

Internet Protocol (IP)

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Recap

block of data at the network layer is called as the datagram

- IP Protocol: Needed functionality
 - IP Protocol: Packet format, addressing
 - Forwarding
 - Routing
 - Error reporting and host signaling
- Focus: Packet Format and Fragmentation and re-assembly

Packet Format

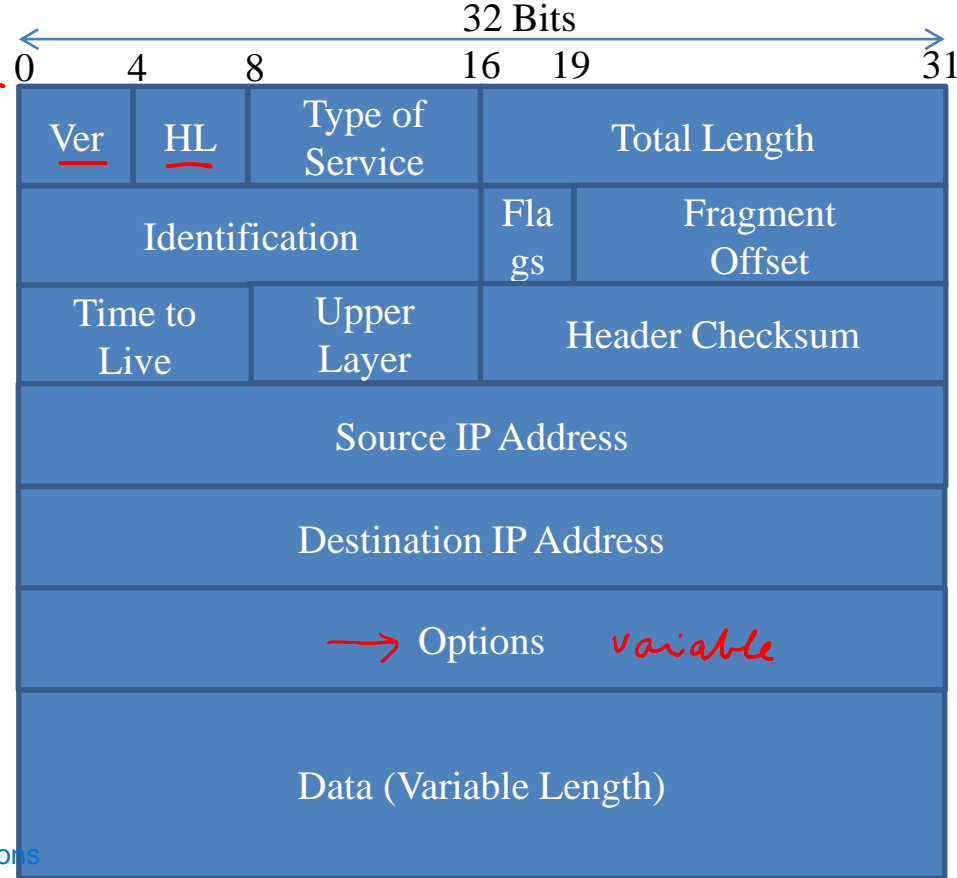
- Version: Specifies the version of the protocol

– IPv4, IPv6

- Header Length: Specifies the header in 32-bit words

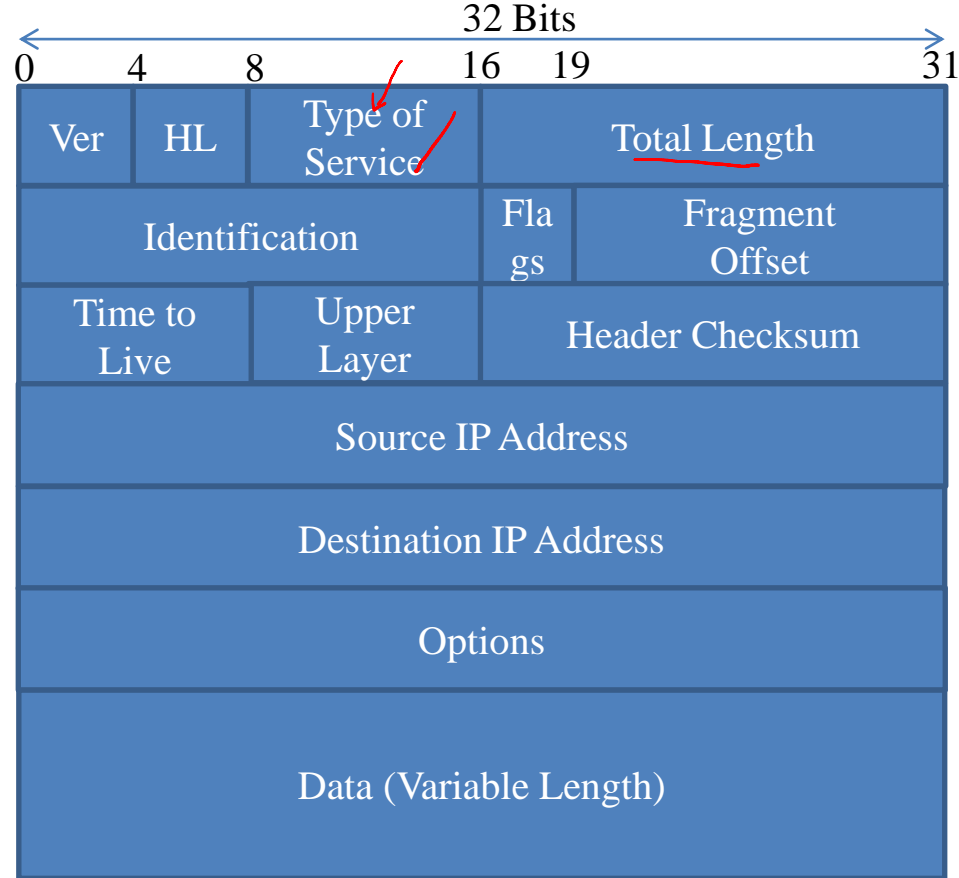
– 5 words (without options)

$5 \times 32 = 160 \text{ bits}$
we need header length bcz Options field is variable length.



Packet Format

- Type of Service:
Permits packets to be treated differently
 - Research Focus
- Total Length: Specifies the length of the datagram (in bytes) including header



Packet Format

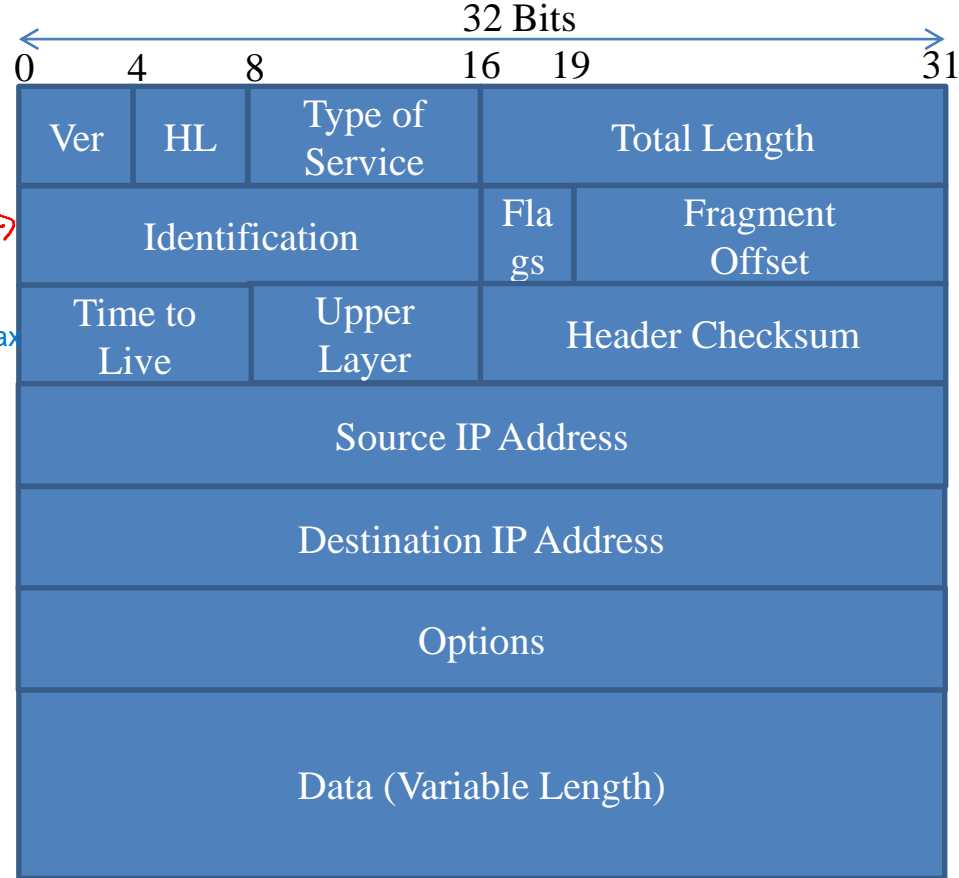
$(2^{16} - 1)$ byte 16

- Identification/Flags/
Fragment Offset:

- Max size of IP packet is 65535 Bytes

T.L field has 16 bits... so max
= $2^{16} - 1$

- Physical Networks may not support large packets
- Need Fragmentation and reassembly (more on it soon)

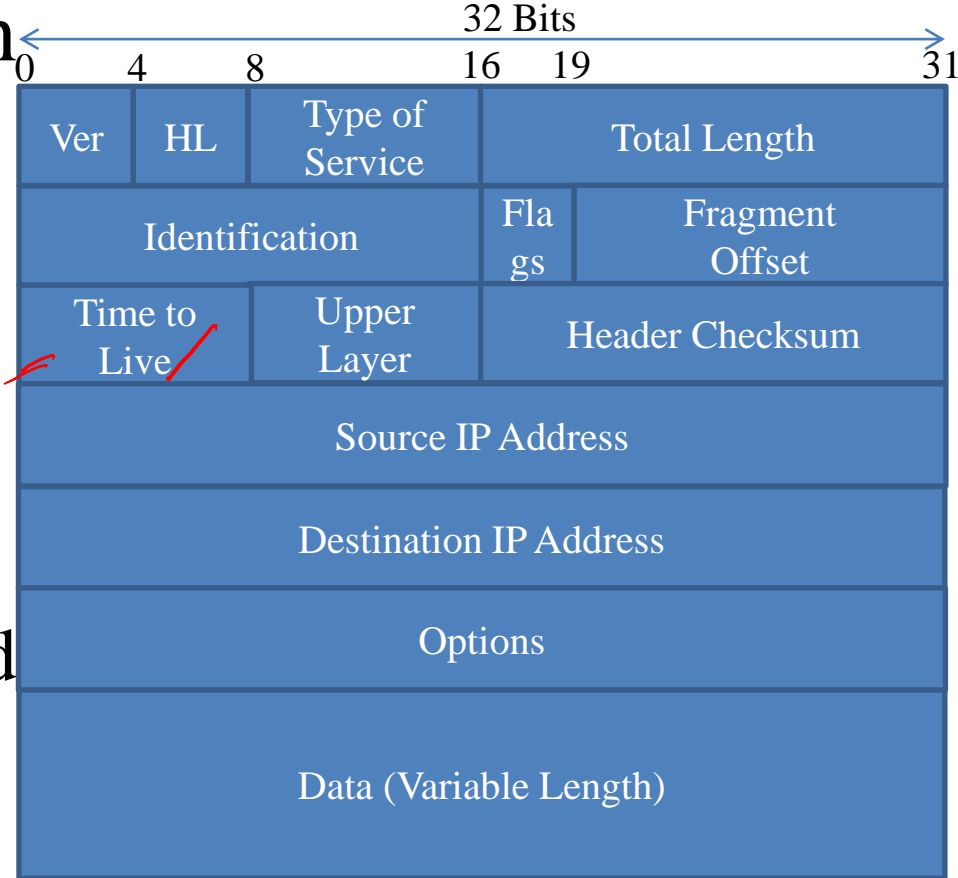


Packet Format

but time needs synchronisation across routers

- Time to Live: Helps catch packets doing rounds

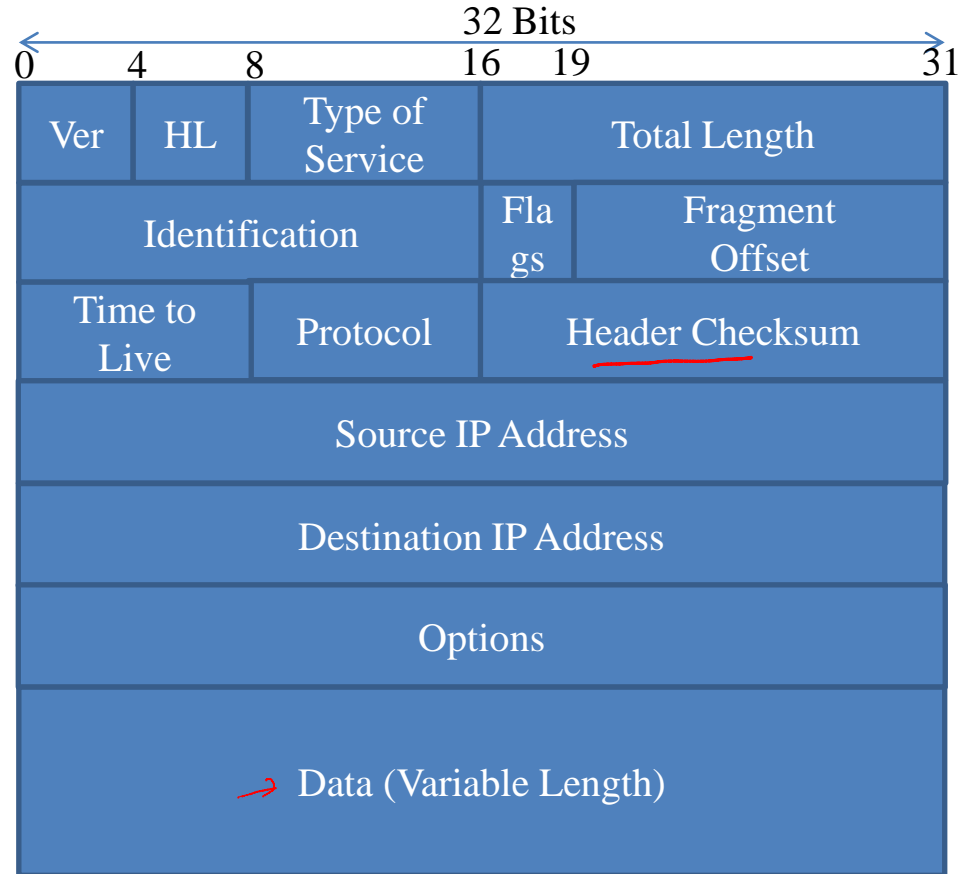
- Not really time but ^{expiry date} ~~hop~~ ~~sec~~ count
- Routers decrement the field by one before forwarding; if zero discard
- Default value = 64



Packet Format

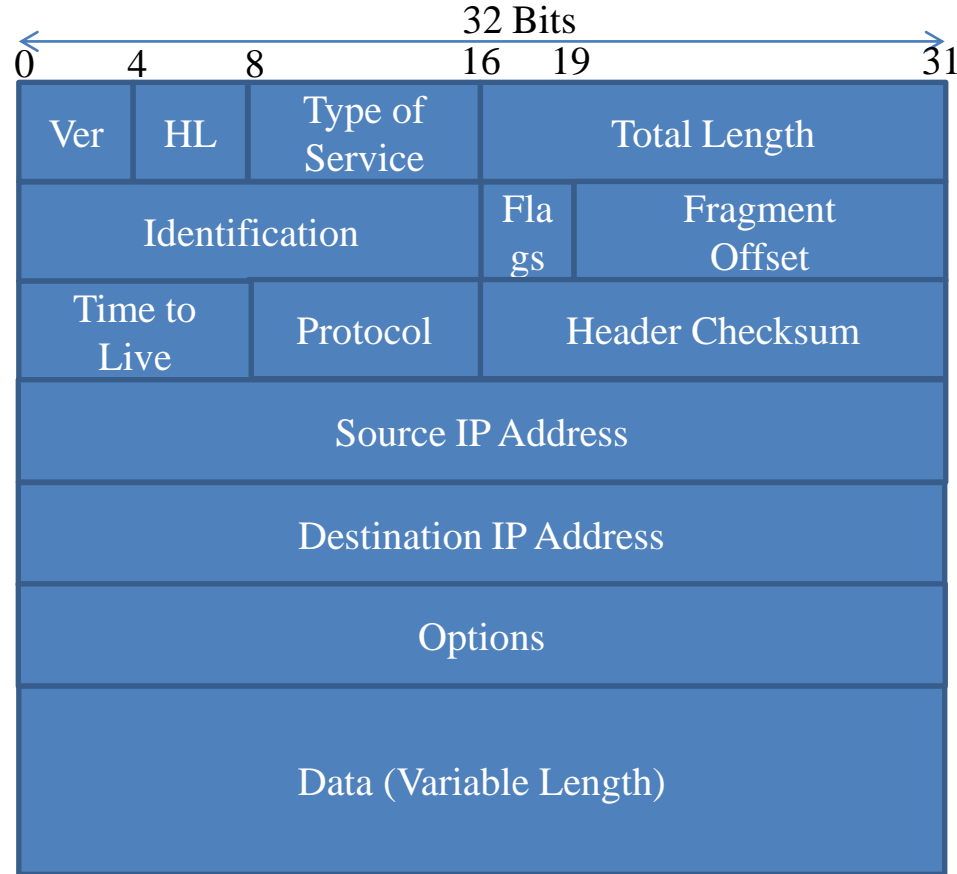
- Protocol: Demux key that identifies higher layer protocol
 - TCP: 6, UDP: 17
- Checksum (Internet): Detects errors in header

only over header.. not payload.....
bcz to speed upswitching/ processing
at the router



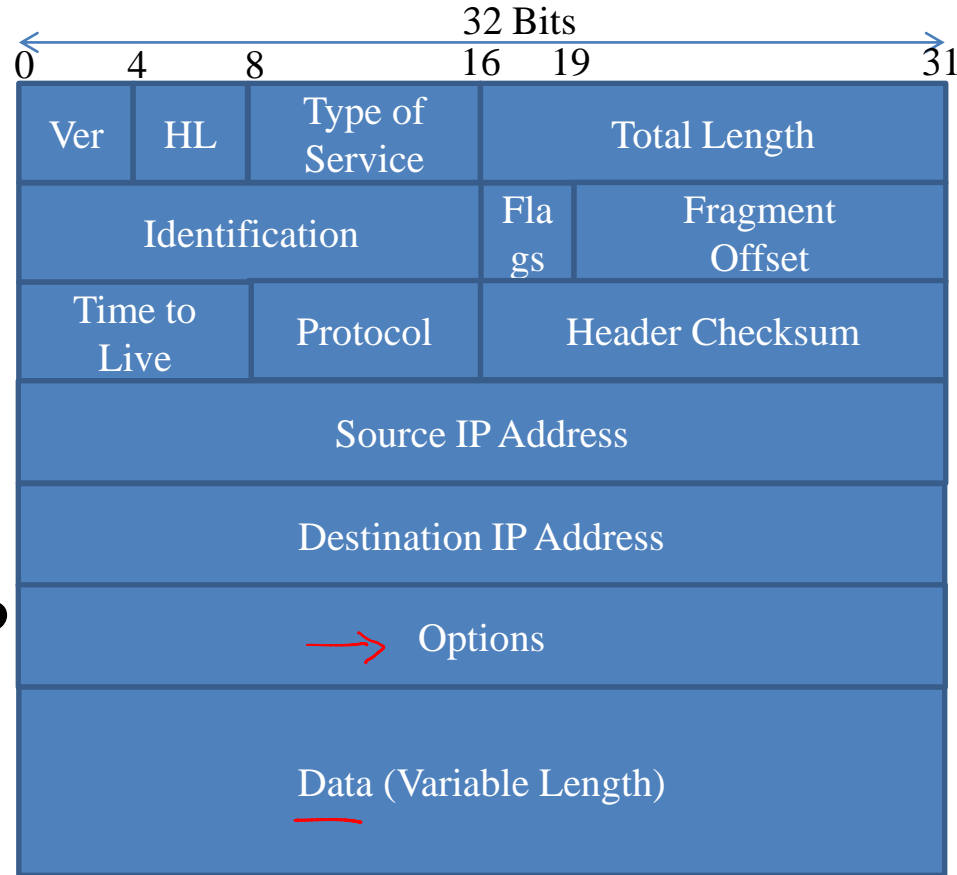
Packet Format

- Source/Destination IP address: 32-bit
 - Destination key to forwarding
 - Source for replying back
 - Global address space, independent of physical network address (MAC)



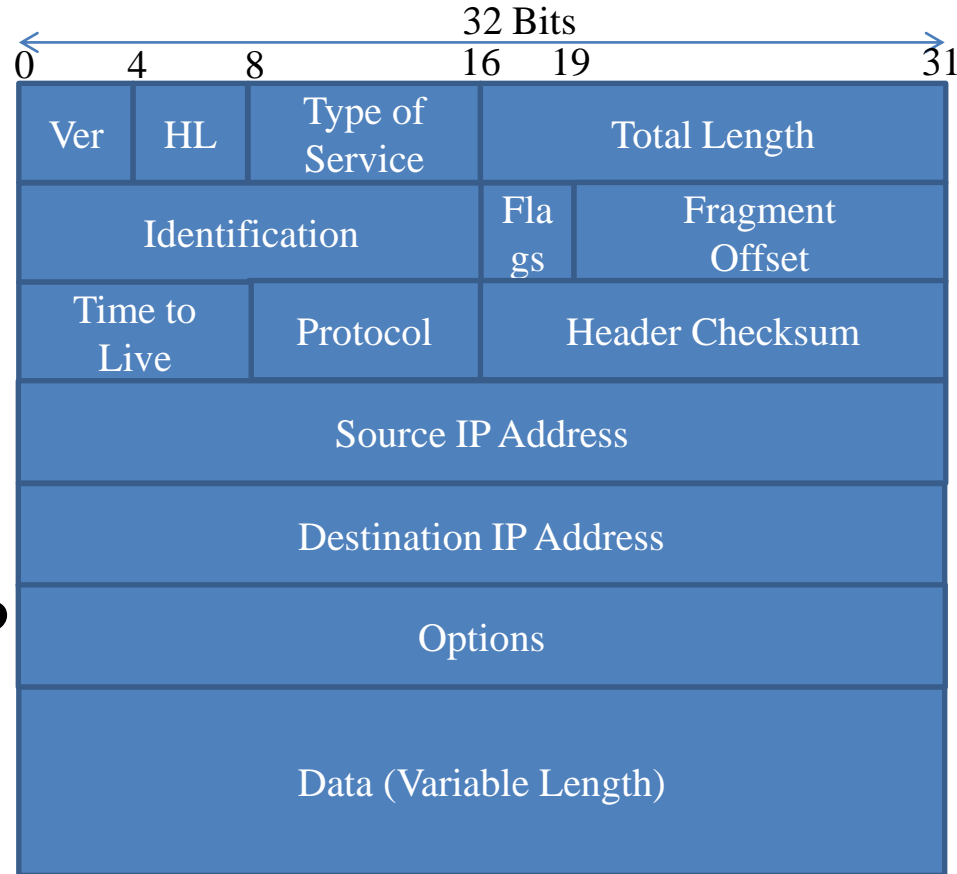
Packet Format

- Options: Rarely used
 - Record Time stamp
 - Record route taken
 - Specify source route
- Data/Payload: Higher Layer Data (TCP or UDP segment)



Packet Format

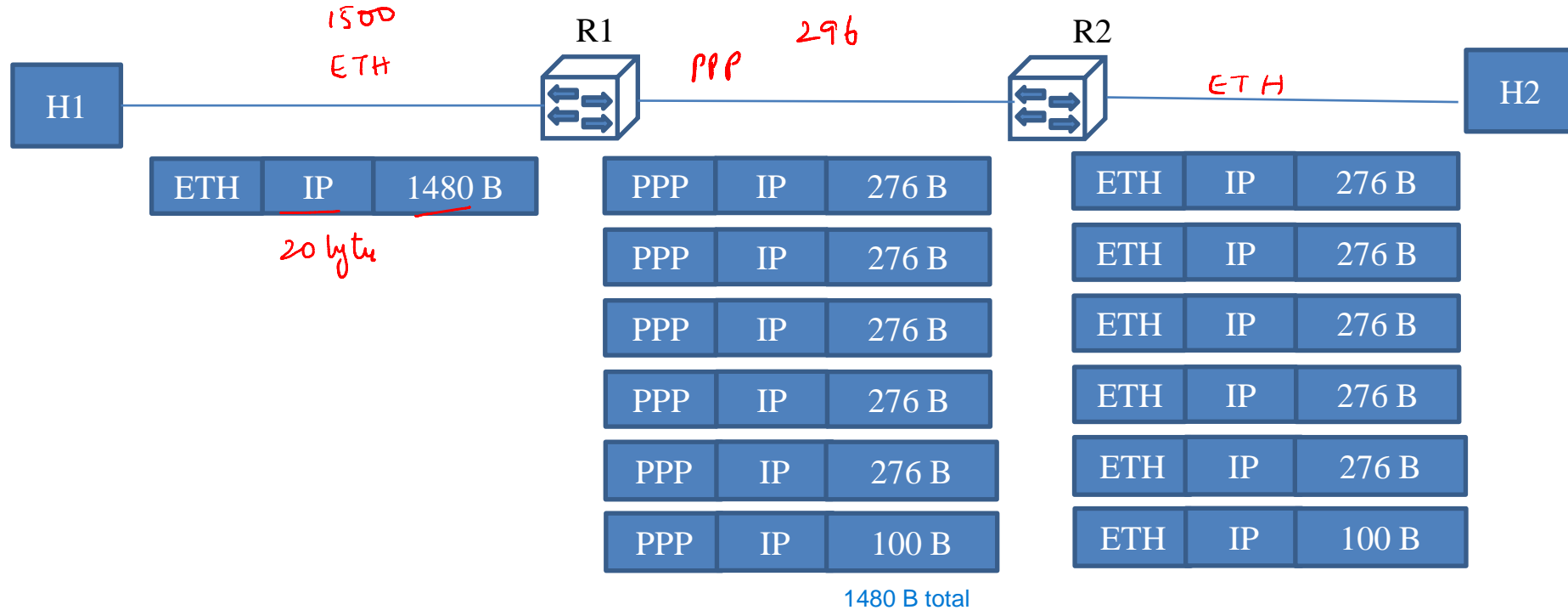
- Options: Rarely used
 - Record Time stamp
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- Data/Payload: Higher Layer Data (TCP or UDP segment)



Fragmentation and Reassembly

- Goal: Interconnect heterogeneous networks
- Problem: Each technology has different Maximum Transmission Unit (MTU) size
 - MTU: Largest IP datagram that can be carried in a frame
 - E.g. Ethernet: 1500, FDDI: 4352, PPP: 296 (Negotiable), WiFi: 7981

- At host: Select MTU of link it is connected to
- At intermediate router: Forward datagram on a network with smaller MTU
 - Need to fragment the datagram
- Where to reassemble?
 - Next hop router? Increases overhead and datagram may again be fragmented
 - Destination is the best place



Note: Above values not true in practice due to Offset field having to be a multiple of 8

Fragmentation Fields

- Identification: Helps identify a datagram
 - All fragments carry same identification

- Flags: 3 bits



- bit 0: Reserved, set to zero
- bit 1: Don't Fragment (DF); Useful for path MTU discovery DISCARD
- bit 2: More Fragments (MF); Set to one to indicate more fragments to follow

Fields

- Fragmentation Offset: 13 bits long
 - Measures data/payload in units of eight-byte blocks
 - For a particular fragment, offset specifies start of data relative to the beginning of the original unfragmented IP datagram.
 - E.g first fragment would have an offset of zero



Example

- Original datagram:
1500B

Original Datagram

Length= <u>1500</u>	ID= <u>x</u>	Fragflag= <u>0</u>	Offset= <u>0</u>
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8 bytes
↓

- Data within is 1480B

payload of
Higher Layer

- MTU: 296B

20B IP Header

$$272 \times 5 = 1360$$

$$1480 - 1360 = 120$$

Fragmented Datagrams

Length= <u>292</u>	ID= <u>x</u>	Fragflag= <u>1</u>	Offset= <u>0</u>
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<u>272</u> + 20 Length=292	ID= <u>x</u>	Fragflag= <u>1</u>	Offset= <u>34</u>
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Length=292	ID= <u>x</u>	Fragflag= <u>1</u>	Offset= <u>68</u>
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Length=292	ID= <u>x</u>	Fragflag= <u>1</u>	Offset= <u>102</u>
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<u>Length=292</u>	ID= <u>x</u>	Fragflag= <u>1</u>	Offset= <u>136</u>
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<u>Length=140</u>	ID= <u>x</u>	Fragflag= <u>0</u>	Offset= <u>170</u>
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- Max Data within is
276B

whatever data we carry in fragments
have to be a multiple of 8 bytes

- Offset has to be multiple
of 8 → Data within
272B

Summary

- Looked at IP packet format
- Looked at fragmentation and reassembly
- Next: Addressing and Forwarding