

## Emulation vs. Simulation: A Case Study with DoS Attacks

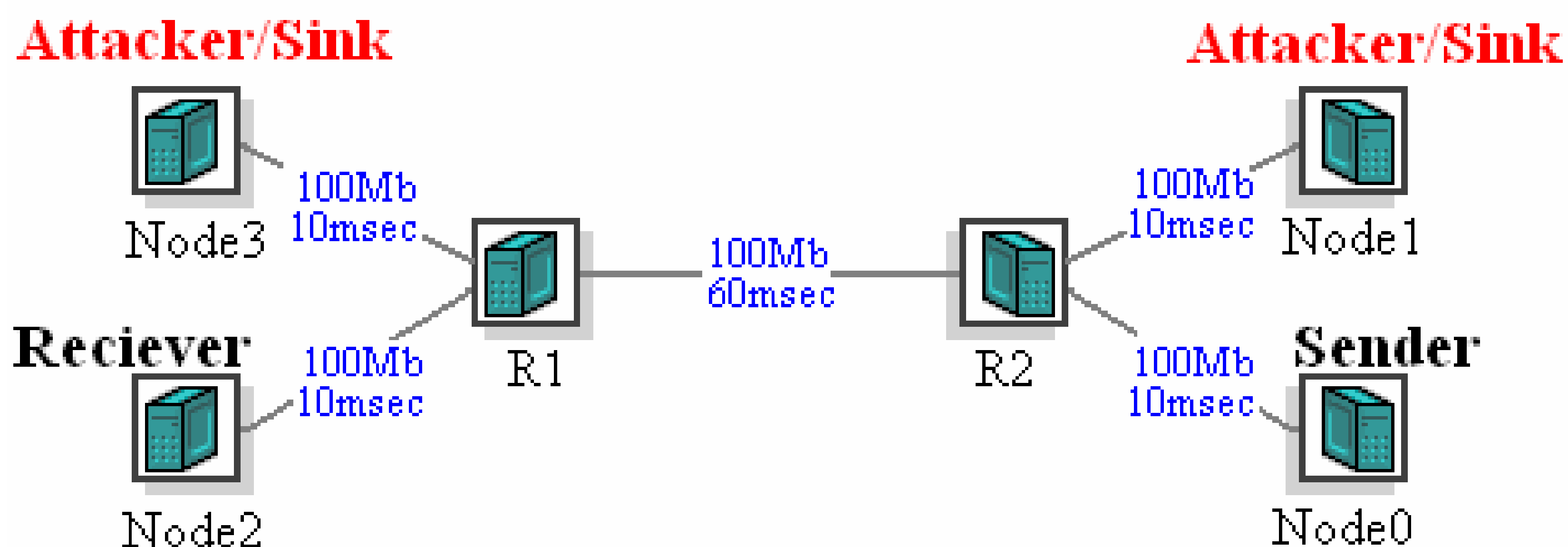
PIs: Sonia Fahmy, Ness B. Shroff

Student: Roman Chertov

<http://www.cs.purdue.edu/~fahmy/software/emist/>

A lot of research is done on simulators such as ns-2 and SSFNet. Simulators, however, cannot execute real applications, and only approximate various appliances. Emulation provides a way to use real appliances and applications, but is constrained by the number of nodes, types of appliances, and difficulty in configuration. Therefore, it is imperative to accurately compare the two, so that the strengths of both approaches can be harnessed.

It is crucial to understand the impact of attacks and the effectiveness of defense mechanisms on *real* networks. Results obtained on an emulation testbed can be used to develop simulation models.



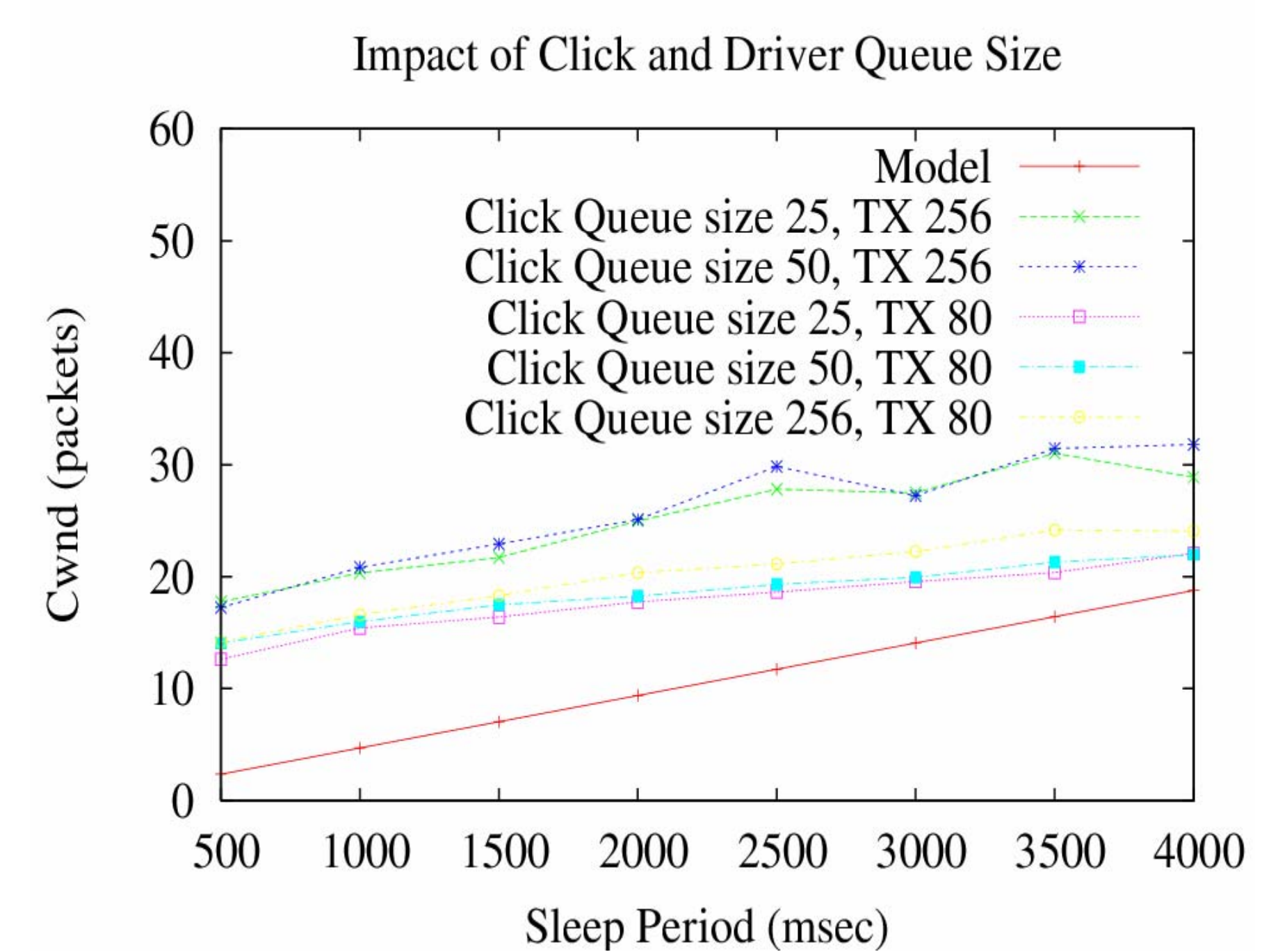
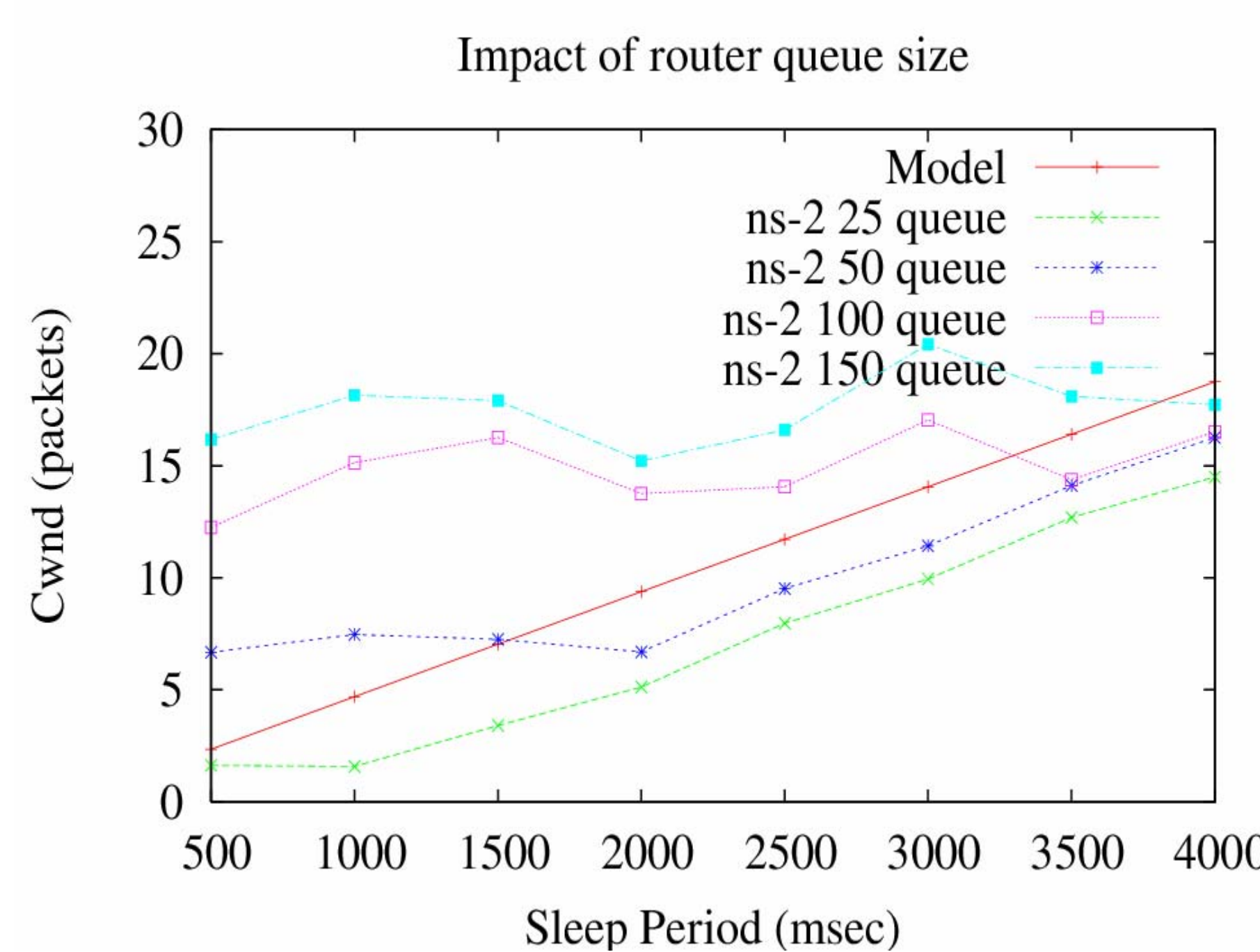
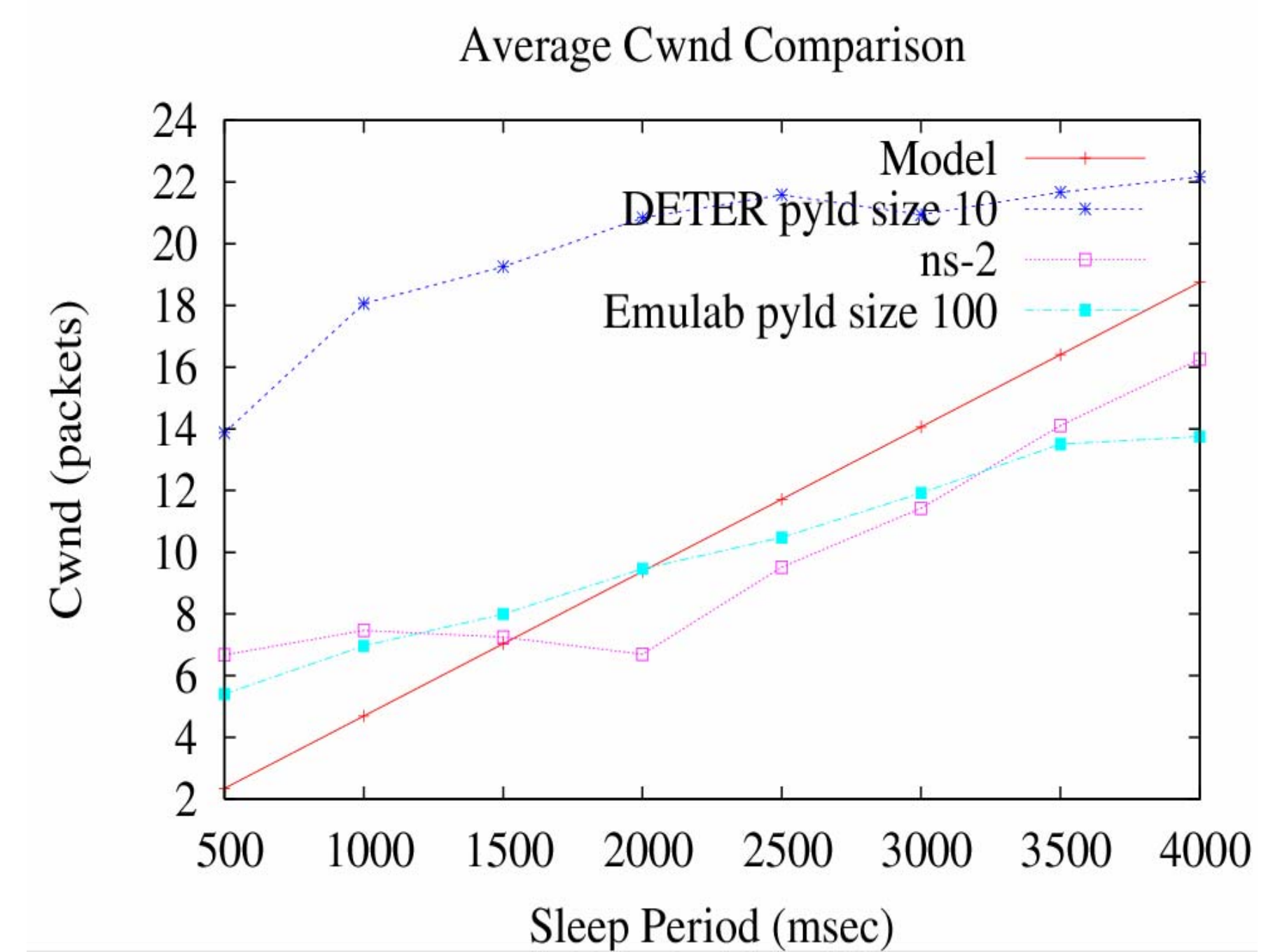
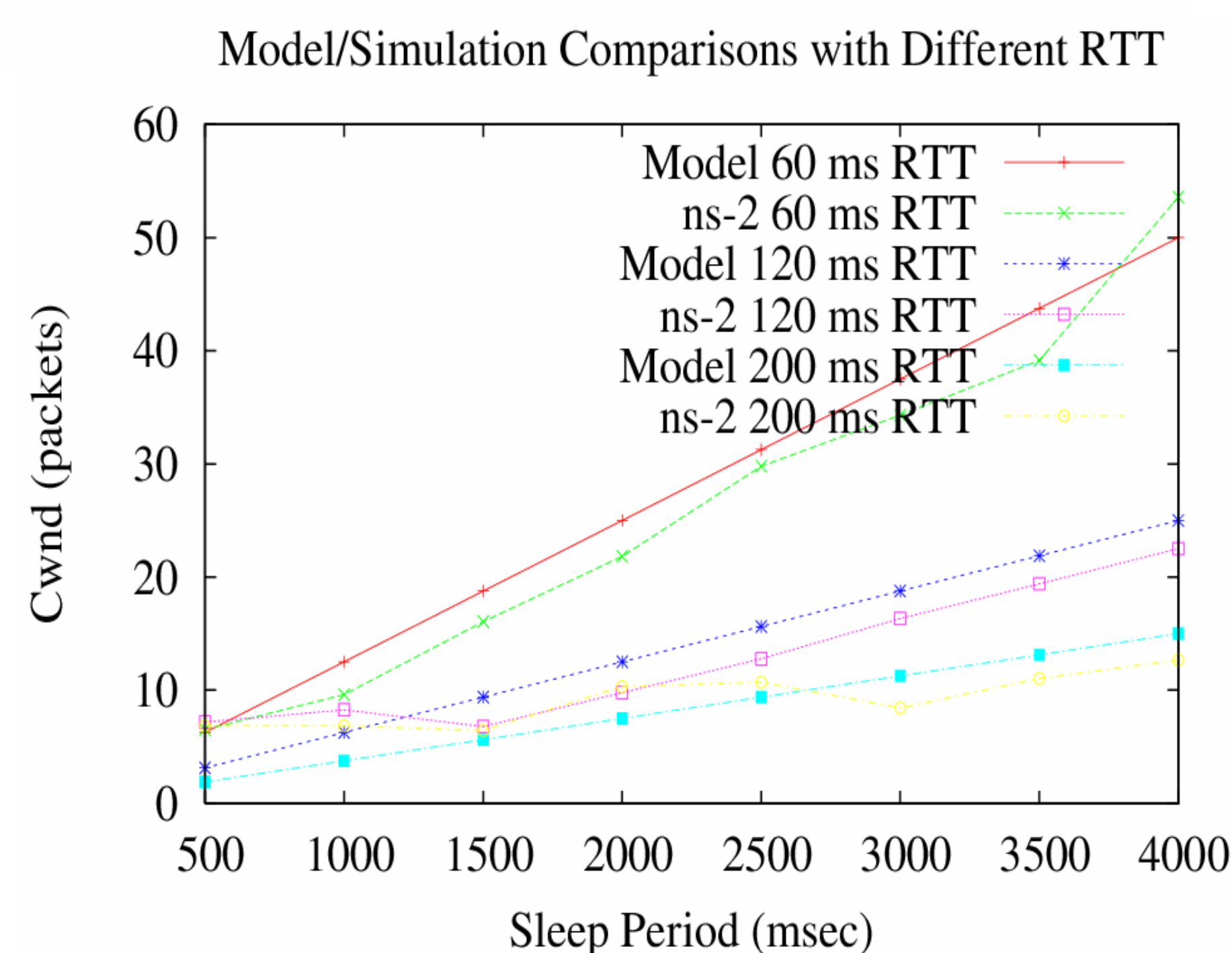
Simple topology for simulating and emulating a TCP-targeted low-rate attack. The attacker sends short pulses at a fixed frequency to exploit the TCP congestion control mechanism.

Our results indicate that an attack pulse length of one RTT is the most effective, and our analytical and simulation results match.

Large queue sizes can effectively dampen the attack when the TCP flow has not reached its full transfer rate.

Discrepancies between testbed results are attributed to differences in the underlying hardware and system software.

Click experiments demonstrate the importance of device driver settings.



### Model Overview

$\alpha$  is the Cwnd growth during a sleep period

$t$  time between two loss events

$$W_{max} = \lim_{i \rightarrow \infty} (2^{-i} W_I + \alpha (\sum_{j=0}^{i-1} 2^{-j})) = 2\alpha$$