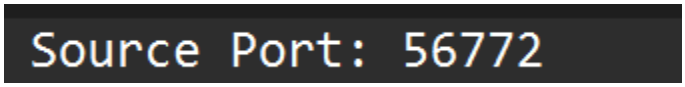
CSCI 156 TCP Lab

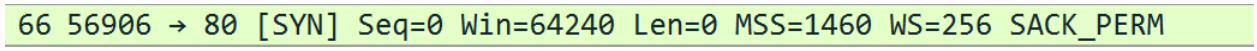
1. The source address is 10.0.0.149, and the source port is 56772.

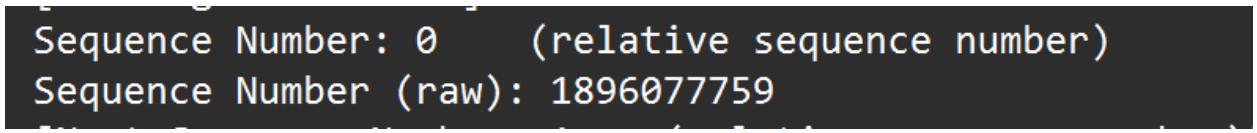


2. The address of gaia.cs.umass.edu is 128.119.245.12, which can be found all the way on the left. It is sending and receiving TCP segments on port 80.

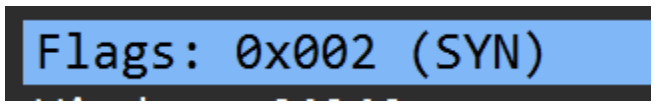
3. Same as question number 1. Source address: 10.0.0.149, Source port: 56772.

4. The sequence number of the TCP SYN segment that is used to initiate the TCP connection between the client computer and gaia.cs.umass.edu is:

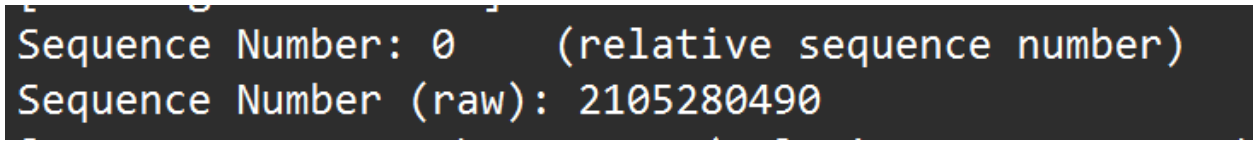




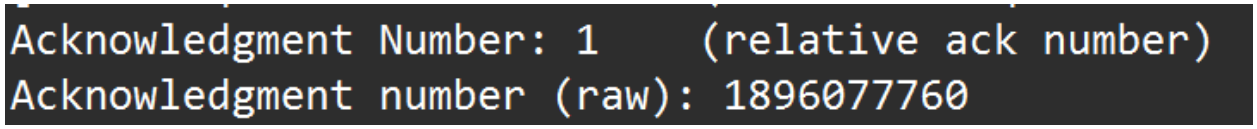
We know it is a SYN segment if the SYN flag is set.



5. This is the sequence number for the SYNACK:



The value for the acknowledgement field is:



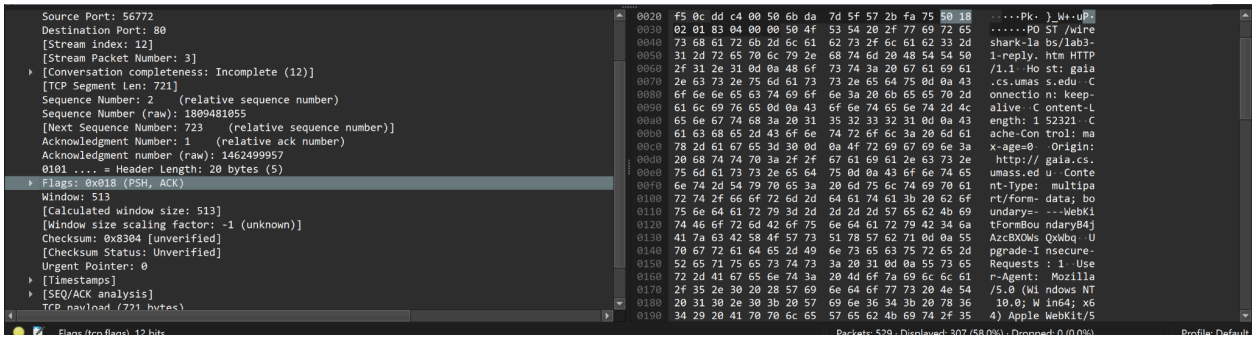
The value for the acknowledgement field for the SYNACK is determined by the sequence number of the next ACK segment. We can see that they have the same number.

```
Sequence Number: 1    (relative sequence number)
Sequence Number (raw): 1896077760
```

The segment that identifies the segment as a SYNACK segment is when the SYN and ACK flag are both set.

```
.... ...1 .... = Acknowledgment: Set
.... .... 0... = Push: Not set
.... .... .0.. = Reset: Not set
.... .... ..1. = Syn: Set
```

6. The sequence number of the TCP segment containing the HTTP POST command is:




```
Sequence Number: 2    (relative sequence number)
Sequence Number (raw): 1809481055
```

7. The first six sequence numbers are:

```
Sequence Number: 2    (relative sequence number)
Sequence Number (raw): 1809481055
```

```
Sequence Number: 723    (relative sequence number)
Sequence Number (raw): 1809481776
```

```
Sequence Number: 13863    (relative sequence number)
Sequence Number (raw): 1809494916
```

```
[Next Sequence Number: 41603    (relative sequence number)]
Acknowledgment Number: 1    (relative ack number)
```

```
  Sequence Number: 41603    (relative sequence number)
  Sequence Number (raw): 1809522656
```

```
Sequence Number: 44523    (relative sequence number)
Sequence Number (raw): 1809525576
```

Time sent is as follows:

16.479555

16.479746

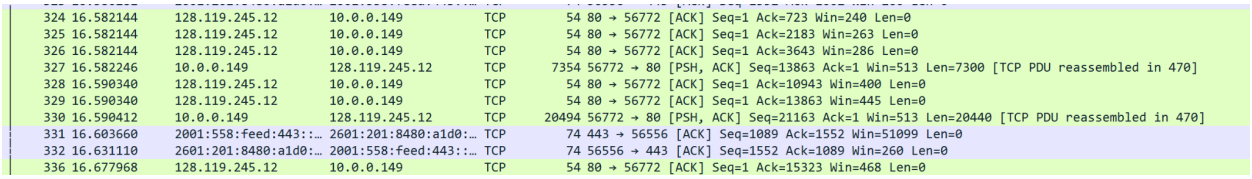
16.582246

16.590412

16.678065

16.684253

The times for when the ACK are received:



324	16.582144	128.119.245.12	10.0.0.149	TCP	54	80 → 56772 [ACK] Seq=1 Ack=723 Win=240 Len=0
325	16.582144	128.119.245.12	10.0.0.149	TCP	54	80 → 56772 [ACK] Seq=1 Ack=2183 Win=263 Len=0
326	16.582144	128.119.245.12	10.0.0.149	TCP	54	80 → 56772 [ACK] Seq=1 Ack=3643 Win=286 Len=0
327	16.582246	10.0.0.149	128.119.245.12	TCP	7354	56772 → 80 [PSH, ACK] Seq=13863 Ack=1 Win=513 Len=7300 [TCP PDU reassembled in 470]
328	16.590340	128.119.245.12	10.0.0.149	TCP	54	80 → 56772 [ACK] Seq=1 Ack=10943 Win=400 Len=0
329	16.590340	128.119.245.12	10.0.0.149	TCP	54	80 → 56772 [ACK] Seq=1 Ack=13863 Win=445 Len=0
330	16.590412	10.0.0.149	128.119.245.12	TCP	20494	56772 → 80 [PSH, ACK] Seq=21163 Ack=1 Win=513 Len=20440 [TCP PDU reassembled in 470]
331	16.603660	2001:558:feed:443::…	2601:201:8480:a1d0:…	TCP	74	443 → 56556 [ACK] Seq=1089 Ack=1552 Win=51099 Len=0
332	16.631110	2601:201:8480:a1d0:…	2001:558:feed:443::…	TCP	74	56556 → 443 [ACK] Seq=1552 Ack=1089 Win=260 Len=0
336	16.677968	128.119.245.12	10.0.0.149	TCP	54	80 → 56772 [ACK] Seq=1 Ack=15323 Win=468 Len=0

The RTT is as follows:

- 0.103
- 0.103
- 0
- 0
- 0.088
- 0.007

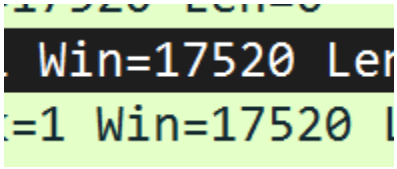
The Estimated RTT values for each segment are as follows:

- 1. 0.103

- 2. 0.103
- 3. 0.090125
- 4. 0.078859375
- 5. 0.080001953125
- 6. 0.070876708984375

8. The length of the first 6 TCP segments are:
    - 565
    - 1460
    - 1460
    - 1460
    - 1460
    - 1460

9. The minimum is 17520 bytes.



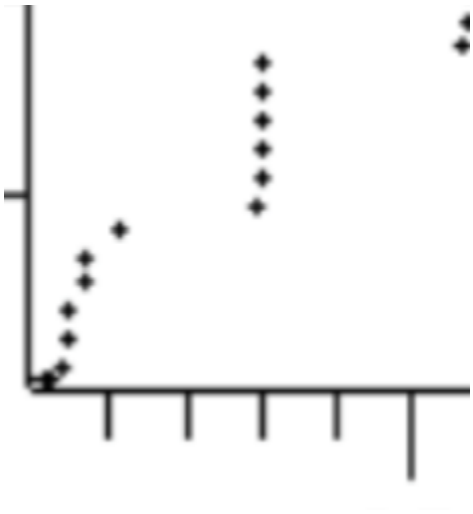
   It should not throttle the sender because the segment length is less than the receiver window.

10. There are no retransmitted segments. I checked the behavior of the sequence numbers, since they kept increasing without any repeating values, that means there was never an occurrence of a retransmitted segment.

11. the receiver typically acknowledges 1460 bytes in an ACK. I was not able to find any cases where The receiver was ACKing every other segment.

12. The throughput is 31,262.1926 bytes/second. I calculated this by taking the first segment and the last segment and subtracting them to get 164090 bytes.
    - The transmission time for the first segment is 0.026s
    - The transmission time for the last segment is 5.456s
    - The difference between the two values is: 5.429s
    - Therefore the throughput is: 164090 / 5.429 = 31,262.1926 bytes/second

13. It looks like starstart is from 0 seconds to 0.15 seconds and from 0-10,000 on the sequence number. It Would appear that congestion avoidance takes over at 0.3 seconds and starts at 10,000 for sequence.



14. Same as question 13.