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Aktivitas :

- Dosen Ilmu Komputer FMIPA **Universitas Lampung**
- Tim Pembelajaran Daring Indonesi Terbuka dan Terpadu – **Kemenristek Dikti**, Belmawa
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- ❖ Pemahaman yang baik, akan menimbulkan aktivitas yang baik, niatkan karena Allah..
- ❖ Insya allah menjadi amal ibadah , Manjadda Wajadda !!



AGENDA

- Introduction/Defense in Depth
- Using Perimeter Defenses
- Using ISA Server to Protect Perimeters
- Using ICF to Protect Clients
- Protecting Wireless Networks
- Protecting Communications by Using IPSec



	Perimeter Defense	Client Defense	Intrusion Detection	Network Access Control	Confidentiality	Secure Remote Access
ISA Server	X		X	X		X
ICF		X				
802.1x / WPA				X	X	
IPSec		X			X	X

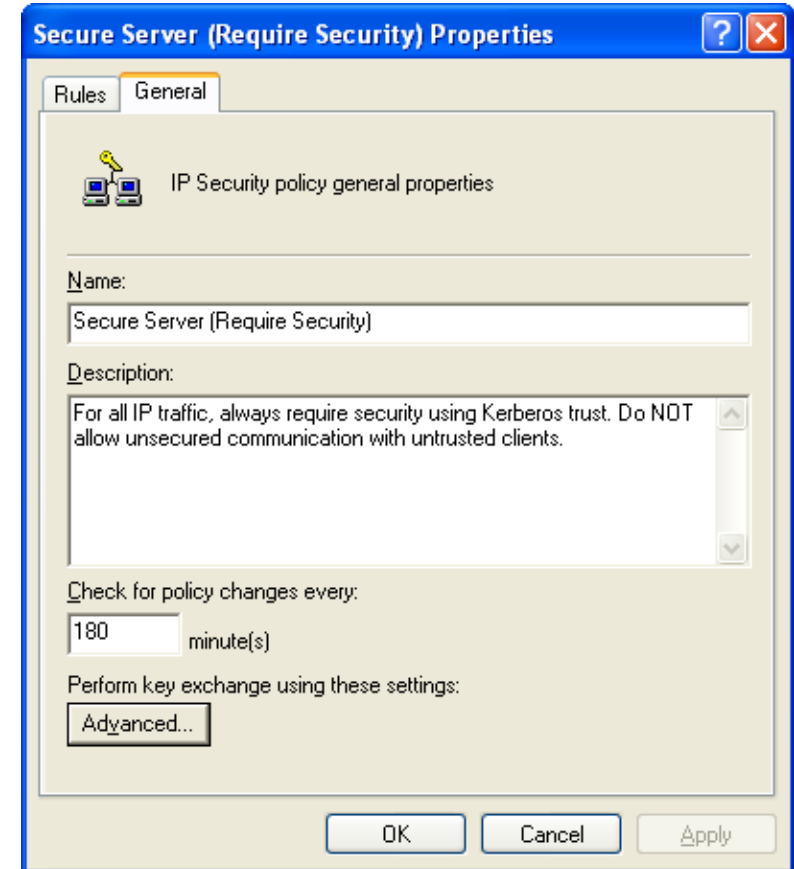
Komponen IP Sec yang akan dibahas dalam Goal of Network Security



- **What is IP Security (IPSec)?**
 - A method to secure IP traffic
 - Framework of open standards developed by the Internet Engineering Task Force (IETF)
- **Why use IPSec?**
 - To ensure encrypted and authenticated communications at the IP layer
 - To provide transport security that is independent of applications or application-layer protocols

❖ Apa dan mengapa IPSec diperlukan dalam Network and Internet Defense

- **Basic permit/block packet filtering**
- **Secure internal LAN communications**
- **Domain replication through firewalls**
- **VPN across untrusted media**





- **Filters for allowed and blocked traffic**
- **No actual negotiation of IPSec security associations**
- **Overlapping filters—most specific match determines action**
- **Does not provide stateful filtering**
- **Must set "NoDefaultExempt = 1" to be secure**

From IP	To IP	Protocol	Src Port	Dest Port	Action
Any	My Internet IP	Any	N/A	N/A	Block
Any	My Internet IP	TCP	Any	80	Permit

❖ Skenario IP Sec dalam implementasi IPSec Filtering



- **Spoofed IP packets containing queries or malicious content can still reach open ports through firewalls**
- **IPSec does not provide stateful inspection**
- **Many hacker tools use source ports 80, 88, 135, and so on, to connect to any destination port**

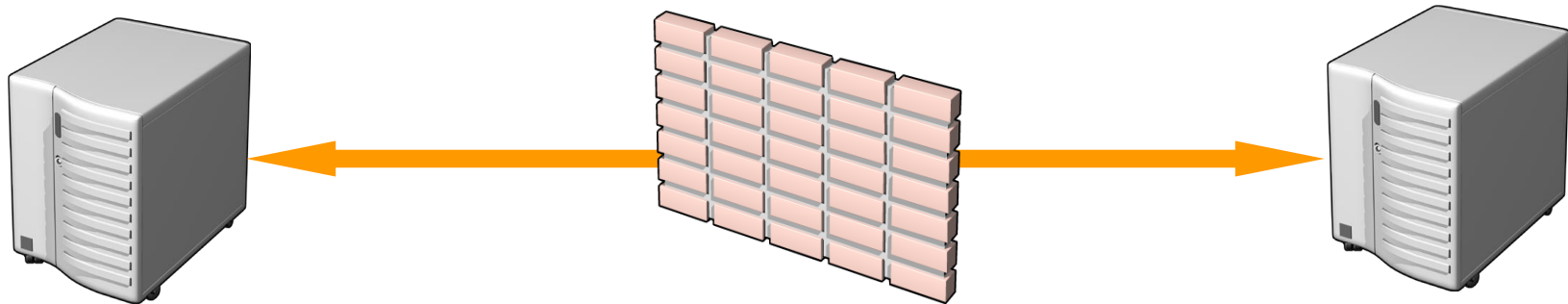


- IP broadcast addresses
 - Cannot secure to multiple receivers
- Multicast addresses
 - From 224.0.0.0 through 239.255.255.255
- Kerberos—UDP source or destination port 88
 - Kerberos is a secure protocol, which the Internet Key Exchange (IKE) negotiation service may use for authentication of other computers in a domain
- IKE—UDP destination port 500
 - Required to allow IKE to negotiate parameters for IPsec security
- Windows Server 2003 configures only IKE default exemption



- **Use IPSec to provide mutual device authentication**
 - Use certificates or Kerberos
 - Preshared key suitable for testing only
- **Use Authentication Header (AH) to ensure packet integrity**
 - AH provides packet integrity
 - AH does not encrypt, allowing for network intrusion detection
- **Use Encapsulation Security Payload (ESP) to encrypt sensitive traffic**
 - ESP provides packet integrity and confidentiality
 - Encryption prevents packet inspection
- **Carefully plan which traffic should be secured**

- **Use IPSec for replication through firewalls**
 - On each domain controller, create an IPSec policy to secure all traffic to the other domain controller's IP address
- **Use ESP 3DES for encryption**
- **Allow traffic through the firewall:**
 - UDP Port 500 (IKE)
 - IP protocol 50 (ESP)





- **Client VPN**
 - Use L2TP/IPSec
- **Branch Office VPN**
 - Between Windows 2000 or Windows Server, running RRAS: Use L2TP/IPSec tunnel (easy to configure, appears as routable interface)
 - To third-party gateway: Use L2TP/IPSec or pure IPSec tunnel mode
 - To Microsoft Windows NT[®] 4 RRAS Gateway: Use PPTP (IPSec not available)



- **IPSec processing has some performance impact**
 - **IKE negotiation time—about 2–5 seconds initially**
 - **5 round trips**
 - **Authentication—Kerberos or certificates**
 - **Cryptographic key generation and encrypted messages**
 - **Done once per 8 hours by default, settable**
 - **Session rekey is fast—<1–2 seconds, 2 round trips, once per hour, settable**
 - **Encryption of packets**
- **How to improve?**
 - **Offloading NICs do IPSec almost at wire speed**
 - **Using faster CPUs**



- **Plan your IPSec implementation carefully**
- **Choose between AH and ESP**
- **Use Group Policy to implement IPSec Policies**
- **Consider the use of IPSec NICs**
- **Never use Shared Key authentication outside your test lab**
- **Choose between certificates and Kerberos authentication**
- **Use care when requiring IPSec for communications with domain controllers and other infrastructure servers**



- ◆ **Commonly deployed defenses**
 - **Perimeter defenses – Firewall, IDS**
 - ◆ Protect local area network and hosts
 - ◆ Keep external threats from internal network
 - **Internal defenses – Virus scanning**
 - ◆ Protect hosts from threats that get through the perimeter defenses
 - **Extend the “perimeter” – VPN**
- ◆ **Common practices, but could be improved**
 - **Internal threats are significant**
 - ◆ Unhappy employees
 - ◆ Compromised hosts

❖ Hal hal lain terkait dengan Perimeter and Internal Defense



◆ Standard perimeter defense mechanisms

■ Firewall

- ◆ Packet filter (stateless, stateful)
- ◆ Application layer proxies

■ Traffic shaping

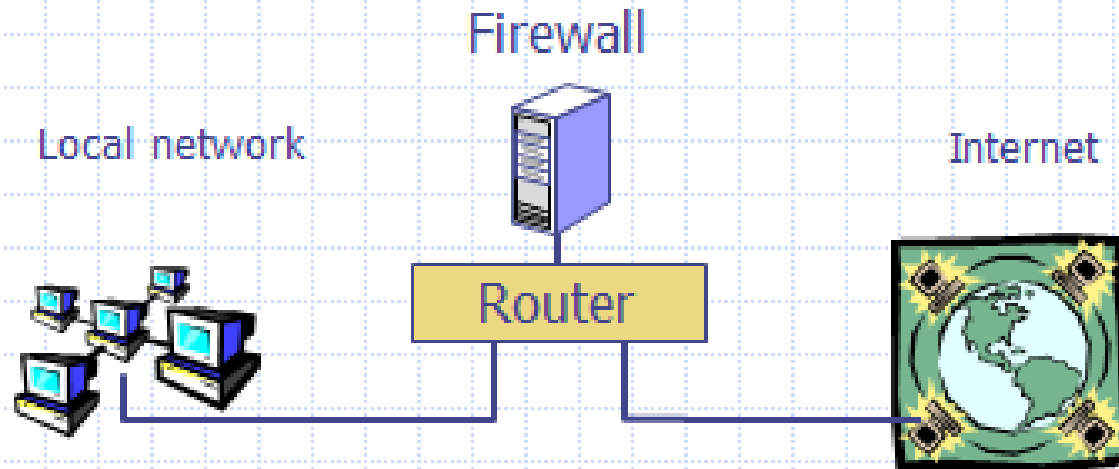
■ Intrusion detection

- ◆ Anomaly and misuse detection
- ◆ Methods applicable to network or host

◆ Future lectures

- Virus and malware
- Worm propagation and detection

◆ Separate local area net from internet



All packets between LAN and internet routed through firewall



- ◆ Prevent malicious attacks on hosts
 - Port sweeps, ICMP echo to broadcast addr, syn flooding, ...
 - Worm propagation
 - ◆ Exploit buffer overflow in program listening on network
- ◆ Prevent general disruption of internal network
 - External SMNP packets
- ◆ Provide defense in depth
 - Programs contain bugs and are vulnerable to attack
 - Network protocols may contain;
 - ◆ Design weaknesses (SSH CRC)
 - ◆ Implementation flaws (SSL, NTP, FTP, SMTP...)
- ◆ Control traffic between "zones of trusts"
 - Can control traffic between separate local networks, etc

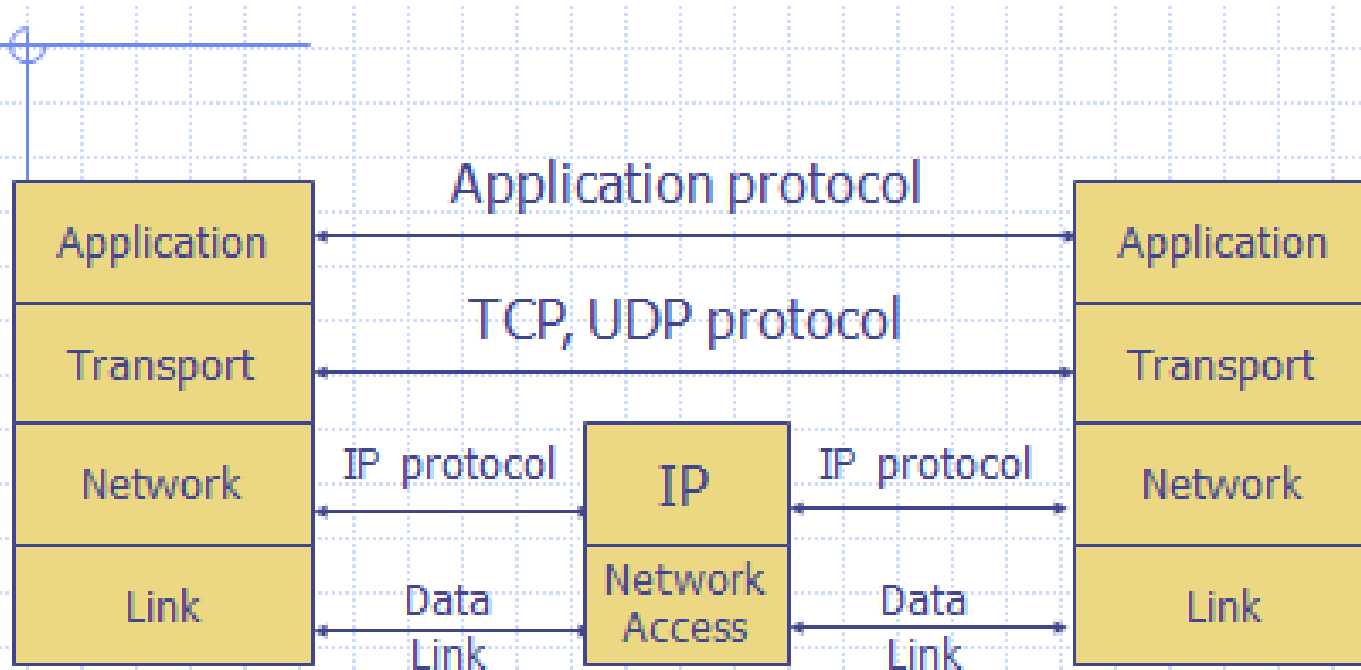


◆ Arrangement of firewall and routers

- Several different network configurations
 - ◆ Separate internal LAN from external Internet
 - ◆ Wall off subnetwork within an organization
 - ◆ Intermediate zone for web server, etc.
- Personal firewall on end-user machine

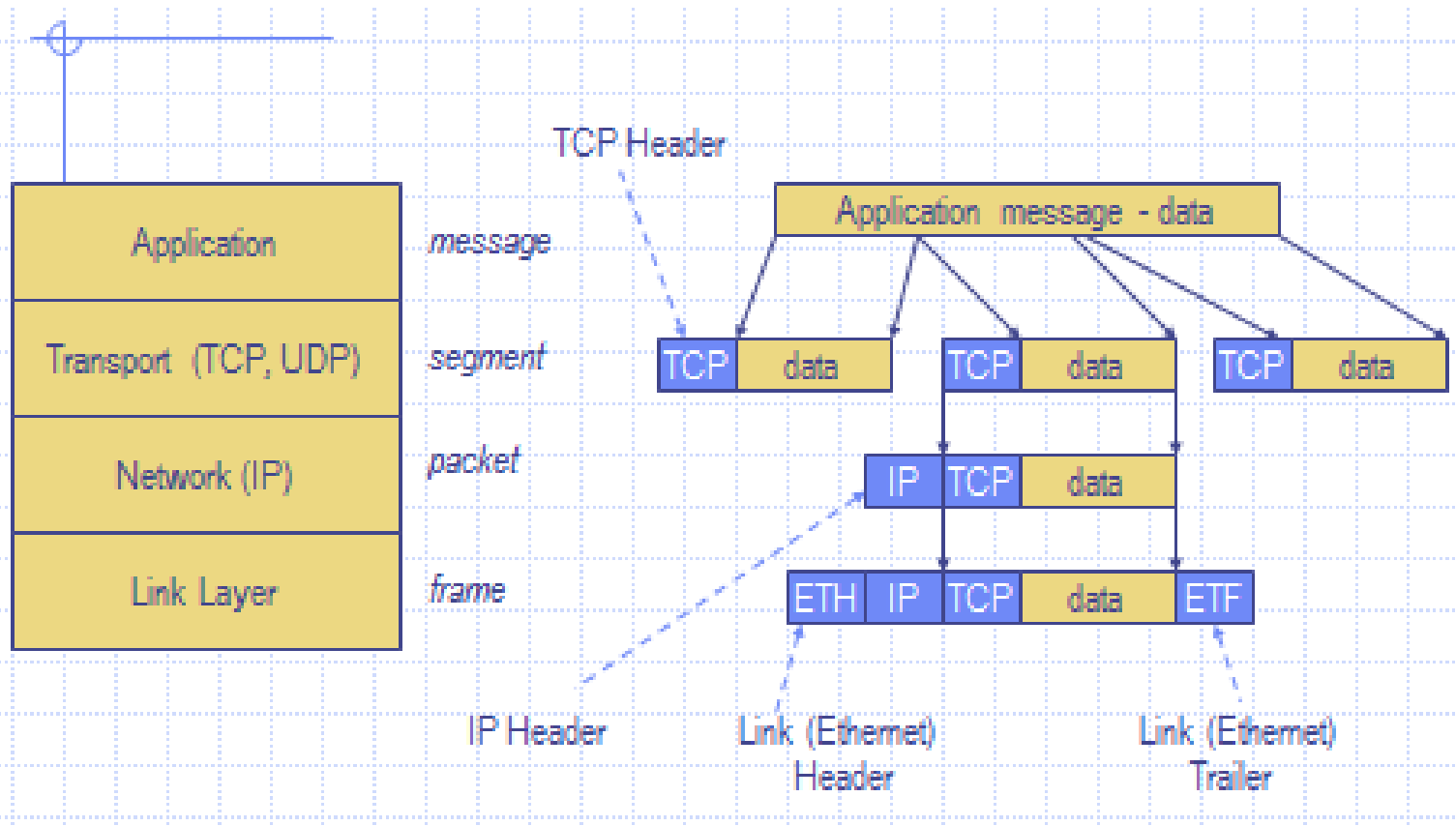
◆ How the firewall processes data

- Packet filtering router
- Application-level gateway
 - ◆ Proxy for protocols such as ftp, smtp, http, etc.
- Personal firewall
 - ◆ E.g., disallow telnet connection from email client



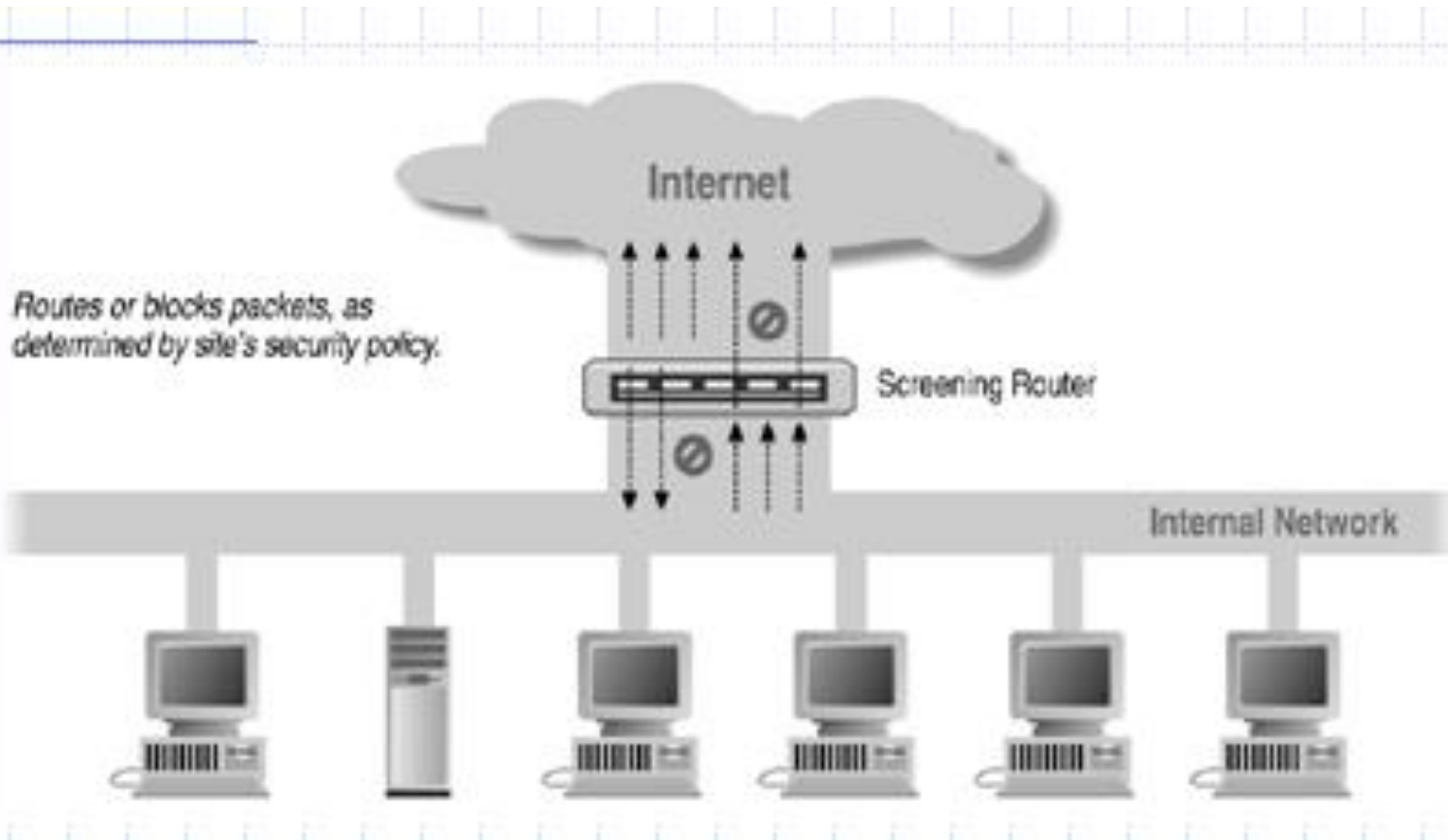
Transport layer provides *ports*, logical channels identified by number

- ❖ TCP Protocol Stack, dasar kemampuan yang harus diketahui



❖ Data Format dari TCP / IP

SCREENING ROUTER FOR PACKET FILTERING



❖ Bagan Router untuk Packet Filtering dalam Network and Internet Defense



◆ Uses transport-layer information only

- IP Source Address, Destination Address
- Protocol (TCP, UDP, ICMP, etc)
- TCP or UDP source & destination ports
- TCP Flags (SYN, ACK, FIN, RST, PSH, etc)
- ICMP message type

◆ Examples

- DNS uses port 53
 - Block incoming port 53 packets except known trusted servers

◆ Issues

- Stateful filtering
- Encapsulation: address translation, other complications
- Fragmentation



A

action	ourhost	port	theirhost	port	comment
block	*	*	SPOOT	*	we don't trust these people
allow	OUR-GW	25	*	*	connection to our SMTP port

B

action	ourhost	port	theirhost	port	comment
block	*	*	*	*	default

C

action	ourhost	port	theirhost	port	comment
allow	*	*	*	25	connection to their SMTP port

D

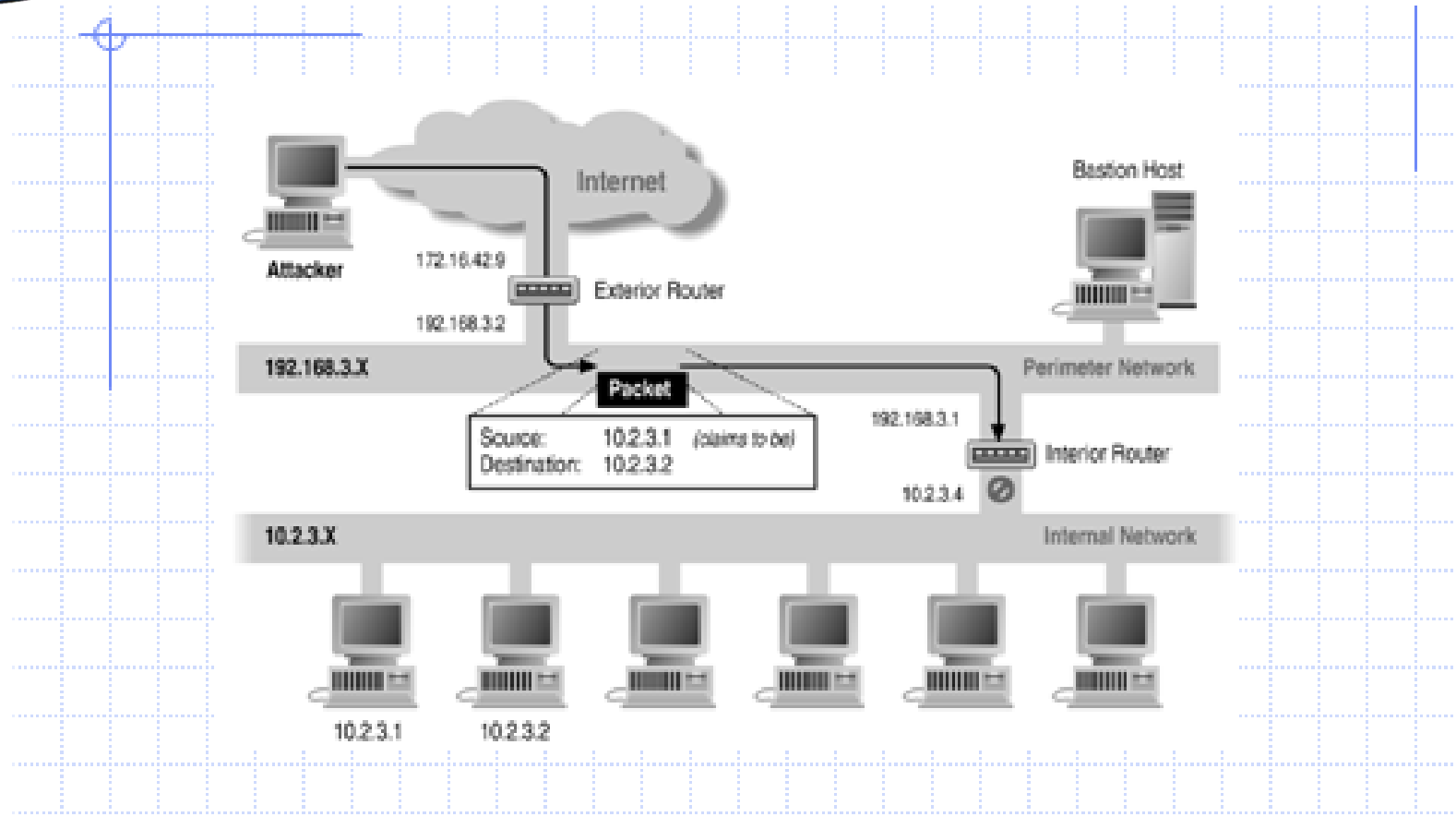
action	src	port	dest	port	flags	comment
allow	{our hosts}	*	*	25		our packets to their SMTP port
allow	*	25	*	*	ACK	their replies

E

action	src	port	dest	port	flags	comment
allow	{our hosts}	*	*	*		our outgoing calls
allow	*	*	*	*	ACK	replies to our calls
allow	*	*	*	>1024		traffic to nonservers

Compare: Tiny Personal Firewall, ZoneAlarm

❖ Contoh Packet Filtering dalam Network and Internet Defense



- ❖ Destination Address Forgery dalam Network and Internet Defense



◆ TCP connection

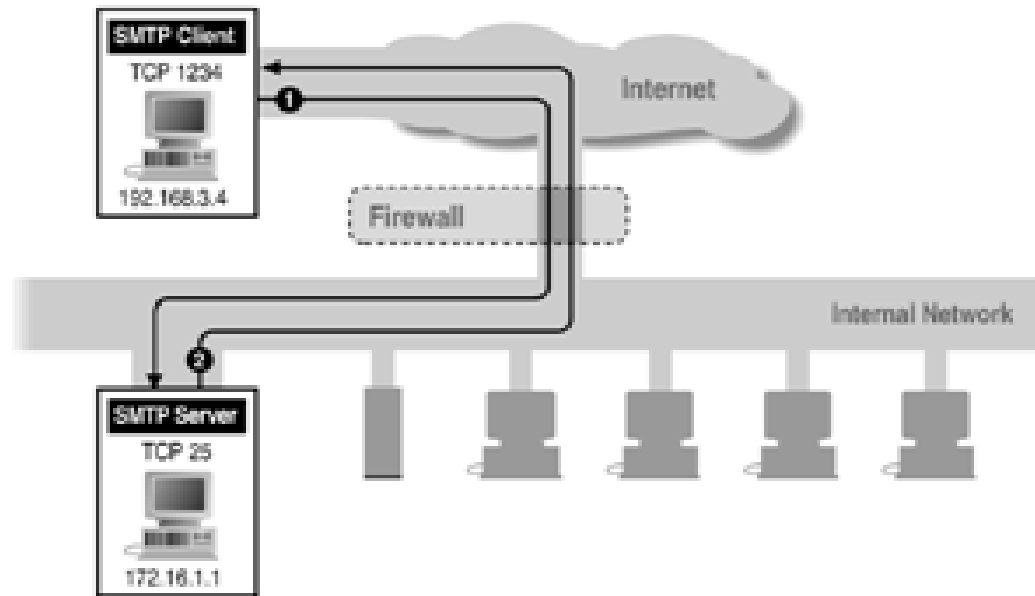
- Server port uses number less than 1024
- Client port uses number between 1024 and 16383

◆ Permanent assignment

- Ports <1024 assigned permanently
 - ◆ 20,21 for FTP 23 for Telnet
 - ◆ 25 for server SMTP 80 for HTTP

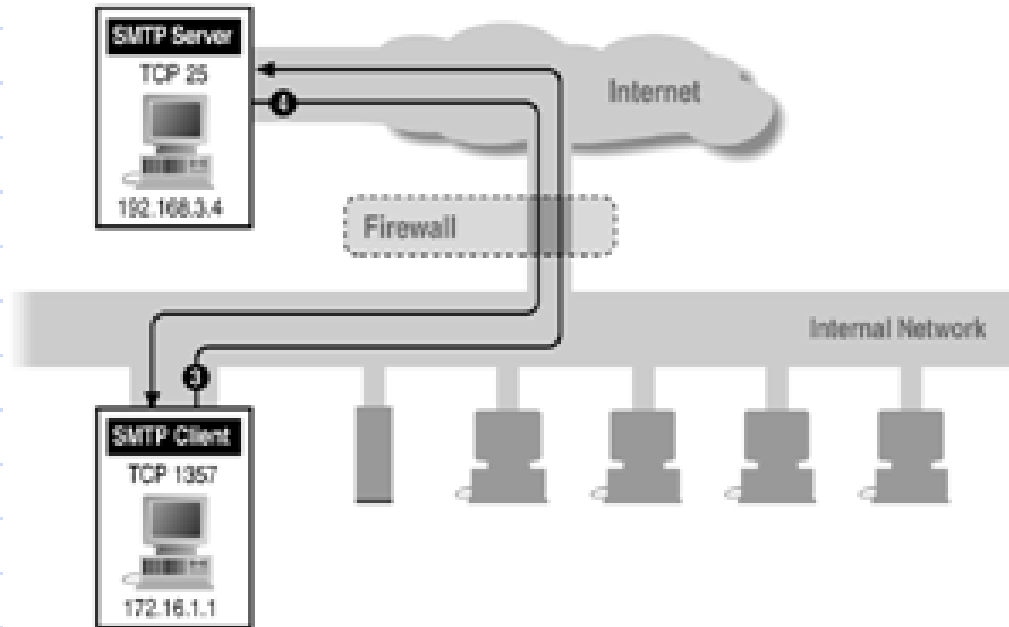
◆ Variable use

- Ports >1024 must be available for client to make connection
- Limitation for stateless packet filtering
 - ◆ If client wants port 2048, firewall must allow incoming traffic
- Better: stateful filtering knows outgoing requests
 - ◆ Only allow incoming traffic on high port to a machine that has initiated an outgoing request on low port



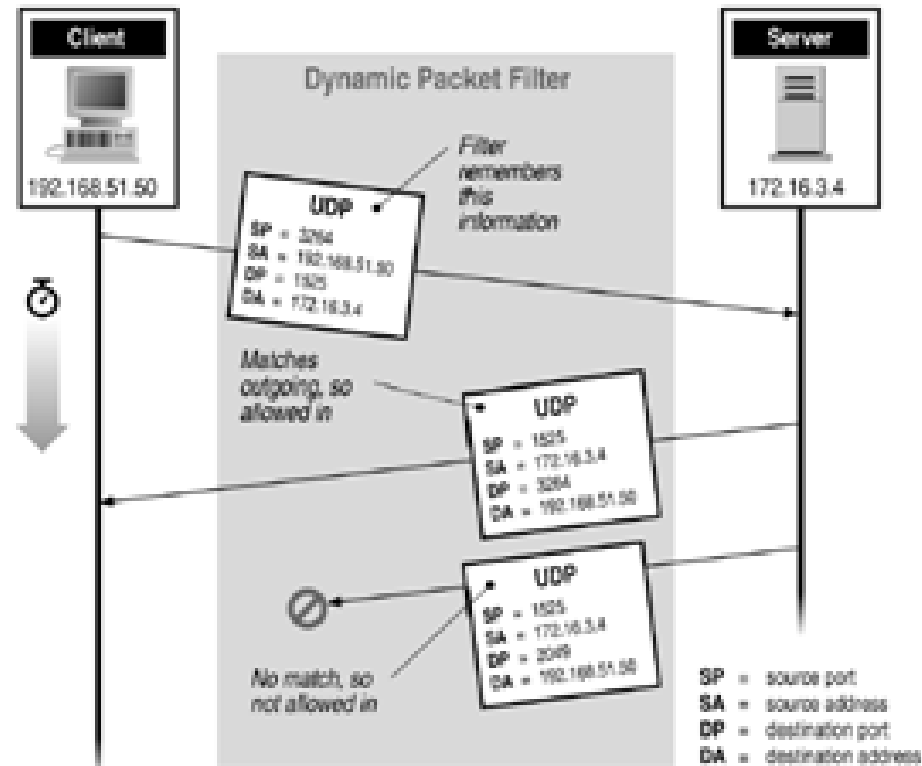
Can block external request to internal server based on port number

- ❖ Bentuk dan bagan dari Inbound SMTP

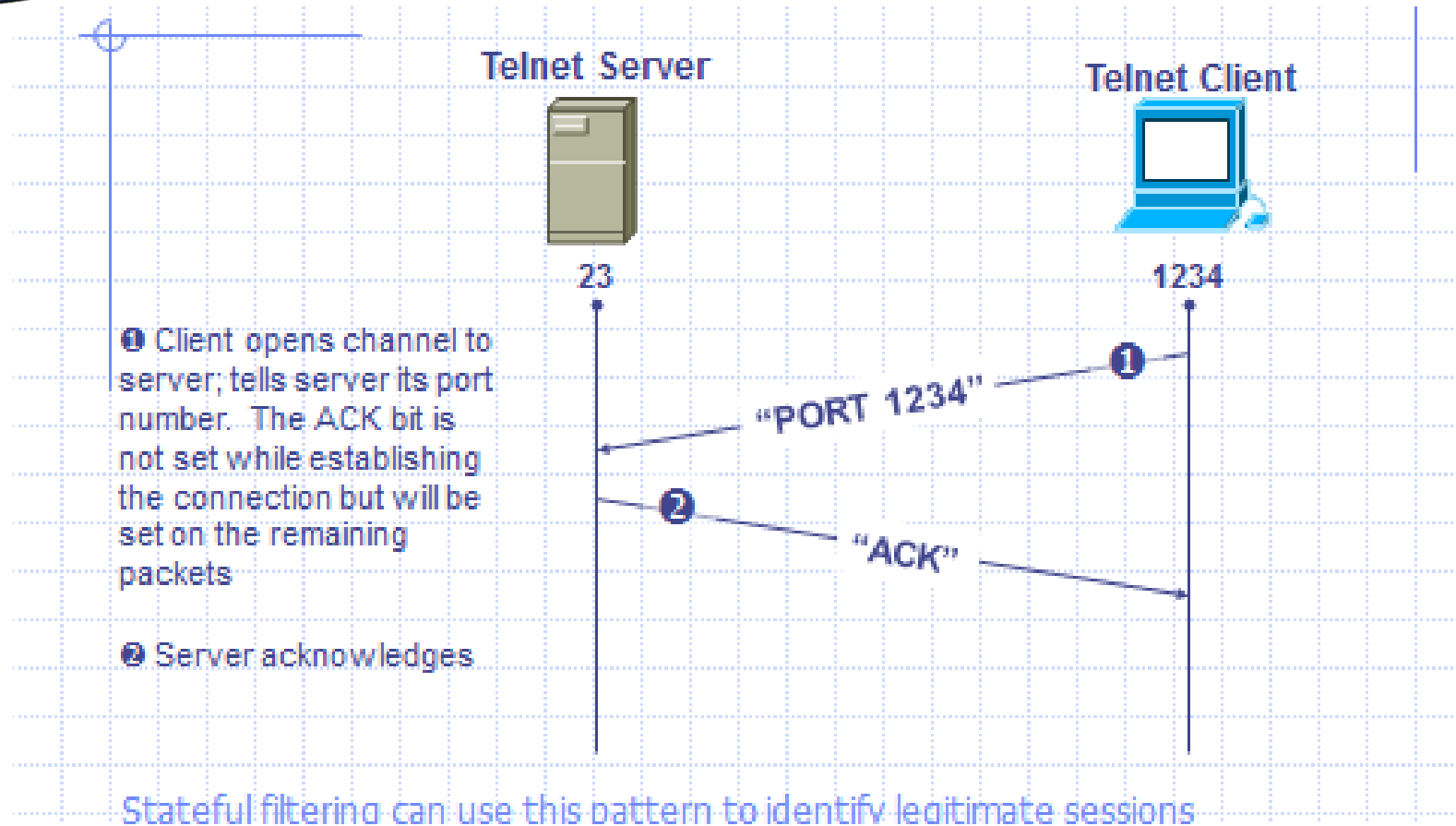


Known low port out, arbitrary high port in
If firewall blocks incoming port 1357 traffic then connection fails

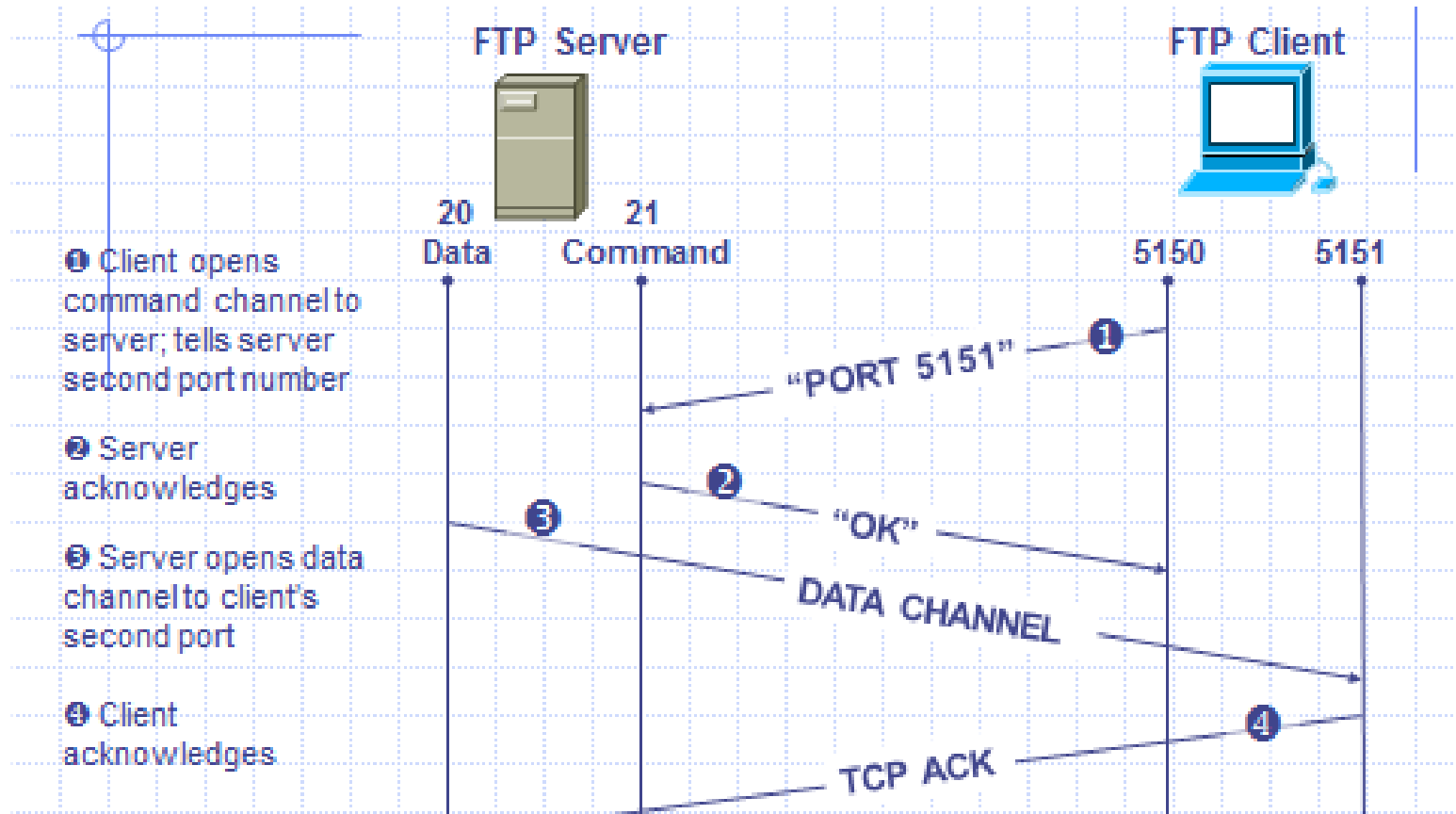
- ❖ Bentuk dan Bagan Outbound SMTP dalam Network and Internet Defense



❖ Gambar dan pola Packet Filtering dalam Network and Internet Defense

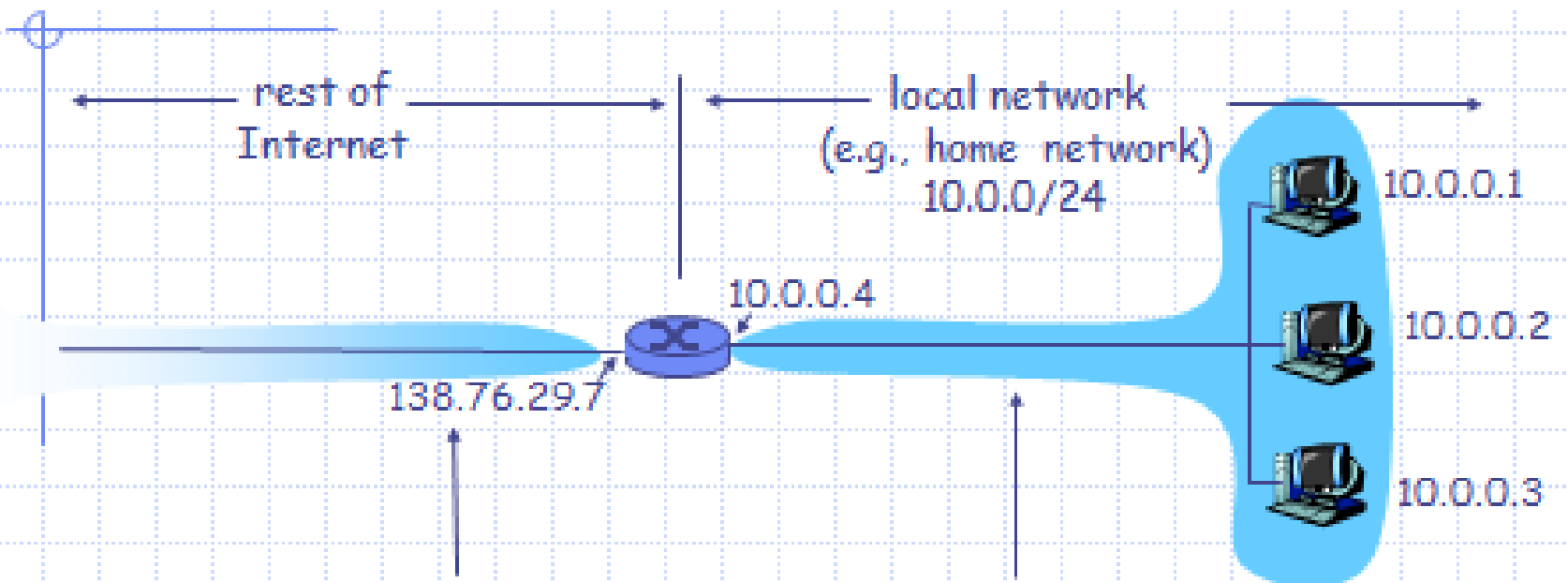


❖ Gambar dan pola Telnet dalam implementasi secara menyeluruh Network and Internet Defense



❖ Gambar dan pola Telnet dalam implementasi secara menyeluruh Network and Internet Defense

NETWORK ADDRESS TRANSLATION



All datagrams leaving local network have **same** single source NAT IP address: 138.76.29.7, different source port numbers

Datagrams with source or destination in this network have 10.0.0/24 address for source, destination (as usual)



◆ Motivations for NAT

- Limited address space
- Prevent unsolicited inbound requests
 - ◆ Port numbering: host behind NAT not reachable as server
- Avoid renumbering if provider changes
 - ◆ Small/mid-sized LANs inherit address space from ISP

◆ Addresses hidden by NAT

- Normal routing
 - ◆ Outgoing msg from 171.64.78.90 contains sending address
 - ◆ Recipient or observer can access 171.64.78.90
- Addressing with NAT
 - ◆ NAT rewrites outgoing packet so recipient sees public addr only
 - ◆ An outside computer cannot see 171.64.78.90



Flags and offset inside IP header indicate packet fragmentation

❖ Normal IP Fragmentation, IP – TCP dan DATA

Normal



Overlapping data



Overlapping headers



Low offset allows second packet to overwrite TCP header at receiving host

- ❖ Abnormal Fragmentation – TCP – IP Data

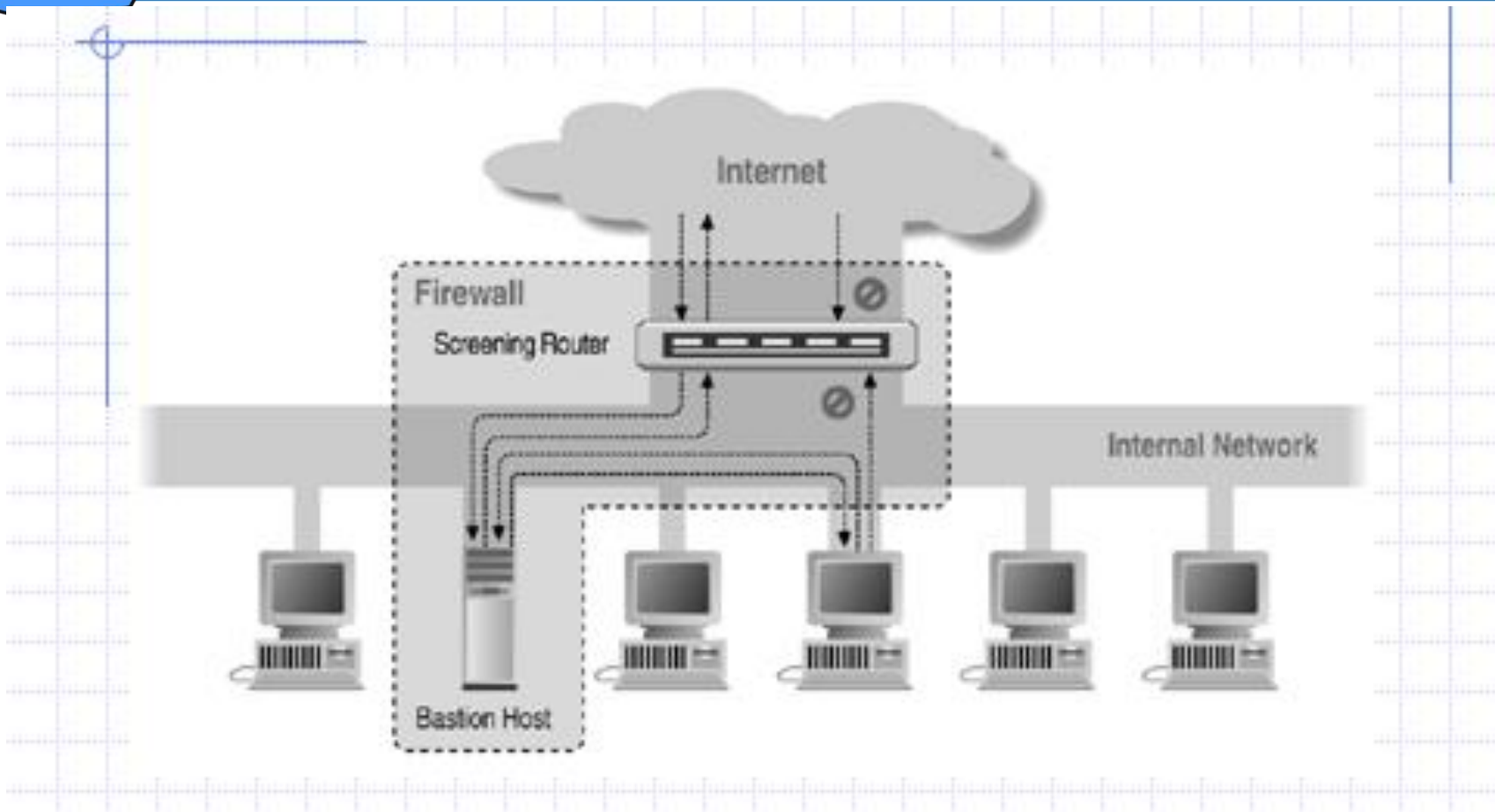


- ◆ Firewall configuration
 - TCP port 23 is blocked but SMTP port 25 is allowed
- ◆ First packet
 - Fragmentation Offset = 0.
 - DF bit = 0 : "May Fragment"
 - MF bit = 1 : "More Fragments"
 - Destination Port = 25. TCP port 25 is allowed, so firewall allows packet
- ◆ Second packet
 - Fragmentation Offset = 1: second packet overwrites all but first 8 bits of the first packet
 - DF bit = 0 : "May Fragment"
 - MF bit = 0 : "Last Fragment."
 - Destination Port = 23. Normally be blocked, but sneaks by!
- ◆ What happens
 - Firewall ignores second packet "TCP header" because it is fragment of first
 - At host, packet reassembled and received at port 23



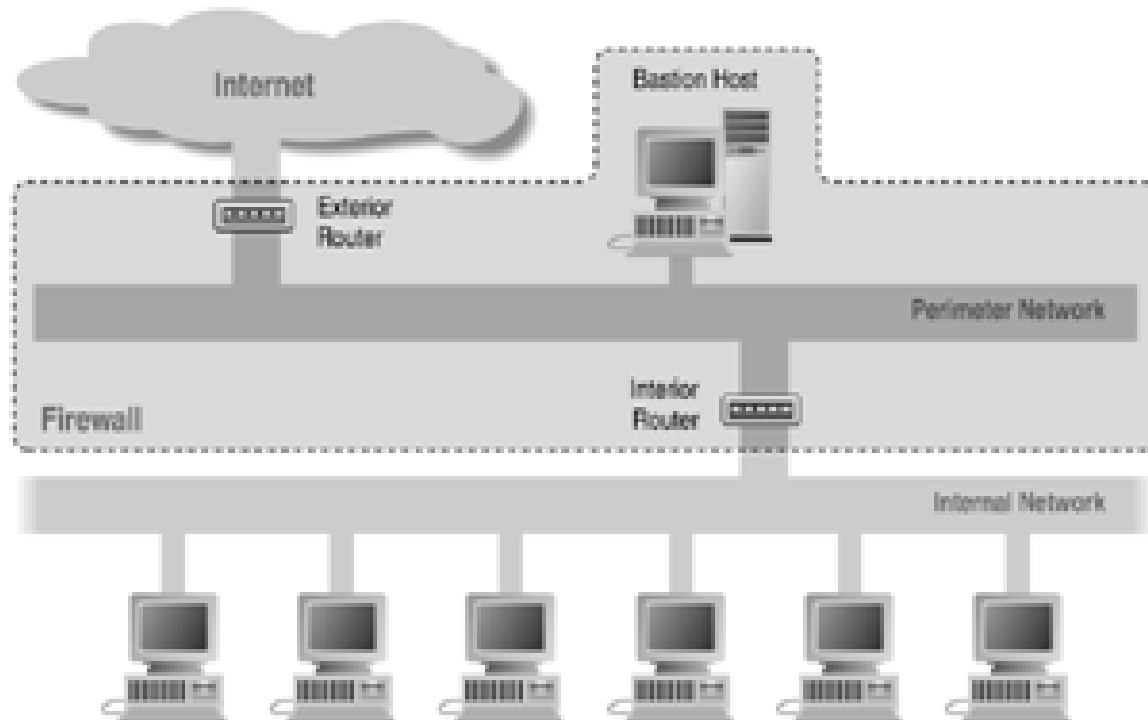
- ◆ Several network locations – see next slides
- ◆ Two kinds of proxies
 - Circuit-level proxies
 - ◆ Works at session layer (which I omitted from OSI diagram)
 - Application-level proxies
 - ◆ Tailored to http, ftp, smtp, etc.
 - ◆ Some protocols easier to proxy than others
- ◆ Policy embedded in proxy programs
 - Proxies filter incoming, outgoing packets
 - Reconstruct application-layer messages
 - Can filter specific application-layer commands, etc.
 - ◆ Example: only allow specific ftp commands
 - ◆ Other examples: ?

SCREENED HOST ARCHITECTURE



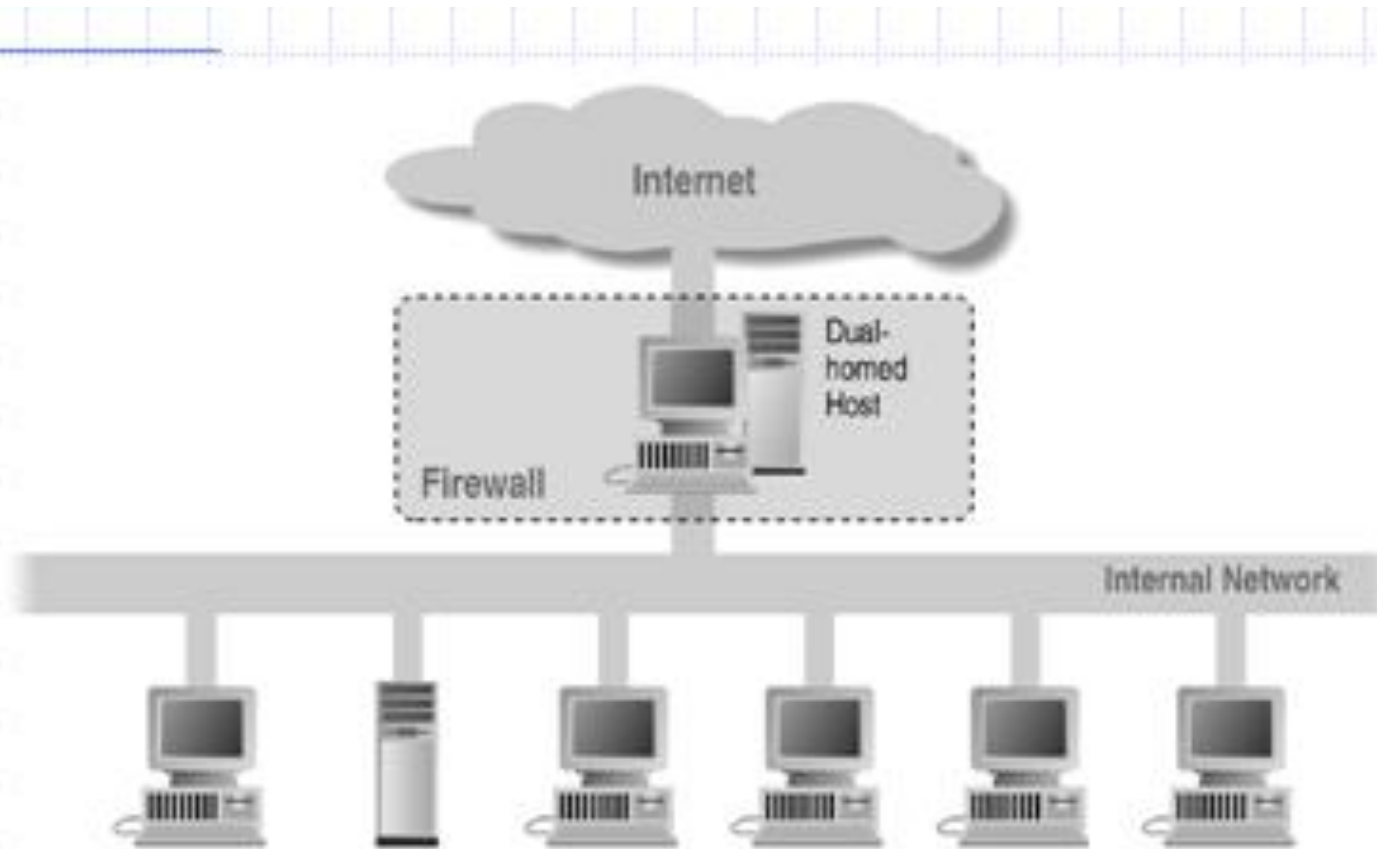
Host Arsitektur (Internet – Firewall – Host) dalam lingkup Network and Internet Defense

SCREENED SUBNET USING TWO ROUTERS

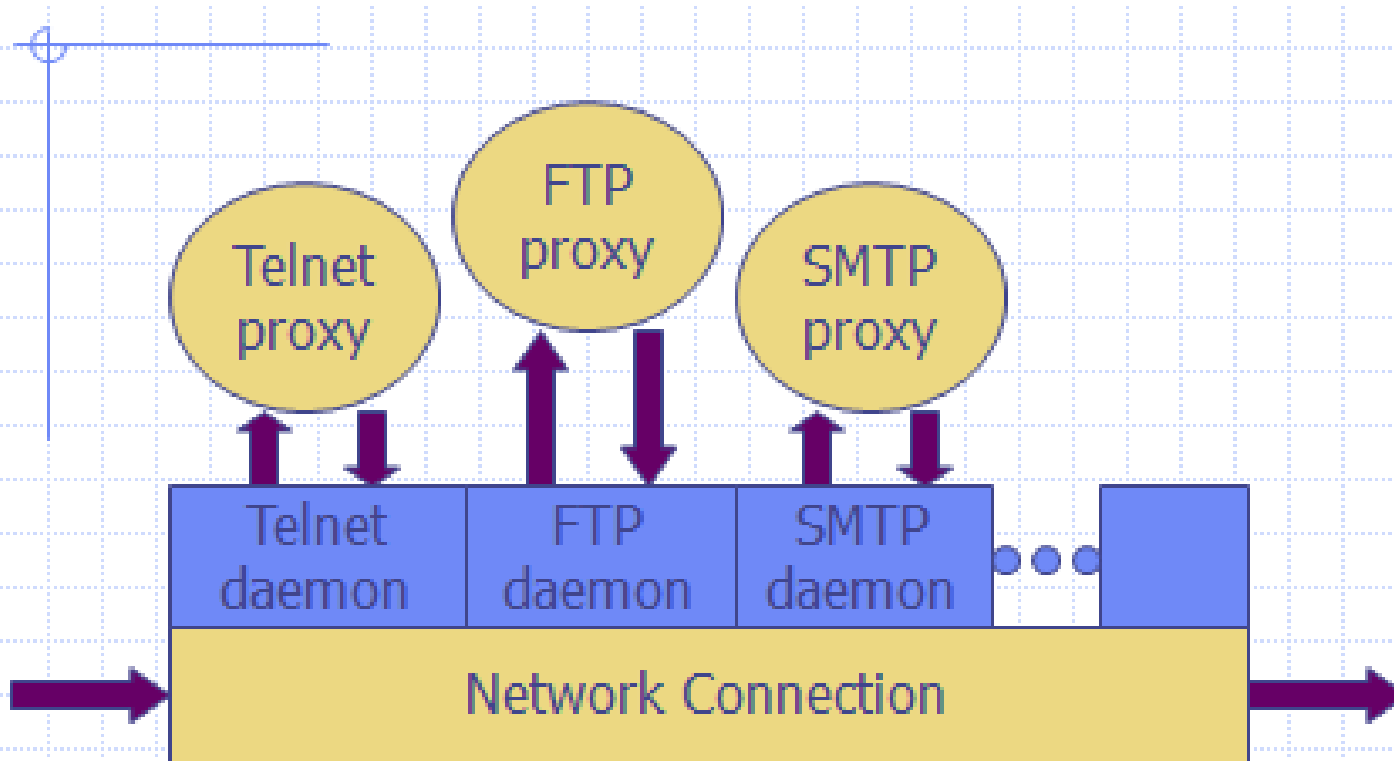


❖ Subnet Using Two Routers – Network And Internet Defense

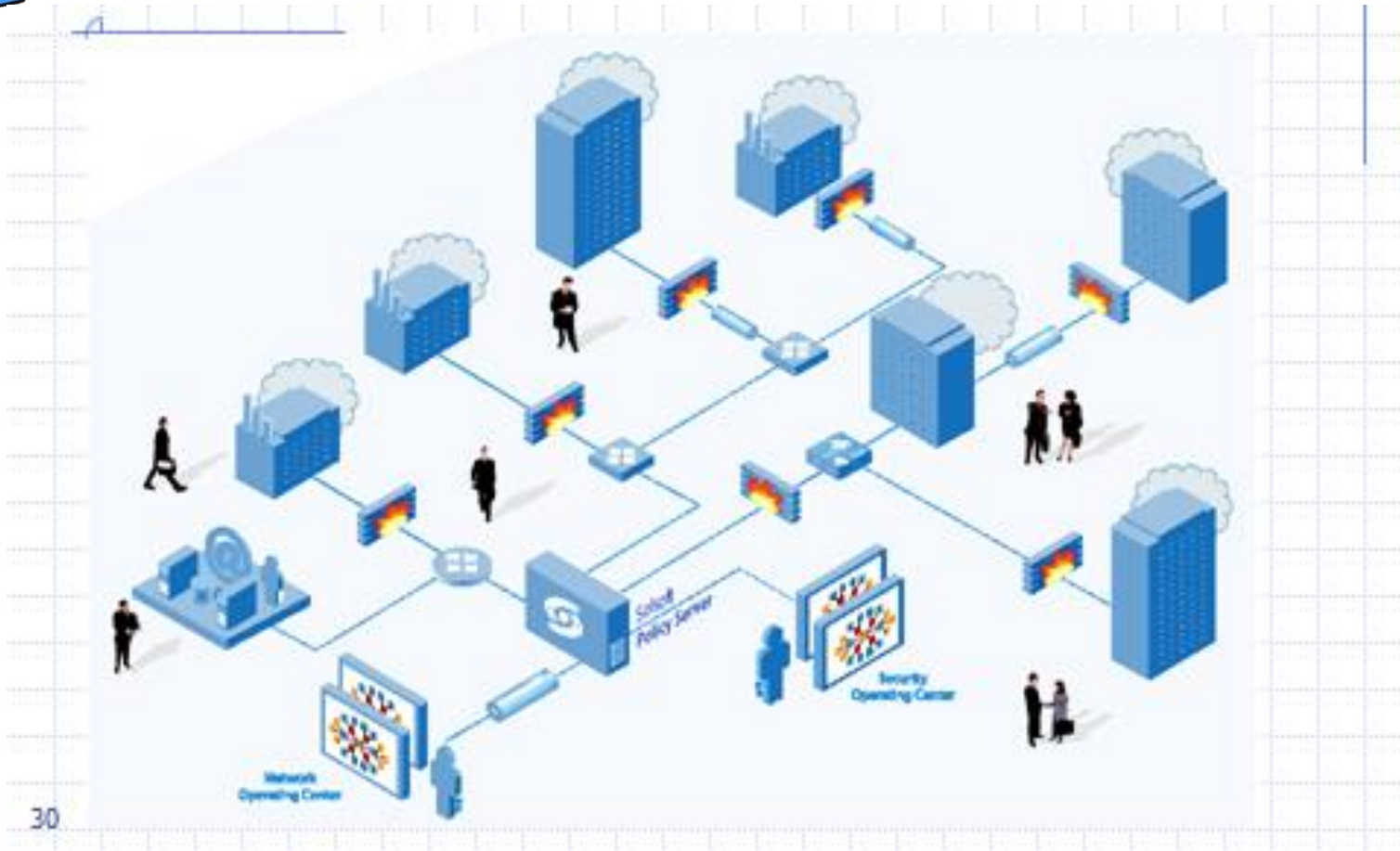
DUAL HOMED HOST ARCHITECTURE



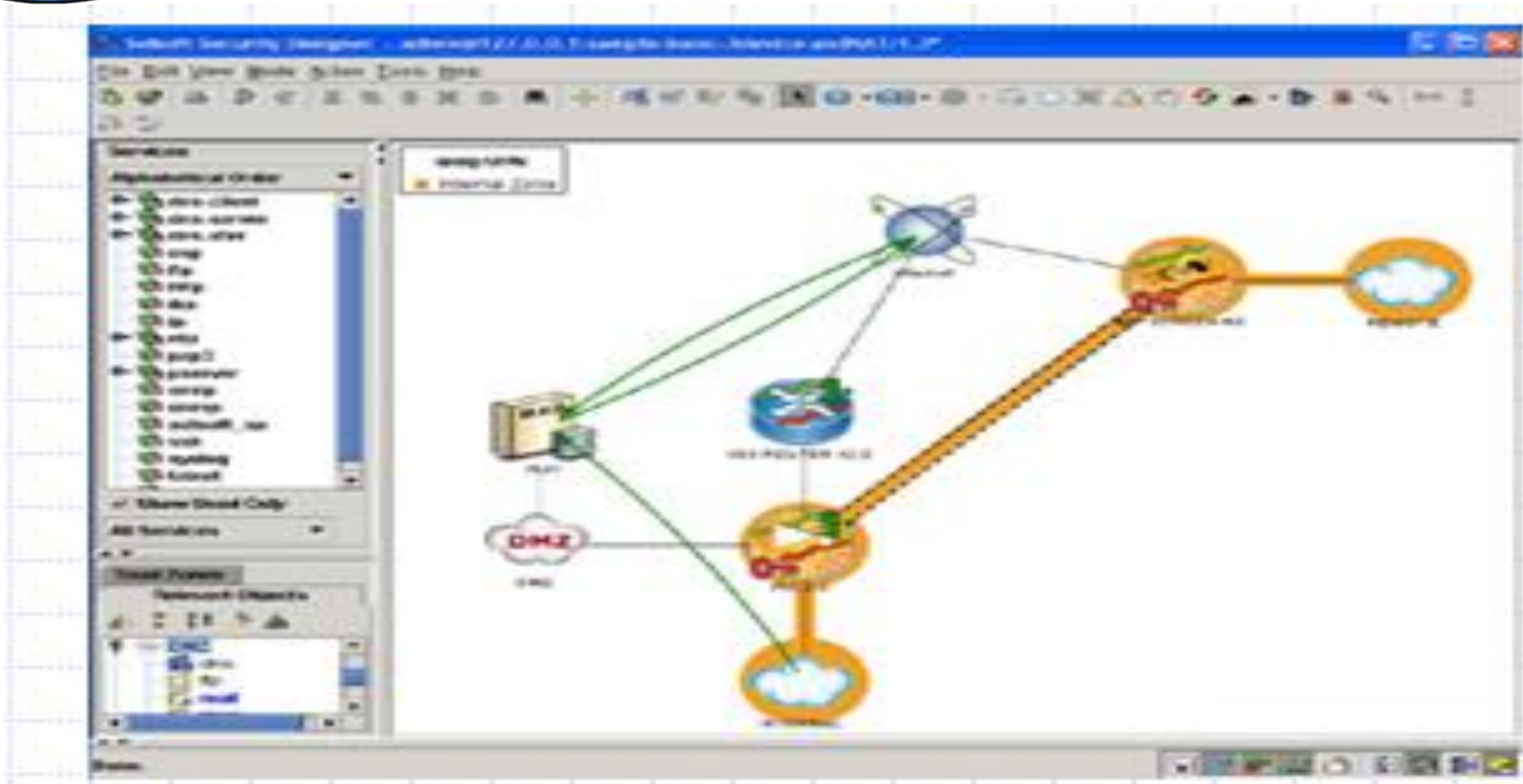
❖ Gambar sebuah Dual Homed Host Arsitektir – Network and Internet Defense



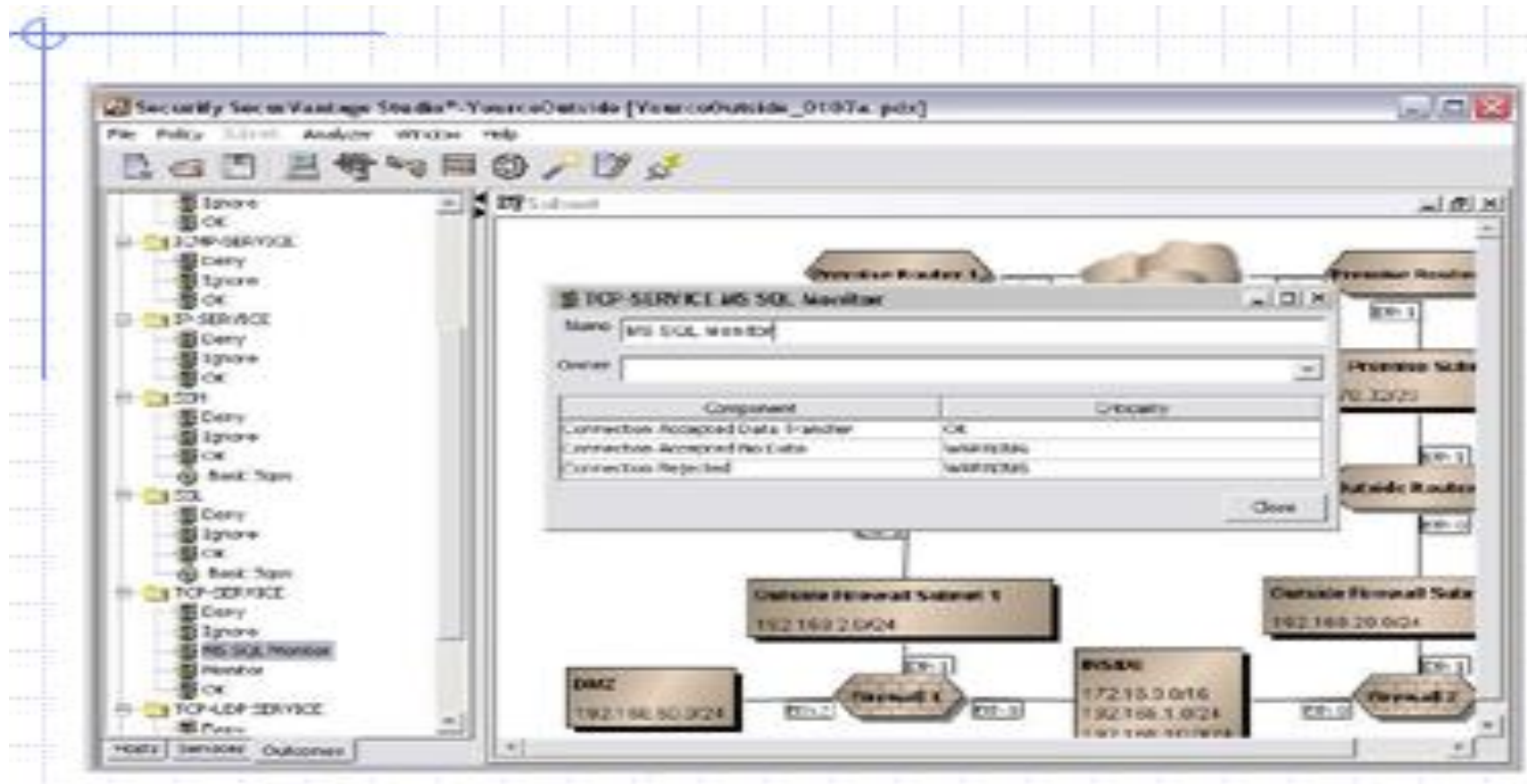
Daemon spawns proxy when communication detected ...



- ❖ Konfigurasi dalam lingkup Network and Internet Defense



- ❖ Desain yang dihasilkan dengan menggunakan aplikasi SOLSOFT



❖ Bidang Security dalam penerapan Perimeter Solusi



◆ Performance

- Firewalls may interfere with network use

◆ Limitations

- They don't solve deeper problems
 - ◆ Buggy software
 - ◆ Bad protocols
- Generally cannot prevent Denial of Service
- Ineffective against insider attacks

◆ Administration

- Many commercial firewalls permit very complex configurations

❖ Masalah yang harus siap diantisipasi



◆ Traditional firewall

- Allow traffic or not

◆ Traffic shaping

- Limit certain kinds of traffic
- Can differentiate by host addr, protocol, etc
- Multi-Protocol Label Switching (MPLS)
 - ◆ Label traffic flows at the edge of the network and let core routers identify the required class of service

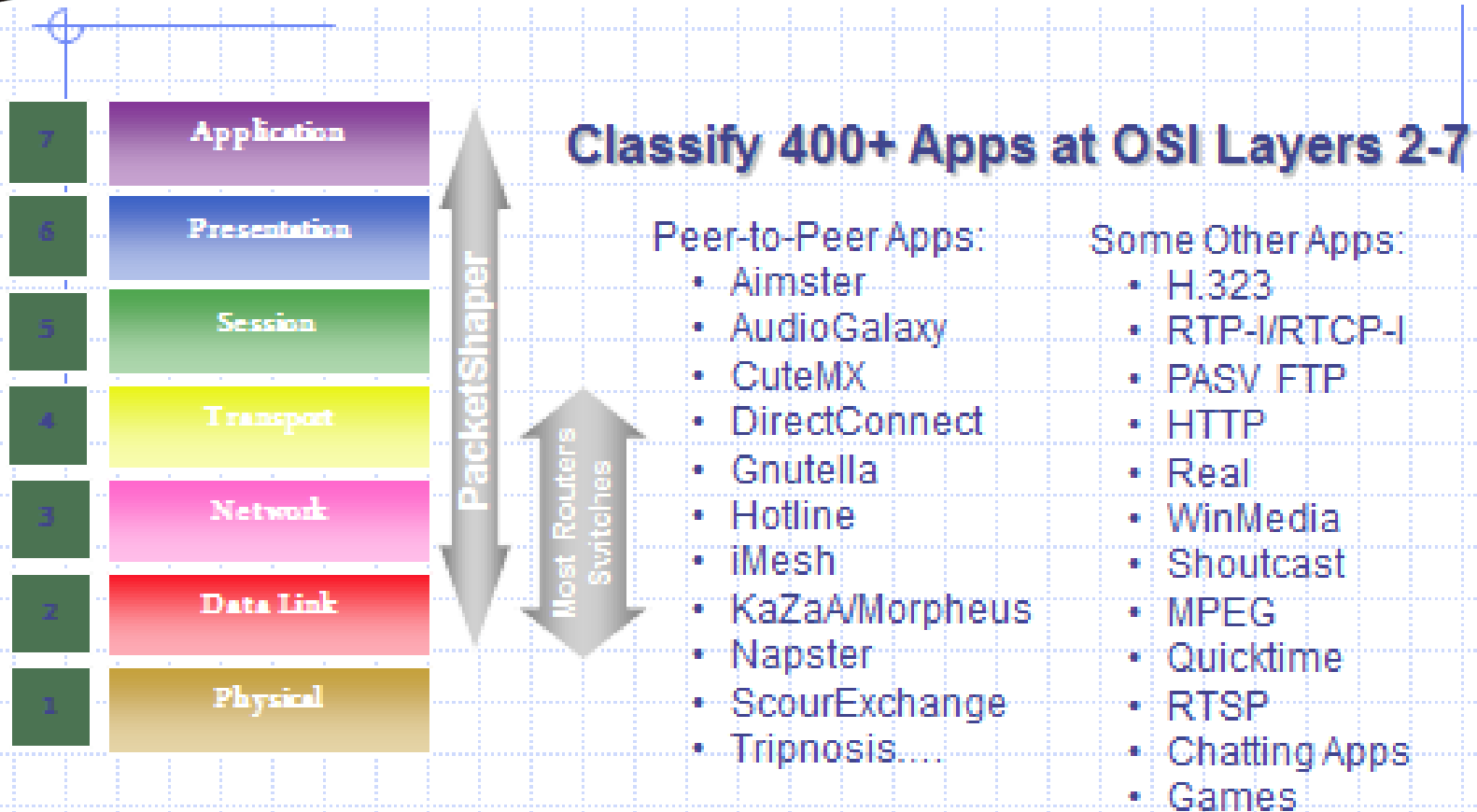
◆ The real issue here on Campus:

- P2P file sharing takes a lot of bandwidth
- 1/3 of network bandwidth consumed by BitTorrent
 - ◆ Students: what are BitTorrent, Gnutella, Kazaa, ... used for?

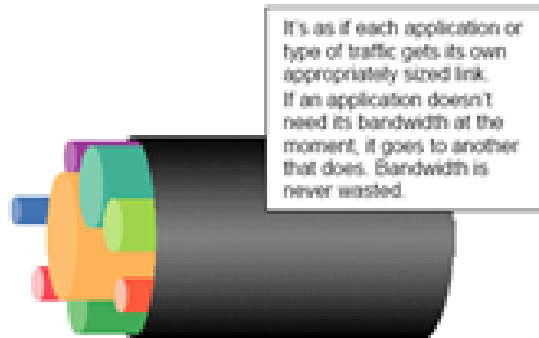
Traffic shaping functions

- ◆ **Classify and analyze traffic**
 - Classify by IP address and port number
 - Use application-specific information (layer 7)
- ◆ **Control traffic**
 - Selectively slow certain classes of traffic
- ◆ **Monitor network performance**
 - Collect performance data, used to improve policies
- ◆ **Network resilience**
 - Active traffic management can provide resilience to DoS attacks, at least within the enterprise network





❖ Packet Shaper Clasification dalam lingkup Network and Internet Defense

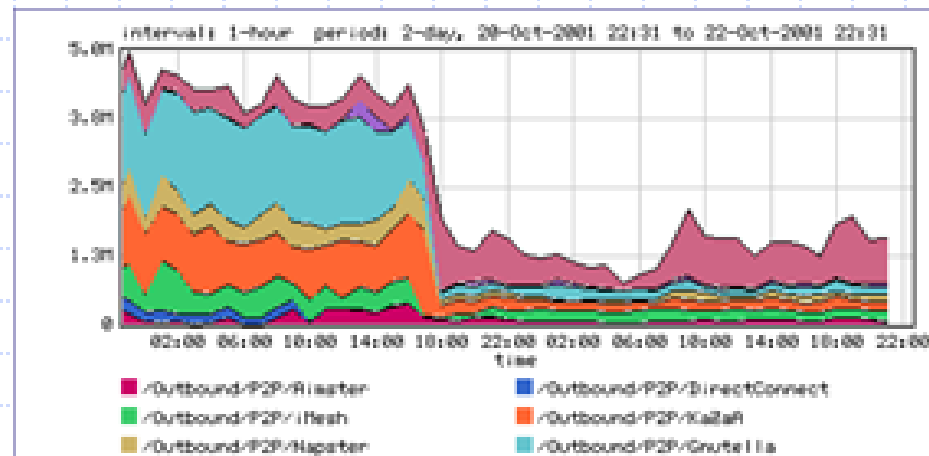


A partition:

- Creates a virtual pipe within a link for each traffic class
- Provides a min, max bandwidth
- Enables efficient bandwidth use

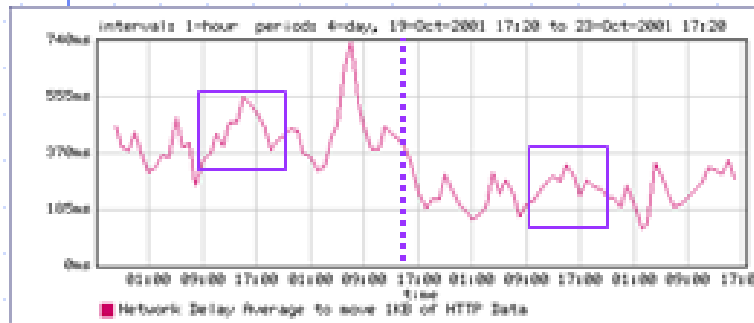
Rate shaped P2P capped at 300kbps

Rate shaped HTTP/SSL to give better performance



❖ Contoh Packet Shapper Control dalam lingkup Network and Internet Defense

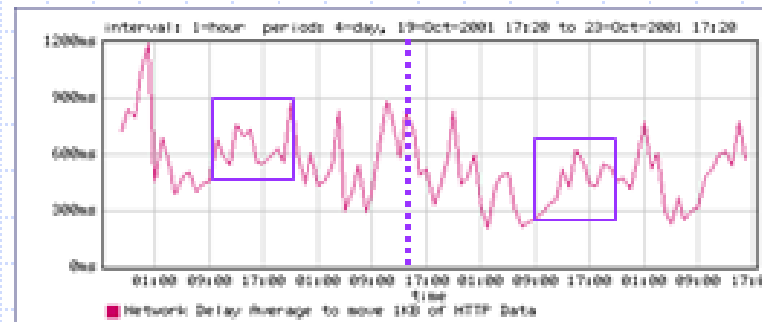
Outside Web Server Normalized Network Response Times



No Shaping

Shaping

Inside Web Server Normalized Network Response Times



No Shaping

Shaping



◆ Intrusion prevention

■ Network firewall

- ◆ Restrict flow of packets

■ System security

- ◆ Find buffer overflow vulnerabilities and remove them!

◆ Intrusion detection

■ Discover system modifications

- ◆ Tripwire

■ Look for attack in progress

- ◆ Network traffic patterns
- ◆ System calls, other system events



◆ Outline of standard attack

- Gain user access to system
- Gain root access
- Replace system binaries to set up backdoor
- Use backdoor for future activities

◆ Tripwire detection point: system binaries

- Compute hash of key system binaries
- Compare current hash to hash stored earlier
- Report problem if hash is different
- Store reference hash codes on read-only medium



◆ Typical attack on server

- Gain access
- Install backdoor
 - ◆ This can be in memory, not on disk!
- Use it

◆ Tripwire

- Is a good idea
- Wont catch attacks that don't change system files
- Detects a compromise that *has happened*

Remember: Defense in depth



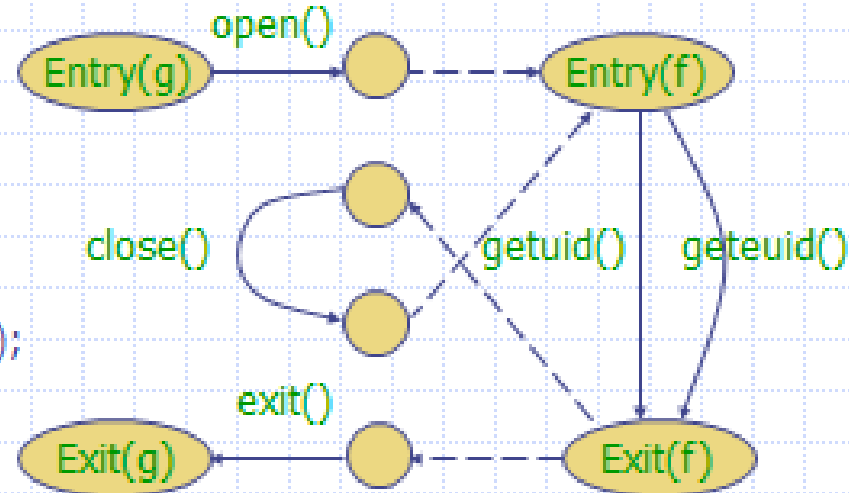
- ◆ Can use system-call monitoring techniques
- ◆ For example [Wagner, Dean IEEE S&P '01]
 - Build automaton of expected system calls
 - ◆ Can be done automatically from source code
 - Monitor system calls from each program
 - Catch violation

Results so far: lots better than not using source code!

EXAMPLE CODE AND AUTOMATION

```

f(int x) {
  x ? getuid() : geteuid();
  x++
}
g() {
  fd = open("foo", O_RDONLY);
  f(0); close(fd); f(1);
  exit(0);
}
  
```



If code behavior is inconsistent with automaton, something is wrong



- ◆ Many intrusion detection systems
 - Close to 100 systems with current web pages
 - Network-based, host-based, or combination
- ◆ Two basic models
 - Misuse detection model
 - ◆ Maintain data on known attacks
 - ◆ Look for activity with corresponding signatures
 - Anomaly detection model
 - ◆ Try to figure out what is "normal"
 - ◆ Report anomalous behavior
- ◆ **Fundamental problem: too many false alarms**



- ◆ Rootkit sniffs network for passwords
 - Collection of programs that allow attacker to install and operate a packet sniffer (on Unix machines)
 - Emerged in 1994, has evolved since then
 - 1994 estimate: 100,000 systems compromised
- ◆ Rootkit attack
 - Use stolen password or dictionary attack to get user access
 - Get root access using vulnerabilities in rdist, sendmail, /bin/mail, loadmodule, rpc.yppupdated, lpr, or passwd
 - Ftp Rootkit to the host, unpack, compile, and install it
 - Collect more username/password pairs and move on

❖ Contoh Rootkit, dalam lingkup Network and Internet Defense



- ◆ **Modifies netstat, ps, ls, du, ifconfig, login**
 - Modified binaries hide new files used by rootkit
 - Modified login allows attacker to return for passwords

- ◆ **Rootkit fools simple Tripwire checksum**
 - Modified binaries have same checksum
 - But a better hash would be able to detect rootkit



- ◆ Sad way to find out
 - Disk is full of sniffer logs
- ◆ Manual confirmation
 - Reinstall clean ps and see what processes are running
- ◆ Automatic detection
 - Rootkit does not alter the data structures normally used by netstat, ps, ls, du, ifconfig
 - Host-based intrusion detection can find rootkit files
 - ✦ As long as an update version of Rootkit does not disable your intrusion detection system ...



- ◆ Symantec honeypot running Red Hat Linux 9
- ◆ Attack
 - Samba 'call_trans2open' Remote Buffer Overflow (BID 7294)
 - Attacker installed a copy of the SHV4 Rootkit
- ◆ Snort NIDS generated alerts, from this signature

```
alert tcp $EXTERNAL_NET any -> $HOME_NET 139 \
(msg:"NETBIOS SMB trans2open buffer overflow attempt"; \
flow:to_server,established; \
content:"|00|"; offset:0; depth:1; \
content:"|ff|SMB|32|"; offset:4; depth:5; \
content:"|00 14|"; offset:60; depth:2; \
```



◆ Basic idea

- Monitor network traffic, system calls
- Compute statistical properties
- Report errors if statistics outside established range

◆ Example – IDES (Denning, SRI)

- For each user, store daily count of certain activities
 - E.g., Fraction of hours spent reading email
- Maintain list of counts for several days
- Report anomaly if count is outside weighted norm

Big problem: most unpredictable user is the most important



◆ Build traces during normal run of program

■ Example program behavior (sys calls)

open read write open mmap write fchmod close

■ Sample traces stored in file (4-call sequences)

open read write open

read write open mmap

write open mmap write

open mmap write fchmod

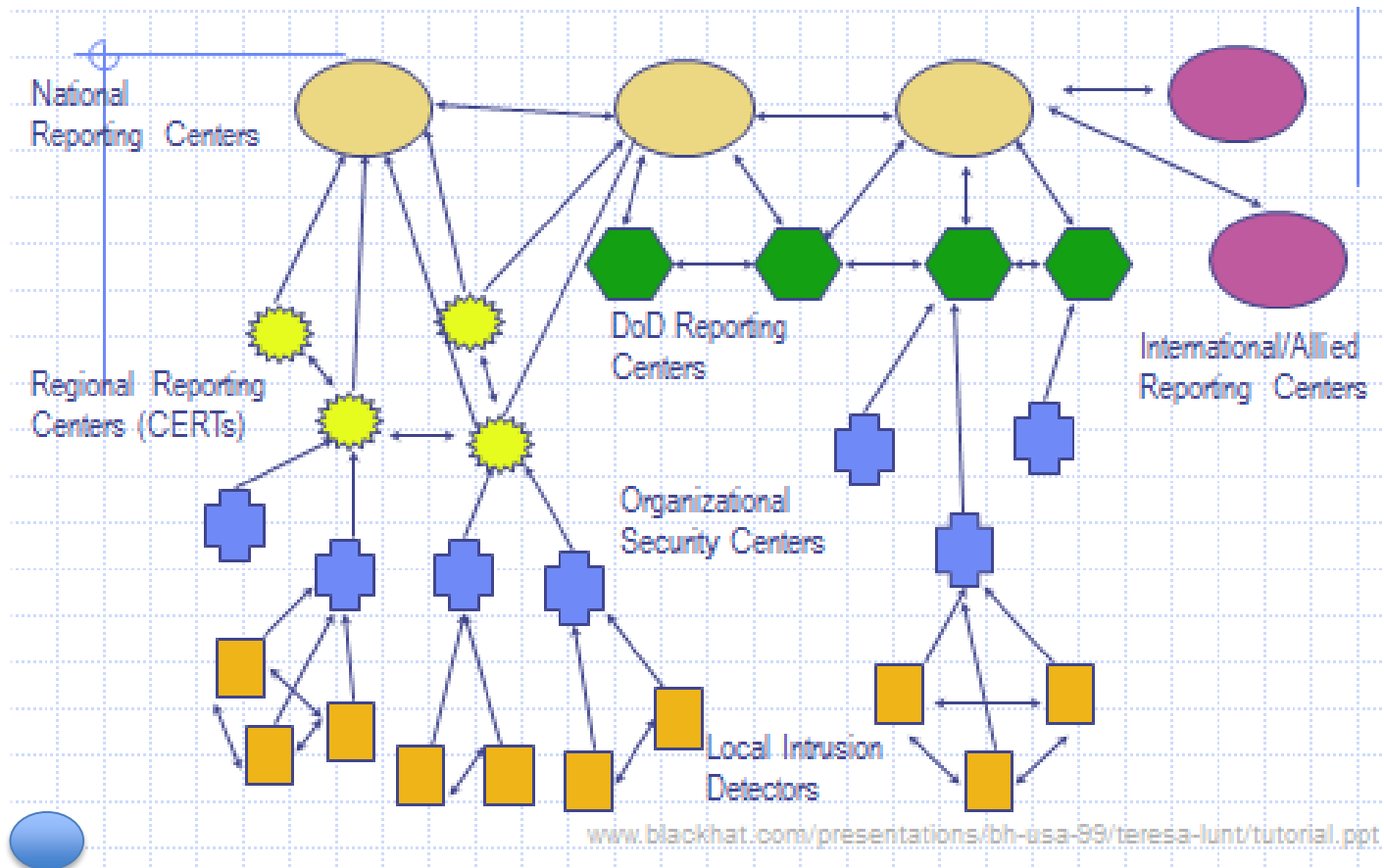
mmap write fchmod close

■ Report anomaly if following sequence observed

open read read open mmap write fchmod close



- ◆ Lack of training data
 - Lots of "normal" network, system call data
 - Little data containing realistic attacks, anomalies
- ◆ Data drift
 - Statistical methods detect changes in behavior
 - Attacker can attack gradually and incrementally
- ◆ Main characteristics not well understood
 - By many measures, attack may be within bounds of "normal" range of activities
- ◆ False identifications are very costly
 - Sys Admin spend many hours examining evidence



❖ Strategic Intrusions Assessment dalam lingkup Network and Internet Defense



◆ Test over two-week period

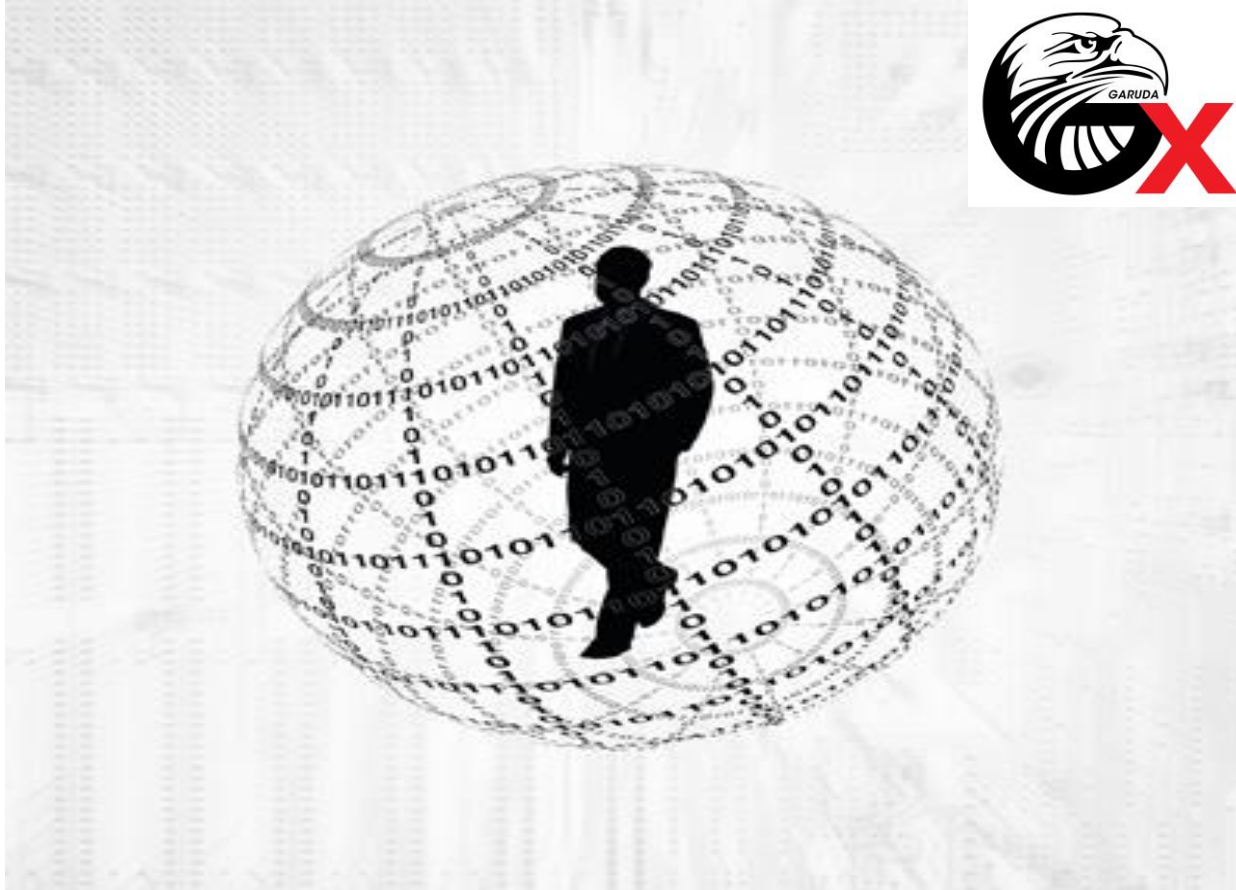
- AFIWC's intrusion detectors at 100 AFBs alarmed on 2 million sessions
- Manual review identified 12,000 suspicious events
- Further manual review => four actual incidents

◆ Conclusion

- Most alarms are false positives
- Most true positives are trivial incidents
- Of the significant incidents, most are isolated attacks to be dealt with locally



**QUESTION
&
Answer
Session**



- **Hatur Nuhun**
- **Matur Nuwun**
- **Terima Kasih**
- **Syukron**
- **Merci bien**
ありがとう
- **Obrigado**
- **Dank**
- **Thanks**
- **Matur se Kelangkong**
- **Kheili Mamnun**
- **ευχαριστίες**
- **Danke**
- **Grazias**
- 谢谢