
Internet Deacon

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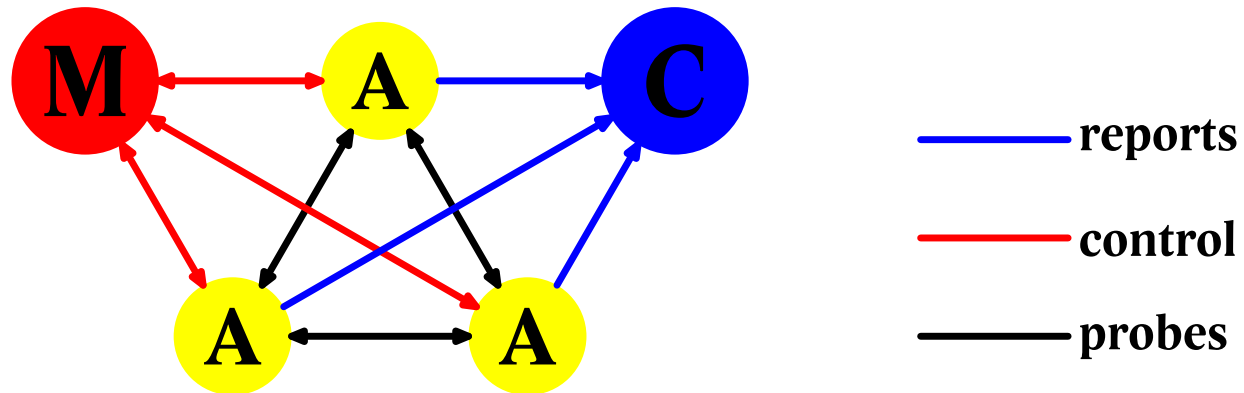
- Similar operation as Multicast Beacon: host-based application, probe packets, reports
- Well-defined protocol, platform independent
- Generalized to IPv6, unicast and multicast (including SSM), TCP/UDP/ICMP
- Different traffic patterns: regular with adjustable interval, bursty traffic, variable packet size, bouncing packets
- Access to IP header values: TTL/hoplimit, DSCP etc.
- Statistics: lost/duplicated/reordered packets, two- or one-way delay, jitter, throughput estimate
- Centralised control: agent-manager protocol (PSNC)

Basic ideas (cont.)



- Security: authenticated communication (agent-agent, agent-manager, agent-collector)

Architecture

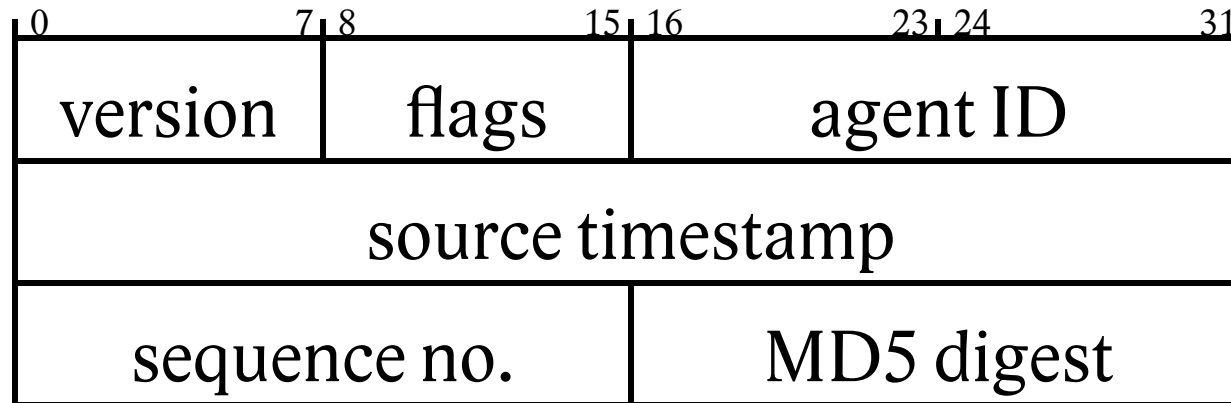


A = agents

M = manager

C = collector

Probe packet



- Flags: to be defined
- Optional authentication: concatenate the packet with a shared password and compute the MD5 hash

- Home page:
 - ▷ *<http://staff.cesnet.cz/~lhotka/Deacon/>*
- Mailing list:
 - ▷ *<http://www.liberouter.org/mailman/listinfo/deacon>*
 - ▷ *archive: <http://www.liberouter.org/pipermail/deacon/>*

To Do



- write an overall architecture document
- define the agent-agent and agent-collector protocols
- set up CVS, web page
- start coding