

CSE 127: Introduction to Security

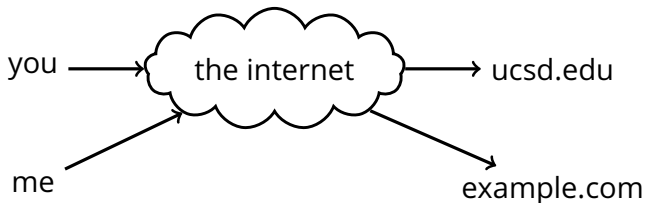
Lecture 10: Intro to Networking

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The Internet



Original Idea:

- Network is dumb
- Simple, robust service
- Shift complexity to endpoints
- Acts like postal system (packet-based) rather than traditional phone system (circuit-based)

Need protocol to actually communicate

A protocol is an agreement on how to communicate.

Includes syntax and semantics.

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 - Format, order messages are sent and received.

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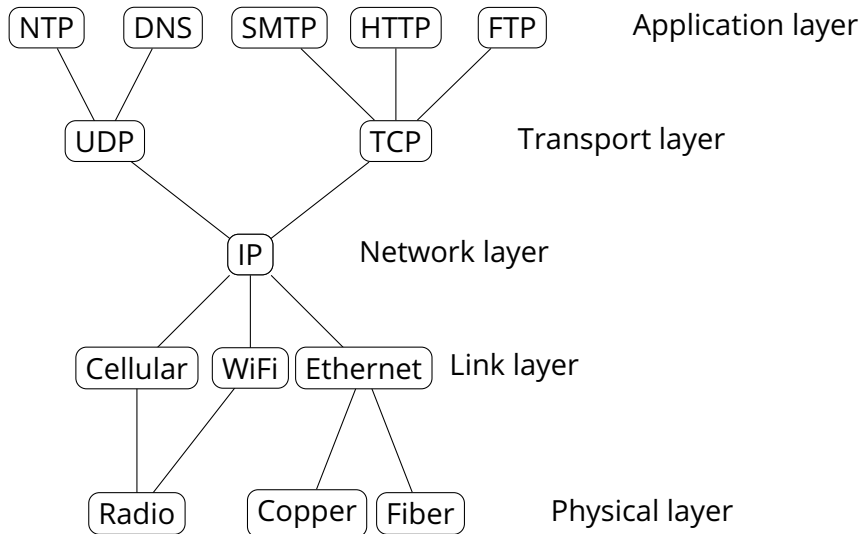
- **Syntax:** How communication is specified and structured.
 - Format, order messages are sent and received.
- **Semantics:** What a communication means
 - Actions taken when transmitting, receiving, or timer expires.
- **Example:** RFC 2616 (HTTP/1.1)
 - Section 5: Syntax of HTTP Requests
 - Section 9.3: Semantics of GET Requests

Protocols are layered

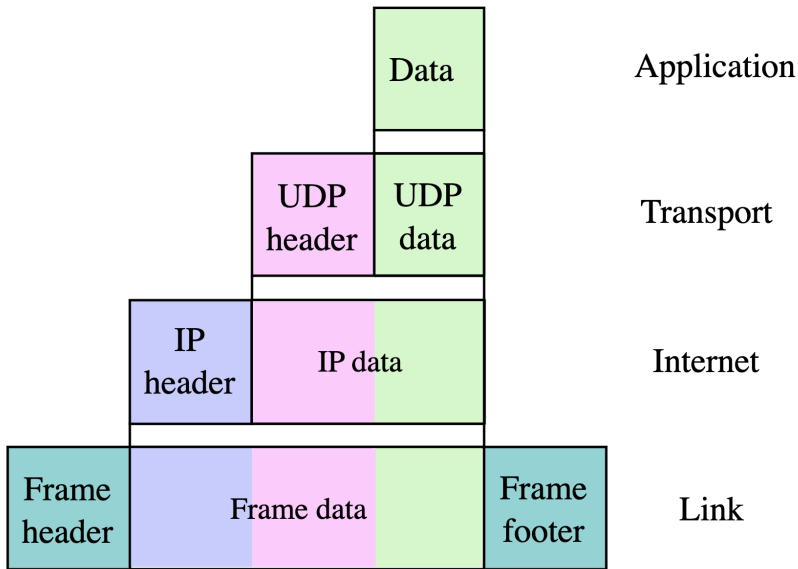
- Networks use a stack of layers
- Lower layers provide services to layers above
 - Don't care what higher layers do
- Higher layers use services of layers below
 - Don't care how lower layers implement services
- Layers define abstraction boundaries
 - At a given layer, all layers above and below are opaque

Basic Internet Architecture “Hourglass”

Narrow waist = interoperability

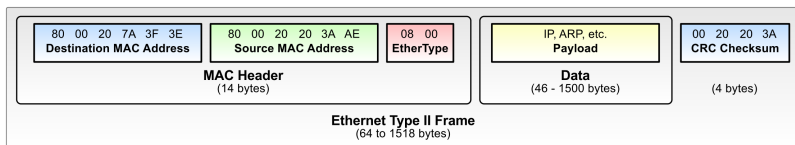


Packet encapsulation at each layer



Link layer: Connecting hosts to local network

Most common link layer protocol: **Ethernet**



- Messages organized into frames
- Every node has a globally unique 6-byte MAC address

Source: Wikipedia

Link layer: Connecting hosts to local network

- Originally a broadcast protocol: every node on network received every packet
- Now switched: switch learns the physical port for each MAC address and sends packets to correct port if known
- WiFi similar to Ethernet, but nodes can move

IP: Internet Protocol

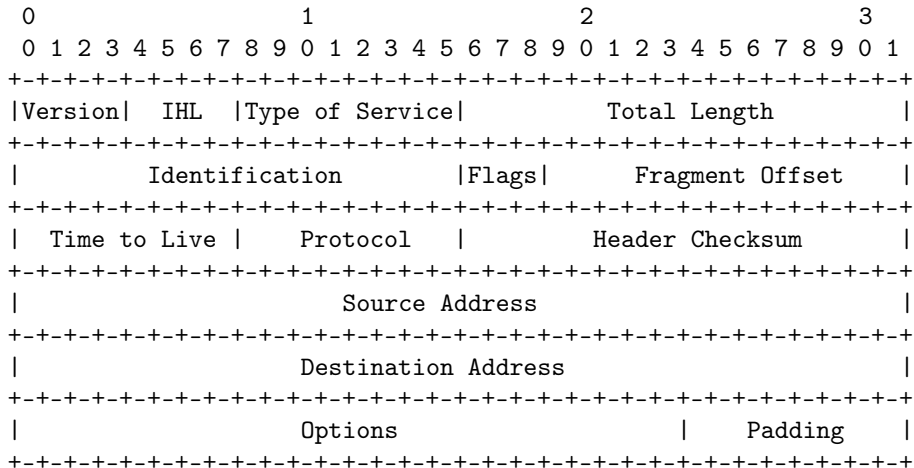
- Connectionless delivery model
- “Best effort” = no guarantees about delivery
- No attempt to recover from failure
- Packets might be lost, delivered out of order, delivered multiple times
- Packets might be fragmented
- Provides hierarchical addressing scheme

IP: Internet Protocol

- IPv4
 - 32-bit host addresses
 - Written as 4 bytes in decimal,
 - e.g. 192.168.1.1
- IPv6
 - 128-bit host addresses
 - Written as 16 bytes in hex
 - :: implies zero bytes
 - e.g. 2620:0:e00:b::53 = 2620:0:e00:b:0:0:0:53

September 1981

Internet Protocol



Example Internet Datagram Header

Note that each tick mark represents one bit position.

ARP: Address Resolution Protocol

- Problem: How does a host learn what MAC addresses to send packets to?
- ARP lets hosts build table mapping IP addresses to MAC addresses.

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- ARP request: source MAC, dest MAC, "Who has IP address N?"
- ARP reply: source MAC, dest MAC, "IP address N is at MAC address M."

Routing: BGP (Border Gateway Protocol)

- Internet organized into ASes (Autonomous Systems) with peer, provider, or customer relationships between them
- Rough tree shape, with a small number of backbone ASes in a clique at the root

Routing: BGP (Border Gateway Protocol)

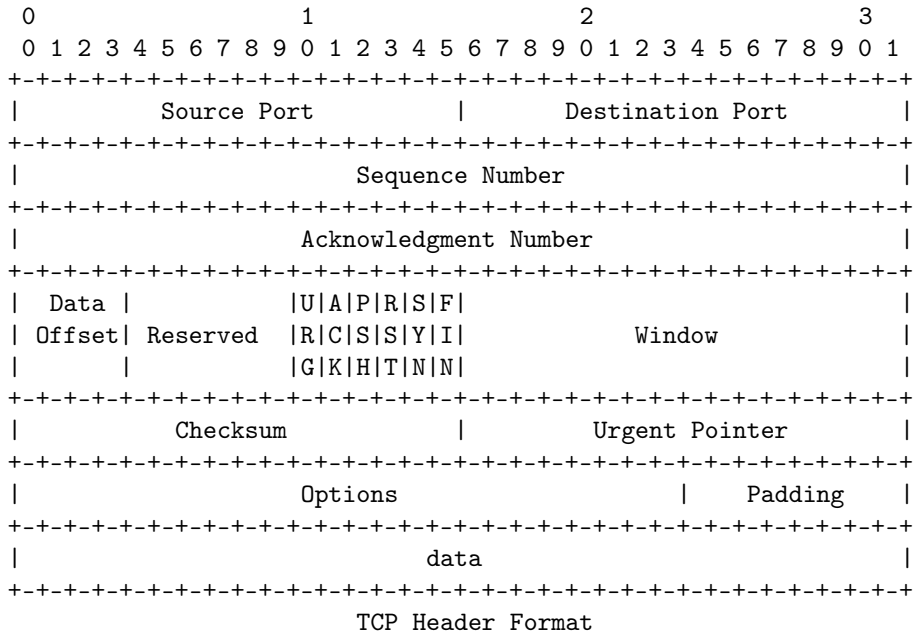
- Internet organized into ASes (Autonomous Systems) with peer, provider, or customer relationships between them
- Rough tree shape, with a small number of backbone ASes in a clique at the root
- BGP allows routers to exchange information about their routing tables
- Routers maintain global table of routes
- Each router announces what it can route to its neighbors
- Routes propagate through network

TCP (Transmission Control Protocol)

- Want abstraction of a stream of bytes delivered reliably and in-order between applications on different hosts
- TCP provides:
 - Reliable in-order byte stream
 - Connection-oriented protocol
 - Explicit setup/teardown
 - End hosts (processes) have multiple concurrent long-lived dialogs
 - Congestion control: adapt to network path capacity, receiver's ability to receive packets

September 1981

Transmission Control Protocol



TCP Header Format

Ports

- Each application is identified by a port number
- TCP connection established between port A on host address M to port B on host address N. Ports are 16 bits, 1-65535
- Some destination ports are used for particular applications by convention
 - 80 HTTP (web)
 - 443 HTTPS (web)
 - 25 SMTP (mail)
 - 67 DHCP (host configuration)
 - 22 SSH (secure shell)
 - 23 telnet

TCP Sequence Numbers

- Bytes in application data stream numbered with 32-bit sequence number
- Data sent in segments: sequences of contiguous bytes sent in a single IP datagram
- Sequence number indicates where data belongs in byte sequence
- Sequence number in packet header is the sequence number of the first byte in the payload

TCP Sequence Numbers and Acknowledgement

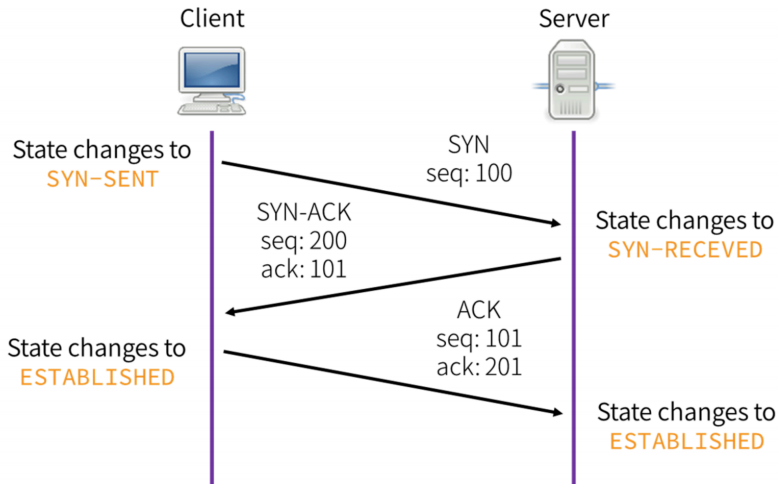
- Two logical data streams in a TCP connection: one in each direction
- Receiver acknowledges received data: acknowledgement number is sequence number of next expected byte of stream in opposite direction
- ACK flag set to acknowledge data
- Sender retransmits lost data
- Congestion control: sender adapts retransmission according to timeouts

TCP 3-Way Handshake

Starting a TCP connection

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Starting a TCP connection



FIN/RST: Closing TCP connections

- FIN initiates a clean close of a TCP connection, waits for ACK from receiver

FIN/RST: Closing TCP connections

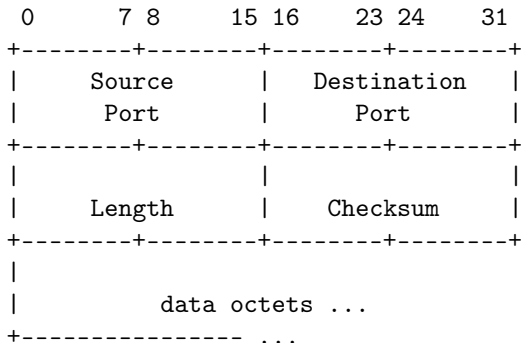
- FIN initiates a clean close of a TCP connection, waits for ACK from receiver
- If a host receives a TCP packet with RST flag, it tears down the connection
- Designed to handle spurious TCP packets from previous connections

UDP (User Datagram Protocol)

- UDP offers no service quality guarantee
- Essentially a transport layer protocol that is a wrapper around IP
- Adds ports to let applications demultiplex traffic
- Useful for applications that only need best-effort guarantee
- e.g. DNS, NTP

28 August 1980

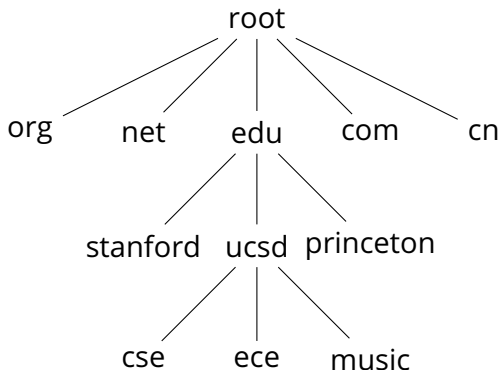
User Datagram Protocol



User Datagram Header Format

DNS (Domain Name Service)

- Handle mapping between host names (e.g. ucsd.edu) and IP addresses (e.g. 132.239.180.101)
- DNS is a delegatable, hierarchical name space



DNS Records

```
$ dig cseweb.ucsd.edu
```

```
; <<>> DiG 9.10.6 <<>> cseweb.ucsd.edu
;; global options: +cmd
;; Got answer:
;; ->HEADER<- opcode: QUERY, status: NOERROR, id: 3727
;; flags: qr rd ra; QUERY: 1, ANSWER: 2, AUTHORITY: 0, ADDITIONAL: 1

;; OPT PSEUDOSECTION:
;; EDNS: version: 0, flags:; udp: 4096
;; QUESTION SECTION:
;cseweb.ucsd.edu. IN A

;; ANSWER SECTION:
cseweb.ucsd.edu. 3140 IN CNAME roweb.eng.ucsd.edu.
roweb.eng.ucsd.edu. 2855 IN A 132.239.8.30

;; Query time: 57 msec
;; SERVER: 192.168.1.254#53(192.168.1.254)
;; WHEN: Sun Nov 03 20:49:08 PST 2019
;; MSG SIZE rcvd: 84
```

DNS Details

- 13 main DNS root servers
- DNS responses are cached for quicker responses
- DNS authorities queried progressively according to domain name hierarchy

```
$ dig cseweb.ucsd.edu +trace
```

```
; <<> DiG 9.10.6 <<> cseweb.ucsd.edu +trace
```

```
;; global options: +cmd
```

```
. 105604 IN NS d.root-servers.net.
```

```
. 105604 IN NS h.root-servers.net.
```

```
. 105604 IN NS c.root-servers.net.
```

```
. 105604 IN NS j.root-servers.net.
```

```
...
```

```
. 105604 IN NS l.root-servers.net.
```

```
. 105604 IN NS i.root-servers.net.
```

```
. 105604 IN RRSIG NS 8 0 518400 20191115050000 20191102040000 22545 . Z14B+vD/MKz0X1UBwu04kzwQNajhg1Af1K7j5Jvd9N2
```

```
;; Received 525 bytes from 192.168.1.254#53(192.168.1.254) in 44 ms
```

```
edu. 172800 IN NS b.edu-servers.net.
```

```
edu. 172800 IN NS f.edu-servers.net.
```

```
edu. 172800 IN NS i.edu-servers.net.
```

```
...
```

```
edu. 172800 IN NS c.edu-servers.net.
```

```
edu. 172800 IN NS e.edu-servers.net.
```

```
edu. 172800 IN NS d.edu-servers.net.
```

```
edu. 86400 IN DS 28065 8 2 4172496CDE85534E5112904035BD04B1FCFEBAE996DFDDE652006F6 F8B2CE76
```

```
edu. 86400 IN RRSIG DS 8 1 86400 20191116170000 20191103160000 22545 . Bso09WI4UphacN5rLOB4f3bCzVPptbmTCKHwcMgb6e
```

```
;; Received 1174 bytes from 192.58.128.30#53(j.root-servers.net) in 20 ms
```

```
ucsd.edu. 172800 IN NS ns-auth2.ucsd.edu.
```

```
ucsd.edu. 172800 IN NS ns-auth3.ucsd.edu.
```

```
9DHS4EP5G85PF9NUFK06HEK0048QGK77.edu. 86400 IN NSEC3 1 1 0 - 9V5L4LUB1VNJ9EQQLIHEQCBREACL2500 NS SOA RRSIG DNSKE
```

```
9DHS4EP5G85PF9NUFK06HEK0048QGK77.edu. 86400 IN RRSIG NSEC3 8 2 86400 20191111043435 20191104032435 47252 edu. M5V
```

```
3FTB9RSLROQJUOPDNLJJE2I31U25M4MG.edu. 86400 IN NSEC3 1 1 0 - 4586U2HHMPSEAQHJD6R9INNA38POF8KL NS DS RRSIG
```

```
3FTB9RSLROQJUOPDNLJJE2I31U25M4MG.edu. 86400 IN RRSIG NSEC3 8 2 86400 20191111041950 20191104030950 47252 edu. BKv
```

```
;; Received 671 bytes from 192.41.162.30#53(l.edu-servers.net) in 9 ms
```

```
cseweb.ucsd.edu. 3600 IN CNAME roweb.eng.ucsd.edu.
```

```
roweb.eng.ucsd.edu. 3600 IN A 132.239.8.30
```

```
;; Received 84 bytes from 132.239.252.186#53(ns-auth3.ucsd.edu) in 14 ms
```

Using the internet: A worked example

You connect your laptop to a cafe wifi network and type `ucsd.edu` into your browser's URL bar. What happens?

Using the internet: A worked example

1. Your laptop uses DHCP (Dynamic Host Configuration Protocol) to bootstrap itself on the local network.

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 - New host has no IP address, doesn't know who to ask
 - Broadcasts DHCPDISCOVER to 255.255.255.255 with its MAC address
 - DHCP server responds with config: lease on host IP address, gateway IP address, DNS server information

Using the internet: A worked example

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 - Every connection outside the local network will be encapsulated in a link-layer frame with the local router's MAC address as the destination.
 - Your laptop encapsulates each IP packet in a WiFi Ethernet frame addressed to the local router.
 - The local router decapsulates these Ethernet frames and re-encodes them to forward them on its fiber connection to its upstream ISP, or to another part of the network.
 - Each hop re-encodes the link layer for its own network.

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3. Your laptop does a DNS lookup on `ucsd.edu`.
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- Each response tells the laptop what authority to query, until it learns the final IP address (75.2.44.127) for `ucsd.edu`

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- Each request is a DNS query encapsulated in one or more UDP packets encapsulated in one or more IP packets.
- Each response tells the laptop what authority to query, until it learns the final IP address (75.2.44.127) for ucsd.edu
- This address is cached, along with the authorities for the hierarchy in the hostname.

Using the internet: A worked example

4. Your laptop opens a TCP connection to 75.2.44.127.
 - Each packet of the TCP triple handshake is encoded in an IP packet that is encoded as Ethernet frames that are decoded and re-encoded as they pass through the network.

Using the internet: A worked example

4. Your laptop opens a TCP connection to 75.2.44.127.
 - Each packet of the TCP triple handshake is encoded in an IP packet that is encoded as Ethernet frames that are decoded and re-encoded as they pass through the network.
 - The local router has a routing table that contains IP prefixes that it matches against the IP address that tells it what address to forward the packets to.

Using the internet: A worked example

4. Your laptop opens a TCP connection to 75.2.44.127.
 - Each packet of the TCP triple handshake is encoded in an IP packet that is encoded as Ethernet frames that are decoded and re-encoded as they pass through the network.
 - The local router has a routing table that contains IP prefixes that it matches against the IP address that tells it what address to forward the packets to.
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- The local router has a routing table that contains IP prefixes that it matches against the IP address that tells it what address to forward the packets to.
- The packet passes through a series of Autonomous Systems (ASes).
- From cafe network (ATT), go through sbcglobal.net → att.net → level3.net → cenic.net → ucsd.edu.

Using the internet: A worked example

5. Your laptop sends a HTTP GET request inside the TCP connection.
6. Based on the HTTP response, the laptop performs a new DNS lookup, TCP handshake, and HTTP GET requests for every resource in the HTML as it renders.