

# Redes de Computadores II

**Universidade do Algarve**

**Semana 6**

[https://github.com/ncatanoc/redes\\_algarve](https://github.com/ncatanoc/redes_algarve)

**Néstor Cataño**

[nestor.catano@gmail.com](mailto:nestor.catano@gmail.com)

# UDP (User Datagram Protocol)

## **Goal:**

To understand the basic underpinnings of **UDP** and its role in data transfer

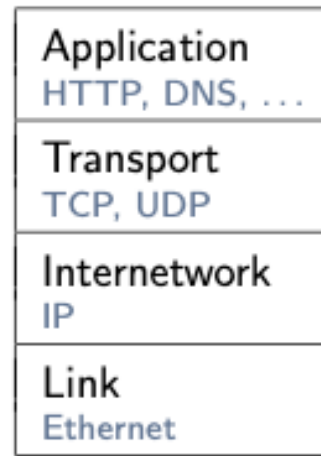
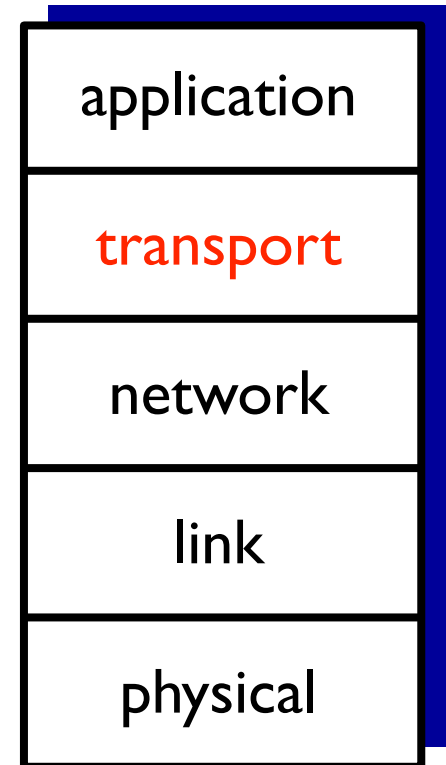
# Roadmap

**1. UDP (User Datagram Protocol)**

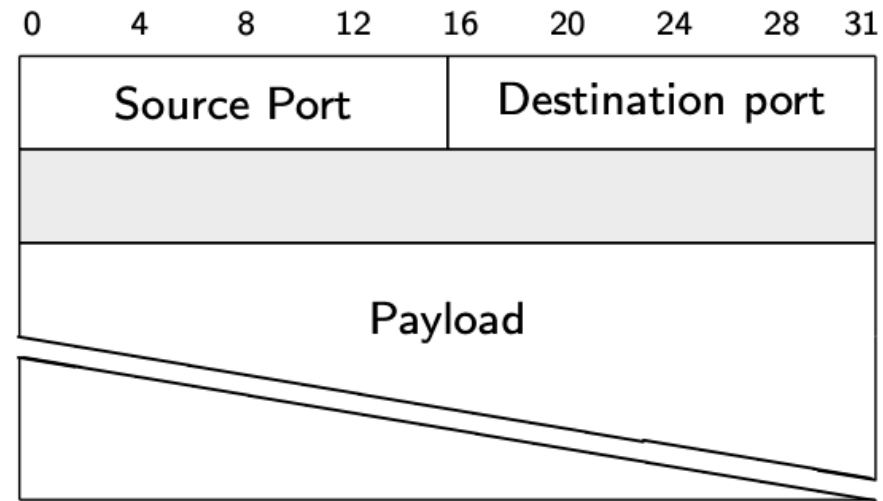
2. UDP security

# introduction to UDP

- UDP (User Datagram Protocol) is a **transport** layer protocol
- UDP passes data between the application layer and the network layer
- UDP is **connectionless**, it does not establish a connection between the **Source** and the **Destination**, e.g. through a **handshake** protocol (e.g. **TLS**)
- UDP's simplicity: ideal for audio streaming



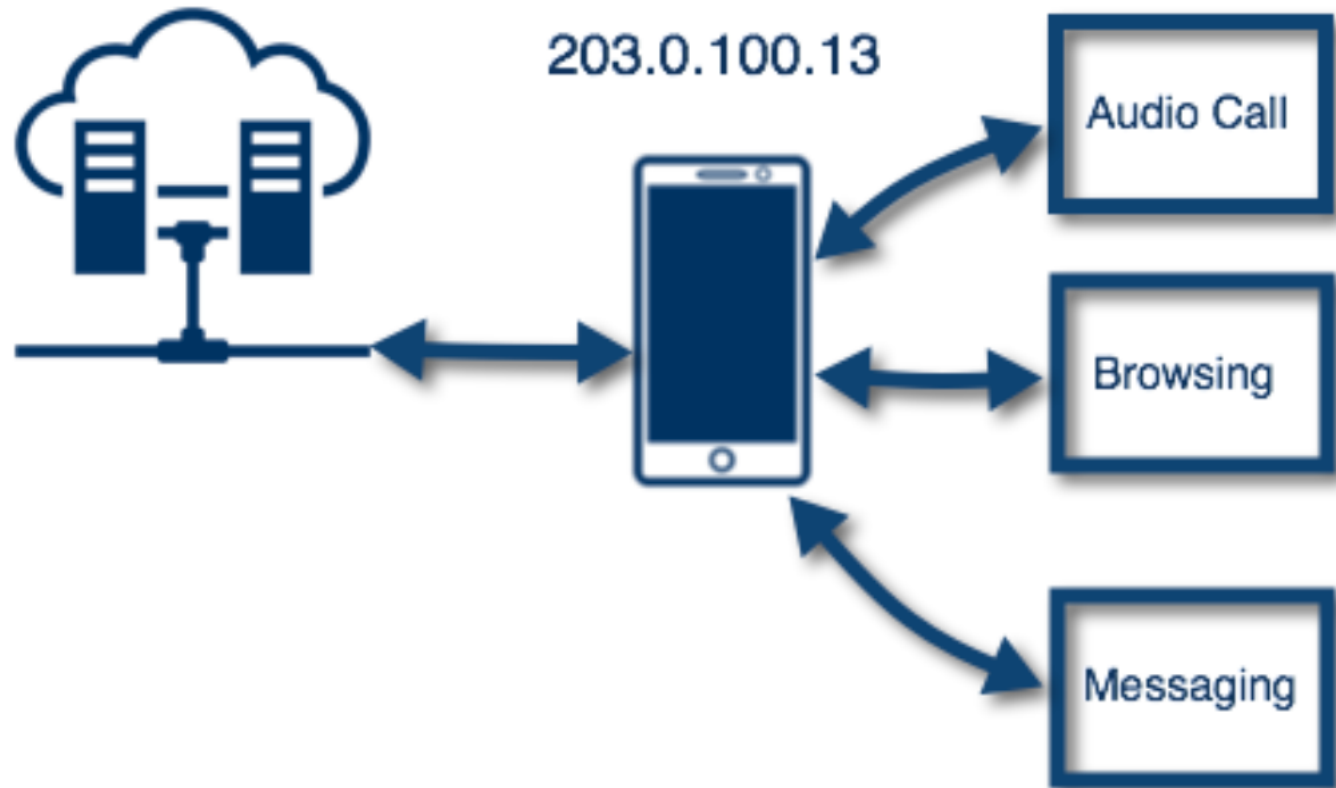
# UDP packets



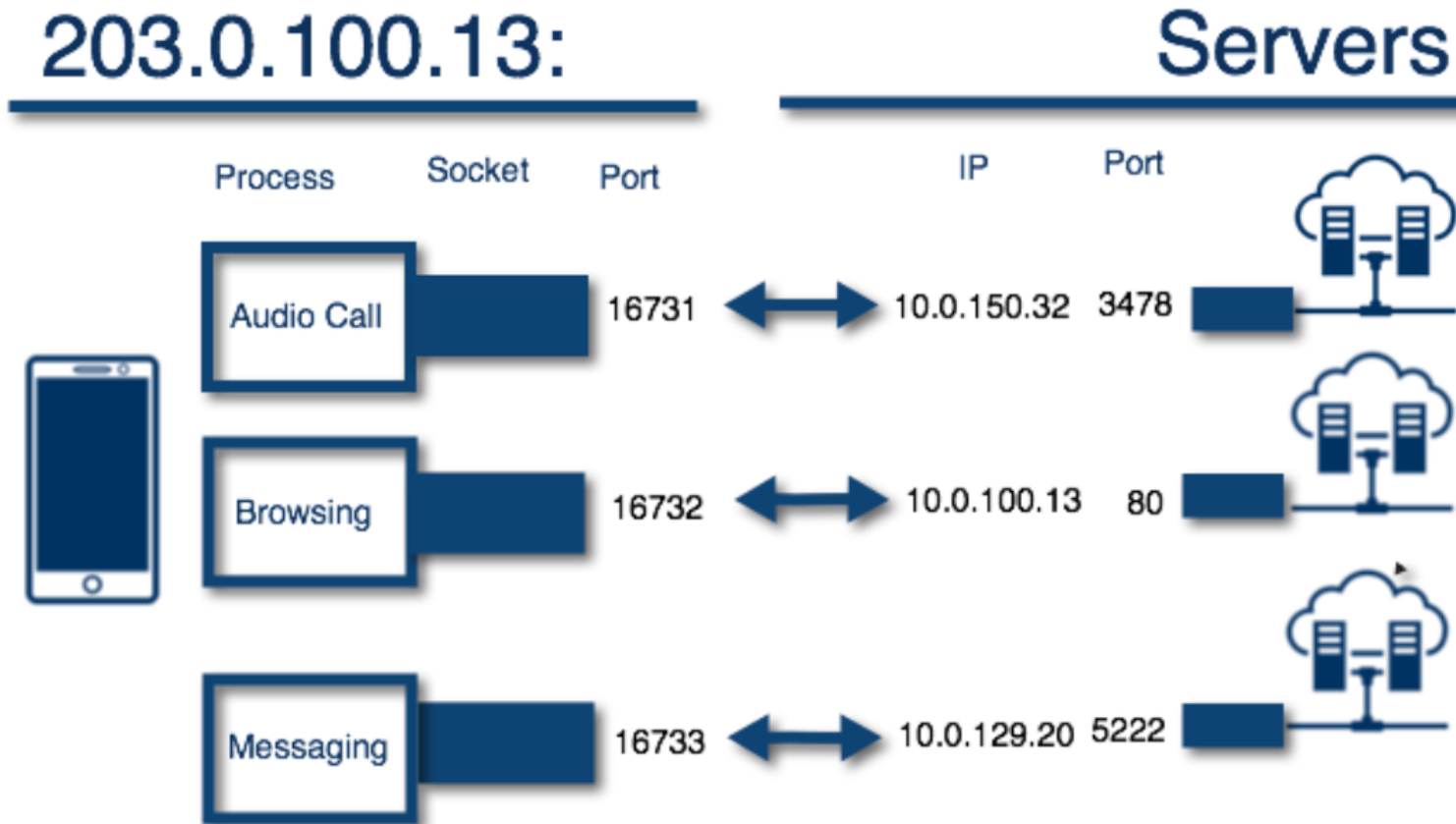
- **Payload:** Application Data
- **Source Port:** port message comes from
- **Destination Port:** arrival port

# Connecting programs

How do we connect programs on your device to IP traffic from the network?



# Connecting programs



A **socket** is an end-point in a two-way communication channel

# Port numbers

- 16-bit numbers (range from 0 to 65535)
- Ports 0 to 1023 well-known ports by IANA
- Ephemeral ports
  - Range of ports that the IP Stack software can allocate automatically from
  - IANA suggests 49152 to 65535
  - In practice, range is OS-dependent

Internet Assigned Numbers Authority (IANA)



# Quiz

What do we need a port for? Which statements are true or false?

- ▶ To uniquely identify a socket
- ▶ To uniquely identify a device
- ▶ To uniquely identify a program
- ▶ To dock your ships

# Answer

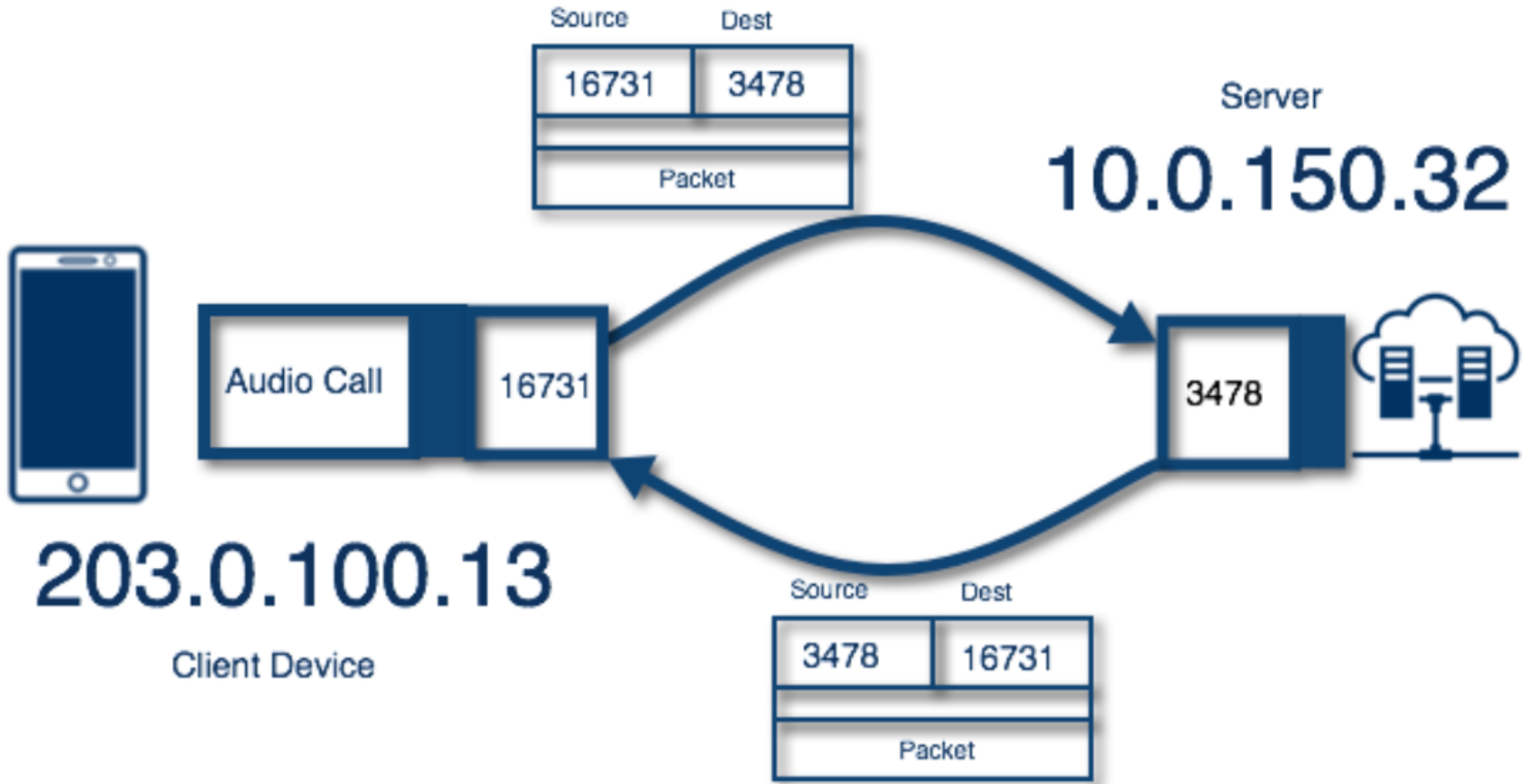
What do we need a port for? Which statements are true or false?

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# What are the attributes of UDP?

1. UDP is connectionless
  1. There is no handshake protocol between the Source and the Destination.
2. Port-to-Port
3. Process-to-Process communication
4. No ordering - No retry

# How does UDP work?



# What does UDP give you?

- Finer application level control over what data is sent, and when
- No handshake; it reduces delays
- No connection state; it can support more applications
- Small packet overhead

# Quiz

What is UDP good for?

- ▶ Audio chat
- ▶ Video chat
- ▶ Real time systems
- ▶ Network Mangement (SNMP)
- ▶ Sending Email
- ▶ Downloading Web pages
- ▶ Watching Movies online

# Answer

What is UDP good for?

- ▶ **Good cases for UDP**
  - ▶ Audio chat
  - ▶ Video chat
  - ▶ Real time systems
  - ▶ Network Mangement (SNMP)
- ▶ **UDP not as good of a fit**
  - ▶ Sending Email
  - ▶ Downloading Web pages
  - ▶ Watching Movies online

# Roadmap

I. UDP (User Datagram Protocol)

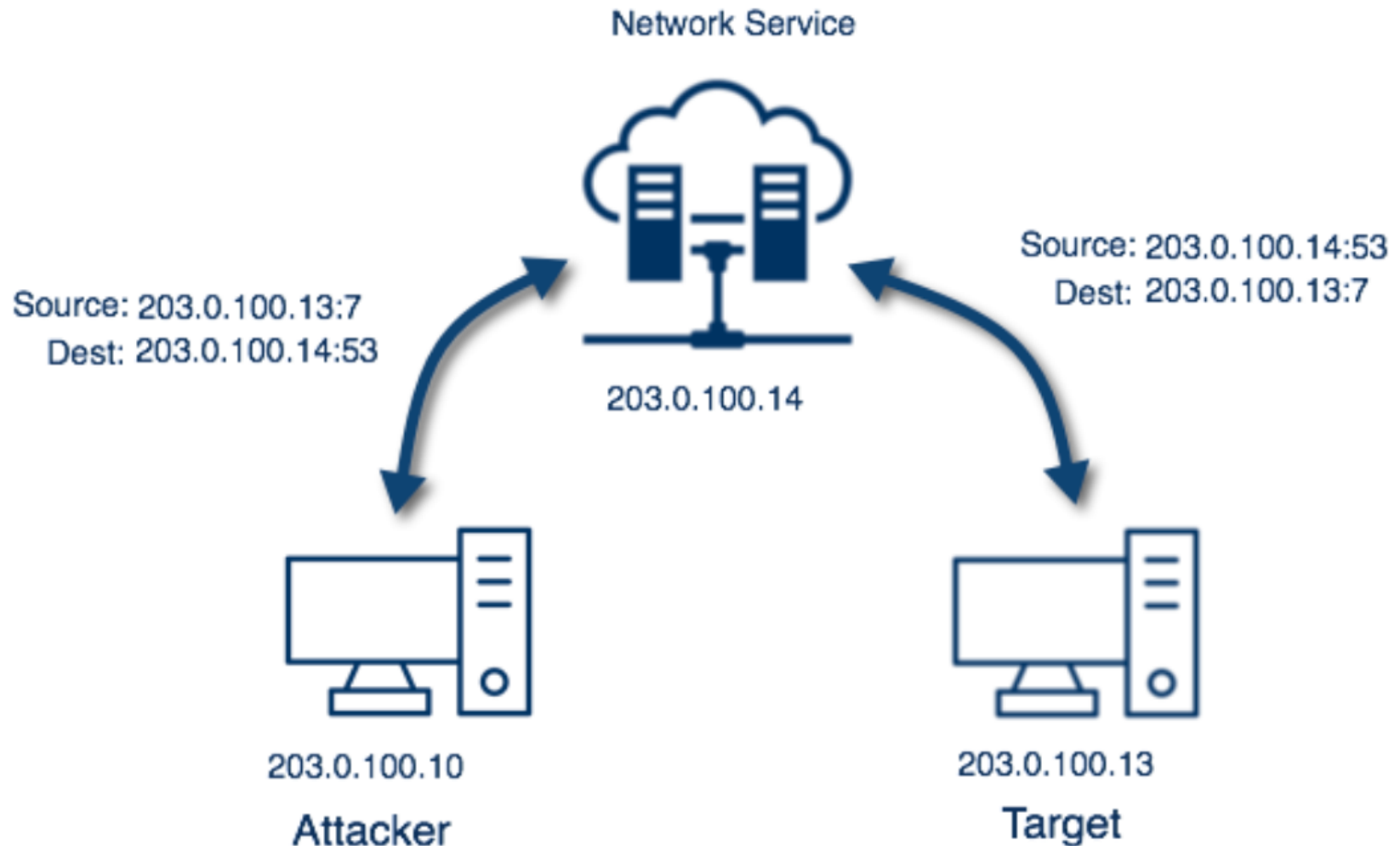
**2. UDP security**



# UDP security

- IP spoofing
  - Injecting a false Source IP address
- Reflection attacks
  - Response to a target machine
- Traffic amplification
  - Denial of service attack to a target machine

# Reflection attack



# Quiz

Who is the intended target of a reflection attack?

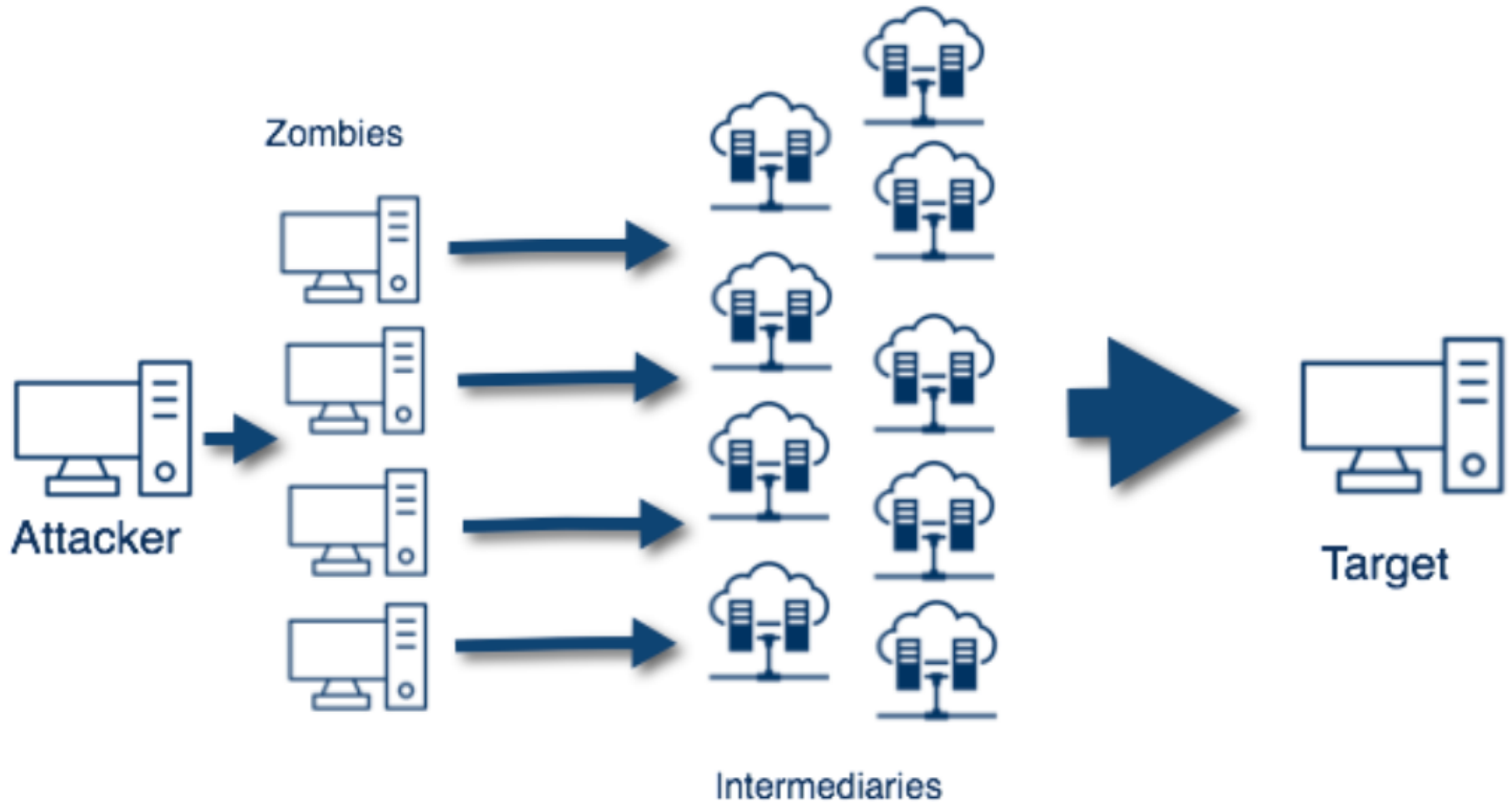
- ☐ The device that the attacker is sending the request to.
- ☐ The device that is mentioned in the source IP field.
- ☐ The device that the attacker is using to send packets.

# Answer

Who is the intended target of a reflection attack?

- ☐ The device that the attacker is sending the request to.
- ☒ The device that is mentioned in the source IP field.
- ☐ The device that the attacker is using to send packets.

# Amplification attack



# Quiz

What attributes of UDP contribute to it being used for amplification attacks?

- ▶ Connectionless
- ▶ Spoofable
- ▶ Guaranteed Delivery

# Answer

What attributes of UDP contribute to it being used for amplification attacks?

- ▶ Connectionless
- ▶ Spoofable
- ▶ Guaranteed Delivery

# UDP summary

- Lightweight protocol that allows for greater control over delivery and timing of the content.
- Does not keep track of the ordering
- Less overhead makes it preferable for streaming.
- The lack of guarantees makes it less preferable for applications that would suffer from missing data, like Web pages