

Introduction to Information Security

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The following five sections are from Concise Work Section Modules [48].
Available at: <https://github.com/Concise-Works/sect-modules>

Networking Fundamentals

1.1 The Internet

Terminology and concepts of the internet, which will be used throughout this text.

Definition 1.1: Protocol

A **protocol** is a set of rules which govern the exchange of data between devices. Protocols define the format, timing, sequencing, and error control of data transmission [39].

Definition 1.2: Internet

The **Internet** is a global network of distributed system communicating over an **Internet Protocol** (IP) [13]. Documents served over the internet are referred to as **webpages** or **websites**.

Definition 1.3: HTTP & HTML

HTTP (HyperText Transfer Protocol), the protocol which transfer data over the internet, distributing **HTML** (HyperText Markup Language) documents. Such documents include **hyperlinks** to other websites, images, and other media [20].

Definition 1.4: RFC (Request for Comments)

RFC (Request for Comments) is a publication from the **Internet Engineering Task Force** (IETF) and the **Internet Society** (ISOC). This body governs the specifications for the internet and its protocols [46].

Definition 1.5: DNS and IP Addresses

An **Internet Protocol address** (IP address) is a unique identifier for a device on a network. The **Domain Name System** (DNS) maps domain names to IP addresses [1].

Definition 1.6: Web Browser

A **web browser** is a software application for accessing the **World Wide Web** (WWW) [47].

Definition 1.7: URL (Uniform Resource Locator)

A **URL** (Uniform Resource Locator) references each webpage, specifying protocol, domain, and path [49]. E.g., `http://www.example.com/path/to/resource`.

- **Protocol:** `http`
- **Domain:** `www.example.com`
- **Path:** `/path/to/resource`

Definition 1.8: Client-Server Model

Most of the internet operates on a **client-server model**, where an agent device—the **client**—requests data from another agent—the **server**—which serves an appropriate response. Clients are not servers and vice versa, as they receive and interpret data differently [10].

Definition 1.9: HTTP Methods

When a client makes a request to a server, they must specify their intent, categorized by **HTTP methods** [19]:

- **GET:** Retrieve data from the server.
- **POST:** Send data to the server.
- **PUT:** Update data on the server.
- **DELETE:** Remove data from the server.

Definition 1.10: HTTP Headers

HTTP headers are key-value pairs sent between the client and server to provide **metadata** about the request or response. **Metadata** is data about the transmitted data, telling the receiver how the incoming data should be interpreted [19].

Tim Berners-Lee and his team at CERN developed the first web server and browser in 1989 [50].

HTTP Version	Description
HTTP/0.9 (1991)	Only supports GET method (retrieving HTML alone).
HTTP/1.0 (1996)	RFC#1945, adding support for metadata in HTTP headers, status codes, and POST and HEAD methods [5].
HTTP/1.1 (1997)	Defined in RFC#2068 and later updated by RFC#2616, introduced persistent connections, chunked transfer encoding, and additional cache control mechanisms [18][19].
HTTP/2 (2015)	RFC#7540, improving performance by enabling request and response multiplexing, header compression, and prioritization [4].
HTTP/3 (2022)	Builds upon HTTP/2's features and uses the QUIC transport protocol to reduce latency and improve security. [6]

Table 1.1: Evolution of HTTP Versions

Note: In short, **Persistent Connections** allow multiple requests and responses to be sent over a single connection, reducing latency and improving performance [19]. **Chunked Transfer Encoding** allows the server to send data in chunks, enabling the client to start processing data before the entire response is received [19]. **Multiplexing**, is the ability to send multiple requests and responses over a single connection, reducing latency and improving performance [17]. **QUIC** will be discussed later on with other transfer protocols in a later section.

1.2 Data Transmission

This section details how internet traffic is transmitted between devices.

Definition 2.1: ISO Model

The **ISO model** (International Organization for Standardization) is a conceptual framework for transmitted data between devices. It is divided into seven layers of function[9]. Published in 1984 by the International Organization for Standardization (ISO) [28].

Definition 2.2: TCP/IP Model

The **TCP/IP model** (Transmission Control Protocol/Internet Protocol) is a concise representation of the ISO model used in practical settings [51].

Definition 2.3: ISO Layers

1. **Physical:** Converts data into physical signals (e.g., electrical, optical, or radio waves) for transmission across the network medium (e.g., cables, fiber optics, or wireless channels).
2. **Data Link:** local delivery of directly connected devices within the same network.
3. **Network:** Handles addressing, routing, in external networks from source to destination.
4. **Transport:** Ensures end-to-end delivery, via a message delivery protocol.
5. **Session:** Initiates and terminates network connections, ensuring efficient resource usage.
6. **Presentation:** To translate, compress, and encrypt data (e.g., Operating Systems).
7. **Application:** User facing services such as, HTTP , FTP, DNS, SMTP, etc.

[\[30\]](#)[\[42\]](#)

Note: Many of the above layers are closely related, if not identical. In practice, layers 5-6 are integrated into layer 7, and layers 1-2 are often combined into a single layer in the TCP/IP model.

Definition 2.4: TCP/IP Layers

1. **Network Interface:** Physical and data link layers from ISO.
2. **Internet:** Attaches IP addresses to data packets for routing across the internet.
3. **Transport:** Defines the delivery protocol, segmenting data into packets.
4. **Application:** The Session, Presentation, and Application layers from ISO.

[\[42\]](#)

Despite the numbering of the layers, the user interacts with the application layer, which communicates down the chain of layers to the physical layer, where the data is transmitted over the network medium. The receiving device then interprets the data, moving back up the chain to the application layer.

To illustrate the contrast between the ISO and TCP/IP models, consider the diagram:

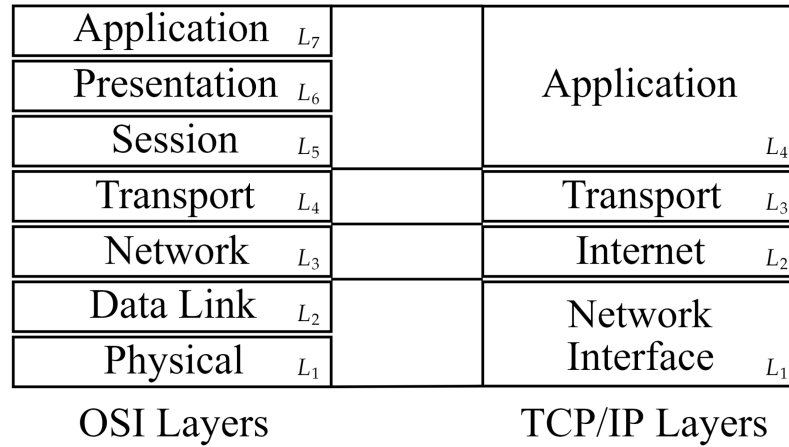


Figure 1.1: ISO vs TCP/IP Model

To illustrate two devices communicating over the internet, consider the diagram:

1.3 Routing Networks

When IP addresses began

Definition 3.1: Routing

Routing is the process of selecting the best path across networks. Data is segmented into packets, each with a destination address. **Routers** are devices which forward this data through the network.

Routers have a **routing table** which maps to other reachable networks. When a packet arrives, the router checks against its routing table to find the best path. [\[14\]](#)

Definition 3.2: Hop-by-Hop & End-to-End Routing

- **Hop-by-Hop Routing:** When a packet of data is forwarded from one router to the next, a forward decision is called a **hop**.
- **End-to-End Routing:** The process of sending data from source to destination without intermediate hops.

It is often rare to see end-to-end routing in modern networks, as data is often forwarded through multiple routers. A target destination may be unreachable from a given router. [\[23\]](#)

Definition 3.3: Router Advertising

When routers inform each other of their existence and the networks they can reach [34].

Definition 3.4: Routing Protocols

- **IP** (Internet Protocol): The primary protocol for routing data across the internet.
- **BGP** (Border Gateway Protocol): The protocol for routing data between **Autonomous Systems** (AS). an AS is a collection of IP networks and routers under the control of a single entity (e.g., an **ISP** (Internet Service Provider)). These may only connect with each other if they have a mutual agreement. ASes identify themselves to external networks using a unique **Autonomous System Number** (ASN). These are unique 16 bit numbers between 1-65534 or 32 bit numbers between 131072-4294967294 (e.g., AS12345) [12].
- **OSPF** (Open Shortest Path First): A link-state routing protocol used within an AS. Link-state protocols are a set of algorithms which determine the best path, based on the topology of a network graph [29]. It is also an **IGP** (Interior Gateway Protocol), meaning it operates within a single AS. It does so by sending out **LSAs** (Link State Advertisements) to other routers in the AS. Then routers in the system build a **LSADB** (Link State Advertisement Database) of the network topology. Then a shortest path algorithm is run to determine the best path to each network [7].
- **RIP** (Routing Information Protocol): RIP employs hop count as a routing metric, with a maximum allowable hop count of 15 (network size limitation). It operates as an **IGP** within a single AS, periodically broadcasting the entire routing table to neighboring routers every 30 seconds, which can lead to slower convergence and higher bandwidth usage compared to other protocols. RIP is largely deprecated [27].

Definition 3.5: IP Addressing

IP addresses are unique identifiers for devices on a network. There are two versions of IP addresses, **IPv4** and **IPv6**. IPv4 A 32-bit address (2^{32} addresses), employed since 1983, quickly exhausted all available addresses by the 2010s [31]. IPv6 is a 128-bit address (2^{128} addresses), introduced in 1998, in an attempt to address this shortage [16][24]. For example,

- **IPv4**: a decimal octet “ $x.x.x.x$ ”: $x \in [0, 255]$ (e.g., 192.168.1.1).
- **IPv6**: a hexadecimal segment “ $y:y:y:y:y:y:y:y$ ”: $y \in [0, FFFF]$ (e.g., 2001:0db8:85a3:0000:0000:8a2e:0370:7334).

Definition 3.6: Subnetting

Instead of a large monolith network of routers, networks can be divided into smaller networks called **subnets**. I.e., Instead of passing data to every device on a network, routers forward data to a representative device on each subnet. [11]

Definition 3.7: Subnet Masking

A **subnet mask** defines which part of an IP address identifies the **network** and which part identifies the **host**.

Definition 3.8: Classful Network

In the beginning, the first octet of an IPv4 address determined the network class—only allowing for 256 networks. The RFC#791 published in 1981 introduced **Classful Networks** [38]. It uses the first three bits of the first octet’s binary representation as a subnet mask to determine a class ranging from A-E—D and E were rarely if ever used.

Class	Binary Prefix	Range (Decimal)	Purpose	Details
A	0xx	1.0.0.0 to 126.0.0.0	Unicast (large networks)	For large organizations; 8 bits for the network, 24 for hosts.
B	10x	128.0.0.0 to 191.255.0.0	Unicast (medium networks)	For medium-sized networks; 16 bits for the network, 16 for hosts.
C	110	192.0.0.0 to 223.255.255.0	Unicast (small networks)	For small networks; 24 bits for the network, 8 for hosts.
D	1110	224.0.0.0 to 239.255.255.255	Multicast	Reserved for multicast addressing; not for general use.
E	1111	240.0.0.0 to 255.255.255.255	Experimental and future use	Reserved for research and development; not assigned for standard use.

Table 1.2: Overview of IPv4 Address Classes

Definition 3.9: Fixed Length Subnet Masking (FLSM)

Fixed Length Subnet Masking (FLSM) is a technique which divides a network into equal-sized subnets. This may lead to inefficient use of IP addresses. [3]

Definition 3.10: Variable Length Subnet Masking (VLSM)

Variable Length Subnet Masking (VLSM) is a technique which allows for the creation of subnets with different sizes. As some ASes may require more IP addresses than others, VLSM allows for more efficient use of IP addresses. [3]

Definition 3.11: Classless Inter-Domain Routing (CIDR)

Classless Inter-Domain Routing (CIDR), introduced in 1993 through RFC#1518 and RFC#1519 to address IPv4 exhaustion. **CIDR replaced classful subnetting** with VLSM. CIDR notation is written as IP Address/Prefix Length (e.g., 192.168.1.0/24), where:

- **IP Address:** Represents the starting address of the network.
- **Prefix Length:** The number of bits used for the **network portion** of the address.

For example:

255.0.0.0/8; 255.255.0.0/16; 255.255.255.0/24; 255.255.255.192/26;

[21]

Definition 3.12: Route Aggregation

CIDR introduced **Route Aggregation** also known as **Supernetting**, or **Route Summarization**, is the process of combining multiple routes into a single route advertisement. **Example:** Consider an organization assigned the following contiguous IP address blocks:

192.168.1.0/24; 192.168.2.0/24; 192.168.3.0/24; 192.168.4.0/24;

Each block holding 256 IP addresses with a subnet mask of 255.255.255.0, requiring four routing table entries. However, these networks share a common prefix: the first 22 bits (192.168.0.0/22), which aggregates to: **192.168.0.0/22** [21].

Definition 3.13: IP Address Components**Network Address:**

- Identifies the specific network segment to which a device is connected.
- Determined by setting all bits in the host portion to 0.
- Example: For the IP address 192.168.1.10 with a subnet mask of 255.255.255.0 (/24), the network address is 192.168.1.0.

Host Address:

- Uniquely identifies a device within a network segment.
- The bits in the IP address designated for hosts, specified by the subnet mask.
- Example: In the IP address 192.168.1.10 with a /24 subnet mask, the host portion is the last octet (10).

Broadcast Address:

- Used to communicate with all devices on a specific network segment simultaneously.
- Determined by setting all bits in the host portion to 1.
- Example: For the network 192.168.1.0/24, the broadcast address is 192.168.1.255.

[45] [41] [32]

Consider the IP address 192.168.2.12/26 and its binary 11000000.10101000.00000010.00001100:

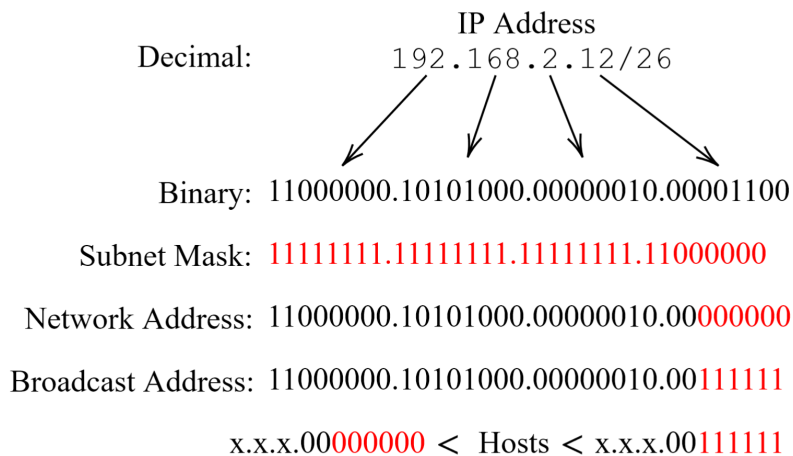


Figure 1.2: Binary Subnetting: Red indicating parts of the IP address identified for each component.

Definition 3.14: Common Types of Area Networks (ANs)

PAN (Personal Area Network): A network for personal devices, such as smartphones, smartwatches, or earbuds, with a short range (typically a few meters) using technologies like Bluetooth or infrared.

LAN (Local Area Network): Connects devices within a small area, such as a home, office, or school, enabling high-speed communication and resource sharing.

WLAN (Wireless Local Area Network): A wireless version of LAN that uses Wi-Fi to connect devices within a localized area like a home or office.

CAN (Campus Area Network): A network that connects multiple LANs across a limited geographical area, such as a university campus or corporate facility, for resource sharing and communication.

MAN (Metropolitan Area Network): Covers a larger area than a LAN, typically a city or metropolitan region, connecting multiple LANs or CANs via high-speed infrastructure like fiber optics.

WAN (Wide Area Network): Connects LANs, MANs, or other networks over large geographical areas, such as countries or continents. The internet is the largest WAN example.

SAN (Storage Area Network): A high-speed network that provides access to storage devices for data centers, ensuring fast and reliable storage management.

EPN (Enterprise Private Network): A private network created by organizations to connect their various locations securely, often including VPNs for remote access.

VPN (Virtual Private Network): Creates a secure, encrypted connection over public networks, like the internet, to allow users to access private networks remotely.

HAN (Home Area Network): A network within a home environment, connecting personal devices like computers, printers, and smart home gadgets.

GAN (Global Area Network): A large-scale network that connects multiple WANs and supports worldwide communication, with the internet as its most prominent example.

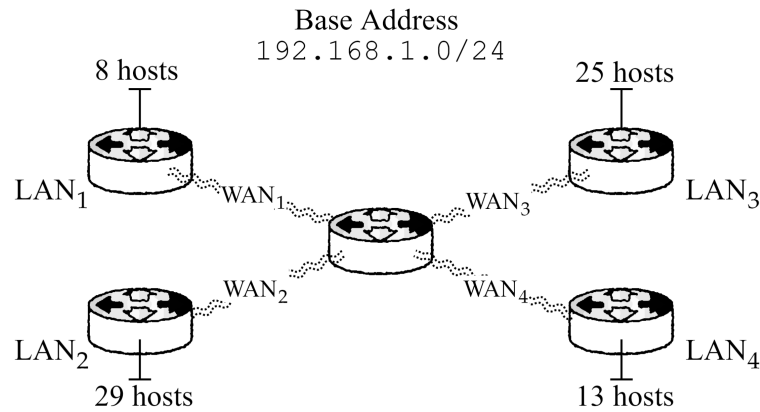
[35]

Example 3.1: Subnetting a Network via VLSM

Consider the FLSM below, which all have 62 hosts per network:

Network Address	Hosts	Broadcast Address
192.168.100.0	.1 – .62	.63
192.168.100.64	.65 – .126	.127
192.168.100.128	.129 – .190	.191
192.168.100.192	.193 – .254	.255

Below illustrates this network, where a router of base address 192.168.1.0/24, connects four LANs:



Subnetting: Process each LAN from largest to smallest, Select the nearest block size, identify the network, host, and broadcast addresses. Since there is a subnet mask of /24, blocks [128, 64, 32, 16, 8, 4, 2, 1] are available. This is the case as $2^8 = 256$. If a LAN has 129 hosts, that LAN will occupy all 256 addresses.

1. **LAN₂:** 29 hosts \Rightarrow Block size 32. Network: x.0, Broadcast: x.31, Hosts: x.1–x.30.
2. **LAN₃:** 25 hosts \Rightarrow Block size 32. Network: x.32, Broadcast: x.63, Hosts: x.33–x.62.
3. **LAN₄:** 13 hosts \Rightarrow Block size 16. Network: x.64, Broadcast: x.79, Hosts: x.65–x.78.
4. **LAN₁:** 8 hosts \Rightarrow Block size 16. Network: x.80, Broadcast: x.95, Hosts: x.81–x.94.

8 hosts need occupy 16, as a block size of 8 only has 6 usable addresses. The computed subnet now only occupies addresses x.0–x.95, leaving room for additional LANs [8].

■

Definition 3.15: Ports

A host may have serve multiple resources, HTTP, FTP, SSH, etc. **Ports** are used to distinguish between these services. Port numbers are managed by the **Internet Assigned Numbers Authority (IANA)**, outlined in RFC#6335. The RFC divides ports into three categories:

- **Well-Known Ports (0–1023)**: Reserved for standardized services (HTTP: port 80).
- **Registered Ports (1024–49151)**: User applications or services upon request.
- **Dynamic/Private Ports (49152–65535)**: Temporary communications. [15]

Which can be found here: [IANA Service Names and Port Numbers](#).

Definition 3.16: Transport Layer Protocols (TCP, UDP, QUIC)

Out of numerous transport layer protocols, there are three primary protocols used to dictate the flow of data between devices:

- **TCP**: A connection-oriented protocol that ensures reliable communication by establishing a connection before transmitting data. TCP guarantees delivery, maintains packet order, and retransmits lost packets. It is ideal for applications like web browsing (HTTP/HTTPS) and file transfers (FTP). [40]
- **UDP**: A connectionless protocol that prioritizes speed by sending data without establishing a connection. It does not guarantee delivery, order, or error correction, making it suitable for time-sensitive applications like video streaming, online gaming, and DNS lookups. [36]
- **QUIC**: A modern, connection-oriented protocol built on UDP that combines speed with reliability. QUIC provides features like multiplexed streams, faster connection establishment, and built-in encryption, addressing TCP's latency issues while retaining UDP's efficiency. It is optimized for HTTP/3 and increasing in use. [26]

Definition 3.17: MAC Address

A **MAC address** (Media Access Control address) is a globally unique identifier assigned to a device's network interface card (NIC) at the **network interface layer** of the TCP/IP model. MAC addresses consist of 48 bits, typically represented as six pairs of hexadecimal digits (e.g., 00:1A:2B:3C:4D:5E).

The first 24 bits represent the **Organizationally Unique Identifier (OUI)**, assigned to manufacturers by the **Institute of Electrical and Electronics Engineers (IEEE)**. The remaining 24 bits are left to the manufacturer to ensure device uniqueness [25].

Definition 3.18: Ethernet

Ethernet is a protocol used at the **network interface layer** of the TCP/IP model for communication within local area networks (LANs). If a network is communicating at these layers—such as in homes, offices, or data centers—Ethernet provides the rules for framing, addressing, and transmitting data between devices using **MAC addresses**. Ethernet is the dominant standard for wired LAN communication. [2]

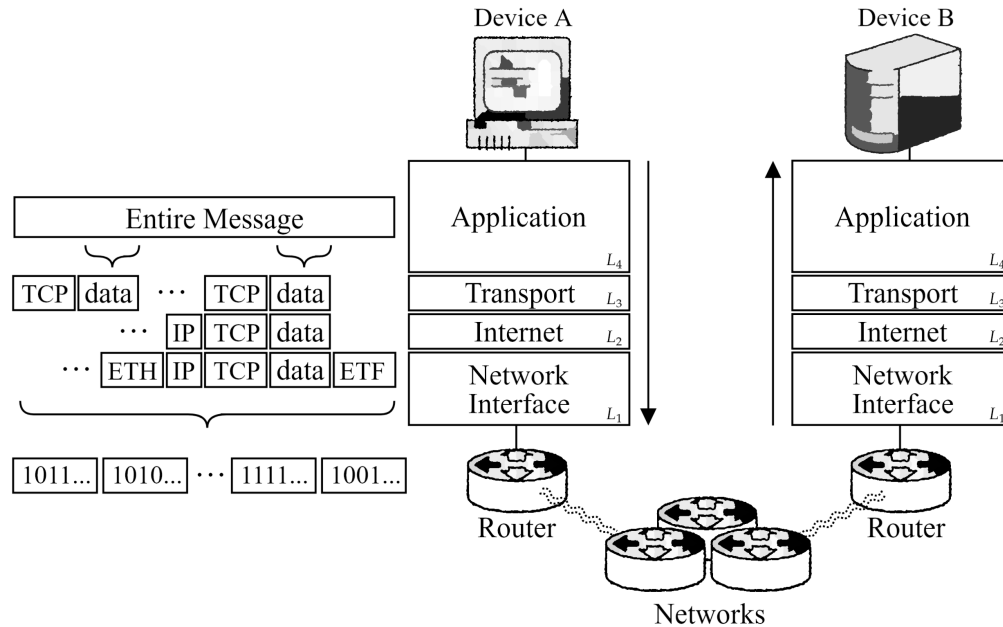


Figure 1.3: Data transmission between devices from application to physical layer and back.

1. **Transport Layer (L3):** Data is segmented and encapsulated by a protocol like TCP, UDP, or QUIC. Headers with source and destination port numbers are added to enable communication with the correct application.
2. **Network Layer (L2):** Data is encapsulated into an IP packet, including the source and destination IP addresses. The router uses the destination IP to determine if the packet should be sent locally or to a remote network.
3. **Data Link Layer (L1):** For local delivery, the packet is encapsulated into an Ethernet frame with source and destination MAC addresses. If the packet is leaving the local network, it is sent to the router. Data is wrapped with a **Ethernet Header and Trailer**.
4. **Routing Across Networks:** If the destination is on another network, routing protocols like **BGP** or **OSPF** determine the optimal path. The packet is forwarded across multiple routers, each stripping the current Ethernet frame and applying a new one for the next hop.

Definition 3.19: TCP Header

A **TCP header**, as defined in RFC#793, is a component of a TCP segment that contains essential information for reliable data delivery between devices. Minimum size of 20 bytes and a max 60 bytes with options. It's called a header as it sits *ahead* of the **payload** (data) in the segment. Eg., [TCP Header (20–60 bytes)] + [Payload (0-65,495 bytes)]. [\[40\]](#)

Field	Size (bits)	Description
Source Port	16	Identifies the sending application on the source device.
Destination Port	16	Identifies the receiving application on the destination device.
Sequence Number	32	Specifies the position of the first byte of data in the current segment relative to the start of the data stream.
Acknowledgment Number	32	Used to confirm receipt of data by specifying the next expected byte.
Data Offset	4	Indicates the size of the TCP header in 32-bit words.
Reserved	6	Reserved for future use; must be set to 0.
Flags (Control Bits)	6	Includes control flags (e.g., SYN, ACK, FIN) for managing connections and flow.
Window Size	16	Specifies the size of the sender's receive window for flow control.
Checksum	16	Ensures the integrity of the TCP header and payload.
Urgent Pointer	16	Points to urgent data within the segment, if the URG flag is set.
Options	Variable	Optional fields for additional settings (e.g., Maximum Segment Size).
Padding	Variable	Ensures the header is a multiple of 32 bits.

Table 1.3: Fields of the TCP Header

Definition 3.20: Maximum Transmission Unit (MTU)

The **Maximum Transmission Unit (MTU)** is the maximum size of a packet, in bytes, that a network can receive before requiring further fragmentation. Theoretically, a payload of 65,535 bytes can be sent, but in practice, are much lower (e.g., Ethernet 1,500 bytes). [\[22\]](#)[\[33\]](#)

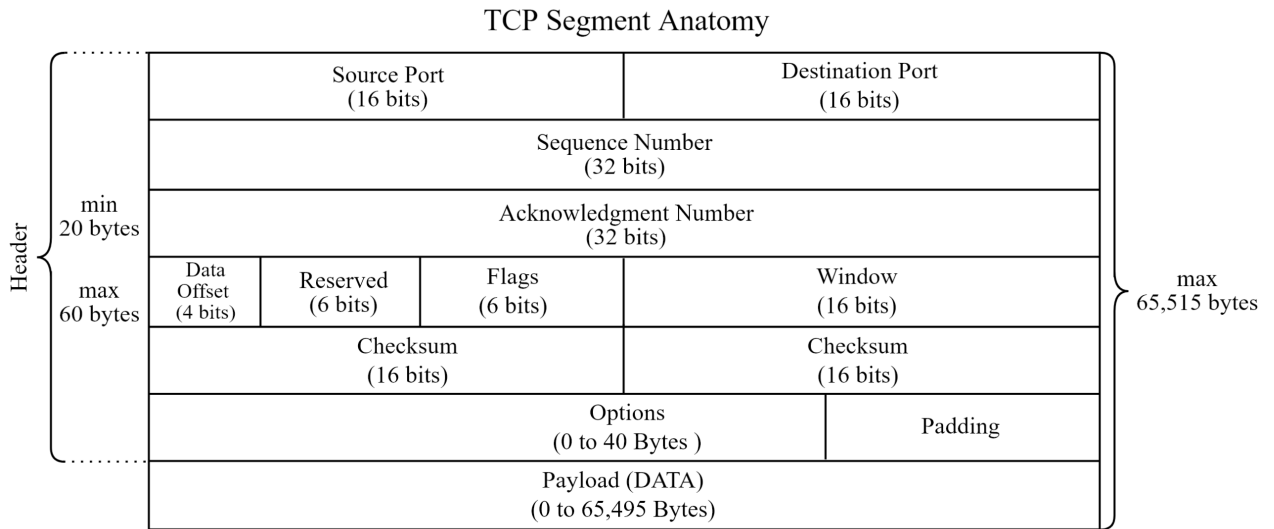


Figure 1.4: TCP Header

Definition 3.21: Flags (Control Bits) in TCP Header

The **Flags (Control Bits)** in the TCP header are a 6-bit field used to control and manage the state of a TCP connection. Each bit represents a specific flag, and one or more flags can be set simultaneously to define the segment's purpose.

List of Control Bits:

- **URG (Urgent Pointer):** Indicates that the Urgent Pointer field is significant.
- **ACK (Acknowledgment):** Confirms receipt of data; the Acknowledgment Number field is valid.
- **PSH (Push Function):** Requests the receiver to pass the data to the application immediately.
- **RST (Reset):** Resets the connection due to errors or unexpected conditions.
- **SYN (Synchronize):** Initiates a connection by synchronizing sequence numbers.
- **FIN (Finish):** Signals the sender's intention to terminate the connection.

[40]

Definition 3.22: TCP Options

- **Maximum Segment Size (MSS):** Specifies the largest segment size the sender is willing to accept (4 bytes).
- **Window Scale:** Extends the window size field to support larger flow control (3 bytes).
- **Selective Acknowledgment (SACK):** Allows acknowledgment of specific data blocks, improving performance in packet loss scenarios (variable size).
- **Timestamps:** Provides timing information for round-trip time measurement and protection against wrapped sequence numbers (10 bytes).
- **NOP (No Operation):** Used for padding to ensure proper alignment (1 byte).
- **End of Option List (EOL):** Marks the end of the options field (1 byte). [40]

Definition 3.23: SYN-ACK Handshake

The **SYN-ACK Handshake** is a three-step process used to establish a TCP connection between two devices. After the handshake, data is exchanged bidirectionally via ACKs receipts. Connection termination also follows a three-step process.

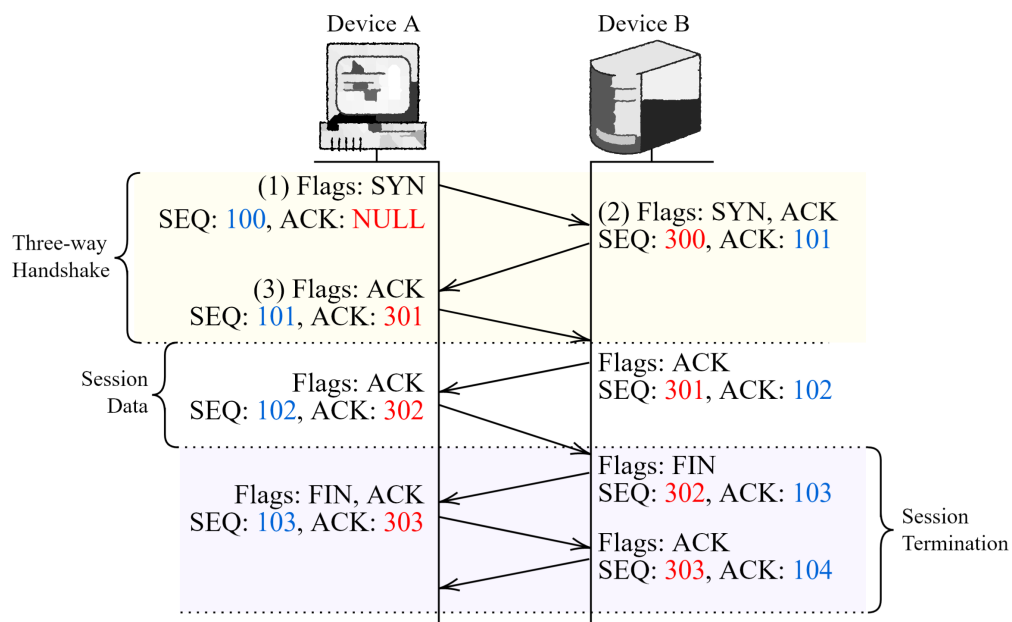


Figure 1.5: SYN-ACK Handshake, showing Sequence (SEQ) and Acknowledgment (ACK) Numbers.

Definition 3.24: TCP Windows

The **TCP Window** is a flow control mechanism that determines how much data can be sent before receiving an acknowledgment from the receiver. The size of the window is specified by the **Window Size** field in the TCP header and can dynamically adjust during the connection.

E.g., Consider a window allowance of 10 packets. If the sender is still waiting on an ACK for packet 1 while it has sent out packets 2-10, the window size reduces momentarily waiting for the receiver to acknowledge the first packet before sending more. [40]

Definition 3.25: UDP Header

The **UDP (User Datagram Protocol) Header** is a fixed-size, lightweight header. It consists of only 8 bytes, containing only essential information. [36]

Field	Size (bits)	Description
Source Port	16	Identifies the sending application. This field is optional and may be set to zero if not used.
Destination Port	16	Identifies the receiving application.
Length	16	Specifies the total length of the UDP packet, including the header and payload, in bytes.
Checksum	16	Provides basic error-checking for the header and payload. If not used, it can be set to zero.

Table 1.4: Fields of the UDP Header

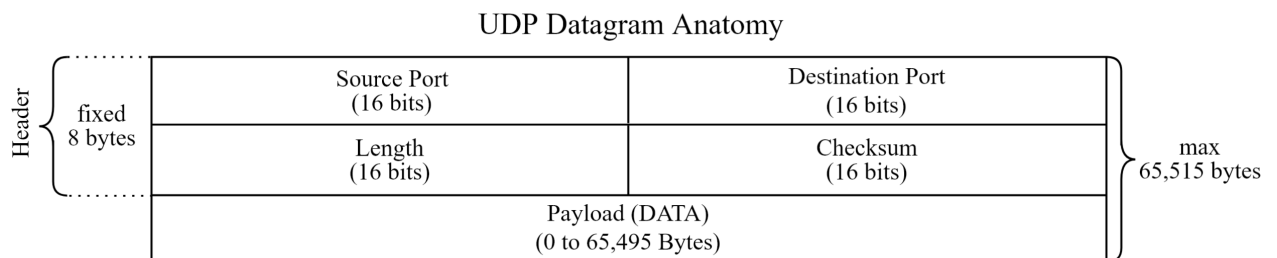


Figure 1.6: UDP Header

Definition 3.26: IPv4 Packet Header

An **IPv4 packet header** as outline in RFC#791, contains essential information for routing and delivering data across networks. The header consists of several fields, each serving a specific purpose. The header sits *ahead* of the **payload** (data) in the packet.

Eg., [IP Header (20–60 bytes), TCP Header (20–60 bytes), Payload (Variable)]. in a stream of bits. [\[39\]](#)

Field	Size (bits)	Description
Version	4	Specifies the IP version; for IPv4, this value is 4.
Internet Header Length (IHL)	4	Indicates the header length in 32-bit words; minimum value is 5 (20 bytes).
Type of Service (ToS)	8	Defines packet priority and request for specific handling, such as low delay or high throughput.
Total Length	16	Total size of the packet (header and data) in bytes; minimum is 20 bytes, maximum is 65,535 bytes.
Identification	16	Unique identifier for fragmenting and reassembling packets.
Flags	3	Control flags for fragmentation: Reserved (1 bit), Don't Fragment (1 bit), More Fragments (1 bit).
Fragment Offset	13	Specifies the position of this fragment in the original packet; measured in 8-byte blocks.
Time to Live (TTL)	8	Limits the packet's lifespan; decremented by each router, and discarded when reaching zero to prevent infinite loops.
Protocol	8	Indicates the encapsulated protocol (e.g., 6 for TCP, 17 for UDP).
Header Checksum	16	Error-checking of the header; recalculated at each hop.
Source Address	32	IP address of the sender.
Destination Address	32	IP address of the receiver.
Options	0-320	Optional settings for control, routing, or security; length varies and is not commonly used.
Padding	Variable	Added to ensure the header length is a multiple of 32 bits.

Figure 1.7: IPv4 Packet Header Fields

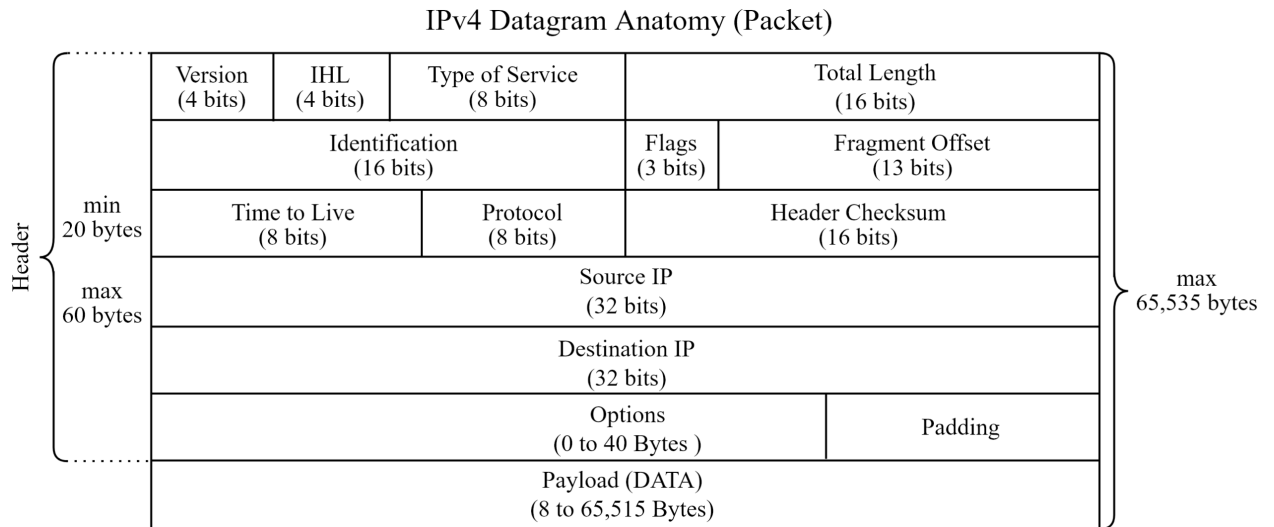


Figure 1.8: IPv4 Packet Header

Payload is possibly 8-65,515 bytes, because of UDP's 8-byte header. Normally the size is variable, and much more in the ball park of 1,500 bytes.

Definition 3.27: IPv4 Flags

Reserved (Bit 0): Reserved for future use, must be set to 0.

Don't Fragment (DF, Bit 1): 0: Fragmenting allowed. 1: Fragmented prohibited; if required, the packet is discarded, and an ICMP error (next definition) is sent to the sender.

More Fragments (MF, Bit 2): 0: Last fragment. 1: More fragments are expected. [39]

Definition 3.28: Internet Control Message Protocol (ICMP)

Internet Control Message Protocol (ICMP) is a supporting protocol used by network devices to communicate error messages and operational information.

- **Destination Unreachable:** Indicates that a packet could not reach its destination.
- **Time Exceeded:** Signals that the packet's **Time to Live (TTL)** has expired.
- **Fragmentation Needed:** Informs the sender that the packet is too large for a network segment and cannot be fragmented.
- **Echo Request and Reply (Ping):** Used to test connectivity and measure round-trip time between devices. [37]

The following solution was implemented to address the exhaustion of IPv4 addresses:

Definition 3.29: Private and Public IP Addresses

IP addresses are classified as **private** or **public** based on their scope and accessibility:

- **Private IP Addresses:** Reserved for use within private networks (e.g., home or corporate networks). These addresses cannot communicate directly over the internet and include ranges like:
 - 10.0.0.0 – 10.255.255.255
 - 172.16.0.0 – 172.31.255.255
 - 192.168.0.0 – 192.168.255.255
- **Public IP Addresses:** Globally unique addresses assigned by the Internet Assigned Numbers Authority (IANA) for communication over the internet.

Devices on a private network can communicate internally using private IPs, while a public IP is needed to access external networks like the internet. Communication between these address types is facilitated by **Network Address Translation (NAT)**. [\[43\]](#)

Definition 3.30: Network Address Translation (NAT)

Network Address Translation (NAT) is a networking technique that translates private IP addresses within a local network to a public IP address for communication over external networks, such as the internet. NAT modifies the source IP address in outbound packets and reverses the process for inbound packets, ensuring data is correctly routed to devices within the private network.

NAT enables multiple devices to share a single public IP address, facilitating efficient communication while keeping private IP addresses hidden from external networks. [\[43\]](#)[\[44\]](#)

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