Network Layer

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COS 461: Computer Networks

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

http://www.cs.princeton.edu/courses/archive/spr13/cos461/

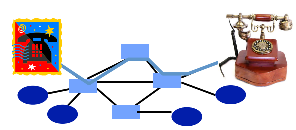
IP Protocol Stack: Key Abstractions

Application	Applications	
Transport	Reliable streams	Messages
Network	Best-effort *global* packet delivery	
Link	Best-effort *local* packet delivery	

Best-Effort Global Packet Delivery

Circuit Switching (e.g., Phone Network)

- Source establishes connection
  - Reserve resources along hops in the path
- Source sends data
  - Transmit data over the established connection
- Source tears down connection
  - Free the resources for future connections

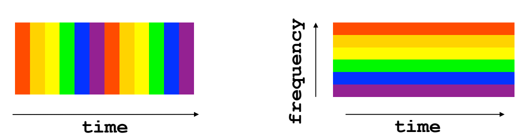


Circuit Switching: Static Allocation

Q: Frequency-Division vs. Time-Division

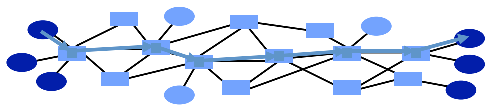
Circuit Switching: Static Allocation

- Time-division
  - Each circuit allocated certain time slots
- Frequency-division
  - Each circuit allocated certain frequencies

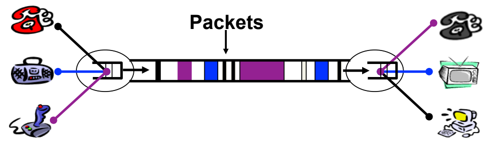


Packet Switching

- Message divided into packets
  - Header identifies the destination address
- Packets travel separately through the network
  - Forwarding based on the destination address
  - Packets may be buffered temporarily
- Destination reconstructs the message



Packet Switching: Statistical (Time Division) Multiplexing



- Intuition: Traffic by computer end-points is bursty!
  - Versus: Telephone traffic not bursty (e.g., constant 56 kbps)
- Nodes differ in network demand
  - Peak data rate and duty cycle (time spent sending/receiving)
  - One can use network while others idle
- Packet queuing in network: tradeoff space for time
  - Handle short periods when outgoing link demand > link speed

Best Effort: Celebrating Simplicity

- Packets may be lost, corrupted, reordered
- Never having to say you're sorry…
  - Don't reserve bandwidth and memory
  - Don't do error detection and correction
  - Don't remember from one packet to next
- Easier to survive failures
  - Transient disruptions are okay during failover
- Easier to support on many kinds of links
  - Important for *inter*connecting different networks

Best-Effort: Good Enough?

- Packet loss and delay
  - Sender can resend
- Packet corruption
  - Receiver can detect, and sender can resend
- Out-of-order delivery
  - Receiver can put the data back in order
- Packets follow different paths
  - Doesn't matter
- Network failure
  - Drop the packet
- Network congestion
  - Drop the packet

Q: Packet vs. Circuit Switching?

- Predictable performance
- Network never blocks senders
- Reliable, in-order delivery
- Low delay to send data
- Simple forwarding
- No overhead for packet headers
- High utilization under most workloads
- No per-connection network state

Packet vs. Circuit Switching

• Predictable performance	Circuit
• Network never blocks senders	Packet
• Reliable, in-order delivery	Circuit
• Low delay to send data	Packet
• Simple forwarding	Circuit
• No overhead for packet headers	Circuit
• High utilization under most workloads	Packet
• No per-connection network state	Packet

Network Addresses

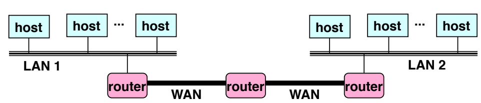
IP Address (IPv4)

- A unique 32-bit number
- Identifies an interface (on a host, on a router, …)
- Represented in dotted-quad notation

12	34	158	5
00001100	00100010	10011110	00000101

Grouping Related Hosts

- The Internet is an "inter-network"
  - Used to connect networks together, not hosts
  - Need to address a network (i.e., group of hosts)

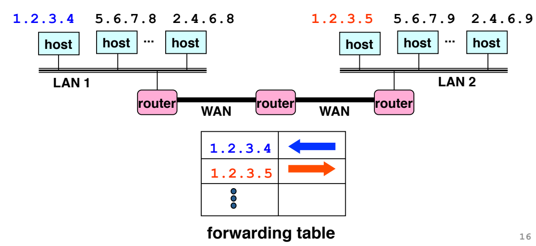


LAN = Local Area Network

WAN = Wide Area Network

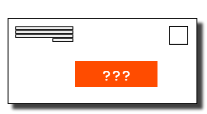
Scalability Challenge

- Suppose hosts had arbitrary addresses
  - Then every router would need a lot of information
  - …to know how to direct packets toward every host



Hierarchical Addressing in U.S. Mail

- Addressing in the U.S. mail
  - Zip code: 08540
  - Building: 35 Olden Street
  - Room in building: 308
  - Name of occupant: Mike Freedman



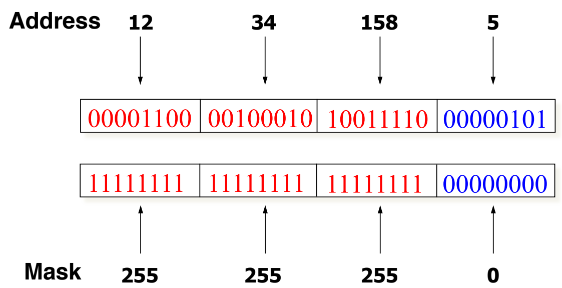
- Forwarding the U.S. mail
  - Deliver to the post office in the zip code
  - Assign to mailman covering the building
  - Drop letter into mailbox for building/room
  - Give letter to the appropriate person

Hierarchical Addressing: IP Prefixes

- Network and host portions (left and right)
- 12.34.158.0/24 is a 24-bit **prefix** with 2^8 addresses

12	34	158	5
00001100	00100010	10011110	00000101
Network (24 bits)			Host (8 bits)

IP Address and 24-bit Subnet Mask



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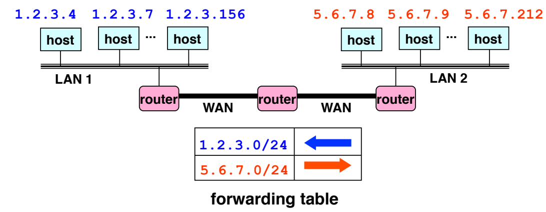
Scalability Improved

- Number related hosts from a common subnet
  - 1.2.3.0/24 on the left LAN
  - 5.6.7.0/24 on the right LAN



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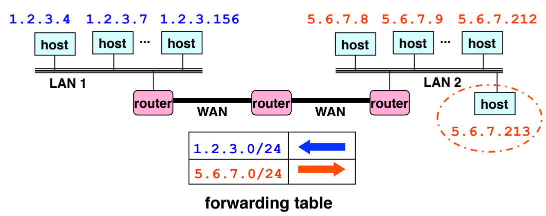
Easy to Add New Hosts

- No need to update the routers
  - E.g., adding a new host 5.6.7.213 on the right
  - Doesn't require adding a new forwarding-table entry



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History of IP Address Allocation

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Classful Addressing

- In the olden days, only fixed allocation sizes
  - Class A: 0*
    - Very large /8 blocks (e.g., MIT has 18.0.0.0/8)
  - Class B: 10*
    - Large /16 blocks (e.g,. Princeton has 128.112.0.0/16)
  - Class C: 110*
    - Small /24 blocks (e.g., AT&T Labs has 192.20.225.0/24)
  - Class D: 1110* for multicast groups
  - Class E: 11110* reserved for future use
- This is why folks use dotted-quad notation!

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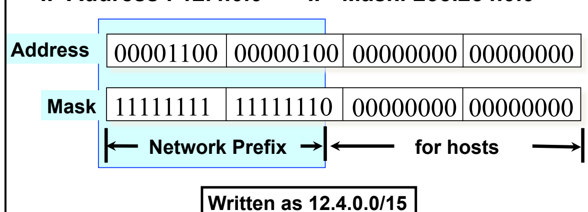
Classless Inter-Domain Routing (CIDR)

- Use two 32-bit numbers to represent network:

  Network number = IP address + Mask

IP Address : 12.4.0.0 IP Mask: 255.254.0.0



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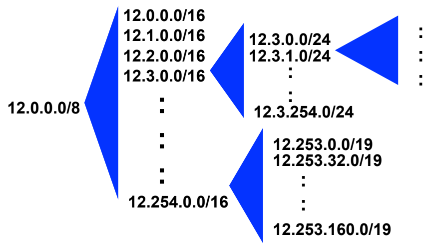
Hierarchical Address Allocation

- Hierarchy is key to scalability
  - Address allocated in contiguous chunks (prefixes)
  - Today, the Internet has about 400,000 prefixes



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Obtaining a Block of Addresses

- Internet Corporation for Assigned Names and Numbers (ICANN)
  - Allocates large blocks to Regional Internet Registries
- Regional Internet Registries (RIRs)
  - E.g., ARIN (American Registry for Internet Numbers)
  - Allocates to ISPs and large institutions
- Internet Service Providers (ISPs)
  - Allocate address blocks to their customers
  - Who may, in turn, allocate to their customers…

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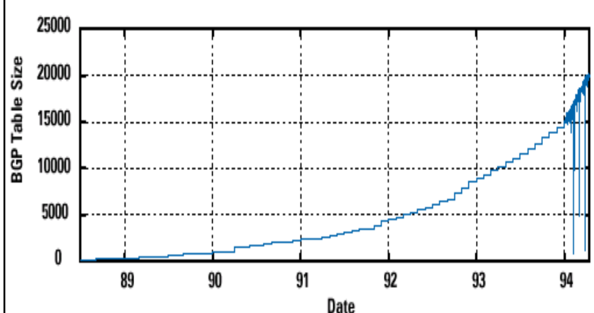
Pre-CIDR (1988-1994): Steep Growth



Growth faster than improvements in equipment capability

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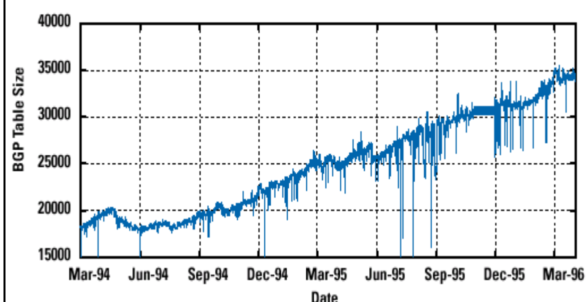
CIDR (1994-1996): Much Flatter



Efforts to aggregate

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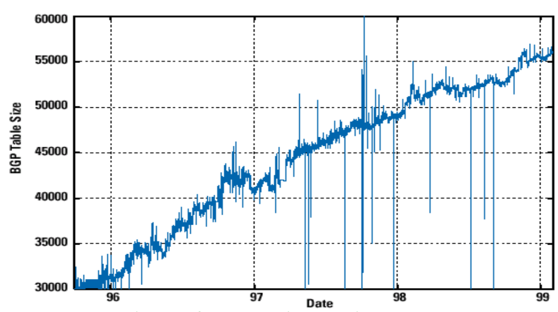
CIDR Growth (1996-1998): Roughly Linear



Good use of aggregation, and peer pressure!

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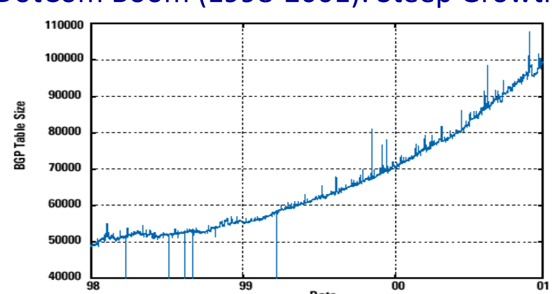
DotCom Boom (1998-2001): Steep Growth



Internet boom and increased multi-homing

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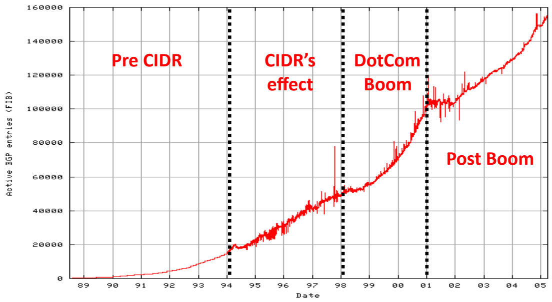
Long Term Growth (1989-2005)



Today we are up to ~400,000 prefixes

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Packet Forwarding

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Hop-by-Hop Packet Forwarding

- Each router has a forwarding table
  - Maps destination address to outgoing interface
- Upon receiving a packet
  - Inspect the destination address in the header
  - Index into the table
  - Determine the outgoing interface
  - Forward the packet out that interface
- Then, the next router in the path repeats

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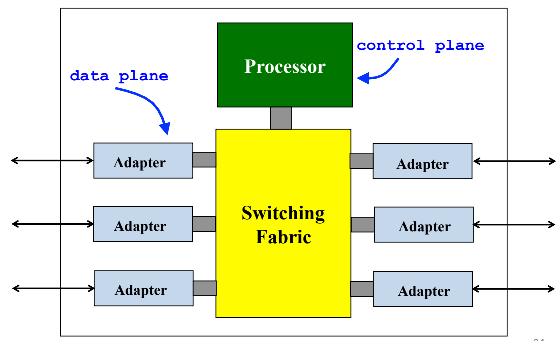
IP Router



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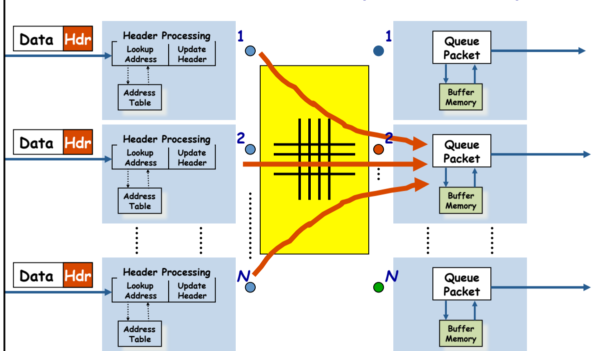
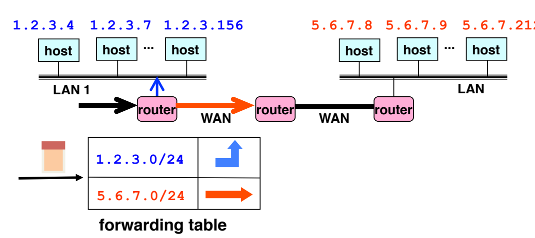
Switch Fabric: From Input to Output



Separate Forwarding Entry Per Prefix

- Prefix-based forwarding
  - Map the destination address to matching prefix
  - Forward to the outgoing interface



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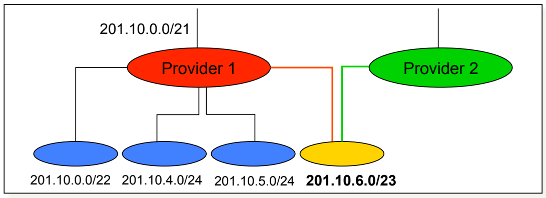
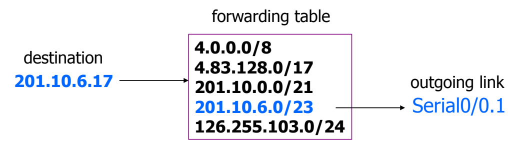
CIDR Makes Packet Forwarding Harder

- Forwarding table may have many matches
  - E.g., entries for 201.10.0.0/21 and 201.10.6.0/23
  - The IP address 201.10.6.17 would match both!



Longest Prefix Match Forwarding

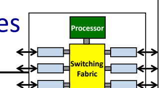
- Destination-based forwarding
  - Packet has a destination address
  - Router identifies longest-matching prefix
  - Cute algorithmic problem: very fast lookups



Creating a Forwarding Table

- Entries can be statically configured
  - E.g., "map 12.34.158.0/24 to Serial0/0.1"
- But, this doesn't adapt
  - To failures
  - To new equipment
  - To the need to balance load
- That is where the *control plane* comes in
  - Routing protocols

Data, Control, & Management Planes



	Data	Control	Management
Time-scale	Packet (ns)	Event (10 ms to sec)	Human (min to hours)
Tasks	Forwarding, buffering, filtering, scheduling	Routing, signaling	Analysis, configuration
Location	Line-card hardware	Router software	Humans or scripts

Q's: MAC vs. IP Addressing

- Hierarchically allocated
  A) MAC B) IP C) Both D) Neither
- Organized topologically
  A) MAC B) IP C) Both D) Neither
- Forwarding via exact match on address
  A) MAC B) IP C) Both D) Neither
- Automatically calculate forwarding by observing data
  A) Ethernet switches B) IP routers C) Both D) Neither
- Per connection state in the network
  A) MAC B) IP C) Both D) Neither
- Per host state in the network
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IP Packet Format

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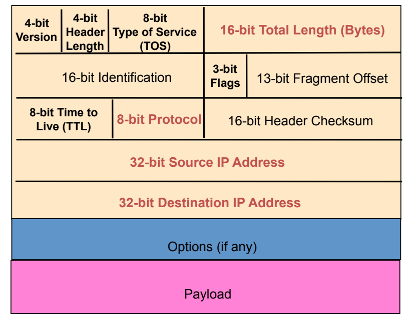
IP Packet Structure



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Conclusion

- Best-effort global packet delivery
  – Simple end-to-end abstraction
  – Enables higher-level abstractions on top
  – Doesn't rely on much from the links below
- IP addressing and forwarding
  – Hierarchy for scalability and decentralized control
  – Allocation of IP prefixes
  – Longest prefix match forwarding
- Next time: transport layer

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Backup Slides

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IP Header: Version, Length, ToS

- Version number (4 bits)
  – Necessary to know what other fields to expect
  – Typically "4" (for IPv4), and sometimes "6" (for IPv6)
- Header length (4 bits)
  – Number of 32-bit words in the header
  – Typically "5" (for a 20-byte IPv4 header)
  – Can be more when "IP options" are used
- Type-of-Service (8 bits)
  – Allow different packets to be treated differently
  – Low delay for audio, high bandwidth for bulk transfer

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IP Header: Length, Fragments, TTL

- Total length (16 bits)
  – Number of bytes in the packet
  – Max size is 63,535 bytes (2^{16} -1)
  – … though most links impose smaller limits
- Fragmentation information (32 bits)
  – Supports dividing a large IP packet into fragments
  – … in case a link cannot handle a large IP packet
- Time-To-Live (8 bits)
  – Used to identify packets stuck in forwarding loops
  – … and eventually discard them from the network

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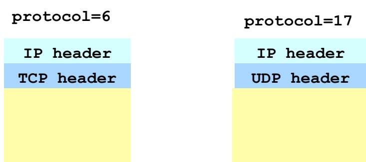
IP Header: Transport Protocol

- Protocol (8 bits)
  - Identifies the higher-level protocol
    - E.g., “6” for the Transmission Control Protocol (TCP)
    - E.g., “17” for the User Datagram Protocol (UDP)
  - Important for demultiplexing at receiving host
    - Indicates what kind of header to expect next



IP Header: Header Checksum

- Checksum (16 bits)
  - Sum of all 16-bit words in the header
  - If header bits are corrupted, checksum won’t match
  - Receiving discards corrupted packets

```
  134              Mismatch!   134
+ 212                        + 216
-----      ==>               -----
= 346                        = 350
```


IP Header: To and From Addresses

- Destination IP address (32 bits)
  - Unique identifier for the receiving host
  - Allows each node to make forwarding decisions
- Source IP address (32 bits)
  - Unique identifier for the sending host
  - Recipient can decide whether to accept packet
  - Enables recipient to send a reply back to source