**Lab 4 Ethernet and ARP**

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**Objectives**

In this lab, we’ll investigate the Ethernet protocol and the ARP protocol.

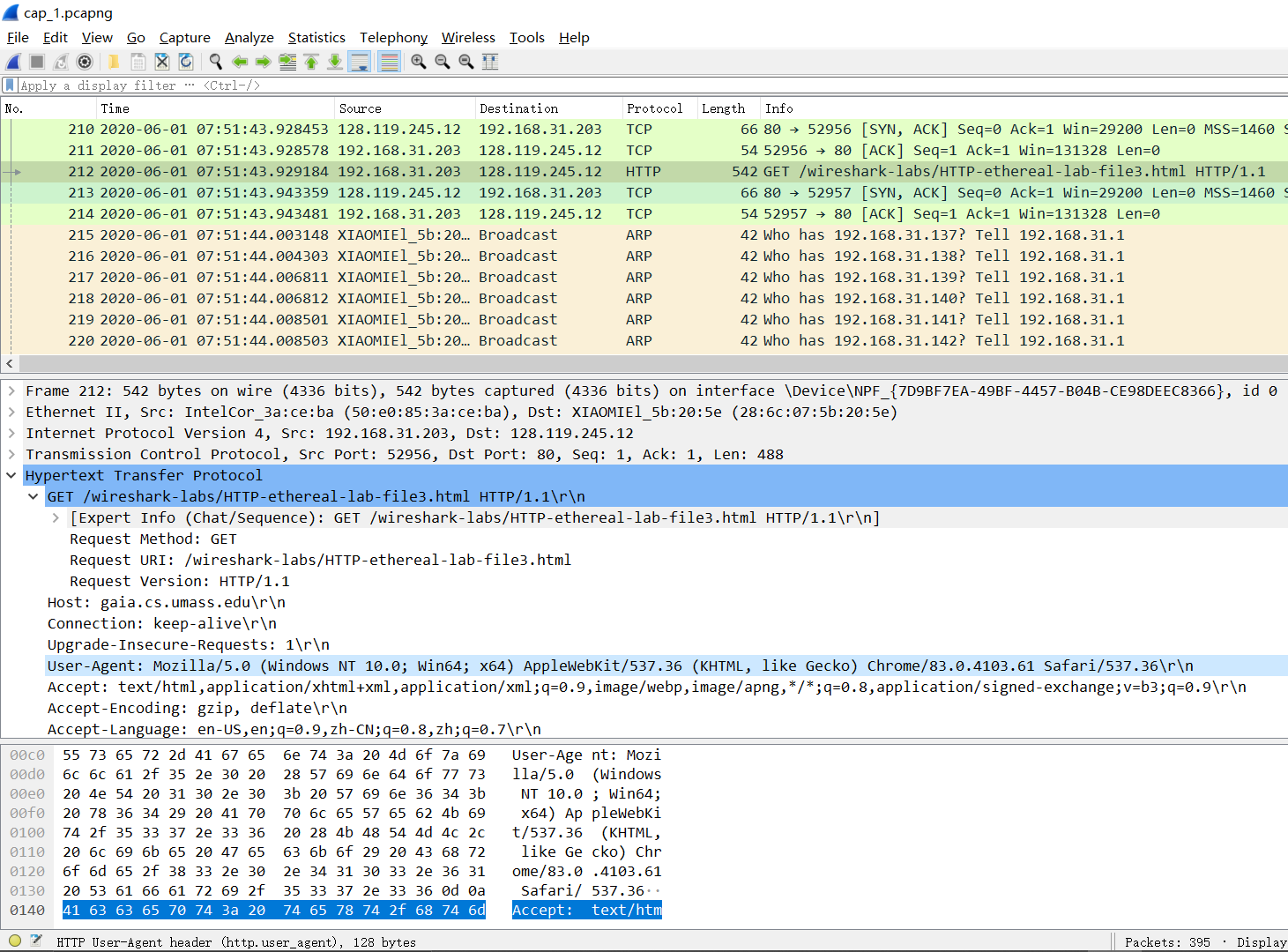
Before beginning this lab, please review sections 6.4.1 (Link-layer addressing and ARP) and 6.4.2 (Ethernet) in the textbook. RFC 826 (ftp://ftp.rfc-editor.org/in-notes/std/std37.txt) contains the gory details of the ARP protocol, which is used by an IP device to determine the IP address of a remote interface whose Ethernet address is known.

**Procedures**

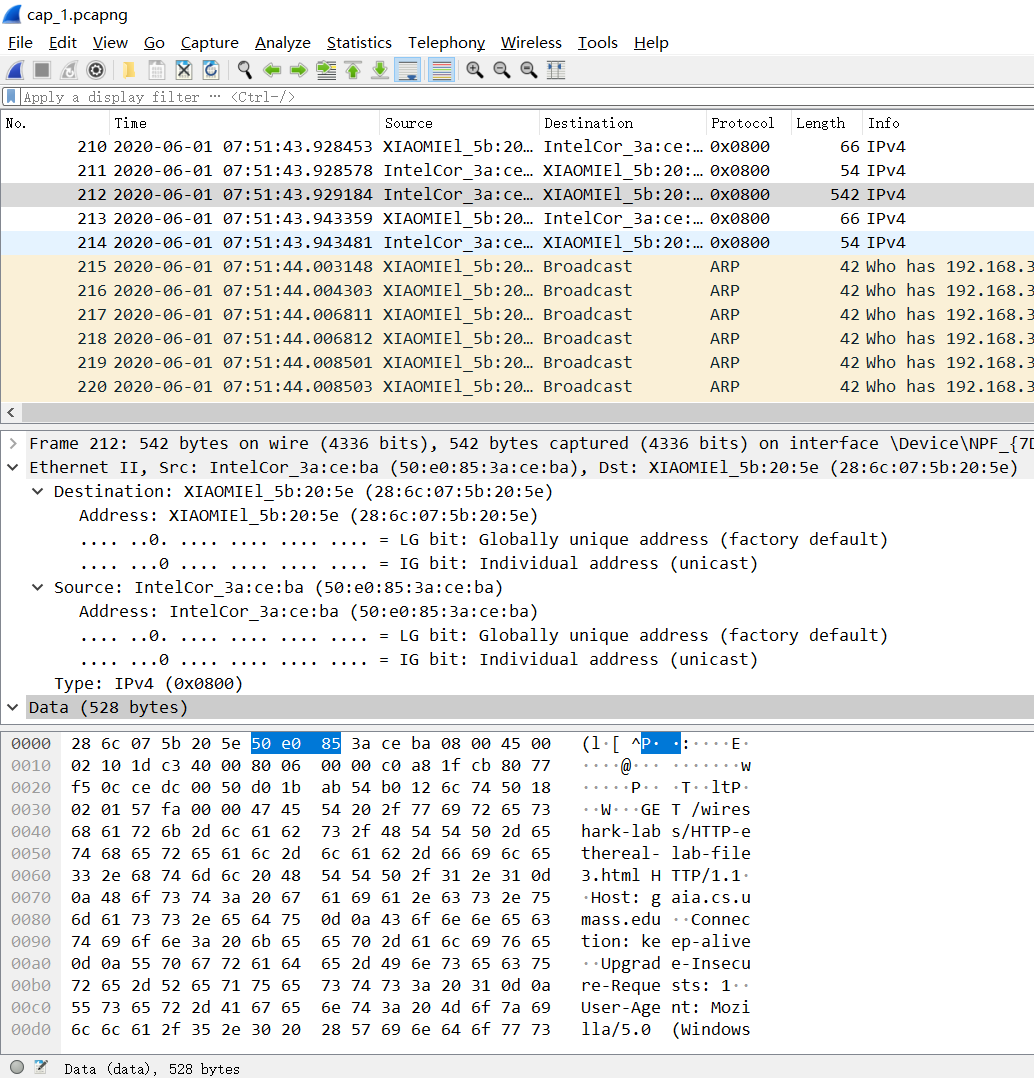
**1. Capturing and analyzing Ethernet frames**

Let’s begin by capturing a set of Ethernet frames to study. Do the following:

* First, make sure your browser’s cache is empty. Start up the Wireshark packet sniffer
* Enter the following URL into your browser http://gaia.cs.umass.edu/wireshark-labs/HTTP-ethereal-lab-file3.html Your browser should display the rather lengthy US Bill of Rights.
* Stop Wireshark packet capture. First, find the packet numbers (the leftmost column in the upper Wireshark window) of the HTTP GET message that was sent from your computer to gaia.cs.umass.edu, as well as the beginning of the HTTP response message sent to your computer by gaia.cs.umass.edu. You should see a screen that looks something like this (where packet 212 in the screen shot below contains the HTTP GET message)



* Since this lab is about Ethernet and ARP, we’re not interested in IP or higher-layer protocols. So, let’s change Wireshark’s “listing of captured packets” window so that it shows information only about protocols below IP. To have Wireshark do this, select *Analyze->Enabled Protocols.* Then uncheck the IPv4 box and select *OK*. You should now see a Wireshark window that looks like:

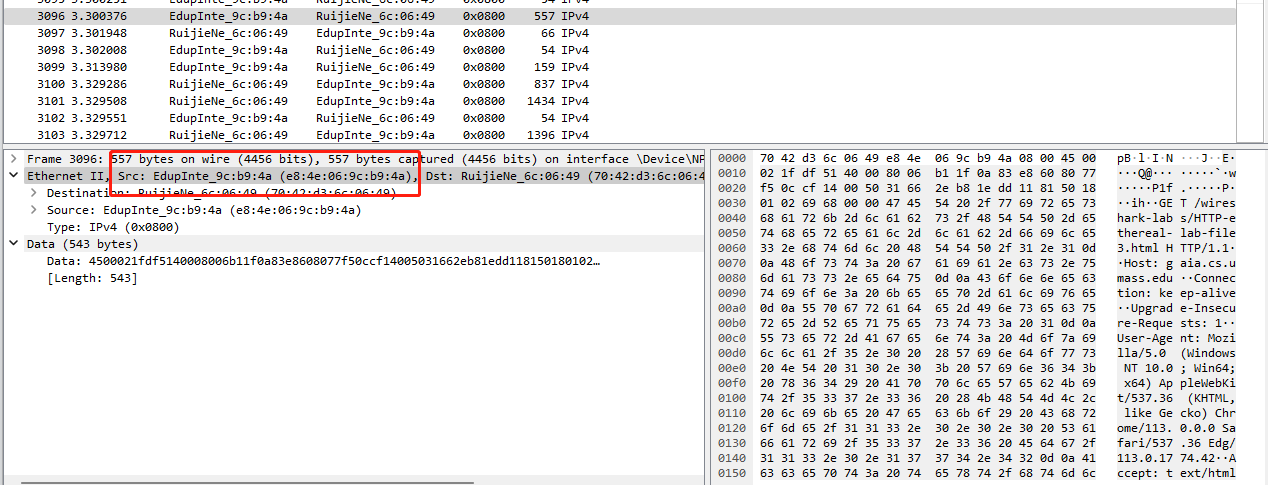


In order to answer the following questions, you’ll need to look into the packet details and packet contents windows (the middle and lower display windows in Wireshark).

Select the Ethernet frame containing the HTTP GET message. (Recall that the HTTP GET message is carried inside of a TCP segment, which is carried inside of an IP datagram, which is carried inside of an Ethernet frame; reread section 1.5.2 in the textbook if you find this encapsulation a bit confusing). Expand the Ethernet II information in the packet details window. Note that the contents of the Ethernet frame (header as well as payload) are displayed in the packet contents window.

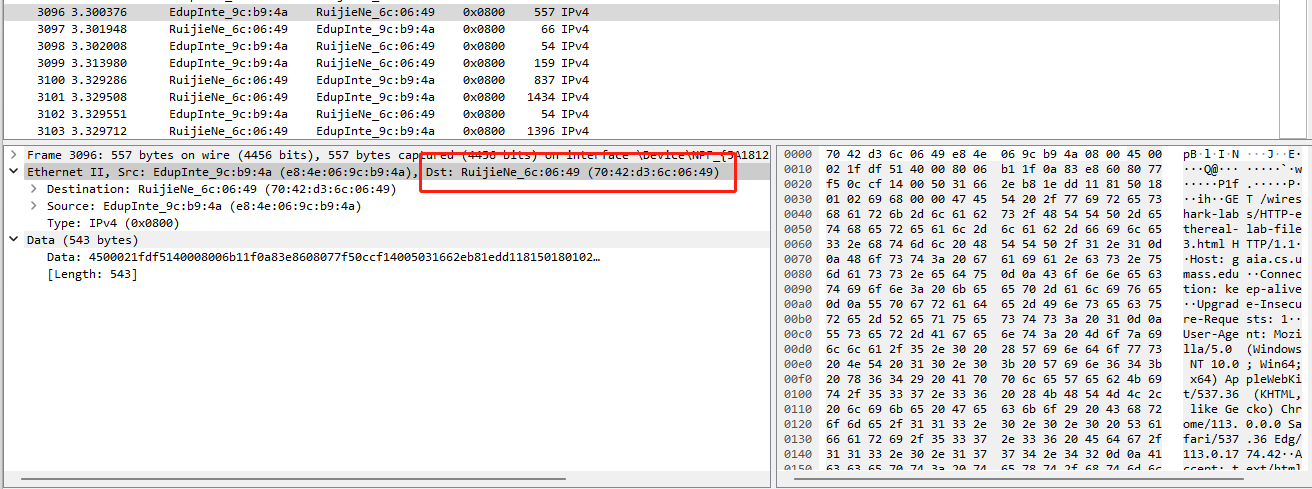
Answer the following questions, based on the contents of the Ethernet frame containing the HTTP GET message. Whenever possible, when answering a question, your lab report should include a printout of the packet(s) within the trace that you used to answer the question asked. Annotate the printout to explain your answer. To print a packet, use File->Print to file, choose Selected packet only, choose Packet summary line, and select the minimum amount of packet detail that you need to answer the question.

1. What is the 48-bit Ethernet address of your computer?



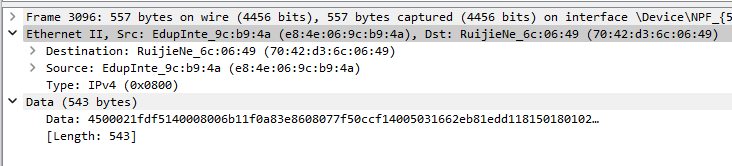
**My 48-bit Ethernet address is: e8:4e:06:9c:b9:4a**

1. What is the 48-bit destination address in the Ethernet frame? Is this the Ethernet address of gaia.cs.umass.edu? (Hint: the answer is *no*). What device has this as its Ethernet address? [Note: this is an important question, and one that students sometimes get wrong. Re-read pages 468-469 in the textbook and make sure you understand the answer here.]



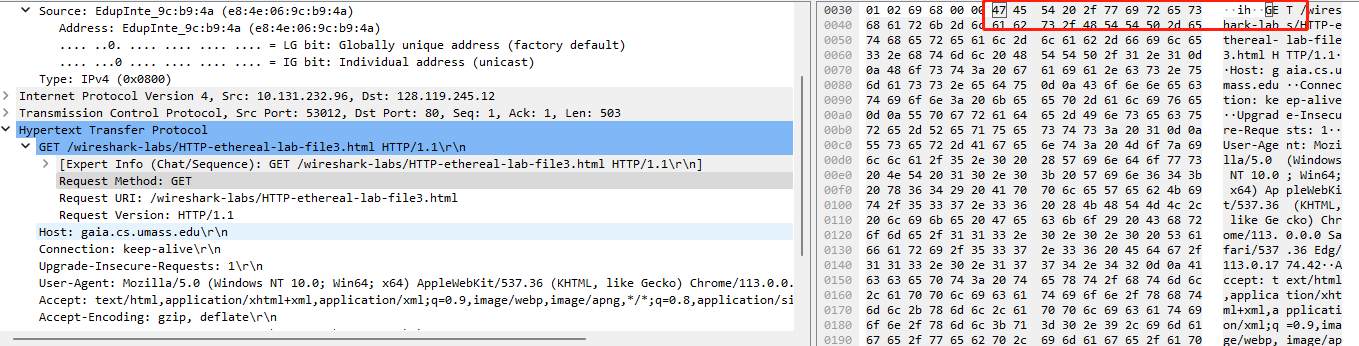
**The destination address is 70:42:d3:6c:06:49. It is not the Ethernet address of gaia.cs.umass.edu. It is the address of a router, which is used for inter-subnet links.**

1. Give the hexadecimal value for the two-byte Frame type field. What upper layer protocol does this correspond to?



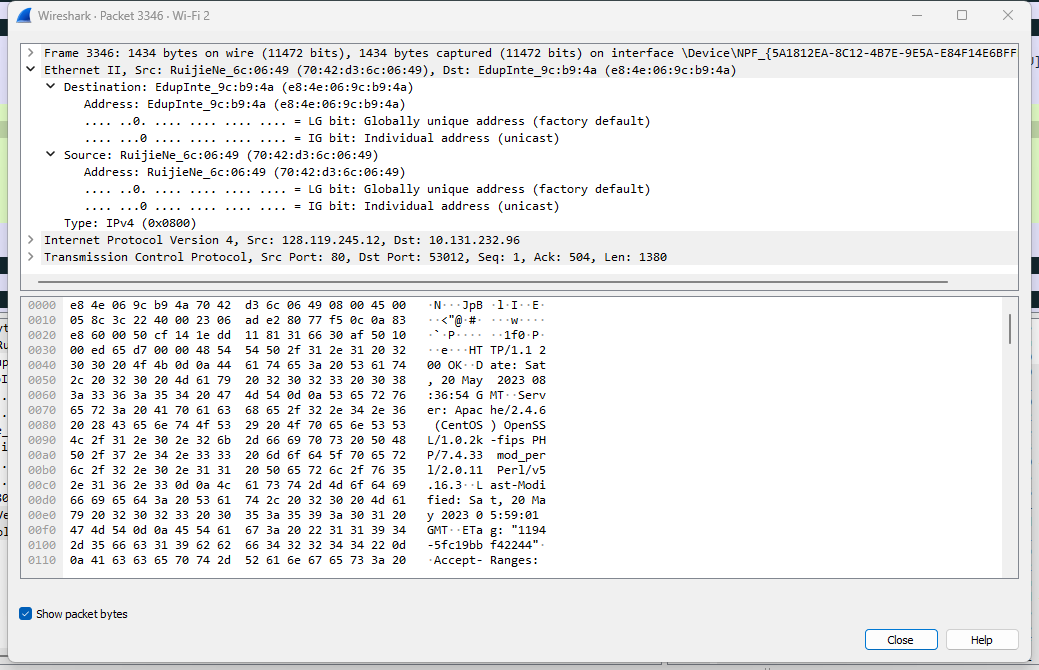
* **0x0800**
* **IPv4**

1. How many bytes from the very start of the Ethernet frame does the ASCII “G” in “GET” appear in the Ethernet frame?

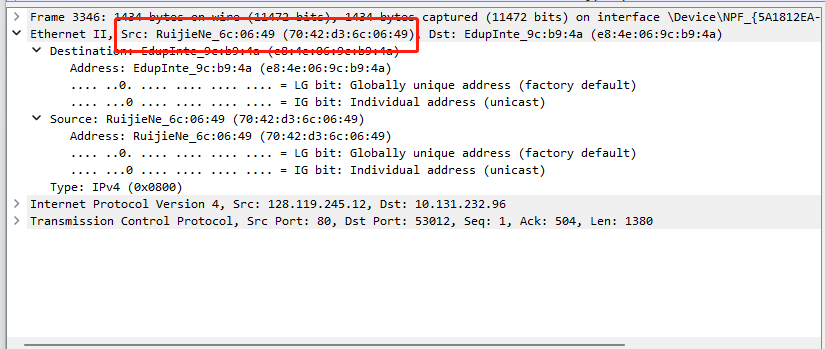


**The ASCII character "G" appears at 55 bytes from the beginning of the Ethernet frame.**

Next, answer the following questions, based on the contents of the Ethernet frame containing the first byte of the HTTP response message.

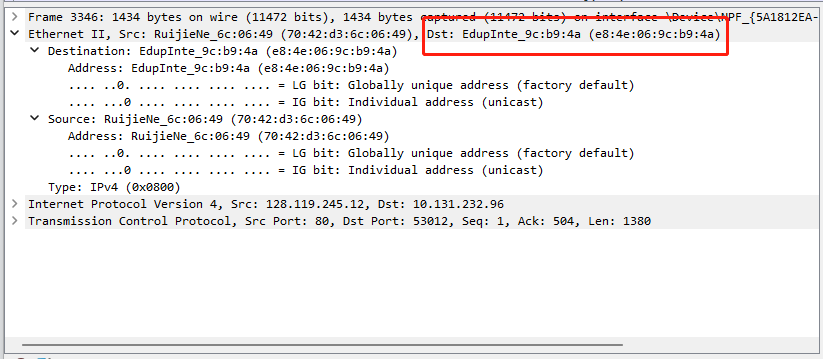


1. What is the value of the Ethernet source address? Is this the address of your computer, or of gaia.cs.umass.edu (Hint: the answer is no)? What device has this as its Ethernet address?



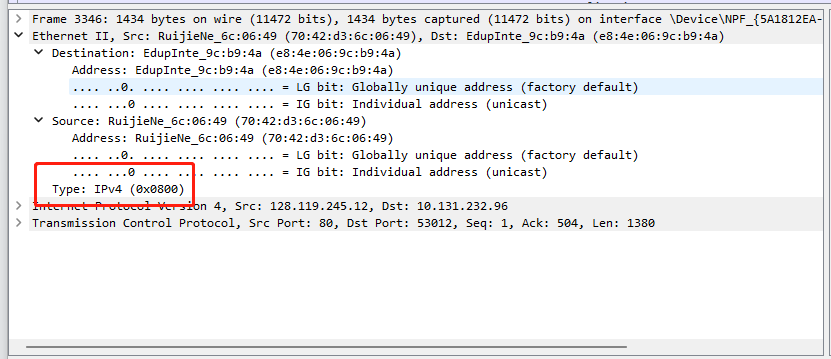
* **Ethernet source address: 70:42:d3:6c:06:49**
* **None of them**
* **This is the address of my RuijieNe router, which is used for entering my subnet.**

1. What is the destination address in the Ethernet frame? Is this the Ethernet address of your computer?



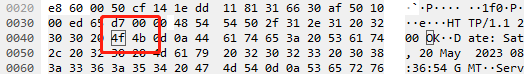
* **Destination address: e8:4e:06:9c:b9:4a**
* **Yes, this is the Ethernet address of my computer.**

1. Give the hexadecimal value for the two-byte Frame type field. What upper layer protocol does this correspond to?



* **0x0800**
* **IPv4**

1. How many bytes from the very start of the Ethernet frame does the ASCII “O” in “OK” (i.e., the HTTP response code) appear in the Ethernet frame?

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**There are 67 bytes.**

**2. The Address Resolution Protocol**

In this section, we’ll observe the ARP protocol in action. We strongly recommend that you re-read section 6.4.1 in the text before proceeding.

**ARP Caching**

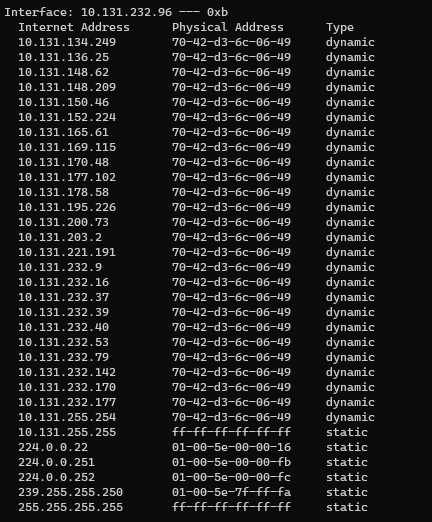
Recall that the ARP protocol typically maintains a cache of IP-to-Ethernet address translation pairs on your computer. The *arp* command (in both MSDOS and Linux/Unix) is used to view and manipulate the contents of this cache. Since the *arp* command and the ARP protocol have the same name, it’s understandably easy to confuse them. But keep in mind that they are different - the *arp* command is used to view and manipulate the ARP cache contents, while the ARP protocol defines the format and meaning of the messages sent and received, and defines the actions taken on message transmission and receipt.

Let’s take a look at the contents of the ARP cache on your computer:

* **MS-DOS.** The *arp* command is in c:\windows\system32, so type either “*arp -a*” or “*c:\windows\system32\arp -a*” in the MS-DOS command line (without quotation marks).
* **Linux/Unix/MacOS.** The executable for the *arp* command can be in various places. Popular locations are /sbin/arp (for linux) and /usr/etc/arp (for some Unix variants).

The Windows *arp* command with argument *-a* will display the contents of the ARP cache on your computer. Run the *arp* *-a* command.

1. Write down the contents of your computer’s ARP cache. What is the meaning of each column value?



**The Internet address column contains the IP address, the physical address column contains the MAC address, and the type indicates the protocol type.**

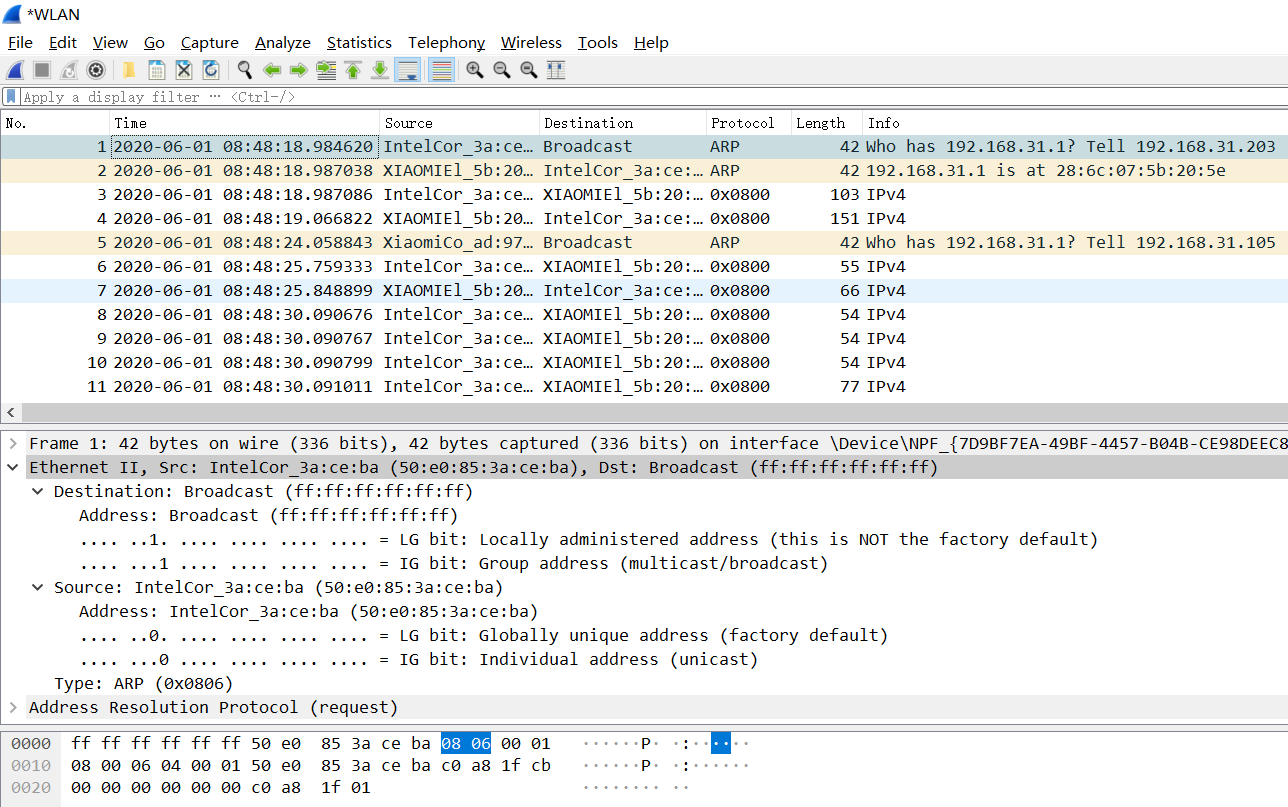
In order to observe your computer sending and receiving ARP messages, we’ll need to clear the ARP cache, since otherwise your computer is likely to find a needed IP-Ethernet address translation pair in its cache and consequently not need to send out an ARP message.

* **MS-DOS.** The MS-DOS *arp –d \** command will clear your ARP cache. The *–d* flag indicates a deletion operation, and the \* is the wildcard that says to delete all table entries.
* **Linux/Unix/MacOS.** The *arp –d \** will clear your ARP cache. In order to run this command, you’ll need root privileges.

**Observing ARP in action**

Do the following:

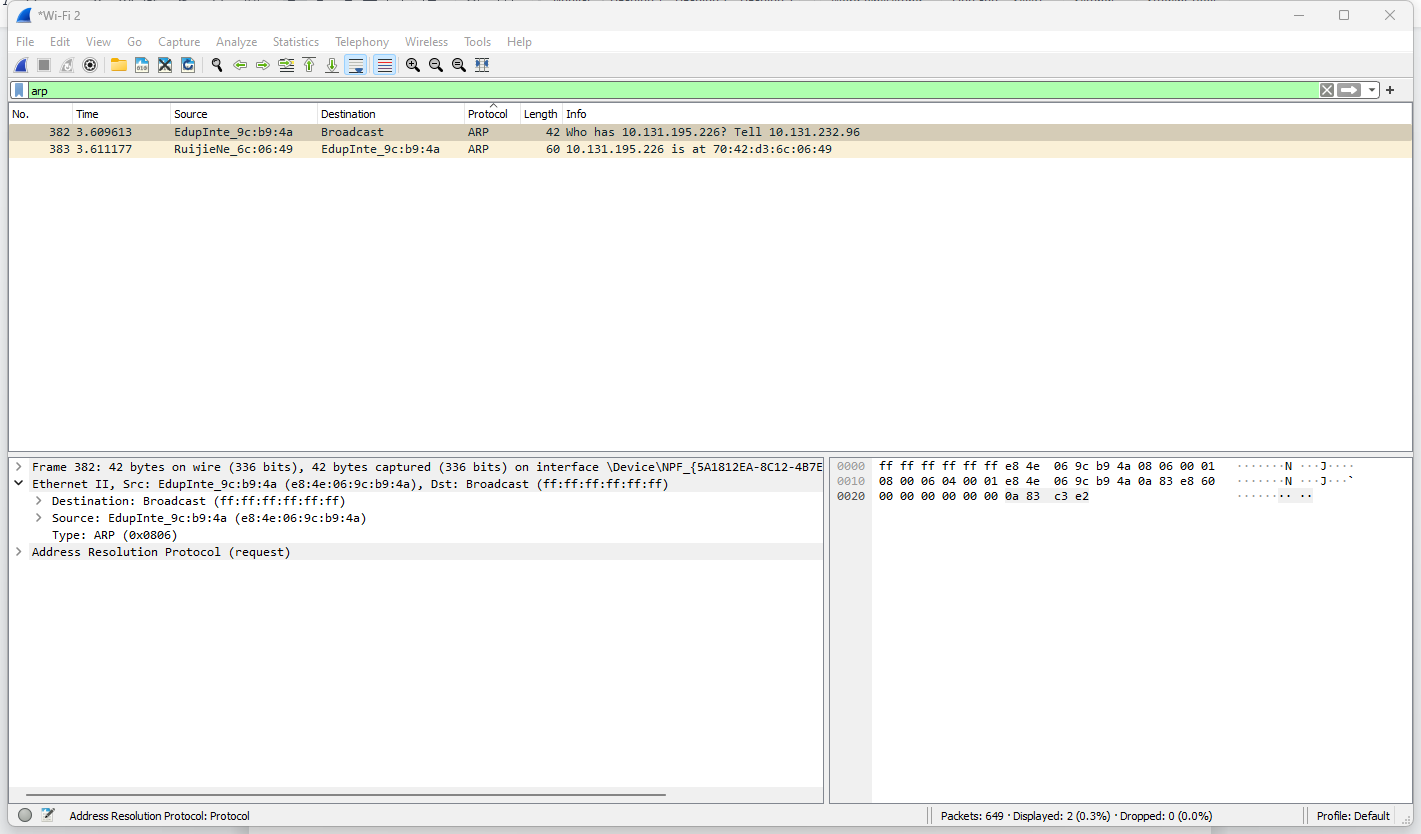
* Clear your ARP cache, as described above.
* Next, make sure your browser’s cache is empty.
* Start up the Wireshark packet sniffer
* Enter the following URL into your browser  
  http://gaia.cs.umass.edu/wireshark-labs/HTTP-wireshark-lab-file3.html  
  Your browser should again display the rather lengthy US Bill of Rights.
* Stop Wireshark packet capture. Again, we’re not interested in IP or higher-layer protocols, so change Wireshark’s “listing of captured packets” window so that it shows information only about protocols below IP. To have Wireshark do this, select *Analyze->Enabled Protocols.* Then uncheck the IPv4 box and select *OK*. You should now see a Wireshark window that looks like:



In the example above, the first two frames in the trace contain ARP messages (as does the 5th message).

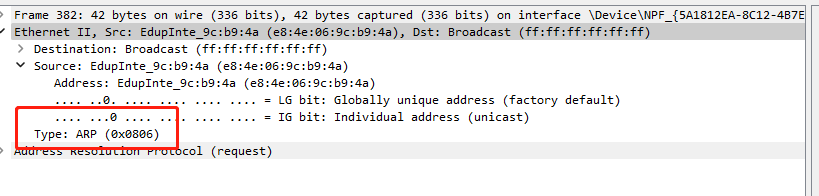
Answer the following questions:

1. What are the hexadecimal values for the source and destination addresses in the Ethernet frame containing the ARP request message?

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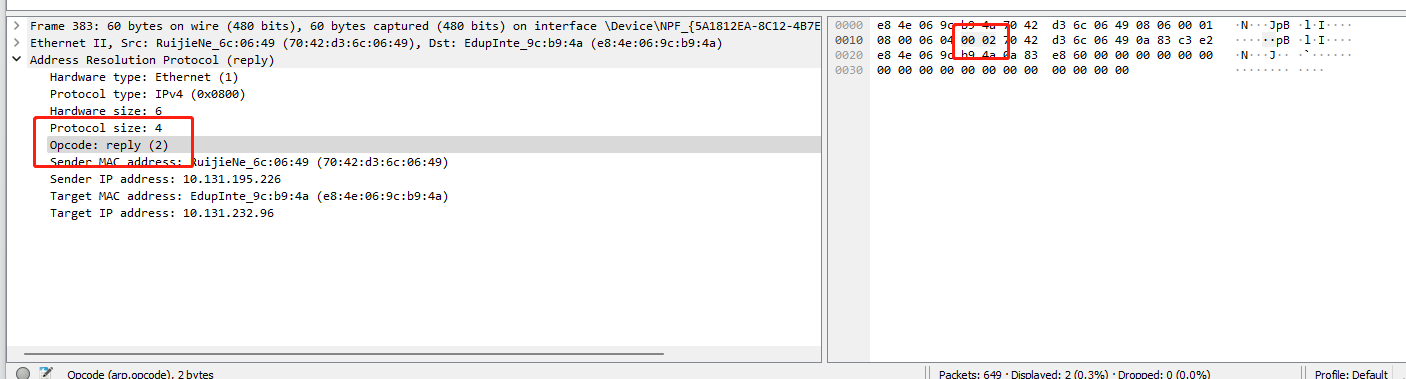
**The source address is e8:4e:06:9c:b9:4a and the destination address is ff:ff:ff:ff:ff:ff, which is a broadcast address.**

1. Give the hexadecimal value for the two-byte Ethernet Frame type field. What upper layer protocol does this correspond to?



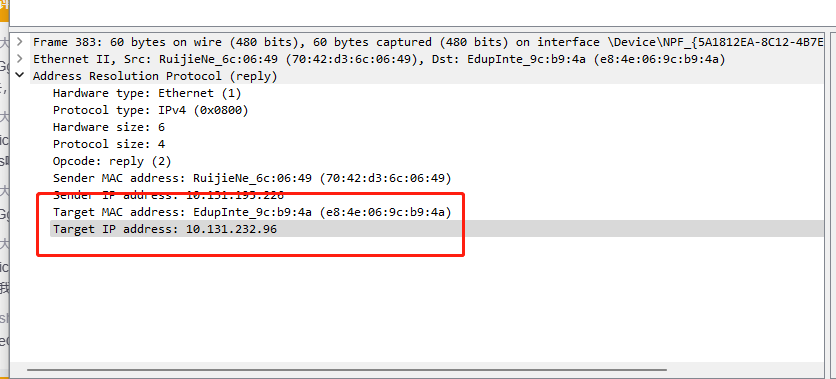
* **0x0806**
* **The Ethernet frame type field for ARP is 0x0806.**

1. Now find the ARP reply that was sent in response to the ARP request.
   1. How many bytes from the very beginning of the Ethernet frame does the ARP *opcode* field begin?



**The ARP *opcode* field beginsfrom 20 bytes**

* 1. What is the value of the *opcode* field within the ARP-payload part of the Ethernet frame in which an ARP response is made?
* **0x002**
* **The requested ARP payload has an opcode field of 0x0002, which is used for a response.**
  1. Where in the ARP message does the “answer” to the earlier ARP request appear – the IP address of the machine having the Ethernet address whose corresponding IP address is being queried?



* **Target Mac Address: e8:4e:06:9c:b9:4a**
* **Target IP address: 10.131.232.96**
* **These two items correspond to the previous ARP Sender MAC address and Sender IP address.**

**Extra Credit**

EX-1. The *arp* command:

*arp -s InetAddr EtherAddr*

allows you to manually add an entry to the ARP cache that resolves the IP address *InetAddr* to the physical address *EtherAddr*. What would happen if, when you manually added an entry, you entered the correct IP address, but the wrong Ethernet address for that remote interface?

EX-2. What is the default amount of time that an entry remains in your ARP cache before being removed? You can determine this empirically (by monitoring the cache contents) or by looking this up in your operation system documentation. Indicate in your lab report how/where you determined this value.