

Account Lockouts: Characterizing and Preventing Account Denial-of-Service Attacks

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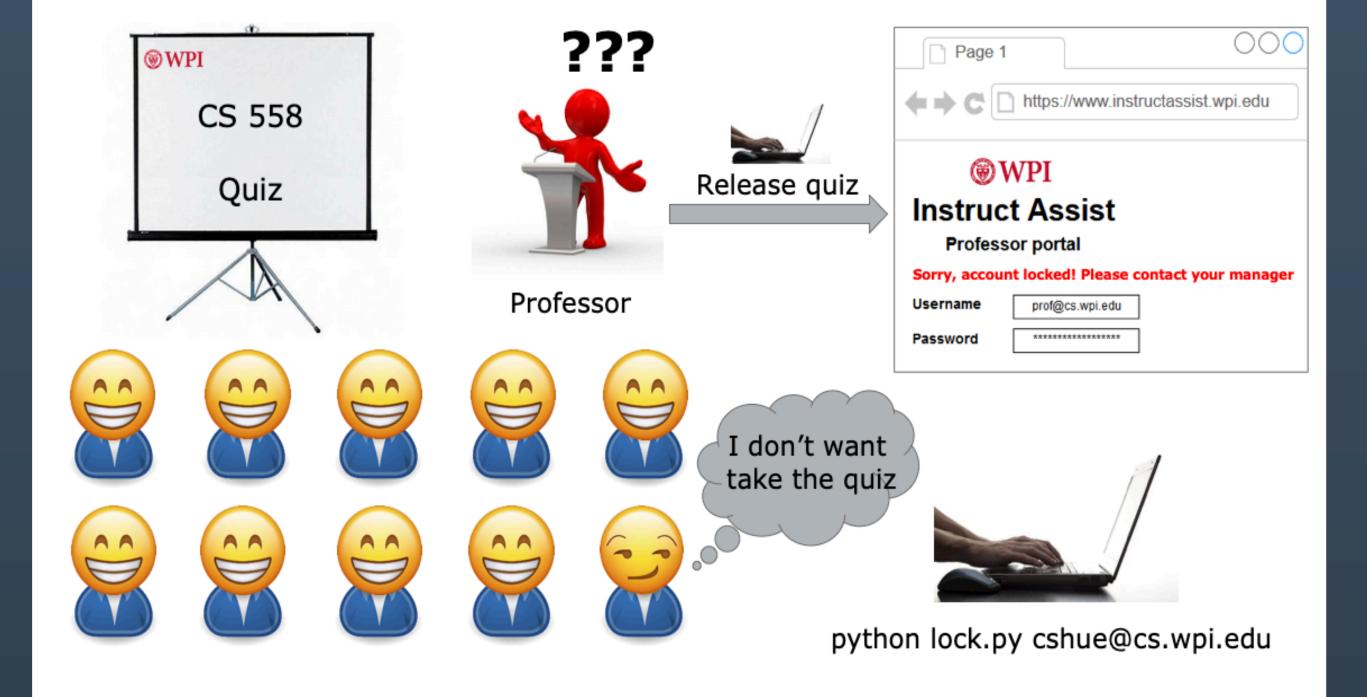


Introduction

- Enterprises lock accounts after a given number of failed login attempts, which combats password guessing.
- However, attackers can easily find a target username (e.g. from the email addresses) and launch an account lockout attack by logging in with a series of incorrect passwords.
- Account lockout thresholds and durations vary by security standard, but each make lockouts easy to trigger.

Standard	Lockout Thresholds	Lockout Periods
NIST	100	30 seconds – 60 minutes
SANS	5	30 minutes
PCI	6	30 minutes

Example Attack Scenario

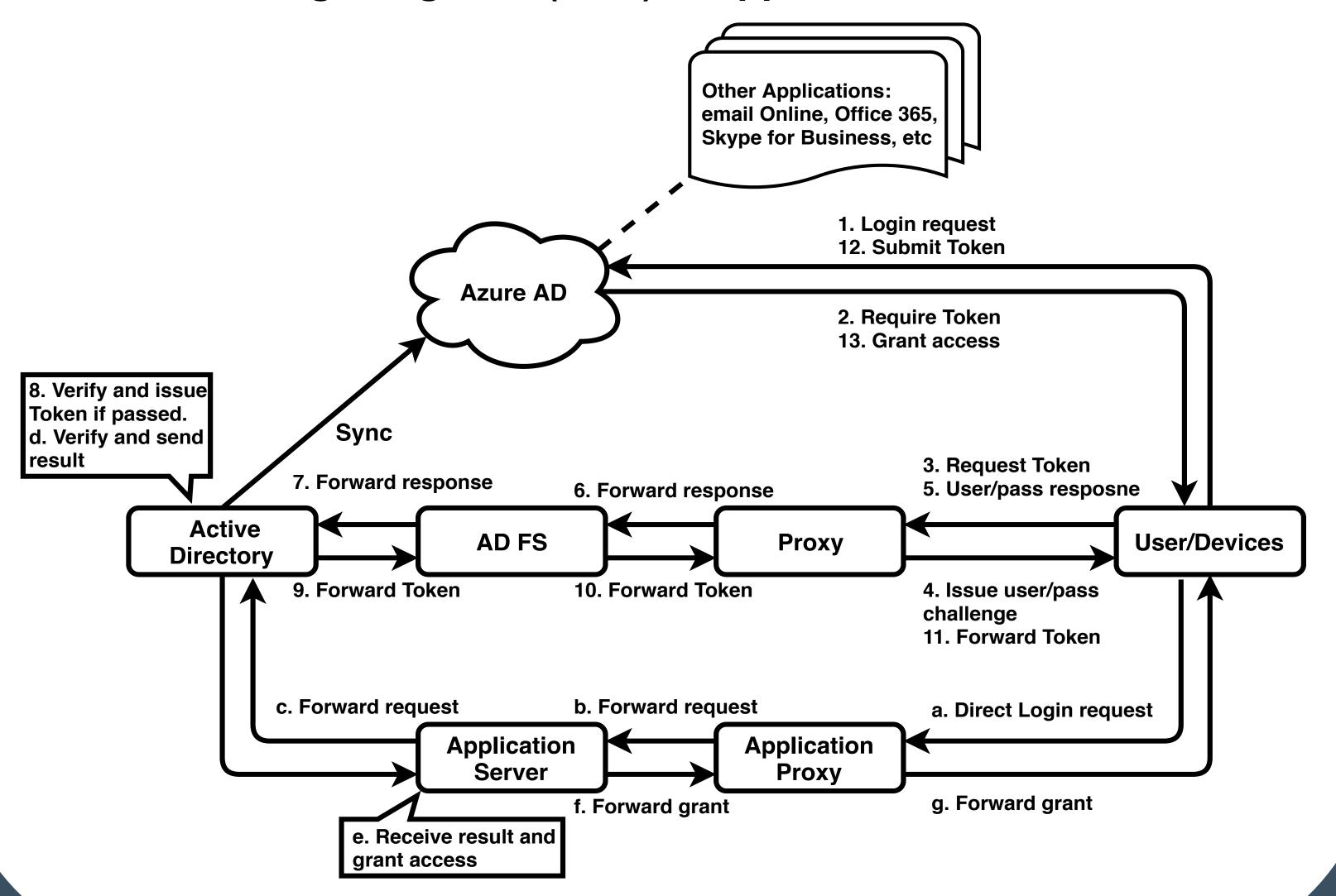


Research Questions

- Is this attack a threat to real-world enterprises?
- If so, how many organizations are affected?
- Without modifying the legacy systems and devices, how can we stop password guessing while granting access to legitimate users?

Case Study: Microsoft Active Directory

- Used by 95% percent of Fortune 1000 companies
- Supports a variety of applications like Office 365, Skype for Business, and Workday
- Provides Single-Sign-On (SSO) to applications



Threat Measurement

Production Environment Study:

- An organization with over 5,000 employees gave us permission to test the attack on their system.
- From an attacker's perspective, we identify the attack surfaces.
- We target those attack surfaces and successfully locked the test account, which was confirmed by their IT staff.

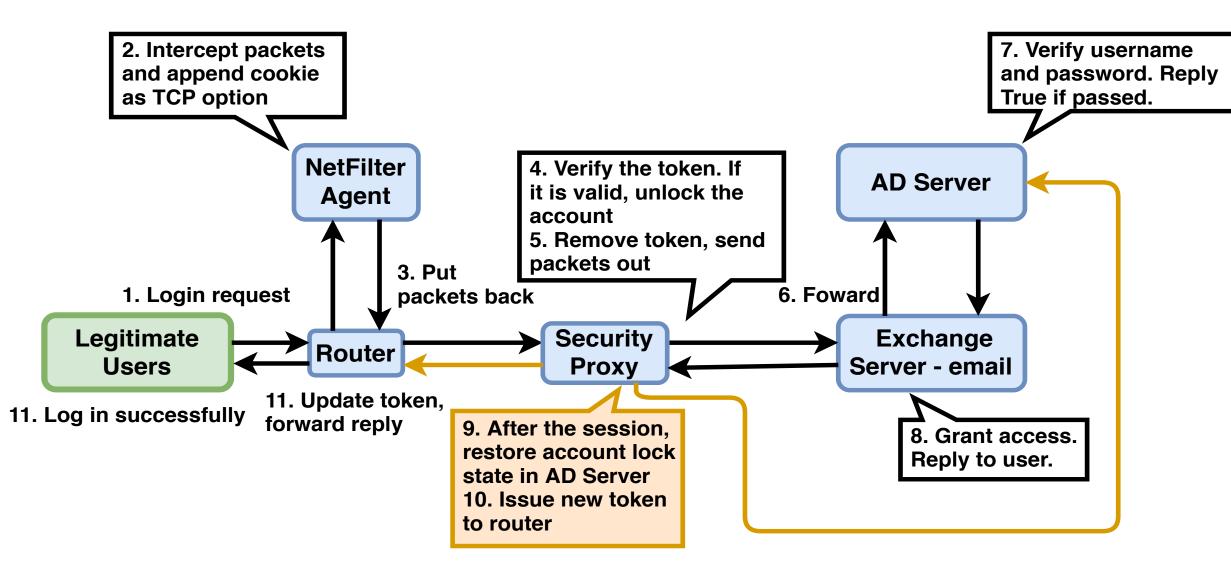
Large Scale Measurements:

- Focus on Fortune 1000 companies and 1066 top higher education organizations
- Identify attack surface exposed by Active Directory and related applications
- Result: <u>58%</u> of Fortune 1000 and <u>77%</u> of the education organizations are affected

Token-based Countermeasures

Residential router token insertion

- Home router inserts tokens into TCP options
- Security proxy verifies token. If valid, it unlocks the account, removes the token and sends request.

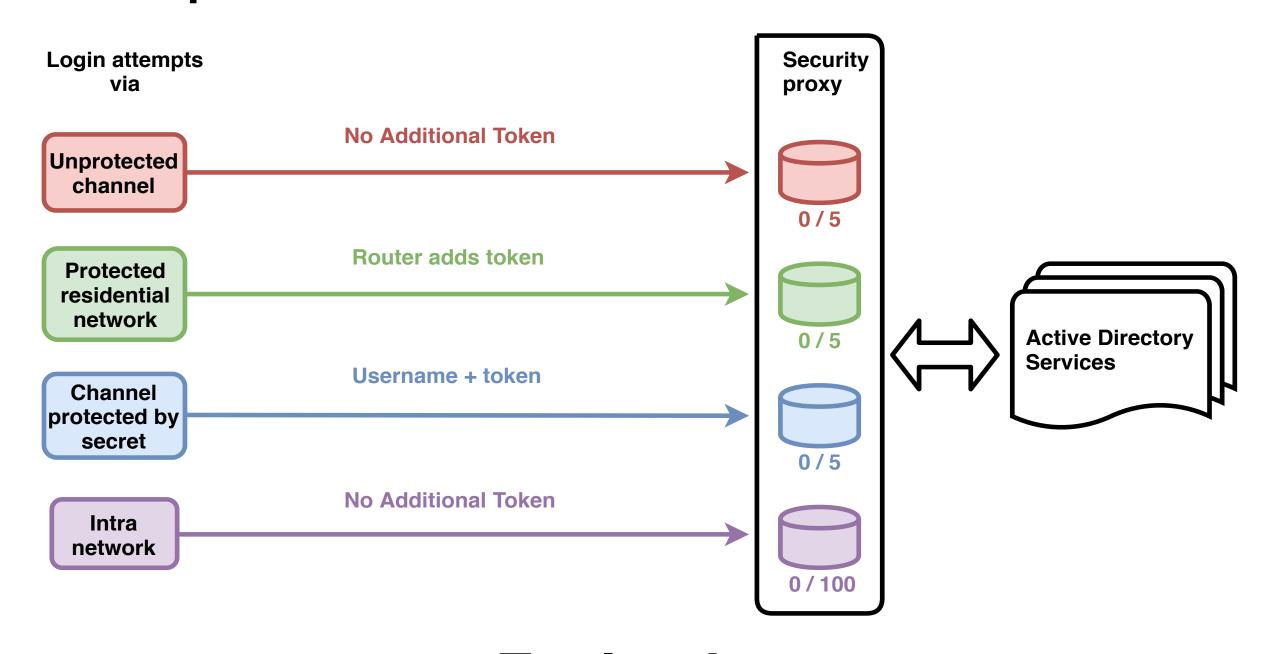


Shared secret information:

- Username + delimiter + code
- Code only known by client and server, e.g. employee ID number

Authentication Pool

- Incorporate various authentication methods, such as IP geolocation
- Separate lockout counter for each channel



Evaluation

- Prove that users with valid token can always access to their accounts
- Our methods add up to 180 milliseconds delay to the first packet, which is not likely to be perceived by users.