CS3093D Networks Lab

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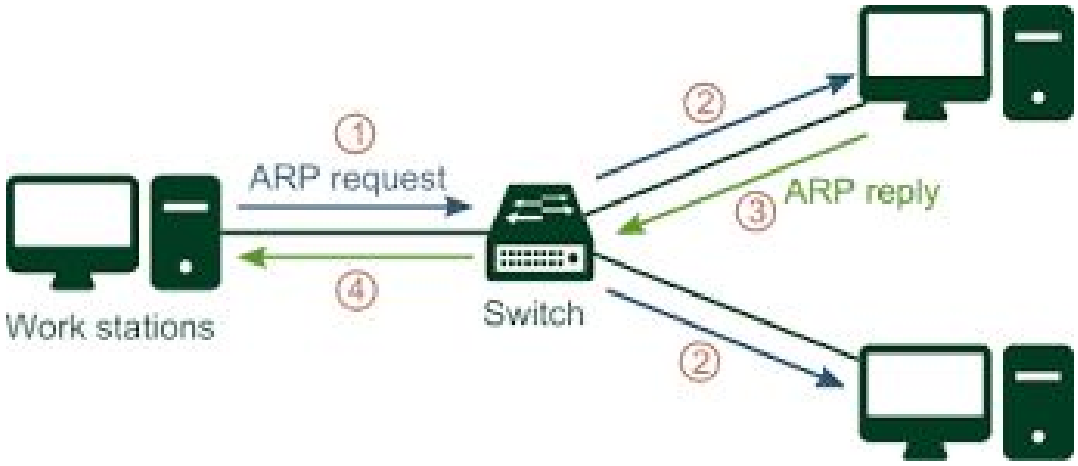
ASSIGNMENT 2



INTRODUCTION TO ARP:

Address Resolution Protocol (ARP) is a protocol or procedure that connects an ever-changing Internet Protocol (IP) address to a fixed physical machine address, also known as a media access control (MAC) address, in a local-area network (LAN).
An ARP packet is used to find a particular machine's MAC address when the IP address is given. A broadcast is sent to all devices, and then the right device returns its MAC address. The primary function of this protocol is to resolve the IP address of a system to its mac address, and hence it works between level 2 (Data link layer) and level 3 (Network layer)
The ARP command manipulates the system's ARP cache.
SYNTAX: arp [-v] [-i if] [-H type] -a [hostname]

There are 2 types of entries in the ARP cache

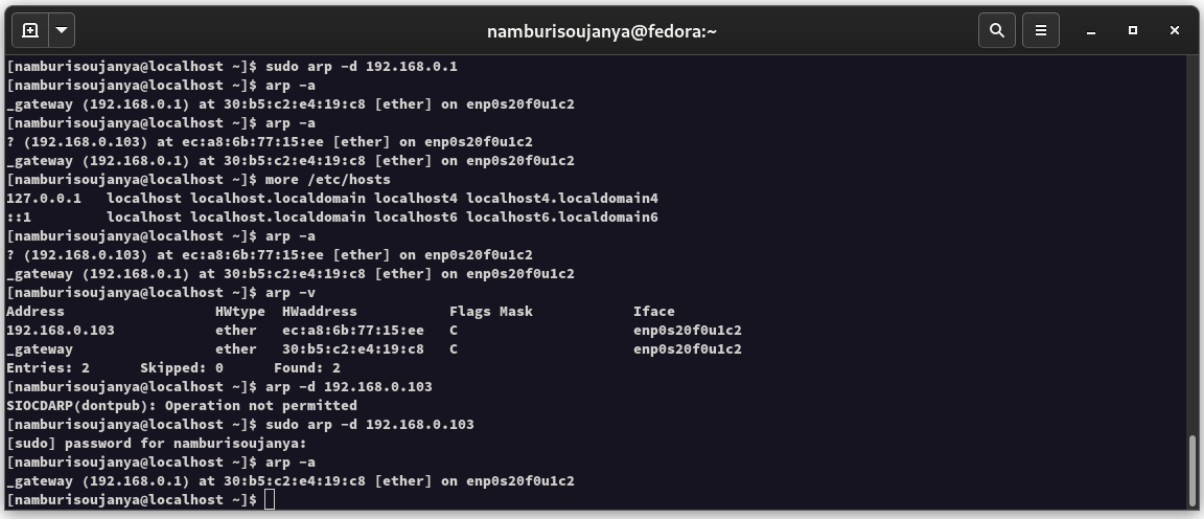
1. Static entries
2. Dynamic entries

Static ones are kept permanently (It can help network managers set up ARP entries to lessen unnecessary ARP broadcast traffic) while the dynamic ones are created and flushed out automatically

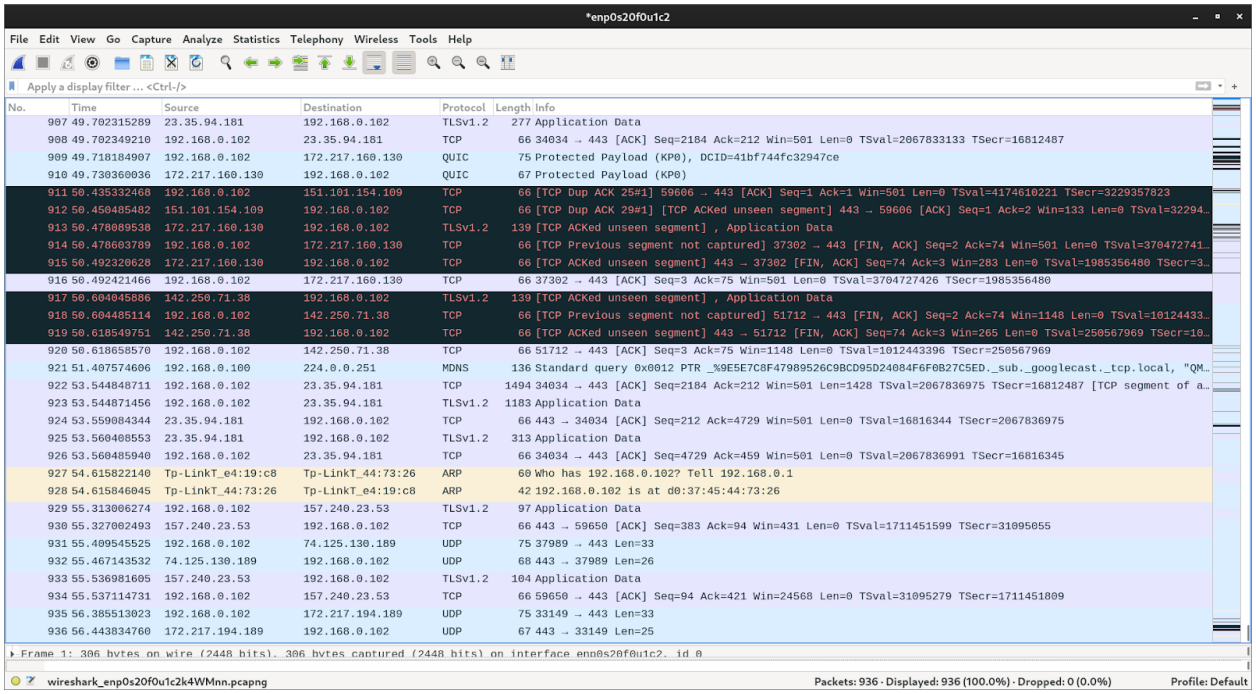
This way. To get the ARP traffic on wireshark, we first flush the ARP cache first using

- Sudo arp -d hostname
- -a: Displays current ARP cache tables for all interfaces.
- More /etc/hosts : to display the hosts

This way, I get an ARP packet that is broadcasted and replied to.



Now, capturing the traffic on wireshark for 5 seconds, we get: ,

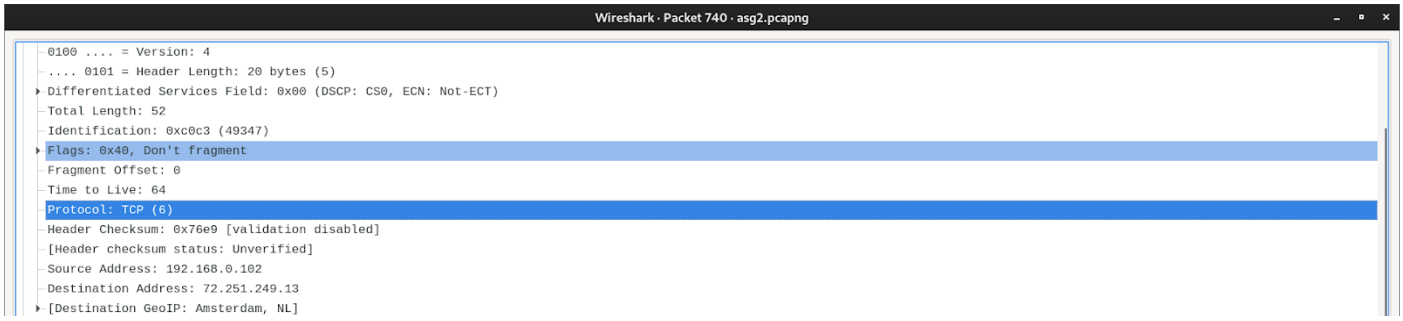


a) For an IP and ARP packet, compare the MAC header of these two packets and find the protocol ID for ARP and IP, if exists.

Ans.

The protocol ID is a number embedded in the header of the packet to identify the protocol. It is used for many protocols that are not identified with a port number and it defined only for IP.

For an IP packet:



Here,

The MAC header has:

Src: Tp-LinkT_44:73:26 (d0:37:45:44:73:26)

Dst: Tp-LinkT_e4:19:c8 (30:b5:c2:e4:19:c8)

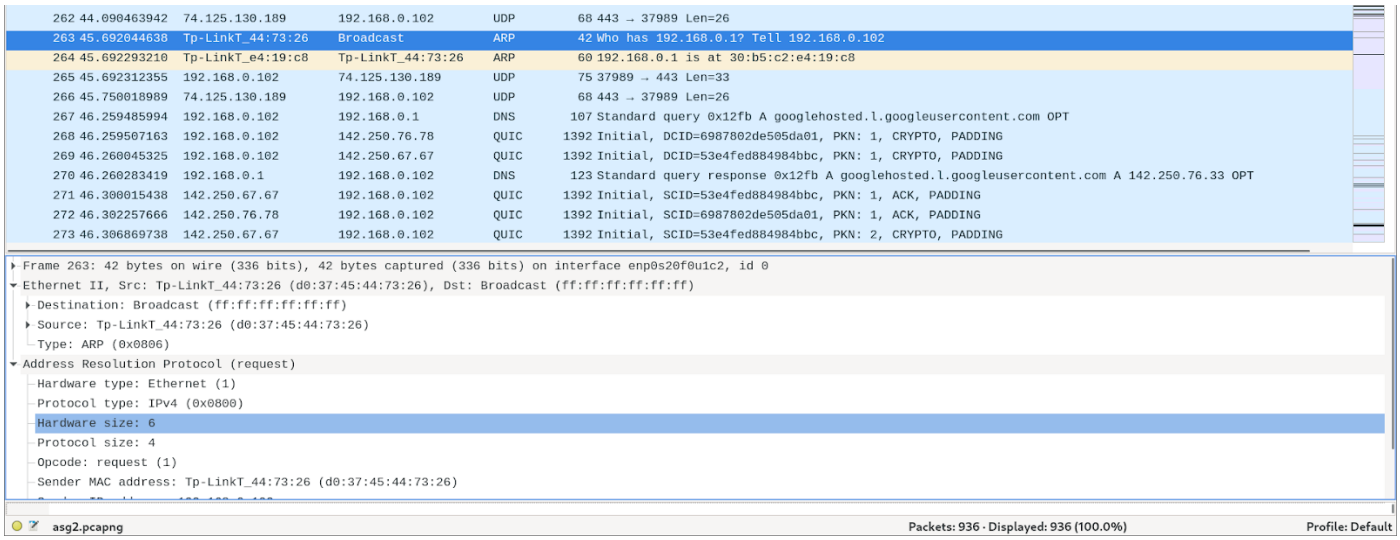
Destination: Tp-LinkT_e4:19:c8 (30:b5:c2:e4:19:c8)

Source: Tp-LinkT_44:73:26 (d0:37:45:44:73:26)

Type: IPv4 (0x0800)

Protocol ID of a TCP packet is 6

For an ARP packet:



Ethernet II, Src: Tp-LinkT_44:73:26 (d0:37:45:44:73:26), Dst: Broadcast (ff:ff:ff:ff:ff:ff)

Destination: Broadcast (ff:ff:ff:ff:ff:ff)

Source: Tp-LinkT_44:73:26 (d0:37:45:44:73:26)

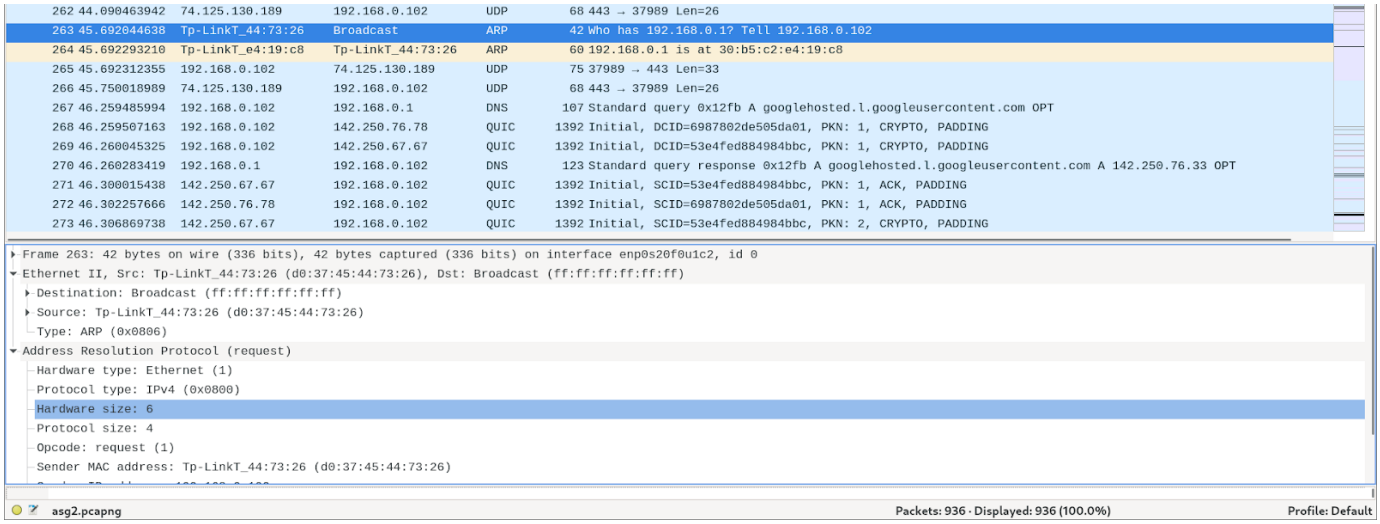
Type: ARP (0x0806)

Protocol ID does not exist for ARP,

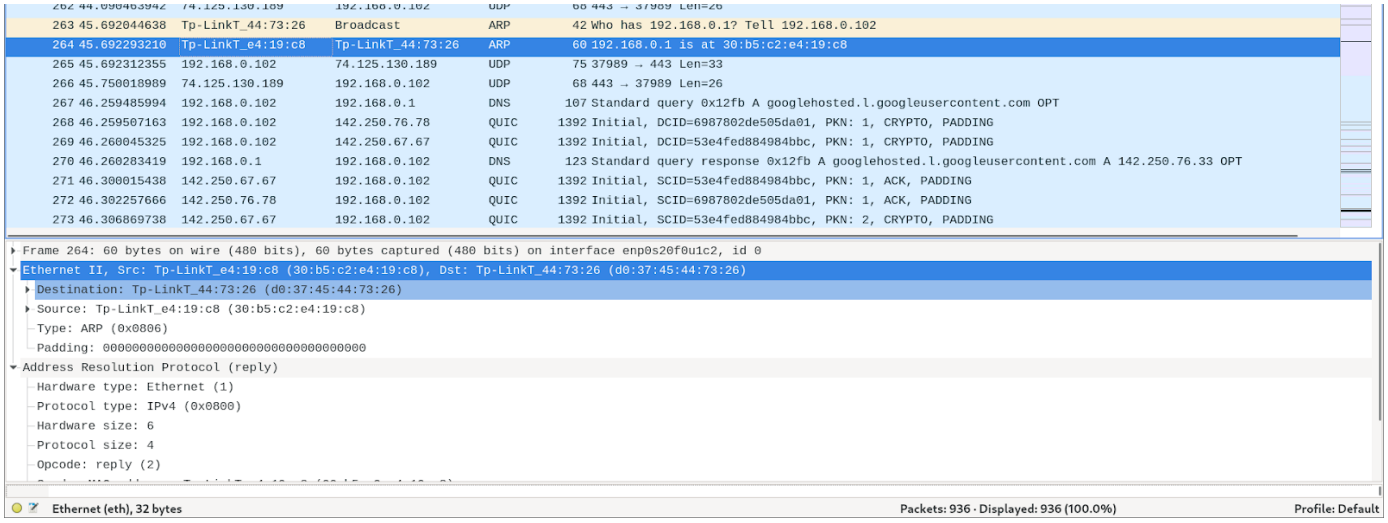
The destination MAC address is such as it is first broadcasting to find the right device

b) Is the destination address of the ARP packet a broadcast address or a unicast address?

Ans: During an ARP request, the destination address is broadcasted to find the machine with the particular IP address and returns its MAC address. Therefore it is “ff:ff:ff:ff:ff:ff”



During an ARP reply, the destination address becomes unicast as the machine is detected and it contains the details of the machine’s MAC address to the sender of the ARP request.



c) Is the ARP packet a request or reply packet? Justify.

Ans. There are 2 types of ARP packets:

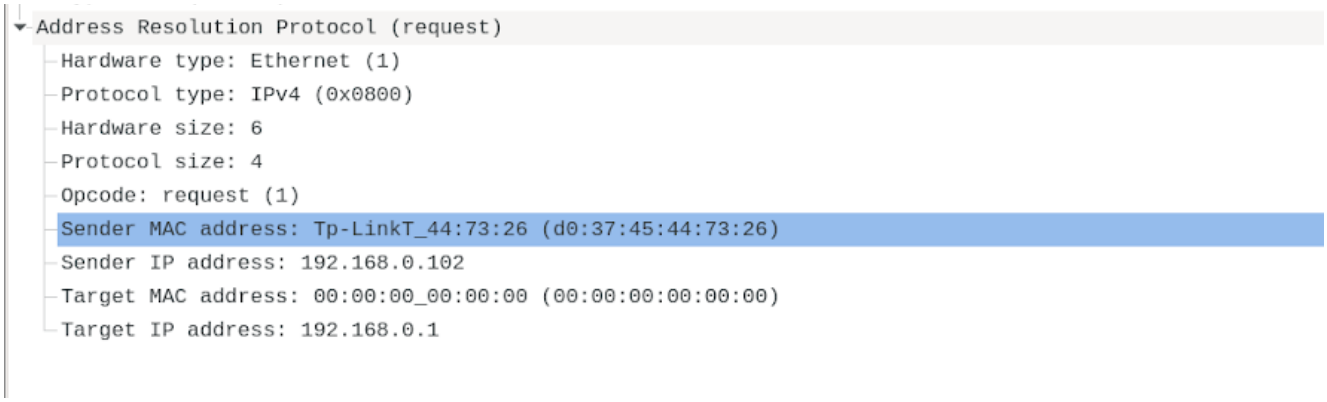
- ARP reply that is unicast to the requesting station alone
- ARP request that is broadcast to all the systems in a LAN segment

Unicast: If the MAC address is present in ARP cache (A table that contains IP address and their corresponding MAC address in the network) for corresponding IP address

Broadcast: If the MAC address is not present in its ARP cache table for corresponding IP address.

The first is a request packet to find the machine having the particular IP address, broadcasted to all devices in the network. Then, the ARP reply packet returns the MAC address of the correct device.

"Who has 192.168.0.1? Tell 192.168.0.102 " is a request to 192.168.0.1 to return its MAC address

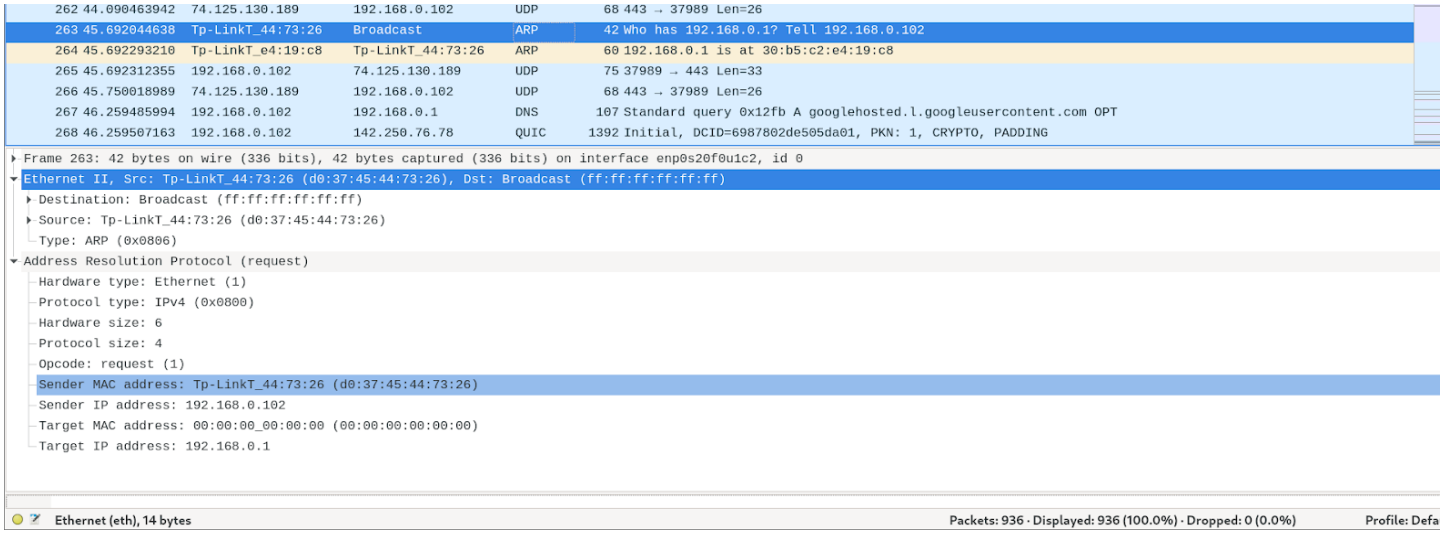


Opcode there indicates the operation being performed ; reply is 2, request is 1.

d) Examine the payload of the packet.

Ans: The payload of the packet contains the following fields:

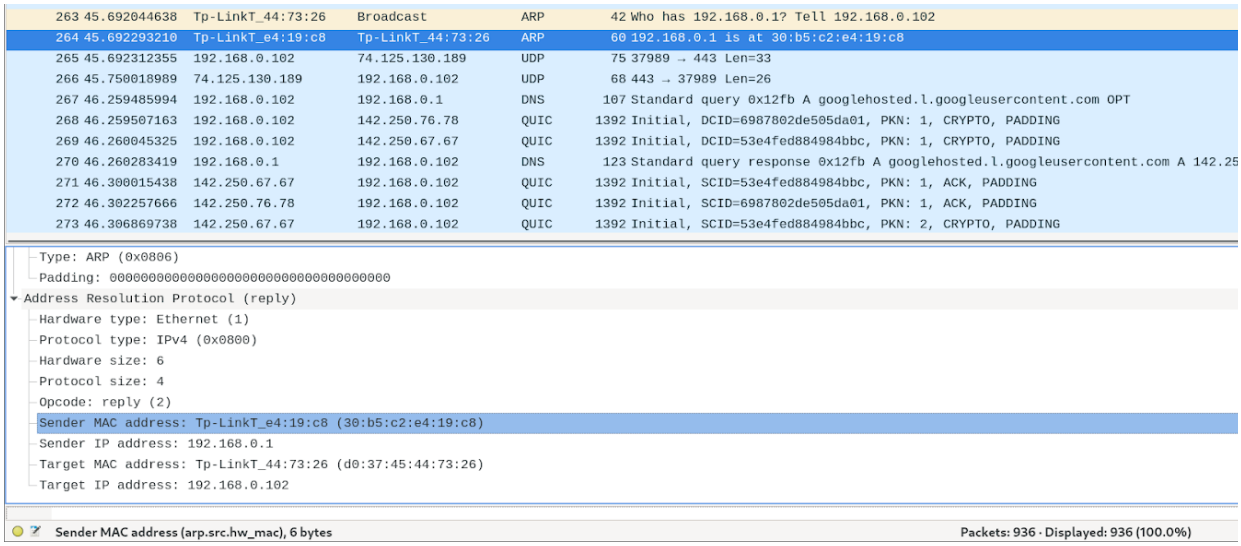
1. Hardware type: defines the type of hardware being used to transport the packet
2. Protocol: The protocol that will be used on the Network Layer
3. Hardware size:
4. Protocol size: The size of the addressing scheme in bytes (4 for IPv4)
5. Opcode: The operation being performed using the packet
6. Sender MAC address:
7. Target MAC address
8. Sender IP address
9. Target IP address.



PAYLOAD breakdown of an ARP request packet:

1. **Hardware type:** Ethernet (1)
2. **Protocol**: IPV4
3. **Hardware size:** 6
4. **Protocol size**: 4
5. **Opcode**: 1
6. **Hardware (MAC) Source address:** d0:37:45:44:73:26
7. **Hardware (MAC) Destination address:** 00:00:00:00:00:00 (Since it is broadcasted to find the mac address of the destination)
8. **Protocol (IP) Source Address**: 192.168.0.102
9. **Protocol (IP) Destination Address**: 192.168.0.1

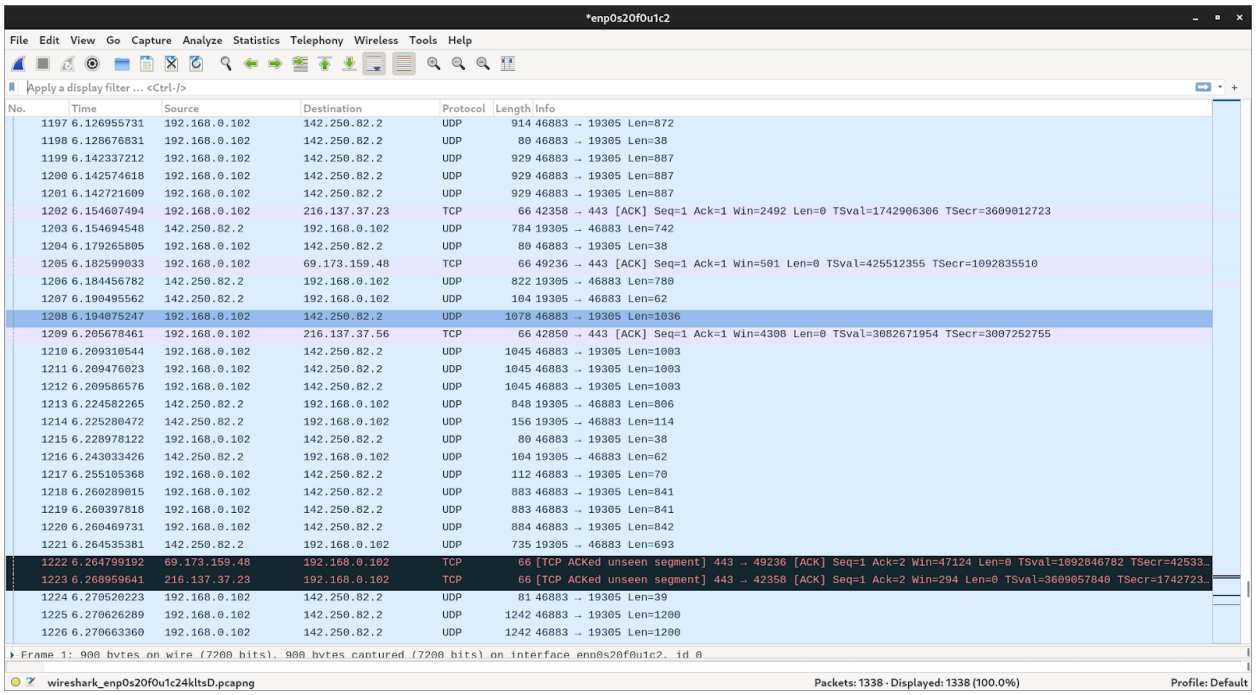
PAYLOAD breakdown of an ARP reply packet:



1. **Hardware type:** Ethernet (1)
2. **Protocol**: IPV4
3. **Hardware size:** 6
4. **Protocol size**: 4
5. **Opcode**: 2
6. **Hardware (MAC) Source address**: 30:b5:c2:e4:19:c8
7. **Hardware (MAC) Destination address**: d0:37:45:44:73:26
8. **Protocol (IP) Source Address**: 192.168.0.1
9. **Protocol (IP) Destination Address:** 192.168.0.102

e) What transport layer protocols are used in Skype and Zoom.

Ans.



This is a screenshot of wireshark during an online video call. As we can see, there are both TCP and UDP packets.

UDP is used for voice and video, as it needs to be fast and not lagging, the reliability is compromised to get rid of the lag since more data is being sent.

TCP is used for sending text messages as it needs to be more reliable and lag is not a huge issue as the size of the data transfer is less

TCP is also used to initiate connection or to bypass some firewalls that block UDP packets