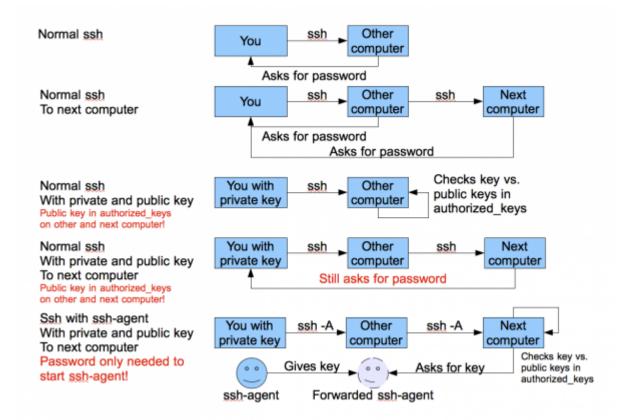
SSH Usage on CEP

We use the Secure Shell (ssh) on CEP to connect to different systems. This page explains how this can be used without having to supply a password each time you want to connect to a system. The image below tries to explain the process:

With normal ssh you always have to give a password. If you use a private and public key, you can access systems where your public key is in \$HOME/.ssh/authorized_keys from the system where you have the private key. With the ssh-agent explained below, you can ssh to *any* system without having to supply a password. (very useful to run things on nodes of a cluster, or other remote machines.



Generating keys

Linux or OS X

The first thing you need to do is generate an authorisation key using the DSA algorithm, which means you need to do the following once. You need to have a somewhat recent version of OpenSSL on your system for this to work:

```
ssh-keygen -tdsa
cp .ssh/id_dsa.pub .ssh/authorized_keys
```

Use cat or some editor like vi, kate or emacs if authorized keys already exists and can't be simply

copied. Copy your .ssh/authorized_keys to the \$HOME of each system you want access to. **Please make sure you use a passphrase to encrypt your private key**, to prevent easy access. When using the instructions below on the ssh-agent, you'll only have to provide it once each time you use the systems.

Windows

Windows users can download the Putty toolkit from

http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html. Please select the Windows Installer as that contains the whole package.

After installing, you'll have the Putty program, and several help programs such as Pageant.

Select from the Programs menu the Putty section and select PuttyGen.

- Select in the Paramaters section the key type (e.g., SSH-2 DSA).
- Press the Generate button.
- Now you'll have to move your mouse over the grey area below the progress bar.
- Once done, you'll get a screen like the one shown below.
- Enter a passphrase (and confirm).
- Now you can save the public and private key files in a location of your choice.

ኛ PuTTY Key Ge	enerator		? >			
File Key Conversion	ns Help					
- Key						
Public key for pasting in	to OpenSSH authoriz	ed_keys file:				
ssh-dss						
AAAAB3NzaC1kc3MAAACBALaCn29Avf7F761RECy+ANHksURa9Jf9imr6A1qbf0Bcly CcHXLatNotq9AGYWvEQQKvek+W31iQ20Ep3A+UVhZrdIwEauFaEiXzUqBBjR/12E						
mE50hRISJT/U9cnpFe DUJaeiDL/eMR0GS6E	exvRkcd3nNIN14pJL	Jergi77CEYhMlcrseOg	JdlaSJT25AAAAFQ			
Key fingerprint:	ssh-dss 1024 f9:0c:e	8:3d:ef:d3:37:44:cf:a4	1:45:68:46:18:19:75			
Key comment:	dsa-key-20091005					
Key passphrase:						
Confirm passphrase:						
·	·					
Actions						
Generate a public/private key pair Load an existing private key file			Generate			
			Load			
Save the generated key	,	Save public key	Save private key			
Parameters						
Type of key to generate C SSH-1 (RSA)	C SSH-2 RS	A © S	SSH-2 DSA			
Number of bits in a gene	erated key:		1024			

Using an SSH-Agent

An ssh-agent is a small program that when you start work is used to unlock the *passphrase protected private key* you generated above. The ssh-agent will from that point on automatically supply the right answers to any ssh session, if you use ssh -A each time you connect to another system.

Detailed information on how to setup ssh agent forwarding can be found here and here.

Linux

The ssh-agent runs in the user's local PC, laptop, or terminal. Authentication data need not be stored on any other machine, and authentication passphrases never go over the network. Also, the connection to the agent is forwarded over SSH remote logins, and the user can thus use the privileges given by the identities anywhere in the network in a secure way.

If you start the ssh-agent it creates a socket in /tmp and then generates a few commands on stdout which serve to set environmental variables and to tell you which PID the agent has. An example:

SSH_AUTH_SOCK=/tmp/ssh-jpIaV4861/agent.4861; export SSH_AUTH_SOCK; SSH_AGENT_PID=4862; export SSH_AGENT_PID; echo Agent pid 4862;

By 'eval'uating this code, the variables SSH_AUTH_SOCK and SSH_AGENT_PID will be set. You can use the SSH_AGENT_PID, for example, to kill the agent when you log off. The agent itself recognises the variable and commits suicide when you type:

ssh-agent -k

The SSH_AUTH_SOCK variable is mainly used by the program ssh-add, which uses it to determine with which agent to communicate. To get your agent running in (t)csh type:

```
eval `ssh-agent`
ssh-add
```

Please note the back-quotes. If you have bash, you might use the more readable:

eval \$(ssh-agent)
ssh-add

More advanced ways to use ssh-agent on Linux.

OS X

Recent versions of OS X (10.5 "Leopard" or later) have ssh-agent integration built in – and integrated with the system keychain for passphrase management. See this blog post for details.

On older versions of OS X, install SSH Agent 1.1 or SSHKeyChain and set it to Open at Login or use the

same commands as on Linux.

00	SSH Identities
È 🛇 💄	Enter passphrase for /Users/renting/.ssh/id_dsa:
Name	Add to keychain
	Cancel
	No identity selected

If you have this set up, then you can easily make bookmarks in iTerm to access machines and forward the ssh-agent. An example with some of the LOFAR machines is shown in the image below.

00		Bookmarks		
Name	Command		Farminal Keybo	
▶ DWINGELOO		Name	lexar001	
▼LOFAR		Command tal.lofar.eu "ssh -X -A lexar001"		
lcs023	ssh -Y -A -t portal.lofar.eu "ssh -X -A lcs023"		talioiarieu 3311 - A - A lexaloo1	
lfe001	ssh -Y -A -t portal.lofar.eu "ssh -X -A lfe001"	Working Dir		
lse001	ssh -Y -A -t portal.lofar.eu "ssh -X -A lse001"			
lse007	ssh -Y -A -t portal.lofar.eu "ssh -X -A lse007"	Terminal	Default	
lse008	ssh -Y -A -t portal.lofar.eu "ssh -X -A lse008"		Deraute Gro	
lexar001	ssh -Y -A -t portal.lofar.eu "ssh -X -A lexar001	Keyboard	Global	
portal	ssh -Y -A -t portal.lofar.eu		Default Glo	
listfen	ssh -Y -A -t 129.125.99.50	Display	Default	
lioffen	ssh -Y -A -t 129.125.99.50 "ssh -X -A lioffen"		Default Glo	
lifs001	ssh -Y -A -t 129.125.99.50 "ssh -X -A lifs001"	Shortcut key: ^¥ 🔚 🕄 Clob		
lifs002	ssh -Y -A -t 129.125.99.50 "ssh -X -A lifs002"		Default Glo	
lifs003	ssh -Y -A -t 129.125.99.50 "ssh -X -A lifs003"		DefaultGlol	
lifs004	ssh -Y -A -t 129.125.99.50 "ssh -X -A lifs004"	Cancel	Default OK	
lifs005	ssh -Y -A -t 129.125.99.50 "ssh -X -A lifs005"			

Windows

Windows users that have downloaded the Putty package (see above) and have keys generated and saved on their system can use the Pageant program in the Putty distribution.

To use it, select Programs \rightarrow Putty \rightarrow Pageant. Pageant will start as an icon in your taskbar. The

icon is this:

Double-click the icon to open the console. Then use the Add Key button to select the Private key file on your system. You will be asked to enter the passphrase.

Once you have done this, Pageant will be used to forward the keys to any system you have access to, and on which you have added the public key in the \$HOME/.ssh/authorized_keys file.

To enable forwarding of your key in Putty, make sure that the session you use in Putty has the option 'Agent Forwarding' enabled and the location of the key file filled in the Connection/SSH/Auth section (see screenshot below).

Rutty Conf	igurati	on		<u>?</u> ×	
🖻 - Terminal		Options controlling SSH authentication			
···· Keyboard ···· Bell		Bypass authentication entirely (SSH-2 only) Authentication methods Attempt authentication using Pageant Attempt TIS or CryptoCard auth (SSH-1) Attempt "keyboard-interactive" auth (SSH-2)			
Features Window Appearance Behaviour Translation Selection Colours Connection Poxy Telnet Rlogin					
		Allow agent forwa Allow agent forwa Allow attempted c rivate key file for aut C:\Temp\private_key	rding hanges of useman hentication:	ne in SSH-2 Browse	
⊡·SSH ····Kex ····Auth ····TTY ····X11 ····Tunnels ····Bugs		R			
About	Help		Open	Cancel	

SSH Port forwarding / tunneling

With port forwarding it is possible to, e.g., copy data with scp from a host that is not directly reachable by your local system. For instance, if you want to copy data from one of the cluster node systems to your local host, you first have to pass the data to the portal.lofar.eu, as you can only access that system directly from the outside world. However, data space is not available on that system, so you are stuck...at least you think so..!

The solution is available and it uses port forwarding, or ssh tunneling.

First, set up the connection. Say, you want to set up a tunnel to lce019 through lofar.portal.eu. Of course, for this to work, you need an account on both systems.

> ssh -L 10000:lce019.lofar:22 -l <username> portal.lofar.eu

In this example, we use the local port 10000, but this could be any portnumber above 1024, as long as it is not used/claimed by another process. The portnumber 22 is the default ssh port that you will use for scp.

You are probably asked to provide a password; this is the password for the portal.lofar.eu, and after providing it you will have logged into the portal. Leave this session open, as it defines the tunnel you use. You have now set up your tunnel.

To use the tunnel with scp, you can give the following commands. To copy files from your local system to the lce019 you type:

> scp -P 10000 <localfile> localhost:<remotefile>

You will be asked for a password. A way to prevent this is to combine these commands with ssh-agent forwarding; see above.

And to copy files from the remote host to your local host:

> scp -P 10000 localhost:<remotefile> <localfile>

After you have finished, you can close the session that defined the tunnel.

From: https://www.astron.nl/lofarwiki/ - LOFAR Wiki

Permanent link: https://www.astron.nl/lofarwiki/doku.php?id=public:ssh-usage&rev=1256153837



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