"TRAINING COURSES NEEDED TO KEEP TECHNICAL STAFF CURRENT"

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Agenda

- The Information Technology (IT) Discipline
- Traditional and pillars-first IT program
- The Networking pillar
- Promoting lifelong learning
- Current training at University of South Carolina

Background

- According to the Guidelines of the ACM and IEEE Computer Society, networking is a pillar of IT^{1, 2}
- Networking identified as a knowledge area with core units in the guidelines of programs such as Computer Engineering³ and Computer Science⁴



- 1. Curriculum Guidelines for Undergraduate Degree Programs in Information Technology, ACM and IEEE Computer Society, 2008.
- 2. Information Technology Curricula 2017 (IT 2017), ACM and IEEE Computer Society, 2017.
- 3.Computer Engineering Curricula 2016 (CE 2016), ACM and IEEE Computer Society, 2016.
- 4. Computer Science Curricula 2013 (CS 2013), ACM and IEEE Computer Society, 2013.

IT Programs

- How should programs be built?
- Consider the pre-requisites for an introductory course in computer networks



IT Programs

- Traditional emphasis on pre-requisite requirements
- Introduce students to the computer networks area (or other technical areas) at their senior year
- Students exposed at a relative abstract level
- Gap between industry and academia

IT Programs

- Program must prepare students for an undetermined future
- It must be flexible and remain as small as practical, allowing for freedom as needed by stakeholders
- Essential competencies; supplemental competencies for additional depth (e.g., high-performance computing)



- The IEEE / ACM guideline for IT programs considers networking a pillar of the IT discipline
 - Foundations of networking
 - Networking and interconnectivity
 - Routing, switching, and internetworking
 - > Application networking services
 - Network management

 General-purpose (essential topics) vs high-performance networks (supplementation)



General-purpose vs high-performance networks

	General-purpose	Science DMZ
WANs	 Limited bandwidth by commercial ISPs Routers/switches not optimized for performance Congestion Routing achieved independently by ISPs Typical frame size is 1,500 bytes 	 Connection to Internet2/NRENs 10-100 Gbps paths Routers/switches optimized for performance Predictable performance End-to-end routing optimization Jumbo frames are supported
Switches / routers	 ➢ Rates lower than 10 Gbps ➢ Recommended buffer size equals BDP/√N ➢ Cut-through is used as forwarding method ➢ Many switches use shared memory for buffering ➢ Switching methods include shared-memory, bus fabrics 	 Rate higher than 10 Gbps Recommended buffer size equals BDP Store-and-forward should be used for forwarding Buffer allocation should be port-based Recommended fabric is crossbar
Transport	 Stop-and-wait protocol behavior acceptable TCP buffer size has small impact on performance Mostly window-based congestion control used No pacing, no parallel streams 	 pipelined behavior essential for performance TCP buffer size must be greater than BDP Rate-based congestion control has positive impact Pacing, parallel streams improve throughput

General-purpose vs high-performance networks

	General-purpose	Science DMZ
Applications	 Variety of applications General-purpose data transfer tools (SCP, FTP) Single-domain monitoring application (SNMP, Syslog) 	 Small set of applications Specialized data-transfer tools (Globus) Multi-domain performance monitoring (perfSONAR)
Security	 Online devices (IPSs, firewalls) are typical IDS and ACLs used as complement to IPS and firewalls Frequent application changes and updates Multimedia, image, data processing, conde execution (HTML, XML, SQL, etc.) 	 Online devices are not used ACL used as primary defense Flow-based IDS is attractive Changes are not frequent Limited operations over data (file operations mostly)

- The subject of networking is complex and evolving
- Many topics covered in supplemental units (e.g., Science DMZ) evolve from general-purpose networks
- The curriculum must promote critical thinking, lifelong learning, self-directed professional development

Promoting Lifelong Learning

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- The curriculum must promote critical thinking, lifelong learning, self-directed professional development



Promoting Lifelong Learning

- As students learn more about the underlying real-world IT issues, they become more interested in their studies
 - Real-world capstone projects for external clients, external judges
 - Laboratory experiences with workplace relevance
 - Internship experiences
 - Research agenda emerges from the practice



Promoting Lifelong Learning

- Incorporating professional practice into the curriculum serves as a catalyst to stimulate student's interest in the IT profession
- Experiential learning promotes leadership and help develop interpersonal skills



Capstones and Professional Presentations









Internships









Current Training at USC

• Employers, alumni, partners



Internship providers

Internships Northern New Mexico College

Nurturing Success: Northern New Mexico College Student Lands Dream Job At LANL

Submitted by Carol A. Clark on July 17, 2017 - 10:00am



Los Alamos Daily, July 17, 2017



Science DMZ team, from left to right Chase: Comp. Sys. Professional 2, LANL; Joseph: Scientist 1 at LANL, GA Tech Master program; Sergio: graduate in Fall 2017, intern at LANL, Analysis, Intelligence, and Technology, GA Tech Master program







Albuquerque Business First, Aug. 24, 2017

LANL – NNMC: Internship program, Biology and Information Engineering Technology, Spring 2018



Co-PI Biology team, NM IMBRE '16 Conf.



1st place award, Bioinformatics; 2016 NM IMBRE conference



Top: Maria, Colo. State Research Symp. '16, 2nd place award Bottom: Britney, NM Biomedical Symp. '16

Current Training at USC

- Initially targeted for students, IIT's material helps to train IT staff and self-pace learners from other departments
- Provide foundations, including state-of-the art technology
 - E.g., when covering the network layer, include Software-defined Networking (SDN)
 - > P4 programmable data plane switches (master, PhD level)
- Facilitate the use of hands-on tools
 - > Agreements with Cisco, Palo Alto, Juniper, VMware, Amazon, Barefoot Networks
 - Theoretical concepts reinforced with material developed by vendors
 - Develop material for training not provided by vendors (traffic analysis tools, Bro, high-speed networks, programmable data plane switches)

Current Training at USC

- Train students to be a problem solver, skilled practitioner
- Promote applied research using professional tools and platforms
 - Ease the transition from academia to the workplace
 - Some vendors offer excellent tools that complement theory, at no cost
 - Vendor-specific certifications are practice-oriented, highly technical in nature; used as a complement for core concepts
 - > Many open source applications are highly recognized

2017 NSF CC* Meeting

Comments by attendees of 2017 NSF CC meeting¹

"Working with researchers... HPC, Science DMZ, DTN, Big Data and/or GPU platforms"

"Very difficult to find, or nonexistent - difficult to retain (CI engineers)"

"time to hire (CI engineers)... ended up taking 10 months"

"Combination of education and experience"

"At least one tour of duty as an intern or apprentice"

"System and network engineering, user support experience, good communication..."

"Routing and switching (e.g., Juniper, Cisco), ...training in security (e.g., Palo Alto or similar), cabling"

"Working knowledge of theory and practice underlying VLAN/LAN/WAN... Windows and Unix/Linux"

"We get great mileage out of community college student interns for tasks at the system / network admin"

Current Training at USC



Hands-on Training



Introduction to Cryptography

PAN / Next-generation Firewalls

Hands-on Training



Introduction to Zeek / Bro

perfSONAR

Hands-on Training





Cyber-operations

Network Tools and Protocols (High-speed Networks)

Labs Series: Networks Tools and Protocols

- Lab 1: Introduction to Mininet
- Lab 2: Introduction to iPerf
- Lab 3: Emulating WAN with NETEM I Latency, Jitter
- Lab 4: Emulating WAN with NETEM II Packet Loss, Duplication, Reordering, and Corruption
- Lab 5: Setting WAN Bandwidth with Token Bucket Filter (TBF)
- Lab 6: Understanding Traditional TCP Congestion Control (HTCP, Cubic, Reno)
- Lab 7: Understanding Rate-based TCP Congestion Control (BBR)
- Lab 8: Bandwidth-delay Product and TCP Buffer Size
- Lab 9: Enhancing TCP Throughput with Parallel Streams
- Lab 10: Measuring TCP Fairness
- Lab 11: Router's Buffer Size
- Lab 12: TCP Rate Control with Pacing
- Lab 13: Impact of Maximum Segment Size on Throughput
- Lab 14: Router's Bufferbloat

Lab Series: perfSONAR

- Lab 1: Configuring Admin. Information Using perfSONAR Toolkit GUI
- Lab 2: PerfSONAR Metrics and Tools
- Lab 3: Configuring Regular Tests Using perfSONAR GUI
- Lab 4: Configuring Regular Tests Using pScheduler CLI Part I
- Lab 5: Configuring Regular Tests Using pScheduler CLI Part II
- Lab 6: Bandwidth-delay Product and TCP Buffer Size
- Lab 7: Configuring Regular Tests Using a pSConfig Template
- Lab 8: perfSONAR Monitoring and Debugging Dashboard
- Lab 9: pSConfig Web Administrator
- Lab 10: Configuring pScheduler Limits

Labs Series: Introduction to Zeek

- Lab 1: Introduction to the Capabilities of Zeek
- Lab 2: An Overview of Zeek Logs
- Lab 3: Parsing, Reading and Organizing Zeek Files
- Lab 4: Generating, Capturing and Analyzing Network Scanner Traffic
- Lab 5: Generating, Capturing and Analyzing DoS and DDoS-centric Network Traffic
- Lab 6: Introduction to Zeek Scripting
- Lab 7: Advanced Zeek Scripting for Anomaly and Malicious Event Detection
- Lab 8: Preprocessing of Zeek Output Logs for Machine Learning
- Lab 9: Developing Machine Learning Classifiers for Anomaly Inference and Classification
- Lab 10: Profiling and Performance Metrics of Zeek

Labs Series: NGFW - PAN

- Lab 1: Initial configuration
- Lab 2: Interface configuration
- Lab 3: Security and NAT policies
- Lab 4: Protecting networks using Application ID
- Lab 5: Protecting networks using Content ID
- Lab 6: URL filtering
- Lab 7: Decryption
- Lab 8: Sandbox malware execution
- Lab 9: User identification
- Lab 10: Global protection
- Lab 11: Site-to-site VPN
- Lab 12: Monitoring and reporting
- Lab 13: Active/Passive High-availability

Labs Series: SOC Cyber-operations

- Lab 1: Identify Running Processes
- Lab 2: Exploring Processes, Threads, Handles, and Windows Registry
- Lab 3: Windows Tools
- Lab 4: Linux Shell
- Lab 5: Linux Servers
- Lab 6: Log Files
- Lab 7: Navigating the Linux File System and Permission Settings
- Lab 8: Tracing a Route
- Lab 9: Wireshark: Ethernet frames, TCP 3-way handshake
- Lab 10: Exploring NMAP
- Lab 11: UDP DNS Captures
- Lab 12: HTTP and HTTPS (Sguil Network Security Analysis)
- Lab 13: Attacking a mySQL Server
- Lab 14: Snort and Firewall Rules
- Lab 15: Regular Expressions
- Lab 16: Isolate Compromise Host using Flow's 5-tuple

Building a Cloud / Portal for Training

- Distributed cloud integrated into a Learning Management System
 - > Learn: learner selects a self-pace training module
 - > Teach: instructor selects a module to incorporate into course

