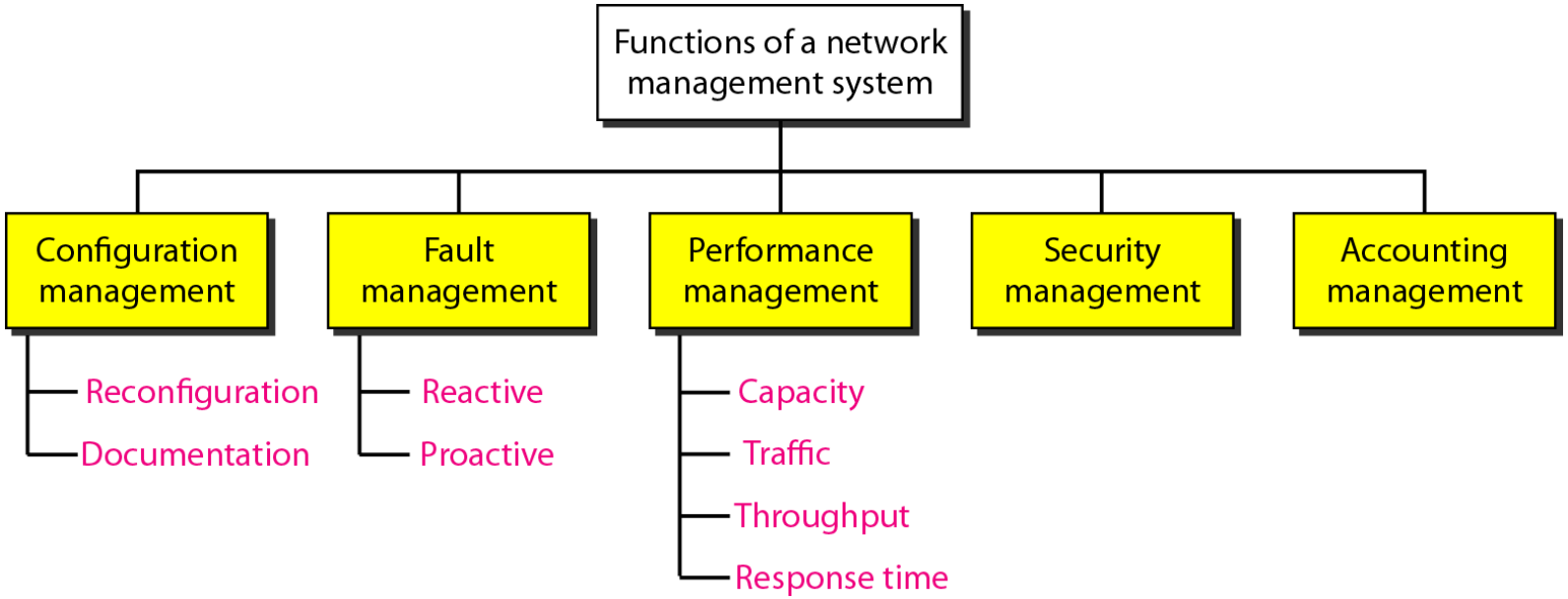


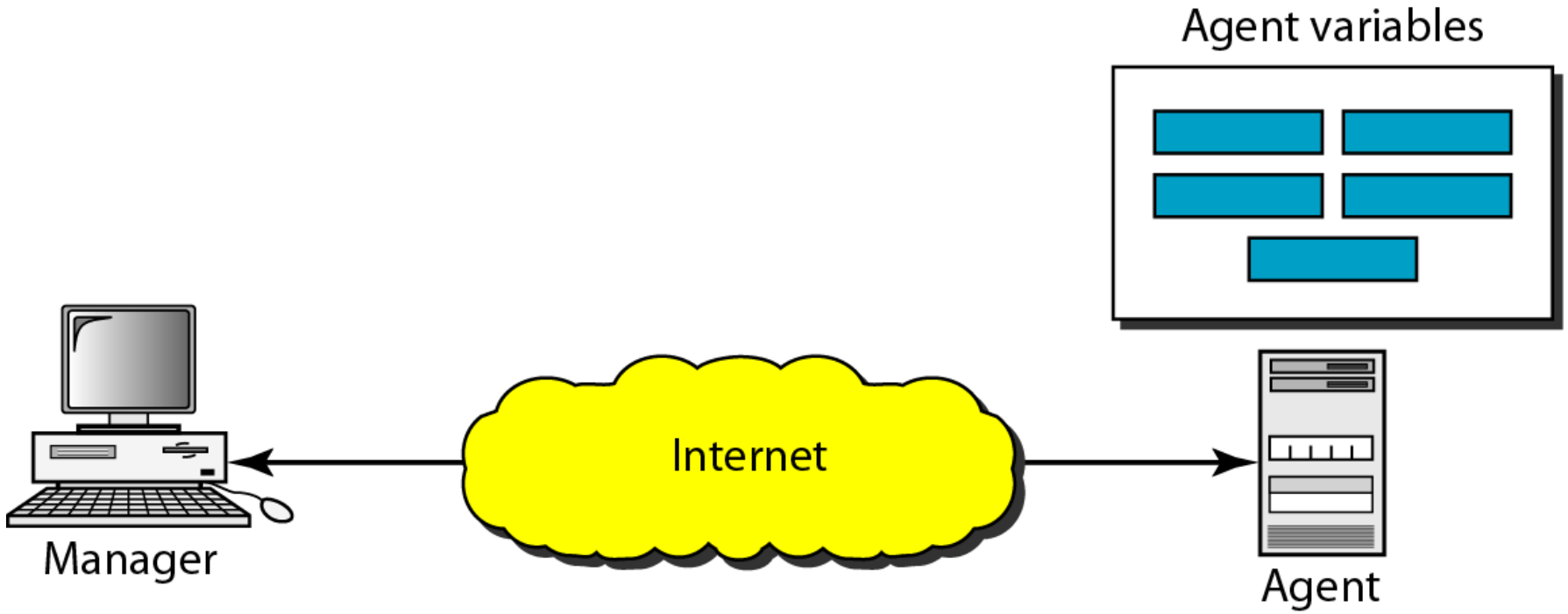
Network Management SNMP

Simple Network Management Protocol SNMP

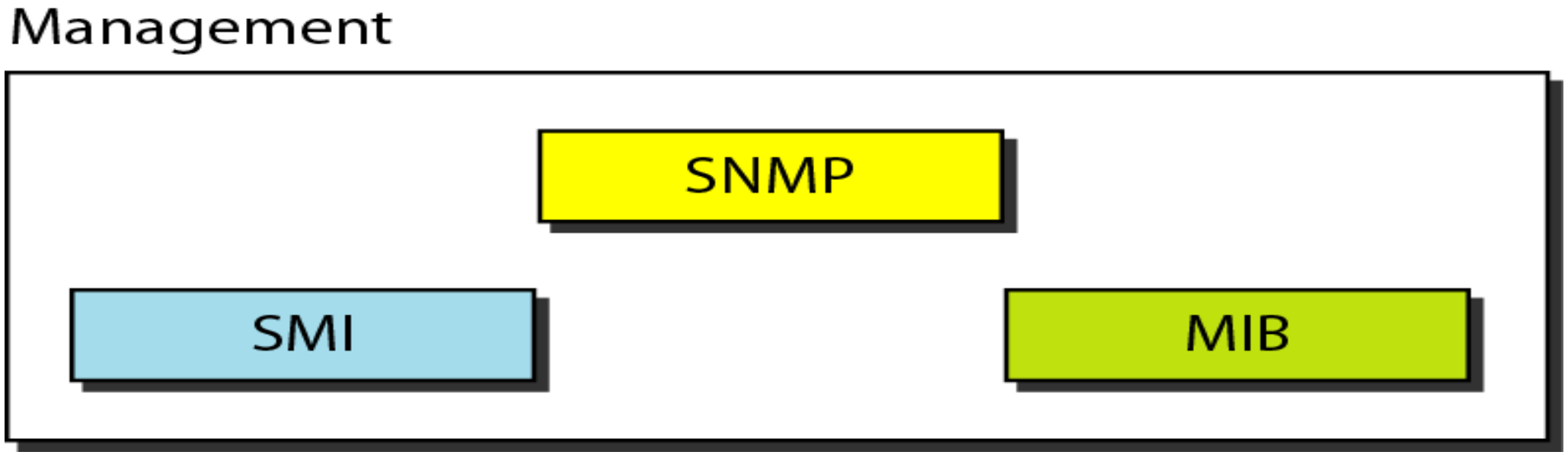
- The Simple Network Management Protocol (SNMP) is a framework for managing devices in an internet using the TCP/IP protocol suite. It provides a set of fundamental operations for monitoring and maintaining an internet.

Concept
Management Components
Structure of Management Information (SMI)
Management Information Base (MIB)
SNMP

SNMP Concept



Components of network management on the Internet



Note

SNMP defines the format of packets exchanged between a manager and an agent. It reads and changes the status (values) of objects (variables) in SNMP packets.

SMI defines the general rules for naming objects, defining object types (including range and length), and showing how to encode objects and values. SMI does not define the number of objects an entity should manage or name the objects to be managed or define the association between the objects and their values.

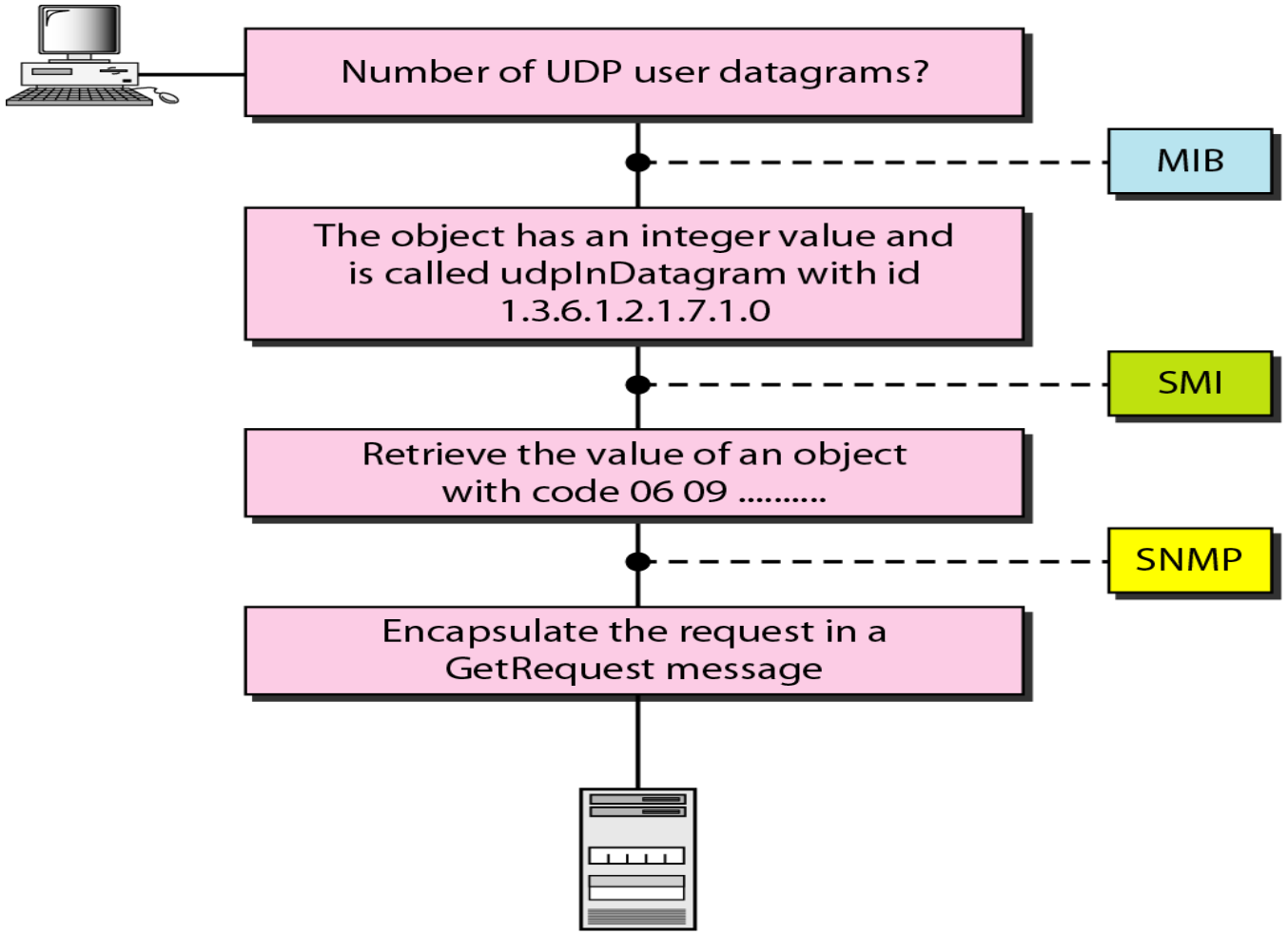
MIB creates a collection of named objects, their types, and their relationships to each other in an entity to be managed.

Note

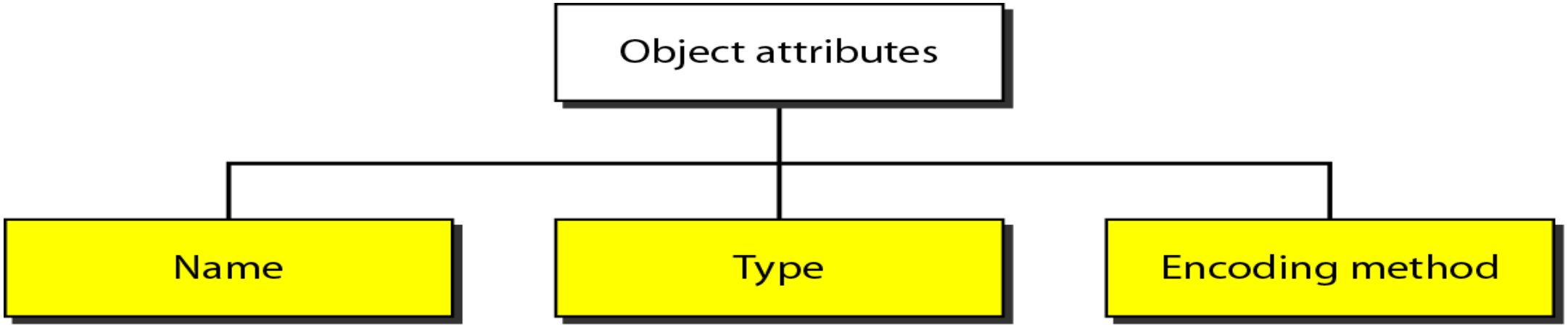
We can compare the task of network management to the task of writing a program.

- Both tasks need rules. In network management this is handled by SMI.
- Both tasks need variable declarations. In network management this is handled by MIB.
- Both tasks have actions performed by statements. In network management this is handled by SNMP.

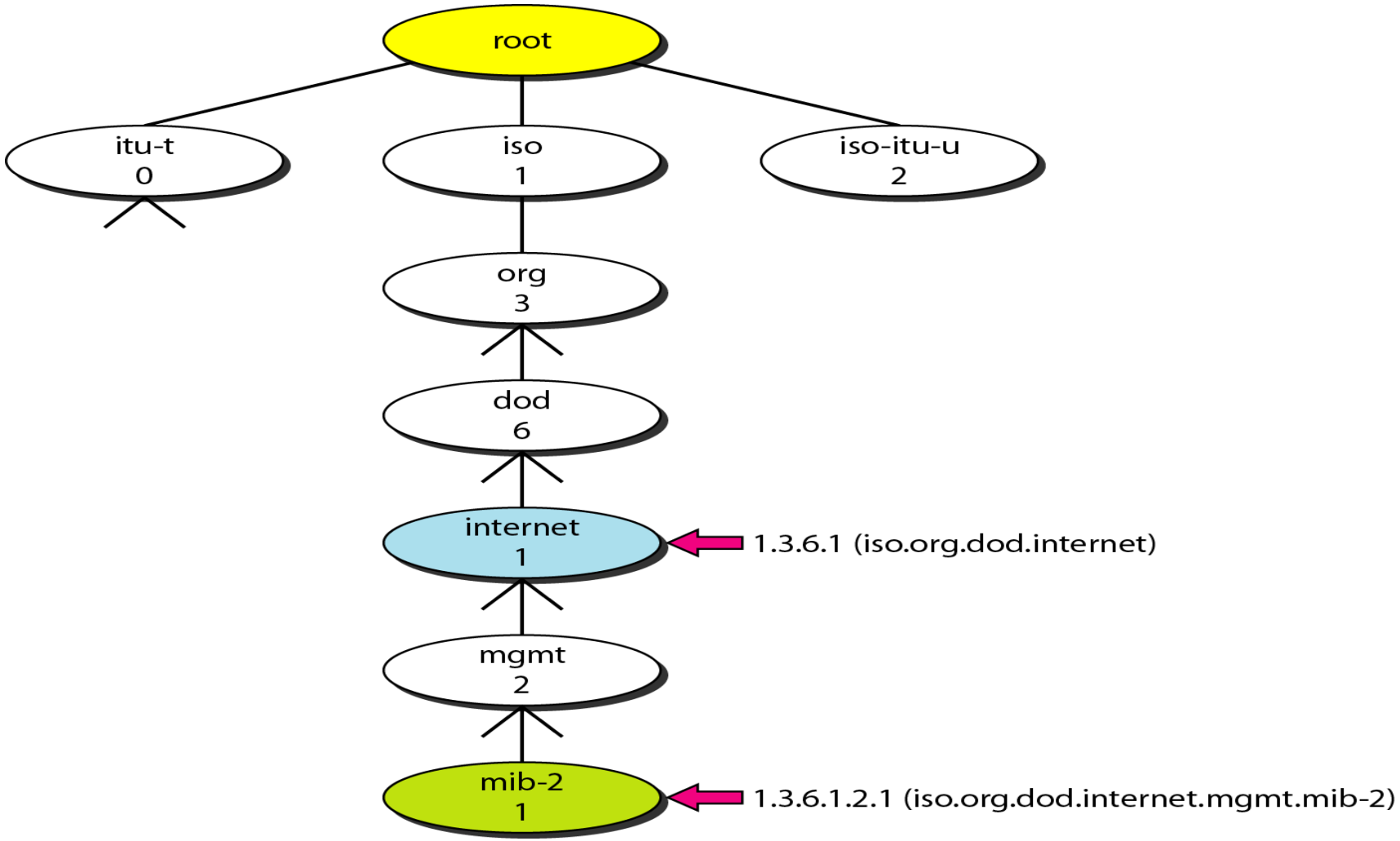
Management overview



Object attributes



Object identifier

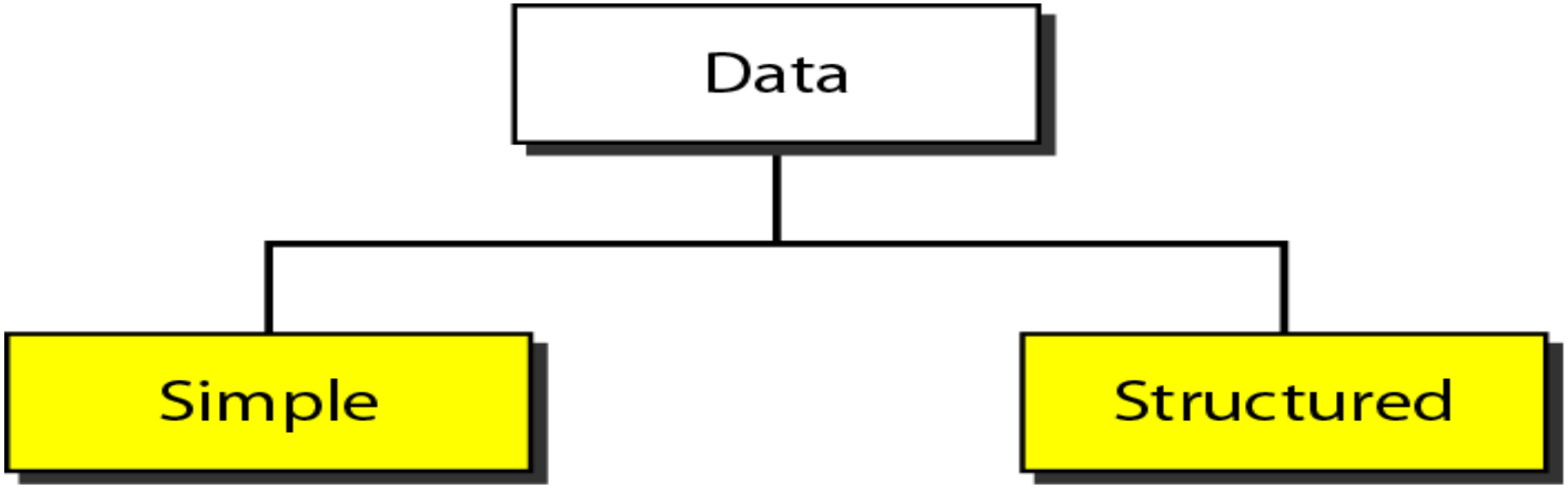


Note

All objects managed by SNMP are given an object identifier.

The object identifier always starts with 1.3.6.1.2.1.

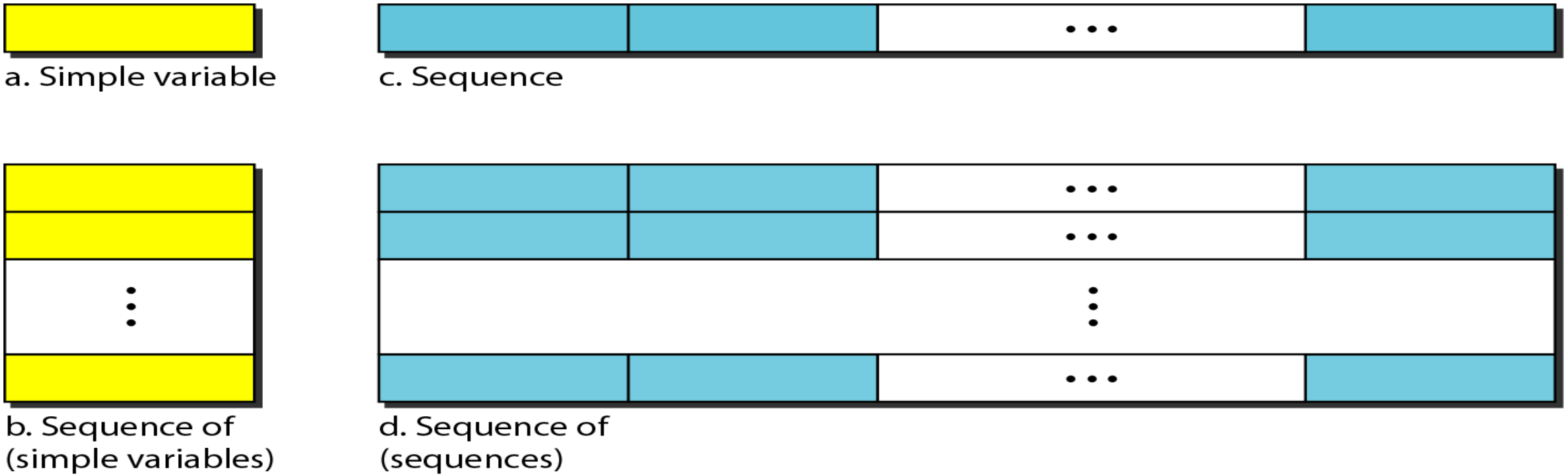
Data type



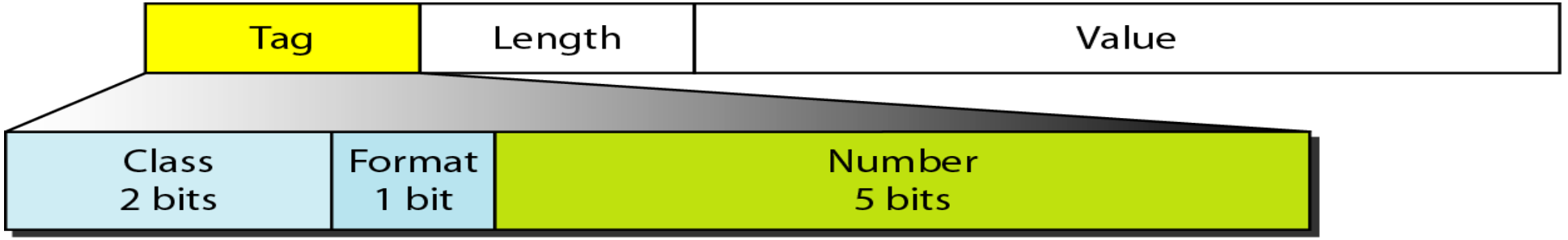
Data types

Type	*Size*	*Description*
INTEGER	4 bytes	An integer with a value between -2^{31} and $2^{31} - 1$
Integer32	4 bytes	Same as INTEGER
Unsigned32	4 bytes	Unsigned with a value between 0 and $2^{32} - 1$
OCTET STRING	Variable	Byte string up to 65,535 bytes long
OBJECT IDENTIFIER	Variable	An object identifier
IPAddress	4 bytes	An IP address made of four integers
Counter32	4 bytes	An integer whose value can be incremented from 0 to 2^{32}; when it reaches its maximum value, it wraps back to 0.
Counter64	8 bytes	64-bit counter
Gauge32	4 bytes	Same as Counter32, but when it reaches its maximum value, it does not wrap; it remains there until it is reset
TimeTicks	4 bytes	A counting value that records time in $\frac{1}{100}$ s
BITS		A string of bits
Opaque	Variable	Uninterpreted string

Conceptual data types



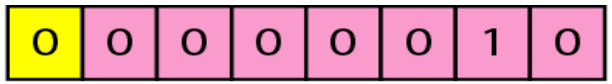
Encoding format



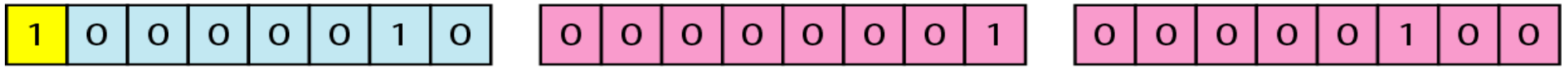
Codes for data types

Data Type	*Class*	*Format*	*Number*	*Tag (Binary)*	*Tag (Hex)*
INTEGER	00	0	00010	**00000010**	**02**
OCTET STRING	00	0	00100	**00000100**	**04**
OBJECT IDENTIFIER	00	0	00110	**00000110**	**06**
NULL	00	0	00101	**00000101**	**05**
Sequence, sequence of	00	1	10000	**00110000**	**30**
IPAddress	01	0	00000	**01000000**	**40**
Counter	01	0	00001	**01000001**	**41**
Gauge	01	0	00010	**01000010**	**42**
TimeTicks	01	0	00011	**01000011**	**43**
Opaque	01	0	00100	**01000100**	**44**

Length format



a. The colored part defines the length (2).



b. The shaded part defines the length of the length (2 bytes);
the colored bytes define the length (260 bytes).

shows how to define INTEGER 14.

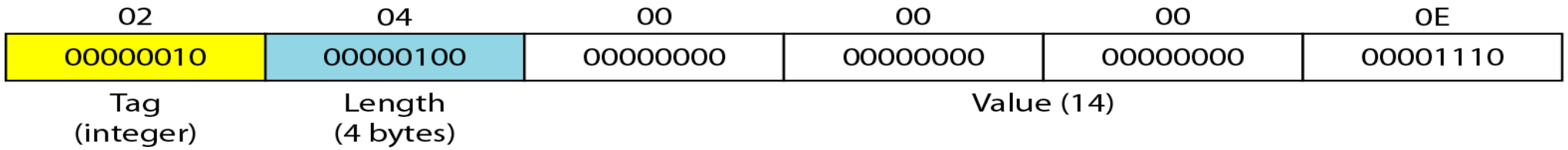


Figure 28.12 shows how to define the OCTET STRING "HI".

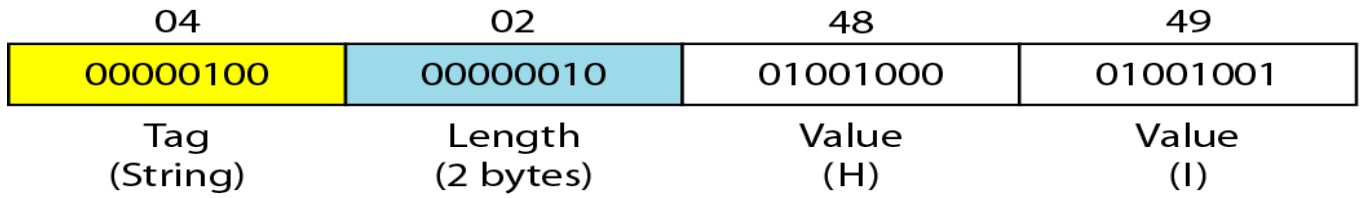


Figure 28.13 shows how to define ObjectIdentifier 1.3.6.1 (iso.org.dod.internet).

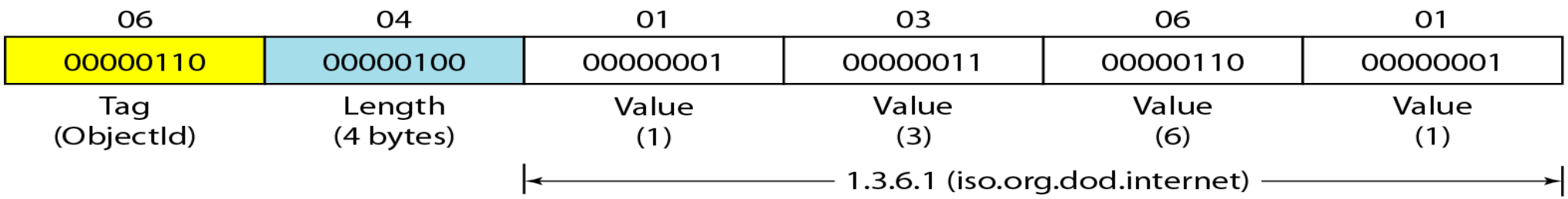
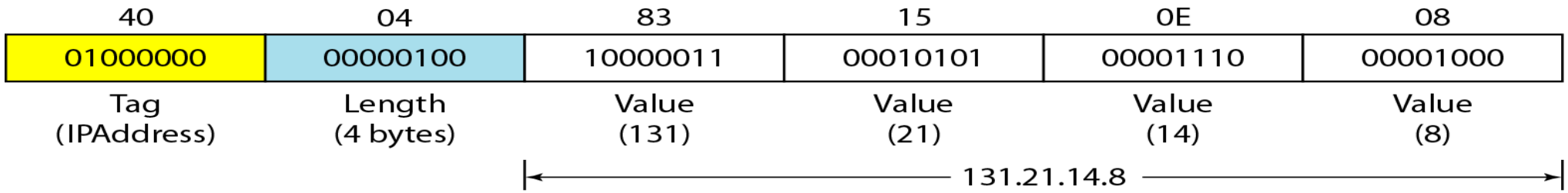


Figure 28.14 shows how to define IPAddress 131.21.14.8..

Figure 28.14 *Example 28.4, IPAddress 131.21.14.8.*



MIB

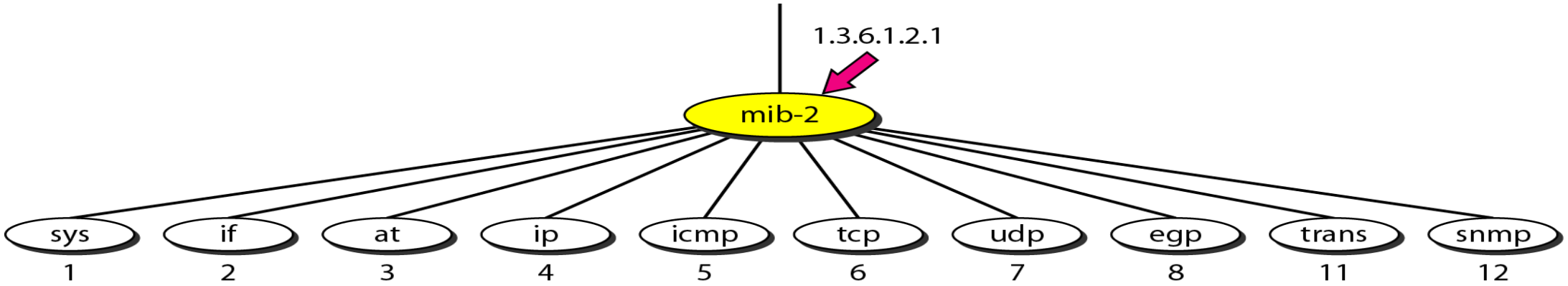

1.3.6.1.2.1
mib-2
sys
1
if
2
at
3
ip
4
icmp
5
tcp
6
udp
7
egp
8
trans
11
snmp
12

Figure 28.16 *udp group*

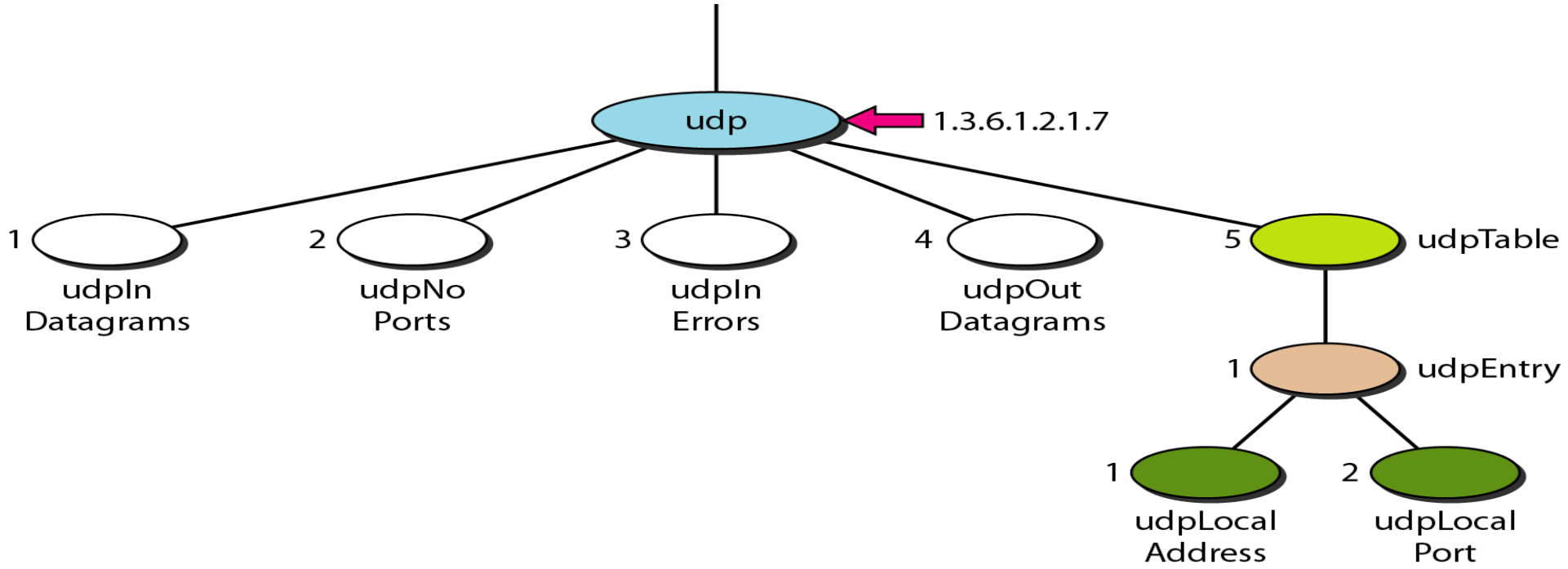


Figure 28.17 *udp variables and tables*

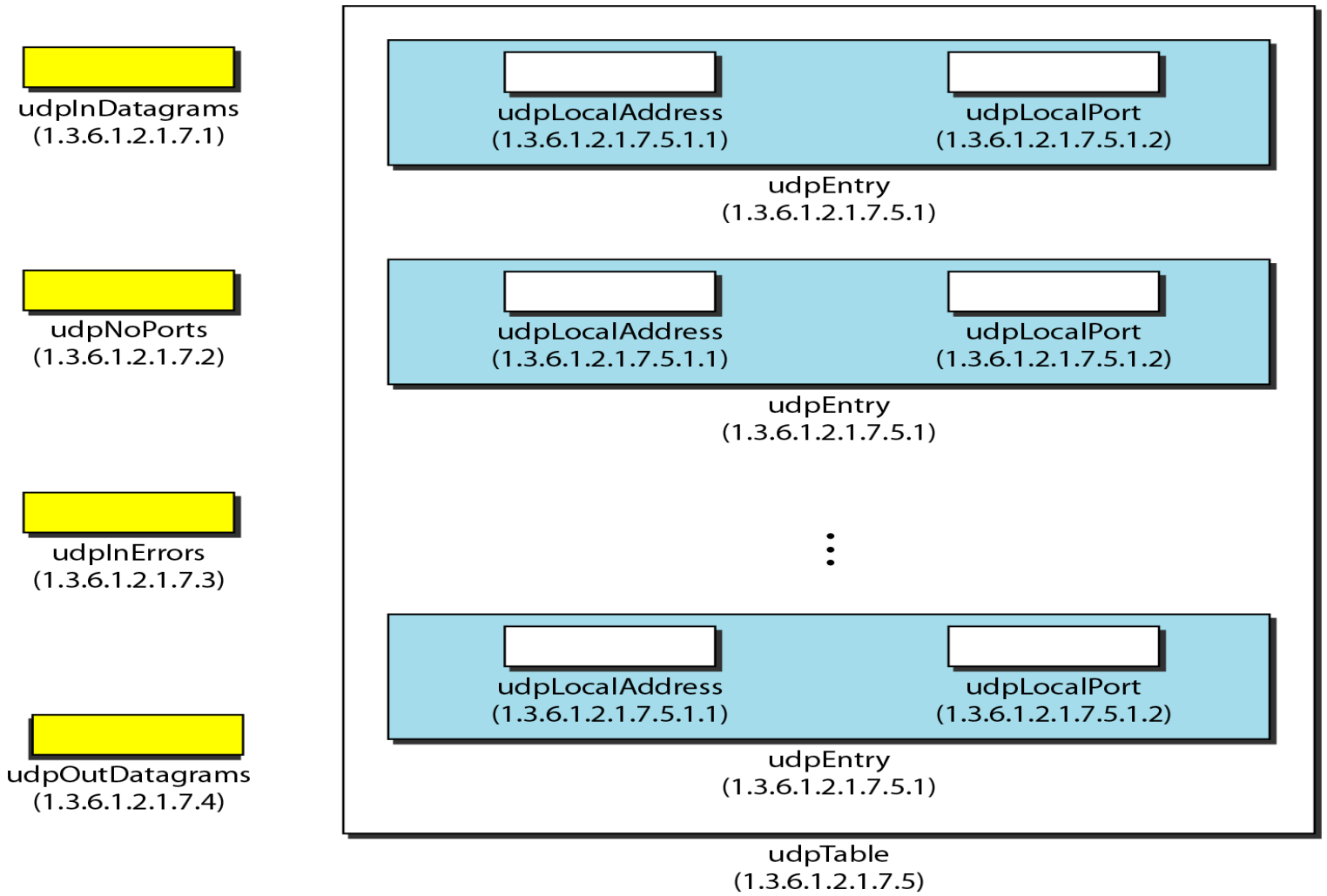


Figure 28.18 *Indexes for udpTable*

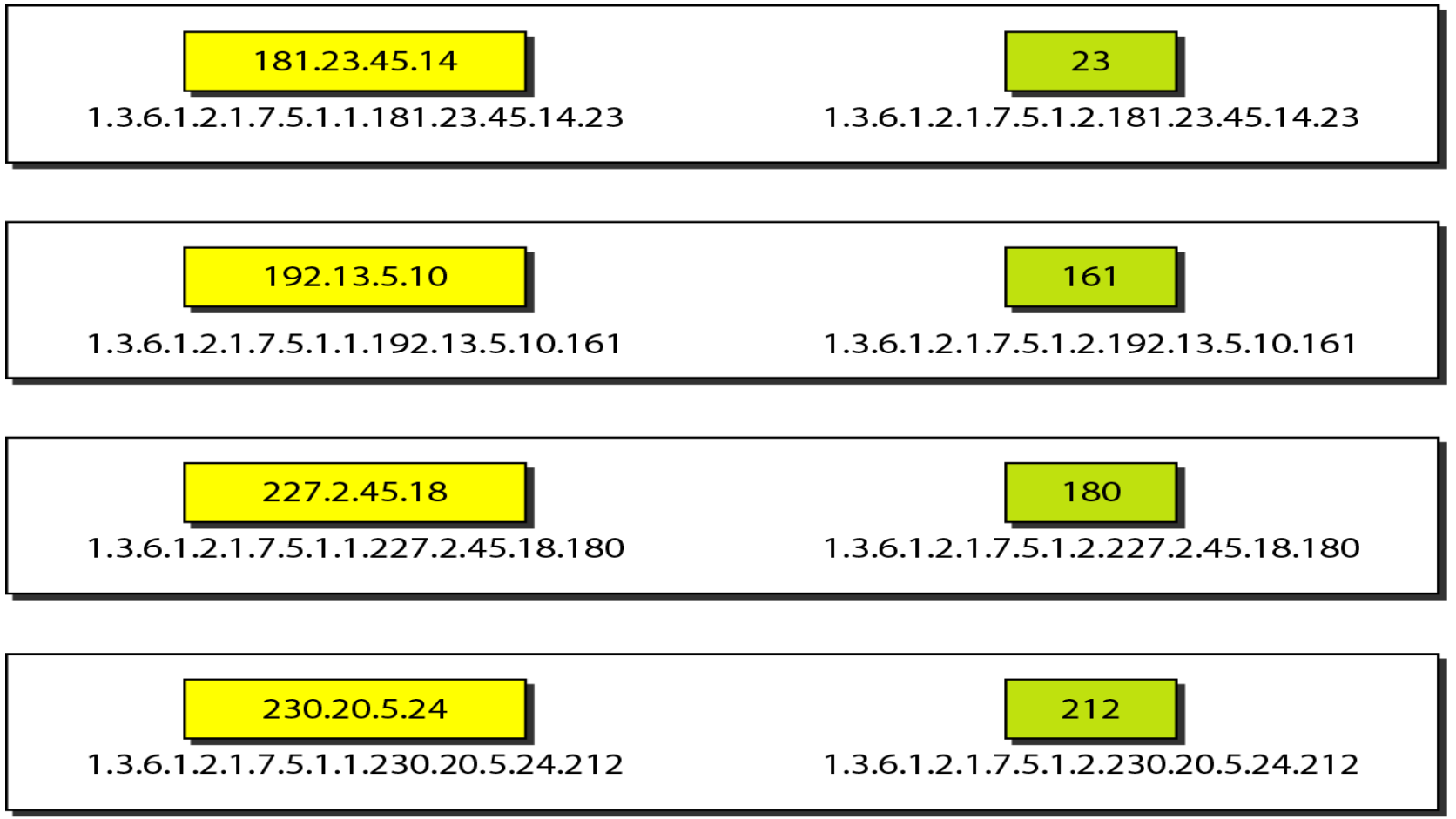


Figure 28.19 *Lexicographic ordering*

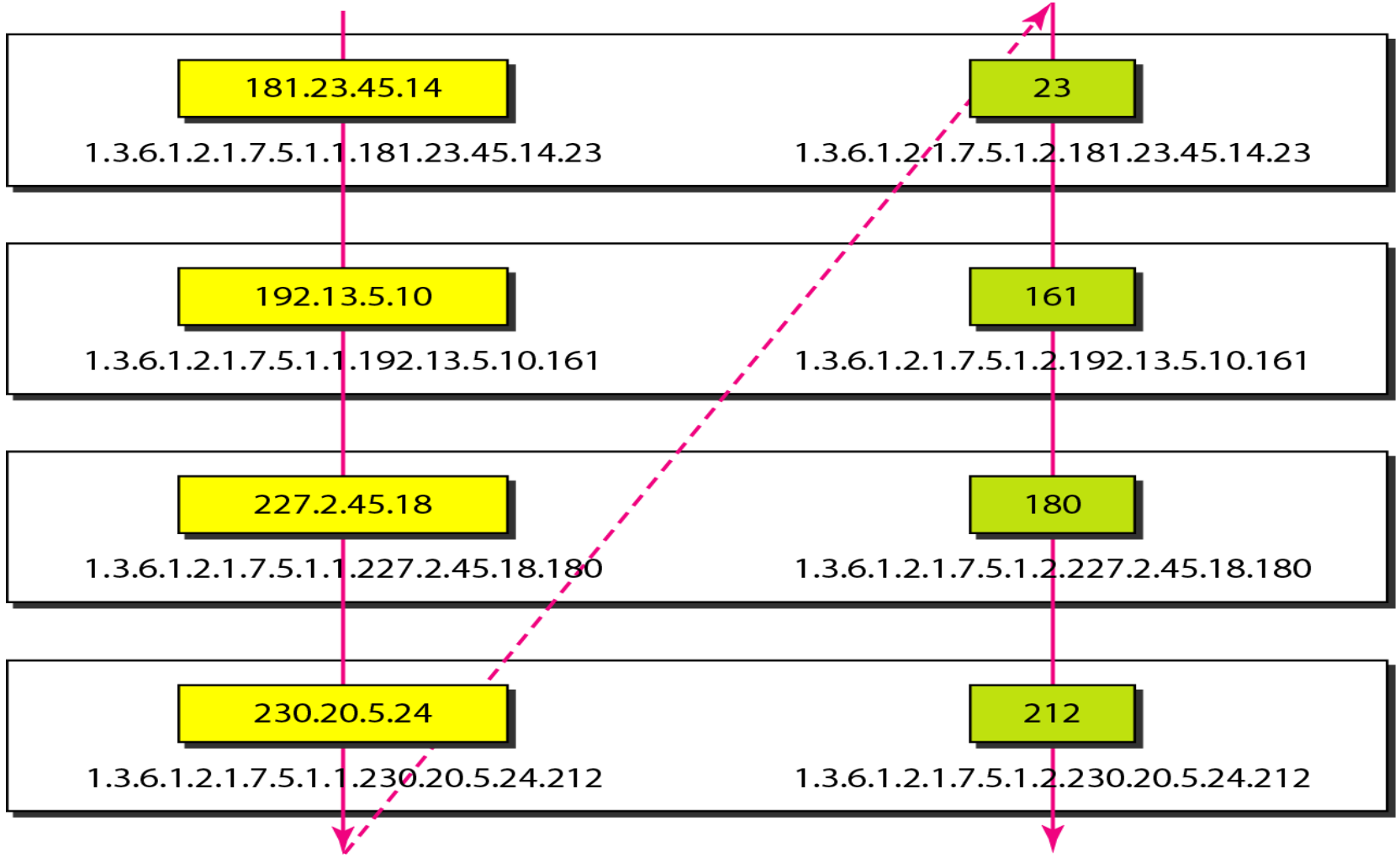


Figure 28.20 *SNMP PDUs*

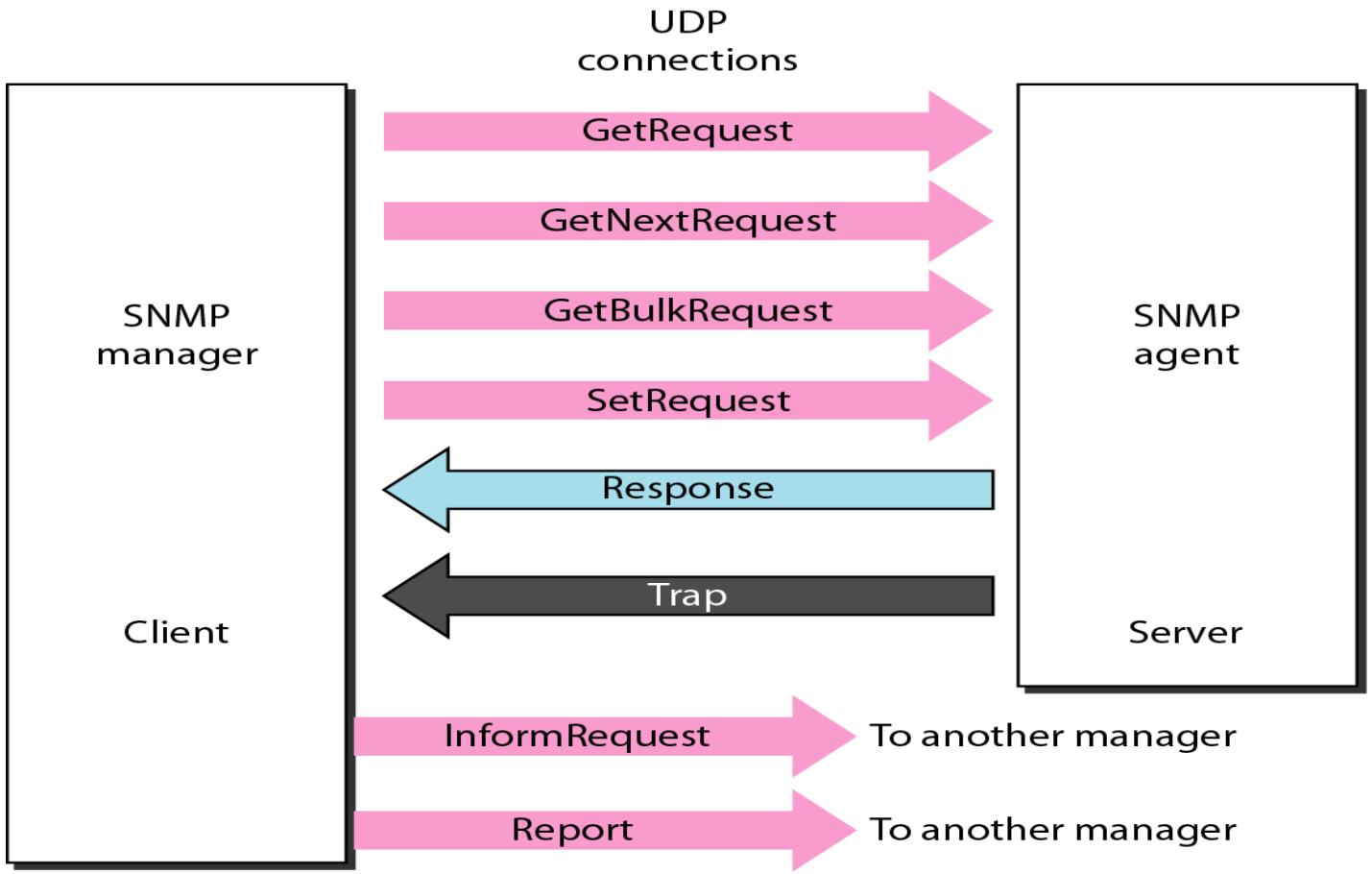


Figure 28.21 *SNMP PDU format*

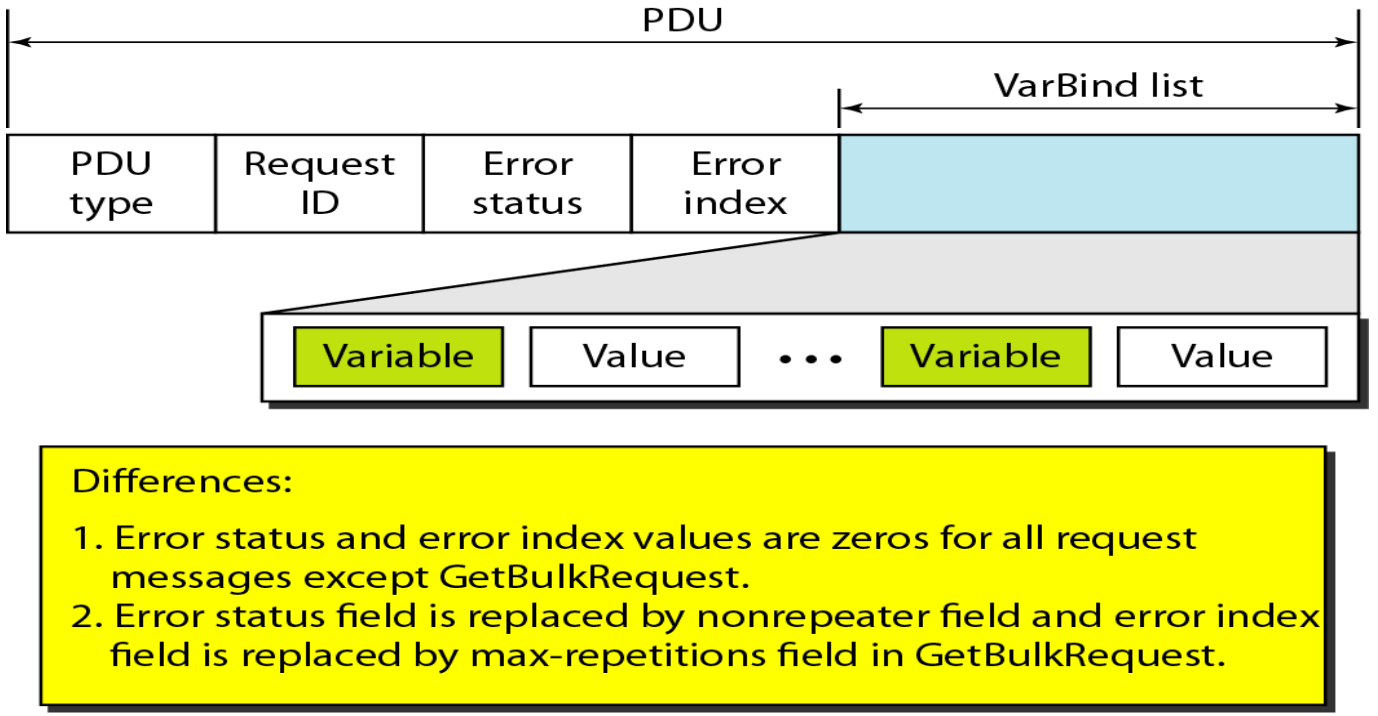


Table 28.3 *Types of errors*

Status	*Name*	*Meaning*
0	noError	No error
1	tooBig	Response too big to fit in one message
2	noSuchName	Variable does not exist
3	badValue	The value to be stored is invalid
4	readOnly	The value cannot be modified
5	genErr	Other errors

Figure 28.22 *SNMP message*

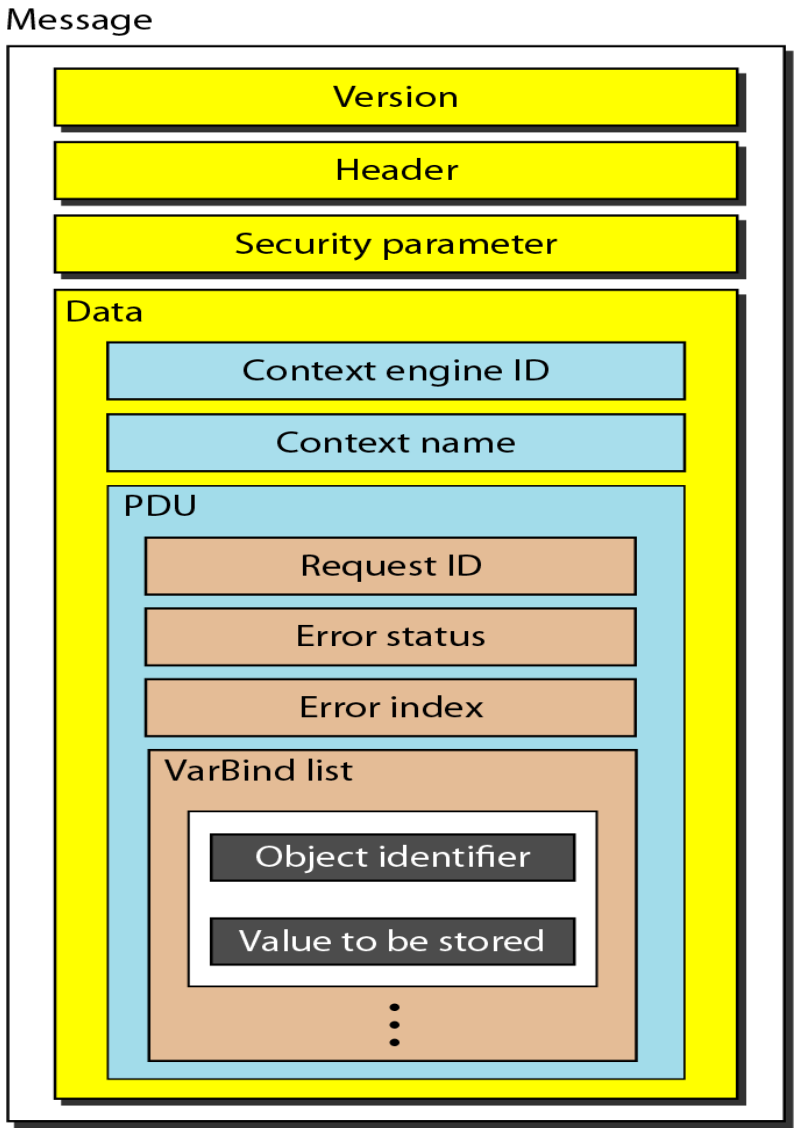


Table 28.4 *Codes for SNMP messages*

Data	*Class*	*Format*	*Number*	*Whole Tag (Binary)*	*Whole Tag (Hex)*
GetRequest	10	1	00000	**10100000**	**A0**
GetNextRequest	10	1	00001	**10100001**	**A1**
Response	10	1	00010	**10100010**	**A2**
SetRequest	10	1	00011	**10100011**	**A3**
GetBulkRequest	10	1	00101	**10100101**	**A5**
InformRequest	10	1	00110	**10100110**	**A6**
Trap (SNMPv2)	10	1	00111	**10100111**	**A7**
Report	10	1	01000	**10101000**	**A8**

Example 28.5

In this example, a manager station (SNMP client) uses the GetRequest message to retrieve the number of UDP datagrams that a router has received. There is only one VarBind entity. The corresponding MIB variable related to this information is udpInDatagrams with the object identifier 1.3.6.1.2.1.7.1.0. The manager wants to retrieve a value (not to store a value), so the value defines a null entity. Figure 28.23 shows the conceptual view of the packet and the hierarchical nature of sequences. We have used white and colored boxes for the sequences and a gray one for the PDU. The VarBind list has only one VarBind.

The variable is of type 06 and length 09. The value is of type 05 and length 00. The whole VarBind is a sequence of length 0D (13). The VarBind list is also a sequence of length 0F (15). The GetRequest PDU is of length ID (29). Now we have three OCTET STRINGs related to the security parameter, security model, and flags. Then we have two integers defining maximum size (1024) and message ID (64). The header is a sequence of length 12, which we left blank for simplicity. There is one integer, version (version 3). The whole message is a sequence of 52 bytes. Figure 28.24 shows the actual message sent by the manager station (client) to the agent (server).

Figure 28.23 *Example 28.5*

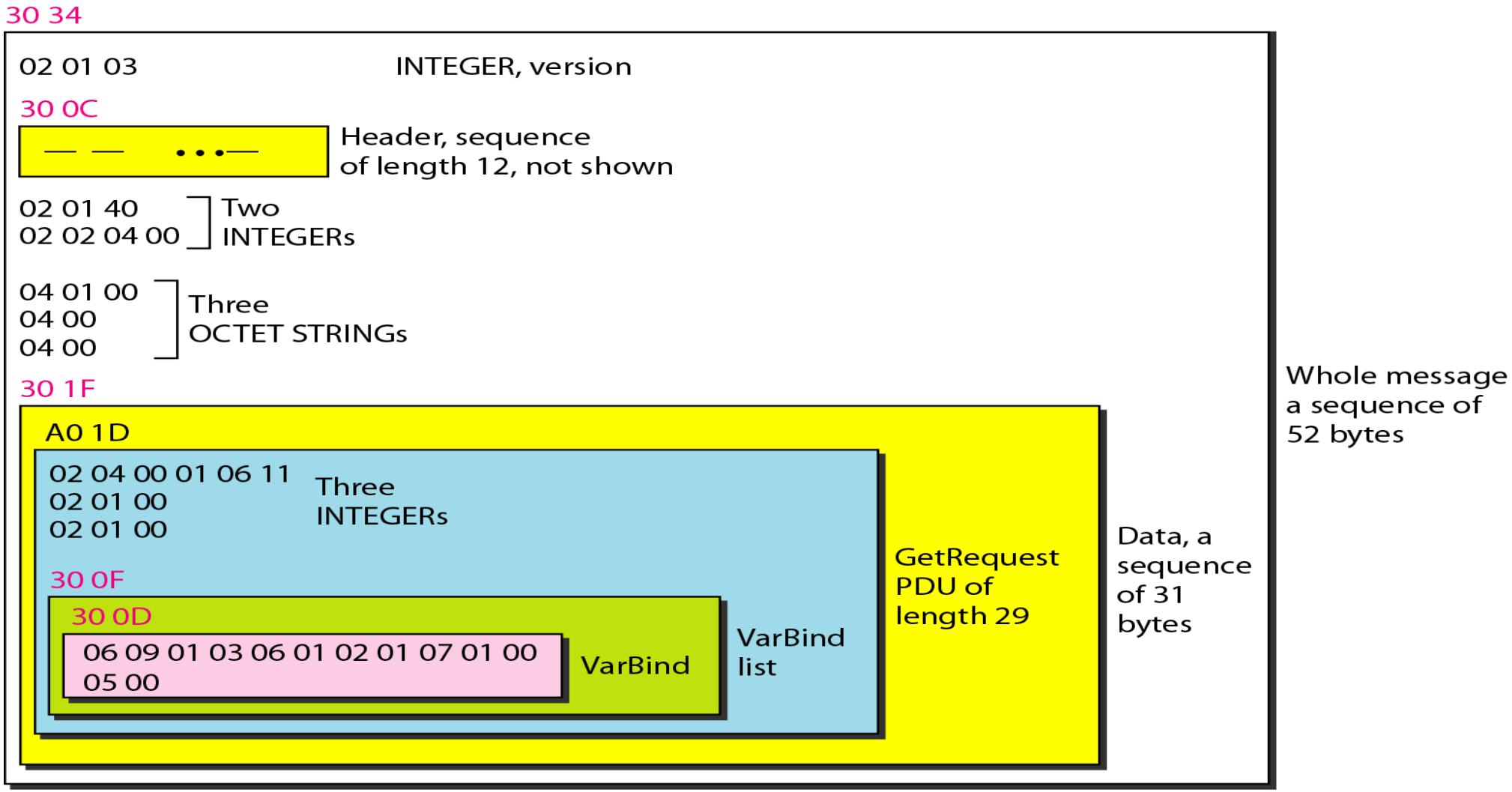


Figure 28.24 *GetRequest message*

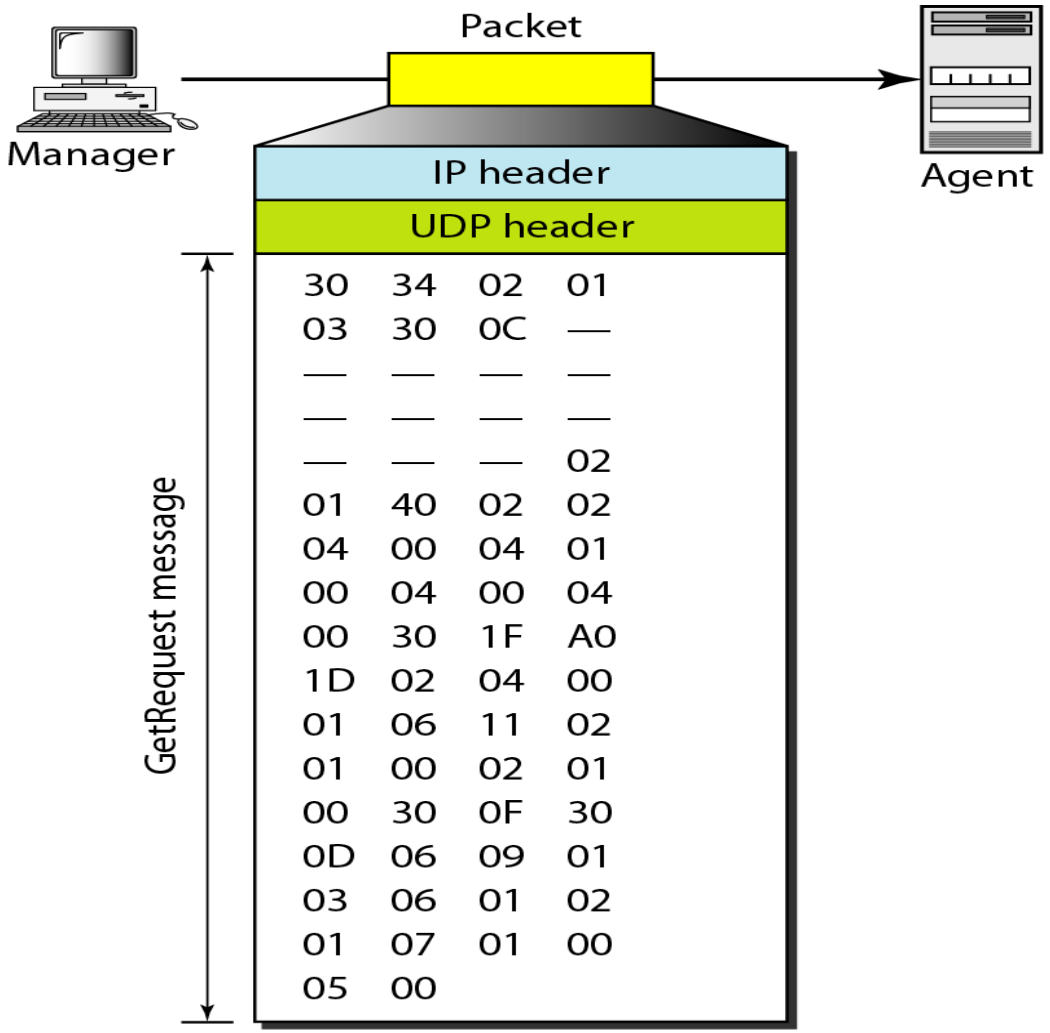


Figure 28.25 *Port numbers for SNMP*

a. Passive open by both client and server

b. Exchange of request and response messages

c. Server sends trap message