(This is a version of a Wireshark Lab updated for newer versions of Wireshark from

Supplement to *Computer Networking: A Top-Down Approach*, 7th ed., J.F. Kurose and K.W. Ross

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In this lab, we'll investigate the Ethernet protocol and the ARP protocol. Before beginning this lab, you'll probably want to review sections 6.4.1 (Link-layer addressing and ARP) and 6.4.2 (Ethernet) in the text¹. RFC 826

(<u>https://datatracker.ietf.org/doc/html/rfc826</u>) contains the gory details of the ARP protocol.

1. Capturing and analyzing Ethernet frames

Let's begin by capturing a set of Ethernet frames to study. Do the following²:

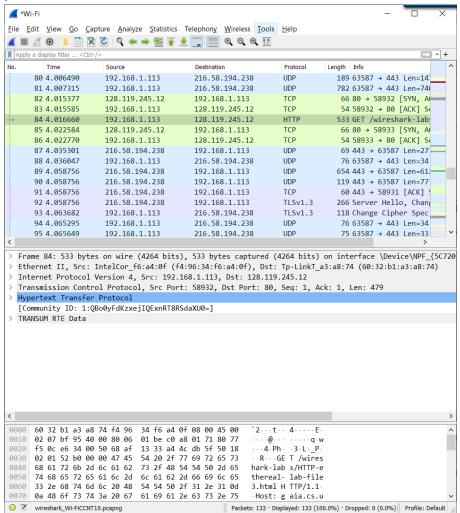
- First, make sure your browser's cache is empty. To do this:
 - Under Mozilla Firefox V3, select *Tools* → *Clear Recent History* and check the box for Cache.
 - For Internet Explorer, select $Tools \rightarrow Internet \ Options \rightarrow Delete \ Files$.
 - For Microsoft Edge, click [horizontal three dots in the upper right] → History → three dots → Clear Browsing Data → Clear Now.
 - For Chrome, [three dots, upper right] → History → History → Clear Browsing Data → Clear data (for last hour or more).
- Start up the Wireshark packet sniffer

 - This works for wireless (802.11). Your operating system likely treats all the data as if it is Ethernet II.

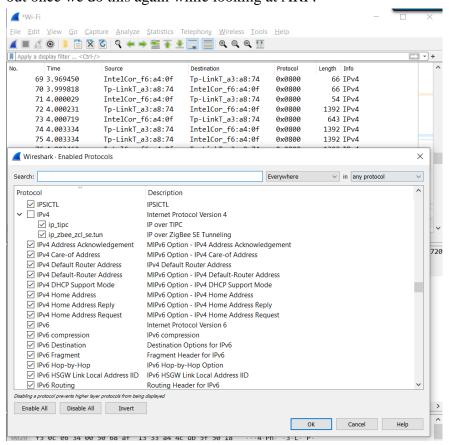
¹ References to figures and sections are updated from the 7th edition of our text, *Computer Networks*, *A Top-down Approach*, 7th ed., J.F. Kurose and K.W. Ross, Addison-Wesley/Pearson, 2016 to match the 8th edition, but one could use the index for the 7th to find them, or just look in the relevant section as they are identically numbered.

² If you are unable to run Wireshark live on a computer, you can download the zip file http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip and extract the file *ethernet--ethereal-trace-1*. The traces in this zip file were collected by Wireshark running on one of the author's computers, while performing the steps indicated in the Wireshark lab. Once you have downloaded the trace, you can load it into Wireshark and view the trace using the *File* pull down menu, choosing *Open*, and then selecting the ethernet-ethereal-trace-1 trace file. You can then use this trace file to answer the questions below.

• Stop Wireshark packet capture. First, find the packet numbers (the leftmost column in the upper Wireshark window) of the HTTP GET message that was sent from your computer to gaia.cs.umass.edu, as well as the beginning of the HTTP response message sent to your computer by gaia.cs.umass.edu. You should see a screen that looks something like this (where packet 84, fifth from the top in the screen shot below, contains the HTTP GET message). **Hint**: Once we hide the IP information, knowing the packet numbers may aid in finding the correct packet, especially if your network has a lot of connected devices.



• Since this lab is about Ethernet and ARP, we're not interested in IP or higher- layer protocols. So let's change Wireshark's "listing of captured packets" window so that it shows information only about protocols below IP. One can go *Analyze->Enabled Protocols...* and uncheck IPv4. Image below shows result *after* unchecking IPv4. **Hint 2:** Take a moment to note the structure of the HTTP packets with these settings so you can figure it out once we do this again while looking at ARP.



In order to answer the following questions, you'll need to look into the packet details and packet contents windows (the middle and lower display windows in Wireshark).

Select the Ethernet frame containing the HTTP GET message. (Recall that the HTTP GET message is carried inside of a TCP segment, which is carried inside of an IP datagram, which is carried inside of an Ethernet frame; (re)read section 1.5.2 in the text if you find this encapsulation a bit confusing, also in the slides). Expand the Ethernet II information in the packet details window. Note that the contents of the Ethernet frame (header as well as payload) are displayed in the packet contents window.

Answer the following questions, based on the contents of the Ethernet frame containing the HTTP GET message. Whenever possible, when answering a question you should hand in a printout of the packet(s) within the trace that you used to answer the question asked. Annotate the printout³ to explain your answer.

- To print a packet, use *File->Print*, choose *Selected packet only*, and select different options for printing, and select the minimum amount of packet detail that you need to answer the question; consider printing to file.
- One may also File->Export Packet Dissections-> As Plain Text....
- 1. What is the 48-bit Ethernet address of your computer?
- 2. What is the 48-bit *destination address* in the *Ethernet frame*? Is this the Ethernet address of gaia.cs.umass.edu? (Hint: the answer is *no*). What device has this as its Ethernet address? [Note: this is an important question, and one that students sometimes get wrong. (Re-)read Section 6.4 in the text and make sure you understand the answer here.]
- 3. Give the hexadecimal value for the two-byte Frame type field. What upper layer protocol does this correspond to?
- 4. How many bytes from the very start of the Ethernet frame does the ASCII "G" in "GET" appear in the Ethernet frame?

Next, answer the following questions, based on the contents of the Ethernet frame containing the first byte of the HTTP response message.

- 5. What is the value of the Ethernet source address? Is this the address of your computer, or of gaia.cs.umass.edu (Hint: the answer is *no*). What device has this as its Ethernet address?
- 6. What is the destination address in the Ethernet frame? Is this the Ethernet address of your computer?
- 7. Give the hexadecimal value for the two-byte Frame type field. What upper layer protocol does this correspond to? (Ethernet II-> Type)
- 8. How many bytes from the very start of the Ethernet frame does the ASCII "O" in "OK" (i.e., the HTTP response code) appear in the Ethernet frame?

³ What do we mean by "annotate"? If you hand in a paper copy please highlight where in the printout you've found the answer and add some text (preferably with a colored pen) noting what you found in what you 've highlight. If you hand in an electronic copy, it would be great if you could also highlight and annotate. Consider a program like Word for highlighting.

2. The Address Resolution Protocol

In this section, we'll observe the ARP protocol in action. We strongly recommend that you (re)read section 6.4.1 in the text before proceeding.

ARP Caching

Recall that the ARP protocol typically maintains a cache of IP-to-Ethernet address translation pairs on your computer The *arp* command (in both Windows/MS-DOS and Linux/Unix) is used to view and manipulate the contents of this cache. Since the *arp* command and the ARP protocol have the same name, it is understandably easy to confuse them. But keep in mind that they are different - the *arp* command is used to view and manipulate the ARP cache contents, while the ARP protocol defines the format and meaning of the messages sent and received, and defines the actions taken on message transmission and receipt.

Let's take a look at the contents of the ARP cache on your computer:

- **Windows/MS-DOS.** The *arp* command is in c:\windows\system32, so type either "*arp*" or "*c:\windows\system32\arp*" in the MS-DOS command line (without quotation marks). In Windows, you can *Windows+R -> cmd* to load the command prompt.
- **Linux/Unix/MacOS.** The executable for the *arp* command can be in various places. Popular locations are /sbin/arp (for linux) and /usr/etc/arp (for some Unix variants).

The Windows *arp* command with no arguments will display the contents of the ARP cache on your computer. Run the *arp* command.

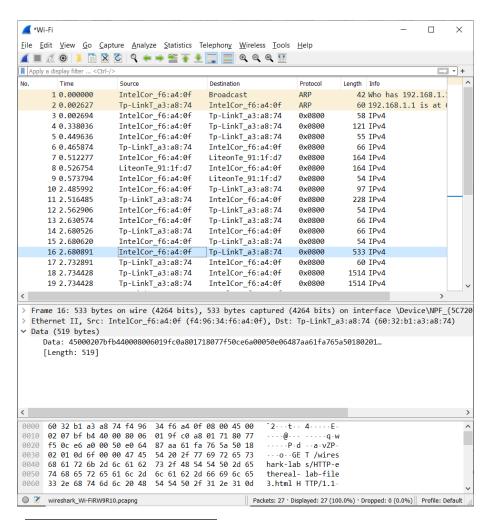
In order to observe your computer sending and receiving ARP messages, we'll need to clear the ARP cache, since otherwise your computer is likely to find a needed IP-Ethernet address translation pair in its cache and consequently not need to send out an ARP message.

- Windows/MS-DOS. The MS-DOS "arp -d * " command will clear your ARP cache. The -d flag indicates a deletion operation, and the * is the wildcard that says to delete all table entries. This will likely have to be run as administrator. In Windows 10, search for "cmd" in the search bar and right click on cmd and click "Run as administrator"
- **Linux/Unix/MacOS.** The " *arp* –*d* * " will clear your ARP cache. In order to run this command you'll need root privileges. If you don't have root privileges and can't run Wireshark on a Windows machine, you can skip the trace collection part of this lab and just use the trace discussed in the earlier footnote.

Observing ARP in action

Do the following⁴:

- Clear your ARP cache, as described above. You will likely need to run this as administrator (Windows) or sudo (Linux).
- First, make sure your browser's cache is empty. To do this:
 - under Mozilla Firefox V3, select *Tools* → *Clear Recent History* and check the box for Cache.
 - For Internet Explorer, select *Tools* → *Internet Options* → *Delete Files*.
 - For Microsoft Edge, click [horizontal three dots in the upper right] → History → three dots → Clear Browsing Data → Clear Now.
 - For Chrome, [three dots,upper right] → History → History → Clear Browsing Data → Clear data (for last hour or more).
- Start up the Wireshark packet sniffer
- Enter the following URL into your browser http://gaia.cs.umass.edu/wireshark-labs/HTTP-wireshark-lab-file3.html Your browser should again display the rather lengthy US Bill of Rights.
- Stop Wireshark packet capture. Again, we are not interested in IP or higher-layer protocols, so change Wireshark's "listing of captured packets" window so that it shows information only about protocols below IP by changing the columns if they are not still available. Then uncheck the IP box and select *OK*. You should now see a Wireshark window that looks like:



⁴ The *ethernet-ethereal-trace-1* trace file in http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip was created using the steps below (in particular after the ARP cache had been flushed).

In the example above, the first two frames have the ARP messages. The 16th, 18th, and 19th have HTTP packets.

Answer the following questions:

- 9. What are the hexadecimal values for the source and destination addresses in the Ethernet frame containing the ARP request message?
- 10. Give the hexadecimal value for the two-byte Ethernet Frame type field. What upper layer protocol does this correspond to?
- 11. Where in the ARP request does the "question" appear the Ethernet address of the machine whose corresponding IP address is being queried?
- 12. Now find the ARP reply that was sent in response to the ARP request. Where in the ARP message does the "answer" to the earlier ARP request appear the IP address of the machine having the Ethernet address whose corresponding IP address is being queried?
- 13. What are the hexadecimal values for the source and destination addresses in the Ethernet frame containing the ARP reply message?