

# scamper

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# What is scamper?

- Packet prober designed for large-scale active measurement of the Internet
  - Probes at supplied packets-per-second rate
- Traceroute
  - tcp, udp, icmp, ipv4, ipv6, paris, pmtud, double-tree, load-balancer
- Alias Resolution
  - mercator, ally, radargun
- Ping
- Sting

# Approach

- Original goal to replace use of /sbin/traceroute
- Flexible
  - Standalone measurement utility
    - does not require ruby interpreter or perl or any libraries.
  - Control socket: dynamically feed scamper work to do on demand
  - CLI: one-shot measurements
- Focus just on implementing a good prober
- Portable
  - \*BSD, Linux, MacOS X, Solaris, **Windows**

# scamper control socket

```
trace -P icmp-paris -q 1 130.217.250.39
```

```
OK
```

```
MORE
```

```
DATA 544
```

```
M$@4`!@``8#___\/`#$`!``0``P``+2=:1IP`,`U!``!``0`  
M+)&4@IL!``4!``X%`0``#@``S_CP(`%@``$!0!$``!L0`"P`."H9  
M``#_CP(`%@``("A$``#SA@L``"P`. *54``#_CP(`%@``;#_A$``#"`  
MM`L``"P`.+\I``#_CP(`%@``0$_1$``#`#0L``"P`.!FI#_SP(`%P``  
M``4%?!$``#16@L``"P`.``_X\"`!8``%!GP1``PH``L`#@`  
M``_X\"`!8``&!WL1``S;@+``L`#@``_X\"`!8``"7H1``  
MQ,L+``L`#@``_X\"`!8``("GD1``U>0+``L`#@``_X\"`!8`  
M``)@"_@1``S_P+``L`#BG],``_X\"`!8``*#/<1``\T``L`#C^  
@OL``_X\"`!8``+#041``\`0+``L`#B;Y,``
```

Data comes back in uuencoded binary warts format.

i.e. records a lot of response detail

Client can send commands whenever scamper says "MORE".

# scamper command line

- scamper -c 'trace -P icmp-paris' <filename>
- scamper -c 'trace -P icmp-paris' -i <ip1> <ip2> ... <ipN>

# Approach

- Good science
  - Uses best timestamps available
    - Datalink timestamps (BPF)
    - Socket timestamps
  - Binary file format records details of responses and meta-data of measurement

# Example Use Cases

- CAIDA IPv6 AS core poster (Brad)
- Dual-stack path analysis (Kenjiro Cho)
- IMC papers:
  - 2005: Inferring and Debugging Path MTU Discovery Failures
  - 2008: Traceroute Probe Method and Forward IP Path Inference

# Why implement your measurement techniques in scamper?

- Portability taken care of, e.g.
  - Datalink for putting crafted frames onto a link
  - Route socket for finding appropriate interface
  - Byte ordering requirements for raw sockets, etc.
  - Every operating system does things slightly differently
- Event driven; don't have to use threads to get parallelism
- Lends itself to integration with Ark



# How to get?

- <http://www.wand.net.nz/scamper/>
  - Source code GPLv2
- FreeBSD, NetBSD, Debian packages.