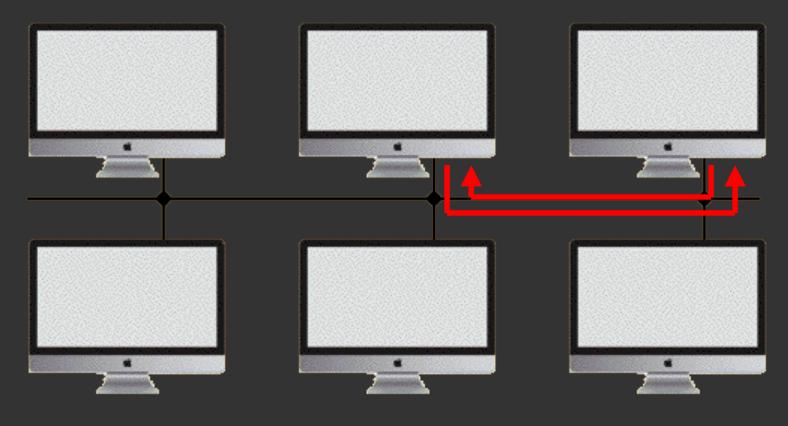
Tech Moment

Packets

By Tom Thorpe

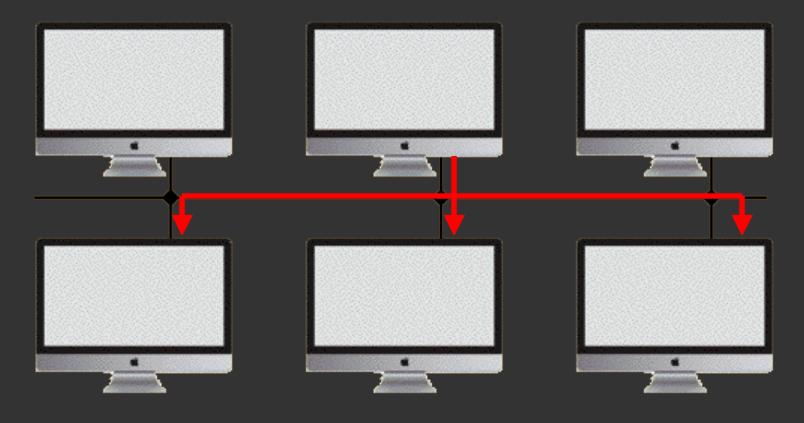
Unicast

- Most common
- Normally a single sender and a single receiver
- IP addresses 0.0.0.0 through 223.255.255.255



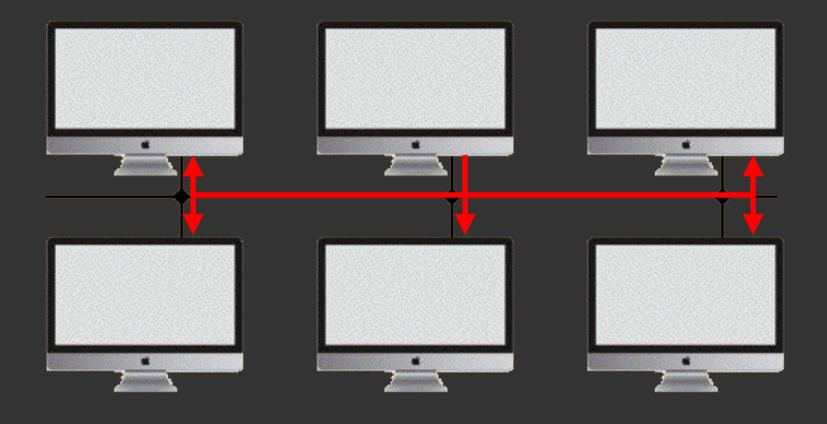
Multicast

- A multicast is associated with a group of interested receivers
- IP addresses 224.0.0.0 through 239.255.255.255



Broadcast

- The sender sends once to all possible destinations
- All receivers receive a copy of it



A network packet is a formatted chunk of data transmitted over a network

- Fixed or variable length
 - Fixed length are used mainly for control and status
 - Variable length are usually when data is inserted
- Checksum at the end to verify it made it ok
- If more data is involved than will fit
 - Break into packet sized chunks and send sequentially

Ethernet frame

| 7 bytes | 1 byte | 6 bytes | 6 bytes | 2 bytes | 46-1500 bytes | 4 bytes |
|---------------------|--------|----------------------------|-----------------------|---------|---------------|----------|
| Preamble | Start | Destination MAC address | Source MAC address | Length | Data | Checksum |
| Transmission order► | | | | | | |

Internet packet types are defined in "RFC's" (Request For Comment)

- Free documents, widely available
- Readable

Some important packet types in the Internet Protocol suite

- TCP = Transmission Control Protocol RFC 793
- UDP = User Datagram Protocol RFC 768
- ICMP = Internet Control Msg Protocol RFC 792

TCP = Transmission Control Protocol

- Used to send data with verified receipt
- Receipt means only one person can receive the data
- 65,495 bytes maximum length

Example: Just about everything on the internet

UDP = User Datagram Protocol

- Used to send data without receipt
- Data can go to more than one recipient

Examples: Network time, multiplayer games

ICMP = Internet Control Message Protocol

- There are about a dozen control messages
 - Most are for network administrators
 - Some are for troubleshooting

PING

- Most useful
- On any Mac computer running OS X:
 - Open Applications/Utilities/Terminal
 - Type "ping xxx"

where xxx is a domain name or IP address

- If you get a response it will tell you how long it took to send a packet there and get a reply
- If you don't get a response then they can't be reached (or you're dealing with idiots at the other end)
- Control-C to stop

or

- Open Applications/Utilities/Network Utility
- Select the "Ping" tab

\$ ping sbamug.com PING sbamug.com (208.113.154.40): 56 data bytes 64 bytes from 208.113.154.40: icmp_seq=0 ttl=47 time=85.517 ms 64 bytes from 208.113.154.40: icmp_seq=1 ttl=47 time=80.849 ms 64 bytes from 208.113.154.40: icmp_seq=2 ttl=47 time=82.236 ms 64 bytes from 208.113.154.40: icmp_seq=3 ttl=47 time=83.742 ms

\$ ping 208.113.154.40
PING 208.113.154.40 (208.113.154.40): 56 data bytes
64 bytes from 208.113.154.40: icmp_seq=0 ttl=47 time=83.159 ms
64 bytes from 208.113.154.40: icmp_seq=1 ttl=47 time=80.930 ms
64 bytes from 208.113.154.40: icmp_seq=2 ttl=47 time=82.871 ms
64 bytes from 208.113.154.40: icmp_seq=3 ttl=47 time=81.221 ms

 It takes a little over 80 ms to get from my computer to sbamug.com and back

Traceroute

- Neat diagnostic tool based on ping
- Tells how a packet travels down the internet
- On any Mac computer running OS X:
 - Open Applications/Utilities/Terminal
 - Type "traceroute xxx"

where ${\tt xxx}$ is a domain name or IP address

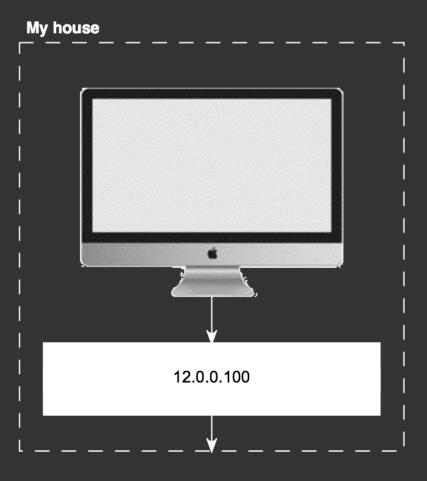
or

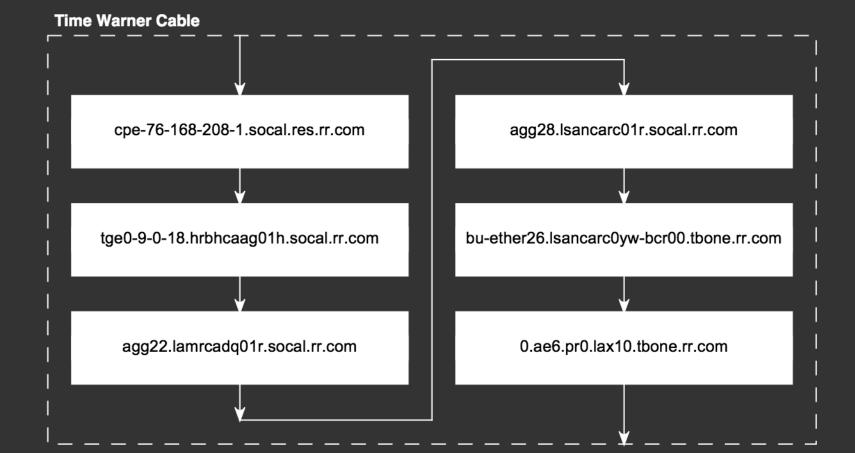
- Open Applications/Utilities/Network Utility
- Select the "Traceroute" tab

\$ traceroute -I sbamug.com

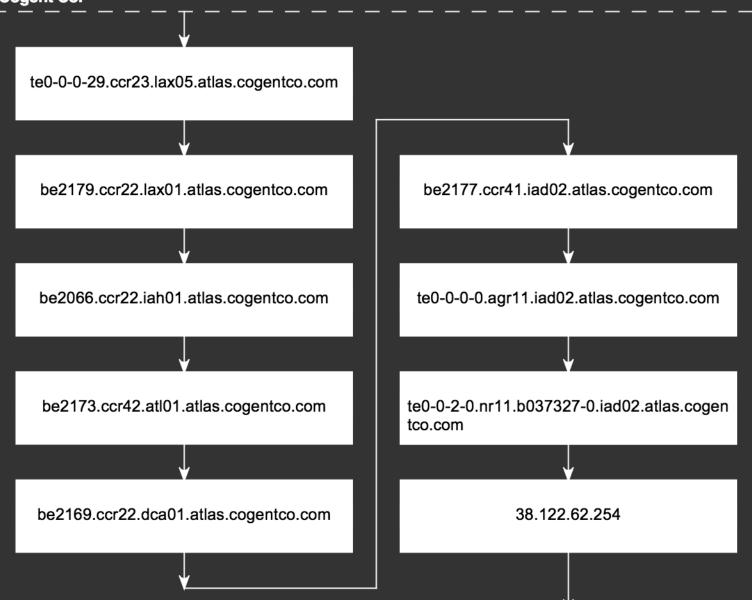
traceroute to sbamuq.com (208.113.154.40), 64 hops max, 60 byte packets 1 12.0.0.100 (12.0.0.100) 2.354 ms 1.435 ms 1.355 ms 2 cpe-76-168-208-1.socal.res.rr.com (76.168.208.1) 12.229 ms 11.679 ms 9.679 ms 3 tge0-9-0-18.hrbhcaag01h.socal.rr.com (76.167.30.145) 31.332 ms * 10.324 ms 4 agg22.lamrcadq01r.socal.rr.com (72.129.9.86) 23.020 ms 16.069 ms 13.629 ms 5 aqq28.lsancarc01r.socal.rr.com (72.129.9.0) 19.705 ms 17.953 ms 19.570 ms 6 bu-ether26.lsancarc0yw-bcr00.tbone.rr.com (66.109.6.212) 19.608 ms 25.522 ms 21.017 ms 7 0.ae6.pr0.lax10.tbone.rr.com (66.109.9.24) 20.079 ms 15.090 ms 16.877 ms 8 te0-0-0-29.ccr23.lax05.atlas.cogentco.com (154.54.10.249) 15.539 ms 18.644 ms 15.059 ms 9 be2179.ccr22.lax01.atlas.cogentco.com (154.54.41.81) 20.153 ms 16.816 ms 18.068 ms 10 be2066.ccr22.iah01.atlas.cogentco.com (154.54.7.53) 52.834 ms 49.712 ms 50.688 ms 11 be2173.ccr42.atl01.atlas.cogentco.com (154.54.29.117) 64.824 ms 66.274 ms 67.205 ms 12 be2169.ccr22.dca01.atlas.cogentco.com (154.54.31.98) 77.842 ms 75.201 ms 76.580 ms 13 be2177.ccr41.iad02.atlas.cogentco.com (154.54.41.205) 76.941 ms 78.822 ms 76.653 ms 14 te0-0-0-0.agr11.iad02.atlas.cogentco.com (154.54.44.198) 80.999 ms 77.483 ms 76.934 ms 15 te0-0-2-0.nr11.b037327-0.iad02.atlas.cogentco.com (154.24.15.62) 81.020 ms 76.888 ms 79.292 ms 16 38.122.62.254 (38.122.62.254) 80.741 ms 75.733 ms 76.575 ms 17 ip-208-113-156-8.dreamhost.com (208.113.156.8) 77.857 ms 81.907 ms 83.211 ms 18 ip-208-113-156-14.dreamhost.com (208.113.156.14) 83.823 ms 81.762 ms 86.616 ms

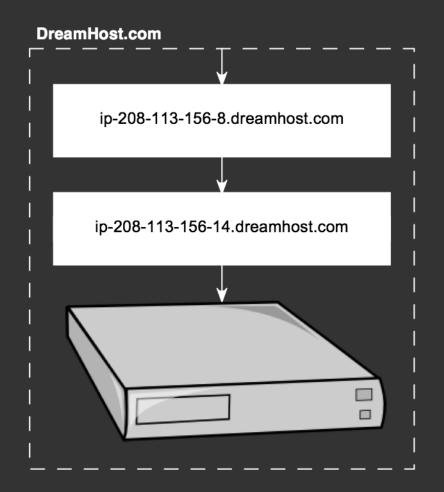
19 apache2-igloo.greensville.dreamhost.com (208.113.154.40) 91.247 ms 80.490 ms 83.630 ms











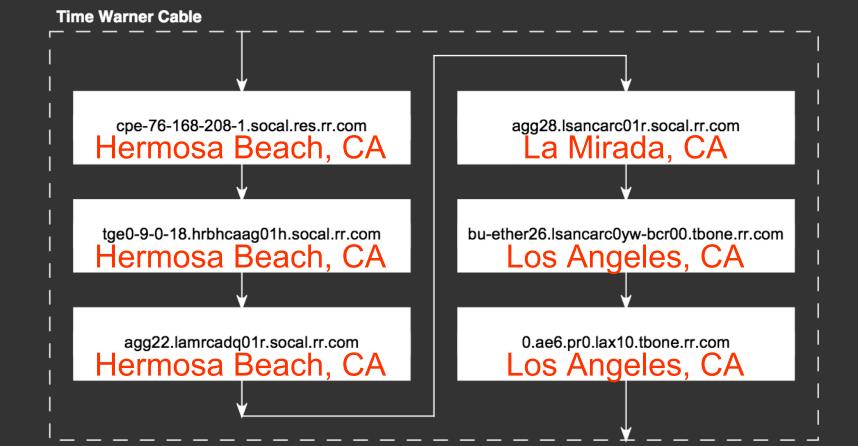
18 intermediate stops!

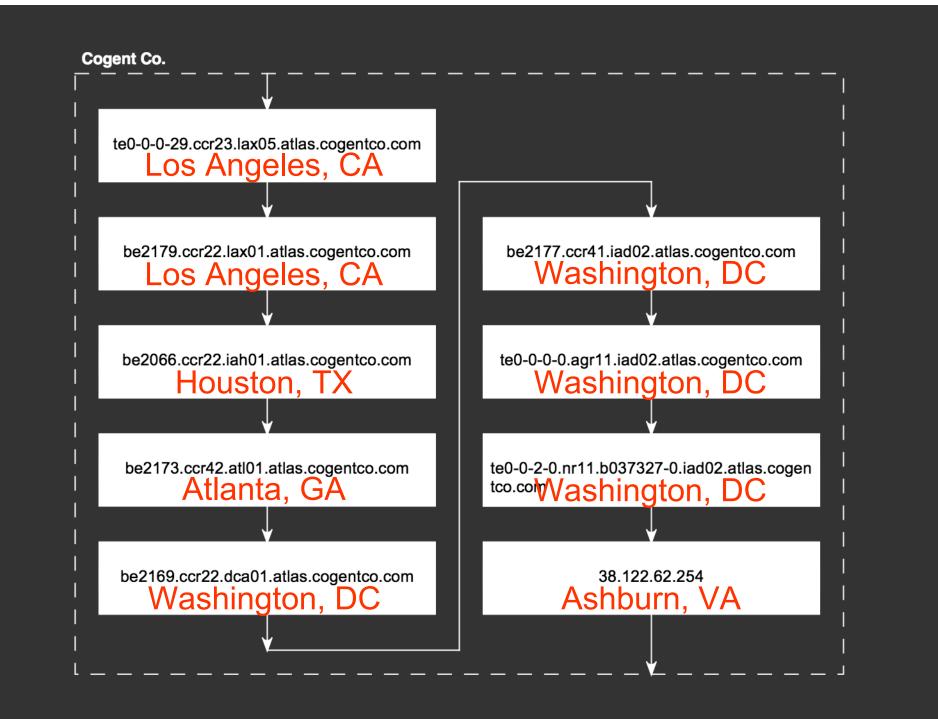
Summary

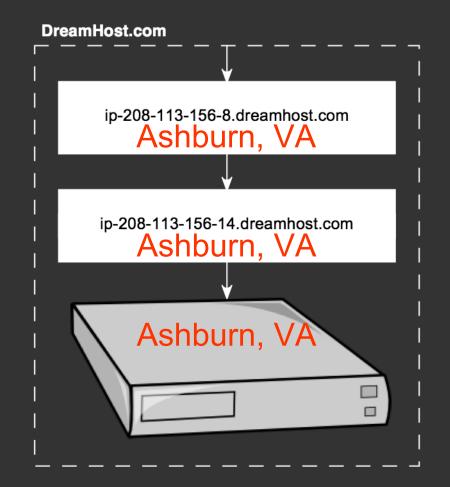
- TCP packets move data between two points
- UDP packets can go to more than one destination
- Use ping to see if you have a connection
- traceroute shows your packets routing

From my house to BONUS ! sbamug.com









Slightly under 1/10 second!