CS 491/591 Spring 2013 Lab 4 – 10 points

This is due as a physical turn-in at the beginning of class on Thursday, 2 May. You will turn in a single sheet of 8.5” by 11” paper with writing/drawing on only one side. The sheet should not be stapled or folded. It should have your name on it. Your name, paragraph, and drawing should all be on one side of the paper, and the other side completely blank.

Throughout the month of April we’ll be playing Werewolves. You should write a paragraph and draw a picture, in the same format as for previous labs, about Werewolves. What you write about and draw is fairly open-ended, the requirements are:

1. It should be related to Werewolves.
2. It should convey some insight that you gained by playing Werewolves in this class.
3. It should be at least moderately technical.
4. It should be clear to me from your picture and your paragraph that you used advanced inference attacks in the Werewolves game. Note that this is the advanced security class, I expect to see novel inference attacks and not just re-hashes of known attacks.

You may discuss this assignment with your classmates and others at any level of detail you wish, but you should each submit something unique. You can use any online or offline resources you wish, as long as you do your own assignment.

One note about Werewolves: If you're not cheating then you're not trying. Within the confines of University policy, laws, etc., you should feel free do anything you can think of to gain an advantage. Fight dirty. For the official record, as long as you aren't doing any layer 2 attacks on the subnet rubicon is on (so, ARP poisoning etc. are considered out-of-bounds and I will pursue such issues through University channels—and consider them to be serious offenses), you are authorized to try to elevate privileges in the virtual machine rubicon.cs.unm.edu in any way you can. Just to be clear: any kind of Layer 2 attack on a University subnet is NOT okay for this lab.

Also note that you should not expect to have any kind of privacy in terms of your keystrokes, files, etc. on rubicon. Don't use passwords that you use elsewhere, especially not if national security is involved, and don't put personal information on rubicon. Also note that if people do use their rubicon passwords elsewhere, it's still probably illegal and against University policy to use that fact to access their other accounts (CS account, Facebook, etc.). Still don't re-use passwords you care deeply about, because you can't assume everyone in this class are good, law-abiding citizens (Especially not Xu).

As for bribes, my favorite candies are Abba-Zabba, durian candy (especially brands that aren't available in Albuquerque), Rolos, Junior Mints, and Ghirardelli dark chocolate. Candy isn't going to get you root, though, especially if it's something I could just but myself in Albuquerque at any supermarket.
Blackmail is out-of-bounds for this assignment, especially since blackmailing me is too easy for those of you who have spent any amount of time with me off-campus.

On days where we play Werewolves, you don't need to come to class physically—you can instead ssh into rubicon from anywhere. As for dates that we will or will not be playing Werewolves, this is all I know at this point:

Tuesday, 26 March – We will be playing Werewolves for sure.
Thursday, 28 March – Class will be canceled so you can attend the CS student symposium
Tuesday, 2 April – We will be playing Werewolves for sure.
Thursday, 4 April – We will be playing Werewolves for sure.
Tuesday, 9 April – We will **not** be playing Werewolves, we will meet in class.
Thursday, 11 April – We will **not** be playing Werewolves, we will meet in class so you can do your part 1 presentations for the final project.
Tuesday, 16 April – TBD.
Thursday, 18 April – TBD.
Tuesday, 23 April – We will be playing Werewolves for sure.
Thursday, 25 April – We will be playing Werewolves for sure.
Tuesday, 30 April – TBD.