

CENG 435

Data Communications and Networking

Fall '2021-2022

Homework 4

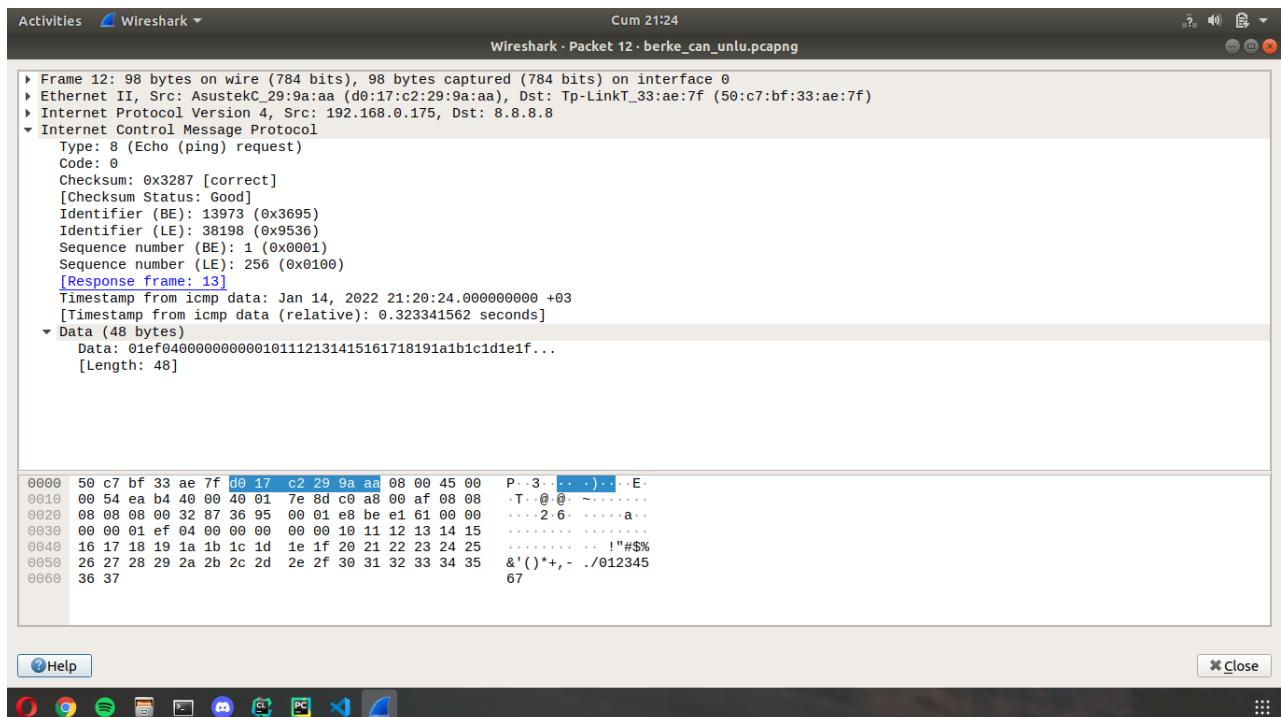
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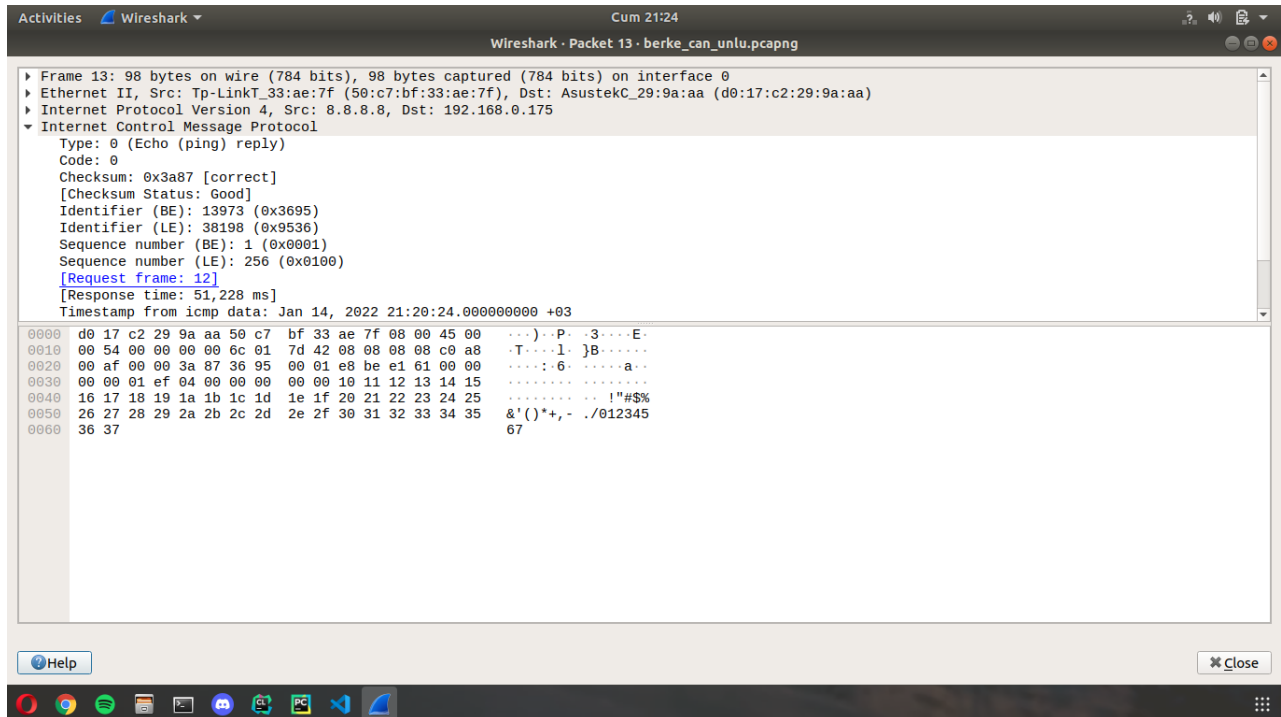
1 ICMP Packet Analysis

1.1 Screenshots of ICMP Request, Reply, and Routing Table

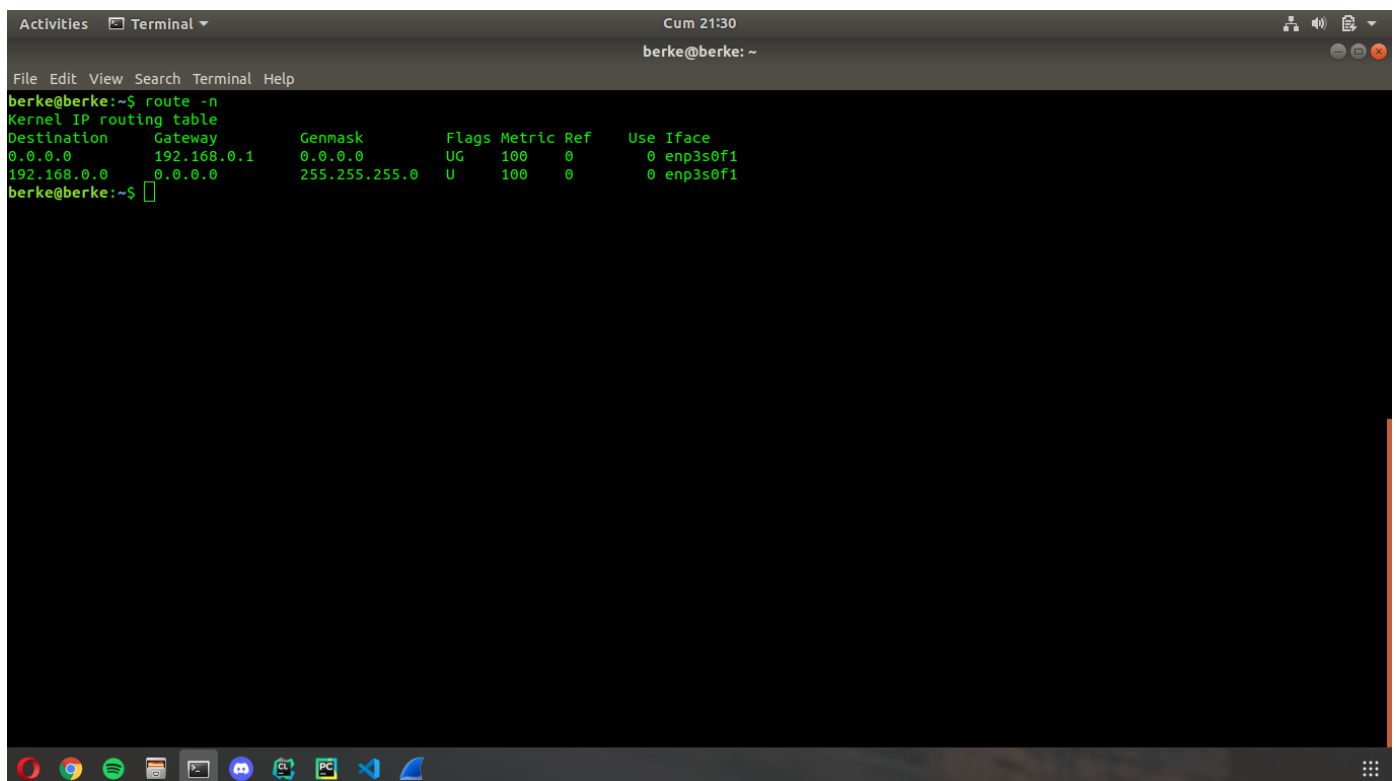
1.1.1 ICMP Request



1.1.2 ICMP Reply



1.1.3 Routing Table

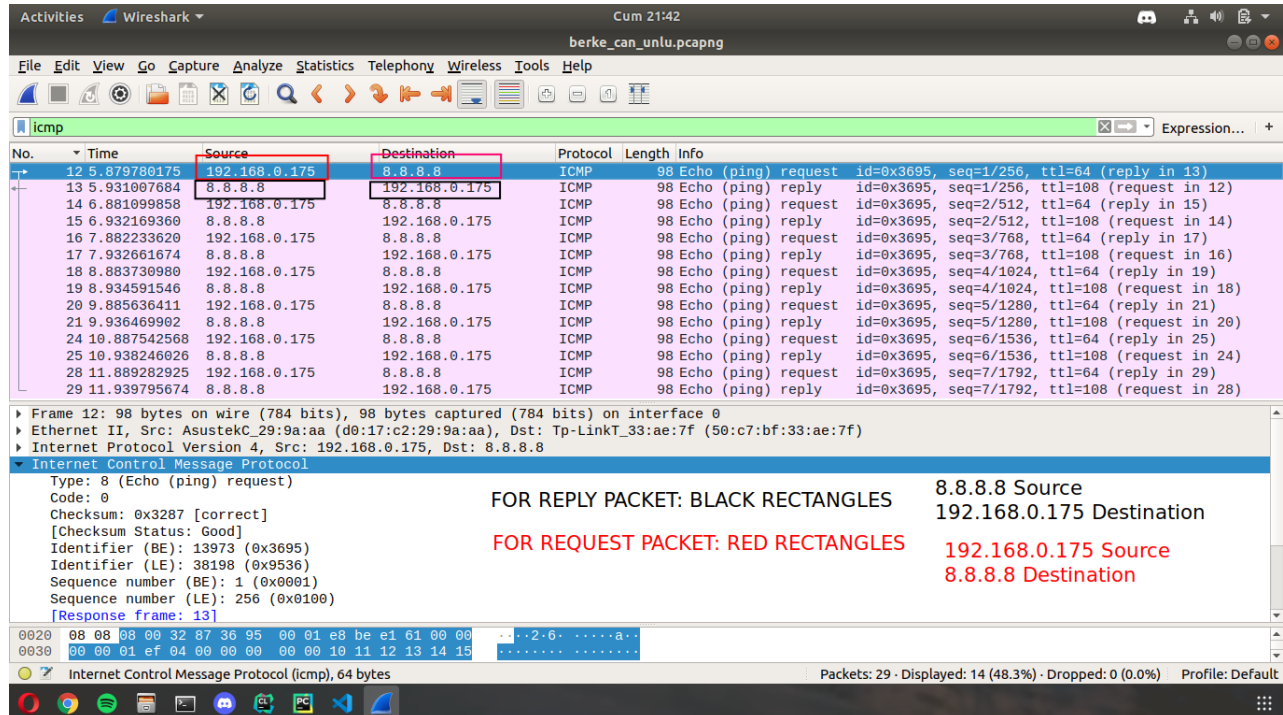


2 Answers

2.1 1)

Source address is 192.168.0.175 and Destination address is 8.8.8.8 for request packets.

Source address is 8.8.8.8 and Destination address is 192.168.0.175 for reply packets.



2.2 2)

There is no port number information in both request and reply packets. ICMP packets does not have port number since it was designed in order to communicate network-layer information between hosts and routers. It was not designed to communicate between application layer processes. It uses type and code instead of port number.¹

¹<https://www.howtouselinux.com/post/icmp-port-number>

2.3 3)

2.3.1 a)

ICMP type occupies the first 1 byte of ICMP message header. The purpose of this field is that it provides a brief explanation regarding the message. It gives information about what the message is for. So, the receiving device understands why it is getting message and how to treat it.²

2.3.2 b)

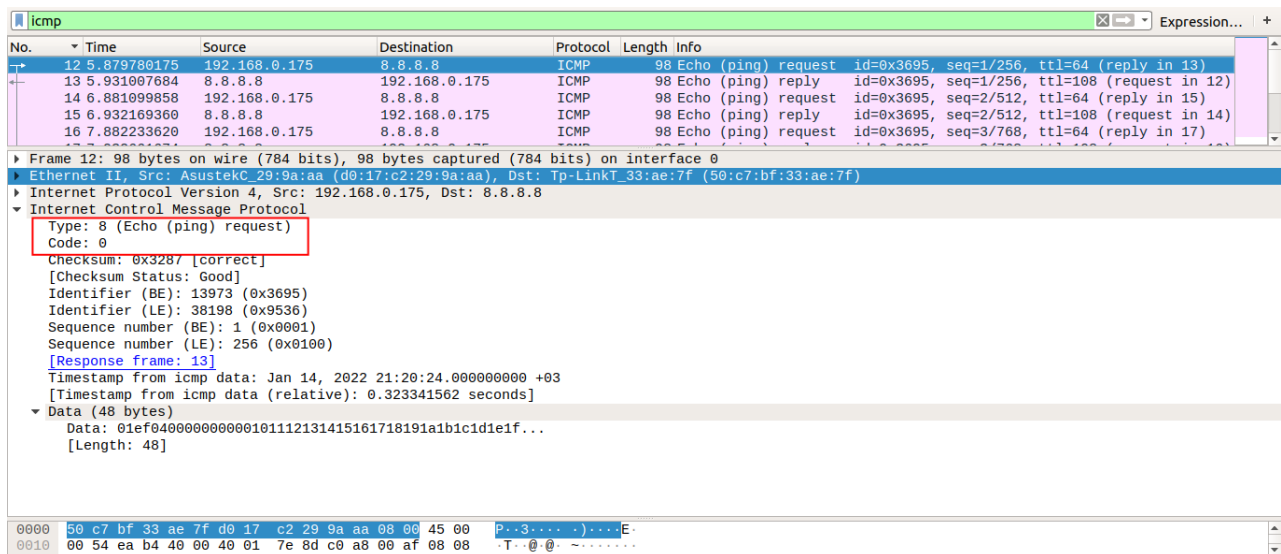
ICMP code occupies the second byte of ICMP message header. The purpose of this field is that it specifies what kind of ICMP message that is sent.³ Every type field has own code fields.

For example, for Type 11 (Time Exceeded), there is 2 codes such that, 0 for Time to Live exceeded in transit, and 1 for Fragment reassembly time exceeded.⁴

2.3.3 c)

I will explain type and code fields for both request packets and reply packets respectively.

In request packet, Type field equals to 8. This indicates that this message was sent for "Echo (ping) request".⁵ Its code is 0 since this type has no code information.



No.	Time	Source	Destination	Protocol	Length	Info
12	5.879780175	192.168.0.175	8.8.8.8	ICMP	98	Echo (ping) request id=0x3695, seq=1/256, ttl=64 (reply in 13)
13	5.931007684	8.8.8.8	192.168.0.175	ICMP	98	Echo (ping) reply id=0x3695, seq=1/256, ttl=108 (request in 12)
14	6.881099858	192.168.0.175	8.8.8.8	ICMP	98	Echo (ping) request id=0x3695, seq=2/512, ttl=64 (reply in 15)
15	6.932169360	8.8.8.8	192.168.0.175	ICMP	98	Echo (ping) reply id=0x3695, seq=2/512, ttl=108 (request in 14)
16	7.882233620	192.168.0.175	8.8.8.8	ICMP	98	Echo (ping) request id=0x3695, seq=3/768, ttl=64 (reply in 17)

Frame 12: 98 bytes on wire (784 bits), 98 bytes captured (784 bits) on interface 0

Ethernet II, Src: AsustekC_29:9a:aa (d0:17:c2:29:9a:aa), Dst: Tp-LinkT_33:ae:7f (50:c7:bf:33:ae:7f)

Internet Protocol Version 4, Src: 192.168.0.175, Dst: 8.8.8.8

Internet Control Message Protocol

Type: 8 (Echo (ping) request)

Code: 0

Checksum: 0x3287 [correct]

[Checksum Status: Good]

Identifier (BE): 13973 (0x3695)

Identifier (LE): 38198 (0x9536)

Sequence number (BE): 1 (0x0001)

Sequence number (LE): 256 (0x0100)

[Response frame: 13]

Timestamp from icmp data: Jan 14, 2022 21:20:24.000000000 +03

[Timestamp from icmp data (relative): 0.323341562 seconds]

Data (48 bytes)

Data: 01ef040000000000101112131415161718191a1b1c1d1e1f...

[Length: 48]

0000 50 c7 bf 33 ae 7f d0 17 c2 29 9a aa 00 45 00 P...3....)...E..

0010 00 54 ea b4 40 00 40 01 7e 8d c0 a8 00 af 08 08 .T...@. ~.....

²<https://www.howtouselinux.com/post/icmp-type>

³<https://networklessons.com/cisco/ccie-routing-switching-written/icmp-internet-control-message-protocol>

⁴<https://www.ibm.com/docs/en/qsip/7.4?topic=applications-icmp-type-code-ids>

⁵<https://www.ibm.com/docs/en/qsip/7.4?topic=applications-icmp-type-code-ids>

In reply packet, Type field equals to 0. This indicates that this message was sent for "Echo (ping) reply".⁶ Its code is 0 since this type has no code information.

No.	Time	Source	Destination	Protocol	Length	Info
12	5.879780175	192.168.0.175	8.8.8.8	ICMP	98	Echo (ping) request id=0x3695, seq=1/256, ttl=64 (reply in 13)
13	5.931097684	8.8.8.8	192.168.0.175	ICMP	98	Echo (ping) reply id=0x3695, seq=1/256, ttl=108 (request in 12)
14	6.881099858	192.168.0.175	8.8.8.8	ICMP	98	Echo (ping) request id=0x3695, seq=2/512, ttl=64 (reply in 15)
15	6.932169360	8.8.8.8	192.168.0.175	ICMP	98	Echo (ping) reply id=0x3695, seq=2/512, ttl=108 (request in 14)
16	7.882233620	192.168.0.175	8.8.8.8	ICMP	98	Echo (ping) request id=0x3695, seq=3/768, ttl=64 (reply in 17)

Frame 13: 98 bytes on wire (784 bits), 98 bytes captured (784 bits) on interface 0

Ethernet II, Src: Tp-LinkT 33:ae:7f (50:c7:bf:33:ae:7f), Dst: AsustekC 29:9a:aa (d0:17:c2:29:9a:aa)

Internet Protocol Version 4, Src: 8.8.8.8, Dst: 192.168.0.175

Internet Control Message Protocol

Type: 0 (Echo (ping) reply)

Code: 0

Checksum: 0x3a87 [correct]

[Checksum Status: Good]

Identifier (BE): 13973 (0x3695)

Identifier (LE): 38198 (0x9536)

Sequence number (BE): 1 (0x0001)

Sequence number (LE): 256 (0x0100)

[Request frame: 12]

[Response time: 51,228 ms]

Timestamp from icmp data: Jan 14, 2022 21:20:24.000000000 +03

[Timestamp from icmp data (relative): 0.374569071 seconds]

Data (48 bytes)

Data: 01ef04000000000000101112131415161718191a1b1c1d1e1f...

[Length: 48]

Echo Request and Echo reply are used to test destination accessibility and status. A host sends an Echo Request and listens for a corresponding Echo Reply. This is most commonly done using the ping command.⁷

2.4 4)

The total number of bytes that were sent is 98.

No.	Time	Source	Destination	Protocol	Length	Info
12	5.879780175	192.168.0.175	8.8.8.8	ICMP	98	Echo (ping) request id=0x3695, seq=1/256, ttl=64 (reply in 13)

Frame 12: 98 bytes on wire (784 bits), 98 bytes captured (784 bits) on interface 0

Ethernet II, Src: AsustekC 29:9a:aa (d0:17:c2:29:9a:aa), Dst: Tp-LinkT 33:ae:7f (50:c7:bf:33:ae:7f)

Internet Protocol Version 4, Src: 192.168.0.175, Dst: 8.8.8.8

0100 = Version: 4

.... 0101 = Header Length: 20 bytes (5)

0000 0000 = Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)

0000 0000 = Differentiated Services Codepoint: Default (0)

.... 0000 = Explicit Congestion Notification: Not ECN-Capable Transport (0)

Total Length: 84

Identification: 0xeab4 (60084)

Flags: 0x4000, Don't fragment

0... .. = Reserved bit: Not set

.1... .. = Don't fragment: Set

..0... .. = More fragments: Not set

...0 0000 0000 0000 = Fragment offset: 0

Time to live: 64

Protocol: ICMP (1)

Header checksum: 0x7e8d [validation disabled]

[Header checksum status: Unverified]

Source: 192.168.0.175

Destination: 8.8.8.8

Internet Control Message Protocol

Type: 8 (Echo (ping) request)

Code: 0

Checksum: 0x7e8d [validation disabled]

[Header checksum status: Unverified]

Source: 192.168.0.175

Destination: 8.8.8.8

Data (48 bytes)

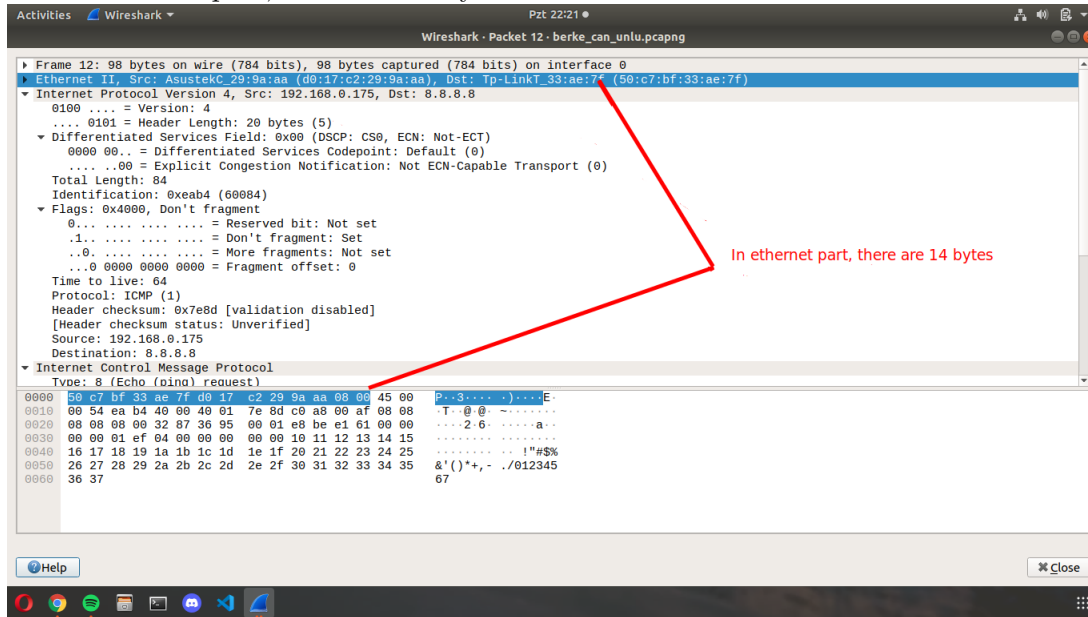
Data: 01ef04000000000000101112131415161718191a1b1c1d1e1f...

[Length: 48]

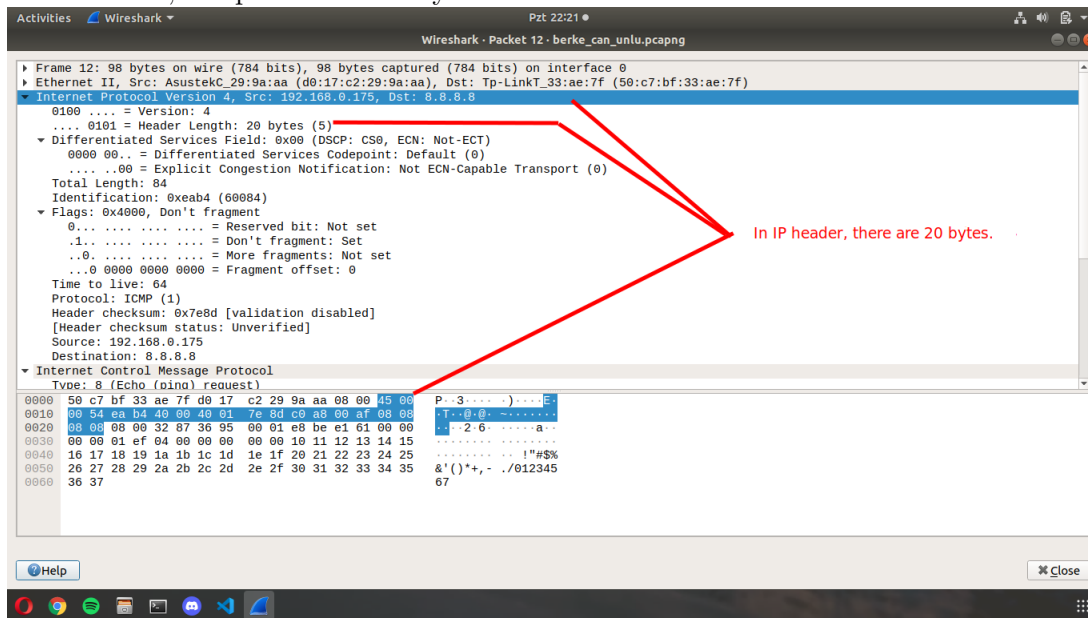
⁶<https://www.ibm.com/docs/en/qsip/7.4?topic=applications-icmp-type-code-ids>

⁷https://docs.sophos.com/esg/enterprise-console/5-5/help/en-us/esg/Enterprise-Console/concepts/Further_information

In Ethernet part, there are 14 bytes.



In IP header, the packet has 20 bytes.



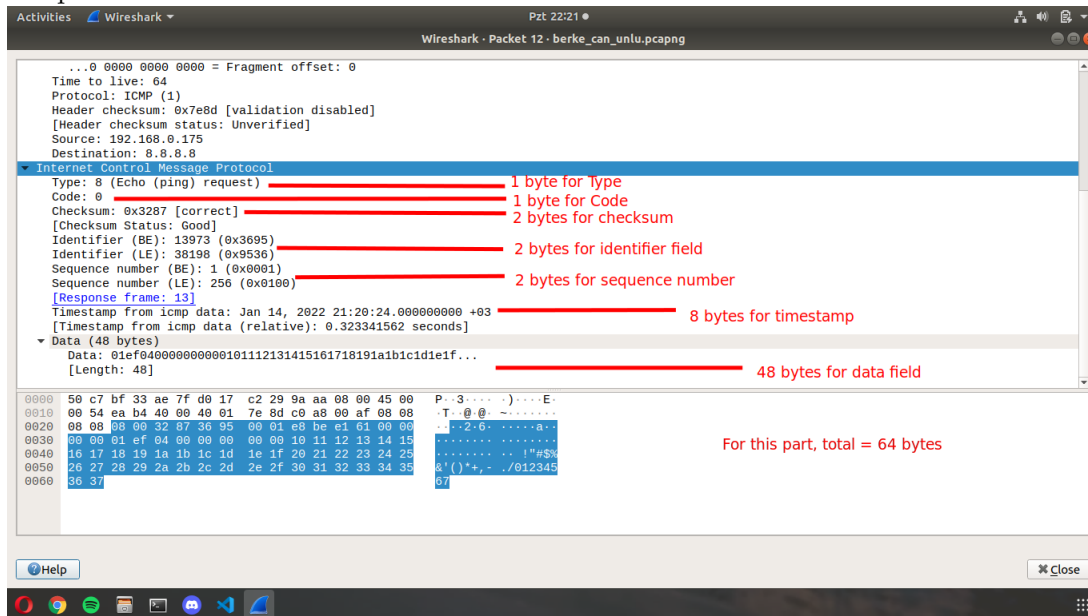
The packet has 1 byte for TYPE, 1 byte for CODE part.

Checksum occupies 2 bytes of the packet.

Identifier field has 2 bytes. Also, sequence number field has 2 bytes as well. Identifier field matches Echo request with Echo reply. Sequence number field increments by one for each Echo request sent. These two numbers are sent back to the Echo issuer in the Echo Reply.⁸ In other words, they are sent in order to help matching the replies with requests.⁹

Timestamp from ICMP data occupies 8 bytes of the packet.

ICMP header is 16 bytes. This header includes: Type, Code, Identifier, Sequence number and timestamp.



And the rest of the packet includes data field. In data field, 48 bytes are used.

Eventually, $Total = Ethernet + IP Header + ICMP Packet = 14 + 20 + 64 = 98$ bytes.

2.5 5)

I should remove the first rule. The Destination column identifies the destination network. The Gateway column identifies the defined gateway for the specified network. The Genmask column shows the netmask for the network.¹⁰ 0.0.0.0 is the default destination. If the destination address is not specified in the routing table, packets will follow this rule since it is default.¹¹ This rule indicates that send packet to destination address "0.0.0.0" with using gateway 192.168.0.1 and genmask "0.0.0.0". If I remove this rule, my machine cannot send any ping request since packets will drop.

In second line, destination is the Local Network since the destination address is "192.168.0.0".

⁸<https://www.rhyshaden.com/icmp.htm>

⁹<http://www.networksorcery.com/enp/protocol/icmp/msg8.htm>

¹⁰<https://www.techrepublic.com/article/understand-the-basics-of-linux-routing/>

¹¹<https://opensource.com/business/16/8/introduction-linux-network-routing>