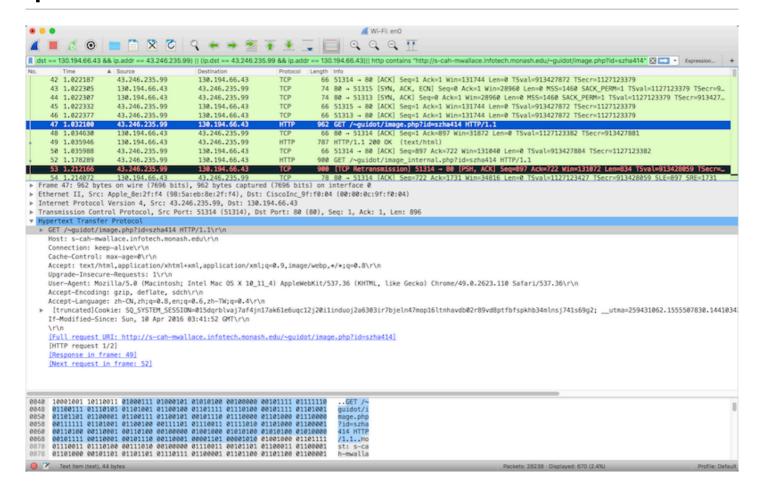
Part1

Broswer.png



Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

question a



- packet numbr: 47
- request line: "GET /~guidot/image.php?id=szha414 HTTP/1.1\r\n"

```
Type: IPv4 (0x8800)

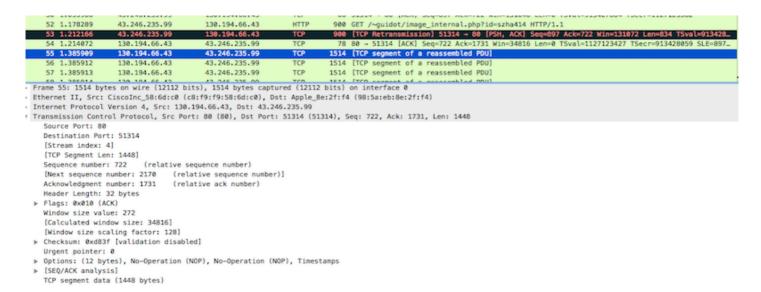
➤ Internet Protocol Version 4, Src: 43.246.235.99, Dst: 130.194.66.43

➤ Transmission Control Protocol. Src Port: 51314 (51314). Dst Port: 80 (80). Seq: 1. Ack: 1. Len: 896
```

- source device: Apple_8e:2f:f4 (98:5a:eb:8e:2f:f4)
- destination device: CiscoInc_9f:f0:04 (00:00:0c:9f:f0:04)

question c

method1



Packet 55 is the first image data packet, and there are handreds of similar packet, so we can estimate the efficiency by computing the efficiency of this packet.

According to the picture, the packet length is 1514 bytes, and the length of this segment is 1448 bytes, so the answer is 0.956 (1448/1514)

method2

```
697 1.471891
                                                             TCP
                                                                      1514 [TCP Out-Of-Order] 80 → 51314 [PSH, ACK] Seq=55...
                  130.194.66.43
                                       43.246.235.99
698 1.471922
                  43.246.235.99
                                       130.194.66.43
                                                             TCP
                                                                        66 51314 → 80 [ACK] Seq=1731 Ack=553507 Win=128512...
[Frame: 651, payload: 518384-519831 (1448 bytes)]
[Frame: 652, payload: 519832-521279 (1448 bytes)]
[Frame: 656, payload: 521280-522727 (1448 bytes)]
[Frame: 658, payload: 522728-524175 (1448 bytes)]
[Frame: 659, payload: 524176-525623 (1448 bytes)]
[Frame: 660, payload: 525624-527071 (1448 bytes)]
[Frame: 661, payload: 527072-528519 (1448 bytes)]
[Frame: 662, payload: 528520-529967 (1448 bytes)]
[Frame: 663, payload: 529968-531415 (1448 bytes)]
[Frame: 664, payload: 531416-532863 (1448 bytes)]
[Frame: 671, payload: 532864-534311 (1448 bytes)]
[Frame: 672, payload: 534312-535759 (1448 bytes)]
[Frame: 673, payload: 535760-537207 (1448 bytes)]
[Frame: 675, payload: 537208-538655 (1448 bytes)]
[Frame: 676, payload: 538656-540103 (1448 bytes)]
[Frame: 677, payload: 540104-541551 (1448 bytes)]
[Frame: 678, payload: 541552-542999 (1448 bytes)]
[Frame: 679, payload: 543000-544447 (1448 bytes)]
[Frame: 680, payload: 544448-545895 (1448 bytes)]
[Frame: 681, payload: 545896-547343 (1448 bytes)]
[Frame: 682, payload: 547344-548791 (1448 bytes)]
[Frame: 683, payload: 548792-550239 (1448 bytes)]
[Frame: 697, payload: 550240-551687 (1448 bytes)]
[Frame: 674, payload: 551688-552784 (1097 bytes)]
[Segment count: 382]
[Reassembled TCP length: 552785]
[Reassembled TCP Data: 485454502f312e3120323030204f4b0d0a446174653a2053...]
```

There are 382 packets, each has 1514 bytes length, and the total length of the data is 552784 bytes, so the efficiency is 552784 / (1514 * 382) = 0.955.

question d

- keep-alive: the connection can be reused in a time range.
- close: close the connection once the client has received all data.
- advantage:

Take request a web page as an example. The client request for not only the web page itself, but also other dependent documents. By Using keep-alive, only one TCP connection need to be seted up, otherwise it will set up a TCP connection for every dependent documents, which is unefficient.

What's more, by using keep-alive, it is possible that let server push some information to client forwardly, so the web page can display real time information without refresh frequently.

question e

697	1.471891	130.194.66.43	43.246.235.99	TCP	1514 [TCP Out-Of-Order] 80 → 51314 [PSH, ACK] Seq=55
698	1.471922	43.246.235.99	130.194.66.43	TCP	66 51314 → 80 [ACK] Seq=1731 Ack=553507 Win=128512
725	6.499619	130.194.66.43	43.246.235.99	TCP	66 80 → 51314 [FIN, ACK] Seq=553507 Ack=1731 Win=3
726	6.499676	43.246.235.99	130.194.66.43	TCP	66 51314 → 80 [ACK] Seq=1731 Ack=553508 Win=131072
732	12.584688	43.246.235.99	130.194.66.43	TCP	66 51315 → 80 [FIN, ACK] Seq=1 Ack=1 Win=131744 Le
733	12.585335	43.246.235.99	130.194.66.43	TCP	66 51313 → 80 [FIN, ACK] Seq=1 Ack=1 Win=131744 Le
734	12.585335	43.246.235.99	130.194.66.43	TCP	66 51314 → 80 [FIN, ACK] Seq=1731 Ack=553508 Win=1
736	12.587070	130.194.66.43	43.246.235.99	TCP	66 80 → 51315 [FIN, ACK] Seq=1 Ack=2 Win=29056 Len
737	12.587145	43.246.235.99	130.194.66.43	TCP	66 51315 → 80 [ACK] Seq=2 Ack=2 Win=131744 Len=0 T
738	12.588476	130.194.66.43	43.246.235.99	TCP	66 80 → 51314 [ACK] Seq=553508 Ack=1732 Win=34816
739	12.588479	130.194.66.43	43.246.235.99	TCP	66 80 → 51313 [FIN, ACK] Seq=1 Ack=2 Win=29056 Len
740	12.588574	43.246.235.99	130.194.66.43	TCP	66 51313 → 80 [ACK] Seg=2 Ack=2 Win=131744 Len=0 T

Packet 725: the server is going to close, so it sends a FIN to client(port:51314) and change it's status to FIN wait 1. (The ACK is for the previous packet 698)

Packet 734: the client received the FIN . It replies the ACK to this FIN , and sends a FIN to server to indicates that it's going to close as well. Now the client's status is FIN wait 1 .

Packet 738: the server received the ACK for the previous FIN, it can be closed now, and it replies a ACK for client's FIN. The client receives the ACK from server, and it can be closed now.

question f

46 1.022377	43.246.235.99	130.194.66.43	TCP	66 51313 → 80 [ACK] Seq=1 Ack=1 Win=131744 L	en=0 T						
47 1.032100	43.246.235.99	130.194.66.43	HTTP	962 GET /~guidot/image.php?id=szha414 HTTP/1.	1						
40 1 034630	120 104 66 42	43 346 335 00	TCD	CC 00							
Frame 47: 962 byte	s on wire (7696 bits), 962 bytes captured	(7696 bits) on interface 0							
Ethernet II, Src: Apple_8e:2f:f4 (98:5a:eb:8e:2f:f4), Dst: CiscoInc_9f:f0:04 (00:00:0c:9f:f0:04)											
Internet Protocol Version 4, Src: 43.246.235.99, Dst: 130.194.66.43											
Transmission Contr	ol Protocol, Src Por	t: 51314 (51314), Dst	Port: 80	80), Seq: 1, Ack: 1, Len: 896							
Source Port: 51	314										
Destination Por	+. 90										
77 21032200	7312701233133	1301137100173		JOE OET / 'guzuot/ zmugetpripi zu-Jenutzt III II / ztz							
48 1.034630	130.194.66.43	43.246.235.99	TCP	66 80 → 51314 [ACK] Seg=1 Ack=897 Win=31872 L							
10 21051050	2001201100110	1012101200100	101	00 00 4 51514 [ACK] 5Eq-1 ACK-057 #111-51072 E	en=0						
49 1.035946	130.194.66.43	43.246.235.99	HTTP	787 HTTP/1.1 200 OK (text/html)	en=0						
49 1.035946	130.194.66.43	43.246.235.99	HTTP	787 HTTP/1.1 200 OK (text/html)	0 Len						
49 1.035946 50 1.035988	130.194.66.43 43.246.235.99	43.246.235.99 130.194.66.43	TCP	787 HTTP/1.1 200 OK (text/html) 66 51314 - 80 [ACK] Seq=897 Ack=722 Win=13104	0 Len						

Packet 47 client -> server (seq=1, ack=1, len=896):

Internet Protocol Version 4, Src: 130.194.66.43, Dst: 43.246.235.99

Client sends a http request to sever. seq=1 means this is thnn sequence number for the 1st byte in the segment, ack=1 means the client expect the server send the by te start from the sequence number = 1.

Transmission Control Protocol, Src Port: 80 (80), Dst Port: 51314 (51314), Seq: 1, Ack: 897, Len: 721

Packet 48 server -> client (seq=1, ack=897):

Server send a ACK for previous request. seq=1 because this is the sequence number for the 1st byte in the segment as well, ack=897, because the server has received 896 bytes data from client, and it expects the byte start from the sequence number = 897.

Packet 49 server -> client (seq=1, ack=897, len=721)

After replies ACK, server begin to send data.

Packet 50 client -> server (seg=897, ack=722)

The client has received the data from server and replies a ack. seq=897 because the is message start from sequence number 897, ack=722 because it has received 721 bytes, and it expect the byte start from the sequence number = 722.

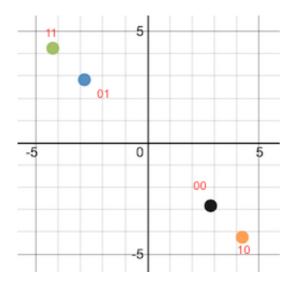
Part2

Modulation A

• type of coding: (AM, PM)

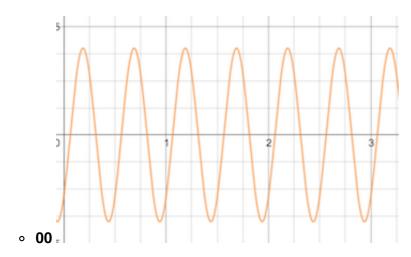
• size of symbol: 2 bits

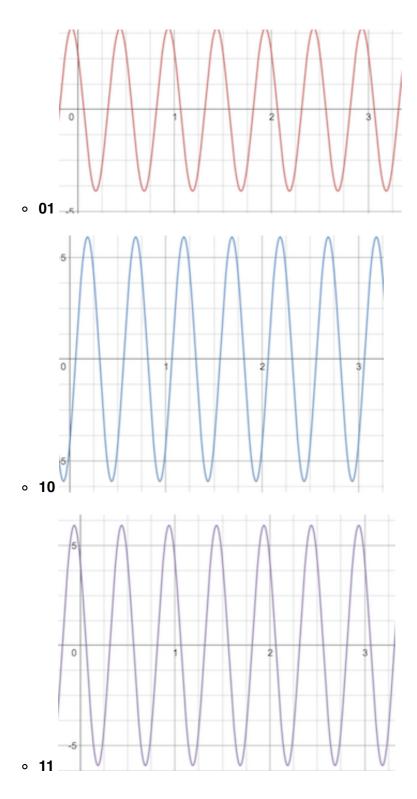
• constellation diagram



• link: https://www.desmos.com/calculator/nb25yhooet

• wave form





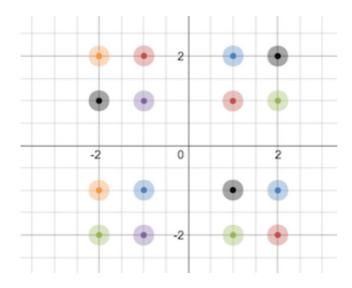
• link: https://www.desmos.com/calculator/avf1jtlkix

• demodulate: 0010110011010010

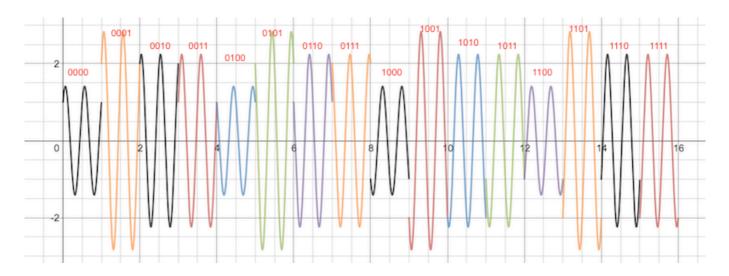
Modulation B

type of coding: (AM, PM)size of symbol: 4 bits

• constellation diagram



wave form

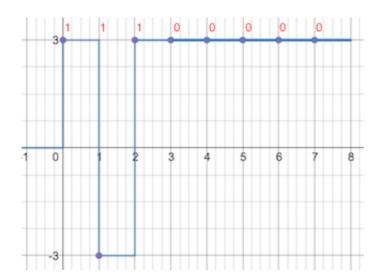


• link: https://www.desmos.com/calculator/6hz2qzxfn6

Digital encoding

Bipolar Non Return to Zero Inverted

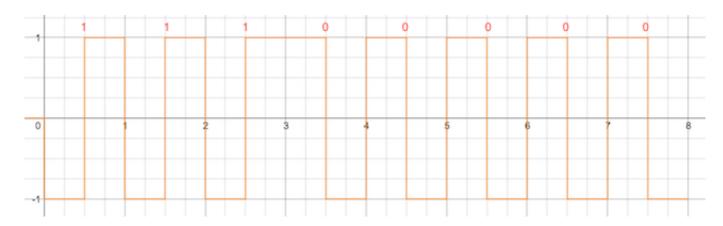
- 0: signal does not have transmitted.
- 1: signal has transmitted at clock boundary.
- wave form



• link: https://www.desmos.com/calculator/tidpahuyxc

Manchester Encoding

- 0: low to high in the middle
- 1: high to low in the middle
- wave form



• link: https://www.desmos.com/calculator/fonqchgy7s