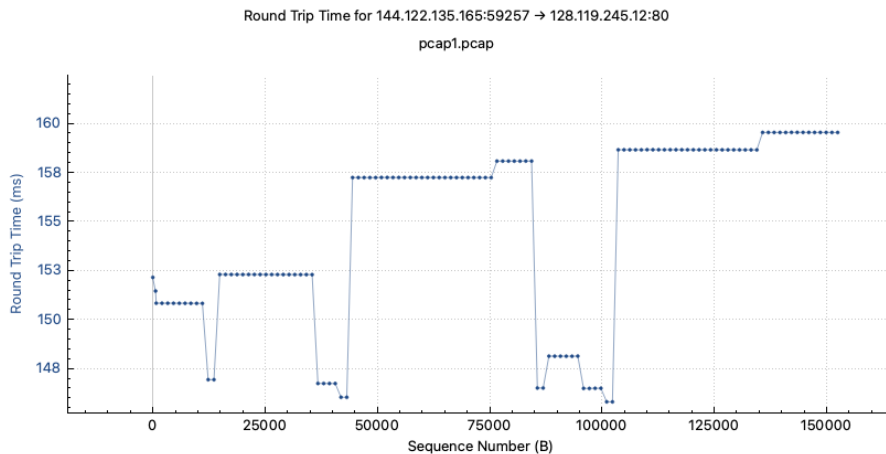


- 6.1 - Arrival Time: Nov 7, 2023 23:43:43.59142000, [Time since reference or first frame: 8.279975000 seconds] (frame 759)
6.2 - Arrival Time: Nov 7, 2023 23:43:43.743561000, [Time since reference or first frame: 8.432116000 seconds] (frame 792-760)
6.3 - 8.432116000-8.280679000=0.151437 (frame 792-760)
6.4 - 8.432125000 - 8.281301000 = 0.150824 (frame 793-761)

6.5 - $\text{EstimatedRTT} = 0.875 * \text{EstimatedRTT} + 0.125 * \text{SampleRTT} = 0.875 * 0.151437 + 0.125 * 0.150824 = 0.151360375$



7 - First segment data $137 + 20(\text{header}) = 157$ bytes (frame 760), the rest 3 are 1286 byte + 20 header = 1306 bytes (frames 761-762-763)

8.1 - same for all [Calculated window size: 262144]

8.2 - No. The receiver advertised window is always larger than the amount of buffering needed for more than twenty 1500 byte segments.

9.1 - No.

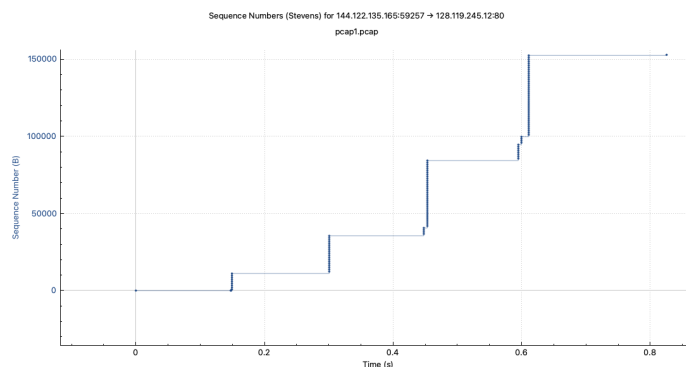
9.2 - I checked the sequence numbers for segments sent from the client to gaia.cs.umass.edu and found that they were all increasing, with no repeats.

10.1 - 616, 137, 1286, 1286, 1286 (rest is same)

10.2 - After the first ACK every remaining ACK acknowledges two segments' worth of payload data

Acknowledgment number (raw): 863940782
 0101 = Header Length: 20 bytes (5)
 > Flags: 0x018 (PSH, ACK)
 Window: 4096
 [Calculated window size: 262144]
 [Window size scaling factor: 64]
 Checksum: 0x6777 [unverified]
 [Checksum Status: Unverified]
 Urgent Pointer: 0
 > [Timestamps]
 > [SEQ/ACK analysis]
 TCP payload (137 bytes)
 (reassembled from 2 segments)

792	8.432116	128.119.245.12	144.122.135.165	TCP	56	80 → 59257 [ACK]	Seq=1 Ack=616 Win=30464 Len=0
793	8.432125	128.119.245.12	144.122.135.165	TCP	56	80 → 59257 [ACK]	Seq=1 Ack=753 Win=31744 Len=0
794	8.432127	128.119.245.12	144.122.135.165	TCP	56	80 → 59257 [ACK]	Seq=1 Ack=11041 Win=52352 Len=0
795	8.432128	128.119.245.12	144.122.135.165	TCP	56	80 → 59257 [ACK]	Seq=1 Ack=12327 Win=55168 Len=0
796	8.432575	144.122.135.165	128.119.245.12	TCP	1340	59257 → 80 [ACK]	Seq=12327 Ack=1 Win=262144 Len=1286



759	8.279975	144.122.135.165	128.119.245.12	TCP	669	59257 → 80 [PSH, ACK]	Seq=1 Ack=1 Win=262144 Len=615 [TCP segment of a reassembled
760	8.280679	144.122.135.165	128.119.245.12	TCP	191	59257 → 80 [PSH, ACK]	Seq=616 Ack=1 Win=262144 Len=137 [TCP segment of a reassembled
761	8.281301	144.122.135.165	128.119.245.12	TCP	1340	59257 → 80 [ACK]	Seq=753 Ack=1 Win=262144 Len=1286 [TCP segment of a reassembled
762	8.281303	144.122.135.165	128.119.245.12	TCP	1340	59257 → 80 [ACK]	Seq=2039 Ack=1 Win=262144 Len=1286 [TCP segment of a reassembled
763	8.281303	144.122.135.165	128.119.245.12	TCP	1340	59257 → 80 [ACK]	Seq=3325 Ack=1 Win=262144 Len=1286 [TCP segment of a reassembled
764	8.281304	144.122.135.165	128.119.245.12	TCP	1340	59257 → 80 [ACK]	Seq=4611 Ack=1 Win=262144 Len=1286 [TCP segment of a reassembled
765	8.281305	144.122.135.165	128.119.245.12	TCP	1340	59257 → 80 [ACK]	Seq=5897 Ack=1 Win=262144 Len=1286 [TCP segment of a reassembled
766	8.281306	144.122.135.165	128.119.245.12	TCP	1340	59257 → 80 [ACK]	Seq=7183 Ack=1 Win=262144 Len=1286 [TCP segment of a reassembled

11.1 - last acknowledged sequence number = 152937 means 152937 bytes were acknowledged =
 $152937 * 8 \text{ bits} = 1223496 \text{ bits} = 1.223496 = \text{Mbits}$

whole transmission time = $8.957328000(\text{last}) - 8.280679000(\text{first}) = 0.676649$

$1.223496 \text{ Mbits} / 0.676649 \text{ seconds} = 1.8081693 \text{ Mbps}$

11.2 - I figured out how many bytes were transferred during the amount of time between when the client sent the first segment containing the first bytes of data in alice.txt and when the last segment in the connection containing the last bytes of data in alice.txt was sent.

12- we can take the average $0.01 / 4 = 0.0025$