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# CSU33031 Computer Networks

## Network Layer / IPv4

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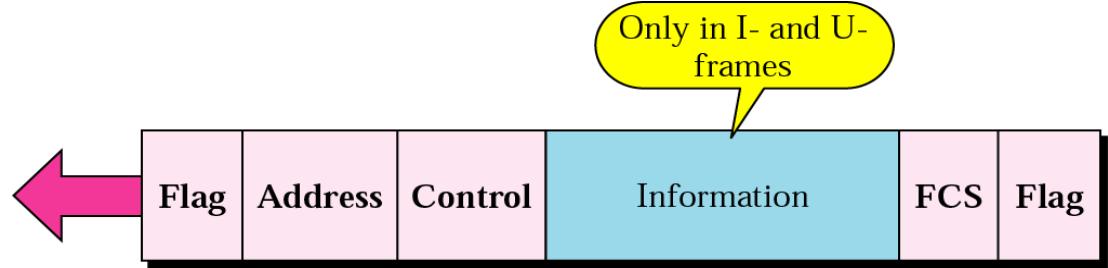
# Plan for today

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- HDLC/Ethernet as summary for Link Layer
- Network Layer – IPv4 Addressing (Internet Protocol v4)
  - The initial idea/motivation
  - Changes to make it workable (CIDR/NAT)

# HDLC as a Summary/Review

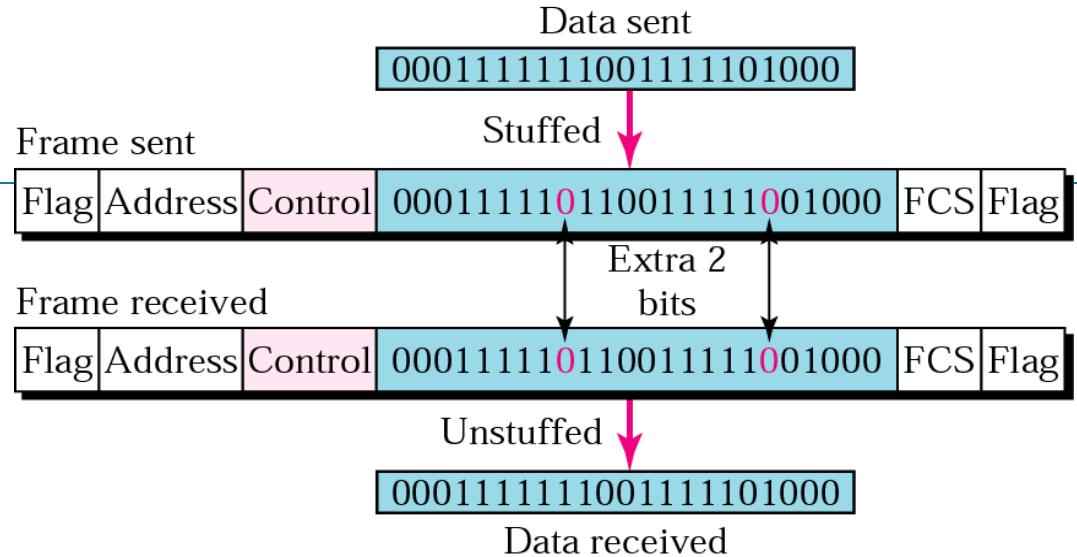
## Example for Framing, Error Control, Flow Control



- Flag= 01111110
  - specifies beginning and end of frame
- Address
  - specifies secondary station
  - as either sender or receiver
- Control
  - specifies type of frame and seq.&ack. number
- Frame Check Sequence (FCS)
  - either 16- or 32-bit CRC

\* Figure is courtesy of B. Forouzan

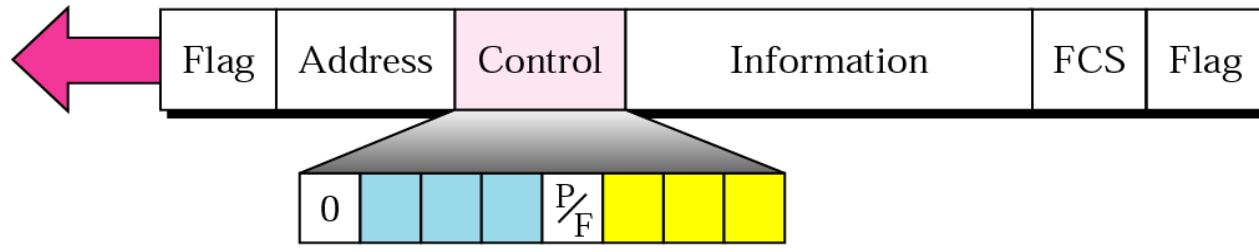
# Bit-Stuffing



- Bit stuffing used to avoid confusion with data containing same combination as flag **01111110**
  - 0 inserted after every sequence of **five** 1s
  - If receiver detects five 1s
    - it checks next bit
    - If 0, it is deleted
    - If 1 and seventh bit is 0, accept as flag
    - If sixth and seventh bits 1, sender is indicating abort

\* Figure is courtesy of B. Forouzan

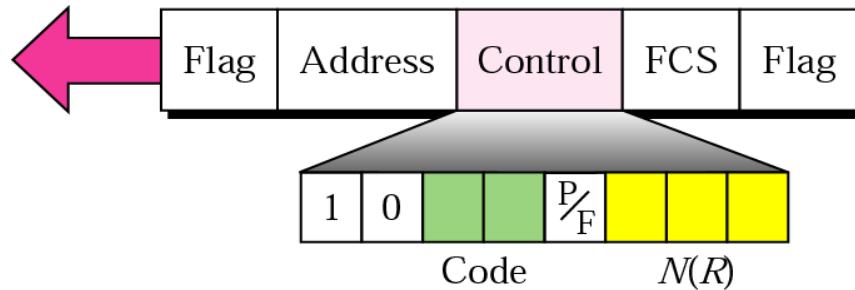
# I-Frame



- $N(S)$ 
  - Sequence Number of Sender
- $N(R)$ 
  - Sequence Number of Receiver
- P/F
  - Poll/Final bit
  - Set by Primary station as request for information
  - Set by Secondary station to signal response or to signal final frame of a transmission

\* Figure is courtesy of B. Forouzan

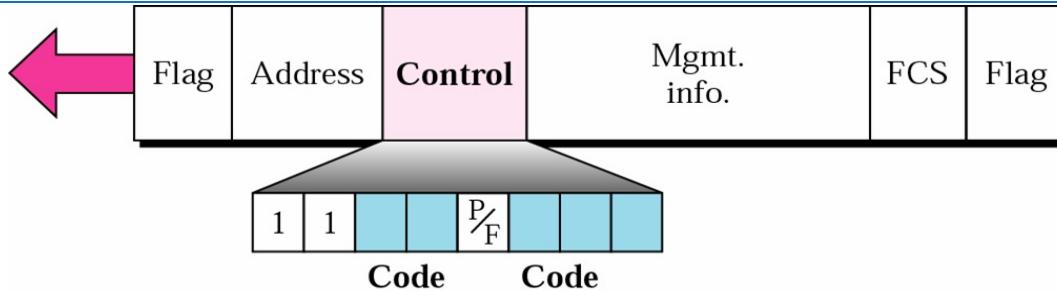
# S-Frame Control Field



- Code 00 = Receive Ready (RR)
  - Acknowledge frames & waiting for more
- Code 10 = Receive Not Ready (RNR)
  - Acknowledge frames & busy right now
- Code 01 = Reject (REJ)
  - Go-Back-N NAK
- Code 11 = Selective Reject (SREJ)
  - Selective Repeat NAK

\* Figure is courtesy of B. Forouzan

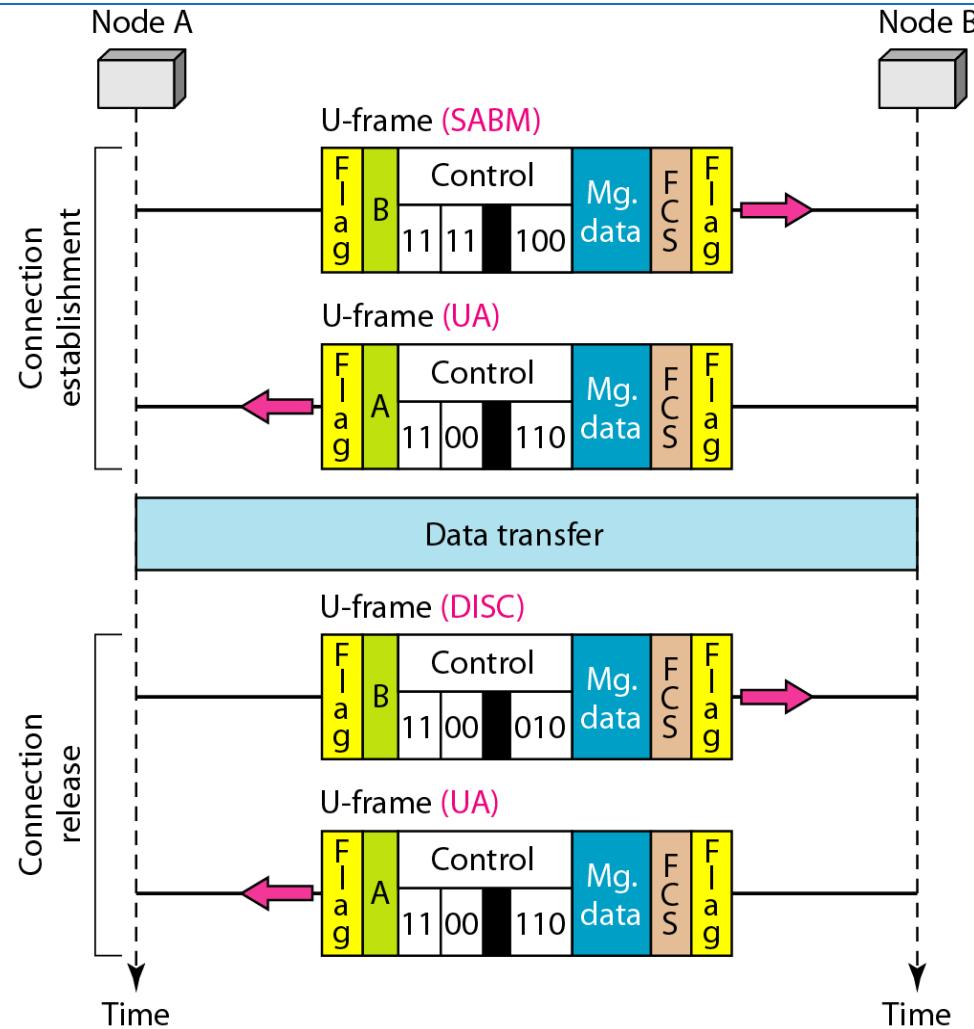
# U-Frame Control Field



Code	Command/Response	Meaning
00 001	SNRM	Set normal response mode
11 100	SABM	Set asynchronous balanced mode
00 100	UP	Unnumbered poll
00 000	UI	Unnumbered information
00 110	UA	Unnumbered acknowledgment
00 010	DISC	Disconnect
10 000	SIM	Set initialization mode
11 001	RSET	Reset
11 101	XID	Exchange ID
10 001	FRMR	Frame reject

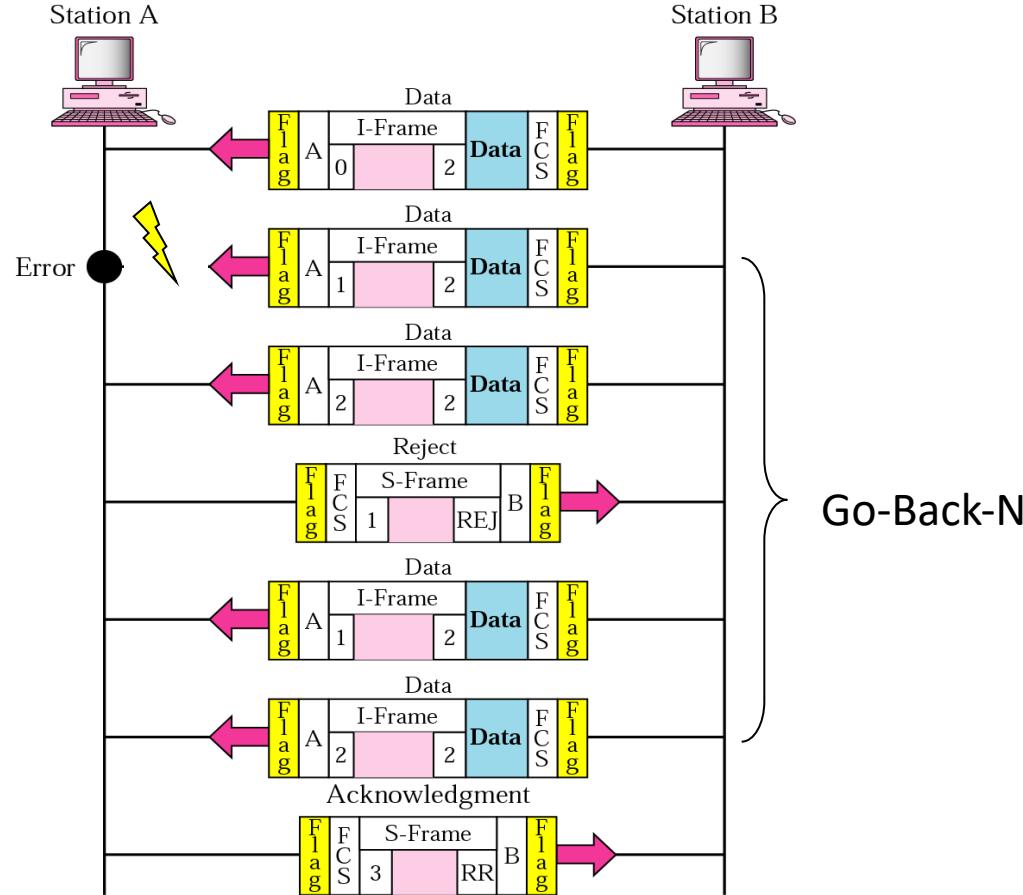
\* Figure is courtesy of B. Forouzan 8

# Connection & Disconnection



\* Figure is courtesy of B. Forouzan 9

# Piggybacking with Error



\* Figure is courtesy of B. Forouzan 10



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# CSU33031 Computer Networks

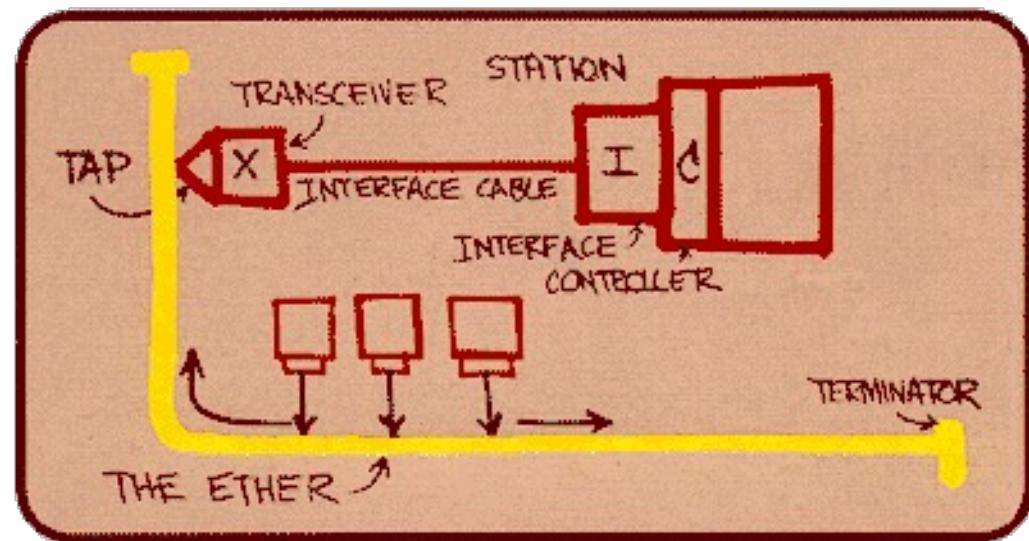
## Ethernet

Stefan Weber  
email: [sweber@tcd.ie](mailto:sweber@tcd.ie)  
Office: Lloyd 1.41

# Ethernet

- Developed by Robert Metcalfe 1972/3
- Standards in 1978, 1995, 1998

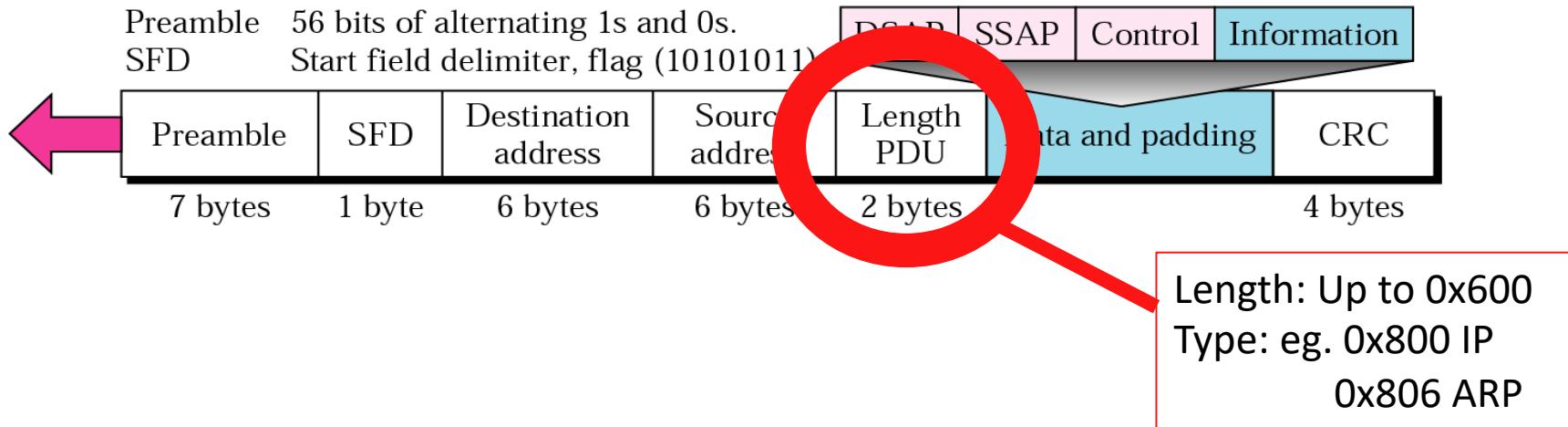
- Types of Ethernet
  - Original Ethernet
  - Switched Ethernet
  - Fast Ethernet
  - Gigabit Ethernet



Metcalfe's Ethernet sketch

- Manchester Encoding
- Medium Access Control
  - CSMA/CD

# 802.3 MAC Format

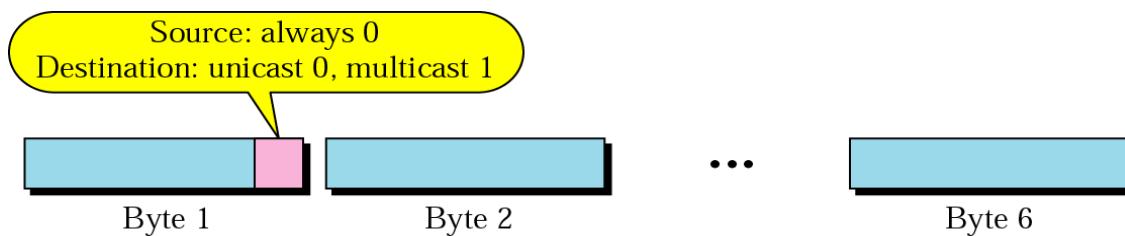


- 64-bit frame preamble (10101010) used to synchronize reception
  - 7 bytes preamble (10101010) + 1 start flag (10101011)
- Maximum frame length: 1536 bytes  
⇒ Maximum Transmission Unit (MTU): 1500 bytes  
max payload

\* Figure is courtesy of B. Forouzan 13

# Ethernet Addresses

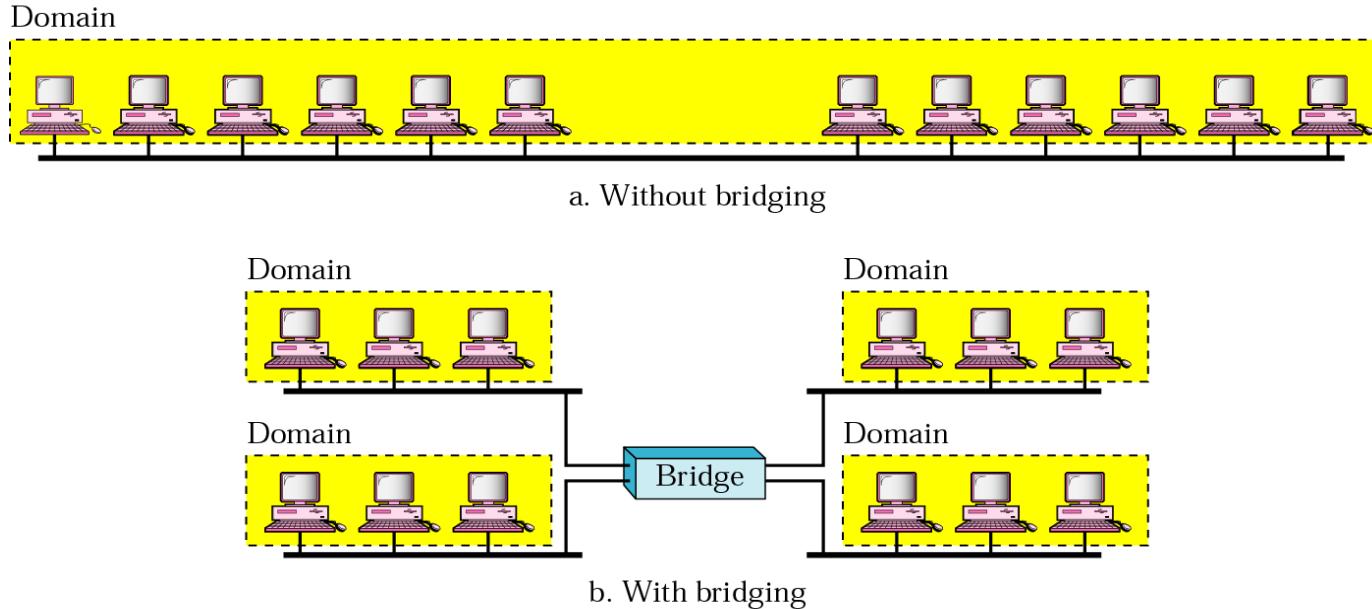
- Types of Addresses:
  - Unicast – delivered to one station
    - 00-10-4B 3Com 3C905-TX PCI
    - 00-A0-C9 Intel (PRO100B and PRO100+)
  - Multicast – delivered to a set of stations
    - 01-80-C2-00-00-00 Spanning tree (for bridges)
    - 03-00-00-00-00-01 NETBIOS
  - Broadcast – delivered to all stations
    - FF-FF-FF-FF-FF-FF



**06-01-02-01-2C-4B**  
vendor-specific

\* Figure is courtesy of B. Forouzan 14

# Collision Domains

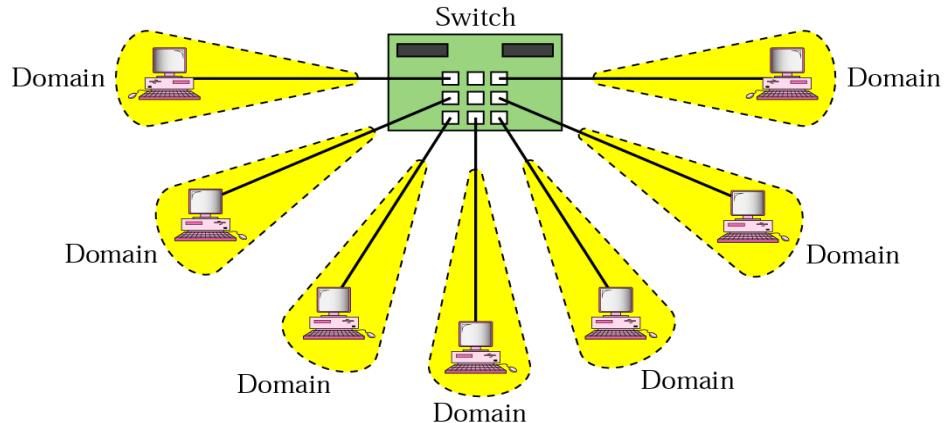
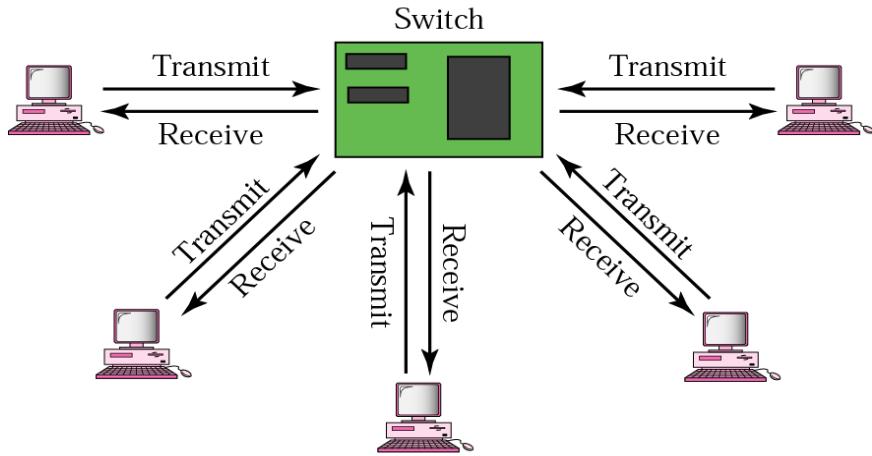


- Extension of Networks:
  - Repeaters, Hubs - Physical Layer
  - Bridges, Switches - Data Link Layer
  - Routers - Network Layer
- Collision domains:
  - Collision affects all machines in one segment

Medium Access Control:  
How to decide who can transmit  
After Reading Week

\* Figure is courtesy of B. Forouzan 15

# Switched Ethernet



- Switch delivers packets to individual machines
  - Without affecting communication with other machines
- Collisions only occur on individual links

\* Figure is courtesy of B. Forouzan 16

# Switches

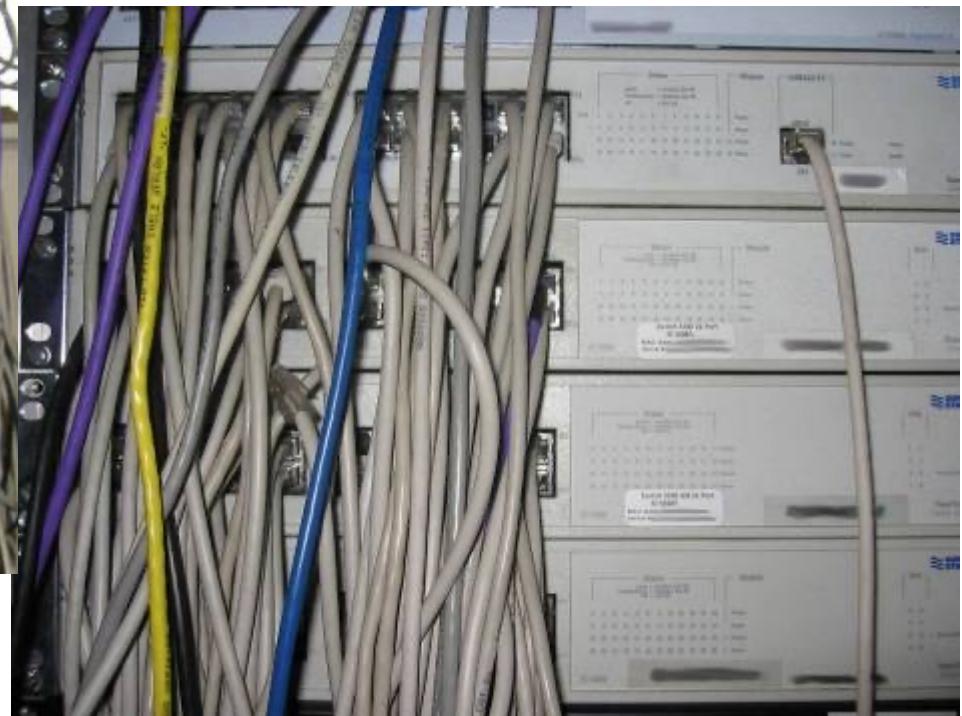
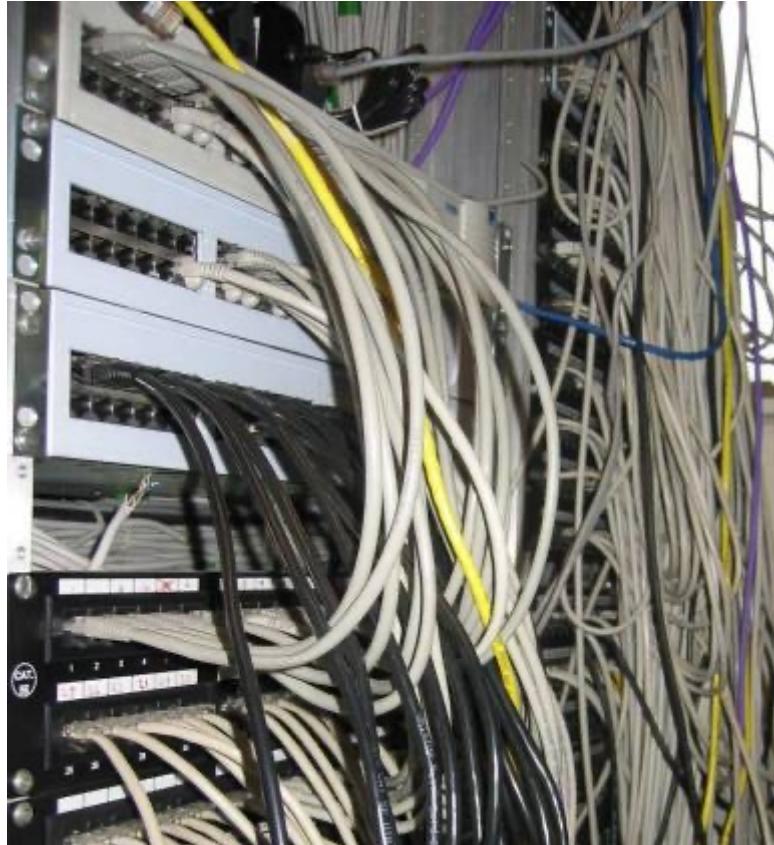


\* Cisco Catalyst WS-C4948E-E

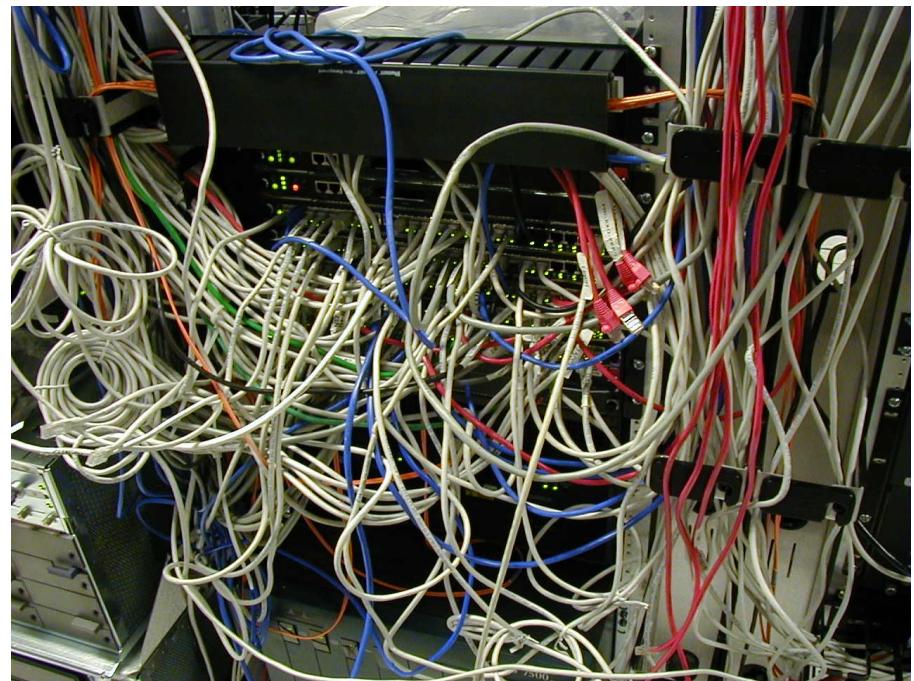
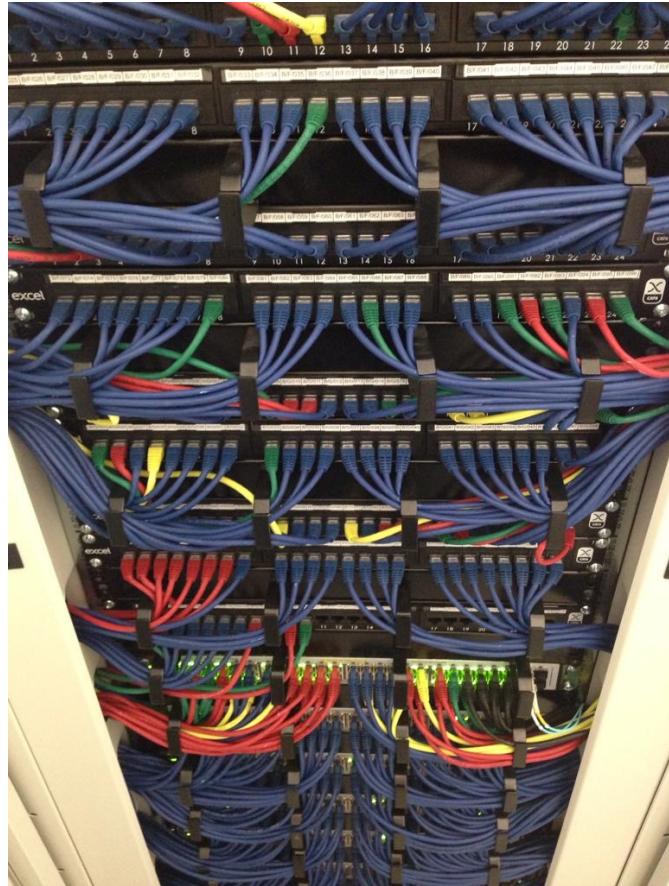


\* Arista 7800R3

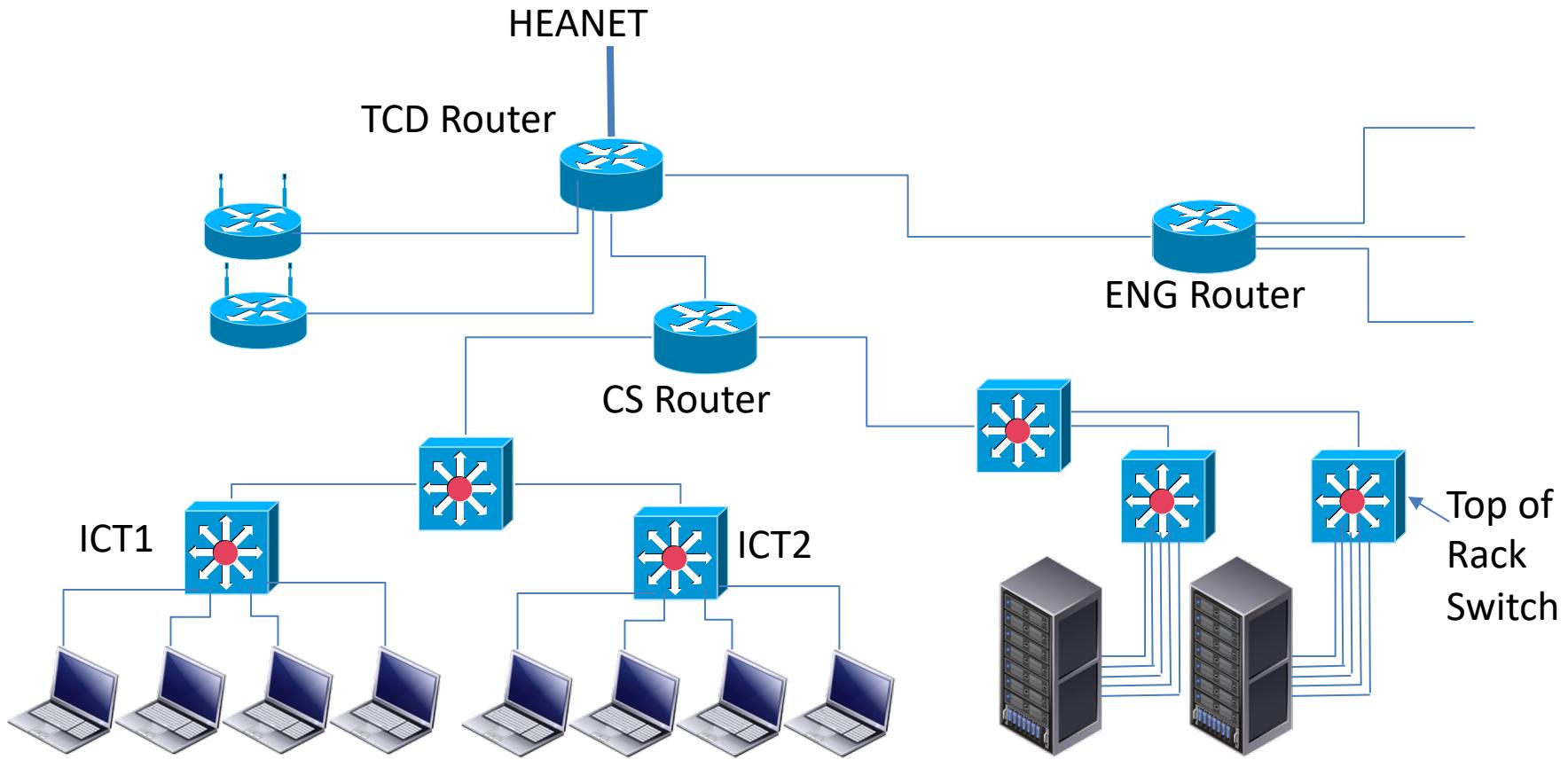
# Switches in Comms Rooms



# Wiring Example ☺

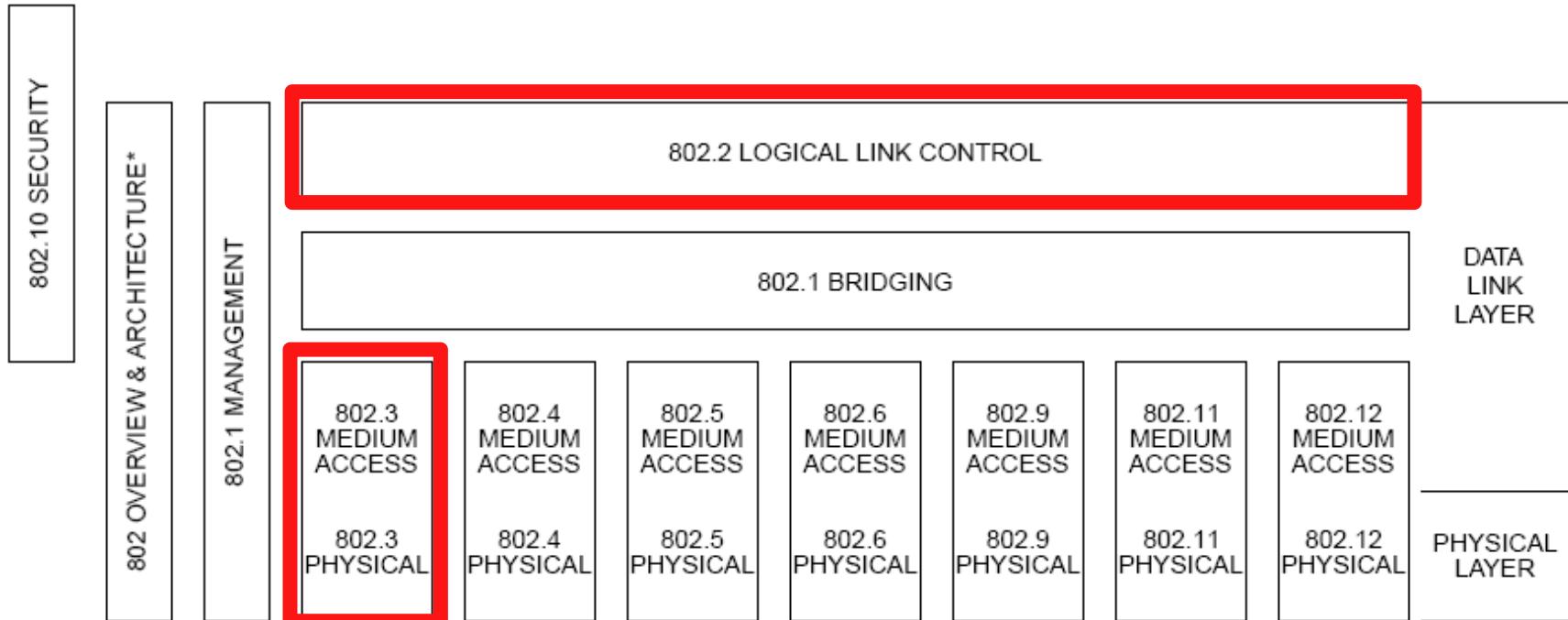


# College Example



Potential topology of College; may or may not reflect the reality of our setup

# IEEE 802



- 802.3: Ethernet
- 802.11: Wifi
- 802.16: WiMAX
- 802.20: Mobile Broadband Wireless Access (MBWA)
- 802.15.1: Bluetooth
- 802.15.4: ZigBee

\* Figure is courtesy of ANSI/IEEE Std 802.11 21

# 802.2 LLC Control Fields

LLC PDU control field bits										
	1	2	3	4	5	6	7	8	9	10–16
Information transfer command/response (I-format PDUs)	0	N(S)						P/F	N(R)	
Supervisory commands/responses (S-format PDUs)	1	0	S	S	X	X	X	X	P/F	N(R)
Unnumbered commands/responses (U-format PDUs)	1	1	M	M	P/F	M	M	M		

**N(S)** = sender send sequence number (Bit 2=lower-order-bit)  
**N(R)** = sender receive sequence number (Bit 10=lower-order-bit)  
**S** = supervisory function bit  
**M** = modifier function bit  
**X** = reserved and set to zero  
**P/F** = poll bit—command LLC PDUs  
final bit—response LLC PDUs  
(1=poll/initial)

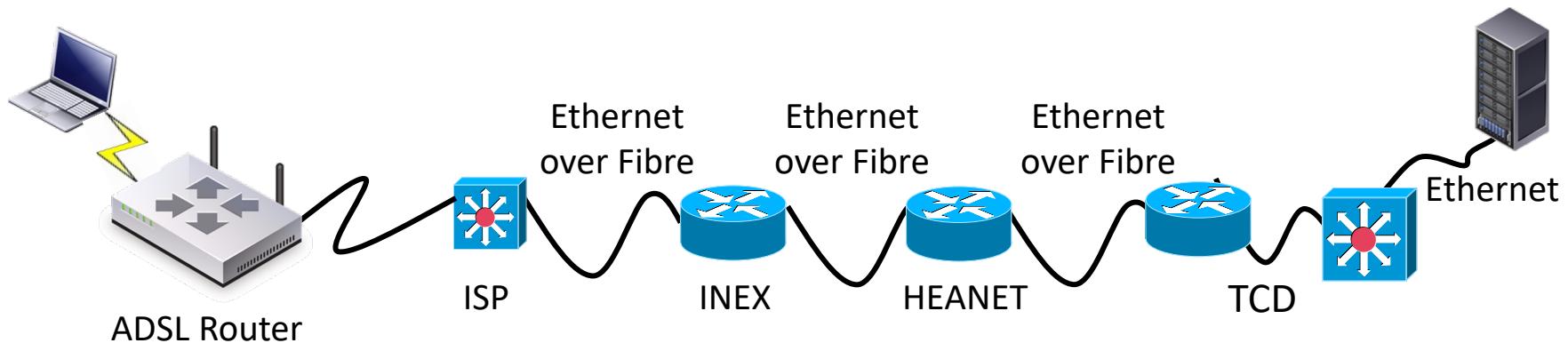
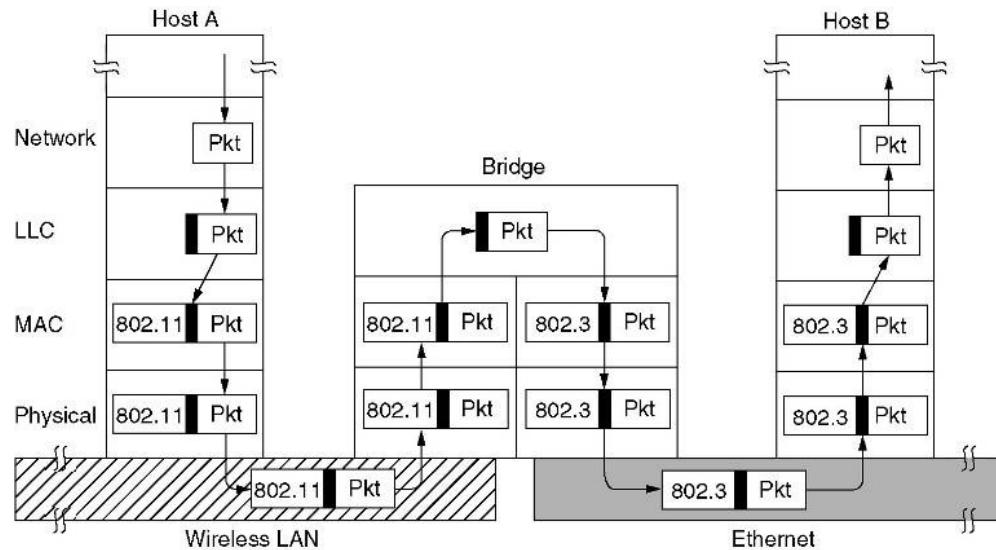
$m = 7$   
 $2^m = 128$   
max w-size  
for sel. repeat= 64 frames

Figure 9—LLC PDU control field formats

ANSI/IEEE Std 802.2, 1998 Edition !2

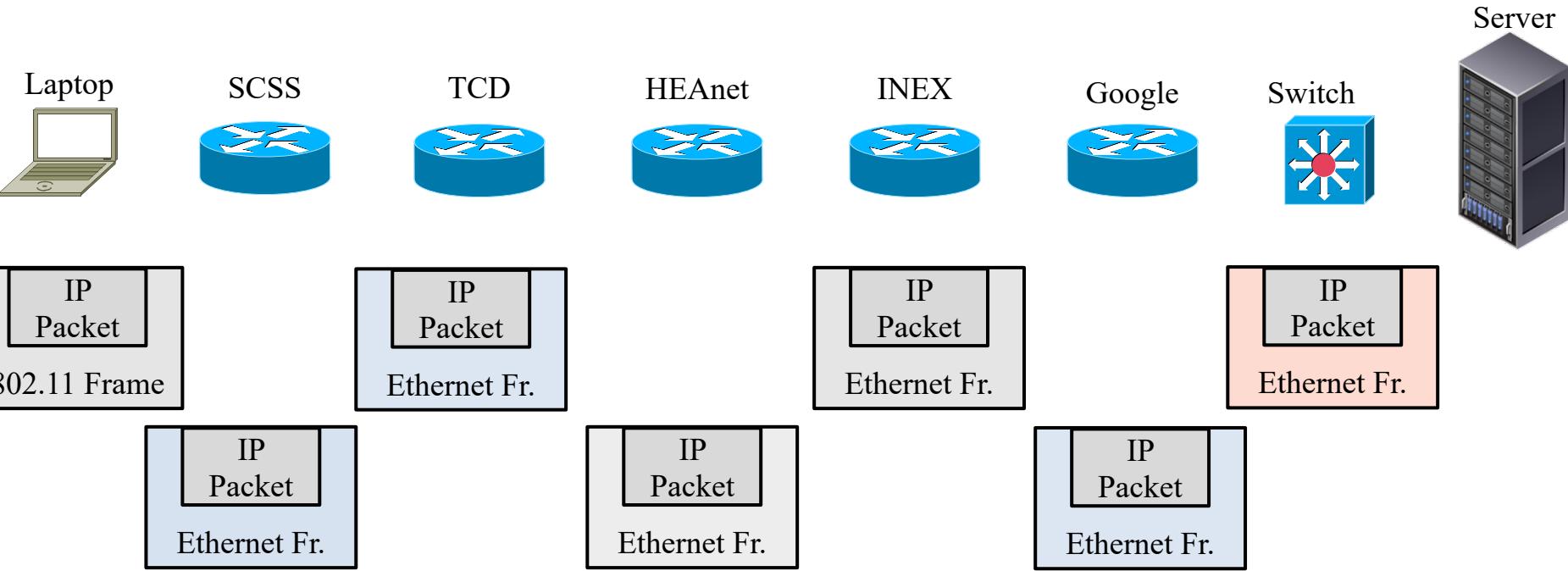
# Bridges from 802.x to 802.y

Operation of a LAN bridge from 802.11 to 802.3.

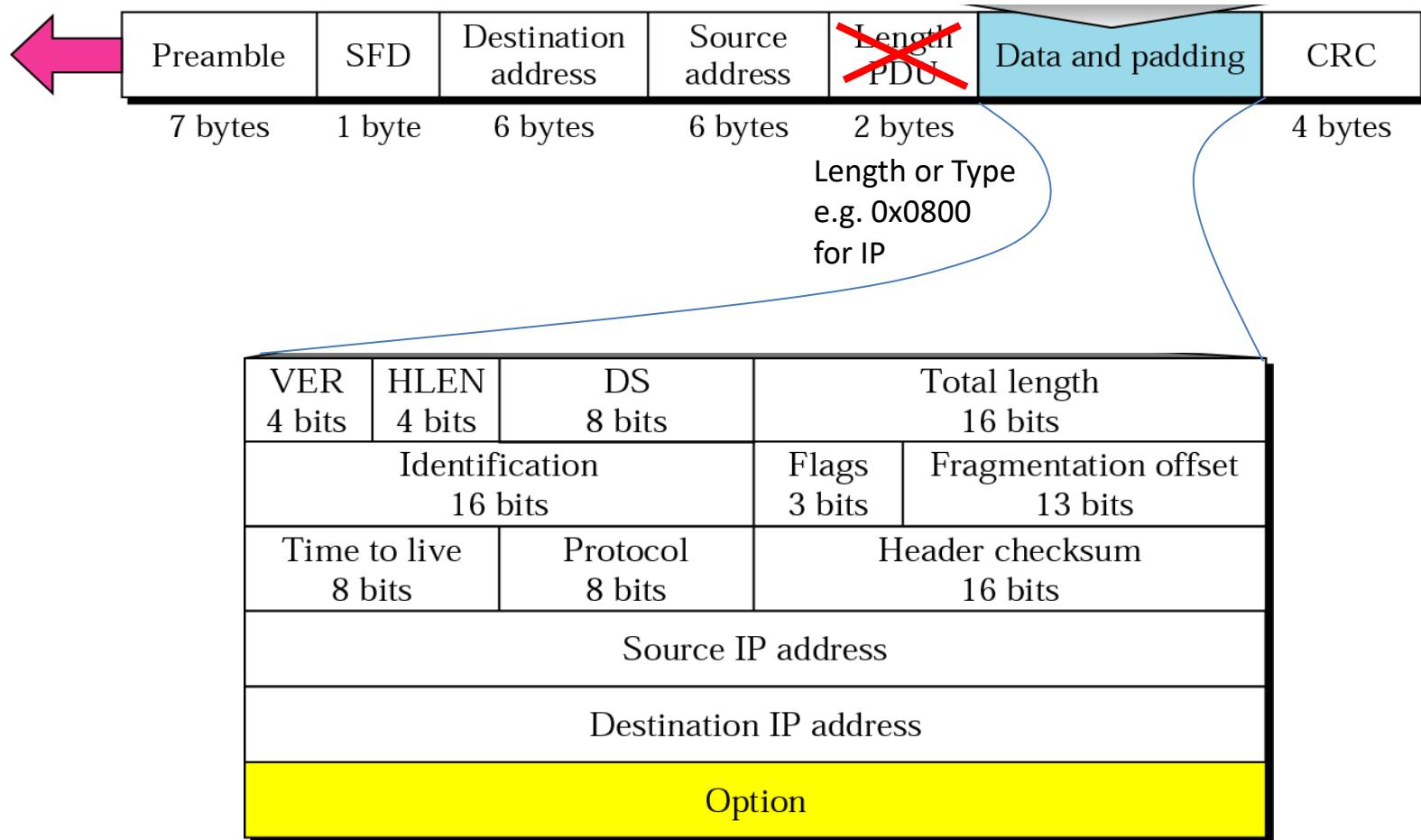


\* Figure is courtesy of A. Tanenbaum

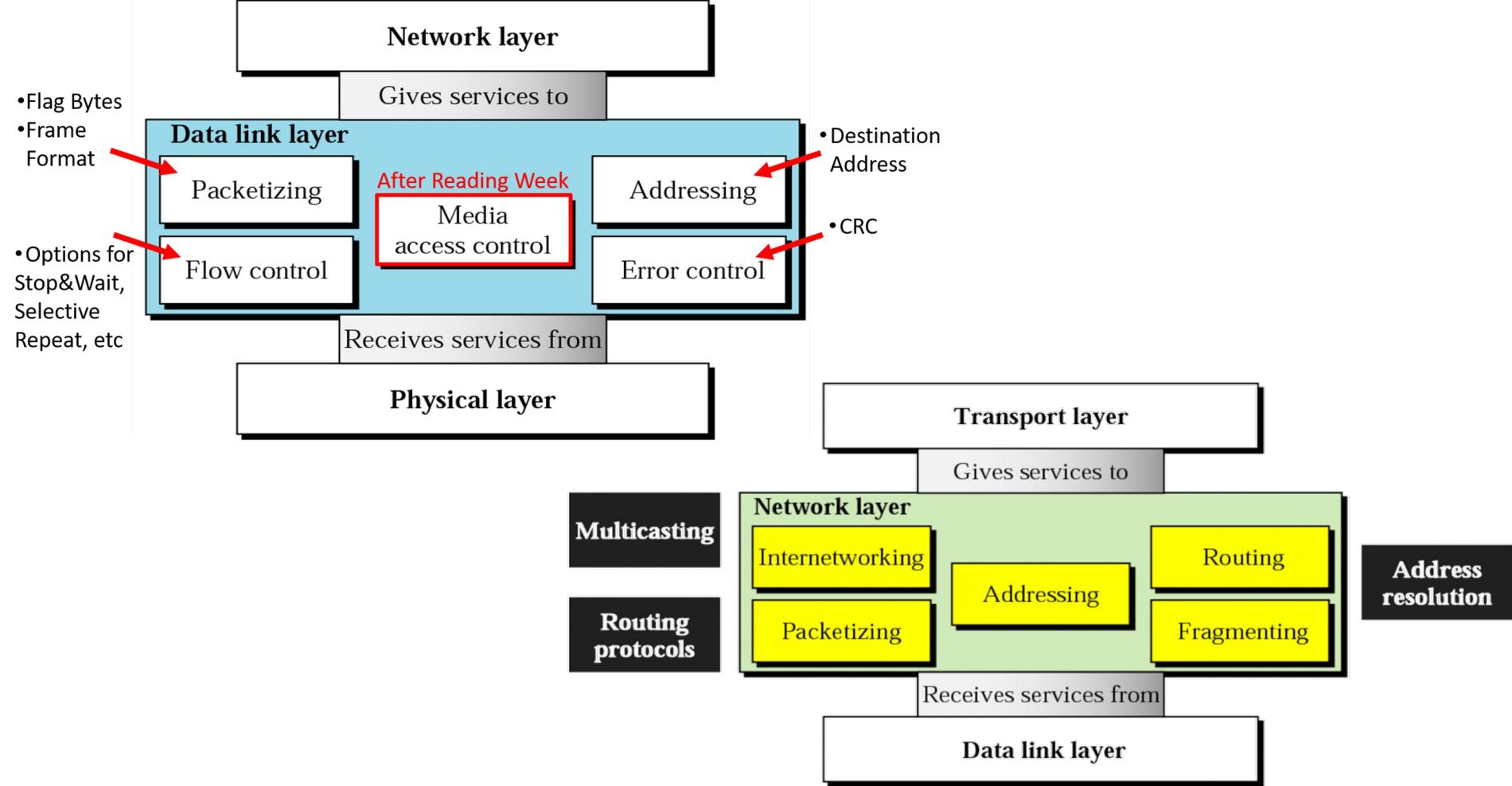
# Encapsulation



# Ethernet & IP

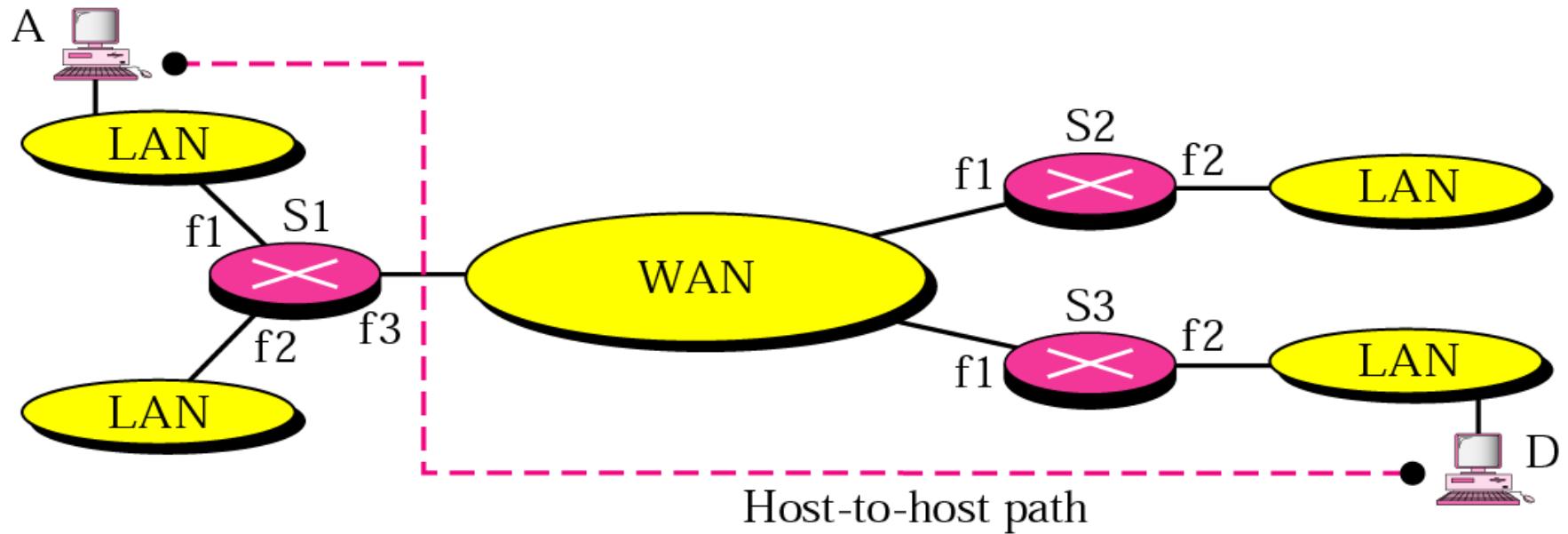


# Link Layer



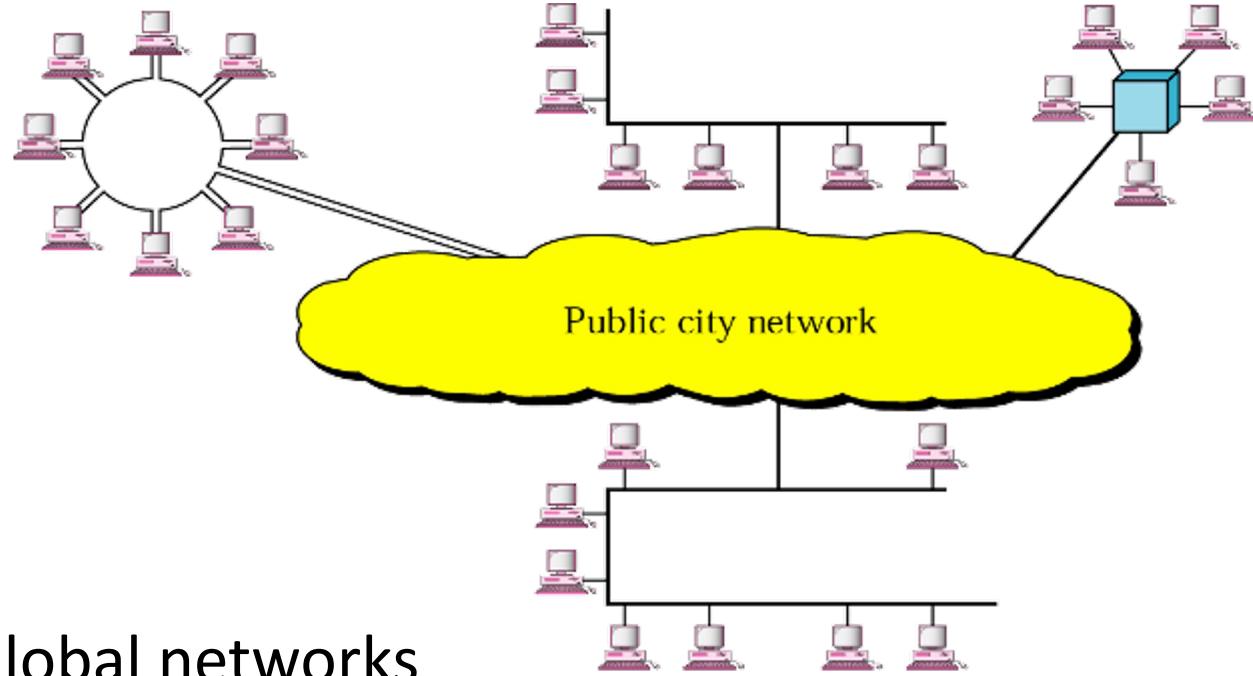
\* Figure is courtesy of B. Forouzan 26

# Network Layer



\* Figure is courtesy of B. Forouzan 27

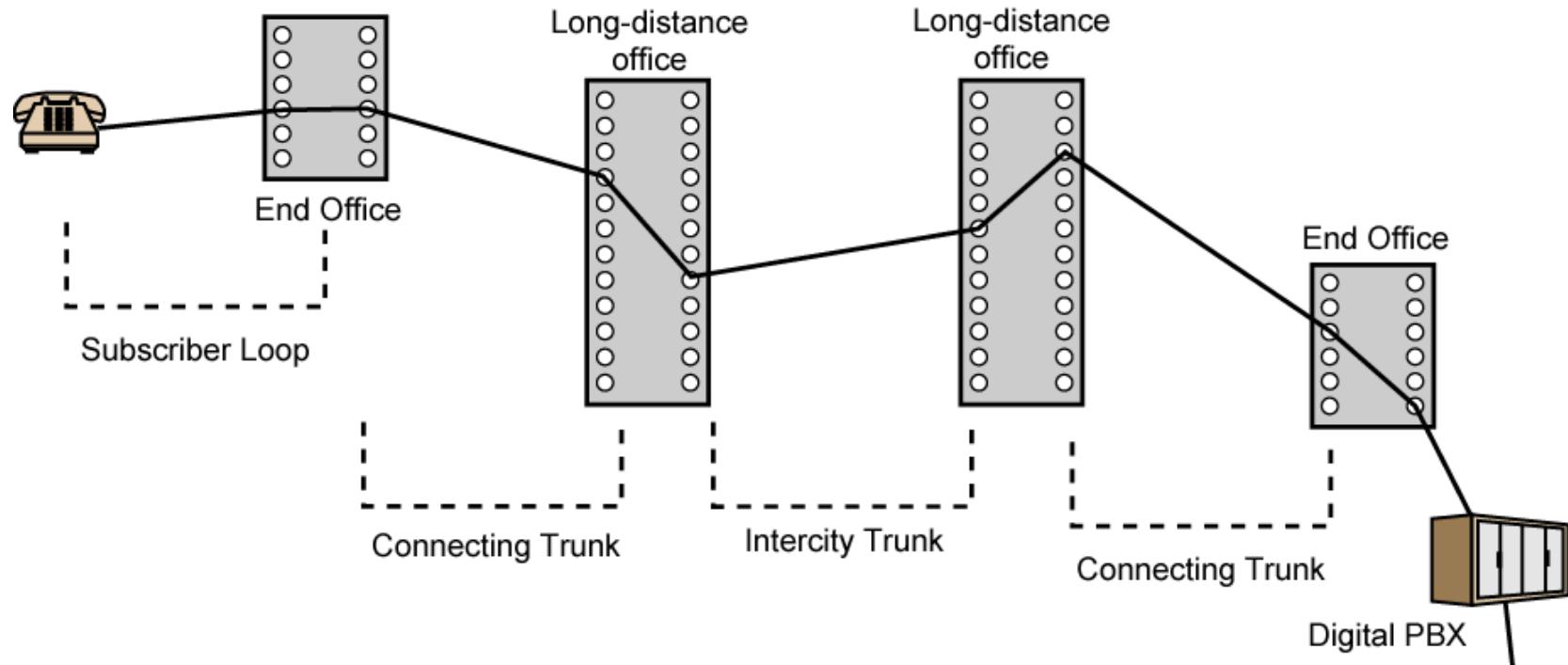
# Problems faced by Network Layers



- Global networks
  - Various different architectures
  - Various formats for hardware addresses
  - Various maximum transmission units (MTUs)

\* Figure is courtesy of B. Forouzan 28

# Circuit Switched Network



- Dedicated connection between two endpoints

\* Figure is courtesy of A. Tanenbaum 29

# Paul Baran

- Paul Barran, On Distributed Communication Networks, IEEE Transactions on Communication Systems, Volume 12, No. 1, March 1964
- Introduced Concepts of
  - Distributed Networks
  - Routing  
(hot-potato-routing)
  - Packet-Switching  
(message-block)

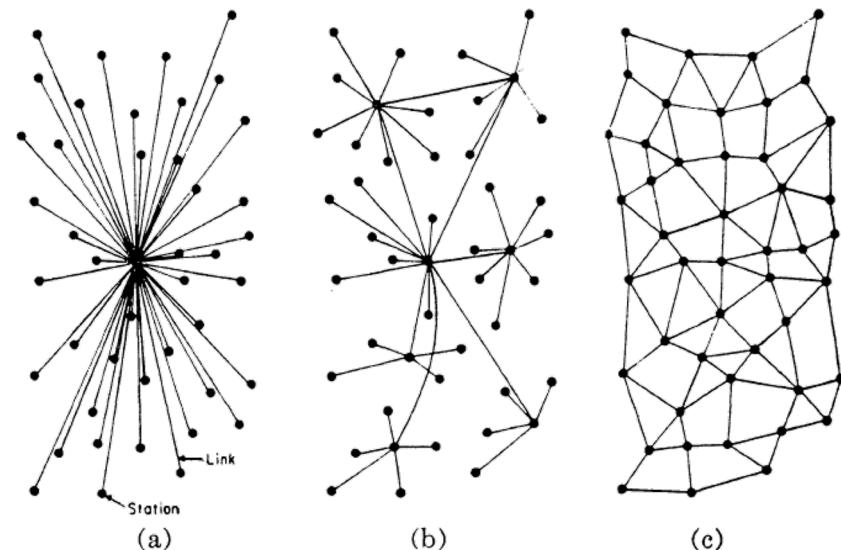
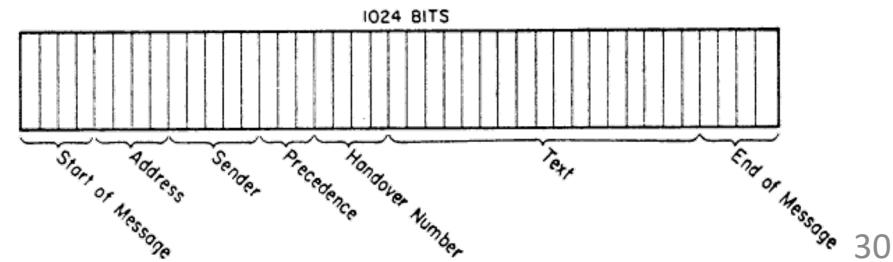


Fig. 1—(a) Centralized. (b) Decentralized. (c) Distributed networks.



30

AT&T's comment in the 1960s:

Packet-switching will never be useful.

# HOST-HOST Communication, 1970

- Paul Barran, [On Distributed Communication Networks](#), IEEE Transactions on Communication Systems, Volume 12, No. 1, March 1964
- Introduced Concepts of
  - Distributed Networks
  - Routing  
(hot-potato-routing)
  - Packet-Switching  
(message-block)
- Name worth mentioning: Bob Kahn

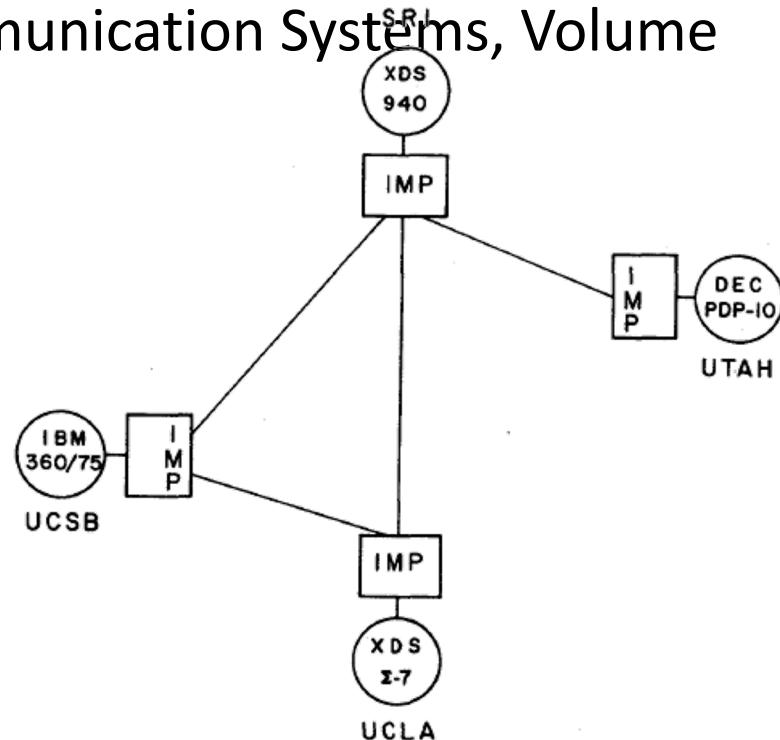
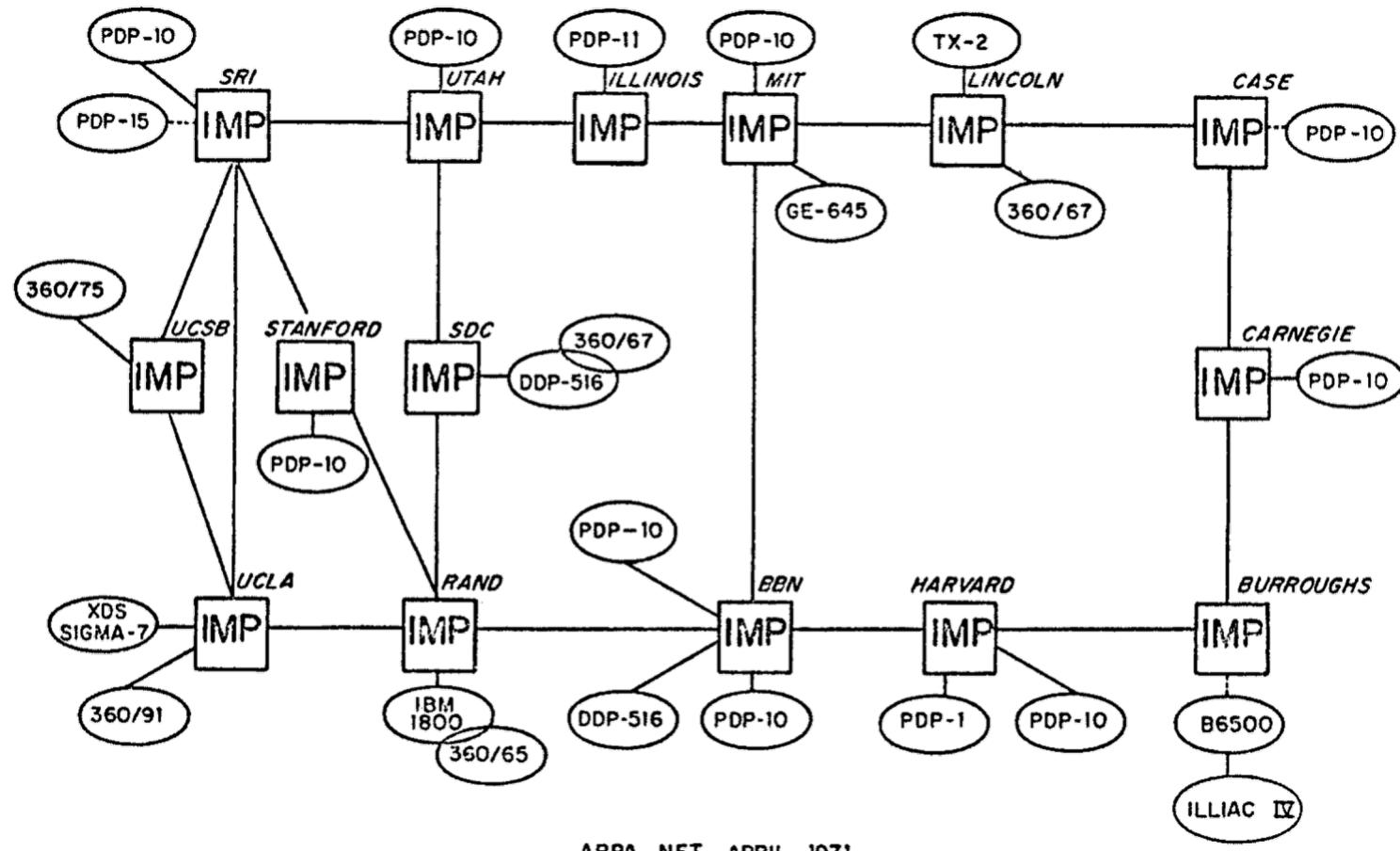


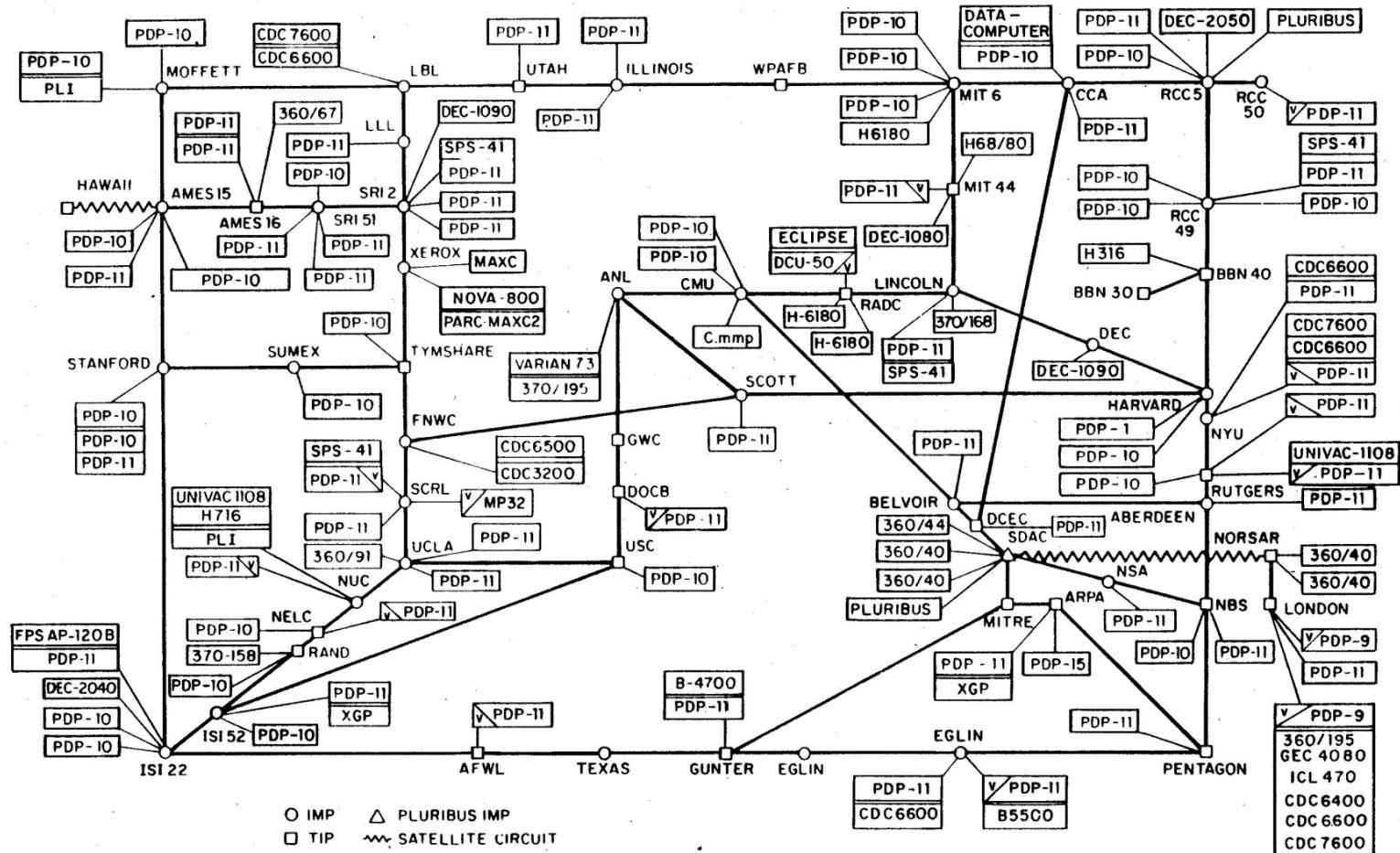
Figure 1—Initial network configuration

\* C. Stephen Carr, Stephen D. Crocker, and Vinton G. Cerf, HOST-HOST Communication Protocol in the ARPA Network, Spring Joint Computer Conference, pages 589-597, Atlantic City, NJ, USA, May 1970

# ARPANET 1971



# ARPANET 1977



(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE HOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY)

NAMES SHOWN ARE IMP NAMES, NOT (NECESSARILY) HOST NAMES

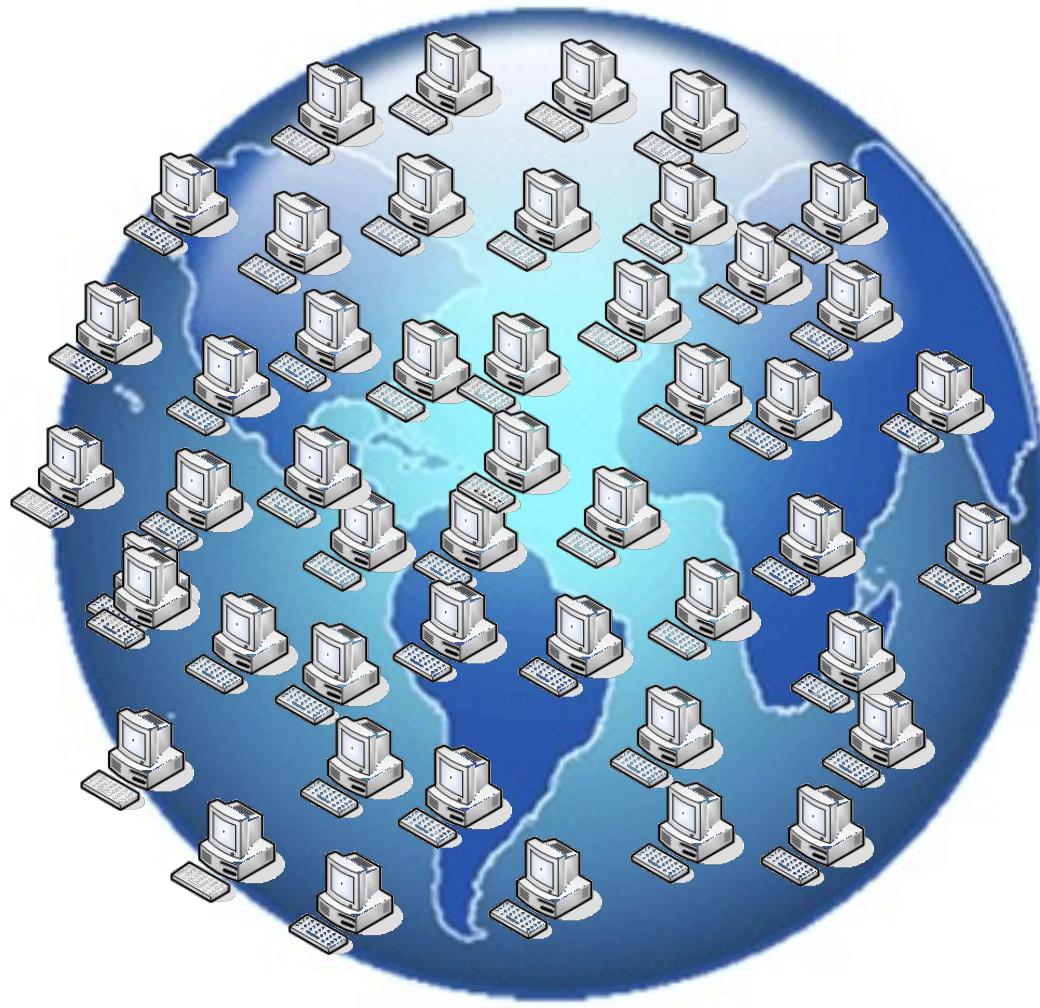
# IP Addresses

10000000    00001011    00000011    00011111

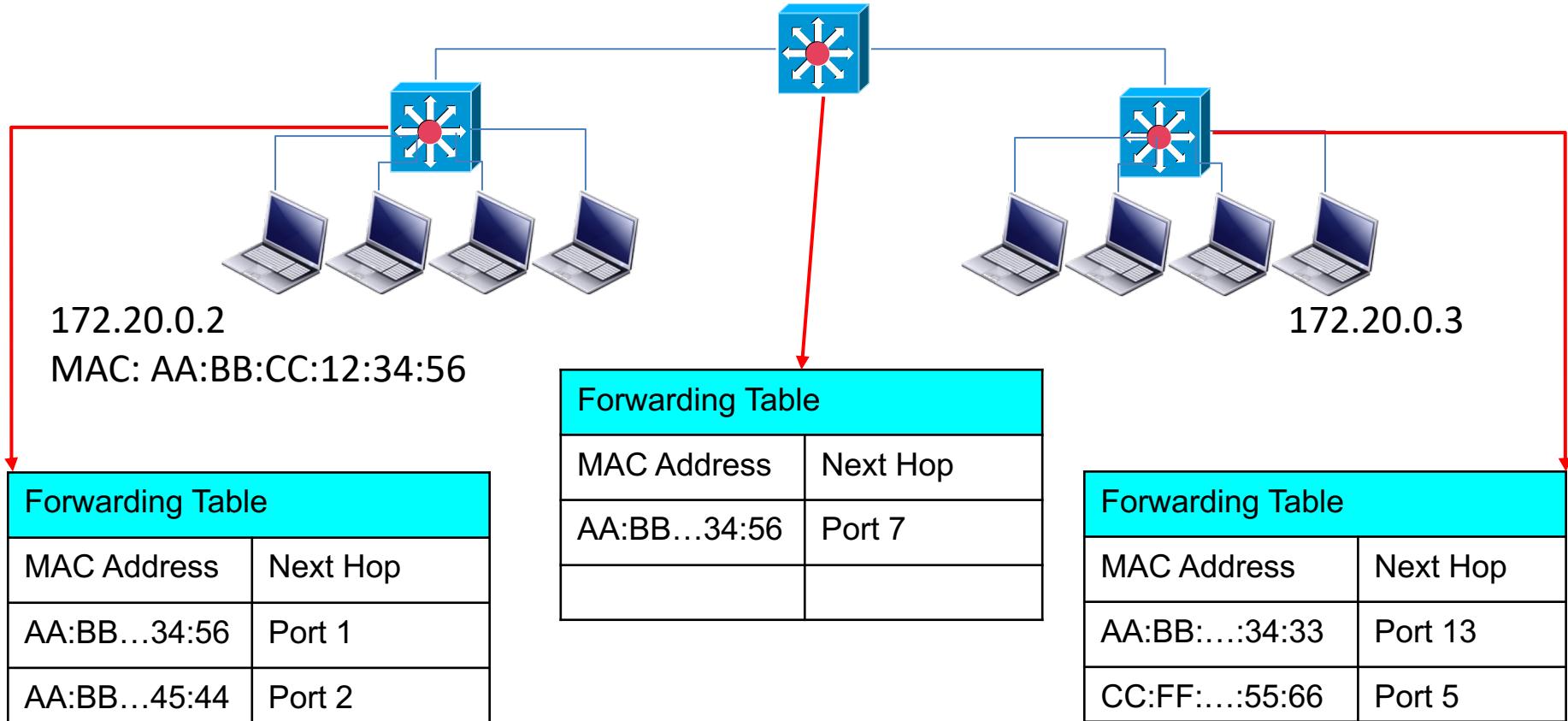
**128.11.3.31**

- 32-bit number
  - 4.294.967.296 addresses
- IP addresses are unique and universal
  - with some exceptions
- Dotted decimal notation:
  - Bytes of binary notation represented as decimal separated by dot

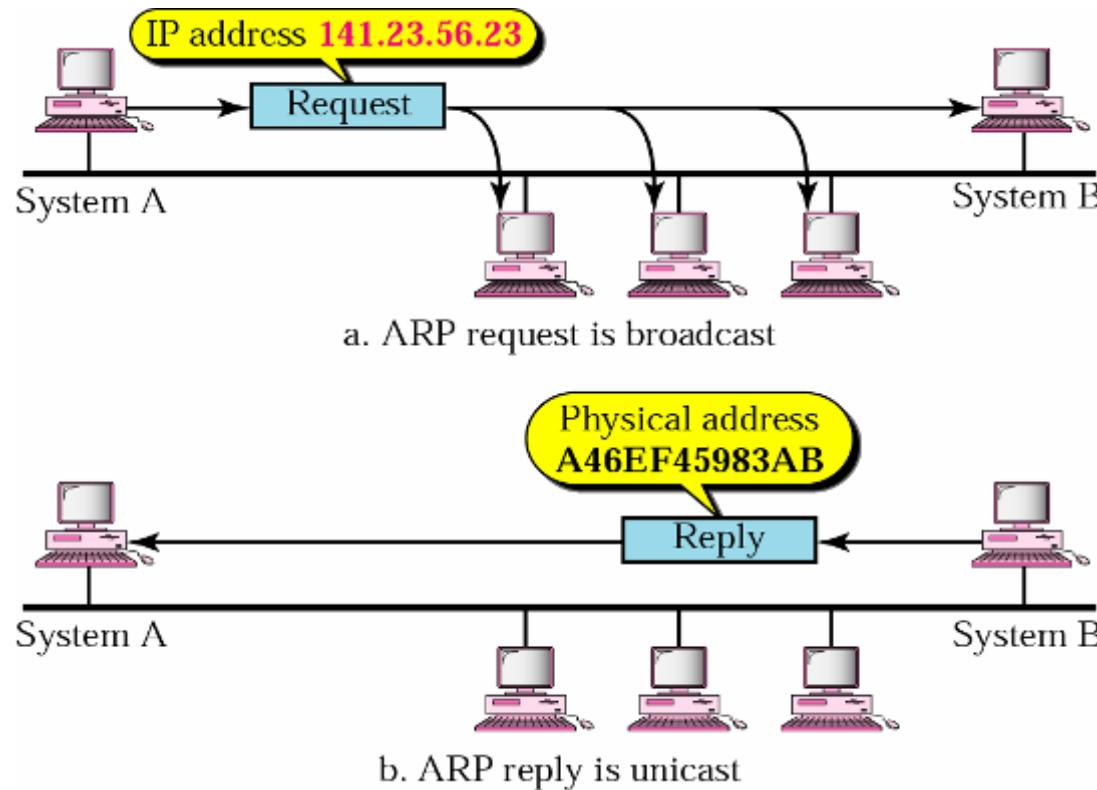
# 4.294.967.296 Possible Nodes???



# Packet from .0.2 to .0.3



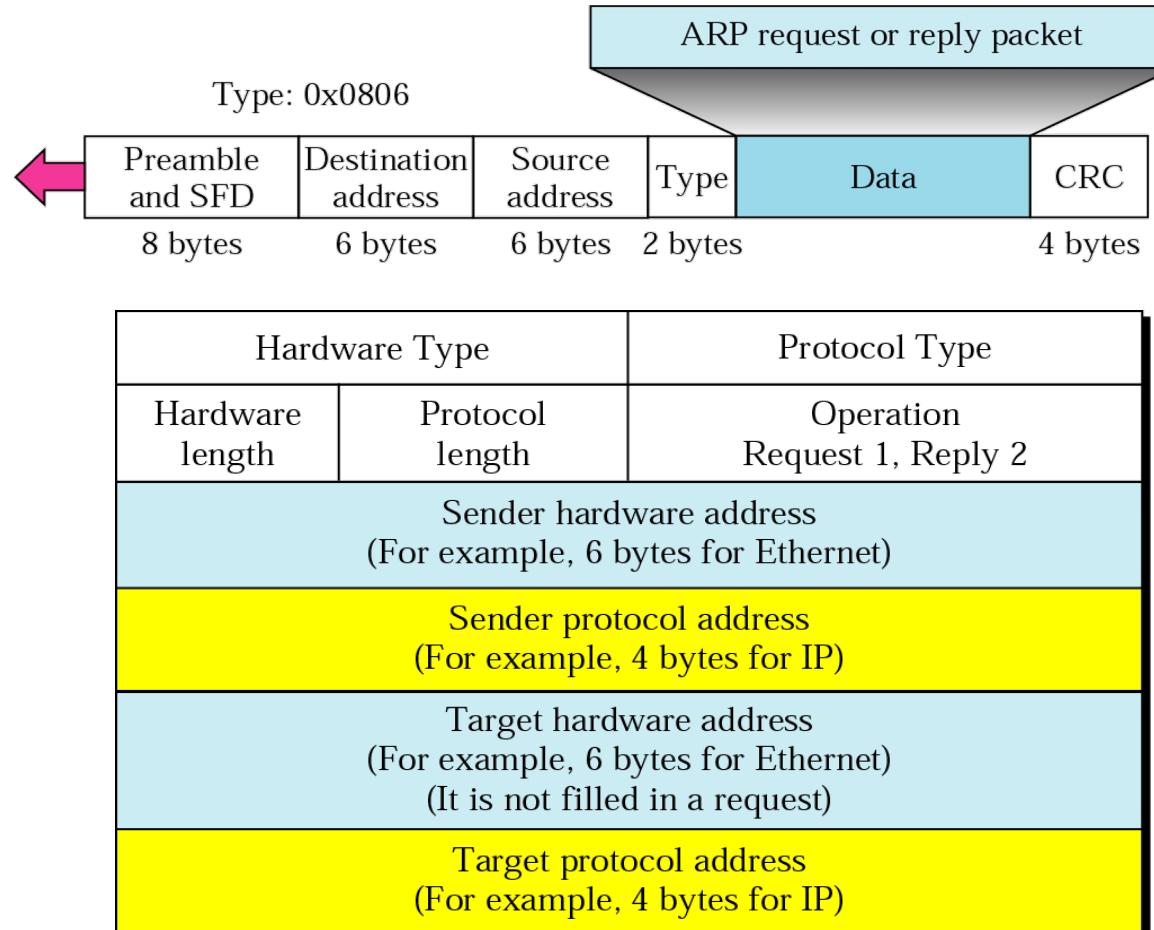
# Address Resolution Protocol (ARP)



- Association between hardware address and IP address

\* Figure is courtesy of B. Forouzan 37

# ARP Encapsulation in Ethernet



\* Figure is courtesy of B. Forouzan 38

# Example from Wireshark

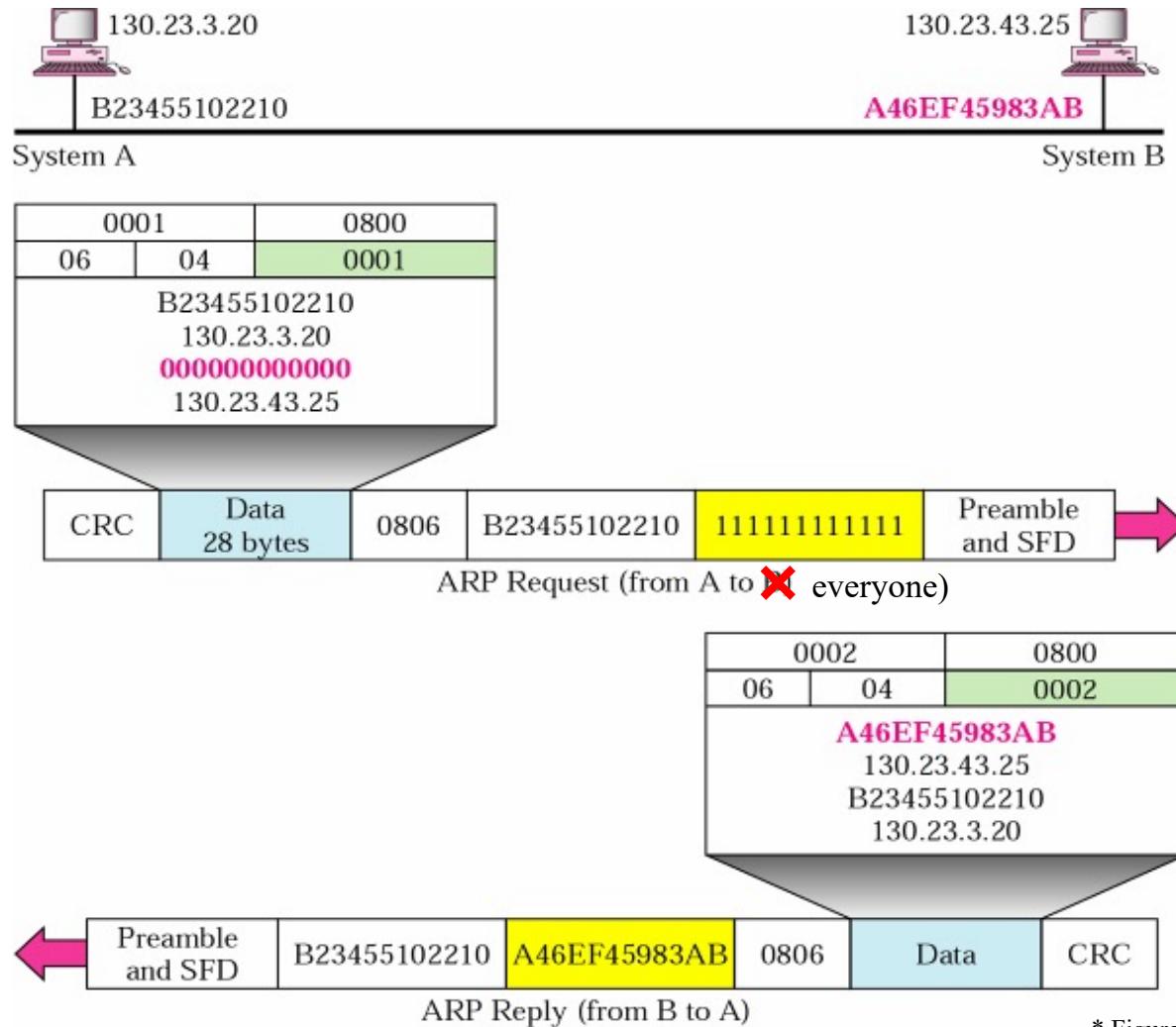
## “Who has ...?” Packet

```
ARP      who has 192.168.1.2? Tell 192.168.1.5
Frame 34 (42 bytes on wire, 42 bytes captured)
Arrival Time: Nov 27, 2005 02:30:26.608147000
[Time delta from previous packet: 59.766200000 seconds]
[Time since reference or first frame: 176.316976000 seconds]
Frame Number: 34
Packet Length: 42 bytes
Capture Length: 42 bytes
[Protocols in frame: eth:arp]
Ethernet II, src: 00:0f:b5:96:19:e5 (00:0f:b5:96:19:e5), dst: ff:ff:ff:ff:ff:ff
Destination: ff:ff:ff:ff:ff:ff (ff:ff:ff:ff:ff:ff)
Source: 00:0f:b5:96:19:e5 (00:0f:b5:96:19:e5)
Type: ARP (0x0806)
Address Resolution Protocol (request)
Hardware type: Ethernet (0x0001)
Protocol type: IP (0x0800)
Hardware size: 6
Protocol size: 4
Opcode: request (0x0001)
Sender MAC address: 00:0f:b5:96:19:e5 (00:0f:b5:96:19:e5)
Sender IP address: 192.168.1.5 (192.168.1.5)
Target MAC address: 00:00:00:00:00:00 (00:00:00:00:00:00)
Target IP address: 192.168.1.2 (192.168.1.2)

0000  ff ff ff ff ff ff 00 0f b5 96 19 e5 08 06 00 01 :....:....:
0010  08 00 06 04 00 01 00 0f b5 96 19 e5 c0 a8 01 05 :....:....:
0020  00 00 00 00 00 00 c0 a8 01 02 :....:....:
```

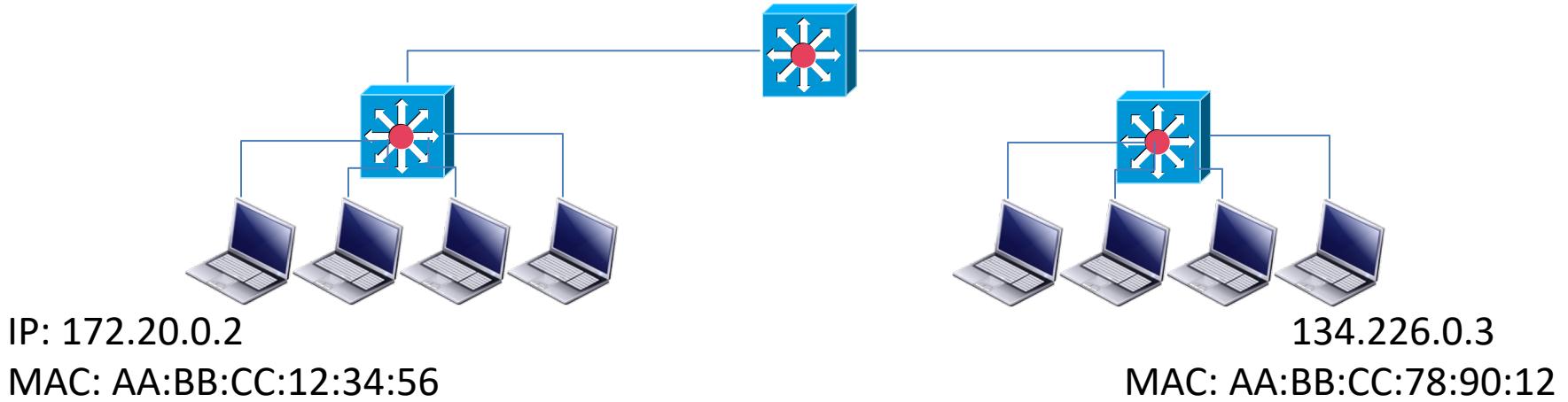
- ARP Request: Who has 192.168.1.2? Tell 192.168.1.5

# ARP Request & Reply



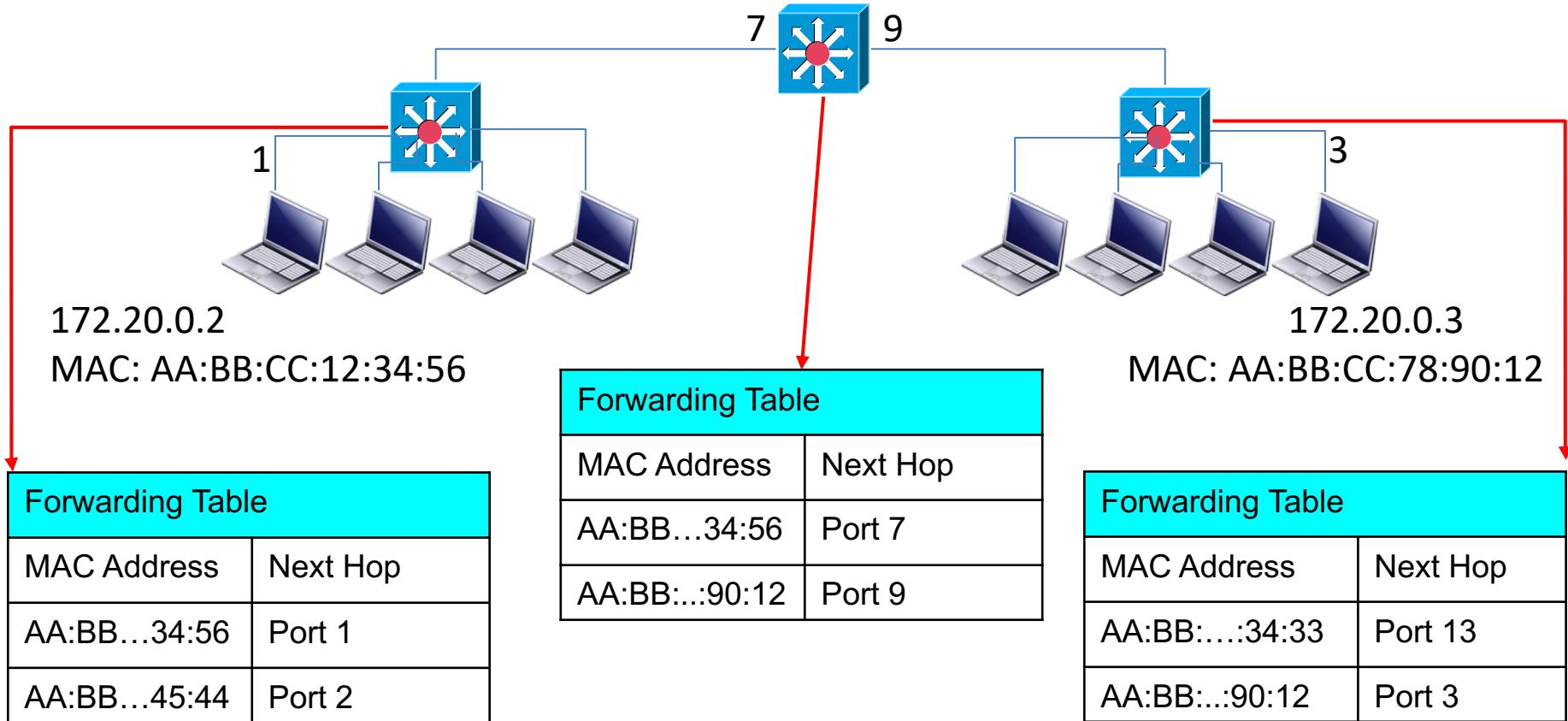
\* Figure is courtesy of B. Forouzan

# Packet from .0.2 to .0.3

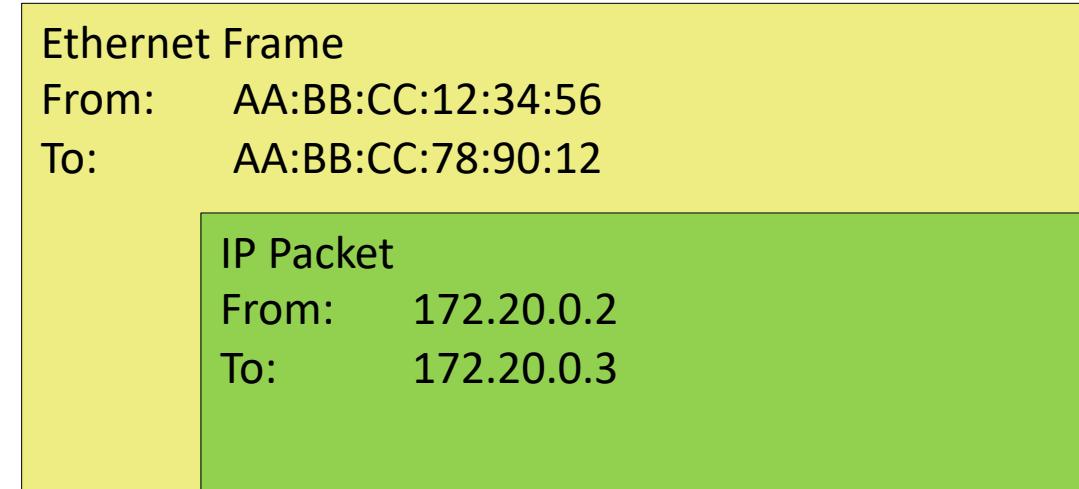
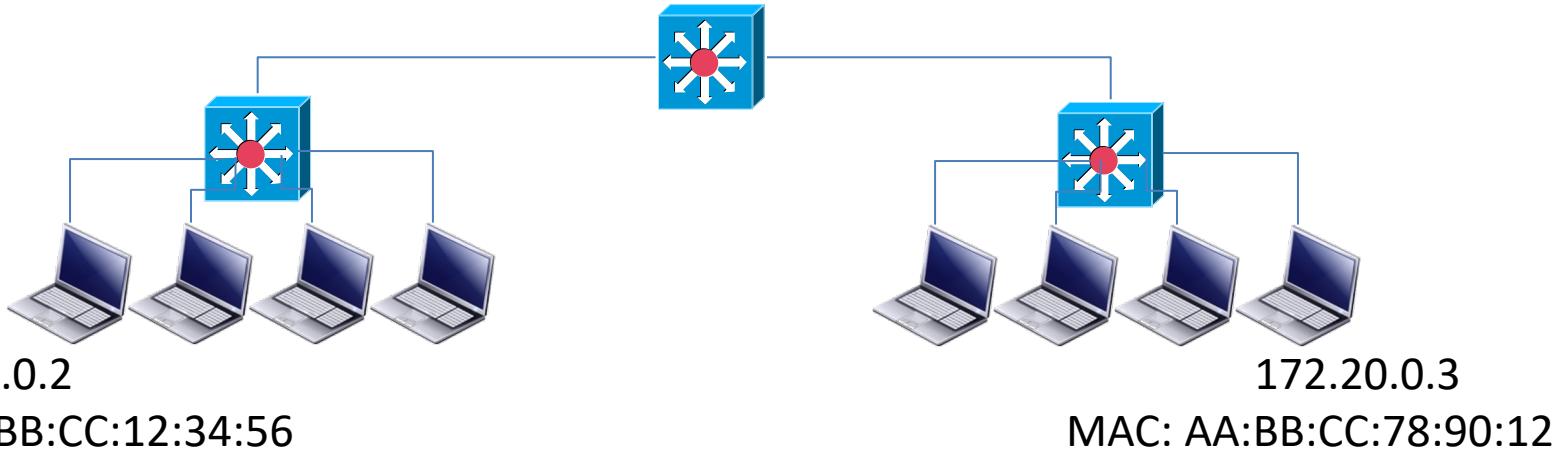


- ARP broadcast to everyone: 172.20.0.3?
- ARP reply from 172.20.0.3: AA:BB:CC:78:90:12

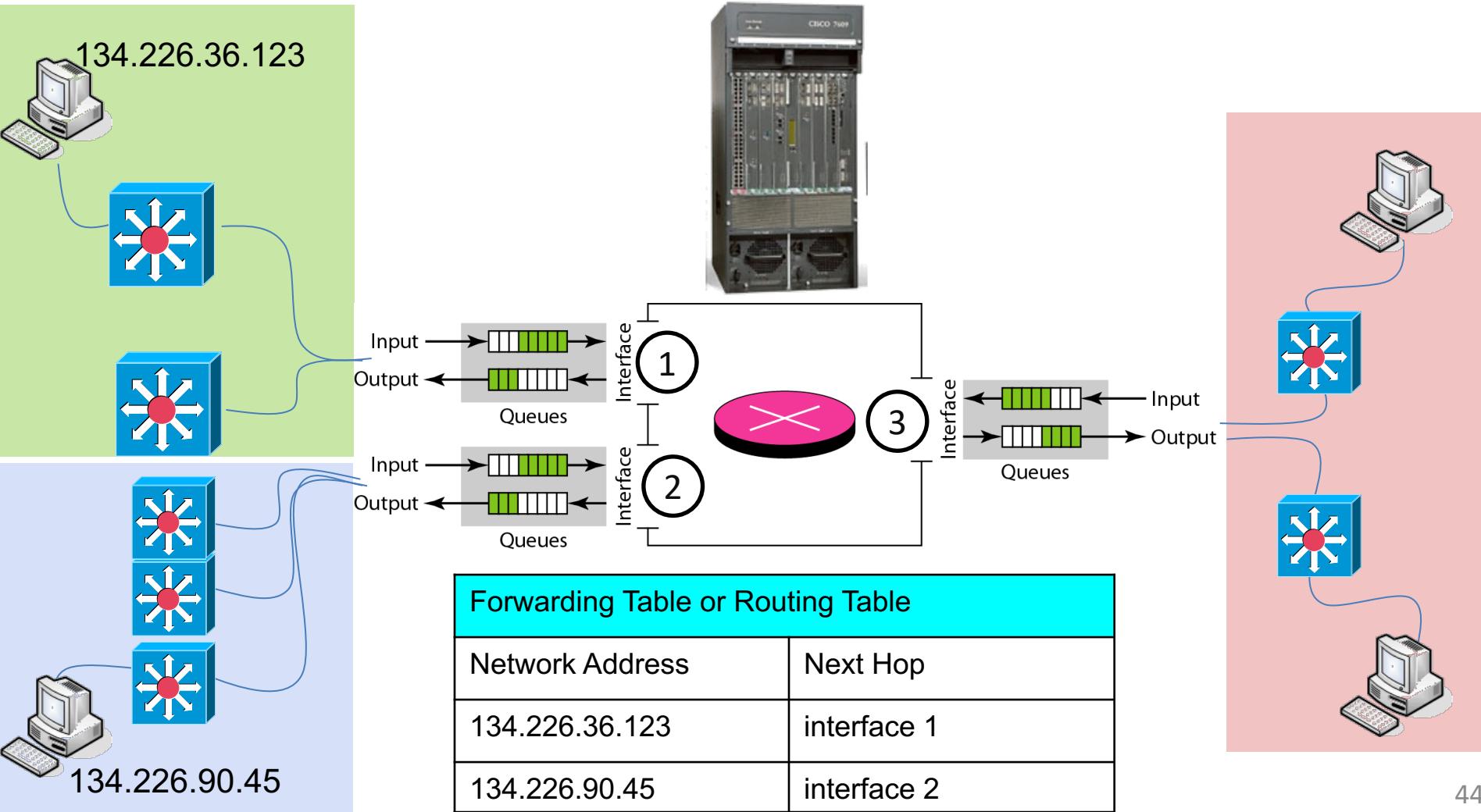
# Packet from .0.2 to .0.3



# Packet from .0.2 to .0.3



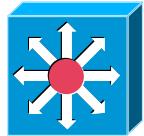
# Routers (or Network Elements)



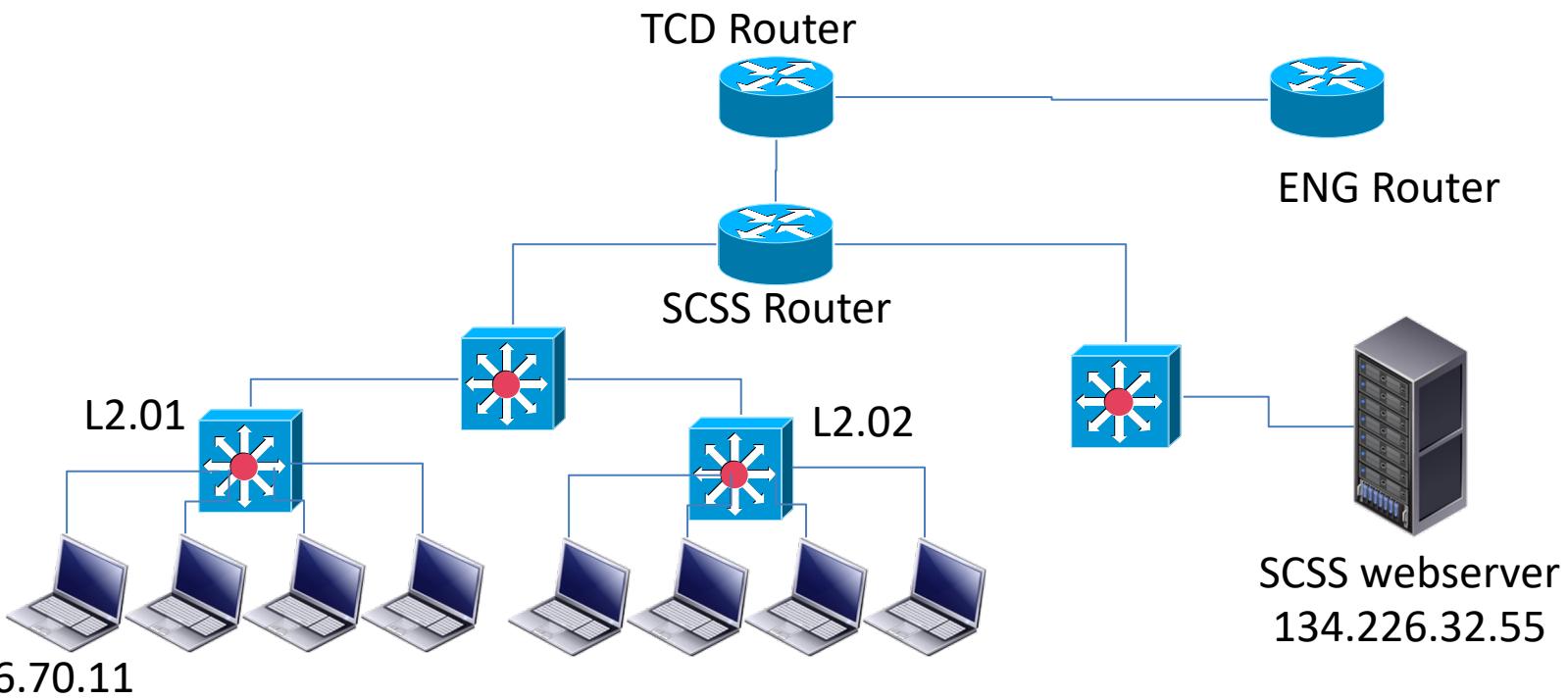
# Network Elements



Router



Switch



134.226.70.11

# Routers

- One Main Interest  
**Forwarding Packets**
- Important Aspects  
**Queue Length**  
**Routing Table**

Destination	Gateway	Interface
IP <sub>1</sub>	nextHop <sub>3</sub>	IF <sub>1</sub>
IP <sub>2</sub>	nextHop <sub>5</sub>	IF <sub>7</sub>
...	...	...



\* Figure is courtesy of Cisco 46

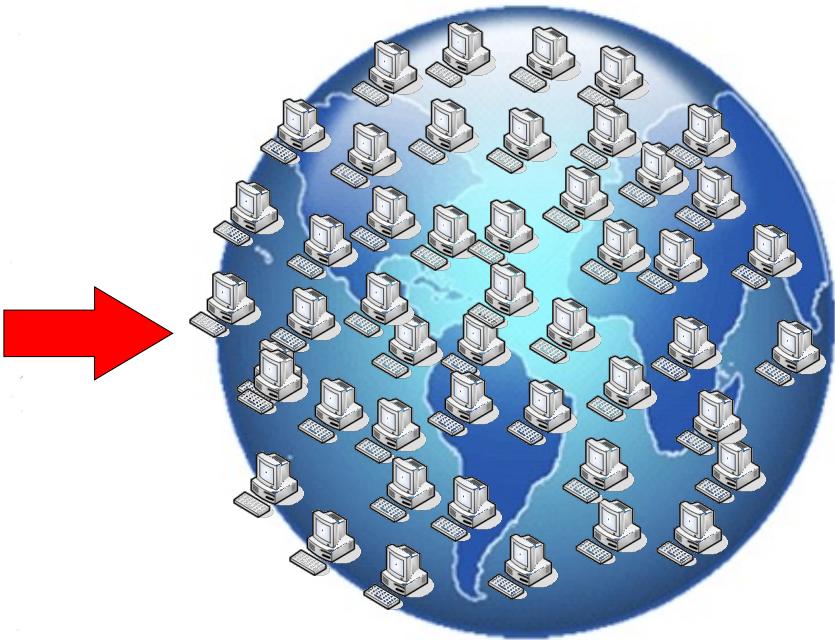
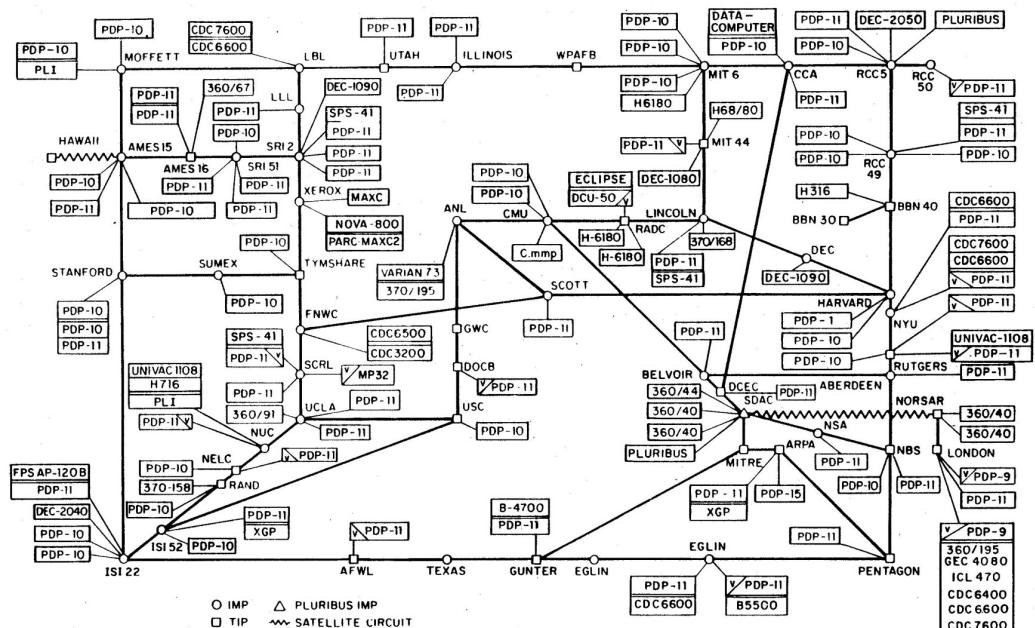
# Everything's a Router

("route -n" or "netstat -r")

## Active Routes:

Network	Destination	Netmask	Gateway	Interface	Metric
	0.0.0.0	0.0.0.0	192.168.192.1	192.168.192.37	25
	127.0.0.0	255.0.0.0	On-link	127.0.0.1	306
	127.0.0.1	255.255.255.255	On-link	127.0.0.1	306
127.255.255.255	255.255.255.255		On-link	127.0.0.1	306
	192.168.21.0	255.255.255.0	On-link	192.168.21.1	276
	192.168.21.1	255.255.255.255	On-link	192.168.21.1	276
	192.168.21.255	255.255.255.255	On-link	192.168.21.1	276
	192.168.111.0	255.255.255.0	On-link	192.168.111.1	276
	192.168.111.1	255.255.255.255	On-link	192.168.111.1	276
192.168.111.255	255.255.255.255		On-link	192.168.111.1	276
	192.168.150.0	255.255.255.0	On-link	192.168.150.1	276
	192.168.150.1	255.255.255.255	On-link	192.168.150.1	276
192.168.150.255	255.255.255.255		On-link	192.168.150.1	276
	192.168.192.0	255.255.255.0	On-link	192.168.192.37	281
	192.168.192.37	255.255.255.255	On-link	192.168.192.37	281
192.168.192.255	255.255.255.255		On-link	192.168.192.37	281

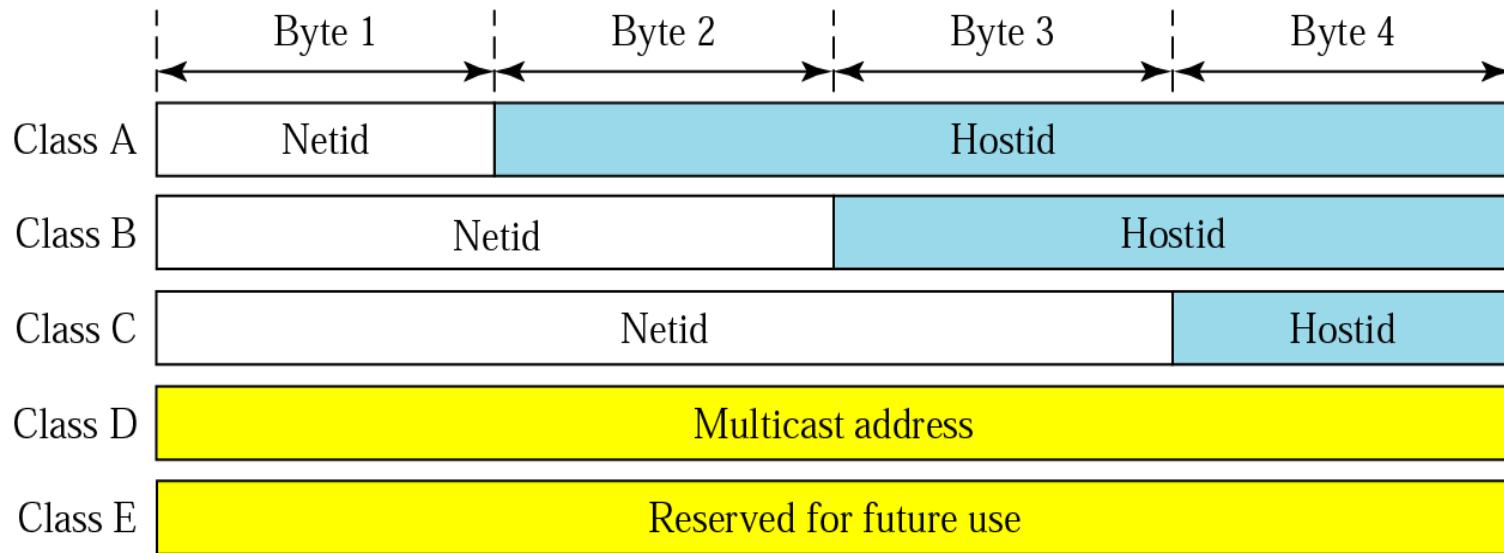
# Few 100 to 4 Billion??



(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE HOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY)

NAMES SHOWN ARE IMP NAMES, NOT (NECESSARILY) HOST NAMES

# Network ID and Host ID

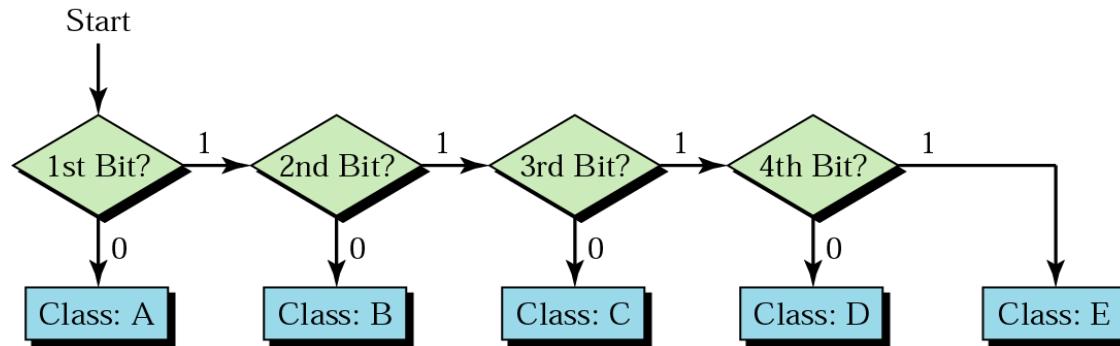


- Network ID: Used to find a particular network
- Host ID: Identifies individual nodes

# Classes in Binary Notation

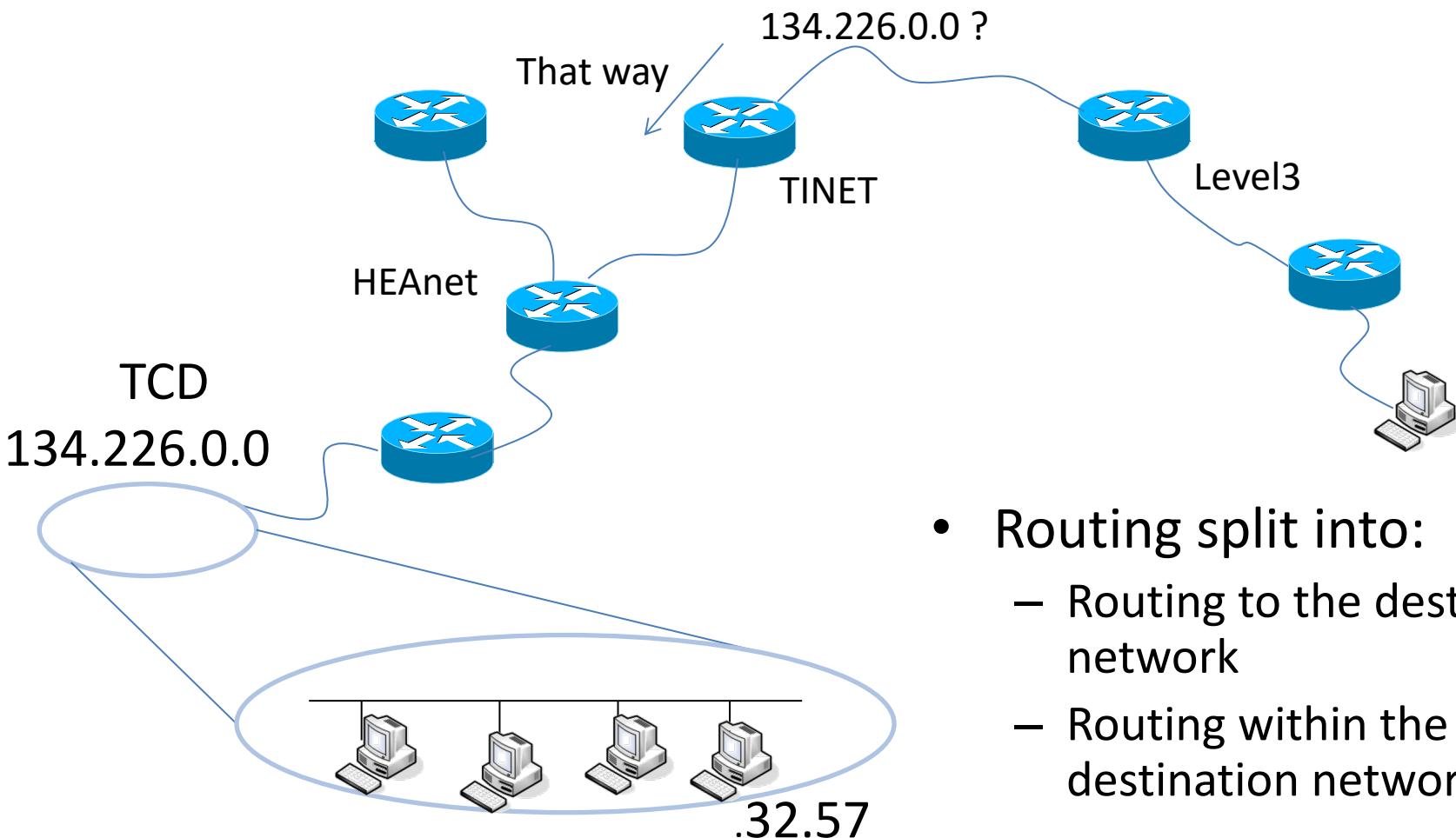
	First byte	Second byte	Third byte	Fourth byte
Class A	<b>0</b>			
Class B	<b>10</b>			
Class C	<b>110</b>			
Class D	<b>1110</b>			
Class E	<b>1111</b>			

- Decision Process:

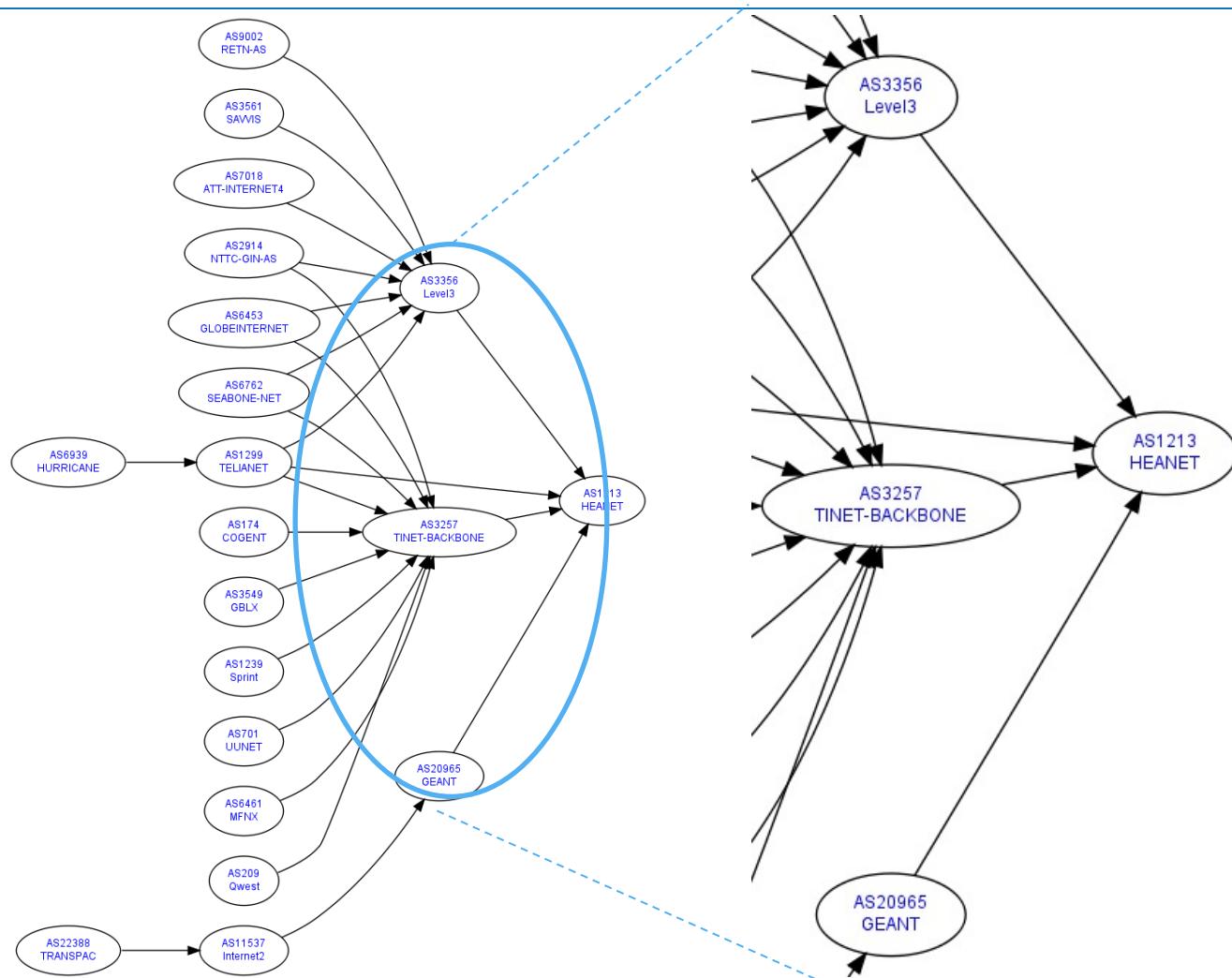


\* Figure is courtesy of B. Forouzan

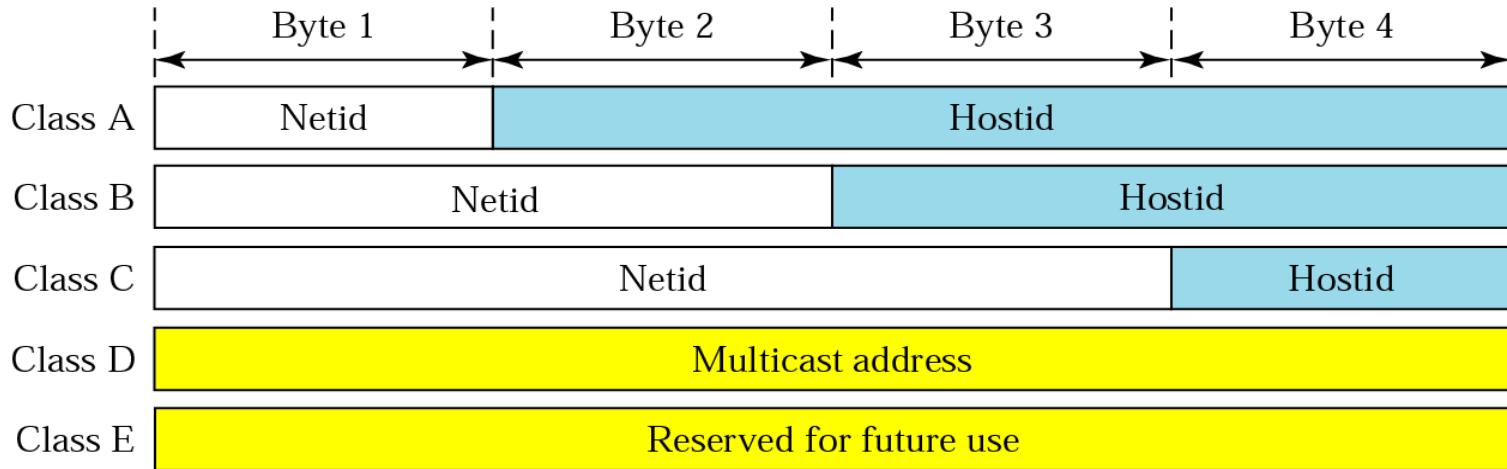
# Network IDs and Host IDs



# AS1213 - HEANET



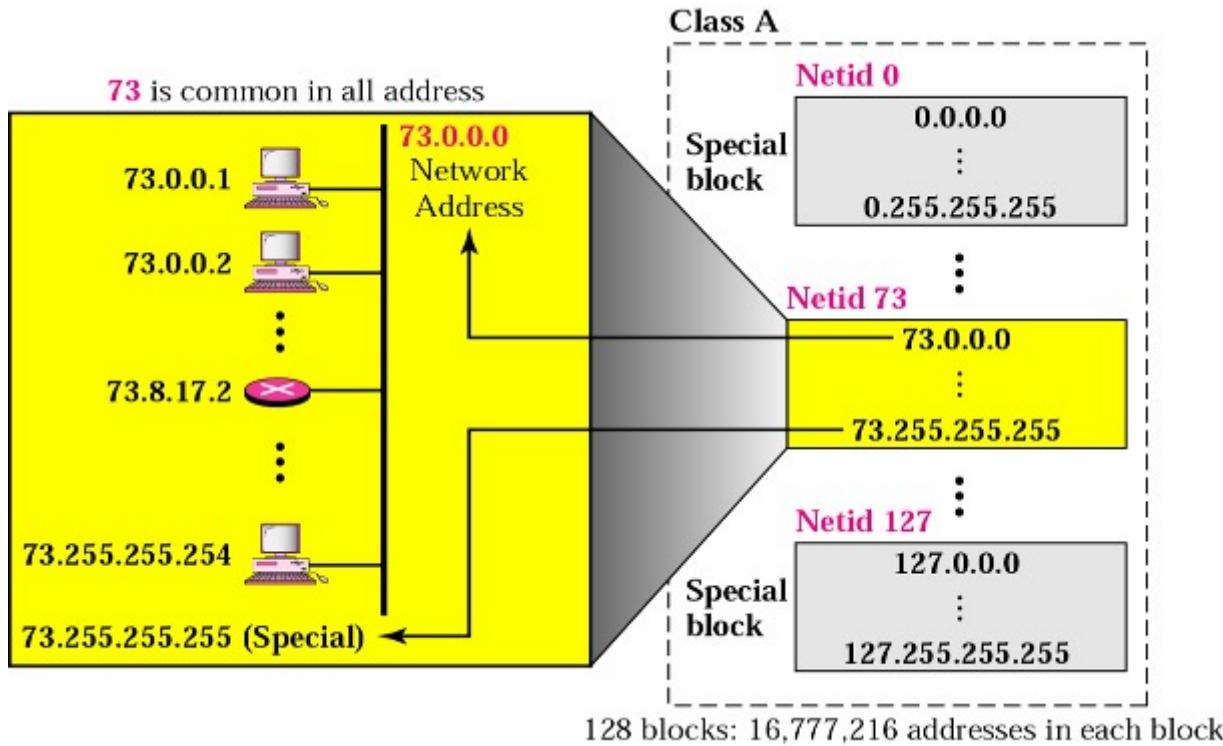
# Classful Addresses



- Class A (international organisations)
  - 126 networks with 16,277,214 hosts each
- Class B (large companies)
  - 16,384 networks with 65,354 hosts each
- Class C (smaller companies)
  - 2,097,152 networks with 254 hosts each

\* Figure is courtesy of B. Forouzan

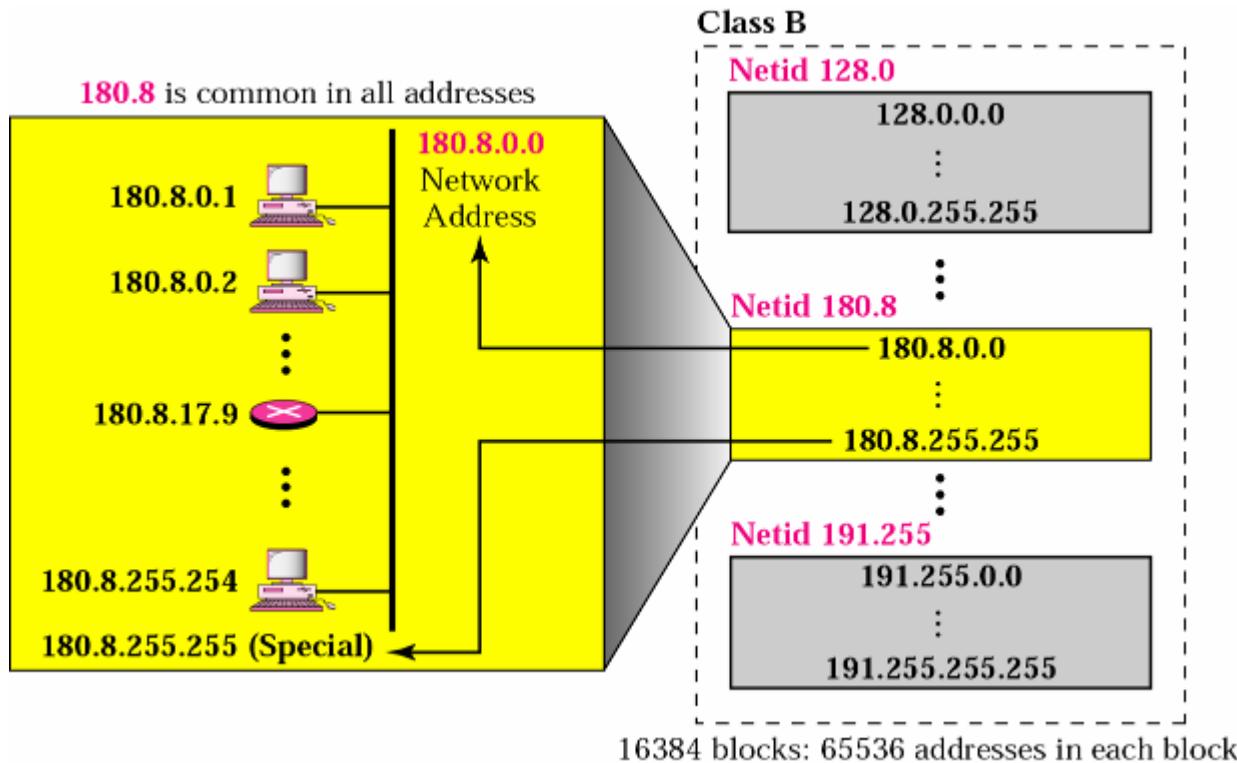
# Class A



- Limited number of very large networks
- 126 networks with 16,277,214 hosts each

\* Figure is courtesy of B. Forouzan

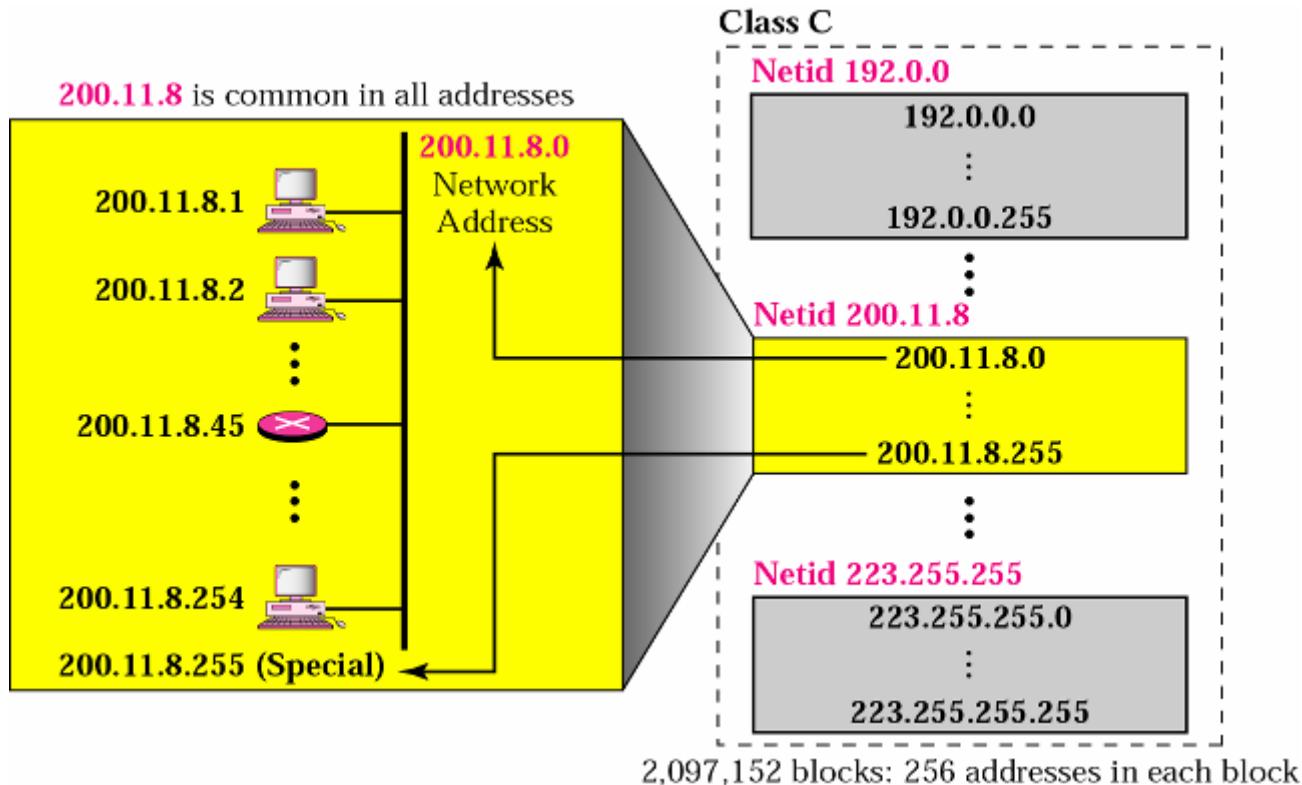
# Class B



- Limited number of relatively large address ranges
- 16,384 networks with 65,354 hosts each

\* Figure is courtesy of B. Forouzan

# Class C



- Large number of small address ranges
- 2,097,152 networks with 254 hosts each

\* Figure is courtesy of B. Forouzan

# Classes & Private Addresses

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

a. Binary notation

	First byte	Second byte	Third byte	Fourth byte
Class A	0–127			
Class B	128–191			
Class C	192–223			
Class D	224–239			
Class E	240–255			

b. Dotted-decimal notation

Private Address Ranges:

<i>Range</i>	<i>Total</i>
10.0.0.0 to 10.255.255.255	$2^{24}$
172.16.0.0 to 172.31.255.255	$2^{20}$
192.168.0.0 to 192.168.255.255	$2^{16}$

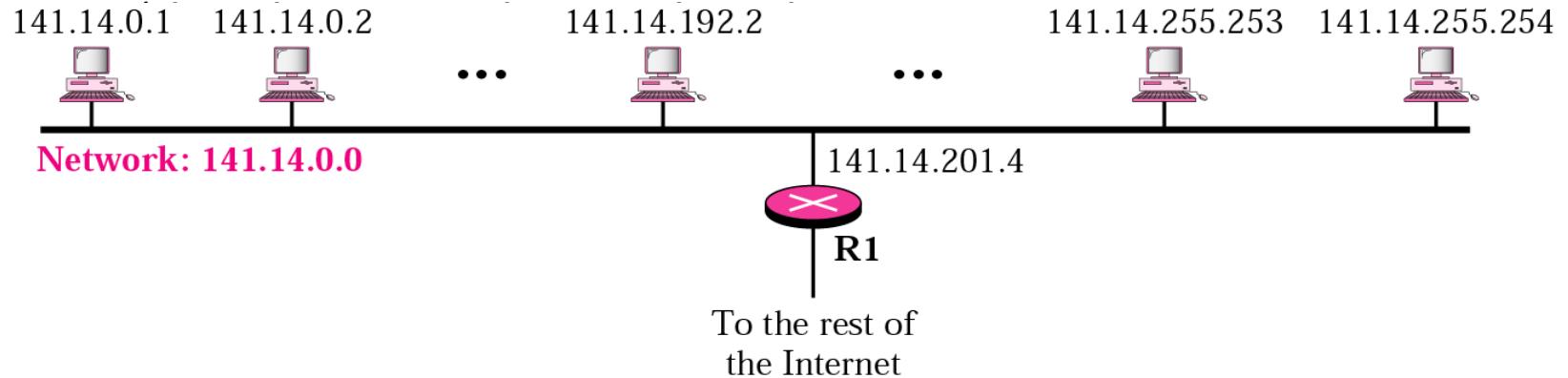
\* Figure is courtesy of B. Forouzan

# Special Addresses

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- Loopback device: 127.x.x.x
  - e.g. 127.0.0.1 = localhost
- This network: 0.0.0.x (all zero's)
  - e.g. 0.0.0.54 = host 54 on this network
- Broadcast: x.x.255.255 (all one's)
  - e.g. 134.226.36.255 = all nodes in this network

# 2-Level Hierarchy with Classful Addresses



\* Figure is courtesy of B. Forouzan

# College Network

(CLASS B network = 134.226.x.x = 64k of addresses)

- Late 90s: Flat Network with 1000s of Nodes



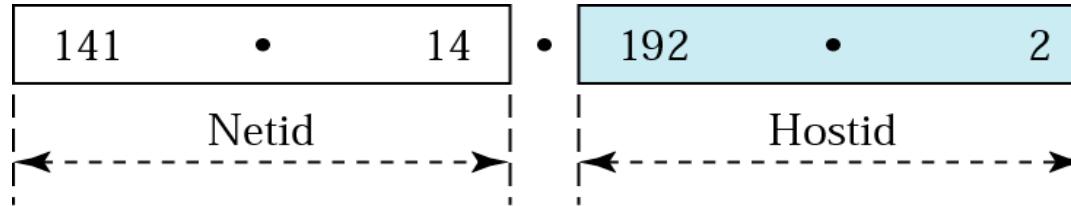
# Broadcast Storms

(134.226.x.x = 64k of addresses)

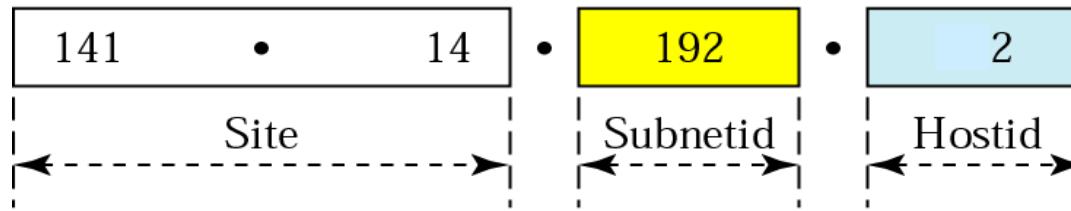
- ARP Request from 1000s of Nodes



# Subnetting



a. Without subnetting



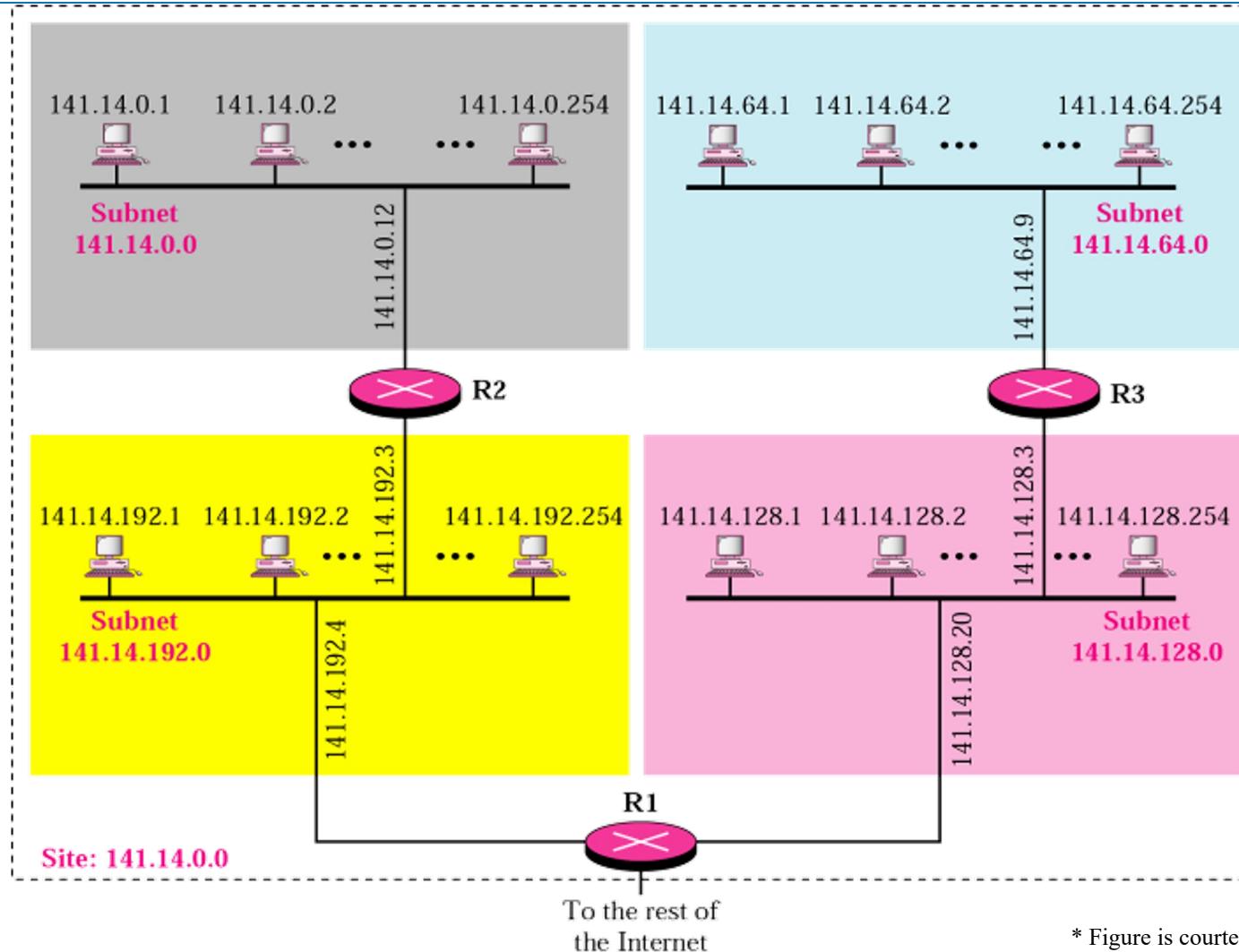
b. With subnetting

- Add another level to address hierarchy: *subnet*
- Splitting a class B network into a number of class C subnets

\* Figure is courtesy of B. Forouzan

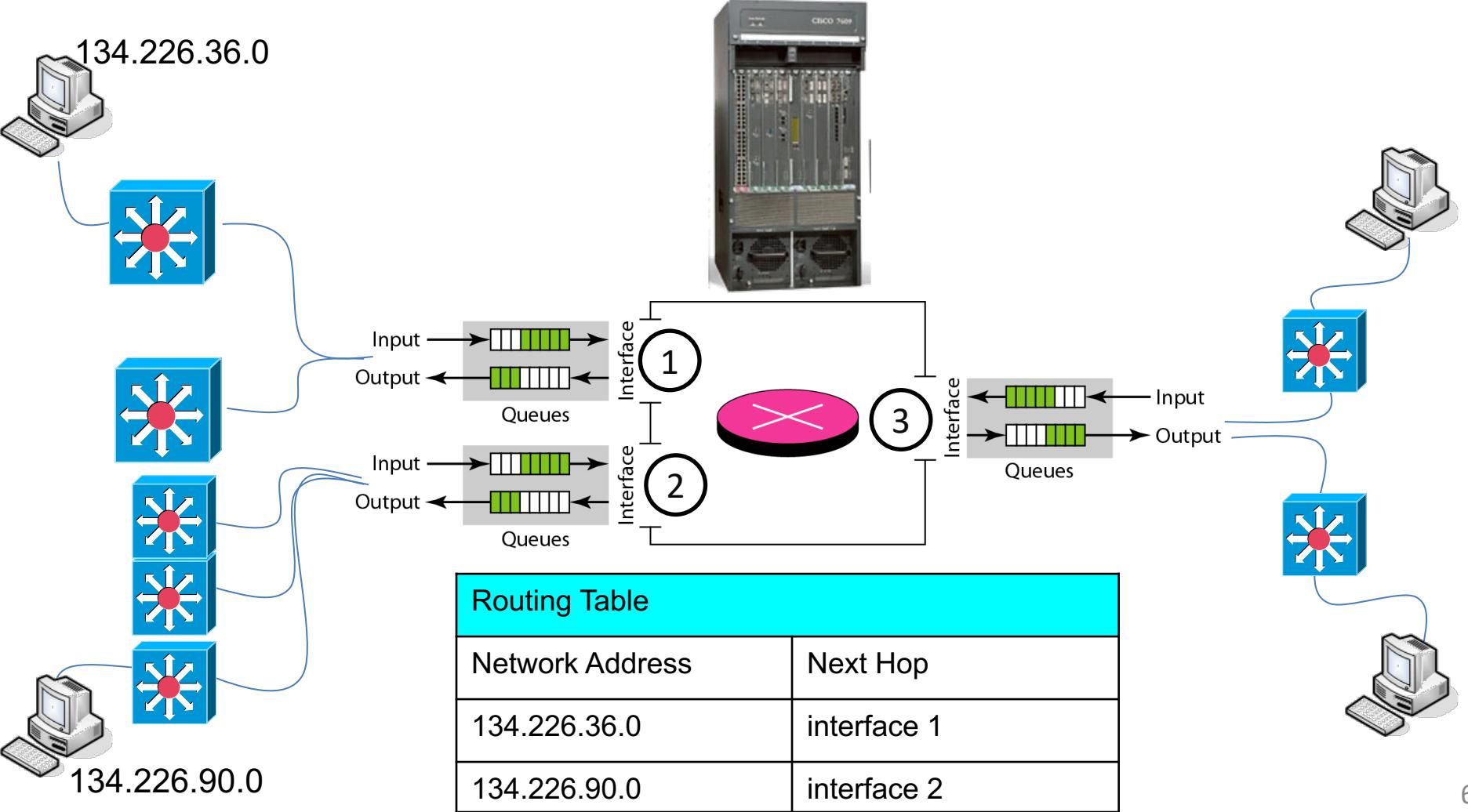
# 3-Level Hierarchy through Subnetting

(Internet -> Network -> Subnet)

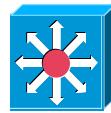
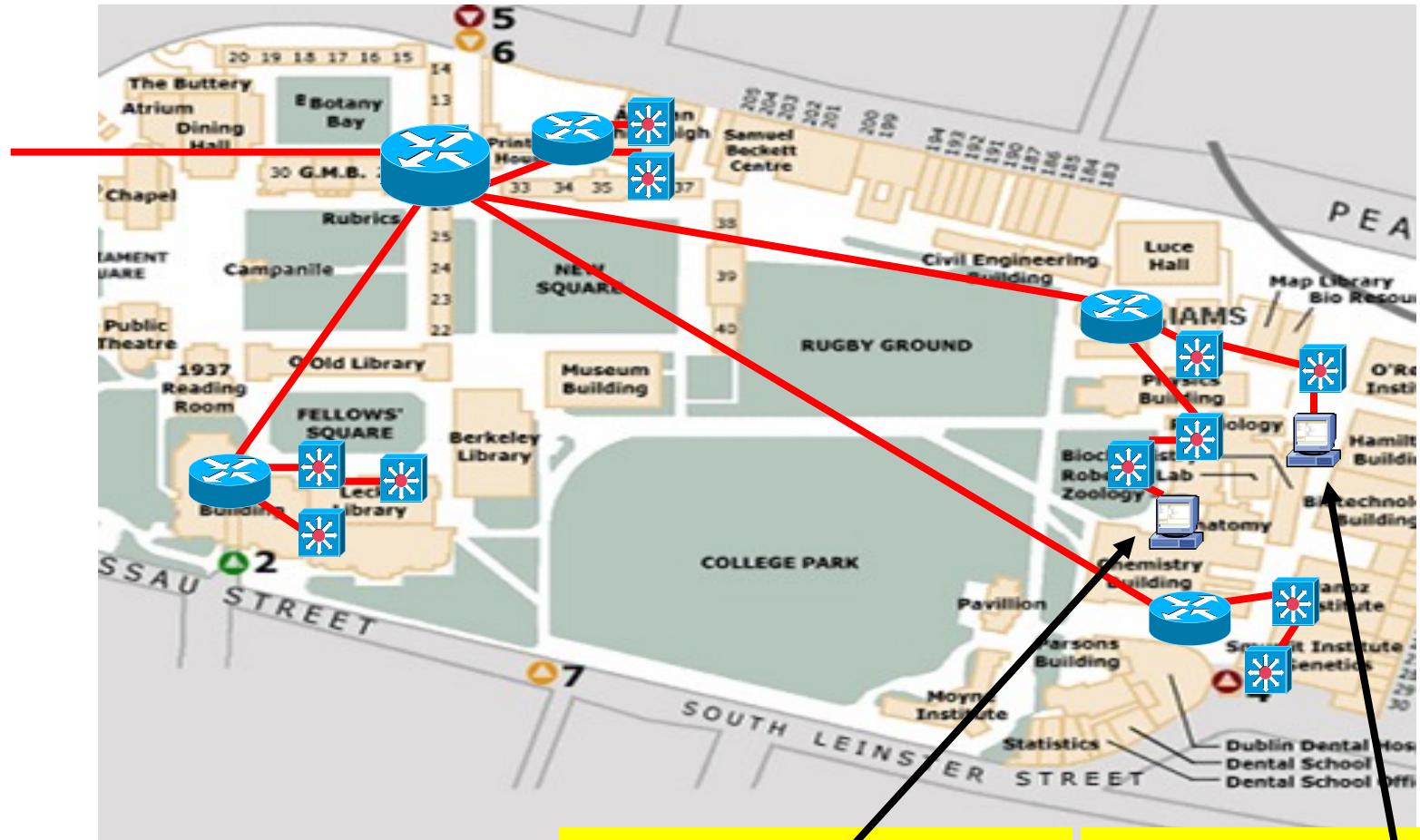


\* Figure is courtesy of B. Forouzan

# Task of Routers



# Trinity Network with Subnets



Switch

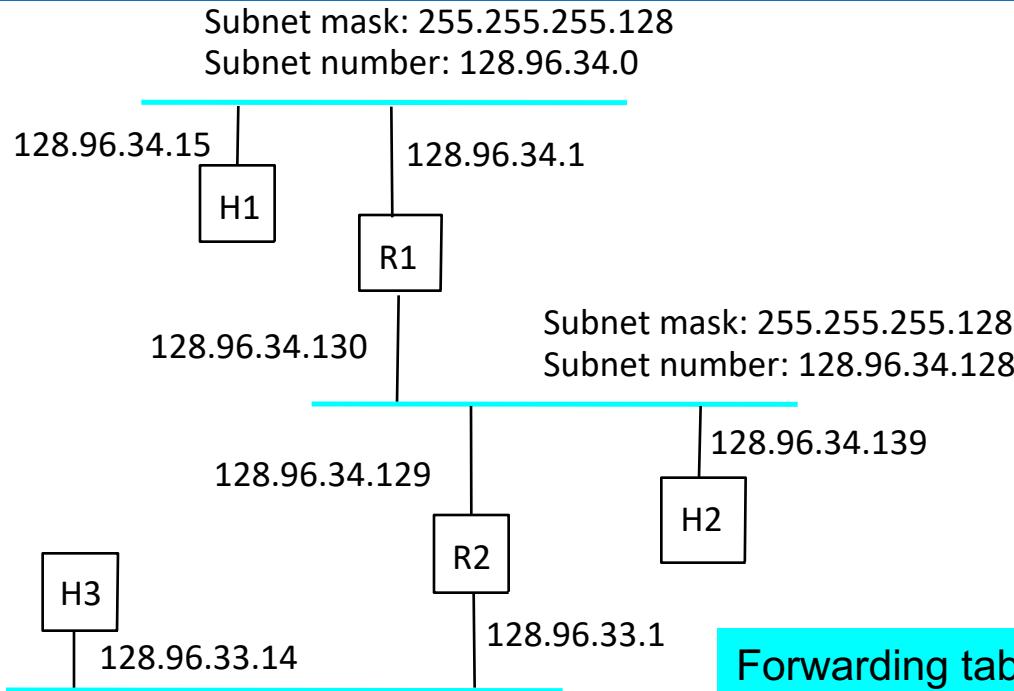


Router

**Address: 134.226.38.55**  
**Subnet: 134.226.38.0**

**Address: 134.226.32.55**  
**Subnet: 134.226.32.0**

# Subnet Example



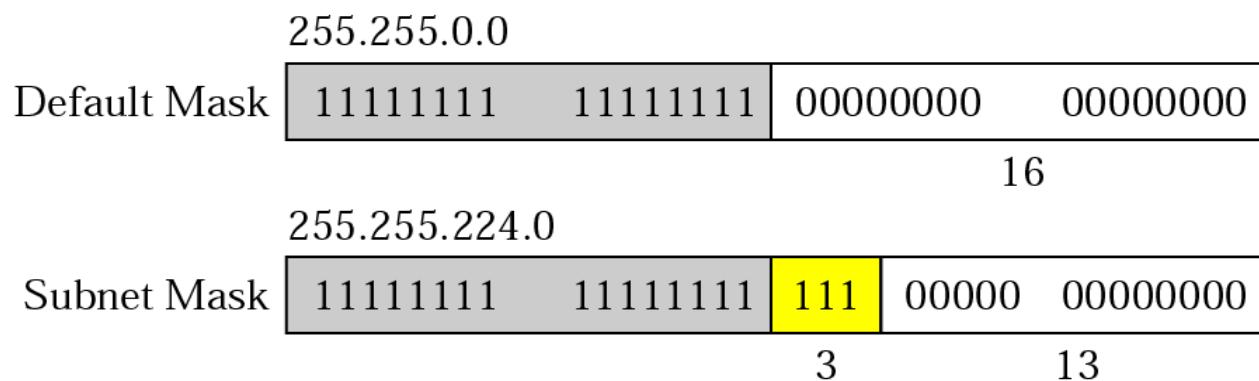
Forwarding table at router R1

Subnet mask: 255.255.255.0  
Subnet number: 128.96.33.0

Subnet Number	Subnet Mask	Next Hop
128.96.34.0	255.255.255.128	interface 0
128.96.34.128	255.255.255.128	interface 1
128.96.33.0	255.255.255.0	R2

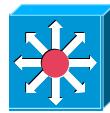
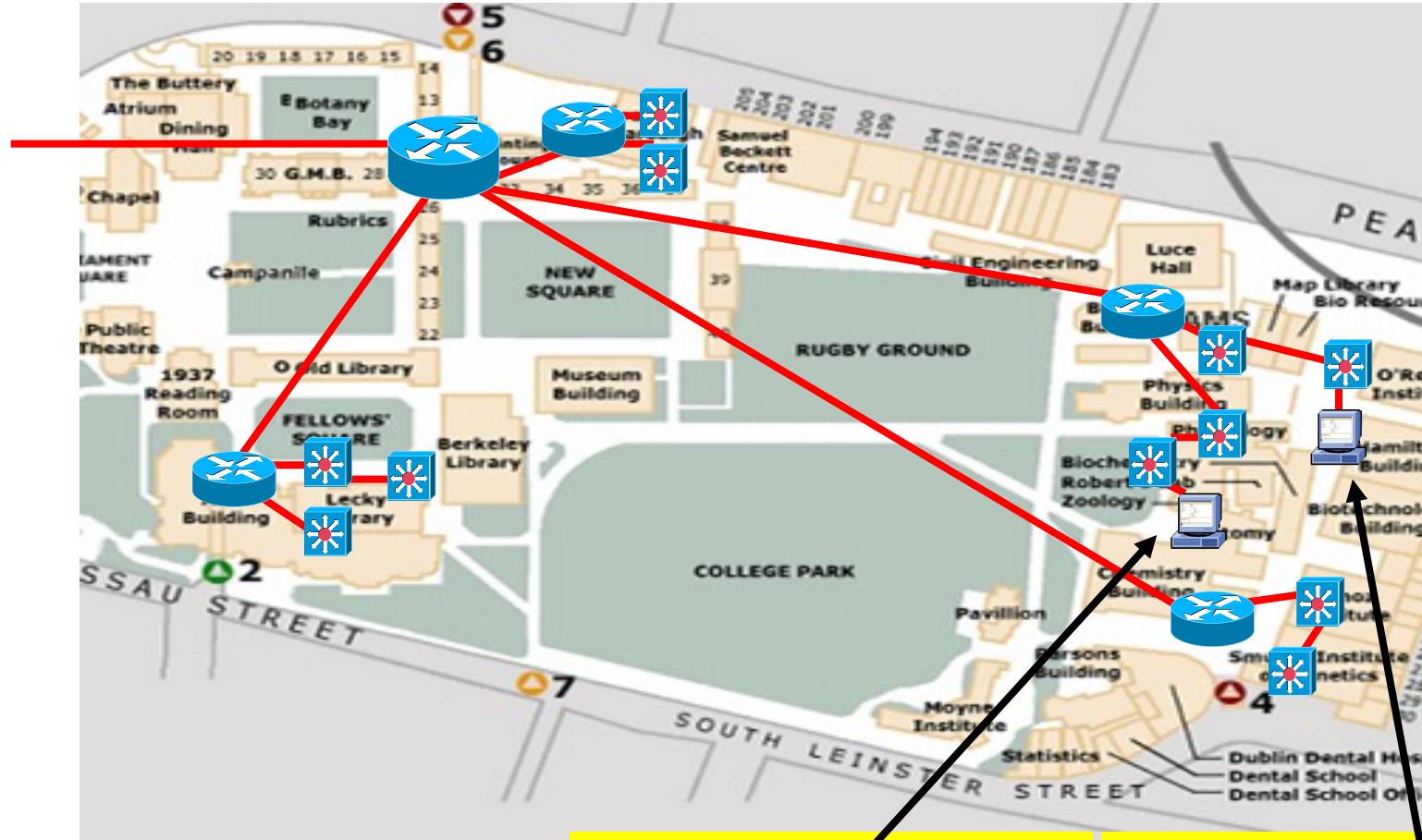
# Default Masks

Class	In Binary	Dotted-Decimal	Using Slash
A	11111111 00000000 00000000 00000000	255.0.0.0	/8
B	11111111 11111111 00000000 00000000	255.255.0.0	/16
C	11111111 11111111 11111111 00000000	255.255.255.0	/24



\* Figure is courtesy of B. Forouzan

# Trinity Network with Subnets



Switch

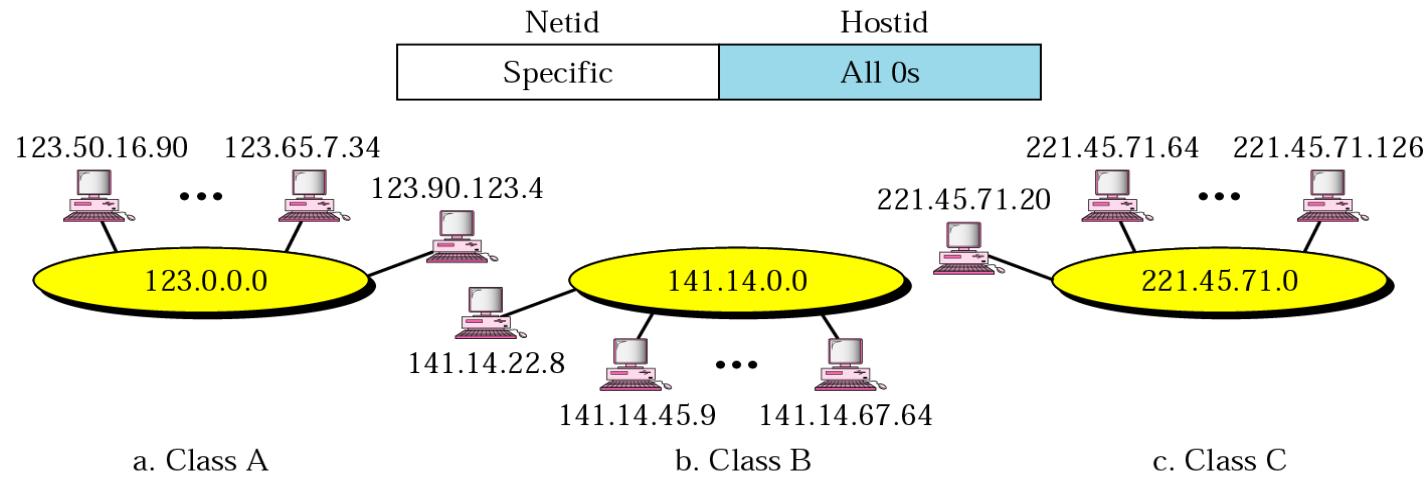


Router

Address: 134.226.38.55  
Subnet: 134.226.38.0

Address: 134.226.32.55  
Subnet: 134.226.32.0

# Classful Addresses & NetworkID



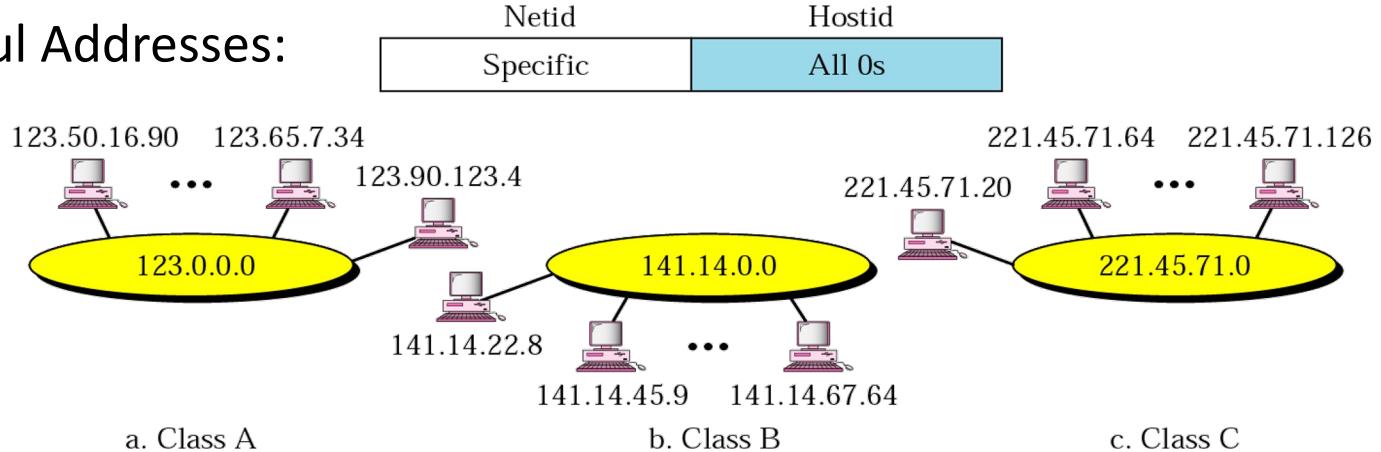
- Classful Addresses:

Class	Networks	Addresses
A	126	16,777,214
B	16,382	65,534
C	2,097,152	254

\* Figure is courtesy of B. Forouzan

# Inefficiency of Classful Addresses

- Classful Addresses:



- Inefficient use of Hierarchical Address Space

- Class C with 2 hosts ( $2/254 = 0.78\%$  efficient)
- Class B with 256 hosts ( $256/65534 = 0.39\%$  efficient)

Class	Networks	Addresses
A	126	16,777,214
B	16,382	65,534
C	2,097,152	254

\* Figure is courtesy of B. Forouzan



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