

A very brief summary of iperf

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The iperf home page is at <http://dast.nlanr.net/Projects/Iperf/>, this summary only shows a very small number of options needed to perform simple throughput tests. The iperf program is available for most operating systems (including our three). The same program is used as a server (wait for a connection and receive data) and as a client (initiate the connection and send data). It is possible to have the client and server reverse roles (i.e. send data in the reverse direction) during a test. You can look at the iperf web site to figure out how to do this.

iperf -s This command invokes iperf as a server without setting any other options. Use “^C” to stop the server.

iperf -c *host* This command starts an iperf client (without specifying other options), and has the client connect to *host*, given as an IP address or a DNS name.

iperf -w *number* iperf normally uses the default TCP window size specified by the operating system. The -w option lets you set the window size explicitly (on a server as well as a client). *number* is the TCP window size in bytes; you can append “K” to the number to use kilo-bytes, and “M” to use mega-bytes to specify the window.

iperf -i *seconds* The -i option asks for intermediate reports on throughput, spaced apart by the number of seconds given after the -i.

iperf -t *seconds* The -t options determines how long, in seconds, iperf sends data before concluding the test and printing final statistics. The default is 10 seconds.

iperf -f k and iperf -f m The -f option changes the units used for reporting; -f k requests kilo-bits per seconds, -f m gives you mega-bits per second. The default is to pick a unit dynamically. There are many more formatting options, check the iperf home page for these.

iperf -h Prints a short summary of commands and options and exits.

iperf -v Prints version information and exits.

iperf -t 60 -i 5 -f m -w 2M -c 132.235.201.1 This command would connect to a server at 132.235.201.1, send data for 60 seconds using a TCP window size of 2 mega-bytes, report intermediate data every 5 seconds, and format the output in mega-bits per second.

iperf -r -c 132.235.201.1 This command sends from the client to a server at 132.235.201.1; once the test is complete, the client and server reverse roles and repeat the test in the opposite direction.

iperf -d -c 132.235.201.1 This command sends from the client to a server at 132.235.201.1; it also immediately starts a test in the opposite direction, measuring performance while data is flowing in both directions.

`iperf -u` With this option in the client and server, iperf will run a UDP test. The client must specify the “-b” option to indicate the data-rate at which it will send UDP packets. That is usually the data rate the client report. The server reports are more interesting; they show the rate at which UDP packets were actually received, the percentage of packets that were lost in transit, and the “jitter”, the variation in the spacing between packets.