Slide 1

IK1552 Internetworking/Internetteknik

prof. Gerald Q. Maguire Jr. http://people.kth.se/~maguire/

School of Electrical Engineering and Computer Science (EECS), KTH Royal Institute of Technology

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Slide 2

Module 3: IP, ICMP, and Tools

Lecture notes of G. Q. Maguire Jr.

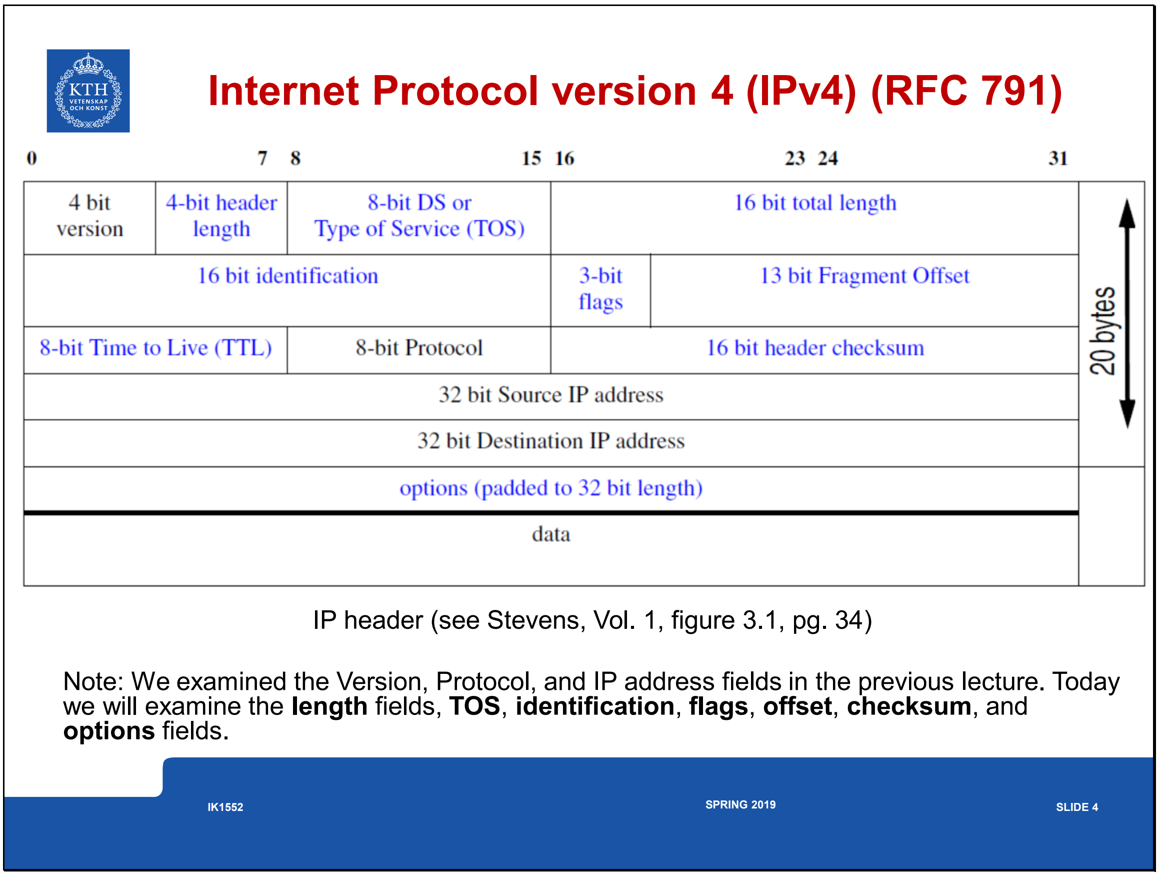
For use in conjunction with James F. Kurose and Keith W. Ross, *Computer Networking: A Top-Down Approach*.

Slide 3

IP, ICMP, and Tools Outline

- IP
- ICMP
- Useful Diagnostic Tools
  - Ping
  - Traceroute
  - tcpdump and ethereal
  - sock

Slide 4



J. Postel, ‘Internet Protocol’, *Internet Request for Comments*, vol. RFC 791 (INTERNET STANDARD), Sep. 1981 [Online]. Available: http://www.rfc-editor.org/rfc/rfc791.txt

Slide 5

Length Fields

Header Length (4 bits)
- Size of IPv4 header including IP options
- Expressed in number of 32-bit words (4-byte words)
- Minimum is 5 words (i.e., 20 bytes)
- Maximum is 15 words (i.e., 60 bytes)
- limited size ⇒ limited use

Total Length (16 bits)
- Total length of datagram **including** header
- If datagram is fragmented: length of this fragment
- Expressed in bytes
- Hosts **only** have to accept packets up to 576 bytes in size
- Maximum: 65,535 bytes
  - Most modern systems accept slightly larger than 8,196 + header bytes (to provide efficient file service for 8 Kbyte blocks)
  - Note: Some systems **only** accept the minimum!

Slide 6

Maximum Transmission Unit (MTU)

MTU is a characteristic of the link layer

MTU	Network	
65535	Official maximum MTU	
17914	16Mbps IBM Token Ring	
8166	IEEE 802.4	
4464	IEEE 802.5 (4Mbps max)	
4352	FDDI (Revised)	
2048	Wideband Network	
2002	IEEE 802.5 (4Mb recommended)	
1536	Experimental Ethernet Nets	
1500	Ethernet Networks	
1500	Point-to-Point (default)	
1492	IEEE 802.3	
1006	SLIP	simply a logical limit for interactive response
1006	ARPANET	
576	X.25 Networks	⇐ we will see this number again!
544	DEC IP Portal	
512	NETBIOS	
508	IEEE 802/Source-Route Bridge	
296	Point-to-Point (low delay)	
68	Official minimum MTU	

Slide 7

Fragmentation

If an IP datagram is larger than the MTU of the link layer, it must be divided into several pieces ⇒ fragmentation

Fragmentation may occur multiple times as a fragment might need to go across a link with an even smaller MTU!

Both hosts and routers may fragment

However, **only** *destination host* reassembles!

- as fragments only need to come together at the final host - thus the fragments can take different paths though the network
- also reassembly requires waiting for the other fragments - so doing this earlier in the network could add unnecessary delay

Each fragment is routed separately (i.e., as independent datagram)

TCP uses either 576 byte MTU or **path MTU discovery**

Slide 8

Fields relevant to Fragmentation

Identification (16 bits)

Identification + source IP address *uniquely* identifies each datagram sent by a host

⇒ Identification field is copied to all fragments of a datagram upon fragmentation(since they are all part of the same original datagram)

Flags: 3 bits

- Reserved Fragment (RF) - set to 0
- Don’t Fragment (DF)

  Set to 1 if datagram should **not** be fragmented

  If set and fragmentation needed ⇒ datagram will be **discarded** and an **error message** will be returned to the sender
- **More Fragments** (MF)

  Set to 1 for all fragments, **except** the last

Fragmentation Offset (13 bits)

8-byte units: (i.e., the byte offset is ip_frag << 3)

indicates relative position of a fragment with respect to the whole datagram

Fragments can overlap - the receiver simply assembles what it receives (ignoring duplicate parts).
If there are gaps - then at some point there will be a re-assembly error.

Slide 9

Path MTU

Each link in path from source to destination can have a different MTU
⇒ to avoid fragmentation you have to find the **minimum** of these

RFC 1191: Path MTU discovery uses:

- "good" guesses (i.e., likely values)
- By setting **Don't Fragment** (DF) bit in IP datagram ⇒ change size while you get ICMP messages saying "Destination Unreachable" with a code saying fragmentation needed

IK1552 SPRING 2019 SLIDE 9

J. C. Mogul and S. E. Deering, 'Path MTU discovery', *Internet Request for Comments*, vol. RFC 1191 (Draft Standard), Nov. 1990 [Online]. Available: http://www.rfc-editor.org/rfc/rfc1191.txt

Slide 10

Serial line throughput

At 9,000 bits/sec, 8 bits per byte, plus 1 start and 1 stop bit, i.e., 960 bytes/sec, then transferring 1024 byte packets would take 1066 ms
too long for interactive limits; since the average wait would be 533 ms
∴ shorten the MTU to 296 bytes ⇒ 266 ms/frame or ~133 ms average wait

With 5 bytes of CSLIP header and 256 bytes of data (in the 261 byte frame) ⇒
98.1% utilization of link for data and
1.9% for header
For single bytes of interactive traffic, the round trip-time is 12.5 ms

Caveats:
- assumes that you give interactive traffic priority
- error correcting and compression in the modem can complicate the calculations - since the modem has to delay traffic to have more to compress and compression takes time

Slide 11

Differentiated Services (DS) & Type of Service

Type of Service (TOS): 8 bits

Bits 0-2: Precedence

Bit 3: 0 = normal Delay 1 = Low Delay

Bit 4: 0 = normal Throughput 1 = High Throughput

Bit 5: 0 = normal Reliability 1 = High Reliability

Bit 6: 0 = normal monetary Cost 1 = minimize monetary Cost.

0	1	2	3	4	5	6	7
Precedence			Delay	T	R	C	Reserved

Slide 12

TOS (continued)

Few applications set the TOS field (in fact most implementations will not let you set these bits!) However, 4.3BSD Reno and later - do support these bits.

Differentiated Services (diffserv) proposes to use 6 of these bits to provide 64 priority levels - calling it the Differentiated Service (DS) field [RFC 2474] (using bits 0..5 as Differentiated Services Code Point (DSCP))

SLIP guesses by looking at the **protocol** field and then checks the source and destination **port** numbers.

There has been a lot of experimentation with this field, both for TOS and more recently for Early Congestion Notification (ECN): RFC 3168 using bits 6 and 7 {ECN Capable Transport (ECT) and Congestion Experienced (CE)}.

IK1552 SPRING 2019 SLIDE 12

[RFC 2474] K. Nichols, S. Blake, F. Baker, and D. Black, ‘Definition of the Differentiated Services Field (DS Field) in the IPv4 and IPv6 Headers’, *Internet Request for Comments*, vol. RFC 2474 (Proposed Standard), Dec. 1998 [Online]. Available: http://www.rfc-editor.org/rfc/rfc2474.txt

[RFC 3168] K. Ramakrishnan, S. Floyd, and D. Black, ‘The Addition of Explicit Congestion Notification (ECN) to IP’, *Internet Request for Comments*, vol. RFC 3168 (Proposed Standard), Sep. 2001 [Online]. Available: http://www.rfc-editor.org/rfc/rfc3168.txt

Slide 13

Recommended Value for TOS Field

Application	Minimum delay	Maximize throughput	Maximize reliability	Minimize monitary cost	Hex†
telnet/rlogin	1	0	0	0	0x10
FTP control	1	0	0	0	0x10
FTP data	0	1	0	0	0x08
TFTP	1	0	0	0	0x10
SMTP command phase	1	0	0	0	0x10
SMTP data phase	0	1	0	0	0x08
SNMP	0	0	1	0	0x04
NTTP	0	0	0	1	0x02

† Note that this is the hex value as see in the TOS/DS byte.

IK1552 SPRING 2019 SLIDE 13

Slide 14

Precedence

Precedence values are defined but are largely ignored, few applications use them.

111	Network Control
110	Internetwork Control
101	CRITIC/ECP
100	Flash Override
011	Flash
010	Immediate
001	Priority
000	Routine

In the original ARPANET there were two priority levels defined (in order to support low delay services and regular traffic).

Slide 15

Problems with precedence

As soon as people found that high priority meant something
⇒ all traffic was sent with this bit set!

So unless there is a added cost/policy check/… associated with usage of a precedence level - it is very likely going to be abused.

Slide 16

Precedence and telephony systems

Similar precedence systems exist in most national telephony systems.

Q: What are the A, B, C and D touch tone keys used for? …

A: These are extensions to the standard touch-tones (0-9, *, #) which originated with the U.S. military's Autovon phone network. The original names of these keys were FO (Flash Override), F (Flash), I (Immediate), and P (Priority). The various priority levels established calls with varying degrees of immediacy, terminating other conversations on the network if necessary. FO was the greatest priority, normally reserved for the President or very high ranking officials. P had a lesser priority, but still took precedence over calls that were placed without any priority established.

-- from TELECOM Digest - Frequently Asked Questions - v.8, 8 February 1997

Slide 17

Differentiated services

If bits 3, 4, and 5 are all zero (i.e., XXX000) ⇒ treat the bits 1, 2, 3 as the traditional precedence bits, else the 6 bits define 64 services:

- Category 1: numbers 0, 2, 4, … 62 - defined by IETF
- Category 2: numbers 3, 7, 11, 15, … 63 defined by local authorities
- Category 3: numbers 1, 5, 9, … 61 are for temporary/experimental use

The numbering makes more sense when you see them as bit patterns:

Category	Code point	Assigning authority
1	XXXXX0	IETF
2	XXXX11	local
3	XXXX01	temporary/experimental

The big problems occur at gateways where the interpretation of local DS values is different on the incoming and outgoing links!

IK1552 SPRING 2019 SLIDE 17

Slide 18

TTL field

Time To Live (TTL) (8 bits):

- Limits the lifetime of a datagram, to avoid infinite loops
- A router receiving a packet with TTL>1 decrements the TTL field and forwards the packet
- If TTL $\leq$ 1 shall not be forwarded$\Rightarrow$ an ICMP time exceeded error is returned to the sender {we will cover ICMP shortly}
- Recommended value is 64
- Should really be called Hop Limit (as in IPv6)

Historically: Every router holding a datagram for more than **1 second** was expected to decrement the TTL by the *number of seconds* the datagram resided in the router.

Slide 19

Header Checksum

Ensures integrity of header fields
- Hop-by-hop (not end-to-end)
- Header fields must be correct for proper and safe processing of IP!
- Payload is **not** covered

Other checksums
- Hop-by-hop: using link-layer CRC
- IP assumes a strong link layer checksum/CRC - as the IP checksum is weak
- End-to-end: Transport layer checksums, e.g., TCP & UDP checksums, cover **payload**

Internet Checksum Algorithm, RFC 1071
- Treat headers as sequence of 16-bit integers
- Add them together
- Take the one’s complement of the result

Note that recent work concerning IP over wireless links assume that the payload can have errors and will still be received (see work concerning selective coverage of UDP checksum).

IK1552 SPRING 2019 SLIDE 19

R. T. Braden, D. A. Borman, and C. Partridge, ‘Computing the Internet checksum’, *Internet Request for Comments*, vol. RFC 1071, Sep. 1988 [Online]. Available: http://www.rfc-editor.org/rfc/rfc1071.txt

Slide 20

IPv4 Options

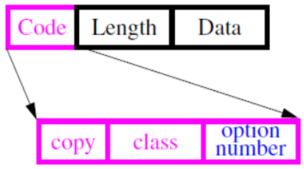
- IPv4 options were intended for network testing & debugging
- Options are variable sized and follow the fixed header
- Contiguous (i.e., no separators)
- Not required fields, but all IP implementations **must** include processing of options
  - Unfortunately, many implementations do not!
- Maximum of 40 bytes available ⇒ very limited use
  - Since the maximum header length is 60 bytes and the fixed part is 20 bytes - there is very little space left!

Slide 21

IP Options Encoding

Two styles:
- Single byte (only code)
- Multiple byte

Option Code: 1 byte
- Copy (to fragments) (1 bit)
  - 0: copy only to the first fragment
  - 1: copy the option to all fragements
- Class (2 bits)
  - 0 (00): Datagram or network control
  - 2 (10): Debugging and measurement
  - 1 (01) and 3 (11) reserved
- Option Number (5 bits)



Option Length: 1 byte, defines total length of option
Data: option specific

Slide 22

Categories of IP Options

Single byte (only code)

- No operation (Option Number=0)
- End of operation (Option Number=1)

Multiple byte

- Loose Source Route (Option Number=3)
  Path includes these routers, but there can be multiple hops between the specified addresses
- Time stamp (Option Number=4)
  Like record route (below), but adds a timestamp at each of the routers (up to the space available - after this an overflow field is incremented - but it is only 4 bits)
- Record Route (Option Number=7)
- Strict Source Route (Option Number=9)
  The exact path is specified

However, due to the very limited space available for the options - these options are of little practical value in todays internet. (Consider the diameter of today's internet versus the number of IP addresses or timestamps that could be in the options field; i.e., record route can only store 9 IP addresses!)

IK1552 SPRING 2019 SLIDE 22

Slide 23

Internet Control Message Protocol (ICMP)

ICMP [RFC 792] is part of the same level as IP, but uses IP for transfers! ICMP is used by layer 3 entities to communicate with each other.

ICMP PDU: type (8 bits); code (8 bits); checksum (16 bits); parameters (n*32 bits); information (variable length)for errors: the information field always includes the **first 64 bits** of the data field of the original datagram which caused the ICMP message

ICMP messages include:

- Destination Unreachable (Network/Host/Protocol/Port/…)
- Time Exceeded (TTL expired)
- Parameter problem - IP header error
- Source Quench (requests source to decrease its data rate)
- Redirect - tell source to send its messages to a “better address”
- Echo Request/ Echo reply - for testing (e.g., “ping” program sends an Echo request)
- Timestamp Request/ Timestamp reply
- Information Request / Information reply
- Address Mask Request / Reply
- Traceroute
- Datagram conversion error
- Mobile Host Redirect/Registration Request/Registration Reply
- IPv6 Where-Are-You/I-Am-Here

IK1552 SPRING 2019 SLIDE 23

[RFC 792] J. Postel, ‘Internet Control Message Protocol’, *Internet Request for Comments*, vol. RFC 792 (INTERNET STANDARD), Sep. 1981 [Online]. Available: http://www.rfc-editor.org/rfc/rfc792.txt

Slide 24

ICMP Port Unreachable Error

Example: (Stevens, Vol. 1, Section 6.5, pp. 77-78)
bsdi% tftp
tftp> connect svr4 888 *specify host and port number*
tftp> get temp.foo *try to fetch a file*
Transfer times out. *about 25s later*
tftp> quit

Tcpdump output

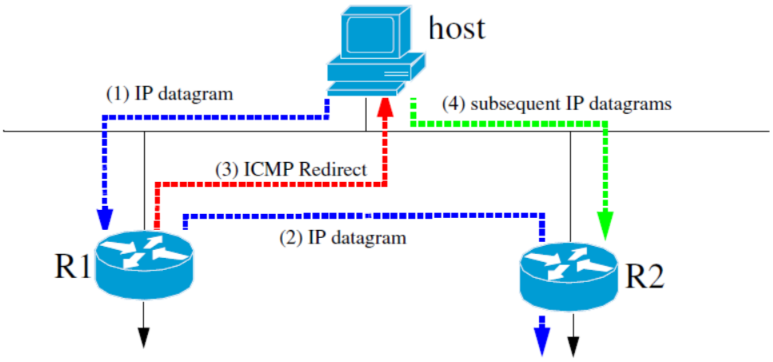
1	0.0		arp who-has svr4 tell bsdi
2	0.002050	(0.0020)	arp reply svr4 is-at 0:0:c0:c2:9b:26
3	0.002723	(0.0007)	bsdi.2924 > svr4.8888 udp 20
4	0.006399	(0.0037)	svr4 > bsdi: icmp: svr4 udp port 8888 unreachable
5	5.000776	(4.9944)	bsdi.2924 > svr4.8888 udp 20
6	5.004304	(0.0035)	svr4 > bsdi: icmp: svr4 udp port 8888 unreachable
…			repeats every 5 seconds
11	20.001177	(4.9966)	bsdi.2924 > svr4.8888 udp 20
12	20.004759	(0.0036)	svr4 > bsdi: icmp: svr4 udp port 8888 unreachable

IK1552 SPRING 2019 SLIDE 24

Slide 25

ICMP Redirect

ICMP Redirect message is sent by a router (R1) to the sender of an IP datagram (host) when the datagram should have been sent to a different router (R2).



IK1552 SPRING 2019 SLIDE 25

Slide 26

PING: Packet InterNet Groper or sonar echo

Ping was written by Mike Muuss† to test host reach-ability. Uses ICMP, most IP implementations support Ping server. Sends an ICMP echo request to a host

Format of ICMP message for Echo request/reply (see Stevens, Vol. 1, figure 7.1, pg. 86)

Type (0 or 8)	code (0)	16 bit checksum
16 bit identifier		16 bit sequence number
Optional data		

Look at ping across different connections‡ :
- LAN
- WAN
- Hardwired SLIP
- Dialup SLIP - extra delay due to the modems and the correction/compression

With IP record route (RR) option tracing the route of the ping datagram.

†Mike Muuss was killed in an automobile accident on November 20, 2000. http://ftp.arl.mil/~mike/

‡For examples, see Stevens, Vol. 1, Chapter 7, pp. 86-90.

Slide 27

PING examples

On a Solaris machine:
bash-2.03$ /usr/sbin/ping cyklop.nada.kth.se *from a machine at IMIT*
cyklop.nada.kth.se is alive

bash-2.03$ /usr/sbin/ping -s cyklop.nada.kth.se
PING cyklop.nada.kth.se: 56 data bytes
64 bytes from cyklop.nada.kth.se (130.237.222.71): icmp_seq=0. time=3. ms
64 bytes from cyklop.nada.kth.se (130.237.222.71): icmp_seq=1. time=1. ms
64 bytes from cyklop.nada.kth.se (130.237.222.71): icmp_seq=2. time=1. ms
^C
----cyklop.nada.kth.se PING Statistics----
3 packets transmitted, 3 packets received, 0% packet loss
round-trip (ms) min/avg/max = 1/1/3

Why did the first ping take longer?

Slide 28

On a HP-UX 11.0 machine

ping -ov www.kth.se *from a machine on Telia's ADSL network*
PING www.kth.se: 64 byte packets
64 bytes from 130.237.32.51: icmp_seq=0. time=54. ms
64 bytes from 130.237.32.51: icmp_seq=1. time=38. ms
64 bytes from 130.237.32.51: icmp_seq=2. time=11. ms
64 bytes from 130.237.32.51: icmp_seq=3. time=11. ms
64 bytes from 130.237.32.51: icmp_seq=4. time=11. ms
^C
----www.kth.se PING Statistics----
5 packets transmitted, 5 packets received, 0% packet loss
round-trip (ms) min/avg/max = 11/25/54
5 packets sent via: this is based on the record route information (caused by "-ov")
217.208.194.247 - fls31o268.telia.com
213.64.62.150 - fre-d4-geth6-0.se.telia.net
213.64.62.154 - fre-c3-geth6-0.se.telia.net
195.67.220.1 - fre-b1-pos0-1.se.telia.net
130.242.94.4 - STK-PR-2-SRP5.sunet.se
130.242.204.130 - STK-BB-2-POS4-3.sunet.se
130.242.204.121 - stockholm-1-FE1-1-0.sunet.se
130.237.32.3 - [name lookup failed]
130.237.32.51 - oberon.admin.kth.se

IK1552 SPRING 2019 SLIDE 28

Slide 29

Ping with record route option

```
$ ping -R www.kth.se
PING www.kth.se (130.237.32.51) 56(124) bytes of data.
64 bytes from oberon.admin.kth.se (130.237.32.51): icmp_seq=1 ttl=253 time=2.50ms
RR:     ccsser2 (130.237.15.248)
        ke4-ea4-p2p.gw.kth.se (130.237.211.50)
        kthlan-gw-32-2.admin.kth.se (130.237.32.2)
        oberon.admin.kth.se (130.237.32.51)
        oberon.admin.kth.se (130.237.32.51)
        ea4-ke4-p2p.gw.kth.se (130.237.211.49)
        130.237.15.194
        ccsser2 (130.237.15.248)
64 bytes from oberon.admin.kth.se (130.237.32.51): icmp_seq=2 ttl=253 time=1.73ms
(same route)
64 bytes from oberon.admin.kth.se (130.237.32.51): icmp_seq=3 ttl=253 time=1.80ms
(same route)
64 bytes from oberon.admin.kth.se (130.237.32.51): icmp_seq=4 ttl=253 time=1.90ms
(same route)
```

Slide 30

Ping example (from 2015.03.28)

```
ping -R subway.it.kth.se
PING subway.it.kth.se (130.237.212.171) 56(124) bytes of data.
64 bytes from subway.it.kth.se (130.237.212.171): icmp_seq=1 ttl=61 time=5.86 ms
RR:     ccsser2 (130.237.209.248)
        he-vss2-p2p.gw.kth.se (130.237.211.62)
        vss2-vss1-p2p.gw.kth.se (130.237.211.101)
        net212-b.ict.kth.se (130.237.212.129)
        subway.it.kth.se (130.237.212.171)
        subway.it.kth.se (130.237.212.171)
        vss1-vss2-p2p.gw.kth.se (130.237.211.102)
        vss2-he-p2p.gw.kth.se (130.237.211.61)
        net209a-d.ict.kth.se (130.237.209.194)

64 bytes from subway.it.kth.se (130.237.212.171): icmp_seq=2 ttl=61 time=1.97 ms      (same route)
64 bytes from subway.it.kth.se (130.237.212.171): icmp_seq=3 ttl=61 time=8.13 ms      (same route)
64 bytes from subway.it.kth.se (130.237.212.171): icmp_seq=4 ttl=61 time=3.95 ms      (same route)
64 bytes from subway.it.kth.se (130.237.212.171): icmp_seq=5 ttl=61 time=1.97 ms      (same route)
^C
--- subway.it.kth.se ping statistics ---
6 packets transmitted, 5 received, 16% packet loss, time 48054ms
rtt min/avg/max/mdev = 1.975/4.381/8.132/2.368 ms
```

Slide 31

Useful Tool: Traceroute Programs

Developed by Van Jacobson to see the route that IP datagrams follow from one host to another. Traceroute uses ICMP, TTL field, and an ***unreachable UDP port***.

svr % traceroute slip
traceroute to slip (140.252.13.65), 30 hops max, 40 byte packets
1 bsdi (140.252.13.35) 20 ms 10 ms 10 ms *20 ms due to ARP*
2 slip (140.252.13.65) 120 ms 120 ms 120 ms

Tcpdump output

1	0.0	arp who-has bsdi tell svr4	
2	0.000586	(0.0006)	arp reply bsdi is-at 0:0:c0:6f:2d:40
3	0.003067	(0.0025)	svr4.42804 > slip.33435 udp 12 [ttl 1]
4	0.004325	(0.0013)	bsdi > svr4: icmp: time exceeded in-transit
5	0.069810	(0.0655)	svr4.42804 > slip.33436 udp 12 [ttl 1]
6	0.071149	(0.0013)	bsdi > svr4: icmp: time exceeded in-transit
7	0.085162	(0.0140)	svr4.42804 > slip.33437 udp 12 [ttl 1]
8	0.086375	(0.0012)	bsdi > svr4: icmp: time exceeded in-transit
9	0.118608	(0.0322)	svr4.42804 > slip.33438 udp 12 *ttl=2*
10	0.226464	(0.1079)	slip > svr4: icmp: slip udp port 33438 unreachable
11	0.287296	(0.0608)	svr4.42804 > slip.33439 udp 12 *ttl=2*
12	0.395230	(0.1079)	slip > svr4: icmp: slip udp port 33439 unreachable
13	0.409504	(0.0608)	svr4.42804 > slip.33440 udp 12 *ttl=2*
14	0.517430	(0.1079)	slip > svr4: icmp: slip udp port 33440 unreachable

Slide 32

ICMP Summary

- Destination (Network/Host/Protocol/Port/...) Unreachable
- Time Exceeded - i.e., TTL expired
  - Used to implement traceroute
- Parameter problem - IP header error
- Source Quench- asks source to decrease its sending rate
- Redirect - tells the source to send packets to a “better” address
- Echo Request/Echo reply - for testing
  - ping: sends an Echo Request, then measures the time until the matching reply is received
- Timestamp Request/Reply
  - Round Trip Time (RTT) computation
  - Clock synchronization
- Address Mask Request/Reply
  - Allows diskless systems to learn their subnet mask
- Router Solicitation and Advertisement
  - Hosts query routers
  - Routers advertise presence and routes

The above is a partial summary of ICMP’s uses.

Slide 33

Summary

In this module we have discussed:

- IP
- ICMP
- tools: ping, traceroute

IK1552 SPRING 2019 SLIDE 33

Slide 34

¿Questions?