CS305 Lab7

Name: 胡玉斌

Student Id: 11712121

- 1. Select one UDP packet from your trace. From this packet, determine
- 1. how many fields there are in the UDP header.

Solution:

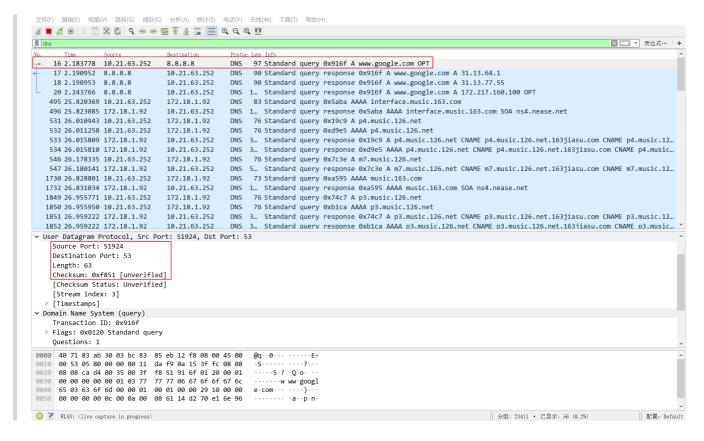
There are 4 fileds in the UDP header

```
eveneko@DESKTOP-MMVJRV3 /mnt/c/Users/Eveneko dig @8.8.8.8 www.google.com
; <<>> DiG 9.11.3-1ubuntu1.9-Ubuntu <<>> @8.8.8.8 www.google.com
; (1 server found)
;; global options: +cmd
;; Got answer:
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 37231
;; flags: qr rd ra; QUERY: 1, ANSWER: 1, AUTHORITY: 0, ADDITIONAL: 0

;; QUESTION SECTION:
;; www.google.com. IN A

;; ANSWER SECTION:
www.google.com. 104 IN A 31.13.64.1

;; Query time: 7 msec
;; SERVER: 8.8.8.8#53(8.8.8.8)
;; WHEN: Thu Oct 31 17:35:58 DST 2019
;; MSG SIZE rcvd: 48</pre>
```



2. the name of each fields in the UDP header.

Solution:

There are

- Source Port
- Destination
- Length
- Checksum
- 3. the length (in bytes) of each fields in the UDP header.

Solution:

The length of UDP header is 8 bytes. So each fields in the UDP header is 2 bytes.

```
> Frame 16: 97 bytes on wire (776 bits), 97 bytes captured (776 bits) on interface 0
> Ethernet II, Src: Microsof_eb:12:f8 (bc:83:85:eb:12:f8), Dst: JuniperN_ab:30:03 (40:71:83:ab:30:03)
> Internet Protocol Version 4, Src: 10.21.63.252, Dst: 8.8.8
✓ User Datagram Protocol, Src Port: 51924, Dst Port: 53
    Source Port: 51924
    Destination Port: 53
    Length: 63
    Checksum: 0xf851 [unverified]
    [Checksum Status: Unverified]
    [Stream index: 3]
  > [Timestamps]
> Domain Name System (query)
0010 00 53 <u>05 80 00 00 80 11 da f9</u> 0a 15 3f fc 08 08
                                                       ·S·····?···
0020 08 08 ca d4 00 35 00 3f f8 51 91 6f 01 20 00 01
                                                        ····5·? ·Q·o· ··
                                                        ····w ww·googl
0030 00 00 00 00 00 01 03 77 77 77 06 67 6f 6f 67 6c
0040 65 03 63 6f 6d 00 00 01 00 01 00 00 29 10 00 00
                                                       e·com····)···
                                                        · · · · · · · · · a · · p · n ·
0050 00 00 00 00 0c 00 0a 00 08 61 14 d2 70 e1 6e 96
0060
     86
○ 図 User Datagram Protocol (udp), 8 字节
```

• 4. What is the maximum number of bytes that can be included in a UDP payload? (Hint: the answer to this question can be determined by your answer to 3) above)

Solution:

There 2 bytes to record the length. Also the length of UDP header is 8 bytes, and the length of IP header is 20 bytes. The maximum number of bytes is $2^{16}-1-8-20=65507$

• 5. What is the largest possible source port number? (Hint: same as the hint in 4) above)

Solution:

The largest possible source port number is $2^{16}-1=65535\,$

 6. What is the protocol number for UDP? (Give your answer in both hexadecimal and decimal notation.)

Solution:

The IP protocol number for UDP is 0x11 hex, which is 17 in decimal value.

```
\gt Frame 16: 97 bytes on wire (776 bits), 97 bytes captured (776 bits) on interface 0
> Ethernet II, Src: Microsof_eb:12:f8 (bc:83:85:eb:12:f8), Dst: JuniperN_ab:30:03 (40:71:83:ab:30:03)
✓ Internet Protocol Version 4, Src: 10.21.63.252, Dst: 8.8.8.8
    0100 .... = Version: 4
     .... 0101 = Header Length: 20 bytes (5)
  > Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
    Total Length: 83
     Identification: 0x0580 (1408)
  > Flags: 0x0000
    Time to live: 128
    Protocol: UDP (17)
    неаder cnecksum: ७хдаf9 [validation disabled]
     [Header checksum status: Unverified]
    Source: 10.21.63.252
    Destination: 8.8.8.8
0000 40 71 83 ab 30 03 bc 83 85 eb 12 f8 08 00 45 00 0010 00 53 05 80 00 00 80 11 da f9 0a 15 3f fc 08 08
                                                              @q · · 0 · · · E ·
                                                              ·S·····}···
0020 08 08 ca d4 00 35 00 3+ f8 51 91 6f 01 20 00 01 0030 00 00 00 00 01 03 77 77 77 06 67 6f 6f 67 6c
                                                              · · · · 5 · ? · Q · o · · ·
                                                              ····w ww·googl
0040 65 03 63 6f 6d 00 00 01 00 01 00 00 29 10 00 00
                                                             e·com····)···
                                                             · · · · · · · · · a · · p · n ·
0050 00 00 00 00 0c 00 0a 00 08 61 14 d2 70 e1 6e 96
```

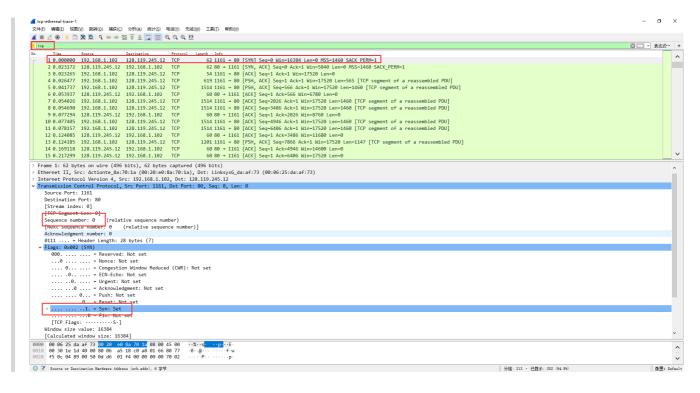
2. Wireshark Lab: TCP v7.0

4. What is the sequence number of the TCP SYN segment that is used to initiate the TCP connection between the client computer and gaia.cs.umass.edu? What is it in the segment that identifies the segment as a SYN segment?

Solution:

Sequence number of the TCP SYN segment is used to initiate the TCP connection between the client computer and gaia.cs.umass.edu. The value is 0.

The SYN segment flag is set 1 in the segment that identifies the segment as a SYN segment.

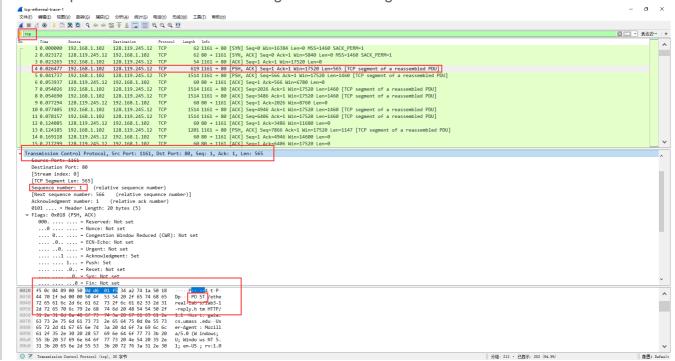


6. What is the sequence number of the TCP segment containing the HTTP POST command? Note that in order to find the POST command, you'll need to dig into the packet content field at the bottom of the Wireshark window, looking for a segment with a "POST" within its DATA field.

Solution:

The 4th segment is the TCP segment containing the HTTP POST command.

The sequence number of the TCP segment containing the HTTP POST command is 1.



7. Consider the TCP segment containing the HTTP POST as the first segment in the TCP connection. What are the sequence numbers of the first six segments in the TCP connection (including the segment containing the HTTP POST)? At what time was each segment sent? When was the ACK for each segment received? Given the difference between when each TCP segment was sent, and when its acknowledgement was received, what is the RTT value

for each of the six segments? What is the EstimatedRTT value (see Section 3.5.3, page 242 in text) after the receipt of each ACK? Assume that the value of the EstimatedRTT is equal to the measured RTT for the first segment, and then is computed using the EstimatedRTT equation on page 242 for all subsequent segments.

Note: Wireshark has a nice feature that allows you to plot the RTT for each of the TCP segments sent. Select a TCP segment in the "listing of captured packets" window that is being sent from the client to the gaia.cs.umass.edu server. Then select: Statistics->TCP Stream Graph->Round Trip Time Graph.

Solution:

The first six segments in the TCP connection is 4th, 5th, 7th, 8th, 10th, 11th.

	Segment 1	Segment 2	Segment 3	Segment 4	Segment 5	Segment 6
sequence number	1	566	2026	3486	4946	6406
send time	0.026477	0.041737	0.054026	0.054690	0.077405	0.078157
ACK receive time	0.053937	0.077294	0.124085	0.169118	0.217299	0.267802
RTT	0.02746	0.035557	0.070059	0.11443	0.13989	0.18964
EstimatedRTT	0.02746	0.0285	0.0337	0.0438	0.0558	0.0725

EstimatedRTT = 0.875 * EstimatedRTT + 0.125 * SampleRTT

EstimatedRTT1 = RRT1 = 0.02746 s

EstimatedRTT2 = 0.875 * EstimatedRTT1 + 0.125 * RTT2 = 0.875 * 0.02746 + 0.125 *

 $0.03557 \approx 0.0285 \text{ s}$

EstimatedRTT3 = 0.875 * EstimatedRTT2 + 0.125 * RTT3 = 0.875 * 0.0285 + 0.125 *

 $0.070059 \approx 0.0337 \text{ s}$

EstimatedRTT4 = 0.875 * EstimatedRTT3 + 0.125 * RTT4 = 0.875 * 0.0337 + 0.125 * 0.11442 ≈ 0.0438 s

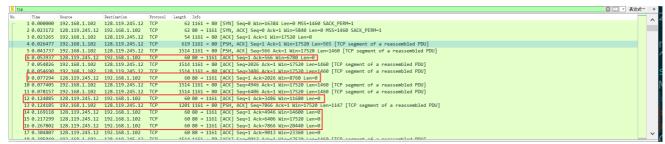
EstimatedRTT5 = 0.875 * EstimatedRTT4 + 0.125 * RTT5 = 0.875 * 0.0438 + 0.125 * 0.13989 ≈ 0.0558 s

EstimatedRTT6 = 0.875 * EstimatedRTT5 + 0.125 * RTT6 = 0.875 * 0.0558 + 0.125 * 0.18964 ≈ 0.0725 s

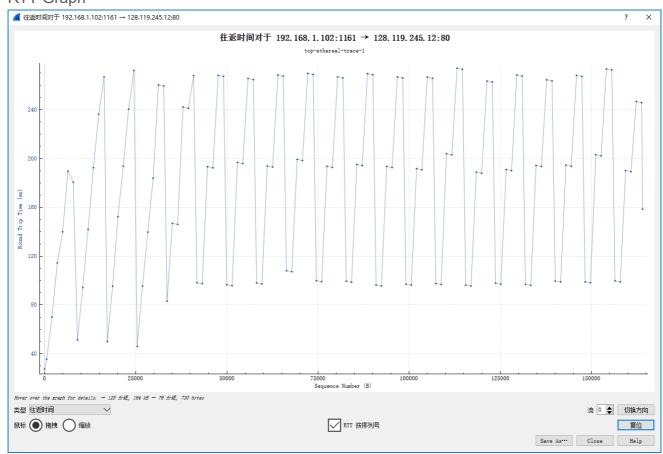
Segment 1-6:

```
Length Info
                                                              62 1161 → 80 [SYN] Seq=0 Win=16384 Len=0 MSS=1460 SACK_PERM=1
 1 0.000000 192.168.1.102
                              128.119.245.12 TCP
 2 0.023172 128.119.245.12 192.168.1.102
                                                              62 80 → 1161 [SYN, ACK] Seq=0 Ack=1 Win=5840 Len=0 MSS=1460 SACK_PERM=1
                                                               54 1161 → 80 [ACK] Seg=1 Ack=1 Win=17520 Len=0
             192.168.1.102
                                                             619 1161 → 80 [PSH, ACK] Seq=1 Ack=1 Win=17520 Len=565 [TCP segment of a reassembled PDU]
 4 0.026477 192.168.1.102 128.119.245.12
 5 0.041737 192.168.1.102
                              128.119.245.12
                                                            1514 1161 \rightarrow 80 [PSH, ACK] Seq=566 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
                                                            60 80 → 1161 [ACK] Seq=1 Ack=566 Win=6780 Len=0
1514 1161 → 80 [ACK] Seq=2026 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
 6 0.053937 128.119.245.12 192.168.1.102
 8 0.054690 192.168.1.102 128.119.245.12
                                                            1514\ 1161 \rightarrow 80\ [ACK]\ Seq=3486\ Ack=1\ Win=17520\ Len=1460\ [TCP\ segment\ of\ a\ reassembled\ PDU]
9 0.077294 128.119.245.12 192.168.1.102
10 0.077405 192.168.1.102 128.119.245.12
                                                              60 80 → 1161 [ACK] Seq=1 Ack=2026 Win=8760 Len=0
                                                                            [ACK] Seq=4946 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
11 0.078157 192.168.1.102
                              128.119.245.12
                                                            1514 1161 \rightarrow 80 [ACK] Seq=6406 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
                                                              60 80 → 1161 [ACK] Sea=1 Ack=3486 Win=11680 Len=0
12 0.124085 128.119.245.12 192.168.1.102
13 0.124185 192.168.1.102 128.119.245.12 TCP
                                                            1201 1161 → 80 [PSH, ACK] Seq=7866 Ack=1 Win=17520 Len=1147 [TCP segment of a reassembled PDU]
14 0.169118 128.119.245.12 192.168.1.102
                                                              60 80 \rightarrow 1161 [ACK] Seq=1 Ack=4946 Win=14600 Len=0
15 0.217299 128.119.245.12 192.168.1.102
                                                              60 80 → 1161 [ACK] Seq=1 Ack=6406 Win=17520 Len=0
```

ACK 1-6:



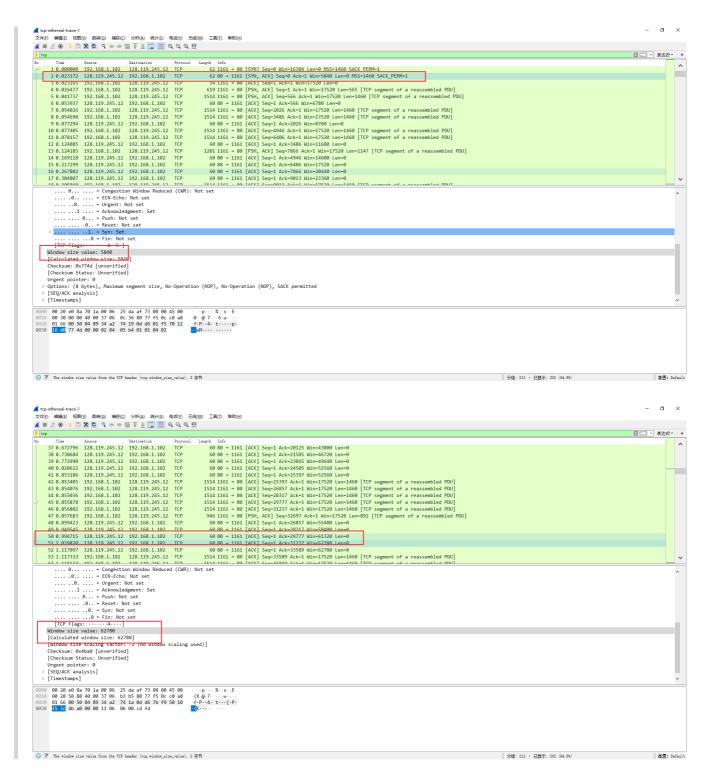
RTT Graph



9. What is the minimum amount of available buffer space advertised at the received for the entire trace? Does the lack of receiver buffer space ever throttle the sender?

Solution:

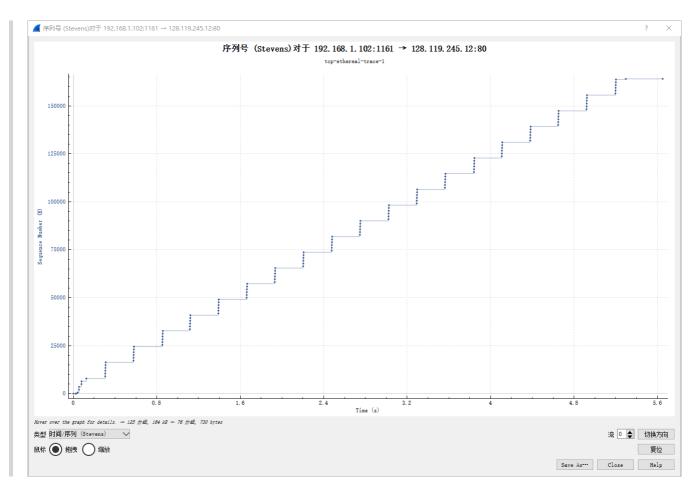
The minimum amount of available buffer space at the received for the entire trace is 5840. It is showed in the first acknowledgement from the server. The server does not throttle the sender due to the lack of receiver buffer space. Because the window size is gradually increased from 5840 to 62780, the window size is always larger than the capacity of the packet sent by the sender.



10. Are there any retransmitted segments in the trace file? What did you check for (in the trace) in order to answer this question?

Solution:

No, no retransmitted segment. And the above conclusion can be drawn from the serial number of the TCP segment. It can be seen from the Time-Sequence-Graph (Stevens) that the sequence number sent from the source to the destination is gradually increased. If there is a retransmitted segment, the sequence number should have a packet smaller than its adjacent packet sequence number. Such a packet is not seen in the figure, so there is no packet that is retransmitted.



12. What is the throughput (bytes transferred per unit time) for the TCP connection? Explain how you calculated this value.

Solution:

The total amount of data transferred is the difference between the sequence number of the first TCP segment (1 byte of the 4th segment) and the ACK of the last sequence number (164091 bytes of the 202nd segment). Therefore, the total data is 164091-1 = 164090 bytes. The whole transmission time is the difference of the time instant of the first TCP segment (0.026477 second for 4th segment) and the time instant of the last ACK (5.455830 second for 202th segment). Therefore, the total transmission time is 5.455830 - 0.026477 = 5.4294 seconds.

Therefore, the throught for TCP connection is the radio between the total amount data and the total time. Throught = 164090 bytes / 5.4294 seconds ≈ 30222.49 Byte/second

