

Grasping damage situation by accessibility to internet servers

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Rapid grasp of damages is very important for emergent countermeasures of large disaster. However communication to damaged area may not be available. Accessibility to servers via internet may be useful as a source of grasping damaged area. Therefore, a system to check servers and to map the result using cyber Japan web system is developed. The system employs 3 kinds of check method: replay of ping (replay of ICMP echo request), replay of TCP connection request, and replay of HTTP request via proxy server.

Reasons of no response except damage of the server or location of the server are following; server down not caused by the disaster, damage on internet backbone network, access implosion to server or internet, damage on power plant or power transmission backbone network. On the other hand, a server in earthquake resistant building with emergency power supply may respond even the area suffered serious damage. Furthermore, a server may not be at building of server owner but at data center. Selection of servers and interpretation of result are farther problems.

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