# Intro to Networking and ARP

# Today: Intro to Networking



- Internet: A global network of computers
- OSI model: A layered model of protocols

# What's the Internet?

# What’s the Internet?



- **Network**: A set of connected machines that can communicate with each other
  - Machines on the network agree on a **protocol**, a set of rules for communication
- **Internet**: A global network of computers
  - The web sends data between browsers and servers using the Internet
  - The Internet can be used for more than the web (e.g. SSH)

# Protocols



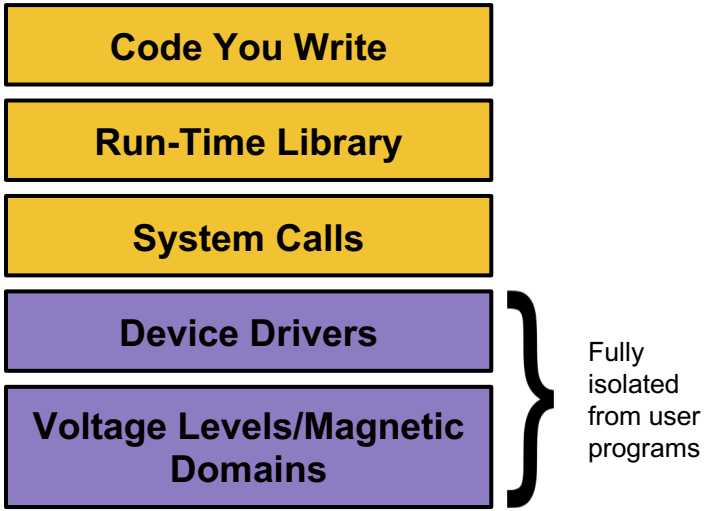
- A **protocol** is an agreement on how to communicate that specifies syntax and semantics
  - *Syntax:* How a communication is specified and structured (format, order of messages)
  - *Semantics*: What a communication means (actions taken when sending/receiving messages)
- Example: Protocol for asking a question in lecture?
  1. The student should raise their hand
  2. The student should wait to be called on by the speaker or wait for the speaker to pause
  3. The student should speak the question after being called on or after waiting
  4. If the student has been unrecognized after some time: Vocalize with “Excuse me!”

# Layering: The OSI Model

# Layering



- Internet design is partitioned into various layers. Each layer…
  - Has a protocol
  - Relies on services provided by the layer below it
  - Provides services to the layer above it
- Analogous to the structure of an application and the “services” that each layer relies on and provides



# Example: Sending Mail



Alice

I am hungry.

Bob

# Example: Sending Mail



Alice

Bob

Send to: Bob

I am hungry.

# Example: Sending Mail



Alice


Mail to: 123 Bob St

Send to: Bob

I am hungry.

Bob

# Example: Sending Mail



Alice


Bob


Mail to: 123 Bob St

Send to: Bob

I am hungry.

# Example: Sending Mail



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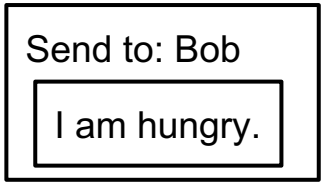




# Example: Sending Mail



Alice


Bob

I am hungry.

# Example: Sending Mail



Each layer communicates with each other, relying on abstractions below them!

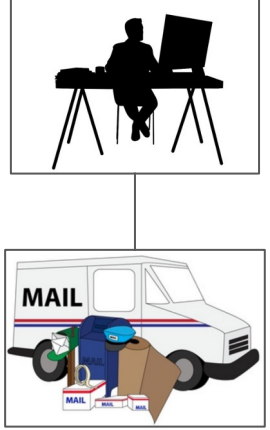
Alice

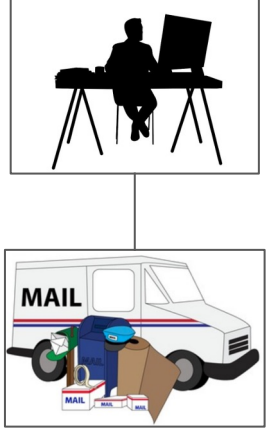
Bob

**Relies upon**: Sending messages to people

**Provides**: Sending messages to people
**Relies upon**: Sending messages to addresses

**Provides**: Sending messages to addresses

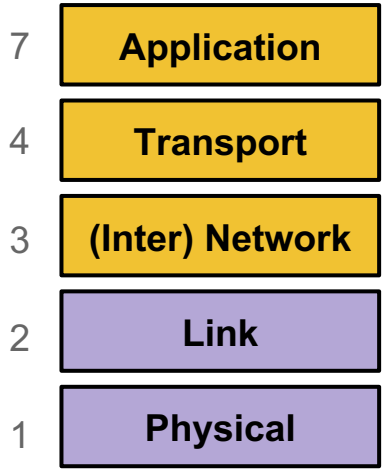


# OSI Model



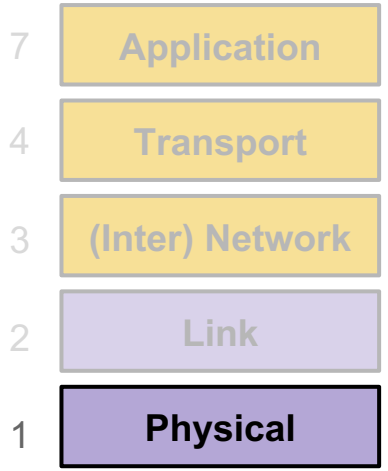
- **OSI model:** Open Systems Interconnection model, a layered model of Internet communication
  - Originally divided into 7 layers
    - But layers 5 and 6 aren't used in the real world, so we ignore them
    - And we'll talk about layer 4.5 for encryption later
- Same reliance upon abstraction
  - A layer can be implemented in different ways without affecting other layers
  - A layer's protocol can be substituted with another protocol without affecting other layers



# Layer 1: Physical Layer



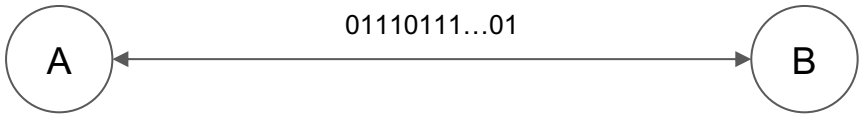
- **Provides**: Sending bits from one device to another
  - Encodes bits to send them over a physical link
    - Patterns of voltage levels
    - Photon intensities
    - RF modulation
- Examples
  - Wi-Fi radios (IEEE 802.11)
  - Ethernet voltages (IEEE 802.3)



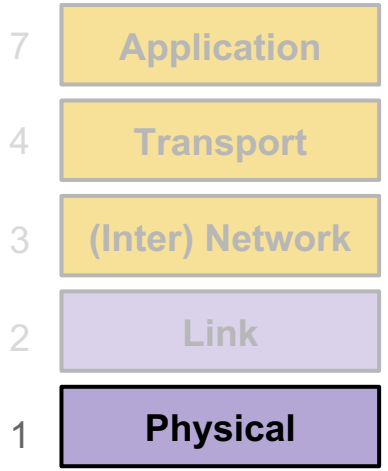
# Layer 1: Physical Layer



Physical layer: “How do I transmit this sequence of 0’s and 1’s from A to B?”



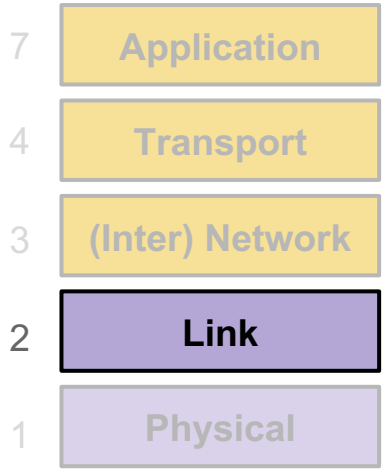

Next: How do we talk to more than one device?



# Layer 2: Link Layer



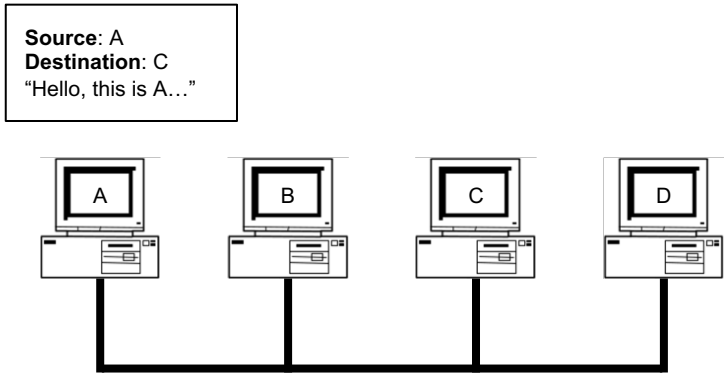
- **Provides**: Sending frames directly from one device to another
  - **Relies upon**: Sending bits from one device to another
  - Encodes messages into groups of bits called “frames”
- Examples
  - Ethernet frames (IEEE 802.3)



# Layer 2: Link Layer



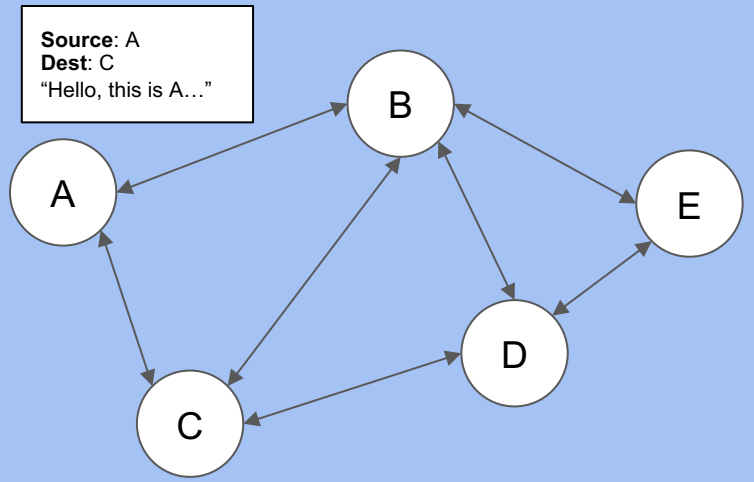
- **Local area network** (**LAN**): A set of computers on a shared network that can directly address one another
  - Consists of multiple physical links
- Frames must consist of at least 3 things:
  - Source (“Who is this message coming from?”)
  - Destination (“Who is this message going to?”)
  - Data (“What does this message say?”)



# Layer 2: Link Layer



- In reality, computers aren't all connected to the same wire
  - Instead, local networks are a set of point-to-point links
- However, Layer 2 still allows direct addressing between any two devices
  - Enabled by transmitting a frame across multiple physical links until it reaches its destination
  - Provides an **abstraction** of a "everything is connected to one wire"



# Ethernet and MAC Addresses



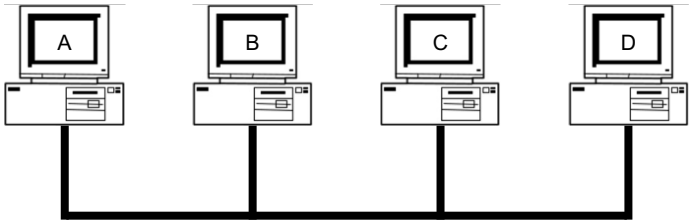
- **Ethernet**: A common layer 2 protocol that most endpoint devices use
- **MAC address**: A 6-byte address that identifies a piece of network equipment (e.g. your phone's Wi-Fi controller)
  - Stands for **Media Access Control**, not message authentication code
  - Typically represented as 6 hex bytes: **13:37:ca:fe:f0:0d**
  - The first 3 bytes are assigned to manufacturers (i.e. who made the equipment)
    - This is useful in identifying a device
  - The last 3 bytes are device-specific

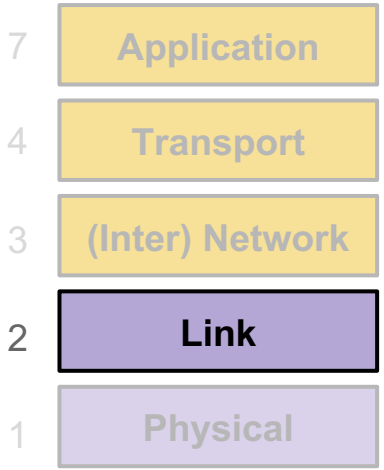
# Layer 2: Link Layer



Link layer: “How do I transmit this frame from A to C, making sure that no one else thinks the message is for them?”

**Source**: A
**Dest**: C
“Hello, this is A…”



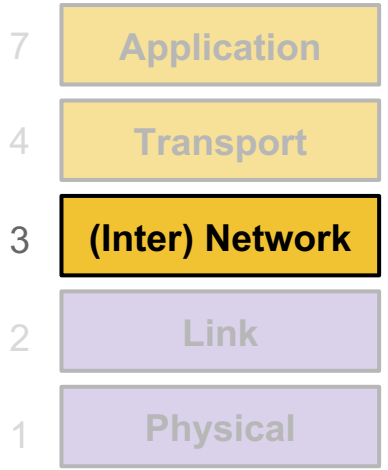




Next: How do we address every device in existence?

# Layer 3: Network Layer



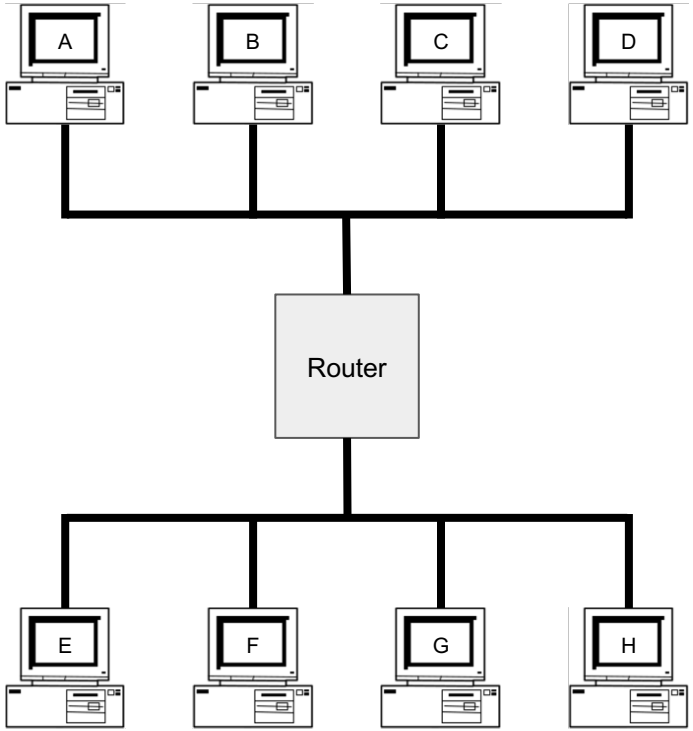
- **Provides**: Sending packets from any device to any other device
  - **Relies upon**: Sending frames directly from one device to another
  - Encodes messages into groups of bits called “packets”
  - Bridges multiple LANs to provide global addressing
- Examples
  - Internet Protocol (IP)



# Layer 3: Network Layer

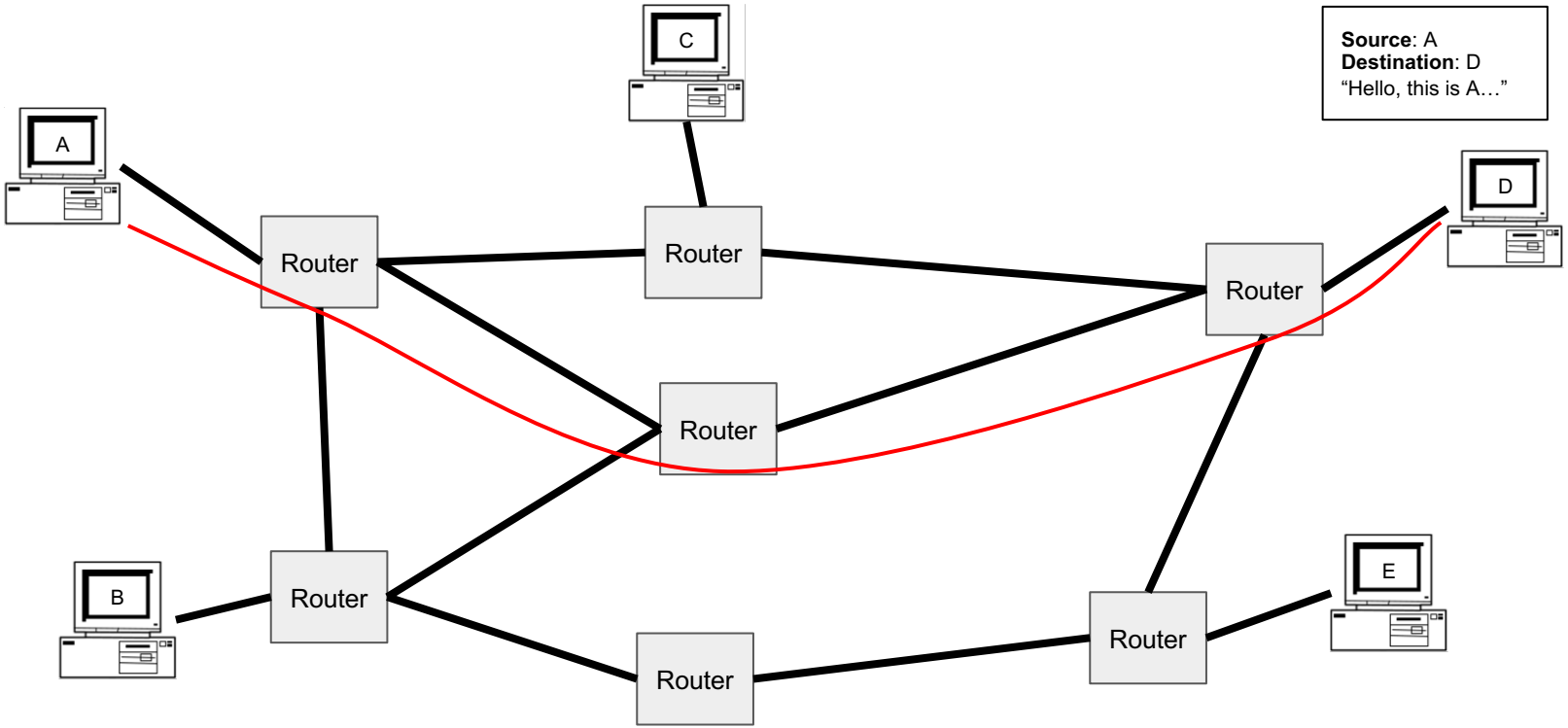


- Recall the ideal layer 2 model: All devices can directly address all other devices
  - This would not scale to the size of the Internet!
- Instead, allow packets to be **routed** across different devices to reach the destination
  - Each hop is allowed to use its own physical and link layers!
- Basic model:
  - Is the destination of the packet directly connected to my LAN?
    - Pass it off to Layer 2
  - Otherwise, **route** the packet closer to the destination



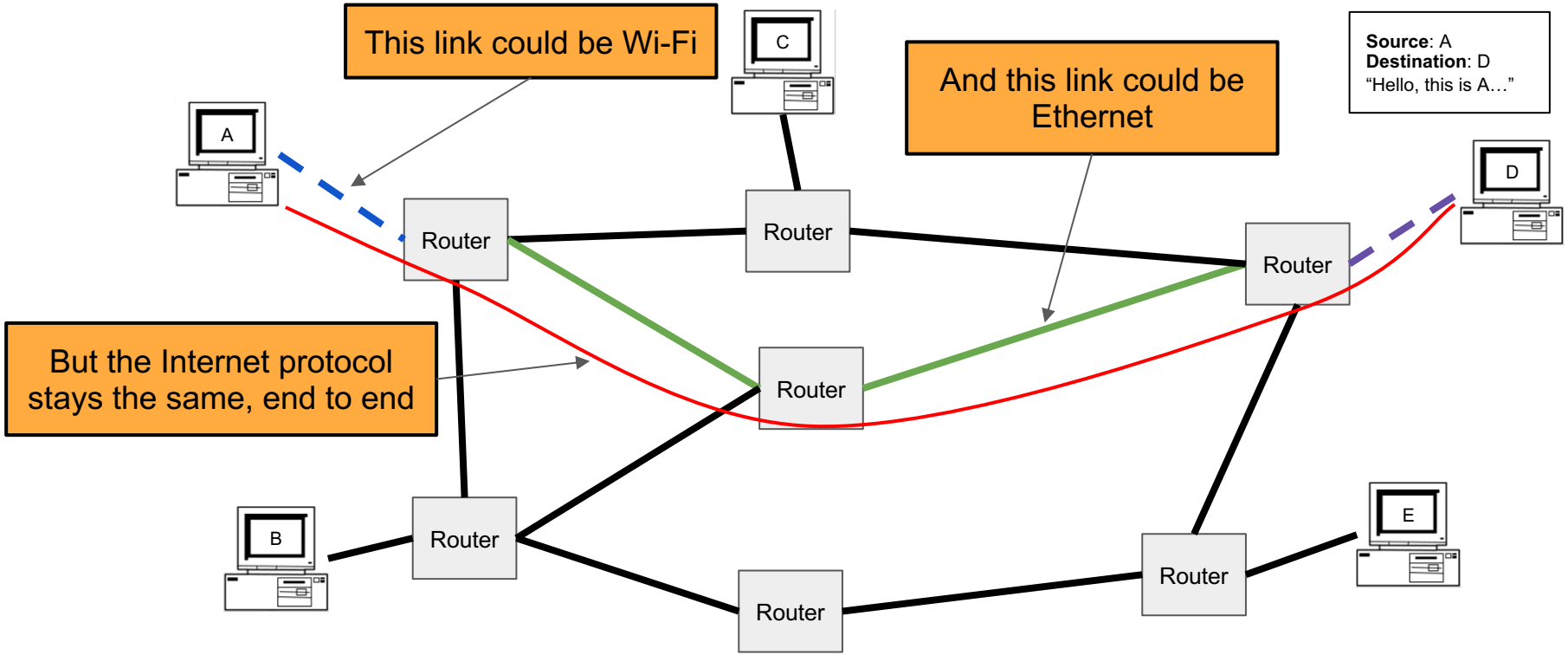
# Layer 3: Network Layer





# Layer 3: Network Layer





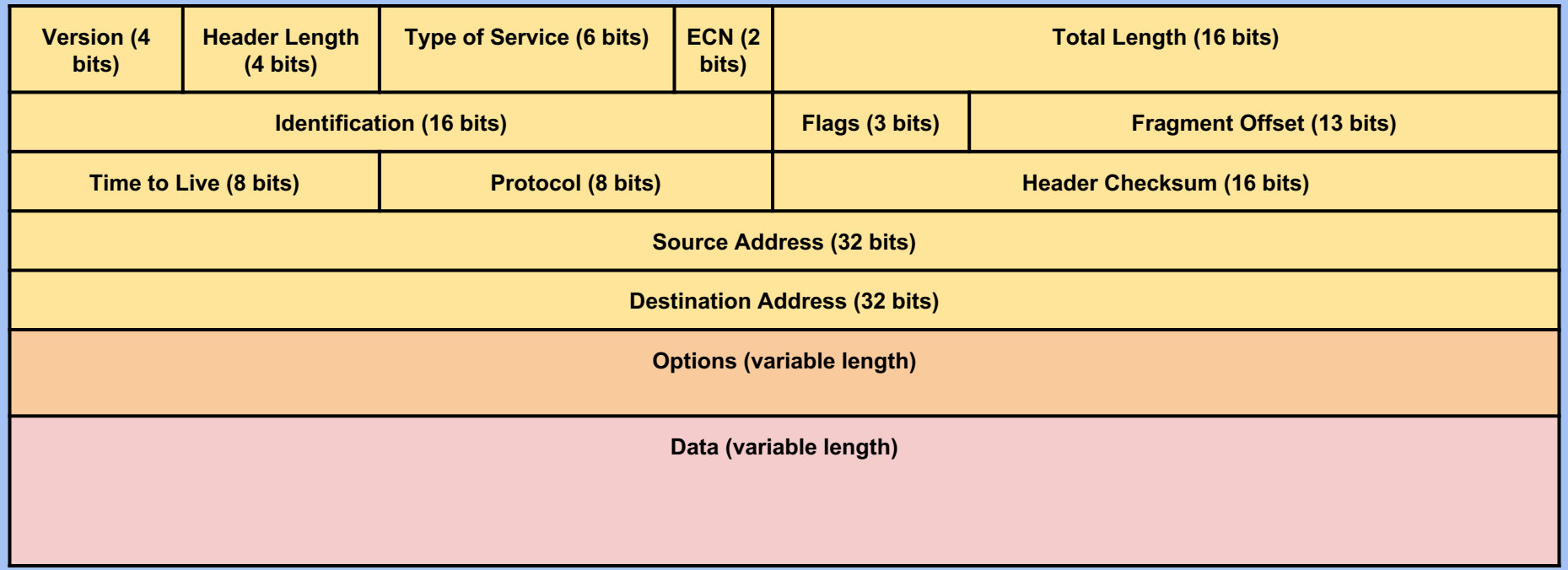
# Layer 3: Network Layer



- Packets must consist of at least 3 things:
  - Source (“Who is this message coming from?”)
  - Destination (“Who is this message going to?”)
  - Data (“What does this message say?”)
  - Similar to frames (layer 2)
- Packets may be fragmented into smaller packets
  - Different links might support different maximum packet sizes
  - Up to the recipient to reassemble fragments into the original packet
  - In IPv4, any node may fragment a packet if it is too large to route
  - In IPv6, the sender must fragment the packet themselves
- Each router forwards a given packet to the next hop
  - We will cover how a router knows how to forward—and attacks on it—in the future
- Packets are not guaranteed to take a given route
  - Two packets with the same source and destination may take different routes

# Internet Protocol (IP)






IPv4 header

# Internet Protocol (IP)



- **Internet Protocol** (**IP**): The universal layer-3 protocol that all devices use to transmit data over the Internet
- **IP address**: An address that identifies a device on the Internet
  - IPv4 is 32 bits, typically written as 4 decimal octets, e.g. **35.163.72.93**
  - IPv6 is 128 bits, typically written as 8 groups of 2 hex bytes: **2607:f140:8801::1:23**
    - If digits or groups are missing, fill with 0's, so **2607:f140:8801:0000:0000:0000:0001:0023**
  - Globally unique from any single perspective
    - For now, you can think of them as just being globally unique
  - IP addresses help nodes make decisions on where to forward the packet

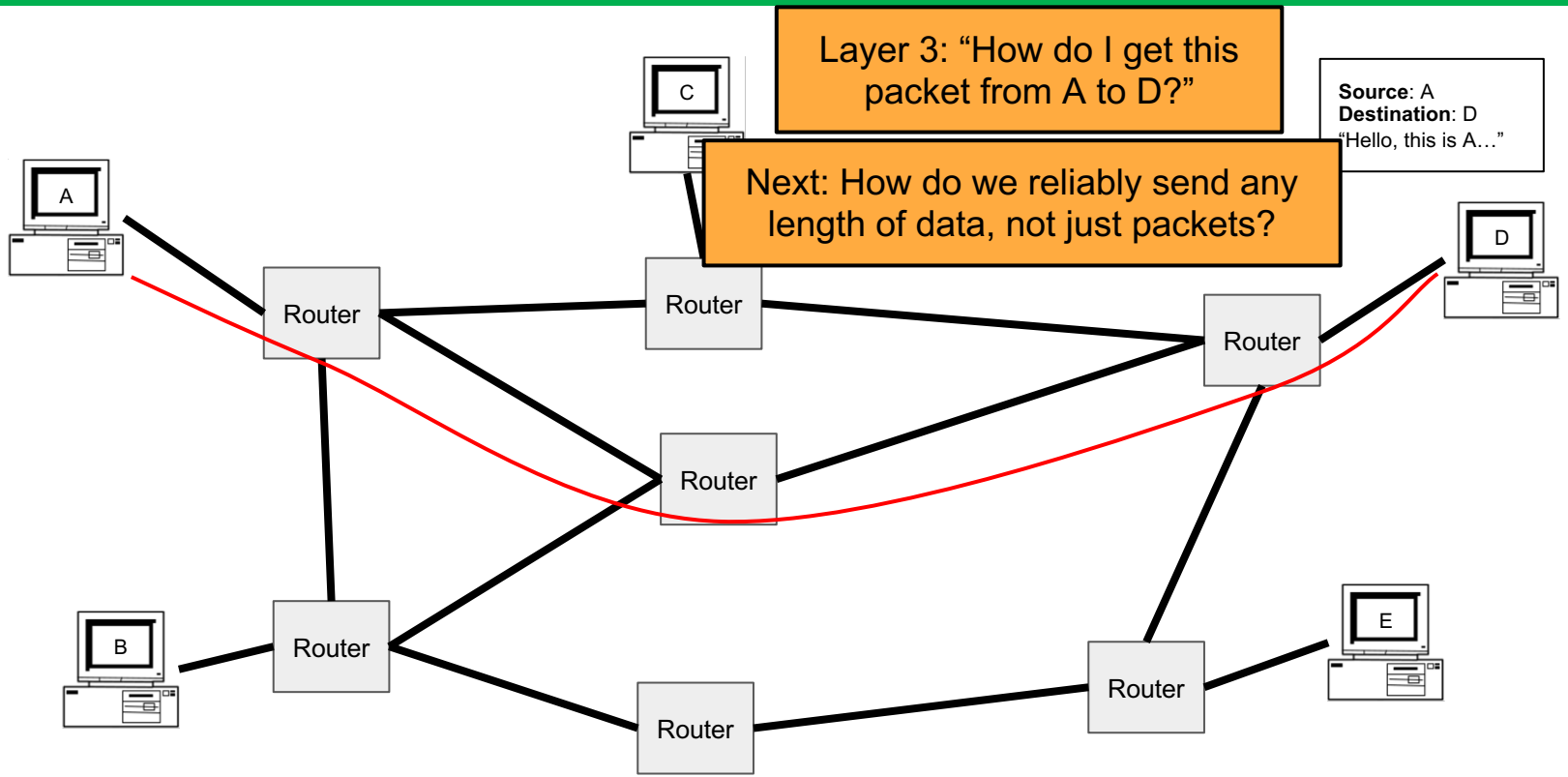
# Reliability



- **Reliability** ensures that packets are received correctly or, if random errors occur, not at all
  - This is implemented with a checksum
  - However, there is no cryptographic MAC, so there are no guarantees if an attacker modifies packets
- IP is **unreliable** and only provides a **best effort** delivery service, which means:
  - Packets may be lost (“dropped”)
  - Packets may be corrupted
  - Packets may be delivered out of order
- It is up to higher level protocols to ensure that the connection is reliable

# Layer 3: Network Layer

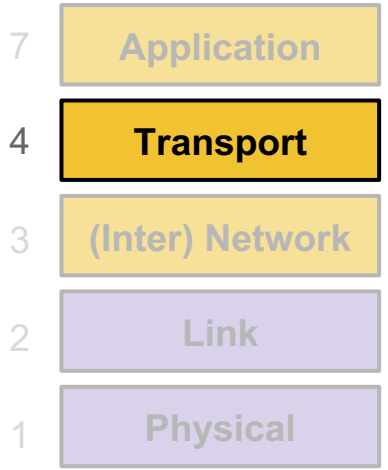




# Layer 4: Transport Layer

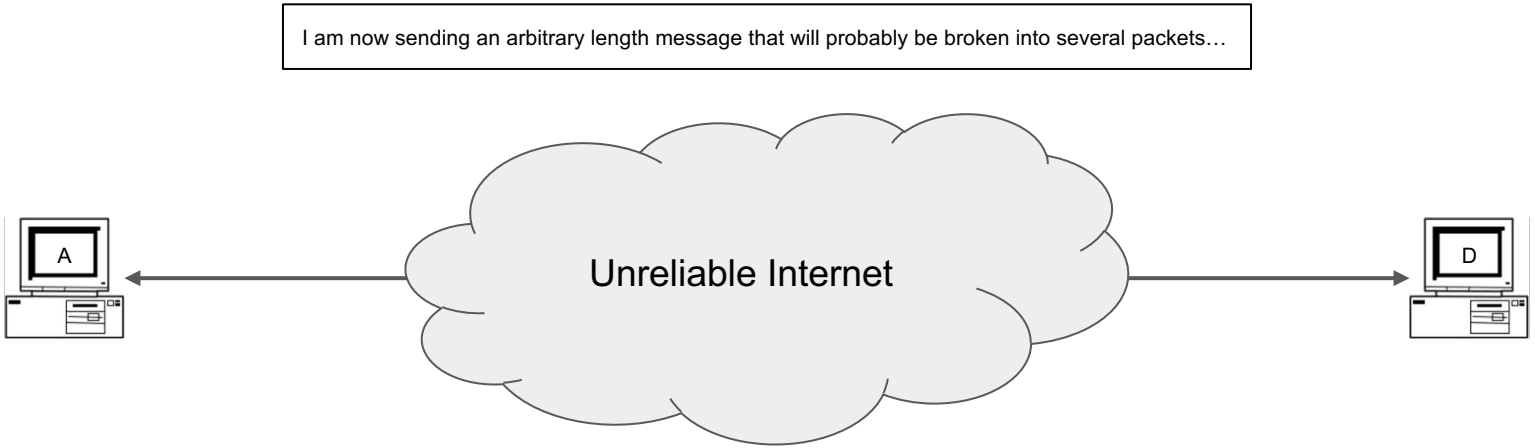


- **Provides**: Transportation of variable-length data from any point to any other point
  - **Relies upon**: Sending packets from any device to any other device
  - Builds abstractions that are useful to applications on top of layer 3 packets
- Useful abstractions
  - **Reliability**: Transmit data reliably, in order
  - **Ports**: Provide multiple “addresses” per real IP address
- Examples
  - **TCP**: Provides reliability and ports
  - **UDP**: Provides ports, but no reliability
  - We’ll talk a lot about these protocols soon!



# Layer 4: Transport Layer



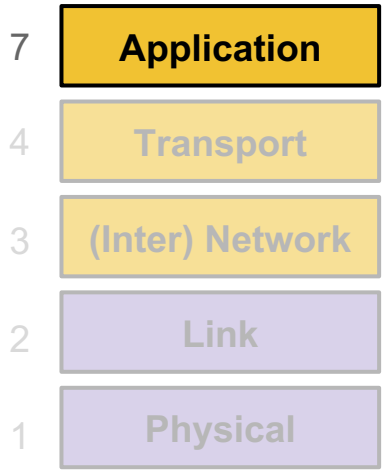



Layer 4: “How do I transport this arbitrary data over an unreliable medium?”

# Layer 7: Application Layer



- **Provides**: Applications and services to users!
  - **Relies upon**: Transportation of variable-length data from any point to any other point
- Every online application is Layer 7
  - Web browsing
  - Online video games
  - Messaging services
  - Video calls (Zoom)



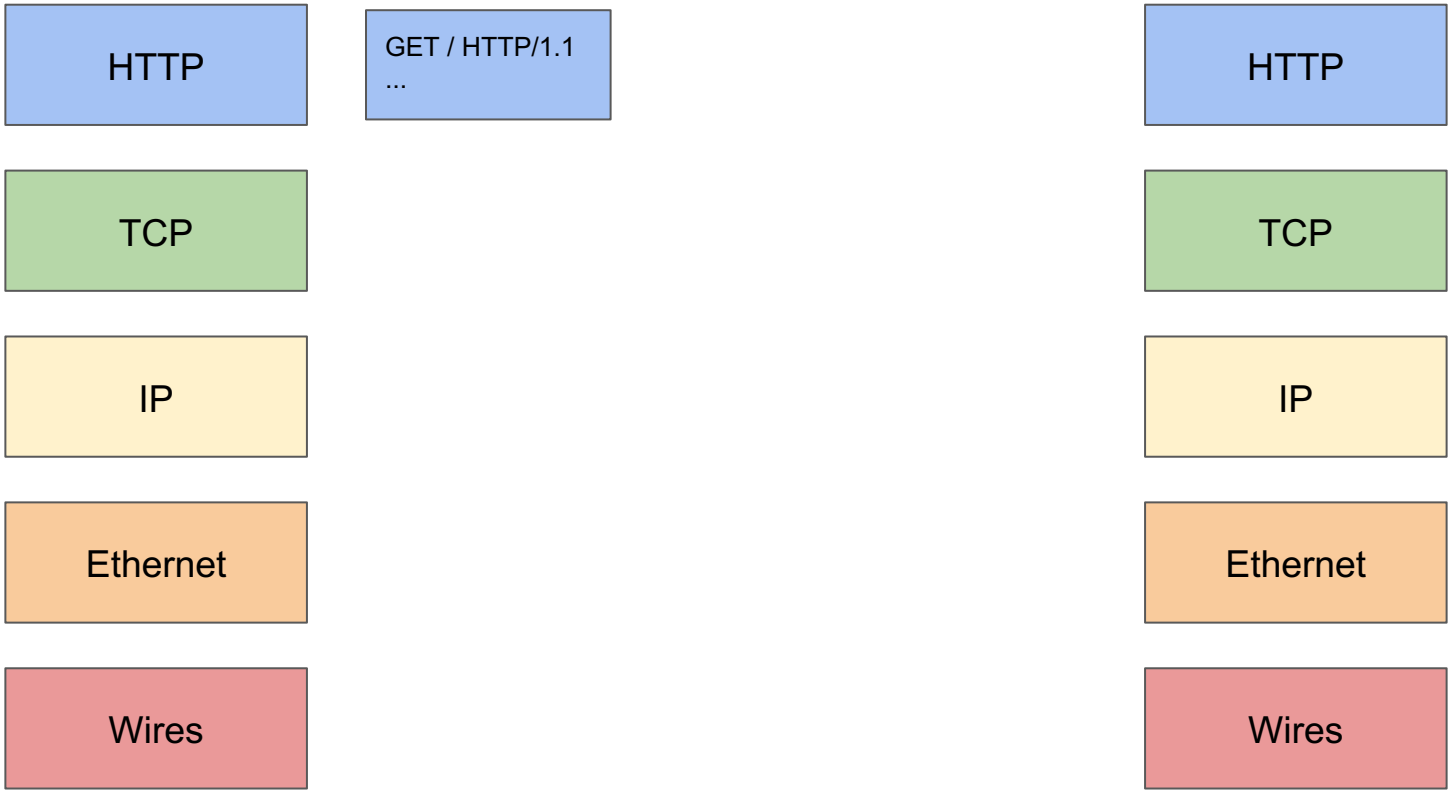
# Layers of Abstraction and Headers



- As you move to lower layers, you wrap additional headers around the message
- As you move to higher layers, you peel off headers around the message
- When sending a message we go from the highest to the lowest layer
- When receiving a message we go from the lowest to highest layer

# Example: HTTP Request





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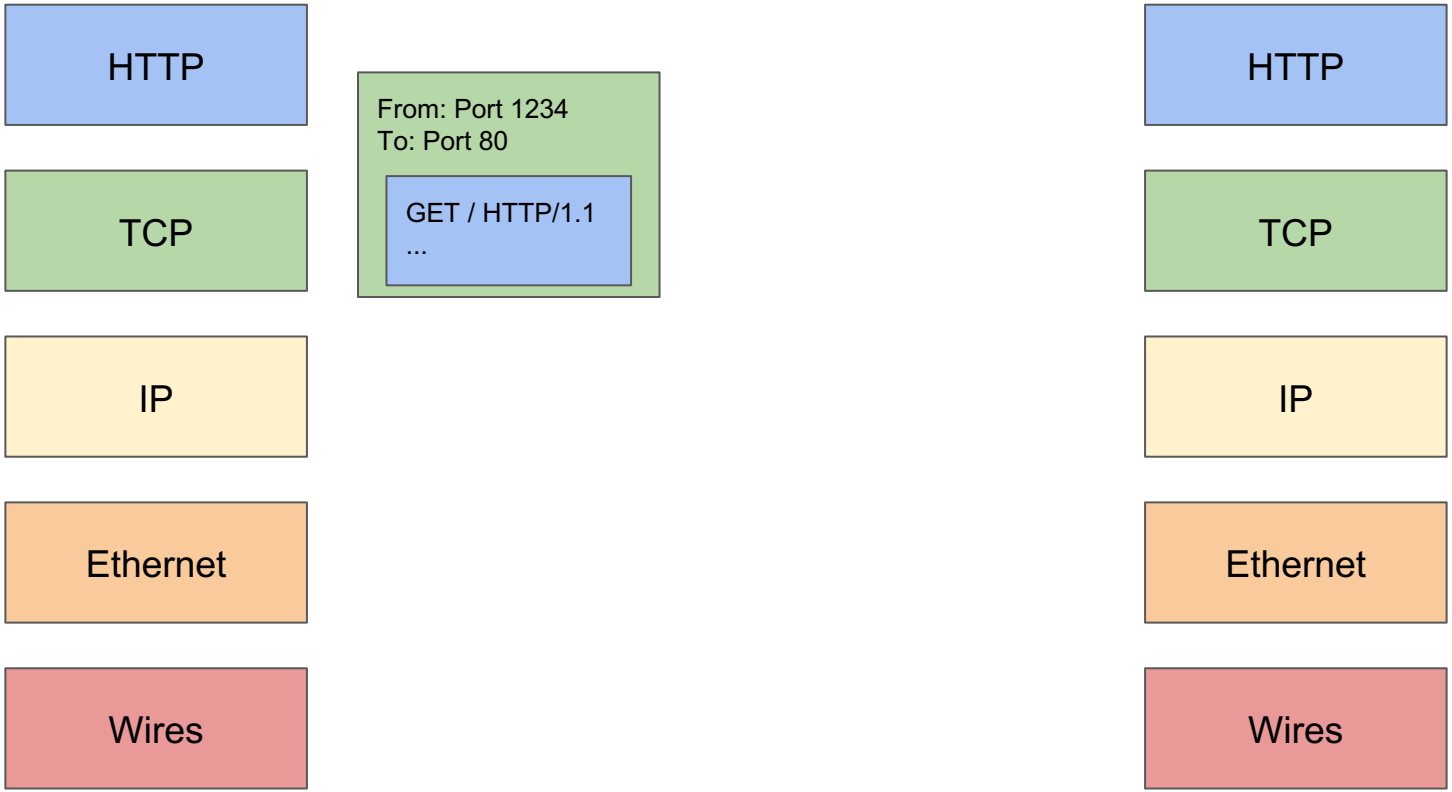

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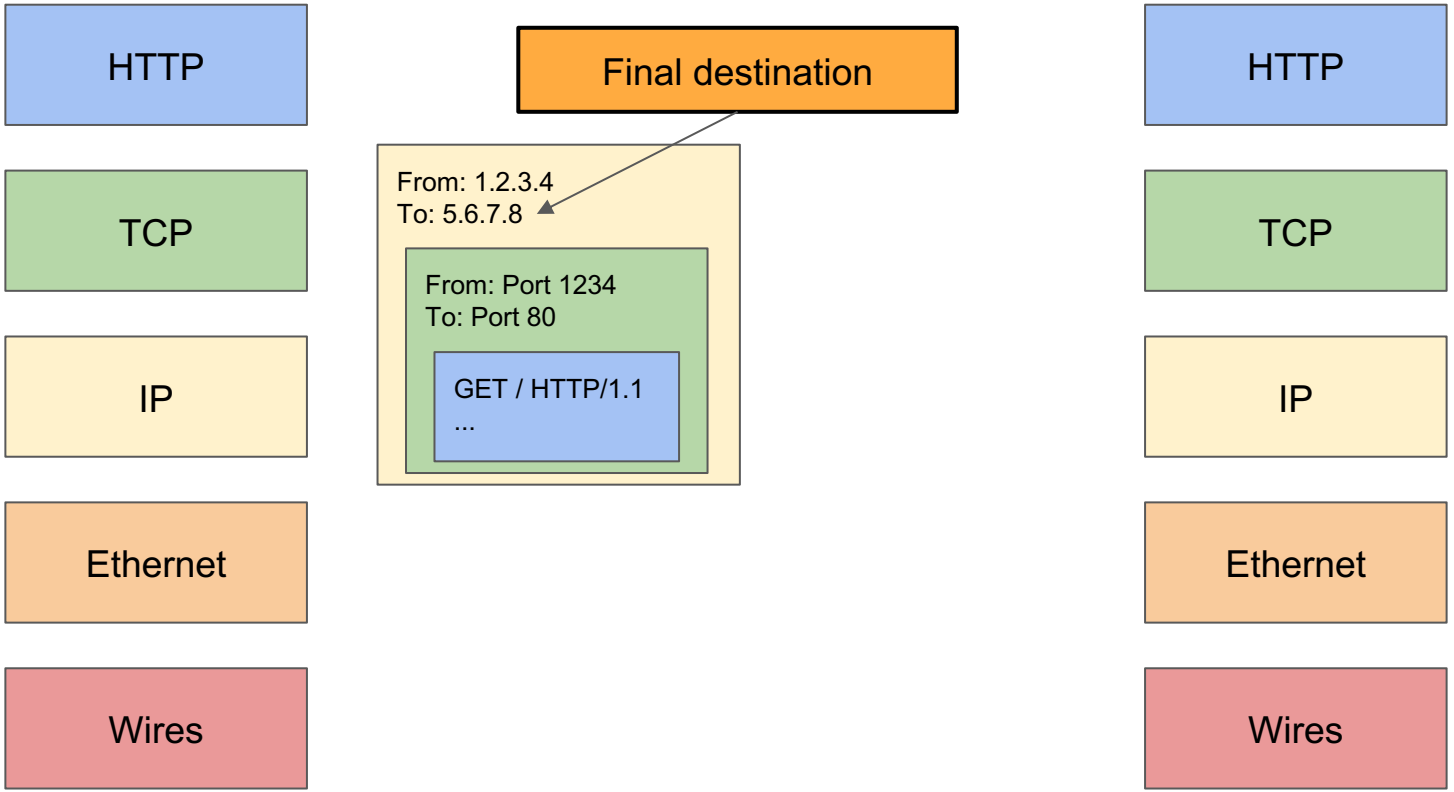

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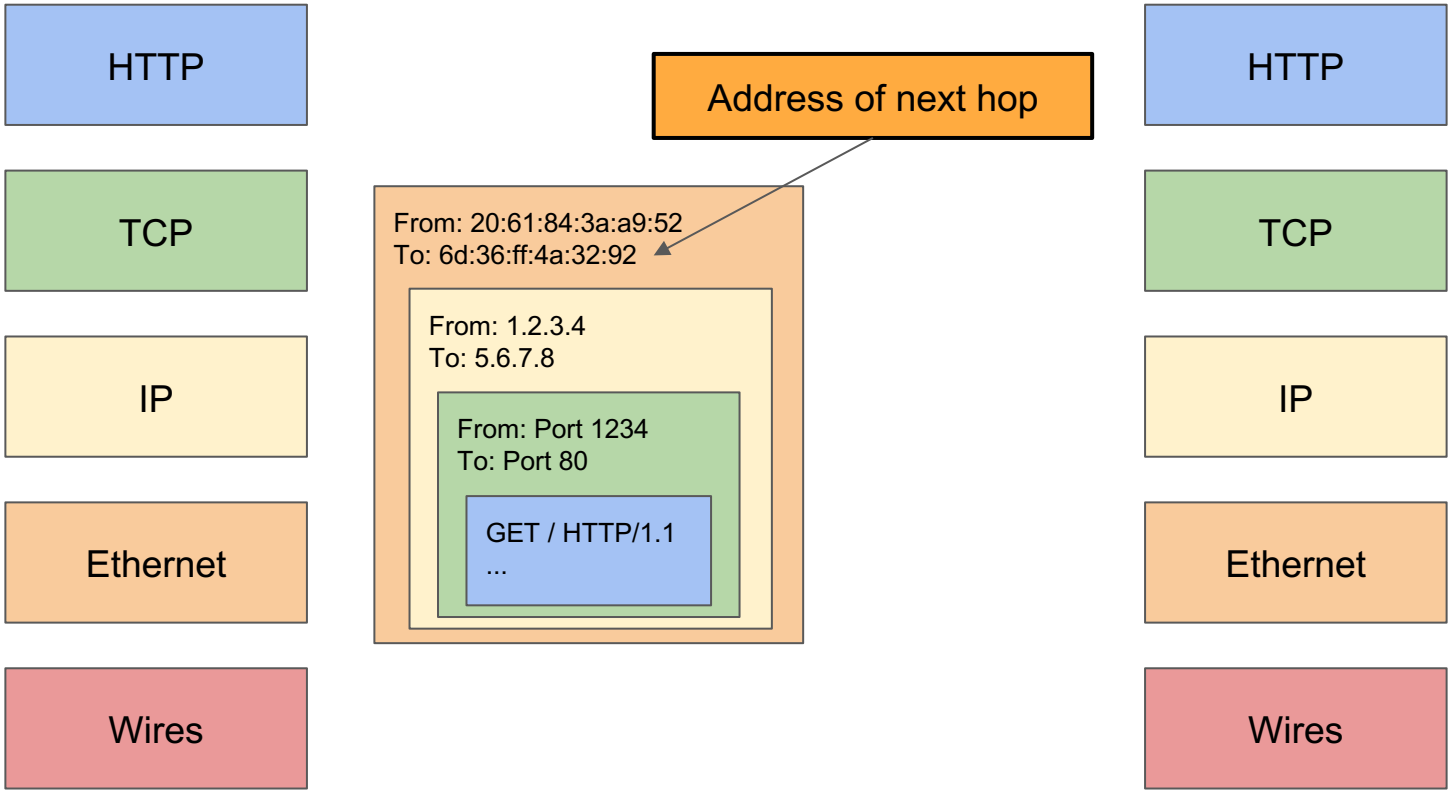

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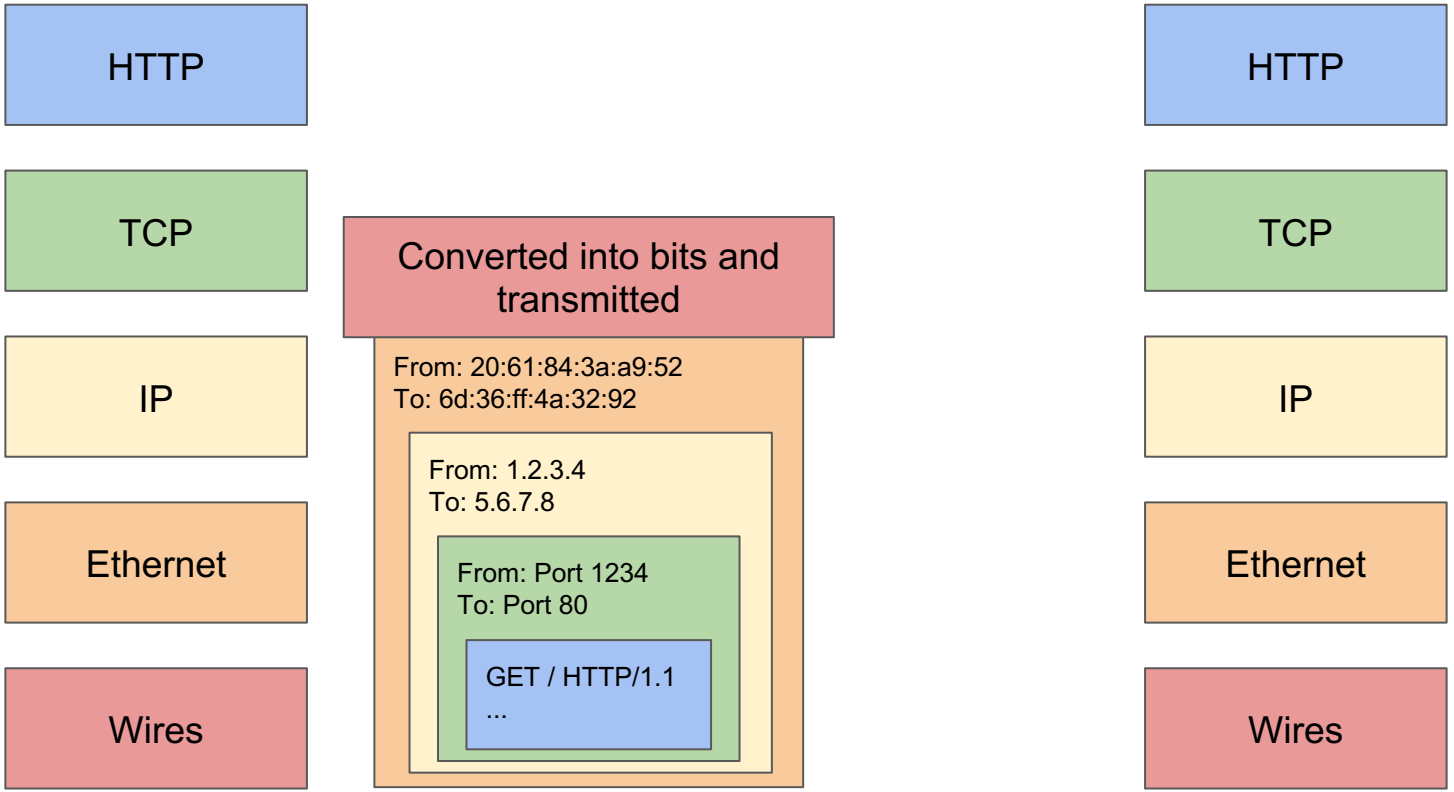

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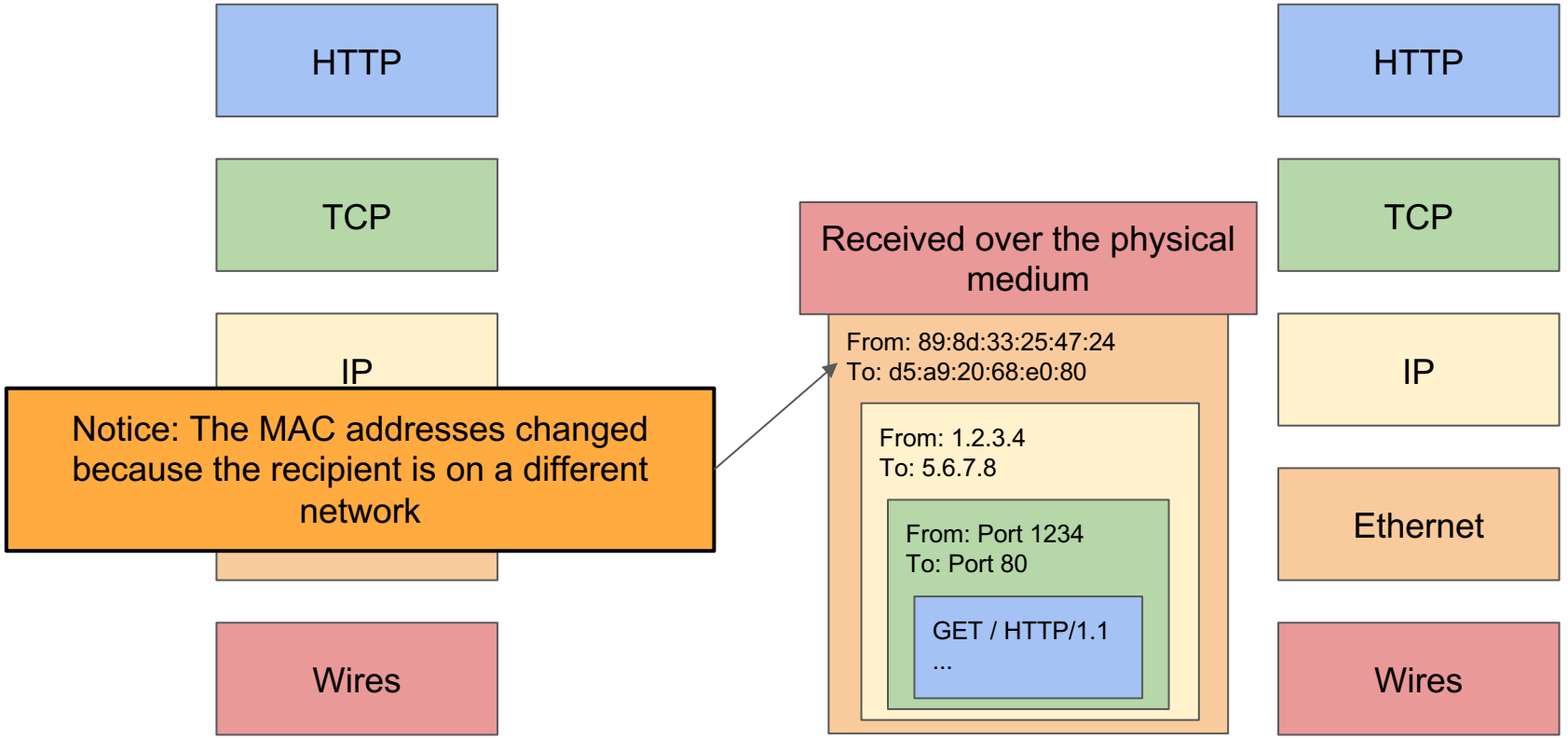

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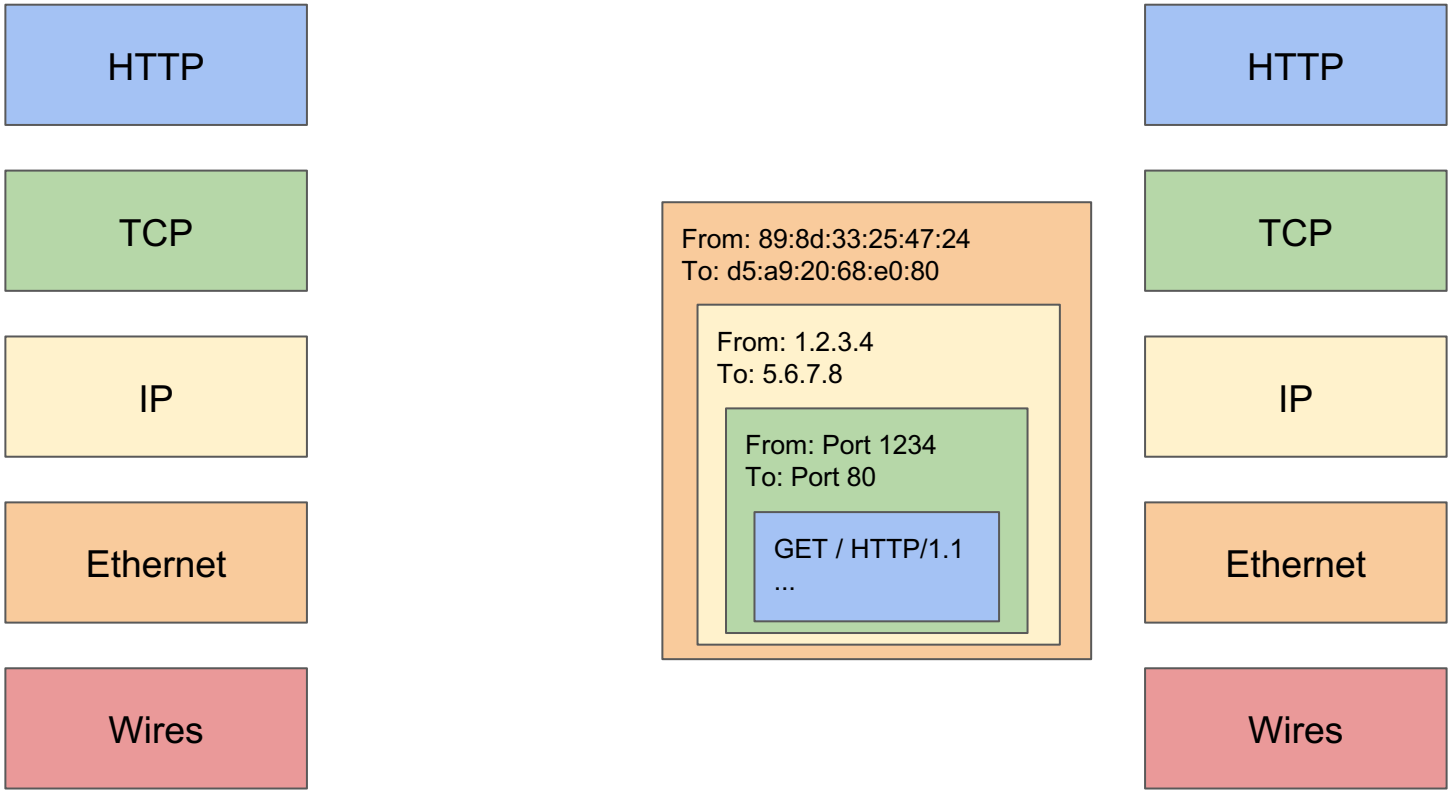

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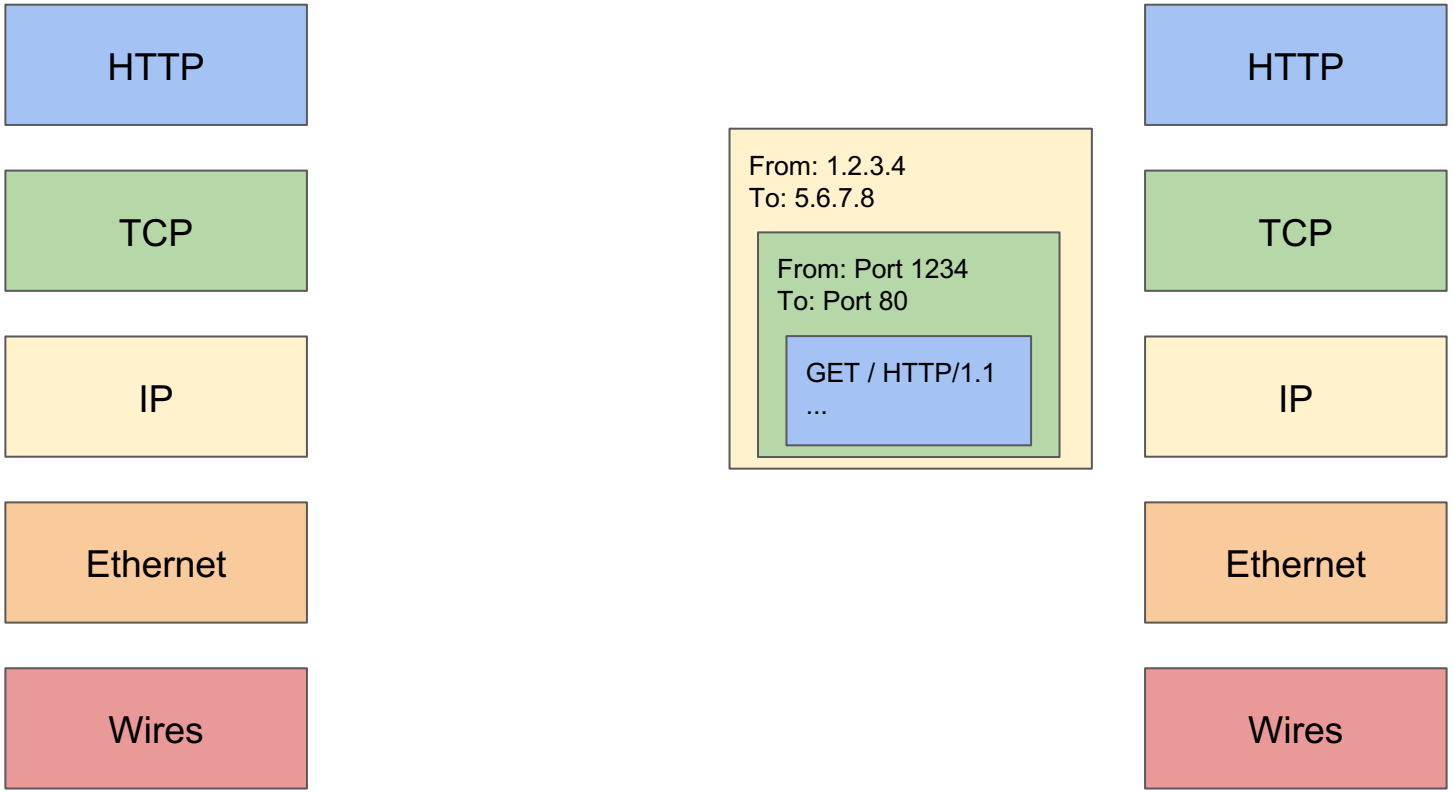

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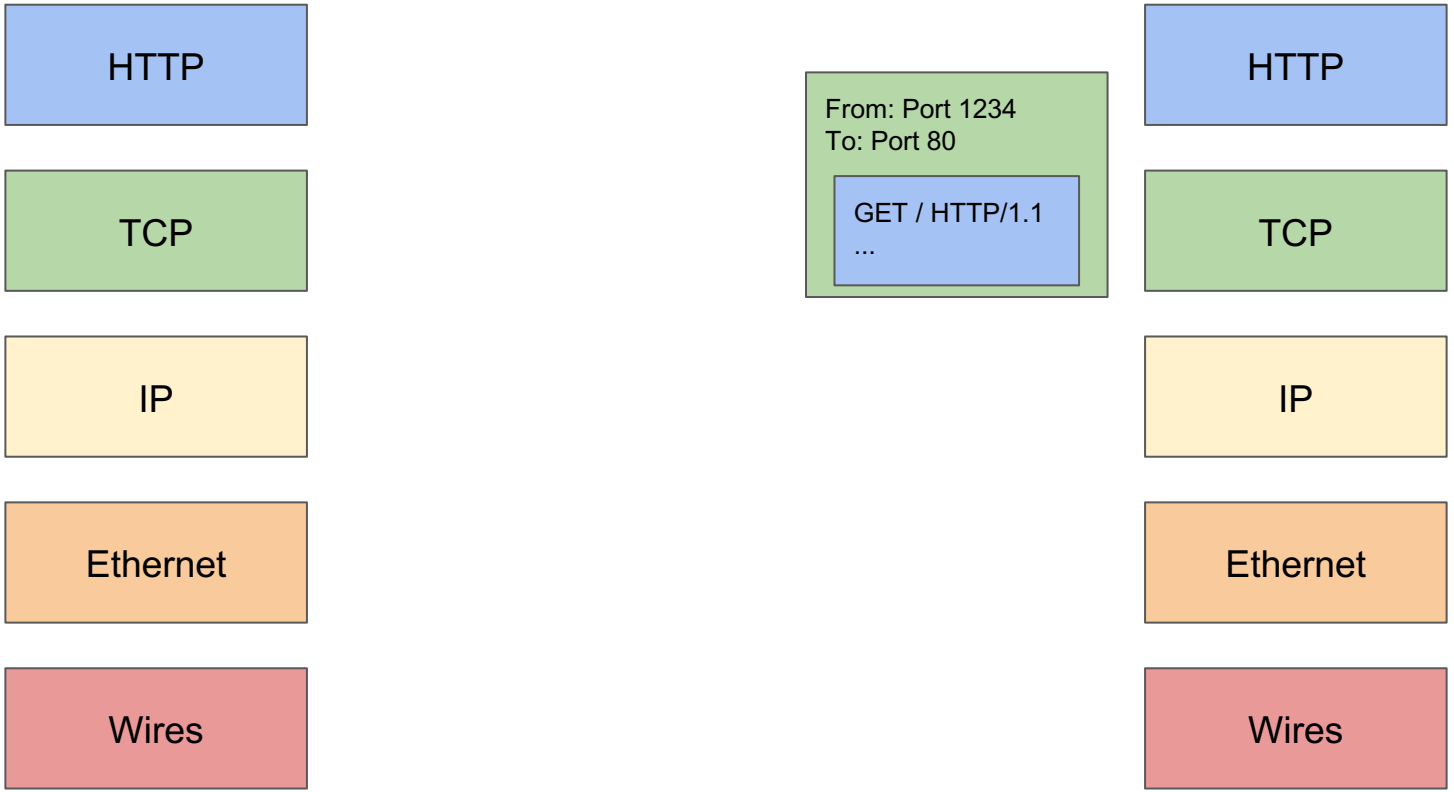

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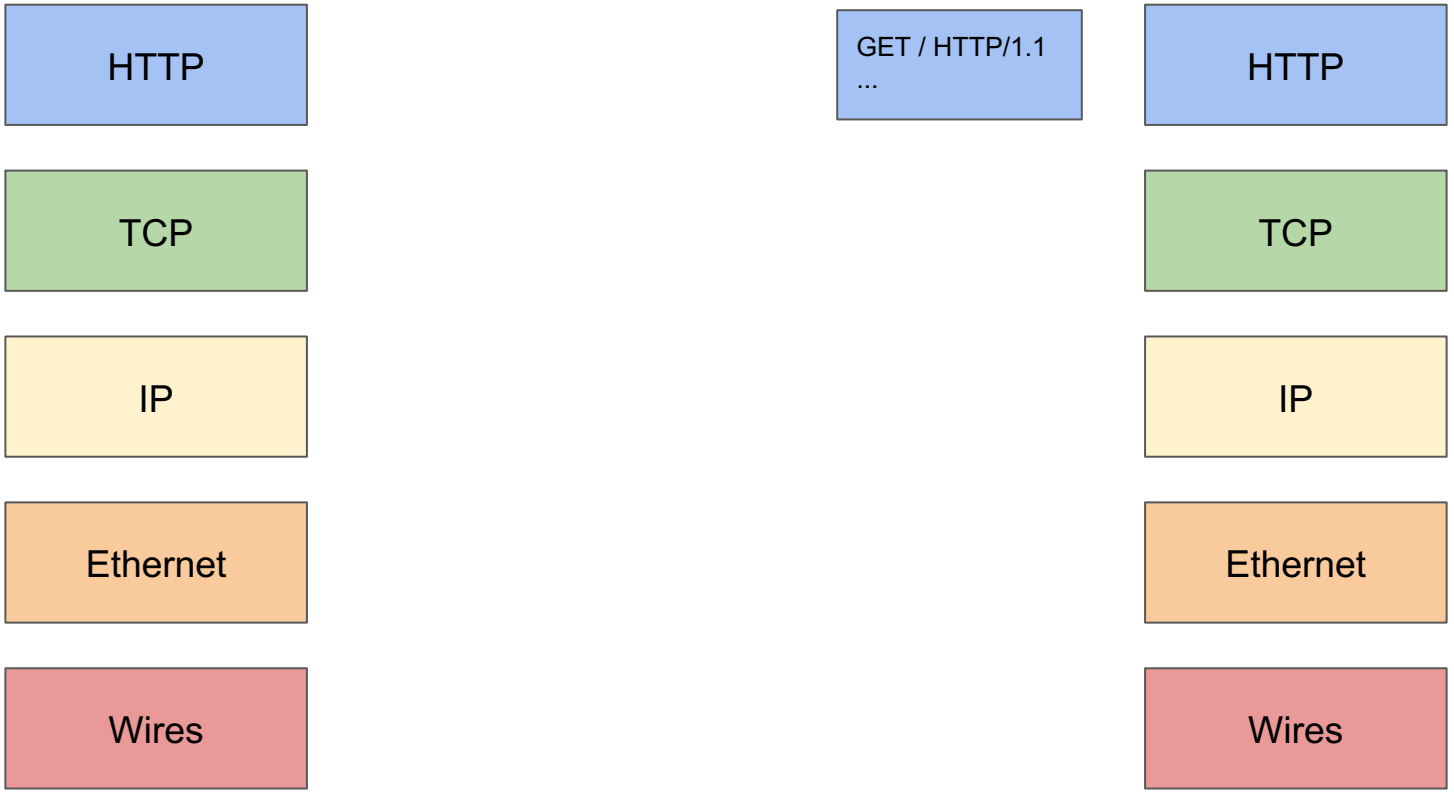

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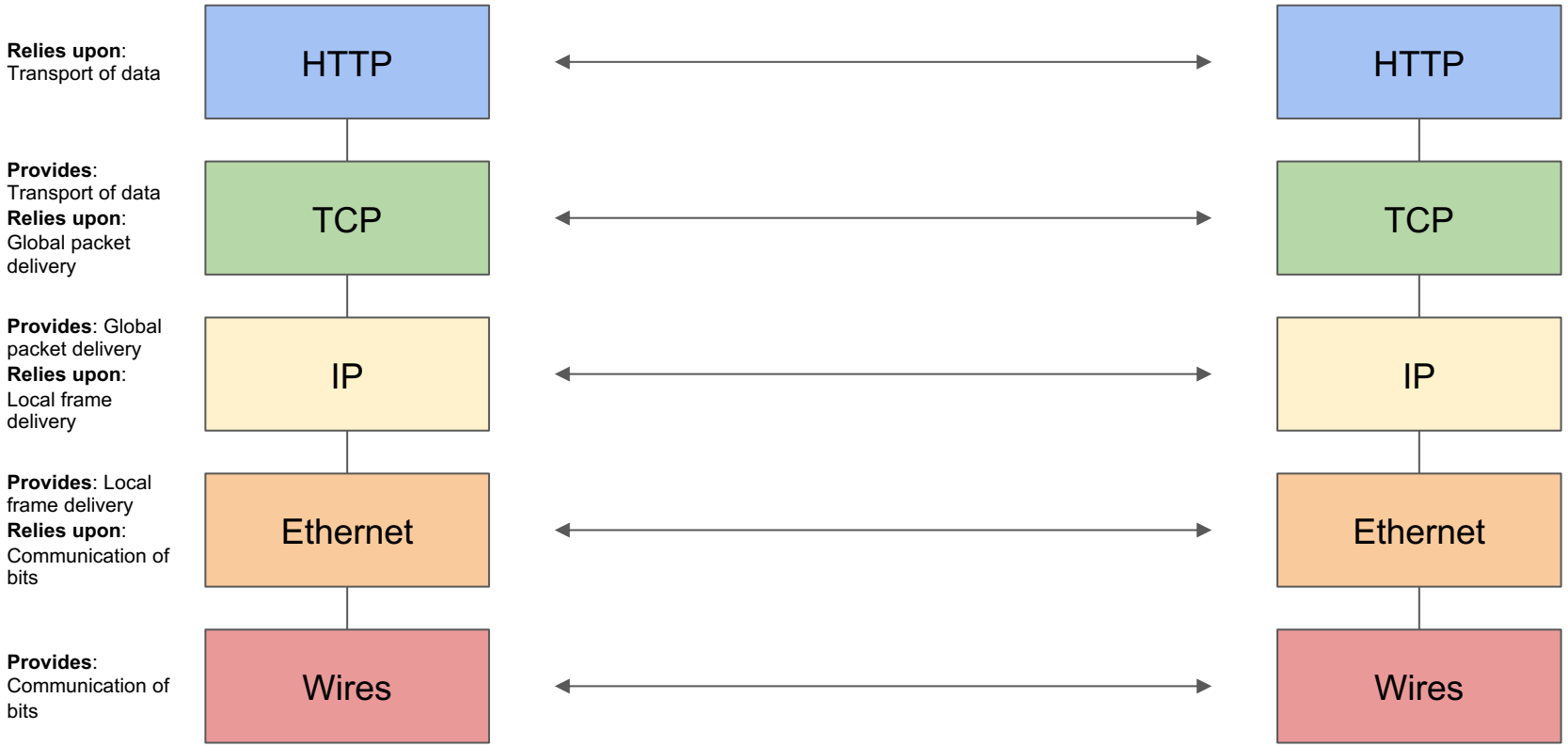
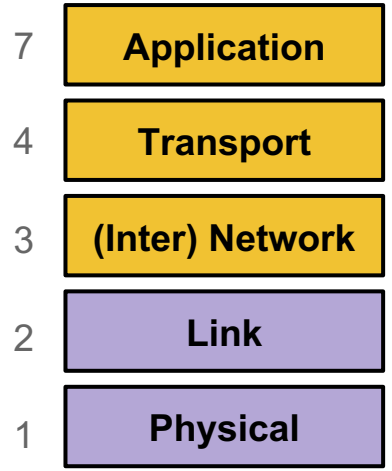


# Summary: Intro to Networking



- Internet: A global network of computers
  - Protocols: Agreed-upon systems of communication
- OSI model: A layered model of protocols
  - Layer 1: Communication of bits
  - Layer 2: Local frame delivery
    - Ethernet: The most common Layer 2 protocol
    - MAC addresses: 6-byte addressing system used by Ethernet
  - Layer 3: Global packet delivery
    - IP: The universal Layer 3 protocol
    - IP addresses: 4-byte (or 16-byte) addressing system used by IP
  - Layer 4: Transport of data (more on this next time)
  - Layer 7: Applications and services (the web)



# Next: Low-Level Network Attacks



- Network Attackers
  - Man-in-the-middle attacker
  - On-path attacker
  - Off-path attacker
- ARP: Translate IP addresses to MAC addresses
- DHCP: Get configurations when first connecting to a network
- WPA: Communicate securely in a wireless local network

# Network Attackers

# Types of Network Attackers



- Threat model: There are 3 types of attackers we'll consider

| | Can modify or delete packets | Can read packets |
|---|---|---|
| **Man-in-the-middle/In-path attacker** | ✓ | ✓ |
| **Man-on-the-side/On-path attacker** | | ✓ |
| **Off-path attacker** | | |

# Spoofing



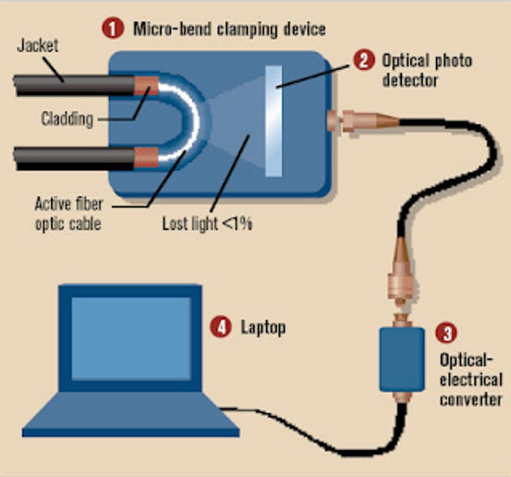
- **Spoofing**: Lying about the identity of the sender
  - Example: Mallory sends a message and says the message is from Alice
  - The attacker can lie about the *source address* in the packet header

- All types of attackers can spoof packets
  - However, some spoofing attacks may be harder if the attacker can’t read or modify packets

# Real-World On-Path Attackers



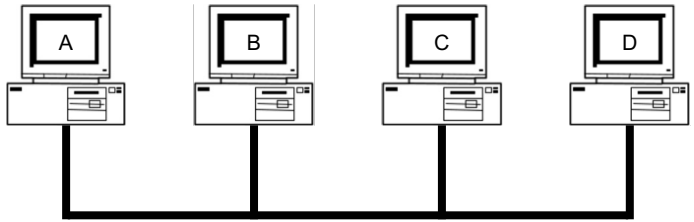
- How might a real-life attacker read packets?
- Layer 1 attack: Use a special device to read bits being transmitted across space




# Real-World On-Path Attackers



- Layer 2 attack: Read packets sent across the local area network (LAN)
- Recall: A LAN is a network of connected machines
  - Any machine on the LAN can send packets to any other machine on the LAN
- Some LANs use **broadcast technologies**
  - Every packet gets sent to every machine on the LAN
  - Each machine agrees to ignore packets where the destination is a different machine
- A machine can break the agreement and read packets meant for other machines
  - This is called **promiscuous mode**
  - May require root access on the machine

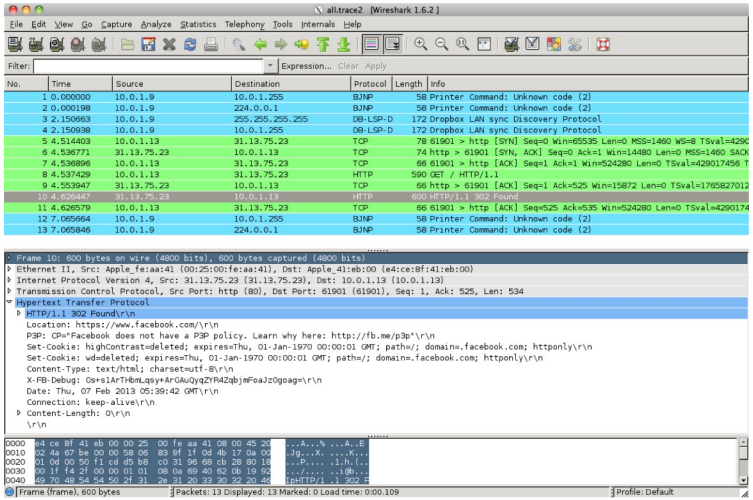


# Real-World On-Path Attackers

**ITIS 6200 / 8200**

- **`tcpdump`**: A program for reading packets on the local network
  - Uses promiscuous mode to read other machines' packets in broadcast technologies
- Wireshark: A graphical user interface (GUI) for analyzing **`tcpdump`** packets

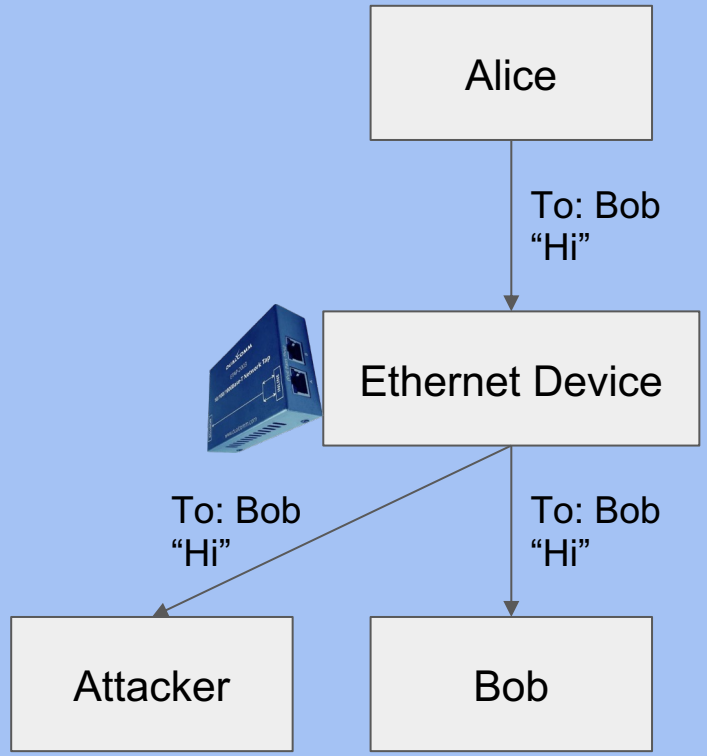
```
demo 2 % tcpdump -r all.trace2
reading from file all.trace2, link-type EN10MB (Ethernet)
21:39:37.772367 IP 10.0.1.9.60627 > 10.0.1.255.canon-bjnp2: UDP, length 16
21:39:37.772565 IP 10.0.1.9.62137 > all-systems.mcast.net.canon-bjnp2: UDP, length 16
21:39:39.923030 IP 10.0.1.9.17500 > broadcasthost.17500: UDP, length 130
21:39:39.923305 IP 10.0.1.9.17500 > 10.0.1.255.17500: UDP, length 130
21:39:42.286770 IP 10.0.1.13.61901 > star-01-02-pao1.facebook.com.http: Flags [S], seq 2
523449627, win 65535, options [mss 1460,nop,wscale 3,nop,nop,TS val 429017455 ecr 0,sack
OK,eol], length 0
21:39:42.309138 IP star-01-02-pao1.facebook.com.http > 10.0.1.13.61901: Flags [S.], seq
3585654832, ack 2523449628, win 14480, options [mss 1460,sackOK,TS val 1765826995 ecr 42
9017455,nop,wscale 9], length 0
21:39:42.309263 IP 10.0.1.13.61901 > star-01-02-pao1.facebook.com.http: Flags [.], ack 1
, win 65535, options [nop,nop,TS val 429017456 ecr 1765826995], length 0
21:39:42.309796 IP 10.0.1.13.61901 > star-01-02-pao1.facebook.com.http: Flags [P.], seq
1:525, ack 1, win 65535, options [nop,nop,TS val 429017456 ecr 1765826995], length 524
21:39:42.326314 IP star-01-02-pao1.facebook.com.http > 10.0.1.13.61901: Flags [.], ack 5
25, win 31, options [nop,nop,TS val 1765827012 ecr 429017456], length 0
21:39:42.398814 IP star-01-02-pao1.facebook.com.http > 10.0.1.13.61901: Flags [P.], seq
1:535, ack 525, win 31, options [nop,nop,TS val 1765827083 ecr 429017456], length 534
21:39:42.398946 IP 10.0.1.13.61901 > star-01-02-pao1.facebook.com.http: Flags [.], ack 5
35, win 65535, options [nop,nop,TS val 429017457 ecr 1765827083], length 0
21:39:44.838031 IP 10.0.1.9.54277 > 10.0.1.255.canon-bjnp2: UDP, length 16
21:39:44.838213 IP 10.0.1.9.62896 > all-systems.mcast.net.canon-bjnp2: UDP, length 16
```



# Real-World On-Path Attackers



- Some layer 2 (Ethernet) devices can be configured to also send a copy of every packet to the attacker
  - Many switches support this through “port mirroring”
  - Or you can use dedicated Ethernet taps
- Example: DualComm ETAP-2003
  - Cost: $200
  - Powered with USB (no extra power supply needed)
  - ETAP-2003R extra fun: Attacker can also send packets

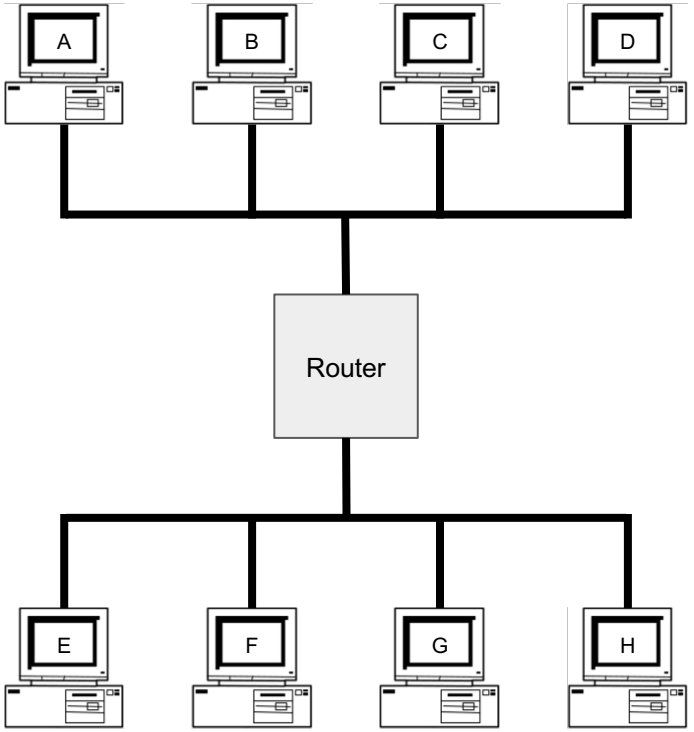


# Address Resolution Protocol (ARP)

# Review: Layer 2 and Layer 3



- Local area network (LAN): A set of machines connected in a local network
  - The MAC identifies devices on layer 2
- Internet protocol (IP): Many LANs connected together with routers
  - The IP identifies devices on layer 3



# Address Resolution Protocol (ARP)

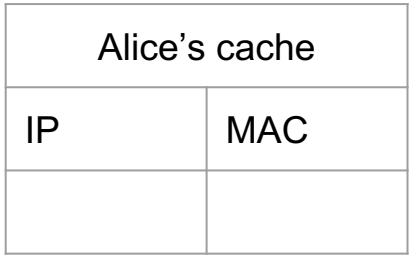


- **ARP**: Translates layer 3 IP addresses to layer 2 MAC addresses
  - Example: Alice wants to send a message to Bob on the local network, but Alice only knows Bob's IP address (**1.2.3.4**). To use layer 2 protocols, she must learn Bob's MAC address.
- Steps of the protocol
  a. Alice checks her cache to see if she already knows Bob's MAC address.
  b. If Bob's MAC address is not in the cache, Alice **broadcasts** to everyone on the LAN: "What is the MAC address of **1.2.3.4**?"
  c. Bob responds by sending a message only to Alice: "My IP is **1.2.3.4** and my MAC address is **ca:fe:f0:0d:be:ef**." Everyone else does nothing.
  d. Alice caches Bob's MAC address.

# Address Resolution Protocol (ARP)



Alice knows Bob's IP address (`1.2.3.4`) but wants to learn Bob's MAC address.




Alice

Bob

Charlie

Dave

Router

1. Alice checks her cache to see if she already knows the MAC address corresponding to `1.2.3.4`.

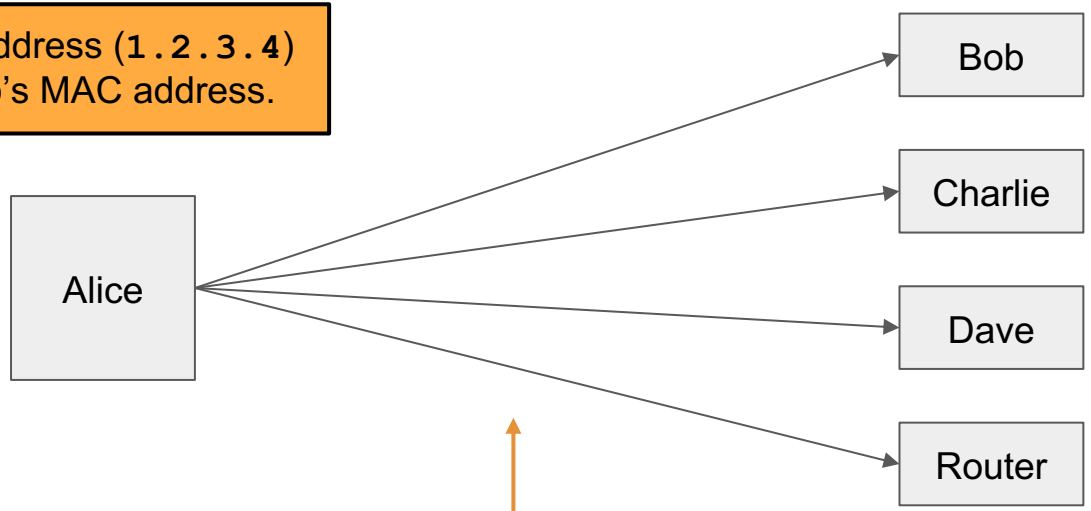
Since her cache is empty, she must make a request to find out.

# Address Resolution Protocol (ARP)



Alice knows Bob's IP address (`1.2.3.4`) but wants to learn Bob's MAC address.

| Alice's cache | |
|---|---|
| IP | MAC |
| | |




2. Alice asks everyone else on the local network: "What is the MAC address of `1.2.3.4`?"

# Address Resolution Protocol (ARP)



Alice knows Bob's IP address (`1.2.3.4`) but wants to learn Bob's MAC address.

| Alice's cache | |
|---|---|
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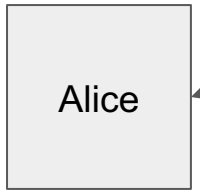




3. Bob responds: "My IP is `1.2.3.4` and my MAC address is `ca:fe:f0:0d:be:ef`."

Everybody else ignores the request.

# Address Resolution Protocol (ARP)



Alice knows Bob's IP address (`1.2.3.4`) but wants to learn Bob's MAC address.

| Alice's cache | |
|---|---|
| IP | MAC |
| `1.2.3.4` | `ca:fe:f0:0d:be:ef` |

Alice

Bob

Charlie

Dave

Router

4. Alice adds Bob's MAC address to her cache.

# Address Resolution Protocol (ARP)

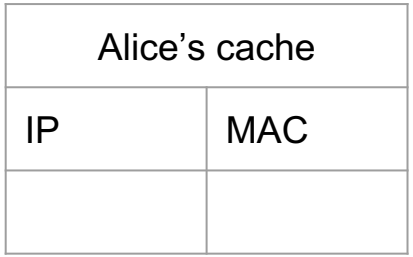


- If Bob is outside of the LAN, Alice knows this
  - Bob’s IP is not on the same “subnet” as Alice
- But Alice knows the IP address of the “Gateway router”
  - Recall: The router’s job is to make sure that the packet will be forwarded towards Bob (Layer 3)
- So instead Alice generates an ARP request for the gateway router
  - Layer 2 MAC address of the frame is set to the router
  - Layer 3 IP address of the packet remains set as Bob's
  - The router will forward the packet to some other LAN to get it closer to Bob

# Attacks on ARP



Alice knows Bob's IP address (**1.2.3.4**) but wants to learn Bob's MAC address.




Alice

Bob

Charlie

Mallory

Router

1. Alice checks her cache to see if she already knows the MAC address corresponding to **1.2.3.4**.

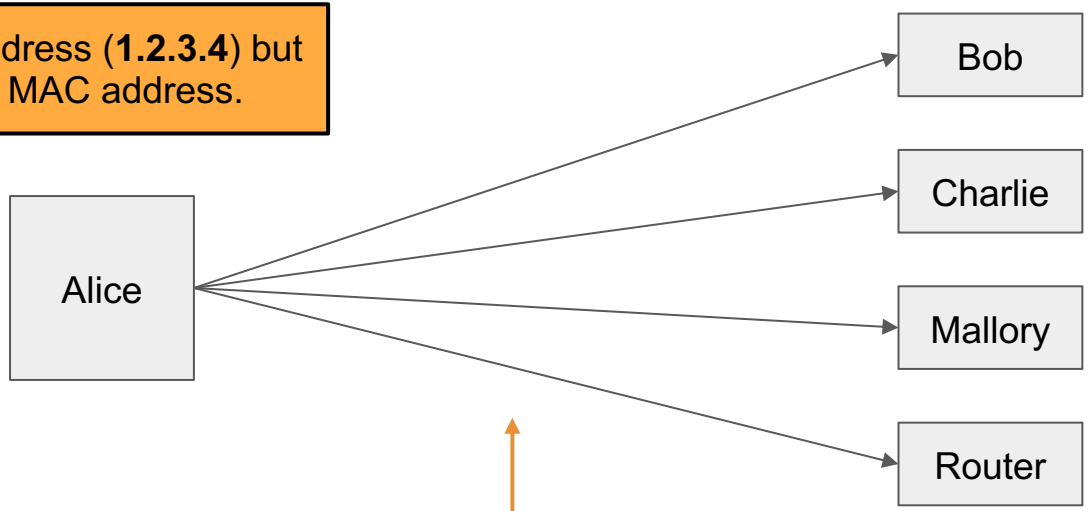
Since her cache is empty, she must make a request to find out.

# Attacks on ARP



Alice knows Bob's IP address (**1.2.3.4**) but wants to learn Bob's MAC address.

| Alice's cache | |
|---|---|
| IP | MAC |
| | |

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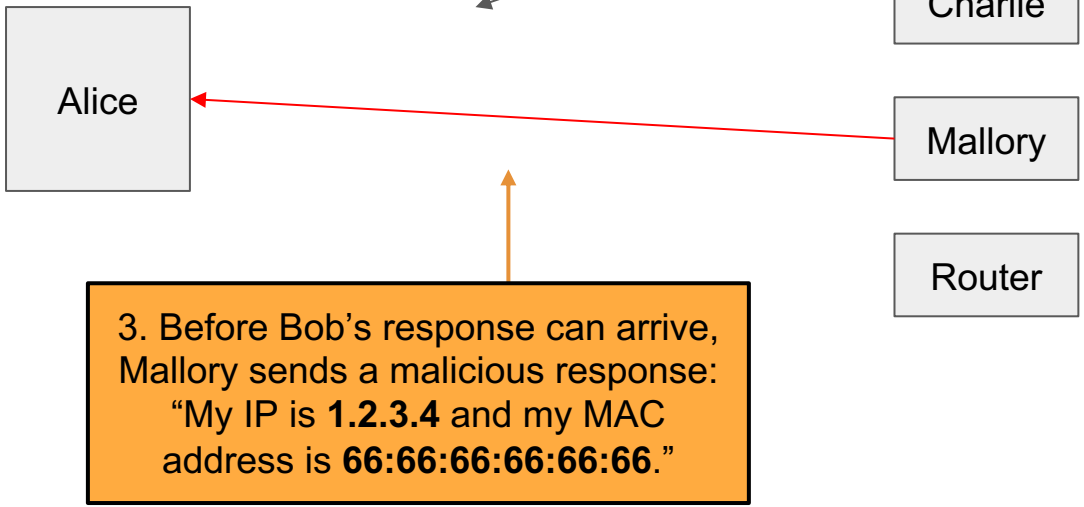
# Attacks on ARP



Alice knows Bob's IP address (`1.2.3.4`) but wants to learn Bob's MAC address.

| Alice's cache | |
|---|---|
| IP | MAC |
| | |



# Attacks on ARP



Alice knows Bob's IP address (`1.2.3.4`) but wants to learn Bob's MAC address.

| Alice's cache | |
|---|---|
| IP | MAC |
| **1.2.3.4** | **66:66:66:66:66:66** |

Alice

Bob

Charlie

Mallory

Router

4. Alice adds Mallory's malicious address to her cache.

# Attack: ARP Spoofing



- Alice has no way of verifying the ARP response
  - Spoofing: Any attacker on the network can claim to have the requested IP address
- Alice is only expecting one machine to respond, so she will accept the first response
  - **Race condition**: As long as the attacker responds faster, the requester will accept the attacker's response
- ARP spoofing requires Mallory to be in the same LAN as Alice
- ARP spoofing lets Mallory become a man-in-the-middle (MITM) attacker
  - Alice thinks that Bob's MAC address is **66:66:66:66:66:66** (Mallory's MAC address)
  - When Alice sends a message to Bob, she is actually sending the message to Mallory
  - Mallory can modify the message and then send the modified message to Bob

# ARP Spoofing: Defenses



- Network switches
  - When Alice wants to send a message to Bob, she sends the message to a switch on the LAN
  - The switch maintains a cache of MAC to port (physical connection) mappings
  - If Bob's MAC address is in the cache, the switch sends the message directly to Bob
  - Otherwise, the switch broadcasts the message to all computers
    - Greatly improves efficiency as now the L1 network is no longer a shared media
- Enterprise-class switches have additional optional features
  - Security: An additional IP/MAC cache that responds first, preventing the attacker from seeing repeated requests
  - Security: Only authorized MAC addresses can connect to specific ports—access control
  - Isolation: Virtual local area networks (VLANs), which splits a single LAN into isolated parts
- Tools like **`arpwatch`** track ARP responses and make sure that there is no suspicious activity