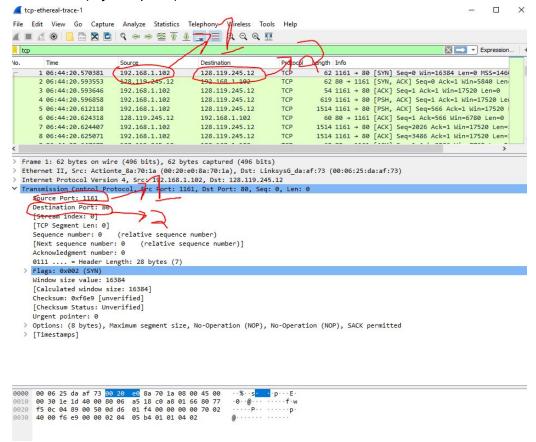
CS372 Lab 3 Hudson Dean

1. IP address (client): 192.168.1.102 Source Port Number: 1161

2. IP address (server): 128.119.245.12 Destination Port Number: 80

3. IP address (my computer): 192.168.7.39 Source Port Number: 50035



- 4. Sequence number of SYN = 0 SYN flag is set to identify the segment.
- 5. Sequence number of SYNACK = 0 Acknowledgement field = 1 gaia.cs.umass.edu determined this value by counting the bytes of the first segment received and setting the acknowledgement number as the next byte it expects to receive.

The SYN flag and Acknowledgement flag are both sent which identifies the segment as a SYNACK segment.

6. Sequence number of TCP containing HTTP POST = 1 7.

Segment Number	1	2	3	4	5	6
Sequence Number	1	566	2026	3486	4946	6406
Time Sent	0.026477	0.041737	0.054026	0.054690	0.077405	0.078157
Time The Ack Received	0.053937	0.077294	0.124085	0.169118	0.217299	0.267802
SampleRTT	0.02746	0.035557	0.070059	0.114428	0.139894	0.189645
EstimatedRTT	0.02746	0.02847	0.03367	0.043765	0.05578	0.07251

8. Length of first 6 TCP segments

segment 1 = 565

segment 2 = 1460

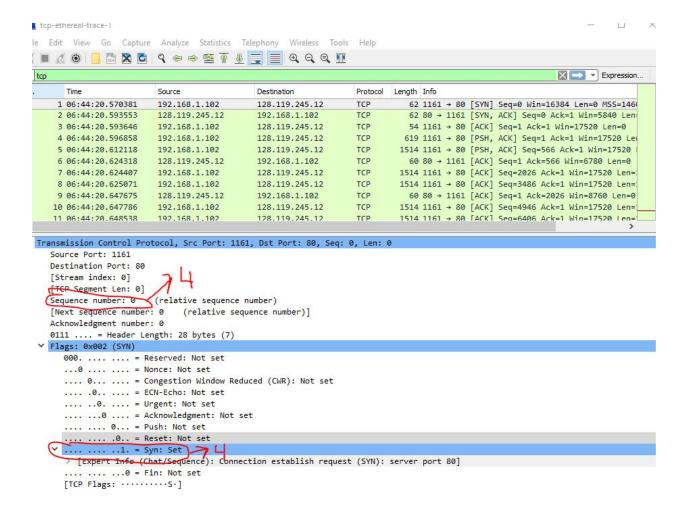
segment 3 = 1460

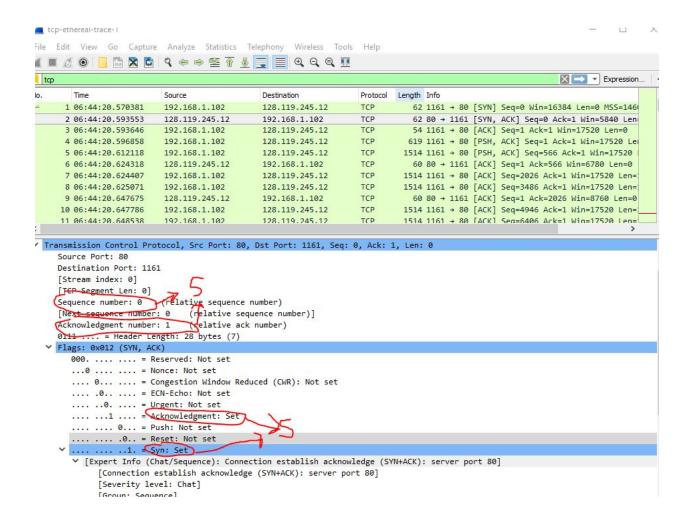
segment 4 = 1460

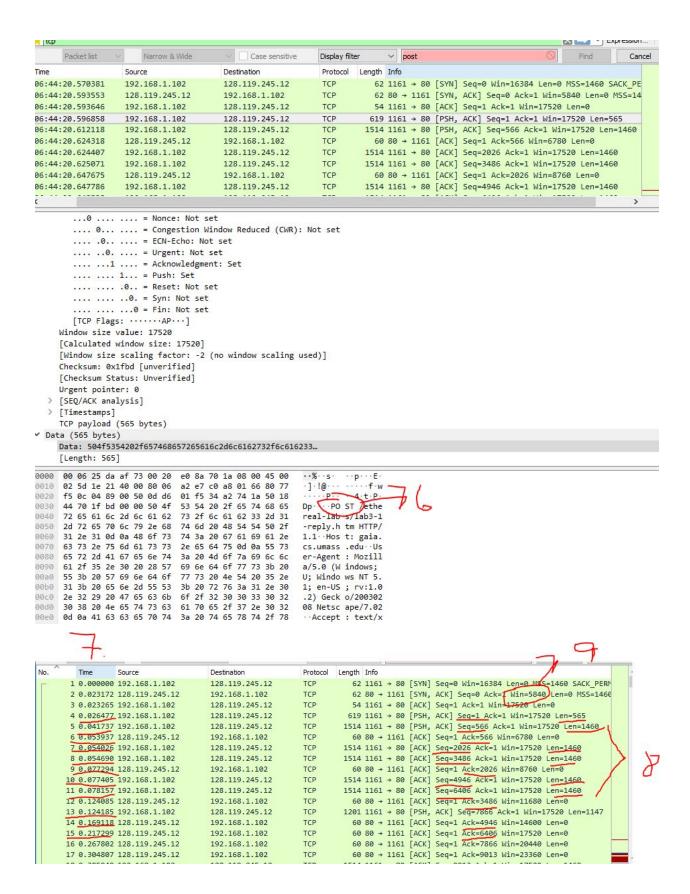
segment 5 = 1460

- segment 6 = 1460
- 9. The minimum amount of buffer space for the entire trace is 5840 bytes, which shows in the first acknowledgement from the server. The receiver window grows to a maximum receiver buffer size of 62780 bytes. The sender is not throttled because of receiver buffer space in the trace.
- 10. There are no retransmitted segments in this trace. You can check by looking at the sequence numbers of the TCP segments in the trace. There are no duplicate sequence numbers sent.
- 11. The receiver typically acknowledges 1460 bytes in an ACK. Yes, there are cases where the receiver is ACKing every other received segment.
- 12. Taking the total time of the trace from the last ACK which was at time 5.455830 seconds and the beginning of the TCP connection which was 0.026477 seconds we calculate the total time of the trace as being (5.455830 - 0.026477) = 5.4294 seconds. Now we calculate the total amount of data being sent, which we can get from the last ACK number. The last ACK number

was 164091. The first byte sent was for TCP connection so it can be subtracted from the total to give us (164091 - 1) = 164090 bytes. Therefore the throughput is the total data divided by the transmission time (164090/5.4294 = 30222.49) bytes/second).









- 13. TCP slowstart begins at packet 4, sequence # 1 and continues sending until receiver window is full at packet 13, sequence # 7866 and halts sending data until an ACK is received for next packet. The graph displays that this pattern continues with the sender sending 6 packets at a time and waiting for the acknowledgement before proceeding. This helps with the congestion avoidance. This data differs from the exponential slowstart graphs seen. The measured data shows breaks and bursts since sender transmits the data much faster then the receiver can receive.
- 14. TCP slowstart begins at packet 7650, sequence # 1 and continues sending until receiver window is full at packet 7659, sequence # 12375 and halts sending data until an ACK is received for next packet. The graph displays that this pattern continues with the sender sending much more than 6 packets at a time and waiting for the acknowledgement before proceeding. This helps with the congestion avoidance. This data differs from the exponential slowstart

graphs seen. The measured data shows breaks and bursts since sender transmits the data much faster then the receiver can receive. In my graph, retransmissions can be seen and the graph is much more jaged then the expected exponential graph discussed in the text.

