

Networking Primer

How does your computer get to
<http://www.google.com>?



Outline

- OSI Model
- TCP/IP Stack
- Link Layer
- Internet Layer (IPv4 vs IPv6)
 - ipconfig / ifconfig
 - ARP
 - DNS
- Transport Layer
 - TCP vs UDP
- Application Identification
 - Common Ports
- Encapsulation
- LAN vs WAN
- Wireshark



OSI

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



TCP/IP

TCP/IP	OSI Model	Protocols
Application Layer	Application Layer	DNS, DHCP, FTP, HTTPS, IMAP, LDAP, NTP, POP3, RTP, RTSP, SSH, SIP, SMTP, SNMP, Telnet, TFTP
	Presentation Layer	JPEG, MIDI, MPEG, PICT, TIFF
	Session Layer	NetBIOS, NFS, PAP, SCP, SQL, ZIP
Transport Layer	Transport Layer	TCP, UDP
Internet Layer	Network Layer	ICMP, IGMP, IPsec, IPv4, IPv6, IPX, RIP
Link Layer	Data Link Layer	ARP, ATM, CDP, FDDI, Frame Relay, HDLC, MPLS, PPP, STP, Token Ring
	Physical Layer	Bluetooth, Ethernet, DSL, ISDN, 802.11 Wi-Fi



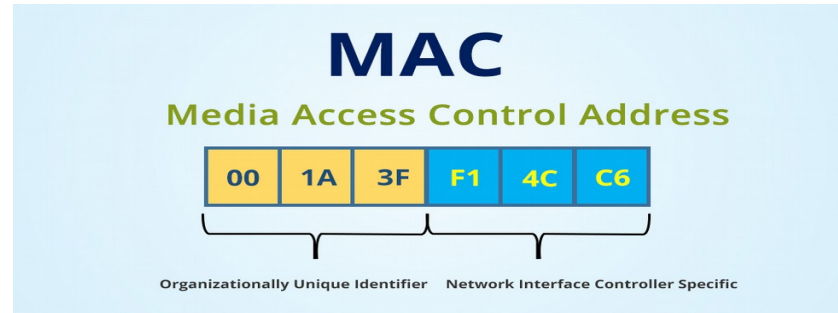
Link Layer

- Dependent on the network hardware
- Physically identify network card

Ethernet (802.3) Frame Format							
7 bytes	1 byte	6 bytes	6 bytes	2 bytes	42 to 1500 bytes	4 bytes	12 bytes
Preamble	Start of Frame Delimiter	Destination MAC Address	Source MAC Address	Type	Data (payload)	CRC	Inter-frame gap

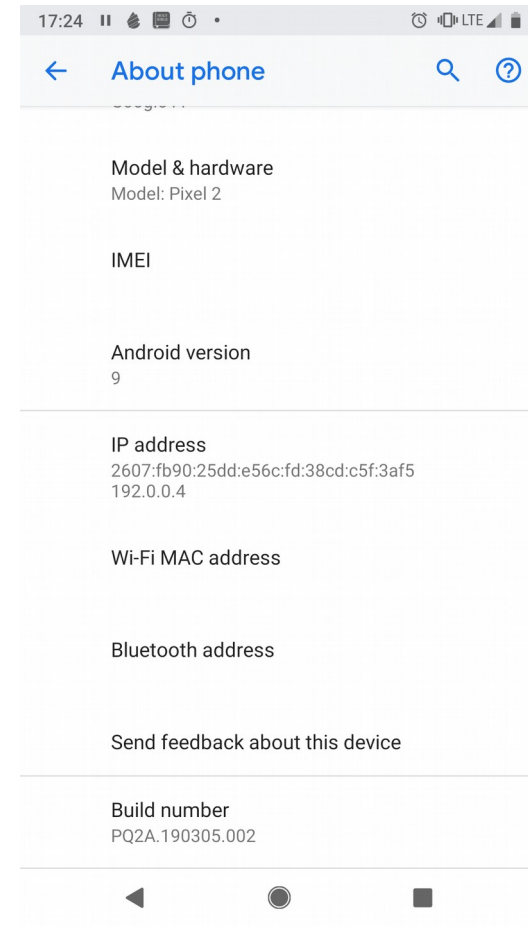
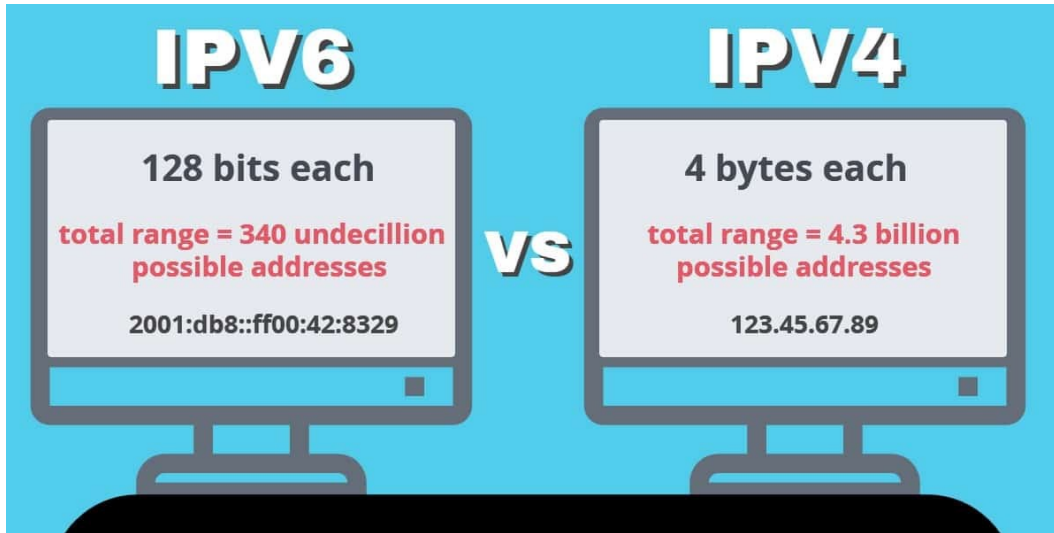
For TCP/IP communications,
the payload for a frame is a
packet

WiFi (802.11) Frame Format								
2 bytes	2 bytes	6 bytes	6 bytes	6 bytes	2 bytes	6 bytes	0 to 2312 bytes	4 bytes
Frame Control	Duration	MAC Address 1 (Destination)	MAC Address 2 (Source)	MAC Address 3 (Router)	Seq Control	MAC Address 4 (AP)	Data (payload)	CRC



Internet Layer

- IP is the most prevalent protocol
- Address is a virtual address



ipconfig / ifconfig

- ***ipconfig*** – Windows
- ***ifconfig*** – Unix like systems
- Being replaced by ***ip address***

```
ron@dlbox:~/projects/geco/message_board (message_board) $ ifconfig wlp58s0
wlp58s0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
    inet 10.0.24.220 netmask 255.255.255.0 broadcast 10.0.24.255
    inet6 fe80::6864:fead:b6ea:390 prefixlen 64 scopeid 0x20<link>
    ether 9c:b6:d0:f5:46:e5 txqueuelen 1000 (Ethernet)
    RX packets 3784545 bytes 4835837806 (4.8 GB)
    RX errors 0 dropped 0 overruns 0 frame 0
    TX packets 1507026 bytes 189938096 (189.9 MB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
```



ARP

- Address Resolution Protocol

```
ron@dlbox:~/projects/geco/message_board (message_board) $ arp -n
```

Address	HWtype	HWaddress	Flags	Mask	Iface
10.0.24.1	ether	b8:69:f4:20:e8:c0	C		wlp58s0
10.0.24.251	ether	78:8a:20:89:c9:d1	C		wlp58s0

```
ron@dlbox:~/projects/geco/message_board (message_board) $ route -n
```

Kernel IP routing table

Destination	Gateway	Genmask	Flags	Metric	Ref	Use	Iface
0.0.0.0	10.0.24.1	0.0.0.0	UG	600	0	0	wlp58s0
10.0.24.0	0.0.0.0	255.255.255.0	U	600	0	0	wlp58s0
169.254.0.0	0.0.0.0	255.255.0.0	U	1000	0	0	wlp58s0
172.17.0.0	0.0.0.0	255.255.0.0	U	0	0	0	docker0
172.18.0.0	0.0.0.0	255.255.0.0	U	0	0	0	br-dbacb25821fd
172.19.0.0	0.0.0.0	255.255.0.0	U	0	0	0	br-8349da673648



DNS

- Domain Name System
- Domain name → IP address



```
ron@dlbox:~/projects/geco/message_board/presentation (message_board) $ nslookup
> www.google.com
Server:      127.0.0.53
Address:     127.0.0.53#53

Non-authoritative answer:
Name:   www.google.com
Address: 64.233.177.147
Name:   www.google.com
Address: 64.233.177.99
Name:   www.google.com
Address: 64.233.177.103
Name:   www.google.com
Address: 64.233.177.106
Name:   www.google.com
Address: 64.233.177.105
Name:   www.google.com
Address: 64.233.177.104
Name:   www.google.com
Address: 2607:f8b0:4002:c0c::68
```



Transport Layer

- Two main protocols in use:
 - TCP – Transport Control Protocol
 - Reliable
 - UDP – User Datagram Protocol
 - Unreliable but fast

TCP Segment Header Format							
Bit #	0	7	8	15	16	23	31
0	Source Port				Destination Port		
32	Sequence Number						
64	Acknowledgment Number						
96	Data Offset	Res	Flags		Window Size		
128	Header and Data Checksum				Urgent Pointer		
160...	Options						

UDP Datagram Header Format							
Bit #	0	7	8	15	16	23	31
0	Source Port				Destination Port		
32	Length				Header and Data Checksum		



Application Identification

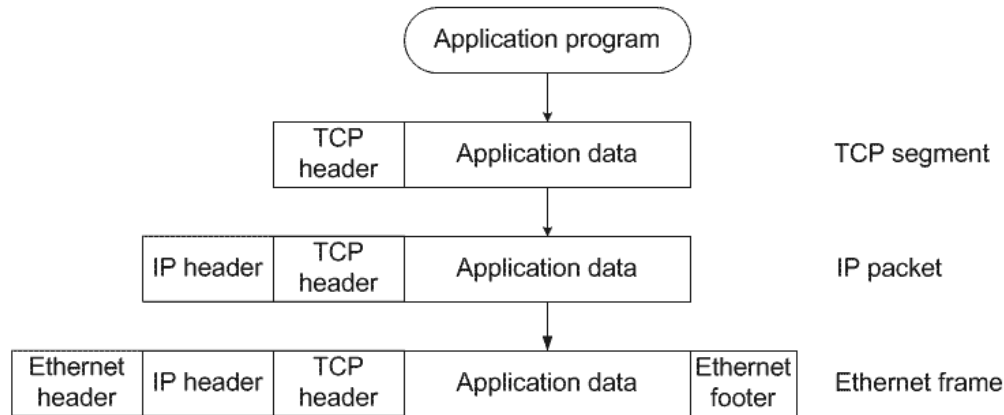
- Port numbers typically identify the application

Protocol	Port	Name	Description
FTP	tcp/20, tcp/21	File Transfer Protocol	Sends and receives files between systems
SSH	tcp/22	Secure Shell	Encrypted console access
Telnet	tcp/23	Telecommunication Network	Insecure console access
SMTP	tcp/25	Simple Mail Transfer Protocol	Transfer email between mail servers
DNS	udp/53, tcp/53	Domain Name System	Convert domain names to IP addresses
HTTP	tcp/80	Hypertext Transfer Protocol	Web server communication
POP3	tcp/110	Post Office Protocol version 3	Receive email into a email client
IMAP4	tcp/143	Internet Message Access Protocol v4	A newer email client protocol
HTTPS	tcp/443	Hypertext Transfer Protocol Secure	Web server communication with encryption
RDP	tcp/3389	Remote Desktop Protocol	Graphical display of remote devices
NetBIOS	udp/137	NetBIOS name service	Register, remove, and find Windows services by name
NetBIOS	udp/138	NetBIOS datagram service	Windows connectionless data transfer
NetBIOS	tcp/139	NetBIOS session service	Windows connection-oriented data transfer
SLP	tcp/427, udp/427	Service Location Protocol	Find Mac OS services by name
SMB	tcp/445	Server Message Block	Windows file transfers and printer sharing
AFP	tcp/548	Apple Filing Protocol	Mac OS file transfers



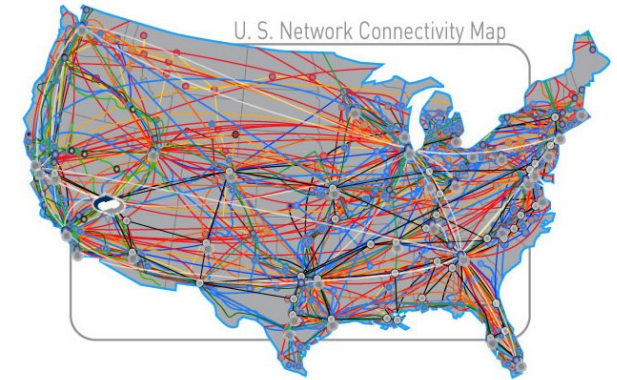
Encapsulation

- Application Data → Segment / Datagram → Packet → Frame
 - TCP header adds sequence numbers, source port, destination port, etc
 - IP header adds source IP, destination IP, etc
 - Ethernet header adds source MAC, destination MAC, FCS, etc.



LAN vs WAN

- LAN – Local Area Network
- WAN – Wide Area Network



Individually On-Net National Backbones



Wireshark

- Allows for the easy capture and exploration of network traffic

