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# **sshutil Documentation**

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## Contents

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<b>1</b>	<b>Installation</b>	<b>3</b>
<b>2</b>	<b>Usage</b>	<b>5</b>
<b>3</b>	<b>Reference</b>	<b>7</b>
3.1	The <code>sshutil.cache</code> Module . . . . .	7
3.2	The <code>sshutil.cmd</code> Module . . . . .	8
3.3	The <code>sshutil.conn</code> Module . . . . .	11
3.4	The <code>sshutil.host</code> Module . . . . .	12
3.5	The <code>sshutil.server</code> Module . . . . .	12
	<b>Python Module Index</b>	<b>17</b>



*sshutil* supports caching authenticated ssh connections and provides ease of use methods to open sessions and run commands on remote hosts.

All connections are by default cached for a short time so no extra work is required to take advantage of the caching.

Contents:



# CHAPTER 1

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## Installation

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At the command line:

```
$ pip install sshutil
```

Or, if you have virtualenvwrapper installed:

```
$ mkvirtualenv sshutil  
$ pip install sshutil
```





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### Usage

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To use sshutil in a project:

```
import sshutil
```

To run a command over SSH:

```
from sshutil.cmd import SSHCommand

cmd = SSHCommand("hostname", "red.example.com")
assert "red" == output.cmd.run()
```

To read and write to a command over SSH:

```
from sshutil.conn import SSHCommandSession

session = SSHCommandSession("cat", "red.example.com")

s = "testing\n"
session.sendall(s)

rs = session.recv(len(s))
assert rs == s
```

To run many commands on a host:

```
from sshutil.host import Host

host = Host("red.example.com")
assert "red" == host.run("hostname")
assert "red.example.com" == host.run("hostname -f")
```

To globally disable ssh connection caching:

```
import sshutil  
  
sshutil.DisableGlobalCaching()
```

### 3.1 The `sshutil.cache` Module

**class** `sshutil.cache.SSHConnectionCache` (*desc=u", close\_timeout=1, max\_channels=8*)

Bases: `sshutil.cache._SSHConnectionCache`

An ssh connection cache.

Authenticated connections to a given host are cached for a specified amount of time before being closed. This allows for connection reuse as well as avoiding re-authentication.

#### Parameters

- **close\_timeout** – Amount of time to wait before closing an opened unused ssh socket.
- **max\_channels** – Maximum number of channels to open on a given ssh socket.

**flush** (*debug=False*)

Flush (close) any un-referenced open entries currently waiting for timeout.

**get\_ssh\_socket** (*host, port, username, password, debug, proxycmd=None*)

Returns a socket to the given host using the given credentials.

If a socket has already been opened with the supplied arguments, then it will be reference counted and returned. Otherwise a new socket will be opened. If *username* is *None* *getpass* will be used to obtain the current user name.

#### Parameters

- **host** – The hostname to connect to.
- **port** – The TCP port number to connect to.
- **username** – The username to use for authentication or *None*. If *None* then *getpass.get\_user()* will be used.
- **password** – The password/key for authentication or *None*.
- **debug** – Boolean indicating if debug messages should be enabled.

- **proxycmd** – A proxy command to use when making the ssh connection.

**Raises** `ssh.AuthenticationException`

**release\_ssh\_socket** (*ssh\_socket, debug*)

Release a reference on an open socket.

*release\_ssh\_socket* must be paired with each call to *get\_ssh\_socket*.

**class** `sshutil.cache.SSHNoConnectionCache` (*desc=u"*)

Bases: `sshutil.cache._SSHConnectionCache`

Simple non-caching cache class

**flush** (*debug=False*)

**get\_ssh\_socket** (*host, port, username, password, debug, proxycmd=None*)

**release\_ssh\_socket** (*ssh\_socket, debug=False*)

## 3.2 The `sshutil.cmd` Module

**exception** `sshutil.cmd.CalledProcessError` (*code, command, output=None, error=None*)

Bases: `subprocess.CalledProcessError`

**class** `sshutil.cmd.SSHCommand` (*command, host, port=22, username=None, password=None, debug=False, cache=None, proxycmd=None*)

Bases: `sshutil.conn.SSHConnection`

**run** ()

Run a command, return stdout.

**Returns** stdout

**Raises** `CalledProcessError`

```
>>> cmd = SSHCommand("ls -d /etc", "localhost")
>>> print(cmd.run(), end="")
/etc
>>> cmd = SSHCommand("grep foobar doesnt-exist", "localhost")
>>> cmd.run()
Traceback (most recent call last):
...
CalledProcessError: Command 'grep foobar doesnt-exist' returned non-zero exit_
↳status 2
```

**run\_status** ()

Run a command, return exitcode and stdout.

**Returns** (status, stdout)

```
>>> status, output = SSHCommand("ls -d /etc", "localhost").run_status()
>>> status
0
>>> print(output, end="")
/etc
>>> status, output = SSHCommand("grep foobar doesnt-exist", "localhost").run_
↳status()
>>> status
2
>>> print(output, end="")
```

**run\_status\_stderr()**

Run the command returning exit code, stdout and stderr.

**Returns** (returncode, stdout, stderr)

```
>>> status, output, error = SSHCommand("ls -d /etc", "localhost").run_status_
↳ stderr()
>>> status
0
>>> print(output, end="")
/etc
>>> print(error, end="")
>>> status, output, error = SSHCommand("grep foobar doesnt-exist", "localhost
↳ ").run_status_stderr()
>>> status
2
>>> print(output, end="")
>>>
>>> print(error, end="")
grep: doesnt-exist: No such file or directory
```

**run\_stderr()**

Run a command, return stdout and stderr,

**Returns** (stdout, stderr)

**Raises** CalledProcessError

```
>>> cmd = SSHCommand("ls -d /etc", "localhost")
>>> output, error = cmd.run_stderr()
>>> print(output, end="")
/etc
>>> print(error, end="")
>>> cmd = SSHCommand("grep foobar doesnt-exist", "localhost")
>>> cmd.run_stderr()
Traceback (most recent call last):
...
CalledProcessError: Command 'grep foobar doesnt-exist' returned non-zero exit_
↳ status 2
```

**class** sshutil.cmd.SSHPTYCommand(*command, host, port=22, username=None, password=None, debug=False, cache=None, proxycmd=None*)

Bases: *sshutil.cmd.SSHCommand*

Instances of this class also obtain a PTY prior to executing the command

**class** sshutil.cmd.ShellCommand(*command, debug=False*)

Bases: object

**run()**

Run a command over an ssh channel, return stdout. Raise CalledProcessError on failure.

```
>>> cmd = ShellCommand("ls -d /etc", False)
>>> print(cmd.run(), end="")
/etc
>>> cmd = ShellCommand("grep foobar doesnt-exist", False)
>>> cmd.run()
Traceback (most recent call last):
...
CalledProcessError: Command 'grep foobar doesnt-exist' returned non-zero exit_
↳ status 2
```

(continues on next page)

**run\_status()**

Run a command over an ssh channel, return exitcode and stdout.

```
>>> status, output = ShellCommand("ls -d /etc").run_status()
>>> status
0
>>> print(output, end="")
/etc
>>> status, output = ShellCommand("grep foobar doesnt-exist").run_status()
>>> status
2
>>> print(output, end="")
```

**run\_status\_stderr()**

Run a command over an ssh channel, return exit code, stdout and stderr.

```
>>> cmd = ShellCommand("ls -d /etc")
>>> status, output, error = cmd.run_status_stderr()
>>> status
0
>>> print(output, end="")
/etc
>>> print(error, end="")
```

**run\_stderr()**

Run a command over an ssh channel, return stdout and stderr, Raise CalledProcessError on failure

```
>>> cmd = ShellCommand("ls -d /etc")
>>> output, error = cmd.run_stderr()
>>> print(output, end="")
/etc
>>> print(error, end="")
>>> cmd = ShellCommand("grep foobar doesnt-exist")
>>> cmd.run_stderr()
Traceback (most recent call last):
...
CalledProcessError: Command 'grep foobar doesnt-exist' returned non-zero exit_
↳ status 2
```

sshutil.cmd.**read\_to\_eof**(*recvmethod*)

sshutil.cmd.**setup\_module**(*\_*)

sshutil.cmd.**shell\_escape\_single\_quote**(*command*)

Escape single quotes for use in a shell single quoted string Explanation:

1. End first quotation which uses single quotes.
2. Start second quotation, using double-quotes.
3. Quoted character.
4. End second quotation, using double-quotes.
5. Start third quotation, using single quotes.

If you do not place any whitespaces between (1) and (2), or between (4) and (5), the shell will interpret that string as a one long word

```
sshutil.cmd.terminal_size()
```

### 3.3 The sshutil.conn Module

```
class sshutil.conn.SSHClientSession(host, port, subsystem, username=None, password=None,  
                                     debug=False, cache=None, proxycmd=None)
```

Bases: `sshutil.conn.SSHSession`

A client session to a host using a subsystem.

```
class sshutil.conn.SSHCommandSession(host, port, command, username=None, pass-  
                                     word=None, debug=False, cache=None, proxy-  
                                     cmd=None)
```

Bases: `sshutil.conn.SSHSession`

A client session to a host using a command i.e., like a remote pipe

Objects of this class are useful for long running commands. For run-to-completion commands SSHCommand should be used.

```
recv_exit_status()
```

```
class sshutil.conn.SSHConnection(host, port=22, username=None, password=None, de-  
                                 bug=False, cache=None, proxycmd=None)
```

Bases: `object`

A connection to an SSH server

```
close()
```

```
is_active()
```

```
class sshutil.conn.SSHSession(host, port=22, username=None, password=None, debug=False,  
                              cache=None, proxycmd=None)
```

Bases: `sshutil.conn.SSHConnection`

```
recv(size=16384)
```

```
recv_ready()
```

```
recv_stderr(size=16384)
```

```
recv_stderr_ready()
```

```
send(chunk)
```

```
sendall(chunk)
```

```
sshutil.conn.shell_escape_single_quote(command)
```

Escape single quotes for use in a shell single quoted string Explanation:

1. End first quotation which uses single quotes.
2. Start second quotation, using double-quotes.
3. Quoted character.
4. End second quotation, using double-quotes.
5. Start third quotation, using single quotes.

If you do not place any whitespaces between (1) and (2), or between (4) and (5), the shell will interpret that string as a one long word

## 3.4 The `sshutil.host` Module

**class** `sshutil.host.Host` (*server=None, port=22, cwd=None, username=None, password=None, debug=False, cache=None, proxycmd=None*)

Bases: `object`

A Host object is either local (shell) or remote host (ssh) and provides easy access to the given host for running commands etc.

**copy\_to** (*localfile, remotefile*)

**run** (*command*)

Run a command, return stdout.

**Returns** `stdout`

**Raises** `CalledProcessError`

**run\_status** (*command*)

Run a command, return exitcode and stdout.

**Returns** (`status, stdout`)

**run\_status\_stderr** (*command*)

Run the command returning exit code, stdout and stderr.

**Returns** (`returncode, stdout, stderr`)

```
>>> host = Host()
>>> status, output, error = host.run_status_stderr("ls -d /etc")
>>> status
0
>>> print(output, end="")
/etc
>>> print(error, end="")
>>> status, output, error = host.run_status_stderr("grep foobar doesnt-exist")
>>> status
2
>>> print(output, end="")
>>>
>>> print(error, end="")
grep: doesnt-exist: No such file or directory
```

**run\_stderr** (*command*)

Run a command, return stdout and stderr,

**Returns** (`stdout, stderr`)

**Raises** `CalledProcessError`

## 3.5 The `sshutil.server` Module

**class** `sshutil.server.SSHServer` (*server\_ctl=None, server\_session\_class=None, server\_socket\_class=None, extra\_args=None, port=None, host\_key=None, debug=False*)

Bases: `object`

An ssh server

**close** ()



```

join()
    Wait on server to terminate

remove_socket (serversocket)

class sshutil.server.SSHServerSession (stream, server, extra_args, debug)
    Bases: object

close()

is_active()

reader_exits()

reader_handle_data (data)

reader_read_data()
    Called by reader thread if a evaluate false value is returned thread exits

recv (rlen)

send (data)

class sshutil.server.SSHServerSocket (server_ctl, session_class, extra_args, server, newsocket,
                                     addr, debug)
    Bases: object
    An SSH socket connection from a client

close()

class sshutil.server.SSHUserPassController (username=None, password=None)
    Bases: paramiko.server.ServerInterface

check_auth_none (username)
    Determine if a client may open channels with no (further) authentication.

    Return AUTH_FAILED if the client must authenticate, or AUTH_SUCCESSFUL if it's okay for the client
    to not authenticate.

    The default implementation always returns AUTH_FAILED.

    Parameters username (str) – the username of the client.

    Returns AUTH_FAILED if the authentication fails; AUTH_SUCCESSFUL if it succeeds.

    Return type int

check_auth_password (username, password)
    Determine if a given username and password supplied by the client is acceptable for use in authentication.

    Return AUTH_FAILED if the password is not accepted, AUTH_SUCCESSFUL if the password is accepted
    and completes the authentication, or AUTH_PARTIALLY_SUCCESSFUL if your authentication is state-
    ful, and this key is accepted for authentication, but more authentication is required. (In this latter case,
    get_allowed_auths will be called to report to the client what options it has for continuing the authentica-
    tion.)

    The default implementation always returns AUTH_FAILED.

    Parameters
    • username (str) – the username of the authenticating client.
    • password (str) – the password given by the client.

```

**Returns** AUTH\_FAILED if the authentication fails; AUTH\_SUCCESSFUL if it succeeds; AUTH\_PARTIALLY\_SUCCESSFUL if the password auth is successful, but authentication must continue.

**Return type** int

**check\_channel\_request** (*kind*, *chanid*)

Determine if a channel request of a given type will be granted, and return OPEN\_SUCCEEDED or an error code. This method is called in server mode when the client requests a channel, after authentication is complete.

If you allow channel requests (and an ssh server that didn't would be useless), you should also override some of the channel request methods below, which are used to determine which services will be allowed on a given channel:

- *check\_channel\_pty\_request*
- *check\_channel\_shell\_request*
- *check\_channel\_subsystem\_request*
- *check\_channel\_window\_change\_request*
- *check\_channel\_x11\_request*
- *check\_channel\_forward\_agent\_request*

The *chanid* parameter is a small number that uniquely identifies the channel within a *.Transport*. A *.Channel* object is not created unless this method returns OPEN\_SUCCEEDED – once a *.Channel* object is created, you can call *.Channel.get\_id* to retrieve the channel ID.

The return value should either be OPEN\_SUCCEEDED (or 0) to allow the channel request, or one of the following error codes to reject it:

- OPEN\_FAILED\_ADMINISTRATIVELY\_PROHIBITED
- OPEN\_FAILED\_CONNECT\_FAILED
- OPEN\_FAILED\_UNKNOWN\_CHANNEL\_TYPE
- OPEN\_FAILED\_RESOURCE\_SHORTAGE

The default implementation always returns OPEN\_FAILED\_ADMINISTRATIVELY\_PROHIBITED.

#### Parameters

- **kind** (*str*) – the kind of channel the client would like to open (usually "session").
- **chanid** (*int*) – ID of the channel

**Returns** an *int* success or failure code (listed above)

**check\_channel\_subsystem\_request** (*channel*, *name*)

Determine if a requested subsystem will be provided to the client on the given channel. If this method returns True, all future I/O through this channel will be assumed to be connected to the requested subsystem. An example of a subsystem is *sftp*.

The default implementation checks for a subsystem handler assigned via *.Transport.set\_subsystem\_handler*. If one has been set, the handler is invoked and this method returns True. Otherwise it returns False.

---

**Note:** Because the default implementation uses the *.Transport* to identify valid subsystems, you probably won't need to override this method.

---

**Parameters**

- **channel** (*Channel*) – the *Channel* the pty request arrived on.
- **name** (*str*) – name of the requested subsystem.

**Returns** `True` if this channel is now hooked up to the requested subsystem; `False` if that subsystem can't or won't be provided.

**get\_allowed\_auths** (*username*)

Return a list of authentication methods supported by the server. This list is sent to clients attempting to authenticate, to inform them of authentication methods that might be successful.

The “list” is actually a string of comma-separated names of types of authentication. Possible values are “password”, “publickey”, and “none”.

The default implementation always returns “password”.

**Parameters** **username** (*str*) – the username requesting authentication.

**Returns** a comma-separated *str* of authentication types

`sshutil.server.from_private_key_file` (*keyfile*, *password=None*)

Return a private key from a file, try all the types.

`sshutil.server.is_sock_closed` (*sock*)

Check to see if the socket is ready for reading but nothing is there, IOW it's closed



### S

- `sshutil.cache`, [7](#)
- `sshutil.cmd`, [8](#)
- `sshutil.conn`, [11](#)
- `sshutil.host`, [12](#)
- `sshutil.server`, [12](#)



## C

CalledProcessError, 8  
 check\_auth\_none() (sshutil.server.SSHUserPassController method), 13  
 check\_auth\_password() (sshutil.server.SSHUserPassController method), 13  
 check\_channel\_request() (sshutil.server.SSHUserPassController method), 14  
 check\_channel\_subsystem\_request() (sshutil.server.SSHUserPassController method), 14  
 close() (sshutil.conn.SSHConnection method), 11  
 close() (sshutil.server.SSHServer method), 12  
 close() (sshutil.server.SSHServerSession method), 13  
 close() (sshutil.server.SSHServerSocket method), 13  
 copy\_to() (sshutil.host.Host method), 12

## F

flush() (sshutil.cache.SSHConnectionCache method), 7  
 flush() (sshutil.cache.SSHNoConnectionCache method), 8  
 from\_private\_key\_file() (in module sshutil.server), 15

## G

get\_allowed\_auths() (sshutil.server.SSHUserPassController method), 15  
 get\_ssh\_socket() (sshutil.cache.SSHConnectionCache method), 7  
 get\_ssh\_socket() (sshutil.cache.SSHNoConnectionCache method), 8

## H

Host (class in sshutil.host), 12

## I

is\_active() (sshutil.conn.SSHConnection method), 11  
 is\_active() (sshutil.server.SSHServerSession method), 13  
 is\_sock\_closed() (in module sshutil.server), 15

## J

join() (sshutil.server.SSHServer method), 12

## R

read\_to\_eof() (in module sshutil.cmd), 10  
 reader\_exits() (sshutil.server.SSHServerSession method), 13  
 reader\_handle\_data() (sshutil.server.SSHServerSession method), 13  
 reader\_read\_data() (sshutil.server.SSHServerSession method), 13  
 recv() (sshutil.conn.SSHSession method), 11  
 recv() (sshutil.server.SSHServerSession method), 13  
 recv\_exit\_status() (sshutil.conn.SSHCommandSession method), 11  
 recv\_ready() (sshutil.conn.SSHSession method), 11  
 recv\_stderr() (sshutil.conn.SSHSession method), 11  
 recv\_stderr\_ready() (sshutil.conn.SSHSession method), 11  
 release\_ssh\_socket() (sshutil.cache.SSHConnectionCache method), 8  
 release\_ssh\_socket() (sshutil.cache.SSHNoConnectionCache method), 8  
 remove\_socket() (sshutil.server.SSHServer method), 13  
 run() (sshutil.cmd.ShellCommand method), 9  
 run() (sshutil.cmd.SSHCommand method), 8  
 run() (sshutil.host.Host method), 12  
 run\_status() (sshutil.cmd.ShellCommand method), 10  
 run\_status() (sshutil.cmd.SSHCommand method), 8  
 run\_status() (sshutil.host.Host method), 12  
 run\_status\_stderr() (sshutil.cmd.ShellCommand method), 10  
 run\_status\_stderr() (sshutil.cmd.SSHCommand method), 8  
 run\_status\_stderr() (sshutil.host.Host method), 12  
 run\_stderr() (sshutil.cmd.ShellCommand method), 10  
 run\_stderr() (sshutil.cmd.SSHCommand method), 9  
 run\_stderr() (sshutil.host.Host method), 12

## S

`send()` (`sshutil.conn.SSHSession` method), 11  
`send()` (`sshutil.server.SSHServerSession` method), 13  
`sendall()` (`sshutil.conn.SSHSession` method), 11  
`setup_module()` (in module `sshutil.cmd`), 10  
`shell_escape_single_quote()` (in module `sshutil.cmd`), 10  
`shell_escape_single_quote()` (in module `sshutil.conn`), 11  
`ShellCommand` (class in `sshutil.cmd`), 9  
`SSHClientSession` (class in `sshutil.conn`), 11  
`SSHCommand` (class in `sshutil.cmd`), 8  
`SSHCommandSession` (class in `sshutil.conn`), 11  
`SSHConnection` (class in `sshutil.conn`), 11  
`SSHConnectionCache` (class in `sshutil.cache`), 7  
`SSHNoConnectionCache` (class in `sshutil.cache`), 8  
`SSHPTYCommand` (class in `sshutil.cmd`), 9  
`SSHServer` (class in `sshutil.server`), 12  
`SSHServerSession` (class in `sshutil.server`), 13  
`SSHServerSocket` (class in `sshutil.server`), 13  
`SSHSession` (class in `sshutil.conn`), 11  
`SSHUserPassController` (class in `sshutil.server`), 13  
`sshutil.cache` (module), 7  
`sshutil.cmd` (module), 8  
`sshutil.conn` (module), 11  
`sshutil.host` (module), 12  
`sshutil.server` (module), 12

## T

`terminal_size()` (in module `sshutil.cmd`), 10