

IN 3230 / IN 4230

Oracle Session – Week 2 – Raw Sockets

Praveensankar Manimaran

09/09/2021

Outline

1. Raw Socket Flow
2. Different Components needed
 1. Packet socket
 2. sockaddr_ll
 3. Ifaddrs
 4. iovec
 5. ether_frame
 6. msghdr

1 . Raw Socket Overview

Steps

1. Create Packet Socket (AF_PACKET)
2. Create physical layer address (sockaddr_ll)
3. Construct message header (msghdr)
 1. Construct ethernet frame (ether_frame)
 2. Point iovec to the ethernet frame (iovec)
 3. Point iovec to the data
 4. Add physical layer address

2 . 1 Packet Socket (AF_PACKET)

```
#include <sys/socket.h>
#include <linux/if_packet.h>
#include <net/ethernet.h> /* the L2 protocols */

packet_socket = socket(AF_PACKET, int socket_type, int protocol);
```

1. AF_PACKET:

- Also called as "packet socket".
- used to receive or send raw packets at the device driver

2. SOCK_RAW:

- for raw packets

[1] <https://man7.org/linux/man-pages/man7/packet.7.html>

2 . 2 Sockaddr_ll

```
struct sockaddr_ll {  
    unsigned short sll_family; /* Always AF_PACKET */  
    unsigned short sll_protocol; /* Physical-layer protocol */  
    int sll_ifindex; /* Interface number */  
    unsigned short sll_hatype; /* ARP hardware type */  
    unsigned char sll_pkttype; /* Packet type */  
    unsigned char sll_halen; /* Length of address */  
    unsigned char sll_addr[8]; /* Physical-layer address */  
};
```

[1] <https://man7.org/linux/man-pages/man7/packet.7.html>

[2] https://github.com/spotify/linux/blob/master/include/linux/if_ether.h

2.3 ifaddrs

```
struct ifaddrs {
    struct ifaddrs *ifa_next;    /* Next item in list */
    char            *ifa_name;    /* Name of interface */
    unsigned int     ifa_flags;    /* Flags from SIOCGIFFLAGS */
    struct sockaddr *ifa_addr;    /* Address of interface */
    struct sockaddr *ifa_netmask; /* Netmask of interface */
    union {
        struct sockaddr *ifu_broadaddr;
                                /* Broadcast address of interface */
        struct sockaddr *ifu_dstaddr;
                                /* Point-to-point destination address */
    } ifa_ifu;
#define ifa_broadaddr ifa_ifu.ifu_broadaddr
#define ifa_dstaddr   ifa_ifu.ifu_dstaddr
    void *ifa_data;    /* Address-specific data */
};
```

- creates a linked list of structures describing the network interfaces of the local system, and stores the address of the first item of the list in *ifap.
- Important fields: ifa_next, ifa_name and ifa_addr

[2] <https://man7.org/linux/man-pages/man3/getifaddrs.3.html>

2.4 iovec

- ```
struct iovec {
 ptr_t iov_base; /* Starting address */
 size_t iov_len; /* Length in bytes */
};
```
- `iov_base` – stores the starting address
- `iov_len` – stores the length

### Why it's needed ?

- It's used by the message header (`msg_hdr`)
- To point to ethernet frame header and the payload

## 2.5 ether\_frame

```
struct ether_frame {
 uint8_t dst_addr[6];
 uint8_t src_addr[6];
 uint8_t eth_proto[2];
 uint8_t contents[0]; } __attribute__((packed));
```

- It's frame header we use in the raw socket
- **\_\_attribute\_\_((packed))**: it packs the ether\_frame in such a way that it preserves memory (removes automatic padding between the structure members)



## 2.6 msghdr

|              |                |                           |
|--------------|----------------|---------------------------|
| void         | *msg_name      | optional address          |
| socklen_t    | msg_namelen    | size of address           |
| struct iovec | *msg_iov       | scatter/gather array      |
| int          | msg_iovlen     | members in msg_iov        |
| void         | *msg_control   | ancillary data, see below |
| socklen_t    | msg_controllen | ancillary data buffer len |
| int          | msg_flags      | flags on received message |

- **Msg\_name** : sockaddr pointer will be used here (struct sockaddr\_ll \*)
- **Msg\_namelen**: size of sockaddr pointer
- **Msg\_iov**: array of io vector structures ( we use 2 arrays. One to point to the frame header and the 2<sup>nd</sup> one to point to the frame payload)
- **Msg\_iovlen**: no of numbers in msg\_iov ( 2 in our example)

# References

1. <https://man7.org/linux/man-pages/man7/packet.7.html>
2. <https://man7.org/linux/man-pages/man3/getifaddrs.3.html>
3. <http://www.ccplusplus.com/2012/02/struct-iovec-iovec.html>
4. msghdr : <https://pubs.opengroup.org/onlinepubs/7908799/xns/syssocket.h.html>



Thank You