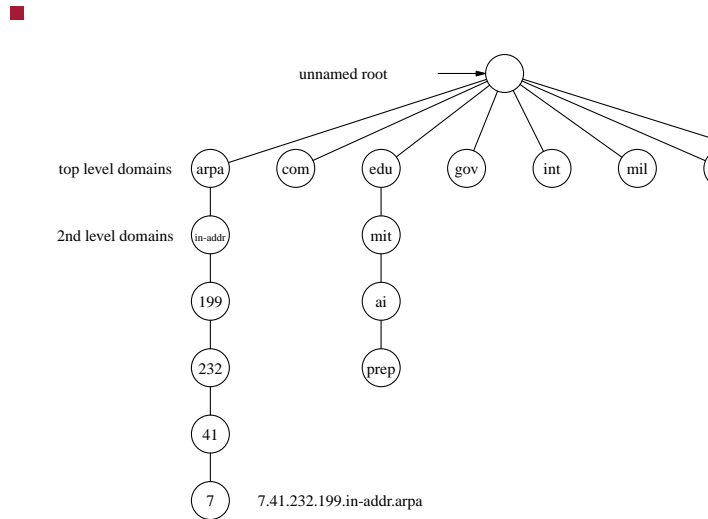


DNS

- is a distributed database that is used by TCP/IP applications to map between hostnames and IP addresses
- no single site knows all the information
- DNS name space is hierarchical

DNS**DNS**

- diagram shows how the IP address 199.232.41.7 is mapped onto prep.ai.mit.edu
- note that DNS dictates that a FQDN must not exceed 255 octets and a machine name must not exceed 63 octets
- note that the DNS map is broken into zones
 - com, org, mil
 - requests for names into IP addresses are resolved by hierarchy

DNS

- note the clever technique of reverse name lookup
 - 199.232.41.7
- use the same algorithm for name lookup but with numbers
 - look up the domain 7, then 41, then 232 and 199

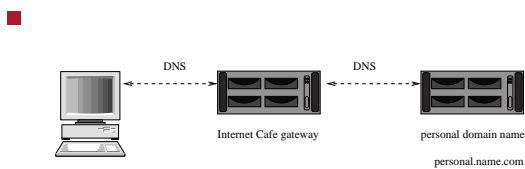
Internet Cafés

- may consist of wireless networks which uses a gateway
 - which may rewrite HTML pages to include a house style frame
- which may result in including advertising around the edge of your browser screen

Tunnelling IP over DNS

- IP can be run over any piece of digital string
- Internet café users became increasingly annoyed with the force fed advertising
- devised a mechanism whereby this could be by-passed

Architecture of IP over DNS



Architecture of IP over DNS

- protocol stack now looks like:

HTTP
TCP and UDP
IP
DNS
TCP and UDP
IP
802.11g

Architecture of IP over DNS

- notice that the Internet café no longer sees any of the computers
 - IP, TCP, UDP or HTTP traffic
 - as it is all encapsulated within the DNS packets
- users machine has to run a DNS over IP protocol stack
- which takes in IP packets and issues requests which take the form:
 - `xyz123.personal.name.com`
 - *any 63 ASCII characters in range a to z and 0 to 9 added to .personal.name.com*

Tunnelling IP over DNS

- Internet café DNS sees requests made on weird hostnames at `.personal.name.com` and forwards these values to users remote machine at `.personal.name.com`
 - which also runs the same DNS over IP protocol and which translates these weird 63 byte names into an IP datagram
 - and transmits the datagram on behalf of the Internet Café user
 - it returns the result
- Internet café gets the DNS reply and returns the reply to the user

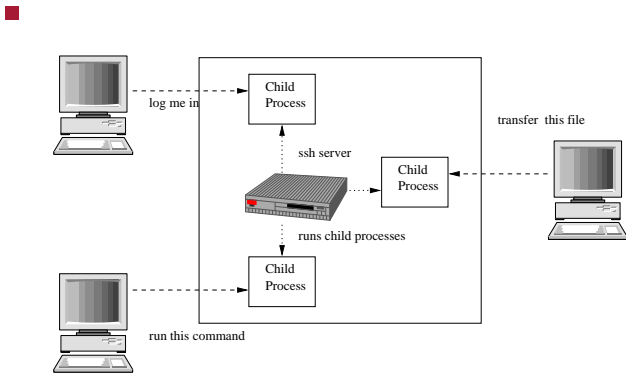
Tunnelling IP over DNS

- ultimately the DNS over IP will be much slower than using normal TCP/IP over 802.11g
 - but it does work and is an ingenious idea
- it has serious implications in security of networks as it renders inexpensive firewalls useless (at the time of writing)
 - why?

SSH

- Secure SHell is a popular software approach to network security
 - operates at the application layer
- offers transparent encryption, authentication and integrity of data
- provides command line commands:
 - `ssh`, `sftp`, `scp` and `slogin`
- there are also a number of influential tools which use the `ssh` protocol
 - `rsync`, `git` and `sshfs`

SSH architecture



SSH Protocol

- provides Authentication
 - reliably determines someone's identity using public/private key
- provides encryption
 - scrambles data as it passes across the network
- provides integrity
 - guarantees data travels across the network unaltered

SSH Port Forwarding

- the ssh tools: `ssh`, `slogin`, `scp` and `sftp` are useful enough to warrant investment in time with ssh
- however the port forwarding capability ensures that ssh enters non command line networking!
- any port can be forwarded across ssh

SSH Port Forwarding

- certain protocols transmit usernames/passwords in plaintext or using weak passwords
 - imap, pop3 and vnc, X windows
- ssh can be used to harden these very useful protocols

SSH examples

- connecting to a remote machine

```
ssh mcgreg.comp.glam.ac.uk
Password:

Linux mcgreg i686 GNU/Linux
Last login: Tue Feb  8 10:47:44

fred@mcgreg:~/ $ exit
```

SSH examples

- using a command line ftp equivalent

```
sftp mcgreg.comp.glam.ac.uk
Password:
sftp> dir
sftp> get foo.ps
sftp> quit
```

X Windows Port forwarding

- GNU/Linux allows graphical applications to be run remotely
 - remote desktop per application
 - as well as per desktop (using vnc)

```
ssh -X mcgreg.comp.glam.ac.uk
Password:

Linux mcgreg i686 GNU/Linux
Last login: Tue Feb  8 10:47:44

fred@mcgreg:~/ $ xterm
fred@mcgreg:~/ $ exit
```

- ssh is forwarding all X traffic across port 22

Browsing the web through an ssh connection

- suppose we want read the web pages of floppsie.comp.glam.ac.uk securely

```
ssh -g -A -X -N -T -L2001:localhost:80 floppsie.comp.glam.ac.uk
```

- which means create a secure link between port 2001 on localhost and port 80 on floppsie.comp.glam.ac.uk

```
telnet localhost 2001
get index.html
```

- or `http://localhost:2001/index.html`

Flag meanings

- -g allow connections to forwarding ssh sessions
- -A enable forwarding of authentication
- -X forward X windows traffic
- -N do not execute a remote command
- -T disable tty allocation (so a command can be run in background or by another application)

SSH through an untrusted proxy ssh server

- on your local machine you type:
 - `ssh -g -A -X -N -T -L2001:trusted.com:22 untrusted.proxy.`
- which says open a secure connection starting at port 2001 on our local machine
 - which provides a connection between untrusted.proxy.com and trusted.com on port 22
 - the flags turn all port forwarding capability

SSH through an untrusted proxy ssh server

- and in another terminal window type:
 - `ssh -v -g -A -X -p 2001 localhost`
- which now opens up a connection between your keyboard and localhost:2001
 - effectively giving you a secure encrypted connection to trusted.com:22

Laboratory work

- try out all the examples presented in todays lecture (except the floppsie example)

Python and SSH

- type in the following code and analyse what it does!

Python and SSH

```
#!/usr/bin/python
# secure shell pipe module

import os
import sys
from socket import *

localPortNo=8000
maxTries=10

# createTCPSocketSSH - creates a secure TCP socket between
# localhost:localPort and
# remoteHostname:remotePort

def createTCPSocketSSH (remoteHostname, remotePort=22,
                        localPort=-1):
```

Python and SSH

```
global localPortNo
if localPort == -1:
    localPort = localPortNo
    localPortNo = localPortNo+1
tryNo = 1
while 1:
    command = "ssh -f -g -A -X -N -T -L%d:localhost:%s" %
              (localPort, remotePort, remoteHostname)
    print command
    result = os.system(command)
    if result == 0:
        break
    localPortNo = localPortNo+1
    tryNo = tryNo + 1
    if tryNo == maxTries:
        os.exit(1)
```

Python and SSH

```
# create a TCP socket which connects to our ssh pipe
s = socket(AF_INET, SOCK_STREAM)
s.connect(("localhost", localPort))
return s

s = createTCPSocketSSH("mcgreg.comp.glam.ac.uk", 80)
s.send('get index.html\n')
print s.recv(1024)
```

Tutorial

- firstly reacquaint yourself with ssh by logging into `mcgreg.comp.glam.ac.uk`
 - then exit from this server
- now `sftp` a file from your desktop to `mcgreg.comp.glam.ac.uk` to your `$HOME` directory
- now `ssh` to `mcgreg.comp.glam.ac.uk` with `X` forwarding enabled
 - and run `firefox` on `mcgreg.comp.glam.ac.uk` to confirm that this works
- now create a secure link between `localhost:8080` and `mcgreg.comp.glam.ac.uk:80`
 - you will need to use the following options on the `ssh` command line `-g -A -X -N -T` as well as the port and hostname parameters
- do not kill the previous `ssh` command and now, using a browser on your local machine open up a URL which matches `http://localhost:8080`
 - can you read the web page on `mcgreg`?

- draw a diagram clearly showing the various `hostname:port` network connections and clearly highlight which components are encrypted

mrunc and the CSN

- open up a terminal and type
- ```
$ mrunc -h
$ mrunc -L
```
- `mrunc` is a program for distributing a parallel application onto multiple processors
  - it uses `ssh` to manage connections between selected processors

- now download and build some examples

```
$ cd Desktop
$ tar xzf /usr/local/share/csn/examples.tar.gz
$ cd examples
$ make
```

- now examine all the `filename.par` files using an editor or filemanager of your choice

## mrunc and the CSN

- examine the `hostname.par` first, what is it doing?
- try running it using `mrunc`, hint use the command line and type:
 

```
$ mrunc -f hostname.par
```
- now try the same for `echo.par` examine the file and observe its behaviour



**mrn and the CSN**

- try running `hello.par`, you may need to alter the architecture field which is currently set as `(localhost)` to `(j203)`
- if you are taking operating systems examine the C files `txhello.c`, `rxhello.c`
- if there is still time available examine `manager.c` and `worker.c`
- **further reading** (<http://floppsie.comp.glam.ac.uk/csn/csn.html>)

**Tutorial (Exam question 2010 3b)**

- (b) In the eager reader scenario within a device driver, how might the device driver determine the length of 3 distinct buffers to contain an arriving IEEE 802.3 packet containing an IP, TCP and application layer packet?  
(10 marks)

**Tutorial**

- (i) how many bytes can a single outgoing DNS request carry as part of the hostname component of the FQDN?
- (ii) what would happen if identical FQDN requests were made to the remote DNS server?
- (iii) how would you prevent this from occurring?

**Tutorial: Question 2: 2010**

- "Tunnelling IP over DNS will be one of the biggest security problems of the future", discuss.  
(20 marks)

## Tutorial: Question 8 2007

- (a) "Network protocols are intrinsically related to operating systems". Critically appraise this statement in relation to the LTSP project.  
(12 marks)
  
- (b) Comment on the suitability of LTSP in an office and University laboratory environment.  
(8 marks)

## Tutorial: Compare NFS to RTSP

- what makes RTSP useful for streaming video content?
  - how does this compare to NFS?
  
- what are the pros and cons of various syslinux options which might be used to on a laboratory computer?

## Tutorial: Plan 9 and LTSP

- What are the elements of design were utilised in Plan 9 and found in LTSP?
  
- What were their likely motivation?