

# Computer Networking and IT Security (INHN0012)

## Tutorial 6

### Problem 1 ARP and IP fragmentation

Figure 1.1 shows an arrangement of network components with their IP and MAC addresses. The two computers PC1 and PC2 use the respective local router as default gateway. PC1 sends an IP packet with 1000 B payload data to PC2. The MTU on the WAN link between R1 and R2 is 580 B. Within the local networks the usual Ethernet MTU of 1500 B applies.

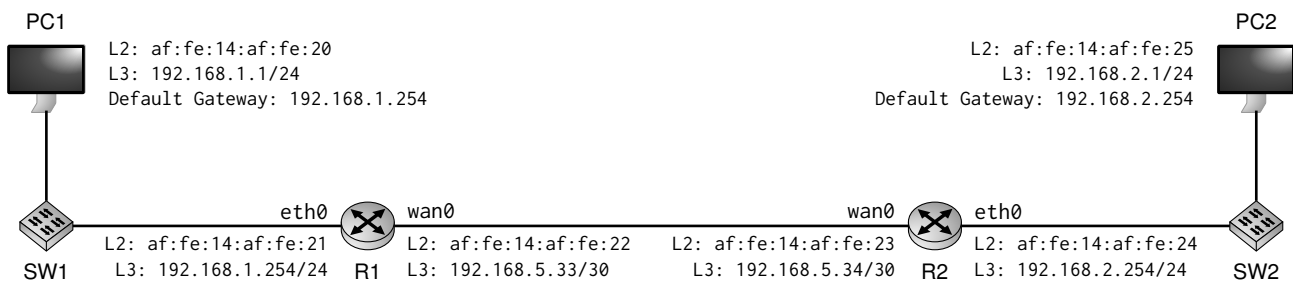


Figure 1.1: Network topology

In the following, the transfer of the packet with all necessary intermediate steps shall be traced. Assume initially that the ARP caches of all network components involved have been flushed.

- To what extent do the two switches SW1 and SW2 have an effect in this example?
- Into how many fragments must R1 break down the packet from PC1?
- At what point in the network are the fragments reassembled?
- Sketch a simple path-time diagram that considers **all frames** that need to be transferred on each link. **Name the type of frames replaced and number the frames (1,2,3,...).** (The diagram does not need to be to scale. Serialization times and propagation delays are to be ignored.)  
**At the end of this exercise sheet you will find preprinted forms for Ethernet header, ARP packets (header and payload) and IP header (more than needed).** It is not necessary to fill in the header in binary. Just be sure to clearly mark the number base, e.g.,  $0x10$  for hexadecimal or  $63_{(10)}$  for decimal.
- For each of the first three frames from subtask d), fill in an Ethernet header and the appropriate payload (ARP packet or IP header with indicated payload). Label the dashed box next to each header/packet with the frame number assigned in subtask d).
- Fill in an Ethernet and IP header for each of the remaining frames that transport an IP payload. Label the dashed box next to each header with the frame number assigned in subtask d).
- Assume that PC1 and PC2 communicate via IPv6:
  - What impact would this have on switches SW1 and SW2?
  - In this case, would routers R1 and R2 also have to be IPv6-capable?
  - Where would the fragmentation of packets take place?

## Problem 2 Packet Pair Probing

*Packet Pair Probing* is a method to determine the bandwidth of a link section by cleverly exploiting serialization and delay times. We will demonstrate this using the example network shown in Figure 2.1.

Nodes PC1 and PC4 are each connected to their routers via Ethernet with a data rate of 1 Gbit/s. However, the connection between routers R2 and R3 is significantly slower. This transmission rate  $r_{23}$  is to be determined by PC1 and PC4 by generating as little load as possible on the already slow connection.

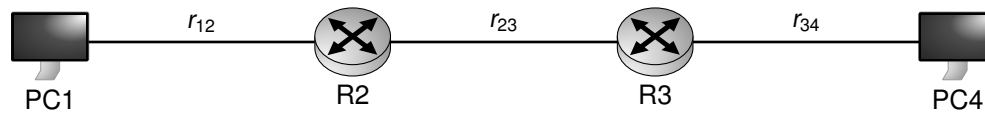


Figure 2.1: Network topology

In this task, we first derive a general procedure by means of which nodes PC1 and PC4 can determine the required transmission rate. We then evaluate the procedure for given numerical values and discuss possible problems that will occur in practice.

a)\* Specify the serialization time  $t_s(i, j)$  between two neighboring nodes  $i$  and  $j$  as a function of packet size  $p$  and transmission rate  $r_{ij}$ .

b)\* Give the propagation delay  $t_p(i, j)$  between two adjacent nodes  $i$  and  $j$  as a function of distance  $d_{ij}$ .

c)\* Briefly explain how PC1 can determine the maximum MTU on the path to PC4 when using IPv4.

PC1 now sends two packets of length  $p$  to PC4 in immediate succession. You can assume that no other traffic will affect the transmission. Let the length  $p$  be such that no fragmentation is necessary. You can neglect any processing times at the nodes.

d) Draw a path-time diagram that correctly represents the transmission of the two packets qualitatively. In particular, consider  $r_{23} < r_{12} = r_{34}$  as mentioned at the beginning.

Due to the low transmission rate between R2 and R3, a transmission pause  $\Delta t$  occurs at node R3 between the two forwarded packets. This can be measured by PC4 and used to determine the transmission rate between R2 and R3.

e) Mark  $\Delta t$  in your solution of subtask d). On which factors does  $\Delta t$  depend?

f) Specify an expression for  $\Delta t$ . Simplify the expression as much as possible.

g) Give an expression for the data rate  $r_{23}$  you are looking for. Simplify the expression as much as possible.

Repeated measurements on PC4 give an average value of  $\overline{\Delta t} = 1.2 \text{ ms}$  for a packet size of  $p = 1500 \text{ B}$ .

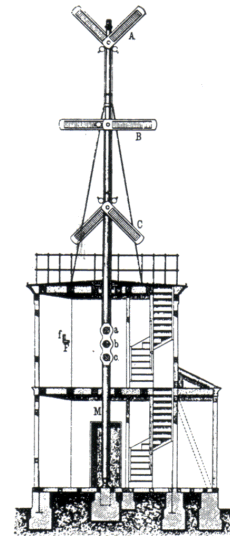
h) Determine  $r_{23}$  as a numerical value in Mbit/s.

### Problem 3 Homework: Optical Telegraph

In this task we consider optical telegraphs. The distance between two neighboring telegraph stations is 15 km. The mast of such a station (see adjacent figure) has three wings (indicators) on the left and right, each of which can take up four different positions (|, \, — and /).

A *symbol* is the configuration of all indicators.

To set a symbol, 10 s is required. The reading at the receiver takes place in parallel and therefore requires no additional time.



a)\* How many bits can be transferred with each symbol?

b) Determine the data rate achieved in B/s.

c)\* The available (gross) data rate is usually not fully used for user data. Name two other useful tasks that take up part of the data rate in common systems.

A message of length 72 B should now be transmitted.

d) Calculate the serialization time required for this message.

e)\* Calculate the propagation delay of this message between two stations. The reduction in the speed of light due to the air can be neglected here.

We now consider a chain of a total of 4 telegraph stations, which are each 15 km apart. This message of length 72 B is now to be transmitted using packet switching. The protocol used on layer 2 can only transfer frames up to a size of 36 B.

f)\* How many packets must the message be divided into if a header of 4 B must be added to each packet?

g) Calculate the duration of a completely packet-based transmission of the message over the entire telegraph chain. Assume that the transmissions are always successful and therefore no confirmations are required.

h) How much does the duration deviate with continuous message switching? Assume that no header is used for message transfer.

## Preprints for protocol headers:

### Ethernet frames

<input type="checkbox"/>				Payload	FCS
<input type="checkbox"/>				Payload	FCS
<input type="checkbox"/>				Payload	FCS
<input type="checkbox"/>				Payload	FCS
<input type="checkbox"/>				Payload	FCS
<input type="checkbox"/>				Payload	FCS
<input type="checkbox"/>				Payload	FCS
<input type="checkbox"/>				Payload	FCS

### ARP packets

<input type="checkbox"/>	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

<input type="checkbox"/>	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

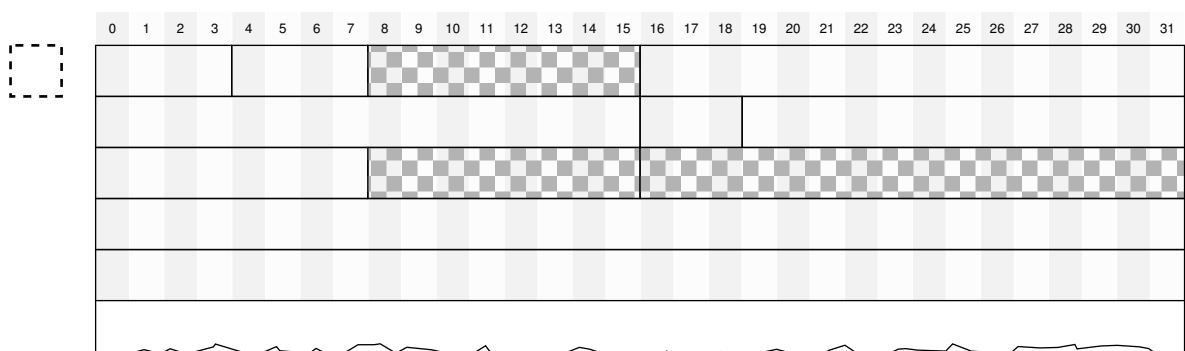
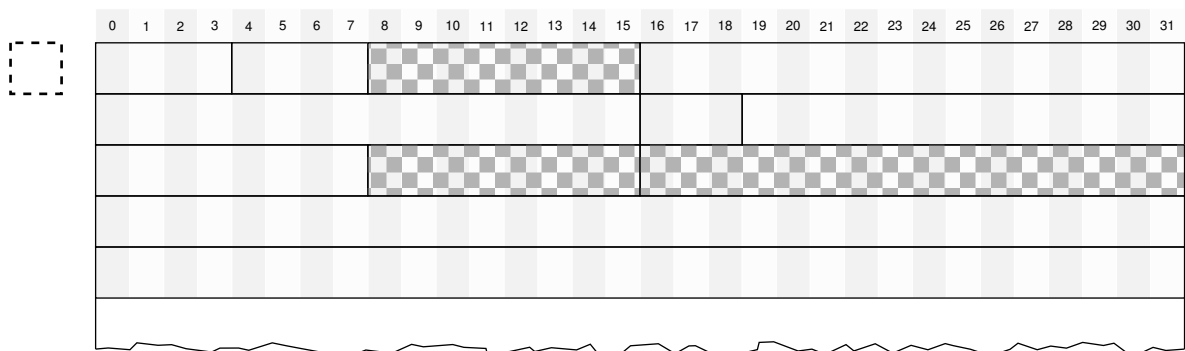
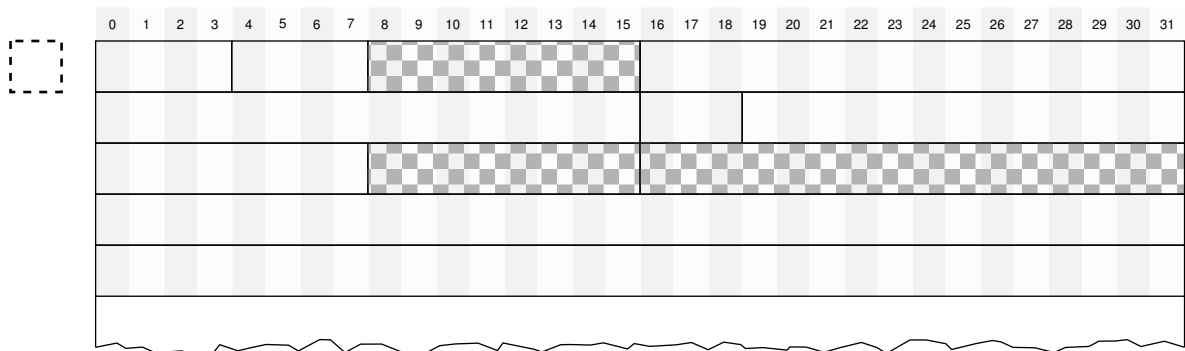
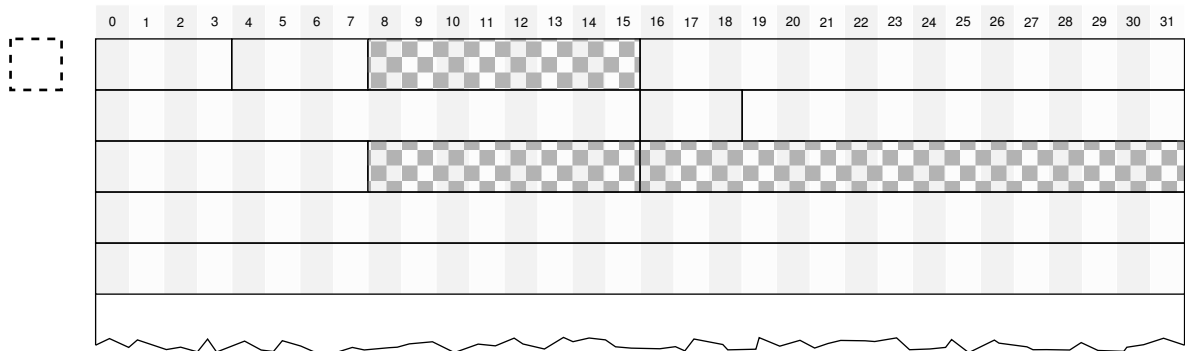
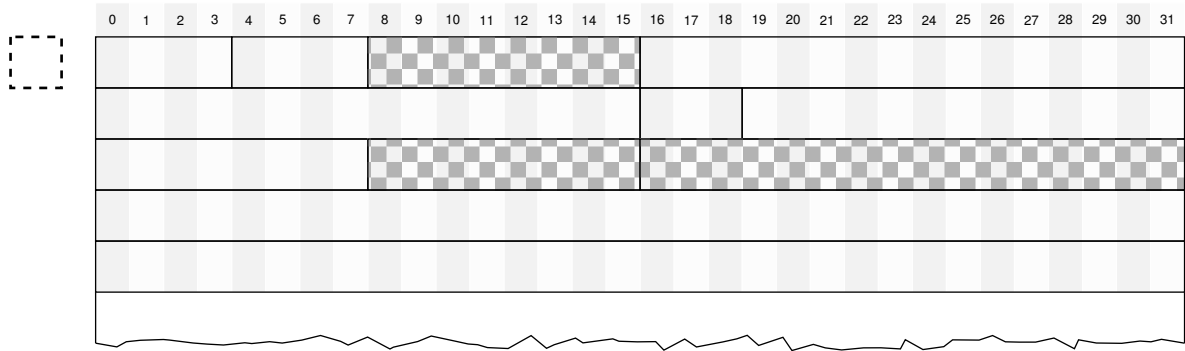
IP packets

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31





0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31

