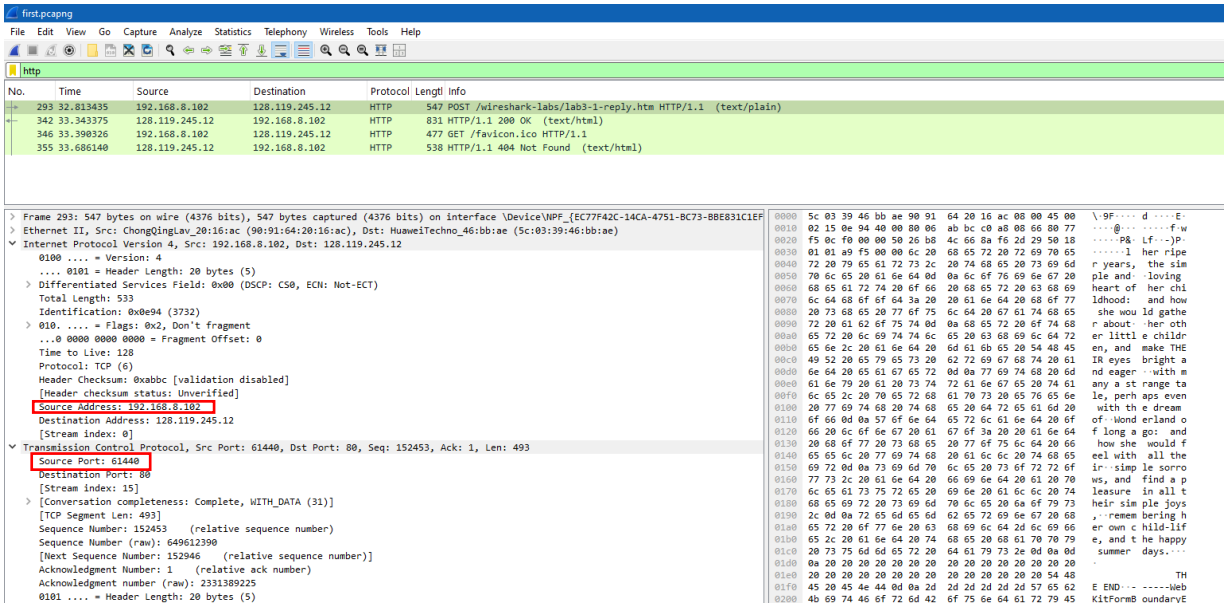
Activity04 - Wireshark Lab 04 - Wireshark TCP

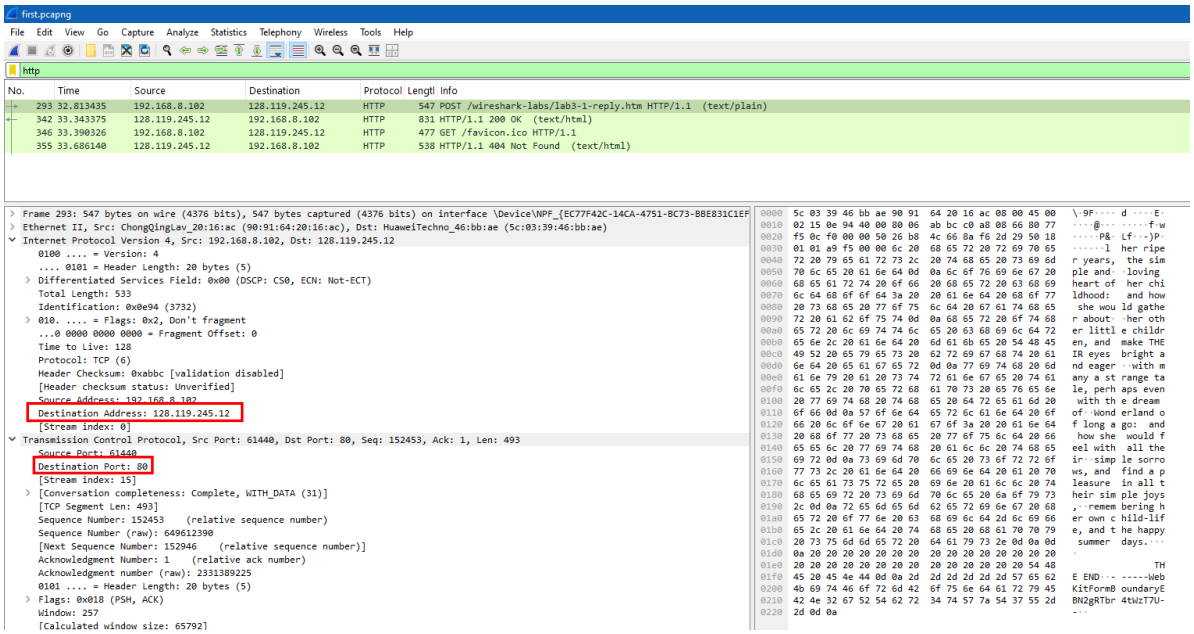
1. *What is the IP address and TCP port number used by the client computer (source) that is transferring the alice.txt file to gaia.cs.umass.edu?*

- Client IP – 192.168.8.102
- Client port – 61440



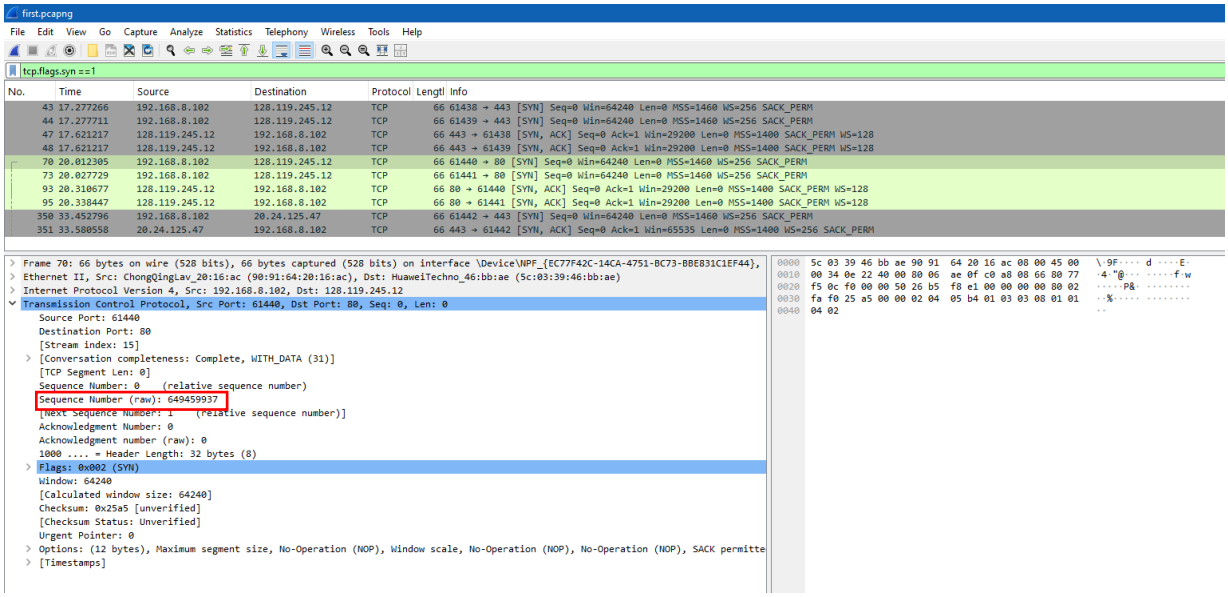
2. *What is the IP address of gaia.cs.umass.edu? On what port number is it sending and receiving TCP segments for this connection?*

- Server IP – 128.119.245.12
- Server port - 80



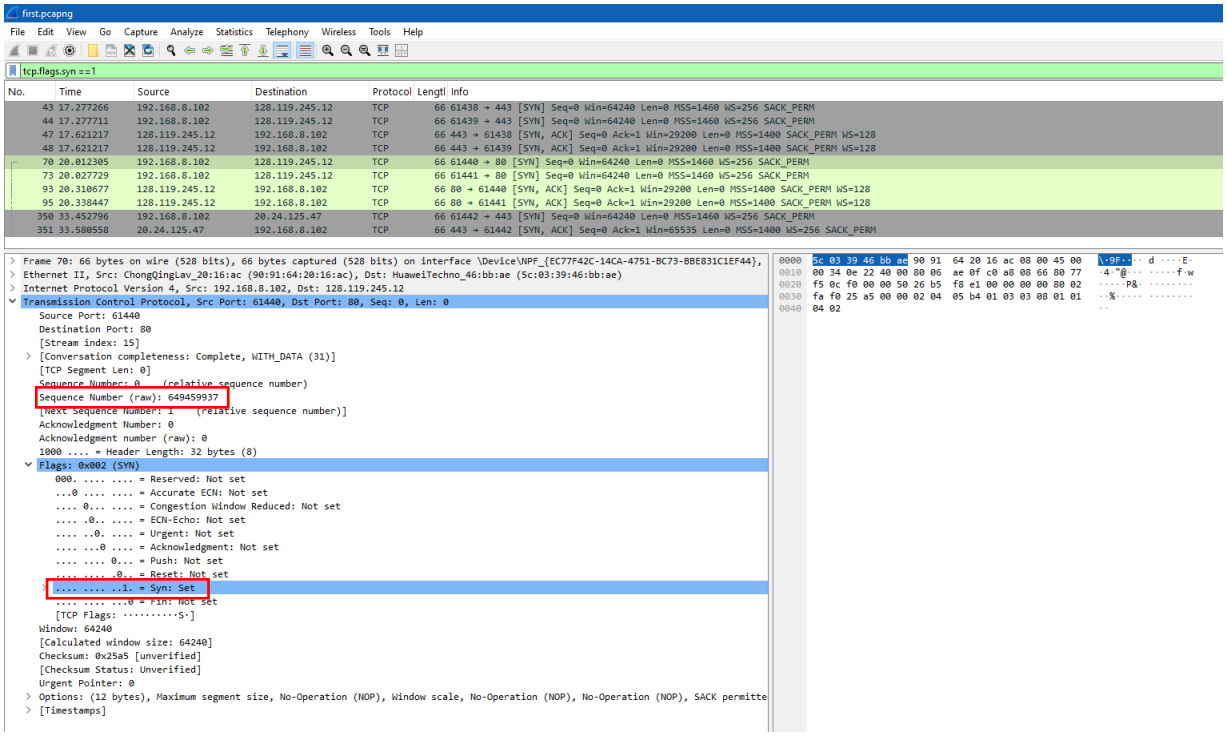
3. *What is the sequence number of the TCP SYN segment that is used to initiate the TCP connection between the client computer and gaia.cs.umass.edu?*

- Sequence number (raw) – 649459937



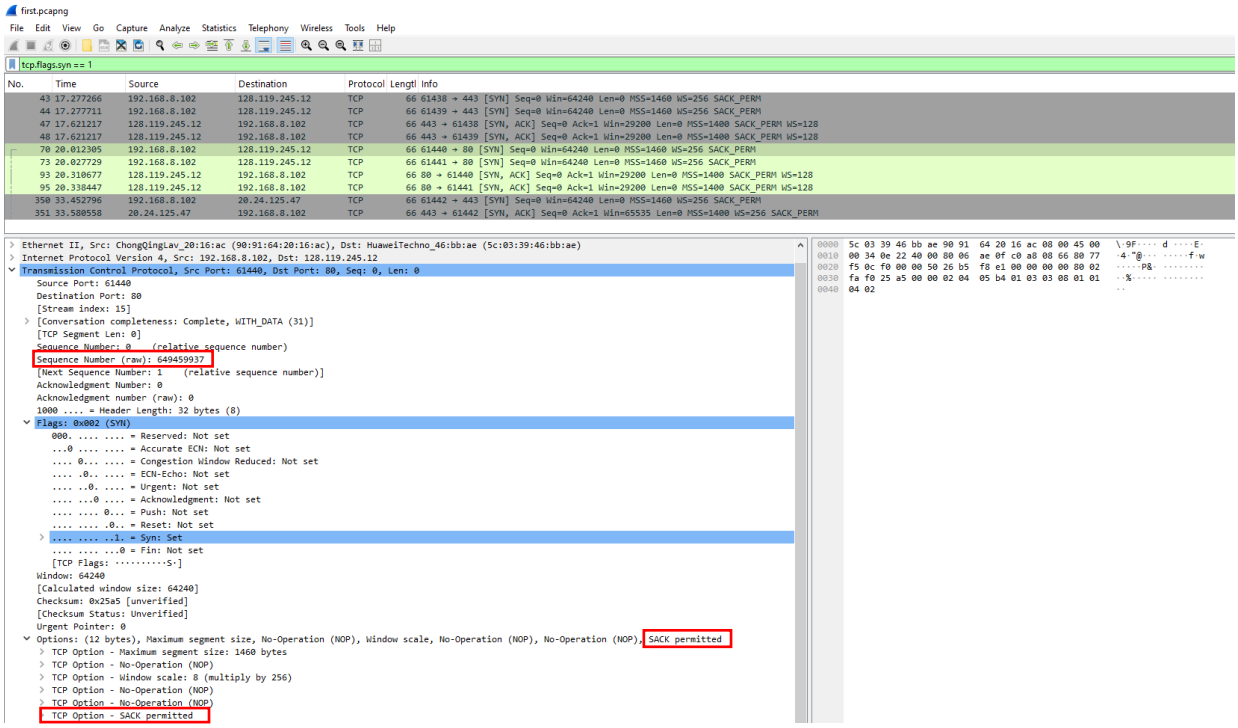
What is it in this TCP segment that identifies the segment as a SYN segment?

- The SYN flag (0x002) is set in the Flags field.
    - SYN flag: Set to 1.
    - ACK flag: Set to 0.



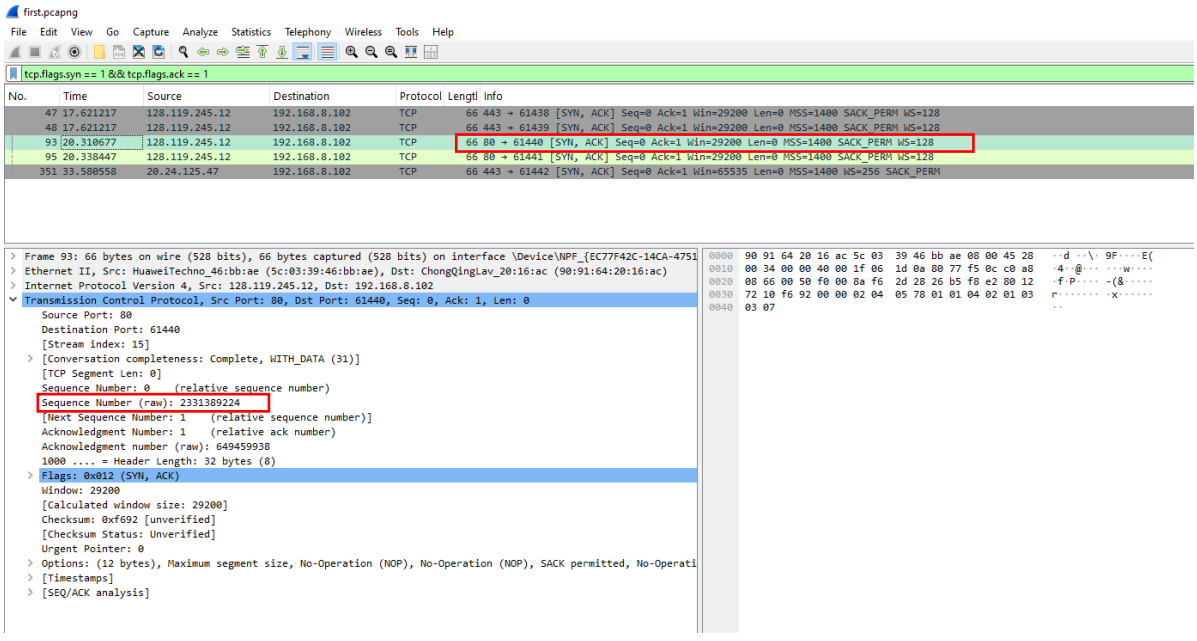
Will the TCP receiver in this session be able to use Selective Acknowledgments?

- Yes, because the SACK_PERM (Selective Acknowledgment Permitted) option is present.



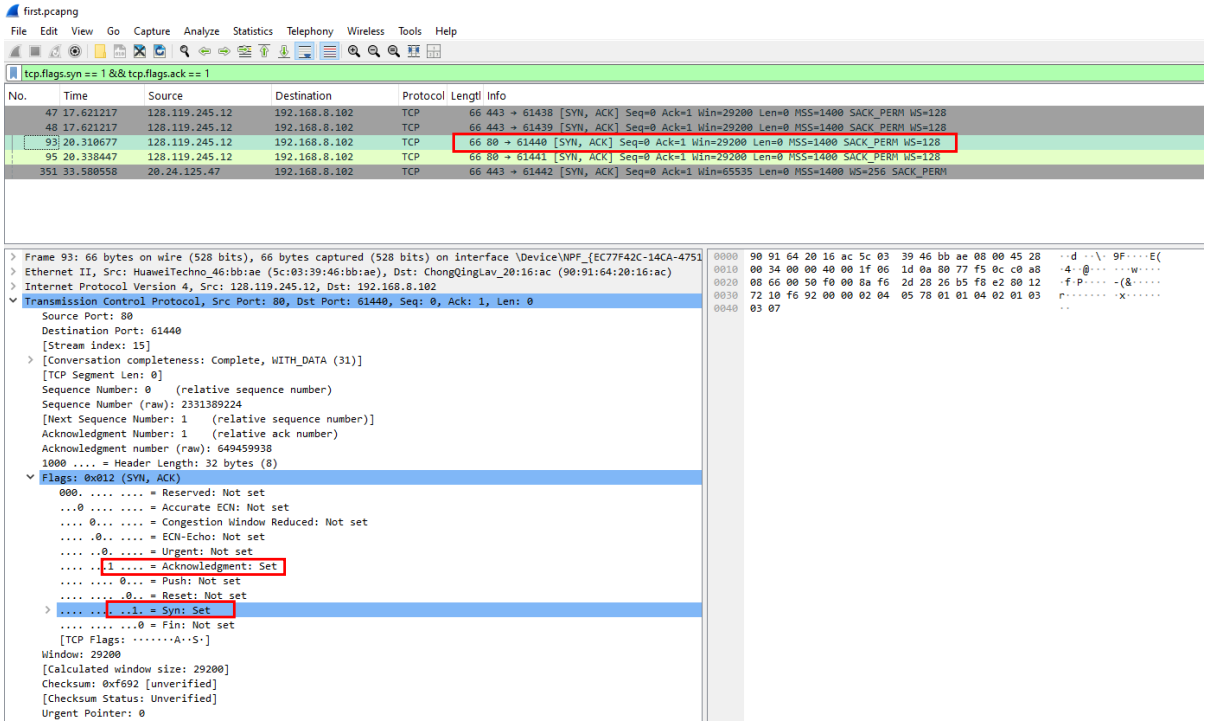
4. *What is the sequence number of the SYNACK segment sent by gaia.cs.umass.edu to the client computer in reply to the SYN?*

- Sequence number – 0 (relative number)
- Sequence number (raw) – 2331389224



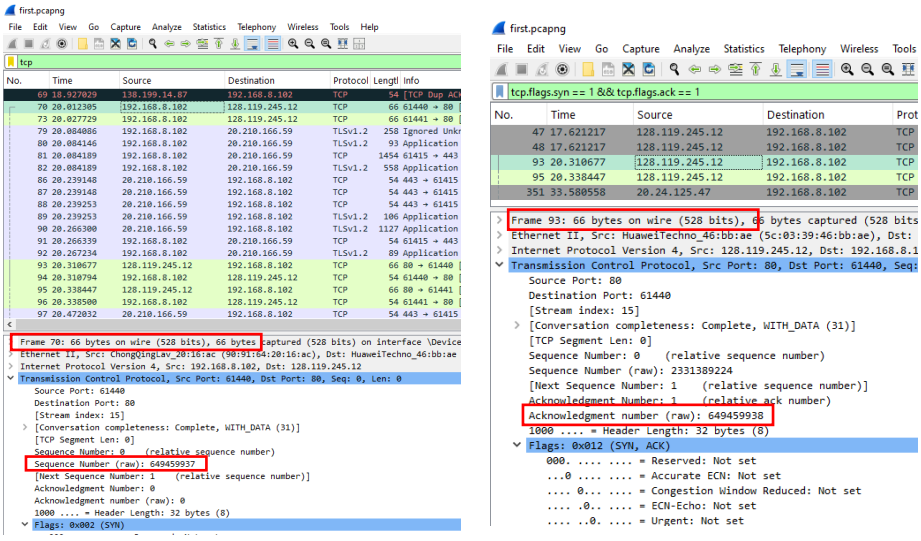
What is it in the segment that identifies the segment as a SYNACK segment?

- The segment is identified as a SYNACK segment by the TCP flags:
  - ✓ SYN flag: Set to 1.
  - ✓ ACK flag: Set to 1.
- The presence of both flags (SYN=1 and ACK=1) in the TCP header identifies the segment as a SYNACK segment.



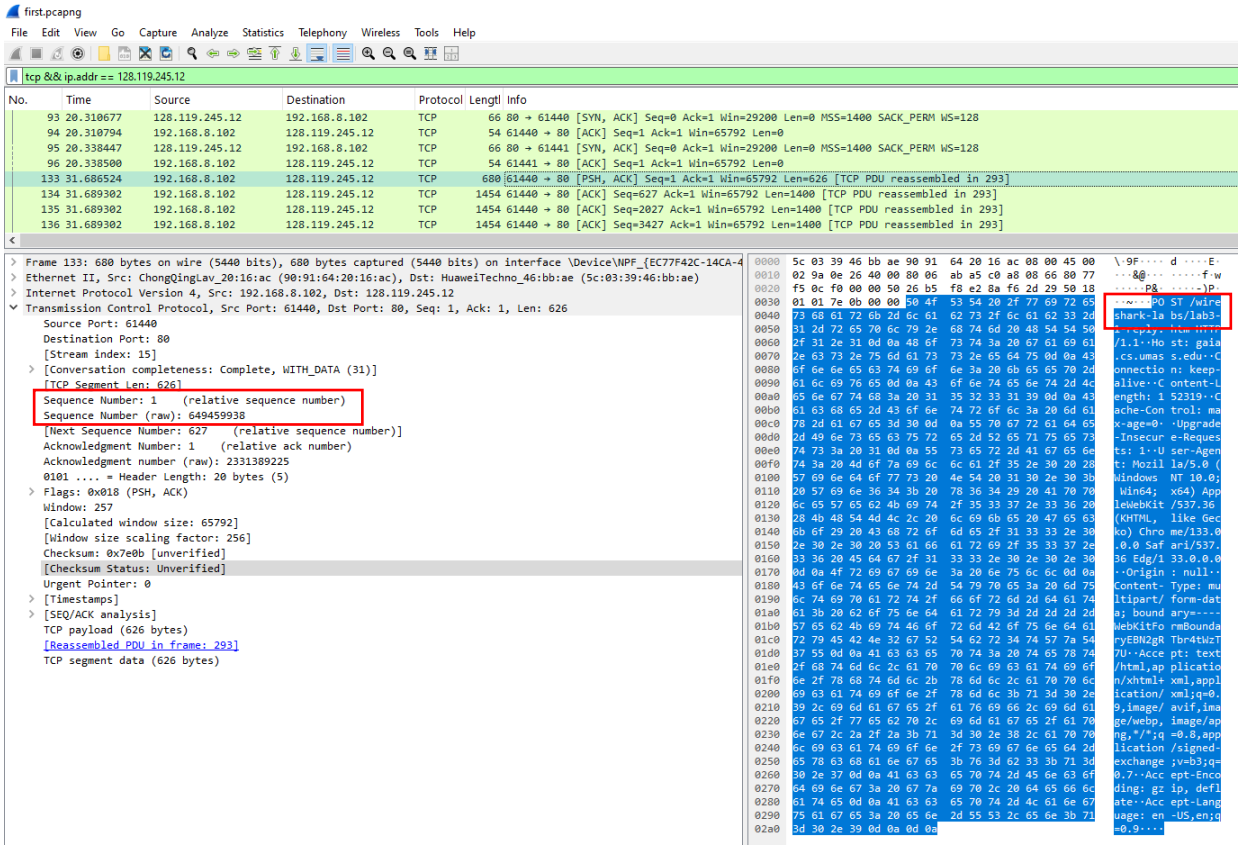
What is the value of the Acknowledgement field in the SYNACK segment? How did gaia.cs.umass.edu determine that value?

- Acknowledgement Number (raw): 649459938
- It was calculated as Client's Initial Sequence Number + 1 (649459937+ 1 = 649459938)



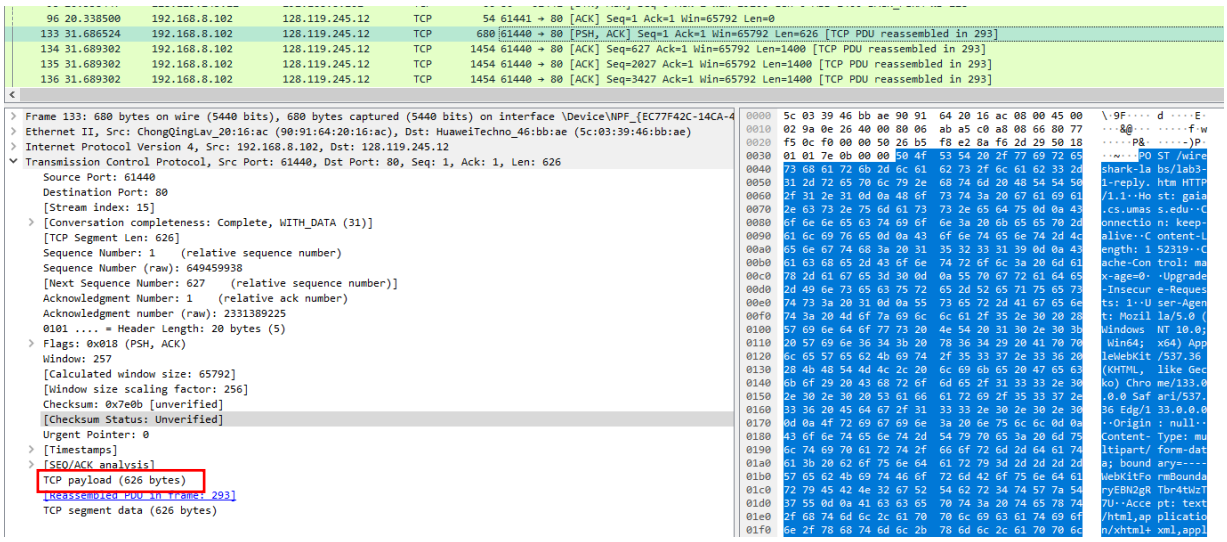
5. *What is the sequence number of the TCP segment containing the header of the HTTP POST command?*

- The sequence number of the **TCP segment is 1** (relative sequence number) or **649459938** (raw sequence number).



How many bytes of data are contained in the payload (data) field of this TCP segment?

- **TCP payload - 626 bytes**



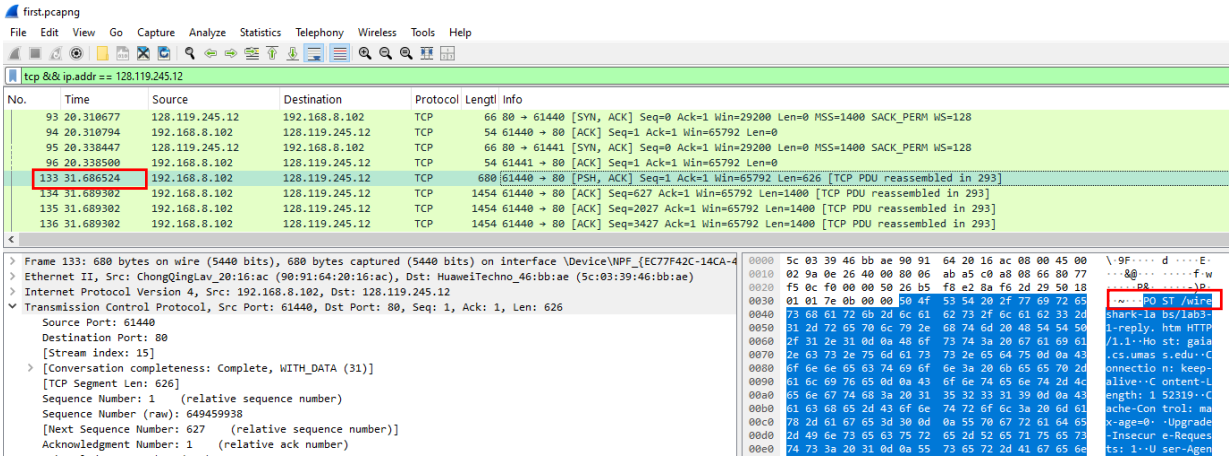
Did all of the data in the transferred file alice.txt fit into this single segment?

- **No**, it was divided into multiple segments.

6. *Consider the TCP segment containing the HTTP "POST" as the first segment in the data transfer part of the TCP connection.*

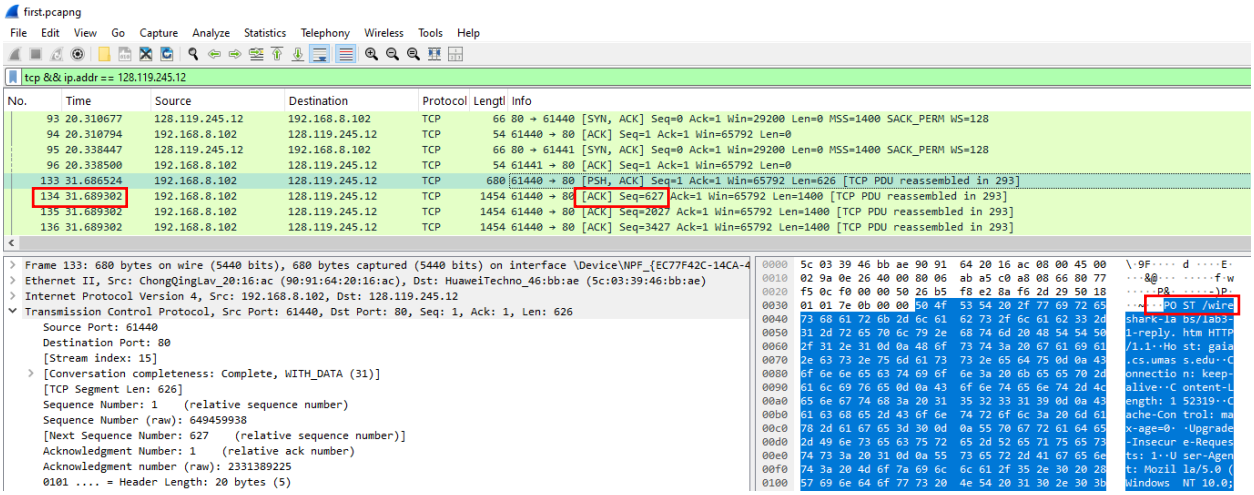
At what time was the first segment (the one containing the HTTP POST) in the data-transfer part of the TCP connection sent?

- The first segment containing the HTTP "POST" was sent at **31.686524 seconds**



At what time was the ACK for this first data-containing segment received?

- The ACK for the first data-containing segment (HTTP POST) was received at: **31.689302 seconds**



What is the RTT for this first data-containing segment?

RTT = Time ACK received - Time packet sent

RTT = 31.689302 - 31.686524

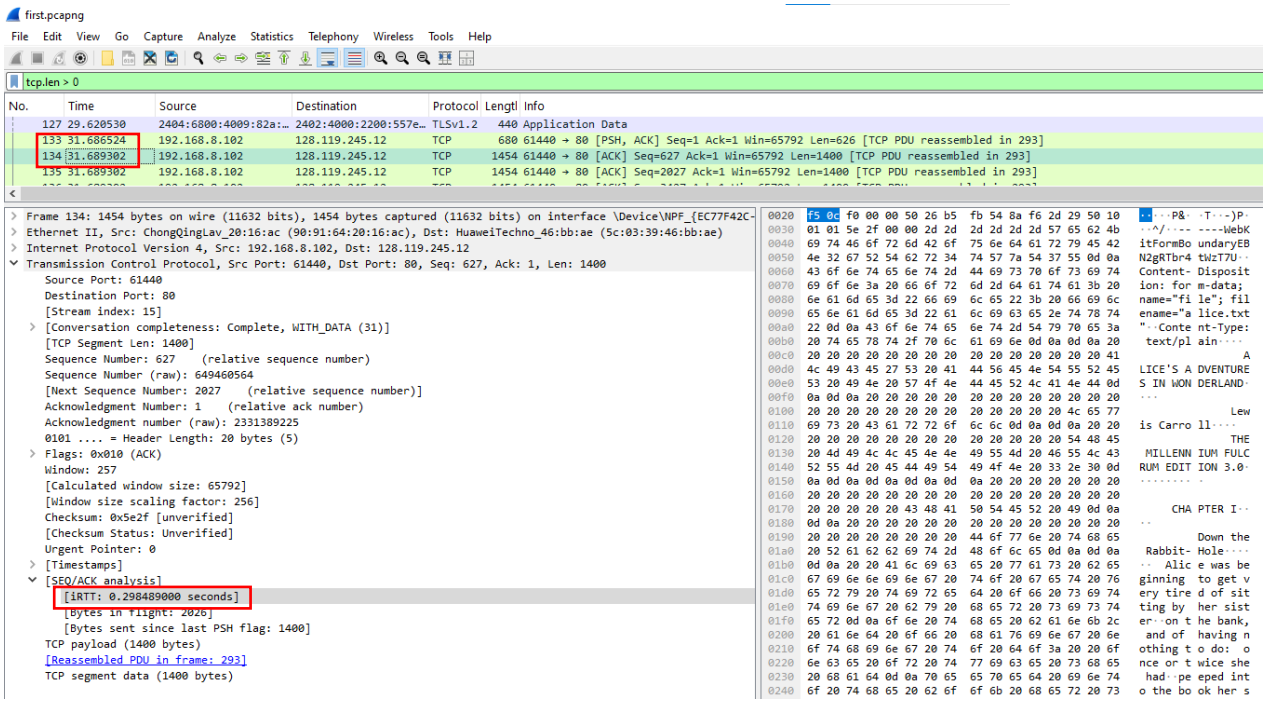
= 0.002778 seconds (or 2.778 ms)

RTT of Frame 133–134 (~2.778 ms)

- This is the **measured RTT for the first data packet** (Frame 133) and its **ACK (Frame 134)**.
- It shows the time **between sending data and receiving an acknowledgment**.

iRTT (0.298489 sec) in Frame 134

- **iRTT is the Initial RTT estimated by Wireshark**.
- It is usually based on the **TCP handshake (SYN-SYN/ACK-ACK packets)**.
- It estimates how long it takes for the **first connection setup**.



What is the RTT value the second data-carrying TCP segment and its ACK?

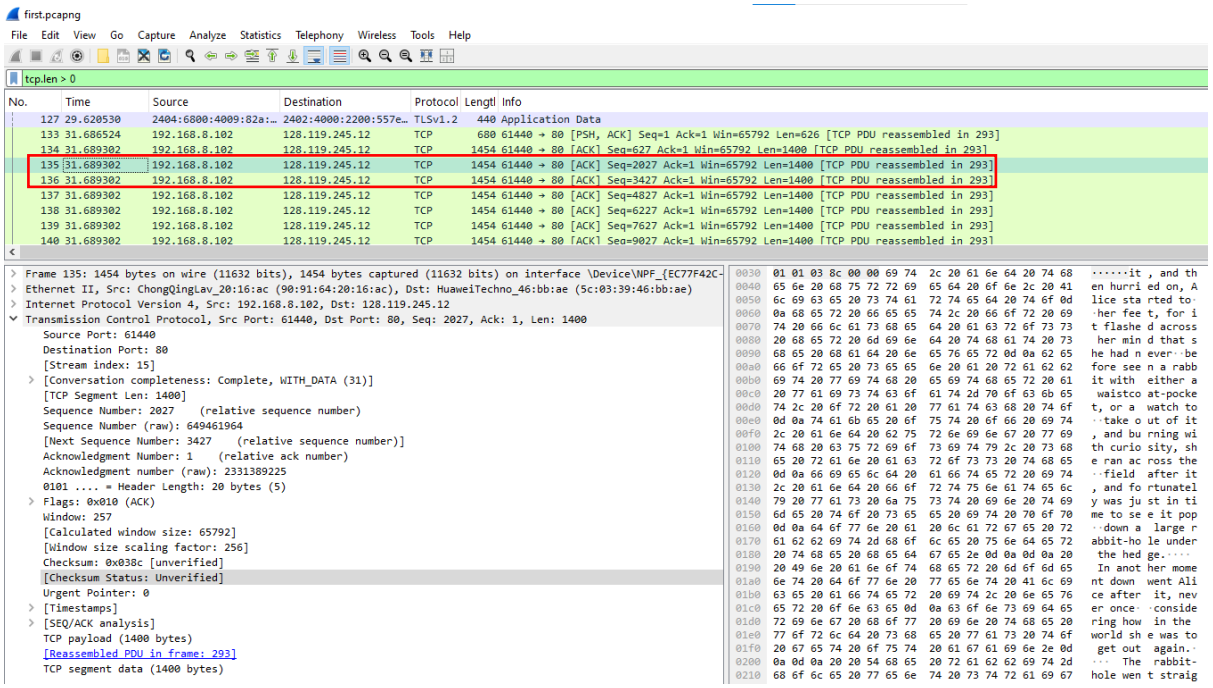
- Frame 135 carries data with Seq=2027.
- The ACK for this should acknowledge **Seq=3427 (2027 + 1400).**
- Look for the first ACK that acknowledges 3427.

RTT = Timestamp(Frame 136) - Timestamp(Frame 135)

= 31.689302 - 31.689302

= 0seconds

- Frame 135 has a timestamp of **31.689302 sec.**
- The ACK (for Seq=3427) has the same timestamp, then **RTT = 0 sec.**

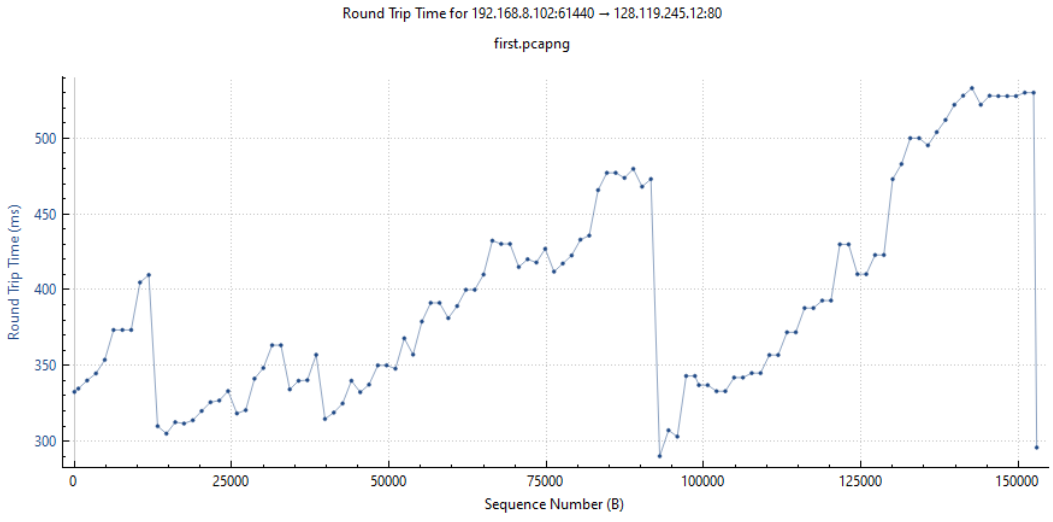


What is the EstimatedRTT value (see Section 3.5.3, in the text) after the ACK for the second data-carrying segment is received?

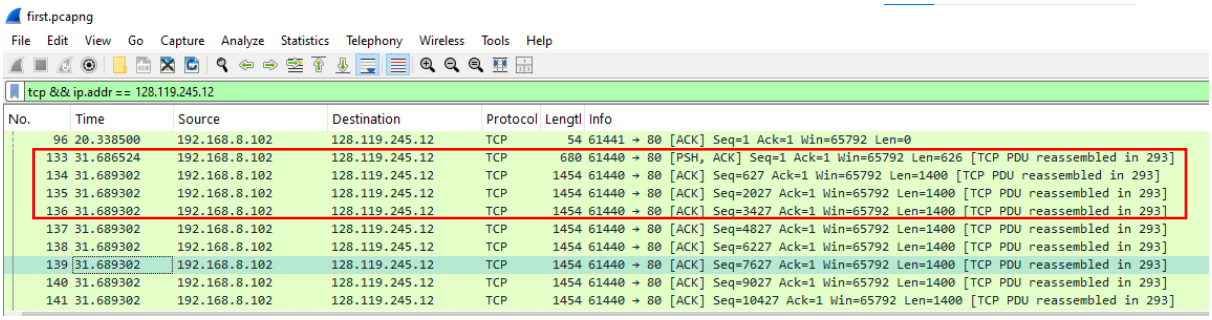
EstimatedRTT = (1-α) × Estimated + α × SampleRTT

- α=0.125
- **Initial EstimatedRTT** = **Measured RTT of the first segment** = **2.778 ms**
- **SampleRTT for the second segment** = **0 ms**

EstimatedRTT = (1- 0.125) × 2.778 + 0.125 × 0
EstimatedRTT = (0.875)×2.778
EstimatedRTT = 2.430ms



7. *What is the length (header plus payload) of each of the first four data-carrying TCP segments?*

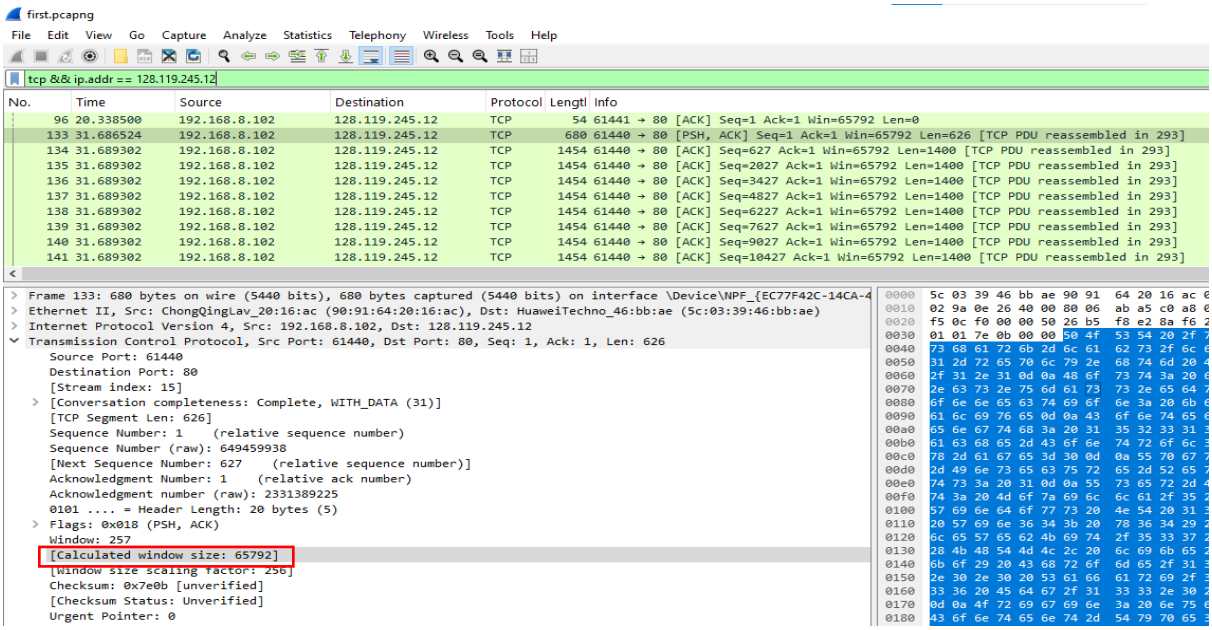


Segment	Sequence No	TCP Payload Length	TCP Header Length	Length
Frame No - 133	Seq= 1	626 bytes	20 bytes	646bytes
Frame No - 134	Seq= 627	1400 bytes	20 bytes	1420 bytes
Frame No - 135	Seq= 2027	1400bytes	20 bytes	1420 bytes
Frame No - 136	Seq= 3427	1400 bytes	20 bytes	1420 bytes

8. *What is the minimum amount of available buffer space advertised to the client by gaia.cs.umass.edu among these first four data-carrying TCP segments?*

Frame No	ACK for Seq No	Calculated Window
133	ACK for Seq=1	65792 bytes
134	ACK for Seq=627	65792 bytes
135	ACK for Seq=2027	65792 bytes
136	ACK for Seq=3427	65792 bytes

The **minimum advertised buffer space** among these four data-carrying segments is **65 792 bytes**.

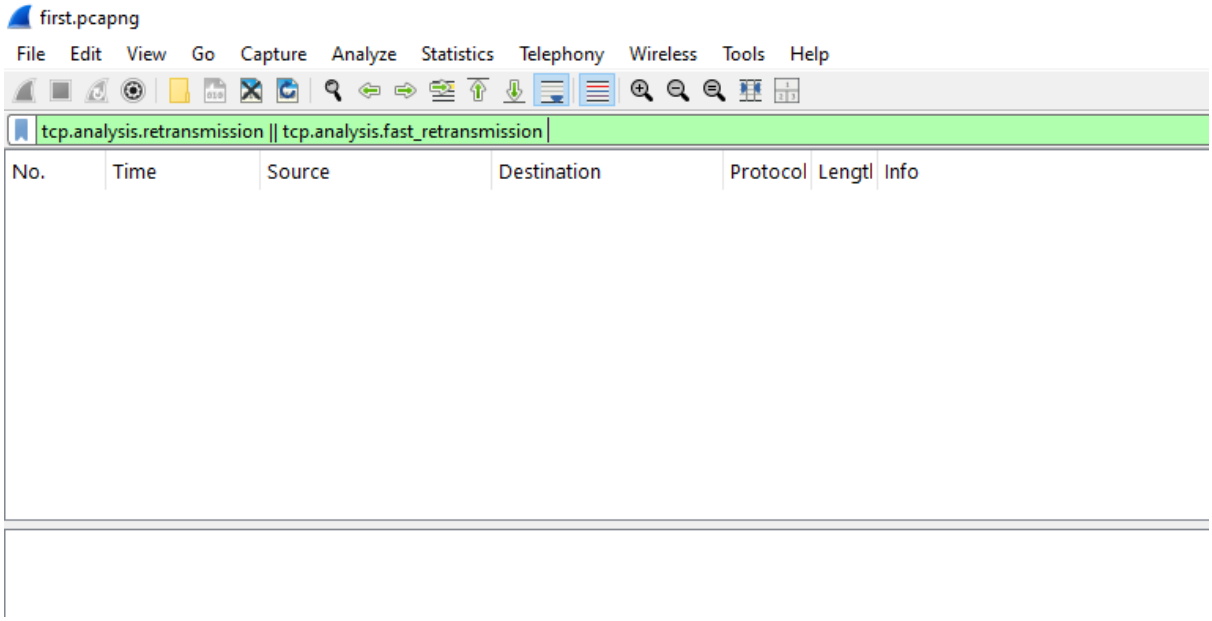


Does the lack of receiver buffer space ever throttle the sender for these first four data carrying segments?

- The lack of receiver buffer space does not throttle the sender for the first four data-carrying TCP segments.

9. *Are there any retransmitted segments in the trace file? What did you check for (in the trace) in order to answer this question?*

- No retransmitted segments were detected in the trace file. This was confirmed using Wireshark filters and by manually inspecting sequence numbers and duplicate ACKs.



10. *How much data does the receiver typically acknowledge in an ACK among the first ten data-carrying segments sent from the client to gaia.cs.umass.edu?*

- The receiver (128.119.245.12) typically acknowledges **2800 bytes** in each ACK.
- This indicates that the receiver is **ACKing every two received segments** (each segment is 1400 bytes).

Can you identify cases where the receiver is ACKing every other received segment (see Table 3.2 in the text) among these first ten data-carrying segments?

- **Yes.** The receiver does **not** send an ACK for every single segment.
- Instead, it acknowledges every **two** segments (after receiving **2800 bytes**).
- This is a **delayed ACK strategy** used to reduce the number of ACK packets.

11. *What is the throughput (bytes transferred per unit time) for the TCP connection?*

- Each segment carries **1400 bytes** of data.
- The receiver acknowledges **every two segments (2800 bytes per ACK)**.
- Counting from frame **133 to 256**, we estimate about **50 data segments** were sent.
- Total estimated data: **50 × 1400 = 70,000 bytes**

Calculate Time Duration

- **Start Time** **:** 31.686524 sec
- **End Time** **:** 32.711167 sec
- **Duration** **:** 32.711167 - 31.686524 = 1.0246 sec

Compute Throughput

Throughput = Total Bytes Transferred/Time Duration
Throughput = 70 000 bytes / 1.0246 sec
Throughput ≈ 68,324 bytes/sec ≈ 66.7 KB/sec

✓ The **TCP throughput is approximately 66.7 KB/sec (68,324 bytes/sec)**.

Explain how you calculated this value.

✓ This is calculated by dividing the **total data transferred (70,000 bytes)** by the **time duration (1.0246 sec)**.

12. *Use the Time-Sequence-Graph(Stevens) plotting tool to view the sequence number versus time plot of segments being sent from the client to the gaia.cs.umass.edu server. Consider the "fleets" of packets sent around t = 0.025, t = 0.053, t = 0.082 and t = 0.1. Comment on whether this looks as if TCP is in its slow start phase, congestion avoidance phase or some other phase. Figure 6 shows a slightly different view of this data.*

- The observed packet transmission pattern **(3, 6, 12, 24)** strongly indicates that **TCP is in the Slow Start phase**, a fundamental part of **TCP's Congestion Control Mechanism**.
- During Slow Start, **TCP exponentially increases the congestion window (CWND) per Round-Trip Time (RTT)** by doubling the number of segments sent with each successful **Acknowledgment (ACK)**. This allows TCP to quickly probe the available bandwidth. The burst patterns at **t = 0.025s, t = 0.053s, t = 0.082s, and t = 0.1s** confirm this behavior, demonstrating the rapid expansion of CWND.
- Initially, **CWND starts small (often 1 MSS)** but grows multiplicatively (CWND = CWND × 2 per RTT) until it reaches a predefined **slow start threshold (ssthresh)**. When CWND surpasses **ssthresh**, TCP transitions into **Congestion Avoidance**, where the growth rate becomes linear rather than exponential.

13. *These "fleets" of segments appear to have some periodicity. What can you say about the period?*

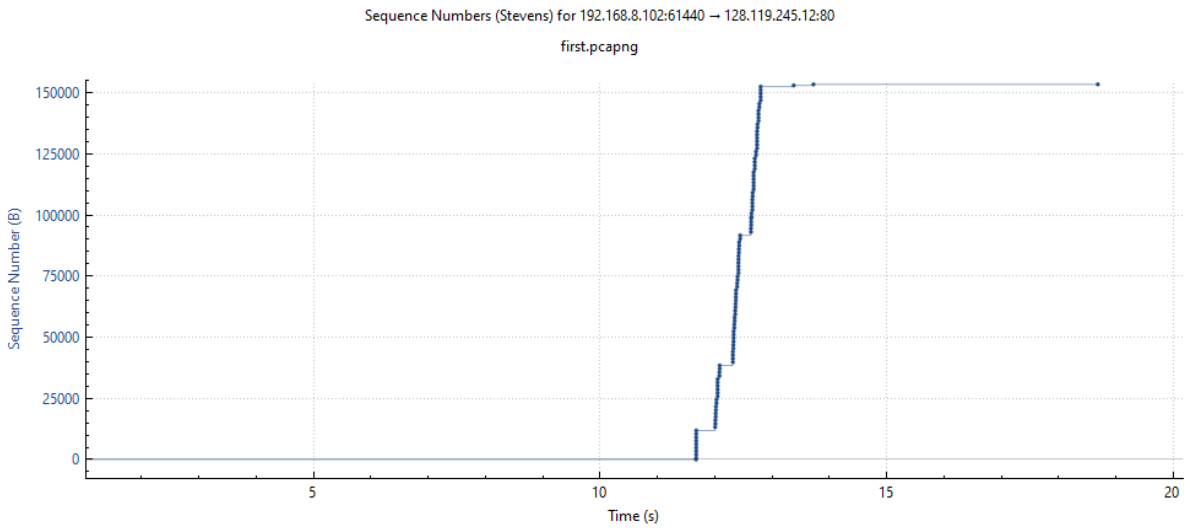
The **periodicity of the fleets of segments** in the **Time-Sequence Graph (Stevens)** suggests that the segments are being sent in bursts at **regular intervals**, corresponding to **the Round-Trip Time (RTT) of the TCP connection**.

Each fleet of packets appears at approximately:

- **t = 0.025s**
- **t = 0.053s**
- **t = 0.082s**
- **t = 0.1s**

By analyzing these timestamps, we observe that the fleets are spaced by approximately **0.025s to 0.03s**, which likely corresponds to the **RTT of the connection**.

14. *Answer each of two questions above for the trace that you have gathered when you transferred a file from your computer to gaia.cs.umass.edu*



Use the Time-Sequence-Graph(Stevens) plotting tool to view the sequence number versus time plot of segments being sent from the client to the gaia.cs.umass.edu server. Consider the "fleets" of packets sent around t = 0.025, t = 0.053, t = 0.082 and t = 0.1. Comment on whether this looks as if TCP is in its slow start phase, congestion avoidance phase or some other phase.

- The pattern suggests TCP is in the **Slow Start phase**, as indicated by the exponential growth in segment transmission.

These "fleets" of segments appear to have some periodicity. What can you say about the period?

- The periodicity (~0.025s - 0.03s) corresponds to the **RTT**, which determines when new bursts of packets are sent.