

Sthefano U10a

00215689

Mayo 14, 2023

## Tarea 3

- 1) Read the following Wireshark tutorial, and use it to capture traffic from the following scenarios.  
Use screenshots to show your results.

- a) Run 10 traceroute commands against google.com  
b) Watch a video from youtube.com. Capture the TCP handshake, and the congestion window.

**Capture 1 (Top):**

- Protocol View:** Shows a list of ICMP errors (Time-to-live exceeded) from various IP addresses (e.g., 192.168.0.103, 172.16.201.180, 172.18.9.4) to 142.250.78.78.
- Hex View:** Displays the raw hex and ASCII data for the captured ICMP errors.
- Terminal:** Shows the command `traceroute to google.com` and the resulting traceroute path through several intermediate hosts.

**Capture 2 (Bottom):**

- Protocol View:** Shows a list of ICMP errors (Time-to-live exceeded) and Destination Unreachable (Port unreachable) from various IP addresses to 142.250.78.78.
- Hex View:** Displays the raw hex and ASCII data for the captured ICMP errors.
- Terminal:** Shows the command `traceroute to google.com` and the resulting traceroute path through several intermediate hosts.

~ 34 packets por traceroute.  
~ 340 en 10 traceroute

May 2 hantshukles, pero ambas son en un dominio de google  
(Ver ip y port del request)

\*enp3s0

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not udp and not arp and not tls

No.	Time	Source	Destination	Protocol	Length	Info
358	1.246503140	192.168.0.103	142.250.78.161	TCP	74	41922 → 443 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 SACK_PERM TSval=22789240 TSecr=0 WS=128
684	1.264197136	142.250.78.161	192.168.0.103	TCP	74	443 → 41922 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1412 SACK_PERM TSval=3967042352 TSecr=22789246
685	1.264212734	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=1 Ack=1 Win=64256 Len=0 TSval=22789258 TSecr=3967042352
845	1.2840082050	142.250.78.161	192.168.0.103	TCP	66	443 → 41922 [ACK] Seq=1 Ack=518 Win=66816 Len=0 TSval=3967042373 TSecr=22789261
964	1.353367336	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=518 Ack=2801 Win=63616 Len=0 TSval=22789347 TSecr=3967042442
966	1.353384725	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=518 Ack=4311 Win=62298 Len=0 TSval=22789347 TSecr=3967042442
969	1.373111612	192.168.0.103	142.250.78.3	TCP	74	48296 → 80 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 SACK_PERM TSval=3889218208 TSecr=0 WS=128
970	1.390138939	142.250.78.3	192.168.0.103	TCP	74	80 → 48296 [SYN, ACK] Seq=0 Ack=1 Win=65535 Len=0 MSS=1412 SACK_PERM TSval=3130964062 TSecr=3889218208
971	1.390169722	192.168.0.103	142.250.78.3	TCP	66	48296 → 80 [ACK] Seq=1 Ack=1 Win=64256 Len=0 TSval=3889218225 TSecr=3130964062
972	1.390276878	192.168.0.103	142.250.78.3	OCSP	485	Request
973	1.406941528	142.250.78.3	192.168.0.103	TCP	66	80 → 48296 [ACK] Seq=1 Ack=420 Win=66816 Len=0 TSval=3130964078 TSecr=3889218226
974	1.457314629	142.250.78.3	192.168.0.103	OCSP	768	Response
975	1.457341067	192.168.0.103	142.250.78.3	TCP	66	48296 → 80 [ACK] Seq=420 Ack=703 Win=64128 Len=0 TSval=3889218293 TSecr=3130964129
979	1.476956863	142.250.78.161	192.168.0.103	TCP	66	443 → 41922 [ACK] Seq=4311 Ack=582 Win=66816 Len=0 TSval=3967042566 TSecr=22789454
981	1.477874520	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=1013 Ack=4925 Win=64128 Len=0 TSval=22789471 TSecr=3967042567
983	1.478719733	142.250.78.161	192.168.0.103	TCP	66	443 → 41922 [ACK] Seq=4925 Ack=1013 Win=68864 Len=0 TSval=3967042568 TSecr=22789455
986	1.481873298	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=1044 Ack=5441 Win=64128 Len=0 TSval=22789475 TSecr=3967042568
991	1.481998812	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=1044 Ack=11041 Win=61312 Len=0 TSval=22789475 TSecr=3967042571
994	1.482821800	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=1044 Ack=13841 Win=63488 Len=0 TSval=22789476 TSecr=3967042572
997	1.483722811	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=1044 Ack=16641 Win=63488 Len=0 TSval=22789477 TSecr=3967042573
1000	1.484612916	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=1044 Ack=19441 Win=63488 Len=0 TSval=22789478 TSecr=3967042574
1002	1.485631798	192.168.0.103	142.250.78.161	TCP	66	41922 → 443 [ACK] Seq=1044 Ack=20986 Win=64099 Len=0 TSval=22789479 TSecr=3967042575
1004	1.497628742	142.250.78.161	192.168.0.103	TCP	66	443 → 41922 [ACK] Seq=20986 Ack=1044 Win=68864 Len=0 TSval=3967042587 TSecr=22789472

\*enp3s0

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not udp and not arp and not tls

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> Transmission Control Protocol, Src Port: 48296, Dst Port: 80, Seq: 1, Ack: 1, Len: 419

▼ Hypertext Transfer Protocol

  ▼ POST /gts1c3 HTTP/1.1\r\n

    > [Expert Info (Chat/Sequence): POST /gts1c3 HTTP/1.1\r\n]

    Request Method: POST

    Request URI: /gts1c3

    Request Version: HTTP/1.1

    Host: ocsp.pki.google\r\n

    User-Agent: Mozilla/5.0 (X11; Linux x86\_64; rv:109.0) Gecko/20100101 Firefox/112.0\r\n

    Accept: \*/\*\r\n

    Accept-Language: en-US,en;q=0.5\r\n

    Accept-Encoding: gzip, deflate\r\n

    Content-Type: application/ocsp-request\r\n

  > Content-Length: 84\r\n

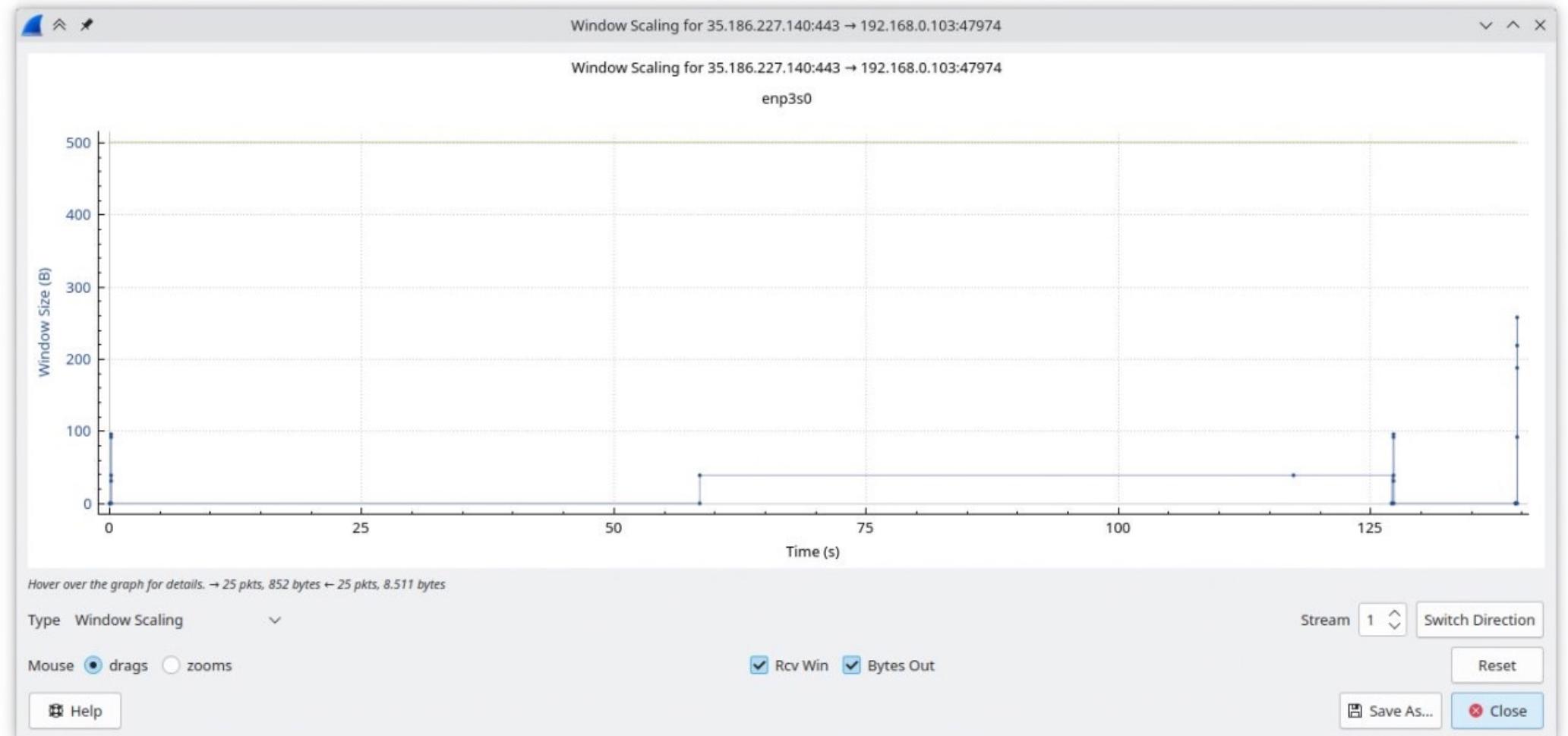
  Connection: keep-alive\r\n

  Pragma: no-cache\r\n

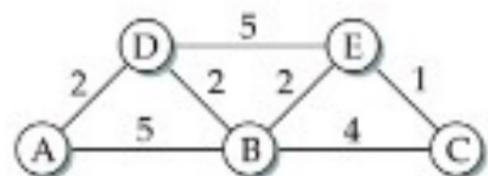
  Cache-Control: no-cache\r\n

HTTP Host (http.host), 21 bytes

0050	54</td
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2) Use Dijkstra's to get the routing tables for nodes A, B and E.



o A

Step

Confirmed

Tentative

1

(A, 0, )

(D, 2, D) (B, 5, B)

2

(A, 0, -)

(B, 5, B)

(D, 2, D)

(E, 7, D)

3

(A, 0, -)

(B, 5, B)

(D, 2, D)

(E, 7, D)

4

(A, 0, -)

(E, 7, D)

(B, 4, D)

(C, 9, B)

5

(A, 0, -)

(C, 9, B)

(D, 2, D)

(E, 6, D)

7

(A, 0, -)

(C, 7, D)

(B, 4, D)

(E, 6, D)

8

(A, 0, -)

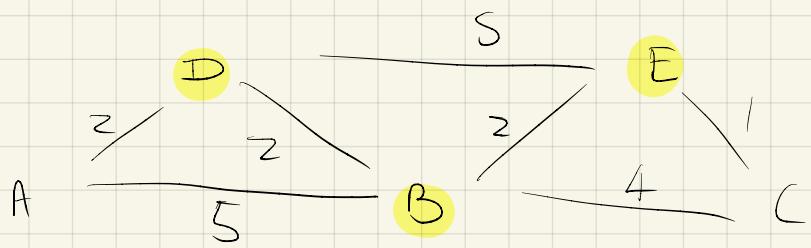
(D, 2, D)

(B, 4, D)

(E, 6, D)

(C, 7, D)

(D, 2, D)



o B

Step

Confirmed

Tentative

1

$(B, Q, -)$

2

$(B, Q, -)$

$(A, S, A) \quad (D, 2, D)$

3

$(B, Q, -) \quad (D, 2, D)$

$(A, S, A) \quad (C, 4, C)$

$(E, 2, E)$

4

$(B, Q, -) \quad (D, 2, D)$

$(A, 4, D) \quad (C, 3, E)$

$(E, 2, E)$

5

$(B, Q, -) \quad (D, 2, D)$

$(A, 4, D)$

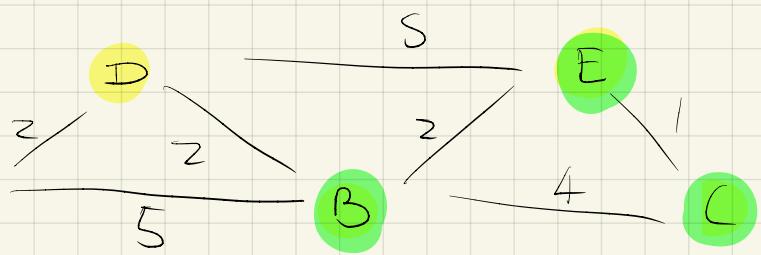
$(E, 2, E) \quad (C, 3, E)$

6

$(B, Q, -) \quad (D, 2, D)$

$(E, 2, E) \quad (C, 3, E)$

$(A, 4, D)$



• E

Step

confirmed

Tentative

1  $(E, O, -)$

2  $(E, O, -)$

$(C, I, C) (B, 2, B)$   
 $(D, 5, D)$

3  $(E, O, -) (C, I, C)$

$(B, 2, B) (D, 5, D)$

4  $(E, O, -) (C, I, C)$

$(B, 2, B)$

$(D, 5, D)$

5  $(E, O, -) (C, I, C)$

$(B, 2, B)$

$(D, 4, B) (A, 7, B)$

6  $(E, O, -) (C, I, C)$

$(B, 2, B) (D, 4, B)$

$(A, 7, B)$

7  $(E, O, -) (C, I, C)$

$(B, 2, B) (D, 4, B)$

$(A, 6, B)$

8  $(E, O, -) (C, I, C)$

$(B, 2, B) (D, 4, B)$

$(A, 6, B)$

- 3) Suppose a host wants to establish the reliability of a link by sending packets and measuring the percentage that are received; routers, for example, do this. Explain the difficulty of doing this over a TCP connection.

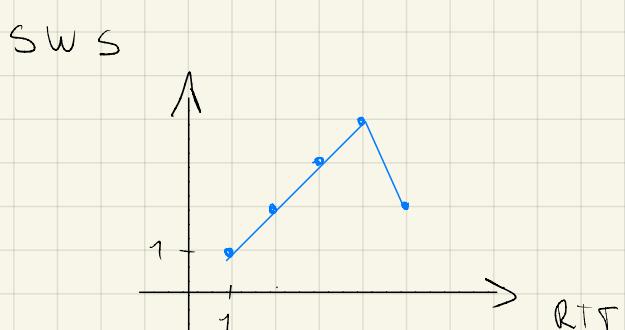
Al usar TCP hay que considerar que este protocolo incluye acknowledgments por diseño; considera timeouts para reenviar paquetes perdidos. Asegurándose de que los paquetes lleguen en orden al host. Entonces resulta evidente que si se reenvian los paquetes perdidos se complican las métricas pues dependiendo de nuestra implementación, los paquetes reenviados enmarcan a los perdidos.

Además, configuraciones y características de dispositivos intermedios pueden afectar las métricas ya que pueden afectar el ruta de los paquetes recibidos, aumentar el delay, etc. (Aunque creo que esto aplica para otros tipos de conexiones que no son directas)

- 4) Consider a simple congestion control algorithm that uses **linear increase** and **multiplicative decrease** (no slow start). Assume the congestion window size is in units of packets rather than bytes, and it is **one packet initially**.

- Give a detailed sketch of this algorithm.
- Assume the delay is latency only, and that when a group of packets is sent, only a single ACK is returned.
- Plot the congestion window as a function of RTT for the situation in which the following packets are lost: 9, 25, 30, 38 and 50. For simplicity, assume a perfect timeout mechanism that detects a lost packet exactly 1 RTT after it is transmitted.

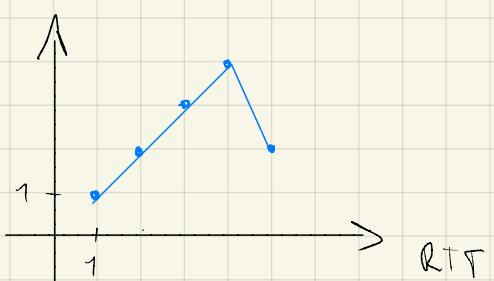
a) Linear increase significa que cada vez que un grupo de paquetes envían todos el ACK, el SWS (Sender Window Size) se incrementa, sumando una cantidad fija. Multiplicative decrease significa que cuando haya un timeout (paquete se pierde). El SWS se reduce por un factor. Entonces asumiendo que el linear increase es de 1 y el multiplicative decrease es de 2 (dividir a la mitad). Funcionaría de la siguiente manera:



- Envío P1 y recibo ACK. SWS aumenta a 2
- Envío P2, P3 y recibo sus ACK. SWS aumenta a 3
- Envío P4, P5, P6 y recibo ACKs. SWS aumenta a 4
- Envío P7, P8, P9, P10. Si se pierde alguno el SWS se divide y ahora es 2. Así que se reenvia el P perdido y el siguiente (2)

b) Si es que solo se envía un ACK por grupo, no se podría reenviar solo el paquete perdido y los que siguen (dependiendo del SWS) sino que se reenvia todo el grupo desde el inicio:

SWS



- Envío P1 y recibo ACK. SWS aumenta a 2
  - Envío P2, P3 y recibo sus ACK. SWS aumenta a 3
  - Envío P4, P5, P6 y recibo ACKs. SWS aumenta a 4
  - Envío P7 - P10 y supongamos se pierde P9.
- El SWS baja a 2 y se reenvia P7 y P8. ya que no se sabe específicamente cuales se perdieron pues se manda un solo ACK cuando todo el grupo llega.

c) Si se pierden 9, 25, 30, 38 y 80

Asumiendo ACKs individuales para reenviar desde las perdidas en vez de todo el grupo de nuevo.

RTT	1	2	3	4	5	6	7	8	9
Paquetes	1	2-3	4-6	7-10	9-10	11-13	14-17	18-22	23-28
SWS	1	2	3	4	2	3	4	5	6

RTT	10	11	12	13	14	15	16	17
Paquetes	25-27	28-31	30-31	32-34	35-38	36-39	40-42	43-46
SWS	3	4	2	3	4	2	3	4

RTT	10b	19
Paquetes	47-51	50-52
SWS	5	2.5 → 3

