DoS Attacks in the Age of Bockchain



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This talk shows the problems

- DoS attacks are vastly ignored in the blockchain community
- A tour of blockchain (consensus) protocols
- Highlights general DoS weaknesses of blockchains
- Not a novelty per se but opportunities to provide DoS protections
- Blockchains present unique DoS challenges
- How SCION-like architecture fit in









2. submit transaction

1. make transaction



2. submit transaction 1. make transaction





2. submit transaction 1. make transaction











Blockchain Properties (informal)

- Safety -> No double spend, transactions are totally ordered
- Liveness -> The protocol (eventually) makes progress

ictions are totally ordered Ily) makes progress

Blockchain Attack Surface: Client <-> Node





Blockchain Attack Surface: Node <-> Node





- No fixed identity
- Nodes join and leave at will (permissionless) or frequently (quorum-based)
- Run by different entities connected via the internet
- Leased lines / private WAN solutions very costly and inflexible

Challenges



- Neglected threats:
 - DDoS
 - Outages ullet
 - Routing hijacks

Challenges



[from ETH Zurich]

Network Model Sync | Partial-Sync | Async

• Synchronous

node 1 send message





Network Model Sync | Partial-Sync | Async

• Partially Synchronous

node 1 send message node 2 received message

no time guarantee, but eventually delivered



node 2 received message



Network Model Sync | Partial-Sync | Async

Asynchronous







no time guarantee, but eventually delivered

- LibraBFT / DiemBFT
- Tendermint
- PBFT







Leader-Based Protocols Typical pattern



Leader-Based Protocols If the leader fail?



- Wait for a timer (5 30 sec)
- Complex view-change protocol
- Start over with a new leader

Leader-Based Protocols If the leader fail?



- Problem: DoS on node <-> node links
- Safety attack (double-spend) if synchronous protocol
- Liveness attack (never commit) if partially-synchronous protocol

nks nchronous protocol partially-synchronous protocol

Side Chains Lock Fundings





Side Chains Off-chain Transfers



sig(2, idx)

sig(4, idx+1)







Side Chains Settle





Side Chains Settle





Side Chains

- Problem: DoS on client <-> node
- Synchronous protocols
- Only in Lightning Network: 140,000,000 USD

• If Bob is under DoS and misses the deadline, Alice can lies and steal coins



SCION **Improve Security**

- Nodes communicate over IP & SCION
- Communication between SCION nodes with strong guarantees
 - Packet authentication
 - DDoS resilience
 - Internet fault-independence

No upgrades to the consensus protocol



[from ETH Zurich]

SCION Improve Performance under Attack

- High availability, secure against DDoS and routing attacks
- Fast failover & multipath
- High efficiency through path optimization
- Works in distributed scenarios
- Fault-independent from today's Internet



Lightning Filter Guarantee Network performance and availability

- Filtering service that is deployed upstream of protected end server
- Performs:
 - Packet authentication (DRKey) → authentic source AS
 - Duplicate suppression (using Bloom Filter) \rightarrow no duplicates
 - Per-AS history collection (using Cuckoo hash table)
 - History-based resource allocation and filtering during DoS \rightarrow fair resource allocation based on previous usage
- Result: collateral damage only for hosts within attacker-controlled AS

[from ETH Zurich]

Conclusion

- A lot of money is involved and many things can go wrong • An emerging field with many opportunities
- DoS attacks against blockchains are vastly ignored ullet