

Computer networks 503442-3

Assignments

Chapter:4 Network layer

Q1- Choose the correct answer.

- 1) network provides network-layer *connectionless* service
(*datagram*, *virtual-circuit*)
- 2) network provides network-layer *connection* service
(*datagram*, *virtual-circuit*)
- 3) In simple inside network, complexity at “edge”
(*datagram*, *virtual-circuit*)
- 4) In complexity inside network
(*datagram*, *virtual-circuit*)
- 5) Provides strict timing, reliability requirements need for
guaranteed service
(*datagram*, *virtual-circuit*)
- 6) is the high order bits of IP address
(*subnet part* , host part)
- 7) is the low order bits of IP address
(subnet part , *host part*)
- 8) In RIP, advertisements sent in packets, periodically repeated
(TCP, *UDP*)

Q2- Complete the following sentences.

- 1) **Forwarding**: move packets from router’s input to appropriate router output
- 2) **Routing**: determine route taken by packets from source to destination.

- 3) **Time to live** field in IP Datagram header represent max number remaining hops (decremented at each router)
- 4) The minimum length of IP Datagram header **20** bytes
- 5) **IP address** 32-bit identifier for host, router interface
- 6) **Interface** connection between host/router and physical link
- 7) In **motivation** local network uses just one IP address as far as outside world is concerned
- 8) **ICMP** internet control message protocol used by hosts & routers to communicate network-level information
- 9) IPv6 datagram format fixed length **40 byte** header
- 10) **priority** field in IPv6 datagram identify priority among datagrams in flow
- 11) **flow label** field in IPv6 datagram identify datagrams in same “flow.”
- 12) The length of IP address in IPv6 is **128 bits**
- 13) In **tunneling** IPv6 datagram carried as payload in IPv4 datagram among IPv4 routers
- 14) In distance vector algorithm, distance metric represents **number of hops**
- 15) In RIP, routing updates (DVs) are exchanged between neighbors approximately every **30** seconds in response message

16) In RIP, if no advertisement heard after 180 seconds, neighbor/link declared dead

Q3: Answer the following Questions

a) what's a subnet?

device interfaces with same subnet part of IP address

can physically reach each other *without intervening router*

detach each interface from its host or router, creating islands of isolated networks

each isolated network is called a *subnet*

b) What is the main security feature of NAT?

NAT only translates IP addresses and ports of its internal hosts, hiding the true endpoint of an internal host on a private network.

c) Briefly describe NAT router operation with *outgoing datagrams and incoming datagrams*.

outgoing datagrams: replace (source IP address, port number) of every outgoing datagram to (NAT IP address, new port number) remote clients/servers will respond using (NAT IP address, new port number) as destination address

incoming datagrams: replace (NAT IP address, new port number) in destination fields of every incoming datagram with corresponding (source IP address, port #) stored in NAT table

d) What are the motivations of IPv6?

initial motivation: 32-bit address space soon to be completely allocated.

additional motivation:

header format helps speed processing/forwarding

header changes to facilitate QoS

- e) Suppose that A datagram of 3,500 bytes arrives at a router and must be forwarded to a link with an MTU of 1,300 bytes. Assume IP header of 20 bytes. Fragment the datagram, and specify the flag, and offset fields of all fragments.

Length = 1300	ID = x	Frag Flag = 1	Offset = 0
Length = 1300	ID = x	Frag Flag = 1	Offset = 160
Length = 940	ID = x	Frag Flag = 0	Offset = 320

Q4: Answer the following Questions

- a) What are the main differences between “link state” algorithms and “distance vector” algorithms?

message complexity

❖ **LS:** with n nodes, E links, $O(nE)$ msgs sent

❖ **DV:** exchange between neighbors only

- convergence time varies

speed of convergence

❖ **LS:** $O(n^2)$ algorithm requires $O(nE)$ msgs

- may have oscillations

❖ **DV:** convergence time varies

- may be routing loops
- count-to-infinity problem

robustness: what happens if router malfunctions?

LS:

- node can advertise incorrect *link* cost
- each node computes only its *own* table

DV:

- DV node can advertise incorrect *path* cost
- each node's table used by others
 - error propagate thru network

b) What is meant by link cost from node x to y; $= \infty$
not direct neighbors

c) What are the procedures taken when local link cost change in “distance vector” algorithms?

- node detects local link cost change
- updates routing info, recalculates distance vector
- if DV changes, notify neighbors

d) Give a brief Comparison of LS and DV algorithms in terms of

- message complexity
- speed of convergence
- robustness

message complexity

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e) What are the main differences between intra- AS and inter-AS routing algorithm?

intra-AS sets entries for internal destination

inter-AS with **intra-AS** sets entries for external destination

job of inter-AS is routing

f) States the advanced features of OSPF (not in RIP)

- ❖ *security*: all OSPF messages authenticated (to prevent malicious intrusion)
- ❖ multiple same-cost paths allowed (only one path in RIP)
- ❖ for each link, multiple cost metrics for different TOS (e.g., satellite link cost set “low” for best effort ToS; high for real time ToS)
- ❖ integrated uni- and multicast support:
 - Multicast OSPF (MOSPF) uses same topology data base as OSPF
- ❖ hierarchical OSPF in large domains.

Best Regards

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