

Wireshark Lab #1, Intro

He Tianyang, 3022001441

October 20, 2024

1 Preperation

Following the instructions, we used `wget` to retrieve an ASCII copy of *Alice in Wonderland* and stored it in `~/Documents/alice.txt`.

```
wget -O ~/Documents/alice.txt http://gaia.cs.umass.edu/wireshark-  
labs/alice.txt
```

Next, we prevented the Large Send Offload (LSO) feature from interfering with the lab by running the following command:

```
sudo ethtool -K wlp0s20f3 tso off gso off lro off
```

To check the status of the LSO feature, we used the following command:

```
sudo ethtool -k wlp0s20f3
```

At last, we uploaded the file to the server as per the instructions, and the result is shown in Fig. 1.

2 A first look at the captured trace

Question 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`?

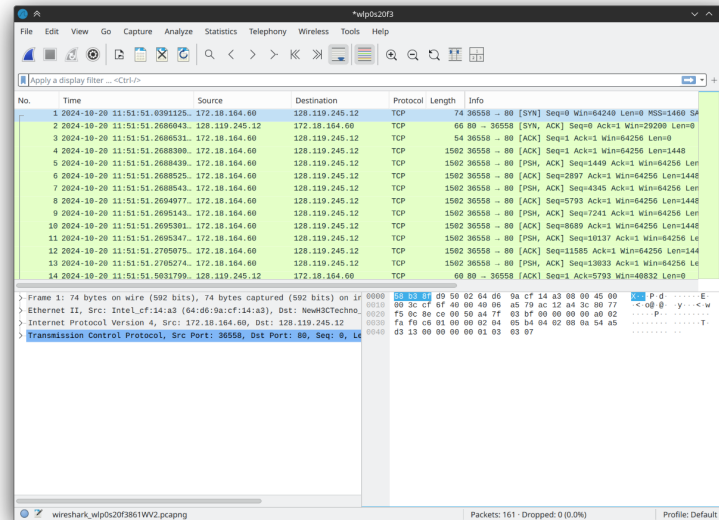


Figure 1: Uploading to the server

Inspecting the first three packets, we can observe the handshake process. By examining the SYN packet from the client, we can see that **the source IP address is 172.18.164.60 and the source port number is 36558**. The details are shown in Fig. 2.

Question 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?

Also from Fig. 2, we can see the **destination IP address is 128.119.245.12 and the destination port number is 80**.

Question 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`?

Question 3 is similar to Question 1. Inspect the SYN packet from the client, we can see **the source IP address is 172.18.164.60 and the source port number is 36558**.

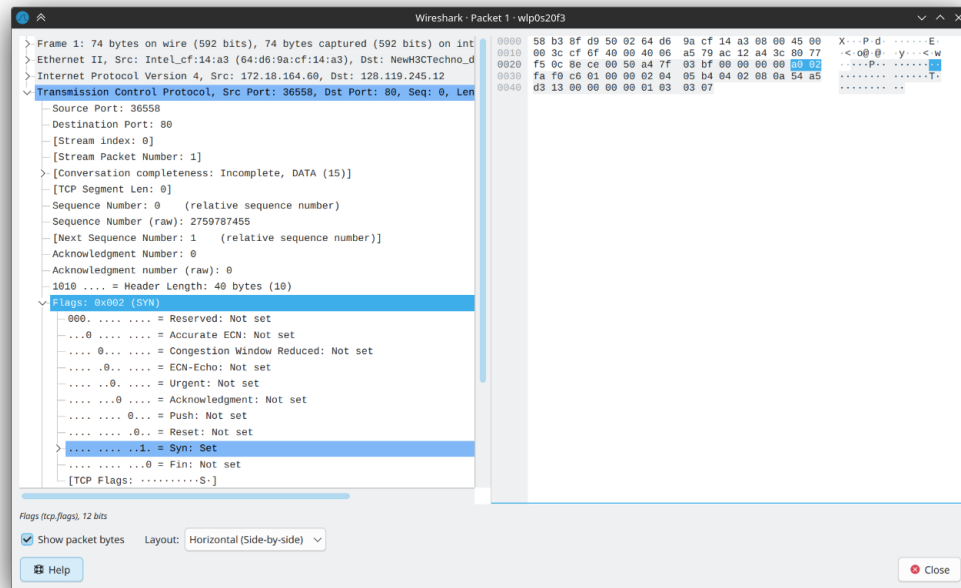


Figure 2: SYN packet

3 TCP Basics

Question 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?

Also from Fig. 2, we can see the **sequence number is 2759787455 and the flag is set to 0x002 which only SYN Flag is set.**

Question 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 SYN,ACK packet is shown in Fig. 3. The **sequence number is 2837595639 and the Acknowledgement field is 2759787456.** The server determined the value by adding 1 to the sequence number of the SYN packet. The flag is set to 0x012 which SYN and ACK flags are set.

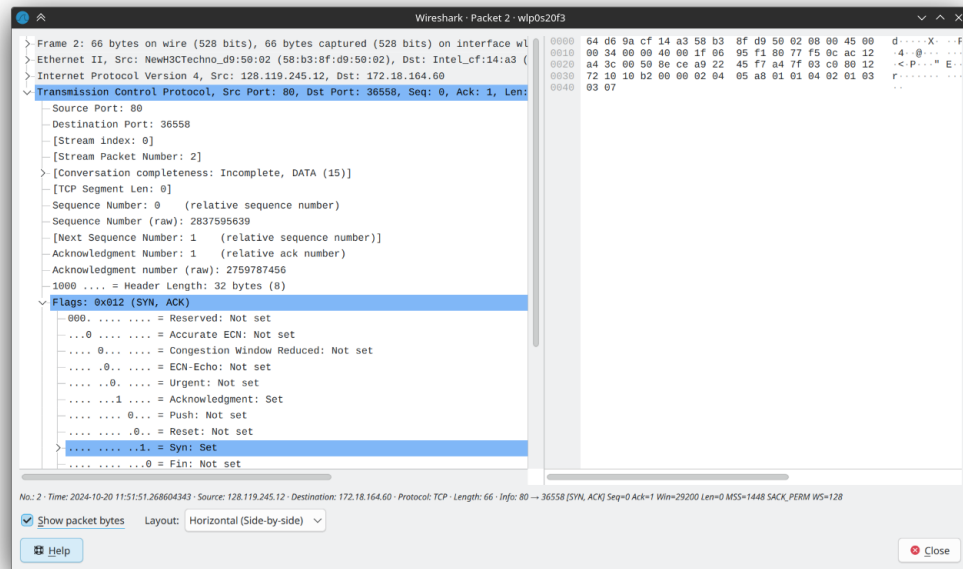


Figure 3: SYNACK packet

Question 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.

Inspecting the first TCP packet after the handshake, the details are shown in Fig. 4. The **sequence number** is 2759787456. We can see the POST command at the start of the DATA field.

Question 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 242 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 242 for all subsequent segments.

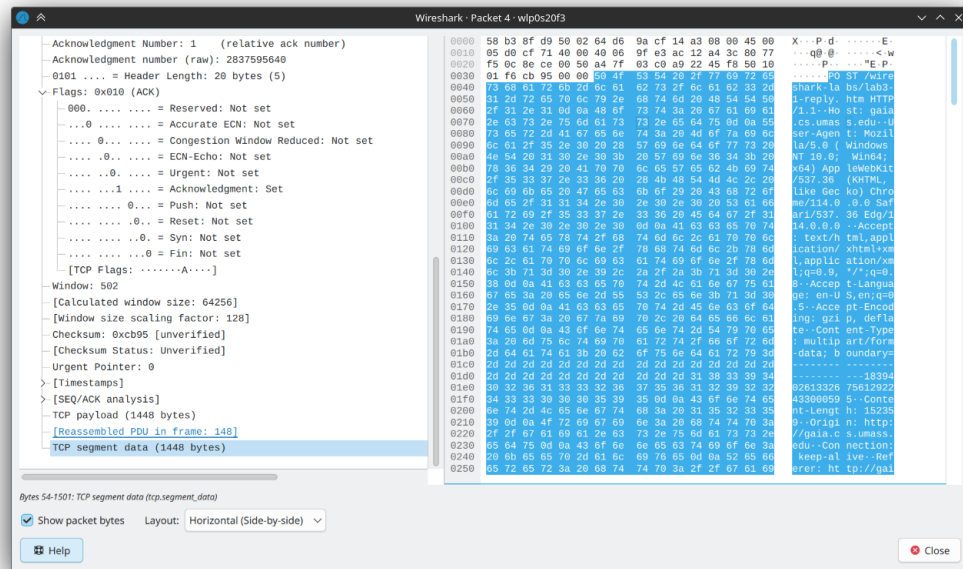


Figure 4: POST packet

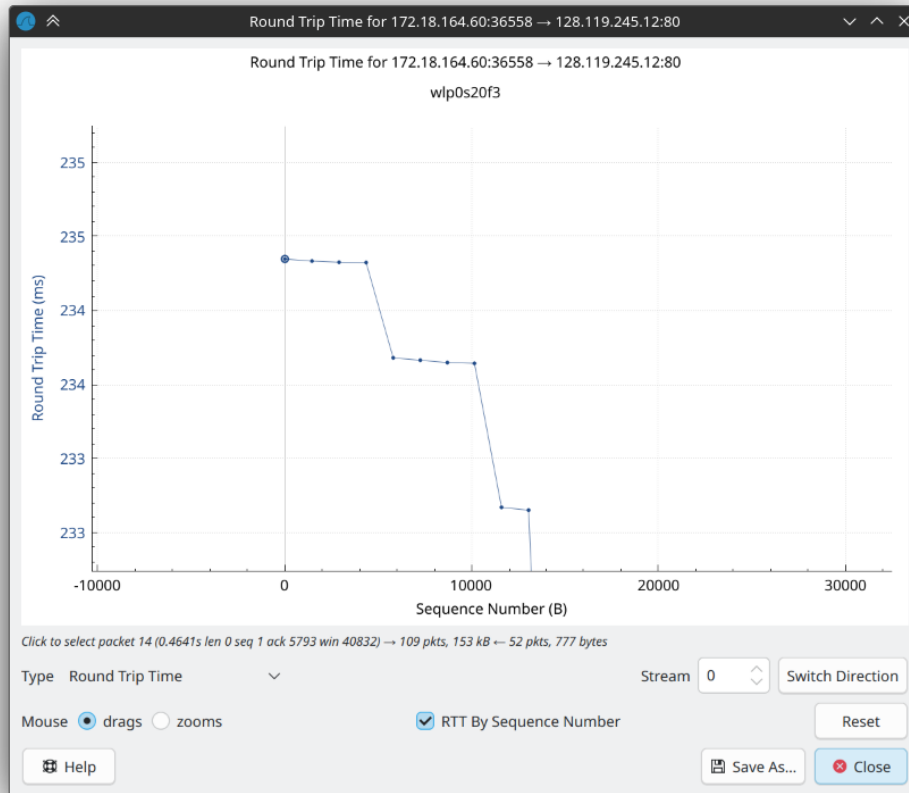


Figure 5: RTT statistic

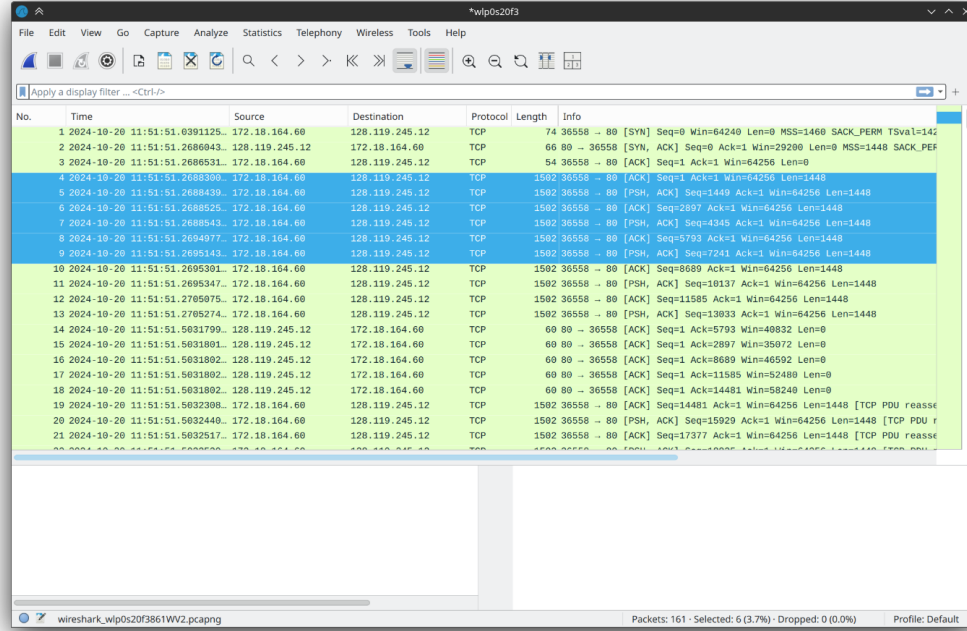


Figure 6: First 6 packets

Using the statistics feature in Wireshark, the RTT statistics are shown in Fig. 5, and the EstimatedRTT is presented in Fig. 2.

Since the absolute sequence number is not important, we use relative sequence numbers instead.

a. The sequence numbers of the first six segments are 1, 1449, 2897, 4345, 5793, and 7241. Each one equals the previous sequence number plus the length of the previous segment, which is 1448. The details are shown in Fig. 6 with the selected packets.

b&c. The time of each segment and its corresponding ACK is shown in Tab. 1 and Fig. 5.

Table 1: Time of each segment and its ack

Segment	Sent Time	Ack Time	RTT (ms)
1	2024-10-20 11:51:51.268830094	2024-10-20 11:51:51.503179933	234.349839
2	2024-10-20 11:51:51.268843992	2024-10-20 11:51:51.503179933	234.335941
3	2024-10-20 11:51:51.268852535	2024-10-20 11:51:51.503179933	234.327398
4	2024-10-20 11:51:51.268854358	2024-10-20 11:51:51.503179933	234.325575
5	2024-10-20 11:51:51.269497706	2024-10-20 11:51:51.503180205	233.682499
6	2024-10-20 11:51:51.269514380	2024-10-20 11:51:51.503180205	233.665825

We can calculate the `EstimatedRTT` using the formula

$$\text{EstimatedRTT} = (1 - \alpha) \times \text{EstimatedRTT} + \alpha \times \text{SampleRTT}$$

where $\alpha = 0.125$.

The `EstimatedRTT` is shown in Tab. 2

Table 2: `EstimatedRTT`

Segment	<code>EstimatedRTT</code> (ms)
1	234.349839
2	234.348102
3	234.345514
4	234.343021
5	234.260456
6	234.186127

Question 8.

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

From Fig. 6, we can see the length of each segment is 1448 bytes.

Question 9.

What is the minimum amount of available buffer space advertised at the receiver for the entire trace? Does the lack of receiver buffer space ever throttle the sender?

We can use the statistics feature in Wireshark to obtain the window size. The window size is shown in Fig. 7. As we can see, the window size keeps growing, indicating that the lack of receiver buffer space never throttled the sender. The window size details are also presented in Tab. 3.

Question 10.

Are there any retransmitted segments in the trace file? What did you check for (in the trace) in order to answer this question?

We can use the filter `tcp.analysis.retransmission` to find the retransmitted segments. The result is shown in Fig. 8. As shown, there are no retransmitted segments in the trace.

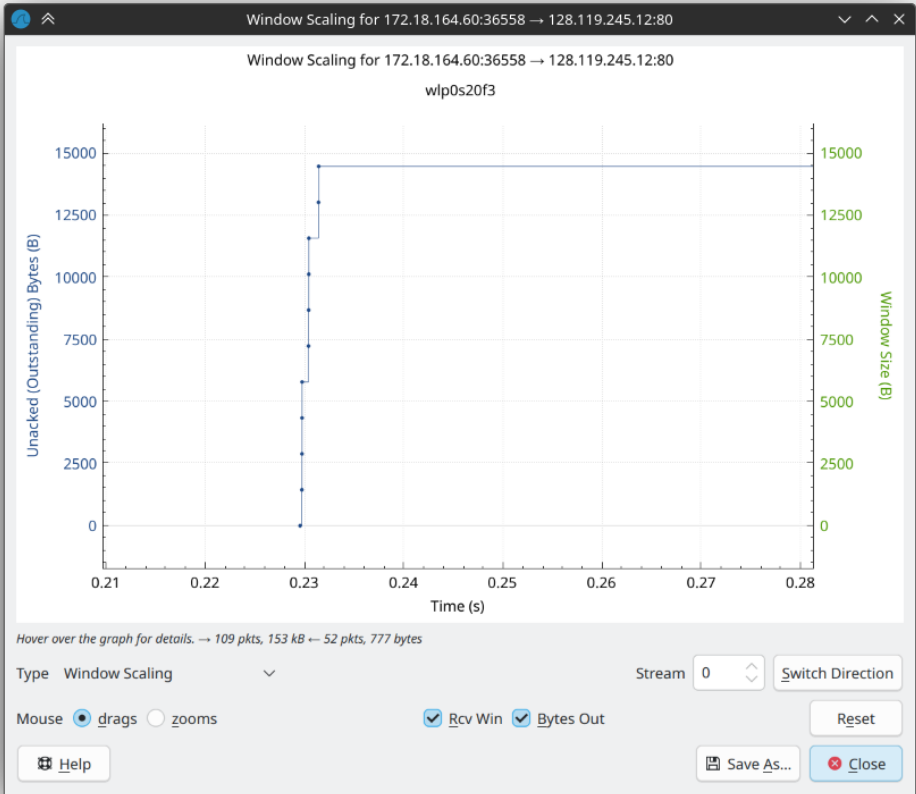


Figure 7: Window Size

Table 3: Window Size

Segment	Window Size (Bytes)
1	1448
2	2896
3	4344
4	5792
5	7240
6	8688

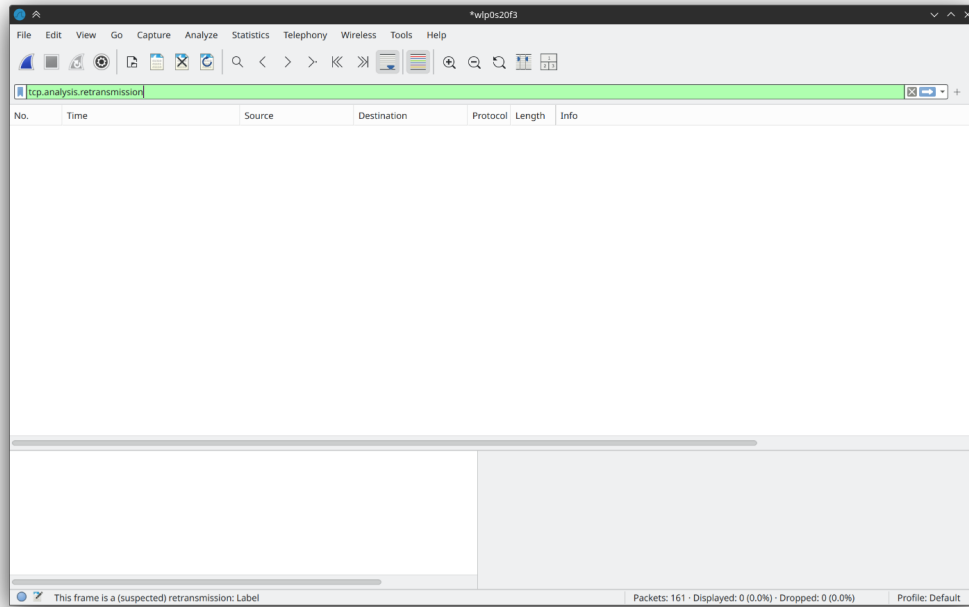


Figure 8: Retransmission

Question 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.

We can use the filter `tcp.analysis.ack_rtt` to find the ACK packets. The result is shown in Fig. 9. We can examine the Ack field to confirm the acknowledgment sequence numbers. The ACK numbers are 5793, 8689, 11585, and 14481, among others. This indicates that the **first ACK acknowledges 5793 bytes, and the subsequent ACKs acknowledge 2896 bytes each**. Fig. 10 shows the time of each ACK packet, suggesting that there may be delayed ACKs.

Question 12.

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

First, we need to calculate how much data is transferred. By locating the HTTP request, we can see that it indicates the total transferred bytes as 153,141 bytes, as shown in Fig. 11.

Next, we calculate the transfer time using the timestamps of the first and last packets. The transfer occurred between 2024-10-20 11:51:51.039112562 and 2024-10-20 11:51:51.973625259, as shown in Fig. 1 and Fig. 11. The transfer time can be calculated as:

$$\text{Transfer Time} = 973.625259 - 39.112562 = 934.512697\text{ms}$$

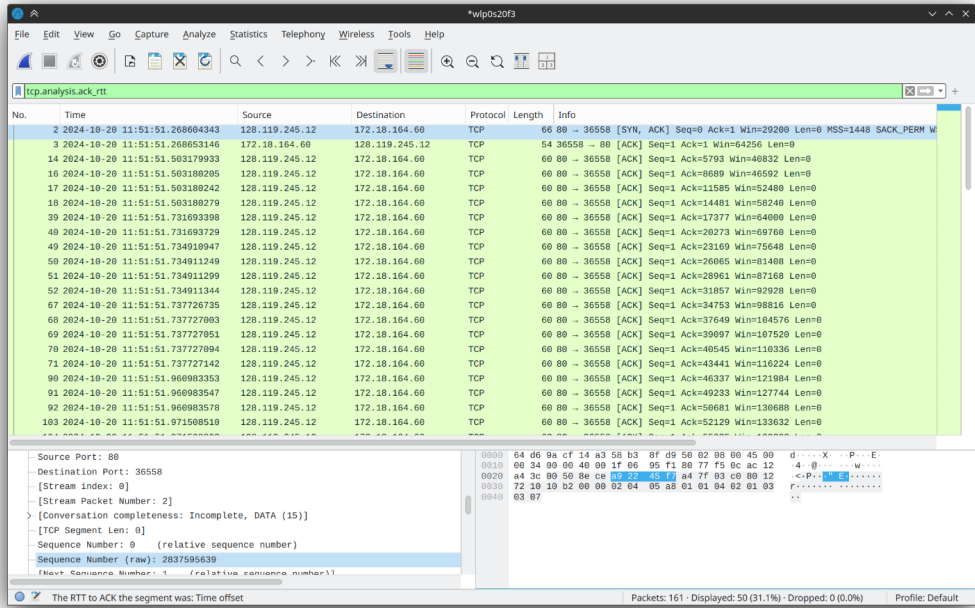


Figure 9: ACK packets

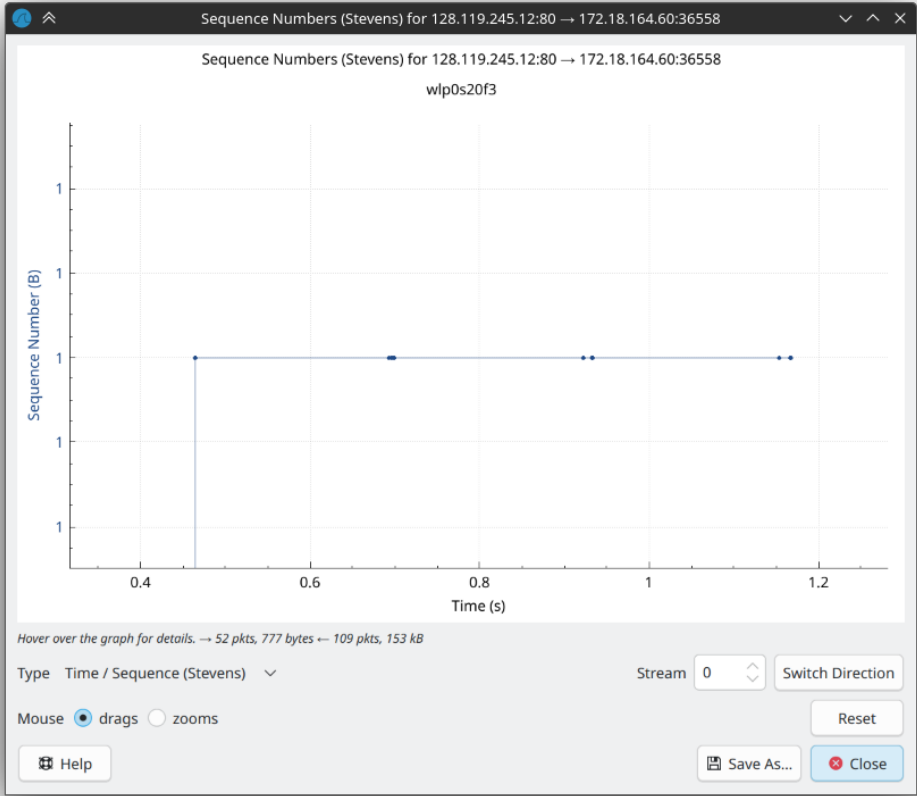


Figure 10: ACK packets

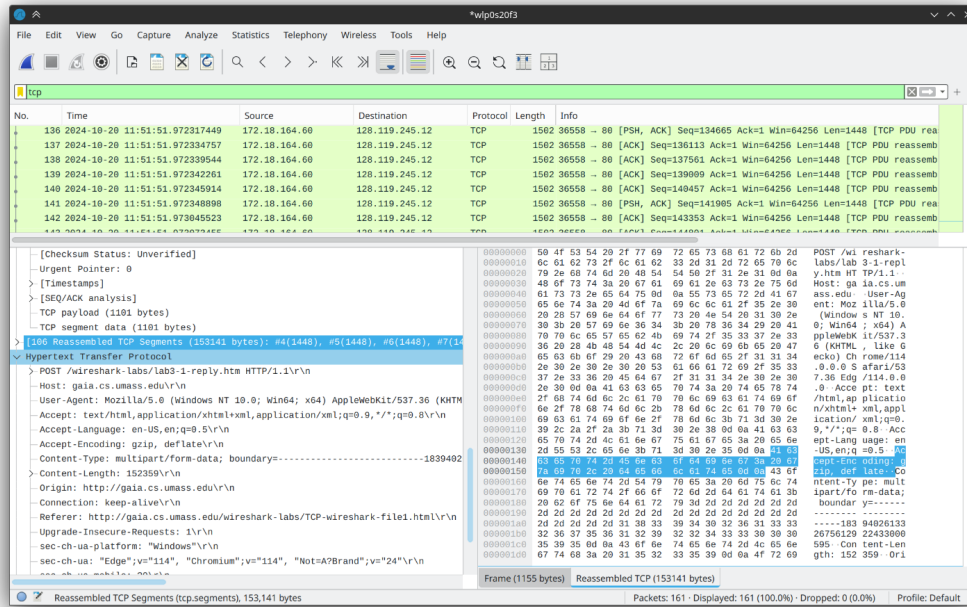


Figure 11: HTTP request

Therefore, the throughput is:

$$\text{Throughput} = \frac{\text{BytesTransferred}}{\text{TransferTime}} = \frac{153141}{0.934512697} = 163.9\text{KB/s}$$

4 TCP congestion control in action

Question 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.

From the given trace file, we used the Time-Sequence-Graph to plot the sequence number versus time, as shown in Fig. 12.

The slow start phase begins at the start of the connection and ends around packet 13 at approximately 0.125 seconds. After this point, **congestion avoidance** takes over, but the increase in the congestion window (**cwnd**) is minimal, and it remains relatively constant for the remainder of the connection.

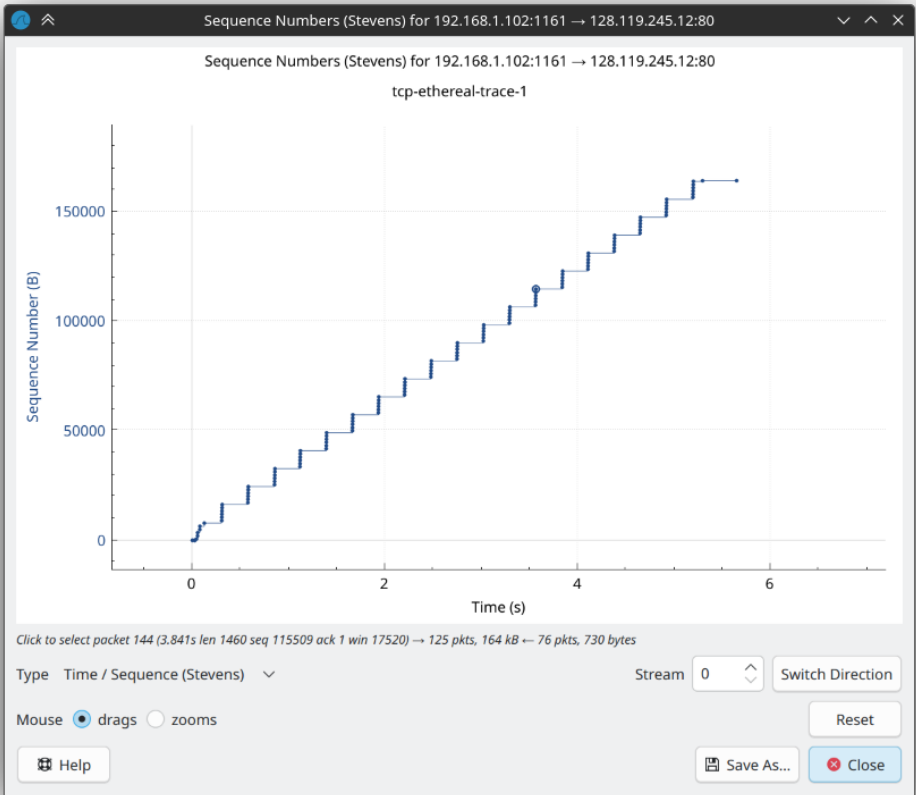


Figure 12: Time-Sequence-Graph

Compared to the expected behavior, the increase in the congestion window during the congestion avoidance phase is not as pronounced. The `cwnd` seems to stabilize at a value that is likely best suited for the current network conditions.

Question 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.ed`

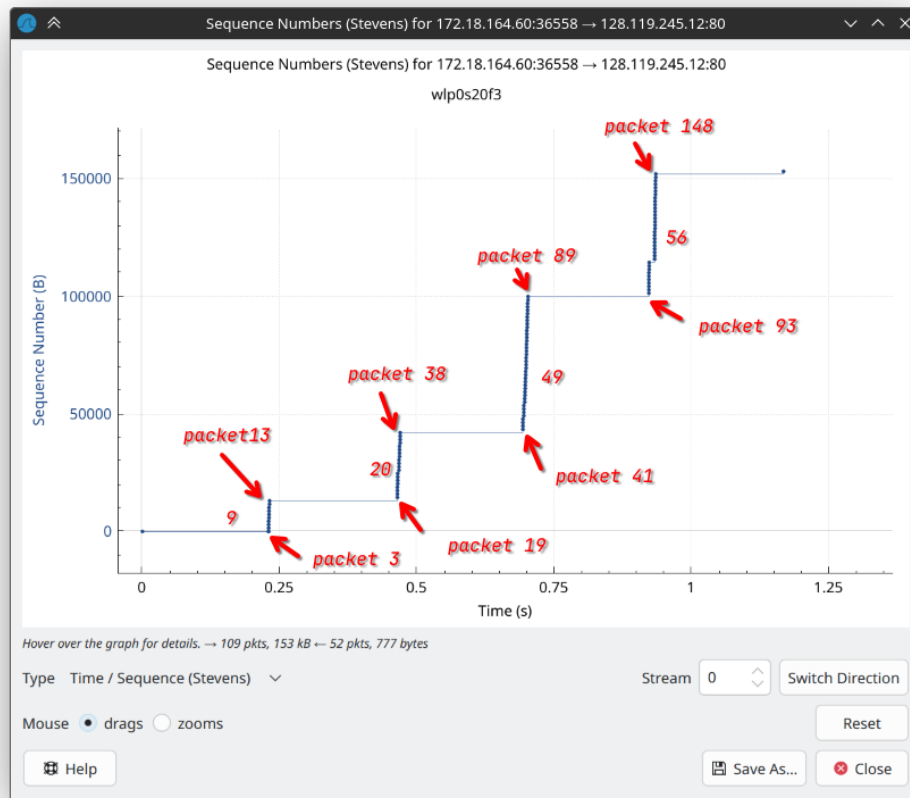


Figure 13: Time-Sequence-Graph

Using the Time-Sequence-Graph, we can observe the sequence number versus time plot of segments being sent from the client to the server. The result is shown in Fig. 13. The **slow start** phase begins at the start of the connection, with the `cwnd` increasing almost exponentially from 9 to 49 (though not perfectly exponential). **Congestion avoidance** takes over at packet 93, where the `cwnd` increases linearly from 49 to 56.

Compared to the expected behavior, the slow start phase is not exactly exponential, and the congestion avoidance phase is not precisely linear either. The `cwnd` increases in a manner that is less smooth than the idealized behavior.