CS 360

Lecture 4

I forgot how much I like IP

# (picture)

## **Network Layer**

Define how two hosts communicate

- IP Address
- Define how to move data from one host to another
  - forwarding
  - routing

# Routing vs Forwarding

#### Hardware

Routers

Switches

# Network Layer Guarantees

# Types

Virtual Circuit

Datagram

#### 4.3 What's inside a router?

We'll come back to this.

Section 4.3.4 talks about RED, AQM, etc.

# Network Layer (IPv4) p331

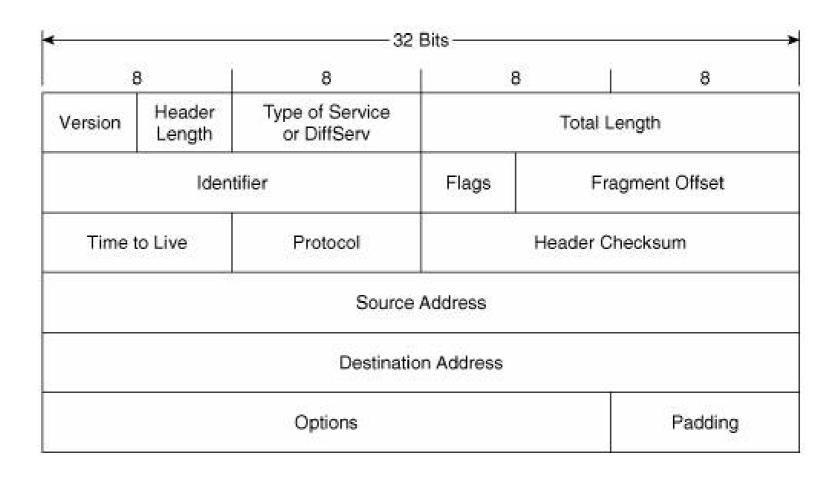
IPv4 Protocol
 IPv6 Protocol

ICMP Protocol

Routing Protocols

#### IPv4

#### • RFC 791



#### IPv4 header

# Fragmentation

- IPv4
  - not IPv6

# (text)

# IPv4 Addressing

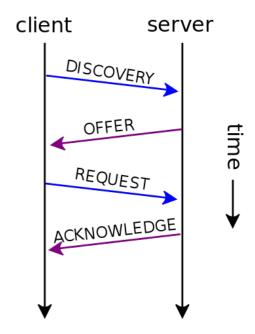
Old style: classful

Current Style: classless

## CIDR

#### **DHCP**

Dynamic Host Configuration Protocol



## NAT

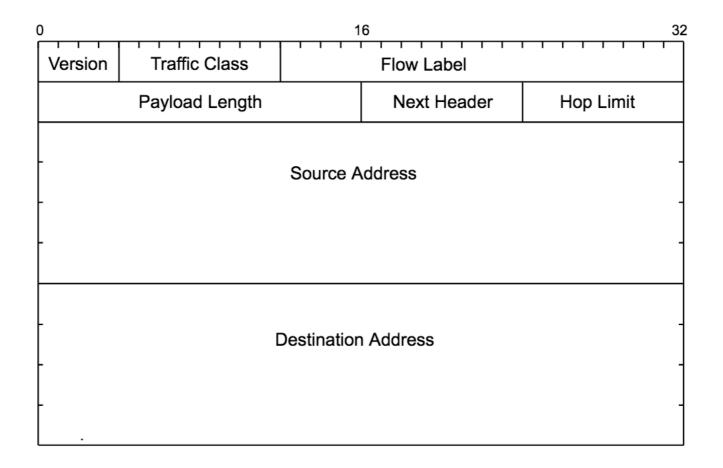
#### **ARP**

- Address Resolution Protocol
- Mapping IP address to Ethernet addresses

#### **ICMP**

- Internet Control Message Protocol
  - hosts and router send network layer information to each other

#### IPv6

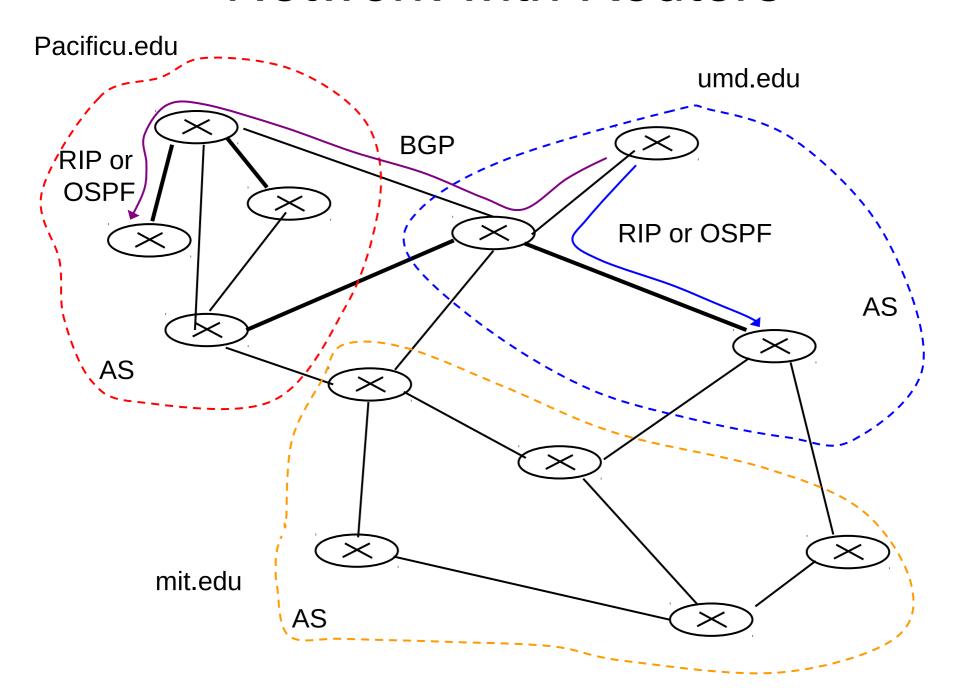


## IPv6

#### **IPsec**

# Routing!

# **Network with Routers**



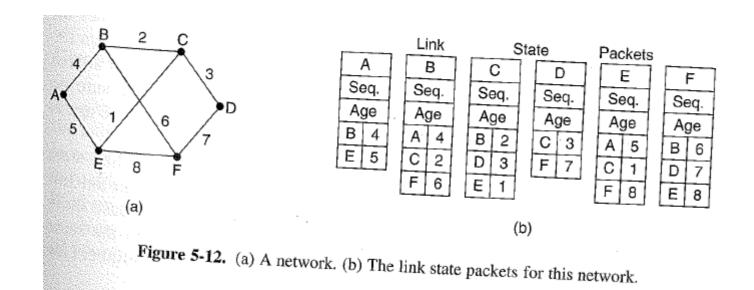
# (picture)

#### **Forward Table**

#### Link State

#### Link State

#### **Packets**



Tanenbaum, Computer Networks, 5<sup>th</sup> edition

## Dijkstra's Algorithm

```
Initialization:
  N' = \{u\}
   for all nodes v
   if v adjacent to u
5
       then D(v) = c(u,v)
6
     else D(v) = \infty
8
  Loop
    find w not in N' such that D(w) is a minimum
10
   add w to N'
    update D(v) for all v adjacent to w and not in N':
11
12
       D(v) = \min(D(v), D(w) + c(w,v))
13 /* new cost to v is either old cost to v or known
     shortest path cost to w plus cost from w to v */
14
15 until all nodes in N'
```

#### **Distance Vector**

# Hierarchical Routing

#### Intra-AS

- RIP
- OSPF

## **RIP**

## **OSPF**

#### Inter-AS

• BGP

# **Spanning Trees**

# Splay Trees

- Locality of Reference
  - bring accessed item to the top