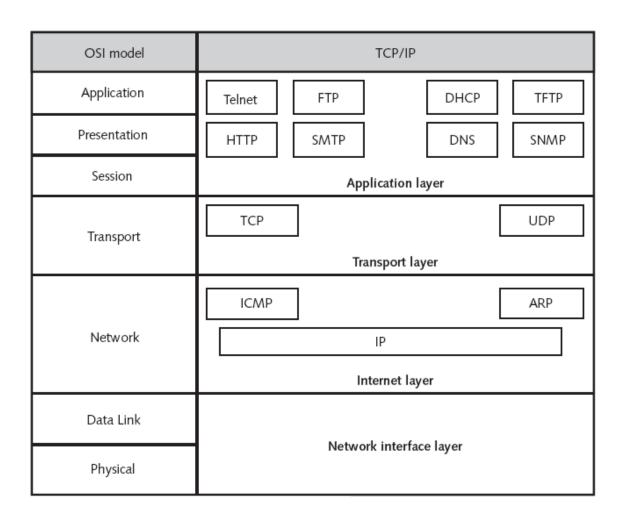
Network Layer/Internet Layer Protocols and Addressing



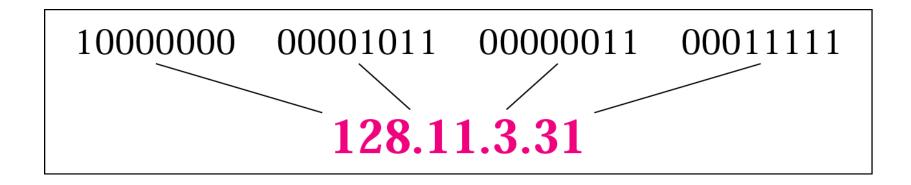
By,

Mr. Kumar Pudashine, (MEng, AIT, Bangkok)
CISA, CISM, CRISC, CNDA, CDCP, COBIT 5, CCNP (Enterprise), JNCIA, CEH v9, ITIL, ISO 27001:2013, AcitivIdentity Certified
Senior Section Chief, Network and Security
Agricultural Development Bank,
Kathmandu

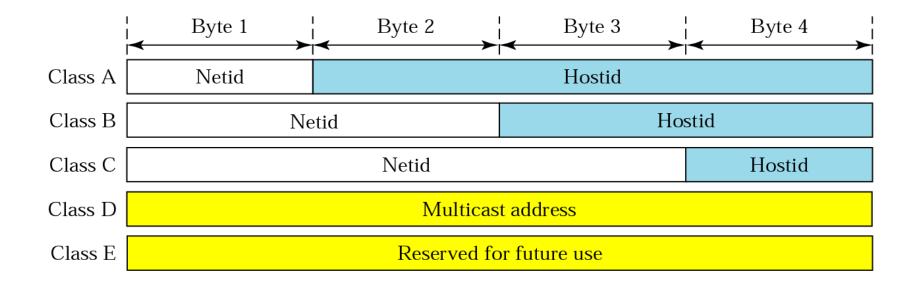
OSI Model Compared to TCP/IP



IP Address: Representation in Dotted Decimal Notation



IP Address: Two Levels of Hierarchy



IP Address : Classes ??

	First byte	Second byte	Third byte	Fourth byte
Class A	0			
Class B	10			
Class C	110			
Class D	1110			
Class E	1111			

IP Address: Subnet and Subnet Mask

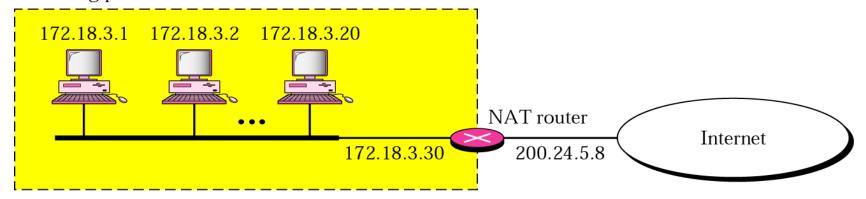
Class	Default Subnet	Subnet Mask
Class A	/8	255.0.0.0
Class B	/16	255.255.0.0
Class C	/24	255.255.255.0

IP Address: Private IP Address Space

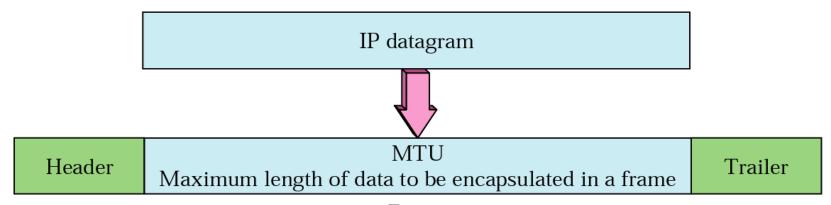
Range	Total Hosts
10.0.0.0 - 10.255.255.255	2 ²⁴
172.16.0.0 - 172.31.255.255	2 ²⁰
192.168.0.0 - 192.168.255.255	2 ¹⁶

NAT: Network Address Translation

Site using private addresses

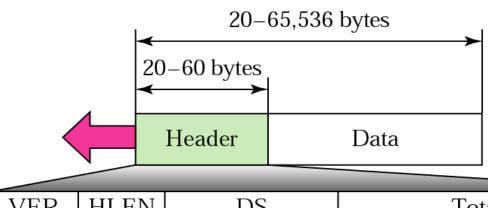


MTU: Maximum Transmission Unit



Frame

IPV4 Frame Format



VER	HLEN	DS	Total length	
4 bits	4 bits	8 bits	16 bits	
Identification			Flags	Fragmentation offset
16 bits			3 bits	13 bits
Time	to live	Protocol	Header checksum	
8 t	oits	8 bits	16 bits	
Source IP address				
Destination IP address				
Option				

IPV4 Frame Format: Description

- VER => Defines the Version of IP.
- HLEN => Header Length
- DS => Differentiated Service. Defines the Class of Packet for QoS.
- Total Length => Length of Data = Total Length-Header Length.
- Identification
 - When datagram is Fragmented => Identification copied to all.
 - All Fragments have the same Identification.
 - Helps in Reassembling the datagram.
- Flags
 - 3 Bits => Reserved, MF and DF
 - DF => Don't Fragment.
 - MF => More Fragment.

IPV4 Frame Format: Description

- Fragmentation Offset => Offset value of Fragment.
- □ TTL => Time To Live. If TTL =0 Then Packet is discarded.
- Protocol
 - Defines Higher Layer Protocols.
 - Higher Layer Protocols => TCP, UDP.
- Checksum => Computes Checksum
- Source IP Address => IP Address of Source Machine.
- Destination IP Address => IP Address of Destination Machine.
- Option => Optional Field Used for Network Testing and debugging.

Header Checksum Calculation

4 5	0	28	
	1	0	0
4	17	0	
	10.12	2.14.5	
	12.6	5.7.9	
4, 5, and	0> 01	0001	0100000000
2	8 8	0000	0000011100
	1 → 00	0000	0000000001
0 and			0000000000
4 and 1	-		0000010001
0 -> 000000000000000			
10.12> 0000101000001100			
$14.5 \longrightarrow 0000111000000101$ $12.6 \longrightarrow 0000110000000110$			
12. 7.			1100001001
7.	9 00	10001	1100001001
Sur	n → 01	1101	0001001110
Checksun			1110110001

Question ??

- The Existing network of Pokhara University (172.16.1.0/24) is to be divided into network of 4 different schools. Among 4 schools two schools need to be subdivided into 2 different departments.
- Provide a complete IP Address Plan which includes Network Address, Broadcast Address, Usable IP Pool, Subnet Mask and Wildcard Mask.

Question ??

- The Asia Pacific Network Information Center (APNIC) has to provide service to 8 Local ISPs from the network pool of 17.10.0.0/20. From the available pool each Local ISP has to provide service to their Six (6) dedicated clients.
- Design the complete IP Address Plan which includes IP Pool,
 Usable IP Pool and Subnet Mask for each network.

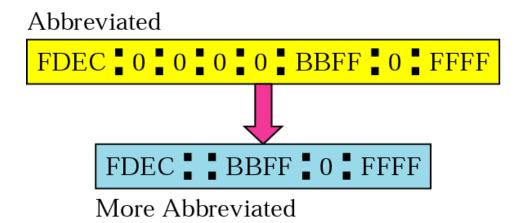
IPV6: Internet Protocol Version 6

- It is Known as Internetworking Protocol Next Generation (IPng).
- It is suitable for Fast growing Internet.
- It is also suitable for Next Generation Networks (NGN).
- Features
 - Larger Address Space (128 Bit Address Space).
 - Supports Resource Allocation via Flow Control Field.
 - Supports More Security.
 - Better Header Format (Base Header and Extension Header)

IPV6: 128 Bit Addressing Scheme

Unabbreviated FDEC BA98 0074 3210 000F BBFF 0000 FFFF FDEC BA98 74 3210 F BBFF 0 FFFF Abbreviated

IPV6: Abbreviated Address



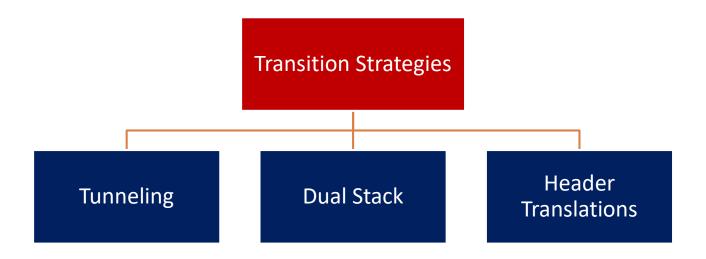
IPV6: Header Format (Base Header + Extension Header)

4					
	VER	PRI	Flow label		
		Payload	l length	Hop limit	
	Source address				
	Destination address				
	Payload extension headers +				
		Ι	<mark>Data packet from</mark>	the upper layer	•

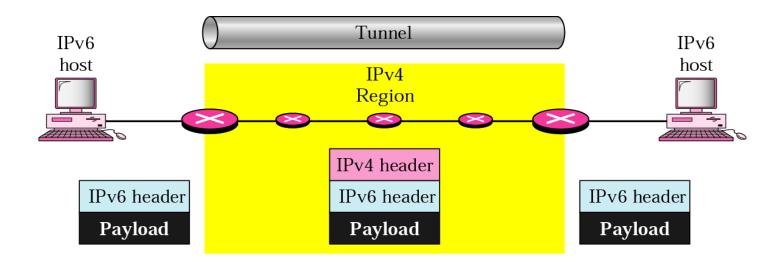
IPV6: Header Format Description

- VER (4 Bits) => Specifies the Version of IPV6.
- Priority (4 Bits) => Defines the Priority of Packet.
- Flow Label (24 Bits) => Used for Resource Reservation.
- Payload Length (16 Bits)
 Total Length of IP Datagram Excluding Base Header.
- Next Header (8 Bits)
 Provides Information about Extension Header.
- Hop Limit (8 Bits) => Same as TTL in IPV4.
- Source Address => 128 Bit Source IPV6 Address
- Destination Address => 128 Bit Destination IPV6 Address

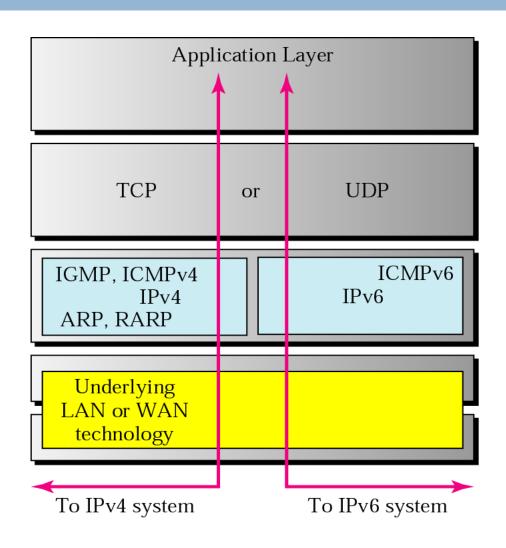
IPV6 Transition Strategies



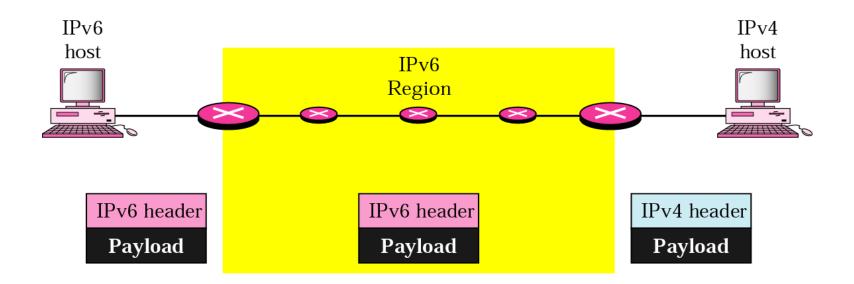
IPV6 Transition: Tunneling



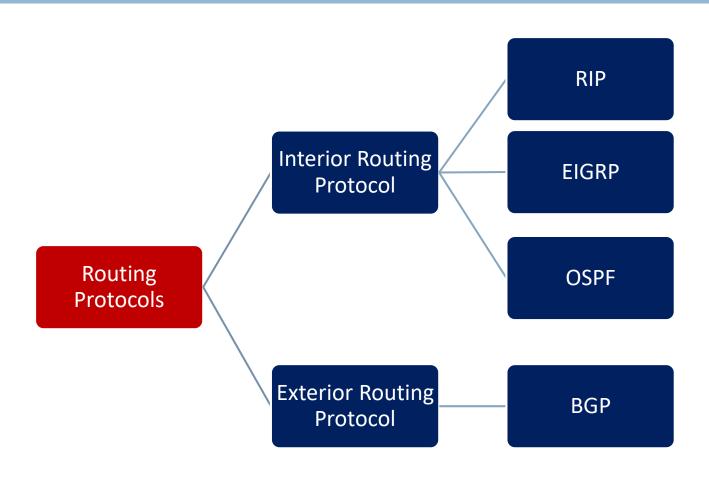
IPV6 Transition: Dual Stack



IPV6 Transition: Header Translation



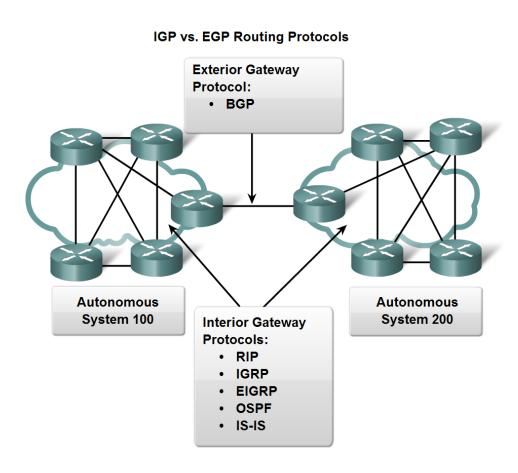
Routing Protocols: Approaches ??



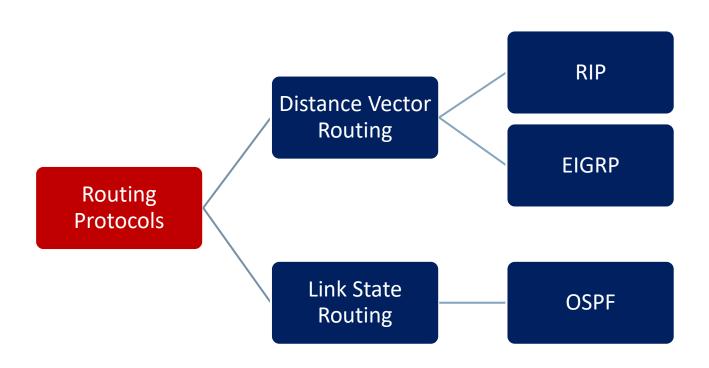
Routing Protocols

- Interior Gateway Routing Protocols
 - Used for Routing Inside an Autonomous System (AS).
 - AS => Network under Common Administration.
 - Examples => RIP, EIGRP and OSPF
- Exterior Gateway Routing Protocols
 - Used for Routing between Autonomous System (AS)

Routing Protocols: Example

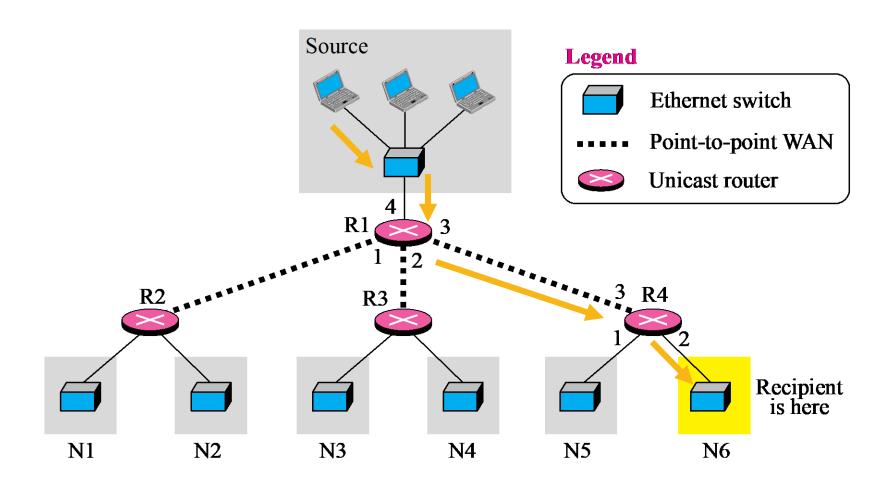


Routing Protocols: Classification



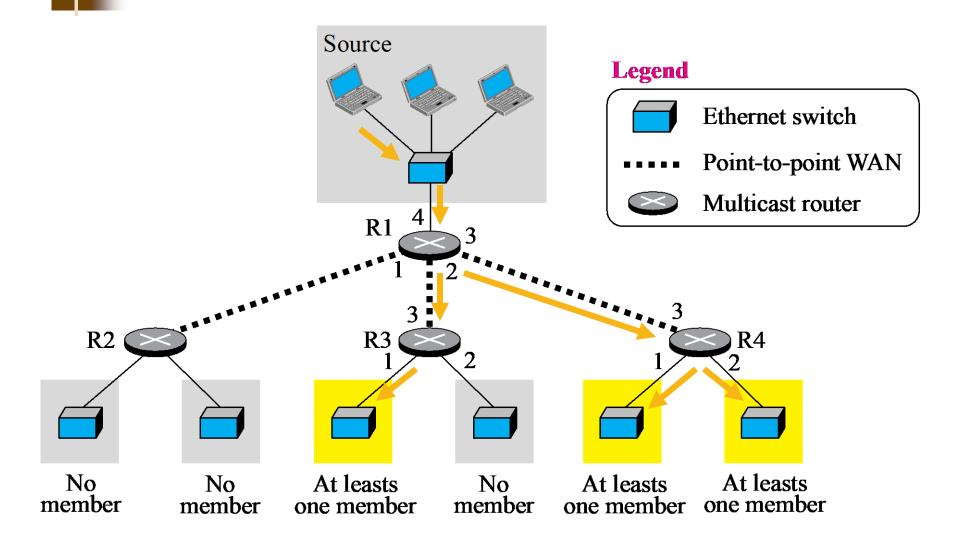
Routing Protocols

- Distance Vector Routing Protocols
 - Incomplete View of Topology.
 - Routes are advertised as Vectors of Distance and Direction.
 - Generally Periodic Updates.
- Link State Routing Protocols
 - Complete View of Network Topology.
 - Updates are Not Periodic. (Bounded and Triggered Updates).





In unicasting, the router forwards the received datagram through only one of its interfaces.





In multicasting, the router may forward the received datagram through several of its interfaces.



Emulation of multicasting through multiple unicasting is not efficient and may create long delays, particularly with a large group.

Thank You