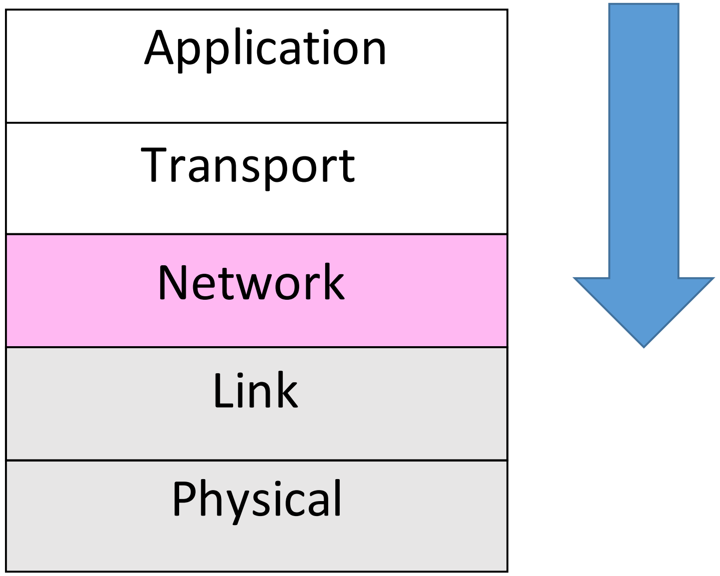
Network Layer

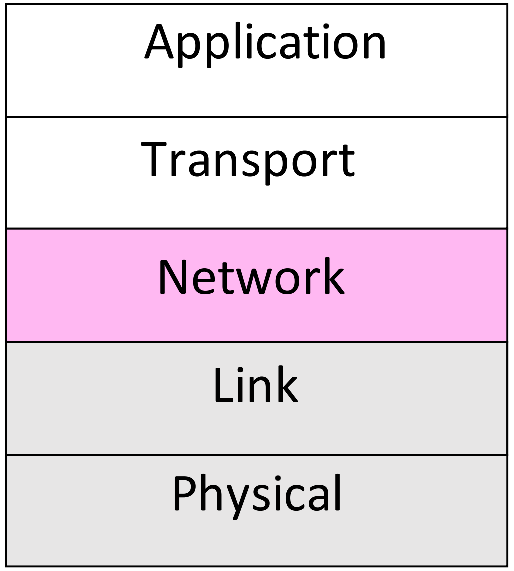
Where we are in the Course

- Moving down to the Network Layer!



Network Layer

- How to deliver packets globally
  - Routing as the primary concern



Why do we need a Network layer?

- Assume we can send packets between "directly connected" hosts
  - The link layer
  - Based on broadcast
- Broadcast doesn't scale to the Internet!

Network Layer Approach

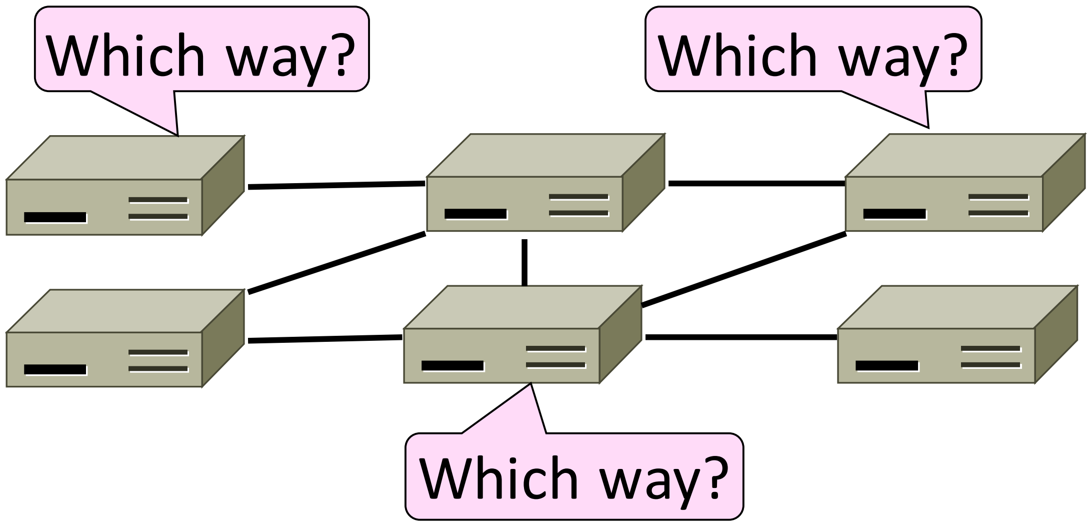
- Scaling:
  - Hierarchy, in the form of prefixes
- Heterogeneity:
  - IP for internetworking
- Bandwidth Control:
  - Lowest-cost routing
  - Later QOS (Quality of Service)

Topics

- Network service models
  - Datagrams (packets), virtual circuits
- IP (Internet Protocol)
  - Internetworking
  - Forwarding (Longest Matching Prefix)
  - Helpers: ARP and DHCP
  - Fragmentation and MTU discovery
  - Errors: ICMP (traceroute!)
  - IPv6, scaling IP to the world
  - NAT, and “middleboxs”
- Routing Algorithms

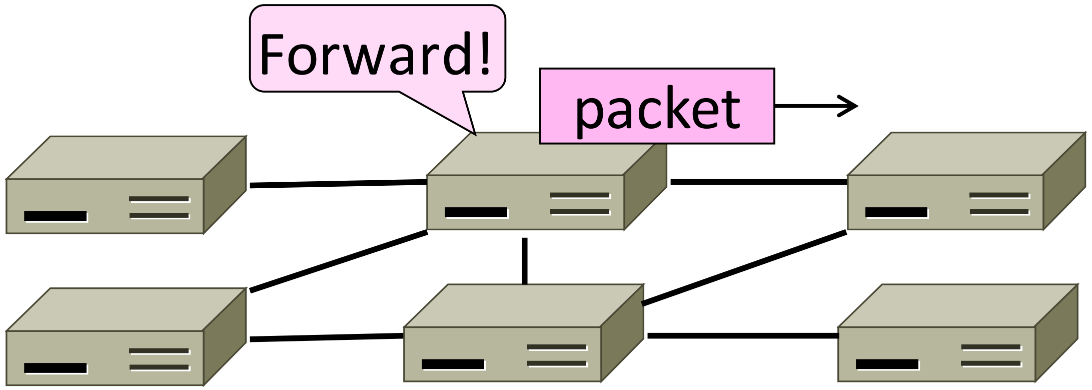
Routing vs. Forwarding

- <u>Routing</u> is the process of deciding in which direction to send traffic
  - Network wide (global) and expensive



Routing vs. Forwarding

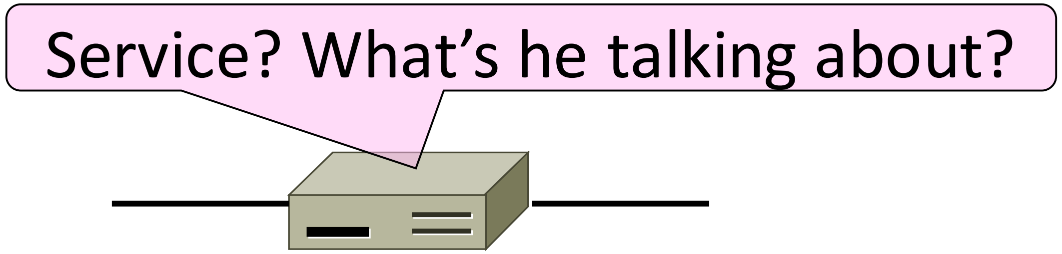
- <u>Forwarding</u> is the process of sending a packet
  - Node process (local) and fast



Networking Services

Topic

- What kind of service does the Network layer provide to the Transport layer?
  - How is it implemented at routers?



Two Network Service Models

- Datagrams, or connectionless service
  - Like postal letters
  - (IP as an example)

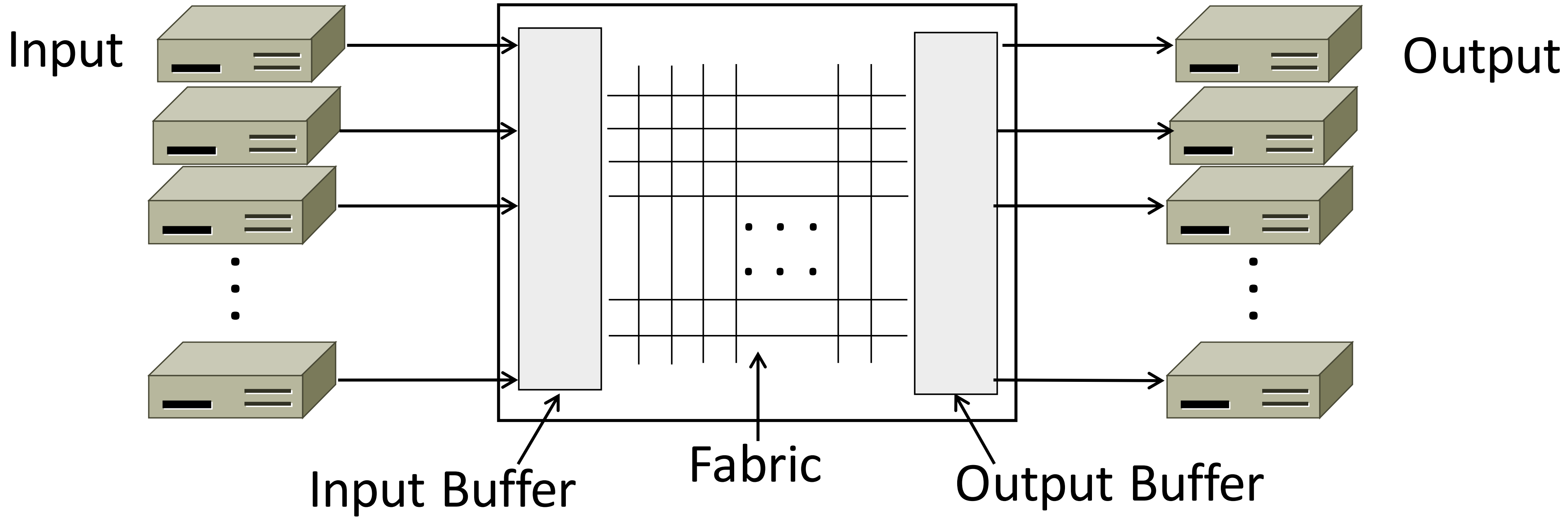
- Virtual circuits, or connection-oriented service
  - Like a telephone call

Store-and-Forward Packet Switching

- Both models are implemented with store-and-forward packet switching
  - Routers receive a complete packet, storing it temporarily if necessary before forwarding it onwards
  - We use statistical multiplexing to share link bandwidth over time

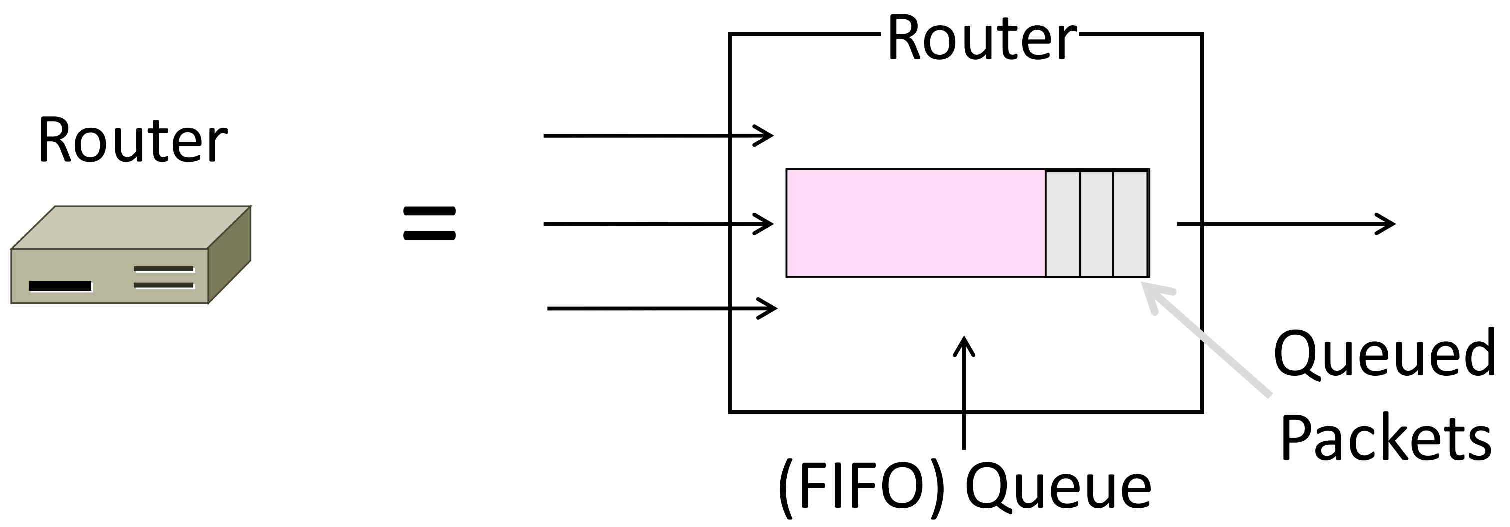
Store-and-Forward

- Switching element has internal buffering for contention



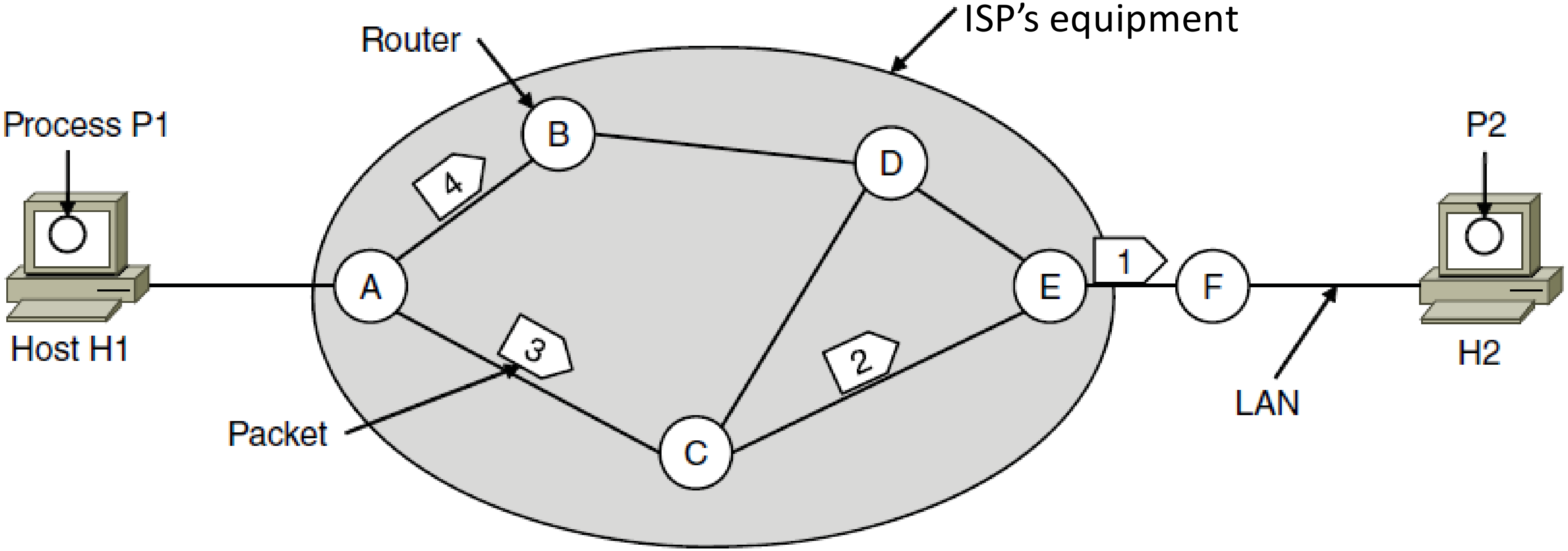
Store-and-Forward

- Simplified view with per port output buffering
  - Buffer is typically a FIFO (First In First Out) queue
  - If full, packets are discarded (congestion, later)



Datagram Model

- Packets contain a destination address; each router uses it to forward packets, maybe on different paths



Datagram Model

- Each router has a forwarding table keyed by destination address
  - Gives next hop for each destination address; may change

A's table (initially)

Dest.	Line
A	
B	B
C	C
D	B
E	C
F	C

A's table (later)

A	
B	B
C	C
D	B
E	B
F	B

C's Table

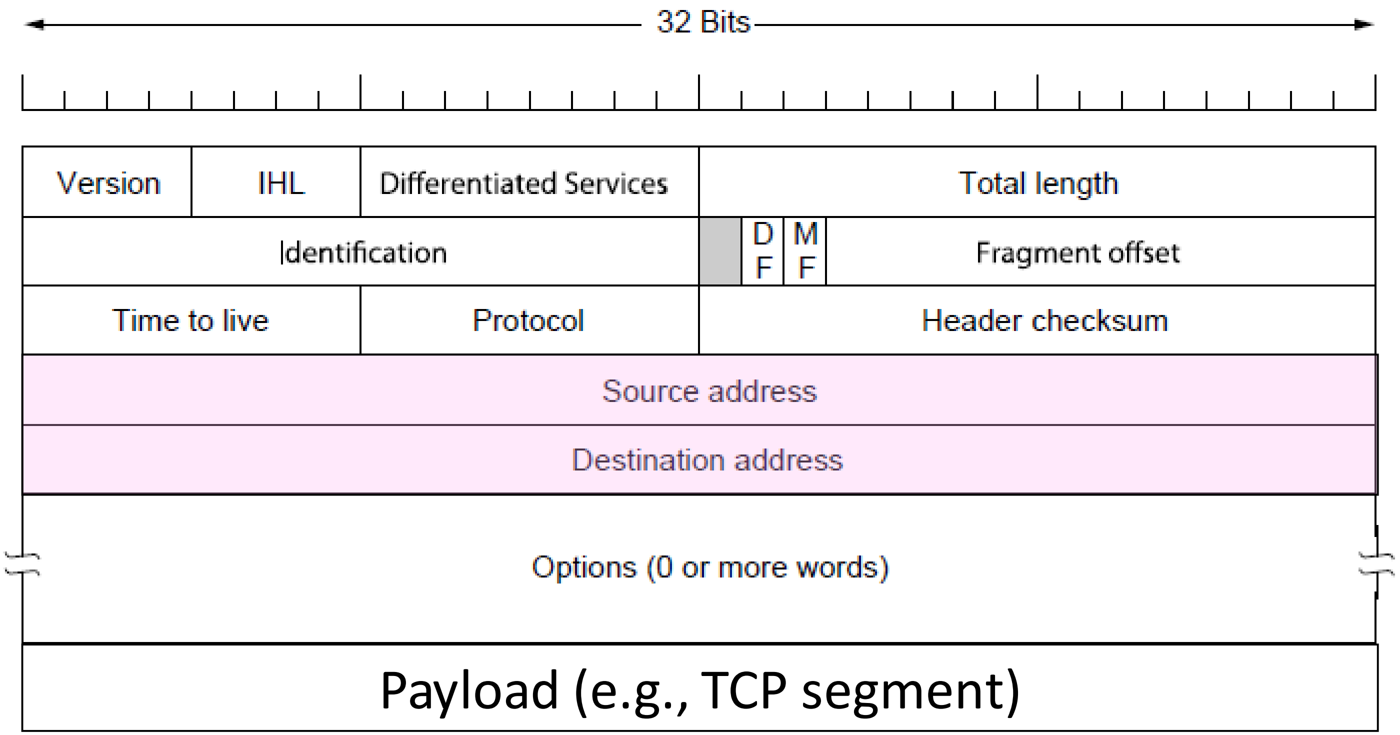
A	A
B	A
C	
D	E
E	E
F	E

E's Table

A	C
B	D
C	C
D	D
E	
F	F

IP (Internet Protocol)

- Network layer of the Internet, uses datagrams
  - IPv4 carries 32 bit addresses on each packet (often 1.5 KB)



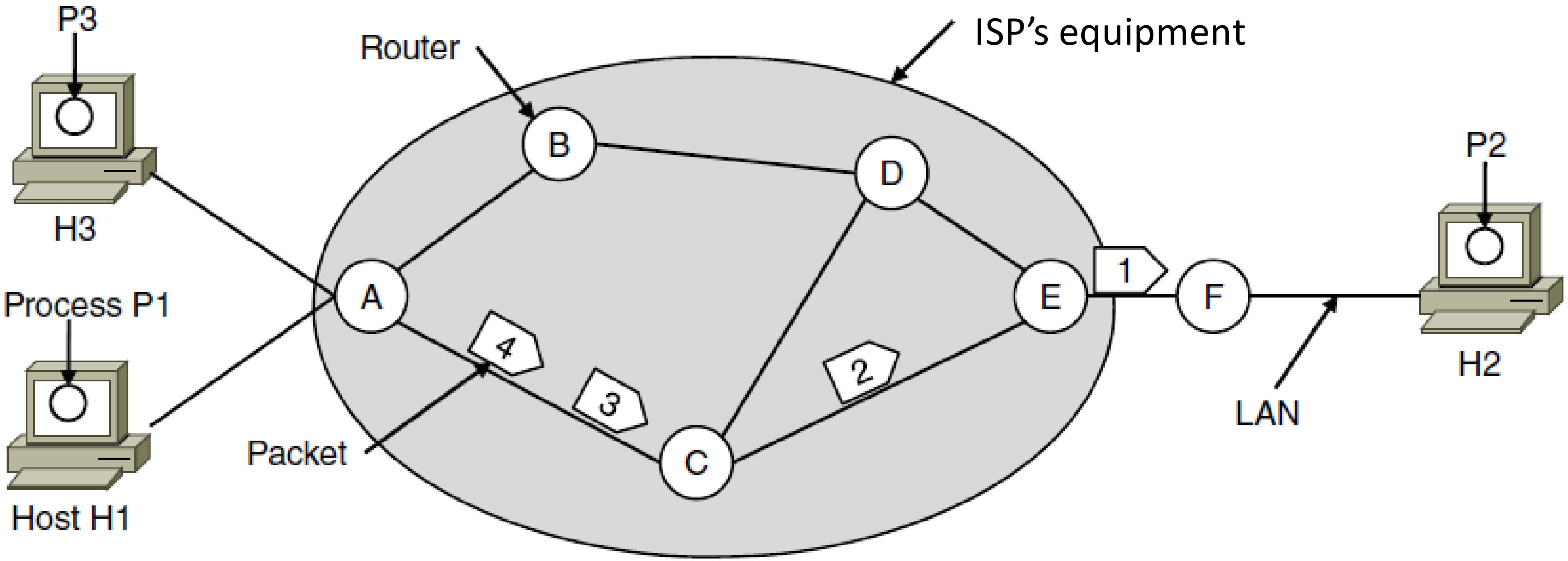
Virtual Circuit Model

- Three phases:
  1. Connection establishment, circuit is set up
     - Path is chosen, circuit information stored in routers
  2. Data transfer, circuit is used
     - Packets are forwarded along the path
  3. Connection teardown, circuit is deleted
     - Circuit information is removed from routers

- Just like a(n old fashioned) telephone circuit, but virtual in that no bandwidth need be reserved; statistical sharing of links

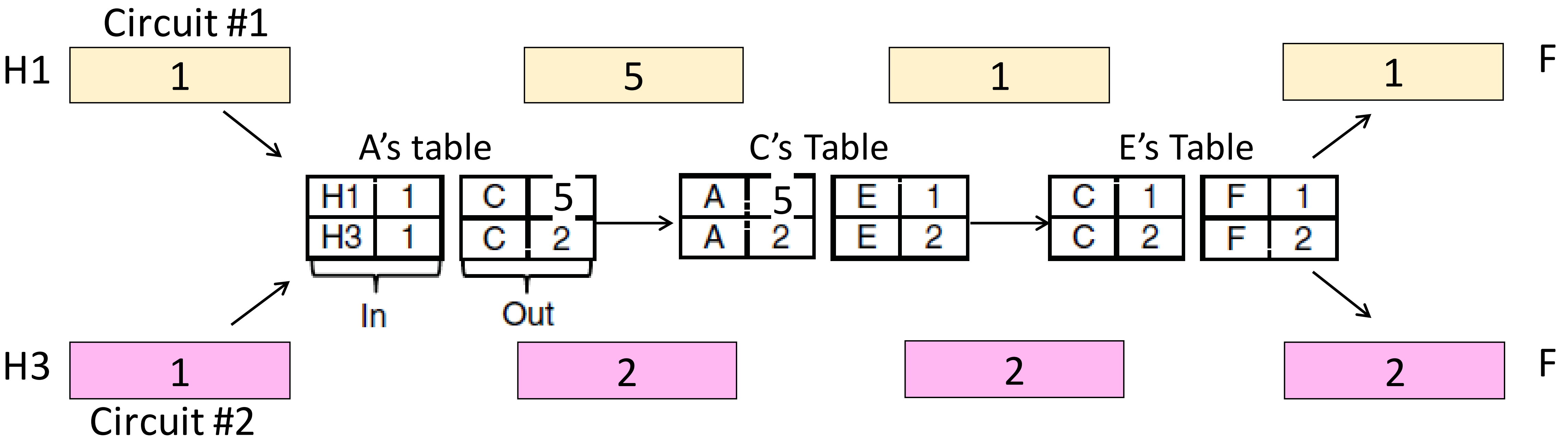
Virtual Circuits

- Packets contain a short label to identify the circuit
  - Labels don't have global meaning, only unique on a link



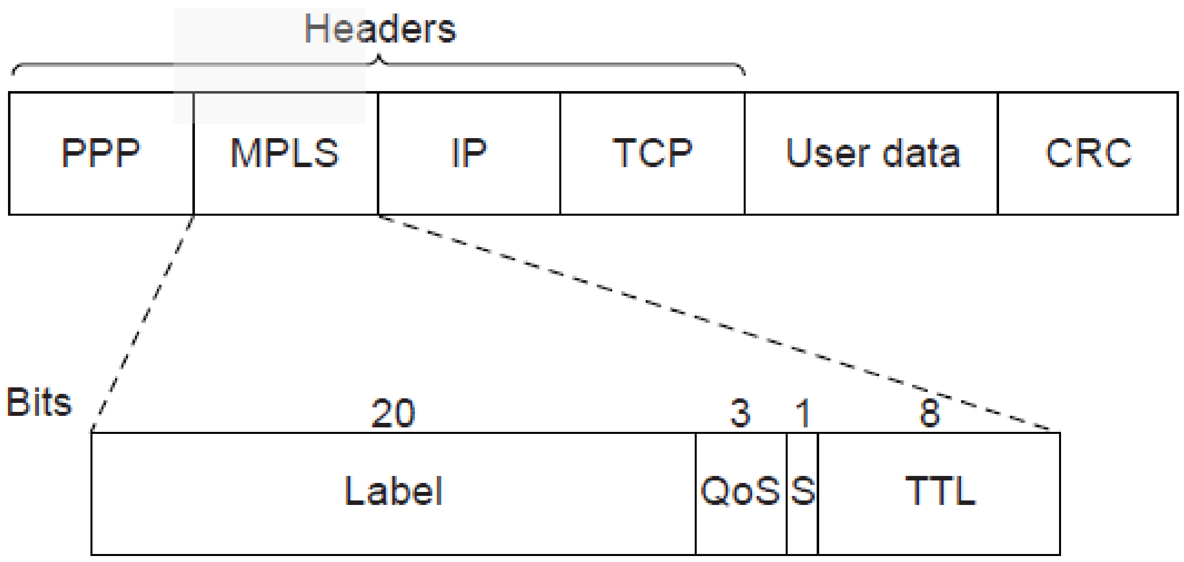
Virtual Circuits

- Each router has a forwarding table keyed by circuit
  - Gives output line and next label to place on packet



MPLS (Multi-Protocol Label Switching)

- A virtual-circuit like technology widely used by ISPs
  - ISP sets up circuits inside their backbone ahead of time
  - ISP adds MPLS label to IP packet at ingress, undo at egress



Datagrams vs Virtual Circuits

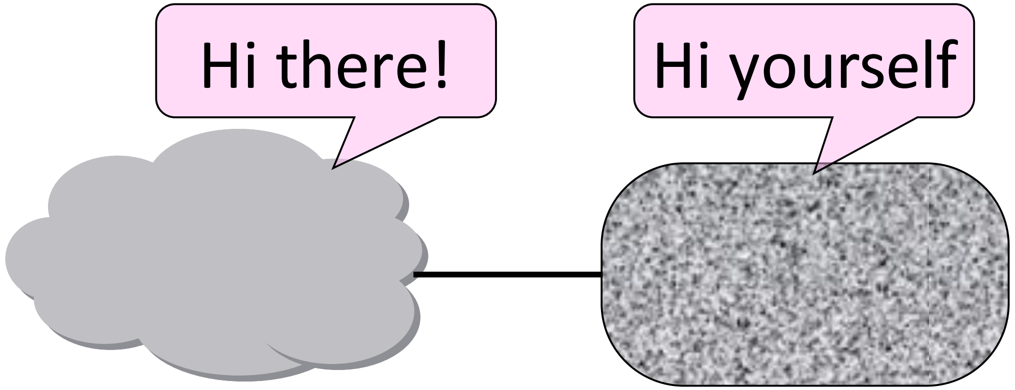
- Complementary strengths

Issue	Datagrams	Virtual Circuits
Setup phase	Not needed	Required
Router state	Per destination	Per connection
Addresses	Packet carries full address	Packet carries short label
Routing	Per packet	Per circuit
Failures	Easier to mask	Difficult to mask
Quality of service	Difficult to add	Easier to add

Internetworking (IP)

Topic

- How do we connect different networks together?
  - This is called internetworking
  - We'll look at how IP does it



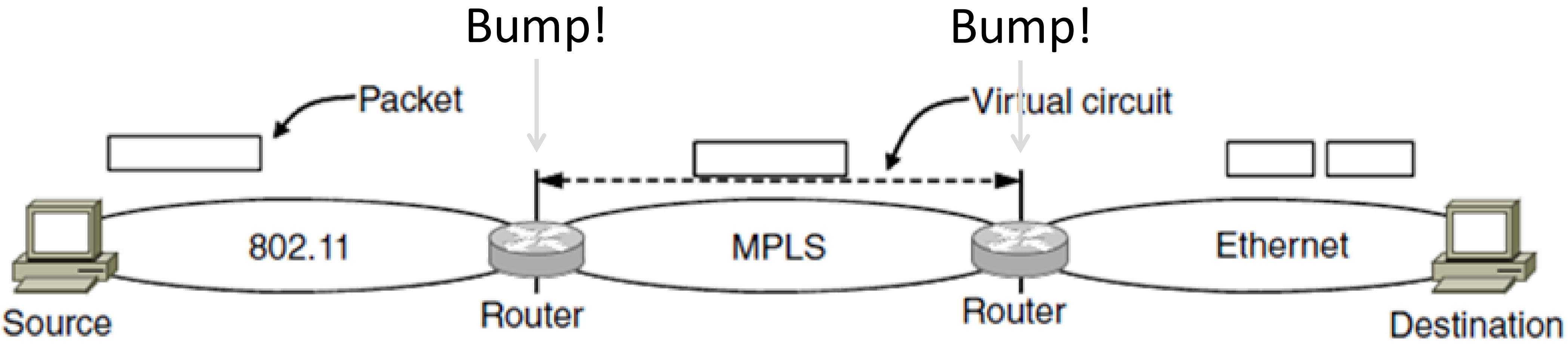
How Networks May Differ

- Basically, in a lot of ways:
  - Service model (datagrams, VCs)
  - Addressing (what kind)
  - QOS (priorities, no priorities)
  - Packet sizes
  - Security (whether encrypted)

- Internetworking hides the differences with a common protocol.

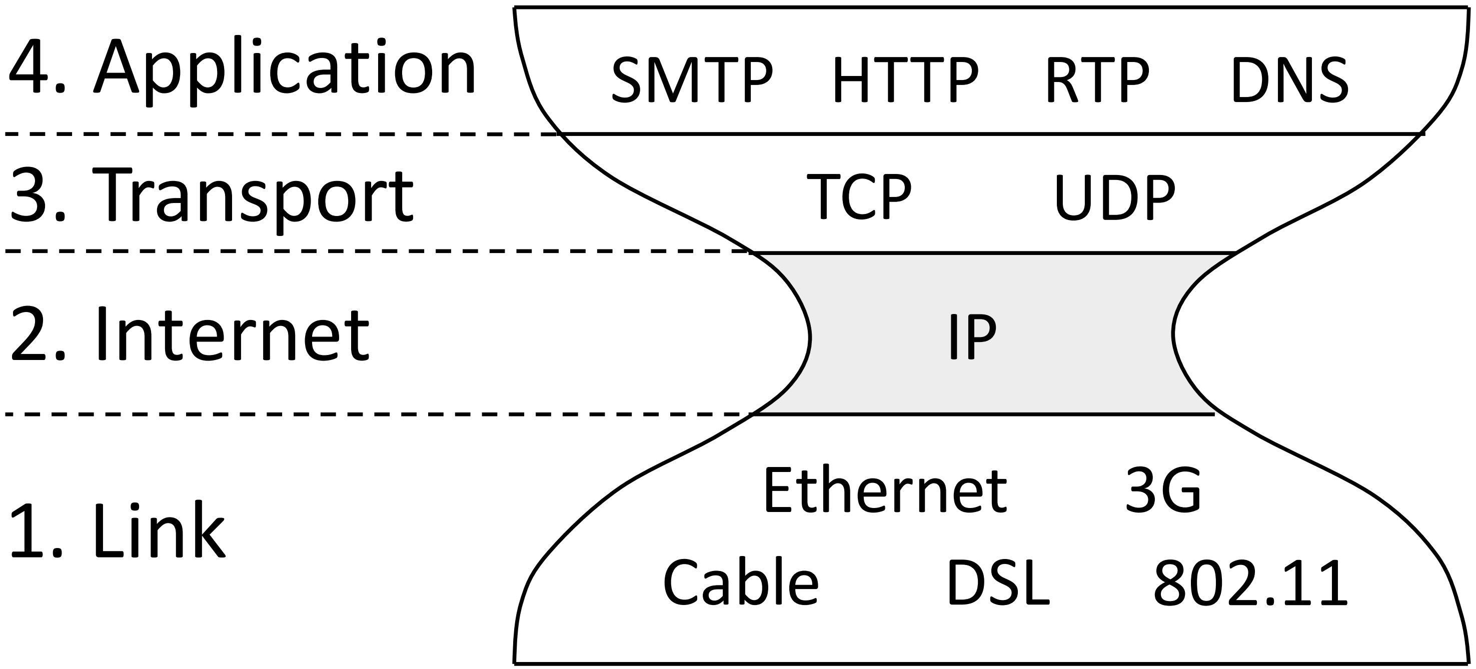
Connecting Datagram and VC networks

- An example to show that it's not so easy
  - Need to map destination address to a VC and vice-versa
  - A bit of a "road bump", e.g., might have to set up a VC



Internet Reference Model

- Internet Protocol (IP) is the "narrow waist"
  - Supports many different links below and apps above

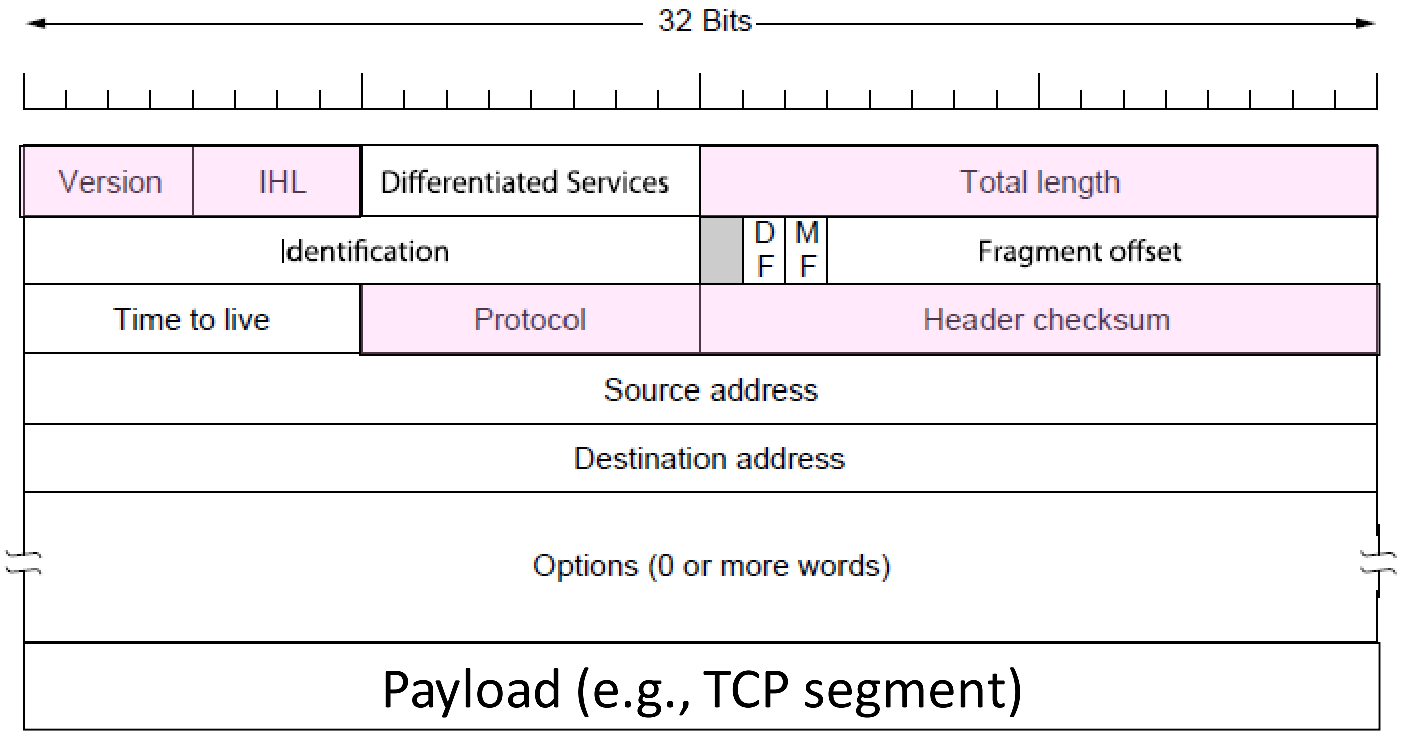


IP as a “Lowest Common Denominator”

- Suppose only some physical networks support QOS or security etc.
  - Difficult for internetwork to support
- Pushes IP to be a “lowest common denominator”
  - Asks little of lower-layer networks
  - Gives little as a higher layer service

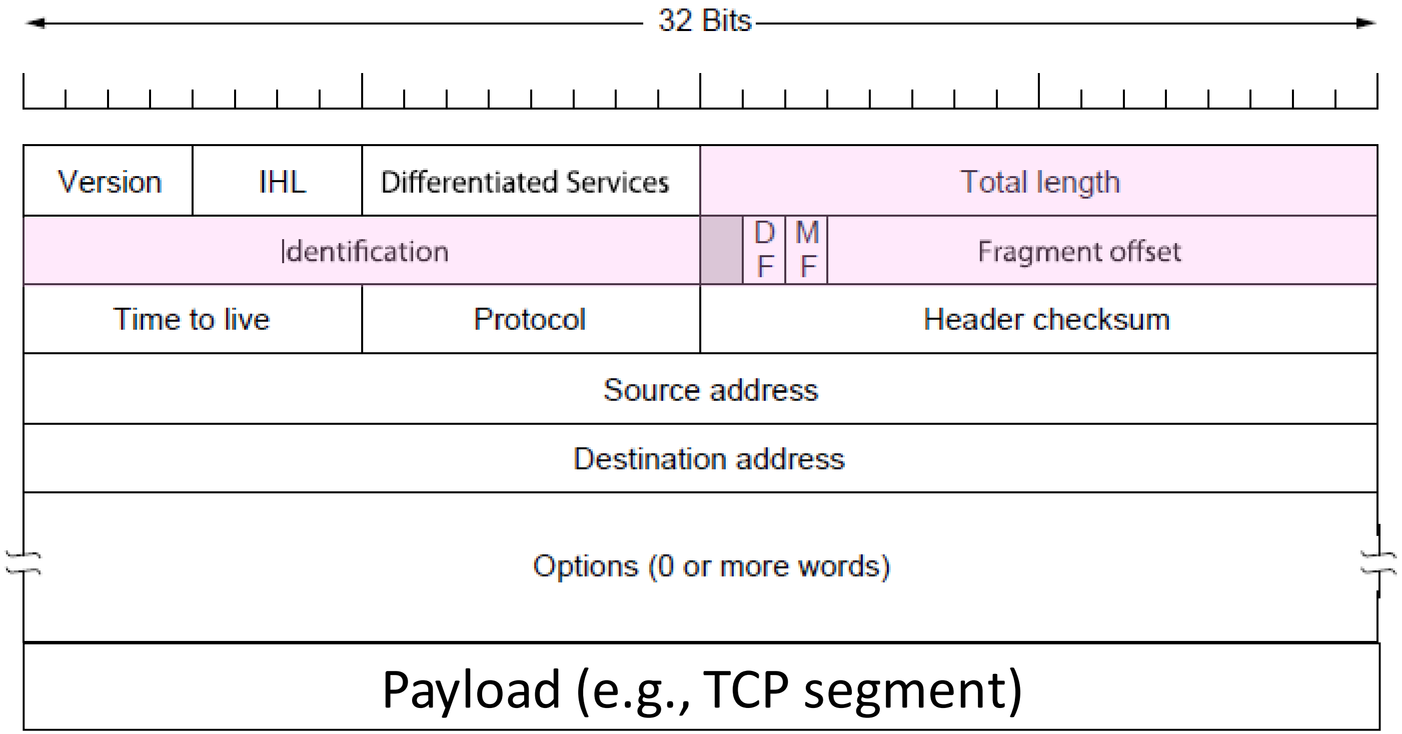
IPv4 (Internet Protocol)

- Various fields to meet straightforward needs
  - Version, Header (IHL), Total length, Protocol, and Header Checksum



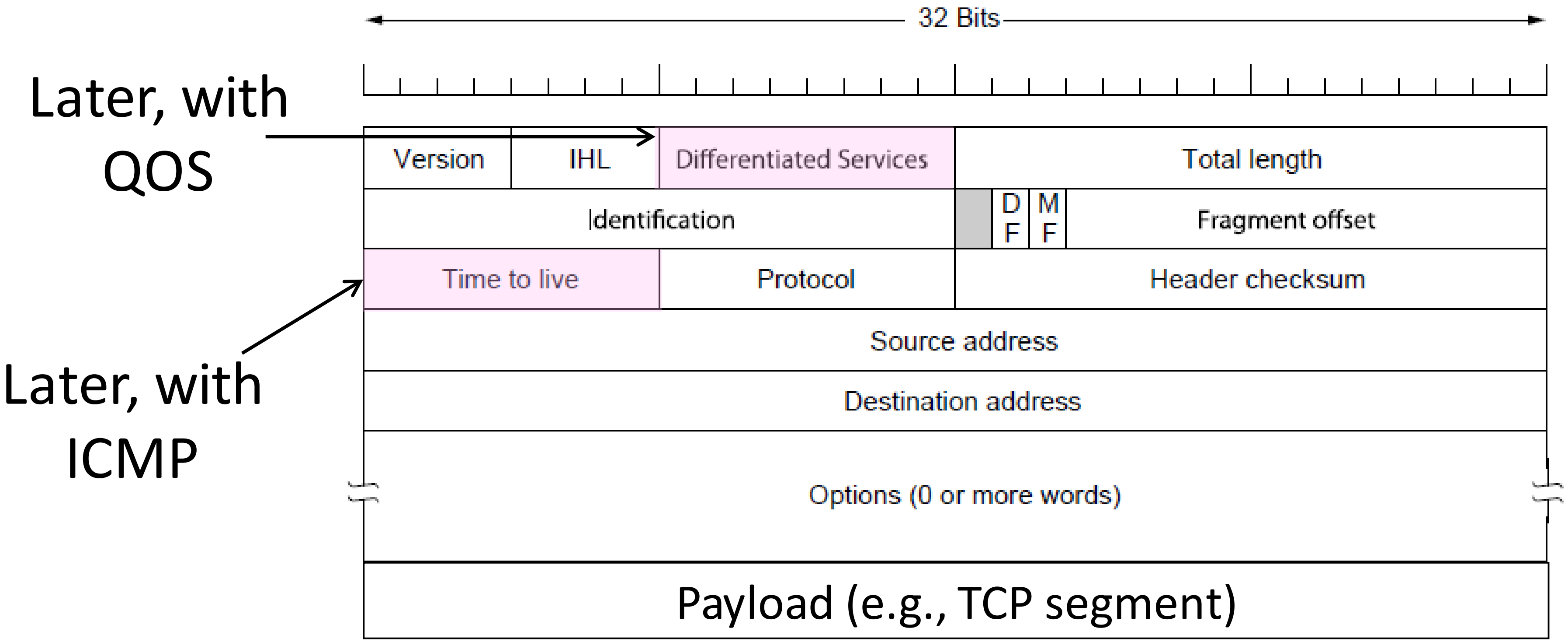
IPv4

- Some fields to handle packet size differences (later)
  - Identification, Fragment offset, Fragment control bits



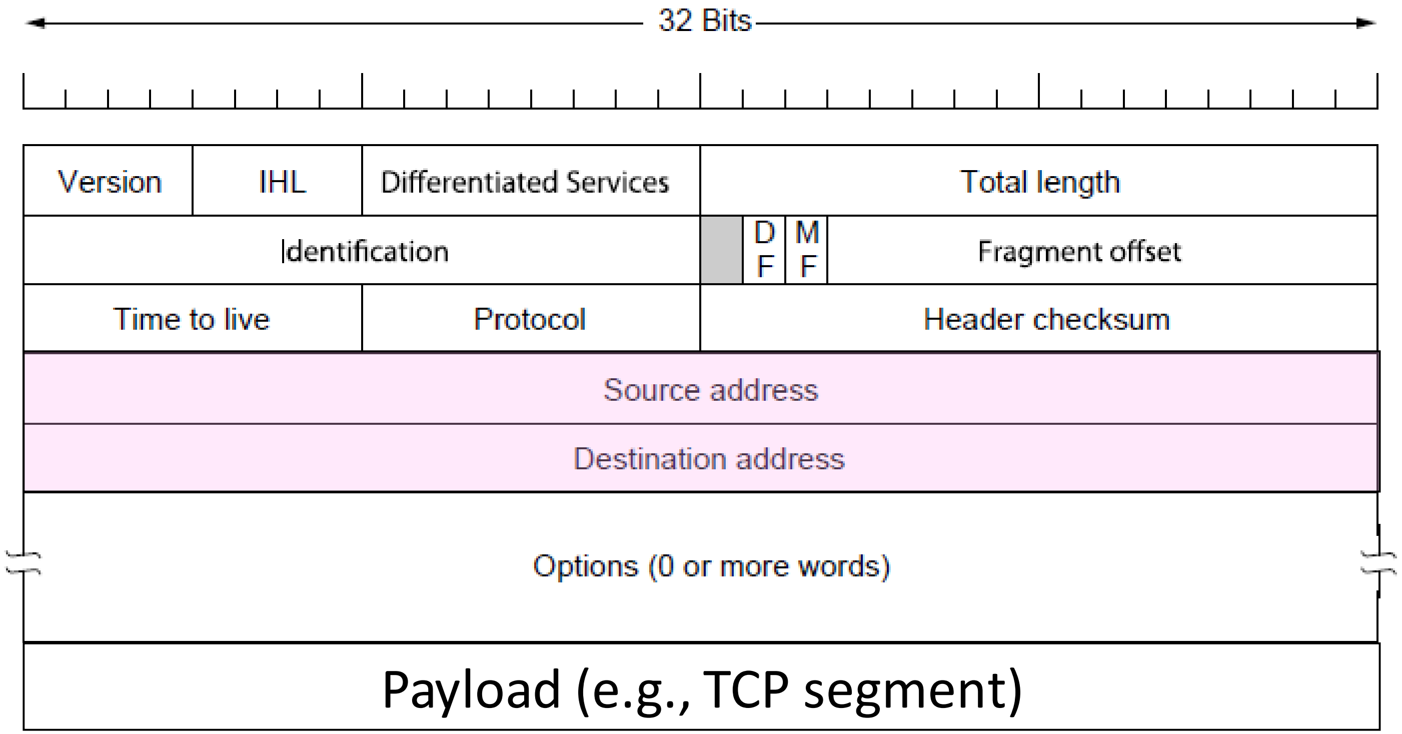
IPv4

- Other fields to meet other needs (later, later)
  - Differentiated Services, Time to live (TTL)



IPv4

- Network layer of the Internet, uses datagrams
  - Provides a layer of addressing above link addresses (next)



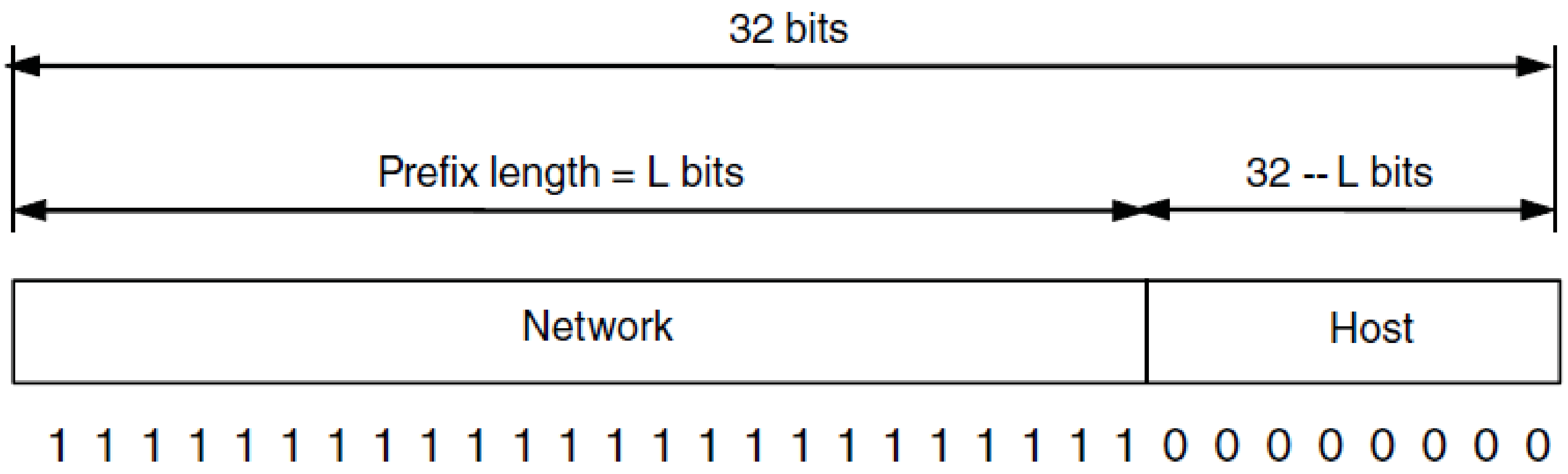
IP Addresses

- IPv4 uses 32-bit addresses
  - Later we'll see IPv6, which uses 128-bit addresses
- Written in "dotted quad" notation
  - Four 8-bit numbers separated by dots

8 bits	8 bits	8 bits	8 bits		
aaaaaaaa	**bbbbbbbb**	**cccccccc**	**dddddddd**	↔	**A.B.C.D**
00010010	00011111	00000000	00000001	↔	

IP Prefixes

- Addresses are allocated in blocks called <u>prefixes</u>
  - Addresses in an L-bit prefix have the same top L bits
  - There are 2^{32-L} addresses aligned on 2^{32-L} boundary



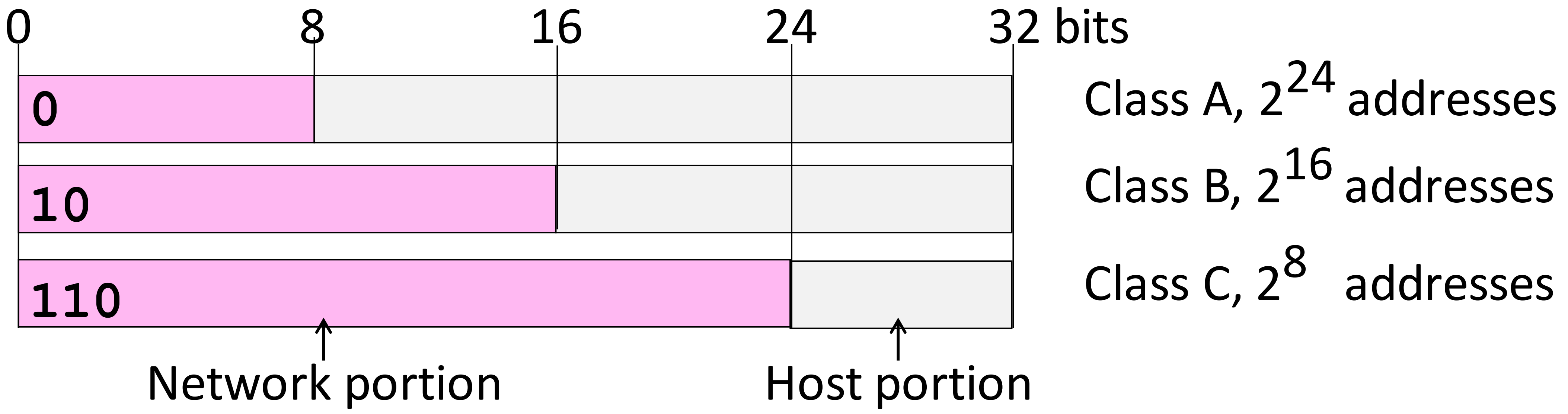
IP Prefixes

- Written in "IP address/length" notation
  - Address is lowest address in the prefix, length is prefix bits
  - E.g., 128.13.0.0/16 is 128.13.0.0 to 128.13.255.255
  - So a /24 ("slash 24") is 256 addresses, and a /32 is one address

```
00010010|00011111|00000000|xxxxxxxx  ↔
        |        |        |
        |        |        |           ↔ 128.13.0.0/16
```

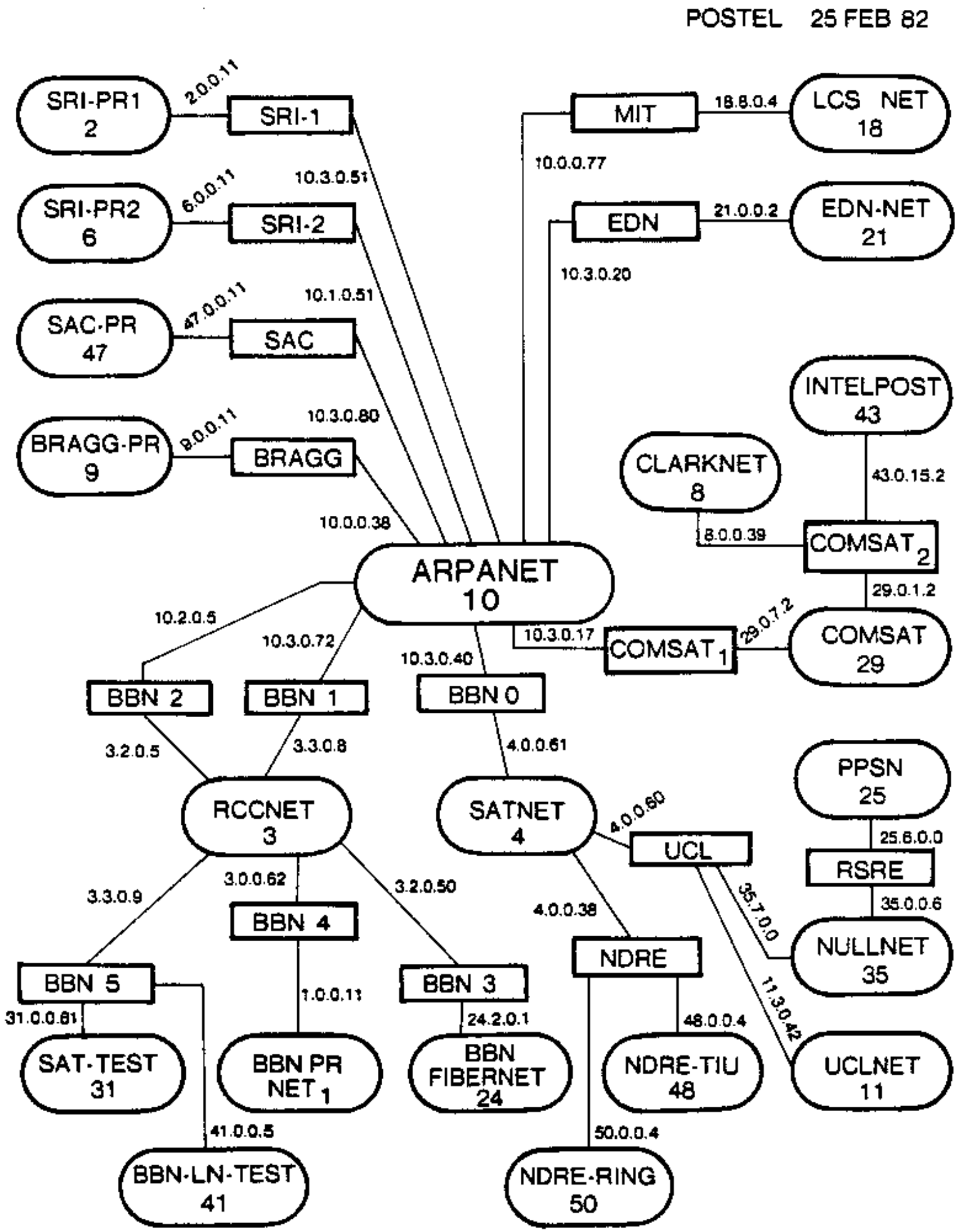
Classful IP Addressing

- Originally, IP addresses came in fixed size blocks with the class/size encoded in the high-order bits



Classful IP Addressing

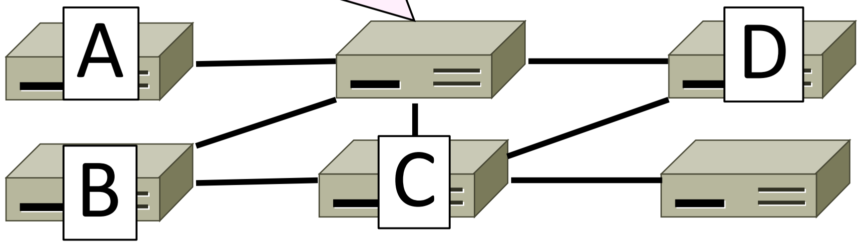
- This is an ARPANet assignment.



IP Forwarding

- Addresses on one network belong to a unique prefix
- Node uses a routing table that lists the next hop for prefixes

Prefix	Next Hop
192.24.0.0/19	D
192.24.12.0/22	B



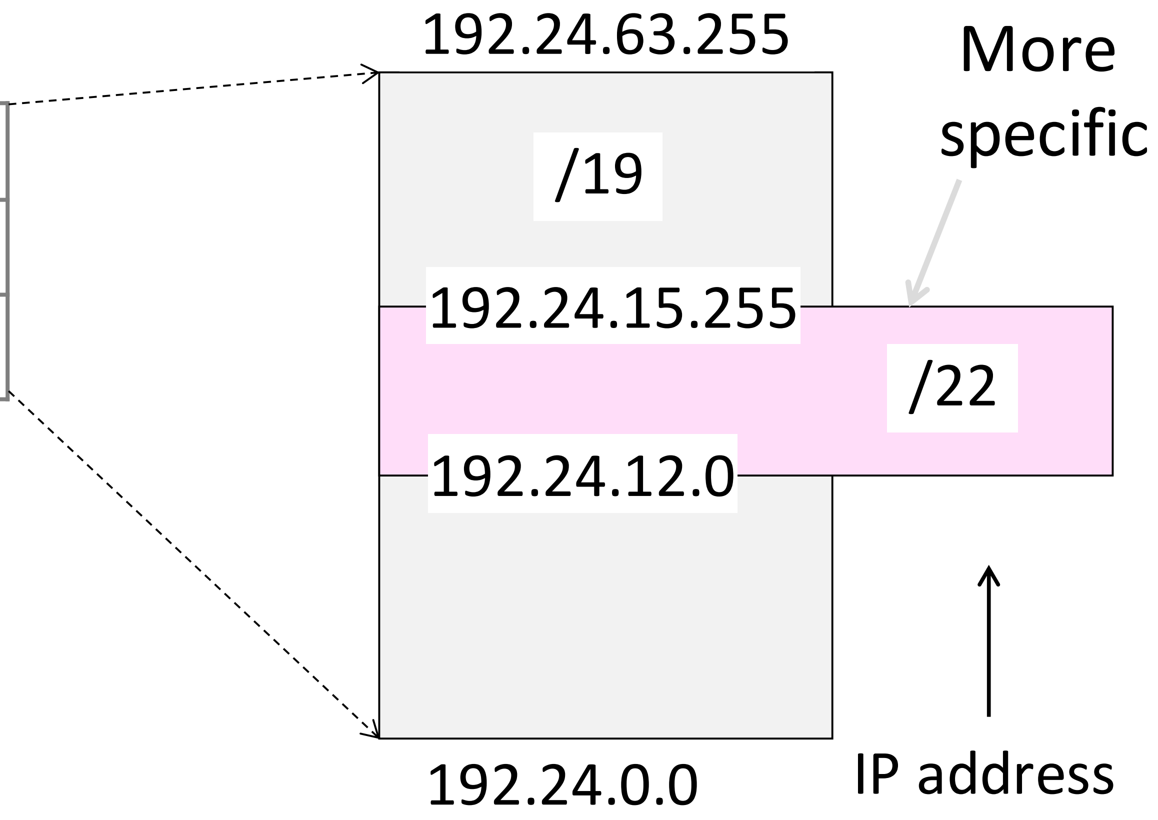
Longest Matching Prefix

- Prefixes in the table might overlap!
  - Combines hierarchy with flexibility

- Longest matching prefix forwarding rule:
  - For each packet, find the longest prefix that contains the destination address, i.e., the most specific entry
  - Forward the packet to the next hop router for that prefix

Longest Matching Prefix (2)

Prefix	Next Hop
192.24.0.0/19	D
192.24.12.0/22	B



192.24.6.0 →
192.24.14.32 →
192.24.54.0 →

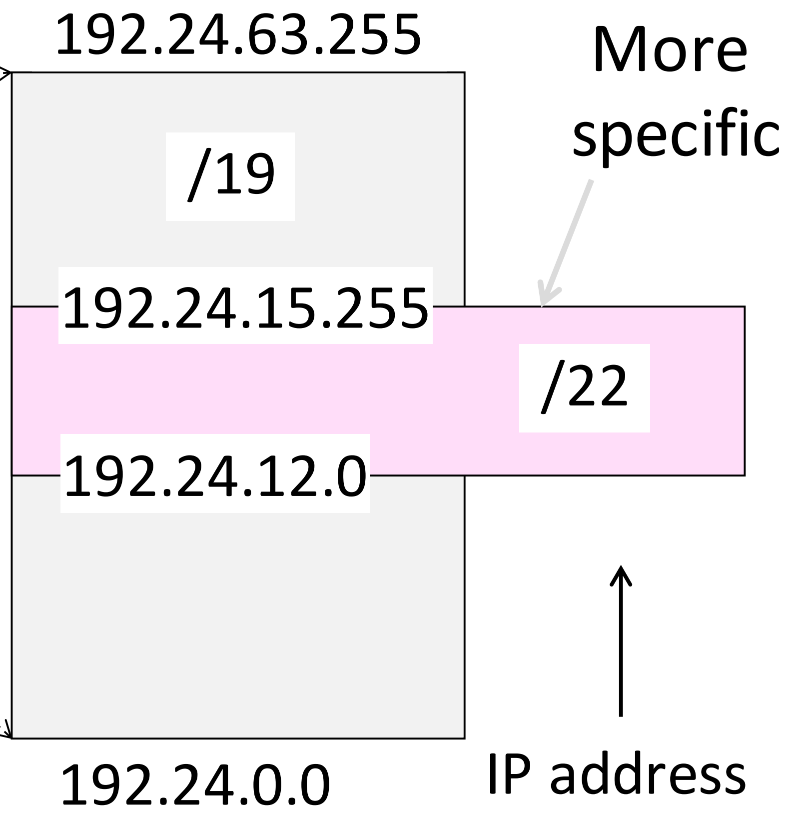
IP Address Work Slide:

- Route to D = 192.00011x.x.x
- Route to B = 192.00011000.000011x.x
- 192.24.6.0 = 192.00011000.00000110.00000000
- 192.24.14.32 = 192.00011000.00001110.00010000
- 192.24.54.0 = 192.00011000.00110110.00000000

Longest Matching Prefix (2)

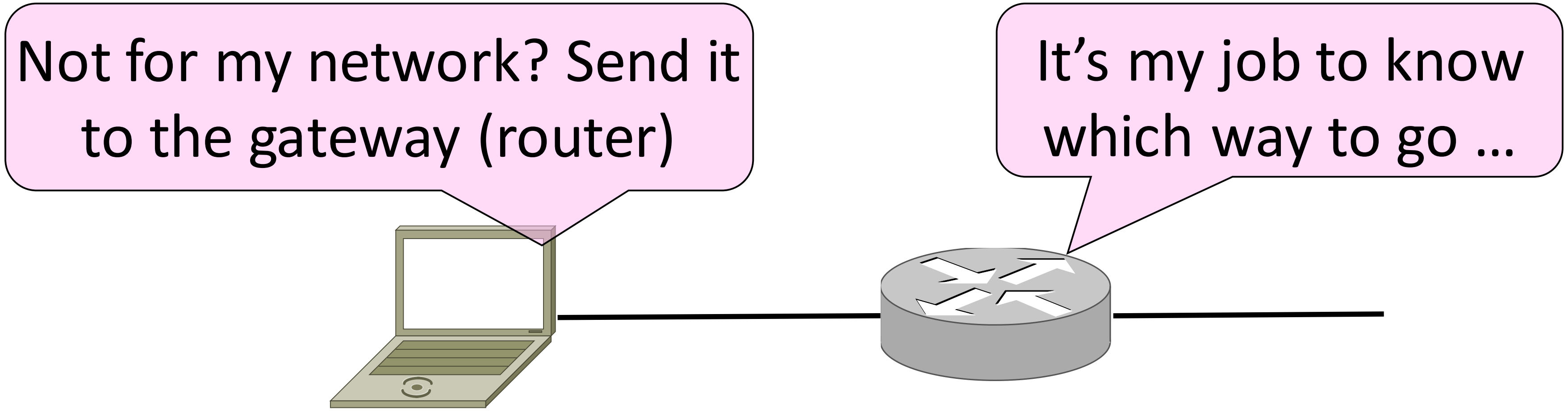
Prefix	Next Hop
192.24.0.0/19	D
192.24.12.0/22	B

192.24.6.0 → D
192.24.14.32 → B
192.24.54.0 → D



Host/Router Distinction

- In the Internet:
  - Routers do the routing, know way to all destinations
  - Hosts send remote traffic (out of prefix) to nearest router



Host Forwarding Table

- Give using longest matching prefix
  - 0.0.0.0/0 is a default route that catches all IP addresses

Prefix	Next Hop
My network prefix	Send to that IP
0.0.0.0/0	Send to my router

Host Forwarding Table

- Give using longest matching prefix
  - 0.0.0.0/0 is a default route that catches all IP addresses

Prefix	Next Hop
192.168.0.0/24	Send to that IP on eth0
0.0.0.0/0	192.168.0.1 on eth0

Flexibility of Longest Matching Prefix

- Can provide default behavior, with less specifics
  - Send traffic going outside an organization to a border router (gateway)
- Can special case behavior, with more specifics
  - For performance, economics, security, …

Performance of Longest Matching Prefix

- Uses hierarchy for a compact table
  - Relies on use of large prefixes
- Lookup more complex than table
  - Used to be a concern for fast routers
  - Not an issue in practice these days

Issues?

- Where does this break down?

Issues?

- Where does this break down?

Bootstrapping (DHCP)

Finding Link nodes (ARP)

Really big packets (Fragmentation)

Errors in the network (ICMP)

Running out of addresses (IPv6, NAT)