



SHARKFEST '14  
WIRESHARK DEVELOPER AND USER CONFERENCE  
JUNE 16-20 2014 · DOMINICAN UNIVERSITY

# Session B1: The Art of Packet Analysis

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# Information

YouTube Channel with older sessions etc.

[www.youtube.com/hansangb](http://www.youtube.com/hansangb)

Epoch timestamp: -122283078

Timestamp in milliseconds: -122283078000

Human time (GMT): Tue Feb 15 1966 16:28:42 GMT

Human time (your time zone): 2/15/1966 11:28:42 AM

NET/NET = I'm older than epoch, the beginning of time

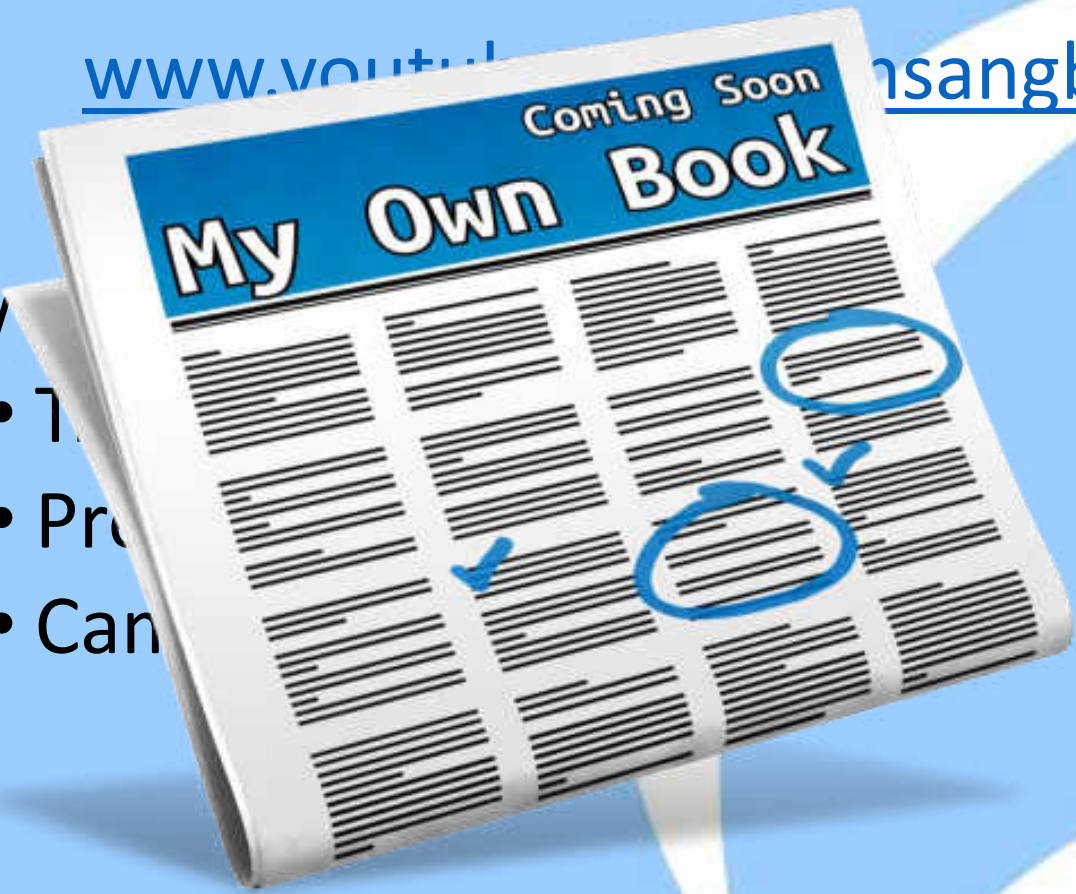
Q4 2014  
Information

(pester me - \*PLEASE\*)  
YouTube Channel with older sessions etc.

[www.youtube.com/pesterme](http://www.youtube.com/pesterme)

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# TCP – What does it mean?

- Reliable – but why?
- Connection oriented – very polite protocol
- Flow Control – built-in traffic report
- Stream oriented – I don't need no stinkin' packets!
- Sequence numbers – fundamental building block



# Troubleshooting TCP Nagle/Delayed Ack

- TCP is great for a lot of things, but real-time transactions that require small packets is not one of them.
- Nagle's motivation was to maximize the ratio of packets to data/content.
- Delayed-Ack can help in avoiding some "silly window" scenarios.
- Nagle has its place and need. Delayed-Ack has its place and need.
- However, Nagle + Delayed-ack = Bad news (sometimes). If you are a financial organization, be on the lookout!

# Troubleshooting TCP Nagle/Delayed Ack

## Nagle rules:

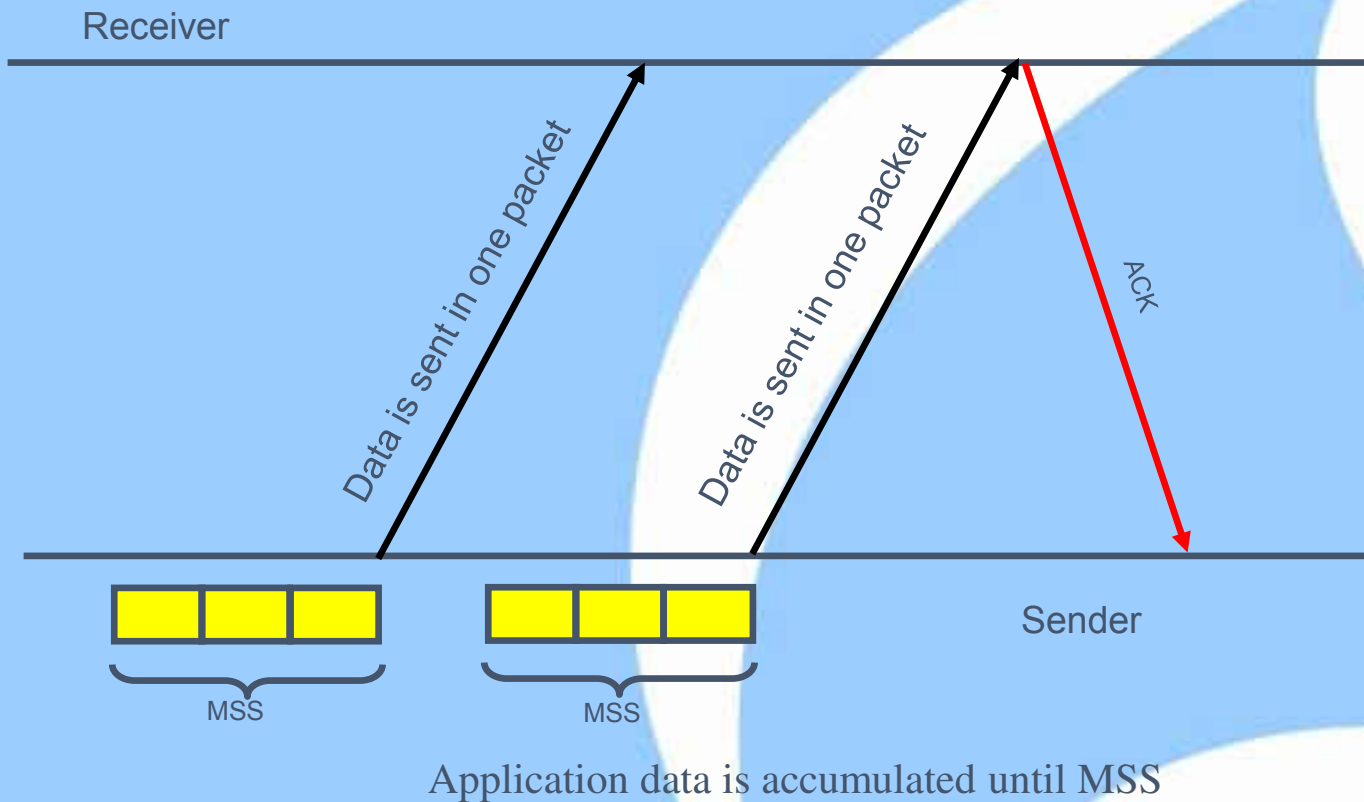
1. If there are unacknowledged in-flight data, new data is buffered
2. If the data to be sent is  $< \text{MSS}$ , it is buffered until MSS
3. RFC896 (Congestion control in IP/TCP internetworks )

## When to send data:

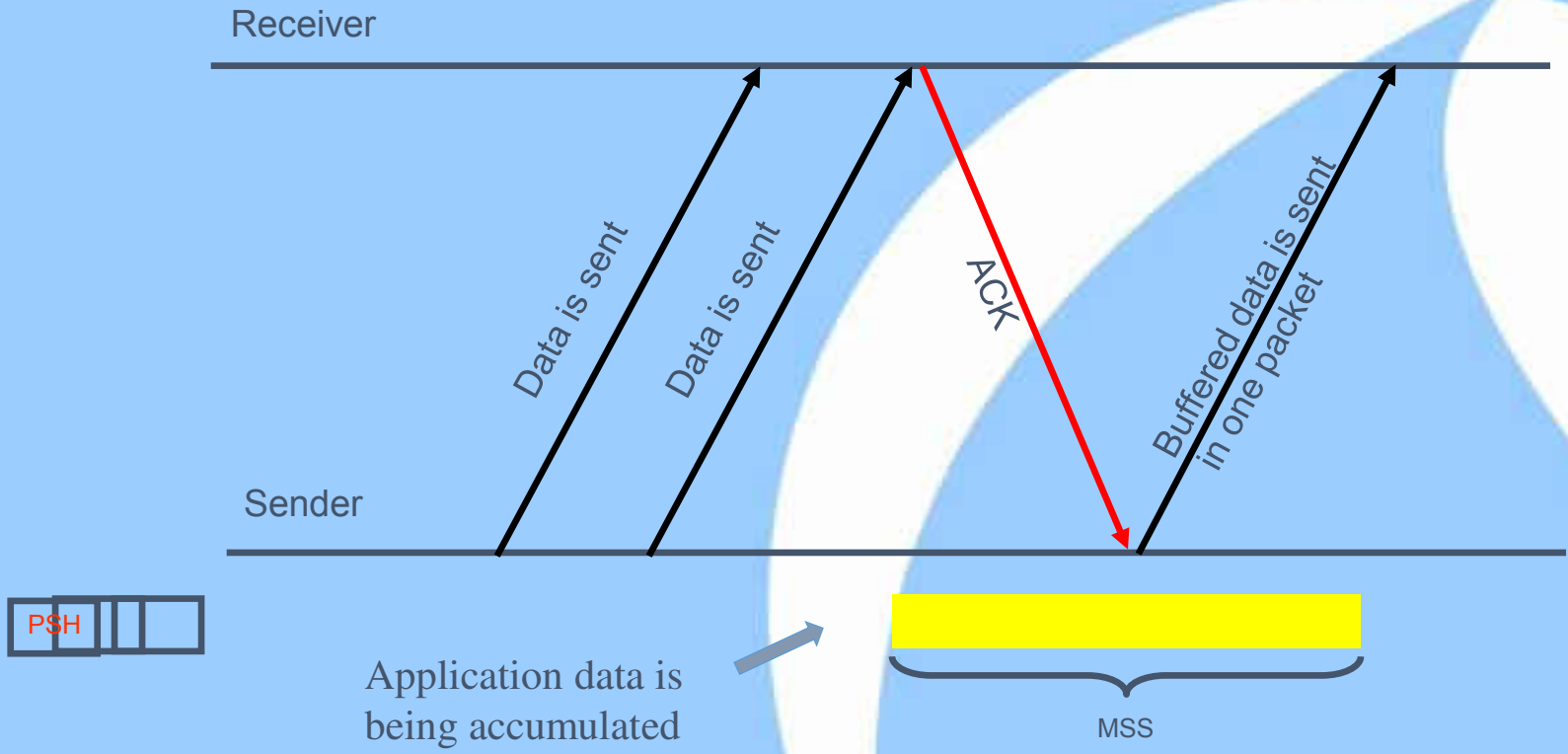
1. Immediately if a full MSS size packet can be sent (at least MSS data is accumulated)
2. All previously sent data has been acknowledged AND PSH flag is set
3. PSH flag is set AND the override timeout (0.1 ... 1s) expired

RFC1122 (Requirements for Internet Hosts – Communication Layers)

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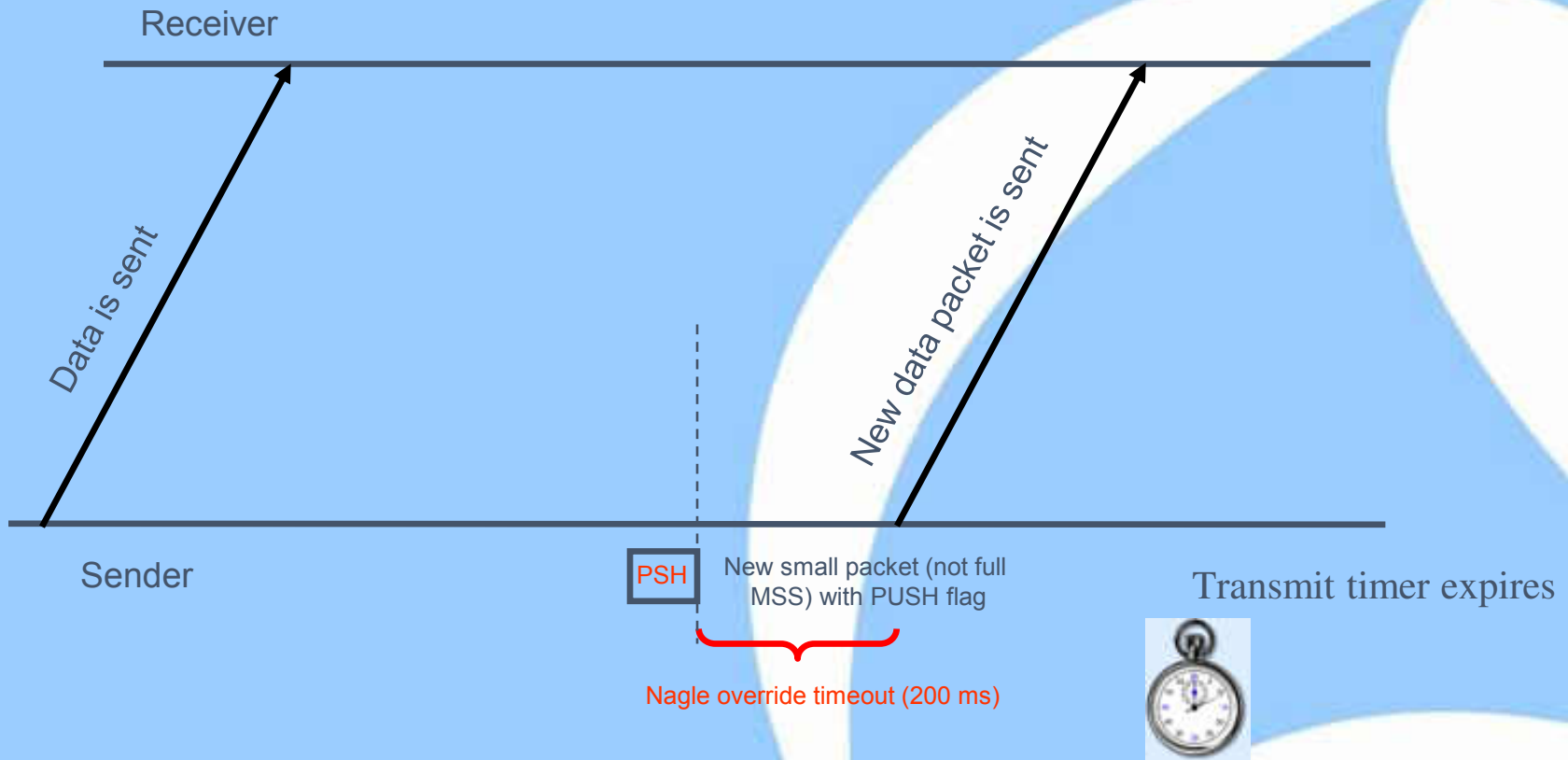


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