

Packet Capture and Analysis

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Basic Packet Capturing Tools



tcpdump

- Captures and summarizes packets
- Can read/write from/to files in "libpcap" format

Ethereal

- Subsumes tcpdump's functionality
- Graphical (Ethereal) and traditional (tethereal) user interfaces
- Extensible design
 - # Abundance of protocol "dissectors" even for new/exotic protocols
- Includes many useful analysis tools
- Works under Windows (requires WinPcap)

These tools can be combined

- Use tcpdump (possibly remotely) to capture packets to .pcap file
- Analyze later using Ethereal
- Ethereal understands many other trace file formats (Solaris snoop etc.)

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Packet Tracing Caveats



Capture enough (you can always filter later)

- tcpdump's default capture length is small (96 bytes)
 - 間 use something like -s 1540 if you are interested in payloads
- Seemingly unrelated traffic can impact performance
 - E.g. Web pages from foo.example.com may load slowly because of the images from advertisements.example.net
 - But may have to filter aggressively when there is a lot of background traffic

Collecting on several points can be very useful

- On the endpoints of the communication
- Near "suspicious" intermediate points (firewall)
- Synchronized clocks (e.g. by NTP) are very useful for matching traces

Address-to-name resolution can slow display and causes traffic

With tcpdump, consider using -n or tracing to file (-w file)

Exercises



http://192.168.1.70/gn2/

...or in the tech-ws/capture/examples directory on the memory stick broken-site-1.pcap – failed connection to HTTP server broken-site-2.pcap – successful transfer from same HTTP server broken-site-3.pcap – transfer that breaks in the middle iperf-upstream.pcap – iperf server->client, seen at server iperf-downstream.pcap – iperf server->client, seen at client

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