Networks: Tutorial 06

Shinnazar Seytnazarov, PhD

Innopolis University

s.seytnazarov@innopolis.ru

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Topic of the lecture

- Connection-oriented transport: TCP
  - Connection management
  - Segment structure
  - Reliable data transfer
  - Flow control
- Principles of congestion control
- TCP congestion control

Topic of the tutorial

- Understand Traffic Capture and Analysis
- Layers and Encapsulation
- Examine Common Protocols
  - TCP
  - HTTP
  - DNS
  - FTP
- Explore the Wireshark interface

Network Analysis

- Process of capturing, decoding, and analyzing network traffic
  - Why is the network slow?
  - What is the network traffic pattern?
  - How is the traffic being shared between nodes?

- Also known as:
  - Traffic analysis, protocol analysis, sniffing, packet analysis, eavesdropping*, etc.

*Listen secretly to what is said in private!

Network Analyzer

- A combination of hardware and software tools what can detect, decode, and manipulate traffic on the network
  - Passive monitoring (detection) – Difficult to detect
  - Active (attack)
- Tools availability:
  - Free
  - Commercially

Network Analyzer

- Mainly software-based (utilizing OS and NIC)
  - Also known as *sniffer*
  - A program that monitors the data traveling through the network *passively*

- Common network analyzers
  - Wireshark / Ethereal
  - tcpdump
  - Windump
  - Etherpeak
  - Dsniff
  - And much more….

Network Analyzer Components

- Hardware
  - Special hardware devices
    - Monitoring voltage fluctuation
    - Jitter (random timing variation)
    - Jabber (failure to handle electrical signals)
  - NIC Card
- Capture driver
  - Capturing the data
- Buffer
  - Memory or disk-based
- Real-time analysis
  - Analyzing the traffic in real time
- Decoder
  - Making data readable

Capturing the data is easy!
The question is what to do with it!

Who Uses Network Analyzers?

- System administrators
  - Understand system problems and performance

- Malicious individuals (intruders)
  - Capture clear text data
  - Passively collect data on vulnerable protocols
    - FTP, POP3, IMAP, SMTP, HTTP, etc.
    - Capture VoIP data
  - Traffic pattern discovery
  - Actively break into the network (backdoor techniques)

Network Abstraction

Layers and Encapsulation

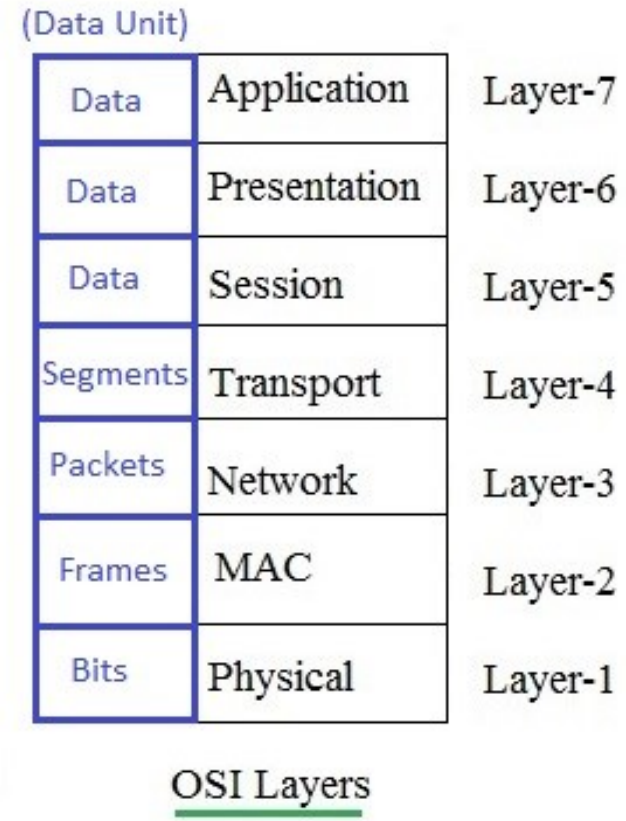
The OSI Model

To understand packet analysis you must understand the encapsulation process

The OSI Model

- A seven-layer representation
- How data changes as each layer provides services to the next layer
  - Data encapsulates
  - Data de-encapsulates

The OSI Model



Source: http://www.rfwireless-world.com/Terminology/PHY-vs-MAC.html

Network Packet Analyzer – Wireshark

- Wireshark is a network packet analyzer.
- A network packet analyzer will try to capture network packets and tries to display that packet data as detailed as possible
- You could think of a network packet analyzer as a measuring device used to examine what's going on inside a network cable, just like a voltmeter is used by an electrician to examine what's going on inside an electric cable
- Wireshark is perhaps one of the best open source packet analyzers available today.

Some Intended Purposes

- Network administrators use it to troubleshoot network problems
- Network security engineers use it to examine security problems
- QA engineers use it to verify network applications
- Developers use it to debug protocol implementations
- People use it to learn network protocol internals

Features

- Capture live packet data from a network interface.
- Open files containing packet data captured with tcpdump/WinDump, Wireshark, and a number of other packet capture programs.
- Import packets from text files containing hex dumps of packet data.
- Display packets with very detailed protocol information.
- Save packet data captured.

Features

- Export some or all packets in a number of capture file formats.
- Filter packets on many criteria.
- Search for packets on many criteria.
- Colorize packet display based on filters.
- Create various statistics.
- …and a lot more!

What Wireshark is not!!

- Wireshark isn't an intrusion detection system.
- It will not warn you when someone does strange things on your network that he/she isn't allowed to do.
- However, if strange things happen, Wireshark might help you figure out what is really going on.
- Wireshark will not manipulate things on the network, it will only "measure" things from it.
- Wireshark doesn't send packets on the network or do other active things.

Examine Common Protocols

TCP

A TCP Example

- Normal traffic
- Three-way handshake packets 1,2,3
- Review
  - Port numbers
  - Flags
  - SEQ ACK numbers
  - …. and so on.

Examine Common Protocols

UDP

UDP Example

- Connectionless Transport Layer service
- No handshake, sequencing or acknowledgement
- Few problems occur with UDP

UDP Applications

- Commonly used in video streaming and time-sensitive applications.
  - Domain Name System (DNS)
  - Routing Information Protocol (RIP)
  - Voice over IP (VoIP)
  - Trivial File Transfer Protocol (TFTP)
  - Domain Host Configuration Protocol (DHCP)

Examine Common Protocols

DNS

DNS

- DNS is essential to any network
- Converts host names (google.com) to an IP address (72.14.204.103)
- Client sends query to DNS server for an IP address
- Server responds with information
  - *or* asks other DNS servers for the information

DNS

- Transfers name information between DNS servers
  - DNS uses TCP in a zone transfer
- Look up other host names such as mail exchange (MX) records

DNS

- All DNS packets have four (4) sections:
  - Questions
  - Answer Resource Records
  - Authority Resources Records
  - Additional Resource Records

Examine Common Protocols

FTP

FTP – Grab a Pic

- Purpose of FTP is to transfer files over TCP
- Uses both ports 20 and 21
  - Command channel is designated on port 21 for the FTP server.
  - To transfer data like directory contents or files, a secondary channel, port 20 is used.

Reassemble the Streams

- Can reassemble and obtain content if data is not encrypted
- Filter ftp-data traffic
- Right click follow TCP stream and save the file as raw data and click save it.
- Go to where you saved the file and open it!

Examine Common Protocols

HTTP

Hypertext Transfer Protocol

- Actors in Web interaction
  - HTML
  - HTTP
  - Browser and the Web Server
- HTTP is a stateless protocol
- Two types of HTTP messages
  - Request and response

Hypertext Transfer Protocol

- Web page consists of objects
  - Identified by a URL or URI
- Request line (GET or POST methods)
- Additional information about the request
- Status code line
- Header Fields
- Data

HTTP Response Status Codes

- 2xx: Success
- 3xx: Redirection
- 4xx: Client Error
- 5xx: Server Error

Explore the Wireshark Interface

Capture Packets

- We will use pre-captured packets
- Review normal traffic

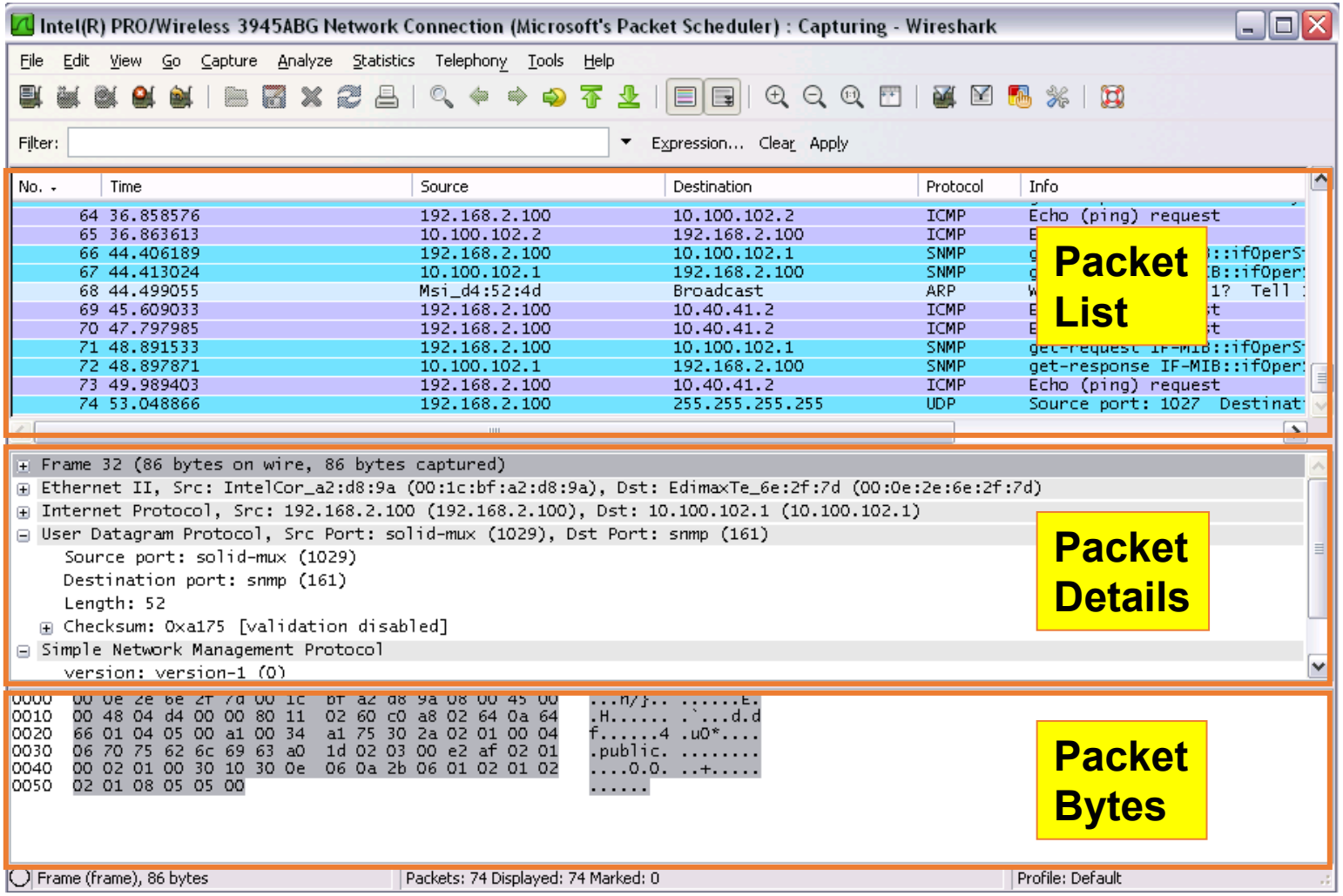
Capture Packets

- Once you open a capture you will see three panes:
  - **Top:** packet list of all of the packets received during the capture session
  - **Middle:** details of a single frame
  - **Bottom:** the bytes of a single frame

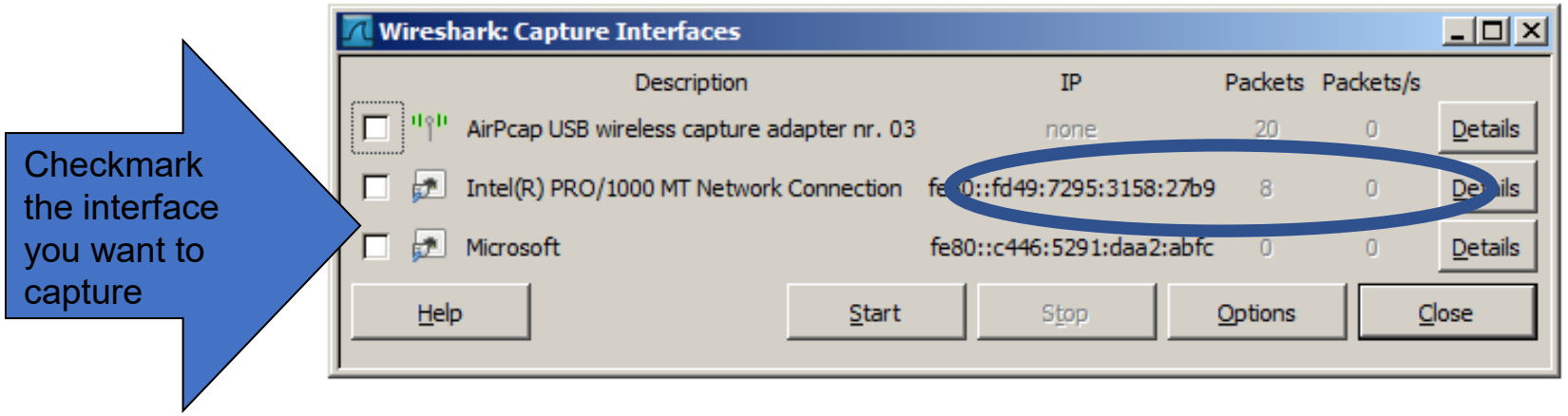
Capture Packets

- For a live capture
  - Launch Wireshark
  - Go to -> Capture Interfaces
  - Click the name of an interface
  - Start capturing packets on that interface

Interfaces


Intel(R) PRO/Wireless 3945ABG Network Connection (Microsoft's Packet Scheduler) : Capturing - Wireshark
File Edit View Go Capture Analyze Statistics Telephony Tools Help
Filter: Expression... Clear Apply
No. Time Source Destination Protocol Info
64 36.858576 192.168.2.100 10.100.102.2 ICMP Echo (ping) request
65 36.863613 10.100.102.2 192.168.2.100 ICMP
66 44.406189 192.168.2.100 10.100.102.1 SNMP
67 44.413024 10.100.102.1 192.168.2.100 SNMP
68 44.499055 Msi_d4:52:4d Broadcast ARP
69 45.609033 192.168.2.100 10.40.41.2 ICMP
70 47.797985 192.168.2.100 10.40.41.2 ICMP
71 48.891533 192.168.2.100 10.100.102.1 SNMP
72 48.897871 10.100.102.1 192.168.2.100 SNMP
73 49.989403 192.168.2.100 10.40.41.2 ICMP Echo (ping) request
74 53.048866 192.168.2.100 255.255.255.255 UDP Source port: 1027 Destinat
Packet List
Frame 32 (86 bytes on wire, 86 bytes captured)
Ethernet II, Src: IntelCor_a2:d8:9a (00:1c:bf:a2:d8:9a), Dst: EdimaxTe_6e:2f:7d (00:0e:2e:6e:2f:7d)
Internet Protocol, Src: 192.168.2.100 (192.168.2.100), Dst: 10.100.102.1 (10.100.102.1)
User Datagram Protocol, Src Port: solid-mux (1029), Dst Port: snmp (161)
Source port: solid-mux (1029)
Destination port: snmp (161)
Length: 52
Checksum: 0xa175 [validation disabled]
Simple Network Management Protocol
version: version-1 (0)
Packet Details
0010 00 48 04 d4 00 00 80 11 02 60 c0 a8 02 64 0a 64 .H..... .`...d.d
0020 66 01 04 05 00 a1 00 34 a1 75 30 2a 02 01 00 04 f......4 .u0*....
0030 06 70 75 62 6c 69 63 a0 1d 02 03 00 e2 af 02 01 .public. ....
0040 00 02 01 00 30 10 30 0e 06 0a 2b 06 01 02 01 02 ....0.0. ..+.....
0050 02 01 08 05 05 00 ......
Packet Bytes
Frame (frame), 86 bytes
Packets: 74 Displayed: 74 Marked: 0
Profile: Default

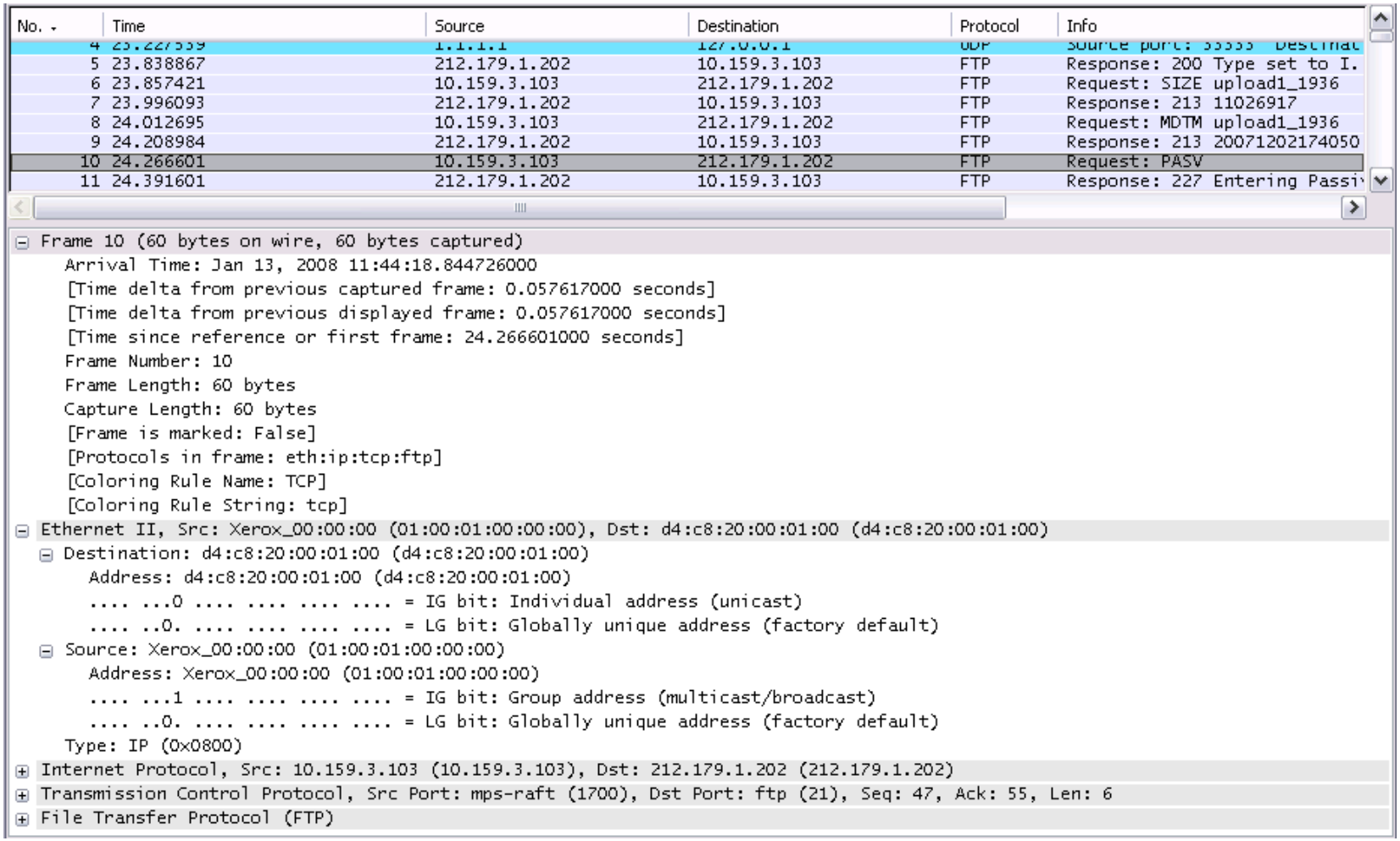
Interfaces



- Configure advanced features by clicking Options
- Select the interface with active packet exchange

Analyzing Packets (1/9)

- **Ethernet Frame Example**

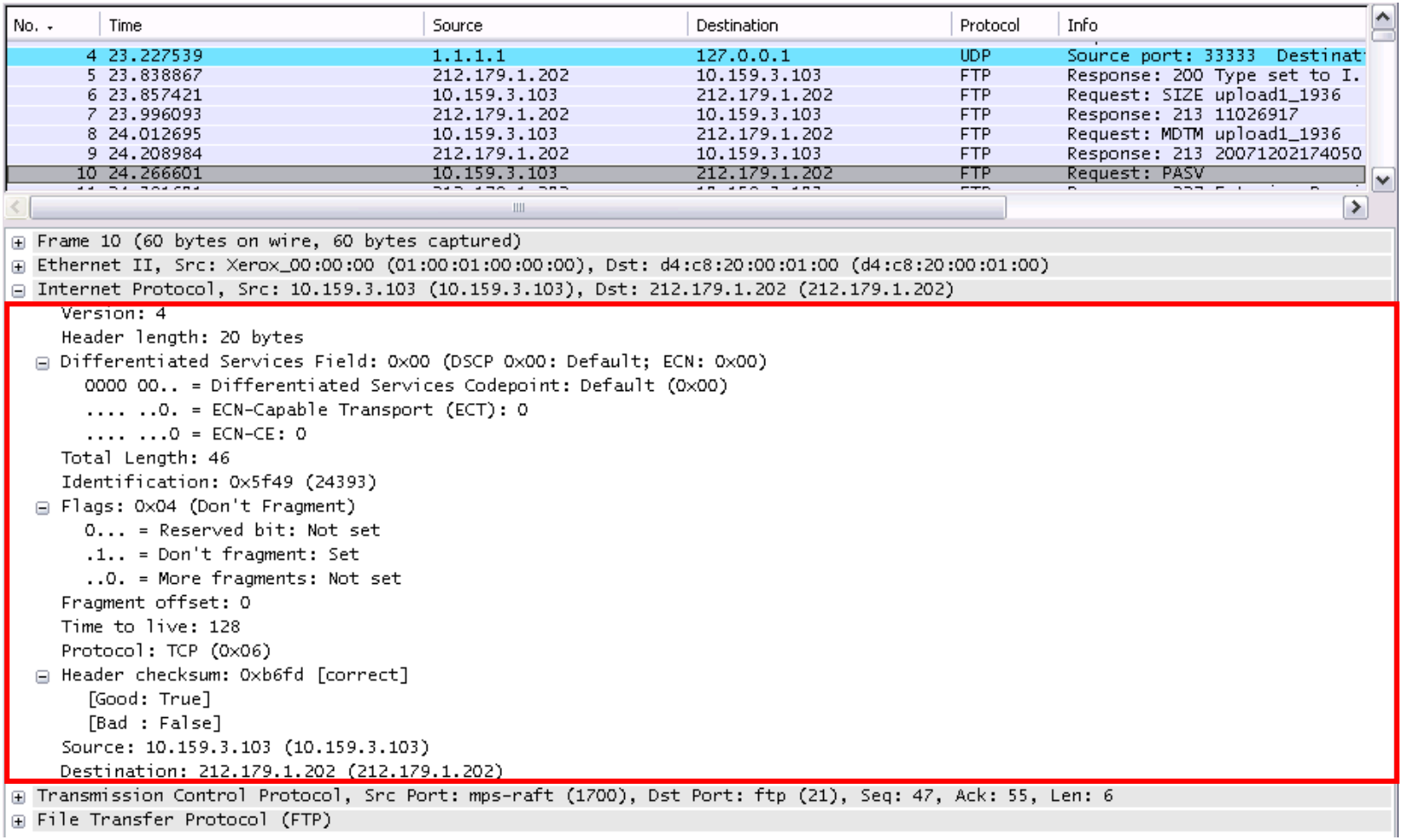


No.	Time	Source	Destination	Protocol	Info
4	23.227559	1.1.1.1	127.0.0.1	UDP	Source port: 33333 Destinat
5	23.838867	212.179.1.202	10.159.3.103	FTP	Response: 200 Type set to I.
6	23.857421	10.159.3.103	212.179.1.202	FTP	Request: SIZE upload1_1936
7	23.996093	212.179.1.202	10.159.3.103	FTP	Response: 213 11026917
8	24.012695	10.159.3.103	212.179.1.202	FTP	Request: MDTM upload1_1936
9	24.208984	212.179.1.202	10.159.3.103	FTP	Response: 213 20071202174050
10	24.266601	10.159.3.103	212.179.1.202	FTP	Request: PASV
11	24.391601	212.179.1.202	10.159.3.103	FTP	Response: 227 Entering Passi

```
⊟ Frame 10 (60 bytes on wire, 60 bytes captured)
    Arrival Time: Jan 13, 2008 11:44:18.844726000
    [Time delta from previous captured frame: 0.057617000 seconds]
    [Time delta from previous displayed frame: 0.057617000 seconds]
    [Time since reference or first frame: 24.266601000 seconds]
    Frame Number: 10
    Frame Length: 60 bytes
    Capture Length: 60 bytes
    [Frame is marked: False]
    [Protocols in frame: eth:ip:tcp:ftp]
    [Coloring Rule Name: TCP]
    [Coloring Rule String: tcp]
⊟ Ethernet II, Src: Xerox_00:00:00 (01:00:01:00:00:00), Dst: d4:c8:20:00:01:00 (d4:c8:20:00:01:00)
  ⊟ Destination: d4:c8:20:00:01:00 (d4:c8:20:00:01:00)
      Address: d4:c8:20:00:01:00 (d4:c8:20:00:01:00)
      .... ...0 .... .... .... .... = IG bit: Individual address (unicast)
      .... ..0. .... .... .... .... = LG bit: Globally unique address (factory default)
  ⊟ Source: Xerox_00:00:00 (01:00:01:00:00:00)
      Address: Xerox_00:00:00 (01:00:01:00:00:00)
      .... ...1 .... .... .... .... = IG bit: Group address (multicast/broadcast)
      .... ..0. .... .... .... .... = LG bit: Globally unique address (factory default)
    Type: IP (0x0800)
⊞ Internet Protocol, Src: 10.159.3.103 (10.159.3.103), Dst: 212.179.1.202 (212.179.1.202)
⊞ Transmission Control Protocol, Src Port: mps-raft (1700), Dst Port: ftp (21), Seq: 47, Ack: 55, Len: 6
⊞ File Transfer Protocol (FTP)
```

Analyzing Packets (2/9)

- IP Packet Example

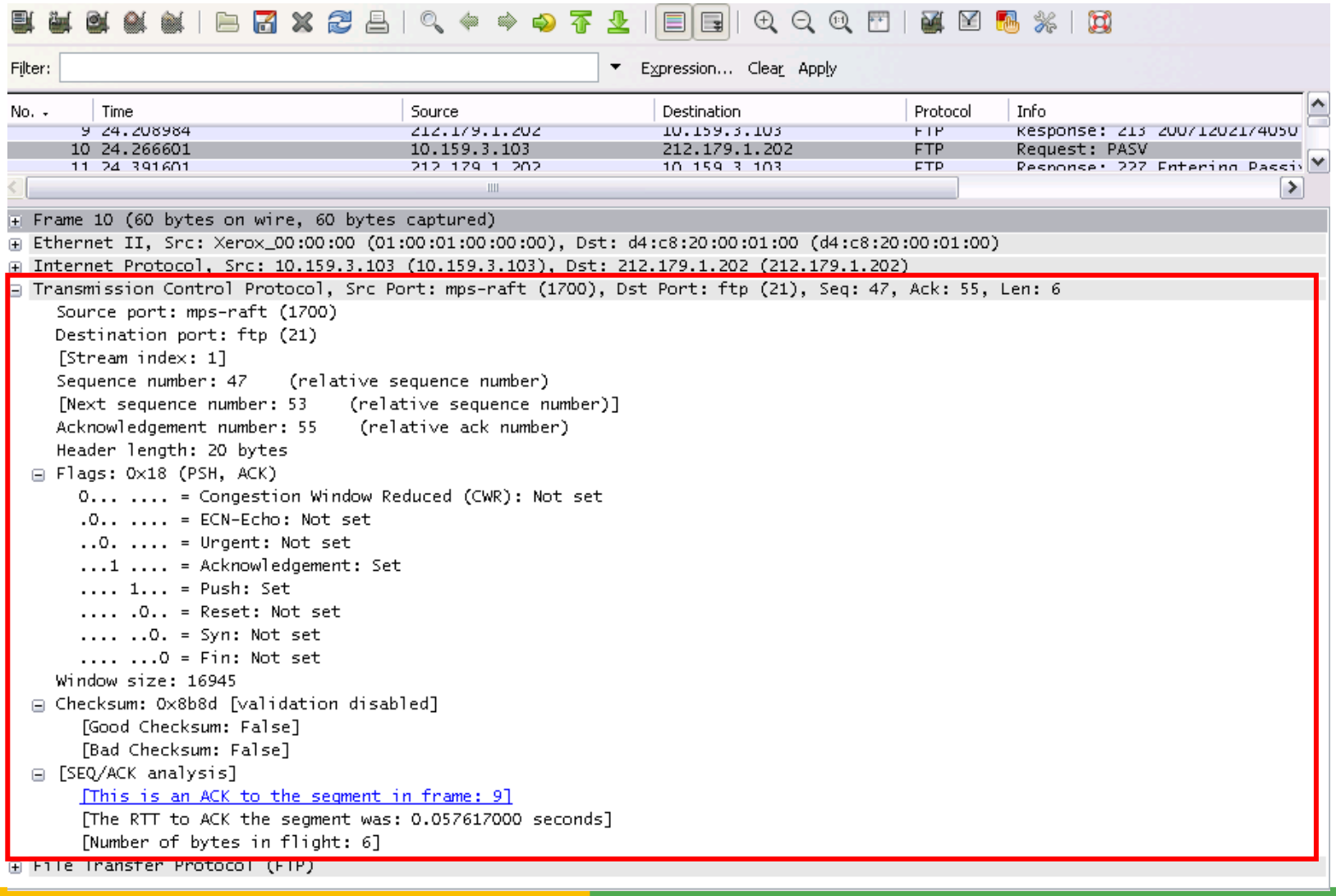


No.	Time	Source	Destination	Protocol	Info
4	23.227539	1.1.1.1	127.0.0.1	UDP	Source port: 33333 Destinat
5	23.838867	212.179.1.202	10.159.3.103	FTP	Response: 200 Type set to I.
6	23.857421	10.159.3.103	212.179.1.202	FTP	Request: SIZE upload1_1936
7	23.996093	212.179.1.202	10.159.3.103	FTP	Response: 213 11026917
8	24.012695	10.159.3.103	212.179.1.202	FTP	Request: MDTM upload1_1936
9	24.208984	212.179.1.202	10.159.3.103	FTP	Response: 213 20071202174050
10	24.266601	10.159.3.103	212.179.1.202	FTP	Request: PASV

```
Frame 10 (60 bytes on wire, 60 bytes captured)
Ethernet II, Src: Xerox_00:00:00 (01:00:01:00:00:00), Dst: d4:c8:20:00:01:00 (d4:c8:20:00:01:00)
Internet Protocol, Src: 10.159.3.103 (10.159.3.103), Dst: 212.179.1.202 (212.179.1.202)
    Version: 4
    Header length: 20 bytes
  Differentiated Services Field: 0x00 (DSCP 0x00: Default; ECN: 0x00)
      0000 00.. = Differentiated Services Codepoint: Default (0x00)
      .... ..0. = ECN-Capable Transport (ECT): 0
      .... ...0 = ECN-CE: 0
    Total Length: 46
    Identification: 0x5f49 (24393)
  Flags: 0x04 (Don't Fragment)
      0... = Reserved bit: Not set
      .1.. = Don't fragment: Set
      ..0. = More fragments: Not set
    Fragment offset: 0
    Time to live: 128
    Protocol: TCP (0x06)
  Header checksum: 0xb6fd [correct]
      [Good: True]
      [Bad : False]
    Source: 10.159.3.103 (10.159.3.103)
    Destination: 212.179.1.202 (212.179.1.202)
Transmission Control Protocol, Src Port: mps-raft (1700), Dst Port: ftp (21), Seq: 47, Ack: 55, Len: 6
File Transfer Protocol (FTP)
```

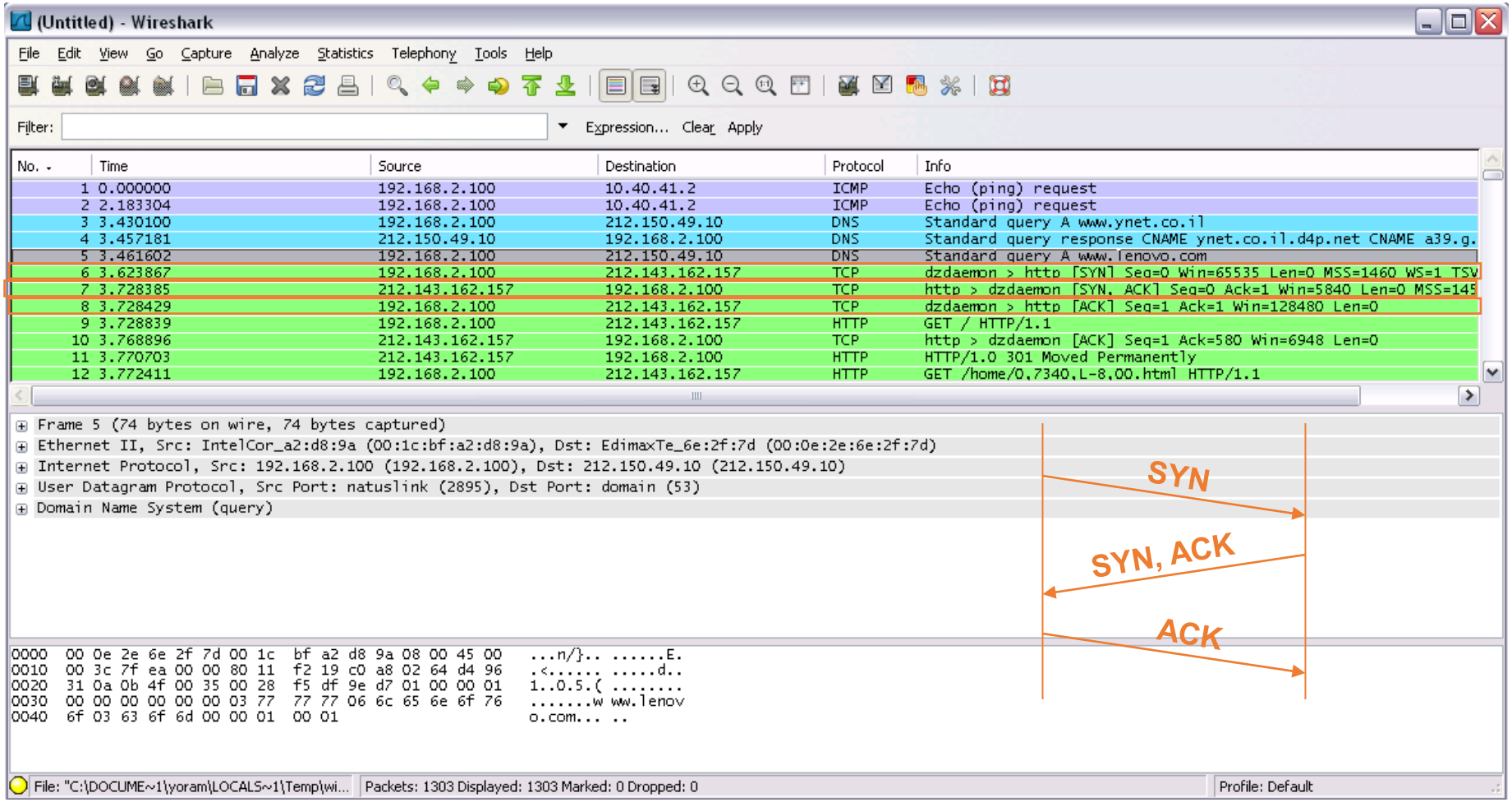
Analyzing Packets (3/9)

- TCP Packet Example



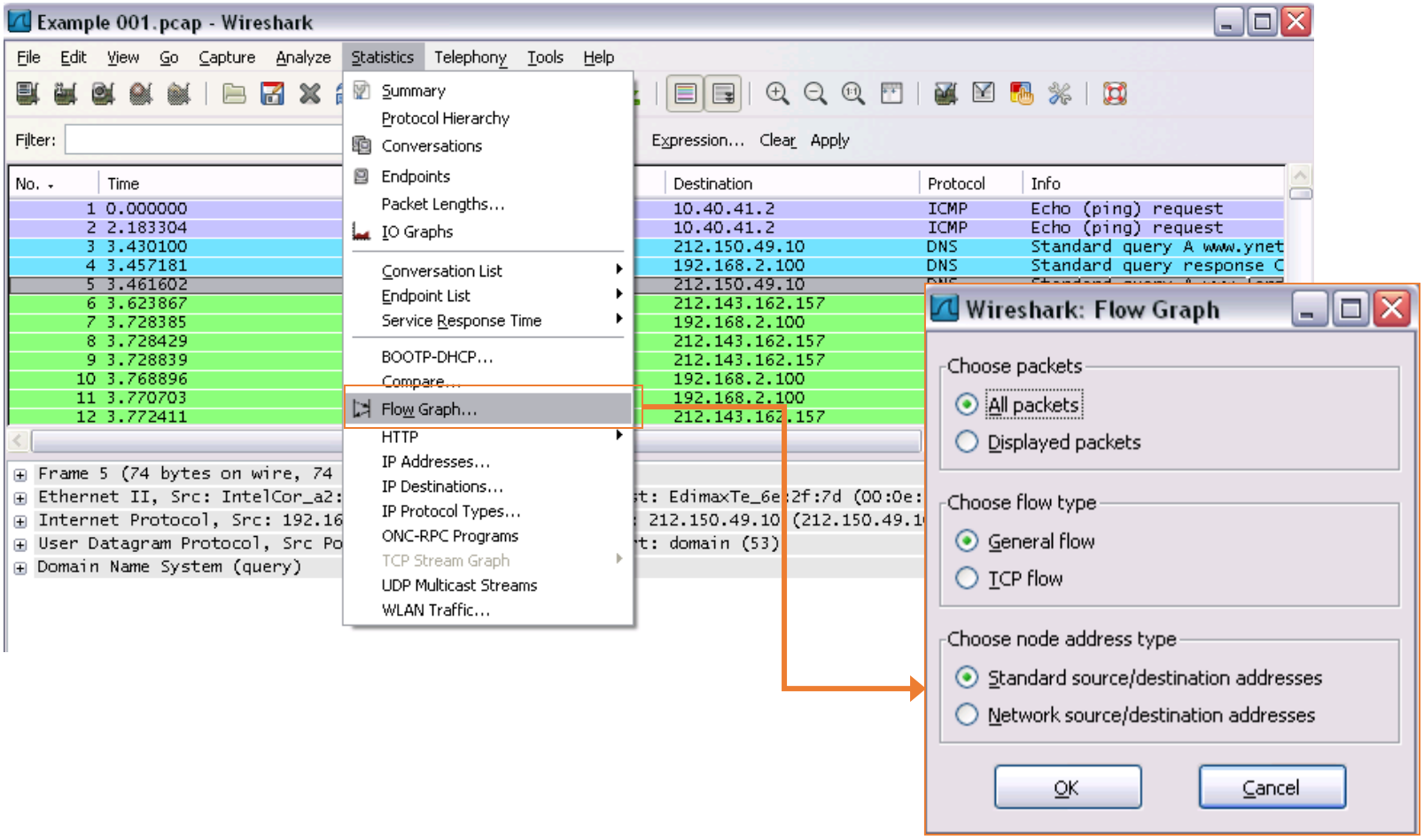
Analyzing Packets (4/9)

- TCP 3-way Handshake

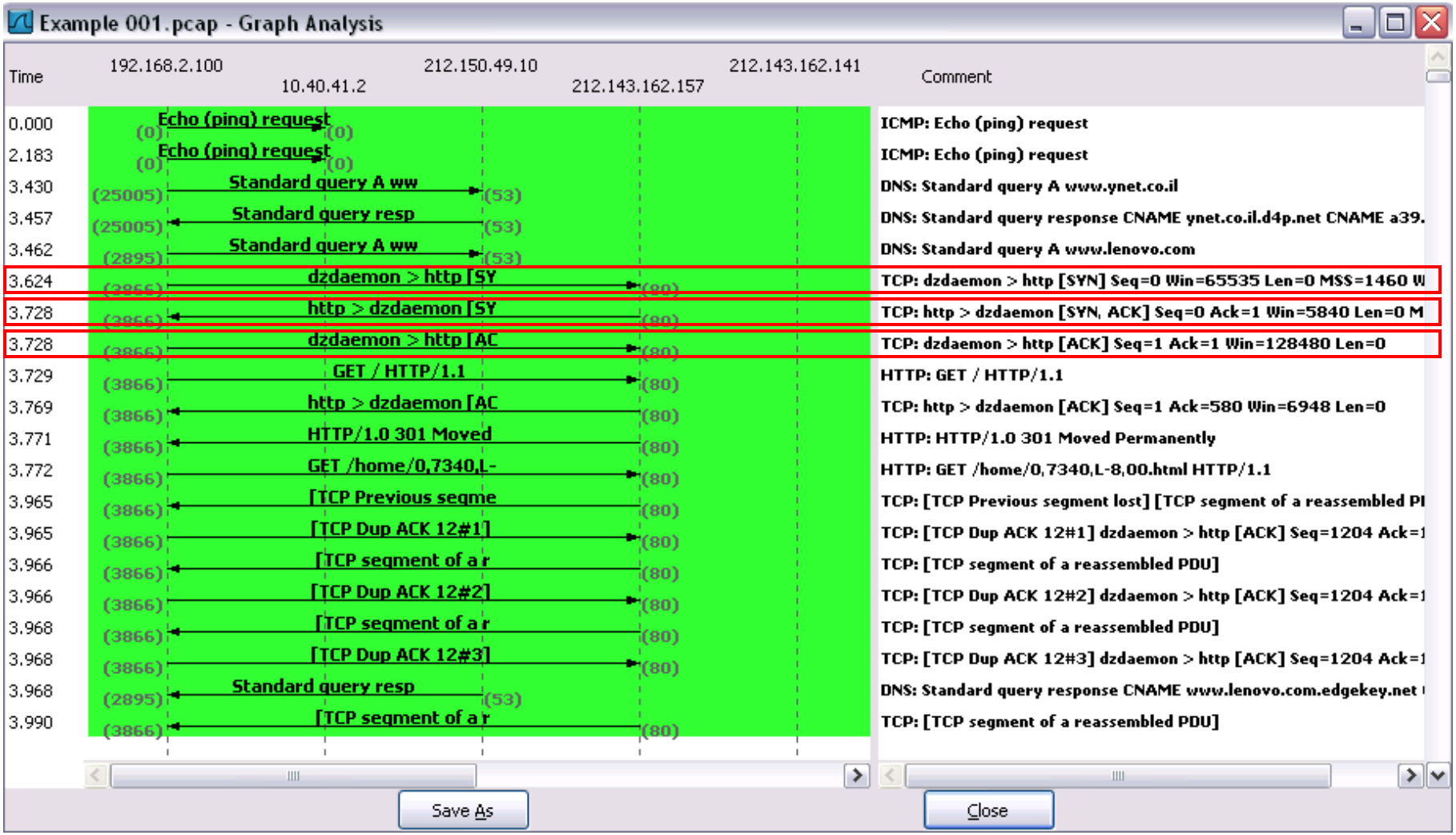


Analyzing Packets (5/9)

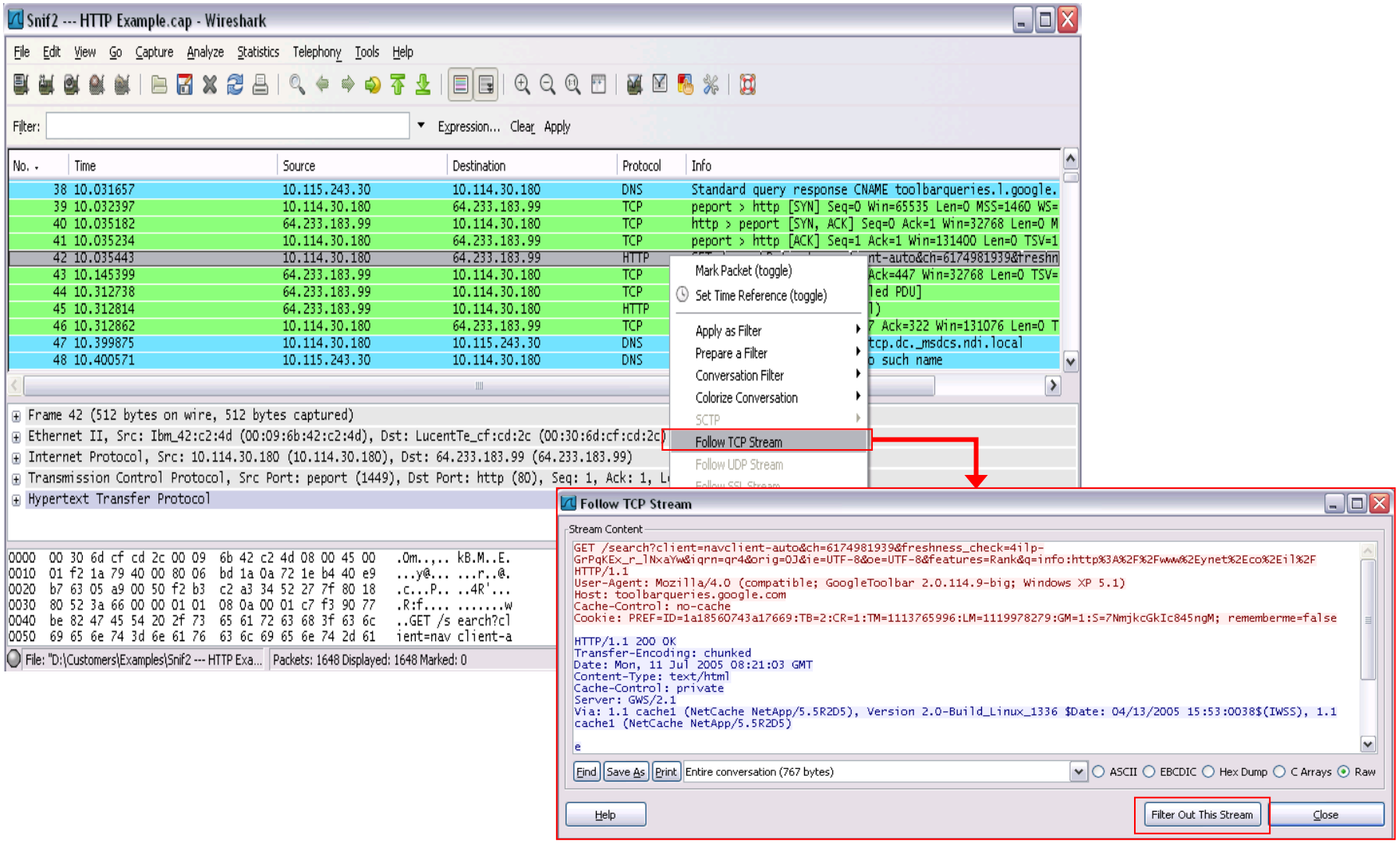
- Flow Graph
  - Giving us a graphical flow, for better understanding of what we see



Analyzing Packets (6/9)

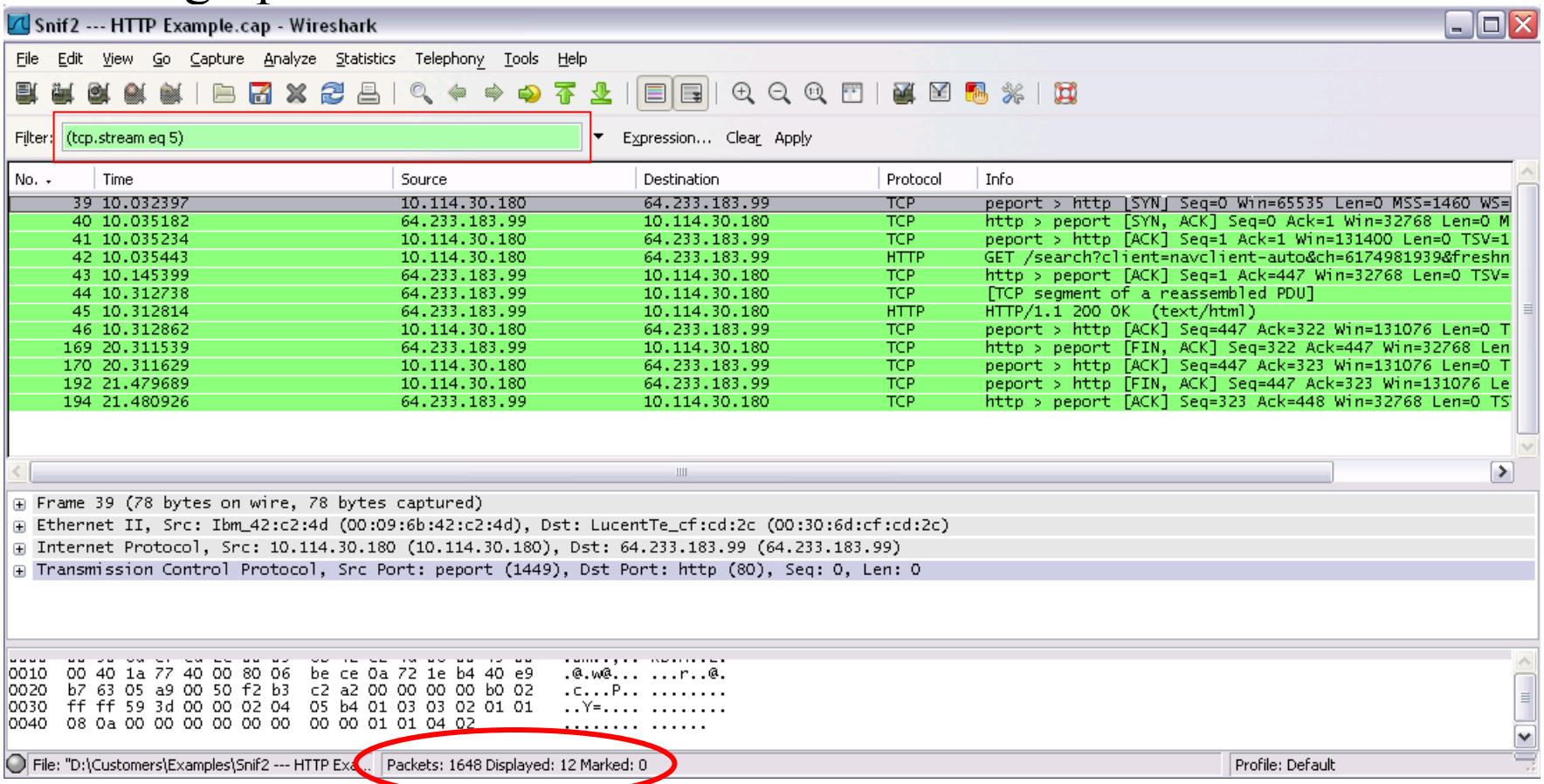


Analyzing Packets (7/9)

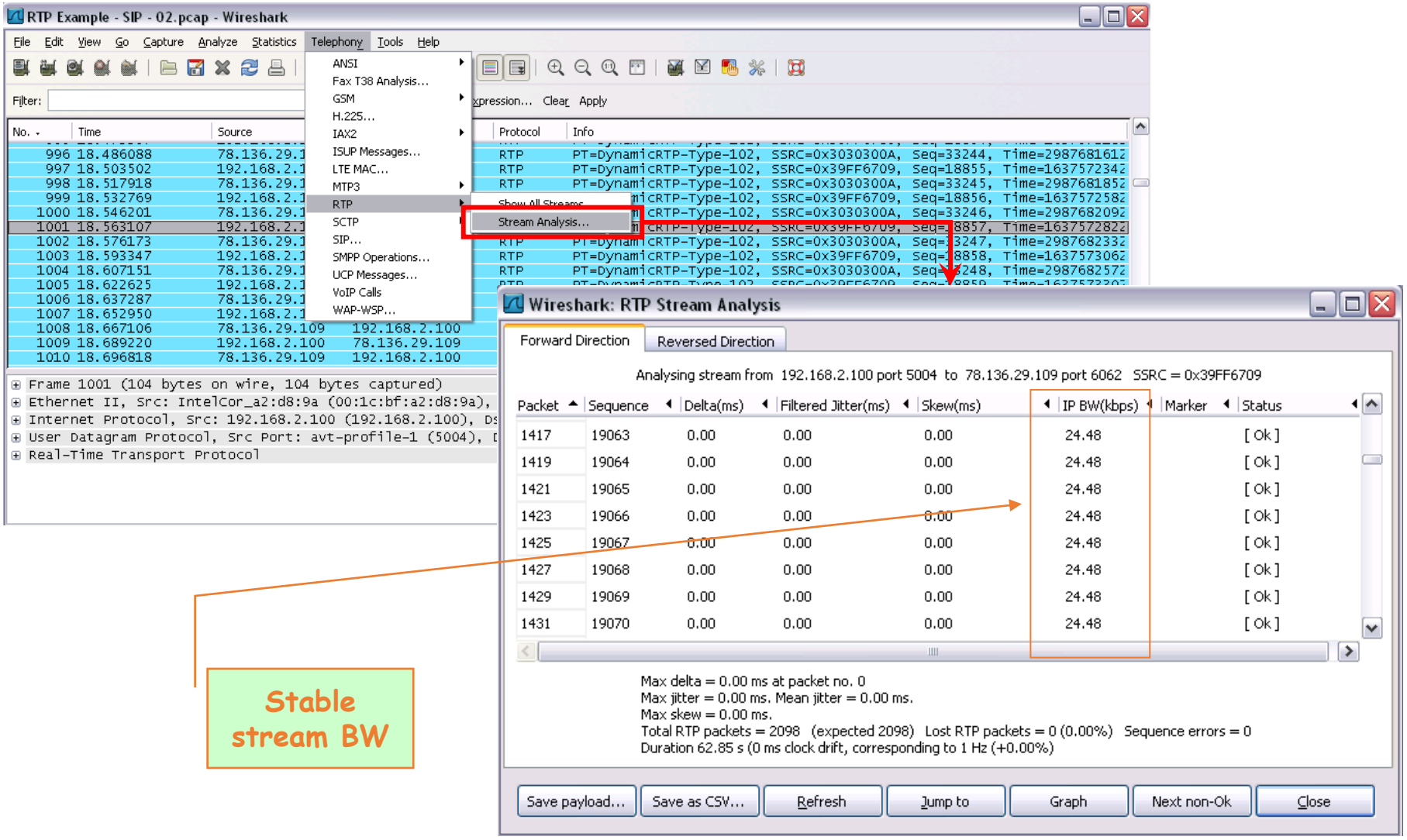


Analyzing Packets (8/9)

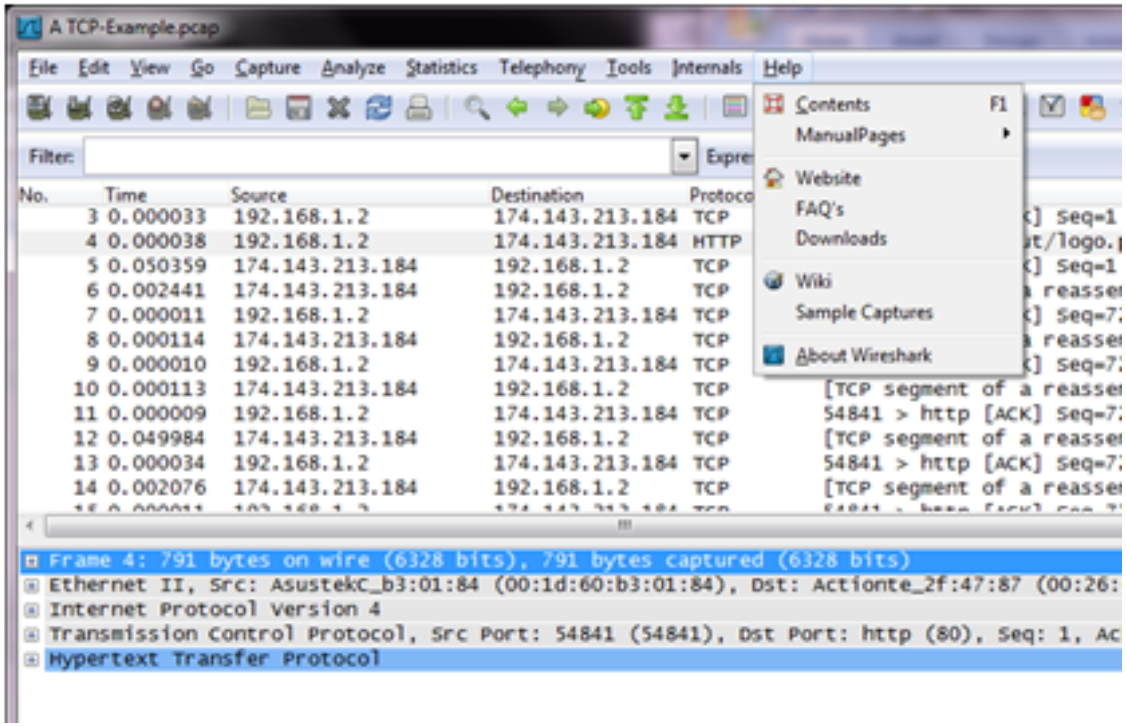
- Filtering Specific TCP Stream



Analyzing Packets (9/9)



Help in Wireshark



Easily find help in Wireshark-including Sample Captures

Acknowledgements

- Most part of this tutorial was prepared by M.Fahim, G.Succi, and A.Tormasov

Reference

- This tutorial is based on the on the following resources as well as relevant material over the internet.

- https://www.wireshark.org/download/docs/user-guide.pdf
- http://ilta.ebiz.uapps.net/ProductFiles/productfiles/672/wireshark.ppt

- UC Berkley course "EE 122: Intro to Communication Networks"
  - http://www.eecs.berkeley.edu/~jortiz/courses/ee122/presentations/Wireshark.ppt

- Other resources:
  - http://openmaniak.com/wireshark_filters.php