

nDPI - Quick Start Guide Open and Extensible GPLv3 Deep Packet Inspection Library

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## 1. Introduction

nDPI is a DPI library based on OpenDPI and currently maintained by ntop.

In addition to Unix, we also support Windows, in order to provide you a cross-platform DPI experience. Furthermore, we have modified nDPI to be more suitable for traffic monitoring applications, by disabling specific features that slow down the DPI engine while making them un-necessary for network traffic monitoring.

nDPI allows application-layer detection of protocols, regardless of the port being used. This means that it is possible to both detect known protocols on non-standard ports (e.g. detect http non ports other than 80), and also the opposite (e.g. detect Skype traffic on port 80). This is because nowadays the concept of port=application no longer holds.

Over the past few months we have added several features including:

- Enhancement of the demo <u>pcapReader</u> application both in terms of speed/features and encapsulations supported (for instance you can now analyse GTP tunnelled traffic).
- Ability to compile nDPI sinide the Linux kernel so that you can use it for developing efficient kernel-based modules.
- Various speed enhancements so that nDPI is now faster than its predecessor.
- Added many protocols (to date we support ~170 protocols) ranging from "business" protocols such as SAP and Citrix, as well as "desktop" protocols such as Dropbox and Spotify.
- Ability to define port (and port range)-based protocol detection, so that you can complement protocol detection with classic port-based detection.
- In order to let nDPI support encrypted connections, we have added a decoder for SSL (both client and server) certificates, thus we can figure out the protocol using the encryption certificate. This allows us to identify protocols such as Citrix Online and Apple iCloud that otherwise would be undetected.
- Ability to support sub-protocols using string-based matching

#### 1.1 Download Source

nDPI is automatically downloaded when you build ntop and nProbe. However nothing prevents you from using it as a standalone DPI library. The source code can be downloaded from the <a href="https://svn.ntop.org/svn/ntop/trunk/nDPI/">https://svn.ntop.org/svn/ntop/trunk/nDPI/</a>.

# 2. nDPI Library

### 2.1 Compiling nDPI Source Code

Start using nDPI Library is very simple. In order to compile this library you must meet certain prerequisites such as:

```
GNU autotools/libtool gawk gcc
```

To do this you need to install them using the following commands:

```
Fedora yum groupinstall "Development tools", yum install gcc-c+
Debian apt-get install build-essential
Mac OSX port install XXX (Please install macports)
```

Once done that, you can compile the nDPI source code as follows:

```
cd <nDPI source code directory>
./configure
make
```

### 2.2 Compiling the demo pcapReader Source Code

Starting using pcapReader demo is also simple. In order to compile this you must use the following command:

```
cd <nDPI source code directory>/example
make
```

# 2.3 pcapReader Command Line Options

The demo pcapReader application can be used both in terms of speed/features analysis and encapsulations support. In particular, it is possible to specify a lot of command line options.

The available options and a minimal explanation of each option are listed below:

```
pcapReader -i <file|device> [-f <filter>][-s <duration>]
           [-p <protos>][-l <loops>[-d][-h][-t][-v <level>]
Usage:
                             | Specify a pcap file to read packets from or a device
  -i <file.pcap|device>
                             | for live capture
                             | Specify a BPF filter for filtering selected traffic
  -f <BPF filter>
  -s <duration>
                             | Maximum capture duration in seconds (live traffic
                             | capture only)
                            | Specify a protocol file (eg. protos.txt)
| Number of detection loops (test only)
  -p <file>.protos
  -1 <num loops>
  -d
                             | Disable protocol guess and use only DPI
  - t.
                             | Dissect GTP tunnels
                             | This help
  -h
  -v <1|2>
                             | Verbose 'unknown protocol' packet print. 1=verbose,
                             | 2=very verbose
```

#### -i <file.pcapldevice>

This specifies a pcap file to read packets from or a device for live capture. Only one of these two can be specified.

#### -f <BPF filter>

It specifies a BPF filter for filtering selected traffic. It allows nDPI to take only those packets that match the filter (if specified).

#### -s <duration>

It defines the capture duration in seconds, only for live traffic capture.

#### -p <file>.protos

It specifies a protocol file (e.g. protos.txt) to expand the support of sub-protocols and port-based protocol detection.

#### -I < num loops>

Number of detection loops (test only).

-d

This flag disables the nDPI protocol guess and uses only DPI.

-†

It dissects GTP tunnels

-h

It prints the pcapReader help.

#### -v <1|2>

Using this flag, pcapReader generates verbose output that can be used to tune its performance. Number one is the lowest level that displays the packets with 'unknown protocol', number two is more verbose.

#### 2.4 Protocol File

nDPI has the ability to support sub-protocols using string-based matching. This is because many new sub-protocols such as Apple iCloud/iMessage, WhatsApp and many others use HTTP(S) that can be detected by decoding the SSL certificate host or the HTTP "Host:". Thus we have decided to embed in nDPI an efficient string-matching library based on the popular Aho-Corasick algorithm for matching hundred of thousand sub-strings efficiently (i.e. fast enough to sustain 10 Gbit traffic on commodity hardware).

You can specify sub-protocols at runtime using a protocol file with the following format:

```
# Subprotocols
# Format:
# host:"<value>",host:"<value>",....@<subproto>
host:"googlesyndacation.com"@Google
host:"venere.com"@Veneer
```

in addition you can specify a port-based protocol detection using the following format:

```
# Format:
# <tcp|udp>:,<tcp|udp>:,....@
tcp:81,tcp:8181@HTTP
udp:5061-5062@SIP
tcp:860,udp:860,tcp:3260,udp:3260@iSCSI
tcp:3000@ntop
```

You can test your custom configuration using the pcapReader (use -p option) application or enhance your application using the ndpi\_load\_protocols\_file() nDPI API call.

# 3. Examples

In this section we show some pcapReader use cases.

### 3.1 Live Capture Mode

The following example shows the pcapReader live capture mode by using the parameter -i to specify the device and the parameter -s to specify the live capture duration.

# 3.2 pcap Capture Mode

The most simple way to create a pcap file is to use topdump command as in the following example:

```
ntop$ tcpdump -ni eth0 -s0 -w /var/tmp/capture.pcap -v
tcpdump: listening on en1, link-type EN10MB (Ethernet), capture size 65535 bytes
Got 0
Got 64
Got 75
Got 76
^C122 packets captured
122 packets received by filter
0 packets dropped by kernel
```

Once the pcap file has been created you will be able to launch the demo pcapReader with the parameter -i:

```
* NOTE: This is demo app to show *some* nDPI features.
* In this demo we have implemented only some basic features
* just to show you what you can do with the library. Feel
* free to extend it and send us the patches for inclusion
```

\$ ./pcapReader -i /var/tmp/capture.pcap

#### 3.3 Protocol File

In order to clarify the features of the protocol file we are now going to explain how you can identify the flow of ntop.org.

For instance it is possible to do it by editing protos.txt.

```
ntop$ echo 'host:"ntop.org"@nTop'> protos.txt
```

Once the protocol file has been modified you will be able to launch the demo pcapReader with the parameter -p:

```
$ ./pcapReader -i en1 -s 30 -p protos.txt
* NOTE: This is demo app to show *some* nDPI features.
* In this demo we have implemented only some basic features
^{\star} just to show you what you can do with the library. Feel
^{\star} free to extend it and send us the patches for inclusion
Using nDPI nDPI ($Revision: #### $)
Capturing live traffic from device enl...
Capturing traffic up to 30 seconds
WARNING: only IPv4/IPv6 packets are supported in this demo (nDPI supports both IPv4
and IPv6), all other packets will be discarded
pcap file contains
                                                      of 4757 packets total
           IP packets: 4755
IP bytes: 1766370
           Unique flows: 245
           Guessed flow protocols: 16
Detected protocols:

      ted protocols:

      Unknown
      packets: 1
      bytes: 94
      flows: 1

      DNS
      packets: 38
      bytes: 5160
      flows: 19

      HTTP
      packets: 265
      bytes: 59831
      flows: 20

      SSDP
      packets: 20
      bytes: 9564
      flows: 14

      SSL
      packets: 33
      bytes: 2572
      flows: 13

      DropBox
      packets: 17
      bytes: 2481
      flows: 6

      Skype
      packets: 12
      bytes: 944
      flows: 2

      Google
      packets: 2544
      bytes: 612765
      flows: 94

      nTop
      packets: 407
      bytes: 66765
      flows: 32
```

### 4 API nDPI

In this section the nDPI API is highlighted.

The demo pcapReader will be now taken has a basic example to show how to initialize the library. It is required to have a compiled library and a properly configured Makefile (i.e the demo Makefile).

To start to using the API of nDPI within your application - in addition to your includes - you must also add the following include file:

```
#include "ndpi main.h"
```

The library can be initialized as follows:

1. Declare the protocol bitmask and initialise the detection module

This function will allow you to initialise the detection module. The fields have the following meanings:

• u\_int32\_t ticks\_per\_second;

The timestamp resolution per second (like 1000 for millisecond resolution).

- void\* (\*\_\_ndpi\_malloc)(unsigned long size);
- Function pointer to a memory allocator.
- •void\* (\*\_\_ndpi\_free)(void\* prt);

Function pointer to a debug output function, use NULL in productive environments.

2. Enable all protocols (note that you can enable a subset of the protocols if you) via the appropriate macro and set them within the detection module.

```
// enable all protocols
NDPI_BITMASK_SET_ALL(all);
ndpi set protocol detection bitmask2(ndpi struct, &all);
```

This function will allow you to set the protocol bitmask already defined within the detection module.

3. In order to load an existing protocol file you must use the following function:

```
dpi_load_protocols_file(ndpi_struct, _protoFilePath);
```

4. Once captured the flows from your pcap file or ingress device, they can be analyzed by using the following function:

```
protocol = (const u_int32_t)ndpi_detection_process_packet(
```

```
ndpi_struct,
ndpi_flow,iph ? (uint8_t *)iph : (uint8_t *)if,
ipsize,
time,
src,
dst);
```

The fields have the following meanings:

- struct ndpi\_detection\_module\_struct \*ndpi\_struct;
   The detection module.
- struct ndpi\_flow\_struct \*flow;
   Flow void pointer to the connection state machine.
- const unsigned char \*packet;
   The packet as unsigned char pointer with the length of packetlen. The pointer must point to the Layer 3 (IP header).
- const unsigned short packetlen;
   Packetlen the length of the packet.
- •const u\_int32\_t current\_tickt; The current timestamp for the packet.
- struct ndpi\_id\_struct \*src;
   Void pointer to the source subscriber state machine.
- struct ndpi\_id\_struct \*dst;
   Void pointer to the destination subscriber state machine.
- 5. Once the flows have been analysed, it is necessary to destroy the detection module via the use of the following function:

```
ndpi_exit_detection_module(ndpi_struct, free_wrapper);
```

The fields have the following meanings:

- struct ndpi\_detection\_module\_struct\* ndpi\_struct; The detection module to be cleared.
- void (\*ndpi\_free) (void \*ptr);
   Function pointer to a memory free function.

For further information we suggest to read the files

nDPI/example/pcapReader.c, nDPI/src/include/ndpi\_structs.h, nDPI/src/include/ndpi\_public\_functions.h nDPI/src/ndpi\_main.c.

The protocol dissector files are contained in the nDPI/src/protocols directory.