ELEC / COMP 177 – Fall 2014

Computer Networking → Internet Protocol (IP)

Some slides from Kurose and Ross, *Computer Networking*, 5th Edition

Upcoming Schedule

- **Presentation 2** – Security/Privacy
  - Discuss requirements…
  - Topic Approval – **Thursday October 30th**
  - Presentations – **Nov 4th, 11th, 20th**
    - Upload slides to Sakai by midnight on day before presentation

Network Layer – IP

Why not just use Ethernet?

- Most computer systems use Ethernet networking
- Ethernet provides facilities to
  - Locate computers
  - Forward packets directly
  - Prevent loops
  - …
- What are the drawbacks of Ethernet for global communication?

Ethernet Drawbacks

- Locating computers
  - Do we really want to broadcast across the Internet?
- Preventing loops
  - Do we really want to rebuild an Internet-wide spanning tree whenever the topology changes?
  - Do we really want packets to live forever if loops remain?
- Unreachable computers
  - What happens if the destination is unreachable?
  - I.e., it doesn't exist, is turned off, is broken, …

The Internet Protocol

- Datagram
  - Each packet is individually routed
  - Packets may be fragmented or duplicated
    - Due to underlying networks
- Connectionless
  - No guarantee of delivery in sequence
- Unreliable
  - No guarantee of delivery
  - No guarantee of integrity of data
- Best effort
  - Only drop packets when necessary
  - No time guarantee for delivery

An IP Datagram

<table>
<tr><th colspan="2">1 byte</th><th>1 byte</th><th colspan="2">1 byte</th><th>1 byte</th></tr>
<tr><td>Version</td><td>HdrLen</td><td>Type of Service</td><td colspan="3">Total Length</td></tr>
<tr><td colspan="3">Identification</td><td>Flags</td><td colspan="2">Fragment Offset</td></tr>
<tr><td colspan="2">Time-To-Live</td><td>Protocol</td><td colspan="3">Header Checksum</td></tr>
<tr><td colspan="6">Source IP Address</td></tr>
<tr><td colspan="6">Destination IP Address</td></tr>
<tr><td colspan="6">Options and padding (optional)</td></tr>
<tr><td colspan="6">Payload</td></tr>
</table>

IP Version

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<tr><td colspan="5">Source IP Address</td></tr>
<tr><td colspan="5">Destination IP Address</td></tr>
<tr><td colspan="5">Options and padding (optional)</td></tr>
</table>

- IPv4 or IPv6
  - Also other, uncommon, options

Time-To-Live

<table>
<tr><th colspan="2">1 byte</th><th>1 byte</th><th colspan="2">1 byte | 1 byte</th></tr>
<tr><td>Version</td><td>HdrLen</td><td>Type of Service</td><td colspan="2">Total Length</td></tr>
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<tr><td colspan="5">Options and padding (optional)</td></tr>
</table>

- "Hop count" – decrement each hop
- Discard datagrams with 0 TTL

IP: Time-to-Live

- Sender sets a TTL value for each datagram
- Each router decrements the TTL
- When the TTL reaches 0
  - The router drops the datagram
  - The router sends an ICMP error (more later) to the sender
- Effectively a “maximum hop count”
- **Why is this useful / necessary?**

Protocol

1 byte | 1 byte | 1 byte | 1 byte

Version	HdrLen	Type of Service	Total Length	
Identification			Flags	Fragment Offset
Time-To-Live		Protocol	Header Checksum	
Source IP Address				
Destination IP Address				
Options and padding (optional)				

- What is encapsulated in this IP datagram?
  - 1 = ICMP, 6 = TCP, 17 = UDP, etc…

IP Addresses

1 byte	1 byte	1 byte	1 byte
Version / HdrLen	Type of Service	Total Length	
Identification		Flags / Fragment Offset	
Time-To-Live	Protocol	Header Checksum	
Source IP Address			
Destination IP Address			
Options and padding (optional)			

- IP address of source and destination

IP encapsulated in Ethernet

<table>
<tr><td colspan="5">Destination MAC Address</td></tr>
<tr><td colspan="2">Destination MAC Address</td><td colspan="3">Source MAC Address</td></tr>
<tr><td colspan="5">Source MAC Address</td></tr>
<tr><td colspan="2">Type (0x0800)</td><td>Version</td><td>HdrLen</td><td>Type of Service</td></tr>
<tr><td colspan="2">Total Length</td><td colspan="3">Identification</td></tr>
<tr><td>Flags</td><td>Fragment Offset</td><td colspan="2">Time-To-Live</td><td>Protocol</td></tr>
<tr><td colspan="2">Header Checksum</td><td colspan="3">Source IP Address</td></tr>
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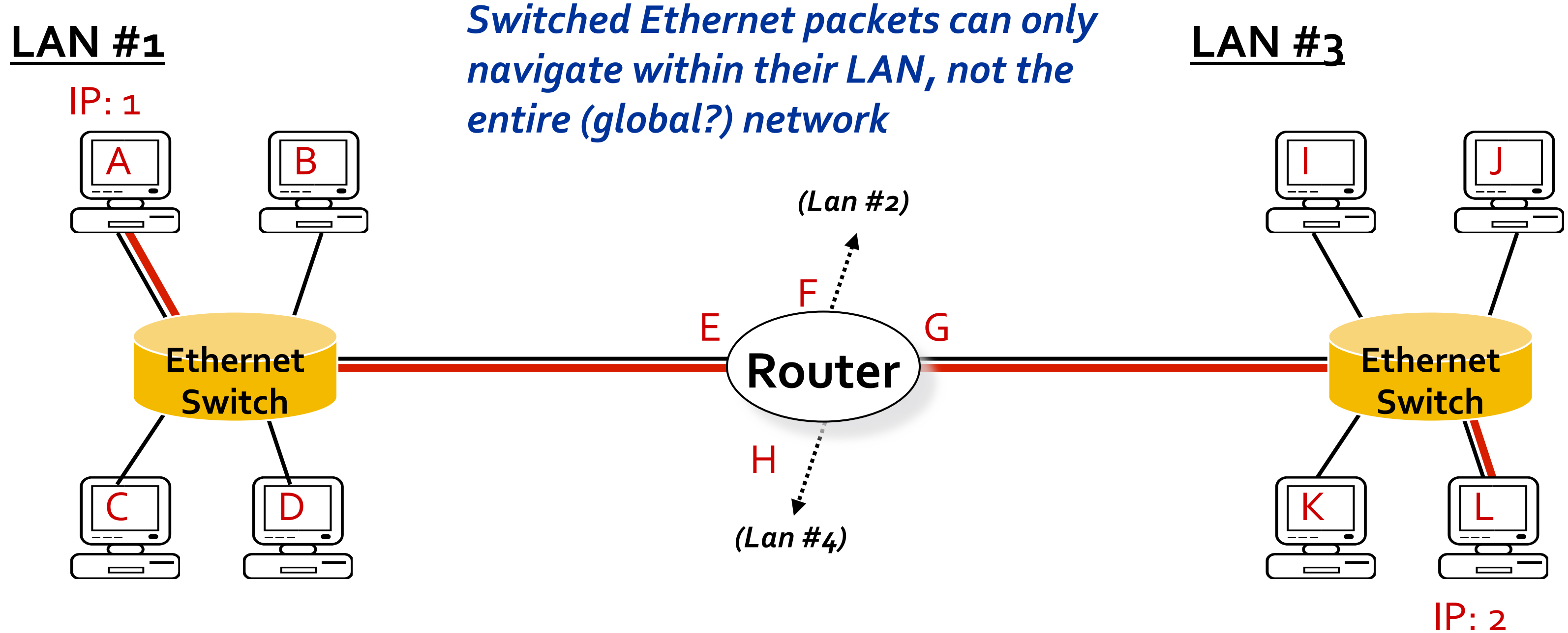
<tr><td colspan="2">Destination IP Address</td><td colspan="3">Options and Padding</td></tr>
<tr><td colspan="2">Options and Padding</td><td colspan="3">Payload</td></tr>
<tr><td colspan="5">Payload</td></tr>
<tr><td colspan="5">Ethernet CRC</td></tr>
</table>

Routing Between LANs

Switched Ethernet packets can only navigate within their LAN, not the entire (global?) network



(1) A (1) transmits to L (2) using IP.
Ethernet frame destination is <u>router</u>

(3) Router uses IP protocol to forward data.
Eth: update src/dst/crc IP: update TTL/checksum

Frame:

EDA (E)	ESA (A)	0x0800	IPDA (2)	IPSA (1)

Frame:

EDA (L)	ESA (G)	0x0800	IPDA (2)	IPSA (1)

(2) Switch forwards frame to router

(4) Switch forwards frame to destination

IP Address Format

IP Addresses

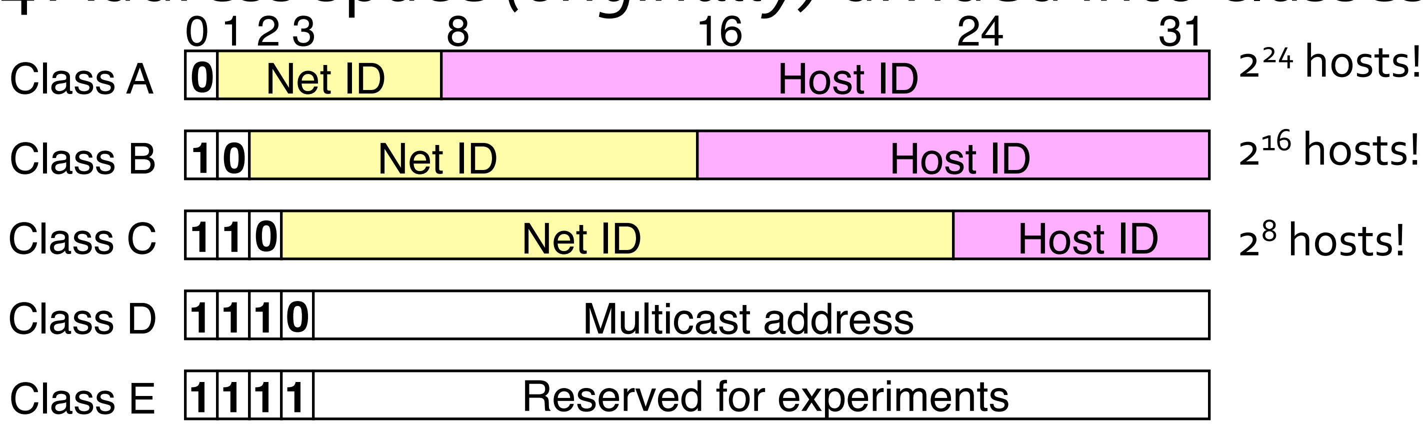
- IP version 4 addresses are 32-bits
  - Version 6 address are 128 bits
- Every network interface has at least one IP address
  - A computer might have 2 or more IP addresses
  - A router has many IP addresses
  - These addresses can be assigned statically or dynamically
- IP addresses are always in big-endian byte order (network byte order)
  - True in general for any integer transferred in a packet header from one machine to another
    - E.g., the port number used to identify a TCP connection

IP Address Format

- IPv4 addresses are usually displayed in dotted decimal notation
  - Each byte represented by decimal value
  - Bytes are separated by a period
  - IP address `0x8002C2F2 = 128.2.194.242`
- IP addresses are hierarchical
  - Address is composed of a network ID and a host ID
  - www.pacific.edu: `138.9.110.12`

IP Address Structure

- IPv4 Address space *(originally)* divided into classes:



- Special IP addresses
  - Loop-back address: 127.0.0.1
  - Unrouted (private) IP addresses:
    - 10.0.0.0 – 10.255.255.255
    - 172.16.0.0 – 172.31.255.255
    - 192.168.0.0 – 192.168.255.255

A Joke

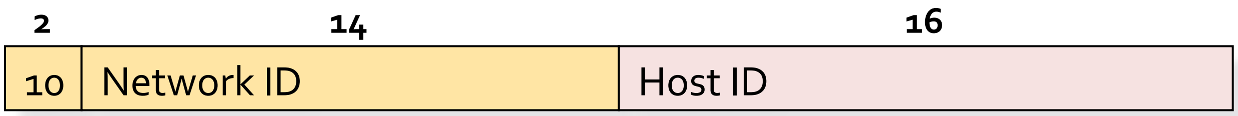
http://xkcd.com/742/

Subnetting

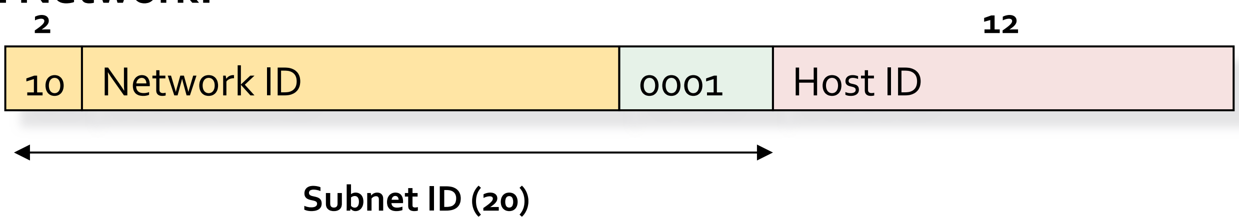
- Divide the network within an organization
  - Basically consider one Class B network to be a collection of many smaller networks
  - Size of smaller networks can be selected by the organization (don’t have to be Class C sized networks)
- Internet routers don’t need to know about subnetting within an organization
  - Just route their traffic to the organization

Subnetting

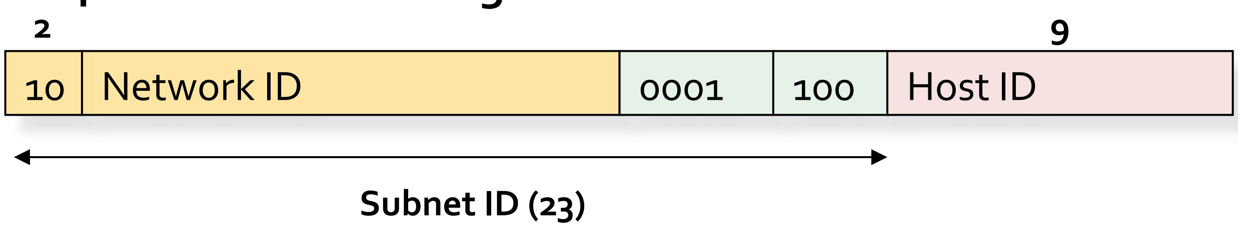
Company's Class B Network:



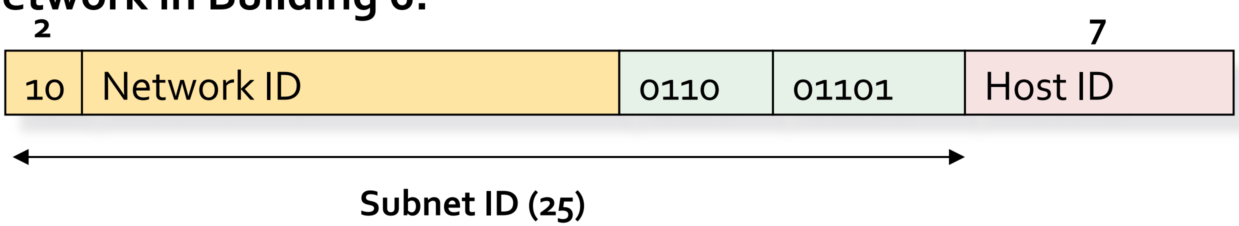
Building 1 Network:



Department 4 network in Building 1:



Floor 13 network in Building 6:



Subnetting

- Can recursively subnet addresses down to as fine a granularity as you want
  - Almost…
  - Minimum-sized subnet has 4 addresses
    - Address `00` names the subnet
    - Address `01` and `10` names hosts
    - Address `11` is the broadcast IP address
- Subnet sizes don't have to be the same
  - One building divided by department, one by floor
  - Department/floor subnets not the same size

Subnet Notation

- A.B.C.D/X
  - IP address of the subnet (with 0's in all host ID bits)
  - X = number of bits in the subnet network address
- Examples:
  - 17.0.0.0/8 – Apple's entire class A address space
  - 17.2.3.0/24 – A class C sized subnet in Apple's network
- Alternatively represented by subnet IP and a bit mask (netmask)
  - 17.0.0.0/255.0.0.0
  - 17.2.3.0/255.255.255.0

Subnet Meaning

- Subnets don't have to have physical meaning
  - Although easier to keep track of if they do…
- Good subnet assignment simplifies routing for internal routers
  - All traffic for "building 1" goes through this port
  - All traffic for "department 3" goes through that port
  - …

Problems

- Address classes were too "rigid"
  - Class C is too small and Class B is too big in many situations
  - Inefficient use of address space
  - Leads to a shortage of addresses
- Small organizations wanted Class B networks
  - In case they grew to more than 255 hosts
  - But there are only about 16,000 Class B network IDs
- Larger organizations wanted many Class C networks
  - Separate network ID for each router link
- Every router in the Internet had to know about every network ID in every organization
  - Leads to large address tables in every router

Classless InterDomain Routing

- CIDR introduced in 1993
  - Meant to provide more flexible routing
  - Eliminate dependences on "class" networks in routing
- "Supernetting"
  - Combine multiple contiguous networks into one larger network
  - Effectively reduces the number of entries needed in each routing table
  - Inverse of subnetting which takes one larger network and breaks it into multiple contiguous smaller networks

CIDR Idea

- Break up IP address space into *prefixes*
  - Same idea as subnets (138.9/16)
- Each prefix has its own routing entry
  - All traffic to Pacific (138.9/16) within the Internet should be routed the same way, regardless of how Pacific subnets its address space

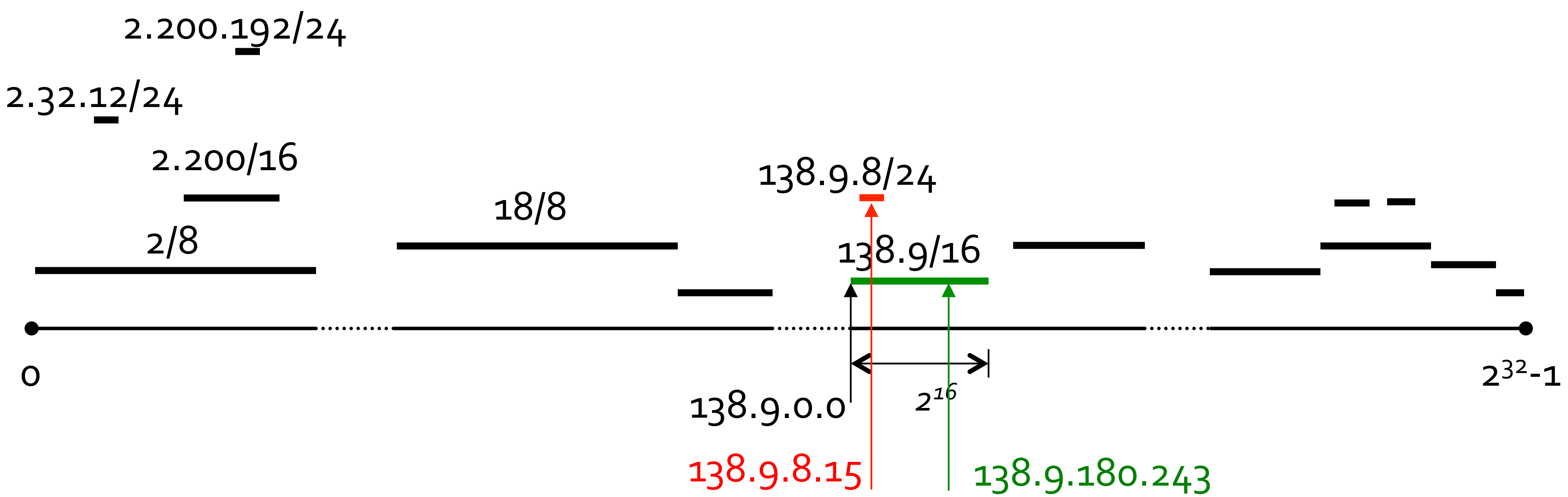
Route Aggregation

- Example: One ISP handles traffic for two corporate networks (129.32/16 and 129.33/16)
- Aggregate route to 129.32/15 for both networks
  - External routers don't care how the ISP breaks up the network addresses internally!
- Only break them apart when necessary for the last (few) hops

What if there are holes?

- Pacific builds a 4th campus
  - 138.9/16 needs to be routed to Pacific
  - 138.9.8/24 needs to be routed to our satellite campus in Hawaii…
- Do we need to break routes up?
    - 138.9.0/20 (.0-.7)
    - 138.9.8/24 (.8)
    - 138.9.9/24 (.9), 138.9.10/24 (.10), 138.9.11/24 (.11)
    - 138.9.12/22 (.12-.15)
    - 138.9.16/20 (.16-.31)
    - 138.9.32/19 (.32-.63)
    - 138.9.64/18 (.64-.127)
    - 138.9.128/17 (.128-.255)

IP Prefixes



- IP address space can be viewed as a number line
  - Each segment represents an aggregated route
  - Segments can overlap
- Look for smallest segment that matches the destination address : **Longest Prefix Match**

Longest Prefix Match

- Allow more specific entries to supersede more general ones
  - 138.9.8/24
    - Route this traffic to Hawaii
  - 138.9/16
    - Route this traffic to Stockton
    - Except for addresses that match a route with a longer prefix (i.e., 138.9.8/24)
- Allows significantly more route aggregation
- Simplifies things if companies move (physically or to another ISP) their block of IP addresses

IP Address Classes

- CIDR makes address classes less important
- With CIDR, routing is based on arbitrary subdivisions of the address space
  - Aggregate routes into largest possible group
  - Use longer prefixes to deal with exceptions
- Routing
  - Routers use longest prefix matching to determine routes
  - No longer deal with exact matches on class network IDs

ARIN WHOIS Database Search

Relevant Links: ARIN Home Page ARIN Site Map Training: *Querying ARIN's WHOIS*

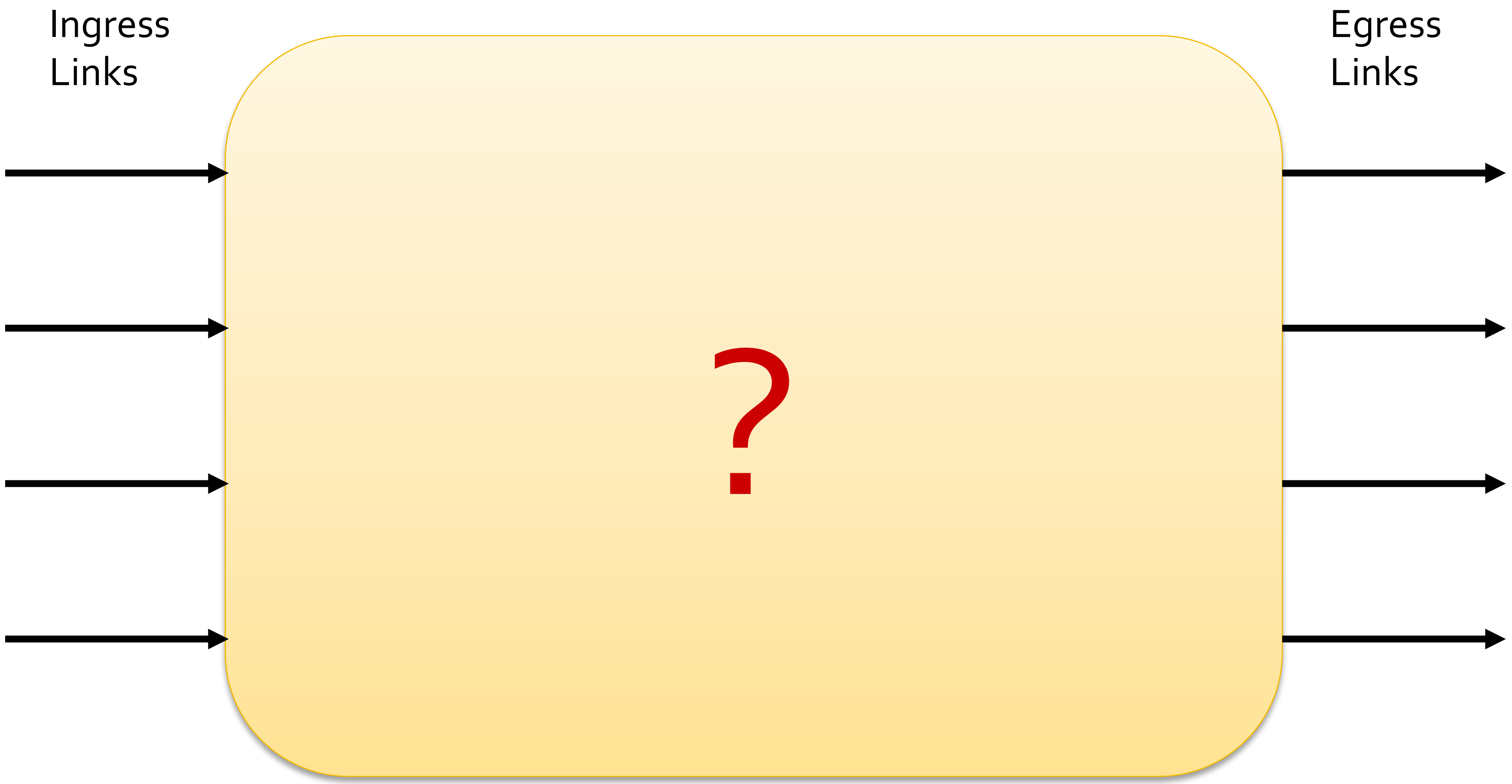
Search ARIN WHOIS for: 138.9.1.21

[ ] Submit

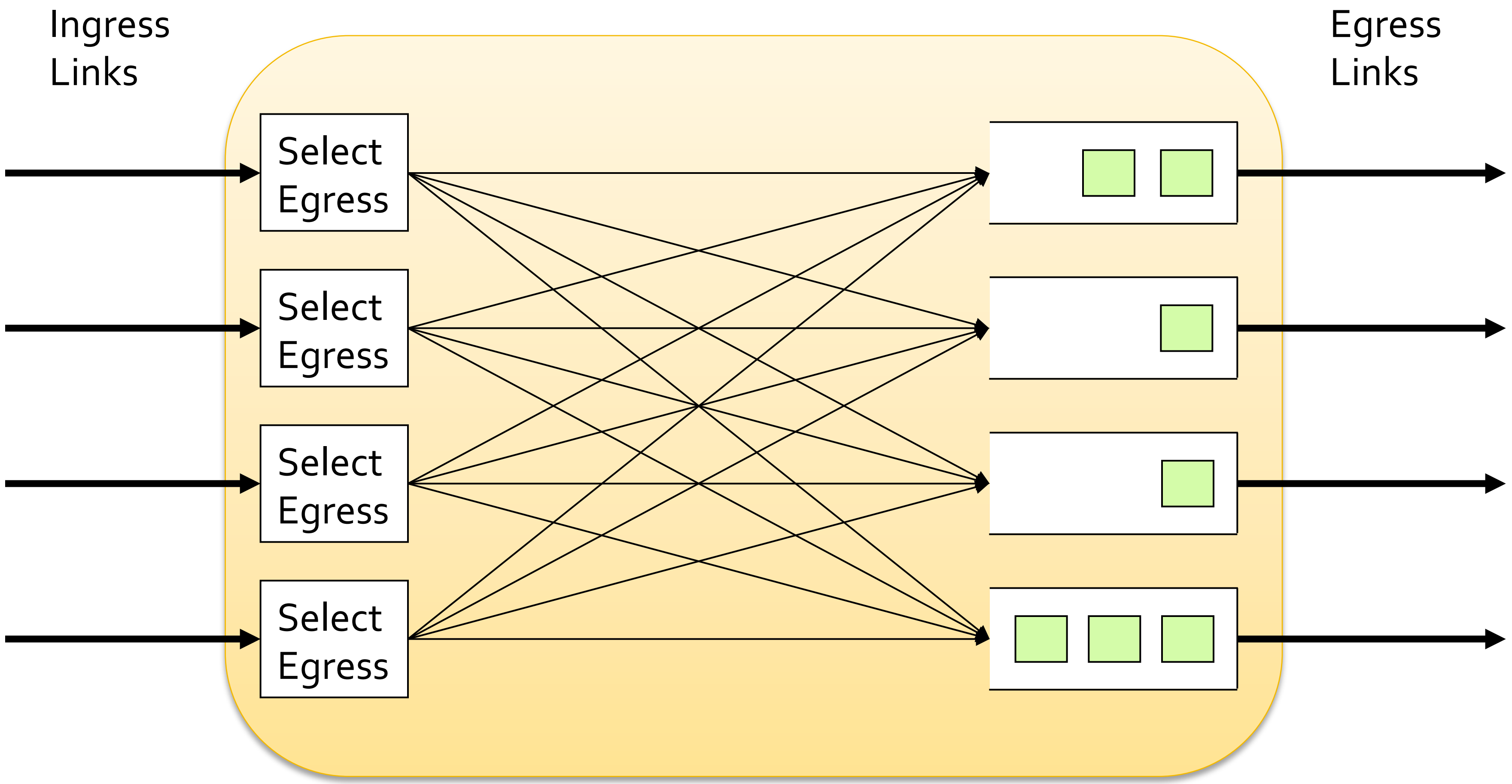
```
OrgName:    University of the Pacific
OrgID:      UNIVER-95
Address:    3601 Pacific Ave.
City:       Stockton
StateProv:  CA
PostalCode: 95211
Country:    US

NetRange:   138.9.0.0 - 138.9.255.255
CIDR:       138.9.0.0/16
NetName:    UOP
NetHandle:  NET-138-9-0-0-1
Parent:     NET-138-0-0-0-0
NetType:    Direct Assignment
NameServer: NS1.PACIFIC.EDU
NameServer: NS2.PACIFIC.EDU
Comment:
RegDate:    1990-01-17
Updated:    2007-09-07

RAbuseHandle: DAVEA-ARIN
RAbuseName:   Lundy, Dave A.
RAbusePhone:  +1-209-946-3951
RAbuseEmail:  dlundy@pacific.edu

RTechHandle: EES7-ARIN
RTechName:   Escalante, Edgar
RTechPhone:  +1-209-946-3190
RTechEmail:  eescalante@pacific.edu

OrgTechHandle: DAVEA-ARIN
OrgTechName:   Lundy, Dave A.
OrgTechPhone:  +1-209-946-3951
OrgTechEmail:  dlundy@pacific.edu
```

Router Operation

What's inside a router?

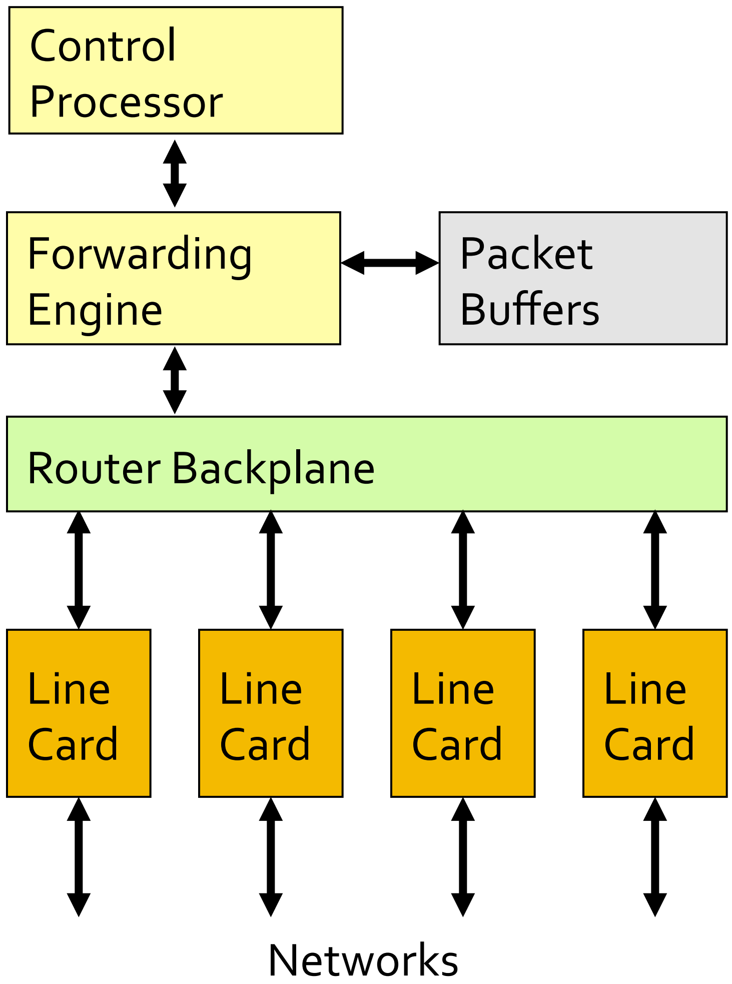


Simplified model of a router



Basic Router Components

- Key Modules
  - Network Interface
  - Packet processing
  - Packet buffering
  - Packet switching
- Processing and buffering can be centralized or decentralized



Packet Processing

- What does a router need to do?

- Driven by protocols
  - Ethernet
  - IP
  - ARP
  - ICMP
  - Transport: TCP, UDP, etc.

On packet arrival…

- Processing
  - Buffer packet?
  - Determine protocol (e.g., IP vs. ARP)
  - Verify checksum, validate the packet, etc.
  - Collect statistics?
- What's next in the "common" (valid IP packet) case?
  - Select egress link

Selecting an Egress Link

- Forwarding table lookup
  - **Longest prefix match**
  - Determine next hop IP address and egress link
- What if no match?
- Is this sufficient to route the packet to an output queue?

Prefix	Next Hop	Port
63/8	128.34.12.1	3
128.42/16	128.34.12.1	3
156.3/16	128.36.21.1	2
156.3.224/19	128.36.129.1	1
128.42.96/20	128.37.37.1	4
128.42.128/24	128.36.129.1	1
128.42.160/24	128.36.21.1	2

Updating the Destination Address

- ARP table lookup
  - Exact match on next hop IP address
  - Determine next hop MAC address
- **What if no match?**

IP	MAC
128.34.12.1	0C:FF:63:82:44:01
128.36.21.1	04:32:11:44:82:60
128.36.21.18	10:44:82:82:44:07
128.37.37.37	08:82:82:44:16:32
128.34.12.14	20:33:71:28:15:70
128.36.21.42	14:93:29:22:15:28

Generating ARP Requests

- Broadcast on output port
  - Ask for MAC address of next hop IP address
- Wait for reply
  - **What do you do with the packet?**
  - **How long should you wait? (tradeoffs?)**
- Receive reply
  - Update ARP table
  - Packet continues along forwarding path

Receiving ARP Requests

- Does the IP address match the IP address of the interface that received the ARP request?
  - Another system is trying to determine your MAC address
  - Respond with the appropriate ARP reply on the same interface
- **Should ARP requests be forwarded if they aren't for the router?**

Updating Packets

- Select egress link
- Update MAC address
- **Is it now OK to forward packet to output queue?**

- IP packet header must be modified
  - **What needs to be modified?**
  - **When should it be modified?**

Buffering

- Why do packets need to be buffered?
  - Waiting for access to a resource (lookup table, switch, etc.)
  - Waiting for an ARP reply
  - ...
- What happens when buffers get full?
  - Packets have to be dropped
- How large do buffers need to be?
  - Statistical multiplexing

Error Handling

- ICMP Messages
  - Notify sender of errors
- Common error types
  - Host/network unreachable
    - No ARP response
  - Time exceeded
    - TTL decremented to zero
  - No route to host
    - No entry in routing table

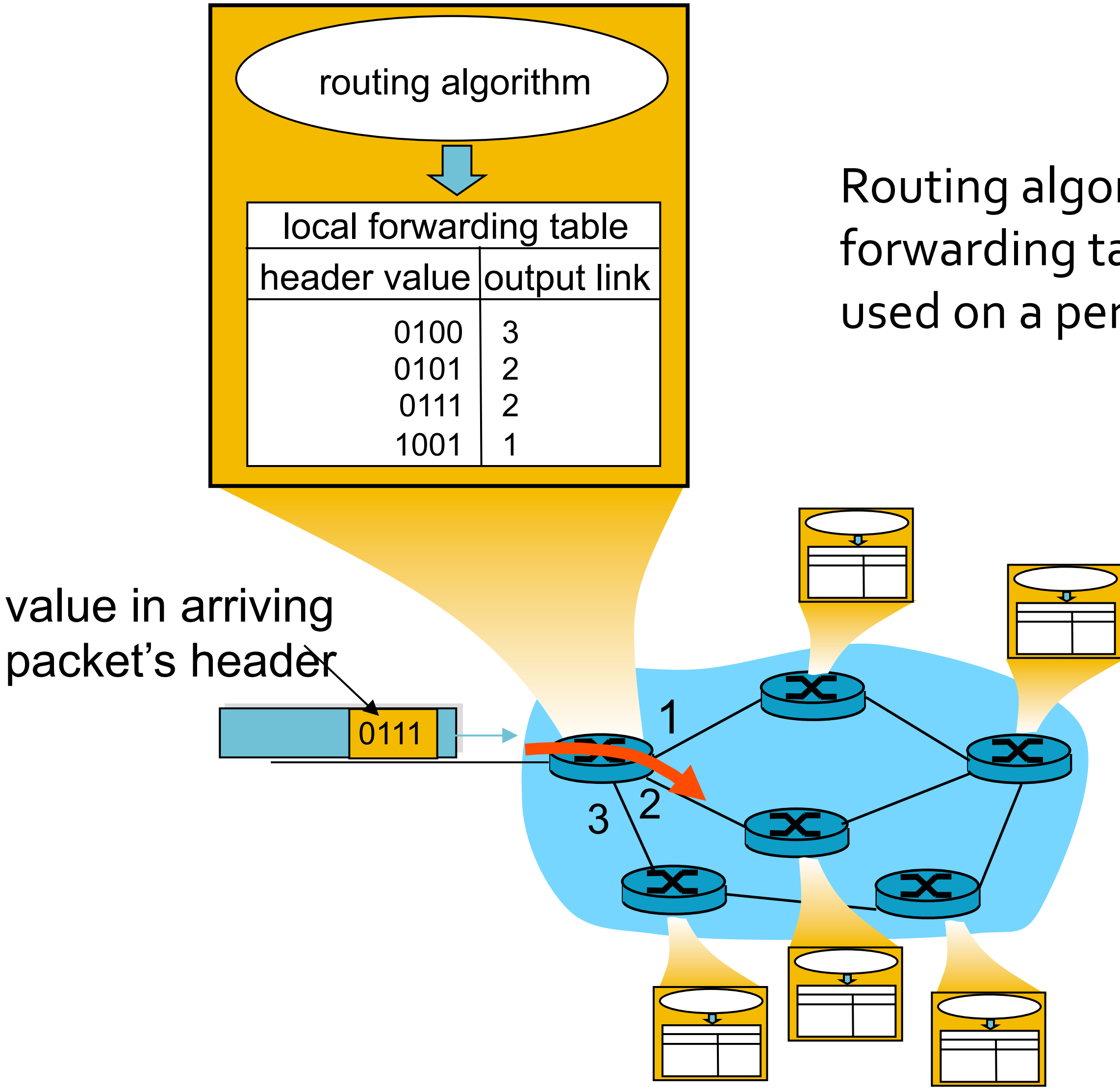
Routing Algorithms

Two Key Network-Layer Functions

- **Forwarding**
  - Move packets from router's input to appropriate router output
  - *Forwarding table*
- **Routing**
  - Determine path (route) taken by packets from source to destination
  - *Routing algorithms*

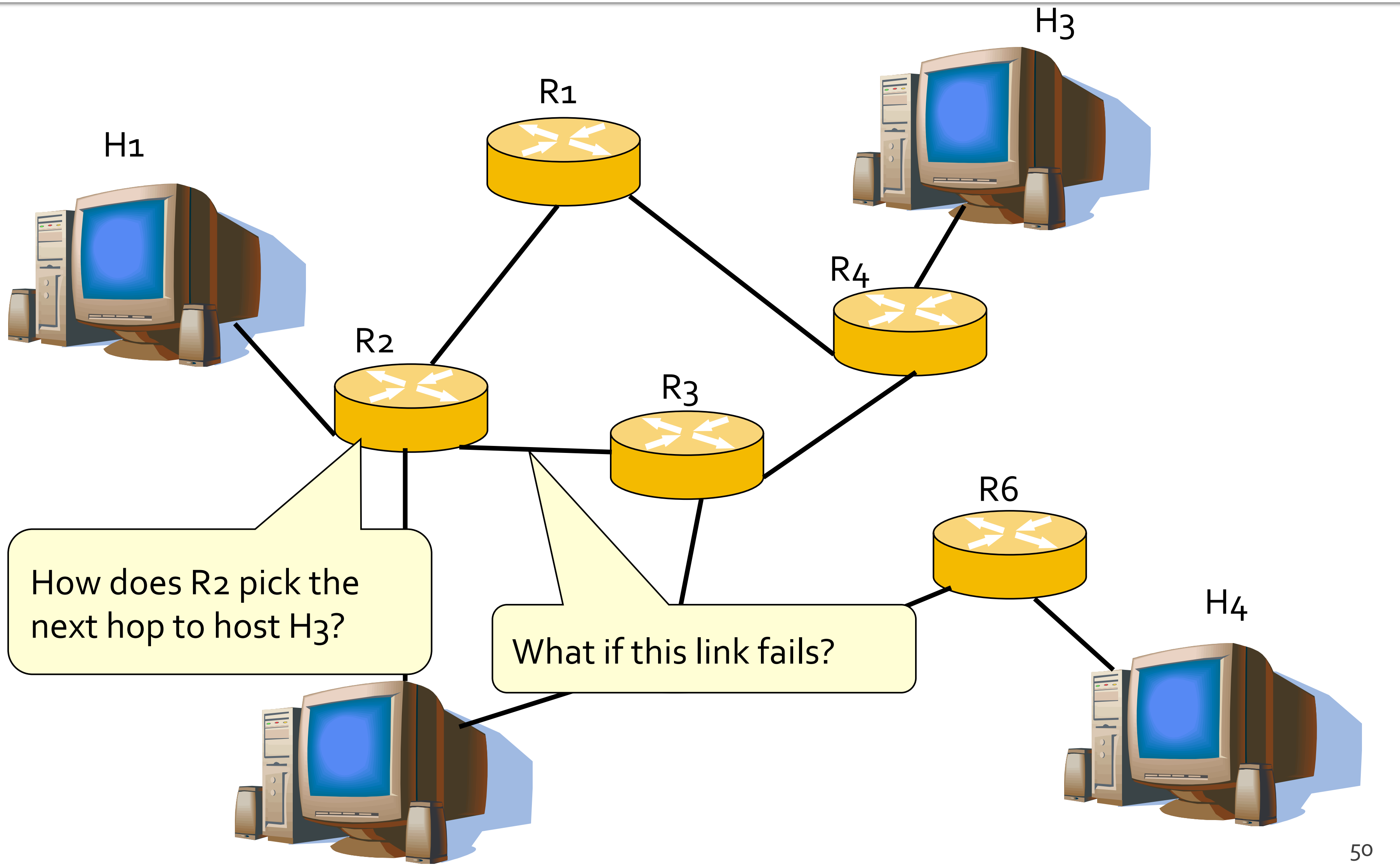
- Road trip analogy:
  - **Forwarding**: process of getting through single interchange
  - **Routing**: process of planning trip from source to destination

Routing versus Forwarding



Routing algorithm *creates* the forwarding table, which is used on a per-packet basis

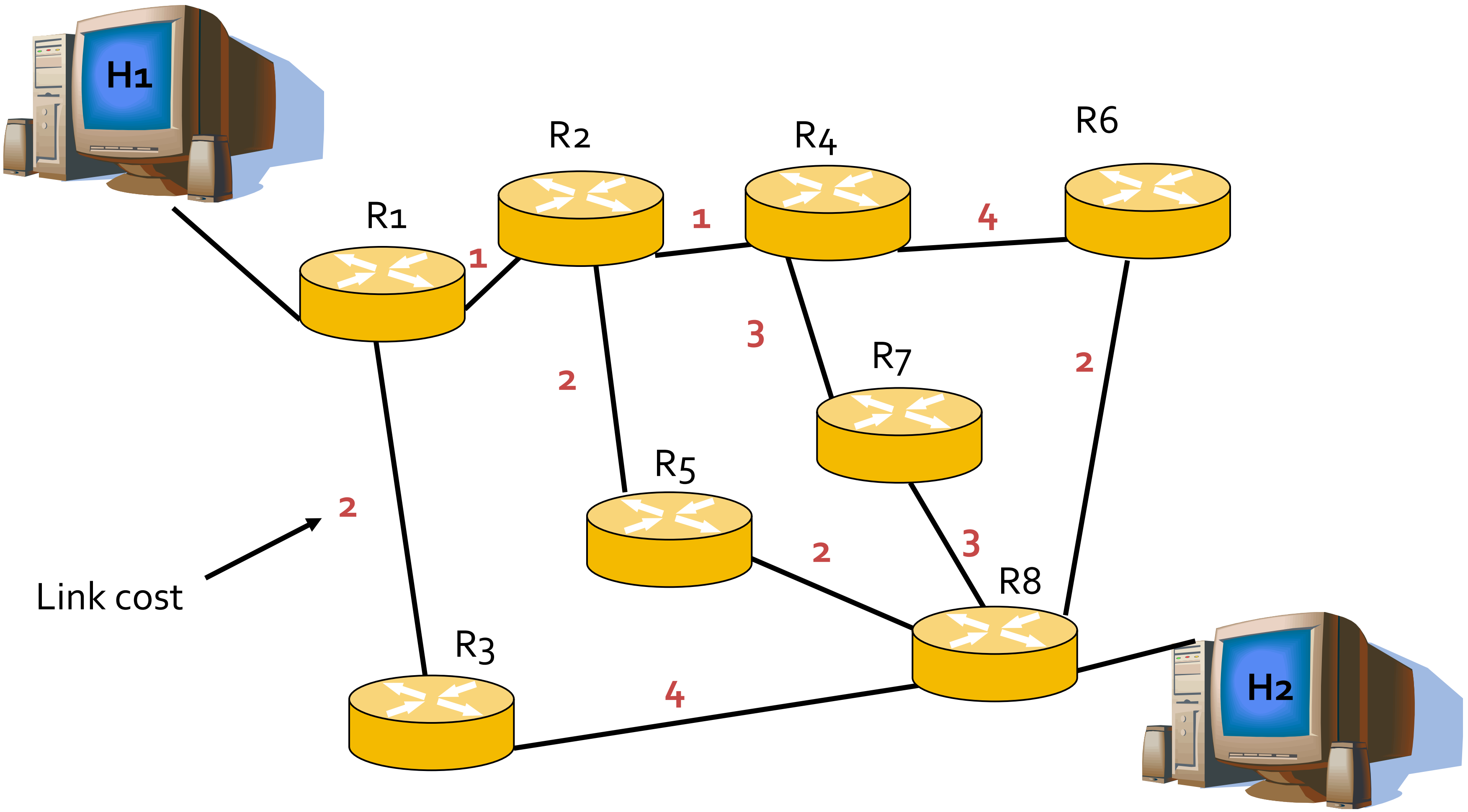
Forwarding Table Entries



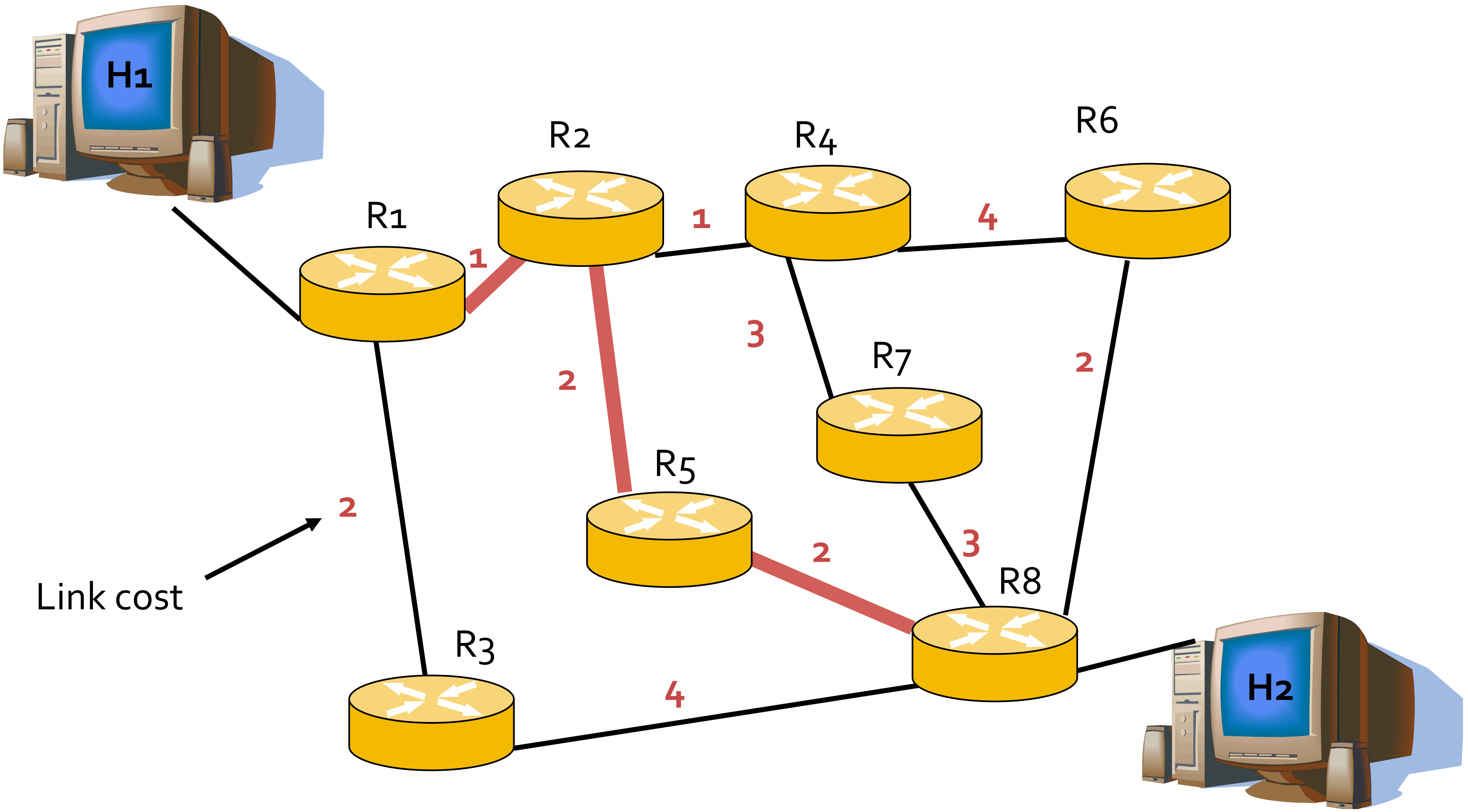
Generating/Updating Routes

- So far, we have assumed forwarding tables are populated statically by an administrator
- In reality, they are dynamically updated
  - Faster reaction to changing network conditions
- **What makes a good route?**
  - Low delay
  - High bandwidth
  - Low link utilization
  - High link stability
  - Low cost
    - (cheaper to use ISP A than ISP B)

Example Network



"Best" Path



Real Networks Are Complicated

- The Internet in 2003
  - http://www.opte.org/maps/