

Hackathon In-Kind Sponsors







Honorable Mentions









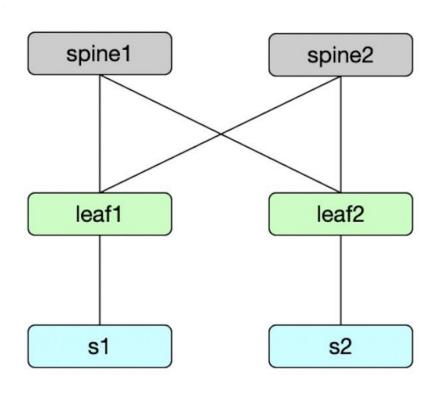


Theme

- CTF style!
- Resolve a variety of network problems
- Players were presented with a set of challenges
 - Challenges were to resolve a variety of network problems in order to capture a flag.
 - Each flag was equal to a certain amount of points. First to score most points wins.



Scenario - GraphQL



A network topology
 was modeled in
 Nautobot with
 hardware roles,
 addressing, and
 interface connections.



Scenario - GraphQL

```
GraphiQL
                                         Copy
                                                            Queries ~
1 ▼ {
     devices(name: "spine1") {
                                                  "data": {
       interfaces(name: "Ethernet1") {
         ip_addresses {
                                                         "name": "spine1",
                                                         "interfaces": [
           ip_version
           address
                                                             "ip_addresses": Γ
                                                                 "ip_version": 4,
                                                                 "address": "10.10.0.0/31"
                                                                 "ip_version": 6,
                                                                 "address": "2001:db8:10:10::/127"
```

Participants
 were
 challenged to
 craft GraphQL
 queries to
 retrieve specific
 information
 about the
 network

Scenario - GraphQL

```
Gathering facts on leaf2 from https://n91-nautobot.hackathon.nanog.org/api/graphql/...
Rendering template bgp_template.j2...
router bgp 65011
  no bgp default ipv4-unicast
  maximum-paths 8 ecmp 64
  neighbor SPINE peer group
  neighbor SPINE send-community extended
  neighbor SPINE_IP6 peer group
  neighbor SPINE_IP6 send-community extended
  neighbor 10.10.0.2 peer group SPINE
  neighbor description spine1
  neighbor 10.10.0.2 remote-as 65000
  neighbor 10.10.1.2 peer group SPINE
  neighbor description spine2
  neighbor 10.10.1.2 remote-as 65000
  neighbor 2001:db8:10:10::2 peer group SPINE_IP6
  neighbor description spine1
  neighbor 2001:db8:10:10::2 remote-as 65000
  neighbor 2001:db8:10:10:1::2 peer group SPINE_IP6
  neighbor description spine2
  neighbor 2001:db8:10:10:1::2 remote-as 65000
 caw@bananastand > ~/git/github.com/chriswoodfield/n91 > ½ main ● ?
```

At the final stage, participants generated a router configuration from GraphQL facts in NB



Scenario: Network Modeling

- Participants were given a pre-seeded Nautobot instance.
- The first set of challenges led them them through finding and entering network information in the Nautobot web interface.
- The second set of challenges involved performing similar activities programmatically using the API.
- Goal: learn and demonstrate the basics of modeling a network with a tool like Nautobot.



Scenario: Kubernetes

- Participants were guided through deploying a Kubernetes cluster
- Challenged to perform requested operations on cluster, report back results.



- Participants given a clab topology where they are a hired consultant for a network here in KC.
- The network is having issues reaching their RPKI validator and web server behind AWS.
- The network connects to KCIX and it is assumed that something has gone wrong at the IX causing these issues. KCIX is willing to accept the consultant's help as well.
- Players were tasked with diagnosing and resolving these issues.



Client: 192.168.0.0/31 cRPD_client_int: 192.168.0.1/31 IX Network: 192.168.100.0/24 -cRPD IX link: 192.168.100.32/24 -AWS: 192.168.100.33/24 -IX Route Server: 192.168.100.34/24 AWS Network: 103.243.140.0/24 -Routinator: 103.243.140.2/24 -web_server: 103.243.140.3/24 docker_bridge Routinator (RPKI Validator) docker bridge Amazon gobgp (routes to rpki validator in cloud and web_server) web_server cRPD KCIX_SWITCH Client (Player router) route_server other_members



 First, find out why their web server is only intermittently reachable? It seems this may be contributed due to a flapping IX RS bgp session.

```
root@2_player_crpd> show bgp summary
Threading mode: BGP I/O
Default eBGP mode: advertise - accept, receive - accept
Groups: 1 Peers: 2 Down peers: 1
              Tot Paths Act Paths Suppressed
                                                  History Damp State
Table
                                                                         Pending
inet.0
                                           OutPkt
                                                            Flaps Last Up/Dwn Statel#Active/Received/Accepted/Damped...
                         AS
                                 InPkt
                                                     OutQ
192.168.100.33
                      16509
                                                                          1:12 Establ
                                    74
                                                83
 inet.0: 1/1/1/0
                                                                            12 Connect
192.168.100.34
                      65002
```



 After flapping is resolved the bgp session with the IX RS comes up, but now the web server and rpki validator are not reachable at all due to a new best-active route taken. The player's network is AS59209. This new path is originated by AS24342.

```
[root@2_player_crpd> show route 103.243.140.0/24
inet.0: 7 destinations, 8 routes (7 active, 0 holddown, 0 hidden)
+ = Active Route, - = Last Active, * = Both
103.243.140.0/24 *[BGP/170] 00:00:07, localpref 100
                     AS path: 65002 24342 I, validation-state: unverified
                   > to 192.168.100.34 via eth2
                   [BGP/170] 00:09:17, localpref 100
                     AS path: 16509 59209 59209 I, validation-state: unverified
                    > to 192.168.100.33 via eth2
root@2_player_crpd> show validation session
Session
                                         State
                                                Flaps
                                                           Uptime #IPv4/IPv6 records
103.243.140.2
                                         Connect
```



 It is discovered that this new path is an rpki invalid route, the goal is to no longer take this route and capture a flag from the web server via the client behind the cRPD router.

VALIDATION			
Results for 103.243.140.0/24 - AS24342	INVALID AS		
At least one VRP Covers the Route Prefix, but no VRP ASN matches the route origin ASN			
Unmatched VRPs - ASN			
Prefix	Max Length	ASN	
103.243.140.0/24	24	AS59209	
Unmatched VRPs - Length			
Prefix	Max Length	ASN	
103.243.140.0/22	22	AS59209	

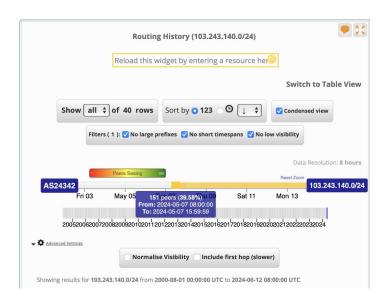


 Multiple ways to accomplish that goal. Once the invalid route is no longer best-active, the player can retrieve the flag. The next steps are to find a contact from the router originating the rpki-invalid route and find out when they started announcing it.



 Run whois AS24342 and find a contact. Use RIPEStat routing history to see when the route was first announced.

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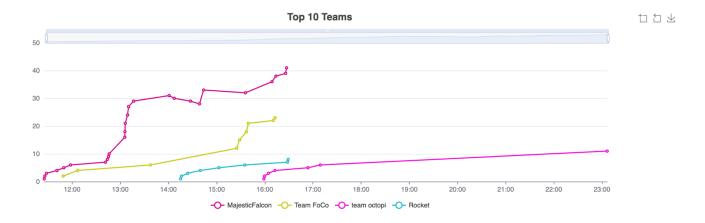


What We've Learned

- We had high engagement in the room.
- Had a wider range of smaller challenges this time, teams kept occupied
- Learned more about CTFd features, avoided glitches (flags were strings or md5sums generated by validation scripts)
- Looking forward to building on this!



Results



Place	e Team	Score
1	MajesticFalcon	41
2	Team FoCo	23
3	team octopi	11
4	Rocket	8



Next up.... Hackathon at NANOG 92 in Toronto

- We will continue the competition format
- A virtual kick-off in the week of 14 October
- Sunday, 20 October 2024 is Hybrid Competition Day
- Registration to open mid-July

