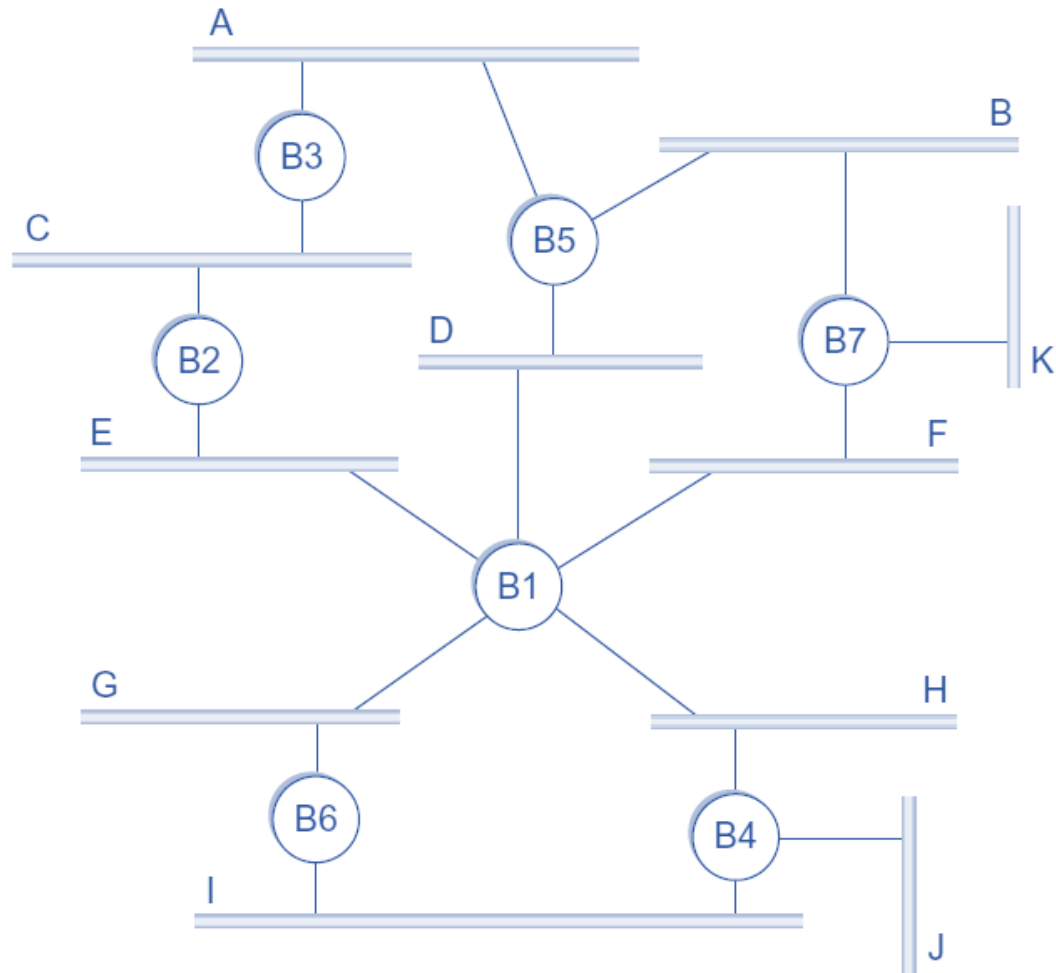




CS120: Computer Networks

Lecture 9. Internet Protocol

Zhice Yang



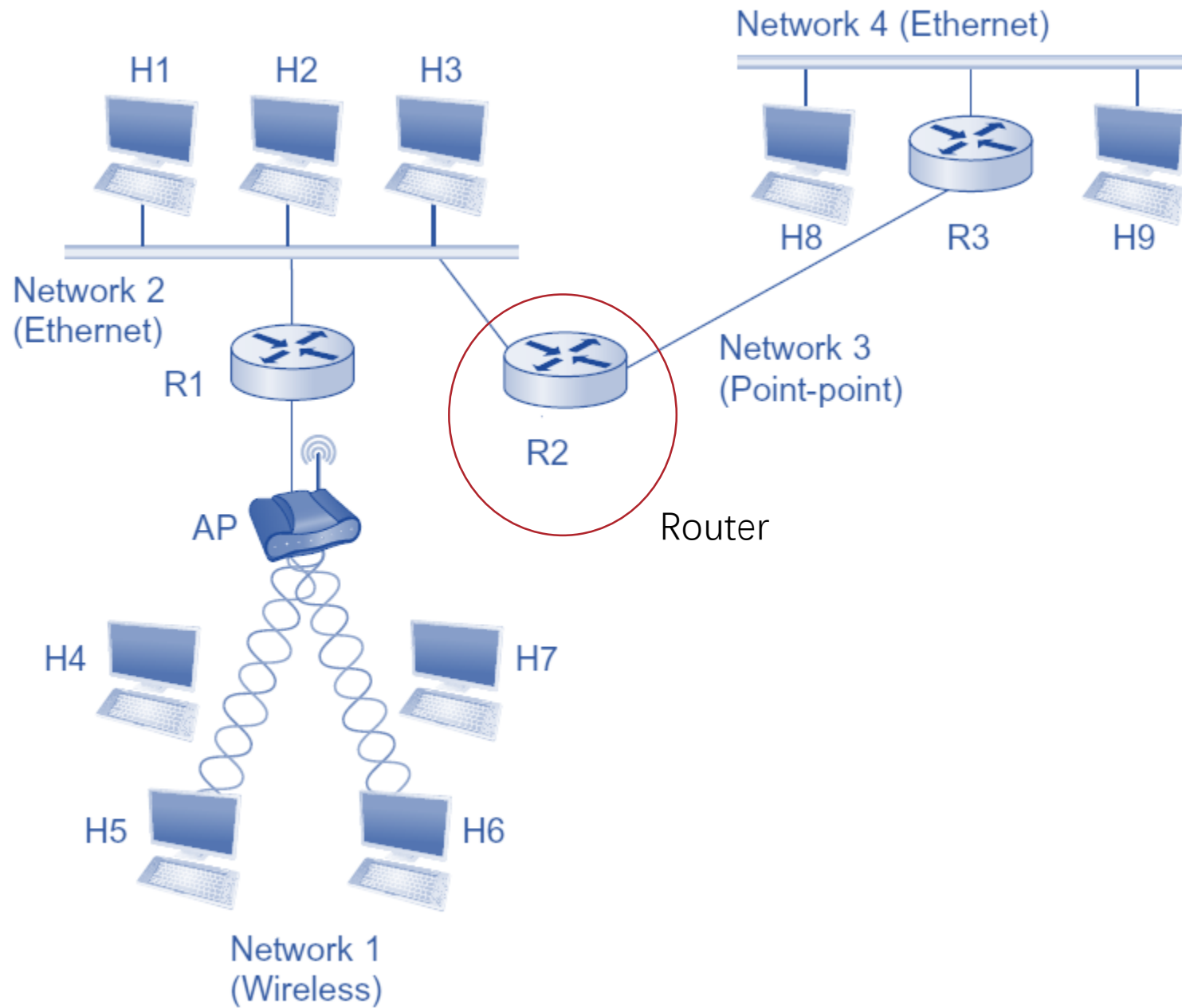
How to Further Extend the Network ?

Limitation of Extended Ethernet

- Addressing Scalability
 - Spanning Tree does not scale
 - Large network
 - Switches store too many forwarding entries
 - Huge broadcasting overhead
- Network Heterogeneity
 - Cannot communicate with other networks
 - Cannot addressing nodes in other networks

Internet Protocol (IP)

- Goal:
- Scalable Addressing Scheme
 - Support Heterogeneous Networks
- Service Model: Datagram (Connectionless)
 - Packets can be lost
 - Packets can be delivered out of order
 - Duplicate copies of a packet can be delivered
 - Packets can be delayed for a long time



Outline

- IP Addressing
 - IP Address
 - Subnet
 - Routing Aggregation
 - IP Distribution: DHCP
 - IP and Switching: ARP
- IP Packet
 - Fragmentation

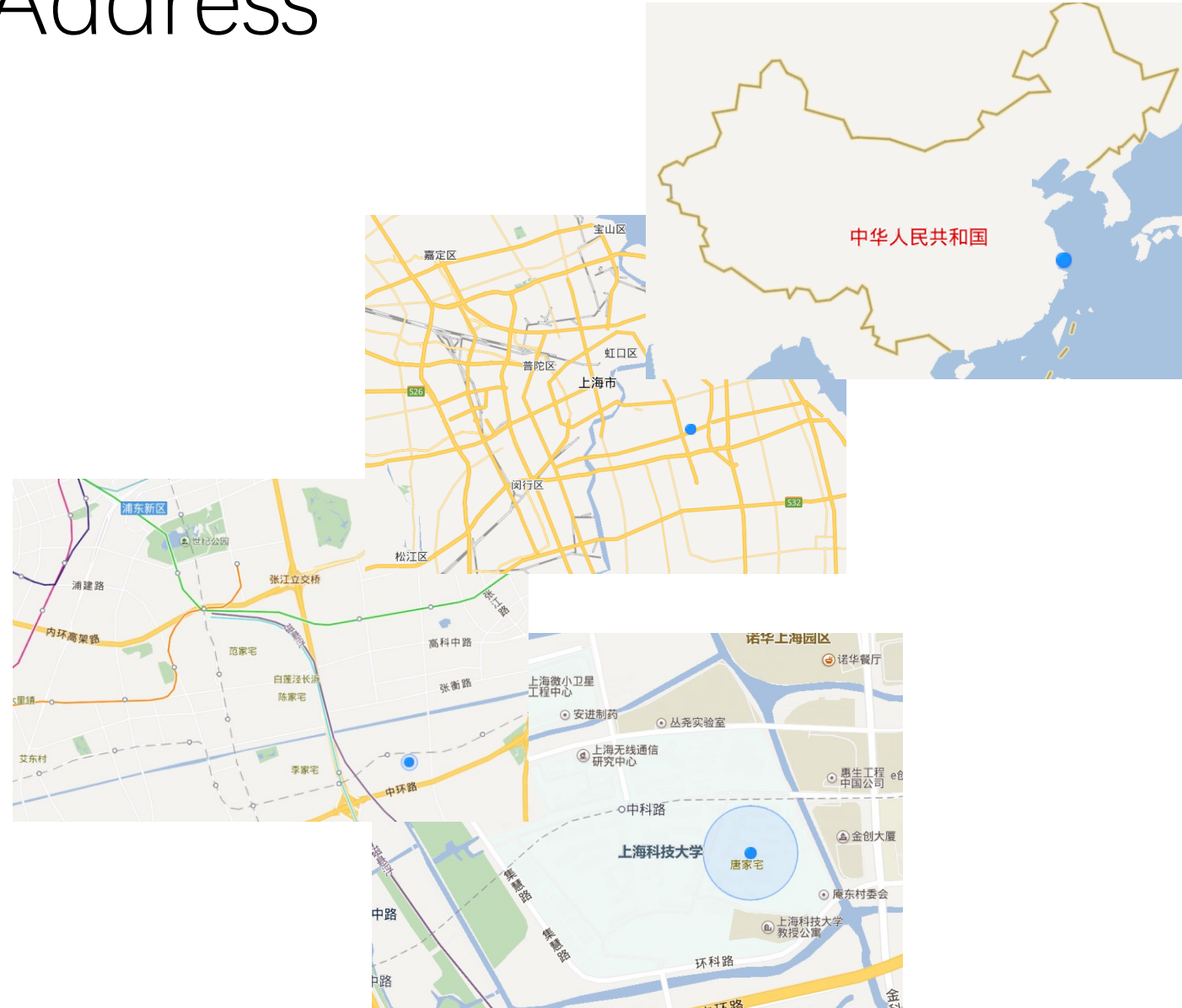
Addressing in Postal Service

- NAME => Ethernet MAC Address
 - Unique
 - but less informative in finding route to deliver
- In practice we use: Location Address + NAME



Hierarchical Address

- China
- Shanghai
- Pudong
- ShanghaiTech



- IP Address: 32-bit identifier for host or router ports
 - Globally unique (original goal)
 - Hierarchical: network + host (original goal)



IP Address

- Dot notation
 - 10.3.2.4
 - 128.96.33.15
 - 192.12.69.77

10000000 01100000 00100010 00001111

128. 96. 33. 15

Assigning IP Address

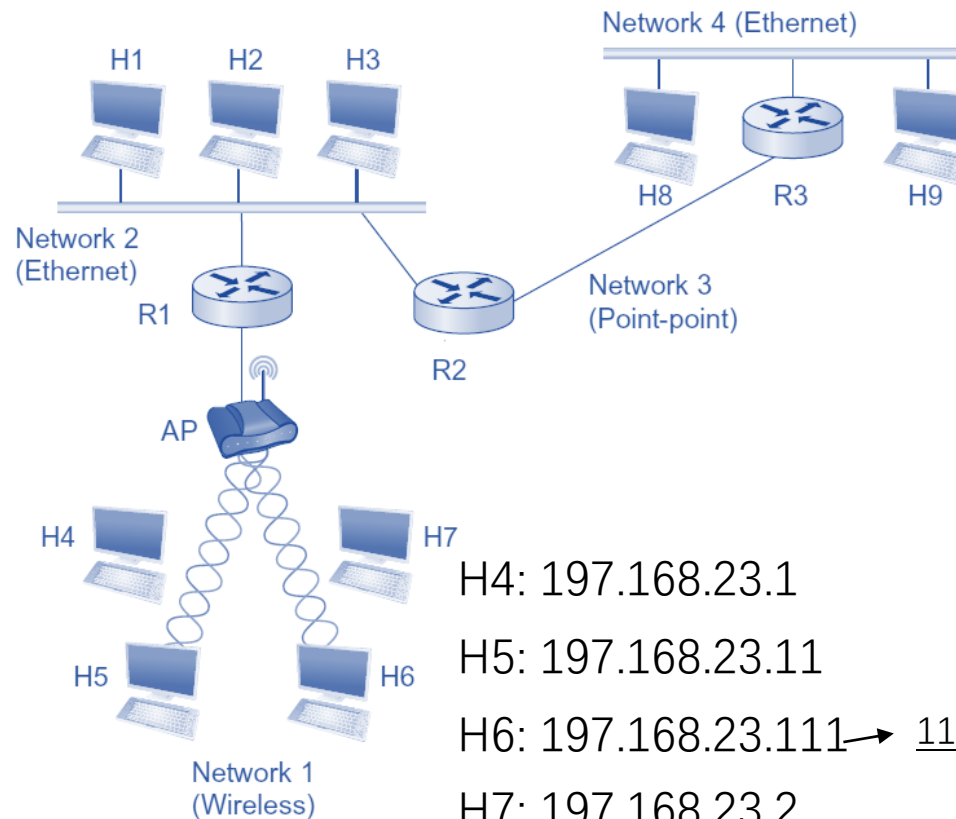
- Each host has a unique IP address
- Hosts in the same physical network have the same network part

H1: 200.155.11.5

H2: 200.155.11.3

H3: 200.155.11.2

11001000.10011011.00001011.XXXXXXXXXX



H8: 210.168.1.10

H9: 210.168.1.200

11010010.10101000.00000001.XXXXXXXXXX

H4: 197.168.23.1

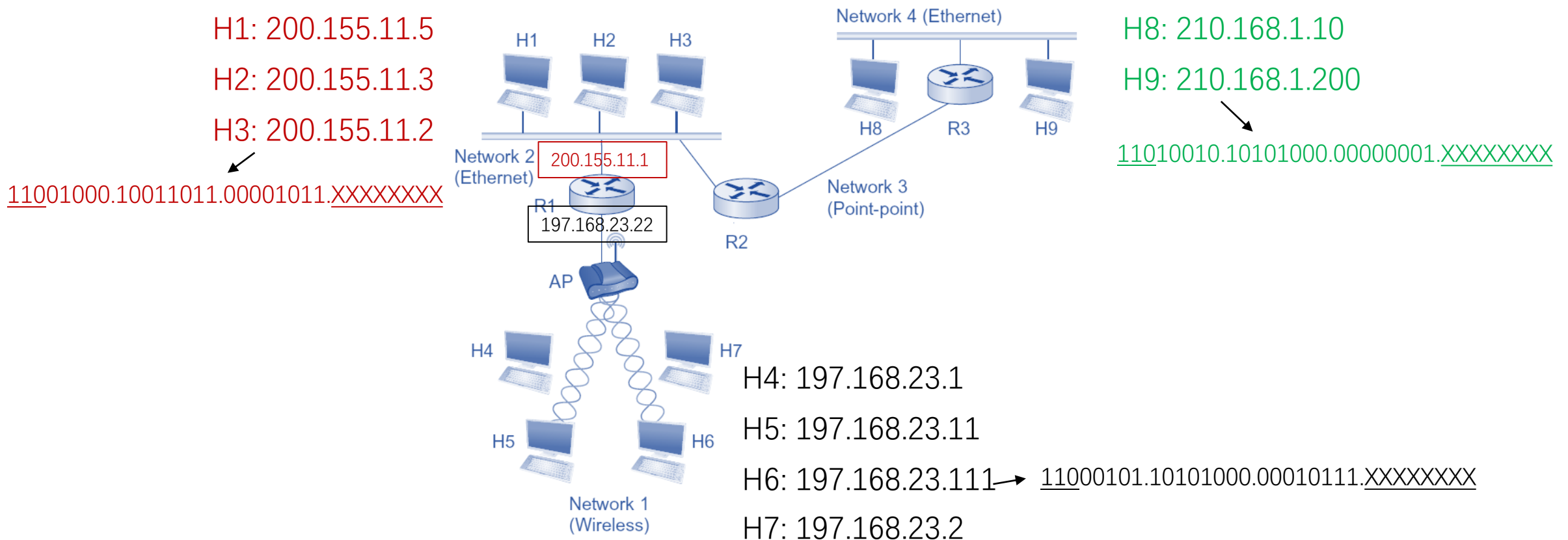
H5: 197.168.23.11

H6: 197.168.23.111 → 11000101.10101000.00010111.XXXXXXXXXX

H7: 197.168.23.2

Assigning IP Address

- Each router contains multiple network interfaces
- Each port has the IP address of the connected network



Forwarding with IP Address

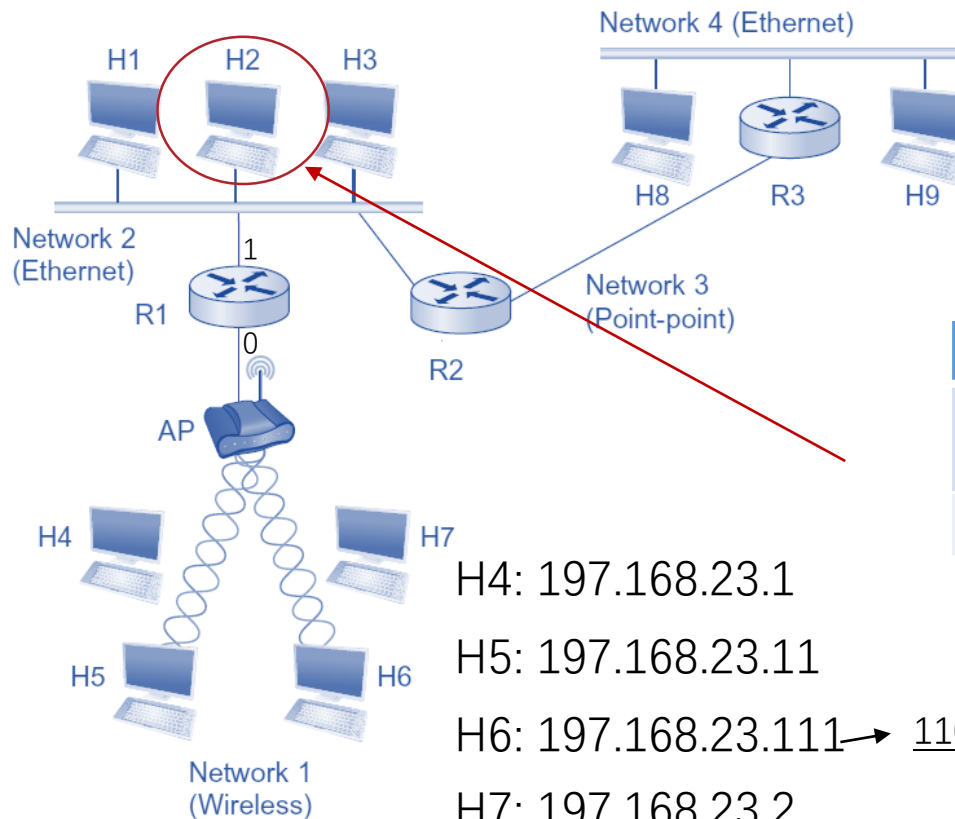
- Host Behavior
 - if IP.network == MyIP.network
 - forward to the host via L2 (How? ARP: IP->MAC)
 - else
 - forward to some router

H1: 200.155.11.5

H2: 200.155.11.3

H3: 200.155.11.2

11001000.10011011.00001011.XXXXXXXXXX



H8: 210.168.1.10

H9: 210.168.1.200

11010010.10101000.00000001.XXXXXXXXXX

IP	Next
200.155.11.5	H1
200.155.11.2	H3
Others	R1

H4: 197.168.23.1

H5: 197.168.23.11

H6: 197.168.23.111 → 11000101.10101000.00010111.XXXXXXXXXX

H7: 197.168.23.2

Forwarding with IP Address

Router Behavior

- if IP.network == PortX.IP.network
 - forward to the host connected to PortX
- else
 - forward to the router (Which? given by routing alg.)

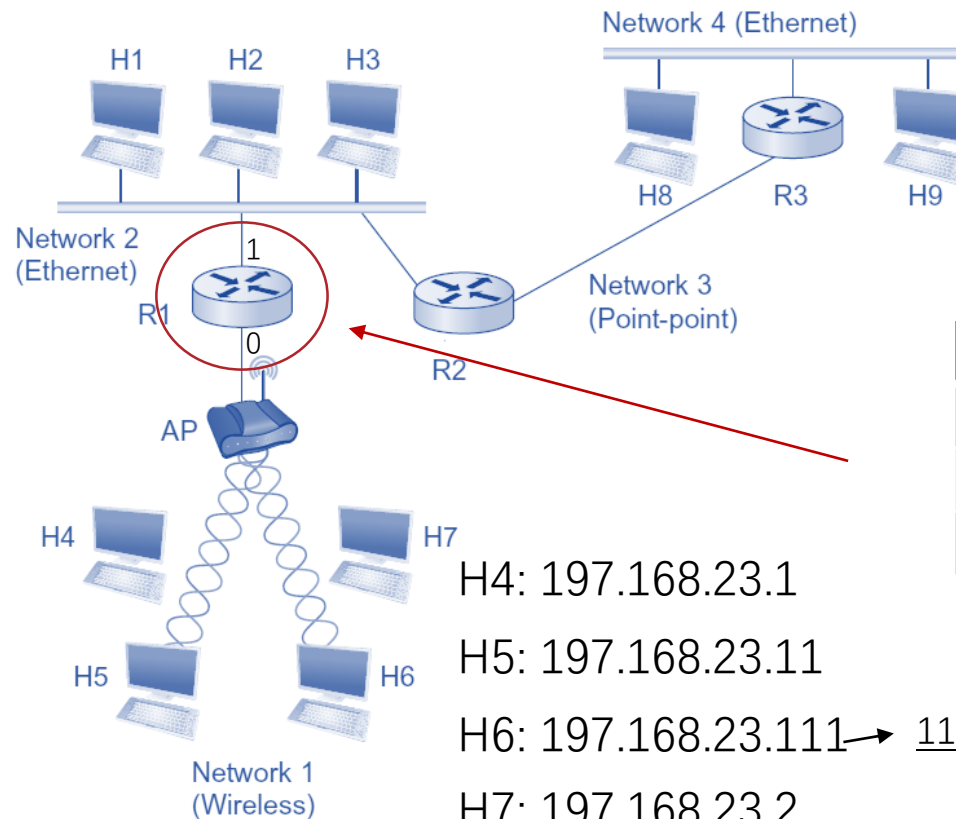
NO need to check the host part

H1: 200.155.11.5

H2: 200.155.11.3

H3: 200.155.11.2

11001000.10011011.00001011.XXXXXXXXXX



H8: 210.168.1.10

H9: 210.168.1.200

11010010.10101000.00000001.XXXXXXXXXX

IP	Next
197.168.23.*	Interface 0
200.155.11.*	Interface 1
210.168.1.*	R2

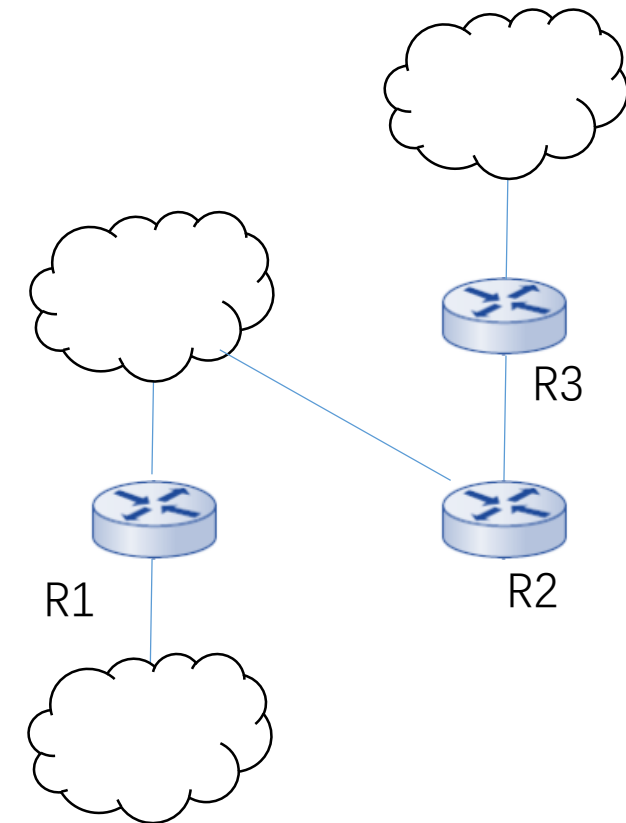
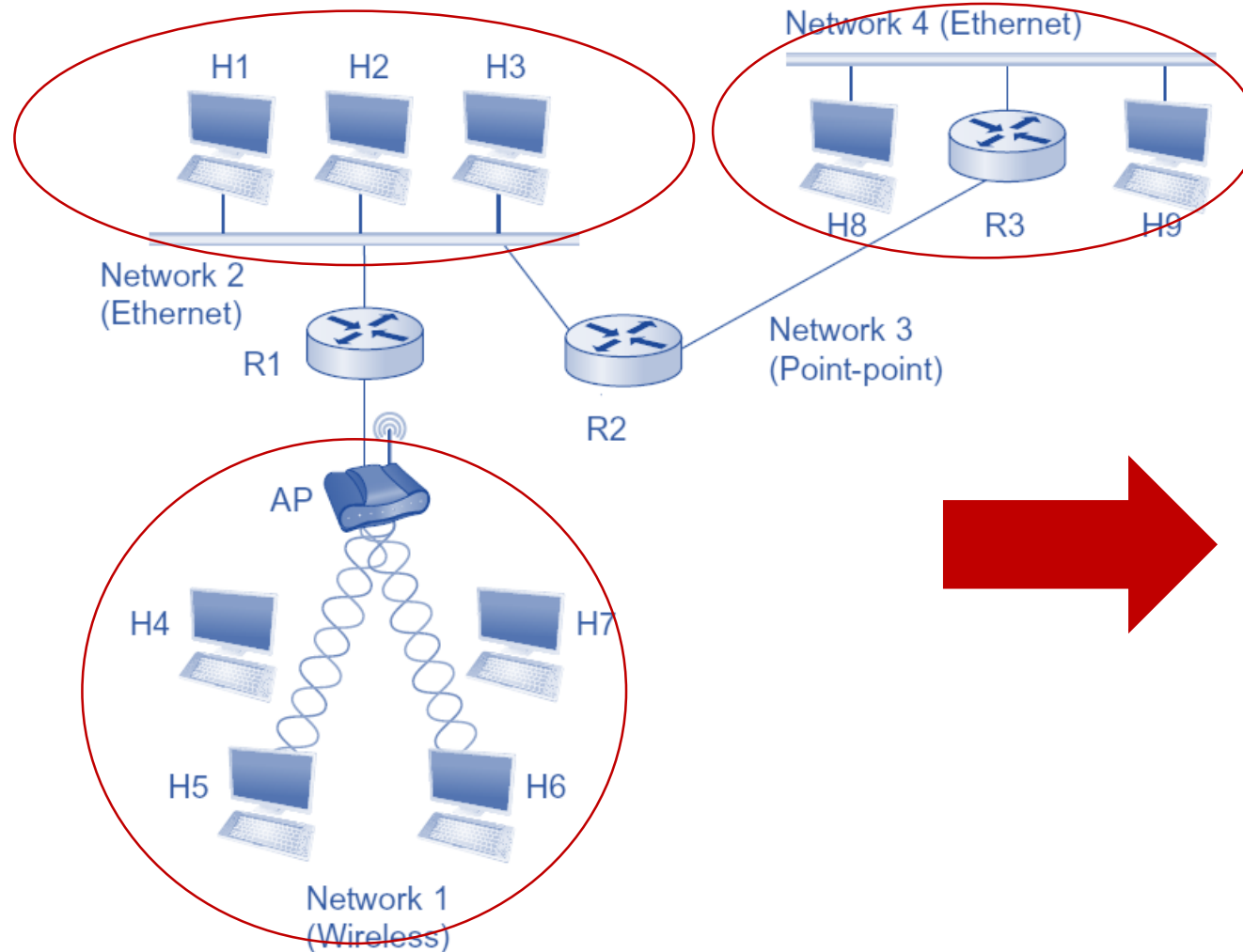
H4: 197.168.23.1

H5: 197.168.23.11

H6: 197.168.23.111 → 11000101.10101000.00010111.XXXXXXXXXX

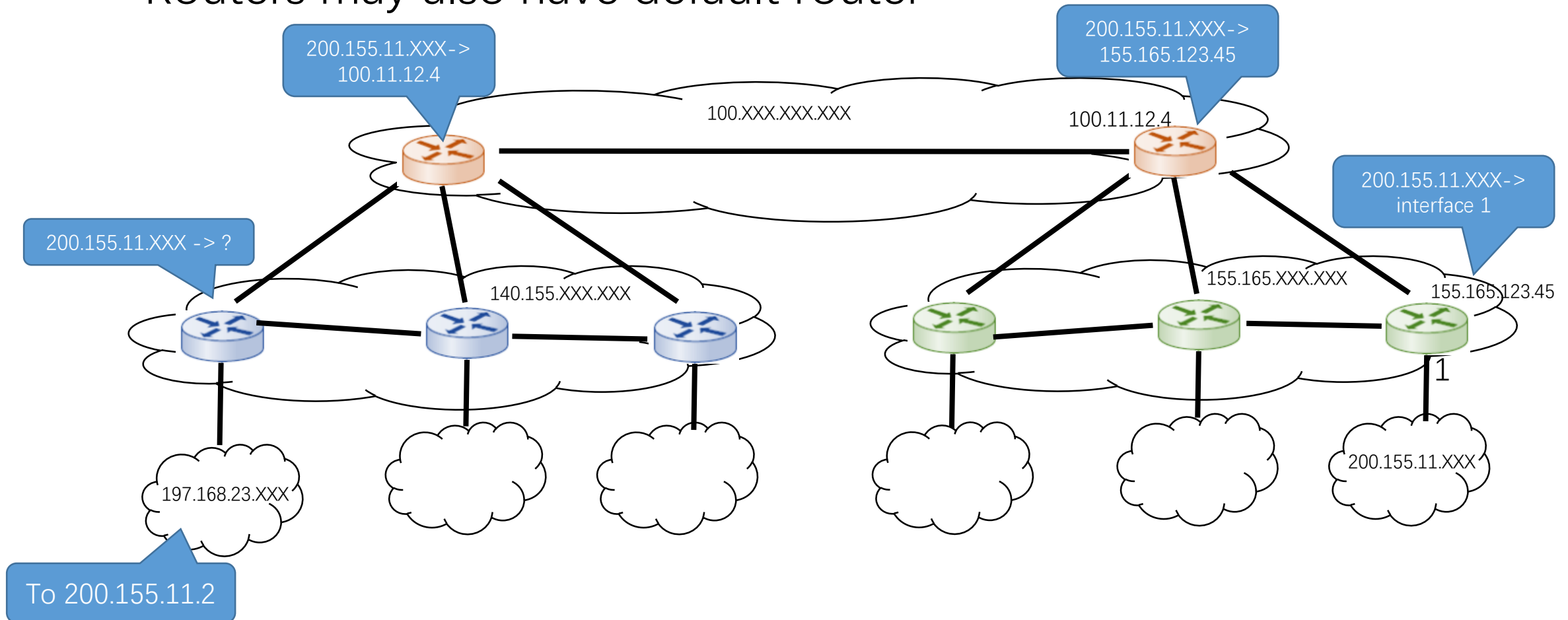
H7: 197.168.23.2

Forwarding with IP Address



Forwarding with IP Address

- Each host has a default router
- Routers may also have default router

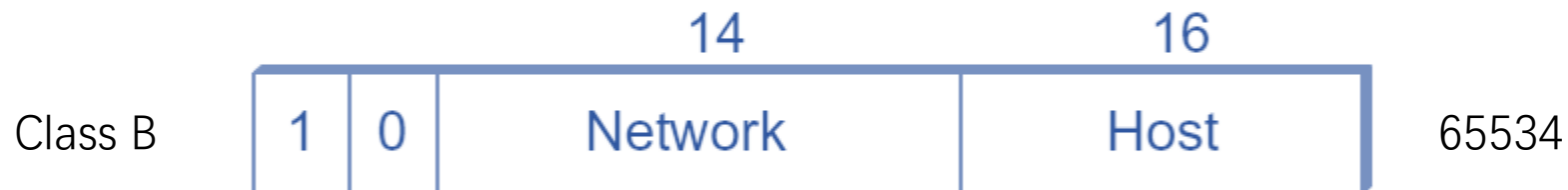


Class Addressing

- Limitation
 - Address utilization is not efficient
 - 255 hosts
 - Class C: not enough
 - Class B: too many addresses are wasted
 - Forwarding table is still large
 - Proportional to the number of networks

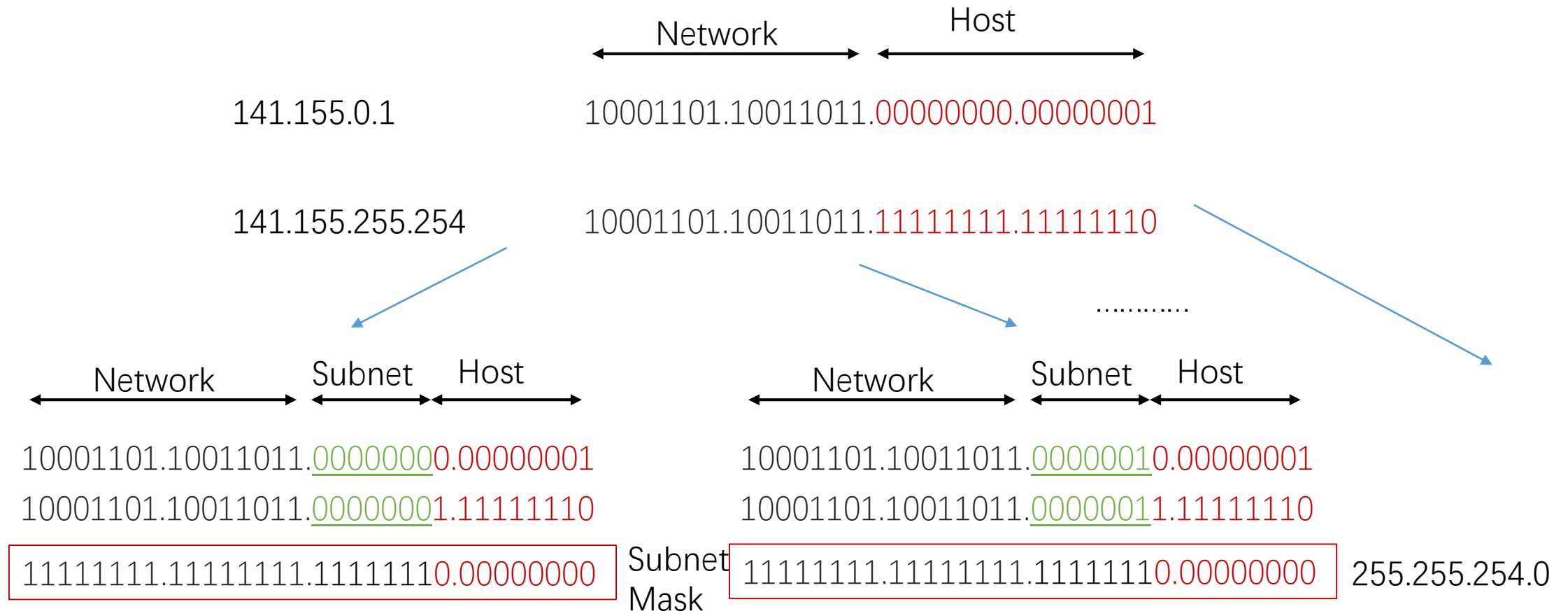
IP Address

- IP Address: 32-bit identifier for host, router ports
 - Globally unique (original goal)
 - Hierarchical: network + host (original goal)



Subnet Mask

- “and” IP address with network mask to determine the Subnet

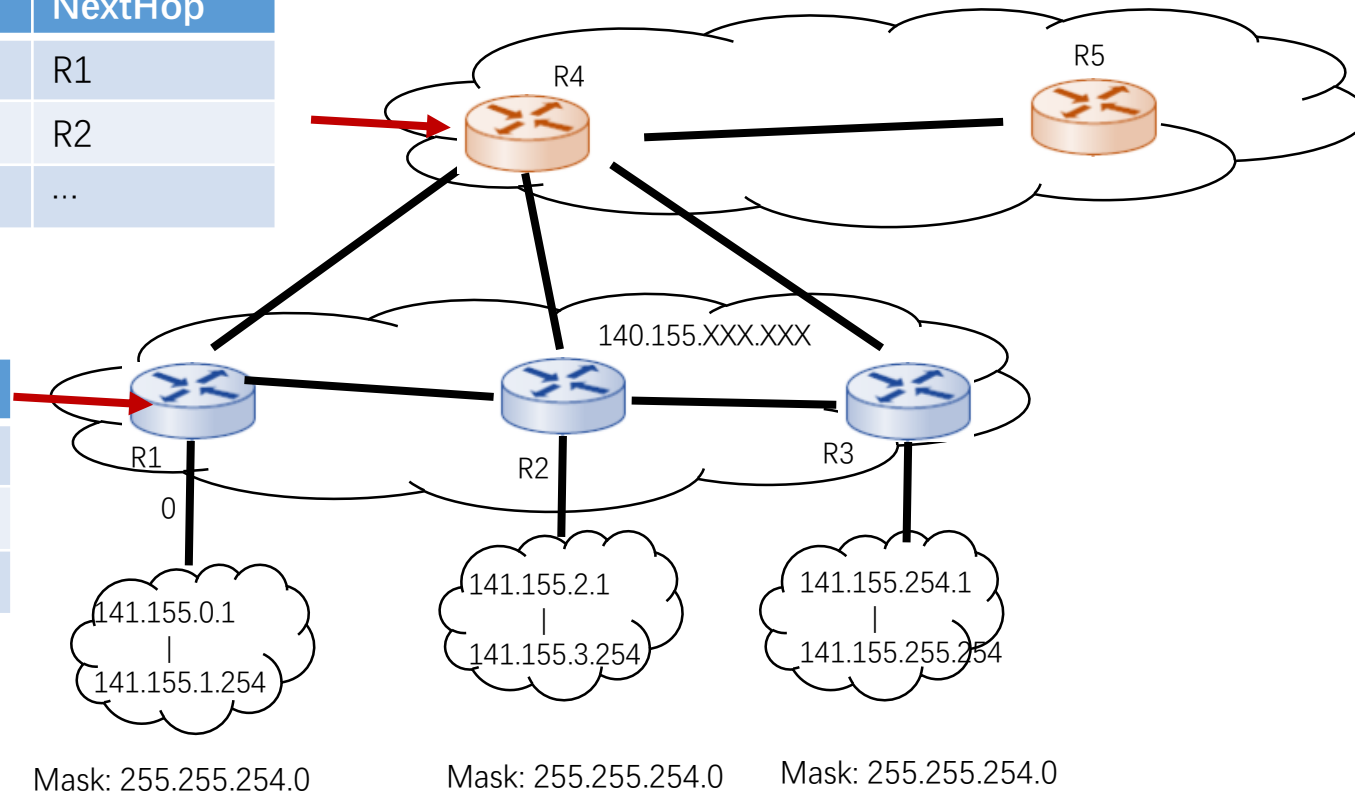


Subnet Mask

- Divide a Large Network Address into Small Subnet Addresses

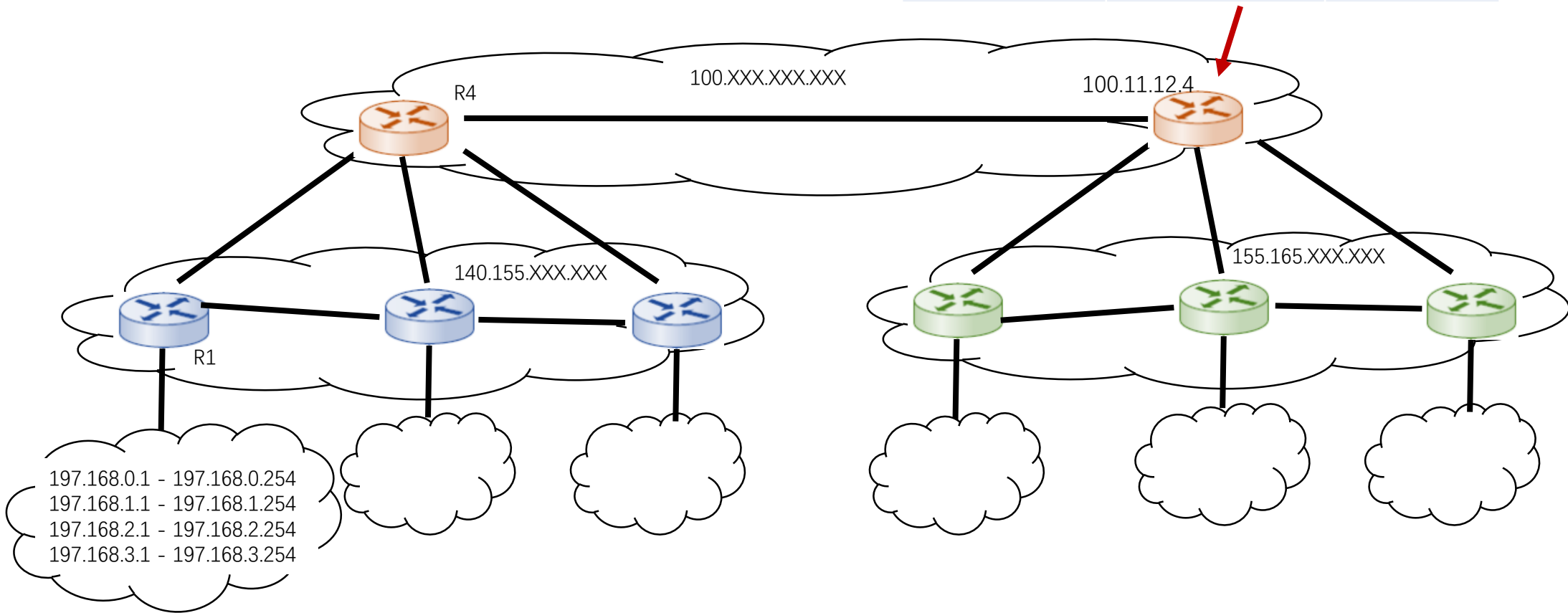
SubnetNum	SubnetMask	NextHop
141.155.0.0	255.255.254.0	R1
141.155.2.0	255.255.254.0	R2
...

SubnetNum	SubnetMask	NextHop
141.155.0.0	255.255.254.0	Interface 0
141.155.2.0	255.255.254.0	R2
...



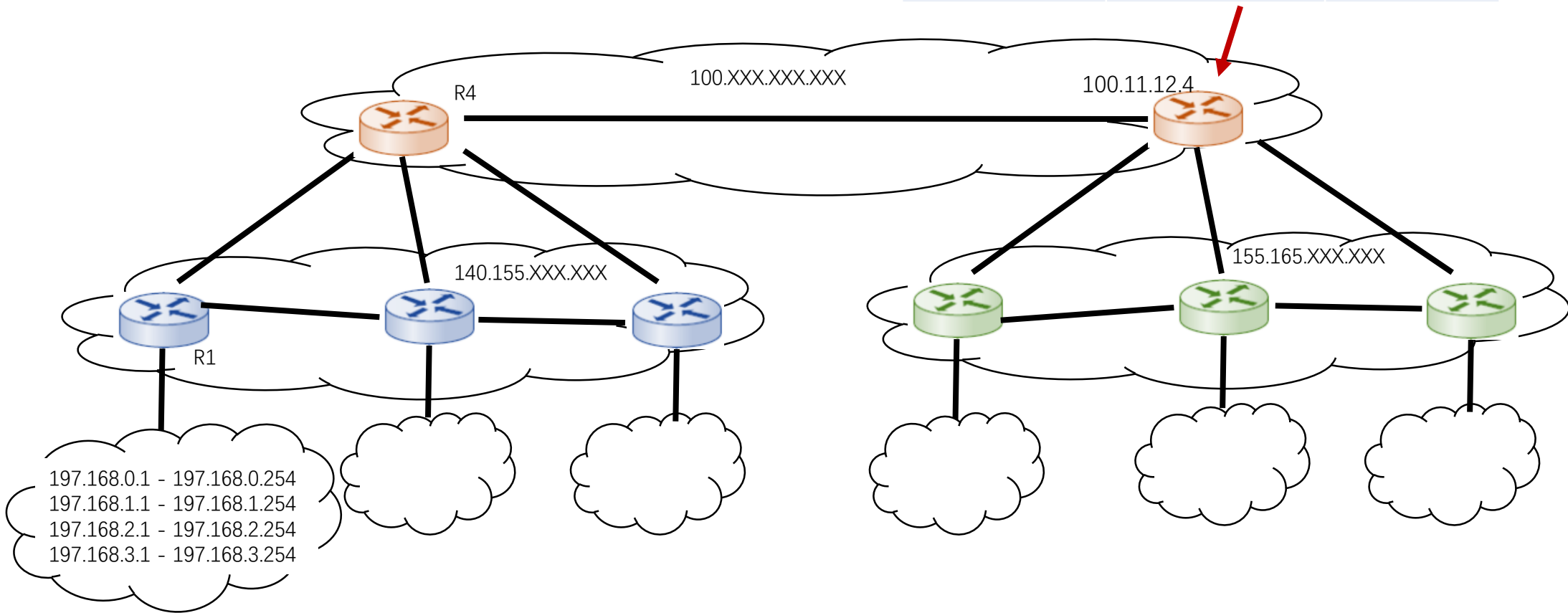
Route Aggregation

SubnetNum	SubnetMask	NextHop
197.168.0.0	255.255.255.0	R4
197.168.1.0	255.255.255.0	R4
197.168.2.0	255.255.255.0	R4
197.168.3.0	255.255.255.0	R4



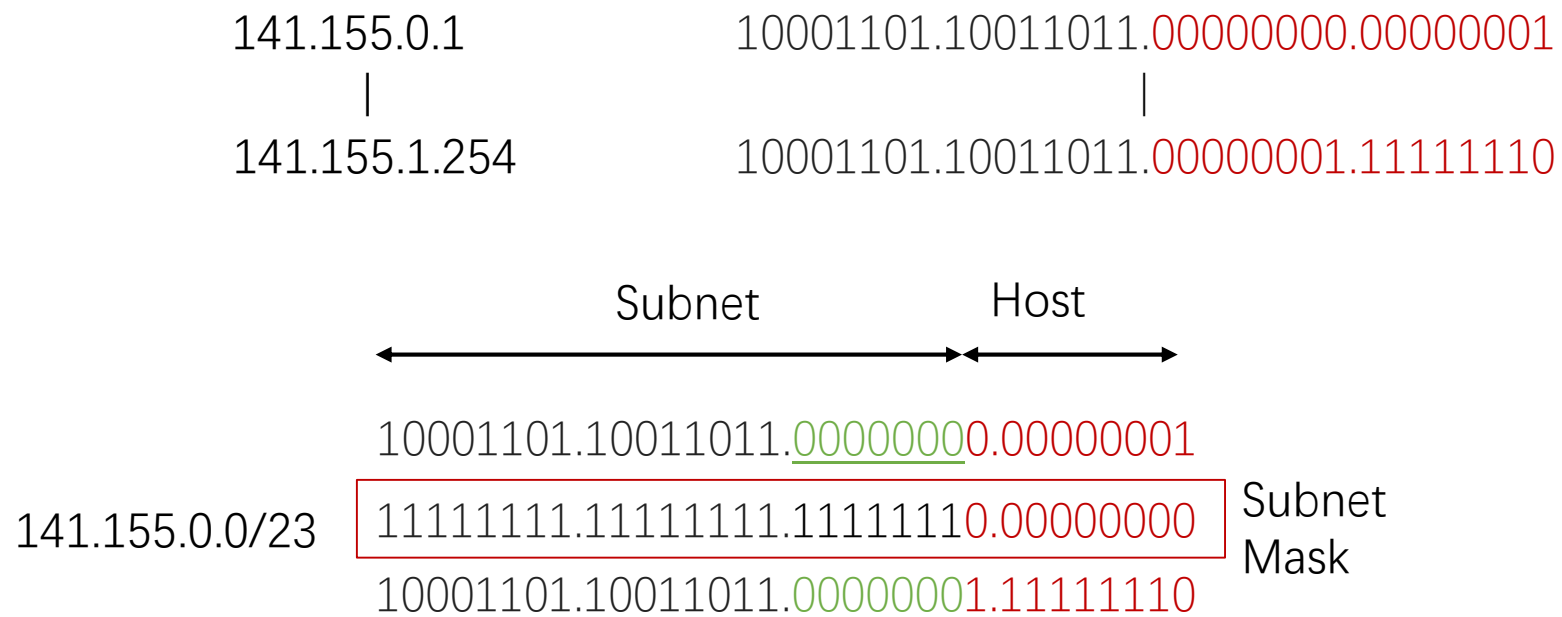
Route Aggregation

SubnetNum	SubnetMask	NextHop
197.168.0.0	255.255.252.0	R4



Classless InterDomain Routing (CIDR)

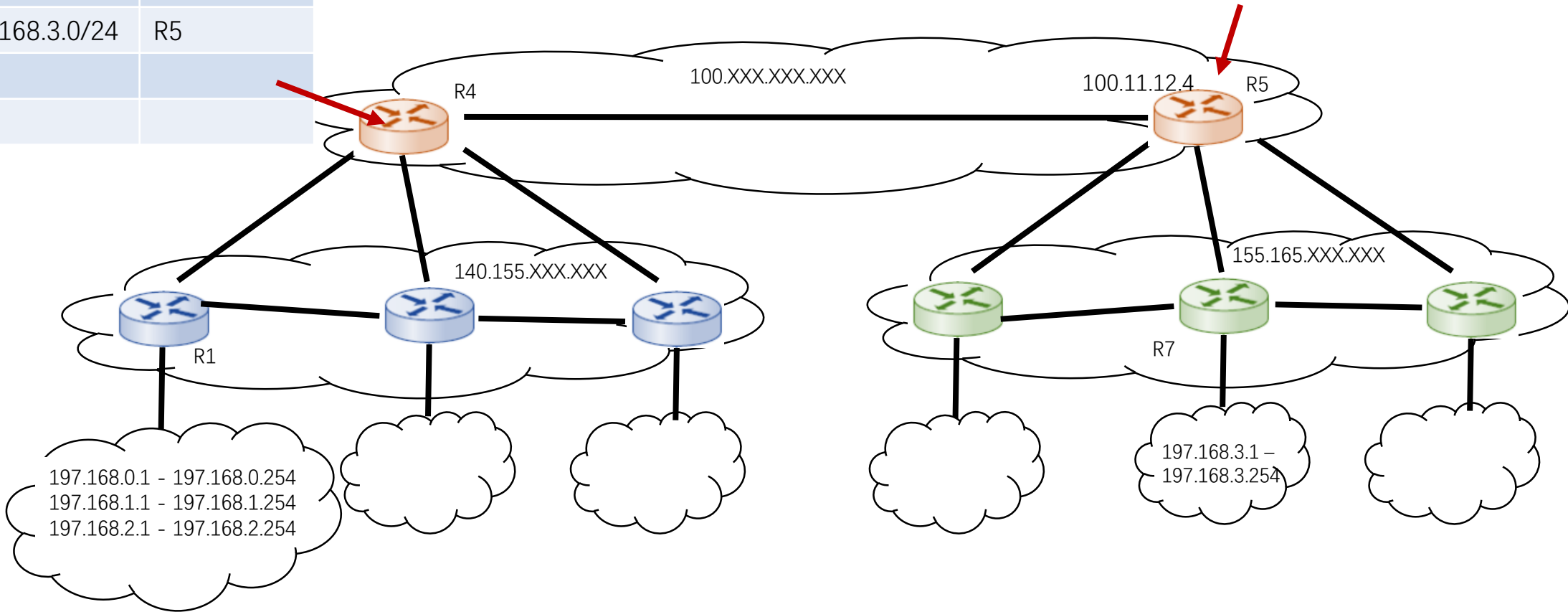
- Subnet portion of address is of arbitrary length
- Address format: a.b.c.d/x, where x is # bits in subnet portion of address



Specific Routes ?

SubnetNum	NextHop
197.168.0.0/22	R1
197.168.3.0/24	R5

SubnetNum	NextHop
197.168.0.0/22	R4
197.168.3.0/24	R7



Longest Prefix Matching

- When looking for forwarding table entry for given destination address, use longest address prefix that matches destination address.

SubnetNum	NextHop	
197.168.0.0/22	R4	11000101.10101000.000000**.*****
197.168.3.0/24	R7	11000101.10101000.00000011.*****
197.168.4.0/22	R9	11000101.10101000.000001**.*****

197. 168. 3. 215
 11000101.10101000.00000011.11010111 → R7

197. 168. 7. 215
 11000101.10101000.00000111.11010111 → R9

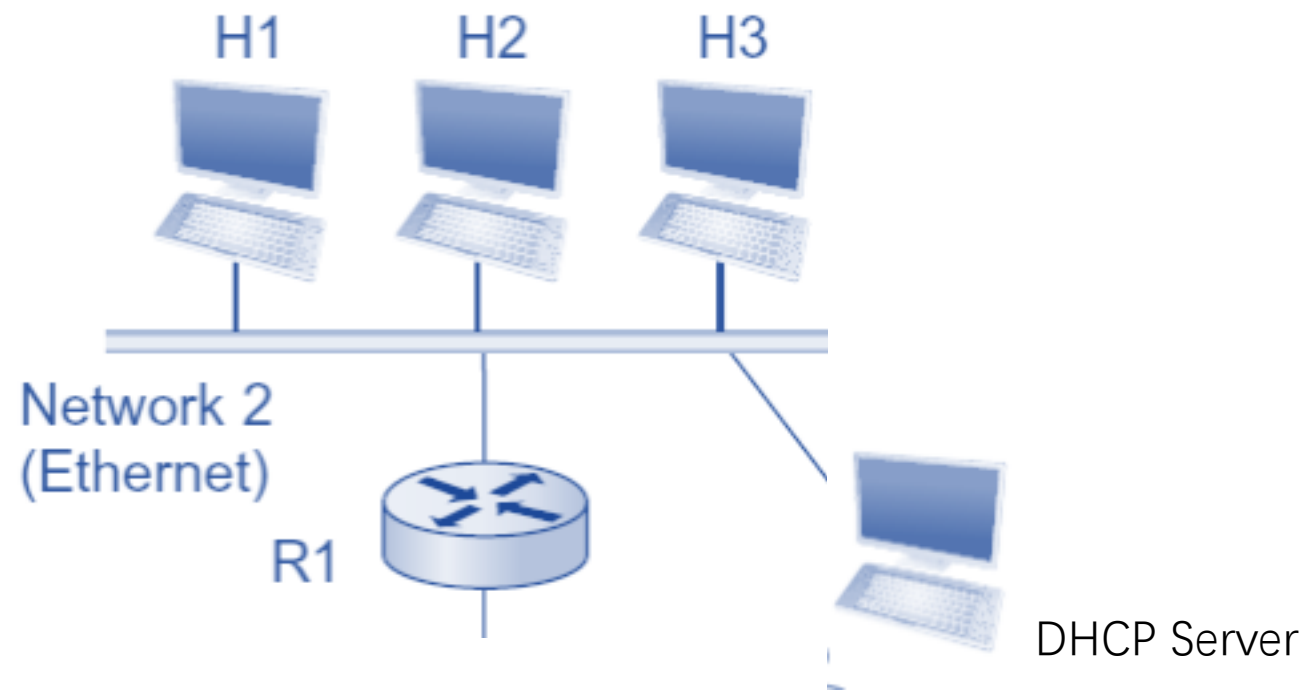
How to Assign IP Addresses ?

- Hard-coded
- Dynamic Host Configuration Protocol (DHCP)
 - Dynamically get IP address from network server

Dynamic Host Configuration Protocol (DHCP)

- Goal: allow host to dynamically obtain its IP address from network server when it joins the network
 - Reuse IP addresses
 - Release IP of unconnected host, e.g. power-off
 - Support for mobile hosts who want to join the network

DHCP



DHCP

DHCP Server
223.1.2.1



discover

src MAC: MAC of client
dest MAC: FF:FF:FF:FF:FF:FF
src IP: 0.0.0.0
dest. IP: 255.255.255.255
yiaddr: 0.0.0.0

Client



offer

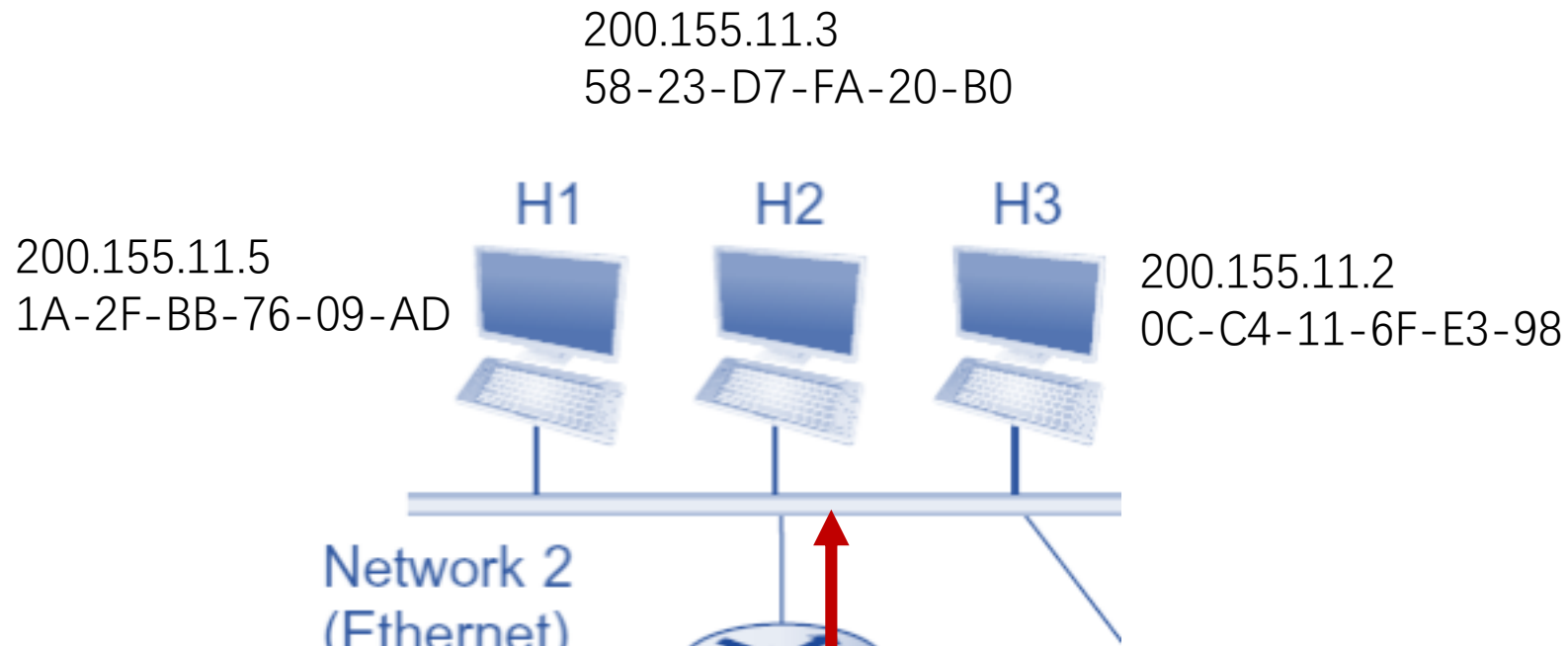
src MAC: MAC of server
dest MAC: MAC of client
src IP: 223.1.2.1
dest. IP : 255.255.255.255
yiaddr: 223.1.2.4

request

src MAC: MAC of client
dest MAC: FF:FF:FF:FF:FF:FF
src IP: 0.0.0.0
dest. IP : 255.255.255.255
ciaddr: 223.1.2.4

ack

src MAC: MAC of server
dest MAC: MAC of client
src : 223.1.2.1
dest.: 255.255.255.255
yiaddr: 223.1.2.4



How to Determine the Interface's MAC Address, Knowing its IP address?

Address Resolution Protocol (ARP)

- A wants to send datagrams to B
 - if B's IP address is in the same subnet and B's MAC address not in A's ARP table
 - A broadcasts ARP query packet, containing B's IP address
 - B receives ARP packet, replies to A with its (B's) MAC address
 - Frame is sent to A's MAC address (unicast)
 - A caches (saves) IP-to-MAC address pair in its ARP table until information becomes old (times out)

Address Resolution Protocol (ARP)

- ARP table: each IP node (host, router) on LAN has table IP/MAC address mappings for some LAN nodes
 - < IP address; MAC address; TTL >
- TTL (Time To Live)
 - Time after which address mapping will be forgotten

200.155.11.3; 58-23-D7-FA-20-B0
200.155.11.5; 1A-2F-BB-76-09-AD
200.155.11.2; 0C-C4-11-6F-E3-98



Demo

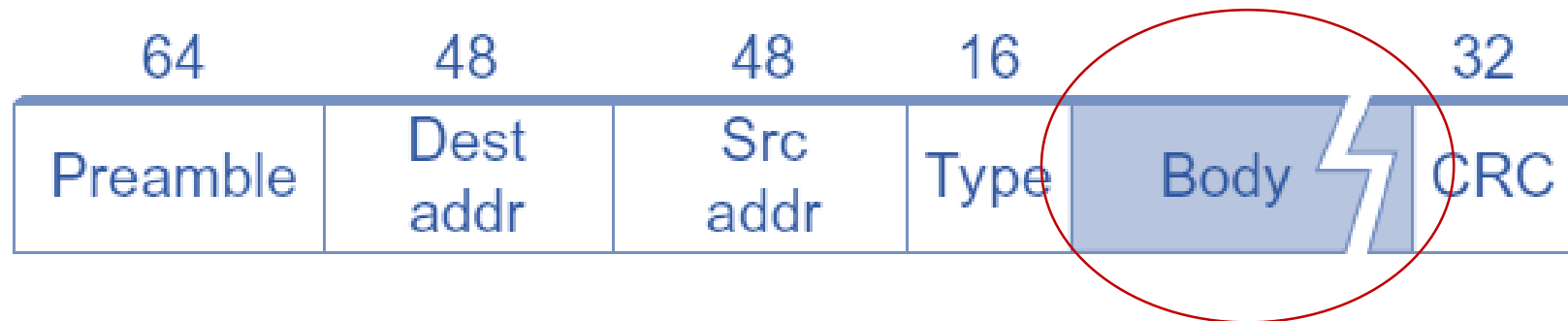
- DHCP
 - Four handshake messages
 - `ipconfig /release`
 - `ipconfig /renew`
- ARP
 - Show arp table: `arp -a`
- Forwarding Table
 - Show Forwarding Table: `route print`

Outline

- IP Addressing
 - IP Address
 - Subnet
 - Routing Aggregation
 - IP Distribution: DHCP
 - IP and Switching: ARP
- IP Packet
 - Fragmentation

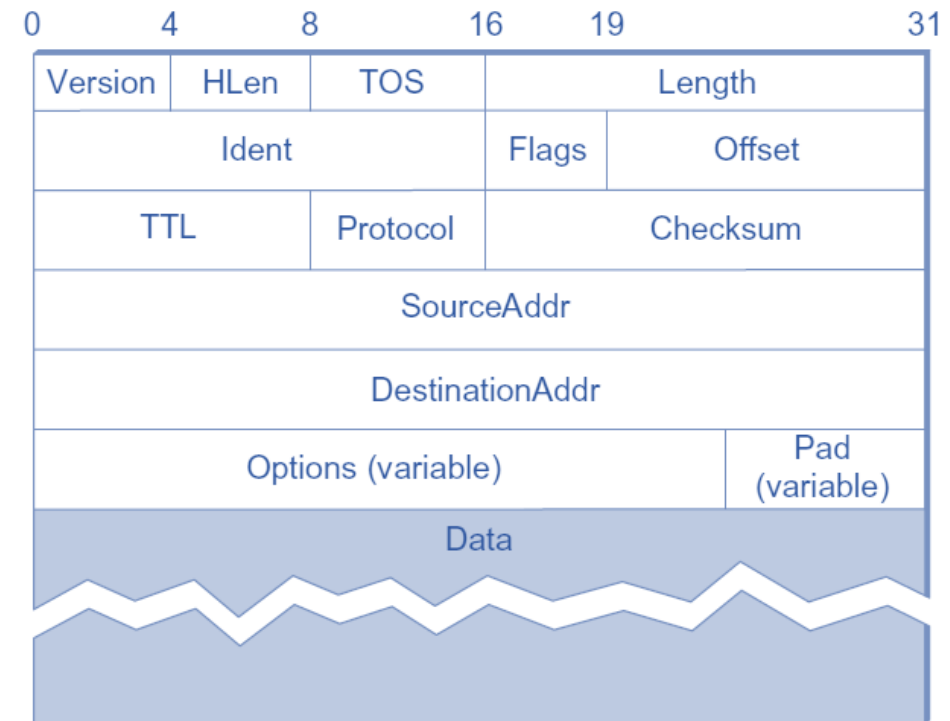
Ethernet Frame

- Type
 - IPV4, ARP, RoCE, etc.
 - Length
- Body 46-1500 B
- CRC 32
- NO ACK



Packet Format

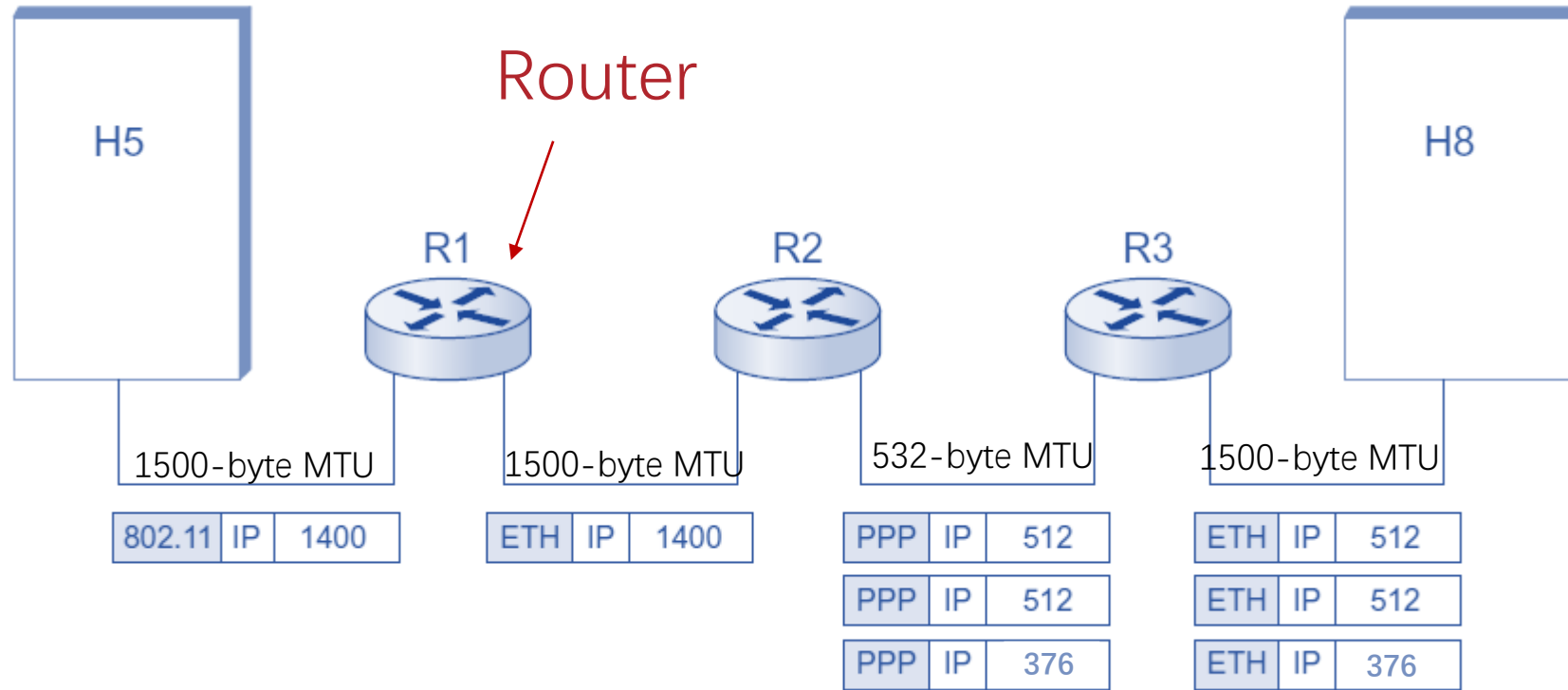
- Version (4): currently 4
- Hlen (4): number of 32-bit words in header
- TOS (8): type of service
- Length (16): number of bytes in this datagram
- Ident (16): used by fragmentation
- Flags/Offset (16): used by fragmentation
- TTL (8): number of hops this datagram has traveled
- Protocol (8): demux key (TCP=6, UDP=17)
- Checksum (16): of the header only
- DestAddr & SrcAddr (32)



Fragmentation and Reassembly

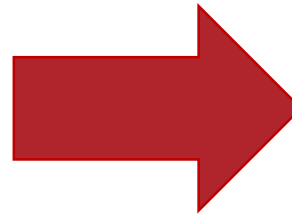
- Network links have MTU (max.transfer size) - largest possible link-level frame
 - Different link types, different MTUs
- Large datagram is divided (“fragmented”) within net
 - One datagram becomes several datagrams
 - “Reassembled” only at final destination

Fragmentation and Reassembly



Identify the group of the fragments

Start of header				
Ident = x			0	Offset = 0
Rest of header				
1400 data bytes				



Start of header				
Ident = x			1	Offset = 0
Rest of header				
512 data bytes				

Start of header				
Ident = x			1	Offset = 64
Rest of header				
512 data bytes				

Start of header				
Ident = x			0	Offset = 128
Rest of header				
376 data bytes				

Reference

- Textbook 3.2