

# **SCC 203 CW2 Report**

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## **Task 1.1: Network Measurement**

Under this task, we have to measure the delay, loss and throughput in the following scenarios: a) between the two hosts connected to switch, b) two hosts connected to the hub and c) two hosts across the network(Using the router).

Measuring loss:

- We can measure loss by ping.
- Ping uses ICMP echo messages that can be sent out to specific hosts.
- Measures end to end delay latency.
- Which also includes a measurement of packet loss by keeping how many messages were sent and how many responses received.

Measuring Delay:

- We can get delay through traceroute.
- This too uses an ICMP echo request message, but with an important modification: Time To Live(TTL) whose value is initially set to 1.
- We get 3 delay measures from each hop in the network.

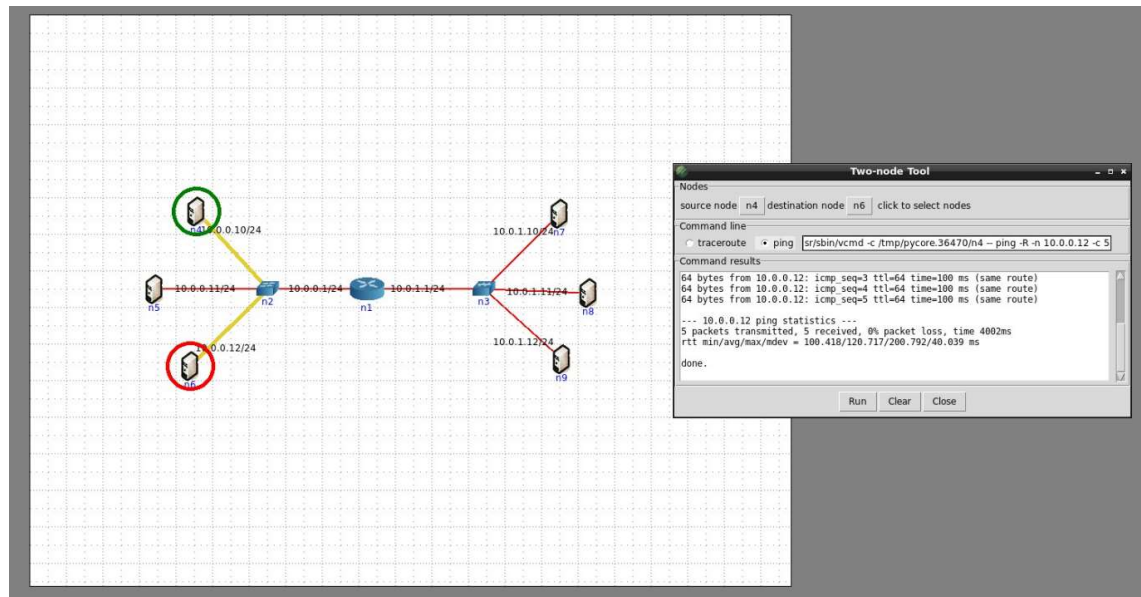
Measuring Throughput:

- Rate(bits/time unit) at which bits transfer between sender / receiver.
- Throughput is often restricted by a bottleneck
- Normally runs on a client-server model
  - One host requests the data, other serves it
  - Generate data streams across the network
  - Because we know exactly how large data is, and how long it takes to retrieve it, we can calculate throughput easily.

Below we observe the loss, delay and throughput of the asked scenarios.

### **a) Between two hosts connected to switch**

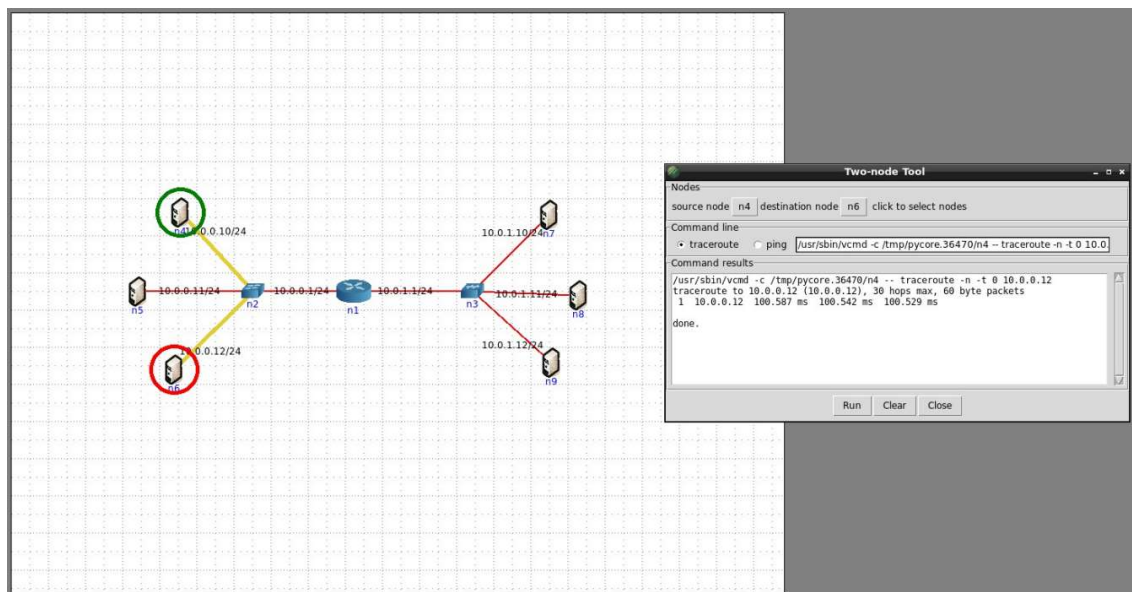
- *Measuring loss*



As shown above, the packet loss is at 0% while pinging from source to destination i.e between the hosts connected to the switch, capped at 5 had 100% transmission rate.

Loss percentage in the links between the switch and host was set to null which resulted in no packet losses when pinged between two hosts connected to the switch.

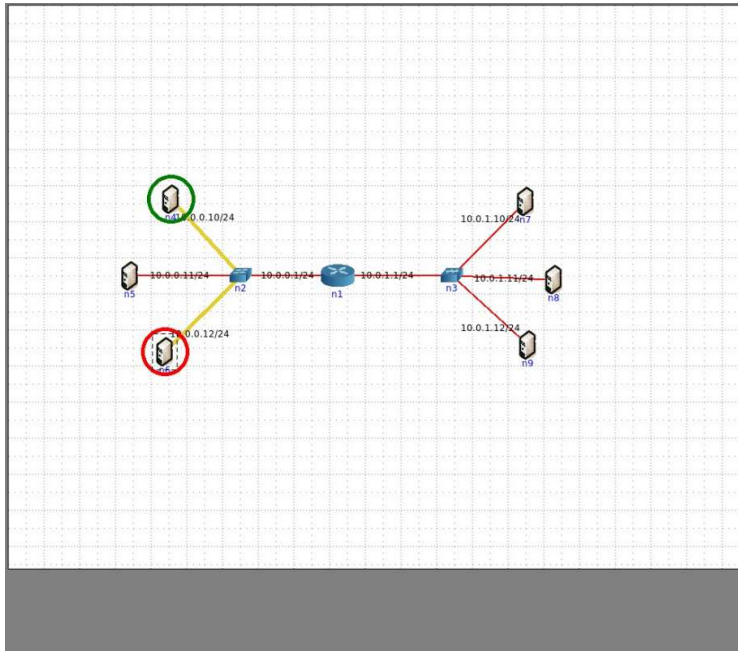
- Measuring delay



Delay was measured with the help of traceroute in which the three delay measurements were approx 100ms each.

The round trip time was measured as such because of the delay for the links between hosts and switch was set to 50ms each.

- Measuring throughput



```

LXTerminal
File Edit Tabs Help
[ S] local 10.0.0.10 port 5201 connected to 10.0.0.12 port 44906
[ ID] Interval      Transfer      Bandwidth
[ S] 0.00-1.00 sec  48.1 Kbytes  394 Kbits/sec
[ S] 1.00-2.00 sec  59.4 Kbytes  487 Kbits/sec
[ S] 2.00-3.00 sec  60.8 Kbytes  498 Kbits/sec
[ S] 3.00-4.00 sec  59.4 Kbytes  486 Kbits/sec
[ S] 4.00-5.00 sec  59.4 Kbytes  487 Kbits/sec
[ S] 5.00-6.00 sec  59.4 Kbytes  487 Kbits/sec
[ S] 6.00-7.00 sec  60.8 Kbytes  498 Kbits/sec
[ S] 7.00-8.00 sec  59.4 Kbytes  486 Kbits/sec
[ S] 8.00-9.00 sec  59.4 Kbytes  487 Kbits/sec
[ S] 9.00-10.00 sec  59.4 Kbytes  487 Kbits/sec
[ S] 10.00-11.00 sec  60.8 Kbytes  498 Kbits/sec
[ S] 11.00-12.01 sec  59.4 Kbytes  483 Kbits/sec
[ S] 12.01-13.01 sec  60.8 Kbytes  498 Kbits/sec
[ S] 13.01-13.65 sec  36.8 Kbytes  471 Kbits/sec
[ ID] Interval      Transfer      Bandwidth      Retr
[ S] 0.00-13.65 sec  1.32 Mbytes  811 Kbits/sec  0          sender
[ S] 0.00-13.65 sec  803 Kbytes   482 Kbits/sec                                receiver
Server listening on 5201

LXTerminal
File Edit Tabs Help
root@n6:/tmp/pycore.36478/n6.conf# iperf3 -c 10.0.0.10
connecting to host 10.0.0.10, port 5201
[ 4] local 10.0.0.12 port 44906 connected to 10.0.0.10 port 5201
[ ID] Interval      Transfer      Bandwidth      Retr  Cwnd
[ 4] 0.00-1.00 sec  264 Kbytes  2.17 Mbits/sec  0    41.8 Kbytes
[ 4] 1.00-2.00 sec  0.00 Bytes  0.00 bits/sec  0    43.8 Kbytes
[ 4] 2.00-3.00 sec  132 Kbytes  1.08 Mbits/sec  0    48.1 Kbytes
[ 4] 3.00-4.00 sec  127 Kbytes  1.04 Mbits/sec  0    55.1 Kbytes
[ 4] 4.00-5.00 sec  191 Kbytes  1.56 Mbits/sec  0    70.7 Kbytes
[ 4] 5.00-6.00 sec  0.00 Bytes  0.00 bits/sec  0    97.6 Kbytes
[ 4] 6.00-7.00 sec  255 Kbytes  2.09 Mbits/sec  0    127 Kbytes
[ 4] 7.00-8.00 sec  382 Kbytes  3.13 Mbits/sec  0    157 Kbytes
[ 4] 8.00-9.00 sec  0.00 Bytes  0.00 bits/sec  0    188 Kbytes
[ 4] 9.00-10.00 sec  0.00 Bytes  0.00 bits/sec  0    218 Kbytes
[ ID] Interval      Transfer      Bandwidth      Retr
[ 4] 0.00-10.00 sec  1.32 Mbytes  1.11 Mbits/sec  0          sender
[ 4] 0.00-10.00 sec  803 Kbytes   658 Kbits/sec                                receiver
iperf Done.
root@n6:/tmp/pycore.36478/n6.conf#

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Bottlenecks affect network performance by slowing down the flow of information transmitted across networks.

Since the bandwidth across the links between host and switch is evenly distributed (i.e 512kbps).

The network between the hosts is the bottleneck.

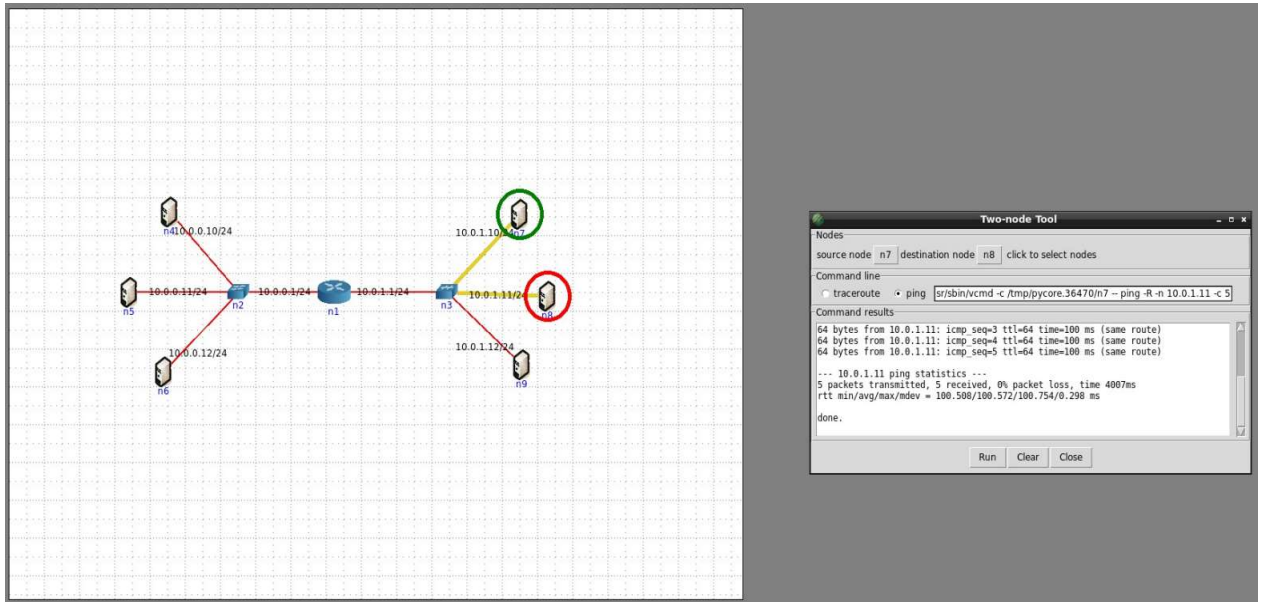
Throughput by sender and receiver is as shown in

Sender- 1.11 M bits/sec

Receiver- 658 M bits/sec

## b) Between two host connected to the hub

- *Measuring loss*



As shown above, the packet loss is at 0% while pinging from source to destination i.e between the hosts connected to the hub, capped at 5 had 100% transmission rate.

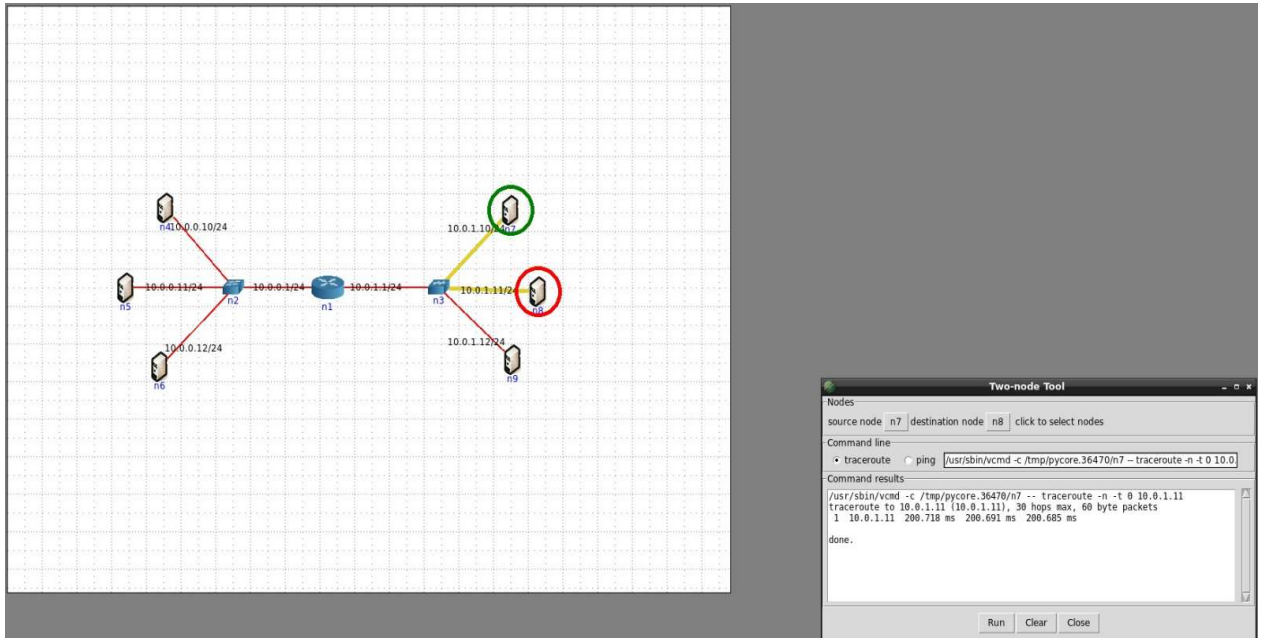
Loss percentage in the links between the hub and host was set to 1% each which means it has 1% chance of losing packets when pinged between two hosts connected to the hub.

- *Measuring delay*

Delay was measured with the help of traceroute in which the three delay measurements were approx 200ms each.

The round trip time was measured as such because of the delay for the links between hosts and switch was set to 50ms each.

In this observation, we can the delay is double the value expected.



- *Measuring throughput*

Bottlenecks affect network performance by slowing down the flow of information transmitted across networks.

Since the bandwidth across the links between host and switch is evenly distributed (i.e 512kbps).

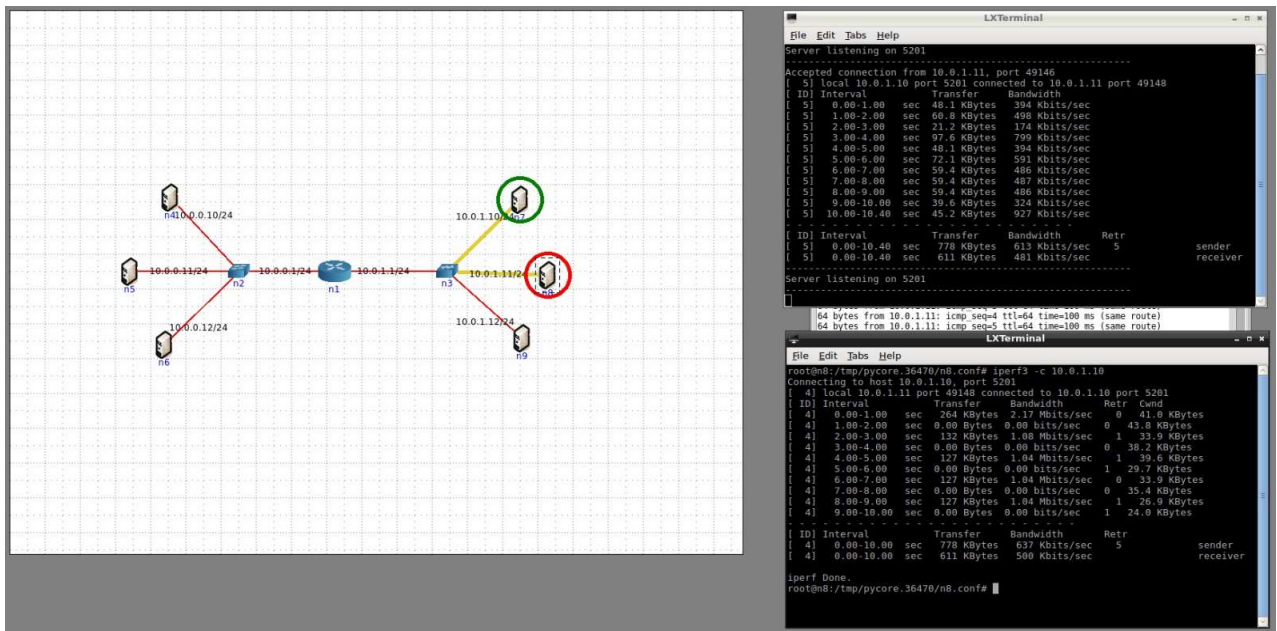
The network between the hosts is the bottleneck.

Throughput is measured by sender and receiver is as shown in

Sender- 637 k bits/sec

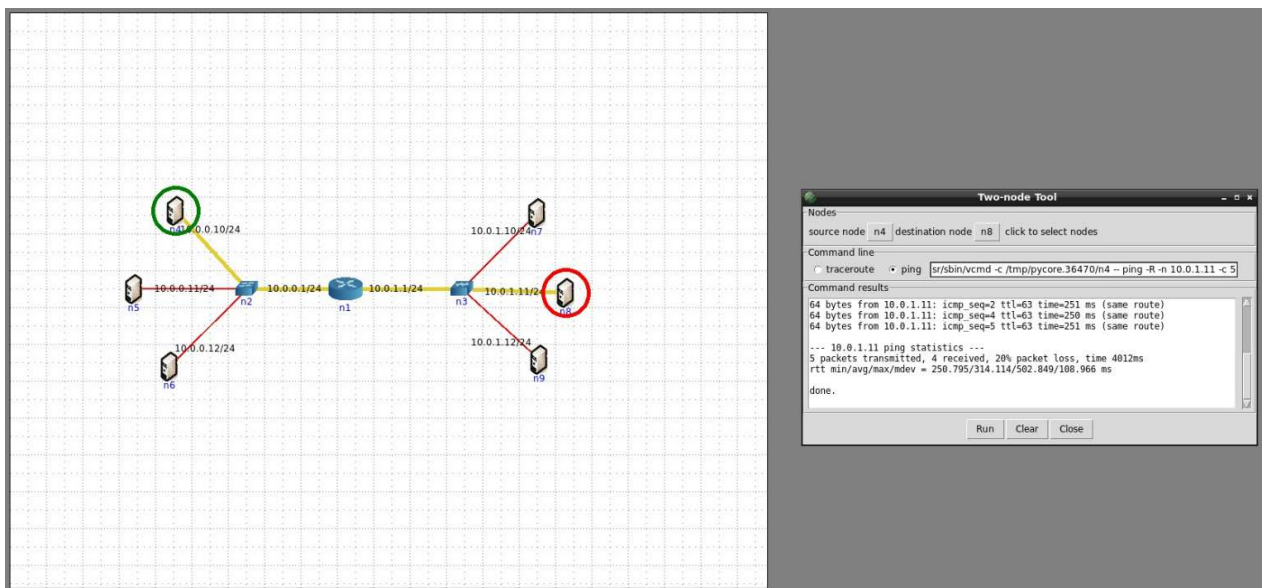
Receiver- 500 k bits/sec





## b) Two hosts across the network

- *Measuring loss*

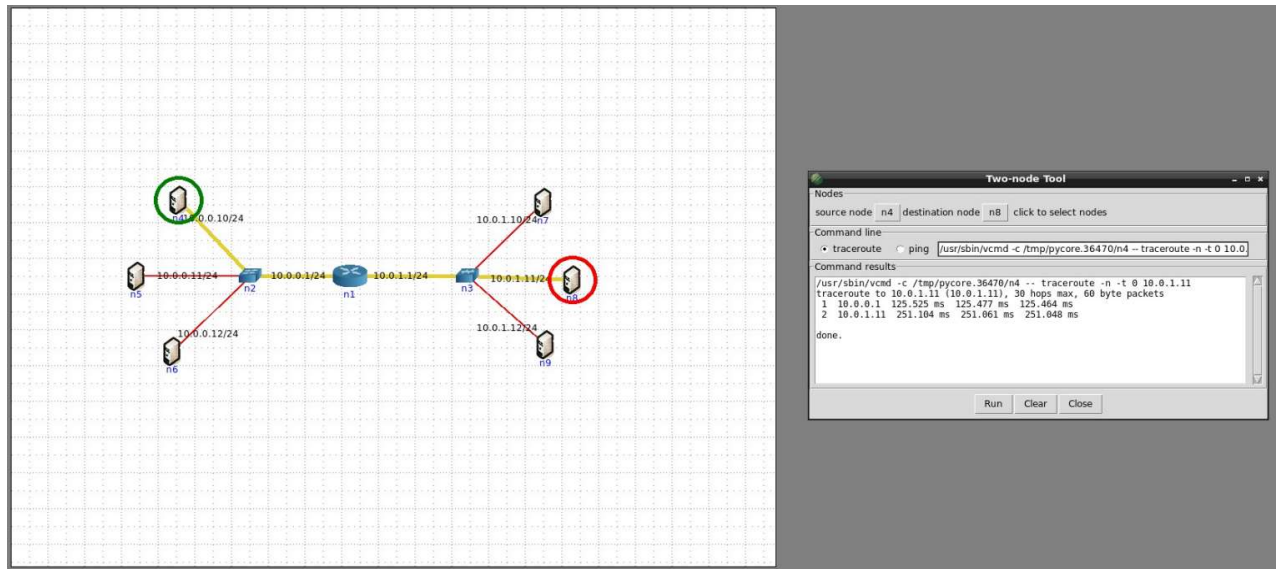


Here two hosts are connected across the network through a switch, router and hub.

As we can see when ping there is 20% loss of packets across the network which results in 80% transmission rate.

This happens due to the links between router-switch and router-hub have a loss percentage set as 5% each and also there is a loss of 1% set between the hub and the host resulting in loss of packets.

- *Measuring Delay*



With the help of traceroute we got the delay from each hop and as shown above

The delay from the 1<sup>st</sup> hop that is router was around 125ms and the delay from 2<sup>nd</sup> hop that is the other host was approx 251ms.

Given the link between switch-router and switch-hub has 75ms set as a delay, and host-switch and host-hub have 50ms delay set, the results were justifiable.

- *Measuring Throughput*

Bottlenecks affect network performance by slowing down the flow of information transmitted across networks.

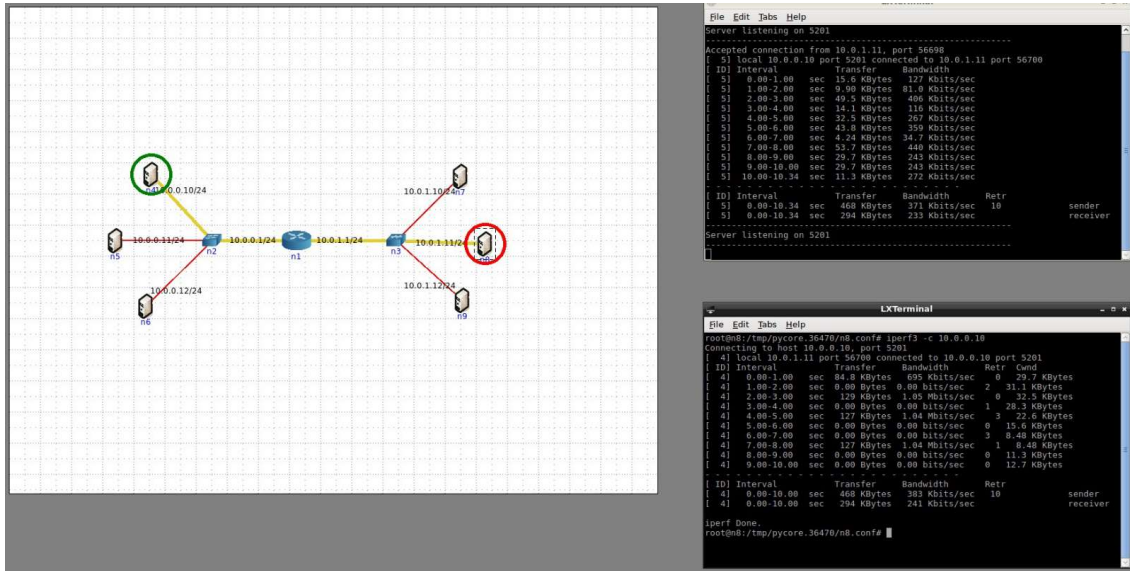
Throughput is measured by sender and receiver is as shown in

Sender- 383 k bits/sec

Receiver- 241 k bits/sec

The network link between switch and hub is the bottleneck.





## Task 1.2: Link Layer Transport

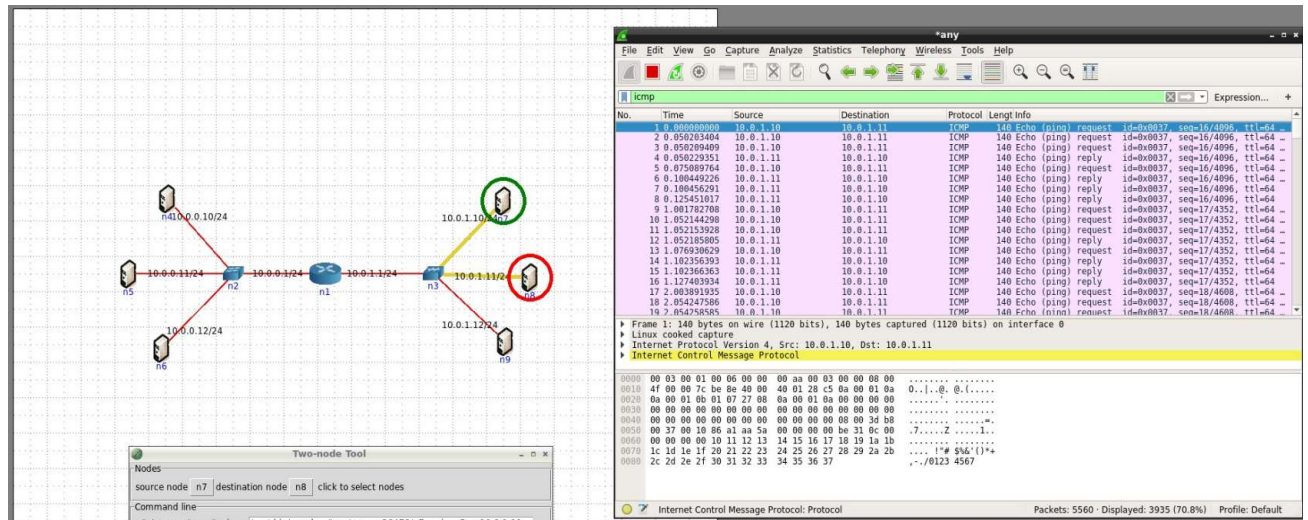
A Switch can connect to various network segments. It is a hardware device that joins multiple hosts within a network whereas a hub connects multiple hosts together, making them act as a single segment, in other words, when a hub receives a packet it copies and distributes the copies to all its host.

As shown below in the picture

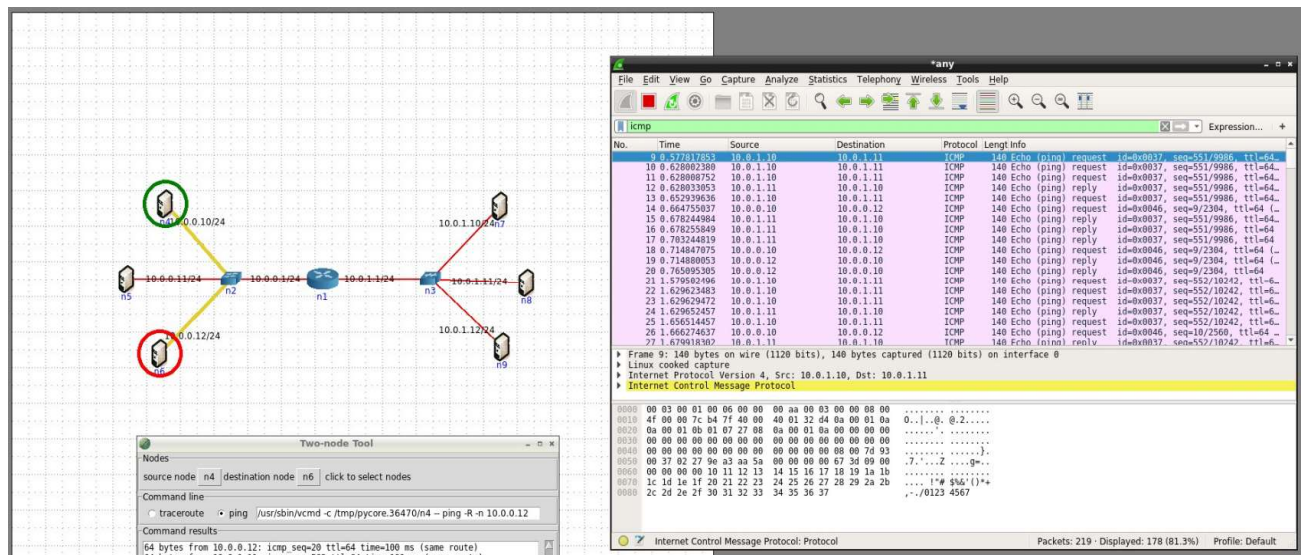
- There are 3 hosts attached to the switch and the hub each.
- With the help of Wireshark, you can observe the difference between the hub and switch.
- When you ping we can observe the ICMP messages in Wireshark and differentiate between the hub and the switch.

Below is the evidence for the hub and switch with Wireshark.

## Hub



## Switch



## Task 2.1: Building a Bigger Network

In this task, we are going to expand our network from our already existing network that we have seen in task 1.1.

Here we will be including

- 4 additional routers (making 5 in total) in a full mesh configuration; that is, each router is connected to every other router
- A small network attached to each of these new routers. These should each contain three hosts attached to one switch. Each switch is then attached to one router.

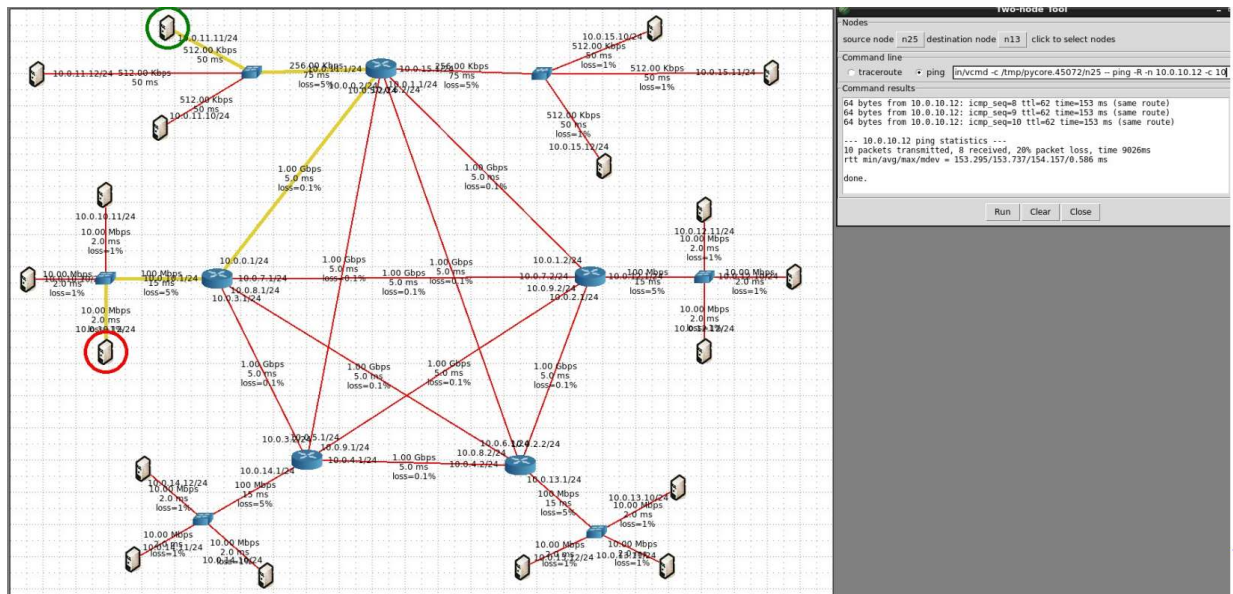
Once the topology is set, we need to set the value for bandwidth, delay, loss

- For links between routers, bandwidth should be set to 1gbps, delay to 5ms and loss to 0.1%
- For links between the switches and the routers, bandwidth should be set to 100mbps, delay to 15ms and loss to 5 %.
- For links between the hosts and switches, bandwidth should be set to 10mbps, delay to 2ms and loss to 1%

Now once the bigger network is built we need to run multiple measurements like we did in task1.1

A few Measurements are shown below

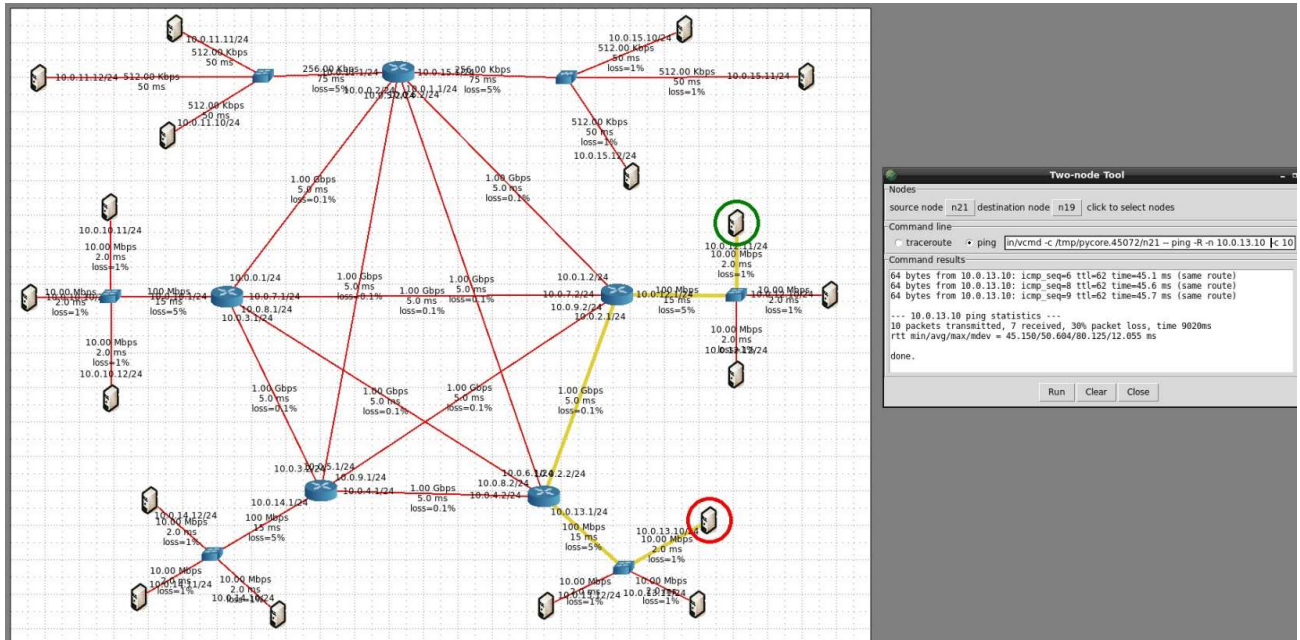
- *Measuring Loss*



Here as we can observe, the packet loss percentage is 20% which means 80% of packets are transmitted.

Loss of packets occurs due to the link loss percentage values set between new switch- new router at 5% and between the routers as 0.1%.

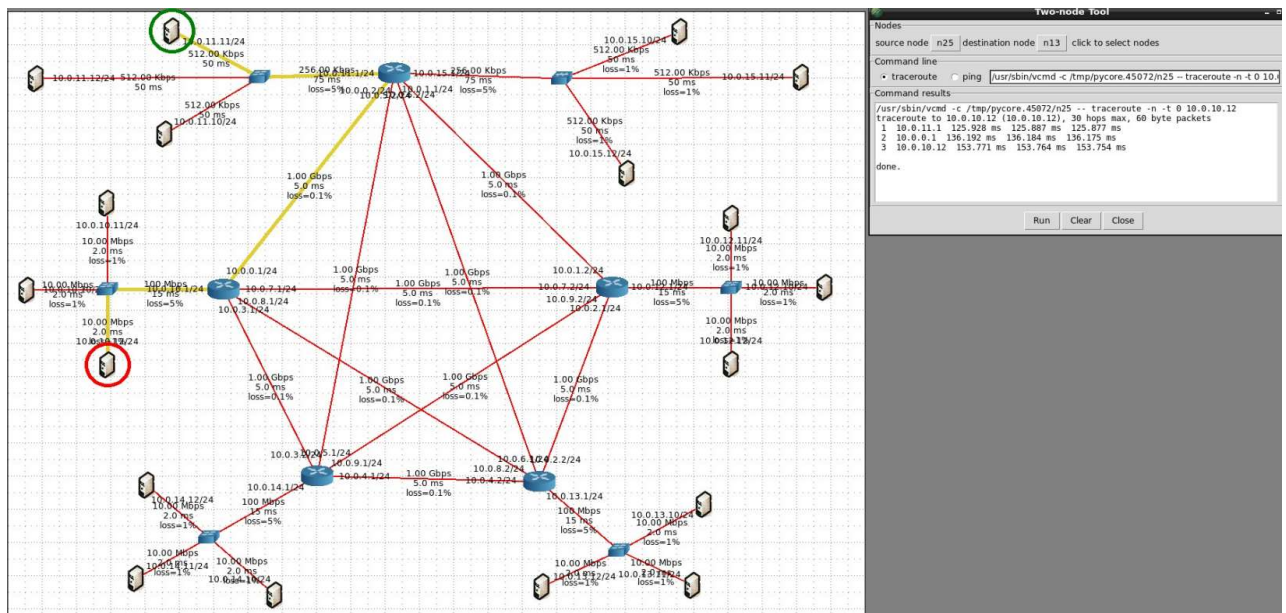




Here as we can observe, the packet loss percentage is 30% which means 70% of packets are transmitted.

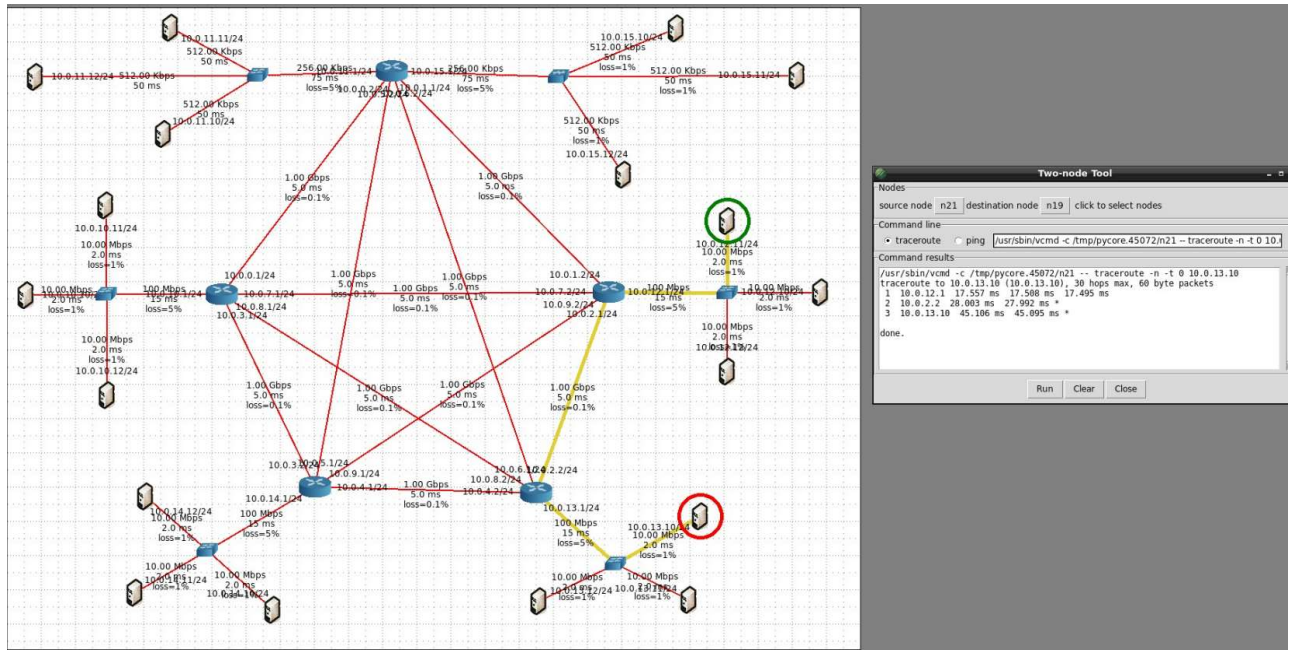
Loss of packets occurs due to the link loss percentage values set between new switch- new router at 5% and between the routers as 0.1%.

- Measuring Delay



As we can observe the delay is set to 50ms, 75ms, 5ms, 15ms, 2ms for the link between host-old\_switch, old\_switch-router, router-router, router-new\_switch, new\_switch-host respectively.

With each hop, we can observe the correct delay output from traceroute.



As we can observe the delay is set to 2ms, 15ms, 5ms, 15ms, 2ms for the link between host-switch, switch-router, router-router, router-switch, switch-host respectively.

With each hop, we can observe the correct delay output from traceroute. And we can also observe lost packets.

- *Measuring Throughput*

we can observe in the shown two throughput cases below.

In the first case, the bandwidth rate is seen as

Sender- 581 k bits/sec

Receiver- 445 k bits/sec

The sender\_host-switch part of the network act as a bottleneck in this case.

In the Second case, the bandwidth rate is seen as

Sender- 1.66 M bits/sec

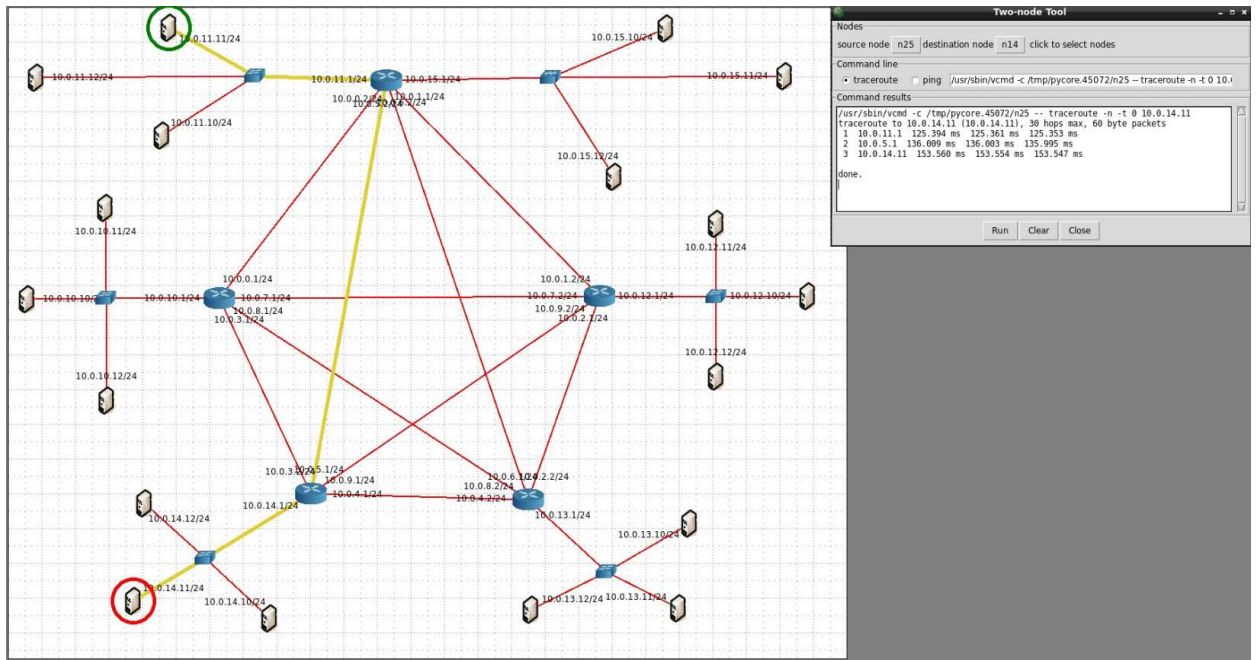
Receiver- 1.41 M bits/sec

The router-router part of the network act as a bottleneck in this case.









Before manipulating the route between the hosts, the path taken is the shortest path cost between the host.

\*any

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ospf

No.	Time	Source	Destination	Protocol	Length	Info
159	1.153355734	10.0.0.2	224.0.0.5	OSPF	84	Hello Packet
160	1.153404399	10.0.1.1	224.0.0.5	OSPF	84	Hello Packet
161	1.153404399	10.0.1.1	224.0.0.5	OSPF	84	Hello Packet
162	1.153426570	10.0.5.2	224.0.0.5	OSPF	84	Hello Packet
163	1.153426570	10.0.5.2	224.0.0.5	OSPF	84	Hello Packet
164	1.153448729	10.0.6.2	224.0.0.5	OSPF	84	Hello Packet
165	1.153448729	10.0.6.2	224.0.0.5	OSPF	84	Hello Packet
166	1.153470579	10.0.11.1	224.0.0.5	OSPF	80	Hello Packet
167	1.153470579	10.0.11.1	224.0.0.5	OSPF	80	Hello Packet
168	1.153496341	10.0.15.1	224.0.0.5	OSPF	80	Hello Packet
169	1.153496341	10.0.15.1	224.0.0.5	OSPF	80	Hello Packet
171	1.154142268	10.0.1.2	224.0.0.5	OSPF	84	Hello Packet
172	1.154142268	10.0.1.2	224.0.0.5	OSPF	84	Hello Packet
173	1.154169305	10.0.2.1	224.0.0.5	OSPF	84	Hello Packet
174	1.154169305	10.0.2.1	224.0.0.5	OSPF	84	Hello Packet
175	1.154187663	10.0.7.2	224.0.0.5	OSPF	84	Hello Packet
176	1.154187663	10.0.7.2	224.0.0.5	OSPF	84	Hello Packet
177	1.154207709	10.0.9.2	224.0.0.5	OSPF	84	Hello Packet
178	1.154207709	10.0.9.2	224.0.0.5	OSPF	84	Hello Packet

▶ Frame 14: 148 bytes on wire (1184 bits), 148 bytes captured (1184 bits) on interface 0

▶ Linux cooked capture

▶ Internet Protocol Version 4, Src: 10.0.1.2, Dst: 224.0.0.5

▶ Open Shortest Path First

0000	00 02 00 01 00 06 00 00 00 aa 00 03 00 00 08 00	.....Y6.....
0010	45 c0 00 84 96 93 00 00 01 59 36 c7 0a 00 01 02	.....p.....
0020	e0 00 00 05 02 04 00 70 0a 00 01 02 00 00 00 00	C7.....
0030	43 37 00 00 00 00 00 00 00 00 00 00 00 00 01	.....
0040	00 01 02 01 0a 00 01 02 0a 00 01 02 80 00 00 12	.....
0050	80 9e 00 54 00 00 00 05 0a 00 01 02 0a 00 01 02	...T.....
0060	02 00 00 0a 0a 00 02 02 0a 00 02 01 02 00 00 0a	.....
0070	0a 00 07 02 0a 00 07 02 02 00 00 0a 0a 00 09 01	.....
0080	0a 00 09 02 02 00 00 0a 0a 00 0c 00 ff ff ff 00	.....
0090	03 00 00 0a	....

And with the help of Wireshark, we can observe through which routers OSPF messages pass





- We have established the costs appropriately in order to route traffic accordingly.
- This includes generating traffic between hosts to demonstrate that the paths have been changed.

we want you to steer traffic around the maximum number of hops before reaching its destination; that is, traffic from one host (of your choice) travelling towards another host (of your choice, but at least attached to another router) should traverse every other router before arriving there.

As shown below, we can observe from Wireshark and understands which path OSPF messages have taken.

The top screenshot shows a list of OSPF Hello packets in Wireshark. The packet list table is as follows:

No.	Time	Source	Destination	Protocol	Length	Info
471	9.696103751	10.0.0.1	224.0.0.5	OSPF	84	Hello Packet
472	9.696103751	10.0.0.1	224.0.0.5	OSPF	84	Hello Packet
473	9.696156014	10.0.3.1	224.0.0.5	OSPF	84	Hello Packet
474	9.696156014	10.0.3.1	224.0.0.5	OSPF	84	Hello Packet
475	9.696185450	10.0.7.1	224.0.0.5	OSPF	84	Hello Packet
476	9.696185450	10.0.7.1	224.0.0.5	OSPF	84	Hello Packet
477	9.696211573	10.0.8.1	224.0.0.5	OSPF	84	Hello Packet
478	9.696211573	10.0.8.1	224.0.0.5	OSPF	84	Hello Packet
479	9.696237316	10.0.10.1	224.0.0.5	OSPF	80	Hello Packet
480	9.696237316	10.0.10.1	224.0.0.5	OSPF	80	Hello Packet
481	9.696367767	10.0.3.2	224.0.0.5	OSPF	84	Hello Packet
482	9.696367767	10.0.3.2	224.0.0.5	OSPF	84	Hello Packet
483	9.696395644	10.0.4.1	224.0.0.5	OSPF	84	Hello Packet
484	9.696395644	10.0.4.1	224.0.0.5	OSPF	84	Hello Packet
485	9.696418916	10.0.5.1	224.0.0.5	OSPF	84	Hello Packet
486	9.696418916	10.0.5.1	224.0.0.5	OSPF	84	Hello Packet
487	9.696440044	10.0.9.1	224.0.0.5	OSPF	84	Hello Packet
488	9.696440044	10.0.9.1	224.0.0.5	OSPF	84	Hello Packet
489	9.696462585	10.0.14.1	224.0.0.5	OSPF	80	Hello Packet

The bottom screenshot shows a similar list of OSPF Hello packets. The packet list table is as follows:

No.	Time	Source	Destination	Protocol	Length	Info
456	9.661691683	10.0.11.1	224.0.0.5	OSPF	80	Hello Packet
457	9.661691683	10.0.11.1	224.0.0.5	OSPF	80	Hello Packet
458	9.661757572	10.0.15.1	224.0.0.5	OSPF	80	Hello Packet
459	9.661757572	10.0.15.1	224.0.0.5	OSPF	80	Hello Packet
460	9.663721115	10.0.12.1	224.0.0.5	OSPF	80	Hello Packet
461	9.663731637	10.0.12.1	224.0.0.5	OSPF	80	Hello Packet
462	9.663734122	10.0.12.1	224.0.0.5	OSPF	80	Hello Packet
463	9.666602522	10.0.1.2	224.0.0.5	OSPF	84	Hello Packet
464	9.666613204	10.0.2.1	224.0.0.5	OSPF	84	Hello Packet
465	9.666616741	10.0.7.2	224.0.0.5	OSPF	84	Hello Packet
466	9.666620807	10.0.9.2	224.0.0.5	OSPF	84	Hello Packet
467	9.667056877	10.0.0.2	224.0.0.5	OSPF	84	Hello Packet
468	9.667062455	10.0.1.1	224.0.0.5	OSPF	84	Hello Packet
469	9.667065261	10.0.5.2	224.0.0.5	OSPF	84	Hello Packet
470	9.667068633	10.0.6.2	224.0.0.5	OSPF	84	Hello Packet
471	9.696103751	10.0.0.1	224.0.0.5	OSPF	84	Hello Packet
472	9.696103751	10.0.0.1	224.0.0.5	OSPF	84	Hello Packet
473	9.696156014	10.0.3.1	224.0.0.5	OSPF	84	Hello Packet
474	9.696156014	10.0.3.1	224.0.0.5	OSPF	84	Hello Packet

*any						
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help						
ospf						
No.	Time	Source	Destination	Protocol	Length	Info
510	9.711905747	10.0.15.1	224.0.0.5	OSPF	80	Hello Packet
511	9.736223986	10.0.2.2	224.0.0.5	OSPF	84	Hello Packet
512	9.736223986	10.0.2.2	224.0.0.5	OSPF	84	Hello Packet
513	9.736276573	10.0.4.2	224.0.0.5	OSPF	84	Hello Packet
514	9.736276573	10.0.4.2	224.0.0.5	OSPF	84	Hello Packet
515	9.736302825	10.0.6.1	224.0.0.5	OSPF	84	Hello Packet
516	9.736302825	10.0.6.1	224.0.0.5	OSPF	84	Hello Packet
517	9.736327829	10.0.8.2	224.0.0.5	OSPF	84	Hello Packet
518	9.736327829	10.0.8.2	224.0.0.5	OSPF	84	Hello Packet
519	9.736353261	10.0.13.1	224.0.0.5	OSPF	80	Hello Packet
520	9.736353261	10.0.13.1	224.0.0.5	OSPF	80	Hello Packet
521	9.738590642	10.0.13.1	224.0.0.5	OSPF	80	Hello Packet
522	9.738601310	10.0.13.1	224.0.0.5	OSPF	80	Hello Packet
523	9.738603792	10.0.13.1	224.0.0.5	OSPF	80	Hello Packet
524	9.741456026	10.0.2.2	224.0.0.5	OSPF	84	Hello Packet
525	9.741466739	10.0.4.2	224.0.0.5	OSPF	84	Hello Packet
526	9.741469314	10.0.6.1	224.0.0.5	OSPF	84	Hello Packet
527	9.741472152	10.0.8.2	224.0.0.5	OSPF	84	Hello Packet
587	11.354728130	fe80::200:ff:feaa:5	ff02::5	OSPF	96	Hello Packet
▶ Frame 56: 96 bytes on wire (768 bits), 96 bytes captured (768 bits) on interface 0 ▶ Linux cooked capture ▶ Internet Protocol Version 6, Src: fe80::200:ff:feaa:5, Dst: ff02::5 ▶ Open Shortest Path First						
0000	00 02 00 01 00 06 00 00	00 aa 00 05 00 00 86 dd	.....			
0010	6c 08 c9 e8 00 28 59 01	fe 80 00 00 00 00 00 00	l....(Y. ....			
0020	02 00 00 ff fe aa 00 05	ff 02 00 00 00 00 00 00	.....			
0030	00 00 00 00 00 00 00 05	03 01 00 28 0a 00 02 02	.....(.....			
0040	00 00 00 00 ca 88 00 00	00 00 03 48 01 00 00 13	.....H.....			
0050	00 0a 00 28 0a 00 02 02	0a 00 01 02 0a 00 01 02	...(... ..			

*any						
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help						
ospf						
No.	Time	Source	Destination	Protocol	Length	Info
495	9.698505942	10.0.14.1	224.0.0.5	OSPF	80	Hello Packet
496	9.698508370	10.0.14.1	224.0.0.5	OSPF	80	Hello Packet
497	9.701353686	10.0.0.1	224.0.0.5	OSPF	84	Hello Packet
498	9.701364573	10.0.3.1	224.0.0.5	OSPF	84	Hello Packet
499	9.701367727	10.0.7.1	224.0.0.5	OSPF	84	Hello Packet
500	9.701370427	10.0.8.1	224.0.0.5	OSPF	84	Hello Packet
501	9.701827589	10.0.3.2	224.0.0.5	OSPF	84	Hello Packet
502	9.701833188	10.0.4.1	224.0.0.5	OSPF	84	Hello Packet
503	9.701836288	10.0.5.1	224.0.0.5	OSPF	84	Hello Packet
504	9.701839148	10.0.9.1	224.0.0.5	OSPF	84	Hello Packet
505	9.711886450	10.0.11.1	224.0.0.5	OSPF	80	Hello Packet
506	9.711895952	10.0.11.1	224.0.0.5	OSPF	80	Hello Packet
507	9.711898514	10.0.11.1	224.0.0.5	OSPF	80	Hello Packet
508	9.711901248	10.0.15.1	224.0.0.5	OSPF	80	Hello Packet
509	9.711903526	10.0.15.1	224.0.0.5	OSPF	80	Hello Packet
510	9.711905747	10.0.15.1	224.0.0.5	OSPF	80	Hello Packet
511	9.736223986	10.0.2.2	224.0.0.5	OSPF	84	Hello Packet
512	9.736223986	10.0.2.2	224.0.0.5	OSPF	84	Hello Packet
513	9.736276573	10.0.4.2	224.0.0.5	OSPF	84	Hello Packet
▶ Frame 56: 96 bytes on wire (768 bits), 96 bytes captured (768 bits) on interface 0 ▶ Linux cooked capture ▶ Internet Protocol Version 6, Src: fe80::200:ff:feaa:5, Dst: ff02::5 ▶ Open Shortest Path First						
0000	00 02 00 01 00 06 00 00	00 aa 00 05 00 00 86 dd	.....			
0010	6c 08 c9 e8 00 28 59 01	fe 80 00 00 00 00 00 00	l....(Y. ....			
0020	02 00 00 ff fe aa 00 05	ff 02 00 00 00 00 00 00	.....			
0030	00 00 00 00 00 00 00 05	03 01 00 28 0a 00 02 02	.....(.....			
0040	00 00 00 00 ca 88 00 00	00 00 03 48 01 00 00 13	.....H.....			
0050	00 0a 00 28 0a 00 02 02	0a 00 01 02 0a 00 01 02	...(... ..			

We can compare the Wireshark results and observe the change in routes before and after manipulation.