Lab 7

Wireshark TCP

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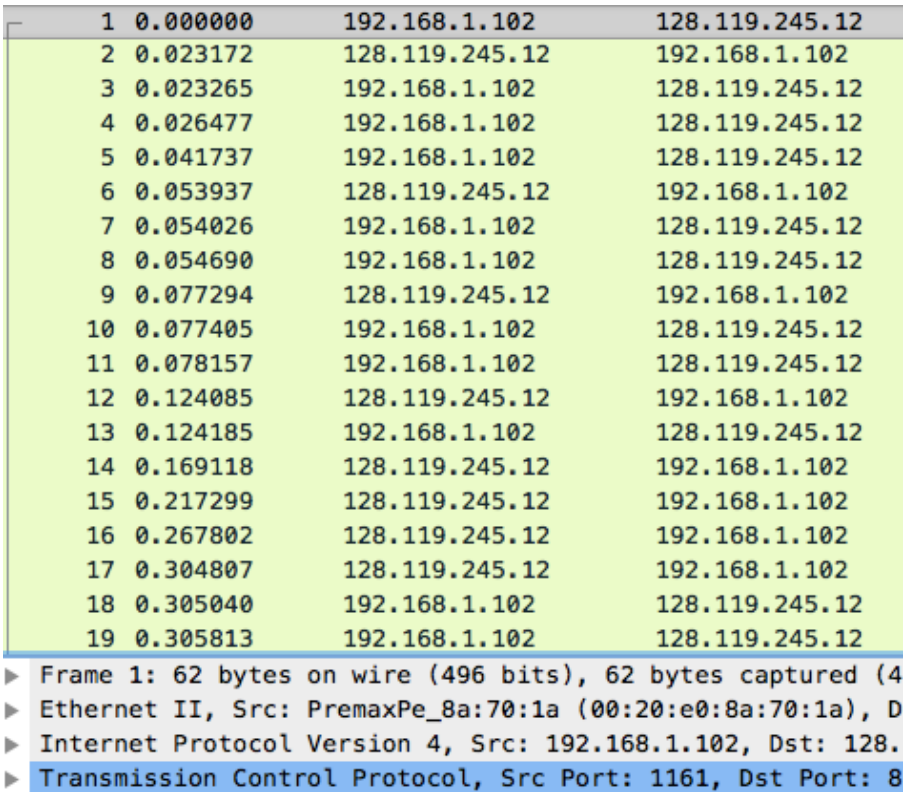
Questions

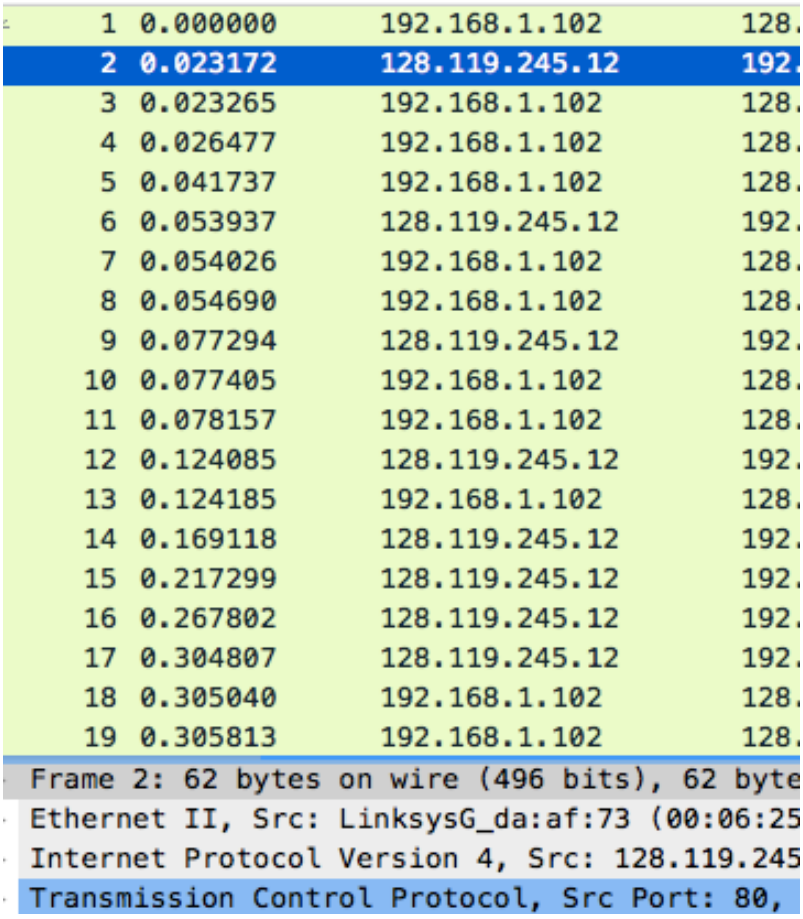
1. What is the IP address and TCP port number used by the client computer (source) that is transferring the file to gaia.cs.umass.edu? To answer this question, it's probably easiest to select an HTTP message and explore the details of the TCP packet used to carry this HTTP message, using the "details 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.

Client IP: 192.168.1.102 TCP Port: 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?

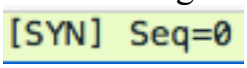
Gaia.cs.umass.edu IP: 128.119.245.12 TCP Port: 80



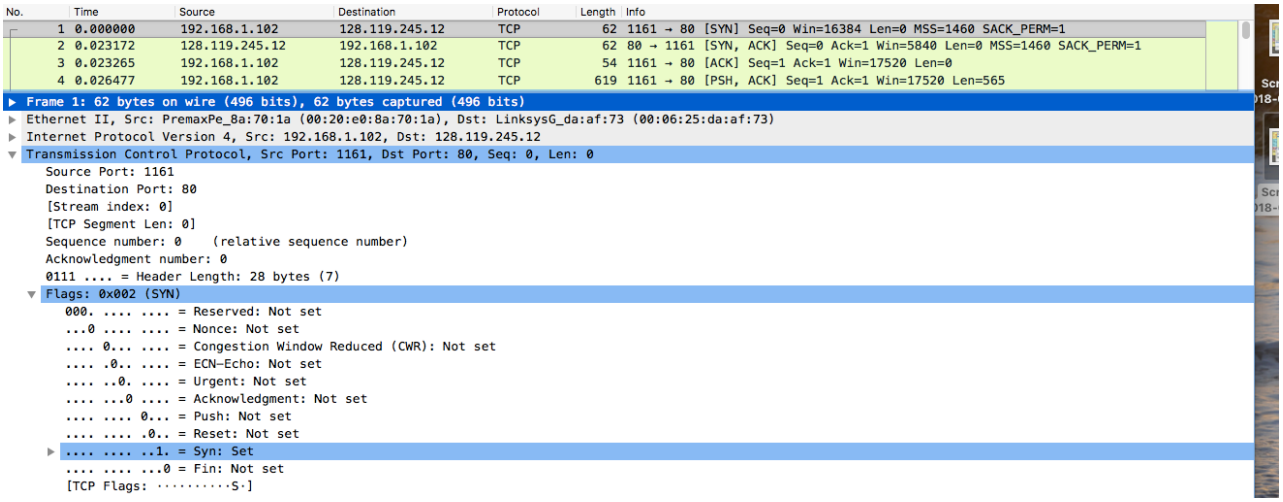
3. What is the IP address and TCP port number used by your client computer (source) to transfer the file to gaia.cs.umass.edu?

I did not create my own trace.

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?

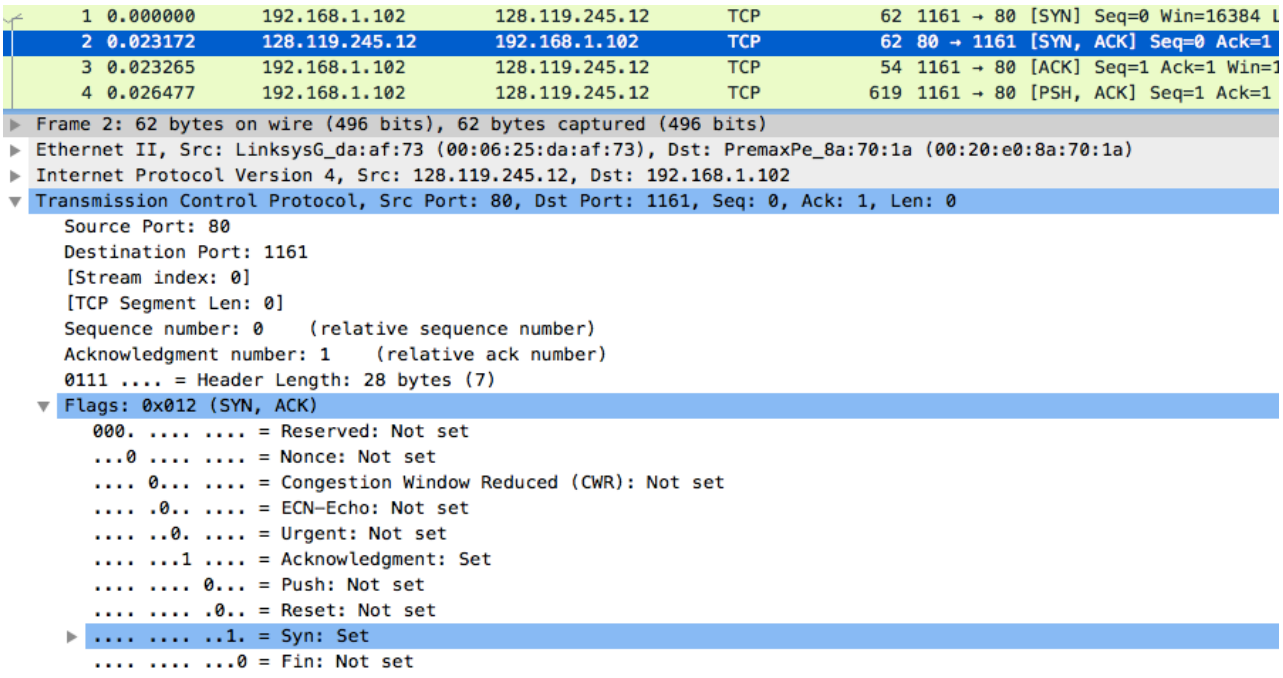


The flag that is 1 instead of 0



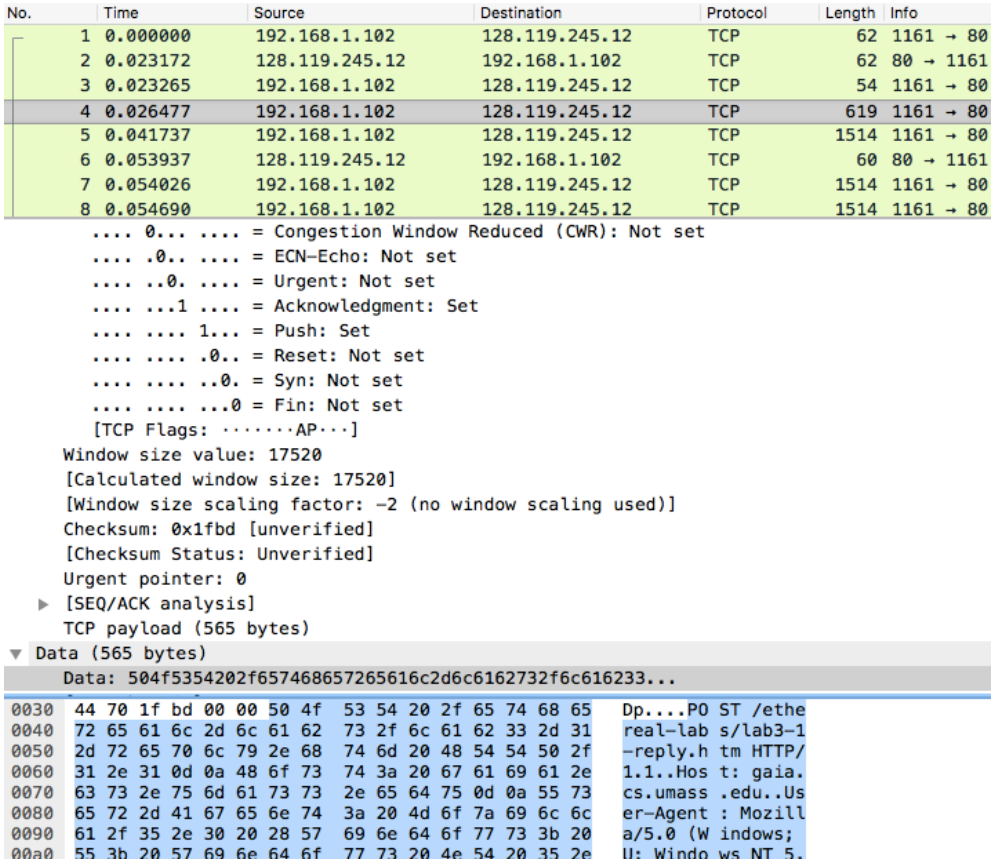
5. What is the sequence number of the SYNACK segment sent by gaia.cs.umass.edu to the client computer in reply to the SYN? What is the value of the Acknowledgement field in the SYNACK segment? How did gaia.cs.umass.edu determine that value? What is it in the segment that identifies the segment as a SYNACK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

Seq = 0 again.
It is 1, because the initial segment is defaulted to 0, and then it continues in increments of 1until the connection is stopped.
In the flag section SYN is set to one and ACK is set to 1. That is why it is SYNACK



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.

Seq=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 239 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 239 for all subsequent segments.

Segment	Packet number	Sequence number	Time sent	Time ACK received	Round Trip Time (RTT)	Estimated Round Trip Time
1	6	566	0.041737	0.053937	0.0122	0.0122
2	7	2026	0.054026	0.077294	0.023268	0.03976
3	8	3486	0.054690	0.0124085	0.069395	0.043464375
4	10	4946	0.077405	0.169118	0.091713	0.0494954531
5	11	6406	0.078157	0.217299	0.139142	0.0607102715
6	13	7866	0.124185	0.267802	0.143617	71.07 ms

Round Trip Time = Time Received – Time Sent
Estimated RTT = ((1-x)(EstimatedRTT(prev))) + (x * RTT)
Where 0 < x < 1 for this case x = .125

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

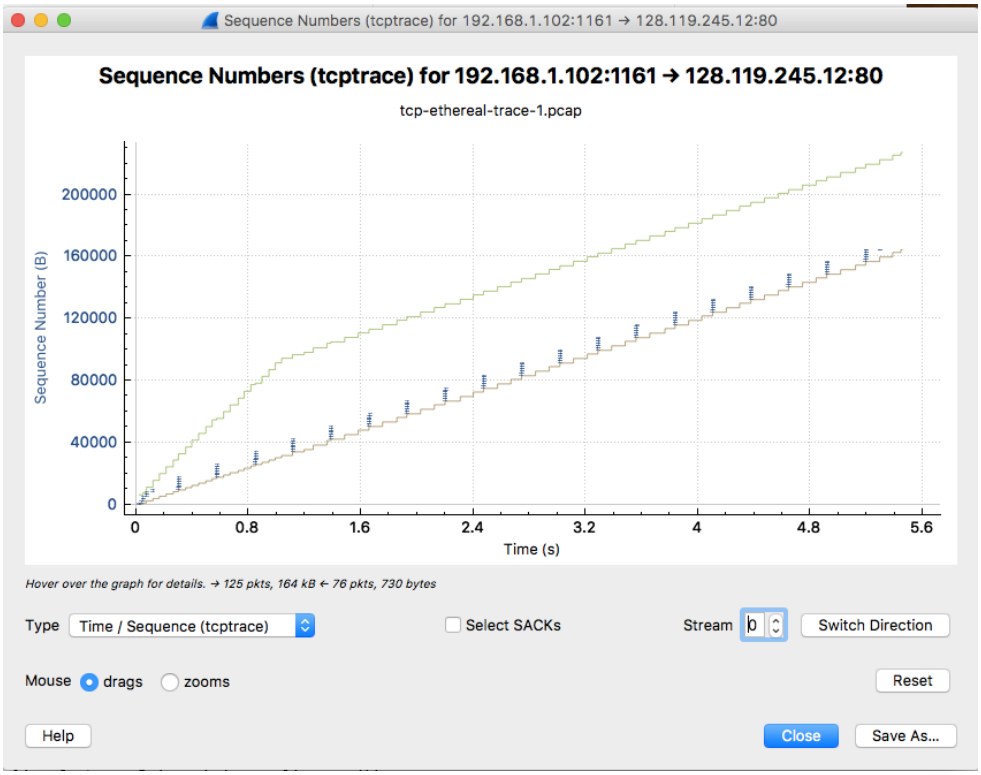
First segment was 565 bytes. The rest were 1460 bytes

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?

It can throttle the sender if the window size is larger than the max TCP window size of 65535. Then, unless you use windows sliding then it can throttle the user.

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 know this to be true because there no duplicate sequence numbers.



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 247 in the text).

```
[ACK] Seq=1 Ack=10473
[ACK] Seq=1 Ack=11933
```

The difference between them is 1460. Others following this were found to be 1460 as well.

```
60 80 → 1161 [ACK] Seq=1 Ack=37969 Win=62780
60 80 → 1161 [ACK] Seq=1 Ack=40889 Win=62780
```

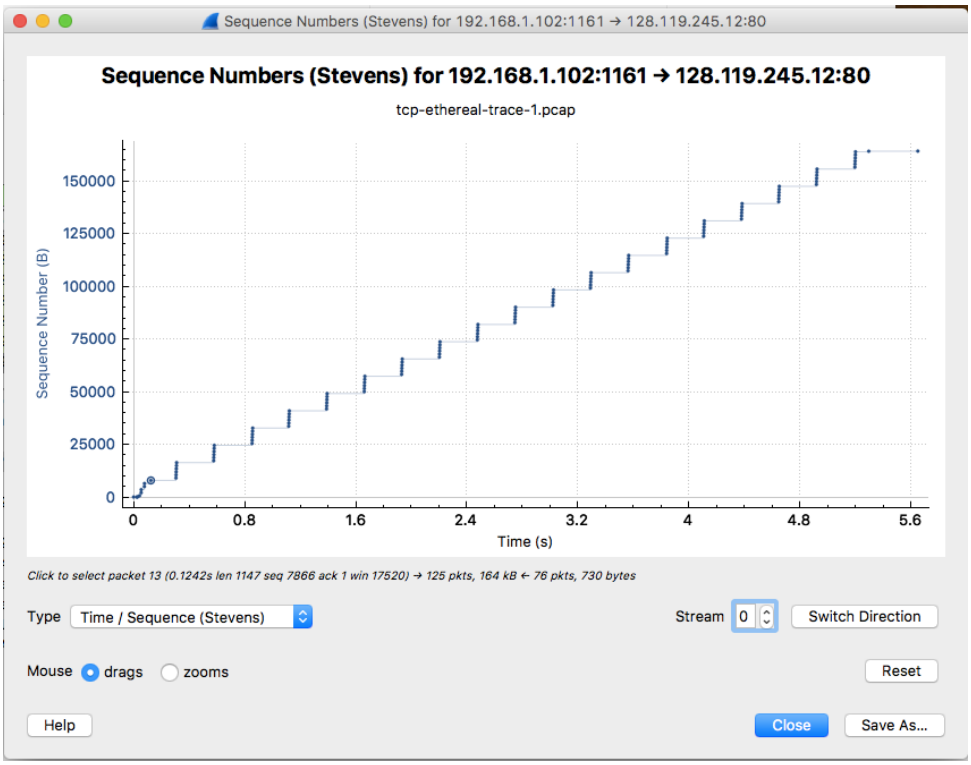
At this point it is ACKing every other received segment

12. What is the throughput (bytes transferred per unit time) for the TCP connection? Explain how you calculated this value.

Throughput = Amount of data/time occurred

Throughput =164041/5.270864
Throughput = 31.122 KB

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.



Slow start goes from packet 4-14
Congestion avoidance never happens.

The texts assume an aggressive constant stream of data. When in reality there is actually much more variation due to users and applications, we are not constantly doing data.

14. Answer each of two questions above for the trace that you have gathered when you transferred a file from your computer to gaia.cs.umass.edu