

Мрежова сигурност I

<http://training.iseca.org/>

TCP 1/3



Boyan Krosnov

Преговор и план на курса

- Увод в мрежовата сигурност
- Криптография
- Увод в мрежите
- Ethernet
- Wi-Fi
- IP
- UDP, DHCP, ARP, Атаки върху IP
- IP routing protocols, IPv6
- **TCP**
- Лекция преговор – 16-ти Ноември
- Тест – 18-ти Ноември
- Демо
- ...

План

- История и Стандарт
- Предназначение и употреба
- Интерфейси
- Енкапсулация
- ТСП Протокола
 - отваряне и затваряне на сесии
 - flow control
 - congestion avoidance & control
 - други
- Атаки върху ТСП

ТСР стандарт и история

- 1981 - RFC793 / STD7 – Transmission Control Protocol
- 1983 - Berkley Sockets API
- 1988 – имплементация на Congestion control
- По-големи upgrades - RFC1323, RFC2018, RFC3168
- И други - RFC editor search “ТСР”

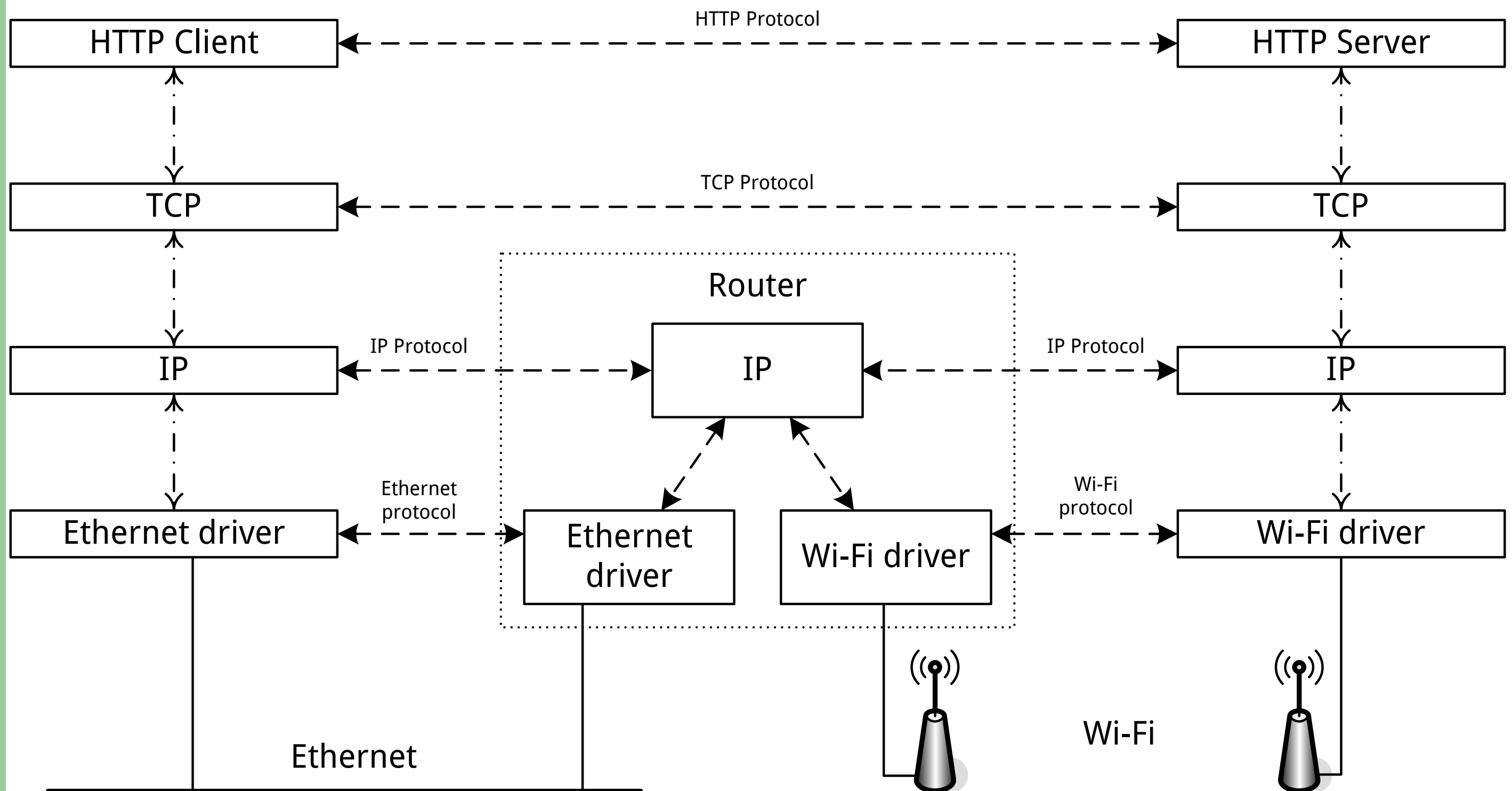
ТСР - предназначение

Предназначението на ТСР е да предоставя надеждна комуникация от процес до процес в среда на много взаимно-свързани мрежи.

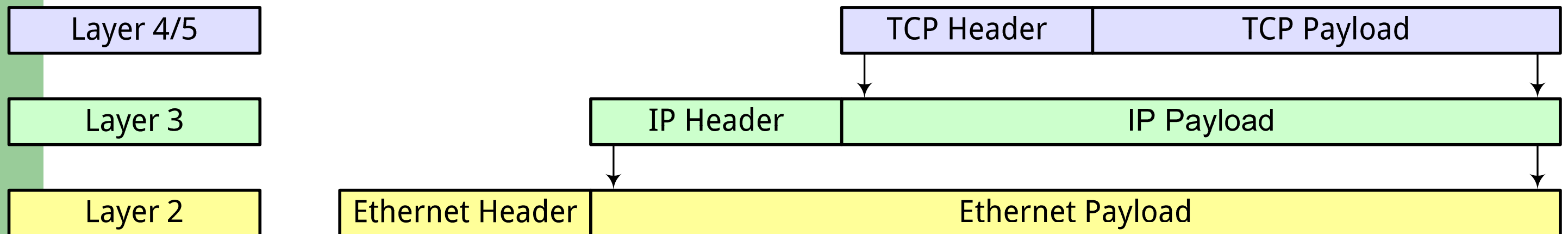
ТСР - предоставля

- Поточен трансфер на данни
- Надеждност / Отказоустойчивост
- Flow Control
- Мультиплексиране
- Сесии

Слоеве

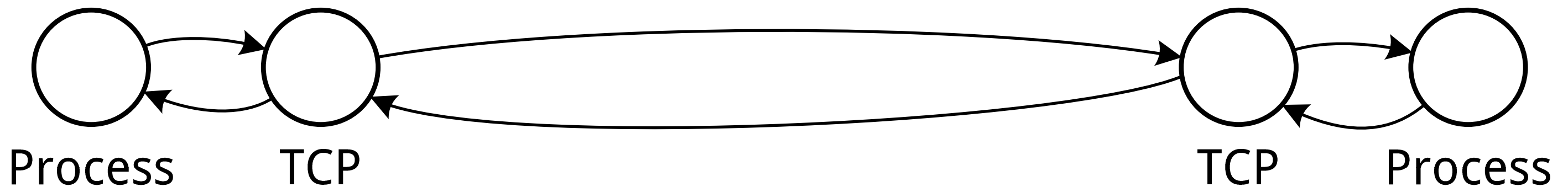


TCP encapsulation



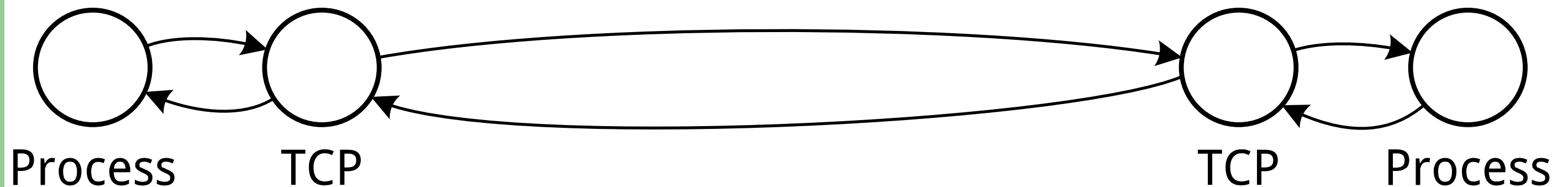
ТСР - употреба

- Web – HTTP, HTTPS
- Пошта – SMTP, POP, IMAP
- Сваляне на файлове – Bittorrent, FTP, etc.
- И Т.Н.



ТСР интерфейси

- TCP/user interface
 - OPEN passive - listen
 - OPEN active - connect
 - SEND
 - push
 - urgent
 - RECEIVE
 - CLOSE, ABORT, STATUS

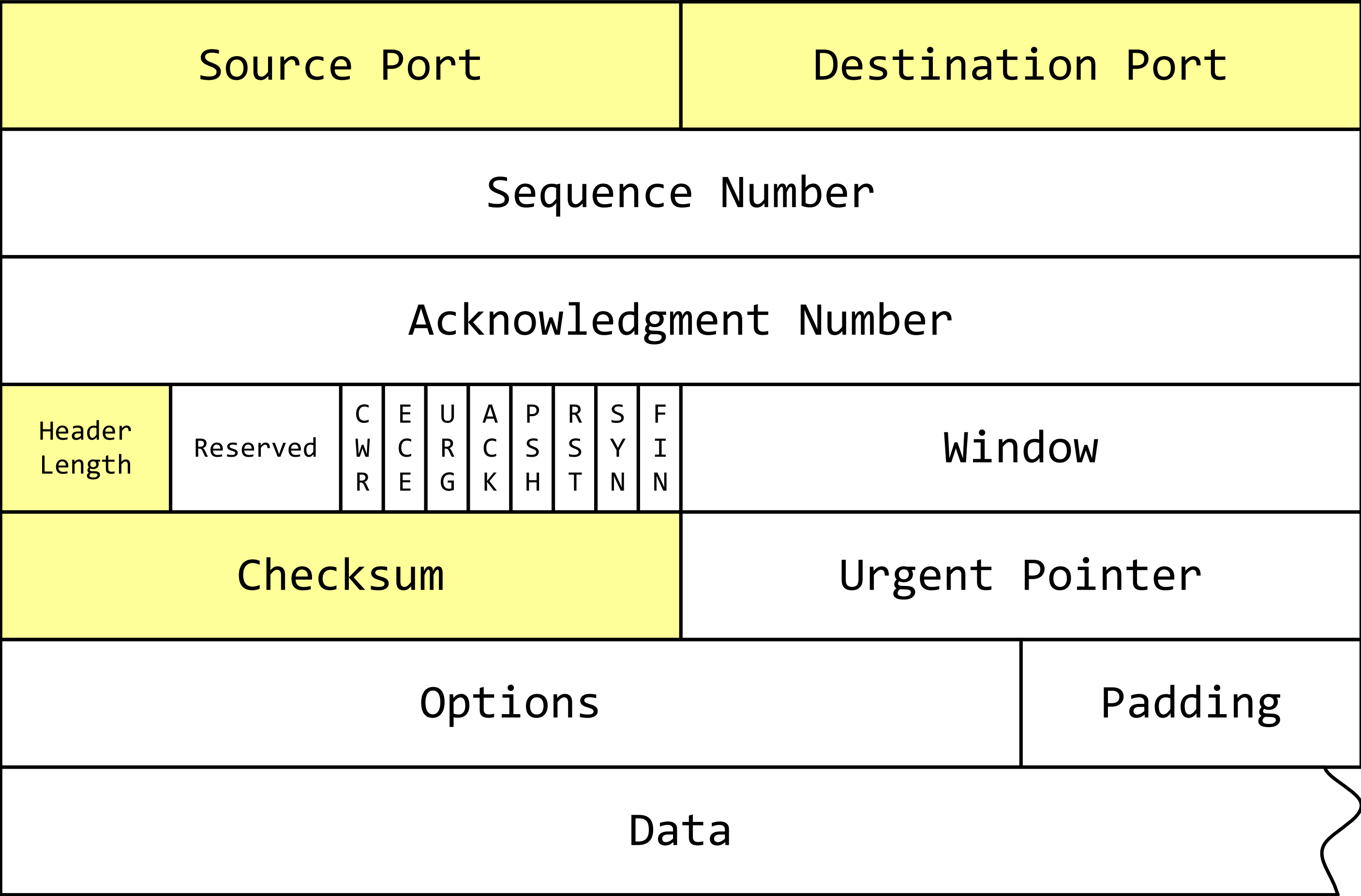


Въпроси

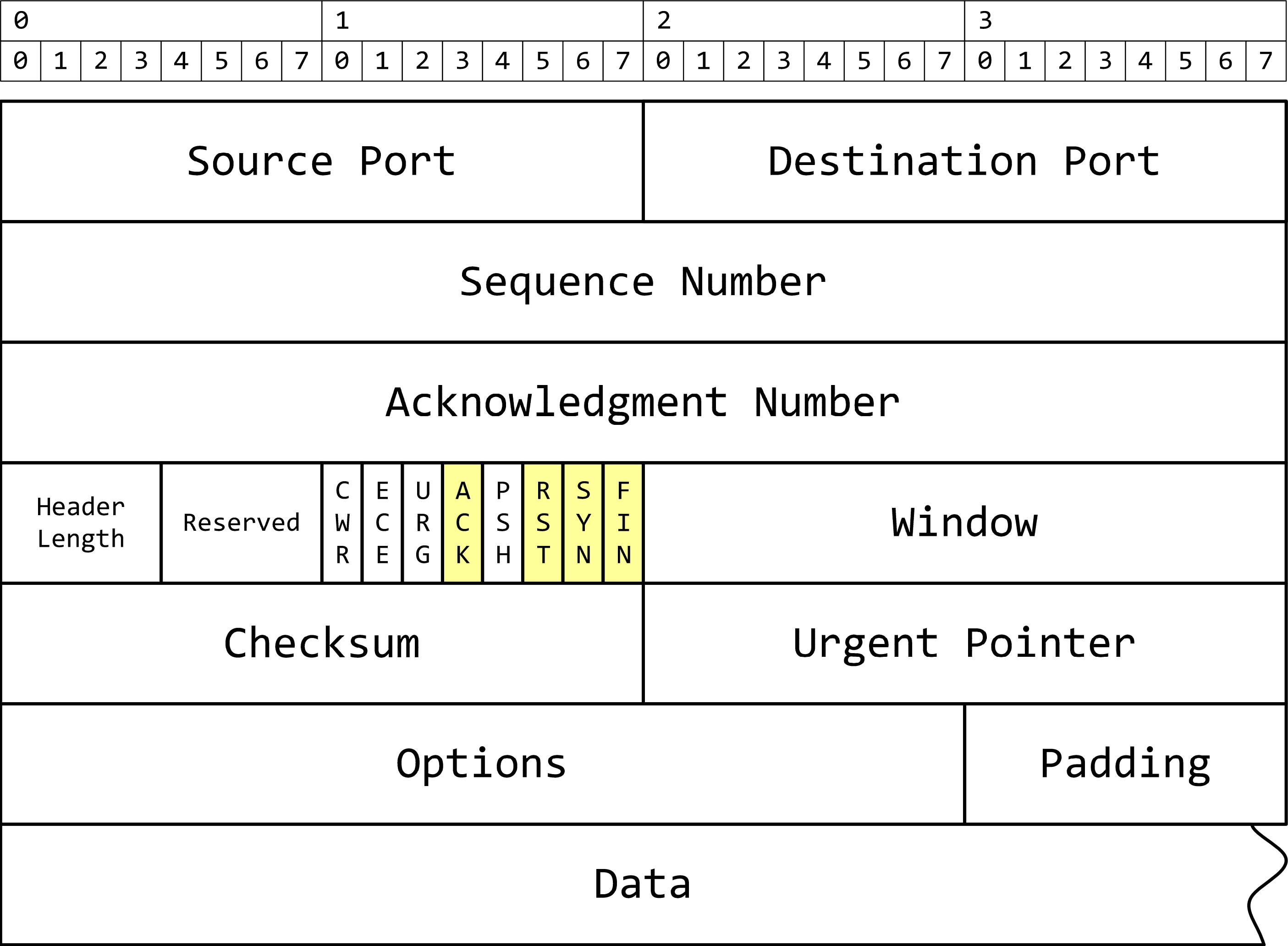


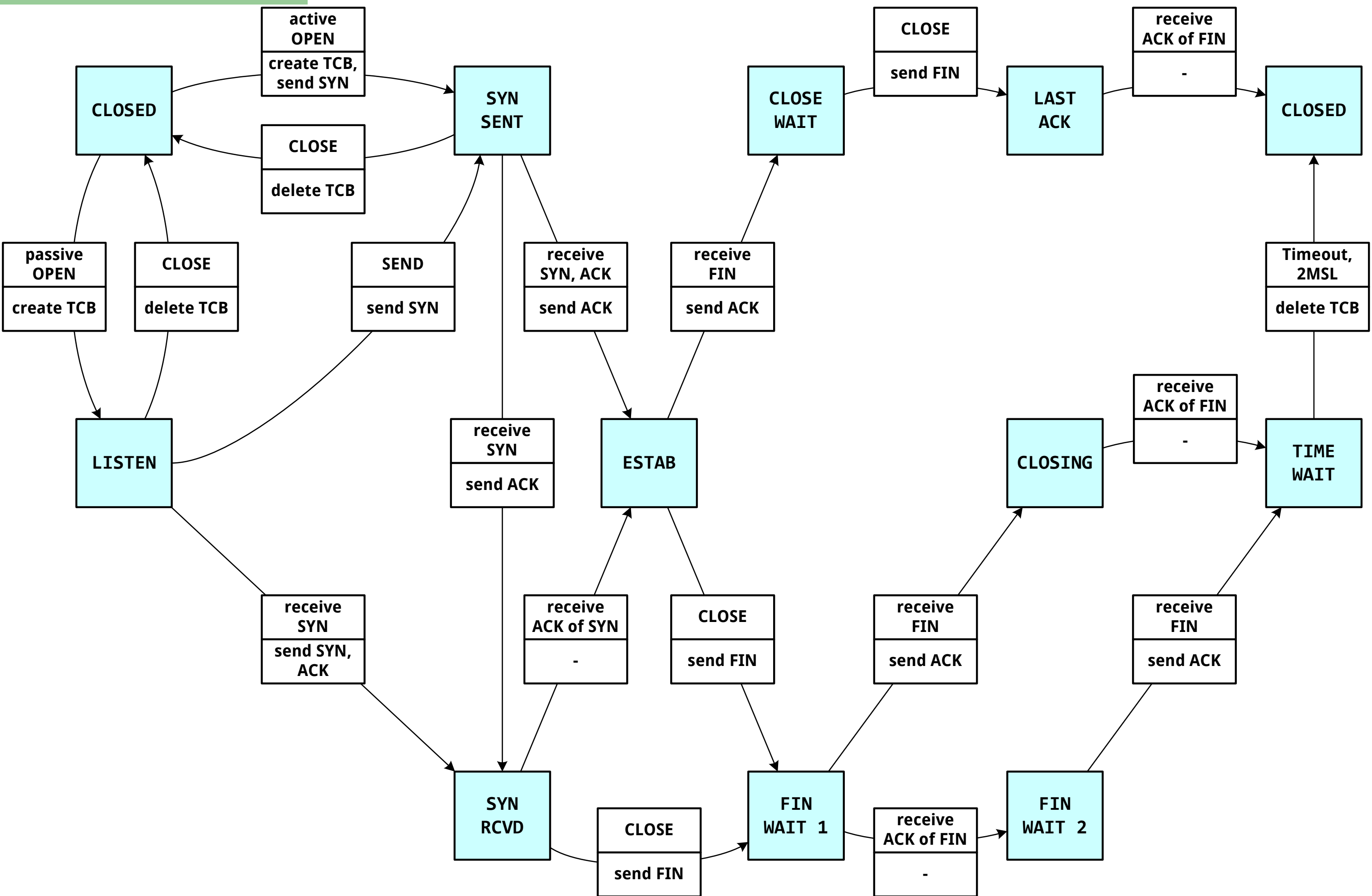
TCP Header Format

0								1								2								3							
0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7



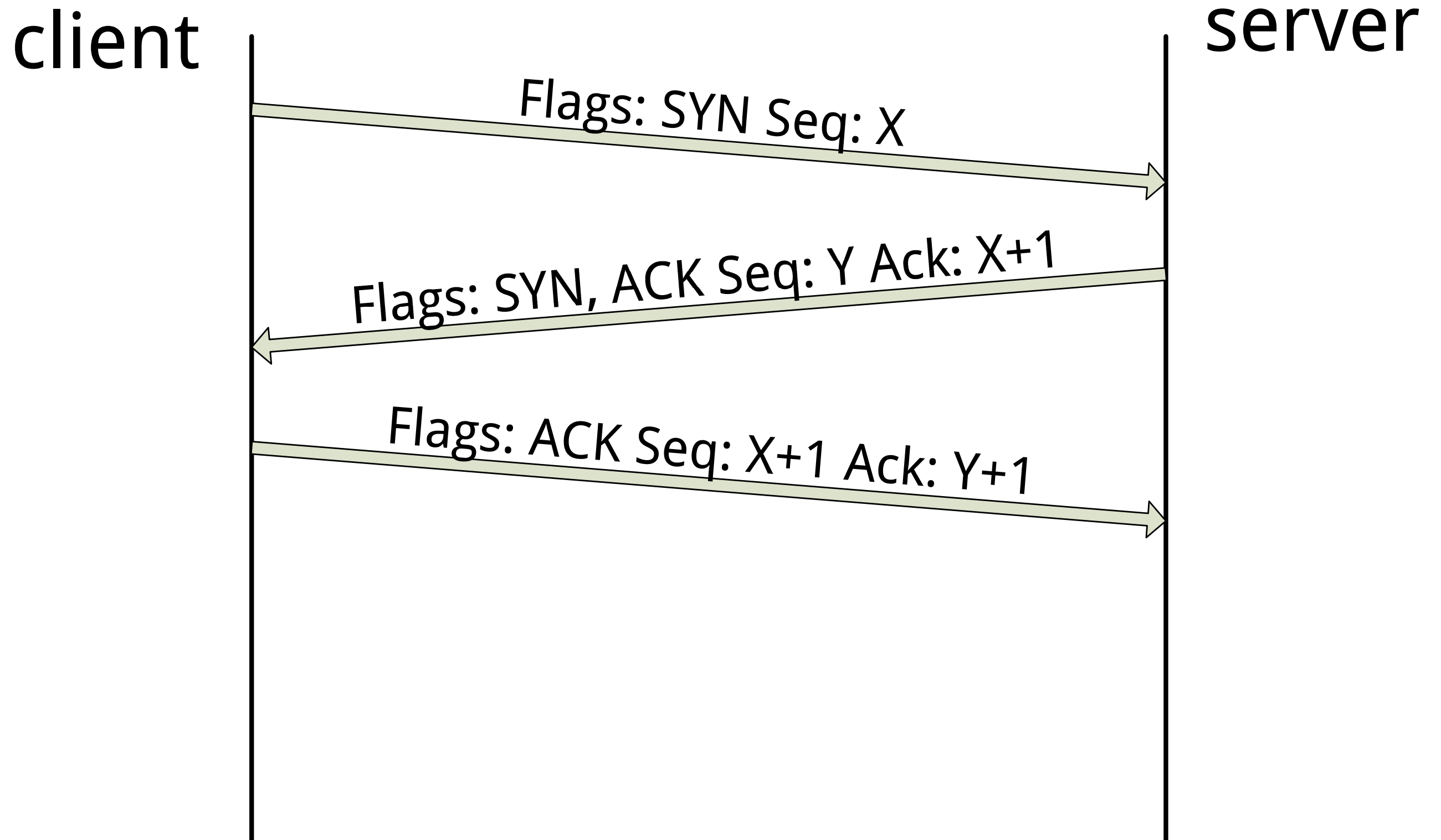
TCP Header Format

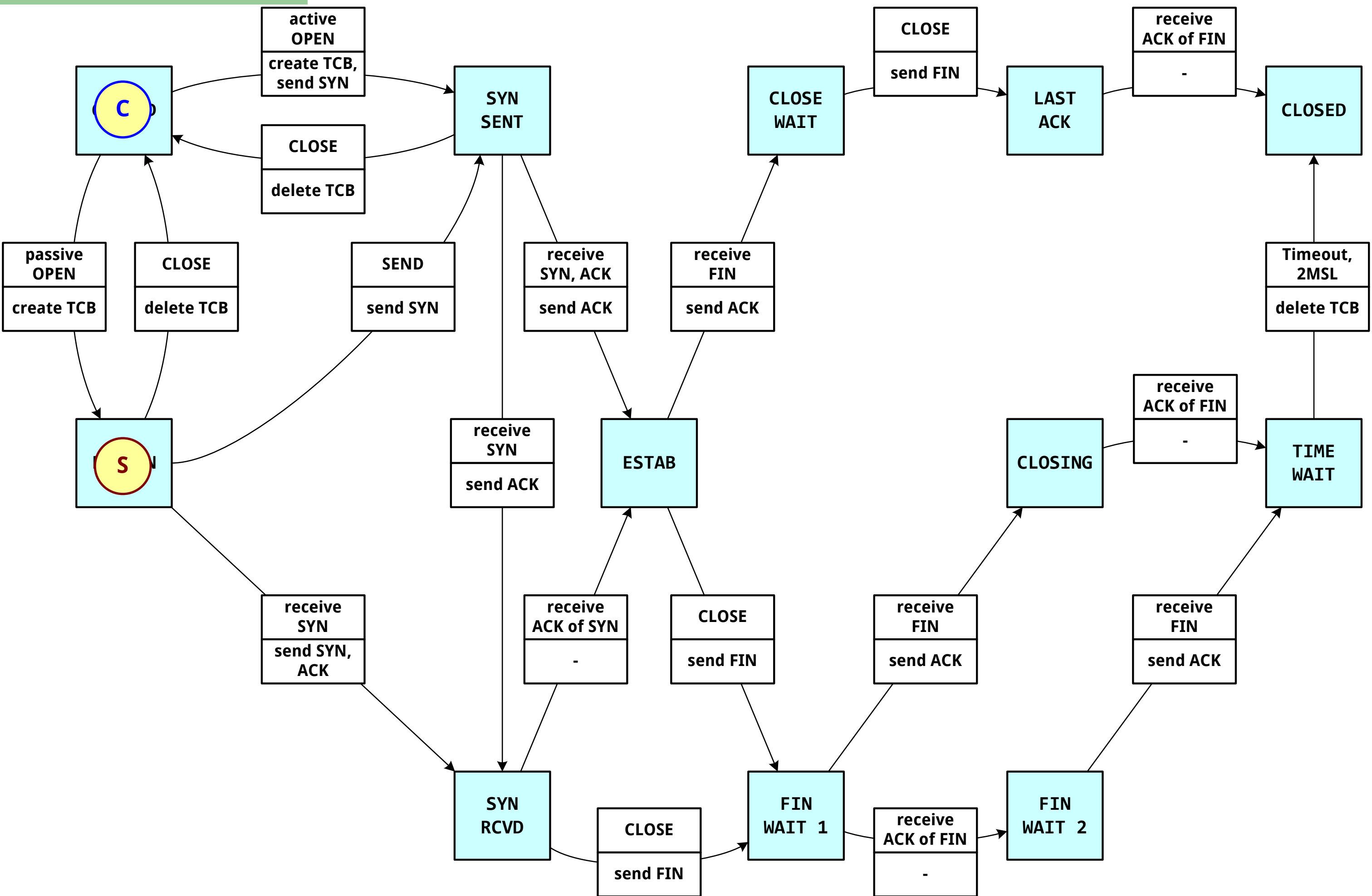


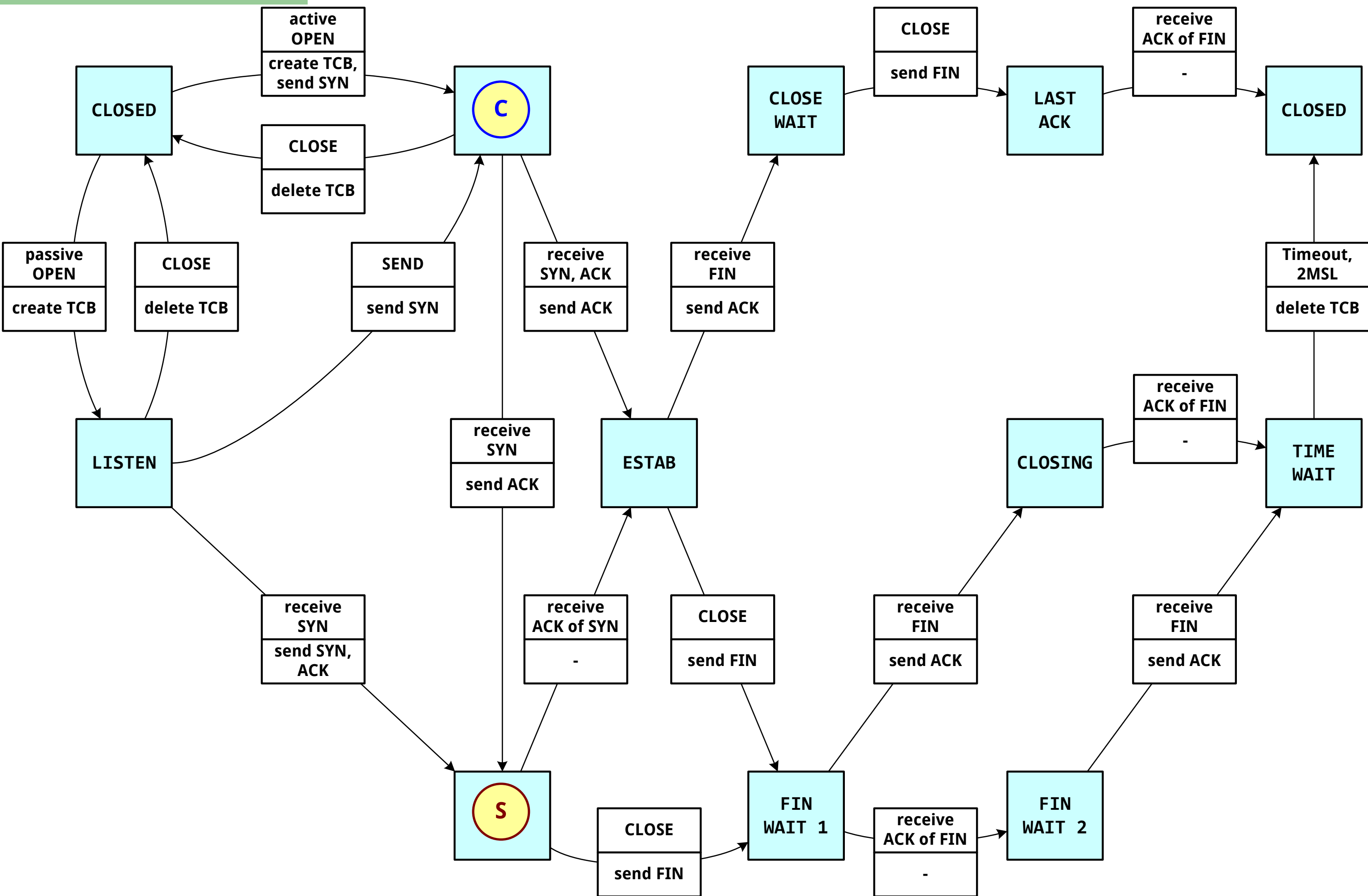


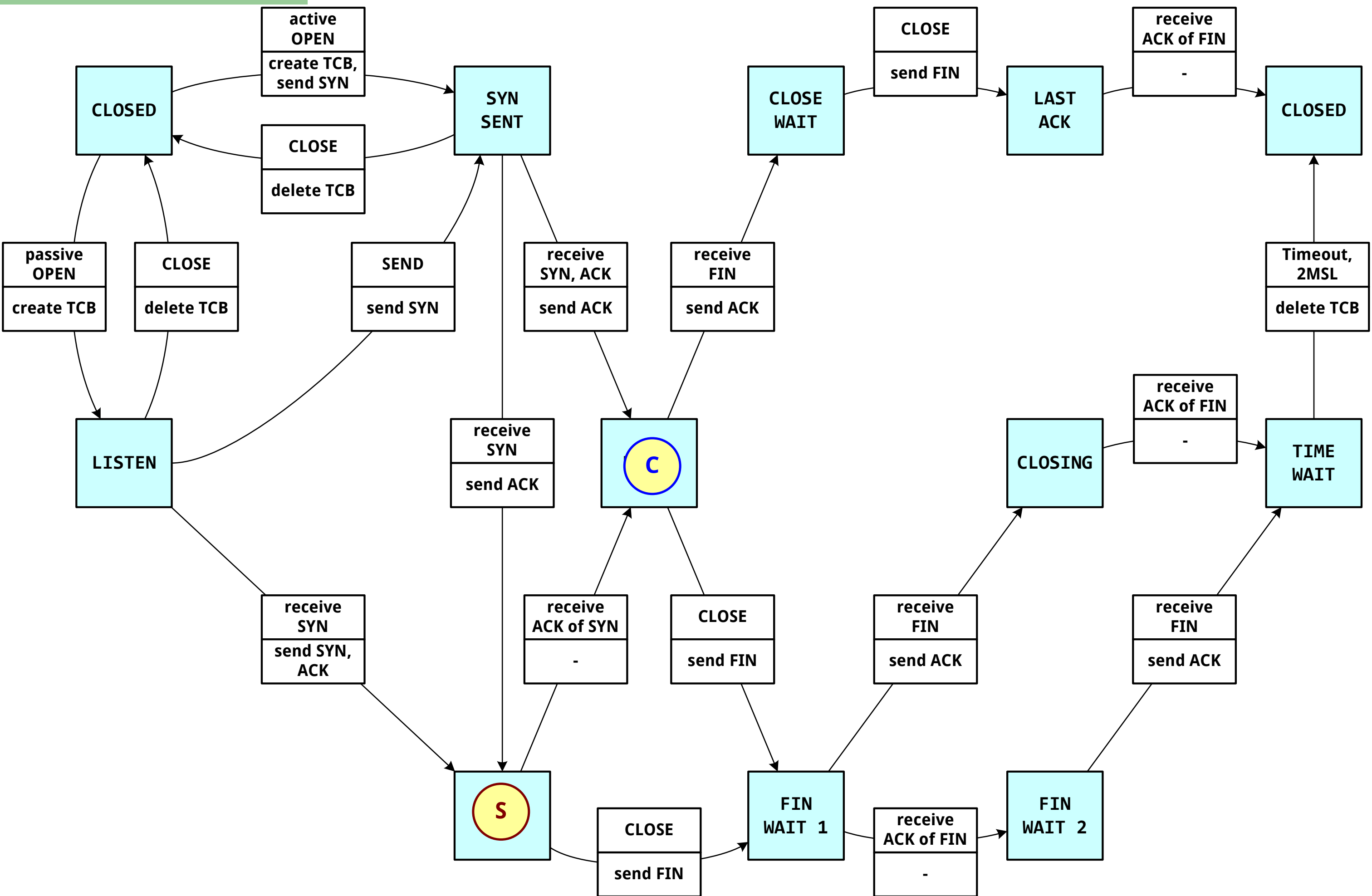
Отваряна на сесия

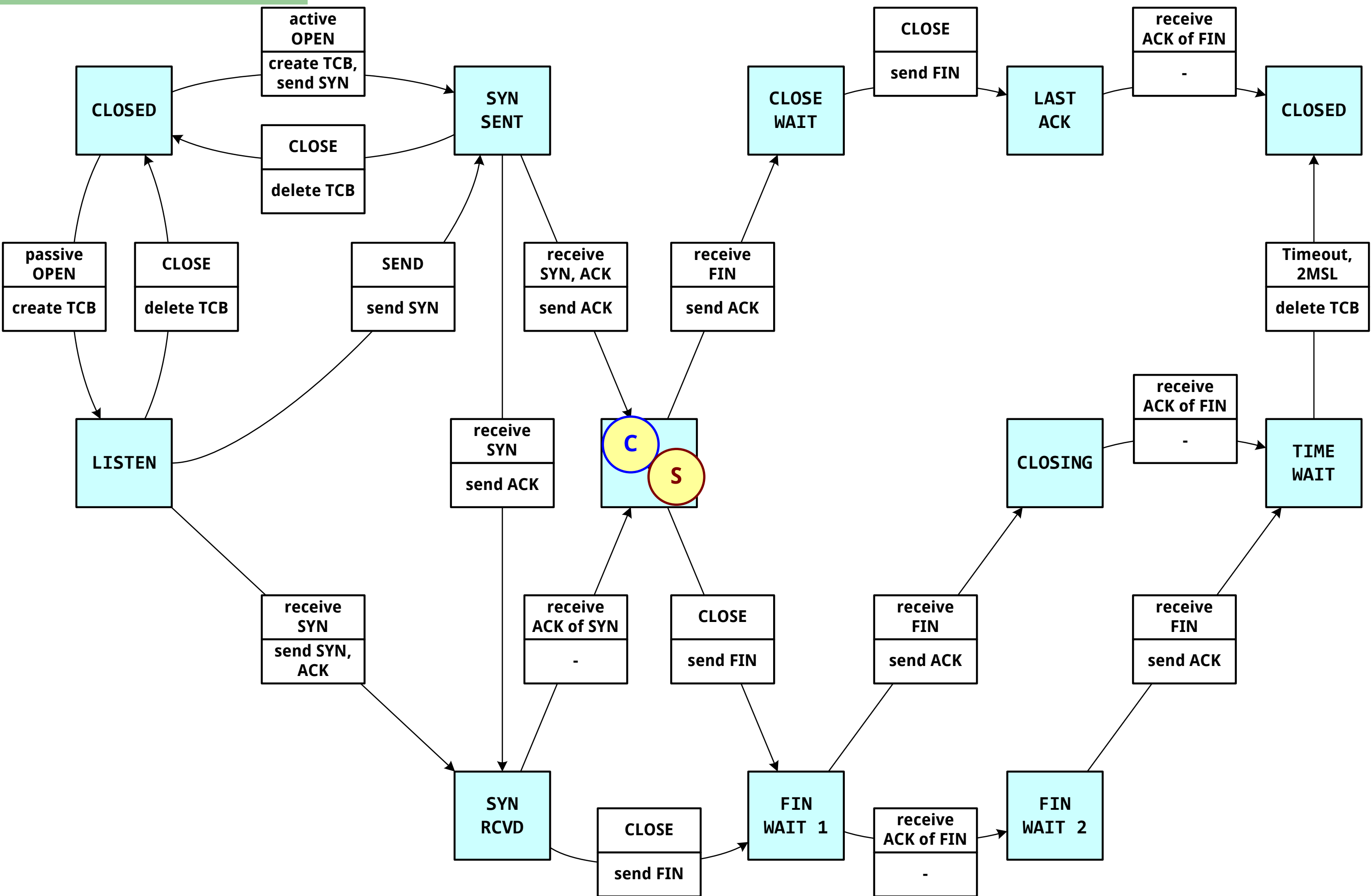
Three-way handshake



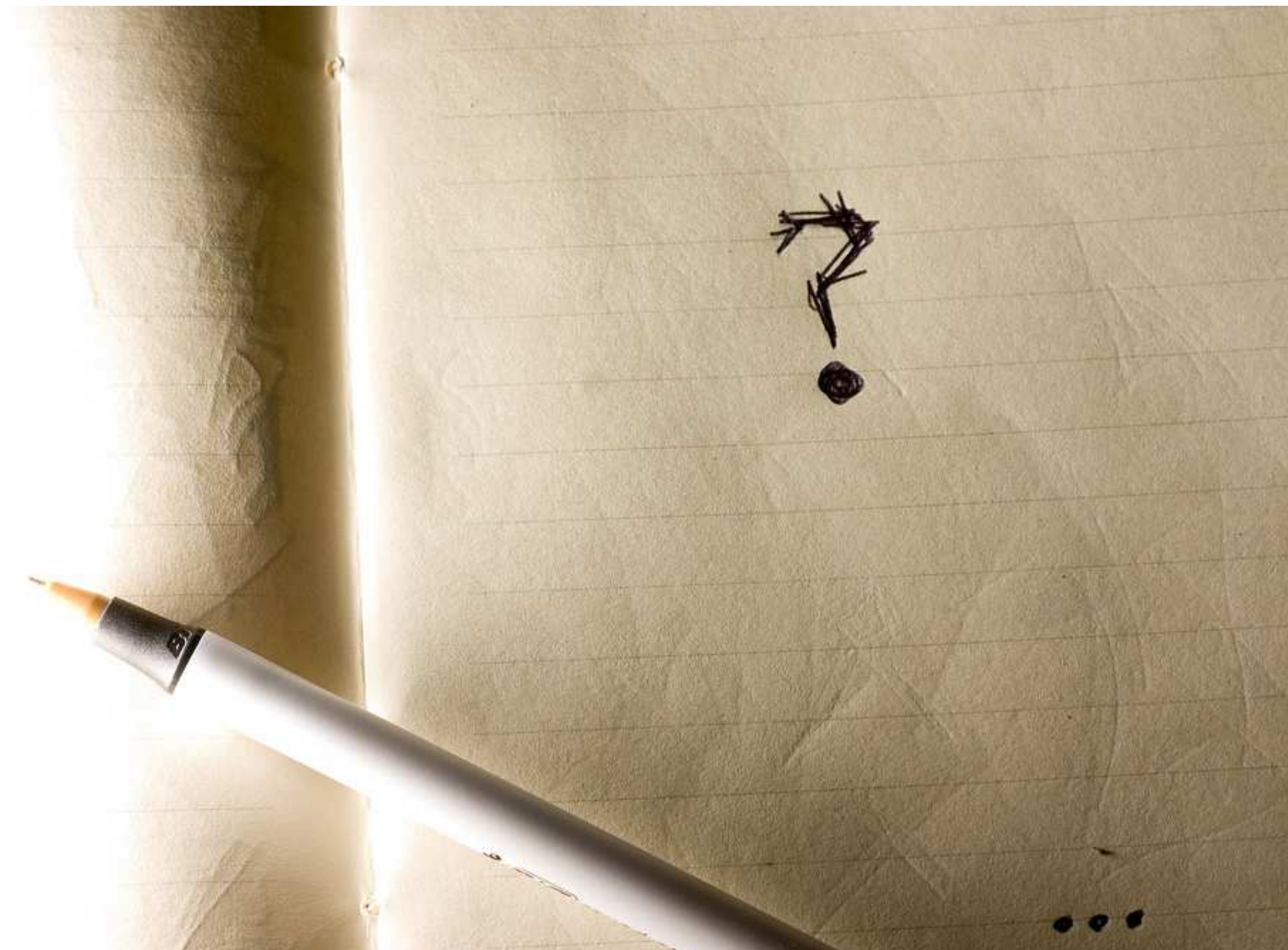






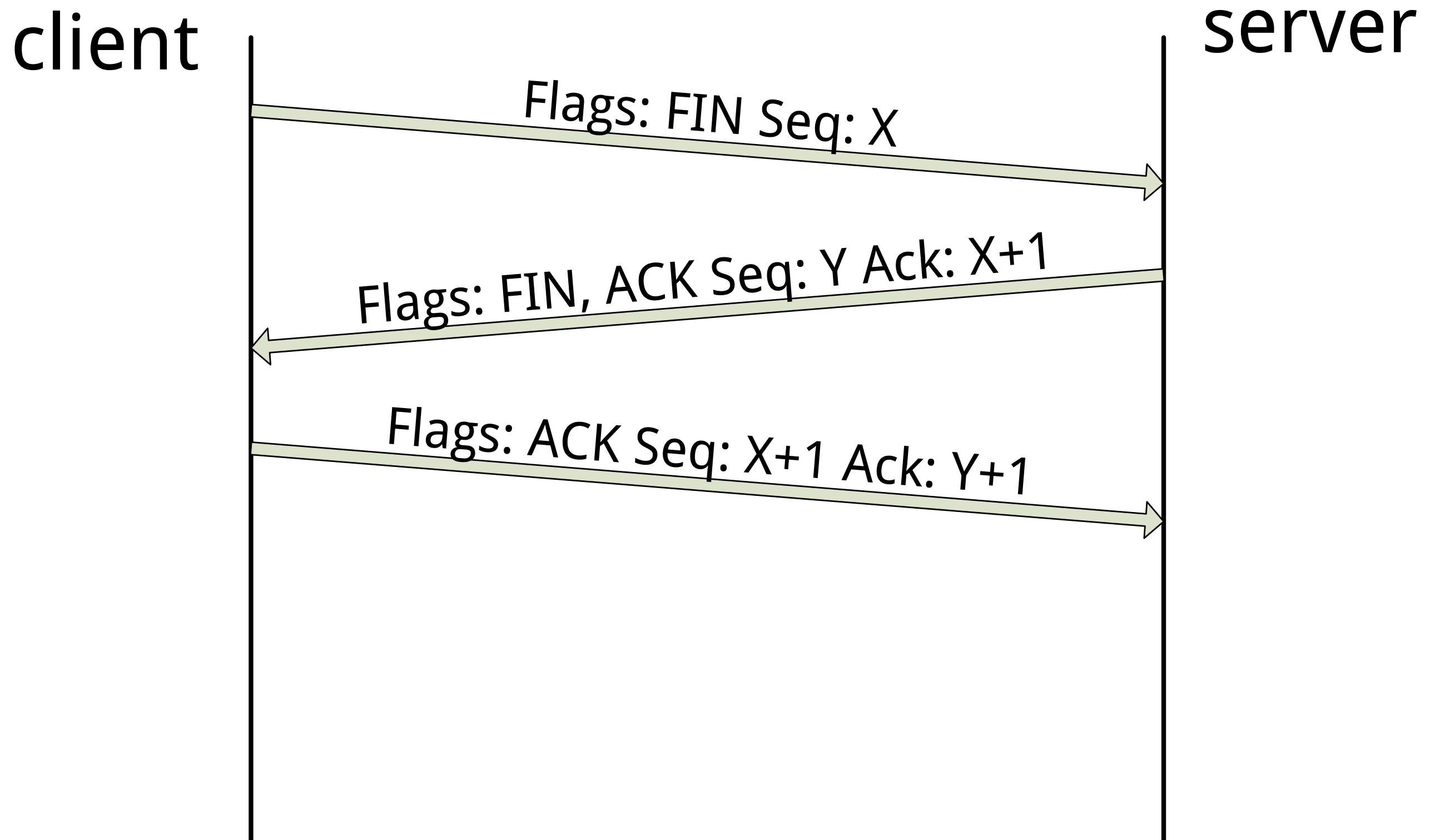


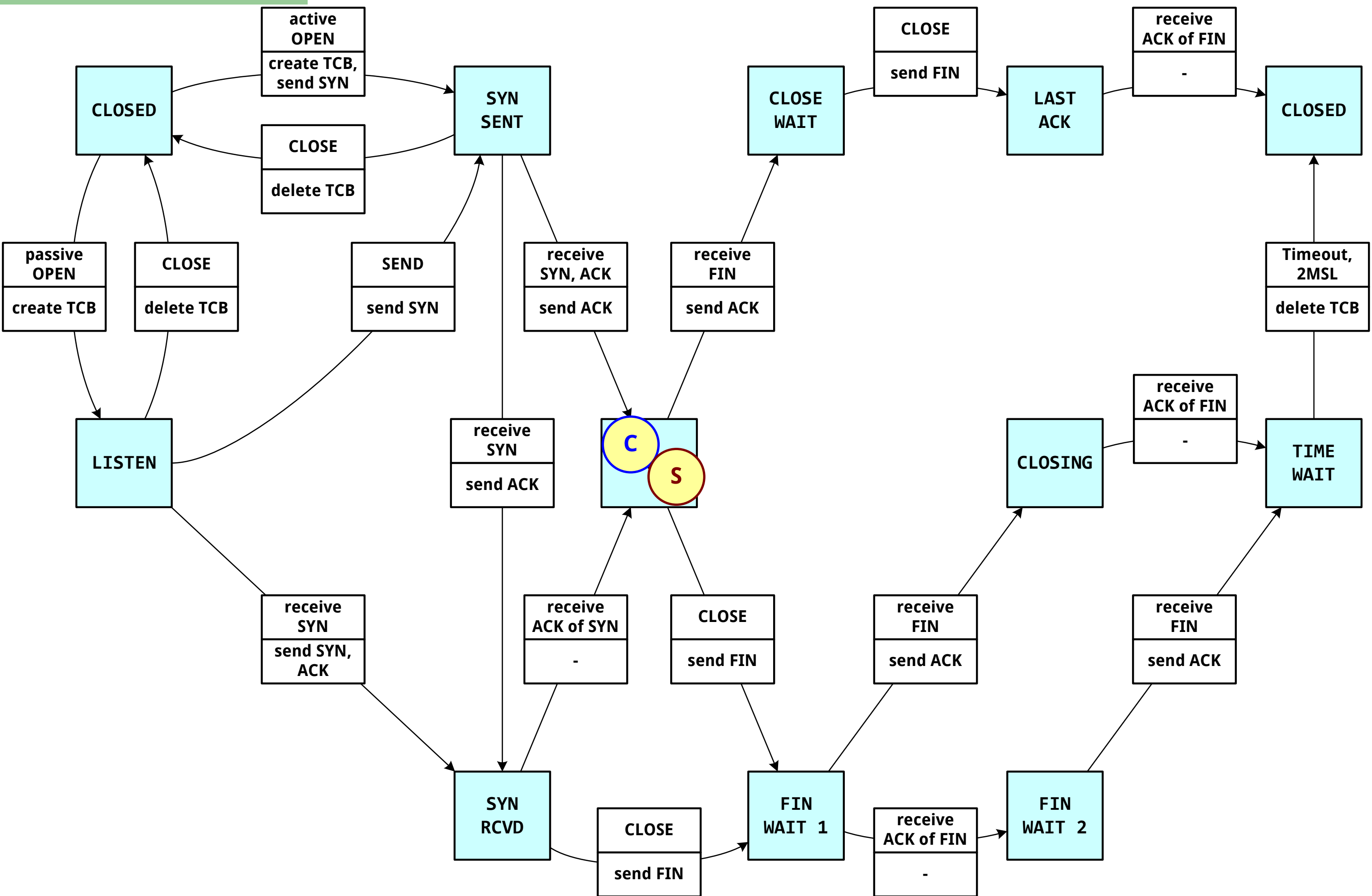
Въпроси

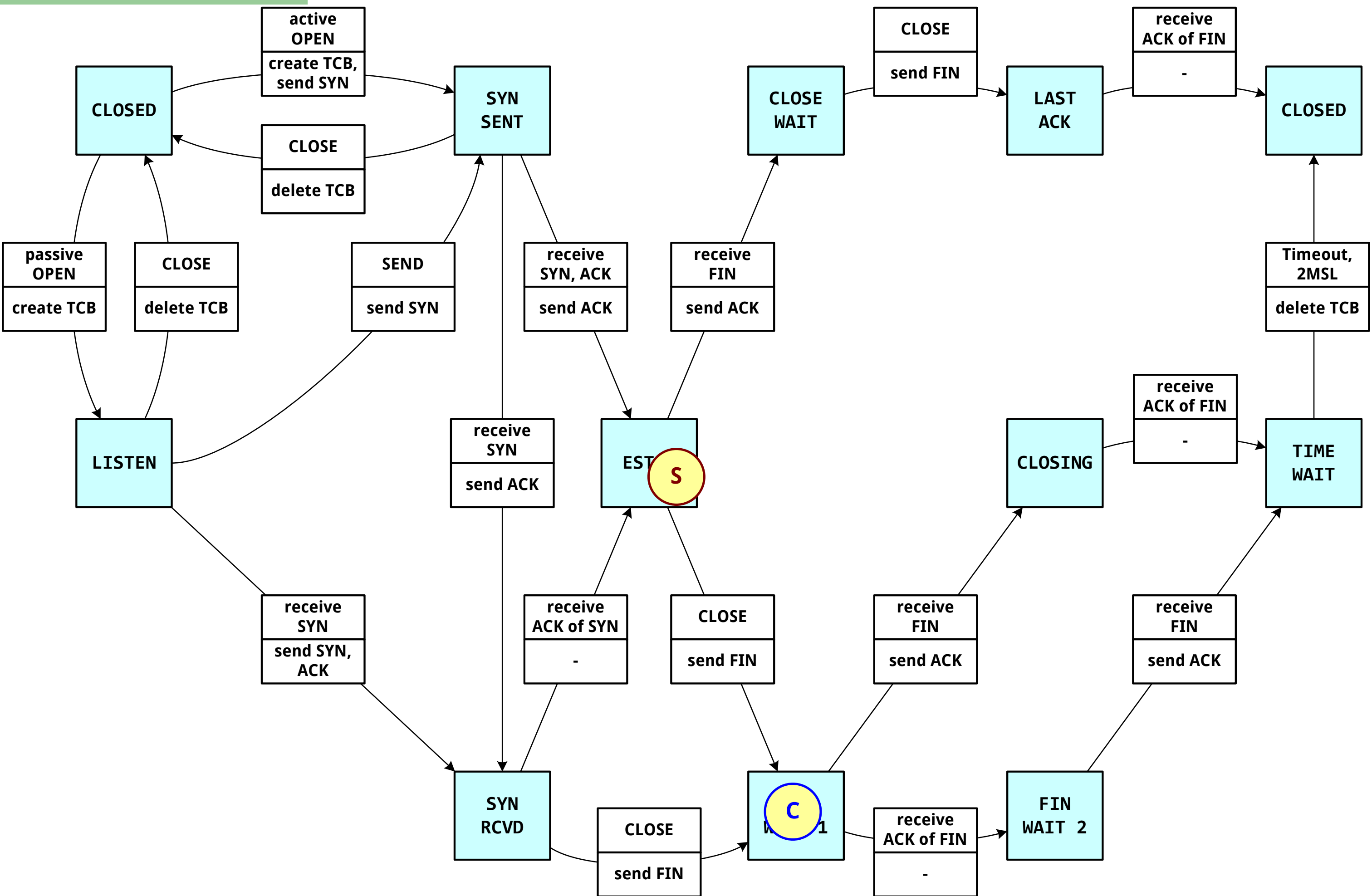


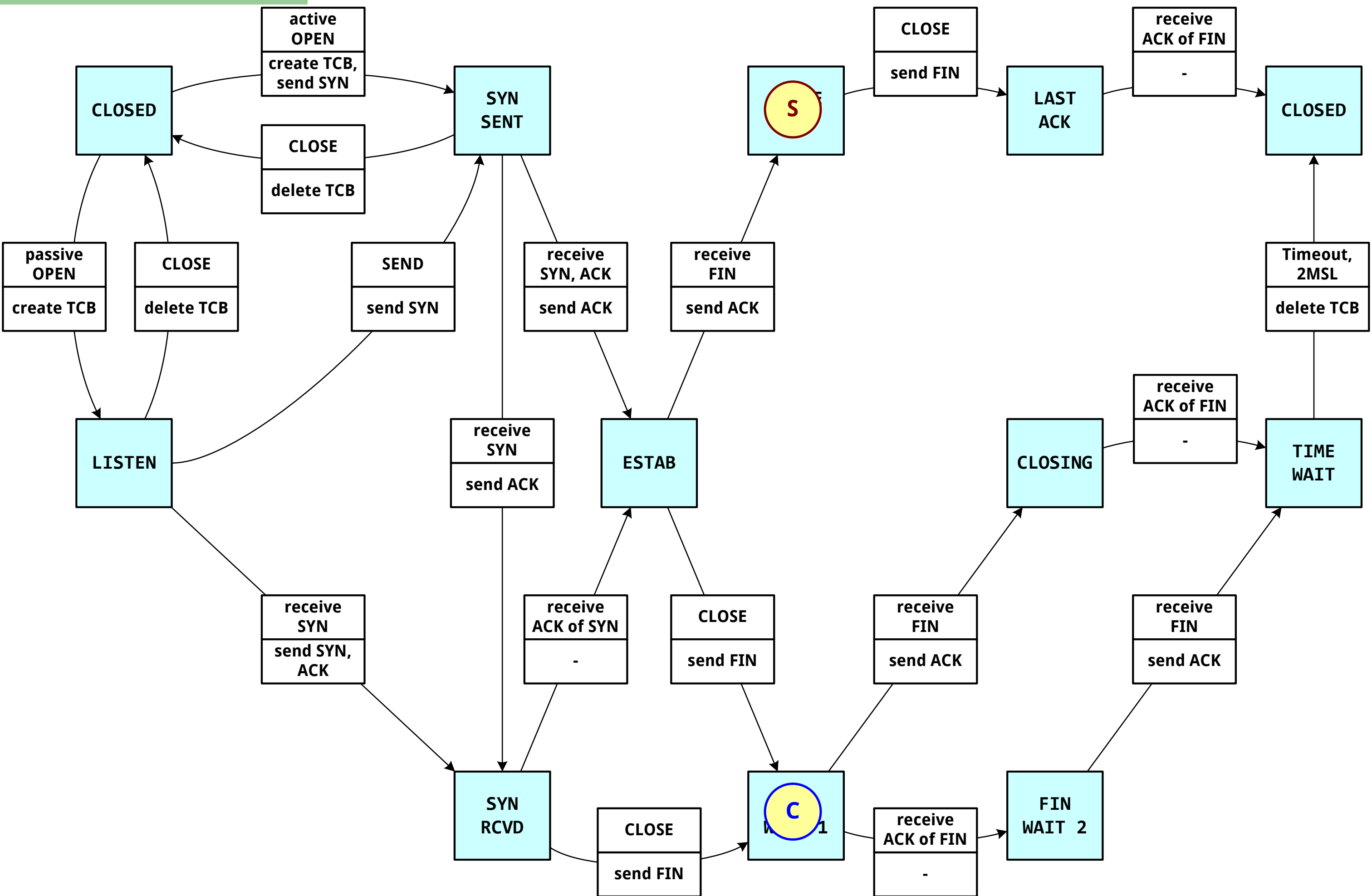
Затваряне на сесия

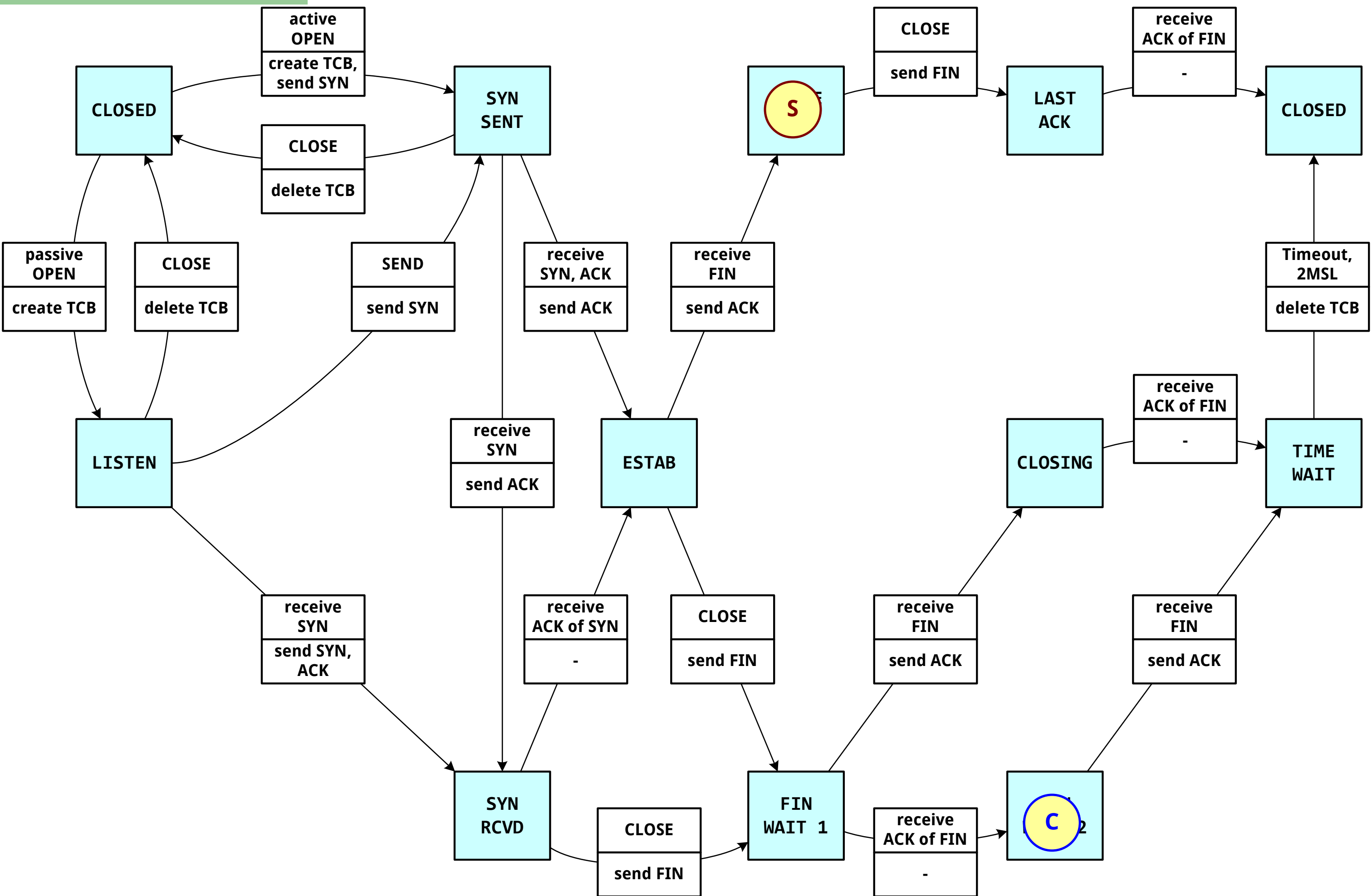
Connection close

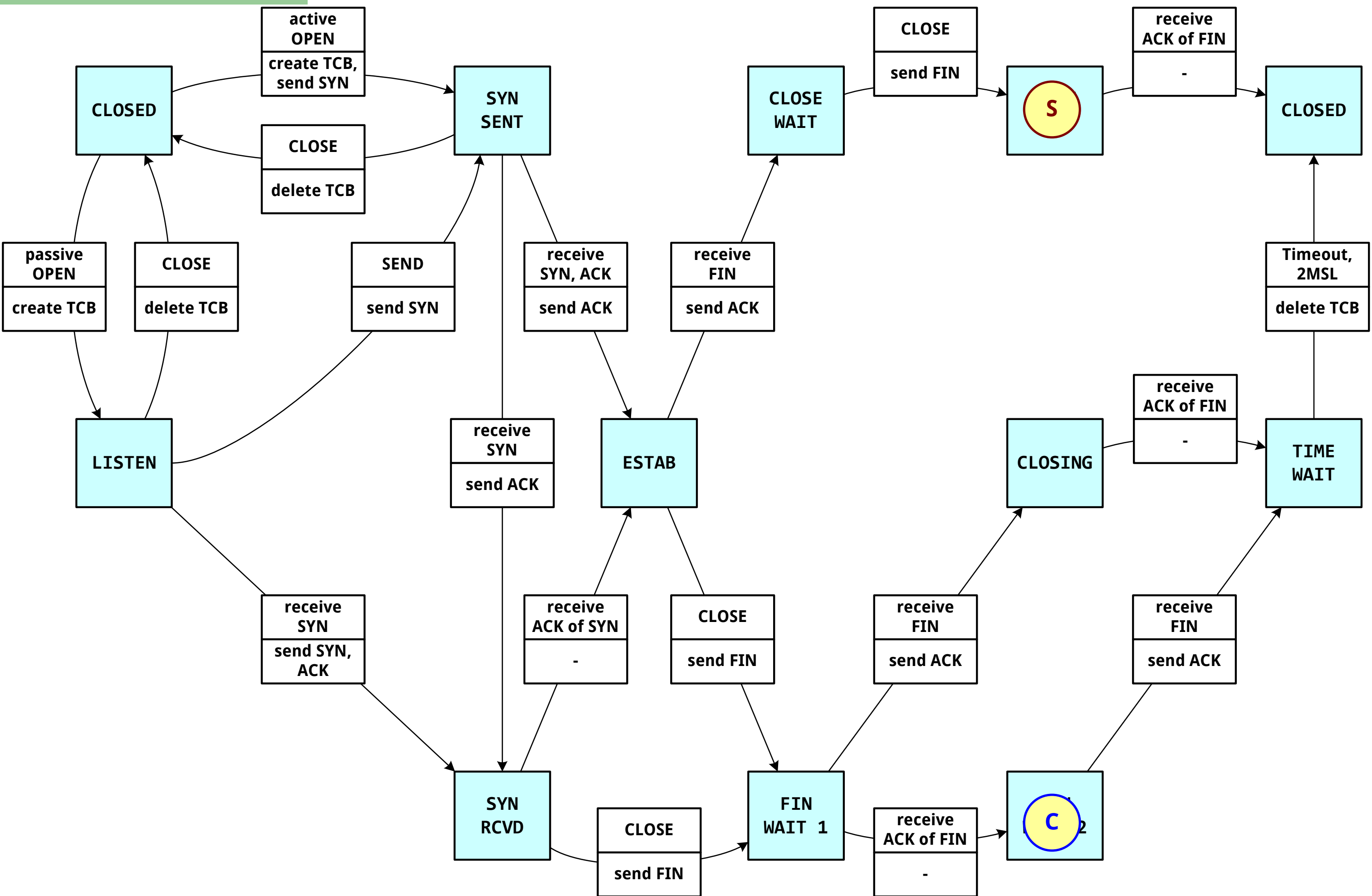


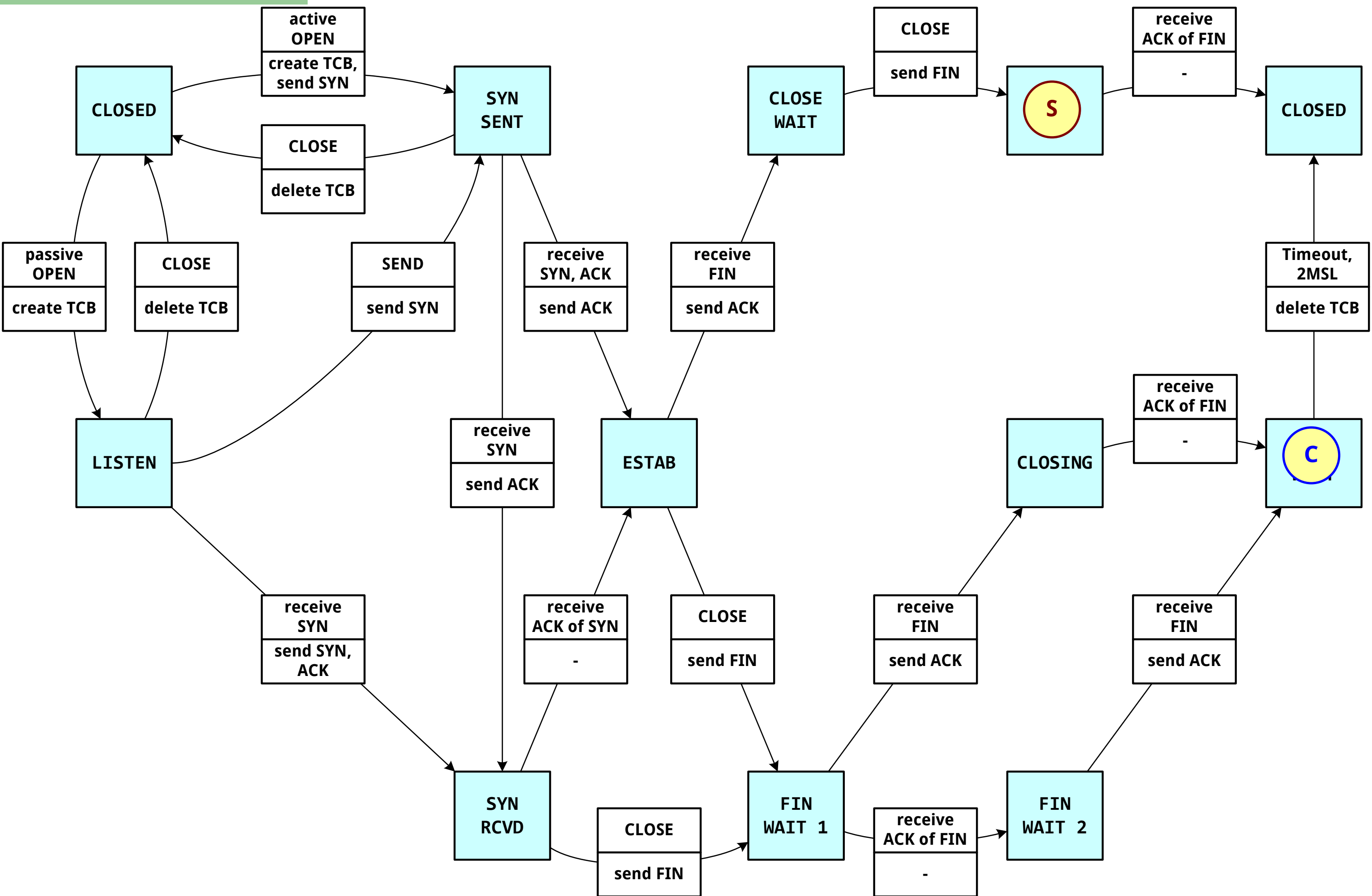


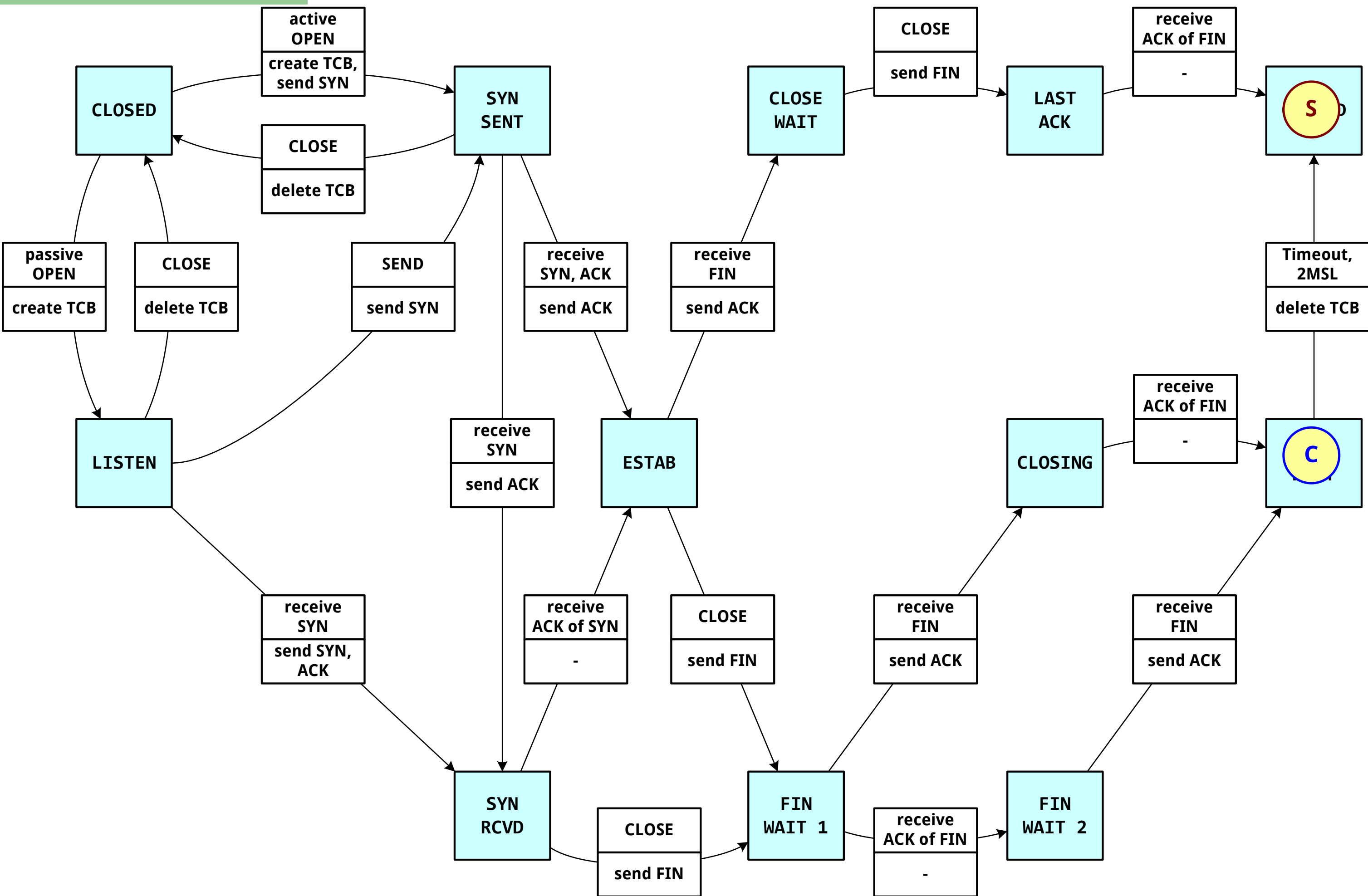


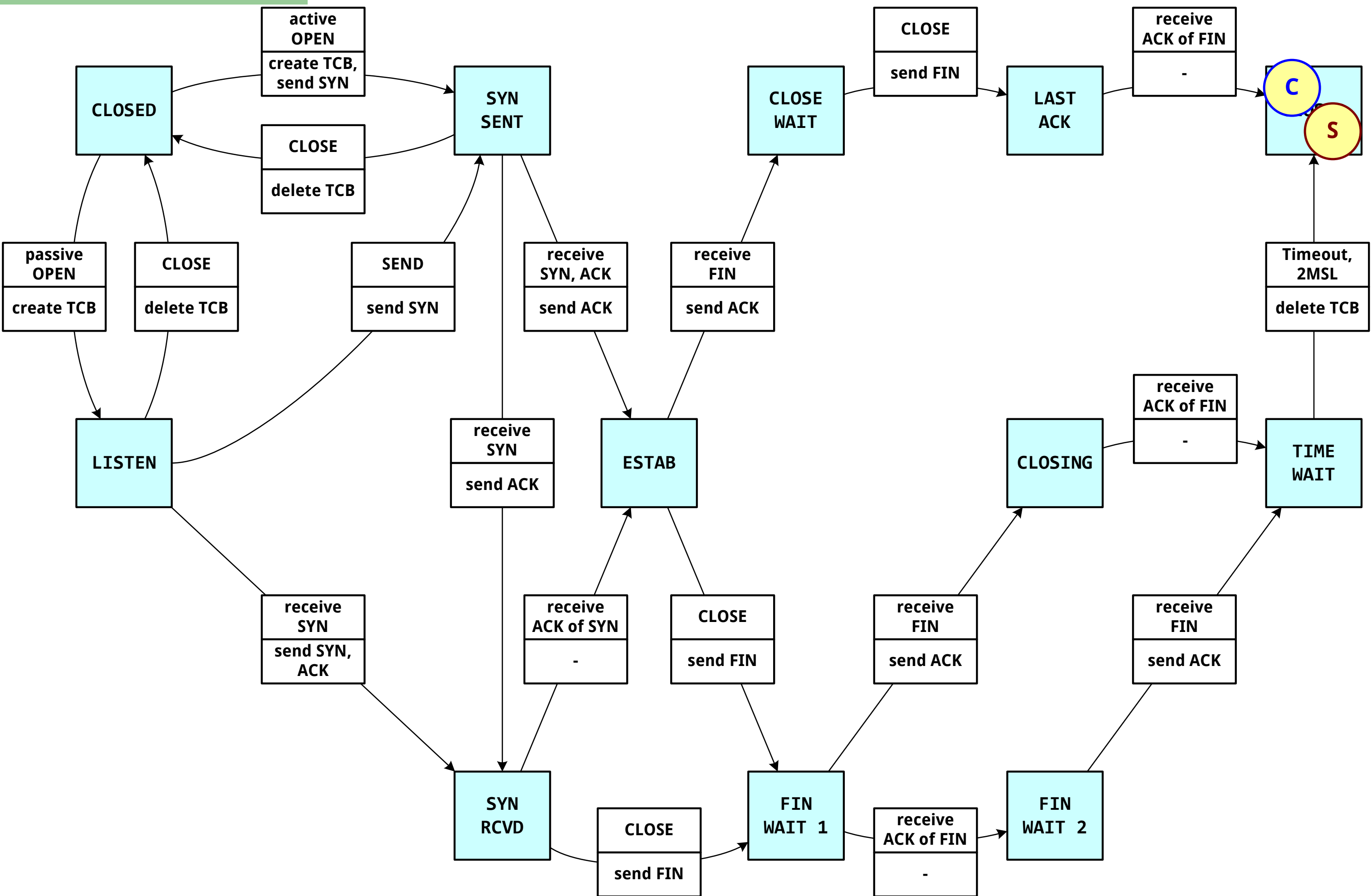








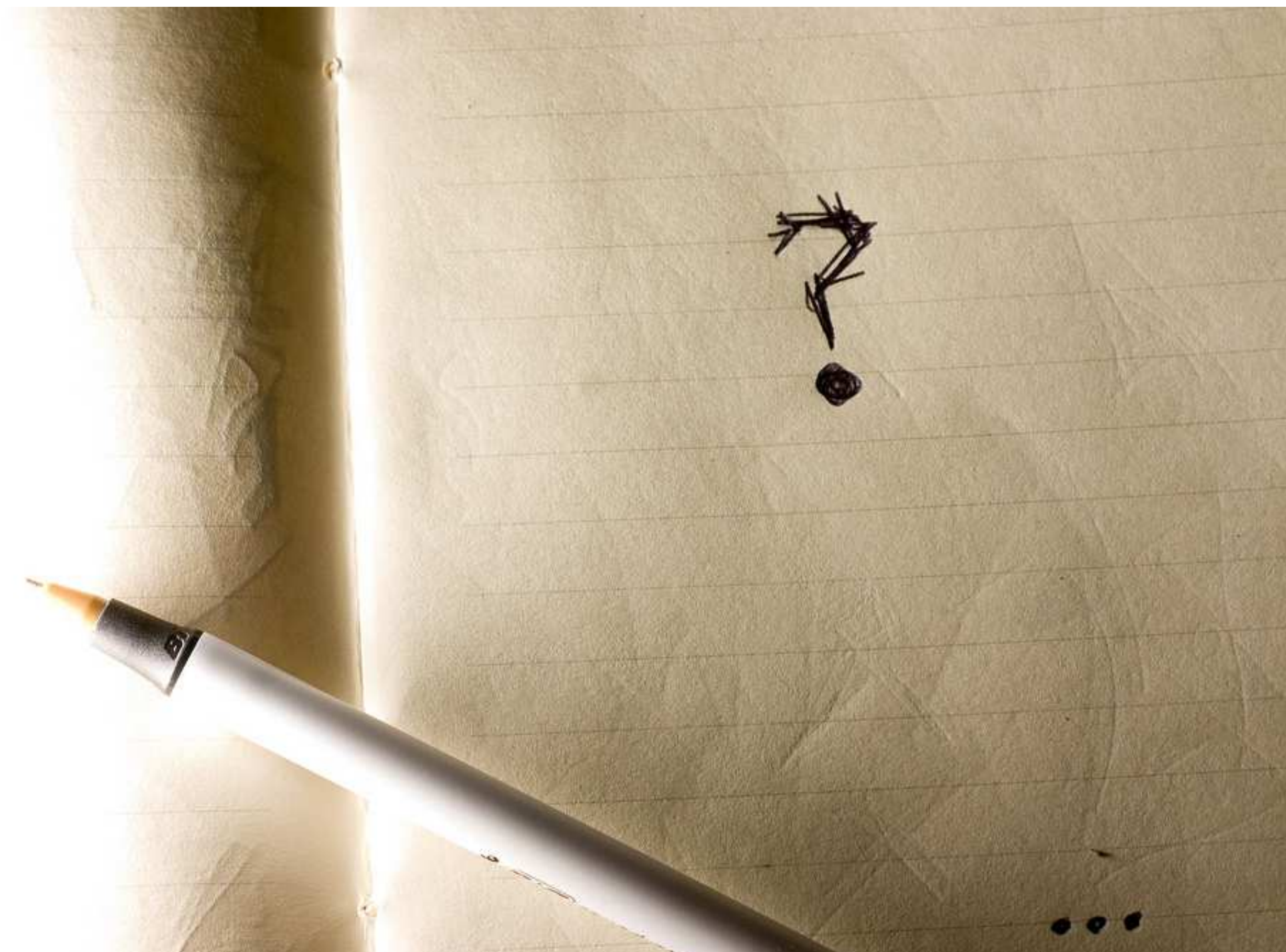




Особености

- Едновременно отваряне
- Едностранно затваряне
- Time Wait състояние
- RST

Въпроси



Flow Control

Sequence number space

- Арифметика по модуль 2^{32}
- Initial Sequence Number (ISN)
- sequence числа на носения поток
- "Final Sequence Number"

ISN

θ

FSN

Flow Control

- (Send) Sequence number
 - първия изпратен байт в текущия сегмент
- (Receive) Acknowledgment number
 - първия свободен байт от sequence-a
- (Receive) Window Size
 - колко байта да получим на веднъж

0								1								2								3							
0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7

Source Port										Destination Port									
Sequence Number																			
Acknowledgment Number																			
Header Length		Reserved		C W R	E C E	U R G	A C K	P S H	R S T	S Y N	F I N	Window							
Checksum										Urgent Pointer									
Options															Padding				
Data																			

Въпроси



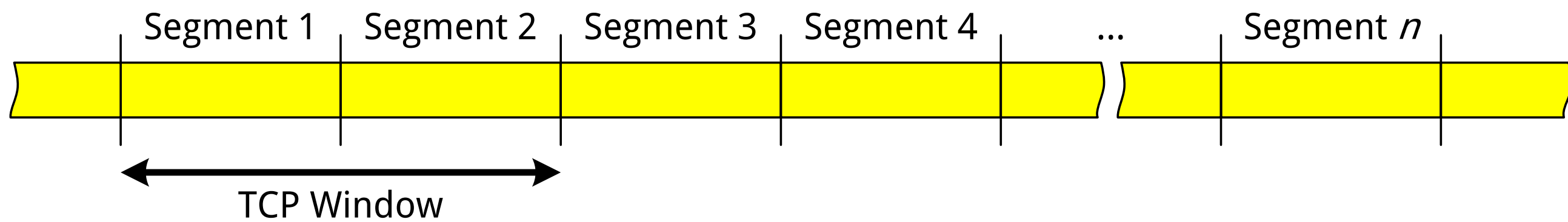


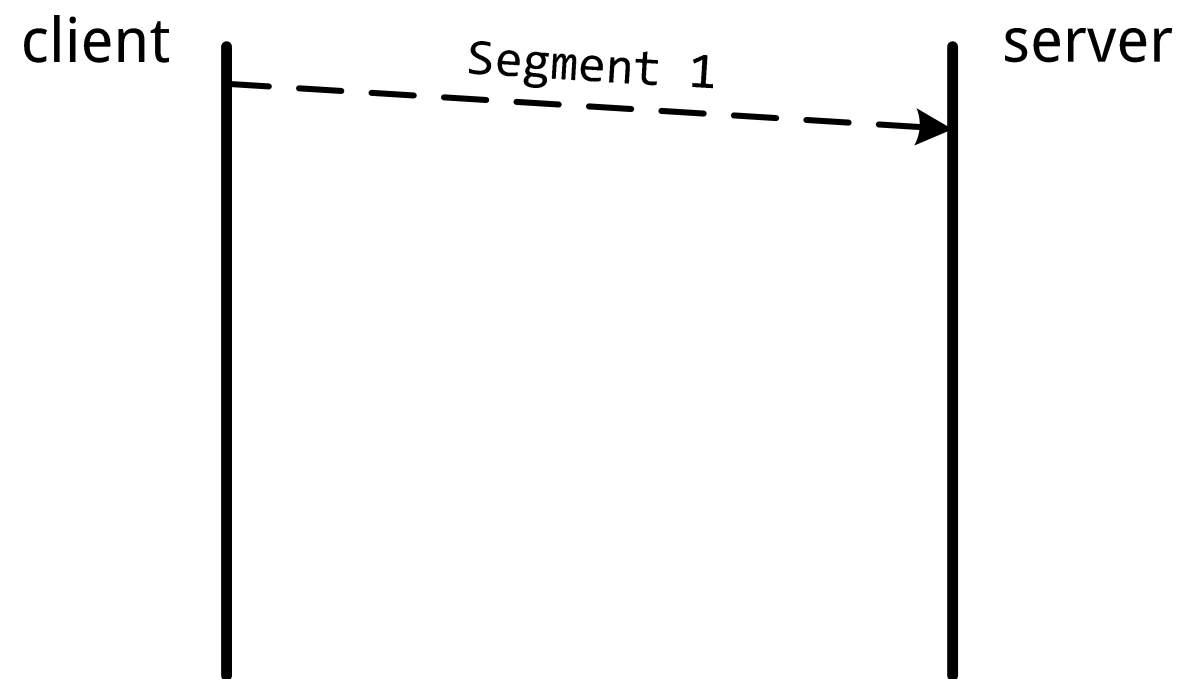
client

server

Window size = 2
Acknowledged = 0
Position = 1

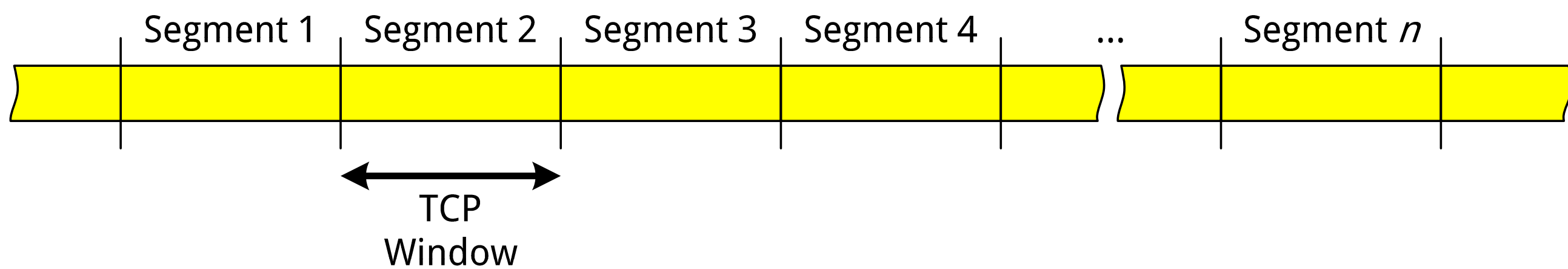
Data stream

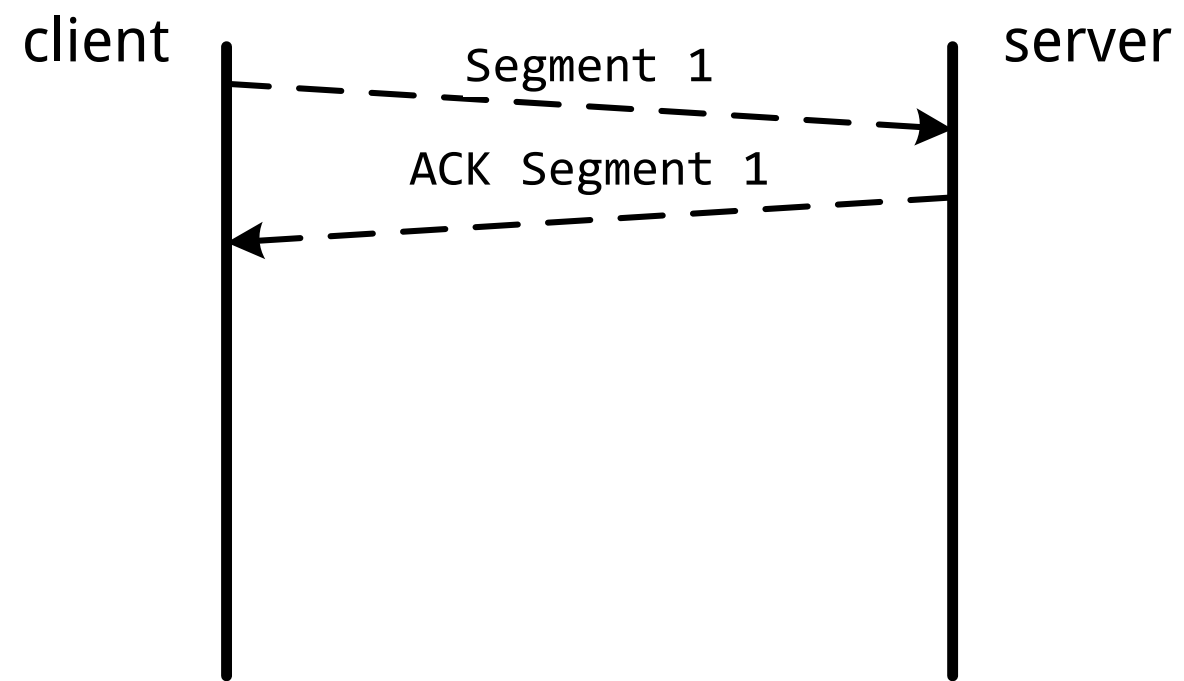




Window size = 1
Acknowledged = 0
Position = 2

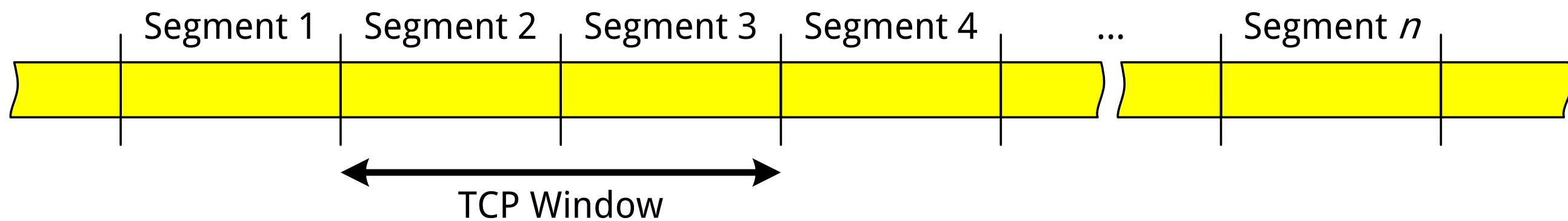
Data stream

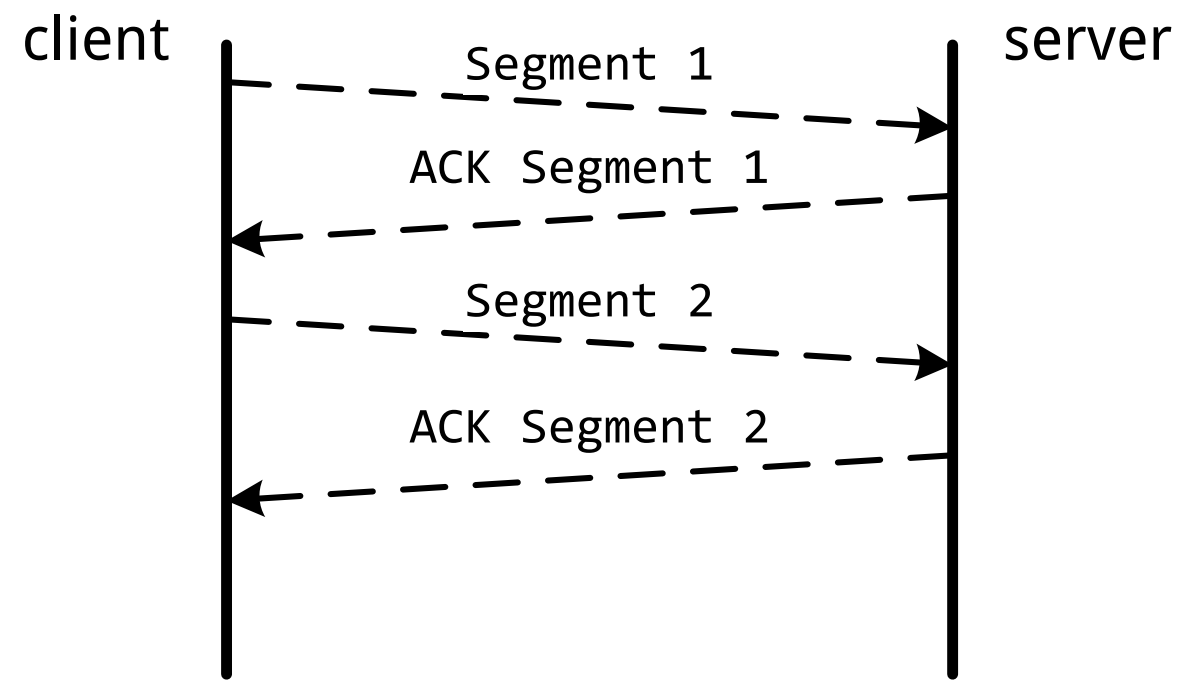




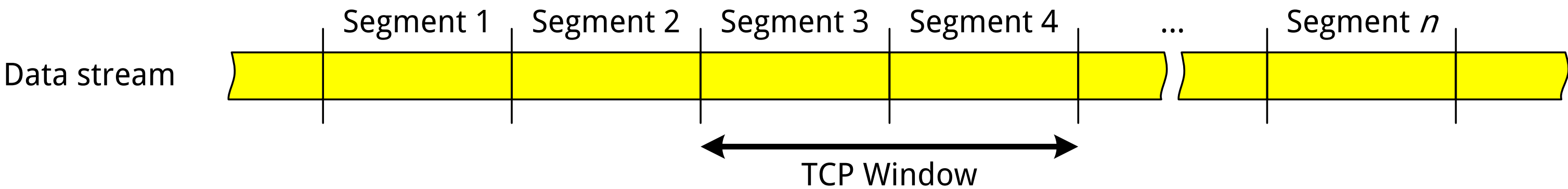
Window size = 2
Acknowledged = 1
Position = 2

Data stream



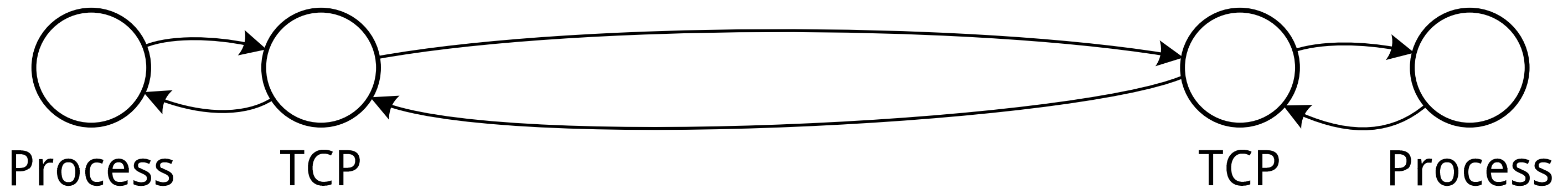


Window size = 2
Acknowledged = 2
Position = 3



Push

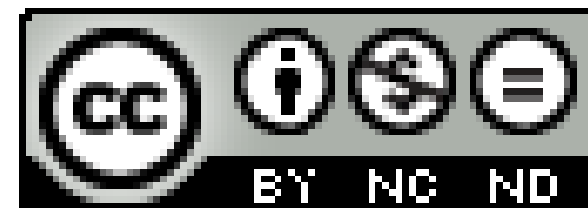
- Инструктира получаващото ТСР да извести процеса че има данни за незабавно получаване
- Примерно
 - в края на HTTP request хедъра
 - на всеки пакет при интерактивни протоколи



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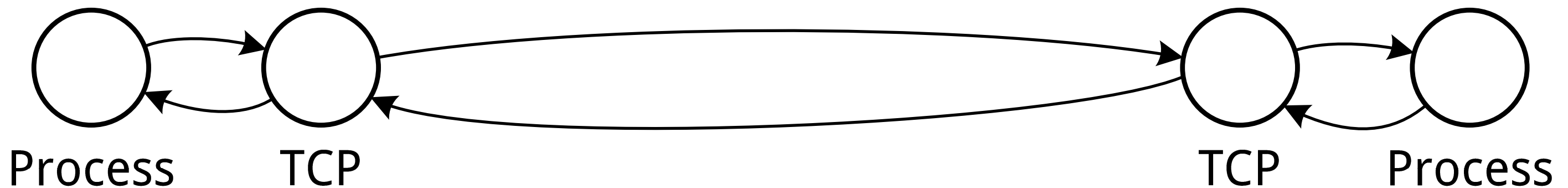
TCP 2/3



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Push

- Инструктира получаващото ТСР да извести процеса че има данни за незабавно получаване
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0								1								2								3							
0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7

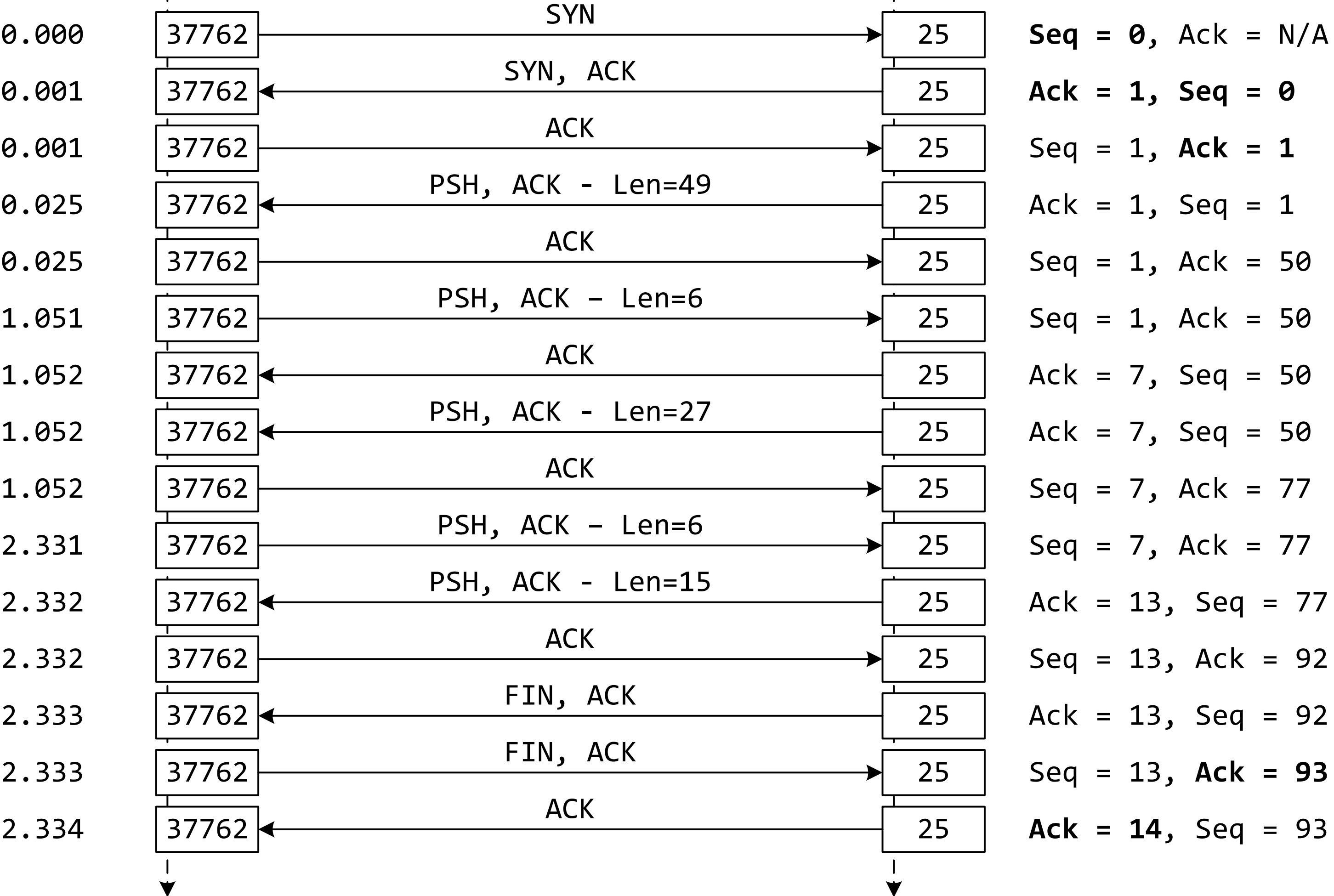
Source Port										Destination Port									
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Header Length		Reserved		C W R	E C E	U R G	A C K	P S H	R S T	S Y N	F I N	Window							
Checksum										Urgent Pointer									
Options															Padding				
Data																			

Пример за ТСР сесия

- Отваряне
- Данни в едната посока
- Данни в другата посока
- Затваряне

thor
192.168.9.25

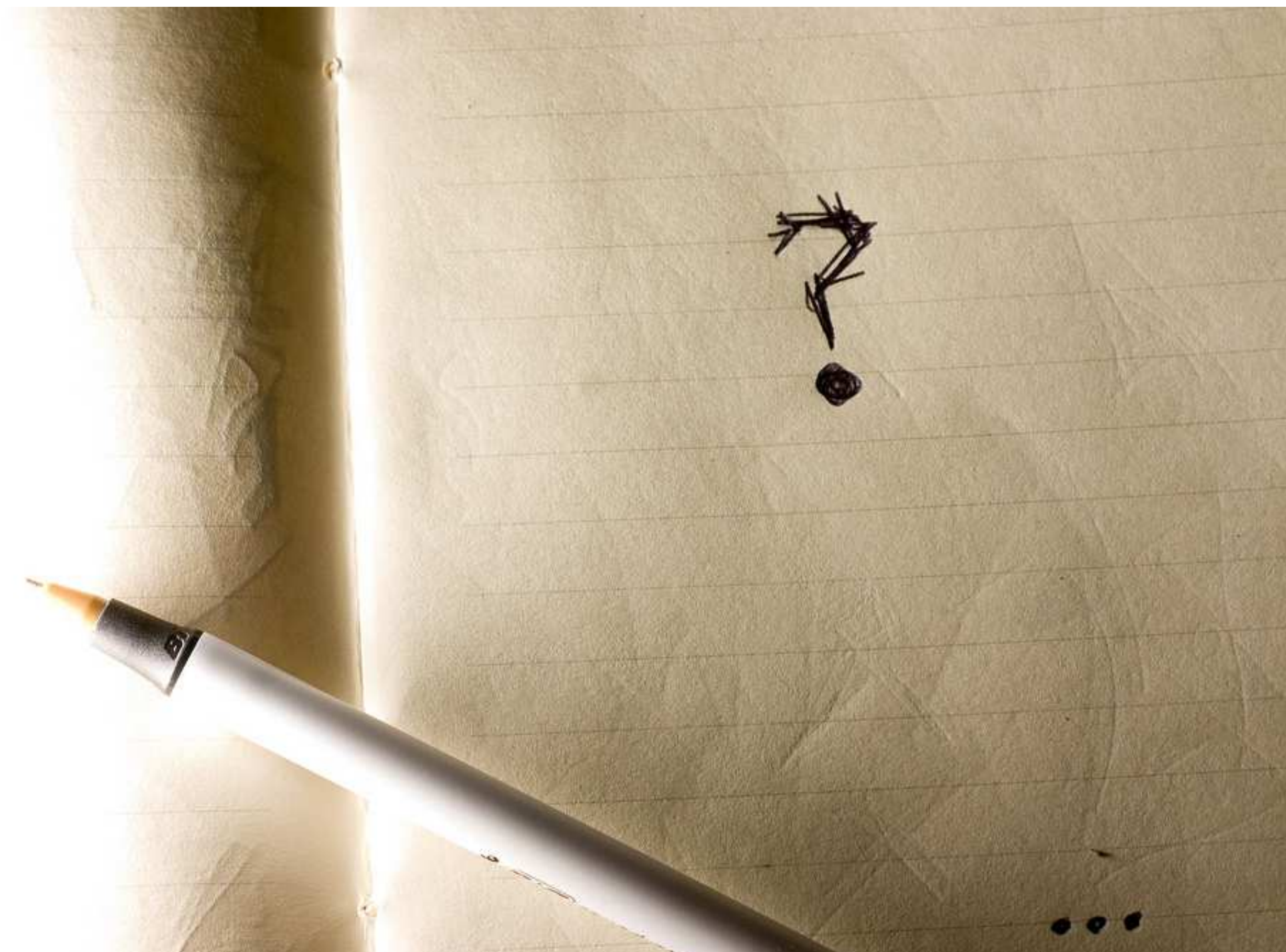
alpha.ludost.net
192.168.9.1



URG

0								1								2								3							
0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7	0	1	2	3	4	5	6	7
Source Port																Destination Port															
Sequence Number																															
Acknowledgment Number																															
Header Length		Reserved		C	E	U	A	P	R	S	F	Window																			
				W	C	R	C	S	S	Y	I																				
				R	E	G	K	H	T	N	N																				
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Data																															

Въпроси



TCP Throughput

- Throughput
 - Функция на пропусквателната способност на мрежата
 - ... и Round-trip time RTT
- Receive Window
 - Трябва да е поне $\text{Bandwidth} * \text{RTT}$
 - Иначе не може да се използва пълноценно мрежата

Congestion Control

- История
 - John Nagle – 1984 - RFC 896
 - Congestive Collapse – 1986
 - Van Jacobson et al.
 - имплементира Congestion avoidance/control в TCP
 - 4.3BSD и AT&T 1988-
 - Congestion Avoidance & Control paper 1988 (допълнителен материал)
- RFC5681 – Последната версия
- RFC5783 – История на промените

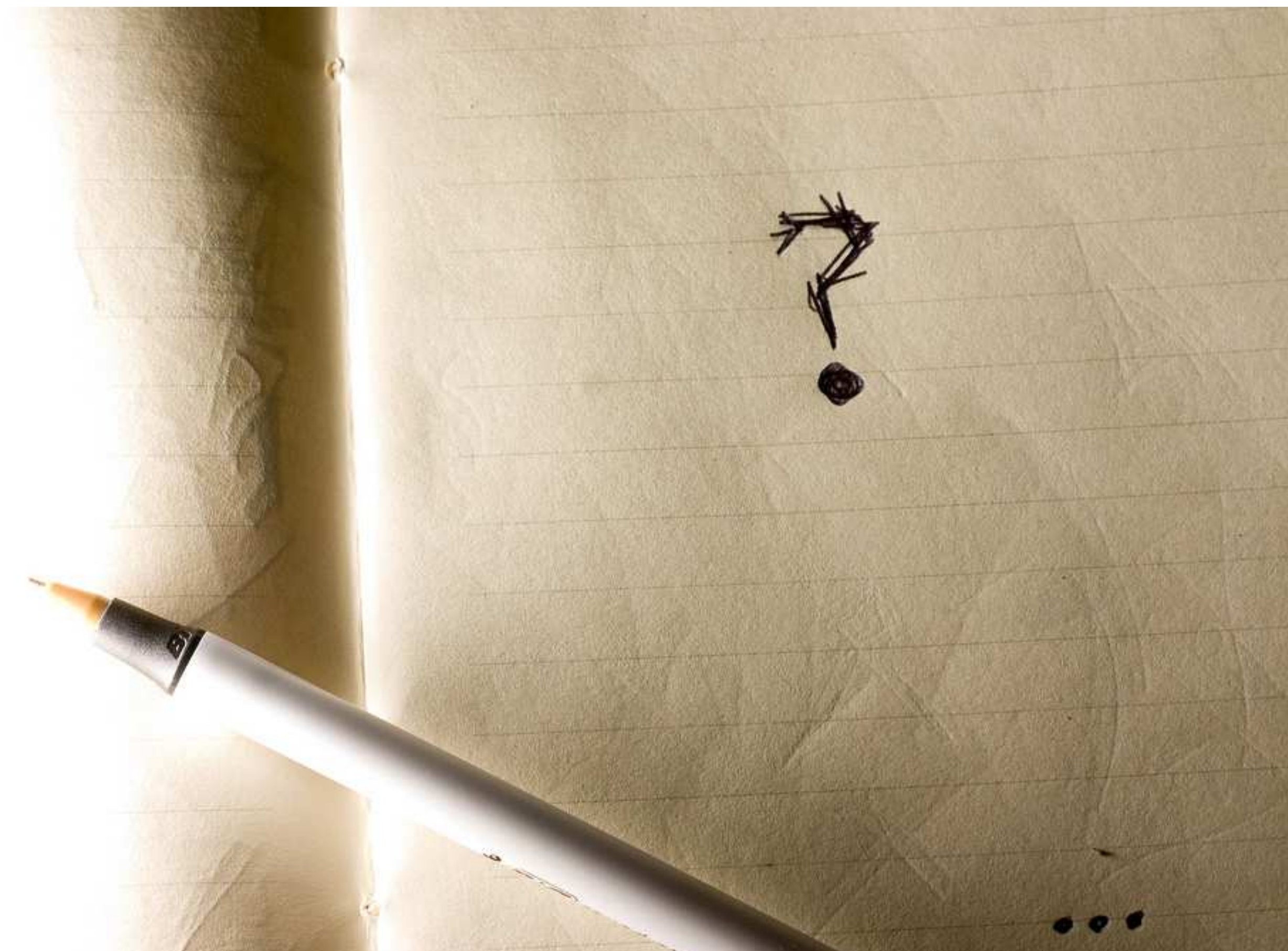
Congestion Control

- Congestion Window (cwnd) е различно от Receive Window (rwnd)
- Slow start
- Exponential back-off
- Fast retransmit
- Fast recovery

Explicit congestion notification

- Механизъм за експлицитно нотифициране на TCP за задръстване в мрежата
- Традиционно TCP измерва само загубени пакети и закъснения като наблюдава потока от Acknowledgment числа

Въпроси



Опции

- MSS
 - PMTU-D
- WScale
- Timestamps
- SACK
- MD5, TCP-AO

Въпроси

