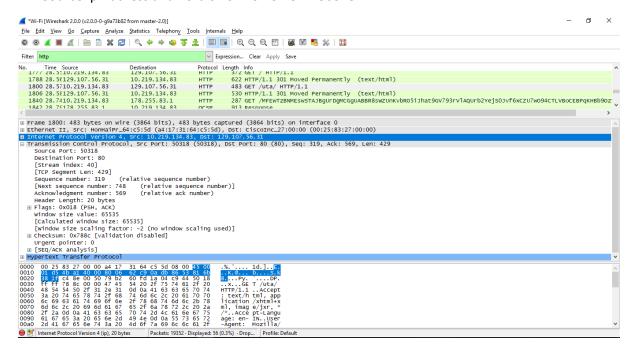
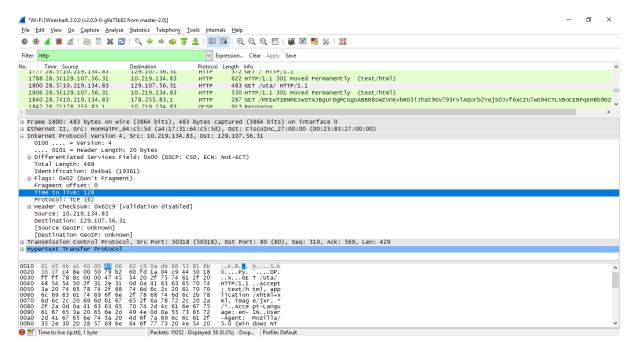
#### **Section 1: HTTP over TCP**

#### **Problem Set 1:**

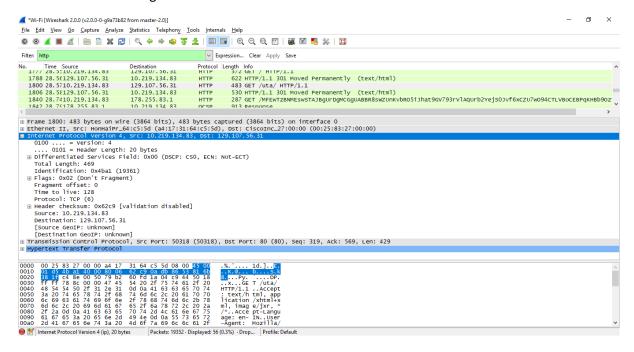
1. Source Ip Address and Port is 10.219.134.82: 50318



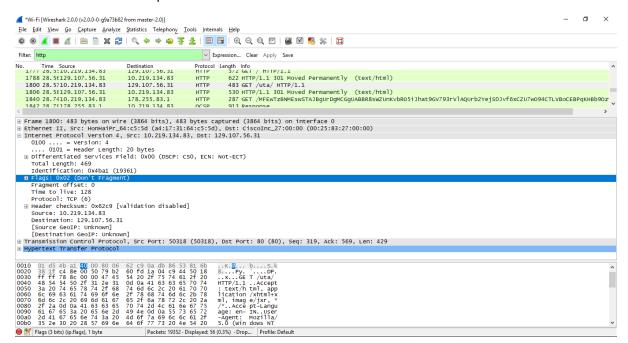
2. TTL Value used in Communication is 128



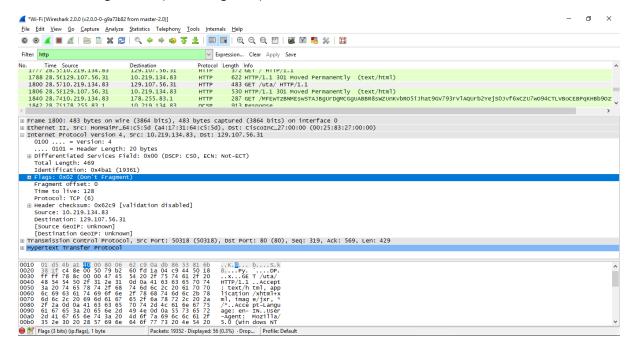
## 3. IPV4 is used During Communication.



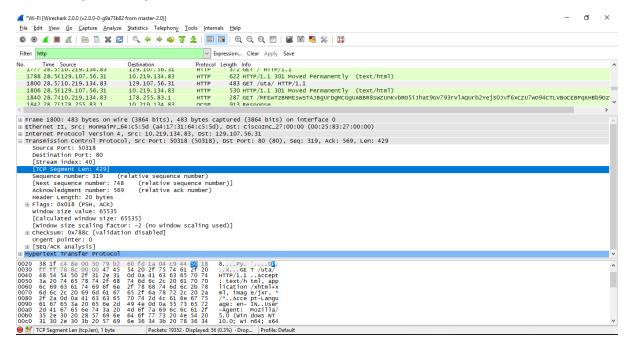
#### 4. No Contain in the Option Field



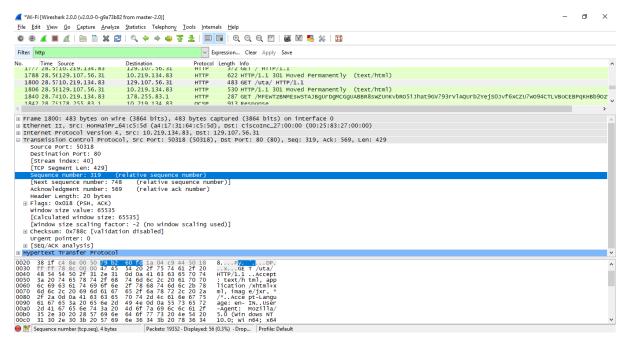
## 5. Packet Fragmented (Don't Fragment)



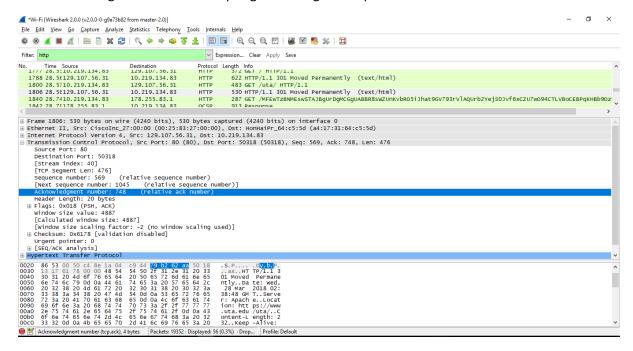
### 6. TCP Segment Length: 429



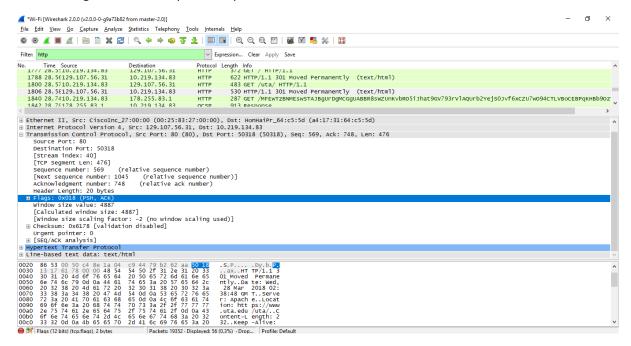
# 7. Sequence Number of TCP Segment is 319



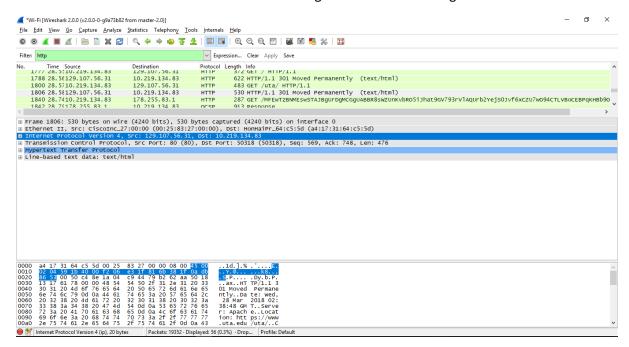
### 8. Acknowledgment Number = Tcp segment Length + sequence Number = 748



## 9. PSH flag is used in this packet capture



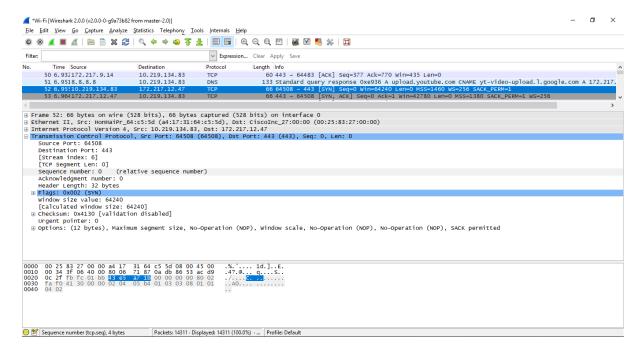
## 10. IP address of UTA.edu = 129.107.56.31 Sending Port No= 80 Receiving Port No. = 50318



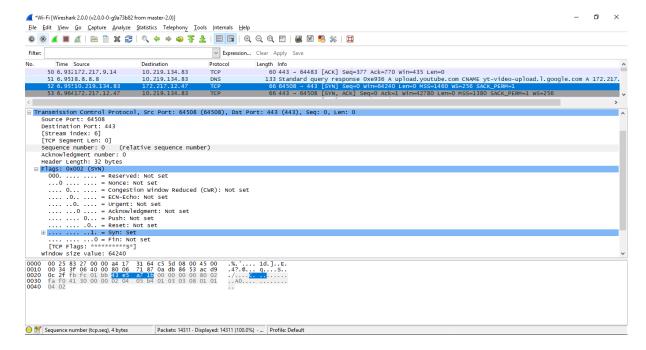
## Section 2: Analysing the Connection Parameters in TCP

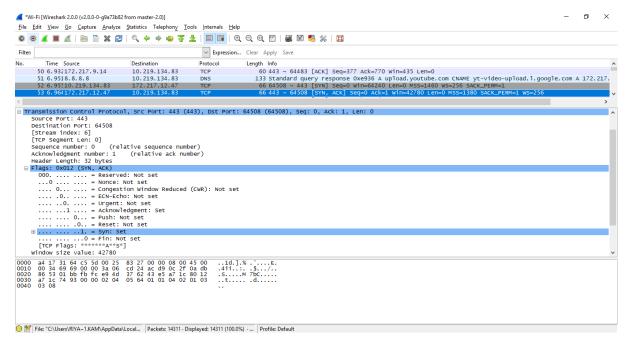
#### **Problem Set 2:**

1. Sequence number of the TCP SYN segment is used to initiate the TCP connection between the client computer and youtube.com is trace to 0. The Aboslute Squence number is 43 e5 a7 1b c...

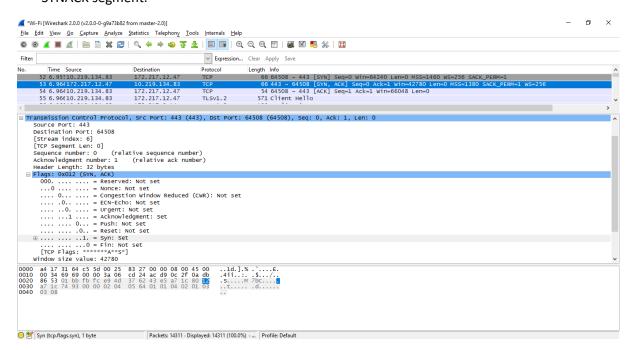


2. The SYN flag is set to 1 and it indicates that this segment is a SYN segment.





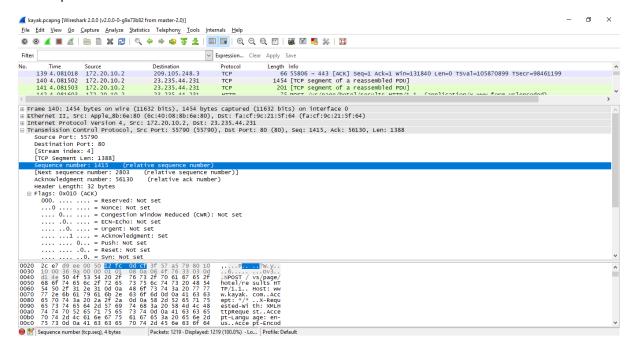
4. The value of the Acknowledgement field (i.e. Acknowledgement number =1) in the SYNACK segment is determined by youtube.com by adding 1 to the initial sequence number of SYN segment(i.e. Sequence number =0) from the client computer. The SYN flag and Acknowledgement flag in the segment are set to 1 and they indicate that this segment is a SYNACK segment.



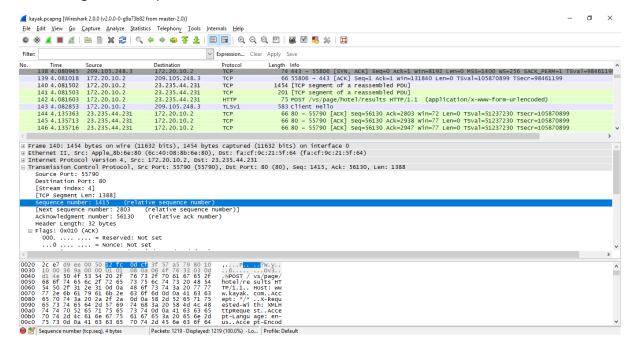
## Section 3: Analysis of the trace provided

Problem Set 3:

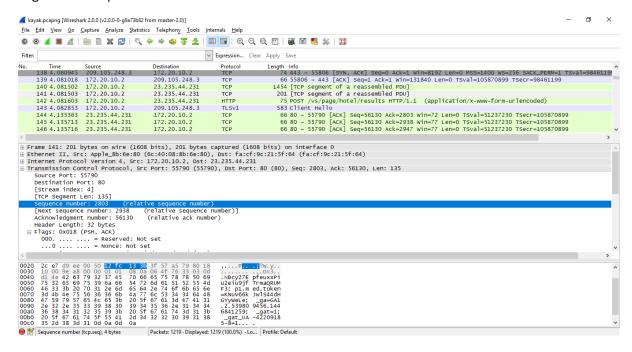
#### 1. Sequence Number is 1415



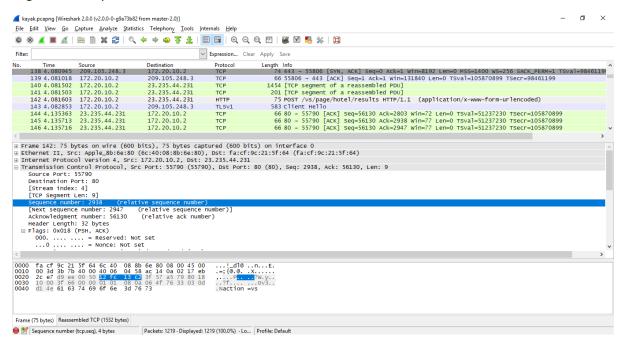
#### 2. i. Segment 1: Sequence Number = 1415



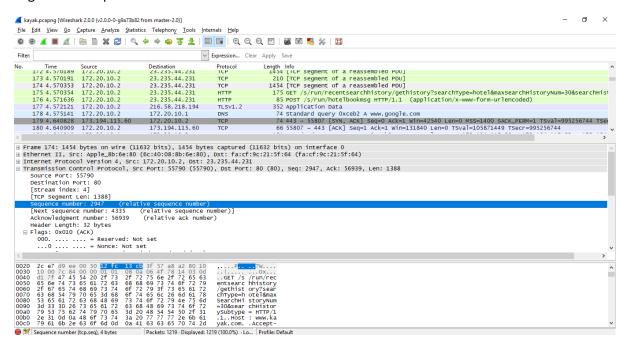
### Segment 2: Sequence Number = 2803

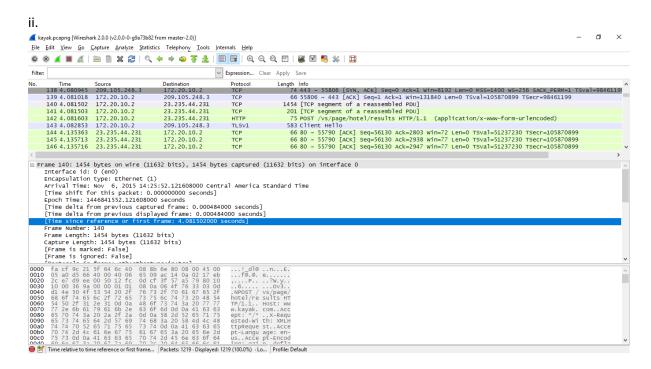


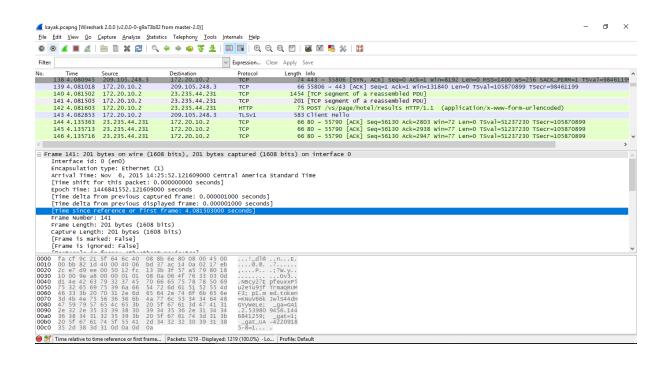
#### Segment 3: Sequence Number = 2938

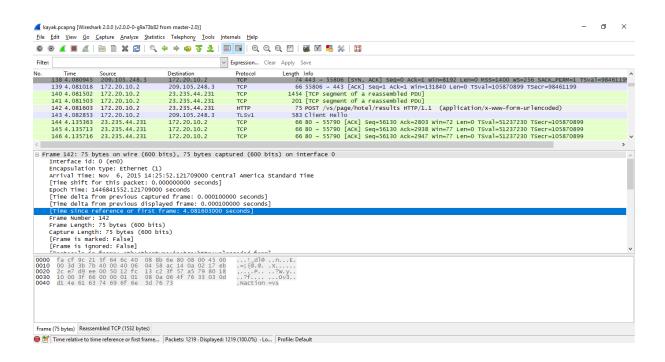


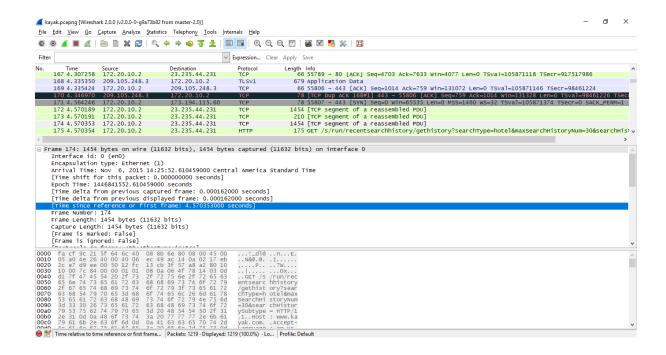
#### Segment 4: Sequence Number = 2947





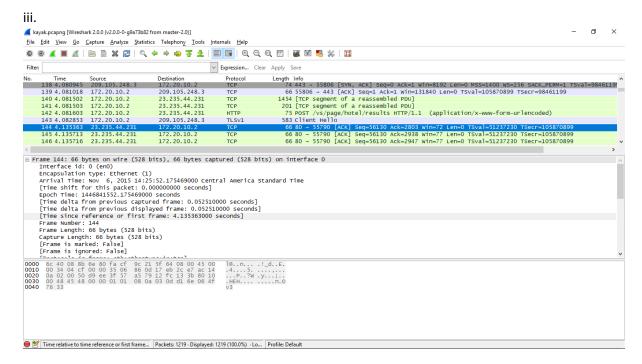






From the above observations in the screenshot, below is the details for the Segment Sent Time:

	Segment 1	Segment 2	Segment 3	Segment 4
Segment Sent Time	4.081502000 sec	4.081503000 sec	4.081603000 sec	4.570353000 sec



\*Above screenshot shows the received time for the 1st Segment only

	Segment 1	Segment 2	Segment 3	Segment 4
Segment Received	4.135363000 sec	4.135713000 sec	4.135716000 sec	4.646868000 sec
Time				

	Segment 1	Segment 2	Segment 3	Segment 4
RTT	0.053861 sec	0.05421 sec	0.054113 sec	0.076515 sec

# - Estimated RTT = 0.875 \* Estimated RTT + 0.125 \* Sample RTT

For Segment 1:

Estimated RTT = RTT for the first segment = 0.053861 sec (Will be used in segment 2)

For Segment 2:

Estimated RTT = 0.875 \* 0.053861 + 0.125 \* 0.05421 = 0.05390 sec (Will be used in segment 3)

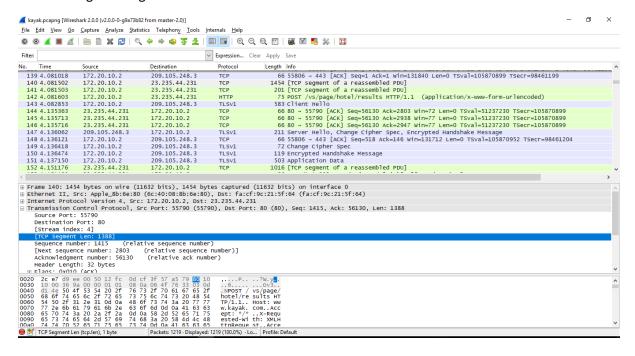
For Segment 3:

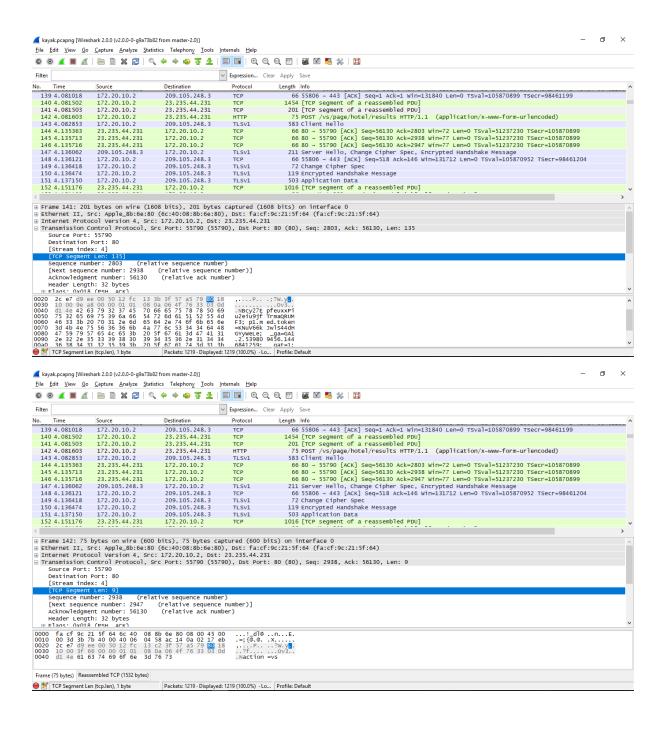
Estimated RTT = 0.875 \* 0.05390 + 0.125 \* 0.054113 = 0.05393 sec (Will be used in segment 4)

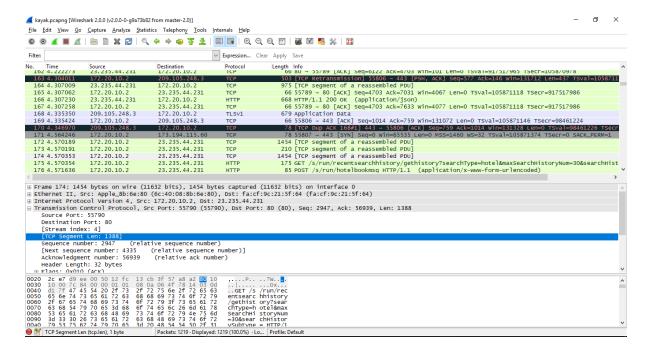
For Segment 4:

Estimated RTT = 0.875 \* 0.05390 + 0.125 \* 0.054113 = 0.05393 sec (Will be used in next segment

## **3.** For Length of Segments:



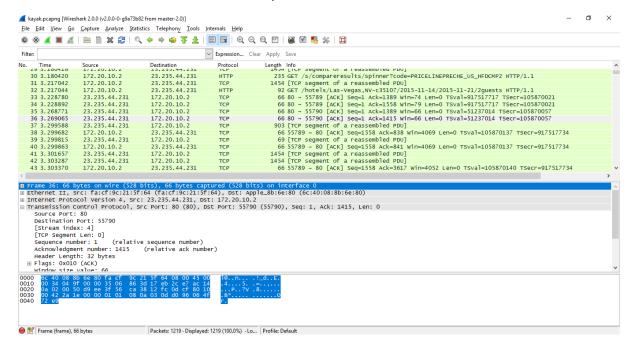




From the above screenshots for the 4 Segments, we can infer the length of the segments

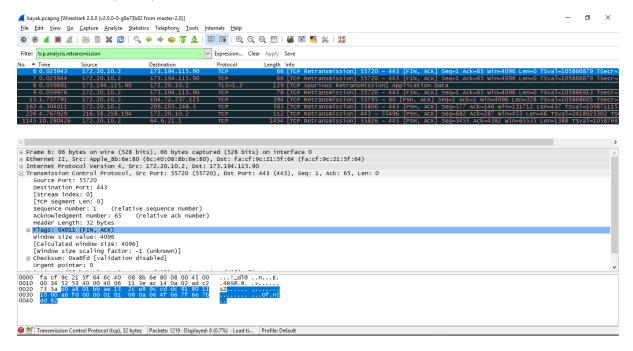
Length of Segment 1: 1388 Length of Segment 2: 135 Length of Segment 3: 9 Length of Segment 4: 1388

4. Minimum amount of available buffer space advertised at the receiver: 66

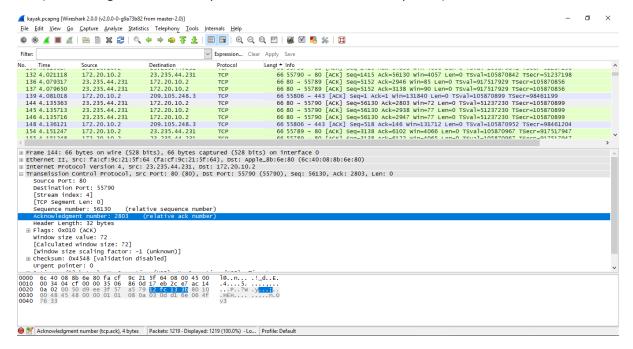


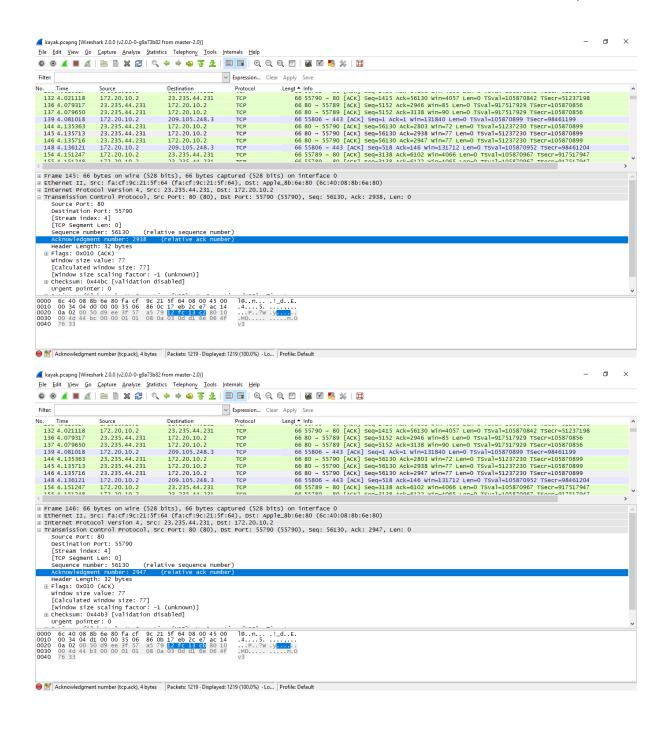
5. No, lack of the receiver buffer space doesn't throttle the sender.

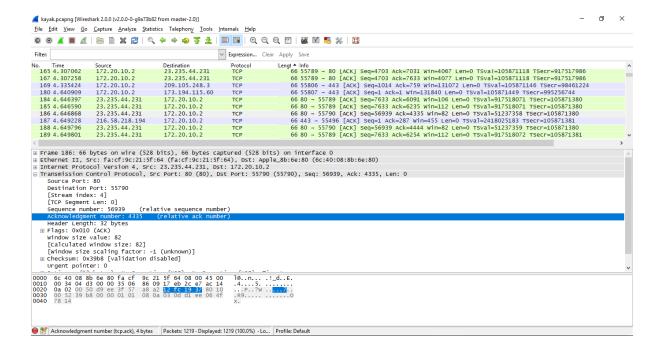
6. Yes, there are 8 retransmitted segments in the trace file. For checking the same, we can apply the filter "tcp.analysis.retransmission" as shown below in the screenshot.



7. For each of the four packets, in order, the data that is acknowledged is: 0,135,9 and 1388. (Subtracting ACK field of 2<sup>nd</sup> packet from the ACK of the first packet)







- **8.** Throughput = (Amount of Data Transmitted/Time Incurred)
  - = (2920) / (0.565366)
  - = 5,164.795 Kb/sec
- **9.** Amount of Data Transmitted can be calculated by subtracting sequence number of the first byte being sent (Packet 140) from the ACK of the last packet (Packet 186)

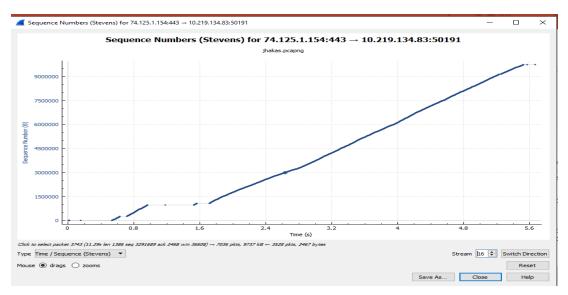
Time Incurred can be calculated by subtracting the time of the first byte that was sent from the time of the last acknowledgement.

i.e. 4.646868 - 4.081502= 0.565366

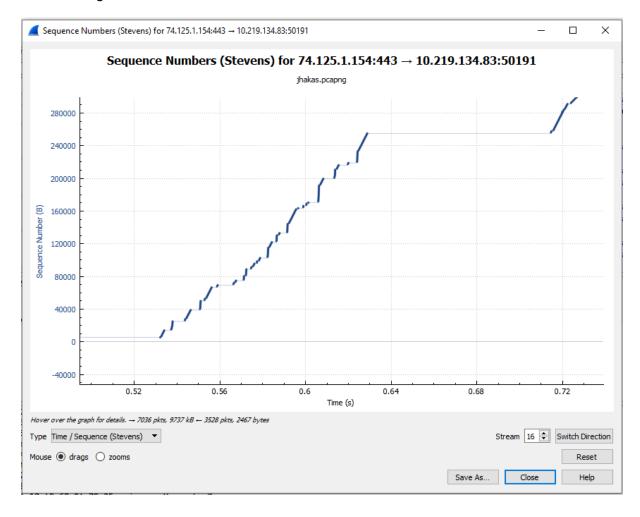
## Section 4: TCP congestion control in action

#### **Problem Set 4:**

1. Slow Start is 0.01 to 0.075



# 2. Congestion avoidance is 0.523



3. Comments on the ways in which the measured data differs from the idealized behavior of TCP that we've studied in the text can be stated as the idealized behavior of TCP depicts that it is one of the best protocol that can handle internet application using congestion control and slow start mechanism. A huge traffic in the network can congest the network and hence TCP should follow some algorithms like AIDM. This technique is applied so as to drop the size of the window and avoid congestion. There can be various problems like retransmission, time delay or loss mostly based on the application to implement it. Slow start also delays the of application start in some cases.