

## **Introduction**

SMB - Server Message Block

CIFS - Common Internet File system

- Network Protocol used in windows OS since Windows for Workgroups
- used for file sharing on a LAN (using Network Neighborhood or My Network Places icons)
- Operations such as read, write, create, delete, rename etc can be done on files located on a remote server
- High level protocol Application / Presentation layer in OSI model

# **Features**

- Client Server architecture
  - Remote File operations(Mapping network drives)
  - Browsing (Network Neighborhood)
  - Authentication (Windows NT, 2000)

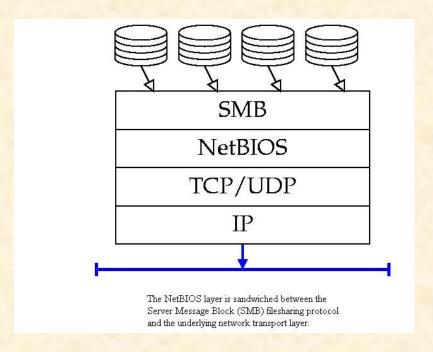
- Other Operating systems
  - Unix, Linux Samba
  - Apple computers
  - OS/2

# **History**

- In 1984 IBM (Barry Feigenbaum) created SMB protocol
- IBMdeveloped an API for network communication between hosts on a subnet NetBIOS API.
- Combined with a transport protocol to be called NetBEUI NetBIOS Enhanced User Interface(PC-Network). Other transport protocols used were DECnet, IPX/SPX, TCP/IP
- In 1988 Microsoft & Intel modified the protocol titled "Core Protocol" using NetBIOS API for delivery of upper layer CIFS packets
- In 1996 SMB was renamed as CIFS with new features
- SMB / CIFS –NetBIOS over TCP used by Microsoft till windows 2000.
- Windows support 6 different variations of the CIFS protocol. Nearly 100 different operations supported
- Various versions of CIFS packets
- Internet Engineering Task Force and Storage Networking Industry Association CIFS 1.0 specification ... History table
- Samba

# NetBIOS over TCP

- NBT (acronym)
   specifications were
   documented in 1987 in
   RFC 1001 & 1002
- Three services are essential for CIFS implementation
  - Name Service
  - Session Service
  - Datagram Service



## Name Service

- Includes Name registration and Name query
- NetBIOS names are human readable computer names
- Just as DNS system in TCP/IP world these names should be registered and translated to IP address for transport of packets
- DNS names and IP are statically held in a server, whereas with NetBIOS the names are registered dynamically when the computer boots.
- Done by broadcasting or by using NetBIOS name server(NBNS or WINS)
- Computers are configured to use:
  - Broadcast only(b-node)
  - NBNS only (p-node)
  - Broadcast first and NBNS next if no response (m-node)
  - NBNS and Broadcast if server is unresponsive (n-mode)

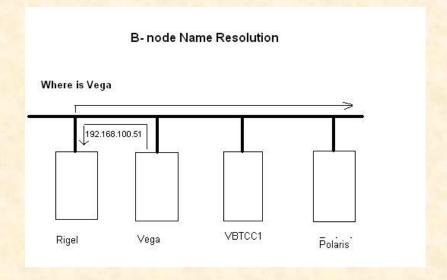
## Name registration

- B node
- Builds a NetBIOS name registration Packet and broadcasts over subnet using UDP protocol on port 137
- Contains the desired name and IP address
- Repeats three times with 250 milliseconds interval
- Any computer having the same name sends a defense packet back.
- If no defense packet is received the computer has successfully registered its name.

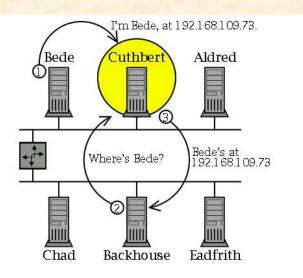
- $\bullet$  P node
- Builds a NetBIOS name registration packet and unicasts to the NBNS using UDP protocol on port 137
- NBNS searches it database
- If an entry with the same name is present, a negative name reg. Packet is sent. Otherwise a positive response packet is sent.

### Name query

- B node
- IP address of machines are required for transport of CIFS packets
- The name query request is broadcast over the subnet via UDP on port 137.Request contains the name
- Repeats 3 times with 5 seconds interval
- Either receives a positive name query response containing IP address or nothing



- $\bullet$  P node
- Name query request packet containing NetBIOS name is unicast to NBNS via UDP on port 137
- NBNS searches its data base and responds with a positive response with IP address, if a match is found. Otherwise it sends a negative response



- 1. Node Bede registers its name with Cuthbert, the NBNS (WINS server).
- 2. Node Backhouse sends a query to Cuthbert when looking for Bede.
- 3. Cuthbert provides the IP address of Bede to Backhouse.

## Session Service

- Session is a reliable and sequential message exchange between a pair of NetBIOS applications
- TCP on port 139 is used to emulate session service functionality
- CIFS uses this service to send all upper layer commands like file, printer operations
- The following functions that are mapped into TCP:
  - CALL initiate a NetBIOS session. Mapped into TCP as initiating and creating a full duplex TCP connection. Send a call packet containing client and server names
  - LISTEN wait for NetBIOS call.Mapped into TCP as server waiting on port 139 for session request
  - HANG UP end a NetBIOS session.Initiates A TCP teardown sequence

- SEND send a message. Mapped into TCP by encapsulating the data with a small header that contains message size and then sending the data over TCP
- RECEIVE receive e message. Mapped into TCP as receiving from TCP stream till the entire message has arrived.
- SESSION STATUS –obtain information about the requester sessions

## **Datagram Service**

- CIFS implementations need only session and name service, but they include this service for browsing to find CIFS servers on the network
- Browsing is not part of CIFS protocol
- Datagram service is unreliable, nonsequenced, connectionless service
- UDP protocol on port 138 used to implement NetBIOS datagram service
- NetBIOS datagram packets have a header which contains the name of the sender and if the datagram is framented
- CIFS could be run over TCP without NetBIOS, DNS and domain names providing name service, session service running directly over TCP, datagram service directly over UDP

## **CIFS Properties**

- client send requests and server respond to request
- Multiple simultaneous requests outstanding
- Each request has a unique Multiplex id (MID).when server responds to this request, it contains the MID.Client can identify for which request the reply has come.
- <u>Command based:</u> Each CIFS packet has 1 byte command field. Function of the packet is based on this command. The reply to the client also has the same command code.
- Protocol negotiation: There are many versions of the protocol. Each version is called a <u>dialect</u> and is assigned a unique string eg "PC NETWORK PROGRAM 1.0" or "NT LM 0.12". The first packet from client to server is the dialect negotiate packet. The client lists the dialects it understands. In the response packet the server indicates the dialect that it would communicate or it understands none.

<u>User/share level security:</u> The server which allows either files or printer to be shared by clients can restrict the access in two ways:-

User level security: The client should provide username and password to access the share. Implemented in windows NT and 2000

Share level security: The share requires only a password, implemented in Windows 95 and 98

Encryption: Both the security use encryption for the password, NT style or LAN Manager style, challenge-response authentication. The server sends a random string and client replies both random string and password.

Command batching: Many CIFS packets are capable of piggybacking other CIFS packets to reduce response latency and better network bandwidth utilization.

Opportunistic locking: This blocks multiple users modifying a same file at the same time. The server provides this oplock when a client opens a file.

## **CIFS Packet**

0   1   2   3   4   5	7 0 1 2 3	4 5 6	7 0	1 1 2	3	4	5 8	7	0	1	2	3	4	5	6	7
0xFF	·S.	R			M					B						
Command	Error (	Error Class			Must be zero					Error Code						
Error Code (continued	) Flag	Flags			Flags2											
	Pad or security sign	ature – typi	ally p	ad and	there	fore r	must b	e zer	0							
Tree ID (TID)				Process ID (PID)												
User ID (UID)				Multiplex ID (MID)												
WordCount	ParameterWord	ParameterWords[WordCount] – the number of words in this variable size section is specified by the WordCount variable.										ру				
	Byte Count															
Buffer (Byte Cor	int) – the number of byte	e in this var	ahla d	eiza earl	ion is	ener	ified h	v the	Rvite	Cor	int va	ariak	nle			_

#### CIFS Packet

- Header 4 byte
- Command 1 byte
- Error class & code 1 & 2
- Flags & Flags2 various options
- Tree ID identifies the resource.TID given by server after receiving the name from client
- Process ID –identifies the process on the client which issued the request
- User ID after verifying username and password, server issues an UID for a session
- Multiplex ID allows multiple outstanding client requests to exist without any confusion. Server reply has MID to correlate.

## CIFS Packet(contd.)

- Word Count and parameter words: These fields hold command specific data. The parameter words (various packet options) can be of variable length which is specified by the word count.
- Byte Count and buffer: Buffer hold a variable amount of raw data which is specified by the byte count.

## **Example Packet sequence**

#### **Example one: to connect to a server resource**

Packet #1, request from client to establish a NetBIOS session

First client establishes a full duplex TCP connection with server on port 139. Then it builds and send a NetBIOS session request packet which contains client name and server name and the command for session setup.

Packet#2,response from server

The server sends a session established acknowledgement (or an error code)

Packet#3, client request for dialect negotiation

SMB\_COM\_NEGOTIATE command, a unique MID and a list of dialect it understands in the buffer

Packet#4,response from server of dialect chosen

MID and command are same as above, dialect is in parameter words and a eight byte random string in buffer for encryption.

Packet#5,request from client for user login

SMB\_COM\_SESSION\_SETUP\_ANDX command,username,password and other strings that identify the operating system

Packet#6,response from server

Error code if authentication fails or UID which client would send in further packets.Buffer contains details about server OS and LAN manager

## Example one contd.

Packet#7, request from client to connect to a shared resource SMB\_COM\_TREE\_CONNECT\_ANDX command, share name in UNC in the buffer,UID that server gave

Packet#8,response from server indication Tree ID

TID if share exists and required permission is there or error code and class,file system type an device type in the buffer

## Example for file open and read

Packet#1, request from client to open a file

SMB\_COM\_OPEN\_ANDX command, file name to be opened in the buffer, options in parameter words about the opening mode and share mode

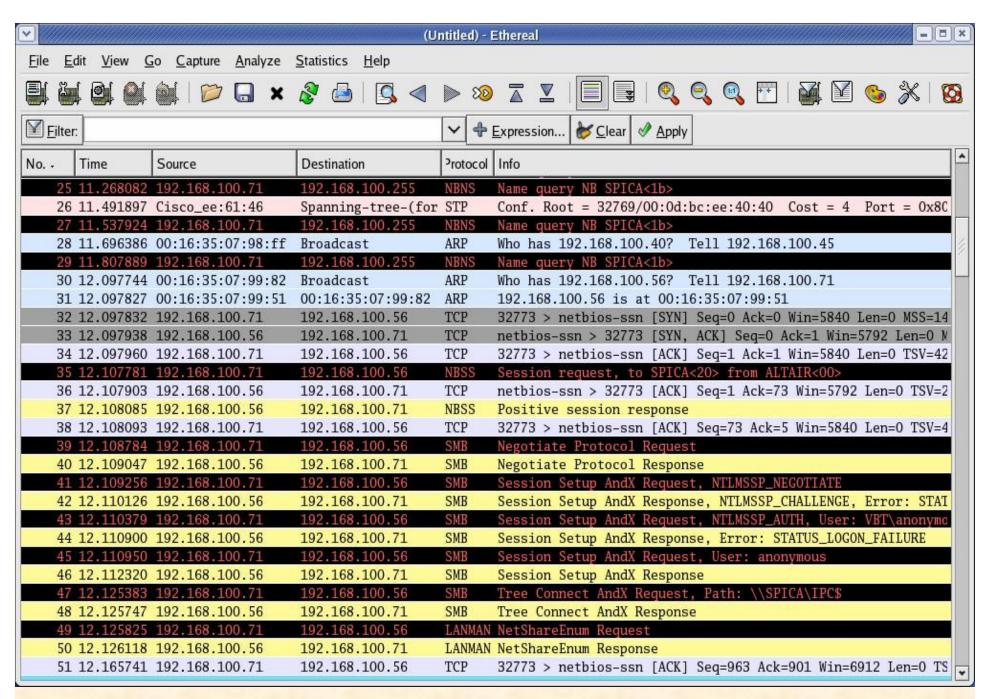
Packet#2,response from server indicating File ID

IF file exists and UID has permission ,FID is sent in the parameter field or error code and class

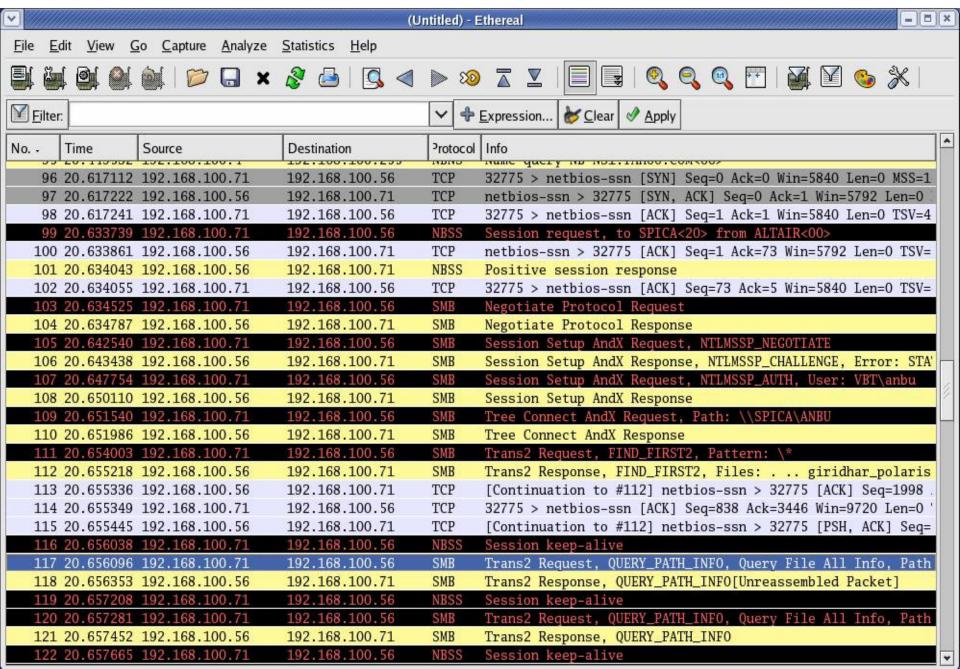
Packet#3, request from client for file read

SMB\_COM\_READ\_ANDX command, no data in buffer, FID, file offset and 16 bit value which specifies the file offset and the amount of data required for reading

Packet#4, response from server with file data Buffer holds the file data requested



Smb://spica (from 192.168.100.71 to .56)

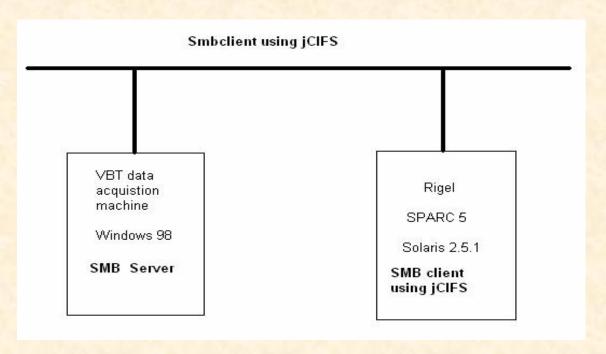


Smb://spica/anbu (from 192.168.100.71 to .56)

## Requirements for file sharing at VBO

- CCD Data Acquisition systems ,windows based
- Data reduction in Solaris or Linux systems
  - Photometrics, Pixcellent, IIA Echelle systems
  - ftp used
  - Transfer of bulk data in multiple directories tiresome

# Java Smbclient using jCIFS libray (RemoteCopy)

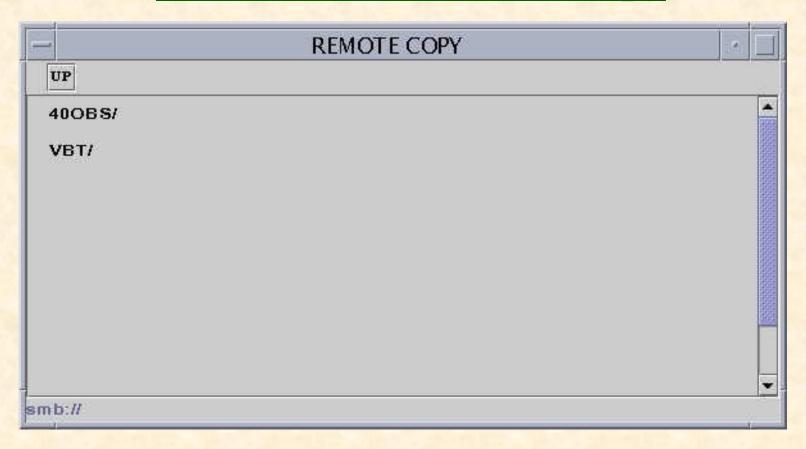


- **<u>iCIFS</u>** is Open Source client library for SMB protocol implemented in Java by the Samba team
- Created a GUI for smbclient in a Sparc5 workstation hosting Solaris 2.5.1 (with no SMB server) to connect to shares on data acquisition (windows based)
- Copy files from shares to local file system and vice versa

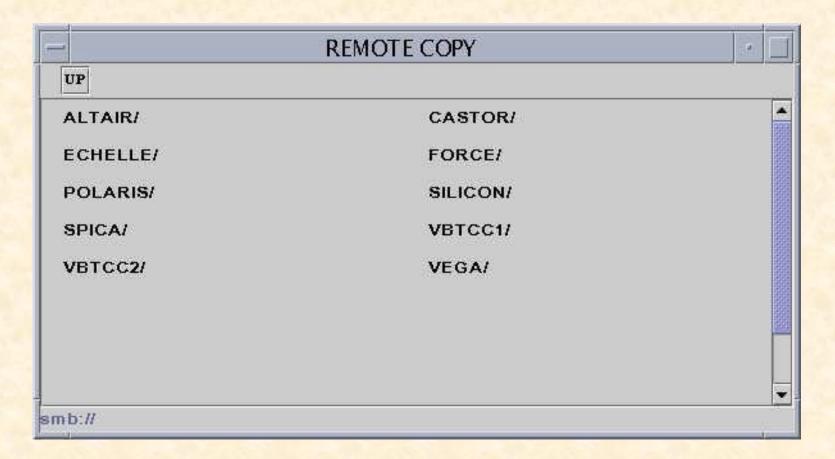
# RemoteCopy (pc\_copy)

- jCIFS version 0.6.8 used for Java 1.2 for Solaris 2.5.1
- Popup menus added instead of menu bar
- Authentication was added
- Added modules to copy files across SMB Servers
- Installed Samba servers for Solaris 2.5.1, 2.8
- Configured Samba shares in all Unix and Linux systems to facilitate easy data transfer.

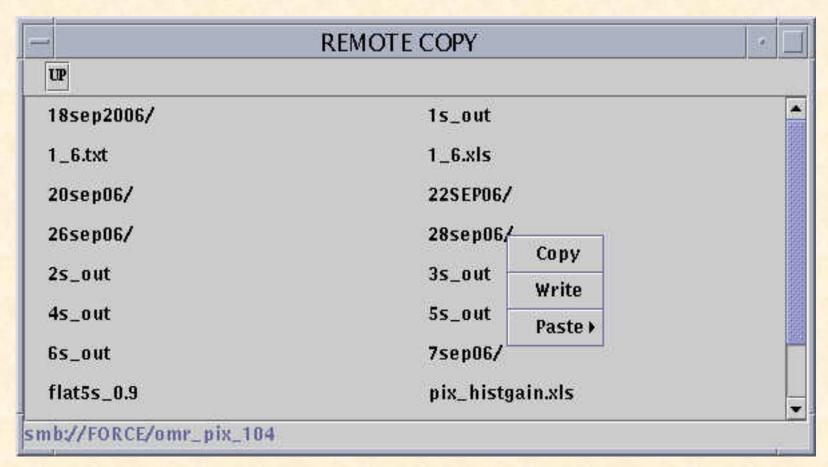
# **Screenshots of RemoteCopy**



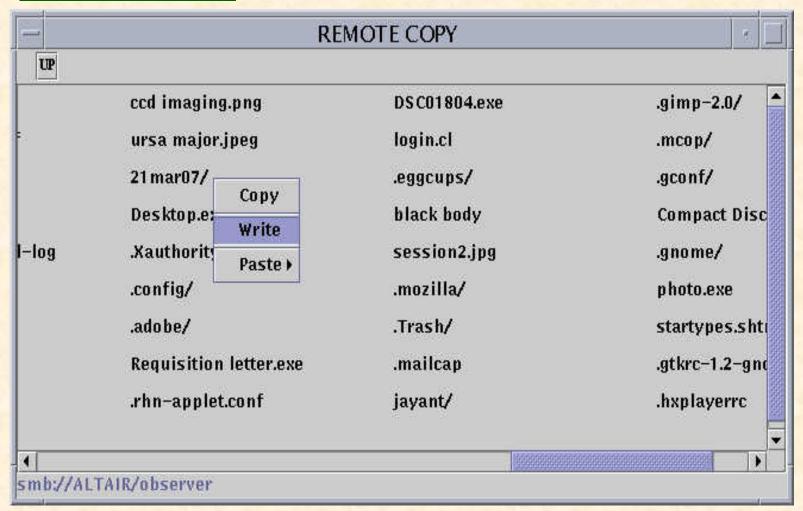
Java RemoteCopy smb://



SMB Servers in VBT workgroup



• Source directory to be copied:smb://FORCE/omr\_pix04/28sep06



• Destination directory:smb://ALTAIR/observer/21mar07



Console output

## Further reading:-

Under Network Neighborhood | Linux Magazine <a href="http://www.linux-mag.com/id/785/">http://www.linux-mag.com/id/785/</a>

CIFS Explained – white paper by John Kleven <a href="http://www.codefx.com/whitepapers.htm">http://www.codefx.com/whitepapers.htm</a>

Implementing CIFS – online book by C.Hertel <a href="http://ubiqx.org/cifs/index.html">http://ubiqx.org/cifs/index.html</a>

# Glossary

- CIFS implementations
- Pc\_copy details