

CSE/EE 461 – Lecture 6

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Last Time

- Focus:
 - What to do when one shared LAN isn't big enough?
- Interconnecting LANs
 - Bridges and LAN switches
- A preview of the Network layer

Application
Presentation
Session
Transport
Network
Data Link
Physical

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L6.2

This Time

- Focus:
 - How do we build large networks?
- Introduction to the Network layer
 - Internetworks
 - Service models
 - IP (addressing, routing)
 - IP packet format

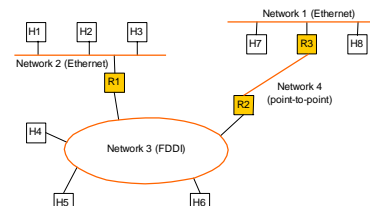
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Presentation
Session
Transport
Network
Data Link
Physical

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Internetworks

- Set of interconnected networks, e.g., the Internet
 - Scale and heterogeneity

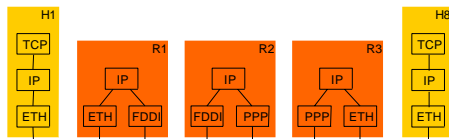


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In terms of protocol stacks

- Routers are network level gateways
 - IP is the network layer protocol used in the Internet
 - Packet is the term for network layer PDUs



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In terms of packet formats

- View of a packet on the wire on network 1 or 2
- Routers work with IP header, not higher
 - Higher would be a "layer violation"
- Routers strip and add link layer headers

Ethernet Header | IP Header | Higher layer headers and Payload

↑
Front of packet to left (and uppermost)

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Network Service Models

- **Datagram delivery: postal service**
 - Also connectionless, best-effort or unreliable service
 - Network can't guarantee delivery of the packet
 - Each packet from a host is routed independently
 - Example: IP
- **Virtual circuit models: telephone**
 - Also connection-oriented service
 - Signaling: connection establishment, data transfer, teardown
 - All packets from a host are routed the same way (router state)
 - Example: ATM, Frame Relay, X.25

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Datagrams or Virtual Circuits?

- **Pros and Cons?**
 - Simplicity/robustness versus stronger resource allocation
 - Examples ...
- **We return to these tradeoffs later**
 - Quality of Service (QoS)
 - These issues at the heart of current Internet evolution
 - Intserv (connection oriented) vs Diffserv ("connectionless")

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Internet Protocol (IP)

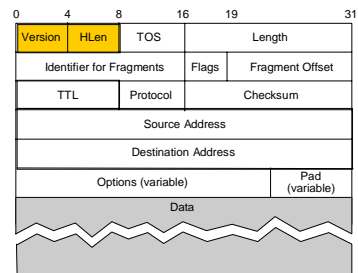
- **Network layer provides end-to-end delivery (routing)**
 - Between networks rather than a single network
- **IP defines a best effort service without error detection**
 - Can be loss, reordering, even duplication!
 - Currently IPv4 (IP version 4), IPv6 on the way
- **Global, hierarchical addresses, not flat addresses**
 - 32 bits in IPv4 not enough; 128 bits in IPv6
- **Routing protocols (RIP, OSPF, BGP) run between routers to maintain routing table (FIB)**
 - Which way to forward depending on IP address

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IPv4 Packet Format

- Version is 4
- Header length is number of 32 bit words
- Limits size of options

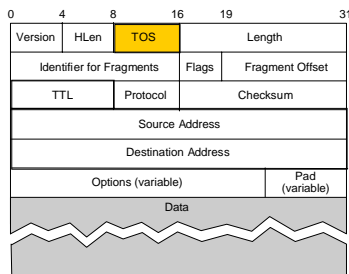


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IPv4 Header Fields ...

- Type of Service
- Abstract notion of kind of service, never really worked out
 - Routers ignore
- Field will be reused for Diffserv

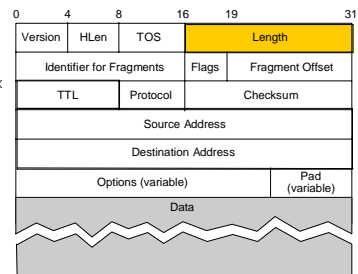


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IPv4 Header Fields ...

- Length of packet
- Min 20 bytes, max 65K bytes (limit to packet size)

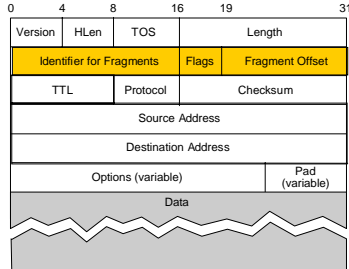


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IPv4 Header Fields ...

- Fragment fields
- Different LANs have different frame size limits
- May need to break large packet into smaller fragments

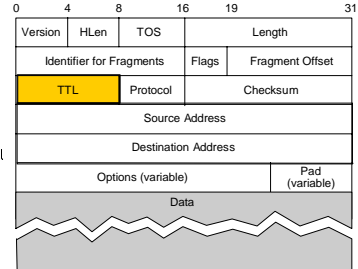


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IPv4 Header Fields ...

- Time To Live
- Decremented by router and packet discarded if = 0
- Prevents immortal packets

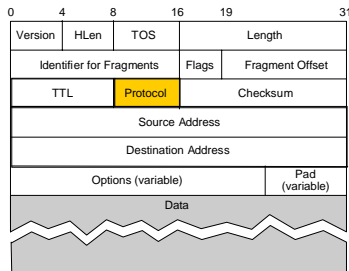


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IPv4 Header Fields ...

- Identifies higher layer protocol
 - E.g., TCP, UDP

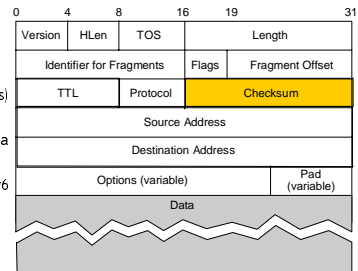


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IPv4 Header Fields ...

- Header checksum
- Recalculated by routers (TTL drops)
- Doesn't cover data
- Disappears for IPv6

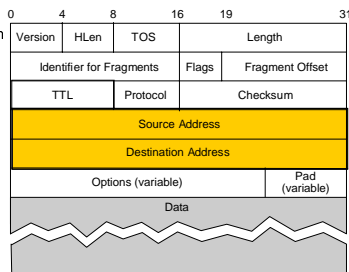


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IPv4 Header Fields ...

- Source/destination addresses
 - Not Ethernet
- Unchanged by routers
- Not authenticated by default

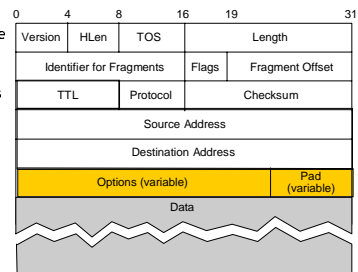


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IPv4 Header Fields ...

- IP options indicate special handling
 - Timestamps
 - "Source" routes
- Rarely used ...

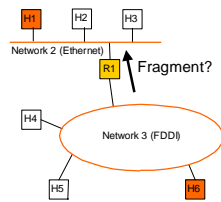


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Fragmentation Issue

- Different networks may have different frame limits (MTUs)
 - Ethernet 1.5K, FDDI 4.5K
- Don't know if packet will be too big for path beforehand
 - IP v4: fragment on demand and reassemble at destination
 - IP v6: network returns error message so host can learn limit

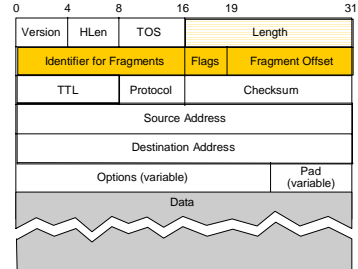


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Fragment Fields

- Fragments of one packet identified by (source, dest, frag id) triple
 - Make unique
- Offset gives start, length changed
- Flags are More Fragments (MF) Don't Fragment (DF)



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Fragment Considerations

- Relating fragments to original datagram provides:
 - Tolerance of loss, reordering and duplication
 - Ability to fragment fragments
- Consequences of fragmentation:
 - Loss of any fragments causes loss of entire packet
 - Need to time-out reassembly when any fragments lost

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Path MTU Discovery

- Path MTU is the smallest MTU along path
 - Packets less than this size don't get fragmented
- Fragmentation is a burden for routers
 - We already avoid reassembling at routers
 - Avoid fragmentation too by having hosts learn path MTUs
- Hosts send packets, routers return error if too large
 - Hosts discover limits, can fragment at source
 - Reassembly at destination as before
- Learned lesson from IPv4, streamlined in IPv6

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Key Concepts

- Network layer provides end-to-end data delivery across an internetwork, not just a LAN
 - Issues of scale and heterogeneity
 - Datagram and virtual circuit service models
 - IP is the network layer protocol of the Internet
- Up next: More detailed look at routing and addressing

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