Chapter 6: Network Layer

Introduction to Networks v5.1



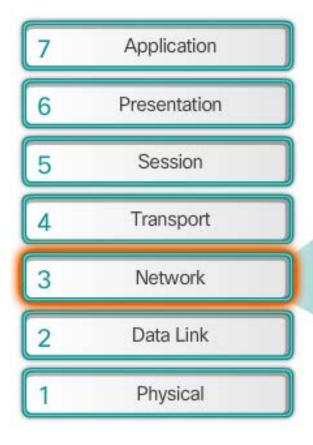
# **Chapter Outline**

- 1. Introduction
- 2. Network Layer Protocols
- 3. Routing
- 4. Routers
- 5. Configure a Cisco Router
- 6. Summary

Topic 6.1.2: Characteristics of the IP Protocol



### **Network Layer Protocols**



#### Responsible for:

#### Routing:

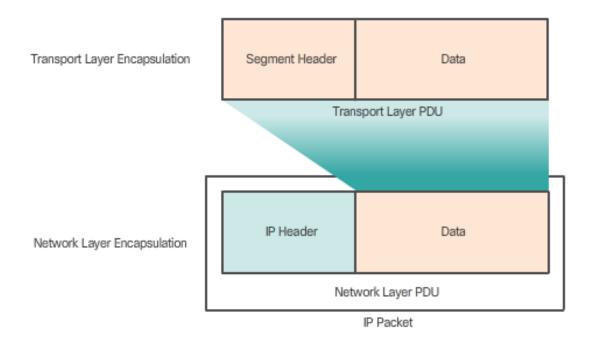
- Determine the path to reach relevant destination networks
- Dynamic and Static methods

#### Forwarding (Layer 3)

- Move an incoming Packet to the next hop Router interface based on the Destination IP Address.
  - Internet Protocol version 4 (IPv4)
  - Internet Protocol version 6 (IPv6)

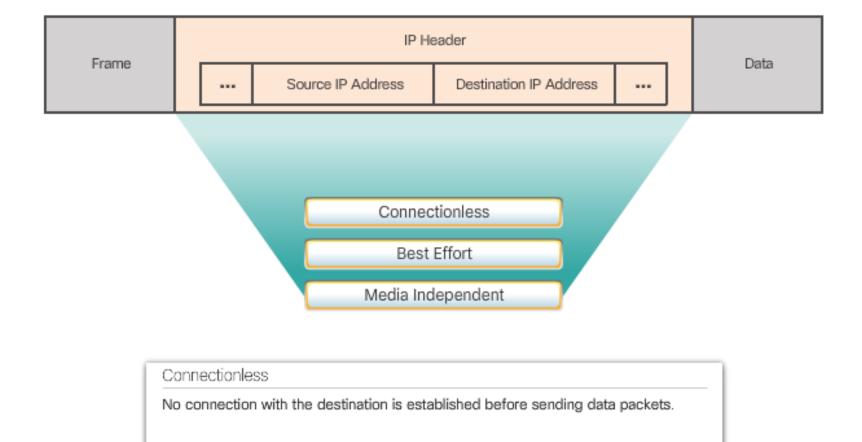
# Encapsulating IP (cont.)

#### Network Layer PDU = IP Packet



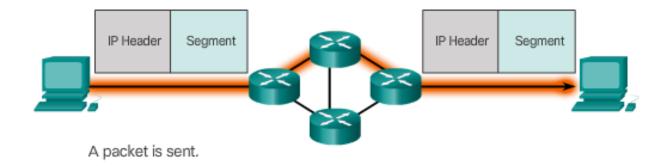
The network layer adds a header so packets can be routed through complex networks and reach their destination. In TCP/IP based networks, the network layer PDU is the IP Packet.

### Characteristics of IP



### IP - Connectionless

#### Connection Management is done at the Transport Layer



#### The sender doesn't know:

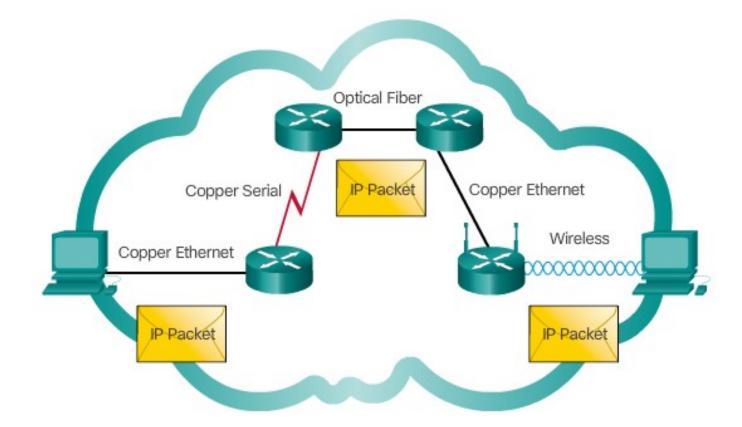
- If the receiver is present
- If the packet arrived
- If the receiver can read the packet

#### The receiver doesn't know:

- When it is coming
- If the packets have arrived out of sequence

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# IP – Media Independent

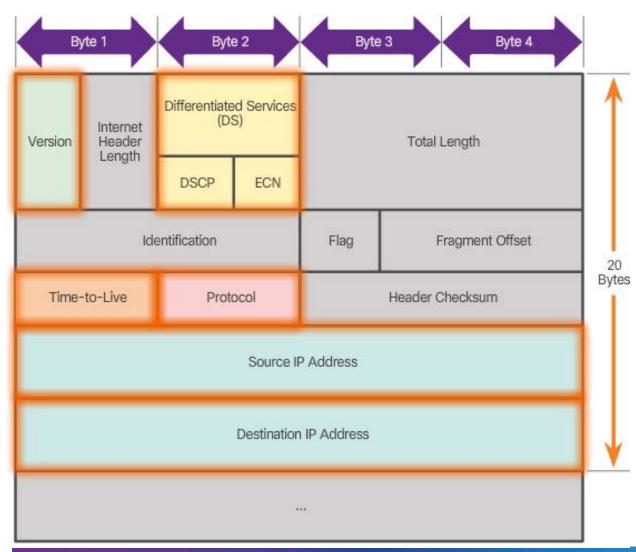


IP packets can travel over different media.

# Topic 6.1.3: IPv4 Packet



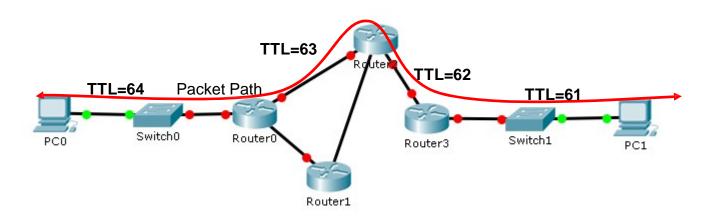
### **IPv4** Packet Header



- Version = 0100 (binary)
- DS = Packet Priority
- TTL = Limits life of Packet
- Protocol = Upper layer protocol: TCP=6 or UDP=17
- Source IP Address = source of packet
- Destination IP Address = destination of packet

### Time-to-Live TTL

- TTL value ranges from 0 255.
- TTL value is set by device (i.e. Microsoft 10 sets TTL = 64)
- TTL value is decremented at each Router.
- Packet is dropped if TTL =0 before it reaches its destination.
- ICMP message is returned to the source device if TTL=0.
- Prevents packets from getting "stuck" in infinite forwarding loop



# Topic 6.1.4: IPv6 Packet



## Introducing IPv6

- Increased address space to <u>128 bits</u>
- Improved packet handling
- Eliminates the need for NAT (Network Address Translation)

4 billion IPv4 addresses

4,000,000,000

VS.

340 undecillion IPv6 addresses

## **Encapsulating IPv6**

#### IPv4 Header

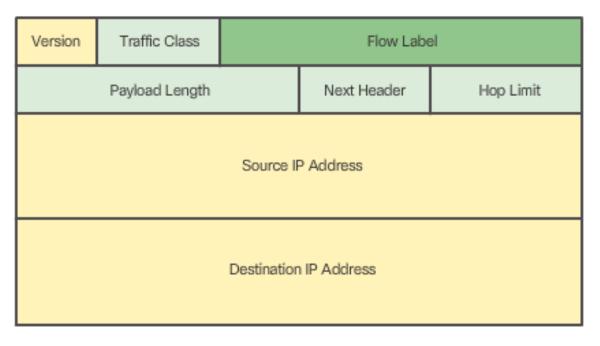
Version	IHL	Type of Service	Total Length				
Identification			Flags	Fragment Offset			
Time-	to-Live	Protocol	tocol Header Checi				
Source Address							
Destination Address							
Options Padding							

IPv6 has a simplified header

- Field names kept from IPv4 to IPv6
- Name and position changed in IPv6
- Fields not kept in IPv6

### Encapsulating IPv6 (cont.)

#### IPv6 Header



IPv6 has a simplified header

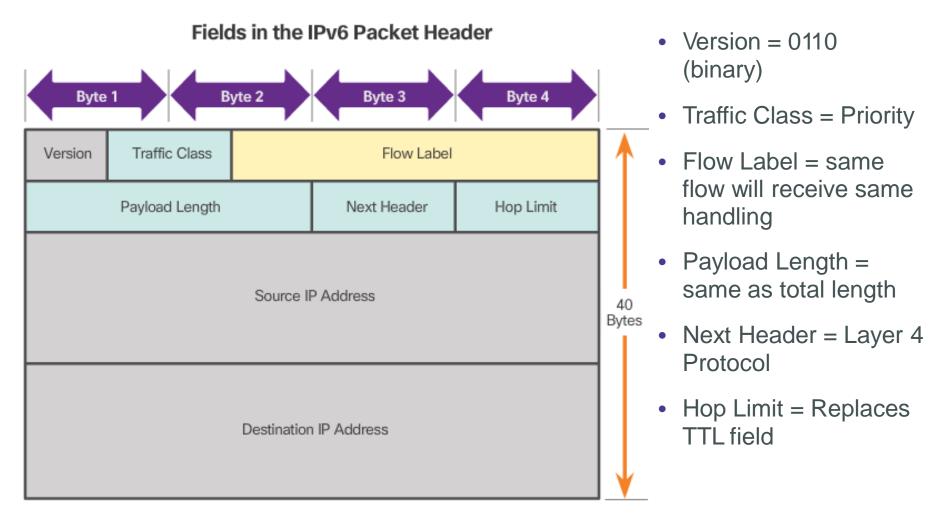
Legend

Field names kept from IPv4 to IPv6

Name and position changed in IPv6

New field in IPv6

### IPv6 Packet Header



# Section 6.2: Routing

Upon completion of this section, you should be able to:

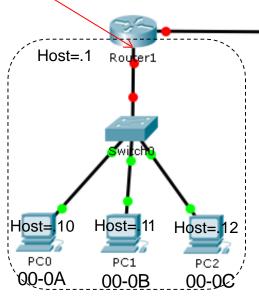
- Explain how a host device uses routing tables to direct packets to itself, a local destination, or a default gateway.
- Compare a host routing table to a routing table in a router.

Topic 6.2.1: How a Host (i.e. End Device) Routes



### **Default Gateway**

Default Gateway = Router1 Interface IP Addr (for Network Segment 1)

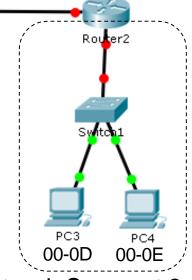


**Network Segment 1** 

IP Network Address:

192.168.**1**.0

255.255.255.0



Network Segment 2

IP Network Address:

192.168.**2**.0

255.255.255.0

## If <u>Source IP Network Address</u> EQUAL <u>Destination IP Network Address</u> then:

- Destination end device is on same network segment
- Switch frame to destination device

# If <u>Source IP Network Address</u> NOT EQUAL <u>Destination IP Network</u> Address then:

- Destination end device is on a different network segment
- Switch frame to Default Router
   Default Router will forward
   packet to Destination Network

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### **Host Routing Tables**

From a PC Command Prompt Enter: route print OR

netstat -r

Default Gateway Indicated by Destination = 0.0.0.0

IPv4 Route Table								
Active Routes:								
Network Destinatio	n Netmask	Gate	wav Interface	Metric				
0.0.0.0	0.0.0.0	192.168.1	•	25				
127.0.0.0	255.0.0.0	On-lir	nk 127.0.0.1	306				
127.0.0.1	255.255.255.255	On-lir	nk 127.0.0.1	306				
127.255.255.255	255.255.255.255	On-lir	nk 127.0.0.1	306				
192.168.1.0	255.255.255.0	On-lir	nk 192.168.1.125	281.				
192.168.1.125	255.255.255.255	On-lir	nk 192.168.1.125	281				
192.168.1.255	255.255.255.255	On-lir	nk 192.168.1.125	281.				
224.0.0.0	240.0.0.0	On-lir	nk 127.0.0.1	306				
224.0.0.0	240.0.0.0	On-lir	nk 192.168.1.125	281				
255.255.255.255	255.255.255.255	On-lir	nk 127.0.0.1	306				
255.255.255.255	255.255.255.255	On-lir	nk 192.168.1.125	281.				

### Topic 6.2.2: Router Routing Tables



### IP Packet Forwarding

#### Routing Table

Dest Network Next Hop

192.168.2.0/24

IP Addr of Rtr2

Router1

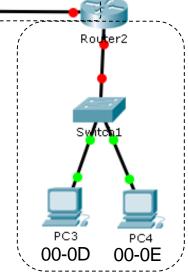
PC0 PC1 PC2
90-0A 00-0B 00-0C

**Network Segment 1** 

IP Network Address:

192.168.**1**.0

255.255.255.0



Network Segment 3 -

Network Segment 2

IP Network Address: - 192.168.**2**.0

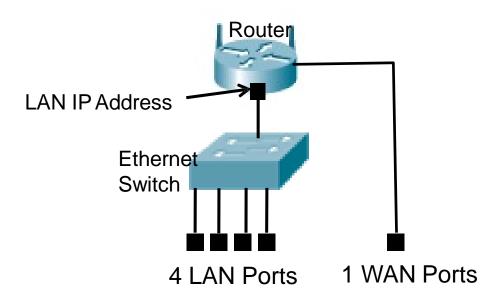
255.255.255.0

- Ethernet Switches forward frames between end devices that are on the same network segment using MAC addresses.
  - Routers forward packets to remote networks and network segments using IP Addresses.
- Router interfaces define a network segment.
- Each end device will have an IP
   Address whose Network
   Address is the same as the
   Network segment.
  - End devices with the same network address are on the same network segment.

### **Router Ports**

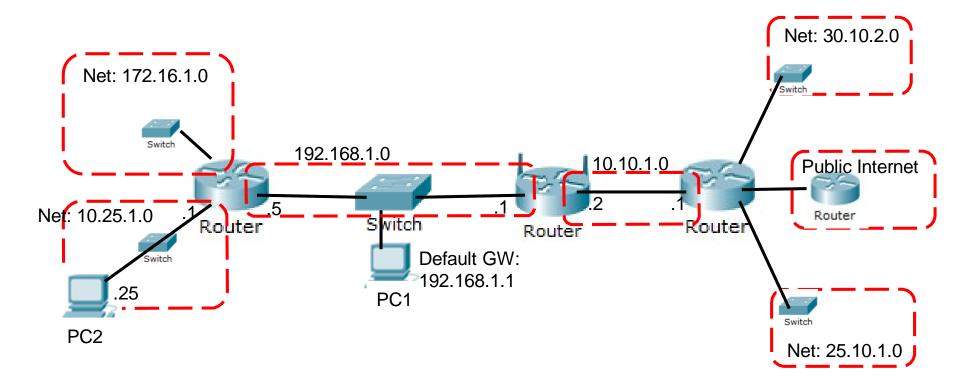


Lab Router



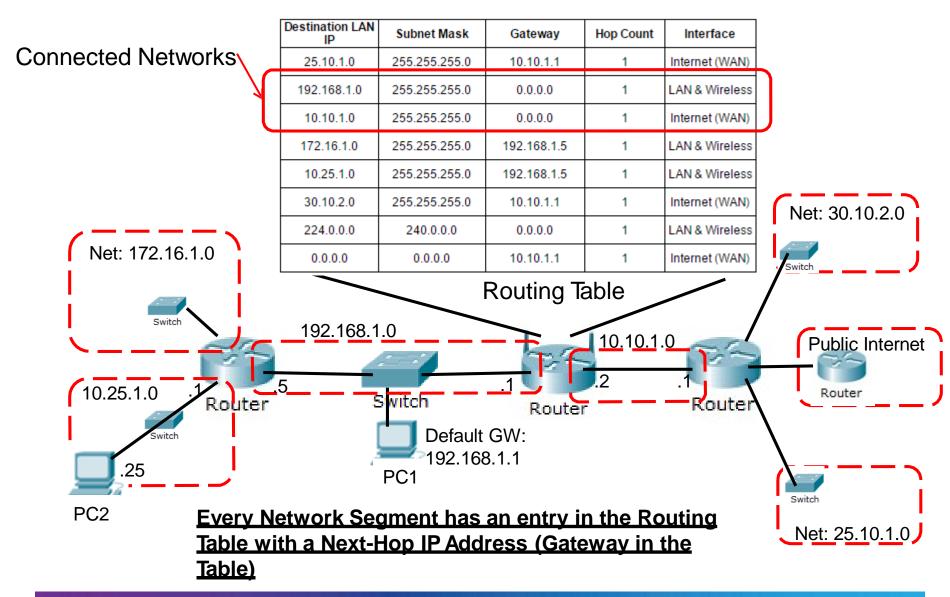
**Equivalent Schematic** 

### IPv4 Router Routing Table - 1

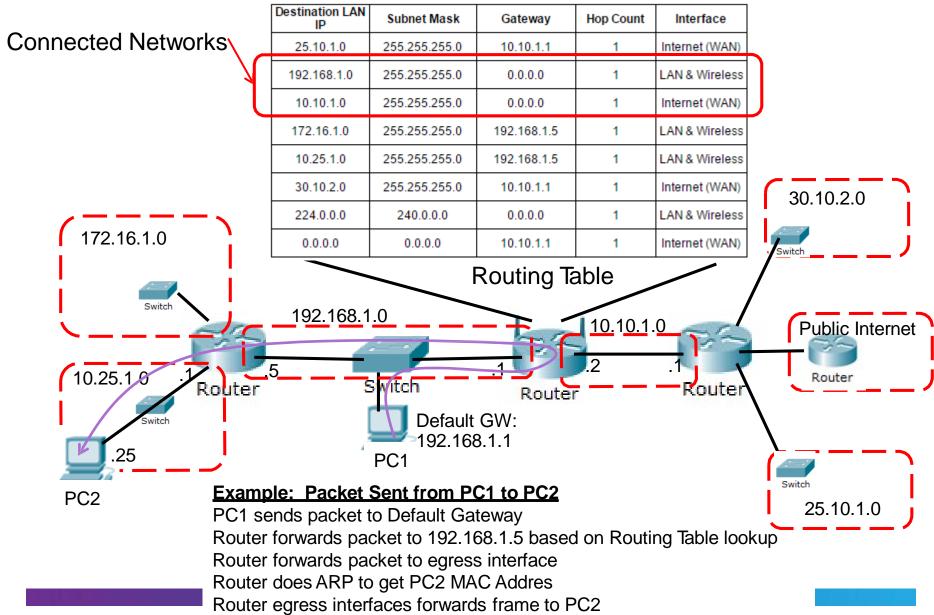


Consider the above network which includes several network seaments.

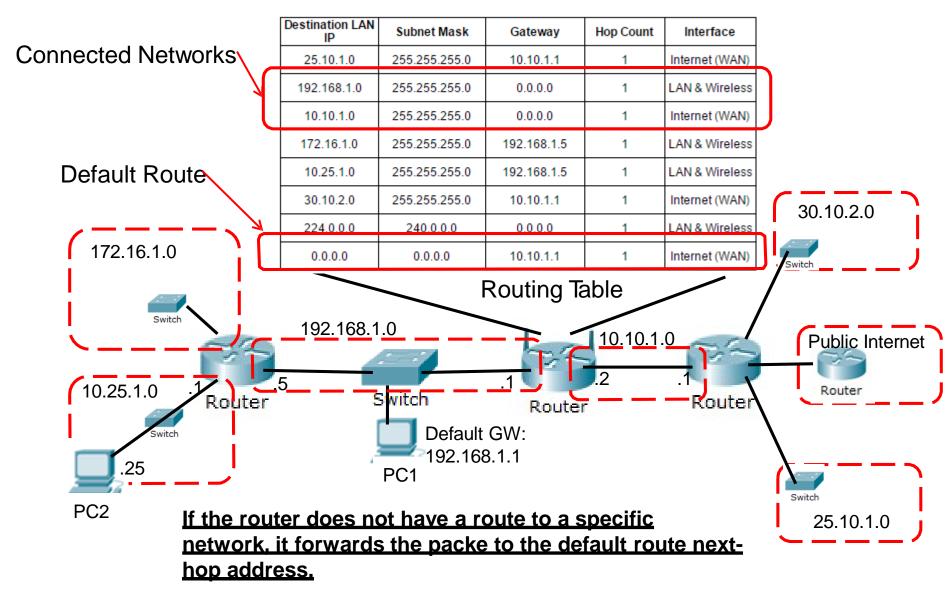
# IPv4 Router Routing Table - 2



## Forwarding to a Remote Network



### The Default Route



Thank you.

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Mind Wide Open