

Chapter 9

Network Management

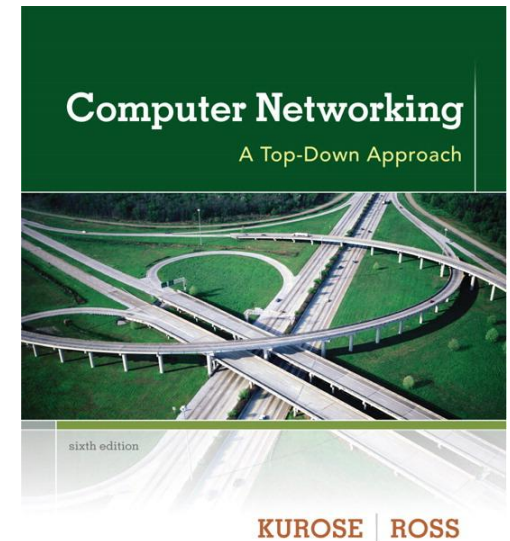
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*Computer
Networking: A
Top Down
Approach*
6th edition
Jim Kurose, Keith Ross
Addison-Wesley
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Chapter 9: Network Management

Chapter goals:

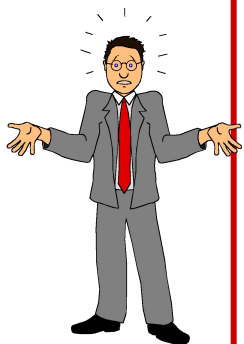
- ❖ introduction to network management
 - motivation
 - major components
- ❖ Internet network management framework
 - MIB: management information base
 - SMI: data definition language
 - SNMP: protocol for network management
 - security and administration
- ❖ presentation services:ASN.1

Chapter 9 outline

- ❖ What is network management?
- ❖ Internet-standard management framework
 - Structure of Management Information: SMI
 - Management Information Base: MIB
 - SNMP Protocol Operations and Transport Mappings
 - Security and Administration
- ❖ ASN.1

What is network management?

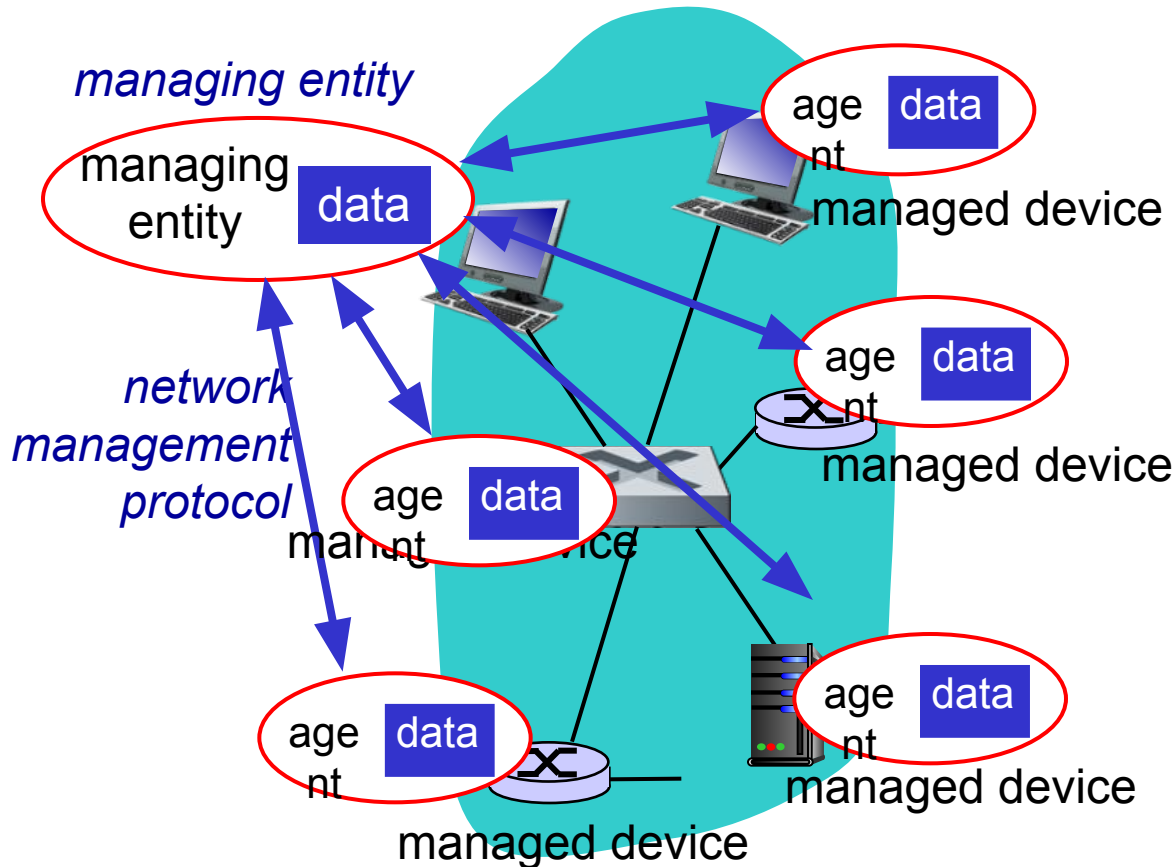
- ❖ **autonomous systems (aka “network”)**: 1000s of interacting hardware/software components
- ❖ other complex systems requiring monitoring, control:
 - jet airplane
 - nuclear power plant
 - others?



"**Network management** includes the deployment, integration and coordination of the hardware, software, and human elements to monitor, test, poll, configure, analyze, evaluate, and control the network and element resources to meet the real-time, operational performance, and Quality of Service requirements at a reasonable cost."

Infrastructure for network management

definitions:



managed devices
contain
managed objects
whose
data is gathered into a
Management Information Base (MIB)

Network management standards

OSI CMIP

- ❖ Common Management Information Protocol
- ❖ designed 1980's: *the* unifying net management standard
- ❖ too slowly standardized

SNMP: Simple Network Management Protocol

- ❖ Internet roots (SGMP)
- ❖ started simple
- ❖ deployed, adopted rapidly
- ❖ growth: size, complexity
- ❖ currently: SNMP V3
- ❖ *de facto* network management standard

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- ❖ **Internet-standard management framework**
 - Structure of Management Information: SMI
 - Management Information Base: MIB
 - SNMP Protocol Operations and Transport Mappings
 - Security and Administration
- ❖ ASN.1

SNMP overview: 4 key parts

- ❖ **Management information base (MIB):**
 - distributed information store of network management data
- ❖ **Structure of Management Information (SMI):**
 - data definition language for MIB objects
- ❖ **SNMP protocol**
 - convey manager<->managed object info, commands
- ❖ **security, administration capabilities**
 - major addition in SNMPv3

SML: data definition language

Purpose: syntax, semantics of
management data
well-defined, unambiguous

- ❖ base data types:
 - straightforward, boring
- ❖ OBJECT-TYPE
 - data type, status, semantics
of managed object
- ❖ MODULE-IDENTITY
 - groups related objects into
MIB module

Basic Data Types

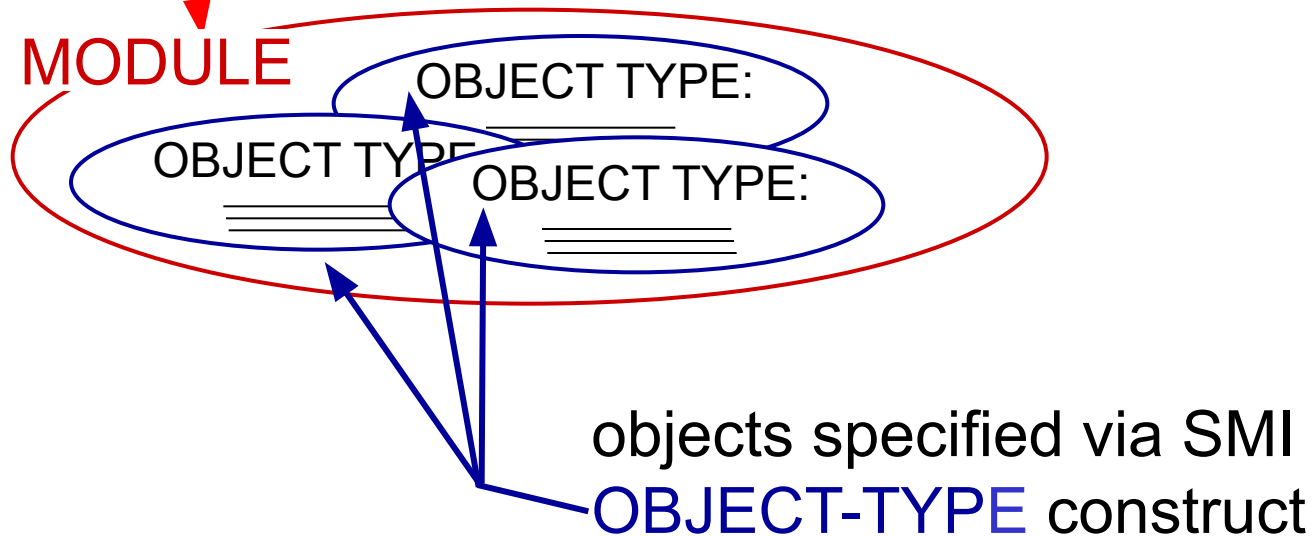
INTEGER
Integer32
Unsigned32
OCTET STRING
OBJECT IDENTIFIED
IPAddress
Counter32
Counter64
Gauge32
Time Ticks
Opaque

SNMP MIB

MIB module specified via SMI

MODULE-IDENTITY

(100 standardized MIBs, more vendor-specific)



SMI: object, module examples

OBJECT-TYPE: ipInDelivers

ipInDelivers OBJECT TYPE
SYNTAX Counter32
MAX-ACCESS read-only
STATUS current
DESCRIPTION
 "The total number of input
 datagrams successfully
 delivered to IP user-
 protocols (including ICMP)"
::= { ip 9}

MODULE-IDENTITY: ipMIB

ipMIB MODULE-IDENTITY
LAST-UPDATED "941101000Z"
ORGANIZATION "IETF SNMPv2
 Working Group"
CONTACT-INFO
 " Keith McCloghrie
 "
DESCRIPTION
 "The MIB module for managing IP
 and ICMP implementations, but
 excluding their management of
 IP routes."
REVISION "019331000Z"
.....
::= {mib-2 48}

MIB example: UDP module

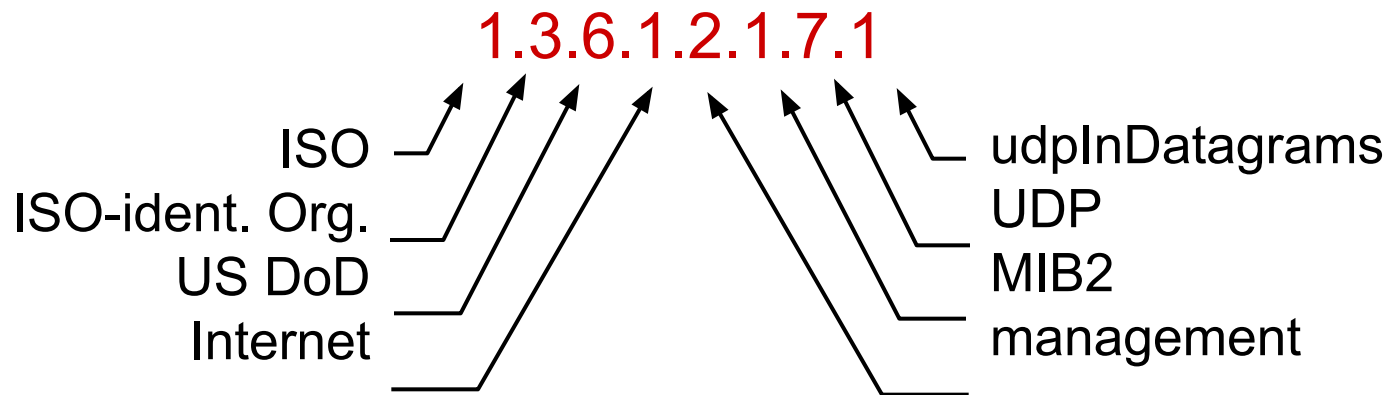
<u>Object ID</u>	<u>Name</u>	<u>Type</u>	<u>Comments</u>
1.3.6.1.2.1.7.1	UDPInDatagrams	Counter32	total # datagrams delivered at this node
1.3.6.1.2.1.7.2	UDPNoPorts	Counter32	# undeliverable datagrams: no application at port
1.3.6.1.2.1.7.3	UDInErrors	Counter32	# undeliverable datagrams: all other reasons
1.3.6.1.2.1.7.4	UDPOutDatagrams	Counter32	# datagrams sent
1.3.6.1.2.1.7.5	udpTable	SEQUENCE	one entry for each port in use by app, gives port # and IP address

SNMP naming

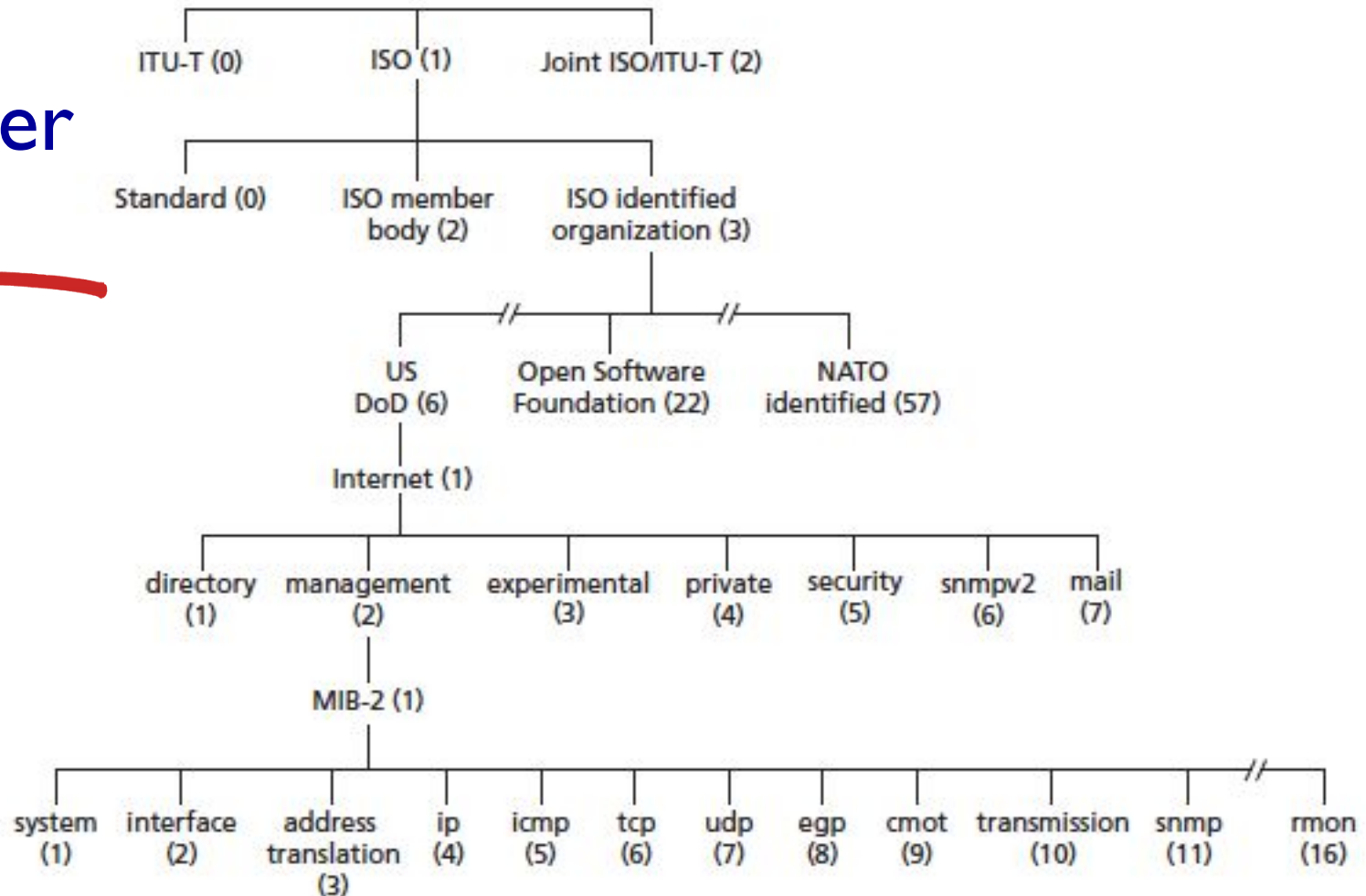
question: how to name every possible standard object (protocol, data, more..) in every possible network standard??

answer: *ISO Object Identifier tree:*

- hierarchical naming of all objects
- each branchpoint has name, number

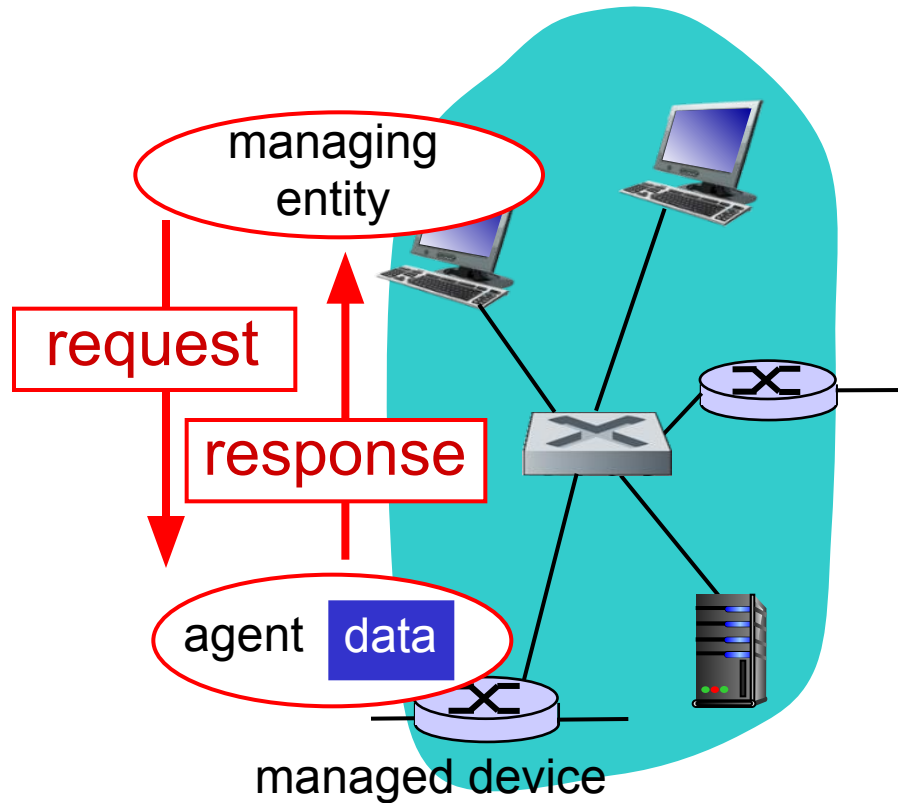


OSI Object Identifier Tree

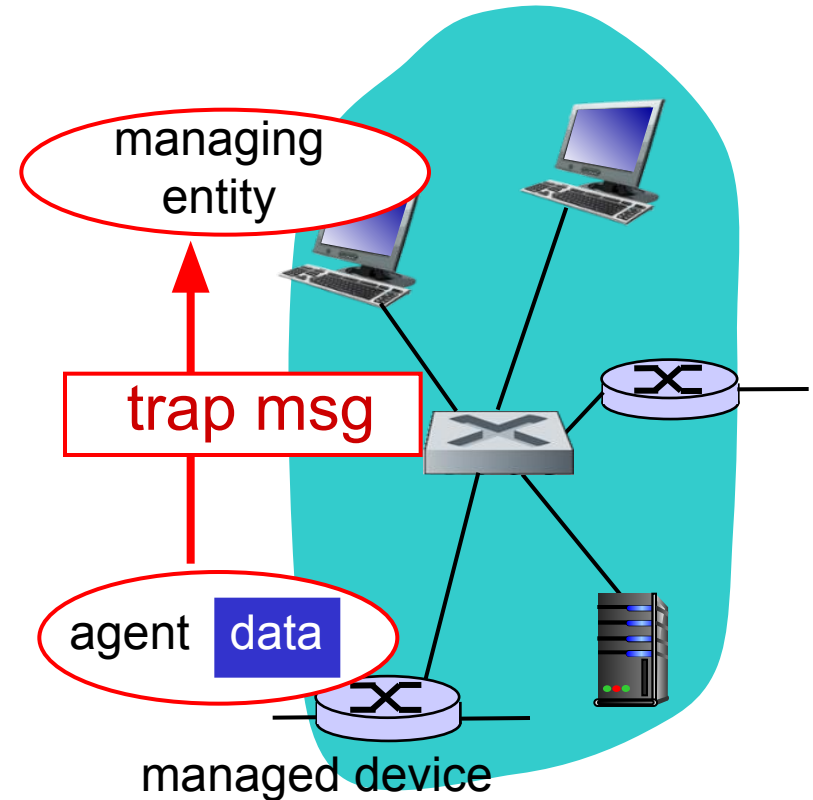


SNMP protocol

Two ways to convey MIB info, commands:



request/response mode

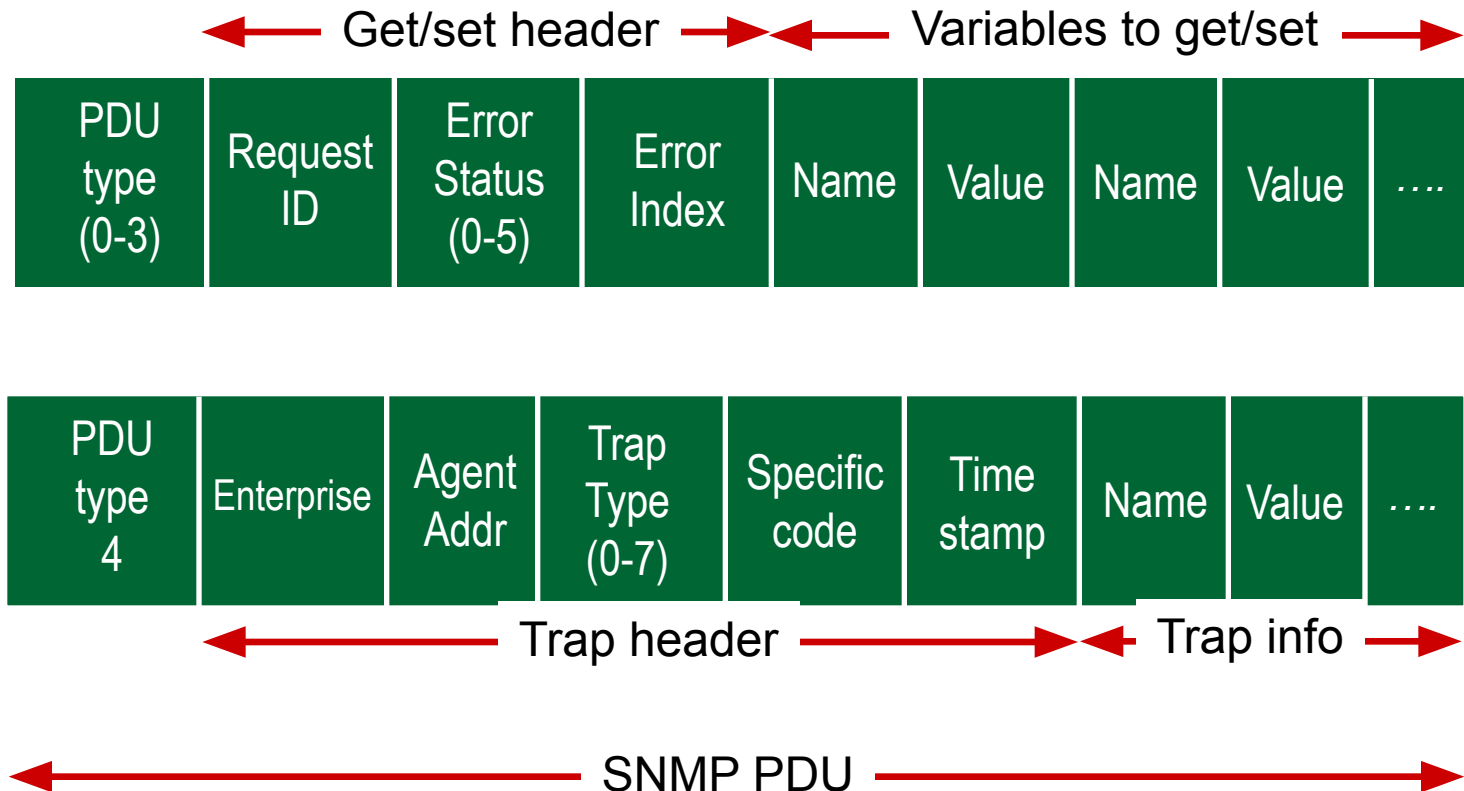


trap mode

SNMP protocol: message types

<u>Message type</u>	<u>Function</u>
GetRequest GetNextRequest GetBulkRequest	Mgr-to-agent: “get me data” (instance,next in list, block)
InformRequest	Mgr-to-Mgr: here’s MIB value
SetRequest	Mgr-to-agent: set MIB value
Response	Agent-to-mgr: value, response to Request
Trap	Agent-to-mgr: inform manager of exceptional event

SNMP protocol: message formats



SNMP security and administration

- ❖ **encryption:** DES-encrypt SNMP message
- ❖ **authentication:** compute, send $\text{MIC}(m,k)$: compute hash (MIC) over message (m), secret shared key (k)
- ❖ **protection against playback:** use nonce
- ❖ **view-based access control:**
 - SNMP entity maintains database of access rights, policies for various users
 - database itself accessible as managed object!

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- ❖ The presentation problem: ASN.1

The presentation problem

Q: does perfect memory-to-memory copy solve “the communication problem”?

A: not always!

```
struct {  
    char code;  
    int x;  
} test;  
test.x = 256;  
test.code='a'
```

test.code	a
test.x	00000001
	00000011

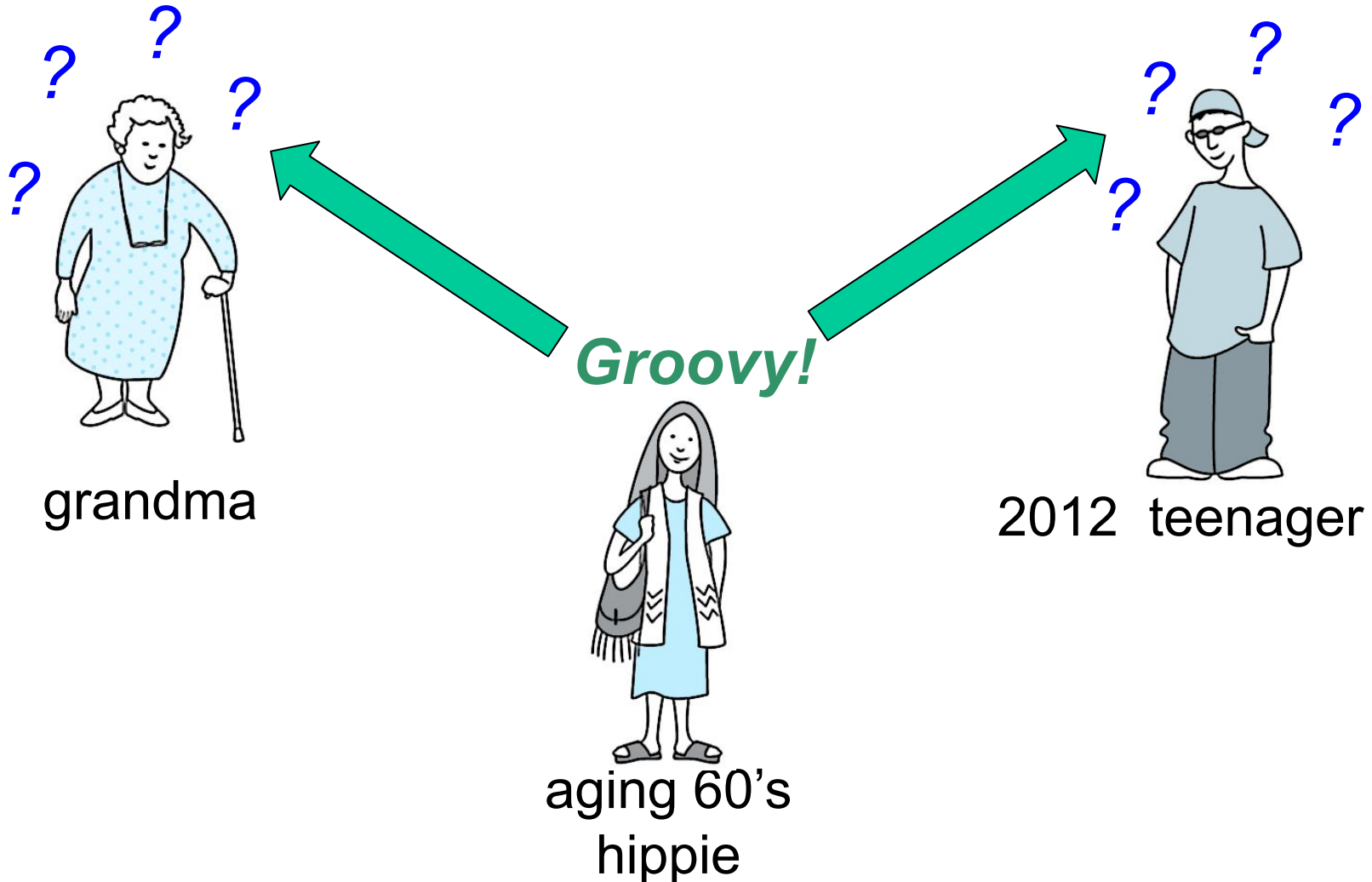
host 1 format

test.code	a
test.x	00000011
	00000001

host 2 format

problem: different data format, storage conventions

A real-life presentation problem:

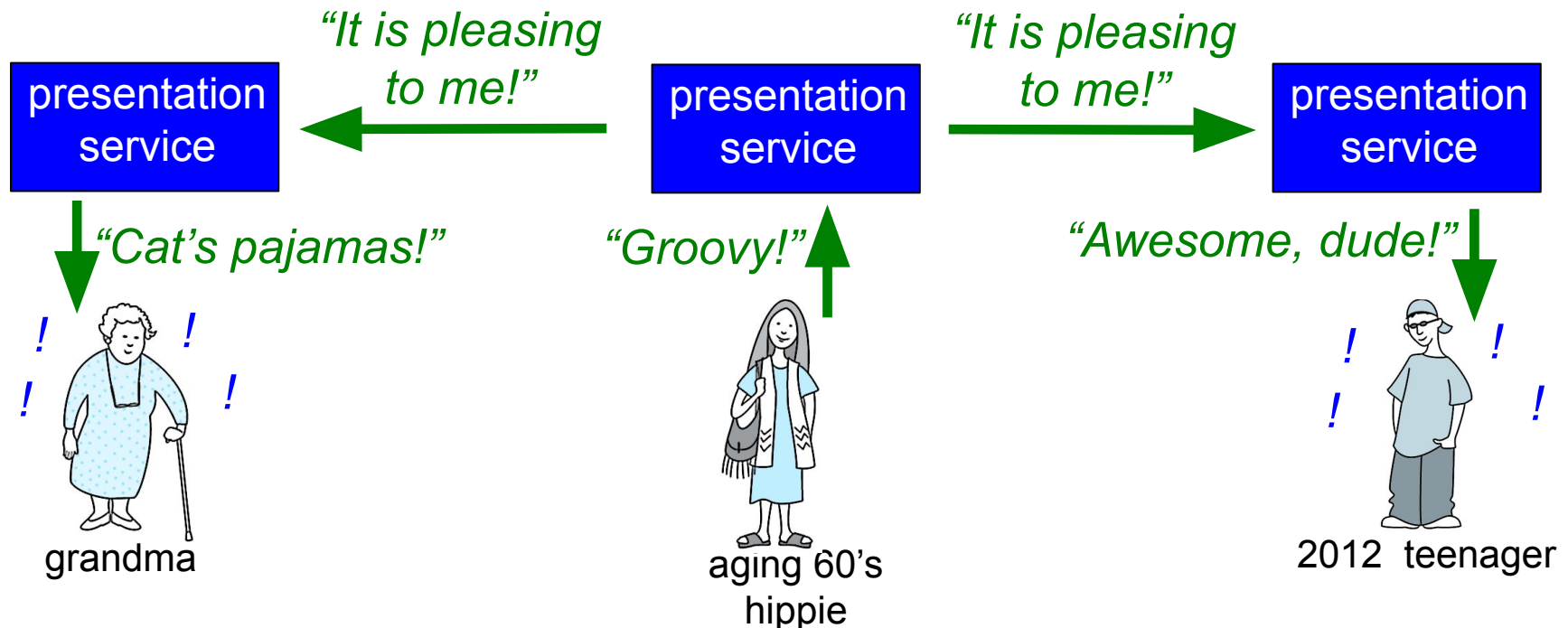


Presentation problem: potential solutions

1. Sender learns receiver's format. Sender translates into receiver's format. Sender sends.
 - real-world analogy?
 - pros and cons?
2. Sender sends. Receiver learns sender's format. Receiver translate into receiver-local format
 - real-world-analogy
 - pros and cons?
3. Sender translates host-independent format. Sends. Receiver translates to receiver-local format.
 - real-world analogy?
 - pros and cons?

Solving the presentation problem

1. Translate local-host format to host-independent format
2. Transmit data in host-independent format
3. Translate host-independent format to remote-host format



ASN.1: Abstract Syntax Notation I

- ❖ **ISO standard X.680**
 - used extensively in Internet
 - like eating vegetables, knowing this “good for you”!
- ❖ **defined data types**, object constructors
 - like SMI
- ❖ **BER: Basic Encoding Rules**
 - specify how ASN.1-defined data objects to be transmitted
 - each transmitted object has Type, Length, Value (TLV) encoding

TLV Encoding

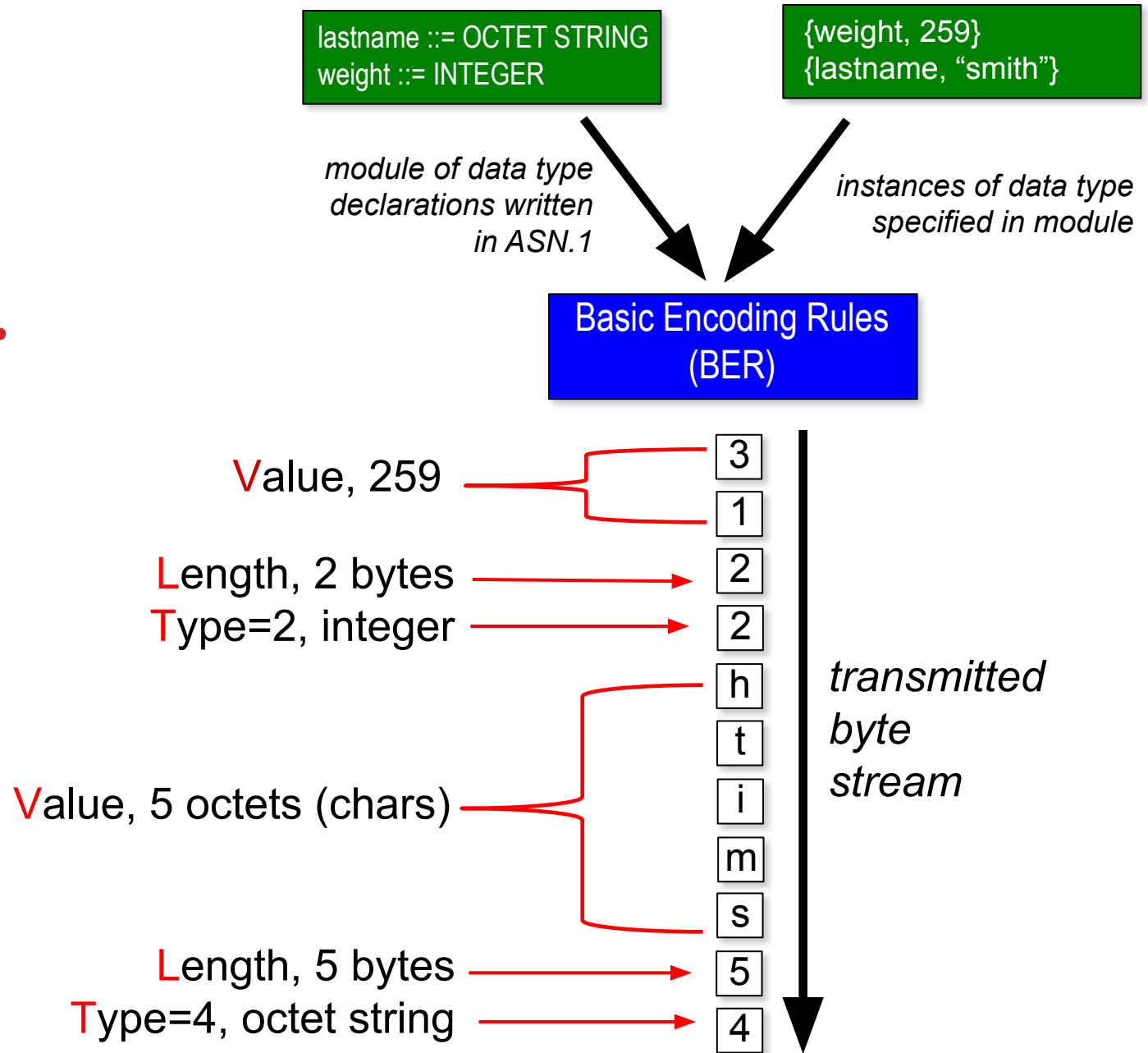
Idea: transmitted data is self-identifying

- T: data type, one of ASN.1-defined types
- L: length of data in bytes
- V: value of data, encoded according to ASN.1 standard

<u>Tag Value</u>	<u>Type</u>
1	Boolean
2	Integer
3	Bitstring
4	Octet string
5	Null
6	Object Identifier
9	Real

TLV

encoding: example



Network management: summary

- ❖ network management
 - extremely important: 80% of network “cost”
 - ASN.1 for data description
 - SNMP protocol as a tool for conveying information
- ❖ network management: more art than science
 - what to measure/monitor
 - how to respond to failures?
 - alarm correlation/filtering?