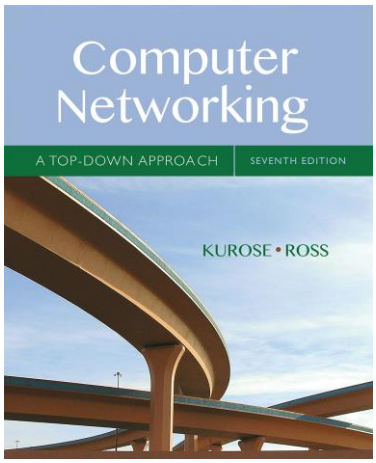
Name: _____Timur Guner_____

Wireshark Lab: TCP v7.0

Supplement to *Computer Networking: A Top-Down Approach, 7th ed.*, J.F. Kurose and K.W. Ross



"Tell me and I forget. Show me and I remember. Involve me and I understand." Chinese proverb

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In this lab, we'll investigate the behavior of the celebrated TCP protocol in detail. We'll do so by analyzing a trace of the TCP segments sent and received in transferring a 150KB file (containing the text of Lewis Carrol's *Alice's Adventures in Wonderland*) from your computer to a remote server. We'll study TCP's use of sequence and acknowledgement numbers for providing reliable data transfer; we'll see TCP's congestion control algorithm – slow start and congestion avoidance – in action; and we'll look at TCP's receiver-advertised flow control mechanism. We'll also briefly consider TCP connection setup and we'll investigate the performance (throughput and round-trip time) of the TCP connection between your computer and the server.

Before beginning this lab, you'll probably want to review sections 3.5 and 3.7 in the text[1].

1. Capturing a bulk TCP transfer from your computer to a remote server

Before beginning our exploration of TCP, we'll need to use Wireshark to obtain a packet trace of the TCP transfer of a file from your computer to a remote server. You'll do so by accessing a Web page that will allow you to enter the name of a file stored on your computer (which contains the ASCII text of *Alice in Wonderland*), and then transfer the file to a Web server using the HTTP POST method (see section 2.2.3 in the text). We're using the POST method rather than the GET method as we'd like to transfer a large amount of data *from* your computer to another computer. Of course, we'll be running Wireshark during this time to obtain the trace of the TCP segments sent and received from your computer.

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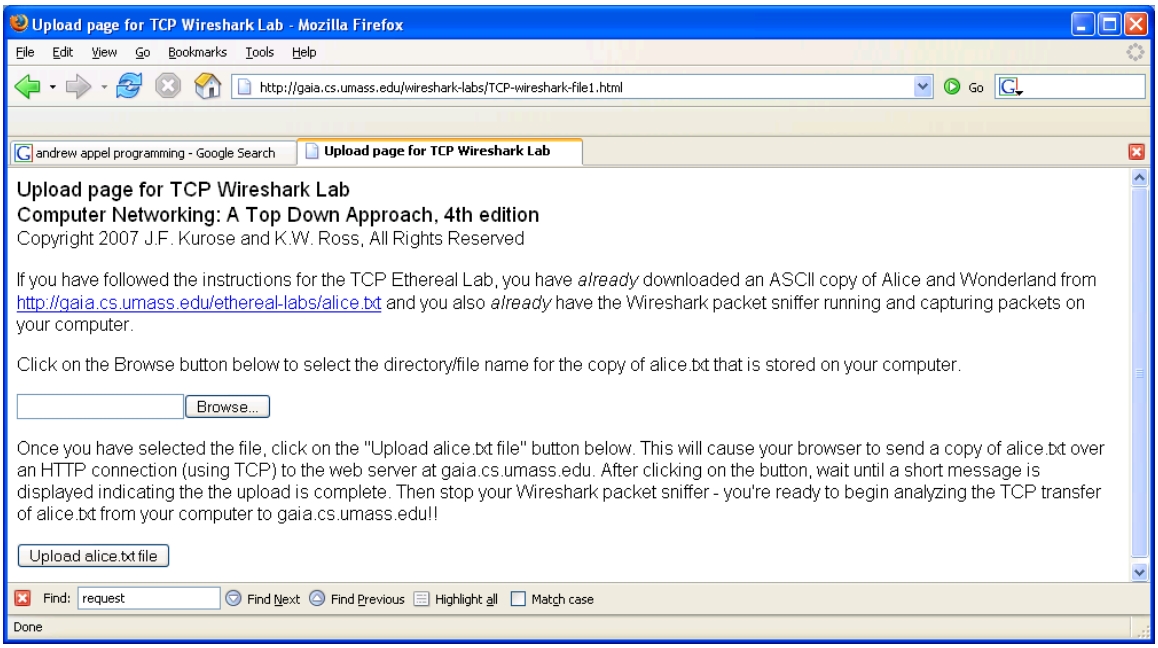
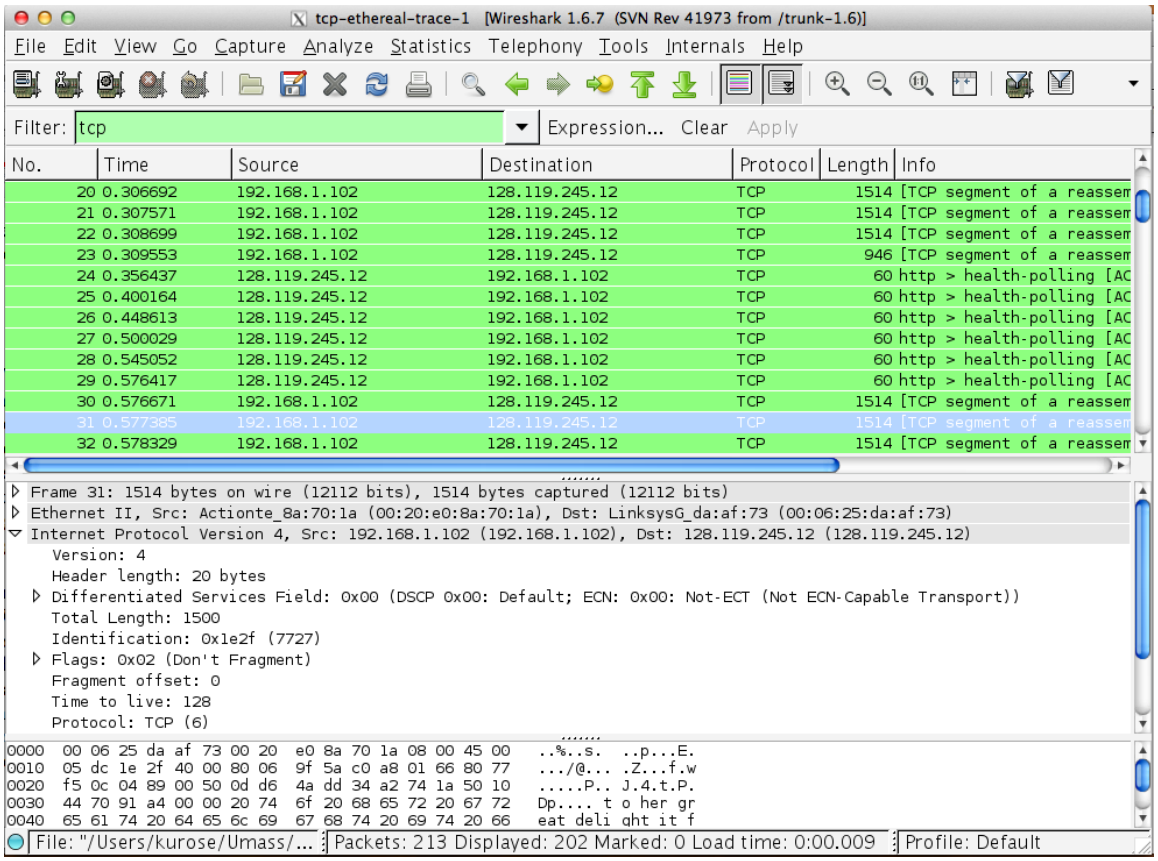
[1] References to figures and sections are for the 7th edition of our text, *Computer Networks, A Top-down Approach, 7th ed., J.F. Kurose and K.W. Ross, Addison-Wesley/Pearson, 2016.*

Do the following:

- Start up your web browser. Go the http://gaia.cs.umass.edu/wireshark-labs/alice.txt and retrieve an ASCII copy of *Alice in Wonderland.* Store this file somewhere on your computer.
- Next go to http://gaia.cs.umass.edu/wireshark-labs/TCP-wireshark-file1.html.
- You should see a screen that looks like:



- Use the *Browse* button in this form to enter the name of the file (full path name) on your computer containing *Alice in Wonderland* (or do so manually). Don't yet press the "*Upload alice.txt file*" button.
- Now start up Wireshark and begin packet capture *(Capture->Start)* and then press *OK* on the Wireshark Packet Capture Options screen (we'll not need to select any options here).
- Returning to your browser, press the "*Upload alice.txt file*" button to upload the file to the gaia.cs.umass.edu server. Once the file has been uploaded, a short congratulations message will be displayed in your browser window.
- Stop Wireshark packet capture. Your Wireshark window should look similar to the window shown below.



If you are unable to run Wireshark on a live network connection, you can download a packet trace file that was captured while following the steps above on one of the author's computers[2]. You may well find it valuable to download this trace even if you've captured your own trace and use it, as well as your own trace, when you explore the questions below.

2. A first look at the captured trace

Before analyzing the behavior of the TCP connection in detail, let's take a high level view of the trace.

- First, filter the packets displayed in the Wireshark window by entering "tcp" (lowercase, no quotes, and don't forget to press return after entering!) into the display filter specification window towards the top of the Wireshark window.

What you should see is series of TCP and HTTP messages between your computer and gaia.cs.umass.edu. You should see the initial three-way handshake containing a SYN message. You should see an HTTP POST message. Depending on the version of

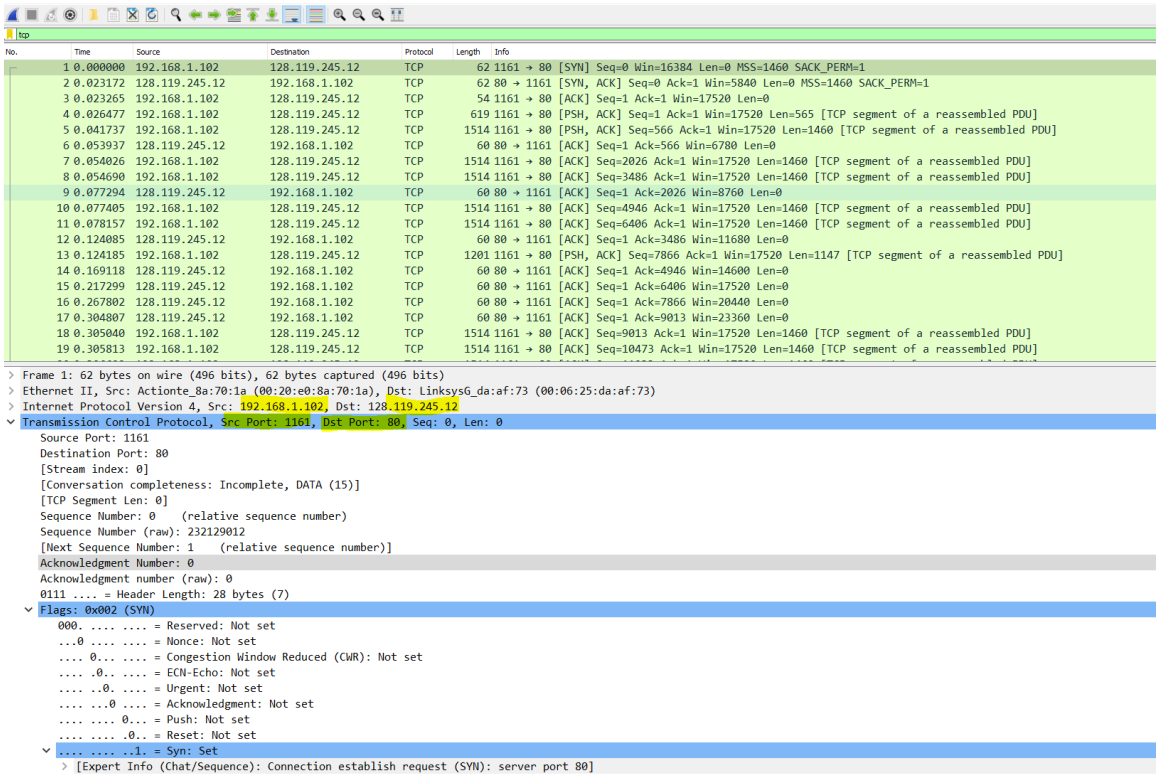
[2] Download the zip file http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip and extract the file tcp-ethereal-trace-1. The traces in this zip file were collected by Wireshark running on one of the author's computers, while performing the steps indicated in the Wireshark lab. Once you have downloaded the trace, you can load it into Wireshark and view the trace using the *File* pull down menu, choosing *Open*, and then selecting the tcp-ethereal-trace-1 trace file.

Wireshark you are using, you might see a series of "HTTP Continuation" messages being sent from your computer to gaia.cs.umass.edu. Recall from our discussion in the earlier HTTP Wireshark lab, that is no such thing as an HTTP Continuation message – this is Wireshark's way of indicating that there are multiple TCP segments being used to carry a single HTTP message. In more recent versions of Wireshark, you'll see "[TCP segment of a reassembled PDU]" in the Info column of the Wireshark display to indicate that this TCP segment contained data that belonged to an upper layer protocol message (in our case here, HTTP). You should also see TCP ACK segments being returned from gaia.cs.umass.edu to your computer.

Answer the following questions, by opening the Wireshark captured packet file *tcp-ethereal-trace-1* in http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip (that is download the trace and open that trace in Wireshark; see footnote 2). Whenever possible, when answering a question you should include a screenshot of the packet(s) within the trace that you used to answer the question asked. Make sure to include in the screenshot ALL and ONLY the minimum amount of packet detail that you need to answer the question.

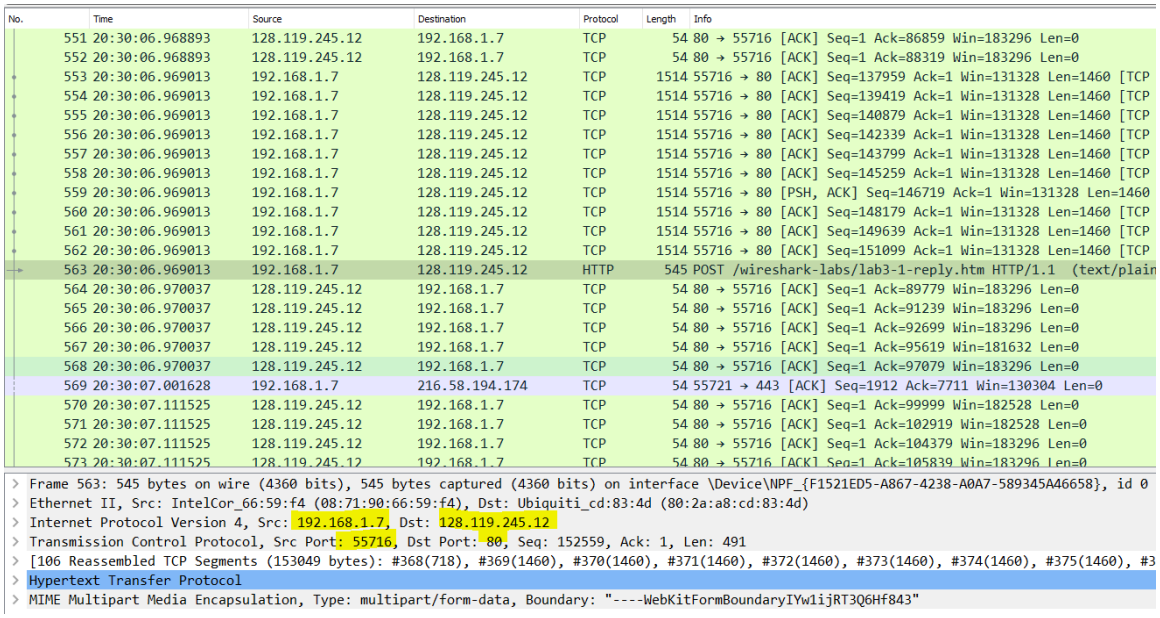
1. What is the IP address and TCP port number used by the client computer (source) that is transferring the file to gaia.cs.umass.edu? To answer this question, it's probably easiest to select an HTTP message and explore the details of the TCP packet used to carry this HTTP message, using the "details of the selected packet header window" (refer to Figure 2 in the "Getting Started with Wireshark" Lab if you're uncertain about the Wireshark windows.
   IP / PORT: 192.168.1.102:1161
2. What is the IP address of gaia.cs.umass.edu? On what port number is it sending and receiving TCP segments for this connection?
   IP / PORT: 128.119.245.12:80

   Screenshot for first two questions



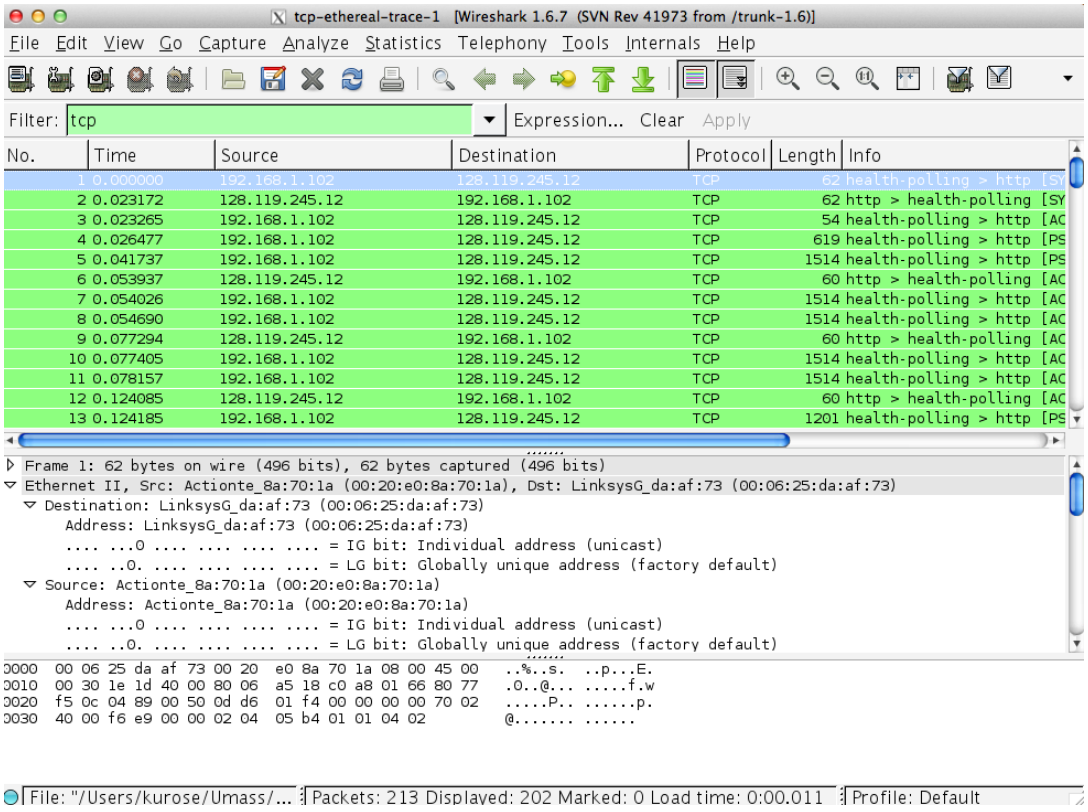
If you have been able to create your own trace, answer the following question:

3. What is the IP address and TCP port number used by your client computer (source) to transfer the file to gaia.cs.umass.edu?
   IP / PORT: 192.168.1.7:55716



Since this lab is about TCP rather than HTTP, let's change Wireshark's "listing of captured packets" window so that it shows information about the TCP segments

containing the HTTP messages, rather than about the HTTP messages. To have Wireshark do this, select *Analyze->Enabled Protocols.* Then uncheck the HTTP box and select *OK*. You should now see a Wireshark window that looks like:

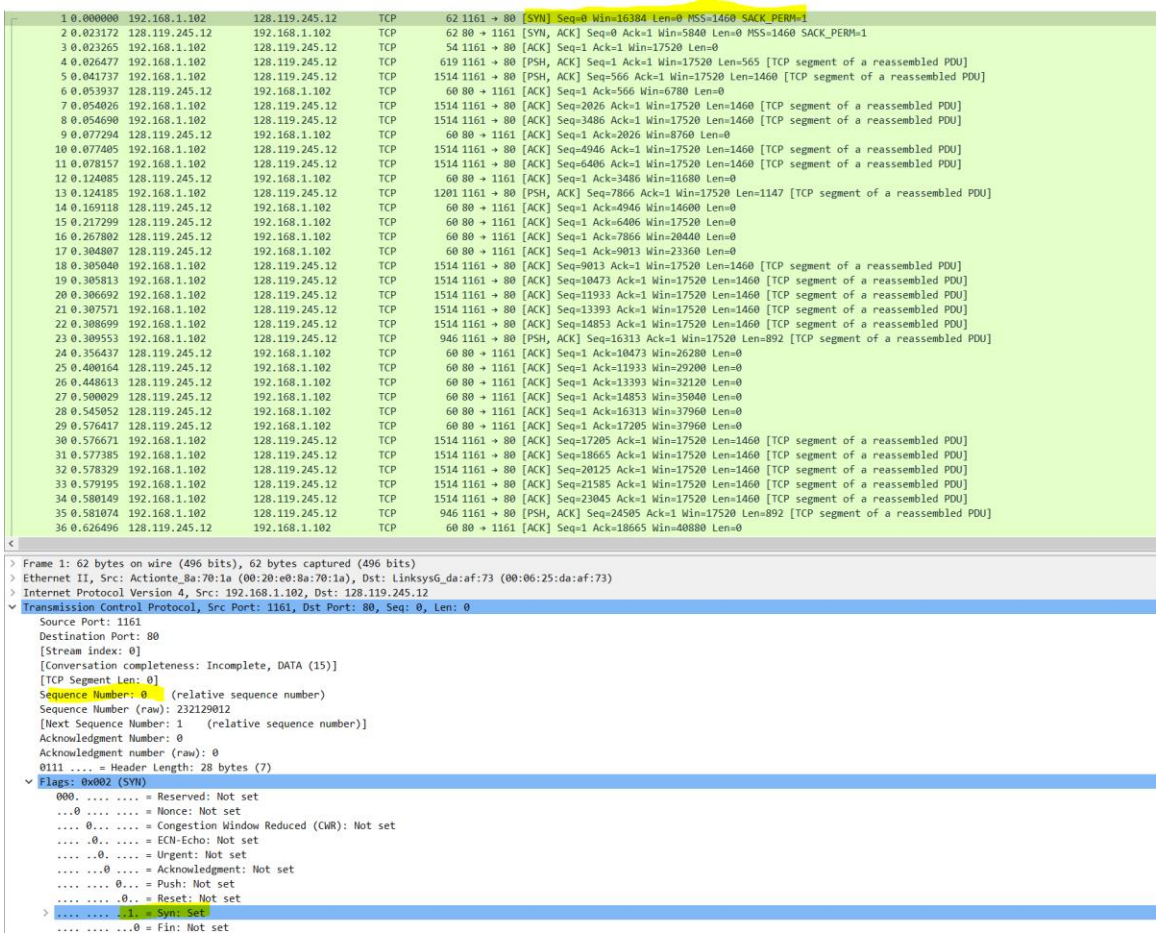


This is what we're looking for - a series of TCP segments sent between your computer and gaia.cs.umass.edu. We will use the packet trace that you have captured (and/or the packet trace *tcp-ethereal-trace-1* in http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip; see earlier footnote) to study TCP behavior in the rest of this lab.

3. TCP Basics

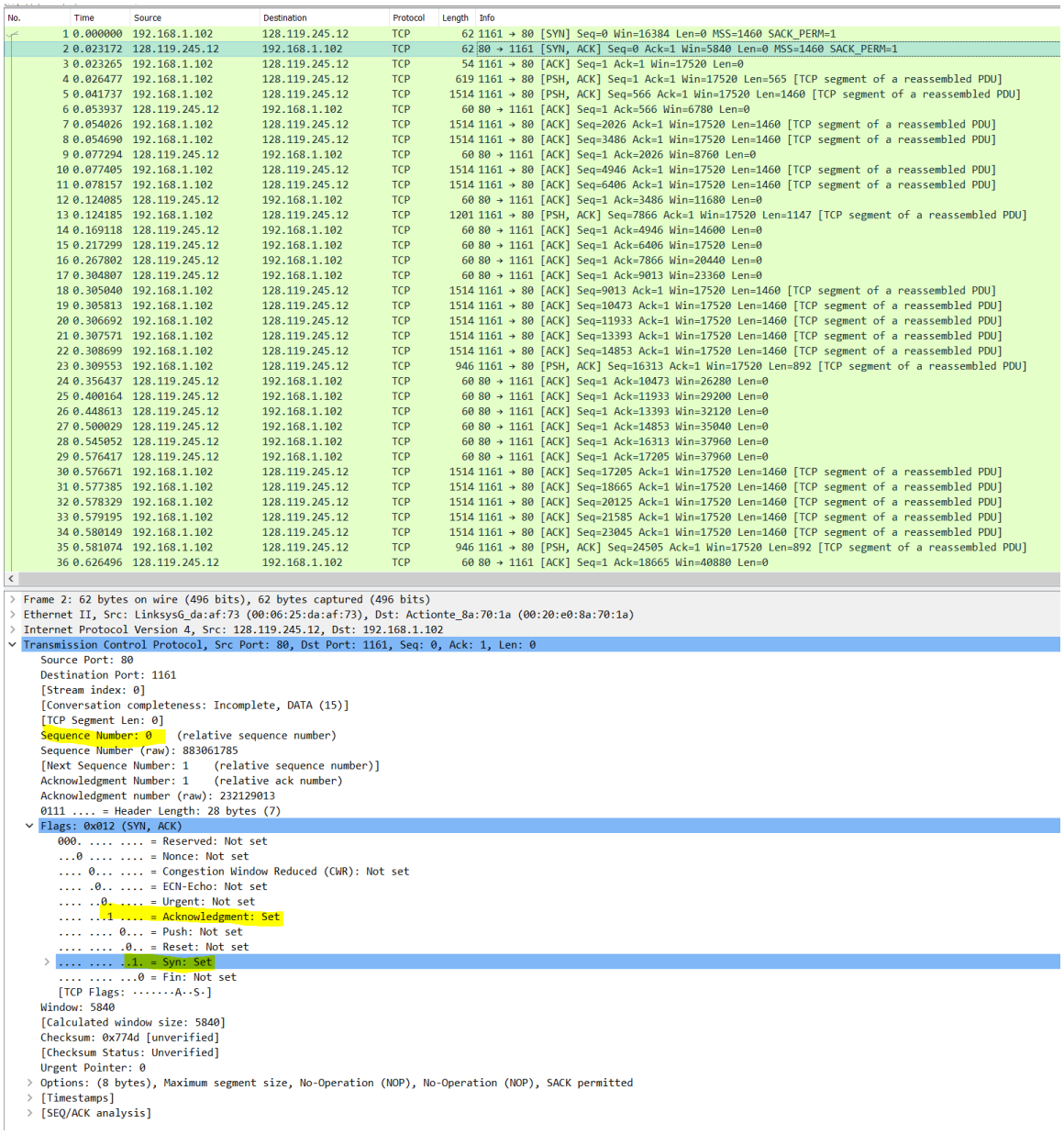
Answer the following questions for the TCP segments:

4. What is 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? What is it in the segment that identifies the segment as a SYN segment?
   The sequence number is 0. The SYN flag is set to 1 to identify it as a SYN



5. What is the sequence number of the SYNACK segment sent by gaia.cs.umass.edu to the client computer in reply to the SYN? What is the value of the Acknowledgement field in the SYNACK segment? How did gaia.cs.umass.edu determine that value? What is it in the segment that identifies the segment as a SYNACK segment?

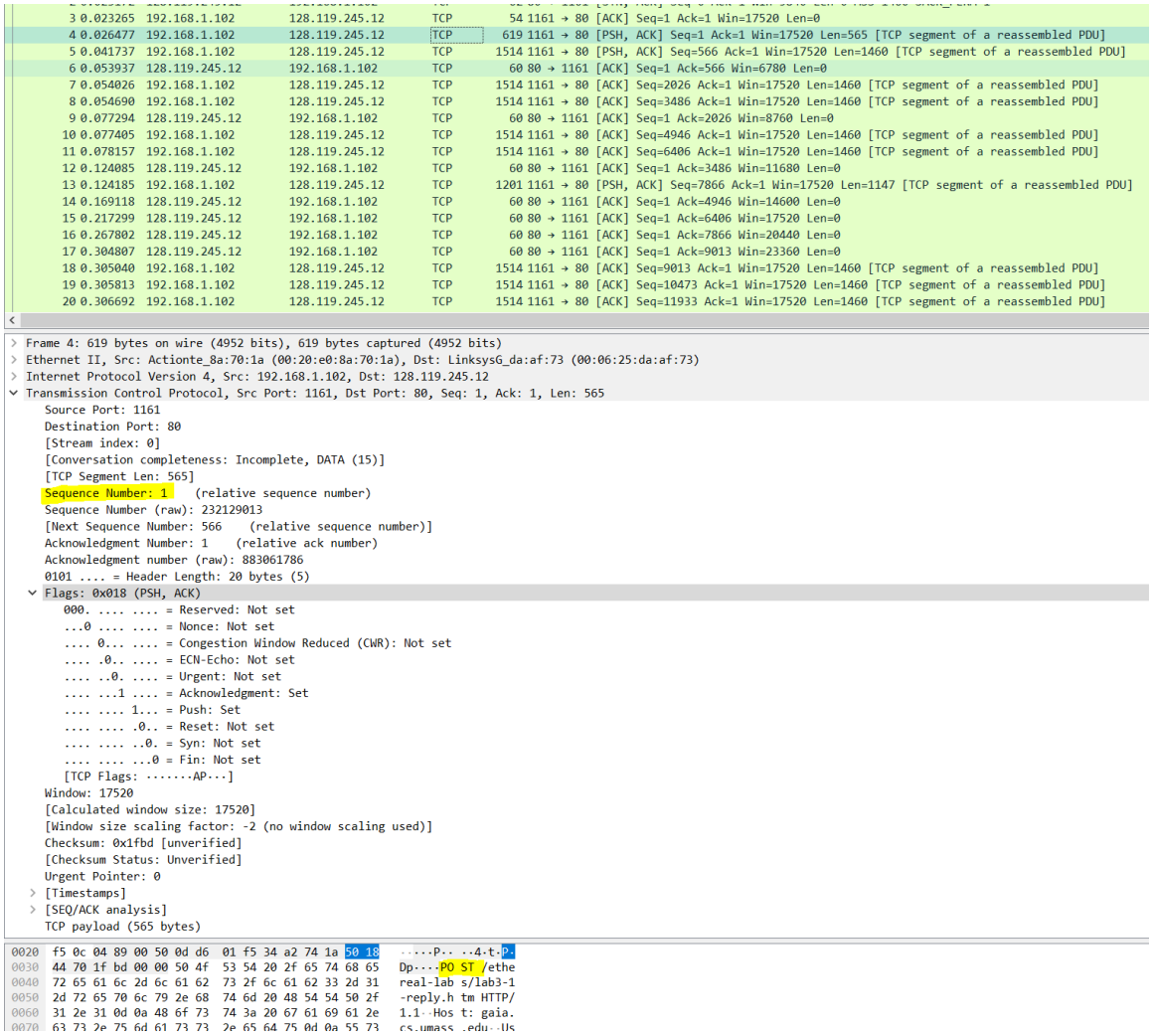
   The sequence number is 0. The acknowledgement number is 1. It was determined by adding 1 to the sequence number. It is identified as SYNACK based on the SYN and ACK flags being set to 1.



No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	192.168.1.102	128.119.245.12	TCP	62	1161 → 80 [SYN] Seq=0 Win=16384 Len=0 MSS=1460 SACK_PERM=1
2	0.023172	128.119.245.12	192.168.1.102	TCP	62	80 → 1161 [SYN, ACK] Seq=0 Ack=1 Win=5840 Len=0 MSS=1460 SACK_PERM=1
3	0.023265	192.168.1.102	128.119.245.12	TCP	54	1161 → 80 [ACK] Seq=1 Ack=1 Win=17520 Len=0
4	0.026477	192.168.1.102	128.119.245.12	TCP	619	1161 → 80 [PSH, ACK] Seq=1 Ack=1 Win=17520 Len=565 [TCP segment of a reassembled PDU]
5	0.041737	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [PSH, ACK] Seq=566 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
6	0.053937	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=566 Win=6780 Len=0
7	0.054026	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=2026 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
8	0.054690	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=3486 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
9	0.077294	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=2026 Win=8760 Len=0
10	0.077405	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=4946 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
11	0.078157	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=6406 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
12	0.124085	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=3486 Win=11680 Len=0
13	0.124185	192.168.1.102	128.119.245.12	TCP	1201	1161 → 80 [PSH, ACK] Seq=7866 Ack=1 Win=17520 Len=1147 [TCP segment of a reassembled PDU]
14	0.169118	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=4946 Win=14600 Len=0
15	0.217299	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=6406 Win=17520 Len=0
16	0.267802	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=7866 Win=20440 Len=0
17	0.304807	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=9013 Win=23360 Len=0
18	0.305040	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=9013 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
19	0.305813	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=10473 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
20	0.306692	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=11933 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
21	0.307571	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=13393 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
22	0.308699	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=14853 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
23	0.309553	192.168.1.102	128.119.245.12	TCP	946	1161 → 80 [PSH, ACK] Seq=16313 Ack=1 Win=17520 Len=892 [TCP segment of a reassembled PDU]
24	0.356437	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=10473 Win=26280 Len=0
25	0.400164	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=11933 Win=29200 Len=0
26	0.448613	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=13393 Win=32120 Len=0
27	0.500029	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=14853 Win=35040 Len=0
28	0.545052	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=16313 Win=37960 Len=0
29	0.576417	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=17205 Win=37960 Len=0
30	0.576671	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=17205 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
31	0.577385	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=18665 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
32	0.578329	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=20125 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
33	0.579195	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=21585 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
34	0.580149	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=23045 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
35	0.581074	192.168.1.102	128.119.245.12	TCP	946	1161 → 80 [PSH, ACK] Seq=24505 Ack=1 Win=17520 Len=892 [TCP segment of a reassembled PDU]
36	0.626496	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=18665 Win=40880 Len=0

```
> Frame 2: 62 bytes on wire (496 bits), 62 bytes captured (496 bits)
> Ethernet II, Src: LinksysG_da:af:73 (00:06:25:da:af:73), Dst: Actionte_8a:70:1a (00:20:e0:8a:70:1a)
> Internet Protocol Version 4, Src: 128.119.245.12, Dst: 192.168.1.102
v Transmission Control Protocol, Src Port: 80, Dst Port: 1161, Seq: 0, Ack: 1, Len: 0
    Source Port: 80
    Destination Port: 1161
    [Stream index: 0]
    [Conversation completeness: Incomplete, DATA (15)]
    [TCP Segment Len: 0]
    Sequence Number: 0    (relative sequence number)
    Sequence Number (raw): 883061785
    [Next Sequence Number: 1    (relative sequence number)]
    Acknowledgment Number: 1    (relative ack number)
    Acknowledgment number (raw): 232129013
    0111 .... = Header Length: 28 bytes (7)
  v Flags: 0x012 (SYN, ACK)
      000. .... .... = Reserved: Not set
      ...0 .... .... = Nonce: Not set
      .... 0... .... = Congestion Window Reduced (CWR): Not set
      .... .0.. .... = ECN-Echo: Not set
      .... ..0. .... = Urgent: Not set
      .... ...1 .... = Acknowledgment: Set
      .... .... 0... = Push: Not set
      .... .... .0.. = Reset: Not set
    > .... .... ..1. = Syn: Set
      .... .... ...0 = Fin: Not set
      [TCP Flags: ·····A··S·]
    Window: 5840
    [Calculated window size: 5840]
    Checksum: 0x774d [unverified]
    [Checksum Status: Unverified]
    Urgent Pointer: 0
  > Options: (8 bytes), Maximum segment size, No-Operation (NOP), No-Operation (NOP), SACK permitted
  > [Timestamps]
  > [SEQ/ACK analysis]
```

6. 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.
   The sequence number is 1



7. 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 RTT value for each of the six segments? What is the `EstimatedRTT` value (see Section 3.5.3, page 242 in text) after the receipt of each ACK? Assume that the value of the `EstimatedRTT` is equal to the measured RTT for the first segment, and then is computed using the `EstimatedRTT` equation on page 242 for all subsequent segments.

   Note: Wireshark has a nice feature that allows you to plot the RTT for each of the TCP segments sent. Select a TCP segment in the "listing of captured packets" window that is being sent from the client to the gaia.cs.umass.edu server. Then select: *Statistics->TCP Stream Graph->Round Trip Time Graph.*

Sequence	Sequence #	Send Time	Receive Time	RTT
1	1	.026477	.053937	.02746
2	566	.041737	.077294	.035557
3	2026	.054026	.124085	.070059
4	3486	.054690	.169118	.114428
5	4946	.077405	.217299	.139894
6	6406	.078157	.267802	.189645

EstimatedRTT = .875 * EstimatedRTT + .125 * SampleRTT

EstimatedRTT after the receipt of the ACK of segment 1:
EstimatedRTT = RTT for Segment 1 = .02746 secs

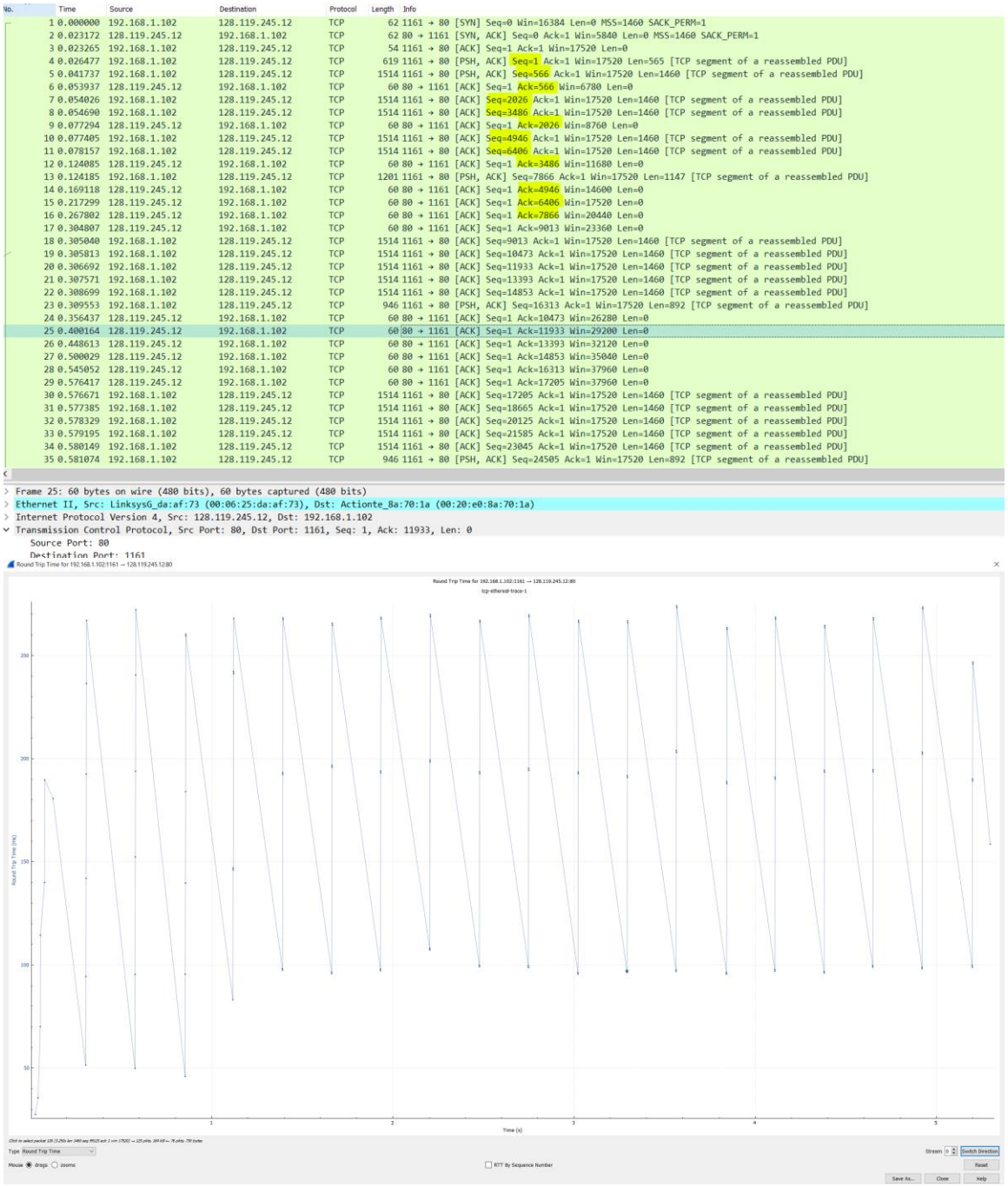
EstimatedRTT after the receipt of the ACK of segment 2:
EstimatedRTT = 0.875 * .02746 + 0.125 * .035557 = .028472125 secs

EstimatedRTT after the receipt of the ACK of segment 3:
EstimatedRTT = 0.875 * .028472125 + 0.125 * .070059 = .033670484375 secs

EstimatedRTT after the receipt of the ACK of segment 4:
EstimatedRTT = 0.875 * .033670484375 + 0.125 * .114428 = .043765173828125 secs

EstimatedRTT after the receipt of the ACK of segment 5:
EstimatedRTT = 0.875 * .043765173828125 + 0.125 * .139894 = .055781277099609375 secs

EstimatedRTT after the receipt of the ACK of segment 6:
EstimatedRTT = 0.875 * .055781277099609375 + 0.125 * .189645 = 0.072514242462158203125 secs



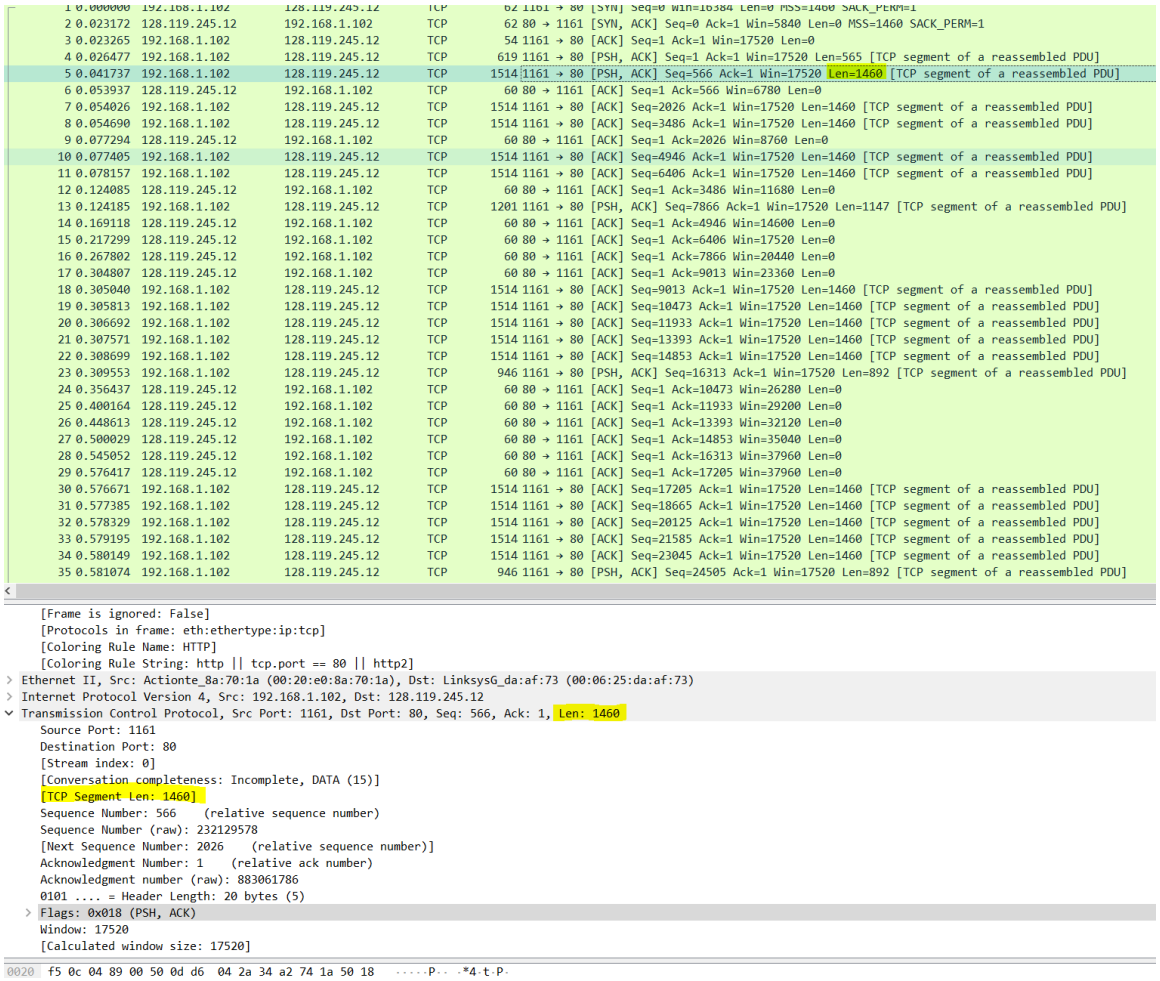
8. What is the length of each of the first six TCP segments?
   The first segment is 565 Bytes

	Time	Source	Destination	Protocol	Length	Info
1	0.000000	192.168.1.102	128.119.245.12	TCP	62	1161 → 80 [SYN] Seq=0 Win=16384 Len=0 MSS=1460 SACK_PERM=1
2	0.023172	128.119.245.12	192.168.1.102	TCP	62	80 → 1161 [SYN, ACK] Seq=0 Ack=1 Win=5840 Len=0 MSS=1460 SACK_PERM=1
3	0.023265	192.168.1.102	128.119.245.12	TCP	54	1161 → 80 [ACK] Seq=1 Ack=1 Win=17520 Len=0
4	0.026477	192.168.1.102	128.119.245.12	TCP	619	1161 → 80 [PSH, ACK] Seq=1 Ack=1 Win=17520 Len=565 [TCP segment of a reassembled PDU]
5	0.041737	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [PSH, ACK] Seq=566 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
6	0.053937	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=566 Win=6780 Len=0
7	0.054026	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=2026 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
8	0.054690	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=3486 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
9	0.077294	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=2026 Win=8760 Len=0
10	0.077405	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=4946 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
11	0.078157	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=6406 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
12	0.124085	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=3486 Win=11680 Len=0
13	0.124185	192.168.1.102	128.119.245.12	TCP	1201	1161 → 80 [PSH, ACK] Seq=7866 Ack=1 Win=17520 Len=1147 [TCP segment of a reassembled PDU]
14	0.169118	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=4946 Win=14600 Len=0
15	0.217299	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=6406 Win=17520 Len=0
16	0.267802	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=7866 Win=20440 Len=0
17	0.304807	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=9013 Win=23360 Len=0
18	0.305040	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=9013 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
19	0.305813	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=10473 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
20	0.306692	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=11933 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
21	0.307571	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=13393 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
22	0.308699	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=14853 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
23	0.309553	192.168.1.102	128.119.245.12	TCP	946	1161 → 80 [PSH, ACK] Seq=16313 Ack=1 Win=17520 Len=892 [TCP segment of a reassembled PDU]
24	0.356437	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=10473 Win=26280 Len=0
25	0.400164	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=11933 Win=29200 Len=0
26	0.448613	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=13393 Win=32120 Len=0
27	0.500029	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=14853 Win=35040 Len=0
28	0.545052	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=16313 Win=37960 Len=0
29	0.576417	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=17205 Win=37960 Len=0
30	0.576671	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=17205 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
31	0.577385	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=18665 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
32	0.578329	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=20125 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
33	0.579195	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=21585 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
34	0.580149	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=23045 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PDU]
35	0.581074	192.168.1.102	128.119.245.12	TCP	946	1161 → 80 [PSH, ACK] Seq=24505 Ack=1 Win=17520 Len=892 [TCP segment of a reassembled PDU]

```
   [Frame is ignored: False]
   [Protocols in frame: eth:ethertype:ip:tcp]
   [Coloring Rule Name: HTTP]
   [Coloring Rule String: http || tcp.port == 80 || http2]
Ethernet II, Src: Actionte_8a:70:1a (00:20:e0:8a:70:1a), Dst: LinksysG_da:af:73 (00:06:25:da:af:73)
Internet Protocol Version 4, Src: 192.168.1.102, Dst: 128.119.245.12
Transmission Control Protocol, Src Port: 1161, Dst Port: 80, Seq: 1, Ack: 1, Len: 565
   Source Port: 1161
   Destination Port: 80
   [Stream index: 0]
   [Conversation completeness: Incomplete, DATA (15)]
   [TCP Segment Len: 565]
   Sequence Number: 1    (relative sequence number)
   Sequence Number (raw): 232129013
   [Next Sequence Number: 566    (relative sequence number)]
   Acknowledgment Number: 1    (relative ack number)
   Acknowledgment number (raw): 883061786
   0101 .... = Header Length: 20 bytes (5)
> Flags: 0x018 (PSH, ACK)
   Window: 17520
   [Calculated window size: 17520]
```

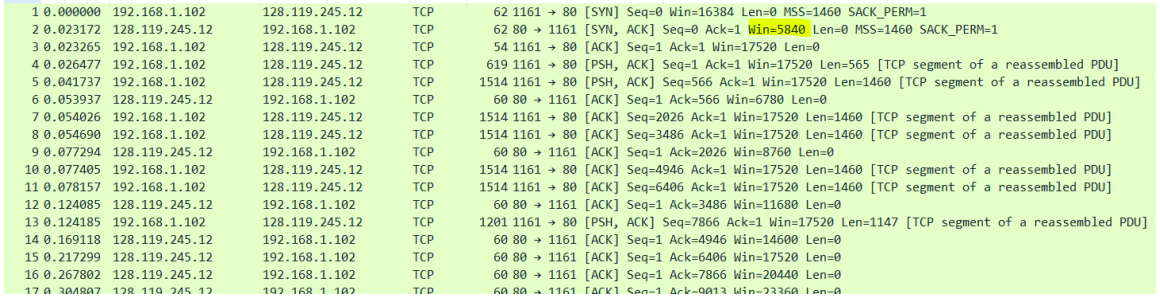
```
20  f5 0c 04 89 00 50 0d d6  01 f5 34 a2 74 1a 50 18   .....P..  ..4.t.P.
```

The segments after that are 1460 bytes.



9. 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?

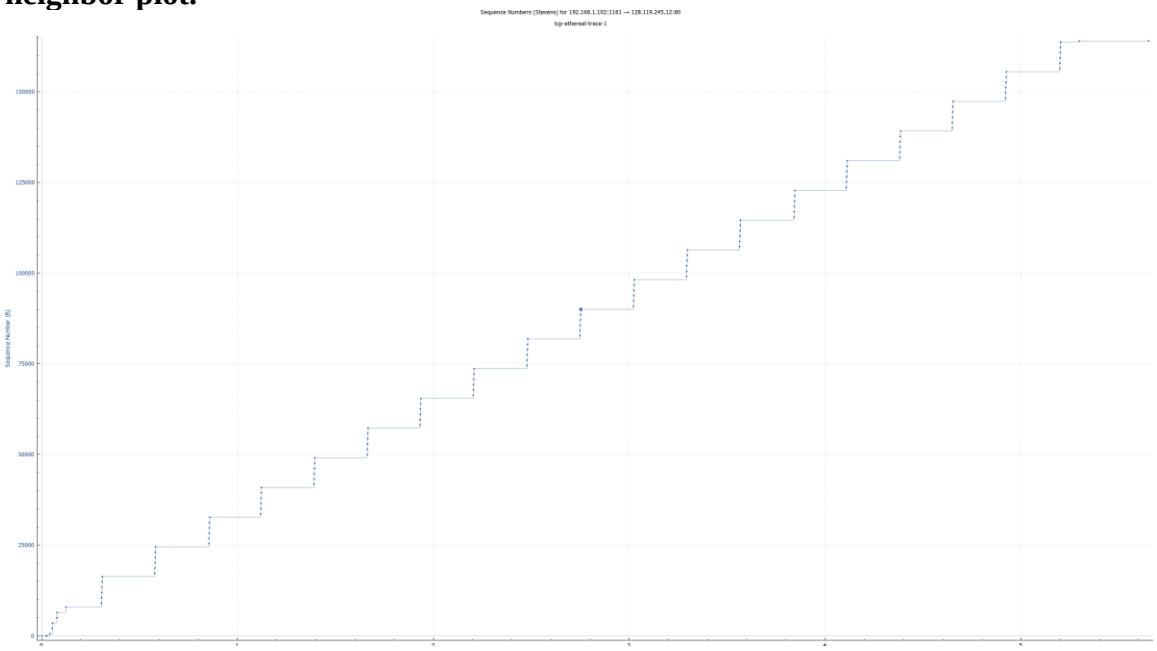
The initial buffer size is 5840 bytes. It goes all the way up to 62780 bytes. There has not been a throttle for lack of receiver space.



Apply a display filter ... <Ctrl-/>

No.	Time	Source	Destination	Protocol	Length	Info
179	4.920051	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=148277 Win=62780 Len=0
180	4.920310	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=148277 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PD
181	4.921025	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=149737 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PD
182	4.921916	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=151197 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PD
183	4.922820	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=152657 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PD
184	4.923863	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=154117 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PD
185	4.924667	192.168.1.102	128.119.245.12	TCP	946	1161 → 80 [PSH, ACK] Seq=155577 Ack=1 Win=17520 Len=892 [TCP segment of a reassemble
186	5.019189	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=151197 Win=62780 Len=0
187	5.104175	Intel_52:2b:23	Broadcast	ARP	42	Who has 192.168.1.1? Tell 192.168.1.100
188	5.105060	LinksysG_da:af:73	Intel_52:2b:23	ARP	42	192.168.1.1 is at 00:06:25:da:af:73
189	5.106121	192.168.1.100	192.168.1.1	SSDP	175	M-SEARCH * HTTP/1.1
190	5.125019	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=154117 Win=62780 Len=0
191	5.197286	128.119.245.12	192.168.1.102	TCP	60	80 → 1161 [ACK] Seq=1 Ack=156469 Win=62780 Len=0
192	5.197508	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=156469 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PD
193	5.198388	192.168.1.102	128.119.245.12	TCP	1514	1161 → 80 [ACK] Seq=157929 Ack=1 Win=17520 Len=1460 [TCP segment of a reassembled PD
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 segment of a reassembled PD
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 segment of a reassembled PD
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 segment of a reassembled PD
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 [TCP segment of a reassemble
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
211	7.102852	192.168.1.100	192.168.1.1	SSDP	174	M-SEARCH * HTTP/1.1
212	7.103780	192.168.1.100	192.168.1.1	SSDP	175	M-SEARCH * HTTP/1.1
213	7.595557	192.168.1.102	199.2.53.206	TCP	62	1162 → 631 [SYN] Seq=0 Win=16384 Len=0 MSS=1460 SACK_PERM=1

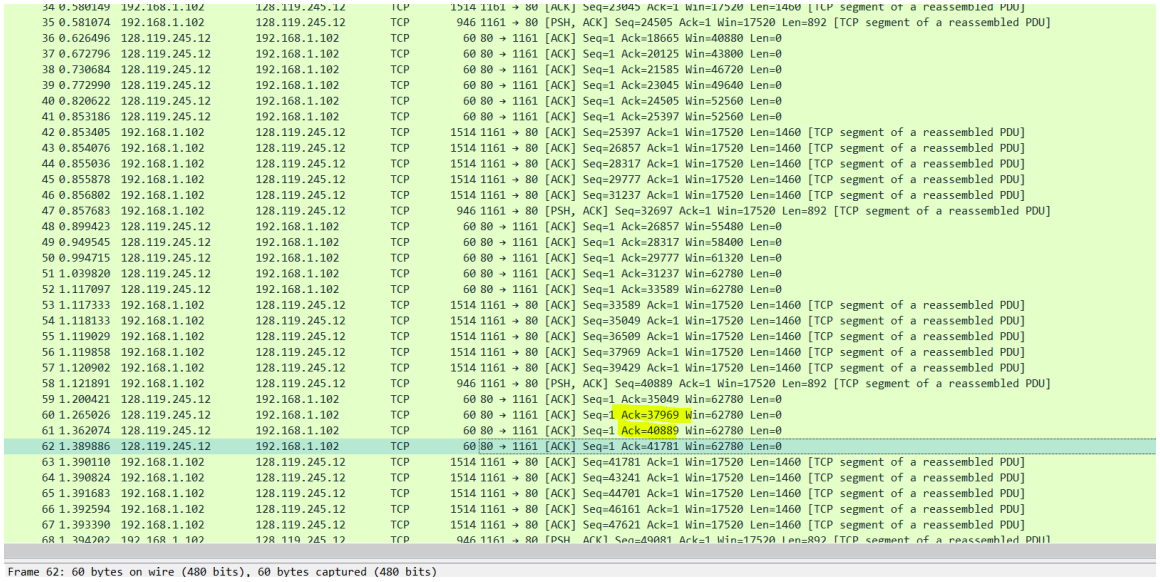
10. Are there any retransmitted segments in the trace file? What did you check for (in the trace) in order to answer this question?
Based on the time-sequence we can verify that there is no retransmitted data, because the graph is always increasing. If there were retransmitted data than the sequence number of retransmitted data would be smaller than the neighbor plot.



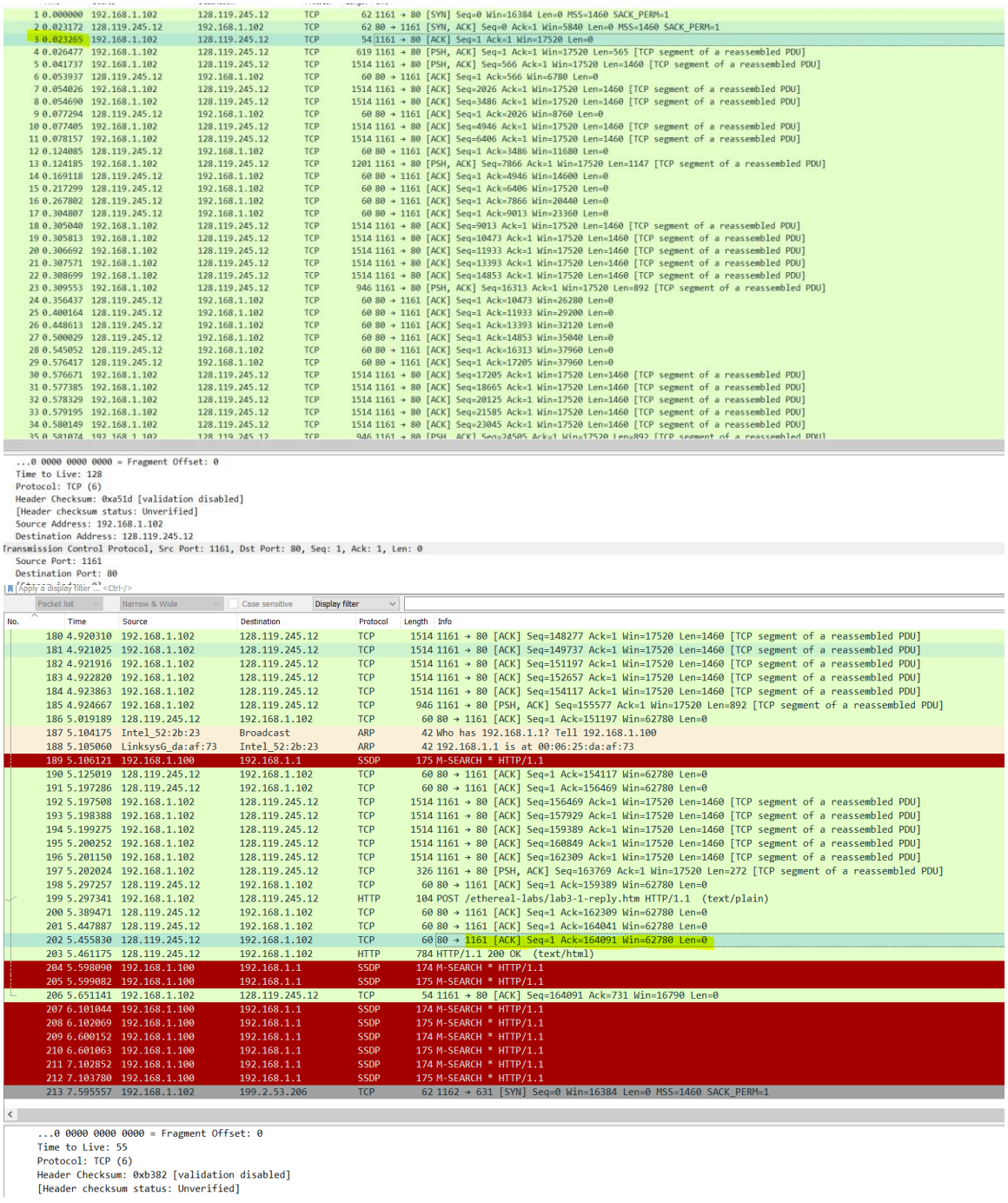
11. How much data does the receiver typically acknowledge in an ACK? Can you identify cases where the receiver is ACKing every other received segment (see Table 3.2 on page 250 in the text).

Number	Sequence Acknowledgement Number	Acknowledgment Data Size
1	566	566
2	2026	1460
3	3486	1460
4	4946	1460
5	6406	1460
6	7866	1460
7	9013	1460
8	10473	1460
9	11933	1460
10	14853	1460
11	16313	1460
12	17205	1460
13	18665	1460
14	20125	1460
15	21585	1460

The difference between the consecutive ACKS indicates the data that was received in bytes. In the screenshot, there is an instance highlighted that shows this.



12. What is the throughput (bytes transferred per unit time) for the TCP connection? Explain how you calculated this value.
    Total transmitted in bytes = 164091 – 1 = 164090 bytes
    Time from first ACK to last ACK = 5.455830 - .023265= 5.432565 seconds
    Throughput = 164090 bytes / 5.432565 seconds = 30,204.88 bytes / second



To calculate the throughput rate, we take the first ACK that contains Seq=1 and Len=0. Then subtract the first ACK from the last ACK. The last contains ACK Seq=1, the final sequence number in Ack= portion of the info, and Len=0. Finally subtract 1. This gives us the bytes transferrer. Then divide by time which is the time in seconds from the second ACK we pulled minus the time in seconds from the first ACK we pull. This will give us the bytes/sec or throughput.

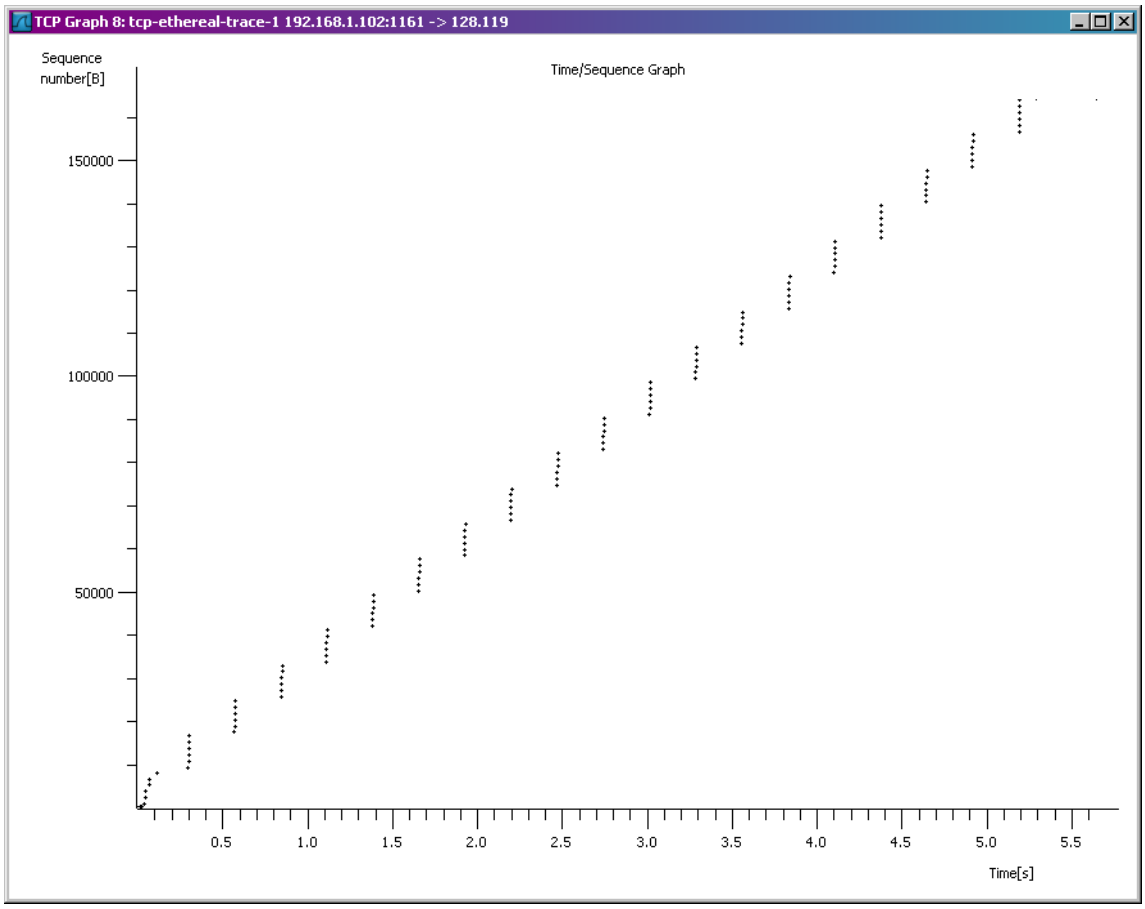
https://madpackets.com/2018/05/18/finding-throughput-with-wireshark/

4. TCP congestion control in action

Let's now examine the amount of data sent per unit time from the client to the server. Rather than (tediously!) calculating this from the raw data in the Wireshark window, we'll use one of Wireshark's TCP graphing utilities - *Time-Sequence-Graph(Stevens*) - to plot out data.

Note: you may need to click switch direction to get a more meaningful graph!

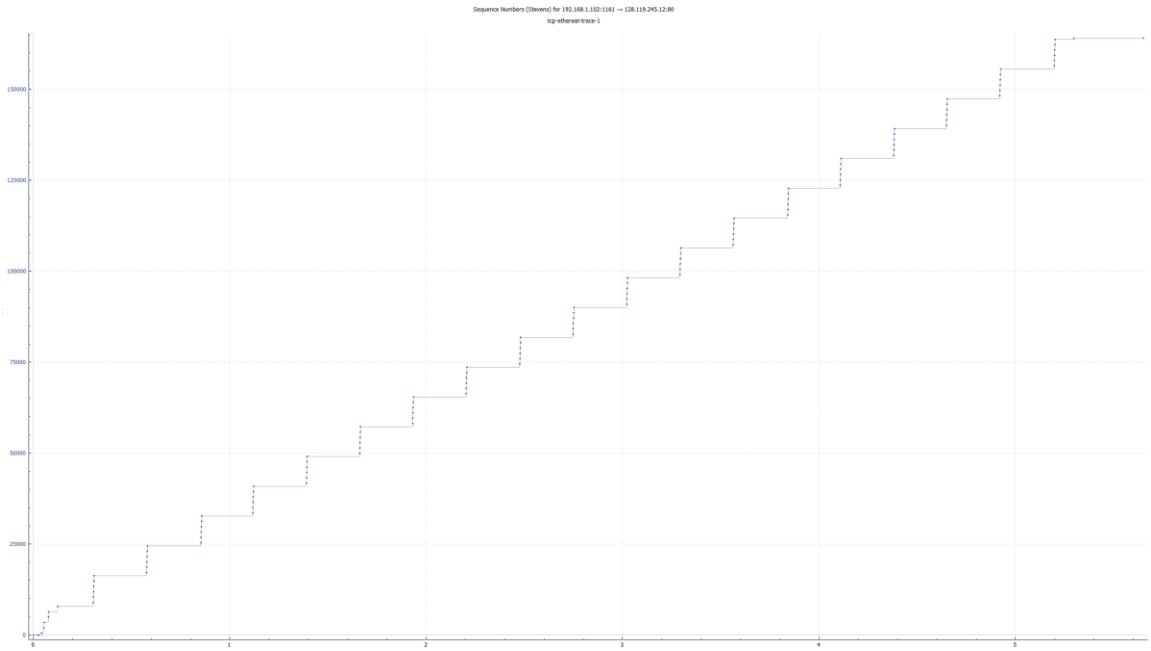
- Select a TCP segment in the Wireshark's "listing of captured-packets" window. Then select the menu : *Statistics->TCP Stream Graph-> Time-Sequence-Graph(Stevens*). You should see a plot that looks similar to the following plot, which was created from the captured packets in the packet trace *tcp-ethereal-trace-1* in http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip (see earlier footnote):



Here, each dot represents a TCP segment sent, plotting the sequence number of the segment versus the time at which it was sent. Note that a set of dots stacked above each other represents a series of packets that were sent back-to-back by the sender.

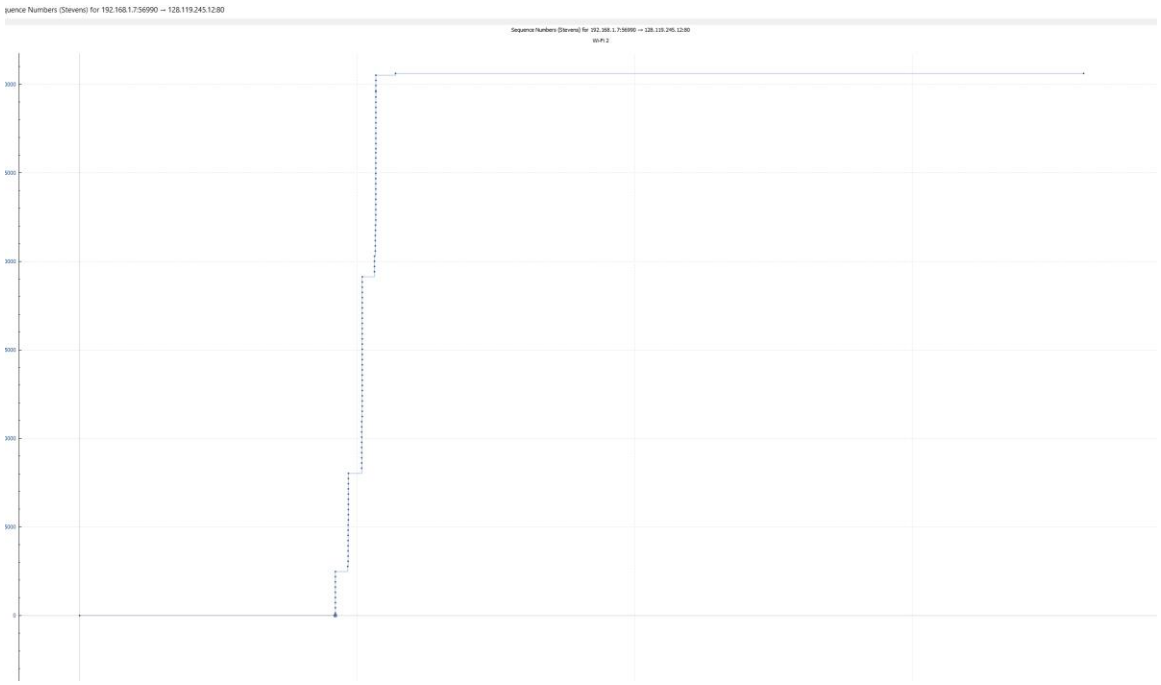
Answer question 13 for the TCP segments the packet trace *tcp-ethereal-trace-1* in http://gaia.cs.umass.edu/wireshark-labs/wireshark-traces.zip

13. Use the *Time-Sequence-Graph(Stevens)* plotting tool to view the sequence number versus time plot of segments being sent from the client to the gaia.cs.umass.edu server. Can you identify where TCP's slowstart phase begins and ends, and where congestion avoidance takes over? Comment on ways in which the measured data differs from the idealized behavior of TCP that we've studied in the text.



The slow start phase begins and ends at 0 and ends around .1 or .15. Congestion control happens around .3 and continues every vertical bar of 6 packets until about 5.2. The graph that was pulled from wireshark doesn't look like the slow start exponential graphs shown in the book. This graph has a zigzag like pattern that is uniform.

14. Answer Question 13 for the trace that you captured when you transferred a file from your ***own*** computer to gaia.cs.umass.edu



Based on the trace I pulled, there is a slow start and then appears to grow much faster and somewhat exponentially. This is quite different than the graph provided from the zip file. The window in my trace doesn't decrease so it is closer to an ideal scenario with no congestion control.