

CSF 432: Intro to Network and System Security

Week 05 - Review

Michael Conti

Department of Computer Science and Statistics
University of Rhode Island

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Sources: Professor Messer's CompTIA N10-007 Network+ Course Notes

1

Assigning IPv4 Addresses

2

Assigning IPv4 Addresses

DHCP

- ☑ IPv4 address configuration used to be manual
 - ☑ IP address, subnet mask, gateway, DNS servers, NTP servers, etc.
- ☑ October 1993 - The bootstrap protocol - BOOTP
- ☑ BOOTP didn't automatically define everything
 - ☑ Some manual configurations were still required
 - ☑ BOOTP also didn't know when an IP address might be available again
- ☑ Dynamic Host Configuration Protocol
 - ☑ Initially released in 1997, updated through the years
 - ☑ Provides automatic address / IP configuration for almost all devices

3

Assigning IPv4 Addresses

The DHCP Process

- ☑ Step 1: Discover - Client to DHCP Server
 - ☑ Find all of the available DHCP Servers
- ☑ Step 2: Offer - DHCP Server to client
 - ☑ Send some IP address options to the client
- ☑ Step 3: Request - Client to DHCP Server
 - ☑ Client chooses an offer and makes a formal request
- ☑ Step 4: Acknowledgement - DHCP Server to client
 - ☑ DHCP server sends an acknowledgement to the client

4

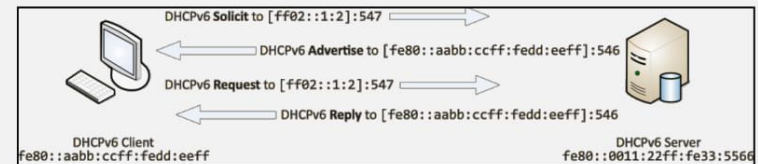
Assigning IPv4 Addresses

Turning dynamic into static

- ☑ DHCP assigns an IP address from the first available from a large pool of addresses
 - ☑ Your IP address will occasionally change
- ☑ You may not want your IP address to change
 - ☑ Server, printer, or personal preference
- ☑ Disable DHCP on the device
 - ☑ Configure the IP address information manually
 - ☑ Requires additional administration
- ☑ Configure an IP reservation on the DHCP server
 - ☑ Associate a specific MAC address with an IP address

5

Assigning IPv6 Addresses

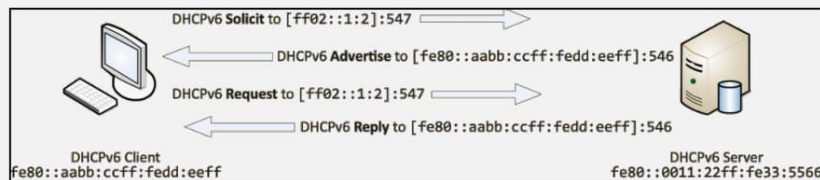


6

Assigning IPv6 Addresses

Stateful DHCPv6

- ☑ Very similar process to DHCPv4 - udp/546 (client) and udp/547 (server)



7

Assigning IPv6 Addresses

Converting EUI-48 to EUI-64

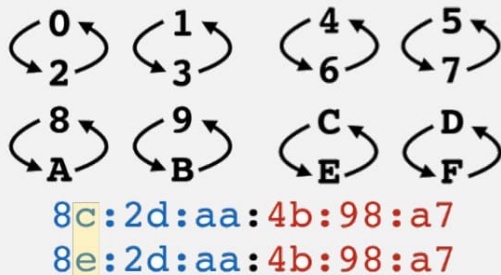
- ☑ Split the MAC
 - ☑ Two 3-byte (24 bit) halves
- ☑ Put FFFE in the middle
 - ☑ The missing 16 bits
- ☑ Invert the seventh bit
 - ☑ Changes the address from globally unique/universal
 - ☑ Turns the burned-in address (BIA) into a locally administered address
 - ☑ This is the U/L bit (universal/local)

8

Assigning IPv6 Addresses

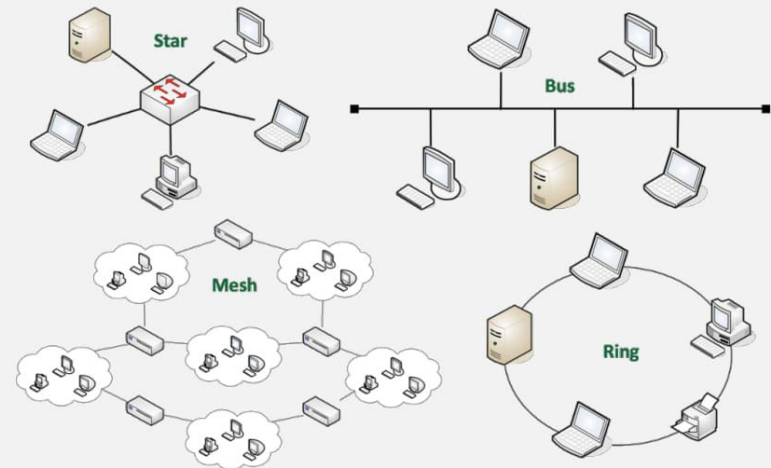
Shortcut for flipping the 7th bit

- ✓ Quickly convert the MAC address - create a chart
- ✓ Count from 0 to F in hex - two columns, groups of four
- ✓ Quickly convert the second character of the first hex byte
 - ✓ Change it to the other value



9

Network Topologies



10

Network Topologies

Logical Network Maps

- ✓ Specialized software
 - ✓ Visio, OmniGraffle, Gliffy.com
- ✓ High level views
 - ✓ WAN layout, application flows
- ✓ Useful for planning and collaboration

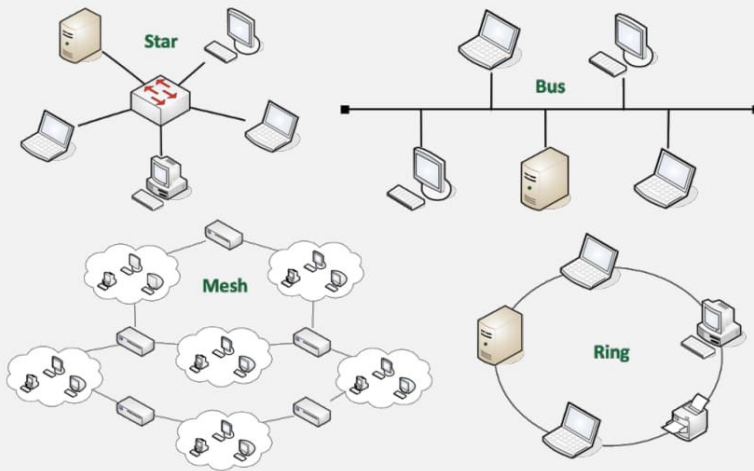
Physical network maps

- ✓ Follows the physical wire and device
 - ✓ Can include physical rack locations

11

Common Network Types

12



13

Network Topologies

Wireless topologies

- ☑ Ad hoc networking
 - ☑ No pre-existing infrastructure
 - ☑ Devices communication amongst themselves
- ☑ Infrastructure
 - ☑ All devices communicate through an access point
 - ☑ The most common wireless communication mode
- ☑ Mesh
 - ☑ Ad hoc devices work together to form a mesh “cloud”
 - ☑ Self form and self heal

14

Common Network Types

LAN - Local Area Network

- ☑ A building or group of buildings
 - ☑ High-speed connectivity
- ☑ Ethernet and 802.11 wireless
 - ☑ Any slower and it isn't “local”

WLAN - Wireless LAN

- ☑ 802.11 technologies
- ☑ Mobility within a building or geographic area
- ☑ Expand coverage with additional access points

15

Common Network Types

MAN - Metropolitan Area Network

- ☑ A network in your city
 - ☑ Larger than a LAN, often smaller than a WAN
- ☑ Common to see government ownership
 - ☑ They “own” the right-of-way

CAN - Campus Area Network

- ☑ Corporate Area Network
- ☑ Limited geographical area
 - ☑ A group of buildings
- ☑ LAN technologies
 - ☑ Fiber connected, high speed Ethernet
- ☑ Your fiber in the ground
 - ☑ No third-party provider

16

Common Network Types

WAN - Wide Area Network

- ☑ Generally connects LANs across a distance
 - ☑ And generally much slower than the LAN
- ☑ Many different WAN technologies
 - ☑ Point-to-point serial, MPLS, et
 - ☑ Terrestrial and non-terrestrial

17

Common Network Types

NAS vs. SAN

☑ **Network Attached Storage (NAS)**

- ☑ Connect to a shared storage device across the network
- ☑ File-level access

☑ **Storage Area Network (SAN)**

- ☑ Looks and feels like a local storage device
- ☑ Block-level access
- ☑ Very efficient reading and writing
- ☑ Requires a lot of bandwidth
 - ☑ May use an isolated network and high-speed network technologies

18

Common Network Types

PAN - Personal Area Network

- ☑ Personal Area Network
- ☑ Your own private network - Bluetooth, IR, NFC
- ☑ Automobile - audio output, integrate with phone
- ☑ Mobile phone - wireless headset
- ☑ Health - workout telemetry, daily reports

19

Internet of Things (IoT) Topologies

20

Internet of Things (IoT) Topologies

Internet of Things

- ☑ Wearable technology
 - ☑ Watches, health monitors, glasses
 - ☑ Track our location
 - ☑ Where is that data and how is it stored?
- ☑ Home automation
 - ☑ Video doorbells
 - ☑ Internet-connected garage door openers
 - ☑ Heating and cooling
 - ☑ It knows when you are home (and when you aren't)

21

Internet of Things (IoT) Topologies

Z-Wave

- ☑ Home automation networking
 - ☑ Control lights, locks, garage doors, etc.
- ☑ Wireless mesh networking
 - ☑ Nodes can hop through other nodes on the way to the destination
- ☑ Uses the ISM band
 - ☑ Industrial, Scientific, and Medical
 - ☑ 900 MHz frequencies in the US
 - ☑ No conflicts with 802.11

22

Internet of Things (IoT) Topologies

ANT / ANT+

- ☑ Wireless sensor network protocol
 - ☑ 2.4 GHz ISM band (industrial, scientific, and medical)
 - ☑ An "Internet of Things" ultra-low-power protocol
 - ☑ Fitness devices, heart rate monitors, etc.
- ☑ A separate wireless service
 - ☑ Not 802.11 or Bluetooth
- ☑ Denial of service
 - ☑ Spectrum jamming
- ☑ Optional encryption
 - ☑ And no method to maintain integrity

23

Internet of Things (IoT) Topologies

Bluetooth

- ☑ High speed communication over short distances
- ☑ PAN (Personal Area Network)
 - ☑ Connects our mobile devices
- ☑ Smartphones, tethering, headsets and headphones,
 - ☑ health monitors, automobile and phone integration, smartwatches, external speakers

24

Internet of Things (IoT) Topologies

Near field communication (NFC)

- ✓ Two-way wireless communication
 - ✓ Builds on RFID, which is mostly one-way
- ✓ Payment systems
 - ✓ Google wallet and MasterCard partnership
- ✓ Bootstrap for other wireless
 - ✓ NFC helps with Bluetooth pairing
- ✓ Access token, identity “card”
 - ✓ Short range with encryption support

25

Internet of Things (IoT) Topologies

RFID (Radio-frequency identification)

- ✓ It's everywhere
 - ✓ Access badges
 - ✓ Inventory/Assembly line tracking
 - ✓ Pet/Animal identification
 - ✓ Anything that needs to be tracked
- ✓ Radar technology
 - ✓ Radio energy transmitted to the tag
 - ✓ RF powers the tag, ID is transmitted back
 - ✓ Bidirectional communication
 - ✓ Some tag formats can be active/powered

26

Internet of Things (IoT) Topologies

IR (Infrared)

- ✓ Included on many smartphones, tablets, and smartwatches
 - ✓ Not really used for file transfers and printing
- ✓ Control your entertainment center
 - ✓ Many IR options

IEEE 802.11

- ✓ Wireless networking (802.11)
 - ✓ Managed by the IEEE LAN/MAN Standards Committee (IEEE 802)
- ✓ Many updates over time
 - ✓ Check with IEEE for the latest
- ✓ The Wi-Fi trademark
 - ✓ Wi-Fi Alliance handles interoperability testing

27

Wireless Standards

	Frequencies	Maximum MIMO streams	theoretical throughput (per stream)	theoretical throughput (total)
802.11a	5 GHz	Not applicable	54 Mbit/s	54 Mbit/s
802.11b	2.4 GHz	Not applicable	11 Mbit/s	11 Mbit/s
802.11g	2.4 GHz	Not applicable	54 Mbit/s	54 Mbit/s
802.11n	5 GHz and/or 2.4 GHz	4 MIMO	150 Mbit/s	600 Mbit/s
802.11ac	5 GHz	8 MU-MIMO	866.7 Mbit/s	~6.8 Gbit/s

28

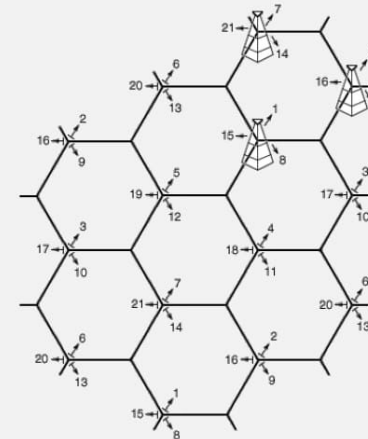
Wireless Standards

- ☑ 802.11a
- ☑ 802.11b
- ☑ 802.11g
- ☑ 802.11n
- ☑ 802.11ac

	Frequencies	Maximum MIMO streams	theoretical throughput (per stream)	theoretical throughput (total)
802.11a	5 GHz	Not applicable	54 Mbit/s	54 Mbit/s
802.11b	2.4 GHz	Not applicable	11 Mbit/s	11 Mbit/s
802.11g	2.4 GHz	Not applicable	54 Mbit/s	54 Mbit/s
802.11n	5 GHz and/or 2.4 GHz	4 MIMO	150 Mbit/s	600 Mbit/s
802.11ac	5 GHz	8 MU-MIMO	866.7 Mbit/s	~6.8 Gbit/s

29

Cellular Network Standards

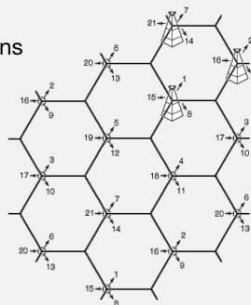


30

Cellular Network Standards

Cellular networks

- ☑ Mobile devices - "Cell" phones
- ☑ Separate land into "cells"
 - ☑ Antenna covers a cell with certain frequencies
- ☑ 2G networks
 - ☑ GSM - Global System for Mobile Communications
 - ☑ CDMA - Code Division



31

Cellular Network Standards

GSM

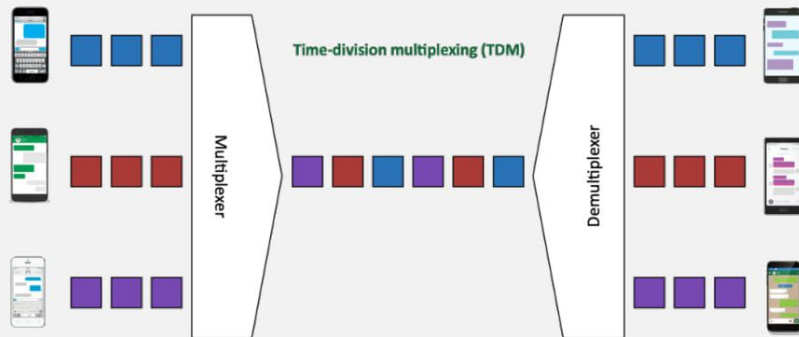
- ☑ Global System for Mobile Communications
 - ☑ Mobile networking standard
- ☑ 90% of the market
 - ☑ Originally an EU standard - Worldwide coverage
- ☑ Used by AT&T and T-Mobile in the United States
 - ☑ Move your SIM card (Subscriber Identity Module) from phone to phone
- ☑ Original GSM standard uses TDMA to multiplex calls
 - ☑ Everyone gets a little slice of time

32

Cellular Network Standards

Time-Division Multiple Access (TDMA)

- ✓ Multiple streams are combined into a single stream, and then broken out again - "Muxing"



33

Cellular Network Standards

CDMA

- ✓ Code Division Multiple Access
 - ✓ Everyone communicates at the same time
 - ✓ Each call uses a different code
 - ✓ The codes are used to filter each call on the receiving side
- ✓ Used by Verizon and Sprint
 - ✓ Handsets are controlled by the network provider
 - ✓ Not much adoption elsewhere

34

Cellular Network Standards

4G and LTE

- ✓ Long Term Evolution (LTE) - A "4G" technology
 - ✓ Converged standard (GSM and CDMA providers)
 - ✓ Based on GSM and EDGE (Enhanced Data Rates for GSM Evolution)
 - ✓ Standard supports download rates of 150 Mbit/s
- ✓ LTE Advanced (LTE-A)
 - ✓ Standard supports download rates of 300 Mbit/s

35

Wireless Network Technologies

2.4 GHz Spectrum for 802.11 - North America



5 GHz Spectrum for 802.11 - North America



36

Wireless Network Technologies

802.11 technologies

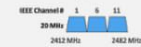
- ☑ Frequency
 - ☑ 2.4 GHz or 5 GHz
 - ☑ And sometimes both
- ☑ Channels
 - ☑ Groups of frequencies, numbered by the IEEE
 - ☑ Non-overlapping channels would be necessary
- ☑ Bandwidth
 - ☑ Amount of frequency in use
 - ☑ 20 MHz, 40 MHz, 80 MHz, 160 MHz

37

Wireless Network Technologies

- ☑ Power level controls
- ☑ Directional antennas
- ☑ Omnidirectional antennas
- ☑ Wireless survey tools

2.4 GHz Spectrum for 802.11 - North America



5 GHz Spectrum for 802.11 - North America

