

## Comp 416 - Transport Layer Protocols' Experiments with Wireshark Project

### Part 1.1

#### Question 01

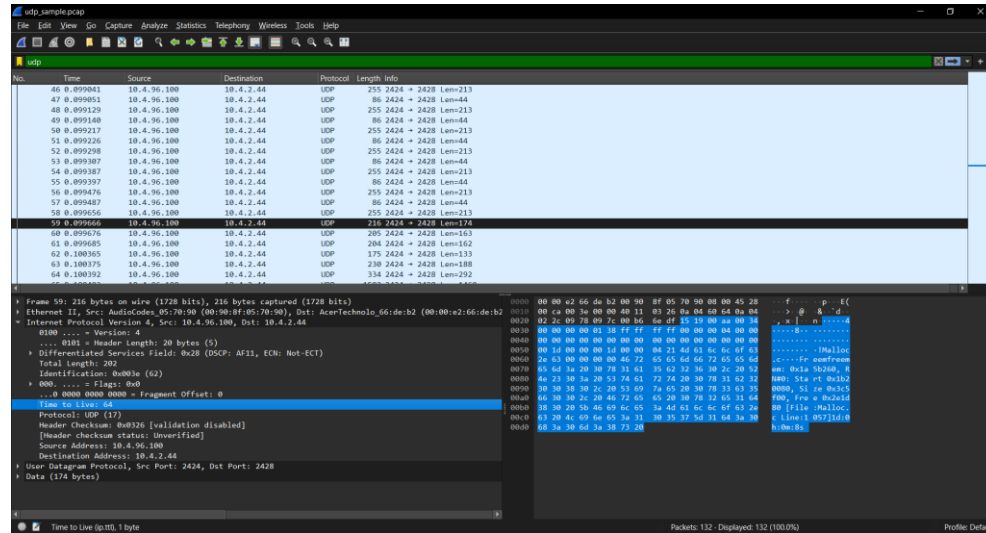


Fig. 1.

Segment's time to live value is 64.

The Time to Live (TTL) value is a field in the header of Internet Protocol (IP) packets. TTL represents the maximum number of hops that a packet can take in the network before it is discarded.

If the TTL value reaches zero before the TCP or UDP segment arrives at its destination, the router that decrements the TTL to zero will discard the packet.

#### Question 02

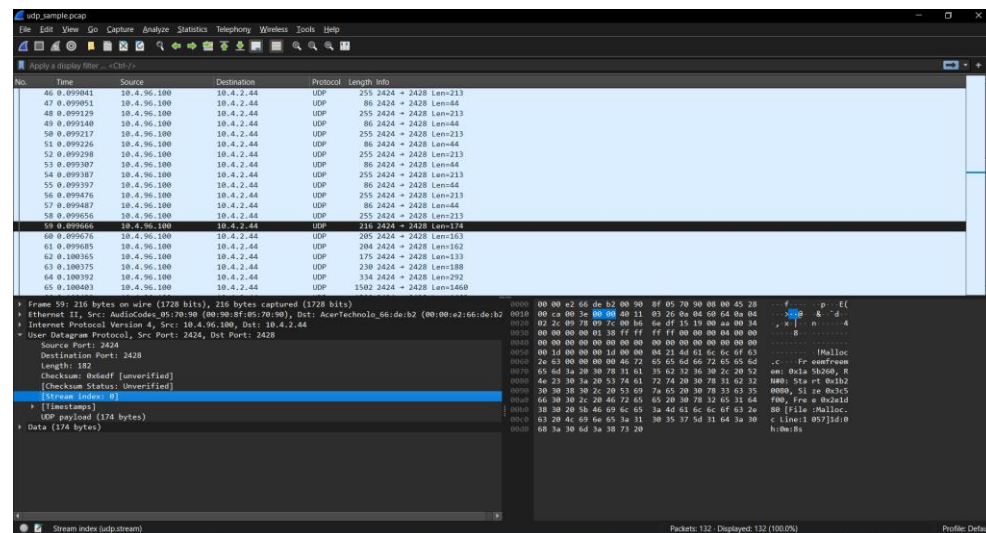


Fig. 2.

The stream index of the UDP segment signifies the numbering of conversations of associated TCP and UDP socket pairs with TCP and UDP being calculated separately. The initial conversation is assigned with the stream index 0, followed by index 1 for the second conversation, and so forth.

The stream index of my segment is 0.

### Question 03

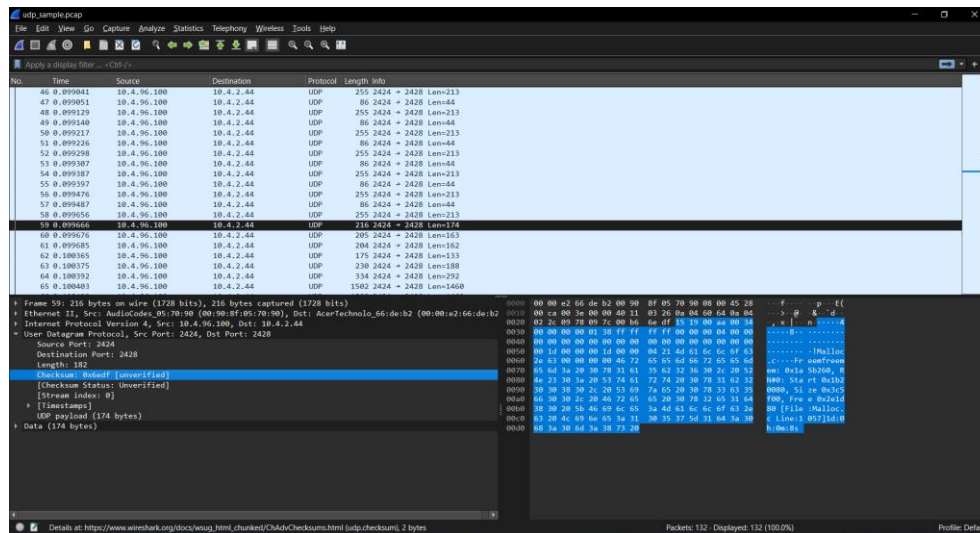


Fig. 3.

Checksum value of my segment is 0x6edf (28383).

If the checksum value observed at the receiver's end is different from the transmitted checksum, it suggests that the data may have been corrupted during transmission.

In TCP (Transmission Control Protocol), a similar checksum mechanism is used for error detection. However, there are some differences between UDP and TCP in terms of error handling.

TCP is a reliable, connection-oriented protocol, whereas UDP is connectionless and does not guarantee reliable delivery. If errors are detected using mechanism like checksum, TCP will attempt to recover by retransmitting the data and receiver end discards the corrupted packets, whereas, UDP does not follow the same manner. UDP itself does not specify that the receiver must discard packets with a faulty checksum. It's up to the application using UDP to decide how to handle such situations.

## Question 04

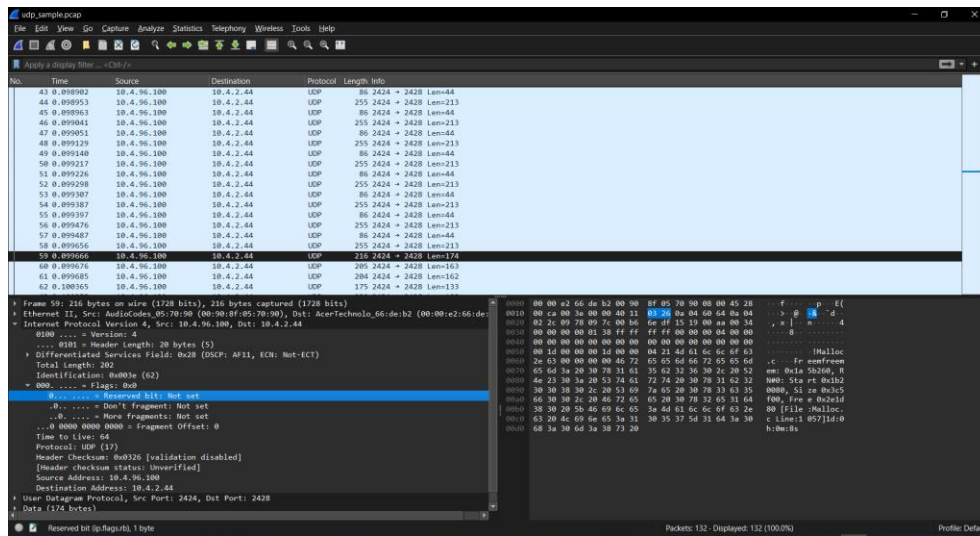


Fig. 4.

There exist 3 flags under the IP v4 header listed as reserved bit, don't fragment bit, more fragments bit.

Reserved bit (bit 0) is the least significant bit of the Flags field.

The Reserved bit doesn't have a specific function in the current IPv4 specification and is reserved for potential future use. It should always be set to 0 and ignored by devices that process IPv4 packets.

## Question 05

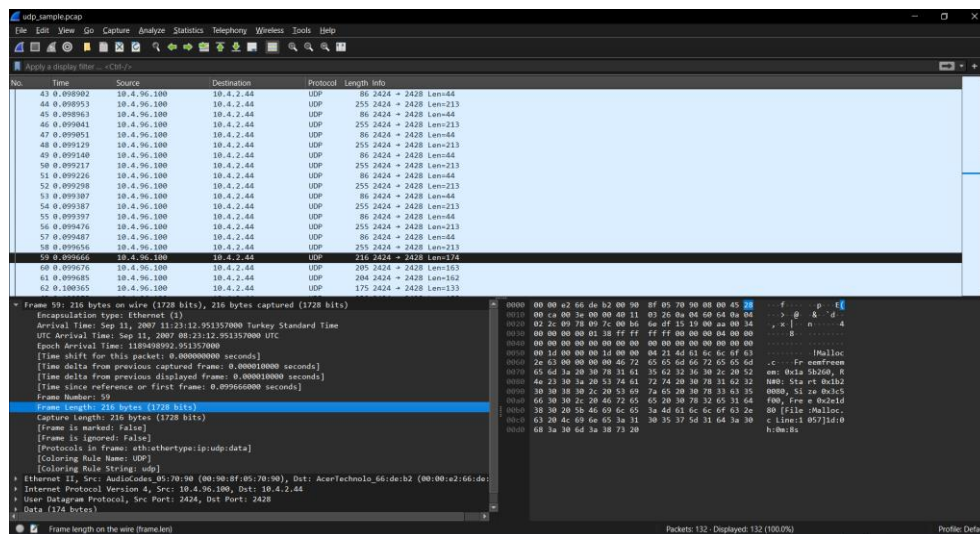


Fig. 5.

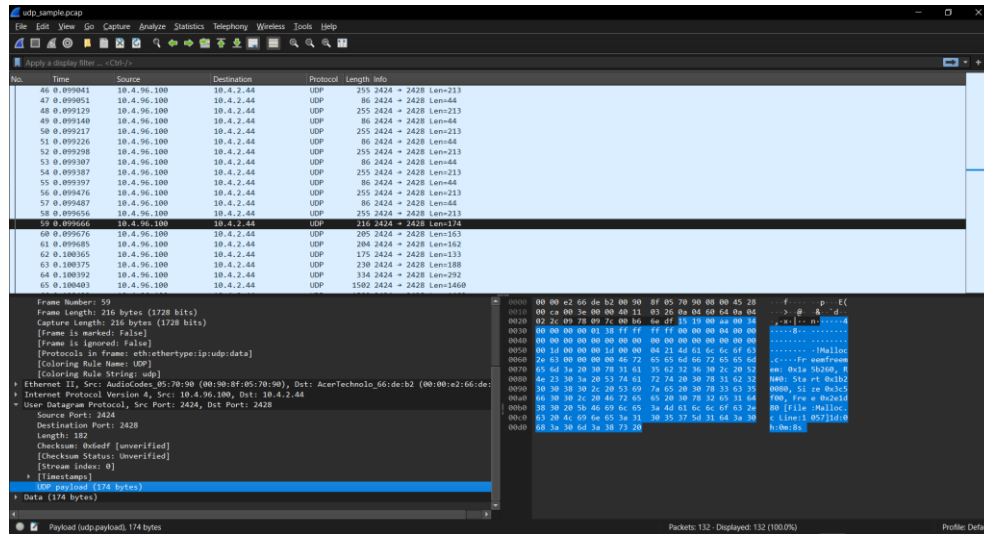


Fig. 6.

The length field refers to the total length of the UDP packet, including the header and data. Length of the packet is 216 bytes and 174 bytes of it being the data payload.

## Part 1.2

### Question 01

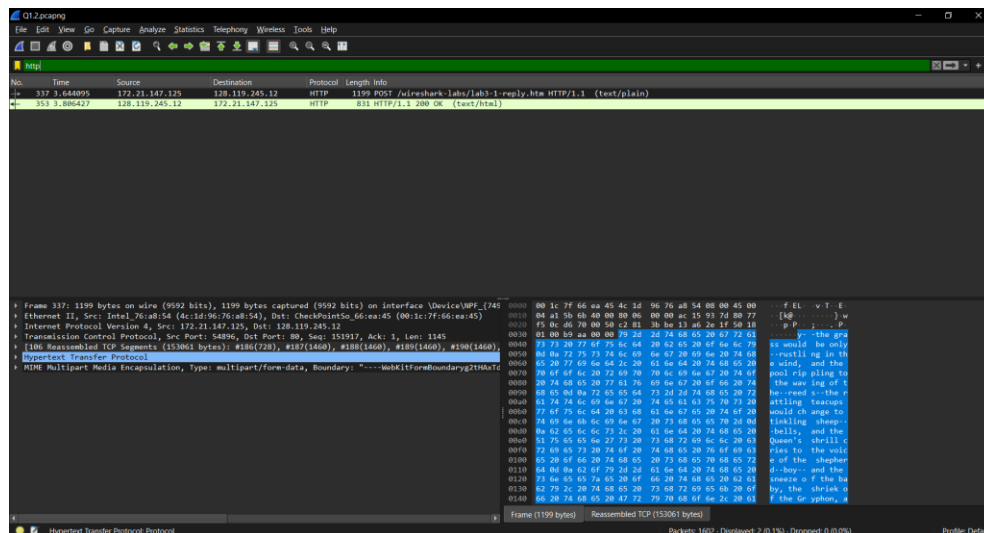


Fig. 7.

While capturing the packets with Wireshark upon uploading the Alice in Wonderland file through a HTTP POST request, filtering the packet captures with the HTTP selection enables the observation of both the source IP address and destination IP address.

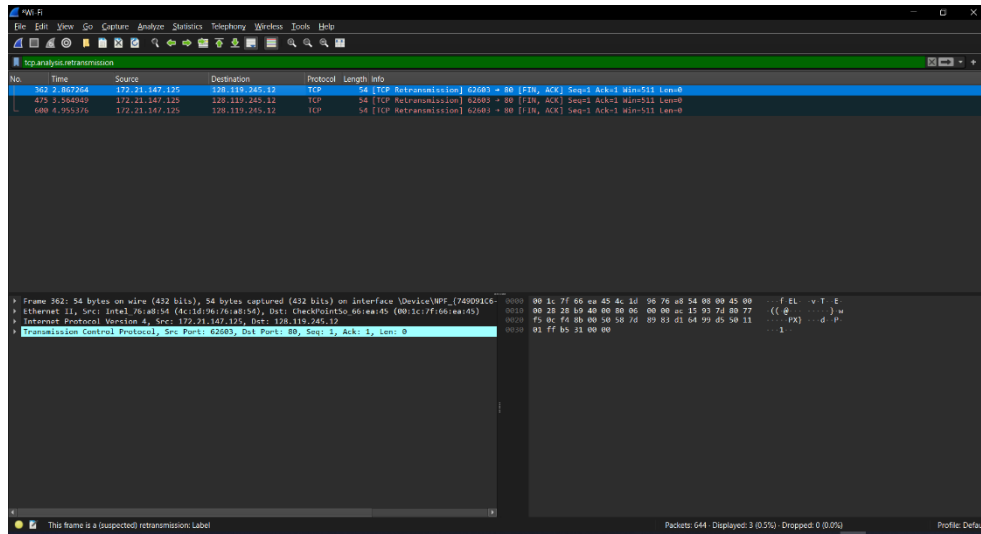


Fig. 8.

After filtering the packet captures to isolate TCP retransmissions, examination of the source and destination addresses allows us to confirm that the TCP transmissions are belong to the HTTP POST request.

Retransmission occurs in communication networks when data packets are lost, corrupted, or not received within a specified time frame.

## Question 02

### Step 01

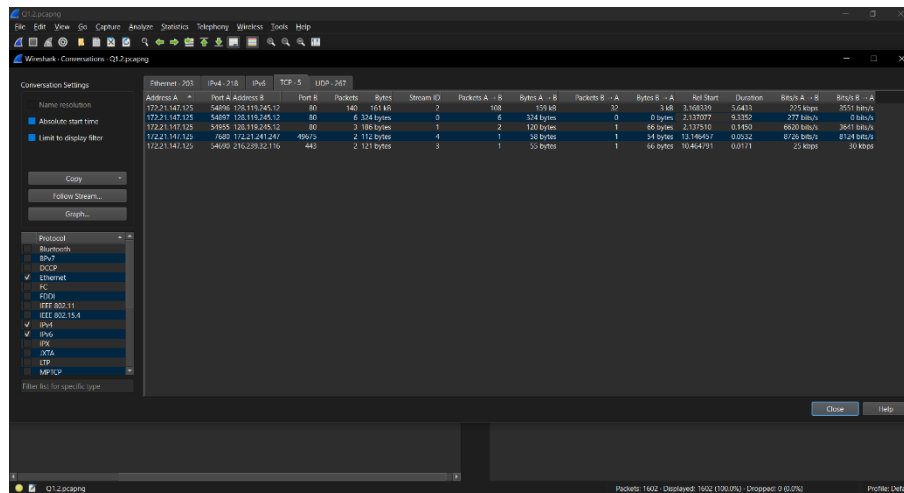


Fig. 9.

## Step 02

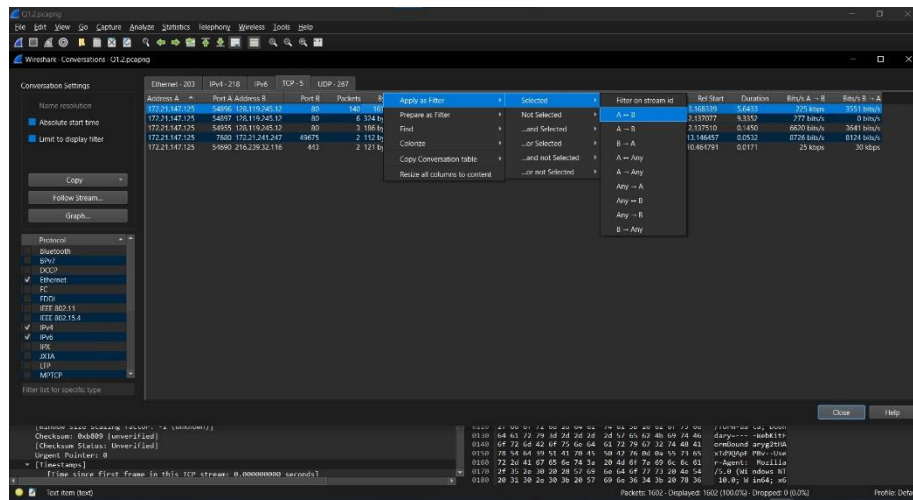


Fig. 10.

## Step 03

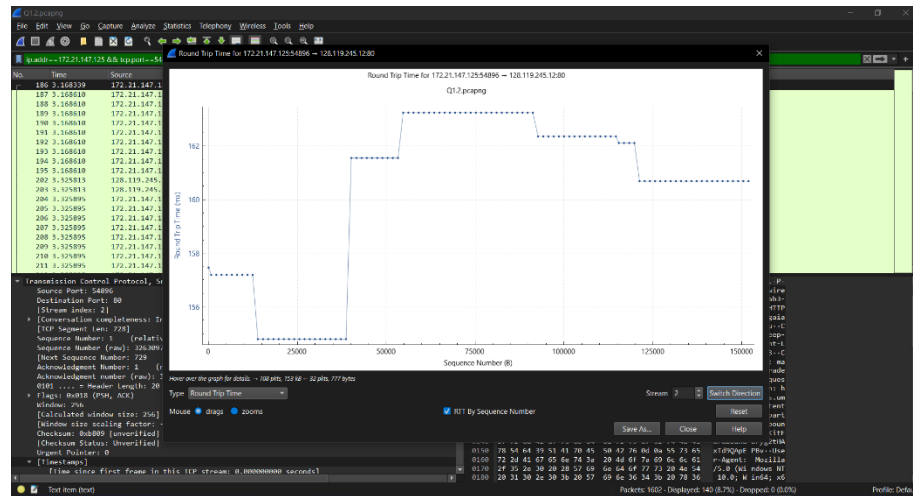


Fig. 11.

Values of RTT Time through the course of TCP communication of a specific server and a client as can be observed from the graph is between 154-164 ms.

Round Trip Time (RTT) refers to the total time it takes for a data packet to travel from a source to a destination and back again.

There exist variations of RTT through the course of TCP connection between a specific server and a client which might be due to several reasons including routing changes, queueing delay, etc.



## Question 03

The TCP header contains essential information such as sequence numbers, flags, etc. These components play crucial roles in facilitating reliable and ordered communication between devices differentiating from UDP.

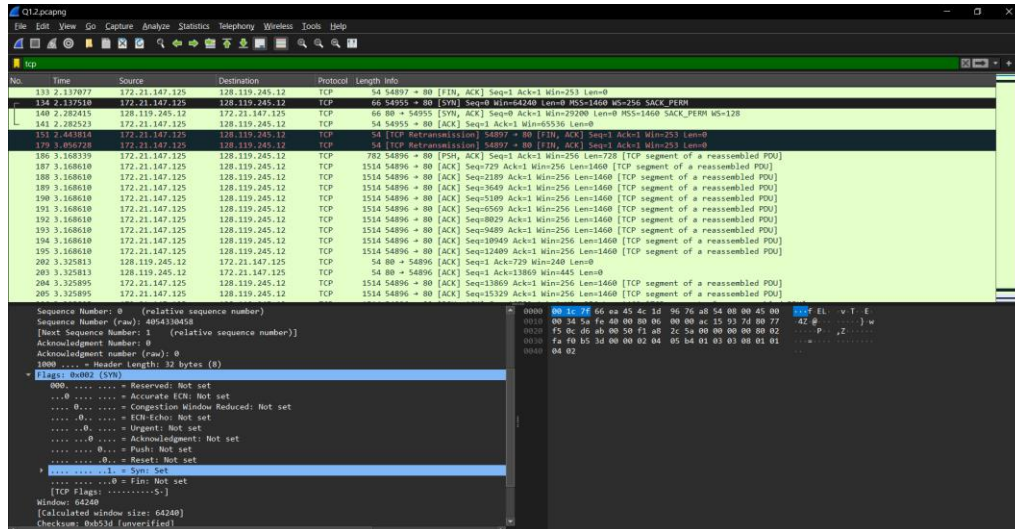


Fig. 12.

## ACK (Acknowledge):

The ACK flag is used to acknowledge the successful receipt of data.

When set, it indicates that the acknowledgment number field is valid, confirming the receipt of the data up to the specified sequence number.

Use in Three-Way Handshake: It is crucial during the three-way handshake process, where the ACK flag is set to acknowledge the receipt of the SYN packet, establishing a connection.

## SYN (Synchronize):

The SYN flag is used to initiate a connection between two devices.

When a device wants to establish a TCP connection, it sends a TCP packet with the SYN flag set. This initiates the three-way handshake process to synchronize sequence numbers and establish a reliable connection.

## PSH (Push):

The PSH flag is used to request immediate data push to the application layer.

When this flag is set, it signals the receiving end to deliver the data to the receiving application as soon as possible without waiting to accumulate more data. It is often used for real-time or interactive applications.

## FIN (Finish):

The FIN flag is used to signal the termination of a TCP connection.

When a device wants to end a connection, it sends a TCP packet with the FIN flag set. This initiates the connection termination process, allowing both sides to release resources and gracefully close the connection.

### Question 04

TCP: Connection-oriented protocol. Before data transfer begins, a three-way handshake is performed to establish a reliable connection between the sender and receiver. This ensures that both parties are ready to exchange data and that they agree on parameters for the communication session.

UDP: Connectionless protocol. No connection setup is required before sending data. Each packet is sent independently of the others, and there is no guarantee of delivery or order of arrival.

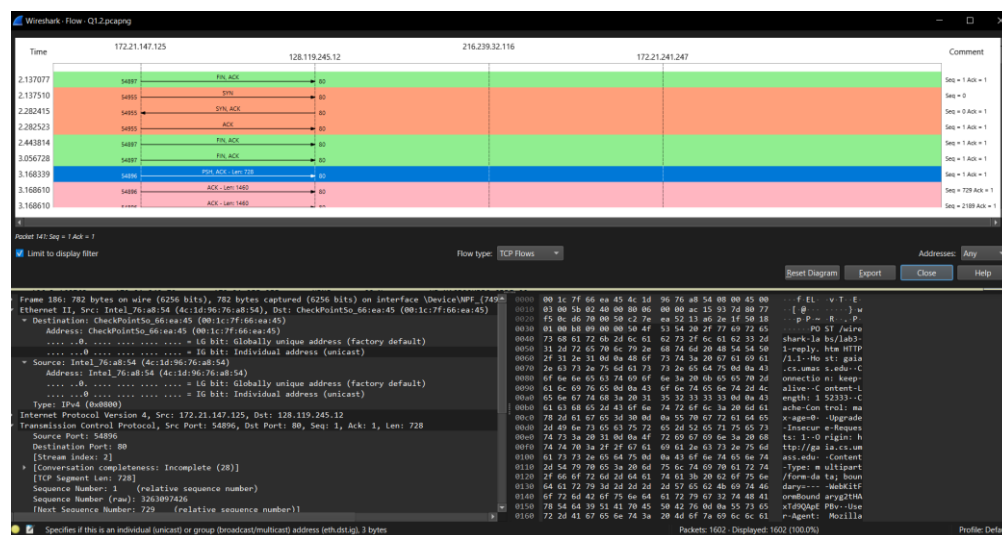


Fig. 13.

The TCP PSH (Push) flag functions as a control signal indicating that the recipient device should promptly deliver the data to the receiving application without buffering. Monitoring packets with the push flag enables the tracking of data intended for transfer to the application layer of the receiver.

Above demonstrated the flow diagram of the transferred data with the TCP Protocol. Selected TCP packet carries the data of the HTTP post request. Three-way handshake can be observed in the flow diagram of the TCP protocol.



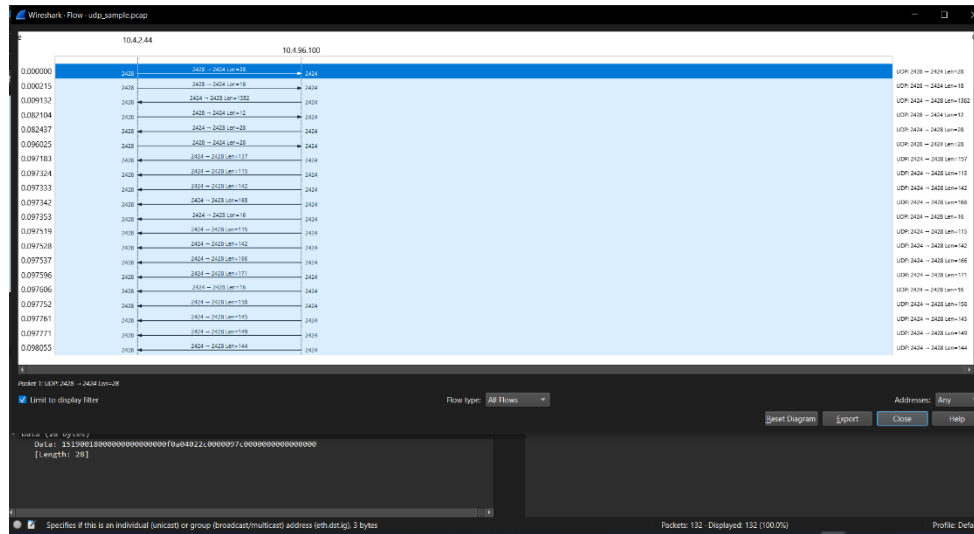


Fig. 14.

Above demonstrated the flow diagram of the transferred data with the UDP Protocol.

## Part 2.1

### Question 01

Client 01 uses TCP protocol and Client 02 uses both TCP and TLS protocols to communicate with the server.

### Question 02

Execution of the Client01, Client02 and Server program snapshots:

Client01:

[illegible]

Fig. 15.

Client02:

```
Type your preferred connection (SSL/TCP): SSL
Successfully connected to localhost on port 9999
server_ack
server_ack
server_ack
server_ack
server_ack
server_ack
server_ack
server_ack
server_ack
server_ack
server_ack
server_ack
server_ack
0.011 sec
```

Fig. 16.

Server:

```
TCP server is up and running on port 6666
SSL server is up and running on port 9999
An TCP connection was established with a client on the address of /127.0.0.1:59280
Client /127.0.0.1:59280 sent : 7
Client /127.0.0.1:59280 sent : 1
Client /127.0.0.1:59280 sent : 9
Client /127.0.0.1:59280 sent : 5
Client /127.0.0.1:59280 sent : 9
Client /127.0.0.1:59280 sent : C
Client /127.0.0.1:59280 sent : 0
Client /127.0.0.1:59280 sent : M
Client /127.0.0.1:59280 sent : P
Client /127.0.0.1:59280 sent : 4
Client /127.0.0.1:59280 sent : 1
Client /127.0.0.1:59280 sent : 6
Closing the connection
```

Fig. 17.

```
An SSL connection was established with a client on the address of /127.0.0.1:59396
Client /127.0.0.1:59396 sent : 7
Client /127.0.0.1:59396 sent : 1
Client /127.0.0.1:59396 sent : 9
Client /127.0.0.1:59396 sent : 5
Client /127.0.0.1:59396 sent : 9
Client /127.0.0.1:59396 sent : C
Client /127.0.0.1:59396 sent : 0
Client /127.0.0.1:59396 sent : M
Client /127.0.0.1:59396 sent : P
Client /127.0.0.1:59396 sent : 4
Client /127.0.0.1:59396 sent : 1
Client /127.0.0.1:59396 sent : 6
Closing the connection
```

Fig. 18.

It is possible to find the sent data within the sent packets when mere TCP protocol is used. Whereas, when TLS protocol is used on the top of the TCP protocol, since the sent data are encrypted, it is not possible to observe via Wireshark.

### Capture of the Client 01 Communication (Unsecure Communication)

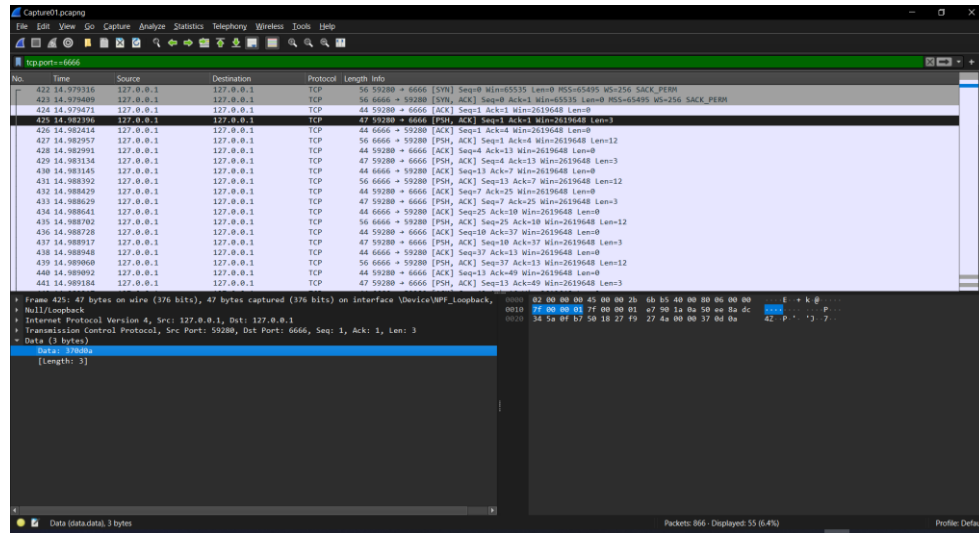


Fig. 19.

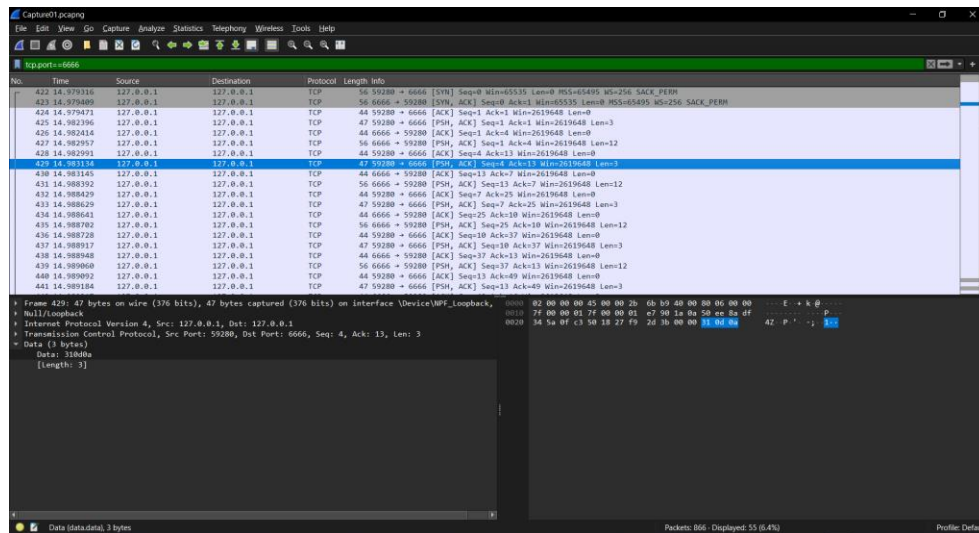


Fig. 20.

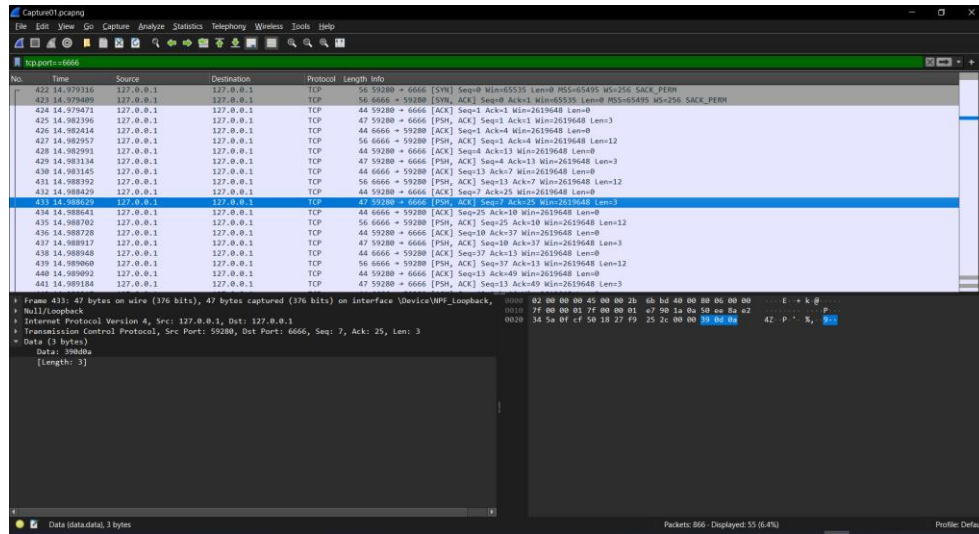


Fig. 21.

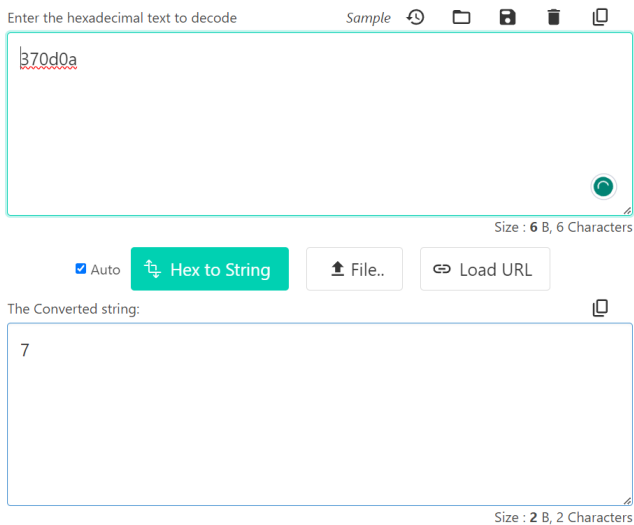


Fig. 22.

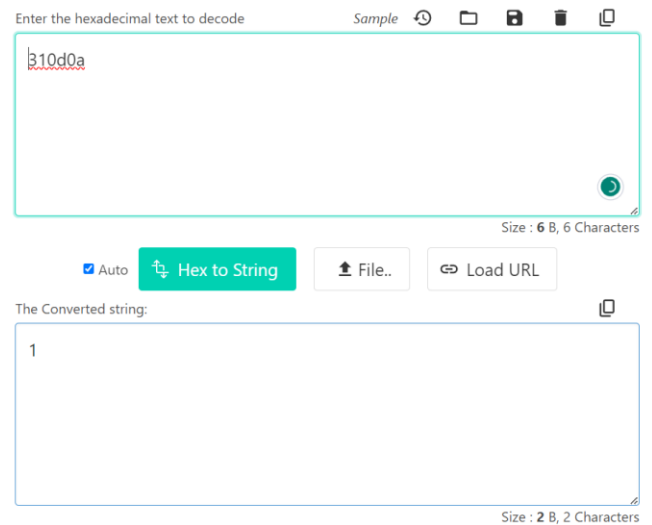


Fig. 23.

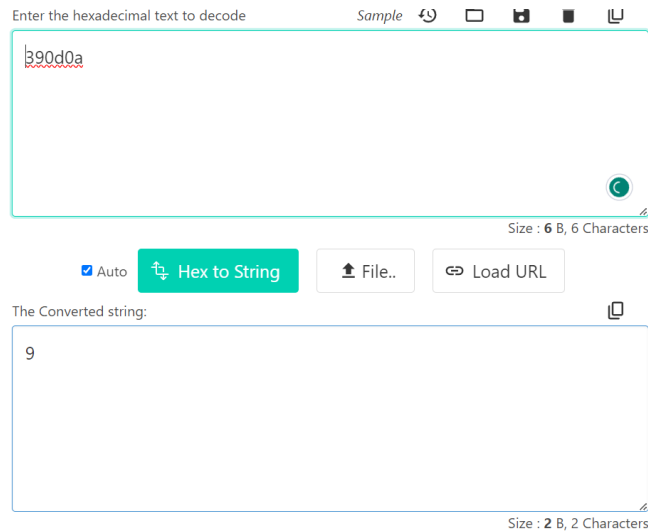


Fig. 24.

### Capture of the Client 02 Communication (Secure Connection)

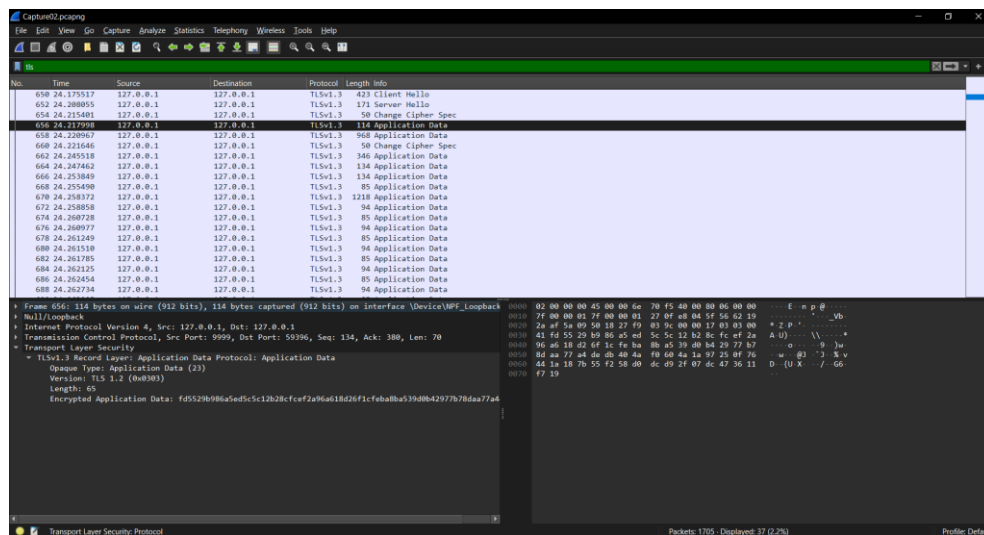


Fig. 25.

### Question 03

The absence of encryption in TCP protocol packets allows for the observation of application data in the hexadecimal format within captured packets of the Client 01 – Server communication. In contrast, the TLS protocol encrypts data transfer, preventing the observation of content in captured packets of the Client 02 – Server communication.

Furthermore, the server-client program design does not include sent client data in the server response. Consequently, it is not possible to observe client data within the server response. Only, the server response the string of "server\_ack", remains observable in the Client 01 – Server communication.

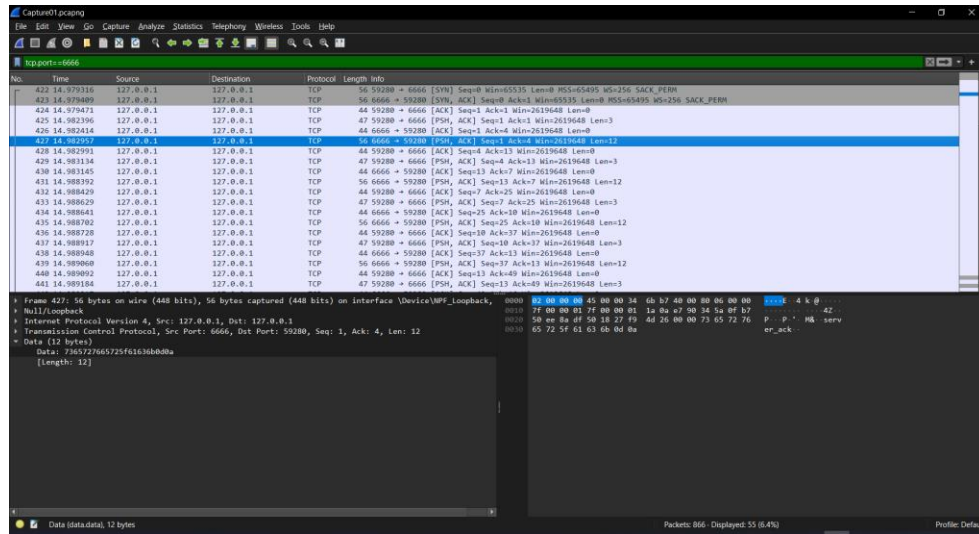


Fig. 26.

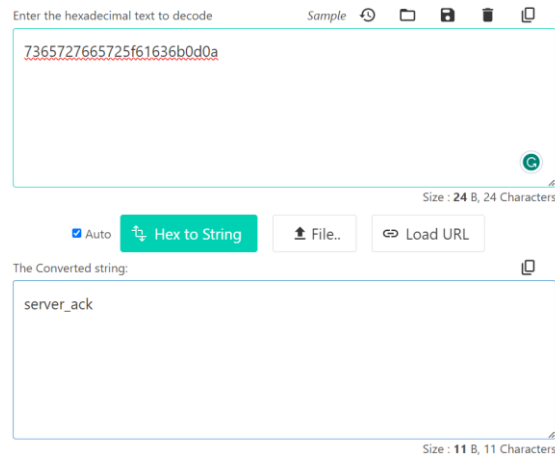


Fig. 27.



## Question 04

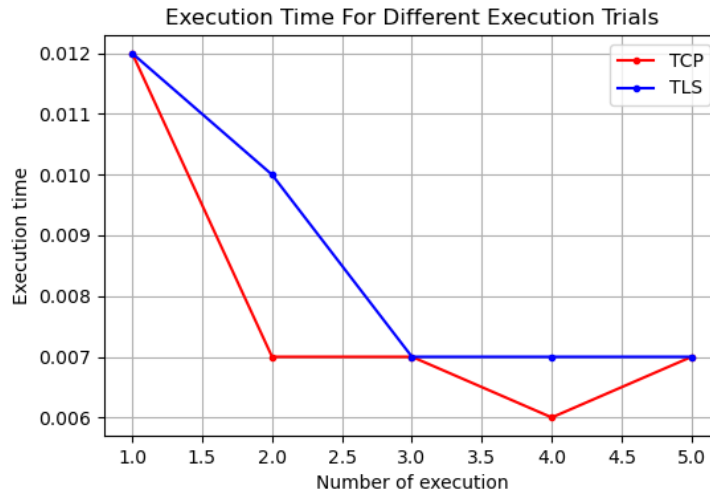


Fig. 28.

The runtime impact of TLS is generally higher compared to TCP alone because of the cryptographic operations involved in securing the communication. The graph constructed from the runtime time cost results of the TCP and TLS protocols of the server-client communication software supports this claim and estimations in terms of time complexity.

## Question 05

In the TLS protocol it is possible to observe “Client Hello” and “Server Hello” packets.

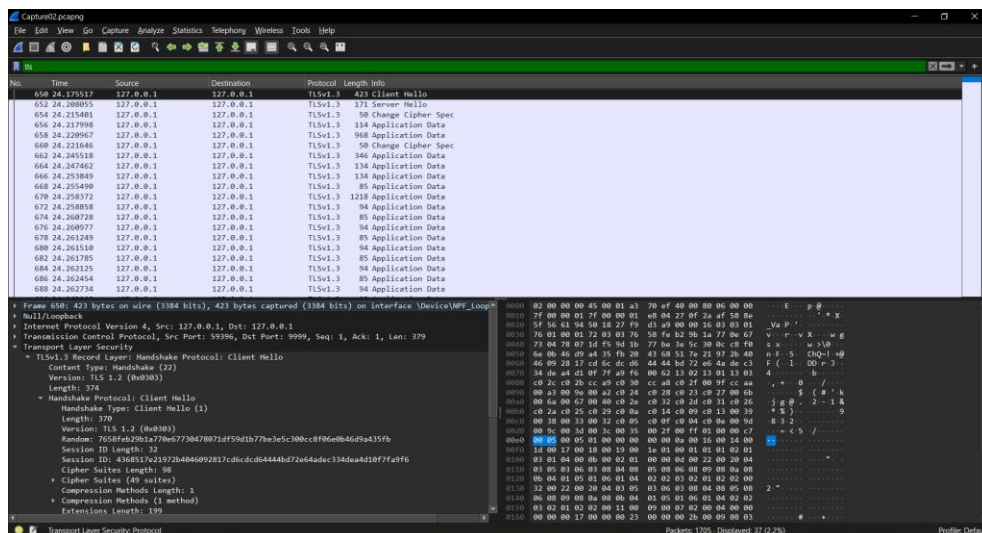


Fig. 29.

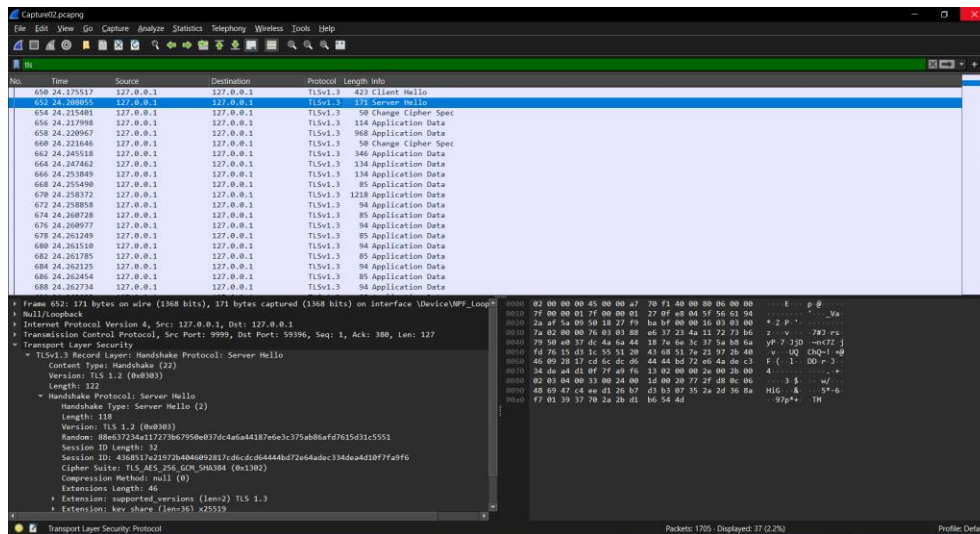


Fig. 30.

The Client Hello packet is sent by the client to the server to initiate the TLS handshake process. It serves as the client's way of expressing its intention to establish a secure connection with the server.

The contents of the Client Hello packet:

**Client Version:** The highest TLS version supported by the client.

**Random Data:** A random value generated by the client, which is used to ensure freshness in the key exchange process.

**Session ID:** An optional field that allows the client to resume a previous session.

**Cipher Suites:** A list of cryptographic algorithms supported by the client, in order of preference.

**Compression Methods:** A list of compression algorithms supported by the client (though compression is rarely used in modern TLS implementations).

The Server Hello packet is sent by the server in response to the Client Hello. It contains the server's acknowledgment of the client's request to establish a secure connection and includes key parameters needed for the encryption process.

The contents of the Server Hello packet:

**Server Version:** The highest TLS version supported by both the client and server (selected from the client's and server's lists).

**Random Data:** A random value generated by the server, similar to the one in the Client Hello.

**Session ID:** An optional field that allows the server to resume a previous session or create a new one.

Cipher Suite: The cryptographic algorithm selected by the server from the client's list, indicating the agreed-upon parameters for securing the communication.

Compression Method: The compression algorithm selected by the server from the client's list (again, compression is rarely used in modern TLS).

Once the Client Hello and Server Hello are exchanged, the TLS handshake continues with the exchange of additional messages, including the server's public key, key exchange parameters, and other necessary information to establish a secure connection. The handshake concludes with both parties having agreed upon a shared secret key, which is then used to encrypt and decrypt the data exchanged during the session.

#### Question 06

The solution involves a feature called session resumption mechanisms. The idea is to allow a client and server to reuse a previously established session's cryptographic parameters, including the server's certificate, for subsequent connections.

The session resumption process typically involves the use of a session identifier, which is negotiated during the initial TLS handshake.

After the initial handshake and successful establishment of a secure connection, the server generates a unique session identifier.

The server sends this session identifier to the client, and the client can use it in subsequent connections to request the reuse of the previously established session.

The client includes the session identifier in its Client Hello message during the handshake, indicating its desire to resume the session.

If the server recognizes the session identifier and agrees to resume the session, the cryptographic parameters (including the server's certificate) from the previous session are reused, saving the overhead of sending the certificate again.

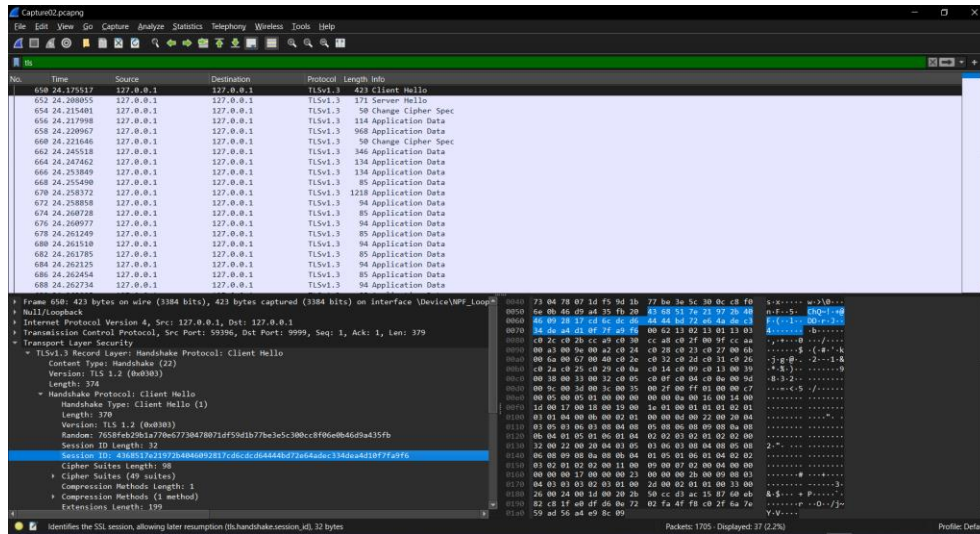


Fig. 31.

## Part 2.2

mykey.cer -> certificate

keystore.jks -> keystore file

cacerts -> trust store file

The password used to generate keystore and trust store is "alp2001".

```
alpku@AlpLegionY540 MINGW64 ~/Desktop
$ keytool -genkey -alias mykey -keyalg RSA -keypass changeit -keystore keystore.jks -storepass alp2001
Warning: Different store and key passwords not supported for PKCS12 KeyStores. Ignoring user-specified -keypass value.
What is your first and last name?
[Unknown]: Alp Kural
What is the name of your organizational unit?
[Unknown]: University
What is the name of your organization?
[Unknown]: Koc University
What is the name of your City or Locality?
[Unknown]: Istanbul
What is the name of your State or Province?
[Unknown]: Turkey
What is the two-letter country code for this unit?
[Unknown]: TR
Is CN=Alp Kural, OU=University, O=Koc University, L=Istanbul, ST=Turkey, C=TR correct?
[no]: yes

Generating 2,048 bit RSA key pair and self-signed certificate (SHA256withRSA) with a validity of 90 days
for: CN=Alp Kural, OU=University, O=Koc University, L=Istanbul, ST=Turkey, C=TR

alpku@AlpLegionY540 MINGW64 ~/Desktop
$ keytool -export -alias mykey -file mykey.cer -keystore keystore.jks -storepass alp2001
Certificate stored in file <mykey.cer>
```

Fig. 32.

```
alpk@AlpLegionY540 MINGW64 ~/Desktop
$ keytool -import -v -trustcacerts -alias mykey -keystore cacerts.jks -storepass alp2001
Warning: Different store and key passwords not supported for PKCS12 KeyStores. Ignoring user-specified -keypass value.
Owner: CN=Alp Kural, OU=University, O=Koc University, L=Istanbul, ST=Turkey, C=TR
Issuer: CN=Alp Kural, OU=University, O=Koc University, L=Istanbul, ST=Turkey, C=TR
Serial number: 9111907126baf595
Valid from: Tue Dec 05 21:33:40 TRT 2023 until: Mon Mar 04 21:33:40 TRT 2024
Certificate fingerprints:
    SHA1: 40:83:6C:97:C9:E6:B5:FB:32:2B:EB:27:1D:EE:51:95:08:B5:19:06
    SHA256: 95:4F:30:F1:BE:B2:1E:11:EB:47:8E:0B:3F:6E:D8:C7:E0:C3:6A:13:55:4C:1F:EF:C9:16:2C:DA:09:B1:14:B8
Signature algorithm name: SHA256withRSA
Subject Public Key Algorithm: 2048-bit RSA key
Version: 3

Extensions:

#1: ObjectId: 2.5.29.14 Criticality=false
SubjectKeyIdentifier [
KeyIdentifier [
0000: C3 FC 32 D5 76 88 DC 67  2B F9 D6 18 80 EB 65 A0  ..2.v..g+.....e.
0010: 84 99 F0 0D                ....
]
]

Trust this certificate? [no]: yes
Certificate was added to keystore
[Storing cacerts.jks]
```

Fig. 33.

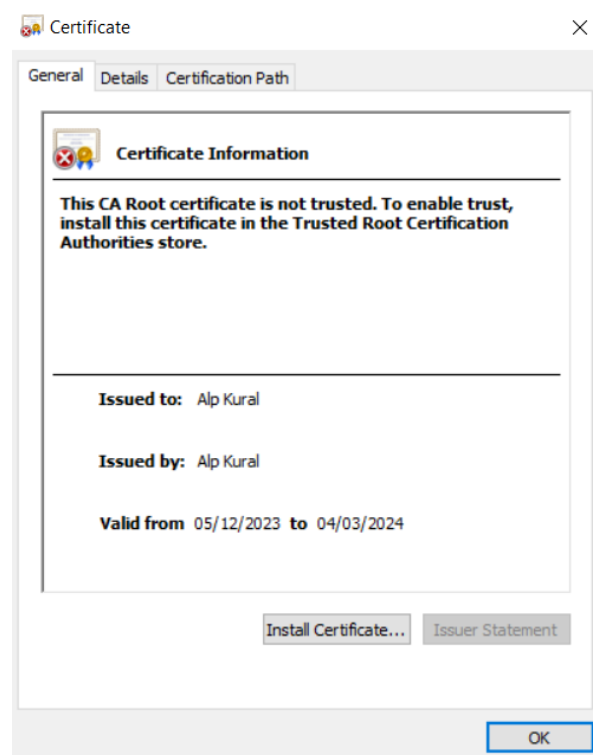


Fig. 34.