# CS3200: Computer Networks Lecture 23

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## IMCP — The Internet Control Message Protocol

- The operation of the Internet is monitored closely by the routers.
   When something unexpected occurs during packet processing at a router, the event is reported to the sender by ICMP.
- ICMP is also used to test the Internet.

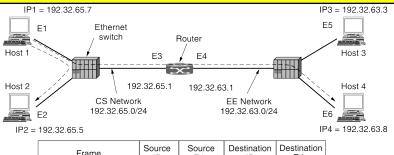
| Message type                      | Description                      |  |
|-----------------------------------|----------------------------------|--|
| Destination unreachable           | Packet could not be delivered    |  |
| Time exceeded                     | Time to live field hit 0         |  |
| Parameter problem                 | Invalid header field             |  |
| Source quench                     | Choke packet                     |  |
| Redirect                          | Teach a router about geography   |  |
| Echo and echo reply               | Check if a machine is alive      |  |
| Timestamp request/reply           | Same as Echo, but with timestamp |  |
| Router advertisement/solicitation | Find a nearby router             |  |

#### ARP — The Address Resolution Protocol

- Although every machine on the Internet has one or more IP addresses, these addresses are not sufficient for sending packets.
- Data link layer NICs (Network Interface Cards) such as Ethernet cards do not understand Internet addresses.
- In the case of Ethernet, every NIC ever manufactured comes equipped with a unique 48-bit Ethernet address.
- How do IP addresses get mapped onto data link layer addresses, such as Ethernet?

### ARP — The Address Resolution Protocol

Now let us look at Fig. 5-61 again, only this time assume that host 1 wants to send a packet to host 4 (192.32.63.8) on the EE network.



| Frame                  | Source<br>IP | Source<br>Eth. | Destination<br>IP | Destination<br>Eth. |  |
|------------------------|--------------|----------------|-------------------|---------------------|--|
| Host 1 to 2, on CS net | IP1          | E1             | IP2               | E2                  |  |
| Host 1 to 4, on CS net | IP1          | E1             | IP4               | E3                  |  |
| Host 1 to 4, on EE net | IP1          | E4             | IP4               | E6                  |  |

getting destination IP is easy however, it still needs some way to find the destination's Ethernet address to send the frame. A better s

## DHCP — The Dynamic Host Configuration Protocol

- ARP (as well as other Internet protocols) makes the assumption that hosts are configured with some basic information, such as their own IP addresses.
- How do hosts get this information? It is possible to manually configure each computer, but that is tedious and error-prone. There is a better way, and it is called DHCP (Dynamic Host Configuration Protocol).
- With DHCP, every network must have a DHCP server that is responsible for configuration.

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## DHCP — The Dynamic Host Configuration Protocol

- Much like ARP, the computer broadcasts a request for an IP address on its network. It does this by using a DHCP DISCOVER packet. This packet must reach the DHCP server.
- If that server is not directly attached to the network, the router will be configured to receive DHCP broadcasts and relay them to the DHCP server, wherever it is located.
- When the server receives the request, it allocates a free IP address and sends it to the host in a DHCP OFFER packet (which again may be relayed via the router).
- Just before the lease expires, the host must ask for a DHCP renewal.
   If it fails to make a request or the request is denied, the host may no longer use the IP address it was given earlier.