Lab Assignment-9

Indian Institute of Technology Roorkee Department of Computer Science and Engineering

CSN-361: Computer Networks Laboratory (Autumn 2019-2020)

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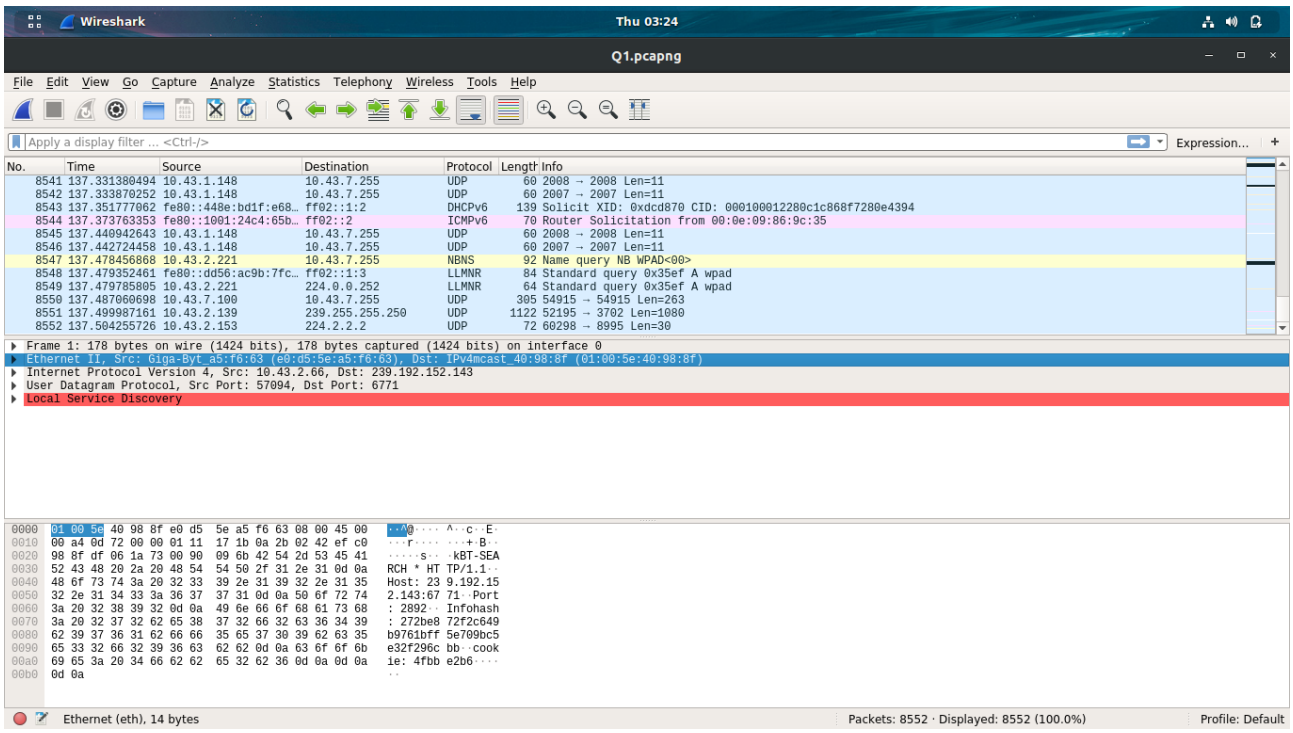
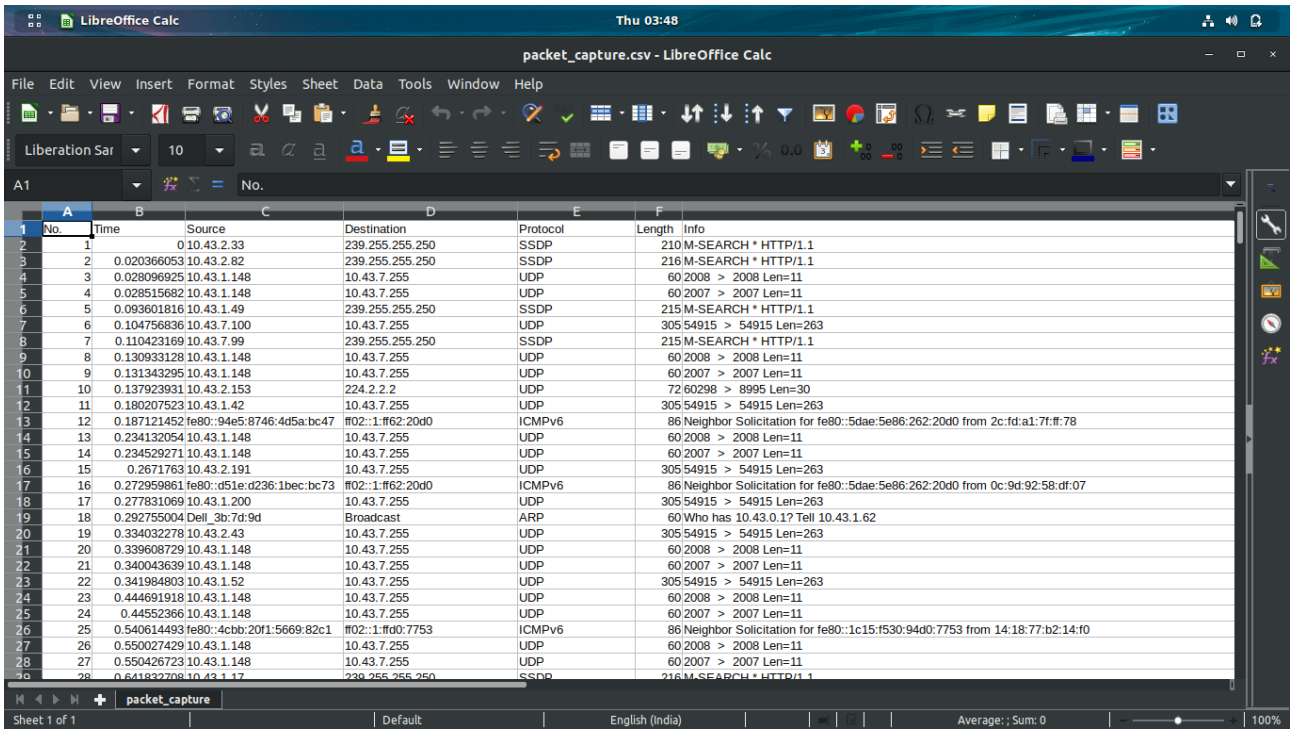
B.tech CSE 3rd Year.

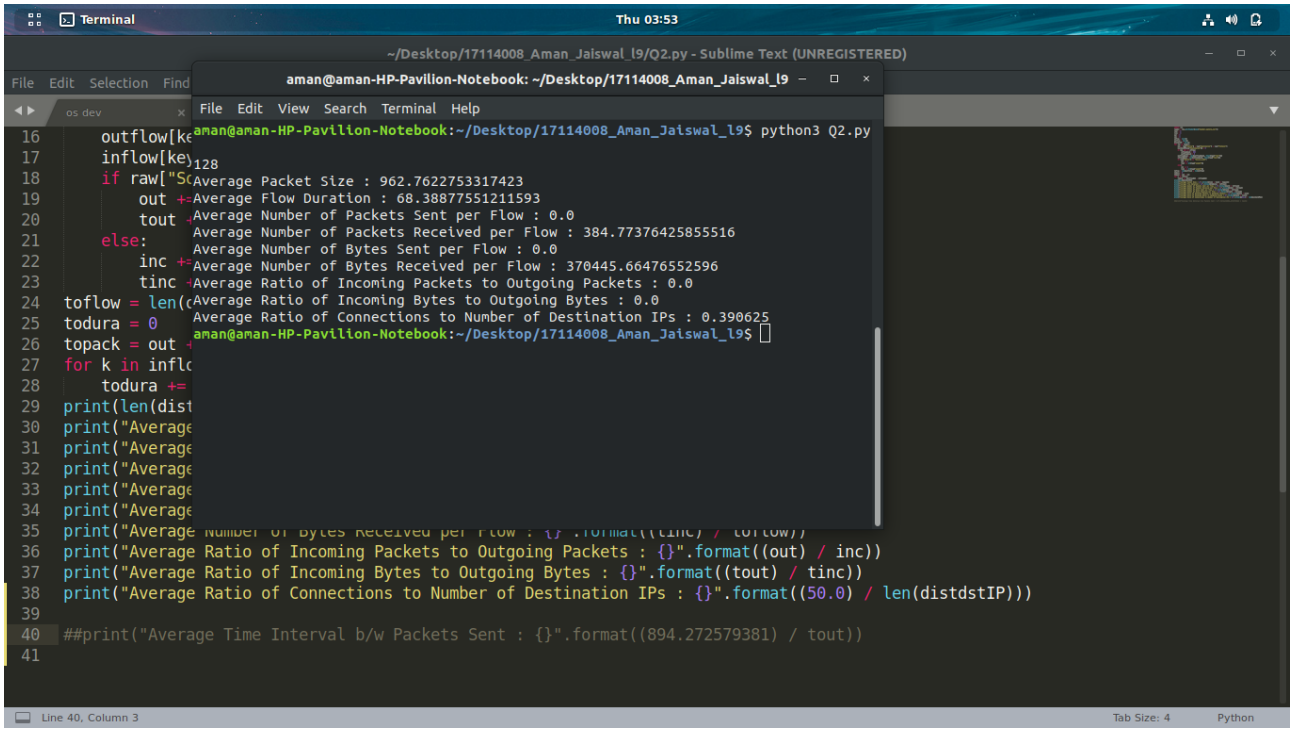
Problem Statement 1:

Install Wireshark and explore its uses to capture network traffic. You have to capture normal internet traffic for 20-30 minutes from your system using Wireshark. You need to copy this data in CSV / TXT file.





Problem Statement 2:
Take the CSV / TXT, which is generated in Problem Statement 1 as an input. Write a code (in any programming language of your choice) to extract the following 11 features given below in the table:



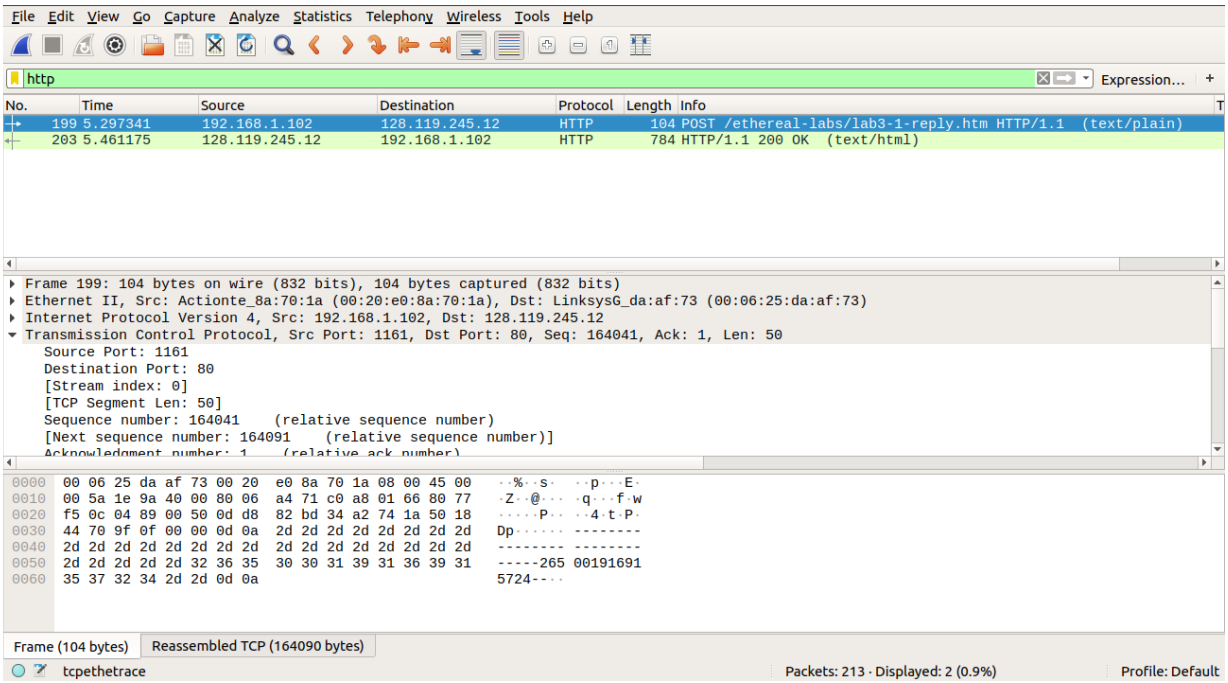
Problem Statement 3:

In this problem, the behavior of TCP protocol will be studied using Wireshark. For this assignment download the Wireshark captured trace file named as tcpethe-trace from Piazza,which is a packet trace of TCP transfer of a file from a client system to a remote server (named as ser1), obtained by running Wireshark on the client machine. Open tcpethe-trace file in Wireshark and answer the following question:

a. What is the IP address and TCP port number used by the client computer (source) that is transferring the file to server (ser1)?

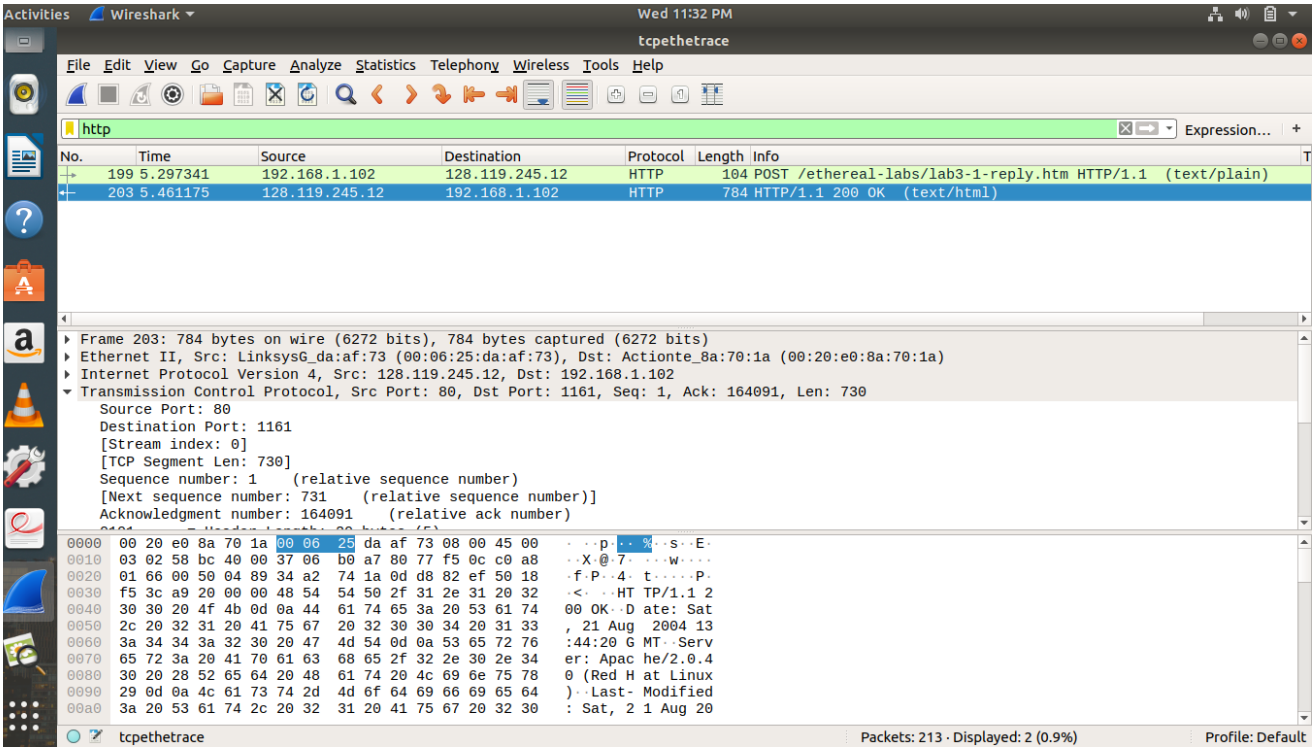
Sol->

The client computer (source)'s IP address is 192.168.1.102 and the TCP port number is 1161.



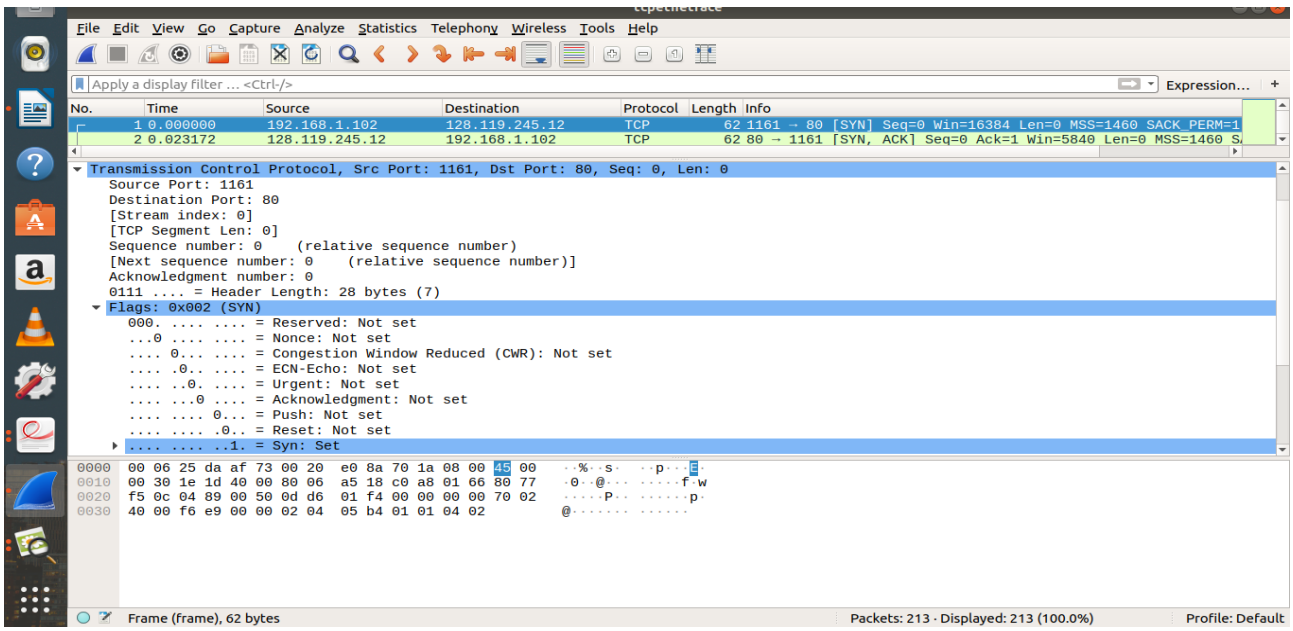
b. What is the IP address of server (ser1)? On what port number it is sending and receiving the TCP segments for this connection?

Sol-> The IP address of ser1 is 128.119.245.12 and the TCP port number is 80.



c. What is the sequence number of the TCP SYN segment that is used to initiate the TCP connection between the client computer and ser1? What is it in the segment that identifies the segment as a SYN segment?

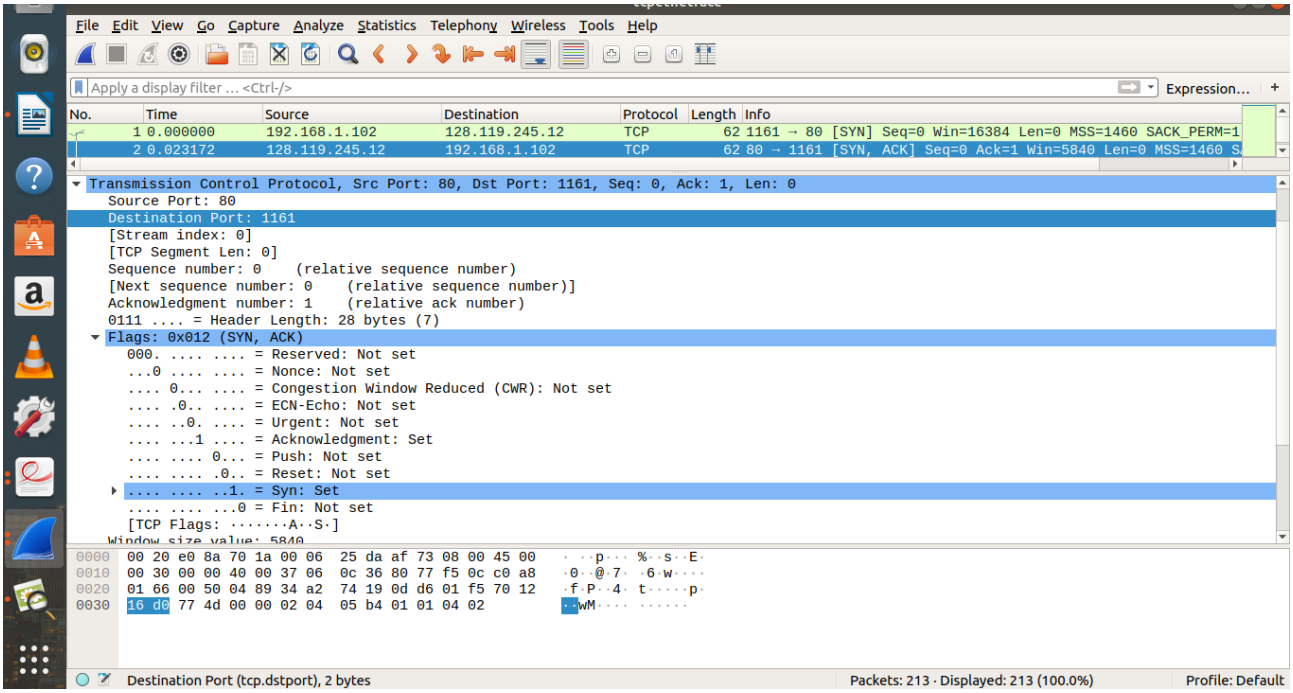
Sol-> The sequence number of the TCP SYN segment is 0 since it is used to imitate the TCP connection between the client computer and ser1.
In the Flags section, the Syn flag is set to 1 which indicates that this segment is a SYN segment.



d. What is the sequence number of the SYNACK segment sent by ser1 to the client

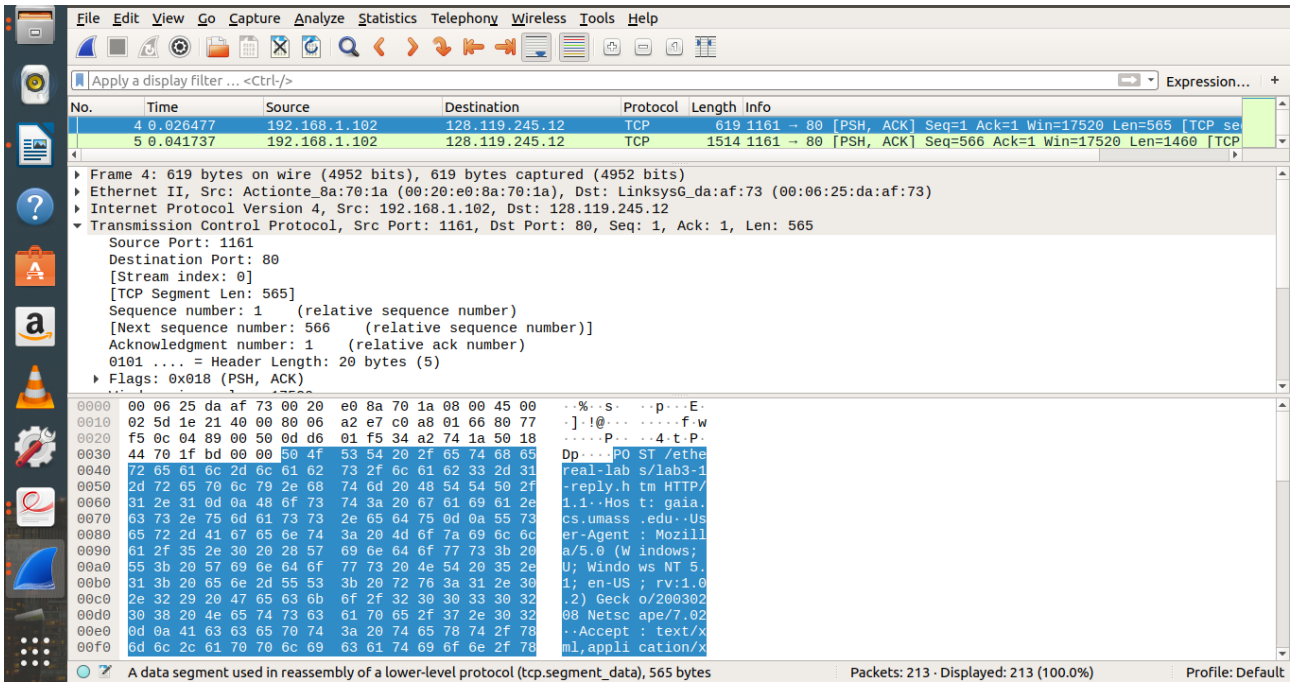
computer in reply to the SYN? What is the value of the Acknowledgement field in the SYNACK segment? How did ser1 determine that value? What is it in the segment that identifies the segment as a SYNACK segment?

Sol-> The sequence number of the SYNACK segment sent by ser1 to the client computer in reply to the SYN is 0.
The value of the acknowledgement field in the SYNACK segment is 1. The value of the ACKnowledgement field in the SYNACK segment is determined by the server ser1
The server adds 1 to the initial sequence number of SYN segment form the client computer. For this case, the initial sequence number of SYN segment from the client computer is 0, thus the value of the ACKnowledgement field in the SYNACK segment is 1.
A segment will be identified as a SYNACK segment if both SYN flag and Acknowledgement in the segment are set to 1.



e. What is the sequence number of the TCP segment containing the HTTP POST command? Note that in order to find the POST command; you'll need to dig into the packet content field at the bottom of the Wireshark window, looking for a segment with a "POST" within its DATA field.

Sol-> The segment No. 4 contains the HTTP POST command, the sequence number of this segment is 1.

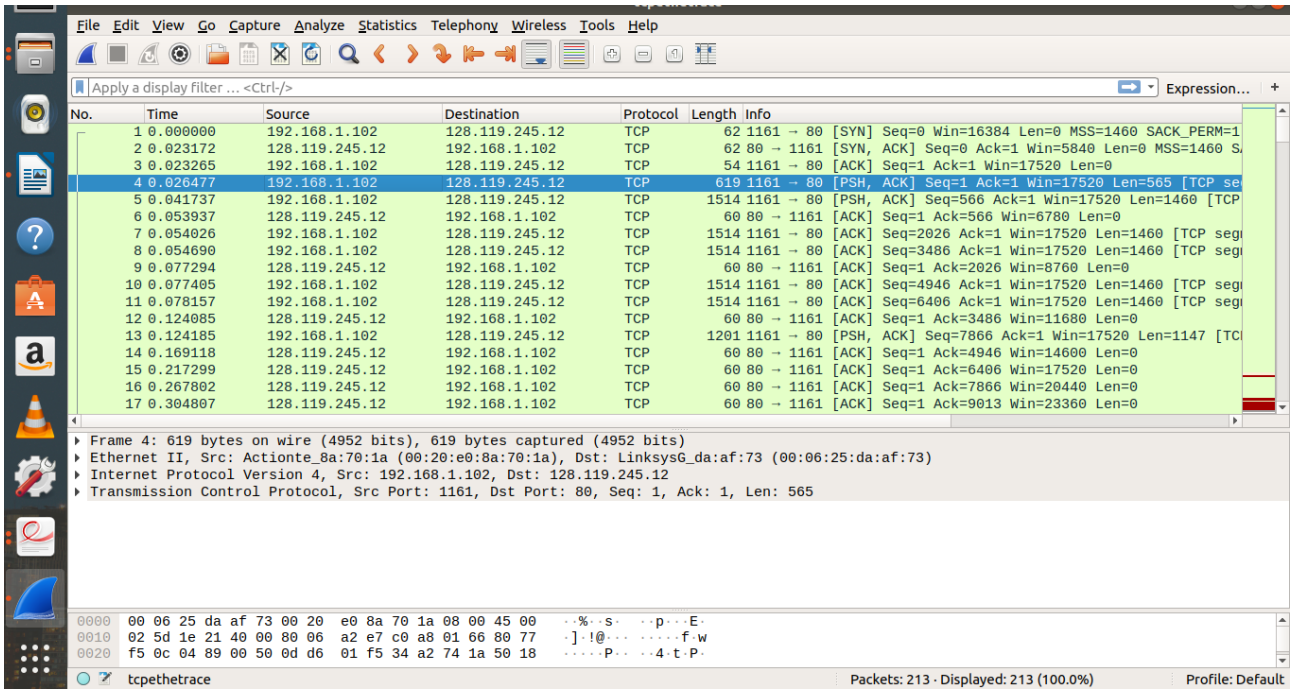


f. Consider the TCP segment containing the HTTP POST as the first segment in the TCP connection. What are the sequence numbers of the first six segments in the TCP connection (including the segment containing the HTTP POST)? At what time was each segment sent? When was the ACK for each segment received? Given the difference between when each TCP segment was sent, and when its acknowledgement was received, what is the Round Trip Time (RTT) value for each of the six segments? What is the Estimated RTT value after the receipt of each ACK? Assume that the value of the Estimated RTT is equal to the measured RTT for the first segment, and then is computed using the following Estimated RTT equation for all subsequent segments.

Estimated RTT = (1 – α) * Estimated RTT + α * SampleRTT

where, the new value of Estimated RTT is a weighted combination of the previous value of Estimated RTT and the new value for SampleRTT. The recommended value of α = 0.125.

Sol->



According to above figures, the segments 1-6 are No. 4, 5, 7, 8, 10 and 11. The ACK of segments 1-6 are No. 6, 9, 12, 14, 15 and 16.
Segment 1 sequence number is 1
Segment 2 sequence number is 566
Segment 3 sequence number is 2026
Segment 4 sequence number is 3486
Segment 5 sequence number is 4946
Segment 6 sequence number is 6406

	Sent time	**ACK received time**	**RTT**
Segment 1	0.026477	0.053937	0.02746
Segment 2	0.041737	0.077294	0.035557
Segment 3	0.054026	0.124085	0.070059
Segment 4	0.054690	0.169118	0.11443
Segment 5	0.077405	0.217299	0.13989
Segment 6	0.078157	0.267802	0.18964

EstimatedRTT = 0.875 * EstimatedRTT + 0.125 * SampleRTT

EstimatedRTT after the receipt of the ACK of segment 1:
EstimatedRTT = RTT for Segment 1 = 0.02746 s

EstimatedRTT after the receipt of the ACK of segment 2:
EstimatedRTT = 0.875 * 0.02746 + 0.125 * 0.035557 = 0.0285 s

EstimatedRTT after the receipt of the ACK of segment 3:

EstimatedRTT = 0.875 * 0.0285 + 0.125 * 0.070059 = 0.0337 s

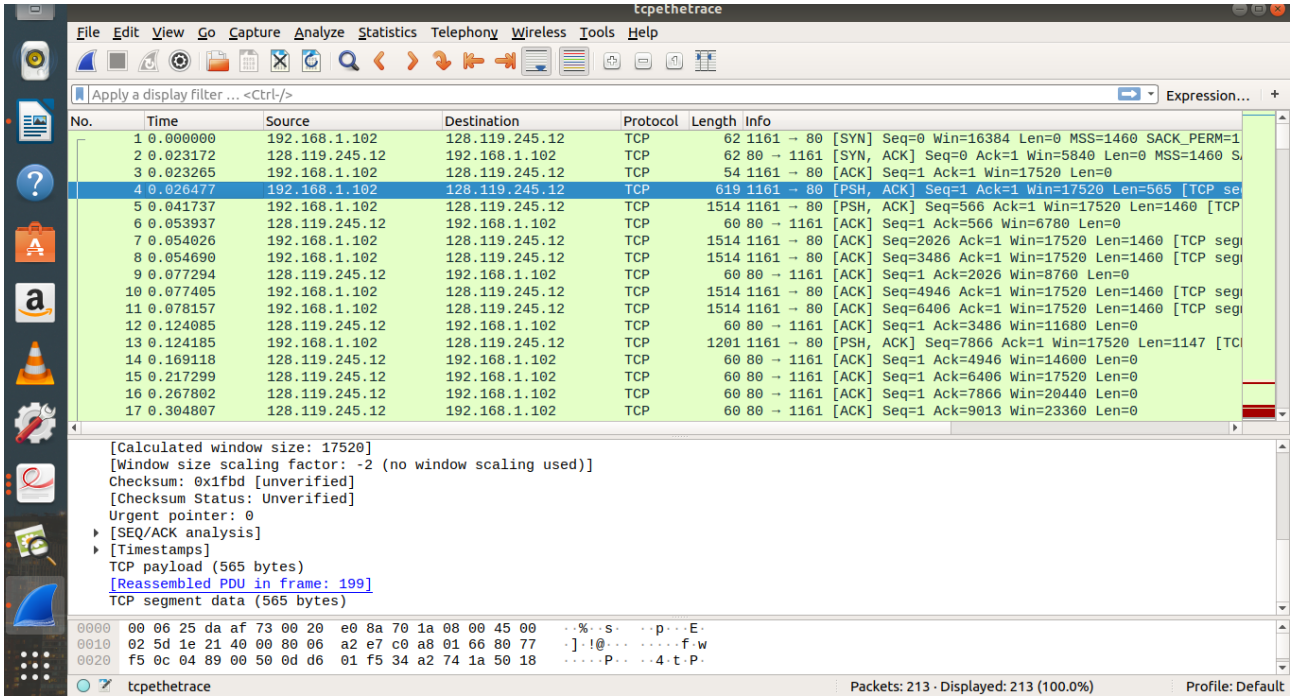
EstimatedRTT after the receipt of the ACK of segment 4:
EstimatedRTT = 0.875 * 0.0337+ 0.125 * 0.11443 = 0.0438 s

EstimatedRTT after the receipt of the ACK of segment 5:
EstimatedRTT = 0.875 * 0.0438 + 0.125 * 0.13989 = 0.0558 s

EstimatedRTT after the receipt of the ACK of segment 6:
EstimatedRTT = 0.875 * 0.0558 + 0.125 * 0.18964 = 0.0725 s

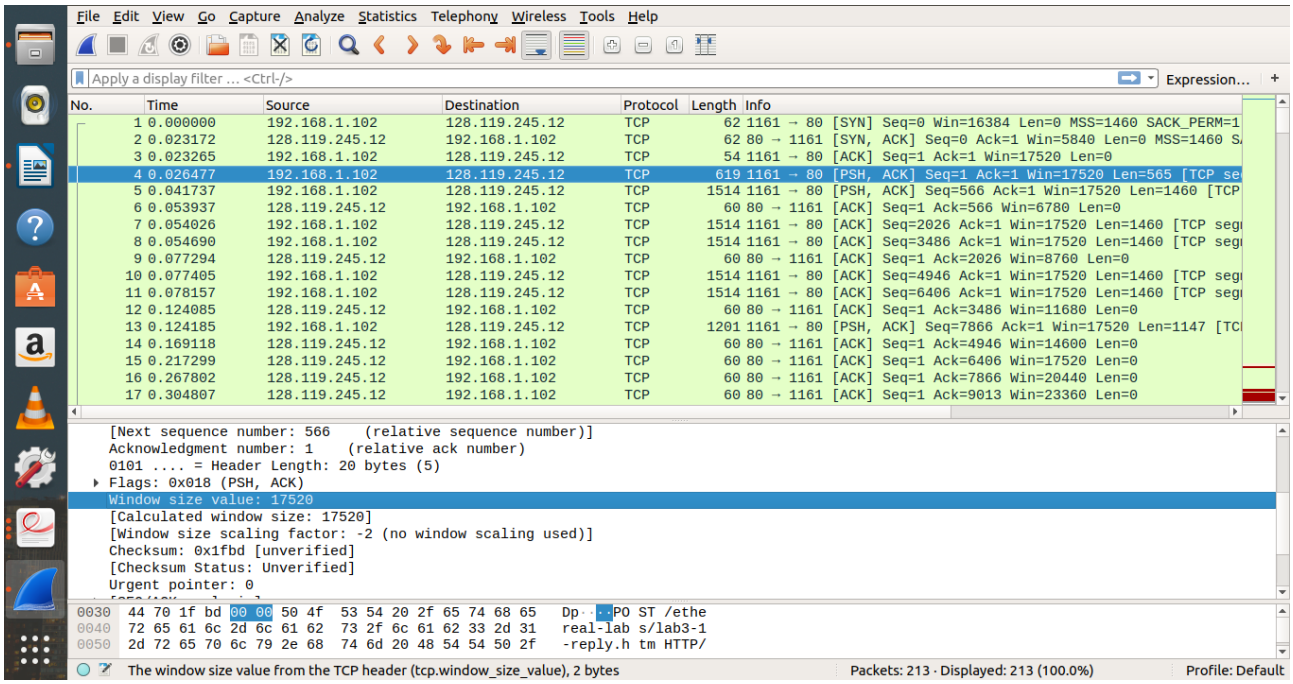
g. What is the length of each of the first six TCP segments?

Length of the first TCP segment (containing the HTTP POST): 565 bytes
Length of each of the other five TCP segments: 1460 bytes



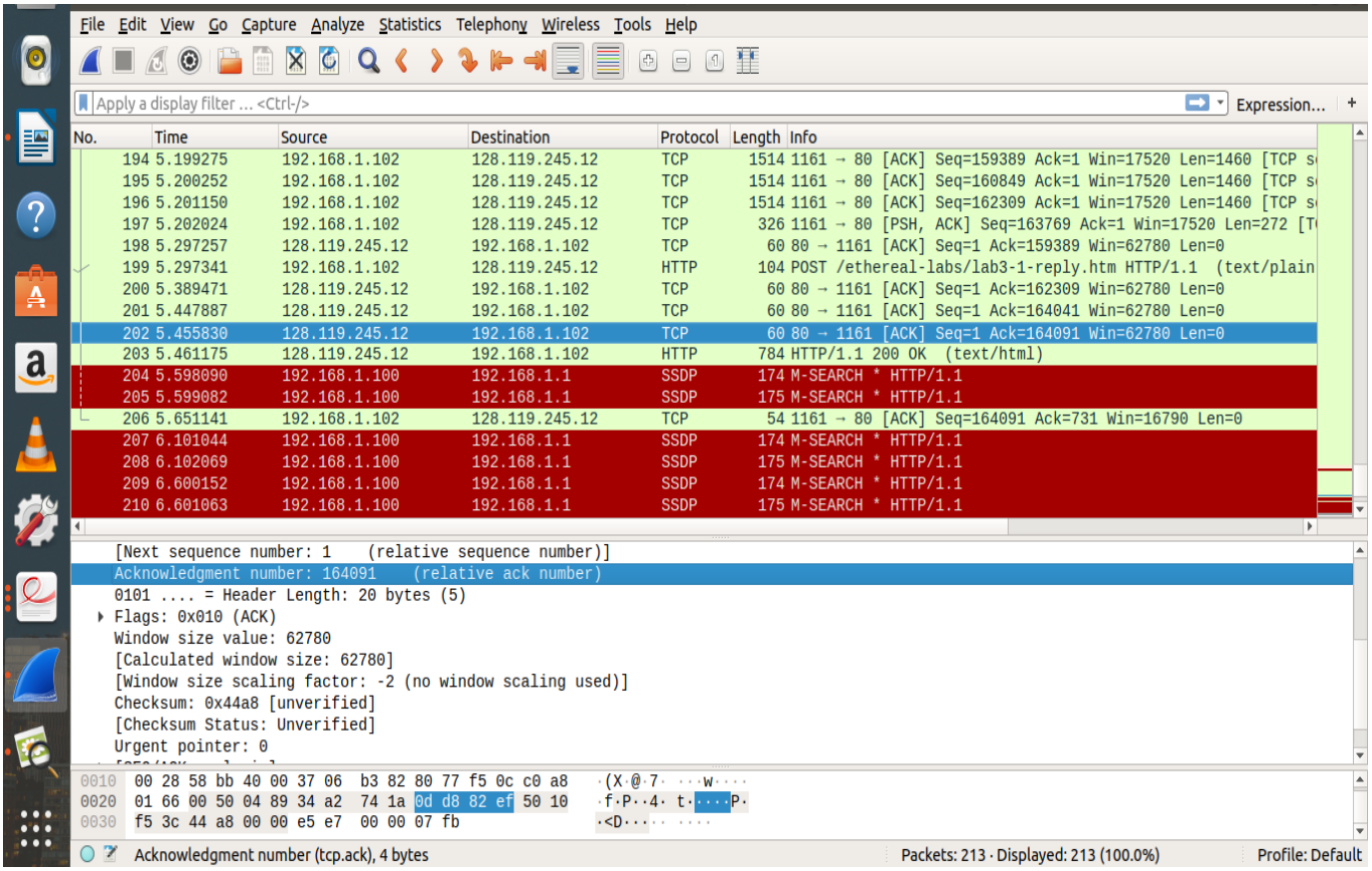
h. What is the minimum amount of available buffer space advertised at the received for the entire trace? Does the lack of receiver buffer space ever throttle the sender?

The minimum amount of buffer space (receiver window) advertised at
ser1 for the entire trace is 17520 bytes, which shows in the first acknowledgement from the server. This receiver window grows steadily until a maximum receiver buffer size of 62780 bytes. The sender is never throttled due to lacking of receiver buffer space by inspecting this trace.



i. What is the throughput (bytes transferred per unit time) for the TCP connection? Explain how you calculated this value.

The computation of TCP throughput largely depends on the selection of averaging time period. As a common throughput computation, in this question, we select the average time period as the whole connection time. Then, the average throughput for this TCP connection is computed as the ratio between the total amount data and the total transmission time. The total amount data transmitted can be computed by the difference between the sequence number of the first TCP segment (i.e. 1 byte for No. 4 segment) and the acknowledged sequence number of the last ACK (164091 bytes for No. 202 segment). Therefore, the total data are 164091 - 1 = 164090 bytes. The whole transmission time is the difference of the time instant of the first TCP segment (i.e., 0.026477 second for No.4 segment) and the time instant of the last ACK (i.e., 5.455830 second for No. 202 segment). Therefore, the total transmission time is 5.455830 - 0.026477 = 5.4294 seconds. Hence, the throughput for the TCP connection is computed as 164090/5.4294 = 30.222 Kbyte/sec


File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
Apply a display filter ... <Ctrl-/>
Expression...
No. Time Source Destination Protocol Length Info
194 5.199275 192.168.1.102 128.119.245.12 TCP 1514 1161 → 80 [ACK] Seq=159389 Ack=1 Win=17520 Len=1460 [TCP s
195 5.200252 192.168.1.102 128.119.245.12 TCP 1514 1161 → 80 [ACK] Seq=160849 Ack=1 Win=17520 Len=1460 [TCP s
196 5.201150 192.168.1.102 128.119.245.12 TCP 1514 1161 → 80 [ACK] Seq=162309 Ack=1 Win=17520 Len=1460 [TCP s
197 5.202024 192.168.1.102 128.119.245.12 TCP 326 1161 → 80 [PSH, ACK] Seq=163769 Ack=1 Win=17520 Len=272 [T
198 5.297257 128.119.245.12 192.168.1.102 TCP 60 80 → 1161 [ACK] Seq=1 Ack=159389 Win=62780 Len=0
199 5.297341 192.168.1.102 128.119.245.12 HTTP 104 POST /ethereal-labs/lab3-1-reply.htm HTTP/1.1 (text/plain
200 5.389471 128.119.245.12 192.168.1.102 TCP 60 80 → 1161 [ACK] Seq=1 Ack=162309 Win=62780 Len=0
201 5.447887 128.119.245.12 192.168.1.102 TCP 60 80 → 1161 [ACK] Seq=1 Ack=164041 Win=62780 Len=0
202 5.455830 128.119.245.12 192.168.1.102 TCP 60 80 → 1161 [ACK] Seq=1 Ack=164091 Win=62780 Len=0
203 5.461175 128.119.245.12 192.168.1.102 HTTP 784 HTTP/1.1 200 OK (text/html)
204 5.598090 192.168.1.100 192.168.1.1 SSDP 174 M-SEARCH * HTTP/1.1
205 5.599082 192.168.1.100 192.168.1.1 SSDP 175 M-SEARCH * HTTP/1.1
206 5.651141 192.168.1.102 128.119.245.12 TCP 54 1161 → 80 [ACK] Seq=164091 Ack=731 Win=16790 Len=0
207 6.101044 192.168.1.100 192.168.1.1 SSDP 174 M-SEARCH * HTTP/1.1
208 6.102069 192.168.1.100 192.168.1.1 SSDP 175 M-SEARCH * HTTP/1.1
209 6.600152 192.168.1.100 192.168.1.1 SSDP 174 M-SEARCH * HTTP/1.1
210 6.601063 192.168.1.100 192.168.1.1 SSDP 175 M-SEARCH * HTTP/1.1
[Next sequence number: 1 (relative sequence number)]
Acknowledgment number: 164091 (relative ack number)
0101 .... = Header Length: 20 bytes (5)
Flags: 0x010 (ACK)
Window size value: 62780
[Calculated window size: 62780]
[Window size scaling factor: -2 (no window scaling used)]
Checksum: 0x44a8 [unverified]
[Checksum Status: Unverified]
Urgent pointer: 0
0010 00 28 58 bb 40 00 37 06 b3 82 80 77 f5 0c c0 a8
0020 01 66 00 50 04 89 34 a2 74 1a 0d d8 82 ef 50 10
0030 f5 3c 44 a8 00 00 e5 e7 00 00 07 fb
Acknowledgment number (tcp.ack), 4 bytes
Packets: 213 · Displayed: 213 (100.0%)
Profile: Default