Better don’t be too QUIC(K)

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whoami

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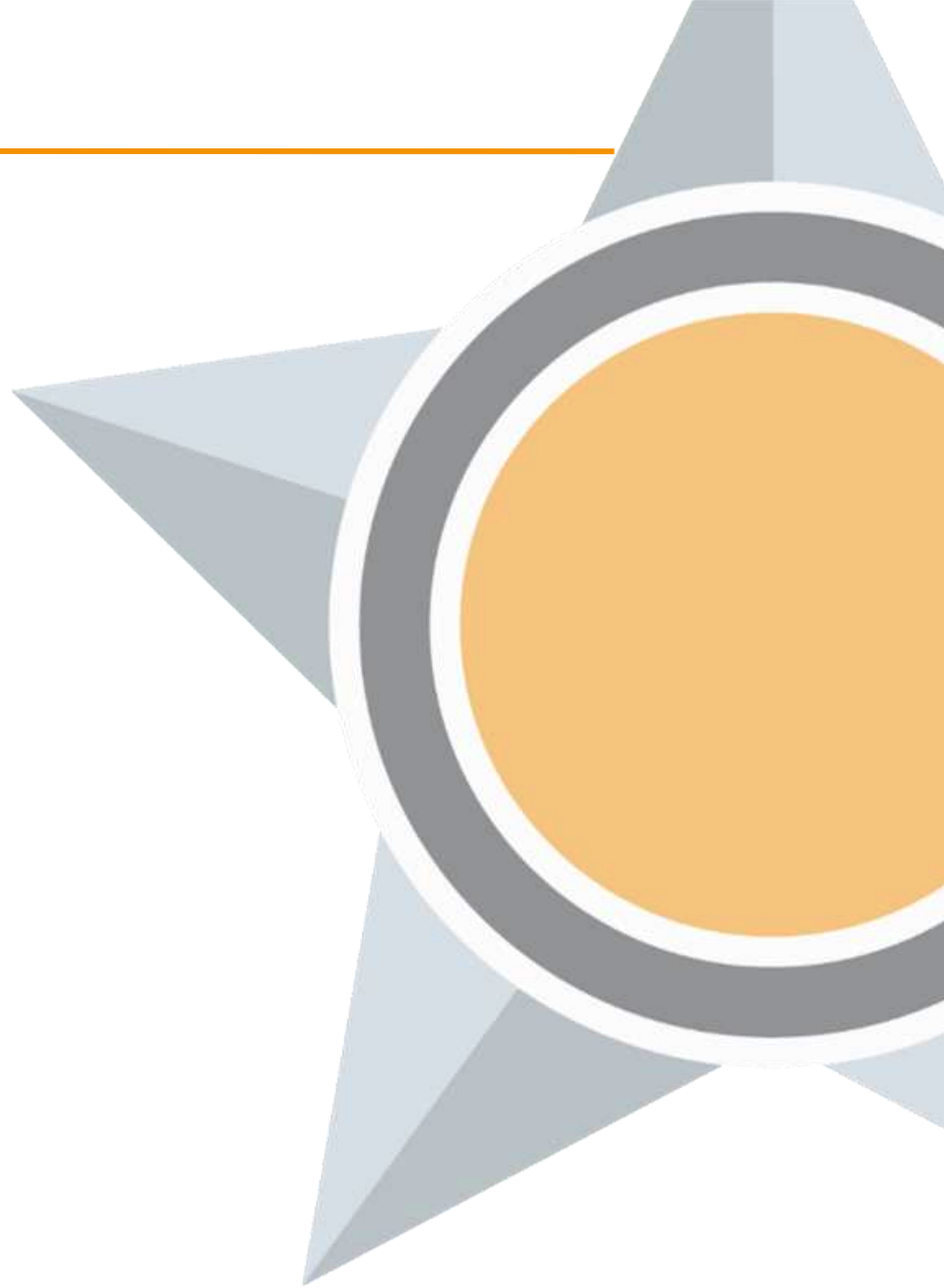


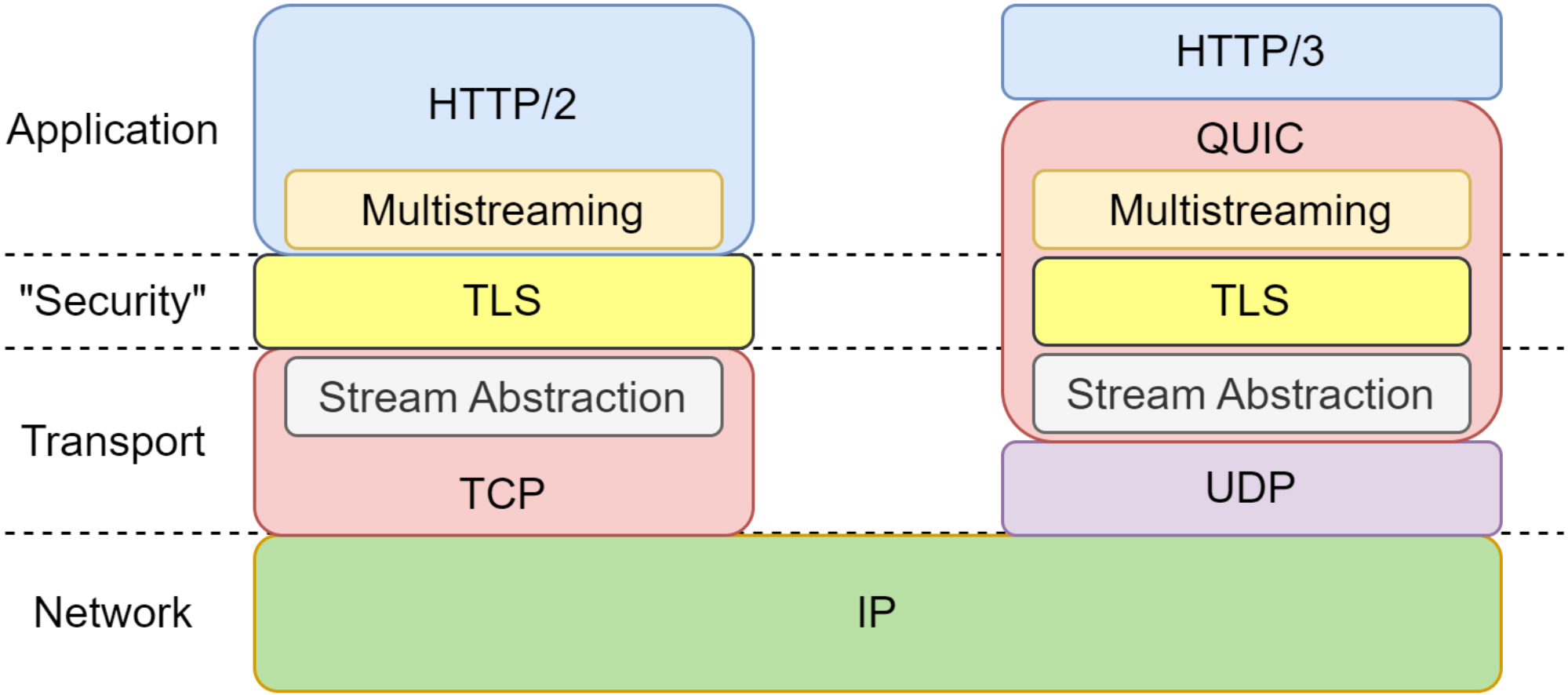
QUIC(K) Background

Why QUIC?

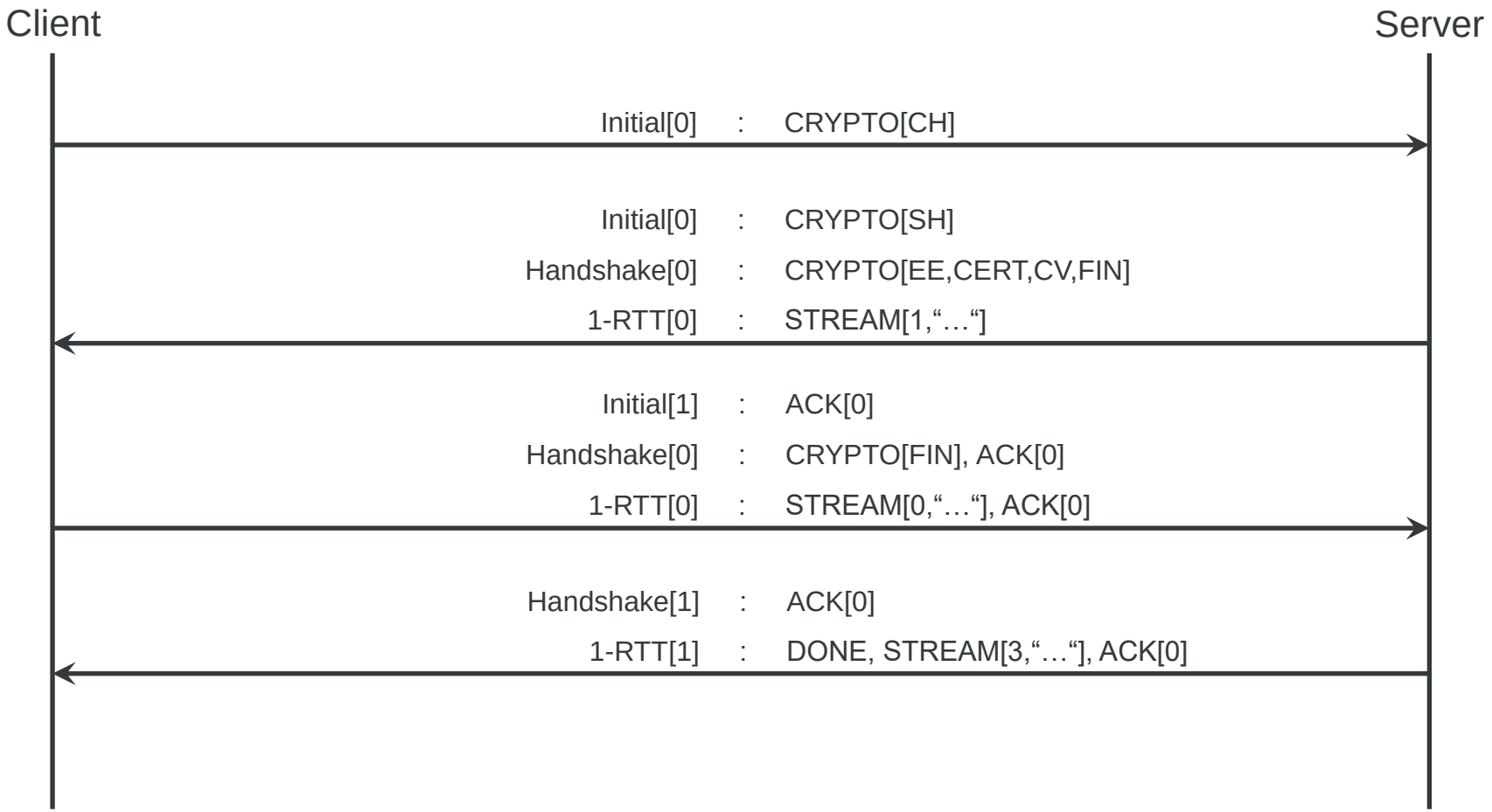
- RFC 8999
- RFC 9000
- RFC 9001
- RFC 9002

- RFC 9115 (HTTP/3)

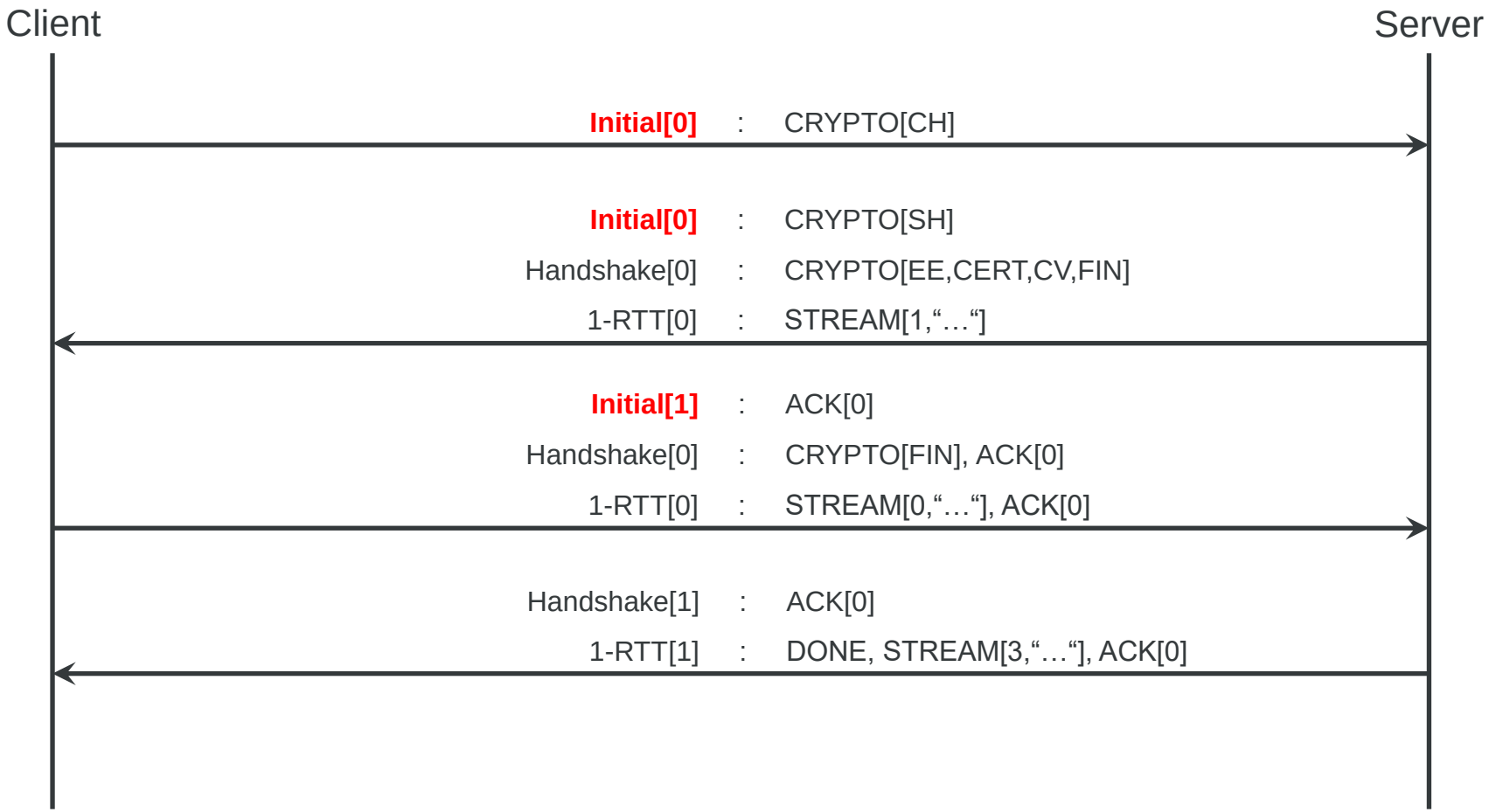
HTTP/2 VS HTTP/3



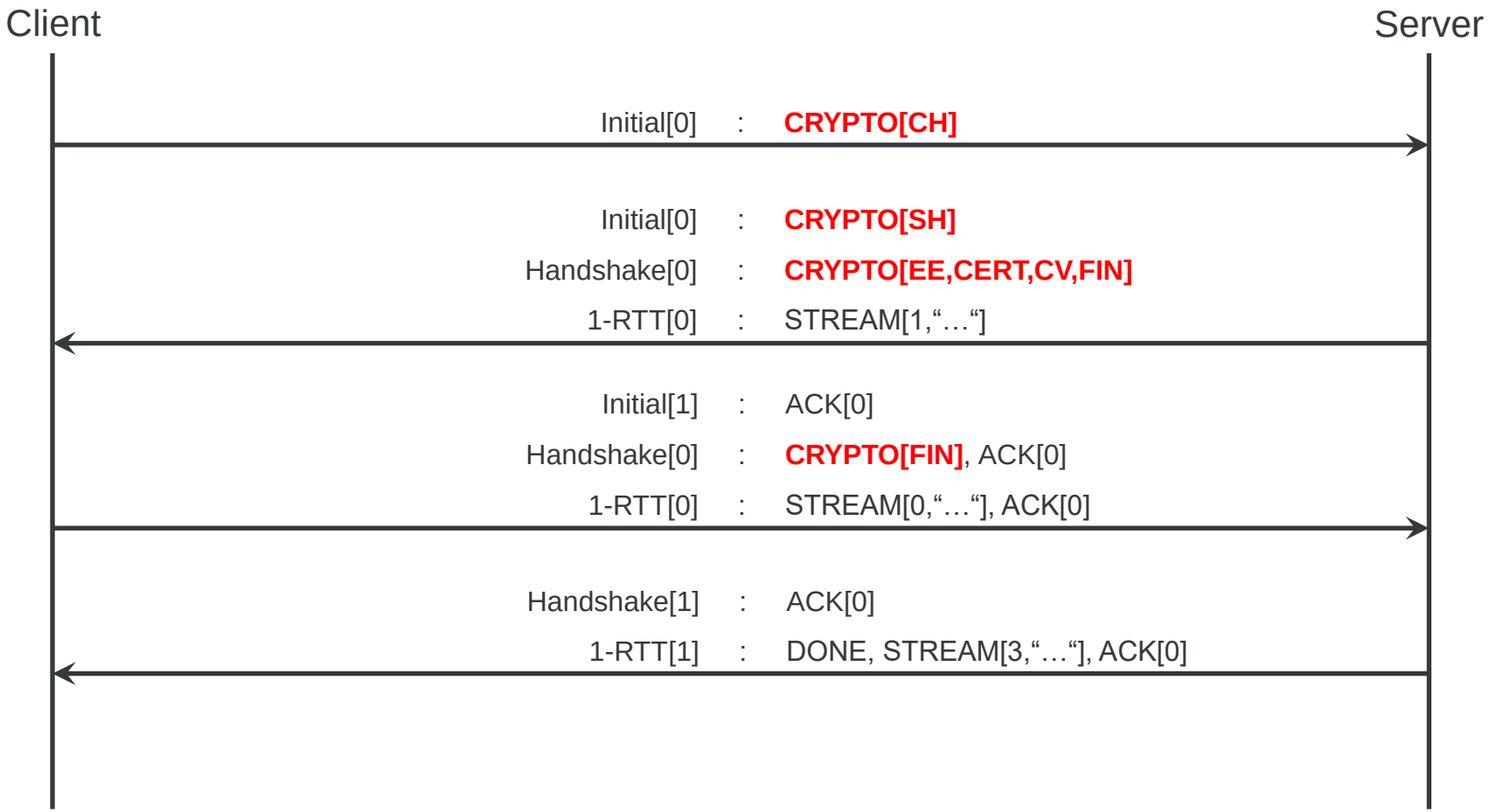
QUIC Handshake



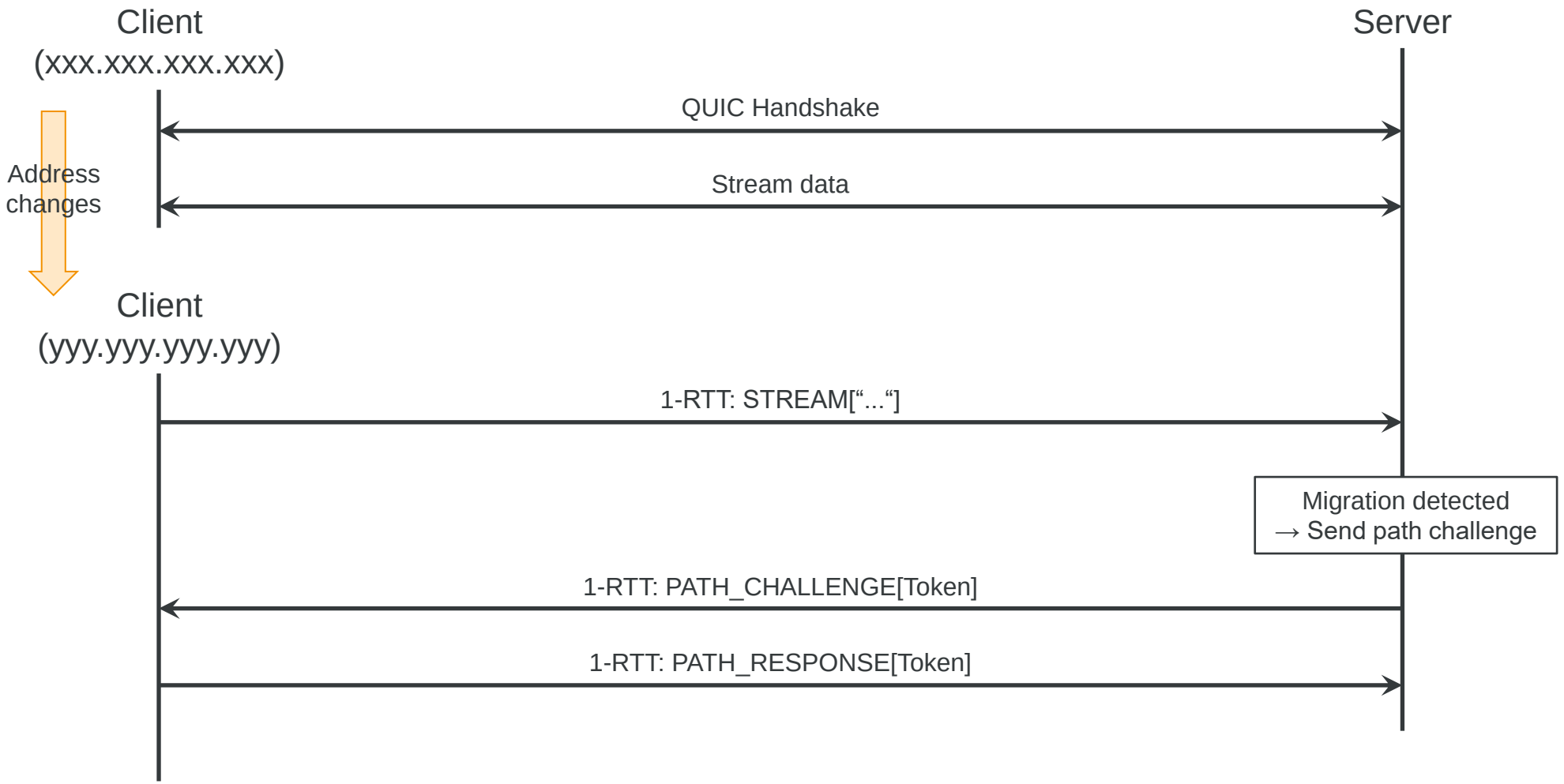
QUIC Handshake



QUIC Handshake



Connection Migration



Challenges with Securing QUIC

Living in the User Land

Pro

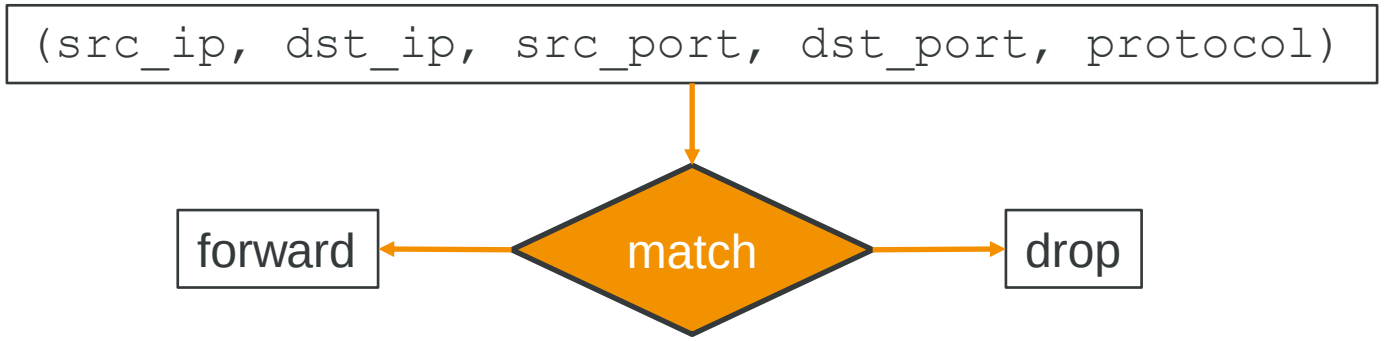
- Easier / faster updates of the “transport” layer.

Con

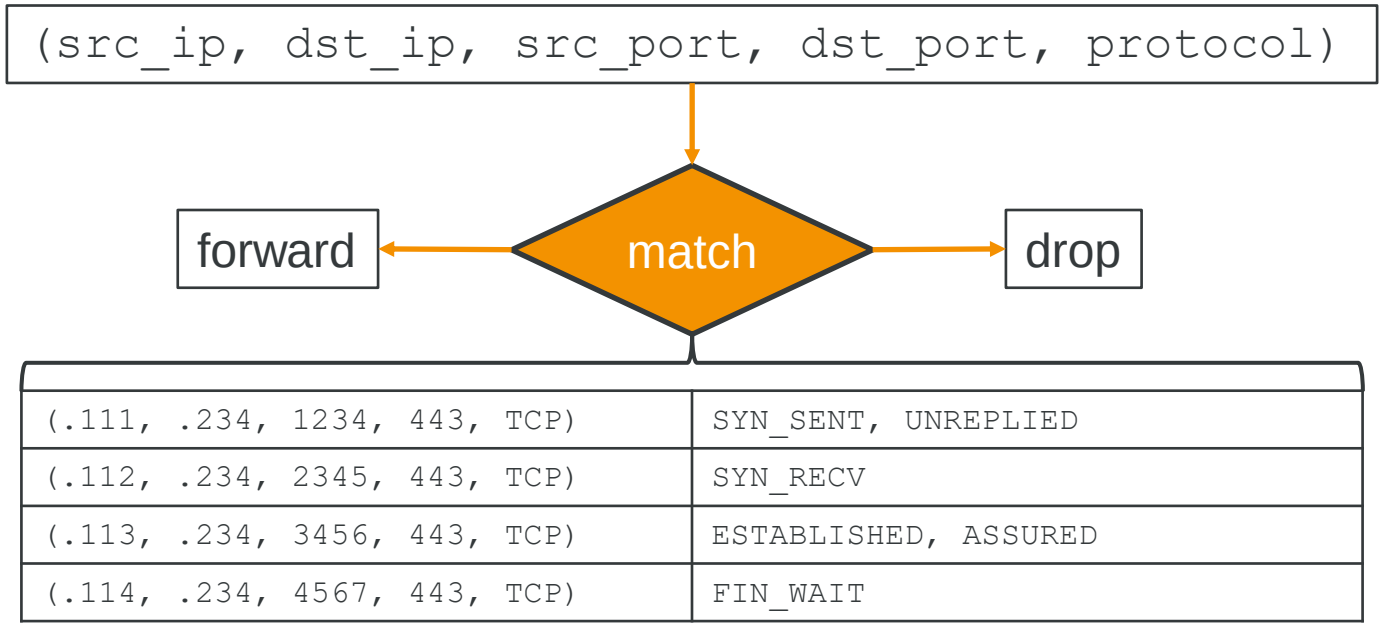
- No common TCP syscalls (e.g. listen, connect).
- Larger attack surface and weaker security boundaries.
- Lots of different / custom implementations of the same network functionality.

Transport Layer Firewalls

Stateless

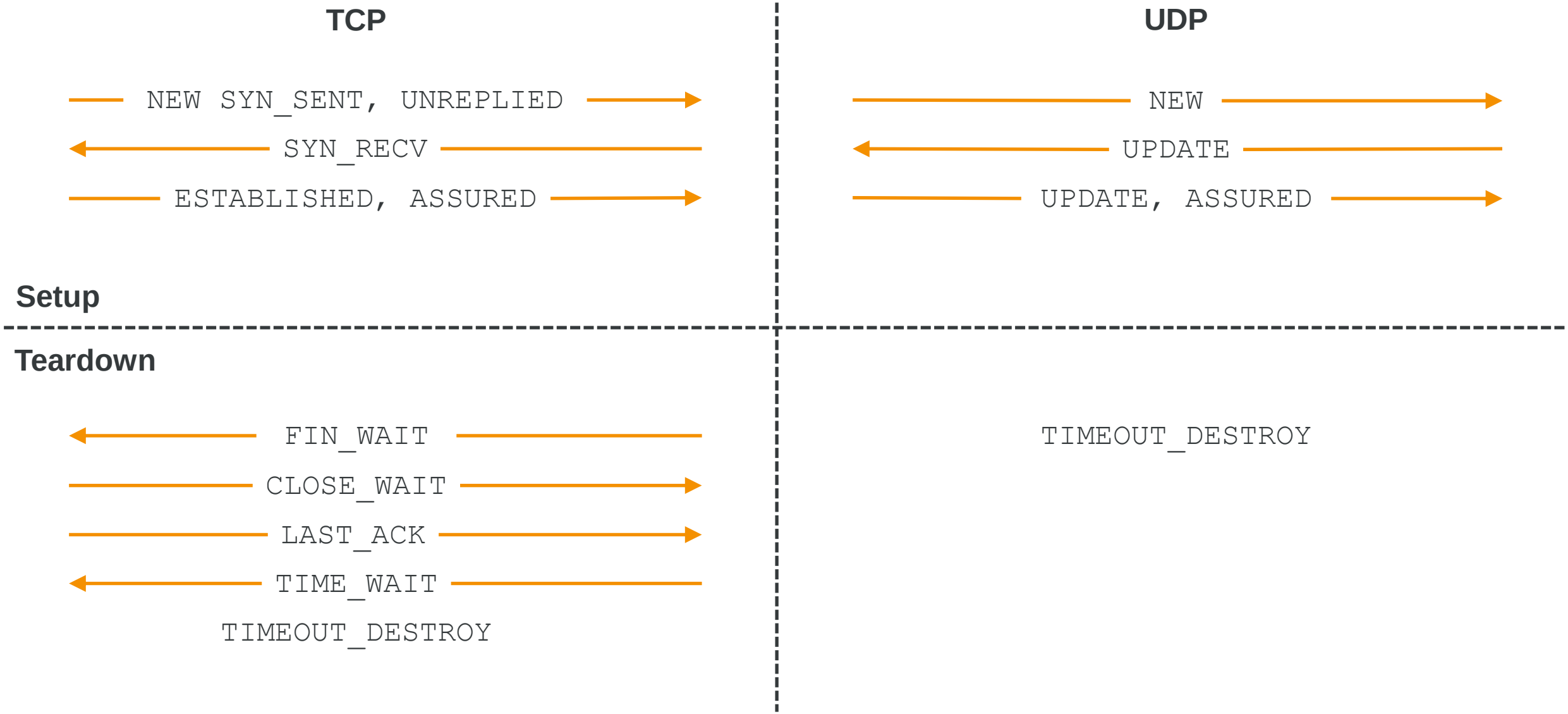


Stateful

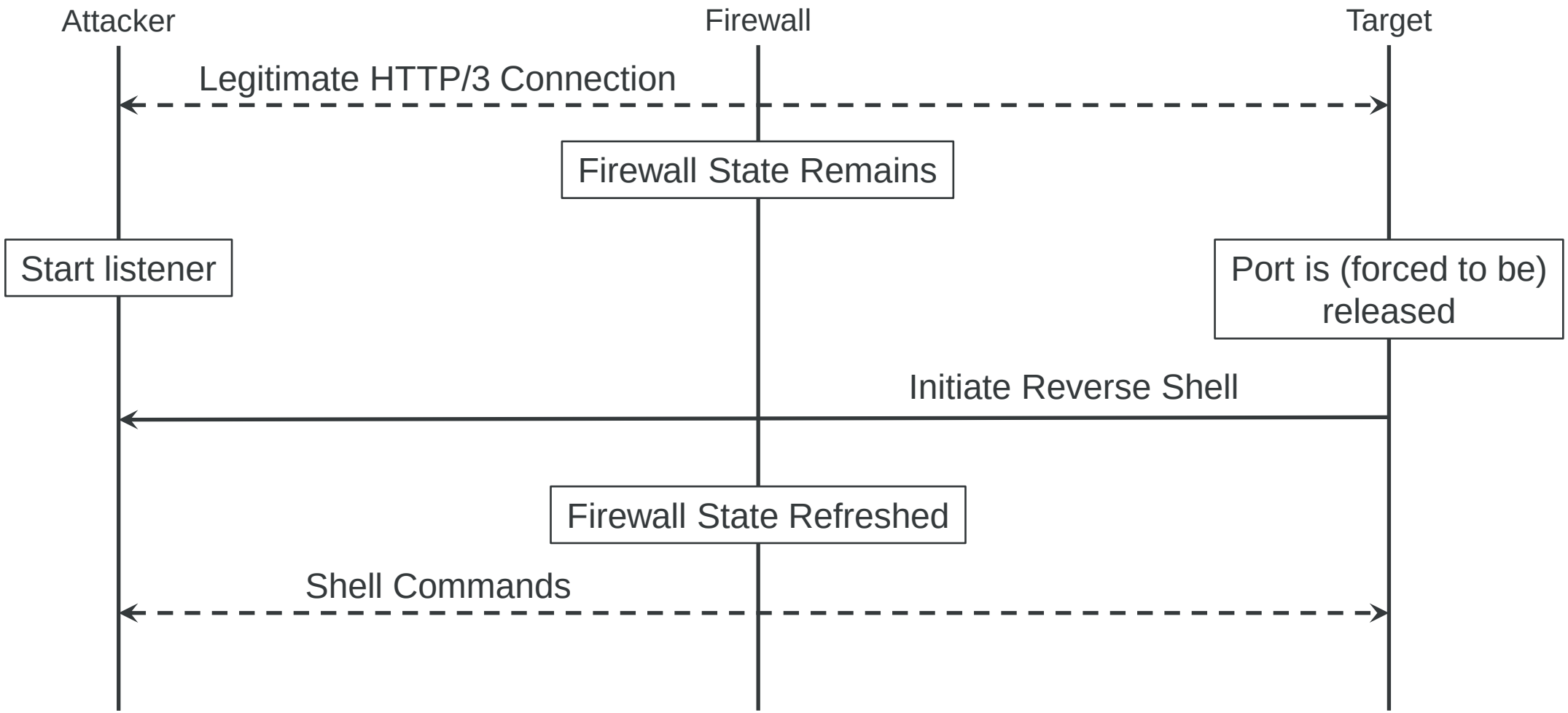


(.111, .234, 1234, 443, TCP)	SYN_SENT, UNREPLIED
(.112, .234, 2345, 443, TCP)	SYN_RECV
(.113, .234, 3456, 443, TCP)	ESTABLISHED, ASSURED
(.114, .234, 4567, 443, TCP)	FIN_WAIT

Stateful Tracking



UDP Hole Punching



Deep Packet Inspection with QUIC

Routing / Optimization

- Important metadata headers are encrypted → Impact on routing strategies.
- Limited support by load balancers → Bypasses possible.

Application Layer Security

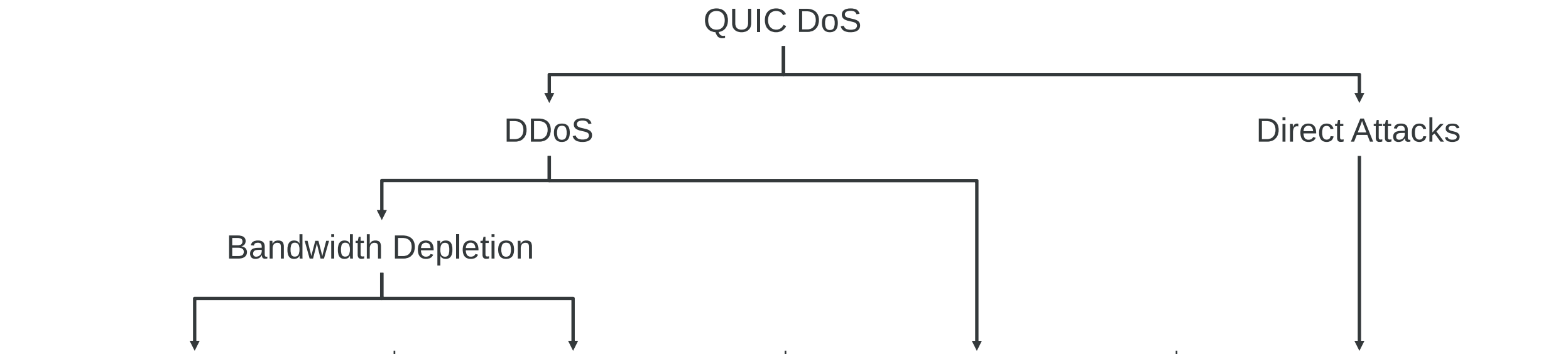
- Very limited support by existing WAFs.
- No support for the integrated multistreaming.

General Tooling Support

Tool	QUIC / HTTP/3	Alternatives
Wireshark	✓	
Chrome / Firefox	✓	
BurpSuite	✘	-
OWASP ZAP	✘	-
Nessus	✘	-
testssl, sslscan, …	✘	-
Postman	✘	Pororoca
curl (Experimental)	(✓)	
mitmproxy (Experimental, Forks)	(✓)	mitmproxy by meitinger
netcat	✘	quiccat by rossia (limited features)
socat	✘	quicat by pas2k

Disclaimer: No guarantees for any of those tools. Use carefully!

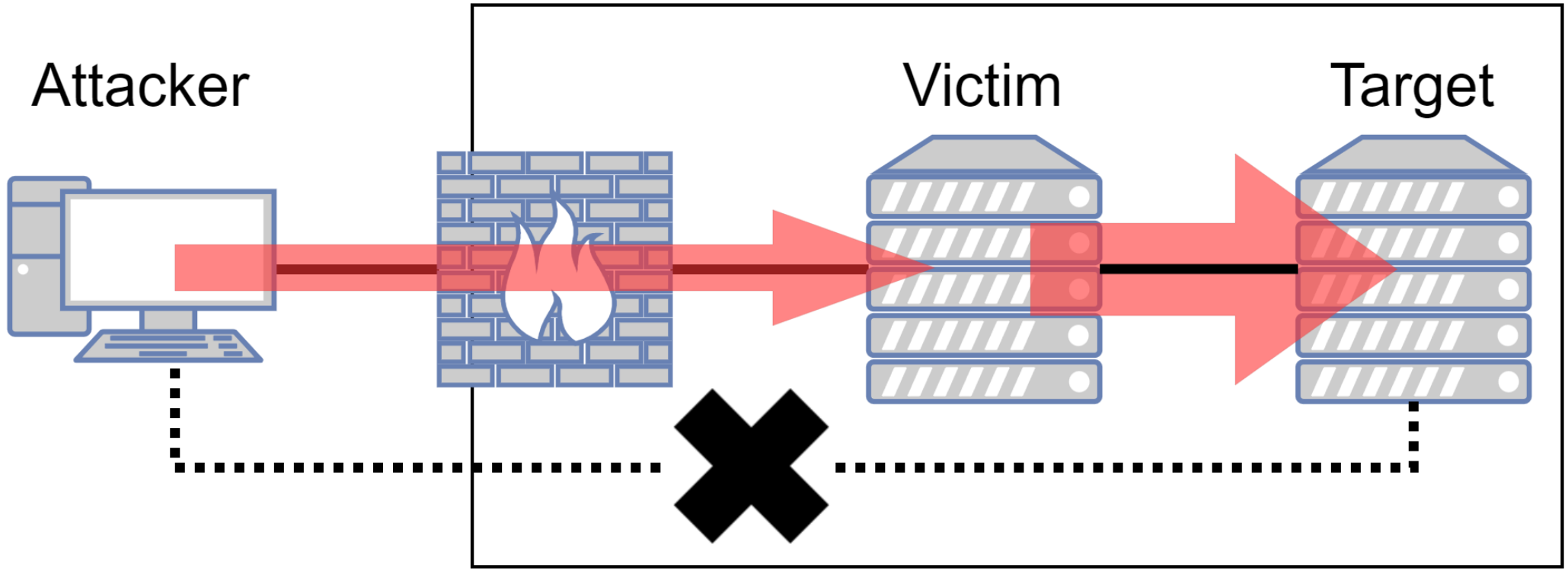
(D)DoS – Same Same but Different



Flood Attack	Amplification Attack	Resource Depletion	Packet Injection
• UDP Flooding	• **Connection Migration**	• Client Initial Flooding	• Handshake Termination
• Optimistic ACK	• **Server Initial**	• Stream Commitment	• Stateless Reset Oracle
	• 0-RTT Token	• Slow-Loris	
		• Stream Fragmentation	
		• Out-of-Context Frames	

Request Forgery

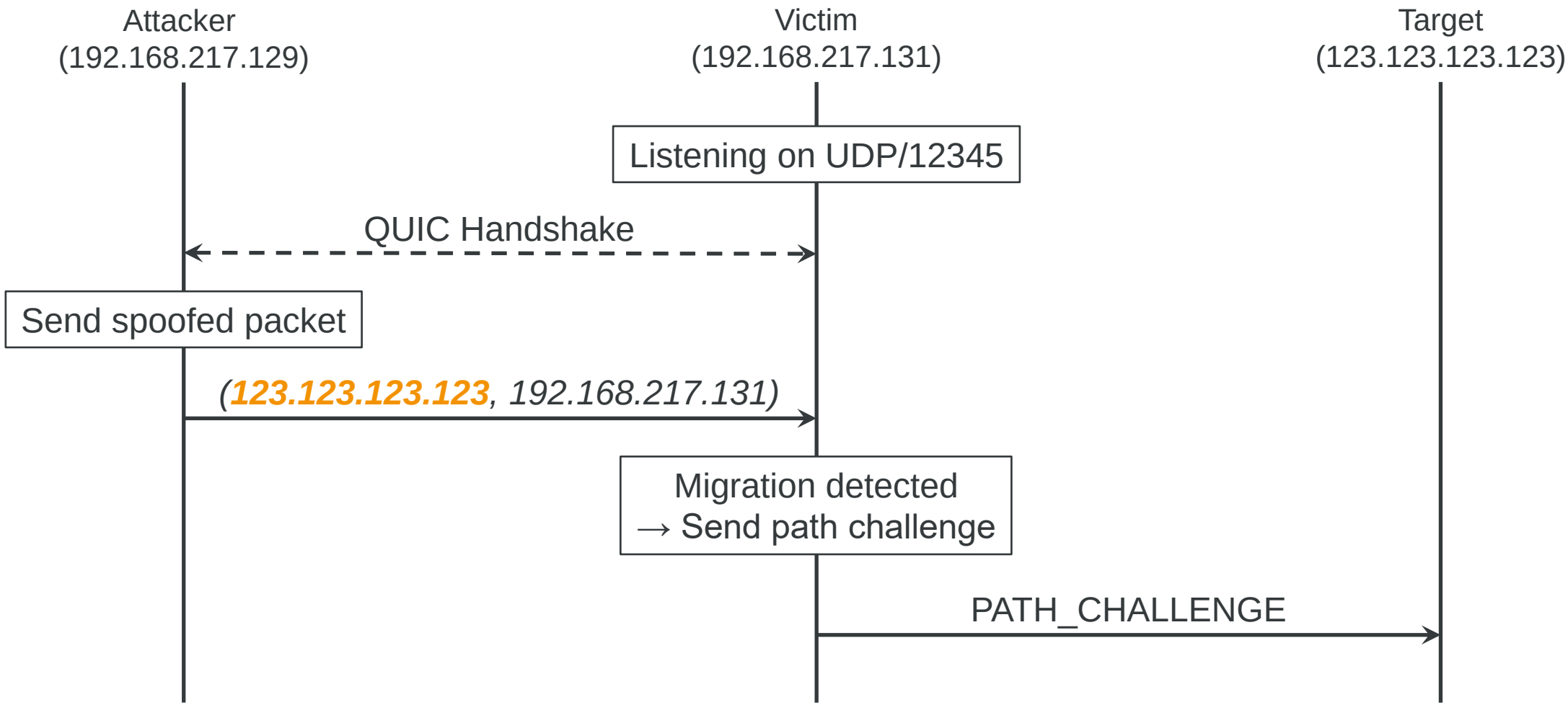
Client-side Request Forgery



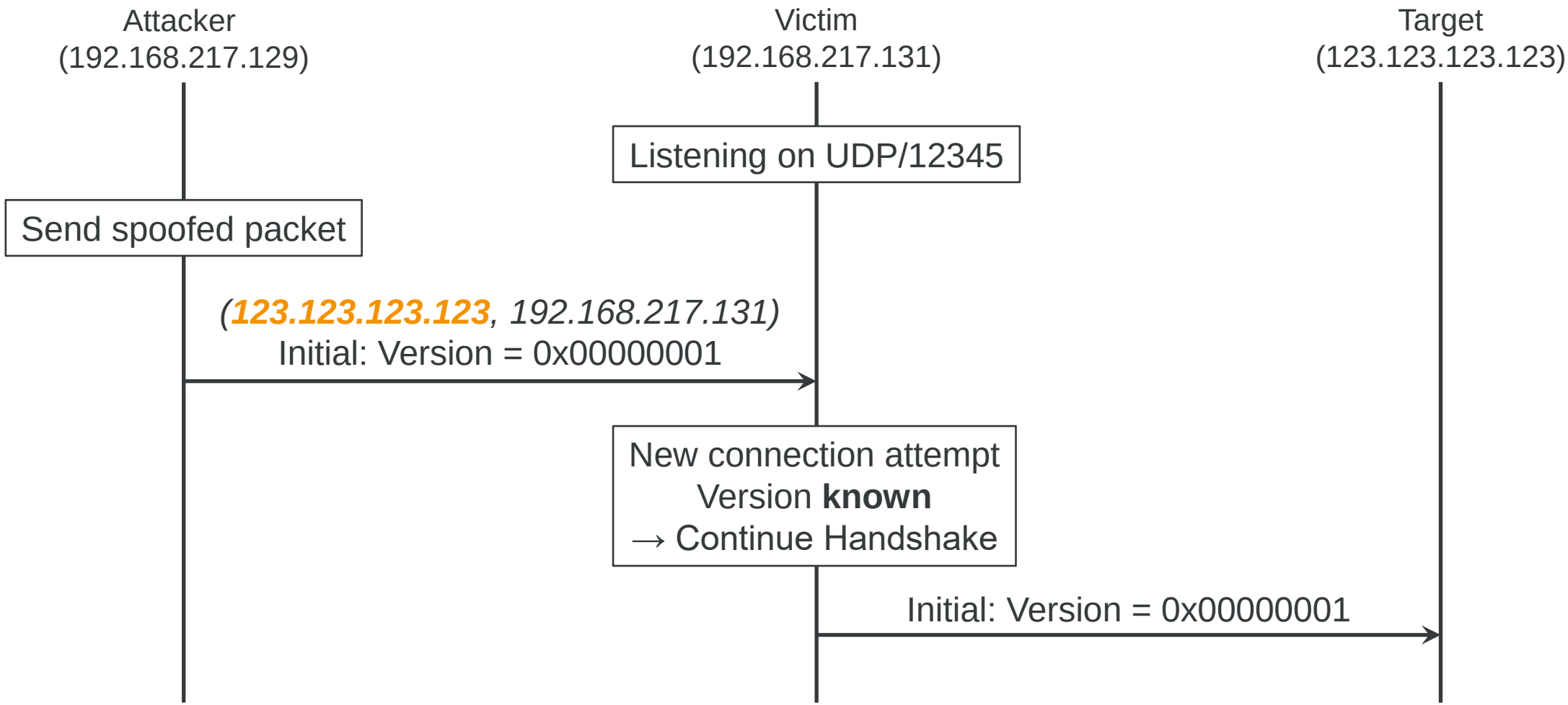
Bypassing Network Restrictions

Utilizing Victim Resources

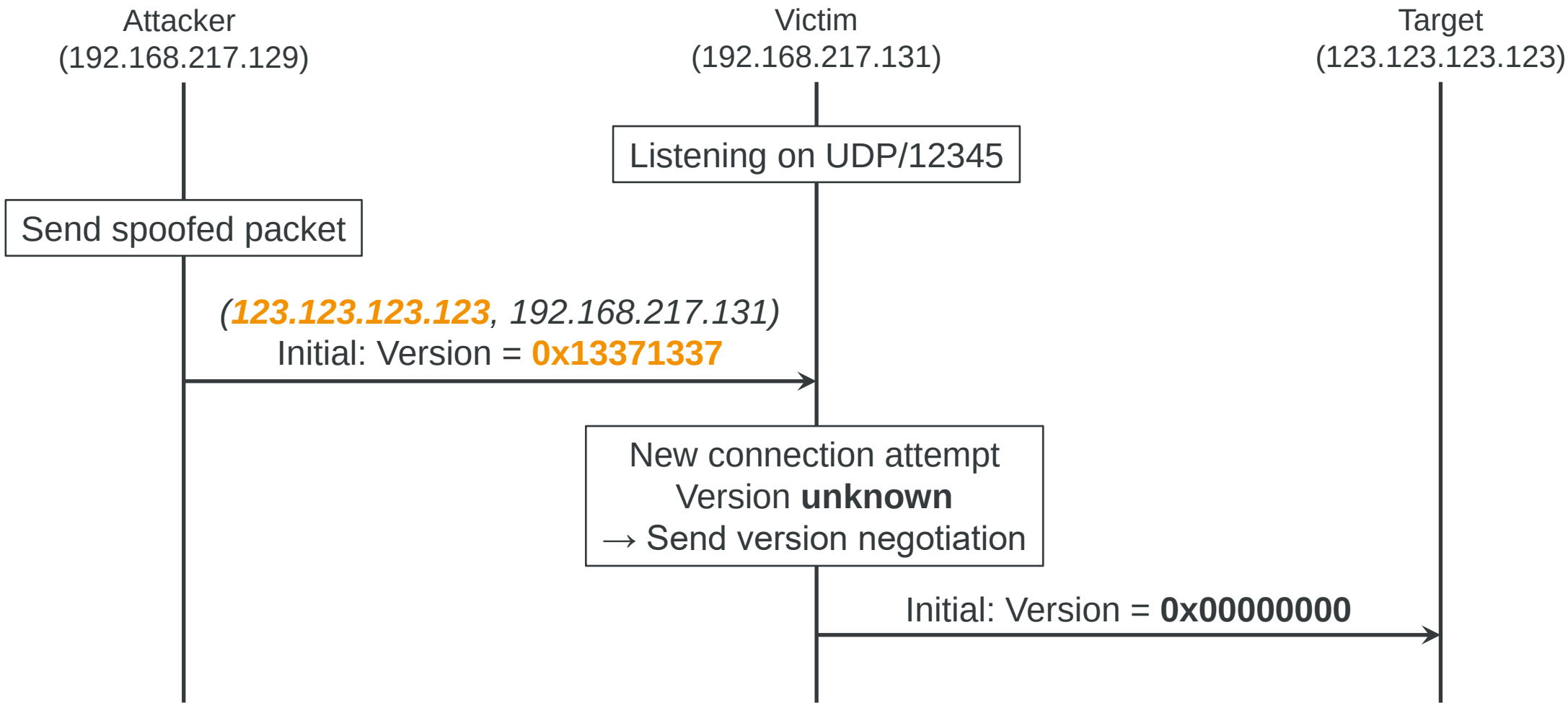
Connection Migration Request Forgery (CMRF)



Server Initial Request Forgery (SIRF)

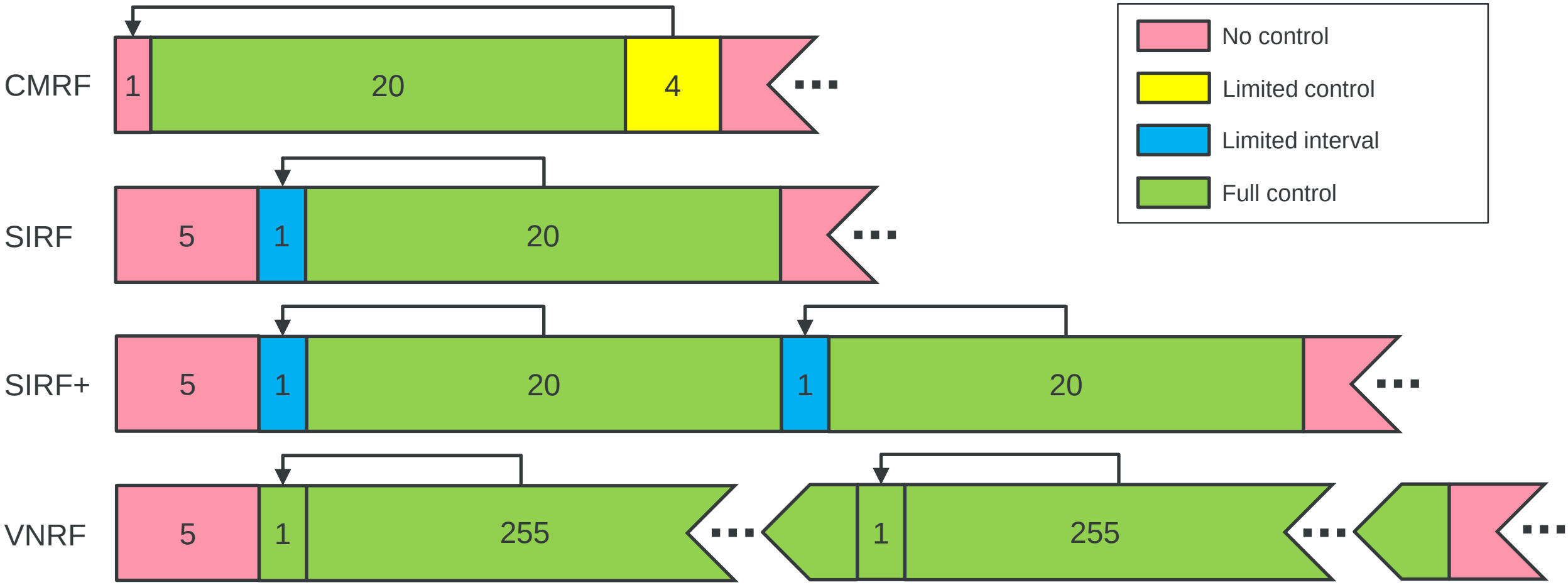


Version Negotiation Request Forgery (VNRF)



Protocol Impersonation

Controllable Bytes for Protocol Impersonation



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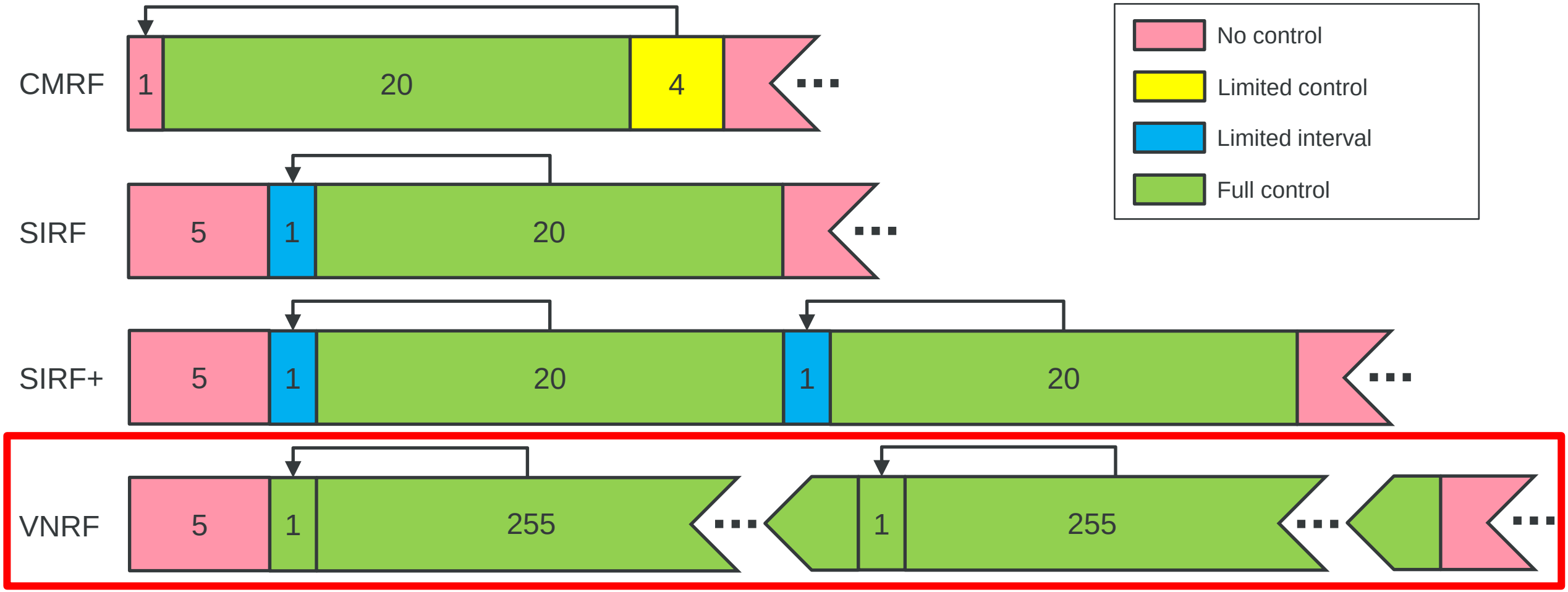
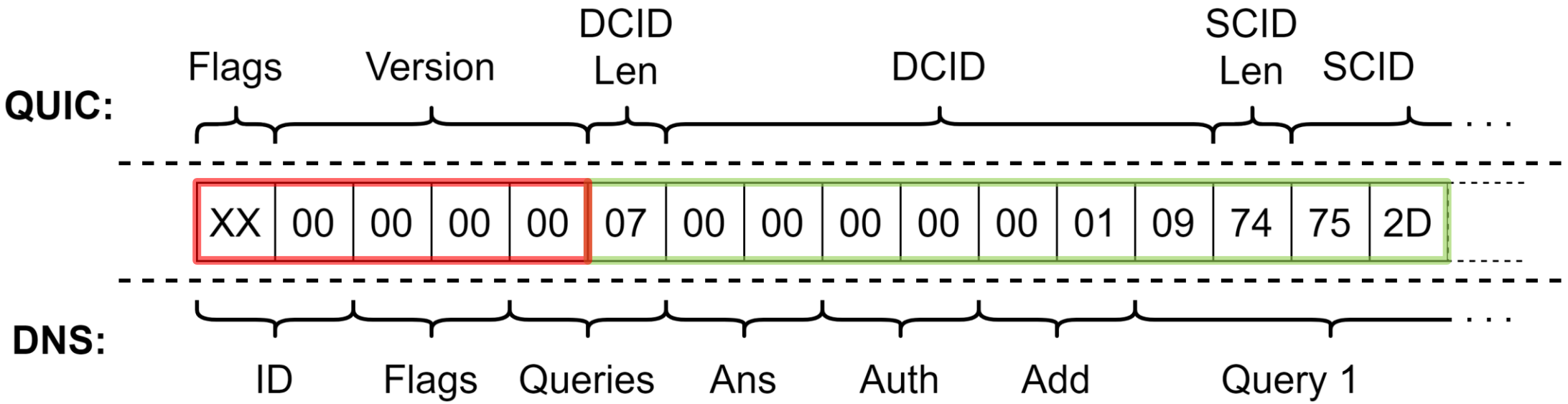
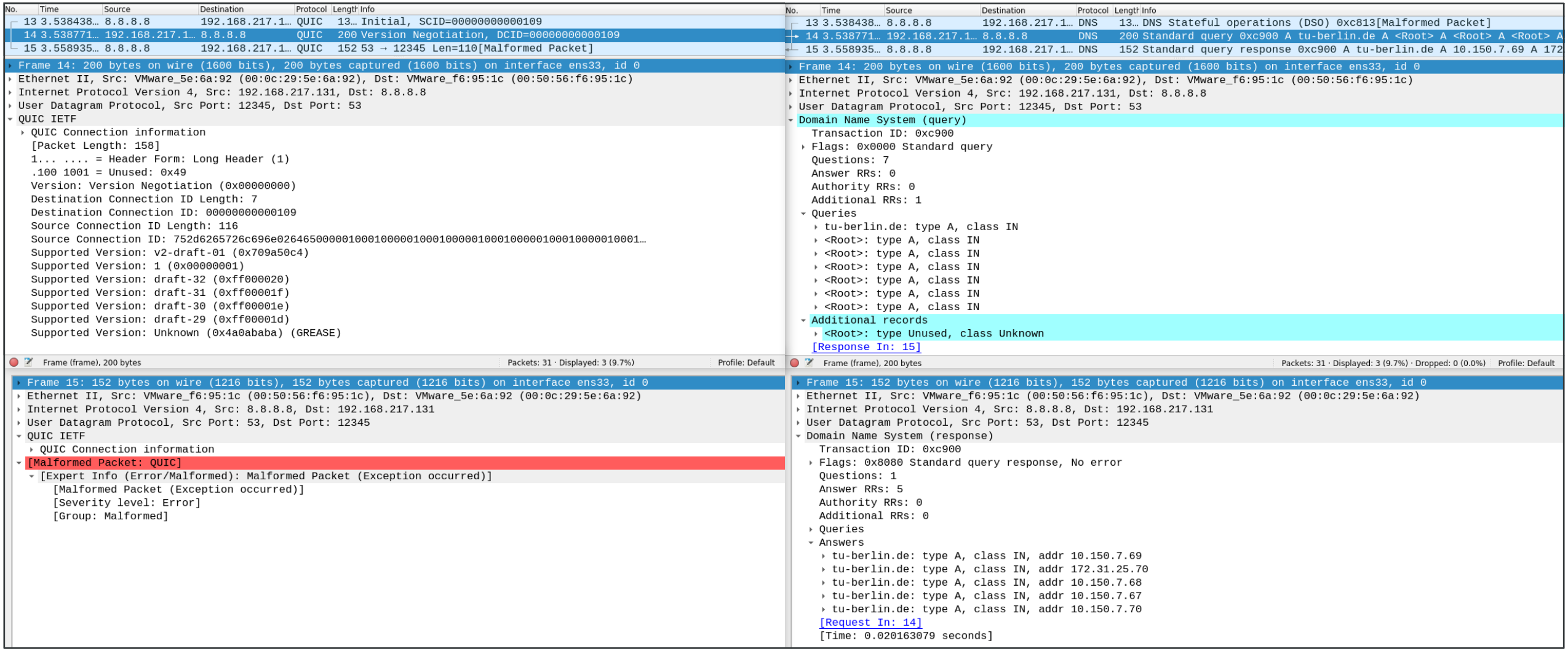


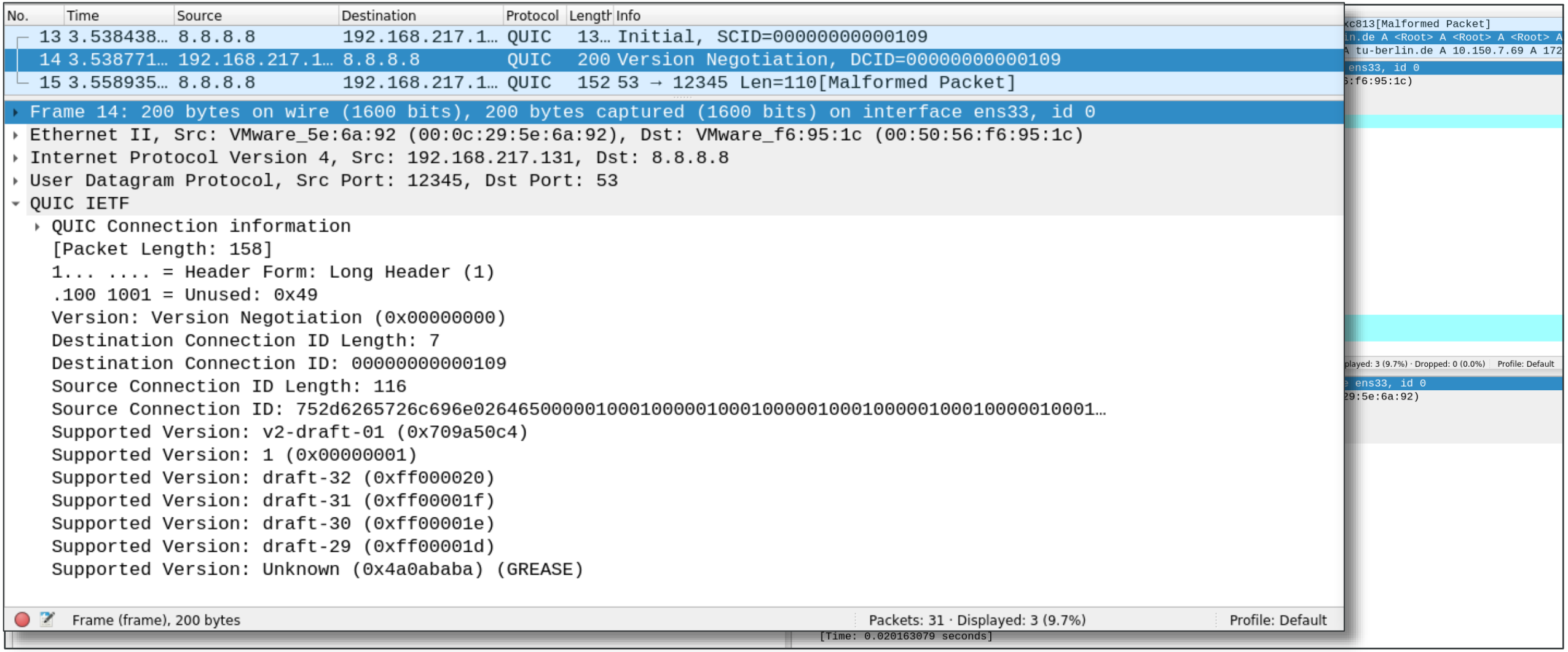
Impersonating DNS Requests with VNRF



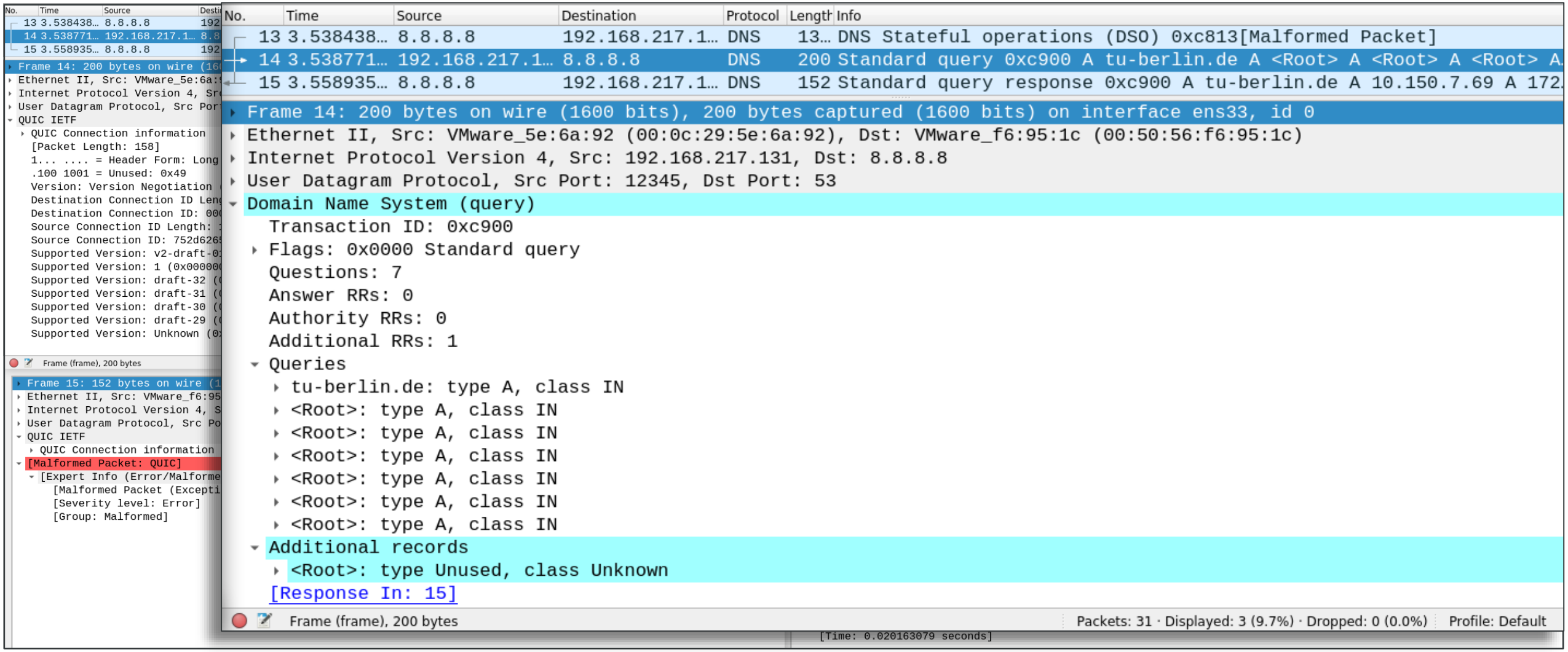
Impersonating DNS Requests with VNRF (cont‘d)



Impersonating DNS Requests with VNRF (cont‘d)



Impersonating DNS Requests with VNRF (cont‘d)



Mitigation

CID Reflection

- A server always choses a fresh SCID, also for version negotiation

Hashing

- A „seed“ for a CID still chosen by the client
- The server uses a hash of the seed as DCID
- An attacker would need to calculate the inverse to create a meaningful payload

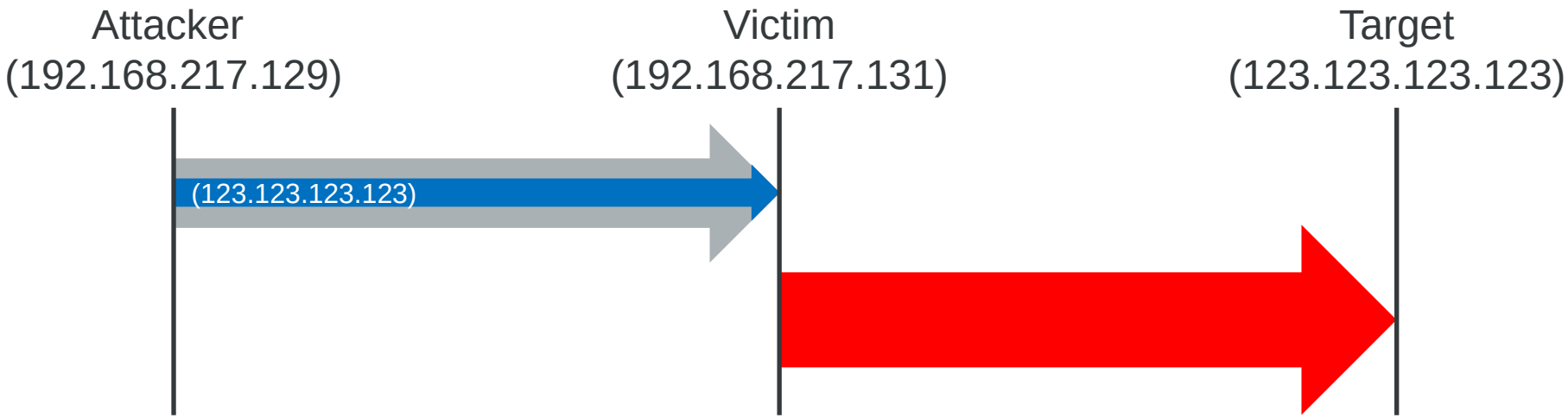
Masking

- QUIC headers get an additional field containing a masking value
- The masking value is randomly generated by the server
- The entire remaining header is XORed
- Client maintains control over DCID but payloads will appear „random“

Traffic Amplification

Path amplification VS Bandwidth Amplification

$$PAF = \frac{\#\ Bytes\ from\ victim\ to\ target}{\#\ Bytes\ from\ attacker\ to\ victim\ with\ spoofed\ address}$$



$$BAF = \frac{\#\ Bytes\ from\ victim\ to\ target}{\#\ Bytes\ from\ attacker\ to\ victim}$$

Amplification Pitfalls

"[…] not send more than three times the amount of data received on any unvalidated path."

Minimum path requirements

- „QUIC must not be used if the network path cannot support 1200 bytes datagrams“
- Ensured through padding of initial packets and path challenges
- Small packets on new paths are an issue
- ***Server should send two separate path validations***

Unbalanced handshake sizes

- Server initial packets are larger than client intial packets
- ***Server initial packets should never be larger than 3*1200 bytes***

Amplification Pitfalls

Reliability

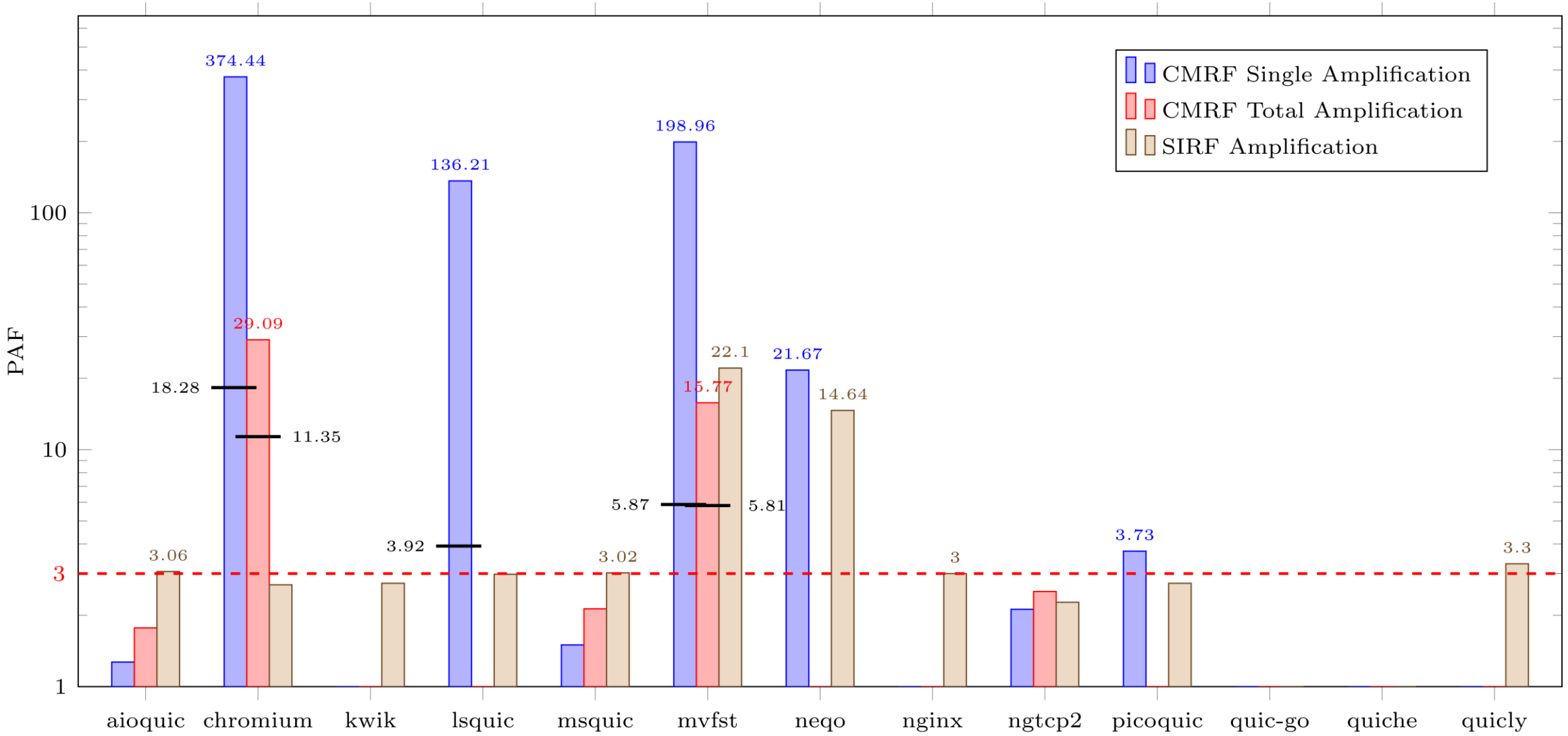
- No „typical“ reliability in path challenges, server can send multiple challenges
  - Initial bursts
  - Re-send with timeout
- ***Multiple challenges definitely surpass amplification limits***

- Normal packets are re-sent if the acknowledgment is not received
- ***Server should not re-send server initial packets***
  - Retries for the initial messages have to be handled by the client.

Mitigation

RTFM

Amplification



Conclusion

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- ***Greater attack surface and room for errors.***
- ***“Old” vulnerabilities become more relevant again.***
- ***Poor tooling support.***
  - Offensive and Defensive.
- ***We see a significant discrepancy between specification and implementations.***
- ***Novel attack vectors like protocol impersonation.***
  - Currently no built-in protection mechanism.

Thanks!

Blogpost with additional technical details:

https://r.sec-consult.com/quic

NDSS Paper about request forgery in QUIC:

https://www.ndss-symposium.org/ndss-paper/quicforge-client-side-request-forgery-in-quic/

Paper about firewall issues in QUIC:

https://arxiv.org/abs/2107.05939

Thanks for listening!