

The Evolution of the Bashlite and Mirai IoT Botnets

Ítalo Cunha

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ebay



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IoT Devices Are Vulnerable

- Very competitive market, small profit margins
- Limited resources for security
- Very hard to update

DDoS attacks increased 91% in 2017 thanks to IoT

In Q3 2017, organizations faced an average of 237 DDoS attack attempts per month. And with DDoS-for-hire services, criminals can now attack and attempt to take down a company for less than \$100.



Chinese webcam maker recalls devices after cyberattack link

An enormous DDoS attack was a network of hacked Internet of Things devices, many of which were made by Xiongmai



IoT devices being increasingly used for DDoS attacks

Malware is infesting a growing number of IoT devices, but their owners may be completely unaware of it.



Goal

Characterize the Bashlite and Mirai botnets
to understand their use and operation,
with a focus on how these practices have evolved

- Identify the infrastructure used to support botnets
- Characterize attack targets

Goal

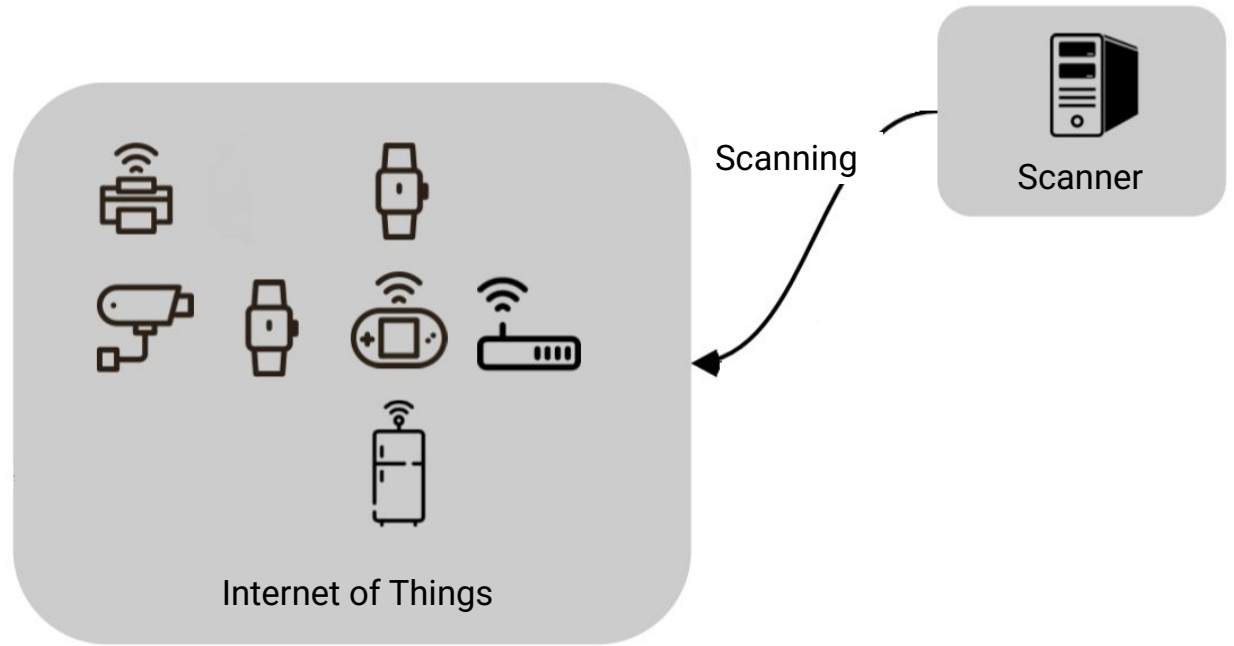
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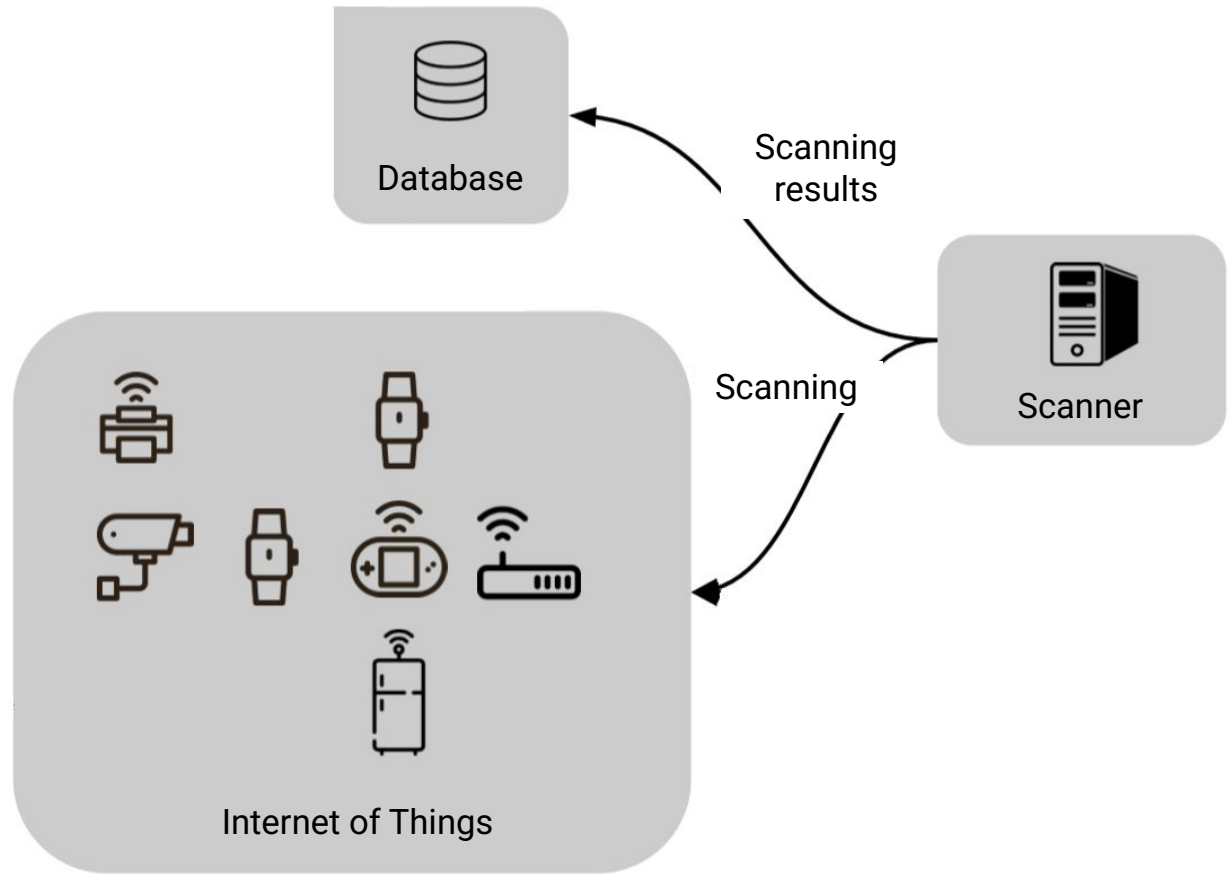
- Identify the infrastructure used to support botnets
- Characterize attack targets
- Operator interactions with botnets

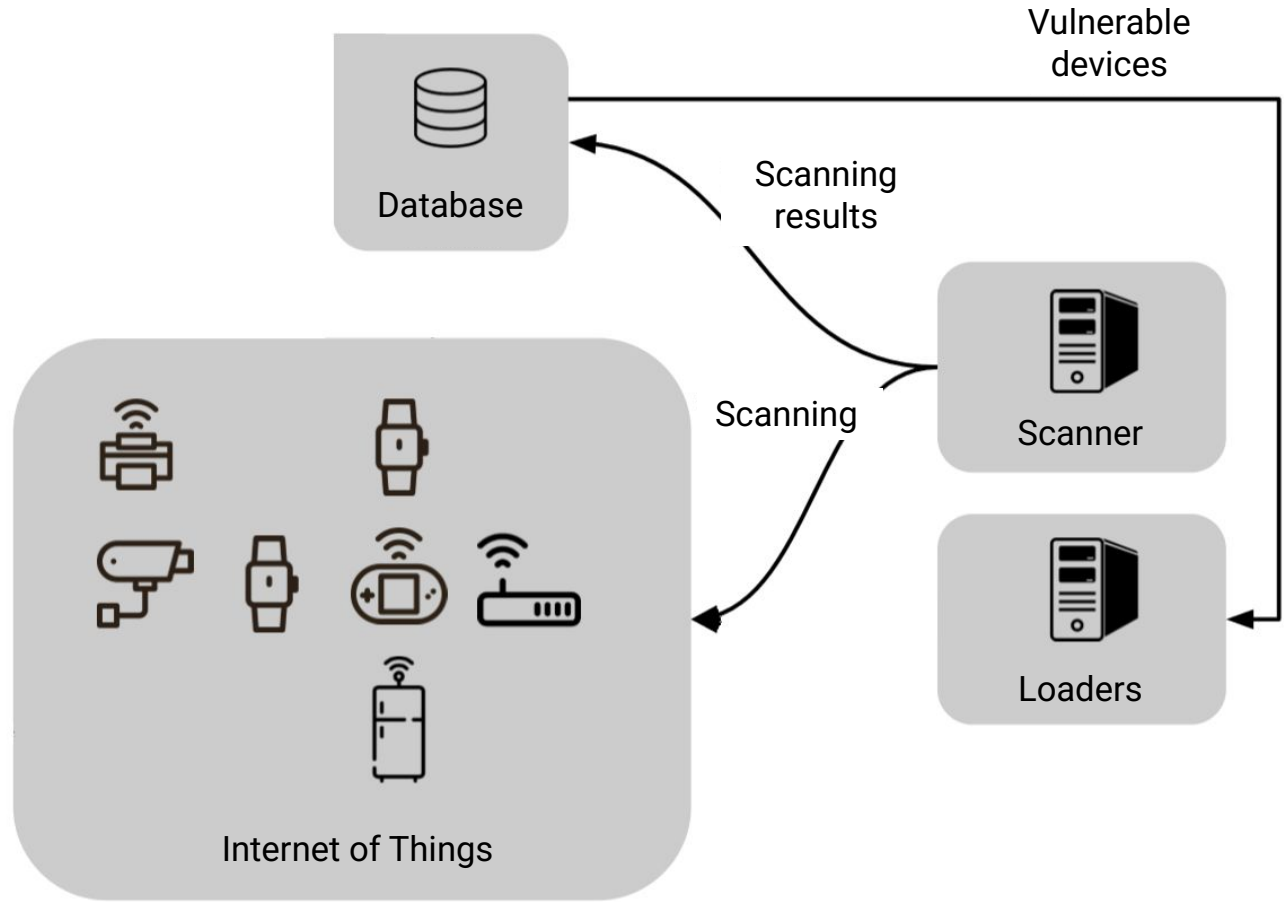
The Bashlite and Mirai Botnets

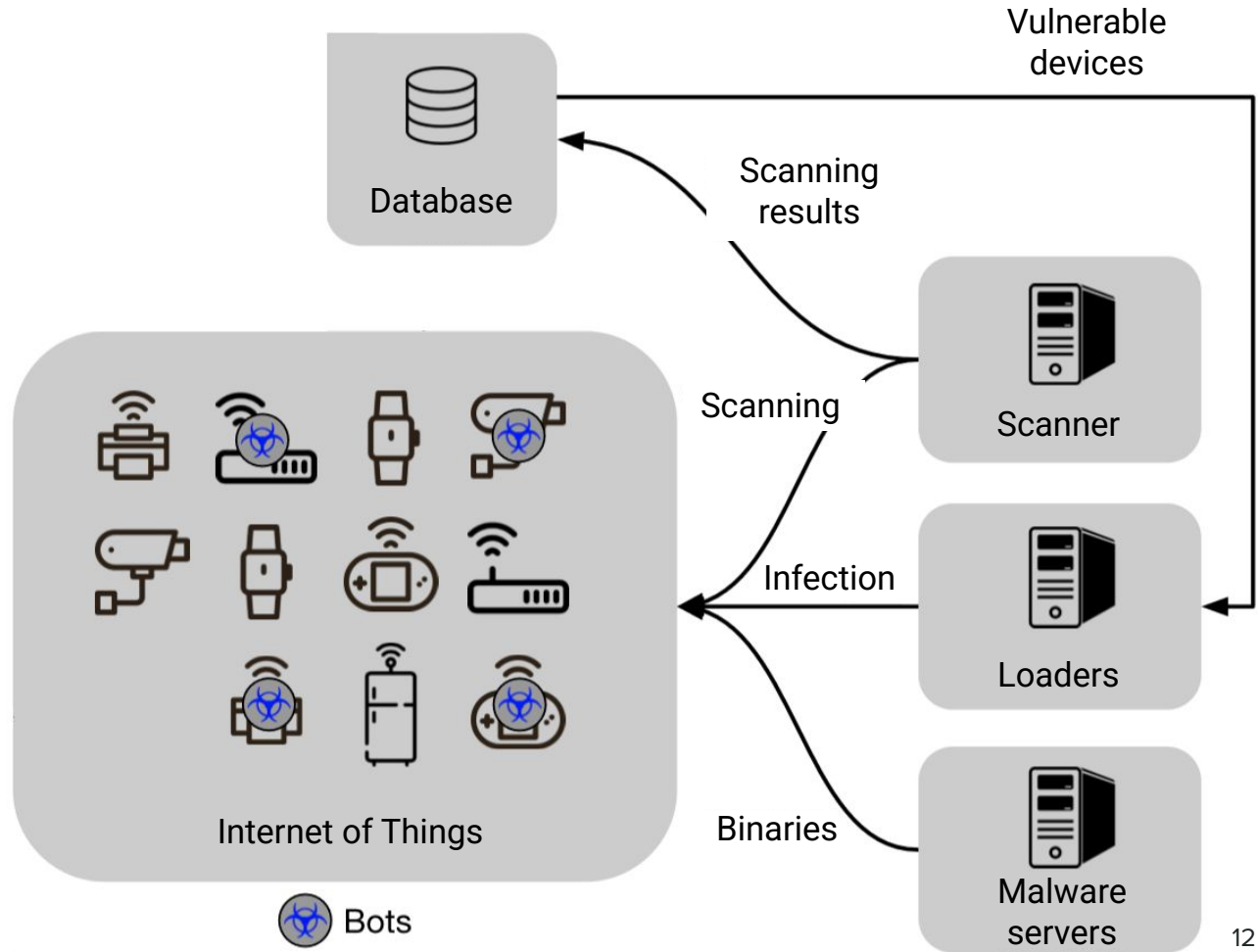


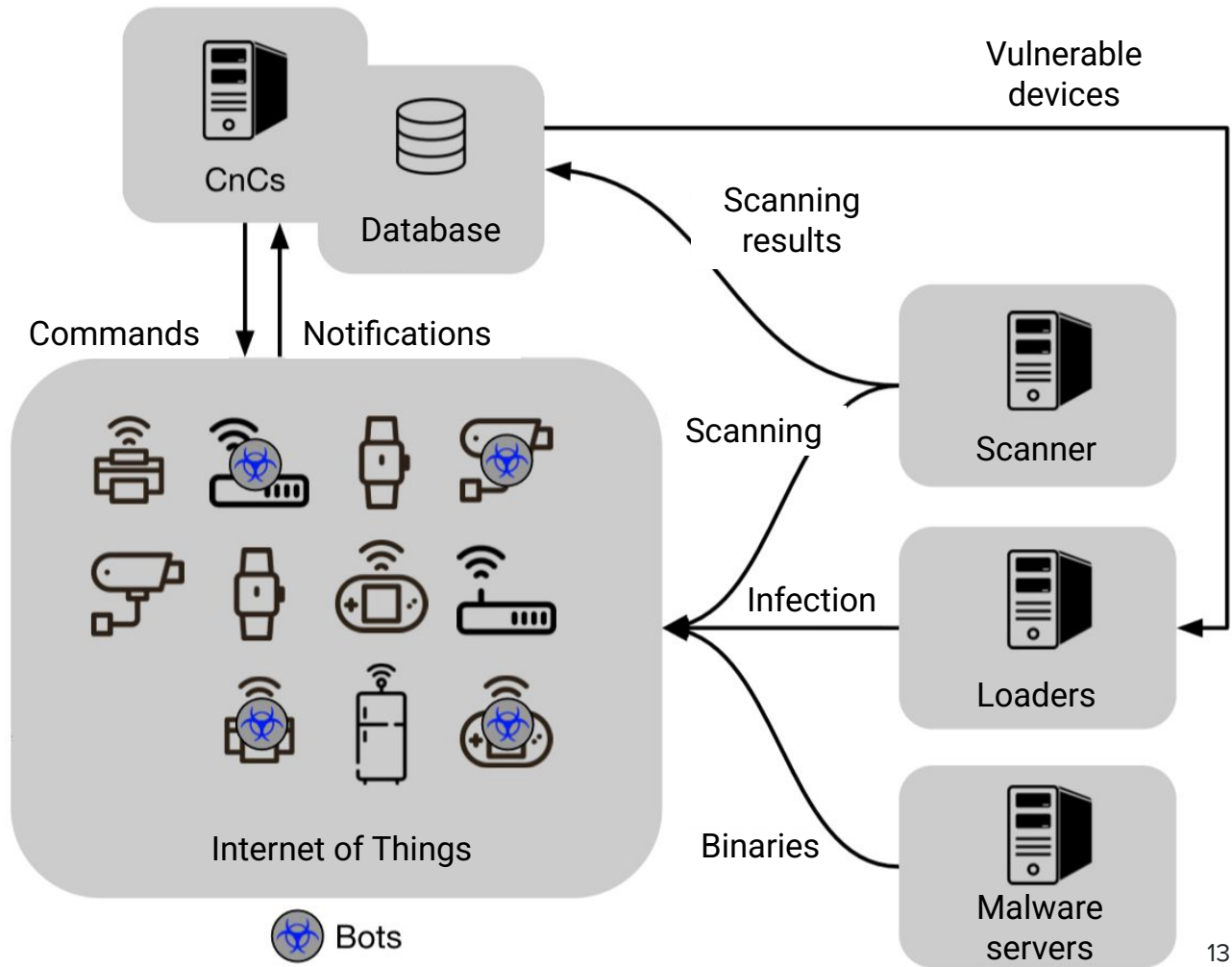
Scanner

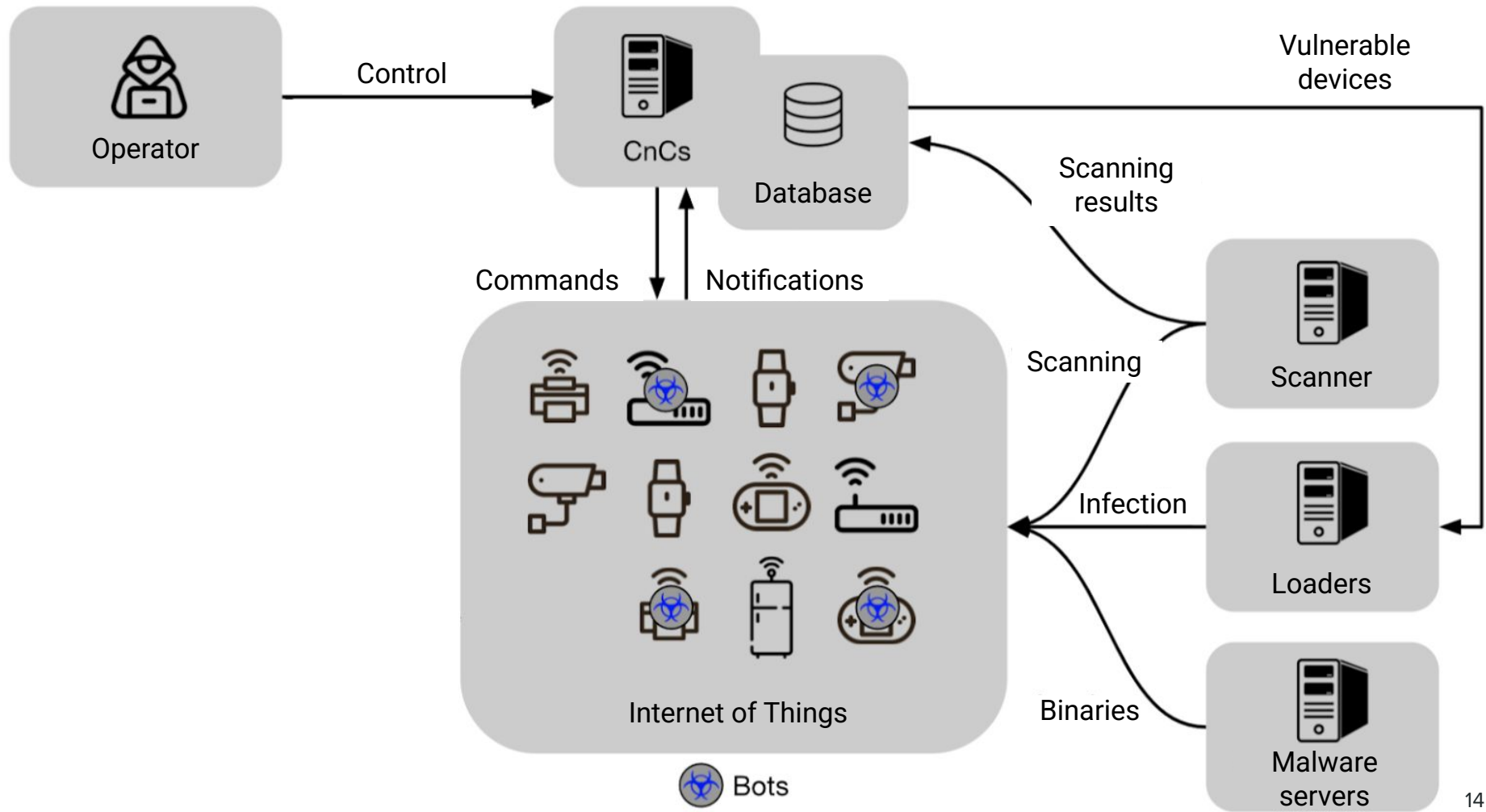


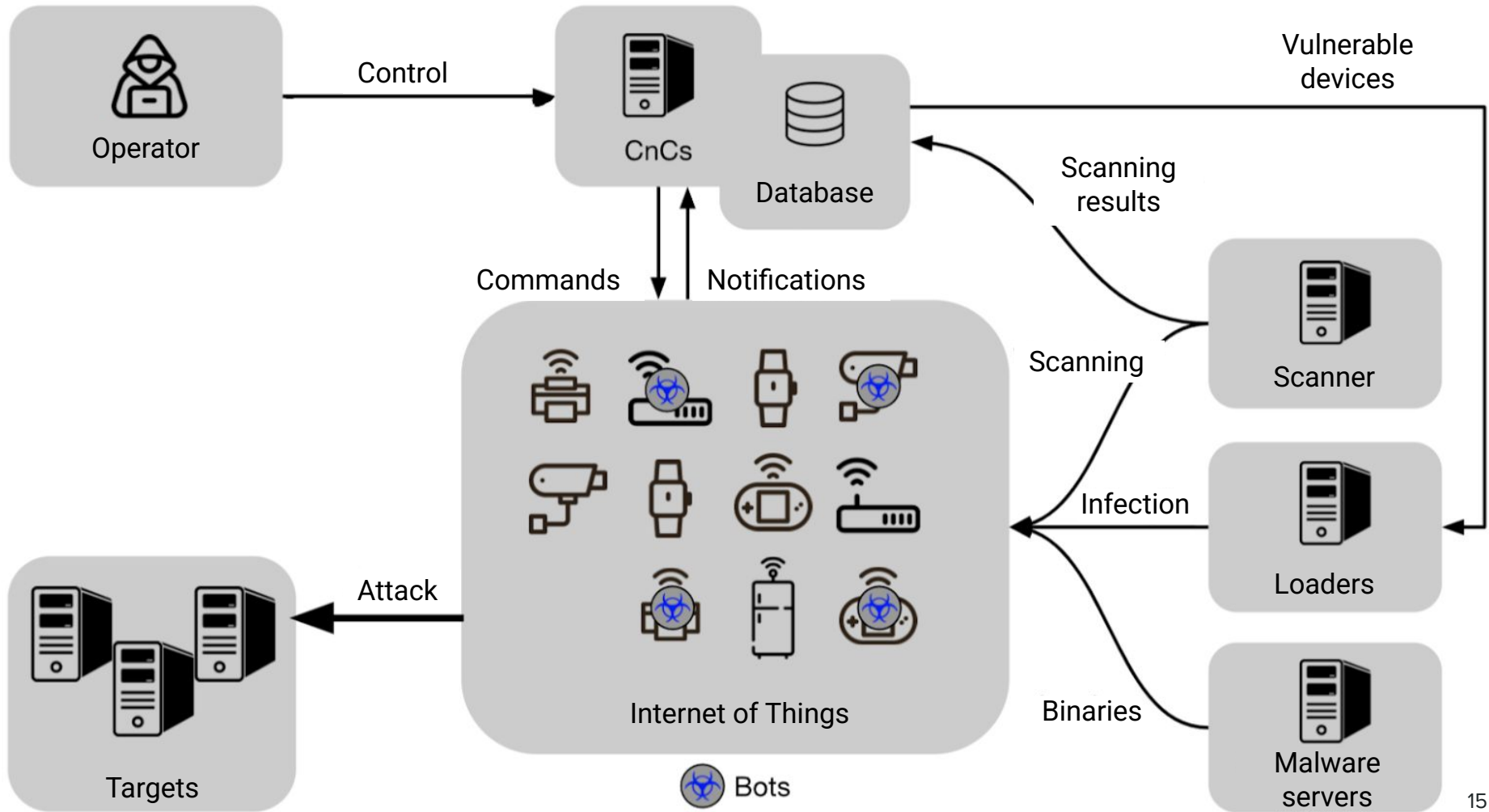


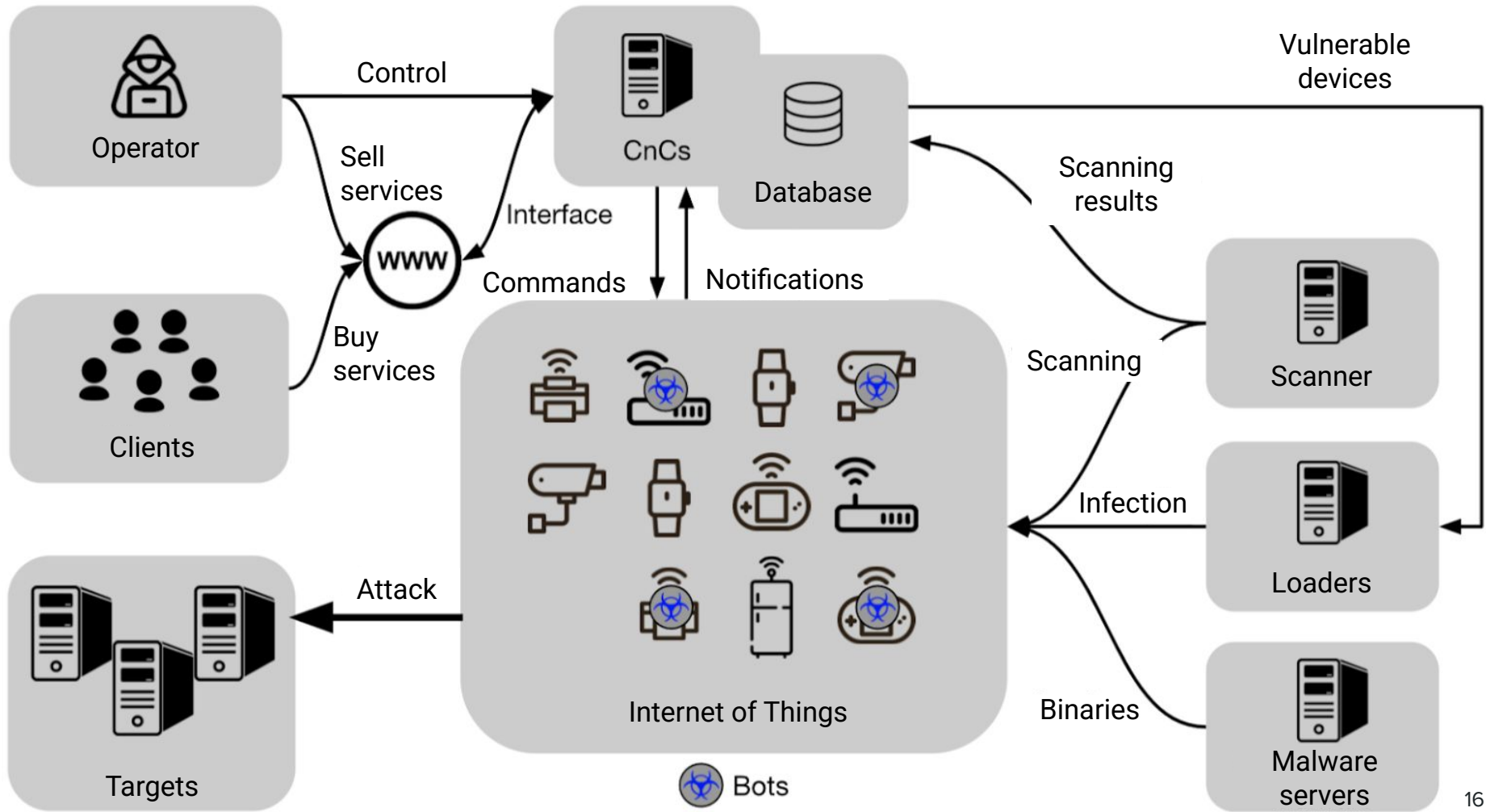


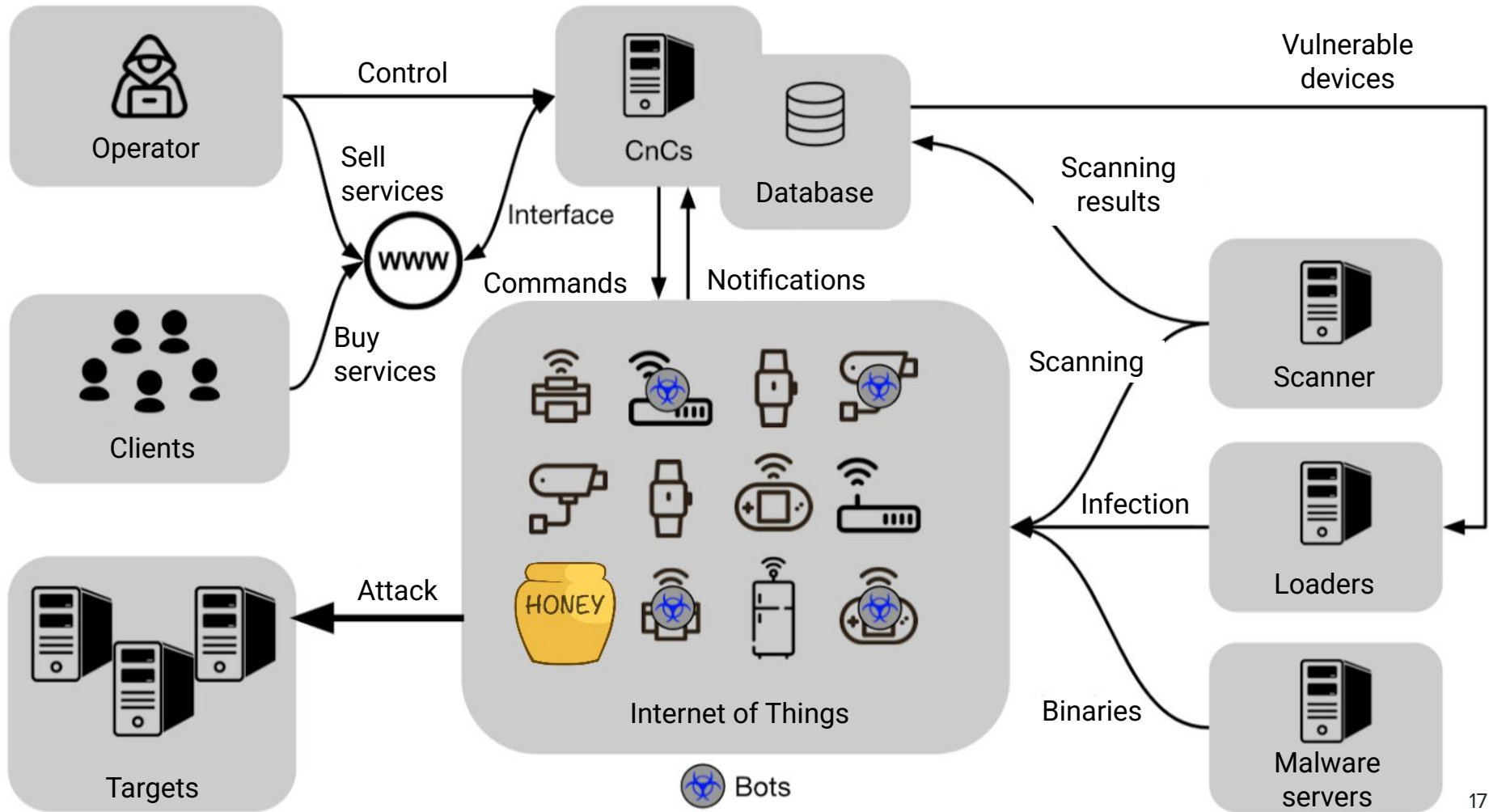






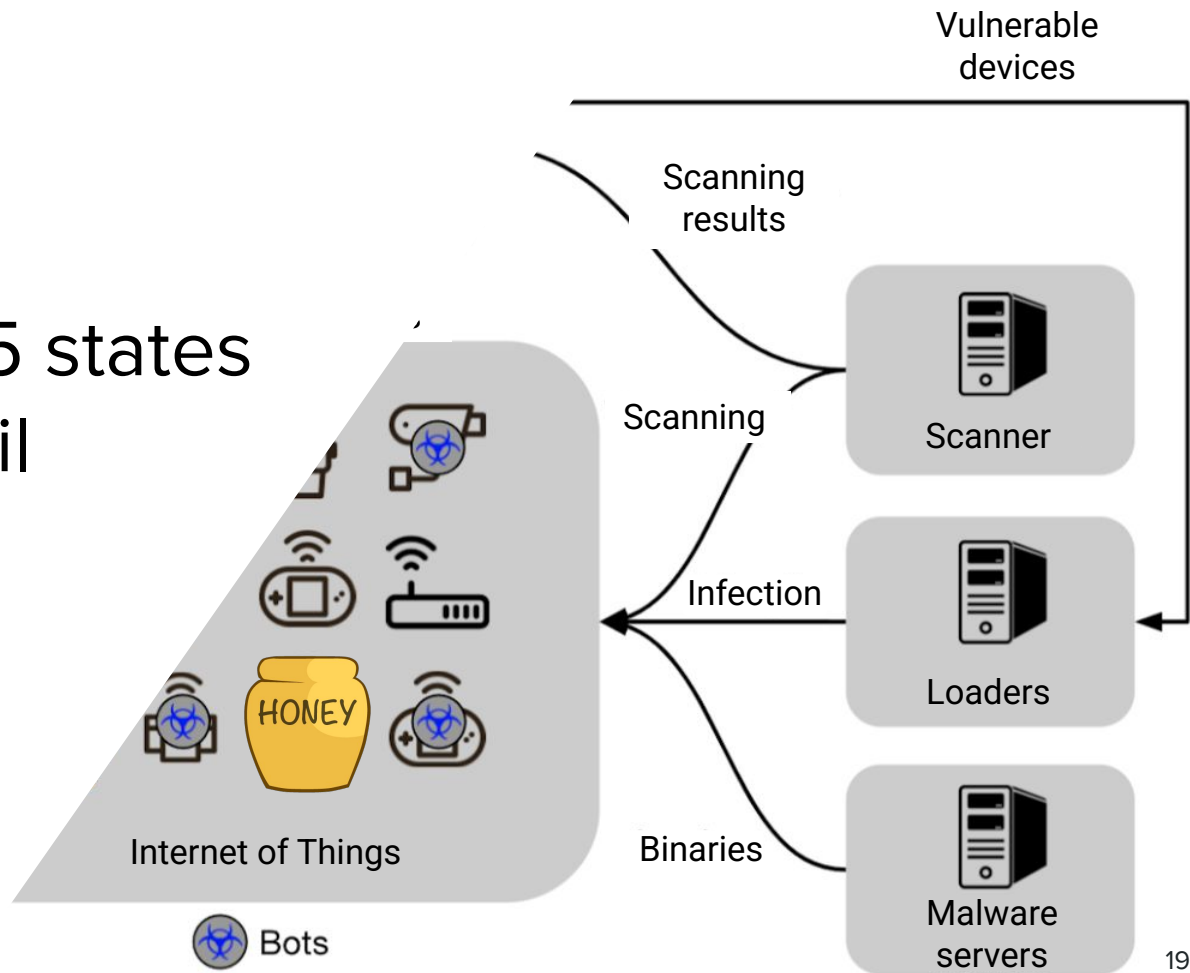


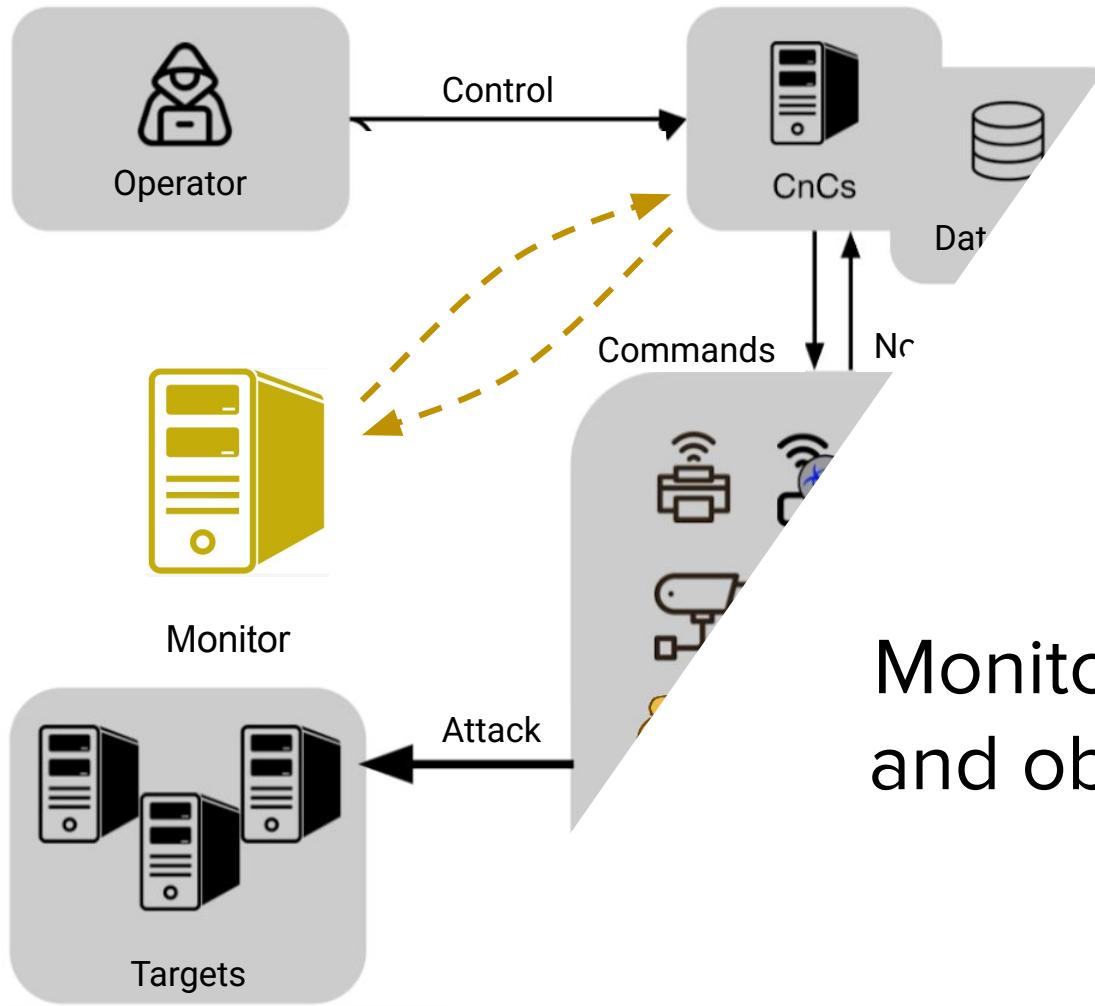




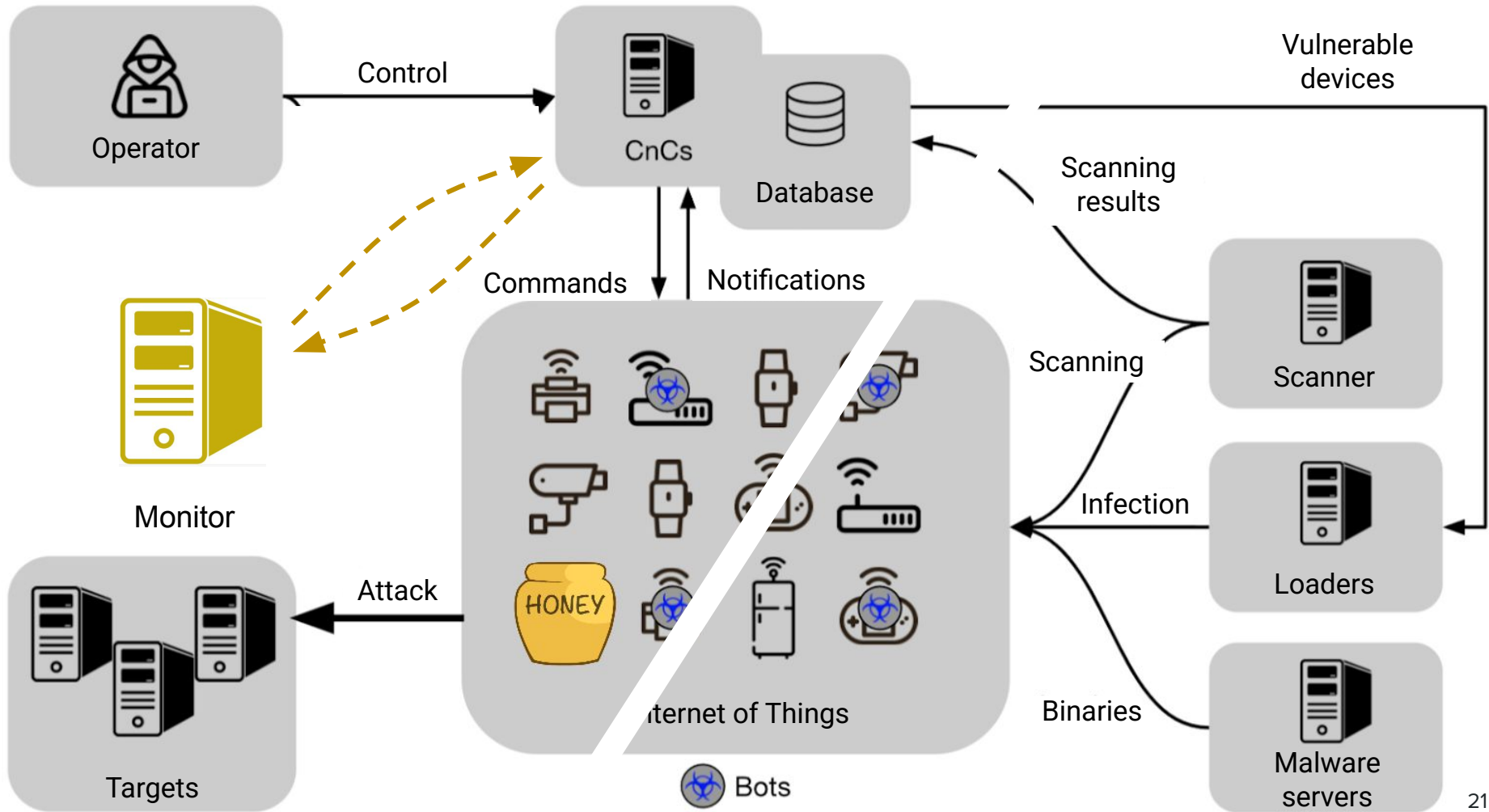
Monitoring Infrastructure

47 honeypots in 15 states across Brasil





Monitor connects to CnC
and observes commands



Dataset

- Period: **01/01/2017** à **13/11/2017**
- Scanner and loader honeypots
 - **342.001.071** commands attempted
 - **2.385.460** scanner and loader IP addresses
- C&C monitor
 - **486** IP addresses hosting C&Cs
 - **83.101** observed attacks
 - **29.428** different targets

Botnet Infrastructure

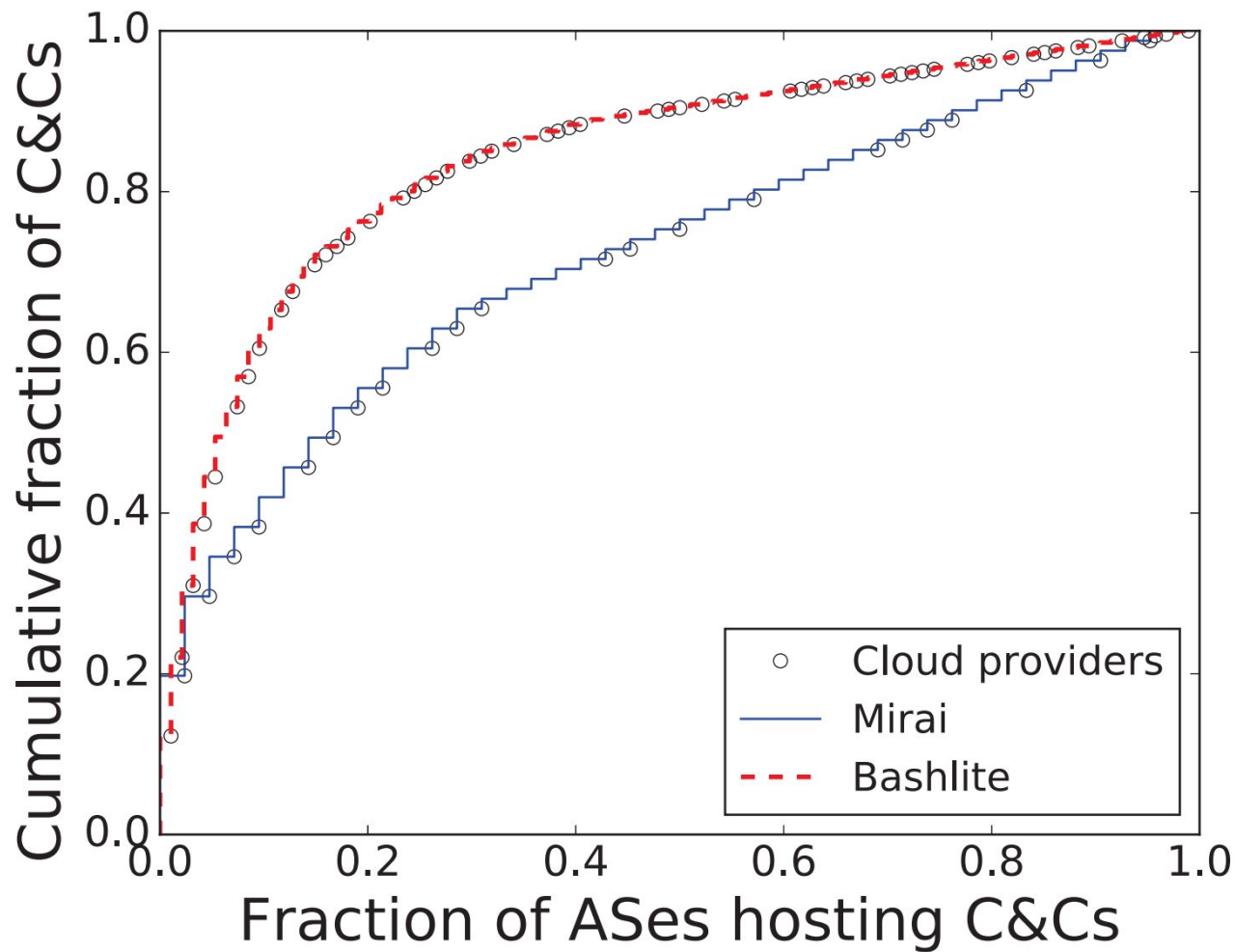
- Identify networks that host the botnet infrastructure
 - Map IP addresses to autonomous systems (AS)
- AS classification using CAIDA's dataset
 - Transit/access
 - Infrastructure provider (content and hosting)
 - Enterprise

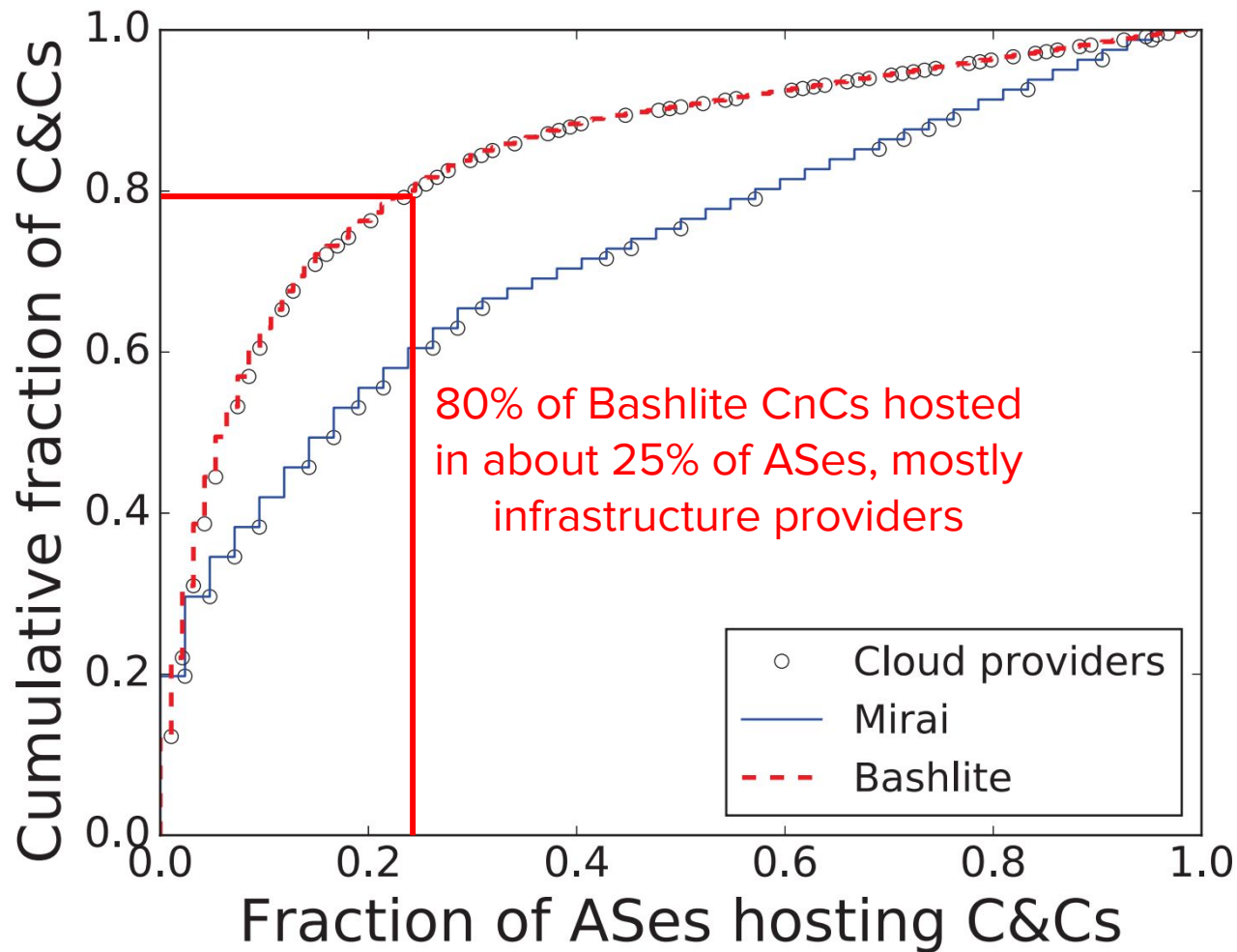
Botnet Infrastructure Location

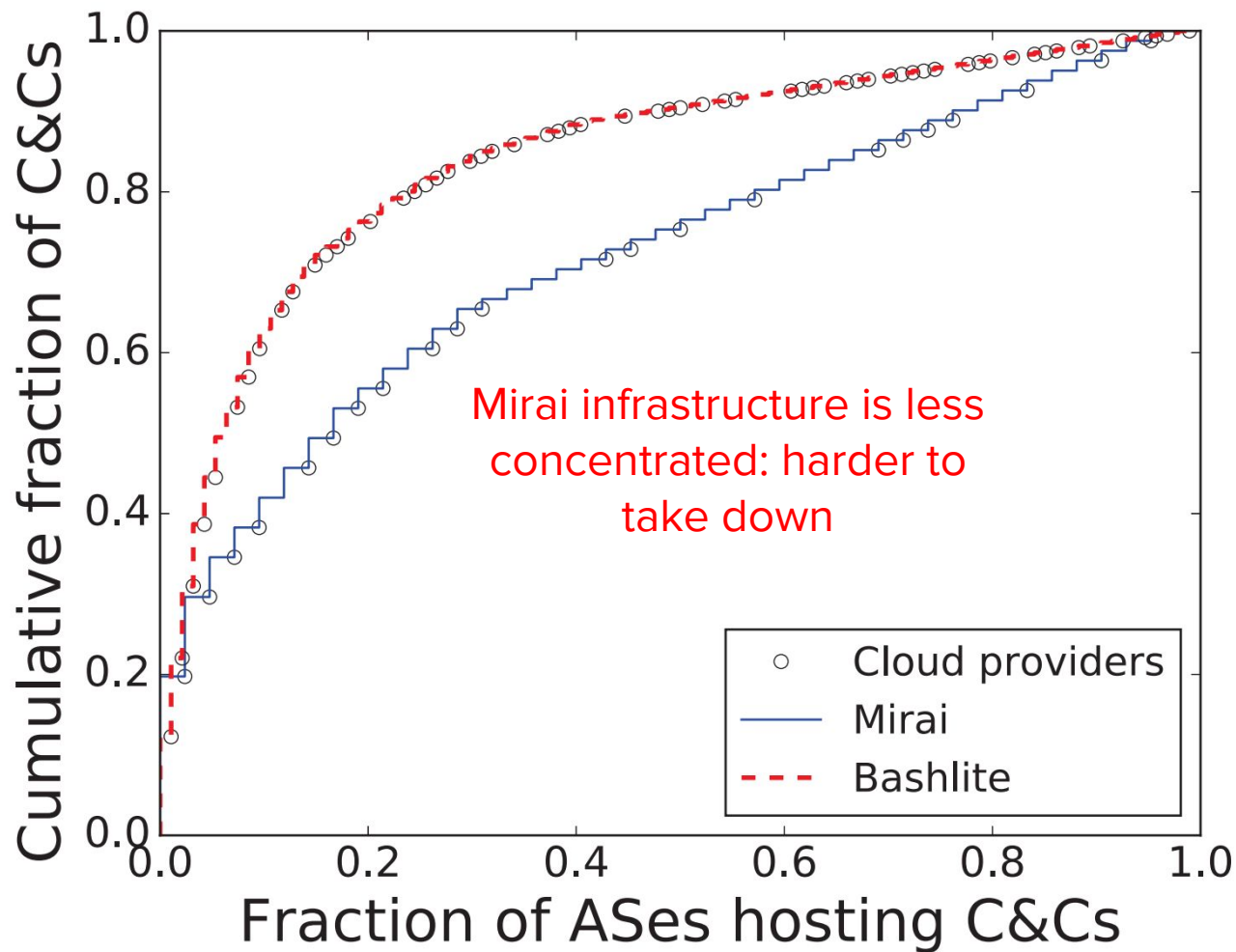
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- *Malware server* in 243 ASes

Botnet Infrastructure Location

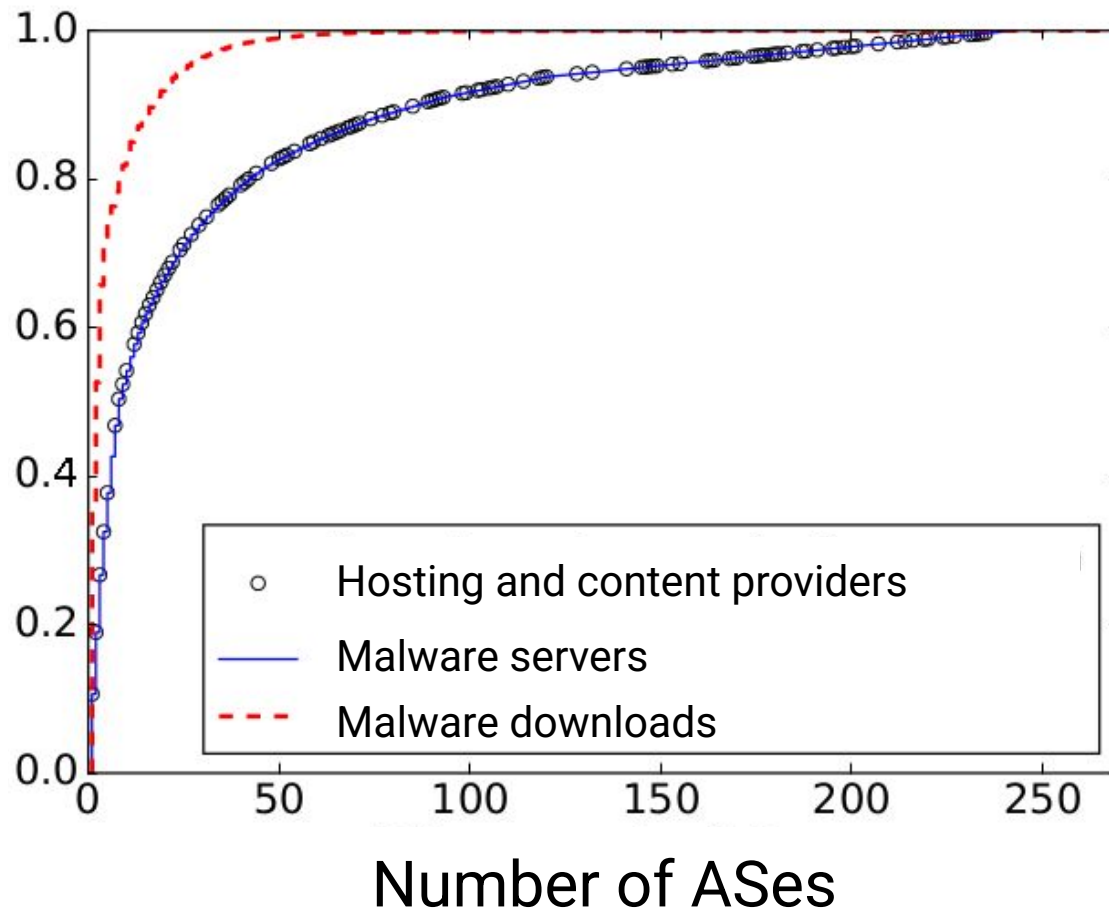
- C&C in 93 ASes
- *Malware server* in 243 ASes
- *Loaders and scanners* in 12842 ASes
 - 20% of the Internet



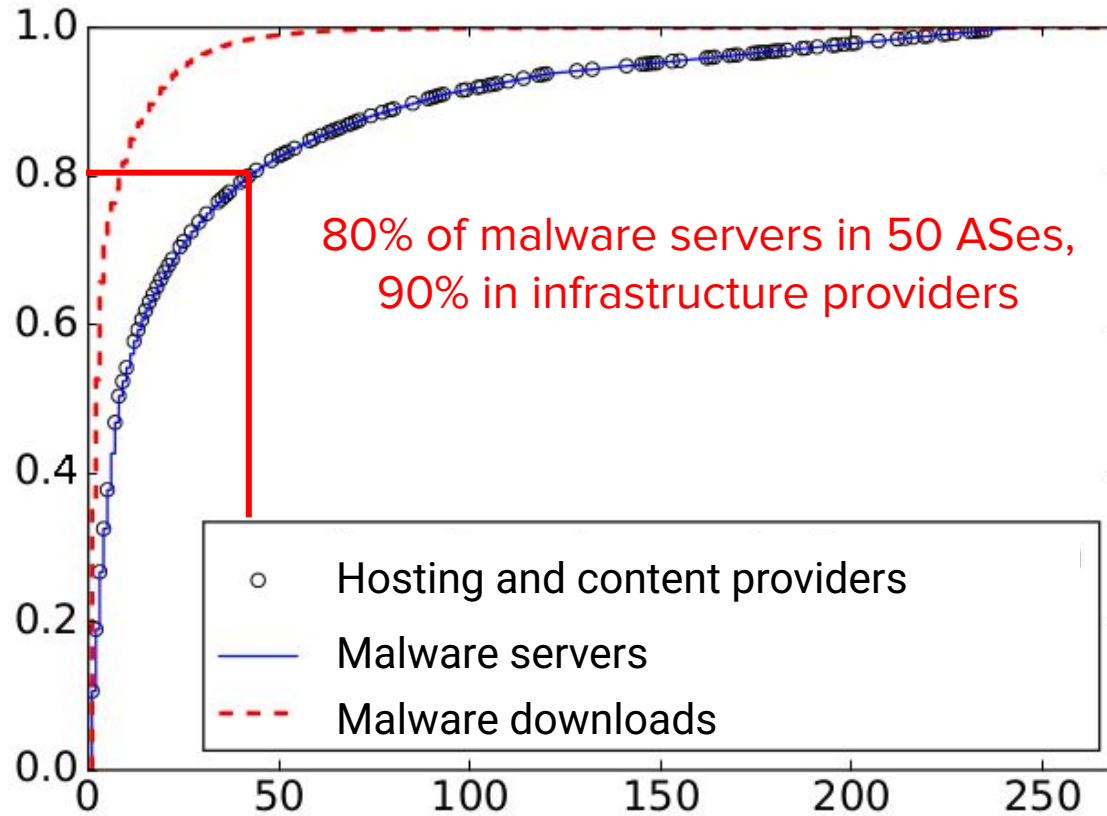




Cumulative fraction of malware
servers and downloads



Cumulative fraction of malware
servers and downloads



Number of ASes

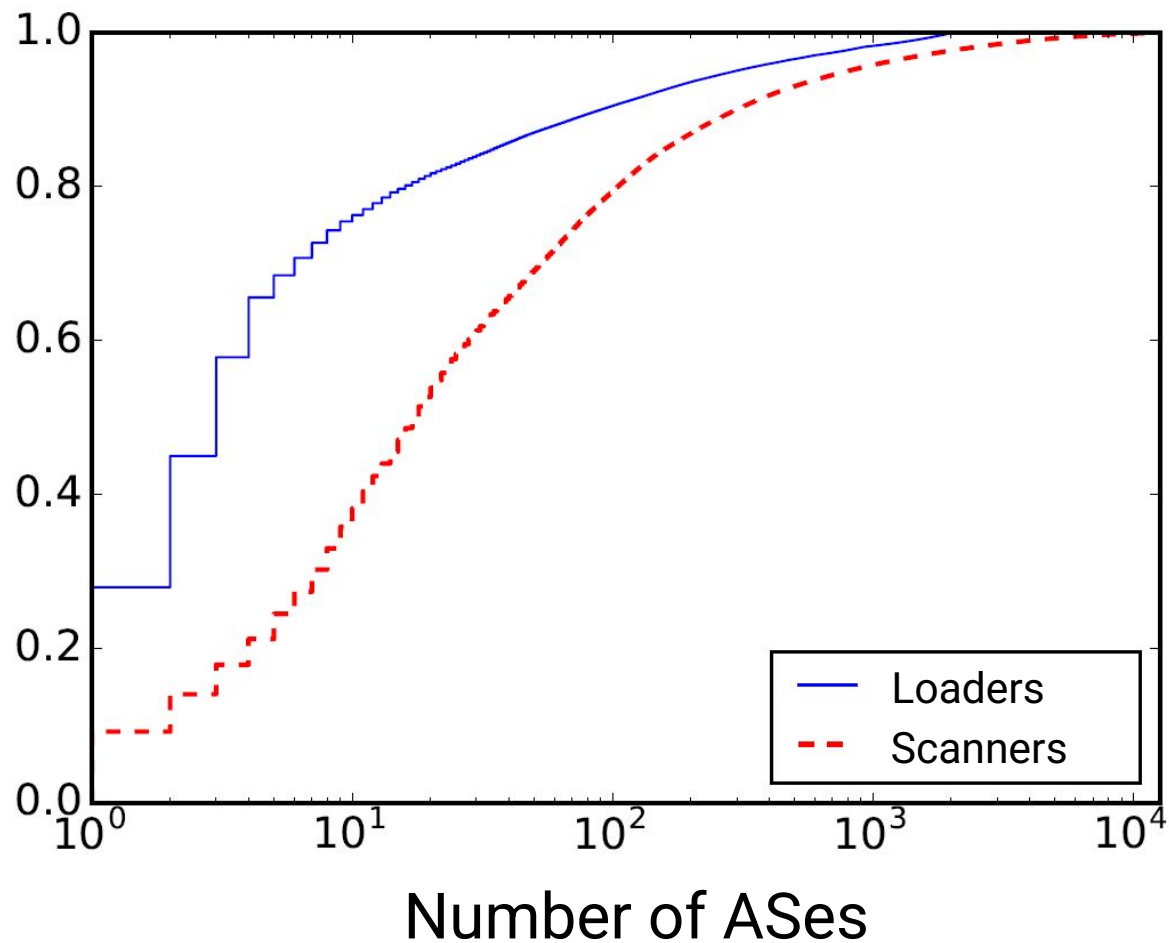
Infrastructure Sharing

- Infrastructure providers host both C&Cs and malware servers
- The top 20 ASes that host C&Cs and the top 20 ASes that host malware servers have 16 ASes in common

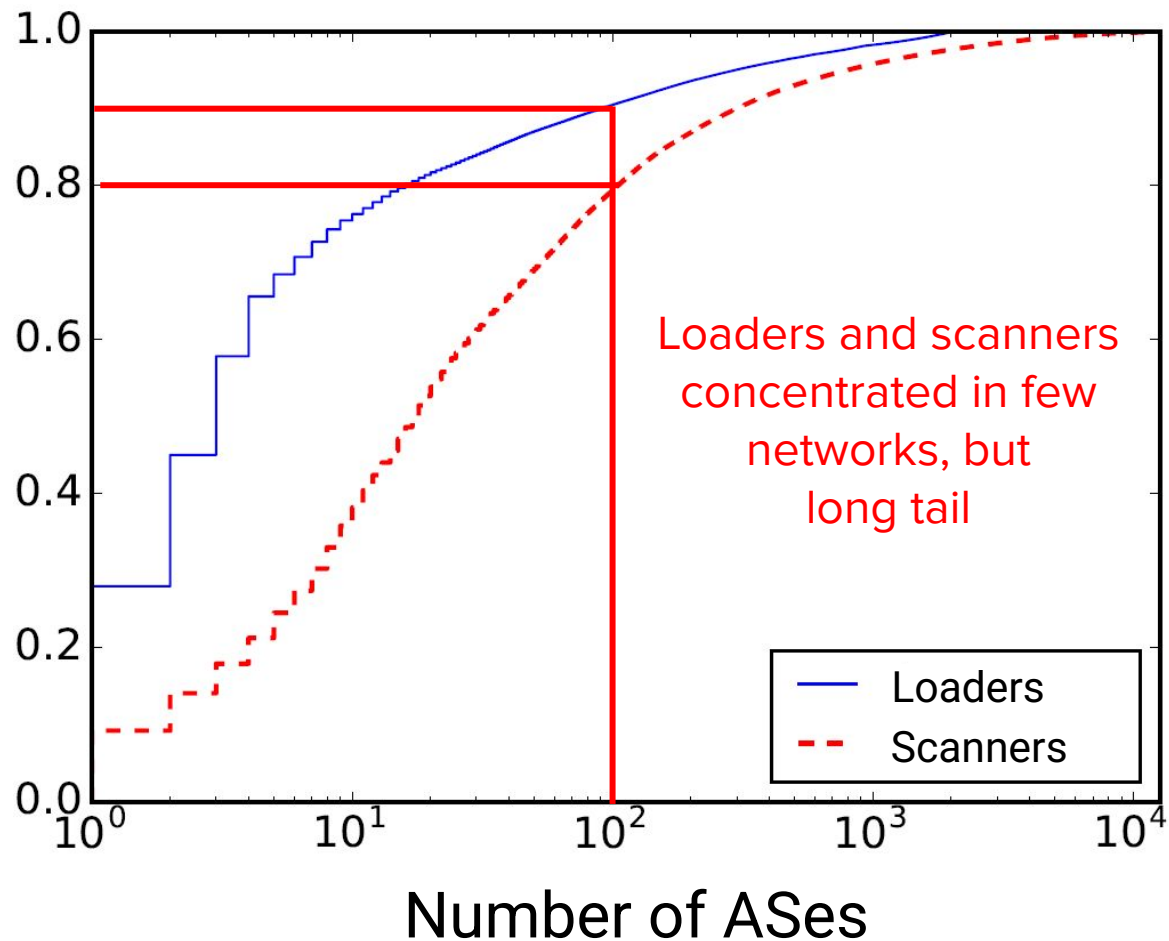
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- Previously reported as *bullet-proof hosting*

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Botnet Operation and Use

Botnet Use and Operation

Observed commands

- 583 different command names
- Analyzed the 80 most frequent commands (98,9% of commands)
 - Classified commands into classes

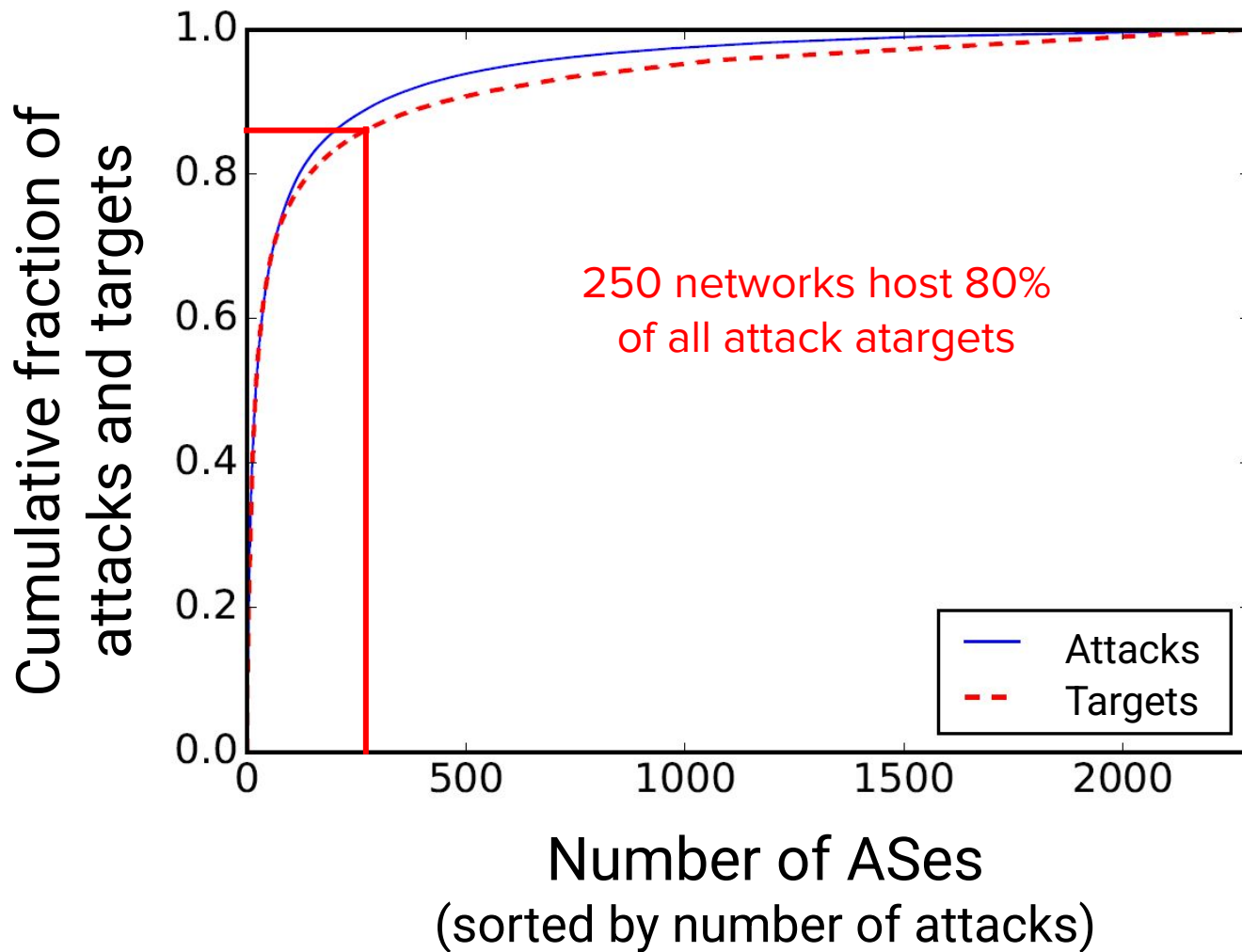
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Attack targets

- 83,101 attack commands
- 29,286 target IP addresses in 2,289 ASes



Common Targets

- Manually inspected the 25 most attacked targets
 - Infrastructure providers
 - Internet service providers
 - Game servers
- Common ports
 - Expected targets: HTTP, SSH, DNS
 - Game servers: Xbox Live, Minecraft

Evolution of Attacks

ENTITY		Volumetric	TCP-related	Application
Bashlite	Commands	40%	45%	15%
	Attacks	73.4%	13.6%	13%
Mirai	Commands	30%	20%	50%
	Attacks	30.9%	38.4%	30.6%

Conclusion

- Characterization of IoT botnets
 - The support infrastructure
 - Their use
- Evolution of IoT botnets
 - More widespread hosting
 - More elaborate attacks

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