

# Disabling a Computer by Exploiting Softphone Vulnerabilities

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Where Innovation Is Tradition

# Threat and Mitigation

- **Introduction**
- Background
- Disabling the Softphone Host
- Defenses
- Experiments
- Conclusion

# Introduction

- Many VoIP exploits stem from underlying SIP
  - De facto signaling protocol
- Previous works demonstrate protocol attacks
  - Remote monitoring, billing fraud, voice pharming
- Focus here is on the system hosting a softphone
  - Stability, security
  - Exploitable softphone in experiments is Vonage client
- And how to mitigate such threats

# Specifically

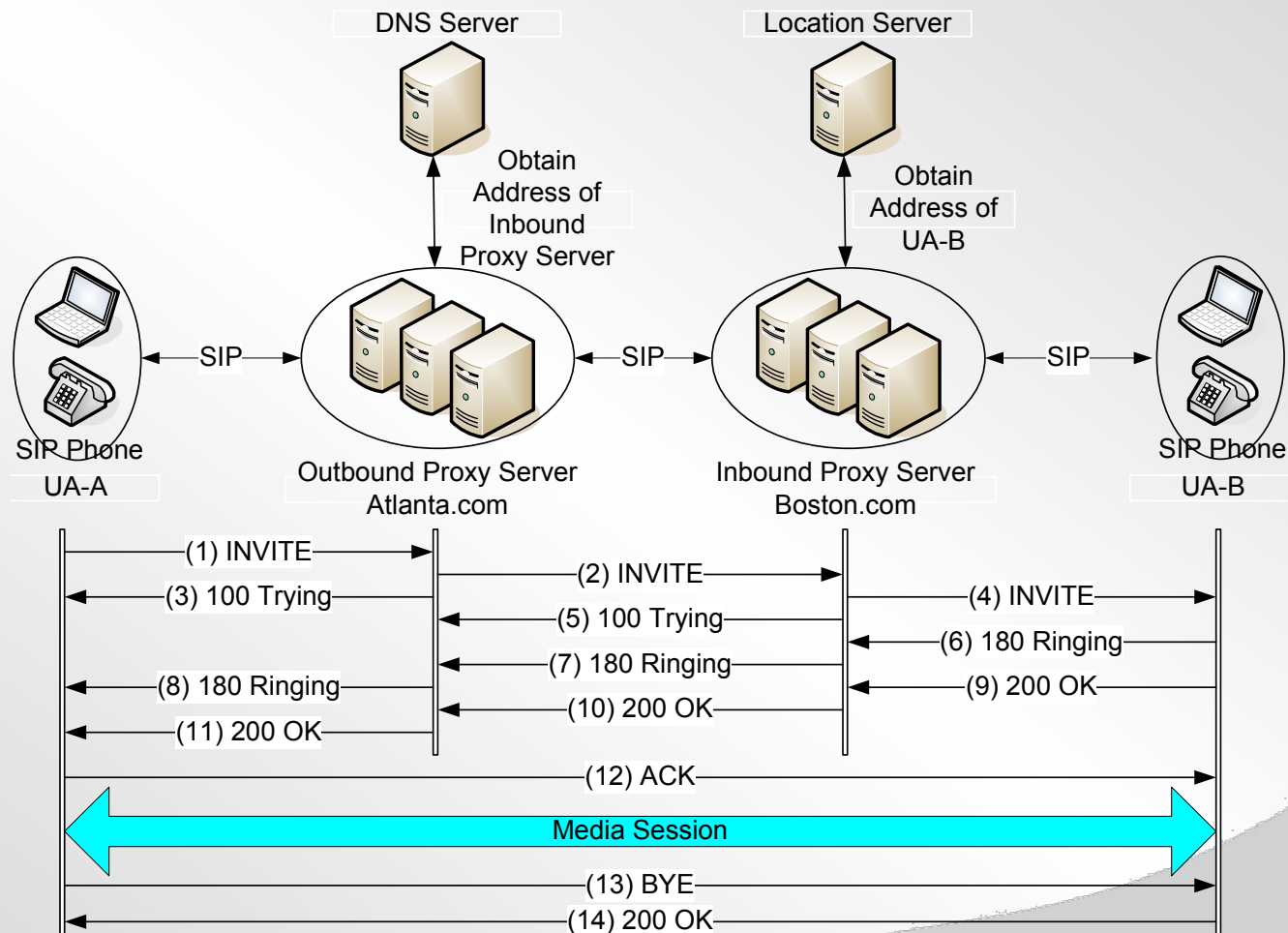
- Two attacks that remotely disable host until reboot
  - A faster noisy attack effective in minutes
  - A slower but stealthier attack
- Two rapidly deployable defenses
  - Do not interfere with standard SIP operation
  - Threshold filtering inhibits arrival rate spikes
  - Limited Context Aware (LCA) filtering blocks only attack signals even at low arrival rates

- Introduction
- **Background**
  - Fundamental Problem
  - Invite Flooding
- Disabling the Softphone Host
- Defense
- Experiments
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# Background

- Session Initiation Protocol (SIP)
  - Manages multimedia sessions
  - Between endpoints called User Agents (UAs)
  - Request-response paradigm
- Making a call
  - A sends an Invite to B
  - B's proxy sends a 100 Trying back to A
  - B sends a 180 Ringing back to A
  - If answered, B sends a 200 OK to A, who Acks back

# The SIP Behind a VoIP Call



# Fundamental Problem

- Invites are easy to spoof
  - Well known Invite flooding attacks
- SIP RFC provides for HTTP digest authentication
  - Invite, Register, Bye
  - From UAC to UAS, not required the other way around
  - Previous work shows Vonage, AT&T vulnerable
- Not nearly as widely implemented as it should be

# Flooded Behavior

- Unattended softphone will ring until timeout
  - Will not ring for duplicate Call-IDs repeated within 60s
- Once all RTP ports reserved responds with Busy
  - Two ports mean two simultaneous ringing lines
  - Roughly only two spoofed Invites every 3 minutes needed to disrupt incoming calls
- Race condition inhibits outgoing calls

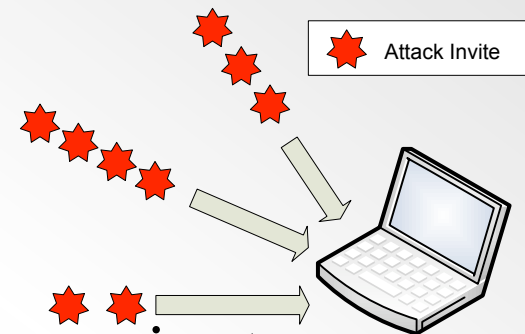
- Introduction
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- **Disabling the Softphone Host**
  - Noisy Attack
  - Stealthy Attack
- Defense
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# Disabling the Softphone Host

- Previous work targets infrastructure or devices
  - Not clear precisely how softphone weaknesses open host up for attack
- Two attacks
  - Can disable Windows XP machines running official Vonage softphone
  - First consumes memory resources in minutes
  - Second is slower but much stealthier

# Noisy Attack

- Memory allocated for every Call-ID seen
  - e.g., RFC requires 3 Busy signaling attempts over 10 seconds
  - Poor memory management impacts host
- Invite flood
  - Hundreds per second
  - Only need unique Call-ID
- Host begins to thrash within a few minutes
  - UI frozen at 16 minutes; unusable until reboot



# Stealthy Attack

- Noisy, is well, noisy
  - Cancels can stop the ringing
  - Tells receiver to ignore Invites with same Call-ID
  - But memory consumption still happens
- Multiple Cancels
  - Secure chance of silence
  - Reduce arrival rate to  $1/(n+1)$ , with  $n$  cancels
- Same result, longer period, stealthier
  - Two hours



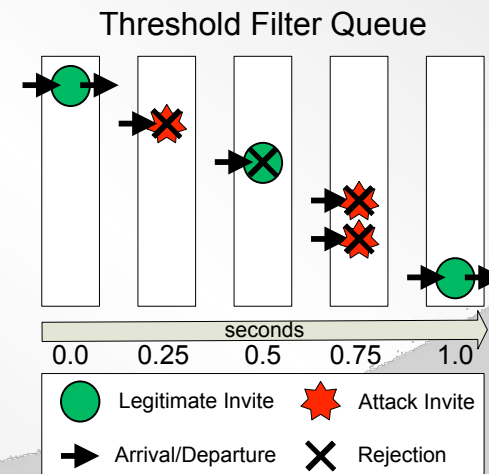
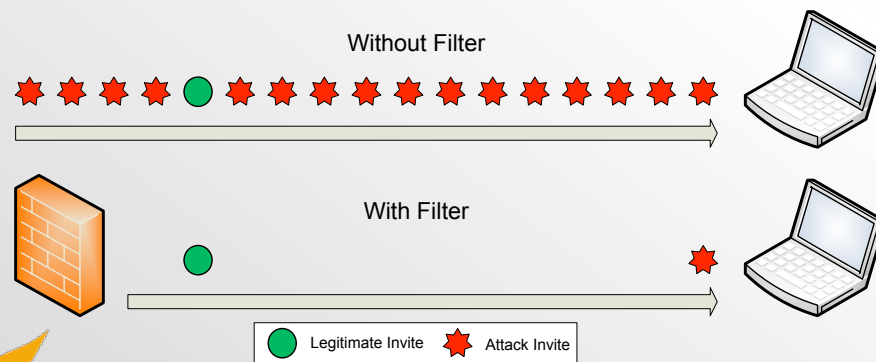
- Introduction
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- **Defense**
  - Threshold
  - Limited Context Aware
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# Defenses

- Must defend against single packet attacks
  - Group packets to be analyzed
- External factors help define meaningful calls
  - More than 1-2 calls a second beyond human threshold
    - Our first defense limits the rate of invites
    - But the second attack defeats this with its low arrival rate
  - If canceled unreasonably fast, then why ring at all?
    - Our second defense builds a context to stop meaningless calls

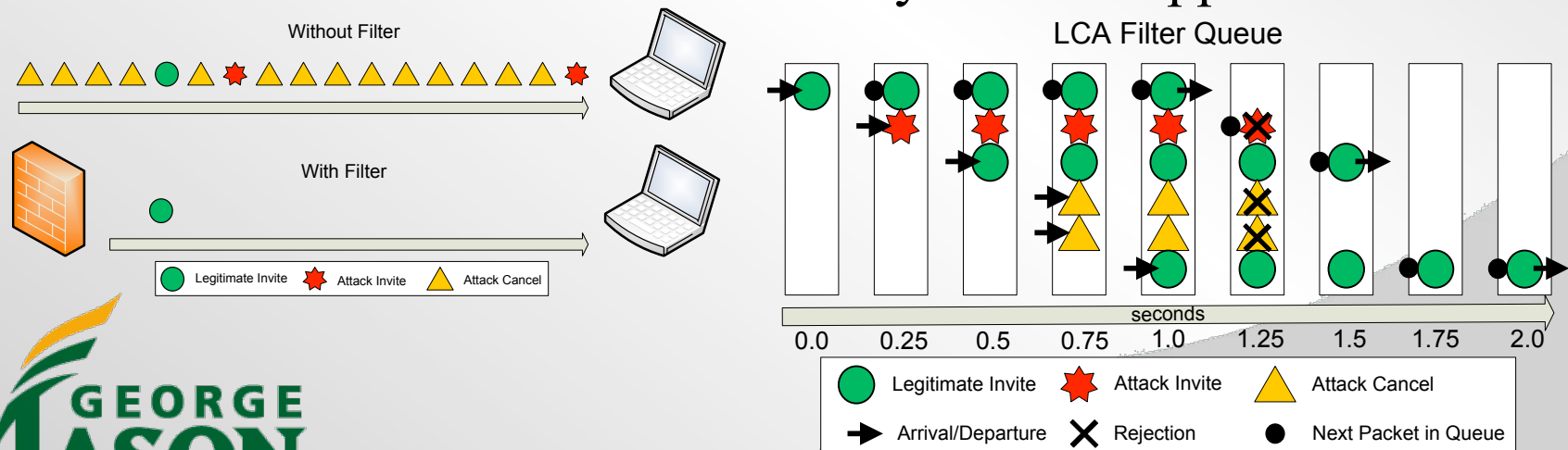
# Threshold Filter

- Noisy attack makes finding signature difficult
  - Both in network and application layer
  - Only an arrival rate threshold indicates possible attack
- Some attack packets may pass, but very low rate
  - Phone would ring extended time, most likely alert user



# Limited Context Aware Filter

- Stealthy arrival rate is lower than noisy
  - Threshold filter not as effective
  - Signature: at least one Cancel per Invite
- Queue forms a limited, by time, context
  - Time is the acceptable delay to begin ringing
  - Determine if in that time any Cancels appear



- Introduction
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- **Experiments**
  - Attacks
  - Defense
- Conclusion

# Experiments

- Implementation
  - Attacks from Linux socket programs
    - Invite template from PCAP trace of legitimate call to target
  - Filters through FreeBSD divert sockets
    - Within a transparent network bridge
  - Targets were Windows XP virtual machines
    - 256 MB RAM
    - X-PRO Vonage 2.0 Softphone, release 1105x build 17305
  - Any unnecessary outbound traffic blocked at network's public edge to protect Vonage servers

# Before Attack

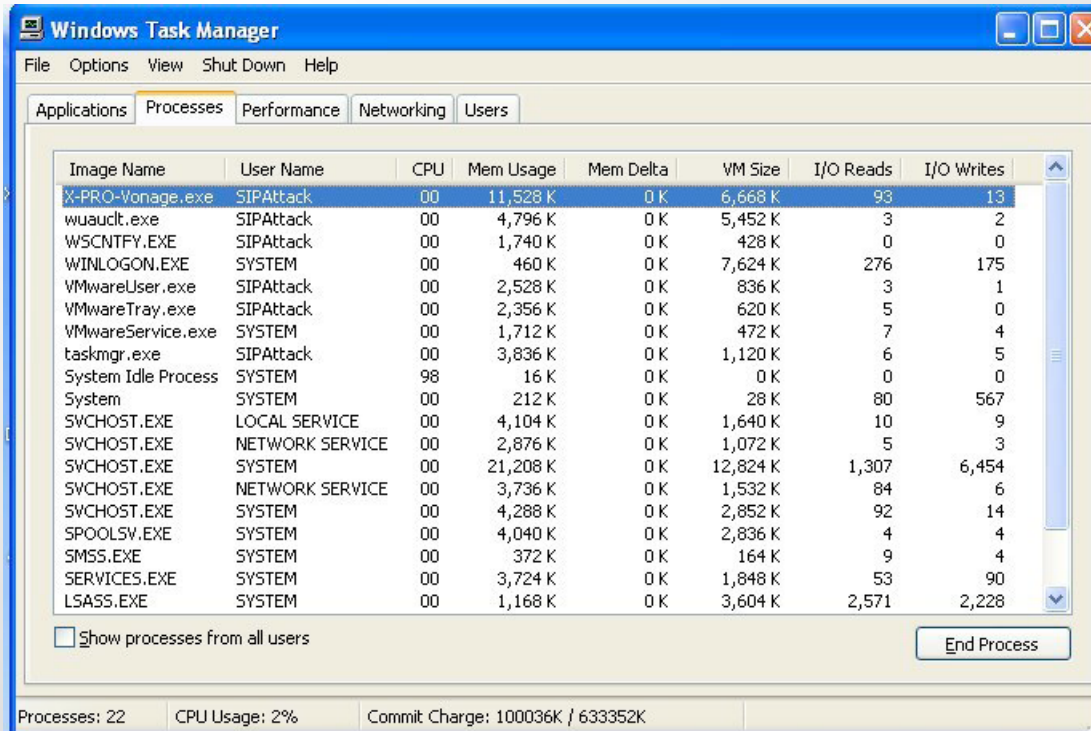


Image Name	User Name	CPU	Mem Usage	Mem Delta	VM Size	I/O Reads	I/O Writes
X-PRO-Vonage.exe	SIPAttack	00	11,528 K	0 K	6,668 K	93	13
wuaudt.exe	SIPAttack	00	4,796 K	0 K	5,452 K	3	2
WSCNTFY.EXE	SIPAttack	00	1,740 K	0 K	428 K	0	0
WINLOGON.EXE	SYSTEM	00	460 K	0 K	7,624 K	276	175
VMwareUser.exe	SIPAttack	00	2,528 K	0 K	836 K	3	1
VMwareTray.exe	SIPAttack	00	2,356 K	0 K	620 K	5	0
VMwareService.exe	SYSTEM	00	1,712 K	0 K	472 K	7	4
taskmgr.exe	SIPAttack	00	3,836 K	0 K	1,120 K	6	5
System Idle Process	SYSTEM	98	16 K	0 K	0 K	0	0
System	SYSTEM	00	212 K	0 K	28 K	80	567
SVCHOST.EXE	LOCAL SERVICE	00	4,104 K	0 K	1,640 K	10	9
SVCHOST.EXE	NETWORK SERVICE	00	2,876 K	0 K	1,072 K	5	3
SVCHOST.EXE	SYSTEM	00	21,208 K	0 K	12,824 K	1,307	6,454
SVCHOST.EXE	NETWORK SERVICE	00	3,736 K	0 K	1,532 K	84	6
SVCHOST.EXE	SYSTEM	00	4,288 K	0 K	2,852 K	92	14
SPOOLSV.EXE	SYSTEM	00	4,040 K	0 K	2,836 K	4	4
SMSS.EXE	SYSTEM	00	372 K	0 K	164 K	9	4
SERVICES.EXE	SYSTEM	00	3,724 K	0 K	1,848 K	53	90
LSASS.EXE	SYSTEM	00	1,168 K	0 K	3,604 K	2,571	2,228

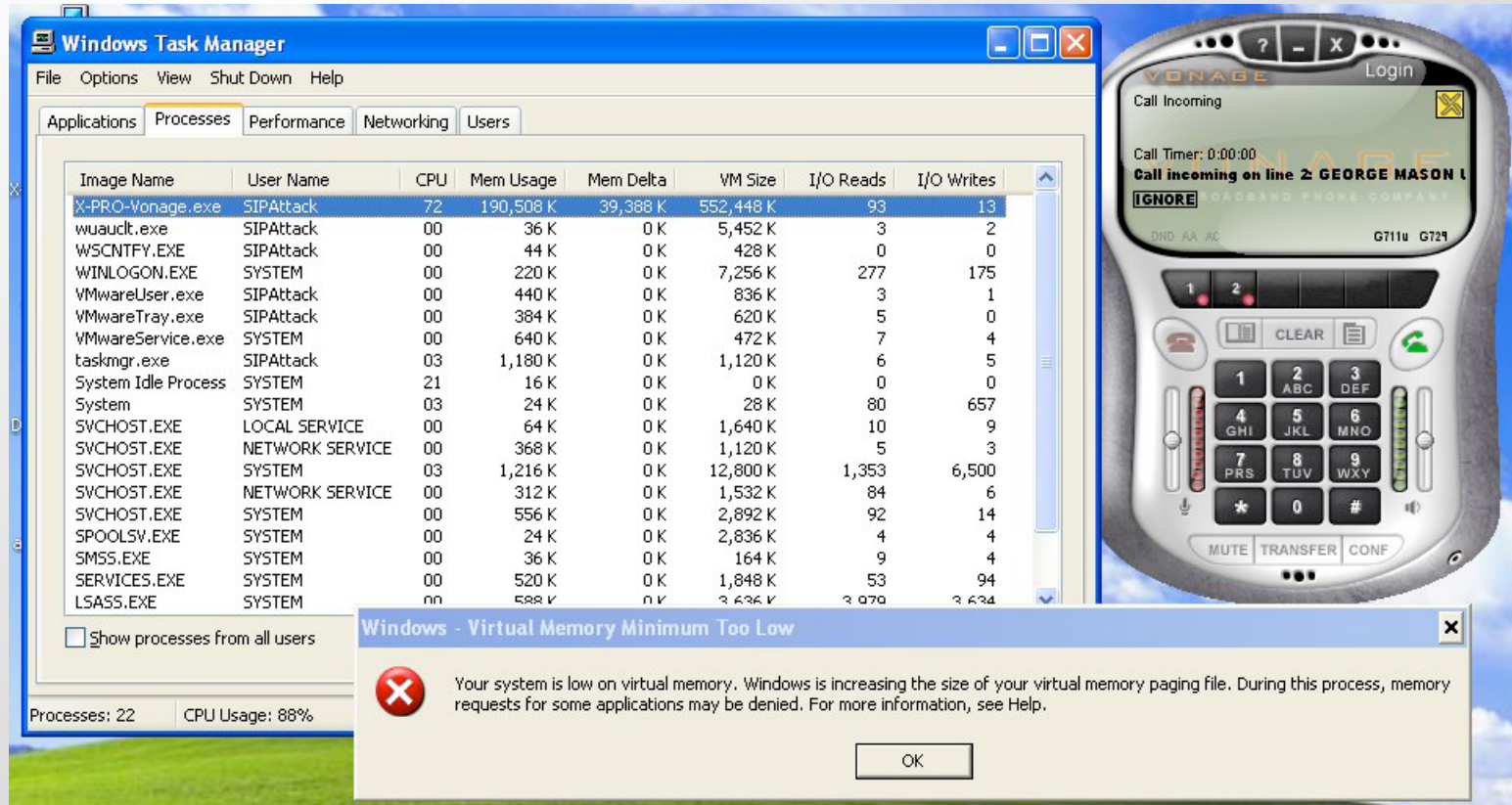
☐ Show processes from all users

End Process

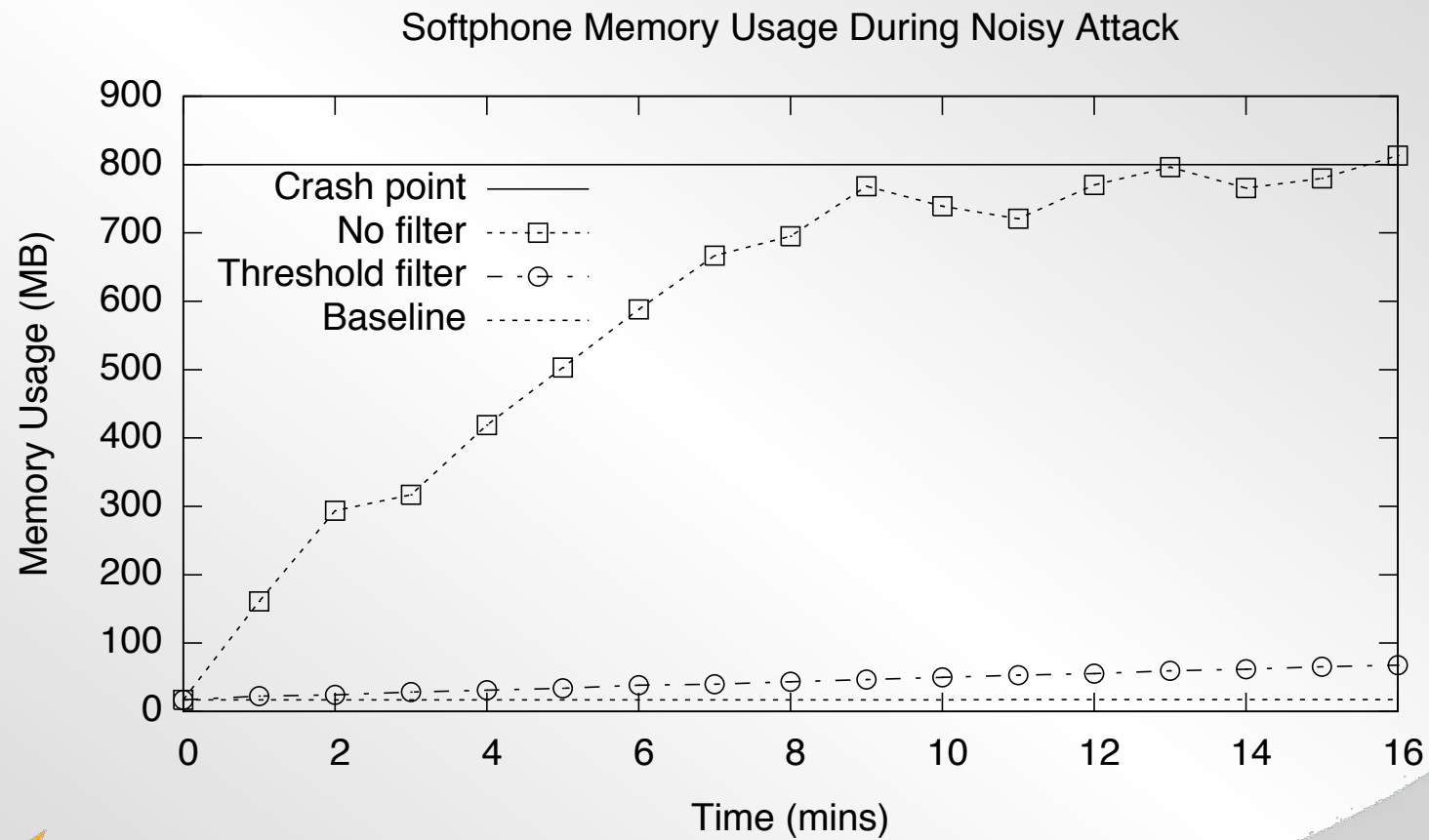
Processes: 22    CPU Usage: 2%    Commit Charge: 100036K / 633352K



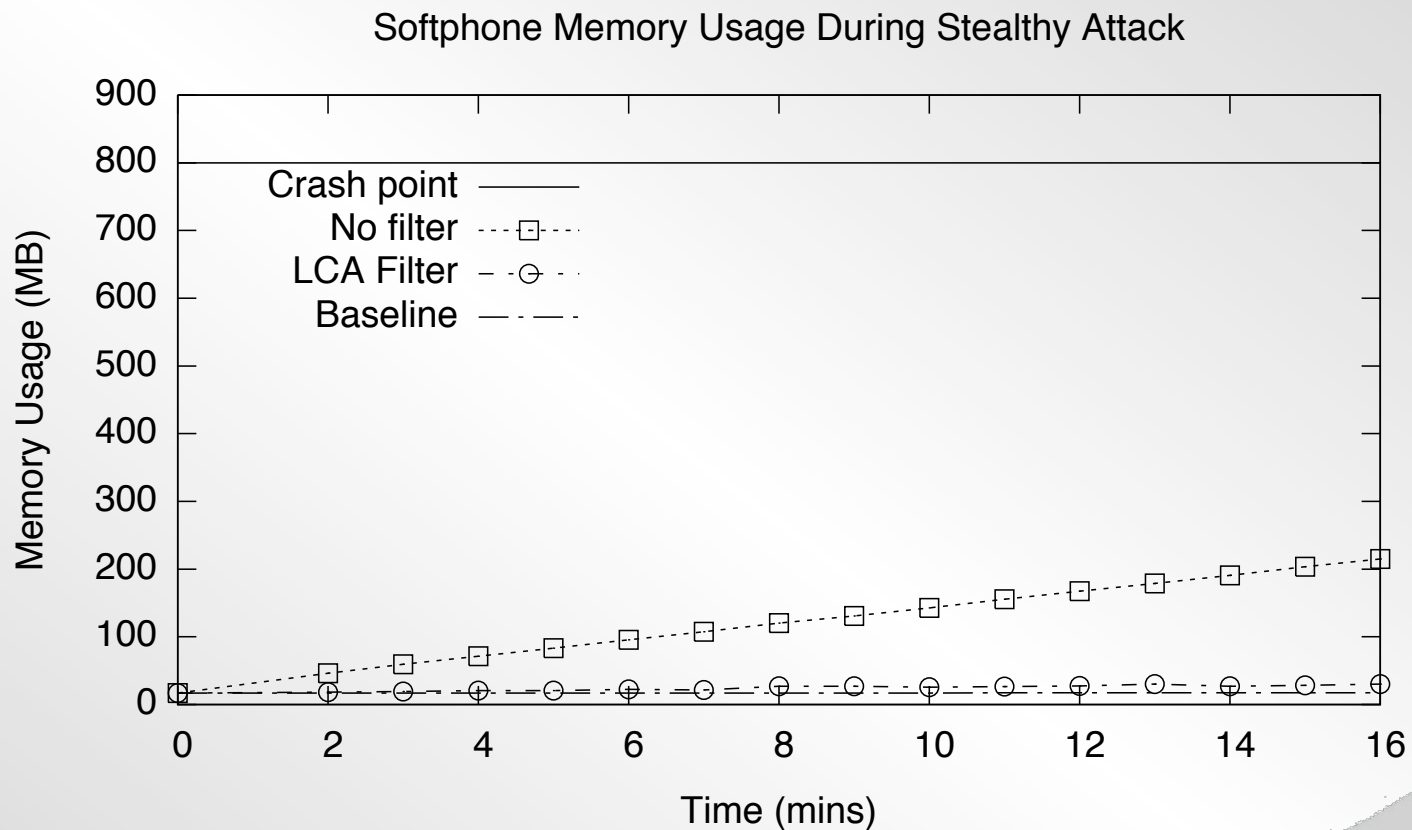
# After Attack



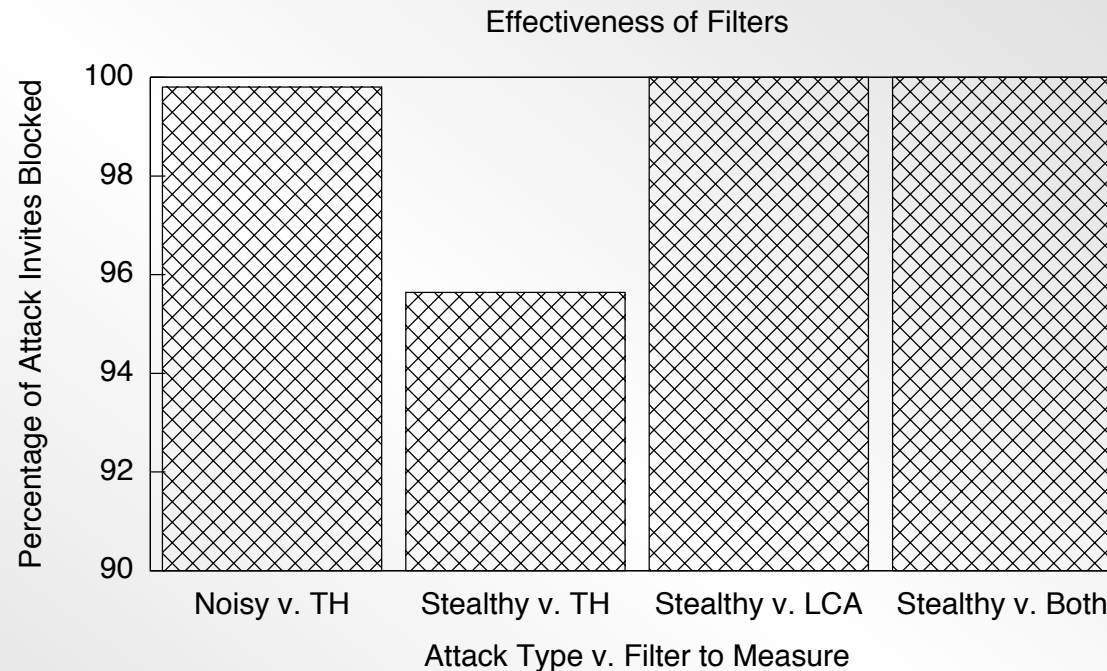
# Noisy Attack



# Stealthy Attack

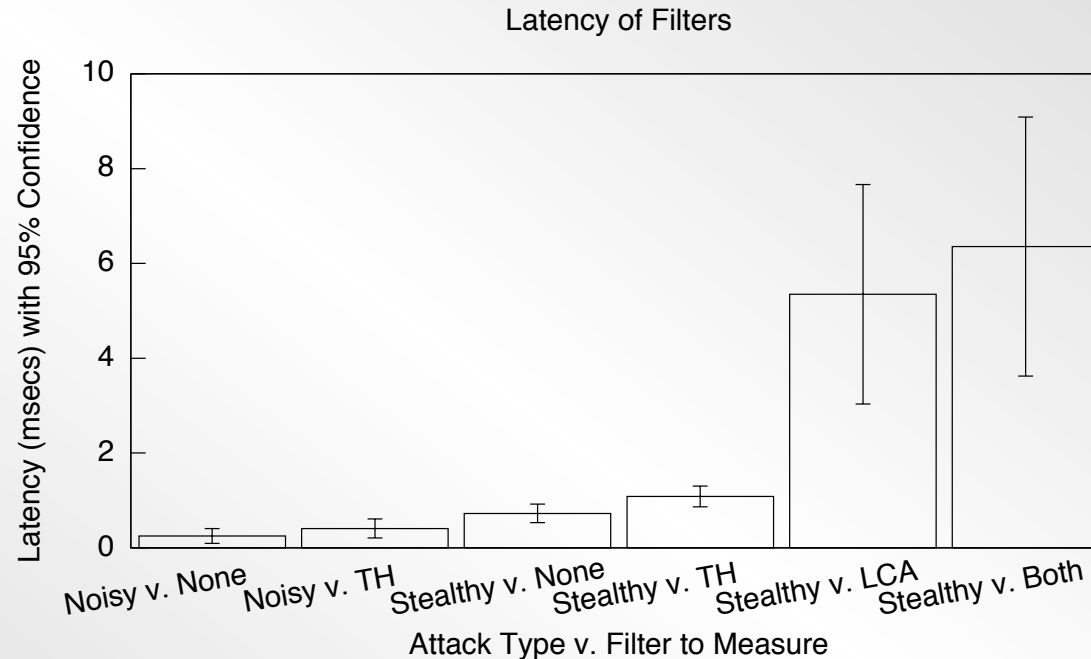


# Defense Effectiveness



- Stealthy invites accounted for only 15.2% of packets against TH
- LCA tested with mixture of legitimate and illegitimate invites.
- ‘Both’ involves LCA feeding its output into TH

# Defense Latency



- Per RFC 2544
- TH introduces less than 1 millisecond, LCA less than 5 milliseconds
- No noticeable impact on VoIP signaling functionality observed

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# Conclusion

- Features exploited are SIP, not Vonage
  - Enforcing SIP authentication could help mitigate
- First to demonstrate disabling the VoIP application host; via two attacks
  - Noisy attack effective in minutes
  - Stealthy attack only  $1/(n+1)$  the noisy rate
- Presented packet filters to mitigate
  - Threshold: ultra-low overhead, highly effective
  - LCA: accurately drops stealthy attack from valid traffic

Thank you for your time

- Any questions?

Post conference, please contact Dr. Xinyuan Wang

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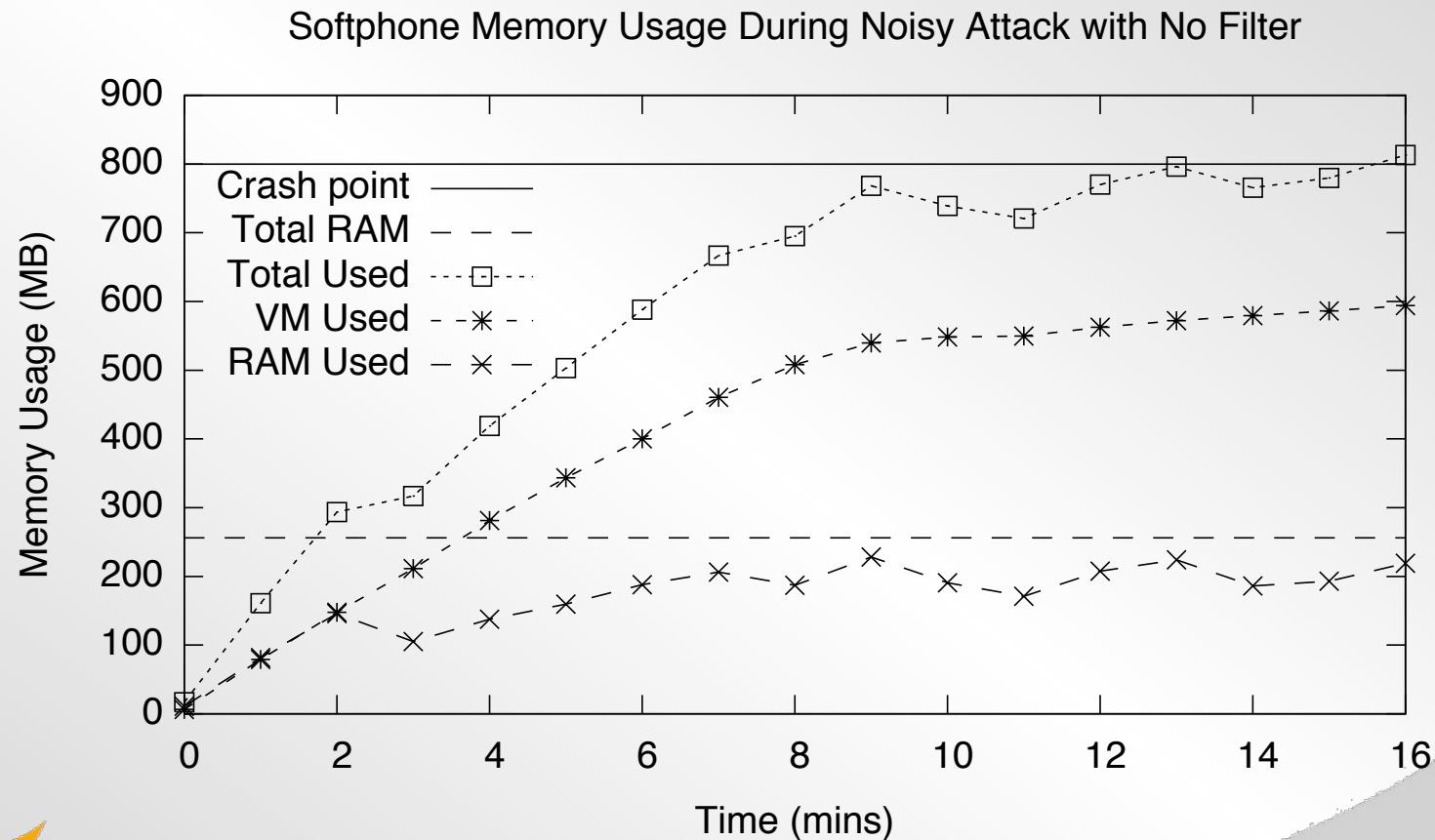
# Invite Message

```
INVITE sip:17031234567@129.174.130.175:5060 SIP/2.0 Via: SIP/2.0/UDP
216.115.20.41:5061 Via: SIP/2.0/UDP 216.115.20.29:5060 Via: SIP/2.0/UDP
216.115.27.11:5060;branch=z9hG4bK8AE8A3914F0 From: "GMU" <sip:
17032345678@216.115.27.11>;tag=455412559 To: <sip:
17031234567@voncp.com> Call-ID: 58A8C0B-8D6F11DC-
B8E18C7A-2083704C@216.115.27.11 CSeq: 101 INVITE Contact: <sip:
17032345678@216.115.20.41:5061> Max-Forwards: 13 X-Von-Relay:
216.115.27.30 Content-Type: application/sdp Content-Length: 361
v=0 o=CiscoSystemsSIP-GW-UserAgent 5330 7344 IN IP4 216.115.27.30 s=SIP Call
c=IN IP4 216.115.27.30 t=0 0 m=audio 13598 RTP/AVP 0 18 2 100 101 c=IN IP4
216.115.27.30 a=rtpmap:0 PCMU/8000 a=rtpmap:18 G729/8000 a=fmtp:18
annexb=no a=rtpmap:2 G726-32/8000 a=rtpmap:100 X-NSE/8000 a=fmtp:100
192-194 a=rtpmap:101 telephone-event/8000 a=fmtp:101 0-16
```

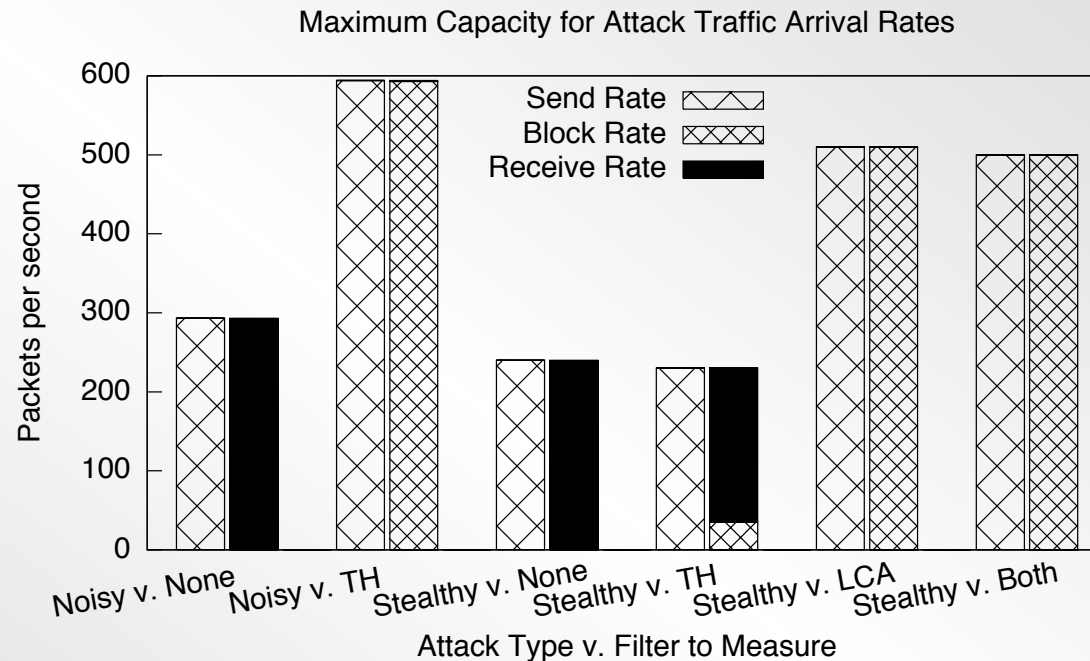


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# Detailed Noisy Attack



# Defense Throughput



- Fastest packet rate without packet loss, RFC 2544
  - Slightly different since filtering drops packets (success if send = block + received)
  - Used to calculate latency