



Campus Networking Workshop

Networking Fundamentals Refresher



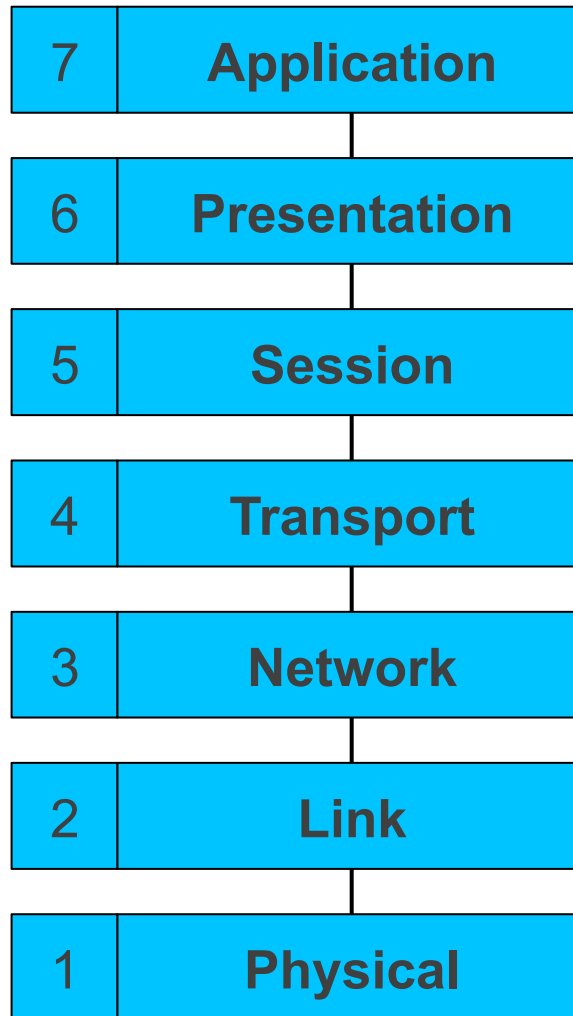
These materials are licensed under the Creative Commons *Attribution-Noncommercial 3.0 Unported* license
(<http://creativecommons.org/licenses/by-nc/3.0/>)



Objectives

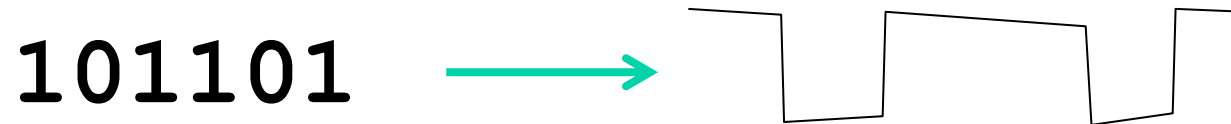
- To revise the core concepts
- To ensure we are using the same terminology

What is this?



Layer 1: Physical Layer

- Transfers a stream of *bits*
- Defines physical characteristics
 - Connectors, pinouts
 - Cable types, voltages, modulation
 - Fibre types, lambdas
 - Transmission rate (bps)
- No knowledge of bytes or frames



Can you think of some examples of Layer 1?

Layer 2: (Data)Link Layer

- Organises data into *frames*
- May detect transmission errors (corrupt frames)
- May support shared media
 - Addressing (unicast, multicast) – who should receive this frame
 - Access control, collision detection
- Identifies the layer 3 protocol being carried

Layer 3: (Inter)Network Layer

- Connects Layer 2 networks together
 - Forwarding data from one network to another
- Universal frame format (datagram)
- Unified addressing scheme
 - Independent of the underlying L2 network(s)
 - Addresses organised so that it can scale globally (aggregation)
- Identifies the layer 4 protocol being carried
- Fragmentation and reassembly

Layer 4: Transport Layer

- Identifies the *endpoint process*
 - Another level of addressing (port number)
- May provide reliable delivery
 - Streams of unlimited size
 - Error correction and retransmission
 - In-sequence delivery
 - Flow control
- Or might just be unreliable datagram transport

Layers 5 and 6

- Session Layer: long-lived sessions
 - Re-establish transport connection if it fails
 - Multiplex data across multiple transport connections
- Presentation Layer: data reformatting
 - Character set translation
- Neither exist in the TCP/IP suite: the application is responsible for these functions



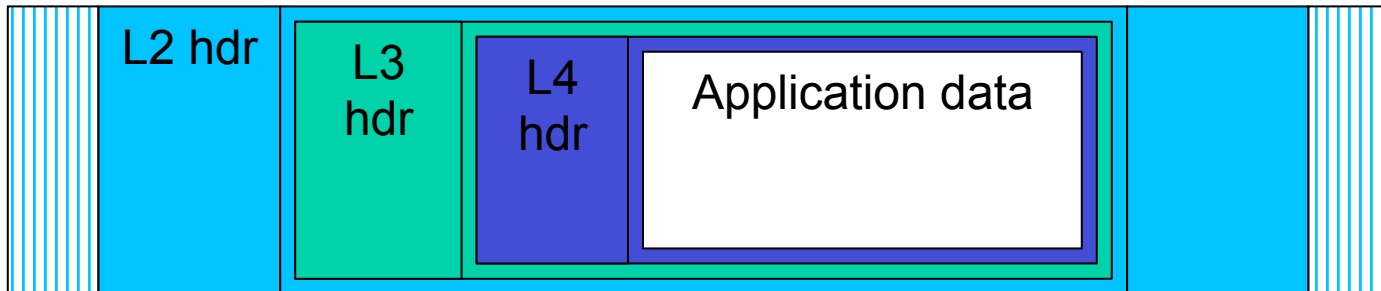
Layer 7: Application layer

- The actual work you want to do
- Protocols specific to each application
- *Examples?*

Encapsulation

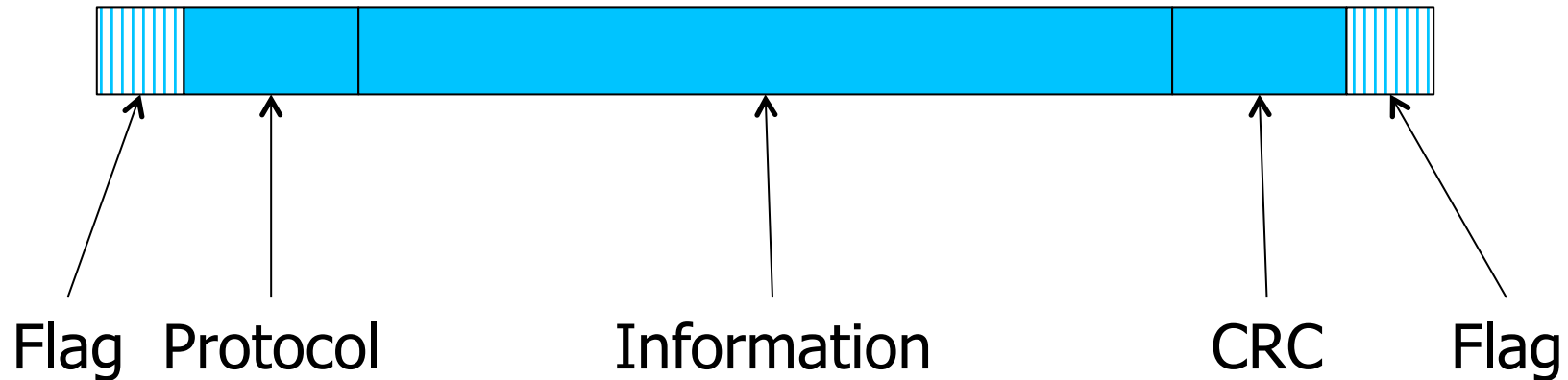
- Each layer provides services to the layer above
- Each layer makes use of the layer below
- Data from one layer is *encapsulated* in frames of the layer below

Encapsulation in action



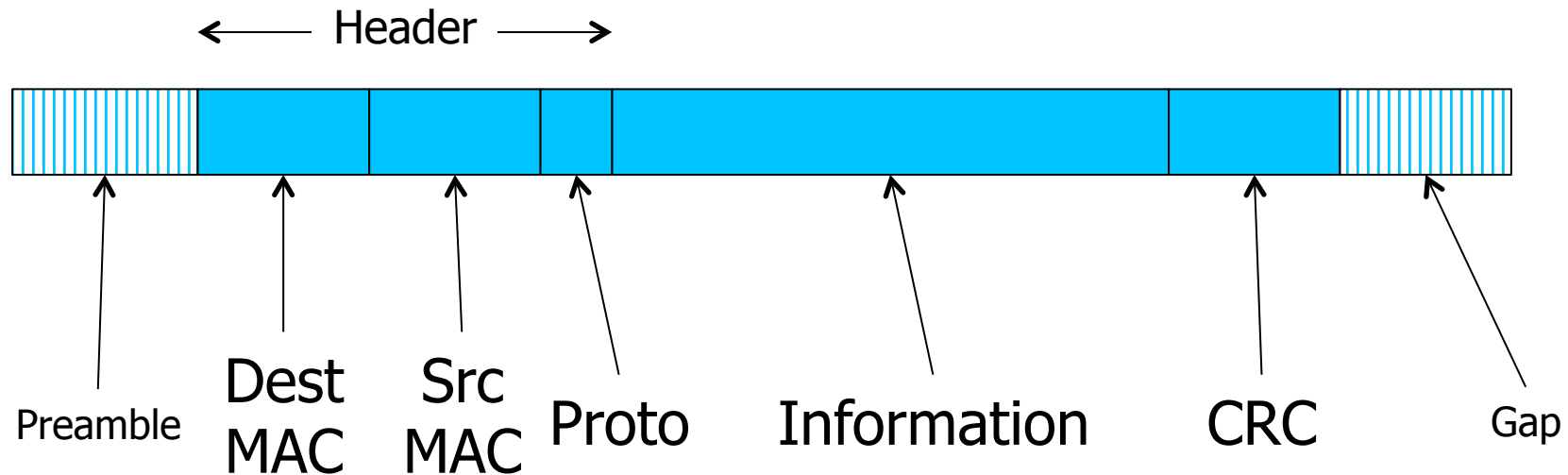
- L4 segment contains part of stream of application protocol
- L3 datagram contains L4 segment
- L2 frame contains L3 datagram in its data portion

Example Layer 2: PPP (simplified)



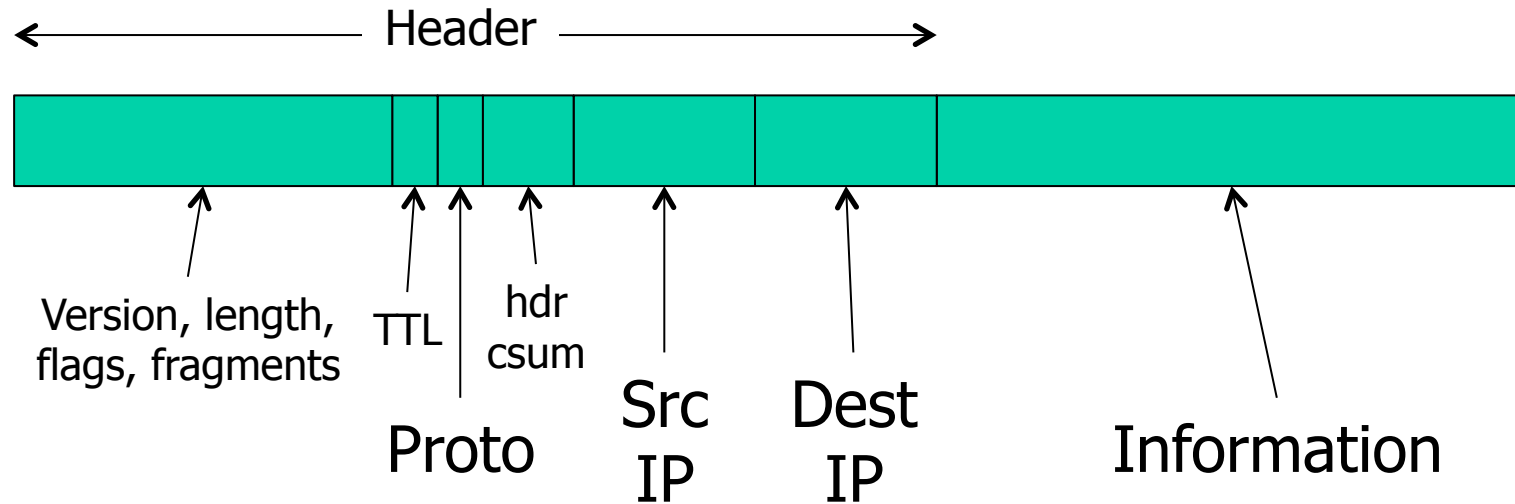
- Also includes link setup and negotiation
 - Agree link parameters (LCP)
 - Authentication (PAP/CHAP)
 - Layer 3 settings (IPCP)

Example Layer 2: Ethernet



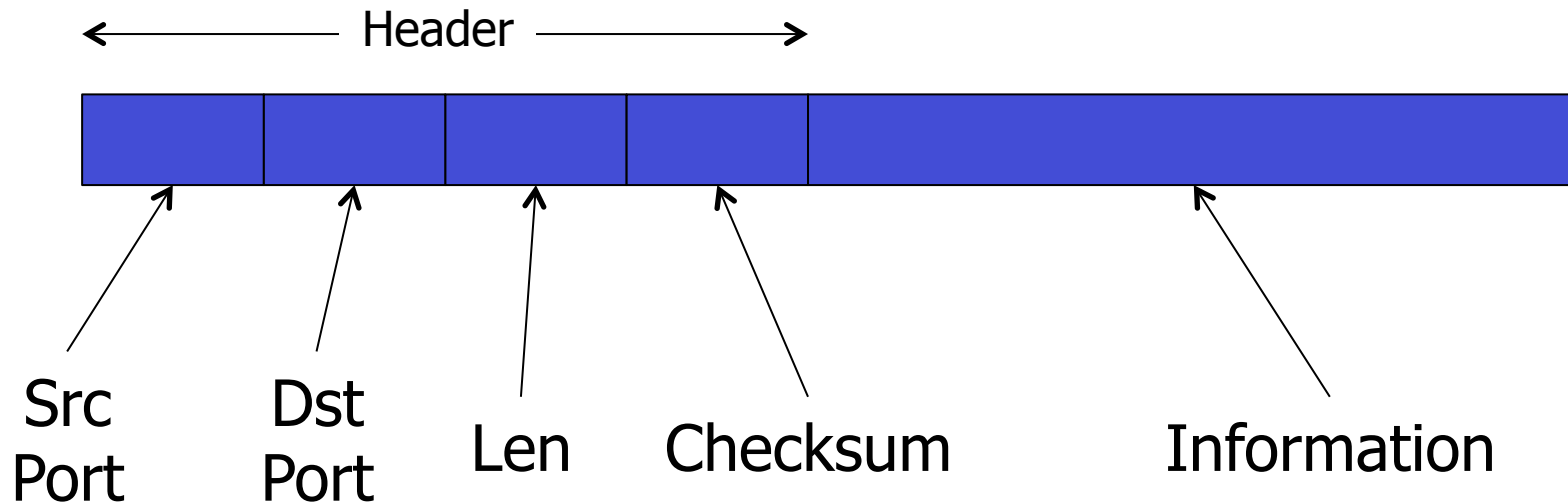
- MAC addresses
- Protocol: 2 bytes
 - e.g. 0800 = IPv4, 86DD = IPv6
- Preamble: carrier sense, collision detection

Example Layer 3: IPv4 Datagram



- IPv4 addresses
- Protocol: 1 byte
 - e.g. 6 = TCP, 17 = UDP (see /etc/protocols)

Example Layer 4: UDP

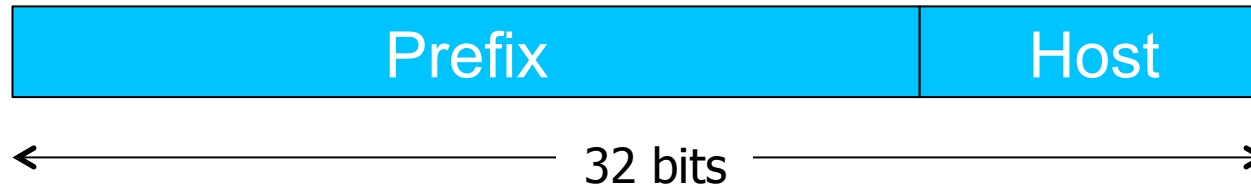


- Port numbers: 2 bytes
 - Well-known ports: e.g. 53 = DNS
 - Ephemeral ports: ≥ 1024 , chosen dynamically by client

Addressing at each layer

- What do the addresses look like?
- Where do they come from?
- Examples to consider:
 - L2: Ethernet MAC addresses
 - L3: IPv4, IPv6 addresses
 - L4: TCP and UDP port numbers

IPv4 “Golden Rules”



1. All hosts on the same L2 network must share the *same* prefix
2. All hosts on the same subnet have *different* host part
3. Host part of all-zeros and all-ones are reserved

Subnetting Example

- You have been given 192.0.2.128/27
- How many addresses are available?
- You want to build two Layer 2 networks
- Can you split this address space into two equal-sized pieces?
 - What are they?

IPv6 rules

- 128-bits of address
- As with IPv4, each Layer 2 network needs its own prefix
- But with IPv6, every network prefix is /64
 - (OK, some people use /126 for P2P links)
- The remaining 64 bits can be assigned by hand, or picked automatically
 - e.g. derived from NIC MAC address
- There are special prefixes, e.g. link local

Types of equipment

- Layer 1: **Hub, Repeater**
- Works at the level of individual bits



- All data sent out of all ports
- Hence data may end up where it is not needed

Types of equipment (contd)

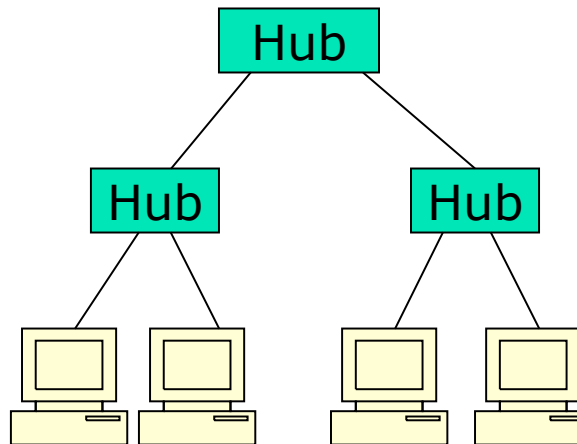
- Layer 2: **Switch, Bridge**
- Receives whole layer 2 frames and selectively retransmits them
- Learns which MAC addr is on which port
- If it knows the destination MAC address, will send it out only on that port
- Broadcast frames must be sent out of all ports, just like a hub
- Doesn't look any further than L2 header

Types of equipment (contd)

- Layer 3: **Router**
- Looks at the dest IP in its Forwarding Table to decide where to send next
- Collection of routers managed together is called an “Autonomous System”
- The forwarding table can be built by hand (static routes) or dynamically
 - Within an AS: IGP (e.g. OSPF, IS-IS)
 - Between ASes: EGP (e.g. BGP)

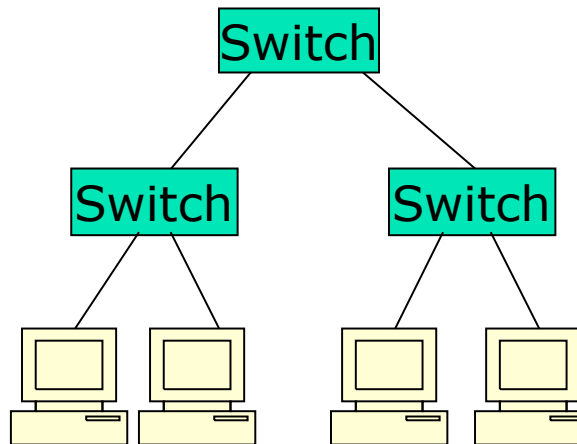
Building networks at Layer 1

- What limits do we hit?

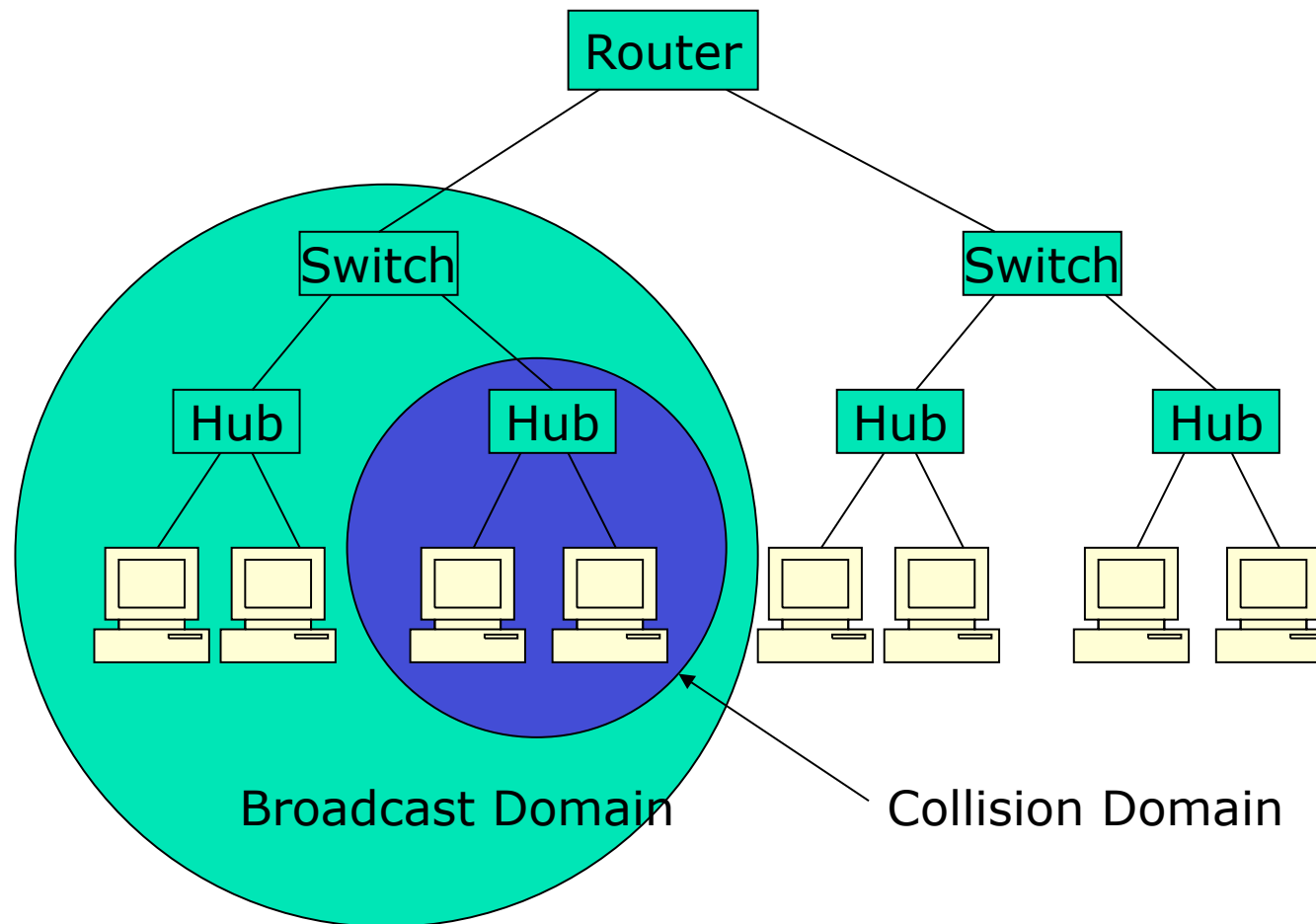


Building networks at Layer 2

- What limits do we hit?



Traffic Domains



For discussion

- Can you give examples of equipment which operates at layer 4? At layer 7?
- At what layer does a wireless access point work?
- What is a “Layer 3 switch”?



Debugging Tools

- What tools can you use to debug your network
 - At layer 1?
 - At layer 2?
 - At layer 3?

Other pieces

- What is MTU? What limits it?
- What is ARP?
 - Where does it fit in the model?
- What is ICMP?
 - Where does it fit in the model?
- What is NAT? PAT?
 - Where do they fit in the model?
- What is DNS?
 - Where does it fit in the model?