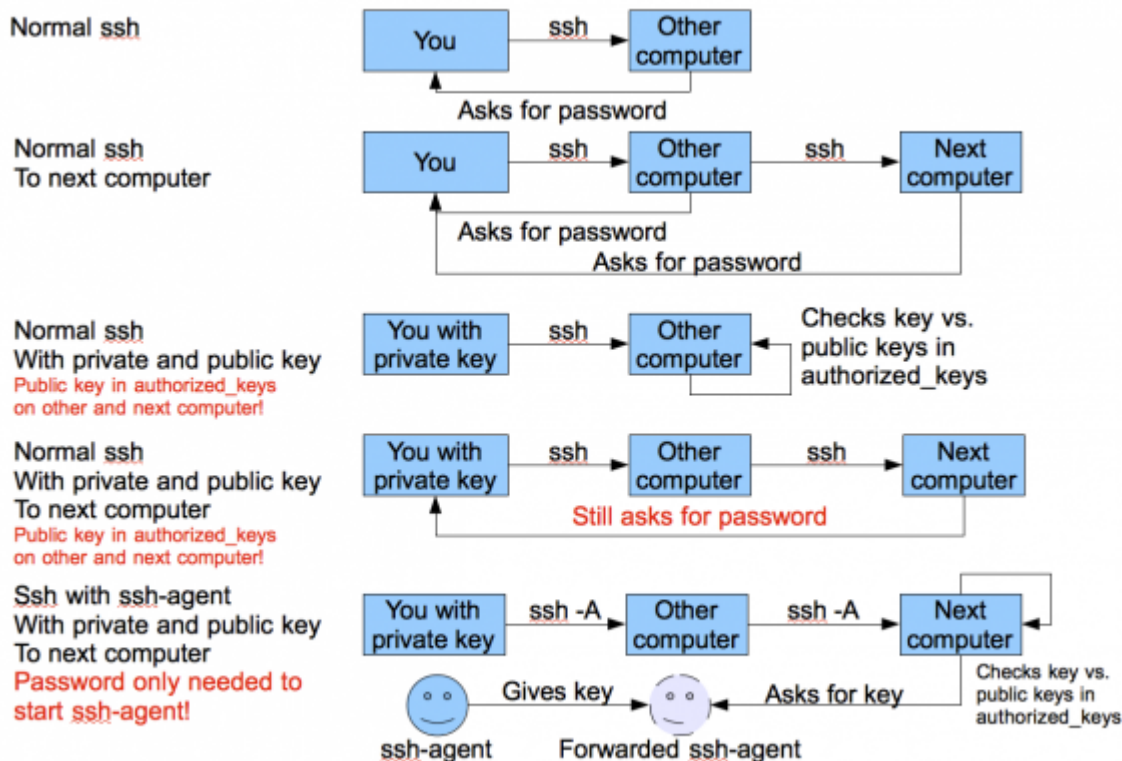


SSH Usage on CEP

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 -t dsa
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

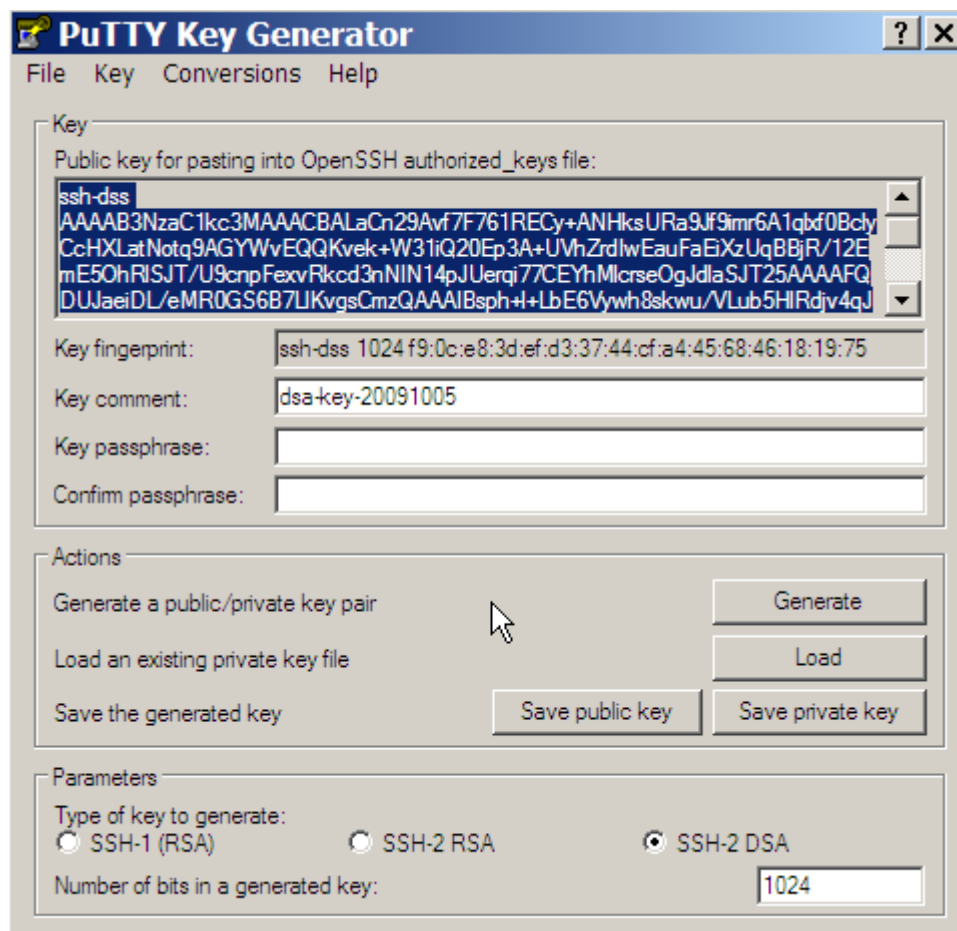
Windows users can download the Putty toolkit from

<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 Parameters 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.



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)osh 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.](#)

Starting ssh-agent at beginning of X session

When using a Linux workstation, it is more convenient to start the SSH agent when logging into your X session, than to start it in one or more pseudo-consoles. To do so, you must add the following lines to your `.xinitrc` file in your home directory.

```
eval `ssh-agent -s`
if test -S "$SSH_AUTH_SOCK" -a -x "$SSH_ASKPASS"; then
    ssh-add < /dev/null
fi
```

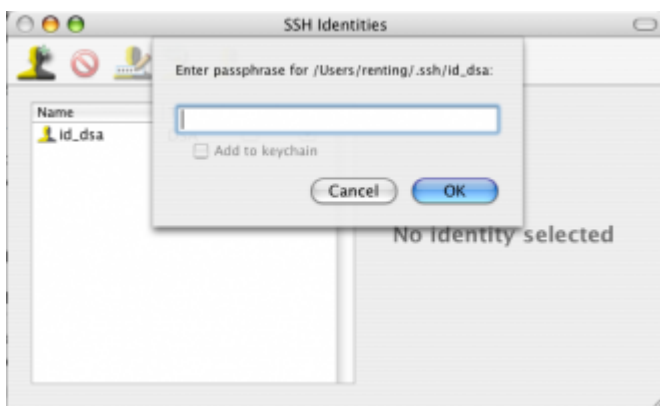
This will start the SSH agent directly after logging into your X session. It will then ask you to enter the passphrase. After that, you will be logged in as usual.

Note: If you don't have an `.xinitrc` file, you must create it. On openSUSE you can copy the skeleton file `/etc/skel/.xinitrc.template` to `~/.xinitrc` and uncomment the lines mentioned above.

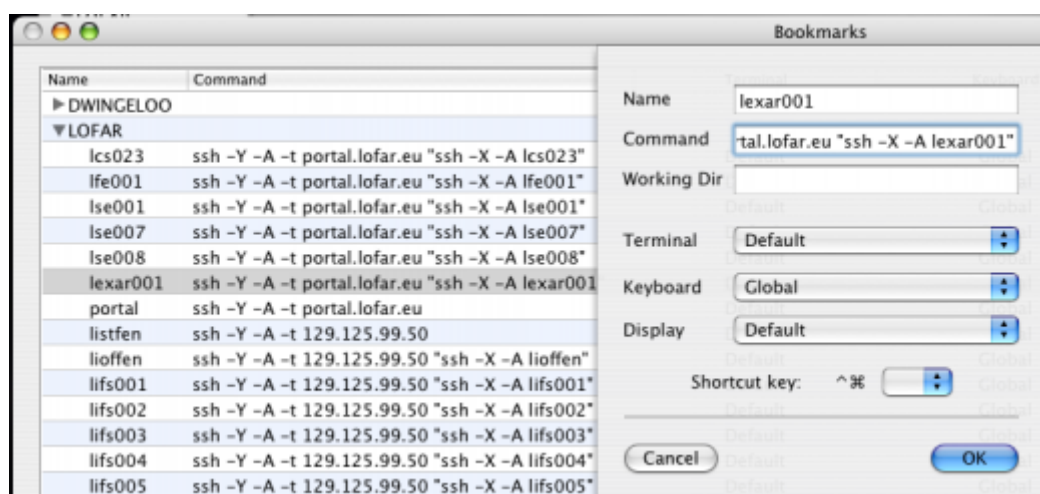
OS X

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.




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.



Windows

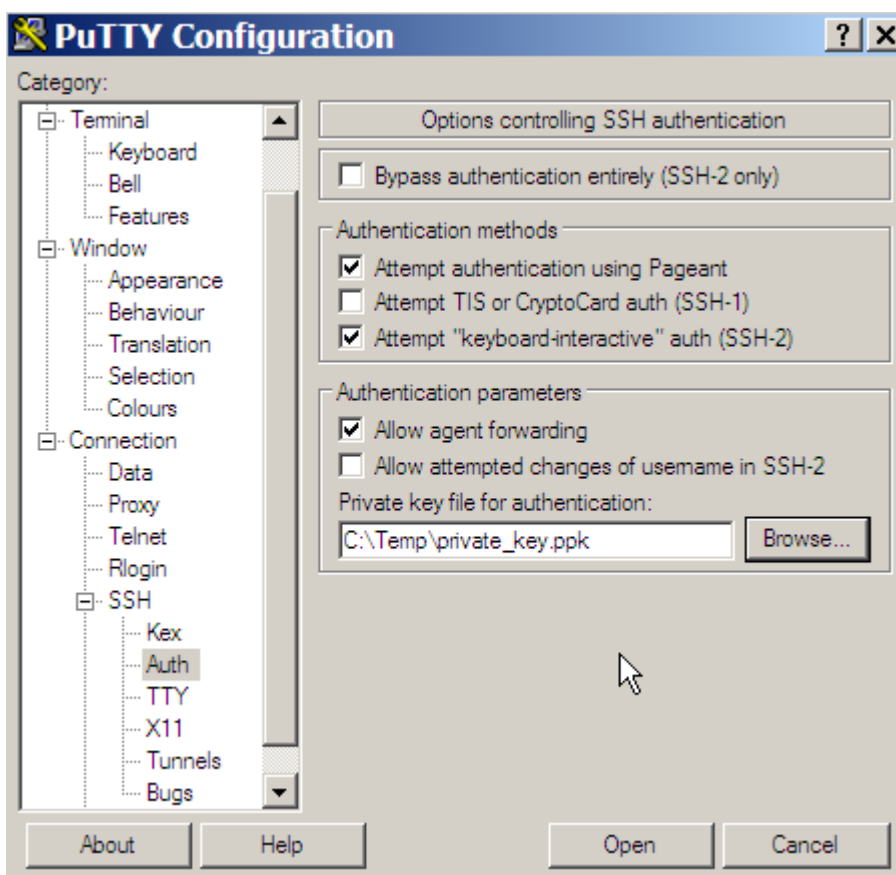
Windows users that have downloaded the Putty package (see above) and have keys generated and saved on their system can use the Pageant program in the Putty distribution.

To use it, select Programs → Putty → 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).



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 `portal.lofar.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:

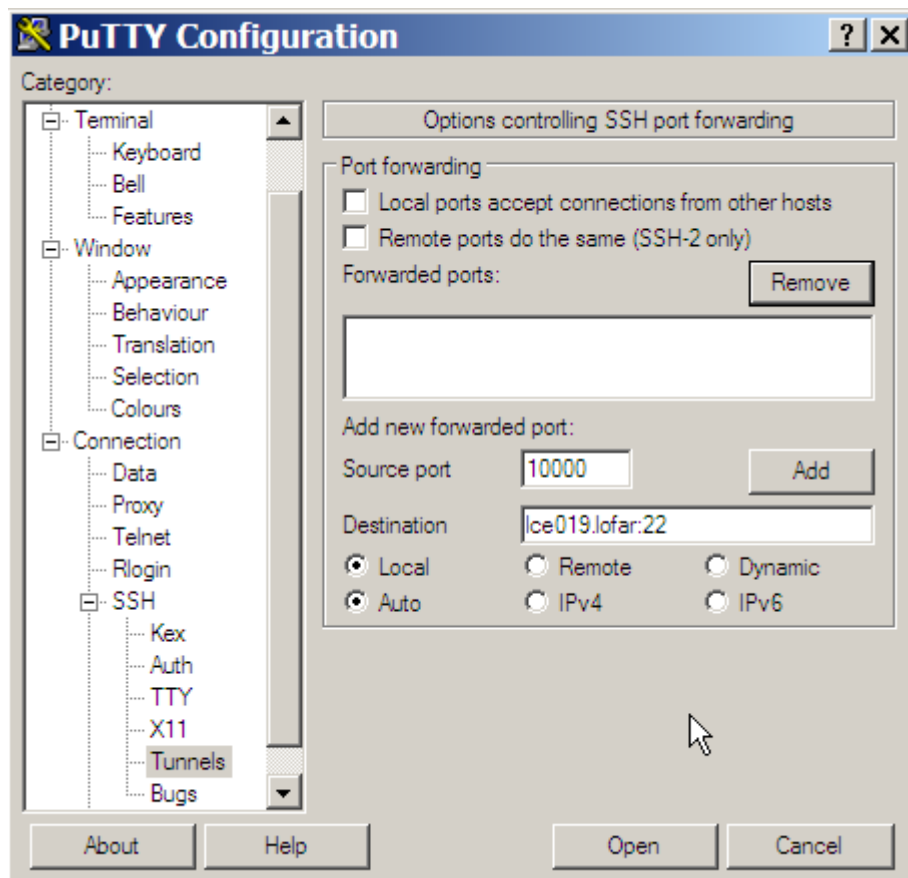
```
> scp -P 10000 localhost:<remotefile> <localfile>
```

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

Setup tunneling with PuTTY and winscp

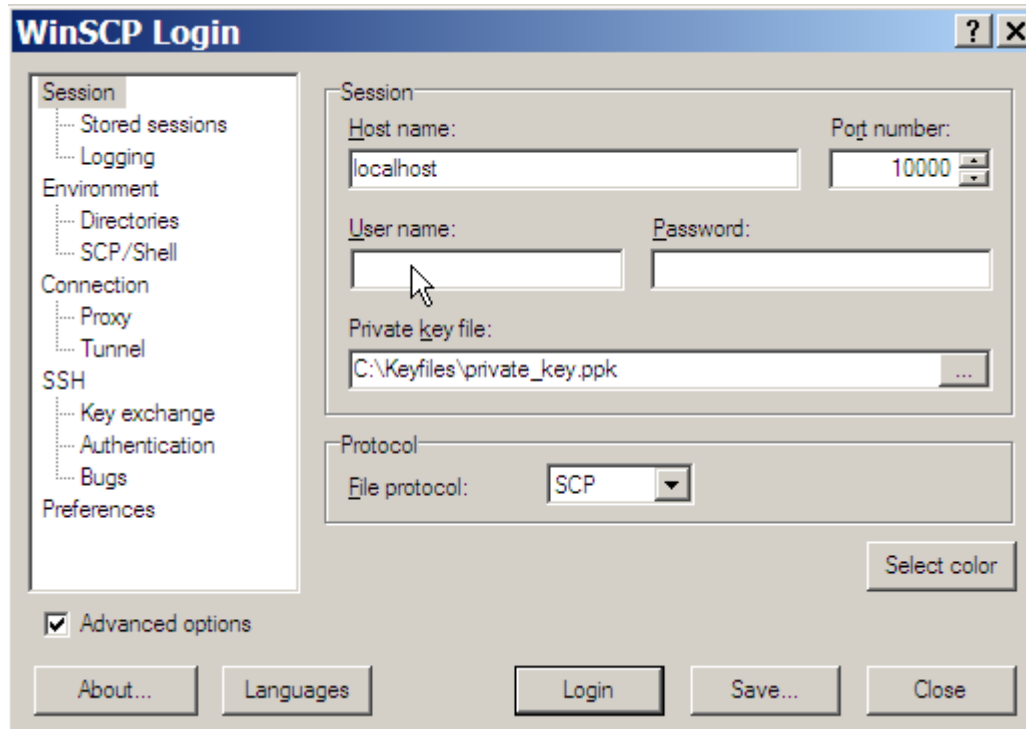
PuTTY is the above-mentioned windows tool that allows you to set up ssh connections to remote systems. You can also use PuTTY to set up ssh tunnels.

In the main screen, provide `portal.lofar.eu` as host name. Then, in the ssh section, select Tunnels. In the Source Port type in 10000 (or, as mentioned, another local portnumber above 1024). In the Destination type: `lce019.lofar:22`. Then press the Add button so it shows in the list (See figure for where to fill in what).



Now save this session before pressing Open in the main Session menu. If you now press open, you have defined the tunnel. Depending on whether you have also enabled Agent forwarding (see above), you will have to enter a password or not.

To copy data to and from your Windows system, use the WinSCP tool. Define a new connection in WinSCP to `localhost:10000`, and you will be able to browse your directories on the `lce019` system and get/put files. See the figure for what to fill in where in the new connection window of winscp. Optionally, you can provide a user name/password here, or the private key file to enable Agent forwarding.



The image shows the WinSCP Login dialog box. It has a blue title bar with the text "WinSCP Login" and standard window controls. On the left is a tree view with the following items: Session (selected), Stored sessions, Logging, Environment, Directories, SCP/Shell, Connection, Proxy, Tunnel, SSH, Key exchange, Authentication, Bugs, and Preferences. The main area is divided into several sections. The "Session" section contains fields for "Host name:" (with "localhost" entered), "Port number:" (with "10000" in a spinner), "User name:" (empty), "Password:" (empty), and "Private key file:" (with "C:\Keyfiles\private_key.ppk" entered and a browse button "..."). The "Protocol" section contains a "File protocol:" dropdown menu set to "SCP". There is a "Select color" button on the right. At the bottom left is a checkbox for "Advanced options" which is checked. At the bottom are four buttons: "About...", "Languages", "Login", and "Save...".

From:

<https://www.astron.nl/lofarwiki/> - **LOFAR Wiki**

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