Principles of Information Security

HW4 Using Wireshark



Anonymous

日期: 2024/03/27

2024-2025 春 学期

Table of Contents

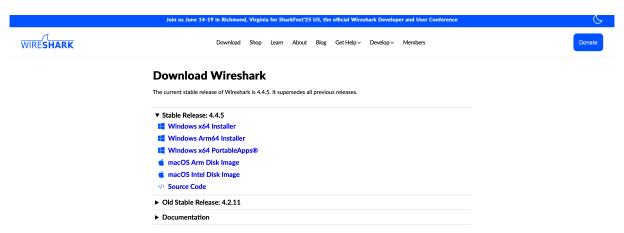
1	Download & Install Wireshark	3
	1.1 Download Wireshark	3
	1.2 Install Wireshark	3
2	Capture all packages when you access https://www.zju.edu.cn (using filter)	4
	2.1 Get the IP Address of https://www.zju.edu.cn	4
	2.2 Capture Packages when accessing the website	5
3	Using Wireshark to analyze the packets	5
	3.1 Analyzing TCP 3-Way Handshake	6
	3.1.1 First Stage: SYN (Synchronize) -> Client -> Server	6
	3.1.2 Second Stage: SYN-ACK (Synchronize-Acknowledge) -> Server ->	
	Client	7
	3.1.3 Third Stage: ACK (Acknowledge) -> Client -> Server	7
	3.2 Examining HTTPS Request/Response	8
	3.2.1 TLS Handshake Step 1: Client Hello	8
	3.2.2 TLS Handshake Step 2: Server Hello	9
	3.2.3 TLS Handshake Step 3: Key Exchange & Encryption Setup	9
	3.3 Analyzing TCP Connection Termination (4-Way Handshake)	. 10

1 Download & Install Wireshark

1.1 Download Wireshark

• Operating System: MacOS

Download from the official website of Wireshark. According to your specific operating system, choose different versions to download:



For MacOS users, simply click MacOS Arm Disk Image, and then a dmg file will be downloaded.

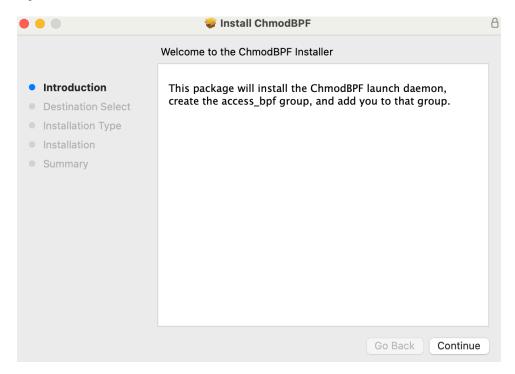
1.2 Install Wireshark

After successfully downloading the dmg file, double click to start the installation, an interface like the following will appear:



- 1. Drag the icon Wireshark.app to the folder Application.
- 2. Double click Install ChmodBPF.pkg to install ChmodBPF. ChmodBPF is a utility associated with Wireshark on macOS. It is used to manage permissions for capturing network packets.

Follow the instructions of Install ChmodBPF, and the installation process will finish successfully.



2 Capture all packages when you access https://www.zju.edu.cn (using filter)

2.1 Get the IP Address of https://www.zju.edu.cn

Open the terminal (zsh for instance), input ping www.zju.edu.cn and press enter.

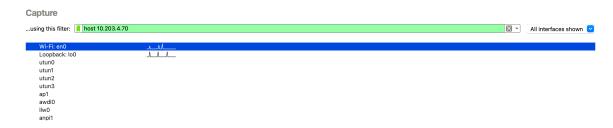
Result like the following will be acquired:

```
ping www.zju.edu.cn
PING www.zju.edu.cn (10.203.4.70): 56 data bytes
64 bytes from 10.203.4.70: icmp_seq=0 ttl=60 time=18.706 ms
64 bytes from 10.203.4.70: icmp_seq=1 ttl=60 time=13.100 ms
64 bytes from 10.203.4.70: icmp_seq=2 ttl=60 time=17.235 ms
64 bytes from 10.203.4.70: icmp_seq=3 ttl=60
                                             time=17.862
64 bytes from 10.203.4.70: icmp_seq=4 ttl=60
                                            time=18.854
64 bytes from 10.203.4.70: icmp_seq=5 ttl=60
                                            time=18.222 ms
64 bytes from 10.203.4.70: icmp_seq=6 ttl=60 time=13.622 ms
64 bytes from 10.203.4.70: icmp_seq=7 ttl=60 time=13.365 ms
64 bytes from 10.203.4.70: icmp_seq=8 ttl=60 time=15.261 ms
^C
  www.zju.edu.cn ping statistics
 packets transmitted, 9 packets received, 0.0% packet loss
round-trip min/avg/max/stddev = 13.100/16.247/18.854/2.271 ms
```

Notice that there is an IP address 10.203.4.70, remember the IP address which will be used in Wireshark app to capture packages.

2.2 Capture Packages when accessing the website

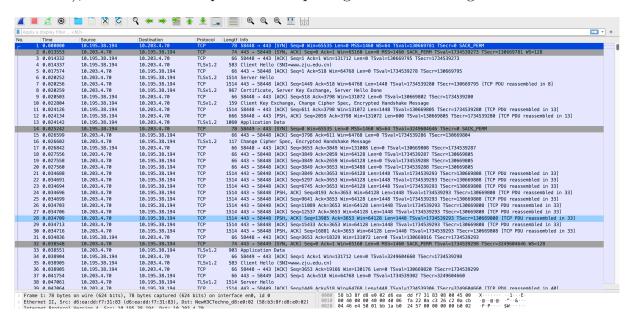
Open the Wireshark app, input the filter condition host 10.203.4.70 and select Wi-Fi: en0.



Press the blue shark fin on the left upper corner to start capturing:



Then open the website https://www.zju.edu.cn in the browser (Google Chrome for instance), Wireshark will capture all the packages when accessing the website:



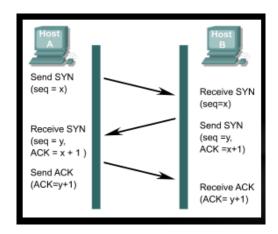
Click the red square button to stop capturing, and then click the form-like button to save the captured file.

3 Using Wireshark to analyze the packets

Http connection is based on TCP, so in order to construct an HTTP connection, TCP connection has to be established first.

3.1 Analyzing TCP 3-Way Handshake

The establishment of TCP can be concluded as 3-way handshake:



In order to find the packets corresponding to 3-way handshake, simply look for three consecutive packets with the following pattern:

- 1. SYN: Client \rightarrow Server with [SYN] flag
- 2. SYN-ACK: Server \rightarrow Client with [SYN, ACK] flags
- 3. ACK: Client \rightarrow Server with [ACK] flag

As shown in the following:



3.1.1 First Stage: SYN (Synchronize) -> Client -> Server

The client sends a SYN packet to the server, indicating it wants to establish a connection. The packet includes:

- SYN flag = 1 (indicating a new connection request)
- A randomly generated initial sequence number (ISN) (e.g., Seq=0)

```
58 b3 8f d8 e0 02 d6 ea
00 40 00 00 40 00 40 06
04 46 e4 50 01 bb 1a b0
ff ff ec b4 00 00 02 04
08 0a 07 c9 dc d5 00 00
Frame 1: 78 bytes on wire (624 bits), 78 bytes captured (624 bits) on interface en0, id 0 
Ethernet II, Src: d6:ea:dd:f7:31:83 (d6:ea:dd:f7:31:83), Dst: NewH3CTechno_d8:e0:02 (58:b3:8f:d8:e0:02)
Internet Protocol Version 4, Src: 10.195.38.194, Dst: 10.203.4.70
Transmission Control Protocol, Src Port: 58448, Dst Port: 443, Seq: 0, Len: 0
     Source Port: 58448
    Destination Port: 443
[Stream index: 0]
[Stream Packet Number: 1]
     [Conversation completeness: Complete, WITH_DATA (63)]
[TCP Segment Len: 0]
     Sequence Number: 0 (relative sequence number)
Sequence Number (raw): 447751255
[Next Sequence Number: 1 (relative sequence number)]
                                         (relative sequence number)
    Acknowledgment Number: 0
   Acknowledgment number (raw): 0
1011 ... = Header Length: 44 bytes (11)
Flags: 0x002 (SYN)
         000. .... = Reserved: Not set
...0 .... = Accurate ECN: Not set
         ... 0. ... = Congestion Window Reduced: Not set
... 0. ... = ECN-Echo: Not set
... 0. ... = Urgent: Not set
         .....0 ... = Acknowledgment: Not set
.....0... = Push: Not set
.....0.. = Reset: Not set
       Window: 65535
[Calculated window size: 65535]
Checksum: 0xecb4 [unverified]
     [Checksum Status: Unverified]
    Options: (24 bytes), Maximum segment size, No-Operation (NOP), Window scale, No-Operation (NOP), No-O...
```

As is shown in the figure above, SYN flag is set to 1 and the randomly generated number is 447751255, while the source port is 58448, the destination port is 443.

3.1.2 Second Stage: SYN-ACK (Synchronize-Acknowledge) -> Server -> Client

The server acknowledges the client's request by sending:

- SYN flag = 1 (its own synchronization request)
- ACK flag = 1 (acknowledging the client's SYN)
- Acknowledgment number = Client's ISN + 1 (e.g., Ack=1)
- Its own initial sequence number (ISN) (e.g., Seq=0)

```
Frame 2: 74 bytes on wire (592 bits), 74 bytes captured (592 bits) on interface en0, id 0
                                                                                                                      00 3c 00 00 40 6
Ethernet II, Src: NewH3CTechno_d8:e0:02 (58:b3:8f:d8:e0:02), Dst: d6:ea:dd:f7:31:83 (d6:ea:dd:f7:31:83)
                                                                                                                0010
                                                                                                                      26 c2 01 bb e4 5 fe 88 67 e5 00 6
Internet Protocol Version 4, Src: 10.203.4.70, Dst: 10.195.38.194
Transmission Control Protocol, Src Port: 443, Dst Port: 58448, Seq: 0, Ack: 1, Len: 0
   Source Port: 443
   Destination Port: 58448
   [Stream index: 0]
   [Stream Packet Number: 2]
   [Conversation completeness: Complete, WITH_DATA (63)]
   [TCP Segment Len: 0]
   Sequence Number: 0
                          (relative sequence number)
   Sequence Number (raw): 1037957615
   [Next Sequence Number: 1
                               (relative sequence number)]
   Acknowledgment Number: 1
   Acknowledgment number (raw): 447751256
  1010 .... = Header Length: 40 bytes (10) Flags: 0x012 (SYN, ACK)
     000. .... = Reserved: Not set
      ...0 .... = Accurate ECN: Not set
      .... 0... = Congestion Window Reduced: Not set
      .... .0.. .... = ECN-Echo: Not set
      .... ..0. .... = Urgent: Not set
      .... = Acknowledgment: Set
      .... 0... = Push: Not set
      .... .... .0.. = Reset: Not set
     .... .... ..1. = Syn: Set
      .... .... 0 = Fin: Not set
[TCP Flags: ......A..S.]
   Window: 65160
   [Calculated window size: 65160]
   Checksum: 0x67e5 [unverified]
   [Checksum Status: Unverified]
   Urgent Pointer: 0
   Options: (20 bytes), Maximum segment size, SACK permitted, Timestamps, No-Operation (NOP), Window scale
   [Timestamps]
   [SEQ/ACK analysis]
```

The source port is 443, the destination port is 58448, reverse of the previous one. As is shown, SYN flag is set to 1, so does ACK. Simultaneously, Acknowledge number (447751256) is set equal to Client's ISN (447751255) + 1, and it generated its own ISN 1037957615.

3.1.3 Third Stage: ACK (Acknowledge) -> Client -> Server

- The client confirms the server's SYN-ACK by sending:
 - 1. ACK flag = 1 (acknowledging the server's SYN)
 - 2. Acknowledgment number = Server's ISN + 1 (e.g., Ack=1)

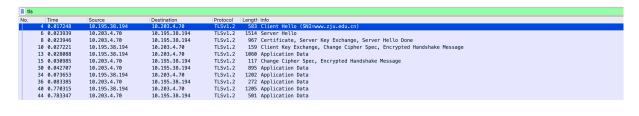
```
Frame 3: 66 bytes on wire (528 bits), 66 bytes captured (528 bits) on interface en0, id 0
                                                                                                                       0000 58 b3 8f d8 e
                                                                                                                      0010 00 34 00 00 4
0020 04 46 e4 50 0
0030 08 0a 8d 22 0
0040 f8 09
Ethernet II, Src: d6:ea:dd:f7:31:83 (d6:ea:dd:f7:31:83), Dst: NewH3CTechno_d8:e0:02 (58:b3:8f:d8:e0:02)
Internet Protocol Version 4, Src: 10.195.38.194, Dst: 10.203.4.70
Transmission Control Protocol, Src Port: 58448, Dst Port: 443, Seq: 1, Ack: 1, Len: 0
   Source Port: 58448
   Destination Port: 443
   [Stream index: 0]
   [Stream Packet Number: 3]
   [Conversation completeness: Complete, WITH DATA (63)]
   [TCP Segment Len: 0]
   Sequence Number: 1 (relative : Sequence Number (raw): 447751256
                           (relative sequence number)
   [Next Sequence Number: 1
                                  (relative sequence number)]
   Acknowledgment Number: 1
                                  (relative ack number)
   Acknowledgment number (raw): 1037957616
   1000 .... = Header
Flags: 0x010 (ACK)
              = Header Length: 32 bytes (8)
      000. .... = Reserved: Not set
      ...0 .... = Accurate ECN: Not set
      .... 0... = Congestion Window Reduced: Not set
      .... 0.. .... = ECN-Echo: Not set
      .... ..0. .... = Urgent: Not set
      .....1 .... = Acknowledgmen
..... 0... = Push: Not set
      .... .... ..0. = Syn: Not set
            .... ...0 = Fin: Not set
   [TCP Flags: ·····A····]
Window: 2058
   [Calculated window size: 131712]
   [Window size scaling factor: 64]
   Checksum: 0x8d22 [unverified]
   [Checksum Status: Unverified]
   Urgent Pointer: 0
   Options: (12 bytes), No-Operation (NOP), No-Operation (NOP), Timestamps
   [Timestamps]
   [SEQ/ACK analysis]
```

Same as the first stage, the source port is 58448 while the destination port is 443. Additionally, ACK flag (Acknowledgement) is set to 1, while the acknowledge number is set to 1037957616 = 1037957615 + 1.

At this point, the connection is established, and data transfer can begin.

3.2 Examining HTTPS Request/Response

In order to get HTTPS (TLS) traffic, use the filter tis in the display filter:



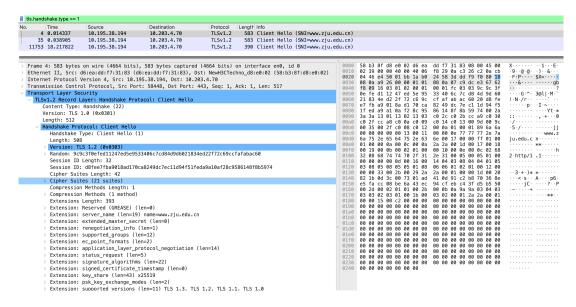
This will show all TLS-encrypted traffic between local machine and the server.

3.2.1 TLS Handshake Step 1: Client Hello

Filter: tls.handshake.type == 1.

The client (browser) sends a Client Hello, which includes:

- Supported TLS versions (e.g., TLS 1.2, TLS 1.3)
- Cipher suites (encryption methods it can use)
- Server Name Indication (SNI) → Reveals the domain (www.zju.edu.cn) even though the traffic is encrypted.



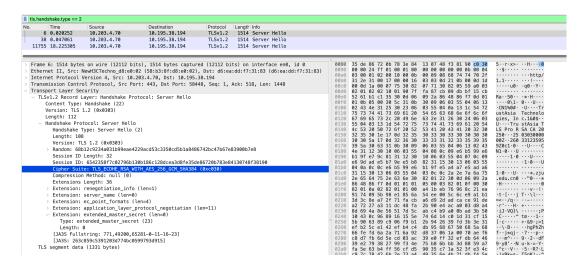
As is shown in the figure above, TLS version is 1.2, cipher suites is 21 and SNI is www. zju.edu.cn.

3.2.2 TLS Handshake Step 2: Server Hello

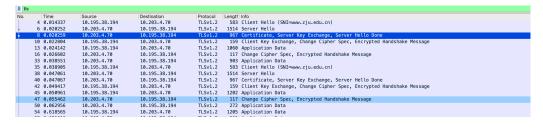
Filter: tls.handshake.type == 2

The server responds with:

- Selected TLS version & cipher suite
- Its SSL certificate



3.2.3 TLS Handshake Step 3: Key Exchange & Encryption Setup



As shown, No.8 to 47 are the corresponding key exchange and encryption setup steps. The client and server exchange keys (Diffie-Hellman, RSA, etc.) to establish encryption.

After this, all HTTP traffic is encrypted and appears as "Application Data" in Wireshark.

3.3 Analyzing TCP Connection Termination (4-Way Handshake)

A proper TCP connection termination involves 4 steps (though sometimes it appears as 3 packets if FIN and ACK are combined).

• curl -v https://www.zju.edu.cn to terminate the connection.

Step	Direction	Packet Type	Description
1	Client \rightarrow Server	FIN + ACK	The client (or server) initiates clo- sure by sending FIN (Finish)
2	Server \rightarrow Client	ACK	The other side acknowledges the FIN but may still send remaining data
3	$Server \to Client$	FIN + ACK	The server (or client) sends its own FIN to fully close the connection
4	Client \rightarrow Server	ACK	Final acknowledgment; the connection is now closed

Here is the Screenshot from Wireshark that corresponds to the above procedure:

11832 18.254540	10.195.38.194	10.203.4.70	TCP	66 58797 → 443 [FIN, ACK] Seq=555 Ack=83399 Win=131072 Len=0 TSval=1748800899 TSecr=1734557510
11833 18.258156	10.203.4.70	10.195.38.194	TCP	66 443 → 58797 [ACK] Seq=83399 Ack=555 Win=64896 Len=0 TSval=1734557518 TSecr=1748800897
11834 18.258158	10.203.4.70	10.195.38.194	TCP	66 443 → 58797 [FIN, ACK] Seq=83399 Ack=555 Win=64896 Len=0 TSval=1734557518 TSecr=1748800897
11835 18.258160	10.203.4.70	10.195.38.194	TCP	66 443 → 58797 [ACK] Seg=83400 Ack=556 Win=64896 Len=0 TSval=1734557518 TSecr=1748800899

- 1. Packet 11832: [FIN, ACK] (Client \rightarrow Server)
 - Seq=555, Ack=83399
 - Indicates the client wants to close the connection.
- 2. Packet 11833: [ACK] (Server \rightarrow Client)
 - Seq=83399, Ack=555
 - Server acknowledges the FIN but may still send data.
- 3. Packet 11834: [FIN, ACK] (Server \rightarrow Client)
 - Seq=83399, Ack=555
 - Server initiates its own closure.
- 4. Packet 11835: [ACK] (Client \rightarrow Server)
 - Seq=83400, Ack=556
 - Final acknowledgment; connection fully closed.