

# UNIX/Linux Overview

For Law Enforcement Personnel

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Modified from a presentation by SSA William W. Blevins

Original presentation produced by SSA Edward Arias



# *Objectives*

- ⇒ What is Unix?
- ⇒ Why do I need to know Unix?
- ⇒ Unix history.
- ⇒ Architecture of Unix/Linux.
- ⇒ Important files and commands.
- ⇒ How is Unix/Linux booted?

# ***What is Unix?***

## What is an operating system?

- ★ The low-level (first layer loaded) software which handles the interface to system hardware (input/output devices, memory, file system, etc), schedules tasks, and provides common core services such as a basic user interface.
- ★ Colloquially, all of the software that comes with a system before applications are installed.

# ***What Is Unix?***

## Examples of Operating Systems:

- ★ **Unix and Unix-like:** A/UX, AIX, \*BSD (Free, Micro, Net, Open, etc), Darwin (Mac OS X), HP-UX, Hurd, IRIX, Linux, LynxOS, Minix, QNX, SE-Linux, Solaris, System V, Triance, TRUSIX, Tru64, UnixWare, VSTa, z/OS, etc.
- ★ **Embedded:** BeOS, Chorus OS, eCos, FreeRTOS, IOS, JUNOS, LynxOS, QNX, VRTX, VxWorks, Windows CE, RTLinux, RTAI, Symbian, etc.
- ★ **Others:** AOS, JavaOS, MorphOS, Primos, Windows 3.1/95/98/NT/XP/2000/2003, etc.

# ***What is Unix?***

## ***A portable, multi-tasking and multi-user operating system***

- ⇒ **Portable**: runs on many different hardware architectures (Intel x86 and IA-64, Alpha, MIPS, HP PA-RISC, PowerPC, IBM S/390, SPARC, Motorola 680x0, etc.).
- ⇒ **Preemptive multi-tasking**: several programs can run at the same time (time slices, interrupts, and task switching).
- ⇒ **Multi-user**: many users can share the computer system at the same time.

# ***What is Unix?***

## ***Other Features***

- Uses a simple, uniform file model which includes devices and access to other services in a flexible, **hierarchical file system**.
- Written in a **high-level language** (“C”) making it easy to read, understand, change and port.
- The command prompt is a simple user process, **the Unix shell**, which is also a convenient job programming language.
- Includes support for **regular expressions** which are convenient for complex searching.

# ***What is Unix?***

## ***The Unix Philosophy***

- ⇒ Write programs that do one thing and do it well.
- ⇒ Write programs to work together.
- ⇒ Write programs to handle text streams because that is a universal interface.

**Do one thing, do it well.**

-- Doug McIlroy

# ***Why Do I Need to Know This?***

- ➔ **Ubiquitous**: Most big computers and much of the Internet infrastructure runs on some variant of Unix (SUN, SGI, HP, etc.).
- ➔ Linux is the **fastest growing** operating system in the market.
- ➔ **Source code** availability provides the ability to “get under the hood” of operating system design and function (and TCP/IP).
- ➔ By understanding the Unix/Linux **community** and its culture, you will be able to collect critical information.



# ***Why Do I Need to Know This?***

## ***Crackers Love Unix.***

- ⇒ Linux and \*BSD are **freely distributed**. Anyone can download them from the Internet for free and install.
- ⇒ Many **tools** are native to Unix and the source code is available for anyone (crackers, too) to modify.
- ⇒ Used on computers at **universities**.
- ⇒ Some **crackers** use Unix to develop, test and run their illegal activities.

# *Why do I need to know this?*

- ➡ Unix is what some crackers use.



Picture from Def Con. "Hackers Pose"

# *Why do I need to know this?*

- ➔ **Hacking:** Before the term hacking became associated with computers, MIT undergraduates used it to describe any activity that took their minds off studying, suggested an unusual solution to a technical problem, or generally fostered nondestructive mischief.
- ➔ **Cracking:** The act of breaking into a computer system; what a cracker does. Contrary to widespread myth, this does not usually involve some mysterious leap of hackerly brilliance, but rather persistence and the dogged repetition of a handful of fairly well-known tricks that exploit common weaknesses in the security of target systems. Accordingly, most crackers are only mediocre hackers.

# *Unix History*

- ➔ 1964 joint project between AT&T Bell Labs, GE, and MIT to develop a new OS.
- ➔ Goal : develop an OS that could provide computational power, data storage and the ability to share data among multiple users.
- ➔ Result: **Multiplexed Information & Computer Service - MULTICS.**

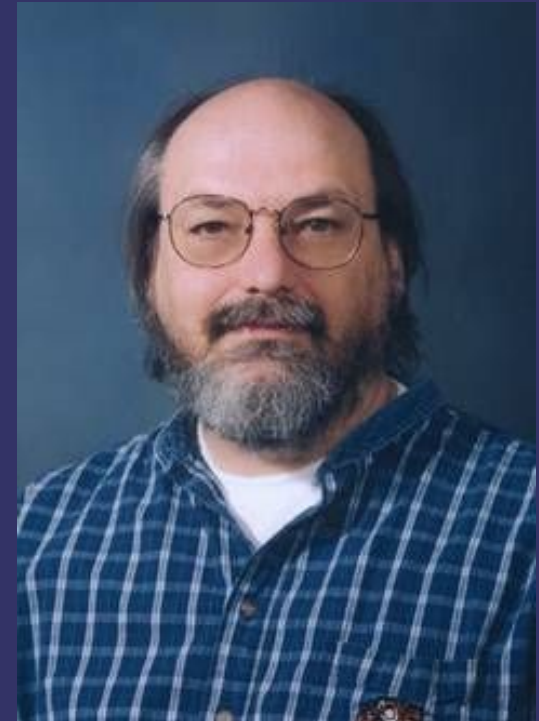
# *Unix History*

- ➔ 1969 Bell Labs withdraws from group.
- ➔ Two Bell Lab scientists, Ken Thompson and Dennis Ritchie, continue research. They were still left without a “Convenient interactive computing service”\*.

\* Ritchie, D.M. “The Evolution of the Unix Time-sharing System”, AT&T Bell Laboratories Technical Journal, Oct. 1984, Vol 63, No.8, Part 2, pp. 1577-1594.

# *Unix History*

- ➞ At the same time Ken Thompson wrote a game “space travel” in Fortran to run on GECOS OS (Honeywell 635).
- ➞ The spaceship was hard to control and it was expensive to run. He was told to get the game off his work computer.

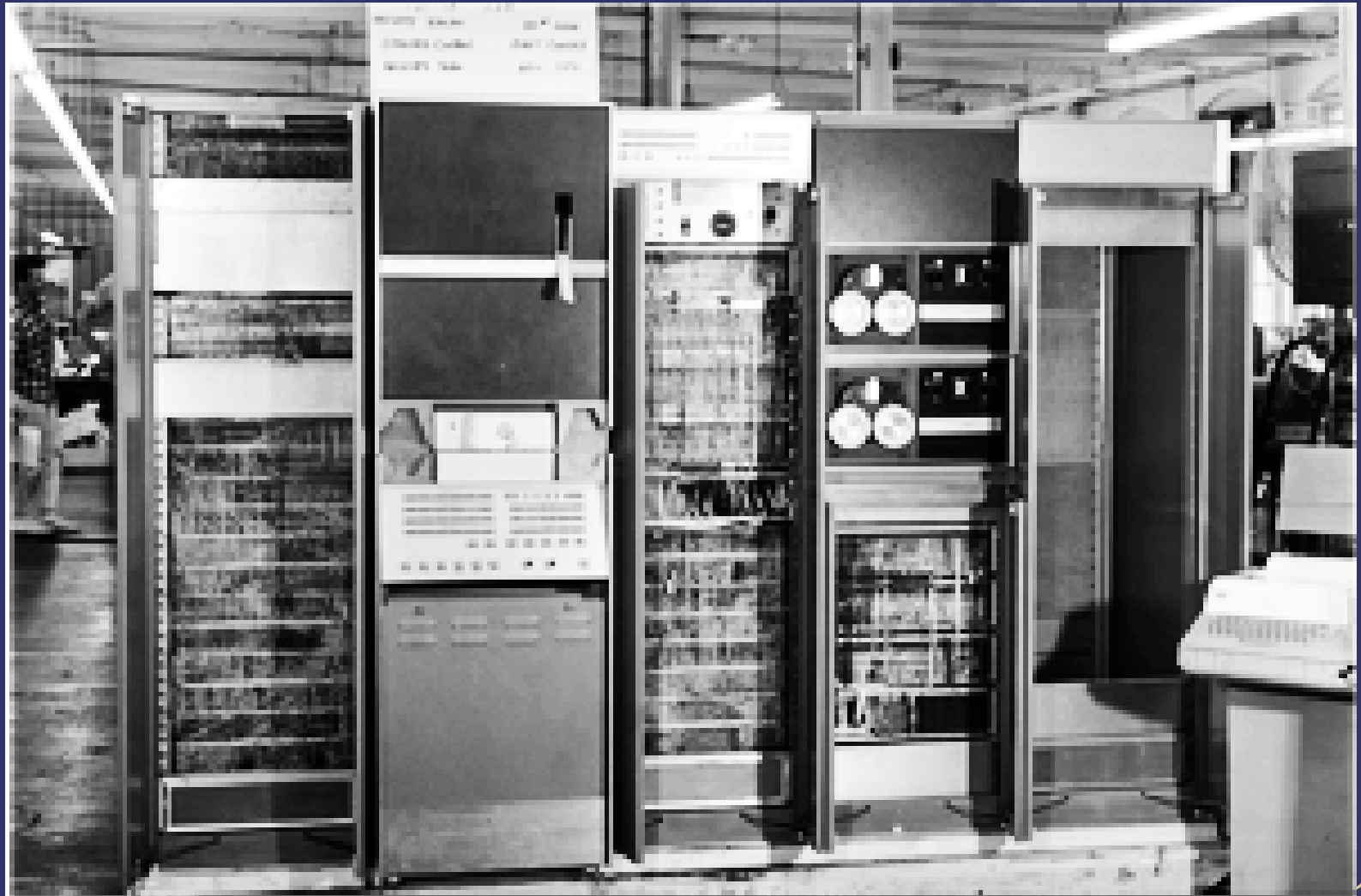


# *Unix History*

- ⇒ Thompson ported the game to a little used PDP-7 computer.
- ⇒ Unics (later Unix) was born as a pun on Multics.

# *Unix History*

## *PDP-7*





# *Unix History*

- ⇒ Dennis Ritchie developed “B” . Then wrote “C” a compiled language.
- ⇒ In 1973 entire OS ported to “C”.



# *Unix History*

- ➔ Because of a 1956 Consent Decree AT&T could not market Unix so it provided it to academia.
- ➔ Late 70s : Thompson took a sabbatical to teach Unix at UC Berkley –

Birth of BSD Unix. Introduced many new features.

- ➔ AT&T Bell Labs realized the commercial potential and began distributing System V.
- ➔ Commercialization of Unix (70s / 80s)  
AT&T, Sun, SGI, HP, DEC, NCR, IBM.

# *Linus Torvalds*



- ✿ 1991 Linux 0.02 is first released to the public.
- ✿ 1994 Linux 1.0 is released.

# ***Three Definitions of Linux***

- ⇒ **Linux Kernel:** The very low-level software that manages your computer hardware and provides a library (POSIX) interface for user-level software. The Linux kernel runs on many platforms (Intel x86 and IA-64, Alpha, MIPS, HP PA-RISC, PowerPC, IBM S/390, SPARC, Motorola 680x0, etc.).
- ⇒ **GNU/Linux OS:** The Linux kernel plus utility software to provide a useful working environment.
- ⇒ **Linux Distributions:** The packaging of the Linux Kernel, the GNU/Linux OS and lots of other software to make Linux easy to install, configure, and use (at least for the target audience).

# ***Tux, the Linux Mascot***



# ***The “Free” Software Movement***

## ***The GNU Project: [www.gnu.org](http://www.gnu.org)***

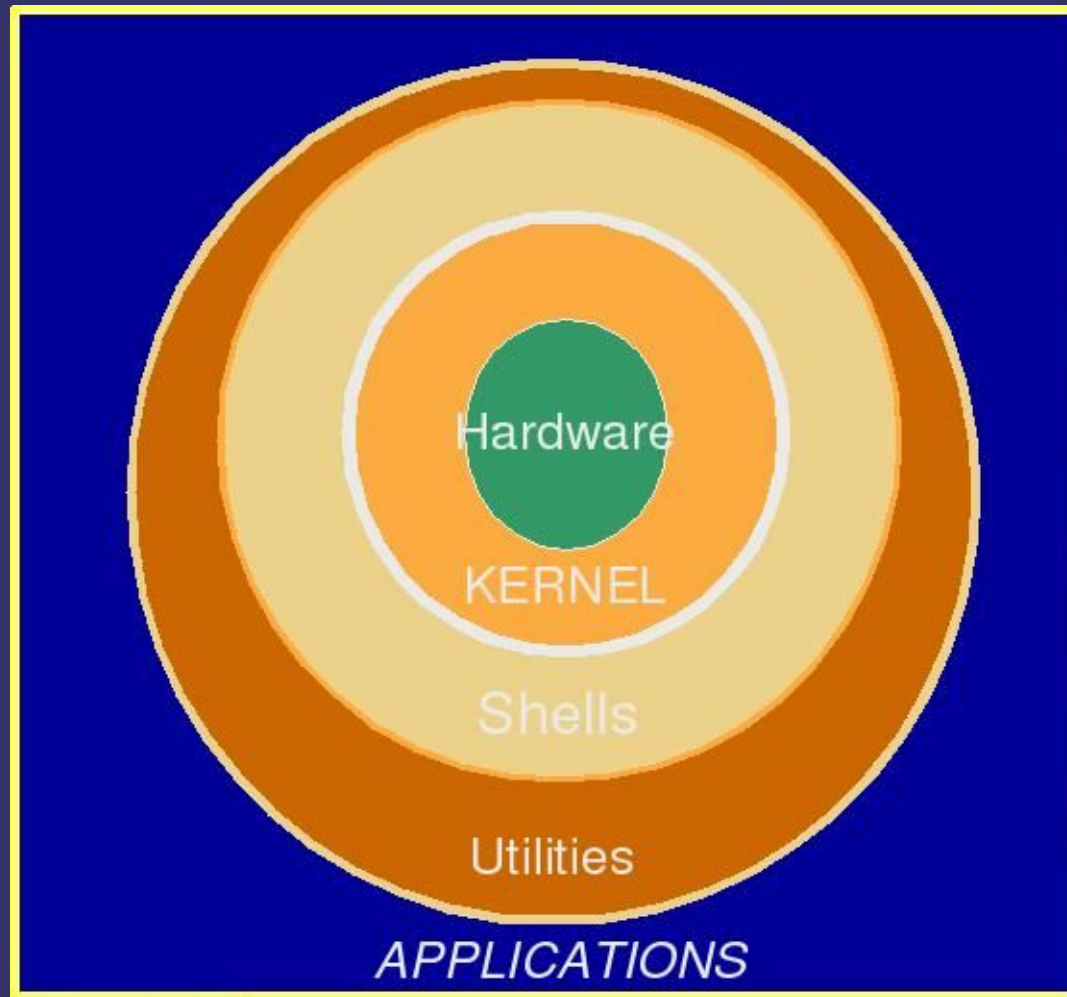
### **The Four Freedoms**

- ➔ The freedom to run the program, for any purpose.
- ➔ The freedom to study how the program works, and adapt it to your needs.
- ➔ The freedom to redistribute copies so you can help your neighbor.
- ➔ The freedom to improve the program, and release your improvements to the public, so that the whole community benefits.

# *Architecture of Unix*

- ➞ Kernel: Schedules programs,  
Manages data/file access and storage,  
Enforces security,  
Performs all hardware access.
- ★ Init: First program run by kernel on booting.
- ➞ Shell: Presents each user a prompt,  
Interprets commands typed by user,  
Executes users commands,  
Provides user/programming environment.

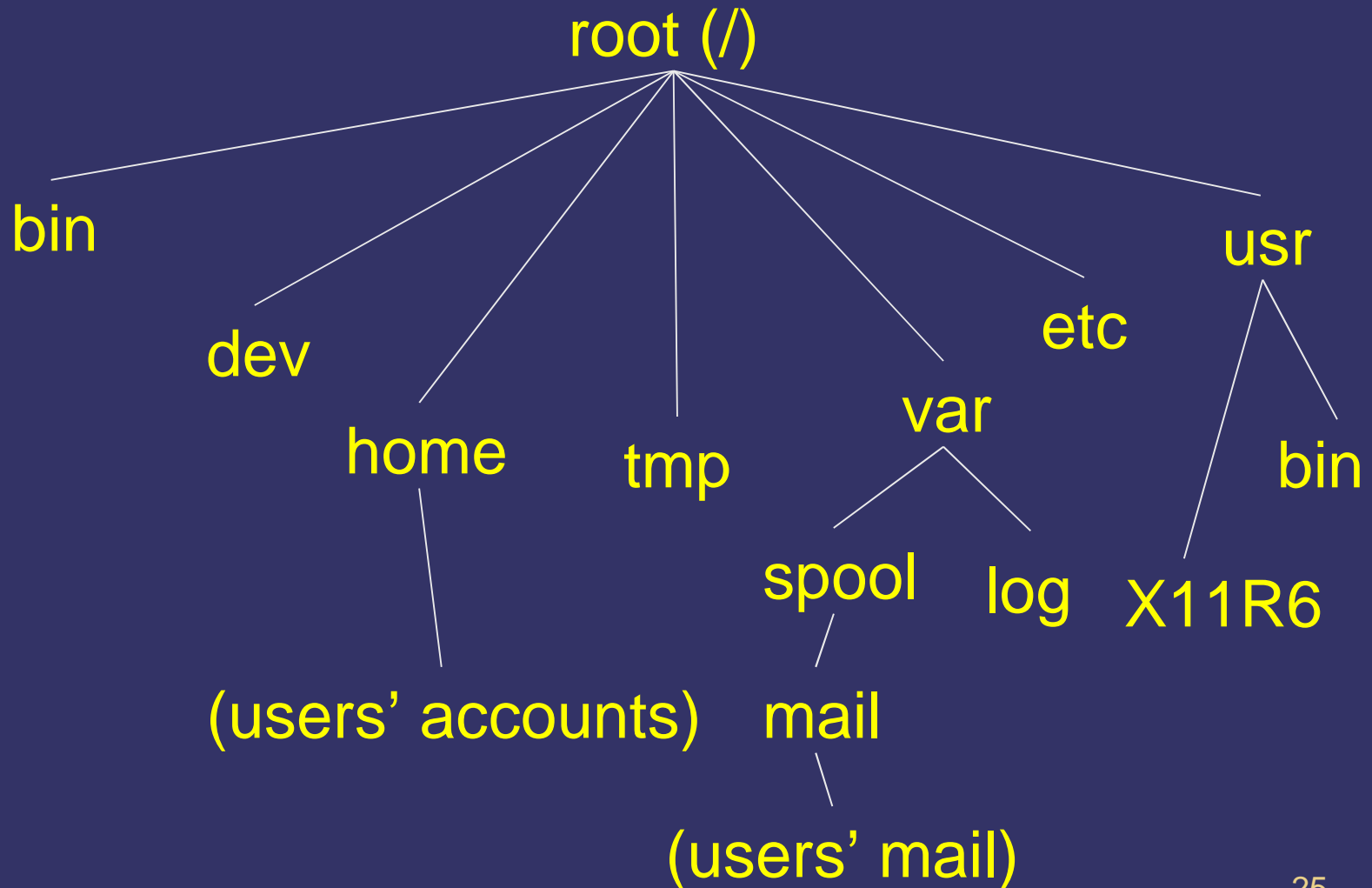
# *Architecture of Unix*





# *Architecture of Unix*

## *Unix file system*



# *Typical Directories*

- ⇒ **/**: Root of the tree. Where it starts.
- ⇒ **bin, sbin, usr/bin**: software for the shells and most common Unix commands.
- ⇒ **dev**: short for devices, holds the files necessary to operate peripherals such as printers and terminals.
- ⇒ **home**: contains the home directories of users (/export/home on sun computers).

# *Typical Directories*

- ➔ **tmp:** holds temporary files.
- ➔ **var:** contains files that vary in size;  
(Mail directories, printer spool files,  
logs, etc.)
- ➔ **etc:** administrative files such as lists of  
user names and passwords.

# *Typical Directories*

- ➔ **usr:** Contains application programs
- ➔ **lib:** Contains libraries for programs
- ➔ **proc:** a pseudo-filesystem used as an interface to kernel data structures.

# ***File and Directory Name Rules***

- ⇒ Valid names can be made up of:
  - Uppercase letters (A to Z).
  - Lower case letters (a to z). Case sensitive!!!
  - Numbers (0 to 9).
  - Period (.), underscore (\_), commas (,).
- ⇒ Should not contain spaces or the following:
  - & \* \ | [ ] { } \$ < > ( ) # ? ' " ; ^ ! ~ %. Never /.
  - You should avoid naming files or directories with Unix commands.

# *File System Structure*

- ⇒ Unix stores a file's administrative information (its physical location on disk, permissions including ownership and modification times) in an **inode** (i-node or Index Node).
- ⇒ The file name (**link**) is stored in the contents of a directory entry. Deleting a file consists of removing a link to the inode (the inode itself is not deleted).

# *File System Structure*

## Data Recovery:

- ★ When a file is deleted the number of links to the inode is reduced by one.
- ★ Note: an inode may have more than one link (or name) --- see `ln(1)`.
- ★ If the number of links becomes zero, the kernel may reuse the disk space making recovery **difficult**. Magnetic Force Microscopy (MFM) can recover most data unless `wipe(1)` is used.

# *Important Files*

- ⇒ passwd, shadow: Password files
- ⇒ group: Sets up group permissions
- ⇒ services: Defines names for services
- ⇒ hosts: Defines names for IP addrs
- ⇒ inetd: Defines net services to run



# *Passwd File*

```
root:x:0:0:root:/root:/bin/bash
bin:x:1:1:bin:/bin:
daemon:x:2:2:daemon:/sbin:
adm:x:3:4:adm:/var/adm:
lp:x:4:7:lp:/var/spool/lpd:
sync:x:5:0:sync:/sbin:/bin/sync
shutdown:x:6:0:shutdown:/sbin:/sbin/shutdown
halt:x:7:0:halt:/sbin:/sbin/halt
mail:x:8:12:mail:/var/spool/mail:
operator:x:11:0:operator:/root:
games:x:12:100:games:/usr/games:
ftp:x:14:50:FTP User:/home/ftp:
nobody:x:99:99:Nobody:/:
```

# Shadow File

```
root:$1$ILZaaozy$fxRqBZE54ldQHJzHwKPWj/:11749:0:99999:7:::  
bin:*:11749:0:99999:7:::  
daemon:*:11749:0:99999:7:::  
adm:*:11749:0:99999:7:::  
lp:*:11749:0:99999:7:::  
sync:*:11749:0:99999:7:::  
shutdown:*:11749:0:99999:7:::  
halt:*:11749:0:99999:7:::  
mail:*:11749:0:99999:7:::  
news:*:11749:0:99999:7:::  
operator:*:11749:0:99999:7:::  
games:*:11749:0:99999:7:::  
ftp:*:11749:0:99999:7:::  
nobody:*:11749:0:99999:7:::  
earias:$1$aRGG/G8W$naSp6L7hskKDFPV0tddRg/:11749:0:99999:7:::
```

# Services File

```
# Network services, Internet style
#
# Note that it is presently the policy of IANA to assign a single well-known
# port number for both TCP and UDP; hence, most entries here have two entries
# even if the protocol doesn't support UDP operations.
# Updated from RFC 1700, ``Assigned Numbers'' (October 1994).  Not all ports
# are included, only the more common ones.
#
# service-name  port/protocol  [aliases ...]  [# comment]

ftp-data 20/tcp
ftp-data 20/udp
ftp      21/tcp
ftp      21/udp
ssh      22/tcp          # SSH Remote Login Protocol
ssh      22/udp          # SSH Remote Login Protocol
telnet   23/tcp
telnet   23/udp
smtp     25/tcp      mail
smtp     25/udp      mail
time     37/tcp      timserver
time     37/udp      timserver
finger   79/udp
http     80/tcp      www www-http      # WorldWideWeb HTTP
http     80/udp      www www-http      # HyperText Transfer Protocol
```

# *Port Numbers*

- ➔ For the latest list of assigned port numbers go to :

<http://www.iana.org/assignments/port-numbers>

# *Hosts File*

#Do not remove the following line, or various  
#programs that require network functionality will  
#fail.

```
127.0.0.1    localhost.localdomain localhost
10.3.23.2    intranet.mycompany.com  intranet
10.3.23.3    mail.mycompany.com mail
```

# Inetd File

```
# /etc/inetd.conf:  see inetd(8) for further informations.
#
# Internet server configuration database
# Lines starting with "?:LABEL:" or "#<off>#" should not
# be changed unless you know what you are doing!
#
# If you want to disable an entry so it isn't touched during
# package updates just comment it out with a single '#' character.
#
# Packages should modify this file by using update-inetd(8)
# <service_name> <sock_type> <proto> <flags> <user> <server_path> <args>
#
#:INTERNAL: Internal services
#echo      stream  tcp nowait  root internal
#echo      dgram   udp  waitroot internal
#chargen   stream  tcp nowait  root internal
#chargen   dgram   udp  waitroot internal
#discard   stream  tcp nowait  root internal
#discard   dgram   udp  waitroot internal
#daytime    stream  tcp nowait  root internal
#daytime    dgram   udp  waitroot internal
#time       stream  tcp nowait  root internal
#time       dgram   udp  waitroot internal
```

# Architecture of Unix

## ➔ Basic Utilities

- Directory/File management: `cd`, `ls`, `pwd`, `mkdir`, `rmdir`, `cp`, `mv`, `rm`, `find`, `du`, `file`
- File viewing/editing: `touch`, `more`, `less`, `ed`, `vi`, `emacs`
- User management: `passwd`, `chmod`, `chown`, `su`, `who`
- Process management: `kill`, `killall`, `ps`
- Documentation: `man`, `info`, `/usr/share/doc`

★ Applications: `X11`, `KDE`, `Gnome`, `OpenOffice`, `Apache`, `Sendmail`, `Gimp`, `Mozilla`, `Firefox`

★ Security Software: `gpg`, `ssh`, `iptables`, `ACID`, `snort`, `prelude`, `tcpdump`, `ethereal`, `nmap`, `nessus`, `tcpspy`, `tiger`, `ClamAV`, `spamassassin`

# ***Important Network Commands***

- ⇒ telnet: Remote login
- ⇒ ping: Echo request
- ⇒ su: Switch User
- ⇒ ftp: File Transfer
- ⇒ finger: Information



# *telnet*

- ➔ Connect to a host machine over the network.

Syntax: `telnet [options] {IP or Computer Name} [port number]`

Example:

`telnet 127.0.0.1`

`telnet 127.0.0.1 25`

SMTP may not be running.

Alternative: `nc` (from the netcat package)

Telnet does not encrypt connections and so is **NOT** secure.

Use `ssh` for encrypted secure connections.

# *telnet example*

```
$ telnet 127.0.0.1 -l eaa
Trying 127.0.0.1...
Connected to 127.0.0.1.
Escape character is '^]'.
Floppix Server floppixeea
Unauthorized Access Prohibited
```

```
floppixeea login: eaa
Password:
```

```
Welcome to Floppix 2.1r6 - Linux on a floppy - developed by L.M.MacEwan
This floppy version of Linux is based on Debian GNU/Linux 2.1. The programs
in floppix were developed by many and are copyright (C) 1993-1999 Software in
the Public Interest, and others.
```

```
Floppix and Debian GNU/Linux come with ABSOLUTELY NO WARRANTY, to the extent
permitted by applicable law. It works for our purposes; your mileage may vary.
For information about Debian, visit the Debian web site at http://www.debian.org
For information about GNU (GNU's not Unix), and the GPL copyleft visit their web
site at http://www.gnu.org.
```

```
Have FUN.
```

```
$
```

# *ping*

- ➞ Send ICMP ECHO-REQUEST packets to a network host.

Syntax:      `ping [option] {IP or host name}`

Options:      `-f` ping flood: send as many as you can.  
                 Must be superuser (root).

Example:

`ping 127.0.0.1`

# *ping example*

PING 127.0.0.1 (127.0.0.1) from 127.0.0.1 : 56(84) bytes of data.

64 bytes from 127.0.0.1: icmp\_seq=0 ttl=255 time=392 usec

64 bytes from 127.0.0.1: icmp\_seq=1 ttl=255 time=93 usec

64 bytes from 127.0.0.1: icmp\_seq=2 ttl=255 time=35 usec

64 bytes from 127.0.0.1: icmp\_seq=3 ttl=255 time=92 usec

64 bytes from 127.0.0.1: icmp\_seq=4 ttl=255 time=58 usec

64 bytes from 127.0.0.1: icmp\_seq=5 ttl=255 time=92 usec

64 bytes from 127.0.0.1: icmp\_seq=6 ttl=255 time=31 usec

64 bytes from 127.0.0.1: icmp\_seq=7 ttl=255 time=89 usec

64 bytes from 127.0.0.1: icmp\_seq=8 ttl=255 time=33 usec

--- 127.0.0.1 ping statistics ---

9 packets transmitted,

9 packets received,

0% packet loss

round-trip min/avg/max/mdev = 0.031/0.101/0.392/0.106 ms

# ***su***

➞ Switch user.

Syntax:      `su [options] {username or blank}`

Example:

```
$ su
```

```
Password:
```

```
# ping -f 127.0.0.1
```

```
# exit
```

```
$
```

# *ftp*

➔ File Transfer Protocol.

Syntax:      `ftp [options] {IP or Hostname}`

Example:

`ftp 127.0.0.1`

# *ftp example*

```
$ ftp 127.0.0.1
```

```
Connected to 127.0.0.1.
```

```
220 floppixaaa FTP server (Version 6.2/OpenBSD/Linux-0.10)  
    ready.
```

```
Name (127.0.0.1:aaa): aaa
```

```
331 Password required for aaa.
```

```
Password:
```

```
***** Message of the Day
```

```
230 User aaa logged in.
```

```
Remote system is UNIX
```

```
Using binary mode to transfer files
```

```
ftp>
```

# ***finger***

- ➔ User information lookup.

Syntax:      `finger [option] {user@computer}`

Example:

`finger root`

`finger (username)`



# *finger example*

```
$ finger earias
```

```
Login: earias
```

```
Name: Edward Arias
```

```
Directory: /home/earias
```

```
Shell: /bin/bash
```

```
Last login Thu Jun 27 08:22 (EDT) on :0
```

```
No mail.
```

```
No Plan.
```

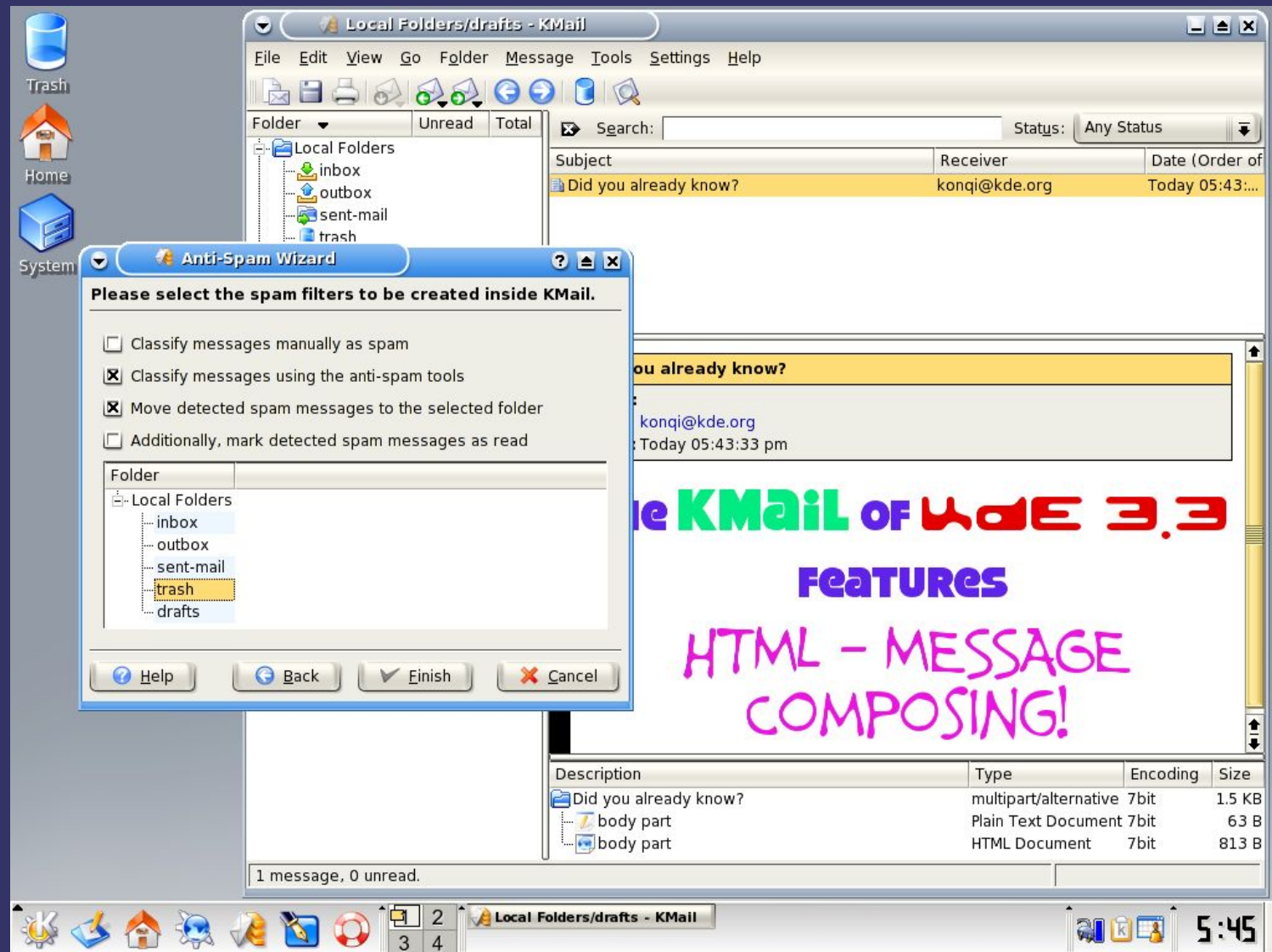
# *CLI vs. GUI*

- ➔ CLI: Command Line Interface: type declarative commands to tell the computer exactly what you want it to do. Advantage: greater flexibility.
- ➔ GUI: Graphical User Interface: use a pointer to select from menus and other graphical widgets to tell the computer what to do. Advantage: easier to use (for some things).

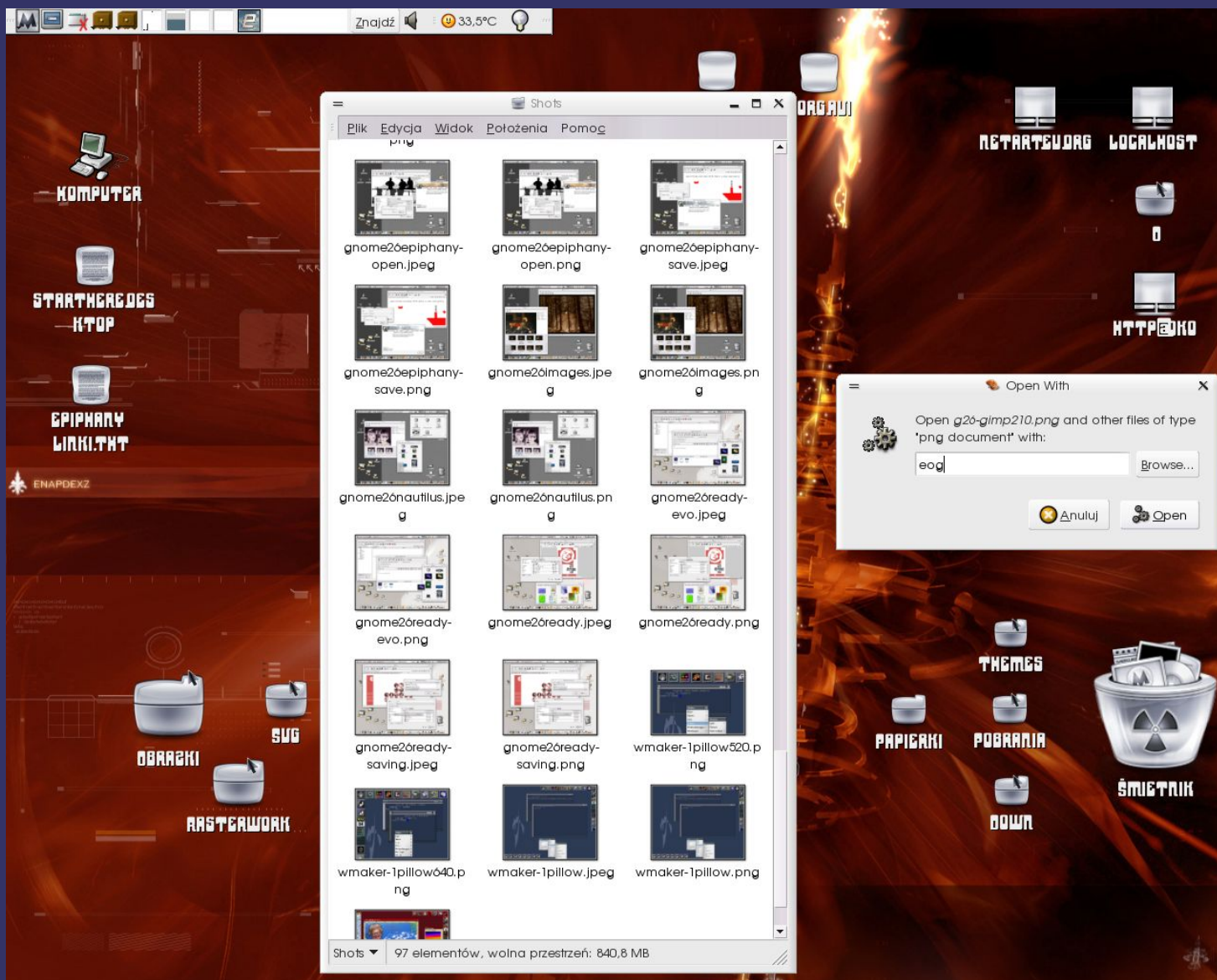
# *The X Window System (X11)*

- ⇒ Created at MIT (1984 project Athena)
- ⇒ Primary software for running a GUI on Unix.
- ⇒ Handles the communication between the terminal and the server (main computer).
- ⇒ You need a “windows manager” to handle how the windows will look on your computer.

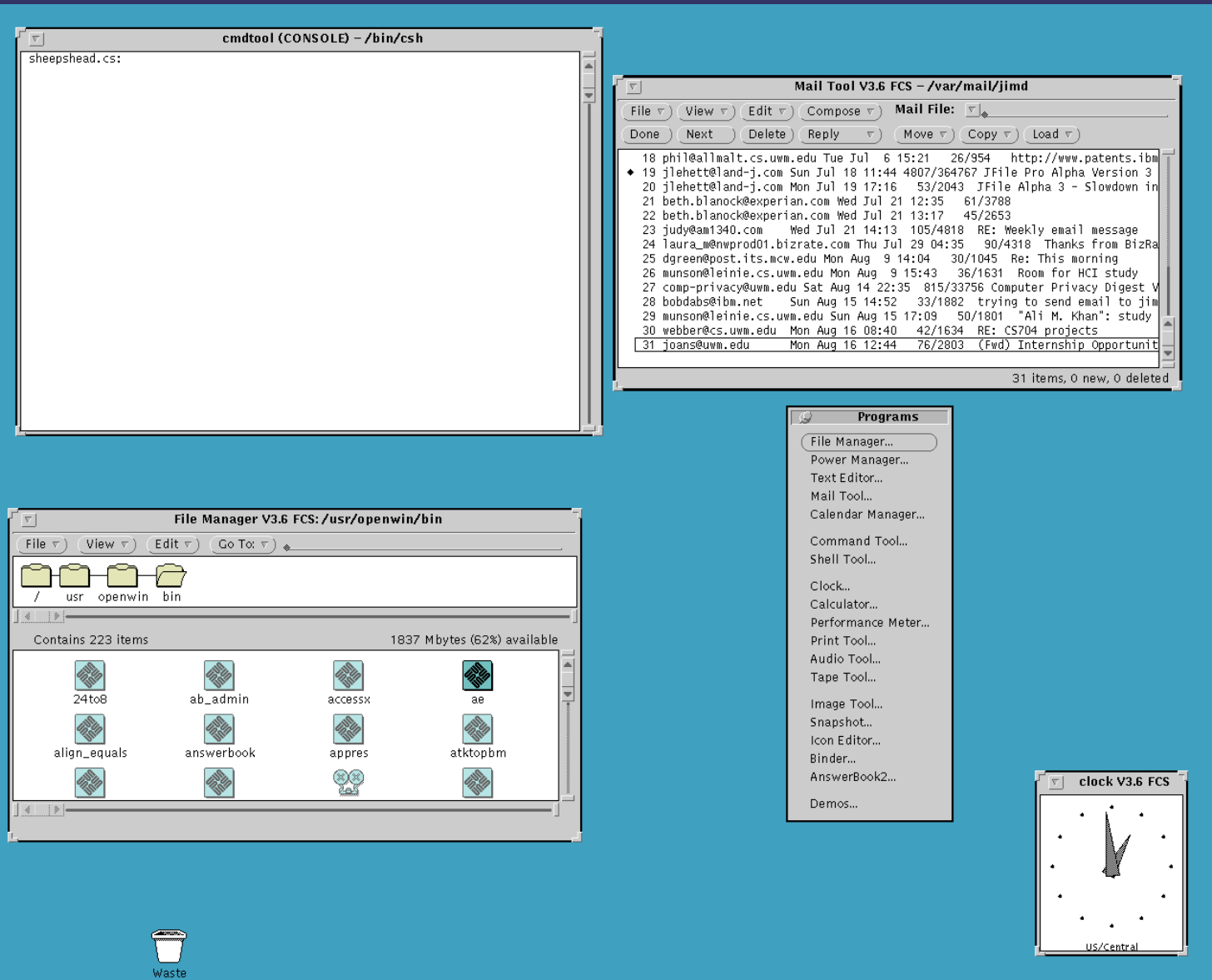
# The K Desktop Environment (KDE)



# GNOME

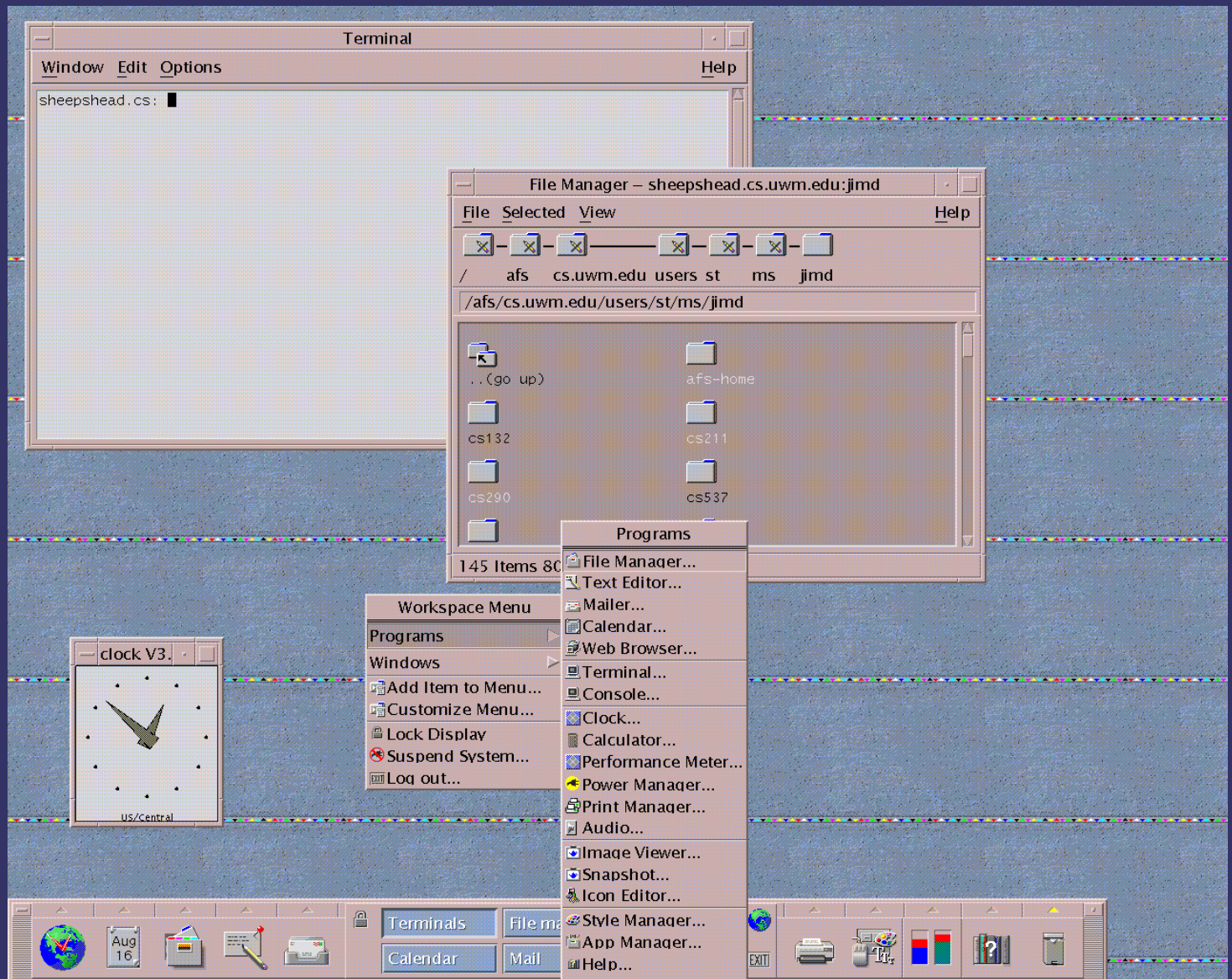


# OpenLook Windows Manager (olwm)





# Common Desktop Environment (CDE)



# ***How Do You Boot Unix?***

## ***Multi-boot Programs***

- ➔ **Windows NT OS loader-** select the OS of choice
- ➔ **Linux LILO (Linux loader)-** the tab key will show  
Selections. Type the name of the OS to load
- ➔ **Grub** — Newer versions of Linux (i.e., 9.0) use this loader to choose the OS
- ➔ **Other methods to boot-** Norton system commander, boot disc, Boot Magic...



# ***Additional Reading***

- Bach, Maurice J. The design of the Unix operating system. Englewood cliffs: prentice-hall software series, 1986.
- Kernighan, Brian W., Ritchie, Dennis M. The C programming language. Englewood cliffs: prentice-hall software series, 1988.
- Jerry peek, grace Todino, john Strang learning the Unix operating system, 5th edition , A concise guide for the new user. 5th edition, O'Reilly press, October 2001.
- A great website containing on-line books on hacking Unix systems: <http://hal.csd.Auth.gr/unix-books/>.
- The Linux Documentation Project: <http://www.tldp.org>.

# Questions?

CJ Fearnley

<http://www.cjfearnley.com/UNIX-Linux-Basics.2005.01.pdf>