

2019/5/8

Security Level:

CABLE TYPES, VLAN, TCP/IP MODEL STP, DHCP

Huawei Turkey Enterprise & Openlab

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Cable Types

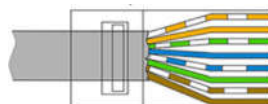
1990	1995	1999
Ethernet	Fast Ethernet	Gigabit Ethernet
10 mbps	100 mbps	1000 mbps
10 Base-T	100 Base-T	1000 Base-T , 1000 Base-LX, 1000 Base-SX
IEE 802.3	IEE 802.3u	IEE 802.3ab, IEE 802.3z
Cooper	Cooper	Cooper, Fiber
100 meters	100 meters	100 meters-cooper, 550 meters- SX, 5 Km-LX

Coaxial Cable



Thinnet :185m
Thicknet :500m

Twisted-Pair Cable

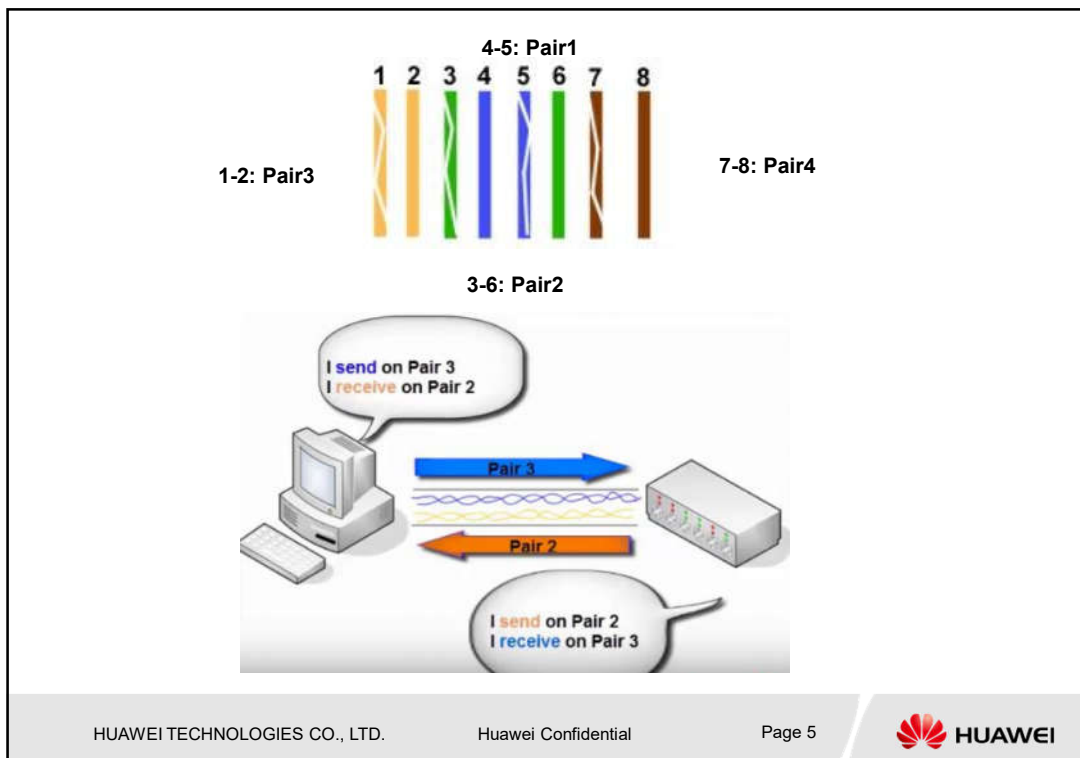


UTP (Unshielded Twisted-Pair) :100m
STP (Shielded Twisted-Pair) :100m

Fiber Cable

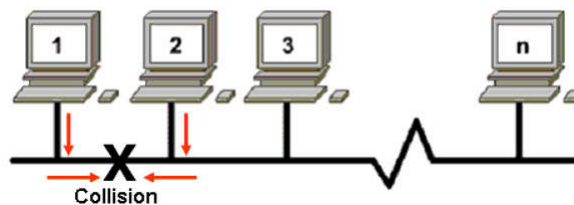


MM: 1000m- 40000m
SM:1000m-40000m



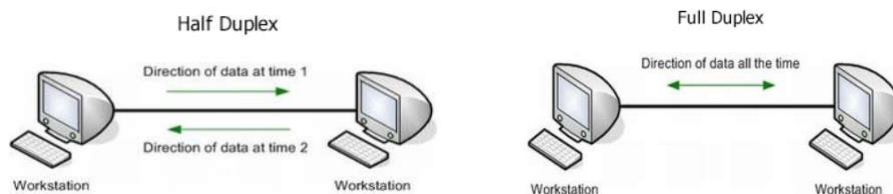
CSMA/CD

- Networks that use Ethernet technology determine which machine will be used at a given moment by means of a technique called CSR (Carrier Sense Multiple Access / Collision Detection). In this technique, the transmission line is controlled by the machine before the packets are sent. If the line is empty and is not currently used by someone else, it starts sending the packet. If the line is full, it waits for a while and continues to listen to the line. If two machines attempt to use the same line at the same time, a collision called collision occurs and both machines cannot transmit their packets.



Half Duplex & Full Duplex

- **Half Duplex:** A station is a type of communication that allows the other station to receive only data while sending data. In half-duplex communication, devices can send and receive bi-directional data; but they cannot do this simultaneously. When more than one station tries to send data at the same time, the Ethernet protocol is activated to prevent conflicts. Walkie-talkie devices are good examples of half-duplex communication.
- **Full Duplex:** It is a type of communication that can perform data receiving and sending simultaneously. A station can send and receive data at the same time. In point-to-point, the 2nd Layer Data-Link layer determines whether the communication is half duplex or full duplex. In full-duplex communication, layer 2 defines the suitability of devices at both ends of the media for data transmission. There is no collision in full-duplex communication.



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Unicast-Multicast-Broadcast

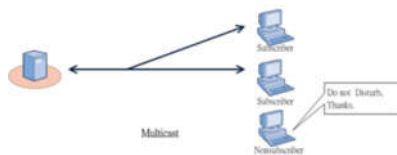
Unicast : It is the most secure connection form since it has a one to one connection with the IP to communicate.



Multicast : The way of contacting multiple groups with an IP is called Multicast. For example: There are a total of 7 machines on the network, you need to communicate with 4 of them. As a traffic 7 We can relieve the CPU by communicating with only 4 machines instead of sending data to the machine.



Broadcast : It is necessary to use all the network communication. It has to be used very little because it uses more CPU usage, security vulnerabilities and time.



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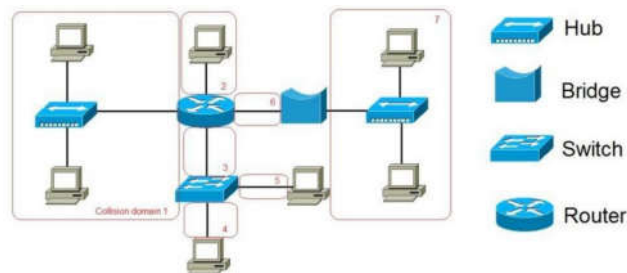
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Collision Domain

- The collision domain, as its name suggests, is part of the network where packet collisions can occur. A collision occurs when two devices send a packet at the same time on the shared network segment. The packets collide and both devices must resend the packets; this also reduces network efficiency. Conflicts are usually in a hub environment, because each port in a hub is in the same collision area. Conversely, each port on the bridge, switch, or router is in a separate collision zone.

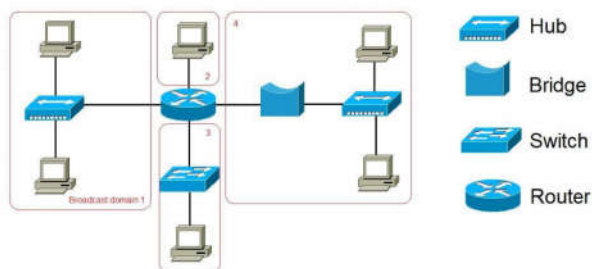
HUB	REPEATER	SWITCH	BRIDGE	ROUTER
Geçirir	Geçirir	Geçirmez	Geçirmez	Geçirmez



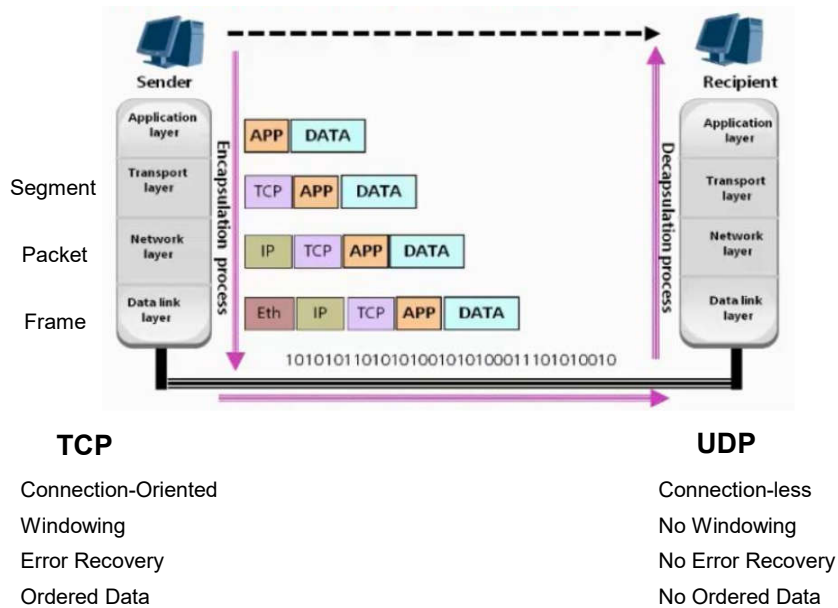
Broadcast Domain

- A broadcast domain is a domain name where the feed is transmitted. The broadcast domain contains all the devices that can access each other in the data link layer (OSI layer 2) using broadcast. All ports on a hub or switch are located by default in the same broadcast domain. All ports on a router are located in different broadcast areas, and routers do not redirect broadcasts from one broadcast area to another.

HUB	REPEATER	SWITCH	BRIDGE	ROUTER
Geçirir	Geçirir	Geçirir-Geçirmez	Geçirir	Geçirmez



TCP/IP Model



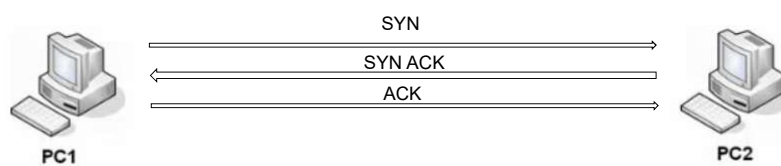
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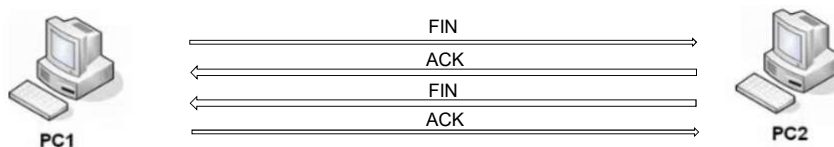
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TCP Connection 3-Way Handshake



TCP Connection Termination



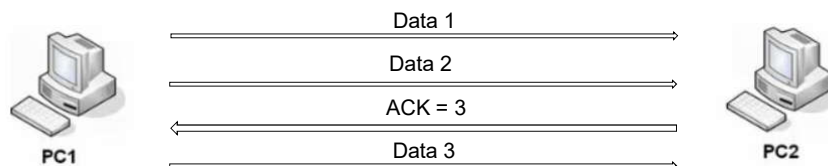
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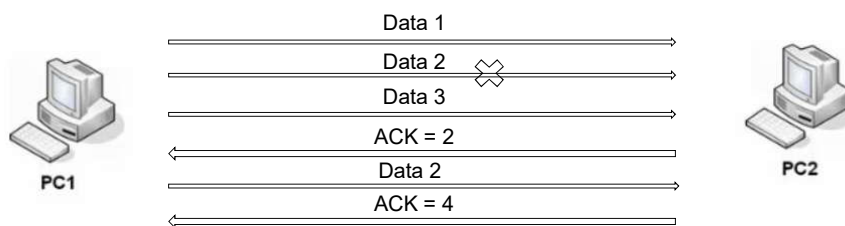
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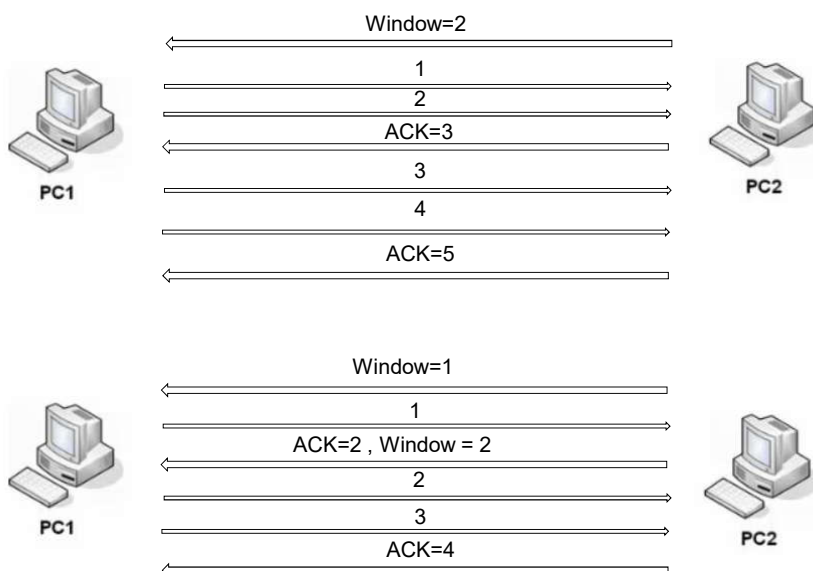
TCP Normal Data Transmission



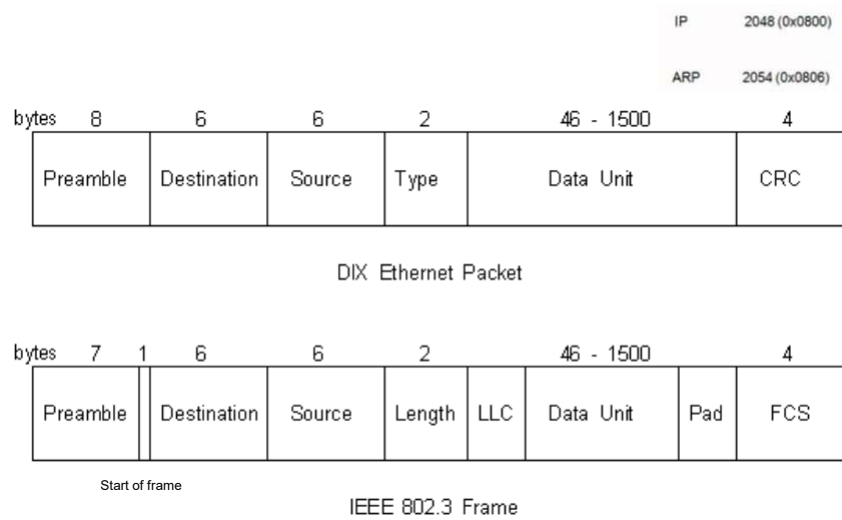
TCP Error Recovery



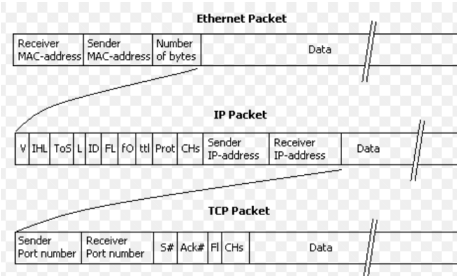
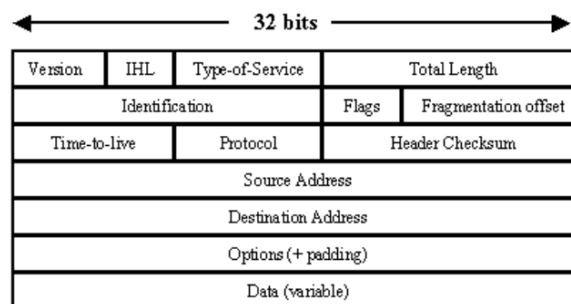
TCP Windowing



Ethernet II and IEEE 802.3 Packets

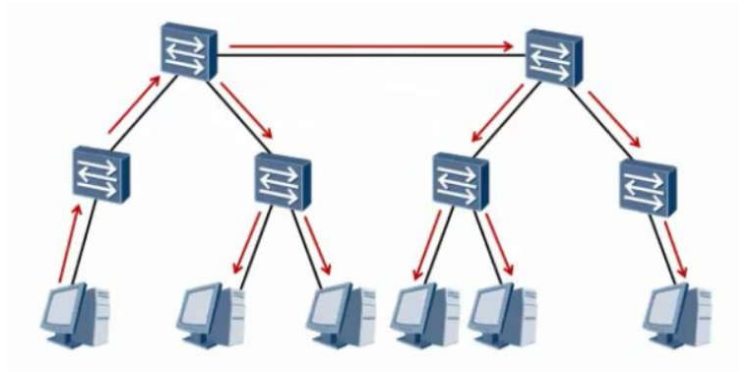


IP Package and Other Package Comparison



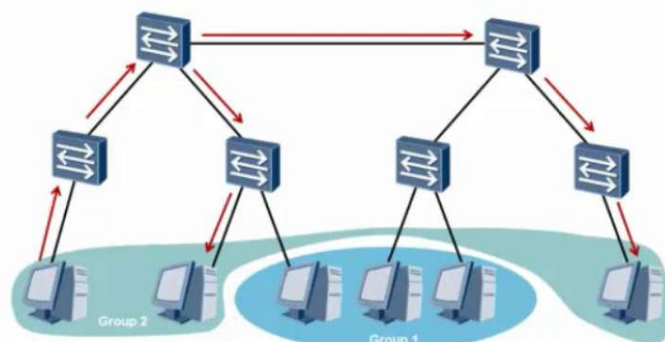
VLAN

VLANs are virtual networks. Vlan's are used to distinguish keyed networks into segments. Vlan's provide a way to group devices within the LAN. Physical links take place instead of logical networks. There are 2 main purposes. They distinguish between safety and broadcasting.



VLAN Advantages

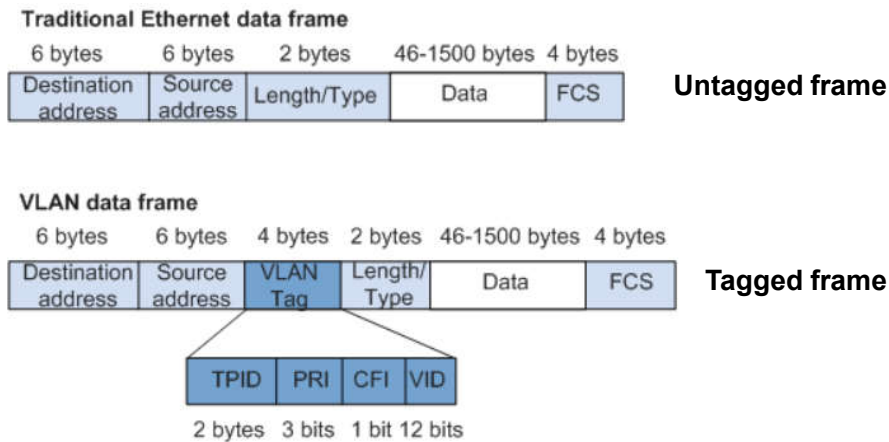
- Enhanced security
- Decreasing cost
- More smaller public broadcast switches
- Better performance
- BT efficiency
- Management efficiency



- A VLAN enables logical isolation of traffic at the data link layer.

VLAN Packets (IEEE 802.1Q)

VLAN: 1- 4094

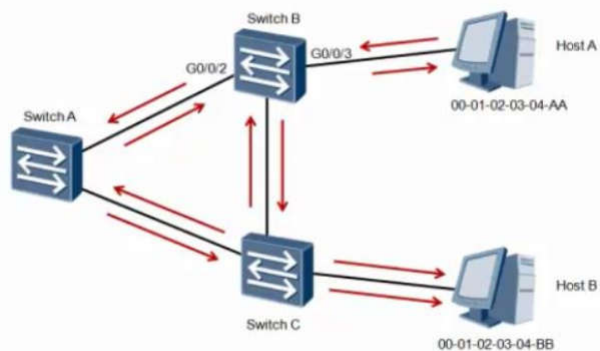


VLAN Port Types

Port Type	UnTagged Frame Processing	Tagged Frame Processing	Frame Processing
Access port	Gets an untagged frame and adds a tag with the default VLAN ID to the frame.	If the VLAN ID of the frame matches the default VLAN ID, it accepts the tagged frame. If the VLAN ID of the frame differs from the default VLAN ID, it rejects the tagged.	After the PVID tag is removed, the frame is transmitted.
Trunk Port	<p>Adds a tag to the untagged frame with the default VLAN ID and forwards the default VLAN ID if the interface is allowed.</p> <p>Adds a tag with the default VLAN ID to the unlabeled frame and then discards the default VLAN ID if it is rejected by the interface.</p>	If the interface to the VLAN ID is allowed in the frame, it accepts a tagged frame. If the VLAN ID carried in the frame is rejected by the interface, it assigns a tagged frame.	<p>If the VLAN ID of the frame matches the default VLAN ID and the interface permits the VLAN ID, the device removes the tag and transmits the frame.</p> <p>If the VLAN ID of the frame is different from the default VLAN ID, but the VLAN ID is still allowed by the interface, the device transmits the frame directly.</p>

STP

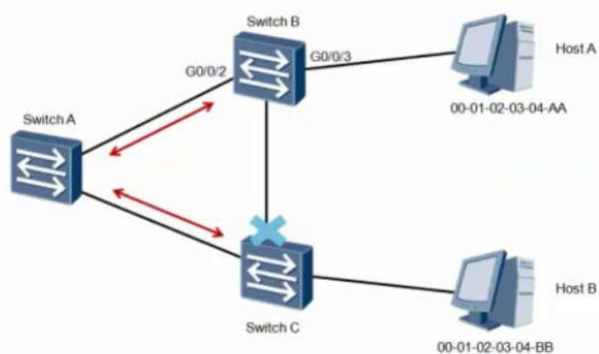
Broadcast Storms



- Switching loops allow for broadcast storms to occur and duplication of frames to be received by end stations.

STP-2

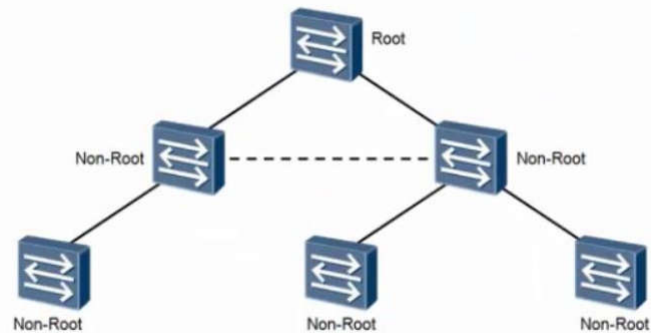
Resolving Layer 2 Redundancy Issues



- Loops are eliminated by restricting traffic flow over redundant paths.

STP-3

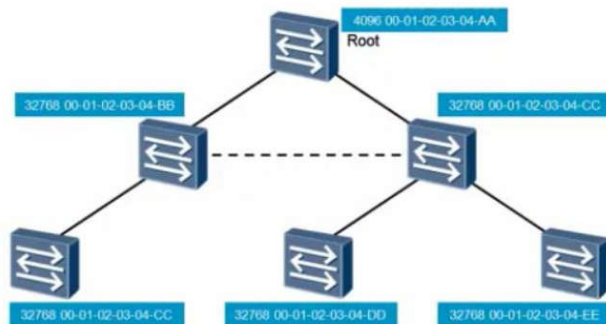
The Spanning Tree Root Bridge



- An inverted tree architecture is created as a result of STP.
- The root bridge represents the base of the spanning tree.

Metrics for STP Calculation

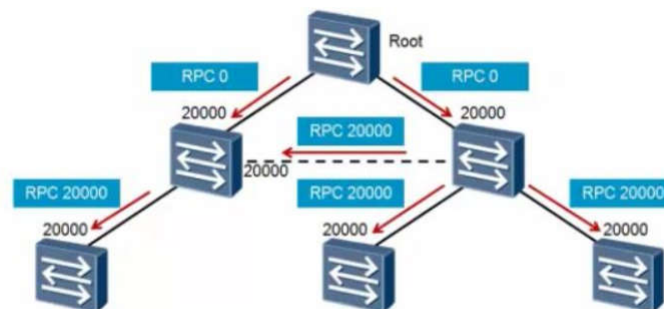
Bridge ID



- Bridge Identifiers are used to elect the root bridge.
- The bridge priority can be manipulated to force root selection.

Metrics for STP Calculation-2

Path Cost



- Root path cost is carried in the BPDU and used to determine the shortest path to the root.

STP-7

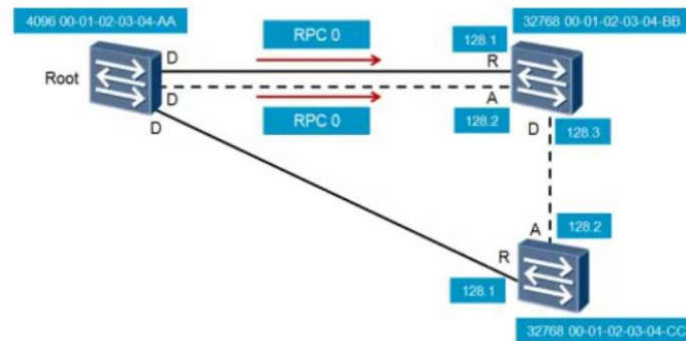
Path Cost Standards

Port Speed	802.1D	802.1t	Path Cost Legacy
10 Mbps	99	1999999	1999
100 Mbps	18	199999	199
1 Gbps	4	20000	20
10 Gbps	2	2000	2

- STP supports various path cost standards
- The 802.1t is the default standard used by Huawei switches

Metrics for STP Calculation-3

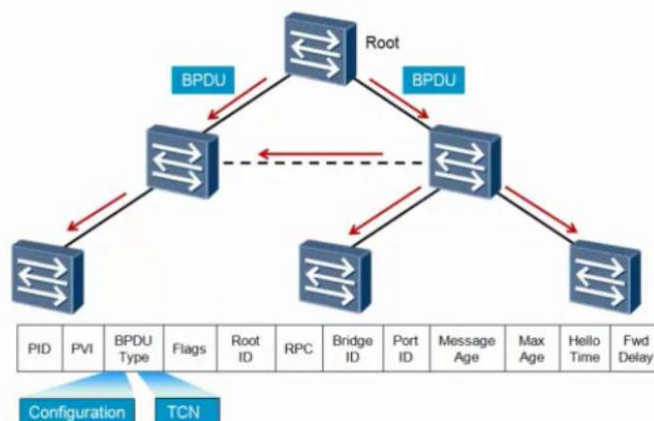
Port ID



- Where the root path cost is equal, a port identifier is used to determine the active and alternate paths to the root.

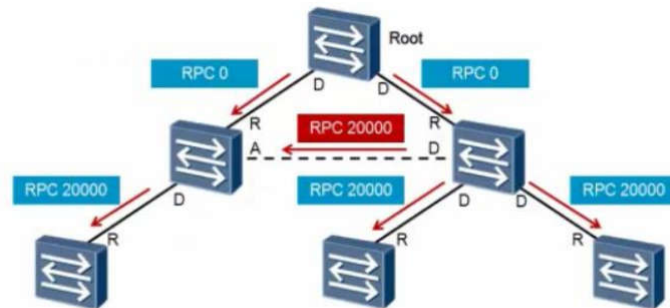
STP-4

Bridge Protocol Data Unit



STP-5

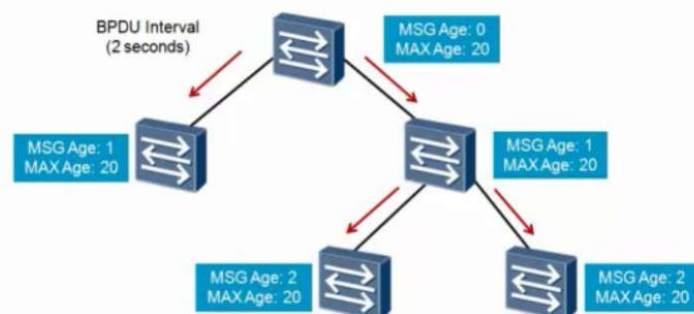
Spanning Tree Port Roles



- Spanning tree supports designated, root and alternate port roles.
- The root path cost enables port roles to be determined.

STP-6

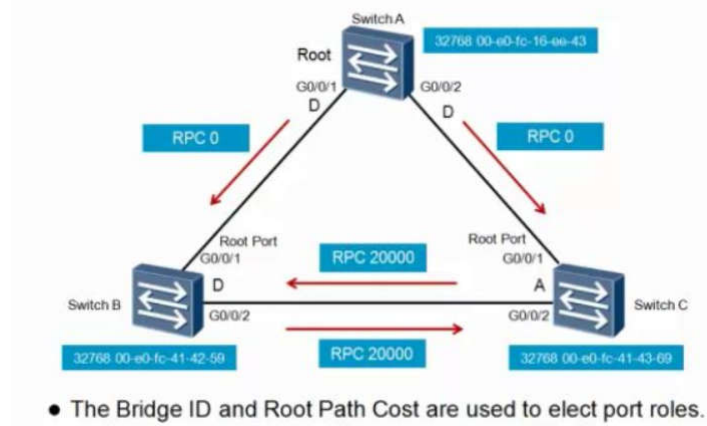
Timers



- The MAX Age represents the aging timer of a BPDU.
- BPDU are discarded when Message Age exceeds MAX Age

STP-7

Port Role Establishment Process



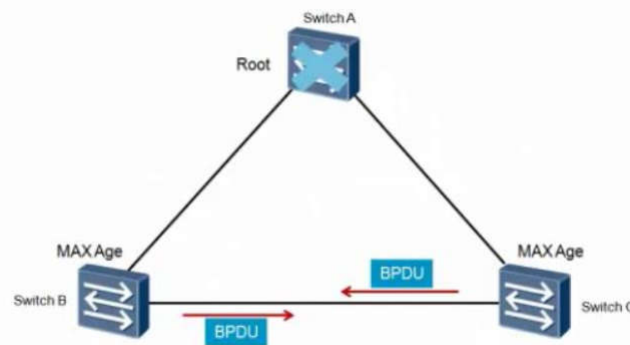
STP-8

Table 14-3 STP port states

Port State	Purpose	Description
Forwarding	A port in Forwarding state can forward user traffic and process BPDUs.	Only the root port and designated port can enter the Forwarding state.
Learning	When a port is in Learning state, the device creates MAC address entries based on user traffic received on the port but does not forward user traffic through the port.	This is a transitional state, which is designed to prevent temporary loops.
Listening	All ports are in Listening state before the root bridge, root port, and designated port are selected.	This is a transitional state.
Blocking	A port in Blocking state receives and processes only BPDUs, and does not forward user traffic.	This is the final state of a blocked port.
Disabled	A port in Disabled state does not process BPDUs or forward user traffic.	The port is Down.

STP-9

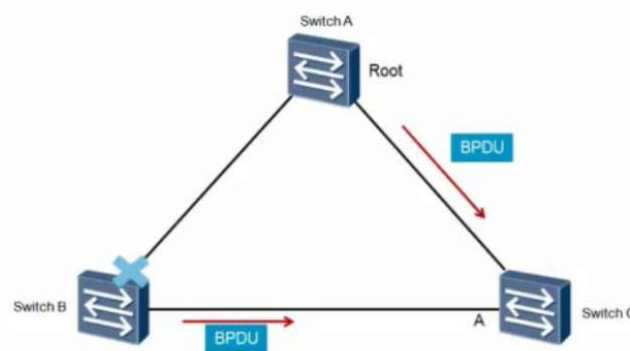
Root Failure



- Non root bridges wait for MAX Age before assuming loss of root
- Re-convergence is then initiated, beginning with root election.

STP-10

Indirect Link Failure

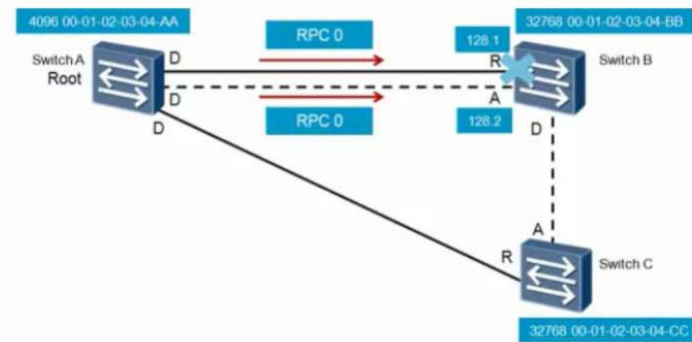


- Switch B begins root election, but BPDU is ignored by Switch C
- Root BPDU is propagated to switch B after MAX Age expires.

Max age: 20 sec in default

STP-11

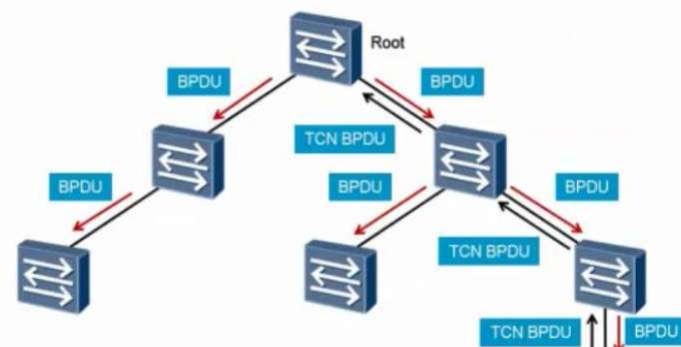
Direct Link Failure



- Switch B detects failure and switches alternate port to root port.
- STP converges after 2x forward delay (30 seconds by default).

STP-12

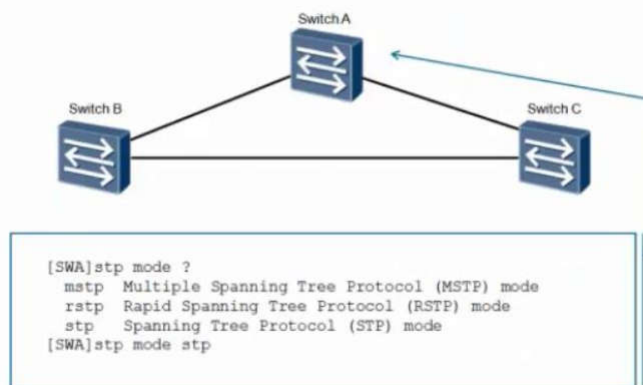
Topology Change Process



- Topology Change Notification informs root of topology change.
- Root flushes MAC entries using BPDU with TC bit set.

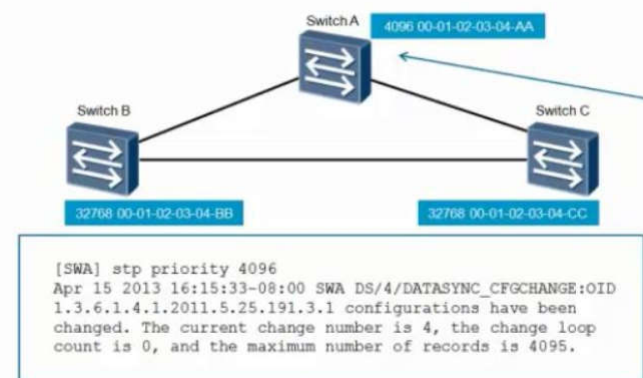
STP-13

STP Modes



STP-14

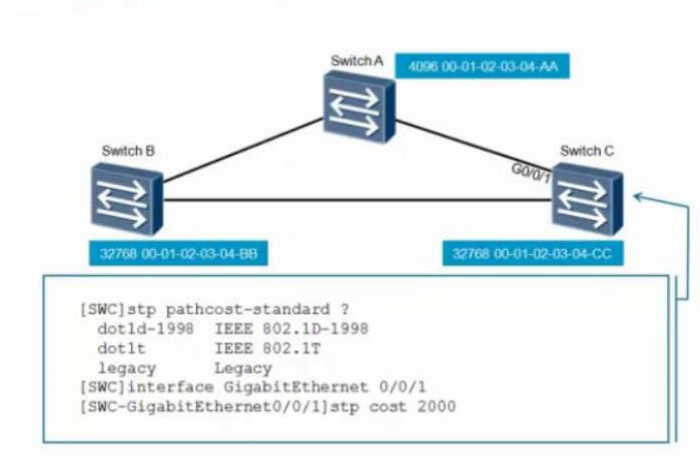
Assigning The Root



- Root can be set manually or by defining the switch as primary

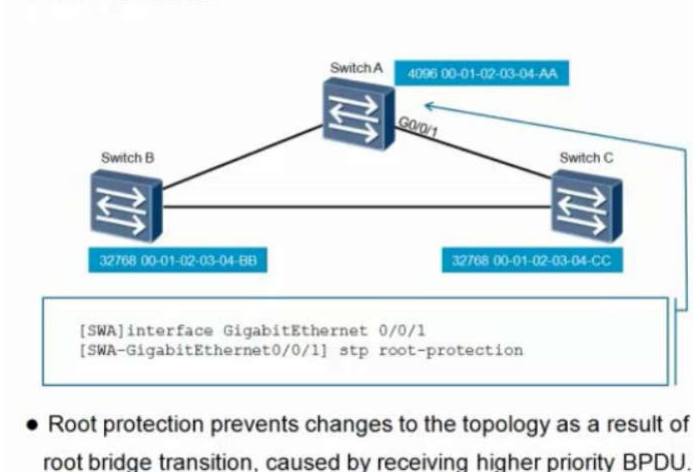
STP-15

Assigning Path Cost



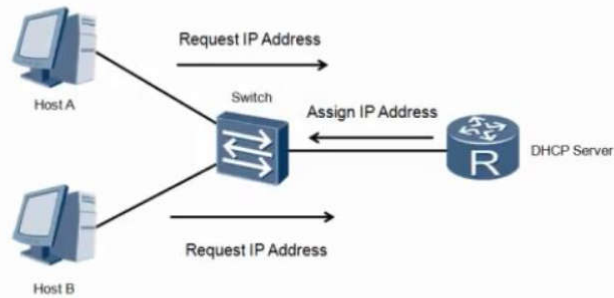
STP-16

Root Protection



DHCP

DHCP Application In The Enterprise Network



- Networks comprising of a large number of users requires a central management system for IP address allocation.

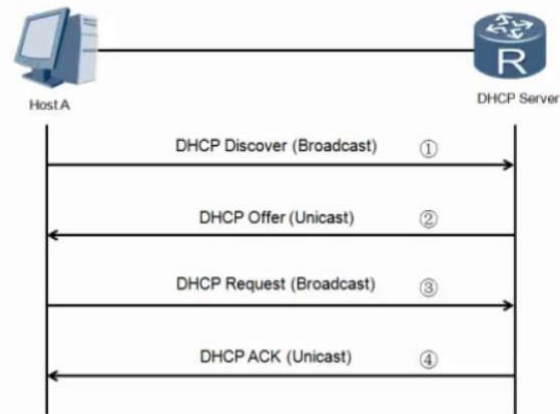
DHCP-2

DHCP Messages

Message Types	Function
DHCP DISCOVER	Client broadcast used to locate available DHCP servers.
DHCP OFFER	Server responds to DHCPDISCOVER with an offer of configuration parameters
DHCP REQUEST	Client message to servers, either (a) requesting offered parameters from one server and implicitly declining offers from all others, (b) confirming the correctness of previously allocated address after, e.g., system reboot, or (c) extending the lease on a particular network address.
DHCPACK	Server confirmation sent to the client with configuration parameters, including committed network address.
DHCP NAK	Server indicates to the client that client's requested network address cannot be assigned.
DHCP RELEASE	Client relinquishes the network address to the server and cancels the remaining lease.

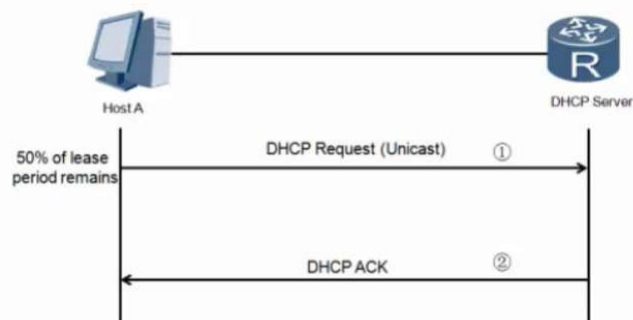
DHCP-3

DHCP Address Acquisition



DHCP-4

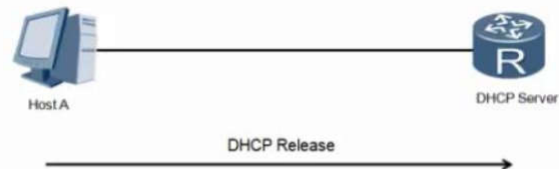
DHCP Lease Renewal



- DHCP initiates an IP lease renewal process when a lease period of 50% remains.

DHCP-5

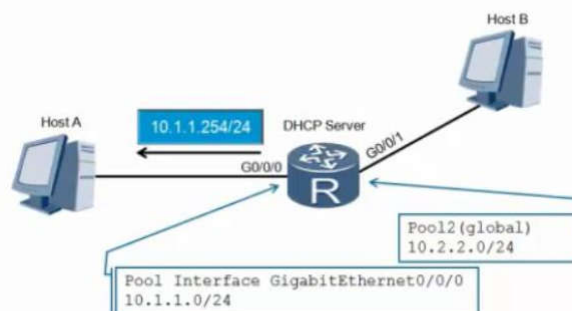
IP Address Release



- DHCP will result in the release of an IP address if the client fails to renew the IP address before the lease expiry.

DHCP-6

Address Pools



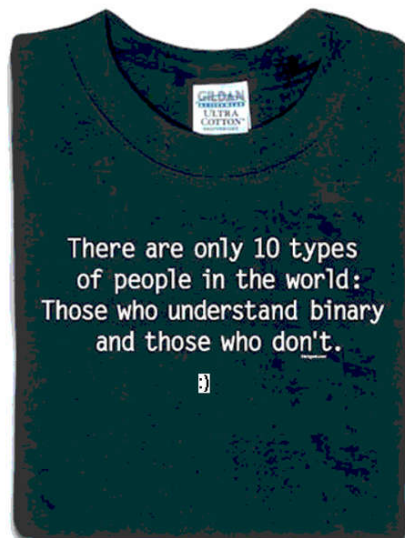
- Address pools can be either global or interface based.

DHCP-7

DHCP Interface Pool Configuration



```
[Huawei]dhcp enable
[Huawei]interface GigabitEthernet0/0/0
[Huawei-GigabitEthernet0/0/0]dhcp select interface
[Huawei-GigabitEthernet0/0/0]dhcp server dns-list 10.1.1.2
[Huawei-GigabitEthernet0/0/0]dhcp server excluded-ip-address
10.1.1.2
[Huawei-GigabitEthernet0/0/0]dhcp server lease day 3
```



THANK YOU
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