Network Layer III
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Homework #4 Grading

- Default mode: final grading will use 3 homeworks
  - Homework contribution = \( \frac{hw1+hw2+hw3}{3} \)
- Extra-credit option A: use hw4 in place of any previous homework
  - Swapping out hw1, we get \( \frac{hw4+hw2+hw3}{3} \)
- Extra-credit option B: add 20% of hw4 to other homeworks
  - \( \frac{hw1 + hw2 + hw3 + 0.2*hw4}{3} \)
- Example: \( hw1 = 21, \ hw2 = 80, \ hw3 = 70, \ hw4 = 60 \)
  - Default = 57, option A = 70, option B = 61
- Example: \( hw1 = 62, \ hw2 = 72, \ hw3 = 64, \ hw4 = 60 \)
  - Default = option A = 66, option B = 70

Curve: 80 A, 70 B, etc.
NAT: Network Address Translation

All datagrams *leaving* local network have the *same* single source NAT IP address: 138.76.29.7, different source port numbers.

Datagrams with source or destination in this network have 10.0.0/24 address for source, destination (as usual).
**NAT: Network Address Translation**

- Local network uses just one IP address as far as the outside world is concerned
  - No need to be allocated a range of addresses from ISP – just one IP address is used for all devices
  - Can change addresses of devices in local network without notifying outside world
  - Can change ISP without changing addresses of devices in local network
  - Devices inside local net not explicitly addressable or visible to outside world (a security plus)

- To see your NAT IP and current NAT port, visit http://ipchicken.com/
**NAT: Network Address Translation**

1: Host 10.0.0.1 sends datagram to 128.194.135.72, 80

<table>
<thead>
<tr>
<th>NAT translation table</th>
</tr>
</thead>
<tbody>
<tr>
<td>WAN side addr</td>
</tr>
<tr>
<td>138.76.29.7, 5001</td>
</tr>
<tr>
<td>……</td>
</tr>
</tbody>
</table>

2: NAT router changes datagram source addr from 10.0.0.1, 3345 to 138.76.29.7, 5001, updates table

3: Reply arrives dest. address: 138.76.29.7, 5001

4: NAT router changes datagram dest addr from 138.76.29.7, 5001 to 10.0.0.1, 3345
NAT: Network Address Translation

• 16-bit port-number field
  – Up to 64K simultaneous connections with a single LAN-side address

• NAT is controversial:
  – Routers should only process up to layer 3
  – Violates the end-to-end argument

• Makes inbound connections difficult
  – Inbound connections needed in P2P and other applications
  – May be overcome by UPnP or manually configuring NAT to route incoming connections to a particular host

• Some believe that address shortage should instead be solved by IPv6
Chapter 4: Roadmap

4.1 Introduction
4.2 Virtual circuit and datagram networks
4.3 What’s inside a router
4.4 IP: Internet Protocol
   - Datagram format
   - IPv4 addressing
   - ICMP
   - IPv6
4.5 Routing algorithms
4.6 Routing in the Internet
4.7 Broadcast and multicast routing
ICMP: Internet Control Message Protocol

• Communicates network-level debug information
  – Error reporting: unreachable host, network, port, protocol
  – Echo request/reply (ping)
• Network-layer above IP
  – ICMP msgs carried in IP datagrams (“layer 3.5”)
• ICMP error message
  – Payload contains first 28 bytes of IP pkt causing error

<table>
<thead>
<tr>
<th>Type</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>echo reply (ping)</td>
</tr>
<tr>
<td>3</td>
<td>0</td>
<td>dest network unreachable</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>dest host unreachable</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
<td>dest protocol unreachable</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>dest port unreachable</td>
</tr>
<tr>
<td>4</td>
<td>0</td>
<td>source quench (congestion control - not used)</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>echo request (ping)</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
<td>router advertisement</td>
</tr>
<tr>
<td>10</td>
<td>0</td>
<td>router discovery</td>
</tr>
<tr>
<td>11</td>
<td>0</td>
<td>TTL expired</td>
</tr>
<tr>
<td>12</td>
<td>0</td>
<td>bad IP header</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Type</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>ID</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Sequence</td>
</tr>
</tbody>
</table>
Traceroute and ICMP

- Source sends series of **UDP** segments to dest:
  - First with TTL = 1
  - Second with TTL = 2
  - **Unlikely** port number

- When the \( n \)-th datagram arrives to the \( n \)-th router:
  - Router discards datagram
  - Sends to source a TTL Expired (type 11, code 0)
  - Message includes IP hdr from router & first 28 bytes of original packet

- When ICMP message arrives, source calculates RTT:
  - Traceroute does this 3 times per hop

**Stopping criterion**

- UDP segment eventually arrives at destination host:
  - Destination returns ICMP “port unreachable” packet (type 3, code 3)
  - When source gets this ICMP, it stops
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   - ICMP
   - IPv6
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IPv6

- Initial motivation: 32-bit address space not large enough
- Additional motivation:
  - Simpler header format helps speed up forwarding
  - Header changes to facilitate QoS and extensions

IPv6 datagram format:
- Fixed-length 40 byte header
- No fragmentation allowed

priority of packet (QoS)
flow ID (not well defined)
upper-layer protocol (e.g., TCP, ICMP) or IPv6 extension header

16-byte IP, e.g., FEBC:A574:382B:23C1:AA49:4592:4EFE:9982

TTL

ver pri flow label
payload len next hdr hop limit
source address (128 bits)
destination address (128 bits)
data

32 bits
**IPv6 Notes**

- **Checksum:** removed entirely to reduce processing time at each hop
  - Recall that IPv4 checksums the header only (TCP/UDP checksum the entire packet)
- **Options:** allowed, but outside of header, indicated by “Next Header” field
- All routers cannot be upgraded simultaneously
  - How will the network operate with mixed IPv4 / IPv6 routers?
- **Tunneling:** IPv6 carried as payload in IPv4 datagram among IPv4 routers
Tunneling

Logical view:
A
IPv6
B
IPv6
tunnel
E
IPv6
F
IPv6

Physical view:
A
IPv6
B
IPv6
C
IPv4
D
IPv4
E
IPv6
F
IPv6

Q: how does E know the packet has encapsulated IPv6 data?
A: protocol field (often 41)
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   - Link state
   - Distance Vector
   - Hierarchical routing
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Interplay Between Routing and Forwarding

Routing algorithm

<table>
<thead>
<tr>
<th>header value</th>
<th>output link</th>
</tr>
</thead>
<tbody>
<tr>
<td>0100</td>
<td>3</td>
</tr>
<tr>
<td>0101</td>
<td>2</td>
</tr>
<tr>
<td>0111</td>
<td>2</td>
</tr>
<tr>
<td>1001</td>
<td>1</td>
</tr>
</tbody>
</table>

value in arriving packet’s header
Graph Abstraction

Graph: $G = (V, E)$

$V =$ set of routers = \{u, v, w, x, y, z\}

$E =$ set of links = \{(u,v), (u,x), (u,w), (v,x), (v,w), (x,w), (x,y), (w,y), (w,z), (y,z)\}
Graph Abstraction: Costs

- $c(x,y) = \text{cost of link } (x,y)$
  - E.g., $c(w,z) = 5$
- Cost options:
  - Could always be 1
  - Could be inversely related to bandwidth or be proportional to congestion
  - Physical distance

Cost of path $(x_1, x_2, x_3, \ldots, x_p) = c(x_1, x_2) + c(x_2, x_3) + \ldots + c(x_{p-1}, x_p)$

Question: What’s the least-cost path between $u$ and $z$?

Routing algorithms find least-cost paths
Routing Algorithm Classification

Global or local information?
- **Global**: Routers have complete topology, link cost info
  - “Link state” algorithms
- **Local (decentralized)**: Router knows physically-connected neighbors, link costs to neighbors
  - Iterative process of computation, exchange of info with neighbors
  - “Distance vector” algorithms

Static or dynamic?
- **Static**: Useful when routes change slowly over time
  - Manual or DHCP-based route creation
- **Dynamic**: Routes change more quickly
  - Periodic update in response to link cost changes
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**Simple Link-State Routing Algorithm**

Dijkstra’s algorithm

- Entire network topology and link costs known
  - Accomplished via “link state broadcast”
  - Eventually, all nodes have same info
- Computes least cost paths from one node (“source”) to all other nodes
  - Gives forwarding table for that node

- **Iterative**: after $k$ iterations, know least-cost path to $k$ closest destinations

**Notation:**

- $c(x, y)$: link cost from $x$ to $y$
  - Cost is $\infty$ if not direct neighbors
- $D(v)$: current estimate of the cost from source to destination $v$
- $p(v)$: predecessor of $v$ along the least-cost path back to source
- $F$: set of closest nodes whose least-cost path has been finalized (i.e., known for a fact)
**Dijkstra’s Algorithm**

**Initialization:**
- \( F = \{u\} \), \( D(u) = 0 \)
- for all nodes \( v \neq u \)
  - if \( v \) is adjacent to \( u \)
    - \( D(v) = c(u,v) \)
  - else
    - \( D(v) = \infty \)

do {
  find node \( i \) not in \( F \) such that \( D(i) \) is minimum
  add \( i \) to \( F \)
  for all \( j \) adjacent to \( i \) and not in \( F \):
    \[
    D(j) = \min(D(j), D(i) + c(i,j))
    \]
    /* new cost to \( j \) is either old cost to \( j \) or known shortest path cost to \( i \) plus cost from \( i \) to \( j \) */
} while (not all nodes in \( F \))
# Dijkstra’s Algorithm: Example

<table>
<thead>
<tr>
<th>Step</th>
<th>$F$</th>
<th>$D(v), p(v)$</th>
<th>$D(w), p(w)$</th>
<th>$D(x), p(x)$</th>
<th>$D(y), p(y)$</th>
<th>$D(z), p(z)$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>$u$</td>
<td>2, $u$</td>
<td>5, $u$</td>
<td>1, $u$</td>
<td>$\infty$</td>
<td>$\infty$</td>
</tr>
<tr>
<td>1</td>
<td>$ux$</td>
<td>2, $u$</td>
<td>4, $x$</td>
<td>2, $x$</td>
<td>$\infty$</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>$uxy$</td>
<td>2, $u$</td>
<td>3, $y$</td>
<td>4, $y$</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>$uxyw$</td>
<td></td>
<td>3, $y$</td>
<td>4, $y$</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
<td></td>
<td>4, $y$</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>$uxywz$</td>
<td></td>
<td></td>
<td>4, $y$</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Diagram:

![Dijkstra's Algorithm Diagram](image)
Dijkstra’s Algorithm Discussion

Algorithm complexity: \( n \) nodes
- Iteration \( k \): need to find min of \((n-k)\) costs, visit \( d_i \) neighbors
- Naïve implementation: \( O(|E|+|V|^2) \) complexity
- Heap-based implementation: \( O(|E|+|V| \cdot \log |V|) \)

Oscillations possible, but only for traffic-dependent cost:
- e.g., Link cost = amount of carried traffic