

Tcpreplay v1.3.0 FAQ

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<http://www.sourceforge.net/projects/tcpreplay/>

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1 General Info

1.1 What is this FAQ for?

Tcpreplay is a powerful tool, but with that power comes complexity. While we have done our best to write good man pages for tcpreplay and its associated utilities, we understand that many people may want more information than we can provide in the man pages. Additionally, this FAQ attempts to cover material which we feel will be of use to people using tcpreplay, as well as common questions that occur on the Tcpreplay-Users mailing list.

1.2 What is tcpreplay?

In the simplest terms, tcpreplay is a tool to send network traffic stored in pcap (tcpdump) format back onto the network.

1.3 How can I get tcpreplay's source?

The source code to tcpreplay is available on SourceForge: <http://www.sourceforge.net/projects/tcpreplay>

1.4 What requirements does tcpreplay have?

1. You'll need the libnet library: <http://www.packetfactory.net/libnet/>
2. You'll also need a compatible operating system. Basically, any UNIX-like or UNIX-based operating system should work. Linux, *BSD, Solaris, OS/X and others should all work. If you find any compatibility issues with any UNIX-like/based OS, please let us know.

1.5 How do I compile tcpreplay?

Two easy steps:

1. As a normal user: *./configure && make*
2. As root: *make test -i && make install*

There are some optional arguments which can be passed to the configure script which may help in cases where your libnet or libpcap installation is not standard. If you find that configure isn't completing correctly, run: *./configure --help* for more information.

1.6 Are there binaries available?

Occasionally. And even when we do, generally only for one or two operating systems. Generally speaking, we assume people who want to use a tool like this can figure out how to compile it.

1.7 Is there a Microsoft Windows port?

Sorry, none of the developers have yet to sell their soul.

1.8 How is tcpreplay licensed?

Tcpreplay is licensed under the BSD License. For details, see Appendix A.

1.9 What are some uses for tcpreplay?

Originally, tcpreplay was written to test network intrusion detection devices, however tcpreplay has been used to test firewalls, routers, and other devices. In it's current form, tcpreplay is not very well suited for testing IP stacks or applications running on servers or clients since it is unable to synchronise TCP sequence numbers nor is able to react or use packets sent by other devices as input.

1.10 Where can I get help?

The best place to get help is the Tcpreplay-Users mailing list:

<http://lists.sourceforge.net/lists/listinfo/tcpreplay-users>

2 Basic Usage

2.1 Replaying the traffic

To replay a given pcap as it was captured all you need to do is specify the pcap file and the interface to send the traffic out of:

```
tcpreplay -i eth0 sample.pcap
```

2.2 Replaying at different speeds

You can also replay the traffic at different speeds then it was originally captured. To support this, tcpreplay supports three different flags: -R, -r and -m

Some examples:

- To replay traffic as fast as possible:
tcpreplay -R -i eth0 sample.pcap
- To replay traffic at 10Mbps:
tcpreplay -r 10.0 -i eth0 sample.pcap
- To replay traffic 7.3 times as fast as it was captured:
tcpreplay -m 7.3 -i eth0 sample.pcap
- To replay traffic at half-speed:
tcpreplay -m 0.5 -i eth0 sample.pcap

2.3 Replaying the same file over and over again

Using the loop flag (-l) you can specify that a pcap file will be sent two or more times:

- To replay the sample.pcap file 10 times:
tcpreplay -l 10 -i eth0 sample.pcap
- To replay the sample.pcap an infinite (until CTRL-C is pressed) number of times:
tcpreplay -l 0 -i eth0 sample.pcap

3 Advanced Usage

3.1 Replaying on multiple interfaces

Tcpreplay can also split traffic so that each side of a connection is sent out a different interface. In order to do this, tcpreplay needs the name of the second interface (-j) and a way to split the traffic. Currently, there are two ways to split traffic:

1. -C = split traffic by source IP address
2. -c = split traffic according to a tcpprep cachefile¹

When splitting traffic, it is important to remember that traffic that matches the filter is sent out the primary interface (-i). In this case, when splitting traffic by source IP address, you provide a list of networks in CIDR notation. For example:

- To send traffic from 10.0.0.0/8 out eth0 and everything else out eth1:
tcpreplay -C 10.0.0.0/8 -i eth0 -j eth1 sample.pcap
- To send traffic from 10.1.0.0/24 and 10.2.0.0/20 out eth0 and everything else out eth1:
tcpreplay -C 10.1.0.0/24,10.2.0.0/20 -i eth0 -j eth1 sample.pcap
- After using tcpprep to generate a cache file, you can use it to split traffic between two interfaces like this:
tcpreplay -c sample.cache -i eth0 -j eth1 sample.pcap

3.2 Selectively sending or dropping packets

Sometimes, you want to do some post-capture filtering of packets. Tcpreplay let's you have some control over which packets get sent.

1. -M = disables sending of martian packets. By definition, martian packets have a source IP of 0.x.x.x, 127.x.x.x, or 255.x.x.x
2. -x = send packets which match a specific pattern
3. -X = send packets which do not match a specific pattern

Both -x and -X support a variety of pattern matching types. These types are specified by a single character, followed by a colon, followed by the pattern. The following pattern matching types are available:

1. S - Source IP
Pattern is a comma delimited CIDR notation
2. D - Destination IP
Pattern is a comma delimited CIDR notation
3. B - Both source and destination IP must match
Pattern is a comma delimited CIDR notation
4. E - Either source or destination IP must match
Pattern is a comma delimited CIDR notation
5. P - A list of packet numbers from the pcap file.
Pattern is a series of numbers, seperated by commas or dashes.

Examples:

- To only send traffic that is too and from a host in 10.0.0.0/8:
tcpreplay -x B:10.0.0.0/8 -i eth0 sample.pcap

¹For information on generating tcpprep cache files, see the section on tcpprep.

- To not send traffic that is too or from a host in 10.0.0.0/8:
tcpreplay -X E:10.0.0.0/8 -i eth0 sample.pcap
- To send every packet except the first 10 packets:
tcpreplay -X P:1-10 -i eth0 sample.pcap
- To only send the first 50 packets followed by packets: 100, 150, 200 and 250:
tcpreplay -x P:1-50,100,150,200,250 -i eth0 sample.pcap

3.3 Rewriting destination MAC address

If you ever want to send traffic to another device on a switched LAN, you may need to change the destination MAC address of the packets. Tcpreplay allows you to set the destination MAC for each interface independantly using the -I and -J swiches. Example:

- To send traffic out eth0 with a destination MAC of your router (00:00:01:02:03:04):
tcpreplay -i eth0 -I 00:00:01:02:03:04 sample.pcap
- To split traffic between internal (10.0.0.0/24) and external addresses and to send that traffic to the two interfaces of a firewall:
tcpreplay -i eth0 -j eth1 -I 00:01:00:00:AA:01 -J 00:01:00:00:AA:02 -C 10.0.0.0/24 sample.pcap

3.4 Randomizing IP addresses

Occasionally, it is necessary to have tcprewrite rewrite the source and destination IP addresses, yet maintain the client/server relationship. Such a case might be having multiple copies of tcpdump running at the same time using the same pcap file while trying to stress test firewall, IDS or other stateful device. If you didn't change the source and destination IP addresses, the device under test would get confused since it would see multiple copies of the same connection occuring at the same time. In order to accomplish this, tcpreplay accepts a user specified seed which is used to generate pseudo-random IP addresses. Also, when this feature is enabled, tcpreplay will automatically recalcuate the layer 3 and 4 checksums as needed. Example:

```
tcpreplay -i eth0 -s 1239 sample.pcap &
tcpreplay -i eth0 -s 76 sample.pcap &
tcpreplay -i eth0 -s 239 sample.pcap &
tcpreplay -i eth0 sample.pcap
```

3.5 Replaying (de)truncated packets

Occasionally, it is necessary to replay traffic which has been truncated by tcpdump. This occurs when the tcpdump snaplen is smaller then the actual packet size. Since this will create problems for devices which are expecting a full-sized packet or attempting checksum calculations, tcpreplay allows you to either pad the packet with zeros or reset the packet length in the headers to the actual packet size. In either case, the layer 3 and 4 checksums are recalculated. Examples:

- Pad truncated packets:
tcpreplay -i eth0 -u pad sample.pcap
- Rewrite packet header lenghts to the actual packet size:
tcpreplay -i eth0 -u trunc sample.pcap

3.6 Using Configuration Files

3.7 Replaying Packet Capture Formats Other Than Libpcap

There are about as many different capture file formats as there are sniffers. In the interest of simplicity, tcpreplay only supports libpcap. If you would like to replay a file in one of these multitude of formats, the excellent open source tool Ethereal easily allows you to convert it to libpcap. For instance, to convert a file in Sun's snoop format to libpcap, issue the command:

```
tethereal -r blah.snoop -w blah.pcap
```

and replay the resulting file.

4 Using tcpprep

4.1 What is tcpprep?

Tcp replay can send traffic out two network cards, however it requires the calculations be done in real-time. These calculations can be expensive and can significantly reduce the throughput of tcp replay.

Tcpprep is a libpcap pre-processor for tcp replay which enables using two network cards to send traffic without the performance hit of doing the calculations in real-time.

4.2 How does tcpprep work?

Tcpprep reads in a libpcap (tcpdump) formatted capture file and does some processing to generate a tcp replay cache file. This cache file tells tcp replay which interface a given packet should be sent out of.

4.3 Does tcpprep modify my libpcap file?

No.

4.4 Why use tcpprep?

There are three major reasons to use tcpprep:

1. Tcpprep can split traffic based upon more methods and criteria than tcp replay.
2. By pre-processing the pcap, tcp replay has a higher theoretical maximum throughput.
3. By pre-processing the pcap, tcp replay can be more accurate in timing when replaying traffic at normal speed.

4.5 Can a cache file be used for multiple (different) libpcap files?

Cache files have nothing linking them to a given libpcap file, so there is nothing to stop you from doing this. However running tcp replay with a cache file from a different libpcap source file is likely to cause a lot of problems and is not supported.

4.6 Why would I want to use tcp replay with two network cards?

Tcp replay traditionally is good for putting traffic on a given network, often used to test a network intrusion detection system (NIDS). However, there are cases where putting traffic onto a subnet in this manner is not good enough- you have to be able to send traffic *through* a device such as a router, firewall, or bridge.

In these cases, being able to use a single source file (libpcap) for both ends of the connection solves this problem.

4.7 How big are the cache files?

Very small. Actual size depends on the number of packets in the dump file. Two bits of data is stored for each packet. On a test using a 900MB dump file containing over 500,000 packets, the cache file was only 150K.

4.8 What are these 'modes' tcp-prep has?

tcp-prep has two basic modes which require the user to specify how to split traffic.

- CIDR (-c) mode requires the user to provide a list of networks. Any packet with a source IP in one of these networks gets sent out the primary interface.
- Regex (-r) mode requires the user to provide a regular expression. Any packet with a source IP matching the regex gets sent out the primary interface.

And two auto modes in which tcp-prep decides how to split traffic. Auto modes are useful for when you don't know much about the contents of the dump file in question and you want to split traffic up based upon servers and clients.

- Auto/Router (-a -n router) mode tries to find the largest network(s) that contain all the servers and no clients. Any unknown system is automatically re-classified as servers if it's inside the server network(s), otherwise it is classified as a client.
- Auto/Bridge (-a -n bridge) mode makes the assumption that the clients and servers are horribly intermixed on the network and there's no way to subnet them. While this takes less processing time to create the cache file it is unable to deal with unknown systems.

4.9 Splitting traffic based upon IP address

Tcp-prep supports the same CIDR mode that tcp-replay supports using the -c flag (tcp-replay uses -C). Additionally, tcp-prep also supports regex(7) regular expressions to match source IP addresses using the -r flag.

4.10 Auto Mode

4.10.1 How does Auto/Bridge mode work?

Tcp-prep does an initial pass over the libpcap file to build a binary tree (one node per IP). For each IP, it keeps track of how many times it was a client or server. It then does a second pass of the file using the data in the tree and the ratio to determine if an IP is a client or server. If tcp-prep is unable to determine the type (client or server) for each and every packet, then auto/bridge mode will fail. In these cases, it is best to use auto/router mode.

4.10.2 How does Auto/Router mode work?

Tcp-prep does the same first pass as Auto/Bridge mode. It then tries to convert the binary tree into a list of networks containing the servers. Finally it uses the CIDR mode with the list of server networks in a second pass of the libpcap file. Unlike auto/bridge mode, auto/router mode can always successfully split IP addresses into clients and servers.

4.10.3 Determining Clients and Servers

Tcp-prep uses the following methods in auto/router and auto/bridge mode to determine if an IP address is a client or server:

- Client:
 - TCP with Syn flag set
 - UDP source/destination port 53 (DNS) without query flag set
 - ICMP port unreachable (destination IP of packet)
- Server:
 - TCP with Syn/Ack flag set
 - UDP source/destination port 53 (DNS) with query flag set
 - ICMP port unreachable (source IP of packet)

4.10.4 Client/Server ratio

Since a system may send traffic which would classify it as both a client and server, it's necessary to be able to weigh the traffic. This is done by specifying the client/server ratio (-R) which is by default set to 2.0. The ratio is the modifier to the number of client connections. Hence, by default, client connections are valued twice as high as server connections.

4.11 Selectively sending/dropping packets

Tcpdump supports the same -x and -X options to selectively send or drop packets.

4.12 Using tcpdump cache files with tcpdump

Just run:

```
tcpdump -c sample.cache -i eth0 -j eth1 sample.pcap
```

5 Tuning OS's for high performance

Regardless of the size of physical memory, UNIX kernels will only allocate a static amount for network buffers. This includes packets sent via the "raw" interface, like with tcpdump. Most kernels will allow you to tweak the size of these buffers, drastically increasing performance and accuracy.

NOTE: Please note that the following information is provided based upon our own experiences or the reported experiences of others. Depending on your hardware and specific hardware, it may or may not work for you. It may even make your system horribly unstable, corrupt your harddrive, or worse.

5.1 Linux 2.4.x

The following is known to apply to the 2.4.x series of kernels. If anyone has any information regarding other kernel versions, please let us know. By default Linux's tcpdump performance isn't all that stellar. However, with a simple tweak, relatively decent performance can be had on the right hardware. By default, Linux specifies a 64K buffer for sending packets. Increasing this buffer to about half a megabyte does a good job:

```
echo 524287 >/proc/sys/net/core/wmem_default  
echo 524287 >/proc/sys/net/core/wmem_max  
echo 524287 >/proc/sys/net/core/rmem_max  
echo 524287 >/proc/sys/net/core/rmem_default
```

On one system, we've seen a jump from 23.02 megabits/sec (5560 packets/sec) to 220.30 megabits/sec (53212 packets/sec) which is nearly a 10x increase in performance. Depending on your system, different numbers may provide different results.

5.2 *BSD

*BSD systems typically allow you to specify the size of network buffers with the NMBCLUSTERS option in the kernel config file. Experiment with different sizes to see which yields the best performance. See the options(4) man page for more details.

6 Required Libraries

6.1 Libpcap

As of tcpdump v1.4, you'll need to have Libpcap installed on your system. Any recent Libpcap version should do, but we only test our code with the latest version: 0.7.1. Libpcap can be obtained here: <http://www.tcpdump.org/>

6.2 Libnet

Tcpdump v1.3 is the last version to support the old Libnet API (everything before 1.1.x). As of v1.4 you will need to use Libnet 1.1.0 or better which can be obtained from the Libnet homepage: <http://www.packetfactory.net/Projects/Libnet/>

7 Common Errors

7.1 Can't open eth0: libnet_select_device(): Can't find interface eth0

Generally this occurs when the interface (eth0 in this example) is not up or doesn't have an IP address assigned to it. For example:
ifconfig eth0 1.1.1.1 netmask 255.255.255.0 up

Will do the trick on most operating systems.

7.2 100000 write attempts failed from full buffers and were repeated

When tcpdump displays a message like "100000 write attempts failed from full buffers and were repeated", this usually means the kernel buffers were full and it had to wait until memory was available. This is quite common when replaying files as fast as possible with the "-R" option. See the tuning OS section in this document for suggestions on solving this problem.

7.3 Invalid mac address: 00:00:00:00:00:00

Currently tcpdump reserves the MAC address of 00:00:00:00:00:00 as reserved for internal use. Hence you can't rewrite the destination MAC address of packets to be all zeros. While we intend to fix this someday it's not currently high on our priority list, so let us know if we should re-prioritize things.

8 Other pcap tools available

8.1 Tools to capture network traffic or decode pcap files

- tcpdump
<http://www.tcpdump.org/>
- ethereal
<http://www.ethereal.com/>
- ettercap
<http://ettercap.sourceforge.net/>

8.2 Tools to edit pcap files

- tcpdump
Splits pcap files into smaller files
Tcpdump
- mergecap
Merges two pcap capture files into one
Ethereal
- pcapmerge
Merges two or more pcap capture files into one
Tcpdump

- editcap
Converts capture file formats (pcap, snoop, etc)
Ethereal

8.3 Other tools

- capinfo
Prints statistics and basic information about a pcap file
Tcpreplay
- text2pcap
Generates a pcap capture file from a hex dump
Ethereal

Appendix

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