CSCI 460
Networks and Communications

Network Layer

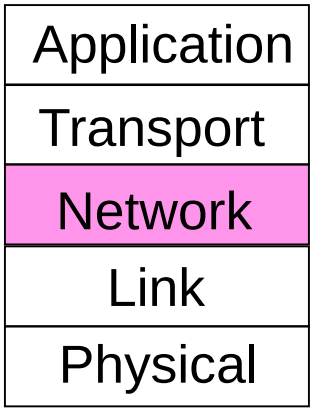
Humayun Kabir
Professor, CS, Vancouver Island University, BC, Canada

Outline

- Store and Forward Packet (Datagram) Switching
- Routers
- Routing Algorithms
  - Shortest Path Routing
  - Distance Vector Routing
  - Link State Routing
- Internet Protocol (IP)
  - IP Packet
  - IP Address, Subnet, and CIDR
  - Network Address Translation (NAT)
  - Internet Control Message Protocol (ICMP)
  - Address Resolution Protocol (ARP)
  - Dynamic Host Configuration Protocol (DHCP)

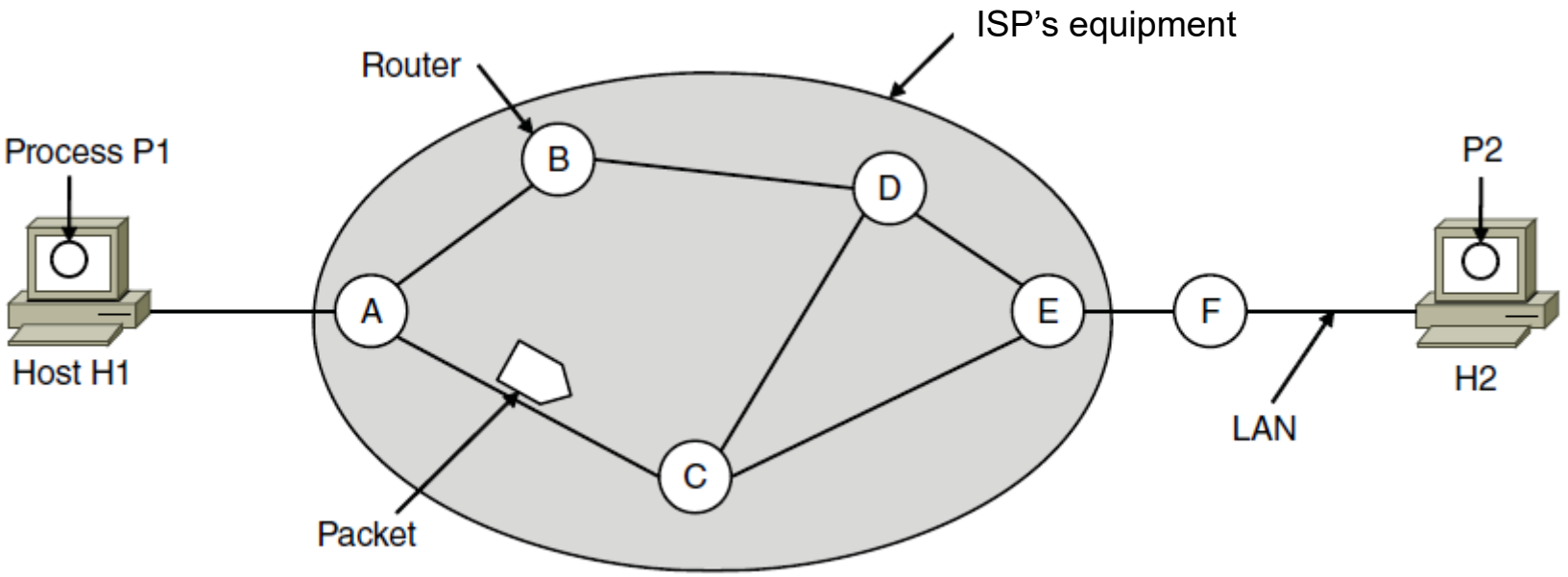
The Network Layer

Responsible for routing datagrams (packets) from source to destination network (eventually source to destination nodes) over multiple hops (networks).



Store-and-Forward Packet Switching

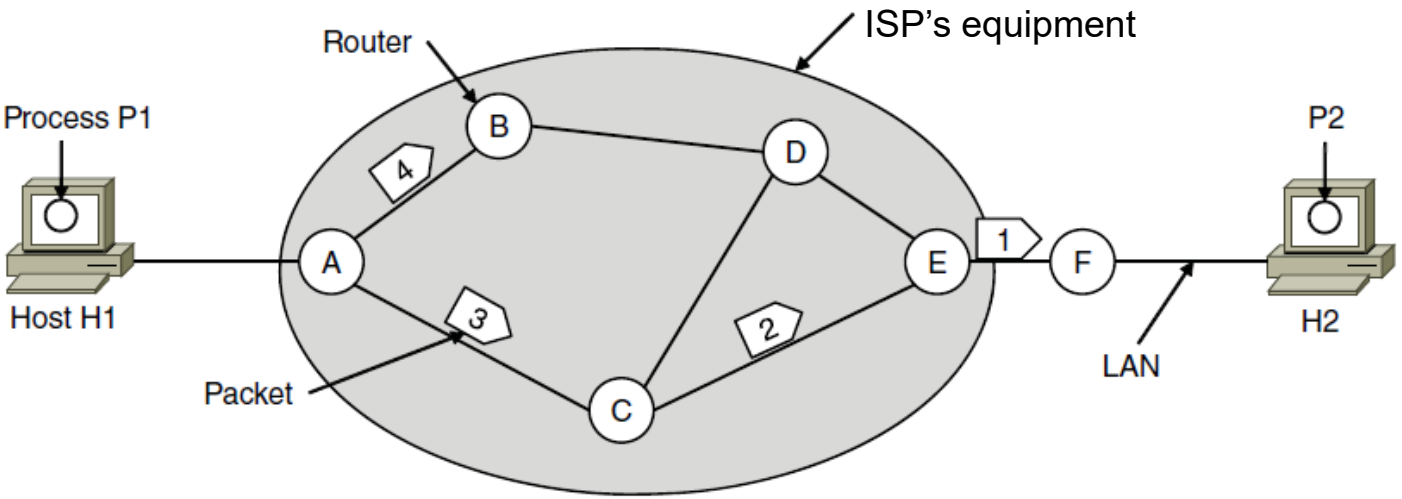
Hosts send packets into the network; packets are forwarded by routers



Connectionless Service – Datagrams

Packet is forwarded using destination address inside it

- Different packets may take different paths



A's table (initially)

A	
B	B
C	C
D	B
E	C
F	C

Dest. Line

A's table (later)

A	
B	B
C	C
D	B
E	D
F	D

C's Table

A	A
B	A
C	
D	E
E	E
F	E

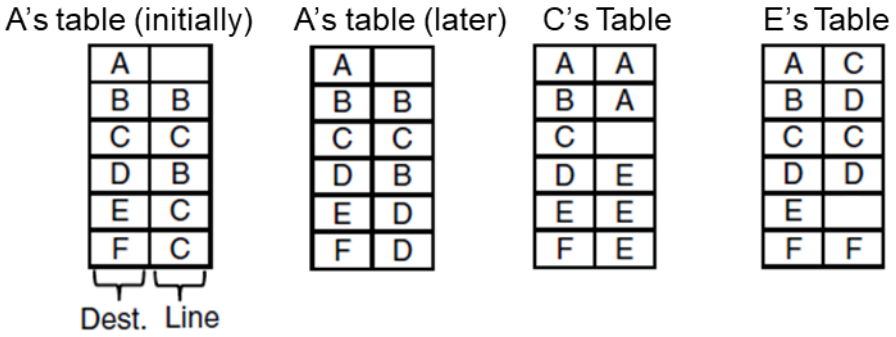
E's Table

A	C
B	D
C	C
D	D
E	
F	F

Routing and Forwarding

Routing is the process of discovering network paths

- Model the network as a graph of nodes and links
- Decide what to optimize (e.g., fairness vs efficiency)
- Build routing tables in each router
- Update routes for changes in topology (e.g., failures)



Dest.	Line
A	
B	B
C	C
D	B
E	C
F	C

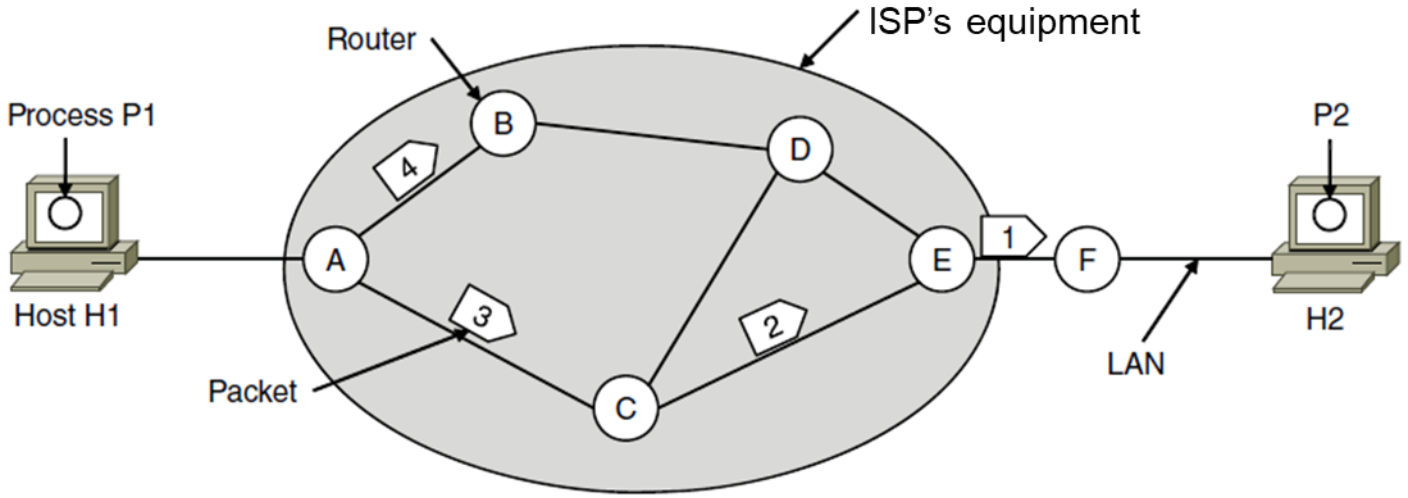
Dest.	Line
A	
B	B
C	C
D	B
E	D
F	D

Dest.	Line
A	A
B	A
C	
D	E
E	E
F	E

Dest.	Line
A	C
B	D
C	C
D	D
E	
F	F

Routing and Forwarding

Forwarding is the sending of packets along a path using the routing table



A's table (initially)

A	
B	B
C	C
D	B
E	C
F	C

Dest. Line

A's table (later)

A	
B	B
C	C
D	B
E	D
F	D

C's Table

A	A
B	A
C	
D	E
E	E
F	E

E's Table

A	C
B	D
C	C
D	D
E	
F	F

Flooding

A simple method to send a packet to all network nodes

Each node floods a new packet received on an incoming link by sending it out all of the other links

Nodes need to keep track of flooded packets to stop the explosion; even using a hop limit can blow up exponentially

Distance Vector Routing

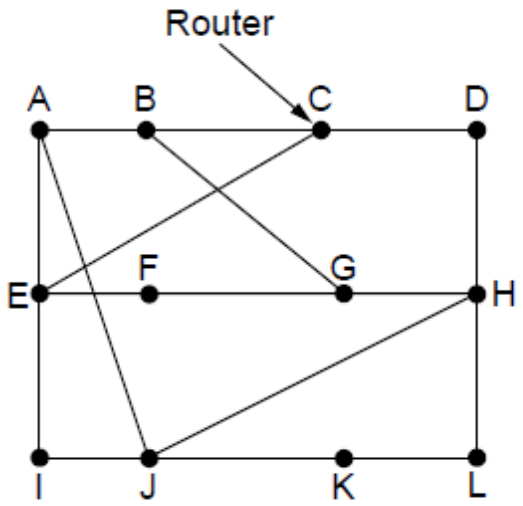
Distance vector is a distributed routing algorithm

- Shortest path computation is split across nodes
- Often used in Internet (RIP)

Algorithm:

- Each node knows distance of links to its neighbors
- Each node advertises vector of lowest known distances to all neighbors
- Each node uses received vectors to update its own
- Repeat periodically

Distance Vector Routing



Network

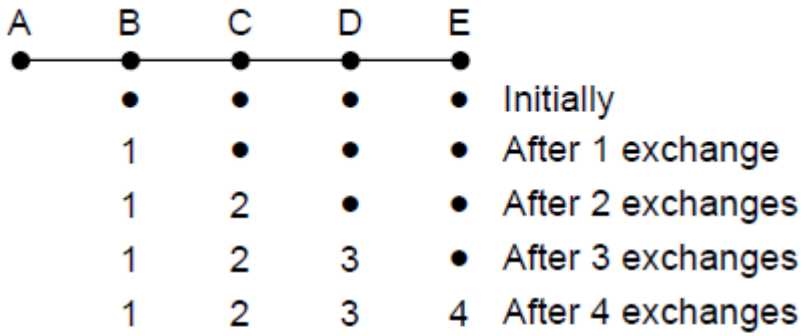
To	A	I	H	K	New estimated delay from J	Line
A	0	24	20	21	8	A
B	12	36	31	28	20	A
C	25	18	19	36	28	I
D	40	27	8	24	20	H
E	14	7	30	22	17	I
F	23	20	19	40	30	I
G	18	31	6	31	18	H
H	17	20	0	19	12	H
I	21	0	14	22	10	I
J	9	11	7	10	0	–
K	24	22	22	0	6	K
L	29	33	9	9	15	K
	JA delay is 8	JI delay is 10	JH delay is 12	JK delay is 6		

New vector for J

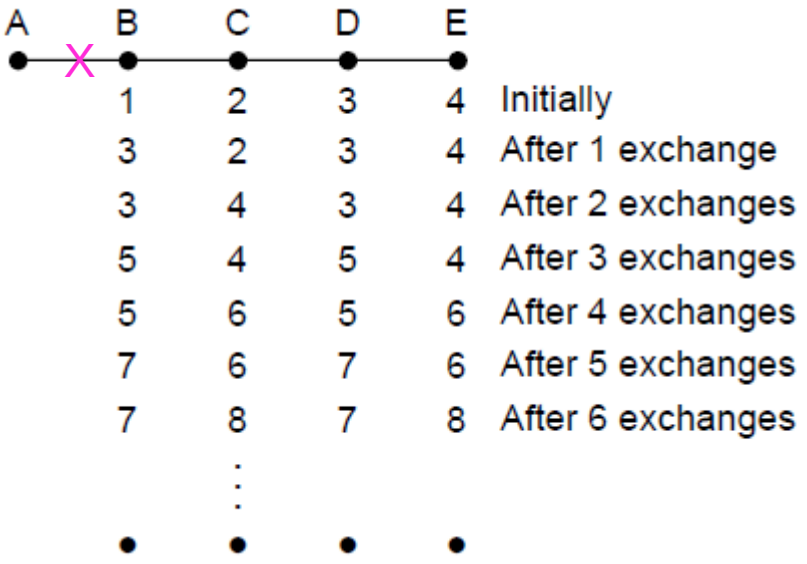
Vectors received at J from Neighbors A, I, H and K

The Count-to-Infinity Problem

Failures can cause DV to “count to infinity” while seeking a path to an unreachable node



Good news of a path to *A* spreads quickly



Bad news of no path to *A* is learned slowly

Shortest Path Algorithm

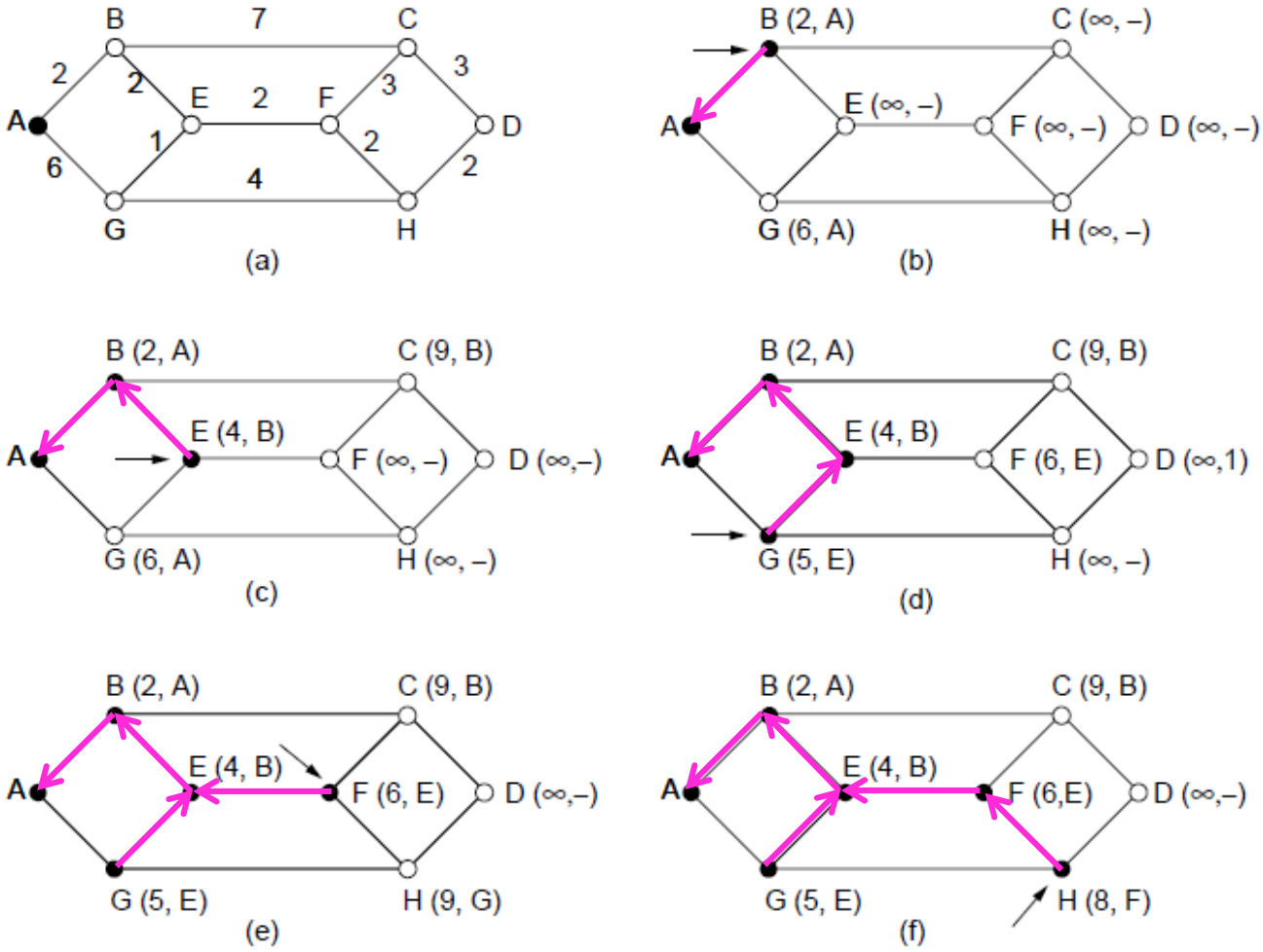
Dijkstra's algorithm computes a sink tree on the graph:

- Each link is assigned a non-negative weight/distance
- Shortest path is the one with lowest total weight
- Using weights of 1 gives paths with fewest hops

Algorithm:

- Start with sink, set distance at other nodes to infinity
- Relax distance to other nodes
- Pick the lowest distance node, add it to sink tree
- Repeat until all nodes are in the sink tree

Shortest Path Algorithm



A network and first five steps in computing the shortest paths from A to D. Pink arrows show the sink tree so far.

Link State Routing

Link state is an alternative to distance vector

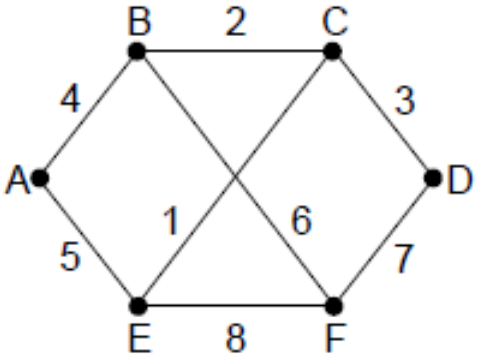
- More computation but simpler dynamics
- Widely used in the Internet (OSPF, ISIS)

Algorithm:

- Each node floods information about its neighbors in LSPs (Link State Packets); all nodes learn the full network graph
- Each node runs Dijkstra's algorithm to compute the path to take for each destination

Link State Routing – LSPs

LSP (Link State Packet) for a node lists neighbors and weights of links to reach them



Network

A	
Seq.	
Age	
B	4
E	5

B	
Seq.	
Age	
A	4
C	2
F	6

C	
Seq.	
Age	
B	2
D	3
E	1

D	
Seq.	
Age	
C	3
F	7

E	
Seq.	
Age	
A	5
C	1
F	8

F	
Seq.	
Age	
B	6
D	7
E	8

LSP for each node

Link State Routing – Reliable Flooding

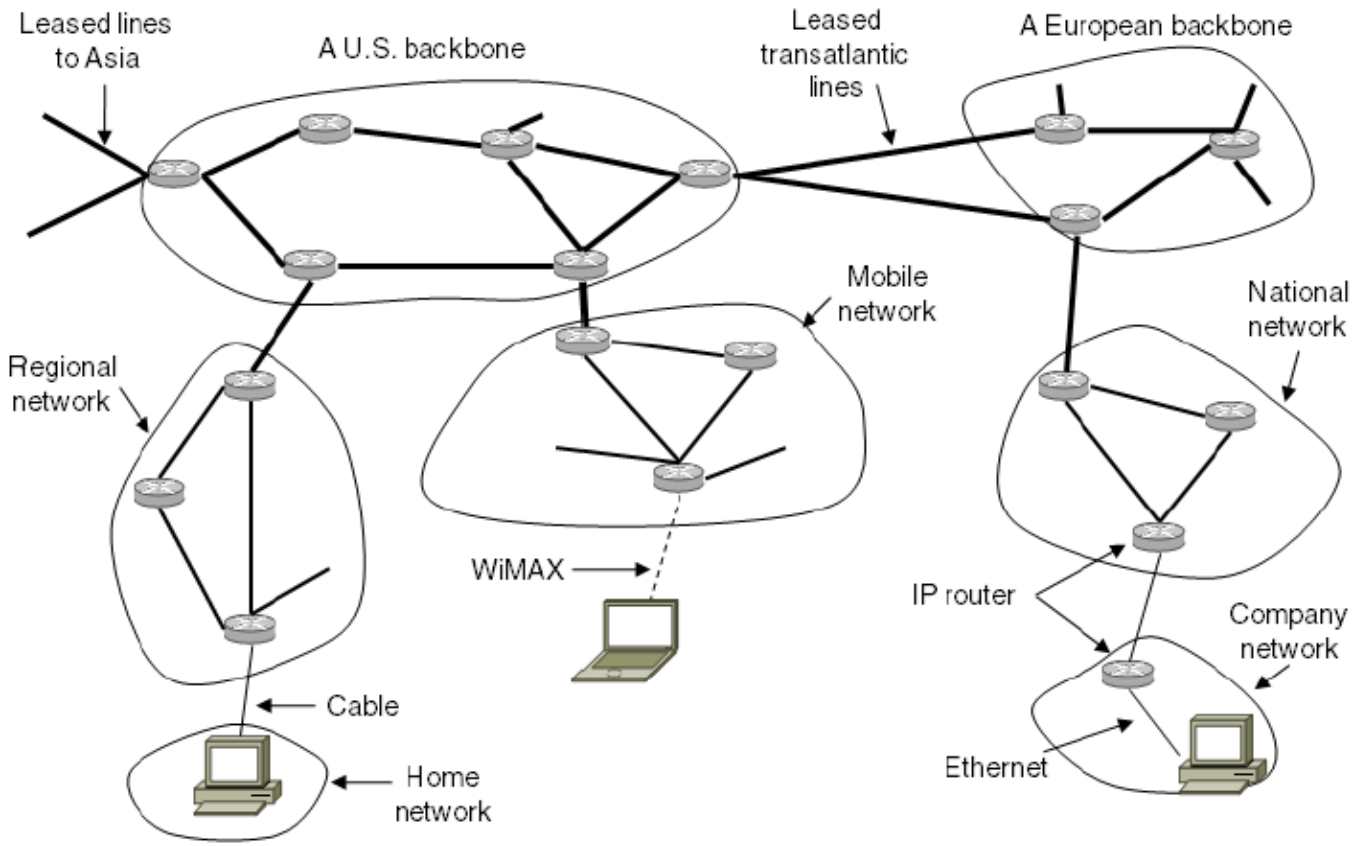
Seq. number and age are used for reliable flooding

- New LSPs are acknowledged on the lines they are received and sent on all other lines
- Example shows the LSP database at router B

			Send flags			ACK flags			
Source	Seq.	Age	A	C	F	A	C	F	Data
A	21	60	0	1	1	1	0	0	
F	21	60	1	1	0	0	0	1	
E	21	59	0	1	0	1	0	1	
C	20	60	1	0	1	0	1	0	
D	21	59	1	0	0	0	1	1	

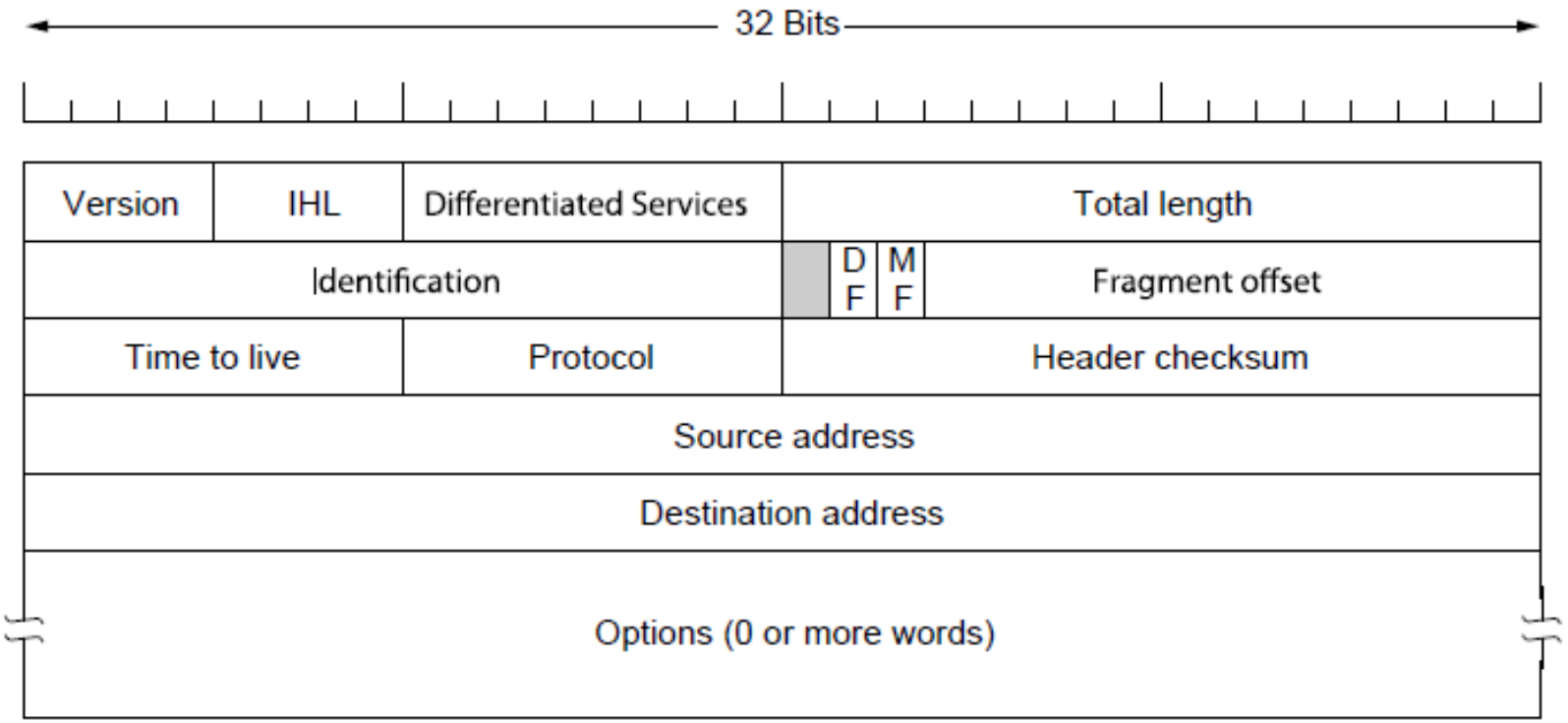
Internet Protocol (IP)

Internet is an interconnected collection of many networks that is held together by the IP protocol



IP Version 4 Protocol Header

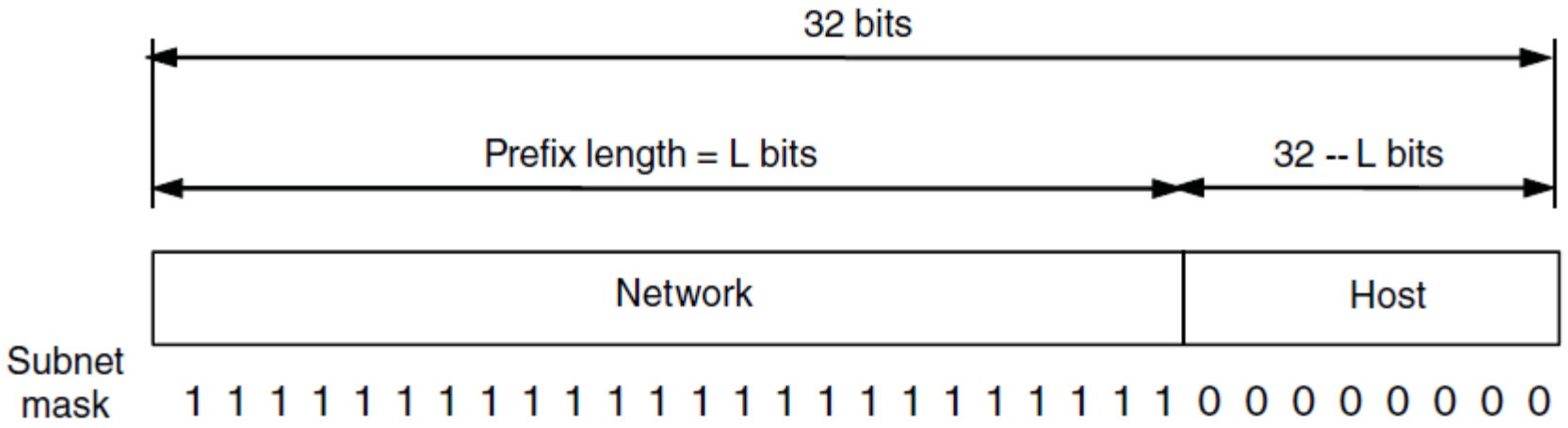
IPv4 (Internet Protocol) header is carried on all packets and has fields for the key parts of the protocol:



IP Addresses – Prefixes

Addresses are allocated in blocks called prefixes

- Prefix is determined by the network portion
- Has 2^L addresses aligned on 2^L boundary
- Written address/length, e.g., 18.0.31.0/24

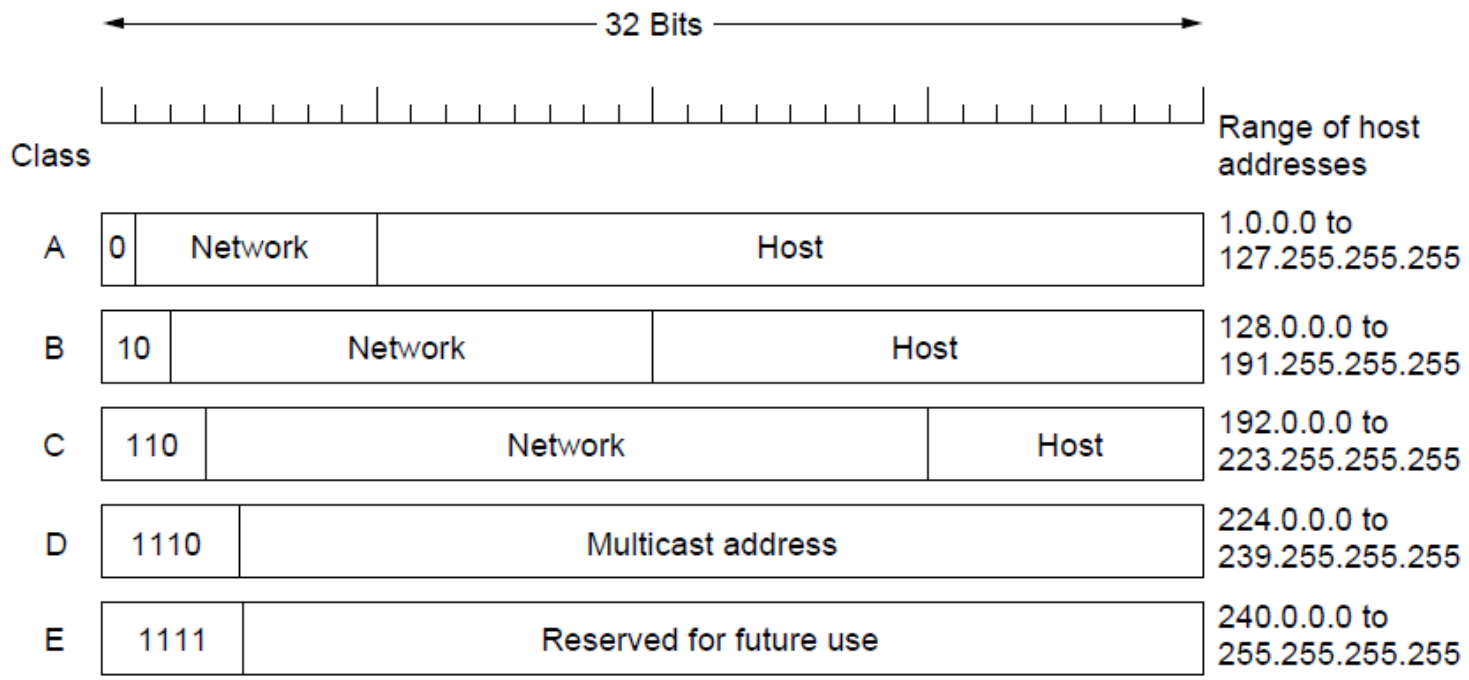


- Prefix length is sometime represented by subnet mask, e.g., 18.0.31.0, **255.255.255.0**

IP Addresses – Classful Addressing

Old addresses came in blocks of fixed size (A, B, C)

- Carries size as part of address, but lacks flexibility
- Called class full (vs. classless) addressing



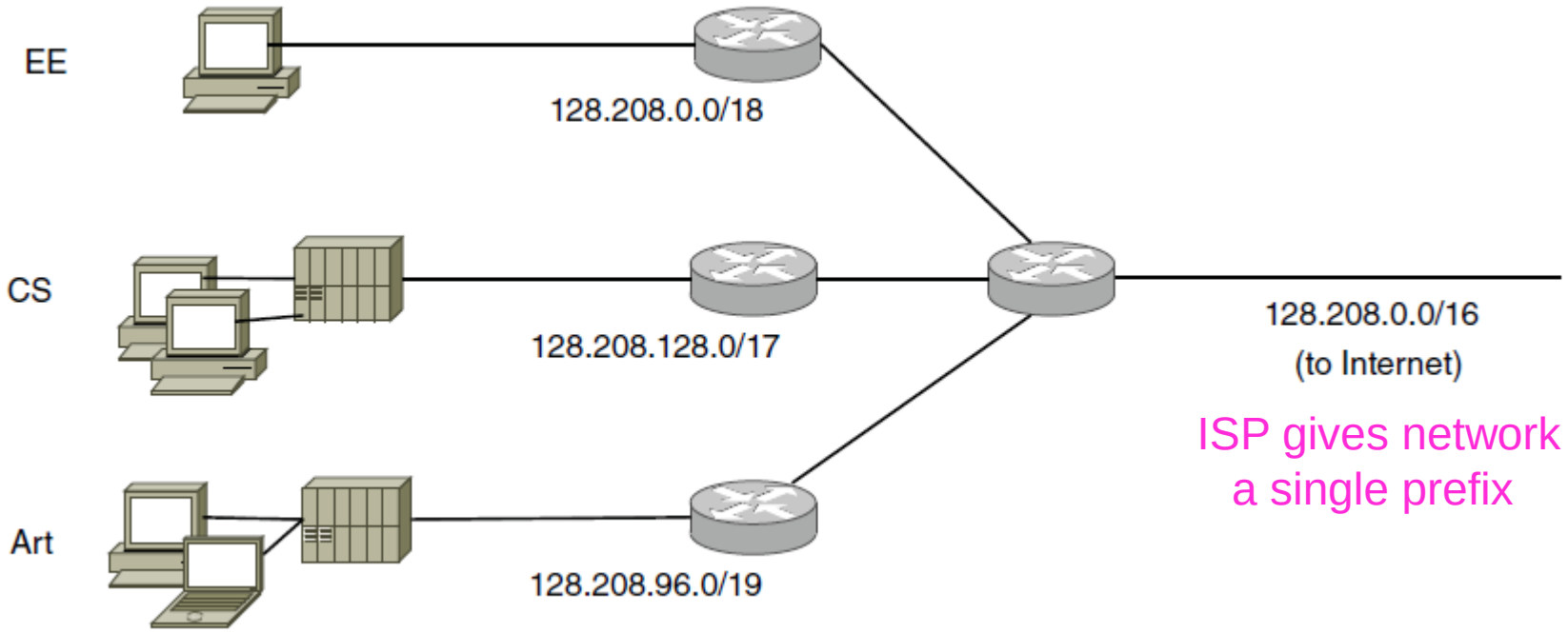
IP Addresses – CIDR

- In Classless Inter-Domain Routing (CIDR), IP address prefixes are not of fixed sizes but varying sizes.
- Routers have the corresponding prefix information of an IP address to make routing decision, e.g., 128.120.0.0/16 or 128.120.0.0, 255.255.0.0

CIDR IP Addresses – Subnets

Subnetting splits up IP prefix to help with management

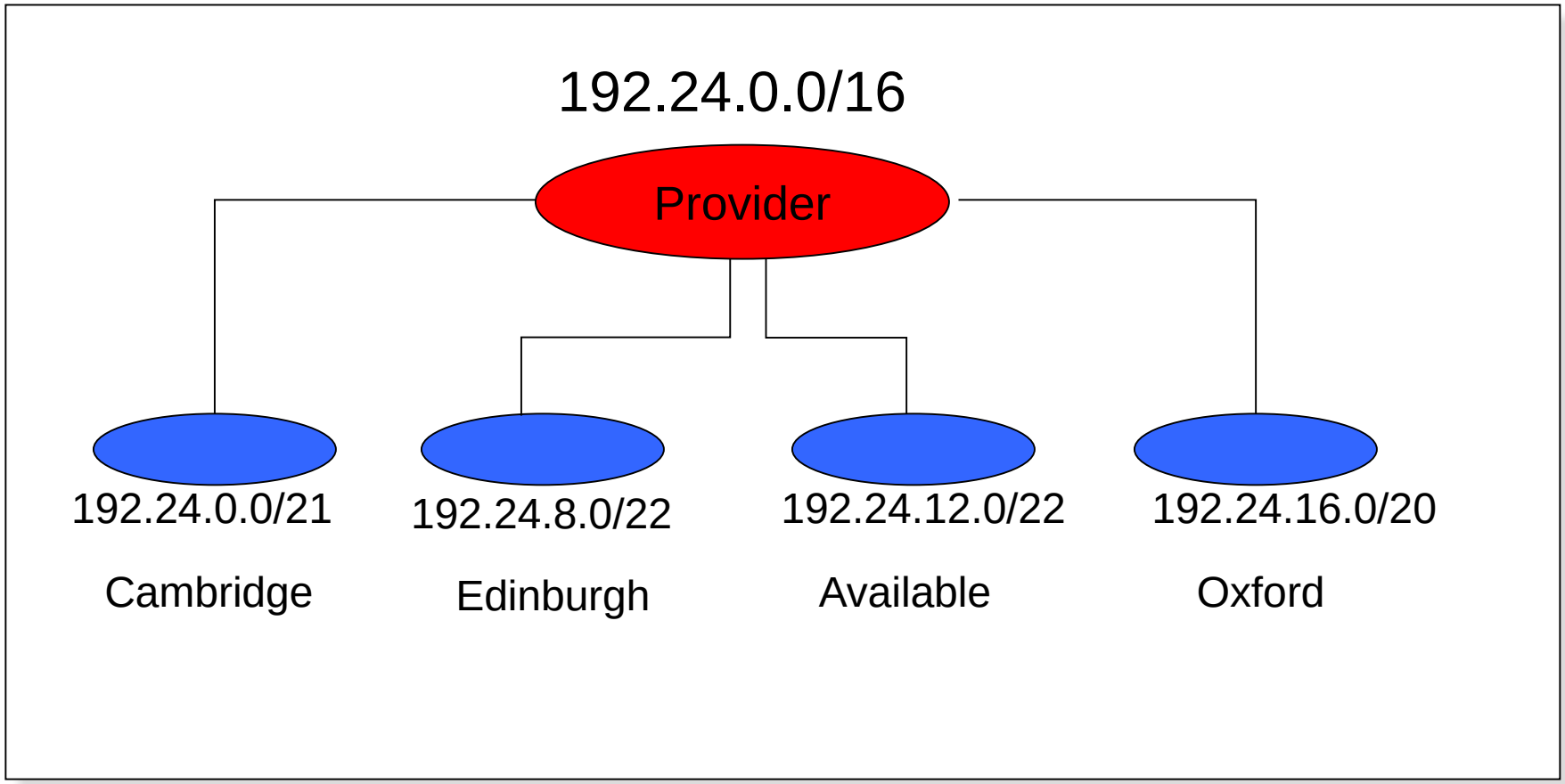
- Looks like a single prefix outside the network



ISP gives network a single prefix

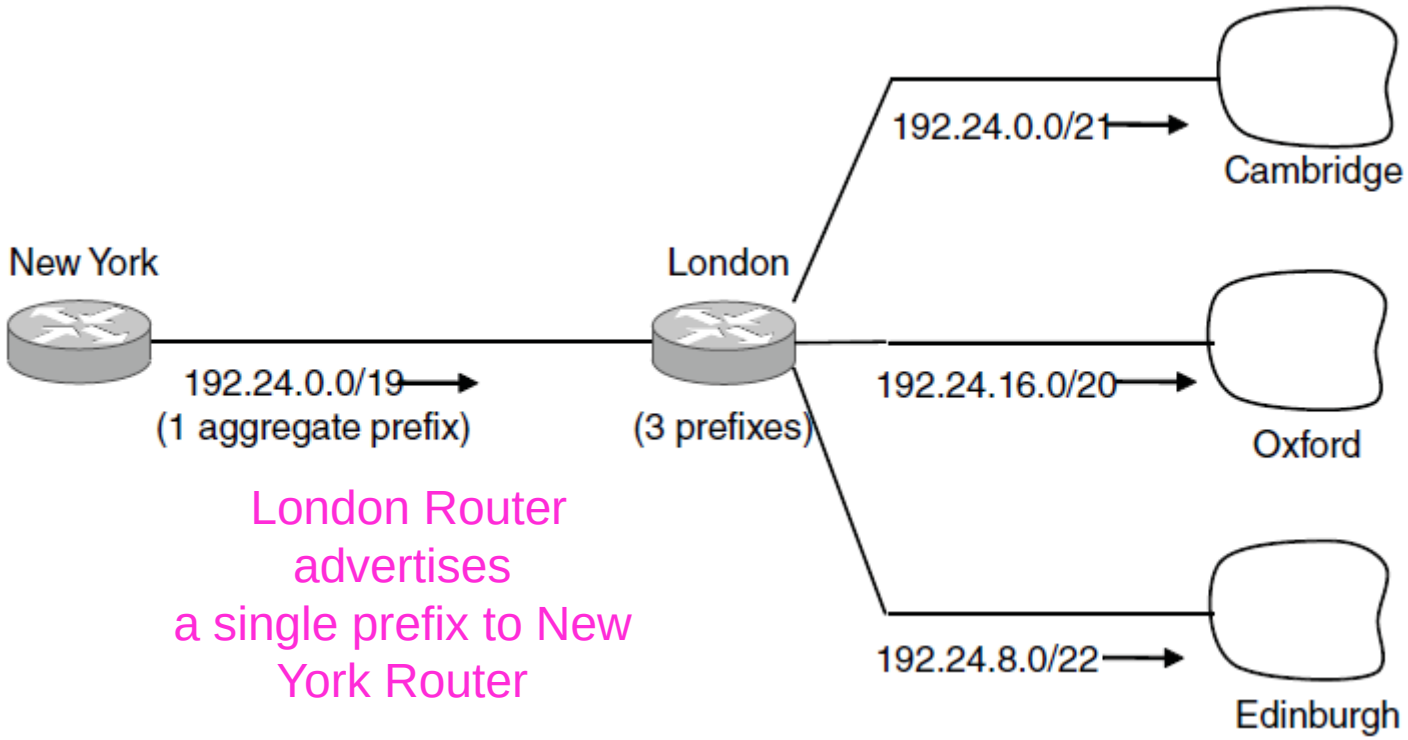
Network divides it into subnets internally

CIDR IP Address: ISP Assignments



CIDR IP Addresses – Aggregation

CIDR enables route aggregation to reduce the number of routing table entries. Aggregation joins multiple IP prefixes into a single larger prefix to reduce routing table size.



London Router advertises a single prefix to New York Router

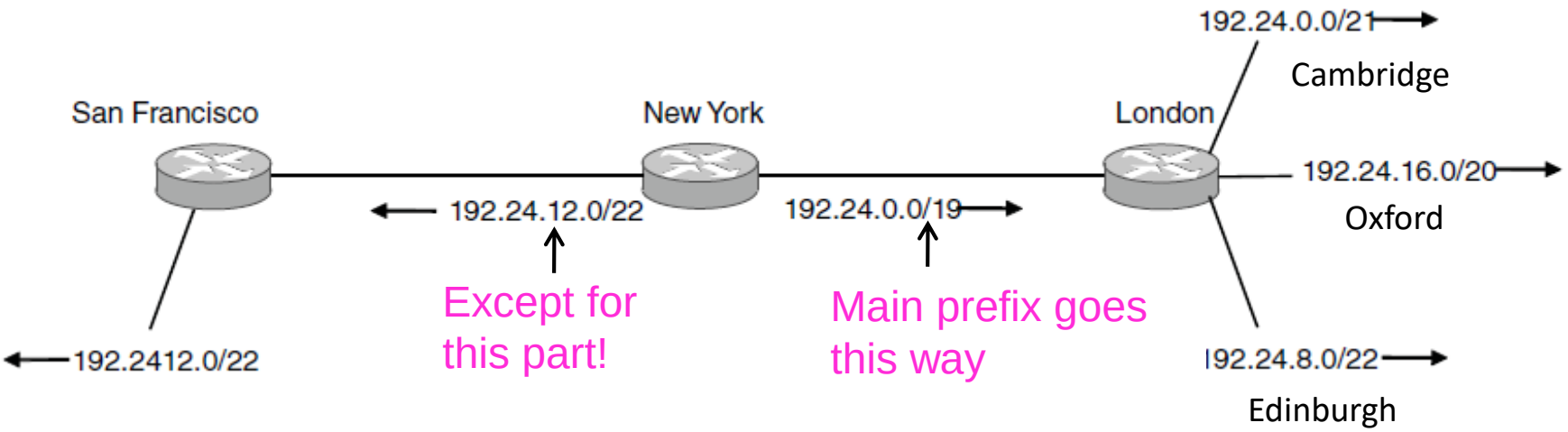
ISP customers have different prefixes

CIDR IP Addresses – Longest Matching Prefix

A router may have multiple entries with common prefix but with different prefix lengths.

Packets are forwarded to the entry with the longest matching prefix

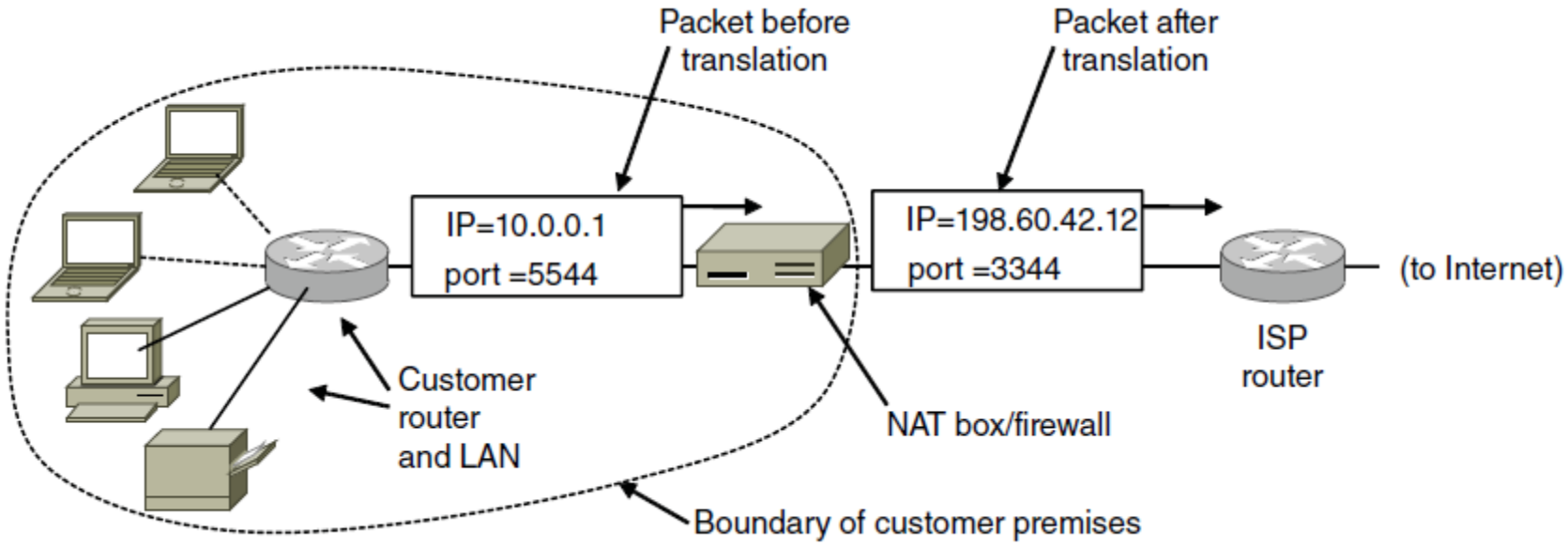
Complicates forwarding but adds flexibility



IP Addresses – NAT

NAT (Network Address Translation) box maps one external IP address to many internal IP addresses

- Uses TCP/UDP port to tell connections apart
- Violates layering; very common in homes, etc.



IP Addresses – NAT

Three range of IP addresses are declared private.

10.0.0.0	– 10.255.255.255/8	(16,777,216 hosts)
172.16.0.0	– 172.31.255.255/12	(1,048,576 hosts)
192.168.0.0	– 192.168.255.255/16	(65,536 hosts)

Internet routers do not forward any IP packet with these private address as the destination.

IP Addresses – NAT

NAT table is used for translating private-to-public and public-to-private IP addresses.

Index	Source Port	Source IP
0		
1		
2		
….		
3344	5544	10.0.0.1

Internet Control Protocols

IP works with the help of several control protocols:

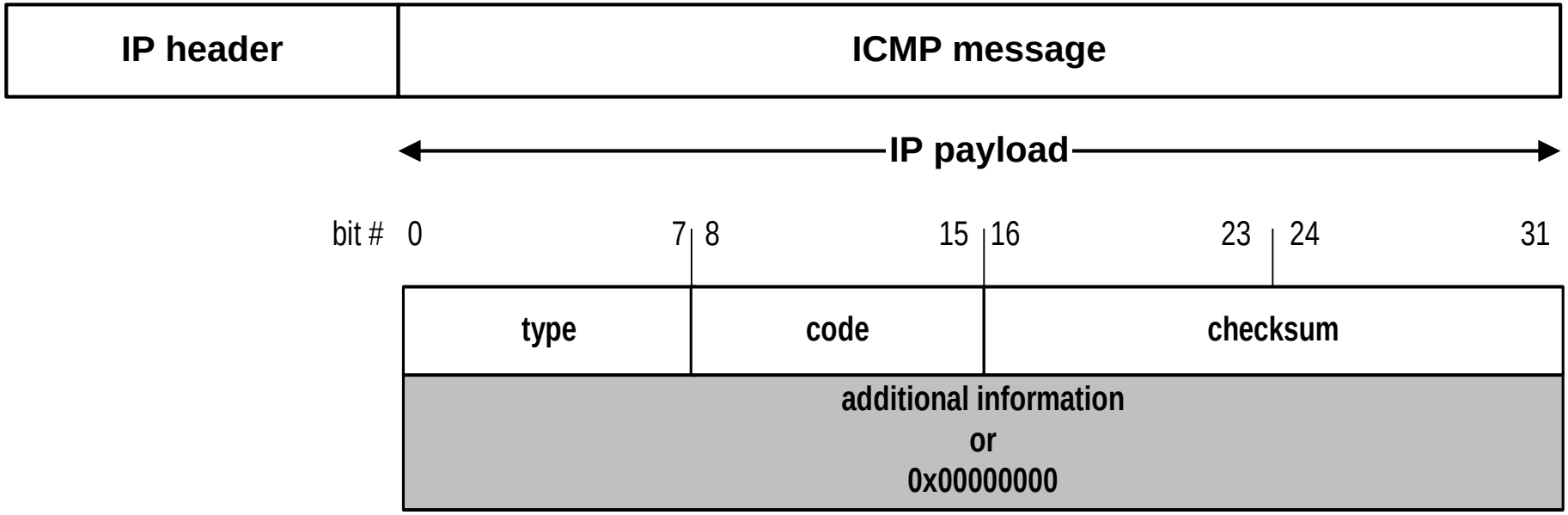
- ICMP is a companion to IP that returns error info
  - Required, and used in many ways, e.g., for traceroute
- ARP finds Ethernet address of a local IP address
  - Glue that is needed to send any IP packets
  - Host queries an address and the owner replies
- DHCP assigns a local IP address to a host
  - Gets host started by automatically configuring it
  - Host sends request to server, which grants a lease

ICMP

The **Internet Control Message Protocol (ICMP)** is a helper protocol that supports IP with facility for

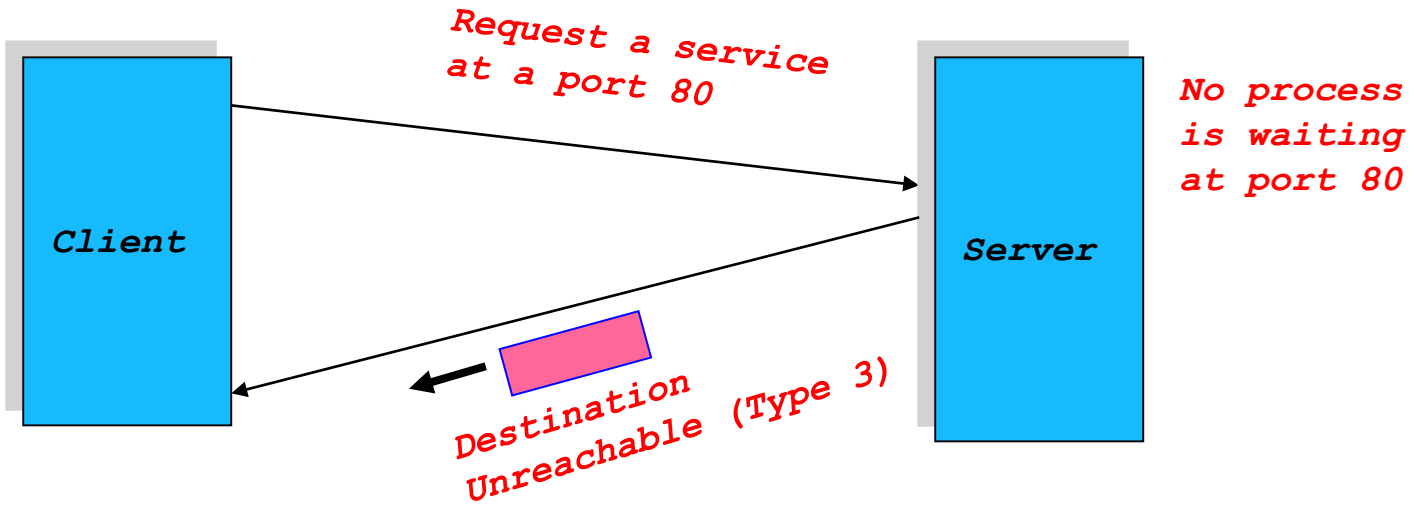
- Error reporting
- Simple queries

ICMP messages are encapsulated as IP datagrams:



ICMP Error Reporting

If, in the destination host, the IP module cannot deliver the datagram because the indicated protocol module or process port is not active, the destination host may send a destination unreachable message to the source host.

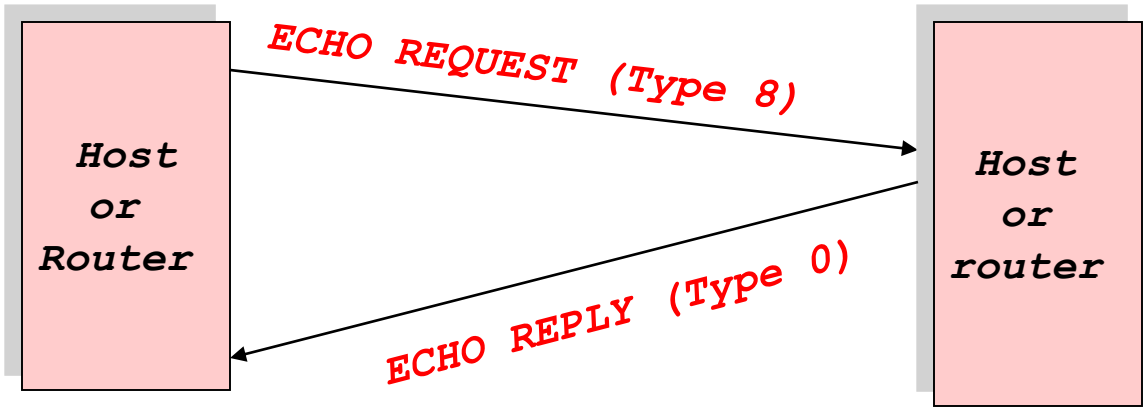


ICMP Request and Reply

Ping's are handled directly by the kernel

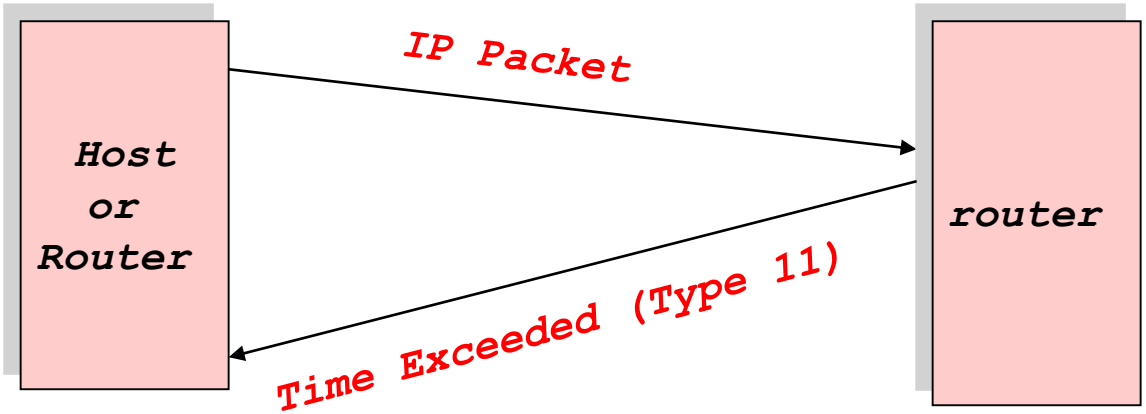
Each Ping is translated into an Echo Request

The Ping'ed host responds with an Echo Reply



ICMP Time Exceeded

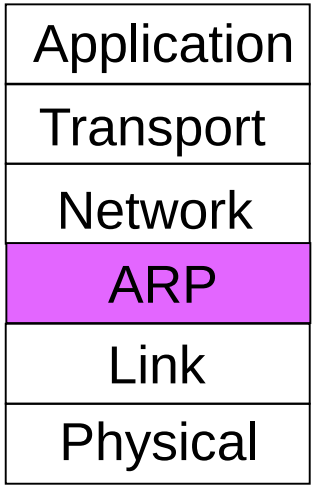
If IP packet's TTL reaches to zero



ARP

ARP (Address Resolution Protocol) operates below the network layer as a part of the interface between the network (IPv4) and the data link layer (Ethernet).

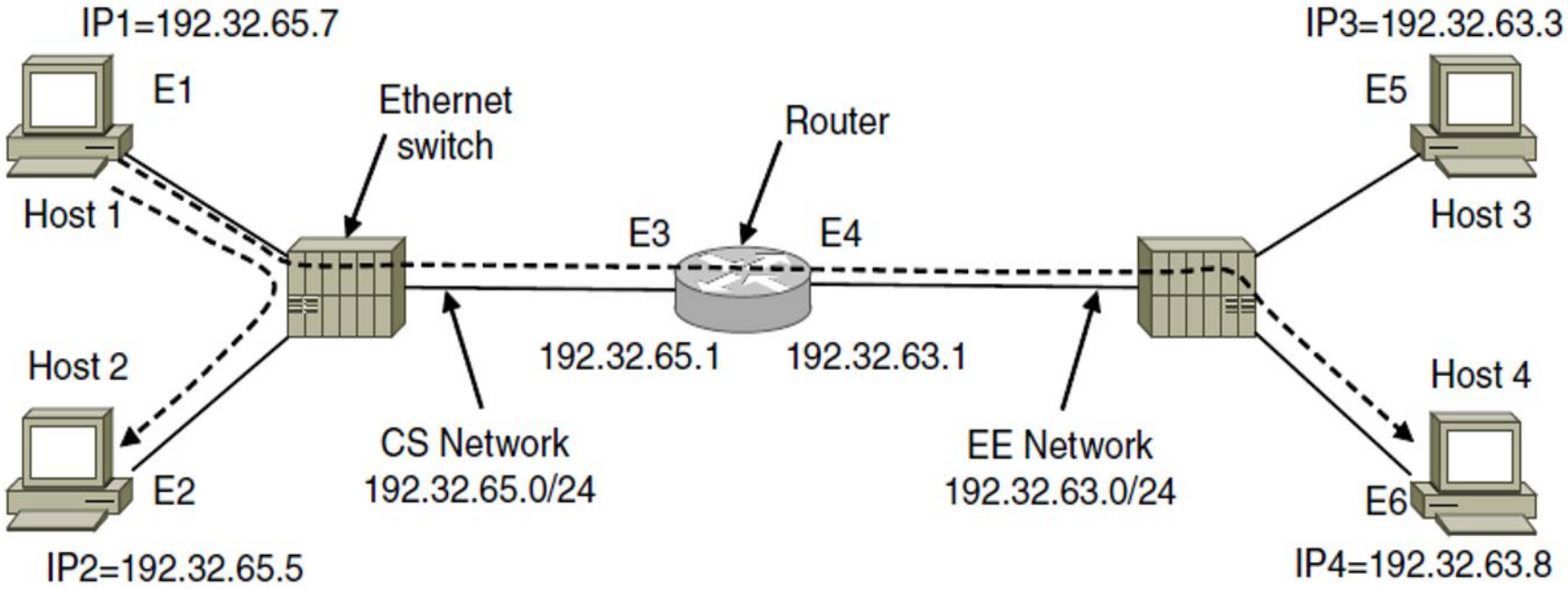
ARP lets nodes find target Ethernet addresses from their IP addresses.



ARP

- ARP **Request** and **Reply** messages (broadcast).
- ARP **Cache**
  - Reduces ARP broadcast.
- **Gratitude** ARP
  - ARP request against self IP address
- **Proxy** ARP
  - Gateway (router) machine replies against out of network IP address.

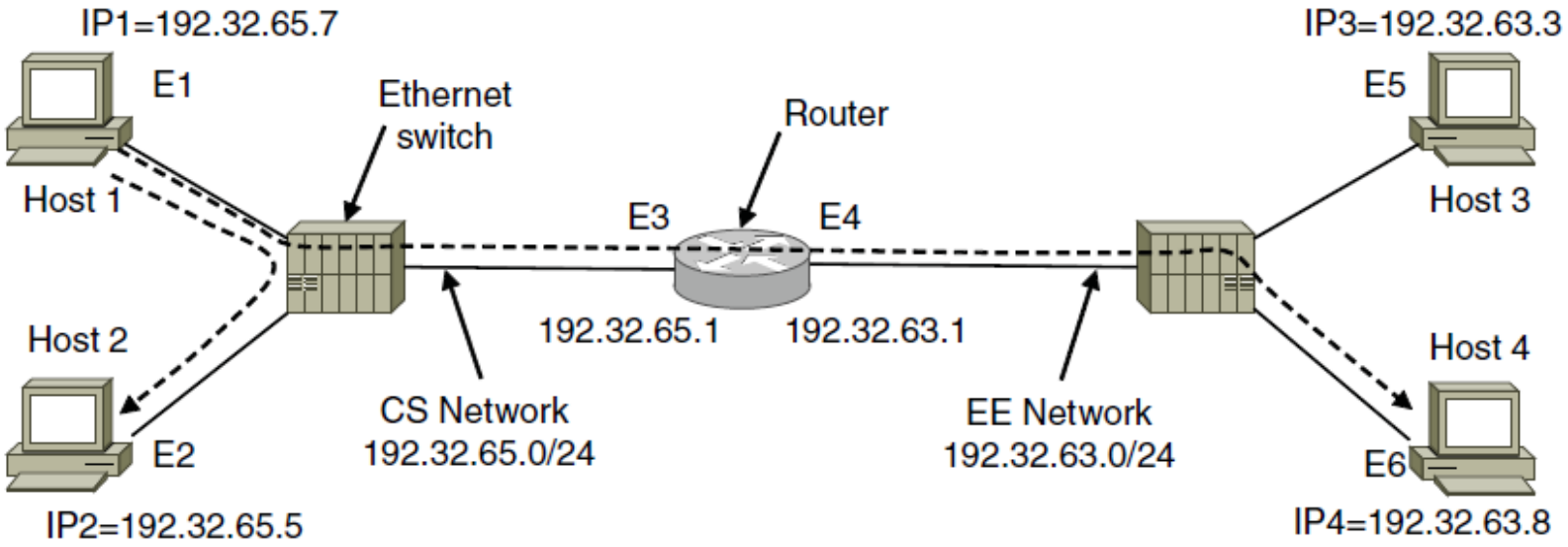
ARP



Destination IP	Destination Ethernet
192.32.65.5	E2
192.32.65.1	E3 (router/gateway)
192.32.63.3	E3 (proxy)
192.32.63.8	E3 (proxy)

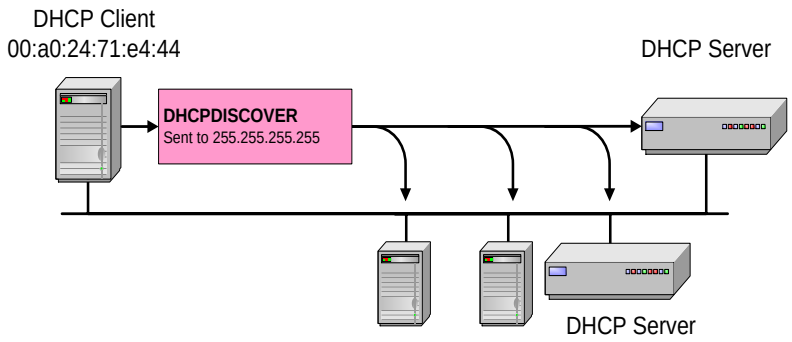
ARP Cache at Host 1 in CS Network

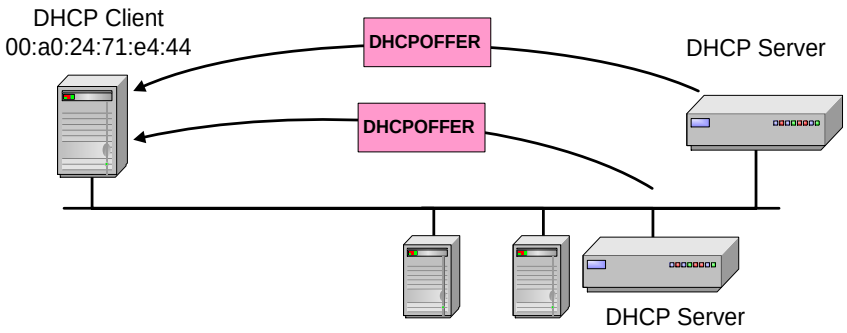
ARP

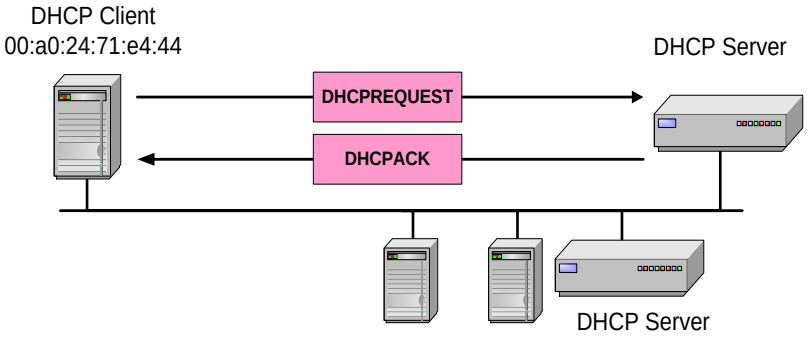


Frame	Source IP	Source Eth.	Destination IP	Destination Eth.
Host 1 to 2, on CS net	IP1	E1	IP2	E2
Host 1 to 4, on CS net	IP1	E1	IP4	E3
Host 1 to 4, on EE net	IP1	E4	IP4	E6

DHCP


DHCP Client
00:a0:24:71:e4:44
DHCP Server
DHCPDISCOVER
Sent to 255.255.255.255
DHCP Server


DHCP Client
00:a0:24:71:e4:44
DHCPOFFER
DHCP Server
DHCPOFFER
DHCP Server


DHCP Client
00:a0:24:71:e4:44
DHCP Server
DHCPREQUEST
DHCPACK
DHCP Server

Summary

- Store and Forward Packet Switching
- Datagrams
- Routers
- Routing Algorithms
  - Shortest Path Routing
  - Distance Vector Routing
  - Link State Routing
- Internet Protocol (IP)
  - IP Packet
  - IP Address, Subnet, and CIDR
  - Network Address Translation (NAT)
- Internet Control Message Protocol (ICMP)
- Address Resolution Protocol (ARP)
- Dynamic Host Configuration Protocol (DHCP)

Next

Transport Layer

- User Datagram Protocol (UDP)
- Transport Control Protocol (TCP)
  - TCP Segment Header
  - TCP Connection
  - TCP Flow Control
  - TCP Congestion Control
- TCP Retransmission Timer