



CYBERSECURITY SPECIAL INTEREST GROUP 3RD MEETING

MAY 27, 2021

5:30 PM - 6:30 PM



AGENDA

1. Opening Remarks – Dr. Arshad Ali – 10 Min
2. Security Management at University – Dr. Saad A. Malik, Namal – 15 Min
3. Setting up a SOC in University – Mr. Rizwan Ali, SPS – 25 Min
4. General Discussion – 10 Min

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Security Management at a University Part-II by

Saad A. Malik*

SPS/SPINN Lab Special Interest Group on Cyber Security Weekly Talks

Dated: 27 May 2021

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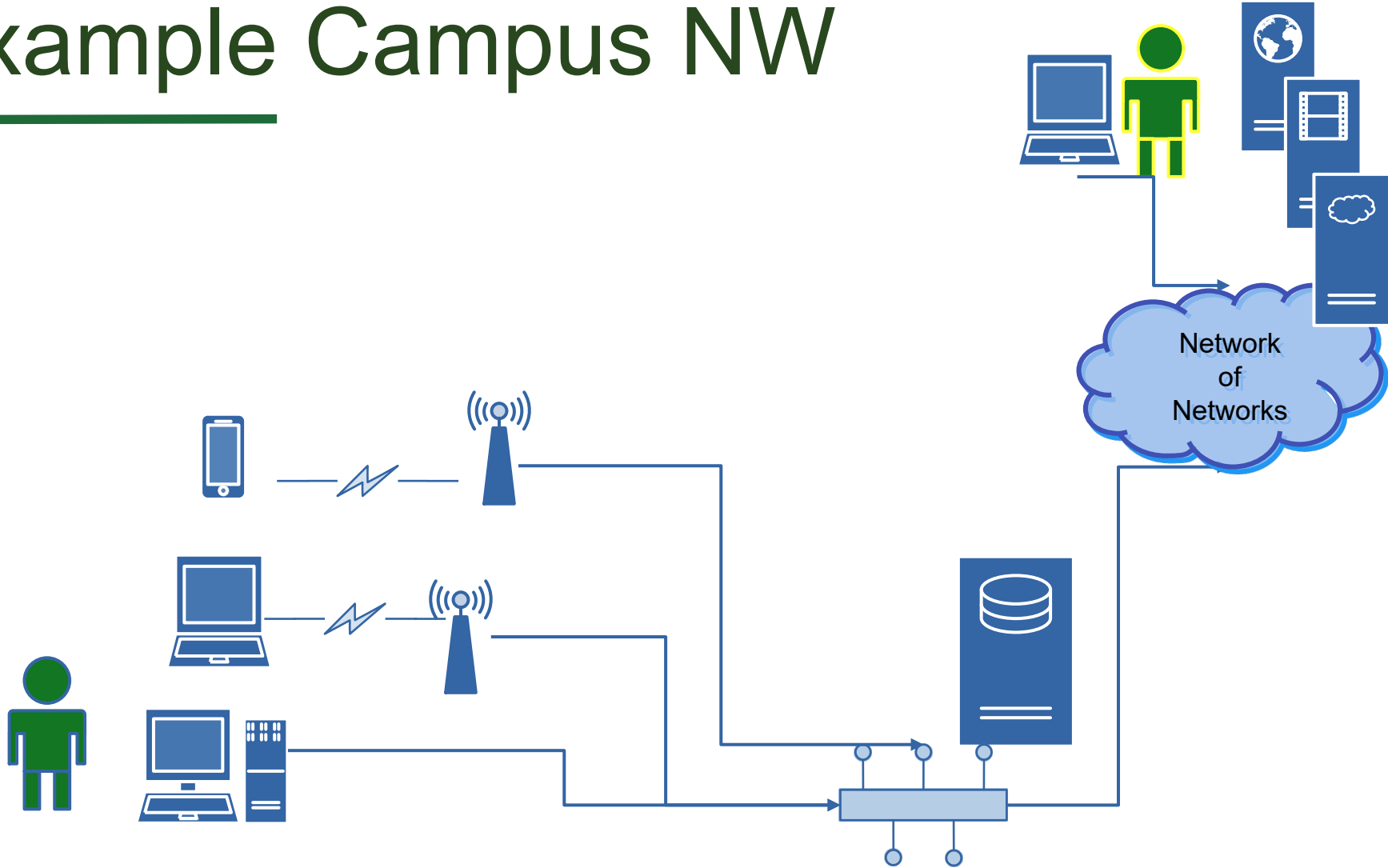


Outline of the talk

- Review a campus network for a Denial of Service Attack.



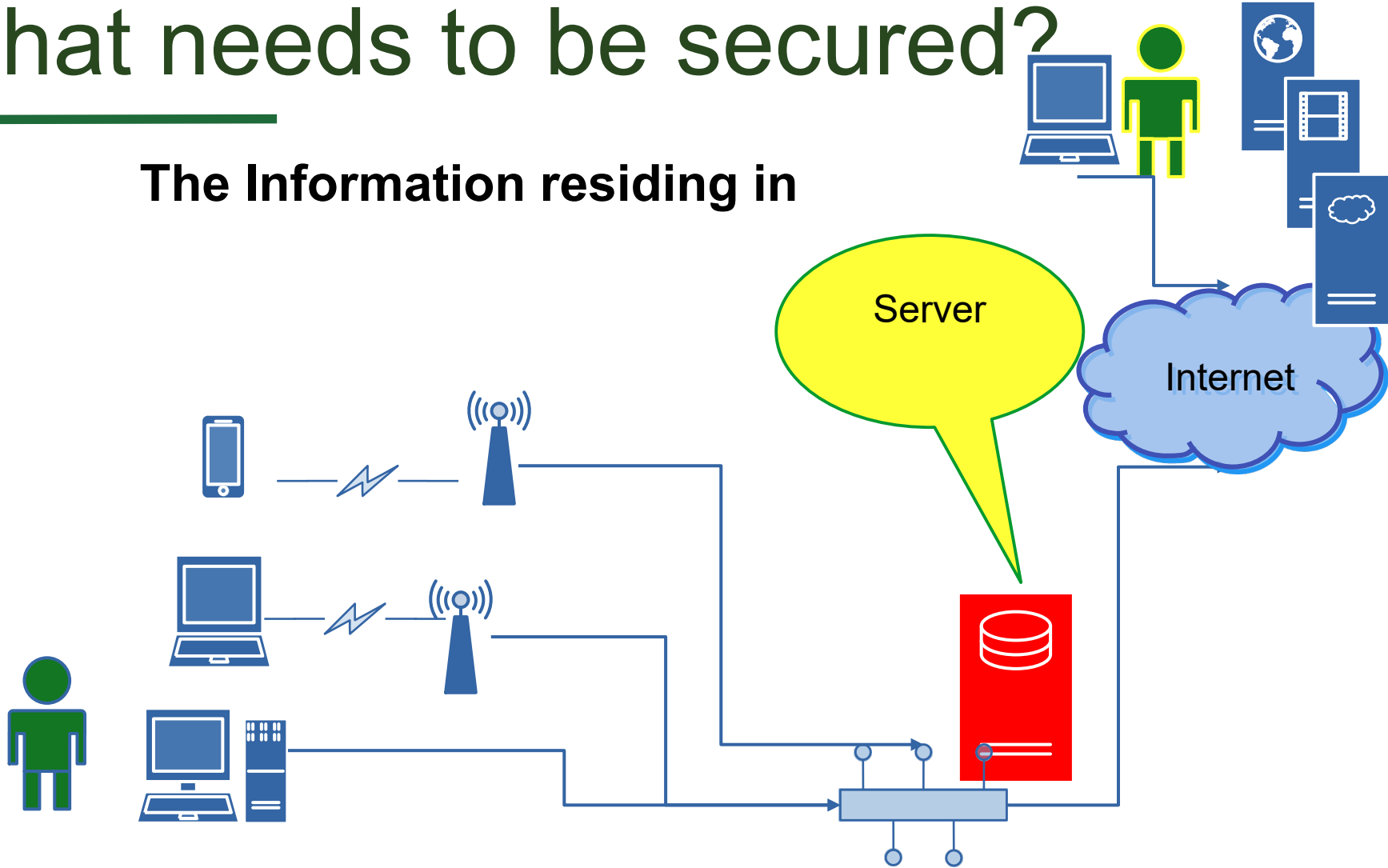
Example Campus NW





What needs to be secured?

The Information residing in

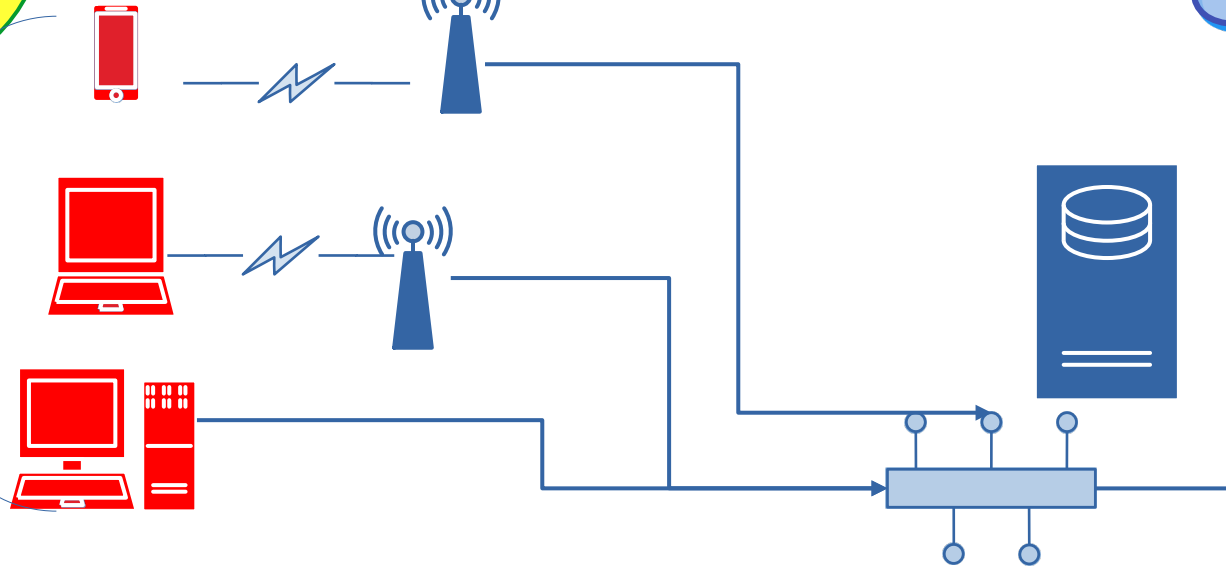




What needs to be secured?

The Information residing in:

Smart phones,
Laptops,
Desktops,
PDA

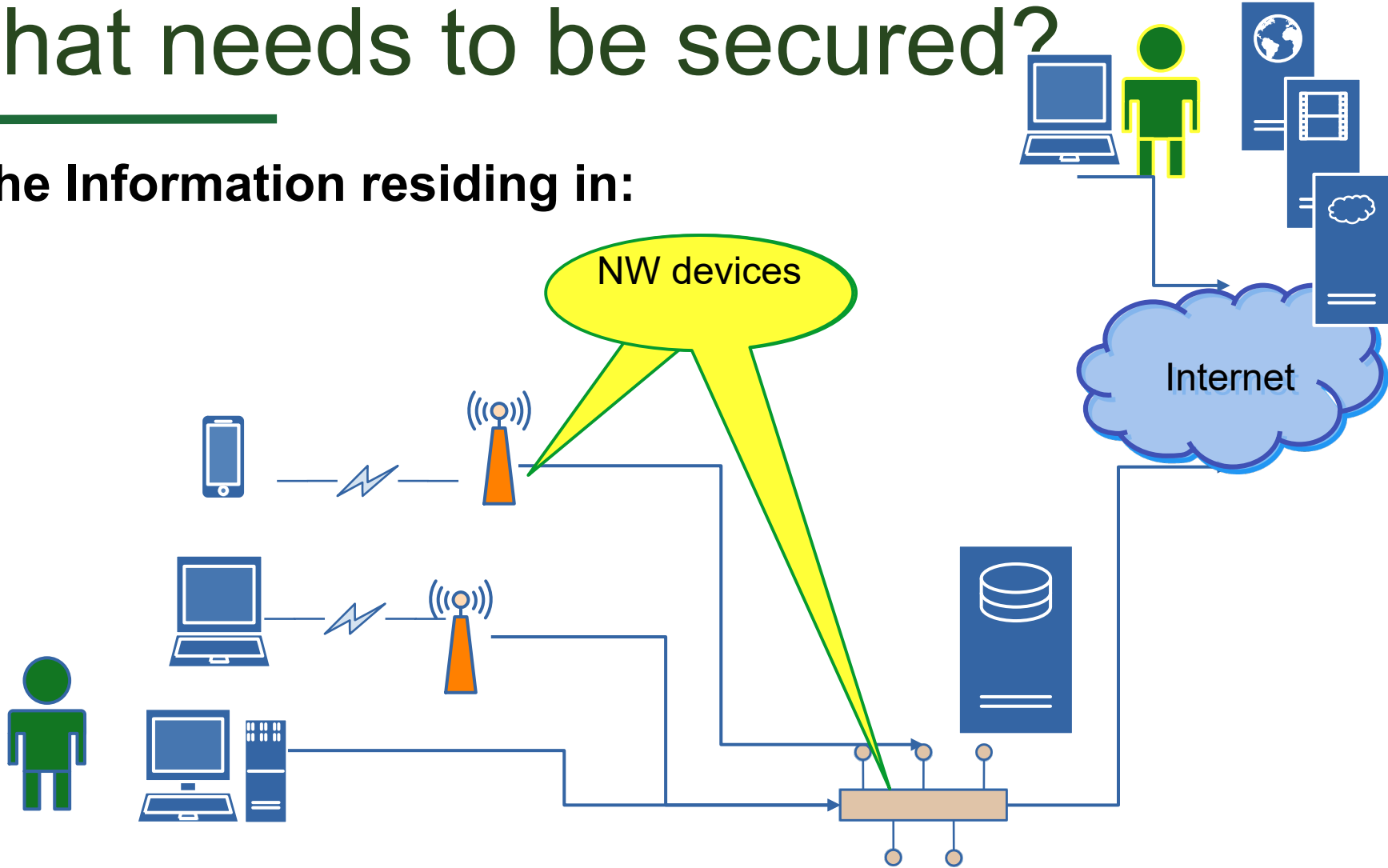


Internet



What needs to be secured?

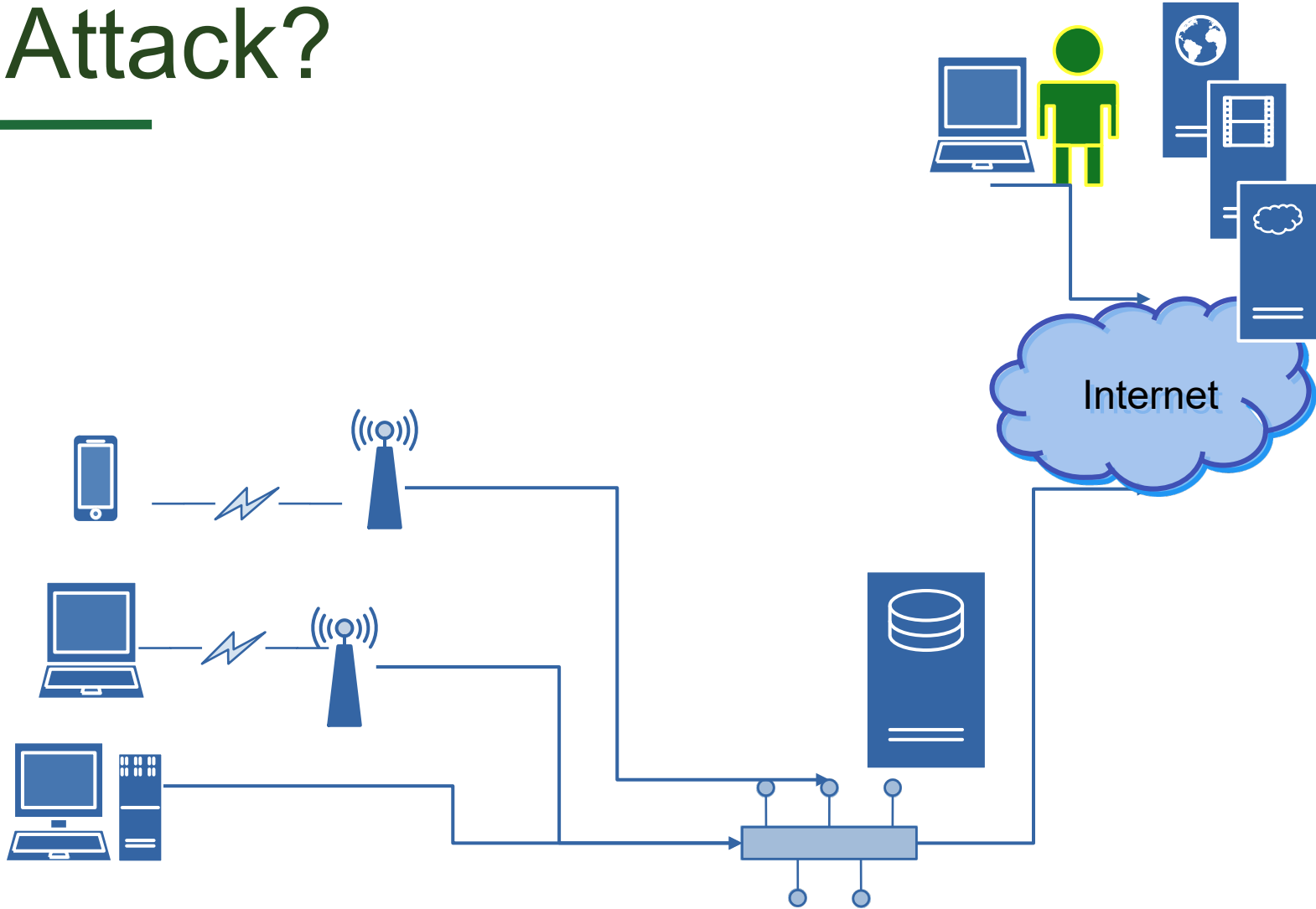
The Information residing in:





DOS Attack?

User #1
Waiting for server
To get free





DOS Attack?

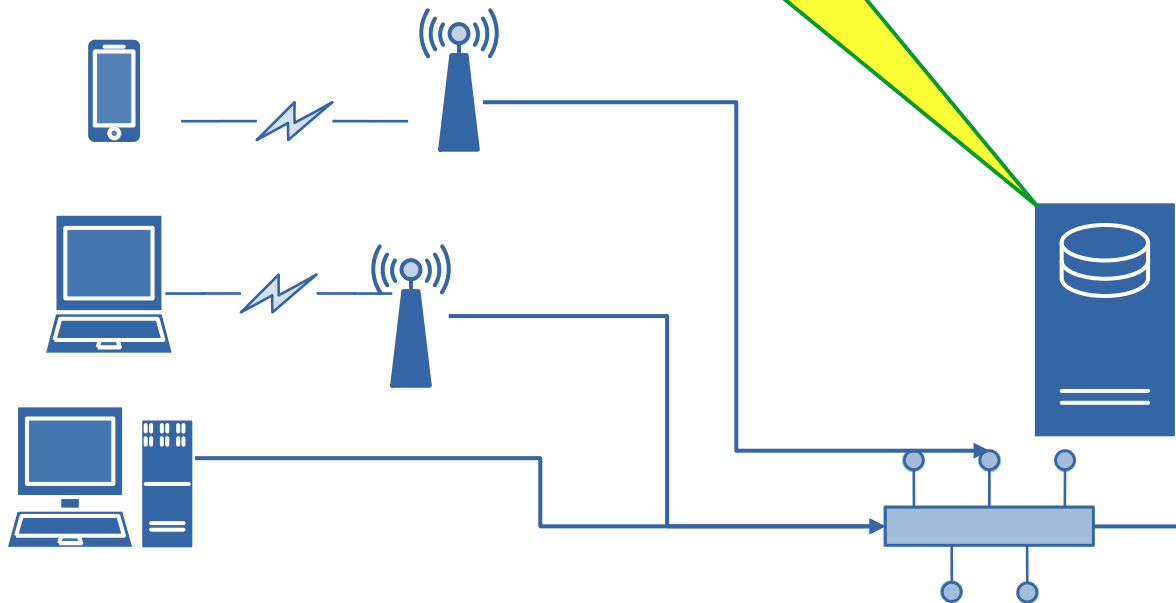
User #1
Waiting for server
To get free



Repeatedly
Sends requests
To LMS



LMS is constantly
Servicing User #2





Back to the Basics:

- how information is accessed over the network?
 - – How information is stored in a computer?
 - – How it is made available on the network?
 - – how DOS attacks work!



Computers are Everywhere!



**An internal Computer keeps each
of the devices operational!**

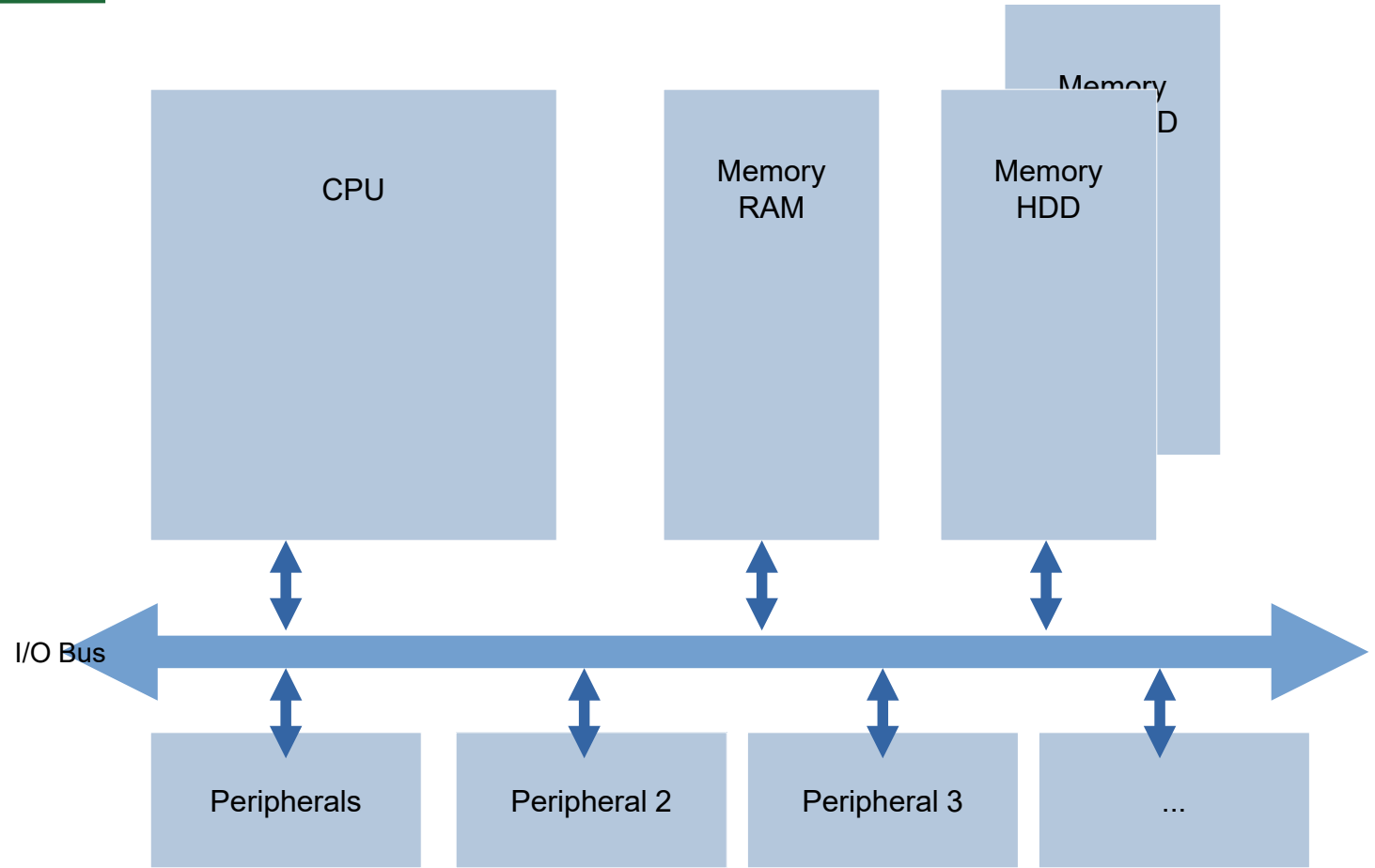
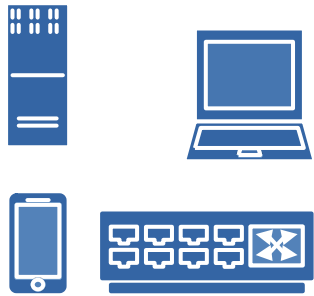


- processes information from data.
- executes actions, based on commands.
- e.g desktops, laptops, routers, smart phones.



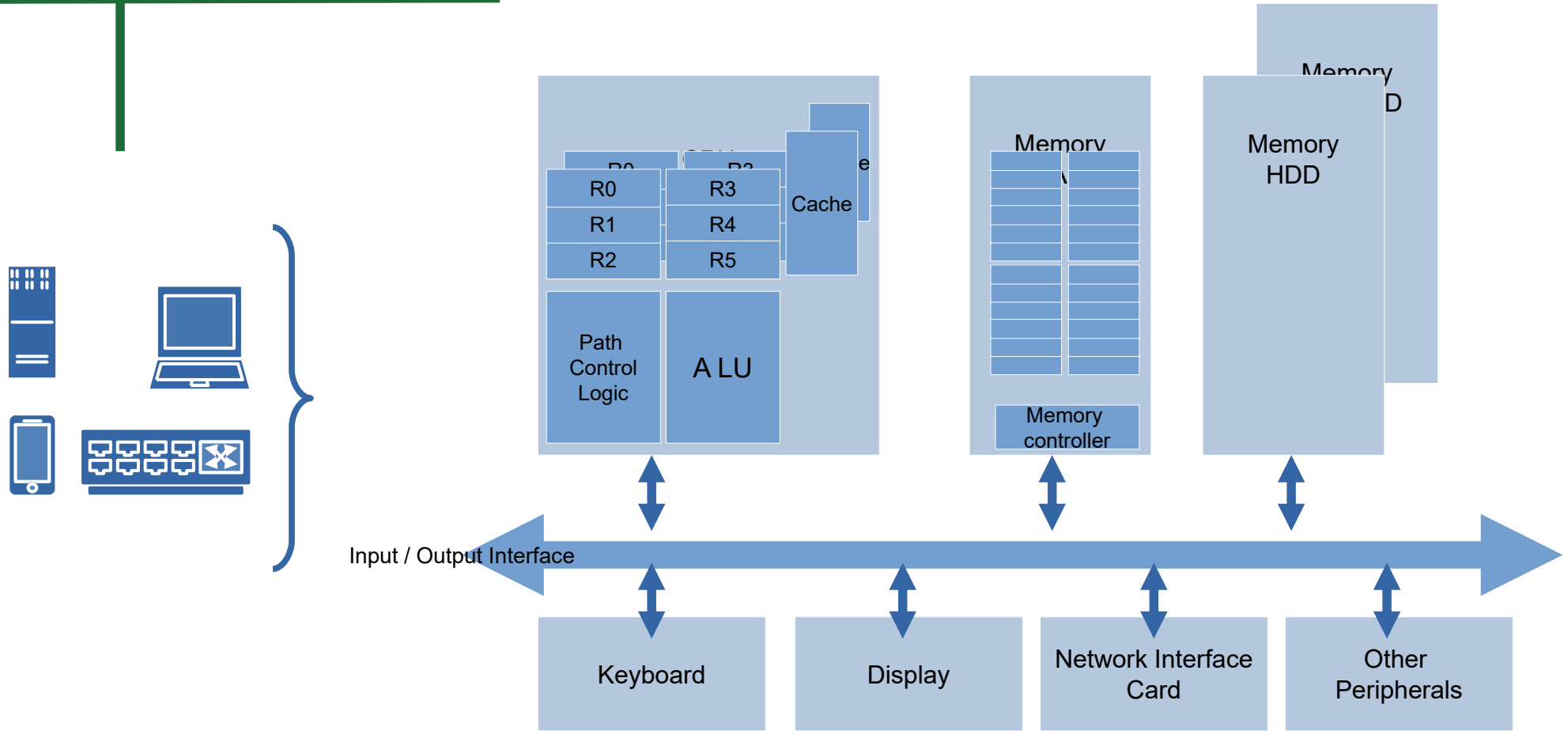


Building blocks of a Computer!





Building blocks of a Computer



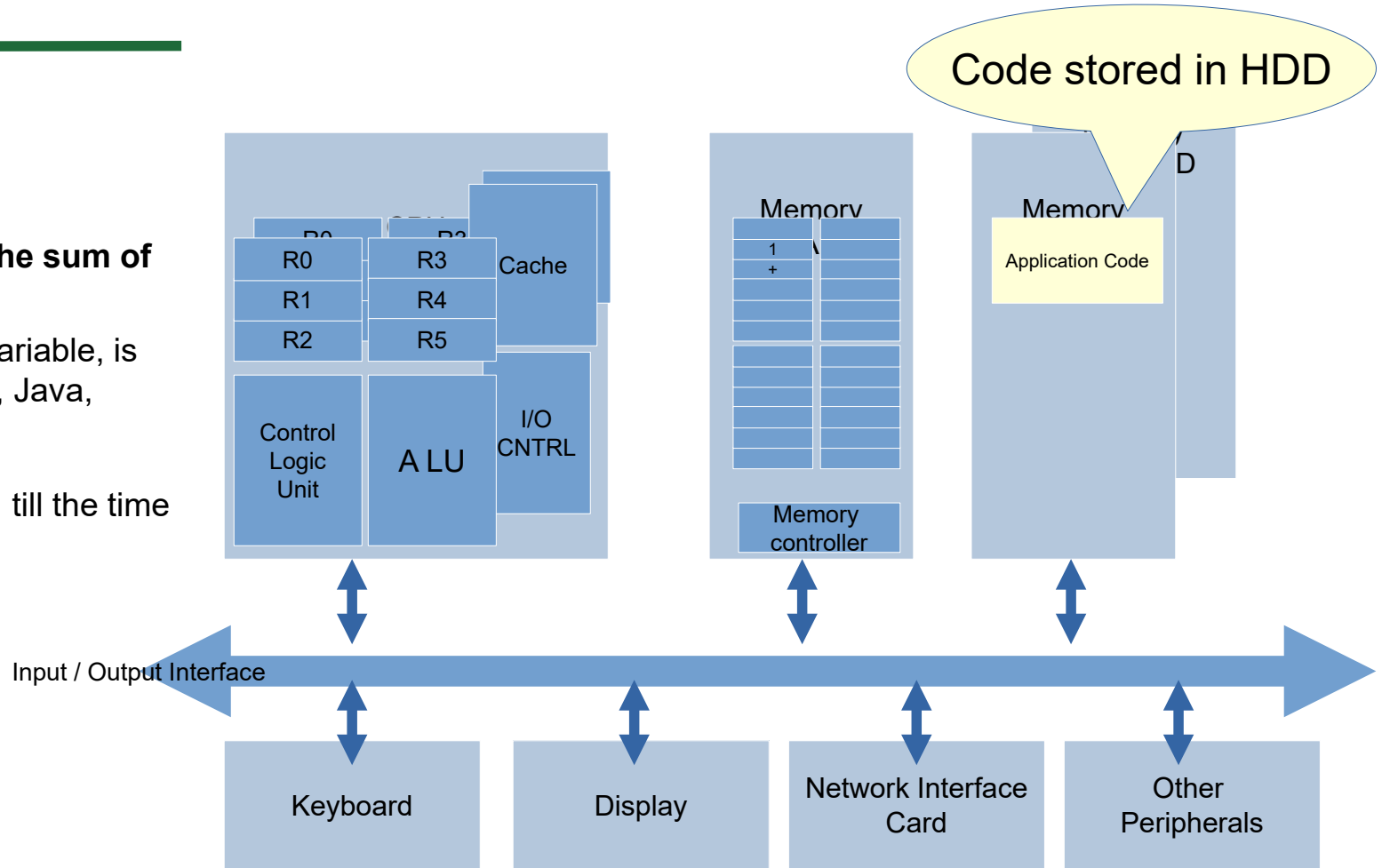


How does code execute?

E.g. ask computer to find the sum of two numbers say $a + b$.

A code which can sum two variable, is written in either Assembly, C, Java, Python etc.

The Code resides in HDD, till the time it is executed.





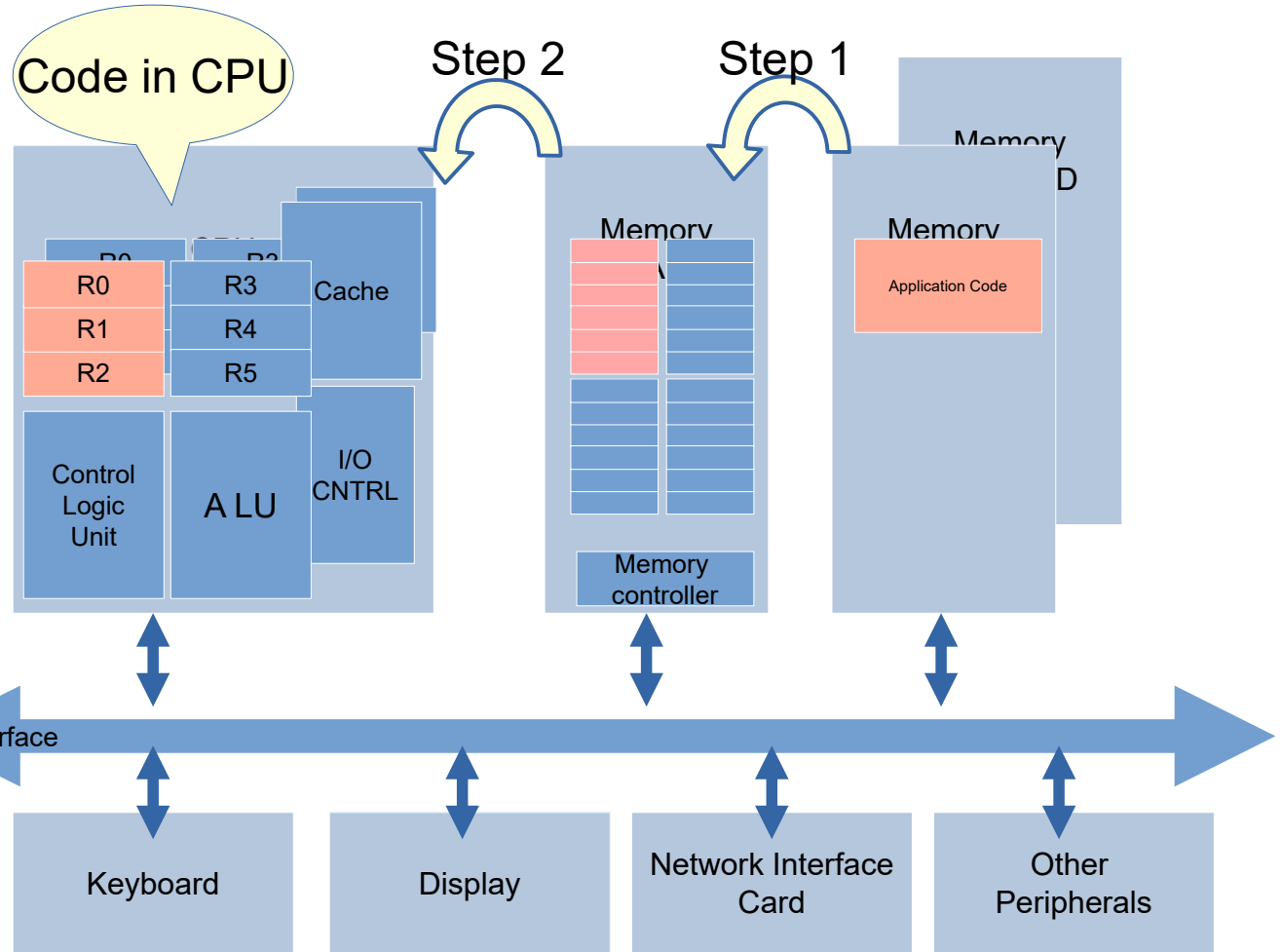
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STEP 1, 2: On execution, it is fetched into RAM, then to CPU cache, and then into internal registers.





How does a code execute?

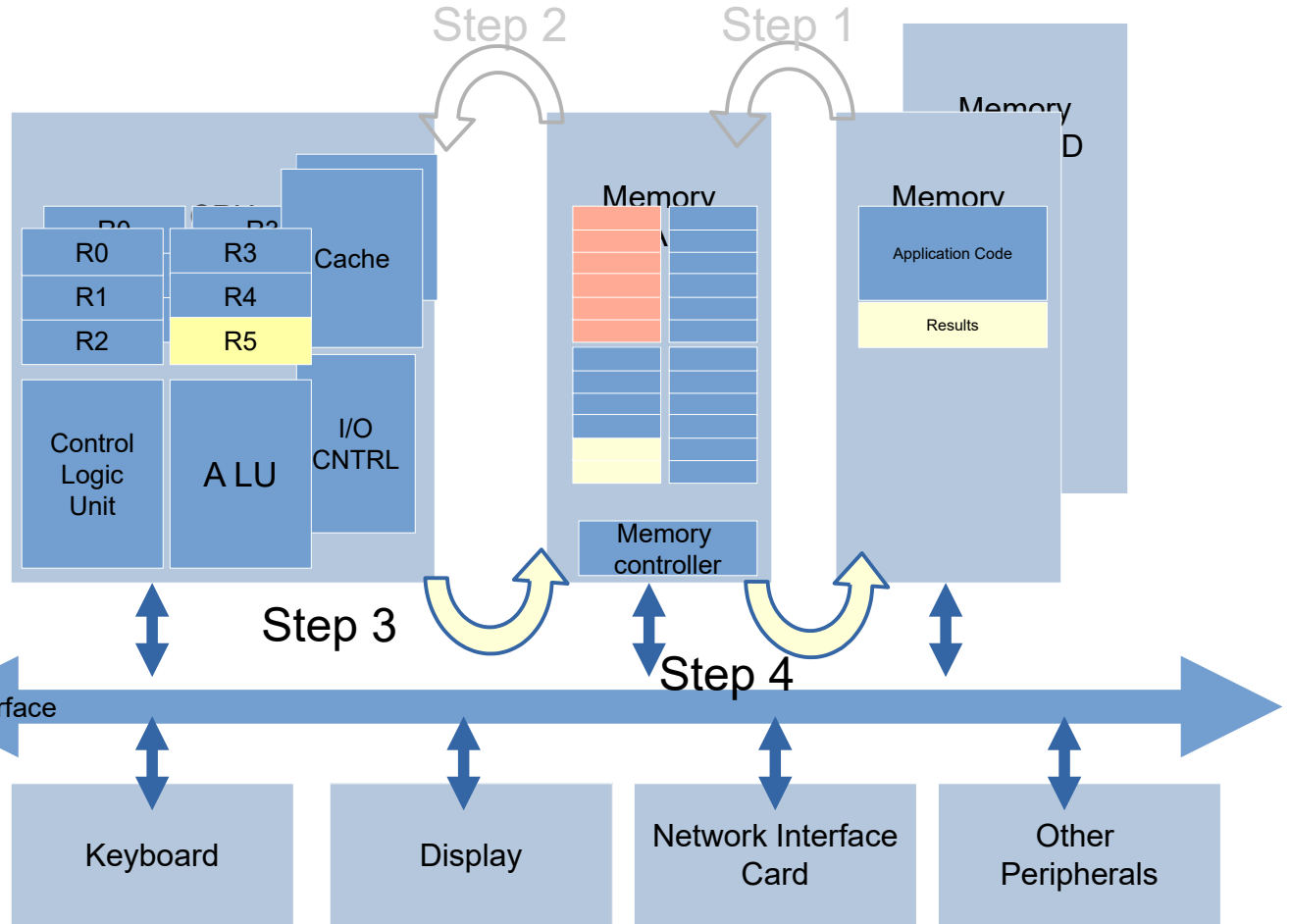
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The Code resides in HDD, till the time it is executed.

On execution, it is fetched into RAM, then to CPU cache, and then into internal registers.

STEP 3: ALU then computes the sum, stores it in one of the registers.



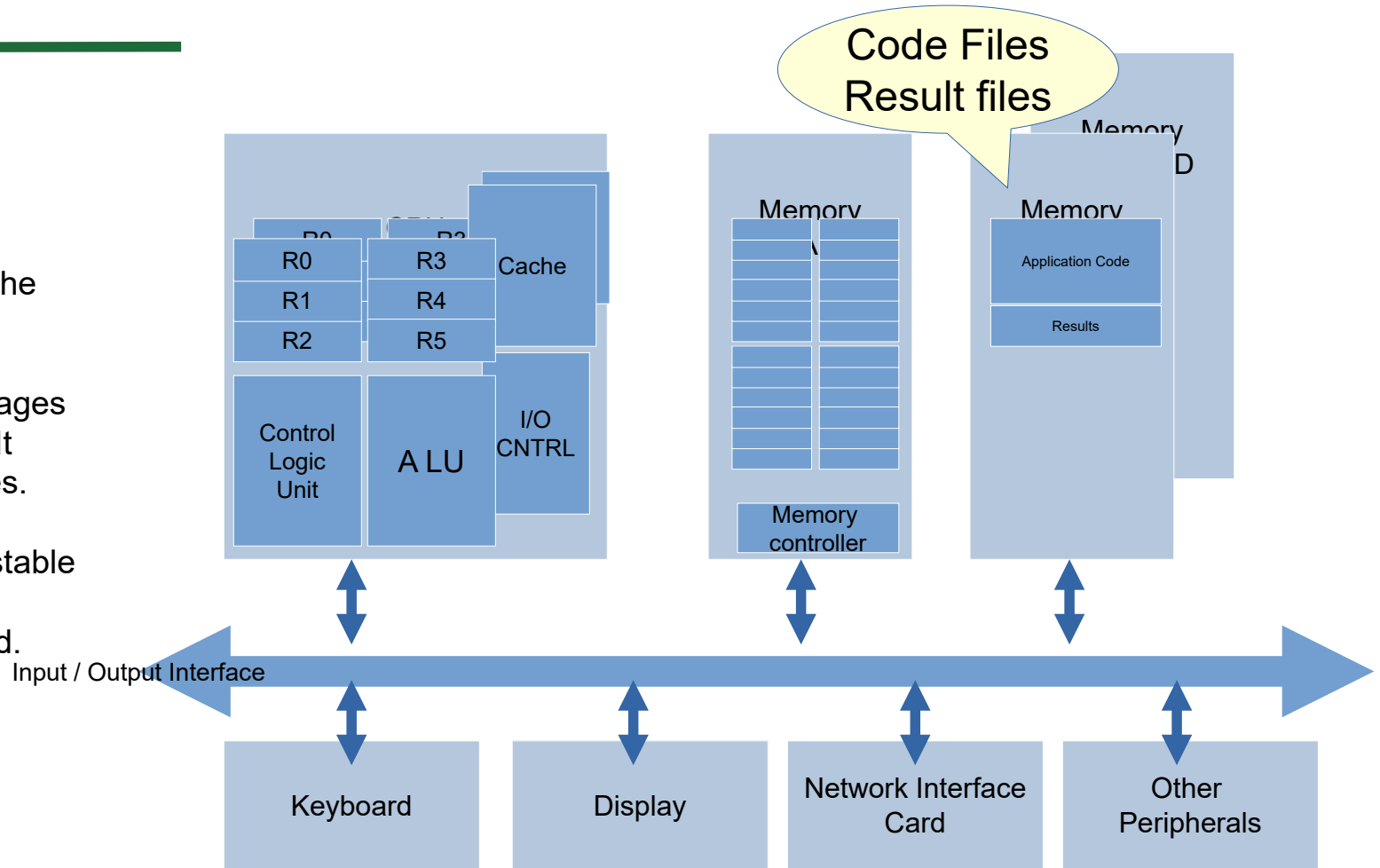


Files the containers of information!

The application code, and the results are stored as **files**.

The operating system manages the storage format of files. It also manages the resources.

Unix philosophy is behind stable OS's e.g. Red Hat Linux, SystemV, MAC OS, Android.

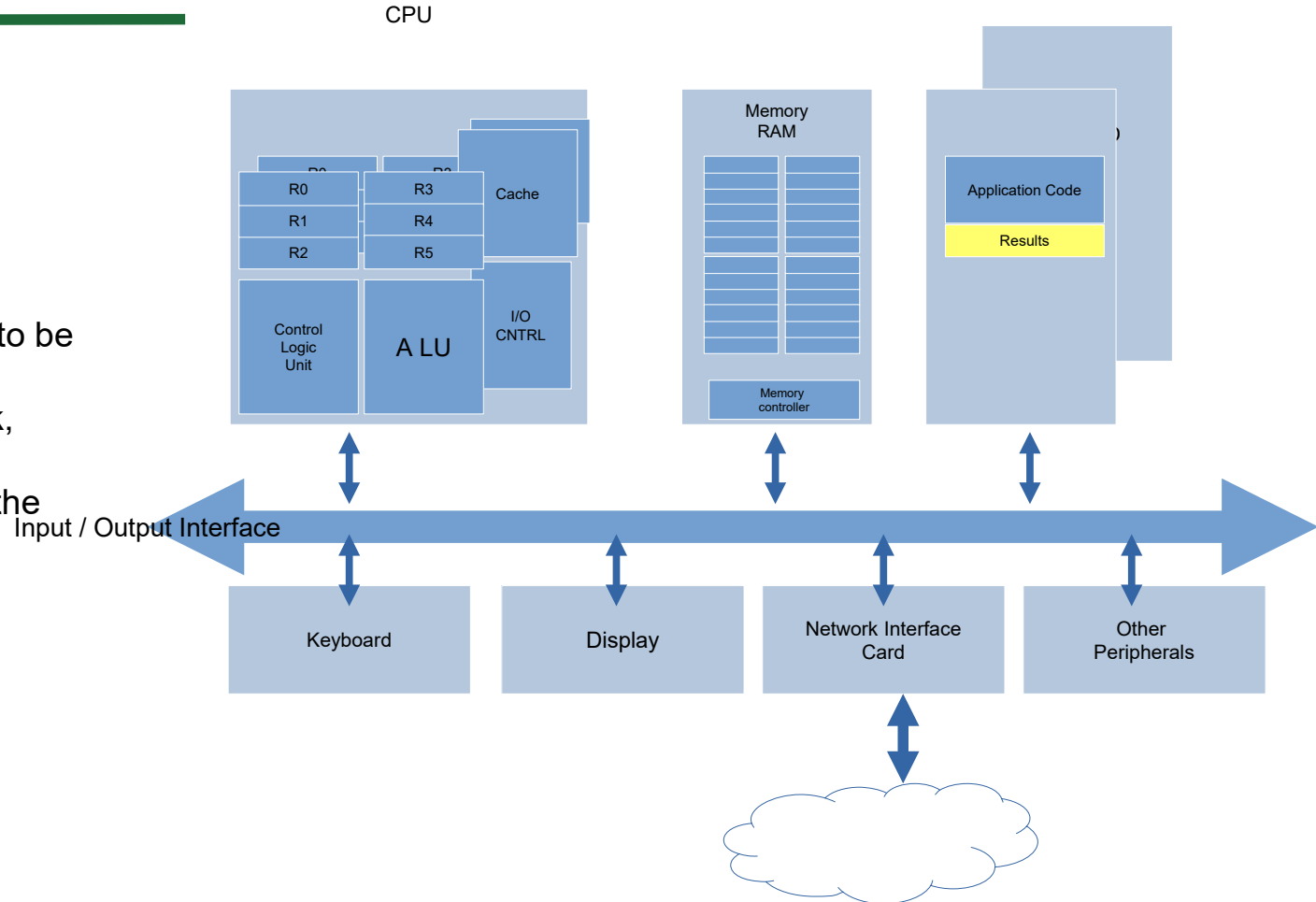




Send Results over the NW!

Scenario

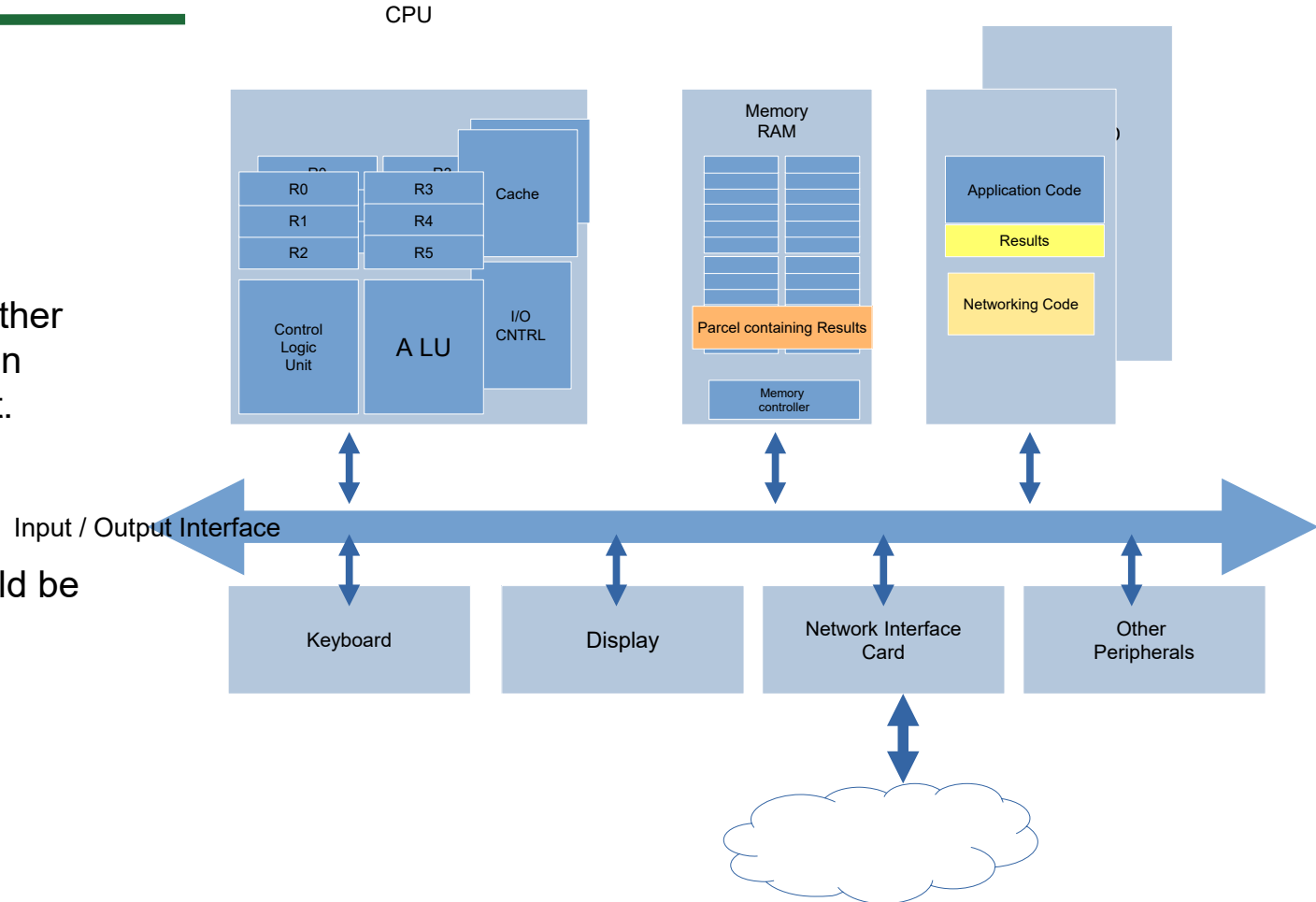
Assuming the results need to be sent to another computer connected over the network, then how the file named "Results" is transferred via the network.





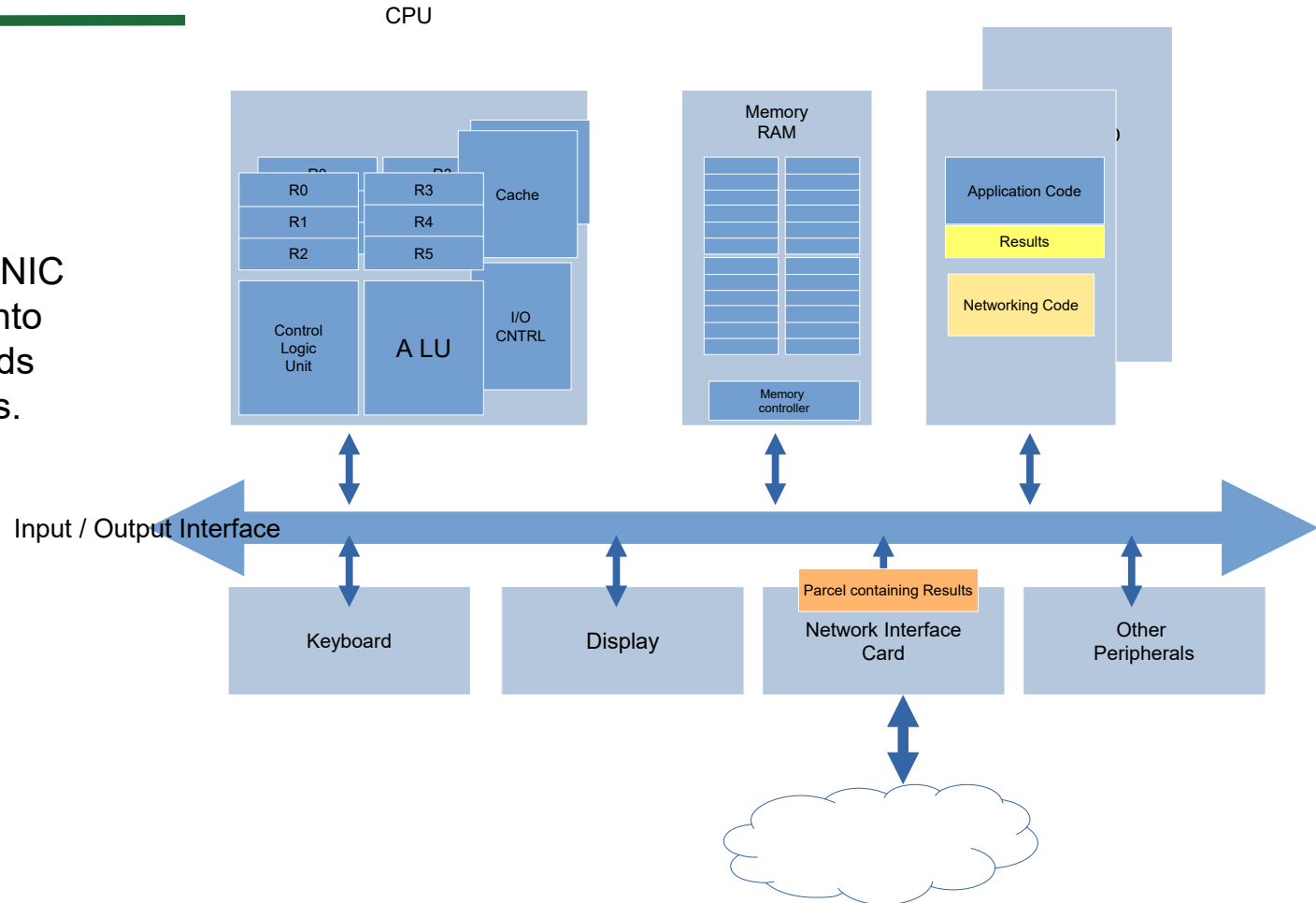
Another application will transform the file into another file, suitable for sending on the internet, called packet.

Note:
The parcel may be sent directly from RAM, or could be stored in HDD.





Parcel is sent to the NIC. NIC converts the digital data into electrical signals and sends them on a wire or wireless.





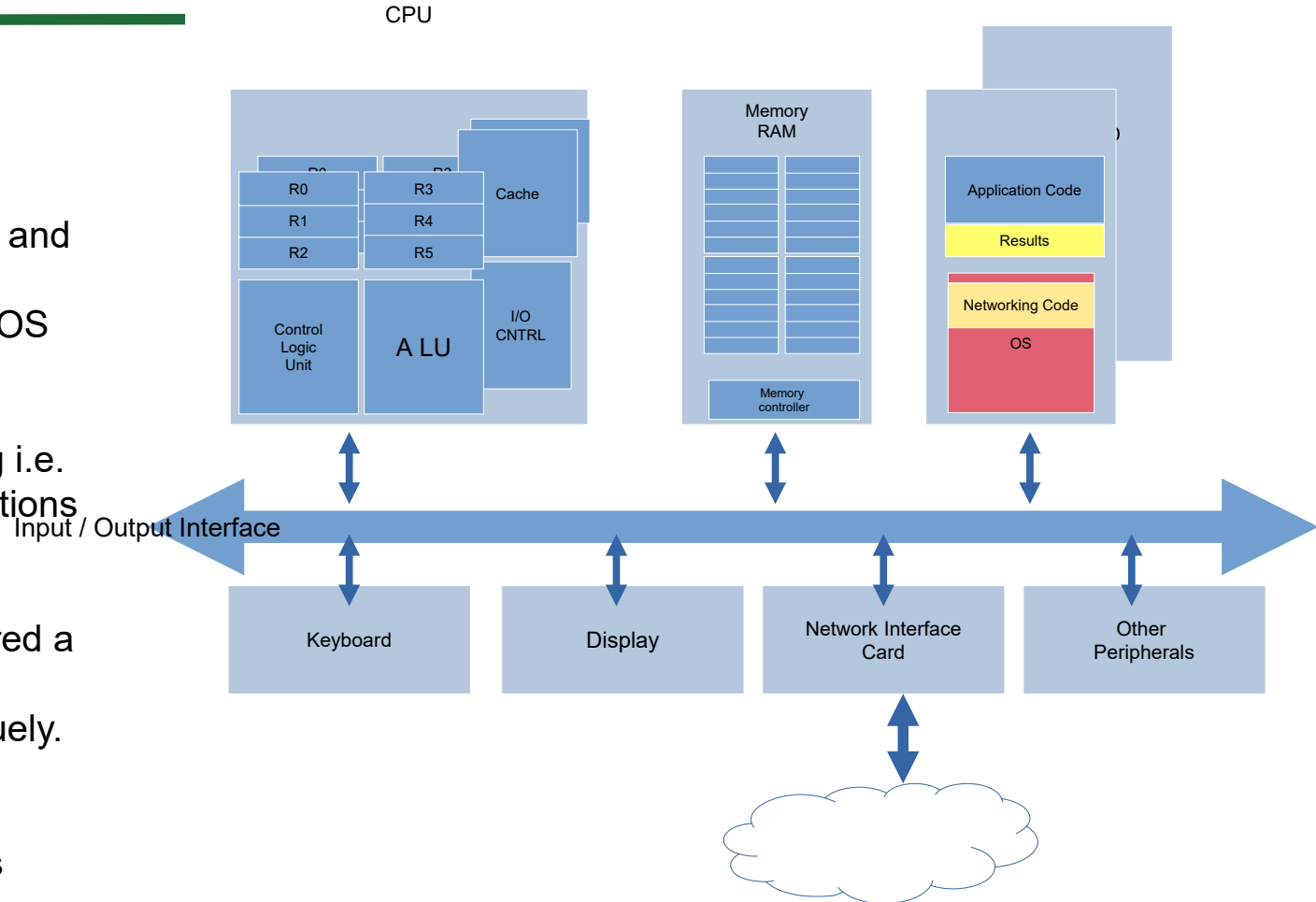
The role of Operating System!

In modern OS's like Unix, and Windows, the networking code is embedded in the OS kernel.

OS supports multi-tasking i.e. it can run multiple applications simultaneously.

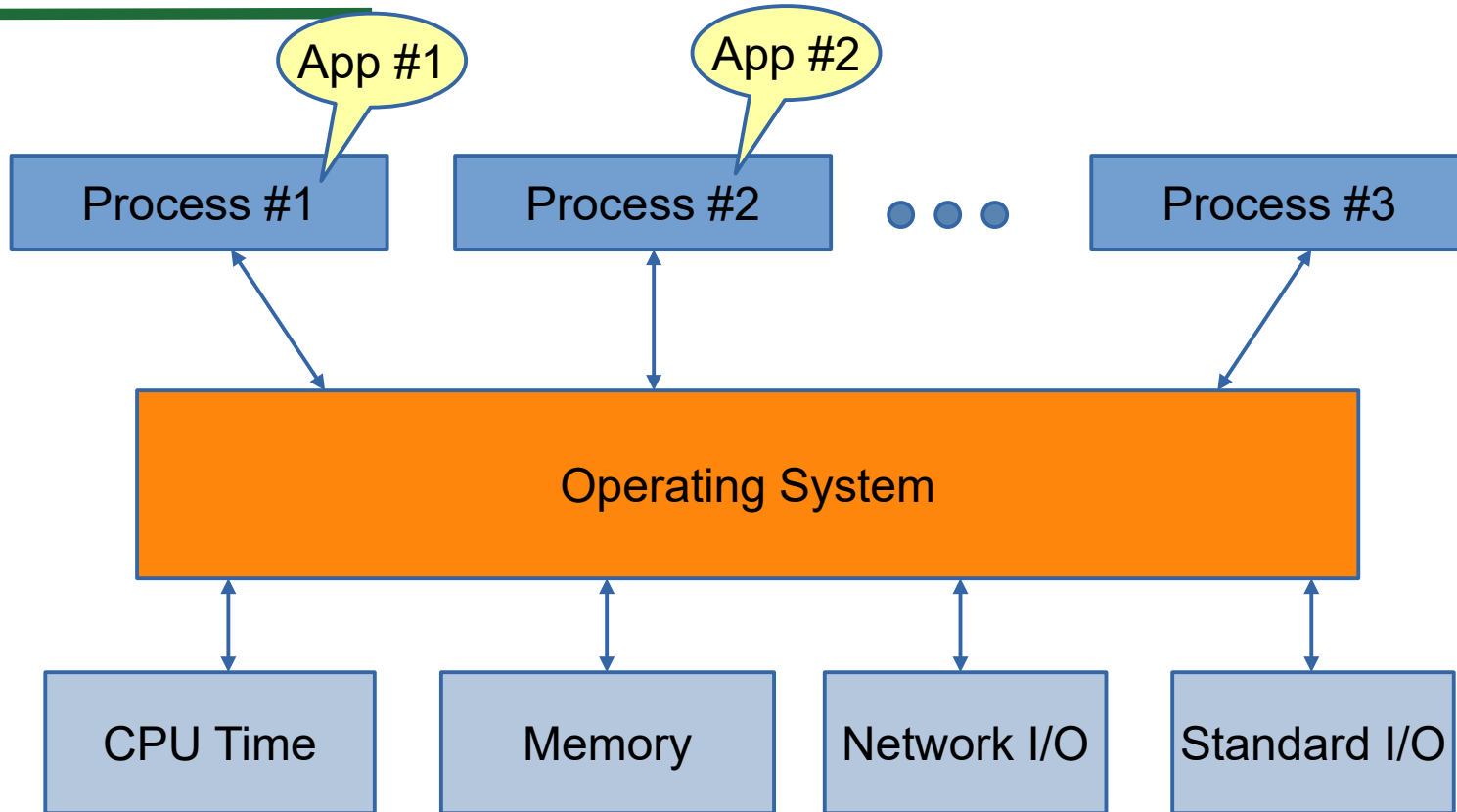
An application is considered a process, therefore each process is identified uniquely.

A popular API used for networking applications is Sockets



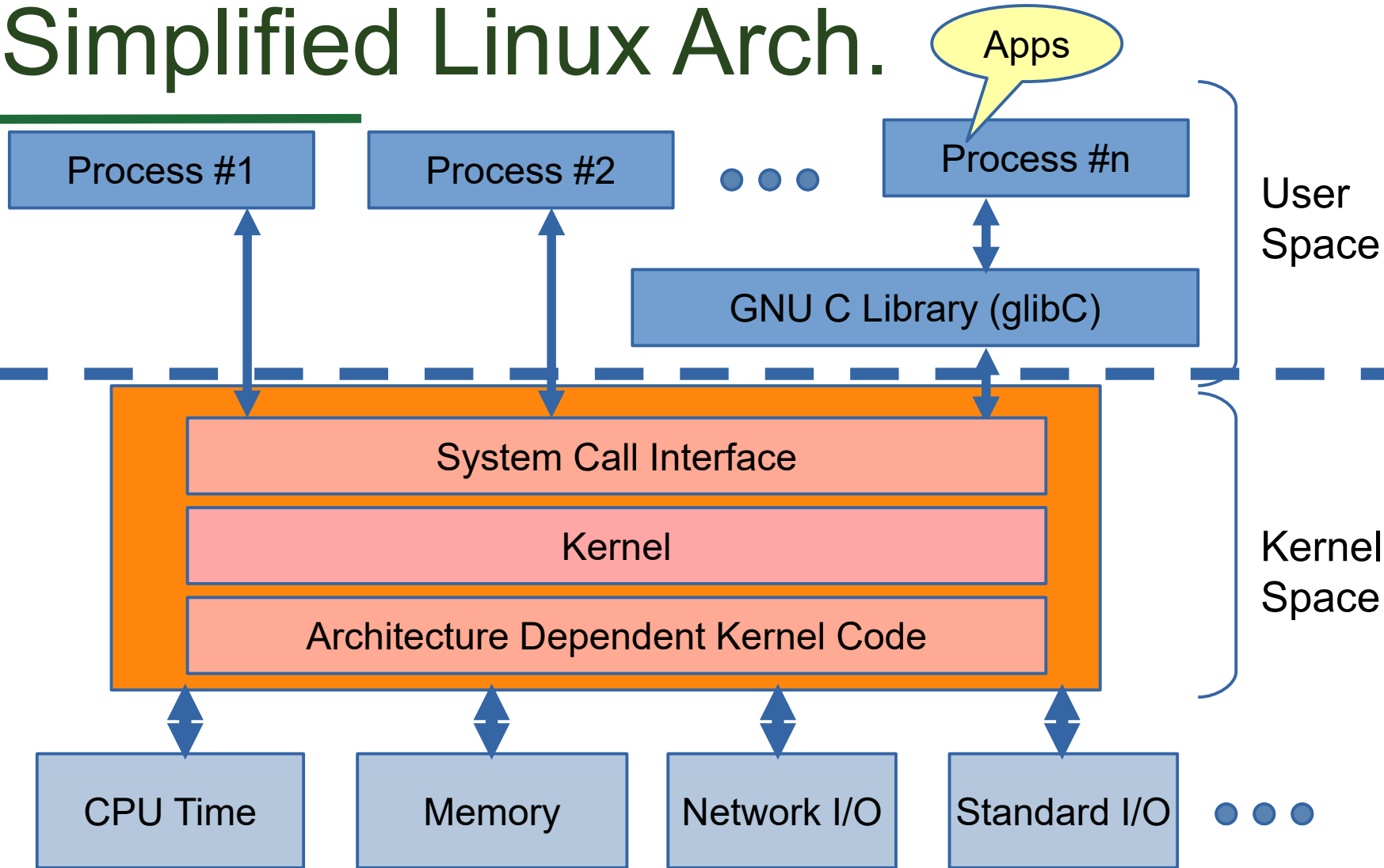


MultiTasking Operating System



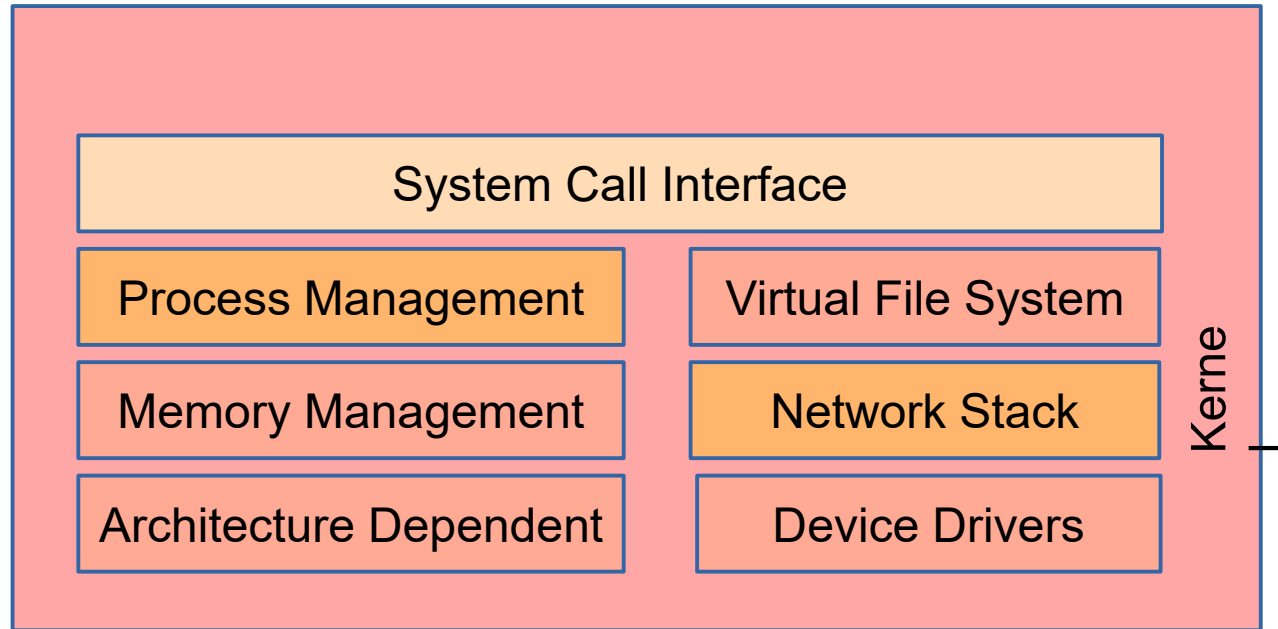


Simplified Linux Arch.



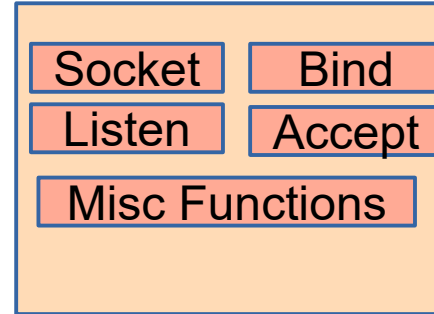


Simplified Kernel Sub-Systems

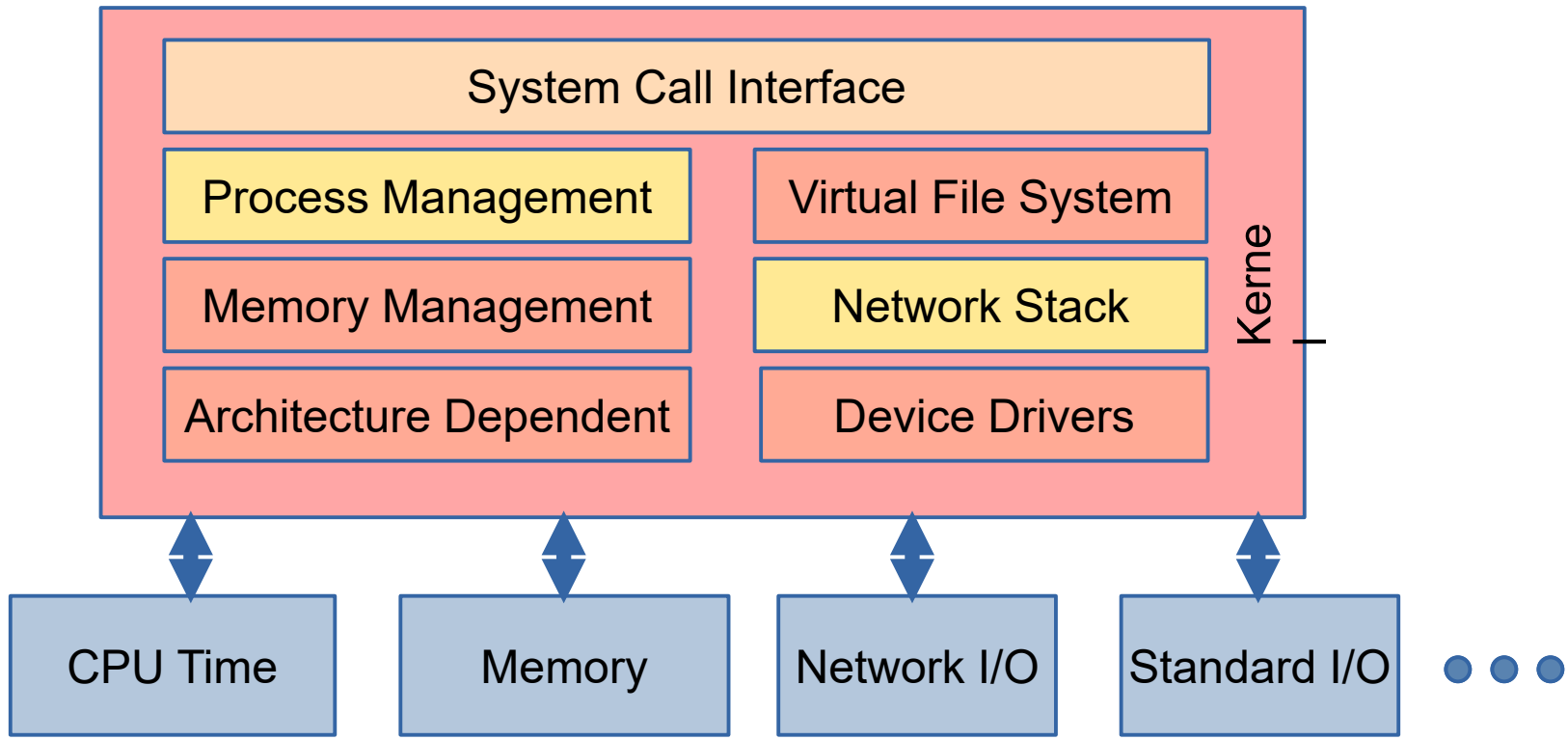




Socket API



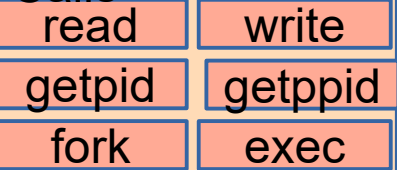
Socket
Application
Programme
r
Interface



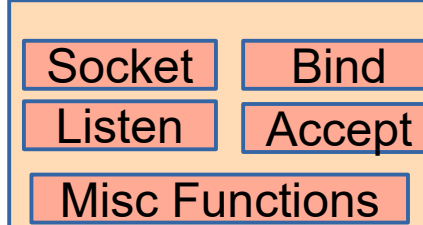


System

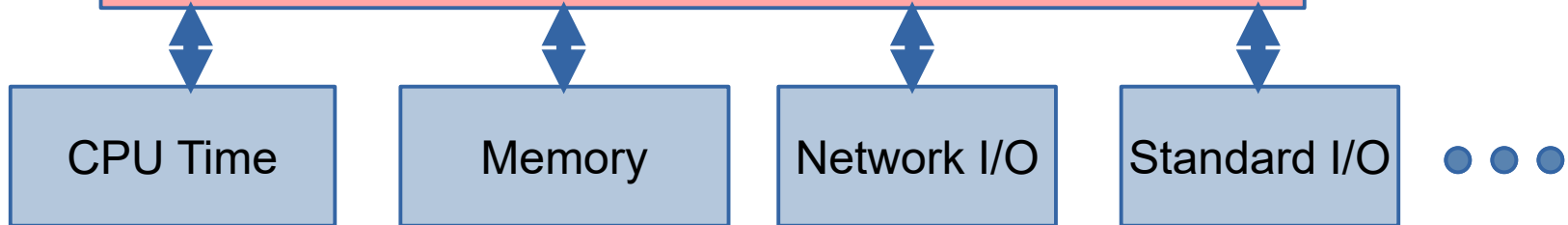
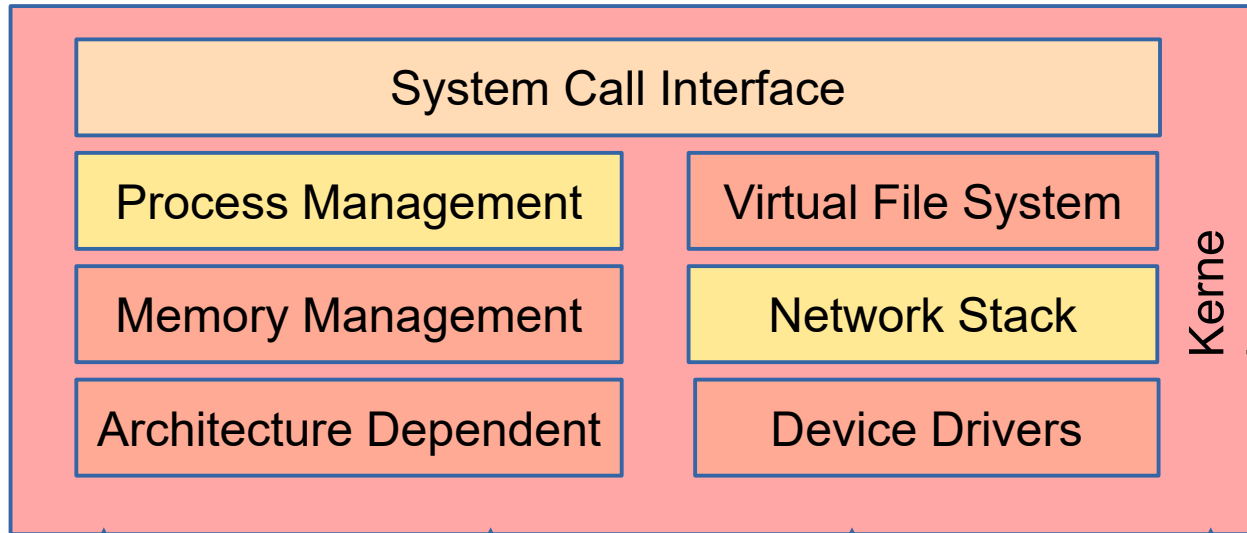
Calls



Socket API



Networking APPs
Use these APIs
To send message
Over the network





Lets delve in to coding.



```
#include <stdio.h> /* standard I/O library */
#include <stdlib.h> /* exit */
#include <netdb.h>
#include <sys/socket.h> /* berkley socket library */
#include <sys/types.h> /* */
#include <stdarg.h>
#include <syslog.h>
#include <errno.h>
#include <strings.h> /*mem set */
#include <unistd.h>
#include <netinet/in.h>
#include <arpa/inet.h> /*sockaddr*/
#include <time.h>
#include <string.h>

#define MAXLINE 1024
#define BACKLOG 128 /* 4096 for kernel 5.4 */
#define SA struct sockaddr /* Used for type casting */

int
main (int argc, char **argv)
{
```



```
main (int argc, char * argv)
{
    int listenfd, connfd, n_lfd, n_cfd;
    char buff[MAXLINE+1];
    struct sockaddr_in servaddr; /* 6 is mentioned*/
    /*struct sockaddr *SA //another way to define pointer to struct*/
    time_t ticks;

    /* Calling socket function */
    listenfd = socket(AF_INET, SOCK_STREAM, 0);
    if(listenfd < 0)
    {
        printf(" Socket error ");
        exit(-1);
    }

    /* Populating the Addresses */
    bzero(&servaddr, sizeof(servaddr));
    servaddr.sin_family = AF_INET;
    servaddr.sin_port = htons(5500); /* daytime server*/
    servaddr.sin_addr.s_addr = htonl(INADDR_ANY);

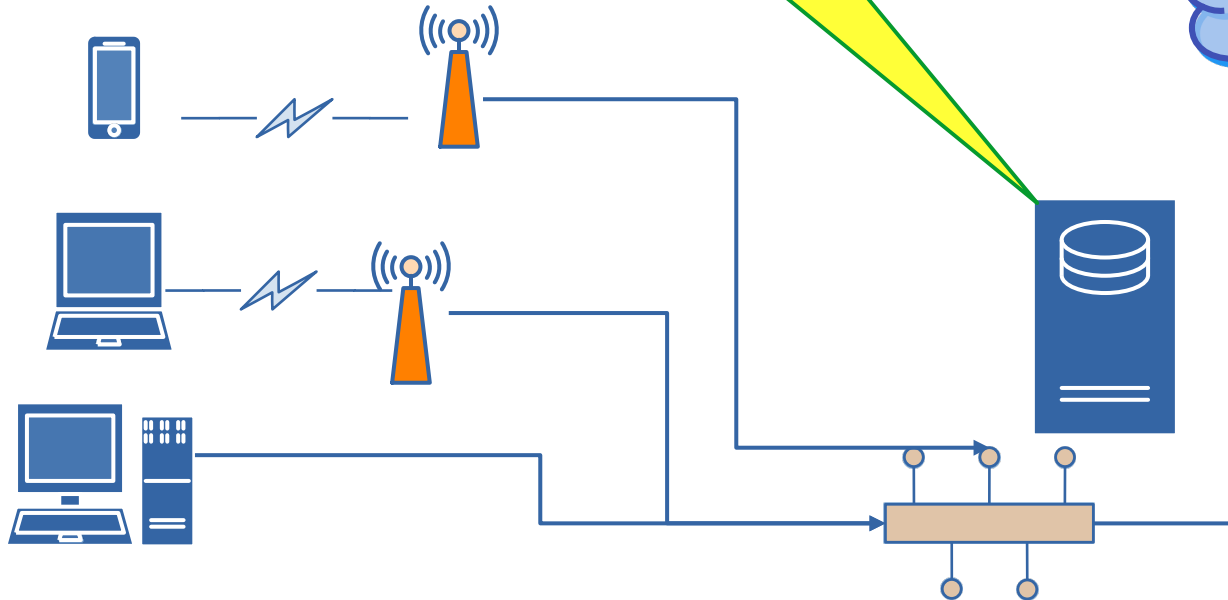
    /* Binding the socket to the port servaddr.sin_port*/
    n_lfd = bind(listenfd, (SA *) &servaddr, sizeof(servaddr));
    if(n_lfd == -1)
    {
        printf("Error could not bind\n");
        exit(-1);
    }

    /* Listening to valid connections*/
    n_cfd = listen (listenfd, BACKLOG);

    /* Accept requests again and again */
    for ( ; ; ) {
        connfd = accept(listenfd, (SA *) NULL, NULL);
        ticks = time(NULL);
        sprintf(buff, sizeof(buff), "%.24s\r\n", ctime(&ticks));
        write(connfd, buff, strlen(buff));
        close(connfd);
        sleep(1);
    }
}
```



User #1
Waiting for server
To get free



LMS is constantly
Servicing User #2

Repeatedly
Sends requests
To LMS





Thank you !

- Questions, queries etc.

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GENERAL DISCUSSION

(SPINNLABS@SPSNET.COM)

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THANK YOU!

spinnlabs@spsnet.com

BACK UP SLIDES
