



# Enterprise Networks

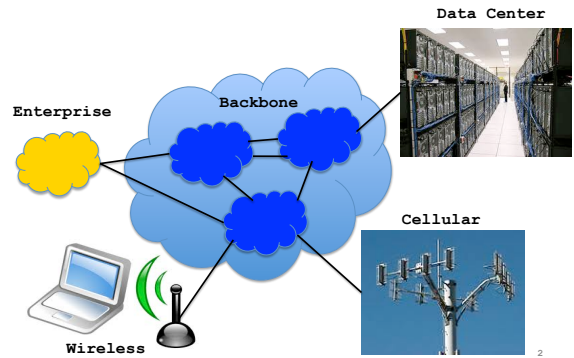
Jennifer Rexford

COS 461: Computer Networks

Lectures: MW 10-10:50am in Architecture N101

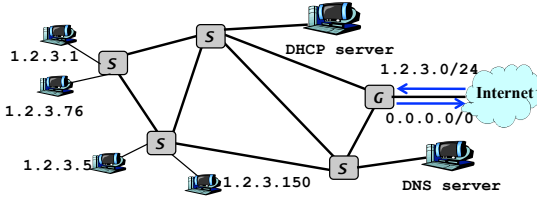
<http://www.cs.princeton.edu/courses/archive/spr12/cos461/>

# Networking Case Studies



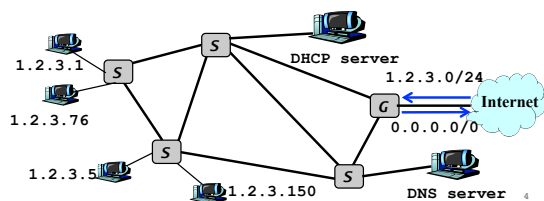
# Simple Enterprise Design

- **Single layer-two subnet**
  - Hubs and switches
  - Gateway to the Internet
  - Single IP address block
- **Local services**
  - DHCP
  - DNS



# Limitations of Simple Design

- Ethernet scalability and performance
- Single ISP reliability and performance
- Limited IP address space
- Unwanted Internet traffic
- Privacy and isolation within the enterprise
- Detecting and preventing bad behavior from inside

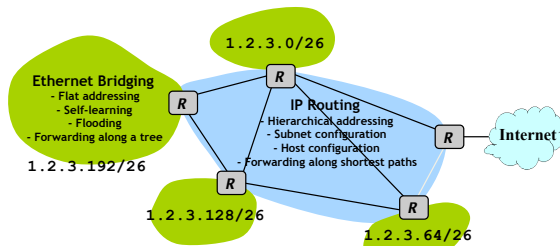


# Beyond Ethernet Switching

# Scalability Limitations of Ethernet

- **Spanning tree**
  - Paths that are longer than necessary
  - Bandwidth wasted for links not in the tree
- **Forwarding tables**
  - Bridge tables grow with number of hosts
- **Broadcast traffic**
  - ARP, DHCP, and broadcast applications
- **Flooding**
  - Frames sent to unknown destinations

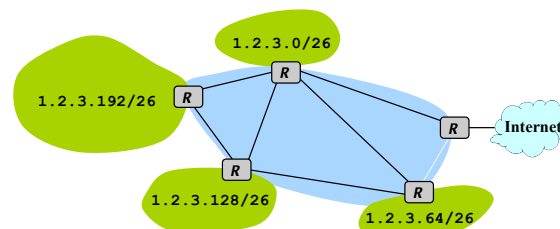
## Hybrid of Switches and Routers



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## Limitations of Hybrid Design

- No plug-and-play and mobility between subnets
- Need consistency between IP addressing & routing



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## Virtual Local Area Networks

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## Early Days of Ethernet LANs

- Thick cables snaked through cable ducts
  - Every computer they passed was plugged in
- All people in adjacent offices on the same LAN
  - Whether they belonged together or not
- Users grouped based on physical layout
  - Rather than organizational structure
- Security, privacy, and scalability limitations...

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## Today's Ethernet LANs

- Changes introduced by hubs and switches
  - Every office connected to central wiring closets
  - Often multiple LANs (k hubs) connected by switches
  - Flexibility in mapping offices to different LANs
- Can group by organizational structure
  - Better privacy: snooping in promiscuous mode
  - Separate IP addresses: one IP subnet per LAN
  - Better security: access control at IP routers
  - Better load management: isolate broadcast/flooding

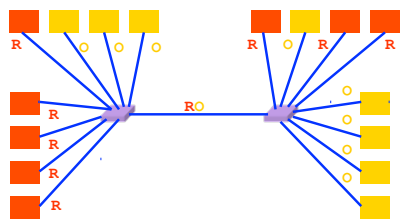
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## People Move, and Roles Change

- Organizational changes are frequent
  - E.g., faculty office becomes a grad-student office
  - E.g., graduate student becomes a faculty member
- Physical rewiring is a major pain
  - Requires unplugging the cable from one port
  - ... and plugging it into another
  - ... and hoping the cable is long enough to reach
- Would like to “rewire” the building in software
  - The resulting concept is a Virtual LAN (VLAN)

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## Example: Two Virtual LANs



Red VLAN and Orange VLAN  
Switches forward traffic as needed

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## Making VLANs Work

- Changing the Ethernet header
  - Adding a field for a VLAN tag
  - Implemented on the bridges/switches
  - ... but can still interoperate with old Ethernet cards
- Bridges/switches trunk links
  - Saying which VLANs are accessible via which interfaces
- Approaches to mapping access links to VLANs
  - Each interface has a VLAN color
  - Each MAC address has a VLAN color

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## Uses of VLANs (See the Survey Paper)

- Scoping broadcast traffic
- Simplifying access control policies
- Decentralizing network management
- Enabling host mobility

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## Problem: Limited Granularity

- Limited number of VLANs
  - Placing multiple groups in the same VLAN
  - Reusing limited VLAN
- Limited number of hosts per VLAN
  - Divide a large group into multiple VLANs
- One VLAN per access port
  - Supporting VLANs on the end host
  - Supporting multiple groups at the router

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## Problem: Complex Configuration

- Host address assignment
  - Wasting IP addresses
  - Complex host address assignment
- Spanning tree computation
  - Limitation of automated trunk configuration
  - Enabling extra links to survive failures
  - Distributing load over the root bridges

**Open question: can we do better than VLANs?**

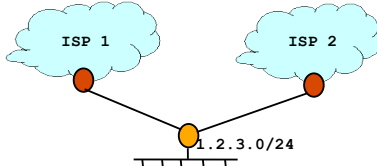
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## Multiple Internet Connections

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## Motivation for Multi-Homing

- **Benefits of multi-homing**
  - Extra reliability, e.g., survive single ISP failure
  - Financial leverage through competition
  - Better performance by selecting better path
  - Gaming the 95<sup>th</sup>-percentile billing model



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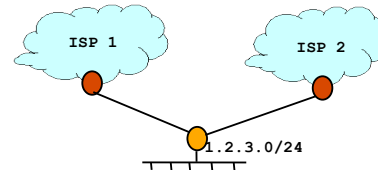
## Multi-Homing Without BGP

### Inbound Traffic

- Ask each ISP to originate the IP prefix
- ... to rest of the Internet

### Outbound Traffic

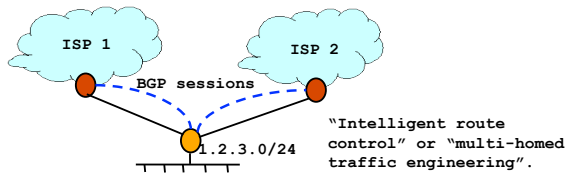
- One ISP as a primary, the other as a backup
- Or simple load balancing of all traffic



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## Multi-Homing With BGP

- **Inbound traffic**
  - Originate the prefix to both providers
  - Do *not* allow traffic from one ISP to another
- **Outbound traffic**
  - Select the “best” route for each remote prefix
  - Define BGP policies based on load, performance, cost



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## Interconnecting Multiple Enterprise Sites

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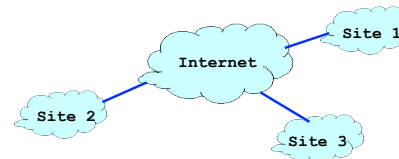
## Challenges

- **Challenges of interconnecting multiple sites**
  - Performance
  - Reliability
  - Security
  - Privacy
- **Solutions**
  - Connecting via the Internet using secure tunnels
  - Virtual Private Network (VPN) service
  - Dedicated backbone between sites

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## Connecting Via the Internet

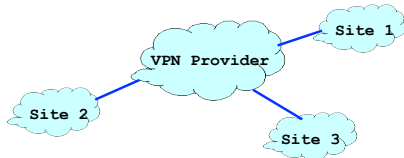
- **Each site connects to the Internet**
  - Encrypted tunnel between each pair of sites
  - Packet filtering to block unwanted traffic
  - But, no performance or reliability guarantees



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## Virtual Private Network (VPN)

- Each site connects to a common VPN provider
  - Provider allows each site to announce IP prefixes
  - Separate routing/forwarding table for each customer
  - Performance guarantees



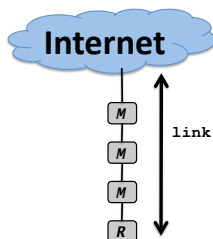
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## Middleboxes

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## Enterprise Internet Connection

- Multiple middleboxes
  - Intrusion prevention system
  - Network address translator
  - Firewall
  - Traffic shaper
- Handling bad internal users
  - Filtering IP packets with spoofed source IP addresses
  - Logging which MAC address has each IP address



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## Internal Middleboxes

- Network divided into regions
  - E.g., departments within a campus
  - E.g., public computers (servers, WiFi) vs. private
- Network divided by roles
  - E.g., human resources vs. engineering
  - E.g., faculty vs. students
- Sometimes physically separate networks
  - E.g., ATM machines, campus safety, media streaming

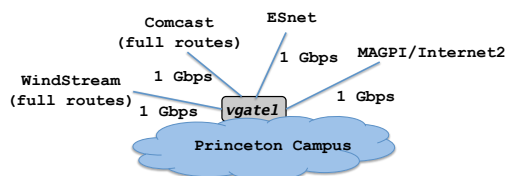
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## Princeton Campus Network

<http://www.net.princeton.edu/index.html>  
<http://www.net.princeton.edu/statistics/>  
<http://www.net.princeton.edu/whatsnew.html>

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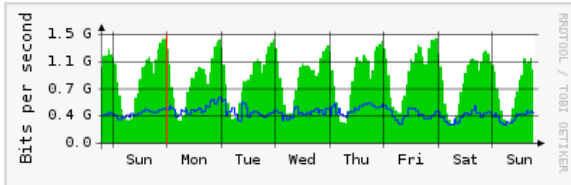
## Internet Connections



- Two commercial ISPs: Comcast and WindStream
- Two research networks: ESnet and Internet2
- Non-profits: McCarter Theater, Princeton Public Library, and Princeton Regional Schools

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## Princeton Public Internet Traffic



- Traffic volumes over the past week
  - Green: traffic *from* the Internet
  - Blue: traffic *to* the Internet

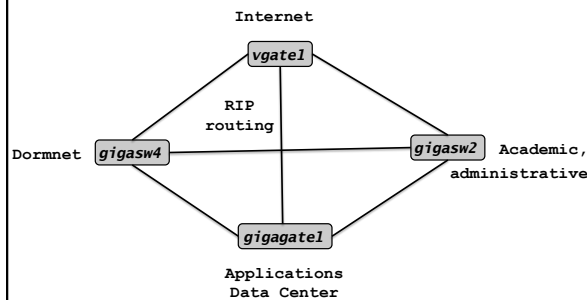
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## Three Internal Networks

- Campus Data Network
  - Connects dorms, academic and administrative buildings, campus WiFi, etc.
- Princeton Private Network
  - Environmental systems, power, security cameras, building locks
- VoIP Network
  - VoIP phones in data center, chemistry, neuroscience, Forrestal campus, and all new construction
  - Separate for disaster recovery & traffic management

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## Campus Data Network



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## Data Center (Forrestal Campus)



- 40,000 square feet with 1800 computers
- Multiple tiers of backup power
- Minimizes energy for cooling and power

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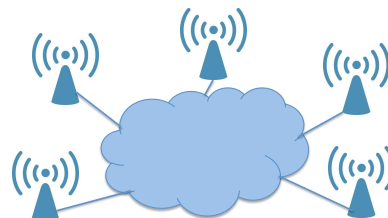
## Virtual Private Network (VPN)

- Online campus resources
  - E.g., some Princeton University library resources
  - Not available from outside of campus
- External resources with Princeton subscription
  - E.g., digital libraries from ACM and IEEE
  - Accessible from a Princeton IP address
- Princeton VPN service ([vpn.princeton.edu](http://vpn.princeton.edu))
  - Secure network connection layered over IP network
  - ... connects you to an internal Princeton machine

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## Aruba WiFi Access Points

- Adaptive radio management
  - Automatically assigns channel and power settings
  - Channel load balancing to distribute clients
  - Coverage hole detection



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## WiFi Anecdote (puwireless)

- **Single large VLAN**
  - Enabling seamless mobility on campus
- **Limited address space**
  - 16K or 32K IP addresses
  - 3 hour DHCP leases
- **Frequently a large number of users**
  - Several thousand to up to 10,000
  - ... may soon run low on IP addresses

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## WiFi Anecdote (puwireless), Continued

- **Bug in Android and IOS smart phones**
  - Don't release DHCP lease on IP addresses
  - Offloads ARP processing to the chipset, to avoid waking up sleeping device on ARP requests
  - ... but DHCP timeout is handled by the processor
- **So, can have IP address collisions**
  - DHCP lease expires, but the phone doesn't know
  - DHCP server gives the IP address to someone else
  - ... and both devices respond to ARP requests!

<http://www.net.princeton.edu/android/android-stops-renewing-lease-keeps-using-IP-address-11236.html>

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## WiFi Anecdote (puwireless), Continued

- **Working with Google and Apple on the problem**
- **Longer-term solution**
  - Move to larger, private address block (10.0.0.0/8)
  - Use network address translation (NAT) to communicate with the public Internet
- **Benefits**
  - Avoids running out of IP addresses
  - Introduces long delay before reusing an address
  - Seems like a good solution, right?

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## WiFi Anecdote (puwireless), Continued

- **Solution makes troubleshooting harder**
  - Public IP addresses shared by many users
  - ... due to network address translation
- **Example: DMCA violations**
  - Student downloads copyrighted material on WiFi
  - Company comes to Princeton to complain
- **Given IP address, can OIT identify the student?**
  - With NAT, cannot pinpoint a unique MAC address
  - ... without much more detailed (flow-level) logs

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## Conclusions

- **Enterprise networks**
  - Campuses and companies
  - Access to local services and the Internet
- **Challenges**
  - IP address limitations
  - Hybrid switch and routed network
  - Load balancing over upstream ISPs
  - Protecting users and the Internet from each other
- **Next time: data-center networks**

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