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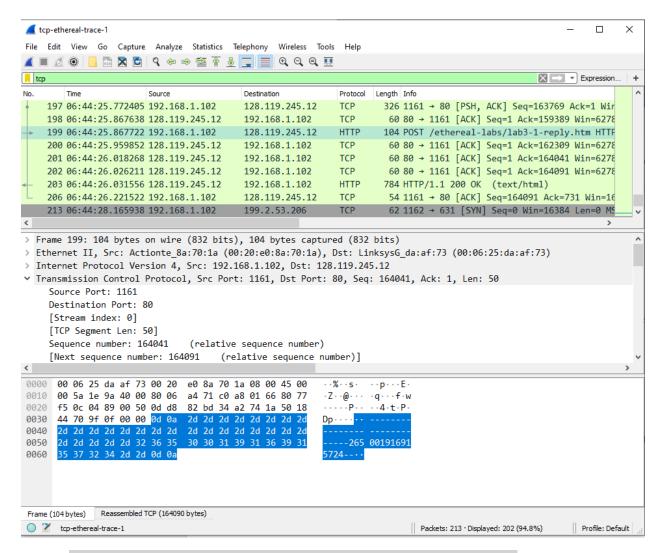
CS 372-X001

11/10/2019

Lab 3

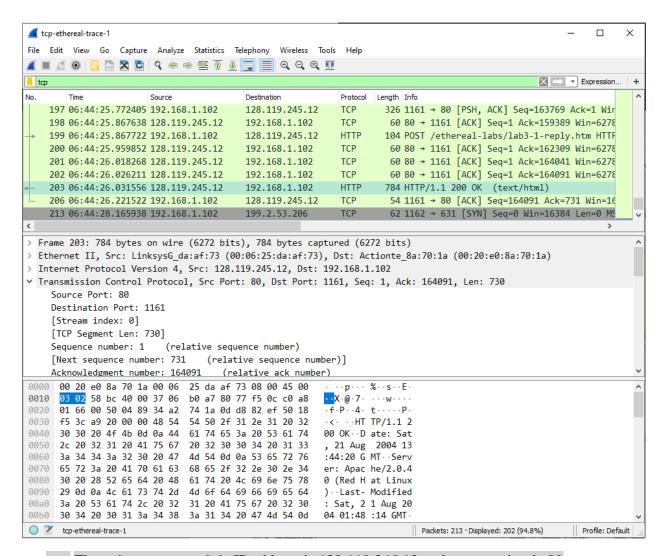
## A first look at the captured trace

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.

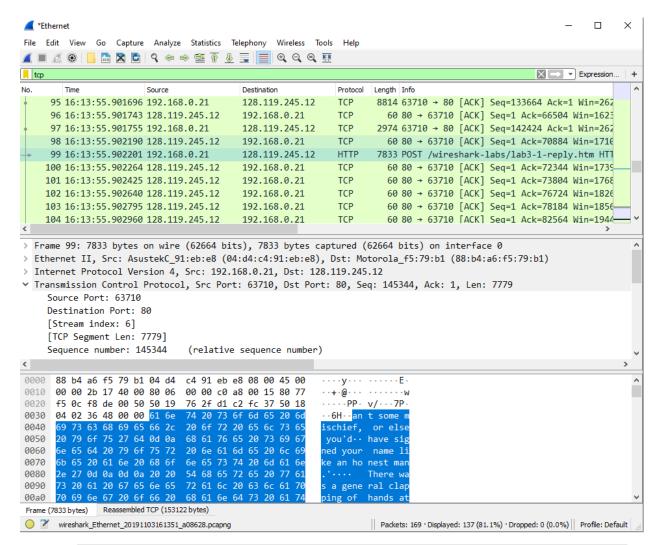


- The client IP address is 192.168.1.102 and TCP port number is 1161

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?



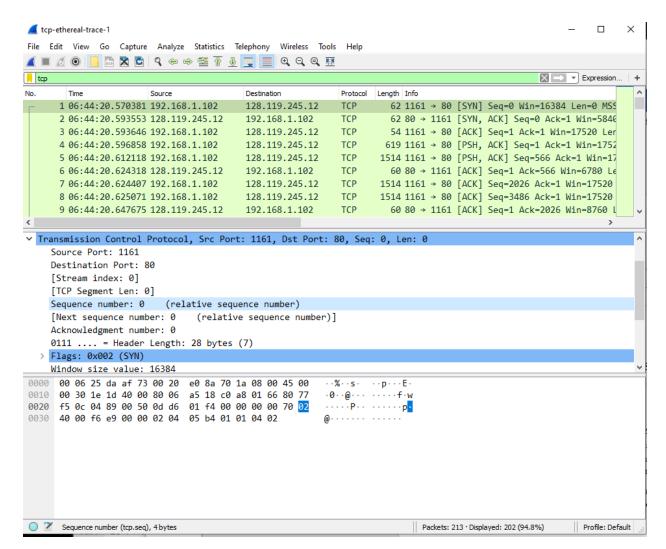
- The gaia.cs.umass.edu's IP address is 128.119.245.12 and port number is 80
- 3. What is the IP address and TCP port number used by your client computer (source) to transfer the file to gaia.cs.umass.edu?



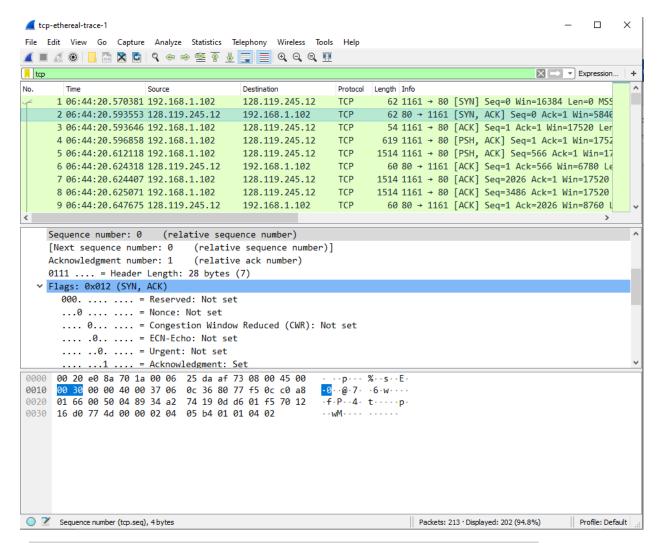
- The client IP address (my computer ethernet) is 192.168.0.21 and TCP port number is 63710

## **TCP Basics**

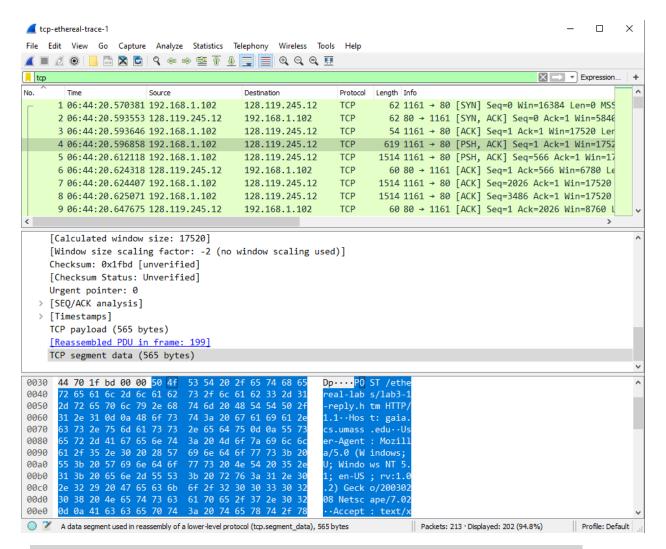
4. What is the sequence number of the TCP SYN segment that is used to initiate the TCP connection between the client computer and gaia.cs.umass.edu? What is it in the segment that identifies the segment as a SYN segment?



- The sequence number of TCP SYN segment is 0 because it is used for pretending the TCP connection between source client and gaia.cs.umass.edu. In addition, the flag for SYN set to 0x002 (SYN, 1) to identify the SYN segment
- 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?

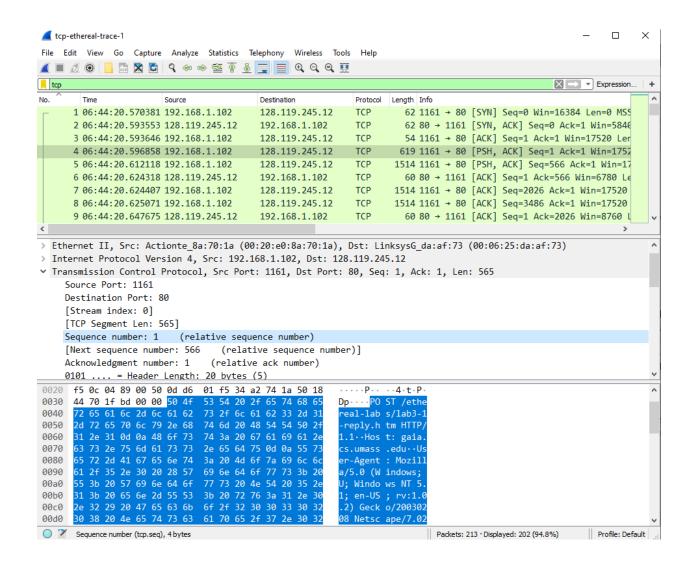


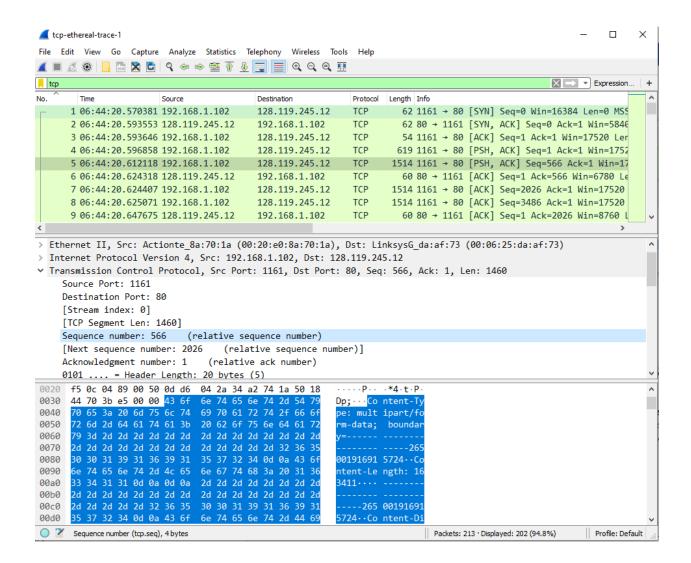
- From the above screenshot, the sequence number of SYNACK segment sent by gaia.cs.umass.edu to the client computer in reply to the SYN is 0. The value of the acknowledgement field in the SYNACK segment is 1 because the value determined by the gaia.cs.umass.edu's server. The server adds 1 to the initial sequence number of the SYN segment from the client computer. When both SYN flag and ACK flag in the segment are set to 1, the segment will be identified as a SYNACK segment.
- 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.

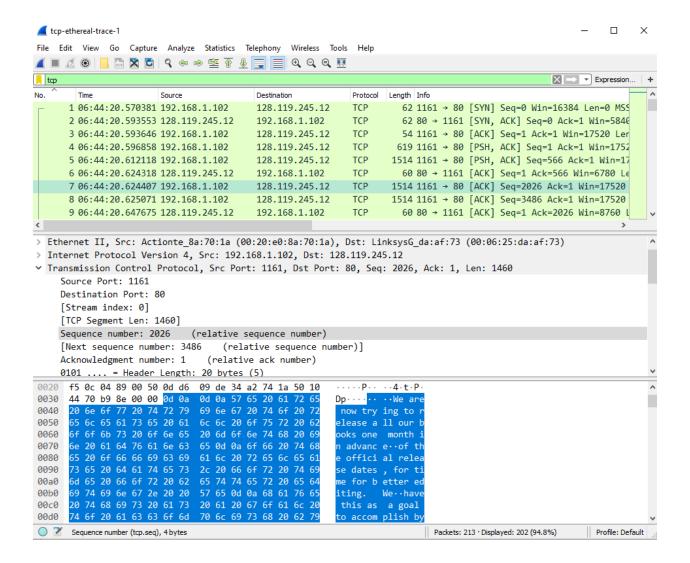


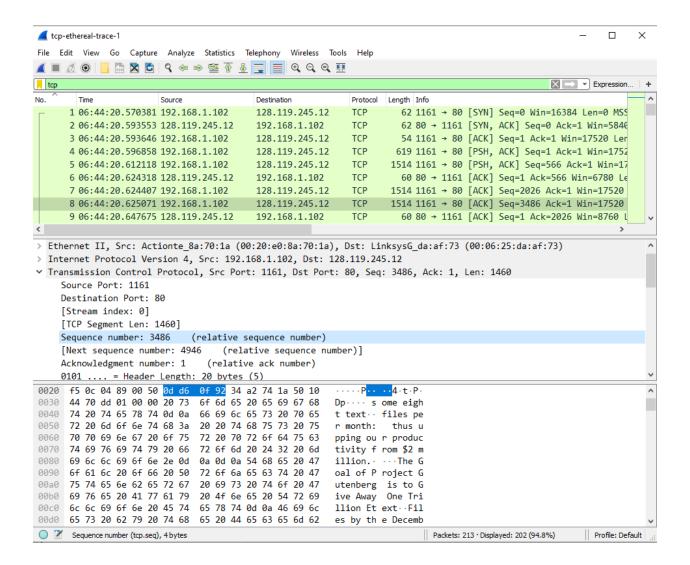
- The sequence number of the TCP segment containing the HTTP POST command is 1.
- 7. Consider the TCP segment containing the HTTP POST as the first segment in the TCP connection. What are the sequence numbers of the first six segments in the TCP connection (including the segment containing the HTTP POST)? 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 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.

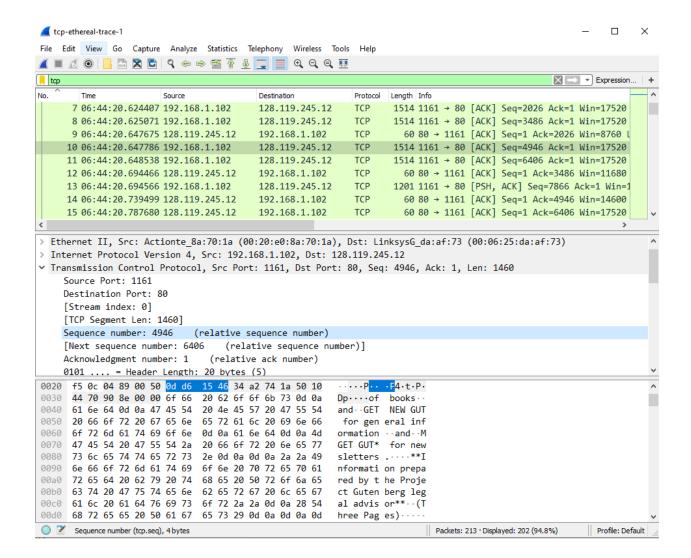
Note: Wireshark has a nice feature that allows you to plot the RTT for each of the TCP segments sent. Select a TCP segment in the "listing of captured packets" window that is being sent from the client to the gaia.cs.umass.edu server. Then select: Statistics->TCP Stream Graph->Round Trip Time Graph.

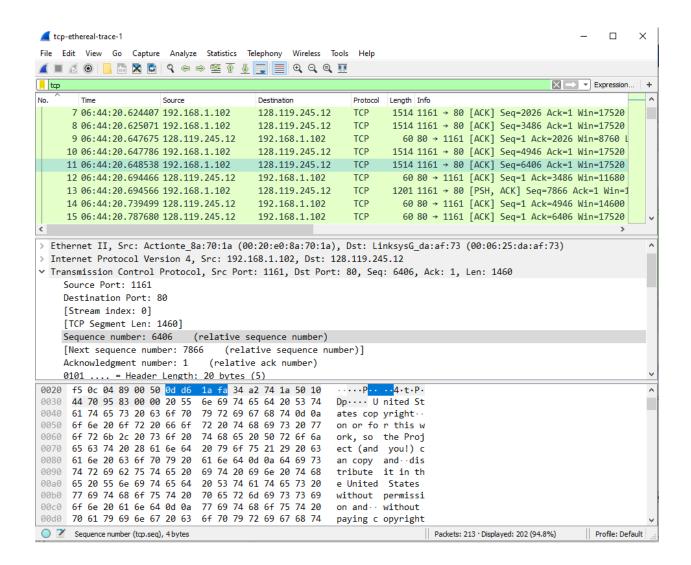




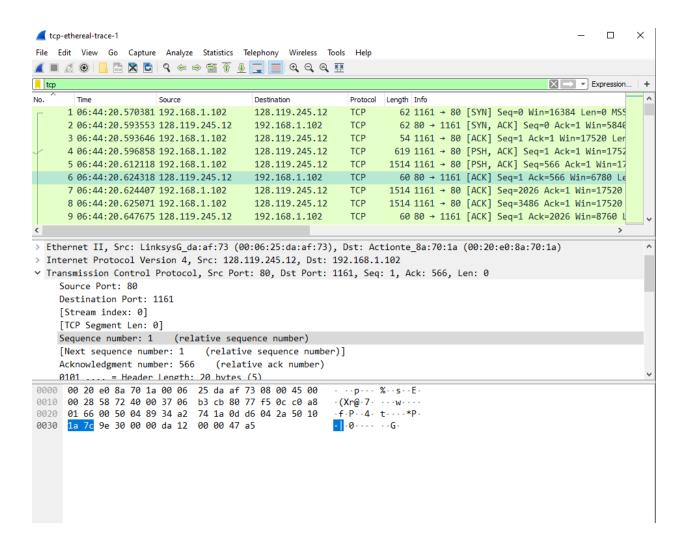


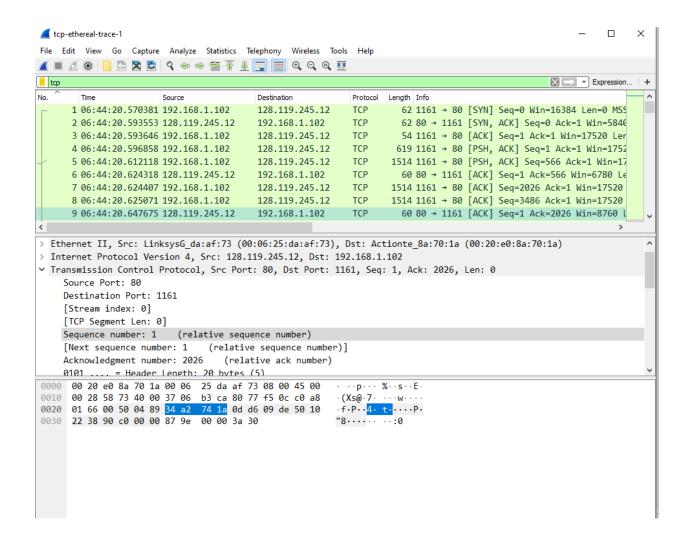


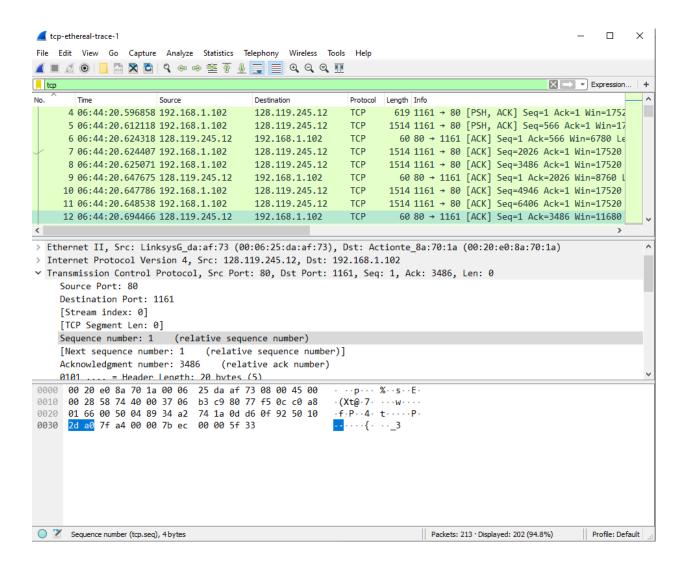


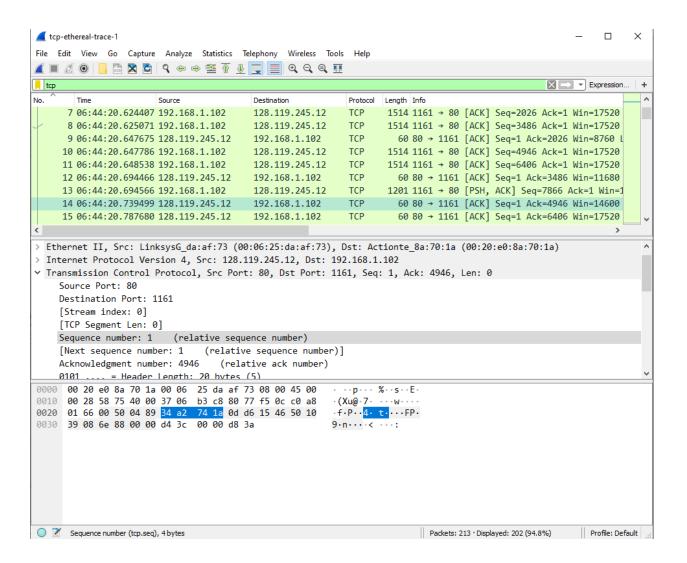


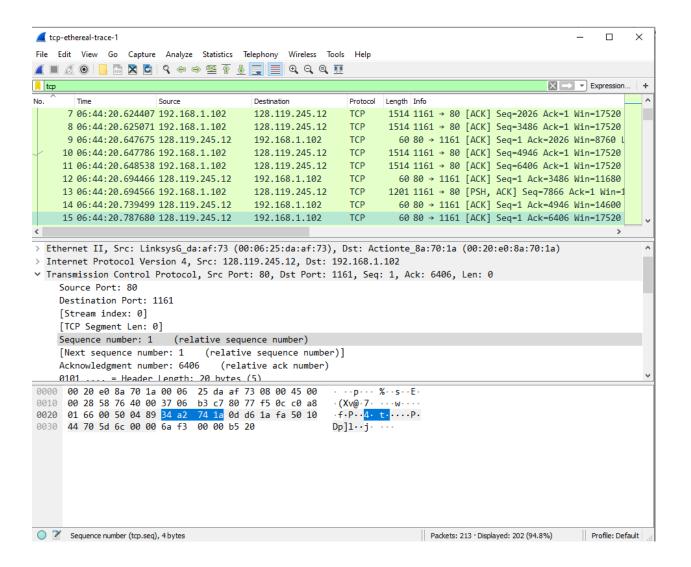
The sequence numbers of the first six segments in the TCP connection are 1, 566, 2026, 3486, 4946, and 6406. The sent times for each segment are 6:44:20.596858, 6:44:20.612118, 6:44:20.624407, 6:44:20.625071, 6:44:20.647786, and 6:44:20.648538.

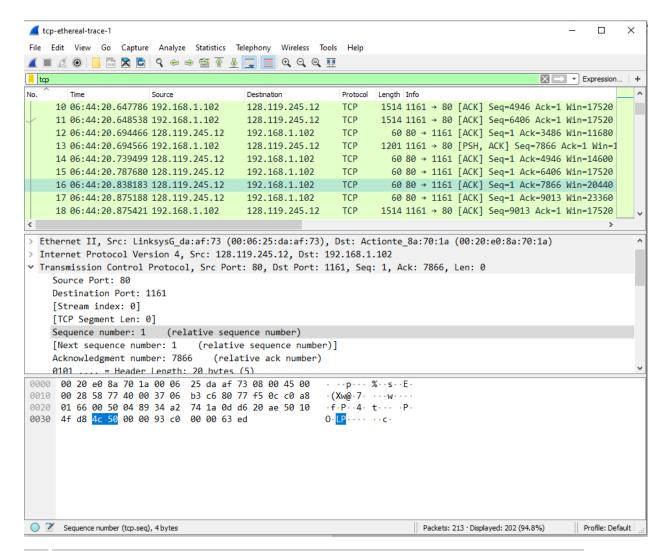












- The received times of each segment for ACK are 6:44:20.624318, 6:44:20.647675, 6:44:20.694466, 6:44:20.739499, 6:44:20.787680, and 6:44:20.838183
- The RTT values for each of the six segments are 0.02746, 0.035557, 0.070059, 0.114428, 0.139894, and 0.189645.
- EstimatedRTT = 0.875 \* EstimatedRTT + 0.125 \* SampleRTT

EstimatedRTT after the received the ACK of segment 1: EstimatedRTT = RTT for Segment 1 = 0.02746

EstimatedRTT after the received the ACK of segment 2: EstimatedRTT = (0.875 \* 0.02746) + (0.125 \* 0.035557) = 0.028472125

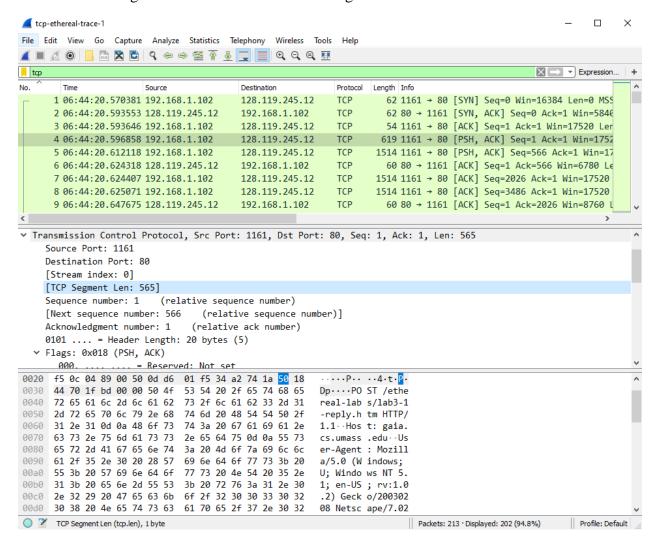
EstimatedRTT after the received the ACK of segment 3: EstimatedRTT = (0.875 \* 0.028472125) + (0.125 \* 0.070059) = 0.0367048437

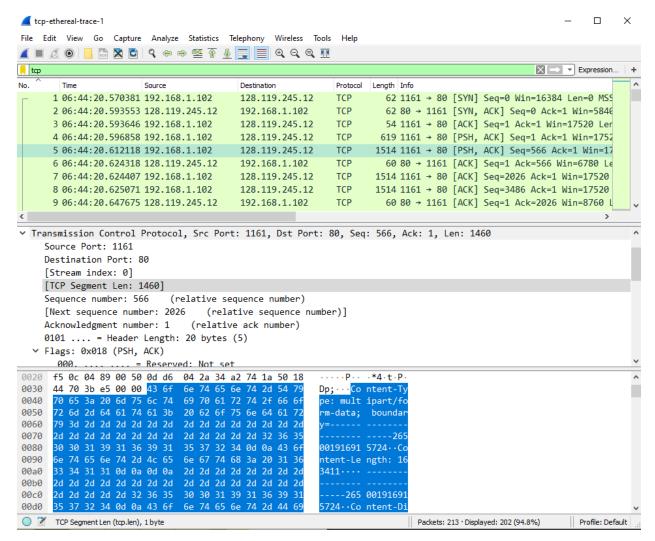
EstimatedRTT after the received the ACK of segment 4: EstimatedRTT = (0.875 \* 0.0367048437) + (0.125 \* 0.114428) = 0.04376517382

EstimatedRTT after the received the ACK of segment 5: EstimatedRTT = (0.875 \* 0.04376517382) + (0.125 \* 0.139894) = 0.05578127709

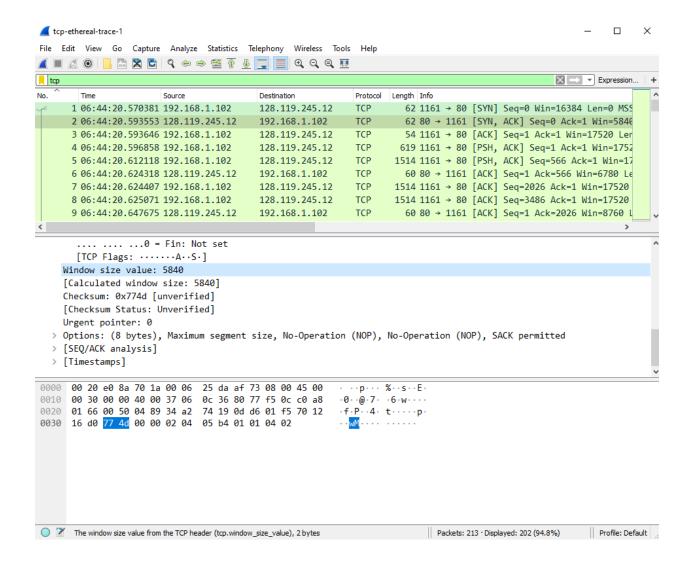
EstimatedRTT after the receipt of the ACK of segment 6: EstimatedRTT = (0.875 \* 0.05578127709) + (0.125 \* 0.189645) = 0.07251424246

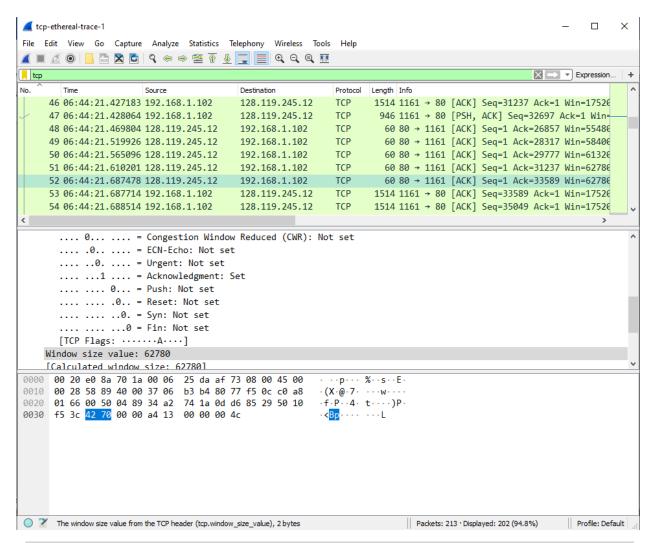
8. What is the length of each of the first six TCP segments?<sup>3</sup>



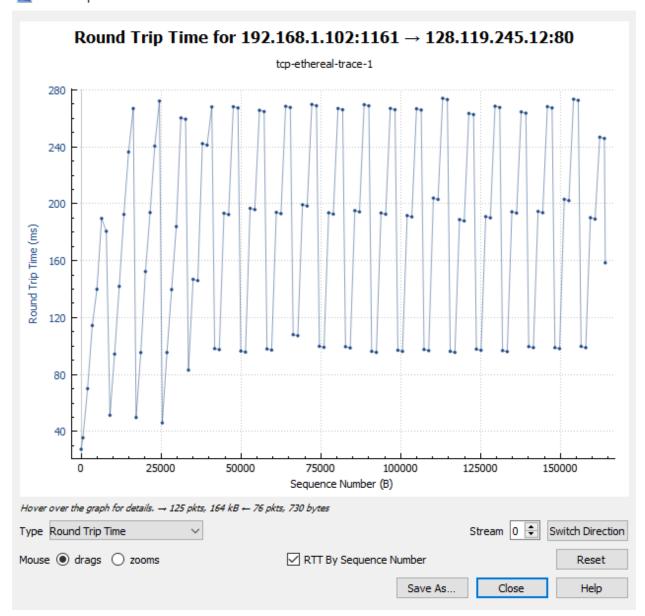


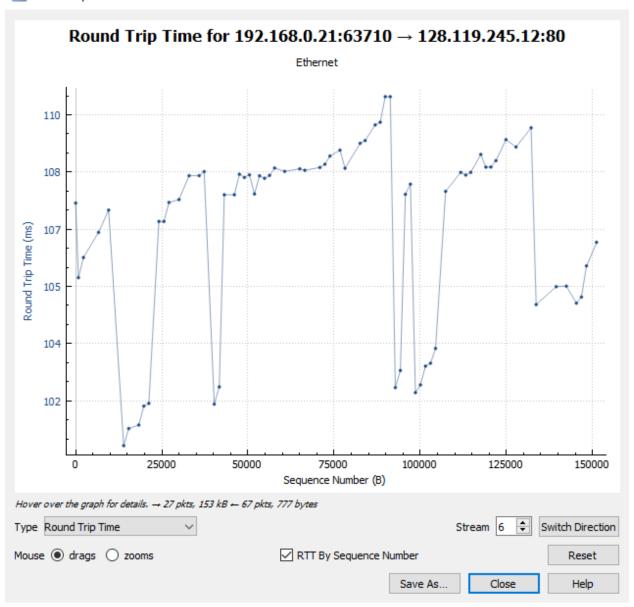
- The length of first of the six segment (HTTP POST) is only 565 byte and the rest of segments are 1460 bytes
- 9. What is the minimum amount of available buffer space advertised at the received for the entire trace? Does the lack of receiver buffer space ever throttle the sender?

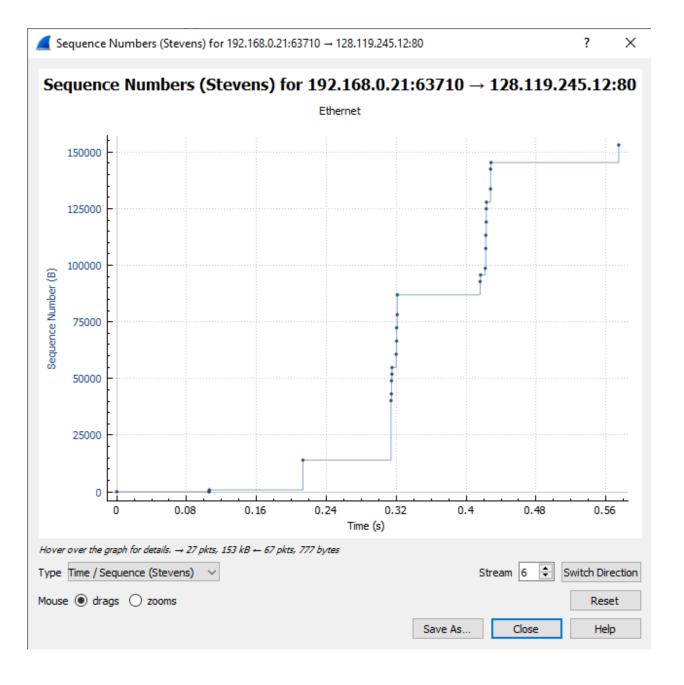


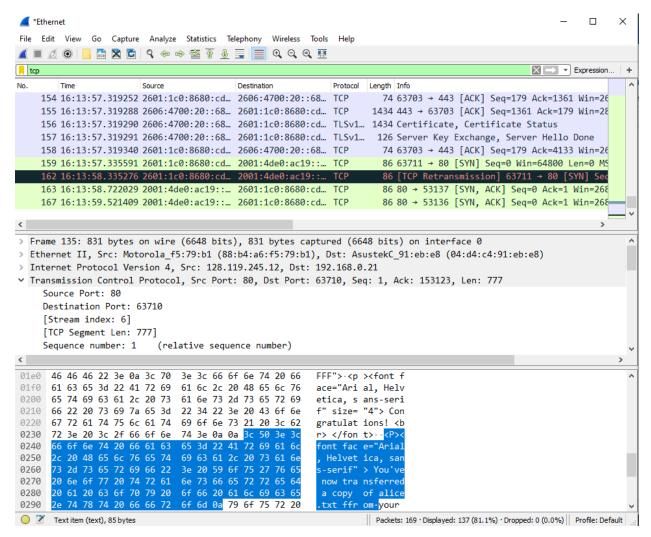


- The minimum amount of available buffer space advertised at the received for the entire trace is 5840 bytes as first acknowledgement from the server. The receiver window size gradually increased until the buffer size 62780 bytes. Therefore, the sender can't be throttled because of the lack of receiver buffer space.
- 10. Are there any retransmitted segments in the trace file? What did you check for (in the trace) in order to answer this question?





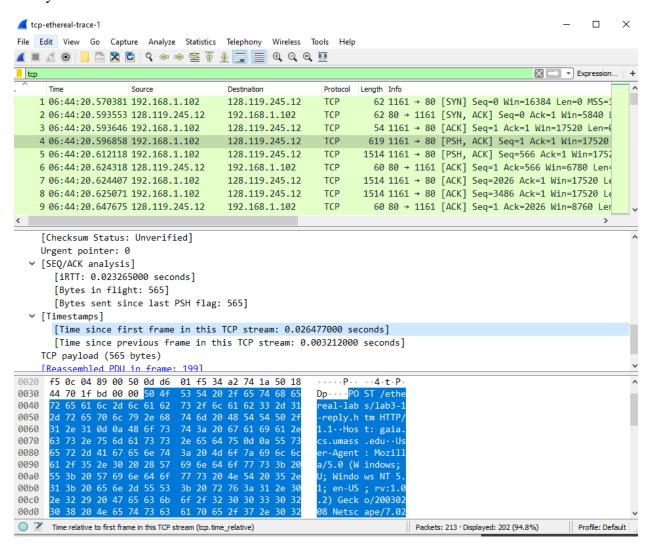


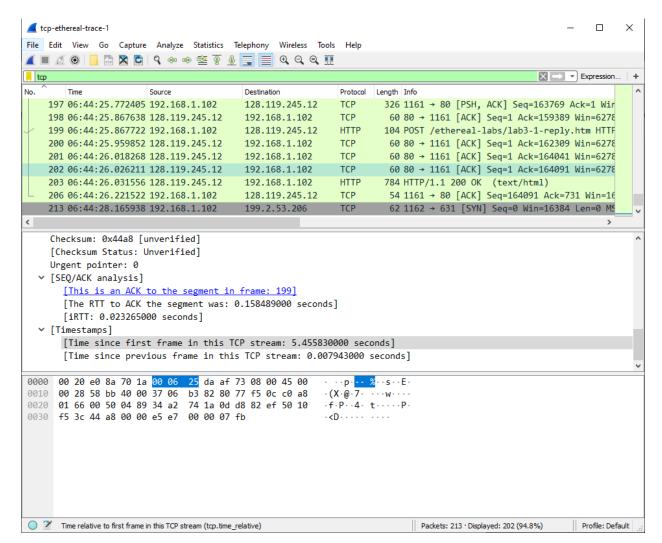


- There is no retransmitted segment in the trace file (tcp-ethereal-trace-1), but my computer ethernet's trace file has one retransmitted segment. I checked the packet list information for retransmitted segment.
- 11. How much data does the receiver typically acknowledge in an ACK? Can you identify cases where the receiver is ACKing every other received segment (see Table 3.2 on page 250 in the text).

	ACK sequence number	ACKed data
ACK 1	566	566
ACK 2	2026	1460
ACK 3	3486	1460
ACK 4	4946	1460
ACK 5	6406	1460
ACK 6	7866	1460
ACK 7	9013	1147
ACK 8	10473	1460
ACK 9	11933	1460

- Typically, the data increased by 1460 each time except for the ACK 7. Therefore, it indicates that the receiver is ACKing 1460 bytes each time.
- 12. What is the throughput (bytes transferred per unit time) for the TCP connection? Explain how you calculated this value.





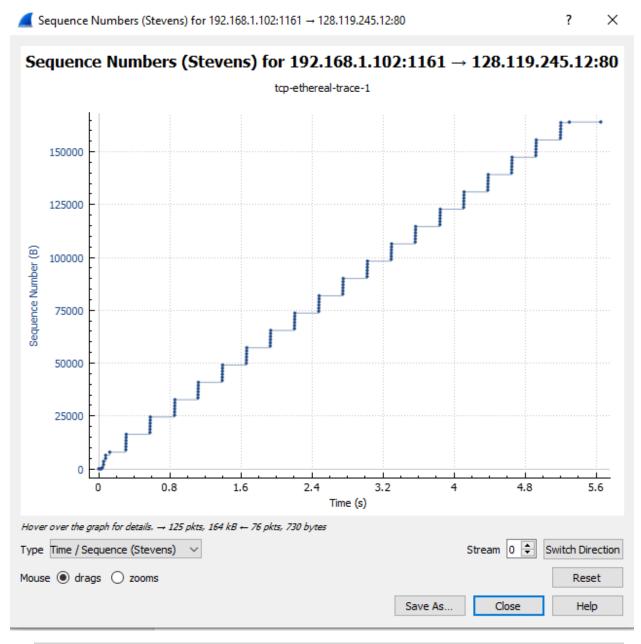
- To compute the throughput for the TCP connection, I need to calculate the amount of data transmitted and then divide it by time incurred. At this trace (tcp-ethereal-trace-1), the amount of data transmitted can be calculated by deducting the sequence number of first TCP segment (No.4) to the ACK sequence number of the last TCP segment (No.202) => 164091 - 1 = 164090 bytes. The incurred time can be calculated by deducting the time instant of the first TCP segment (0.026477) to the time instant of the last TCP segment (5.45583). Therefore, the incurred time for transmission is 5.45583 - 0.026477 = 5.429353

Then, 164090 / 5.429353 = about 30222.754 Byte/sec

## TCP congestion control in action

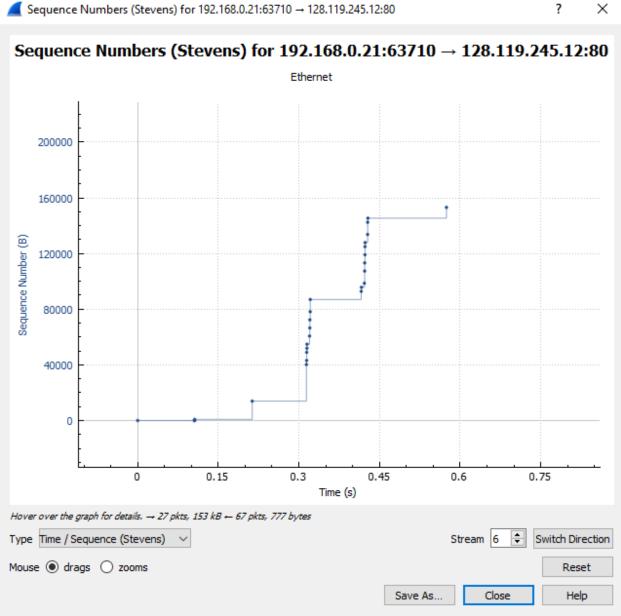
13. Use the Time-Sequence-Graph(Stevens) plotting tool to view the sequence number versus time plot of segments being sent from the client to the gaia.cs.umass.edu server. Can you identify where TCP's slowstart phase begins and ends, and where congestion avoidance takes over?

Comment on ways in which the measured data differs from the idealized behavior of TCP that we've studied in the text.



- From the plot, I can see the first 0.2 seconds have slow-start. After 0.2 seconds, the TCP is being stable and congestion avoidance state. The measured data is differed by using a fraction of the window size instead of the idealized 1/3 to a half.

14. Answer Question 13 for the trace that you captured when you transferred a file from your own computer to gaia.cs.umass.edu



From the plot by my computer ethernet, I can see the first 0.2 seconds have slow-start. After 0.2 seconds, the TCP is being stable and congestion avoidance state. In contrast to the tcp-ethereal-trace-1 trace file, my computer trace shows that the measured data is differed by using bigger fraction than tcp-ethereal-trace-1 file's fraction and close to idealized window size.