





Welcome to

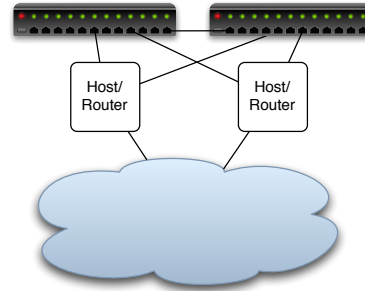
7. Network Management

Communication and Network Security 2020

Henrik Kramselund Jereminsen hkj@zencurity.com @kramse  

Slides are available as PDF, kramse@Github
7-Network-Management.tex in the repo security-courses

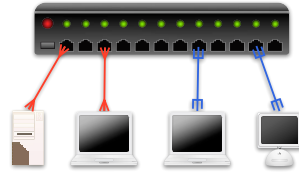
Goals for today



Today's goals:

- Understand why managed networks are more secure
- Show the most important components for secure networks
- Network management protocols, techniques, systems
- Introduce some essential tools for network management

Plan for today



Subjects

- Network Management
- SNMP version 2 vs version 3
- Bruteforcing network devices SSH vs SNMP
- Centralized management, Jump hosts
- Ansible introduction
- Secure Shell keys
- Monitoring with LibreNMS

Exercises

- Run SNMP walk
- Try brute-force SNMP



Time schedule



- 17:00 - 18:15
Introduction and basics
- 30min break
- 18:45 - 19:30
- 15min break
- 19:45 -20:30 45min

Reading Summary



Network management is the process of administering and managing computer networks. Services provided by this discipline include fault analysis, performance management, provisioning of networks and maintaining the quality of service. Software that enables network administrators to perform their functions is called network management software.

https://en.wikipedia.org/wiki/Network_management

PPA chapter 10,11 - 58 pages

Skim:

<https://nsrc.org/workshops/2015/sanog25-nmm-tutorial/materials/snmp.pdf>

Very common network security task to follow guides like the ones from NSRC.org

Reading Summary, continued



PPA chapter 10: Basic Real-World Scenarios

- Missing Content, Analysis, Statistics
- Its always Domain Name System (DNS), but not this time
- SYN sent, no response - TCP problems
- HTTP investigation

Different layers, and effective problem solving

Reading Summary, continued



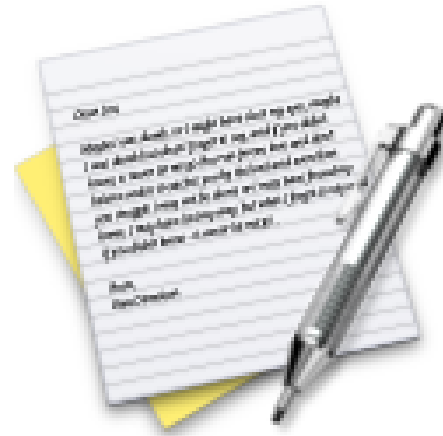
PPA chapter 11: Fighting a Slow Network

- TCP Error-Recovery Features, TCP retransmissions
- TCP Flow Control
- TCP Window Size

Much of this is not directly related to security, but being able to identify network problems vs security problems is often needed

I can highly recommend SmokePing <https://oss.oetiker.ch/smokeping/>

Exercise



Now lets do the exercise

PPA Chapter 10 pcap - 20min

which is number **40** in the exercise PDF.

What is a core network service?



Core Network Services

- These are critical for the network to operate correctly. IP packets may flow in the network, but if these services don't reply or aren't configured correctly, users and devices won't be able to connect, authentication services may fail, and network applications won't be accessible.
- They are:
 1. DNS
 2. DHCP
 3. NTP



Source:

https://nsrc.org/workshops/2018/tenet-nsrc-cndo/networking/cndo/en/presentations/Campus_Operations_BCP.pdf

Network Management



Network management is the process of administering and managing computer networks. Services provided by this discipline include fault analysis, performance management, provisioning of networks and maintaining the quality of service. Software that enables network administrators to perform their functions is called network management software.

Source:

https://en.wikipedia.org/wiki/Network_management

NTP Network Time Protocol



Vigtigt at netværksenheder bruger korrekt tid, sikkerhed og drift

Server NTP foregår typisk i `/etc/ntp.conf` eller `/etc/ntpd.conf`

det vigtigste er navnet på den/de servere man vil bruge som tidskilde

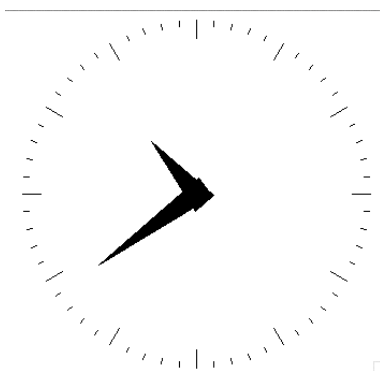
Brug enten en NTP server hos din udbyder eller en fra <http://www.pool.ntp.org/>

Eksempelvis:

```
server 0.dk.pool.ntp.org
```

```
server 0.europe.pool.ntp.org
```

```
server 3.europe.pool.ntp.org
```



What time is it? - spørg ICMP



ICMP timestamp option - request/reply

hvad er klokken på en server

Slayer icmpush - er installeret på server

viser tidstempel

```
# icmpush -v -tstamp 10.0.0.12
```

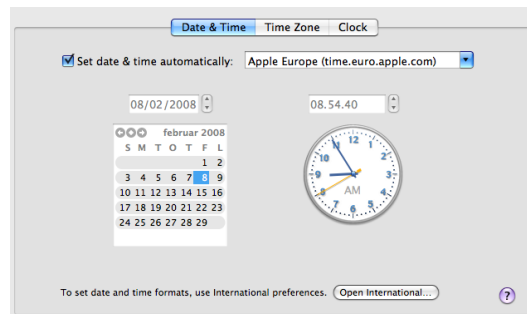
```
ICMP Timestamp Request packet sent to 10.0.0.12 (10.0.0.12)
```

```
Receiving ICMP replies ...
```

```
fischer          -> 21:27:17
```

```
icmpush: Program finished OK
```

Stop - NTP Konfigurationseksempler



Vi har en masse udstyr, de meste kan NTP, men hvordan

Vi gennemgår, eller I undersøger selv:

- Switche (managed)
- OpenBSD - check man `rdate` og man `ntpd`
- Mac OS X / Windows / Linux - jeres laptops

BIND DNS server



BIND 9 is transparent open source. If your organization needs some functionality that is not in BIND 9, you can modify it, and contribute the new feature back to the the community by sending us your source. Download a tarball from the ISC web site or <ftp.isc.org>, or a binary from your operating system repository. BIND 9 has evolved to be a very flexible, full-featured DNS system. Whatever your application is, BIND 9 most likely has the required features.

<https://www.isc.org/downloads/bind/>

Berkeley Internet Name Daemon server

Konfigureres gennem `named.conf`

det anbefales at bruge BIND version 9

BIND konfiguration - et udgangspunkt



```
acl internals { 127.0.0.1; ::1; 10.0.0.0/24; };
options {
    port 53; version "Dont know"; allow-query { any; };
};
view "internal" {
    match-clients { internals; };
    recursion yes;
    zone "." {
        type hint;    file "root.cache"; };
    // localhost forward lookup
    zone "localhost." {
        type master; file "internal/db.localhost";    };
    // localhost reverse lookup from IPv4 address
    zone "0.0.127.in-addr.arpa" {
        type master; file "internal/db.127.0.0"; notify no;    };
    ...
}
```


Små DNS tools bind-version - Shell script



```
#!/bin/sh
# Try to get version info from BIND server
PROGRAM=`basename $0`
. `dirname $0`/functions.sh
if [ $# -ne 1 ]; then
    echo "get name server version, need a target! "
    echo "Usage: $0 target"
    echo "example $0 10.1.2.3"
    exit 0
fi
TARGET=$1
# using dig
start_time
dig @$1 version.bind chaos txt
echo Authors BIND er i versionerne 9.1 og 9.2 - måske ...
dig @$1 authors.bind chaos txt
stop_time
```

<http://www.kramse.dk/files/tools/dns/bind-version>

Små DNS tools dns-timecheck - Perl script



```
#!/usr/bin/perl
# modified from original by Henrik Kramshøj, hlk@kramse.dk
# Original from: http://www.rfc.se/fpdns/timecheck.html
use Net::DNS;

my $resolver = Net::DNS::Resolver->new;
$resolver->nameservers($ARGV[0]);
my $query = Net::DNS::Packet->new;
$query->sign_tsig("n","test");

my $response = $resolver->send($query);
foreach my $rr ($response->additional)
    print "localtime vs nameserver $ARGV[0] time difference: ";
    print $rr->time_signed - time() if $rr->type eq "TSIG";
```

<http://www.kramse.dk/files/tools/dns/dns-timecheck>

Unbound and NSD



Unbound is a validating, recursive, caching DNS resolver. It is designed to be fast and lean and incorporates modern features based on open standards.

To help increase online privacy, Unbound supports DNS-over-TLS which allows clients to encrypt their communication. In addition, it supports various modern standards that limit the amount of data exchanged with authoritative servers.

<https://www.nlnetlabs.nl/projects/unbound/about/>

My preferred local DNS server. We will now stop and look at this configuration file and function.

Also check out uncensored DNS and his DNS over TLS setup!

Even has pinning information available:

<https://blog.censurfridns.dk/blog/32-dns-over-tls-pinning-information-for-unicastcensurfridnsdk/>

DHCPD server



Dynamic Host Configuration Protocol Server

Mange bruger DHCPD fra Internet Systems Consortium

<http://www.isc.org> - altså Open Source

konfigureres gennem `dhcpd.conf` - næsten samme syntaks som BIND

DHCP er en efterfølger til BOOTP protokollen

```
ddns-update-style ad-hoc;
shared-network LOCAL-NET {
    option domain-name "zencurity.com";
    option domain-name-servers 10.0.45.1;
    subnet 10.0.45.0 netmask 255.255.255.0 {
        option routers 10.0.45.1;
        range 10.0.45.32 10.0.45.127;
    }
}
```

Rogue DHCP servers



Common problem in networks is people connecting devices with DHCPD servers

In general make sure to segment networks

Start to use port security on switches, including DHCP snooping

https://en.wikipedia.org/wiki/DHCP_snooping

Example port security



```
[edit ethernet-switching-options secure-access-port]
set interface ge-0/0/1 mac-limit 4
set interface ge-0/0/2 allowed-mac 00:05:85:3A:82:80
set interface ge-0/0/2 allowed-mac 00:05:85:3A:82:81
set interface ge-0/0/2 allowed-mac 00:05:85:3A:82:83
set interface ge-0/0/2 allowed-mac 00:05:85:3A:82:85
set interface ge-0/0/2 allowed-mac 00:05:85:3A:82:88
set interface ge-0/0/2 mac-limit 4
set interface ge-0/0/1 persistent-learning
set interface ge-0/0/8 dhcp-trusted
set vlan employee-vlan arp-inspection
set vlan employee-vlan examine-dhcp
set vlan employee-vlan mac-move-limit 5
```

Source: Overview of Port Security, Juniper

https://www.juniper.net/documentation/en_US/junos/topics/example/overview-port-security.html

Simple Network Management Protocol



SNMP er en protokol der supporteres af de fleste professionelle netværksenheder, såsom switche, routere

hosts - skal slås til men følger som regel med

SNMP bruges til:

- *network management*
- statistik
- rapportering af fejl - SNMP traps

sikkerheden baseres på community strings der sendes som klartekst ...

det er nemmere at brute-force en community string end en brugerid/kodeord kombination

SNMP version 2 vs version 3



- SNMP versions 1 and 2c are insecure
- SNMP version 3 created to fix this
- Authenticity and integrity: Keys are used for users and messages have digital signatures generated with a hash function (MD5 or SHA)
- Privacy: Messages can be encrypted with secret-key (private) algorithms

Example for Juniper can be found at:

https://www.juniper.net/documentation/en_US/junos/topics/example/snmpv3-configuration-junos-nm.html



Simple Network Management Protocol

sikkerheden afhænger alene af en Community string SNMPv2

typisk er den nem at gætte:

- public - default til at aflæse statistik
- private - default når man skal ændre på enheden, skrive
- cisco
- ...

Der findes lister og ordbøger på nettet over kendte default communities

Systemer med SNMP



kan være svært at finde ... det er UDP 161

Hvis man finder en så prøv at bruge **snmpwalk** programmet - det kan vise alle tilgængelige SNMP oplysninger fra den pågældende host

det kan være en af måderne at identificere uautoriserede enheder på - sweep efter port 161/UDP
snmpwalk er et af de mest brugte programmer til at hente snmp oplysninger - i forbindelse med hackning og penetrationstest

snmpwalk



Typisk brug er:

```
snmpwalk -v 1 -c secret switch1
```

```
snmpwalk -v 2c -c secret switch1
```

Eventuelt bruges snmpget og snmpset

Ovenstående er en del af Net-SNMP pakken, <http://net-snmp.sourceforge.net/>

Bruteforcing network devices SSH vs SNMP



hvad betyder bruteforcing?
afprøvning af alle mulighederne

Hydra v2.5 (c) 2003 by van Hauser / THC <vh@thc.org>

Syntax: hydra [[[-l LOGIN|-L FILE] [-p PASS|-P FILE]] | [-C FILE]]

[-o FILE] [-t TASKS] [-g TASKS] [-T SERVERS] [-M FILE] [-w TIME]

[-f] [-e ns] [-s PORT] [-S] [-vV] server service [OPT]

Options:

- S connect via SSL
- s PORT if the service is on a different default port, define it here
- l LOGIN or -L FILE login with LOGIN name, or load several logins from FILE
- p PASS or -P FILE try password PASS, or load several passwords from FILE
- e ns additional checks, "n" for null password, "s" try login as pass
- C FILE colon separated "login:pass" format, instead of -L/-P option
- M FILE file containing server list (parallizes attacks, see -T)
- o FILE write found login/password pairs to FILE instead of stdout

...

Eksempler på SNMP og management



Ofte foregår administration af netværksenheder via HTTP, Telnet eller SSH

- små dumme enheder er idag ofte web-enabled
- bedre enheder giver både HTTP og kommandolinieadgang
- de bedste giver mulighed for SSH, fremfor Telnet

Det er idag muligt at bruge scripting, som:

- RANCID <http://www.shrubbery.net/rancid/>
- Ansible <https://www.ansible.com/>
- Python
- Also make sure to note down <https://github.com/ytti/oxidized>

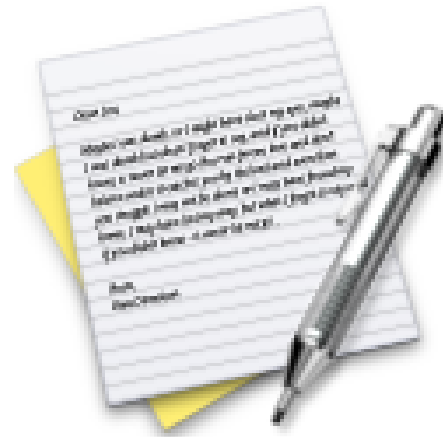
Oxidized is a network device configuration backup tool. It's a RANCID replacement!

RANCID output



```
From: rancid@[redacted]  
Subject: carrier-switches router config diffs  
Date: 19. jan 2011 02.09.28 CET  
To: rancid-carrier-switches@[redacted]  
  
Index: configs/c1-cph-01  
-----  
- -- configs/c1-cph-01 (revision 1457)  
@@ -210,7 +210,7 @@  
exit  
!  
interface ethernet 1/g45  
- description 'SRX240'  
+ description 'SRX-CPH-02 ge-0/0/0'  
switchport mode general  
switchport general allowed vlan add 95,3000-3005 tagged  
exit
```

Exercise



Now lets do the exercise

SNMP walk 15min

which is number **41** in the exercise PDF.

Exercise



Now lets do the exercise

Try Hydra brute force 30min

which is number **42** in the exercise PDF.

Step 1: configure devices properly



You should always configure your devices properly

Turn on SNMP, probably SNMPv2

Turn on LLDP Link Layer Discovery Protocol – vendor-neutral

http://en.wikipedia.org/wiki/Link_Layer_Discovery_Protocol

Centralized syslog

And updated firmware, HTTPS and SSH only etc. the usual stuff

Config example: SNMP



```
snmp {  
    description "SW-CPH-02";  
    location "Interxion, Ballerup, Denmark";  
    contact "noc@zencurity.com";  
    community yourcommunitynotmine {  
        authorization read-only;  
        clients {  
            10.1.1.1/32;  
            10.1.2.2/32;  
        }  
    }  
}
```

Location, location, location





OBSERVIVM
network management and monitoring

Overview Devices Services **Locations** Ports Health BGP Sessions

Interxion, Ballerup, Denmark
LuxConnect, Bettembourg, Luxembourg
Room 11

All Platforms
All Featuresets

Device	Operating System	Platform
 mx-lux-01 mx-lux-01	83 1 Juniper JunOS 10.3R1.9	Juniper MX80-48T
 mx-lux-02 mx-lux-02	80 1 Juniper JunOS 10.3R1.9	Juniper MX80-48T

Observium picks up the location from SNMP :-)

Config example: LLDP



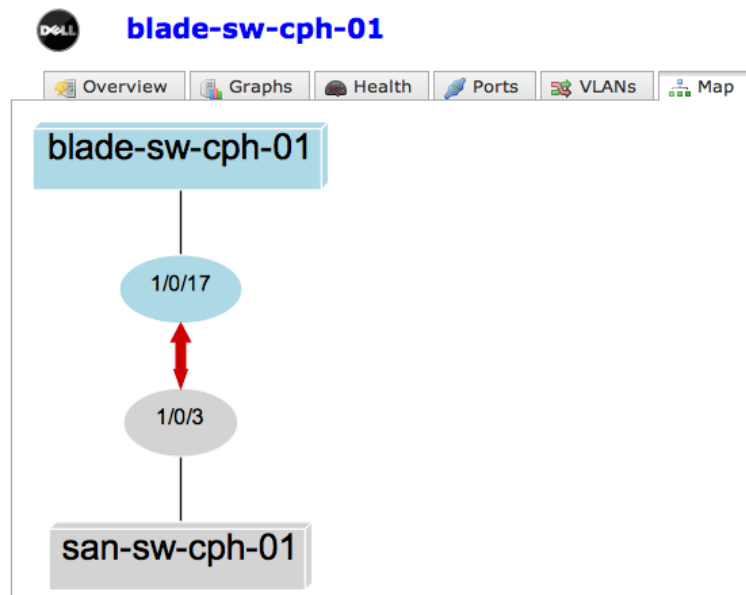
Dell

8024F

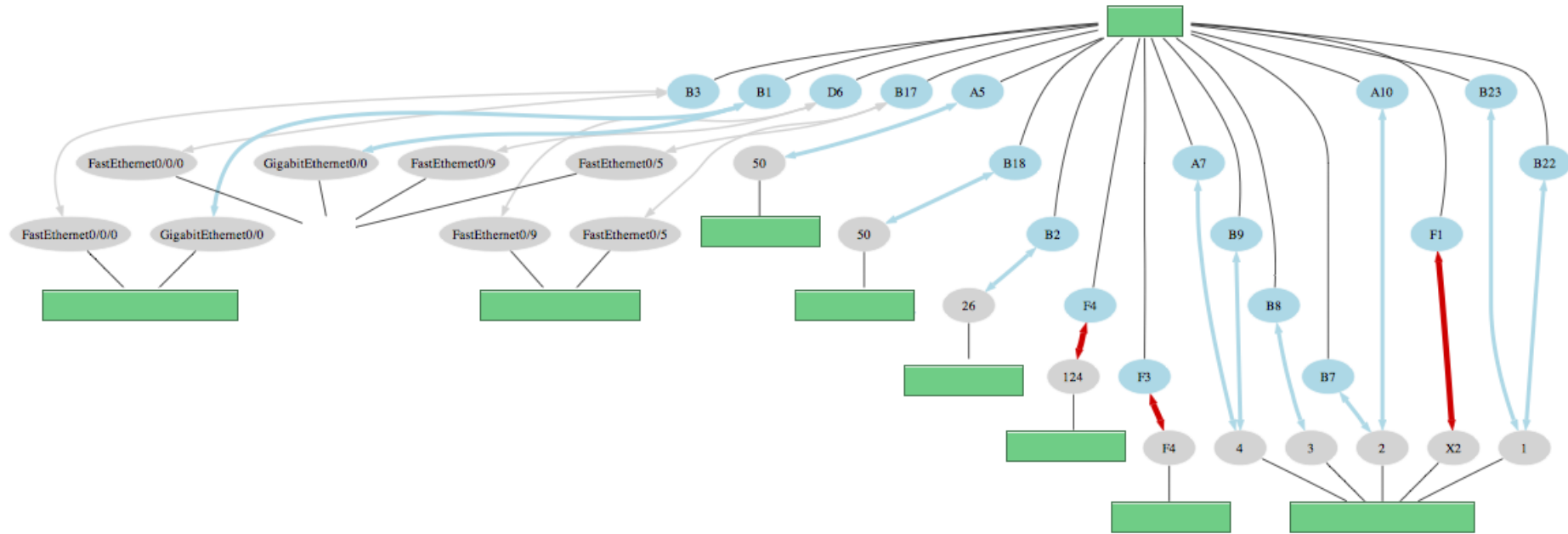
switch

LLDP

```
interface ethernet 1/xg17
mtu 9216
lldp transmit-tlv port-desc sys-name sys-desc sys-cap
lldp transmit-mgmt
exit
```



LLDP spaghetti?



LLDP is needed!

LLDP trick using tcpdump



```
[hlk@ljh ~]$ sudo tcpdump -i eth0 ether proto 0x88cc
tcpdump: verbose output suppressed, use -v or -vv for full protocol decode
listening on eth0, link-type EN10MB (Ethernet), capture size 96 bytes
.... wait for it ....
11:03:55.395064 00:1c:23:80:49:ff (oui Unknown) > 01:80:c2:00:00:0e (oui Unknown),
ethertype Unknown (0x88cc), length 60:
0x0000:  0207 0400 1c23 8049 fd04 0705 312f 302f  ....#.I....1/0/
0x0010:  3331 0602 0078 0000 0000 0000 0000 0000  31...x.....
0x0020:  0000 0000 0000 0000 0000 0000 0000 0000  .....

1 packets captured
3 packets received by filter
0 packets dropped by kernel
```

I know **for sure** that this server is in Unit 1 port 31!

Basic stuff - consoles



Conserver is an application that allows multiple users to watch a serial console at the same time. It can log the data, allows users to take write-access of a console (one at a time), and has a variety of bells and whistles to accentuate that basic functionality.

Watch the console!

A network device rebooted - what happened?

I accidently the whole network, what now?

Serial consoles are not dead, and still very useful

<http://www.conserver.com/>

Hardware and software



Soekris, 4-port serial card EUR59 / 430DKK + OpenBSD + conserver

Conserver is easy



```
### set the defaults for all the consoles
# these get applied before anything else
default * {
    # The '&' character is substituted with the console name
    logfile /var/consoles/&;
    # timestamps every hour with activity and break logging
    timestamp 1hab;
    # include the 'full' default
    include full;
    # master server is localhost
    master localhost;
}
...
console portS1 {
    type device;
    device /dev/cua02; parity none; baud 57600;
    idlestring "#";
    idletimeout 5m;           # send a '#' every 5 minutes of idle
    timestamp "";            # no timestamps on this console
}
```

You will actually be able to say what happened at that device

Centralized management SSH, Jump hosts



A jump server, jump host or jumpbox is a computer on a network used to access and manage devices in a separate security zone. The most common example is managing a host in a DMZ from trusted networks or computers.

https://en.wikipedia.org/wiki/Jump_server

OpenSSH client config with jump host



My recommended SSH client settings, put in `$HOME/.ssh/config`:

```
Host *
    ServerAliveInterval=30
    ServerAliveCountMax=30
    NoHostAuthenticationForLocalhost yes
    HashKnownHosts yes
    UseRoaming no

Host jump-01
    Hostname 10.1.2.3
    Port 12345678

Host fw-site-01 10.1.2.5
    User hlk
    Port 34
    Hostname 10.1.2.5
    ProxyCommand ssh -q -a -x jump-01 -W %h:%p
```

I configure fw using both hostname and IP,
then I can use name, and any program using IP get this config too

What is Ansible



AUTOMATION FOR EVERYONE

Ansible is designed around the way people work and the way people work together.

Ansible has thousands of users, hundreds of customers and over 2,400 community contributors.

750+ Ansible modules

<https://www.ansible.com/>

How Ansible Works: inventory files



List your hosts in one or multiple text files:

```
[all:vars]
ansible_ssh_port=34443

[office]
fw-01 ansible_ssh_host=192.168.1.1 ansible_ssh_port=22
ansible_python_interpreter=/usr/local/bin/python

[infrastructure]
smtp-01    ansible_ssh_host=192.0.2.10
ansible_python_interpreter=/usr/local/bin/python
vpnmon-01  ansible_ssh_host=10.50.60.18
```

- Inventory files specify the hosts we work with
- Linux and OpenBSD servers shown here
- Real inventory for a site with development and staging may be 500 lines
- office and infrastructure are group names

How Ansible Works: ad hoc commands



Using the inventory file you can run commands with Ansible:

```
ansible -m ping new-server
ansible -a "date" new-server
ansible -m shell -a "grep a /etc/something" new-server
```

- Running commands on multiple servers is easy now
- This alone has value, you can start
- Checking settings on servers
- Making small changes to servers

How Ansible Works: Playbooks



The benefit comes with tasks listed in playbooks - do something:

```
- hosts: smartbox-*  
  become: yes  
  tasks:  
    - name: Create a template pf.conf  
      template:  
        src=pf/pf.conf.j2  
        dest=/etc/pf.conf owner=root group=wheel mode=0600  
      notify:  
        - reload pf  
      tags:  
        - firewall  
        - pf.conf
```

- Specify the end result, more than the steps, also restarts daemons
- Use the modules from https://docs.ansible.com/ansible/modules_by_category.html
- Jinja templates - ooooooh so great!

How Ansible Works: typical execution



```
ansible-playbook -i hosts.cph1 -K infrastructure-firewalls.yml -t pf.conf --check --diff
```

```
ansible-playbook -i hosts.cph1 -K infrastructure-firewalls.yml -t pf.conf
```

```
ansible-playbook -i hosts.cph1 -K infrastructure-nagios.yml -t config-only
```

```
ansible-playbook -i smartboxes -K create-pf-conf.yml -l smartbox-xxx-01
```

- Pro tip: check before you push out changes to production networks 😊
- Check will see if something needs changing
- Diff will show the changes about to be made

How Ansible Works: atypical execution / gotchas



```
ansible -i ../smartboxes.osl1 --become --ask-become-pass -m shell  
-a "pfctl -s rules" -l smartbox01
```

```
ansible -i ../smartboxes.osl1 --become --ask-become-pass -m shell  
-a "nmap -sP 185.161.1xx.123-124 2> /dev/null| grep done" all
```

- Sometimes you need a trick or persistence
- Ansible moving from *sudo* to *become*
- The normal *-K* did not work, but the above does for ad hoc commands

Life of a server



- Create VM
- Network install - with pxeboot
- Standard settings: hostname, LDAP, SSH, timezone, ...
- Configure this server: application installation, settings, etc.
- Configure monitoring: like Smokeping

Get ready, Up and running with Ansible



Prerequisites for Ansible - you need a Linux machine:

- python language - Ansible uses this
- ssh keys - remote login without passwords
- Sudo - allow regular users to do superuser tasks
- Recommended tool: `ssh-copy-id` for getting your key on new server
- Recommended Change: `sshd_config` - no passwords allowed, no bruteforce
- Recommended to use: `jump hosts/ProxyCommand` in `ssh_config`
- Highly recommended: Git and/or github for version control

Official docs:

https://docs.ansible.com/ansible/intro_installation.html

Get set, Installation options



Options:

1. use your laptop, easy if you run Mac or Linux
2. install and use a local virtual machine, like Kali Linux and use graphical editor like leafpad for playbooks
3. you also need Git installed

We will use:

```
git clone https://github.com/kramse/ansible-workshop
```

A goal is also to work in team on a server!

We will not do this workshop now in this course

Install Ansible on Mac and Ubuntu Linux clients



Official instructions!

http://docs.ansible.com/ansible/latest/intro_installation.html

- Mac OS X `brew install ansible` or use `pip`

```
$ sudo easy_install pip
$ sudo pip install ansible
```

- Ubuntu Linux try something like:

```
$ sudo apt-get update
$ sudo apt-get install software-properties-common
$ sudo apt-add-repository ppa:ansible/ansible
$ sudo apt-get update
$ sudo apt-get install ansible openssh-client
```

Yes, I expect OpenSSH client is also installed :-D

Kali Linux as Ansible client



The screenshot shows a Kali Linux desktop with a terminal window and a text editor window. The terminal window displays the following commands and output:

```
root@kali: ~  
File Edit View Search Terminal Help  
root@kali:~# git clone https://github.com/kramse/ansible-workshop  
Cloning into 'ansible-workshop'...  
remote: Counting objects: 88, done.  
remote: Total 88 (delta 0), reused 0 (delta 0), pack-reused 88  
Unpacking objects: 100% (88/88), done.  
root@kali:~# leafpad ansible-workshop/hosts.sitename
```

The text editor window, titled "hosts.sitename", shows the following content:

```
File Edit Search Options Help  
[all:vars]  
ansible_ssh_port=22  
  
[infra]  
#fw-01 ansible_ssh_host=10.0.45.254 ansible_ssh_port=22 an  
infra01 ansible_ssh_host=10.0.45.206 ansible_ssh_port=22 a  
#jump01 ansible_ssh_host=10.0.42.xx  
  
[nameservers]  
#nameserver01 ansible_ssh_host=10.0.45.206 ansible_ssh_por  
nameserver02 ansible_ssh_host=10.0.42.xx ansible_ssh_port  
  
[infrastructure]  
server01     ansible_ssh_host=10.0.45.191  
server02     ansible_ssh_host=10.0.45.199  
server03     ansible_ssh_host=10.0.45.197  
server04     ansible_ssh_host=10.0.45.190
```

Install python on servers



You can use Kali as a client, no problem

- Ubuntu server: `apt install python openssh-server`
- OpenBSD: `pkg_add python`
Requires `PKG_PATH` set, see below

OpenBSD package path can be set in `/root/.profile`

```
PKG_PATH=ftp://mirror.one.com/pub/OpenBSD/`uname -r`/packages/`uname -m`  
PKG_PATH=https://stable.mtier.org/updates/$(uname -r)/$(arch -s):$PKG_PATH  
export PKG_PATH
```

Yes, I expect OpenSSH server is also installed 😊

Create OpenSSH compatible private / public key pair



```
hlk@generic:~$ ssh-keygen -f .ssh/kramse
Generating public/private rsa key pair.
Enter passphrase (empty for no passphrase):
Enter same passphrase again:
Your identification has been saved in .ssh/kramse.
Your public key has been saved in .ssh/kramse.pub.
The key fingerprint is:
SHA256:chCjaP6BHaoPy/EMDlP6xKAP4aGAX2mknGA/ZoAzU3o hlk@generic
The key's randomart image is:
+---[RSA 2048]-----+
|  .  o              |
|.o . . o           |
|BoE + .            |
|oXoB o .           |
|=.O=* . S          |
|=O++.. o           |
|X++ .              |
|+X=                 |
|.o+o                |
+-----[SHA256]-----+
```

/home/hlk/.ssh/kramse.pub is the public key in this example

SSH utility ssh-copy-id



You need to copy your SSH public key to the server to use SSH+Ansible:

```
hlk@kunoichi:hlk$ ssh-copy-id -i .ssh/kramse hlk@10.0.42.147
/usr/local/bin/ssh-copy-id: INFO: Source of key(s) to be installed: ".ssh/kramse.pub"
The authenticity of host '10.0.42.147 (10.0.42.147)' can't be established.
ECDSA key fingerprint is SHA256:DP6jqadDWEJW/3FY84cpTKmEW7XoQ4zDNf/RdTu6M.
Are you sure you want to continue connecting (yes/no)? yes
/usr/local/bin/ssh-copy-id: INFO: attempting to log in with the new key(s),
to filter out any that are already installed
/usr/local/bin/ssh-copy-id: INFO: 1 key(s) remain to be installed -- if you
are prompted now it is to install the new keys
hlk@10.0.42.147's password:
```

```
Number of key(s) added:      1
```

Now try logging into the machine, with: `"ssh -o 'IdentitiesOnly yes' 'hlk@10.0.42.147'"`
and check to make sure that only the key(s) you wanted were added.

This is the best tool for the job!

Exercise: trying Ansible



Create inventory file, and then:

```
ansible -m ping new-server
ansible -a "date" new-server
ansible -m shell -a "grep a /etc/something" new-server
```

Lets try running Ansible!

- Hopefully there is a small getting started repo to clone from Github ☺
- Install software: ansible and openssh-client
- Generate SSH key pair - see previous slides
- Server to use should be shown on the whiteboard (or similar)
- You can override user with `ansible -u manager`
very useful if you are bringing up a server from PXE boot using predefined user manager
- Trouble? Try running with `-vvv`, try manual ssh, is Python installed on server and ready?

Success looks something like this



```
$ ssh-keygen -f .ssh/kramse
... generates key pair and saves public key in .ssh/kramse.pub
$ ssh-copy-id -i .ssh/kramse manager@10.0.42.147
... asks for password "henrik42" and installs key
$ cd ansible-workshop
$ leafpad hosts.sitename # add the host server01 for your group

$ ansible -i hosts.sitename -u manager -m ping server01
server01 | success >> {
    "changed": false,
    "ping": "pong"
}
```

Congratulations you are now running Ansible!

Exercise: try fetching facts



```
$ ansible -i hosts.cph1 -u manager -m setup server01 | grep hostname
    "ansible_hostname": "cph1-fw-cph1-01",
```

- Facts are fetched by default from servers
- Can be fetched / investigated using the setup module
- Returns JSON
- Try saving the output in a file and look at it:

```
ansible -i hosts.cph1 -u manager -m setup server01 > facts.txt
less facts.txt
```

Goal is to learn basics of Ansible by seeing some server facts

Exercise: try adding you own user



```
- hosts: all:!*openbsd*
  become: true
  serial: 10
tasks:
  - group: name=yourusername state=present
  - user: name=yourusername shell=/bin/bash group=sudo
```

- Copy above or edit the create-user.yml
- Replace "hlk" with your username, the one you want
- Run this task / playbook so your own user is created
- Dont forget to install your key on this user!
- Try running multiple times, and try adding check and diff:

```
ansible-playbook -i hosts.sitename -K -u yourusername create-user.yml --check --diff
```

Congratulations: you can now do real work with Ansible!

Monitor your network



MRTG The Multi Router Traffic Grapher - simple, great, fast

<http://oss.oetiker.ch/mrtg/>

Smokeping Network Latency measurements - network quality

<http://oss.oetiker.ch/smokeping/>

NFsen Netflow monitoring - turn on at selected routers/switches

LibreNMS <https://www.librenms.org/>

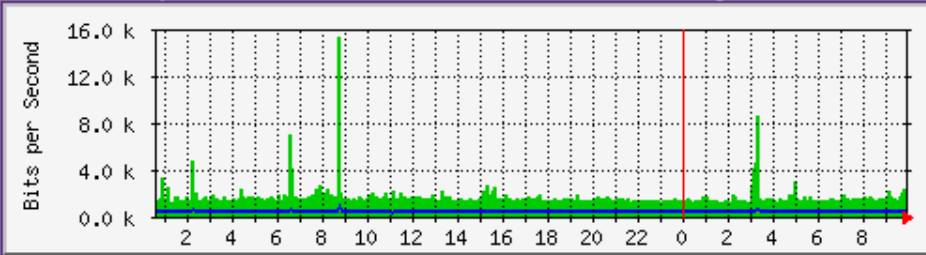
Manual tools, My Traceroute, Nping

MRTG SNMP monitoring made easy

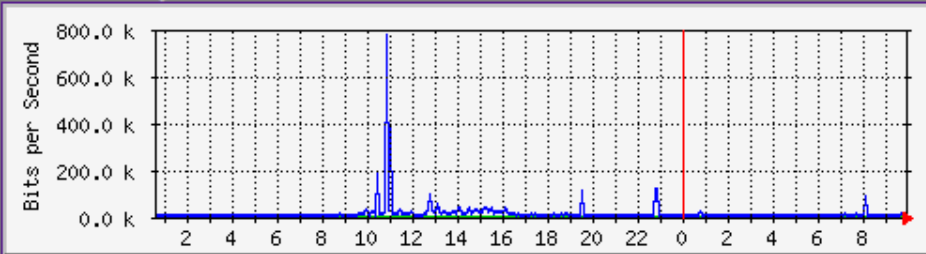


Routers in Luxembourg

Traffic Analysis for xe-0/0/3 -- mx-lux-01 Global Crossing

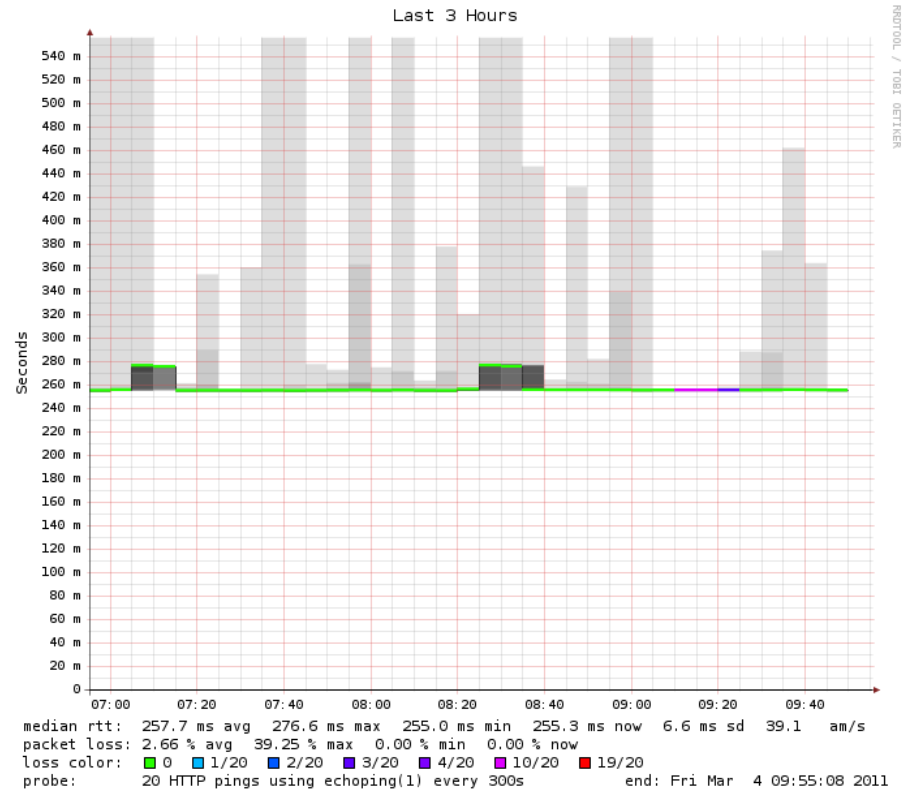


Traffic Analysis for xe-0/0/1 -- mx-lux-01 link to MX2

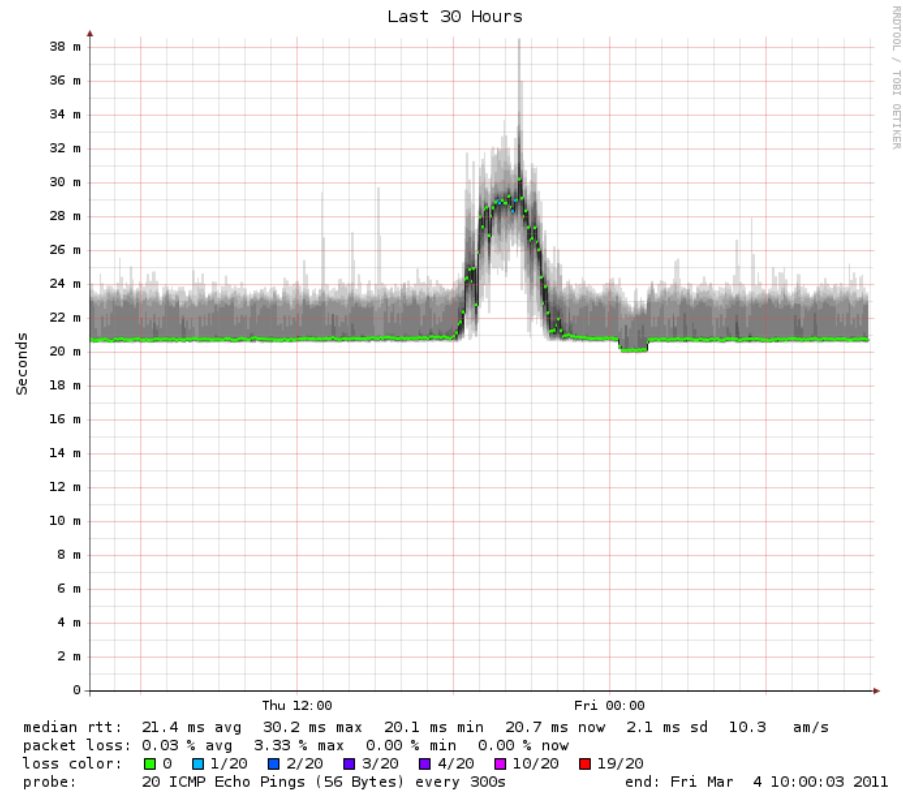


Run configmaker, indexmaker - almost done

Smokeping packet loss



Smokeping latency changed



Netflow



Netflow is getting more important, more data share the same links

Accounting is important

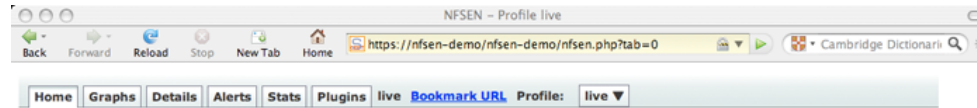
Detecting DoS/DDoS and problems is essential

Netflow sampling is vital information - 123Mbit, but what kind of traffic

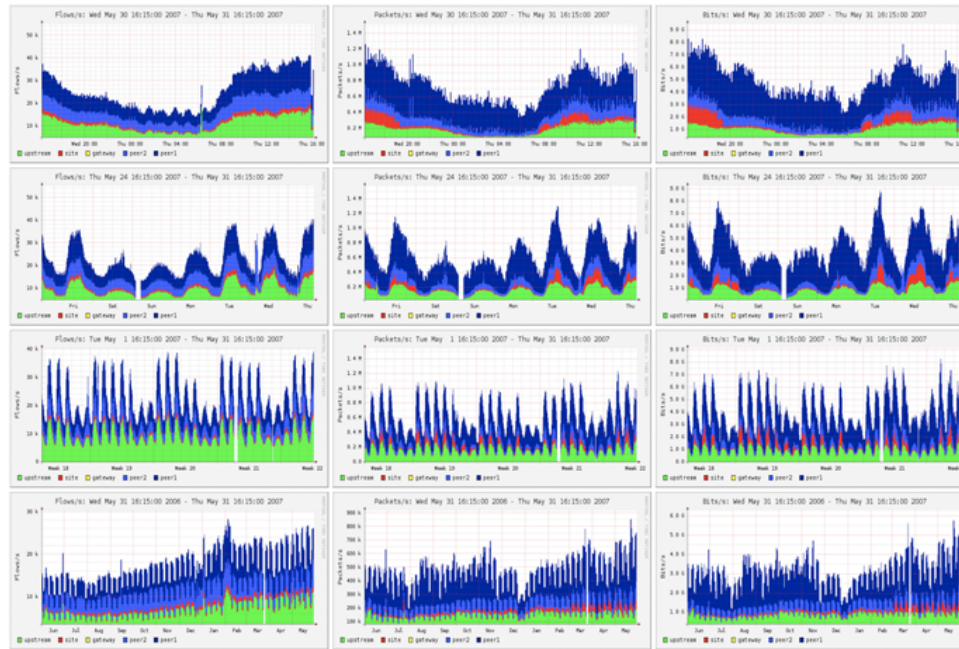
We use mostly NfSen, but are looking at various software packages <http://nfsen.sourceforge.net/>

Currently also investigating sFlow - hopefully more fine grained

Netflow using NFSen



Overview Profile: live, Group: (nogroup)



nfsen 1.3

Netflow processing from the web interface



Netflow Processing

Source: peer1 peer2 gateway site upstream
Filter: and <none>

Options:
☐ List Flows ☒ Stat TopN
Top: 10
Stat: Flow Records order by flows
☒ proto
Aggregate: ☒ srcPort ☒ dstPort
Limit: ☐ Packets ☐ / IPv6 long
Output: line ☐ / IPv6 long
Clear Form process



























```
** nfdump -M /netflow0/nfsen-demo/profile-data/live/peer1:peer2:gateway:site:upstream -T -r 2007/05/31/04/nfcapd.200705310440
nfdump filter:
any
Aggregated flows 2797250
Top 10 flows ordered by flows:
Date flow start      Duration Proto      Src IP Addr:Port      Dst IP Addr:Port      Packets  Bytes  Flows
2007-05-31 04:39:54.045 299.034 UDP      116.147.95.88:1110    188.142.64.162:27014  68      5508   68
2007-05-31 04:39:56.282 298.174 UDP      116.147.249.27:1478   188.142.64.163:27014  67      5427   67
2007-05-31 04:39:57.530 298.206 UDP      117.196.44.62:1031    188.142.64.166:27014  67      5427   67
2007-05-31 04:39:57.819 298.112 UDP      117.196.75.134:1146   188.142.64.167:27014  67      5427   67
2007-05-31 04:39:53.787 297.216 UDP      61.191.235.132:4121   60.9.138.37:2121     62      3720   62
2007-05-31 04:39:55.354 300.833 UDP      60.9.138.37:2121     118.25.93.95:2121    61      3660   61
2007-05-31 04:39:58.936 298.977 UDP      60.9.138.36:2121     119.182.123.166:2121  61      3660   61
2007-05-31 04:39:54.329 303.585 UDP      120.150.194.76:2121   60.9.138.37:2121     61      3660   61
2007-05-31 04:39:53.916 300.734 UDP      60.9.138.37:2121     125.167.25.128:2121  61      3660   61
2007-05-31 04:39:57.946 300.353 UDP      60.9.138.36:2121     121.135.4.186:2121   61      3660   61

IP addresses anonymized
Summary: total flows: 4616424, total bytes: 156.6 G, total packets: 172.6 M, avg bps: 644.8 M, avg pps: 90946, avg bpps: 929
Time window: 2007-05-31 04:11:49 - 2007-05-31 04:44:58
Total flows processed: 4616424, skipped: 0, Bytes read: 240064932
Sys: 6.184s flows/second: 746464.4 Wall: 6.185s flows/second: 746361.3
```

Bringing the power of the command line forward

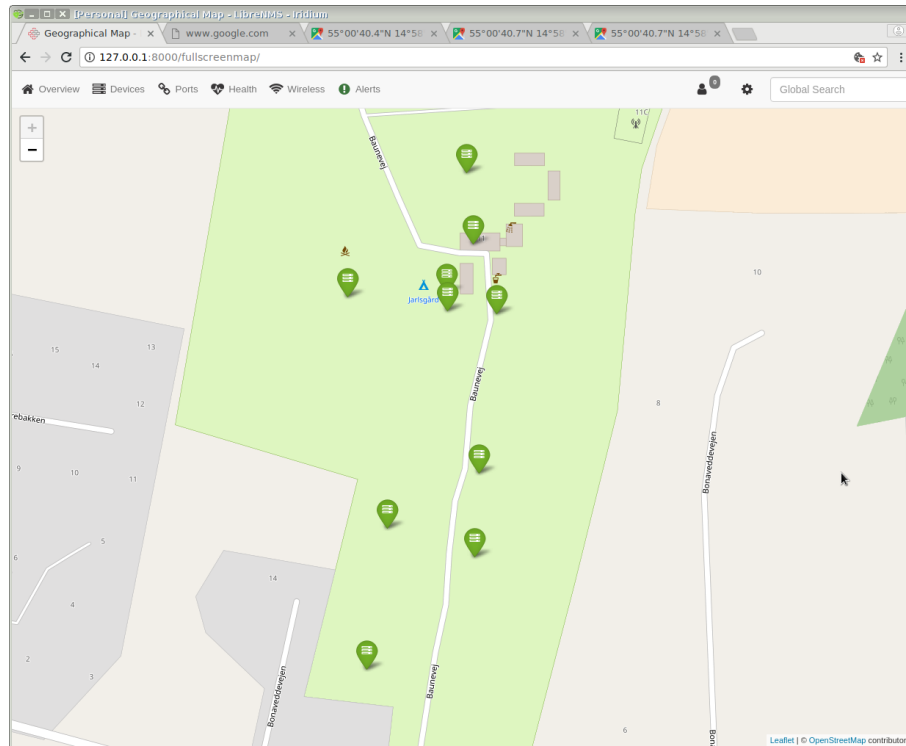
LibreNMS Automatic discovery



LibreNMS					
Overview Devices Ports Health Wireless Alerts					
Lists: Basic Detail Graphs: Bits CPU Load Memory Uptime Storage Disk I/O Poller Ping Temperature					
<input type="text" value="Search"/> <input type="button" value="All OSes"/> <input type="button" value="All Versions"/> <input type="button" value="All Platforms"/> <input type="button" value="All Featuresets"/>					
Vendor	Device	Metrics	Platform	Operating System	
	192.168.0.254 zw-zd3k-001	 7  2	zd3025	Ruckus Wireless 10.1.1.0 build 42 (DK)	
	born-core-01	 102  13	Juniper EX3300	Juniper JunOS 15.1R2.9	
	noctent1 noc-tent	 29  3	Brocade ICX 6430 24-port Switch	Brocade IronWare	
	north1 north1	 25		Foundry Networking	
	south1 south1	 25  4	snFWS624GSwitch	Brocade IronWare	
	south2 south2	 29  3	Brocade ICX 6430 24-port Switch	Brocade IronWare	
	south3 south3	 49		Foundry Networking	
	southwest1 southwest1	 49		Foundry Networking	
	west1 west1	 25  4	snFWS624GSwitch	Brocade IronWare	
	west2 west2	 25		Foundry Networking	

Automatically discover your entire network using CDP, FDP, LLDP, OSPF, BGP, SNMP and ARP.

LibreNMS Geo Location



LibreNMS wireless clients



For Next Time



Think about the subjects from this time, write down questions

Check the plan for chapters to read in the books

Visit web sites and download papers if needed

Retry the exercises to get more confident using the tools