# CS305-2022Spring Lab7 Report

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Lab Time: Thursday 10:20 a.m. to 12:10 p.m.

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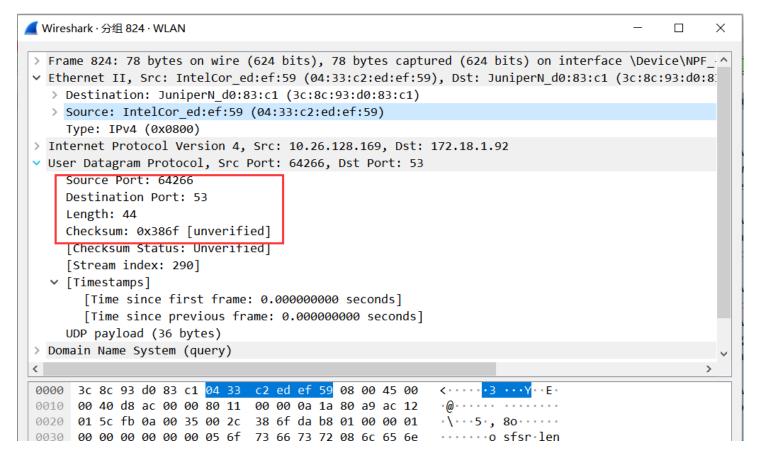
### Practice7-1: UDP Packet

Select one UDP packet first:

```
■ Wireshark · 分组 824 · WLAN

> Frame 824: 78 bytes on wire (624 bits), 78 bytes captured (624 bits) on interface \Device\NPF ^
Ethernet II, Src: IntelCor ed:ef:59 (04:33:c2:ed:ef:59), Dst: JuniperN d0:83:c1 (3c:8c:93:d0:8)
   > Destination: JuniperN d0:83:c1 (3c:8c:93:d0:83:c1)
   > Source: IntelCor ed:ef:59 (04:33:c2:ed:ef:59)
     Type: IPv4 (0x0800)
Internet Protocol Version 4, Src: 10.26.128.169, Dst: 172.18.1.92
     0100 .... = Version: 4
     .... 0101 = Header Length: 20 bytes (5)
   > Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
     Total Length: 64
     Identification: 0xd8ac (55468)
   > Flags: 0x00
     ...0 0000 0000 0000 = Fragment Offset: 0
     Time to Live: 128
     Protocol: UDP (17)
     Header Checksum: 0x0000 [validation disabled]
     [Header checksum status: Unverified]
     Source Address: 10.26.128.169
0000
       3c 8c 93 d0 83 c1 04 33  c2 ed ef 59 08 00 45 00
0010
       00 40 d8 ac 00 00 80 11  00 00 0a 1a 80 a9 ac 12
      01 5c fb 0a 00 35 00 2c
 0020
                                38 6f da b8 01 00 00 01
 0030
       00 00 00 00 00 00 05 6f  73 66 73 72 08 6c 65 6e
```

Then open the header:



• (1)There are 4 fields in the headers.

(2)Names and values

Source Port: 64266Destination Port: 53

Length: 44

Checksum: 0x386f

• (3)Length:

Source Port: 2 bytes

Destination Port: 2 bytes

Length: 2 bytes

Checksum: 2 bytes

- (4)MaxLength: 8 bytes since 4 \* 2 = 8 bytes.
- (5)Max Destination Port: Consider there are 16 bits in the destination field, the maximum port is 2^16 1 = 65535.
- (6)Protocol ID: 17 in decimal, 0x11 in hexadecimal

# Practice 7-2: Questions in Wireshark\_TCP\_v7.0.pdf

## Q4. Sequence number

First use display filter to get the ip address of gaia.cs.umass.edu:

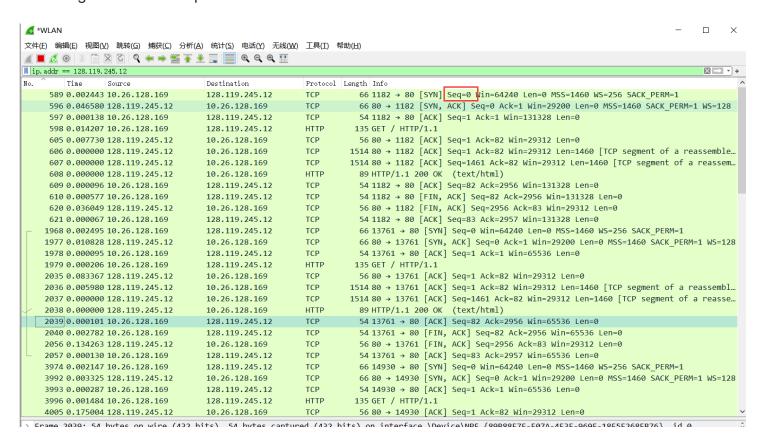
```
http.host == "gaia.cs.umass.edu"
```

We get the ip address is 128.119.245.12.

Then use this in the display filter:

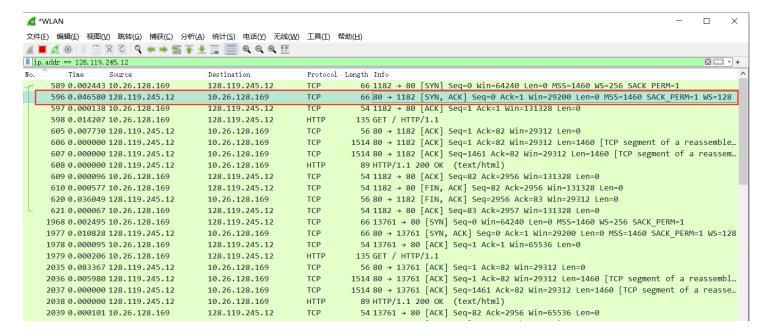
```
ip.addr == 128.119.245.12
```

We can get the initial sequence number is 0.



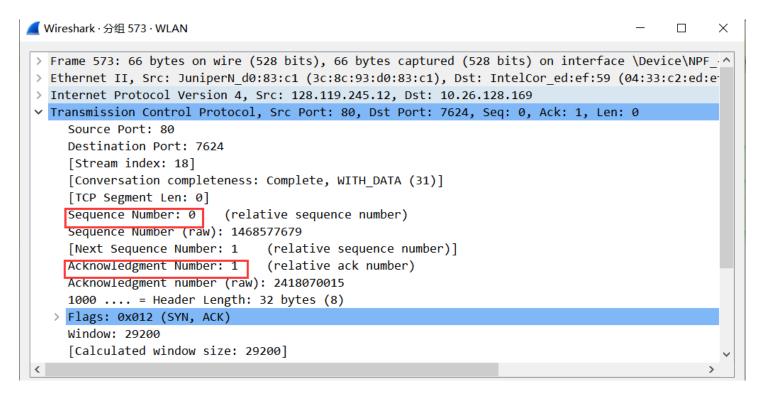
#### Q5. SYNACK fields

Select one SYNACK packet:



Sequence number: 0

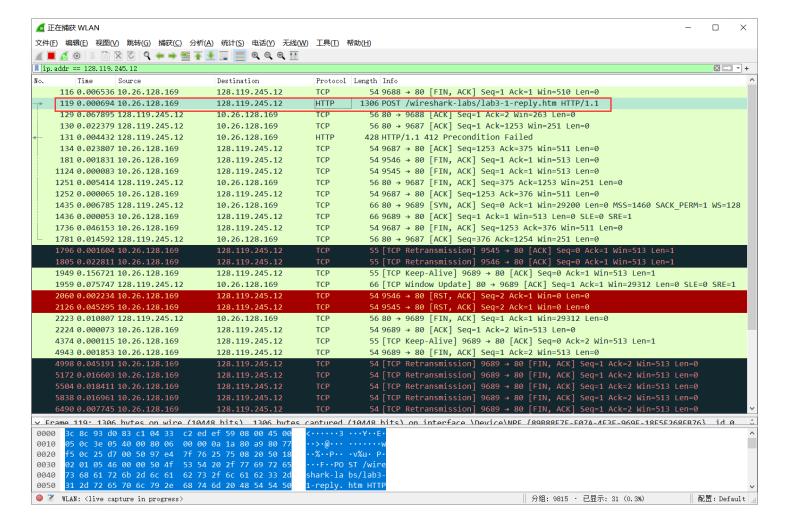
Acknowledgement value: 1



- The value is determined by increasing 1 to the initial sequence number.
- The flag is set as (SYN, ACK), to identify the SYNACK segment.

#### Q6. POST

Select one PST packet:

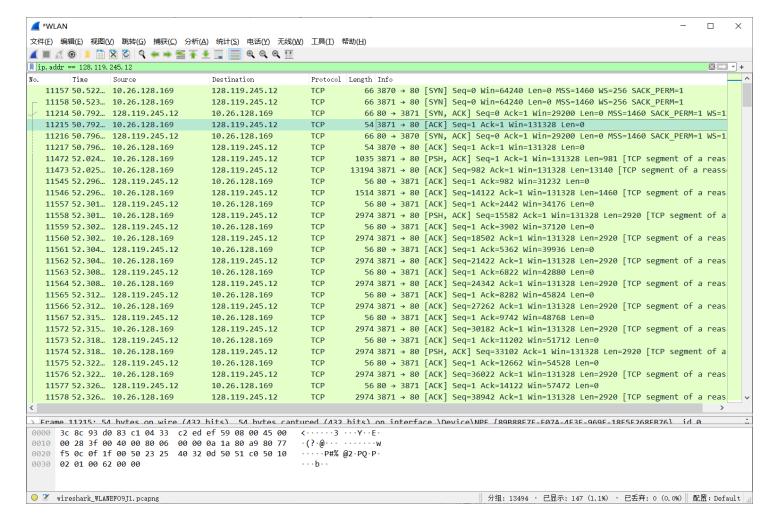


Here is the sequence number, it is 1:

```
🚄 Wireshark · 分组 119 · WLAN
                                                                                             \times
     Source Port: 9687
     Destination Port: 80
     [Stream index: 3]
     [Conversation completeness: Incomplete (28)]
     [TCP Segment Len: 1252]
     Sequence Number: 1
                          (relative sequence number)
     sequence number (raw): 2548334454
     [Next Sequence Number: 1253
                                     (relative sequence number)]
     Acknowledgment Number: 1
                                  (relative ack number)
     Acknowledgment number (raw): 628426784
     0101 .... = Header Length: 20 bytes (5)
   > Flags: 0x018 (PSH, ACK)
     Window: 513
     [Calculated window size: 513]
     [Window size scaling factor: -1 (unknown)]
     Checksum: 0x0546 [unverified]
     [Checksum Status: Unverified]
     Urgent Pointer: 0
```

# Q7. POST, TCP, RTT

Consider the first six segments:



Their sequence numbers are: 1, 982, 2442, 3902, 5362, 6822

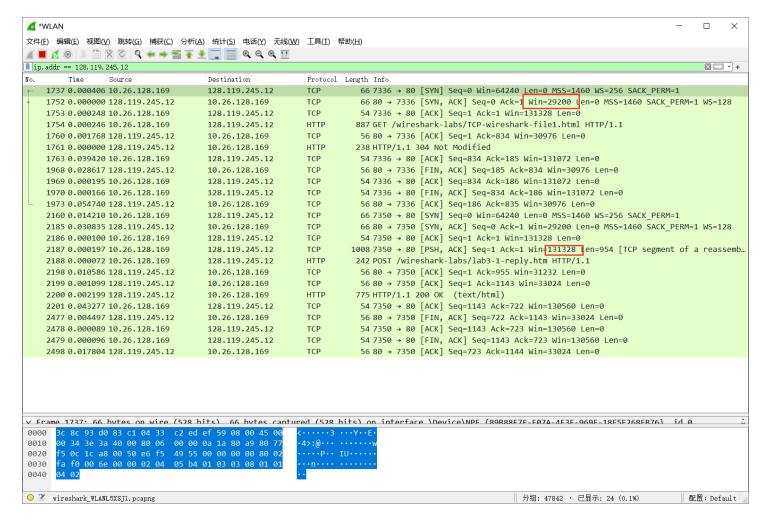
Their sent time are: 50.792192s, 52.025106s, 52.296217s, 52.301677s, 52.302708s, 52.304825s

Their ACK received time are: 50.796298s, 52.296150s, 52.301602s, 52.302651s, 52.304747s, 52.308065s

Thus RTT are: 0.004106s, 0.003044s, 0.005385s, 0.000974s, 0.002039s, 0.003240s

## Q9. Buffer space

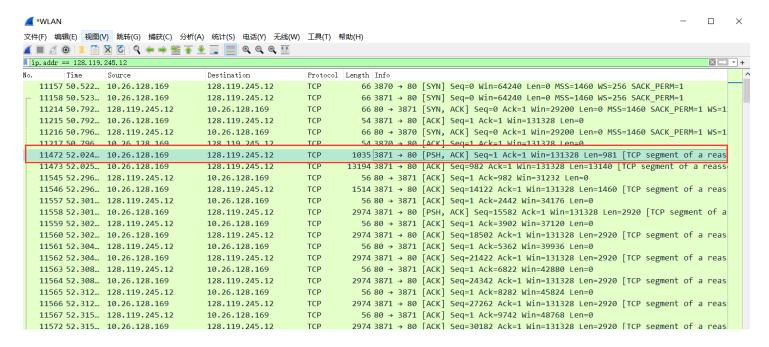
The minimum buffer space is 29200, and maximum is 131328.



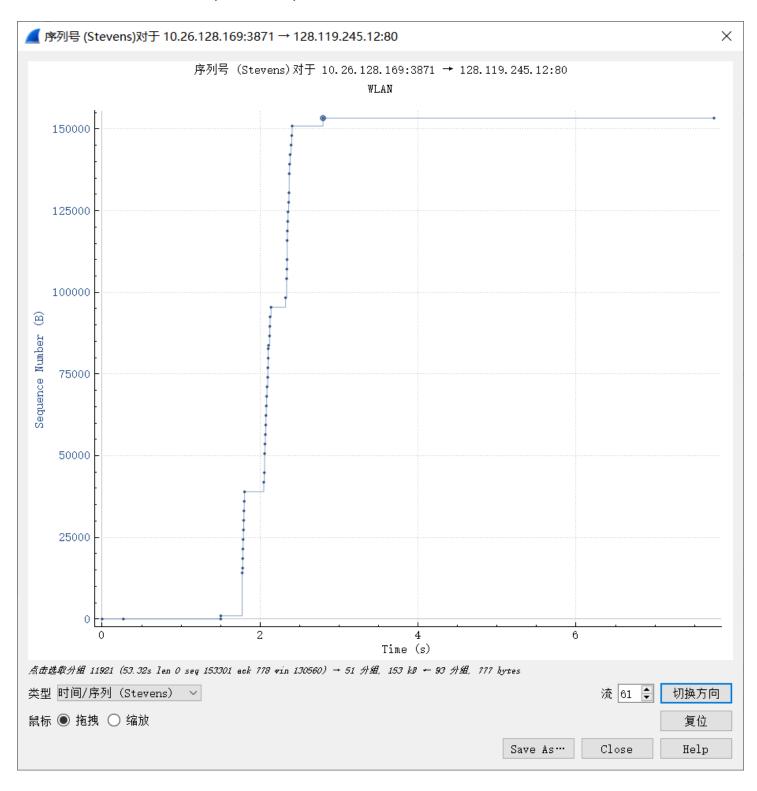
The lack of receiver buffer space does not throttle the sender.

#### **Q10 Retransmission**

Select one TCP packet with PSH and ACK:



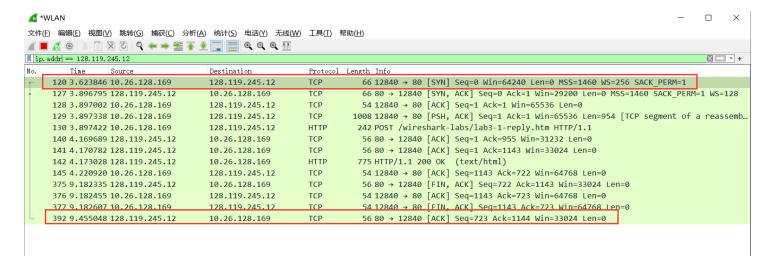
Then consider the Time/Sequence Graph.



We can see that the sequence number is increased with time. Thus there is no data retransmission. If there is retransmission, the sequence number will have a "local minimum".

# **Q12 Throughput**

First and last TCP packet:



Time = 9.455048 - 3.623846 = 5.831202 s

Amount of data transferred: 1144 - 0 = 1144 bytes

Throughput = 1144 / 5.831202 = 196 bytes/sec