ping, traceroute and mtr

Network path testing

CONCEPTS

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

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

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)

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

TRACEROUTE

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

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

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

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 -n *<host>*
Show IPs only, no DNS

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

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.