

CS-GO Traffic Analysis

Source-Code

▯ Source code

Python Code to parse the captured packet file in .csv format(exported from wireshark) into all possible ways to generate useful datasets

cs_2_asserver background stats

packets captured:26019

time :5min 15 sec

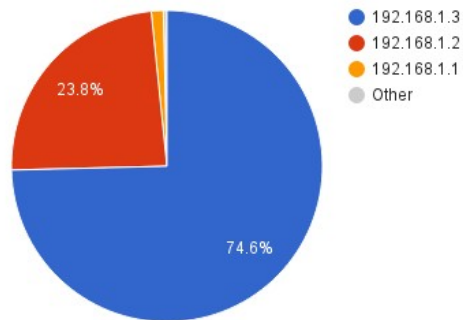
Avg Packet size:101

frequency:82.43

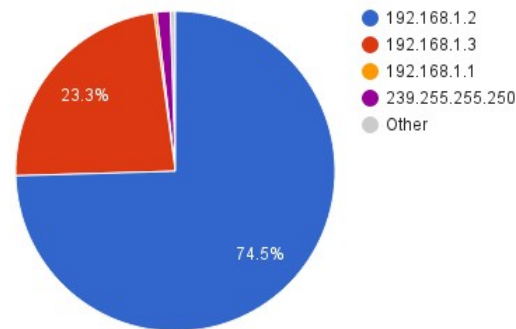
Background Traffic For Two Players

->Connected the game but not playing(1 of 5)

Count of Source

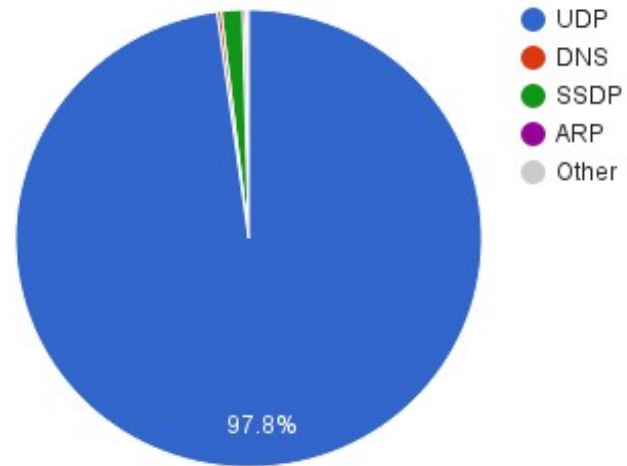


Count of Destination

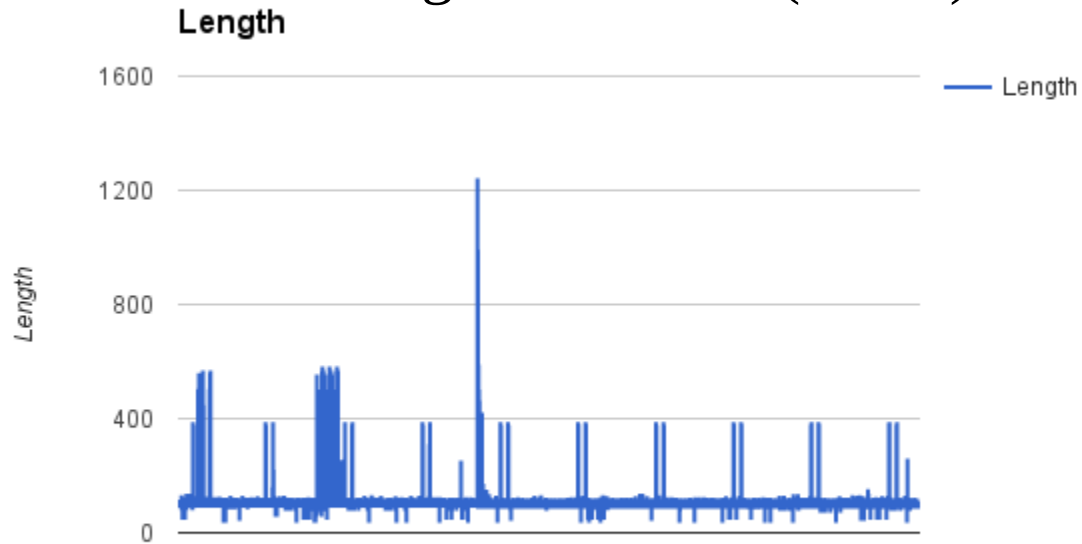


Distribution of Protocols over all packets (2 of 5)

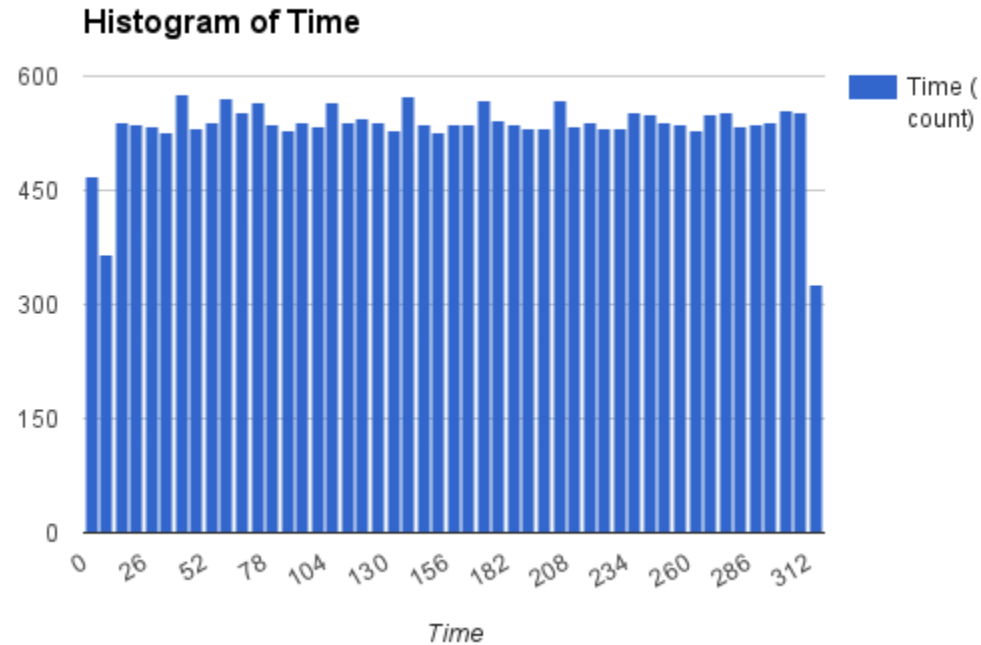
Count of Protocol



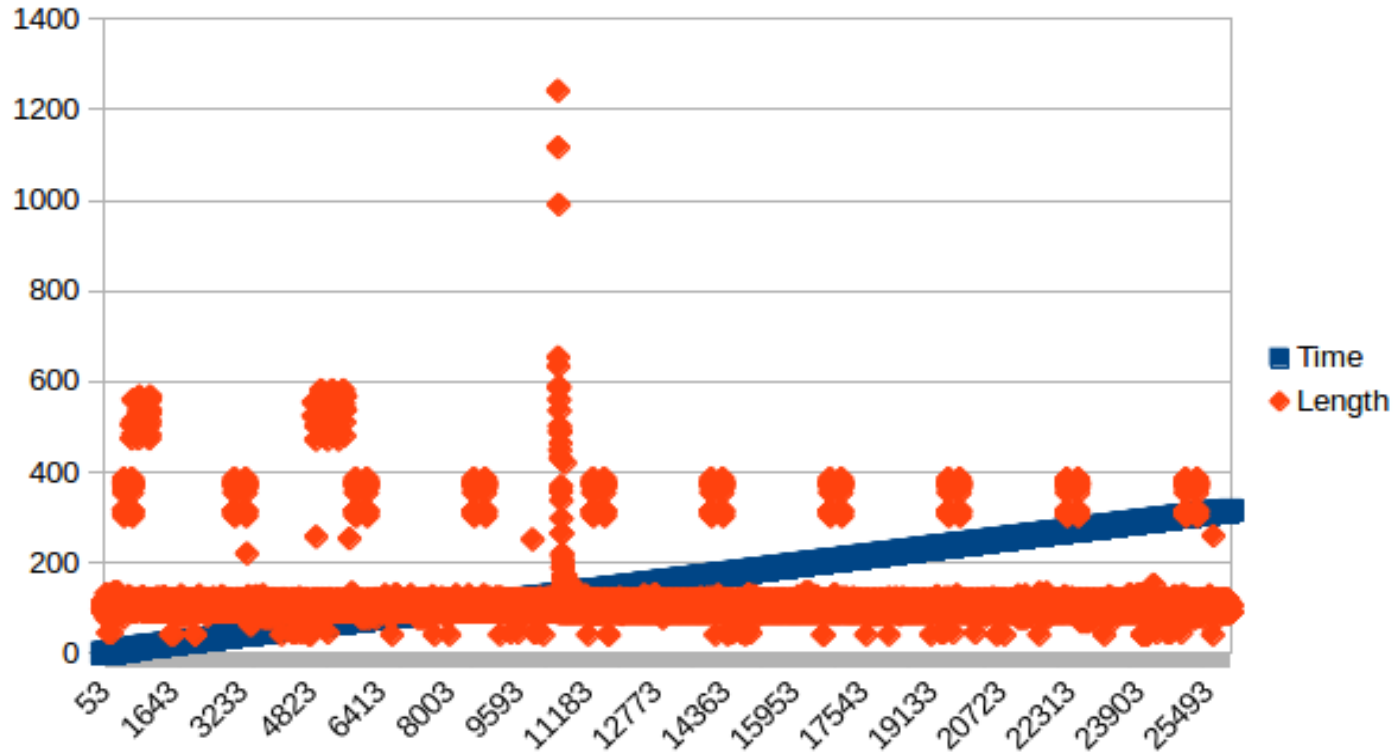
Distribution of length over time (3 of 5)



Distribution of packet count over time (4 of 5)



Distribution of Length over Time(5 out of 5)



cs_2_asserver slight_idle stats

packets captured:24202

time :4min 45 sec

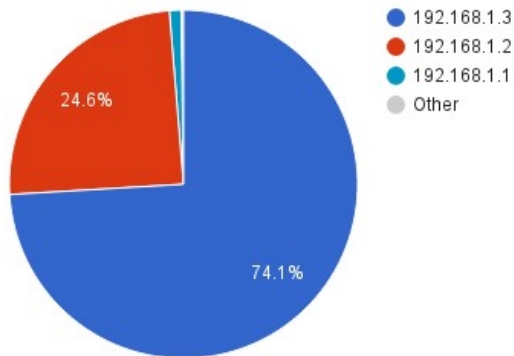
Avg Packet size:115

frequency:84.861

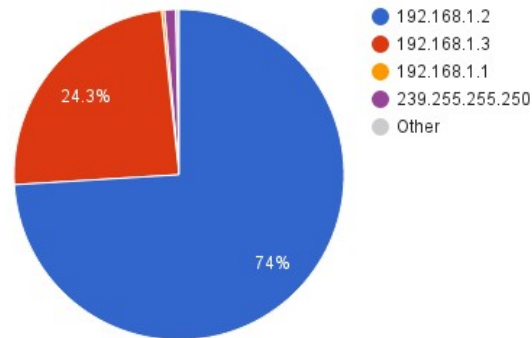
Two Players Slight Idle

Play for only 1st half , second half idle. (1 of 5)

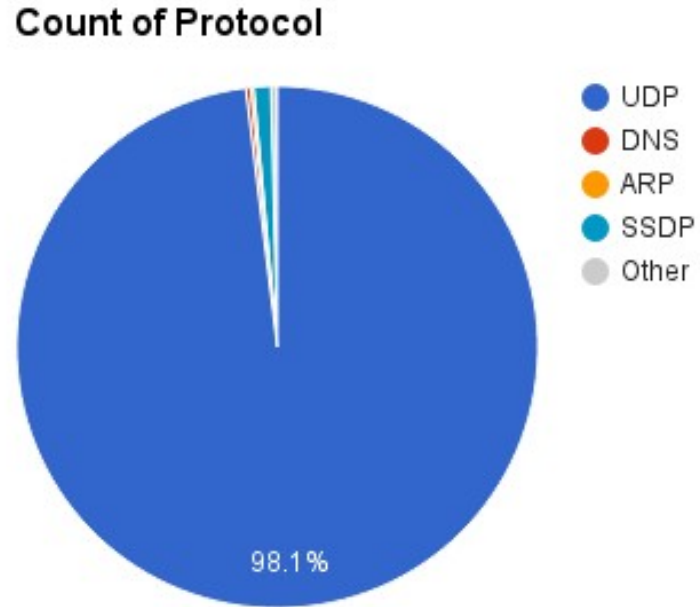
Count of Source



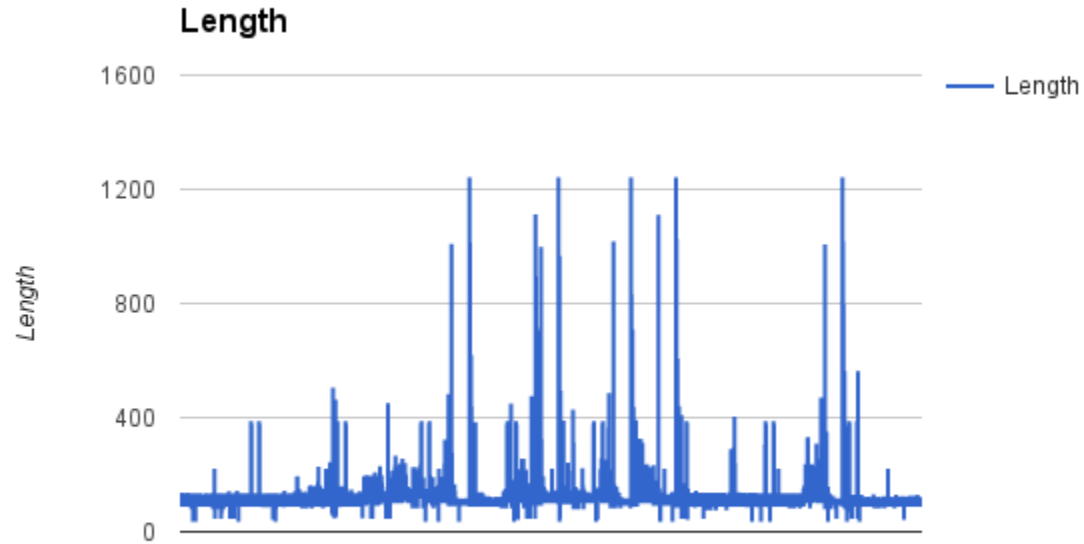
Count of Destination



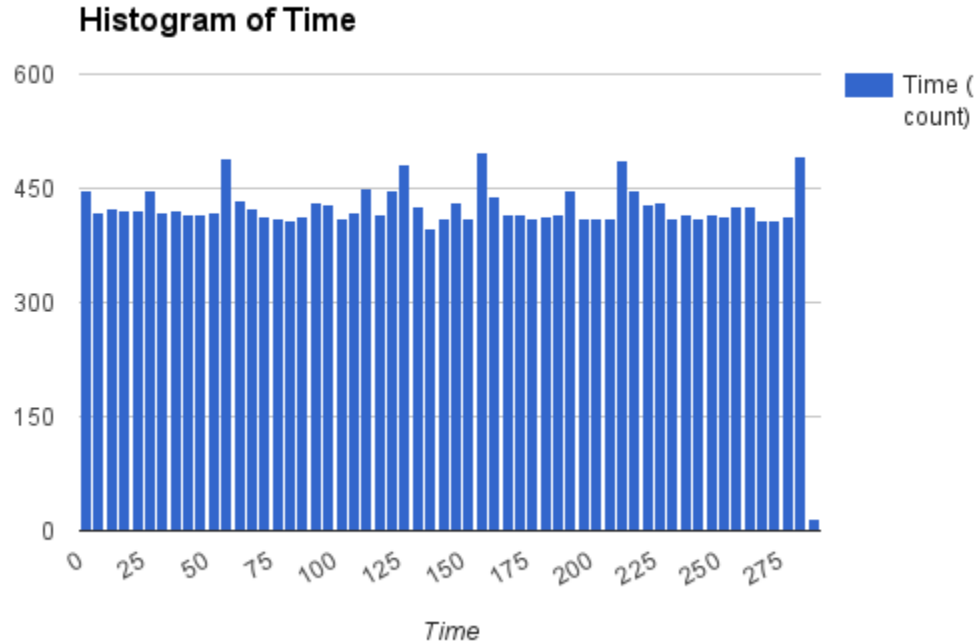
Distribution of Protocols over all packets (2 of 5)



Distribution of length over time (3 of 5)

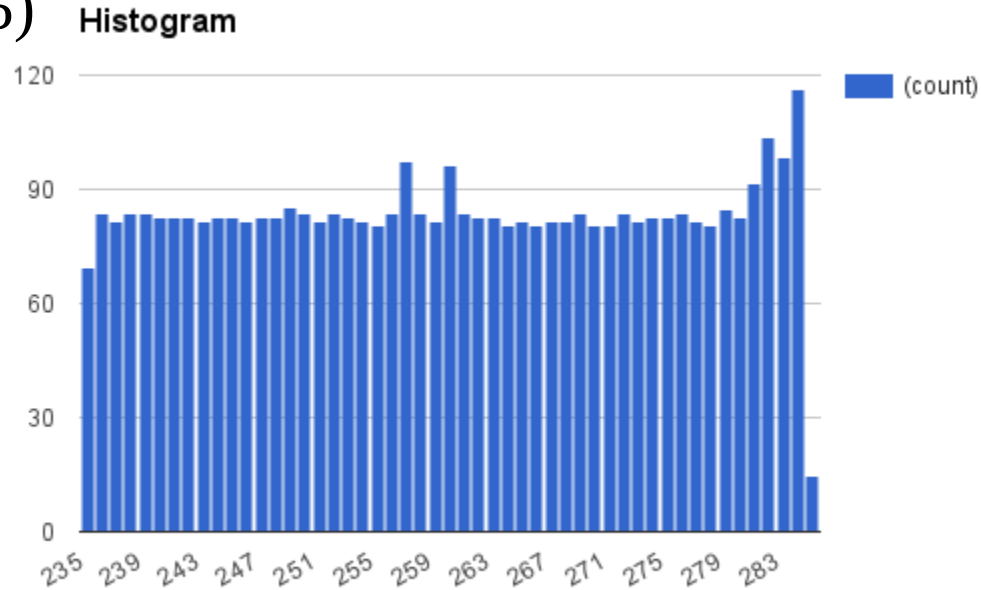


Distribution of packet count over time (4a of 5)

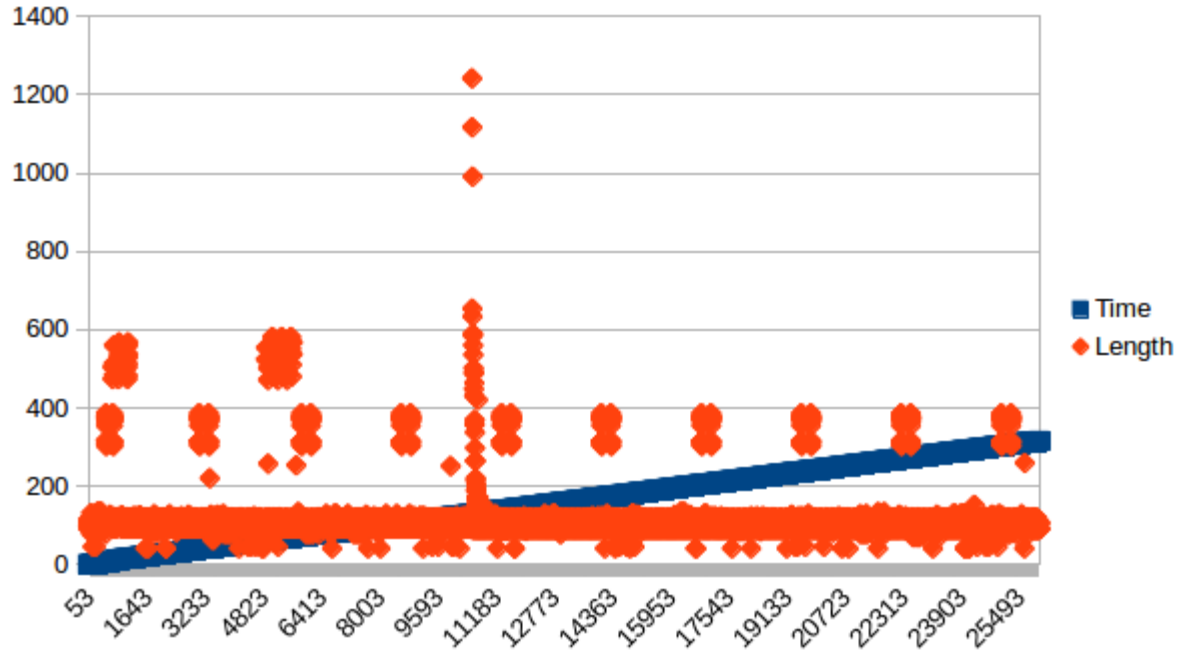


IDLE PART (not playing)

Distribution of packet count over time (4b of 5)



Distribution of Length over Time(5 out of 5)



cs_2_asserver stats

packets captured:32481

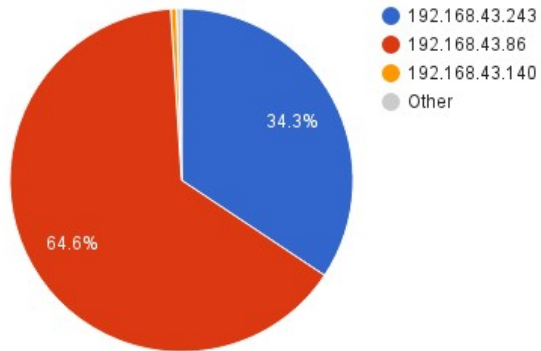
time :5min 30 sec

Avg Packet size:135

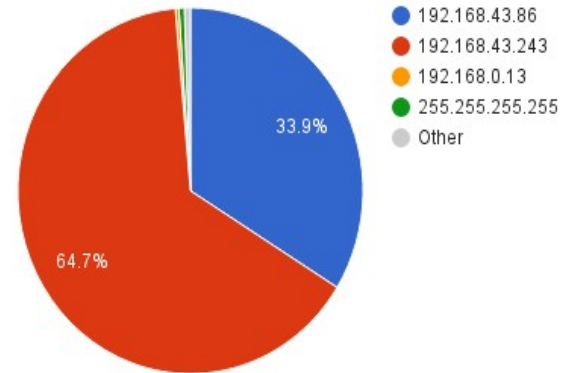
frequency:98.291

Two Player (Server Playing) (1 of 5)

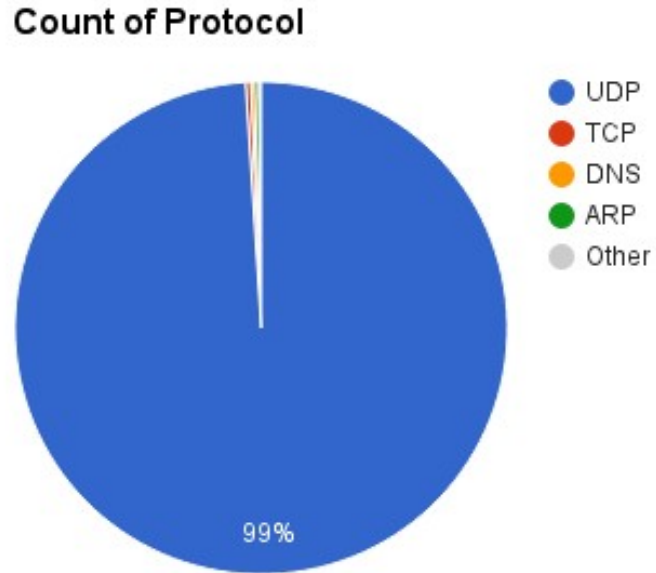
Count of Source



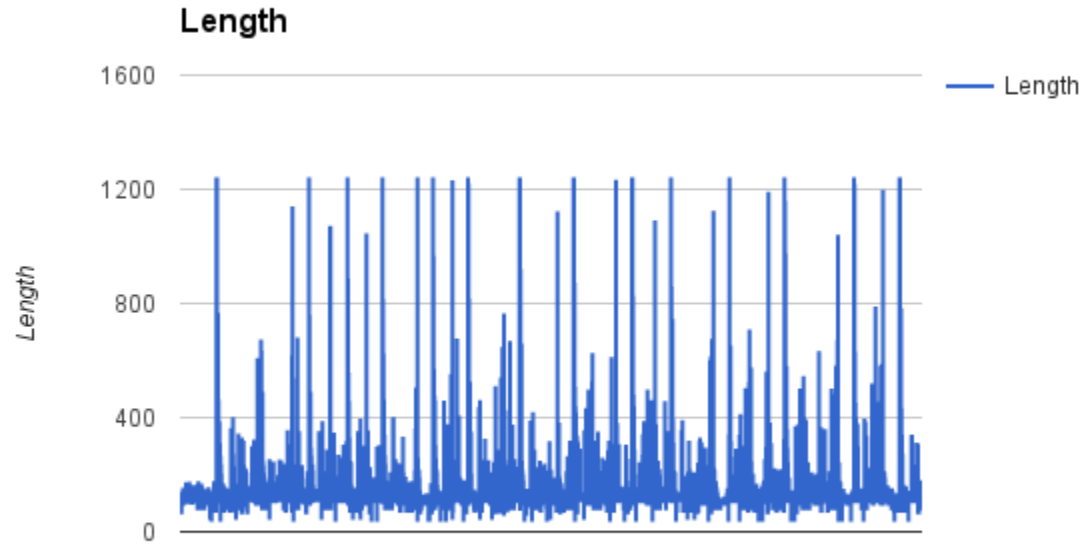
Count of Destination



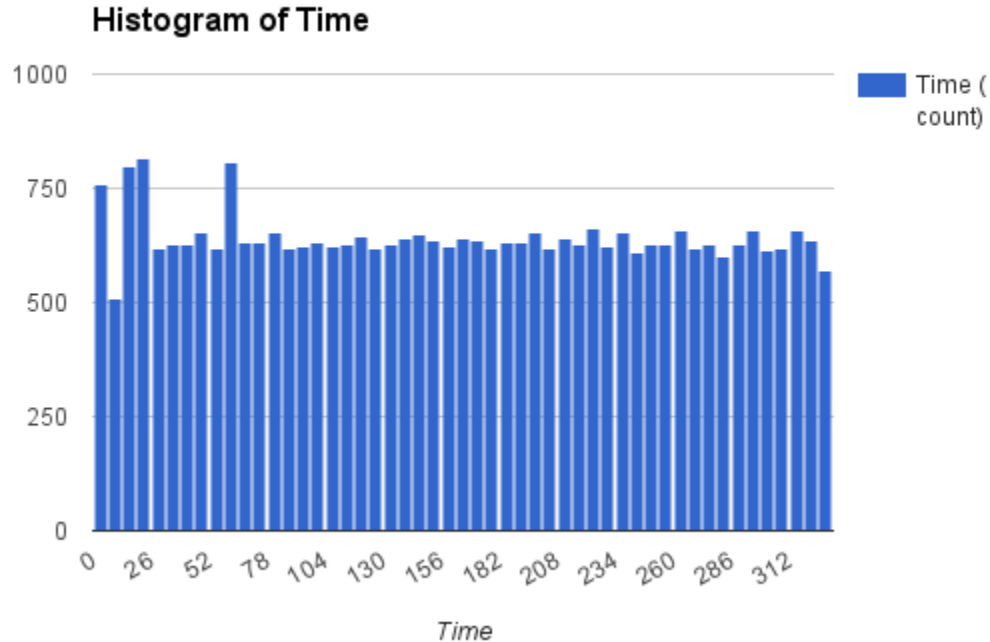
Distribution of Protocols over all packets (2 of 5)



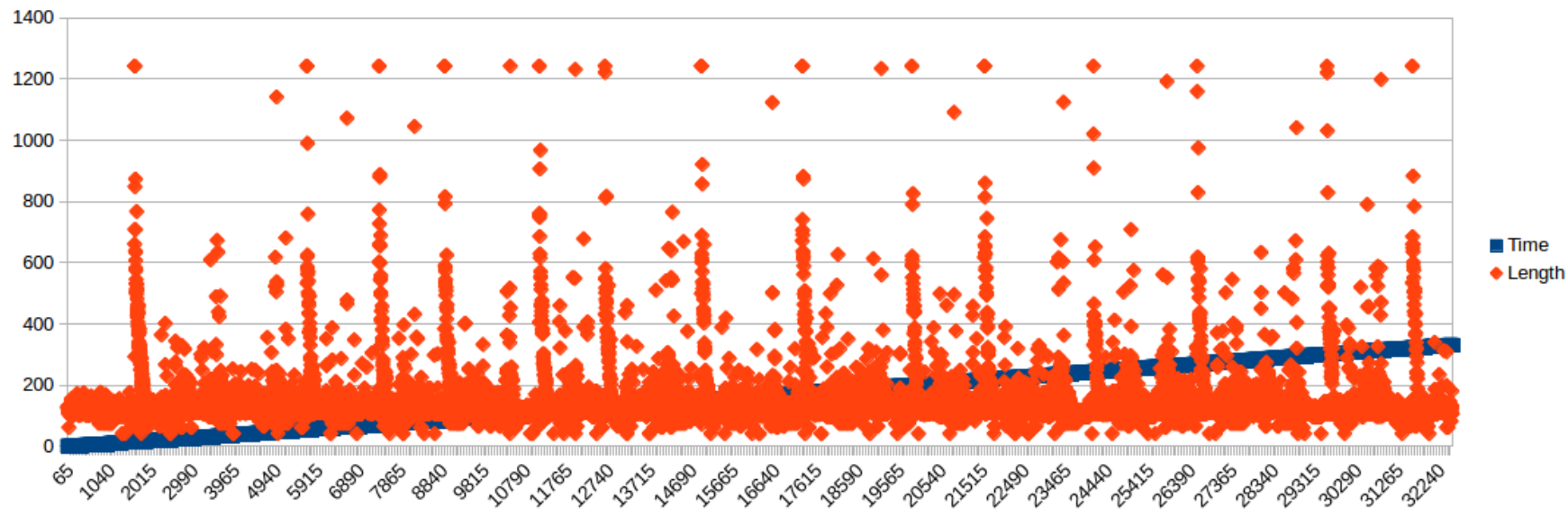
Distribution of length over time (3 of 5)



Distribution of packet count over time (4 of 5)



Distribution of Length over Time(5 out of 5)



3 nodes (2players+1server) stats

packets captured:69310

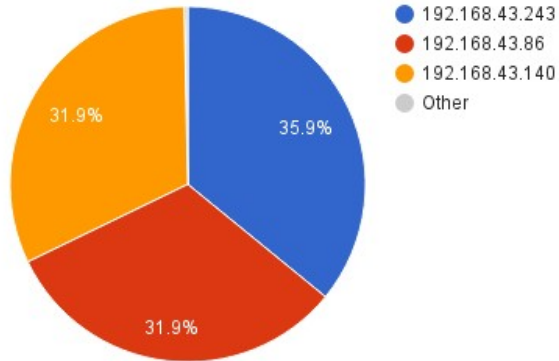
time :5min 48 sec

Avg Packet size:143

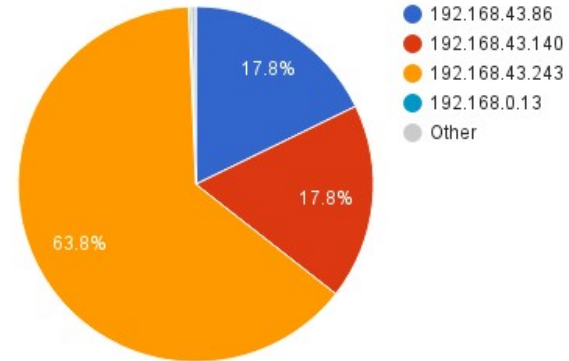
frequency:199.15

3 nodes Two Player and Server (1 of 5)

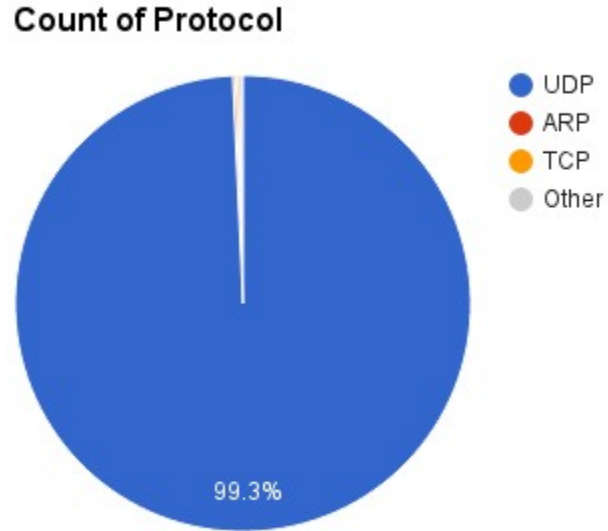
Count of Source



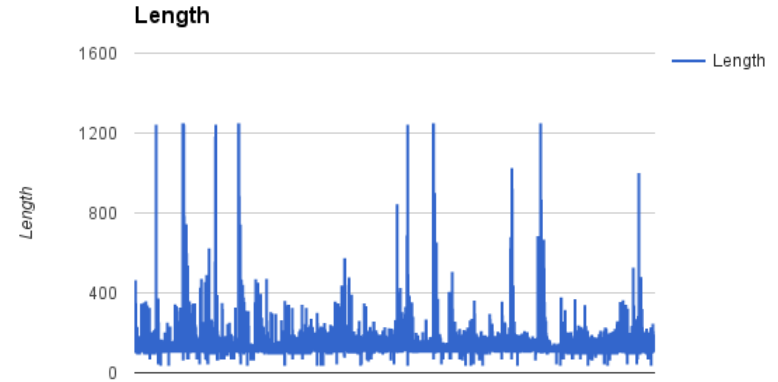
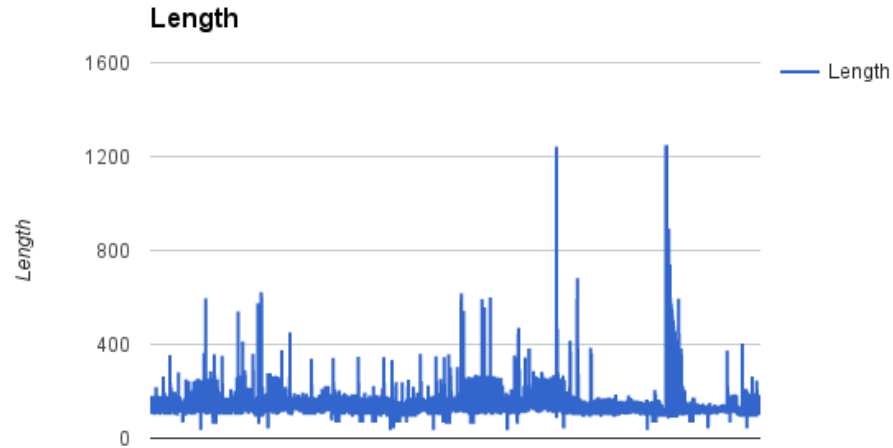
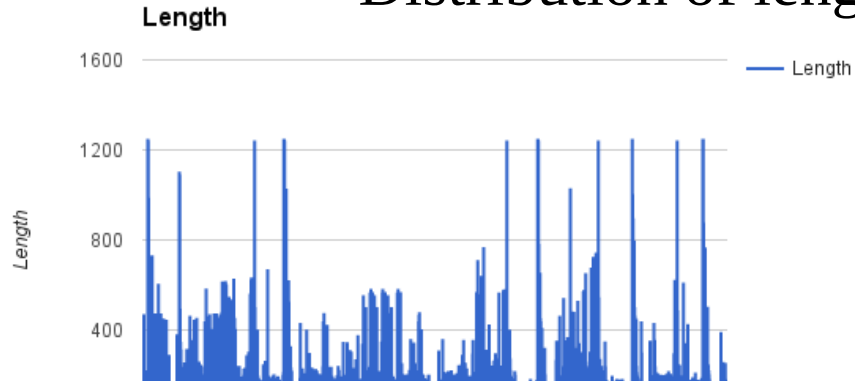
Count of Destination



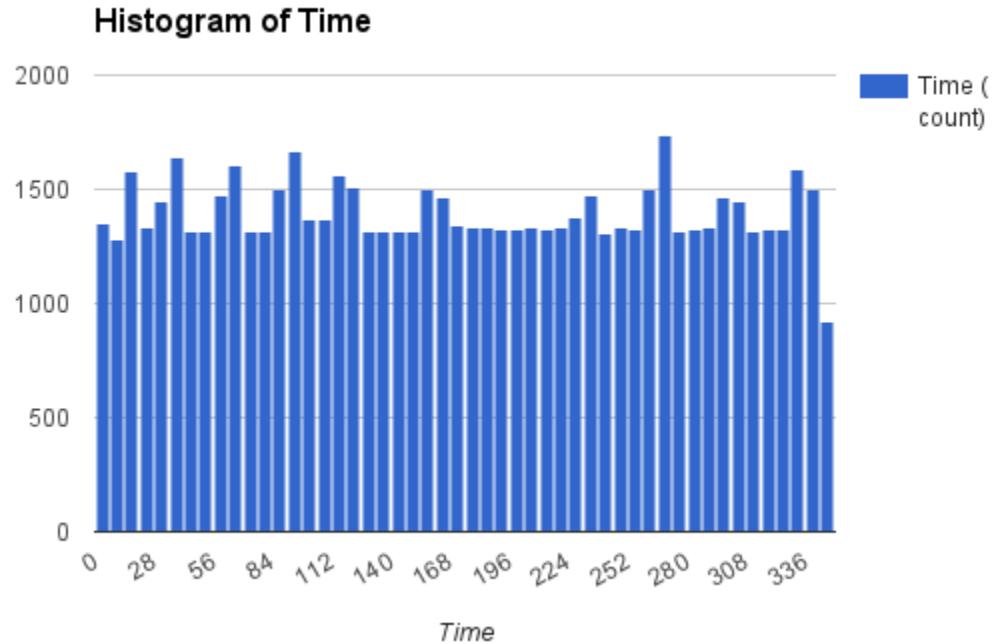
Distribution of Protocols over all packets (2 of 5)



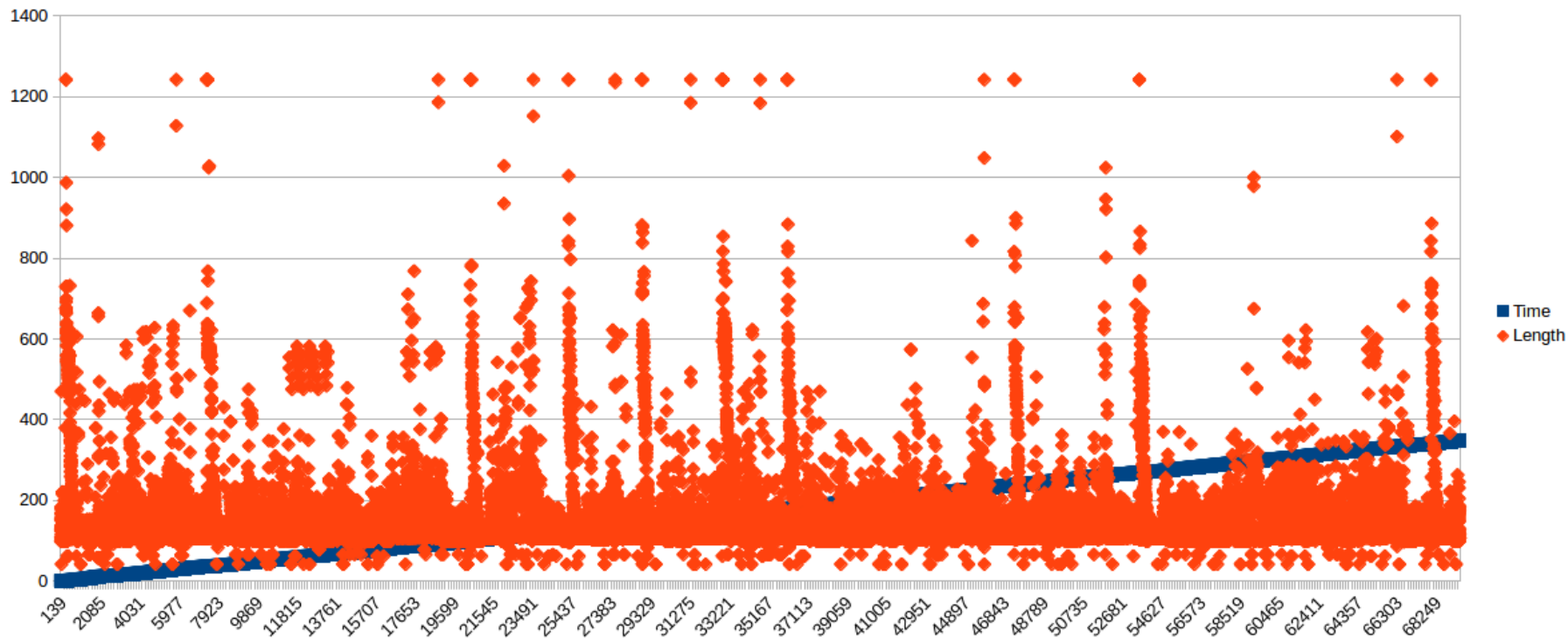
Distribution of length over time (3 of 5)



Distribution of packet count over time (4 of 5)



Distribution of Length over Time(5 out of 5)



10 nodes (9players+1server) stats

packets captured:211187

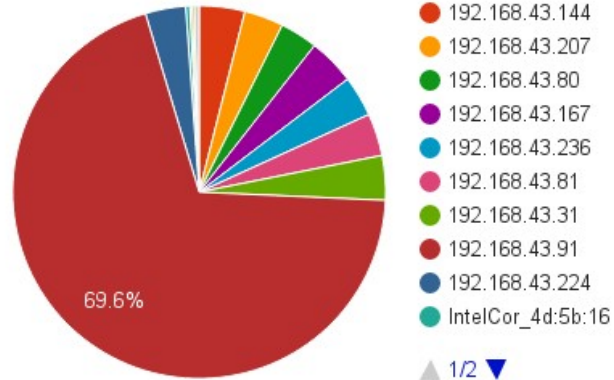
time :5min 30 sec

Avg Packet size:174

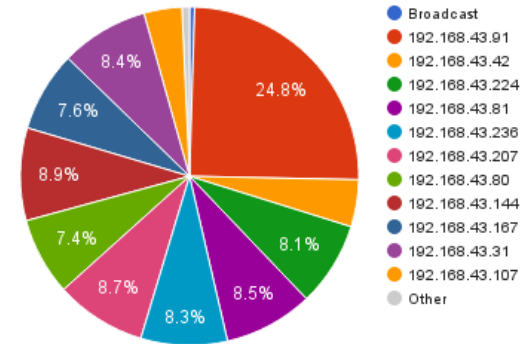
frequency:638.485

10 nodes Nine Player and One Server(1 Of 5)

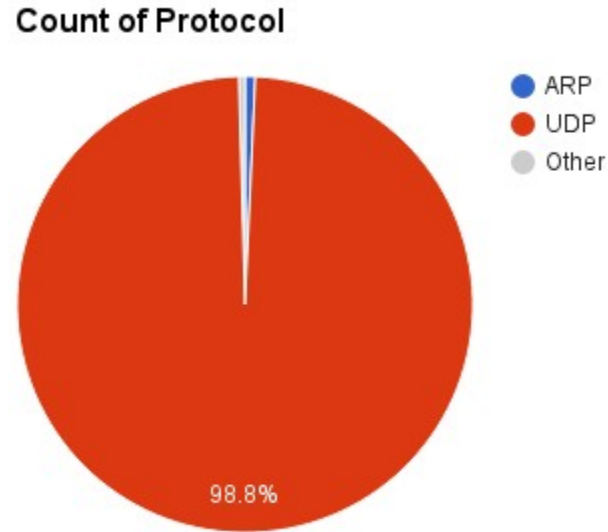
Count of Source



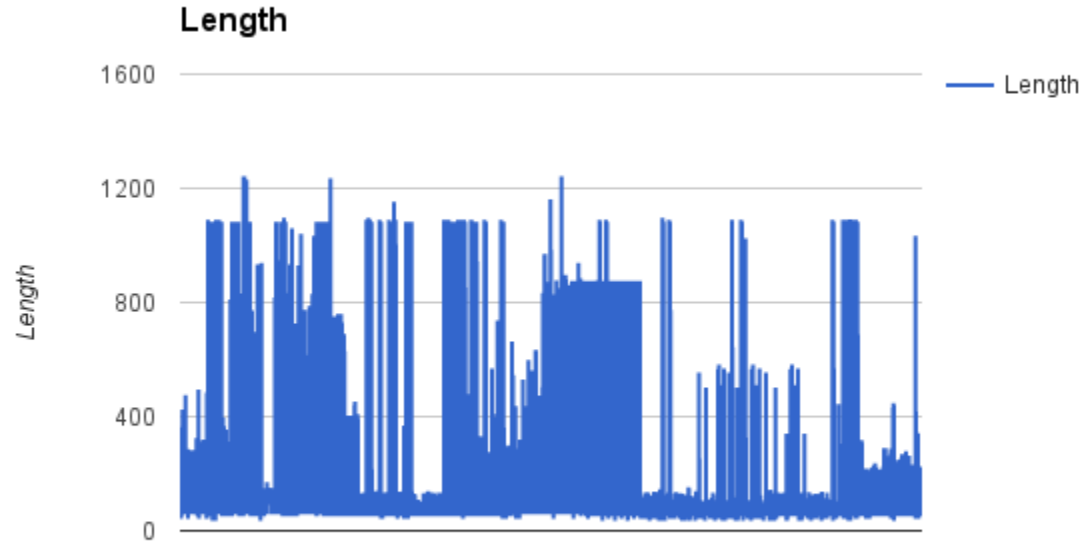
Count of Destination



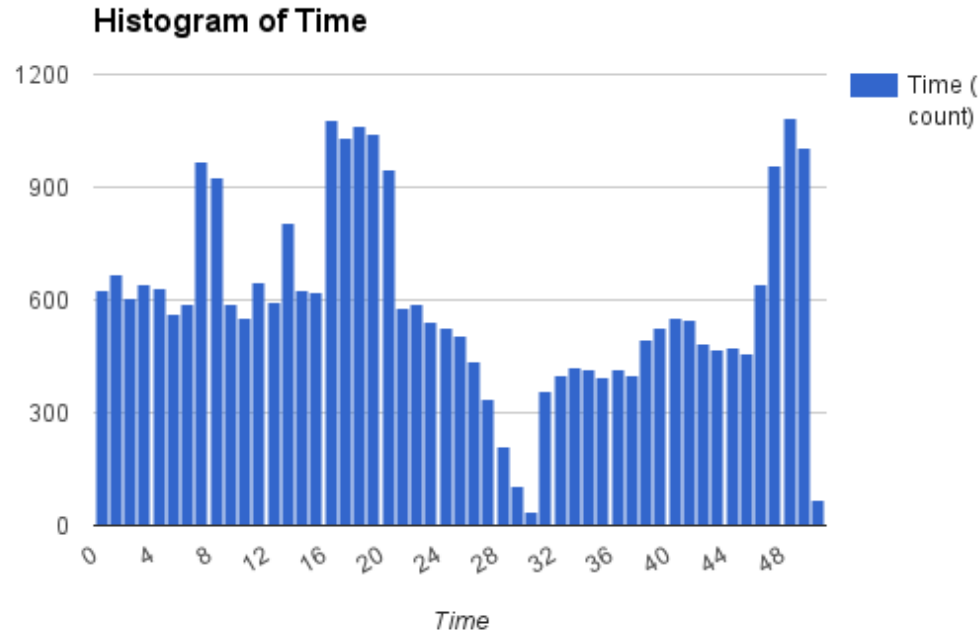
Distribution of Protocols over all packets (2 of 5)



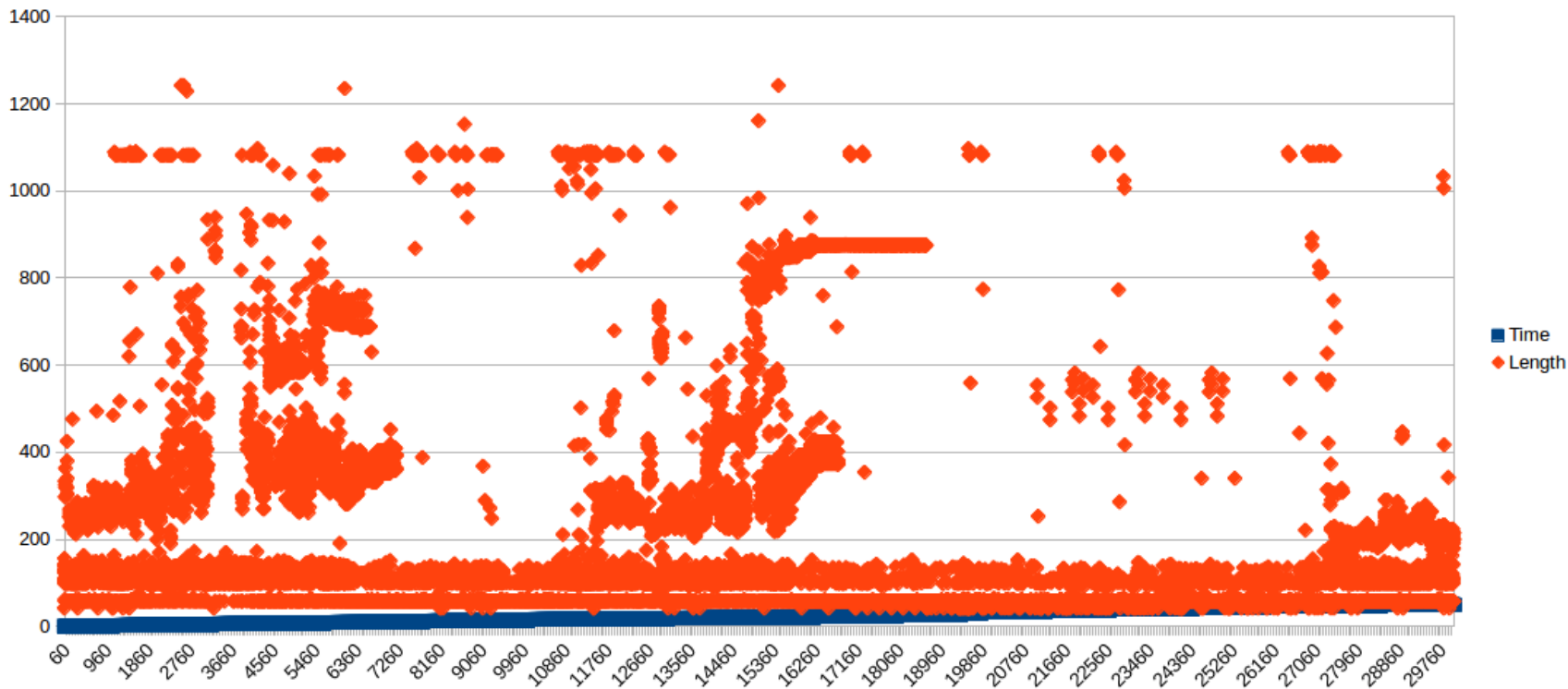
Distribution of length over time (3 of 5) for 90000 packets



Distribution of packet count over time (4 of 5) for 90000 packet



Distribution of Length over Time(5 out of 5)



Noplay for last half time(2 nodes)

packets captured:1036

time :3min 00 sec

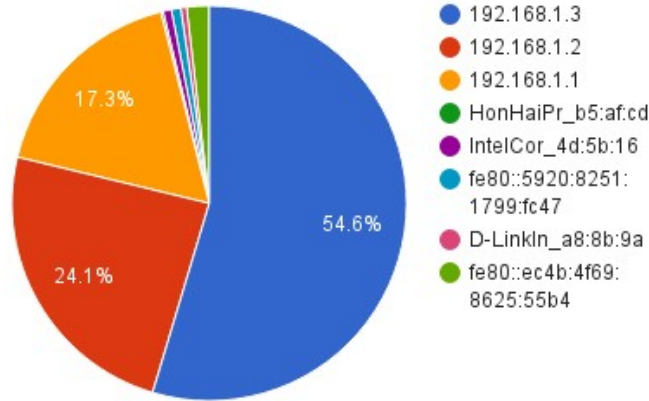
Avg Packet size:158

frequency:5.72

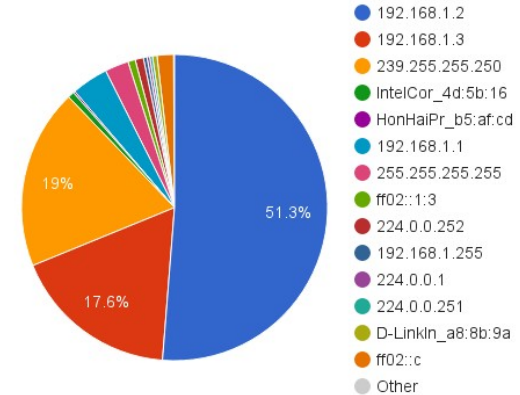
NO PLAY (2 NODES)

Game is closed but connected to same network .(1 of 5)

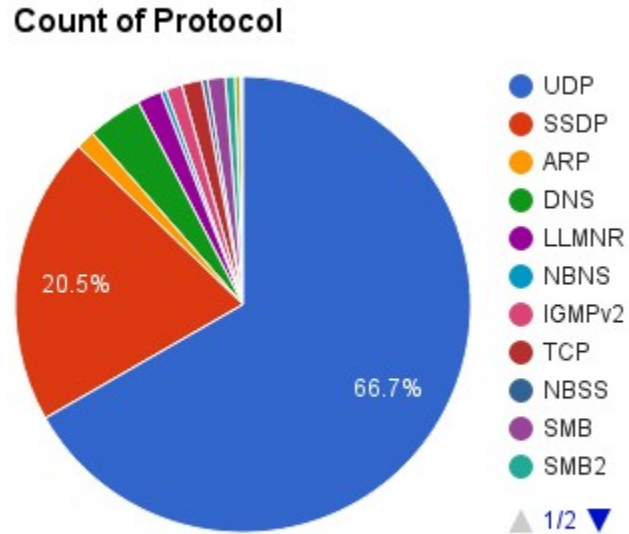
Count of Source



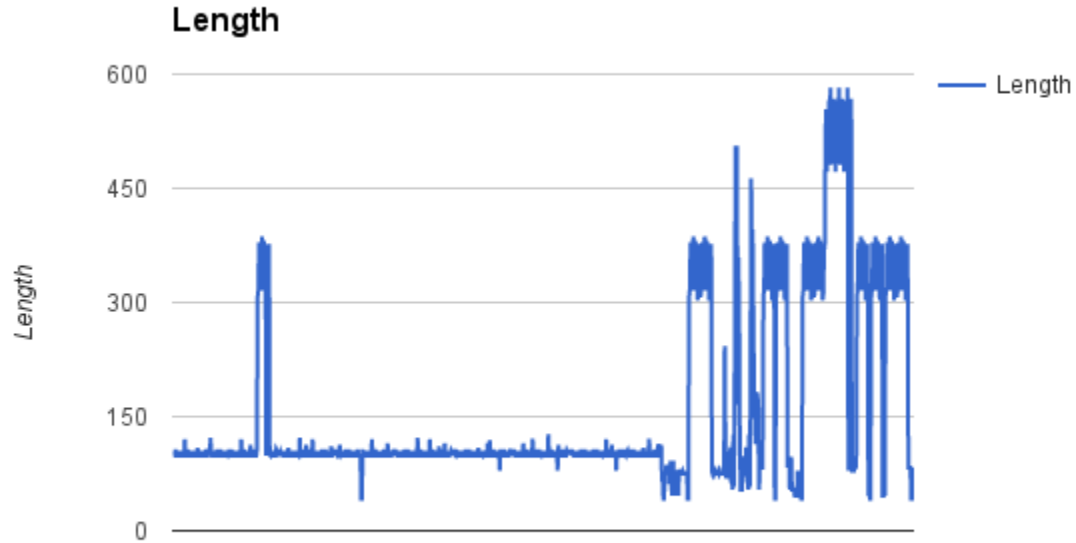
Count of Destination



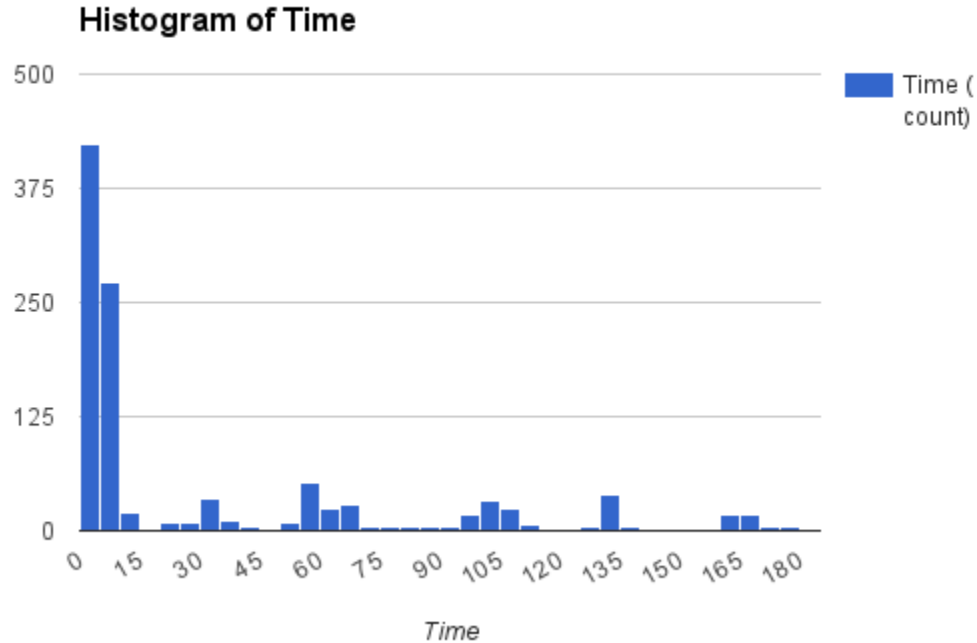
Distribution of Protocols over all packets (2 of 5)



Distribution of length over time (3 of 5)



Distribution of packet count over time (4 of 5)



Distribution of Length over Time(5 out of 5)

