

LAB2: Building Your Layer 2/3/4 Protocol Stack

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Goal

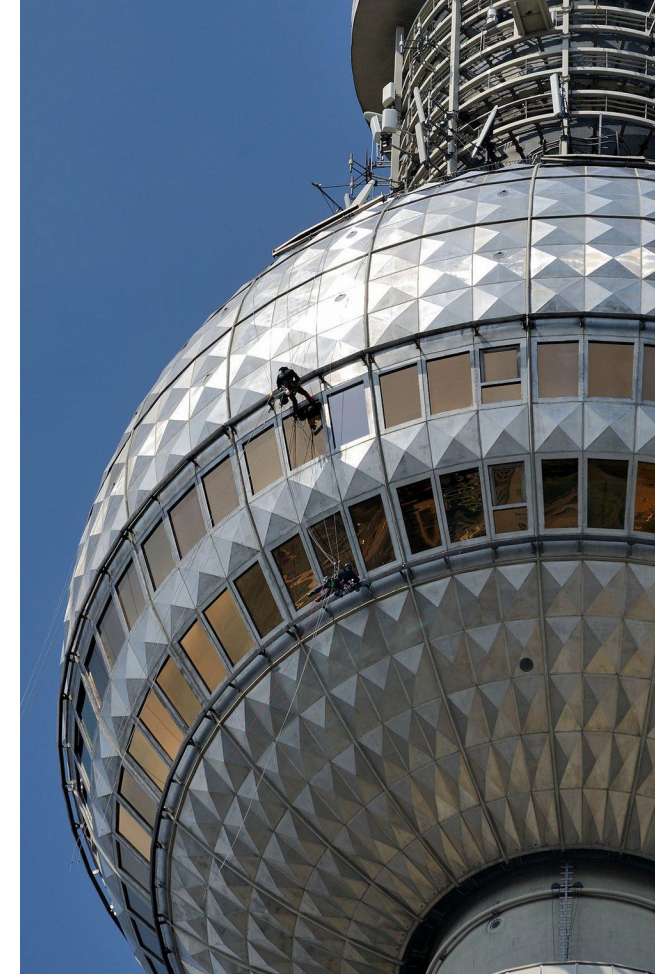
- You are going to implement a C/C++ program to replace layer 2/3/4 of the kernel protocol stack
- Build your own protocol stack is difficult, but worthwhile.
- Finishing this lab, you are expected to grow into a *system expert* (see next page) hopefully.



Two Types of Experts



Domain Experts Use the
Infrastructure and Innovate Their
Field



System Experts Build and
Renovate the Infrastructure

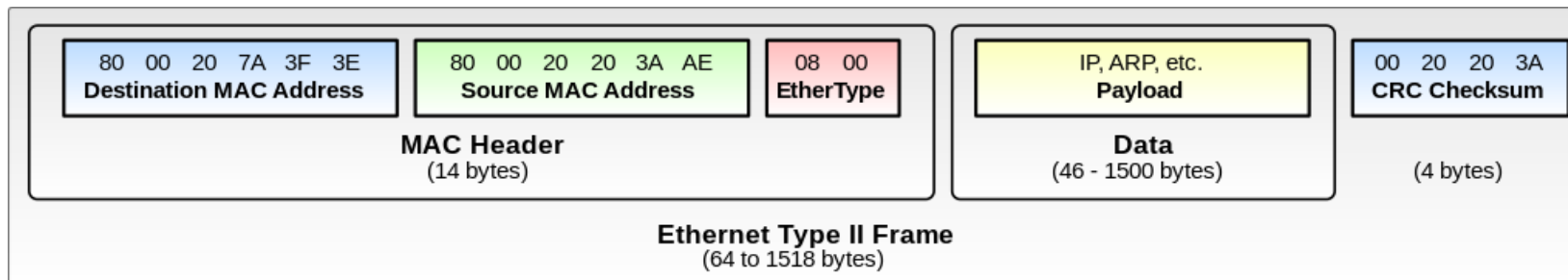
From Guojie

Overview

- Implement the 3 protocol layers from bottom to top, with 3 dues.
- You need to implement the interfaces we provide between layers.
- Feel free to contact us for more clarification and help.
- **See README.md for more tasks, hints and submit instructions.**

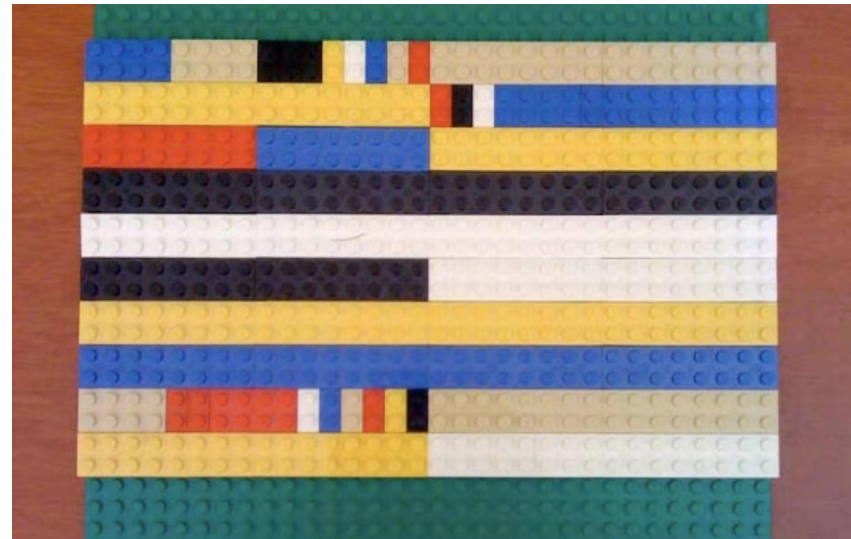
Part A: Link Layer

- Make use of **libpcap** to support sending/receiving **Ethernet II** frames.
- Bottom: libpcap functions, e.g. sending and receiving “framed” bitstreams.
- Top: device management, sending/receiving Ethernet II frames.
- Due: Oct. 7th.



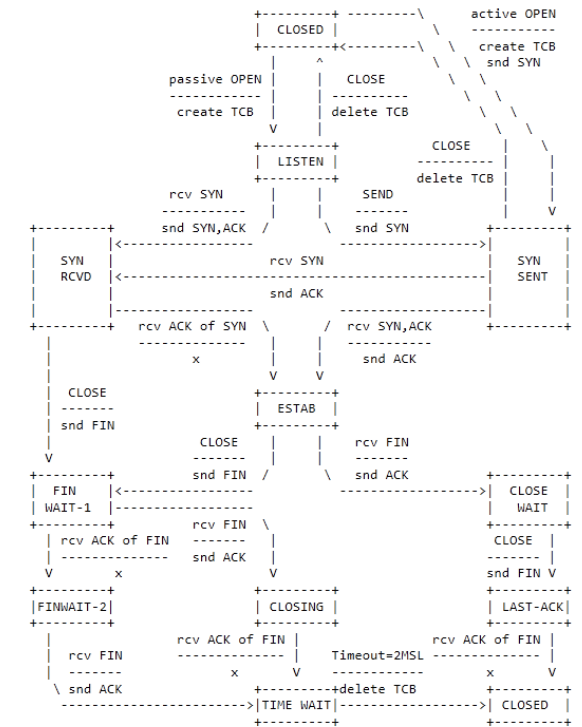
Part B: Network Layer

- Implement a simplified version of **Internet Protocol version 4**.
- Bottom: your Ethernet library.
- Inside: your routing algorithm.
- Top: sending/receiving packets over the whole Internet.
- Due: Oct. 21st.



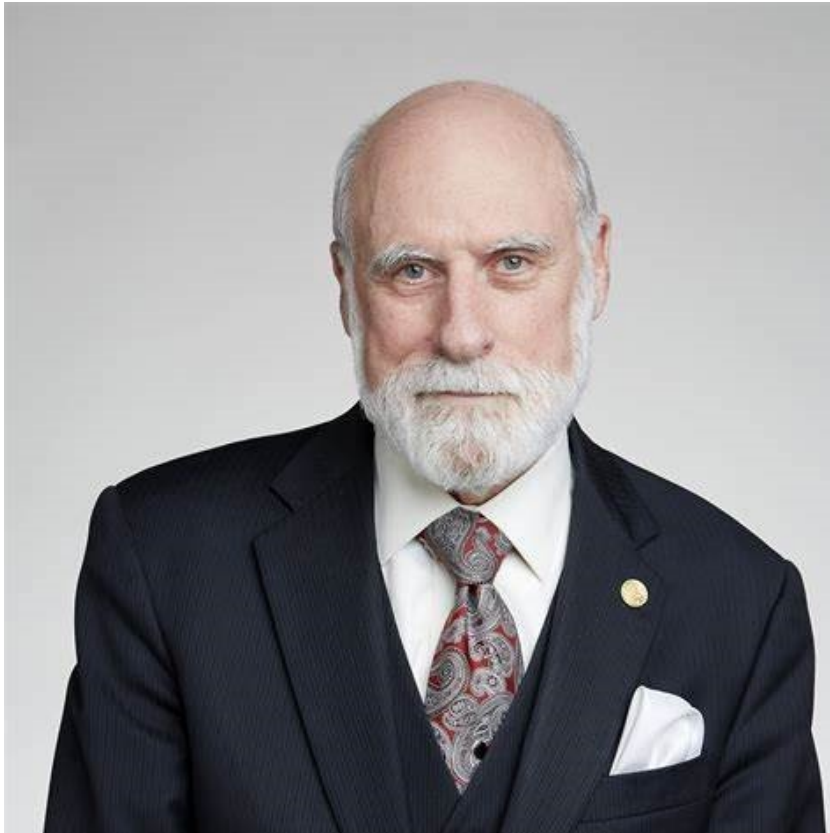
Part C: Transport Layer

- Implement a simplified version of **TCP protocol**, providing a subset of **socket interfaces**.
- Bottom: your IP library.
- Inside: connection state machine.
- Top: reliable connection via network.
- Due: Nov. 18th.



TCP Connection State Diagram
Figure 6.

Thanks and Have Fun!



If I have seen further... it is by standing upon the shoulders of giants.

-- *Isaac Newton*