WSA 2 – ANSWERS (Orçun BAŞŞİMŞEK / 2098804)

1-) From my packets, I observed that YouTube uses UDP protocol for video streaming. Video streaming process is tolerant about data loss, but this process is also rate sensitive and it needs small delays as much as possible. UDP protocol is connectionless and simply "best effort" protocol for data communication. Thus, UDP meets video streaming requirements far better compared to TCP.

2-) My computer's IP address = 192.168.1.36

YouTube's IP address = 216.58.206.174

ceng.metu.edu.tr's IP address = 144.122.171.44

3-)

Packet Number	Source Port	Destination Port
11762	57961	80
11765	57961	80
11775	57961	80
11778	57962	80
11826	57961	80

4-)

Packet Number (flag)	Sequence Number	Ack Number
11758 (SYN)	0	0
11760 (SYN, ACK)	0	1
11761 (ACK)	1	1

5-)

Packet Number	Sequence Number	Length of Segment
11779	4813	1452 bytes
11780	6265	1452 bytes
11782	7717	1452 bytes
11783	9169	1452 bytes
11785	10621	1452 bytes

6-) When I filtered my all TCP packets, I saw some packets which set RST flag and has "window size" field is equal to 0. Thus, minimum amount of availabile buffer space is 0 while thinking entire trace. Also, I couldn't see any "TCP Window Full" or " TCP ZeroWindow" tagged abnormal packets and, I couldn't find any trace about throttling the sender at inspection. Thus, lack of receiver buffer space never throttle the sender.