



## **Analyze USB Traffic with Wireshark**

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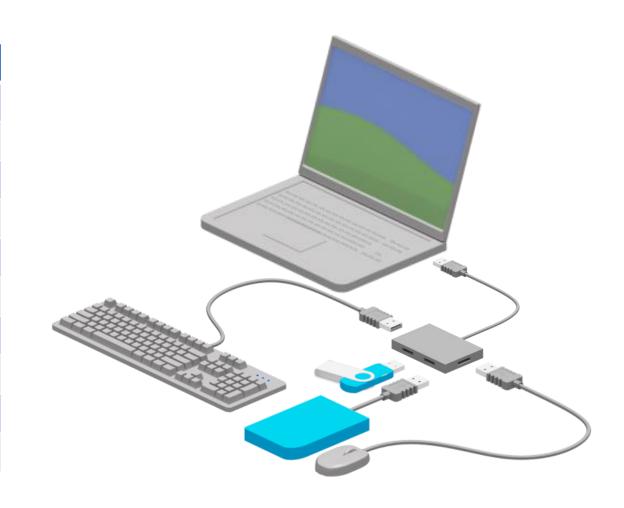
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## Basic USB terminology

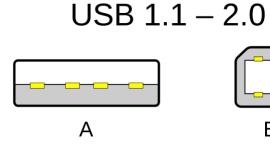
USB	Analogous to	
Host	Requester, DHCP server	
Device	Responder	
Port	Physical port connector	
Hub	Switch, Hub	
Address	Local IP address	
Endpoint	Buffer, TCP/UDP Port	
Class	S Communication Protocol	
Descriptor	Datasheet	
VID	Vendor code	
PID	Product code	

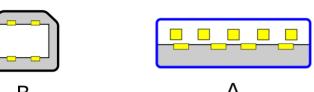


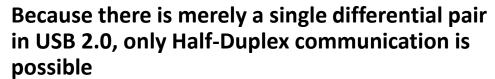


#### **USB** connectors

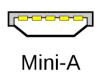
Pin	Mini/Micro Pin	Name	
1	1	VBUS	
2	2	D-	
3	3	D+	
N/A	4	ID	
4	5	GND	

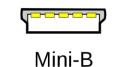


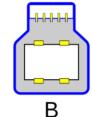




5	6	SSTx-
6	7	SSTx+
7	8	GND
8	9	SSRx-
9	10	SSRx+



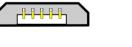




**USB 3.0** 







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Micro-B

**USB 3.0 is dual-simplex** 



## USB speeds

- USB 2.0 features three transmission speeds:
  - Low speed (1.5 Mbps)
  - Full speed (12 Mbps)
  - High speed (480 Mbps) (Hi-Speed USB)
- USB 3.x is a bit more complex:
  - SuperSpeed 3.2 Gen 1x1 (5 Gbps) (formerly USB 3.0) (USB 5Gbps)
  - SuperSpeed+ 3.2 Gen 2x1 (10 Gbps; 1 lane) (formerly USB 3.1) (USB 10Gbps)
  - SuperSpeed+ 3.2 Gen 1x2 (10 Gbps; 2 lanes) (USB-C required)
  - SuperSpeed+ 3.2 Gen 2x2 (20 Gbps; 2 lanes) (USB-C required)
- USB 4 requires USB-C and is essentially tunnelling protocol:
  - USB4 Gen 2x1 (10Gbps; 1 lane; different from USB 3.2 Gen 2x2)
  - USB4 Gen 2x2 (USB 20Gbps)
  - USB4 Gen 3x1
  - USB4 Gen 3x2 (USB 40Gbps)
  - USB4 Gen 4 (Symmetric = USB 80Gbps; Asymmetric)



## USB Type C connector

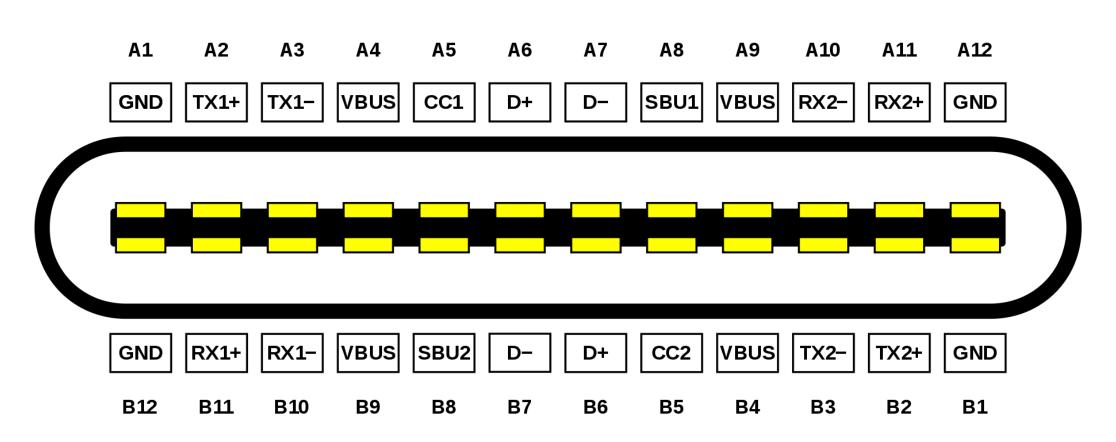


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#### Why USB 2.0 is still relevant?

- USB 3.x and USB 4.0 are not replacing USB 2.0 Backwards compatibility is achieved by dual bus The upper layers are pretty much the same
- Every USB 3.x hub contains both USB 2.0 and USB 3.x hub inside
- USB 3.x and USB-C connectors contain dedicated USB 2.0 D+/D-All USB 2.0 rules apply on D+/D- signals
- There's a lot of devices that are fine with USB 2.0 speeds:
  - Keyboard
  - Mouse
  - Controllers
  - Zephyr applications ©



## **USB** Transfer Types

#### USB generalizes all possible transfers into 4 types:

- Control
   Used for handling commands, e.g. GET DESCRIPTOR
   Class and vendor commands possible, e.g. volume adjustment
- Interrupt
   Periodic, guaranteed latency, retry on errors, e.g.: keyboard, mouse
- Isochronous
   Periodic, guaranteed bandwidth, no retry or delivery guarantee, e.g.: audio
- Bulk
   Transfer large data, retry on errors, e.g.: mass storage



#### **USB Classes**

#### the communication protocols

#### USB specific classes, e.g.:

- Hub
- Human Interface Device (HID)

#### Protocol wrappers, e.g.:

- Mass Storage Class (MSC)
- Communications Device Class (CDC)
- Printer

#### Vendor specific:

Quite a few ☺



## USB traffic capture

#### USB traffic can be captured in software:

- On Linux using usbmon module
- On Windows using USBPcap
- On Mac OS using XHC interface

#### There are Open Source hardware USB 2.0 sniffers available:

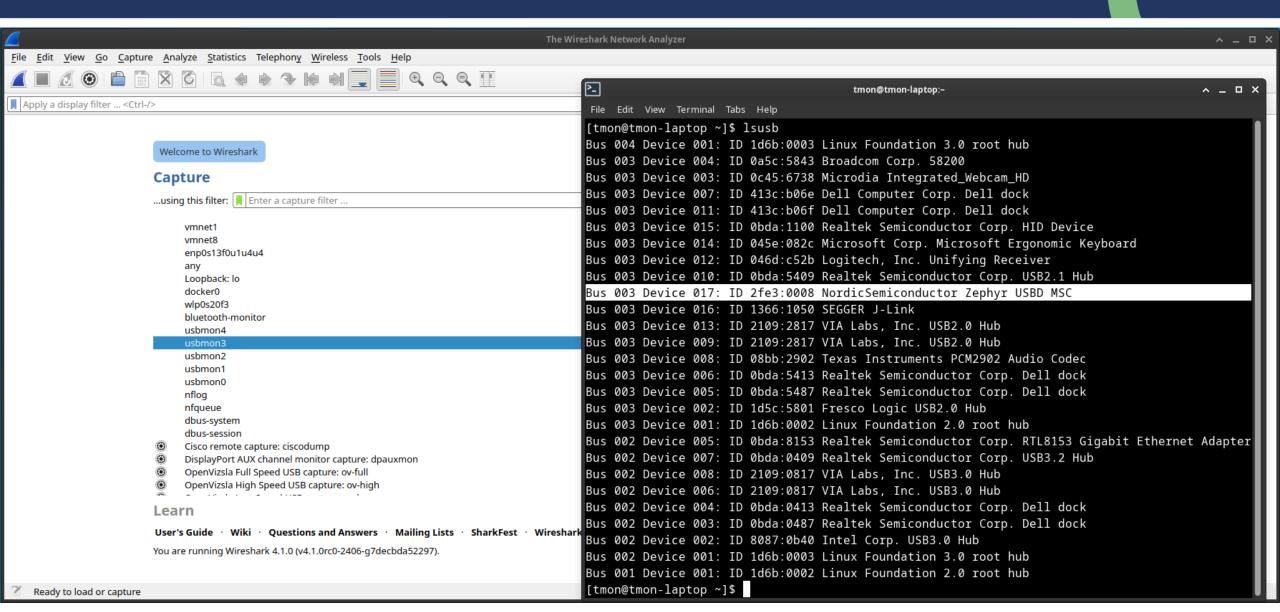
- OpenVizsla
- LambdaConcept USB2Sniffer

Sigrok can decode Low and Full speed signaling (capture with logic analyzer)

To my best knowledge, there are no Open Source USB 3.x or USB4 hardware sniffers

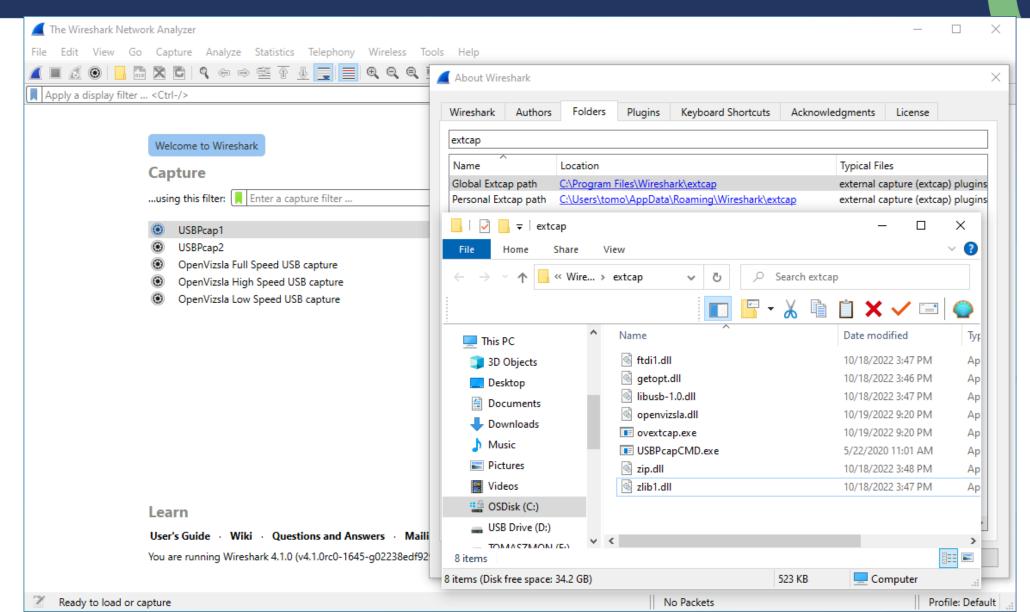


## sudo modprobe usbmon



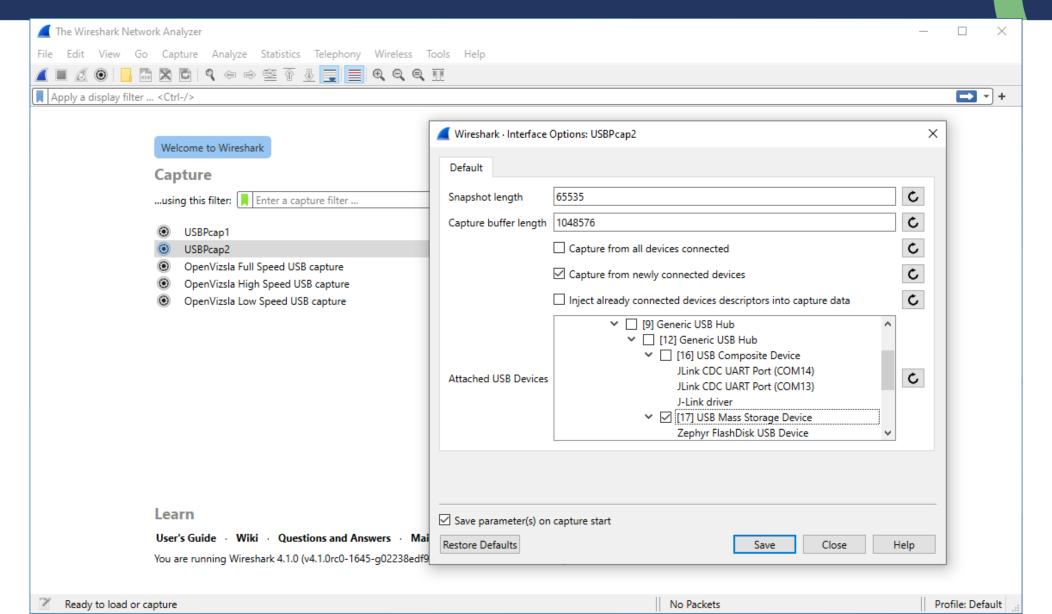


## Wireshark extcap



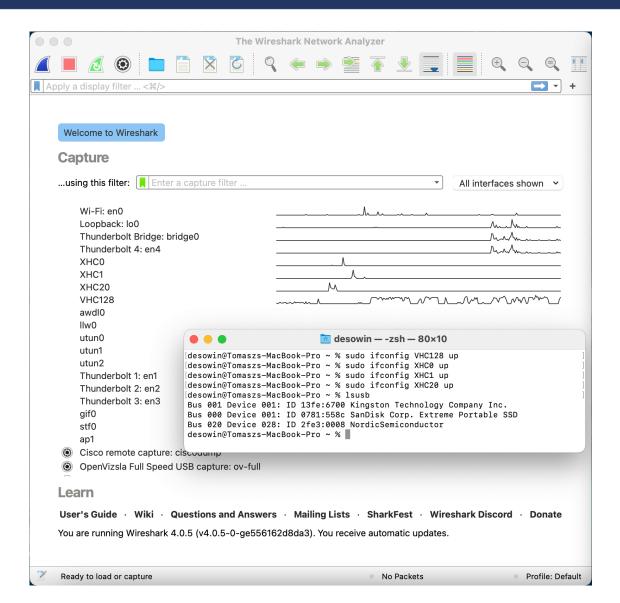


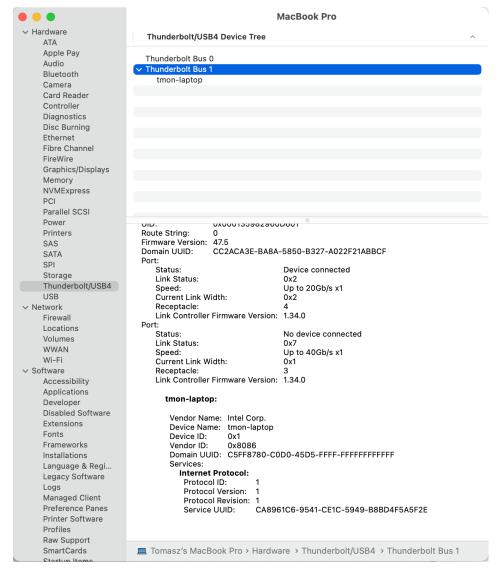
## USBPcap extcap options





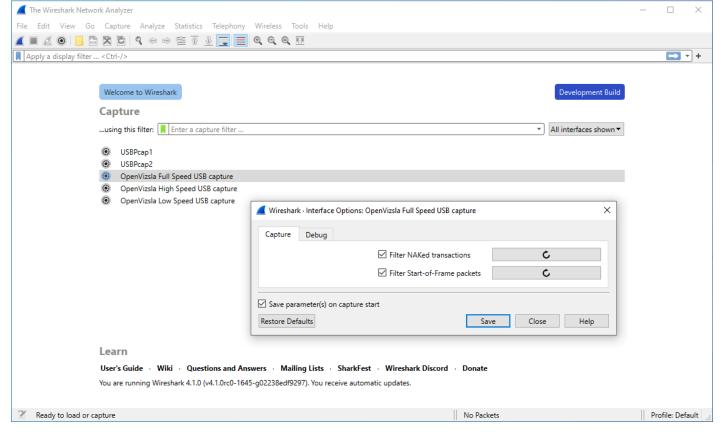
# Mac OS with disabled System Integrity Protection







## OpenVizsla extcap options





OpenVizsla PCBA photo from sysmocom webshop.



#### USB "Packets"

#### Wireshark shows what the capture engine provided, e.g.:

- libpcap (usbmon) provides "USB packets with Linux header and padding"
- USBPcap provides "USB packets with USBPcap header"
- OpenVizsla provides "USB 2.0/1.1/1.0 packets"

The "USB 2.0/1.1/1.0 packets" are described in USB 2.0 Specification, Chapter 8. Software sniffers capture USB Request Blocks submitted to the host controller driver. The "Linux header" and "USBPcap header" contain OS specific URB information.

Device driver **submits URB**, HCD handles URB and **reports back** to Device driver. All software sniffer "packets" contain OS specific metadata (URB ID, endpoint, ...)

	OUT (send to device)		IN (receive from device)	
	Host→Device	Device→Host	Host→Device	Device→Host
Control	SETUP Data (8 bytes) + Payload (if wLength > 0)	Indicates that URB handling is done (result code is OS specific)	SETUP Data (8 bytes)	Payload (if wLength > 0)*
Interrupt	Payload			Payload*
Bulk	Payload			Payload*
Isochronous	Payload			Payload*

<sup>\*</sup> Metadata only if the URB has failed/was cancelled, e.g. device was disconnected, STLL occurred, ...



## Capture time

Zephyr USBD Mass Storage sample running on nRF52840 DK

Capture simultaneously with USBPcap and OpenVizsla



### Summary

- USB 2.0 is still relevant today
  - USB 3.x backwards compatibility with USB 2.0 is achieved by dual bus
  - USB4 is essentially tunnelling protocol, operating alongside USB 2.0
- Host initiates all communication
  - IN and OUT is always from Host perspective
  - Device cannot send data unless host asks for it (driver submits "IN" URB)
- Software sniffers capture URBs
  - Every URB is captured as 2 "URB packets"
    - Driver to HCI includes data payload from host to device (if any)
    - HCl to driver includes data payload from device to host (if any)
  - URB level capture is sufficient for general use
    - Understanding USB at packet level helps make sense out of the "URB packets"