## Managing Enterprise Cybersecurity MIS 4596

Unit #14

#### Agenda

- OSI Reference Model
- Linux commands for working with:
  - Domain names
  - Network availability of computers
  - Mapping paths data packets take

#### **Telecommunication Models**

Electromagnetic transmission of data among systems

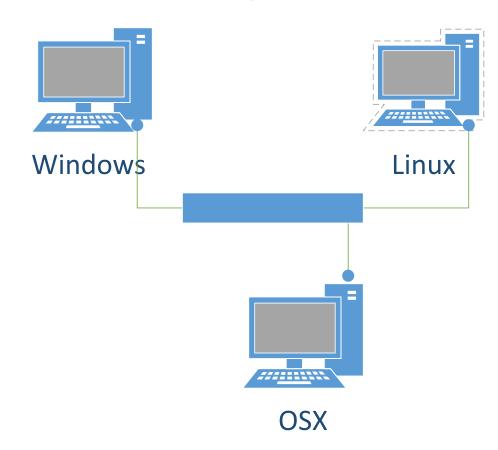
- Through digital, wireless and analog transmission types
- Models and standards of the following organizations have shaped our IT communication technology today
  - International Telecommunication Union (ITU)
  - International Standards Organization (ISO)



## Information and Communications Technologies (ICT)

#### **Network protocol**

- Standard set of rules that determines how systems communicate across networks
- Different systems can use the same protocol to communicate and understand each other despite their differences



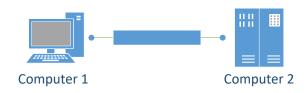
## Open Systems Interconnection(OSI) Reference Model

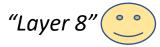


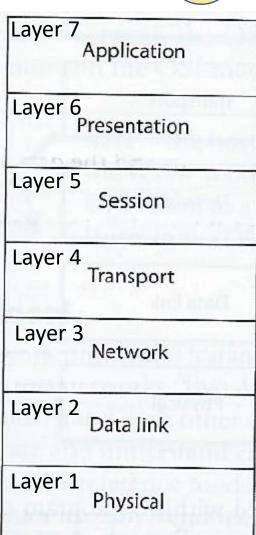
#### **OSI Model**

- Guidelines used by vendors, engineers, developers to develop products that enable computer systems to interoperate
- Open network architecture is
  - Not owned by vendors and not proprietary
  - Can easily integrate various technologies and vendor implementation of those technologies

## Open Systems Interconnection(OSI) Reference Model – ISO Standard 7498-1

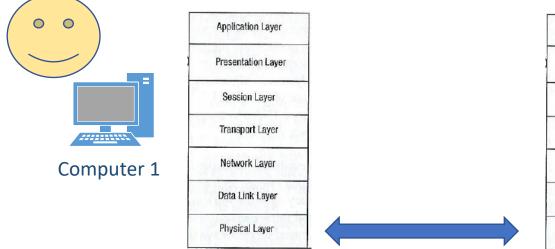


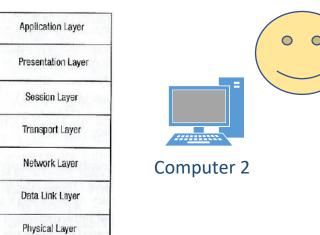




#### **OSI Model**

- Guidelines used by vendors, engineers, developers to enable their systems to interoperate
- Layers networking tasks, protocols and services into different layers
- Each layer has its own responsibilities regarding how two computers communicate over a network



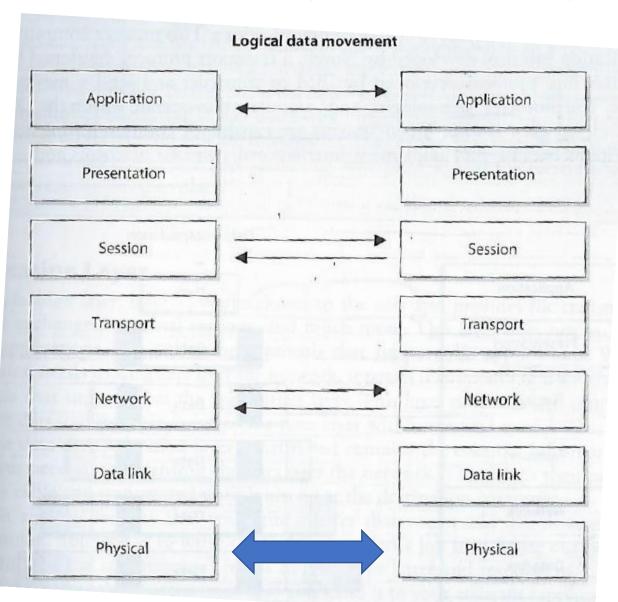


### Computers communicate via network



- Protocols function in specific OSI layers
- Each protocol on one computer communicates with the same corresponding protocol within the same OSI layer on another computer
- Via logical channels

 At the physical layer electronic/light signals are passed from one computer over a wire/fiber optic cable to the other computer



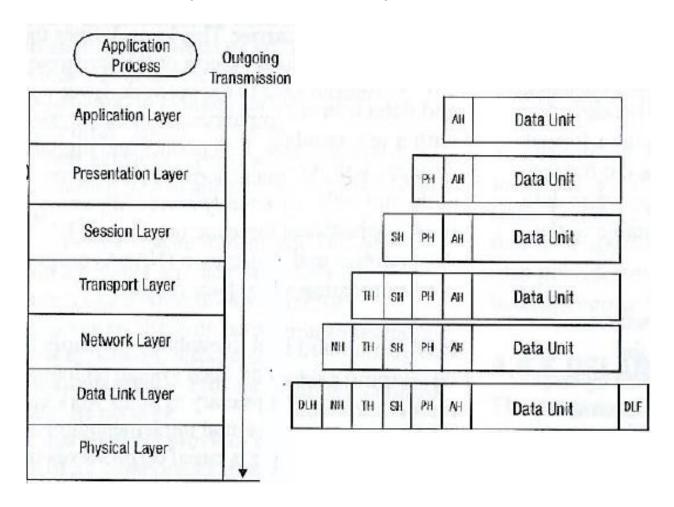
## Encapsulation



 Process by which a protocol is used to enable two computers to communicate with each other within a specific OSI layer on each

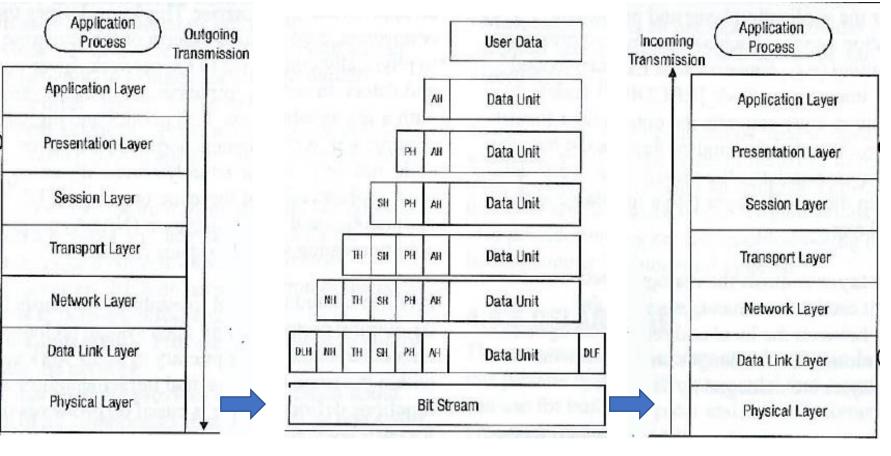
1. A message is constructed within a program on one computer and passed down through the network protocol's stack...

A protocol at each layer adds its own information to the message, and the message grows in size as it does down the protocol stack



### Encapsulation

2. At the physical layer of the network the message is passed by the sending computer as bits via electronic or light pulses (on/off) across the network to the destination computer



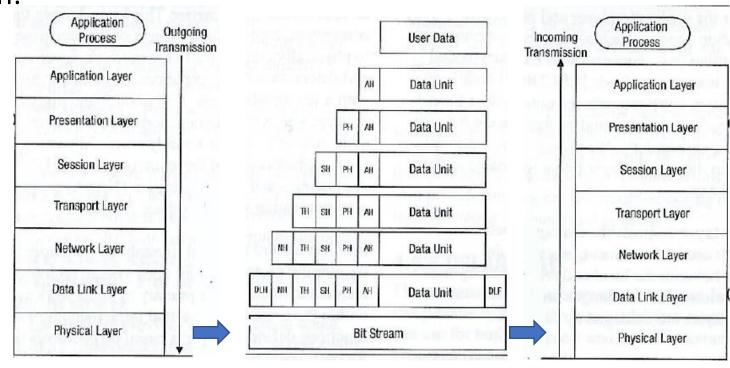
3. At the destination computer the encapsulation is reversed taking the message apart via the protocols of each layer until the data is ready for the application processing

#### **OSI Network Model**

- A protocol at each layer expects the data in a particular format ("syntax") and performs specific control functions on the data
- Data for control functions are added by the protocols at each layer in the form of headers and trailers of the datagram/packet/frame

 Each layer has a connection point ("interface") that allows it to communicate with 3 other layers, communications with:

- 1. Interface of the layer above
- 2. Interface of the layer below it
- 3. Communications with the same layer in the interface of the destination computer

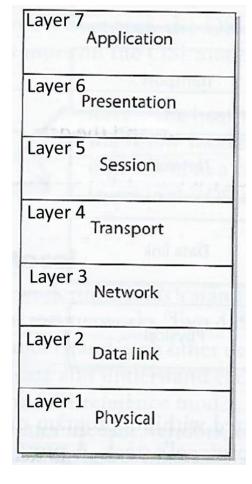


#### **OSI Layers**

- Specifications for each layer's interface is very structured
- Implementing international standard protocols and interfaces within different vendors' technologies makes them part of an "open system" in which computers can communicate with one another
- Being part of an open system of protocols makes the different layers of a common network stack vulnerable and targets of attack

#### A network can be:

- 1. Used as a <u>channel of an attack</u> i.e. as a resource for an attacker
  - For example: Attacker sends a virus via a network channel from one system to another
- 2. The target of an attack
  - For example: Attacker carries out a denial-of-service (DoS) attack which sends a large volume of badly formed protocol message traffic over a network link to bog it down



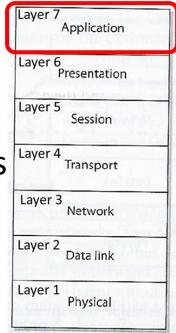
## Layer 7: Application Layer

Works closest to the user – providing protocols that support the user's applications

For example: File transmissions, message exchanges, terminal sessions...

 When an application needs to send data over the network, it passes instructions and the data through the protocols that support it at the application layer

Application layer properly formats the data and sends it down to the presentation layer... (after data makes it through all the layers it has all the information needed to transmit it over the network)



## Layer 7: Application Layer

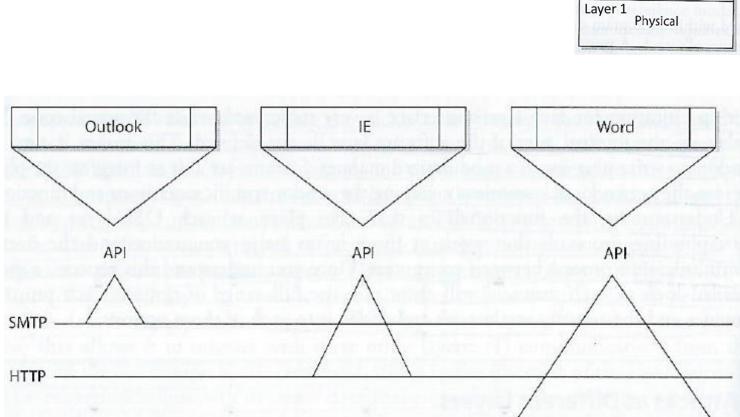
Protocols functioning at this layer communicate include:

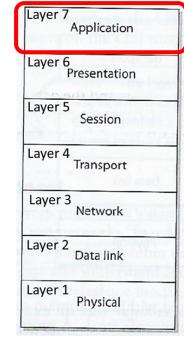
LPD

- SMTP Simple Mail Transfer Protocol
- HTTP Hyper Text Transfer Protocol
- DNS Domain Name System
- IRC Internet Relay Chat
- LPD Line Printer Daemon

Applications communicate with Layer 7 protocols by sending requests using Application Program Interface (API) libraries

E.g. Outlook user clicks send, and the email client sends this information to SMTP which adds information to the user's message and passes it down to the Presentation Layer

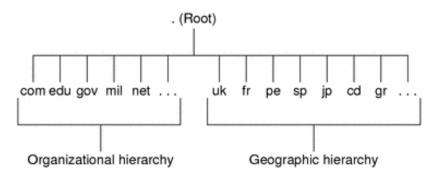




#### Domain Name System (DNS)

- Basically, it is the internet directory
- Consists of a tree of domain names
- Example:

Root -> .edu -> temple.edu



The root directory, which is represented as a dot (.), and two top level domain hierarchies:

- one organizational
- one geographical

#### **Organizational Domains**

Domain	Purpose
com	Commercial organizations
edu	Educational institutions
gov	Government institutions
mil	Military groups
net	Major network support centers
org	Nonprofit organizations and others
int	International organizations

The geographic hierarchy assigns each country in the world a two or three-letter identifier

The hierarchy also provides official names for the geographic regions within each country, for example:

domains in Britain are subdomains of the uk top-level domain,
 Japanese domains are subdomains of jp, and so on

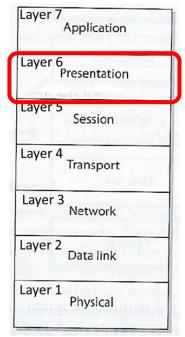
## Layer 6: Presentation Layer

Receives data from the application layer protocol and puts it in a standard format with annotation that enables understanding by the processes operating at Layer 6 on destination computer

#### Presentation layer

- 1. Translates the format of data an application is using into a standard format used for passing messages over a network
- 2. Adds file type data to tell destination computer the file type and how to process and present it
- 3. Handles compression and encryption requests and adds data that enables the receiving computer to know how to decompress and decrypt the data

Application layer properly formats the data and sends it down to the presentation layer... (after data makes it through all the layers it has all the information needed to transmit it over the network)



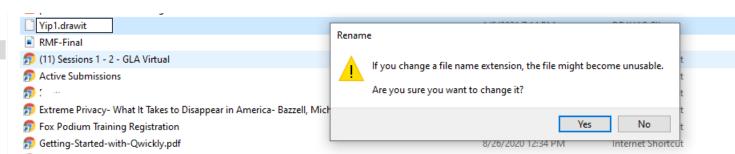
#### Layer 6: Presentation Layer

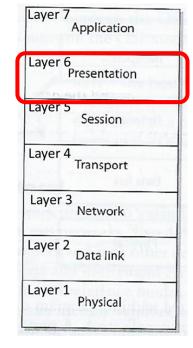
Protocols functioning at this layer communicate include:

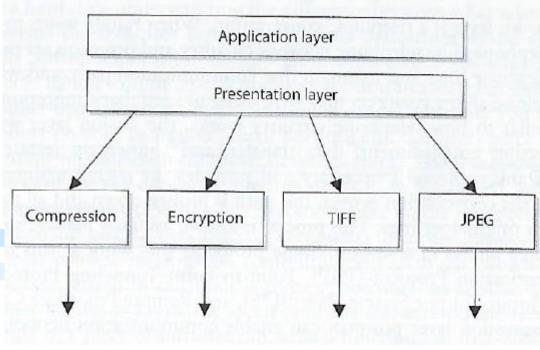
- MIME Multipurpose Internet Main Extensions standards
- TIFF Tagged Image File Format
- GIF Graphic Interchange Format
- JPEG Joint Photographic Experts Group

#### For example,

- User compresses file(s) on a Windows computer, sends it to someone on Linux computer
- 2. Linux computer receives the file, it looks at the file header, interprets the header's MIME type (Content-Type: application/zip) and knows what application can decompress the file
- 3. If systems does not have a program that understands the compression/decompression instructions, the file is displayed to the user with an unassociated icon







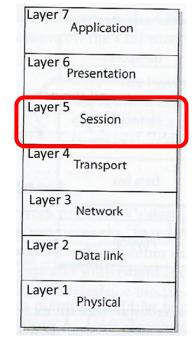
#### Layer 5: Session Layer

When two applications need to communicate or transfer data between themselves, Layer 5 is responsible for:

- 1. Establishing a connection between two applications
- 2. Dialog management to maintain the connection during the transfer of data
  - Restarts and recovers the session to maintain the connection if needed
- 3. Controlling release of the connection
- Provides inter-process communication channels, enables one software module on a local system to call a second software module running on a remote system. The results of the second module are retuned to the first system over the same session protocol channel

The session layer protocol enables 3 different modes of communications between 2 applications running on different computers across the network:

- 1. Simplex: Communication takes place in one direction (very seldom used)
- **2.** Half-duplex: Communication takes place in both directions, but only one application can send information at a time
- **3. Full-duplex:** Communication takes place in both directions, and both applications can send information at the same time

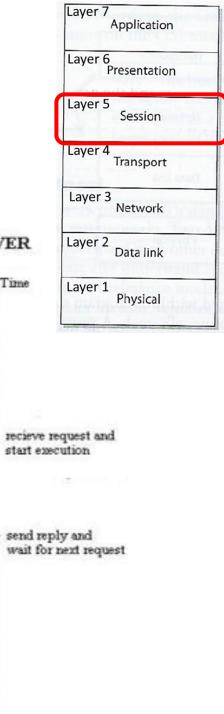


## Layer 5: Session Layer

Provides inter-process communication channels, enables one software module on a local system to call a second software module running on a remote system. The results of the second module are retuned to the first system over the same session protocol channel

Session layer protocols provide the middleware functionality that connects and maintains the connection between software applications on different computers as they communicate (i.e. application to application communication)

- Client-server model
- Service oriented architecture (SOA)



Request Message

(procedure parameters)

Reply Message

(resut of execution)

call procedure

wait for reply

return from call

## Layer 4: Transport Layer

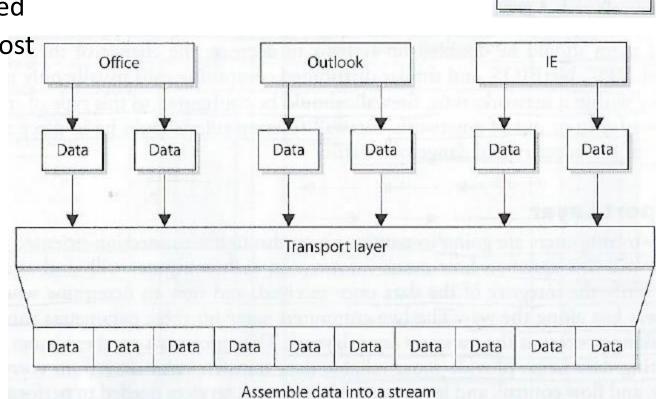
Establishes a logical connection between two computer systems and provides end-to-end data transport services

Provides connection level protocols for two computers to engage in a "handshaking process" and agree on parameters for:

- 1. How much data each computer will send at a time
- 2. How to verify data integrity once received

3. How to determine if a data packet was lost

Receives data from different applications and assembles their data into a stream for transmission over the network



Layer 7

Layer 6

Layer 5

Layer 4

Layer 3

Layer 2

Layer 1

Application

Presentation

Session

Transport

Network

Data link

Physical

### Layer 4: Transport Layer

**Transport layer** protocol controls data flow across computer to computer connections without tracking connections between individual pairs of applications communicating across the network

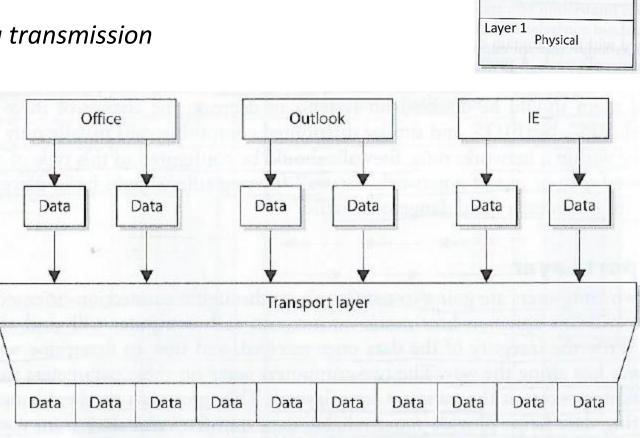
#### **Protocols:**

- TCP Transmission Control Protocol

  Connection-oriented provides reliable data transmission
- UDP User Datagram Protocol Connectionless

**TLS – Transport Layer Security protocol**, straddles both Session and Transport layers

After the Transport Layer appends it's information to the data message, it is called either a TCP "segment" or a UDP "Packet"



Assemble data into a stream

Layer 7

Layer 6

Layer 5

Layer 4

Layer 3

Layer 2

Application

Presentation

Session

Transport

Network

Data link

## Layer 3: Network Layer's

#### Routing protocols

- Build and maintain routing tables Routing tables are maps of the network
- Determine best route (via "hops") to send packet from source computer to destination computer
- Inserts information into the data packet's header consisting of addresses (source and destination) and routes to their destination
- Do not guarantee delivery of packets

  Transport layer protocols catch problems and resend packets as needed (TCP not UDP)

Layer 7
Application

Layer 6
Presentation

Layer 5
Session

Layer 4
Transport

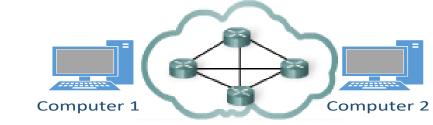
Layer 3
Network

Layer 2
Data link

Layer 1
Physical

Routers operate on OSI Layer 3

After the Network Layer appends it's information to the data message, it converts it to binary format and the unit of data is called a "packet"



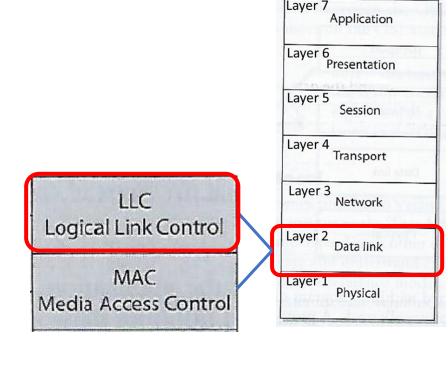
## Layer 2: Data Link Layer

Translates the data packet with header/footer information accumulated from layers above into

LAN (Local Area Network) or WAN (Wide Area Network) binary format for transmission over the network transmission line

After the network layer adds its routing information into the data packet, it passes the packet to the Data Link Layer's LCC sublayer

LCC sublayer takes care of flow of control and error checking and passes it to the MAC sublayer

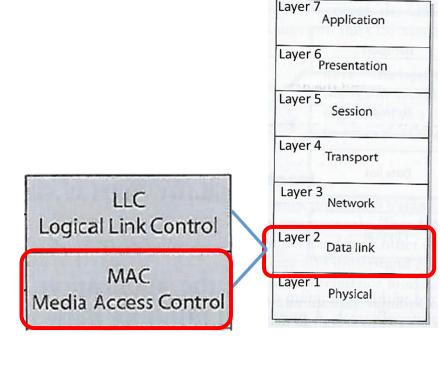


## Layer 2: Data Link Layer

The MAC sublayer determines if the data will be transmitted over a LAN or WAN, the network type and protocols and puts the last header and trailer on the packet before it is "put on the wire" and transmitted

- Each network type uses different protocols, NICs (network interface cards), cables, and transmission methods
- The MAC sublayer determines the format of the data frame for transmission over the particular type network the computer's NIC is attached to

The computer's network card bridges the data link and physical layers, takes data passed down from the user's application through the 6 layers above and its network card driver encodes the bits at the data link layer



#### Each component has a different:

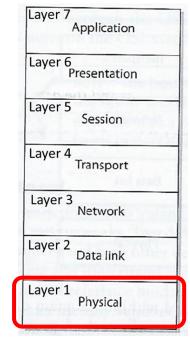
- Header data format structure
- Protocol for physical transmission across the network type (coaxial, twisted pair, fiber optic cable; or wireless)

## Layer 1: Physical Layer

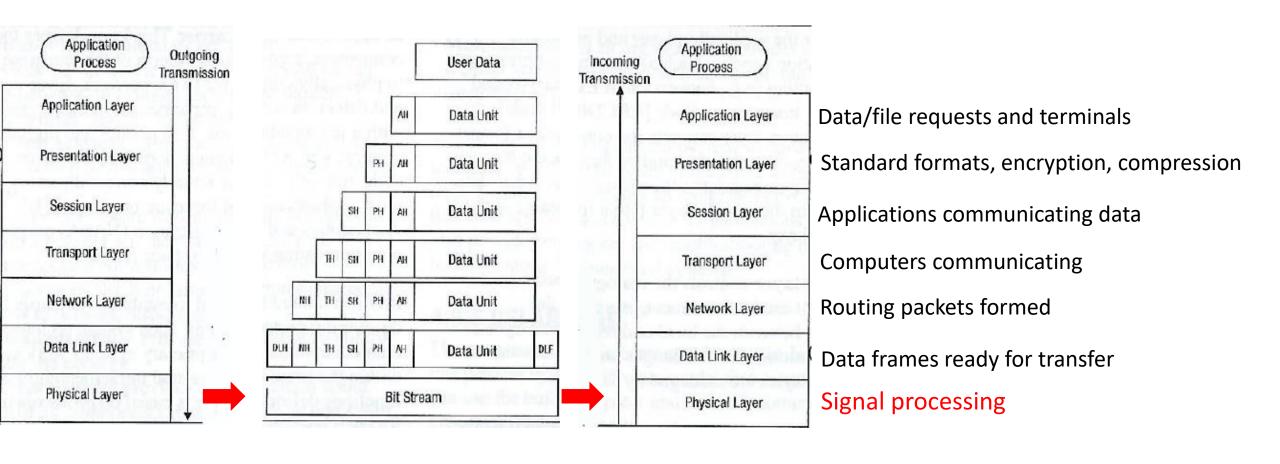
#### The Network Interface Card (NIC)

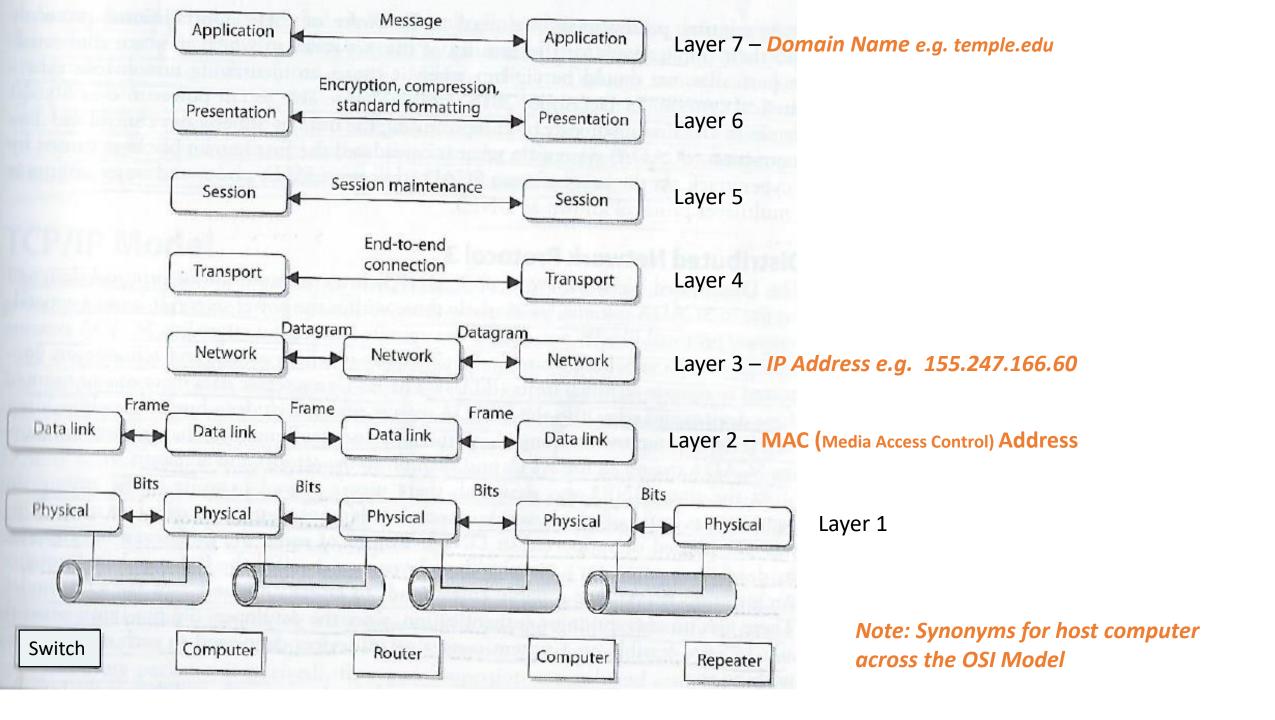
- Produces and interprets electromagnetic signals
- Converts bits into signals or voltages suitable for transmission across the LAN or WAN technology it is connected
- Determines synchronization, data transfer rates, line noise and transmission techniques based on the physical connection to electrical, optical or mechanical equipment

E.g. A '1' bit transmitted via Ethernet would be translated by the NIC to +0.5-volt electric signal, and '0' bit would be transmitted as 0-volts



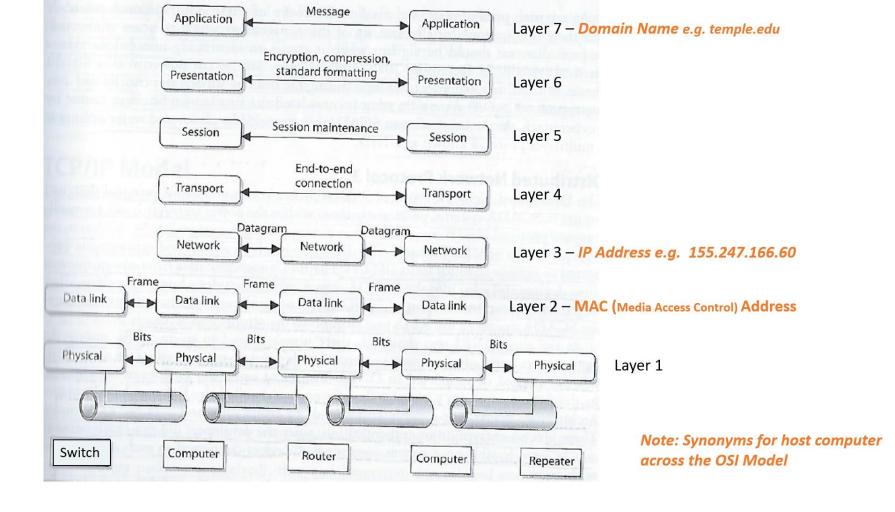
## Layer 1: Physical Layer





# Linux commands for working with:

- Domain names
- Network availability of computers
- Mapping paths data packets take
- Scanning computer ports



#### whois

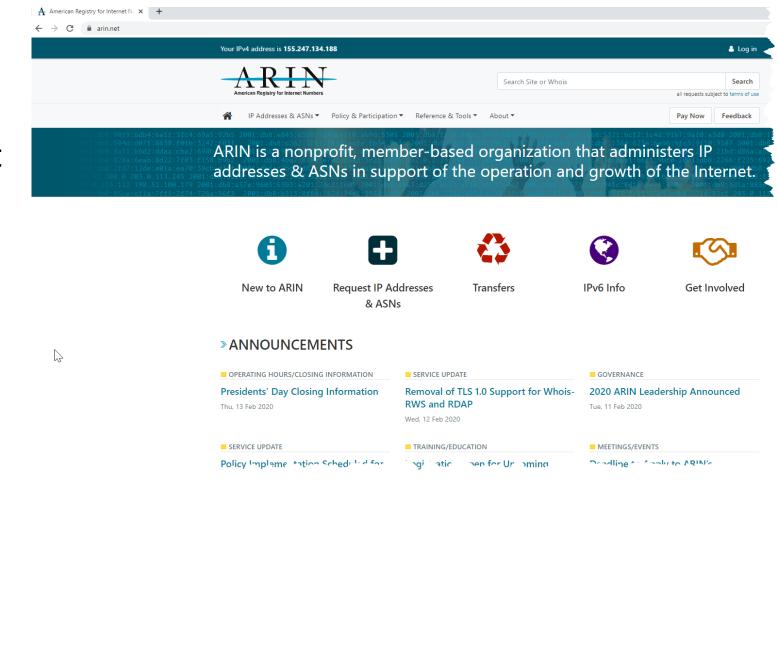
- Database to lookup domain name, IP address, and who registered the address
- Web-based or Command line
  - whois temple.edu

http://www.networksolutions.com/whois/index.jsp

jeocryp4596@kali:~\$ whois temple.edu This Registry database contains ONLY .EDU domains. The data in the EDUCAUSE Whois database is provided by EDUCAUSE for information purposes in order to assist in the process of obtaining information about or related to .edu domain registration records. The EDUCAUSE Whois database is authoritative for the .EDU domain. Web interface for the .EDU EDUCAUSE Whois Server is available at: http://whois.educause.edu By submitting a Whois query, you agree that this information will not be used to allow, enable, or otherwise support the transmission of unsolicited commercial advertising or solicitations via e-mail. The use of electronic processes to narvest information from this server is generally prohibited except as reasonably necessary to register or modify .edu lomain names. omain Name: TEMPLE.EDU Registrant: Temple University 7th floor Wachman Hall 1805 N. Broad Street Philadelphia, PA 19122 Administrative Contact: Enterprise Systems Group Admin Temple University Computer Services 7th floor Wachman Hall 1805 N. Broad Street Philadelphia, PA 19122 +1.2152045555 whois@temple.edu Technical Contact: Enterprise Systems Group Temple University Computer Services 7th floor Wachman Hall 1805 N. Broad Street Philadelphia, PA 19122 USA +1.2152045555 whois@temple.edu Name Servers: NS1.TEMPLE.EDU NS2.TEMPLE.EDU Domain record activated: 27-May-1987 omain record last updated: 23-Jan-2020 31-Jul-2021 Domain expires: eocryp4596@kali:~\$

#### ARIN

- American Registry for Internet Numbers
- Regional Internet Registry for US, Canada, and many Caribbean islands
- ARIN is one of five regional registries
- Provides services related to the technical coordination and management of Internet number resources





temple

"temple"

» Search www.arin.net instead

**Entity: TEMPLE** 

ARIN Whois/RDAP

**Source Registry** 

Kind

**Full Name** 

Handle

Address

Registration

**Last Changed** 

Port 43 Whois

Alternate

ARIN

Org

PA

19122

**TEMPLE** 

Philadelphia

**United States** 

whois.arin.net

Temple University

3rd floor Telecommunications

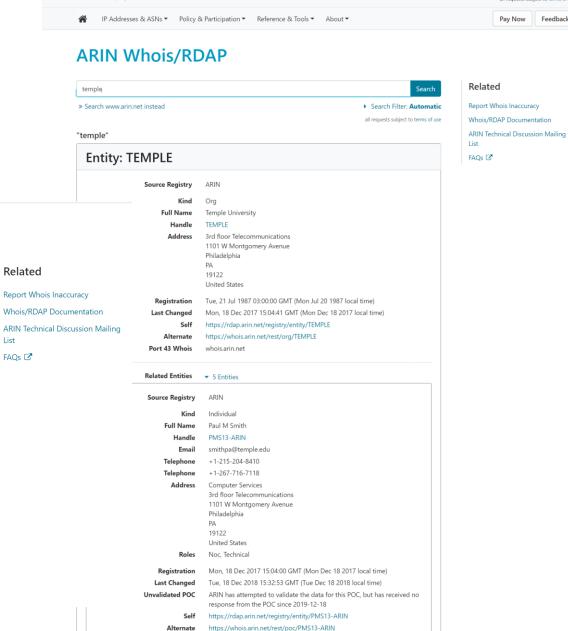
1101 W Montgomery Avenue

Tue, 21 Jul 1987 03:00:00 GMT (Mon Jul 20 1987 local time)

https://rdap.arin.net/registry/entity/TEMPLE

https://whois.arin.net/rest/org/TEMPLE

Mon, 18 Dec 2017 15:04:41 GMT (Mon Dec 18 2017 local time)



Port 43 Whois

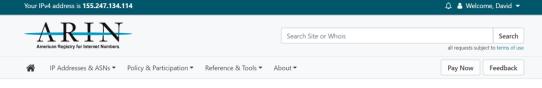
whois.arin.net

Search

FAQs 🗹

▶ Search Filter: Automatic

all requests subject to terms of use



ARIN

Impose to the manufacture of the end of the

#### DNS

- nslookup for querying DNS server
  - Example
    - By domain name: nslookup temple.edu
    - By IP address: nslookup 169.254.169.254

geocryp4596@kali:~\$ nslookup temple.edu

Server: 169.254.169.254

Address: 169.254.169.254#53

Non-authoritative answer:

Name: temple.edu

Address: 155.247.166.60

Name: temple.edu

Address: 2607:4a80::f5:60

#### DNS

```
geocryp4596@kali:~$ nslookup 155.247.166.60
;; Truncated, retrying in TCP mode.
60.166.247.155.in-addr.arpa
                                name = www.tucat.temple.edu.
60.166.247.155.in-addr.arpa
                                name = mobile.temple.edu.
60.166.247.155.in-addr.arpa
                                name = www.disabilities.temple.edu.
60.166.247.155.in-addr.arpa
                                name = Tudad.temple.edu.
60.166.247.155.in-addr.arpa
                                name = thb3.org.
60.166.247.155.in-addr.arpa
                                name = research.temple.edu.
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                                name = moulder.temple.edu.
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                                name = www.challengeandchange.temple.edu.
                                name = givingreport.temple.edu.
60.166.247.155.in-addr.arpa
60.166.247.155.in-addr.arpa
                                name = techcenter.temple.edu.
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                                name = templeent.com.
60.166.247.155.in-addr.arpa
                                name = cph.temple.edu.
60.166.247.155.in-addr.arpa
                                name = www.templeent.net.
60.166.247.155.in-addr.arpa
                                name = crc.temple.edu.
60.166.247.155.in-addr.arpa
                                name = diamonddollars.temple.edu.
```

Authoritative answers can be found from:

geocryp4596@kali:~\$

geocryp4596@kali:~\$ nslookup temple.edu

169.254.169.254 Server: Address: 169.254.169.254#53

Non-authoritative answer:

temple.edu Name:

Address: 155.247.166.60

temple.edu

Address: 2607:4a80::f5:60

#### PING – Packet InterNet Groper

- Networking utility
- Used to test whether a host is "alive" on the Internet Protocol (IP) network
- It measures the time it takes for a message sent from one host to reach another and echo back to the original host
- Ctrl+C can stop the ping command

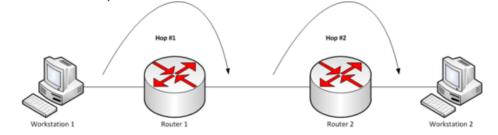
```
Terminal - geocryp4596@kali: ~
File Edit View Terminal Tabs Help
geocryp4596@kali:~$ ping yahoo.com
PING yahoo.com (98.137.246.7) 56(84) bytes of data.
64 bytes from media-router-fp1.prod1.media.vip.gq1.yahoo.com (98.137.246.7): icmp seq=1 ttl=51 time=51.2 ms
64 bytes from media-router-fp1.prod1.media.vip.gq1.yahoo.com (98.137.246.7): icmp seq=2 ttl=51 time=50.9 ms
64 bytes from media-router-fp1.prod1.media.vip.gq1.yahoo.com (98.137.246.7): icmp seq=3 ttl=51 time=50.7 ms
64 bytes from media-router-fp1.prod1.media.vip.gq1.yahoo.com (98.137.246.7): icmp seq=4 ttl=51 time=50.7 ms
64 bytes from media-router-fp1.prod1.media.vip.gq1.yahoo.com (98.137.246.7): icmp seq=5 ttl=51 time=50.9 ms
64 bytes from media-router-fp1.prod1.media.vip.gq1.yahoo.com (98.137.246.7); icmp seq=6 ttl=51 time=50.9 ms
64 bytes from media-router-fp1.prod1.media.vip.gq1.yahoo.com (98.137.246.7): icmp seq=7 ttl=51 time=50.8 ms
64 bytes from media-router-fp1.prod1.media.vip.gq1.yahoo.com (98.137.246.7): icmp seq=8 ttl=51 time=50.7 ms
--- yahoo.com ping statistics ---
 packets transmitted, 8 received, 0% packet loss, time 7010ms
rtt min/avg/max/mdev = 50.651/50.861/51.209/0.172 ms
geocryp4596@kali:~$
```

#### Ping – yourself via your loopback address

- 127.0.0.1 is a special reserved IP address, called a loopback address
- When you ping this address, you are testing your own system to make sure it is working properly
- If this IP does not return an appropriate response, the problem is with your system, not the network, nor the Internet service provider (ISP), or your target URL
- -a parameter resolves to hostname if possible

```
geocryp4596@kali:~$ ping -a 127.0.0.1
PING 127.0.0.1 (127.0.0.1) 56(84) bytes of data.
64 bytes from 127.0.0.1: icmp seq=1 ttl=64 time=0.043 ms
64 bytes from 127.0.0.1: icmp seq=2 ttl=64 time=0.046 ms
64 bytes from 127.0.0.1: icmp seq=3 ttl=64 time=0.052 ms
64 bytes from 127.0.0.1: icmp seq=4 ttl=64 time=0.044 ms
64 bytes from 127.0.0.1: icmp seq=5 ttl=64 time=0.047 ms
64 bytes from 127.0.0.1: icmp seg=6 ttl=64 time=0.050 ms
64 bytes from 127.0.0.1: icmp seq=7 ttl=64 time=0.046 ms
64 bytes from 127.0.0.1: icmp seq=8 ttl=64 time=0.045 ms
64 bytes from 127.0.0.1: icmp seq=9 ttl=64 time=0.043 ms
64 bytes from 127.0.0.1: icmp seq=10 ttl=64 time=0.045 ms
64 bytes from 127.0.0.1: icmp seq=11 ttl=64 time=0.045 ms
64 bytes from 127.0.0.1: icmp seq=12 ttl=64 time=0.047 ms
64 bytes from 127.0.0.1: icmp seq=13 ttl=64 time=0.047 ms
64 bytes from 127.0.0.1: icmp seq=14 ttl=64 time=0.043 ms
--- 127.0.0.1 ping statistics ---
14 packets transmitted, 14 received, 0% packet loss, time 13290ms
rtt min/avg/max/mdev = 0.043/0.045/0.052/0.002 ms
```

#### Traceroute & tracert



```
File Edit View Terminal Tabs Help

geocryp4596@kali:~$ traceroute yahoo.com
traceroute to yahoo.com (98.137.246.7), 30 hops max, 60 byte packets

1 209.85.241.122 (209.85.241.122) 11.246 ms 209.85.250.34 (209.85.250.34) 10.970 ms 209.85.241.125 (209.85.241.125) 11.576 ms

2 108.170.244.5 (108.170.244.5) 11.047 ms 108.170.243.172 (108.170.243.172) 12.299 ms 108.170.244.5 (108.170.244.5) 11.001 ms

3 * * *

4 et-19-1-0.clr2-a-gdc.gq1.yahoo.com (67.195.37.99) 54.576 ms ae-5.pat1.dnx.yahoo.com (216.115.96.34) 49.261 ms 49.271 ms

5 ae-6.pat1.gqb.yahoo.com (216.115.101.195) 54.596 ms 55.010 ms 57.126 ms

6 et-1-0-0.msr2.gql.yahoo.com (66.196.67.113) 54.449 ms et-19-1-0.msr2.gql.yahoo.com (66.196.67.111) 53.909 ms et-18-1-0.msr1.gql.yahoo.com (66.196.67.103) 49.919 ms

7 et-1-0-0.clr2-a-gdc.gql.yahoo.com (67.195.37.97) 50.270 ms et-19-1-0.clr2-a-gdc.gql.yahoo.com (67.195.37.97) 50.277 ms

8 et-18-6.bas2-2-flk.gql.yahoo.com (98.137.120.27) 54.361 ms et-16-6.bas1-2-flk.gql.yahoo.com (98.137.120.6) 53.610 ms et-18-6.bas1-2-flk.gql.yahoo.com (98.137.120.25) 50.504 ms

9 media-router-fpl.prodl.media.vip.gql.yahoo.com (98.137.246.7) 50.526 ms 50.881 ms 50.366 ms

9 geocryp4596@kali:~5
```

Traceroute (Mac and Linux) and tracert (Windows) are computer network diagnostic commands for displaying the route (path) and measuring transit delays of packets across an Internet Protocol (IP) network

- The history of the route is recorded as the round-trip times of the packets received from each successive host (remote node) in the route (path); the sum of the mean times in each hop is a measure of the total time spent to establish the connection
- Traceroute proceeds unless all sent packets are lost more than twice; then the connection is considered
  lost and the route cannot be evaluated

Ping, on the other hand, only computes the final round-trip times from the destination point

#### Agenda

- ✓ OSI Reference Model
- ✓ Linux commands for working with:
  - ✓ Domain names
  - ✓ Network availability of computers
  - ✓ Mapping paths data packets take