



# TRANSPORT PROTOCOLS



# TRANSPORT LAYER

## TCP

The transport layer protocols are responsible for establishing communication flow across programs running on peer computers

A socket allows packets to be identified uniquely. It consists of:



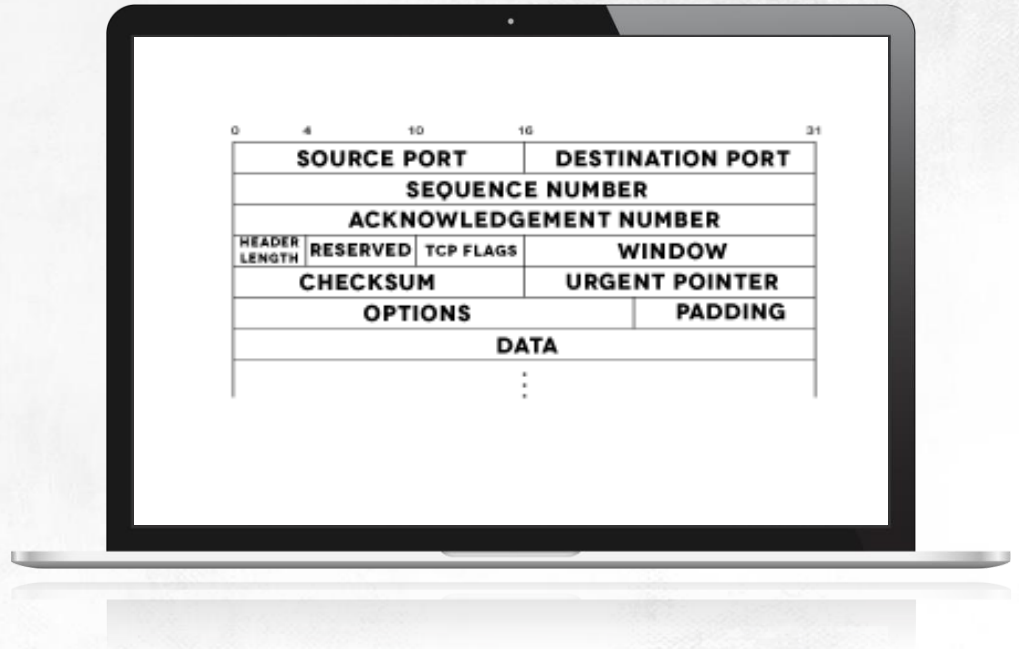
**AN IP**  
address



**A TRANSPORT LAYER**  
protocol (TCP or UDP)



**PORT NUMBER**



# TRANSPORT LAYER

## TCP

### THE TRANSMISSION CONTROL PROTOCOL ESTABLISHES BIDIRECTIONAL SESSIONS

TCP guarantees that all transmitted packets will be delivered and in the sequence in which they were first forwarded

To ensure this:



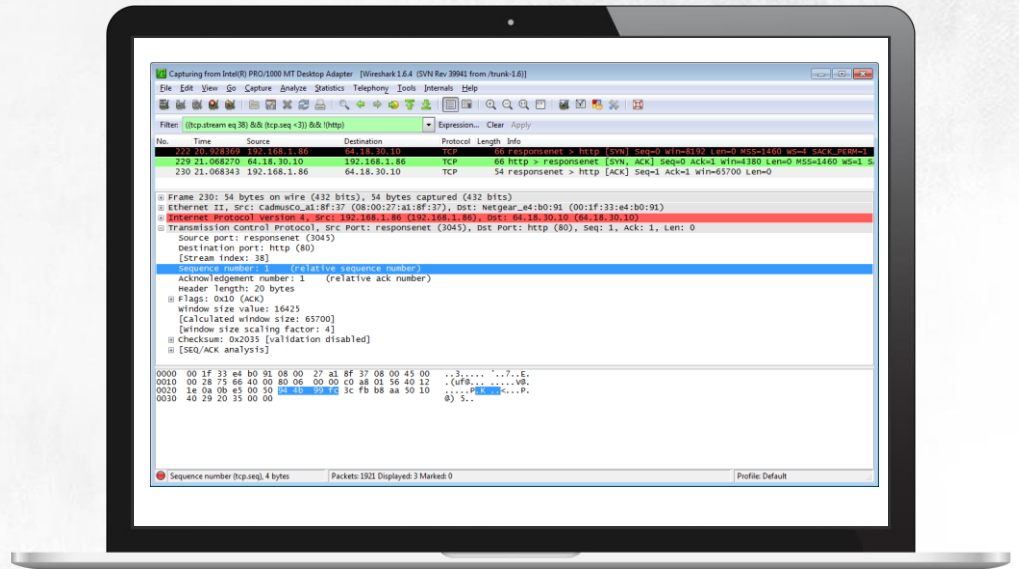
#### WHEN A CONNECTION

is being established, TCP uses handshaking to set a session



#### DATA FLOW

is recreated from incoming packets using a moving frame algorithm

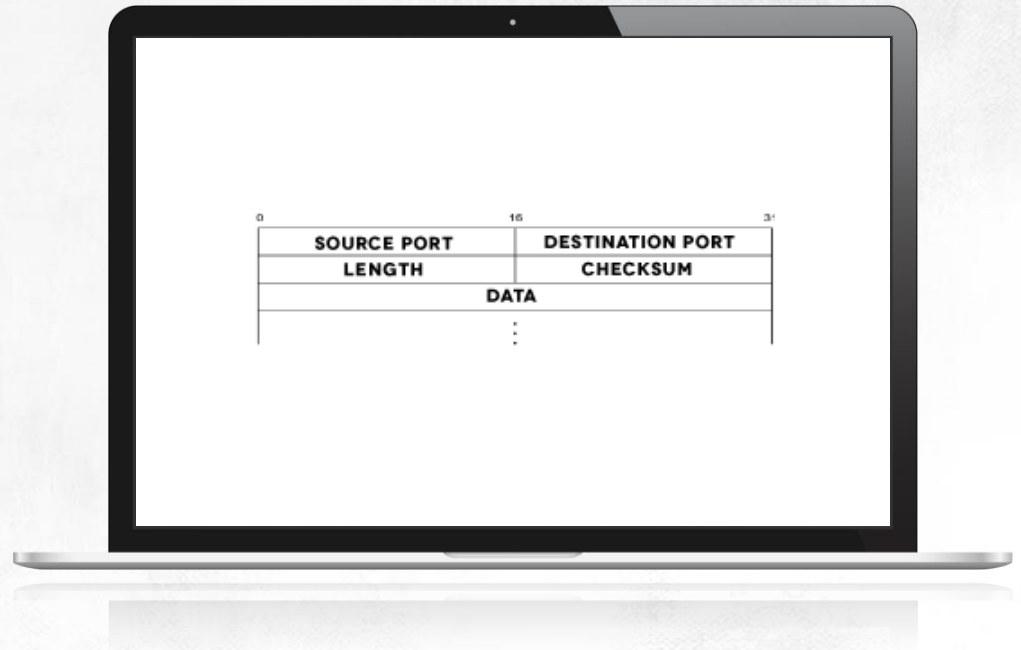




# TRANSPORT **LAYER**

## UDP

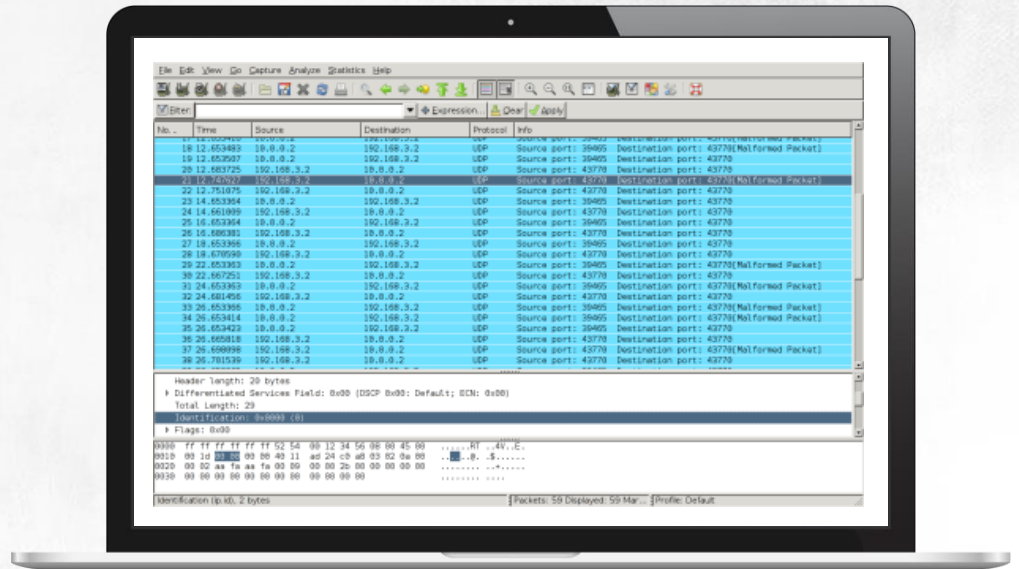
**UDP**  
is a connectionless  
protocol, and won't  
protect you from packet  
loss



# TRANSPORT LAYER

## UDP

**DUE TO THESE** problems the UDP protocol is mostly used for services that transmit small data packets (one message long) asynchronously, like DNS servers



# TRANSPORT LAYER

## Threats: Enumerating Remote Computers

### STILL

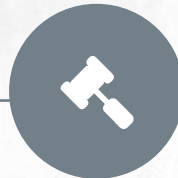
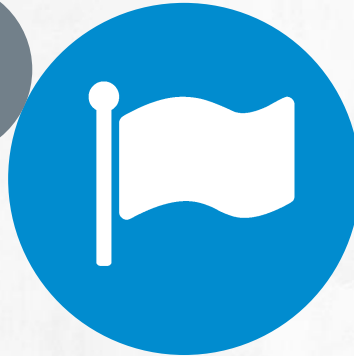
remaining, though, are the threats of using this layer's protocols to scan and enumerate remote computers' weak points

### WHILE

While you could patch up the security of layer three using IP Sec, tightening security in layer four is as simple as blocking unused computer ports (using firewalls) and monitoring networks for scan attempts

### THE NUMBER

one threat in layer four is the vulnerability that makes attackers able to determine next sequence numbers of messages transmitted in a TCP session, and it has been eliminated already. All modern operating systems are now using pseudorandom sequence numbers



# EXERCISE

## Transport Layer Attack



**AN AUTOMATED ATTACK**  
on a badly-protected  
computer using Metasploit





# SESSION LAYER

**THE DEFINITIONS OF** the upper-layer functions in the OSI model are more blurred than the functions of their lower-layer counterparts

**A SEPARATE MODULE** focuses on authentication and authorisations mechanisms





# SESSION LAYER

**THE TYPICAL THREATS** in layer five include session hijacking: the attacker gaining control over the session of an authenticated remote user. Session hijacking can be the interception and use of cookie-stored credentials or determining the session ID of another user and connecting to it

**WHILE REMOTE USER** authentication protocols have to be configured appropriately, securing the session layer is the responsibility of web application designers



**THANKS**

