

# Cleaning and Scrubbing at the Internet's Dry Cleaners



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network · security · .lu

# Agenda

- What?
- Why?
- Where?
- How?



# What?



Is DDoS? Clean/Dirty Traffic?

# What is DDoS?

## Victim Perspective

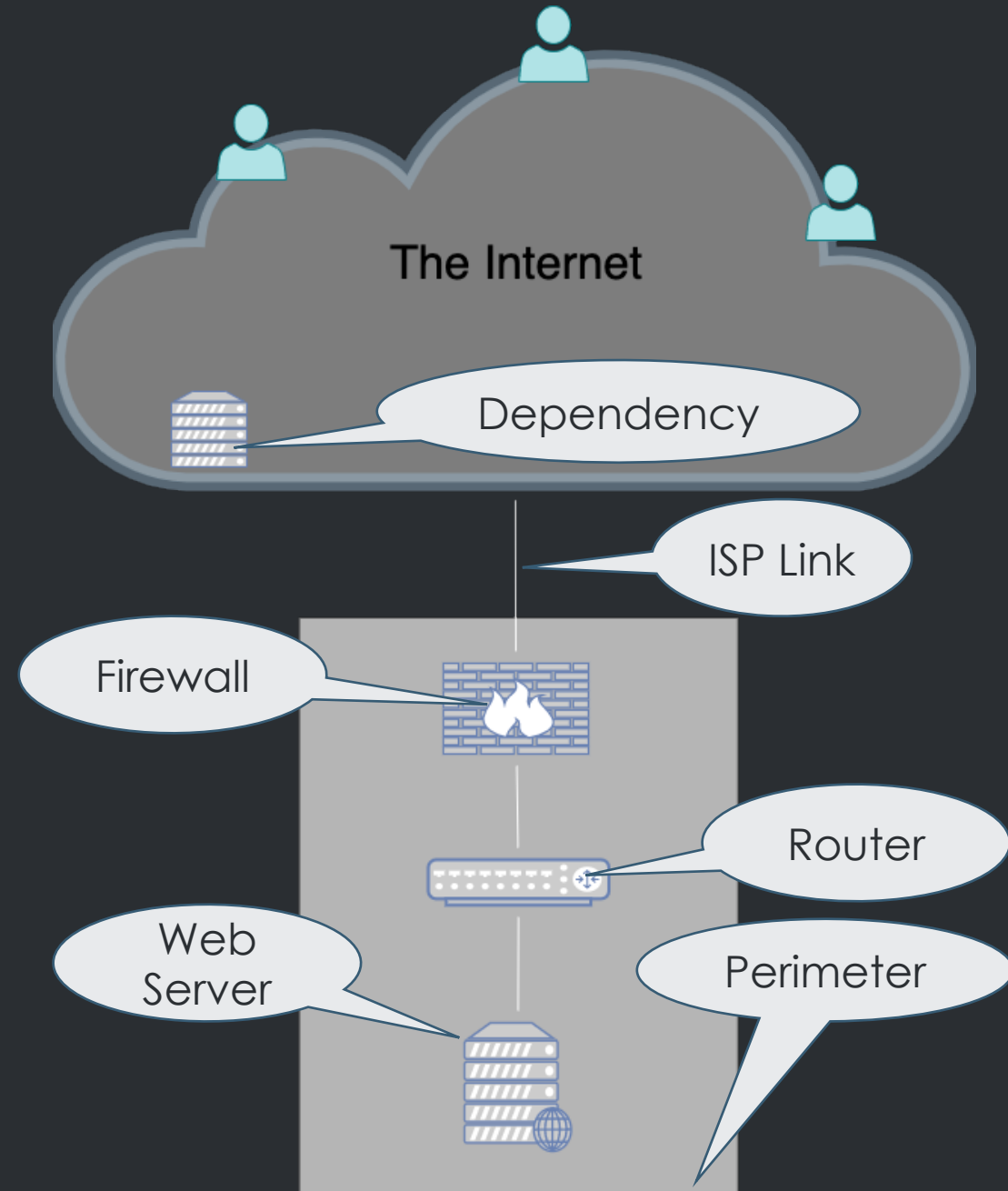
Impact Service Availability!

What Service?

- Website
- E-Bank
- E-Shop
- Video Conferencing
- Voice Call
- Instant Messaging
- Streaming

# What is DDoS?

## Simplified System Architecture

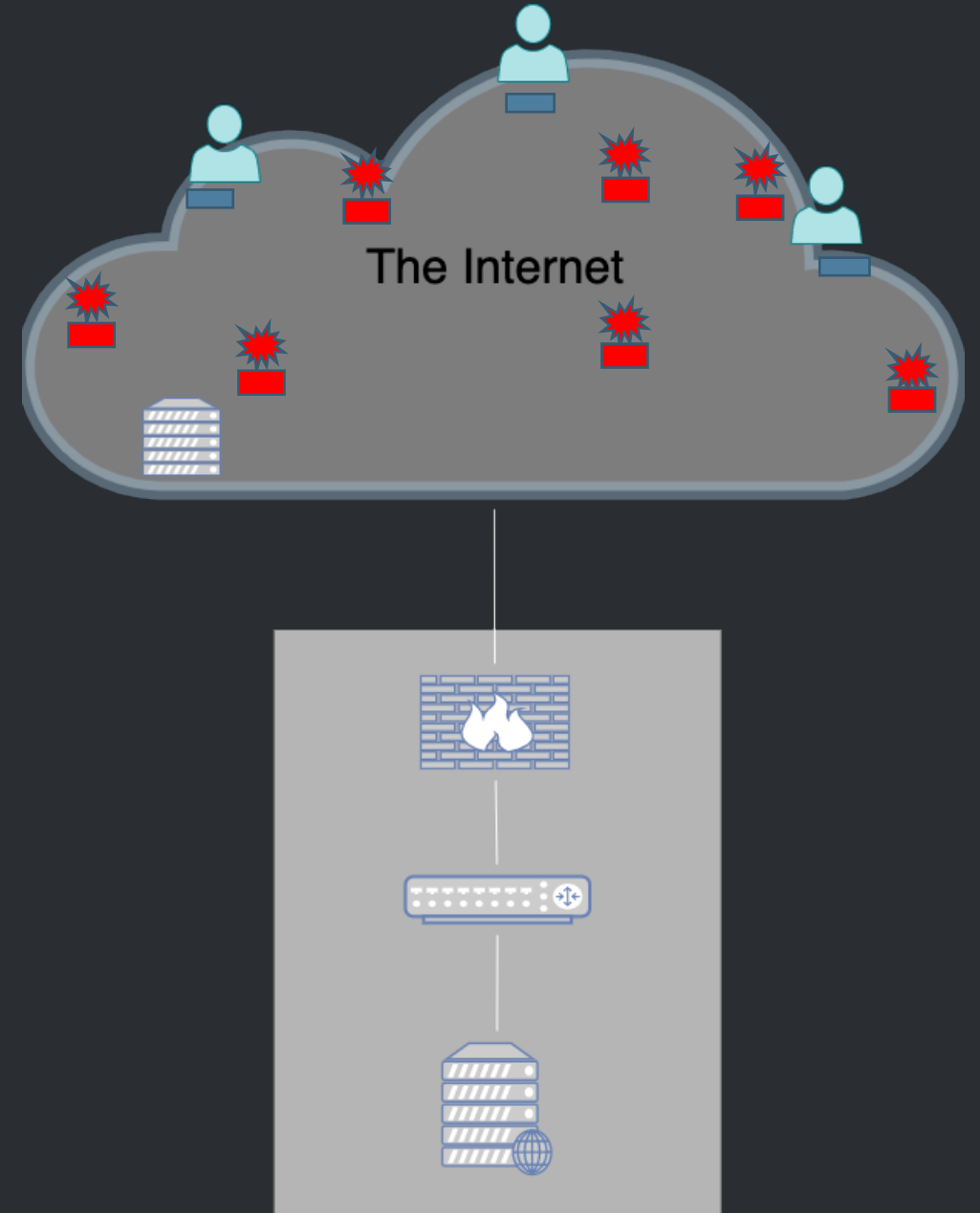


# What is DDoS?

## Resource Exhaustion

Service in Action

DDoS in Action



# What is DDoS?

## Resource Exhaustion

What resource?

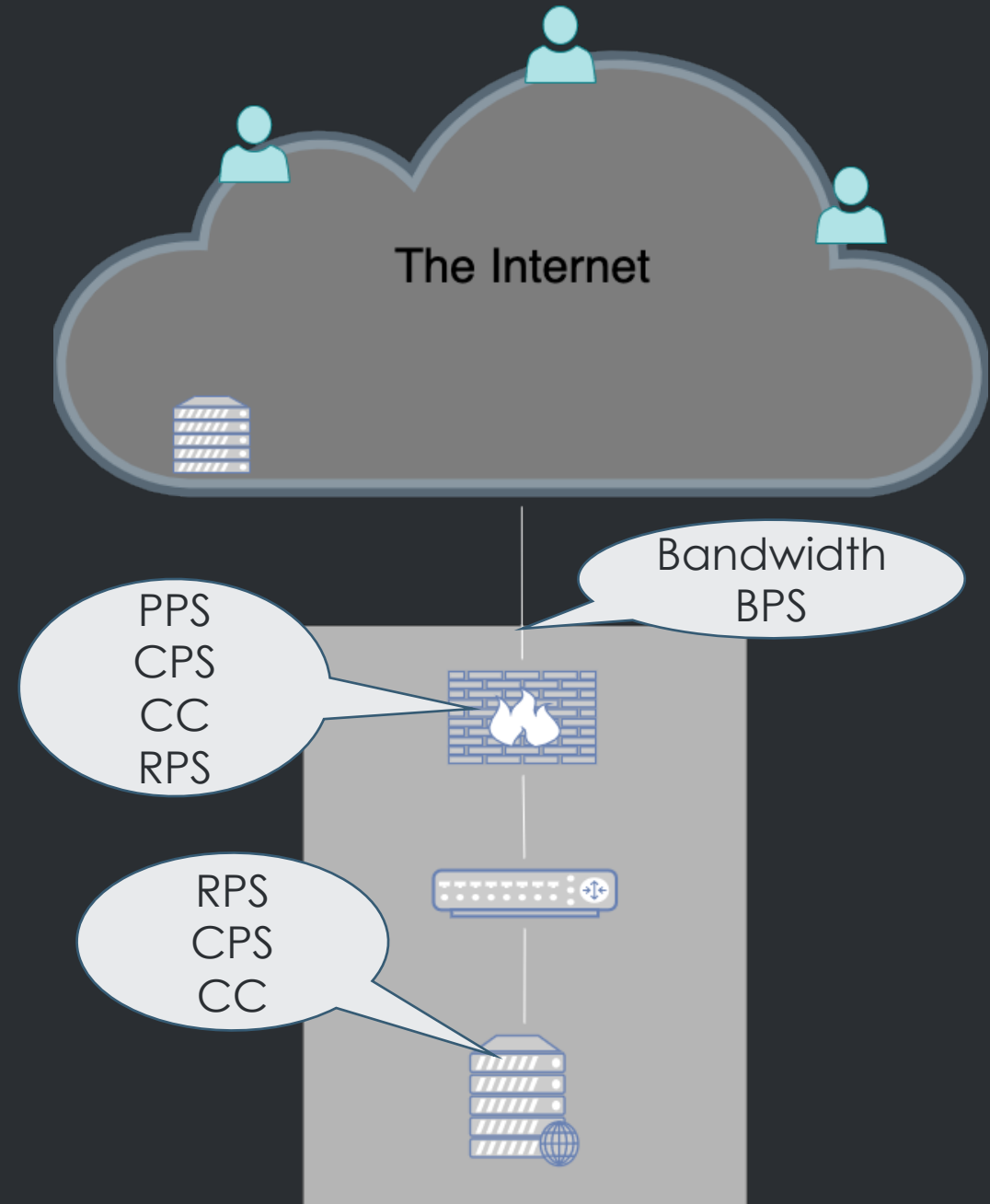
BPS – Bits per Second

PPS – Packet per Second

CPS – Connections per Second

CC – Concurrent Connections

RPS – Requests per Second



# Why?

Blocking DDoS; Big deal?

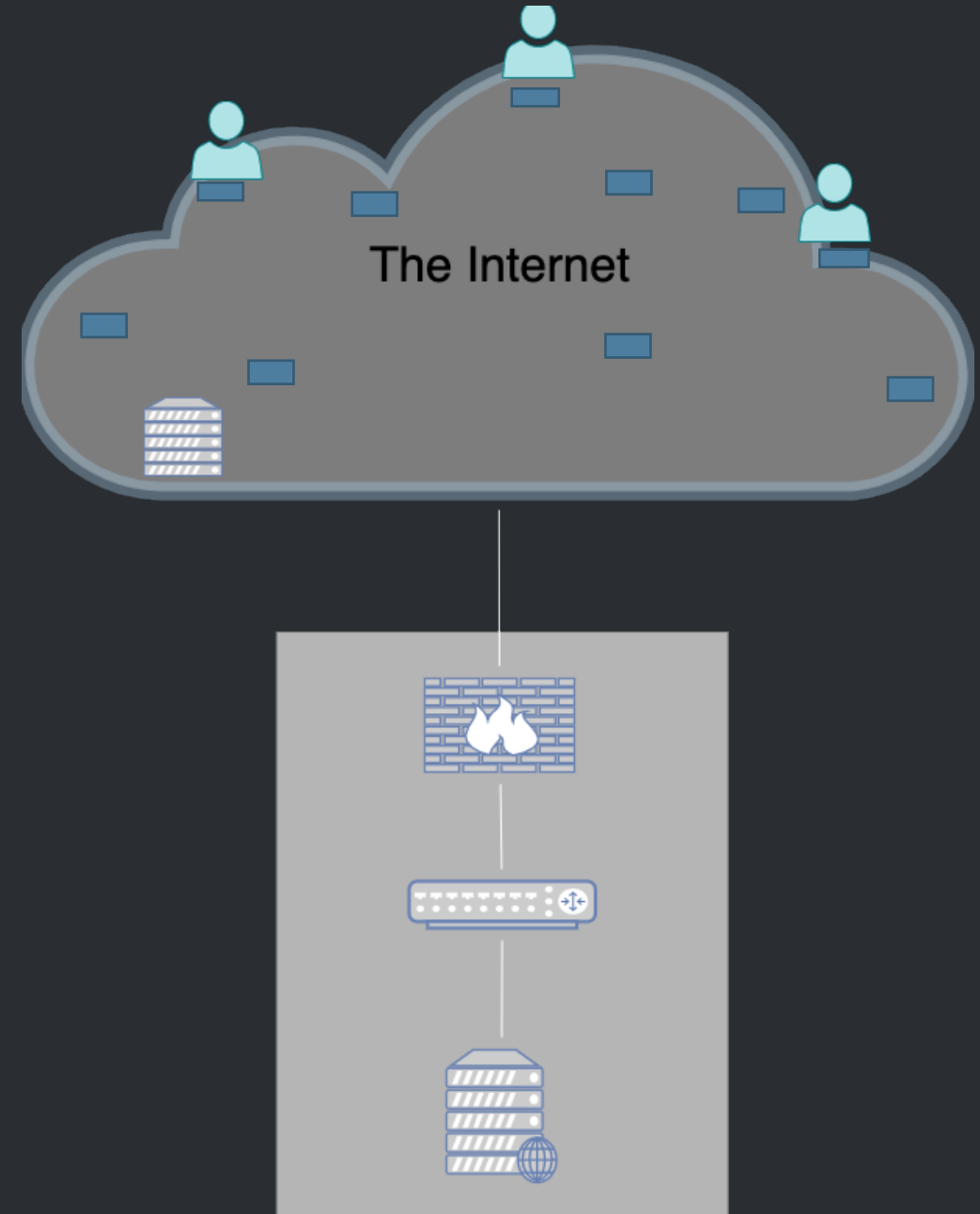


# Why?

## Is blocking hard?

Perimeter!

Traffic has no colour!



# Where?

Should we clean?

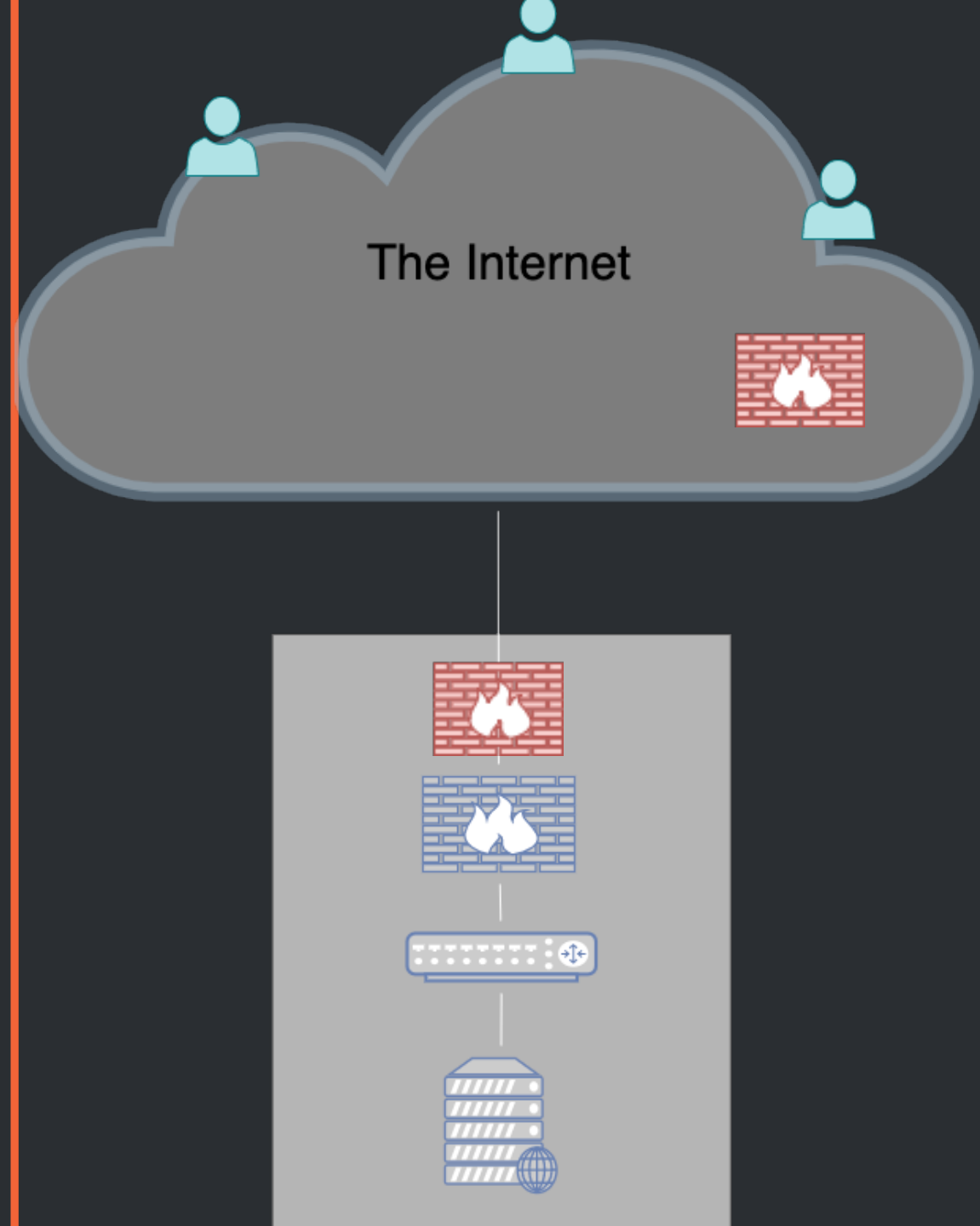
# Where?

## To clean or scrub?

On-site

Off-site, ISP...

Or both



# How?



Every stain has its cleaning potion.

# How?

## Identify the bot

Are you a legitimate client?

Are you a bot?

- Guilty until proven innocent
- Works with connection oriented protocols
- Checks if client observes protocol

- Innocent until proven guilty
- Mostly with connectionless protocols
- Rate based

# How?

## Characterise the attack

Protocol Fields

Statistics

- UDP based:
  - Source Port
  - Payload length
  - Destination IP
- HTTP based:
  - Request method
  - URI
  - HTTP version
  - User-Agent
  - Host
  - Forwarded
  - X-Forwarded\*

# Conclusion

What is DDoS?

Why is it difficult to block?

Where do we intervene?

How do we block?

Impact Service availability through resource exhaustion

Perimeter, not everything is under our control, and difficult to distinguish legitimate from bot

On-site, off-site in a scrubbing centre, or both

Identifying bots, characterizing attack traffic

**Time for  
Questions?**