Report for Lab2

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Task 1: To study the concept and purpose of network protocols.

Result: I have studied the concept and purpose of network protocols thoroughly and here's the summary of it .

What is Network Protocol?

A network protocol is an established set of rules that determine how data is transmitted between different devices in the same network. Essentially, it allows connected devices to communicate with each other, regardless of any differences in their internal processes, structure or design. Network protocols are the reason you can easily communicate with people all over the world, and thus play a critical role in modern digital communications.

Similar to the way that speaking the same language simplifies communication between two people, network protocols make it possible for devices to interact with each other because of predetermined rules built into devices' software and hardware. Neither local area networks (LAN) nor wide area networks (WAN) could function the way they do today without the use of network protocols.

How do they work?

Network protocols take large-scale processes and break them down into small, specific tasks or functions. This occurs at every level of the network, and each function must cooperate at each level to complete the larger task at hand. The term protocol suite refers to a set of smaller network protocols working in conjunction with each other. Network protocols are typically created according to industry standard by various networking or information technology organizations.

Who uses the Network Protocol?

Network protocols aren't only relevant to certified network specialists or IT professionals. Billions of people use network protocols daily, whether they know it or not.

Every time you use the internet, you leverage network protocols. Though you may not know how network protocols work or how frequently you encounter them, they are necessary for using the internet or digital communications in any capacity.

Task 2: Become familiar with the OSI / ISO Interoperability Reference Model.

Result: I analysed the OSI Model several times and here's the short summary about the same.

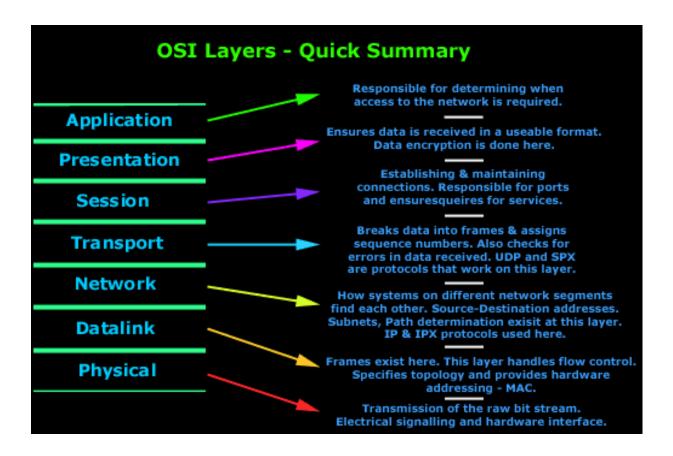
The Open Systems Interconnection (OSI) reference model has served as the most basic elements of computer networking since the inception in 1984. The OSI Reference Model is based on a proposal developed by the International Standards Organization (ISO). The original objective of the OSI model was to provide a set of design standards for equipment manufacturers so they could communicate with each other. The OSI model defines a hierarchical architecture that logically partitions the functions required to support system-to-system communication.

The OSI model has seven layers, each of which has a different level of abstraction and performs a well-defined function. The principles that were applied to arrive at the seven layers are as follows:

- A layer should be created where a different level of abstraction is needed.
- Each layer should perform a well-defined function.
- The function of each layer should be chosen with an eye toward defining internationally standardized protocols.
- The layer boundaries should be chosen to minimize the information flow across the interfaces.
- The number of layers should be large enough that distinct functions need not be thrown together in the same layer out of necessity, and small enough that the architecture does not become unwieldy.

The layered approach offers several advantages. By separating networking functions into logical smaller pieces, network problems can more easily be solved through a divide-and-conquer methodology. OSI layers also allow extensibility. New protocols and other network services are generally easier to add to a layered architecture. The seven OSI layers are defined as follows:

- 7. Application: Provides different services to the application
- 6. Presentation: Converts the information
- 5. Session: Handles problems which are not communication issues
- 4. Transport: Provides end to end communication control
- 3. Network: Routes the information in the network
- 2. Data Link: Provides error control
- 1. Physical: Connects the entity to the transmission media



Task 3: Monitor network activity and analyze the operation of network applications using netstat and tcpview. Analyze current network connections on a network machine and get protocol statistics (netstat only).

Result: I analyzed the current network connections on a network machine and also got protocol statistics on netstat. The following figures below are evident to the work done for the given task.

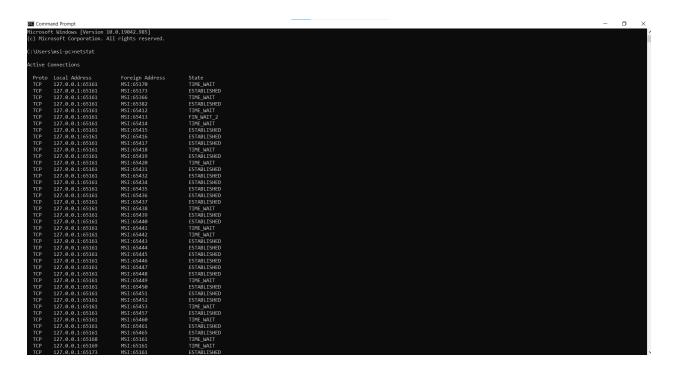


Figure 1: Showing all active TCP connections



Figure 2: Displaying active connections showing numeric IP address and port number instead of trying to determine the names

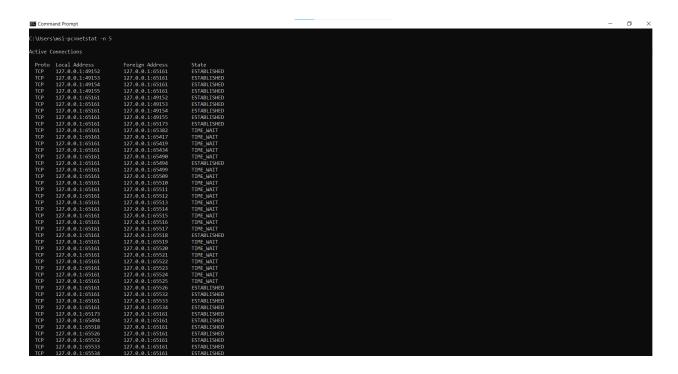


Figure 3.1: Refresh the information at a specific interval. This example refreshes the command in question every five seconds

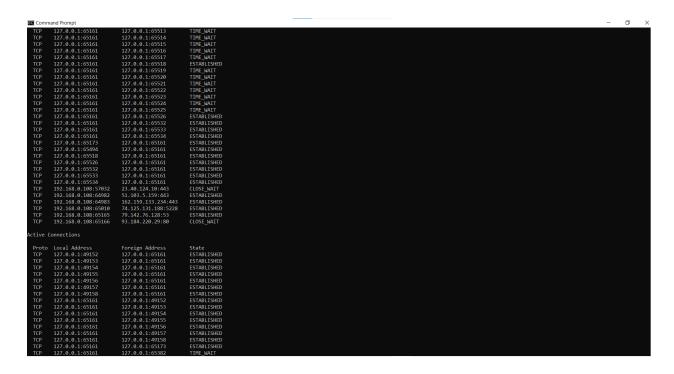


Figure 3.2: Active connections in an interval of 5 seconds

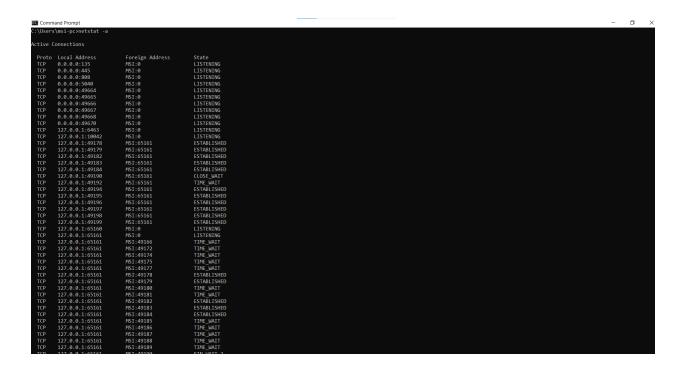


Figure 4: Displaying all active and inactive connections, and the TCP and UDP ports the device is currently listening.



Figure 5: Protocol Statistics

Task 4: Compare the results from netstat and topview. What applications or ports did you find suspicious and why?

Result:



Figure 6: List of Active Connections displayed in netstat

le Options	Process View	Help										
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ocess /	PID	Protocol	Local Address	Local Port	Remote Address	Remote Port	State	Sent Packets	Sent Bytes	Rovd Packets	Rovd Bytes	
[System Proc	0	TCP	msi	65095	142.250.150.94	https	TIME_WAIT					
[System Proc	0	TCP	msi	65103	lo-in-f93.1e100.net	https	TIME_WAIT				1	73
[System Proc	0	TCP	msi	65017	lg-in-f189.1e100.net	https	TIME WAIT					
chrome.exe	13500	TCP	msi	65010	lu-in-f188.1e100.net	5228	ESTABLISHED					
chrome.exe	13500	TCP	msi	65022	151.101.193.69	https	ESTABLISHED					
chrome.exe	13500	TCP	msi	65023	151.101.65.69	https	ESTABLISHED					
chrome.exe	13500	TCP	msi	65033	151.101.36.193	https	ESTABLISHED					
chrome.exe	13500	TCP	msi	65072	a104-75-69-68.de	https	ESTABLISHED					
chrome.exe	13500	TCP	msi	65088	151.101.38.217	https	ESTABLISHED					
chrome.exe	13500	TCP	msi	65090	151.101.38.217	https	ESTABLISHED					
chrome.exe	13500	TCP	msi	65100	lm-in-f91.1e100.net	https	CLOSE WAIT				2	129
chrome.exe	20608	UDP	MSI	5353	ж	×	_					
chrome.exe	20608	UDP	MSI	5353	H	H						
chrome.exe	13500	UDP	MSI	52780	н	н			99	3,269	98	2,638
chrome.exe	13500	UDP	MSI	59360	н	ж			124	7,763	137	6,203
chrome.exe	20608	UDP	MSI	5353	×	×				.,		-,
chrome.exe	20608	UDP	MSI	5353	×	ж						
chrome.exe	20608	UDPV6	msi	5353	ж	×						
chrome.exe chrome.exe	20608	UDPV6	msi	5353	н	н						
chrome.exe	13500	UDP	MSI	57967	н	н			9	3.722	10	3.113
connectdetec.	. 10008	TCP	MSI	10042	MSI	0	LISTENING		-	-,		0,
Discord.exe	18976	TCP	MSI	6463	MSI	Ö	LISTENING					
Discord.exe	21324	TCP	msi	64983	162,159,133,234	https	ESTABLISHED		5	255	5	160
jhi_service.exe		TCPV6	[0:0:0:0:0:0:0:1]	49669	msi	0	LISTENING		•	200	•	
Isass.exe	932	TCP	MSI	49664	MSI	ñ	LISTENING					
Isass.exe	932	TCPV6	msi	49664	msi	ñ	LISTENING					
OneApp.IGCC.		TCP	MSI	808	MSI	Ď.	LISTENING					
OneApp.IGCC.	. 3776	TCPV6	msi	808	msi	Ö	LISTENING					
services.exe	900	TCP	MSI	49670	MSI	0	LISTENING					
services.exe	900	TCPV6	msi	49670	msi	n	LISTENING					
spoolsv.exe	3420	TCP	MSI	49668	MSI	Ö	LISTENING					
spoolsv.exe	3420	TCPV6	msi	49668	msi	ŏ	LISTENING					
sychost.exe	1056	TCP	MSI	epmap	MSI	0	LISTENING					
svchost.exe	6404	TCP	MSI	5040	MSI	Ö	LISTENING					
svchost.exe	1552	TCP	MSI	49666	MSI	ů .	LISTENING					
svchost.exe	1752	TCP	MSI	49667	MSI	0	LISTENING					
svchost.exe	3796	TCP	msi	64982	51.103.5.159	https	ESTABLISHED					
svchost.exe	12672	UDP	MSI	ssdp	× ×	nups ×	COIMBEIGHED					
svchost.exe	12672	UDP	msi	ssdp	×	×						
svchost.exe	12672	UDP	msi		×	×						
svchost.exe	2448	UDP	msi	ssdp gwave	и	ж						
svchost.exe	2448	UDP	msi msi		*	*						
svchost.exe svchost.exe	6404	UDP	MSI	qwave 5050	×	×						
	2864	UDP	MSI	5353								
svchost.exe												
svchost.exe	2864	UDP	MSI MSI	llmnr	· ·	-						
svchost exe	4184	LIDP	MSI	51724		-						

Figure 7: List of Active Connections displayed in topview

Figure 8: Deleted Connections are shown in red in tcpview

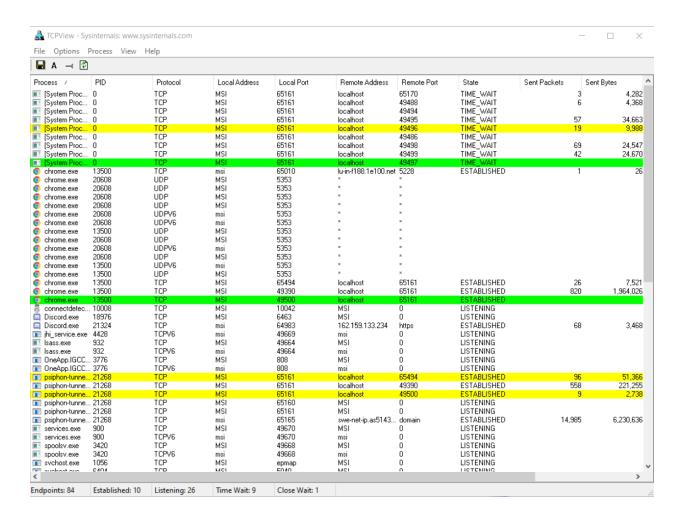


Figure 9: New Connections are shown in yellow in topview and connections that change state from one update to the next are highlighted in yellow

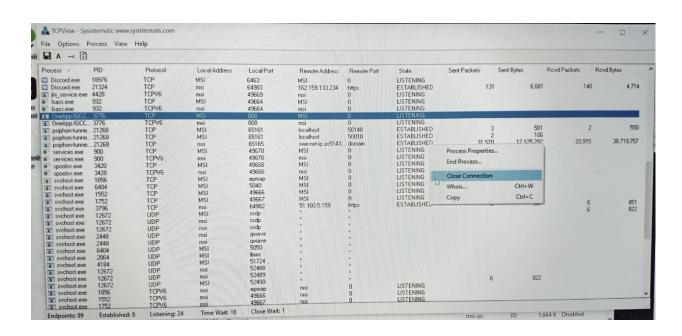


Figure 10: Closing a connection on topview

Comparison of results from netstat and topview:

- The netstat command is a fine tool, but it is command line driven as opposed to having a standard graphical user interface (GUI). It also just runs once unless the command is issued repeatedly. Therefore, it can't show changes in connections as they occur. The upside is that it comes installed on Windows 2000 and above though, so it's pretty much guaranteed to be there. (Although the -o option is only available in Windows XP and above.)
- TCPView displays a list of the current TCP and UDP connections established with the computer upon which it is run. It's very much the same information that netstat had, but in a nicer viewing format. Additionally, TCPView can be set to recheck the connections at 1, 2 or 5 second intervals and display the differences from the previous check. Connections that change state from one update to the next are highlighted in yellow; those that are deleted are shown in red, and new connections are shown in green. (TCPView calls the connections to other IPs, "endpoints.") The owning processes name and PID are also shown, which saves looking them up via other means.
- Using TCPView, you can look for unexpected connections as before. However, with TCPView, you can immediately see what processes those connections are from/to. Additionally, if any of those connections look questionable, you can close them by right clicking on the connection and choosing "Close Connection" from the popup menu.

Suspicious port or application:

I found the "OneApp.IGCC.winservice.exe" in Figure 11 process to be suspicious because I have never heard of such a process or file. So I was curious about it and therefore I searched about it on the internet and got the following information.

File Options I	Process View H	Help									
■ A → ②											
Process /	PID	Protocol	Local Address	Local Port	Remote Address	Remote Port	State	Sent Packets	Sent Bytes	Rovd Packets	Rovd Bytes
chrome.exe	13500	TCP	MSI	50148	localhost	65161	ESTABLISHED	33	35,447	28	10,966
chrome.exe	13500	TCP	MSI	50150	localhost	65161	ESTABLISHED	17		9	4,174
connectdetec	10008	TCP	MSI	10042	MSI	0	LISTENING		,	-	.,
Discord.exe	18976	TCP	MSI	6463	MSI	Ō	LISTENING				
Discord.exe	21324	TCP	msi	64983	162.159.133.234	https	ESTABLISHED	121	6,171	130	4,394
jhi_service.exe		TCPV6	msi	49669	msi	0	LISTENING		*,		.,
I Isass.exe	932	TCP	MSI	49664	MSI	Ŏ	LISTENING				
Isass.exe	932	TCPV6	msi	49664	msi	Ō	LISTENING				
■ OneApp.IGCC		TCP	MSI	808	MSI	Ō	LISTENING				
OneApp.IGCC	. 3776	TCPV6	msi	808	msi	0	LISTENING				
siphon-tunne	. 21268	TCP	MSI	65161	localhost	50010	ESTABLISHED	1	53	1	1,378
psiphon-tunne	21268	TCP	MSI	65161	localhost	50150	ESTABLISHED	18	9,481	26	23,044
psiphon-tunne	. 21268	TCP	MSI	65161	localhost	50148	ESTABLISHED	24	7,107	25	13,479
psiphon-tunne	. 21268	TCP	msi	65165	swe-net-ip.as5143	. domain	ESTABLISHED	29,198	11,500,396	30,639	33,578,925
services.exe	900	TCP	MSI	49670	MSI	0	LISTENING				
services.exe	900	TCPV6	msi	49670	msi	0	LISTENING				
spoolsv.exe	3420	TCP	MSI	49668	MSI	0	LISTENING				
spoolsv.exe	3420	TCPV6	msi	49668	msi	0	LISTENING				
svchost.exe	1056	TCP	MSI	epmap	MSI	0	LISTENING				
svchost.exe	6404	TCP	MSI	5040	MSI	0	LISTENING				
svchost.exe	1552	TCP	MSI	49666	MSI	0	LISTENING				
svchost.exe	1752	TCP	MSI	49667	MSI	0	LISTENING				
🛚 svchost.exe	3796	TCP	msi	64982	51.103.5.159	https	ESTABLISHED	4	400	4	680
svchost.exe	12672	UDP	MSI	ssdp	н	*				6	822
svchost.exe	12672	UDP	msi	ssdp	н	н					
svchost.exe	12672	UDP	msi	ssdp	н	×					
🗉 svchost.exe	2448	UDP	msi	qwave	и	ж					
svchost.exe	2448	UDP	msi	qwave	×	×					
svchost.exe	6404	UDP	MSI	5050	н	×					
svchost.exe	2864	UDP	MSI	5353	×	×		32	1,040	40	1,516
svchost.exe	2864	UDP	MSI	llmnr	н	н					
svchost.exe	4184	UDP	MSI	51724	н	×					
svchost.exe	12672	UDP	msi	52488	н	ж					
ndpoints: 80	Established: 10	Listening: 24	Time Wait: 7	Close Wait: 1							
•											

Figure 11: OneApp.IGCC.winservice.exe process I found to be "suspicious"

Information about OneApp.IGCC.winservice.exe process:

The process known as OneApp.IGCC.WinService belongs to software OneApp.IGCC.WinService by Intel® pGFX (version 2020).

Description: OneApp.IGCC.WinService.exe is not essential for the Windows OS and causes relatively few problems.

OneApp.IGCC.WinService.exe is located in a subfolder of

C:\Windows\System32—generally

C:\Windows\System32\DriverStore\FileRepository\igcc_dch.inf_amd64_12 bdb8127c4c0458\ or

C:\Windows\System32\DriverStore\FileRepository\igcc_dch.inf_amd64_57 7475639d32bfed\. Known file sizes on Windows 10/8/7/XP are 27,608 bytes (18% of all occurrences), 31,584 bytes and 9 more variants.

The OneApp.IGCC.WinService.exe file is a trustworthy file from Microsoft. The file is digitally signed. The file is not a Windows system file. The process uses ports to connect to or from a LAN or the Internet. The program is not visible. OneApp.IGCC.WinService.exe appears to be a compressed file. Therefore the technical security rating is 5% dangerous

Important: Some malware camouflages itself as OneApp.IGCC.WinService.exe, particularly when located in the C:\Windows or C:\Windows\System32 folder. Therefore, you should check the OneApp.IGCC.WinService.exe process on your PC to see if it is a threat. We recommend **Security Task Manager** for verifying your computer's security.

On the basis of the information provided above, I considered killing the OneApp.IGCC.winservice.exe process.

Task 5: Answer questions:

- a. What is the fundamental difference between the TCP and UDP protocols?
- b. What is a socket?
- c. Why was the network ports mechanism introduced?
- d. Is there a difference in the protocols implemented, for example, for Windows and Linux?

Ans a) Fundamental difference between the TCP and UDP protocols is that TCP is a connection-oriented protocol whereas the UDP is connectionless protocol.

Also there are more key differences between the TCP and UDP protocols. They are as follows:

TCP	UDP
TCP reads data as streams of bytes, and the message is transmitted to segment boundaries.	UDP messages contain packets that were sent one by one. It also checks for integrity at the arrival time.
TCP messages make their way across the internet from one computer to another.	It is not connection-based, so one program can send lots of packets to another.
TCP rearranges data packets in the specific order.	UDP protocol has no fixed order because all packets are independent of each other.
The speed for TCP is slower.	UDP is faster as error recovery is not attempted.
Header size is 20 bytes	Header size is 8 bytes.
TCP is heavy-weight. TCP needs three packets to set up a socket connection before any user data can be sent.	UDP is lightweight. There are no tracking connections, ordering of messages, etc.
TCP does error checking and also makes error recovery.	UDP performs error checking, but it discards erroneous packets.
Acknowledgment segments	No Acknowledgment segments
Using handshake protocol like SYN, SYN-ACK, ACK	No handshake (so connectionless protocol)
TCP is reliable as it guarantees delivery of data to the destination router.	The delivery of data to the destination can't be guaranteed in UDP.
TCP offers extensive error checking mechanisms because it provides flow control and acknowledgment of data.	UDP has just a single error checking mechanism which is used for checksums.

Ans b) Socket: Any 2 network processes can identify each other using 3 components: ip-address, protocol (TCP / UDP), port. These components are often referred to as sockets. Sockets are the name of a software interface for providing information exchange between processes. Those for network application processes, communication is carried out via sockets.

Ans c) First it was important for me to understand what actually the Network Port is.

A network port is a process-specific or an application-specific software construct serving as a communication endpoint, which is used by the Transport Layer protocols of Internet Protocol suite, such as User Datagram Protocol (UDP) and Transmission Control Protocol (TCP).

A specific network port is identified by its number commonly referred to as port number, the IP address in which the port is associated with and the type of transport protocol used for the communication. A port number is a 16-bit unsigned integer that ranges from 0 to 65535.

The most common reason for introducing the network ports is for remote access.

Let's try to understand it in this way:

Imagine that you have two cameras on your network, connecting through the same router (your router has a single external IP address which is accessible from the Internet) and you want to be able to connect remotely to both your cameras which are both on port 80. You decide that you want to access your cameras from the Internet and so set up port forwarding. However, you can't forward a single port onto more than one local IP address at the same time. As such you can't access both cameras simultaneously when they're both using port 80.

The solution is to use two separate ports. In the case above you could use port 8000 for the HTTP port on one camera and 8001 for the other. To access your cameras from the Internet you would then type http://IPADDRESS:8000 and http://IPADDRESS:8001 where the IP address is the external IP address of the router. You must make sure to type in the http before the address. Your browser will know that any information on port 80 is to be displayed as a web page but because you are using a different port number the information could be just about anything. Adding the http:// tells the browser that the information received should be displayed on the screen.

Ans d) Yes, there are many different implementations with slightly different (but still compliant) behavior in corner cases, although it could be argued that many have their roots in the implementation of TCP/IP in UNIX 4.2 BSD (1983). Small differences in implementations makes TCP/IP stack fingerprinting possible, for example. And also using an implementation that is specifically designed for one operating system for another implementation is not easy and requires many changes as there are different requirements for different operating systems. Therefore, there is a difference in implementations of protocols of different operating systems.