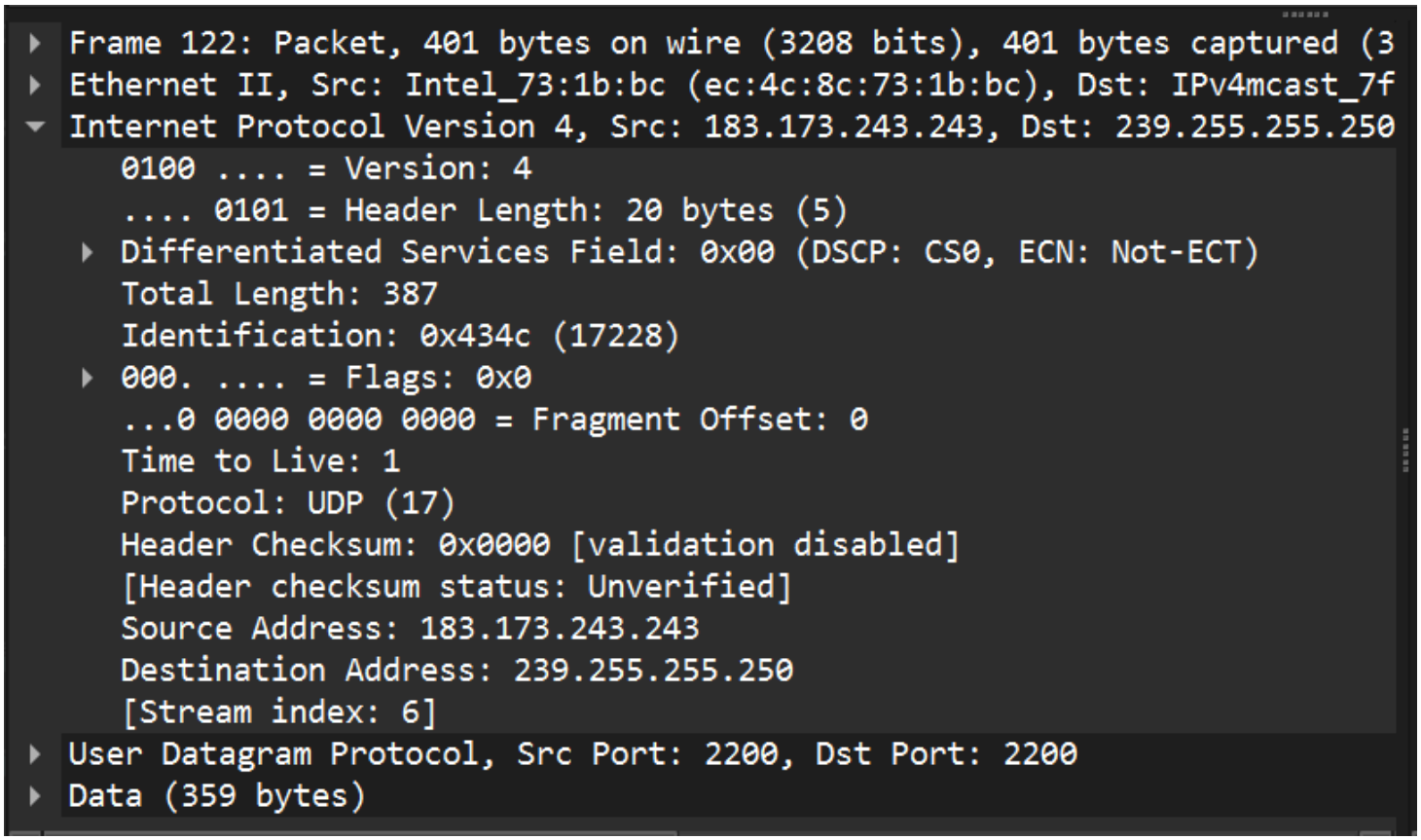
Wireshark 抓包实验报告

实验 1：观察 UDP 消息

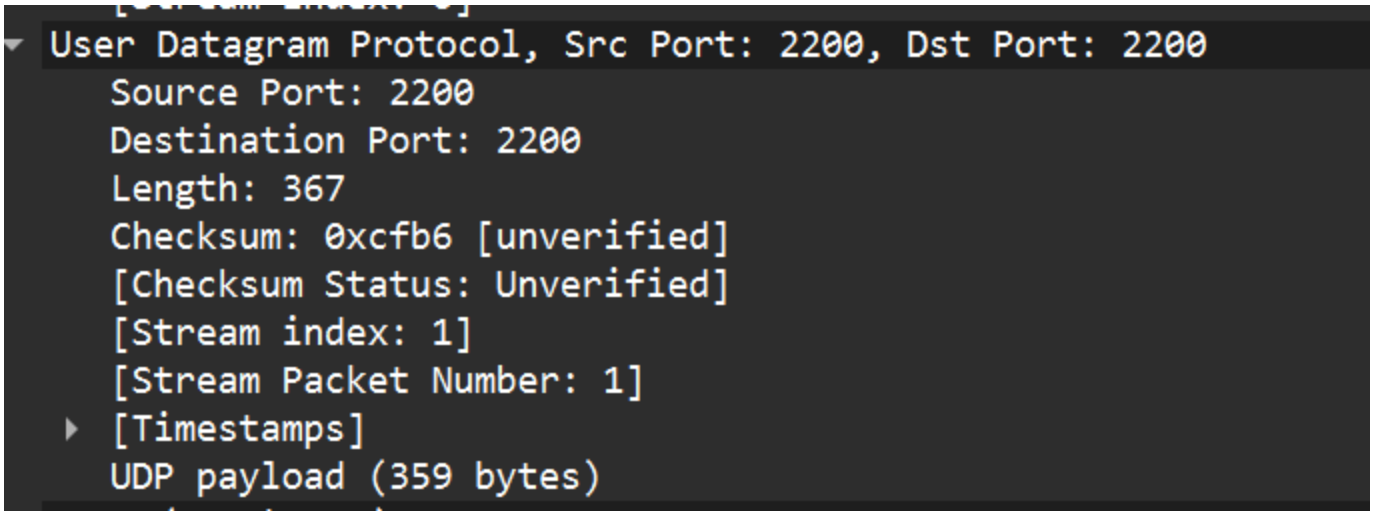
(1) UDP 数据包在 IP 层的类型编号

在 IP 数据报的首部中，“Protocol”字段标识了上层协议类型。对于 UDP 协议，其协议编号为 17（十六进制为 `0x11`）。



(2) UDP 数据包头字段依次是?

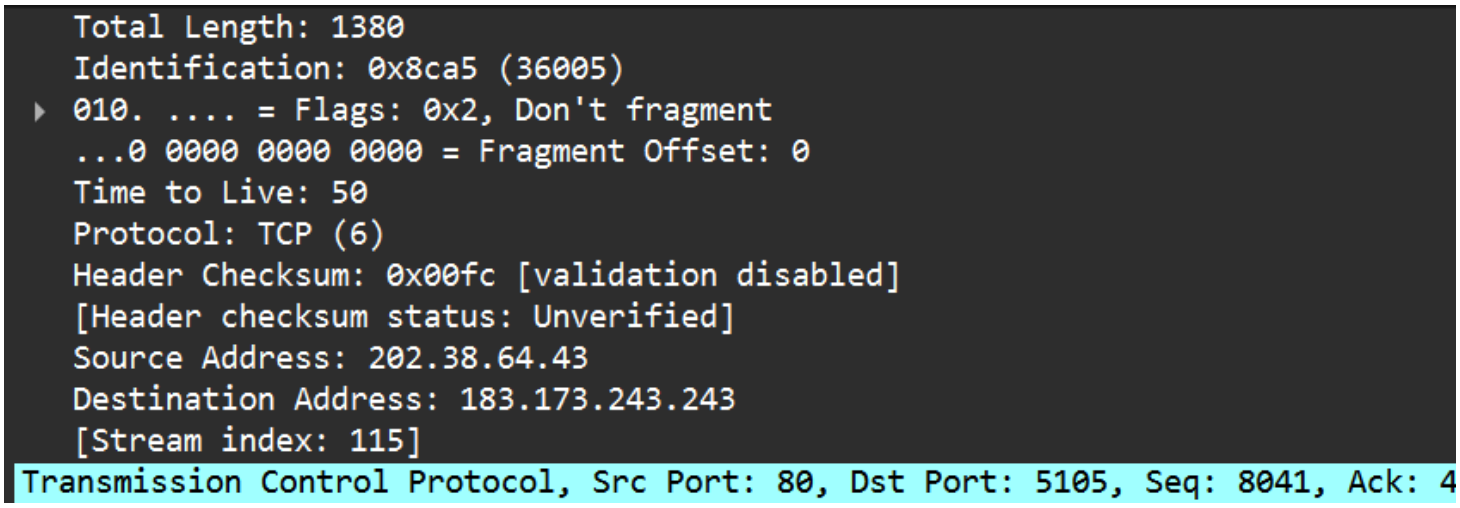
UDP 首部共有 8 个字节，字段依次为：源端口号 (Source Port)、目的端口号 (Destination Port)、长度 (Length) 以及校验和 (Checksum)。



实验 2：观察 TCP 消息

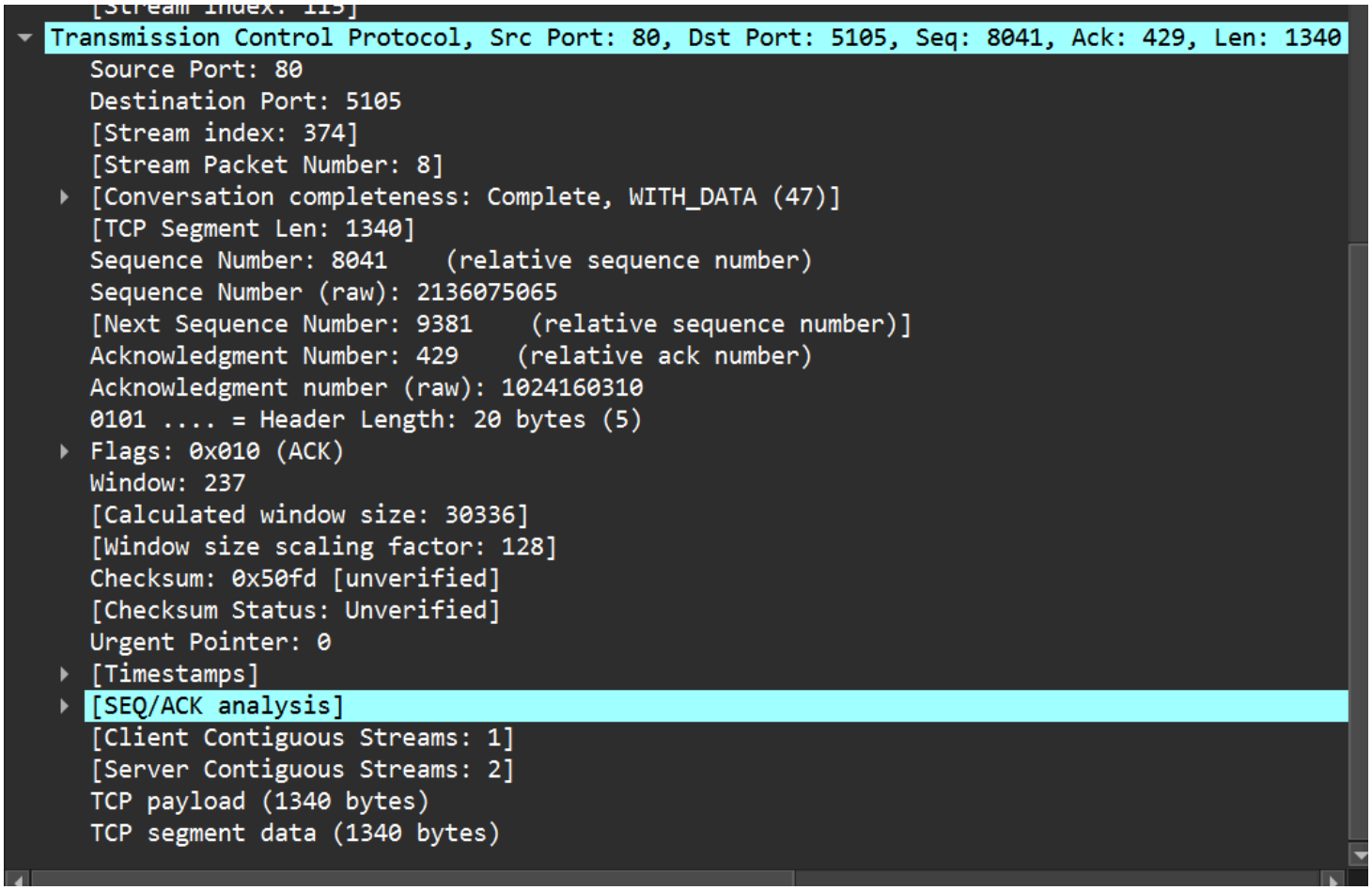
(1) TCP 数据包在 IP 层的类型编号

在 IP 数据报首部的“Protocol”字段中，TCP 协议的类型编号为 6。



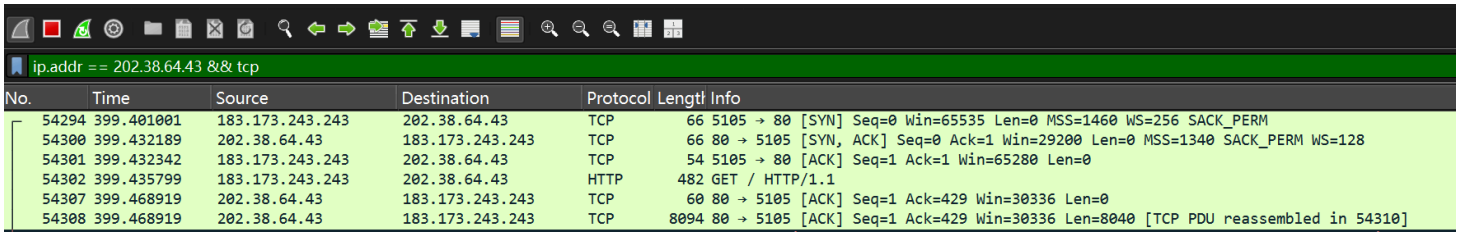
(2) TCP 数据包头字段依次是?

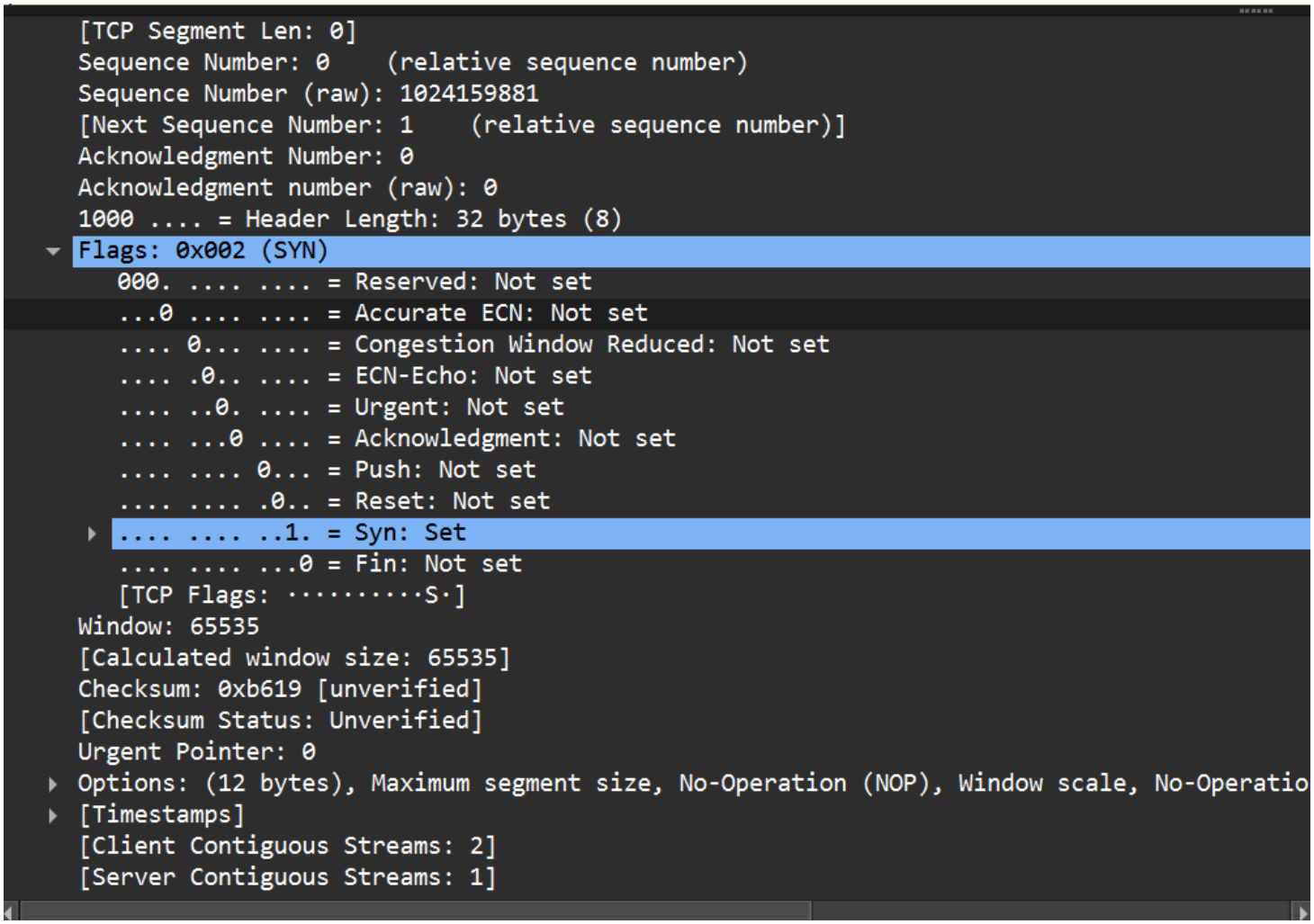
TCP 首部包含：源端口、目的端口、序列号、确认号、数据偏移、保留位、控制标志位（URG/ACK/PSH/RST/SYN/FIN）、窗口大小、校验和、紧急指针以及可选的选项字段。

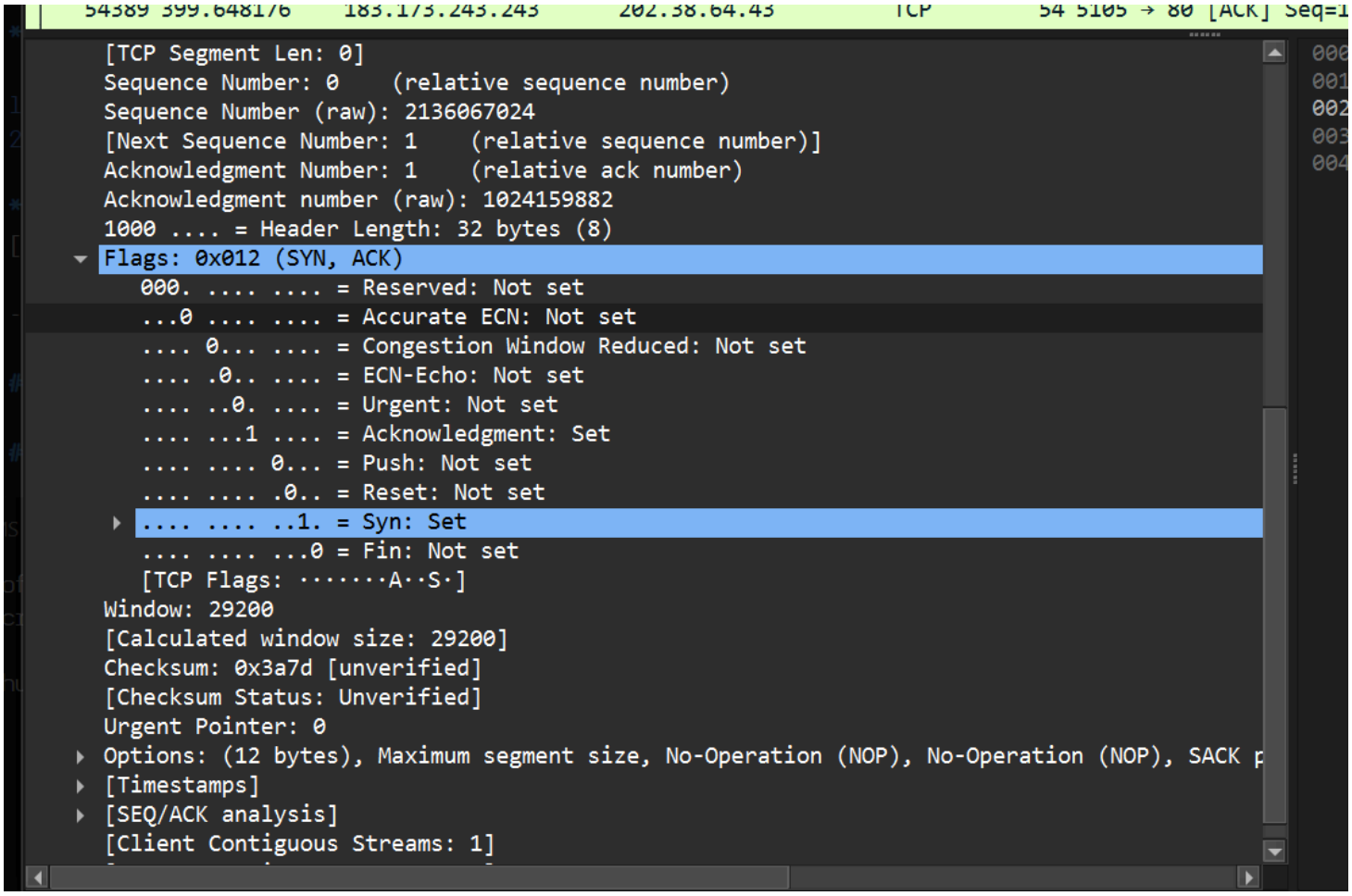


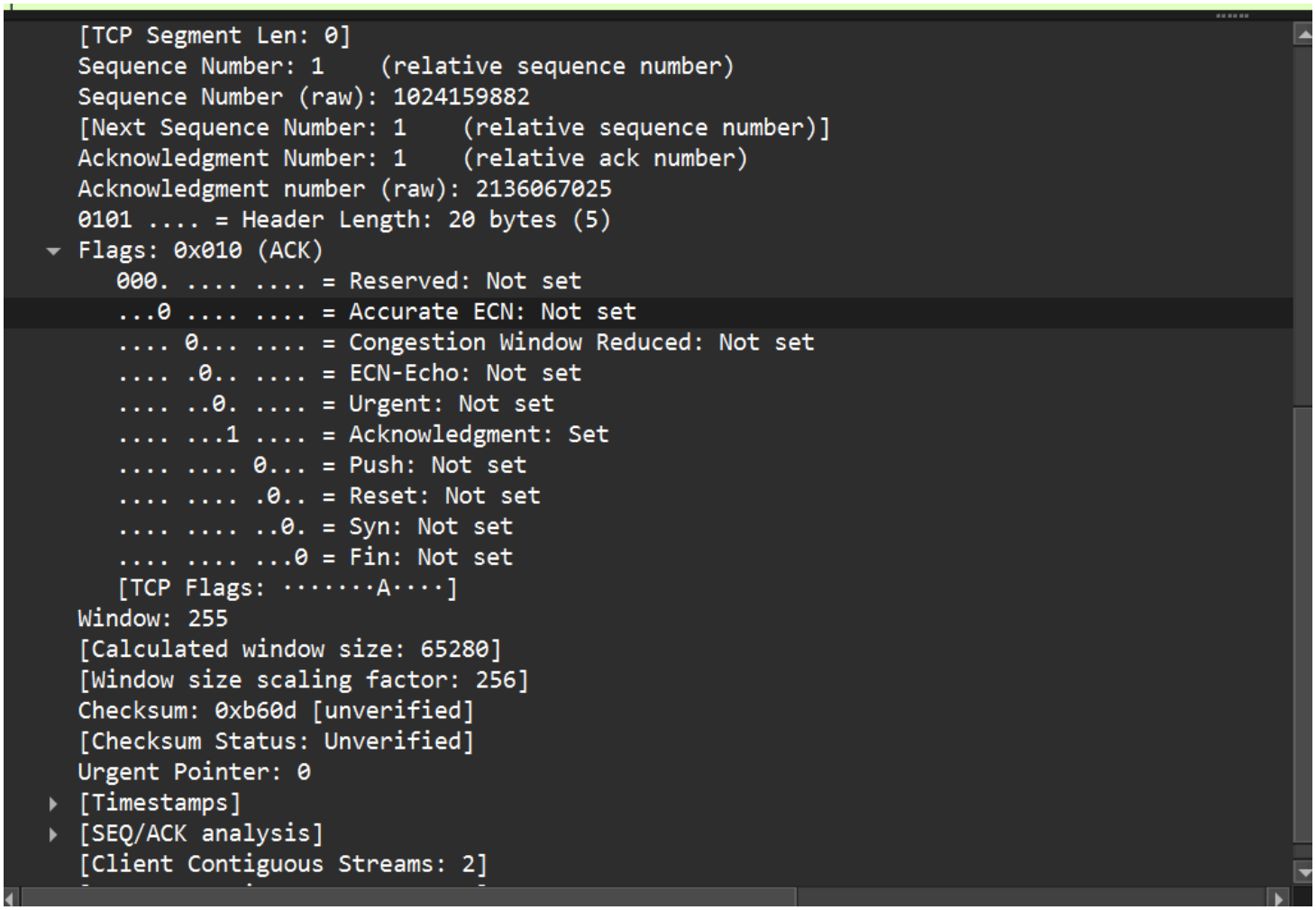
(3) 三次握手过程及选项协商

特点：第一次 (SYN)：标记位为 SYN，$Seq = 0$，$Ack = 0$。第二次 (SYN+ACK)：标记位为 SYN, ACK，$Seq = 0$，$Ack = 1$ (对原 Seq 加 1)。第三次 (ACK)：标记位为 ACK，$Seq = 1$，$Ack = 1$ 。选项协商例子：图中可见 MSS=1460，表示发送方在本连接中能接收的最大报文段长度为 1460 字节。



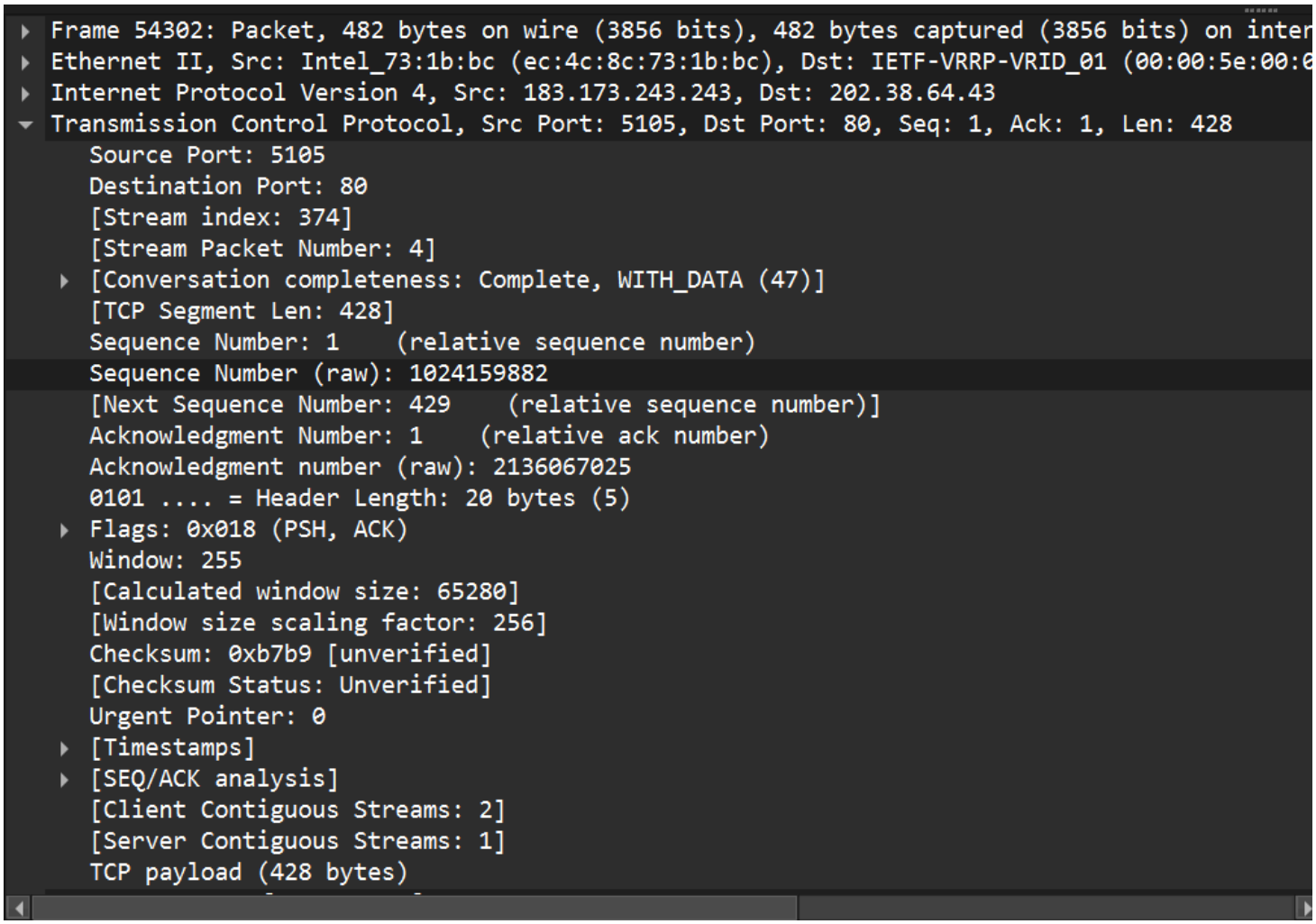

[TCP Segment Len: 0]
Sequence Number: 0 (relative sequence number)
Sequence Number (raw): 1024159881
[Next Sequence Number: 1 (relative sequence number)]
Acknowledgment Number: 0
Acknowledgment number (raw): 0
1000 .... = Header Length: 32 bytes (8)
Flags: 0x002 (SYN)
000. .... = Reserved: Not set
...0 .... = Accurate ECN: Not set
.... 0... .... = Congestion Window Reduced: Not set
.... .0.. .... = ECN-Echo: Not set
.... ..0. .... = Urgent: Not set
....0 .... = Acknowledgment: Not set
.... 0... = Push: Not set
.... .0.. = Reset: Not set
....1. = Syn: Set
....0 = Fin: Not set
[TCP Flags: ··········S·]
Window: 65535
[Calculated window size: 65535]
Checksum: 0xb619 [unverified]
[Checksum Status: Unverified]
Urgent Pointer: 0
Options: (12 bytes), Maximum segment size, No-Operation (NOP), Window scale, No-Operatio
[Timestamps]
[Client Contiguous Streams: 2]
[Server Contiguous Streams: 1]

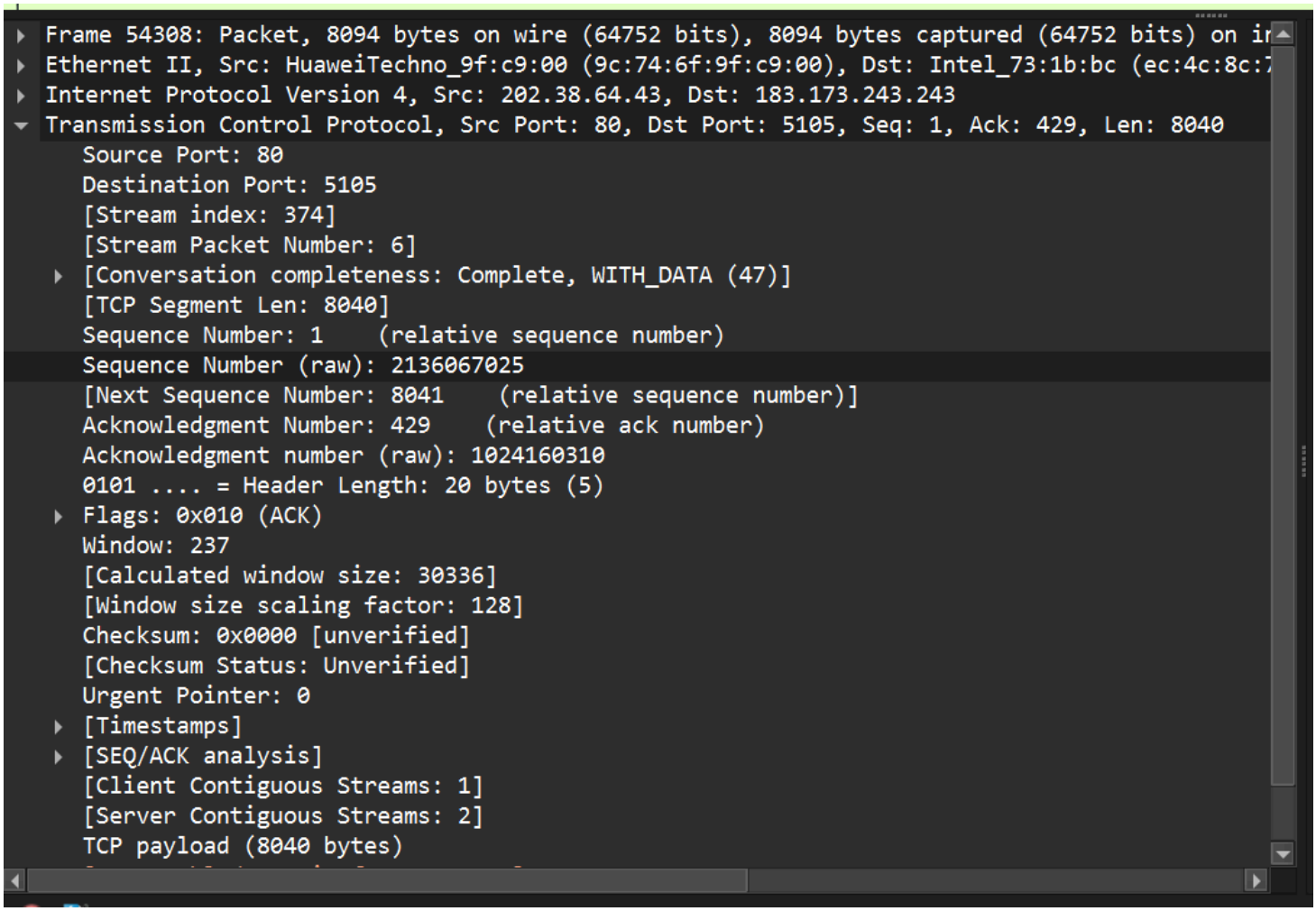

54389 399.648176 183.173.243.243 202.38.64.43 TCP 54 5105 → 80 [ACK] Seq=1
[TCP Segment Len: 0]
Sequence Number: 0 (relative sequence number)
Sequence Number (raw): 2136067024
[Next Sequence Number: 1 (relative sequence number)]
Acknowledgment Number: 1 (relative ack number)
Acknowledgment number (raw): 1024159882
1000 .... = Header Length: 32 bytes (8)
Flags: 0x012 (SYN, ACK)
000. .... = Reserved: Not set
...0 .... = Accurate ECN: Not set
.... 0... .... = Congestion Window Reduced: Not set
.... .0.. .... = ECN-Echo: Not set
.... ..0. .... = Urgent: Not set
....1 .... = Acknowledgment: Set
.... 0... = Push: Not set
.... .0.. = Reset: Not set
....1. = Syn: Set
....0 = Fin: Not set
[TCP Flags: ·····A··S·]
Window: 29200
[Calculated window size: 29200]
Checksum: 0x3a7d [unverified]
[Checksum Status: Unverified]
Urgent Pointer: 0
Options: (12 bytes), Maximum segment size, No-Operation (NOP), No-Operation (NOP), SACK p
[Timestamps]
[SEQ/ACK analysis]
[Client Contiguous Streams: 1]



(4) 序列号与确认序列号的关系

序列号增长与包长关系：下一个数据包的 Seq = 当前 Seq + 当前包的 TCP Payload 长度。确认号表示接收方已经成功收到该序号之前的所有数据，并期待接收该序号开始的数据。


Frame 54302: Packet, 482 bytes on wire (3856 bits), 482 bytes captured (3856 bits) on inter
Ethernet II, Src: Intel_73:1b:bc (ec:4c:8c:73:1b:bc), Dst: IETF-VRRP-VRID_01 (00:00:5e:00:0
Internet Protocol Version 4, Src: 183.173.243.243, Dst: 202.38.64.43
Transmission Control Protocol, Src Port: 5105, Dst Port: 80, Seq: 1, Ack: 1, Len: 428
Source Port: 5105
Destination Port: 80
[Stream index: 374]
[Stream Packet Number: 4]
[Conversation completeness: Complete, WITH_DATA (47)]
[TCP Segment Len: 428]
Sequence Number: 1 (relative sequence number)
Sequence Number (raw): 1024159882
[Next Sequence Number: 429 (relative sequence number)]
Acknowledgment Number: 1 (relative ack number)
Acknowledgment number (raw): 2136067025
0101 .... = Header Length: 20 bytes (5)
Flags: 0x018 (PSH, ACK)
Window: 255
[Calculated window size: 65280]
[Window size scaling factor: 256]
Checksum: 0xb7b9 [unverified]
[Checksum Status: Unverified]
Urgent Pointer: 0
[Timestamps]
[SEQ/ACK analysis]
[Client Contiguous Streams: 2]
[Server Contiguous Streams: 1]
TCP payload (428 bytes)



实验 3：简述题

(1) TCP 选项还支持什么特殊功能?

除了 MTU/MSS 协商外，TCP 选项还支持：

窗口缩放 (Window Scale)：扩展 16 位窗口限制，支持更大带宽延迟积。
时间戳 (Timestamps)：用于计算 RTT 及防止序列号回绕 (PAWS)。
选择性确认 (SACK)：允许只重传丢失的分段，提高重传效率。

(2) 反射 DoS 攻击为什么大多使用基于 UDP 的公共服务?

1. 无须握手：UDP 无连接，伪造源 IP 发送请求后，服务器直接回复受害者，而 TCP 需要三次握手验证 IP 有效性。
2. 放大倍数高：DNS、NTP 等协议请求小、回复大，能产生巨大的流量放大效应，使受害者带宽快速耗尽。