

# Introduction to Network Security

## Chapter 3

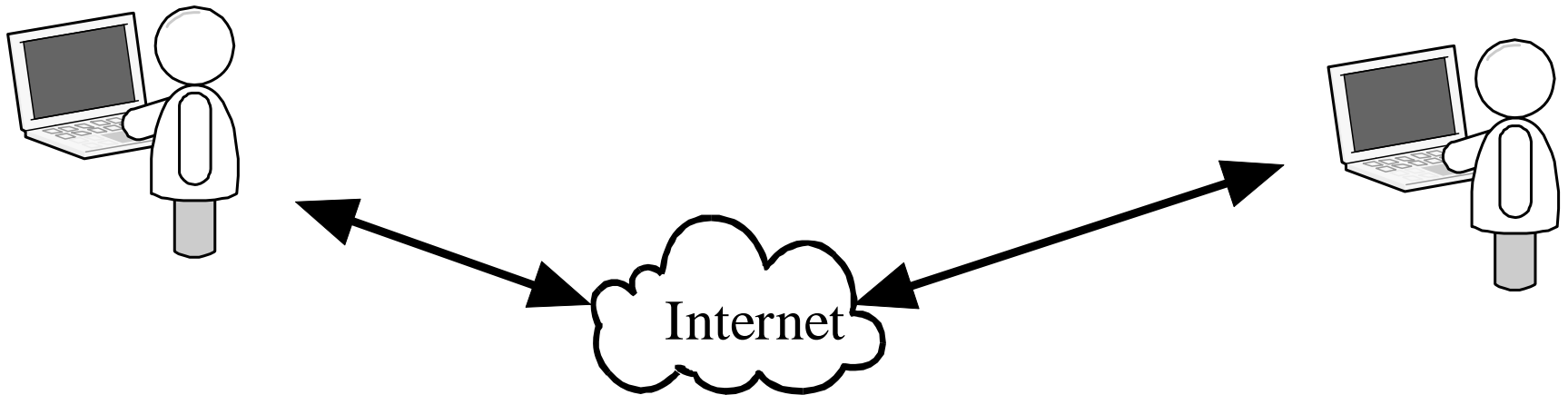
### The Internet

# Topics

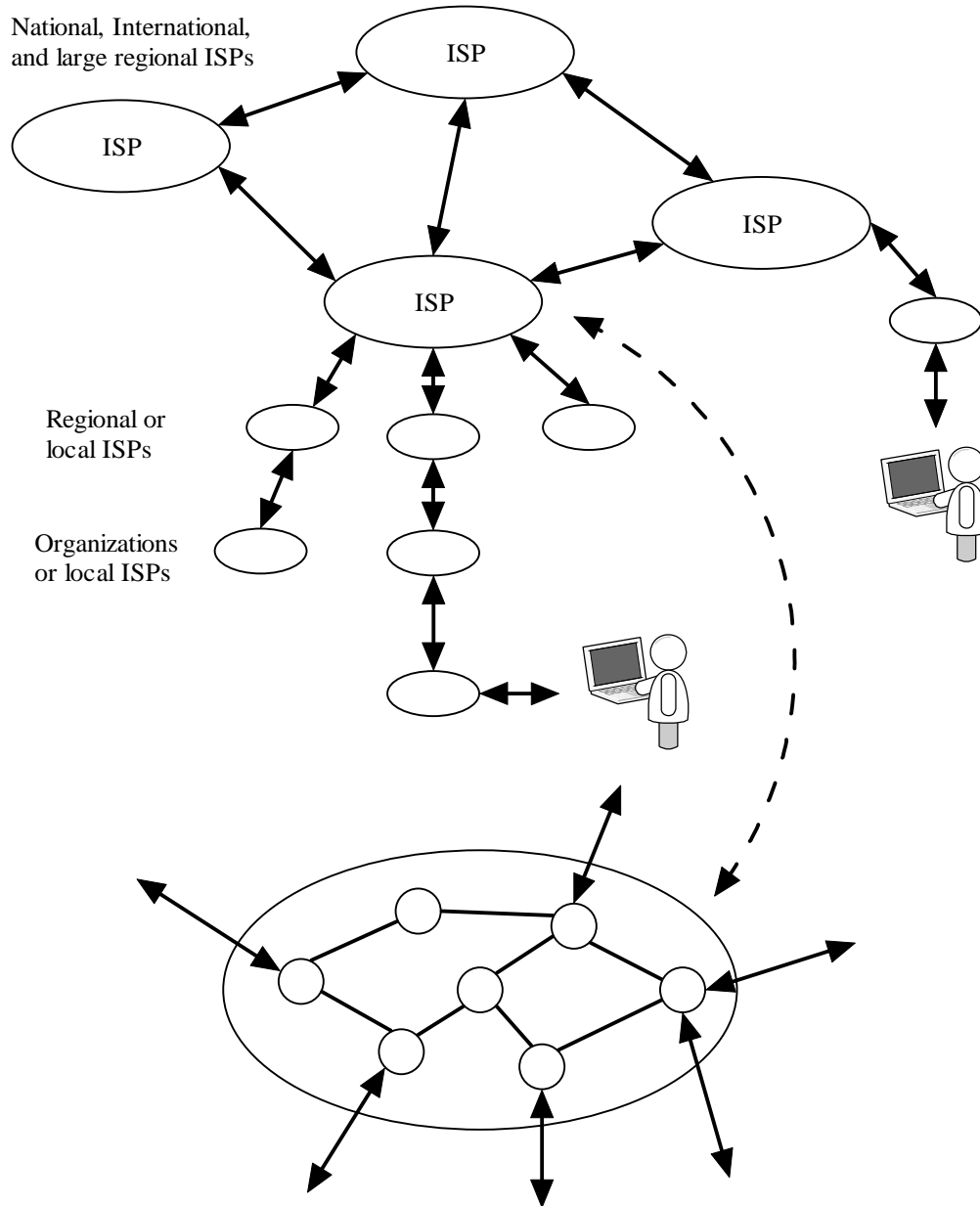
- The Internet
- Addressing
- Client Server
- Routing

# The Internet

- User's View



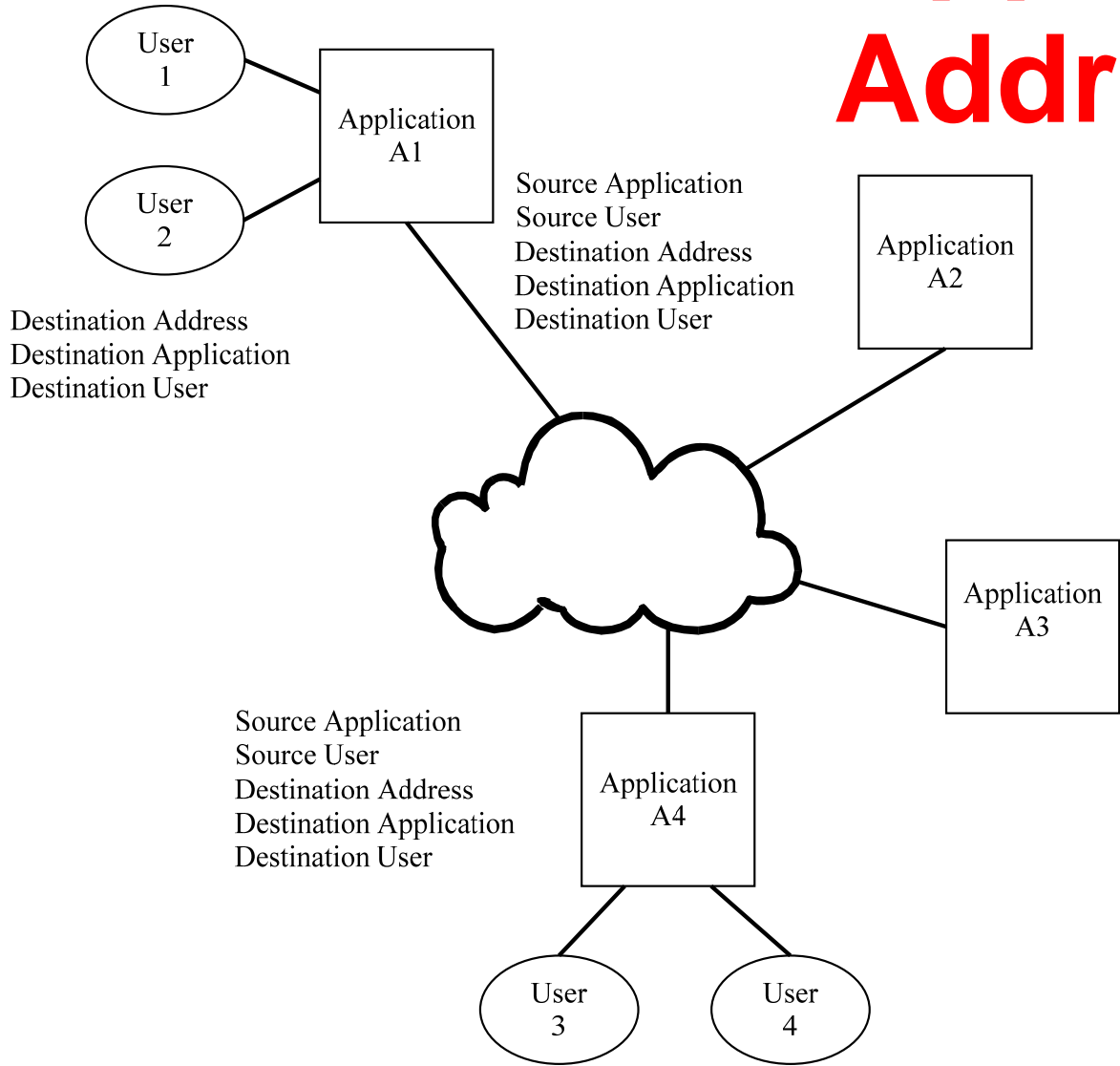
# The Internet Hierarchy



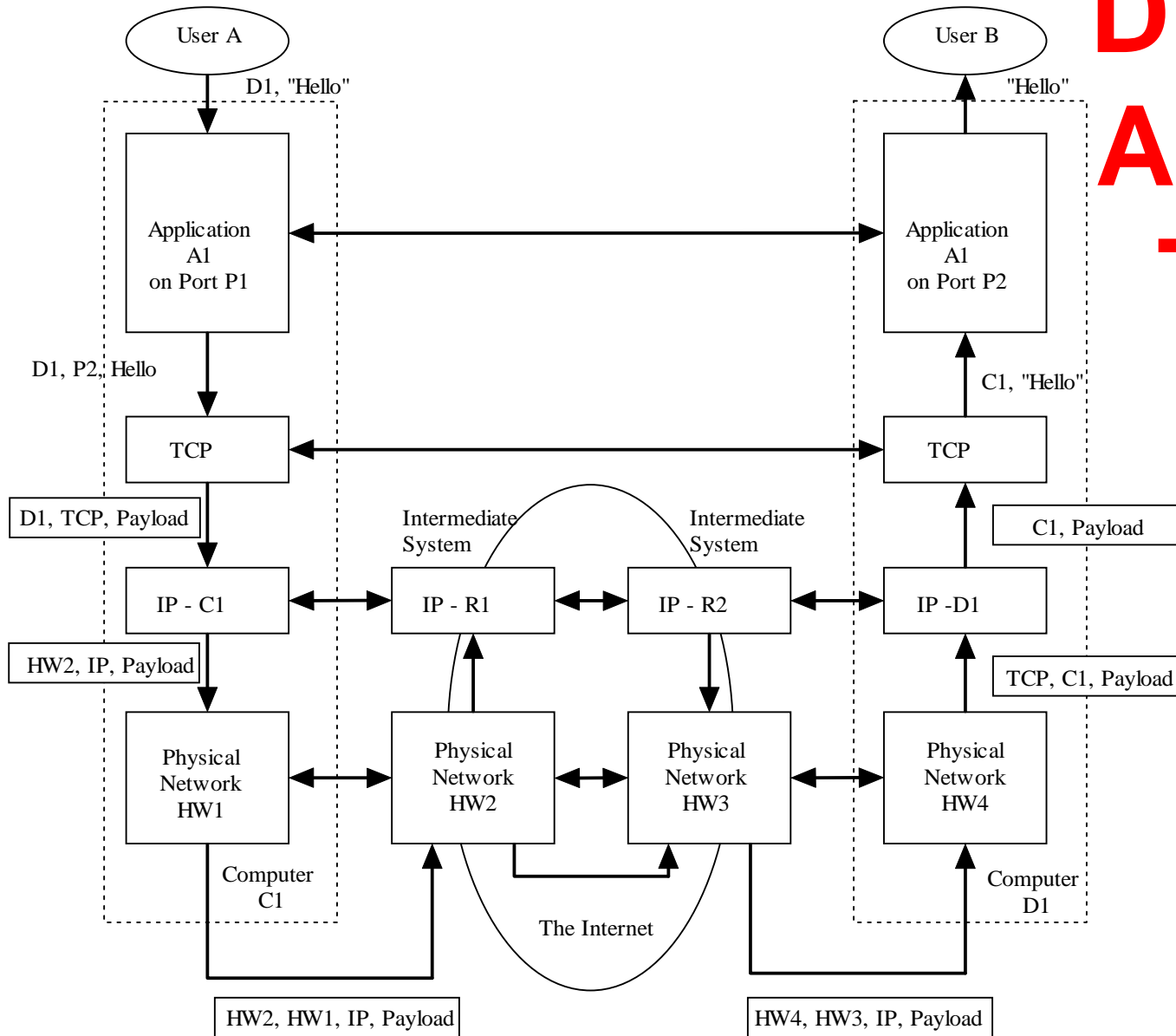
# Internet Addressing

- Different address types
- Hardware address spoofing
- IP address Spoofing
- IP address Space

# Application Addressing



# Different Address Types



# Address spoofing

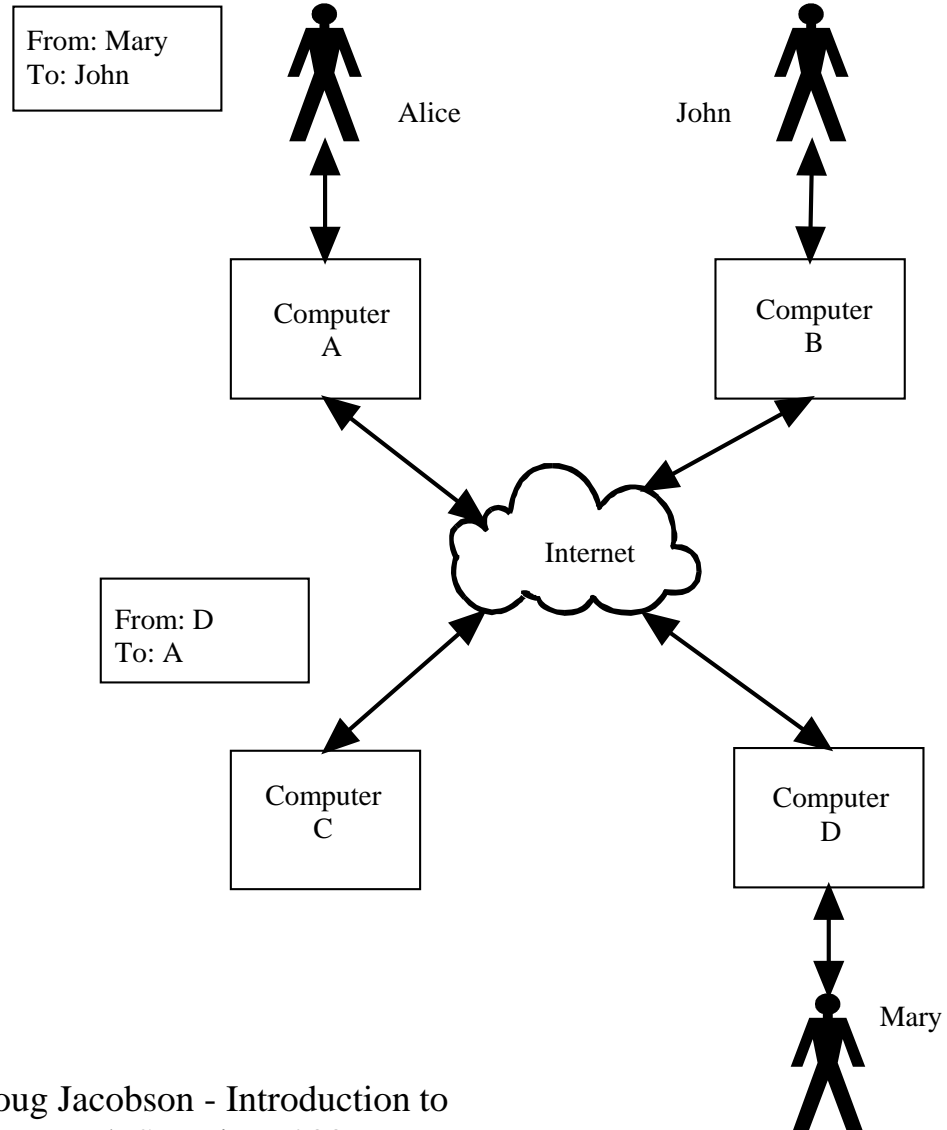
- Who can generate the address?
- Spoofing is the ability to change the address
- Who can “see” (sniff) the traffic?



# IP address Spoofing and Sniffing

Message will get to John

Return message will go back to Alice



# IP Address Space

- In Version 4 the IP address is 32 Bits
- Total IP address space is 4,294,967,296

# IP addresses

- The IP address is written as a four-tuple where each tuple is in decimal and are separated by a "." (called a dot). When talking about an address you pronounce the word dot. So 129.186.5.102 is pronounced 129 dot 186 dot 5 dot 102

# IP Addressing

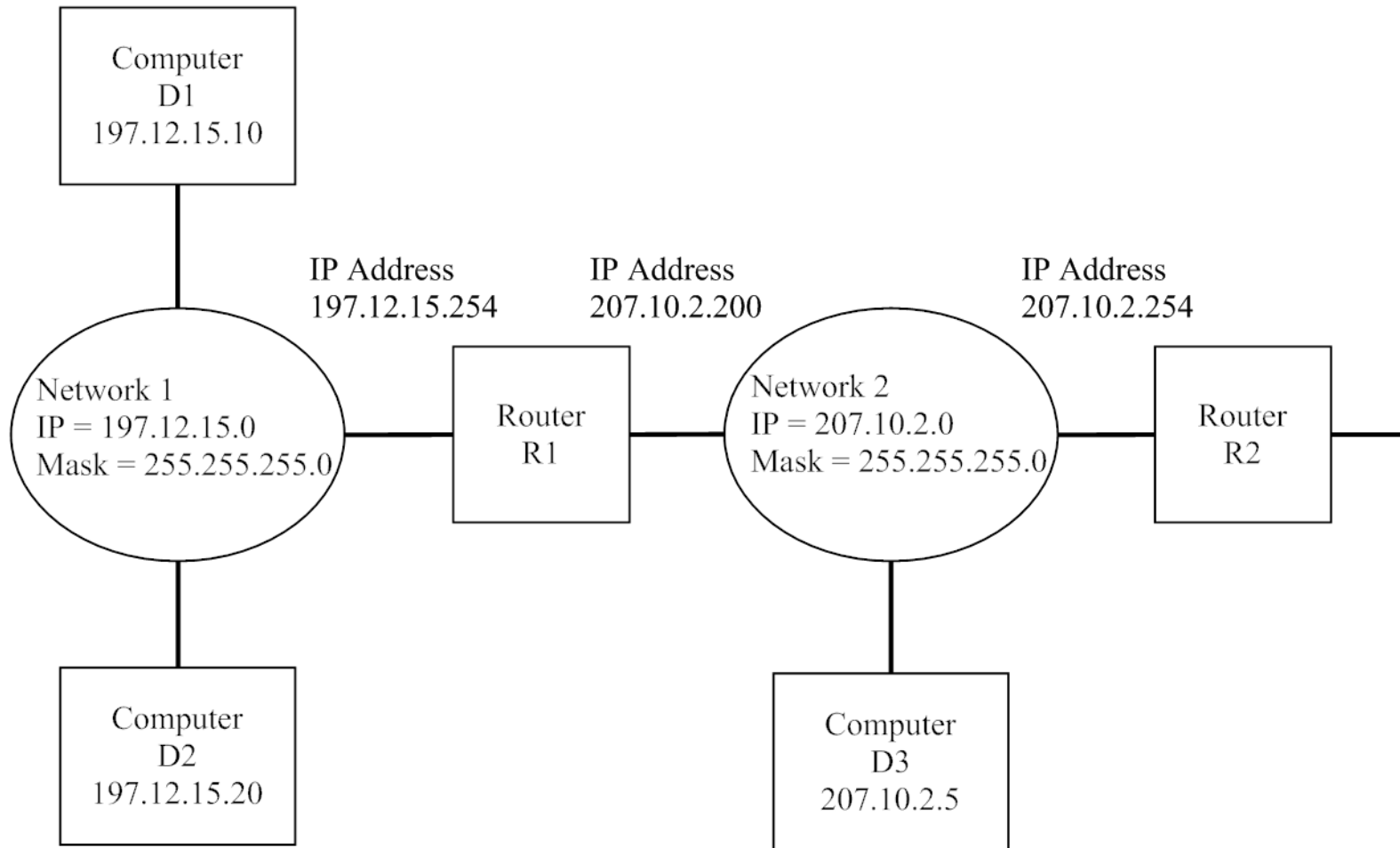


Figure 3.5 Networks in the Internet

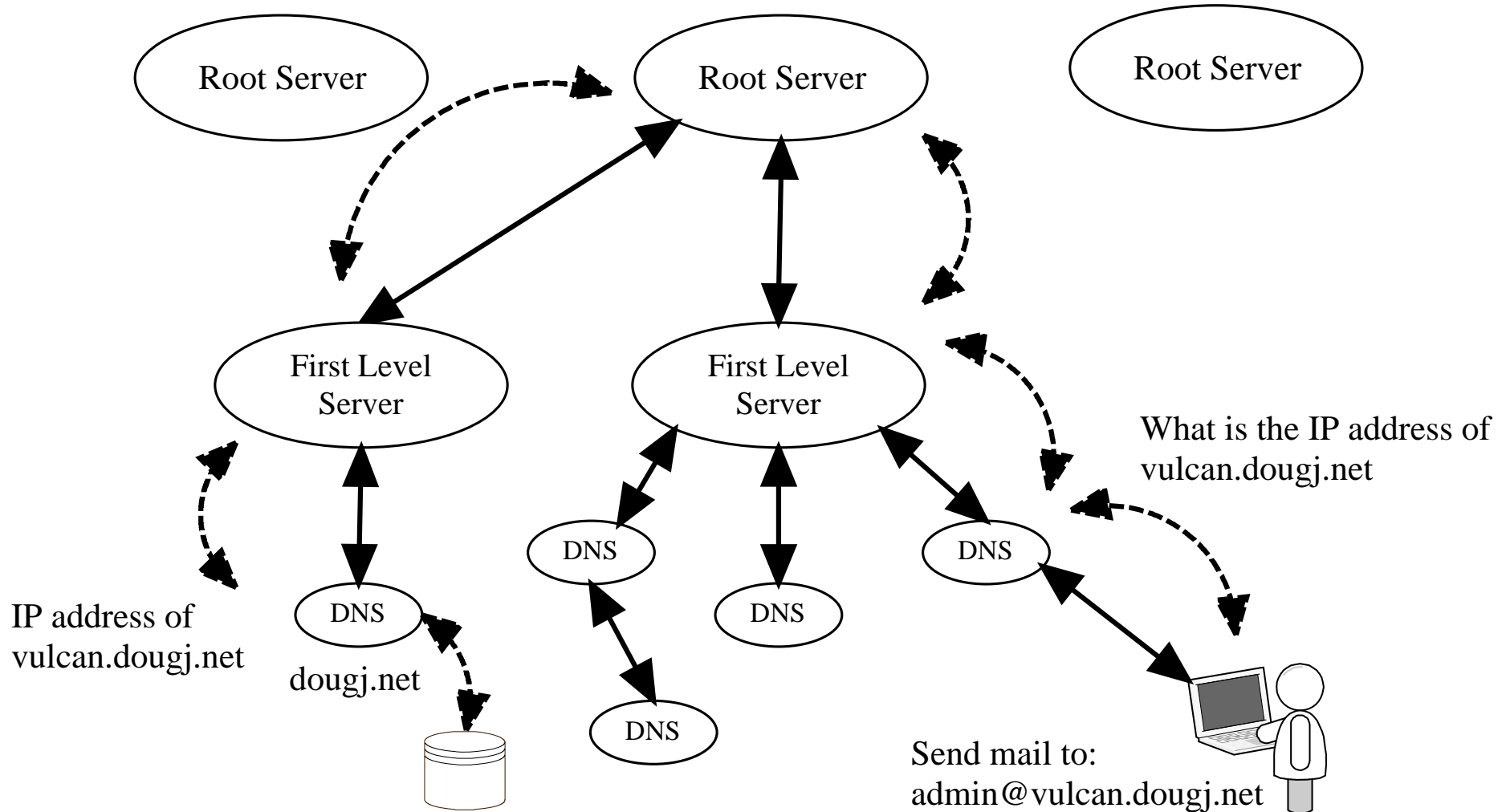
# Machine names

- The format for the machine name is:
  - machine.domain    Where:
    - machine is unique to the domain or subdomain.
    - and domain is a single domain or a series of subdomains.

# Domain Name Conversion

- Now lets look at how we can convert a machine name into an IP address.
- There are two ways that this conversion can take place.
  - The first is to use a table on each host which maintains the mapping between names and IP addresses. This method required very large tables and made it hard to update.
  - The second, and preferred, method is to use a nameserver. The nameserver is actually a set of nameservers each having authority over different domains and subdomains.

# DNS Model

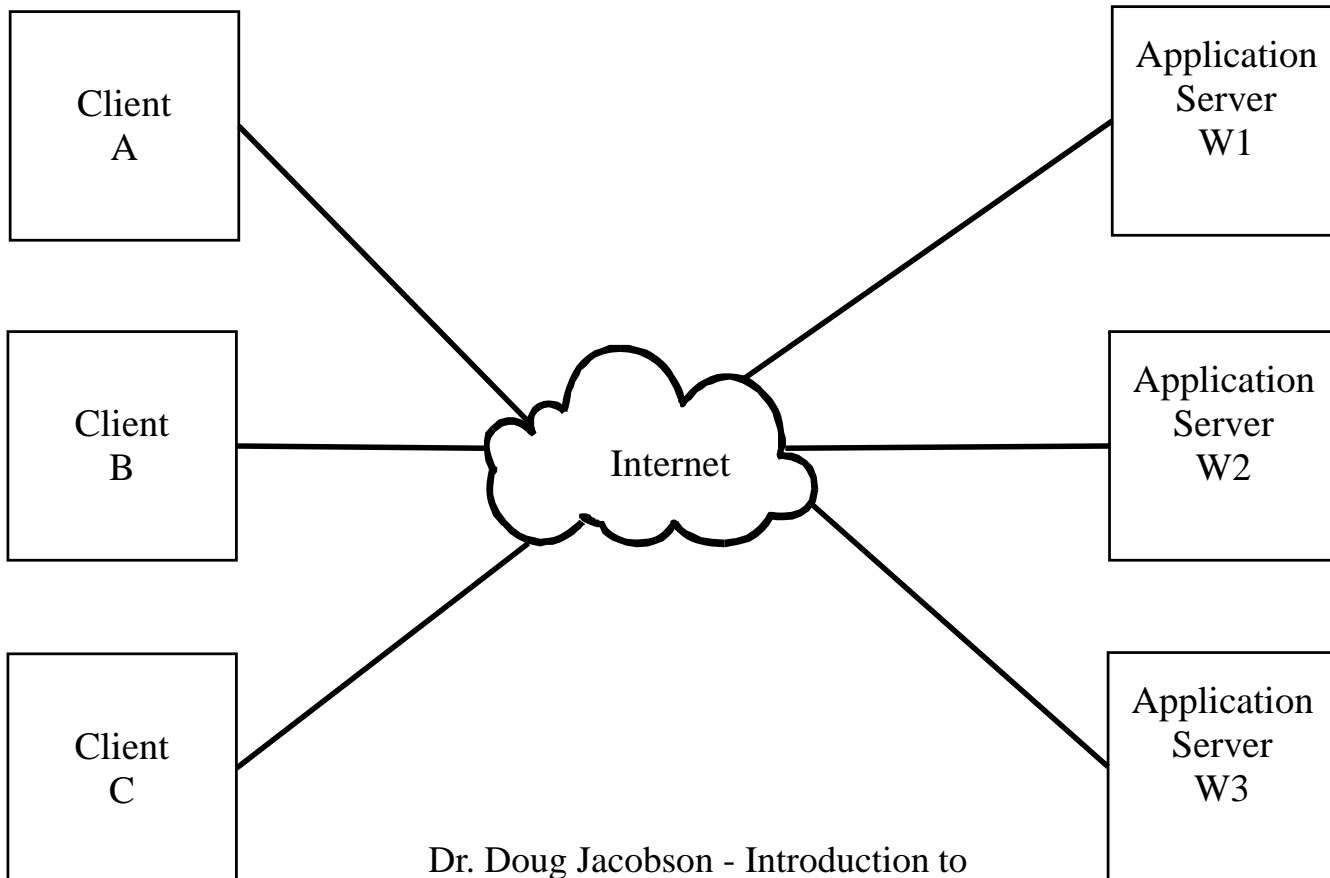


# Client Server Model

Full name: server.dougj.net

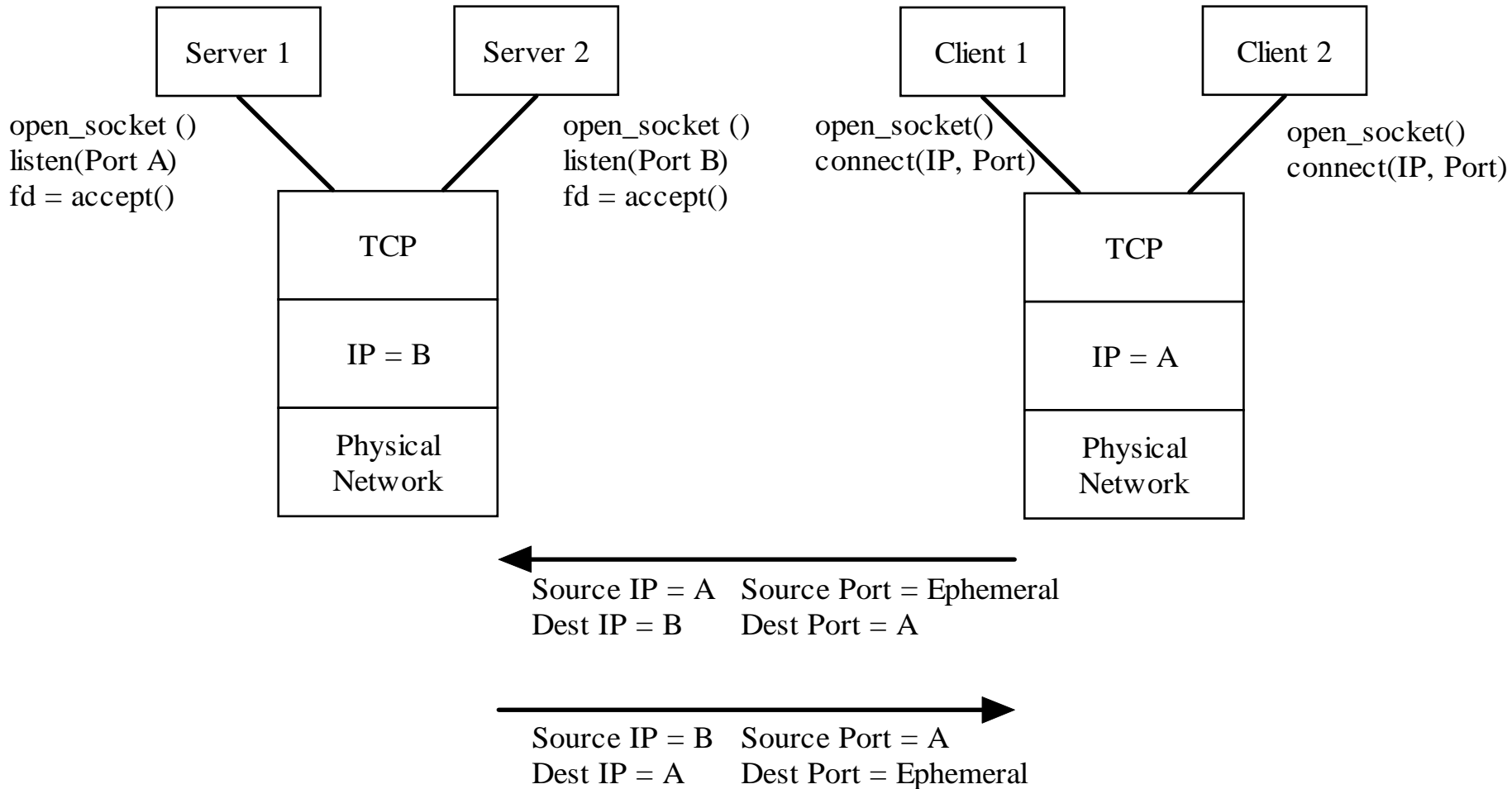
IP address:

Listening Port: 80





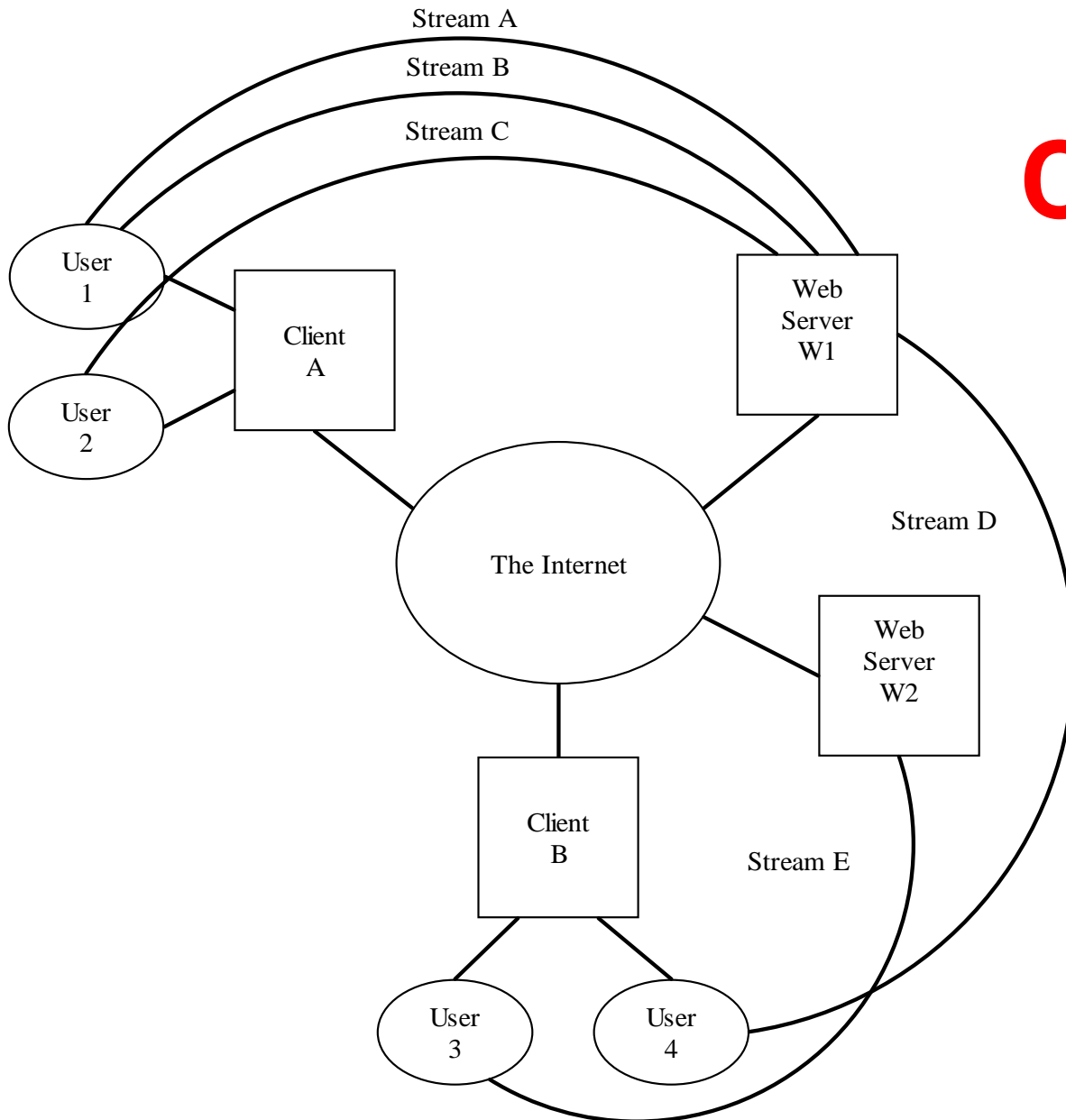
# Client Server model



# Client Server Model

<b>Packets from client to server</b>	
Source IP	Client's IP address
Destination IP	Server's IP address
Source Port	Ephemeral port
Destination Port	Server's port number (often well known)
<b>Packets from server to client</b>	
Source IP	Server's IP address
Destination IP	Client's IP address
Source Port	Server's port number (often well known)
Destination Port	Ephemeral port

# Multiple Connections



# Multiple Connections

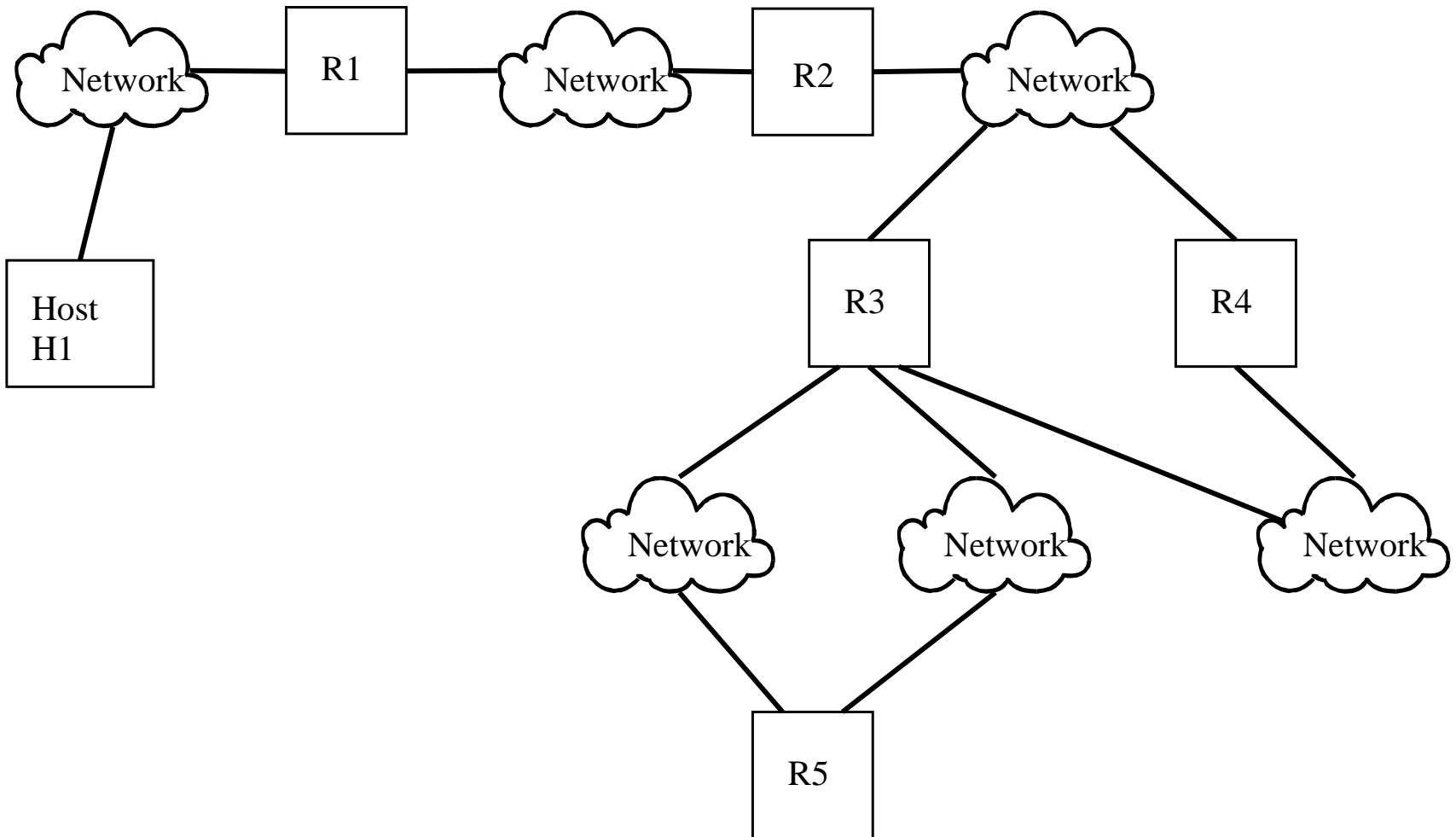
Stream	Source IP	Destination IP	Source Port	Destination Port
A	A	W1	Ephemeral A1	80
B	A	W1	Ephemeral A2	80
C	A	W1	Ephemeral A3	80
D	B	W1	Ephemeral B1	80
E	B	W2	Ephemeral B2	80

# Routing

- All hosts and gateways store routing tables
- Each row in the route table contains:
  - Destination address or address range
  - Next hop for that destination address range
  - The physical interface to use for that address range. (ie: which Ethernet card to use)

Example:	<b>Destination</b>	<b>Next</b>	<b>Interface</b>
	129.186.4.0	129.186.5.254	en0

# Routing

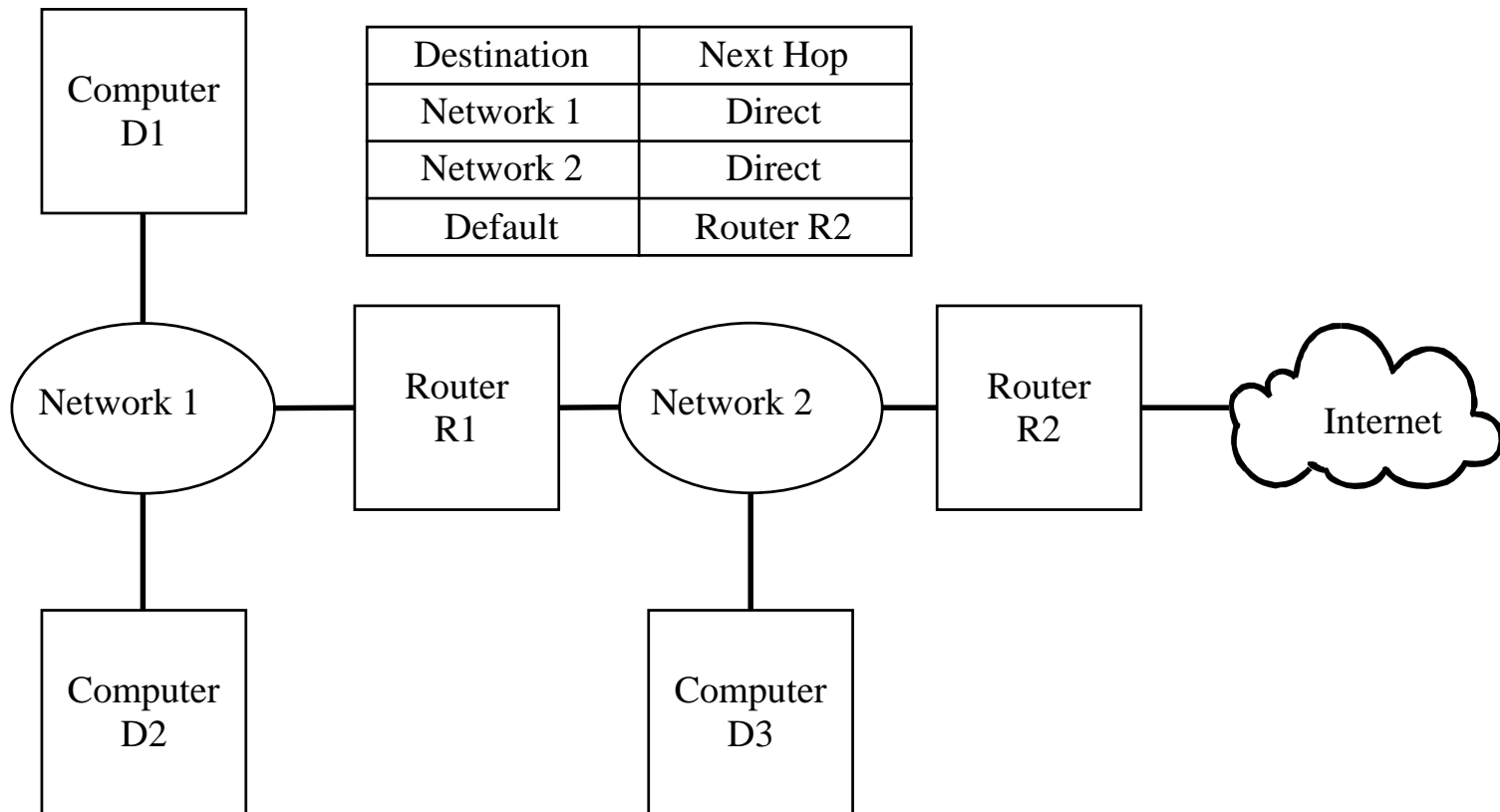


# Dynamic vs Static

- Static
  - Tables built at system configuration time.
  - Used in small networks or networks with only one way out
- Dynamic
  - Tables are modified based on network parameters
  - Used in larger networks with multiple paths

# Routing Example

Destination	Next Hop
Network 1	Direct
Default	Router R1



Destination	Next Hop
Network 1	Direct
Network 2	Direct
Default	Router R2