Zewail City for science and technology COMPUTER NETWORKS CIE447

SPRING 2021

Reliable Transport Protocol:

Implementation of GBN on top of UDP

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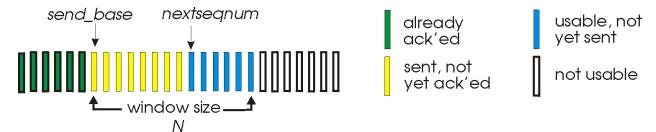
ID: 201700448

DATE Jun 09th, 2021

I. INTRODUCTION:

Reliable data transfer protocol is a collection of standard algorithms and methods to ensure the reliability and integrity of data transfer across the network. One of the protocols used for reliable data transfer is the Go-Back-N (GBN) protocol.

In GBN, the sender is allowed to transmit N number of unacknowledged packets. This N number is called the window size.



The window size controls the number of consecutive packets that are allowed to be transmitted without acknowledgement. An extra two pointers are used to complete the protocol. The first pointer is called "send_base" and the second is called "nextseqnum". Send_base is defined as the smallest/oldest unacknowledged packet, whereas nextseqnum is defined as the sequence number of the next packet to be transmitted.

1. Screenshots verifying that the test files are received correctly.

II. Files reception verification: #1

Test file 1:

ReceivedText - Notepad

File Edit Format View Help

ALICE'S ADVENTURES IN WONDERLAND

Lewis Carroll

THE MILLENNIUM FULCRUM EDITION 3.0

CHAPTER I

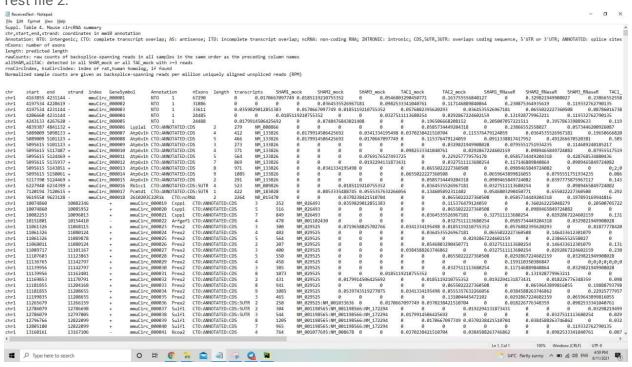
Down the Rabbit-Hole

Alice was beginning to get very tired of sitting by her sister on the bank, and of having nothing to do: once or twice she had peeped into the book her sister was reading, but it had no pictures or conversations in it, `and what is the use of a book,' thought Alice `without pictures or conversation?'

So she was considering in her own mind (as well as she could, for the hot day made her feel very sleepy and stupid), whether the pleasure of making a daisy-chain would be worth the trouble of getting up and picking the daisies, when suddenly a White Rabbit with pink eyes ran close by her.

There was nothing so VERY remarkable in that; nor did Alice

Test file 2:

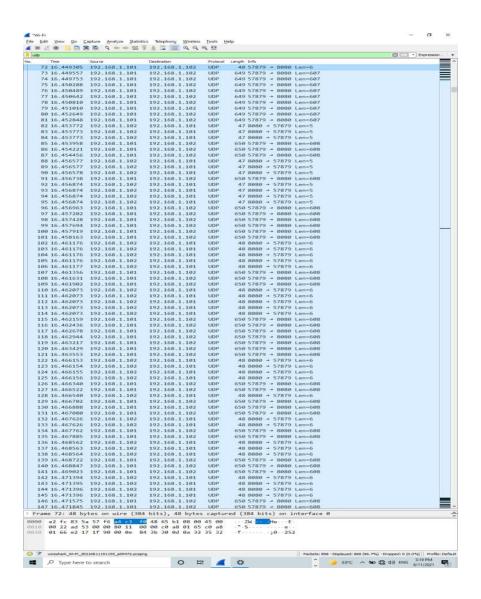


Test file 3:



III. Wireshark: #2

1- a screenshot of the wireshark showing the transmission window



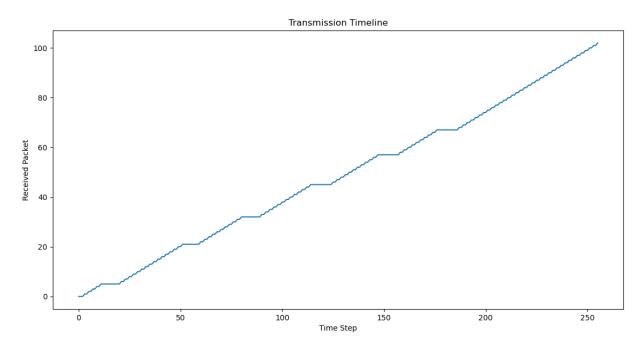
2- packet 0

```
72 16.449305 192.168.1.101 192.168.1.102 UDP 48 57879 → 8080 Len=6
 > Frame 72: 48 bytes on wire (384 bits), 48 bytes captured (384 bits) on interface 0
 0000 e2 fc 83 5a 57 f6 a4 c3 f0 48 65 b1 08 00 45 00
                                                                         --- ZW--- - He--- E-
                                                                         ·"·S·····e··
 0010 00 22 ad 53 00 00 80 11 00 00 c0 a8 01 65 c0 a8
 0020 01 66 e2 17 1f 90 00 0e 84 3b 30 0d 0a 32 35 32
                                                                        3- random packet (12)
87 16.454456 192.168.1.101 192.168.1.102 UDP 650 57879 → 8080 Len=608
> Frame 87: 650 bytes on wire (5200 bits), 650 bytes captured (5200 bits) on interface 0
 0000 e2 fc 83 5a 57 f6 a4 c3 f0 48 65 b1 08 00 45 00
     02 7c ad 5f 00 00 80 11 00 00 c0 a8 01 65 c0 a8
     01 66 e2 17 1f 90 02 68 86 95 31 32 0d 0a 62 6
66 6f 72 65 2c 20 61 6e 64 20 62 65 68 69 6e 6
      0040
 0050
 0060
 9979
 0080
 0090
 00a0
 00b0
 00c0
 00d0
 990
 00f0
 0100
 0110
 0120
 0130
 0140
      14 68 65 20 70 61 73 73 61 67 65 20 69 6e 74 6
20 74 68 65 20 6c 6f 76 65 6c 69 65 73 74 20 6
51 72 64 65 6e 20 79 6f 75 20 65 76 65 72 20 7
 0150
 0160
 0170
 0180
 0190
 01a0
 01b0
 01c0
 01d0
 01e0
 01f0
 0200
 0210
 0220
 0230
 0240
 0250
 0270
0280
4- ack of packet 12
 104 16.461176 192.168.1.102 192.168.1.101 UDP 48 8080 → 57879 Len=6
 > Frame 104: 48 bytes on wire (384 bits), 48 bytes captured (384 bits) on interface 0
 0000 a4 c3 f0 48 65 b1 e2 fc 83 5a 57 f6 08 00 45 00
                                                                        ---He--- - ZW---E-
 0010 00 22 4d 6b 40 00 40 11 69 44 c0 a8 01 66 c0 a8
                                                                        - "Mk@-@- iD---f--
 0020 01 65 1f 90 e2 17 00 0e 9c 58 41 63 6b 20 31 32
                                                                        -e----- XAck 12
```

IV. Test_file_1.txt:

A. MSS = 604, N = 10, timeout = 0.1

1. Received packet plot:



2. Time elapsed:

0.93790 second 1.78366 second 1.76229 second

Average = 1.494616667 second

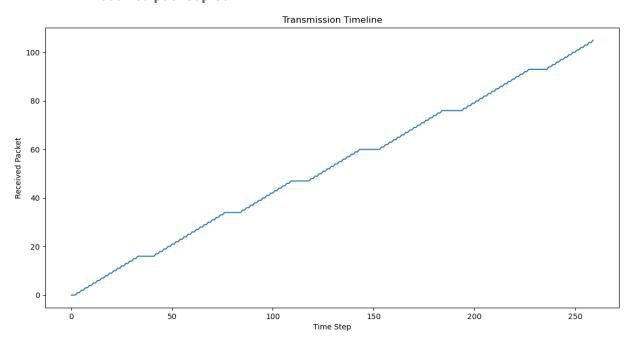
3. Transmission rate estimation:

158.3740 KB/s 83.27801 KB/s 84.28773 KB/s

Average = 108.64658 KB/s

B. MSS = 1460, N = 10, timeout = 0.1

1. Received packet plot:



2. Time elapsed:

0.74687 second 0.77561 second

0.68785 second

Average = 0.736776667 second

3. Transmission rate estimation:

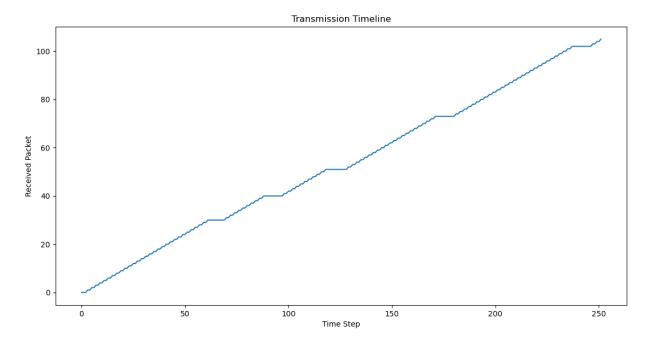
198.88072 KB/s 191.51148 KB/s 215.94577 KB/s

Average = 202.112656667 KB/s

So many duplicate acks happened, so we will decrease the timeout to 0.01

C. MSS = 1460, N = 10, timeout = 0.01

1. Received packet plot:



2. Time elapsed:

0.21873 seconds 0.17916 seconds 0.24434 seconds Average = 0.214076667 second

3. Transmission rate estimation:

679.0844 KB/s 829.0753 KB/s 607.9122 KB/s

Average = 705.3573 KB/s

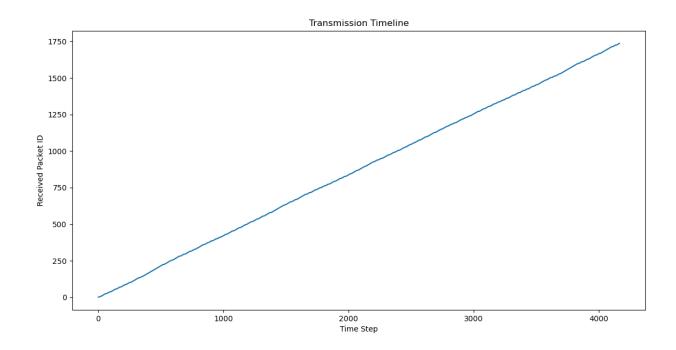
Comment:

First, we randomly initialized MSS, N and timeout to 4, 4 and 2. However, we noticed that MSS = 4 bytes is too small for that file so by trial and error we choose MSS = 604 bytes and N = 10 packets. Then, we noticed that too many duplicate acks were received before the timeout happened, so we decreased the timeout to 0.1 sec. After that, we choose MSS = 1460 bytes since the WiFi standard uses a maximum MSS of 1500 bytes. So, again too many duplicate acks were received so we decreased the timeout to 0.01 sec.

V. Test_file_2.txt:

A. MSS = 1460, N = 10, timeout = 0.01

1. Received packet plot:



2. Time elapsed:

3.88226 seconds 4.53675 seconds 3.82122 seconds

Average = 4.08 seconds

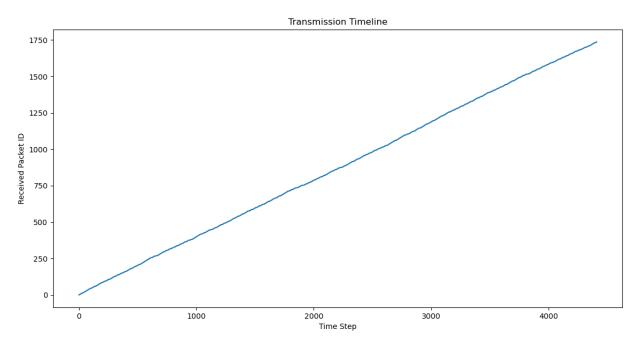
3. Transmission rate estimation:

652.92003 KB/s 558.72825 KB/s 663.35025 KB/s

Average = 624.99951 KB/s

B. MSS = 1460, N = 10, timeout = 0.001

1. Received packet plot:



2. Time elapsed:

3.186680316925049 seconds 3.7689402103424072 seconds 3.0713553428649902 seconds

Average = 3.3423252900441488 seconds

3. Transmission rate estimation:

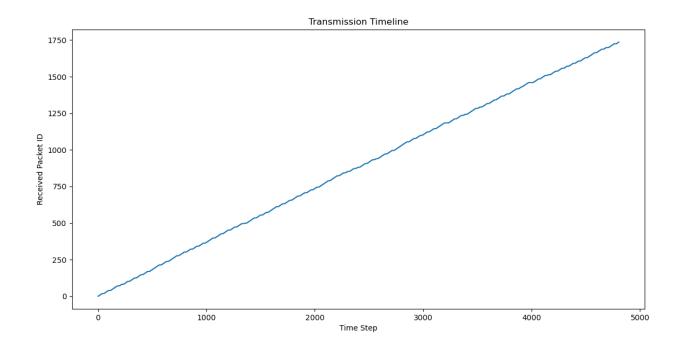
795.4393751193521 KB/s,

672.5527226577344 KB/s, 825.3069791773112 KB/s

Average = 764.4330256514659 KB/s

C. MSS = 1460, N = 20, timeout = 0.001

1. Received packet plot:



2. Time elapsed:

3.10949 seconds 2.61004 seconds 2.41928 seconds

Average = 2.71294 seconds

3. Transmission rate estimation:

815.18372 KB/s 971.17558 KB/s 1047.7509 KB/s

Average = 944.7034 KB/sec

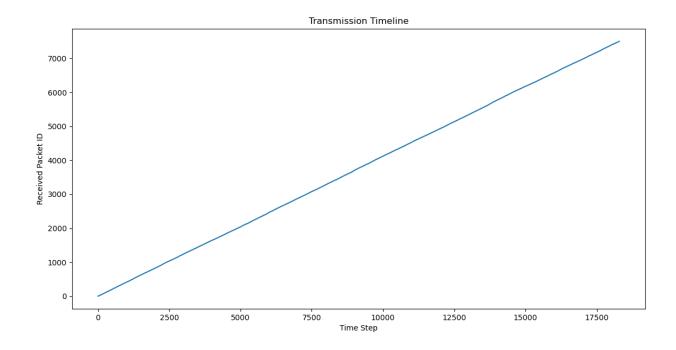
comment:

As we can see, increasing the window size and decreasing the timeout interval will yield a higher data rate. But this isn't optimal as increasing the window size could result in problems if the number of lost packets increased. This will end up filling the channel with a lot of packets wich will decrease the performance.

VI. Test_file_3.txt:

A. MSS = 1460, N = 10, timeout = 0.01

1. Received packet plot:



2. Time elapsed:

21.94919 seconds 22.06693 seconds 22.13259 seconds

Average = 22.04957

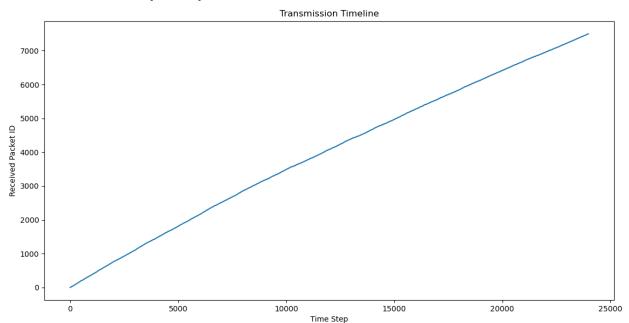
3. Transmission rate estimation:

499.03311 KB/s 496.37045 KB/s 494.89802 KB/s

Average = 496.76719 KB/s

B. MSS = 1460, N = 20, timeout = 0.001

1. Received packet plot:



2. Time elapsed:

20.00398 seconds 17.24471 seconds 17.22197 seconds

Average = 18.15688 seconds

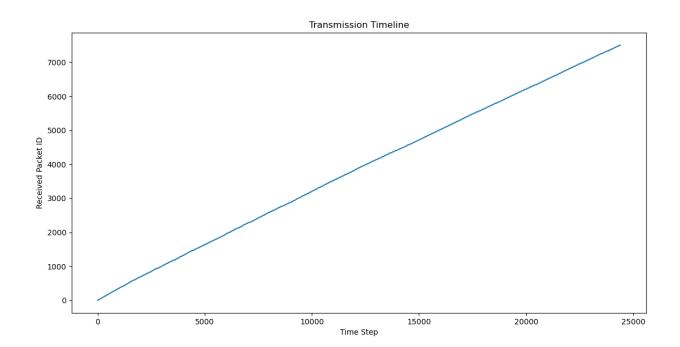
3. Transmission rate estimation:

547.55953 KB/s 635.17293 KB/s 636.01156 KB/s

Average = 606.24800 KB/s

C. MSS = 1460, N = 30, timeout = 0.0001

1. Received packet plot:



2. Time elapsed:

15.93969 seconds 18.21239 seconds 16.82952 seconds

Average = 16.99386 seconds

3. Transmission rate estimation:

687.17592 KB/s 601.42406 KB/s 650.84267 KB/s

Average = 646.48088 KB/s

comment:

The same observation as for the test file 2. However, a large window size is more adequate for larger files. It will speed up the duration of transmission, which is favorable for end users.

VII. Parameters optimization :

- VIII. The rationale behind fixing MSS with 1460 bytes is that the Wifi protocol allows for 1500 bytes but we excluded the headers size and with small calculations we agreed on 1460.
- IX. The window size and timeout interval are tuned using trial and error. We were trying to slightly increase the N to send more packets and slightly increase the timeout to wait for the acknowledgements of the whole window.

A. Test_file_1.txt:

MSS = 1460 N = 10 timeout = 0.01

Transmission rate = 705.3573 KB/s

B. Test_file_2.txt:

MSS = 1460, N = 20, timeout = 0.001

Transmission rate = 944.7034 KB/sec

C. Test_file_3.txt:

MSS = 1460,

N = 30, timeout = 0.0001

Transmission rate = 646.48088 KB/s

X. Packet flooding attack tool:

https://www.imperva.com/learn/ddos/udp-flood/

UDP flooding attack is one of common (DDOS) attacks which floods a random port of the host with an overwhelming number of packets making it unresponsive to other clients. Also, spoofing the sender address is a way to make the attack anonymous. The reason behind the dangers of this attack is the unreliability of the UDP protocol. Unlike TCP, UDP does not three-way handshake or any other extra step to verify the sender. This increases the vulnerability of the UDP protocol.

Our implementation of GBN can be turned into a flooding attack tool if we increase the window size to be a large number as 10,000 or more. With the spoofing and more than one machine, this attack could be classified as DDOS threats which endangers the network infrastructure making the server more prone to fail.

The laws and regulations concerning DDOS attacks vary from country to another. In the US in 2019, a man was sentenced 27 months in prison and \$95,000 by a federal court for conducting multiple DDOS attacks on a video gaming company.[1][2]

Depending on the size of the attack and the size of the business the loss vaires. The attack could put the servers down and if the company has no counter measures for such incidents, they will probably lose a lot of money.

An incident occured in 2000, when multiple DDOS attacks were conducted on internet giants Yahoo, Amazon, eBay, E-trade and other websites in several days. The Yankee group estimated the loss to be around \$1.2 B dollars. They later found out that the attack was conducted by a 15 year old canadian boy under the nickname of "mafiaboy". [3]

XI. Protocol improvement:

It is clearly seen that the main problem of GBN is bandwidth utilization. In case of lost packets or a timeout even. The sender retransmits the whole window again, and with large window size, this fills up the bandwidth of the channel. One way to improve this behaviour is buffering the received out-of-order packets at the receiver and the sender should only retransmit the unacked packet only instead of retransmitting the whole window. Then, when the receiver receives the lost packet it re-orders the packets again and sends them to the above layer. This protocol is called the "Selective Repeat" protocol and it is an enhancement of the GBN protocol to ensure efficient bandwidth utilization.

Another improvement, incase of packet loss and the sender is block in the timer state, if the sender received multiple acks of previous packets, this is an indication that the packet was lost so we can end the timer and resend the packet without waiting for the timer to finish. This little tweak saves time and increases the performance of protocol.

Resources:

[1] https://www.justice.gov/usao-sdca/pr/utah-man-sentenced-computer-hacking-crime

[2]https://www.theregister.com/2019/07/04/gamebusting_ddos_wielder_derptrolling_sentence d_to_two_years_in_the_clink/

[3]https://nsfocusglobal.com/wp-content/uploads/2017/01/Distributed_Denial_of_Service_Attacks__An_Economic_Perspective__Whitepaper.pdf