Network layer: Overview

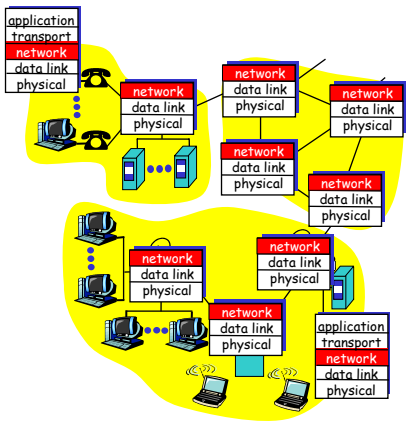
- Network layer functions
- IP
- Routing and forwarding
- NAT
- ARP
- Routing

Network layer functions

- Transport packet from sending to receiving hosts
- Network layer protocols in *every* host, router

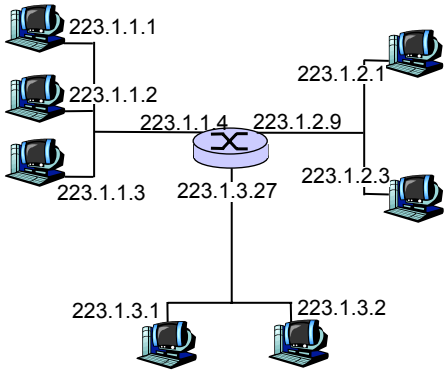
Three important functions:

- *Path determination:* route taken by packets from source to dest. *Routing algorithms*
- *Switching:* move packets from router's input to appropriate router output



IP addressing

- IP address: 32-bit identifier for host, router *interface*
- *Interface:* connection between host, router and physical link
  - router's typically have multiple interfaces
  - host may have multiple interfaces
  - IP addresses associated with interface, not host, router

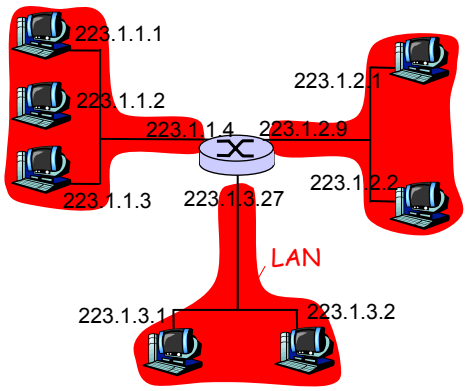


223.1.1.1 = 11011111 00000001 00000001 00000001

223 1 1 1

IP addressing (2)

- IP address:
  - Network part (high order bits)
  - Host part (low order bits)
- *What's a network ?* (from IP address perspective)
  - Device interfaces with same network part of IP address
  - Can physically reach each other without intervening router

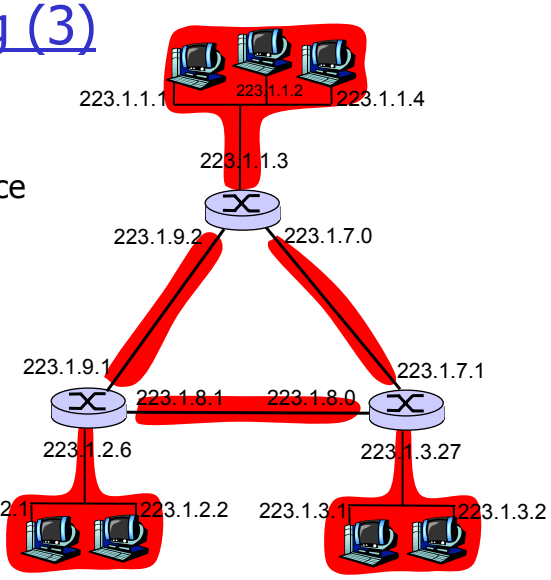


Network consisting of 3 IP networks (for IP addresses starting with 223, first 24 bits are network address)

IP addressing (3)

How to find the networks?

- Detach each interface from router, host
- Create "islands" of isolated networks



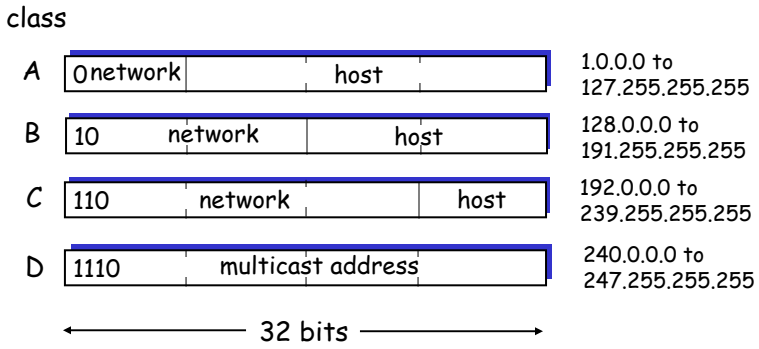
Interconnected system consisting of six networks

IP networks: Subnets

- Sub divide address space
  - network part
  - host address
- Address format: a.b.c.d/x, where x is # bits in subnet portion of address

200.23.16.0/24

Fixed subnetting (classful)



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Address management

- Problem: we are running out of networks
- Solution (a):
  subnetting: e.g., Class B Host field (16bits) is subdivided into <subnet;host> fields
- Solution (b):
  CIDR (Classless Inter Domain Routing)

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CIDR

- Classless InterDomain Routing
- Motivation
  - Class A is too large, Class C is too small
  - Everyone had a Class B address!!!
- Solution:
  - Sites are given contiguous blocks of class-C addresses (256 addresses each) and a mask or parts of former class A/B networks.

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CIDR (2.)

CIDR: Classless InterDomain Routing

- Subnet portion of address of arbitrary length
- Address format: a.b.c.d/x, where x is # bits in subnet portion of address

200.23.16.0/23

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IP addresses: how to get one?

Q: How does *host* get IP address?

- Hard-coded by system admin in a file
  - Wintel: control-panel->network->configuration->tcp/ip->properties
  - UNIX: /etc/rc.config
- DHCP: Dynamic Host Configuration Protocol: dynamically get address from as server
  - "Plug-and-play"
- IP / Subnets allocated by provider (RIPE/ARIN/…)

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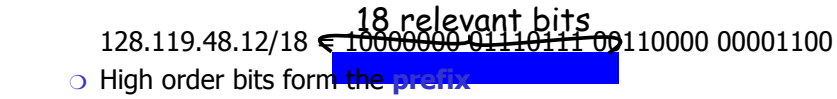
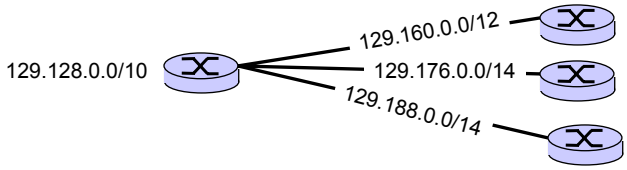
Hierarchical address structure

- Recall: CIDR



  - High order bits form the prefix
  - Once inside the network, can **subnet**: divide remaining bits
  - Subnet example:



Note: picture shows prefix masks, not interface addrs!

- **Forwarding decision: longest prefix match**

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Forwarding vs. routing

- Forwarding: the process of moving packets from input to output
  - The forwarding table
  - Information in the packet
- Routing: process by which the forwarding table is built and maintained
  - One or more routing protocols
  - Procedures (algorithms) to convert routing info to forwarding table.

  (More later….)

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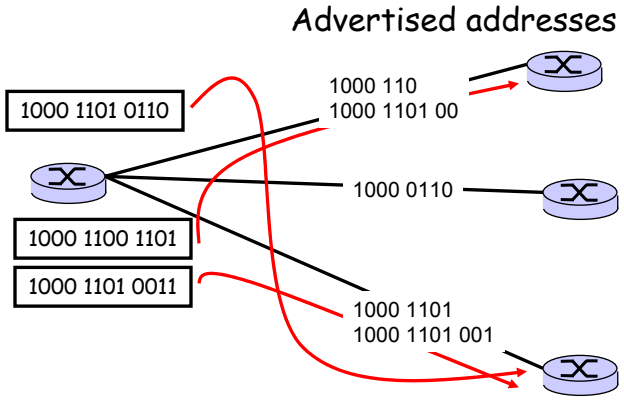
Forwarding with CIDR

- Packet should be sent toward the interface with the **longest matching prefix**



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CIDR (3.)

- Repeated "aggregation" within same provider leads to shorter and shorter prefixes
- CIDR helps also routing table size and processing: Gateways keep only prefixes and find "longest prefix" match
- Class-C is also partitioned by geography
  e.g., Europe got 194.0.0.0 to 195.255.255.255

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Lookup: Longest prefix match

- Forwarding table:
  <Network>/<mask> <next-hop>
- IP Packets: destination IP address
  - Find next-hop via longest prefix match
- Example:

Forwarding table		Packets
134.96.252.0/24	A	134.96.252.200
134.96.0.0/16	C	134.96.254.2
134.96.240.0/20	B	134.96.239.200
134.96.252.192/28	B	134.97.239.200
134.96.252.128/28	A	134.96.252.191

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IP addressing: The last word...

Q: How does an ISP get block of addresses?

A: ICANN: Internet Corporation for Assigned Names and Numbers

- allocates addresses
- manages DNS
- assigns domain names, resolves disputes

Q: What do I do if I don't have a public address?

A: Private IP addresses (RFC1918)

- 10/8
- 172.16/12
- 192.168/16

- Private use only – not routable in the Internet

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NAT: Network Address Translation

Motivation: local network uses just one IP address as far as outside world is concerned:

- Just one IP address for all devices
- Not needed range of addresses from ISP

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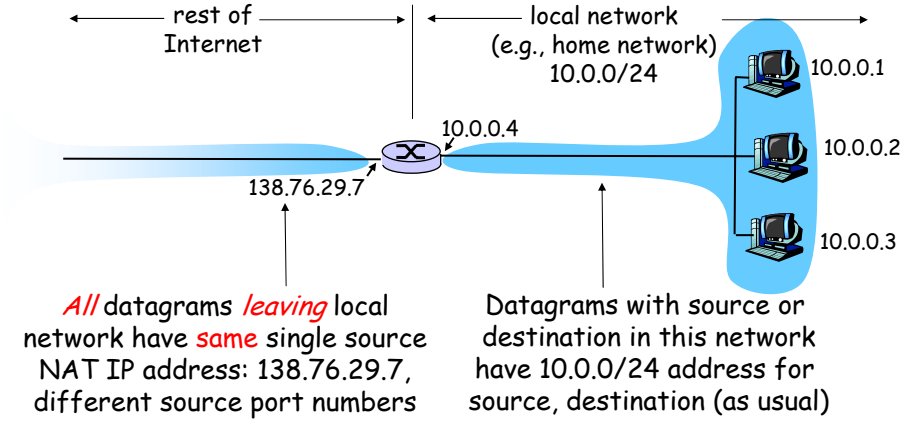
NAT: Network Address Translation



NAT: Network Address Translation

Motivation: Local network uses just one IP address as far as outside world is concerned:

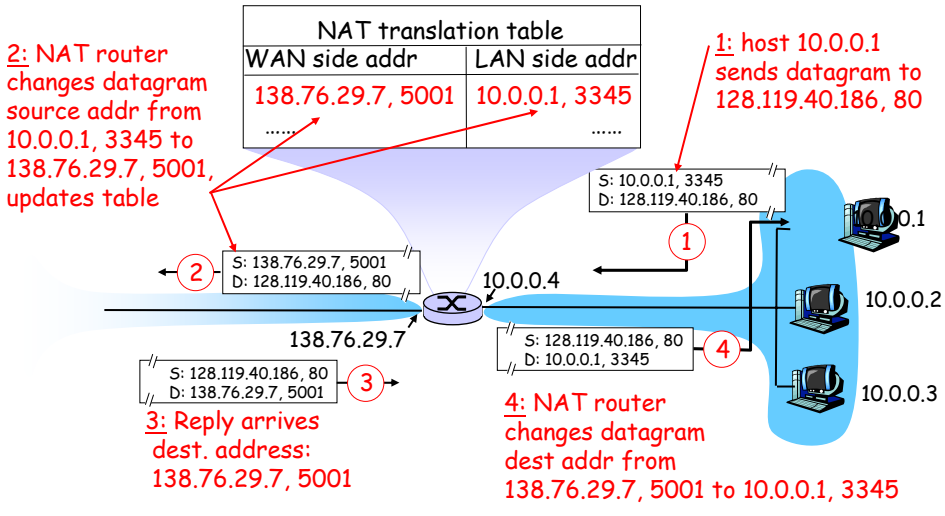
- Range of addresses not needed from ISP: just one IP address for all devices
- Can change addresses of devices in local network without notifying outside world
- Can change ISP without changing addresses of devices in local network
- Devices inside local net not explicitly addressable, visible by outside world (a security plus).

NAT: Network Address Translation

Implementation: NAT router must:

- *Outgoing datagrams: replace* (source IP address, port #) of every outgoing datagram to (NAT IP address, new port #)
  . . . remote clients/servers will respond using (NAT IP address, new port #) as destination addr.
- *Remember (in NAT translation table)* every (source IP address, port #) to (NAT IP address, new port #) translation pair
- *Incoming datagrams: replace* (NAT IP address, new port #) in dest fields of every incoming datagram with corresponding (source IP address, port #) stored in NAT table

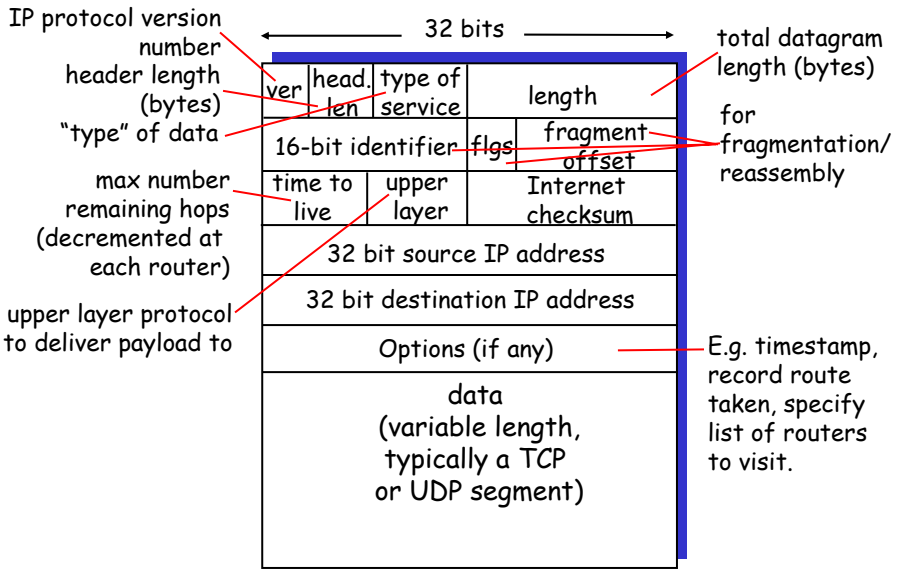
NAT: Network Address Translation



NAT: Network Address Translation

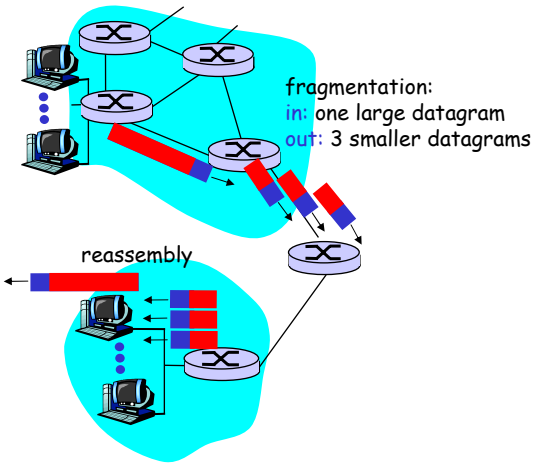
- 16-bit port-number field:
  - 60,000 simultaneous connections with a single LAN-side address!
- NAT is controversial:
  - Routers should only process up to layer 3
  - Violates end-to-end argument
    - NAT possibility must be taken into account by app designers, eg, P2P applications
  - Address shortage should instead be solved by IPv6

IPv4 datagram format



IP fragmentation and reassembly

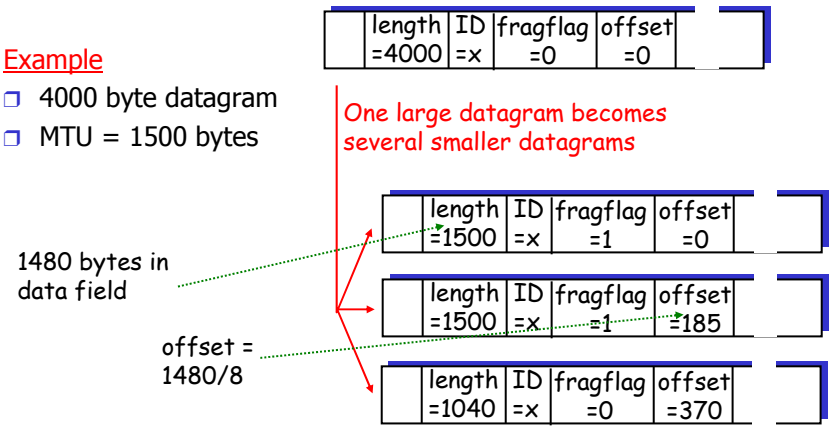
- Network links have MTU (max.transfer size) - largest possible link-level frame.
  - Different link types, different MTUs
- Large IP datagram divided ("fragmented") within net
  - One datagram becomes several datagrams
  - "Reassembled" only at final destination
  - IP header bits used to identify, order related fragments



IP fragmentation and reassembly (2.)

Example

- 4000 byte datagram
- MTU = 1500 bytes



ICMP: Internet Control Message Protocol

- Used by hosts, routers, gateways to communication network-level information
  - Error reporting: unreachable host, network, port, protocol
  - Echo request/reply (used by ping)
- Network-layer "above" IP:
  - ICMP msgs carried in IP datagrams
- ICMP message: type, code plus first 8 bytes of IP datagram causing error

Type	Code	description
0	0	echo reply (ping)
3	0	dest. network unreachable
3	1	dest host unreachable
3	2	dest protocol unreachable
3	3	dest port unreachable
3	6	dest network unknown
3	7	dest host unknown
4	0	source quench (congestion control - not used)
8	0	echo request (ping)
9	0	route advertisement
10	0	router discovery
11	0	TTL expired
12	0	bad IP header

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Address Resolution Protocol (ARP)

- Interface between Link layer - Network Layer
- Allows hosts to query who owns an IP address on the same LAN
- Owner responds with hardware address
- Allows changes to link layer to be independent of IP addressing

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Network layer: status

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- ARP
- Routing

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