## LAB REPORT 3

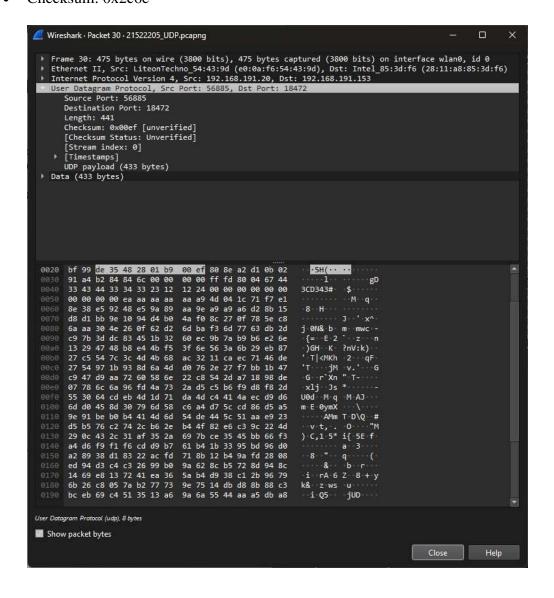
Subject: TCP/UDP PROTOCOL

	Student 1						
	ID: 22520836						
	Name: Ngo Thi Hong Ly						
	Student 2						
	ID: 22521099						
Student information	Name: Le Hoang Thien Phu						
Student information	Student 3						
	ID: 22521237						
	Name: Pham Quang Dai Phuc						
	Student 4						
	ID: 22521240						
	Name: Le Minh Sang						
Class	CS4283.O21.CTTT.1						
	[Student 1]:						
	Do question 9,10,11,12 task 3 and support the other						
	[Student 2]:						
	Do question 4,5,6,7,8 task 3 and support the other						
Work division:	[Student 3]:						
	Do the task 2, 4 and support the other						
	[Student 4]:						
	Do the task 1 and support the other						
Video link of							
implementation (if required)							
(g) required)							
Opinions (if any)							
+ Difficulties encountered							
+ Suggestions, comments							

#### Task 1

- 1. Select one UDP packet from your trace. From this packet, determine how many fields there are in the UDP header.
- → From the selected UDP packet, observe the UDP header fields. Common fields in the UDP header include:

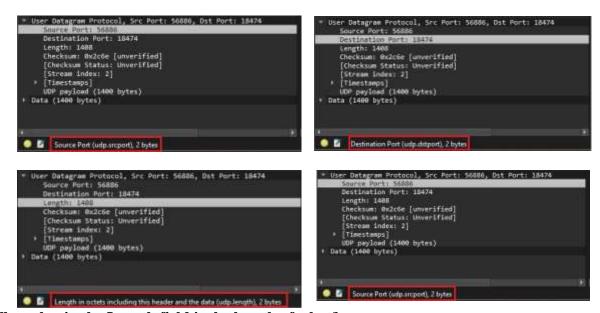
Source Port: 56886
Destination Port: 18474
Length: 1408 bytes
Checksum: 0x2c6e



- 2. By consulting the displayed information in Wireshark's packet content field for this packet, determine the length (in bytes) of each of the UDP header fields.
- → There are four UDP header fields:

Source Port: 2 bytesDestination Port: 2 bytes

Length: 2 bytesChecksum: 2 bytes



- 3. The value in the Length field is the length of what?
- → Length Field in UDP Header: is the length of the entire datagram

#### **Length = UPD header + UDP payload**

In UDP header field, each field is 2 bytes long. Therefore the total length of the UDP header is 8 bytes. Beside that, the UDP payload is 443 bytes long. Therefore, the Length = UDP header + UDP payload = 441

UDP header: 8 bytesUDP payload: 443 bytes

Length: 441

```
Frame 28: 475 bytes on wire (3800 bits), 475 bytes captured (3800
Ethernet II, Src: LiteonTechno_54:43:9d (e0:0a:f6:54:43:9d), Dst:
Internet Protocol Version 4, Src: 192.168.191.20, Dst: 192.168.19
User Datagram Protocol, Src Port: 56885, Dst Port: 18472
   Source Port: 56885
   Destination Port: 18472
   Length: 441
   Checksum: 0xb89c [unverified]
   [Checksum Status: Unverified]
    Stream index: 0]
   [Timestamns]
   UDP payload (433 bytes)
Data (433 bytes)
   Data [truncated]: 808ea2d00b028871b284846c00000000fffd80047734
   [Length: 433]
     User Datagram Protocol (udp), 8 bytes
```

### 4. What is the maximum number of bytes that can be included in a UDP payload?

- $\rightarrow$  The maximum number of bytes that a UDP payload can contain (including UDP header and IP header) is 216-1 = 65535 (bytes). (Length)
- Which: Length = Data Length + UDP header Length + IP header Length.
- In there:
  - Our UDP header is fixed at 8 bytes (as described above)
  - Because we use IPv4, our IP header is 20 bytes.

```
Frame 30: 475 bytes on wire (3800 bits), 475 bytes captured (3800
Fithernet II, Src: LiteonTechno_54:43:9d (e0:0a:f6:54:43:9d), Dst:

Internet Protocol Version 4, Src: 192.168.191.20, Dst: 192.168.19
0100 .... = Version: 4
.... 0101 = Header Length: 20 bytes (5)

Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)
Total Length: 461
Identification: 0xb7ea (47082)
```

#### 5. What is the largest possible source port number?

 $\rightarrow$  The largest possible source port number is determined by the size of the field allocated for port numbers in the UDP header. Typically, it's 16 bits, allowing for a maximum value of  $2^{16} - 1 = 65535$ .

#### 6. What is the protocol number for UDP?

→The protocol number for UDP (User Datagram Protocol) is 17 in decimal notation and 0x11 in hexadecimal notation.

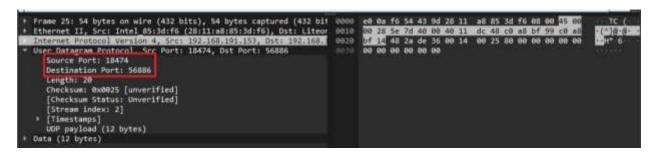
```
Frame 28: 475 bytes on wire (3800 bits), 475 bytes captured (380
  Ethernet II, Src: LiteonTechno_54:43:9d (e0:0a:f6:54:43:9d), Dst
 Internet Protocol Version 4, Src: 192.168.191.20, Dst: 192.168.1
     0100 .... = Version: 4
     .... 0101 = Header Length: 20 bytes (5)

    Differentiated Services Field: 0x00 (DSCP: CS0, ECN: Not-ECT)

     Total Length: 461
     Identification: 0xb7e8 (47080)
   > 000. .... = Flags: 0x0
     ...0 0000 0000 0000 = Fragment Offset: 0
     Timo to Live, 129
     Protocol: UDP (17)
     Header Checksum, 6x8138 [validation disabled]
[Header checksum status: Unverified]
     Source Address: 192.168.191.20
     Destination Address: 192.168.191.153
  User Datagram Protocol, Src Port: 56885, Dst Port: 18472
  Data (433 bytes)
```

- 7. Examine a pair of UDP packets in which your host sends the first UDP packet and the second UDP packet is a reply to this first UDP packet.
- → Relationship between Port Numbers:
  - First UDP Packet (Frame 25):

Source Port: 18474Destination Port: 56886



• **Second UDP Packet (Frame 32)** (Reply to the first packet):

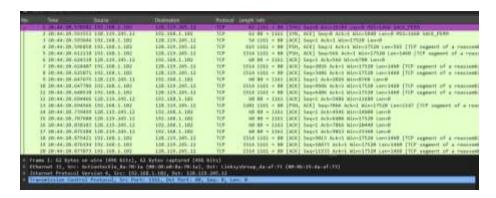
Source Port: 56886Destination Port: 18474

#### Task 2

- 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
- $\rightarrow$  Client computer

IP address: 192.168.1.102

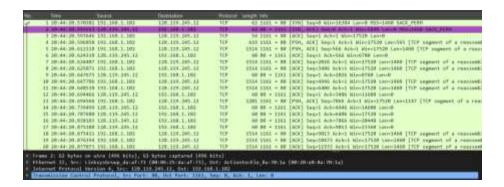
Port number: 1161



- 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?
- → gaia.cs.umass.edu

IP address: 128.119.245.12

Port number: 80



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?

→ Client computer

IP address: 192.168.191.20

Port number: 65022

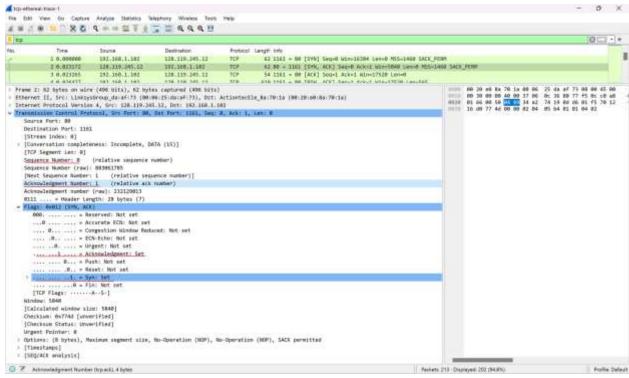


#### Task 3

- 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 of the TCP SYN segment that is used to initiate the TCP connection between the client computer and gaia.cs.umass.edu: 0
  - In a Flags field, the SYN flag is set = 1 that identifies the segment as a SYN segment.

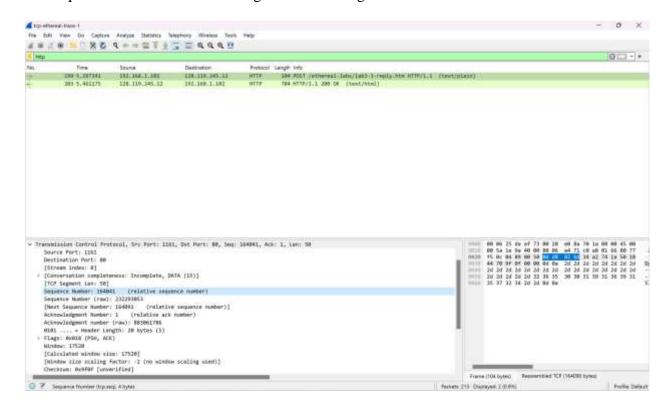
```
[Stream index: 0]
> [Conversation completeness: Incomplete, DATA (15)]
  [TCP Segment Len: 0]
 Sequence Number: 0 (relative sequence number)
 Sequence Number (raw): 232129012
  [Next Sequence Number: 1
                           (relative sequence number)]
 Acknowledgment Number: 0
  Acknowledgment number (raw): 8
  0111 .... = Header Length: 28 bytes (7)
♥ Flags: 0x002 (SYN)
    000, .... = Reserved: Not set
     ...0 .... = Accurate ECN: Not set
     .... 8... ... = Congestion Window Reduced: Not set
     .... .0.. ,... = ECN-Echo: Not set
     .... ..0. .... = Urgent: Not set
     .... ...θ .... = Acknowledgment: Not set
     .... .... 0... = Push: Not set
     .... .0.. + Reset: Not set
    .... syn: Set
         .... ... 0 = Fin: Not set
     [TCP Flags: .....S.]
```

- 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 of the SYNACK segment sent by <u>gaia.cs.umass.edu</u> to the client computer in reply to the SYN: 0
  - The value of the Acknowledgement field in the SYNACK segment: 1
  - In a Flags field, the (SYN, ACK) flag and the Acknowledgement flag is set = 1 that identifies the segment as a SYNACK segment.



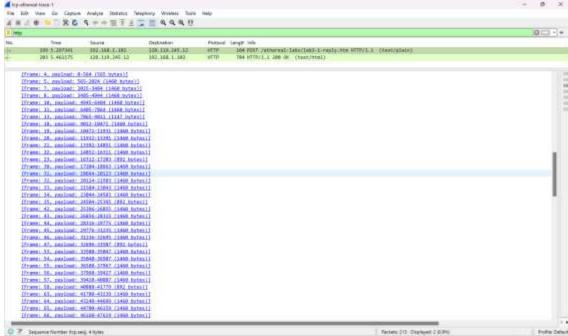
# 6. What is the sequence number of the TCP segment containing the HTTP POST command?

→ The sequence number of the TCP segment containing the HTTP POST command: 164041

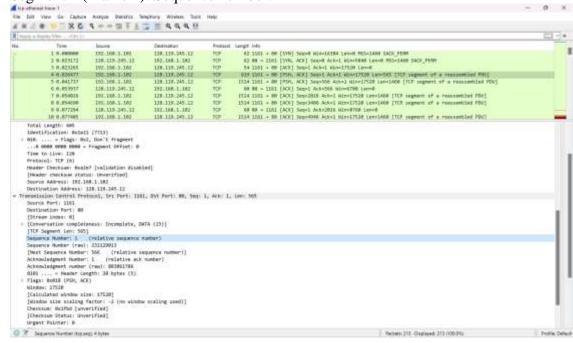


7. Consider the TCP segment containing the HTTP POST as the first segment in the TCP connection. What are the sequence numbers of the first six segments in the TCP connection (including the segment containing the HTTP POST)? At what time was each segment sent? When was the ACK for each segment received? 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 after the receipt of each ACK?

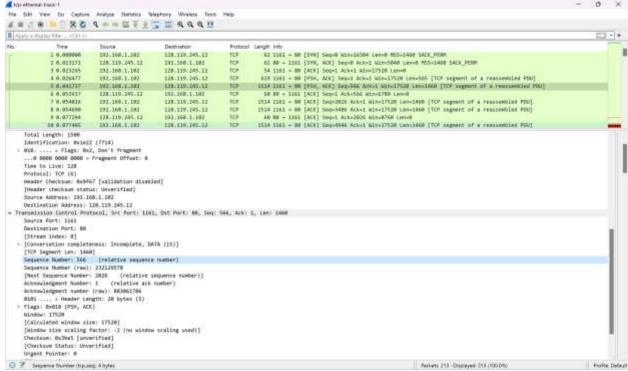
• First six sent segments in the TCP: 4,5,7,8,10,11



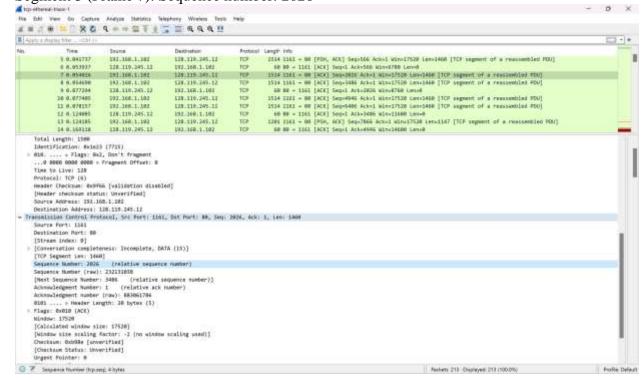
• Segment 1 (Frame 4): Sequence number: 1



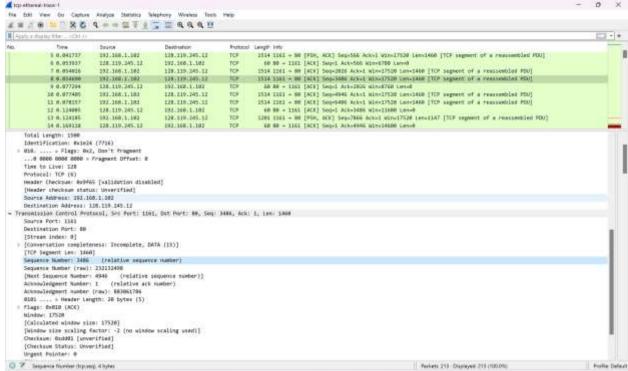
• Segment 2 (Frame 5): Sequence number: 566



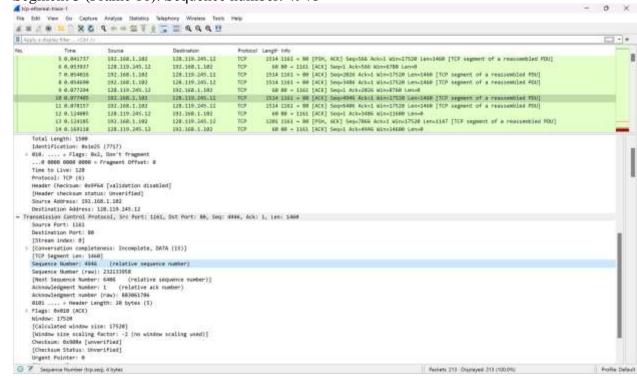
• Segment 3 (Frame 7): Sequence number: 2026



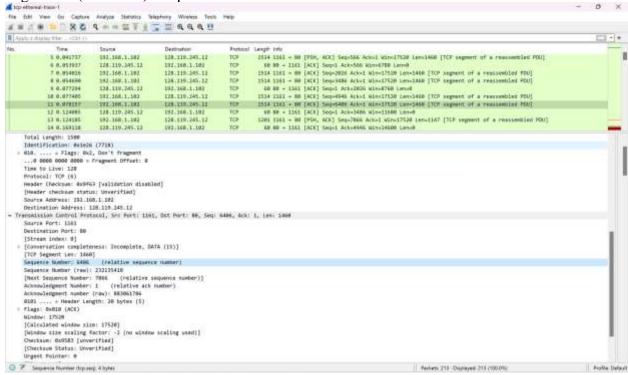
• Segment 4 (Frame 8): Sequence number: 3486



Segment 5 (Frame 10): Sequence number: 4946



• Segment 6 (Frame 11): Sequence number: 6406



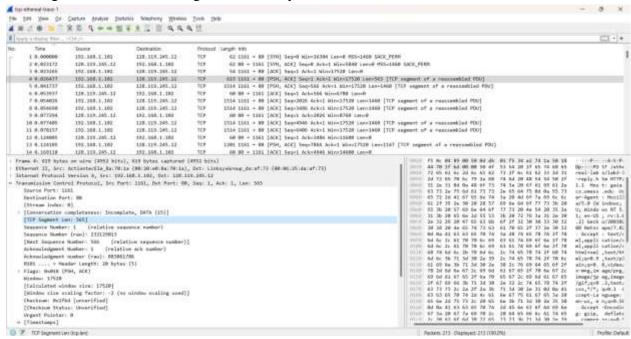
• The ACK for each segment:

No:	Time	Source	Destination.	Protocal	osi Langti Info
	4.8.626477	192.168.1.182	178.119.705.12	TEP	619 1161 - 86 [FSH, AUX] Sequi Acksi Minsi7526 Lens665 [TCF segment of a reassembled FDM]
	5 8,041737	192.168.1.102	128.119.245.12	TEP	1514 1161 + 88 [PSH, ALK] Sequises Acked Minolification [TCP segment of a reassembled PDU]
	6 8.853937	120,119,346,13	192:168:1:102	TEF	60 50 + 1161 [ACX] Sequi Acku566 scipus780 Lenu8
	7.0.054626	192-168-1-102	128,119,245,12	TEP	1514 1161 - 80 [ACK] Seq-2806 Ackal Wine27520 Lene1468 [TCP segment of a ressentied PDU]
	8 8.454690	192.168.1.102	128-119-245-17	10P	1514 1361 - 88 [ACK] Seq-3486 Ack-1 Win-17538 Len-1868 [TCP segment of a reasonabled PDU]
	9.9.477294	128-319,345-12	192,168,1,102	NF	56 86 + 1151 [ACK] Seg-1 Ack-2805 NOn-8768 (en-8
	18. 8. 477485	192-168-1-182	128,119,245,12	TEP	1514 1381 - 88 [ACK] Seg-4846 Ack-1 Win-17528 Len-1468 [TCP segment of a reassembled PDU]
	11:0.076157	192,168,1,182	128,119,285,12	TOP	1554 1361 - 80 [ACK] Seg-6406 Ack-1 win-17520 Len-1460 [TCP segment of a reassembled PDU]
	12.0.124885	128,119,248,12	192,188,1,102	TOP	68 86 = 1363 [ACK] Seg-1 Ack-5486 Win-12689 Lerrell
	15 0.124185	192,168,1,102	128:119:245:12	TOP	1201 1361 - 80 [PSH, ACK] Seq-7866 Ack-1 Min-17520 Len-1147 [7(P segment of a reassembled FDU]
	14 6.169118	128,119,245,12	197,188,1,102	TOP	68 88 - 1161 (ACK) Seg-1 Ack-4646 Win-14888 Lenv8
	15. 0. 217299	128.119.245.12	192,168,1,192	TOP	00 80 + 1361 [ALN] Seg-1 Ack-9406 Win-17320 Len-0
	16 9.267862	128:119.245;12	193,108,1,102	TEP	60 80 + 1161 [ACK] Sept Ack-7866 Win-20440 Land

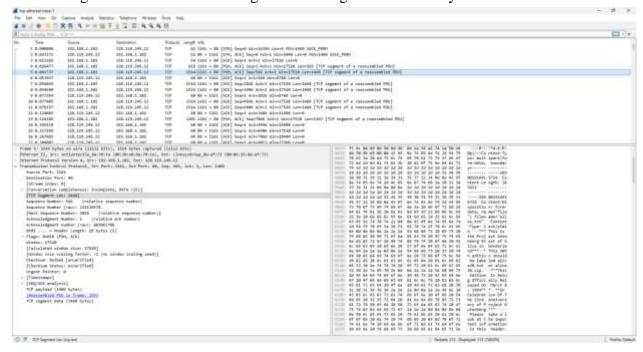
Segment	Sent time	ACK received time	RTT (seconds)				
1	0.026477	0.053937	0.02746				
2	0.041737	0.077294	0.035557				
3	0.054026	0.124085	0.070059				
4	0.054690	0.169118	0.114428				
5	0.077405	0.217299	0.139894				
6	0.078157	0.267802	0.189645				

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

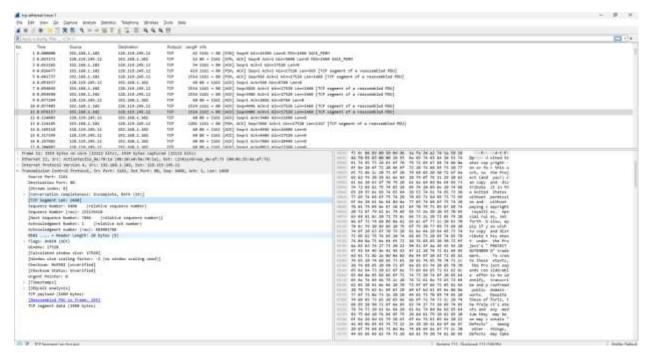
→ The length of the first TCP segment is 565 bytes:



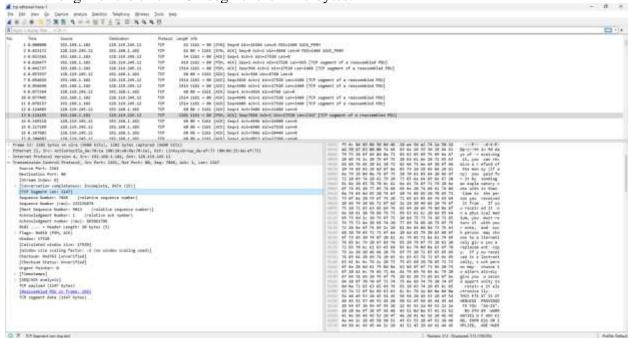
→ The length of each of the following four TCP segments is 1460 bytes:



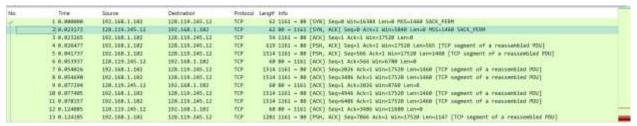




 $\rightarrow$  The length of the sixth TCP segment is 1147 bytes:

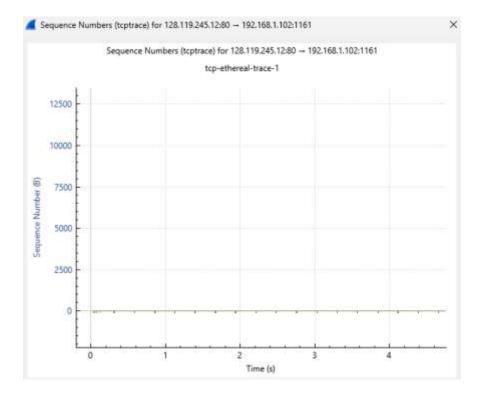


- 9. What is the minimum amount of available buffer space advertised at the received for the entire trace? Does the lack of receiver buffer space ever throttle the sender?
  - The minimum amount of available buffer space advertised at the received for the entire trace: 5840
  - The lack of receiver buffer space never ever throttle the sender



- 10. Are there any retransmitted segments in the trace file? What did you check for (in the trace) in order to answer this question?
- → There are no retransmitted segments in the trace file.

We can verify this by checking the sequence numbers of the TCP segments in the trace file. In the Time Sequence-Graph (Stevens) of this trace, all sequence numbers from the source (192.168.1.102) to the destination (128.119.245.12) are increasing monotonically with respect to time. If there is a retransmitted segment, the sequence number of this retransmitted segment should be smaller than those of its neighboring segments.



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).

	acknowledged sequence number	acknowledged data
ACK 1	566	565
ACK 2	2026	1460
ACK 3	3486	1460
ACK 4	4946	1460
ACK 5	6406	1460
ACK 6	7866	1460
ACK 7	9013	1147

Example for the ACK 6:

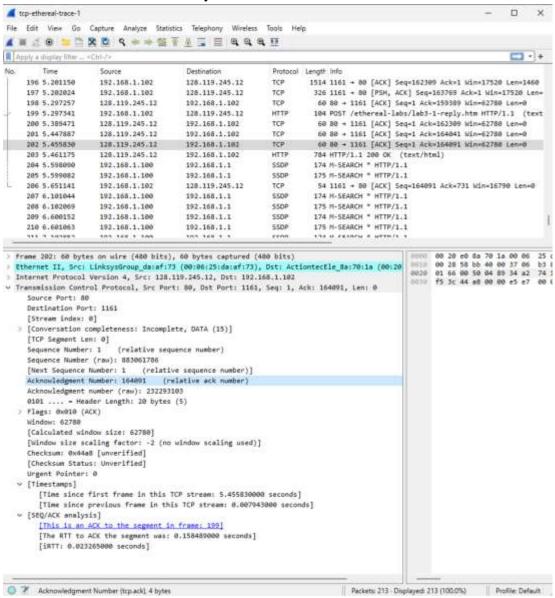
	Ctrl-/>  Source 192.168.1.102 192.168.1.102	<b>E</b> 7								
ime 0.026477 0.041737	Source 192.168.1.102		Destination							
0.026477	192.168.1.102		Destination							
.041737					Protocol	Length	Info			
	192.168.1.102		128.119.245	.12	TCP	619	1161	+ 80	[PSH,	A
.053937			128.119.245	.12	TCP	1514	1161	+ 80	[PSH,	A
	128.119.245.12	2	192.168.1.10	02	TCP	60	80 +	1161	[ACK]	5
.054026	192.168.1.102		128.119.245	.12	TCP	1514	1161	+ 80	[ACK]	5
.054690	192.168.1.102	3	128.119.245	.12	TCP	1514	1161	+ 80	[ACK]	5
.077294	128.119.245.12	2	192.168.1.10	02	TCP				T. 1237 102 T.	
.077405	192.168.1.102		128.119.245	.12	TCP	1514	1161	+ 80	[ACK]	5
.078157	192.168.1.102		128.119.245	.12	TCP	1514	1161	+ 80	[ACK]	5
.124085	128.119.245.12	2 :	192.168.1.10	02	TCP	60	80 →	1161	[ACK]	5
.124185	192.168.1.102		128.119.245	.12	TCP	1201	1161	+ 80	[PSH,	A
.169118	128.119.245.12	2	192.168.1.10	02	TCP	60	80 →	1161	[ACK]	5
.217299	128.119.245.12	2	192.168.1.10	02	TCP					
.267802	128.119.245.12	2 :	192.168.1.10	02	TCP					
.304807	128.119.245.12	2	192.168.1.10	02	TCP					
.305040	192.168.1.102		128.119.245	.12	TCP	1514	1161	→ 80	[ACK]	S
205012	107 160 1 107		170 110 745	4.0	TCD			1,22		
9 9 9	0.077294 0.077405 0.078157 0.124085 0.124185 0.169118 0.217299 0.267802 0.304807	1.077294 128.119.245.12 1.077405 192.168.1.102 1.078157 192.168.1.102 1.124085 128.119.245.12 1.124185 192.168.1.102 1.169118 128.119.245.12 1.217299 128.119.245.12 1.267802 128.119.245.12 1.304807 128.119.245.12	1.077294 128.119.245.12 1.077405 192.168.1.102 1.078157 192.168.1.102 1.124085 128.119.245.12 1.124185 192.168.1.102 1.169118 128.119.245.12 1.217299 128.119.245.12 1.267802 128.119.245.12 1.304807 128.119.245.12 1.305040 192.168.1.102	0.077294     128.119.245.12     192.168.1.10       0.077405     192.168.1.102     128.119.245       0.078157     192.168.1.102     128.119.245       0.124085     128.119.245.12     192.168.1.10       0.124185     192.168.1.102     128.119.245       0.169118     128.119.245.12     192.168.1.10       0.217299     128.119.245.12     192.168.1.10       0.267802     128.119.245.12     192.168.1.10       0.305040     192.168.1.102     128.119.245	0.077294     128.119.245.12     192.168.1.102       0.077405     192.168.1.102     128.119.245.12       0.078157     192.168.1.102     128.119.245.12       0.124085     128.119.245.12     192.168.1.102       0.124185     192.168.1.102     128.119.245.12       0.169118     128.119.245.12     192.168.1.102       0.217299     128.119.245.12     192.168.1.102       0.267802     128.119.245.12     192.168.1.102       0.305040     192.168.1.102     128.119.245.12	128.119.245.12 192.168.1.102 TCP 1.077405 192.168.1.102 128.119.245.12 TCP 1.078157 192.168.1.102 128.119.245.12 TCP 1.124085 128.119.245.12 192.168.1.102 TCP 1.124185 192.168.1.102 128.119.245.12 TCP 1.169118 128.119.245.12 192.168.1.102 TCP 1.217299 128.119.245.12 192.168.1.102 TCP 1.267802 128.119.245.12 192.168.1.102 TCP 1.304807 128.119.245.12 192.168.1.102 TCP 1.305040 192.168.1.102 TCP	0.077294     128.119.245.12     192.168.1.102     TCP     60       0.077405     192.168.1.102     128.119.245.12     TCP     1514       0.078157     192.168.1.102     128.119.245.12     TCP     1514       0.124085     128.119.245.12     192.168.1.102     TCP     60       0.124185     192.168.1.102     128.119.245.12     TCP     1201       0.169118     128.119.245.12     192.168.1.102     TCP     60       0.217299     128.119.245.12     192.168.1.102     TCP     60       0.267802     128.119.245.12     192.168.1.102     TCP     60       0.304807     128.119.245.12     192.168.1.102     TCP     60       0.305040     192.168.1.102     128.119.245.12     TCP     1514	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{cccccccccccccccccccccccccccccccccccc$	$\begin{array}{cccccccccccccccccccccccccccccccccccc$

The difference between the acknowledged sequence numbers of two consecutive ACKs indicates the data received by the server between these two ACKs. By inspecting the amount of acknowledged data by each ACK, there are cases where the receiver is ACKing every other segment. For example, segment of No. 80 acknowledged data with 2920 bytes = 1460\*2 bytes.

# 12. 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.

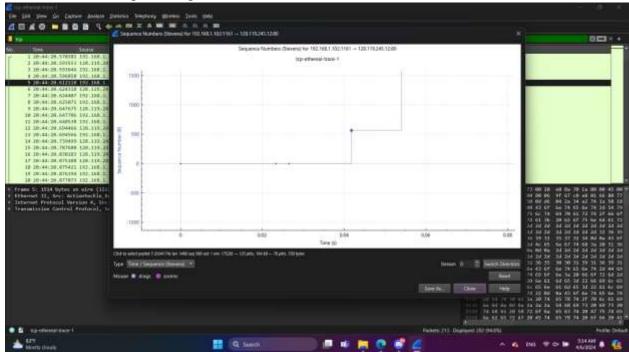


#### No.4 segment:

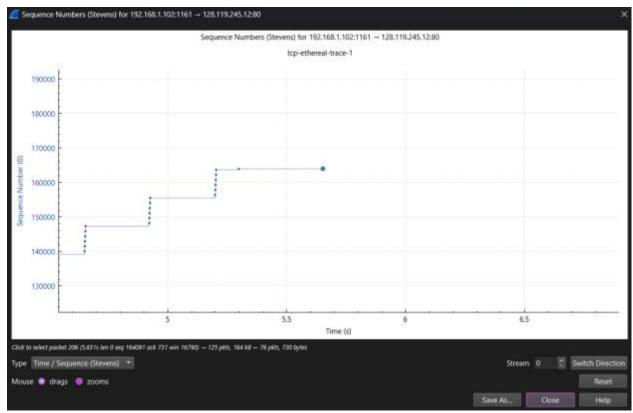
No.	Time	Source	Destination	Protocol	Length	info			
-	1 0.000000	192.168.1.102	128.119.245.12	TCP	62	1161	→ 88	[SYN]	Seq=0 Win=16384 Len=0 MSS=1460 SACK_
	2 0.023172	128.119.245.12	192.168.1.102	TCP	62	80 +	1161	[SYN,	ACK] Seq=0 Ack=1 Win=5840 Len=0 MSS=
	3 0.023265	192.168.1.102	128.119.245.12	TCP	54	1161	+ 88	[ACK]	Seq=1 Ack=1 Win=17520 Len=0
	4 8.026477	192,168.1.102	128.119.245.12	TCP	619	1161	+ 80	[P5H,	ACK] Seq=1 Ack=1 Win=17528 Len=565 [

#### Task 4

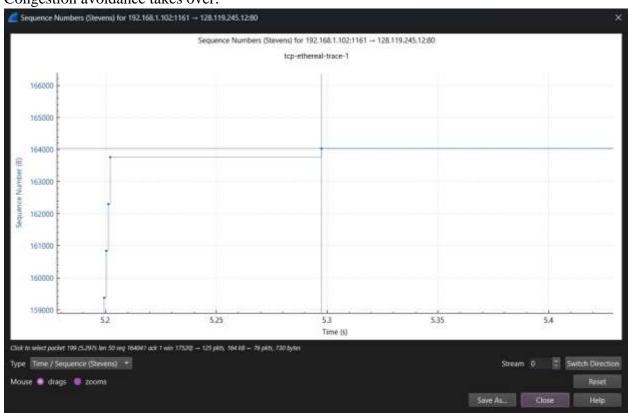
- 13. Use the *Time-Sequence-Graph(Stevens)* plotting tool to view the sequence number versus time plot of segments being sent from the client to the gaia.cs.umass.edu server. Can you identify where TCP's slowstart phase begins and ends, and where congestion avoidance takes over? Comment on ways in which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



TCP's slowstart phase ends:



## 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:

By observing the plot, we can see that the slow-start phase only lasts for first 1-1.5 second. Afterwards, it seems that the TCP session is always in congestion avoidance state. In this case, we do not observe the expected linear increase behaviour, i.e. the TCP transmit window does not grow linearly during this phase. In fact, it appears that the sender transmits packets in batches of 6. This does not seem to be caused by flow control since the receiver advertised window is significantly larger than 5 packets. The reason for this behaviour might be due to the fact that the HTTP server has enforced a rate-limit of some sort.

