CE6390 – HW1

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1. Since Ident field has 16 bits, the maximum number of packets that can exist at the same time is 2^16=65536 packets. Also, each packet is 576 bytes. Combining two results, we know that there will be 65536x576=37748736 bytes in the network. However, a host cannot send another packet for 60 seconds, so the maximum bandwidth is 37748736/60=629145.6 bytes/seconds. (or 629MBps). If this limit were to be exceeded, then there will be two or more packets of same Ident at the same time, and the receiver of the packet will not be able to distinguish two different packets with same Ident.

2. *proxy ARP*

a) all the ARP messages are as following.

|  |  |  |  |
| --- | --- | --- | --- |
| **ARP-REQUEST (sent from A)** | | **ARP-REPLY (sent from B directly)** | |
| **src IP** | A’s IP address | **src IP** | C’s IP address |
| **src Physical addr.** | A’s Physical address | **src Physical addr.** | B’s Physical address |
| **dst IP** | C’s IP address | **dst IP** | A’s IP address |
| **dst Physical addr.** | *Empty* | **dst Physical addr.** | A’s Physical address |

b) B’s routing table looks as the following

|  |  |  |
| --- | --- | --- |
| DEST | IP Address | Physical Address |
| A | A’s IP address | A’s Physical address |
| C  (if B knew of C beforehand..) | C’s IP address | C’s Physical address |
| default | 0.0.0.0 | n/a |

\*NOTE: the peculiarity lies in the B, even though it should not know of the address of A, it knows of A’s physical address, along with its IP address.

3.

a) i – System administrators can “lie” (or inject) that R1 can reach service Provider X and that R2 can reach Service Provider Y.

ii – Inside the client, routers who can reach R1 faster (yes, now we can choose optimal path over safe path) than R2 will choose R1 and vice versa.

b) The border routers in each Service Provider AS will inject that they can reach Client. So whenever any router has to send IP to Client, it will go through the border router who speaks BGP.

c) AS Y will advertise that