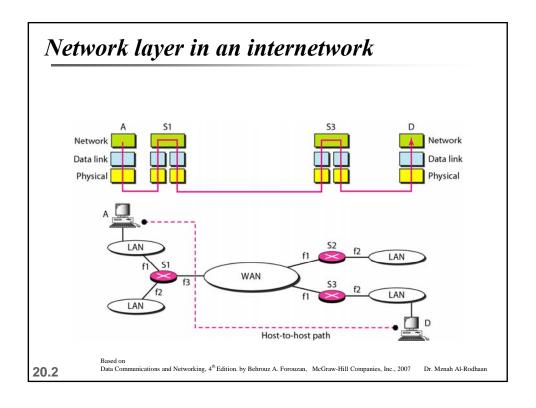
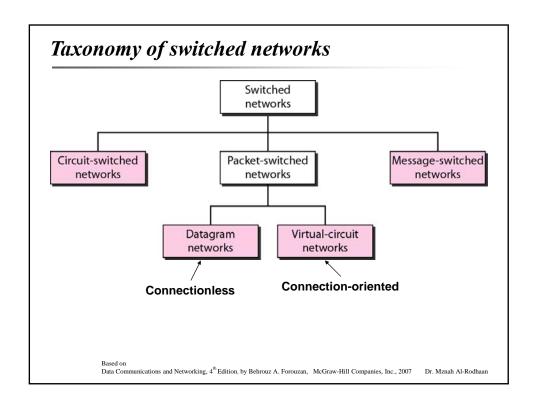
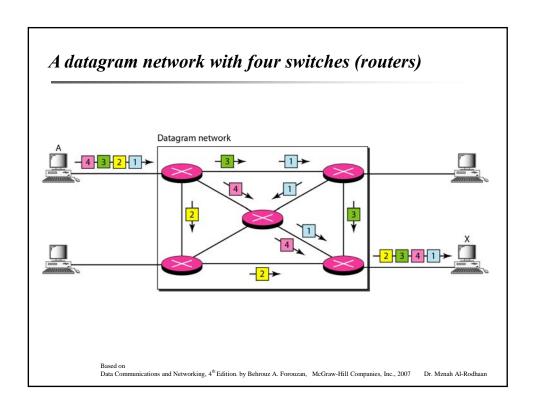
## Chapter 20 Network Layer IP and Address Mapping

Dr. Mznah Al-Rodhaan







#### Switching in the Internet

Switching at the network layer in the Internet uses the datagram approach to packet switching.

Communication at the network layer in the Internet is connectionless.

Based on
Data Communications and Networking, 4<sup>th</sup> Edition. by Behrouz A. Forouzan, McGraw-Hill Companies, Inc., 2007 Dr. Mznah Al-Rodhaan

#### IPv4

The Internet Protocol version 4 (IPv4) is the delivery mechanism used by the TCP/IP protocols.

#### **Topics discussed in this section:**

**Datagram** 

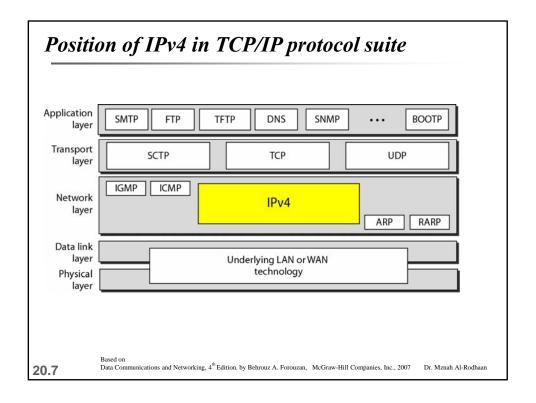
**Fragmentation** 

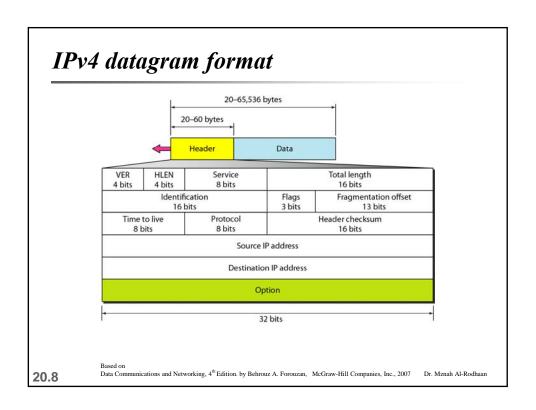
**Checksum** 

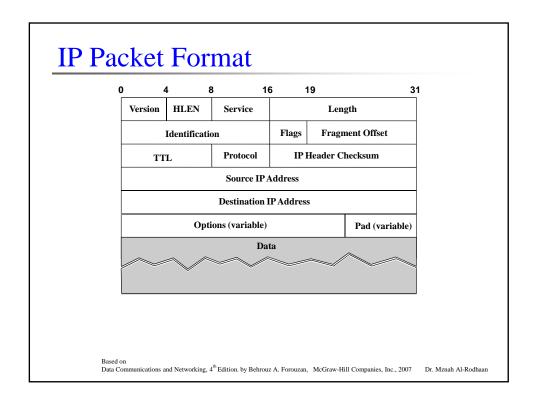
**Options** 

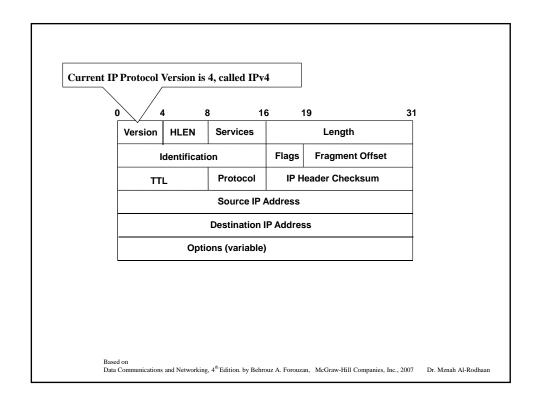
20.6

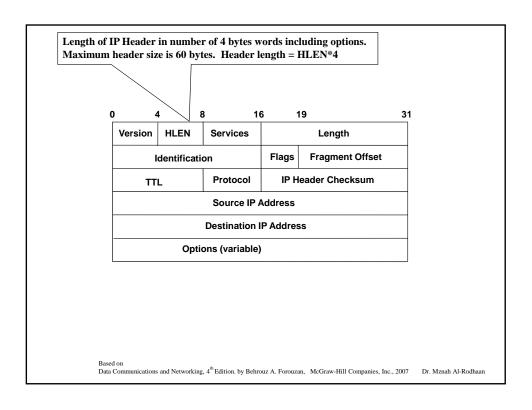


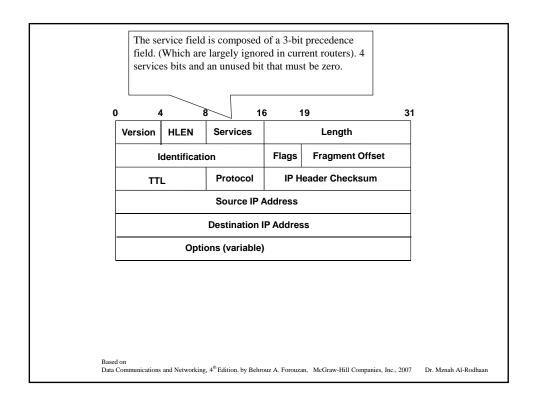


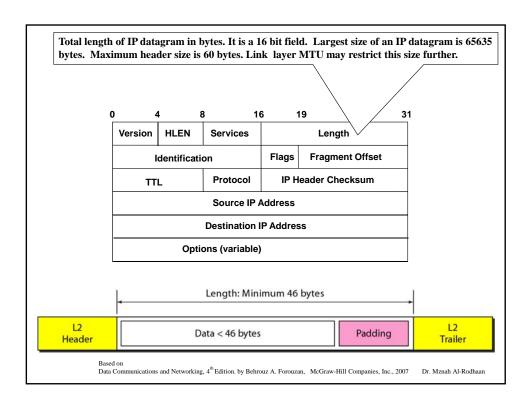


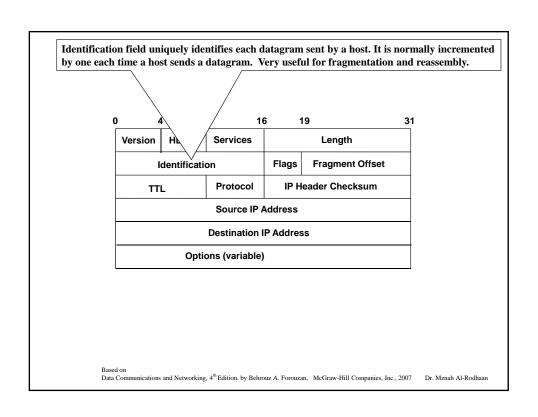


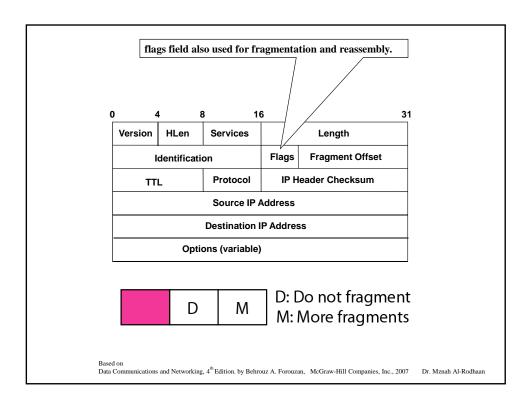


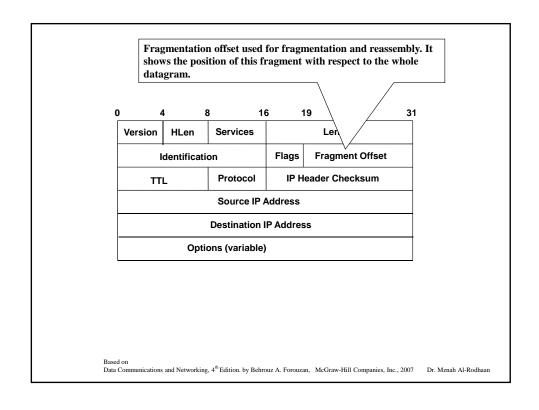


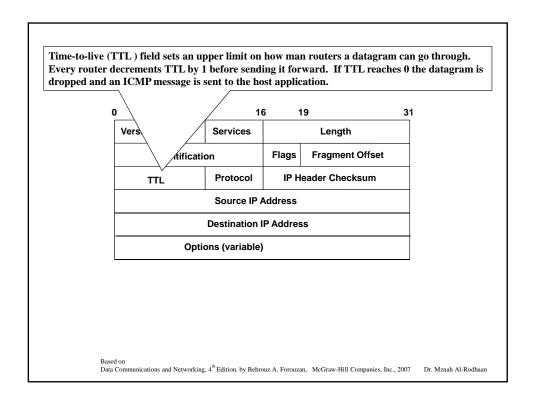


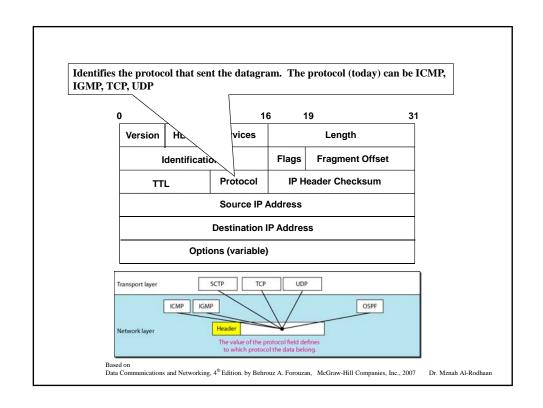


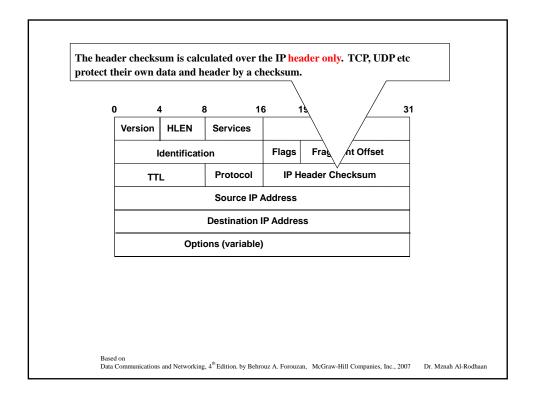












#### Example 20.1

An IPv4 packet has arrived with the first 8 bits as shown: 01000010

The receiver discards the packet. Why?

#### Solution

(0100) show the version  $\checkmark$ .

The next 4 bits (0010) show header length ( $2 \times 4 = 8$ bytes). The minimum number of bytes in the header must be 20. The packet has been corrupted in transmission.

#### Example 20.2

In an IPv4 packet, the value of HLEN is 1000 in binary. How many bytes of options are being carried by this packet?

#### Solution

The HLEN value is 8, which means the total number of bytes in the header is  $8 \times 4$ , or 32 bytes. The first 20 bytes are the base header, the next 12 bytes are the options.

Based on
Data Communications and Networking, 4<sup>th</sup> Edition. by Behrouz A. Forouzan, McGraw-Hill Companies, Inc., 2007 Dr. Mznah Al-Rodhaan

#### Example 20.3

In an IPv4 packet, the value of HLEN is 5, and the value of the total length field is 0x0028. How many bytes of data are being carried by this packet?

#### Solution

The HLEN value is 5, which means the total number of bytes in the header is  $5 \times 4$ , or 20 bytes (no options). The total length is 40 bytes, which means the packet is carrying 20 bytes of data (40 - 20).

Based on
Data Communications and Networking, 4th Edition. by Behrouz A. Forouzan, McGraw-Hill Companies, Inc., 2007 Dr. Mznah Al-Rodhaan

20.22

#### Example 20.4

An IPv4 packet has arrived with the first few hexadecimal digits as shown.

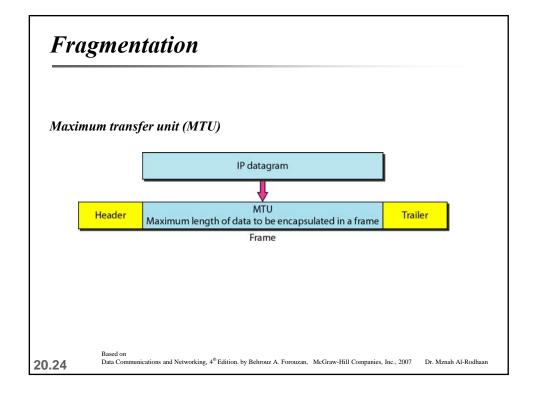
#### 0x45000028000100000102...

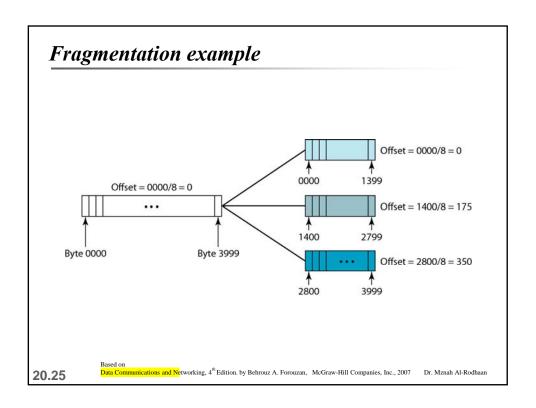
How many hops can this packet travel before being dropped? The data belong to what upper-layer protocol?

#### Solution

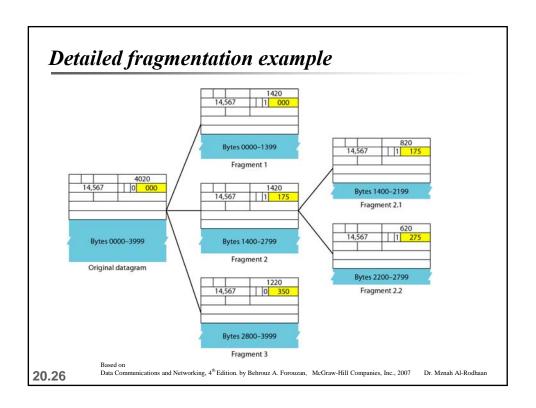
To find the time-to-live field, we skip 8 bytes. The time-to-live field is the ninth byte, which is 01. This means the packet can travel only one hop. The protocol field is the next byte (02).

20.23







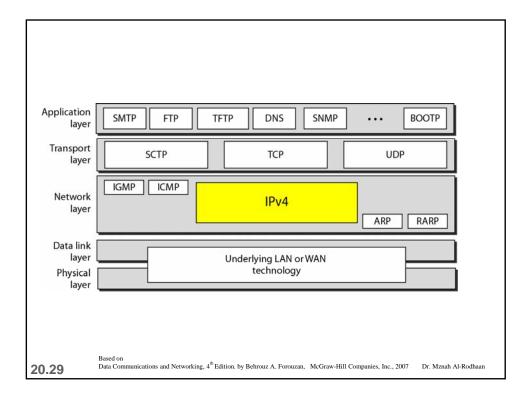


#### Reading from the text book

□ Chapter 20 from 4<sup>th</sup> edition (section 20.1 until the end of page 594 except service Type and differentiated services )

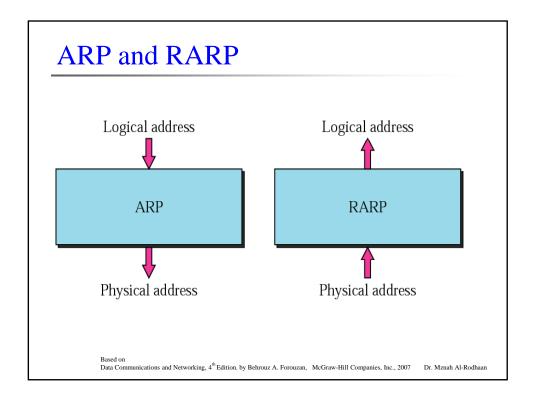
Based on Data Communications and Networking, 4<sup>th</sup> Edition. by Behrouz A. Forouzan, McGraw-Hill Companies, Inc., 2007 Dr. Mznah Al-Rodhaan

# Chapter 21 Network Layer Address Mapping



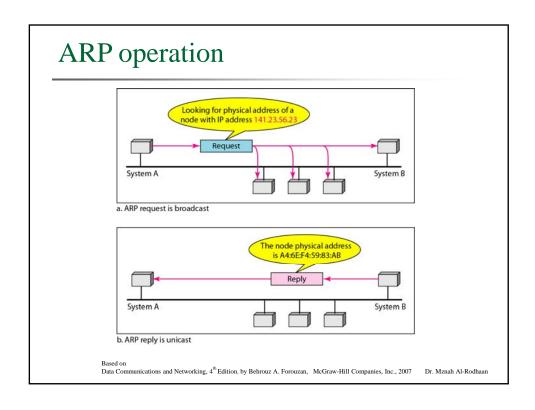
#### **Address Mapping**

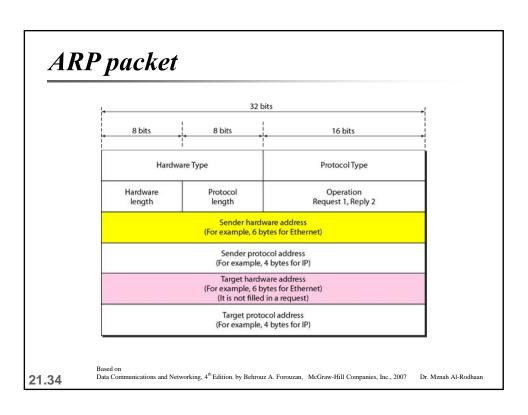
■ The delivery of a packet to a host or a router requires two levels of addressing: *logical* and *physical*. We need to be able to map a logical address to its corresponding physical address and vice versa. This can be done by using either static or dynamic mapping.

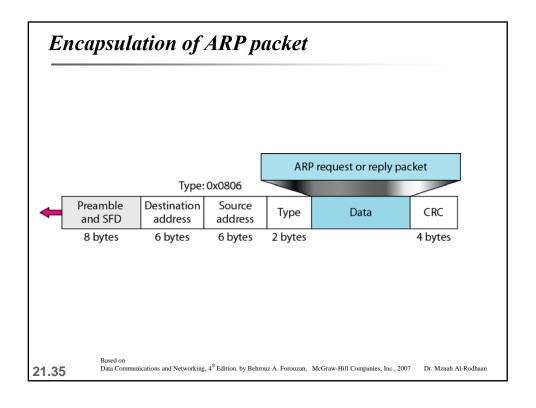


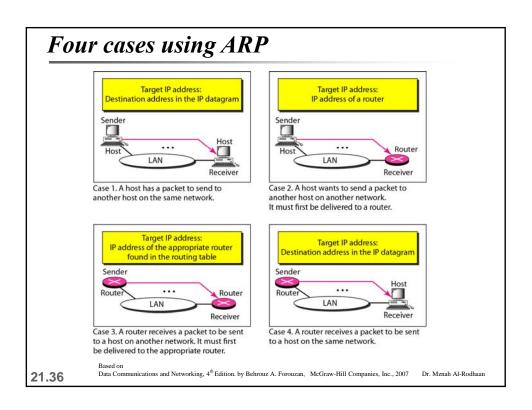
#### ARP - The Address Resolution Protocol

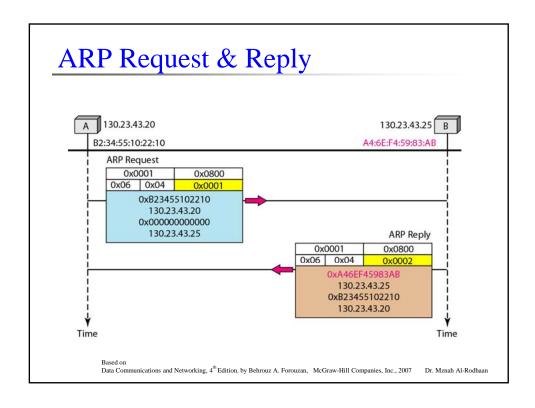
- An IP datagram must be encapsulated in a frame to pass through the physical network. This requires the physical address of the receiver.
- ARP associates an IP address with its physical address.
- When the physical address of another host is required an ARP query packet is sent which includes
  - IP address of sender
  - IP address of the receiver
- The intended recipient recognises its IP address and send back an ARP response which contains the physical address.

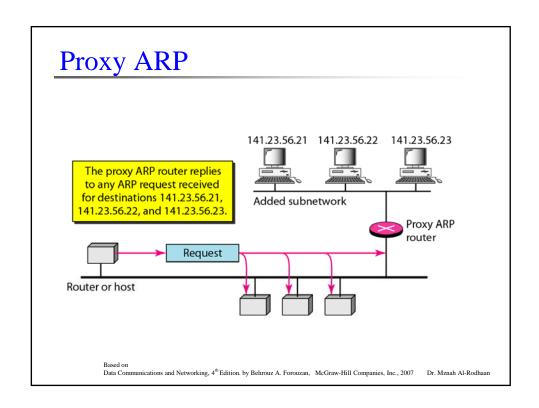












#### **ARP** functions

- Sender knows IP address
- IP asks ARP to create an ARP request message
  - sender physical address
  - sender IP address
  - target IP address
  - target physical address filled with 0's
- Message passed to data link layer; destination address = broadcast address
- All hosts receive frame; only target host accepts the packet
- Target host replies (unicast) with an ARP reply message containing the physical address
- Sender receives reply; it now knows the physical address of the target host
- IP datagram's are now unicast to the destination host

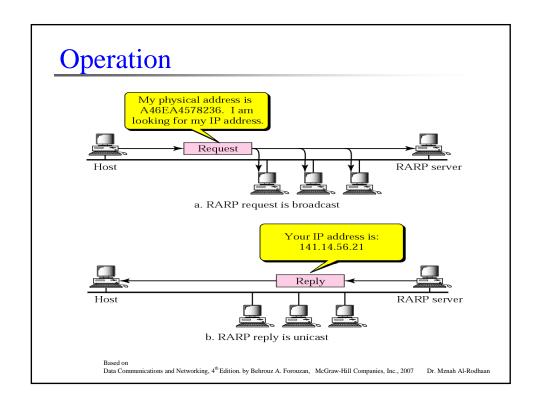
Based on
Data Communications and Networking, 4<sup>th</sup> Edition. by Behrouz A. Forouzan, McGraw-Hill Companies, Inc., 2007 Dr. Mznah Al-Rodhaan

#### Cache Table

- A sender usually has more than one IP datagram to send to the same destination
- It is inefficient to use ARP for each datagram
- A cache table is used
  - limited size
  - mappings retained only for a limited time

#### **RARP**

- Finds the logical address for a host that only knows its physical address
- RARP request packets are broadcast; RARP reply packets are unicast
- Used by diskless machines to obtain their IP addresses
- DHCP is used now.



## DHCP provides static and dynamic address allocation that can be manual or automatic.

### A request is broadcast; a reply is unicast.

Based on
Data Communications and Networking, 4<sup>th</sup> Edition. by Behrouz A. Forouzan, McGraw-Hill Companies, Inc., 2007 Dr. Mznah Al-Rodhaan

#### 21-2 ICMP

The IP protocol has no error-reporting or error-correcting mechanism. The IP protocol also lacks a mechanism for host and management queries. The Internet Control Message Protocol (ICMP) has been designed to compensate for the above two deficiencies. It is a companion to the IP protocol.

#### Topics discussed in this section:

Types of Messages Message Format Error Reporting

#### ICMP protocol

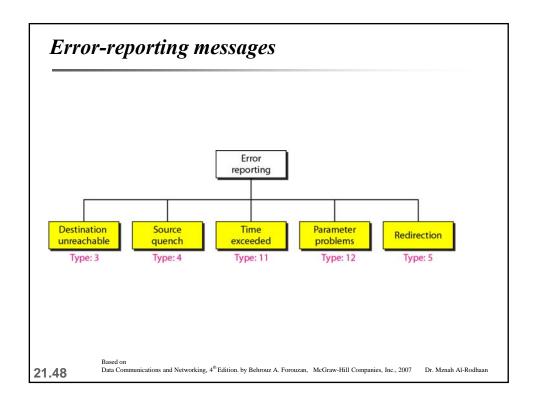
- IP protocol is a best-effort delivery service, however it has two deficiencies
  - Lack of error control
  - Lack of assistance mechanisms
- IP protocol has no error-reporting or error-correction mechanism
  - What happens when something goes wrong?
  - What happens if a router must discard a datagram because it cannot find a route to the final destination?
  - What if the time-to-live field has a zero value?
  - What if it has to discard all fragments because not all were received in a predetermined time limit?
- IP protocol also lacks a mechanism for host and management queries.
- ICMP was designed to compensate for these deficiencies.

Based on
Data Communications and Networking, 4<sup>th</sup> Edition. by Behrouz A. Forouzan, McGraw-Hill Companies, Inc., 2007 Dr. Mznah Al-Rodhaan

#### Internet Control Message Protocol (ICMP)

- Encapsulated in IP packet
- Handles error and control messages
- If router cannot deliver or forward a packet, it sends an ICMP "host unreachable" message to the source
- If router receives packet that should have been sent to another router, it sends an ICMP "redirect" message to the sender; Sender modifies its routing table
- ICMP "router discovery" messages allow host to learn about routers in its network and to initialize and update its routing tables

## ICMP always reports error messages to the original source.



#### Internet Control Message Protocol (ICMP)

ICMP is used by routers for exchanging error information and for testing. The principal ICMP message types are shown below.

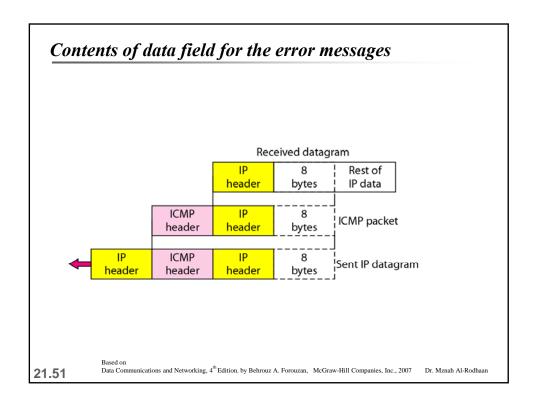
Message type	Description
Destination unreachable	Packet could not be delivered
Time exceeded	Time to live field hit 0
Parameter problem	Invalid header field
Source quench	Choke packet
Redirect	Teach a router about geography

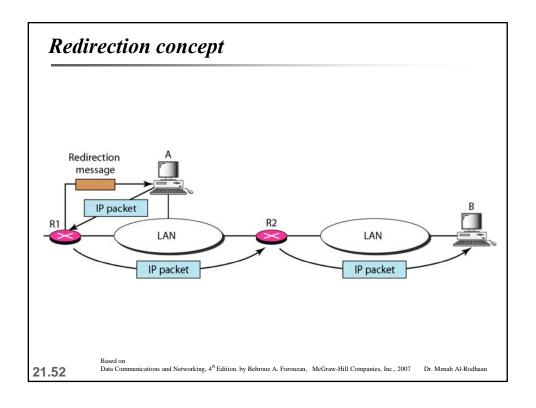
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Data Communications and Networking, 4<sup>th</sup> Edition. by Behrouz A. Forouzan, McGraw-Hill Companies, Inc., 2007 Dr. Mznah Al-Rodhaan

#### Important points about ICMP error messages:

- No ICMP error message will be generated in response to a datagram carrying an ICMP error message.
- No ICMP error message will be generated for a fragmented datagram that is not the first fragment.
- No ICMP error message will be generated for a datagram having a multicast address.
- No ICMP error message will be generated for a datagram having a special address such as 127.0.0.0 or 0.0.0.0.

21.50





#### Reading from the text book

□ Chapter 21 from 4<sup>th</sup> edition (section 21.1 until the first paragraph of page 625 except BOOTP page 619)

 $Based \ on \\ Data \ Communications \ and \ Networking, \ 4^{th} Edition. \ by \ Behrouz \ A. Forouzan, \ McGraw-Hill \ Companies, Inc., 2007 \qquad Dr. \ Mznah \ Al-Rodhaan$