

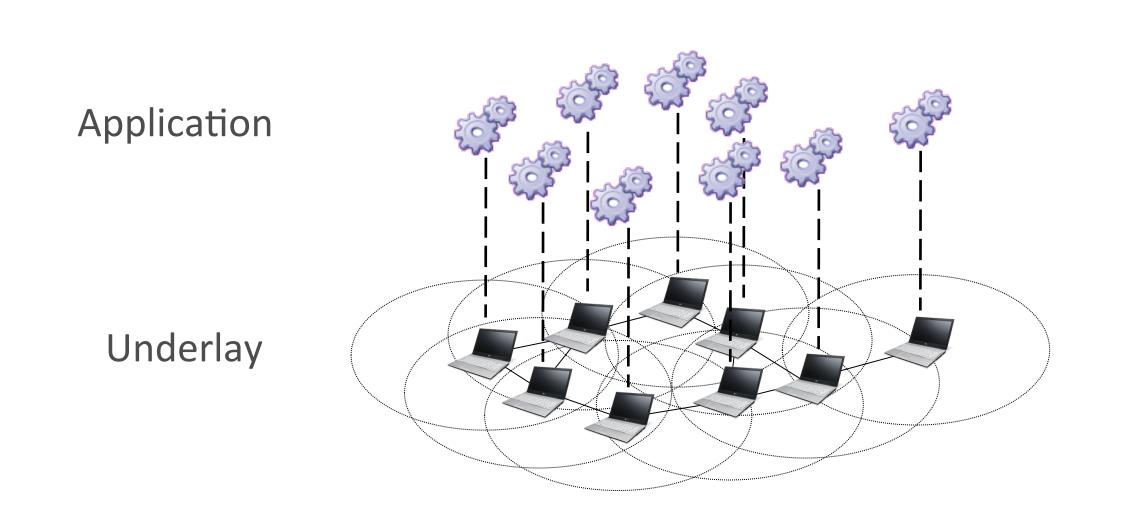
# Robust Routing in Mobile Peer-to-Peer Systems



## **Christian Gottron**

### Mobile Ad hoc Networks

# Peer-to-Peer Systems

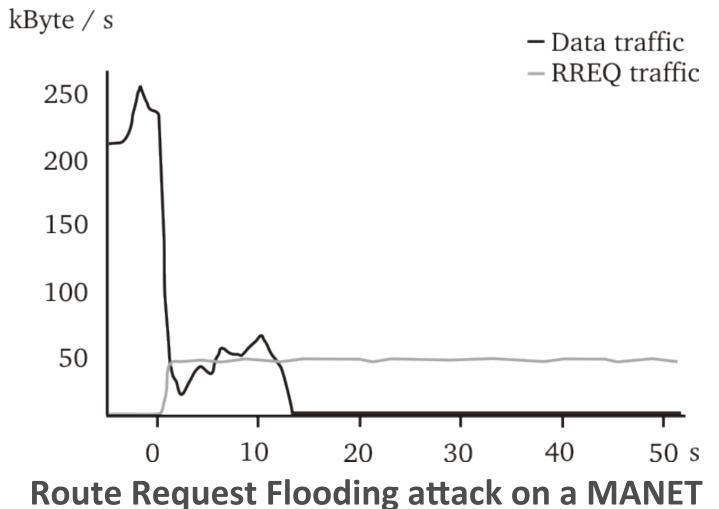


#### **Mobile Ad hoc Networks**

- Establishing networks spontaneously
- Adapted routing algorithms required

#### Challenges

- Wireless communication
- Dynamic network topology
- Limited resources

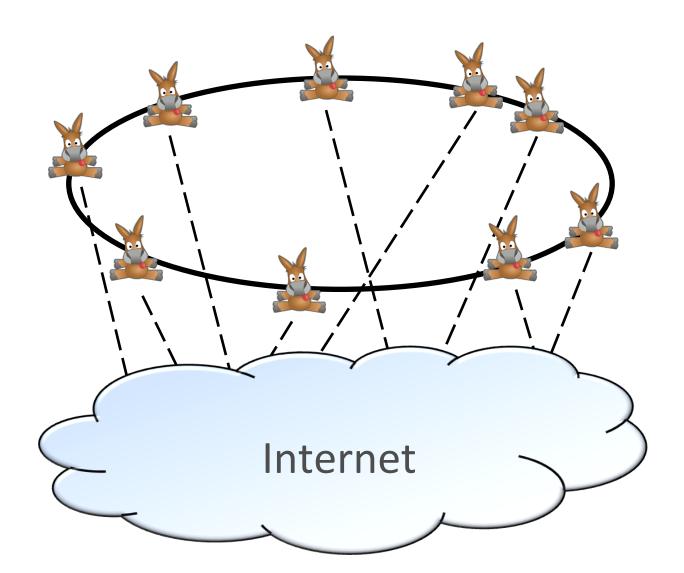


#### Vulnerable to multiple attacks

- ► Flooding attacks
- Loop Forming attacks
- Blackhole attacks

#### **Security mechanisms**

- ► Intrusion Prevention Systems
- Intrusion Detection Systems
- Intrusion Response Systems



Overlay

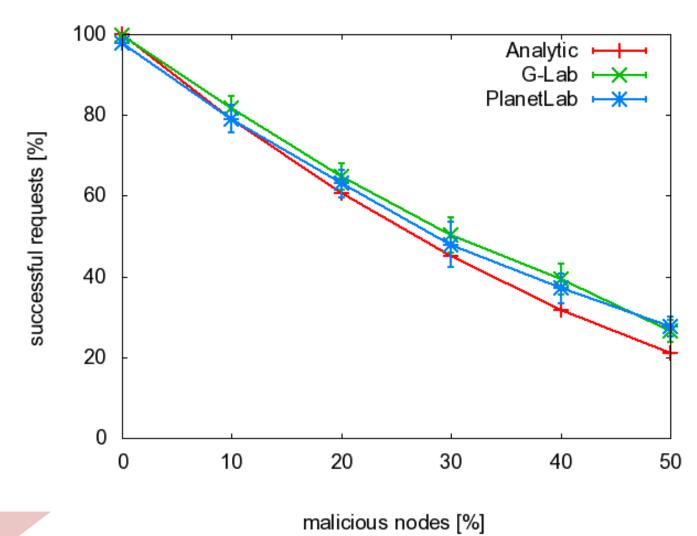
Underlay

#### Peer-to-Peer distributed hash tables (DHT)

- Decentralized and self-organized
- Scales well to the network size

#### Challenges

- Operation requires cooperation
- Decentralized nature, no coordinating instances



**Incorrect Lookup Routing attack on a DHT** 

Vulnerable to multiple attacks

- Incorrect Lookup Routing
- Sybil Attack
- ► File Poisoning

#### **Security mechanisms**

- Robust routing based on redundancy
- Distribute replicas of stored objects

Overlay nodes

Underlay nodes

O Benign node

Malicious node

Benign node

Malicious node

# Mobile Peer-to-Peer

#### **Mobile Peer-to-Peer Network**

Combining Peer-to-Peer and Mobile Ad hoc **Networks** 

#### New challenges for the Overlay

- Strongly limited resources
- Dynamic topology

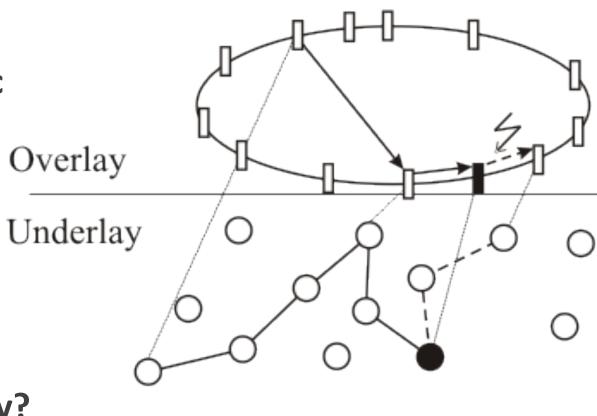
#### How to secure the Mobile Peer-to-Peer overlay?

#### **Example: Incorrect Lookup Routing attack**

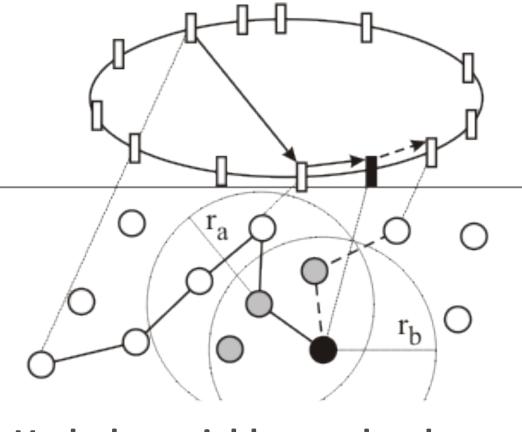
- ► Traditional security mechanisms:
  - ► Iterative Routing
  - ► Redundant Routing
  - •••
- Based on redundancy
- Not applicable in Mobile Peer-to-Peer
  - **▶** Due to limited bandwidth

#### **Cross layer approach**

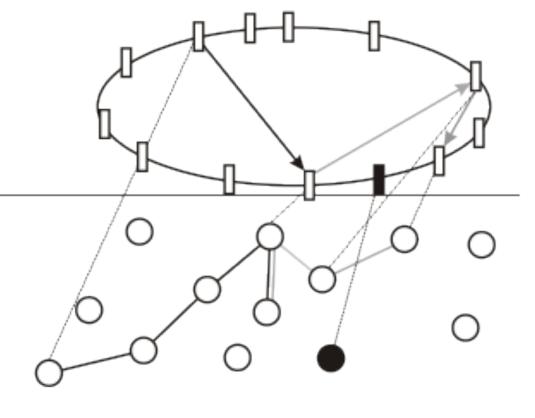
- ► Harness underlay information to detect malicious behavior
- Adapted underlay security mechanisms



Malicious overlay node drops lookup request



Underlay neighbor nodes detect dropped lookup request



Underlay neighbor node informs previous intermediate overlay node

