Linux Networking: ping

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IP packet structure

Source Address Destination Address

IP's Data Payload

IP's payload

- Theoretically
 - Payload can be anything
 - IP is payload-oblivious, payload-indifferent
- Actual practice
 - particular well-defined protocols use IP
 - IP recognizes them with a header field

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IP packet structure

Source Address Destination Address Protocol Number

IP's Data Payload

IP's Payload types subprotocol examples and their numbers 17 Src Dest Src Dest UDP (17) packet ICMP (1) packet

6 Src Dest TCP (6) packet

... and many others

http://www.iana.org/assignments/protocol-numbers © David Morgan 2003

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ping: a utility that uses icmp

Tests connectivity • purpose:

Probes an address method:

Reports whether there is a reply output:

• technique: Utilizes ICMP to do its work

ping usage

```
[root@EMACH1 /root]# ping -c3 66.218.71.81

PING 66.218.71.81 (66.218.71.81) from 64.130.228.61 : 56(84) bytes of data.
64 bytes from 66.218.71.81: icmp_seq=0 ttl=55 time=34.5 ms
64 bytes from 66.218.71.81: icmp_seq=1 ttl=55 time=33.6 ms
64 bytes from 66.218.71.81: icmp_seq=2 ttl=55 time=34.1 ms

--- 66.218.71.81 ping statistics ---
3 packets transmitted, 3 packets received, 0% packet loss
round-trip min/avg/max = 33.6/34.0/34.5 ms
[root@EMACH1 /root]#

...so we know 66.218.71.81 is alive

[root@EMACH1 /root]# ping -c3 66.218.71.17

PING 66.218.71.17 (66.218.71.17) from 64.130.228.61 : 56(84) bytes of data.

--- 66.218.71.17 ping statistics ---
3 packets transmitted, 0 packets received, 100% packet loss
[root@EMACH1 /root]#

...so we don't know if 66.218.71.17 is alive
```

ICMP packet structure

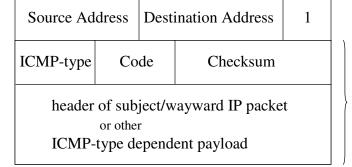
ICMP-type	Code	Checksum			
header of subject/wayward IP packet					
or other					

ICMP-type dependent payload

(ICMP: Internet Control Message Protocol)

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ICMP/IP packet structure



IP's payload is an ICMP packet

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Some icmp message types

- 0 echo reply
- 3 destination unreachable
- 8 echo request
- 11 time-to-live exceeded

...and more (see RFC 792)

ping operation

- ping causes an icmp "echo request"
- IP (tries to) deliver it
- ICMP requires an "echo reply" packet be issued in response to receipt of an "echo request"
- So ping'd computer (tries to) reply
- Pinging computer records incoming replies

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ICMP packet example

Used for echo (ping) requests...

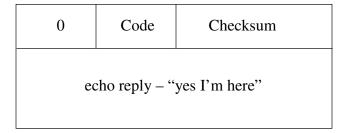
[root@EMACH1 /root]# ping www.acme.com

8	Code	Checksum		
echo request – "are you there?"				

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ICMP packet example

... and for echo (ping) relies.



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ping options

- -c specify a count
 -i wait x seconds between requests
 -s specify packet size

ping options

```
ping w/o options will ping forever (ctrl-C kills)
ping -c5
ping 5 times and stop
```

```
ping w/o options pings at 1-second interval
ping –i5
ping every 5 seconds
```

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An application of ping: crude latency test

ping www.ucla.edu	L.A.	57ms
ping dandelion-patch.mit.edu	Boston	105
ping www.pku.edu.cn	Beijing	238
ping www.u-tokyo.ac.jp	Tokyo	181
ping www.usyd.edu.au	Sydney	213

In linux it's a turn-off

echo 1 > /proc/sys/net/ipv4/icmp_echo_ignore_all
echo 1 > /proc/sys/net/ipv4/icmp_echo_ignore_broadcasts