

## 2. KEY TECHNICAL CONCEPTS

# TOPIK

- **Operasi Dasar Komputer**
- **Bits & Bytes**
- **File Extensions & File Signatures**
- **Bagaimana Komputer Menyimpan Data**
- **RAM: Random Access Memory**
- **Volatilitas Data**

# TOPICS

- **Perbedaan Antar Lingkungan Komputer**
- **Aktif, Laten, dan Data Arsip**
- **Alokasi dan Unlokasi Space**
- **Sistem File Komputer**

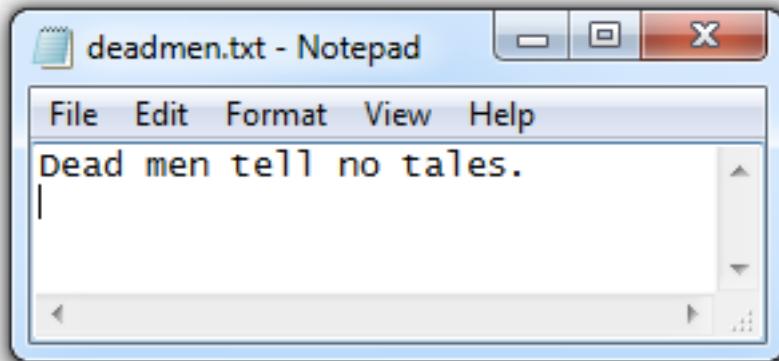


**BITS & BYTES**

# **BITS & BYTES**

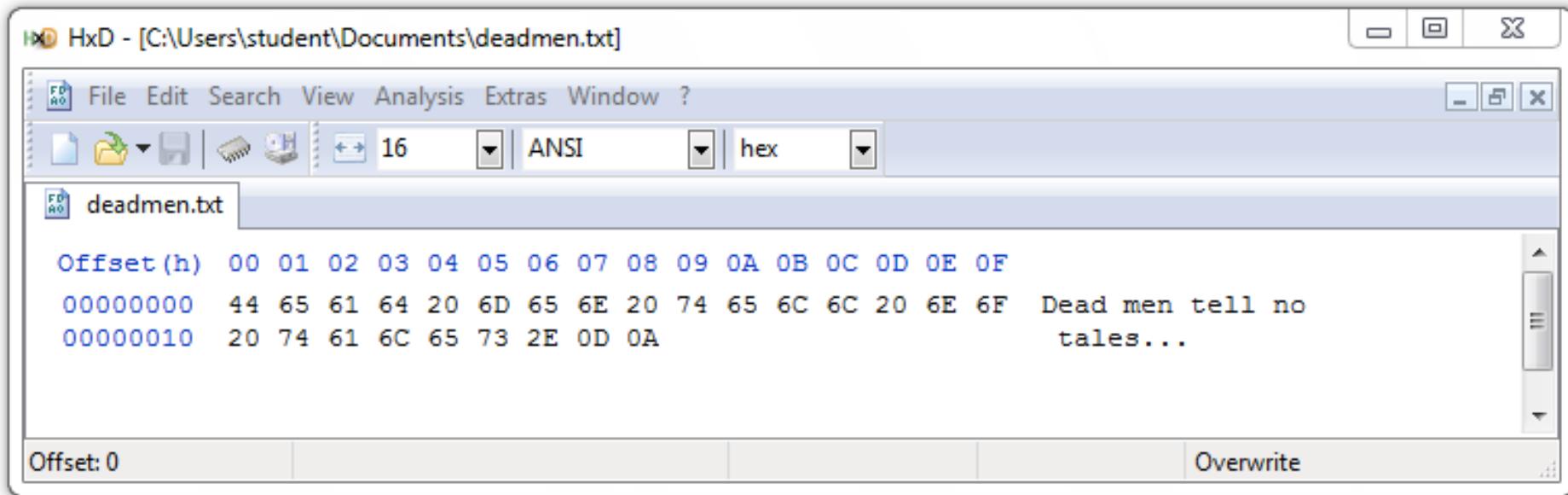
- Bit terdiri dari 0 atau 1
- Tiap 8 bits adalah byte
  - 00000000 sampai 11111111
  - Ada 256 kemungkinan bytes
  - Bisa ditulis sebagai angka 0 hingga 255 (desimal)
  - Dalam Hexadecimal, 00 hingga FF
- Binary Games

# TEXT ASCII



- Satu byte tiap karakter
- 7 bits untuk encode character, satu bit paritas
- 94 printable characters
- Awalnya digunakan untuk Bahasa Inggris
- Diadaptasi oleh bahasa lainnya

# ASCII FILE DALAM HEXADECIMAL



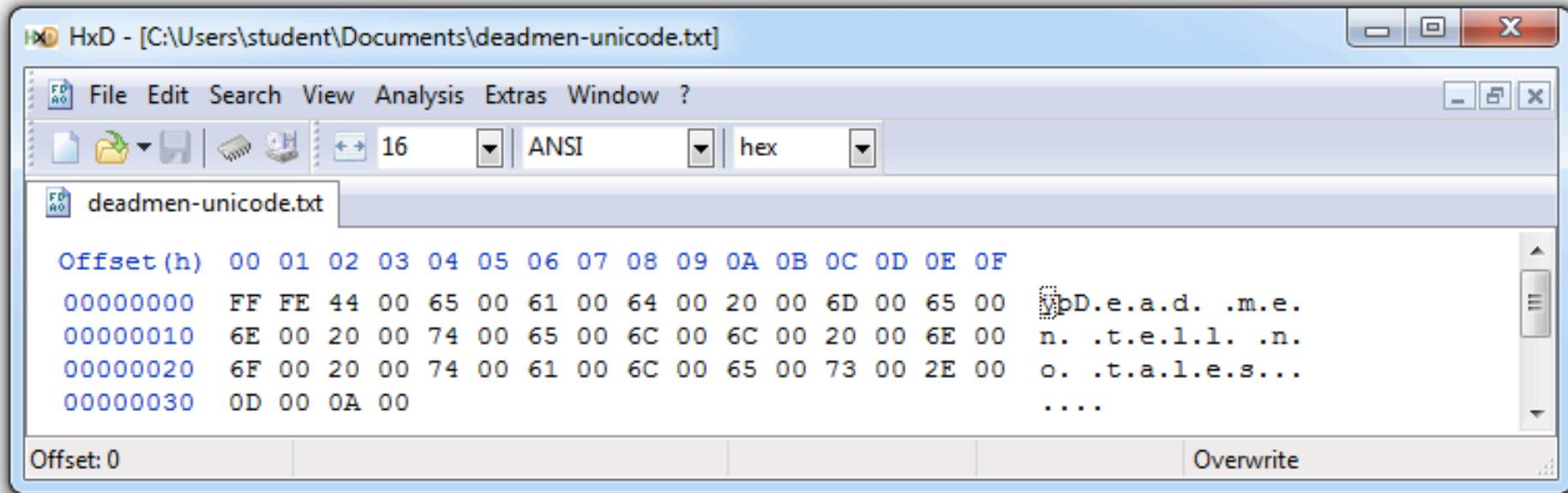
20 hex = 32 decimal = SPACE

0D 0A = 13 10 = CR LF

# ASCII

Binary	Oct	Dec	Hex	Abbr	[a]	[b]	[c]	Name
000 0000	000	0	00	NUL	$\text{^u}_L$	$\text{^@}$	$\text{\0}$	Null character
000 0001	001	1	01	SOH	$\text{s}_H$	$\text{^A}$		Start of Header
000 0010	002	2	02	STX	$\text{s}_T_x$	$\text{^B}$		Start of Text
000 0011	003	3	03	ETX	$\text{e}_T_x$	$\text{^C}$		End of Text
000 0100	004	4	04	EOT	$\text{e}_0_T$	$\text{^D}$		End of Transmission
000 0101	005	5	05	ENQ	$\text{e}_N_Q$	$\text{^E}$		Enquiry
000 0110	006	6	06	ACK	$\text{^c}_K$	$\text{^F}$		Acknowledgment
000 0111	007	7	07	BEL	$\text{^e}_L$	$\text{^G}$	$\text{\a}$	Bell
000 1000	010	8	08	BS	$\text{^s}_S$	$\text{^H}$	$\text{\b}$	Backspace <sup>[d][e]</sup>
000 1001	011	9	09	HT	$\text{^s}_T$	$\text{^I}$	$\text{\t}$	Horizontal Tab <sup>[f]</sup>
000 1010	012	10	0A	LF	$\text{^s}_F$	$\text{^J}$	$\text{\n}$	Line feed
000 1011	013	11	0B	VT	$\text{^s}_T$	$\text{^K}$	$\text{\v}$	Vertical Tab
000 1100	014	12	0C	FF	$\text{^s}_F$	$\text{^L}$	$\text{\f}$	Form feed
000 1101	015	13	0D	CR	$\text{^s}_R$	$\text{^M}$	$\text{\r}$	Carriage return <sup>[g]</sup>

# UNICODE

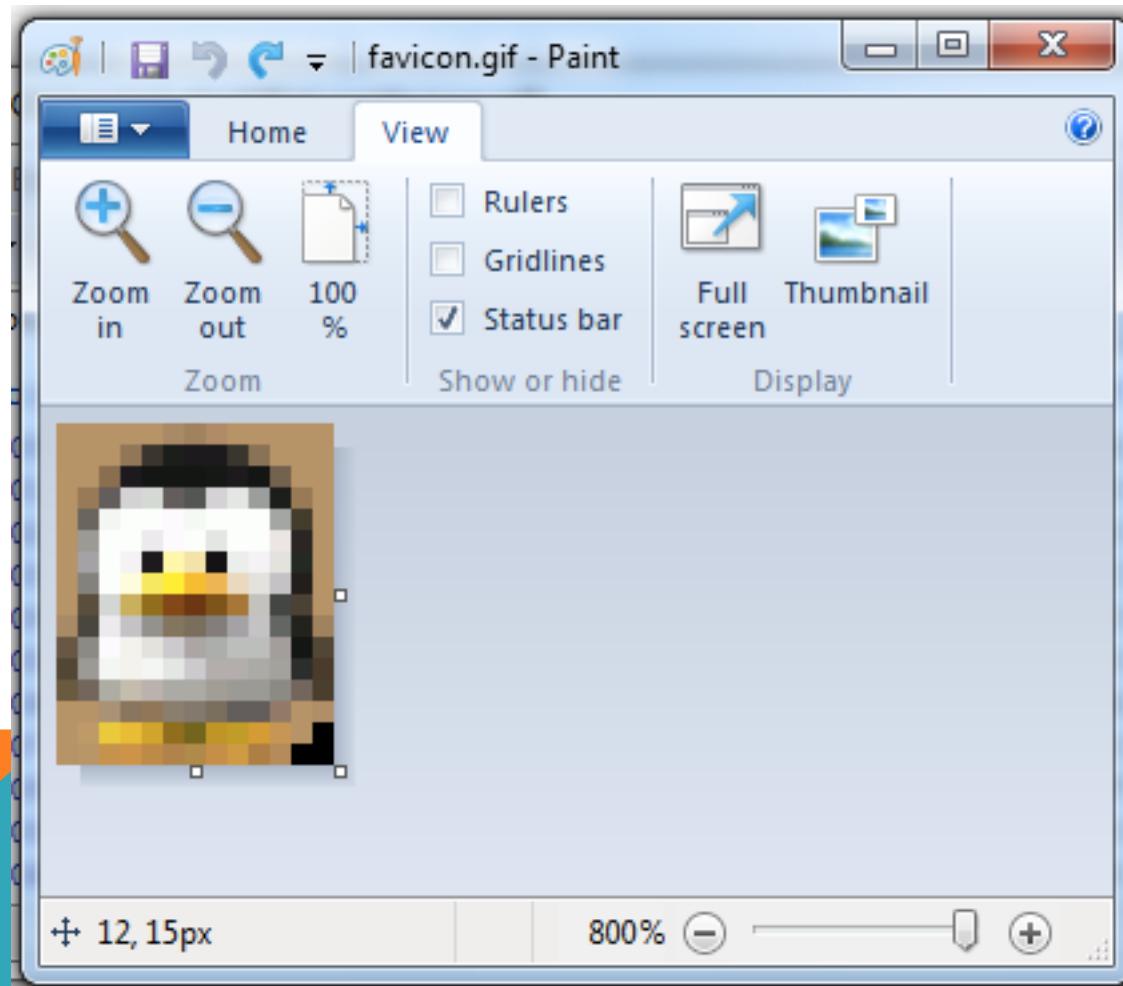


- Mengkodekan semua "commercially significant" languages
- Dua bytes tiap character
- FF FE merupakan awal dari Byte Order Mark

Ch 2c: [Byte order mark - Wikipedia](#)

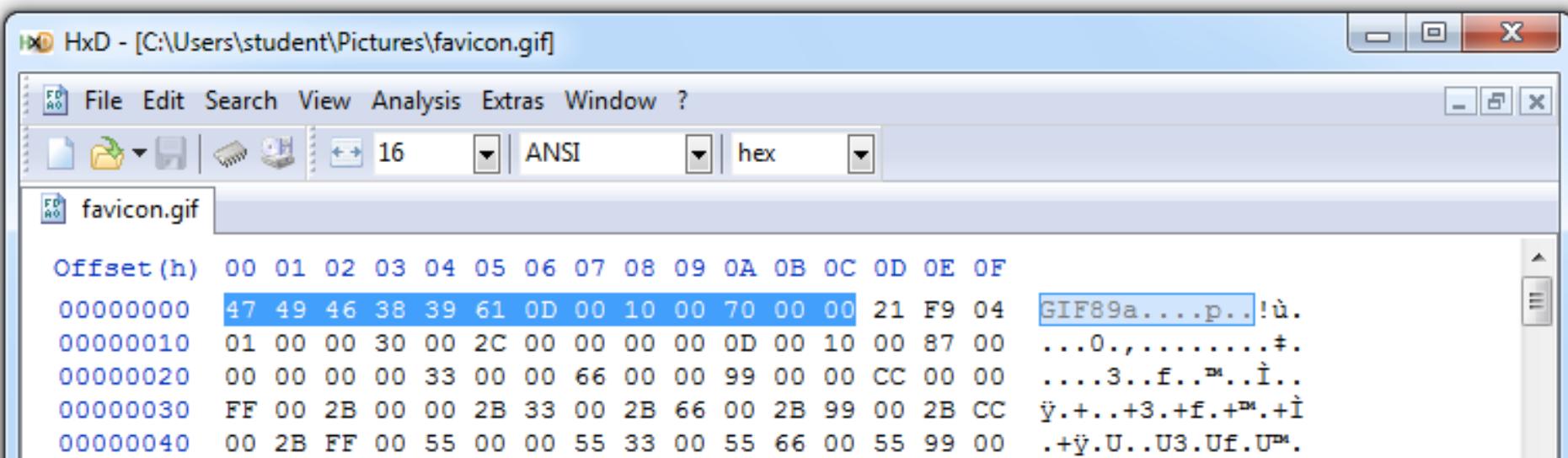
# FILE HEADERS & FILE CARVING

# GIF IMAGE (13X16 PIXELS)



# HEADER FILE GIF

- GIF89a – merupakan versi GIF
- OD 00 10 00 – 13 pixels x 16 pixels



The screenshot shows the HxD hex editor interface with the file "favicon.gif" open. The title bar reads "HxD - [C:\Users\student\Pictures\favicon.gif]". The menu bar includes File, Edit, Search, View, Analysis, Extras, Window, and ?. The toolbar contains icons for Open, Save, Find, Replace, and others. The status bar shows "16" for the byte count, "ANSI" for the character encoding, and "hex" for the current view mode.

Offset(h)	00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F	47 49 46 38 39 61 0D 00 10 00 70 00 00 21 F9 04	GIF89a....p..!ù.
00000000	47 49 46 38 39 61 0D 00 10 00 70 00 00 21 F9 04	47 49 46 38 39 61 0D 00 10 00 70 00 00 21 F9 04	GIF89a....p..!ù.
00000010	01 00 00 30 00 2C 00 00 00 00 0D 00 10 00 87 00	01 00 00 30 00 2C 00 00 00 00 0D 00 10 00 87 00	...0.,.....#!.
00000020	00 00 00 00 33 00 00 66 00 00 99 00 00 CC 00 00	00 00 00 00 33 00 00 66 00 00 99 00 00 CC 00 00	....3..f..!..!..
00000030	FF 00 2B 00 00 2B 33 00 2B 66 00 2B 99 00 2B CC	FF 00 2B 00 00 2B 33 00 2B 66 00 2B 99 00 2B CC	ÿ.+...+3.+f.+!..!.
00000040	00 2B FF 00 55 00 00 55 33 00 55 66 00 55 99 00	00 2B FF 00 55 00 00 55 33 00 55 66 00 55 99 00	.+ÿ.U..U3.Uf.U!.

# SPESIFIKASI GIF

	7 6 5 4 3 2 1 0	Field Name	Type
0	+-----+	Signature	3 Bytes
1	+-----+		
2	+-----+		
3	+-----+	Version	3 Bytes
4	+-----+		
5	+-----+		

Ch 2d: GIF Specification (halaman8)

# SPESIFIKASI GIF

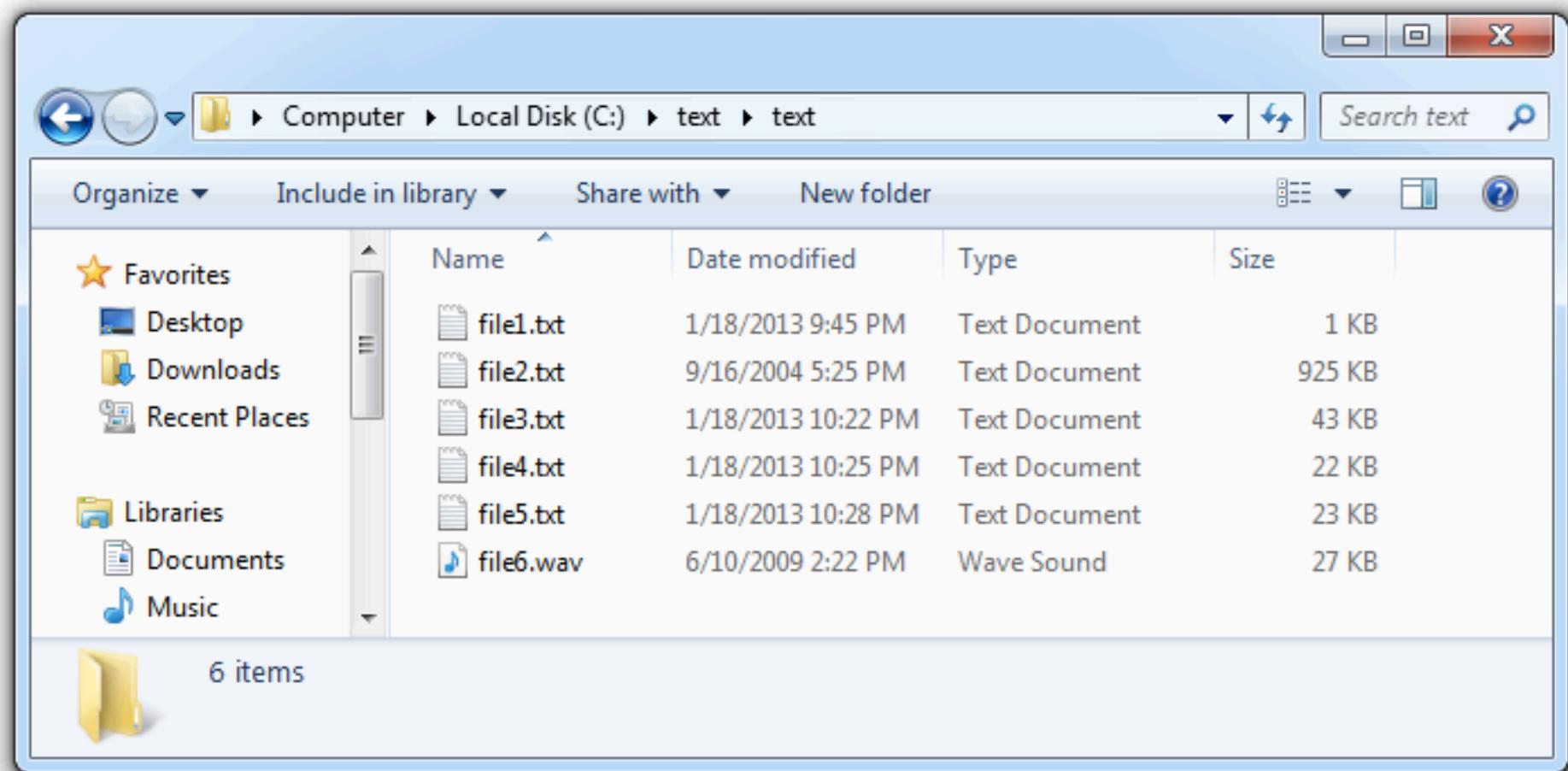
	Field Name	Type
0	Logical Screen Width	Unsigned
1		
2	Logical Screen Height	Unsigned
3		
4	<Packed Fields>	See below
5	Background Color Index	Byte
6	Pixel Aspect Ratio	Byte

Ch 2d: GIF Specification

# FILE CARVING

- Rebuilding files dengan mengatur kembali potongan data yang ditemukan di disk
- Bergantung pada file header dan footer
- Dilakukan secara otomatis oleh beberapa forensic suites seperti FTK dan EnCase
- Banyak tools lain yang bisa untuk mengcarving (menyusun potongan) files

# PROJECT X1: MENGIDENTIFIKASI JENIS FILE

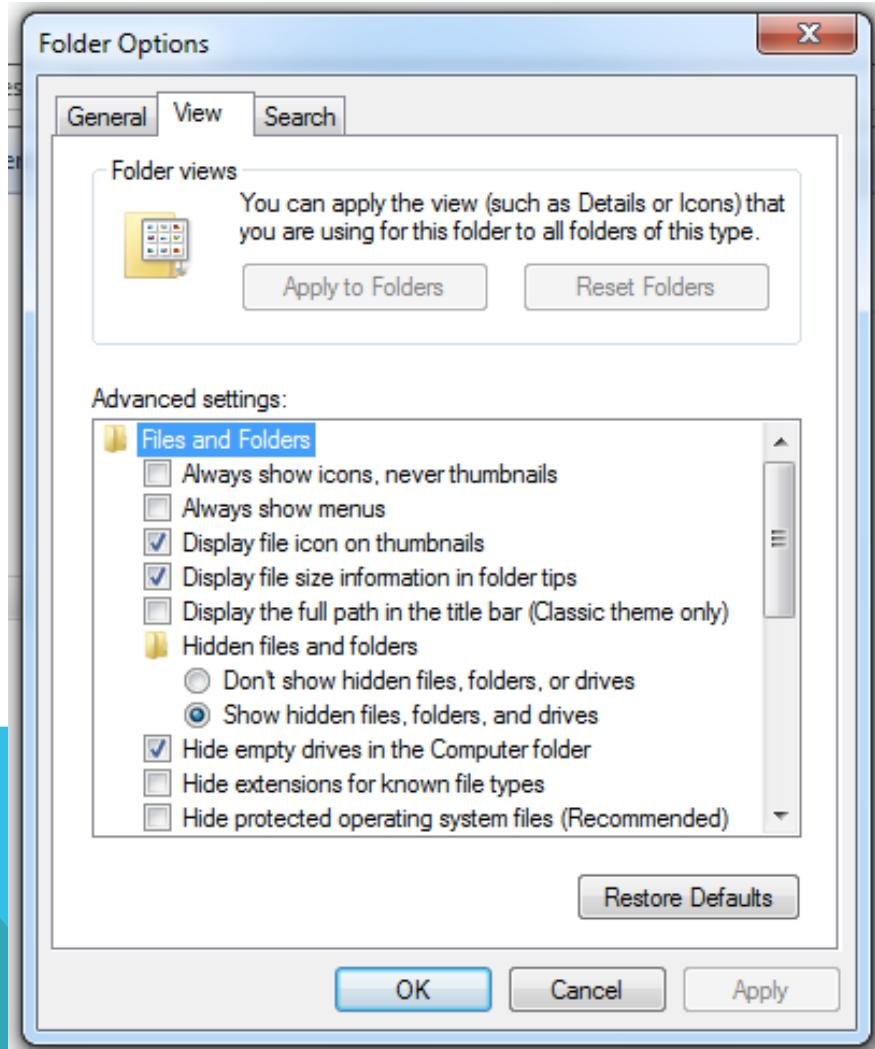


# FILE EXTENSIONS & FILE SIGNATURES

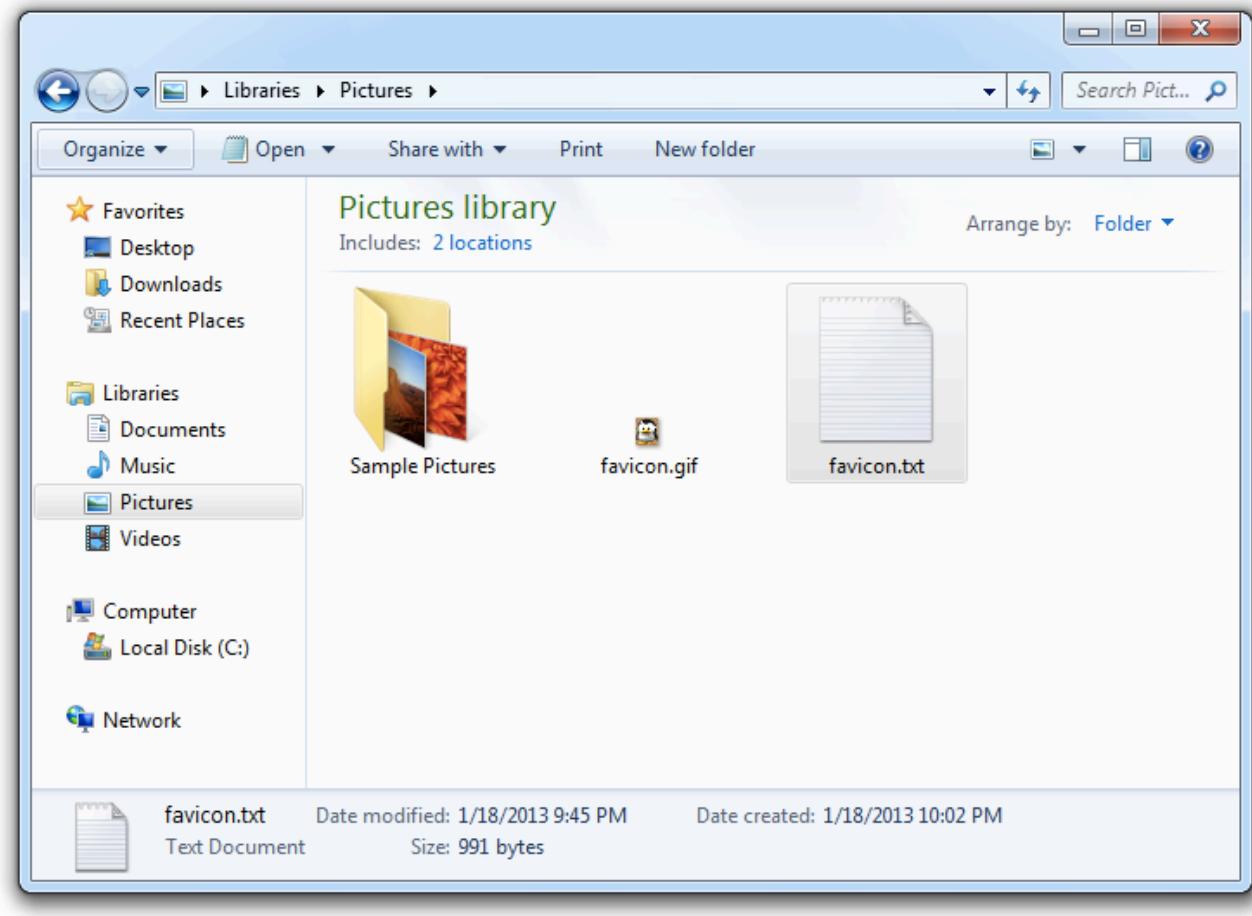
# FILE EXTENSIONS

- Biasanya terdiri dari 3 karakter
- Terdapat di ujung nama file, setelah tanda titik
- Di sembunyikan di Windows by default
- Digunakan untuk menentukan jenis file, icon, dan aplikasi default

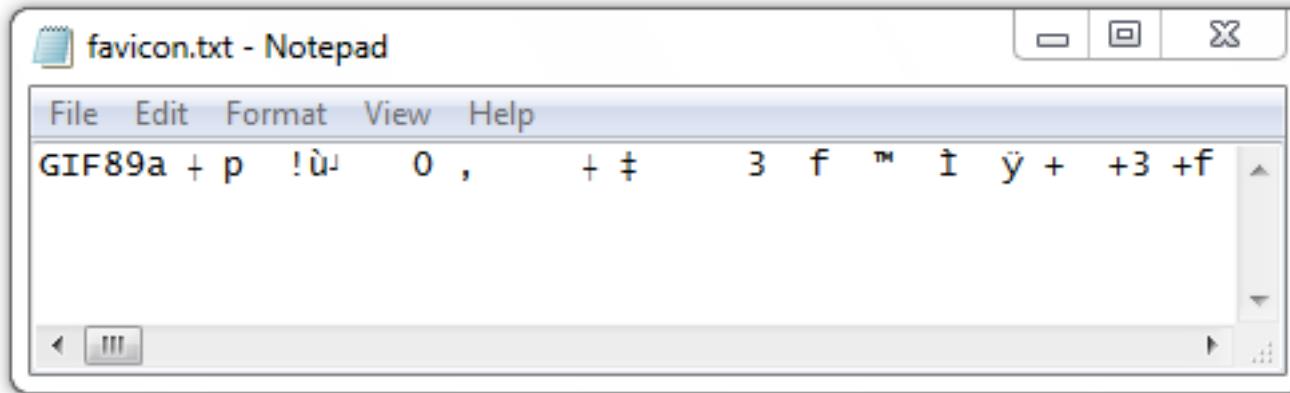
# MENYEMBUNYIKAN FILE EXTENSION



# MEMPERBAIKI FILE EXTENSION

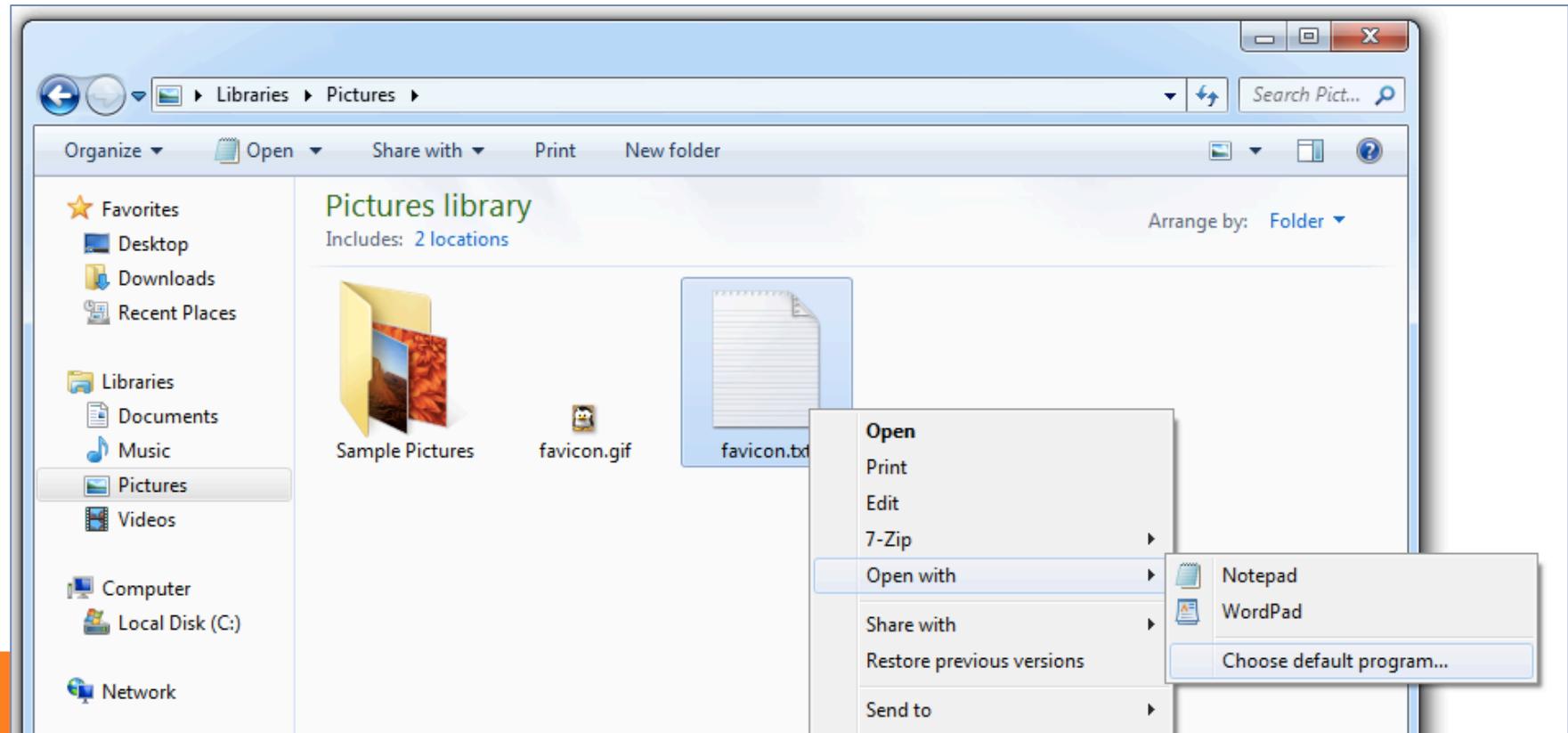


# DEFAULT APPLICATION YANG SALAH



- Serangkaian bytes bisa diterjemahkan dalam bentuk ASCII

# BUKA DENGAN...



BAGAIMANA  
KOMPUTER  
MENYIMPAN DATA?

# STORAGE METHODS

- **Electromagnetism**
  - Hard disks dan floppy disks
- **Microscopic Electrical Transistors**
  - SSDs, USB flash drives, SD cards, dll.
- **Reflecting Light**
  - CDs, DVDs, Blu-ray
- **Contoh di atas termasuk nonvolatile – mereka tetap menyimpan data tanpa daya listrik**

# MAGNETIC DISKS

- Platter berputar di 7.000 rpm sampai 15.000 rpm
- Spindle sebagai porosnya
- Read/write head menggunakan electromagnet yang dipasang ke lengan actuator

Image from textbook



# DISK CONTROLLER CARD

- Menyimpan dan mengambil data dari platters
- Dikendalikan oleh firmware yang disimpan dalam Tempat yang terlindungi
- Gambar dari <http://static.ddmcdn.com/gif/ide-controller2.jpg>



# **FLASH MEMORY**

**Terbuat dari transistor**

**Solid State Devices (SSD)**

- Lebih cepat daripada hard disk
- Menggunakan daya lebih sedikit
- lebih mahal

# OPTICAL STORAGE

- Microscopic pits encode bits
- Area between pits disebut lands
- Terdapat satu track spiral panjang untuk seluruh disk
- Data dibaca dengan sinar laser



Link

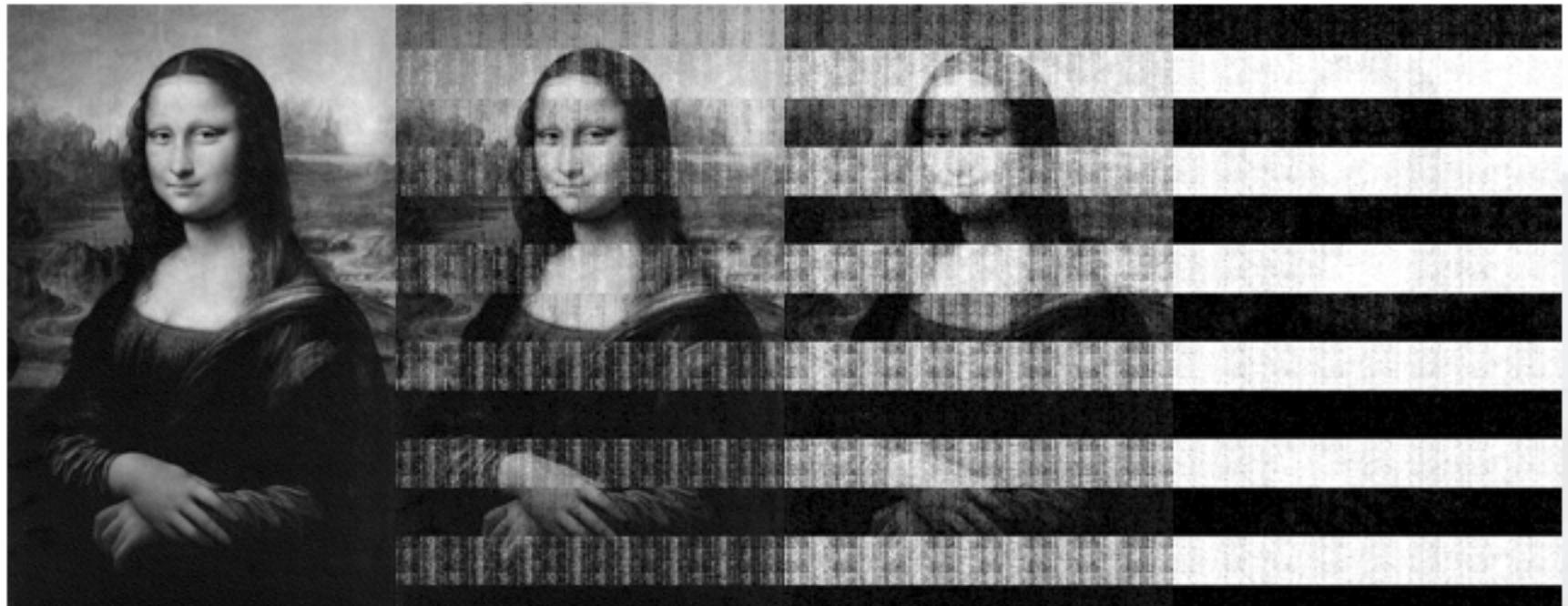
[Ch 2e: Compact Disc - Wikipedia](#)

▪ Image from <http://www.backgroundsy.com/file/large/blu-ray-disc-isolated.jpg>

# VOLATILE V. NONVOLATILE MEMORY

- Memori merupakan media penyimpanan jangka pendek
- Media penyimpanan (hard disk, SSD, dan disk optik) merupakan nonvolatile-data yang disimpan tanpa aliran listrik
- RAM merupakan main system memory
  - RAM termasuk volatile-data hilang saat listrik padam

# VOLATILITY RAM



5 sec

30 sec

60 sec

5 min

Link

Ch 2f: Princeton study on data retention in RAM

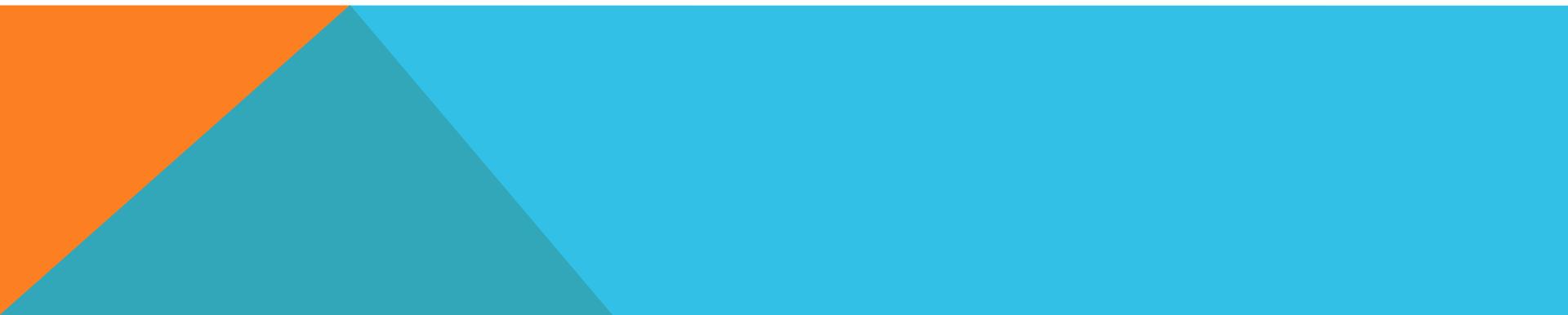
# RAM FORENSICS

- RAM berisi bukti penting yang biasanya tidak tertulis di hard disk
  - Instant messages
  - Network connections
  - Running processes
- Tapi tidak ada time-stamps pada isi RAM
  - Bisa membingungkan

# COMPUTING ENVIRONMENTS

# EMPAT KATEGORI

- Stand-alone
- Networked
- Mainframe
- Cloud



# STAND-ALONE

Komputer yang tidak terhubung ke komputer lain

- Contohnya laptop yang tidak terhubung ke Wi-Fi atau data selular
- TAPI sekarang jaringan ada di mana-mana, bahkan dalam BART atau dalam pesawat

# JARINGAN

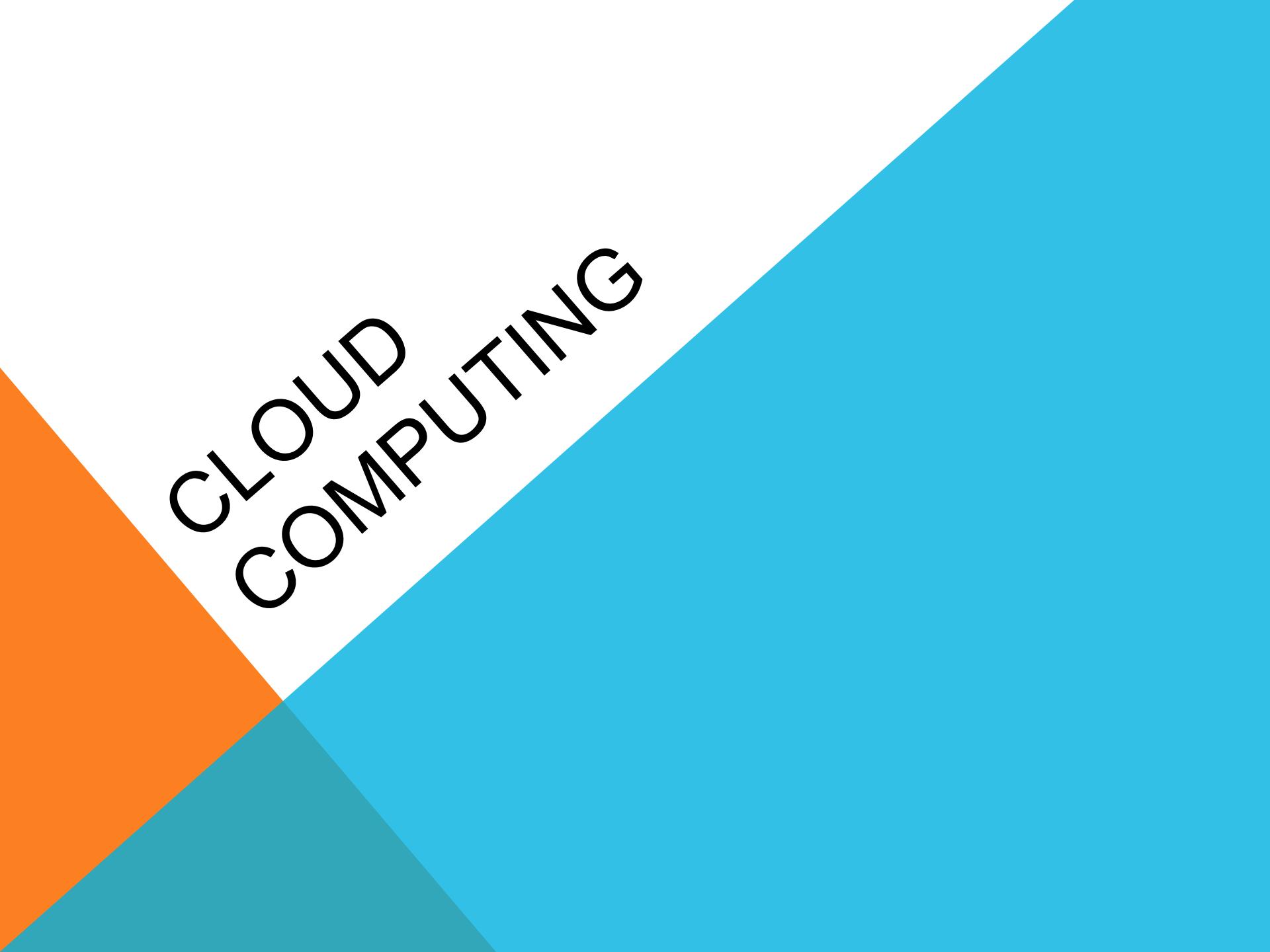
- Komputer yang terhubung ke minimal satu komputer lain
- Barang Bukti bisa terdapat pada server dan juga pada perangkat jaringan maupun pada komputer lokal
- Saat ini Hampir setiap komputer terkoneksi ke jaringan

# MAINFRAME

- Komputer handal yang digunakan pada perusahaan, atau digunakan bersama oleh banyak pengguna
- Ditempatkan pada pusat data center atau colocation center

▪ Image from <http://danialsharifudin.blogspot.com/2012/08/classification-of-computer.html>





CLOUD  
COMPUTING

# CONTOH CLOUD COMPUTING

- Gmail
- Facebook
- Twitter
- Amazon Web Services
- CloudFlare

# LAYANAN CLOUD

- Infrastructure as a Service (IaaS)
- Platform as a Service (PaaS)
- Software as a Service (SaaS)

## Cloud Clients

Web browser, mobile app, thin client, terminal emulator, ...



## SaaS

CRM, Email, virtual desktop, communication, games, ...

## PaaS

Execution runtime, database, web server, development tools, ...

## IaaS

Virtual machines, servers, storage, load balancers, network, ...

Application  
Platform  
Infrastructure

Ch 2m: Cloud computing - Wikipedia

# IAAS

- Layanan CLOUD yang paling dasar
- Outsources hardware yang dibutuhkan
  - Servers, storage, routers, switches...

## Contoh:

- Amazon EC2
- Windows Azure Virtual Machines
- Google Compute Engine
- Rackspace Cloud
- Ch 2m: Cloud computing - Wikipedia

# PAAS

- **Menyediakan computing platform**
  - OS, programming language execution, database, and Web server

## Contoh:

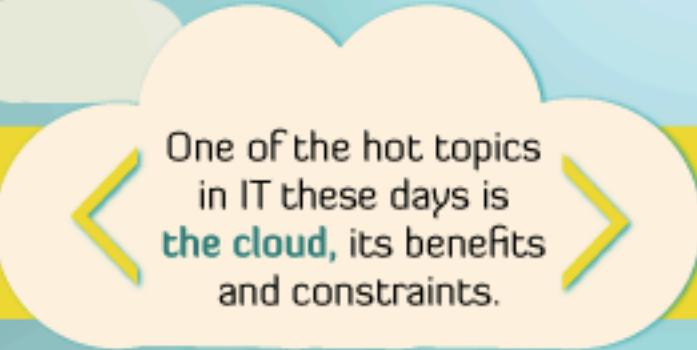
- AWS Elastic Beanstalk
- Heroku
- Google App Engine
- Windows Azure Compute
  - Link [Ch 2m: Cloud computing - Wikipedia](#)

# SAAS

- Provider menginstal dan mengoperasikan perangkat lunak aplikasi di cloud
- Users mengakses software dari cloud clients
- Contoh:
  - Google Apps
  - Microsoft Office 365
  - [Link Ch 2m: Cloud computing - Wikipedia](#)



# The *Legalities* of the *Cloud*



One of the hot topics in IT these days is **the cloud**, its benefits and constraints.

Cloud computing allows data to be stored virtually anywhere in **the world by a third-party vendor**.

While a great solution for many companies, **cloud computing comes with its own challenges**, specifically when it comes to copyright and intellectual property.

From link [Ch 2g: Cloud Computing Legalities Infographic](#)



# Cloud Concerns

One of the biggest concerns of those using cloud systems is who owns that data and what copyright laws guide the information.



## Who Owns the Data?

Ownership of material is covered by copyright, confidentiality and contract law



› Those laws differ by country

› Data is created in one country and stored in another

› Data is based on intellectual property, therefore owned by the creator of content. **Hardware, applications and operating systems belong to could provider.**

= Who owns the information?

› U.S. law: Intellectual property owners have rights to their work that is a product of human intellect



# INSTAGRAM

- Situs photo-sharing online
- Pada Dec. 2012, Instagram merubah terms of service
  - Perpetual rights (Hak abadi) untuk semua foto
  - Berhak untuk menjual foto kepada pemasang iklan tanpa bayaran atau pemberitahuan kepada pengguna
- Instagram kehilangan setengah Pengguna Harian dalam sebulan
  - Links

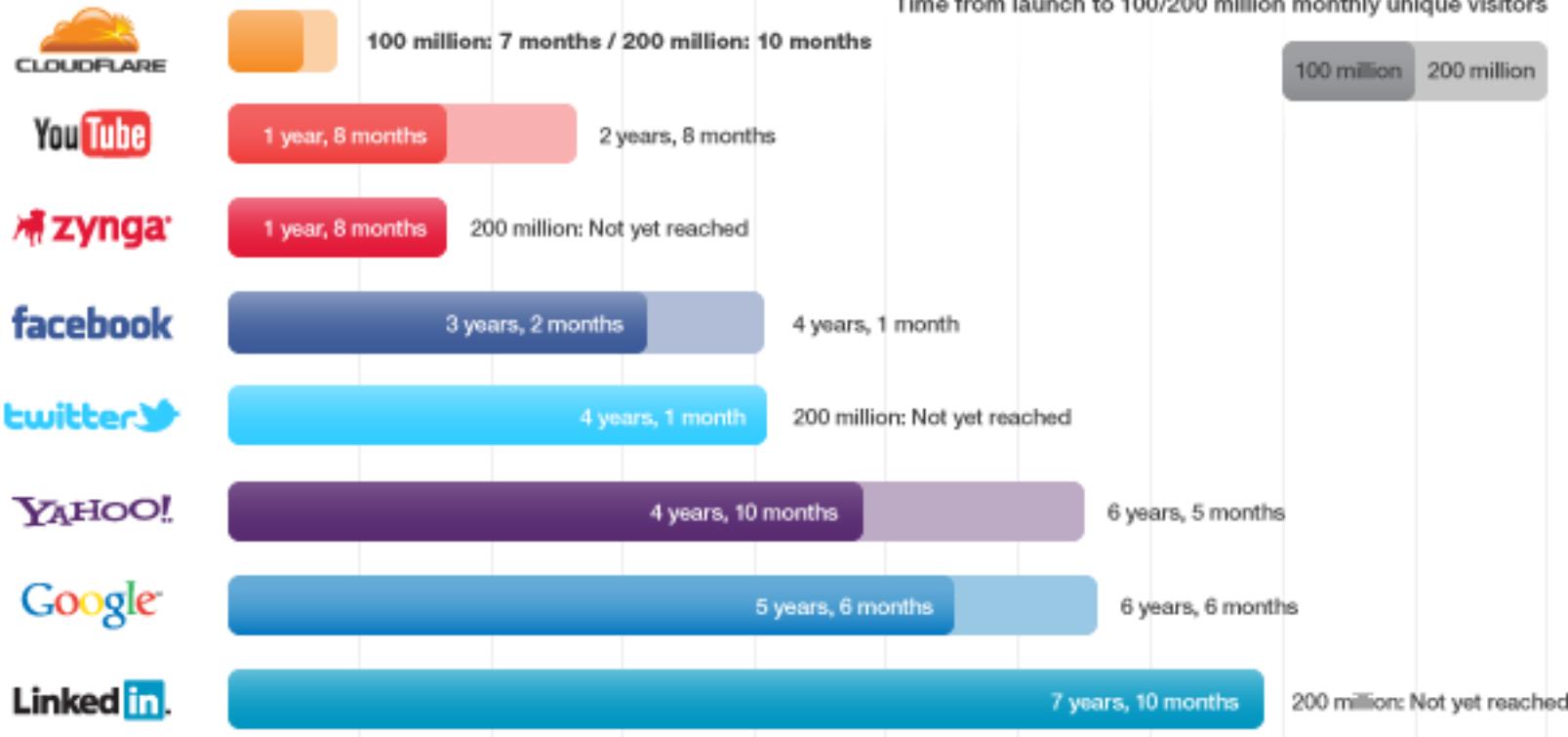
[Ch 2h: Instagram Wants To Sell Users' Photos Without Notice \(Dec. 18, 2012\)](#)  
[Ch 2i: Instagram Loses Almost Half Its Daily Users In a Month \(Jan. 14, 2013\)](#)

# AWS OUTAGE

- Dec. 24, 2012
- Netflix down, karena tergantung pada AWS  
([Link](#)  
Ch 2j: Summary of the December 24, 2012 Amazon ELB Service Event in the US-East Region)
- Amazon beberapa kali terjadi major outages (gangguan layanan) ([Link](#)  
Ch 2k: Amazon Web Services - Wikipedia)

# Fastest Growing Startups

Time from launch to 100/200 million monthly unique visitors



Sources: Comscore reports, Yahoo quarterly earnings reports, CloudFlare log data

Link Ch 2I: Fastest Growing Startups (from 2011)

# CLOUDFLARE GROWTH

