## Tyler Cope

## CS372 Lab 2

1.

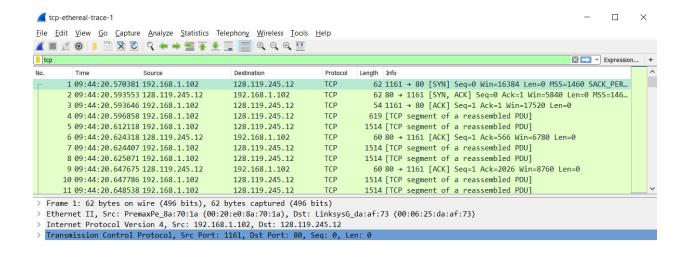
a. IP address of client: 192.168.1.102

b. Port number: 1161

2.

a. IP address of gaia.cs.umass.edu: 128.199.245.12

b. Port of gaia: 80

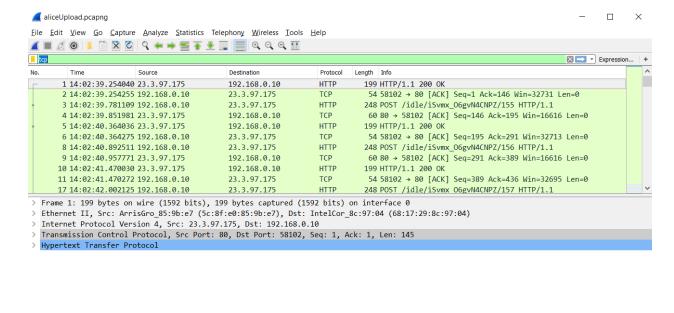


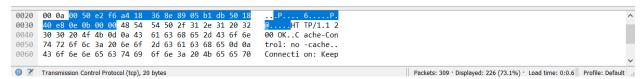


3.

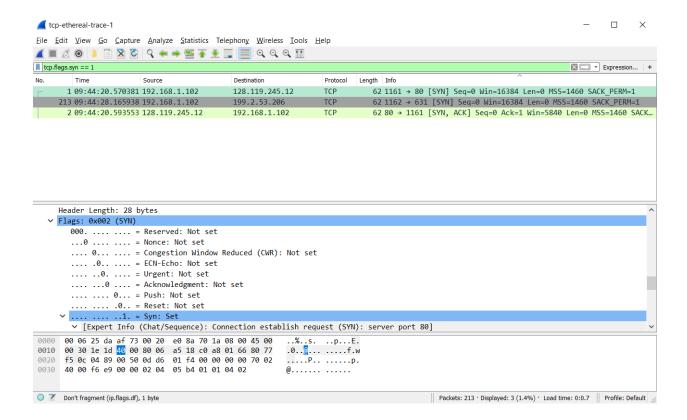
a. IP address of my computer: 23.3.97.175

b. Port of my computer: 58102

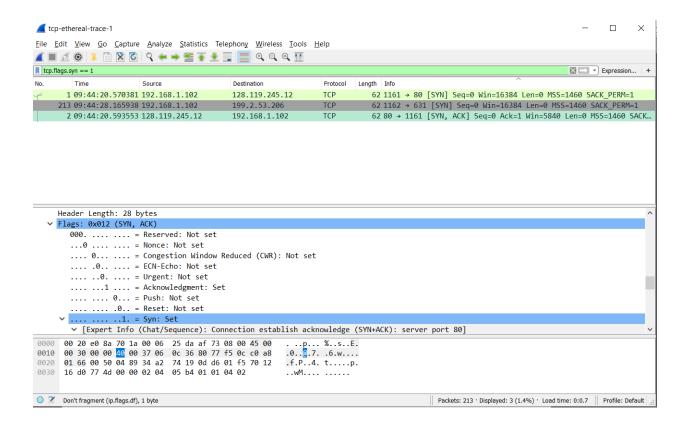




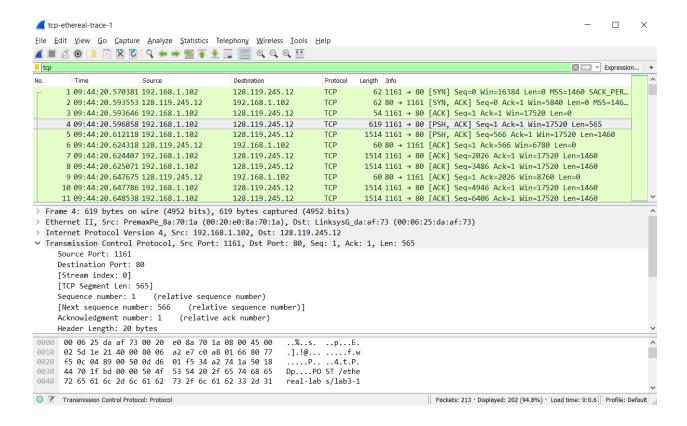
The segment of the TCP SYN segment to initiate the connection is 0. I referenced this thread <a href="https://ask.wireshark.org/questions/230/displaying-all-tcp-connections-with-syn-packets">https://ask.wireshark.org/questions/230/displaying-all-tcp-connections-with-syn-packets</a> and this thread <a href="https://ask.wireshark.org/questions/10640/how-to-find-syn-not-followed-by-asynack">https://ask.wireshark.org/questions/10640/how-to-find-syn-not-followed-by-asynack</a> to answer the second part of the question. I believe what identifies it as SYN segment is that the SYN flag is set to 1.



- a. The sequence number of the SYNACK segment sent by gaia.cs.umass.edu in reply to the SYN is 0.
- b. The value in the acknowledgment field is 1. gaia.cs.umass.edu determined that value by adding 1 to the sequence number of the SYN segment.
- c. It is identified as a SYNACK segment because the Acknowledgment flag is set and the SYN flag is set.



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



a. The sequence number of the first six segments are: 1, 566, 2026, 3486, 4946, and 6406.

b. All of the segment times that were sent start with 9:44:20, so I will only include the decimal. Just know that each segment is prefaced with 9:44:20 (check next screenshot to verify).

Segment 1: .596858

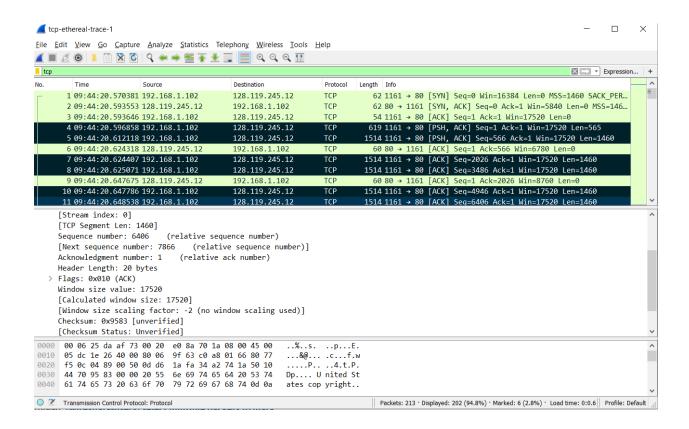
Segment 2: .612118

Segment 3: .624407

Segment 4: .625071

Segment 5: .647786

Segment 6: .648538



c. Similarly, the acknowledgments all start with 9:44:20, so again I'll only include the decimal. The acknowledgments are:

Segment 1: .624318

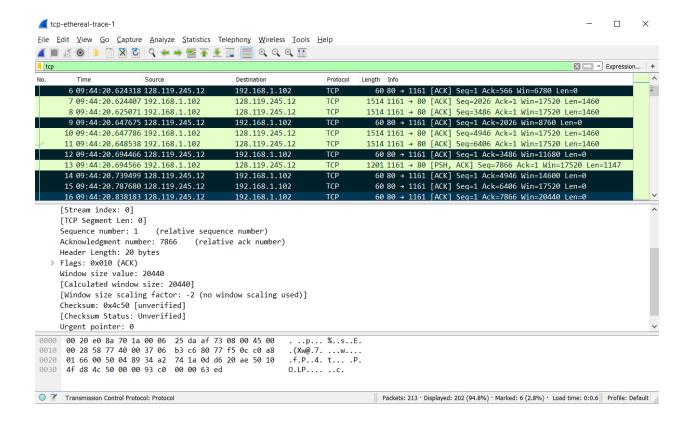
Segment 2: .647675

Segment 3: .694466

Segment 4: .739499

Segment 5: .787680

Segment 6: .838183



d. RTT value for each segment.

Segment 1: .624318 - .596858 = .02746

Segment 2: .647675 - .612118 = .035557

Segment 3: .694466 - .624407 = .070059

Segment 4: .739499 - .625071 = .114428

Segment 5: .787680 - .647786 = .139894

Segment 6: .838183 - .648538 = .189645

e. The formula for Estimated RTT is found on page 242 and is as follows:

EstimatedRTT = 0.875 \* EstimatedRTT + 0.125 \* SampleRTT

Segment 1: Same as measured RTT which is .02746

Segment 2: 0.875 \* .02746 + 0.125 \* .03557 = .02847375

Segment 3: 0.875 \* .02847375 + 0.125 \* .070059 = .0336719063

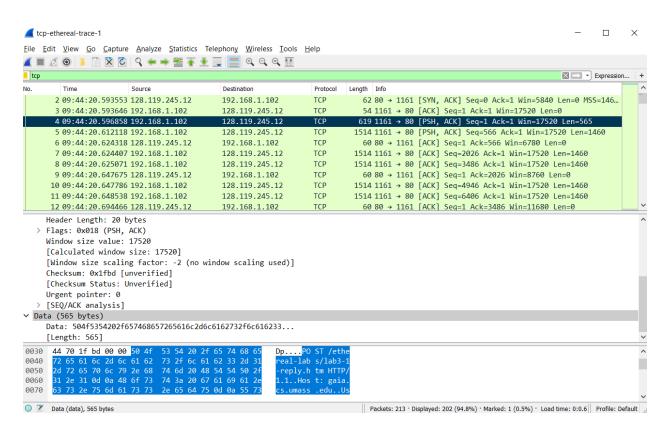
Segment 4: 0.875 \* .0336719063 + 0.125 \* .114428 = .043766418

Segment 5: 0.875 \* .043766418 + 0.125 \* .139894 = .0557823658

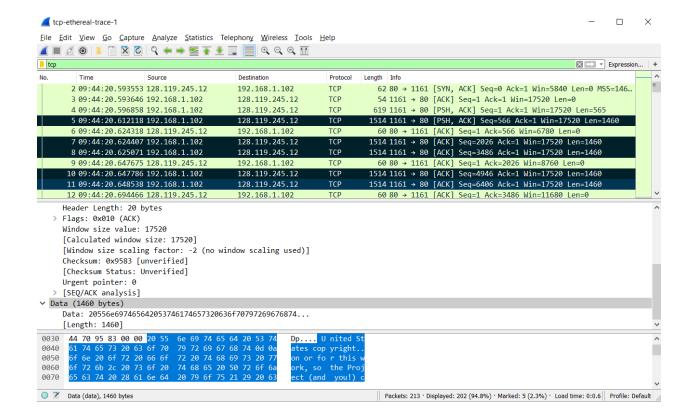
Segment 6: 0.875 \* .0557823658 + 0.125 \* .189645 = .0725151951

8.

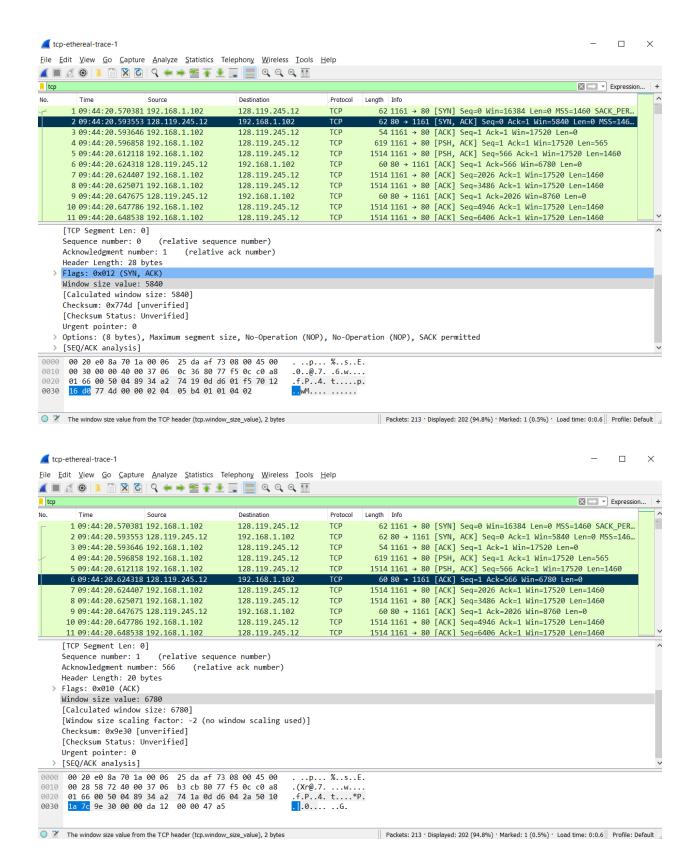
Segment 1: 565 bytes



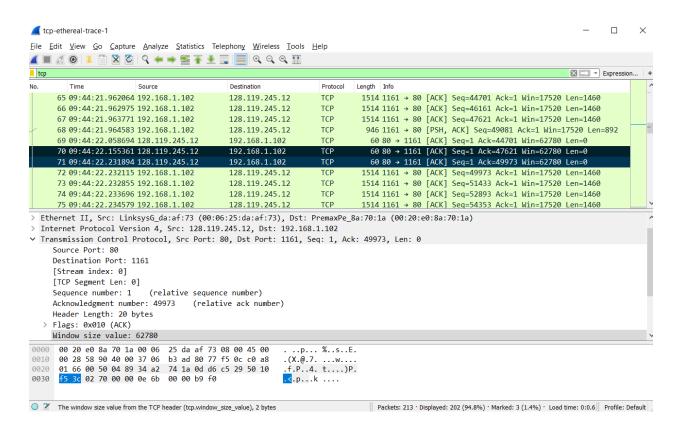
The length of the remaining segments is all 1460 bytes.



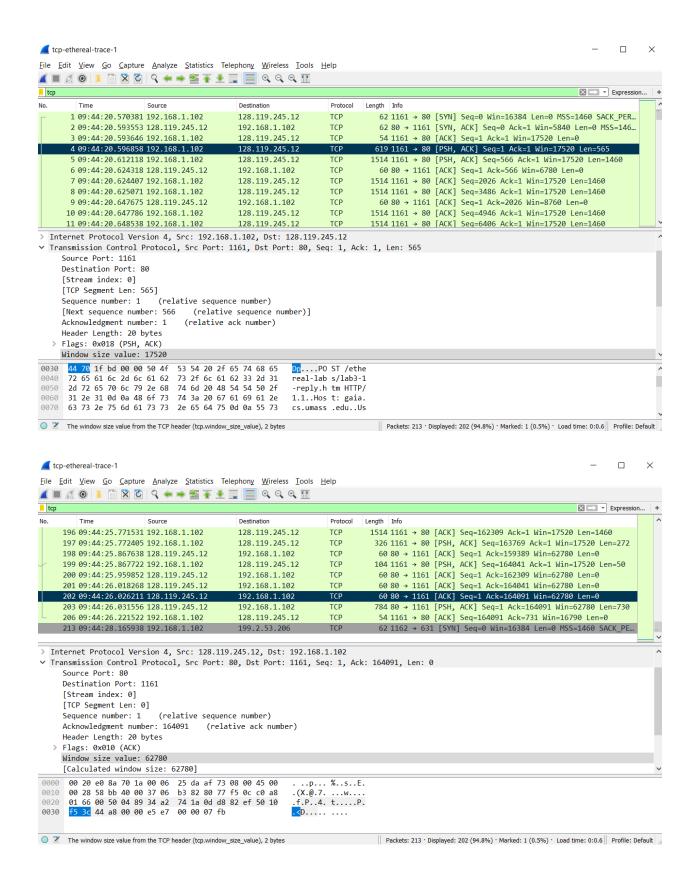
9. The minimum amount of buffer space can be seen in the first acknowledgment from the server. It is 5840 bytes. It does not seem like the lack of receiver buffer space ever throttles the sender because the window grows as needed. In the next two screenshots, see how the first ACK shows 5408 bytes but the next window shows 6780.



- 10. There are no retransmitted segments in the trace. In order to verify this, I looked at the sequence numbers of all the TCP segments. Whenever it got to a new segment, the acknowledgment number always increased, never decreasing.
- 11. Typically, the receiver is acknowledging 1460 bytes. There are a few times where the receiver is acknowledging every other received segment. I have a screenshot of an example.



12. To get the throughput, we need to calculate the total amount of data transferred divided by the total transmission time. To get the total amount of data that was transferred we just need to go to the first sent packet, get the number of bytes sent, and subtract that from the final value of the last acknowledged segment. At the fourth segment we can see the first data being sent, with acknowledgment number 1. At the last segment for acknowledgment of sent data, segment 202, we can see the number is 164091. So 164091 - 1 = 164090 (the total amount of data that was sent).



Next, we need to calculate the total connection time. So, we start at the initial connection and get the time, then subtract that from the ending time (these times are verifiable in the screenshot above). 26.026211 - 20.596858 = 5.429353 seconds. Finally, just divide to get the throughput: 164090/5.429353 = 30,222.75398192 bytest/second.

13.

a. It looks like the slowstart phase begins at the initial TCP connection. After that however, the receiving is fairly smooth and the data coming in is never more than about 8200 bytes before it gets more data. This tells us that the sender is waiting for acknowledgment from the receiver before pushing more data, so I'm not sure there is any congestion avoidance at all.

b. Ideally, TCP will send quite a bit of data before waiting for acknowledgment. Here however, only a small amount of data was sent each time so there is never a worry about congestion control.

- a. It doesn't look like the slowstart phase ever ends. The window doesn't ever increase by too much.
  - b. This is similar to the idealized behavior that we have studied for TCP.

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