Network Statistics such as Throughput, Transmission Speed, Average RTT.

**A MINI PROJECT REPORT**

***Submitted by***

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**BONAFIDE CERTIFICATE**

**Certified that this project report “**Network Statistics such as Throughput, Transmission Speed, Average RTT.” **is the bonafide work of:**

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**EXAMINER 1 EXAMINER 2**

**Abstract for the project: “**Network Statistics such as Throughput, Transmission Speed, Average RTT”

For our mini project, we are sniffing data packets passed to us in a .pcap file and calculating different types of statistics regarding each packet. At the end, we analyse the overall statistics of the network such as average speed, average packet size, average packet rate and average RTT. For each packet we try to print the host ip, destination ip, source port address, destination port address, packet capture length, packet total length, sequence number and acknowledgement number. For TCP oriented data packets, we have even printed the payload. The whole code is written in C in which we use the libcap library.

The libpcap library was written as part of a more extensive program called TCPDump. The libpcap library allowed developers to write code to receive link-layer packets (Layer 2 in the OSI model) on different flavours of UNIX operating systems without having to worry about the idiosyncrasy of different operating systems' network cards and drivers. Essentially, the libpcap library grabs packets directly from the network cards, which allowed developers to write programs to decode, display, or log the packets.

In our program, we allow the user to input any .pacp file for which we output it's statistics. We also allow the user to put a limit to the number of packets to be sniffed.

A**CKNOWLEDGEMENT**

We would like to thank our professor, Dr. Krishanamoorthi Makkithaya for providing us with the motivation and the knowledge required to implement this project. He was very helpful and got through to us very clearly regarding all topics on the subject. Once the basics were clear, it was an easy feat to have implemented the project.

We would also like to appreciate the infrastructure provided to us by our educational institute, Manipal Institute of Technology, without which we would have a lot of trouble getting familiar with the required software.

We would also like to acknowledge the help of all our peers and lab staff for helping us understand the problem statement , hence enabling us to be able to write code for the same.

We wish to thank our well wishers and guardians for their undivided support and interests in out well-being and being a constant source of motivation and inspiration.

**TABLE OF CONTENTS**

**Chapter 1: INTRODUCTION TO TCP**

**1.1 Introduction to Computer Networks**

A computer network is defined as an interconnection of multiple devices, known as hosts, connected using multiple paths to send/receive data or media. Computer networks can include numerous devices/ mediums that help communicate between two devices, and these devices/ mediums are known as Network Devices and include routers, switches, hubs, and bridges.

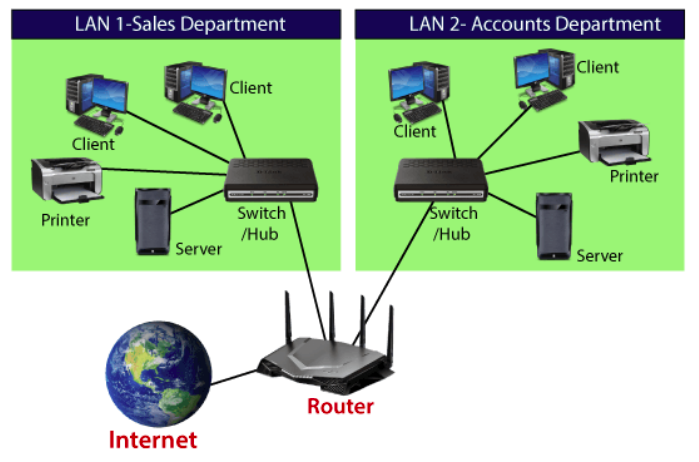


Fig 1.1 A computer network with hosts, switches/ hubs, servers, and routers

**1.2 Transport Layer**

The transport layer is a central piece of the layered network architecture between the application and network layers. It has the critical role of providing communication services directly to the application processes running on different hosts. The Internet has two protocols—TCP and UDP.

UDP (User Datagram Protocol) is a connectionless protocol, and TCP is a connection-oriented protocol. Usually, UDP (besteffort protocol) is chosen when the speed is more important than the reliability. It's primarily used in video conferencing, live streaming, gaming, etc. It doesn't have mechanisms to handle flow/ congestion/ loss in the network. Hence where reliability is of importance, TCP is preferred over UDP.

**1.3 Transmission Control Protocol (TCP)**

TCP is a connection-oriented protocol. It is called a connectionoriented protocol because before sending data between two hosts, a connection has to be set up between sender and receiver with three-way hand-shaking.

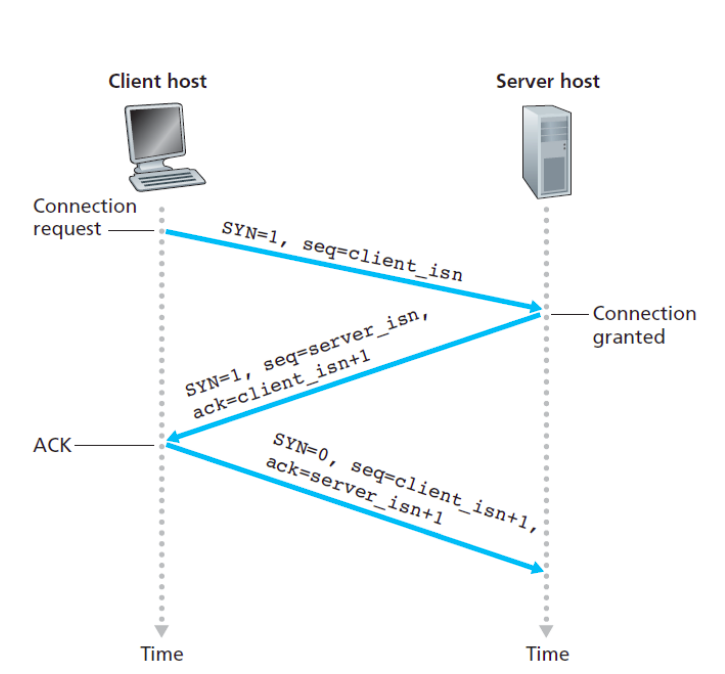


Figure 1.3 Three-way hand-shaking to establish the connection

Three-way hand-shaking is done by sending a connection request to the destination. At the destination side, if a connection request can be accepted, the connection is granted, and also a connection request is transmitted from destination to source. The source finally acknowledges the connection request from the destination and indicates that the connection is ready for data transfer. The connection termination also similarly ends with a three-way handshake. Due to this connection setup mechanism, TCP is called a connectionoriented internet protocol.

TCP is also considered a reliable protocol for data transfer, contrary to UDP. This reliability is achieved by ensuring in-order transfer of data, acknowledgments, flow control, and congestion control mechanisms.

TCP is a very vast topic, but we'll not cover everything in this project. In the next chapter, we'll go through the structure of the TCP datagram and its flags, which is the main topic of our project.

**Chapter 2: TCP Packets**

**2.1 Introduction**

In the previous chapter, we briefly introduced computer networks and TCP. This chapter will delve into more specific parts of our project, i.e., TCP packets and Flags. We’ll go through various parts of the TCP packet and discuss what each flag is used for. From the next chapter onwards, we’ll discuss how our project analyzes TCP packets and their flags.

**2.2 TCP Segment/Packets**

The TCP segment consists of header fields and a data field. The data field contains a chunk of application data. The MSS limits the maximum size of a segment’s data field. When TCP sends a large file, such as an image, as part of a Web page, it typically breaks the file into chunks of size MSS (except for the last chunk, which will often be less than the MSS). The MSS is typically set by first determining the length of the largest linklayer frame that the local sending host can send (the so-called maximum transmission unit, MTU), and then setting the MSS to ensure that a TCP segment (when encapsulated in an IP datagram) plus the TCP/IP header length (typically 40 bytes) will fit into a single link-layer frame.

TCP header size is typically 20 bytes and includes the following fields:

• Source and Destination Port Numbers: Used for multiplexing/ demultiplexing data from/ to upper-layer applications.

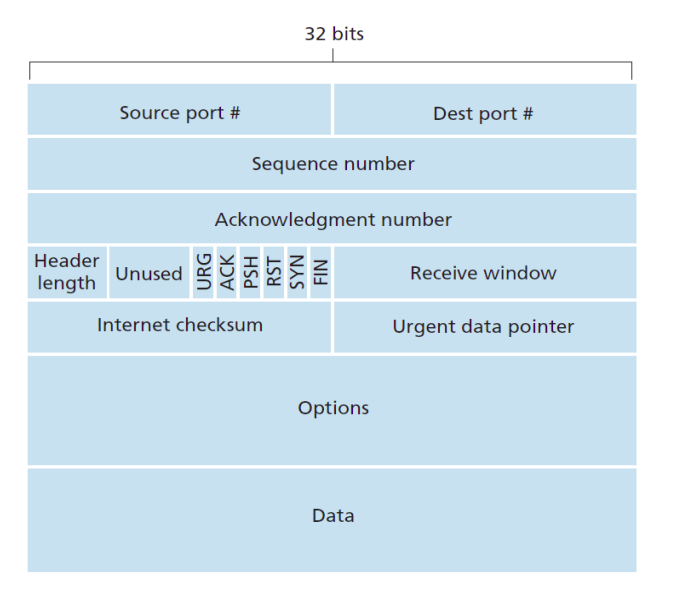
• 32-bit Sequence Number and 32-bit Acknowledgement number: Used for in-order and reliable data transfer between source and destination.

• 16-bit Receive window: It is mainly used for the flow control mechanism. It is used to indicate the number of bytes the receiver is willing to accept.

• 4-bit Header Length: It is used to specify the length of the header in 32-bit words. TCP header can be of variable length due to the TCP options field. (Typically, the Options field is empty, so that the length of the typical TCP header is 20)

• Variable-length Options field: The Options field is used when a sender and receiver negotiate the maximum segment size (MSS) or as a window scaling factor for use in high-speed networks. A time-stamping option is also defined.

• 6-bit Flags: (Will be discussed in next section.)

Fig 2.1: TCP Segment Structure

**Chapter 3: Introduction to UDP**

**3.1 Connectionless Transfer (User Datagram Protocol)**

UDP takes messages from the application process, attaches source and destination port number fields, adds two other small fields, and passes the resulting segmentto the network layer. The network layer encapsulates the transport-layer segment into an IP datagram and then makes a best-effort attempt to deliver the segment to the receiving host. If the segment arrives at the receiving host, UDP uses the destination port number to deliver the segment's data to the correct application process.

The Application data occupies the data field of the UDP segment. The UDP header has four fields, each consisting of two bytes. The port numbers allow the destination host to pass the application data to the correct process running on the destination end system. The length field specifies the number of bytes in the UDP segment(header plus data). The checksum is used by the receiving host to check whether errors have been introduced into the segment.

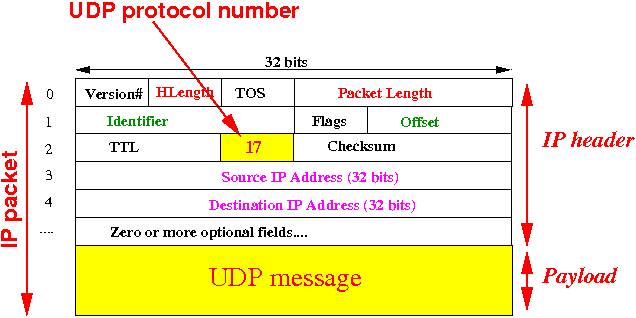


Fig 3.1: UDP Segment Structure

**Chapter 4: Network Statistics**

**4.1 Round Trip Time (RTT)**

The round-trip time for a segment is the amount of time between when the segment is sent and when an acknowledgement for the segment is received.

**4.2 Throughput**

The throughput is the amount of data per second that can be transferred between end systems.

**4.3 Processing Delay**

The processing delay is the time required to examine the packet’s header and determine where to direct the packet.

**4.4 Queueing Delay**

The queueing delay is the amount of time a packet has to wait before being transmitted onto the link.

**4.5 Transmission Delay**

The transmission delay is the amount of time required to transmit all of the packet’s bits into the link.

**4.6 Propagation Delay**

The propagation delay is the time required to propagate from the beginning of the link to the end router.

**Chapter 5: Implementation in Code**

**5.1 Introduction**

We have developed a command line interface which analyses packets present in a pcap file and present the network statistics such as throughput, average round trip time and transmission speed, for those packets.

This pcap file can downloaded or generated live via any packet sniffing tool such as wireshark and then be feeded as input to our interface.

We have also added a feature giving the user the liberty to decide how many packets the user wants to sniff from the file.

After displaying all packets, its protocols, payload, and respective details, we display the network statistics in the output.

**5.2 Github Link for the Code**

The code has been completed and tested with .pcap and .pcapng files the samples of which along with the source code file has been uploaded in a github repository we have created, the link to which is:

<https://github.com/aiqqia/Network-Statistics-Computer-Networks-MiniProject>

**5.3 Walking through the code**

**5.3.1 Header Files and Libraries used:**

The interface was made in the C language. The following header files were used for the implementation:

• stdio.h

• pcap.h

• stdlib.h

• netinet/in.h

• netinet/tcp.h

• netinet/udp.h

• netinet/ip.h

• unistd.h

• net/ethernet.h

• string.h

Using libpcap allows us to capture or send packets from a live network device or a file. These code examples will walk us through using libpcap to find network devices, get information about devices, process packets in real time or offline, send packets, and even listen to wireless traffic. This is aimed at Debian based Linux distributions but may also work on Mac OSX. Not intended for Windows, but WinPcap is a port that is available. Compiling a pcap program requires linking with the pcap lib. We can install it in Debian based distributions with:



Once the libpcap dependency is installed, we can compile pcap programs with the following command. We will need to run the program as root or with sudo to have permission to access the network card:



The code we have written to include the respective header files and libraries used is shown in the screenshot of the snippet of the code below:

To obtain the bare-bones statistics of the network, we used the capinfos software.

We also obtained the IP header information and the TCP/UDP header information.