#### Internetworking

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



A simple internetwork where H represents hosts and R represents routers

# Internetworking

- What is IP
  - IP stands for Internet Protocol
  - Key tool used today to build scalable, heterogeneous internetworks
  - It runs on all the nodes in a collection of networks and defines the infrastructure that allows these nodes and networks to function as a single logical internetwork



A simple internetwork showing the protocol layers

# **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

# **Packet Format**

- Version (4): currently 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**

- Each network has some MTU (Maximum Transmission Unit)
  - Ethernet (1500 bytes), FDDI (4500 bytes)
- Strategy
  - Fragmentation occurs in a router when it receives a datagram that it wants to forward over a network which has (MTU < datagram)</li>
  - Reassembly is done at the receiving host
  - All the fragments carry the same identifier in the *Ident* field
  - Fragments are self-contained datagrams
  - IP does not recover from missing fragments

#### **IP Fragmentation and Reassembly**



IP datagrams traversing the sequence of physical networks

## **IP Fragmentation and Reassembly**

(a)	Start of header		
	Ident = x 0 Offset = 0		
	Rest of header 1400 data bytes		
(b)	Start of header		
	Ident = x 1 Offset = 0		
	Rest of header		
	512 data bytes		
	Start of header		
	Ident=x 1 Offset=64		
	Rest of header		
	512 data bytes		
	Start of header		
	Ident = x 0 Offset = 128		
	Rest of header		
	376 data bytes		

Header fields used in IP fragmentation. (a) Unfragmented packet; (b) fragmented packets.

### **Global Addresses**

- Properties
  - globally unique
  - hierarchical: network + host
  - 4 Billion IP address, half are A type, ¼ is B type, and 1/8 is C type
- Format



- Dot notation
  - **10.3.2.4**
  - **128.96.33.81**
  - **192.12.69.77**

### **IP Datagram Forwarding**

- Strategy
  - every datagram contains destination's address
  - if directly connected to destination network, then forward to host
  - if not directly connected to destination network, then forward to some router
  - forwarding table maps network number into next hop
  - each host has a default router
  - each router maintains a forwarding table
- Example (router R2)

NetworkNum	NextHop
1	R1
2	Interface 1
3	Interface 0
4	R3

### **IP Datagram Forwarding**

#### Algorithm

if (NetworkNum of destination = NetworkNum of one of my
interfaces) then

deliver packet to destination over that interface

#### else

if (NetworkNum of destination is in my forwarding table)
then

deliver packet to NextHop router

#### else

deliver packet to default router

For a host with only one interface and only a default router in its forwarding table, this simplifies to

if (NetworkNum of destination = my NetworkNum) then
 deliver packet to destination directly

#### else

deliver packet to default router

# **Summary**

- We have looked at some of the issues involved in building scalable and heterogeneous networks by using switches and routers to interconnect links and networks.
- To deal with heterogeneous networks, we have discussed in details the service model of Internetworking Protocol (IP) which forms the basis of today's routers.