

# Introduction to Networking

## Goal:

- I. To understand the basic underpinnings of network security.

# Roadmap

1. Recapitulation: the 4-layers model
2. Basics on security

# Recap: the 4-layers model

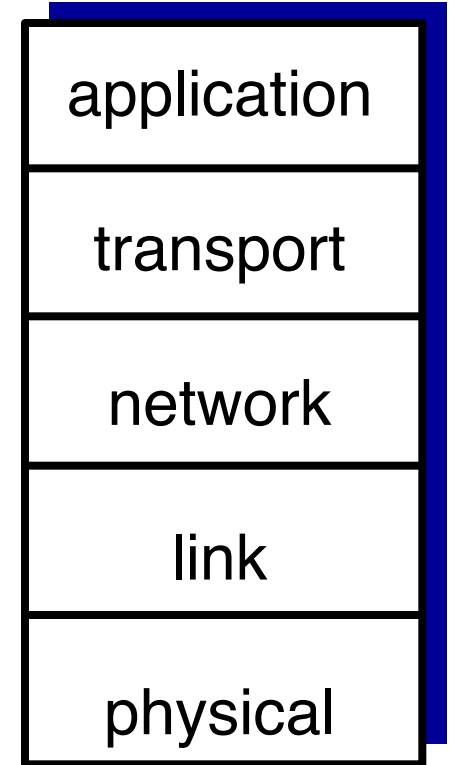
*application:* supporting network applications  
FTP, SMTP, HTTP, DNS

*transport:* process-process data transfer  
TCP, UDP

*network:* routing of datagrams from source to destination  
IP, routing protocols

*link:* data transfer between neighbouring network elements  
Ethernet, 802.111 (WiFi), PPP

*physical:* bits “on the wire”



# Quiz - [menti.com](https://www.menti.com) 5771249

1. A message from your friend arrives and your chat application displays a pop up notification

Select Network Layer... ▼

2. A message arrives which states that your friend has closed the chat connection.

Select Network Layer... ▼

3. A message gets sent from your computer to your router.

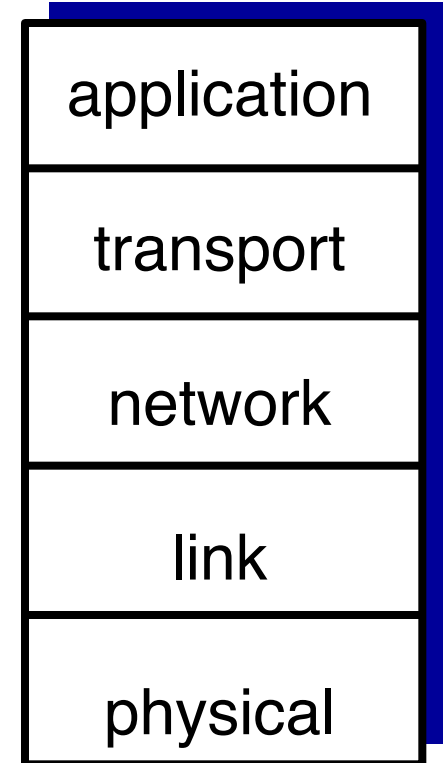
Select Network Layer... ▼

4. A message gets sent from your computer to your router to Google's server.

Select Network Layer... ▼

# How are packets sent/delivered?

- messages are just **packets**: an array of bytes of data
- delivering a message is like sending a **postcard**
  - the message is split into multiple **packets**
  - in order to deliver a message you need to send many **postcards/packets**

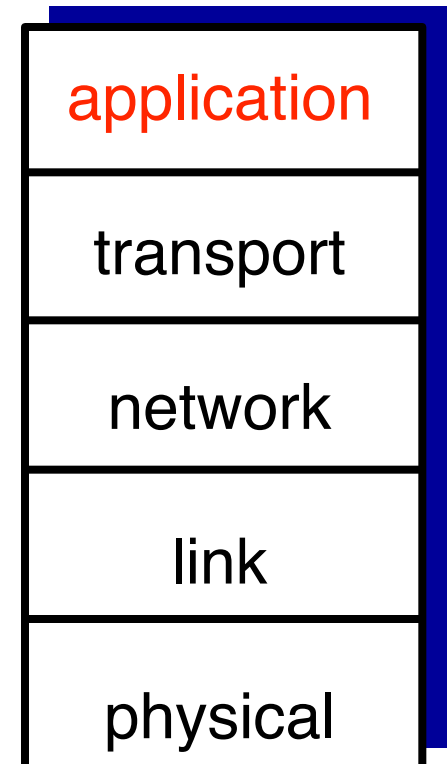


# Postcard - application layer

## ● Example:

- putting a postcard into a bag and bringing it to the post office.
- we want to send a “hello” message to a friend
  - application layer builds a hello packet, which is subsequently sent to transport —> network —> link layers

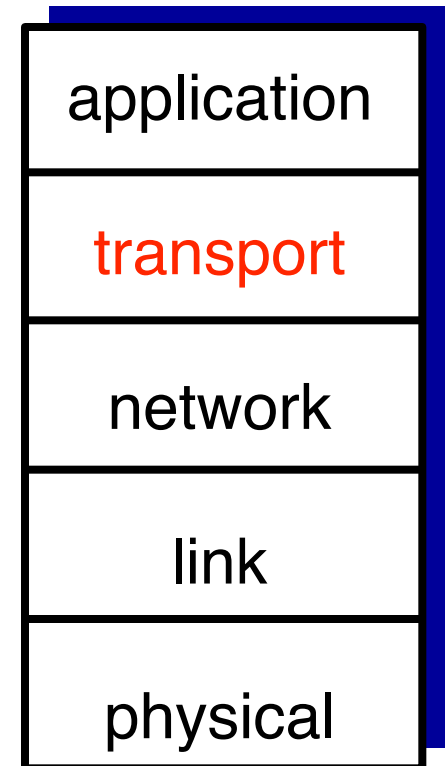
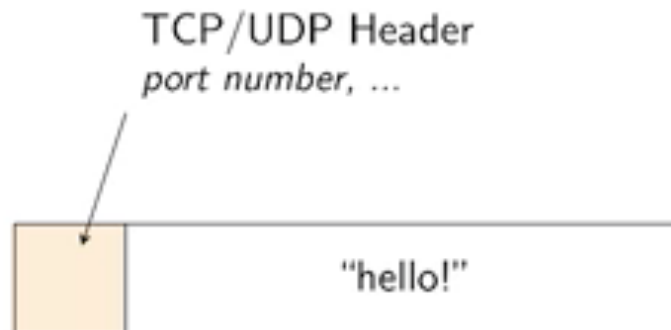
“hello!”



# Postcard - transport layer

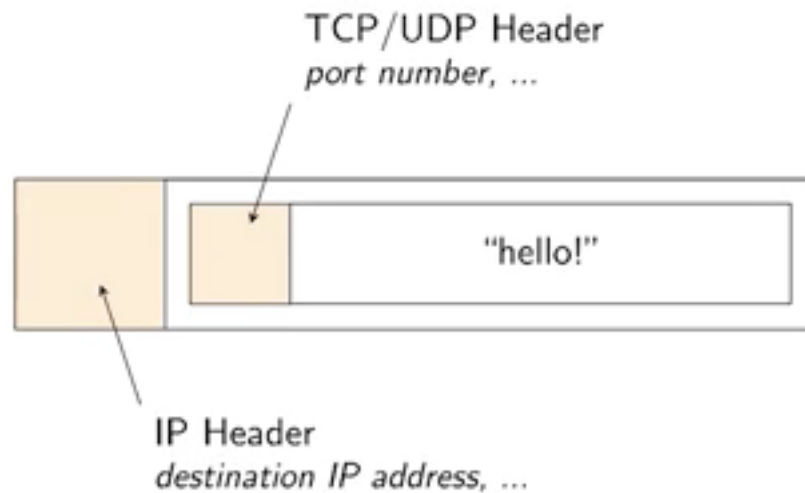
- the **transport** layer ensures the message is sent to the right application in the destination machine application
- transport** layer adds a **TCP** or **UDP** header to the message
- i.e., websites usually listen on port 443; the recipient's name on the **postcard**.

Application HTTP, DNS, ...
Transport TCP, UDP
Internetwork IP
Link Ethernet

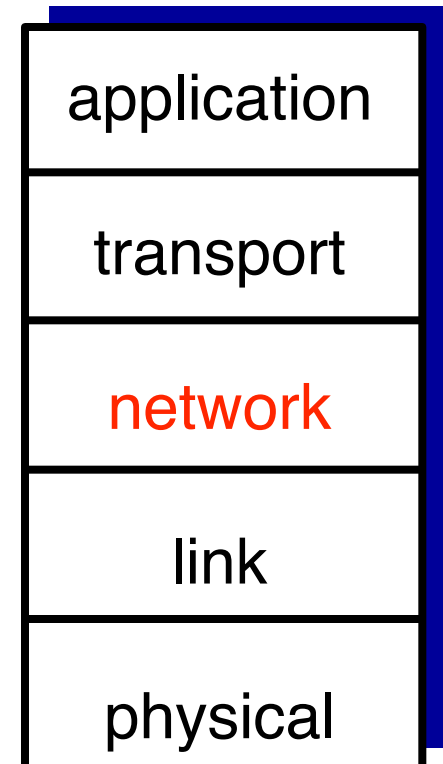


# Postcard - network layer

- the **network** layer adds an **IP header**
- for instance, the street address where the **postcard** will be sent

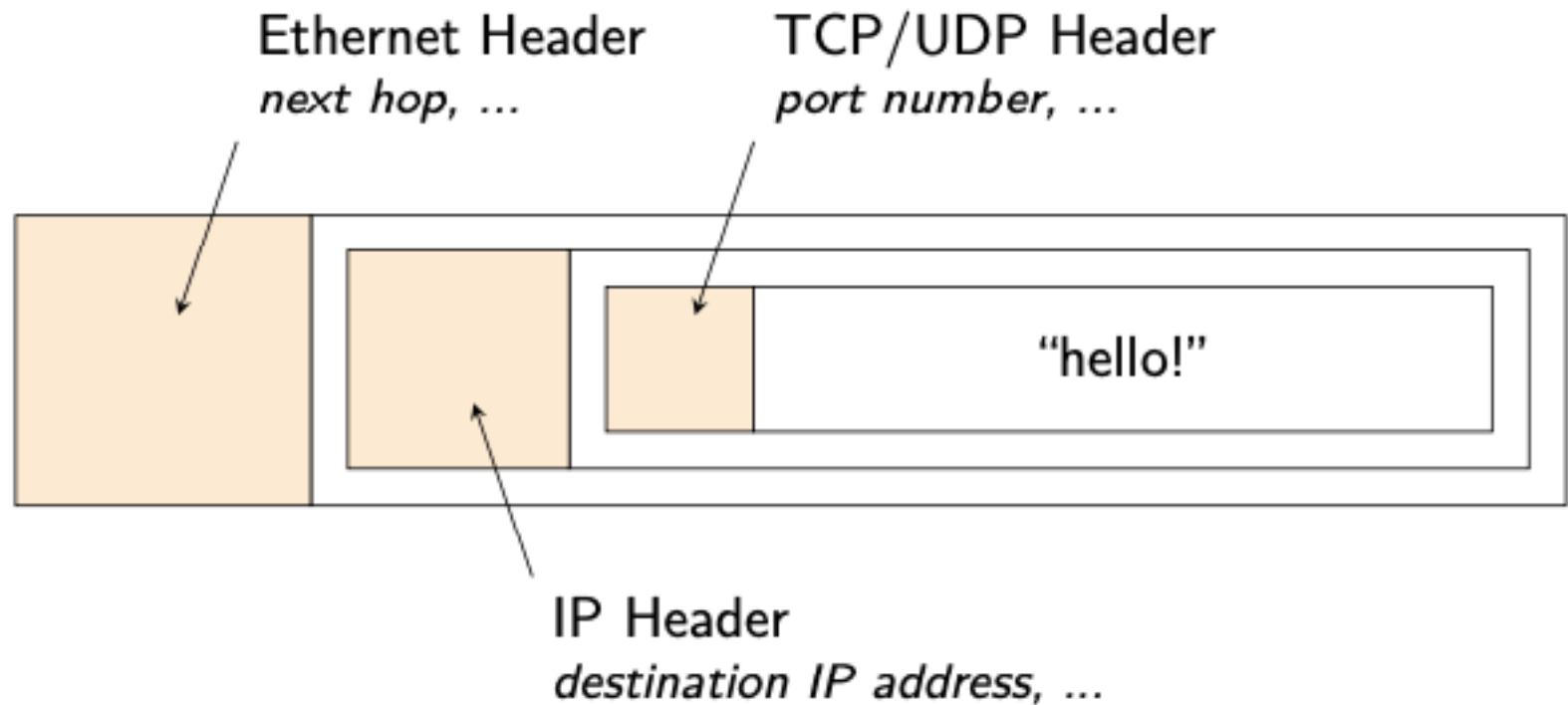


Application HTTP, DNS, ...
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Internetwork IP
Link Ethernet





# packets

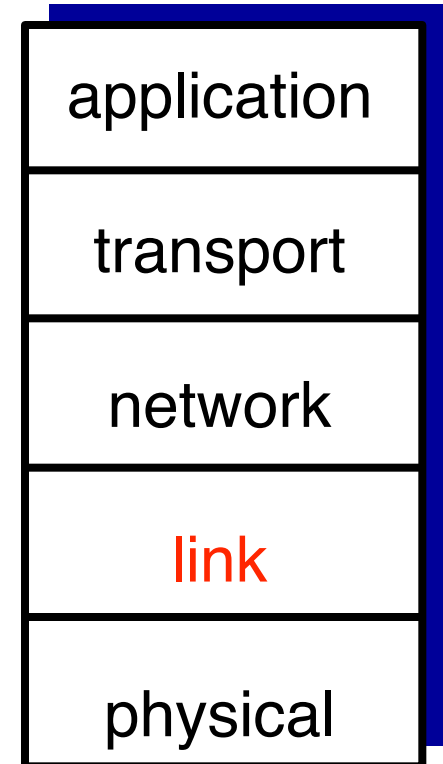
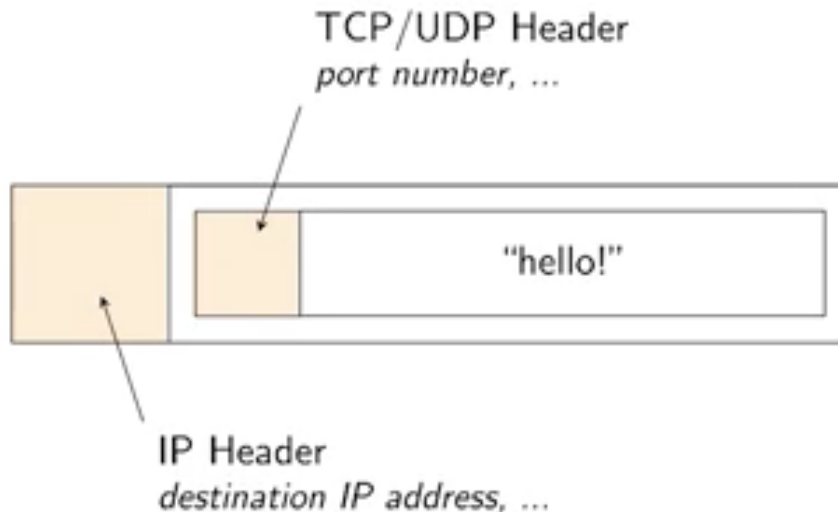


Application HTTP, DNS, ...
Transport TCP, UDP
Internetwork IP
Link Ethernet

# Postcard - link layer

- link-layer adds an **ethernet header**: information on the next **hop** (**router/machine**) to which the packet will be sent

Application
HTTP, DNS, ...
Transport
TCP, UDP
Internetwork
IP
Link
Ethernet



# Question

## Question

Which of the following statements are true?

- ☐ The router will replace/modify the existing Ethernet header before forwarding a packet.
- ☐ The TCP header contains the packet's destination IP address.
- ☐ To forward a packet, the router needs to parse and understand the packet's TCP header.
- ☐ Your internet service provider can read the contents of your packets when they pass through their network.

# Roadmap

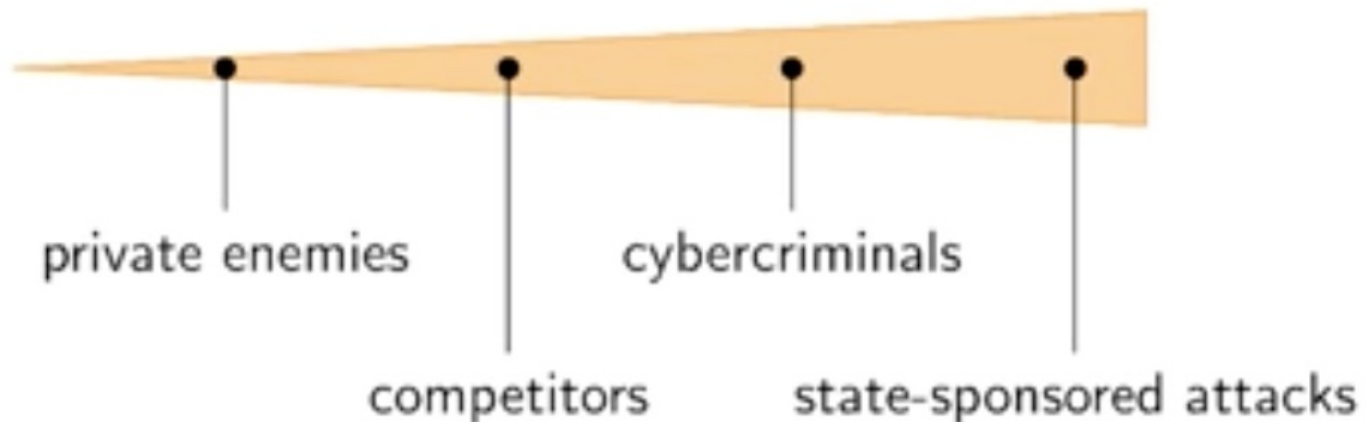
1. Recapitulation: the 4-layers model
2. Basics on security

# Security: CIA protection goals

- (C) **Confidentiality** - messages remain private - you don't want anyone to know the messages you wrote on your postcard
- (I) **Integrity** - messages remain **unmodified** - no one tampered with your messages, e.g., no one changed the address on your postcard.
- (A) **Availability** - messages can always be transmitted - you need a communication channel to be always available.

# Threat model

- Who are my **adversaries**?
- What are my **assets**?
- Who will attack us?
- What are my **protection goals**?
- What are my **capabilities**?
- What are the **attacker's capabilities**?



# Security of network protocols - Dolev-Yao

## Adversary's capabilities:

- Observe, modify, drop, delay, forge, or replay messages.
- Falsify circumstances (e.g. redirect messages, use fake identities).
- Concurrent protocol executions

# Security of network protocols - Dolev-Yao

## Adversary's constraints:

- Trusted areas are secure.
- Cryptographic primitives have no vulnerabilities.
- Unable to guess keys.



# Dolev-Yao model

You listen to a presentation about a new network protocol for online banking. After the talk, there is a lot of discussion going on. Check all remarks that are relevant under the Dolev-Yao model.

- ☐ The bank runs Windows on their servers. This will be insecure!
- ☐ Looks nice, but the NSA will break the encryption function and use this to spy on us.
- ☐ What happens if someone breaks into the bank's data center? They should use a blockchain instead!
- ☐ I don't think they properly protect against transaction replay.

# CIA model

For each network capability, which protection goal is *directly* violated?

Only check one goal – the most directly violated one – per capability.

Attacker Capability	Protection Goals		
	Confidentiality	Integrity	Availability
Observe Packets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Modify Packets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Drop Packets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Delay Packets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forge Packets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Replay Packets	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

# Summary

- The 4-layer model
- The Dolev-Yao model