Programming Assignment 1 - cs23mtech12001

Task 1- Ping using UDP

UDPPingerServer.py

Below is the UDP Server code.

```
home > arjit > ♣ UDPPingerServer.py > ...
      # UDPPingerServer.py
      # We will need the following module to generate randomized lost packets
     import random
     from socket import *
      # Create a UDP socket
      # Notice the use of SOCK_DGRAM for UDP packets
      serverSocket = socket(AF INET, SOCK DGRAM)
  8
      # Assign IP address and port number to socket
  9
      serverSocket.bind(('', 12000 ))
 10
      while True:
      # Generate a random number between 0 to 11 (both included)
 11
 12
 13
          rand = random.randint(0, 11)
 14
          # Receive the client packet along with the address it is coming from
          message, address = serverSocket.recvfrom(1024)
 15
          # Capitalize the message from the client
 16
          message = message.upper()
 17
 18
          # If rand is less is than 4, we consider the packet lost and do not respond
          if rand < 4:
 19
              continue
 20
          # Otherwise, the server responds
 21
          serverSocket.sendto(message, address)
 22
```

Below is the UDP Client Code (Client.py)

```
★ Welcome
                             2st pthon.py
                                                            client.py
                                                                           home > arjit > 💠 UDPPingerClient.py > ...
     import socket
      import time
      import random
      import string
       server_ip = "172.31.0.2" # Replace with the server's IP address if not running locally(here replaced with alicel IP)
  9
      server_port = 12000 #port number by which server application will be identified
 10
      # Number of pings to send. User can decide the number of pings to send
number_pings = int(input("Enter the number of pings: "))
 11
 12
 13
      # Initialize variables for RTT statistics
 14
 15
      min rtt = float('inf')
      #initially taking all rtt's 0
 16
      max_rtt = 0
total_rtt = 0
 17
 18
      packets_lost = 0
 19
 20
       # Create a UDP socket with passing socket.SOCK_DGRAM in the second argument below
      client_socket = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
       #socket.SOCK_DGRAM is used for UDP
      #socket.SOCK_STREAM is used for TCP
 25
 26
      # Set a timeout for receiving responses (here we set it to 1 second as asked in the assignment)
 27
       client_socket.settimeout(1)
 28
 29
       for sequence_number in range(1, number_pings + 1):
 30
           # Generate a timestamp
           timestamp = time.time()
 31
 32
           # Generate a message with the sequence number and timestamp
 33
           message = f"Ping {sequence number} {timestamp}"
 34
 35
           # Record the start time
 36
           start_time = time.time() #the moment we send the request or message
```

```
39
         # Send the ping message to the server
         client_socket.sendto(message.encode('utf-8'), (server_ip, server_port))
40
41
42
43
            # Receive the response from the server
            data, server address = client socket.recvfrom(1024)
44
45
46
             # Record the end time
            end_time = time.time() #The moment we receive response from server
47
48
             # Calculate the RTT
49
            rtt = end time - start time
50
51
            # Update RTT statistics
52
53
            min_rtt = min(min_rtt, rtt)
            max_rtt = max(max_rtt, rtt)
55
            total_rtt += rtt
56
57
            # Print the response message, RTT, and timestamp
            print(f"Received response from {server_address}: {data.decode('utf-8')}, RTT = {rtt:.6f} seconds, Timestamp = {timestamp:.6f}")
58
59
60
            # If no response received within the timeout, print a timeout message
61
            packets lost += 1
62
            print(f"Request timed out for sequence number {sequence_number}")
63
64
65
    # Calculate and report statistics
66
    average_rtt = total_rtt / number_pings
67
    packet_loss_rate = (packets_lost / number_pings) * 100
68
    print("\nPing statistics:")
69
    print(f"Packets sent: {number_pings}")
70
71 print(f"Packets received: {number_pings - packets_lost}")
    print(f"Packets lost: {packets_lost} ({packet_loss_rate:.2f}% loss)")
72
   print(f"Minimum RTT: {min_rtt:.6f} seconds")
    print(f"Maximum RTT: {max_rtt:.6f} seconds")
75
    print(f"Average RTT: {average_rtt:.6f} seconds")
76
    # Close the client socket
77
78
    client_socket.close()
```

I have used LLM (Chat GPT) for code generation and it was working but I made significant changes in the code and put sufficient efforts to understand the flow and how everything is working. Additionally I have add some features which were not there in the basic code.

Chat GPT Version: Default (GPT-3.5)

Website: https://chat.openai.com/ Chat Conversation link for reference:

https://chat.openai.com/share/7a3b702d-7704-4320-9e9a-6ee0a55c9403

```
import time
# Server configuration
server_ip = "127.0.0.1" # Replace with the server's IP address if not running
server_port = 12000
# Number of pings to send
num_pings = int(input("Enter the number of pings: "))
# Initialize variables for RTT statistics
min_rtt = float('inf')
\max_{rtt} = 0
total_rtt = 0
packets_lost = 0
# Create a UDP socket
client_socket = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
# Set a timeout for receiving responses (1 second)
client_socket.settimeout(1)
for sequence_number in range(1, num_pings + 1):
    # Generate a message with the sequence number
    message = f"Ping {sequence_number}"
    # Record the start time
    start_time = time.time()
    # Send the ping message to the server
    client_socket.sendto(message.encode('utf-8'), (server_ip, server_port))
                                                                       G Rege
                                    ©
```

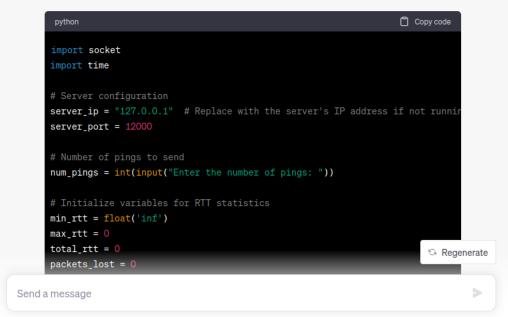
- (3) calculate and print the round-trip time (RTT), in seconds, of each packet if server responses.
- (4) otherwise, print "Request timed out"
- (5) report the minimum, maximum, and average RTTs at the end of all pings from the client. In

addition, calculate and report the packet loss rate (in percentage).



I can provide you with a Python UDP ping client implementation that corresponds to the server code you provided. You can use this client code to send ping messages to the server and measure round-trip times (RTT) as well as packet loss rates.

Here's the UDP Ping client code ('UDPPingerClient.py'):



 $Free \ Research \ Preview. \ Chat GPT \ may \ produce \ in accurate \ information \ about \ people, \ places, \ or \ facts. \ \underline{Chat GPT \ August \ 3 \ Version}$

```
# Record the start time
    start_time = time.time()
    # Send the ping message to the server
    client_socket.sendto(message.encode('utf-8'), (server_ip, server_port))
    try:
        # Receive the response from the server
        data, server_address = client_socket.recvfrom(1024)
        # Record the end time
        end_time = time.time()
       # Calculate the RTT
       rtt = end_time - start_time
        # Update RTT statistics
       min_rtt = min(min_rtt, rtt)
        max_rtt = max(max_rtt, rtt)
        total_rtt += rtt
        # Print the response message and RTT
        print(f"Received response from {server_address}: {data.decode('utf-8')
    except socket.timeout:
        # If no response received within the timeout, print a timeout message
        packets_lost += 1
        print(f"Request timed out for sequence number {sequence_number}")
# Calculate and report statistics
average_rtt = total_rtt / num_pings
packet_loss_rate = (packets_lost / num_pings) * 100
                                                                      □ Reae
```

```
# If no response received within the timeout, print a timeout message
    packets_lost += 1
    print(f"Request timed out for sequence number {sequence_number}")

# Calculate and report statistics
average_rtt = total_rtt / num_pings
packet_loss_rate = (packets_lost / num_pings) * 100

print("\nPing statistics:")
print(f"Packets sent: {num_pings}")
print(f"Packets received: {num_pings - packets_lost}")
print(f"Packets lost: {packets_lost} ({packet_loss_rate:.2f}% loss)")
print(f"Minimum RTT: {min_rtt:.6f} seconds")
print(f"Maximum RTT: {average_rtt:.6f} seconds")
# Close the client socket
client_socket.close()
```

In this code, the client sends a specified number of ping messages to the server, measures the RTT for each response, and calculates statistics including minimum RTT, maximum RTT, average RTT, and packet loss rate. It sets a timeout for receiving responses to handle cases where packets are lost in the network.

To use this client code, simply run it and enter the number of pings you want to send when prompted.

In this, there is no random function used in server code, instead, I used the following command before and after running the server code to inject 33% packet loss at NIC level.

tc qdisc add dev eth0 root netem loss 33%I

tc qdisc del dev eth0 root netem loss 33%

Output-

alice1 is Server bob1 is Client

1)UDP

UDPPingerServer.py Running on alice1

```
ГО
         arjit@ROG-Zephyrus-G14-GA401QH-GA401QH: ~
arjit@ROG-Zephyrus-G14-GA4010H-GA4010H:~$ ssh ubuntu@10.200.33.177
Welcome to Ubuntu 22.04.2 LTS (GNU/Linux 5.15.0-79-generic x86_64)
 * Documentation: https://help.ubuntu.com
 * Management:
                   https://landscape.canonical.com
                   https://ubuntu.com/advantage
 * Support:
  System information as of Mon Sep 11 11:01:27 UTC 2023
  System load:
                0.0
                                  Users logged in:
                                                              10.200.33.177
  Usage of /:
                84.0% of 9.51GB
                                  IPv4 address for ens3:
                                  IPv4 address for lxdnatbr0: 172.31.0.1
  Memory usage: 31%
                                  IPv4 address for virbr0:
  Swap usage:
                0%
                                                              192.168.122.1
  Processes:
                193
 * Strictly confined Kubernetes makes edge and IoT secure. Learn how MicroK8s
   just raised the bar for easy, resilient and secure K8s cluster deployment.
   https://ubuntu.com/engage/secure-kubernetes-at-the-edge
Expanded Security Maintenance for Applications is not enabled.
54 updates can be applied immediately.
To see these additional updates run: apt list --upgradable
Enable ESM Apps to receive additional future security updates.
See https://ubuntu.com/esm or run: sudo pro status
*** System restart required ***
Last login: Mon Sep 11 11:01:29 2023 from 172.19.124.59
ubuntu@cs5060-25:~$ lxc exec alice1 -- /bin/bash
root@alice1:~# python3 UDPPingerServer.py
```

UDPPingerClient.py Running on bob1

```
Expanded Security Maintenance for Applications is not enabled.
 54 updates can be applied immediately.
 To see these additional updates run: apt list --upgradable
 Enable ESM Apps to receive additional future security updates.
See https://ubuntu.com/esm or run: sudo pro status
 *** System restart required ***
Last login: Mon Sep 11 06:30:05 2023 from 172.19.124.59 ubuntu@cs5060-25:-$ lxc exec bob1 -- /bin/bash
 root@bob1:~# python3 UDPPingerClient.py
 Enter the number of pings: 20
 Request timed out for sequence number
Received response from ('172.31.0.2', 12000): PING 2 1694430381.016075, RTT = 0.001363 seconds, Timestamp = 1694430381.016075 Received response from ('172.31.0.2', 12000): PING 3 1694430381.0175595, RTT = 0.000861 seconds, Timestamp = 1694430381.017560 Request timed out for sequence number 4
 Received response from ('172.31.0.2'
                                                     , 12000): PING 5 1694430382.0198116, RTT = 0.000385 seconds, Timestamp = 1694430382.019812
 Request timed out for sequence number
 Received response from ('172.31.0.2', 12000): PING 7 1694430383.0216334, RTT = 0.000759 seconds, Timestamp = 1694430383.021633
Request timed out for sequence number 8
Received response from ('172.31.0.2', 12000): PING 9 1694430384.0238194, RTT = 0.001208 seconds, Timestamp = 1694430384.023819
Received response from ('172.31.0.2', 12000): PING 10 1694430384.0251226, RTT = 0.000272 seconds, Timestamp = 1694430384.025123
Received response from ('172.31.0.2', 12000): PING 11 1694430384.0254521, RTT = 0.001079 seconds, Timestamp = 1694430384.025452
 Request timed out for sequence number
 Received response from ('172.31.0.2', 12000): PING 13 1694430385.0279543, RTT = 0.000356 seconds, Timestamp = 1694430385.027954
 Request timed out for sequence number
 Request timed out for sequence number 15
 Request timed out for sequence number
 Request timed out for sequence number 17
 Request timed out for sequence number 18
Received response from (^172.31.0.2^1, 12000): PING 19 1694430390.035314, RTT = 0.001155 seconds, Timestamp = 1694430390.035314 Request timed out for sequence number 20
Ping statistics:
Packets sent: 20
Packets received: 9
Packets lost: 11 (55.00% loss)
Minimum RTT: 0.000272 seconds
Maximum RTT: 0.001363 seconds
Average RTT: 0.000372 seconds
```

UDPPingerModifiedServer

UDPPingerModifiedServer.py Running on alice1

```
root@alice1:~# tc qdisc add dev eth0 root netem loss 33% root@alice1:~# python3 UDPPingerModifiedServer.py
```

UDPPingerClient.py Running on bob1

```
root@bob1:~# python3 UDPPingerClient.py
Enter the number of pings: 20
Received response from ('172.31.0.2', 12000): PING 1 1694431776.1425755, RTT = 0.000342 seconds, Timestamp = 1694431776.142576
Request timed out for sequence number 2
Request timed out for sequence number 3
Request timed out for sequence number 4
Received response from ('172.31.0.2', 12000): PING 5 1694431779.14716, RTT = 0.000451 seconds, Timestamp = 1694431779.147160
Received response from ('172.31.0.2', 12000): PING 6 1694431779.1477058, RTT = 0.000190 seconds, Timestamp = 1694431779.147706
Request timed out for sequence number 7
Request timed out for sequence number 8
Request timed out for sequence number 9
Request timed out for sequence number 10
Request timed out for sequence number 11
Received response from ('172.31.0.2', 12000): PING 12 1694431784.154451, RTT = 0.001639 seconds, Timestamp = 1694431784.154451 Received response from ('172.31.0.2', 12000): PING 13 1694431784.1562126, RTT = 0.000207 seconds, Timestamp = 1694431784.156213 Received response from ('172.31.0.2', 12000): PING 14 1694431784.1564925, RTT = 0.000214 seconds, Timestamp = 1694431784.156492
Request timed out for sequence number 15
Received response from ('172.31.0.2', 12000): PING 16 1694431785.1580768, RTT = 0.000328 seconds, Timestamp = 1694431785.158077 Received response from ('172.31.0.2', 12000): PING 17 1694431785.158492, RTT = 0.000175 seconds, Timestamp = 1694431785.158492 Received response from ('172.31.0.2', 12000): PING 18 1694431785.158719, RTT = 0.000155 seconds, Timestamp = 1694431785.158719 Received response from ('172.31.0.2', 12000): PING 19 1694431785.1589222, RTT = 0.000151 seconds, Timestamp = 1694431785.158922 Received response from ('172.31.0.2', 12000): PING 20 1694431785.1591215, RTT = 0.000150 seconds, Timestamp = 1694431785.159122
Ping statistics:
Packets sent: 20
Packets received: 11
Packets lost: 9 (45.00% loss)
Minimum RTT: 0.000150 seconds
Maximum RTT: 0.001639 seconds
Average RTT: <u>0</u>.000200 seconds
```

UDP Complete

Task 2- TCP

I used Chat GPT for the basic code generation and then edited the code accordingly where changes were needed.

- a) TCP Server running on alice1
- b) TCP Client running in bob1

```
oot@alce1:-# tc qdisc del dev eth0 root netem loss 33% oot@alce2:-# tc qdisc del dev eth0 root netem loss 33% oot@alce2:-# cot@bob1:-# ^C root@bob1:-# exit ubuntugcs5060-25:-$ lxc exec bob1 -- /bin/bash voc@alce2:-# ython3 TCPPingerServer.py

CP Ping server is ready to receive connection from Client(Bob1)... onceted to ('172.31.6.3', 54224)

acket lost (no response)
acket lost (no response)
acket lost (no response)

acket lost (no response)

acket lost (no response)

Ping 3: Request timed out Response from server: PING 2 1694513272.0045378 | RTT: 0.8593 ms Response from server: PING 2 1694513273.0088806 | RTT: 1.0099 ms Ping 3: Request timed out Response from server: PING 4 1694513274.0112221 | RTT: 0.3557 ms Ping 3: Request timed out Response from server: PING 5 1694513275.0129673 | RTT: 0.9956 ms

Ping statistics:

Packets sent(no. of pings) = 5
Packets sent(no. of pings) = 5
Packets received(in the first go) = 2
Packet loss rate = 60.00%
Minimum RTT = 0.3257 ms
Maximum RTT = 0.3257 ms
Maximum RTT = 0.3257 ms
Average RTT = 1.77 ms
root@bob1:-#
```

c) Modified Server

Including the following command

tc qdisc add dev eth0 root netem loss 33%

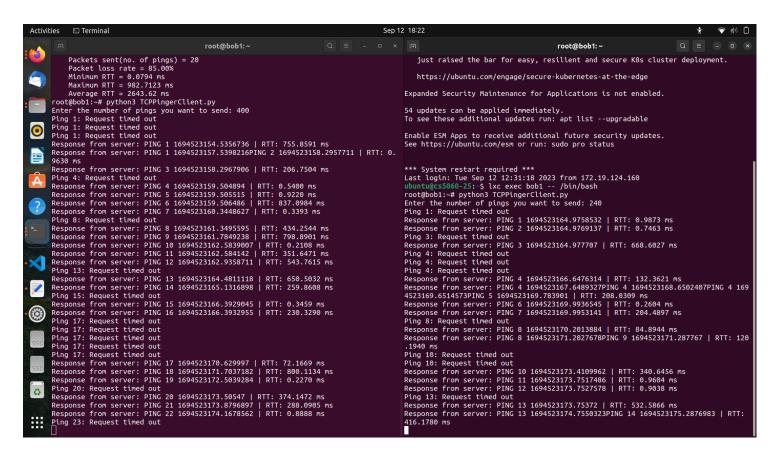
tc qdisc del dev eth0 root netem loss 33%

Below image shows the output of TCP Modified Server

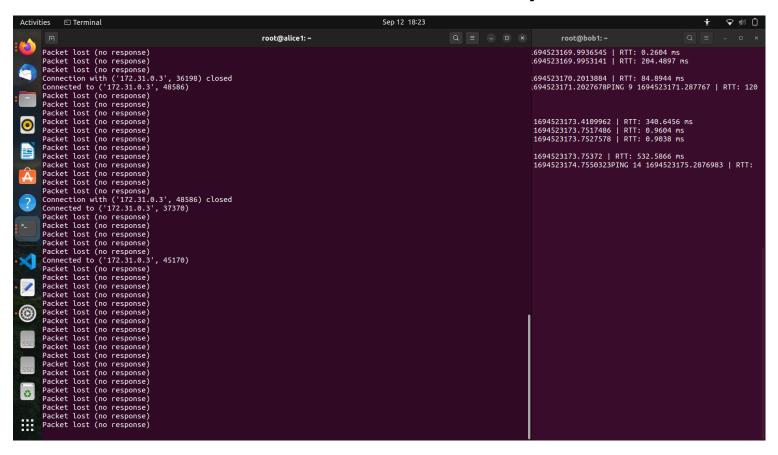
```
ordBaltcol:=# to qdisc add we ethor root neten loss 33%
ordBaltcol:=# to provide the content of the content of
```

TCP Concurrent

The below image shows two concurrent clients running on bob1



Here we can see two connections served concurrently



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I certify that this assignment/report is my own work, based on my personal study and/or research and that I have acknowledged all material and sources used in its preparation, whether they be books, articles, packages, datasets, reports, lecture notes, and any other

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Name: Arjit Gupta

Roll No: cs23mtech12001

Date: 12/09/2023 Signature: AG