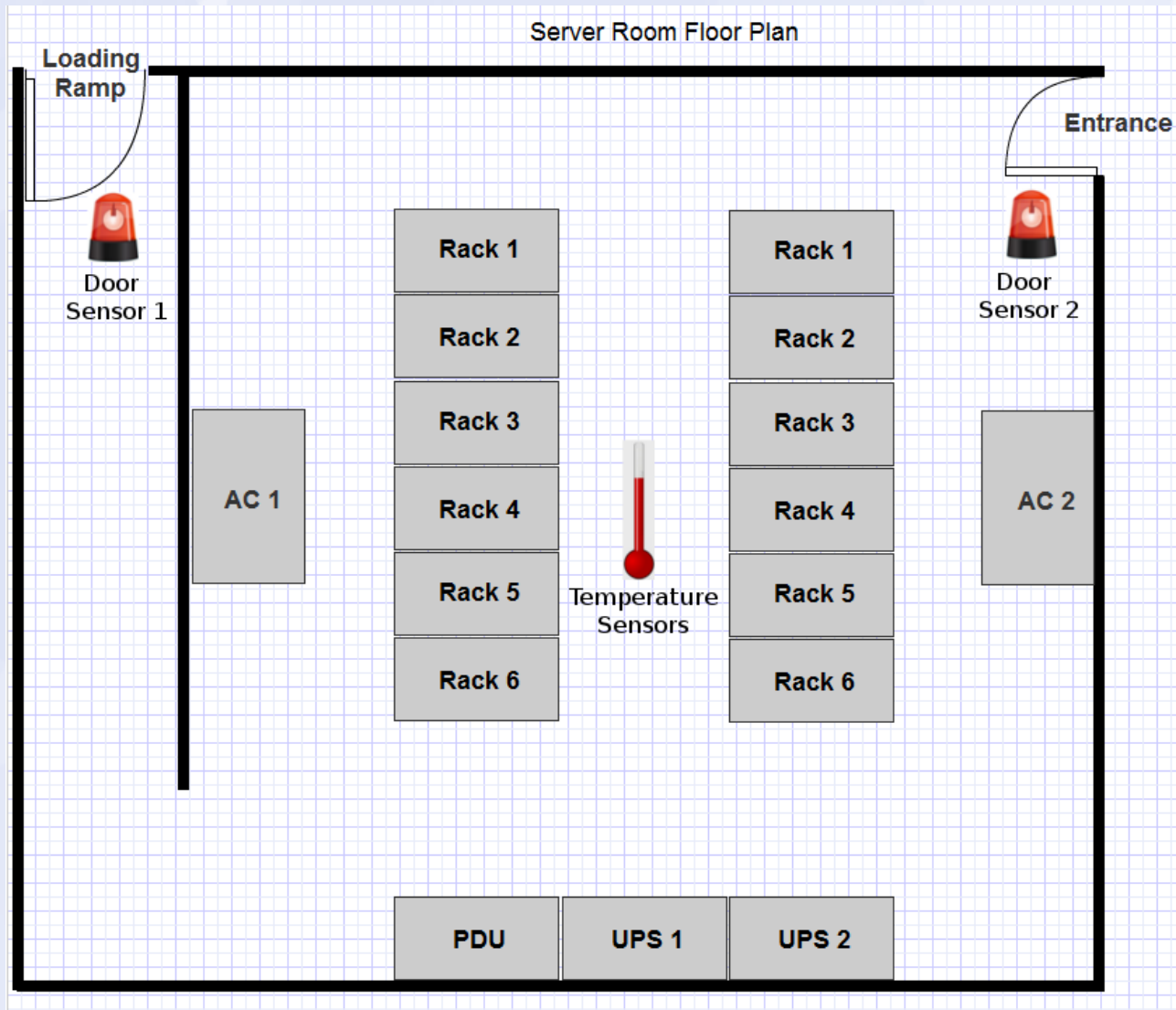


# **Under New Management: Practical Attacks on SNMPv3**

Nigel Lawrence and Patrick Traynor

# Where is SNMP used?

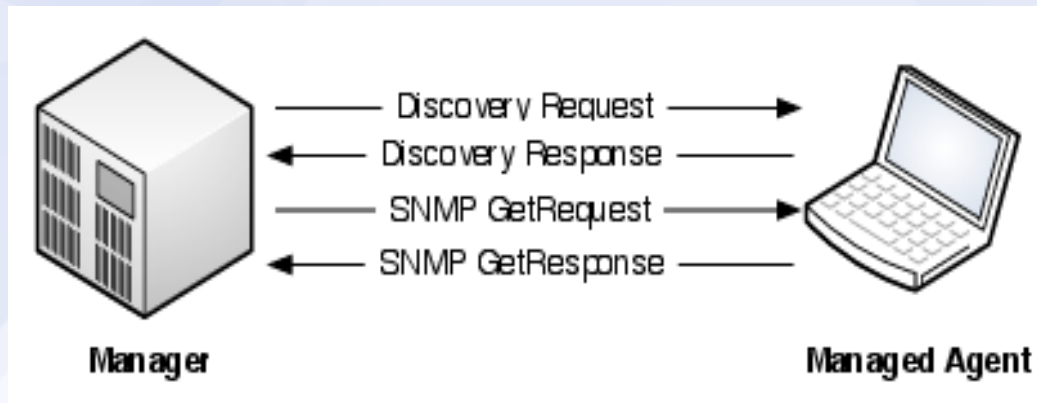


# Introduction

- **Motivation**
  - Ubiquity and importance of SNMP
  - Little previous analysis
- **Goal**
  - Examine weaknesses in SNMPv3
  - Exploit the protocol
  - Determine mitigation strategies

# Overview of SNMPv3

- Purpose and goals
- SNMP get and set requests
- Authentication and encryption
- Key localization
- Discovery process



# Vulnerabilities

- **Reliance on Discovery**
  - snmpEngineIds *should not* be exchanged in cleartext.
- **Lack of Authentication**
  - Managers have no way to distinguish between agents

# Reading Requests

- Requirements
  - Man-in-the-middle (MITM)
  - Compromised key
- Modify the snmpEngineId
- Decrypt the packet

# Reading Requests

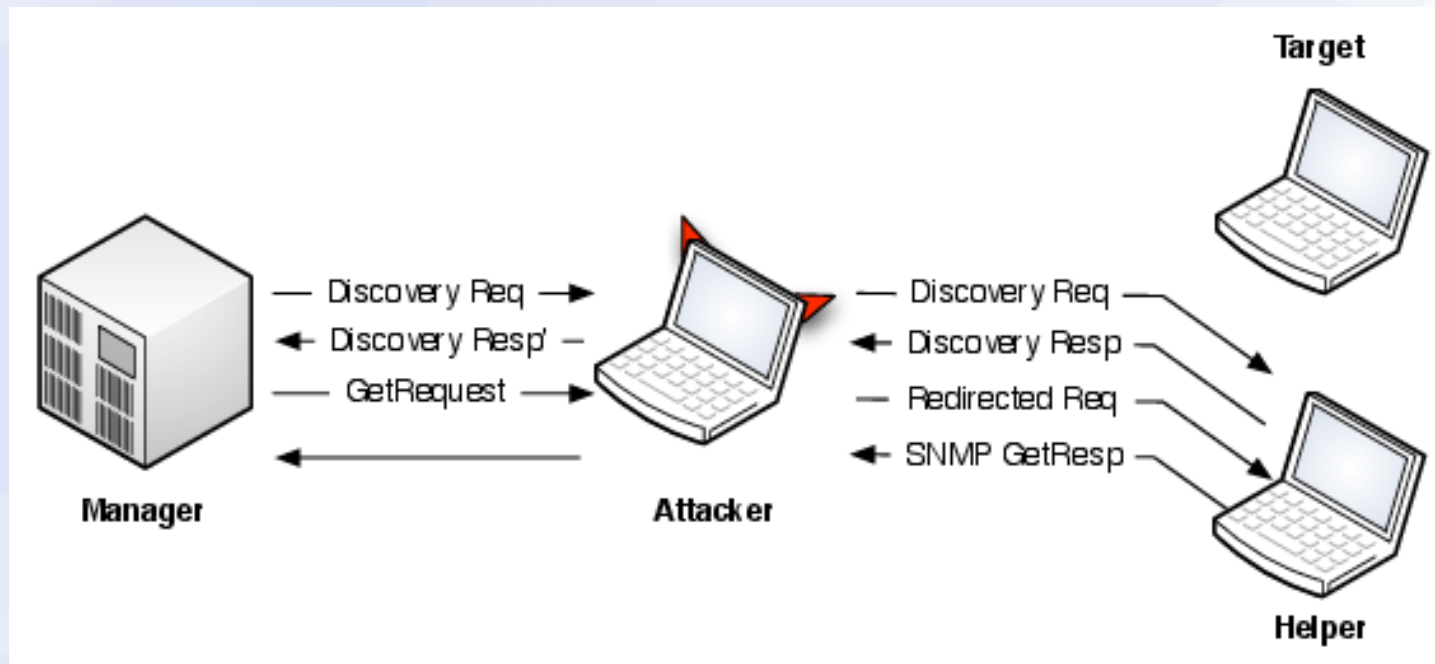


# Redirecting Requests

- Requirements
  - MITM and “helper” agent using DHCP
- Modify discovery messages
- DHCP spoofing
  - Control helper's IP address
- Caching
  - Ensure delivery of packets
- Gratuitous ARP



# Redirecting Requests



# Implications for the Protocol

- Key localization is ineffective
- Agent responses are indistinguishable
- Responses can be spoofed with a compromised key
- SNMP set requests are also vulnerable

## Nagios before spoofing

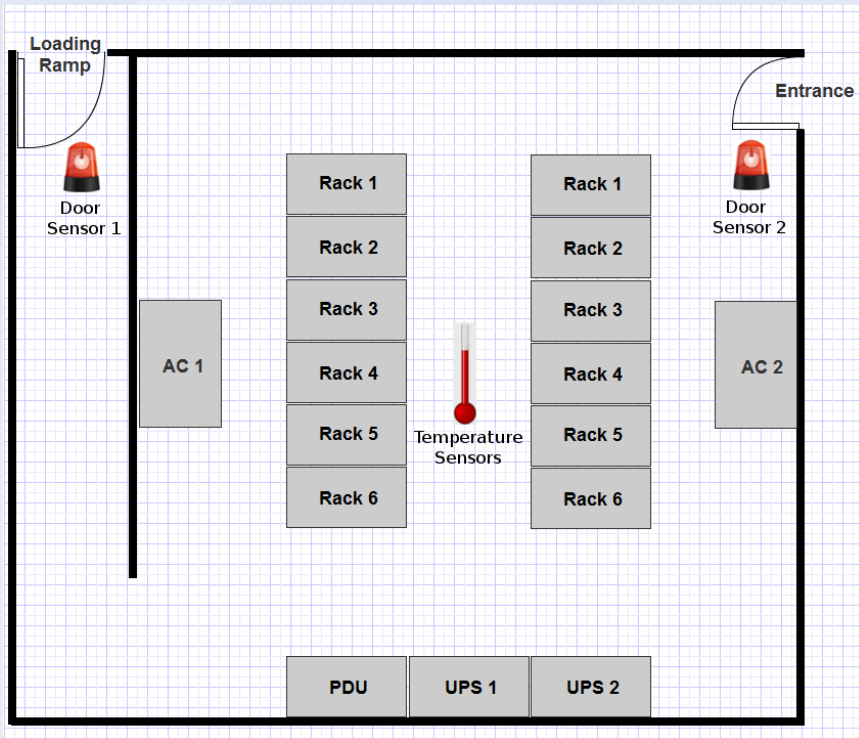
Host	Service	Status	Last Check	Duration	Attempt	Status Information
<a href="#">helper</a>	<a href="#">Hostname</a>	OK	04-28-2012 18:15:33	13d 3h 29m 40s	1/1	SNMP OK - helper
<a href="#">target</a>	<a href="#">Hostname</a>	OK	04-28-2012 18:15:34	0d 0h 10m 49s	1/1	SNMP OK - target

## Nagios after <sup>S</sup>spoofing

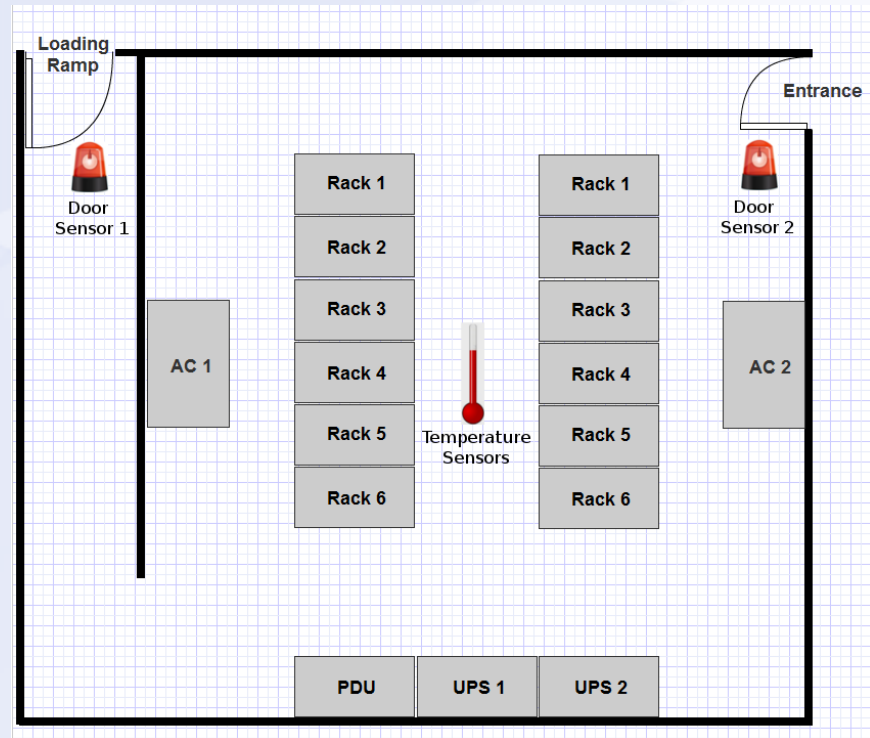
Host	Service	Status	Last Check	Duration	Attempt	Status Information
<a href="#">helper</a>	<a href="#">Hostname</a>	OK	04-28-2012 18:19:33	13d 3h 33m 51s	1/1	SNMP OK - helper
<a href="#">target</a>	<a href="#">Hostname</a>	OK	04-28-2012 18:19:34	0d 0h 15m 0s	1/1	SNMP OK - helper

# Example Attack

## Server Room A



## Server Room B



# Mitigation Strategies

- **Protect the transport layer**
  - IPsec or TSM
  - Sometimes this is impractical
- **Modify the protocol**
  - Don't trust discovery for snmpEngineId
  - Still useful for clock synchronization
- **No changes to individual agents**

**Questions?**