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CS 145 Project Documentation

Parameter-Adaptive Reliable UDP-based Protocol

1 Implementation Level

The implementation level is **level 3**. Thus, the program is able to send Intent Message (to the receiver or test server), receive the Accept Message (from the receiver or test server), and send the payload completely in 120 seconds.

2 Documentation Video

The documentation video can be accessed by clicking this link.

3 Network Setup

For trace file generation, I used TShark on an Amazon EC2 t2.micro instance. The network interface used was eth0. Trace analysis was done on a Windows machine.

4 Introduction

4.1 Implementation Overview

On a high level, the program works as follows:

- From a terminal, the name of the program is entered, followed by 5 optional
 arguments which define the program constants. For each argument that is not
 specified, a default value is used. Included in these constants are the IP address
 and port of the server to transact with.
- The program creates an intent message and sends it to the specified server address. Upon success, it receives a transaction ID, indicating that a transaction has begun. In case a previous transaction has not yet terminated, it retries again in 10 seconds.
- Upon receiving a transaction ID, the program begins parameter estimation to determine the maximum payload length that the server can process.
- Lastly, the program sends the remaining payload in chunks equal to the maximum payload length. It sends the data in a stop-and-wait manner, such that an ACK from the server is required for a succeeding packet to be sent. If no ACK is received for a while, the program terminates.

4.2 Parameter Estimation Algorithm

The parameter that the program estimates is the maximum payload length that the server will acknowledge. It achieves this as follows:

- The program initializes the maximum payload length as one eighth the size of the original payload.
- A packet is sent to the server containing the payload with the initial length.
- If there is no ACK received within half a second, the maximum payload length is reduced by 5%, and a new packet is sent.
- The process of decreasing the payload length repeats until an ACK is received or the payload length is 1 byte.
- Once an ACK is received, its checksum is used to determine which packet was acknowledged. From the said packet, the final maximum payload length is obtained.

This is explored in more detail in Code Block 8 in Section 5.4.

5 Implementation Details

5.1 Python Standard Library Facilities Used

Code Block 1 shows the standard library modules, functions, and classes that the program imports. Their uses are shown in Table 1.

Facility	Purpose	
argparse.ArgumentParser	Class responsible for handling logic of parsing command line arguments.	
hashlib.md5	Function to compute hash value of packet	
time.sleep	Function to make thread pause execution	
socket	Module that provides low-level networking interface	

Table 1. Descriptions of imported facilities

Code Block 1 import statements					
1	1 from argparse import ArgumentParser				
2	<pre>from hashlib import md5</pre>				
3	<pre>from time import sleep</pre>				
4	<pre>import socket</pre>				

5.2 Program Constants

Code Block 2 shows the program constants¹. Default values are used unless a corresponding command line argument is supplied. Descriptions for the constants are shown in Table 2.

Line	Description
7, 11	Client address; used to bind a UDP socket for listening
9, 10	Server address; used for packet sending
8	Pathname of payload to send
12	Unique ID assigned to student

Table 2. Descriptions of program constants

5.3 Helper Functions

To help with testing and repetitive tasks, some helper functions were created.

- The function announce (Code Block 3) accepts a string and prints it with a border. It is used to differentiate between different "stages" of the program.
- Upon receiving an ACK, parse_ack (Code Block 4) parses the packet and returns
 its contents via a dictionary.
- The function make_msg (Code Block 5) constructs a data packet given a unique ID, sequence number, transaction ID, LAST flag, and payload. It returns this message as a string.
- Every time a packet is sent, the function compute_checksum (Code Block 6) is called to compute the hash value of the packet. This is used to determine the client packet that the server acknowledges.

¹ Although there are no "official" constants in Python, these variables are functionally the same since they never get modified after being initialized either by default or via command line arguments.

Code Block 2 Program constants

```
7 CLIENT_HOSTNAME = socket.gethostbyname(socket.gethostname())
8 FILE = "2b97c5ee.txt" # file to be sent by client
9 SERVER_HOSTNAME = "10.0.7.141" # IP address of receiver
10 UDP_PORT_SEND = 9000 # sending port for UDP
11 UDP_PORT_LISTEN = 6750 # listening port for UDP
12 ID = "2b97c5ee" # unique student ID
```

Code Block 3 announce function

```
15 def announce(msg):
16    """
17    Print a message surrounded by a border for emphasis
18
19    :param msg: message to be printed
20    """
21    print("\n" + "=" * len(msg))
22    print(msg)
23    print("=" * len(msg))
```

Code Block 4 parse_ack function

```
26 def parse_ack(ack):
27
28
     Extract the contents of an ack packet
29
30
     :param ack: ack packet received
31
     :returns: contents of packet stored in dictionary
32
33
     sn = ack[3:10]
     txn = ack[13:20]
34
35
     chksum = ack[23:]
36
37
     print(f"Received ack: {ack}")
38
     return {"sn": sn, "txn": txn, "chksum": chksum}
39
```

Code Block 5 make_msg function

```
42
   def make_msg(idd, sn, txn, last, payload):
43
44
     Construct a data packet
45
     :param idd: unique student ID
46
47
     :param sn: sequence number
     :param txn: transaction ID
48
49
     :param last: denotes whether the packet is the final packet
50
     :param payload: data to be sent
51
      :returns: formatted packet
52
     return f"ID{idd}SN{sn:>07d}TXN{txn:>07d}LAST{last}{payload}"
```

Code Block 6 compute_checksum function

```
def compute_checksum(packet):
    """

Compute the hash value of a packet

packet: packet whose hash is to be computed

returns: 128-bit hash value

return md5(packet.encode("utf-8")).hexdigest()
```

5.4 Main Functions

When the client wishes to send a payload, the program performs this in three stages:

1. First, begin_transaction (Code Block 7) is called. The function begins in line 166 by creating a socket named udp_socket via socket. Socket. The program notifies the user that it is sending an intent message by calling announce. Using the constants CLIENT_HOSTNAME and UDP_PORT_LISTEN, the program calls socket.bind to bind the socket to an address for receiving packets in line 169. In line 170, the intent message is constructed using the constant ID.

In lines 174–184, the function attempts to retrieve a transaction ID by sending the intent message to the server (whose address is stored in the constants SERVER_HOSTNAME and UDP_PORT_SEND). If there is a preexisting alive transaction, the server specifies this, and the client will retry in 10 seconds. Otherwise, the server sends a transaction ID, and the transaction is commenced. Afterwards, the transaction ID is printed in line 186. Finally, the function calls get_max_payload_size with the UDP socket and transaction ID as parameters.

Code Block 7 begin_transaction function

```
162 def begin_transaction():
163
164
      Send an intent message and commence a transaction
165
166
      with socket.socket(socket.AF_INET, socket.SOCK_DGRAM) as udp_socket:
        announce("SENDING INTENT MESSAGE")
167
168
169
        udp_socket.bind((CLIENT_HOSTNAME, UDP_PORT_LISTEN))
        intent_msg = f"ID{ID}"
170
171
        print(f"Intent message: {intent_msg}")
172
173
        while True:
174
175
           udp_socket.sendto(
             \verb|intent_msg.encode(), (SERVER_HOSTNAME, UDP_PORT_SEND)|\\
176
177
178
           data, addr = udp_socket.recvfrom(2048)
179
           if data.decode() == "Existing alive transaction":
180
             print("Existing alive transaction found. Retrying in 10s.")
181
182
             sleep(10)
183
          else:
184
             break
185
        print(f"Transaction ID: {data.decode()}")
186
187
188
        get_max_payload_size(udp_socket, txn_number=data.decode())
```

2. Upon receiving a transaction ID, get_max_payload_size (Code Block 8) performs parameter estimation.

For lines 121–125: first, the function sets the sequence number and LAST flag to 0, and saves the transaction ID. It informs the user via announce that it will begin estimating the maximum payload size that the server will ACK.

For lines 127–132: the function opens the file that contains the payload, which is specified in the constant FILE. An empty dictionary sent_packets is initialized which would contain the checksum of each packet sent and its corresponding payload length. The initial size of the payload is set to 1/8th the size of the file and is assigned to the variable payload_size. The timeout duration for receiving ACKs is set to 0.5 seconds.

For lines 134–149 and 154–155: the client constructs a packet containing the contents of FILE from index 0 to payload_size. The checksum of this packet is obtained via compute_checksum. The client attempts to send this packet and waits 0.5 seconds for an ACK. If no ACK is received, then either the server dropped the packet or it accepted the packet but is currently processing it. In any case, the checksum and corresponding payload length of the packet are saved in sent_packets. The value of payload_size is then decreased by 5%, and the client tries again. However, if the value of payload_size is 1, then the client will wait for an ACK indefinitely since the payload length cannot get any smaller.

For lines 150–153: the while loop exits when the client receives **one** ACK from the server. The checksum of this ACK is used to find the corresponding payload size in sent_packets. The variable payload_size is then updated to represent the maximum payload length.

After parameter estimation, send_payload is called (line 159).

3. Finally, the remaining payload is sent via send_payload (Code Block 9).

For lines 74–78: the function begins by setting the LAST flag to 0 and the transaction ID as specified in the parameters. Since the client has received one ACK at this point, the sequence number SN is set to 1. It calls announce to inform the user that the remaining payload will be transmitted to the server.

For lines 80–86: the function also takes in a parameter offset which should be equal to the maximum payload size. This variable represents the location in the file where a payload begins. Before transmission, FILE is reopened and the timeout duration is set to 30 seconds. Since offset is updated for every ACKed packet, payload_size is set to the initial offset value.

For lines 88–100: the client sends the remainder of the payload via a while loop. For every iteration, the client constructs a packet containing the contents of FILE. The content of the payload portion of the packet depends on the amount of remaining data to transmit. In case the contents of FILE are all exhausted, LAST is set to 1. For each packet constructed, the checksum is also computed.

For lines 103–111: the client waits for an ACK for each packet sent. If an ACK is received within 30 seconds, then the sequence number is incremented and offset is updated. Otherwise, the server has terminated the transaction. In this case (or when all of FILE is successfully sent), the program terminates. The user is informed of this via a final announce call.

Code Block 8 get_max_payload_size function

```
114 def get_max_payload_size(udp_socket, txn_number=0):
115
116
      Determine maximum payload size
117
118
      :param udp_socket: active socket
119
      :param txn_number: transaction ID
120
121
      SN = 0
122
      TXN = int(txn_number)
      LAST = 0
123
124
125
      announce("DETERMINING MAXIMUM PAYLOAD SIZE")
126
127
      with open(FILE) as file:
128
        f = file.read()
129
130
        sent_packets = {}
        payload_size = int(len(f) * 0.125) # initial payload size: 1/8 of file
131
132
        udp_socket.settimeout(0.5)
                                             # waiting time for ack: 0.5 seconds
133
134
        while True:
135
          PAYLOAD = f[0:payload_size]
136
137
          msg = make_msg(ID, SN, TXN, LAST, PAYLOAD)
138
          chksum = compute_checksum(msg)
          udp_socket.sendto(msg.encode(), (SERVER_HOSTNAME, UDP_PORT_SEND))
139
140
141
          sent_packets[chksum] = payload_size
142
143
          print(f"\nSent message: {msg}")
          print(f"Checksum: {chksum}")
144
145
          # decrease payload size by 5% for every timeout
146
147
          try:
148
            if payload_size == 1:
149
               udp_socket.settimeout(None)
150
            data, addr = udp_socket.recvfrom(2048)
151
            ack = parse_ack(data.decode())
            payload_size = sent_packets[ack["chksum"]]
152
            break
153
154
          except socket.timeout:
155
            payload_size = int(payload_size * 0.95)
156
157
        print(f"\nMax payload size = {payload_size} characters")
158
159
      send_payload(udp_socket, txn_number=txn_number, offset=payload_size)
```

Code Block 9 send_payload function

```
def send_payload(udp_socket, txn_number=0, offset=0):
 67
 68
      Send the entire payload
 69
 70
       :param udp_socket: active socket
 71
       :param txn_number: transaction ID
 72
       :param offset: which section of the file to begin sending
 73
      SN = 1
 74
      TXN = int(txn_number)
 75
       LAST = 0
 76
 77
      announce("SENDING PAYLOAD")
 78
 79
 80
      with open(FILE) as file:
 81
         f = file.read()
 82
         maxlen = len(f)
 83
 84
         payload_size = offset
 85
 86
         udp_socket.settimeout(30)
 87
         while offset < maxlen:</pre>
 88
 89
           if offset + payload_size < maxlen:</pre>
 90
             PAYLOAD = f[offset : offset + payload_size]
 91
           else:
 92
             PAYLOAD = f[offset:]
 93
             LAST = 1
 94
           msg = make_msg(ID, SN, TXN, LAST, PAYLOAD)
 95
           chksum = compute_checksum(msg)
 96
 97
           udp_socket.sendto(msg.encode(), (SERVER_HOSTNAME, UDP_PORT_SEND))
 98
           print(f"\nSent message: {msg} ({offset} / {len(f)})")
 99
           print(f"Checksum:{' '*28}{chksum}")
100
101
           # end transaction if no longer receiving acks (120 seconds exceeded)
102
103
           try:
             data, addr = udp_socket.recvfrom(2048)
104
105
             ack = parse_ack(data.decode())
106
             SN += 1
             offset += payload_size
107
108
           except socket.timeout:
109
             break
110
       announce("TRANSACTION TERMINATED")
111
```

5.5 Program Entry Point

Code Block 10 shows where program execution begins. Upon launch, an ArgumentParser object is set up in lines 193–199 to handle command line arguments. The constants discussed in Section 5.2 are initialized in lines 204–208 and are revealed to the user in lines 210–216. Afterwards, begin_transaction is called to attempt initiating a transaction with the server.

```
Code Block 10 Program entry point
191 if __name__ == "__main__":
      # command line argument parser
192
193
      parser = ArgumentParser()
194
195
      parser.add_argument("-f", default=FILE)
      parser.add_argument("-a", default=SERVER_HOSTNAME)
196
      parser.add_argument("-s", type=int, default=UDP_PORT_SEND)
197
      parser.add_argument("-c", type=int, default=UDP_PORT_LISTEN)
198
199
      parser.add_argument("-i", default=ID)
200
201
      args = parser.parse_args()
202
203
      # initialize program constants
204
      FILE = args.f
205
      SERVER_HOSTNAME = args.a
206
      UDP_PORT_SEND = args.s
207
      UDP_PORT_LISTEN = args.c
208
      ID = args.i
209
210
      announce("TRANSACTION DETAILS")
211
212
      print(f"File to send: {FILE}")
213
      print(f"IP address of server: {SERVER_HOSTNAME}")
      print(f"Port used by server: {UDP_PORT_SEND}")
214
      print(f"Port used by client: {UDP_PORT_LISTEN}")
215
216
      print(f"Unique ID: {ID}")
217
218
      begin_transaction()
```

6 Testing the Program

To test whether the implementation works, 5 transactions were initiated with the server. Table 3 shows the command line arguments supplied when testing the program.

Flag	Supplied Option		
-f	2b97c5ee.txt		
-a	10.0.7.141		
-s	9000		
-c	6750		
-i	2b97c5ee		

Table 3. Command line arguments used for testing

For each test, a new payload is downloaded. Figure 1 highlights each of the 5 attempted transactions. As expected of a level 3 implementation, all tests have successfully sent the data in at most 120 seconds and have "Frequency Used: 1".

Transaction ID	Time Started	Duration	Result	▼ Frequency Used
0007432	2022-06-02 21:53:00.177263	94.744	Successfully sent data	1
0007430	2022-06-02 21:51:57.258538	90.403	Successfully sent data	2
0007428	2022-06-02 21:51:41.621591	87.898	Successfully sent data	1
0007427	2022-06-02 21:51:16.266963	79.468	Successfully sent data	1
0007425	2022-06-02 21:49:41.348705	90.498	Successfully sent data	1
0007424	2022-06-02 21:49:32.537533	93.660	Successfully sent data	1
0007423	2022-06-02 21:48:59.954708	91.327	Successfully sent data	1
0007421	2022-06-02 21:47:11.684122	96.897	Successfully sent data	1
0007420	2022-06-02 21:47:01.351947	97.777	Successfully sent data	1
0007419	2022-06-02 21:46:52.795404	83.455	Successfully sent data	1
0007418	2022-06-02 21:46:18.957073	91.300	Successfully sent data	1
0007416	2022-06-02 21:44:53.916823	108.699	Successfully sent data	2
0007415	2022-06-02 21:44:31.320561	100.047	Successfully sent data	1
0007414	2022-06-02 21:44:25.878103	85.656	Successfully sent data	1
0007408	2022-06-02 21:41:13.138273	82.433	Successfully sent data	1

Figure 1. Screenshot of Transaction Generation/Results Server

To explore the details of each transaction, we would show the following via screenshots of the terminal and trace files:

- The intent message sent and the transaction ID received
- The first packet to be acknowledged by the server and the corresponding ACK
- The last packet to be sent by the client and the last ACK sent by the server

For brevity, some screenshots show a combined view of the program's terminal output and the corresponding trace file, as demonstrated by Figure 2. Additionally, only UDP packets were captured, since all packets sent by the client and server are in UDP.

```
SENDING INTENT MESSAGE

Intent message: IDb97c5ee

Existing alive transaction found. Retrying in 10s.

Transaction ID: 0807423

No. Time Source Destination Protocol Length Info

8 10.122367456 10.0.7.141 10.0.3.43 UDP 49 9000 → 6750 Len=7

✓ User Datagram Protocol, Src Port: 9000, Dst Port: 6750

Source Port: 9000
Destination Port: 6750

O000 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

O010 00 23 69 c3 40 00 40 11 b2 4f 0a 00 07 8d 0a 00

O020 03 25 b2 23 81 a5 e 00 0f db f8 30 30 30 37 34 32

O030 33
```

Figure 2. Sample of combined view of terminal output and Wireshark

6.1 First Test (Transaction ID: 0007408)

For this test, the corresponding trace file is test1_transaction0007408.pcap.

Figure 3 shows packet 5 which contains the intent message "ID2b97c5ee" sent to the IP address of the server via the supplied port 9000. Figure 4 shows through the terminal and packet 6 that the transaction ID sent by the server is 0007408. Note that the source and destination IP addresses in this packet are reversed, and that the server is addressing the supplied port 6750.

As shown in packet 29 via Figure 5, the first ACK that the server sent corresponds to the packet with a payload size of 77 bytes. Included in the ACK is the checksum of the said packet. This checksum corresponds to packet 18 in Figure 6, as shown by the yellow rectangle.

Figure 7 shows the last packet sent by the client (with LAST flag set to 1) and the corresponding last ACK sent by the server. Since the checksum of the packet and the ACK are equivalent, this is the correct pair of packets. Figure 8 shows via packet 56 that the last client packet was indeed sent to the correct IP address (10.0.7.141) and port (9000). In the same way, Figure 9 shows through packet 57 that the content of the last ACK matches with what is shown in the terminal and that the IP address and port (6750) belong to the client, as expected.

Figure 3. Intent message for the first transaction

```
SENDING INTENT MESSAGE

Intent message: 102b97c5se

Transaction IO: 0807408

No. Time Source Destination Protocol Length Info

6 0.025532108 10.0.7.141 10.0.3.43 UDP 49 9000 + 6750 Len=7

V User Datagram Protocol, Src Port: 9000, Dst Port: 6750

Source Port: 9000

Destination Port: 6750

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e f6 66 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e f6 66 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e f6 66 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e f6 66 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e f6 66 3c b2 06 78 11 22 93 7c 08 00 45 00

OBO00 06 5e f6 60 3c b2 06 78 11 22 93 7c 08 00 45 0
```

Figure 4. Transaction ID for the first transaction

Figure 5. First acknowledgement received for the first transaction

Figure 6. First packet that was acknowledged in the first transaction

Figure 7. Last packet sent and last ACK received in the first transaction

Figure 8. Wireshark view of last packet sent in first transaction

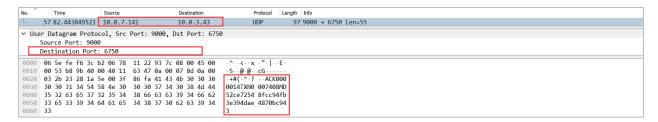


Figure 9. Wireshark view of last ACK received in first transaction

6.2 Second Test (Transaction ID: 0007414)

For this test, the corresponding trace file is test2_transaction0007414.pcap.

Figure 10 shows packet 5 which contains the intent message "ID2b97c5ee" sent to the IP address of the server via the supplied port 9000. Figure 11 shows through the terminal and packet 6 that the transaction ID sent by the server is 0007414. Note that the source and destination IP addresses in this packet are reversed, and that the server is addressing the supplied port 6750.

As shown in packet 28 via Figure 12, the first ACK that the server sent corresponds to the packet with a payload size of 94 bytes. Included in the ACK is the checksum of the said packet. This checksum corresponds to packet 15 in Figure 13, as shown by the yellow rectangle.

Figure 14 shows the last packet sent by the client (with LAST flag set to 1) and the corresponding last ACK sent by the server. Since the checksum of the packet and the ACK are equivalent, this is the correct pair of packets. Figure 15 shows via packet 51 that the last client packet was indeed sent to the correct IP address (10.0.7.141) and port (9000). In the same way, Figure 16 shows through packet 52 that the content of the last ACK matches with what is shown in the terminal and that the IP address and port (6750) belong to the client, as expected.

Figure 10. Intent message for the second transaction

Figure 11. Transaction ID for the second transaction

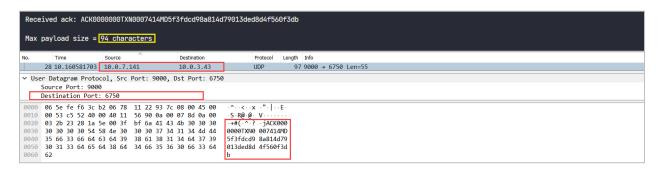


Figure 12. First acknowledgement received for the second transaction

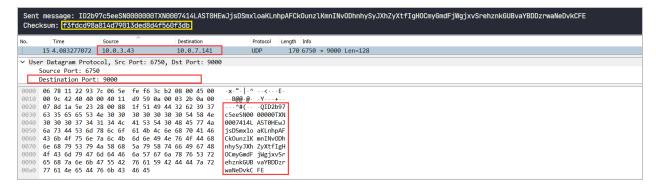


Figure 13. First packet that was acknowledged in the second transaction

Figure 14. Last packet sent and last ACK received in the second transaction

Figure 15. Wireshark view of last packet sent in second transaction

Figure 16. Wireshark view of last ACK received in second transaction

6.3 Third Test (Transaction ID: 0007419)

For this test, the corresponding trace file is test3_transaction0007419.pcap.

Figure 17 shows packet 5 which contains the intent message "ID2b97c5ee" sent to the IP address of the server via the supplied port 9000. Figure 18 shows through the terminal and packet 6 that the transaction ID sent by the server is 0007419. Note that the source and destination IP addresses in this packet are reversed, and that the server is addressing the supplied port 6750.

As shown in packet 27 via Figure 19, the first ACK that the server sent corresponds to the packet with a payload size of 32 bytes. Included in the ACK is the checksum of the said packet. This checksum corresponds to packet 14 in Figure 20, as shown by the yellow rectangle.

Figure 21 shows the last packet sent by the client (with LAST flag set to 1) and the corresponding last ACK sent by the server. Since the checksum of the packet and the ACK are equivalent, this is the correct pair of packets. Figure 22 shows via packet 50 that the last client packet was indeed sent to the correct IP address (10.0.7.141) and port (9000). In the same way, Figure 23 shows through packet 51 that the content of the last ACK matches with what is shown in the terminal and that the IP address and port (6750) belong to the client, as expected.

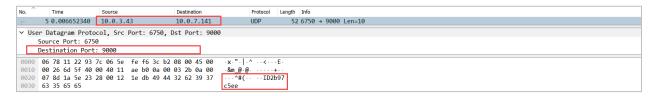


Figure 17. Intent message for the third transaction

```
SENDING INTENT MESSAGE

Intent message: ID297c5ee
Transaction ID: 0807419

No. Time Source Destination Protocol Length Info

6 0.304823596 10.0.7.141 10.0.3.43 UDP 49 9000 → 6750 Len=7

✓ User Datagram Protocol, Src Port: 9000, Dst Port: 6750
Source Port: 9000
Destination Port: 6750

0000 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00
0010 00 23 29 07 40 00 40 11 f3 0b 0a 00 07 8d 0a 00
0020 03 2b 23 28 1a 5e 00 0f d5 f9 30 30 30 37 34 31

0030 39
```

Figure 18. Transaction ID for the third transaction

Figure 19. First acknowledgement received for the third transaction

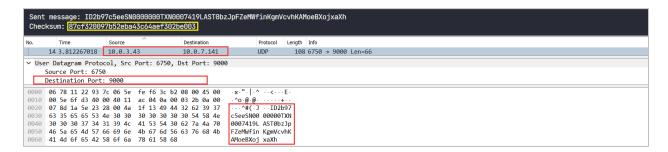


Figure 20. First packet that was acknowledged in the third transaction

Figure 21. Last packet sent and last ACK received in the third transaction

Figure 22. Wireshark view of last packet sent in third transaction

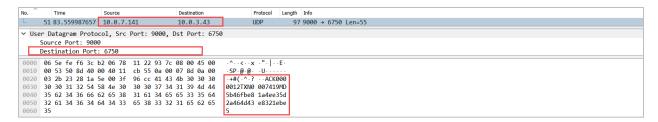


Figure 23. Wireshark view of last ACK received in third transaction

6.4 Fourth Test (Transaction ID: 0007423)

For this test, the corresponding trace file is test4_transaction0007423.pcap.

Figure 24 shows packet 7 which contains the intent message "ID2b97c5ee" sent to the IP address of the server via the supplied port 9000. Figure 25 shows through the terminal and packet 8 that the transaction ID sent by the server is 0007423. Note that the source and destination IP addresses in this packet are reversed, and that the server is addressing the supplied port 6750.

As shown in packet 34 via Figure 26, the first ACK that the server sent corresponds to the packet with a payload size of 21 bytes. Included in the ACK is the checksum of the said packet. This checksum corresponds to packet 27 in Figure 27, as shown by the yellow rectangle.

Figure 28 shows the last packet sent by the client (with LAST flag set to 1) and the corresponding last ACK sent by the server. Since the checksum of the packet and the ACK are equivalent, this is the correct pair of packets. Figure 29 shows via packet 85 that the last client packet was indeed sent to the correct IP address (10.0.7.141) and port (9000). In the same way, Figure 30 shows through packet 86 that the content of the last ACK matches with what is shown in the terminal and that the IP address and port (6750) belong to the client, as expected.

Figure 24. Intent message for the fourth transaction

Figure 25. Transaction ID for the fourth transaction

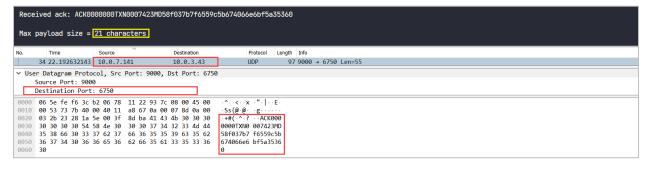


Figure 26. First acknowledgement received for the fourth transaction

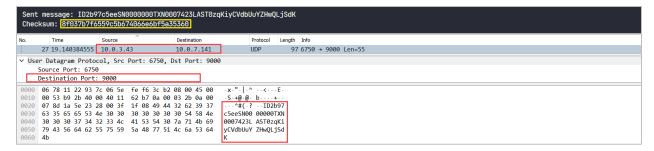


Figure 27. First packet that was acknowledged in the fourth transaction

Figure 28. Last packet sent and last ACK received in the fourth transaction

Figure 29. Wireshark view of last packet sent in fourth transaction

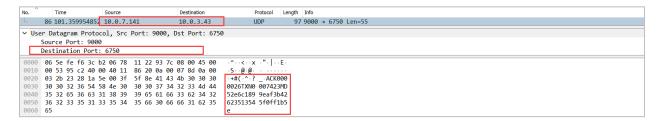


Figure 30. Wireshark view of last ACK received in fourth transaction

6.5 Fifth Test (Transaction ID: 0007427)

For this test, the corresponding trace file is test5_transaction0007427.pcap.

Figure 31 shows packet 5 which contains the intent message "ID2b97c5ee" sent to the IP address of the server via the supplied port 9000. Figure 32 shows through the terminal and packet 6 that the transaction ID sent by the server is 0007427. Note that the source and destination IP addresses in this packet are reversed, and that the server is addressing the supplied port 6750.

As shown in packet 25 via Figure 33, the first ACK that the server sent corresponds to the packet with a payload size of 38 bytes. Included in the ACK is the checksum of the said packet. This checksum corresponds to packet 11 in Figure 34, as shown by the yellow rectangle.

Figure 35 shows the last packet sent by the client (with LAST flag set to 1) and the corresponding last ACK sent by the server. Since the checksum of the packet and the ACK are equivalent, this is the correct pair of packets. Figure 36 shows via packet 44 that the last client packet was indeed sent to the correct IP address (10.0.7.141) and port (9000). In the same way, Figure 37 shows through packet 45 that the content of the last ACK matches with what is shown in the terminal and that the IP address and port (6750) belong to the client, as expected.

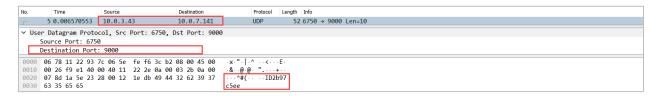


Figure 31. Intent message for the fifth transaction

```
SENDING INTENT MESSAGE

Intent message: ID297c5ee

Transaction ID: 0007427

No. Time Source Destination Protocol Length Info

6 0.026781636 10.0.7.141 10.0.3.43 UDP 49 9000 → 6750 Len=7

✓ User Datagram Protocol, Src Port: 9000, Dst Port: 6750

Source Port: 9000

Destination Port: 6750

0000 06 5e fe f6 3c b2 06 78 11 22 93 7c 08 00 45 00

0010 00 23 a9 4e 40 00 40 11 72 c4 0a 00 07 8d 0a 00

0020 03 25 b2 32 81 a5 e 00 0f d7 f8 30 30 30 37 34 32

0030 37
```

Figure 32. Transaction ID for the fifth transaction

Figure 33. First acknowledgement received for the fifth transaction

Figure 34. First packet that was acknowledged in the fifth transaction

Figure 35. Last packet sent and last ACK received in the fifth transaction

```
No. Time Source Destination Protocol Length Info

44 72.373230846 10.0.3.43 10.0.7.141 UDP 103 6750 → 9000 Len=61

✓ User Datagram Protocol, Src Port: 6750, Dst Port: 9000

Source Port: 6750

Destination Port: 9000

000 0 67 8 11 22 93 7c 06 5e fe f6 3c b2 08 00 45 00 001 ff fc 0a 00 03 2b 0a 00 0020 07 8d 1a 5e 23 28 00 45 1f fe 0a 94 04 3c 26 23 93 7 003 03 35 65 65 53 4e 30 30 30 33 31 30 54 58 4e 0040 30 30 30 37 34 32 37 4c 41 53 54 31 42 67 58 45 00050 4f 68 52 66 66 6e 4c 41 59 43 61 79 62 55 74 69 0067 4271 ASTIBÇKE 00680 43 66 65 6f 53 48 58
```

Figure 36. Wireshark view of last packet sent in fifth transaction

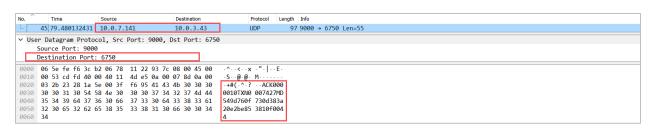


Figure 37. Wireshark view of last ACK received in fifth transaction