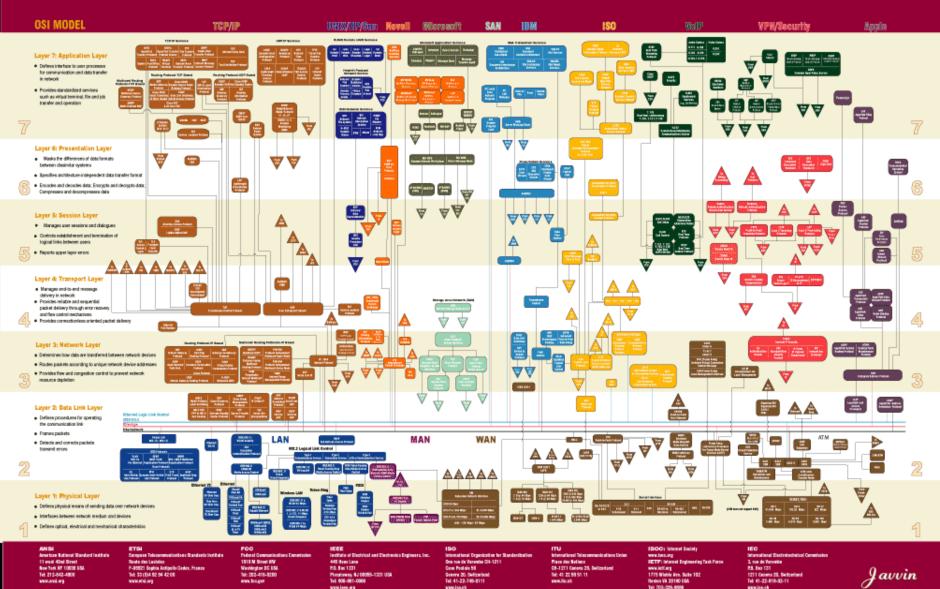


Uma Ferramenta Essencial!
Prof. Fred Sauer, D.Sc.
fsauer@gmail.com

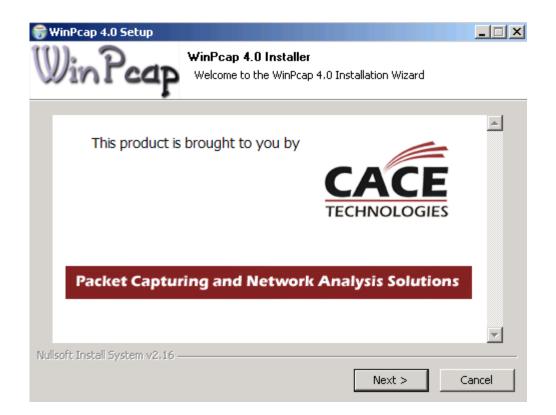
#### Quem é WireShark?

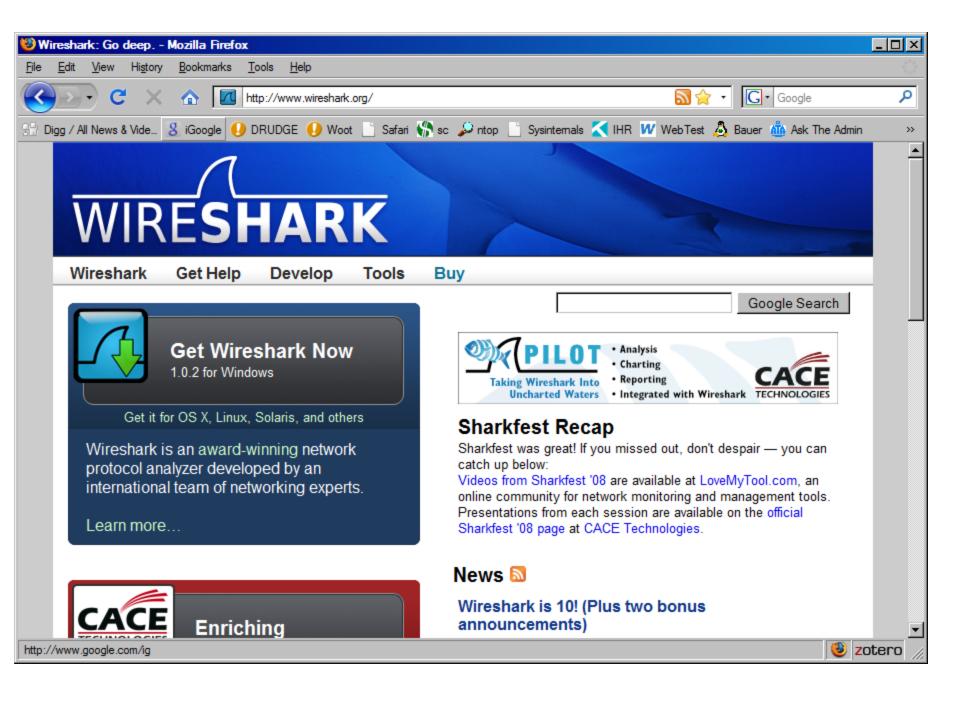
- Packet sniffer/protocol analyzer
- Ferramenta de Rede de código aberto
- Evolução do Ethereal

#### **NETWORK COMMUNICATION PROTOCOLS MAP**



# Instalação





#### Instalação no Linux

- CENTOS yum install wireshark
- Ubuntu apt-get install wireshark
- Red Hat rpm –iv wireshark\*rpm

 Na maioria dos casos as dependências (como libpcap) são automaticamente instaladas

















#### tshark

C:\Program Files\Wireshark>tshark -help
TShark 1.0.0
Dump and analyze network traffic.
See http://www.wireshark.org for more information.

Copyright 1998-2008 Gerald Combs <gerald@wireshark.org> and contributors.

This is free software; see the source for copying conditions. There is NO warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

Usage: tshark [options] ...

#### Capture interface:

-i <interface> name or idx of interface (def: first non-loopback)

-f <capture filter> packet filter in libpcap filter syntax -s <snaplen> packet snapshot length (def: 65535)

-p don't capture in promiscuous mode -B <bul>-B sizesize of kernel buffer (def: 1MB)

-y type> link layer type (def: first appropriate)

-D print list of interfaces and exit

-L print list of link-layer types of iface and exit

#### Capture stop conditions:

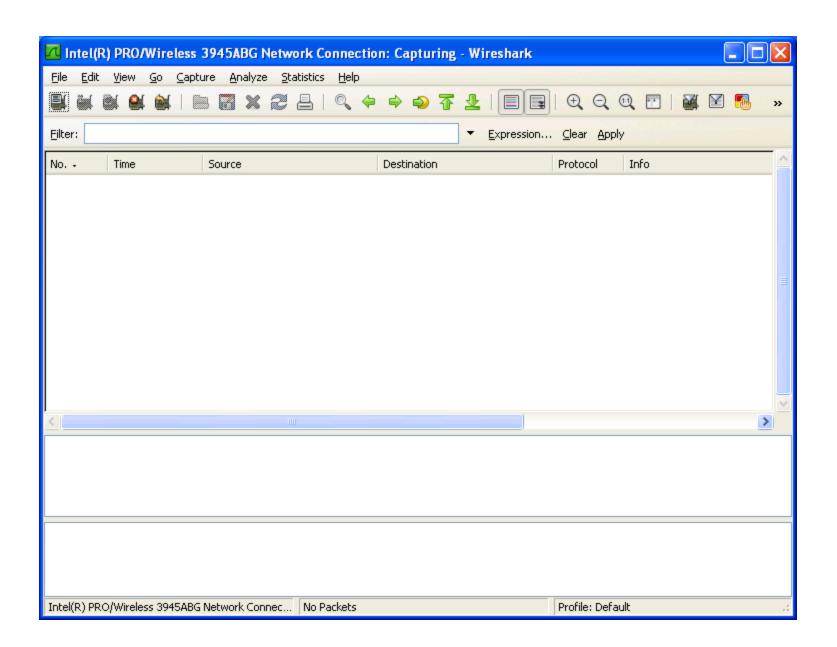
-c <packet count> stop after n packets (def: infinite)

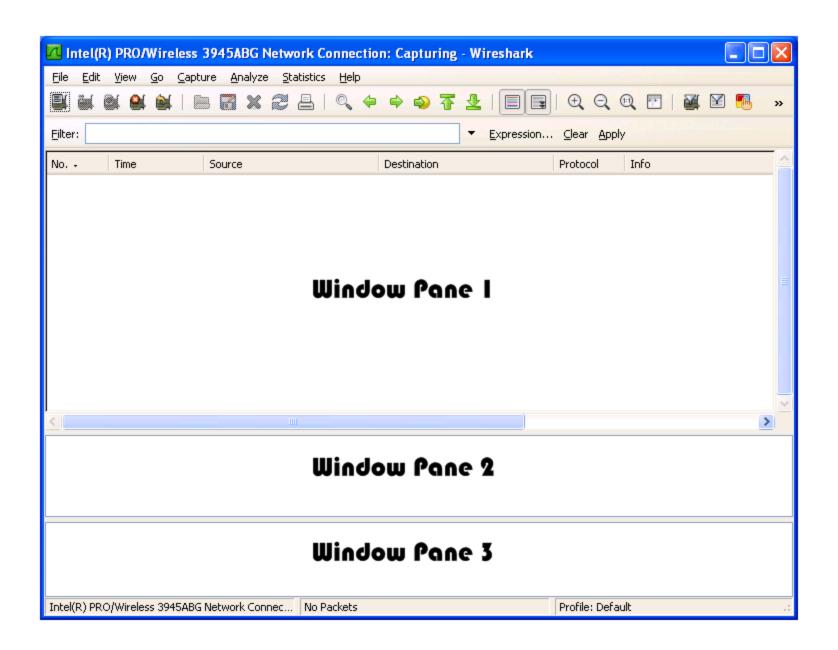
-a <autostop cond.> ... duration:NUM - stop after NUM seconds

filesize:NUM - stop this file after NUM KB

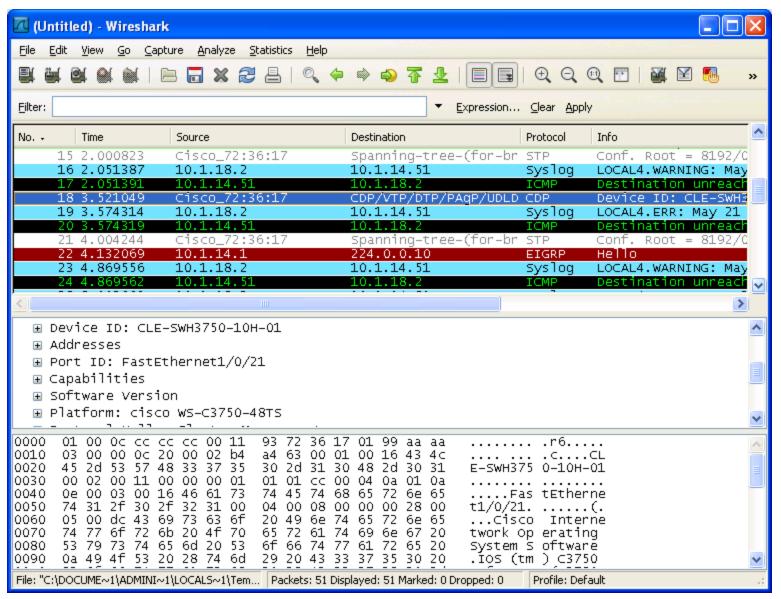
files:NUM - stop after NUM files

.....

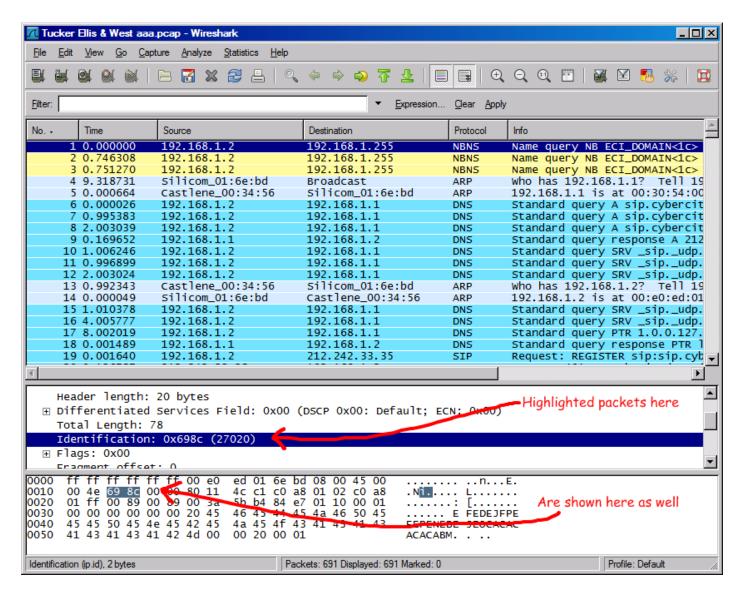




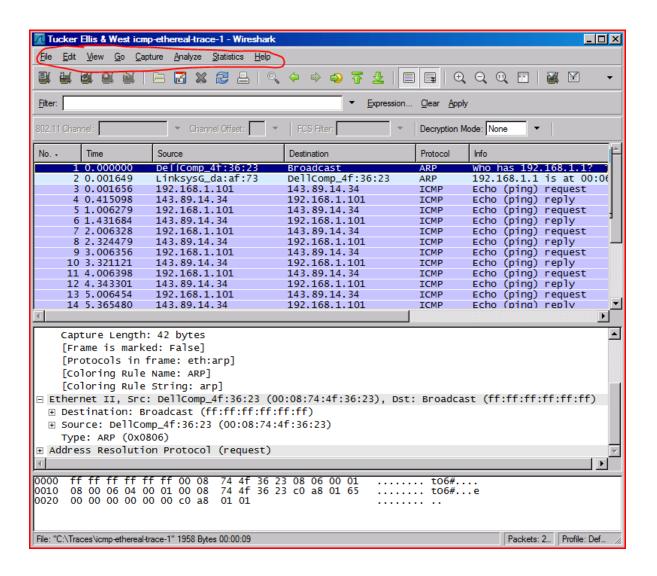
## Com tráfego...



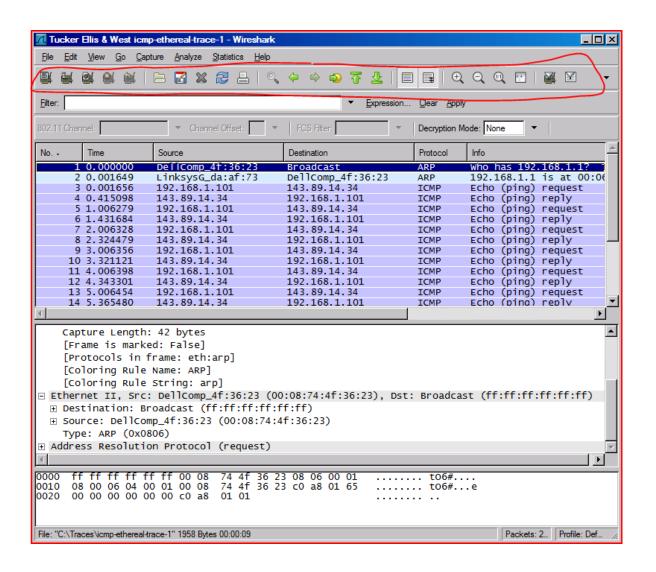
#### Janela HEX



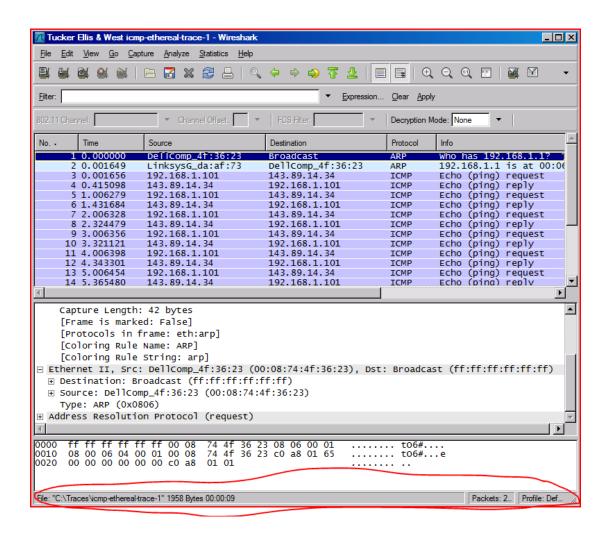
#### Menu



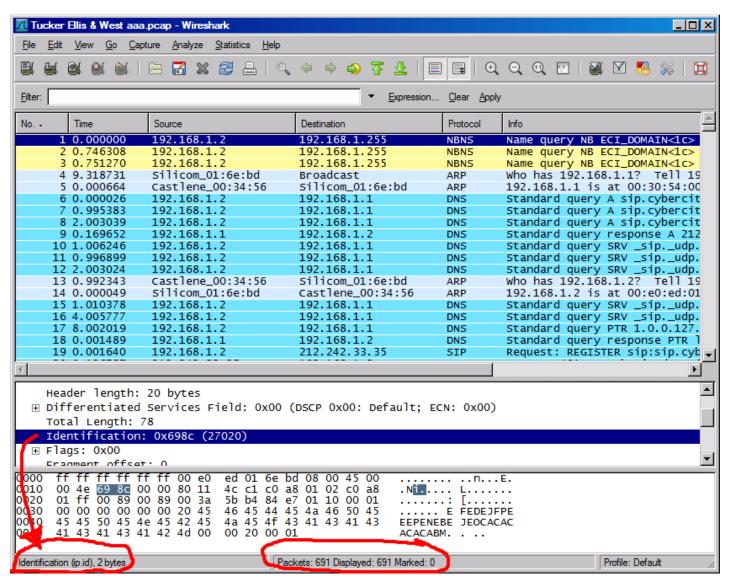
#### Barra de Buttons



#### Status Bar

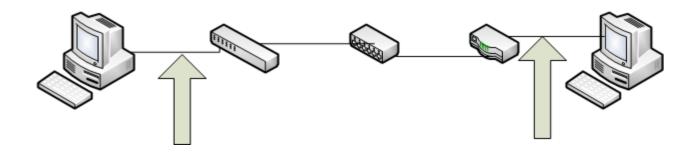


#### Status Bar

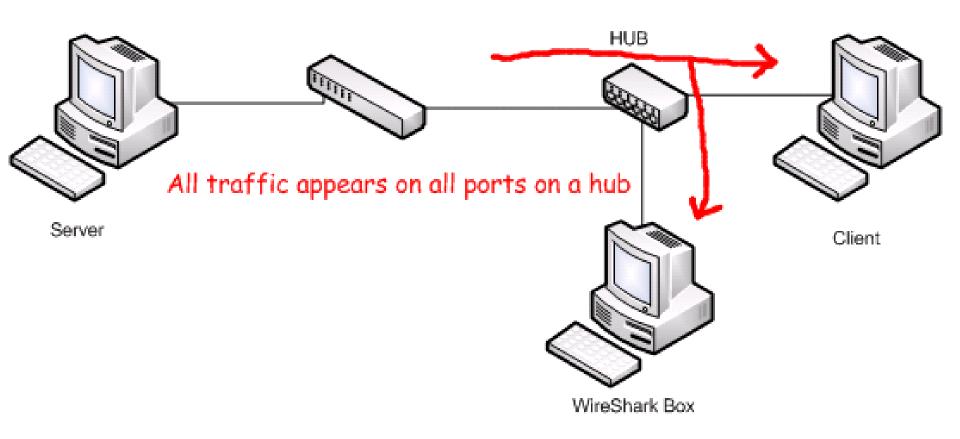


## Onde eu devo usar o WireShark?

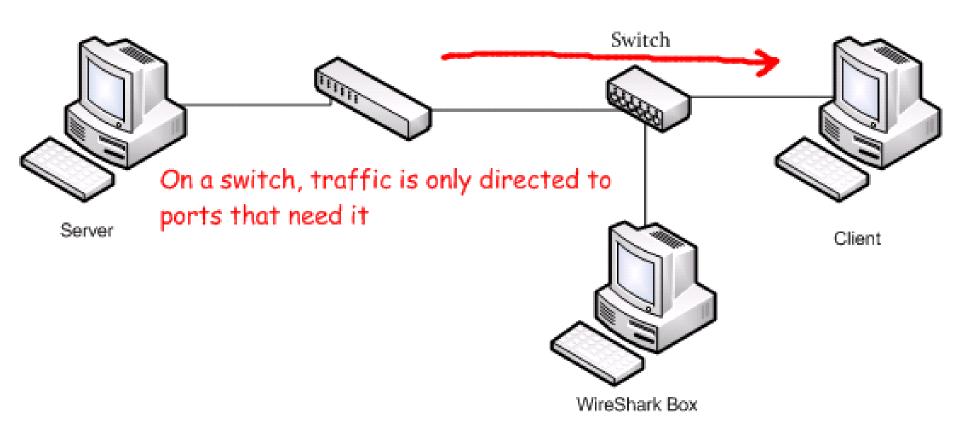
## A localização muda TUDO!



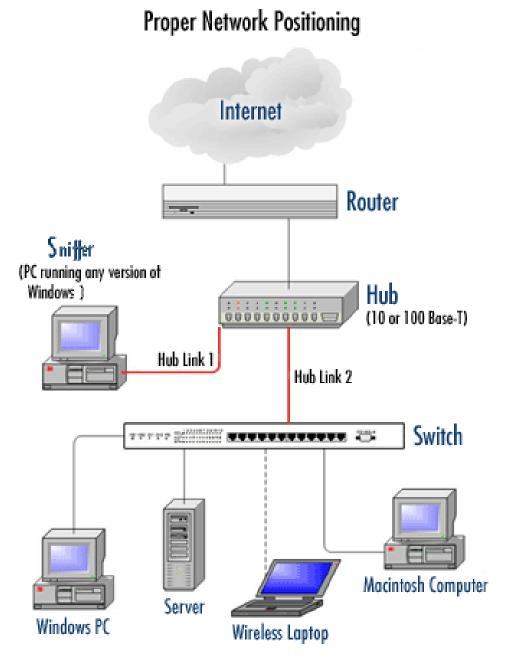
#### Hub



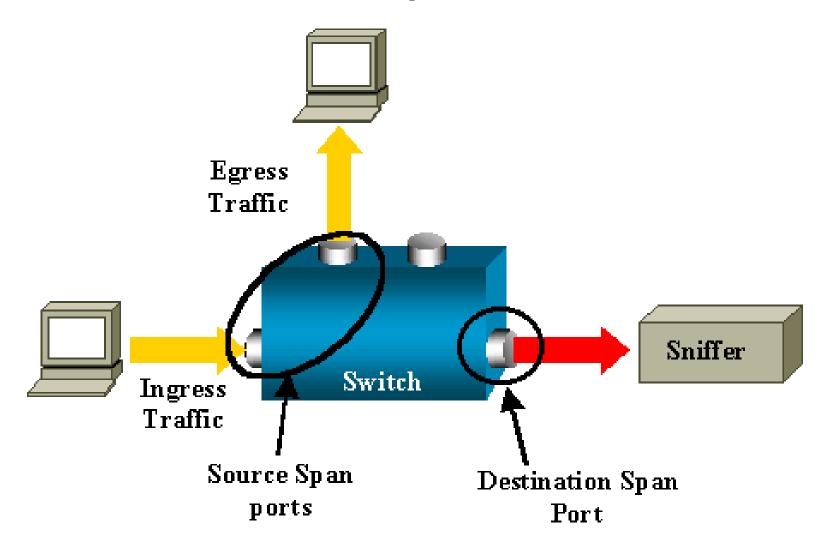
#### **Switches**



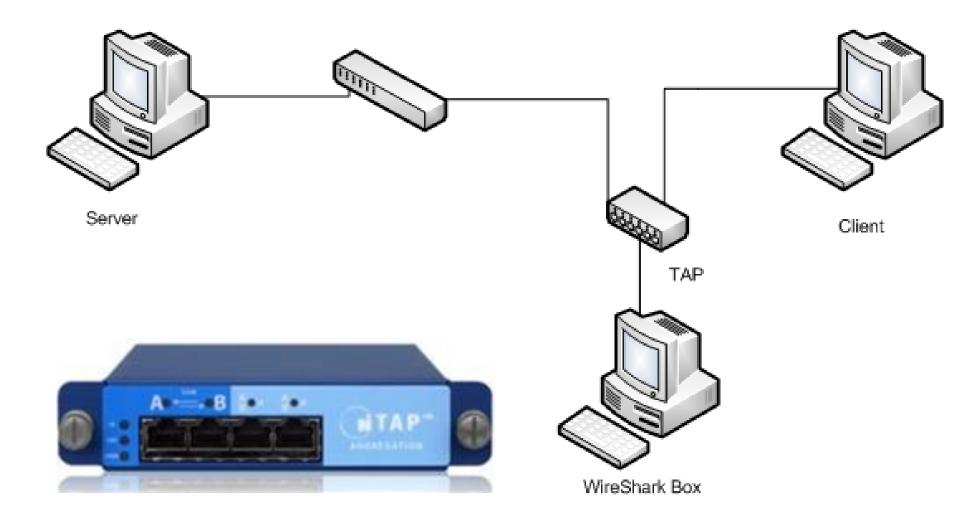
## Não é o ideal, mas funciona



### Switch com porta SPAN



### **TAP**



#### Switch em modo SPAN

interface FastEthernet0/1 port monitor FastEthernet0/2



#### Cisco - Exemplo

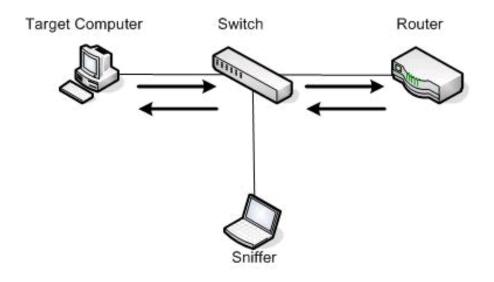
✓ Espelhando as portas 1, 2 e 3 para a porta 10:

switch#config t <u>//entrar</u> no modo de configuração//

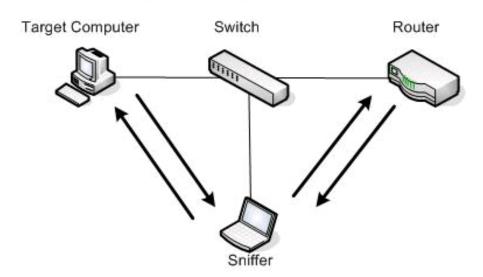
- •Enter configuration commands, one per line. End with CNTL/Z.
- •switch(config)# **interface fastEthernet 0/10** <u>//entrar</u> no modo de configuração da <u>interface</u> onde os dados serão coletados//
- •switch(config-if)#**port monitor FastEthernet 0/1** <u>//</u>especificar a porta que será espelhada//
- •switch(config-if)#**port monitor FastEthernet 0/2** <u>//</u>especificar a porta que será espelhada//
- •switch(config-if)#port monitor FastEthernet 0/3 //especificar a porta que será espelhada//
- •switch(config-if)#exit
- •switch(config)#exit

## ARP Cache Poisoning

Normal Traffic Pattern

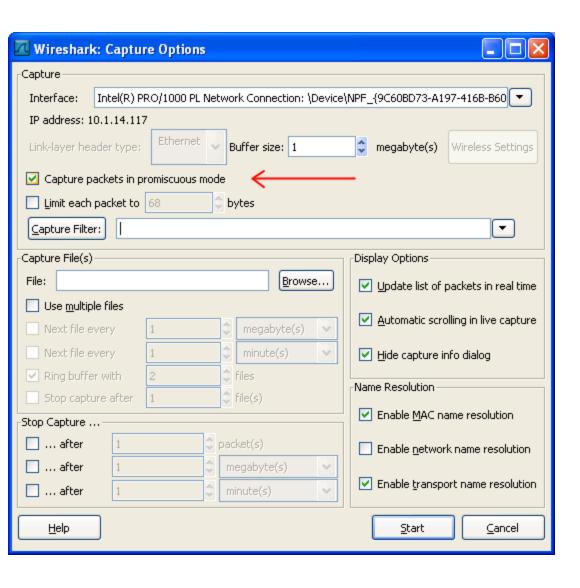


Poisoned ARP Cache



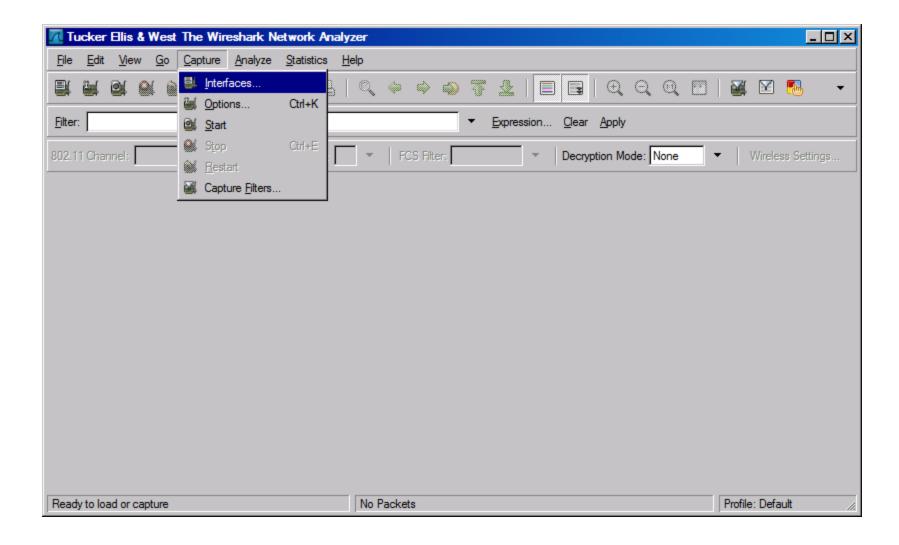


### Setting promiscuous mode

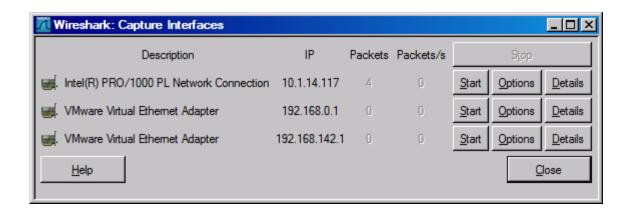


Marcando este box, estamos determinando que a interface escolhida fique em MODO PROMÍSCUO durante a captura. Se isso não for feito, o Wireshark apenas capturará quadros broadcast e os que saem e entram na máquina onde está o sniffer.

## Simple Capture



## Capture Interfaces



## Capture Options

▼ Tucker Elis & West Wireshark: Capture Option	nsX	
_Capture-		
Interface: Intel(R) PRO/1000 PL Network Connection: \Device\NPF_{97708CAB-FF09-4180-5}		
IP address: 10.1.14.117		
Link-layer header type; Ethemet ▼ Buffer size: 1	megabyte(s) Wireless Settings	
▼ Capture packets in promiscuous mode		
Limit each packet to 68 bytes		
Capture Filter:		
Capture File(s)	Display Options	
File: Brow	vse Update list of packets in real time	
Use multiple files		
Next file every 1 megabyte(s	✓ Automatic scrolling in live capture	
Next file every 1 minute(s)	<u> </u>	
Ring buffer with 2	- Name Resolution	
Stop capture after 1 file(s)		
Stop Capture	✓ Enable MAC name resolution	
after 1 packet(s)	Enable network name resolution	
megabyte(s)	<u> </u>	
after 1 minute(s)	▼ Enable transport name resolution	
<u>H</u> elp	<u>S</u> tart <u>C</u> ancel	

#### selectively ignore traffic

## Capture Filter examples

host 10.1.11.24

host 192.168.0.1 and host 10.1.11.1

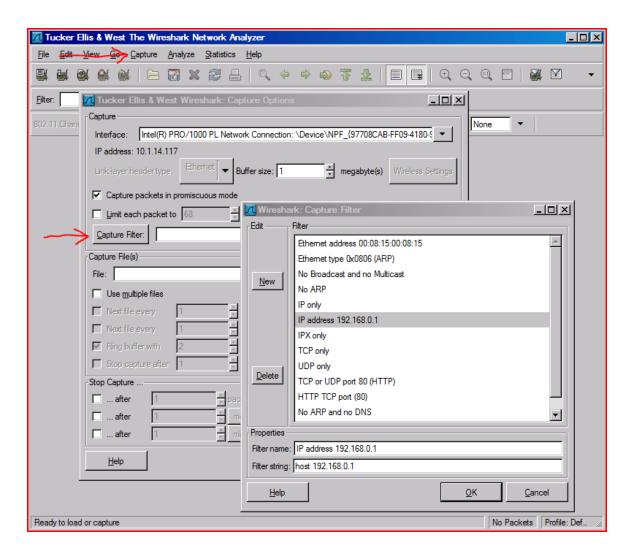
tcp port http

ip

not broadcast not multicast

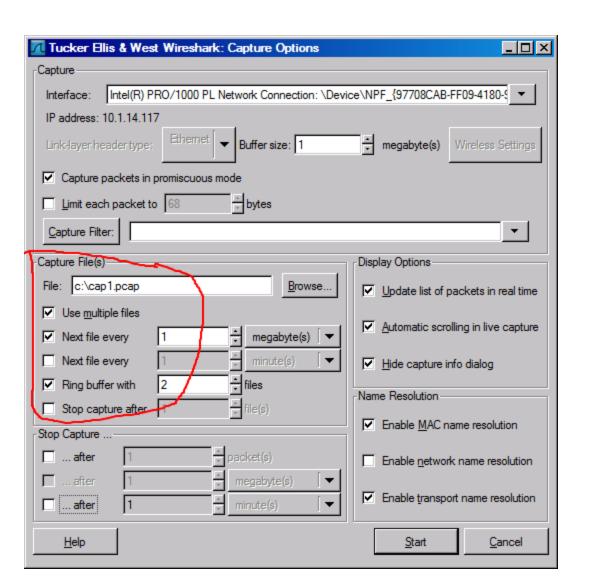
ether host 00:04:13:00:09:a3

## Capture Filter

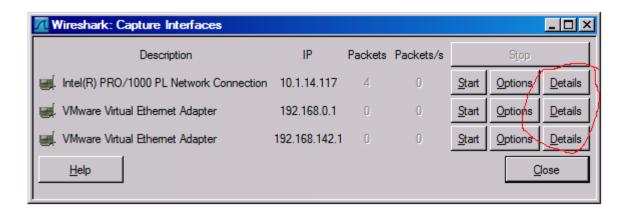


## Capture Options

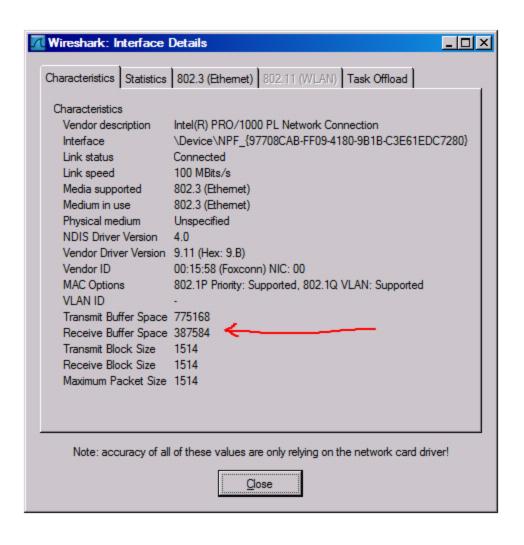
▼ Tucker Elis & West Wireshark: Capture Option	nsX	
_Capture-		
Interface: Intel(R) PRO/1000 PL Network Connection: \Device\NPF_{97708CAB-FF09-4180-5}		
IP address: 10.1.14.117		
Link-layer header type; Ethemet ▼ Buffer size: 1	megabyte(s) Wireless Settings	
▼ Capture packets in promiscuous mode		
Limit each packet to 68 bytes		
Capture Filter:		
Capture File(s)	Display Options	
File: Brow	vse Update list of packets in real time	
Use multiple files		
Next file every 1 megabyte(s	✓ Automatic scrolling in live capture	
Next file every 1 minute(s)	<u> </u>	
Ring buffer with 2	- Name Resolution	
Stop capture after 1 file(s)		
Stop Capture	✓ Enable MAC name resolution	
after 1 packet(s)	Enable network name resolution	
megabyte(s)	<u> </u>	
after 1 minute(s)	▼ Enable transport name resolution	
<u>H</u> elp	<u>S</u> tart <u>C</u> ancel	



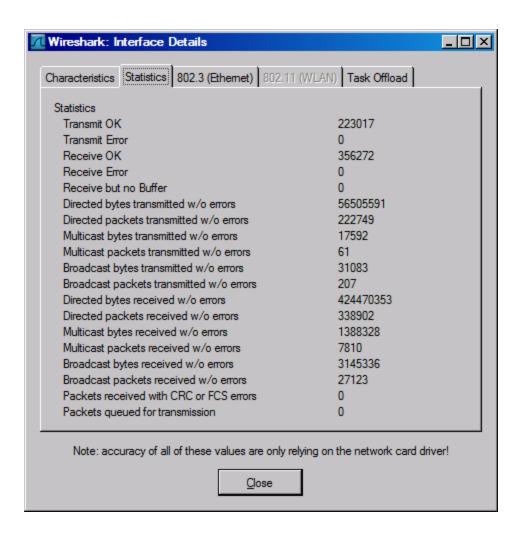
### Capture Interfaces



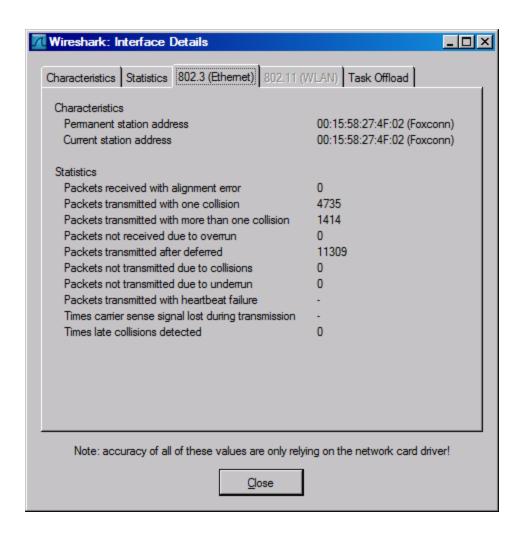
#### Interface Details: Characteristics



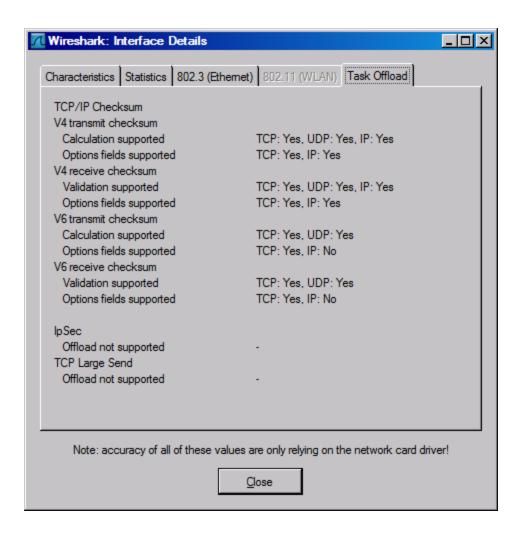
#### Interface Details: Statistics



#### Interface Details: 802.3 (Ethernet)



#### Interface Details: Task Offload



#### Checksum

A **checksum** is a form of redundancy check, a simple way to protect the integrity of data by detecting errors in data that are sent through space or time. It works by adding up the basic components of a message, typically the assorted bits, and storing the resulting value. Anyone can later perform the same operation on the data, compare the result to the authentic checksum, and (assuming that the sums match) conclude that the message was most likely not corrupted.

Source: Wikipedia.com

#### Checksum offload

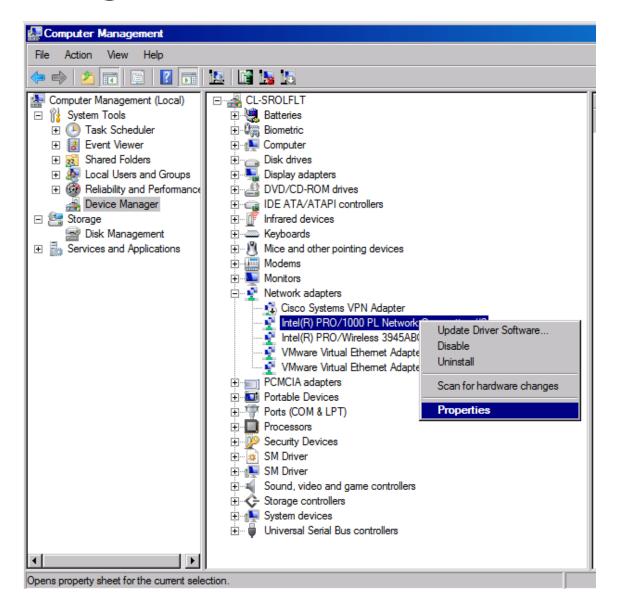
## Turning off Checksum offload

```
On Linux (as root)
ethtool -K eth0 rx off tx off (choose correct network interface if not eth0)

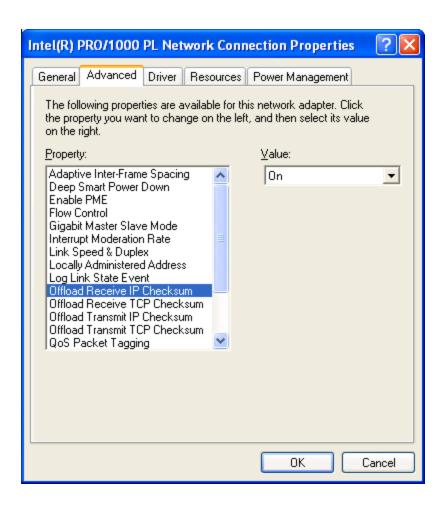
On FreeBSD (as root):
ifconfig em0 -rcxsum -tcxsum (choose correct network interface if not em0)

On MacOS (as root):
sysctl -w net.link.ether.inet.apple_hwcksum_tx=0
sysctl -w net.link.ether.inet.apple hwcksum rx=0
```

## Turning off Checksum offload



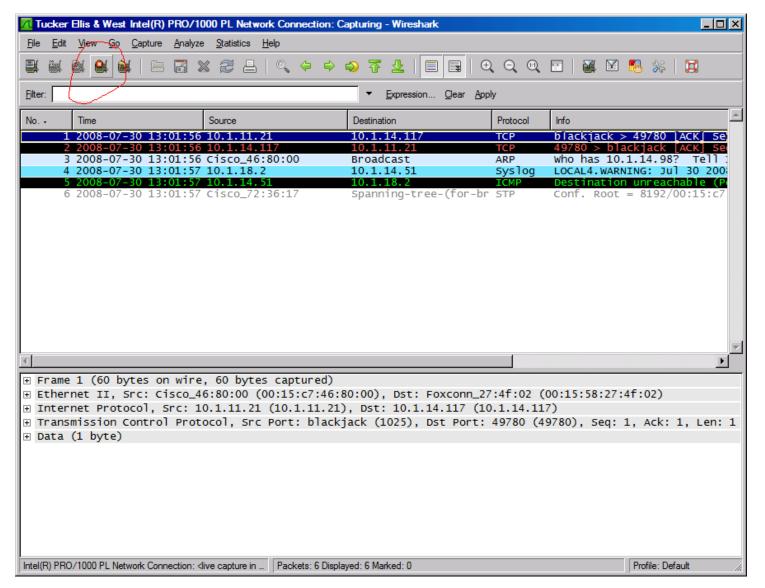
### Turning off Checksum offload



# Capture Options

▼ Tucker Elis & West Wireshark: Capture Option	nsX
_Capture-	
Interface: Intel(R) PRO/1000 PL Network Connection	n: \Device\NPF_{97708CAB-FF09-4180-\$
IP address: 10.1.14.117	
Link-layer header type; Ethemet ▼ Buffer size: 1	megabyte(s) Wireless Settings
✓ Capture packets in promiscuous mode	
Limit each packet to 68 bytes	
Capture Filter:	
Capture File(s)	Display Options
File: Brow	vse Update list of packets in real time
Use multiple files	
Next file every 1 megabyte(s	✓ Automatic scrolling in live capture
Next file every 1 minute(s)	<u> </u>
Ring buffer with 2	- Name Resolution
Stop capture after 1 file(s)	
Stop Capture	✓ Enable MAC name resolution
after 1 packet(s)	Enable network name resolution
megabyte(s)	<u> </u>
after 1 minute(s)	▼ Enable transport name resolution
<u>H</u> elp	<u>S</u> tart <u>C</u> ancel

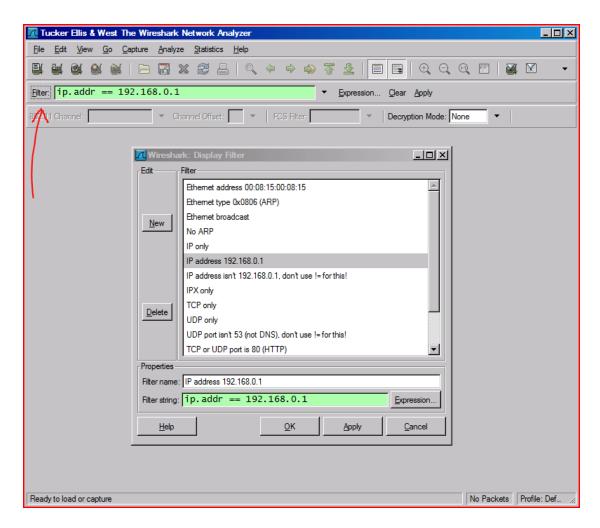
# Stopping the Packet Capture



### Display Filters (Post-Filters)

- Display filters (also called post-filters) only filter the view of what you are seeing. All packets in the capture still exist in the trace
- Display filters use their own format and are much more powerful then capture filters

## Display Filter



## Display Filter Examples

ip.src==10.1.11.24

ip.addr==192.168.1.10 && ip.addr==192.168.1.20

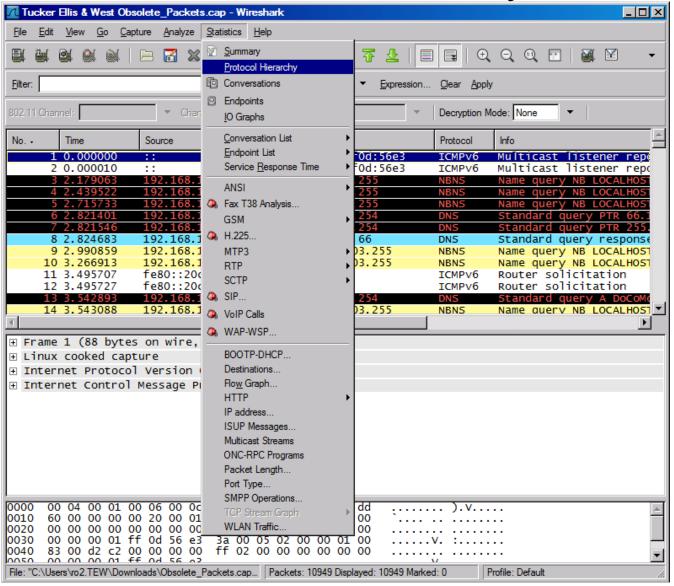
tcp.port==80 || tcp.port==3389

!(ip.addr==192.168.1.10 && ip.addr==192.168.1.20)

(ip.addr==192.168.1.10 && ip.addr==192.168.1.20) && (tcp.port==445 || tcp.port==139)

(ip.addr==192.168.1.10 && ip.addr==192.168.1.20) && (udp.port==67 || udp.port==68)

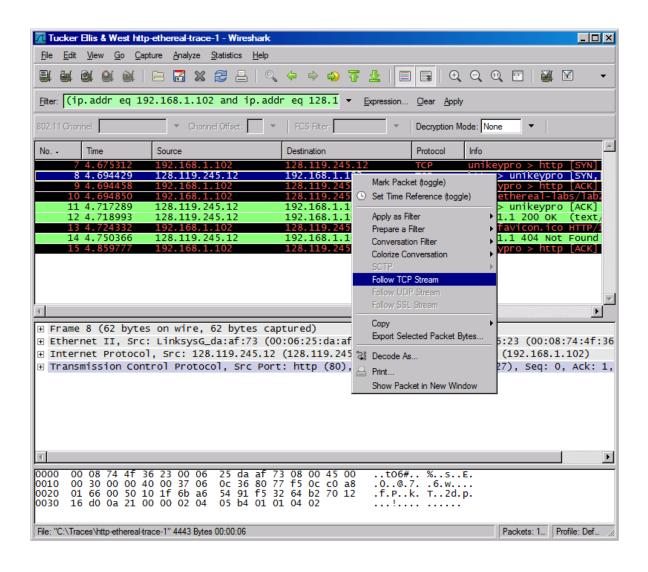
#### Protocol Hierarchy



#### **Protocol Hierarchy**

<b>Wires</b>	hark: Protocol Hierarchy Statistics							_ 🗆 ×
		Display fi	lter: none					
Protocol		% Packets	Packets	Bytes	Mbit/s	End Packets	End Bytes	End Mbit/s
□ Frame	е	100.00%	10949	1433310	0.004	0	0	0.000
نا 🖃	nux cooked-mode capture	100.00%	10949	1433310	0.004	0	0	0.000
	Internet Protocol Version 6	0.16%	18	1392	0.000	0	0	0.000
	Internet Control Message Protocol v6	0.16%	18	1392	0.000	18	1392	0.000
	Internet Protocol	82.62%	9046	1312691	0.004	0	0	0.000
	User Datagram Protocol	17.33%	1898	262866	0.001	0	0	0.000
		64.69%	7083	1046121	0.003	2350	163598	0.000
l .	Internet Group Management Protocol	0.57%	62	3440	0.000	62	3440	0.000
	Internet Control Message Protocol	0.03%	3	264	0.000	3	264	0.000
	DEC DNA Routing Protocol	2.60%	285	14820	0.000	285	14820	0.000
	Address Resolution Protocol	7.63%	835	46928	0.000	835	46928	0.000
l .	MS Network Load Balancing	1.26%	138	8280	0.000	138	8280	0.000
l .	Data	2.75%	301	25143	0.000	301	25143	0.000
	Logical-Link Control	2.23%	244	20024	0.000	0	0	0.000
l .	Appletalk Address Resolution Protocol	0.37%	40	2480	0.000	40	2480	0.000
l .		1.46%	160	14328	0.000	0	0	0.000
l .	⊕ Datagram Delivery Protocol	0.40%	44	3216	0.000	0	0	0.000
±	Internetwork Packet eXchange	0.27%	30	1680	0.000	0	0	0.000
+	Banyan Vines IP	0.47%	52	2352	0.000	0	0	0.000
<u>H</u> el	þ							<u>C</u> lose

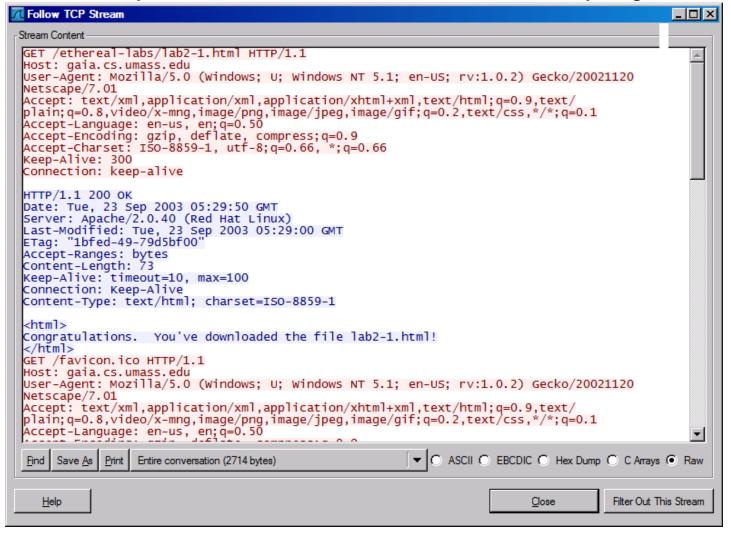
#### Follow TCP Stream



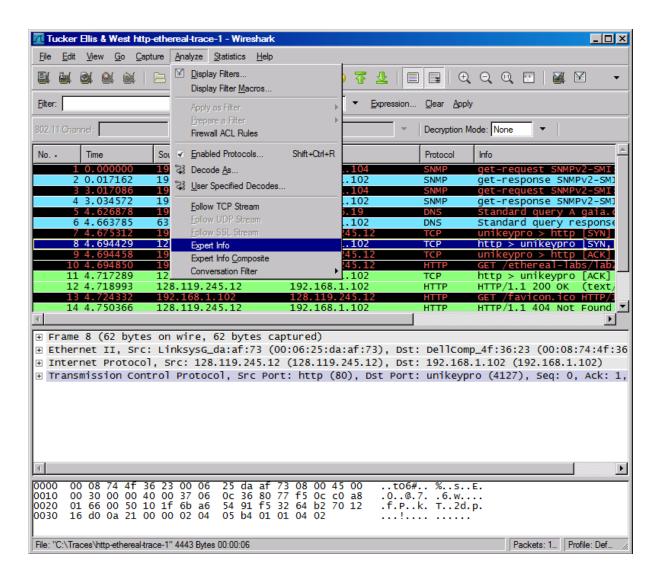
#### Follow TCP Stream

red - stuff you sent

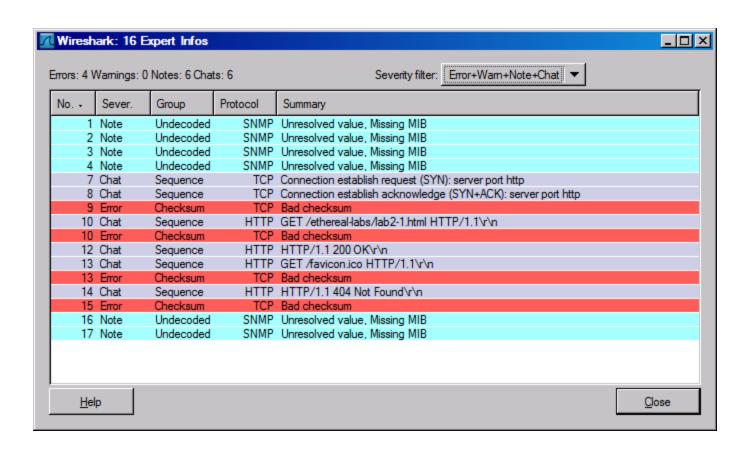
blue - stuff you get



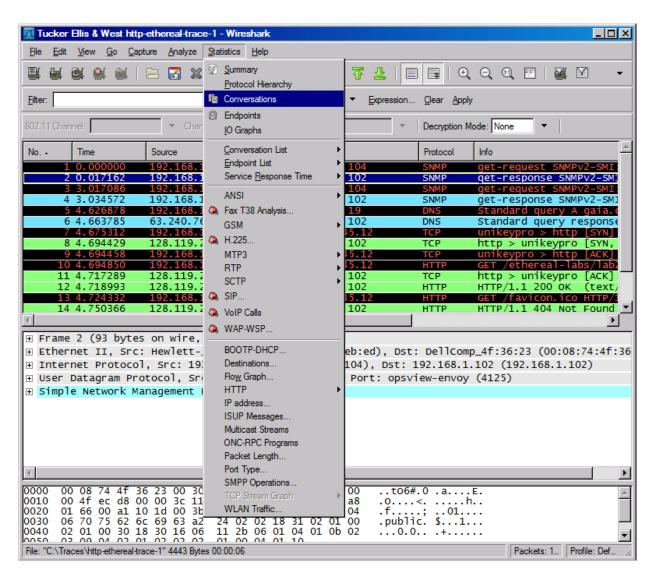
### **Expert Info**



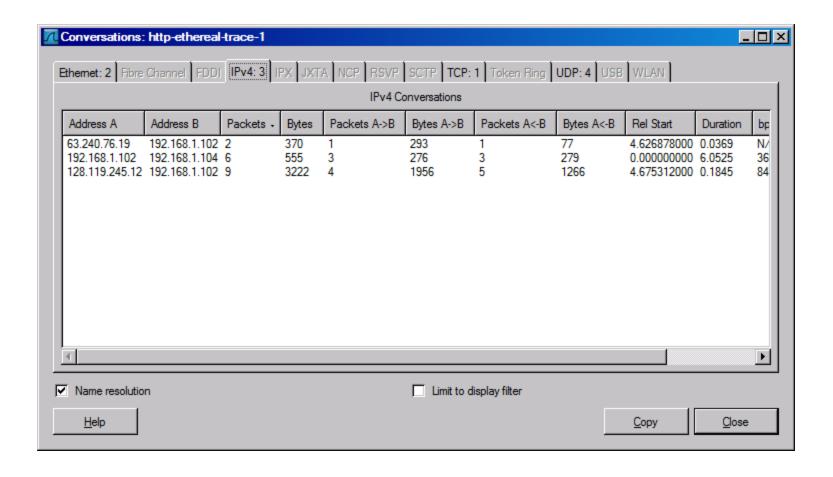
### **Expert Info**

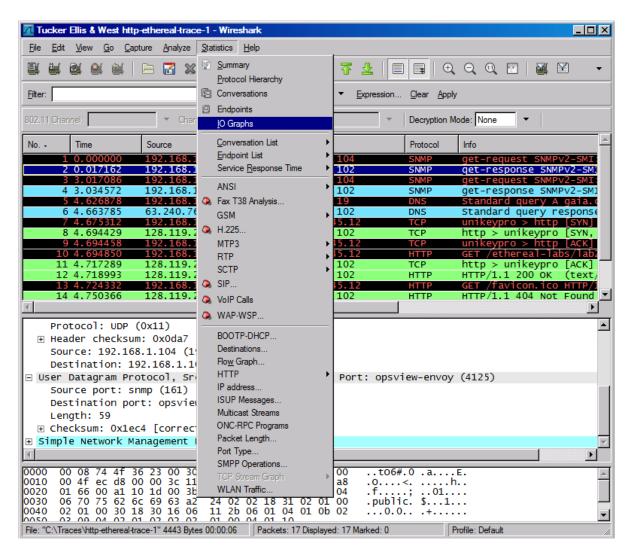


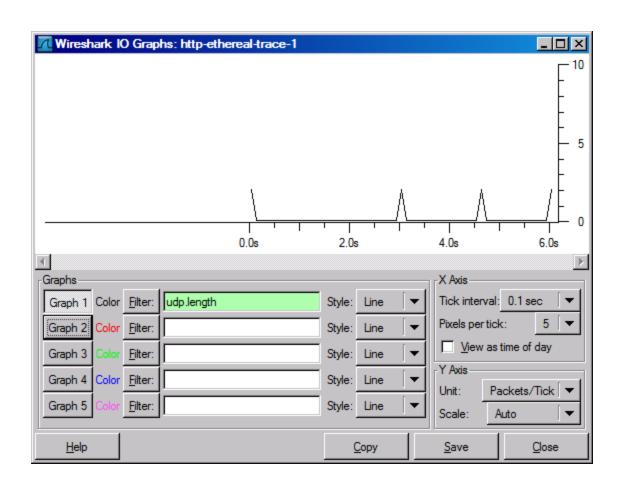
#### Conversations

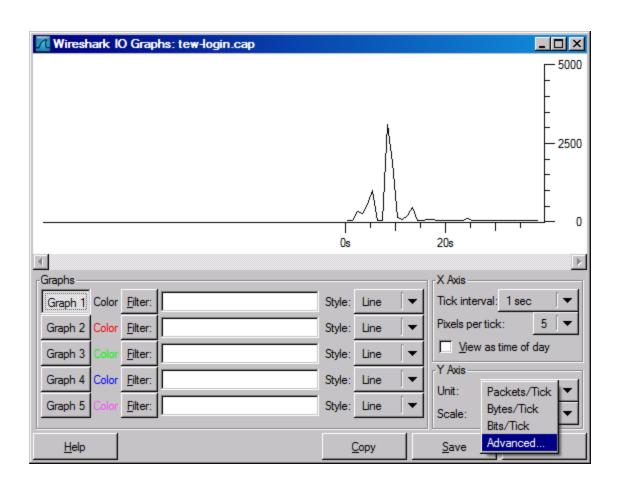


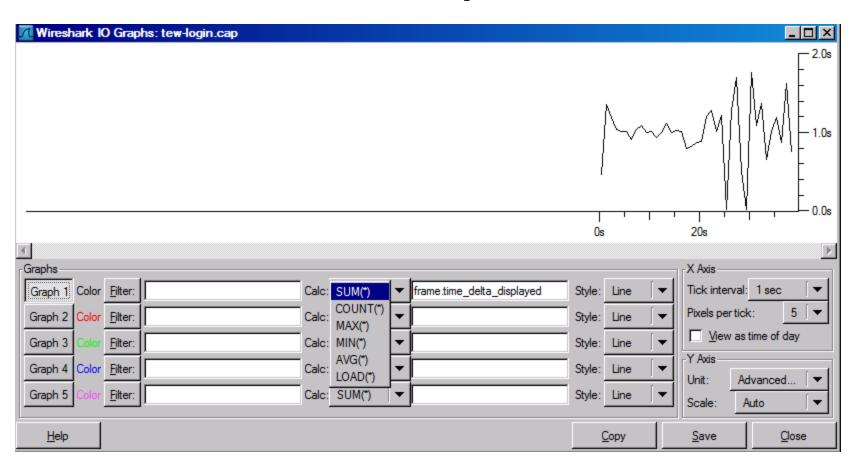
#### Conversations

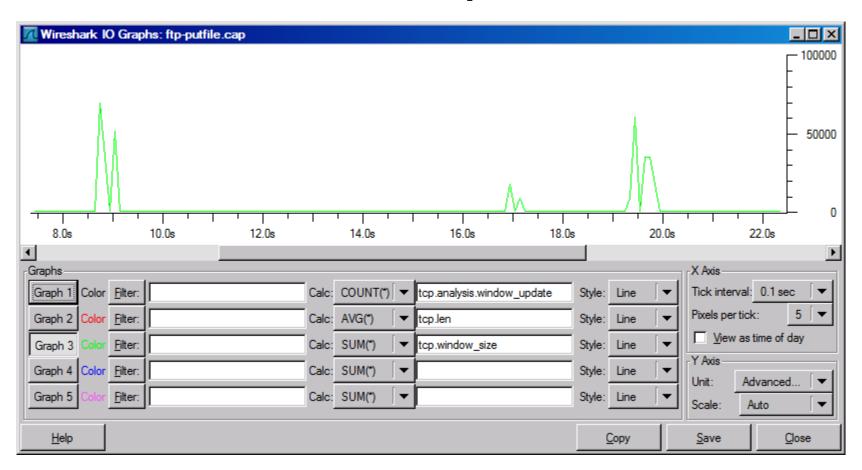




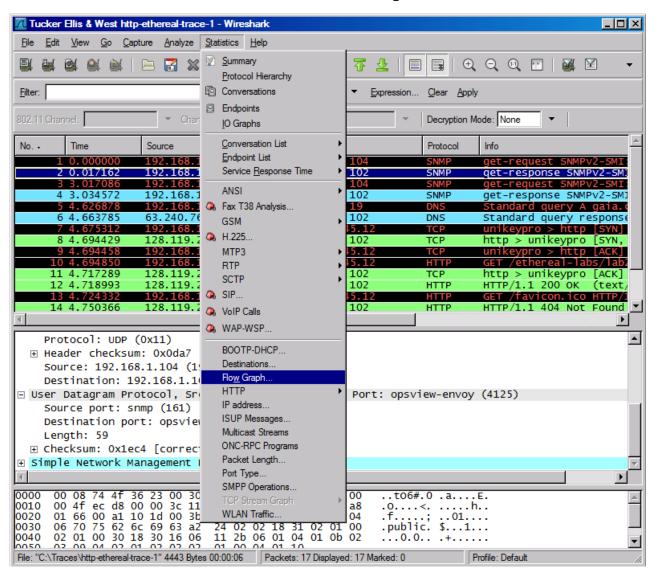




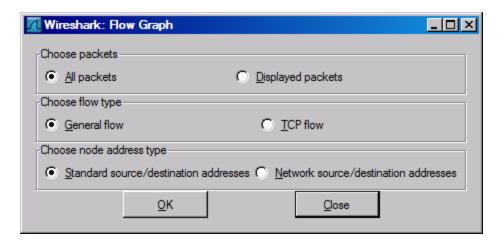




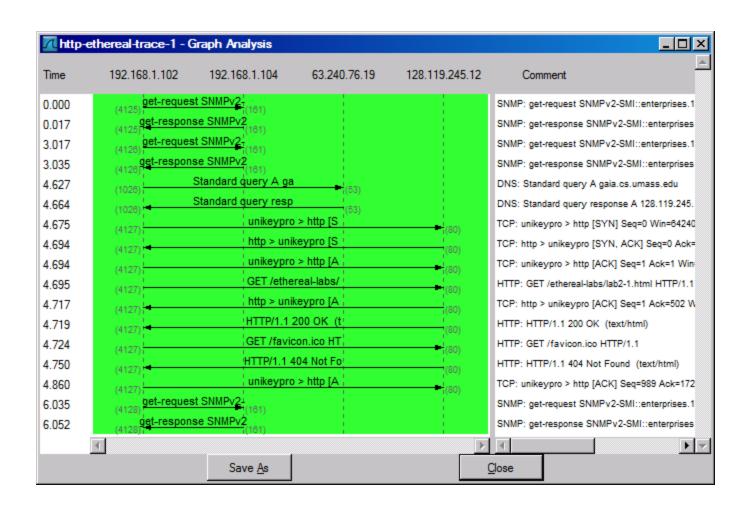
### Flow Graphs



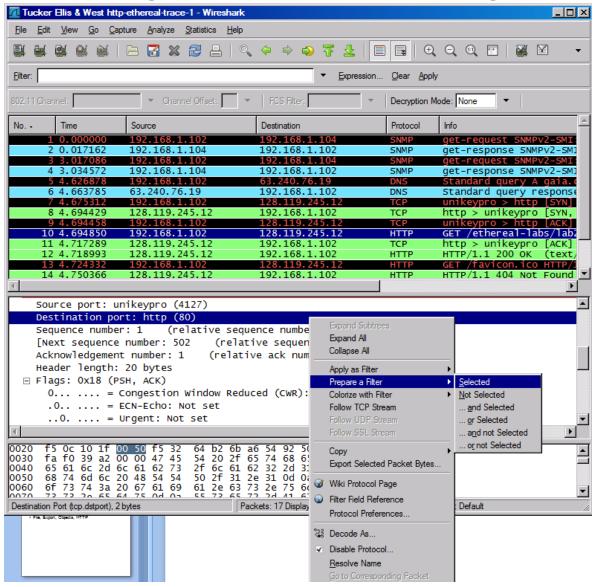
### Flow Graphs



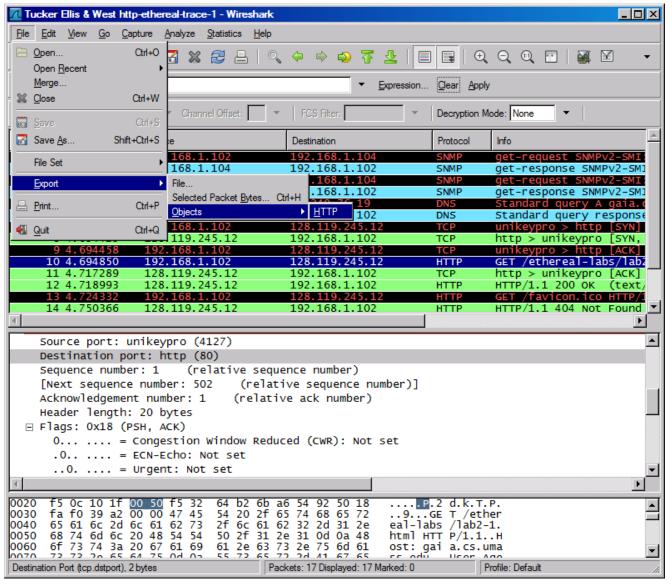
### Flow Graphs



#### Right Click Filtering



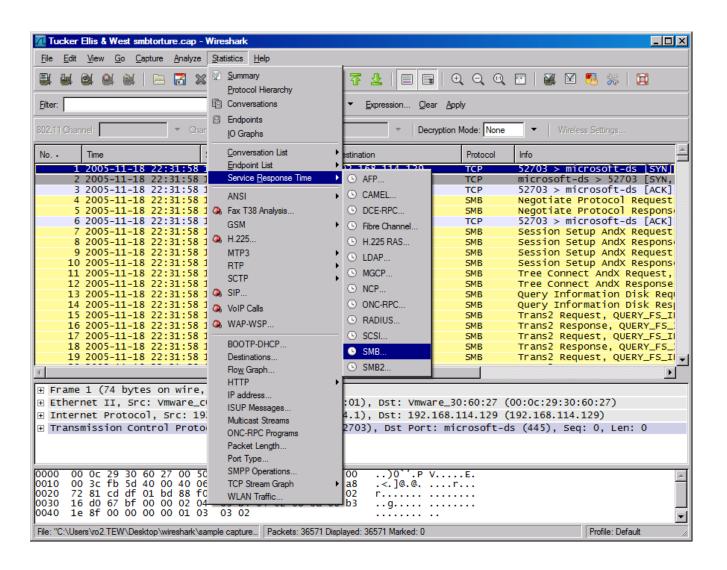
## **Export HTTP**



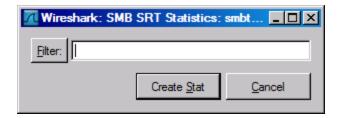
# **Export HTTP Objects**

Packet num	Hostname	Content Type	Bytes	Filename	
28	**************************************	application(x-)avascript	137	clear ppg	
	www.wireshark.org	image/png		clear.png	
32	www.wireshark.org	application/x-javascript	5141	menu.js	
41	www.wireshark.org	image/png	156	nav.bg.png	
52	www.wireshark.org	application/x-javascript	1048	mirrors.js	
70	www.wireshark.org	application/x-javascript	1213	downloads-1.0.2.js	
119	www.wireshark.org	image/png	46317	banner.png	
129	s9.addthis.com	image/gif	1505	button1-share.gif	
137	s7.addthis.com	application/x-javascript	11373	addthis_widget.js	
144	s7.addthis.com	text/css	811	addthis_widget.css	
147	www.wireshark.org	image/png	798	feed16.png	
159	s7.addthis.com	image/gif	924	addthis-mini.gif	
0	III				D

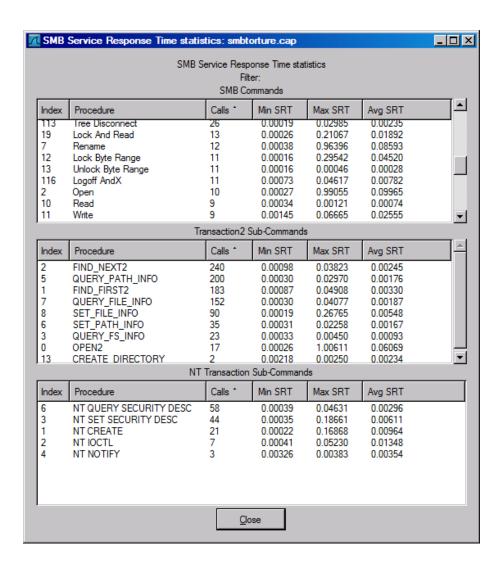
#### Service Response Time - SMB



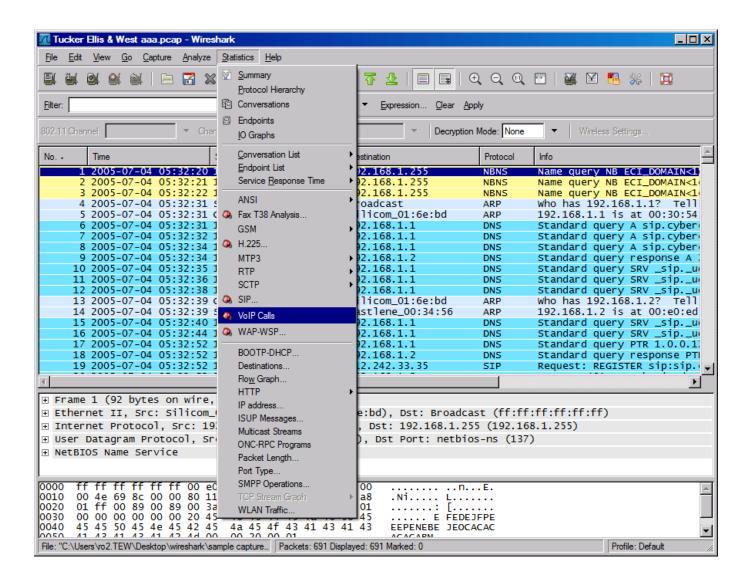
#### Service Response Time - SMB



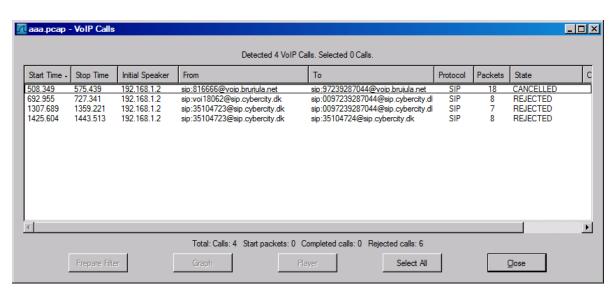
### Service Response Time - SMB

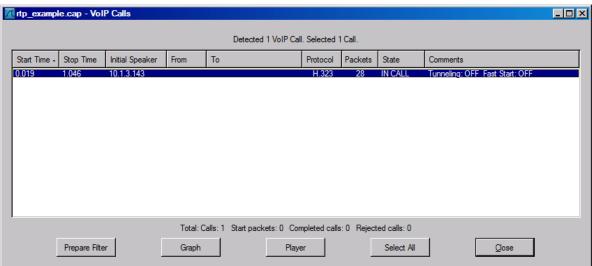


#### VOIP

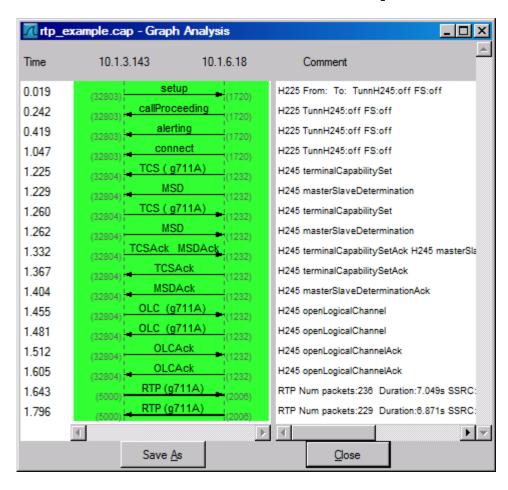


#### **VOIP Calls**



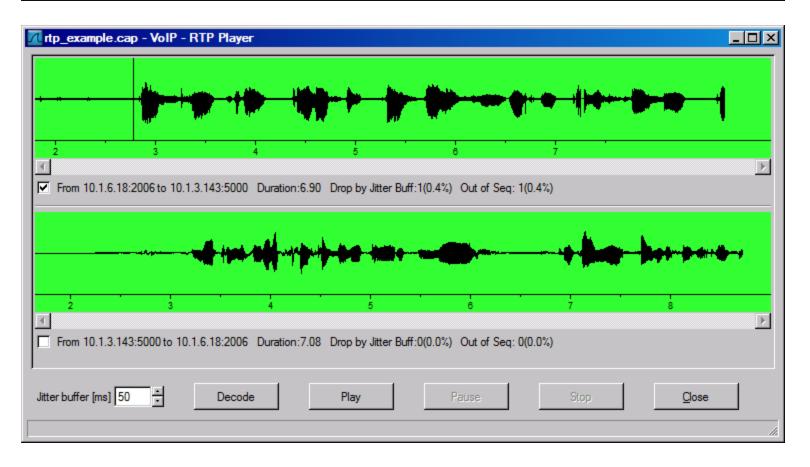


#### **VOIP Call Graph**

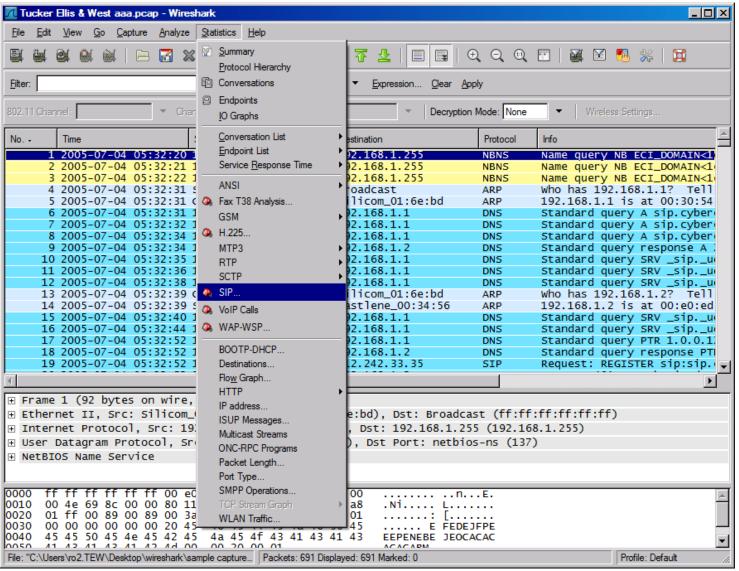


## **VOIP RTP Player**

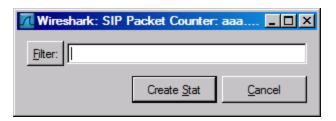
Ttp_example.cap - VoIP - RTP Player								
Jitter buffer [ms] 50 ★	Decode	Play	Pause	Stop	Close			
						11.		

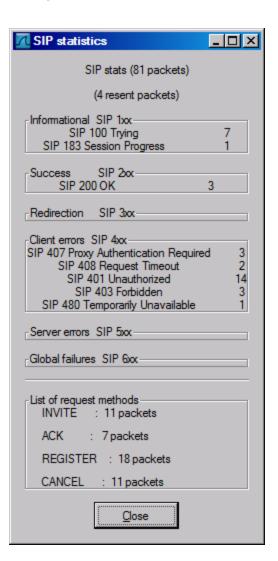


### SIP Analysis

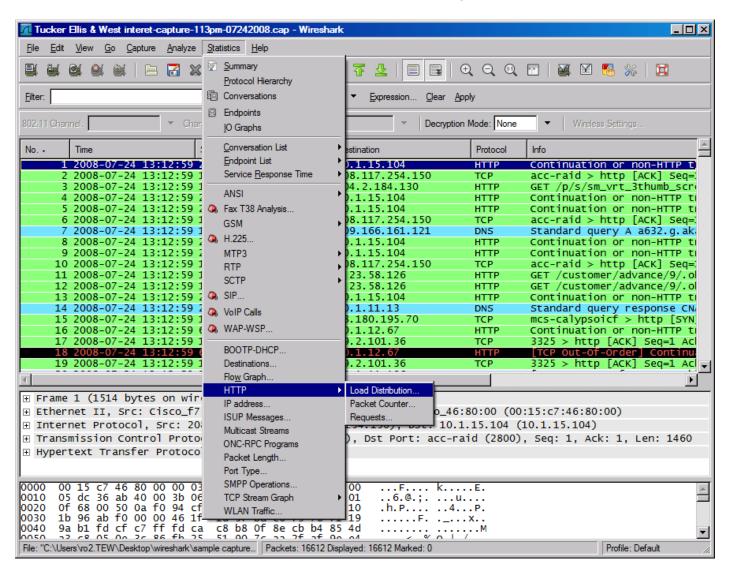


#### SIP Analysis

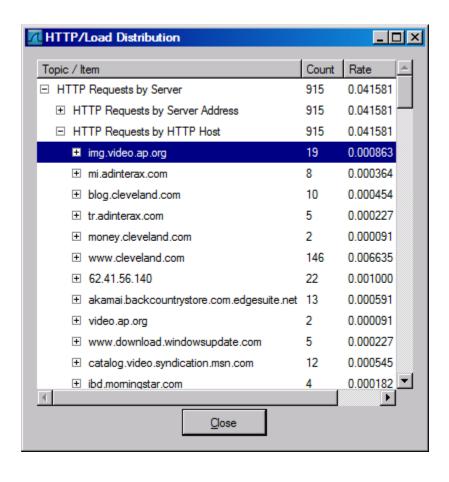




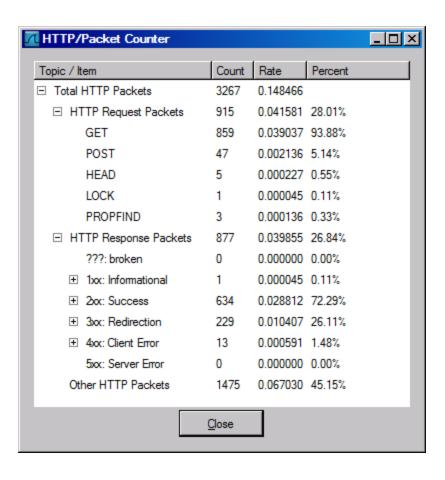
#### HTTP Analysis



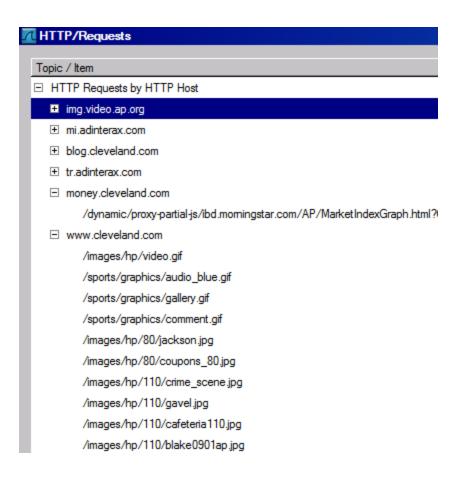
# HTTP Analysis - Load Distribution



### HTTP Analysis – Packet Counter



### HTTP Analysis – Requests



# TroubleShooting TCP

- Latency
- Loss
- Jitter
- Jabber
- Small Packets

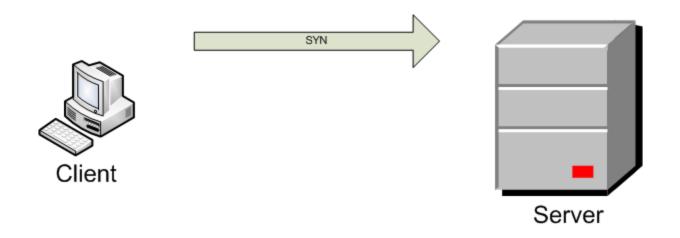
# Latency

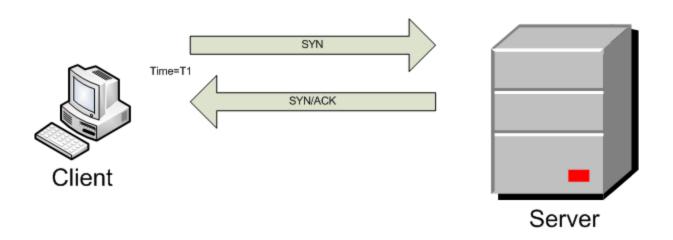
The time it takes for a packet to travel from point a to point b

Latency is often the cause of "slow" networks



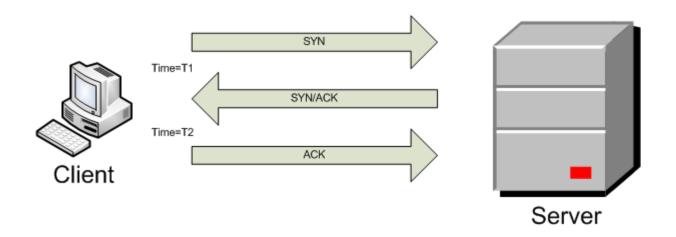
# Troubleshooting TCP Latency





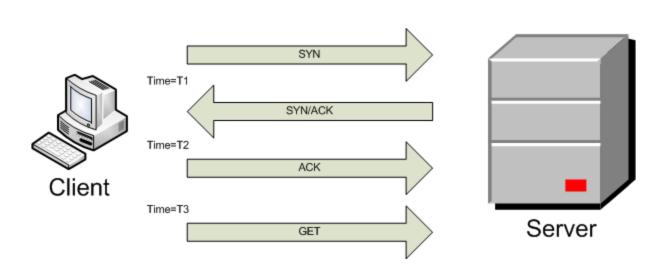
T1 is the time it took from the moment the syn was sent until the client received the syn/ack

This time is due to the wire latency + processing time of the IP stack on the server



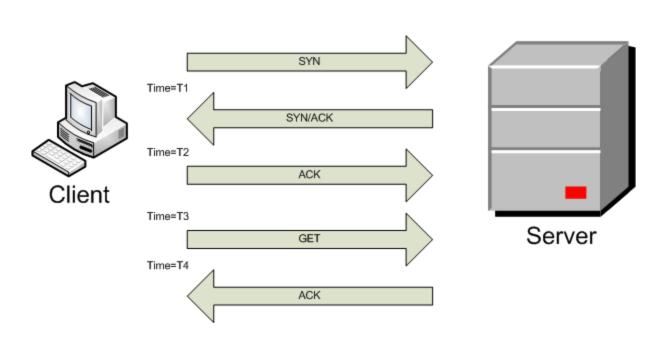
T2 is the time it took from receiving the SYN/ACK until the ACK is sent.

This time is the processing time of the IP stack on the client



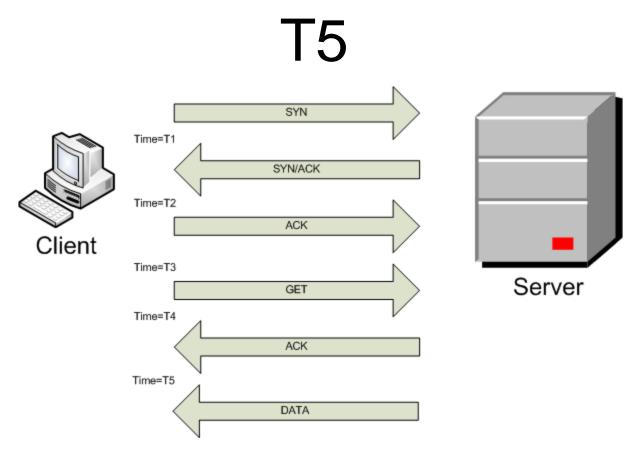
T3 is the time it took from sending the ACK until the clients sends a GET.

This time is the processing time of the application on the client



T4 is the time it took from sending GET until an ACK is received at the client.

This time is due to wire latency.



T5 is the time it took from getting the ACK until data is received at the client.

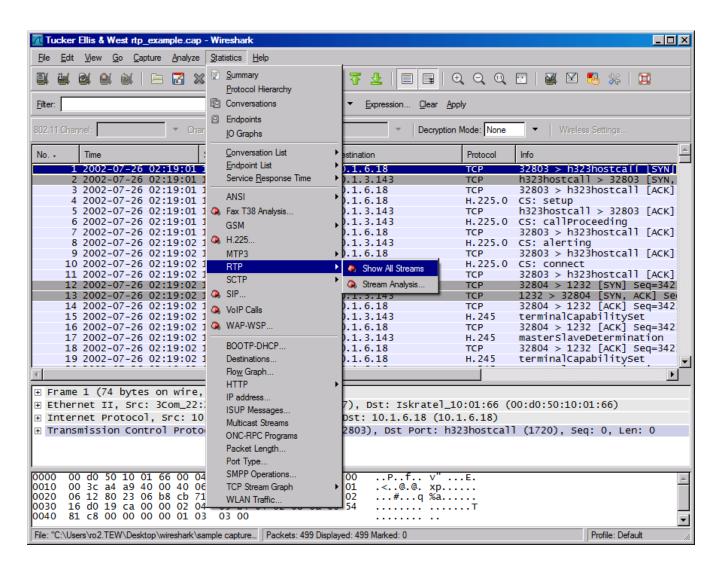
This time is due the server application.

#### **TIPS**

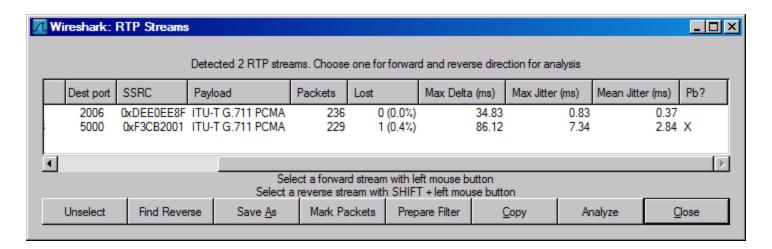
- Time #1 & #4 should be small on a LAN application. If not, check your network path, nic settings and throughput.
- Time #2 is the client ip stack. Should be minimal. If not, check the driver.
- Time #3 is the client application. This time will undoubtedly vary greatly between packets. Talk to your developers if you see and issue here.
- Time #5 is the server application. This time will also vary greatly, but generally if #5 is huge and #4 is really, really small look at delays caused by the server application. Start troubleshooting on the server by looking at CPU, bandwidth, memory and disk IO.

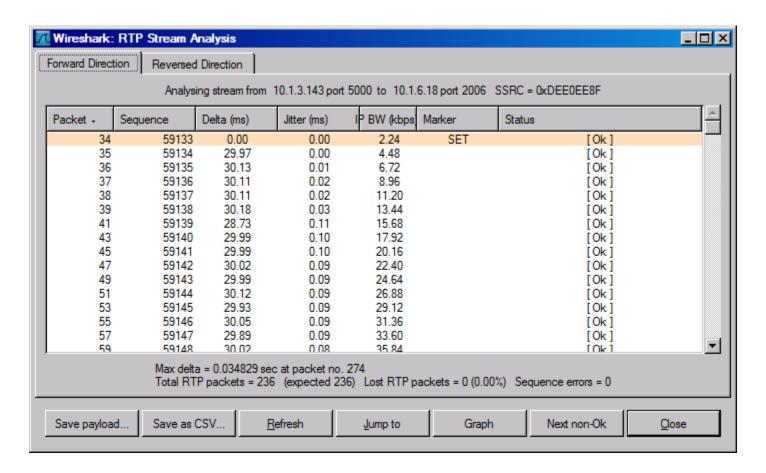
Jitter is an unwanted variation of one or more characteristics of a periodic signal in electronics and telecommunications. Jitter may be seen in characteristics such as the interval between successive pulses, or the amplitude, frequency, or phase of successive cycles.

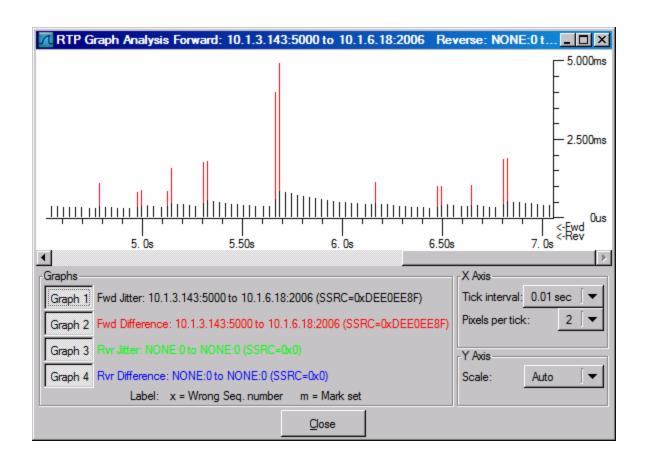
Source: Wikipedia.com



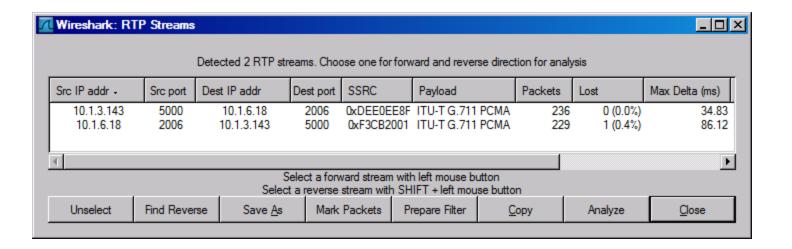
Wireshark: R	TP Streams								
		Detected 2 RTP s	treams. Choo	ose one for for	ward and rever	rse direct	tion for analy	/sis	
Src IP addr +	Src port	Dest IP addr	Dest port	SSRC	Payload		Packets	Lost	Max Delta (ms)
10.1.3.143 10.1.6.18	5000 2006	10.1.6.18 10.1.3.143	2006 5000		ITU-T G.711 ITU-T G.711		236 229	0 (0.0%) 1 (0.4%)	34.83 86.12
									D
				vard stream with stream with SH			n į		
Unselect	Find Reve	rse Save <u>A</u> s	Mark	Packets P	repare Filter	<u>C</u>	ору	Analyze	Close







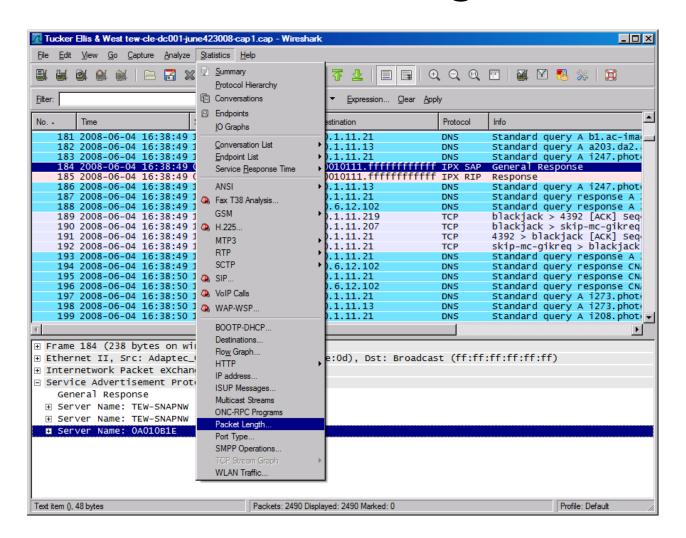
# LOSS



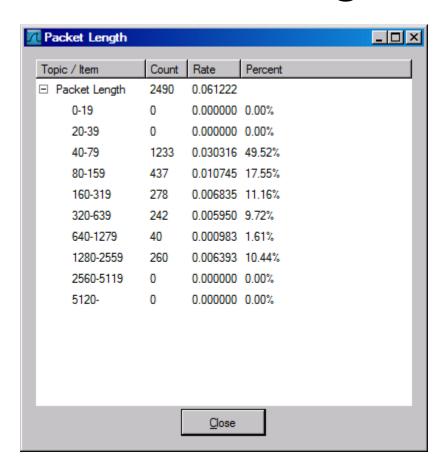
#### Jabber

Jabber occurs when there are excessively long packets from a network device.

# Packet Length



# Packet Length



# Improving WireShark Performance

- Don't use capture filters
- Increase your read buffer size
- Don't update the screen dynamically
- Get a faster computer
- Use a TAP
- Don't resolve names