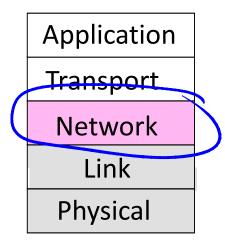
#### Computer Networks

#### **Network Layer Overview**



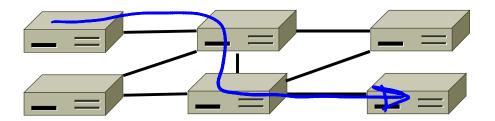
#### Where we are in the Course

- Starting the Network Layer!
  - Builds on the link layer. <u>Routers</u> send <u>packets</u> over multiple networks



## Why do we need a Network layer?

 We can already build networks with links and switches and send frames between hosts ...



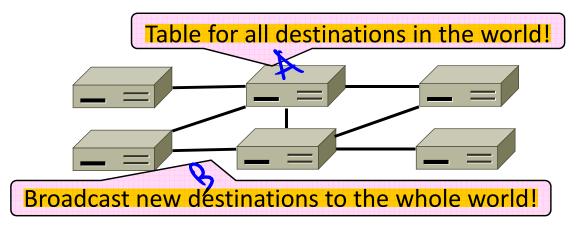
**Computer Networks** 

3

### **Shortcomings of Switches**

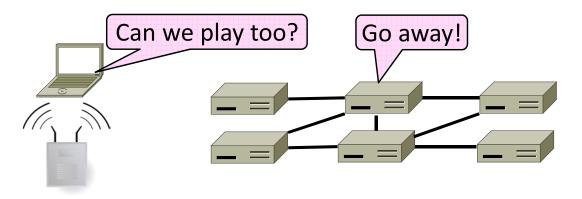
1. Don't scale to large networks

Blow up of routing table, broadcast



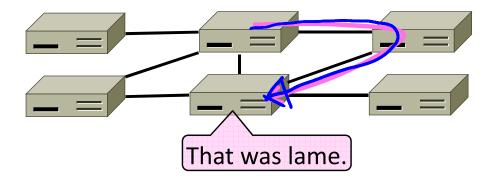
# Shortcomings of Switches (2)

- 2. Don't work across more than one link layer technology
  - Hosts on Ethernet + 3G + 802.11 ...



# Shortcomings of Switches (3)

- 3. Don't give much traffic control
  - Want to plan routes / bandwidth



### Network Layer Approach

- Scaling:
  - Hierarchy, in the form of prefixes
- \*Heterogeneity:
  - IP for internetworking
- Bandwidth Control:
  - Lowest-cost routing
  - Later QOS (Quality of Service)

#### **Topics**

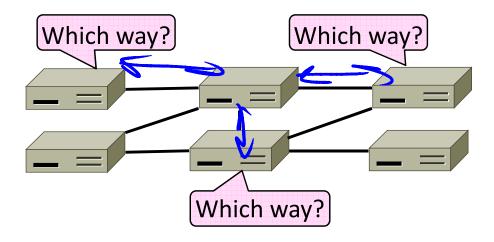
- Network service models
  - Datagrams (packets), virtual circuits
- IP (Internet Protocol)
  - Internetworking
  - Forwarding (Longest Matching Prefix)
  - Helpers: ARP and DHCP
  - Fragmentation and MTU discovery
  - Errors: ICMP (traceroute!)
- Pv6, the future of IP
- NAT, a "middlebox"
- Routing algorithms

This time

Next time

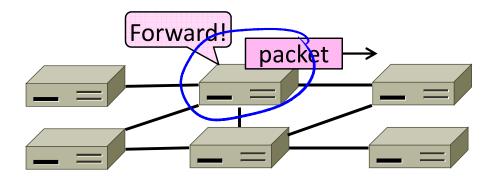
### Routing vs. Forwarding

- Routing is the process of deciding in which direction to send traffic
  - Network wide (global) and expensive



# Routing vs. Forwarding (2)

- Forwarding is the process of sending a packet on its way
  - Node process (local) and fast



#### Our Plan

- Forwarding this time
  - What routers do with packets
- Routing next time
  - Logically this comes first
  - But ignore it for now

#### **END**

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