



CMPE 472 – Computer Networks

Lab 2: UDP-TCP (3 points)

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Please fill out this given form for your submissions. Attach appropriate screenshots for all questions.

Questions

First 2 questions belong to UDP and will be answered using trace1.

1. Look at packet 1, specify the fields of the UDP header. Explain the Length field, what is the length of UDP payload for your selected packet? (0.75 points).

```
▼ User Datagram Protocol, Src Port: 4270, Dst Port: 161
  Source Port: 4270
  Destination Port: 161
  Length: 58
  Checksum: 0xa138 [unverified]
  [Checksum Status: Unverified]
  [Stream index: 1]
  > [Timestamps]
  UDP payload (50 bytes)
```

Source port, destination port, length, and checksum.

2. What is the protocol number for UDP? Examine packet 1 and 2, describe the relationship between port numbers in the two packets. (0.75 points).

The host's UDP packet's source port and the reply packet's destination port are identical, and vice versa, the reply packet's source port and the host's UDP packet's destination port are identical.

```
▼ User Datagram Protocol, Src Port: 4270, Dst Port: 161
  Source Port: 4270
  Destination Port: 161
  Length: 58
  Checksum: 0xa138 [unverified]
  [Checksum Status: Unverified]
  [Stream index: 1]
  > [Timestamps]
  UDP payload (50 bytes)

    ...0 0000 0000 0000 = fragment
    Time to Live: 128
    Protocol: UDP (17)
```

Trace1 UDP is 0x11 hex, which is 17 in decimal value.

```
▼ User Datagram Protocol, Src Port: 161, Dst Port: 4270
  Source Port: 161
  Destination Port: 4270
  Length: 59
  Checksum: 0x8f32 [unverified]
  [Checksum Status: Unverified]
  [Stream index: 1]
  ...

    ...0 0000 0000 0000 = fragment offset.
    Time to Live: 60
    Protocol: UDP (17)
```

Trace2 UDP is 0x11 hex, which is 17 in decimal value.

Questions 3 and 4 belong to TCP and will be answered using trace2. (You should complete the steps *Capturing a bulk TCP transfer from your computer to a remote server* from pre-lab.)

3. What is the sequence number of the TCP segment containing the HTTP POST command? How many TCP Segments are there in this packet? Observe and explain the relationship between frame number and payloads (*0.75 points*).

```
▼ Transmission Control Protocol, Src Port: 64383, Dst Port: 80, Seq: 152225, Ack: 1, Len: 834
  Source Port: 64383
  Destination Port: 80
  [Stream index: 5]
  [Conversation completeness: Incomplete, DATA (15)]
  [TCP Segment Len: 834]
  Sequence Number: 152225      (relative sequence number)
  Sequence Number (raw): 840782371
  [Next Sequence Number: 153059      (relative sequence number)]
  Acknowledgment Number: 1      (relative ack number)
  Acknowledgment number (raw): 2468248711
  0101 .... = Header Length: 20 bytes (5)
```

TCP segment containing the HTTP POST command. The sequence number of this segment has the value of 834. The data unit used in the network layer is a packet, while the data unit used in the data link layer of the OSI model is a frame.

4. Consider the TCP segment containing the HTTP POST as the first segment in the TCP connection. At what time was each segment sent? When was the ACK for each segment received? Given the difference between when each TCP segment was sent, and when its acknowledgement was received, what is the RTT value for each of the six segments? What is the EstimatedRTT value (see Section 3.5.3, page 242 in text) after the receipt of each ACK? Assume that the value of the EstimatedRTT is equal to the measured RTT for the first segment, and then is computed using the EstimatedRTT equation on page 242 for all subsequent segments (*0.75 points*).

Süre	192.168.1.102	128.119.245.12
0.000000	1161	1161 → 80 [SYN] Seq=0 Win=16384 Len=0 MS... 80
0.023172	1161	80 → 1161 [SYN, ACK] Seq=0 Ack=1 Win=58... 80
0.023265	1161	1161 → 80 [ACK] Seq=1 Ack=1 Win=17520 Le... 80
0.026477	1161	1161 → 80 [PSH, ACK] Seq=1 Ack=1 Win=17... 80
0.041737	1161	1161 → 80 [PSH, ACK] Seq=566 Ack=1 Win=... 80
0.053937	1161	80 → 1161 [ACK] Seq=1 Ack=566 Win=6780 L... 80
0.054026	1161	1161 → 80 [ACK] Seq=2026 Ack=1 Win=1752... 80
0.054690	1161	1161 → 80 [ACK] Seq=3486 Ack=1 Win=1752... 80
0.077294	1161	80 → 1161 [ACK] Seq=1 Ack=2026 Win=8760 ... 80
0.077405	1161	1161 → 80 [ACK] Seq=4946 Ack=1 Win=1752... 80
0.078157	1161	1161 → 80 [ACK] Seq=6406 Ack=1 Win=1752... 80
0.124085	1161	80 → 1161 [ACK] Seq=1 Ack=3486 Win=1168... 80
0.124185	1161	1161 → 80 [PSH, ACK] Seq=7866 Ack=1 Win=... 80
0.169118	1161	80 → 1161 [ACK] Seq=1 Ack=4946 Win=1460... 80
0.217299	1161	80 → 1161 [ACK] Seq=1 Ack=6406 Win=1752... 80
0.267802	1161	80 → 1161 [ACK] Seq=1 Ack=7866 Win=2044... 80
0.304807	1161	80 → 1161 [ACK] Seq=1 Ack=9013 Win=2336... 80
0.305040	1161	1161 → 80 [ACK] Seq=9013 Ack=1 Win=1752... 80
0.305813	1161	1161 → 80 [ACK] Seq=10473 Ack=1 Win=175... 80
0.306692	1161	1161 → 80 [ACK] Seq=11933 Ack=1 Win=175... 80
0.307571	1161	1161 → 80 [ACK] Seq=13393 Ack=1 Win=175... 80
0.308699	1161	1161 → 80 [ACK] Seq=14853 Ack=1 Win=175... 80
0.309553	1161	1161 → 80 [PSH, ACK] Seq=16313 Ack=1 Win=... 80
0.356437	1161	80 → 1161 [ACK] Seq=1 Ack=10473 Win=262... 80
0.400164	1161	80 → 1161 [ACK] Seq=1 Ack=11933 Win=292... 80
0.448613	1161	80 → 1161 [ACK] Seq=1 Ack=13393 Win=321... 80
0.500029	1161	80 → 1161 [ACK] Seq=1 Ack=14853 Win=350... 80
0.545052	1161	80 → 1161 [ACK] Seq=1 Ack=16313 Win=379... 80
0.576417	1161	80 → 1161 [ACK] Seq=1 Ack=17205 Win=379... 80
0.576671	1161	1161 → 80 [ACK] Seq=17205 Ack=1 Win=175... 80
0.577385	1161	1161 → 80 [ACK] Seq=18665 Ack=1 Win=175... 80
0.578329	1161	1161 → 80 [ACK] Seq=20125 Ack=1 Win=175... 80
0.579195	1161	1161 → 80 [ACK] Seq=21585 Ack=1 Win=175... 80
0.580149	1161	1161 → 80 [ACK] Seq=23045 Ack=1 Win=175... 80