

Networking & Security







One-Slide Summary

- Bandwidth is the throughput of a communication resource, measured in bits per second. Latency is the time delay between the moment when communication is initiated and the moment the first bit arrives, measured in seconds.
- In circuit switching, a path through a network is reserved (high quality-of-service, used in telephones). In packet switching, each packet is routed individually (internet, postal service).
- The world wide web involves simple schemes for retrieving resources (URL, HTTP) and a simple language for displaying information (HTML). HTTP is stateless, so long-running sessions store info on the client (cookies) or server (database).
- A dynamic website generates content by running a program on the client (e.g., Google maps interface) or the server (e.g., rest of PS8).

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Measuring Networks

Latency

Time from sending a bit until it arrives seconds (or seconds per geographic distance)

Bandwidth

How much information can you transmit per time unit

bits per second

Latency and Bandwidth

- Napoleon's Network: Paris to Toulon, 475 mi
- Latency: 13 minutes (1.6s per mile)
 - What is the delay at each signaling station, how many stations to reach destination
 - At this rate, it would take ~1 hour to get a bit from California
- Bandwidth: 2 symbols per minute (98 possible symbols, so that is ~13 bits per minute)
 - How fast can signalers make symbols
 - At this rate, it would take you about 9 days to get ps8.zip

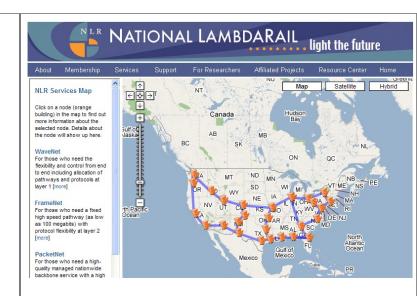
Improving Latency

- Fewer transfer points
 - Longer distances between transfer points
 - Semaphores: how far can you see clearly
 - Curvature of Earth is hard to overcome
 - Use wires (electrical telegraphs, 1837)
- Faster transfers
 - Replace humans with machines
- Faster travel between transfers
 - Hard to beat speed of light (semaphore network)
 - Electrons in copper: about 1/3rd speed of light

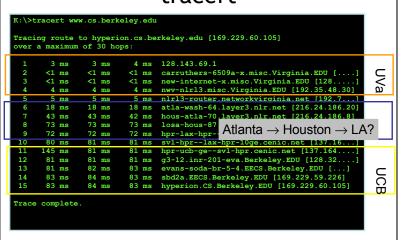
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11 1 3

How many transfer points between here and California?



tracert



>>> cvilleberkeley = 3813 # kilometers

>>> seconds = 84.0/1000

>>> speed = cvilleberkeley / seconds

>>> speed

45392.857142857138

>>> light = 299792.458 # km/s

(includes transfer time through 15 routers)

>>> speed / light 0.15141427321316114

Packets are traveling average at 15% of the speed of light

Bandwidth

How much data can you transfer in a given amount of time?



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Improving Bandwidth

- Faster transmission
 - Train signalers to move semaphore flags faster
 - Use something less physically demanding to transmit
- · Bigger pipes
 - Have multiple signalers transmit every other letter at the same time
- Better encoding
 - Figure out how to code more than 98 symbols with semaphore signal
 - Morse code (1840s)

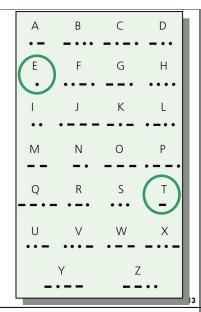
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Morse Code

Represent letters with series of short and long electrical pulses

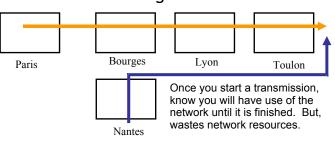
Bonus:

Why do E and T have the "shortest" Morse encodings?



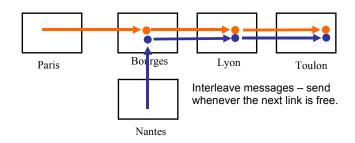
Circuit Switching

 Reserve a whole path through the network for the whole message transmission



Packet Switching

• Use one link at a time



Circuit and Packet Switching

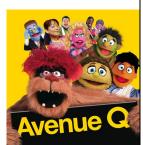
- (Land) Telephone Network (back in the old days)
 - Circuit: when you dial a number, you have a reservation on a path through the network until you hang up
- The Internet
 - Packet: messages are broken into small packets, that find their way through the network link by link

+

internetwork

An **internetwork** is a collection of multiple networks connected together, so messages can be transmitted between nodes on different networks.





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The First internet

- 1800: Sweden and Denmark worried about Britain invading
- Edelcrantz proposes link across strait separating Sweden and Denmark to connect their (signaling) telegraph networks
- 1801: British attack Copenhagen, network transmit message to Sweden, but they don't help.
- Denmark signs treaty with Britain, and stops communications with Sweden

First Use of Internet

- October 1969: First packets on the ARPANet from UCLA to Stanford. Starts to send "LOGIN", but it crashes on the G.
- 20 July 1969:
 Live video (b/w) and audio transmitted from

Live video (b/w) and audio transmitted from moon to Earth, and to millions of televisions worldwide.



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Liberal Arts Trivia: Medieval Studies

 This English legal charter, originally issued in Latin in 1215, required King John of England to proclaim certain rights (to nobles), respect certain legal procedures, and generally accept that his will could be bound by the law. It notably included the writ of habeus corpus, allowing appeal against unlawful imprisonment. It led to the rule of constitutional law today in the Englishspeaking world.

The Modern Internet

- Packet Switching: Leonard Kleinrock (UCLA) thinks he did, Donald Davies and Paul Baran, Edelcrantz's signalling network (1809)
- Internet Protocol: Vint Cerf, Bob Kahn
- Vision, Funding: J.C.R. Licklider, Bob Taylor
- Government: Al Gore (first politician to promote Internet, 1986; act to connect government networks to form "Interagency Network")

Liberal Arts Trivia: Psychology

• This series of social psychology experiments at Yale University measured the willingness of study participants to obey an authority figure who instructed them to perform acts that conflicted with their personal conscience. The scientist devised the experiments to address the question: "Could it be that Eichmann and his million accomplices in the Holocaust were just following orders? Could we call them all accomplices?" Participants played the role of a "teacher" helping a "learner" with a memory study and were instructed to deliver electric shocks until the "learner" "died".

#2

Okay, so who invented the Internet?





Available within the network will be functions and services to which you subscribe on a regular basis and others that you call for when you need them. In the former group will be investment guidance, tax counseling, selective dissemination of information in your field of specialization, announcement of cultural, sport, and entertainment events that fit your interests, etc. In the latter group will be dictionaries, encyclopedias, indexes, catalogues, editing programs, teaching programs, testing programs, programming systems, data bases, and most important – communication, display, and modeling programs. All these will be - at some late date in the history of networking - systematized and coherent; you will be able to get along in one basic language up to the point at which you choose a specialized language for its power or terseness.

> J. C. R. Licklider and Robert W. Taylor, The Computer as a Communication Device, April 1968

The World Wide Web

- Tim Berners-Lee, CERN (Switzerland)
- First web server and client, 1990
- Established a common language for sharing information on computers
- Lots of previous attempts (Gopher, WAIS, Archie, Xanadu, etc.)

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World Wide Web Success

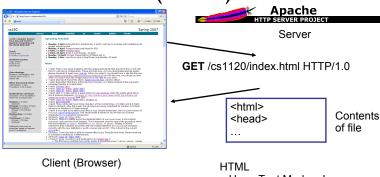
- World Wide Web succeeded because it was simple!
 - Didn't attempt to maintain links, just a common way to name things
 - Uniform Resource Locators (URL)

http://www.cs.virginia.edu/cs1120/index.html File Path Hostname

HyperText Transfer Protocol

Service

HyperText Transfer Protocol



HyperText Markup Language

HTML: HyperText Markup Language

- HTML is a language for controlling presentation of web pages
- Uses formatting tags
 - Enclosed between < and >
- Not a universal programming language

Proof: no way to make an infinite loop

HTML Grammar Excerpt

Document ::= <html> Header Body </html> Header ::= <head> HeadElements </head> HeadElements ::= HeadElement HeadElements

HeadElements ::=

HeadElement ::= **<title>** *Element* **</title>**

Body := <body> Elements </body>Elements ::= Element Elements

Elements ::=

Element ::= Element

Make *Element* a paragraph.

Element ::= <center> Element </center>

Center Element horizontally on the page.

Element ::= **** *Element* ****

Display Element in bold.

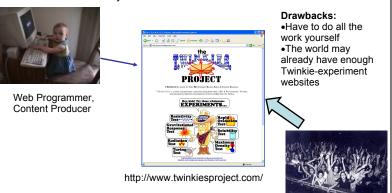
Element ::= Text

What is a HTML interpreter?

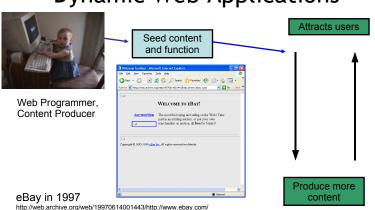
'FIGHT CLUB' AT TEXAS Night Shift Made Cell one Videos of Plus text encoding details ...

MENTALLY DISABLED FORCED INTO

Popular Web Site: Strategy 1 Static, Authored Web Site

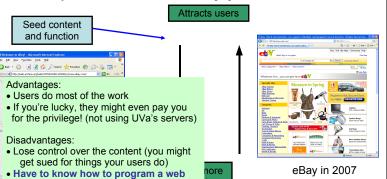


Popular Web Site: Strategy 2 Dynamic Web Applications



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Popular Web Site: Strategy 2 Dynamic Web Applications



Dynamic Web Sites

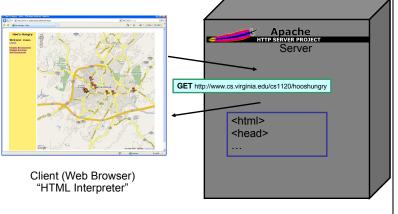
- · Programs that run on the client's machine
 - Java, JavaScript, Flash, etc.: language must be supported by the client's browser (so they are usually flaky and don't work for most visitors)
 - Used mostly to make annoying animations to make advertisements more noticeable
 - Occasionally good reasons for this: need a fancy interface on client side (like Google Maps)
- Programs that run on the web server
 - Can be written in any language, just need a way to connect the web server to the program
 - Program generates regular HTML works for everyone

Dynamic Web Site

- (Almost) Every useful web site does this

Dynamic Web Site

application



Read ../public_html/cs1120/hooshungry/show-restaurants.py

Request
Processor

#!/usr/bin/python

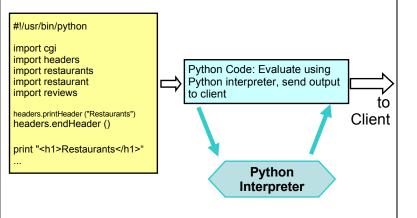
show-restaurants.py

#35

#33

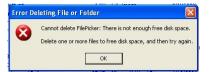
Client

Processing a GET Request



Using a Database

- HTTP is stateless
 - No history of information from previous requests
- We probably need some state that changes as people visit the site
- That's what databases are for store, manipulate, and retrieve data



SQL

- Structured Query Language (SQL)
 - (Almost) all databases use it
- Database is tables of fields containing values
- All fields have a type (and may have other attributes like UNIQUE)
- Similar to procedures from PS5

Python Code: Evaluate using Python interpreter, send output Python Code: Evaluate using Python interpreter, send output To Client SQL Command Database

Liberal Arts Trivia: Linguistics

(and Sociology)

 This linguistic relativity hypothesis postulates a systematic relationship between the grammatical categories of a language and how the speaker understands and behaves in the world. In essence, it holds that a language's nature influences the habitual thought of its speakers: different languages yield different patterns of thought. Ideas that are prevalent in the culture can be stated concisely (in few words); foreign thoughts are difficult to express. Liberal Arts Trivia: Chinese History

 This beverage is made solely of the leaves of Camellia sinensis that have undergone minimal oxidation during processing. The drink originated in China more than 4000 years ago but has spread (e.g., it is also ubiquitous in Japan).

History

Liberal Arts Trivia: Engineering, Architecture and Physics

 This bridge's main span famously collapsed on July 1, 1940 due to aeroelastic flutter caused by a 42 mph wind. In 1998 the film of it was selected for preservation in the US Library of Congress as being "culturally, historically or aesthetically significant." The footage is still shown to students as a cautionary tale.



Liberal Arts Trivia: Latin American Studies, Archaeology

• This civilization began as a Cuzco-area tribe around 1200 and grew to absorb other Andean communities, becoming the largest empire in pre-Columbian America. They invented the quipu ("talking knots") for recording decimal numbers in knotted strings of llama hair. They also performed the first successful skull surgery, as well as using coca leaves to deaden pain. Machu Picchu is a World Heritage site associated with this culture.

Secure Programming

cs1120

"Honor System" Programming

All your users are nice and honest Nothing terribly bad happens if your program misbehaves

Enough to (hopefully) make you dangerous!

cs2220

"Real World" Programming

Some users are mean and dishonest

Bad things happen if your program misbehaves

Buffer Overflows

int main (void) {
 int x = 9;
 char s[4];

 gets(s);
 printf ("s is: %s\n", s);
 printf ("x is: %d\n", x);
}

C Program

h
return address g

f

x e
s[3] d
s[2] c
s[1] b
s[0] a

Stack

Buffer Overflows

> gcc -o bounds bounds.c

```
int main (void) {
    int x = 9;
    char s[4];

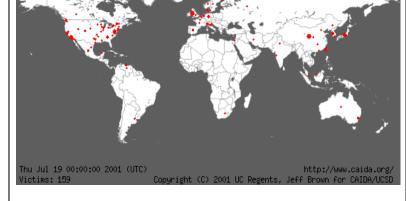
    gets(s);
    printf ("s is: %s\n", s);
    printf ("x is: %d\n", x);
}
```

Note: your results may vary (depending on machine, compiler, what else is running, time of day, etc.). This is what makes C fun!

```
> bounds
abcdefghijkl
                     (User input)
s is: abcdefghijkl
x is: 9
> bounds
abcdefghijklm
s is: abcdefghijklmn
x is: 1828716553
                    = 0x6d000009
> bounds
abcdefghijkl<u>n</u>
s is: abcdefghijkln
                     = 0x\underline{6}e000009
x is: 1845493769
> bounds
aaa... [a few thousand characters]
```

What does this kind of mistake look like in a popular server?

Code Red



Security in cs1120

Can you have a Buffer Overflow vulnerability in Scheme, Charme, LazyCharme, StaticCharme, or Python?

Security in cs1120

Can you have a Buffer Overflow vulnerability in Scheme, Charme, LazyCharme, StaticCharme, or Python?

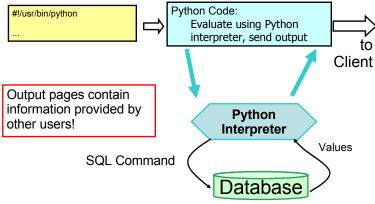
No (unless there is a bug in the underlying implementation)! Memory is managed by the interpreter, so you don't have to allocate it, or worry about how much space you have.

Web Application Security

- Malicious users can send bad input to your application
- Authentication: most interesting applications need user logins



Cross-Site Scripting



Cross-Site Scripting Demo

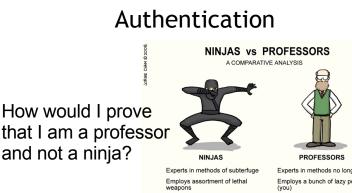
user: weimer password: \$1\$34254\$fEzeA5lPHLRixnIhpXj0p0 url: https://church.cs.virginia.edu/cs1120/hooshungry/

Enter Review:

Preventing Cross-Site Scripting

- Never never never ever trust users!
- Everything you generate from user input needs to be checked and sanitized (remove the tags)

For your ps9 websites, you may assume all users are bound by the UVa Honor Code and won't do anything evil. But, don't forget how irresponsible it is to put something like this on the web!



Can kill you without remorse
Always shown wearing the same outfit
Wears a hood
Hurls Shurikens

People think they're pretty cool Shrouded in mystery PROFESSORS

Experts in methods no longer used Employs a bunch of lazy peons (you)

Can kill your career or worse Always wears the same outfit

Wears a hood at graduation

Hurls when you present your research
They think they're pretty cool
Shrouds you in misery

WWW. PHDCOMICS

How do you authenticate?

- Something you know
 - Password
- Something you have
 - Physical key (email account?, transparency?)
- Something you are
 - Biometrics (voiceprint, fingerprint, etc.)

Serious authentication requires at least 2 kinds

Early Password Schemes

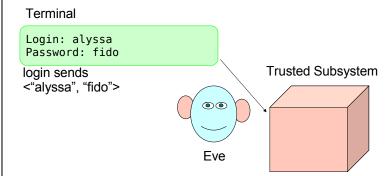
Login does direct password lookup and comparison.

| UserID | Password |
|--------|----------|
| alyssa | fido |
| ben | schemer |
| weimer | Lx.Ly.x |

Login: alyssa Password: spot

Failed login. Guess again.

Login Process



Password Problems

- Need to store the passwords
 - Dangerous to rely on database being secure
- Need to transmit password from user to host
 - Dangerous to rely on Internet being confidential





First Try: Encrypt Passwords

- Instead of storing password, store password encrypted with secret K.
- When user logs in, encrypt entered password and compare to stored encrypted password.

| UserID | Password |
|--------|----------------------------------|
| alyssa | encrypt _κ ("fido") |
| ben | $encrypt_{\kappa}$ ("schemer") |
| weimer | encrypt _K ("Lx.Ly.x") |

Problem if K isn't so secret: $\operatorname{decrypt}_{\kappa}(\operatorname{encrypt}_{\kappa}(P)) = P$

Homework

- PS8 Due Today
- PS9 Description Due Wednesday
- Exam 2 Out Wednesday