

# CS144

## An Introduction to Computer Networks

### What the Internet is

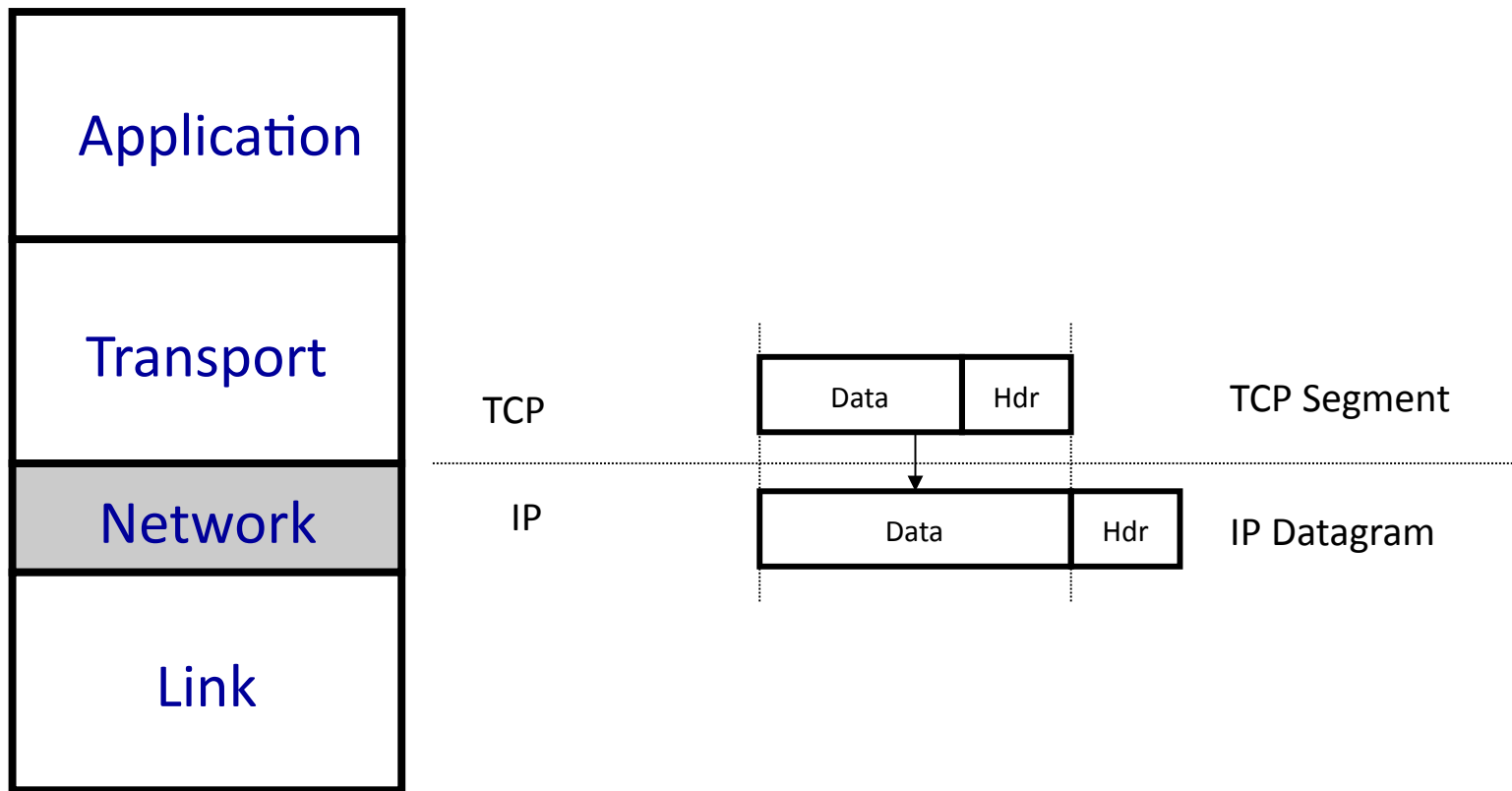
*The IP Service*



**Nick McKeown**

Professor of Electrical Engineering  
and Computer Science, Stanford University

# The Internet Protocol (IP)



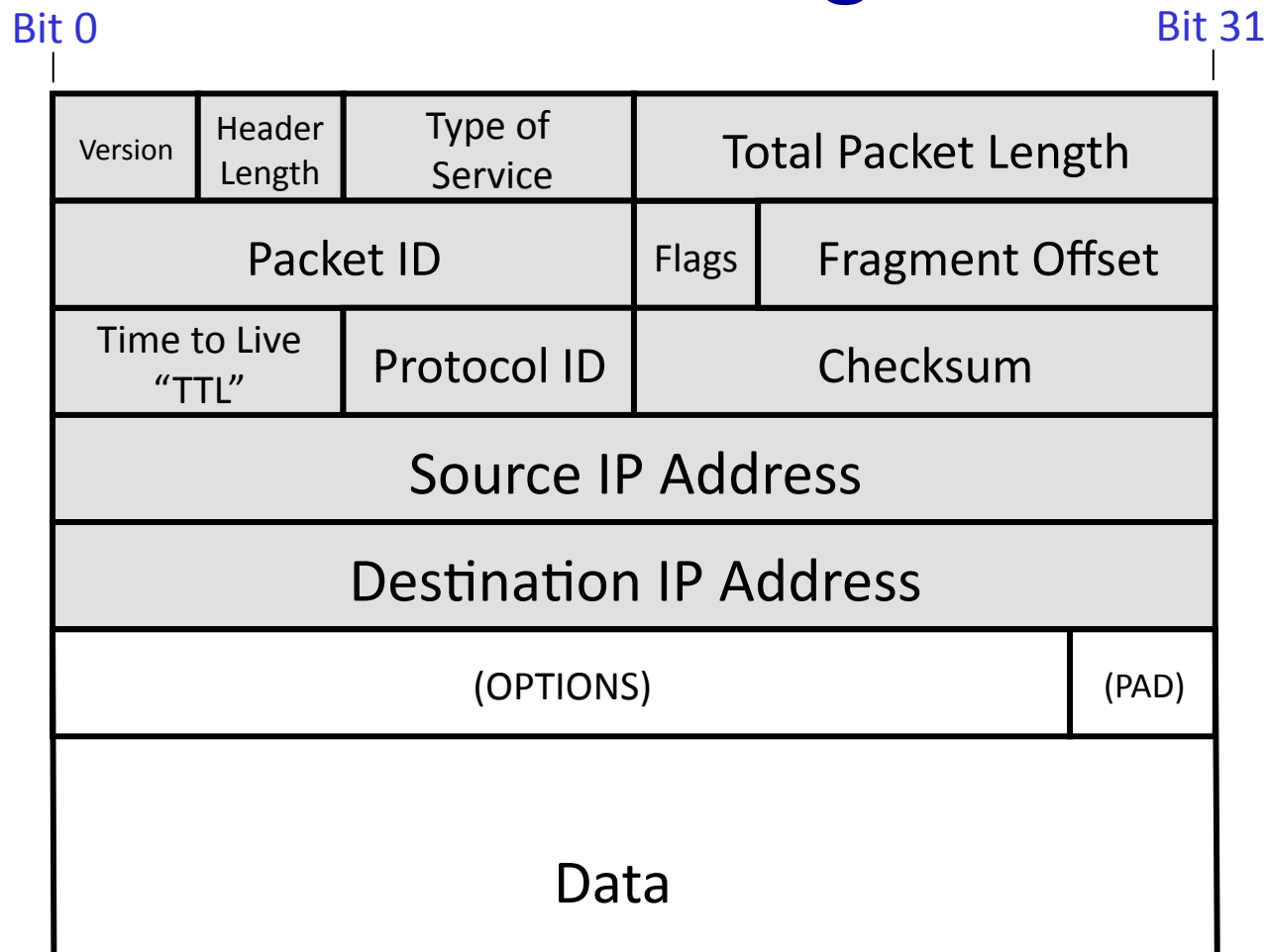
# The IP Service Model

Property	Behavior
<i>Datagram</i>	Individually routed packets. Hop-by-hop routing.
<i>Unreliable</i>	Packets might be dropped.
<i>Best effort</i>	...but only if necessary.
<i>Connectionless</i>	No per-flow state. Packets might be mis-sequenced.

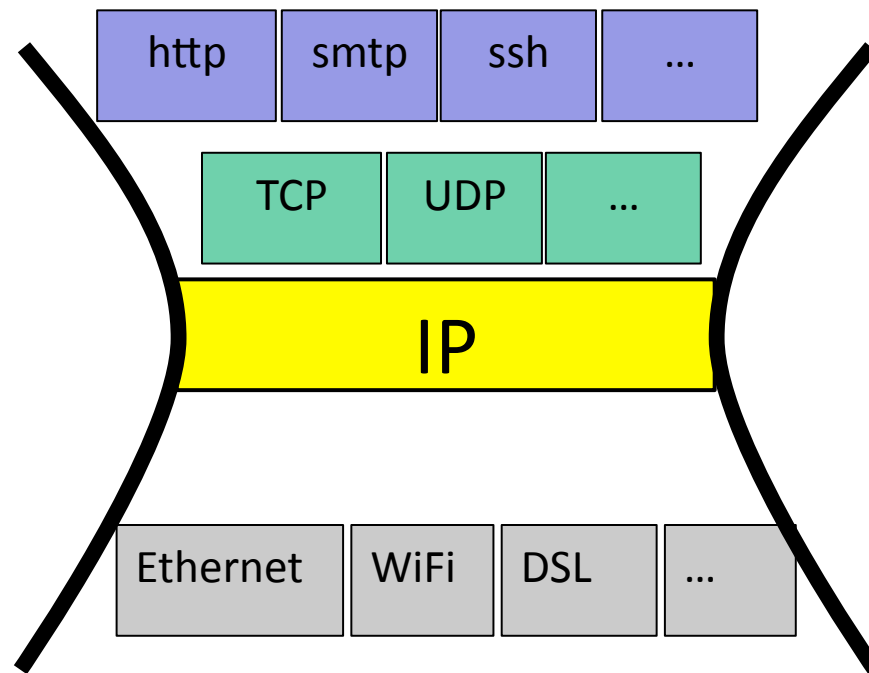
# The IP Service Model (Details)

- Tries to prevent packets looping forever.
- Will fragment packets if they are too long.
- Uses a checksum to reduce chances of delivering to wrong destination.
- Allows for new versions of IP
  - Currently IPv4 with 32 bit addresses
  - And IPv6 with 128 bit addresses
- Allows for new options to be added to header.

# IPv4 Datagram



# The Hourglass Model of IP



# Summary

We use IP every time we send and receive Internet packets.

It provides a deliberately simple service:

- Datagram
- Unreliable
- Best-effort
- Connectionless

<The End>