



2011 - OBA-6D1 - A Null Space Based Defense for Pollution Attacks in Network Coding - newella@purdue.edu - ENS

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A Null Space Based Defense for Pollution Attacks in Network Coding

Andrew Newell, Cristina Nita-Rotaru

Abstract

A network coding system allows intermediate nodes of a network to code packets together which ultimately results in better network performance. Due to the nature of network coding, it is difficult to impose hop-by-hop data integrity as intermediate nodes change packet contents. Without hop-by-hop data integrity, a byzantine adversary can mount a denial of service attack (pollution attack) which cripples a network coding system. Much work has focused on pollution defenses, but they all have limitations in terms of time synchronization, expensive computations, and large coding headers. A recent solution based on null spaces [3] has the potential to escape the aforementioned limitations. However, their solution does not work for arbitrary network topologies. We propose a new protocol with a novel null space splitting technique that ensures practical defense for arbitrary topologies.

2. Null Keys

Rowspace and null space:

• Rowspace of A: all linear combinations of the rows of **A**, i.e., a linear subspace

• Generation independent portion: 1468 bytes per column

• Generation dependent portion: 32 bytes per column **Protocol strategy:**

1. Initially, source distributes generation independent

1. Network Coding

Network coding: New paradigm for routing protocols.

Store-and-forward

Network coding

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Intra-flow network coding:

Coding packets together within a single flow, e.g., MORE protocol:



• Null space of **A**: all column vectors **x** s.t. $\mathbf{y} * \mathbf{x} = 0$ where $\mathbf{y} \in \mathsf{Rowspace}$ of \mathbf{A}

Null space pollution defense:

All coded packets in an intra-flow network coding system are linear combinations of a matrix **A**.

 $\mathbf{c} = \mathbf{r} * \mathbf{A}$

Given a subspace of the null space as a matrix K (a null key) the following verification can occur for any coded packet.

 $\mathbf{c} * \mathbf{K} \stackrel{?}{=} \mathbf{0}$

Null key size trade-off:

Small null keys are easier to distribute to forwarder nodes.



- null keys
- 2. Each generation, source distributes generation dependent null keys
- 3. Each generation, forwarders receive generation dependent null keys, combine with generation independent null keys to obtain the full null key K
- 4. Upon receiving coded packets, forwarders verify **c** * $\mathbf{K} = \mathbf{0}$

4. Evaluation

Simulation methodology:

- Simulator: GlomoSim
- Topology: RoofNet 38 node network
- Simulation run: random source-destination pair, 400 second transfer
- Experiment: 200 simulation runs, metrics plotted as CDF

Simulated protocols:

• MORE: standard intra-flow network coding protocol [1]

• Higher throughput

- Reliability
- Energy efficiency

Pollution attack:



• Epidemic spreading

- Late discovery
- Cannot easily verify coded packets

Large null keys reduce the probability that a byzantine adversary can pollute.

3. Splitting the null key

Motivation:

• Null keys are large

• Forwarders need a new null key each generation

• Each forwarder needs its own unique null key

Splitting a null space:

Let $\mathbf{A} = [\mathbf{I} | \mathbf{X}]$ where \mathbf{X} is the data for a generation and $N(\mathbf{A})$ be represented by the column space of **B**. We show that a large portion of **B** can remain constant for multiple generations.

$$\mathbf{A} * \mathbf{B} = \mathbf{0} \Rightarrow [\mathbf{I} | \mathbf{X}] * [\mathbf{S}^{t} | \mathbf{I}]^{t} = \mathbf{0}$$
$$\Rightarrow \mathbf{I} * \mathbf{S} + \mathbf{X} * \mathbf{I} = \mathbf{0}$$
$$\Rightarrow \mathbf{S} + \mathbf{X} = \mathbf{0}$$
$$\Rightarrow \mathbf{S} - \mathbf{X}$$

Splitting null keys:

• SNK: our split null key protocol

- KFM: representative cryptographic-based protocol [4]
- DART: alternative time-based pollution defense protocol [2]

Simulation results:



References

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