

Active class 2: Understanding the Application Layer

Activity 1: Understanding the Application Layer using HTTP

1. Why do we need application layer protocols?

They enable applications to communicate over a network by defining rules for data exchange.

2. Examples of application layer protocols:

- HTTP: Transfers web pages.
- SMTP: Sends emails.
- FTP: Transfers files.
- DNS: Resolves domain names to IP addresses.
- IMAP: Retrieves emails from a server.

1. Key Features of HTTP

- Stateless
- Request-response model
- Uses TCP
- Supports various methods like GET, POST, PUT, DELETE

Role Play (We wrote a script for this which is as follows)

1. Client 1(Pranika):

"Client 1 initiating TCP connection with the Server."

"Client 1 sending HTTP GET request for /page1.html."

2. Server (Archit):

"Server accepting TCP connection from Client 1."

"Server responding with HTTP 200 OK and /page1.html content."

3. Client 2(Jasveena):

"Client 2 initiating TCP connection with the Server."

"Client 2 sending HTTP GET request for /page2.html."

4. Server (Archit):

"Server accepting TCP connection from Client 2."

"Server responding with HTTP 200 OK and /page2.html content."

5. Client 3(Nadiyai):

"Client 3 initiating TCP connection with the Server."

"Client 3 sending HTTP GET request for /page3.html."

6. Server (Archit):

"Server accepting TCP connection from Client 3."

"Server responding with HTTP 200 OK and /page3.html content."

With Proxy Server (Jasveena as Proxy)

1. Client 1 (Pranika):

- "Client 1 initiating TCP connection with Proxy Server."
- "Client 1 sending HTTP GET request for /page1.html."

2. Proxy Server (Jasveena):

- "Proxy Server responding with cached HTTP 200 OK and /page1.html content."

3. Client 3 (Nadia):

- "Client 3 initiating TCP connection with Proxy Server."

- "Client 3 sending HTTP GET request for /page3.html."
4. Proxy Server (Jasveena):
- "Proxy Server forwarding request to Server."
5. Server (Archit):
- "Server responding with HTTP 200 OK and /page3.html content to Proxy Server."
- Proxy Server (Jasveena):
- "Proxy Server responding with HTTP 200 OK and /page3.html content to Client 3."

Activity 2: Analysing HTTP in Wireshark

Wireshark HTTP Analysis Summary

Sequence of HTTP Message Exchange:

Begins with GET requests from 192.168.1.102 to 104.97.189.98, followed by 200 OK responses.

Persistence/Non-persistence Connection:

Persistent connection (HTTP/1.1) with multiple requests over the same connection.

Details in HTTP GET Message:

Includes headers: Host, User-Agent, Accept, Accept-Encoding, Connection, Upgrade-Insecure-Requests.

Frame Details:

Ethernet II: MAC addresses.

IPv4: Source (192.168.1.102) and destination (104.97.189.98) IP addresses.

TCP: Source and destination ports, sequence numbers.

HTTP: Request/response details and headers.

HTTP Version Used by Browser:

HTTP/1.1

Response Message from Server:

HTTP/1.1 200 OK

HTTP Version on Server:

HTTP/1.1

IP Address of Computer:

192.168.1.102

IP Address of Server:

104.97.189.98

Status Code from Server:

200 OK

Wireshark HTTP Analysis Summary (Second Website)

Sequence of HTTP Message Exchange:

Like the previous capture, the sequence starts with GET requests from the client (192.168.1.102) to the server (47.246.42.236), followed by 200 OK responses.

Persistence/Non-persistence Connection:

Persistent connection (HTTP/1.1) is observed, with multiple requests using the same TCP connection.

Details in HTTP GET Message:

Headers in the GET message include Host, User-Agent, Accept, Accept-Encoding, Connection.

Frame Details:

Ethernet II: MAC addresses.

IPv4: Source (192.168.1.102) and destination (47.246.42.236) IP addresses.

TCP: Source and destination ports, sequence numbers.

HTTP: Request/response details and headers.

HTTP Version Used by Browser:

HTTP/1.1

Response Message from Server:

HTTP/1.1 200 OK

HTTP Version on Server:

HTTP/1.1

IP Address of Your Computer:

192.168.1.102

IP Address of the Server:

47.246.42.236

Status Code from Server:

200 OK

What happens when you use "https"? Can you analyse the responses?

HTTPS secures communication, making detailed analysis of HTTP content in Wireshark impossible without decryption.

Active class 3: DNS

Activity 1:

What is the core Internet function provided by DNS?

Answer: The core function of DNS (Domain Name System) is to translate human-readable domain names (e.g., www.example.com) into IP addresses (e.g., 192.0.2.1), allowing users to access websites using easy-to-remember names.

Why do we need DNS?

Answer: We need DNS to simplify the process of accessing websites and other resources on the Internet by using human-friendly domain names instead of numerical IP addresses, making the Internet more accessible and user-friendly.

What is the layer that DNS belongs to?

Answer: DNS operates at the Application layer (Layer 7) of the OSI model.

Do you think a single DNS server is enough to support the entire network? Justify your answer. Provide an alternate solution if we have any.

Answer: No, a single DNS server is not enough to support the entire network because it would create a single point of failure, lead to high latency, and be unable to handle the volume of DNS requests globally.

Alternate Solution: A distributed and hierarchical system of DNS servers is used globally, including root DNS servers, TLD (Top-Level Domain) servers, and authoritative DNS servers, to ensure redundancy, load balancing, and scalability.

Role Play

Client 1 Accesses the Webpage

Step 1: Client 1 Initiates the Request

Pranika (Client 1):

"I want to access deakin.edu.au. First, I need to find the IP address. I'll send a DNS query to the DNS server."

Step 2: Client 1 Queries the DNS Server

Pranika (Client 1):

"DNS server, what's the IP address for deakin.edu.au?"

Step 3: DNS Server Responds to Client 1

Archit (DNS Server):

"I don't have the IP address cached. Let me query the Root, TLD, and Authoritative DNS servers."

Archit (DNS Server):

"The IP address for deakin.edu.au is 203.0.113.5."

Step 4: Client 1 Sends HTTP Request to Web Server

Pranika (Client 1):

"Web server at IP 203.0.113.5, please send me the webpage for deakin.edu.au."

Step 5: Web Server Responds to Client 1

Jasveena (Web Server):

"Here is the webpage for deakin.edu.au."

Step 6: Client 1 Receives the Webpage

Pranika (Client 1):

"Thank you, I have received the webpage for deakin.edu.au."

Second Client Accesses the Same Webpage

Step 7: Client 2 Initiates the Request

Nadia (Client 2):

"I also want to access deakin.edu.au. I'll send a DNS query to the DNS server."

Step 8: Client 2 Queries the DNS Server

nadia (Client 2):

"DNS server, what's the IP address for deakin.edu.au?"

Step 9: DNS Server Responds to Client 2

Archit (DNS Server):

"I have the IP address cached. The IP address for deakin.edu.au is 203.0.113.5."

Step 10: Client 2 Sends HTTP Request to Web Server

nadia (Client 2):

"Web server at IP 203.0.113.5, please send me the webpage for deakin.edu.au."

Step 11: Web Server Responds to Client 2

Jasveena (Web Server):

"Here is the webpage for deakin.edu.au."

Step 12: Client 2 Receives the Webpage

nadia (Client 2):

"I have received the webpage for deakin.edu.au."

Activity 2:

1. Identify the IP address of deakin.edu.au using nslookup2

The IP addresses for deakin.edu.au are 128.184.204.21 and 128.184.20.21. 2

- . Identify authoritative DNS servers for harvard.edu

- Authoritative DNS servers: a10-66.akam.net, a7-65.akam.net, a11-67.akam.net, a6-66.akam.net, a1-171.akam.net, a16-64.akam.net.
- Authoritative answers: IP addresses for these DNS servers are listed.

3. Trace DNS in Wireshark

- Empty the DNS cache:

Command for MacOS: sudo killall -HUP mDNSResponder

- Capture packets in Wireshark:

Analysis:

- DNS Query and Response Messages:
- Transport Layer Protocol: UDP
- DNS Query Destination Port: 53
- DNS Response Source Port: 53
- Query IP Address: 192.168.1.1
- DNS Query Type: Standard query (A)
- DNS Response: Contains the IP address 208.112.52.122

2. Local DNS Server

Command Used: scutil –dns

Overall answer

DNS Query Results for deakin.edu.au:

- Non-authoritative IP addresses: 128.184.204.21 and 128.184.20.21.

Authoritative DNS Servers for harvard.edu:

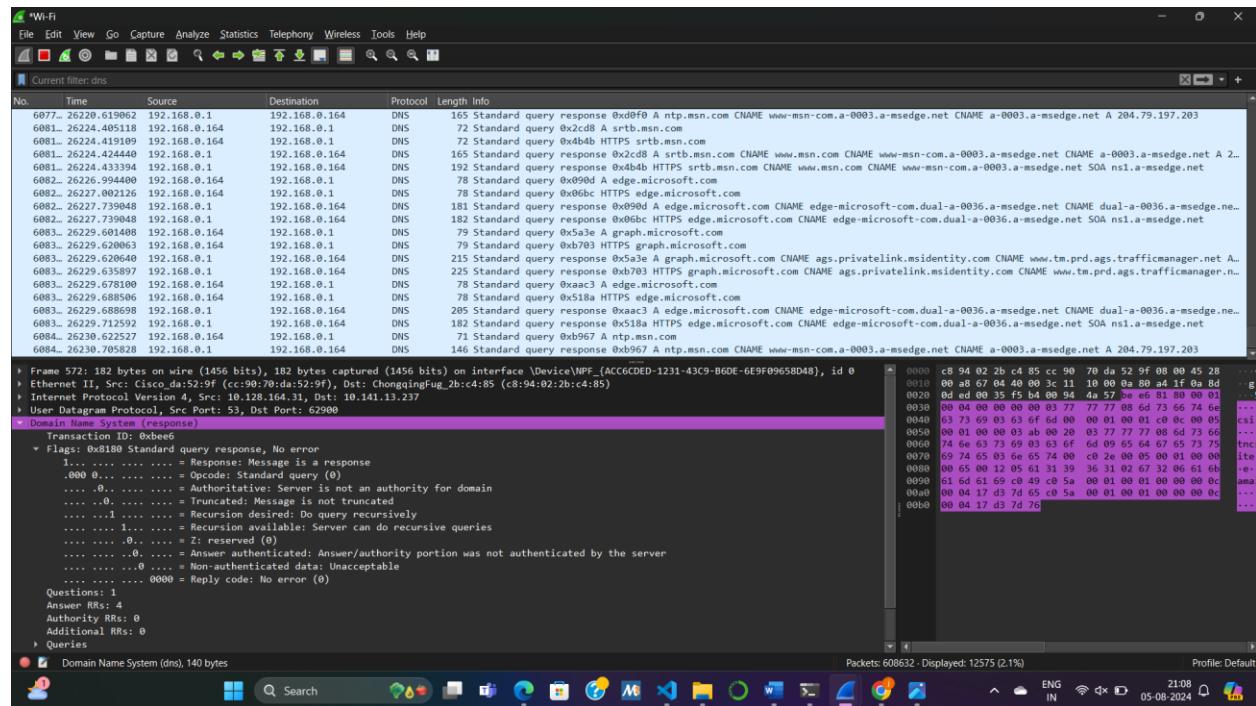
- Servers: a10-66.akam.net, a7-65.akam.net, a11-67.akam.net, a6-66.akam.net, a1-171.akam.net, a16-64.akam.net.
- IP addresses for these servers provided.

Wireshark Analysis:

- Transport Layer Protocol: UDP.
- DNS Query Destination Port: 53.
- DNS Response Source Port: 53.
- Query IP Address: 192.168.1.1.
- Local DNS Server IP Address: 192.168.1.1.
- DNS Query Type: Standard query (A).
- DNS Response: Contains the IP address 208.112.52.122.

DNS Queries for Images:

Typically, browsers cache DNS responses. Therefore, multiple requests for resources on the same domain do not trigger additional DNS queries.



The Wireshark interface shows a list of captured network frames. Frame 576 is selected, which is an HTTP GET request to 'www.msftncsi.com'. The packet details pane shows the raw hex and ASCII data of the request. The bytes pane displays the raw binary data.

```

Frame 576: 178 bytes on wire (1424 bits), 178 bytes captured (1424 bits) on interface \Device\NPF_{ACC6CDED-1231-43C9-B6DE-6E9F09658D48}, id 0
    Ethernet II, Src: ChongqiangFug_2b:c4:85 (c8:94:02:2b:c4:85), Dst: Cisco_da:52:9f (cc:90:70:da:52:9f)
    Internet Protocol Version 4, Src: 10.141.13.237, Dst: 23.211.125.101
    Transmission Control Protocol, Src Port: 52220, Dst Port: 80, Seq: 1, Ack: 1, Len: 124
    Hypertext Transfer Protocol
        > GET /ncsi.txt HTTP/1.1\r\n
            Host: www.msftncsi.com\r\n
            User-Agent: Go-http-client/1.1\r\n
            Accept-Encoding: gzip\r\n
            Connection: close\r\n
        \r\n
        [Full request URI: http://www.msftncsi.com/ncsi.txt]
        [HTTP request 1/1]
        [Response in frame: 578]

```

The taskbar shows various pinned icons and the system tray indicates it's 13:54 on 05-08-2024. A Command Prompt window titled 'Command Prompt - nslookup' is open, showing the results of a DNS lookup for 'harvard.edu'.

```

Microsoft Windows [Version 10.0.22631.3888]
(c) Microsoft Corporation. All rights reserved.

C:\Users\SHILPA>nslookup
Default Server: home
Address: 192.168.0.1

> server 198.41.0.4 (or another root DNS server IP)
Unrecognized command: server 198.41.0.4 (or another root DNS server IP)
> set type=NS
> harvard.edu
Server: home
Address: 192.168.0.1

Non-authoritative answer:
harvard.edu      nameserver = a11-67.akam.net
harvard.edu      nameserver = a1-171.akam.net
harvard.edu      nameserver = a16-64.akam.net
harvard.edu      nameserver = a7-55.akam.net
harvard.edu      nameserver = a6-66.akam.net
harvard.edu      nameserver = a10-66.akam.net
> nslookup -type=ns harvard.edu
Unrecognized command: nslookup -type=ns harvard.edu
>

```

(this is a screenshot from my command prompt, but the IP address written is what we inferred from when we did from the group activity.)

EXERCISE 1

Explore different applications that are developed based on the client-server architecture and peer to peer architecture. Note down your answers before you continue.

Client-Server Architecture Applications:

1. **Web Browsing:** Web browsers (e.g., Chrome) access web servers (e.g., Apache) to view websites.
2. **Email:** Email clients (e.g., Outlook) communicate with email servers (e.g., Gmail) for sending and receiving messages.
3. **File Transfer:** FTP clients (e.g., FileZilla) upload/download files from FTP servers.
4. **Database Access:** Database tools (e.g., MySQL Workbench) interact with database servers (e.g., MySQL) for data queries.
5. **Remote Desktop:** Remote desktop apps (e.g., Microsoft Remote Desktop) connect to remote servers for control.

Peer-to-Peer (P2P) Architecture Applications:

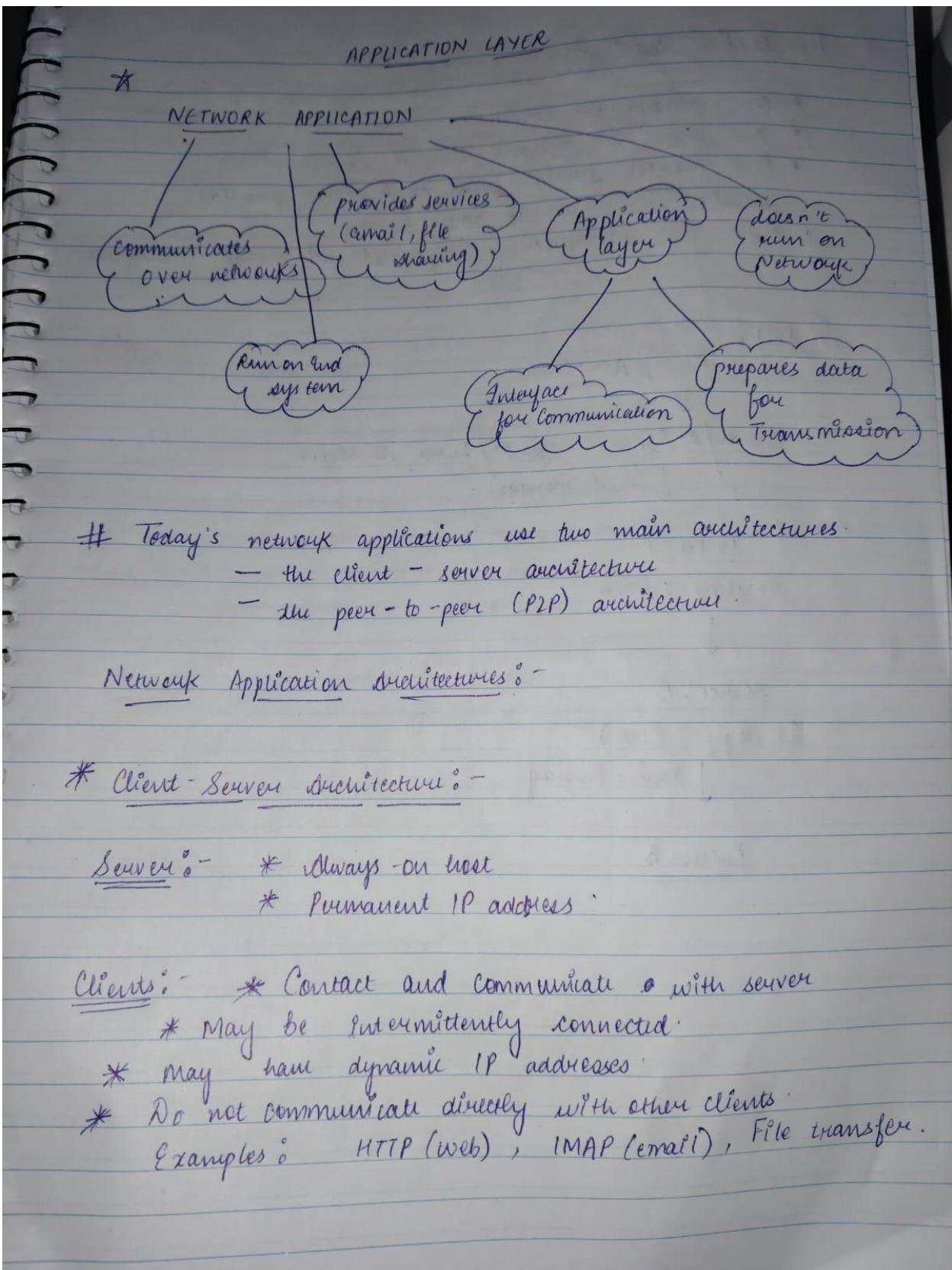
1. **File Sharing:** Applications (e.g., BitTorrent) allow direct file sharing between peers.
2. **VoIP:** Services (e.g., Skype) enable direct voice/video calls between users.
3. **Messaging:** Apps (e.g., Signal) facilitate direct, encrypted messaging between users.
4. **Distributed Computing:** Projects use unused computing power from peers for research.

EXERCISE2:

List down four network applications you use on daily basis and their application and transport protocols.

1. **Web Browsing**
 - o **Application Protocol:** HTTP/HTTPS
 - o **Transport Protocol:** TCP
2. **Email**
 - o **Application Protocol:** SMTP/IMAP/POP3

- **Transport Protocol:** TCP
- 3. **File Transfer**
 - **Application Protocol:** FTP/SFTP
 - **Transport Protocol:** TCP
- 4. **VoIP Calls**
 - **Application Protocol:** SIP/RTP
 - **Transport Protocol:** UDP



* Peer to Peer Architecture :-

- No always-on server
- Arbitrary and systems directly communicate.
- Peer request service from other peers, provide service in return to other peers.
- Peers are intermittently connected and change IP addresses.

Sockets :-

Process A ✓



Sends / Receives messages to / from its socket

↓ (send message).

Socket - A

Analogy : Door

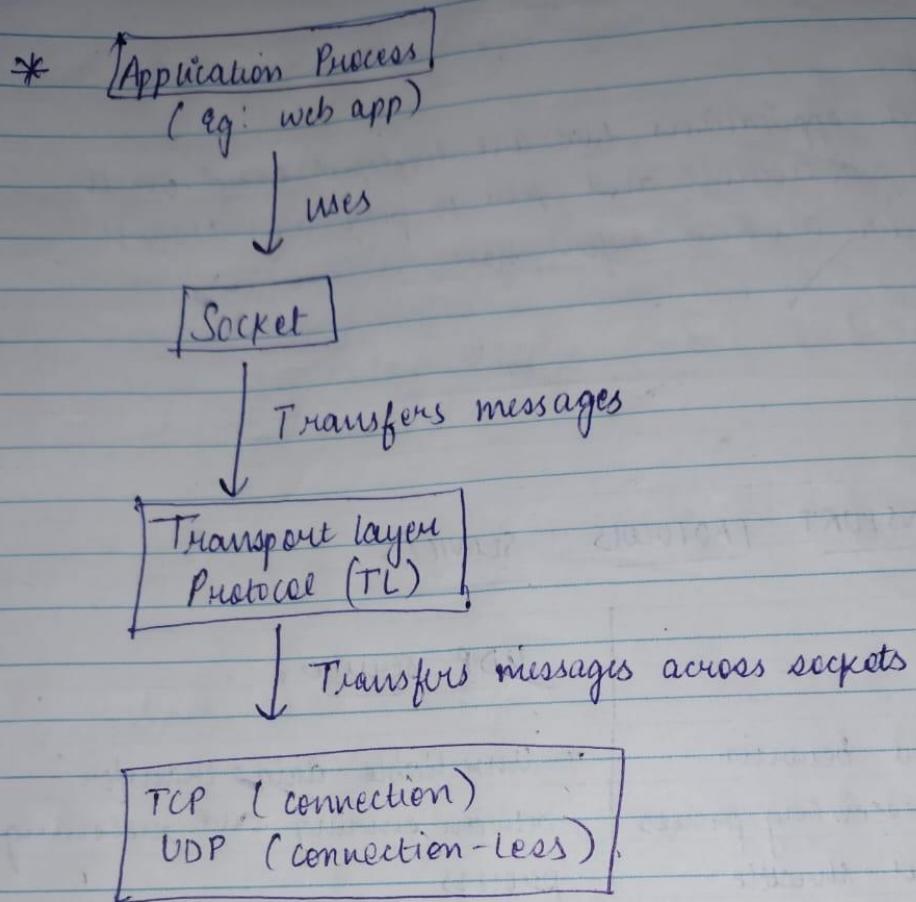


Socket - B

(Analog : Door)

↓ Recieve message

Process B



The HTTP protocol uses messages to communicate

- There are two types of HTTP messages:
 - Request Messages
 - Response Messages

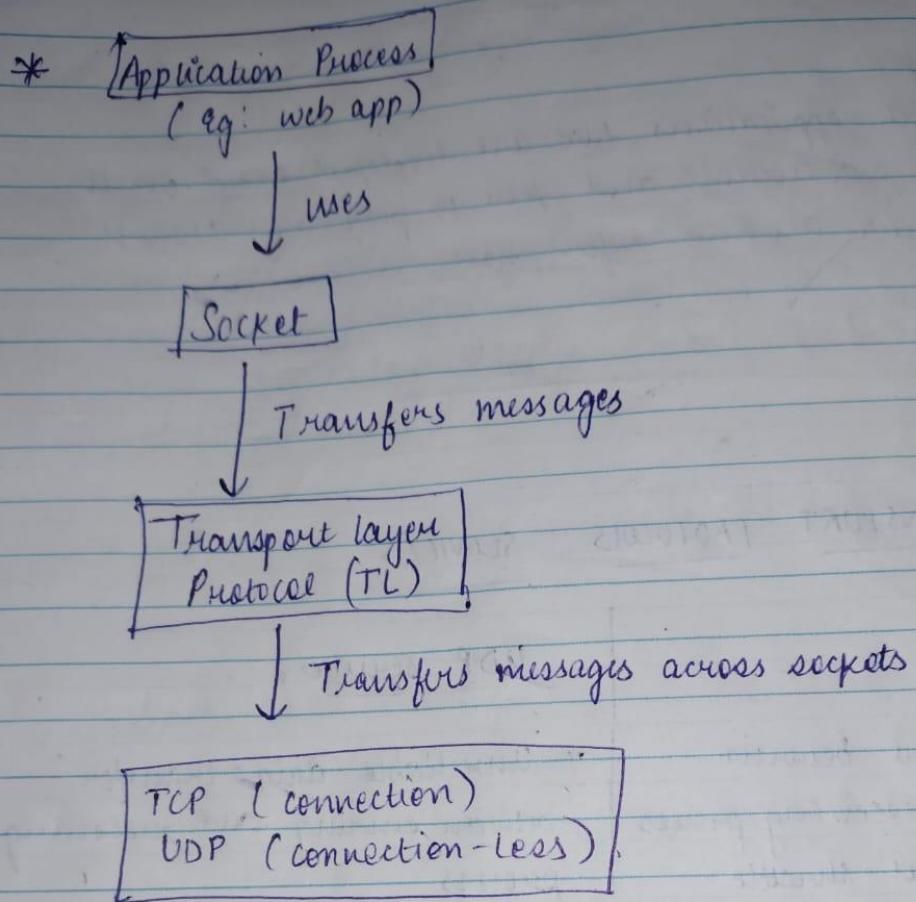
INTERNET TRANSPORT PROTOCOLS SERVICES

TCP service :-

- * "Reliable Transport" between sending and receiving process
- * "Congestion control" throttle sender when network overloaded.
- * "Connection-oriented" setup required between client and server processes
- * "does not provide", timing, minimum throughput guarantee, security.

UDP service:

- * "Unreliable data transfer" between sending and receiving process
- * "Does not provide" Reliability, flow control, congestion control, timing, throughput guarantee, security, or connection setup.



The HTTP protocol uses messages to communicate

- There are two types of HTTP messages:
 - Request Messages
 - Response Messages

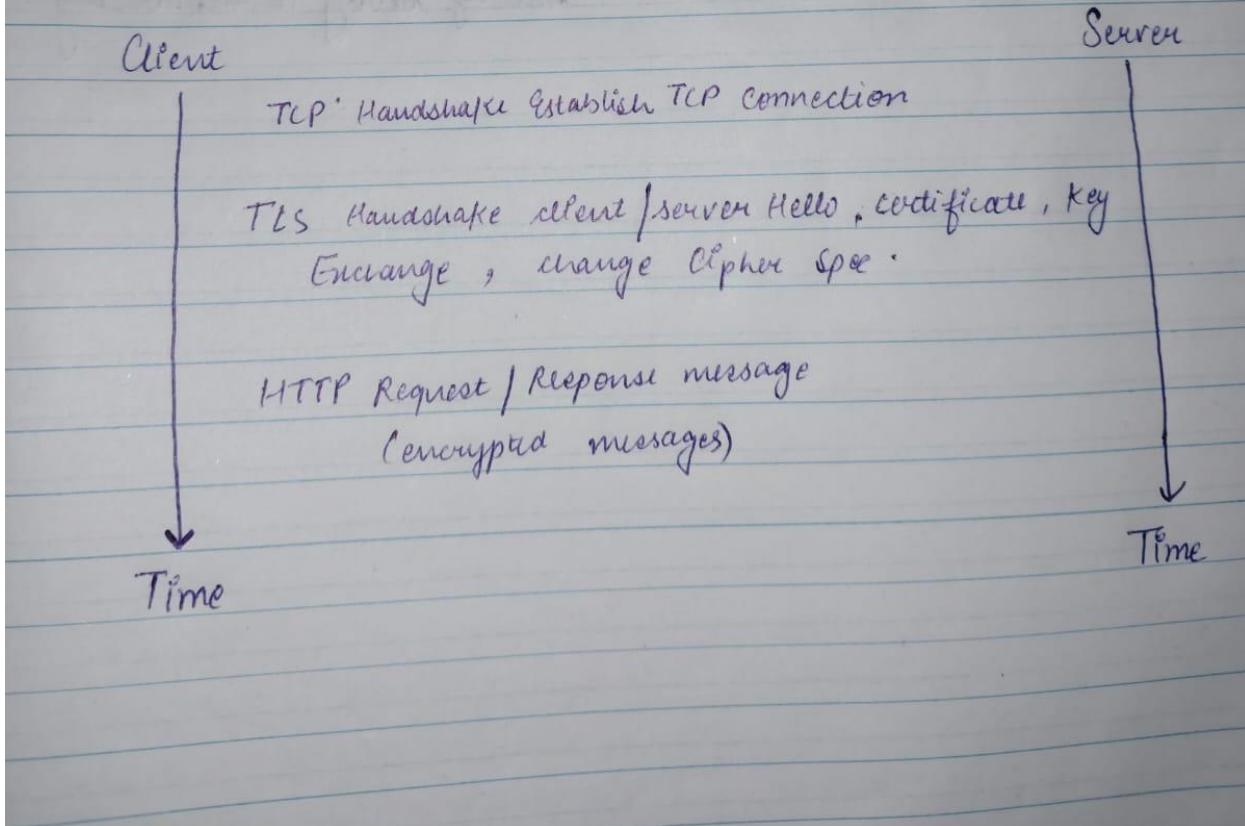
★ Issues with persistent and non-persistent HTTP :-

Non-persistent HTTP issues :-

- requires 2 RTT's per object
- 0s overhead for each TCP connection
- Browsers often open multiple parallel TCP connections to fetch referenced object in parallel.

Persistent HTTP :-

- First version of HTTP
- server leaves connection open after sending response
- subsequent HTTP messages between same client/server sent over open connection.



DNS Services and Structures :-

DNS service

- Hostname to IP address translation.
- Host aliasing
 - canonical host name, alias names
- Mail server aliasing.
- Load distribution
- Replicate Web servers: many IP addresses correspond to one name.

F local DNS name Servers

- * When host makes DNS query, it is sent to its local DNS server
- * Local DNS server doesn't strictly belong to hierarchy.

