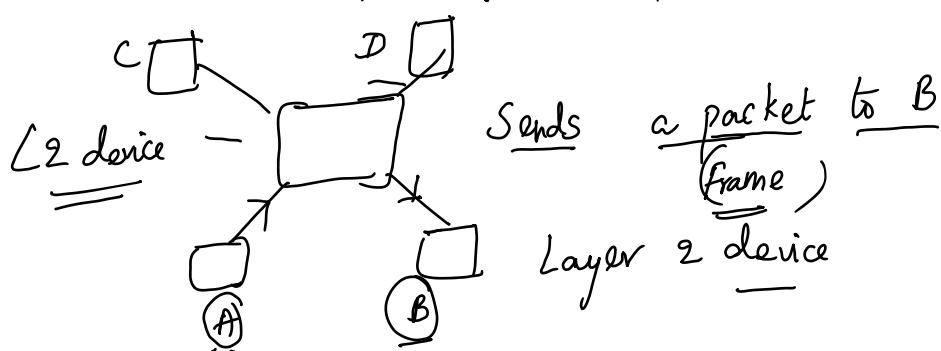
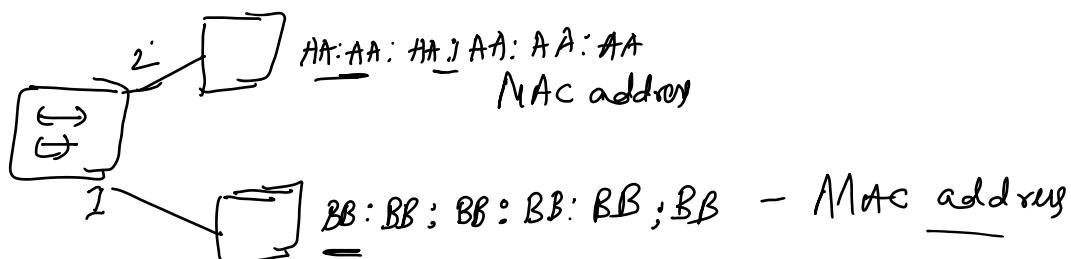


Switch = forwards a frame based on port.



Switch - How does the switch know which port has which host?



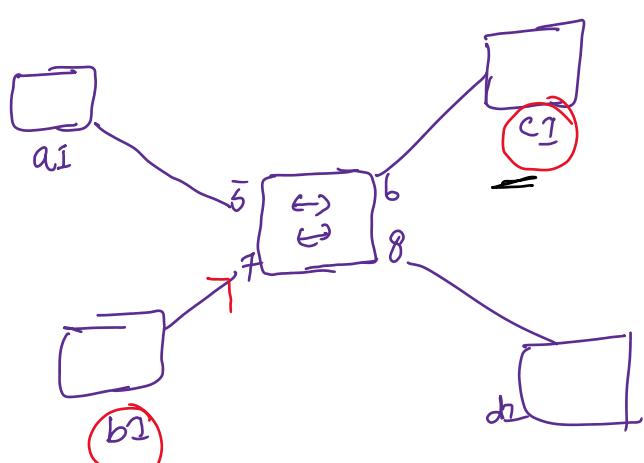
How does the switch know which address' port had which address?

Working of a Switch

Three functions.

Learn
Flood
Forward

Actions



Every switch

- MAC address

| MAC address table | |
|-------------------|---------|
| MAC address | Port NO |
| b1 | 7 |

- 1) The frame with s:MAC:b1 reaches the switch
switch "Learns" the MAC address of the host.
= Learning mode -

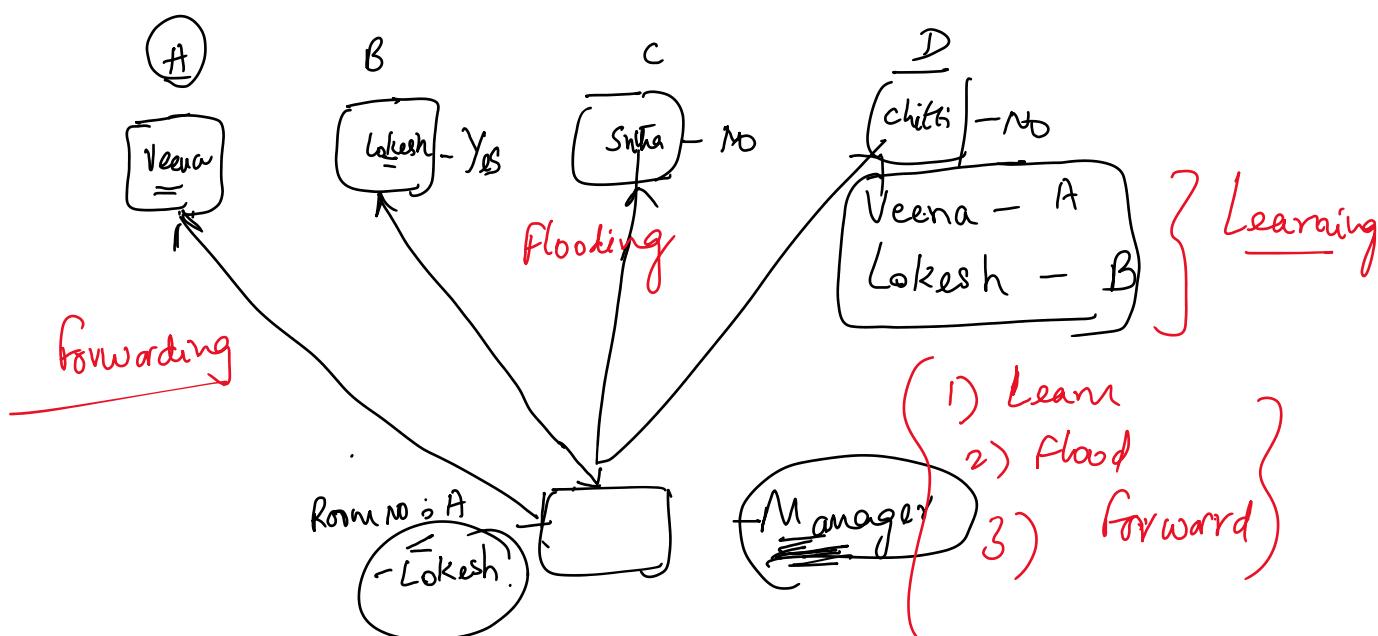
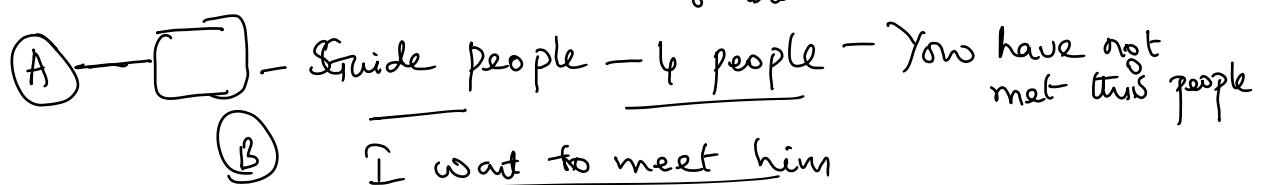
= Learning mode =

Gets a frame from the MAC address not present in the table -

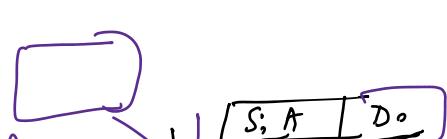
- 2) Now the switch sees the destination MAC address
- Does it know where the destination is?
 - It floods the network - Sends the frame to all the hosts
 - Broadcasting
 - Send a broadcast,

Destination MAC: FF:FF:FF:FF:FF:FF
 Frame - 9 { Broadcast Frame }

All the devices hosts connected to the switch.

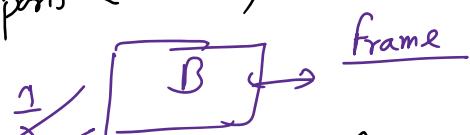


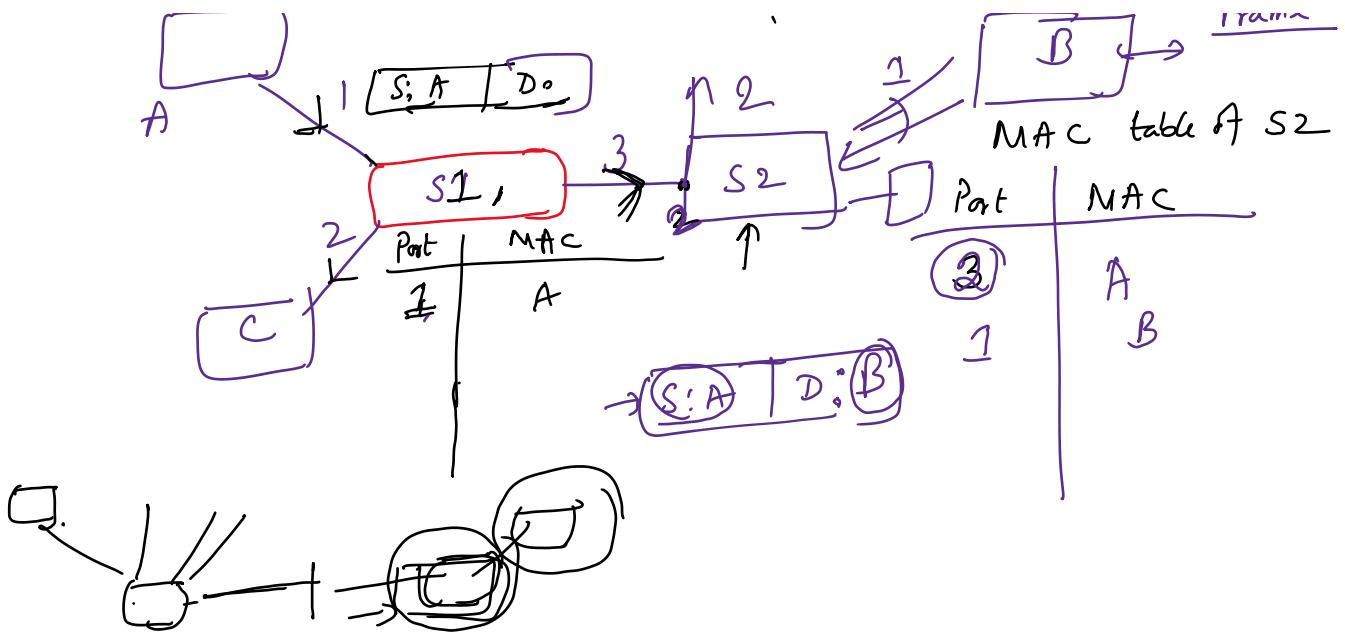
$A \rightarrow B$



All the ports (Rooms)

n 2





SSL VPN - Remote access VPN

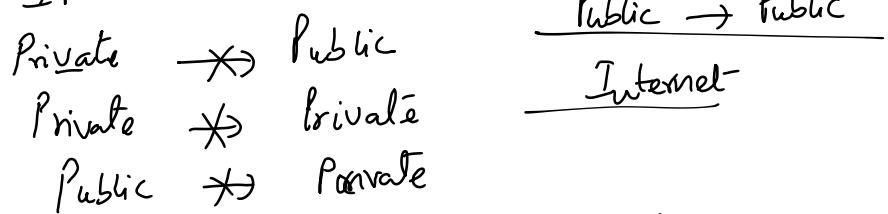
Site to Site VPN - IPsec tunnel.

- 1) Two gateways / VPN gateways - Routers / firewalls.
- 2) IPsec protocol suite

The main concept of a VPN is to provide "anonymity"
and hides the real location
- Private Internal
- Hidden Identity

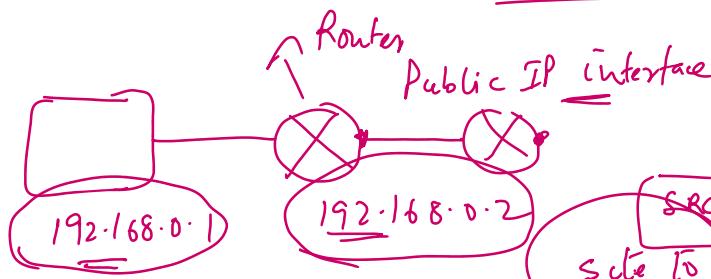
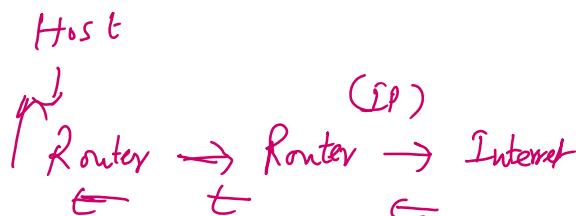
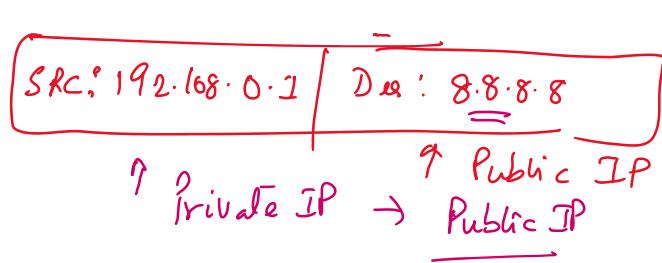
- Encapsulation -

- 1) All communication in the internet happens from public IP to Public IP.

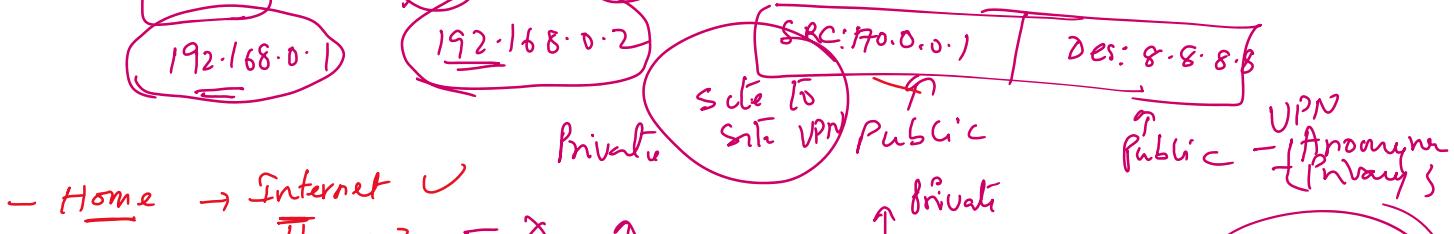


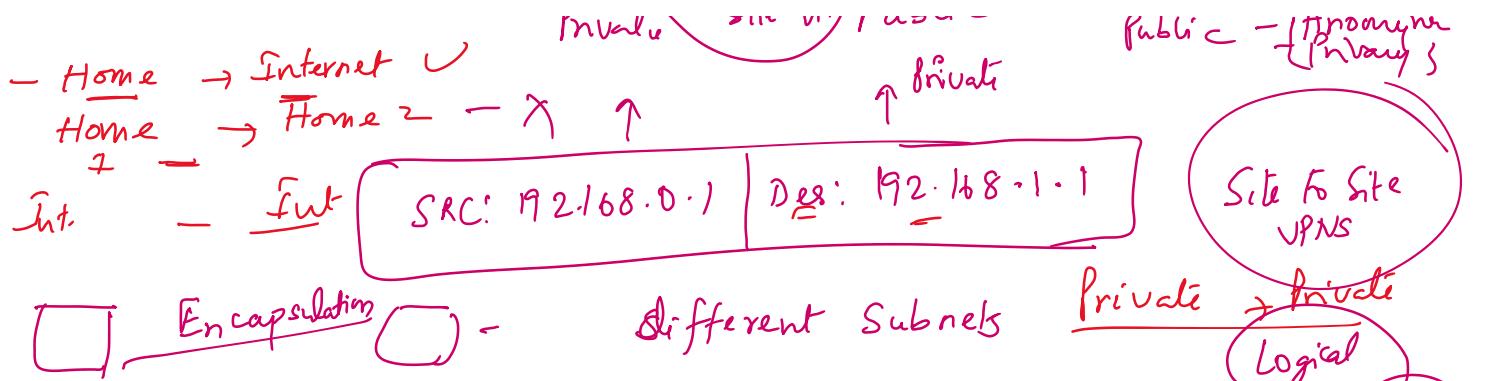
Home network - IP - private - NAT - Private to Public
 Public IP - Routable IPs

Public \rightarrow Public



Possible





1) Is the communication possible? - No



DNS - Domain Name Service

Domain names - IP addresses.

- DNS

DNS - Hierarchy - from top to bottom.



Root

TLD

Authoritative DNS

Local DNS

cache / server

Hierarchy

Root DNS Server:

1) Root DNS is the first point of contact.

DNS Query → Root Server → DNS

Local DNS - Cache - www.google.com - Visit

↓ stores the IP address

www.google.com

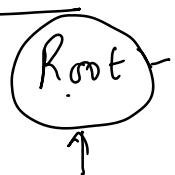
Google IP

168.194.194.194

DNS Cache - Local DNS -

Full Query - Root → TLD → Authoritative

Root DNS Server



First point of contact-

Root for all the communication
- Starts from here.

{ Root of all the Servers - Contains the IP addresses of all the TLD Servers }

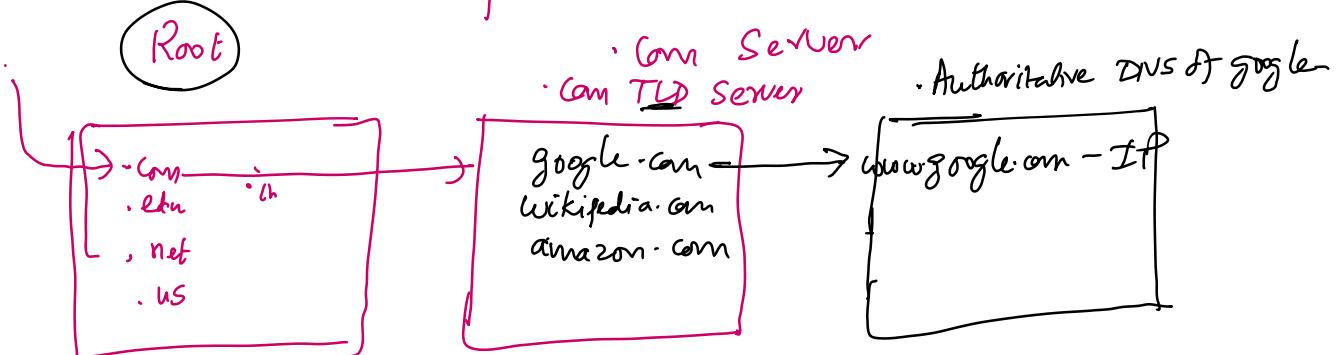
IP address of all the Top Level Domain Servers (TLD)

Root Server - Contains the IP addresses of all the TLD Servers
{ .com, .edu, .net, .gr, .in }

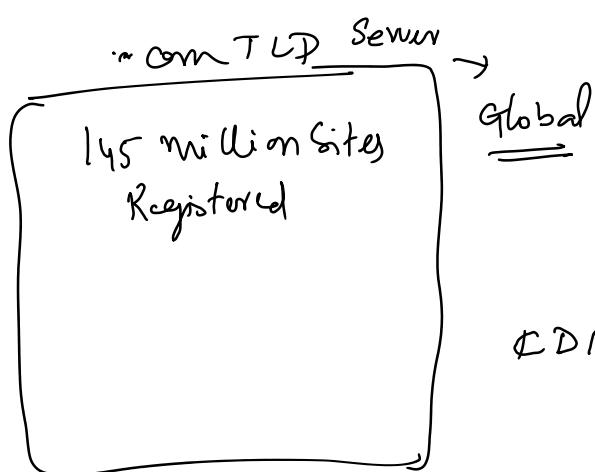
L1 LD servers
C.com, .edu, .net, .gov, .in

DNS Query

www.google.com - DNS Query



.com TLD servers - Distributed around



- Centralized
- Based on Region
- Nearest point
- Spread out across different regions.

CDN - Distributed Networks

- Global level - Spread

Root DNS - IP addresses of the TLD Servers.

Server

- 13 DNS servers (Root)
- Misleading
- 3 unique IP addresses.

A Records
 name 

DNS Records = 13 IP on TP addresses.

IPv4 Root DNS Record

- 32 bytes.

IPv4 address 32 bits

- IPv4 Root DNS Records

32 bytes

DNS

512 bytes - UDP

1 - 32 bytes

- 96 bytes
 are reserved

IPv4 address - 32 bits

1 - 32 bytes

- 96 bytes
are reserved

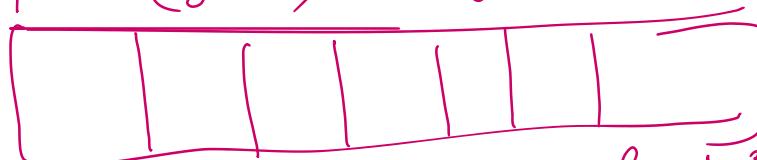
Root DNS Recrd - 32 bytes

416 bytes

$$416 \div 32 = 13$$

$$32 \times 13 = 416 \text{ bytes}$$

UDP packet (Segment) 96 bytes - Protocol information



DNS - (UDP)

512 bytes

UDP Segment

why 13?

→ Maximum no. of Root DNS Records you can fit in one UDP Segment is 13. 13 Root DNS IP addresses

$$\frac{13 \times 32}{13} = \frac{416}{13} + 96 \text{ bytes}$$

↓
Protocol
13 bytes
Records

- 13 IP addresses
Root IP addresses -

13 Root DNS Servers — X

13 Root DNS IP address — ✓

> 100 Root DNS Servers

- Spread globally

13 IP addresses — ICANN

Root — (2) ft Verisign Inc
DNS IP

13 Authorities — Many — 13 IP addresses.

IPv4 - IPv6

↓ +

32 bits 128 bits

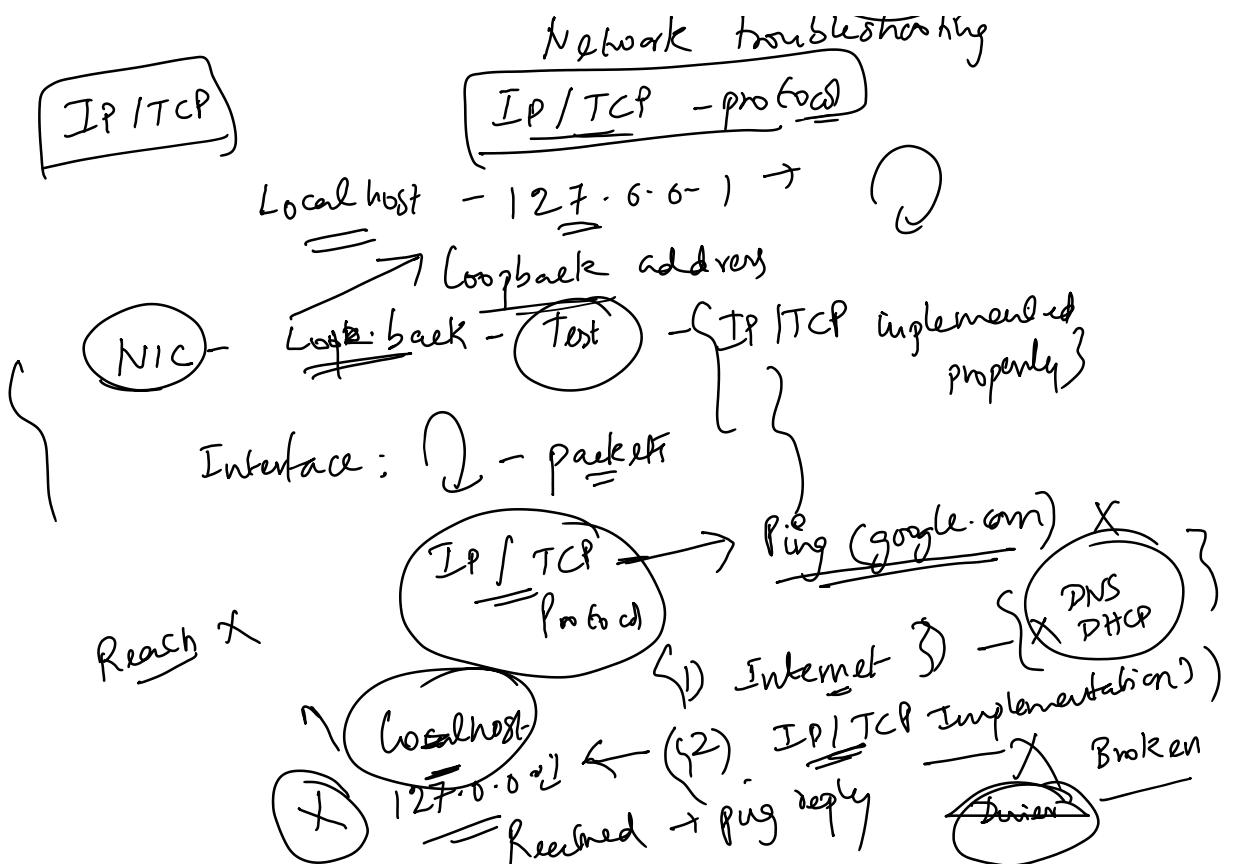
To ITRP

127.0.0.1 — localhost
own local IP

Home & Host

Network troubleshooting

To ITRP - protocol



Root DNS - IP - B
= - Authority (Root zone)
B Root DNS IPs

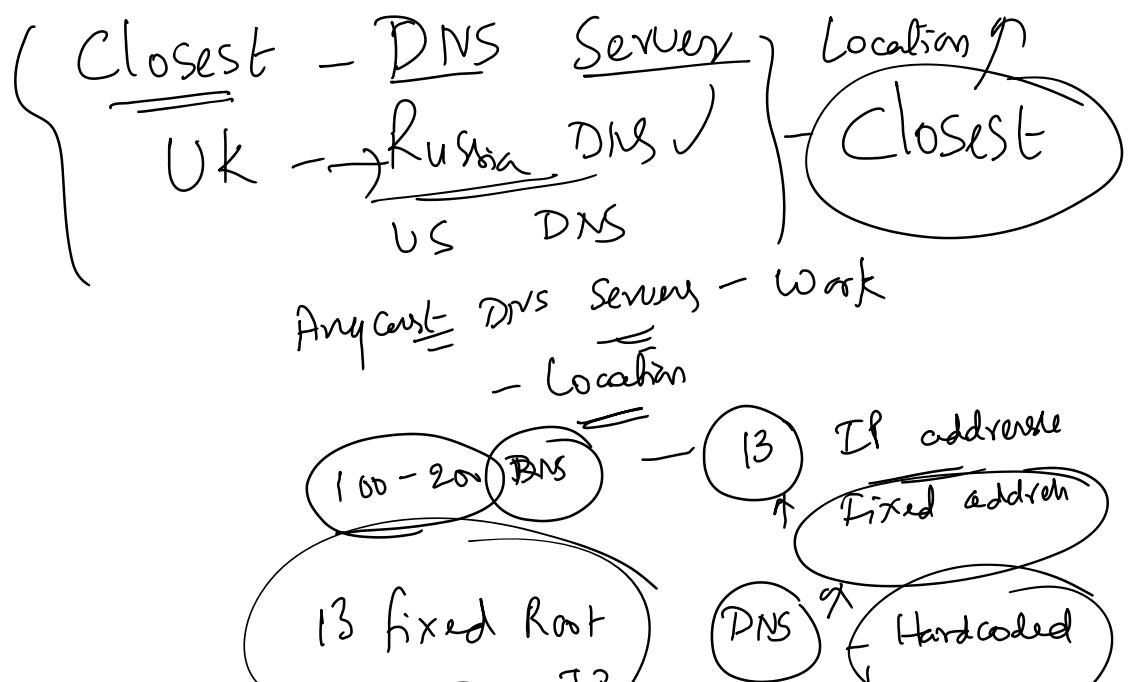
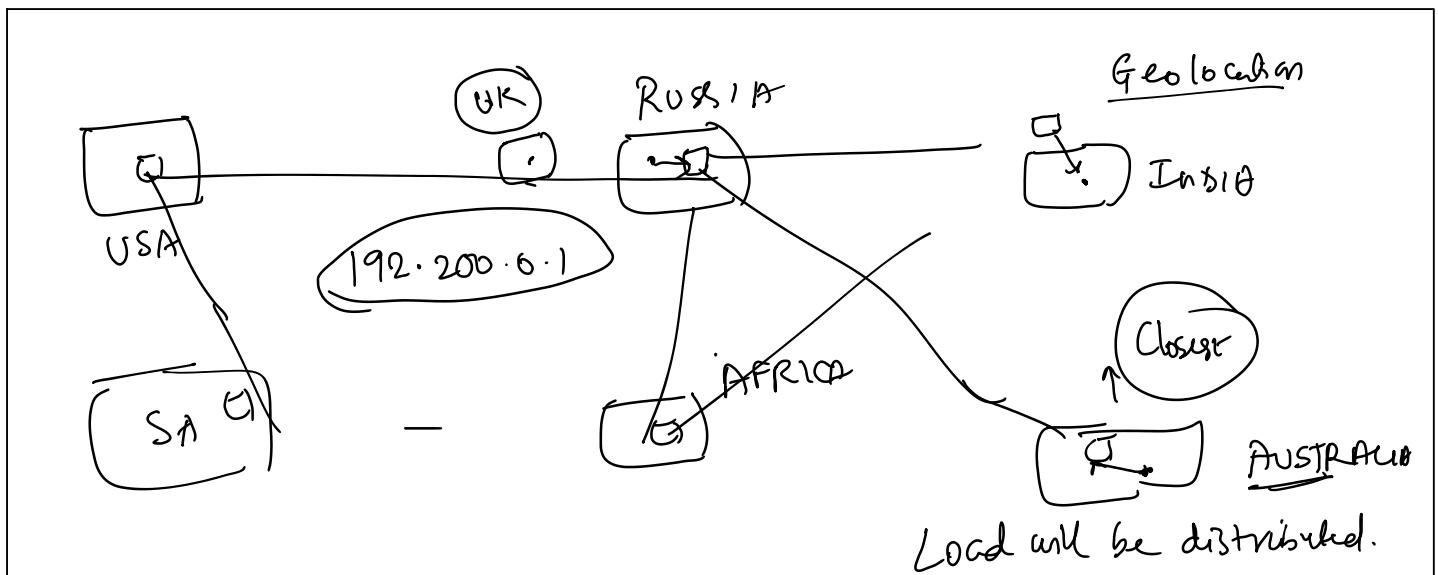
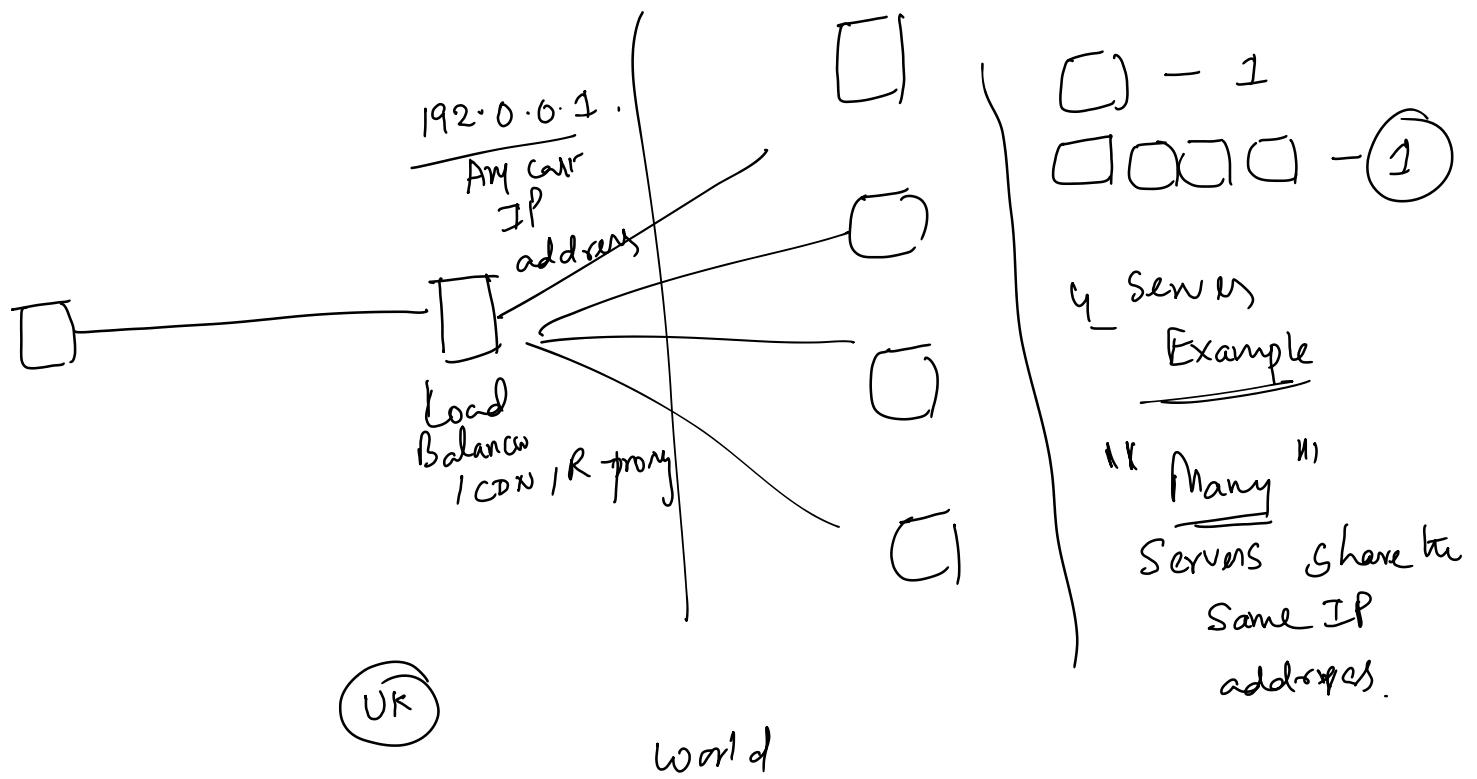
Many Root Servers - Around the world
- Spread globally.

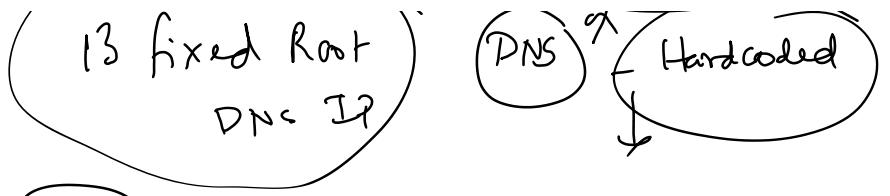
1000 servers - 13 IP addresses?
Anycast Address.

1) Unicast - 1 device - 1 IP address

2) Multicast/Broadcast - 255.255.255.255
Sent to every one in the Subnet

3) Anycast - Multiple servers
- 1 IP address

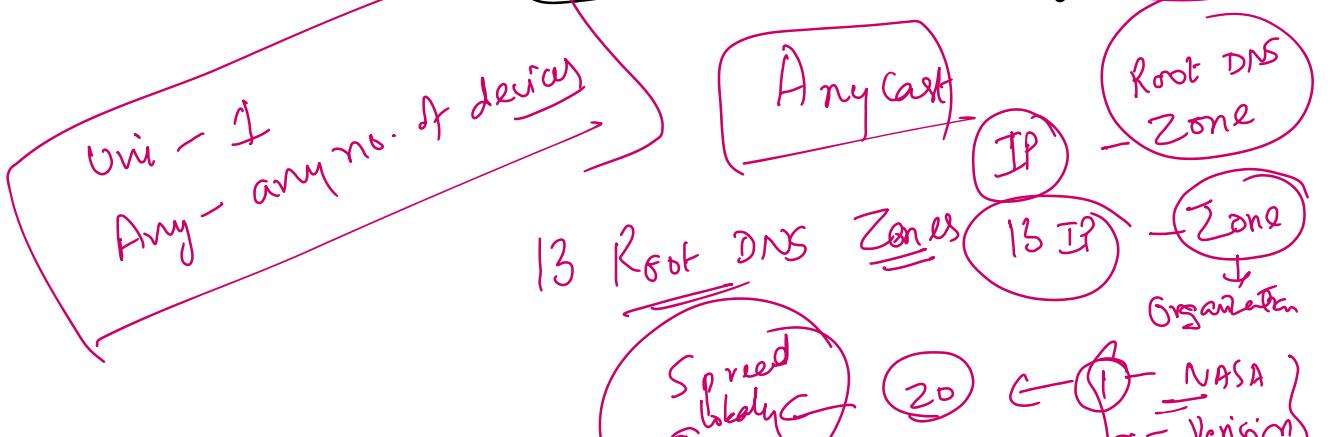
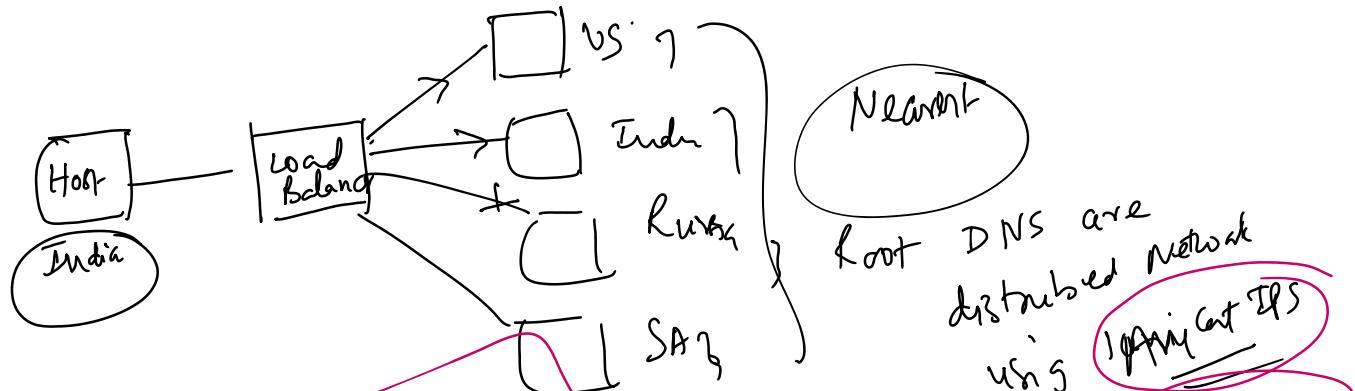
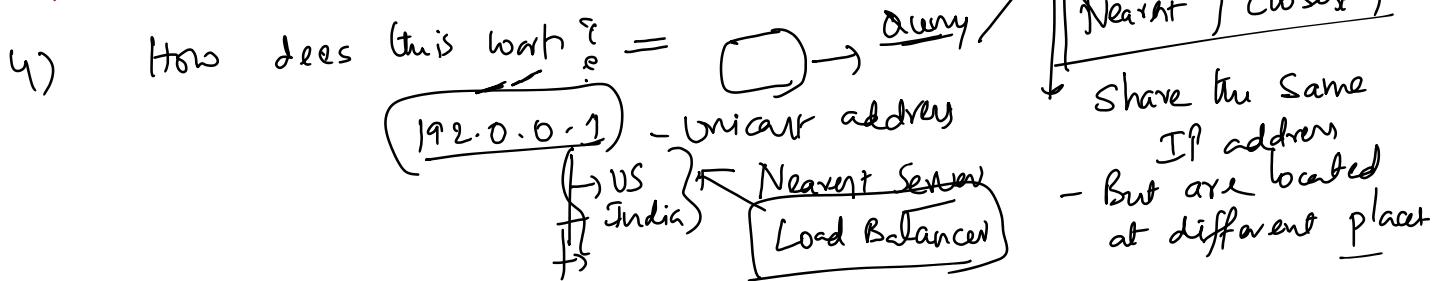


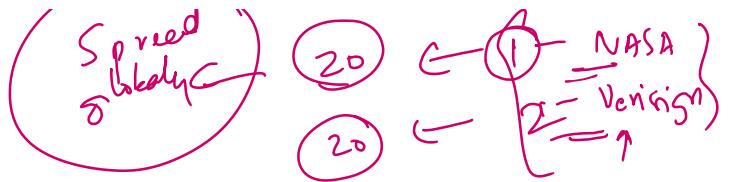


1) How many Root DNS Servers are present?
- Many, spread around the world

2) But, why do they say there are only 13?
- Root DNS server IP address - 13

3) How? - It uses Anycast address.





13

Why only 13: maximum

In the earlier days of DNS, the packet size was only 512 bytes.
To send all the root DNS "T_{PLY}records" in one segment (UDP),

the maximum possible records are only 13. ($13 \times 32 = 416$ bytes.)

1 512 byte Segment - 13 Records



IPV4 address - ~~32 bytes~~

IPV4 Root DNS Record - 32 bytes

512 - 13 Records

13 Root DNS EPS

: Anti-virus article:

Enough?

- Any questions! - ~~X~~

Okay.
End