Step 1. Capture a trace

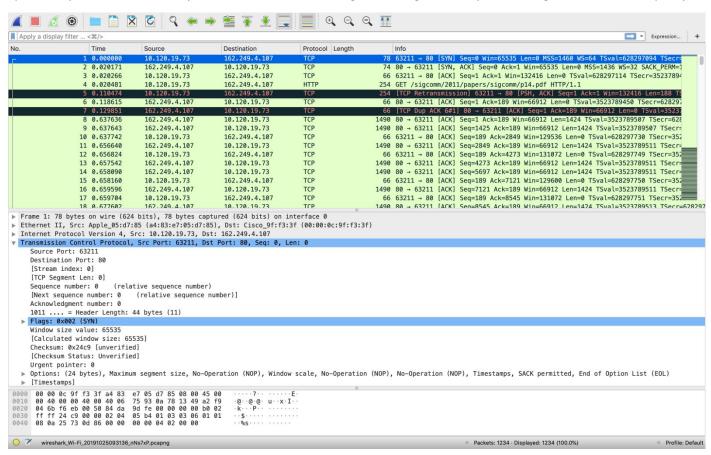
- 1) Find a URL, I am using this one, http://conferences.sigcomm.org/sigcomm/2011/papers/sigcomm/p14.pdf, Which size is about 900KB.
- 2) Fetch the URL with wget command.

```
→ ~ wget http://conferences.sigcomm.org/sigcomm/2011/papers/sigcomm/p14.pdf
--2019-10-25 09:30:22-- http://conferences.sigcomm.org/sigcomm/2011/papers/sigcomm/p14.pdf
Resolving conferences.sigcomm.org (conferences.sigcomm.org)... 162.249.4.107
Connecting to conferences.sigcomm.org (conferences.sigcomm.org)|162.249.4.107|:80... connected.
HTTP request sent, awaiting response... 200 OK
Length: 964684 (942K) [application/pdf]
Saving to: 'p14.pdf'

p14.pdf 100%[=============] 942.07K 1.36MB/s in 0.7s

2019-10-25 09:30:24 (1.36 MB/s) - 'p14.pdf' saved [964684/964684]
```

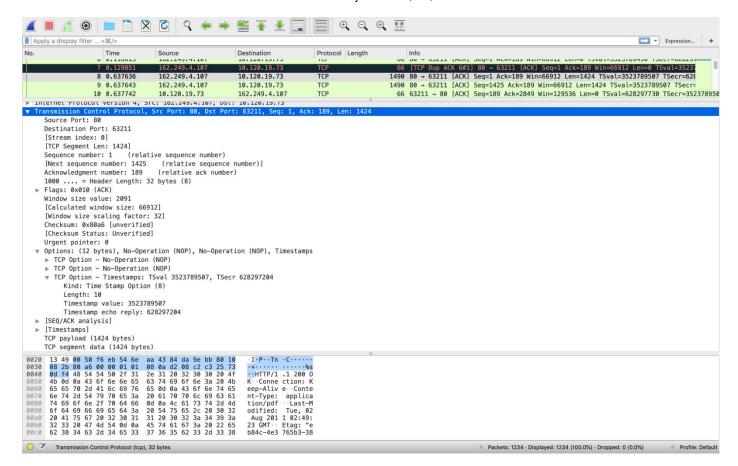
3) Set up the filter to be 'tcp and host conferences.sigcomm.org', then repeat the wget command in 2) step.



Step 2 & 3. Inspect the Trace and TCP Segment Structure

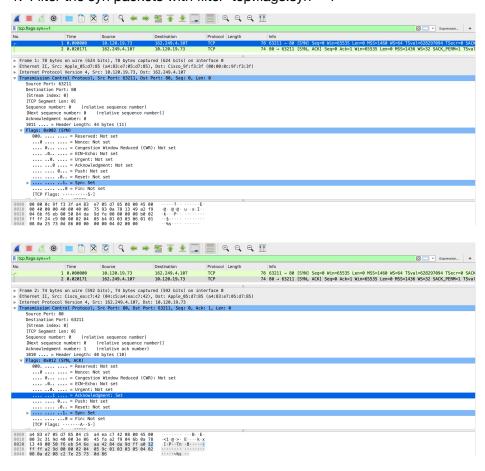
Expand a segment of trace, I find out the detailed structure of a tcp header, it looks like this:

Source	Dest	Sequence	Ack	Heade Length	Window	Check	Urgent	options	payloads
port	Port	Number	Number	+ Flags	size	sum	pointer		
2 bytes	2 bytes	4 bytes	4 bytes	2 bytes	2 bytes	2 bytes	2 bytes	12 bytes	1424 bytes

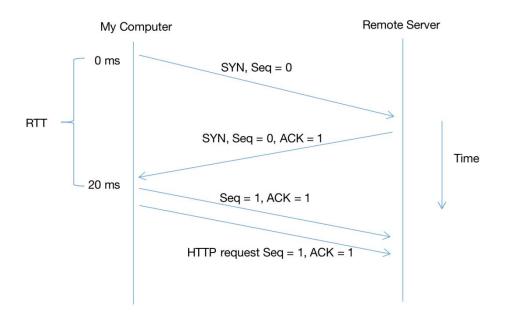


Step 4. TCP Connection Setup and Teardown

1. Filter the syn packets with filter 'tcp.flags.syn==1'



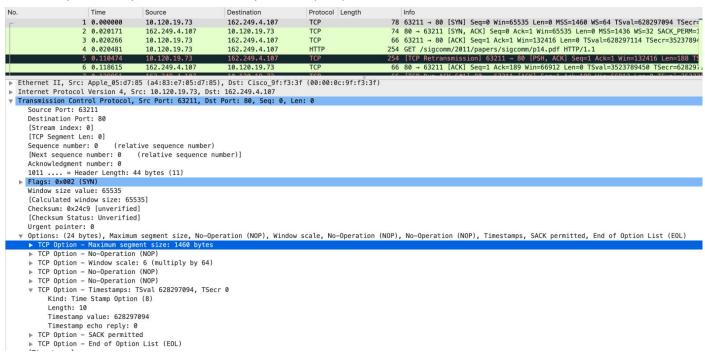
2. Draw a time sequence diagram for the three-way handshake.



Step 5. Connection Options

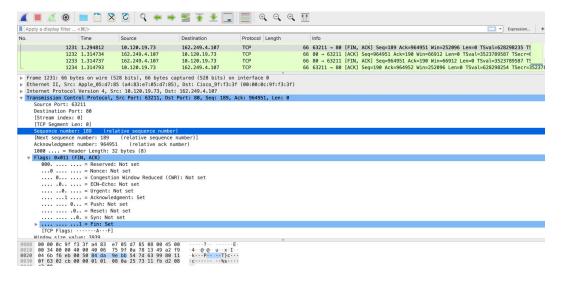
1. What TCP Options are carried on the SYN packets for your trace?

The tcp options are Maximum segment size, No-Operation(NOP), Window scale, No-Operation(NOP), Timestamps, SACK permitted, End of Option List(EOL).

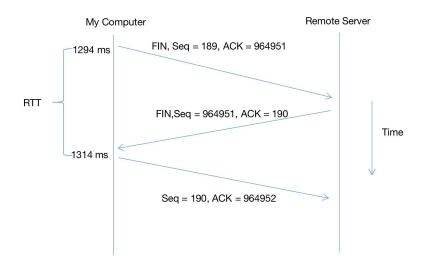


Step 6. FIN/RST Tear down

1. Check the FIN packets

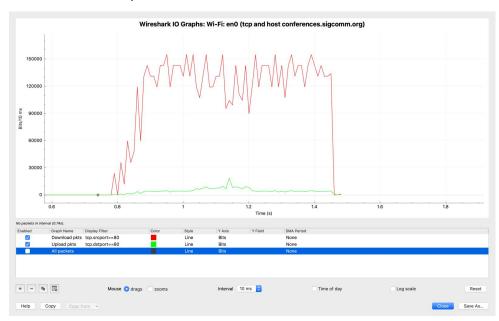


2. Draw a diagram for the tear down.



Step 7. TCP Data Transfer

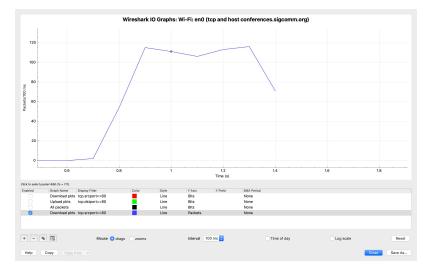
1. TCP Stream Graph.

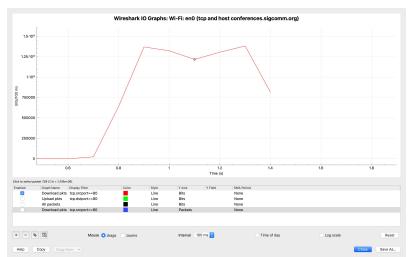


- 2. Answer the following questions to show your understanding of the data transfer:
- 1) What is the rough data rate in the download direction in packets/second and bits/second once the TCP connection is running well?

Download rate in packets/s is around 100 (pkts/100ms) * 10 = 1000 pkts.

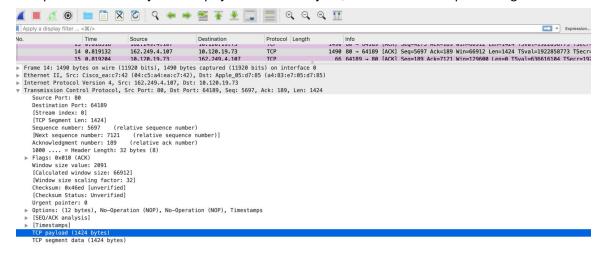
in bits/s is around 1.25 * 10^6 (bits/100ms) * $10 = 12.5 * 10^6$ bits





2) What percentage of this download rate is content?

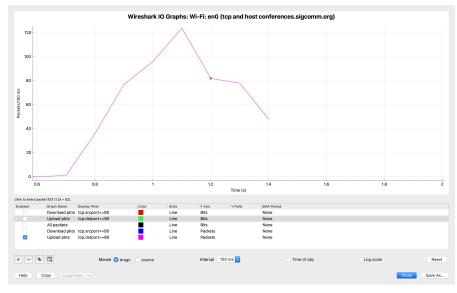
The packet is 1490 bytes and payload is 1424 bytes, thus the content percentage is 1424 / 1490 = 95%.

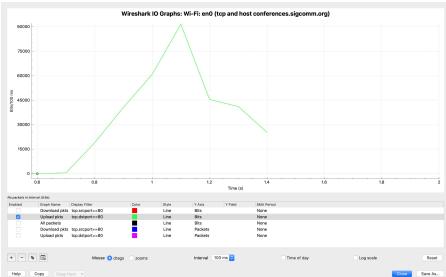


3) What is the rough data rate in the upload direction in packets/second and bits/second due to the ACK packets?

Download rate in packets/s is around 85 (pkts/100ms) * 10 = 850 pkts.

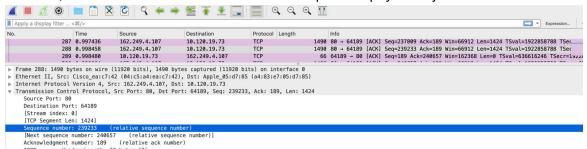
in bits/s is around $0.06 * 10^6$ (bits/100ms) * $10 = 0.6 * 10^6$ bits





4) If the most recently received TCP segment from the server has a sequence number of X, then what ACK number does the next transmitted TCP segment carry?

As is shown below, the segment from the server has seq num 239233, and the next transmitted segment has an ACK of 240657, we could see that 240657 - 239233 = 1424, which is the payload bytes number. Thus if the seq num is X, then the next transmitted ACK will be X plus the payload bytes.



Lab 4 - Yuanjie Yue 10/30/2019

