

SharkFest '18 Europe



sFlow: Theory and Practice of a Sampling Technology

and Its Analysis with Wireshark

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Outline



- What is sFlow? When is it useful and when it is not
- How does sFlow work? Agents, collectors, packets and sampling techniques
- Using Wireshark to master sFlow



What is sFlow? [1/2]



- sFlow (RFC 3176) is a monitoring protocol designed to export
 - Interface counters of network devices (à la SNMP MIB-II)
 - Packets traversing network devices (à la ERSPAN)



What is sFlow? [2/2]

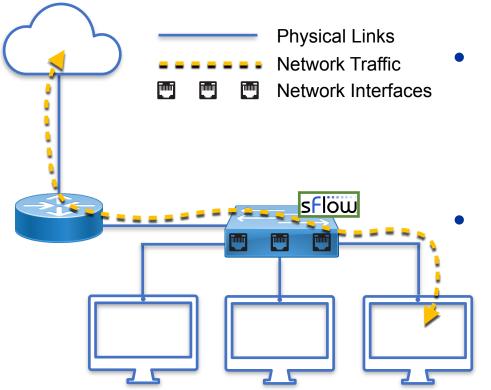


- Network-wide visibility is obtained by means of configurable sampling
 - Counter samples
 - Flow samples
- Samples are periodically put in sFlow UDP datagrams and pushed over the network



sFlow Visibility





Interface counters



Counter Samples

Traffic visibility

Flow Samples



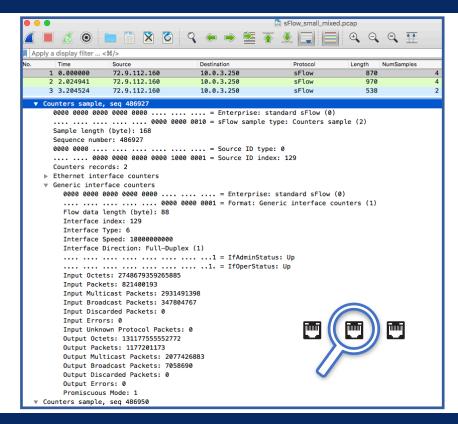


sFlow Counter Samples



- Interface status, speed, type
- Cumulative input and output bytes/packets, errors, ...







sFlow Flow Samples



 Random selection of a fraction of the packets observed



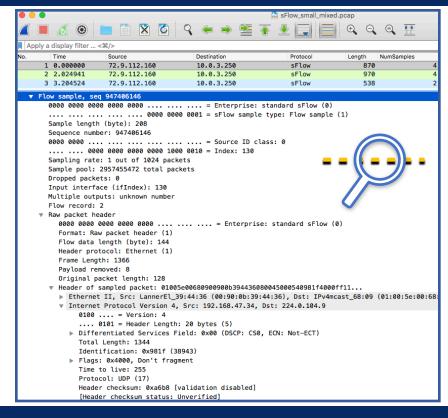














When is sFlow Useful? [1/2]



- Network-wide estimations of top:
 - Layer-7 application protocols usage (e.g., HTTP, YouTube, Skype)
 - Sources
 - Destinations
 - Conversations
 - Ports
- Detect volumetric attacks





When is sFlow Useful? [2/2]



- Capacity planning
- Traffic engineering (eg., decide to establish a new peering, buy more bandwidth)
- Network topology adjustments (e.g., bring guys communicating the most onto the same link)
- Detect network issues (e.g, switches port status changes)
- Link congestion



When is sFlow NOT Useful? [1/2]



- Detect bottom-sources, -destinations, -ports,
 -Layer-7 application protocols, ...
- Feed signature-based Intrusion Prevention/Intrusion Detection Systems (IDS/IPS)





When is sFlow NOT Useful? [2/2]



- Stateful protocols analyses
 - No SEQ number analysis
- Sessions reconstruction
 - No TCP reassembly
- Detect Low-and-Slow network attacks
- Content-based network forensics
 - No extraction of files, images, documents





sFlow Monitoring Systems

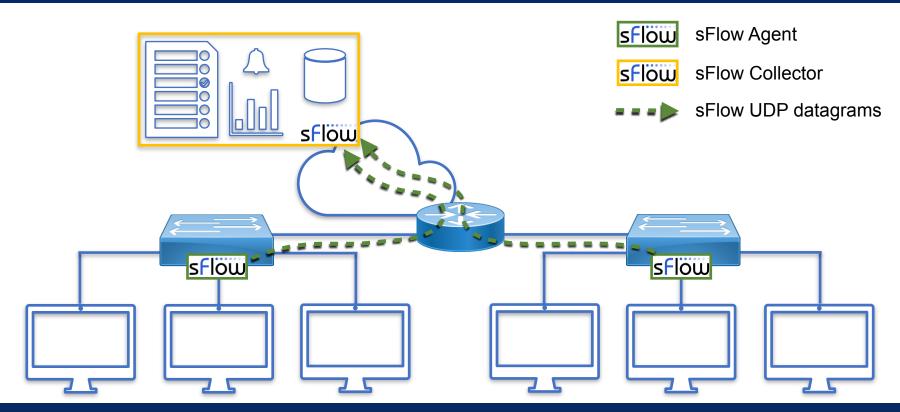


- sFlow Agents
 - Embedded in switches
 - Marshal samples into UDP Datagrams to send them to one or more sFlow collectors
- sFlow Collectors
 - Receive UDP Datagrams from sFlow Agents
 - Process received data (e.g., to troubleshoot, create and store traffic time series, alert on unexpected traffic patterns)



sFlow Monitoring Systems

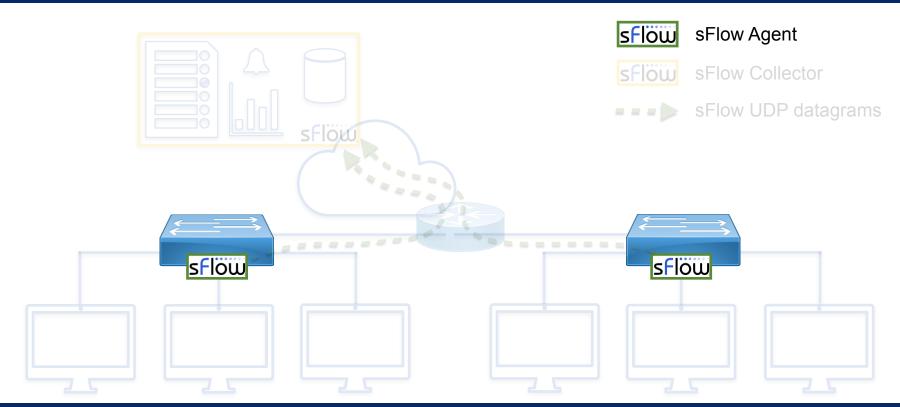






sFlow Monitoring Systems: Agents







sFlow Embedded Agents



- Tens of manufacturers
 - A10, Aerohive, AlexalA, ALUe, Allied Telesis, Arista, Aruba, Big Switch, Brocade, Cisco, Cumulus, DCN, Dell, D-Link, Edge-Core, Enterasys, Extreme, F5, Fortinet, HPE, Hitachi, Huawei, IBM, IP Infusion, Juniper, NEC, Netgear, OpenSwitch, Open vSwitch, Oracle, Pica8, Plexxi, Pluribus, Proxim, Quanta, Silicom, SMC, ZTE, and ZyXEL, etc.
- (Non-exhaustive) list maintained at https://sflow.org/products/network.php



sFlow Software Agents

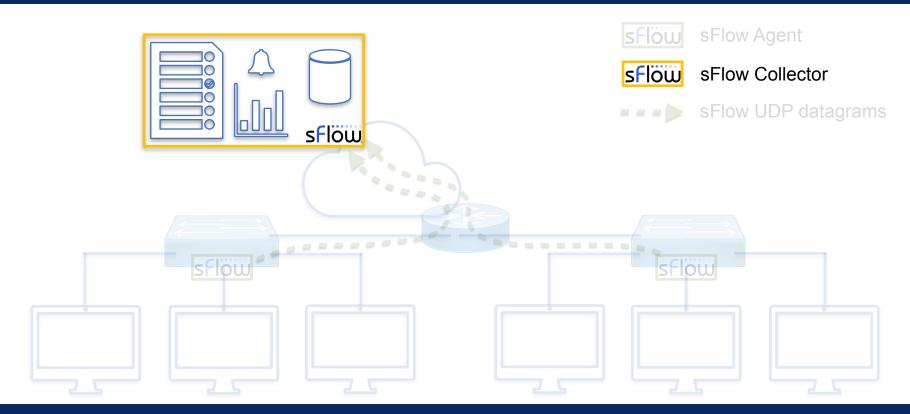


- Host sFlow agent (https://github.com/sflow/host-sflow)
- OSes: AIX, FreeBSD, Linux, Solaris, and Windows
- Docker containers
- Hypervisors: Hyper-V, KVM/libvirt, Nutanix AHV and Xen hypervisors
- Supported switches, Arista EOS, Cumulus Linux, Dell OS10, OpenSwitch



sFlow Monitoring Systems: Collectors







sFlow Collectors [1/4]



- sFlow Toolkit
 - Basic command line utilities (output to pcap, sFlow to NetFlow, txt)
- sFlowTrend/sFlowTrend-Pro
 - Graphical tool to generate live statistics network interfaces, top sources/destinations, top applications, ...

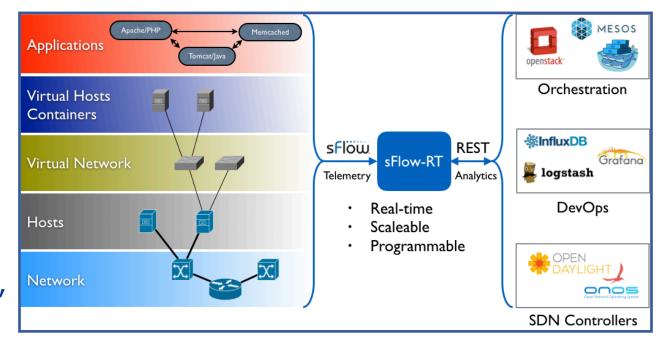


sFlow Collectors [2/4]



- sFlow-RT
 - Scriptable collector via REST/ JavaScript
 - Retrieve metrics, set thresholds, receive notifications,

. . .

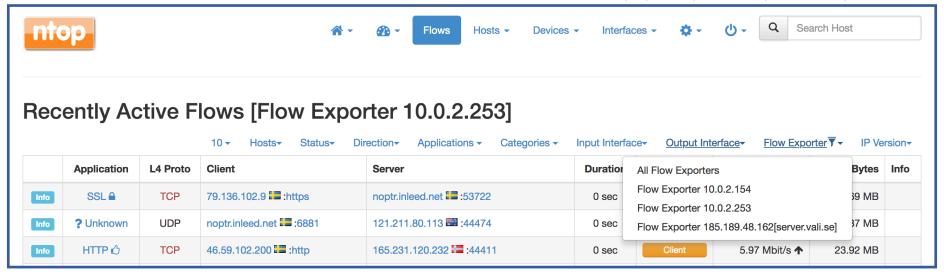




sFlow Collectors [3/4]



- ntopng (<u>https://github.com/ntop/ntopng</u>)
 - Graphical tool to generate live and historical statistics on sources and destinations, network conversations (who talks to whom), and network interfaces
 - Facilitates the correlation of sources and destinations with the physical ports they are using





sFlow Collectors [4/4]

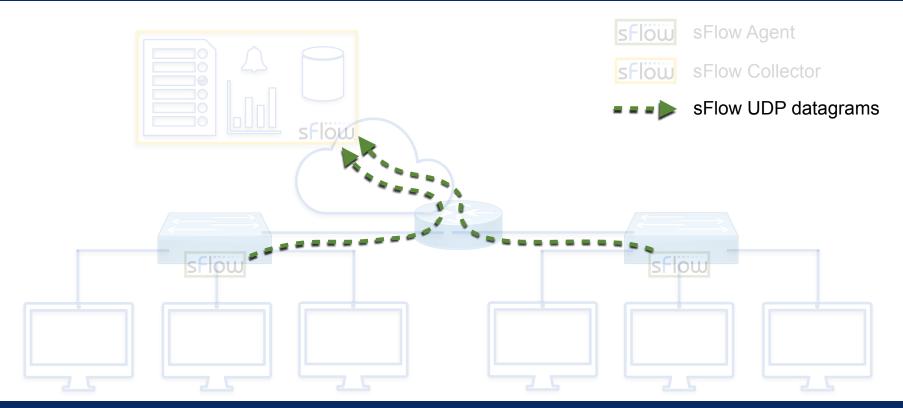


- Wireshark
 - Dissect sFlow traffic
 - Dissect packets in flow samples as if they were regular packets
 - Lua plugin to see aggregated information
- (Non-exhaustive) list available at https://sflow.org/products/collectors.php



sFlow Monitoring Systems: Transport







sFlow Transport



- sFlow works over UDP
 - Reduced memory and CPU vs TCP
 - Robust in congested networks
 - Higher delays and lost packets increase but there is no need to buffer any data nor to wait for retransmissions
- sFlow packets are sequenced so the application can detect losses



sFlow Push Architecture [1/2]



- sFlow UDP datagrams are periodically and unsolicitedly sent by each agent to one or more collectors
- Collectors don't need to discover new agents
- Reduced workload
 - Collectors don't have to generate reqs and match reqs/resps
 - Agents don't have to parse and process reqs



sFlow Push Architecture [2/2]



- Increased security
 - Agents don't have to listen on open ports
 - Firewalls only have to allow mono-directional agent-to-collector communications
- Reduced latency
 - No need to establish connections



sFlow Sampling Processes



- Two different sampling processes in sFlow
- Counters Sampling
 - Produce Counter Samples
- Statistical Packets Sampling
 - Produce Flow Samples







sFlow Counters Sampling [1/3]



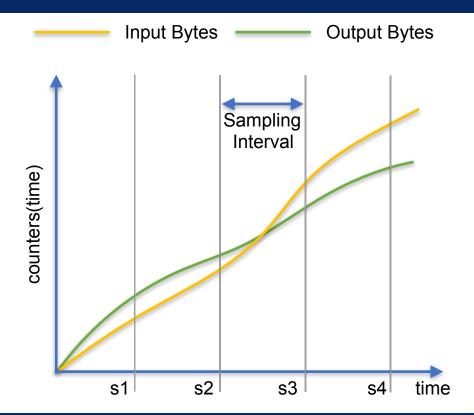
- Produce counter values for the Counter Samples
- Periodic sampling of network interfaces counters (e.g, input and output bytes and packets)
- sFlow agents are configured with a Sampling Interval
 - One sample every Sampling Interval





sFlow Counters Sampling [2/3]





- Δ = Sampling Interval
- sX = Xth counter sample
- $s1 = counters(\Delta)$
- $s2 = counters(2\Delta)$
- •
- $sN = counters(N\Delta)$



sFlow Counters Sampling [3/3]



- Sampling Interval is intended to be the maximum time between two consecutive counter samples
- Counter samples may be taken opportunistically to "pad" other sFlow datagrams



sFlow Packets Sampling



- Produce packets for the Flow Samples
- Must ensure that any packet observed has an equal chance of being sampled
- Sampling rate is configurable





Sampling Accuracy



• Sampling, although unable to offer 100% exact results, is able to provide results with a statistically-quantifiable accuracy



An Example of Packets Sampling: HTTP



- 1,000,000 packets transit the network
- 10,000 packets are sampled at random (1%)
- 1,000 of the samples represent HTTP traffic

• If 1,000 of the samples represent HTTP traffic, then how many of the original 1M packets were actually HTTP?



Best Estimate of the Actual Number of HTTP Packets



- It is most likely that the fraction of HTTP traffic is in the same ratio as its fraction of the samples
- 10%





How Confident We can Be?



- Of course it is very unlikely that there were exactly 100,000 HTTP packets
- A small range of values can be specified that are very likely, say 95% likely, to contain the actual value





sFlow vs Other Technologies



- Several other technologies have been developed over the years to provide network-wide visibility
 - Cisco NetFlow (v1, v5, v7, v8, v9)
 - IPFIX
 - SNMP (v1, v2c, v3)
 - MIB-II (RFC 1213)
 - RMON (RFC 2819)



sFlow vs SNMP MIB-II [1/2]



- SNMP MIB-II provides what sFlow provides with counter samples but...
- ... there is no concept of flow samples in SNMP MIB-II
- With SNMP MIB-II you can tell what is the link utilization but...
- ... you cannot tell who is utilizing the link



sFlow vs SNMP MIB-II [2/2]



	sFlow	SNMP MIB-II
Transport	UDP	UDP
Architecture	↑ PUSH	↓ PULL
Interface Counters		
Traffic Visibility		



sFlow vs SNMP Traffic





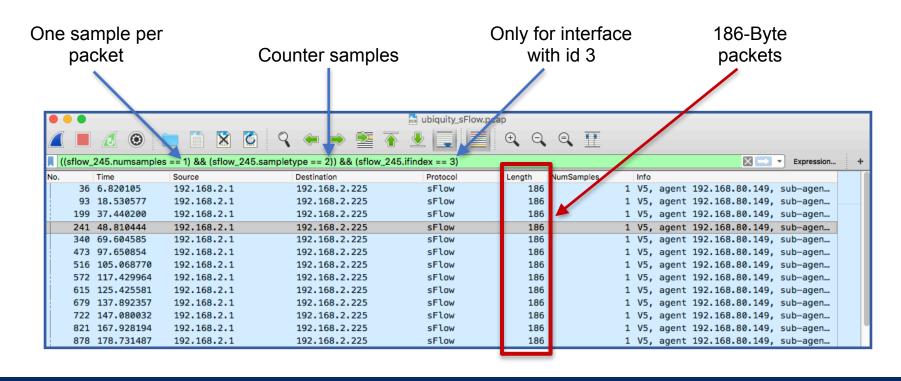
- Ubiquiti EdgeRouter Lite
- Configured with
 - sFlow
 - SNMP
- Assess the traffic required to have counters for one interface





sFlow vs SNMP: sFlow Overhead







sFlow vs SNMP: SNMP Overhead

\$ snmpget -v2c -cntop 192.168.2.1 ifHCInOctets.3

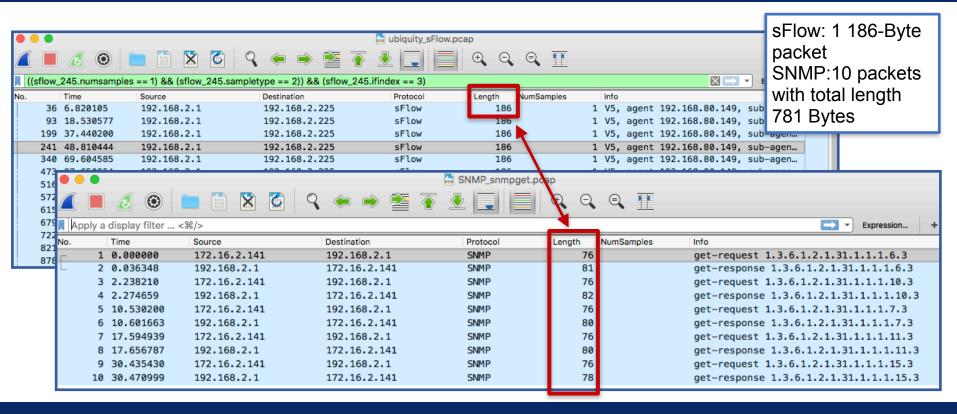


```
IF-MIB::ifHCInOctets.3 = Counter64: 57111598398
                                    $ snmpget -v2c -cntop 192.168.2.1 ifHCOutOctets.3
                                                                                                               781
                                    IF-MIB::ifHCOutOctets.3 = Counter64: 1310307062699
                                                                                                              Bytes
                                    $ snmpget -v2c -cntop 192.168.2.1 ifHCInUcastPkts.3
                                   IF-MIB::ifHCInUcastPkts.3 = Counter64: 510083567
                                    $ snmpget -v2c -cntop 192.168.2.1 ifHCOutUcastPkts.3
                                   IF-MIB::ifHCOutUcastPkts.3 = Counter64: 921959741
                                    $ snmpget -v2c -cntop 192.168.2.1 ifHighSpeed.3
                                    IF-MIB::ifHighSpeed.3 = Gauge32: 1000
                                                            SNMP_snmpget.pcap
Apply a display filter ... <\%/>
                                                                                                                             Expression.
                                                                                    NumSamples
       Time
                    Source
                                         Destination
                                                               Protocol
                                                                             Length
     1 0.000000
                    172, 16, 2, 141
                                                                                 76
                                         192,168,2,1
                                                               SNMP
                                                                                                   get-request 1.3.6.1.2.1.31.1.1.1.6.3
     2 0.036348
                    192,168,2,1
                                         172.16.2.141
                                                               SNMP
                                                                                 81
                                                                                                   get-response 1.3.6.1.2.1.31.1.1.1.6.3
     3 2.238210
                    172.16.2.141
                                         192.168.2.1
                                                               SNMP
                                                                                 76
                                                                                                   get-request 1.3.6.1.2.1.31.1.1.1.10.3
     4 2.274659
                    192,168,2,1
                                         172, 16, 2, 141
                                                                                 82
                                                                                                   get-response 1.3.6.1.2.1.31.1.1.1.10.3
                                                               SNMP
                                                                                 76
     5 10.530200
                    172.16.2.141
                                         192,168,2,1
                                                               SNMP
                                                                                                   get-request 1.3.6.1.2.1.31.1.1.1.7.3
     6 10.601663
                    192,168,2,1
                                         172.16.2.141
                                                               SNMP
                                                                                 80
                                                                                                   get-response 1.3.6.1.2.1.31.1.1.1.7.3
                                                                                 76
     7 17,594939
                    172.16.2.141
                                         192,168,2,1
                                                               SNMP
                                                                                                   get-request 1.3.6.1.2.1.31.1.1.1.1.3
                                                                                 80
     8 17,656787
                    192,168,2,1
                                         172.16.2.141
                                                                                                   get-response 1.3.6.1.2.1.31.1.1.1.1.3
                                                               SNMP
                                                                                 76
     9 30,435430
                    172.16.2.141
                                         192,168,2,1
                                                               SNMP
                                                                                                   get-request 1.3.6.1.2.1.31.1.1.1.15.3
    10 30.470999
                    192.168.2.1
                                         172.16.2.141
                                                               SNMP
                                                                                 78
                                                                                                   get-response 1.3.6.1.2.1.31.1.1.1.15.3
```



sFlow vs SNMP: Overhead







sFlow, Wireshark and ntop

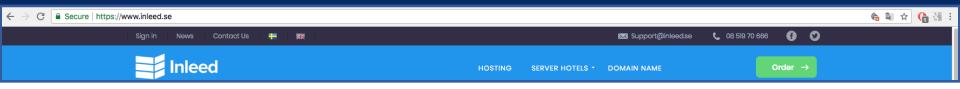


- Wireshark can be used with sFlow traffic to
 - Dissect sFlow packets
 - Dissect packets in sFlow flow samples
- Using the a Lua plugin by ntop Wireshark can be used also as an sFlow collector



DEMOs





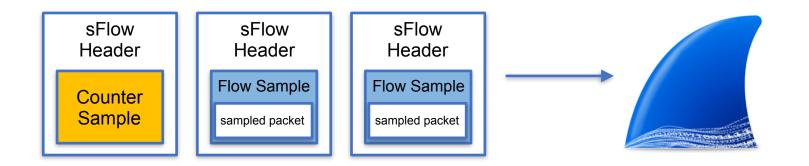
- Live sFlow traffic courtesy of our friend Jens Olsson at hosting provider Inleed
- Three switches generating sFlow that we will get via SSH



DEMO #1: Wireshark + sFlow Traffic [1/2]



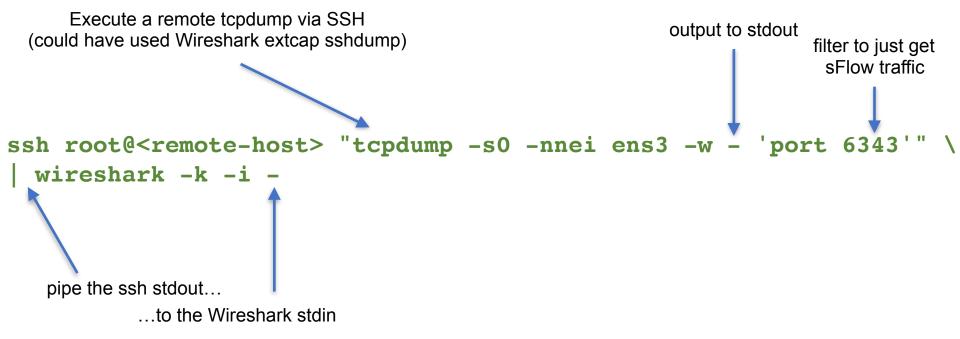
A closer look at sFlow traffic with Wireshark





DEMO #1: Wireshark + sFlow Traffic [2/2]



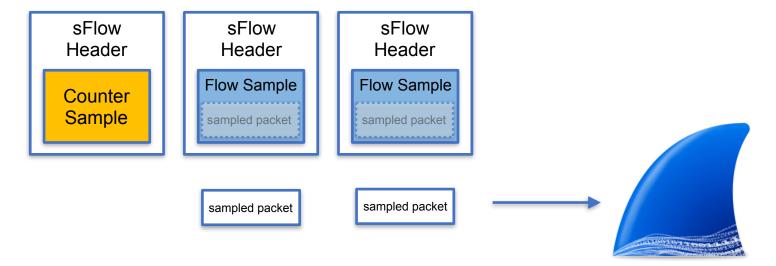




DEMO #2: Wireshark + sFlow Sampled Packets [1/2]



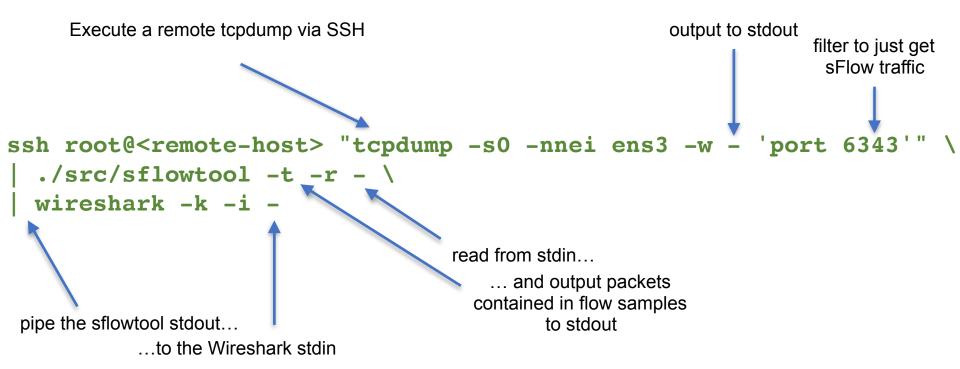
 sflowtool required to extract packets https://github.com/sflow/sflowtool.git





DEMO #2: Wireshark + sFlow Sampled Packets [2/2]



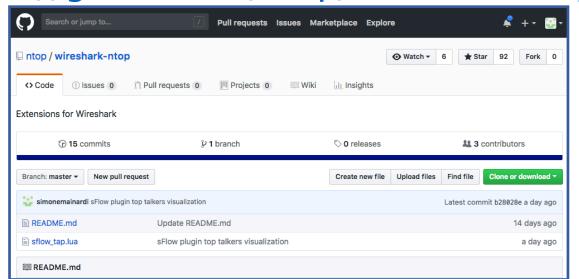




DEMO #3: Wireshark as an sFlow Collector [1/2]



 Lua plugin sflow_tap.lua is available at https://github.com/ntop/wireshark-ntop

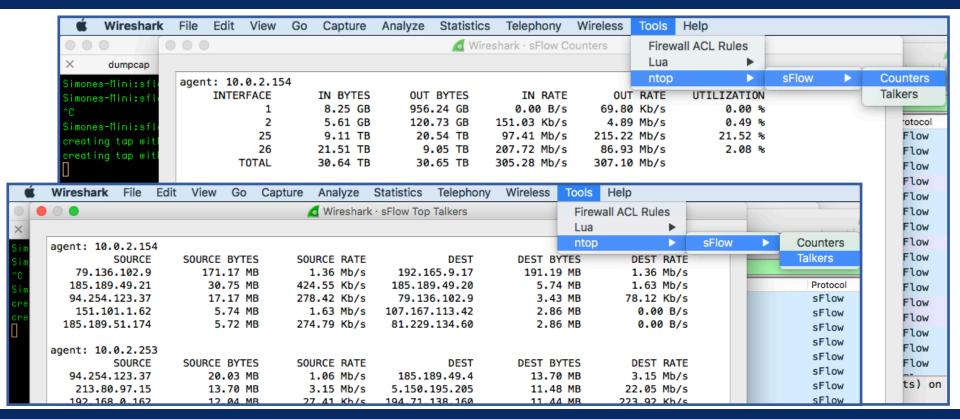


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DEMO #3: Wireshark as an sFlow Collector [2/2]







Take-Home



- sFlow is a pretty lightweight technology to have an overall view of your network devices and the traffic they are handling
 - Is this device overloaded? Who's consuming all this bandwidth?
- Wireshark is suitable not only to dissect and inspect sFlow packets but also to provide devices interfaces status and top talkers information!
 - sflow_tap.lua plugin available at: https://github.com/ntop/wireshark-ntop
- Contact me: mainardi@ntop.org / @ntop_org / @simonemainardi



Appendix



- Effects of lost sFlow packets
- Packet Sampling:
 - Strategies
 - Formulas
 - Statistical Background
- Demonstration screenshots



Effects of Lost sFlow Packets



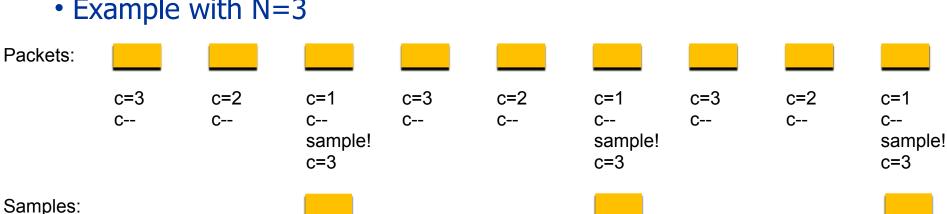
- Lost counter samples
 - Values are cumulative, new (updated) values will be sent in the next sample
 - Almost impossible to miss the detection of a counter wrap (64-bit counters)
- Lost flow samples
 - Changes in the actual sampling rate



Packets Sampling Strategies [1/2]



- One packet in N is sampled
 - Initialize a counter to N
 - Decrement the counter with each packet
 - Sample the packet when the counter reaches 0
- Example with N=3

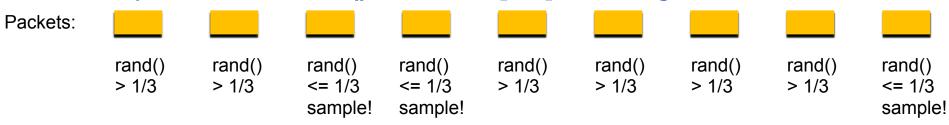




sFlow Packets Sampling [2/2]



- One packet in N (on average) is sampled
 - Draw a random number 0 <= r <= 1
 - Sample if $r \le 1/N$
- Synchronization with periodic traffic patterns is prevented with randomness
- Example with N=3, rand() = random [0,1] number generator



Samples:







Estimating the Actual Number of HTTP Packets



- If 1,000 of the samples represent HTTP traffic, then how many of the original 1M packets were actually HTTP?
 - At least 1,000 (those that have been sampled)
 - At most 991,000 (990,000 unsampled + 1,000 HTTP samples)
 - ... but neither of these two values is at all likely...





Estimating the Actual Number of HTTP Packets



- If 1,000 of the samples represent HTTP traffic, then how many of the original 1M packets were actually HTTP?
 - At least 1,000 (those that have been sampled)
 - At most 991,000 (1M 9,000 non-HTTP samples)
 - ... but neither of these two values is at all likely...





Best Estimate of the Actual Number of HTTP Packets



- It is most likely that the fraction of HTTP traffic is in the same ratio as its fraction of the samples
- 1,000 of the 10,000 samples, i.e., 10%
- This gives a value of 100,000 packets as the best estimate of the total number of HTTP packets





How Confident We can Be?



- Of course it is very unlikely that there were exactly 100,000 HTTP packets
- A small range of values can be specified that are very likely, say 95% likely, to contain the actual value





Calculating the Confidence



- Calculating the confidence boils down to estimating the variance of the best estimate (closed-form solution exists)
- We are 95% confident that the actual number of HTTP packets falls somewhere between 94,120 and 105,880





Calculating the Confidence [1/3]



 Calculating the confidence boils down to estimating the variance of the best estimate



Calculating the Confidence [2/3]



- N = 1,000,000 packets transited
- n = 10,000 packets sampled
- c = 1,000 HTTP samples
- $N_c = 100,000 = best estimate = c / n * N$
- The variance of the best estimate N_c is

$$\sigma^2 = N^2 * c * (1 - c / n) * 1 / (n * (n - 1)))$$

= 9,000,000



Calculating the Confidence [3/3]



• The 95% confidence is within 1.96 standard deviations from the best estimate

$$[N_c - 1.96\sigma; N_c + 1.96\sigma]$$

- In the HTTP example
 - $\sigma^2 = 9,000,000$
 - $\sigma = 3,000$
 - [100,000 1.96 * 3000, 100,00 + 1.96 * 3000] = [94,120; 105,880]
- We are 95% confident that the actual number of HTTP packets falls somewhere between 94,120 and 105,880





Confidence as a % [1/3]



- The confidence range calculated can also be expressed as a percentage of the best estimate
- One can say that the actual value is, with high probability, within a %error from the best estimate
- In other words the largest likely error is %error





Confidence as a % [2/3]



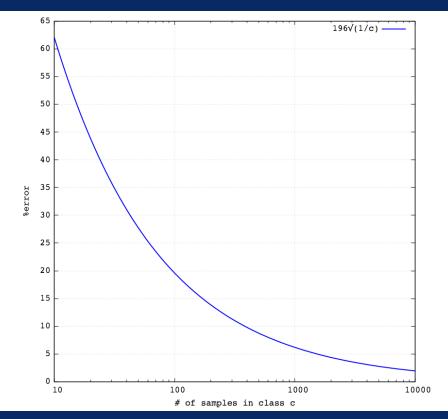
- The estimate of the percentage error %error %error = $\sqrt{(1/c)}$
- In the HTTP example
 - %error = $196 * \sqrt{(1 / c)}$ = $196 * \sqrt{(1 / 1,000)}$ = 6.20 %
- The largest likely error is 6.20 %
- Note: %error formula given is an approximation and only works well when n >> c





Confidence as a % [3/3]





- Depends only on the number of samples c
- Independent from the total number of packets
- Same confidence:
 - 1,000 Pps sampling rate of 1%
 - 1,000,000 Pps sampling rate of 0,001%



Statistical Background



- Assumption is that packet sampling can be modeled by the binomial distribution
- Prove that measured statistics can be used to accurately estimate the parameters of the actual theoretical binomial distribution
- Use the central limit theorem to compute the confidence intervals of a normal curve



sFlow vs SNMP (bulk): SNMP Overhead

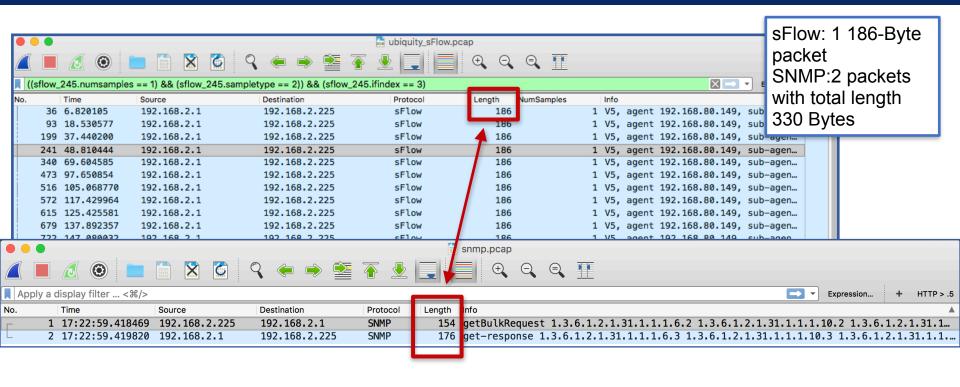


```
$ snmpbulkget -Cn5 -v2c -cntop 192.168.2.1 ifHCInOctets.2
                            ifHCOutOctets.2 ifHCInUcastPkts.2 ifHCOutUcastPkts.2 ifHighSpeed.2
                            TF-MTB::ifHCTnOctets.3 = Counter64: 95543382804
                            TF-MTB::ifHCOutOctets.3 = Counter64: 1668264273701
                                                                                                 330
                            IF-MIB::ifHCInUcastPkts.3 = Counter64: 672689897
                                                                                                Bytes
                            TF-MTB::ifHCOutUcastPkts.3 = Counter64: 1221278450
                            IF-MIB::ifHighSpeed.3 = Gauge32: 1000
                                                                 snmp.pcap
Apply a display filter ... < %/>
                                                                                                                           Expression.
                                                              Length
        Time
                      Source
                                      Destination
                                                      Protocol
      1 17:22:59.418469 192.168.2.225
                                      192.168.2.1
                                                      SNMP
                                                                154 getBulkRequest 1.3.6.1.2.1.31.1.1.1.6.2 1.3.6.1.2.1.31.1.1.1.10.2 1.3.6.1.2.1.31.1...
      2 17:22:59.419820 192.168.2.1
                                      192.168.2.225
                                                      SNMP
                                                                176 get-response 1.3.6.1.2.1.31.1.1.1.6.3 1.3.6.1.2.1.31.1.1.1.10.3 1.3.6.1.2.1.31.1.1...
```



sFlow vs SNMP (bulk): Overhead



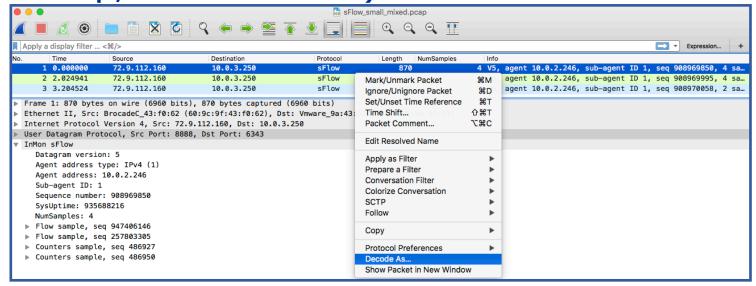




DEMO: Wireshark + sFlow Traffic



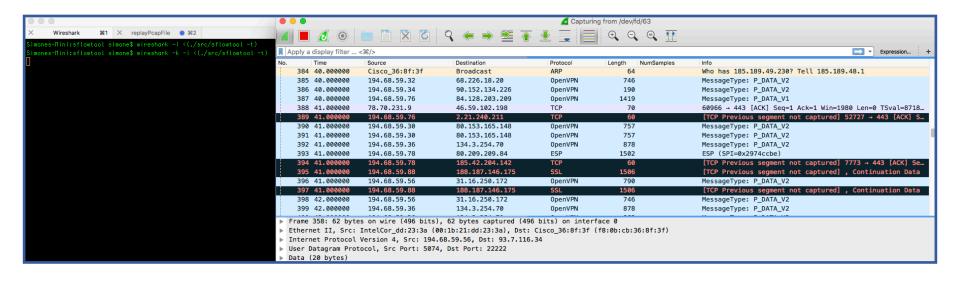
Simply feed Wireshark with sFlow traffic (pcap, extcap, live interfaces)





DEMO: Wireshark + sFlow Flow Samples

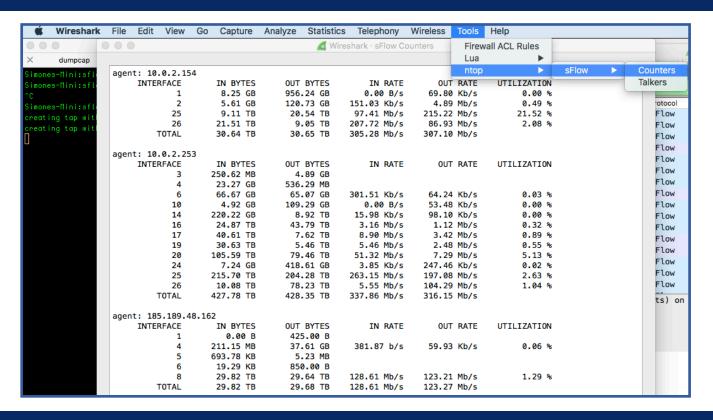






DEMO: Wireshark as an sFlow Collector [1/2]







DEMO: Wireshark as an sFlow Collector [2/2]



