

Homework 2. InternerWorking, Pierre FLEITZ

1) ARP :

- a) State of the five ARP caches after the IPv4 unicast datagram has been delivered to host H2 :

H1		
IP	MAC	Port
A	a	North

H3		
IP	MAC	Port
B	b	North

R1		
IP	MAC	Port
E	e	West
D	d	East

H2		
IP	MAC	Port
A	a	South

H4		
IP	ARP	Port
E	e	South

- b) State of the bridges B1's MAC address table after the IPv4 unicast datagram has been delivered to host H2

B1 MAC Address table	
MAC	Port
d	South
a	East

2) UDP and Fragmentation :

- a) $7400 / 1480 = 5$. Then we gonna have 5 fragments.
- b) Each fragment has its own header with most of the fields repeated, but some changed :

Fragment	MF	Offset	Length
Number 1	1	0	1480 bytes (bytes 0 to 1479)
Number 2	1	185	1480 bytes (bytes 1480 to 2959)
Number 3	1	370	1480 bytes (bytes 2960 to 4439)
Number 4	1	555	1480 bytes (bytes 4440 to 5919)
Number 5	0	740	1480 bytes (bytes 5920 to 7399)

3) Routing :

a) *Initial routing state of D :*

Destination	Metric	Next-Hop
208.218.2.0/24	1	-
208.218.4.0/24	1	-

b) *Routing state of D after it has received the initial distance-vector from E :*

Destination	Metric	Next-Hop
208.218.2.0/24	1	-
208.218.4.0/24	1	-
208.218.5.0/24	2	208.218.4.2

c) *RIP messages :*

Reminder : Type of RIP msg : (see p.294, Figure 11.11 and example Figure 11.13 p296 from TCP/IP book, I will not represent the two "spaces" between Network and Distance)

Command	Version	/
Family		/
Network		
Distance		

From A to B, so 208.218.1.1 to 208.218.1.2, interface used East :

Msg1	2	1	/
	2		/
	208.218.2.0/24		
	1		
Msg2	2	1	/
	2		/
	208.218.4.0/24		
	2		
Msg3	2	1	/
	2		/
	208.218.5.0/24		
	2		
Msg4	2	1	/
	2		/
	208.218.1.0/24		
	1		

Information exctracted	
Dest	Cost
208.218.2.0	1
208.218.4.0	2
208.218.5.0	2
208.218.1.0	1

From A to D, so 208.218.2.1 to 208.218.2.2, interface used South :

Msg1	2	1	/
	2		/
	208.218.1.0/24		
	1		
Msg2	2	1	/
	2		/
	208.218.2.0/24		
	1		
Msg3	2	1	/
	2		/
	208.218.4.0/24		
	2		
Msg4	2	1	/
	2		/
	208.218.5.0/24		
	2		

Information extracted	
Dest	Cost
208.218.1.0	2
208.218.2.0	1
208.218.4.0	2
208.218.5.0	2

From A to E, so 208.218.2.1 to 208.218.2.3, interface used South :

Msg1	2	1	/
	2		/
	208.218.1.0/24		
	1		
Msg2	2	1	/
	2		/
	208.218.2.0/24		
	1		
Msg3	2	1	/
	2		/
	208.218.4.0/24		
	16		
Msg4	2	1	/
	2		/
	208.218.5.0/24		
	16		

Information extracted	
Dest	Cost
208.218.1.0	1
208.218.2.0	1
208.218.4.0	16
208.218.5.0	16

The message is prepared with the combinaison of split horizon and poison reverse, in minde. A obtened information about these 2 networks by router E. Here A sends an update to E so it replaces the actual value of the hop count for the 2 networks with 16 (infinity) to prevent any confusion for E

d) *Routing states of D and E after they have received the distance-vector from A :*

Routing state of D		
Destination	Metric	Next-Hop
208.218.1.0/24	2	208.218.2.1
208.218.2.0/24	1	-
208.218.4.0/24	1	-
208.218.5.0/24	2	208.218.4.2

Routing state of E		
Destination	Metric	Next-Hop
208.218.1.0/24	2	208.218.2.1
208.218.2.0/24	1	-
208.218.4.0/24	1	-
208.218.5.0/24	1	-

4) ICMP :

a) The source host, here H1, sends ICMP echo request messages (type : 8, code : 0) ; the destination, here H2, will respond with an ICMP echo reply message.

b) *Traceroute from H1 to H3 :*

H1 to A	
Type	Echo Request
TTL	1
@ Dest	90.59.5.2

A to H1	
Type	Time exceeded (type: 11, code: 0)
@ Dest	90.59.1.2

H1 to B	
Type	Echo Request
TTL	2
@ Dest	90.59.5.2

B to H1	
Type	Time exceeded (type: 11, code: 0)
@ Dest	90.59.1.2

H1 to C	
Type	Echo Request
TTL	3
@ Dest	90.59.5.2

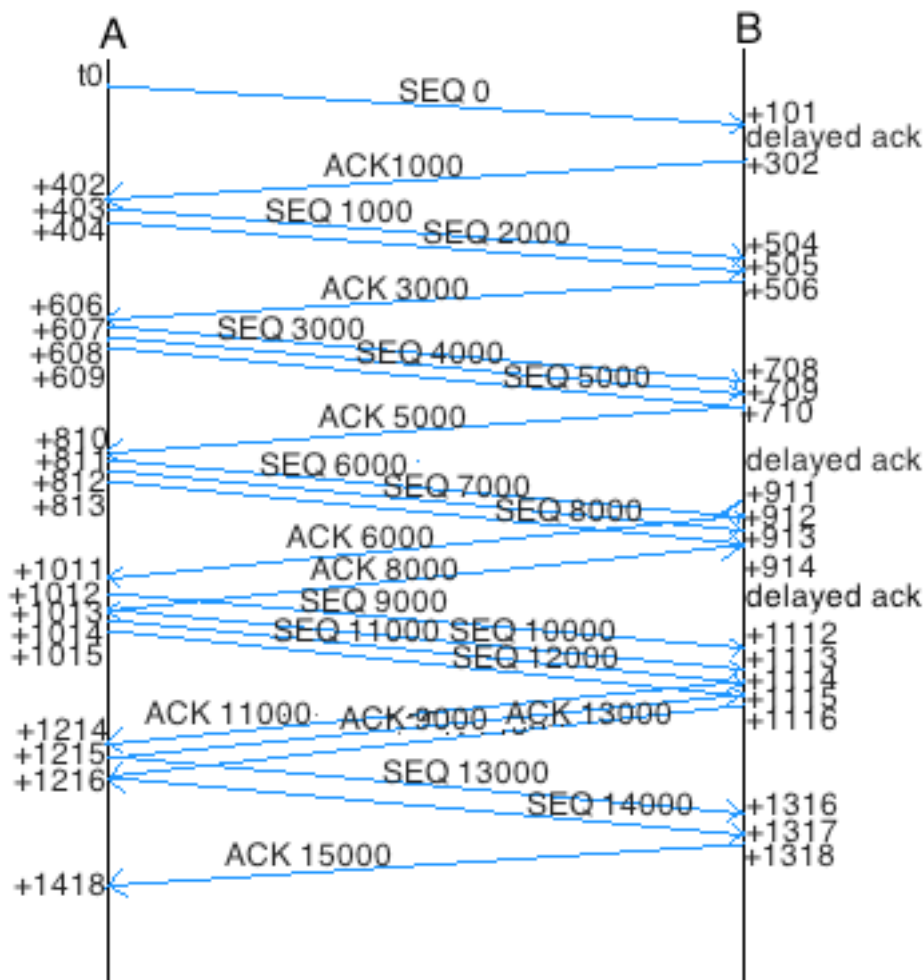
C to H1	
Type	Time exceeded (type: 11, code: 0)
@ Dest	90.59.1.2

H1 to H3	
Type	Echo Request
TTL	4
@ Dest	90.59.5.2

H3 to H1	
Type	Destination unreachable (type: 3, code: 3)
@ Dest	90.59.1.2

5) TCP :

- a) MSS = Maximum Segment Size. The MSS used by TCP is :
 $MSS = MTU - 20 \text{ (IP header)} - 20 \text{ (TCP header)} = 1040 - 20 - 20 = 1000 \text{ bytes}$
- b) To calcul the bandwidth delay product we need to do : $RTT \times BW$. So here we have : Bandwidth-delay product = $((100 \times 2) \times 10^3) \times (4 \times 10^{-6}) = 800 \text{ KB}$. Therefore the received window is not big enough ! If we want A to be able to fully utilize the channel, The received window should be at least 800KB.
- c)



Sorry for the quality of the schema, kind of hard to do something clean with a chronogramme like this... Hope you will understand what I tried to do.

When we are after connection establishment we have : $RTO = \max (2,5+G, 3) = 3s$, at T_0 . $SRTT = RTTVAR = 0$.

Values of SRTT, RTTVAR and RTO for the 4 first segments sent by A :

- Segment 1 : $SRTT = 0s$, $RTTVAR = 0s$, $RTO = 3s$.
- Segment 2 :

We can see in the precedent figure that the ACK for the first segment is received at t_0+402 . Then we have $RTT = 402$ ms (delayed ack..). Therefore $SRTT = 0,402$ s and $RTTVAR = 0,402/2 = 0,201$ s. (Because this is the first measurement made on this connection !).

And $RTO = SRTT + \max(G, 4*RTTVAR) = 0,402 + 0,804 = 1,206$.

So Segment 2 : $SRTT = 0,402s$, $RTTVAR = 0,201s$, $RTO = 1,206s$

- Segment 3 : (Same thing) $SRTT = 0,402s$, $RTTVAR = 0,201s$, $RTO = 1,206s$.
- Segment 4 :

We can see in the precedent figure that the ACK for the fourth segment is received at t_0+606 and the segment was sent at t_0+404 . Then we have $RTT = 202$ ms.

$SRTT' = 7/8 * SRTT + 1/8 * RTT = 0,377$ s

$RTTVAR = 0,75*0,201 + 0,25*|0,402-0,202| = 0,2008$ s.

And $RTO = SRTT + \max(G, 4*RTTVAR) = 0,377 + 0,803 = 1,18s$.

So Segment 4 : $SRTT = 0,377s$, $RTTVAR = 0,2008s$, $RTO = 1,18s$.

d) At $t_0+1418ms$.