Internet Networking 236341 - Homework 2

Yosef Goren

May 14, 2023

Contents

1 DNS

1.1 `nslookup`

a. We looked up the address of the University of Amsterdam:

```
PS C:\Windows\system32> nslookup www.uva.nl
Server:  home.home
Address:  10.0.0.138

Non-authoritative answer:
Name:    uvacms-prd-fe-redir.lb.uva.nl
Address:  145.18.11.145
Aliases:  www.uva.nl
          redir-prd.cms.uva.nl
```

b. We looked up the authoritative DNS servers of MIT:

```
PS C:\Windows\system32> nslookup -type=NS mit.edu
Server:  home.home
Address:  10.0.0.138

Non-authoritative answer:
mit.edu nameserver = asia1.akam.net
mit.edu nameserver = usw2.akam.net
mit.edu nameserver = use2.akam.net
mit.edu nameserver = ns1-37.akam.net
mit.edu nameserver = use5.akam.net
mit.edu nameserver = asia2.akam.net
mit.edu nameserver = eur5.akam.net
mit.edu nameserver = ns1-173.akam.net
```

After that, we were able to confirm the first result '`asia1.akam.net`' is considered an authoritative name server in that domain by querying it directly:

```
PS C:\Windows\system32> nslookup www.mit.edu asia1.akam.net
Server:  UnKnown
Address:  95.100.175.64

Name:    www.mit.edu
```

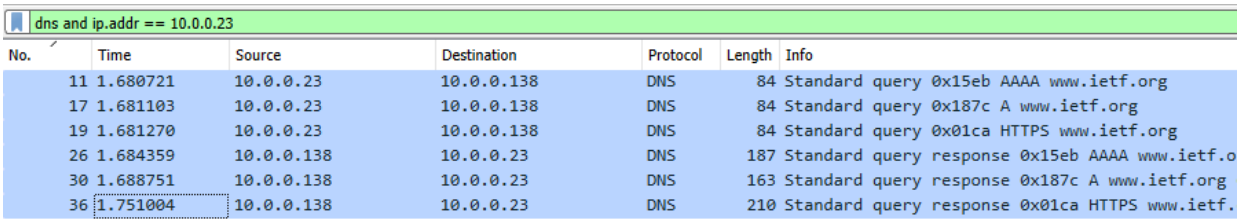
Indeed here we can see the result is not preceeded by the note '`Non-Authoritative answer`'.

1.2 `ipconfig` & Wireshark

c. Multiple queries were sent. The queries and responses used both TCP and UDP under different circumstances; when using Edge browser (as in the photos) - the protocol was TCP [1] , and when using Firefox - UDP was used.

[1] likely due to the fact DNS over HTTPS was used - which is built on TLS - which is built on TCP

d. There were in-fact 3 different DNS queries initiated and 3 responses regarding my search:



dns and ip.addr == 10.0.0.23

No.	Time	Source	Destination	Protocol	Length	Info
11	1.680721	10.0.0.23	10.0.0.138	DNS	84	Standard query 0x15eb AAAA www.ietf.org
17	1.681103	10.0.0.23	10.0.0.138	DNS	84	Standard query 0x187c A www.ietf.org
19	1.681270	10.0.0.23	10.0.0.138	DNS	84	Standard query 0x01ca HTTPS www.ietf.org
26	1.684359	10.0.0.138	10.0.0.23	DNS	187	Standard query response 0x15eb AAAA www.ietf.o
30	1.688751	10.0.0.138	10.0.0.23	DNS	163	Standard query response 0x187c A www.ietf.org
36	1.751004	10.0.0.138	10.0.0.23	DNS	210	Standard query response 0x01ca HTTPS www.ietf.

On the server side the port was 53 in all of the packets (so 53 as destination of requests and as source of answers), and on the client side 3 different ports were used: 50883, 50884, 50885.

e. The DNS queries had a source IP's of my ethernet adapter `10.0.0.23` and destination IP of the default gateway `10.0.0.138`, the answers to the queries had the source IP of the gateway and destination address of my ethernet adapter:

```
C:\Windows\System32>ipconfig
...
Ethernet adapter Ethernet:

Connection-specific DNS Suffix  . : home
IPv6 Address. . . . . . . . . . . : 2a06:c701:7241:5300:95d8:e6b8:e777:abcf
Temporary IPv6 Address. . . . . . : 2a06:c701:7241:5300:83d:935a:b003:26a5
Link-local IPv6 Address . . . . . : fe80::940f:4df:377e:f2cb%21
IPv4 Address. . . . . . . . . . . : 10.0.0.23
Subnet Mask . . . . . . . . . . . : 255.255.255.0
Default Gateway . . . . . . . . . : fe80::1%21
                                    10.0.0.138
```

So this means that the default gateway is the DNS provider for my host system.

f. Each of the 3 queries that were made had recived as single response to the port from which it was sent. Each such response contains a list of queries and responses.

g. The query content for the query coming out of 50885:

```
Domain Name System (query)
    Length: 30
    Transaction ID: 0x01ca
  > Flags: 0x0100 Standard query
    Questions: 1
    Answer RRs: 0
    Authority RRs: 0
    Additional RRs: 0
  Queries
    www.ietf.org: type HTTPS, class IN
        Name: www.ietf.org
        [Name Length: 12]
        [Label Count: 3]
        Type: HTTPS (HTTPS Specific Service Endpoints) (65)
        Class: IN (0x0001)
    [Response In: 36]
```

And the response:

```
Queries
  www.ietf.org: type HTTPS, class IN
      Name: www.ietf.org
      [Name Length: 12]
      [Label Count: 3]
      Type: HTTPS (HTTPS Specific Service Endpoints) (65)
      Class: IN (0x0001)
Answers
  www.ietf.org: type CNAME, class IN, cname www.ietf.org.cdn.cloudflare.net
      Name: www.ietf.org
      Type: CNAME (Canonical NAME for an alias) (5)
      Class: IN (0x0001)
      Time to live: 1760 (29 minutes, 20 seconds)
      Data length: 33
      CNAME: www.ietf.org.cdn.cloudflare.net
  > www.ietf.org.cdn.cloudflare.net: type HTTPS, class IN
  [Request In: 19]
  [Time: 0.069734000 seconds]
```

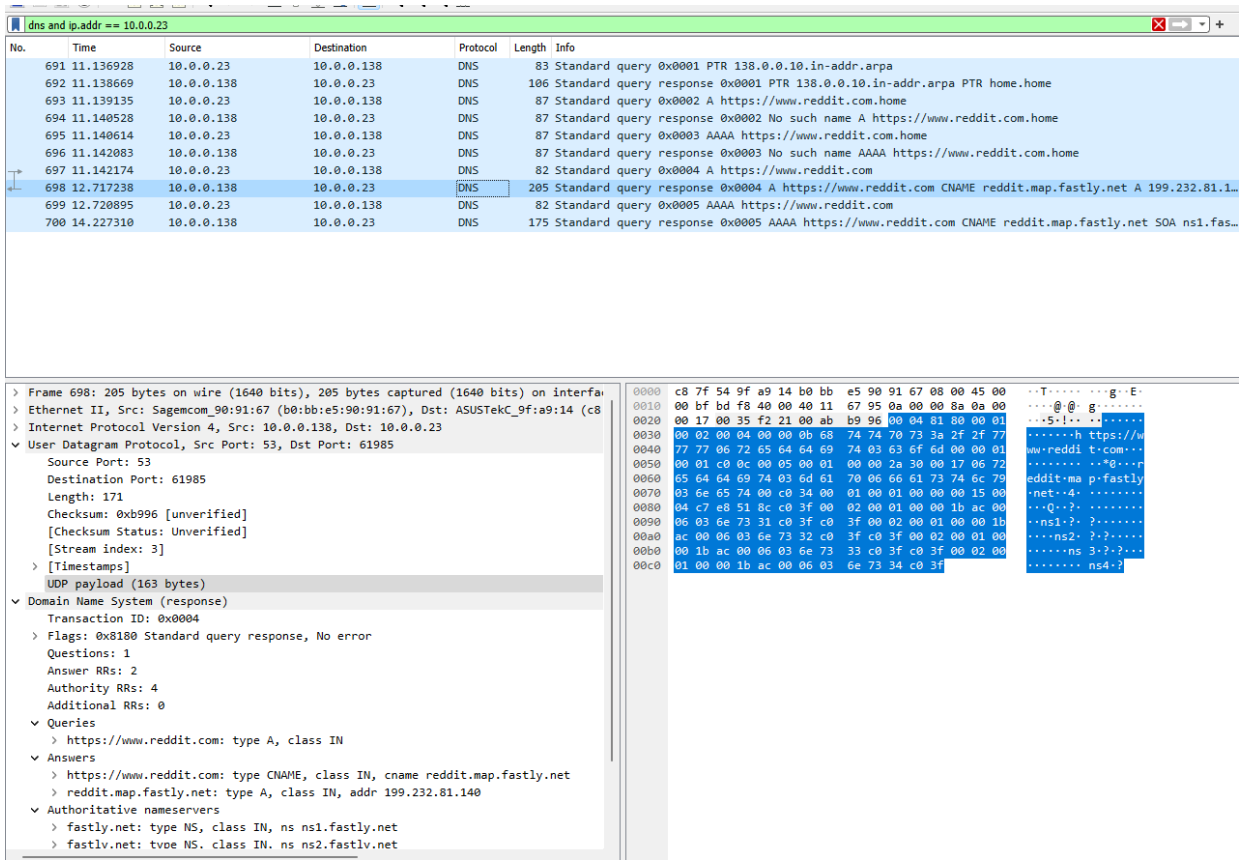
h. The client port is 61983 while the server port is still 53.

i. Like before, the DNS communication is between my computer and the default gateway. It is not a DNS itself - but acts as the DNS for my system.

j. The request was of type 'A' which requests a host address.

k. The response contained two host addresses, and a list of authoritative name servers.

l. In this photo we can see to two relevant request and response packets at the top, and also the content of the response packet below:

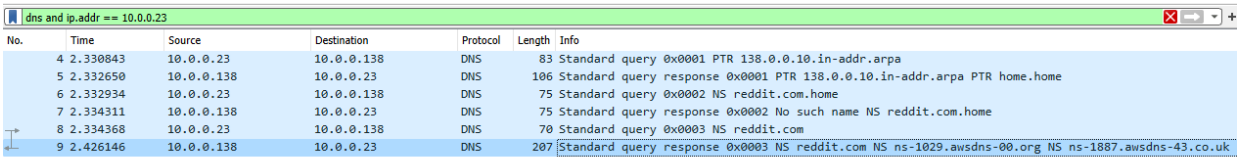


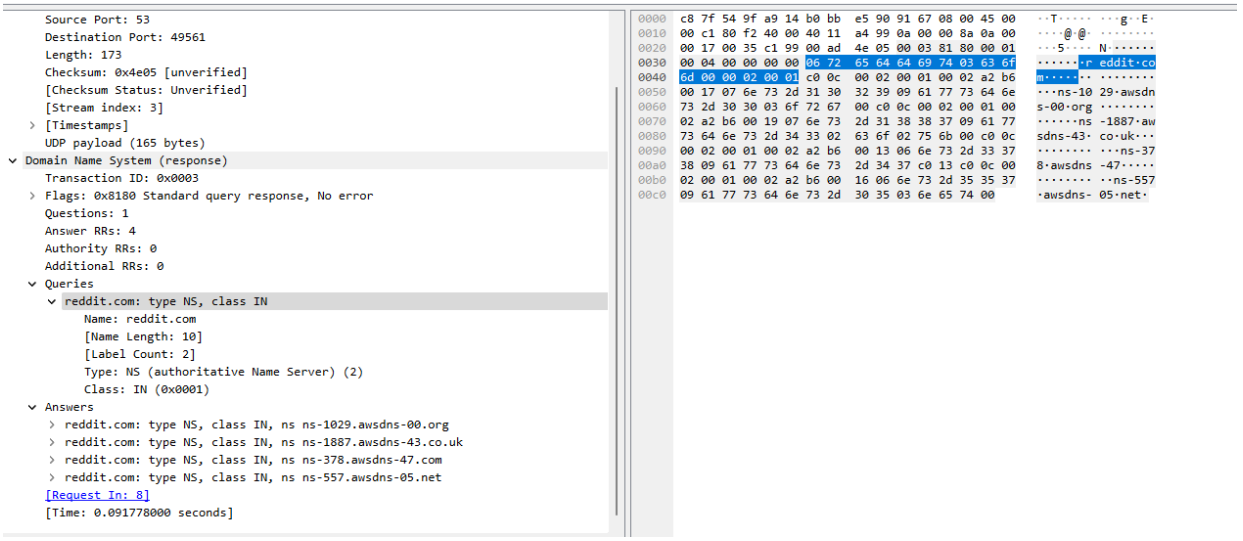
m. The server address is still the default gateway.

n. The query type is now 'NS' which means it is in search of a name server.

o. There are 4 answers, all of them contain the of a name server, but none conain the IP itself.

p. Wireshark:





q. A request to find who is `google-public-dns-a.google.com`.

r. The request to find `google-public-dns-a.google.com` was sent to the default gateway. It is my local DNS provider. The response also came from the default gateway.

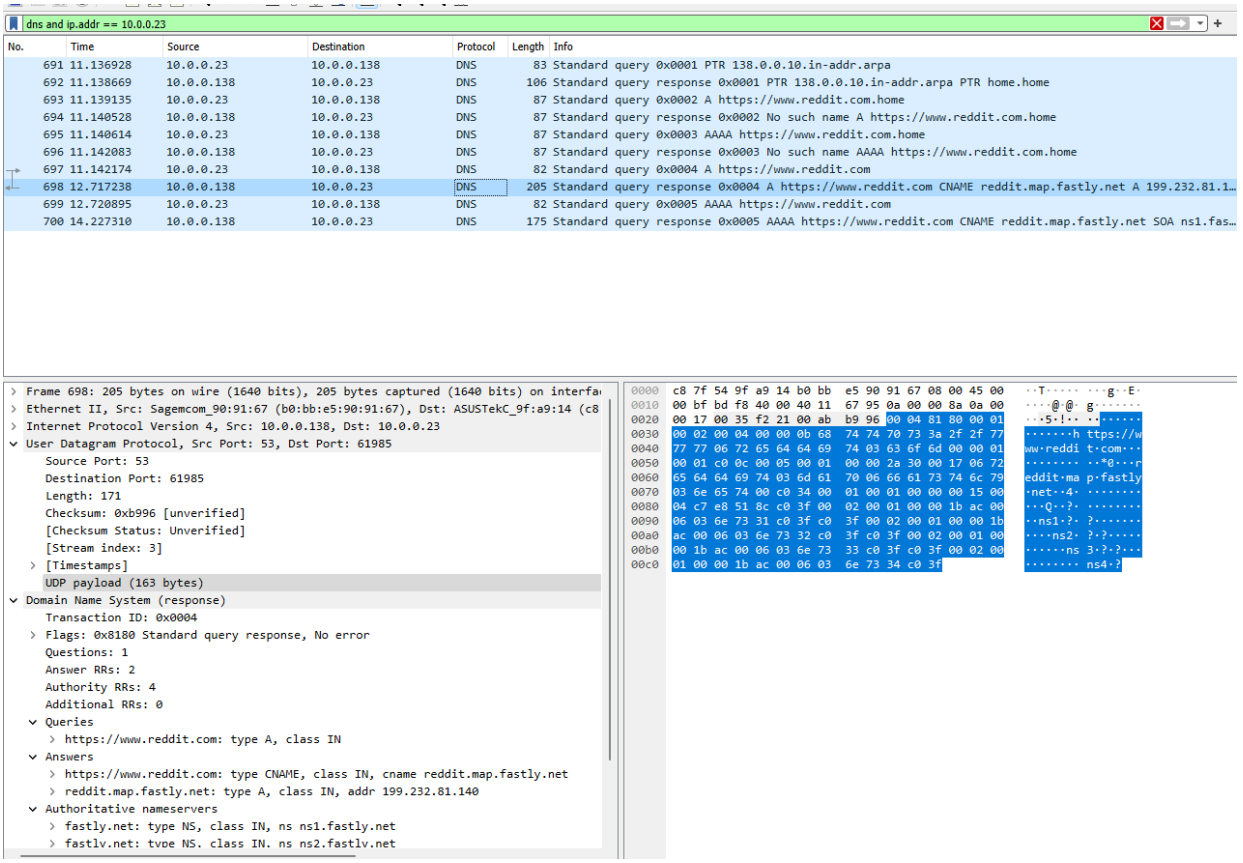
s. The request to find `reddit.com` was sent to the address `2001:4860:4860::8888` which resolved address of `google-public-dns-a.google.com` (which is not my local DNS server).

t. The IPv6 address of the google DNS server:

```
PS C:\Users\yosef> nslookup google-public-dns-a.google.com
Server:  home.home
Address:  10.0.0.138

Non-authoritative answer:
Name:    google-public-dns-a.google.com
Addresses:  2001:4860:4860::8888
          8.8.8.8
```

Wireshark: response packets at the top, and also the content of the response packet below:



2 ICMP

2.1 ICMP types and codes

a. The router sends an ICMP Time Exceeded packet to with `type=11` and `code=0` which means it is due to TTL running out.

b. The router sends an ICMP Destination Unreachable packet, with `type=3` and `code=4` which means that fragmantation was required but not allowed due to the DF flag.

c. The router sends an ICMP Source Quench packet, with `type=4` and `code=0` which means the buffer was full.

d. The router sends an ICMP Destination Unreachable packet, with `type=3` and `code=3` which means the destination port is unreachable.

e. It will send a packet with `type=5` and `code=0` which indicates that a packet was forwareded but the existing routing is used was not optimal in the sense that it should have been routed through the same LAN.

f. The router will return an ICMP echo reply packet which has `type=0`, `code=0`.

g. The router sends an ICMP Destination Unreachable packet, with `type=3` and `code=0` which means that the destination address could not be reached.

2.2 MTU discovery

MTU is the Maximum Transmission Unit, which is a number (in bytes) that describes the maximal size of a packet that will be sent.
MTU discovery is a process where on a specific socket - the two communicating parties attempt to find the MTU for the links that connect them - so they can send packets with the optimal size in their communication.

MTU discovery is done by attempting different message sizes (and `DF=1`) and seeing which are capable of passing and which do not return or result with an 'ICMP could not Fragment' - which means the packet was too large. A failiure indicates the packet size is larger than the MTU while a success indicates the packet size is smaller or equal to the MTU. To accelerate this process a binary search algorithm can be used.

2.3 ICMP and IP

ICMP is the Internet Control Message Protocol while IP is Internet Protocol.
The ICMP protocol enables the IP protocol to work, by transfering metadata about how IP messages are moving through the network (such as in the examples in the first part of the question).
It is also somewhat circular as ICMP packets are built upon the IP headers, while the routers and hosts that transfer IP packets relay on the ICMP protocol to be configured properly.

3 MiniNet

3.1 Router vs Switch

A switch is a device that operates at the data link layer (2). It uses the MAC addresses of devices to forward network traffic between them within the same LAN.
A router, on the other hand, operates at the IP layer (3). It uses IP addresses to forward network traffic between devices that are in different LAN's.

3.2

The output is:

```
mininet> h1 ifconfig
h1-eth0   Link encap:Ethernet  HWaddr d6:e9:4b:ad:4c:62
          inet addr:10.0.0.1  Bcast:10.255.255.255  Mask:255.0.0.0
          inet6 addr: fe80::d4e9:4bff:fead:4c62/64 Scope:Link
          UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
          RX packets:7 errors:0 dropped:0 overruns:0 frame:0
          TX packets:8 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:1000
          RX bytes:558 (558.0 B)  TX bytes:648 (648.0 B)

lo        Link encap:Local Loopback
          inet addr:127.0.0.1  Mask:255.0.0.0
          inet6 addr: ::1/128 Scope:Host
          UP LOOPBACK RUNNING  MTU:65536  Metric:1
          RX packets:0 errors:0 dropped:0 overruns:0 frame:0
          TX packets:0 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:0
          RX bytes:0 (0.0 B)  TX bytes:0 (0.0 B)
```

1. The MAC is: `d6:e9:4b:ad:4c:62`.
2. The IP is: `10.0.0.1`, subnet mask: `255.0.0.0`, so there are 24 bits to specify different hosts in the subnet meaning there can be up to 2^{24} hosts in it.
3. The IPv6 address is `fe80::d4e9:4bff:fead:4c62/64`.
4. The MTU is 1500 (bytes).
5. `txqueuelen` refers to the length of the transmission queue of this interface, which is a buffer that holds packets that are waiting to be transmitted by the interface.

3.3

A loopback interface is an interface that connects the host to itself.
These interfaces are useful for many things; among the most important ones I can think of are for platform-independent IPC, and for testing network services (for example I can run `ssh localhost` before attempting to log in somewhere else to make sure my ssh client is working properly).
The associated IP address `127.0.0.1` is a special address dedicated to loopback adapters.

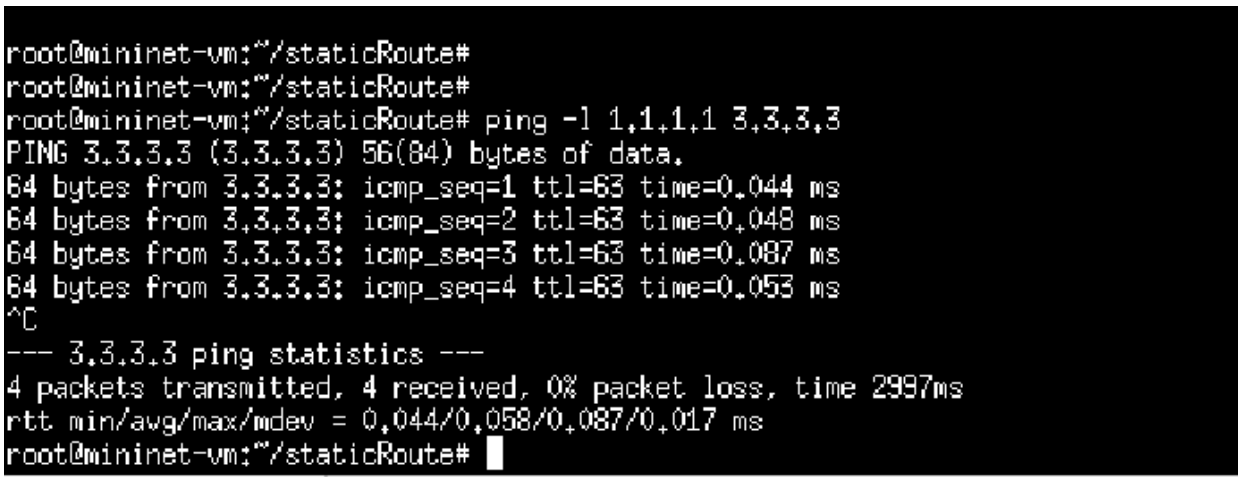
3.4

The output is almost identical - but the two have different IP and MAC addresses. They are both in a private network `10.*.*.*` - (which we know is the same private network). This also means that the first 8 bits of their IPv4 address match (in-fact the first 30 bits do, but that is more of a coincident).

3.5

We have used the following commands to configure the routers:

- For R1: '`ip route 2.2.2.0/24 192.168.1.2`'
- For R2: '`ip route 3.3.3.0/24 192.168.2.2`'
- For R3: '`ip route 192.168.1.0/24 192.168.2.1`'



3.6

The main disadvantage of using static routing is that it needs to be manually defined by the network administrator, which can be very time consuming and unscalable, moreover - static routing is also less resilient to router crashes.

3.7

In the '`count to infinity`' The '`count to infinity`' problem is a problem in which the router loses the link to a specific destination before it can update its neighbors. It receives a message from one of them that there is an alternate route that is much shorter than the one to the destination that was lost. However, the alternate route actually passes through the first router, which does not exist because one of the links has failed. The result is that both routers will update each other with incorrect routes to a specific destination and packets that will arrive at these routers in order to reach the destination will be stuck. The process will continue until the routes that the routers exchange between them are less efficient than another route (since their cost only increases).

3.8

The mechanism is an addition to split horizon, so that instead of a router receiving reports from routers that may be using routes through it, it will receive them and define their use as an infinite cost, thus preventing the sending router from being poisoned.

3.9

Triggered updates is a protocol designed to try to speed up the solution of the count to infinity problem. In cases where the "misleading cycle" is more than two routers, split horizon will not help us. The way to do this is to send update messages as soon as an update message is received, even if it is not the time when we (as a router) are supposed to send update messages, and thus speed up the convergence of the count-to-infinity problem and accelerate the network's recovery.

3.10

The protocol is restricted to networks where the longest path requires no more than 15 hops. The protocol relies on "counting to infinity" to address certain uncommon scenarios, which can lead to lengthy convergence periods. Additionally, the protocol utilizes "hop count" exclusively and disregards other real-time parameters, such as measured delay, reliability, or load.

3.11

Every datagram has a specific purpose, and the command field is used as a header to the datagram, where its purpose is mentioned. This includes types such as response, request, trace off, trace on, and reserved.

3.12

Based on our count, it takes an average of `20` seconds between each response.

3.13

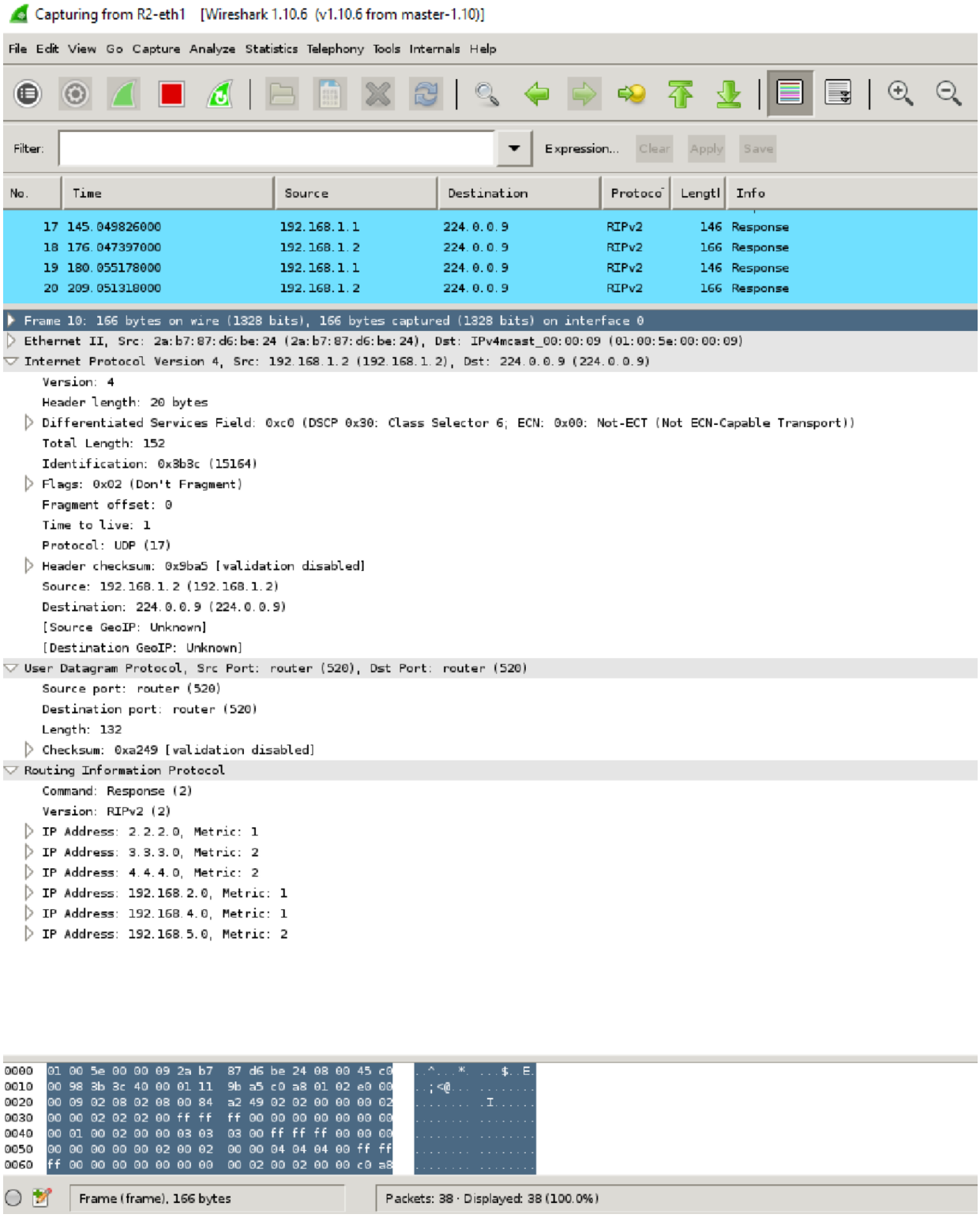
The message is sent via UDP, on port `17`.

3.14

The IP address of the destination is `224.0.0.9`, whats important about this address is that it is used by the RIP for multicast.

3.15

The important detail that the responce message contains is the Metric, Which represents the hop count. That is the number of router that a message needs to go through to reach its destination.


Capturing from R2-eth1 [Wireshark 1.10.6 (v1.10.6 from master-1.10)]
File Edit View Go Capture Analyze Statistics Telephony Tools Internals Help
Filter:
Expression... Clear Apply Save
No. Time Source Destination Protocol Length Info
17 145.049826000 192.168.1.1 224.0.0.9 RIPv2 146 Response
18 176.047397000 192.168.1.2 224.0.0.9 RIPv2 166 Response
19 180.055178000 192.168.1.1 224.0.0.9 RIPv2 146 Response
20 209.051318000 192.168.1.2 224.0.0.9 RIPv2 166 Response
Frame 10: 166 bytes on wire (1328 bits), 166 bytes captured (1328 bits) on interface 0
Ethernet II, Src: 2a:b7:87:d6:be:24 (2a:b7:87:d6:be:24), Dst: IPv4mcast_00:00:09 (01:00:5e:00:00:09)
Internet Protocol Version 4, Src: 192.168.1.2 (192.168.1.2), Dst: 224.0.0.9 (224.0.0.9)
Version: 4
Header length: 20 bytes
Differentiated Services Field: 0xc0 (DSCP 0x30: Class Selector 6; ECN: 0x00: Not-ECT (Not ECN-Capable Transport))
Total Length: 152
Identification: 0x3b3c (15164)
Flags: 0x02 (Don't Fragment)
Fragment offset: 0
Time to live: 1
Protocol: UDP (17)
Header checksum: 0x9ba5 [validation disabled]
Source: 192.168.1.2 (192.168.1.2)
Destination: 224.0.0.9 (224.0.0.9)
[Source GeoIP: Unknown]
[Destination GeoIP: Unknown]
User Datagram Protocol, Src Port: router (520), Dst Port: router (520)
Source port: router (520)
Destination port: router (520)
Length: 132
Checksum: 0xa249 [validation disabled]
Routing Information Protocol
Command: Response (2)
Version: RIPv2 (2)
IP Address: 2.2.2.0, Metric: 1
IP Address: 3.3.3.0, Metric: 2
IP Address: 4.4.4.0, Metric: 2
IP Address: 192.168.2.0, Metric: 1
IP Address: 192.168.4.0, Metric: 1
IP Address: 192.168.5.0, Metric: 2
0000 01 00 5e 00 00 09 2a b7 87 d6 be 24 08 00 45 c0
0010 00 98 3b 3c 40 00 01 11 9b a5 c0 a8 01 02 e0 00
0020 00 09 02 08 02 08 00 84 a2 49 02 02 00 00 00 02
0030 00 00 02 02 02 00 ff ff ff 00 00 00 00 00 00 00
0040 00 01 00 02 00 00 03 03 03 00 ff ff ff 00 00 00
0050 00 00 00 00 00 02 00 02 00 00 04 04 04 00 ff ff
0060 ff 00 00 00 00 00 00 00 00 02 00 02 00 00 c0 a8
Frame (frame), 166 bytes
Packets: 38 · Displayed: 38 (100.0%)

3.16

In our tests, the infinity metric was 16, this should be relatively long compared to the other routes in the network (there shouldn't be any other router with longer route)

3.17

Shortly after the link went down, the other nodes (routers) realized that they had a better way to reach node 4. Thanks to the Triggered Updates mechanism. They send their own responses with updates about better paths as soon as they realized the previous path was no longer the better one.