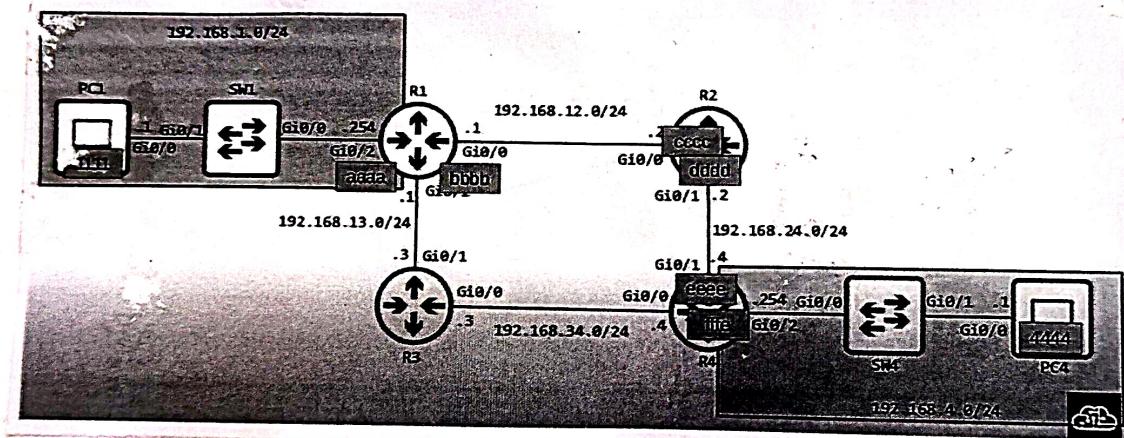


## Life of a Packet

- The entire process of sending packet to a remote destination.
- Including ARP, encapsulation, de-encapsulation, etc.

## # NETWORK TOPOLOGY



- A packet being sent from PC1 in the 192.168.1.0/24 network, to PC4 in the 192.168.4.0/24 network.
- Let's assume we have pre-configured static routes on these devices, so the packet will follow the same path as in the static routing topology, that is  $\text{PC1} \rightarrow \text{R1} \rightarrow \text{R2} \rightarrow \text{R4} \rightarrow \text{PC4}$

since we're, not just looking at Layer 3 in this video  
let me add MAC addresses for these devices.

As you know a MAC address is actually 12 hexadecimal char...  
but just to save space shorter it 4.

NOTE:- SW1's interface also have MAC  
addresses, however for this its  
not necessary to know the MAC  
addresses of the switches so to  
avoid clutter.

→ these above things include in 1st Diagram.

Now PC1 wants to send some data to PC4, & its  
encapsulated in this IP header.

Src: 192.168.1.1 (PC1)

Dst: 192.168.4.1 (PC4)

PC1 IP address is in the (192.168.1.0/24) Network,  
it notices that the address (192.168.4.1) is a  
different network, so it knows that it needs  
to send packet to its default gateway,

which is R1, something we have already preconfigured  
In this example PC1 has not sent any traffic yet  
so it needs to use ARP.

Let's look at the ARP process once more.

PC1 MAKES THIS ARP REQUEST :-

### ARP REQUEST

Src IP : 192.168.1.1

Dst IP : 192.168.1.254

Dst MAC : ffff.ffff.ffff

- So, it sends the frame, which SW1 receives & broadcasts out of all interfaces except one it received.  
(i.e SW1 will forward the frame out its G0/0 interface)
- When this broadcast frame arrives on R1, it notices that the destination IP is its own; so it creates this ARP reply frame to send back to PC1

ARP Reply
Src IP: 192.168.1.254
Dst IP: 192.168.1.1
Dst MAC: 1111
Src MAC: aaaa

The ARP request message was broadcast because R1 learned PC1's IP & MAC add. from the ARP request message the ARP reply can be sent unicast directly to PC1  
So, that's what R1 does.

- So, Now PC1 knows the MAC address of its default gateway so it encapsulates the packet with this ethernet header

Src: 192.168.1.1	Dst: aaaa
Dst: 192.168.1.1	Src: 1111

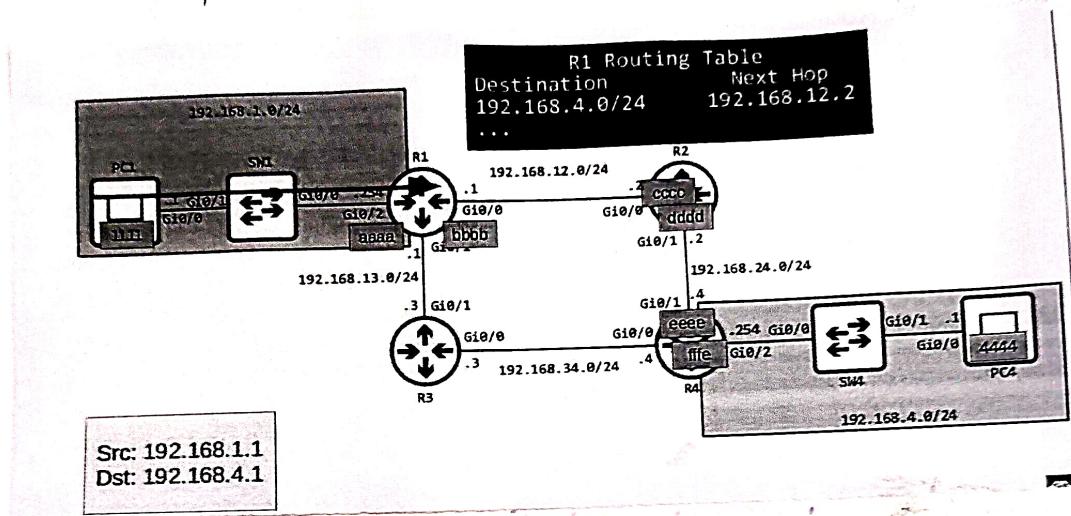
Keep In Mind ; the original packet is not changed the destination address remains PC4's IP add... NOT R1's IP add...

Only at Layer 2 is the destination set to R1's MAC address

→ So, it's send the frame to R1. R1 receives it, and removes the ethernet headers.

Src: 192.168.1.1  
Dst: 192.168.4.1

It looks up the destination in its routing table & Next hop is 192.168.12.2.



→

→ R1 will have to encapsulate this packet with an Ethernet frame with the appropriate MAC address for 192.168.12.2.

However, R1 doesn't know R2's MAC address yet. So how will it learns R2's MAC address?

It will use ARP Request

ARP Request  
Src IP: 192.168.1.1  
Dst IP: 192.168.12.2  
Dst MAC: ffff.ffff.ffff  
Src MAC: bbbb

→ So, it sends the ARP request & R2 receives it.  
R2 receives the broadcast, & since the destination IP address matches its own IP address - it makes this ARP reply to send R1

ARP Reply

SrcIP: 192.168.122
DstIP: 192.168.12.1
DstMAC: bbbb
SrcMAC: cccc

Once again, because it learned the IP and MAC addresses of R1 from the ARP request it doesn't have to broadcast the frame. So, it sends this ARP reply back to R1.

→ Now, R1 knows R2 MAC Address so it can encapsulate the packet with an Ethernet Header.

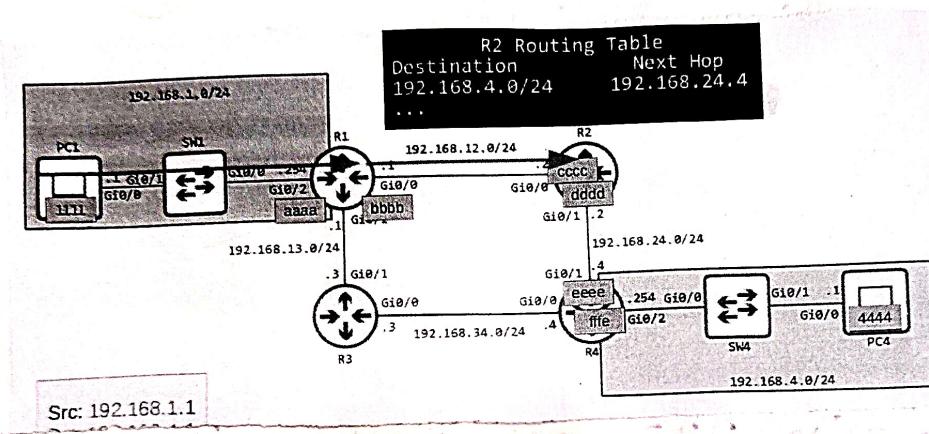
Src: 192.168.1.4	Dst: cccc
Dst: 192.168.4.7	Src: bbbb

Inserting R2's MAC address in the Destination field, and the MAC address of R1's G0/0 interface in the Source field, and it sends it to R2.

→ After receiving the frame, R2 removes the Ethernet header.

Src: 192.168.1.1  
Dst: 192.168.4.1

R2 looks up the destination in its routing table & Next hop is 192.168.24.4



→ Although 192.168.24.0/24 is a connected network to R2, it doesn't know the MAC address of R4.  
R2 will use ARP to discover R4's MAC address

### ARP Request

Src IP: 192.168.24.2

Dst IP: 192.168.24.4

Dst MAC: ffff.ffff.ffff

Src MAC: dddd

and ARP request flood it out of its Gi0/1 interface.

→ R4 receives the broadcast, & since the destination IP address is its own it creates this ARP reply to send back to R2. Once again it already knows R2 IP & MAC addresses because they were used as the source addresses for the ARP request

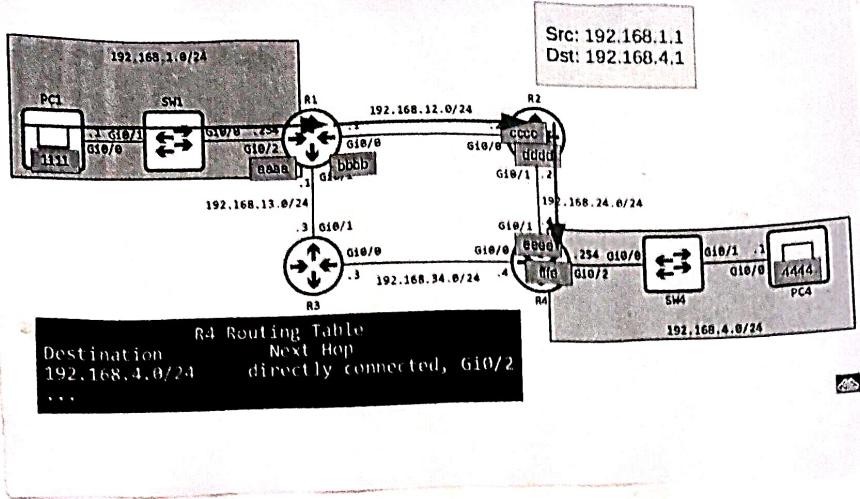
ARP Reply
SrcIP: 192.168.24.4
DstIP: 192.168.24.2
Dst MAC: dddd
Src MAC: eeee

It sends the unicast frame back to R2 with ARP reply.

→ Now that R2 knows R4 MAC address it encapsulates PC1's packet with an Ethernet header

Src: 192.168.1.1	Dst: eeee
Dst: 192.168.4.1	Src: dddd

R4 receives the frame & removes the Ethernet header. It looks up the destination in its routing table & most specific 192.168.4.0/24 which is directly connected.



→ Once again R4 doesn't know PC4's MAC address or PC4's MAC address yet so you know what it has to do next use ARP to know PC4 mac address.

**ARP Request**

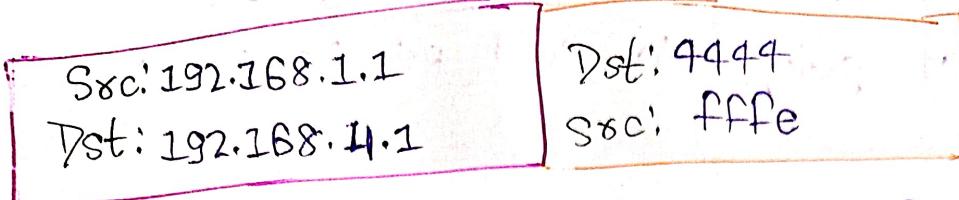
SrcIP: 192.168.4.254  
Dst IP: 192.168.4.1  
Dst MAC: ffff.ffff.ffff  
SrcMAC: fffe

→ After PC4 receives the frame, it checks the destination IP address since it is its own IP address it will send an ARP reply.

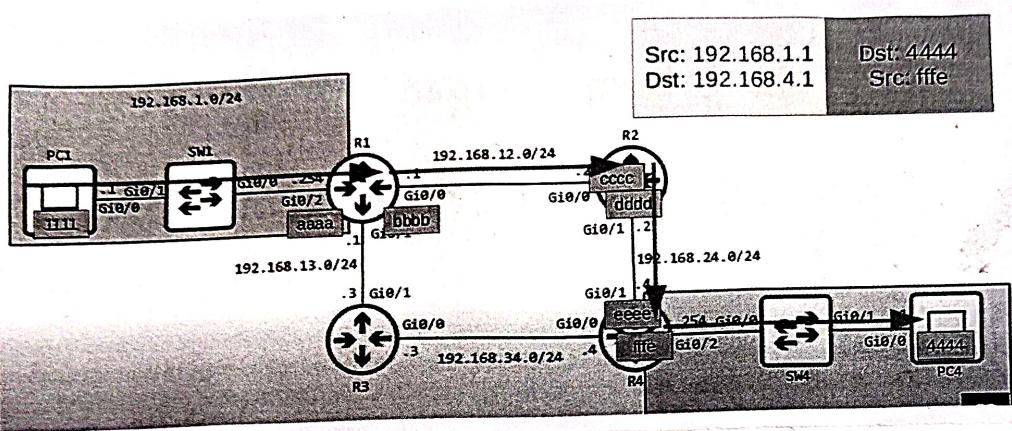
**ARP Reply**

SrcIP: 192.168.4.1  
Dst IP: 192.168.4.254  
Dst MAC: fffe  
Src MAC: 4444

→ Now that R4 knows PC4 MAC address, it adds an Ethernet header to the packet



R4 sends the frame to PC4, & finally it has reached its destination



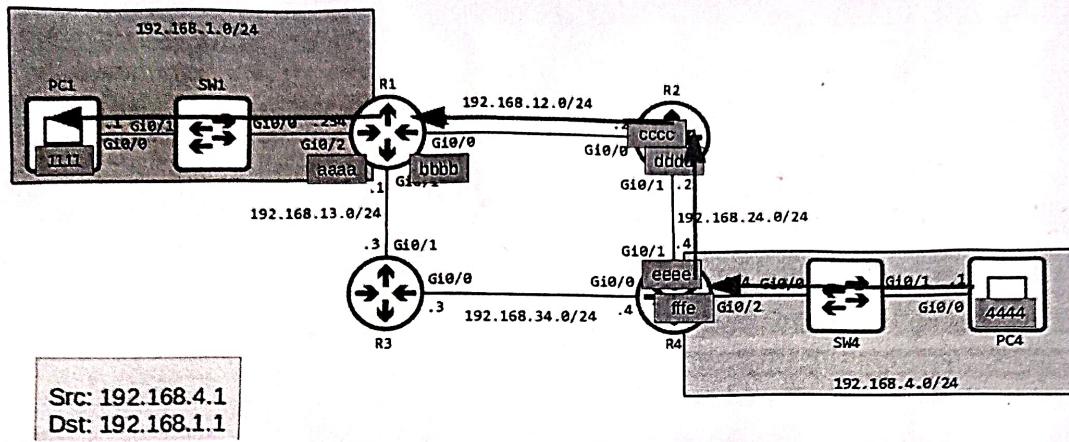
NOTICE, that the original packet hasn't changed throughout the process. It same IP header with a Source IP :- 192.168.1.1

Destination IP:- 192.168.4.1

Also, Notice that the switches didn't actually modify the frame at any point. The switches forwarded the frames & learned the MAC addresses, but they don't actually de-encapsulate & then re-encapsulates the packet with a new header.

Ethernet

1904, 10:00 say PC4 send a reply back to PC1, and we've configured static routes on the routers so that the traffic follows the same path on the way back to PC1, going via SW4, R4, R2, R1 & then PC1.



What will be different?

→ These will be one major difference, since these devices have already gone through the ARP process, there won't be any need for ARP request & replies the packet will simply be forwarded from device to device being de-encapsulated & then re-encapsulated as it is received by and the forwarded by each router.

So, that is in this, just a basic walkthrough of how a packet is forwarded by routers to pass it along to its final destination.