

Case studies

Sake Blok sake.blok@SYN-bit.nl

\$ whoami

- Relational therapist for computer systems
 - Solve {application,network,performance}-issues by looking at the communication between systems
- Member Wireshark core-team since 2007
- •Started SYN-bit in 2010
 - Application and Network troubleshooting
 - Protocol and packet analysis
 - Training (Wireshark, TCP, TLS)
- Wireshark Certified Analyst (WCA) #1





Some stories from real cases

Cases

- 1: Can't reach a certain site over a proxy (ask.wireshark.org)
- 2: Long live (video) streams get interrupted
- 3: Retransmission on a local area without errors
- 4: Hotel WiFi at Sharkfest '25 US
- How to optimize Wireshark for specific tasks
- What information to look for as "proof"





Case 01: Question on TCP/RST

- Question about "RST: present, Fin: Absent..."
 - Actually comes from tcp.completeness
- But (why) is the session reset by the proxy?

No.	7	Time	Source	Destination	Protocol	Length	Info
Г	1 (0.000000	10.33.192.95	172.16.223.11	TCP	74	42450 → 8080 [SYN] Seq=0 Win=29200 Len=0 MSS=1460 SACK_PERM TSval=7
	2 (0.004341	172.16.223.11	10.33.192.95	TCP	74	8080 → 42450 [SYN, ACK] Seq=0 Ack=1 Win=65160 Len=0 MSS=1460 SACK_P
	3 (0.004436	10.33.192.95	172.16.223.11	TCP	66	42450 → 8080 [ACK] Seq=1 Ack=1 Win=29312 Len=0 TSval=750112695 TSec
	4 (0.004749	10.33.192.95	172.16.223.11	HTTP	163	CONNECT canara-feedback-api-6aa27f6f44c6.herokuapp.com:443 HTTP/1.1
L	5 (0.005329	172.16.223.11	10.33.192.95	TCP	60	8080 → 42450 [RST] Seq=1 Win=0 Len=0
	6 :	1.032959	10.33.192.95	172.16.223.11	TCP	74	42458 → 8080 [SYN] Seq=0 Win=29200 Len=0 MSS=1460 SACK_PERM TSval=7
_	7 :	1.036347	172.16.223.11	10.33.192.95	TCP	74	8080 → 42458 [SYN, ACK] Seq=0 Ack=1 Win=65160 Len=0 MSS=1460 SACK_PI
	8 :	1.036451	10.33.192.95	172.16.223.11	TCP	66	42458 → 8080 [ACK] Seq=1 Ack=1 Win=29312 Len=0 TSval=750113727 TSec
	9 :	1.036786	10.33.192.95	172.16.223.11	HTTP	163	CONNECT canara-feedback-api-6aa27f6f44c6.herokuapp.com:443 HTTP/1.1
1	10	1.037347	172.16.223.11	10.33.192.95	TCP	60	8080 → 42458 [RST] Seq=1 Win=0 Len=0







Case 01: Resolution & tips

- Firewall has URL filtering enabled and blocked the website
- Add columns of interest, makes life a lot easier
- Timing of packets is important
 - Can things happen at the time they did?
 - Take note of the iRTT and where the capture was taken





Case 02: Broken video streams

- Live streaming of city council hearings
- Streams break
 - Usually in long hearings
 - Mostly at ten to the hour (like ~22:50)
- Cause of issue not clear
 - client blames streaming provider
 - streaming provider blames clients network
 - Suspicion of DNS involvement
- TCP sessions of up to 14 hours long
 - 10-30 GB each! A total of 800 GB was captured
 - 10-100 million packets each





```
[sake@jump:~$ dig A broadcast.
                                           .com @8.8.8.8
                                                                           .com @8.8.8.8
; <<>> DiG 9.18.30-0ubuntu0.20.04.2-Ubuntu <<>> A broadcast.
;; global options: +cmd
;; Got answer:
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 30975
;; flags: qr rd ra; QUERY: 1, ANSWER: 3, AUTHORITY: 0, ADDITIONAL: 1
;; OPT PSEUDOSECTION:
; EDNS: version: 0, flags:; udp: 512
;; QUESTION SECTION:
;broadcast.
                          .com. IN
;; ANSWER SECTION:
broadcast.
                        .com. 21540 IN CNAME wowza-
                                                                .eu-west-1.elb.amazonaws.com.
                .eu-west-1.elb.amazonaws.com. 60 IN A 34.254.59.147
wowza-
                eu-west-1.elb.amazonaws.com. 60 IN A 3.254.33.39
wowza-
;; Query time: 328 msec
;; SERVER: 8.8.8.8#53(8.8.8.8) (UDP)
;; WHEN: Sat Jun 14 20:36:22 CEST 2025
;; MSG SIZE rcvd: 144
|sake@jump:~$
```

```
#!/bin/bash
OLDFILE=/home/sake/.dns-current
LOGFILE=/home/sake/.dns.log
DATETIME=$(date "+%Y%m%d-%H:%M")
OLD=$(cat $OLDFILE)
NEW=$(dig A broadcast.xxx.com +short | grep -v "communications error" | sort | paste -s -d, -)
if [ "$NEW" = "$OLD" ]; then
        echo "$DATETIME : no change" >> $LOGFILE
else
        echo "$DATETIME : $NEW" >> $LOGFILE
        echo $NEW > $OLDFILE
        curl -- request POST \
            --url https://api.pushover.net/1/messages.json \
            --hea<del>der 'Accept: application/json' \</del>
            --header 'Content-Type: application/json' \
            --data "{
              \"token\": \"auyi5.....\",
              \"user\": \"uorg3.....\",
              \"title\": \"DNS changed for broadcast.xxx.com\",
              \"message\": \"New A records: $NEW\n0ld A records: $OLD\",
              \"priority\": 0
```

Time

First packet: 2024-11-22 08:30:32

Last packet: 2024-11-22 16:53:08

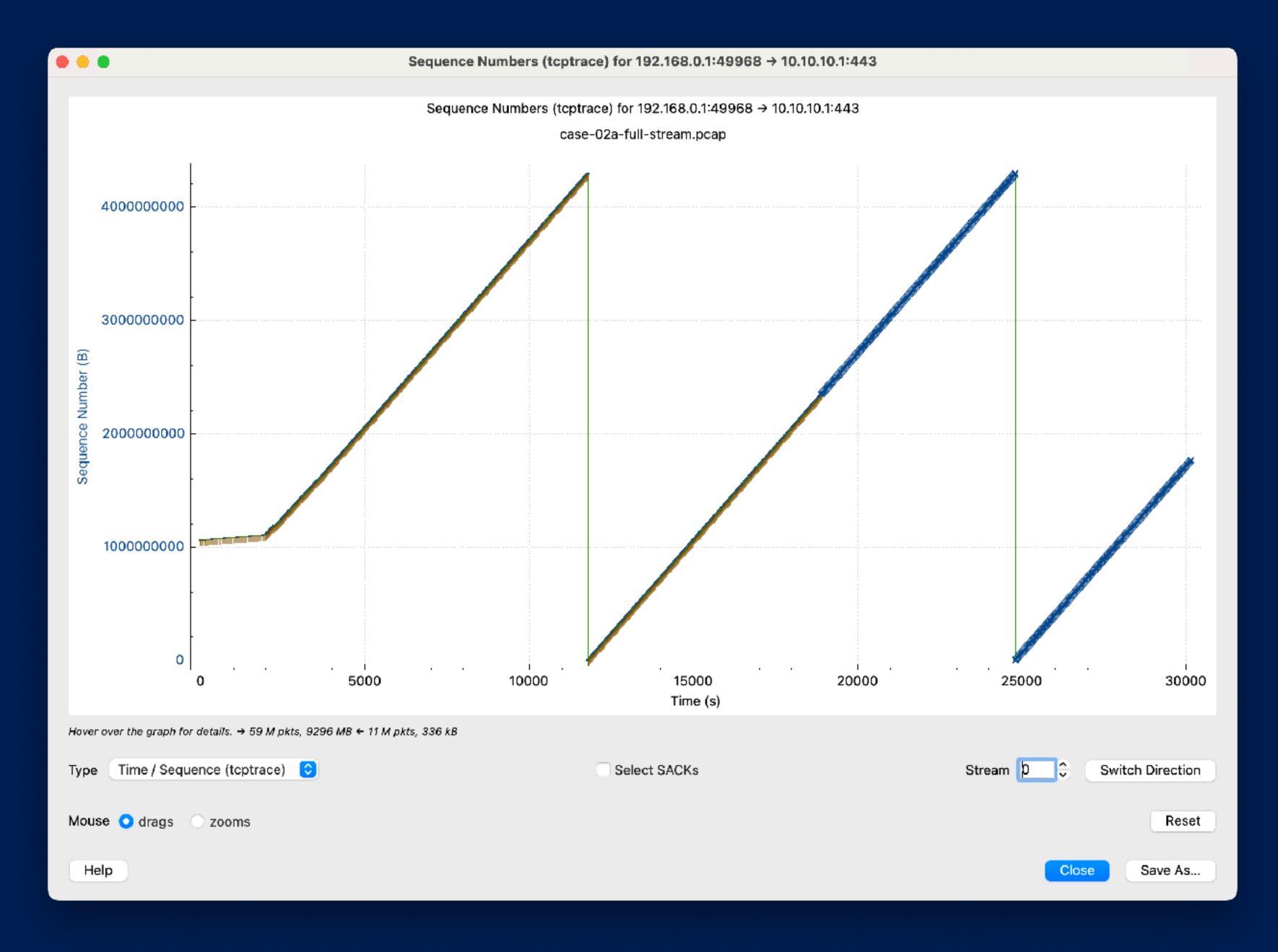
Elapsed: 08:22:36

Statistics

Measurement	Captured
Packets	70616773
Time span, s	30156.019
Average pps	2341.7
Average packet size, B	191
Bytes	13459875259
Average bytes/s	446 k
Average bits/s	3570 k

Packets: 70616773 · Displayed: 2500699 (3.5%) · Load time: 04:31.899

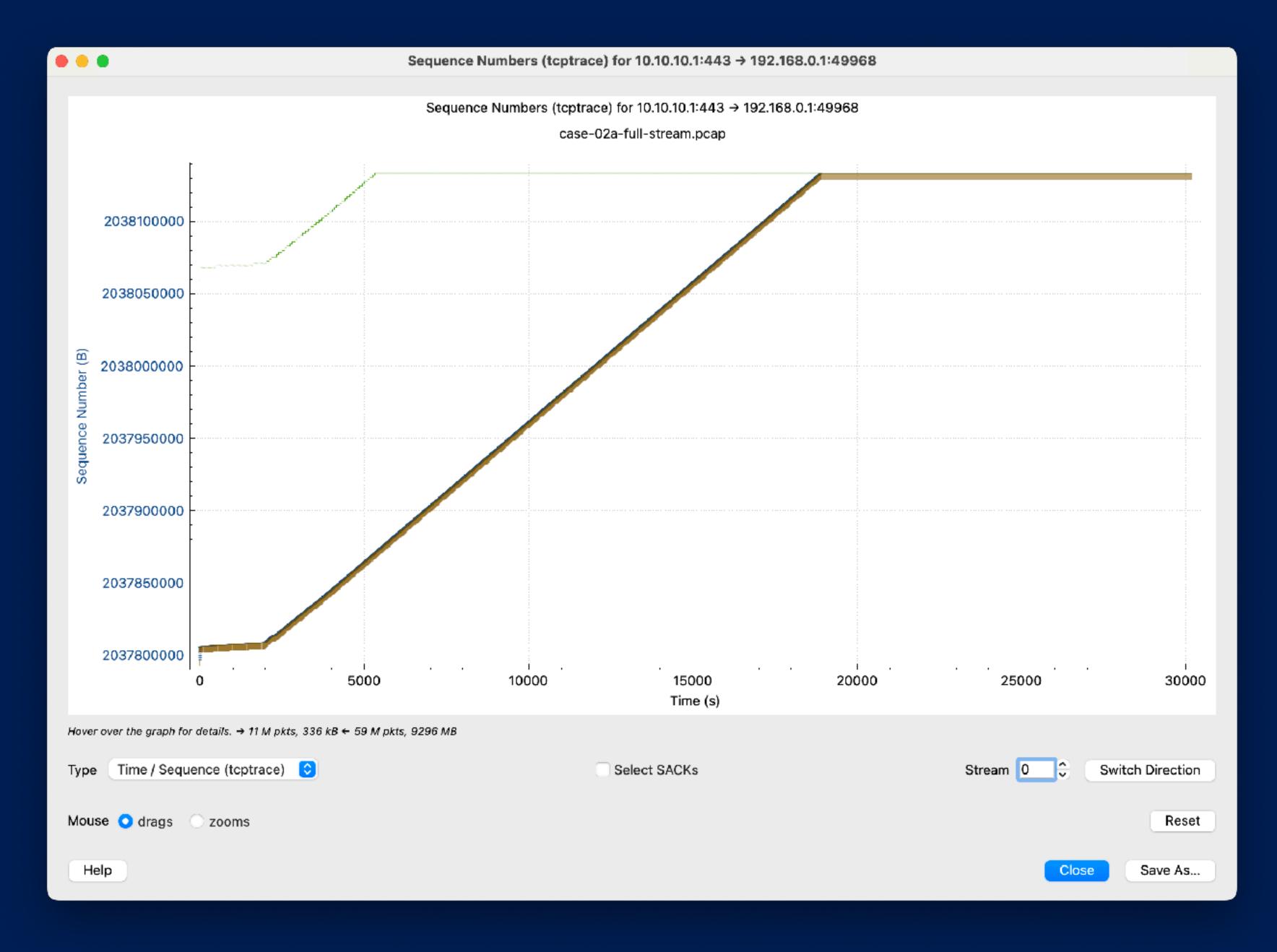


















Real time	Source	Info
09:30:03,999	CwcEncodingManager.log	INFO CWCEncodingManager.WebcastManager - Time: server = 11/22/2024 08:30:04, encoder = 11/22/2024 09:30:00, difference = 00:59:56.6088423 (0.99905801175h)
09:30:10,492	H264EncodingService.log	INFO Cwc.H264EncodingService.Models.Writer - Writer starting C:\Program Files\xxx\CwcEncodingService\archive\xxx_20241122_1-part0.ts
09:30:11,147	H264EncodingService.log	INFO Cwc.H264EncodingService.Models.Writer - Writer starting rtmps://broadcast.xxx.com:443/live/CWCENCODER-xxx/ <uuid></uuid>
09:30:12,182	PCAP	DNS: broadcast.xxx.com => 34.241.39.86, 54.155.185.97
09:30:12,185	PCAP	TCP: SYN 10.x.x.x:57525 -> 34.241.39.86:443, MSS=1460/1460, WS=256/256
09:30:13,259	H264EncodingService.log	INFO Cwc.H264EncodingService.Models.Writer - Starttime 2024-11-22T08:30:12.2880000Z
10:57:06,351	PCAP	Last window-size increase (1020 -> 1026, ie 261120 -> 262656)
10:57:20,912	PCAP	Start final window-size decline to 0 (1026 -> 1025, ie 262656 -> 262400)
15:45:00,000	DNS-check	DNS changed to 52.212.68.153,63.34.179.176



Real time	Source	Info
16:01:57,402	PCAP	Last data from server
16:01:57,419	PCAP	Start zero-window condition in client
18:18:12,486	H264EncodingService.log	WARN Cwc.H264EncodingService.Models.Writer - @Gap 500ms.
18:18:13,126	H264EncodingService.log	INFO Cwc.H264EncodingService.Models.Writer - NewTotalReportedOffset: 1000
22:52:50,136	PCAP	Last ACK from the server
22:52:50,386	PCAP	First retransmissions from the client
22:52:51,134	H264EncodingService.log	WARN Cwc.H264EncodingService.Models.Writer - @Gap 1083ms.
22:52:52,635	H264EncodingService.log	INFO Cwc.H264EncodingService.Models.Writer - NewTotalReportedOffset: 2000
22:52:59,687	PCAP	Last retransmission from the client
22:53:07,640	H264EncodingService.log	WARN Cwc.H264EncodingService.Models.Writer - @Stream interrupted, restarting. Possible causes: bad connection or invalid api key.
22:53:09,287	PCAP	TCP/RST from the client



Case 02: facts so far...

- Analysed 16 full video streams
- Only broken when DNS change during stream
 - But DNS change not always breaks the stream
 - The stream breaks long time after DNS change
- Failing retransmissions -> RST
- Firewall (Fortigate) rules based on FQDN
 - temporarily changing 1 test encoder to "ALL"
 - problem does not occur for that encoder
- Still puzzled by the "ten to the hour" timing
- Is this a BUG or a FEATURE (config issue!)?

DO NOT CEASE TO EXIST BECAUSE THEY ARE IGNORED." **ALDOUS HUXLEY** QUOTESEVERLASTING.COM

https://www.flickr.com/photos/quoteseverlasting/8740641703



Case 02: ... the resolution!

•May-dirty?

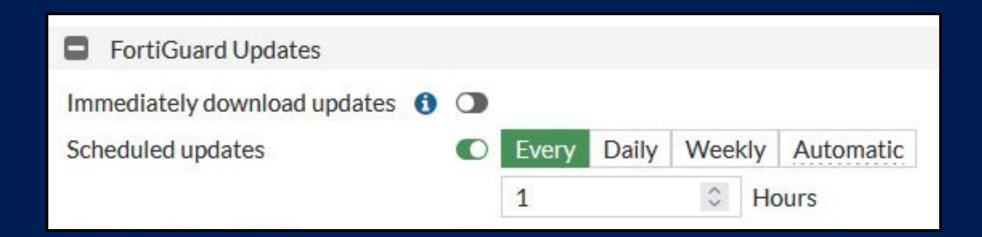
- https://community.fortinet.com/t5/FortiGate/Technical-Tip-Dirty-session/ta-p/197748
- https://community.fortinet.com/t5/FortiGate/Technical-Tip-Explanation-of-the-FQDN-nbsp-default-nbsp-cache/ta-p/213280
- https://community.fortinet.com/t5/FortiGate/Technical-Tip-Information-about-firewall-session-dirty/ta-p/195802

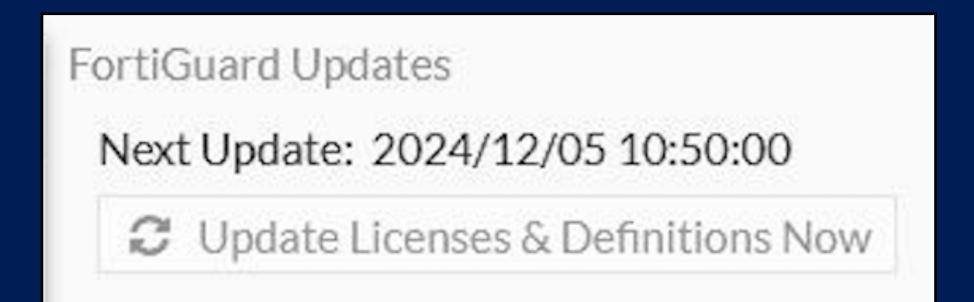
•Feature to re-evaluate the policy rules under certain conditions

- FortiGuard update being one of them
- Configured hourly update interval at...
 - ... "ten to the hour" !!!

So when...

- There was a DNS change during the video stream...
- ... and an update to the FortigGuard files...
- ... the session is marked "dirty" and the policy rule gets re-evaluated...
- ... and because the IP address does not match the ones in DNS...
- ... the packets are dropped, causing retransmissions... and finally a TCP/RST

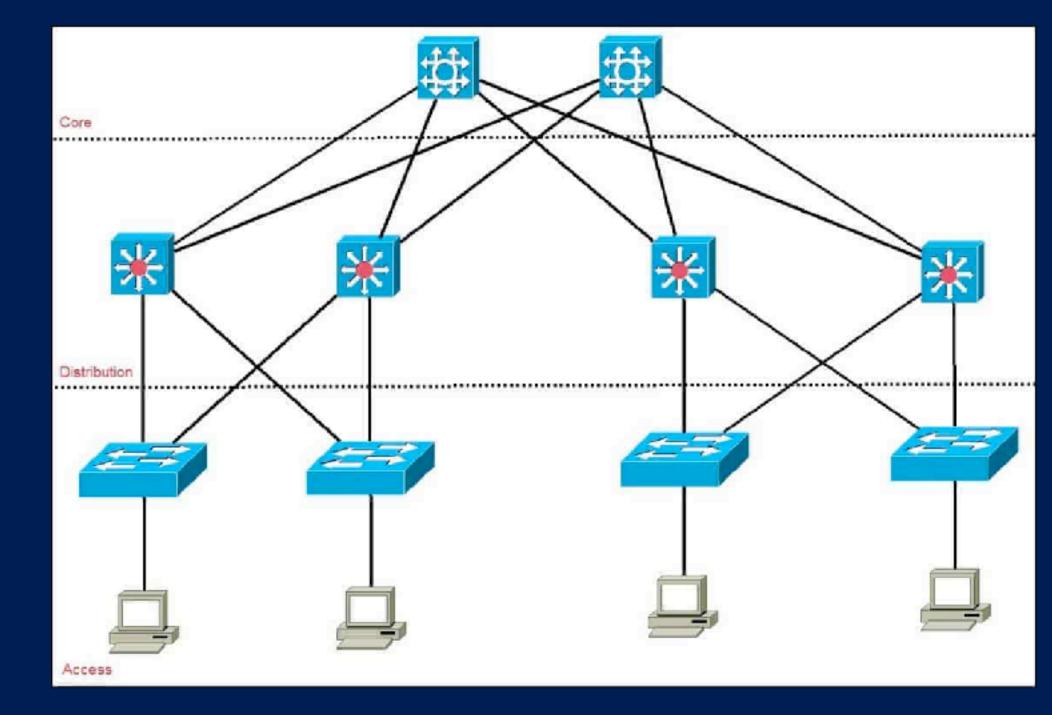






Case 03: TCP retransmissions

- Two servers are connected to different server switches
- The two server switches use the same distribution switch
- The distribution switch is connected to the core switch that provides the routing function in this network
- Many retransmissions are detected on the servers (TCP stats)
 the source of the retransmissions needs to be found





Case 03: Packet Hero Quiz Time

Which of the following statements is true (choose one):

- A. The packet with sequence number 49 (frame 4) was received out of order by host 10.0.0.1
- B. Frame 14 is a retransmission of frames 4, 5, 6, 7, 8 and 11 because these frames were not received by host 10.0.0.1
- C. Frame 4 was dropped by an intermediate network device, therefor frames 5, 6 and 7 generated 3 duplicate ACKs that triggered the fast-retransmission in frame 14
- D. The ICMP redirect in frame 16 was caused by a wrongly configured subnet-mask on host 10.0.0.2







Case 03: True or False

Which of the following statements is true (choose one):

A. The packet with sequence number 49 (frame 4) was received out of order by host 10.0.0.1

B. Trame 14 is a retransmission of frames 4, 5, 6, 7, 8 and 11 because these frames were not received by host 10.0.0.1

Common Co

Diffine ICMP redirect in frame 16 was caused by a wrongly configured subnet-mask on host 10.0.0.2



Case 03: Resolution & tips

- Static (host) routes on all systems, even though in the same subnet
 - Lazy standardised deployment scenario
- Each second, 1 ICMP redirect message
 - packet is routed over the CPU to generate the ICMP message
 - Process switched packets are slower (1 ms!)
- Use the right columns
- Use (temporary) coloring
- ICMP is your friend
- Using the ip.id field in troubleshooting can help
 - But beware of the different ip.id numbering strategies







Still questions? sake.blok@SYN-bit.nl



