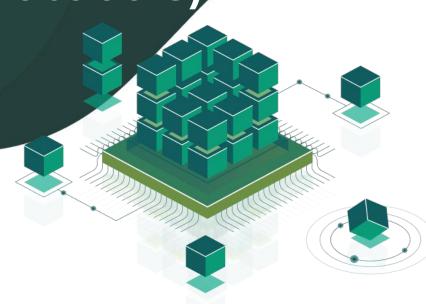
Протоколи передачі даних

(Communication protocols)

Speaker:

Ivan Galas SDE at Magnise



What is a protocol?



Protocol (diplomacy)

A rule which describes how an activity should be performed

(the proper and generally accepted behavior)







Protocol (science)

A predefined procedural method in the design and implementation of an experiment.

- equipment used
- procedures
- safety
- calculations and statistics
- reporting





Protocol as record of a sequence

Протокол засідання (кафедри, педради, сільради, комісії, комітету...)







Protocol as record of an action

Протокол про правопорушення (порушення правил - митних, тб, експлуатації...)





Protocol (General meaning)

- a set of rules
- a plan for ...



Communication protocol

A **protocol** is a standard set of rules and guidelines that allow electronic devices to communicate with each other.

Rules are defined for each step and process during communication between two or more devices.





7 Layers of the OSI Model

Application

• End User layer

. HTTP, FTP, IRC, SSH, DNS

Presentation

Syntax layer

• SSL, SSH, IMAP, FTP, MPEG, JPEG

Session

· Synch & send to port

· API's, Sockets, WinSock

Transport

· End-to-end connections

· TCP, UDP

Network

Packets

• IP, ICMP, IPSec, IGMP

Data Link

Frames

· Ethernet, PPP, Switch, Bridge

Physical

Physical structure

Coax, Fiber, Wireless, Hubs, Repeaters



4 Layers of the Internet

Application

Presentation

User process layer

Session

Transport

Network

Transport layer

Internet layer

Data Link

Network access layer

Physical



IP version 4 (IPv4)

Header structure

() 4	8		14 10	5 19	24	3				
1	Version	IHL	DSCP	ECN	/12	Total length					
Si		Identifi	cation		Flags	Fragment offset					
20 Bytes	Time	to live	Protoc	ol	Header checksum						
			ře.	Source a	ddress						
Ų [Destination	n address						
			Option	ns		Paddir	ng				

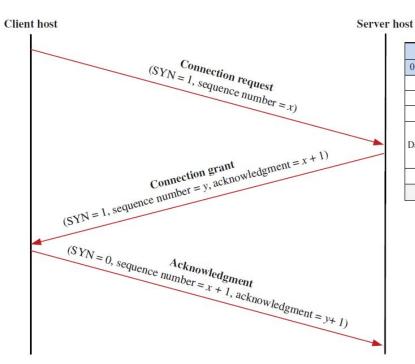


Header structure

	0	-				1	1	Sir i			-0		N 9	- 2	2				3						Ca.	
0 1 2	3 4 5 (5 7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
9	Source port													Destination port												
3									Sequ	ence	nui	nbe	r													
					, l	Ack	now	ledg	gmer	nt nu	mbe	r (if	ACI	K is	set)											
Data offset	Reserved	N S	C W	E C	U R	A C	P S	R	S	F I	Window size															
3 32		Chec	R	E n	G	K	Н	1	N	N					Ur	gent	poi	inter	(if U	JRG	is s	et)				
		Op	tions	(if l	Data	offs	et >	5; [padd	ed a	t the	end	with	h "0"	" by	tes i	f ne	cessa	ary)							



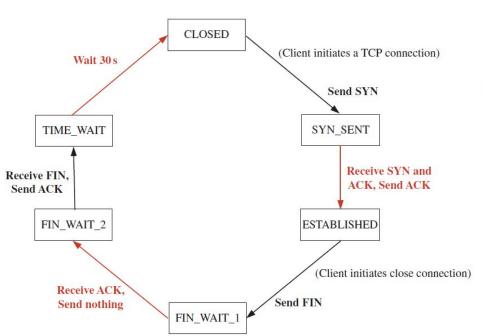
Three way handshake



	0								1		w 2		-		v 2	2			v					3				
0 1 2	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15												16	17 18 19 20 21 22 23 24 25 26 27 28 29 30								31						
8	Source port												Destination port															
£	Sequence													nber	Œ.													
			- 20					Ack	now	ledg	gmer	nt nu	mbe	r (if	AC	K is s	et)	ı										
Data offset	Rese	rvec	i	N S	C W R	E C E	U R G	A C K	P S H	R S T	S Y N	F I N					1	Win	dow	size	:							
3 (2)			(Chec	ksur	n		(,(e		27							Ur	gent	poi	nter	(if U	JRG	is se	et)				
				Op	tions	(if	Data	off	set >	· 5; _]	padd	ed a	t the	end	with	ı "0"	byt	es i	fnec	essa	ry)							



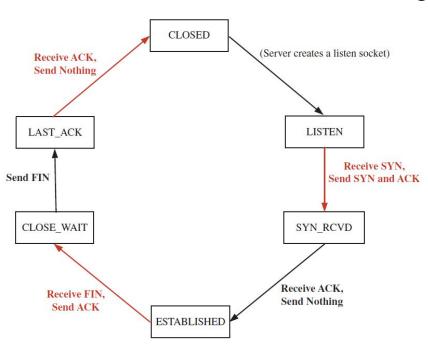
Client side state diagram



	0						1				2 3				
0 1 2	3 4 5 6	7	8	9	10	11	12	13	14	15	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30				
		Sourc	e po	rt				Destination port							
									Sequ	ence	number				
						Ack	nov	vledg	gmer	nt nu	mber (if ACK is set)				
			C	Е	U	A	P	R	S	F					
Data offset	Reserved	N	W	C	R	C	S	S	Y	I	Window size				
		"	R	E	G	K	Н	T	N	N					
3 (4)		Chec	ksun	n							Urgent pointer (if URG is set)				
		Op	tions	(if	Data	off	set >	> 5;]	padd	ed a	the end with "0" bytes if necessary)				



Server side state diagram



	0						1		2	3					
0 1 2	3 4 5 6	7	8	9	10	11	12	13	14	15	16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31			
		Sourc	e po	rt					Destination port						
									Sequ	enc	number				
						Ack	nov	vledg	gmer	nt nu	mber (if ACK is set)				
			C	Е	U	A	P	R	S	F					
Data offset	Reserved	N	W	C	R	C	S	S	Y	I	Window size				
		3	R	Е	G	K	Н	T	N	N					
		Chec	ksun	1							Urgent pointer	(if URG is set)			
		Op	tions	(if l	Data	off	set :	> 5;]	padd	ed a	t the end with "0" bytes if necessar	ry)			



Examples of system ports

Port	Protocol	Use							
21	FTP	File transfer							
23	Telnet	Remote login							
25	SMTP	E-mail							
69	TFTP	Unreliable file transfer							
79	Finger	Look up information about a user							
80	HTTP	World Wide Web							
110	POP-3	Remote e-mail access							



UDP

Header structure

0	1	2	3										
0 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31										
Sour	ce port	Destination port											
Le	ngth	Checksum											
	Data												



New transport protocols

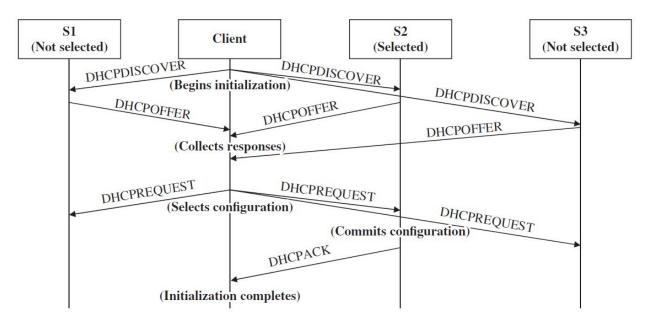
Comparison table

Services/features	TCP	UDP	SCTP	DCCP
Connection-oriented	Yes	No	Yes	Yes
Ordered data delivery	Yes	No	Yes	No
Unordered data delivery	No	Yes	Yes	Yes
Reliable data transfer	Yes	No	Yes	No
Congestion control	Yes	No	Yes	Yes
Flow control	Yes	No	Yes	Optional
Byte-oriented	Yes	No	Yes	No
Message-oriented	No	Yes	Yes	Yes
Multistreaming	No	No	Yes	No
Uses selective acknowledgments	Optional	No	Yes	Yes
Multihoming	No	No	Yes	No
Protection against SYN flood attack	No	No	Yes	No
Allows half-closed connections	Yes	No	No	No



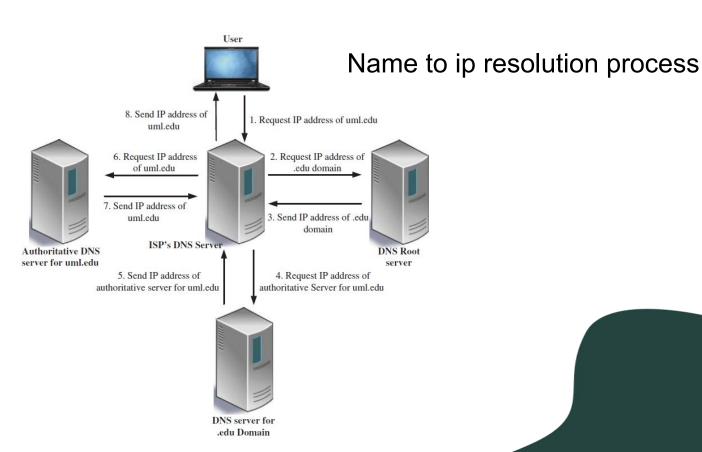
DHCP

DHCP DORA process (Discovery, Offer, Request, Acknowledgment)



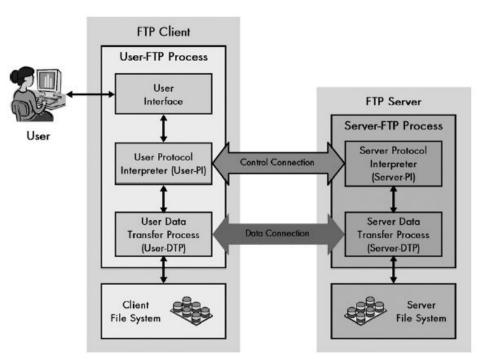


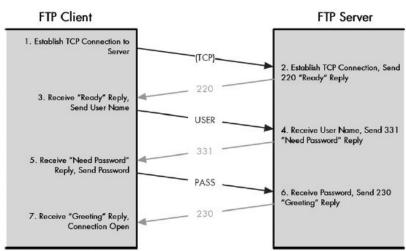
DNS





FTP

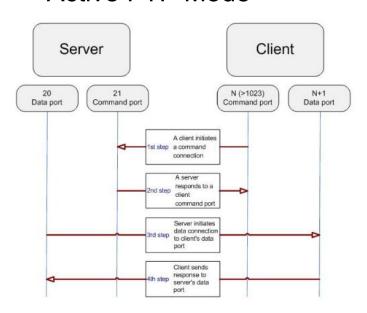




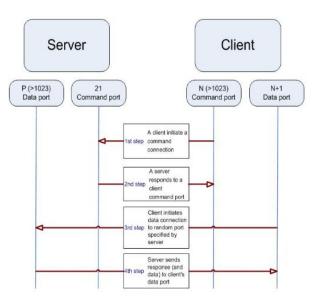


FTP

Active FTP Mode



Passive FTP Mode





HTTP

```
Request
```

```
<method> <path> <protocol version>
```

<headers>

<body>

Response

<headers>

<body>



HTTP

Methods

HTTP Method \$	RFC +	Request Has Body +	Response Has Body \$	Safe +	Idempotent +	Cacheable +
GET	RFC 7231₫	Optional	Yes	Yes	Yes	Yes
HEAD	RFC 7231₽	No	No	Yes	Yes	Yes
POST	RFC 7231 ₺	Yes	Yes	No	No	Yes
PUT	RFC 7231₫	Yes	Yes	No	Yes	No
DELETE	RFC 7231₽	No	Yes	No	Yes	No
CONNECT	RFC 7231₽	Yes	Yes	No	No	No
OPTIONS	RFC 7231₽	Optional	Yes	Yes	Yes	No
TRACE	RFC 7231₫	No	Yes	Yes	Yes	No
PATCH	RFC 5789₽	Yes	Yes	No	No	No



HTTP

1xx Informational

100 Continue

2xx Success

★ 200 OK

203 Non-Authoritative Information

206 Partial Content

226 IM Used

3xx Redirection

300 Multiple Choices

303 See Other

306 (Unused)

4xx Client Error

* 400 Bad Request

* 403 Forbidden

406 Not Acceptable

* 409 Conflict

412 Precondition Failed

415 Unsupported Media Type

418 I'm a teapot (RFC 2324)

423 Locked (WebDAV)

426 Upgrade Required

431 Request Header Fields Too Large

450 Blocked by Windows Parental Controls (Microsoft)

5xx Server Error

★ 500 Internal Server Error

503 Service Unavailable

506 Variant Also Negotiates (Experimental)

509 Bandwidth Limit Exceeded (Apache)

598 Network read timeout error

Status Codes

101 Switching Protocols

★ 201 Created

★ 204 No Content

207 Multi-Status (WebDAV)

301 Moved Permanently

* 304 Not Modified

307 Temporary Redirect

* 401 Unauthorized

* 404 Not Found

407 Proxy Authentication Required

410 Gone

413 Request Entity Too Large

416 Requested Range Not Satisfiable

420 Enhance Your Calm (Twitter)

424 Failed Dependency (WebDAV) 428 Precondition Required

444 No Response (Nginx)

451 Unavailable For Legal Reasons

102 Processing (WebDAV)

202 Accepted

205 Reset Content

208 Already Reported (WebDAV)

302 Found

305 Use Proxy

308 Permanent Redirect (experimental)

402 Payment Required

405 Method Not Allowed

408 Request Timeout

411 Length Required

414 Request-URI Too Long 417 Expectation Failed

422 Unprocessable Entity (WebDAV)

425 Reserved for WebDAV

429 Too Many Requests

449 Retry With (Microsoft)

499 Client Closed Request (Nainx)

501 Not Implemented 504 Gateway Timeout

507 Insufficient Storage (WebDAV)

510 Not Extended

599 Network connect timeout error

502 Bad Gateway

505 HTTP Version Not Supported

508 Loop Detected (WebDAV)

511 Network Authentication Required



Demo

