

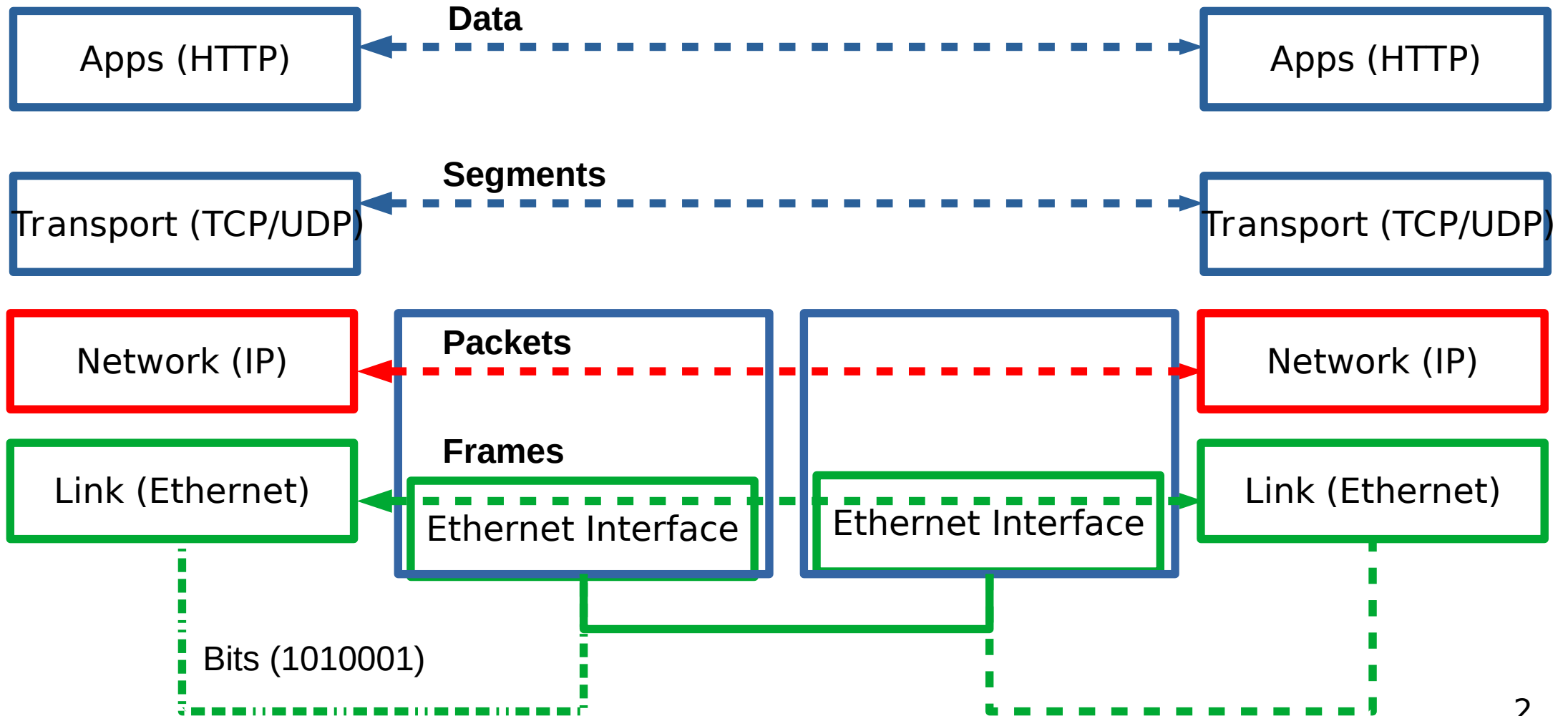
# **CSC4200/5200 – COMPUTER NETWORKING**

**Instructor: Susmit Shannigrahi**

**INTERNET PROTOCOL (IP)**

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# So far...

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- We are forwarding packets between different LANs
- Spanning tree algorithm for preventing loops

# Switching

- Switch

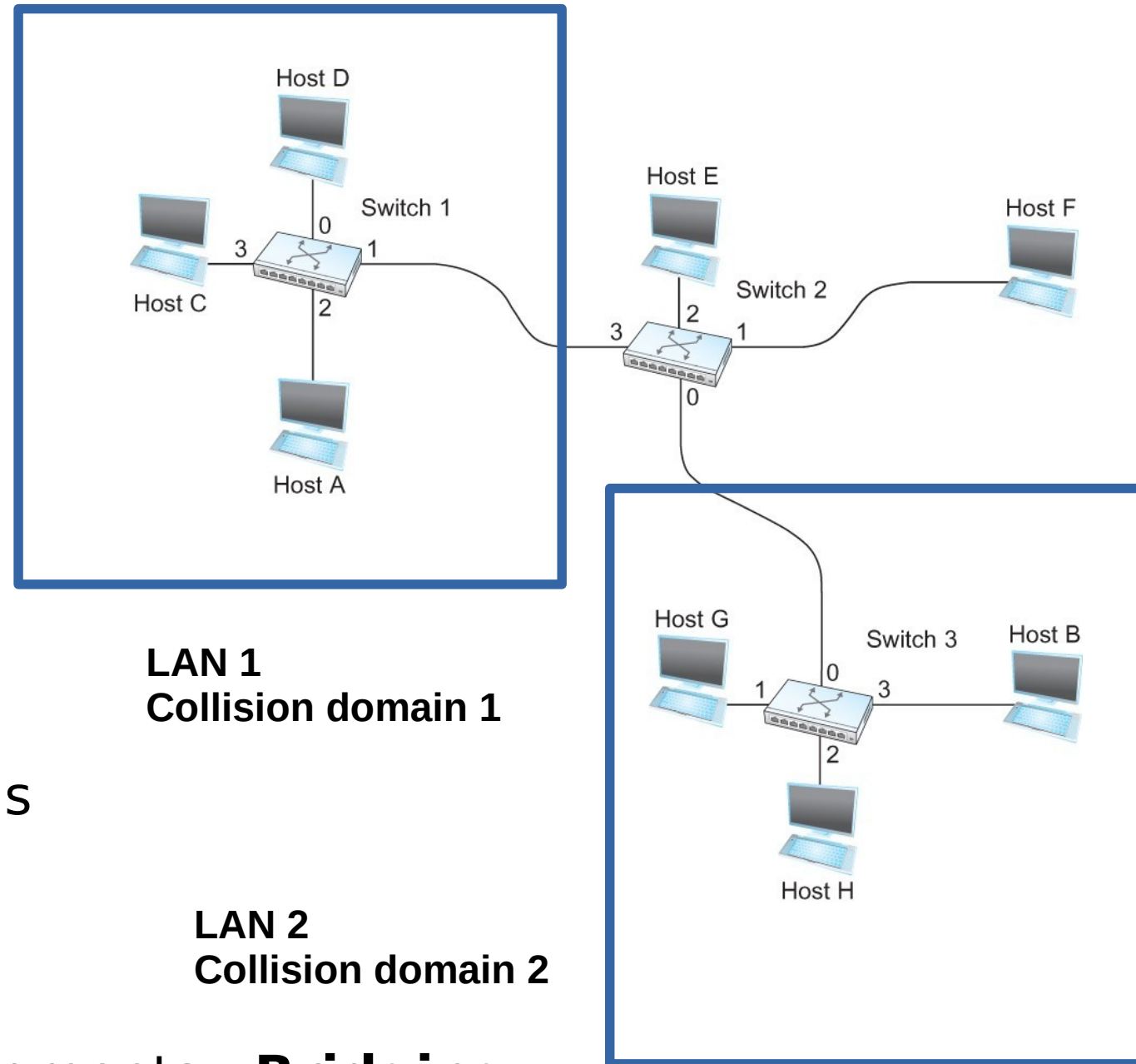
- A mechanism to interconnect links to form a large network

- Forward **frames**

- Separate the collision domains

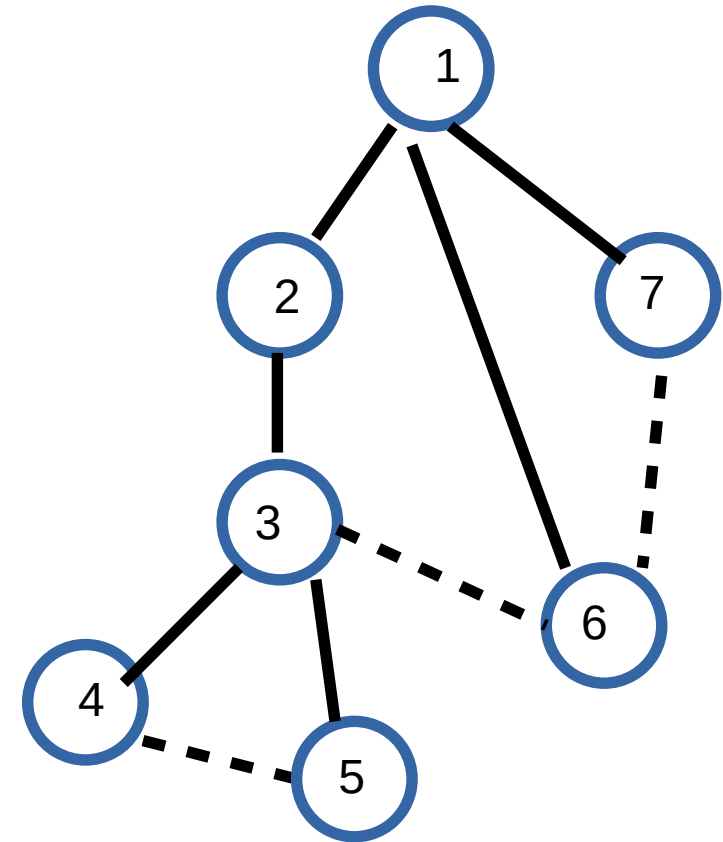
- Filter packets between LANs

- Connects two or more LAN segments - **Bridging**



# How do we create a spanning tree?

- **Message (Y, d, X) - (to, distance, from)**
- 4 thinks it's the root
- Sends (4, 0, 4) to 3 and 5
- Receives (3,0,3) from 3
  - Sets it to as the root since  $3 < 4$
- Receives (3,1,5) from 5
  - Sees that this is a longer path to 3
  - 2 hops vs direct path (1 hop)
  - Removes 4-5 link from the tree
- **Does not scale!**



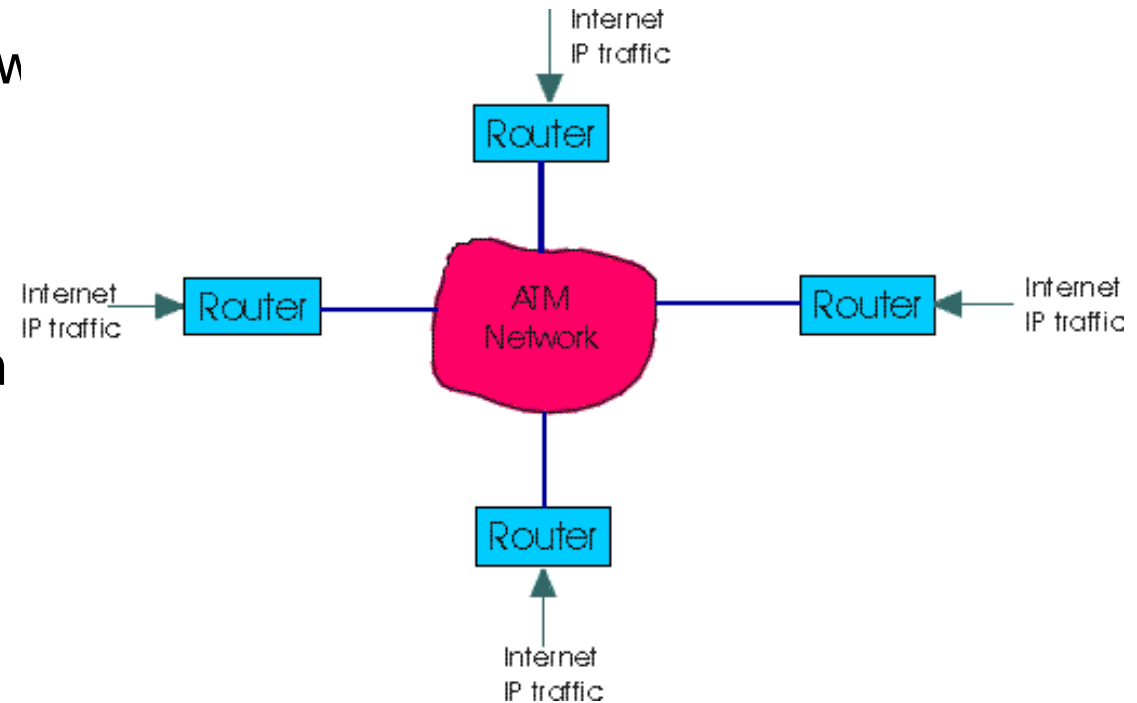
# ATM (Carries Cells, not Money)

- ATM (Asynchronous Transfer Mode)
  - Connection-oriented packet-switched network
- Packets are called cells
- 5 byte header + 48 byte payload
- Fixed length packets are easier to switch in hardware
- **Why?**

# ATM (Carries Cells, not Money)

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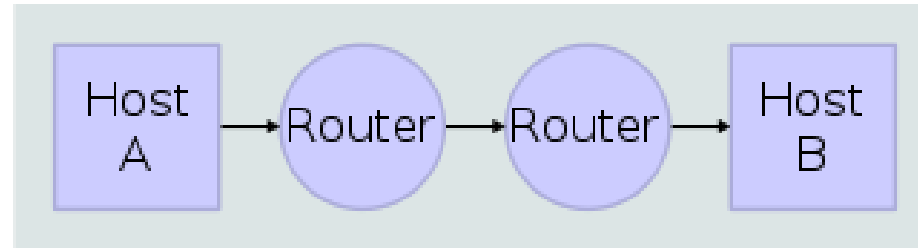
- ATM (Asynchronous Transfer Mode)
  - Connection-oriented packet-switched network
  - Packets are called cells
  - 5 byte header + 48 byte payload
- Fixed length packets are easier to switch in hardware
  - Simpler to design
  - Enables parallelism
- Still used in long distance private links



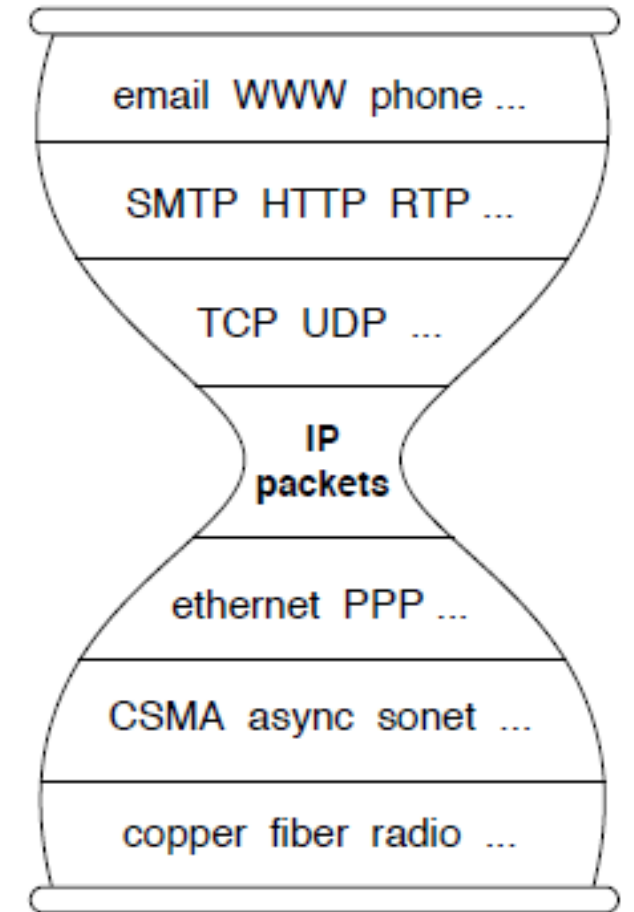
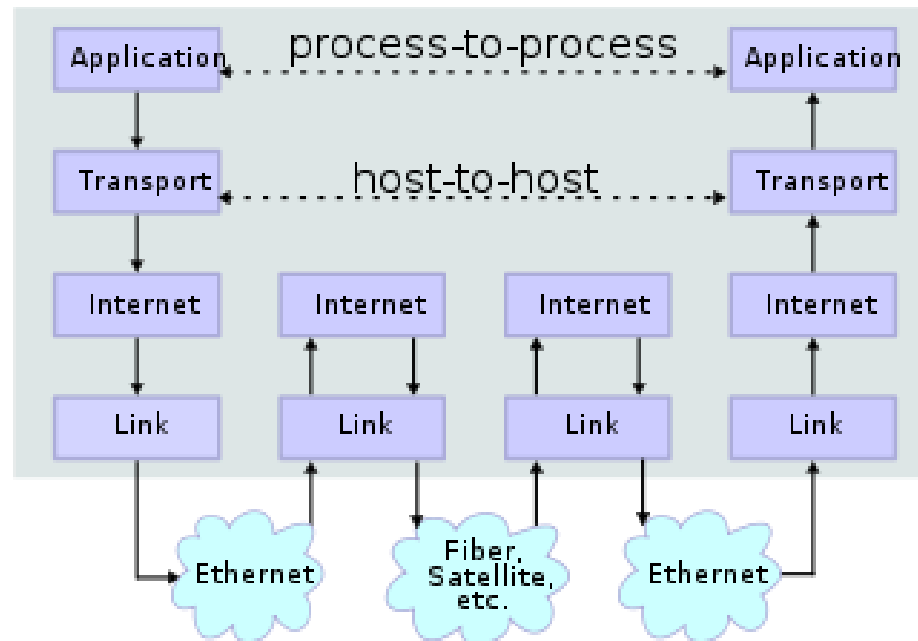
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# IP Suite – From the First Lecture

## Network Topology



## Data Flow

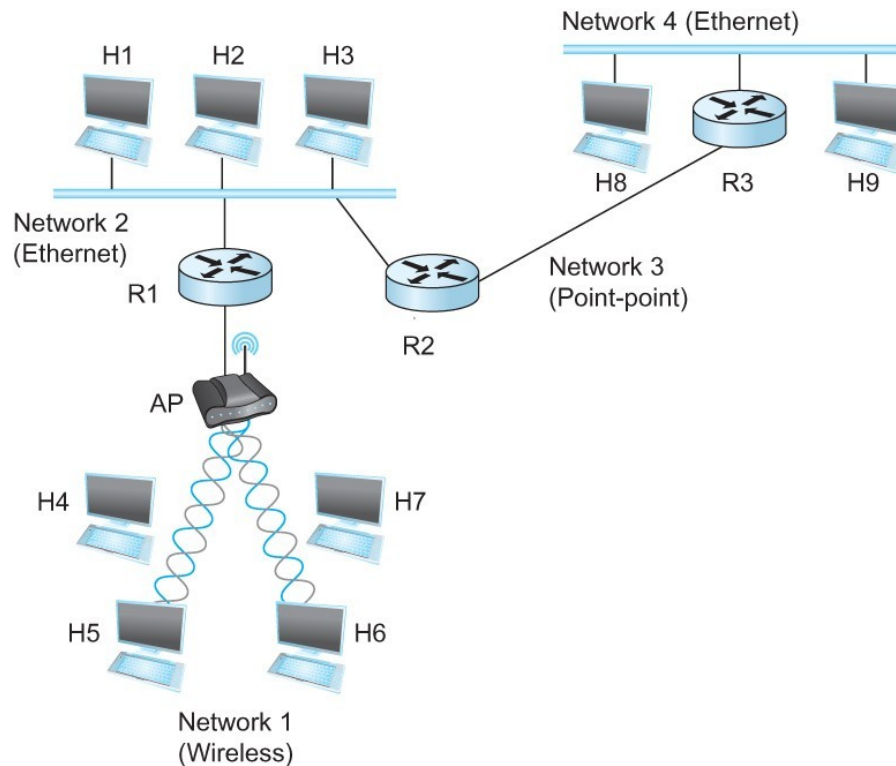


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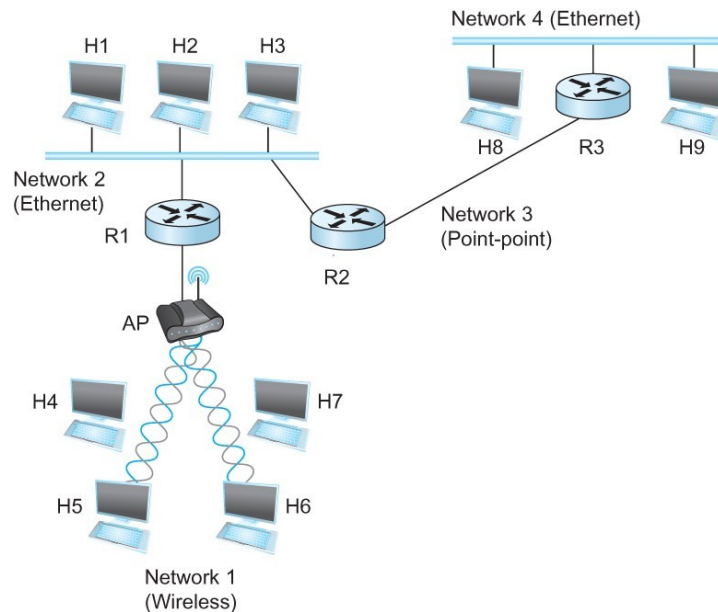
# Internet Protocol (IP)

- What is an internetwork?
  - An arbitrary collection of networks interconnected to provide some sort of host-to-host to packet delivery service



# But that's what switches are for – No?

- Switches create networks, Routers connect different networks.
- Typically switches are at **Layer 2**, Routers are at **Layer 3**
- Switches forward **FRAMES**, Routers forward **PACKETS**



Apps (HTTP)

Transport (TCP/UDP)

Network (IP)

Link (Ethernet)

# But that's what switches are for – No?

- This room → Point-to-point link
- This room + next room → Switch
- This room + next room + foundation hall → Switches with VLAN
- This university + Internet → Router
- **Good for conceptualization - not always as simple**

# Every device has a MAC – Why do we need another address?

- Ethernet (MAC) addresses are flat
- Not the only link layer
- Not related to network topology
  - Remember – we are still connecting to hosts!
  - How do we go from: 52:54:00:86:38:14 to tntech?
- **Other reasons?**

Apps (HTTP)

Transport (TCP/UDP)

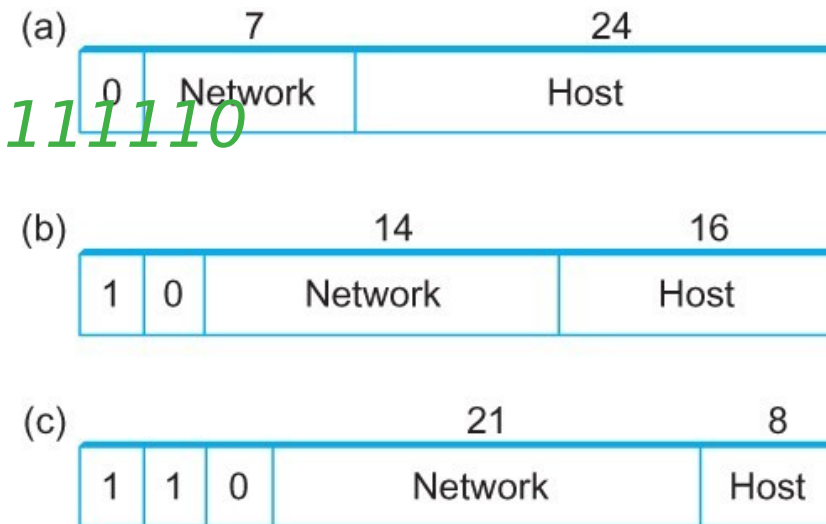
Network (IP Address)

Link (MAC Address)

# Global Address in IP – Each node has an unique address

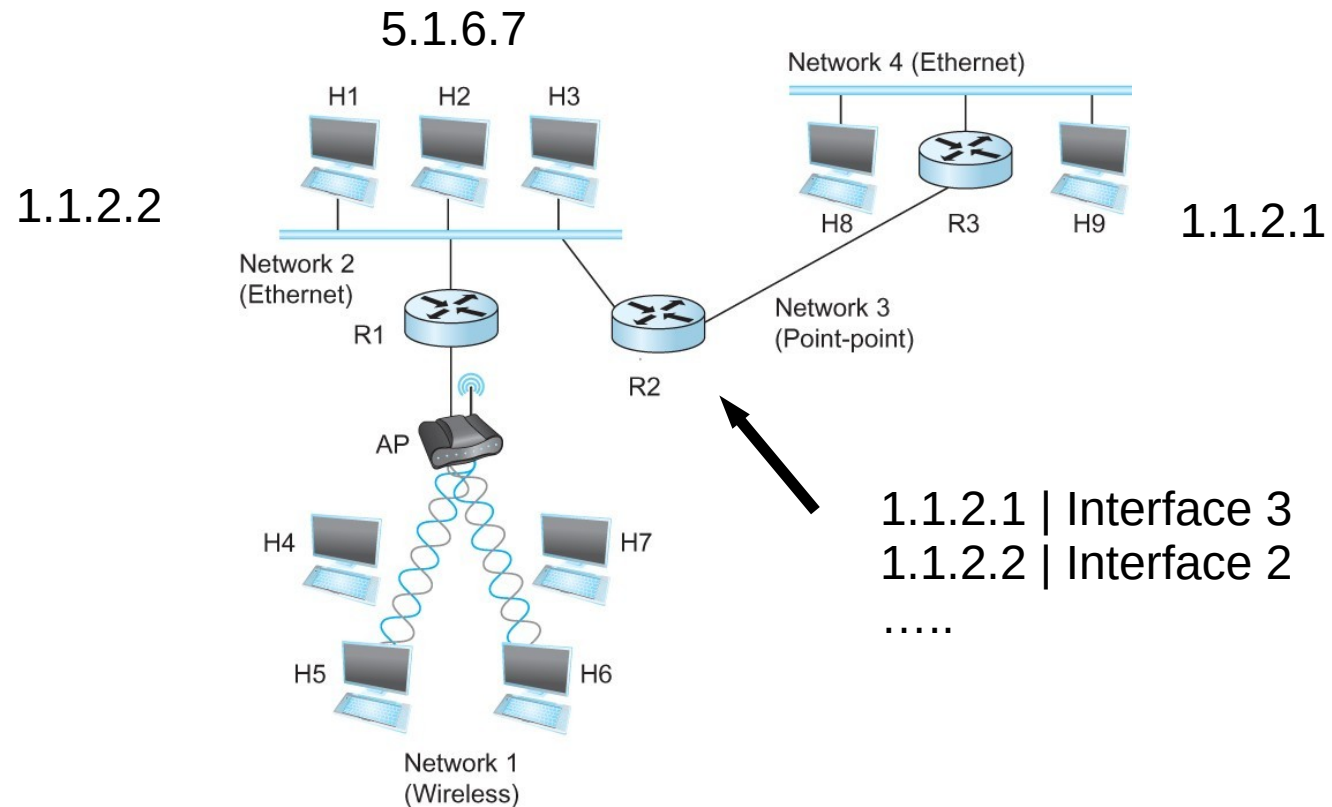
- A 32 bit number in quad-dot notation
- Identifies an **Interface**
  - **A host might have several interfaces!!!**
- **129.82.138.254**

**10000001.01010010.10001010.11111110**



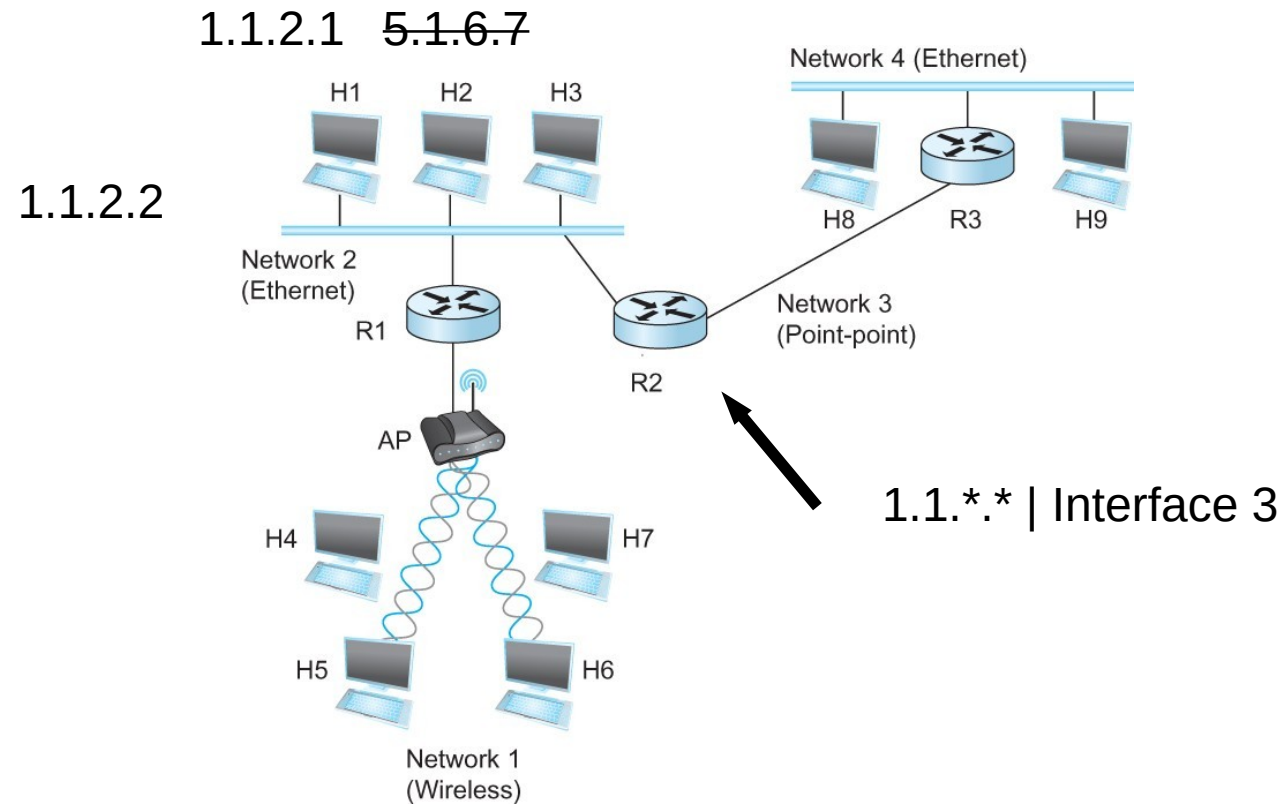
# IP allows the network to scale!

- What if addresses were arbitrary?



# Solution - Group hosts

- What if addresses were arbitrary?



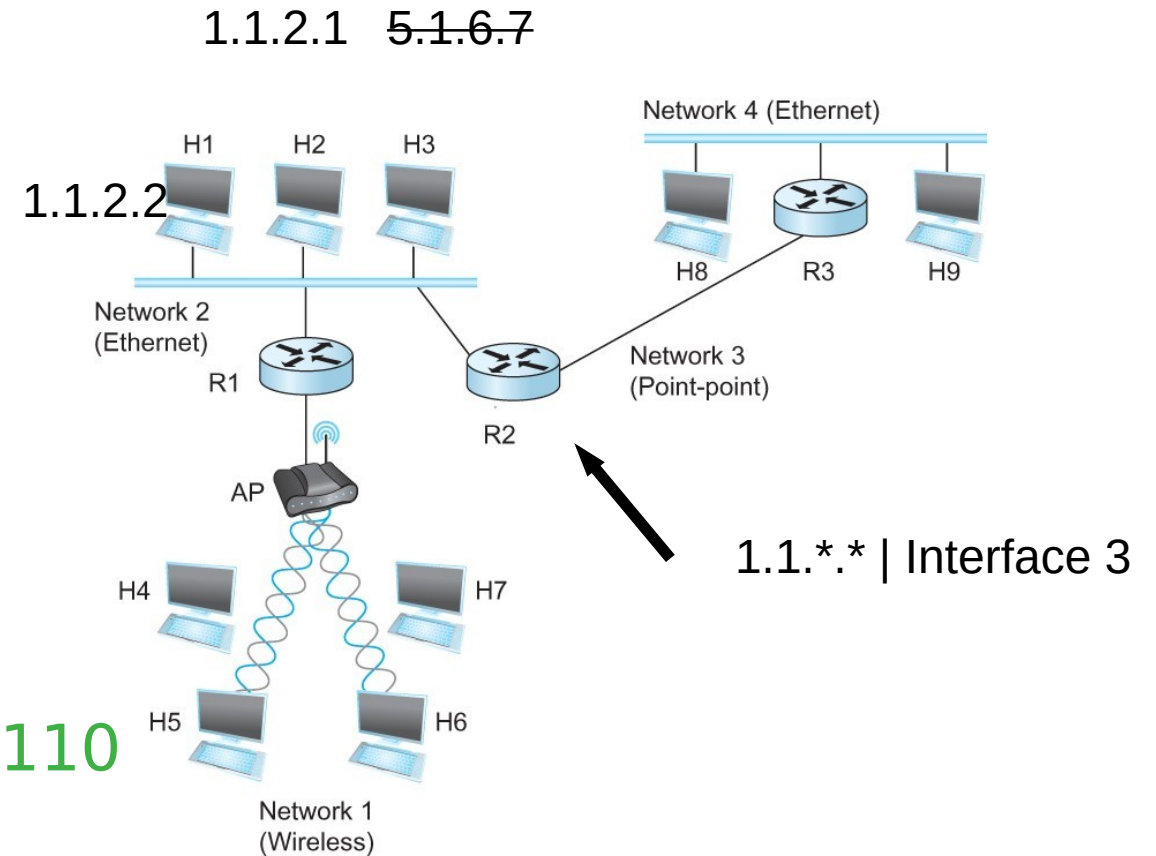
# IP addresses are in Network + Host

- 1.1.2.1 →
  - 1.1 → Network part
  - 2.1 → host part
- Each octet can range from 1- 255
- Hierarchical address

**129.82.138.254**

**10000001.01010010.10001010.11111110**

**Network part (24 bits). Host part(8 bits)**



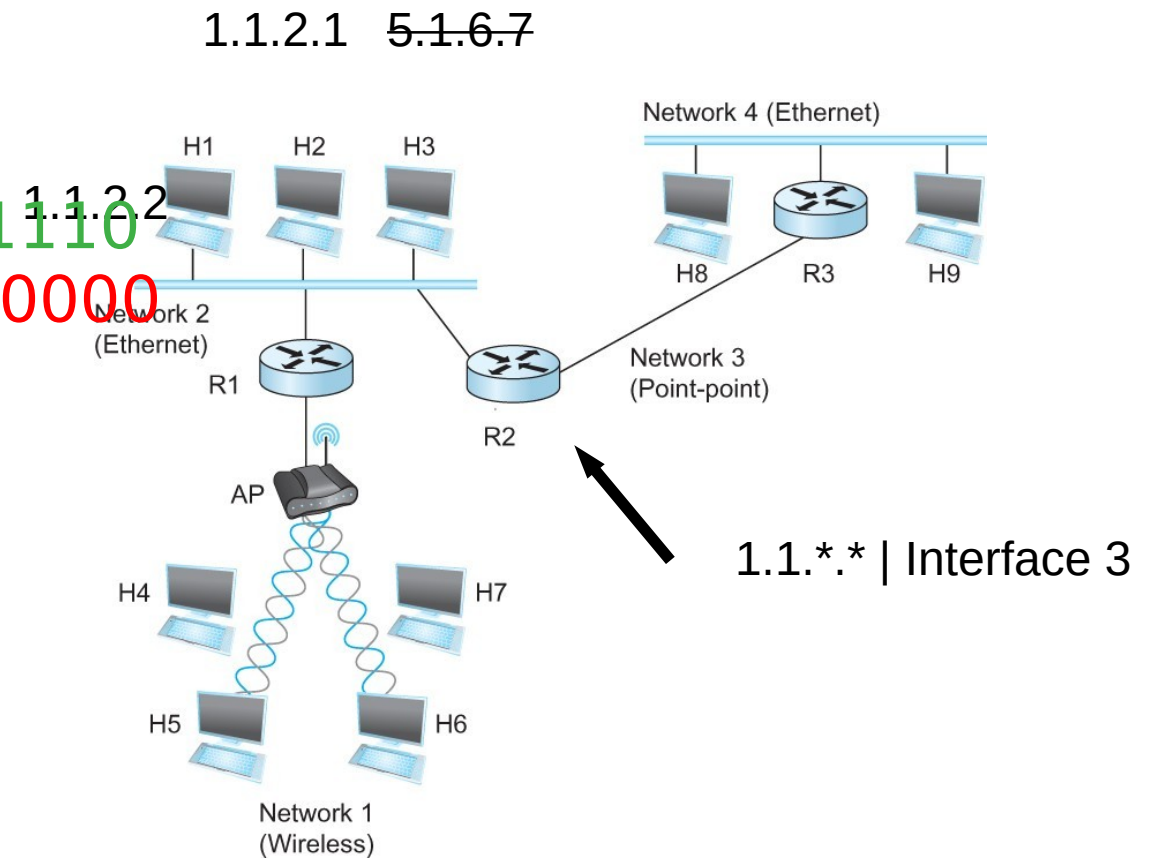


# How do we know host vs network → Subnetting

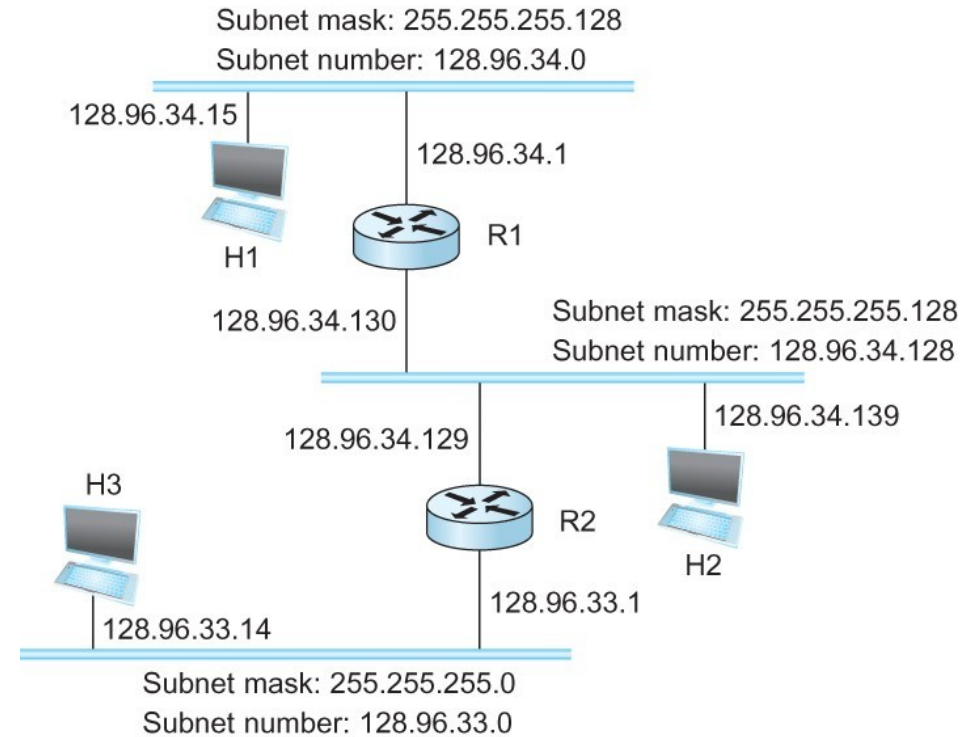
**129.82.138.254** (Address)

10000001.01010010.10001010.11111110  
11111111.11111111.11111111.00000000

**255.255.255.0** (Subnet mask)



# Subnetting



Forwarding Table at Router R1

SubnetNumber	SubnetMask	NextHop
128.96.34.0	255.255.255.128	Interface 0
128.96.34.128	255.255.255.128	Interface 1
128.96.33.0	255.255.255.0	R2

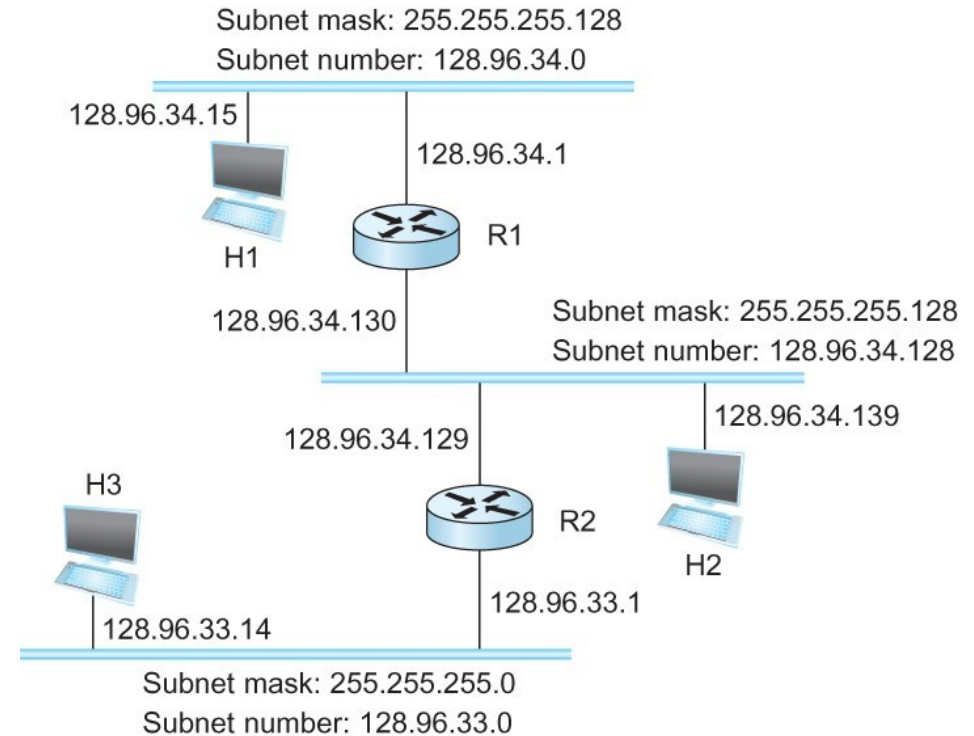
# Subnetting

Three classes:

Class A: 129.0.0.0/8

Class B: 129.82.0.0/16

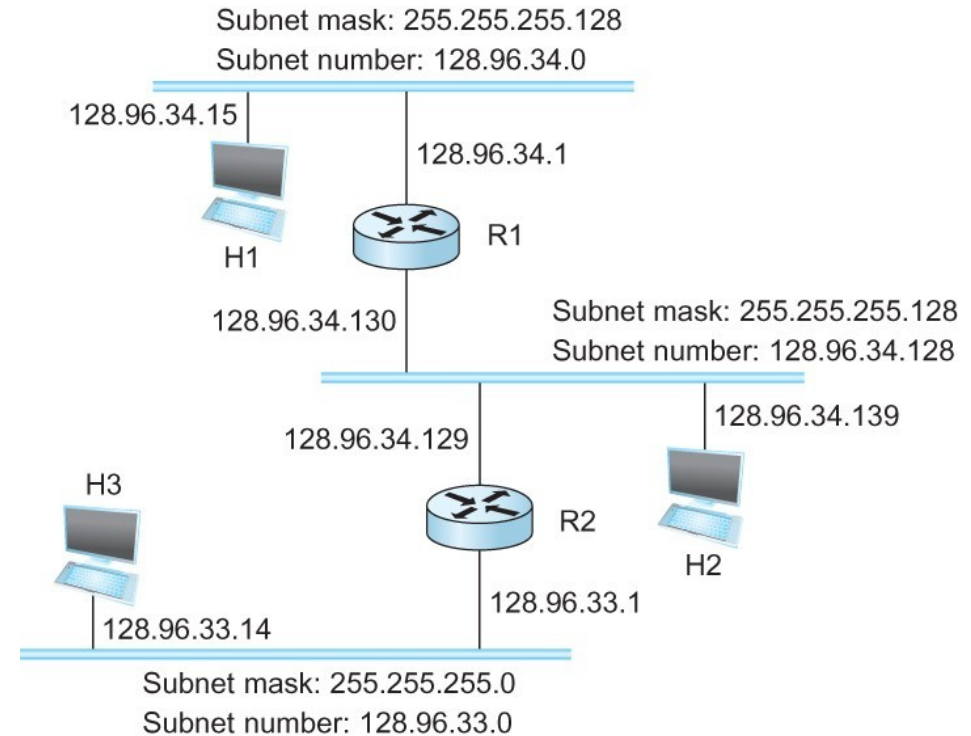
Class C: 129.82.2.0/14



SubnetNumber	SubnetMask	NextHop
128.96.34.0	255.255.255.128	Interface 0
128.96.34.128	255.255.255.128	Interface 1
128.96.33.0	255.255.255.0	R2

# Well, not really!

- CIDR: Classless Interdomain routing
- subnet portion of address of arbitrary length
- address format: **a.b.c.d/x**, where x is # bits in subnet portion of address
  - 129.82.13.0/23
  - More flexible



SubnetNumber	SubnetMask	NextHop
128.96.34.0	255.255.255.128	Interface 0
128.96.34.128	255.255.255.128	Interface 1
128.96.33.0	255.255.255.0	R2

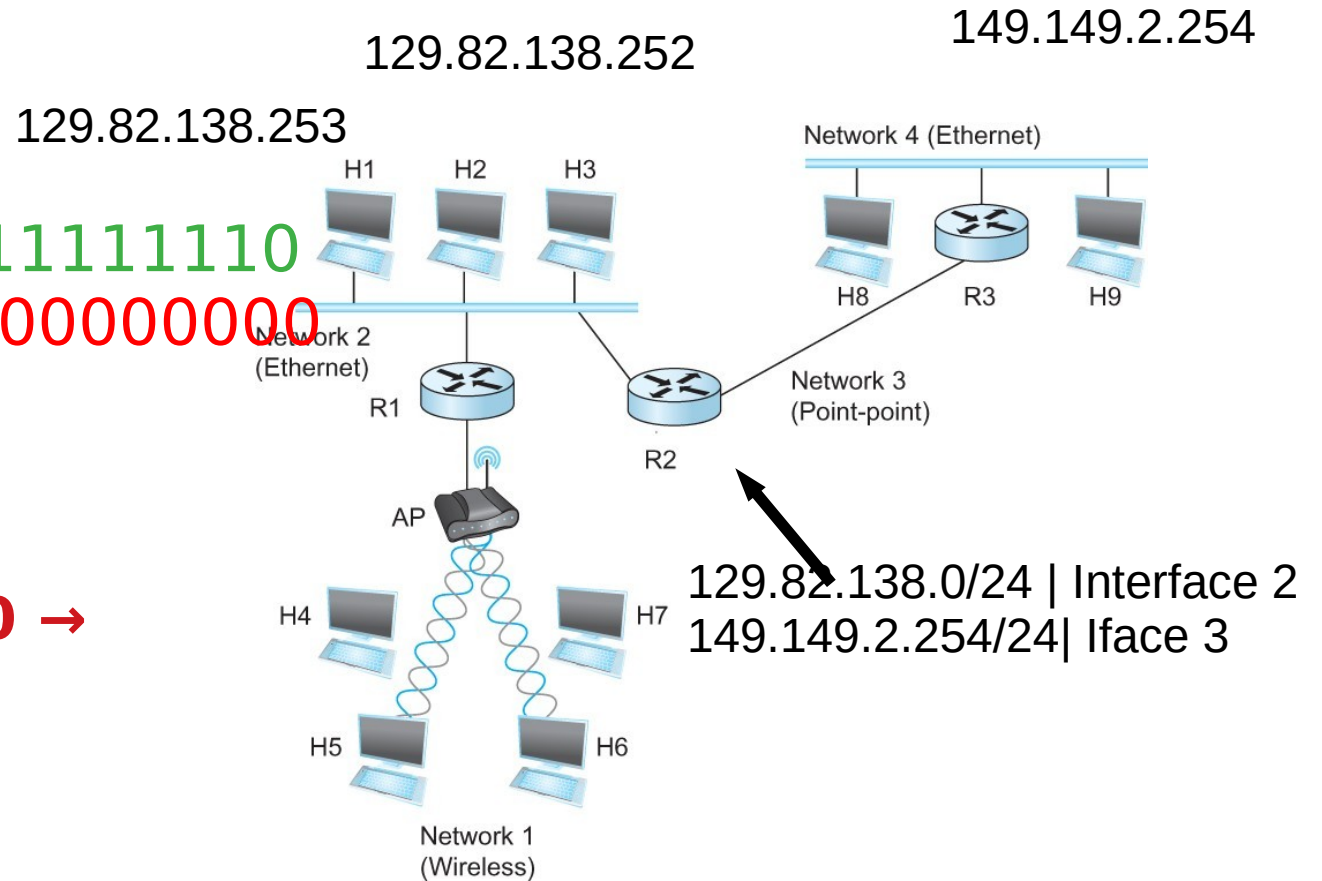
# Now routers can operate on Network address!!!!

**129.82.138.254** (Address)

10000001.01010010.10001010.11111110  
11111111.11111111.11111111.00000000

**255.255.255.0** (Subnet mask)

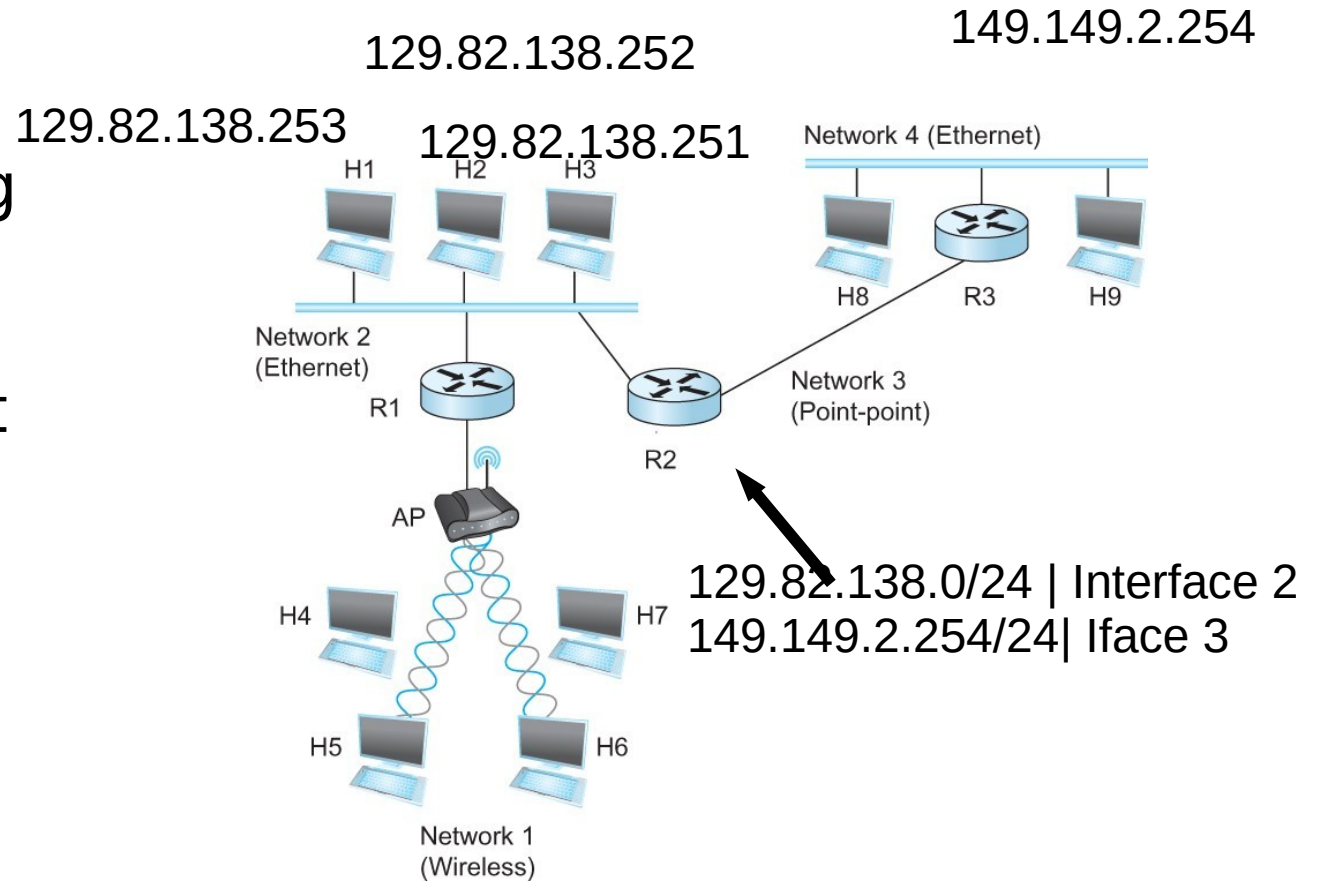
**129.82.138.254 + 255.255.255.0 →  
129.82.138.0/24**



# Address management is localized

No coordination needed for adding 129.82.138.251

No routing update needs to go out



# Address management can be automated

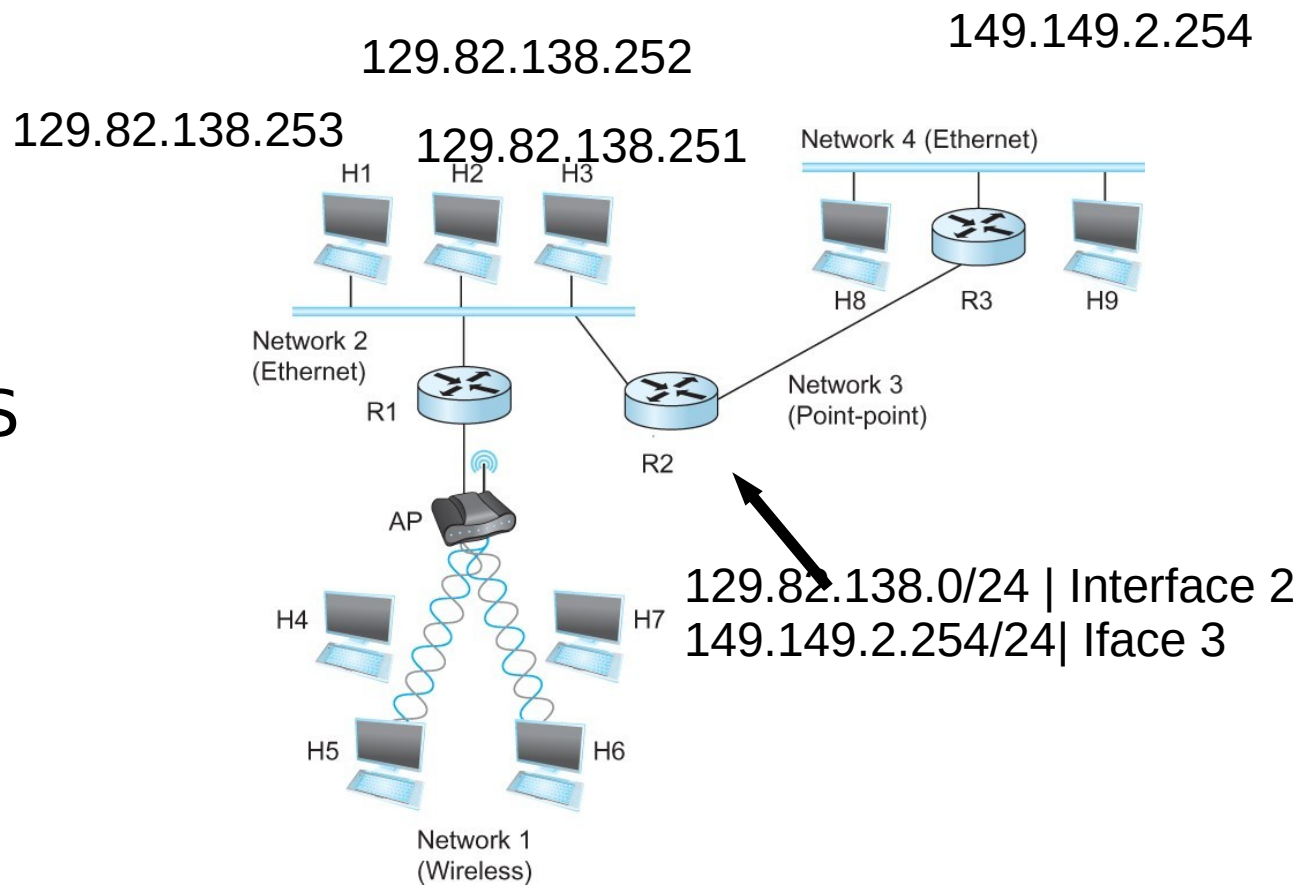
ARP:

Map IP address to MAC address

DHCP:

Learn IP address, gateway, DNS

More on these later.

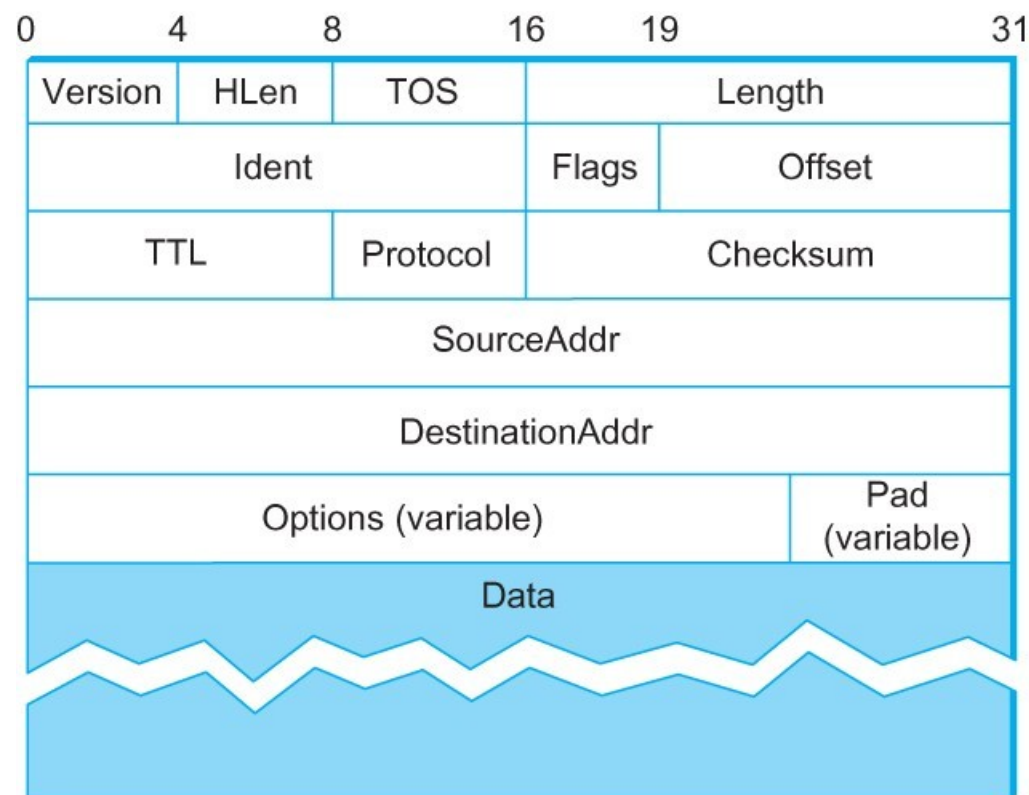


# You have an address – Send data now. IP service model

- **Packet Delivery Model**
  - Connectionless model for data delivery
- Best-effort delivery (unreliable service)
  - packets are lost
  - packets are delivered out of order
  - duplicate copies of a packet are delivered
  - packets can be delayed for a long time
- Global Addressing Scheme
  - Provides a way to identify all hosts in the network



# IP Packet



Version (4): 4

Hlen (4): number of 32-bit words in header

TOS (8): type of service (not widely used)

Length (16): number of bytes in this datagram

Ident (16): used by fragmentation

Flags/Offset (16): used by fragmentation

TTL (8): number of hops this datagram has traveled

Protocol (8): demux key (TCP=6, UDP=17)

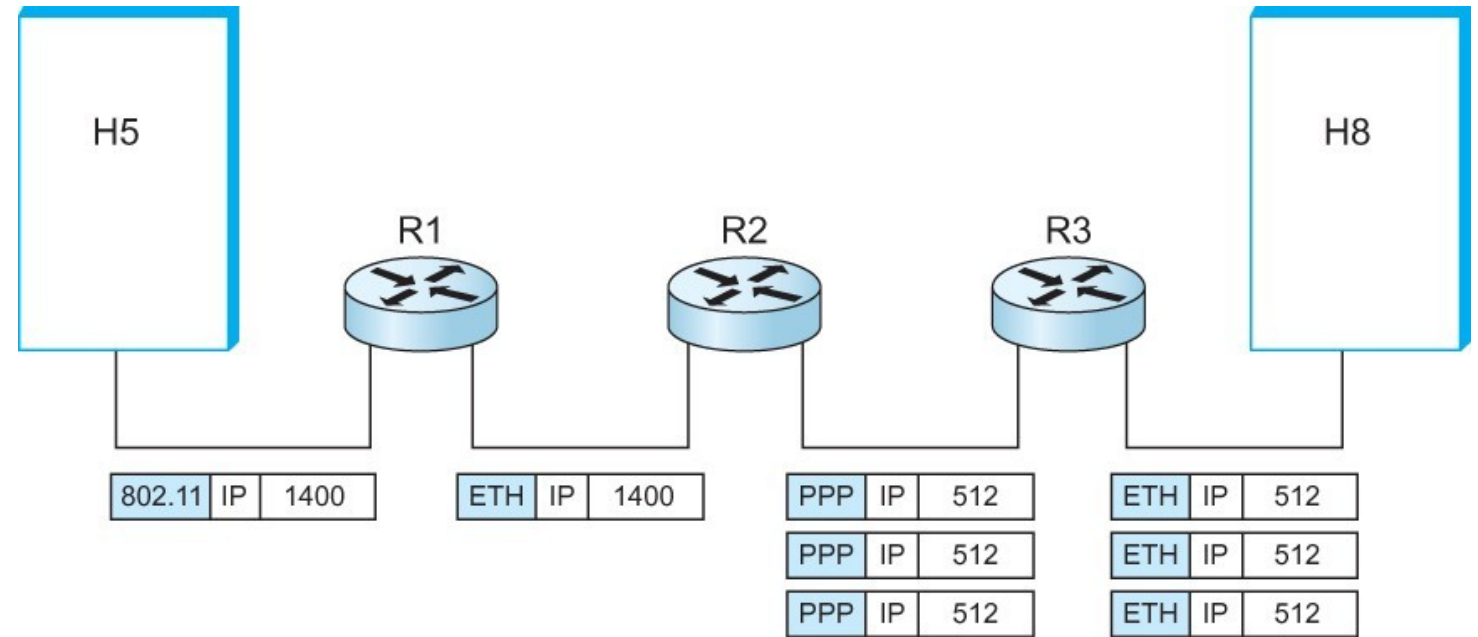
Checksum (16): of the header only

DestAddr & SrcAddr (32)

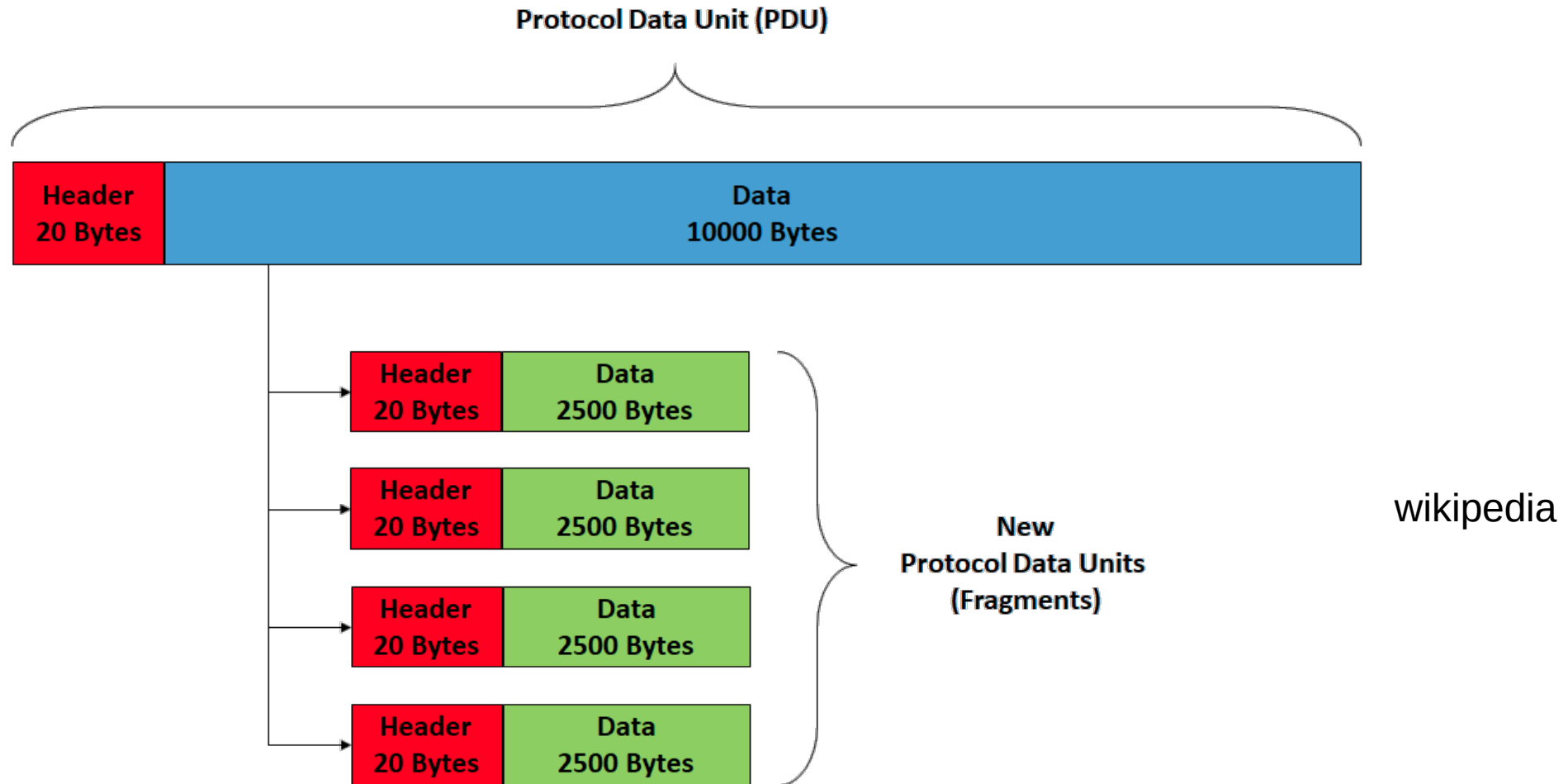
# IP Fragmentation and Reassembly

Underlying Layer 2 limitations

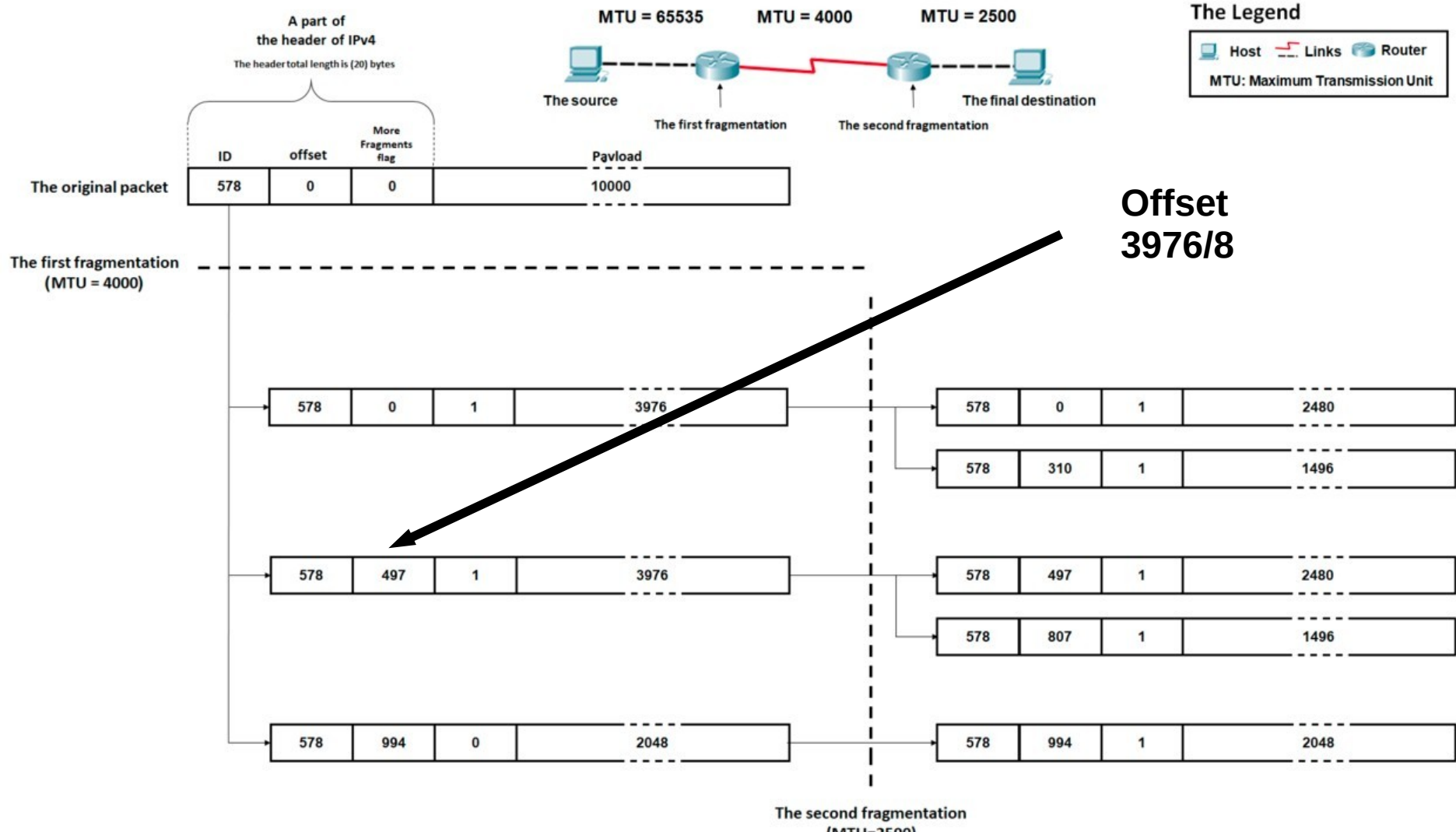
- Ethernet 1500
- PPP 512
- Break packets into smaller chunk and reassemble later



# IP Fragmentation and Reassembly



# IP Fragmentation and Reassembly

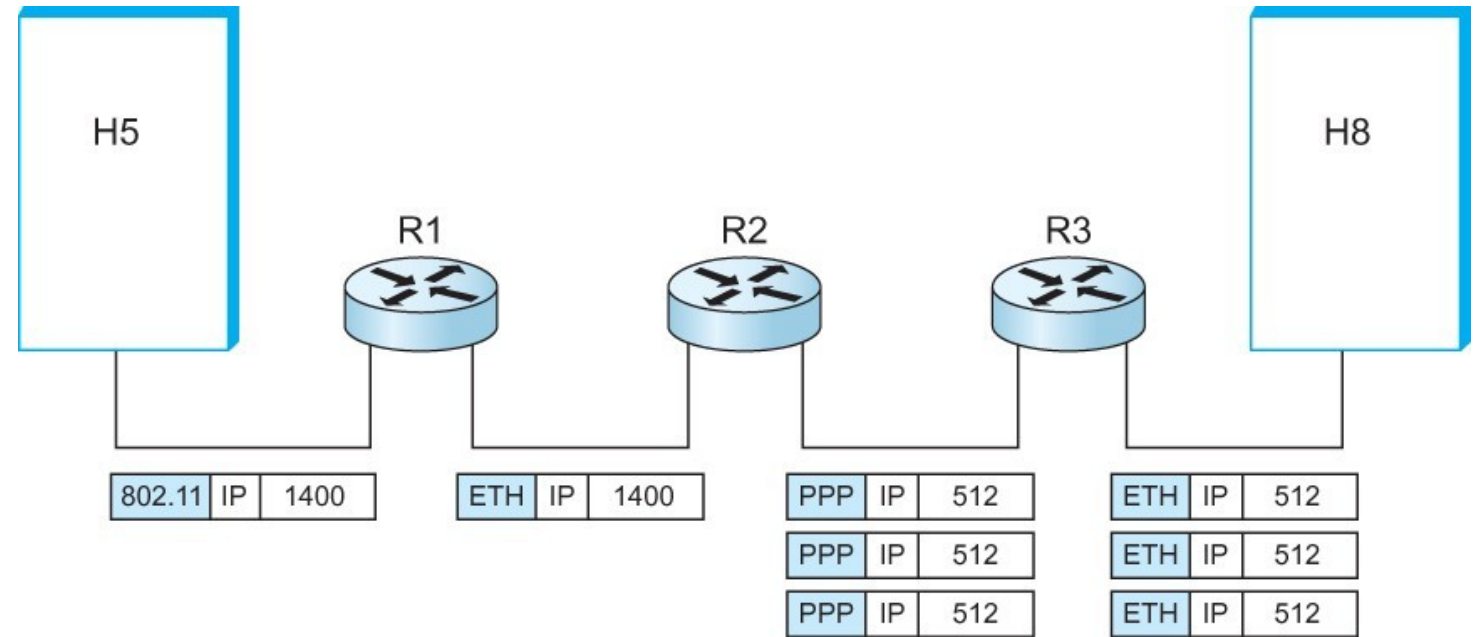


wikipedia

# IP Fragmentation and Reassembly

Underlying Layer 2 limitations

- Ethernet 1500
- PPP 512
- Break packets into smaller chunk and reassemble later



# Reading Assignments

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Internetworking:

<https://book.systemsapproach.org/internetworking/basic-ip.html#what-is-an-internetwork>

Upto Global Addresses:

<https://book.systemsapproach.org/internetworking/basic-ip.html#global-addresses>