

CS 683 Computer Security and Privacy EJ Jung



> Step 1 of the lab is due on Tuesday, August 28

Details at

- <u>http://www.cs.usfca.edu/~ejung/courses/683/assign</u> <u>ments.html</u>
- Readings
 - <u>TCP/IP Illustrated, Volume 1: The Protocols, Second</u> <u>Edition</u>
 - Chapter 2, Chapter 7



- Teach Internet Security at Tenderloin Technology Lab in St. Anthony's Foundation
- First-come first-served
- > Replace 1 quiz of your choice (2~2.5%)
- > Available dates:
 - One of September Wed 19th, Thur 20th, Mon 24th or Tues 25th, 10am-12noon
 - One of September Monday 17th or Tuesday the 18th, 2-4pm
 - More dates in October and November



- Use any sources that you can learn from
- Do NOT use any sources that you copy from
 - cite if you used a reference
- DO NOT CHEAT
 - 1st time: 0 and report to the Dean's office
 - 2nd time: F



> Half of you might know this already

- 7 out of 14 have taken Computer Networks
- fast forward or rewind as you see fit!
- TCP/IP model
 - Link layer/IP/TCP/application

Using the internet: "nuts and bolts" view

😻 PC

server

access points

wired

links







- millions of connected computing devices: *hosts* = end systems
 - running network apps
- communication links
 - fiber, copper, radio, satellite
 - transmission rate = bandwidth



routers: forward packets (chunks of data)





Packet Switching: Statistical Multiplexing



Sequence of A & B packets does not have fixed pattern,
 bandwidth shared on demand → statistical multiplexing.
 TDM: each host gets same slot in revolving TDM frame.

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application: supporting network applications

- FTP, SMTP, HTTP
- transport: process-process data transfer
 - TCP, UDP
- network: routing of datagrams from source to destination
 - IP, routing protocols
- link: data transfer between neighboring network elements
 - PPP, Ethernet
- physical: bits "on the wire"



IP Addressing: introduction

IP address: 32-bit identifier for host, router *interface*

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- interface: connection between host/router and physical link
 - router's typically have multiple interfaces
 - host typically has one interface
 - IP addresses associated with each interface



223.1.1.1 = 11011111 00000001 0000001 00000001



> IP address:

- subnet part (high order bits)
- host part (low order bits)
- What's a subnet ?
 - device interfaces with same subnet part of IP address
 - can physically reach each other without intervening router



network consisting of 3 subnets



Recipe

To determine the subnets, detach each interface from its host or router, creating islands of isolated networks. Each isolated network is called a subnet.



223.1.3.0/24

Subnet mask: /24





given notion of "network", let's re-examine IP addresses:

"class-ful" addressing in the original IP design:

class





- (Static)classful addressing:
 - inefficient use of address space, address space exhaustion
 - e.g., a class A net allocated enough addresses for 16 million hosts, even if only 2K hosts in that network
 - not flexible for aggregation

CIDR: Classless InterDomain Routing

- network portion of address of arbitrary length
- address format: a.b.c.d/x, where x is # bits in network portion of address



Some systems use mask, instead of the /x format

usics interarchical addressing: route aggregation

Hierarchical addressing allows efficient advertisement of routing information:





ISPs-R-Us has a more specific route to Organization 1







different source port numbers



Motivation: local network uses just one IP address as far as outside world is concerned:

- range of addresses not needed from ISP: just one IP address for all devices
- can change addresses of devices in local network without notifying outside world
- can change ISP without changing addresses of devices in local network
- devices inside local net not explicitly addressable, visible by outside world (a security plus).

UNIVERSITY of SAN ALT: Network Address Translation

Implementation: NAT router must:

- outgoing datagrams: replace (source IP address, port #) of every outgoing datagram to (NAT IP address, new port #)
 - . . . remote clients/servers will respond using (NAT IP address, new port #) as destination addr.
- remember (in NAT translation table) every (source IP address, port #) to (NAT IP address, new port #) translation pair
- *incoming datagrams: replace* (NAT IP address, new port #) in dest fields of every incoming datagram with corresponding (source IP address, port #) stored in NAT table

NAT: Network Address Translation



UNIVERSITY of SAN FRANCISCO department of computer science NAT: Network Address Translation

> 16-bit port-number field:

- 60,000 simultaneous connections with a single LANside address!
- > NAT is controversial:
 - routers should only process up to Network layer
 - violates end-to-end argument
 - NAT possibility must be taken into account by app designers, eg, P2P applications
 - address shortage should instead be solved by IPv6

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- client want to connect to server with address 10.0.0.1
 - server address 10.0.0.1 local to LAN (client can't use it as destination addr)
 - only one externally visible NATted address: 138.76.29.7
- solution 1: statically configure NAT to forward incoming connection requests at given port to server
 - e.g., (123.76.29.7, port 2500) always forwarded to 10.0.0.1 port 25000



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- solution 2: Universal Plug and Play (UPnP) Internet Gateway Device (IGD) Protocol. Allows NATted host to:
 - learn public IP address
 (138.76.29.7)
 - enumerate existing port mappings
 - *add/remove port mappings
 (with lease times)

i.e., automate static NAT port map configuration





> solution 3: relaying (used in Skype)

- NATed server establishes connection to relay
- External client connects to relay
- relay bridges packets between to connections



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