ping, traceroute and mtr Network path testing

TTL 1 router 1 replies → TTL+1 **TTL 2** router 2 replies → TTL+1 **TTL n** last router → reaches **Target** final reply

Probes with rising TTL; each router answers with ICMP Time Exceeded

CONCEPTS

ping tests the round trip to one host; traceroute and mtr find where along the path it breaks or slows.

Many routers rate-limit or drop probe replies, so loss on one hop that does not continue to later hops is usually harmless.

PING BASICS

`ping <host>`
Ping until interrupted (Ctrl+C)

`ping -c <count> <host>`
Stop after <count> replies

`ping -4 <host>`
Use IPv4 only

`ping -6 <host>`
Use IPv6 only

`ping -i <seconds> <host>`
Wait between packets

`ping -s <bytes> <host>`
Set payload size (default 56)

`ping -W <seconds> <host>`
Wait this long for each reply

`ping -w <seconds> <host>`
Give up after a total deadline

`ping -n <host>`
Skip reverse DNS lookups

READING PING

Output fields

Field	Means
`icmp_seq`	Packet number; gaps mean loss
`ttl`	Remaining hops on the reply
`time`	Round-trip time in ms
`% packet loss`	Share of requests unanswered
`rtt min/avg/max/mdev`	Latency summary and jitter

Exit status

Code	Means
`0`	At least one reply
`1`	No reply received
`2`	Other error

A reply time that jumps on the first packet only is usually ARP or DNS warm-up, not a slow link.

TRACEROUTE

`traceroute <host>`
Trace the path (UDP probes)

`traceroute -n <host>`
Do not resolve names

TRACEROUTE (cont.)

`traceroute -I <host>`
Probe with ICMP echo

`traceroute -T -p <port> <host>`
Probe with TCP SYN to a port

`traceroute -m <hops> <host>`
Set maximum hops (default 30)

Reading hop lines

Shown	Means
`* * *`	No answer; filtered or rate-limited
`three times`	RTT of each of the 3 probes
`!H / !N / !X`	Host, network or admin unreachable
`different IPs on a hop`	Load-balanced paths

MTR LIVE VIEW

`mtr <host>`
Live trace with loss and latency

MTR LIVE VIEW (cont.)

`mtr -n <host>`
Show IPs only, no DNS

Interactive keys

Key	Does
`d`	Cycle display mode
`n`	Toggle DNS
`p / Space`	Pause / resume
`r`	Reset counters
`j`	Toggle latency / jitter
`o`	Choose columns
`u`	Switch ICMP / UDP
`q`	Quit

MTR REPORT AND PROTOCOLS

`mtr -r -c <count> <host>`
Report mode: run, print, exit

`mtr -rw -c <count> <host>`
Wide report, full hostnames

`mtr -T -P <port> <host>`
TCP SYN trace to a port

Report columns

Column	Means
`Loss%`	Share of probes lost at this hop
`Snt`	Probes sent
`Last`	Latest RTT in ms
`Avg`	Mean RTT
`Best / Wrst`	Fastest / slowest RTT
`StDev`	Spread of RTT; high means jitter

MTR REPORT AND PROTOCOLS (cont.)

Judge loss by the last hops: loss that appears at one hop and disappears further on is rate limiting; loss that continues to the target is real.

Run at least 50-100 cycles for a report, and run it from both ends when you can.

RECIPES

Is the network or DNS broken?

```
ping -c 3 1.1.1.1
ping -c 3 example.com
# IP works, name fails: DNS
problem (see dig)
```

Evidence for your ISP

```
mtr -rwn -c 100 example.com
> mtr.txt
mtr -rwn -T -P 443 -c 100
example.com >> mtr.txt
```

Find the path MTU

```
ping -c 2 -M do -s 1472
<host>
# fails? lower -s until it
passes; MTU = size + 28
```