Course Project Report

CSCD58

Name: Minqi Wang Student#: 1002105900 Utorid: wangmi56

Tools: Wireshark, Python

Wireshark download link: https://www.wireshark.org/download.html

Python libraries: numpy, matplotlib

1. Per-packet statistics

a. Packet type, size and count

Ethernet packets — count: 1021724, percentage: 1.0, size: 554535994, size percentage: 1

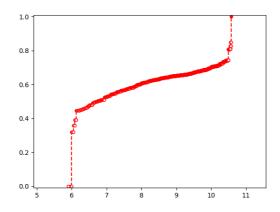
IP packets — count: 887647, percentage: 0.8687737588624717, size: 542800710, size percentage: 0.9788376514293498

ICMP packets — count: 38775, percentage: 0.03795056199130098, size: 2491540, size percentage: 0.004493017634487402

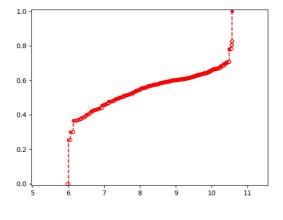
TCP packets — count: 666096, percentage: 0.6519333988435233, size: 474753364, size percentage: 0.8561272291370865

UDP packets — count: 128726, percentage: 0.1259890146458339, size: 28847810, size percentage: 0.05202152847088227

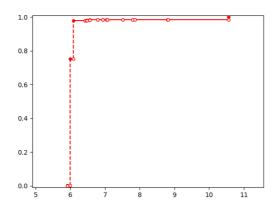
b. CDF of size of packets (Note: Applied log_2 on the x axis)



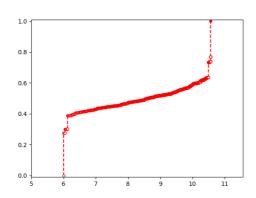
Size of all packets



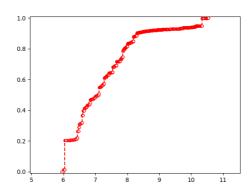
Size of all IP packets



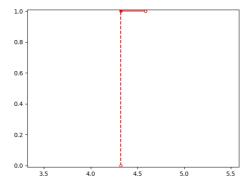
Size of non-IP packets



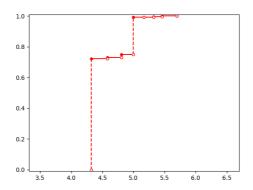
Size of all TCP packets



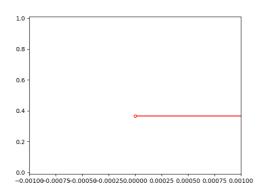
Size of all UDP packets



IP header size



TCP header size



UDP header size

Analysis: UDP vs TCP: The size of TCP packets is more stable, which is shown in the graph that the curve is smooth. The size of UDP packets varies more frequently, which is shown as a steep curve. Both the TCP header size and UDP header size tend to be fixed, while from the graph it seems there are more variations in TCP header sizes.

2. Flow statistics

a. Flow Type

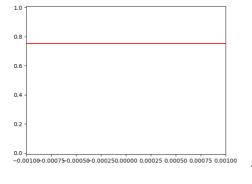
```
Total number of flows: 32303

Number of TCP flows: 13618, percentage: 0.421570751942544

Number of UDP flows: 18685, percentage: 0.578429248057456

TCP connection state -- Request count: 132, Ongoing count: 7047, Failed count: 1180, Reset count: 5174, Finished count: 85
```

b. Flow duration (Note: Applied log_2 on the x axis)



TCP flows duration CDF



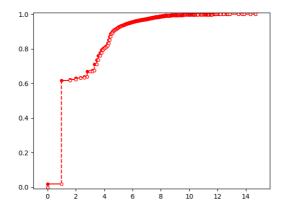
UDP flows duration CDF



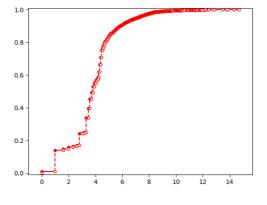
All flows duration CDF

In terms of duration, there are not much difference between UDP and TCP flows.

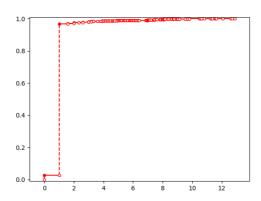
c. Flow Size (Note: Applied log_2 on the x axis)



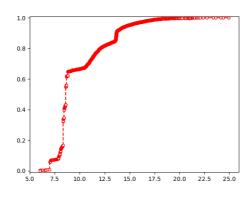
Packet count of all flows



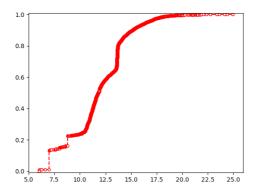
Packet count of TCP flows



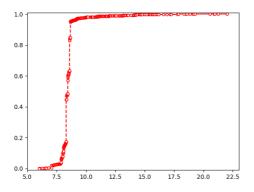
Packet count of UDP flows



Size of all flows

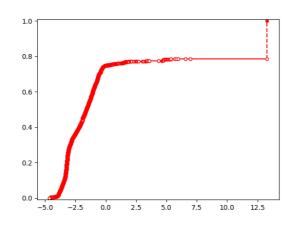


Size of TCP flows



Size of UDP flows

TCP's CDF curve is smooth, meaning the distribution of flow size is more "continuous". UDP's CDF tends to suddenly blow up when x (i.e. size) is still some small value, meaning the size of packets concentrates near that value.

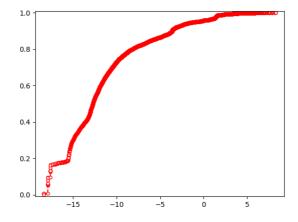


Header overhead of TCP

flows

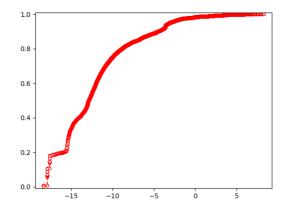
There are approximately 25% of the TCP flows having header overhead > 1, which means they have larger header than the actual data they carry.

d. Inter-packet arrival time



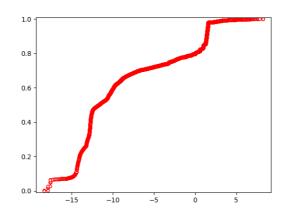
All flows inter-packet arrival

time



TCP flows inter-packet arrival

time



UDP flows inter-packet arrival

time

The inter-packet arrival time distributes evenly so no outstanding common values.

e. TCP State

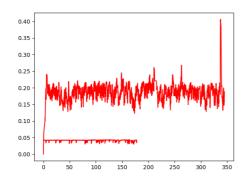
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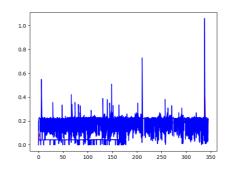
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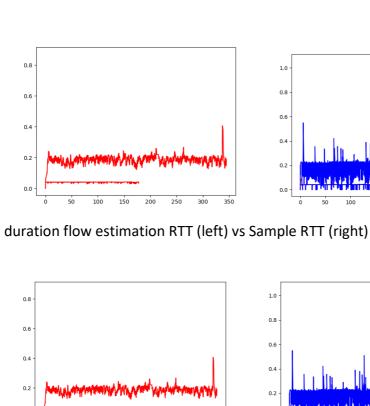
3. RTT Estimation

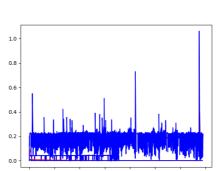




Top1

duration flow estimation RTT (left) vs Sample RTT (right)





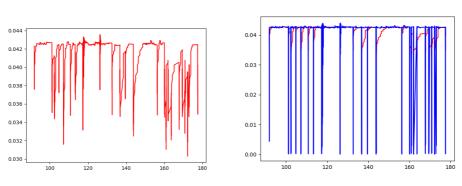
Top2

Top3

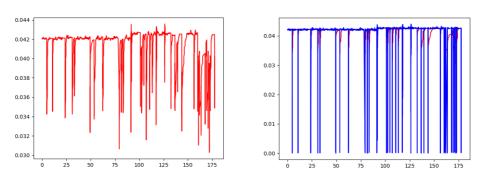
Top1

Top2

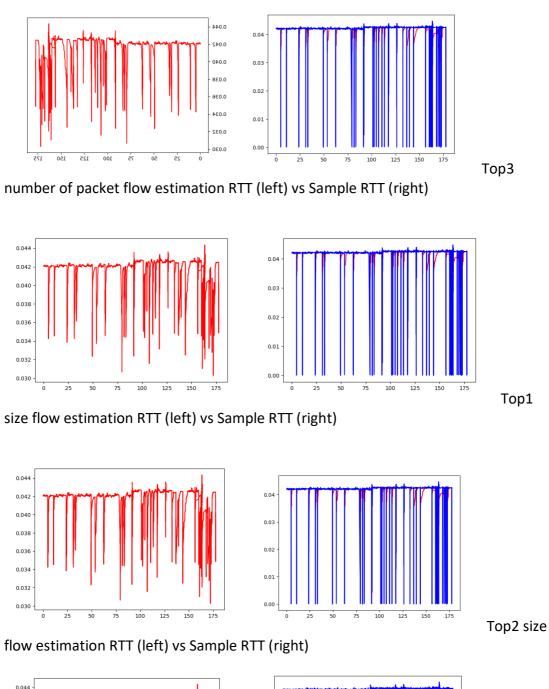
duration flow estimation RTT (left) vs Sample RTT (right)

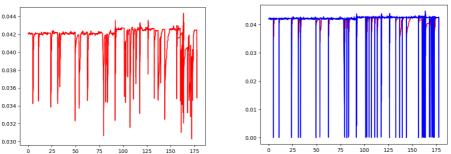


number of packet flow estimation RTT (left) vs Sample RTT (right)



number of packet flow estimation RTT (left) vs Sample RTT (right)

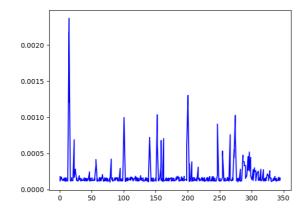




flow estimation RTT (left) vs Sample RTT (right)

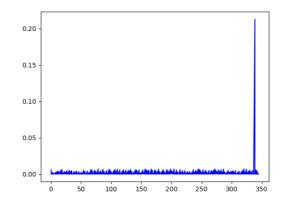
Top3 size

The estimated RTT is relatively more stable than the sample RTT. The congestion window size is changing during the lifetime of a connection, which means the flow rate is changing and thus the RTT gets changed.



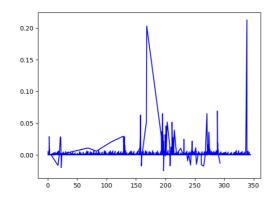
Top1 number of connection host

pair representative RTT per flow



Top2 number of connection host pair

representative RTT per flow



Top3 number of connection host pair

representative RTT per flow

The changes in representative RTTs seem to be random. This might be caused by the instabilities in the network such as congestion, host (endpoint) failure etc.