 14:33:52.087276 dropping 2001:1878:401::3d57:7162:004f:cc36
at 2021-11-22 14:33:52.08/2/6 dropping 2001:18/8:401::305/:/162:0041:CC36

Server running Chhoyhopper for SSH

asmrizvi@localhost client]\$./chhoyhopper-client --address vm18.ant.isi.edu --keyfile
ile.bin

Chhoyhopper Design

Our goal is to allow the client to rendezvous with the server on a public, but temporary IPv6 address. By allocating the temporary address from a large space (2⁶⁴ addresses), scanning is impractical.



Address hopping pattern:

- Client and server must follow the same hopping pattern to rendezvous.
- Client and server share a pre-distributed key and salt value.
- The server and the client compute the same temporary address by computing a cryptographic hash (we use SHA-256) of the shared secret, a salt value, and the current time in minutes.
- Using NAT, (i) only the current IPv6 address will be translated

Client connecting to Chhoyhopper SSH server

HTTPS

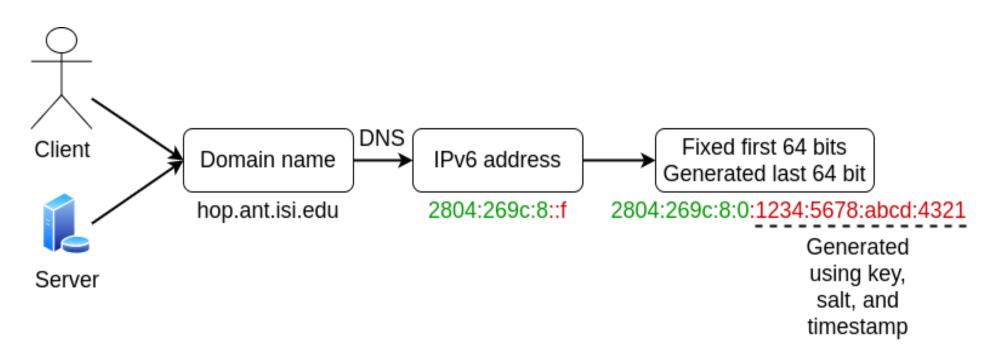
- For HTTPS, we have **two challenges**.
- Transparency: users want service like any other HTTPS service.
 Solution: browser extension to run Chhoyhopper.
- TLS authentication: IP-based TLS certificates do not support wildcarding and a static DNS name would reveal the destination.
 Solution: TLS certificate for a wildcard domain name, then dynamically create hopping domain name under that wildcard. Dynamic DNS maps hopping name to the changing IPv6 address.
- We currently provide this extension for Mozilla Firefox.



This is a browser extension test page for the client side of <u>Chhoyhopper</u>, a moving target defense with IPv6. If you are seeing this page after running Chhoyhopper in the server side, your client side browser extension is working fine.

to the internal service address, (ii) we keep the existing connections, and (iii) traffic with the other target addresses will be dropped.

Getting rendezvous address:



- We get the IPv6 address of a domain name using DNS.
- We keep the first 64 bits and replace the last 64 bits using the generated value from the hash function with key, salt, and timestamp.
- The server updates the address every minute. To handle clock drift, the server keeps two addresses at a given time.

Chhoyhopper: A Moving Target Defense with IPv6

Research support by DARPA under Contract No. HR001120C0157 ACSAC 2021 Virtual Poster Session / December 2021 For any queries contact: asmrizvi AT usc DOT edu

Browser extension redirects client to the current domain name

Risk of Discover and Collisions

Risks of discover and collisions are tiny.

Discovery: not in our lifetime! Scanning at 100 Gb/s, expected time to discover one server in one /64 is 3000 years.

Collision: it takes a million servers to get a collision in 70 years. Collisions are like the birthday problem, but in a "year" with 2^64 days. The probability of collision is $1 - e^{\frac{-k(k-1)}{2N}}$, with N = 2^64 for k servers.

Conclusions

- We show the design and implementation of Chhoyhopper.
- We plan to provide a Chhoyhopper client as a patch to OpenSSH and provide HTTPS support for Chrome.
- Our implementation for SSH and HTTPS applications is freely available at: <u>https://ant.isi.edu/software/chhoyhopper/</u>.