Universidad San Francisco de Quito

CMP-4005 - REDES +LAB NRC: 4797

Deber 3

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Pregunta 1.

1) Read the following Wireshark tutorial and use it to capture traffic from the following scenarios. Use screenshots to show your results.

a) Run 10 traceroute commands against google.com

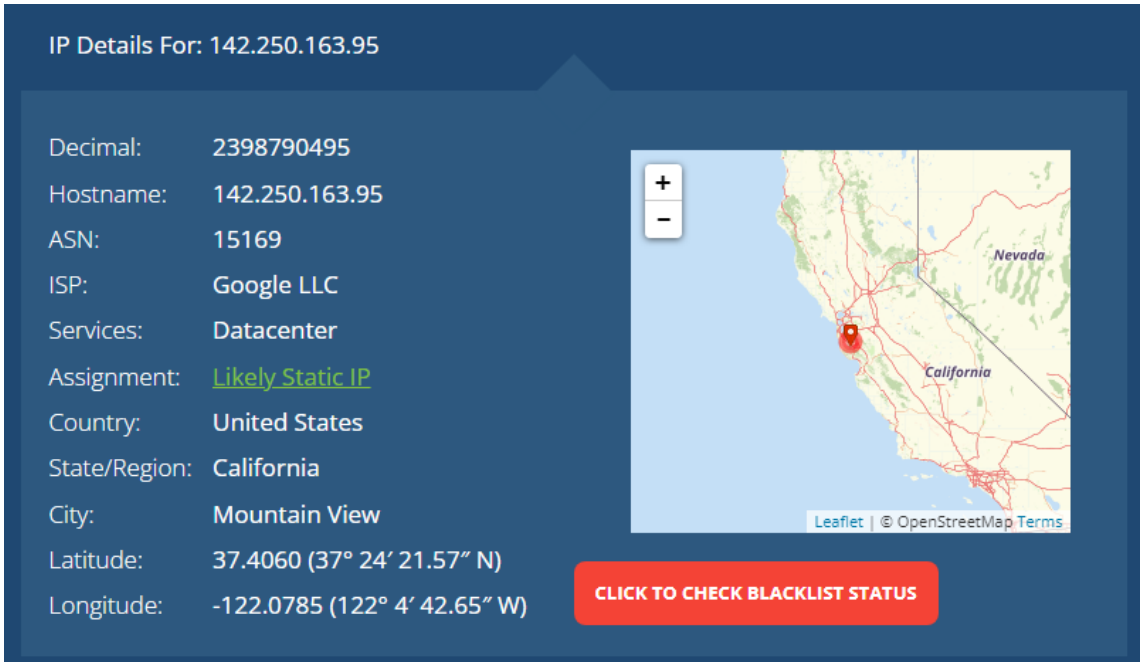
En este caso, utilizaremos un filtro en WireShark para la captura de los paquetes ICMP cuando se captura la red. Filtro=”ICMP”

Estos son los datos que se obtuvieron:

51	6.984153	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=65/16640, ttl=1 (no response found!)
52	6.985977	192.168.100.1	192.168.100.206	ICMP	134	Time-to-live exceeded (Time to live exceeded in transit)
53	6.986472	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=66/16896, ttl=1 (no response found!)
54	6.987786	192.168.100.1	192.168.100.206	ICMP	134	Time-to-live exceeded (Time to live exceeded in transit)
55	6.988114	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=67/17152, ttl=1 (no response found!)
56	6.990026	192.168.100.1	192.168.100.206	ICMP	134	Time-to-live exceeded (Time to live exceeded in transit)
113	12.511509	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=68/17408, ttl=2 (no response found!)
114	12.522608	100.99.212.1	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
115	12.523196	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=69/17664, ttl=2 (no response found!)
116	12.530023	100.99.212.1	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
117	12.530428	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=70/17920, ttl=2 (no response found!)
118	12.537773	100.99.212.1	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
122	12.548823	100.99.212.1	192.168.100.206	ICMP	70	Destination unreachable (Port unreachable)
138	14.047117	100.99.212.1	192.168.100.206	ICMP	70	Destination unreachable (Port unreachable)
142	15.563883	100.99.212.1	192.168.100.206	ICMP	70	Destination unreachable (Port unreachable)
156	18.078880	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=71/18176, ttl=3 (no response found!)
157	18.142571	10.224.51.54	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
158	18.143552	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=72/18432, ttl=3 (no response found!)
159	18.146509	10.224.51.54	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
160	18.147049	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=73/18688, ttl=3 (no response found!)
161	18.150826	10.224.51.54	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
221	23.689486	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=74/18944, ttl=4 (no response found!)
222	23.692145	100.71.0.2	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
223	23.692532	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=75/19200, ttl=4 (no response found!)
224	23.696476	100.71.0.2	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
225	23.696893	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=76/19456, ttl=4 (no response found!)
226	23.700882	100.71.0.2	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
230	23.706287	100.71.0.2	192.168.100.206	ICMP	70	Destination unreachable (Port unreachable)
252	25.206318	100.71.0.2	192.168.100.206	ICMP	70	Destination unreachable (Port unreachable)
264	26.706216	100.71.0.2	192.168.100.206	ICMP	70	Destination unreachable (Port unreachable)
287	29.223088	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=77/19712, ttl=5 (no response found!)
288	29.226684	100.71.0.5	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
289	29.227102	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=78/19968, ttl=5 (no response found!)

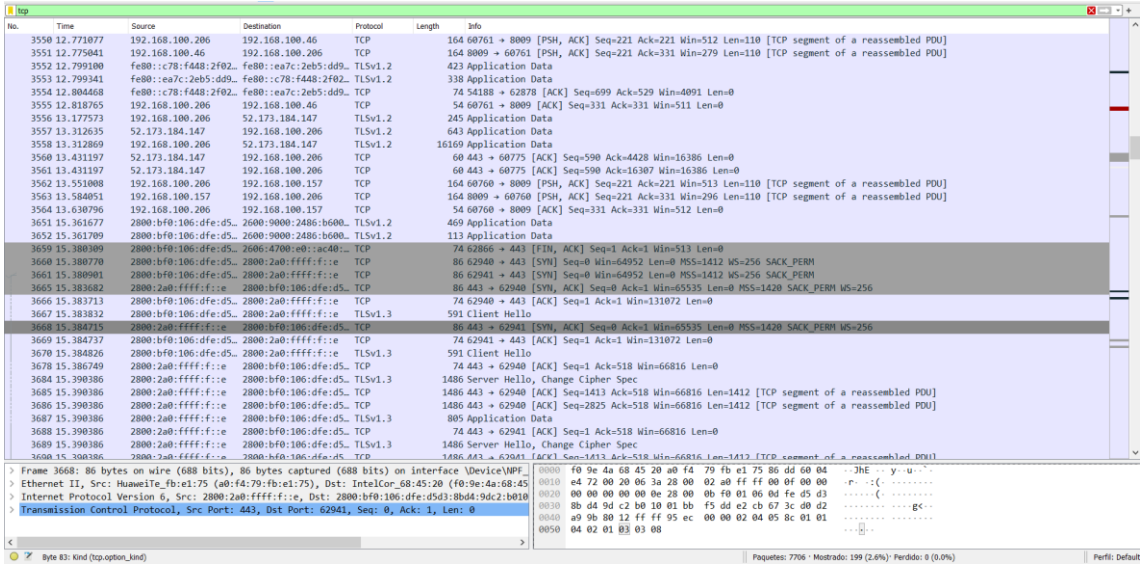
289	29.227102	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=78/19968, ttl=5 (no response found!)
290	29.229885	100.71.0.5	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
291	29.230297	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=79/20224, ttl=5 (no response found!)
292	29.235551	100.71.0.5	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
296	29.256866	100.71.0.5	192.168.100.206	ICMP	120	Destination unreachable (Port unreachable)
298	30.760432	100.71.0.5	192.168.100.206	ICMP	120	Destination unreachable (Port unreachable)
321	32.256733	100.71.0.5	192.168.100.206	ICMP	120	Destination unreachable (Port unreachable)
333	34.744357	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=80/20480, ttl=6 (no response found!)
334	34.747555	100.71.0.7	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
335	34.748628	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=81/20736, ttl=6 (no response found!)
336	34.753007	100.71.0.7	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
337	34.753419	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=82/20992, ttl=6 (no response found!)
338	34.757505	100.71.0.7	192.168.100.206	ICMP	70	Time-to-live exceeded (Time to live exceeded in transit)
342	34.782842	100.71.0.7	192.168.100.206	ICMP	120	Destination unreachable (Port unreachable)
363	36.290473	100.71.0.7	192.168.100.206	ICMP	120	Destination unreachable (Port unreachable)
378	37.795709	100.71.0.7	192.168.100.206	ICMP	120	Destination unreachable (Port unreachable)
401	40.281445	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=83/21248, ttl=7 (no response found!)
402	40.290980	186.101.24.49	192.168.100.206	ICMP	110	Time-to-live exceeded (Time to live exceeded in transit)
403	40.291514	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=84/21504, ttl=7 (no response found!)
415	43.880796	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=85/21760, ttl=7 (no response found!)
453	52.460873	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=86/22016, ttl=8 (no response found!)
454	52.466397	10.201.222.28	192.168.100.206	ICMP	186	Time-to-live exceeded (Time to live exceeded in transit)
455	52.466771	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=87/22272, ttl=8 (no response found!)
456	52.471751	10.201.222.28	192.168.100.206	ICMP	186	Time-to-live exceeded (Time to live exceeded in transit)
457	52.472093	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=88/22528, ttl=8 (no response found!)
458	52.477187	10.201.222.28	192.168.100.206	ICMP	186	Time-to-live exceeded (Time to live exceeded in transit)
537	57.997443	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=89/22784, ttl=9 (no response found!)
538	58.093128	142.250.163.95	192.168.100.206	ICMP	134	Time-to-live exceeded (Time to live exceeded in transit)
539	58.094480	192.168.100.206	8.8.8.8	ICMP	106	Echo (ping) request id=0x0001, seq=90/23040, ttl=9 (no response found!)
540	58.112126	142.250.163.95	192.168.100.206	ICMP	134	Time-to-live exceeded (Time to live exceeded in transit)

Este es el resultado de la captura de paquetes que se obtuvo en WireShark, considerando la IP (142.250.163.95)del ultimo paquete verificamos que efectivamente sea de google:

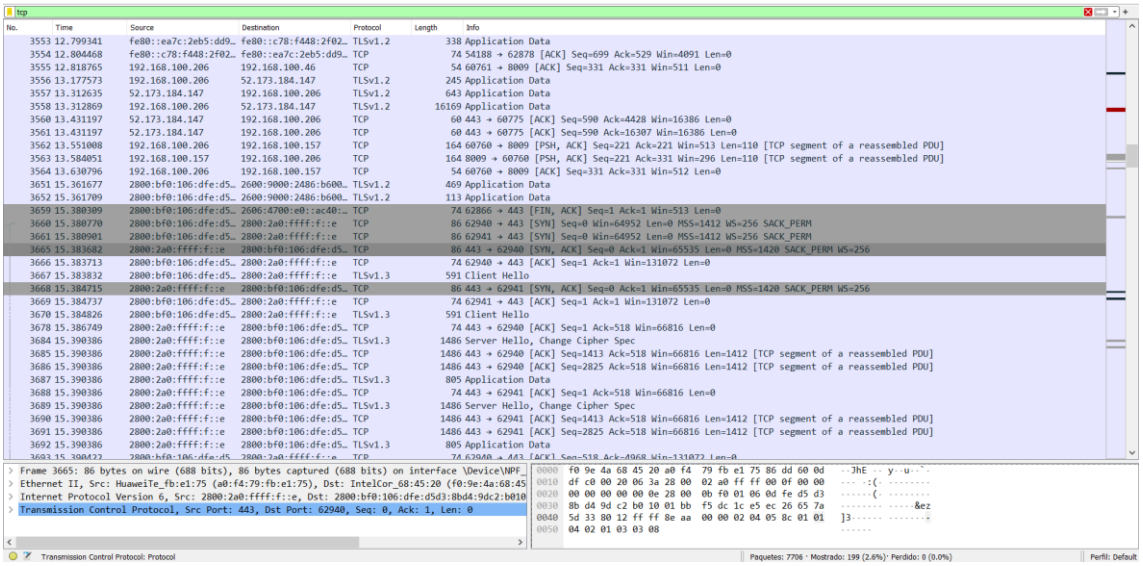


b) Watch a video from youtube.com. Capture the TCP handshake, and the congestion window.

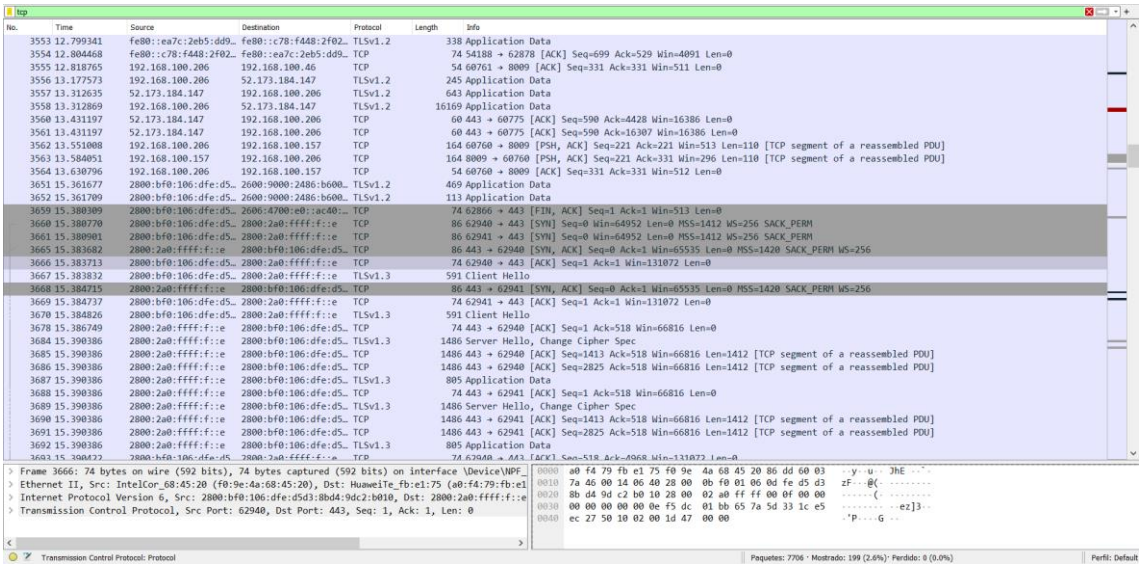
Con los datos obtenidos se busca la captura del paquete [SYN] enviado desde la computadora hasta el servidor de Youtube. Este paquete es con el cual podemos identificar el inicio del handshake de TCP. Con la información que WireShark nos brinda concemos que en primera instancia se establece una ventana de congestión MSS, que es Máximum Sender Size, en teste caso de 1412ms.



Con el numero de secuencia obtenido buscamos el paquete [SYN,ACK] el cual es la respuesta por parte del servidor de Youtube

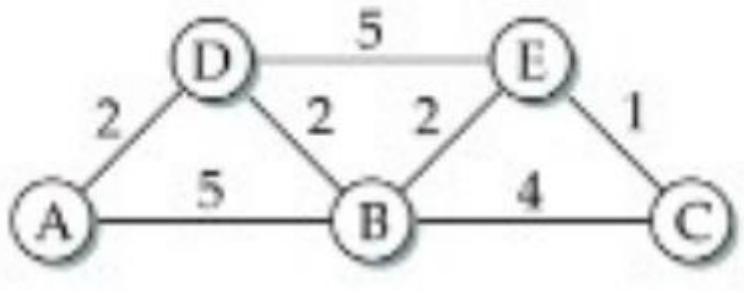


En este paquete seleccionado, terminamos el Sequence Number, y el valor de ACK.

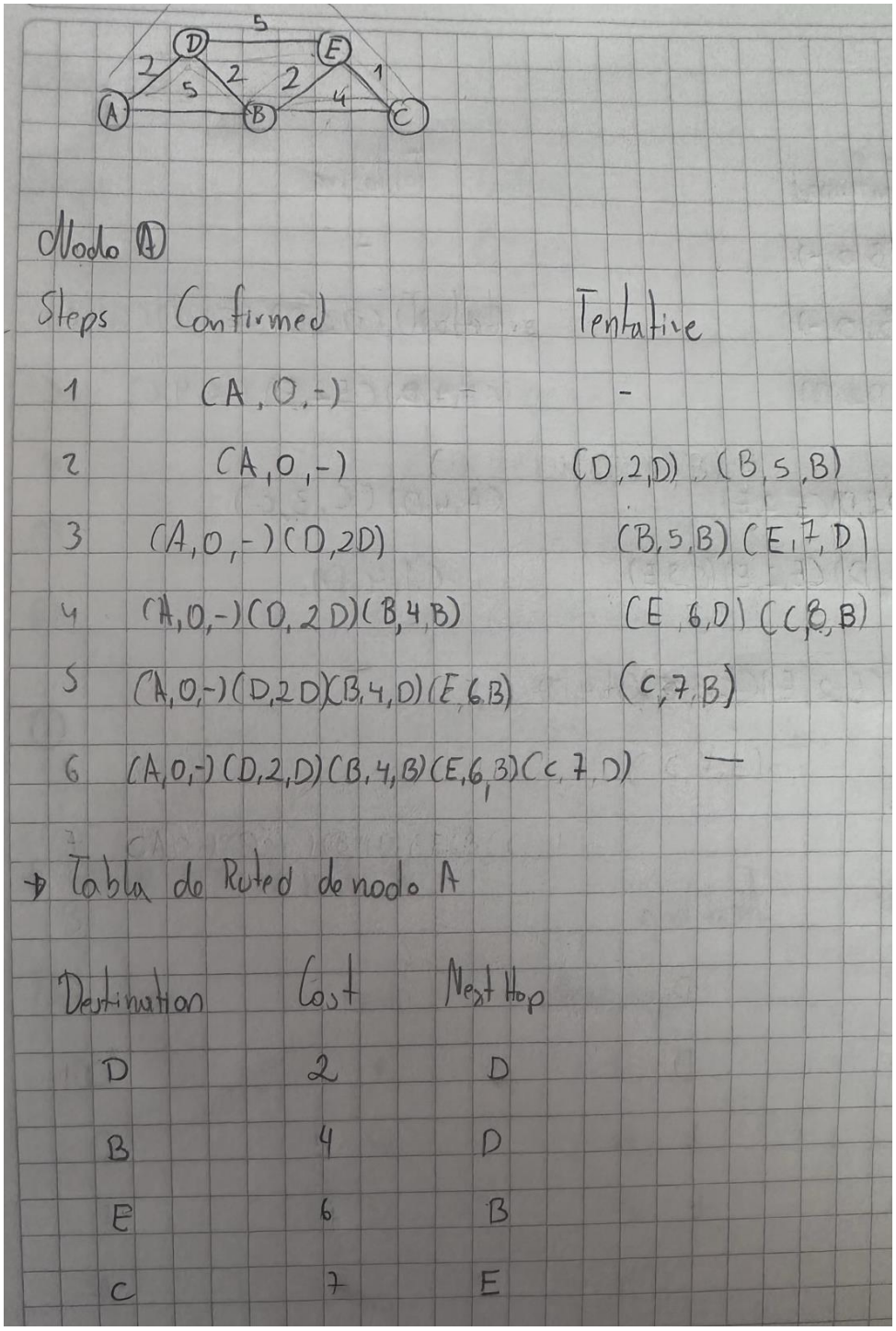


El siguiente paso es identificar el paquete ACK el cual contiene la respuesta al paquete SYN, ACK por parte de la computadora que lo envía al servidor de YouTube. Este proceso muestra que el handshake se ha realizado con éxito.

2. Use Dijkstra's to get the routing tables for nodes A, B and E



Nodo A:



Nodo (A)

Steps	Confirmed	Tentative
1	(A, 0, -)	-
2	(A, 0, -)	(D, 2, D) (B, 5, B)
3	(A, 0, -) (D, 2 D)	(B, 5, B) (E, 7, D)
4	(A, 0, -) (D, 2 D) (B, 4, B)	(E, 6, D) (C, B, B)
5	(A, 0, -) (D, 2 D) (B, 4, D) (E, 6 B)	(C, 7, B)
6	(A, 0, -) (D, 2, D) (B, 4, B) (E, 6, B) (C, 7, D)	—

→ Tabla de Ruted de nodo A

Destination	Cost	Next Hop
D	2	D
B	4	D
E	6	B
C	7	E

Nodo B:

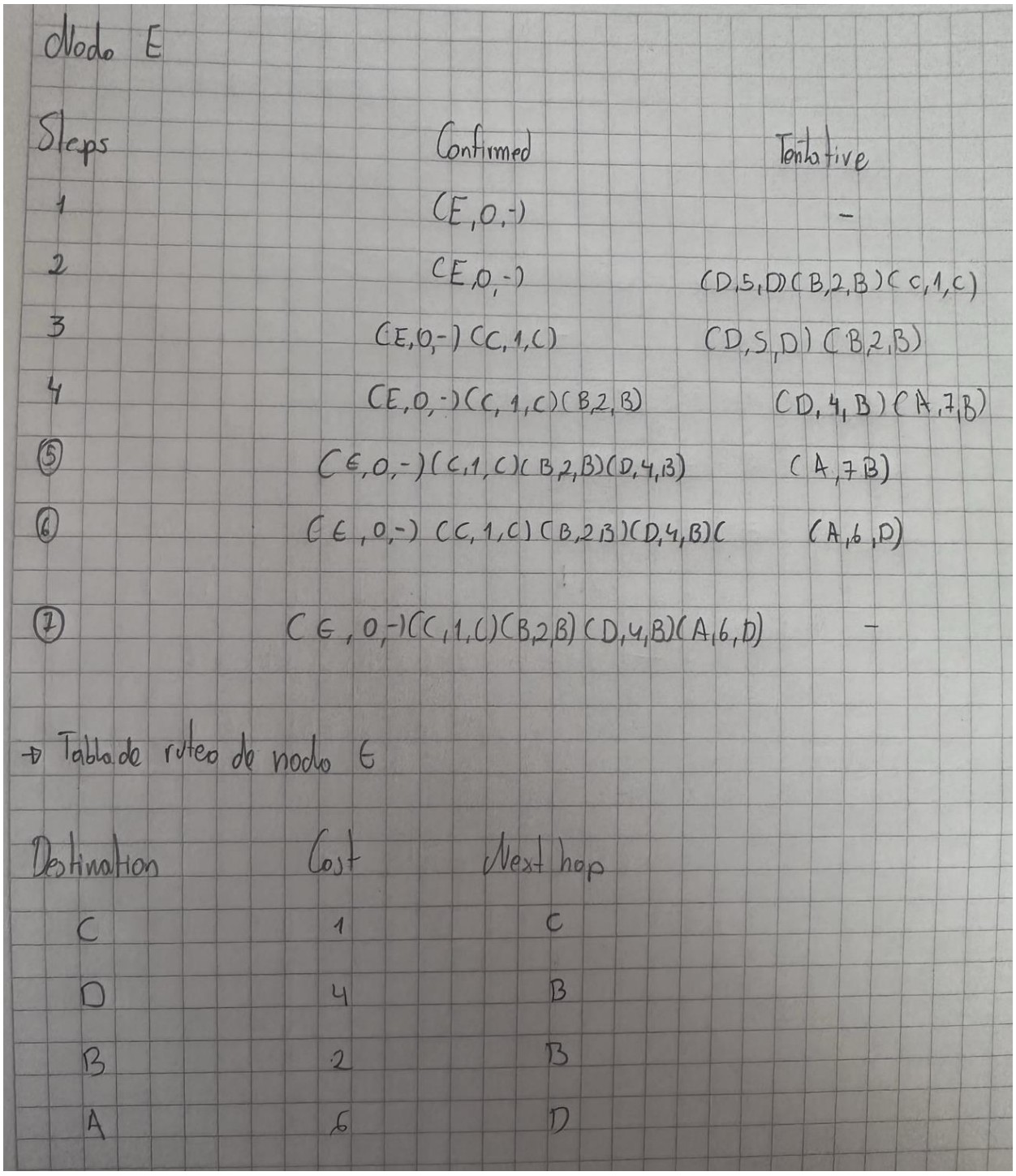
Nodo B

Step	Confirmed	Tentative
1	(B, 0, -)	-
2	(B, 0, -)	(A, 5, A), (D, 2, D) (E 2, E) (C, 4, C)
3	(B, 0, -) (D, 2, D)	(A, 4, D.) (E, 2, E) (C, 4, C)
4	(B, 0, -) (D, 2, D) (E, 2, E)	(A, 4, D) (C, 3, C)
(5)	(B, 0, -) (D, 2, D) (E, 2, E) (C, 3, E)	(A, 4, D)
6	(B, 0, -) (D, 2, D) (E, 2, E) (C, 3, E) (A, 4, D)	-

→ Tabla de ruteo del Nodo B

Destination	Cost	Next hop
A	4	D
D	2	D
E	2	E
C	3	E

Nodo E:



Nodo E

Steps	Confirmed	Tentative
1	(E,0,-)	-
2	(E,0,-)	(D,5,D)(B,2,B)(C,1,C)
3	(E,0,-)(C,1,C)	(D,5,D)(B,2,B)
4	(E,0,-)(C,1,C)(B,2,B)	(D,4,B)(A,7,B)
5	(E,0,-)(C,1,C)(B,2,B)(D,4,B)	(A,7B)
6	(E,0,-)(C,1,C)(B,2B)(D,4,B)(	(A,6,D)
7	(E,0,-)(C,1,C)(B,2,B)(D,4,B)(A,6,D)	-

→ Tabla de ruteo de nodo E

Destination	Cost	Next hop
C	1	C
D	4	B
B	2	B
A	6	D

3. Suppose a host wants to establish the reliability of a link by sending packets and measuring the percentage that are received; routers, for example, do this. Explain the difficulty of doing this over a TCP connection.

Respuesta:

En este caso hay un problema si no tiene alguna forma de saber si el paquete llego al realizar el primer intento, o si fallo, no se hizo una retransmisión. Por lo que se necesita que el receptor responda inmediatamente y también debe tener la capacidad de medir el tiempo transcurrido,

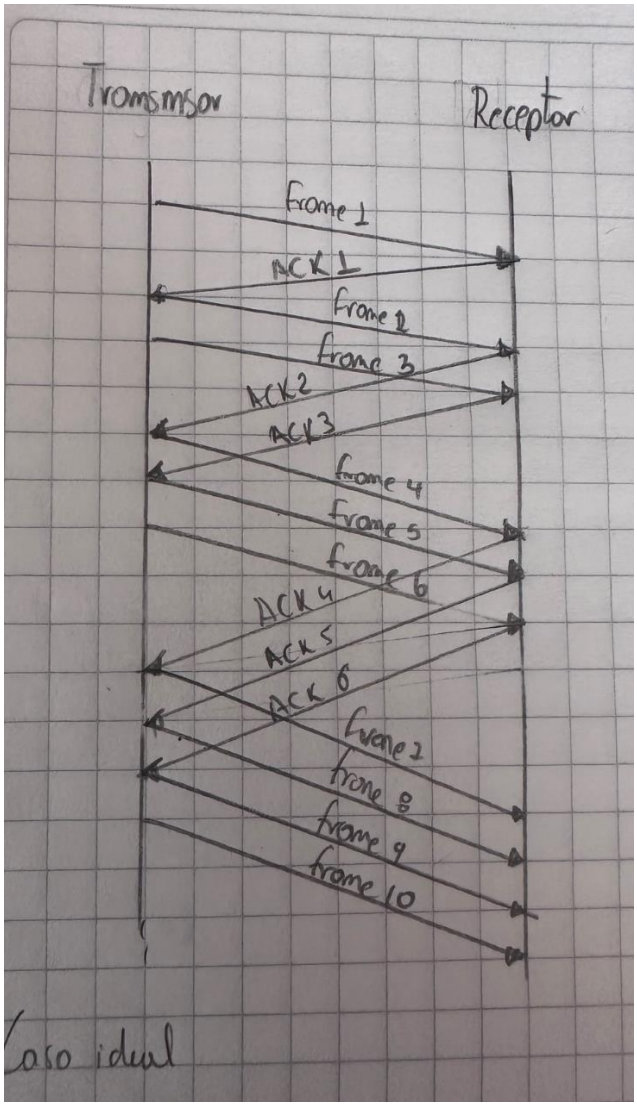
para que cuando se agote el tiempo de espera, vuelva a retransmitir. Esto para garantizar la confiabilidad de la conexión establecida. Utilizando una conexión TCP requiere que el enrutador transfiera datos de un lado a otro entre los hosts. Otra manera seria medir el porcentaje de paquetes recibidos, eso se puede lograr mediante implementaciones de Berkeley, que son protocolos de comunicación, a partir del protocolo TCP, por lo tanto, permitimos medir el tiempo de espero con una granularidad de 0.5 segundos y RTT's.

4. Consider a simple congestion control algorithm that uses linear increase and multiplicative decrease (no slow start). Assume the congestion window size is in units of packets rather than bytes, and it is one packet initially.

a) Give a detailed sketch of this algorithm.

Considerando un tamaño con valor 1 de ventana por parte del remitente, se envía la ventana llena en un solo lote, y por cada Acknowledgment que el remitente recibe, este aumentara la ventana efectiva en uno. En el caso que exista un tiempo de espera, la ventana se reduce a la mitad en términos de número de paquetes.

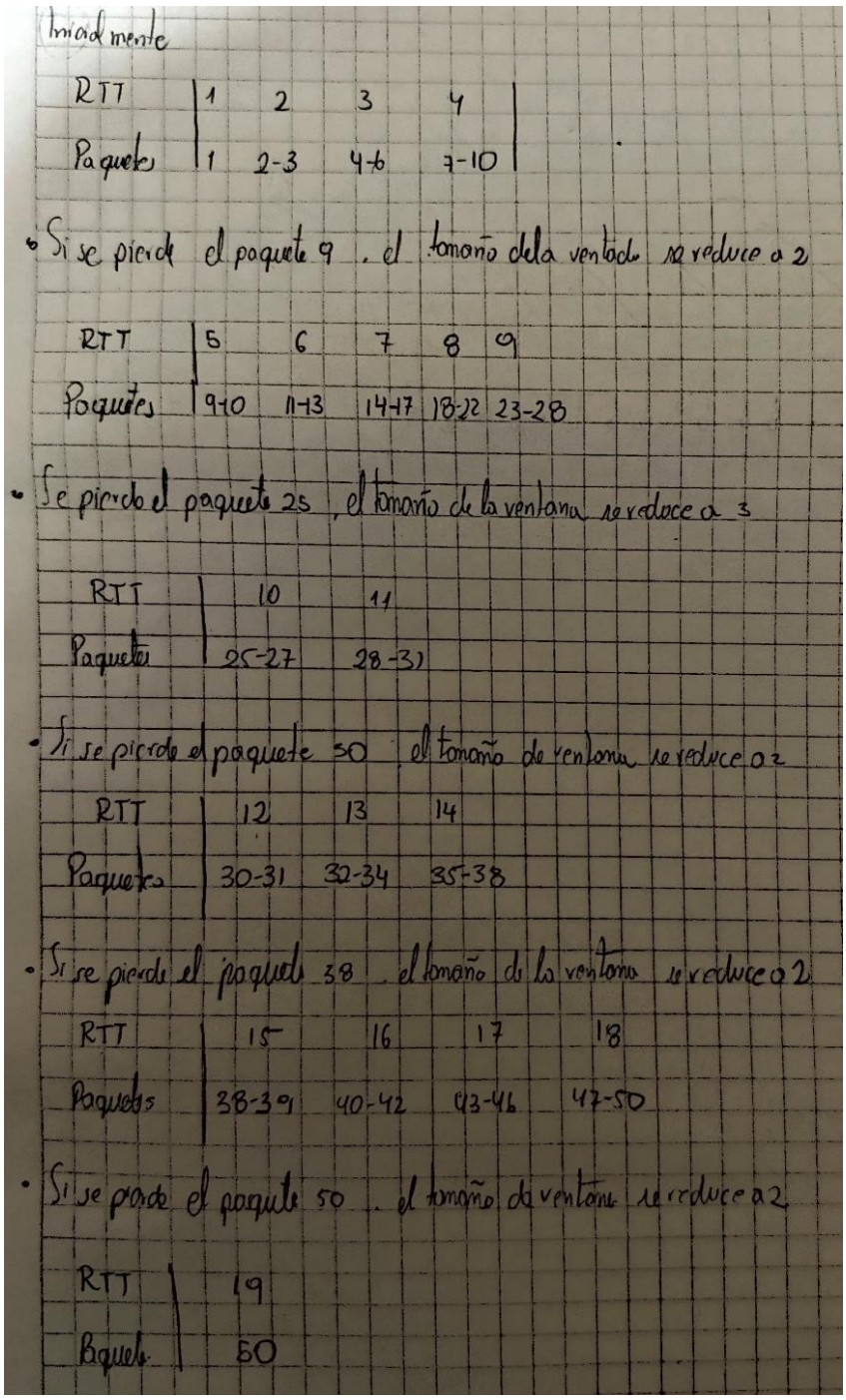
Sketch:

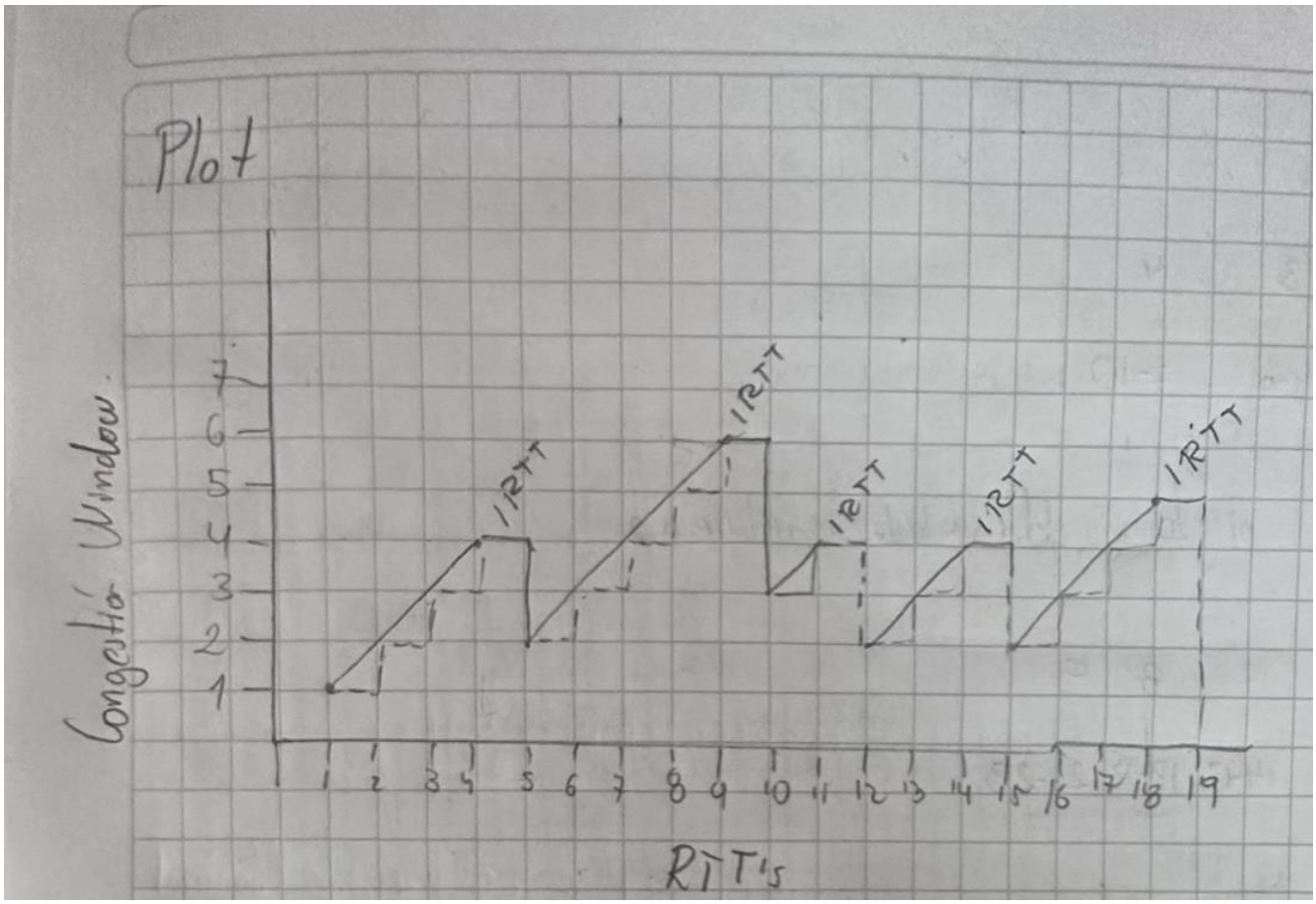


b) Assume the delay is latency only, and that when a group of packets is sent, only a single ACK is returned.

cthe situation in which the following packets are lost: 9, 25, 30, 38 and 50. For simplicity, assume a perfect timeout mechanism that detects a lost packet exactly 1 RTT after it is transmitted.

En este caso si se pierden estos paquetes el tamaño de la ventana tendrá un valor de 1. Cuando se recibe el primer ACK aumenta a 2, al inicio del segundo RTT se envían los paquetes 2 y 3. Al recibir los respectivos ACK, se aumenta el tamaño de ventana a 3, y posteriormente se envían los paquetes 4,5 y 6. Al recibir esos ACK´s, el tamaño de ventana aumenta a 4.




Plot
Congestion Window
1
2
3
4
5
6
7
1RTT
1RTT
1RTT
1RTT
1RTT
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19
RTTs