# Cybersecurity CSCS Introduction to Networks Part 2

### Today's Adenda

- A basic intro to how data is delivered from one hop to another.
- Specifically, we will discuss the working of ARP

· Hosts connected directly to each other:



Hosts communicating to another host in the **same** network

Host A and B are directly connected





- Host A and B are directly connected
  - Both hosts have a NIC, and therefore a MAC address





- Host A and B are directly connected
  - · Both hosts have a NIC, and therefore a MAC address
  - Both hosts are configured with an IP address and a Subnet Mask





- Host A has some Data to send to Host B
  - Networking doesn't care what this data is it's just  $\, {f 1} \,$  and  $\, {f 0} \,$







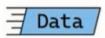
- Host A has some Data to send to Host B
- Host A knows the IP address of Host B







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- Host A knows the IP address of Host B
  - Maybe user typed: ping 10.1.1.33
  - Maybe IP address was acquired from DNS
    - DNS converts Domain Name into an IP address
    - example: www.PracticalNetworking.net --> 192.249.124.38







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  - Maybe user typed: ping 10.1.1.33
  - Maybe IP address was acquired from DNS
    - · DNS converts Domain Name into an IP address
    - example: www.PracticalNetworking.net --> 192.249.124.38
  - Host A knows 10.1.1.33 is in its own IP Network







- Host A has some Data to send to Host B
- Host A knows the IP address of Host B
- Host A can create the L3 header to attach to the Data







- Host A has some Data to send to Host B
- Host A knows the IP address of Host B
- Host A can create the L3 header to attach to the Data
  - Layer 3 End to End

SRC 10.1.1.22 DST 10.1.1.33

Data /L3/



10.1.1.22 255.255.255.0 b3b3 10.1.1.33 255.255.255.0

- Host A has some Data to send to Host B
- Host A knows the IP address of Host B
- Host A can create the L3 header to attach to the Data
- Host A does not know Host B's MAC address



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- Host A can create the L3 header to attach to the Data
- Host A does not know Host B's MAC address
  - Host A must use Address Resolution Protocol (ARP)

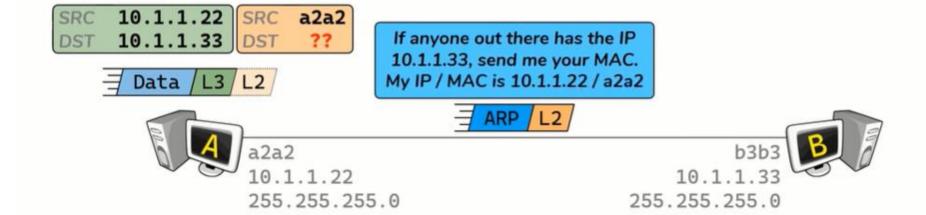


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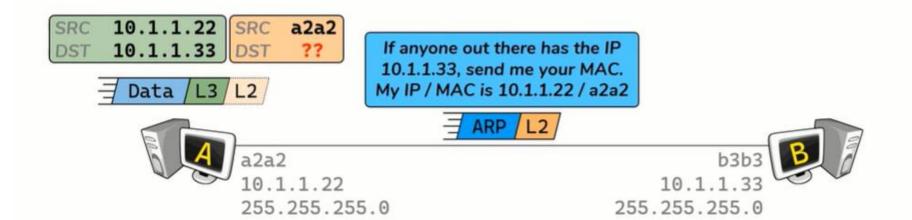
Host A uses ARP to resolve target's MAC address



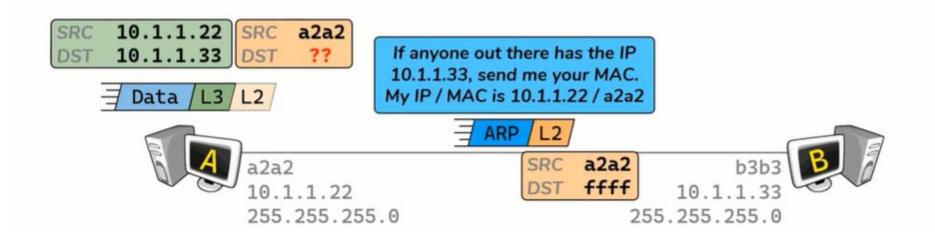
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  - ARP Request asks for the MAC address associated with target IP
    - ARP Request includes sender's MAC address



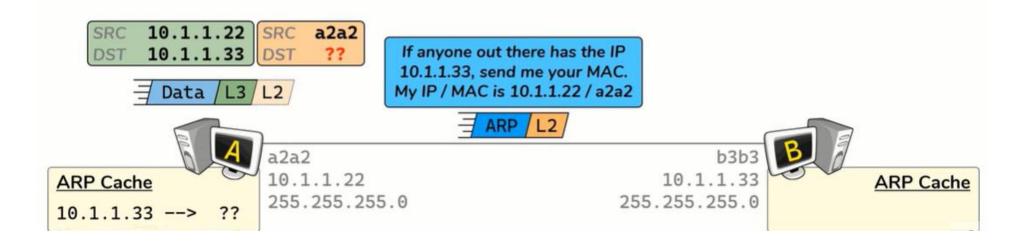
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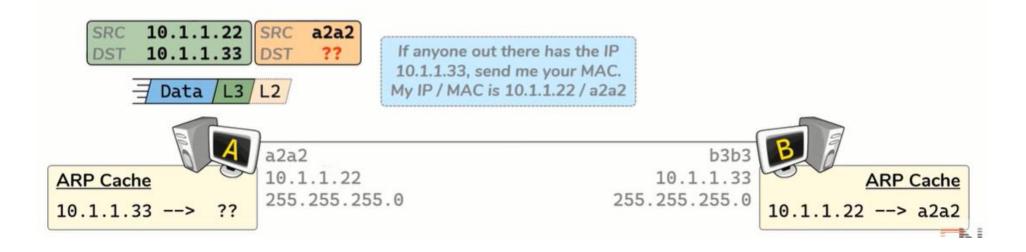
- Host A uses ARP to resolve target's MAC address
  - ARP Request asks for the MAC address associated with target IP
    - ARP Request includes sender's MAC address
    - ARP Request is a Broadcast sent to everyone on the network
      - Destination MAC address: ffff.ffff.ffff
      - · Reserved MAC address to send a packet to everyone on the local network



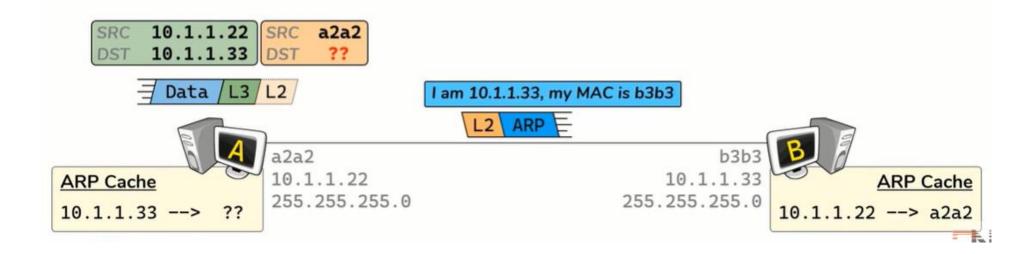
- Host A uses ARP to resolve target's MAC address
  - ARP Request asks for the MAC address associated with known IP
  - ARP Mappings are stored in an ARP Cache



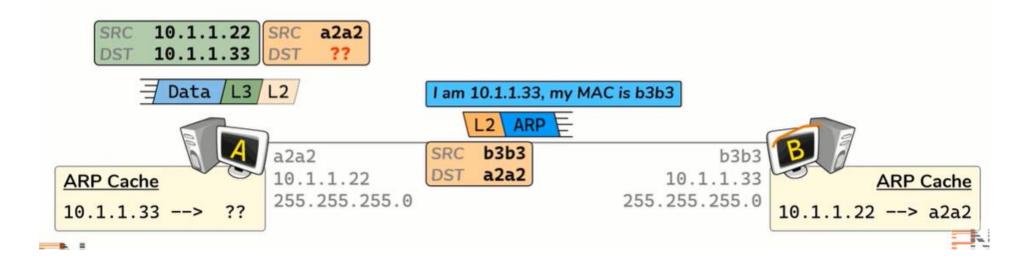
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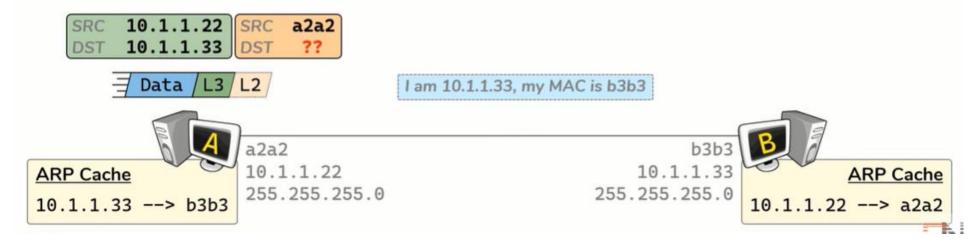
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  - ARP Request asks for the MAC address associated with known IP
  - ARP Mappings are stored in an ARP Cache
  - Host B responds by sending an ARP Response
    - Response is sent Unicast (directly to Host A)
  - Host A populates it's ARP cache with Host B's IP/MAC mapping



- Host A uses ARP to resolve target's MAC address
- Host A creates L2 header



- Host A uses ARP to resolve target's MAC address
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- Data is sent to Host B



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- Host A creates L2 header
- Data is sent to Host B
  - L2 header is discarded
  - L3 header is discarded
  - Data is processed by Application



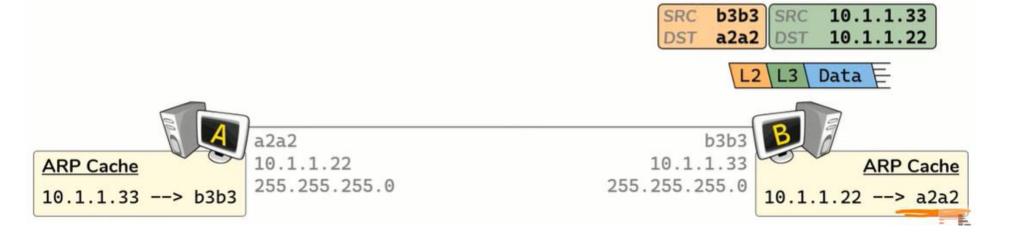
Host B has necessary information to respond



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- Host B has necessary information to respond
  - ARP cache is already populated



- Host B has necessary information to respond
  - ARP cache is already populated
- Further data exchange between hosts is simple
  - Both hosts have what they need to create L3 and L2 headers

