## EE4004, Autumn 2002 Q2(b)

OSI Model - 2 Data Application A set of programs offering a network service e.g. mail and file transfer. Translation between different system data formats e.g. ASCII/EBCDIC, Presentation UNIX/DOS. Set-up, maintaining and closing down of communication session. Session Ensures consistency of information at each end of the network e.g. for electronic fund transfer. Makes data flow transparent to the network e.g. to get packets Transport back in sequence after being sent as datagrams. Network Looks after routing of data through the network. Data Link Protocols for point-to-point data transfer and error detection e.g. HDLC, Physical The electrical and mechanical properties of the interface. Lecture 1 Telecom and Protocols, Kevin McCarthy, UCC 13

9

EE4004 Avhum 2002

## IP Packet Format

The IP data packet has a header of at least 20 bytes, followed by optional extra header information and then the data.

VER IHL Service Type Total Length

Identification Flag Fragment Offset

Time to Live Protocol Header Checksum

Source IP Address

Destination IP Address

Options Padding

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20



Source IP Address: This is the 32 bit address of the computer sending the data

Destination IP Address: The 32 bit address of the destination

Total Length: This gives the length of the packet in bytes. This field has 16 bits so the maximum length of an IP packet is 2 16 bytes. In practice the IP packets are usually much smaller than this.

Protocol: This specifies the upper level protocol (TCP or UDP) which requested transmission of the message to indicate to the receiver how the message shouldbe fundled.

VER: This refers to the version number of the IP protocol being used.

IHL: This is the number of 4-byte words in the header.

Service Type: This indicates the type of service (TOS) requested. TOS refers to the delay, throughput and reliability of the route. This field is ignored in many cases on the assumption that the network is providing a "best effort service anyway.

Identification: This is a two-byte field which holds the packet sequence number i.e. the frame number.

Flags and Fragmentation; Long packets may need to be fragmented into a sequence of smaller packets at the link layer. The flags and fragmentation offset field keep track of this.

Time to Live: This one byte field is set to a value by the source. Every time the IP packet passes through a network node, this value is decremented by one. When it reaches 0 the packet is discarded and an error message is sent to the source. This prevents a packet clogging up the network if it cannot be delivered.

Header Checksum: This is used to perform error detection on the header only.

Options: This is used for some optional services that may have been requested such as recording the route of the packet through the network, fullowing a specific route or time stamping of the packet by each node that it travels through.

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2

EE4004 Q3(6) Autum 2002

Destination

## Bellman-Ford Algorithm - 1

This is a distributed algorithm in which each node has only a partial knowledge of the network. Each node knows the length of the links attached to it. The "length" of the link is usually calculated from a combination of the average transmission time along the link and the recent backlog in the queue of the link's transmitter.

A node i estimates the shortest path to the destination from the following:

L(i)=min {d(i,j)+L(j)} for all nodes j attached to i.

where j is any node directly connected to i, d(i,j) is the length of the link from i to j and L(j) is node j's estimate of its distance to the destination.

At each step of the algorithm, each node estimates the shortest distance from itself to the destination using the above formula and based on the estimates L(j) received from its neighbours. It remembers the link associated with this shortest path. If, based on the most recent information from its neighbours, a node calculates a smaller shortest path to the destination then it broadcasts this new estimate to its neighbours and it remembers the link associated with the new shortest path.

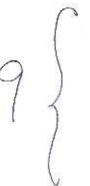
Initially all nodes estimate their distance to the destination as infinity and the destination sets its distance to 0.

Lecture 5

Source

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23



## Bellman-Ford Algorithm - 2 random selection Step 1: The root sets its distance as from two equal zero, all other nodes set to Step 2 length paths new shortest Step 4 shortest path random selection from two equal At each step: Update distance estimates based on link length and previous length paths estimates from neighbouring nodes and update shortest path links based on new distance estimates. Telecom and Protecols, Kevin McCarthy, UCC Lestore 5