



# Cairo University Faculty of Engineering Dept. of Electronics and Electrical Communications Engineering

### **ELC 3080 Spring 2025**

### **Computer Networks Project**

Submitted to:

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#### 2 - Effect of TCP Window Size

#### 2-I Test iperf3 with window sizes: 1K, 2K, 3K, 4K, 5K, 6K, then 12K, 16K, 24K, and 32K

For Throughput, It's always equals =  $\frac{\# Transfers}{Interval Time}$  = Bandwidth

#### window size 1k

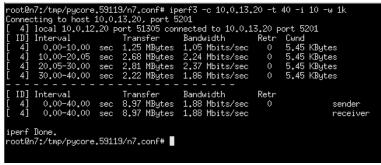


Figure 1: Testing iperf3 with Window size 1K

### Throughput = $Bandwidth = \frac{2^{20} \times 8.97 \times 8}{10^{6} \times 40} = 1.8811 \text{ Mbits/s}$

Average number of retransmissions = 0

#### window size 2k

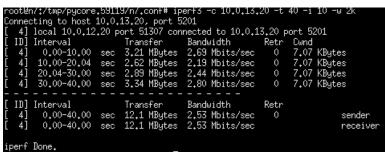


Figure 2: Testing iperf3 with Window size 2K

### Throughput = $Bandwidth = \frac{2^{20} \times 12.1 \times 8}{10^{6} \times 40} = 2.532 \text{ Mbits/s}$

Average number of retransmissions = 0

#### window size 3k

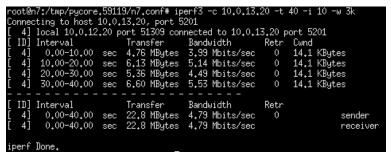


Figure 3: Testing iperf3 with Window size 3K

### Throughput = $Bandwidth = \frac{2^{20} \times 22.8 \times 8}{10^6 \times 40} = 4.7815 \text{ Mbits/s}$

Average number of retransmissions = 0

#### window size 4k

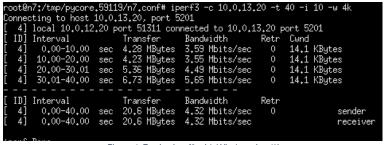


Figure 4: Testing iperf3 with Window size 4K

Throughput = 
$$Bandwidth = \frac{2^{20} \times 20.6 \times 8}{10^{6} \times 40} = 4.3201 \text{ Mbits/s}$$

Average number of retransmissions = 0

#### window size 5k

```
root@n7;/tmp/pycore,59119/n7,conf# iperf3 -c 10.0.13.20 -t 40 -i 10
Connecting to host 10.0.13.20, port 5201
4] local 10.0.12.20 port 51313 connected to 10.0.13.20 port 5201
                                                          -c 10.0.13.20 -t 40 -i 10 -w 5k
                                                                                 Cwnd
14.1 KBytes
14.1 KBytes
14.1 KBytes
      Interval
0.00-10.00
                                 Transfer
                                                   Bandwidth
                                                                         Retr
                                 5.96 MButes
                                                   5.00 Mbits/sec
        10.00-20.03
20.03-30.00
                                 5.11 MBytes
                         sec
                                                   4.27
                                                          Mbits/sec
                                                   3.39 Mbits/sec
                         sec
                                 4.03 MButes
                                 5.09 MBytes
                                                                                  8.48 KBytes
        30.00-40.00
                                                   4,27 Mbits/sec
                         sec
      Interval
0.00-40.00
 ID1
                                                   Bandwidth
                                                                          Retr
                                 20,2 MBytes
                                                   4.23 Mbits/sec
                                                                                                sender
                         sec
                                 20,2 MBytes
         0.00-40.00 sec
                                                   4,23 Mbits/sec
                                                                                                receiver
perf Done
```

Figure 5: Testing iperf3 with Window size 5K

### Throughput = $Bandwidth = \frac{2^{20} \times 20.2 \times 8}{10^{6} \times 40} = 4.236 \text{ Mbits/s}$

Average number of retransmissions = 1

#### window size 6k

```
-c 10.0.13.20 -t 40 -i 10 -w 6k
Connecting to host 10,0.13.20, port 5201

4] local 10,0.12.20 port 51315 connected to 10,0.13.20 port 5201
                                                                Retr
      Interval
                                                                        Cwnd
                                             Bandwidth
                             Transfer
       0,00-10,00
10,00-20,00
20,00-30,00
                                                                       4,24 KBytes
4,24 KBytes
                                                                 86
                              154 KBytes
                                              126 Kbits/sec
                              143 KBytes
                                                                  88
                                              117 Kbits/sec
                      sec
                              144 KBytes
                                                                        4.24 KBytes
                                                   Kbits/sec
                      sec
                              143 KBytes
       30,00-40,00
                                               117 Kbits/sec
                                                                        4.24 KButes
                       sec
                             Transfer
                                             Bandwidth
 IDl
      Interval
                              584 KBytes
574 KBytes
        0.00-40.00
                                              120 Kbits/sec
                                                                                    sender
                      sec
                                              118 Kbits/sec
                      sec
                                                                                    receive
iperf Done.
```

Figure 6: Testing iperf3 with Window size 6K

### Throughput = $Bandwidth = \frac{2^{10} \times 584 \times 8}{10^3 \times 40} = 119.6032 \text{ Kbits/s}$

Average number of retransmissions = 348

#### window size 12k

```
c 10.0.13.20 -t 40 -i 10 -w 12k
ting to host 10.0,13.20, port 5201
local 10.0.12.20 port 51319 connected to 10.0.13.20 port 5201
Interval
                         Transfer
                                           Bandwidth
                                                                        4.24 KBytes
4.24 KBytes
4.24 KBytes
  0.00-10.00
                         1.77 MBytes
                                           1,49 Mbits/sec
                         749 KBytes
2.32 MBytes
 10.00-20.00
20.00-30.00
                                           614 Kbits/sec
1.95 Mbits/sec
                  sec
                                                                 420
                  sec
 30,00-40,00
                         1.87 MBytes
                                           1,57
                                                 Mbits/sec
                                                                         2,83 KBytes
  0,00-40,00 sec
                        6.69 MBytes
6.67 MBytes
                                           1.40 Mbits/sec
1.40 Mbits/sec
                                                                                        sender
  0.00-40.00
                  sec
                                                                                       receiver
```

Figure 7: Testing iperf3 with Window size 12K

### Throughput = $Bandwidth = \frac{2^{20} \times 6.69 \times 8}{10^{6} \times 40} = 1.3701$ Mbits/s Average number of retransmissions = 1222

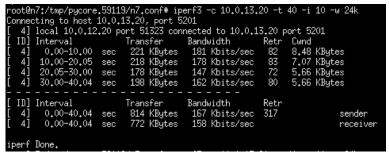
#### window size 16k

```
oot@n7:/tmp/pycore.59119/n7.conf# iperf3 -c 10.0.13.20 -t 40 -i 10 -w 16k
connecting to host 10.0.13.20, port 5201
       local 10.0.12.20 port 51321 connected to 10.0.13.20 port 5201
                                                                        Retr
110
103
106
110
                                                                                Cwnd
4.24 KBytes
5.66 KBytes
5.66 KBytes
       Interval
0.00-10.01
10.01-20.00
                                                   Bandwidth
                                                    470 Kbits/sec
319 Kbits/sec
                                  574 KBytes
389 KBytes
                          sec
         20,00-30,05
                                                          Kbits/sec
                                   276 KBytes
                          sec
                                   283 KBytes
         30.05-40.00
                                                                                 8,48 KBytes
                          sec
                                                    233 Kbits/sec
       Interval
                                                   Bandwidth
  וחו
          0,00-40,00
                                 1.49 MBytes
1.46 MBytes
                                                    312 Kbits/sec
                                                                                               sender
          0.00-40.00
                                                    307 Kbits/sec
                         sec
                                                                                              receiver
iperf Done.
```

Figure 8: Testing iperf3 with Window size 16K

Throughput =  $Bandwidth = \frac{2^{20} \times 1.49 \times 8}{10^{3} \times 40} = 312.475$  Kbits/s Average number of retransmissions = 429

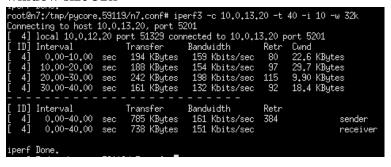
#### window size 24k



Throughput =  $Bandwidth = \frac{2^{20} \times 814 \times 8}{10^{6} \times 40} = 166.702$  Kbits/s Average number of retransmissions = 317

Figure 9: Testing iperf3 with Window size 24K

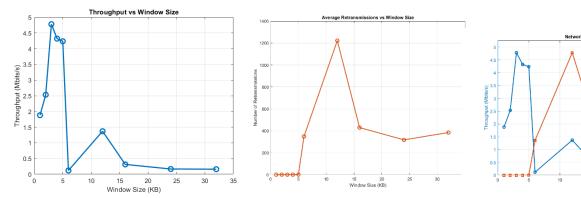
#### window size 32k



Throughput =  $Bandwidth = \frac{2^{10} \times 785 \times 8}{10^{3} \times 40} = 160.768$  Kbits/s Average number of retransmissions = 384

Figure 10: Testing iperf3 with Window size 32K

#### Average throughput and the Average number of retransmissions as a function of window size:



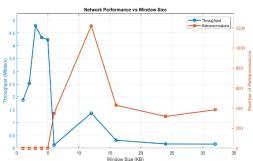


Figure 11: Throughput vs Window size plot

Figure 12: Avg. Retransmissions vs Window size plot

Figure 13: Network Performance vs Window size plot

#### **Comment:**

The test results show a Zig-Zag pattern in network speed and lost packets. When using small window sizes (1K-4K), everything works smoothly and data flows fast with no lost packets. But when we increase the window size to 5K or more, the receiver gets overwhelmed and starts losing data, which slows things down and retrasmissions. Sometimes (like at 12K), it looks like things improve briefly when some space opens up, but then the receiver gets overloaded again. With very large windows (16K+), the system stays stuck in slow mode with lots of lost packets. The best performance happens with smaller windows (1K-4K) that don't overload the receiver. This shows we need to find the right balance - not too small to be slow, but not too big to cause problems.

#### 2.II - identifying the TCP options used for TCP a data segment whose source is node n7.

Total Frame Length = 72 Bytes, TCP Header + IP Header = 52 Bytes

Data = 4 bytes

Ethernet Header is 72 - 52 - 4 = 16 bytes.

```
    1352055 6228.677757 10.0.13.20 10.0.12.20...5552 Len=4 TSval=1537842 TSecr=1537842 → + ×

→ Frame 1352055: 72 bytes on wire (576 bits), 72 bytes captured (576 bits)

    Arrival Time: Jun 3, 2025 16:39:22.786224000 EEST
    Epoch Time: 1748957962.786224000 seconds
    [Time delta from previous captured frame: 0.000117000 seconds]
    [Time delta from previous displayed frame: 0.000117000 seconds]
    [Time since reference or first frame: 6228.677757000 seconds]
    Frame Number: 1352055
    Frame Length: 72 bytes (576 bits)
    Capture Length: 72 bytes (576 bits)
    [Frame is marked: False]
    [Frame is ignored: False]
    [Protocols in frame: sll:ip:tcp:data]
    [Coloring Rule Name: Bad TCP]
    [Coloring Rule String: tcp.analysis.flags]
▶ Linux cooked capture

▼ Internet Protocol Version 4, Src: 10.0.13.20 (10.0.13.20), Dst: 10.0.12.20 (10.0.12.20)

    Version: 4
    Header length: 20 bytes
  ▷ Differentiated Services Field: 0x00 (DSCP 0x00: Default; ECN: 0x00: Not-ECT (Not ECN-Capable Transpo
    Total Length: 56
    Identification: 0x1067 (4199)
  ▶ Flags: 0x02 (Don't Fragment)
    Fragment offset: 0
    Time to live: 63
    Protocol: TCP (6)
  ▶ Header checksum: 0xfe31 [correct]
    Source: 10.0.13.20 (10.0.13.20)
    Destination: 10.0.12.20 (10.0.12.20)
⊽ Transmission Control Protocol, Src Port: targus-getdata1 (5201), Dst Port: 51328 (51328), Seq: 6, Ack:
    Source port: targus-getdata1 (5201)
    Destination port: 51328 (51328)
    [Stream index: 25]
    Sequence number: 6
                         (relative sequence number)
    [Next sequence number: 10 (relative sequence number)]
    Acknowledgement number: 306 (relative ack number)
    Header length: 32 bytes
  ▶ Flags: 0x018 (PSH, ACK)
    Window size value: 972
    [Calculated window size: 15552]
    [Window size scaling factor: 16]
 ▶ Checksum: 0x2d52 [validation disabled]
  D Checksum: 0x2d52 [validation disabled]
  Doptions: (12 bytes)
  [SEQ/ACK analysis]
Data (4 bytes)
0000 00 04 00 01 00 06 00 00 00 aa 00 11 00 00 08 00
                                                        E..8.g@. ?..1....
0010 45 00 00 38 10 67 40 00 3f 06 fe 31 0a 00 0d 14
0020 0a 00 0c 14 14 51 c8 80 bc 54 5f 94 a0 34 17 8d
                                                        .....Q.. .T_..4..
0030 80 18 03 cc 2d 52 00 00 01 01 08 0a 00 17 77 32
                                                        ....-R.. .....w2
0040 00 17 77 32 00 00 00 bd
                                                         ..w2...
```

Figure 14: data segment whose source is node n7

#### 2.III - Repeating for an ACK packet sent from node n11.

Total Frame Length = 68 Bytes, TCP Header + IP Header = 52 Bytes

Ethernet Header is 68 - 52 = 16 bytes.

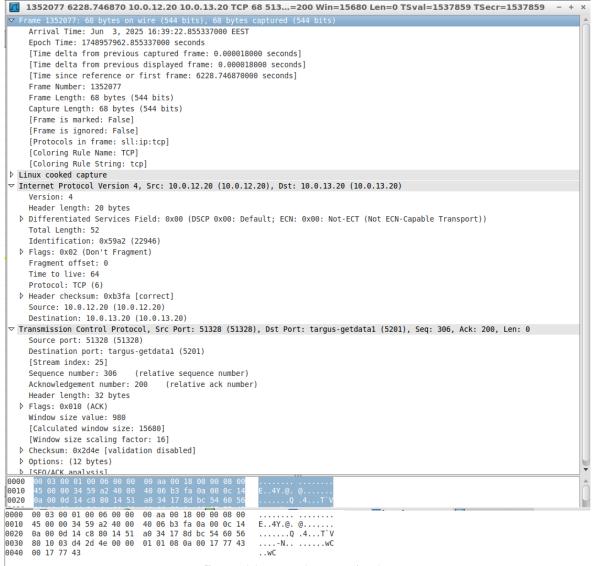


Figure 15: Ack segment whose source is node n7

#### 3.TCP short versus long paths

Connecting to host 10.0.13.20, port 5201  [ 4] local 10.0.12.20 port 51336 connected to 10.0.13.20 port 5201  [ ID] Interval Transfer Bandwidth Retr Cund  [ 4] 0.00-10.00 sec 4.38 MBytes 3.67 Mbits/sec 0 14.1 KBytes  [ 4] 10.00-20.00 sec 4.12 MBytes 3.45 Mbits/sec 1 8.48 KBytes	root@n7:/tmp/pycore.59119/n7.conf# iperf3 -c 10.0.11.20 -t 40 -i 10 -w 4k Connecting to host 10.0.11.20, port 5201 [ 4] local 10.0.12.20 port 46407 connected to 10.0.11.20 port 5201 [ ID] Interval
[ 4] 0.00-40.00 sec 17.0 MBytes 3.57 Mbits/sec 1 sender [ 4] 0.00-40.00 sec 17.0 MBytes 3.57 Mbits/sec receiver	[ ID] Interval Transfer Bandwidth Retr [ 4] 0.00-40.00 sec 13.4 MBytes 2.82 Mbits/sec 1 sender [ 4] 0.00-40.00 sec 13.4 MBytes 2.82 Mbits/sec receiver iperf Done.

Figure 16: TCP Short path as n11 as a server and n7 as a client

Figure 17: TCP Long path as n8 as a server and n7 as a client

Throughput for node n8 as a server and n7 as client = Bandwidth =  $\frac{2^{20} \times 13.4 \times 8}{10^6 \times 40}$  = 2.82 Mbits/s Throughput for node n11 as a server and n7 as client = Bandwidth =  $\frac{2^{20} \times 17 \times 8}{10^6 \times 40}$  = 3.57 Mbits/s

#### **Comment:**

The test shows slower network speeds when transferring data between node n8 (server) and node n7 (client) compared to transfers between n11 (server) and n7 (client). This happens because the network path between n8 and n7 is longer than between n11 and n7. The longer distance means packets take more time to travel, causing delays that reduce the overall throughput. Essentially, the farther apart two nodes are in the network, the slower their connection tends to be.

#### 4. Higher Link Capacity with Drops versus Reliable Lower Capacity

Select the link between n4 and n5, configure it to have the following:

**A.** capacity of 10 Mbps with zero loss in both directions.

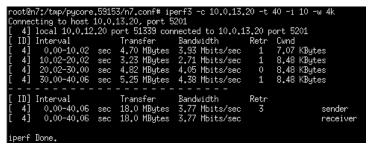


Figure 18: Testing Capacity 10Mbps with zero loss

Throughput =  $Bandwidth = \frac{2^{20} \times 18 \times 8}{10^6 \times 40} = 3.77 \text{ Mbits/s}$ 

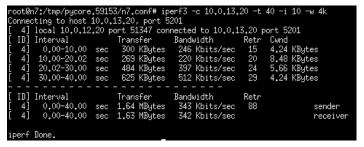
**B.** capacity of 3 Mbps with zero loss in both directions.

```
root@n7:/tmp/pycore.59153/n7.conf# iperf3 -c 10.0.13.20 -t 40 -i 10 -w 4k
Connecting to host 10.0.13.20, port 5201
[ 4] local 10.0.12.20 port 51343 connected to 10.0.13.20 port 5201
[ IN] Interval Transfer Bandwidth Retr Cwnd
[ 4] 0.00-10.00 sec 1.83 MBytes 1.53 Mbits/sec 1 8.48 KBytes
[ 4] 10.00-20.00 sec 2.51 MBytes 2.11 Mbits/sec 0 8.48 KBytes
[ 4] 20.00-30.00 sec 2.38 MBytes 2.00 Mbits/sec 0 8.48 KBytes
[ 4] 30.00-40.00 sec 1.76 MBytes 1.47 Mbits/sec 1 8.48 KBytes
[ IN] Interval Transfer Bandwidth Retr
[ 4] 0.00-40.00 sec 8.48 MBytes 1.78 Mbits/sec 2 sender
[ 4] 0.00-40.00 sec 8.48 MBytes 1.78 Mbits/sec receiver
iperf Bone.
```

Figure 19: Testing Capacity 3 Mbps with zero loss

Throughput = 
$$Bandwidth = \frac{2^{20} \times 8.48 \times 8}{10^6 \times 40} = 1.78 \text{ Mbits/s}$$

C. capacity of 10 Mbps with 5% loss in both directions.



Throughput =  $Bandwidth = \frac{2^{20} \times 1.64 \times 8}{10^6 \times 40} = 0.343 \text{ Mbits/s}$ 

Figure 20: Testing Capacity 10Mbps with 5% loss

**D.** capacity of 100 Mbps with 10% loss in both directions.

```
root@n7:/tmp/pycore.59153/n7.conf# iperf3 -c 10.0.13.20 -t 40 -i 10 -w 4k
Connecting to host 10.0.13.20, port 5201

[ 4] local 10.0.12.20 port 51349 connected to 10.0.13.20 port 5201

[ ID] Interval Transfer Bandwidth Retr Cund

[ 4] 0.00-10.00 sec 310 KBytes 254 Kbits/sec 26 4.24 KBytes

[ 4] 10.00-20.00 sec 168 KBytes 138 Kbits/sec 16 4.24 KBytes

[ 4] 20.00-30.00 sec 281 KBytes 231 Kbits/sec 24 4.24 KBytes

[ 4] 30.00-40.00 sec 556 KBytes 455 Kbits/sec 40 5.66 KBytes

[ ID] Interval Transfer Bandwidth Retr

[ 4] 0.00-40.00 sec 1.28 MBytes 269 Kbits/sec 106 sender

[ 4] 0.00-40.00 sec 1.28 MBytes 268 Kbits/sec receiver

[ ID] Interval Sendwidth Retr

[ 4] 0.00-40.00 sec 1.28 MBytes 269 Kbits/sec receiver

[ ID] Interval Sendwidth Retr
```

Throughput =  $Bandwidth = \frac{2^{20} \times 1.28 \times 8}{10^6 \times 40} = 0.269 \text{ Mbits/s}$ 

Figure 21: Testing Capacity 100 Mbps with 10 % loss

**E.** Select the link between n4 and n5, configure it to have capacity of 10 Mbps with 1% loss in direction from n4 to n5 and 0% loss in the other direction.

```
root@n7:/tmp/pycore.59153/n7.conf# iperf3 -c 10.0.13.20 -t 40 -i 10 -w 4k
Connecting to host 10.0.13.20, port 5201
[ 4] local 10.0.12.20 port 51351 connected to 10.0.13.20 port 5201
[ ID] Interval Transfer Bandwidth Retr Cwnd
[ 4] 0.00-10.00 sec 2.90 MBytes 2.43 Mbits/sec 11 8.48 KBytes
[ 4] 10.00-20.03 sec 1.93 MBytes 1.62 Mbits/sec 4 8.48 KBytes
[ 4] 20.03-30.01 sec 4.55 MBytes 3.83 Mbits/sec 8 8.48 KBytes
[ 4] 30.01-40.00 sec 3.09 MBytes 2.60 Mbits/sec 4 8.48 KBytes
[ ID] Interval Transfer Bandwidth Retr
[ 4] 0.00-40.00 sec 12.5 MBytes 2.62 Mbits/sec 27 sender
[ 4] 0.00-40.00 sec 12.5 MBytes 2.62 Mbits/sec receiver
iperf Done.
```

Throughput =  $Bandwidth = \frac{2^{20} \times 12.5 \times 8}{10^6 \times 40} = 2.62 \text{ Mbits/s}$ 

Figure 22: Testing Capacity 10Mbps with 1% loss in direction of n4 to n5

**F.** Select link between n4 and n5, configure it to have capacity of 10 Mbps with 0% loss in direction from n4 to n5 and 1% loss in the other direction.

```
root@n7:/tmp/pycore,59153/n7.conf# iperf3 -c 10.0.13.20 -t 40 -i 10 -w 4k
Connecting to host 10.0.13.20, port 5201

[ 4] local 10.0.12.20 port 51353 connected to 10.0.13.20 port 5201

[ II] Interval Transfer Bandwidth Retr Cund

[ 4] 0.00-10.00 sec 2.21 MBytes 1.86 Mbits/sec 21 5.66 KBytes

[ 4] 10.00-20.00 sec 1.81 MBytes 1.52 Mbits/sec 11 5.66 KBytes

[ 4] 20.00-30.00 sec 2.67 MBytes 2.24 Mbits/sec 15 5.66 KBytes

[ 4] 30.00-40.00 sec 3.05 MBytes 2.56 Mbits/sec 25 4.24 KBytes

[ III] Interval Transfer Bandwidth Retr

[ 4] 0.00-40.00 sec 9.74 MBytes 2.04 Mbits/sec 72 sender

[ 4] 0.00-40.00 sec 9.74 MBytes 2.04 Mbits/sec receiver
```

Throughput =  $Bandwidth = \frac{2^{20} \times 9.74 \times 8}{10^6 \times 40} = 2.04 \text{ Mbits/s}$ 

Figure 23: Testing Capacity 10Mbps with 1% loss in direction of n5 to n4

#### • Comment on throughputs in cases a, b, c. Why b is better than c?

We can see that the throughput of A (3.77 Mbps) is higher than Throughput in B (1.78Mbps) and Throughput in B is higher than Throughput in C (0.343 Mbps) Although the capacity of the link in C is higher than B but the losses in C are higher than B and that will make packets need to be retransmitted and that will decrease the throughput and that's why B is better than C and A is better than both because it has higher link capacity than B and have no losses like C.

#### • Comment on throughputs in cases b, c and d. Which is better? Why?

We can see that the throughput of B (1.78 Mbps) is higher than Throughput in C (0.343 Mbps) and Throughput in C is higher than Throughput in D (0.269 Mbps) so B is the best and that's because B has no losses Although the capacity of the link in C and D is higher than B but the losses in C and D is higher than B and that will make packets need to be retransmitted and that will decrease the throughput for the two cases.

#### • Comment on throughputs in cases e and f. Which is better? Why?

We can see that the throughput of E (2.62 Mbps) is higher than Throughput in F (2.04 Mbps) and that's because packets in uplink is most likely bigger than packets in downlink and that's because these massages are most likely acks so losses in uplink will affect more than in downlink.

### **OSPF\_Part**

### 5 - OSPF Link Cost Changes

5-I What happens to the path between n7 and n11 (as seen after steps 3 and 6).

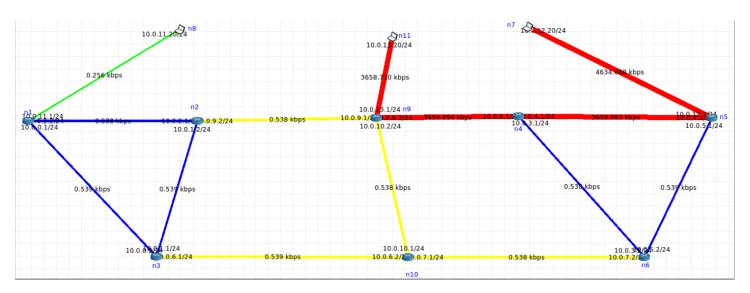


Figure 24: Path from n7 to n11 with links have the same cost

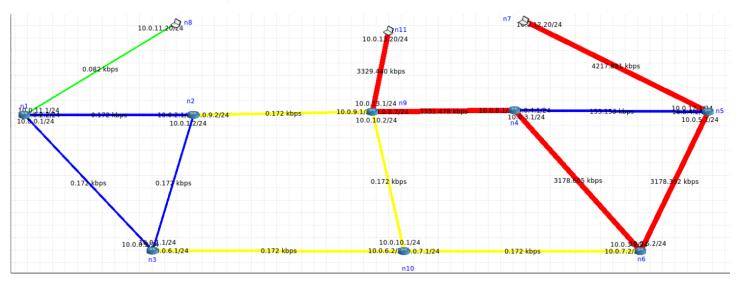


Figure 25: Path from n7 to n11 when n5 eth1 has cost=40

#### • Comment on the path from n7 to n11

As shown in Figure 24, each node selects the path with the lowest cost. In this case, since all links have the same cost, the nodes choose the shortest path.

As shown in Figure 25, after increasing the cost of the link (n5  $\rightarrow$  n4) from 10 to 40, node 5 changes its path to be (n5  $\rightarrow$  n6  $\rightarrow$  n4) which has a lower total cost of 20.

# 5- II What happens in the paths of the two connections ( $n7 \rightarrow n11$ ) and ( $n11 \rightarrow n7$ ) before and after increasing link ( $n4 \rightarrow n5$ ) cost from 10 to 40.



Figure 26: Paths from n7 to n11 and from n11 to n7

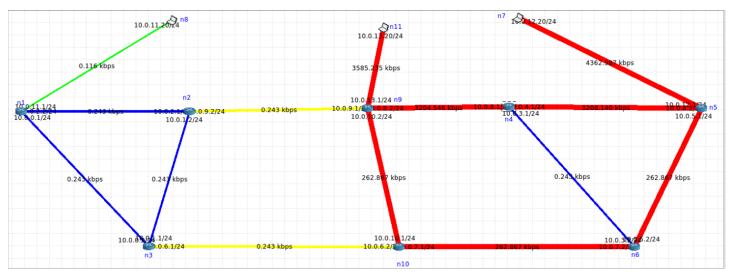


Figure 27: Paths from n7 to n11 and from n11 to n7 when link (n4 to n5) has cost=40

#### • Comment on the paths from n7 to n11 and from n11 to n7

When all links have the same cost, both connections follow the same path, as shown in Figure 26.

However, when the cost of the link from n4 to n5 is increased from 10 to 40, the path from n7 to n11 remains unchanged, but the path from n11 to n7 is changed to take a lower-cost path.

As shown in Figure 27, the path from n11 to n7 changed from (n9  $\rightarrow$  n4  $\rightarrow$  n5) with total cost = 50 to (n9  $\rightarrow$  n10  $\rightarrow$  n6  $\rightarrow$  n5) with total cost=30.

#### • Conclusion

The routing path can change based on link costs, similar to how traffic adjusts to road conditions. As a result, network routing can be asymmetric, with different paths used in each direction

#### 6 - OSPF Database Updates

#### 6-I Database and routing tables for router n2.

n2# show ip ospf database						
OSPF Router with ID (10.0.1.2)						
	Router Link States (Area 0.0.0.0)					
10.0.0.1 10.0.0.2 10.0.1.2 10.0.3.1 10.0.3.2	10.0.0.2 10.0.1.2 10.0.3.1 10.0.3.2 10.0.5.1 10.0.6.2	521 471 460 672 523 1553 502	0x8000000e 0x80000000e 0x800000010 0x80000000e	0xeac1 0x940b 0x850e 0x3b30 0xa5e2 0x8c09 0xc2b0	3 3 3 3 3 3 3 3	
	Net Link States (Area 0.0.0.0)					
10.0.0.2 10.0.1.2 10.0.2.1 10.0.3.2	ADV Router 10.0.0.2 10.0.1.2 10.0.1.2 10.0.3.2 10.0.5.1	1501 480 1490 1473	0x80000004 0x80000005 0x80000004 0x80000004	0x59ce 0x5cc6 0x4bd9 0x65b6		
10.0.7.1 10.0.8.2 10.0.9.1 10.0.10.2	10.0.6.2 10.0.6.2 10.0.8.2	1352 1371 501 211	0x80000005 0x80000005 0x80000005 0x80000005	0x51bf 0x4ac1 0x25e7 0x59ac		

Figure 28: Database for Router n2

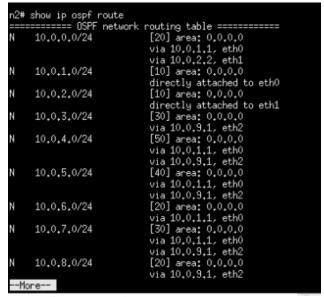


Figure 29: Routing table for Router n2

#### • Comment on the database and the routing table for Router n2

As shown in Figure 28, the data includes information for each node, such as its age and the number of links connected to it.

In Figure 29, some destinations have more than one route because all links have the same cost, except for the link from n4 to n5, which has a higher cost of 40.

## 6- II How long does the network take to update its routing tables after changing the cost of n2's eth1 interface to 20?

335 20.794647	fe80::200:ff:feaa:a	ff02::5	0SPF	96 Hello Packet
336 20.794696	fe80::200:ff:feaa:1b	ff02::5	0SPF	92 Hello Packet
337 21.158010	10.0.3.1	224.0.0.5	0SPF	124 LS Update
338 21.158023	10.0.3.1	224.0.0.5	0SPF	124 LS Update
339 21.158042	10.0.4.1	224.0.0.5	0SPF	124 LS Update
340 21.158045	10.0.4.1	224.0.0.5	0SPF	124 LS Update
341 21.158053	10.0.8.1	224.0.0.5	0SPF	124 LS Update
342 21.158058	10.0.8.1	224.0.0.5	0SPF	124 LS Update
343 21.158266	10.0.8.1	224.0.0.5	0SPF	124 LS Update
344 21.158270	10.0.3.1	224.0.0.5	0SPF	124 LS Update

Figure 30: Wireshark response after changing the network cost

411 22.111092	10.0.7.2	224.0.0.5	0SPF	80 LS Acknowledge
412 22.112125	10.0.7.2	224.0.0.5	0SPF	80 LS Acknowledge
413 22.112129	10.0.3.2	224.0.0.5	0SPF	80 LS Acknowledge
414 22.112131	10.0.5.2	224.0.0.5	0SPF	80 LS Acknowledge
417 24.752968	10.0.0.1	224.0.0.5	0SPF	84 Hello Packet
418 24.752980	10.0.0.1	224.0.0.5	0SPF	84 Hello Packet
419 24.752982	10.0.5.1	224.0.0.5	0SPF	84 Hello Packet

Figure 31: Wireshark response to the ACK following the change

#### Comment on the time taken to update routing tables

As shown in Figures 30–31, the network takes time to exchange link-state packets and update its routing tables. The total convergence time is 22.112 - 21.158 = 0.954 seconds.

#### 6- III Database and routing tables for router n2 after disconnecting router n4.

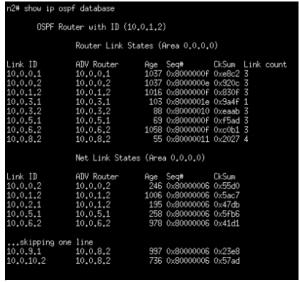


Figure 32: Database for Router n2 and disconnect n4

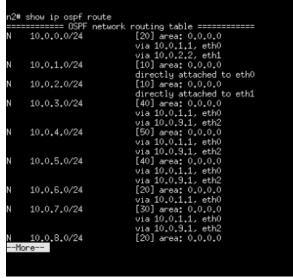


Figure 33: Routing tables for Router n2 without n2

#### • Comment on the database and the routing table for Router n2 after disconnecting Router n4.

As shown in Figure 32, the number of links for 10.0.3.1 decreased from 3 to 1 due to the disconnection of node n4.

As shown in Figure 33, the cost to reach 10.0.3.0 increased from 30 to 40 as a result of n4 being disconnected.