

# A Review on Simulation of Black Hole Attack in Network using AODV Routing Protocol on Ns2

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**Abstract-** Wired or wireless networks are becoming famous in recent years. Presently every electronic gadget is operated with help of such Network. It has been observed that wireless ad hoc network are supposed to be more vulnerable to protection threats as compared to wired network due to inherent characteristics and system constraints. Research paper is addressing attacks due to malicious nodes. Paper is examining influence of Black Hole attack over AODV routing. The detection mechanism is also discussed in this research. Simulation of such attacks and determination of effect of such attack on network performance by various network scenarios has been discussed in several studies. Many researchers have implemented detection mechanisms that help to isolate malicious nodes in network. This paper has focused on existing research performed to simulate AODV protocol.

**Keywords-** Network simulation, Routing protocol, AODV, Black hole attack, NS2

## I. INTRODUCTION TO NETWORK SIMULATION

NS is a name for a series of discrete event network simulators, specifically ns-1, ns-2, ns-3 and ns-4. All are discrete-event computer network simulators, primarily used in research and teaching. NS2 is an open-source simulation tool that runs on Linux. It is a discrete event simulator targeted at networking research and provides substantial support for simulation of routing, multicast protocols and IP protocols, such as UDP, TCP, RTP and SRM over wired and wireless (local and satellite) networks. In ns2 nodes could be connected in two ways, simplex and duplex. Simplex connection enables one-way communication and duplex connection enables two-way communication. Each type requires bandwidth, delay and type of queue for configuration. Different types of Queue available in ns2 are DropTail, RED, CBQ, FQ, SFQ, DRR.

## II. LITERATURE REVIEW

In [1] Rutvij H. Jhaveri route detection process of default AODV in occurrence of an attacker. Source node S wishes to send data to target D broadcast RREQ; A malicious node MN replies back with RREP enclosing abnormally high destination sequence number misleading S as if it has a fresher route to D;

another normal intermediate node IN sends RREP having acceptably higher sequence number.

In [2] GengPeng, ZouChaanyun presented Routing Attack and Solutions in Mobile ad hoc Network" IEEE-2006. A security routing mechanism based on common neighbor listening is proposed. In this mechanism, trust\_value and trust\_threshold are defined to evaluate a node's credit standing and judge whether a node is a malicious node or not. The common neighbor which holds biggest trust\_value is chosen to listen to network. The mechanism could react quickly and effectively protect network from kinds of attacks when some malicious nodes occur in Ad hoc network. Once route is destroyed by malicious node, common neighbor will search another route to destination during a route discovery phase. The mechanism could reinforce security of on-demand protocols such as Ad hoc On-demand Distance Vector and Dynamic Source Routing. The performance of common neighbor listening mechanism in AODV is justified by computer simulation. Performance of common neighbor listening mechanism is evaluated by computer simulation using ns-2. In [3] and [4], authors have introduced route confirmation request and route confirmation reply to avoid black hole attack. In this approach, intermediate node not only sends RREPs to source node but also sends CREQs to its next-hop node towards destination node. After receiving a CREQ, next-hop node looks up its cache for a route to destination. If it has route, it sends CREP to source node. Upon receiving CREP, source node could confirm validity of path by comparing path in RREP and one in CREP. If both are matched, source node judges that route is correct. One drawback of this approach is that it cannot avoid black hole attack in which two consecutive nodes work in collusion, that is, when next-hop node is a colluding attacker sending CREPs that support incorrect path.

In [5], authors Satoshi Kurosawa et al. have introduced an anomaly detection scheme to detect black hole attack using dynamic training method in which training data is updated at regular time intervals to express state of network. In this scheme, average of difference between Dst\_Seq in RREQ packet and one held in list are calculated and this operation is executed for every received RREP packet. The average of this difference is finally calculated for each time slot and it taken

asfeature. Hence, it consumes considerable amount time to do calculations for every RREP packet.

In [6] C. Perkins introduced Ad hoc On-Demand Distance Vector (AODV) Routing and in [7] Y-C. Hu, A. Perrig, and D. Johnson made research on Wormhole Attacks in Wireless Networks. In [8] Preventing Black Hole Attack in Mobile Ad-hoc Networks Using Anomaly Detection was presented by YibeltalFantahumAlem& Zhao HhengXaun from Tainjin.K. Natarajan and Dr. G. Mahadeven[9] presented Succinct Comparative Analysis and Performance Evaluation of MANET Routing Protocols. Michalis Papadopoulos, Constandinos X. Mavromoustakis and GeorgiosSkourletopoulos[10] made Performance Analysis of Reactive Routing Protocols in Mobile Ad hoc Networks. In [11] Performance Measurement in MANET has been made by Sandeep Kumar Arora, Mubashir. AkshaiAggarwal[12] performed Simulation Study of Malicious Activities under Various Scenarios in Mobile Ad hoc Networks (MANETs). M. Shobana [13] did Performance Analysis and Comparison of various Routing Protocols.

### III. AODV ROUTING PROTOCOL

AODV maintains routing information for only active routes. This protocol is based on two mechanisms (1) Route discovery (2) Route maintenance [13]. Each node has two counters.

1. Sequence number which is used to find out new route.
2. Broadcast ID. If sequence number of requested route packet is larger than sequence number of destination node than this route is a fresh route otherwise intermediate nodes will reply to source node.

There are four types of data packet message:

**RREQ:** When a packet is to be sent to destination by a source node, then a message is broadcasted to destination node through intermediate node. This message is known as Route Request (RREQ) message. RREQ packet consists of source and destination sequence number, broadcast ID, source address, and destination address. The Request id is increased by one every time when source node sends new RREQ. Thus it helps in identifying RREQ uniquely through combination of source address and broadcast id. Each RREQ holds a value that indicates number of times it could be re-broadcasted.

**RREP:** Destination node sends Route Reply (RREP) packet to destination using reverse path as a reply to RREQ. RREP packet contains source address, destination sequence number, and destination address. The reason for unicasting RREP message is that every forwarding node caches route back to source.

**RERR:** Route Error Message is sent when there is a path failure or link breaks and when RREQ cannot be reached at destination. RERR packet includes unreachable destination sequence number, unreachable destination address and source address [6].

**HELLO:** It needed for link status monitoring and for broadcasting connectivity information. A node should use this messages only if it is part of an active route.

As source node need to send data to destination than AODV uses HELLO messages to discover path to destination through intermediate nodes. Each active mobile node transmits this messages in particular time interval to check if there is a path or not. If intermediate node does not receives multiple HELLO messages at regular interval from its neighbors than there is a no path. After path confirmation, source node floods RREQ packet towards destination. When an intermediate node receives RREQ packet, it checks its duplicity. If this RREQ packet is duplicate than it ignores it otherwise forward it towards destination. When reached to destination node, destination node will create a route reply packet and send it back to source node using reverse path. When source node receives RREP packet, it stores path to destination and will start communication. When source node receives multiple RREP packet, it selects shortest path. In case of a link break towards destination, intermediate node will generate Route Error packet and sends it to source node. Source node will delete that route and restart route discovery process [9].

### IV. BLACK HOLE ATTACK

Black Hole Attack is a type of Denial-of-services (DOS) attack. This is also called Sequence Number Attack (SNA) because it is created by sequence number. Sequence number is monotonically increasing number and maintained by originator node of RREQ and RREP message in network [8]. AODV routing protocol includes key features such as RREQ and RREP (For route discovery), RERR and HELLO message (For route maintenance), sequence number and hop count. AODV routing protocol has every route entry is assigned by destination sequence number in routing table. RREQ and RREP message contains several of fields. In Black Hole attack a malicious takes advantage of sequence number and attacker node receiving RREQ message from neighboring node and more increase value of destination sequence number and send reply message to source node. Higher value of sequence number signifies fresh information of network. So source node accepts route reply message from malicious node and ignores less destination sequence number route reply message. Network traffic redirects through malicious node.

When source node S wants to send data packet to destination node D, It creates route discovery process by using RREQ message having destination sequence number suppose 7 send to neighboring node A, B, C and F. When neighboring node receive RREQ message from source node S it updates routing table and further rebroadcast to their neighboring nodes. Each RREQ message is uniquely identified by using RREQ-Id and Source IP address that eliminate duplicates. Route reply message (RREP) is generated by either any intermediate node

having fresh route information to destination or destination node.

#### V. DETECTION PROCESS FOR BLACK HOLE ATTACK

Detection process is very difficult in Mobile Ad hoc network due to limited resources such as bandwidth, battery life and storage capacity. We should also concern minimum possible rise in routing overhead and delay to implement any detection process.

##### *Algorithm and Flow diagram of Detection process*

This Algorithm is designed to identify and isolate Attacker nodes in MANET. In this approach Source node identifies Attacker nodes in MANET with help of much more Differences of Sequence number of Source node and Destination nodes.

**SN** : Source Node Id

**DN** : Destination Node Id

**RREQ** : Route Request

**RREP** : Route Reply

**DSN** : Destination Sequence Number

**SSN** : Source Sequence Number

**AN** : Attacker Node

**Step 1:** Initialization process

Start Route discovery process with SN and DN by using RREQ and RREP packets

**Step 2:** Storing process RREP packets

SN created a new routing table name as newm\_routingTable to store all RREP packets for preprocessing of all RREP packets

**Step 3:** Identification and elimination of Attacker Nodes While (newm\_routingTable is not Empty)

```
{
Retrieve first entry from new routing table and determined
which DSN is Much more difference with SSN then entry will
be added in blacklist and discard them
}
```

**Step 4:** Route selection process

After step 3 a new route is selected from newm\_routingTable by DSN

**Step 5:** Calling normal process of Aodv routing

Called Recv Reply process of Aodv routing protocol

**Step 6:** Repeat step 3 to step 5 for each AN in network

**Step 7:** End

In normal AODV, node that receives RREP packet first checks value of sequence number in its routing table. The RREP packet is accepted if it has RREP\_seq\_no higher than one in routing table. Our proposed solution provides an addition check to find whether RREP\_seq\_no is higher than much differences as threshold value. The threshold value is average of difference of dest\_seq\_no in each time slot between sequence number in routing table and RREP packet. As value of RREP\_seq\_no is found to be higher than threshold value, node is suspected to be attacker node and it adds node

to black list. The source node shares this information with neighboring nodes by attacker node identification. So that neighboring nodes know that RREP packet from attacker node is to be discarded. Further, if any node receives RREP packet, it looks over list, if reply is from blacklisted node; no processing is done for same. If RREP packet, it looks over list, if reply is from blacklisted node; no processing is done for same. It simply ignores node and does not receive reply from that node again.

#### VI. CONCLUSION AND SCOPE OF RESEARCH

Black Hole attack is big serious problem in network. A malicious node reduces network performance when number of malicious nodes in network increased. It has been observed that packet delivery ratio is decreased in such cases. Several researches analyzed behavior of routing protocol and determined effect of Black Hole attack on AODV routing and its detection mechanism using NS2 simulators.

In future it has been determined effect of Black Hole attack over AODV protocol would be observed in Fuzzy logic based network. In such network, nodes would perform transmission on basis of fuzzy logic. The fuzzy logic would consider value between 0 and 1 and select nodes on random basis instead of sequential selection.

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