















































The DIMES Architecture

- Client-server
- Pull model
 - All communication is originated by agent
 - Future: agent-agent communication
- Data is kept in a rational database (MySQL)
- Hard bound on network usage
 - Negligible CPU usage



- 1. User download the DIMES agent
 - User id, join group, agent id
- 2. An entry is created in the database agent table
- 3. Agent gets random script
- 4. Every hour: keep alive (query for new scripts)
- 5. Send results:
 - 1. When result file crosses a threshold
 - 2. When agent wakes up





The Experiment Life-Cycle

- Planning
- Deploying
- Executing
- Result aggregation & filtering
- Default result analysis
 - Topology inference
 - AS path analysis









Data Filtering

• IP level loops

- But not in the last hop
- Disregard for topology
- AS level loops
 - But not in the last hop
 - Disregard for topology
- Destination appears early
 - Disregard for topology

Agent Black List

- Too many discoveries
- Close to too many destinations (ping)

Database Structure

- Every measurement has a unique id and is placed in a raw result table (insert time, agent, id, source IP, dest IP, experiment id, run id)
- The unique id is used to access the measurement details in other tables (traceroute/ping/packettrain tables)





IP Traceroute Tables

- A traceroute measurement is comprised of 4 traceroutes.
- Traceroutes are done vertically: 1,2,3,4,...,1,2,3,...,1,2,3,...,1,2,3,...
- Each hop has an entry that is connected to a measurement via the unique id and hop number.
- The most commom IP per hop is kept in the main traceroute table
 - Additional IP addresses are kept in alternative tables









