Communication Networks

Prof. Laurent Vanbever

Communication Networks

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Laurent Vanbever

nsg.ee.ethz.ch

ETH Zürich (D-ITET)

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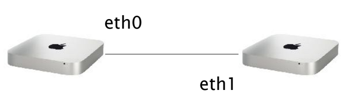
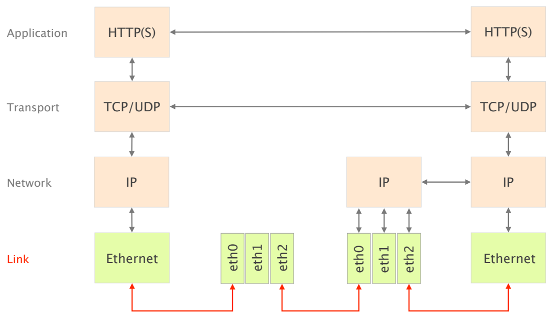
Materials inspired from Scott Shenker & Jennifer Rexford

Last week on

Communication Networks

How do local computers communicate?





Communication Networks

Part 2: The Link Layer

#1 What is a link?

#2 How do we identify link adapters?

#3 How do we share a network medium?

#4 What is Ethernet?

#5 How do we interconnect segments at the link layer?

Communication Networks

Part 2: The Link Layer

What is a link?

#2 How do we identify link adapters?

How do we share a network medium?

What is Ethernet?

How do we interconnect segments at the link layer?

MAC addresses…

identify the sender & receiver adapters
used within a link

are uniquely assigned
hard-coded into the adapter when built

use a flat space of 48 bits
allocated hierarchically

Why don't we simply use IP addresses?

Links can support any protocol (not just IP)
different addresses on different kind of links

Adapters may move to different locations
cannot assign static IP address, it has to change

Adapters must be identified during bootstrap
need to talk to an adapter to give it an IP address

You need to solve two problems when you bootstrap an adapter

Who am I?
MAC-to-IP binding

How do I acquire an IP address?

Who are you?
IP-to-MAC binding

Given an IP address reachable on a link,
How do I find out what MAC to use?

Who am I?
MAC-to-IP binding

How do I acquire an IP address?

Dynamic Host Configuration Protocol

Who are you?
IP-to-MAC binding

Given an IP address reachable on a link,
How do I find out what MAC to use?

Address Resolution Protocol

Communication Networks
Part 2: The Link Layer

What is a link?

How do we identify link adapters?

#3 How do we share a network medium?

What is Ethernet?

How do we interconnect segments at the link layer?

In practice, Carrier-Sense Multiple Access (CSMA) is used to govern shared medium access

carrier-sense — *listen* before speaking, don't interrupt

collision detection — *stop* if someone else starts talking
ensure everyone is aware of the collision

randomness — *don't talk* again *right away*

Communication Networks
Part 2: The Link Layer

What is a link?

How do we identify link adapters?

How do we share a network medium?

#4 What is Ethernet?

How do we interconnect segments at the link layer?

Ethernet…

was invented as a broadcast technology
each packet was received by all attached hosts

is now *the* dominant wired LAN technology
by far the most widely used

has managed to keep up with the speed race
from 10 Mbps to 400 Gbps

Communication Networks
Part 2: The Link Layer

What is a link?

How do we identify link adapters?

How do we share a network medium?

What is Ethernet?

#5 How do we interconnect segments at the link layer?

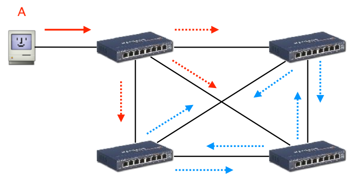
Switches connect two or more LANs together
at the Link layer, acting as L2 gateways

Switches are "store-and-forward" devices, they

- extract the destination MAC from the frame
- look up the MAC in a table (using exact match)
- forward the frame on the appropriate interface

Switches are similar to IP routers,
except that they operate one layer below

While flooding enables automatic discovery of hosts,
it also creates problems when the networks has loops



Each frame leads to the creation of *at least two new frames!*
exponential increase, with no TTL to remove looping frames…

This week on
Communication Networks

Link Layer

The End

Network Layer

The Beginning

Link Layer

The End

Network Layer

The Local Area Networks we have considered so far
define single broadcast domains

If one user broadcast a frame,
every other user receives it

As the network scales,
network operators like to segment their LANs

Why?

Improves security
smaller attack surface (visibility & injection)

Improves performance
limit the overhead of broadcast traffic (e.g. ARP)

Improves logistics
separates traffic by role (e.g. staff, students, visitors)

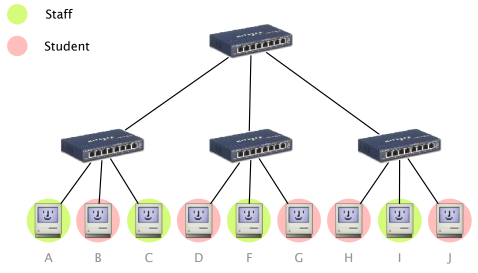
Organizational changes are too frequent to segment
networks purely physically—rewiring is a major pain

What about doing this in software though?

Enters “Virtual Local Area Networks” (VLANs)

Definition	A VLAN logically identifies a set of ports attached to one (or more) Ethernet switches, forming one broadcast domain

A VLAN identifies a set of ports attached to one or more Ethernet switches



Switches need configuration tables telling them which VLANs are accessible via which interfaces

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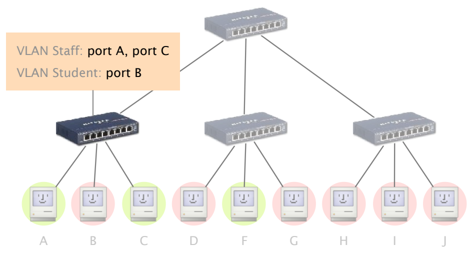
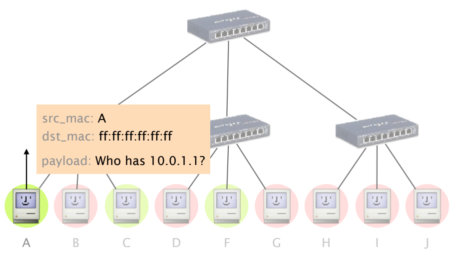
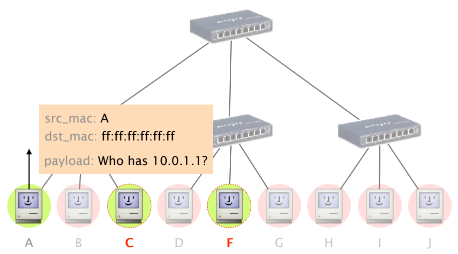
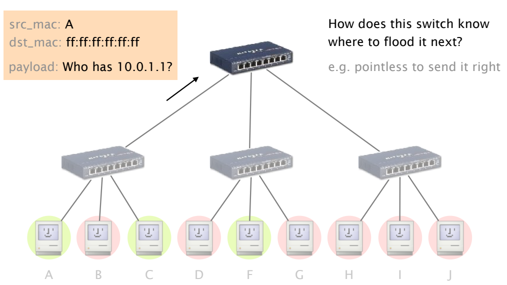


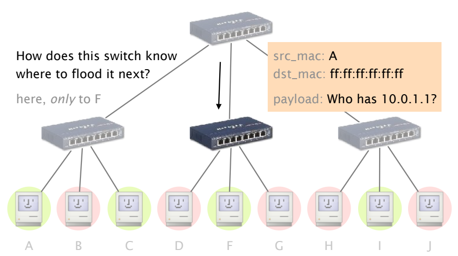
Consider that A sends a broadcast frame
say, an ARP request



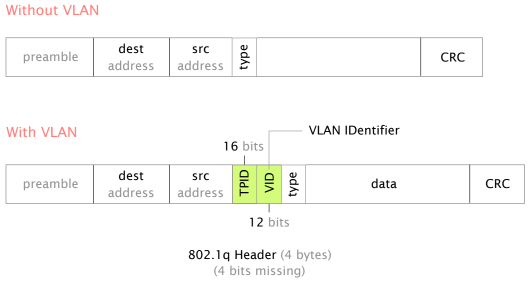
That frame should be received by all staff members: i.e. C and F, and *only* them



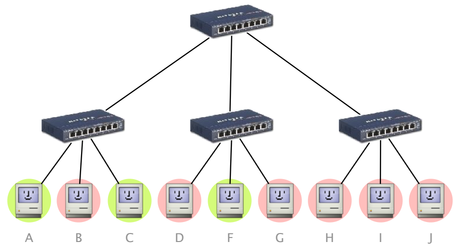




To identify VLAN, switches add new header when forwarding traffic to another switch

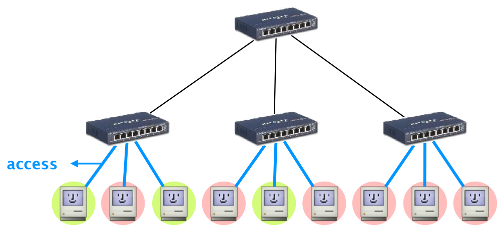


With VLANs, Ethernet links are divided in two sets: access and trunks (inter switches) links



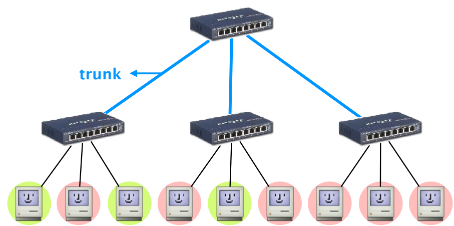
Access links belong to one VLAN

they do not carry 802.1q headers



Trunk links carry traffic for more than one VLAN

and as such carry 801.1q tagged frames



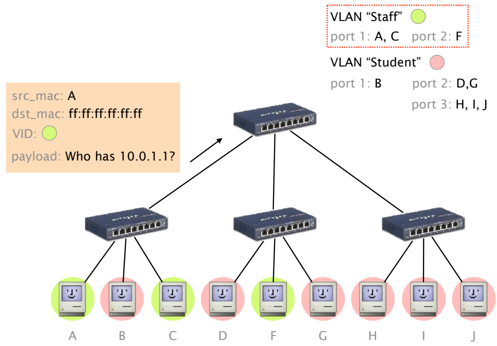
Each switch runs one MAC learning algorithm for each VLAN

When a switch receives a frame with an unknown or a broadcast destination,

it forwards it over all the ports that belong to the same VLAN

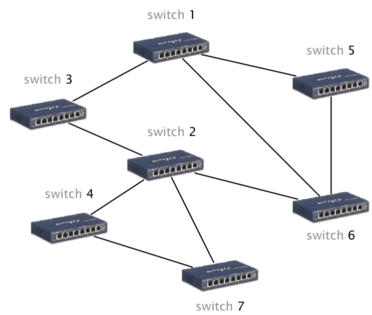
When a switch learns a source address on a port

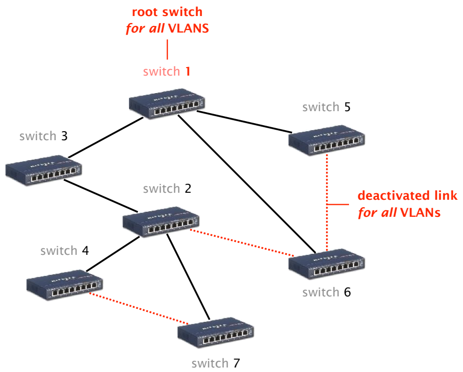
it associates it to the VLAN of this port and only uses it when forwarding frames on this VLAN

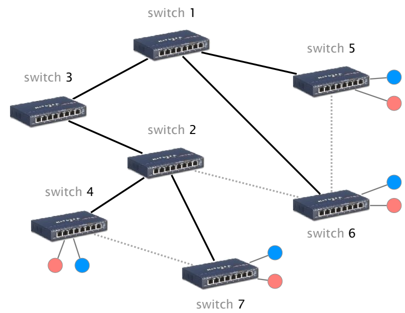


Switches can also compute per-VLAN spanning-tree allowing a distinct SPT for each VLAN

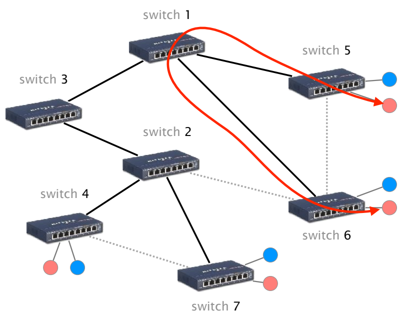
allow the operators to use more of their links

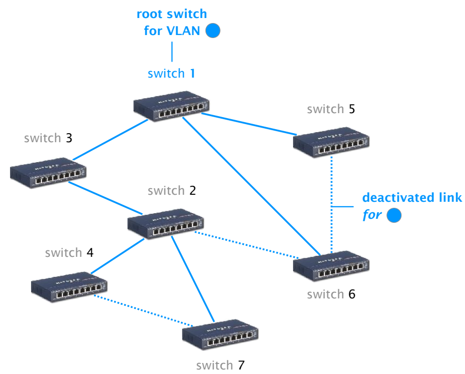


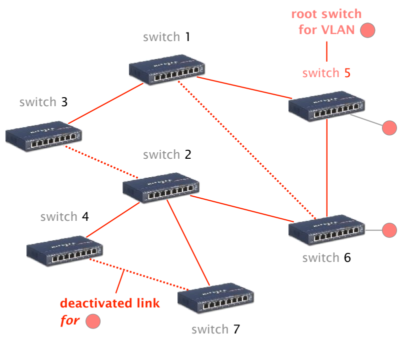




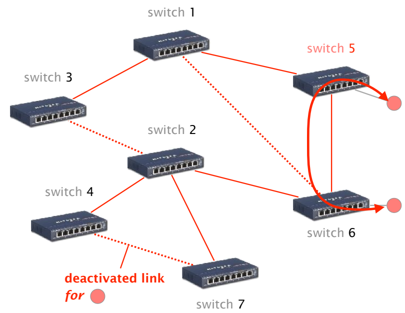
Any communication between the red hosts on switch 5 and 6 need to go via switch 1…







Now any communication between the red hosts on switch 5 and 6 go via the direct link

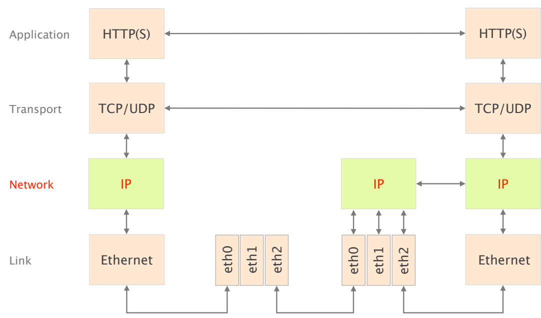


Link Layer

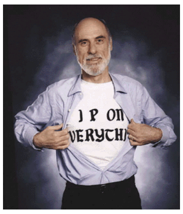
Network Layer

The Beginning

Moving on to IP and the network layer



Internet Protocol and Forwarding



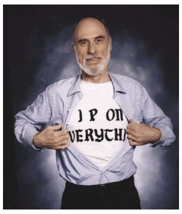
source: Boardwatch Magazine

1 **IP addresses**
use, structure, allocation

2 **IP forwarding**
longest prefix match rule

3 **IP header**
IPv4 and IPv6, wire format

Internet Protocol and Forwarding



1 **IP addresses**
use, structure, allocation

IP forwarding
longest prefix match rule

IP header
IPv4 and IPv6, wire format

IPv4 addresses are unique 32-bits number
associated to a network interface (on a host, a router, ...)

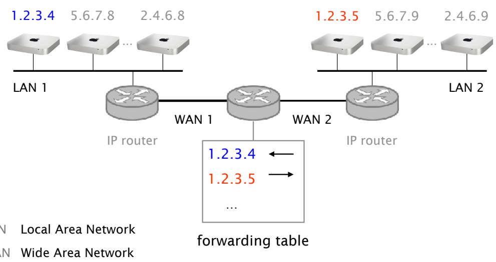
IP addresses are usually written
using dotted-quad notation

82.130.102.10

01010010 10000010 01100110 00001010

Routers forwards IP packets
based on their destination IP address

If IP addresses were assigned arbitrarily,
routers would require forwarding entries for all of them



LAN Local Area Network
WAN Wide Area Network

17.1 billion

estimated* # of Internet connected devices
in 2016

* Cisco Visual Networking Index 2016—2021

27.1 billion

estimated* # of Internet connected devices
in 2021

* Cisco Visual Networking Index 2016—2021

Two universal tricks you can apply
to any computer sciences problem

When you need... more flexibility,
you add... a layer of indirection

When you need... more scalability,
you add... a hierarchical structure

When you need… more scalability,

you add… a hierarchical structure

IP addresses are hierarchically allocated, similarly to the postal service

Address	
Zip	8092
Street	Gloriastrasse
Building	35 (ETZ)
Location in building	G 90
Name	Laurent Vanbever

Nobody in the Swiss mail system knows where every single house or building is

principle — Routing tables are separated at each level of the hierarchy

each one with a manageable scale

Forwarding in the Swiss mail
in 4 steps

1. Deliver the letter to the post office responsible for the zip code
2. Assign letter to the mail person covering the street
3. Drop letter into the mailbox attached to the building
4. Hand in the letter to the appropriate person

IP addressing is hierarchical, composed of a prefix (network address) and a suffix (host address)

32 bits

01010010.10000010.01100110.00001010

prefix — identifies the network

suffix — identifies the hosts *in* the network

Each prefix has a given length, usually written using a "slash notation"

IP prefix 82.130.102.0 /24

prefix length (in bits)

Here, a /24 means that we have 8 bits left to address hosts address, enough for 256 hosts

82.130.102.0 /24

prefix part	host part	IP address
01010010.10000010.01100110.	00000000	82.130.102.0
01010010.10000010.01100110.	00000001	82.130.102.1
01010010.10000010.01100110.	00000010	82.130.102.2
01010010.10000010.01100110.	11111110	82.130.102.254
01010010.10000010.01100110.	11111111	82.130.102.255

In practice, the first and last IP address of a prefix are not usable

prefix part	host part	IP address
01010010.10000010.01100110.	00000000	82.130.102.0
01010010.10000010.01100110.	11111111	82.130.102.255

The address with the host part being all 0s
identifies the network itself

prefix part	host part	IP address
01010010.10000010.01100110.	00000000	82.130.102.0

The address with the host part being all 1s
identifies the broadcast address

prefix part	host part	IP address
01010010.10000010.01100110.	11111111	82.130.102.255

A /24 has therefore only 254 addresses
that can be allocated to hosts

Prefixes are also sometimes specified
using an address and a mask

Address	82.130.102.0
	01010010.10000010.01100110. 00000000
	11111111.11111111.11111111. 00000000
Mask	255.255.255.0

ANDing the address and the mask
gives you the prefix

Address	82.130.102.0
	01010010.10000010.01100110. 00000000
	11111111.11111111.11111111. 00000000
Mask	255.255.255.0

Given this IP prefix 82.130.0.0/17

Compute

# of addressable hosts

the prefix mask

network address

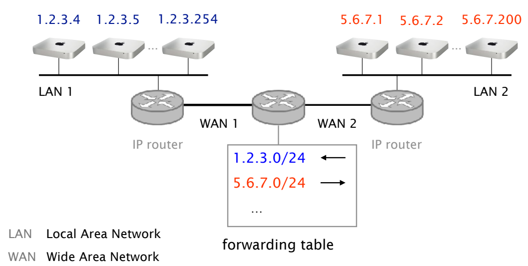
1st host address

last host address

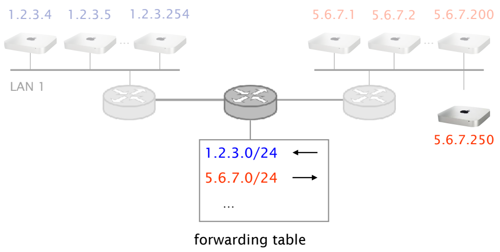
broadcast address

Routers forward packet to their destination
according to the network part, *not* the host part

Doing so enables to scale the
forwarding tables



Hierarchical addressing enables to add new hosts without changing or adding forwarding rules



Originally, there were only 5 fixed allocation sizes, (or classes)—known as classful networking

	leading bits	prefix length	# hosts	start address	end address
class A	0	8	2^{24}	0.0.0.0	127.255.255.255
class B	10	16	2^{16}	128.0.0.0	191.255.255.255
class C	110	24	2^{8}	192.0.0.0	223.255.255.255
class D multicast	1110			224.0.0.0	239.255.255.255
class E reserved	1111			240.0.0.0	255.255.255.255

Classful networking was quite wasteful leading to IP address exhaustion

problem	Class C was too small, so everybody requested class B which where: *i)* too big and *ii)* too few (wasted space)
solution	Classless Inter-Domain Routing (CIDR) introduced in 1993

CIDR enabled flexible division between network and hosts addresses

CIDR must specify both the address and the mask
classful was communicating this in the first address bits

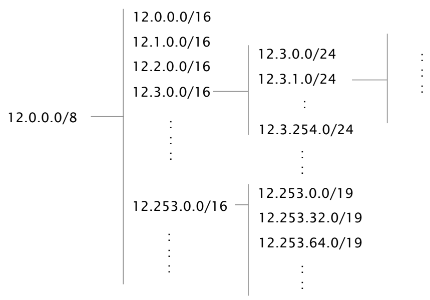
Masks are carried by the routing algorithms
it is *not* implicitly carried in the address

Say that an organization needs 500 addresses…

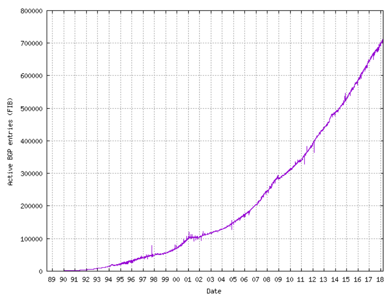
with…	it gets a…	leading to a waste of…
classful	class B (/16)	99%
CIDR	/23 (=2 class C's)	2%

With CIDR, the max. waste is bounded to 50% (why?)

Today, addresses are allocated in contiguous chunks



As of now, the Internet has around 710,000 IPv4 prefixes



source http://www.cidr-report.org/

The allocation process of IP address is also hierarchical

The root is held by Internet Corporation for Assigned Names and Numbers, aka ICANN

ICANN allocates large prefixes blocks to Regional Internet Registries (RIRs)

ARIN	LACNIC	RIPE NCC	APNIC	AFRINIC
America	Latin America	Europe	Asia-Pacific	Africa

RIRs allocates parts of these prefixes blocks to Internet Service Providers (ISPs) and large institutions

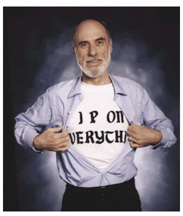
ISPs and large institutions may, in turn, allocate even smaller prefixes to their own customers

ICANN	ICANN gives RIPE Prefix	82.0.0.0/8 01010010
RIPE NCC	RIPE gives ETHZ Prefix	82.130.64.0/18 010100101000001001
ETH	ETHZ gives ITET/TIK Prefix	82.130.102.0/23 01010010100000100110011
DITET	ITET gives me Address	82.130.102.254 01010010100000100110011011111110

IP prefixes @ ETH

1	82.130.64.0/18	6	192.33.88.0/21
2	129.132.0.0/16	7	192.33.96.0/21
3	148.187.192.0/19	8	192.33.104.0/22
4	195.176.96.0/19	9	192.33.108.0/23
5	192.33.87.0/24	10	192.33.110.0/24

Internet Protocol and Forwarding

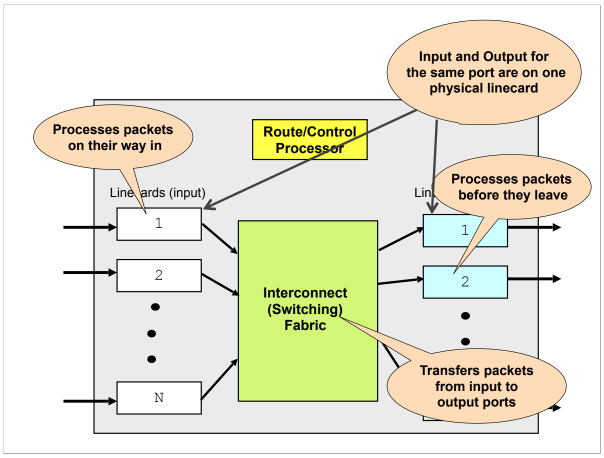


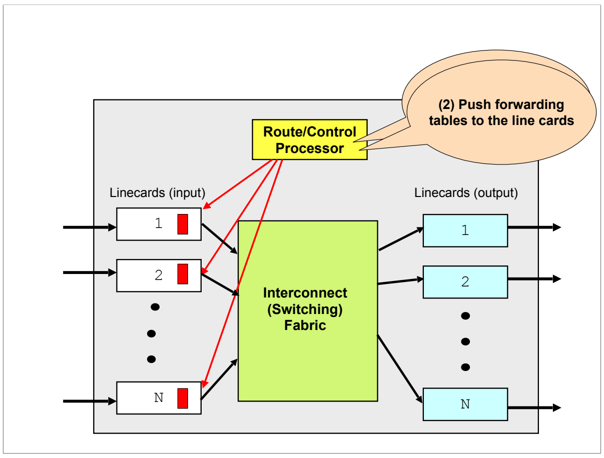
IP addresses
use, structure, allocation

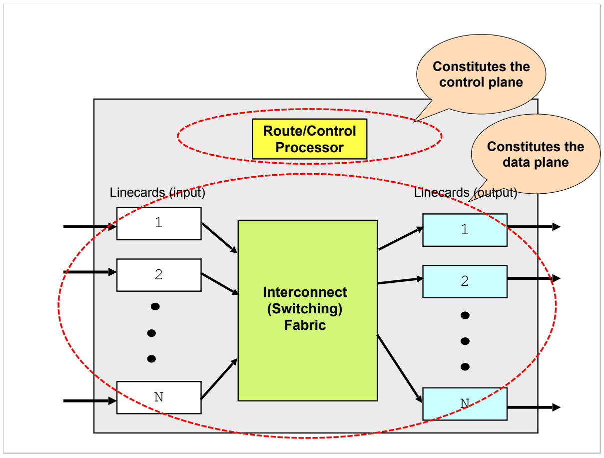
2 IP forwarding
longest prefix match rule

IP header
IPv4 and IPv6, wire format

What's inside an IP router?



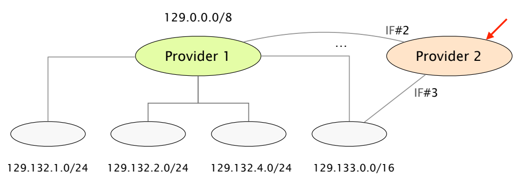




Routers maintain forwarding entries
for each Internet prefix

Provider 2's Forwarding table

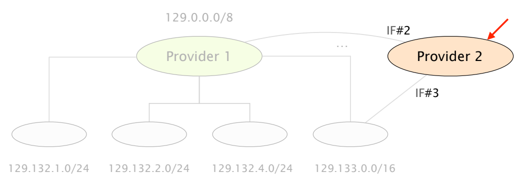
IP prefix	Output
129.0.0.0/8	IF#2
129.132.1.0/24	IF#2
129.132.2.0/24	IF#2
129.133.0.0/16	IF#3



Let's say a packet for 129.0.1.1
arrives at Provider 2

Provider 2's Forwarding table

IP prefix	Output
129.0.0.0/8	IF#2
129.132.1.0/24	IF#2
129.132.2.0/24	IF#2
129.133.0.0/16	IF#3



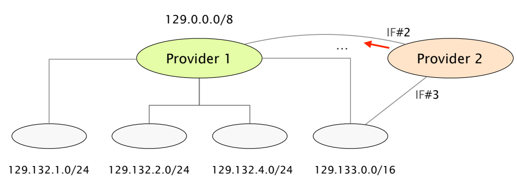
When a router receives an IP packet, it performs
an IP lookup to find the matching prefix

Let's say a packet for 129.0.1.1
arrives at Provider 2

> Provider 2 forwards it to IF#2

Provider 2's Forwarding table

IP prefix	Output
129.0.0.0/8	IF#2
129.132.1.0/24	IF#2
129.132.2.0/24	IF#2
129.133.0.0/16	IF#3

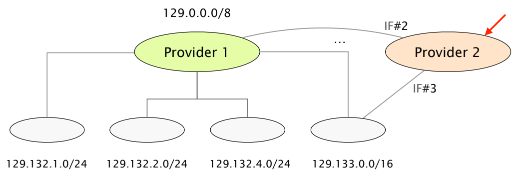


CIDR makes forwarding harder though,
as one packet can match many IP prefixes

Let's say a packet for 129.133.0.1 arrives at Provider 2

Provider 2's Forwarding table

IP prefix	Output
129.0.0.0/8	IF#2
129.132.1.0/24	IF#2
129.132.2.0/24	IF#2
129.133.0.0/16	IF#3

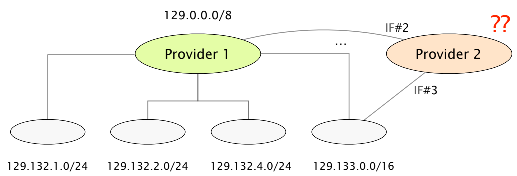


Let's say a packet for 129.133.0.1 arrives at Provider 2

We have two matches!

Provider 2's Forwarding table

IP prefix	Output
129.0.0.0/8	IF#2
129.132.1.0/24	IF#2
129.132.2.0/24	IF#2
129.133.0.0/16	IF#3



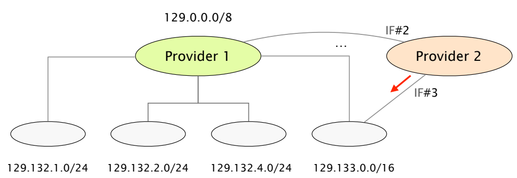
To resolve ambiguity, forwarding is done along the *most specific* prefix (*i.e.*, the longer one)

Let's say a packet for 129.133.0.1 arrives at Provider 2

> Provider 2 forwards it to IF#3

Provider 2's Forwarding table

IP prefix	Output
129.0.0.0/8	IF#2
129.132.1.0/24	IF#2
129.132.2.0/24	IF#2
129.133.0.0/16	IF#3

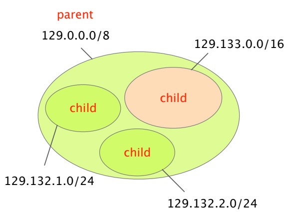


Could we do something better than maintaining one entry per prefix? *Yep!*

A child prefix can be filtered from the table whenever it shares the same output interface as its parent

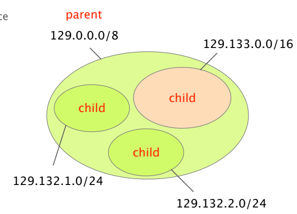
Routing Table

IP prefix	Output Interface
...	
129.0.0.0/8	IF#2
129.132.1.0/24	IF#2
129.132.2.0/24	IF#2
129.133.0.0/16	IF#3
...	



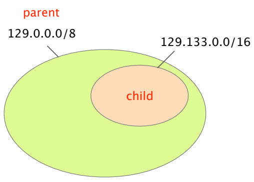
Routing Table

IP prefix	Output Interface
...	
129.0.0.0/8	IF#2
~~129.132.1.0/24~~	~~IF#2~~
~~129.132.2.0/24~~	~~IF#2~~
129.133.0.0/16	IF#3
...	



Routing Table

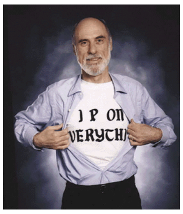
IP prefix	Output Interface
…	
129.0.0.0/8	IF#2
129.133.0.0/16	IF#3
…	



Exactly the same forwarding as before

Check out www.route-aggregation.net,
to see how filtering can be done automatically

Internet Protocol and Forwarding

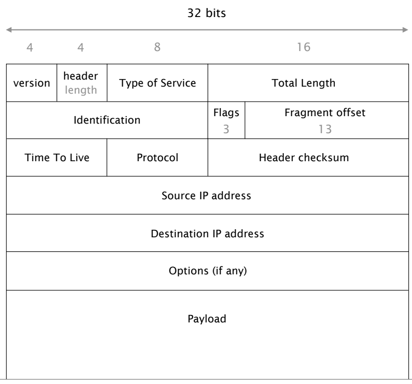


IP addresses
use, structure, allocation

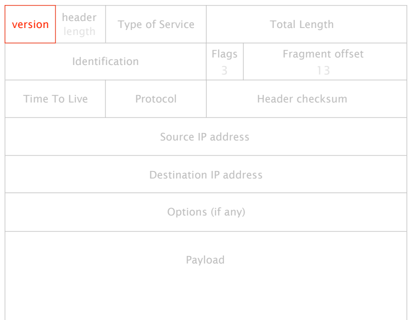
IP forwarding
longest prefix match rule

3 IP header
IPv4 and IPv6, wire format

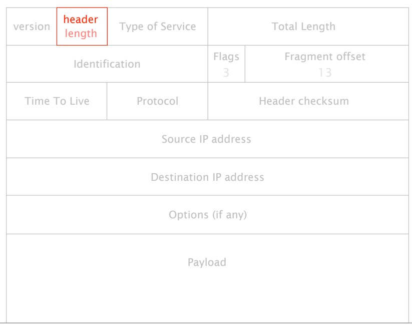
Here is what an IPv4 packet look like
on a wire



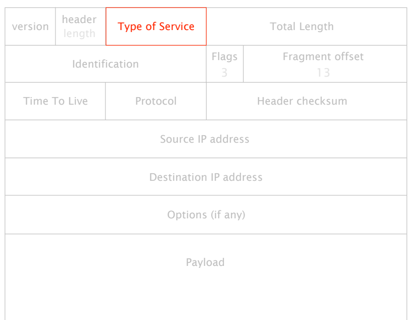
The version number tells us what other fields to expect,
typically it is set to “4” for IPv4, or “6” for IPv6



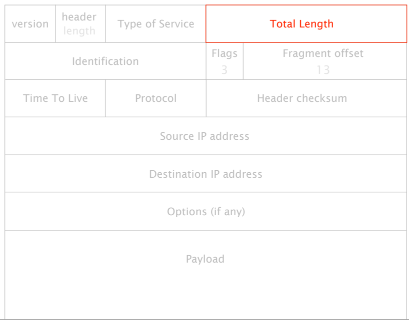
The header length denotes the number of 32-bits word
in the header, typically set to 5 (20 bytes header)



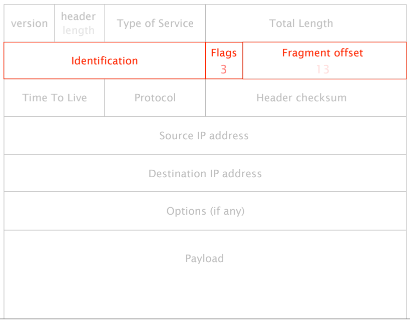
The ToS allows different packets to be treated differently,
e.g., low delay for voice, high bandwidth for video



The total length denotes the # of bytes
in the entire packet, with a maximum of 65 535 bytes



The next three fields are used when packets
get fragmented



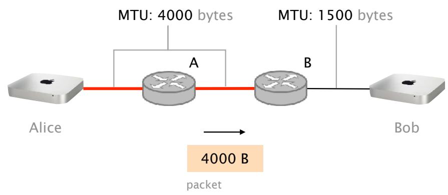
Every link in the Internet has a
Maximum Transmission Unit (MTU)

MTU is the max. # of bytes a link can carry as one unit
e.g., 1500 bytes for normal Ethernet

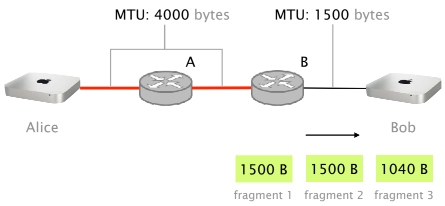
A router can fragment a packet if the outgoing link MTU is smaller than the total packet size

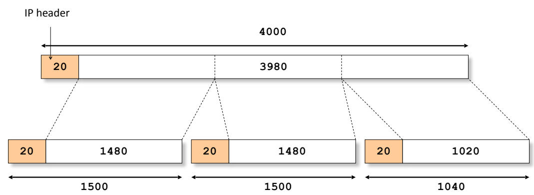
Fragmented packets are recomposed at the destination
why not in the network?

Assume Alice is sending 4000B packets to Bob,
who is connected to a 1500B MTU link

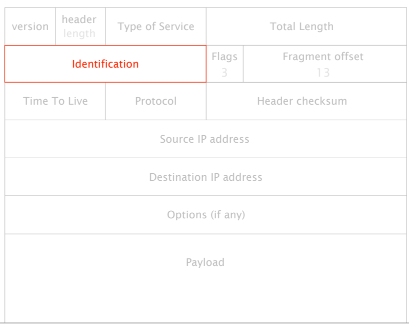


Because the packet is larger than the MTU,
router B will split the packet into fragments

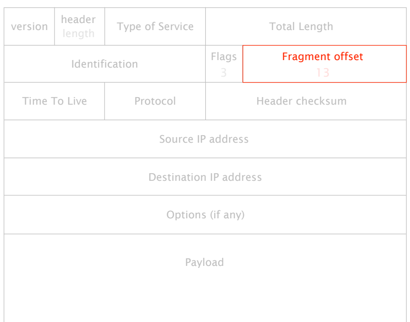




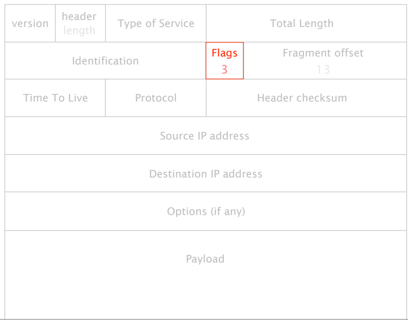
The Identification header uniquely identify the
fragments of a particular packet



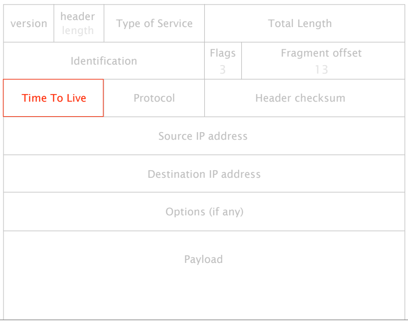
The fragment offset is used to put back the fragments
in the right order in case of reordering



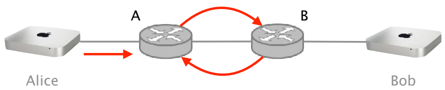
The flags is used to tell whether
there are more fragments coming or not



The TTL is used to identify packets trapped in a loop,
and eventually discard them



TTL is decremented by 1 at each router,
the packet is discarded if it reaches 0

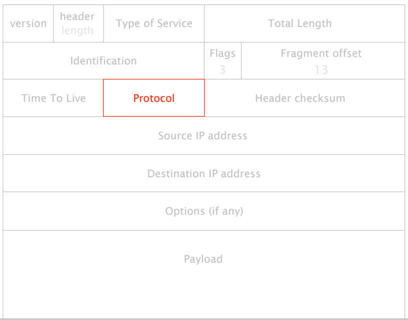


default TTL values

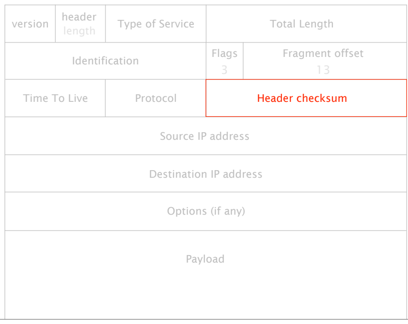
*nix (Linux/Mac)	64
Windows	128

(used for OS fingerprinting)

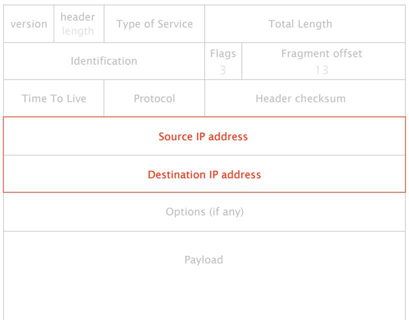
The protocol field identifies the higher level protocol
carried in the packet, “6” for TCP, “17” for UDP



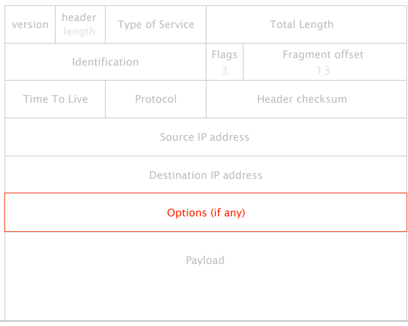
The checksum is the sum of all the 16 bits words
in the header (does not protect the payload)



The source and destination IP uniquely identifies
the source and destination host



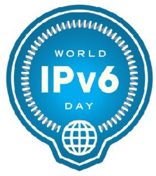
Options were initially put to provide additional flexibility.
For security reasons, there are often deactivated.



IP options
- Record route
- Strict source route
- Loose source route
- Timestamp
- Traceroute
- Router alert
- …

see http://www.networksorcery.com/enp/protocol/ip.htm#Options for a full list

While there are no new IPv4 available,
IPv4 still accounts for more than 98% of all traffic



according to https://ams-ix.net/technical/statistics/sflow-stats/ipv6-traffic
and https://ams-ix.net/technical/statistics

With respect to IPv4,
IPv6 is simpler

IPv6 was motivated by address exhaustion
IPv6 addresses are 128 bits long, that's plenty!

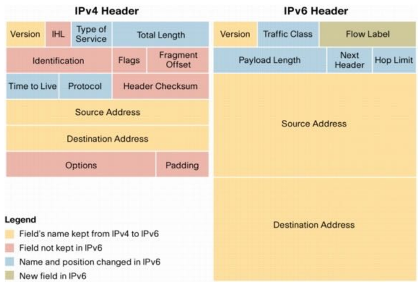
IPv6 got rid of anything that wasn't necessary
spring cleaning

Result is an elegant, if unambitious, protocol

With respect to IPv4,
IPv6 is simpler

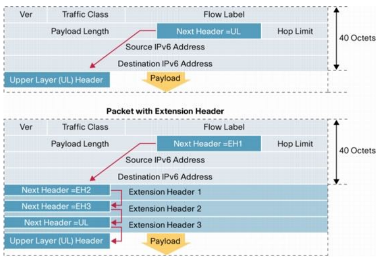
IPv6	removed	reason
	fragmentation	leave problems to the end host
	checksum	
	header length	simplify handling
	added…	
	new options mechanism	simplify handling
	expanded addresses	
	flow label	flexibility

IPv4 vs IPv6



source http://bit.ly/1HXc2BS

IPv6 enables to insert arbitrary options in the packet
see RFC 2460

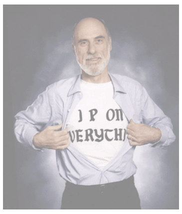


source http://bit.ly/1HXc2BS

The problem with IPv4 options is that all of them
must be processed by each router, which is slow

In IPv6, only one type of optional header
must be processed by each router

Internet Protocol and Forwarding



IP addresses
use, structure, allocation

IP forwarding
longest prefix match rule

IP header
IPv4 and IPv6, wire format

Next week on
Communication Networks

Internet routing!

Communication Networks
Spring 2018

Laurent Vanbever
nsg.ee.ethz.ch

ETH Zürich (D-ITET)
March 26 2018