ASSIGNMENT 4 Wireshark for Transport Layer Protocols

Submitted By, SHRUSTI CS22MTECH11017

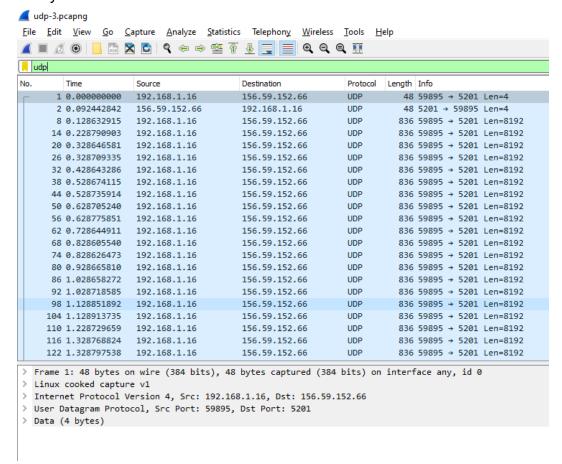
TASK1:

Use the attached task1-udp3.pcap file to answer the below questions. Please use udp as the display filter in the wireshark once you open it for answering the following questions.

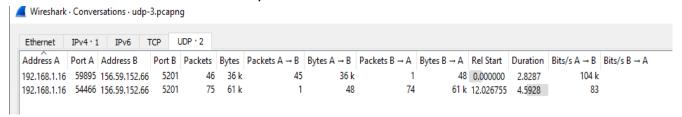
1. How many communications/conversations are present? List the total number of packets exchanged for each communication.

Solution:

Use "udp" filter to filter out the UDP packets that are exchanged between the endsystems.



Observing Conversations statistics we can see **2** UDP and **1 IPV4** communications/conversations are present.

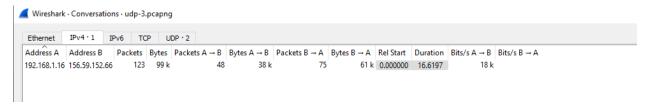


UDP Conversation 1:

Number of packets exchanged between 192.168.1.16/59895 and 156.59.152.66/5201 : **46 packets**

UDP Conversation 2:

Number of packets exchanged between 192.168.1.16/54466 and 156.59.152.66/5201: **75 packets**



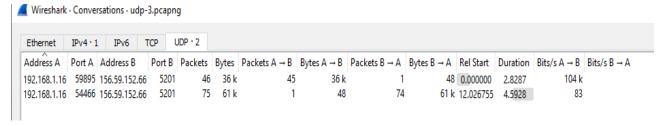
IPV4 Conversation:

Number of packets exchanged between 192.168.1.16 and 156.59.152.66: 123 packets

2. Who is sending data to whom? What is the average size of the packet sent? Answer these questions for each of the conversations present.

Solution:

We use Conversation statistics to find the data transferred.



Conversation 1 between 192.168.1.16/59895 and 156.59.152.66/5201:

We see that **36k** bytes are transferred from A to B whereas **48 bytes** are transferred from B to A.

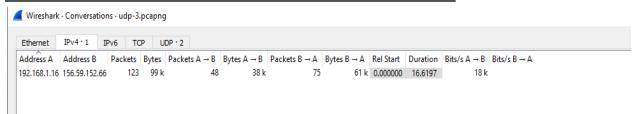
The size of the packet from A to B : (36*1024)/45 = 819.2 bytes The size of the packet from B to A : 48/1 = 48 bytes

Conversation 2 between 192.168.1.16/54466 and 156.59.152.66/5201 :

We see that **48 bytes** are transferred from A to B whereas **61k bytes** are transferred from B to A.

The size of the packet from A to B: 48/1 = 48 bytes The size of the packet from B to A: (61*1024)/74 = 844.108 bytes

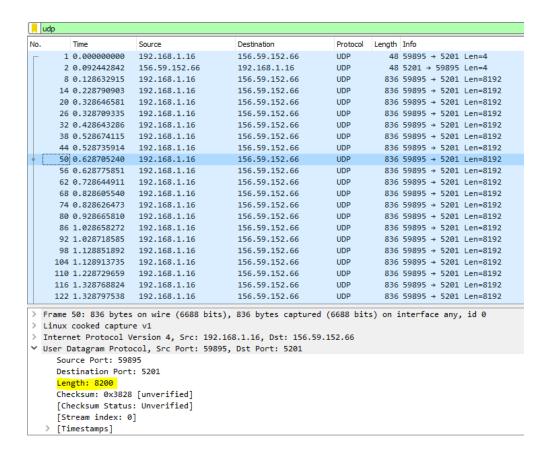
IPv4 Conversation between 192.168.1.16 and 156.59.152.66:



We see that **38k bytes** are transferred from A to B whereas **61k bytes** are transferred from B to A.

The size of the packet from A to B: (38*1024)/48 = 810.66 bytes The size of the packet from B to A: (61*1024)/75 = 832.85 bytes

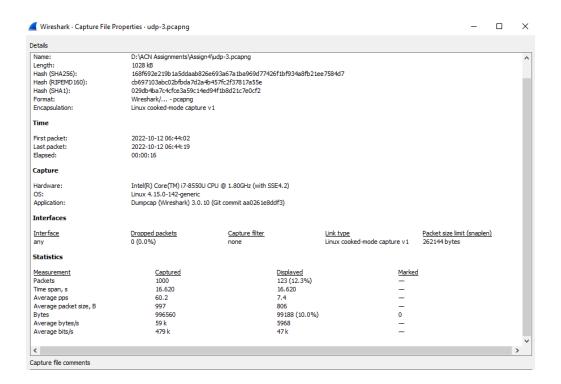
3. Pick any one UDP conversation (not just one packet). Calculate the throughput (bytes transferred per unit time) for UDP conversation using UDP's length field. Explain how you calculated this value using Wireshark capture in this experiment along with relevant screenshots. Verify your calculation with the one done by Wireshark using "Capture File properties" If you observe the major difference in your calculation and with the other two listed here, comment why and how?



Select a UDP packet capture we can see the length of each packet is 8192 bytes(excluding header) and observe UDP Conversation 1 we had 48 packets transferred. Total data transferred is 8192* 45 + 1*4 = 368644 bytes.

The time required for this transmission is **2.8287 seconds** (defined in the Duration column of the UDP Conversation 1).

Therefore, the throughput is 368644 /2.8287 = 130322.763107 bytes/sec



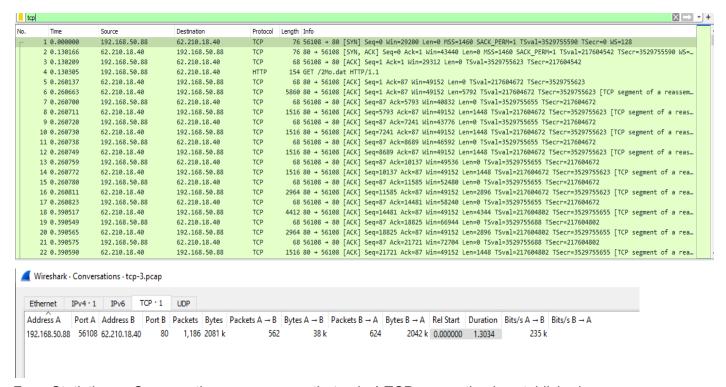
There is a major difference between the throughput calculated and throughput observed from Capture file properties because Wireshark uses length 836 i.e; the actual data of the packet whereas we use length 8192 i.e; total UDP packet length.

TASK 2

Use the attached task2-tcp3.pcap file to answer the below questions. Please use tcp as the display filter in the wireshark once you open it for answering the following questions.

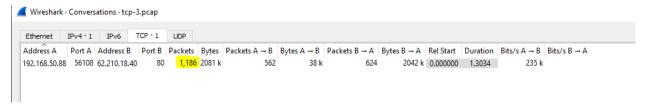
1. How many TCP connections are established? Solution:

Use "tcp" filter to filter out the TCP packets that are exchanged between the end systems.



From Statistics \rightarrow Conversations, we can see that only **1 TCP** connection is established.

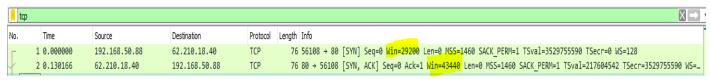
2. How many TCP packets are exchanged in this communication client and remote server?



From Statistics → Conversations, we can see **1186 packets** are exchanged in this communication.

3. What is the amount of available buffer space advertised in the beginning of the session at the client/receiver? How much does it differ from the one advertised/available during the last 10-5ms duration of the session (in the entire trace captured).

Solution:



At the beginning of the session:

29200 bytes is the available buffer space advertised from the client which can be seen by the SYN packet.

43440 bytes is the available buffer space advertised from the server which can be seen by the SYN+ ACK packet.

Towards end of the session:

1155 1.172667	192.168.50.88	62.210.18.40	TCP	68 56108 → 80 [ACK] Seq=87 Ack=1950457 <mark>Win=2138496</mark> Len=0 TSval=3529755883 TSecr=217605584
1156 1.172710	62.210.18.40	192.168.50.88	TCP	2964 80 → 56108 [ACK] Seq=1950457 Ack=87 <mark>Win=49152</mark> Len=2896 TSval=217605584 TSecr=3529755851 [TCP segment of a r.

2138496 bytes is available buffer space advertised from client and **49152 bytes** is the available buffer space advertised by the server.

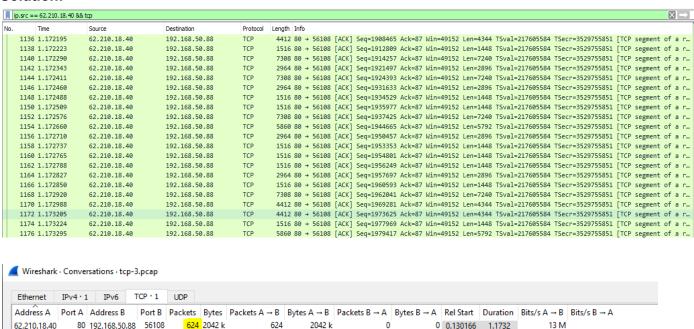
The difference between the buffer size is:

Client buffer space = 2138496 - 29200 = 2109296 bytes Server buffer space = 49152 - 43440 = 5712 bytes

Observing the difference we can say that buffer size is increased.

4. Who is sending the data to whom ? How many data-containing TCP segments were needed to complete the process of sending the total data ?

Solution:



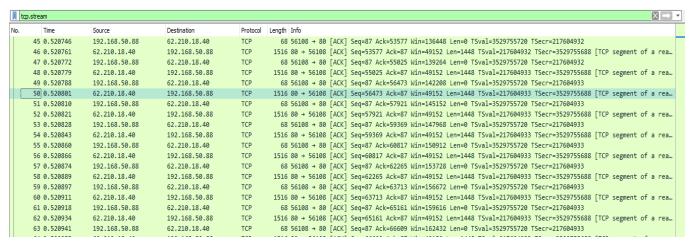
As 62.210.18.40 is sending the data ,apply the filter as "ip.src == 62.210.18.40 && tcp "and observe Statistics \rightarrow Conversations to see the number of TCP packets by limiting the display filter.

We can see **624 TCP packets** are present and then we subtract the 4 packets which are non-data packets i.e; 2 packets are of TCP establishment and 2 packets are of TCP termination are ignored.

Therefore, 624 - 4= **620 TCP segments** are needed to complete the process of sending the total data .

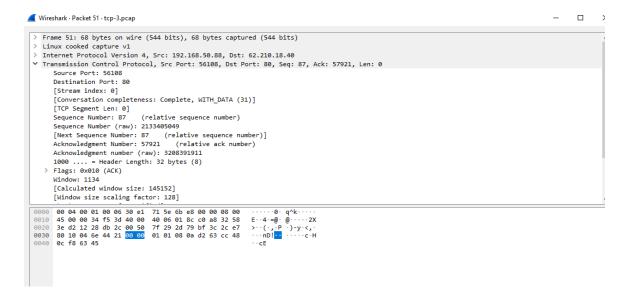
- 5. Pick any 5 TCP segments from server to client which are not part of initial TCP connection establishment and final connection termination.
- 5.1. Make a table listing for each of these segments, the length of each of these TCP segments, the sequence number, time when the segment was sent, time when the respective ACK for each segment was received, length of the respective ACK segment. Place the screenshot of Wireshark of at least one such segment with respective ACK as a proof of observation and calculation.

What is the maximum length out of all?



Screenshot of TCP Segment:

Screenshot of ACK:



Segment Num	Length of segment	Sequence Num	Time when segment sent	Time of ACK	Length of ACK
50	1516	56473	0.520801	0.520810	68
52	1516	57921	0.520821	0.520828	68
54	1516	59369	0.520843	0.520860	68
56	1516	60817	0.520866	0.520874	68
58	1516	62265	0.520889	0.520897	68

The maximum length is: 1516

5.2. Given the difference between when each TCP segment was sent, and when its acknowledgement was received, what is the RTT value for each of these segments? What is the EstimatedRTT value after the receipt of each ACK?

Assume that the value of the EstimatedRTT is equal to the measured RTT for the first segment, and then is computed using the EstimatedRTT equation (From chapter 3 of the referred text book in the class) for all subsequent segments.

Place these calculated values appropriately in the table formed in 3.1 above.

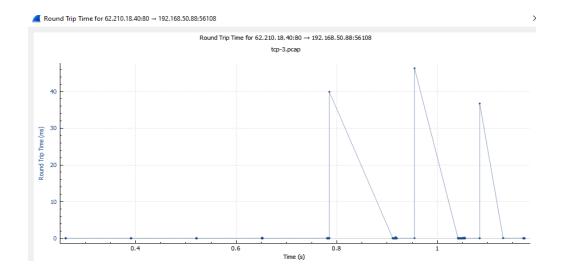
EstimatedRTT = $(1 - \alpha)$ × EstimatedRTT + α × SampleRTT where α = 0. 125 (that is, 1/8) [RFC 6298]

Segment Num	Sample RTT	Estimated RTT	
50	0.000009	0.000009	
52	0.000007	0.00000875	
54	0.000017	0.000009781	
56	0.000008	0.000009558	
58	0.000008	0.000009363	

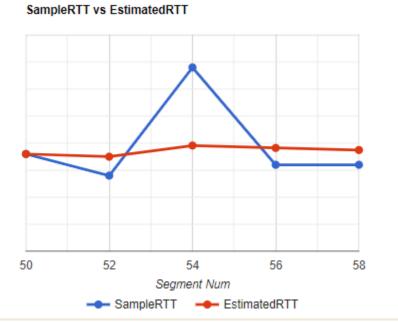
5.3. Plot the RTT Graph for this TCP association, by picking any TCP packet out of the capture file, using the graph feature of Wireshark. Plot another graph manually from the table above (previous question) for Sample RTT and estimated RTT (Similar to "RTT samples and RTT estimates" graph from section "Round-Trip Time Estimation and Timeout" of the referred textbook in the class).

Solution:

Observe graph from Statistics → TCP Stream Graph → RoundTrip Time



Graph created manually using Segment Num as x-axis and Time as y-axis.



5.4. Comment on your understanding of Estimated RTT calculation and plotted RTT graphs.

Solution:

We find that RTT time is increasing or decreasing which may show increasing or decreasing congestion. This may be due to congestion in the network, that is the system may be busy with other tasks and as such not able to provide response immediately.

6. Calculate the overall throughput (bytes transferred per unit time) for this TCP conversation using sequence number and acknowledgement number information on the TCP header from the captured file. Explain how you calculated this value using Wireshark capture in this experiment along with relevant screenshots. Verify your

calculation with the one done by Wireshark using "Capture File properties". If you

observe the major difference in your calculation and one calculated by Wireshark, comment why and how ?

Solution:

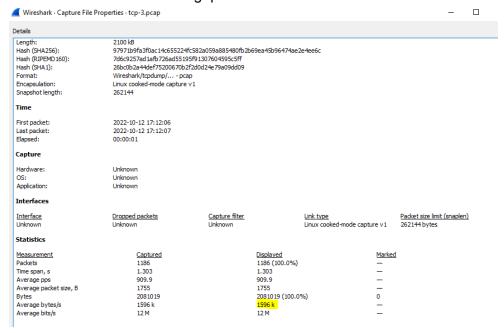
Throughput calculated manually:

Throughput = (sequence num of last TCP segment - sequence num of 1st TCP segment) / (time of last ACK segment - time of 1st TCP segment)

- = (2000270-1)/(1.303419-0.260137)
- = 1917285.0677 bytes/second
- = 1872.34869893 KB/sec

Throughput observed in the Capture File properties:

We can see the throughput here is 1596KB/sec.



Comparing this to wireshark file properties, the reported value is close to the calculated value.

7. Using any active TCP segment (pick the packet of bulk data length, e.g. 7000+) involved in the download process from server to client, capture the TCP's functioning using the Time-Sequence-Graph (Stevens) plotting tool to view the sequence number versus time plot of segments being sent from the server to the client. Can you identify where TCP's slow start phase begins and ends, and where congestion avoidance takes over? If not possible, why?

Solution:

Observe the graph under Statistics \rightarrow TCP Stream graph \rightarrow Time sequence(Stevens).

The part of the graph highlighted by red color denotes Slow start the congestion and the part of the graph marked with black color shows Multiplicative Increase and the places where distance increases rapidly can be considered as Congestion Control as segments are stopped to avoid congestion.

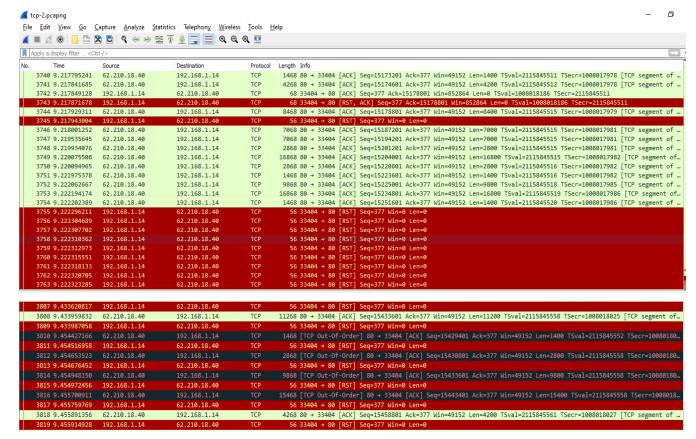


TASK 3

Use the attached task3-tcp2.pcap file to answer. Please use tcp as the display filter in the wireshark once you open it.

Observe and clearly explain with screenshots, how TCP connection gets terminated in this case, as well as which fields of TCP influence this.

Solution:



The TCP RST flag indicates that connection should be immediately terminated, and this happens mostly because of a fatal error, but the server keeps sending the packets and those packets are being lost. This is happening as there is no synchronization between them that's why we can observe the TCP out-of-order packets.

As no FIN flag is observed in any of the packets, the client keeps on sending RST packets trying to reset the connection.

PLAGIARISM STATEMENT

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