

Introduction to the TCP/IP protocol suite

- TCP/IP has been around for longer than the ISO OSI 7 layer model
- the ISO OSI 7 layer model is useful as a reference model for explaining the function of data transmission
- practically TCP/IP has won but literature still uses the ISO OSI 7 layer model

ISO OSI 7 Layer model and the TCP/IP protocol stack

- there is not an exact match between the ISO OSI 7 layer reference model and the TCP/IP protocol stack

ISO OSI 7 Layer model and the TCP/IP protocol stack



Networking Glossary

- router
 - a special purpose, dedicated computer that attaches to two or more networks and routes IP datagrams from one to another
 - each router forwards a datagram to another router until the datagram reaches its destination

Networking Glossary

- hub

- an electronic device that connects to several computers and serves as the centre of a LAN, often Ethernet using 100Base-T, 1000Base-T or 10000Base-T wiring

- firewall

- a security mechanism placed between a company and the Internet to protect the company's computers from attack

Networking Glossary

- hostname
 - the name assigned to a computer

- domain name
 - the name assigned to a computer
 - a name might consist of several words separated by periods
(sometime abbreviated to FQDN, fully qualified domain name)

Networking Glossary

- gateway
 - a device used to connect two different networks, especially a connection to the Internet

TCP/IP

- many excellent references on TCP/IP
 - *Internetworking with TCP/IP: principles, protocols and architecture* by Douglas Comer †
 - *UNIX Network Programming* by Richard Stevens, chapter 4

History of TCP/IP and Internet

- part of the excitement about the Internet is its size and growth rate

History of TCP/IP and Internet (continued)

- DARPA was the main funding agency for packet-switched research in the USA DOD
 - began working on the Internet in the mid 1970s
 - design a protocol that would recover if various nodes disappeared
 - DOD had in mind a nuclear war!
 - wanted a nervous system to carry all military information in USA
- by 1980 TCP/IP protocol had been designed
- the physical network was called the ARPANET which consisted of
 - point to point connections
 - packet switching over radio networks
 - satellite communication channels

History of TCP/IP and Internet

- January 1983 DARPA demanded that all computer attach to ARPANET via TCP/IP
 - TCP/IP implementations were available at low cost
 - most (90%) Computer Science departments were running BSD Unix
 - TCP/IP available in source form for BSD systems

- growth
 - 1987 Internet growing at 15% per month (Comer p.6)
 - soon after that it began to double each year!

Moore's Law



History of TCP/IP

- some reasons why
 - reference implementation of TCP/IP in BSD Unix (1983) 4.3 BSD and 4.4 BSD
 - inexpensive microprocessors (1983)
 - inexpensive wide area fiber optic cable - carrying a high throughput of data (1984)
 - deployment of DNS (Domain Name System) (dynamic ASCII to number lookup system)

Internet for the masses

- in early 1990's Tim Berner's Lee was working at CERN and as a byproduct of high energy physics was working on document management system
- he created a hypertext markup language which was to become HTML
- HTTP is the protocol which WWW clients and servers obey
- people mistakenly think the HTTP is the Internet

Introduction to TCP/IP

- LANs have developed greatly over the last 20 years
 - there are a large variety of LANs
 - different LANs in different departments and countries
 - equipment can be bought on an incremental basis
 - evolution not revolution - cost savings

- can be really effective if applications can talk to one another across the different LANs
 - companies with different departments can share resources

Introduction to TCP/IP

- one solution is for an operating system to provide this multivendor integration
 - alternatively a standard network protocol could be designed
- Internet Protocol (IP) - so called because it allows communication between LANs

Problems/benefits of TCP/IP

- what problems exist if we want to link up many LANs?
 - unique addressing
 - hardware independent

- obvious benefits of the Internet

TCP/IP Protocol Overview



TCP/IP Protocol Summary

- Internet Protocol
 - provides the packet delivery service for TCP, UDP and ICMP
 - user processes do not normally explicitly generate IP datagrams

- an IP address is a virtual address, it was not constructed with a preconceived piece of hardware in mind

TCP/IP Protocol Summary

- Address Resolution Protocol
 - maps an Internet address into a hardware address

- Reverse Address Resolution Protocol
 - maps a hardware address into an Internet address.

TCP and UDP

- primarily there are two transport protocols used with IP: TCP and UDP
 - remember that IP may provide an unreliable service

- **Transmission Control Protocol (TCP)**
 - provides a flexible two-way byte stream protocol (byte stream allows addressing *within* a host - to user, process or service)
 - *provides a bidirectional pipe*
 - the source and destination address are called a *Port*
 - TCP is the most popular transport protocol on top of IP
 - it uses sliding window technique to provide a reliable service
 - it uses a three way handshake to establish a connection
 - and a two way handshake to disconnect

User Datagram Protocol (UDP)

- is an unreliable datagram protocol and is deliberately simple
 - it does not ensure that packets arrive in order, un duplicated, or even at all!

- it sends discrete datagrams, and delivers messages that arrive to the appropriate *Port* (same addressing schema as TCP)
 - a *port* may belong to a user, process or service
 - the standard Internet name service, DNS, uses UDP
 - it can be regarded as multiplexing many users, processes and services through one IP address

- UDP has no standard connection procedure and no disconnect procedure

IP technical introduction

- IP centerpiece of the TCP/IP protocol stack. It hides the differences between data link protocols from the transport protocols that the end user applications use
 - can replace old data link technologies with new faster technologies
 - application independent

- IP defines a virtual network address space
 - if you are connected to the Internet then your network has a unique IP address
 - within that network address your machine has a unique host id.

IP technical introduction

- IP provides a connectionless packet delivery service
 - it routes small messages from one machine to another on the address within that message
 - connectionless service routes each packet separately and therefore does not guarantee reliable delivery
 - having connectionless packet delivery as the basis for all Internet services makes it adaptable to a wide range of hardware
 - connectionless packet delivery is often termed *datagram*

IP (continued)

- the IP protocol works as follows:
 - transport layer split up a message into datagrams of $\leq 64k$ bytes
- transport layer gives a datagram to the IP layer
 - datagram is transmitted through the Internet
 - a hop at a time (gateway to gateway)
 - a datagram maybe divided into smaller units at any hop
- datagram is reassembled at the destination machine
 - original message is constructed
 - delivered to the corresponding transport layer

TCP/IP Support Protocols

- are another reason TCP/IPs popularity

TCP/IP Support Protocols



TCP/IP Protocol Summary

- Transmission Control Protocol
 - connection-oriented protocol
 - reliable, full duplex, byte stream for user processes

- User Data Protocol
 - connectionless protocol for user processes
 - unreliable

- Internet Control Message Protocol
 - handles error and control information between gateways and hosts
 - *normally* generated by TCP/IP networking software itself, not the user processes

TCP/IP Protocol Summary

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IP Classes



- for example 193.63.129.1 is a class C address as we convert the first byte of the address 193 into binary and examine the top 3 bits of a byte

IP Classes

- there are 127 class A networks
 - each can have 16,777,216 hosts

- there are 16,384 class B networks
 - each can have 65,336 hosts

- there are 2,097,152 class C networks
 - each of which have 256 hosts

- note that in practice the host byte values 0 and 255 are reserved for network and broadcast respectively

Private addresses in class A, B and C

- in addition each class A, B and C have a private network address
- class A
 - reserves the range 10.0.0.0 - 10.255.255.255 (16,777,216 hosts)
- class B
 - 172.16.0.0 - 172.31.255.255 (1,048,576 hosts)
- class C
 - 192.168.0.0 - 192.168.255.255 (65,536 hosts)

Example IP Static Configuration

- Case study - adding a machine onto the Computer Science network
- the IP network in Computer Studies connects:
 - Apple computers
 - Windows computers
 - Raspberry Pi machines
 - Debian and Mint GNU/Linux clients and servers
 - routers and various print services, etc

Example IP Static Configuration

- each machine may run a different protocol above the IP layer if they wish
 - but most machines will run the IP protocol

- the Computer Studies IP network is connected (via a gateway) to the University of Southwales IP network
 - in turn is connected to the world IP network via another gateway (through the University of Southwales 1M bit line)

Example IP Static Configuration

- *every* IP address actually refers to the interface card and **NOT** the machine!
- thus a gateway machine will have at least two interface cards
- to add a new machine `floppsie` onto the Computer Studies network
 - floppsie's interface card has to be assigned a unique IP address
 - first three numbers the same as the Computer Science network (193.63.130)
 - class C network - means first 3 bytes are always the same
 - last number is the interface card number (hostid) 52
 - 193.63.130.52

Example IP Static Configuration

- software on the new machine needs to know:
 - the gateway on the Computer Studies network to other networks
 - its own interface card IP address
 - the *nameserver* IP address. The *nameserver* translates all ASCII names to IP numerical addresses.
 - hop metric given with each gateway

IP Configuration

