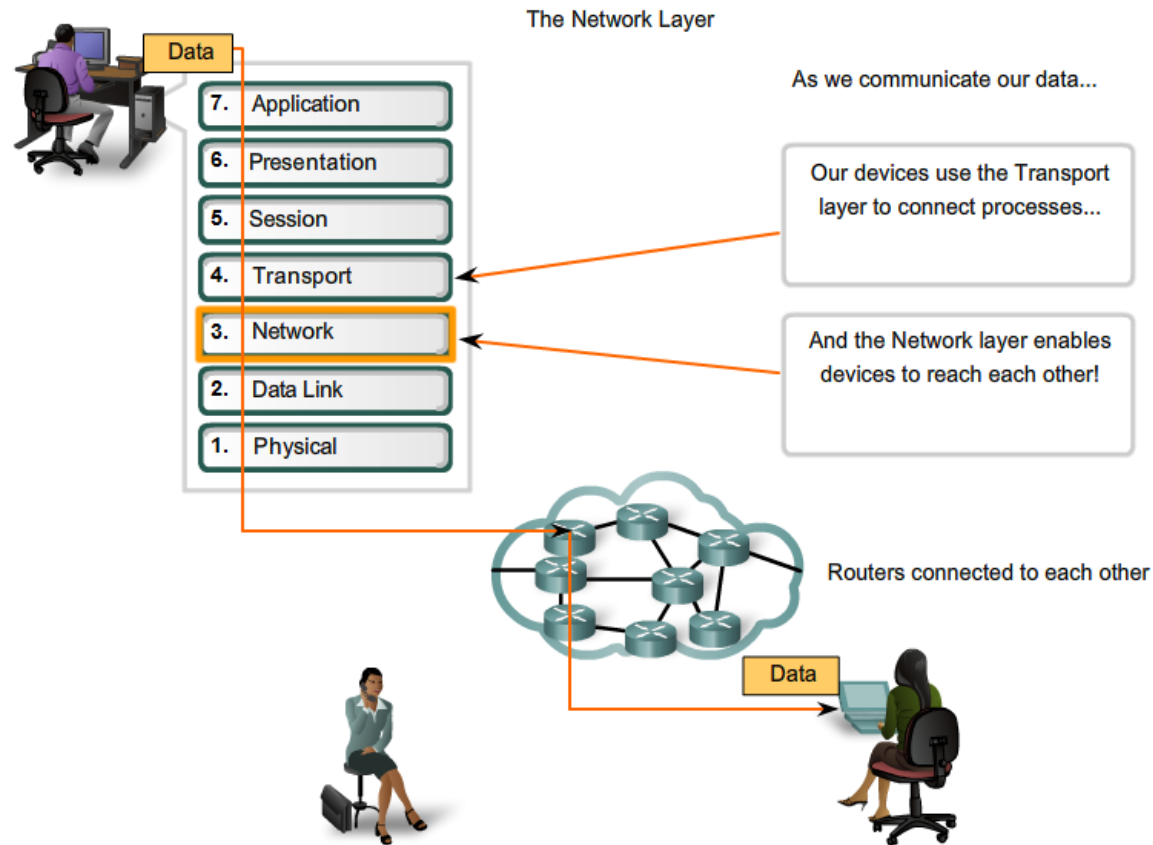
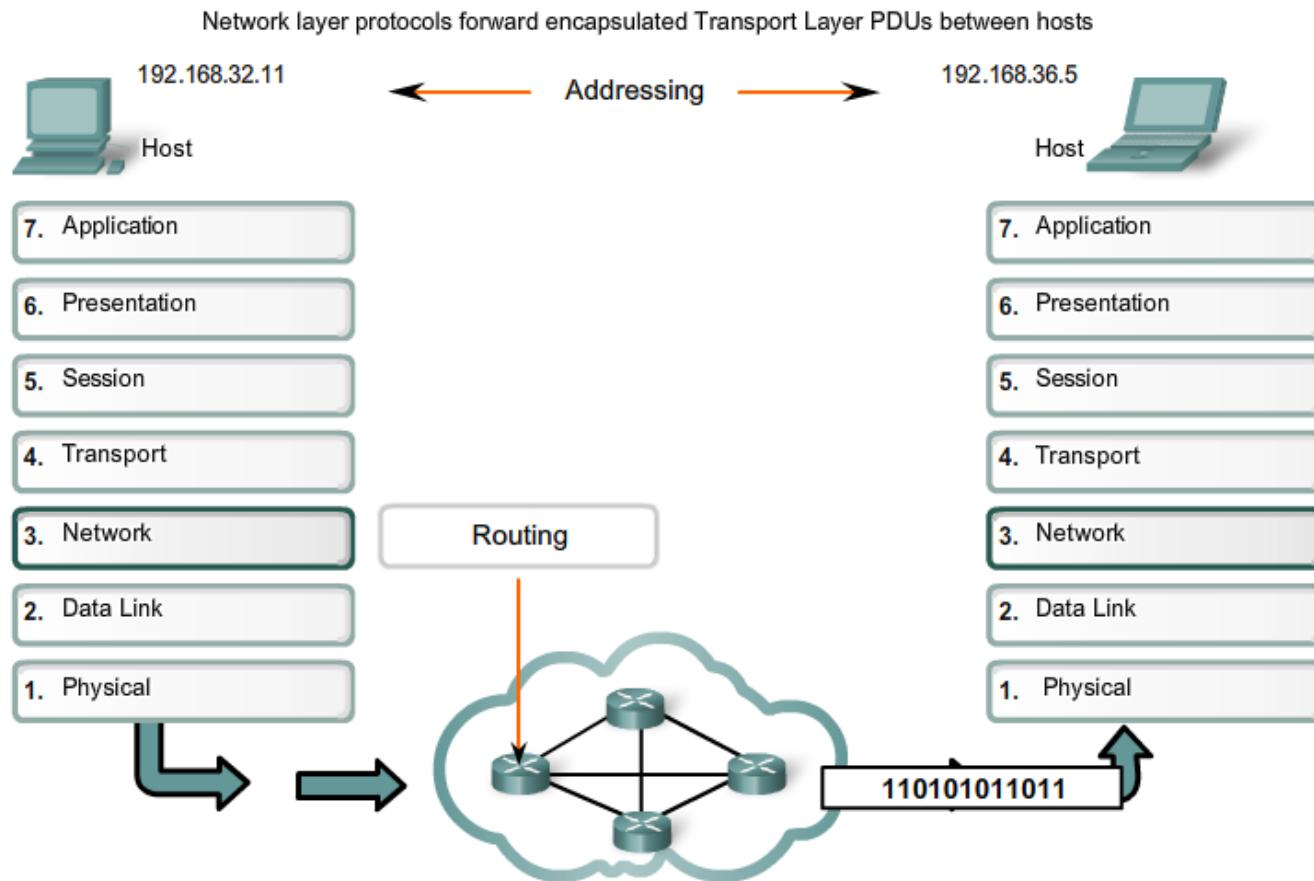


# Network Layer

# Introduction

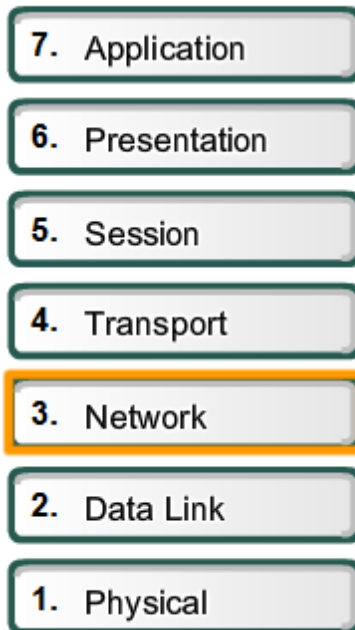


# Network Layer – Communication Form Host to Host



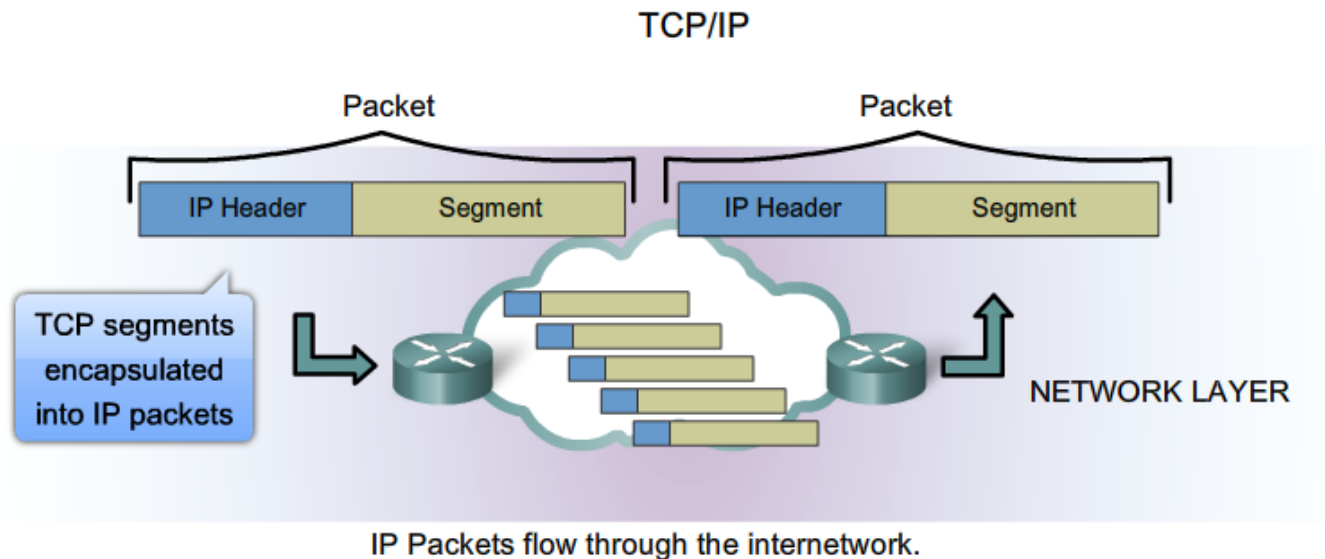
# Network Layer – Communication Form Host to Host...

## Network Layer Protocols



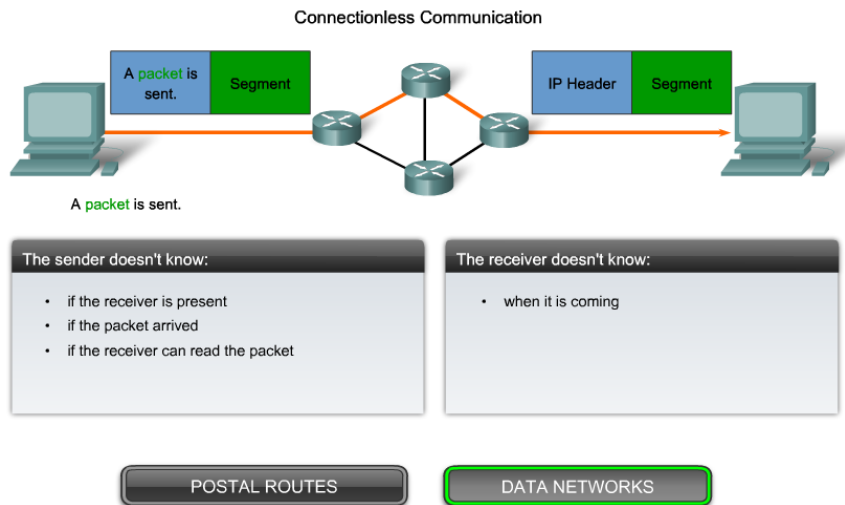
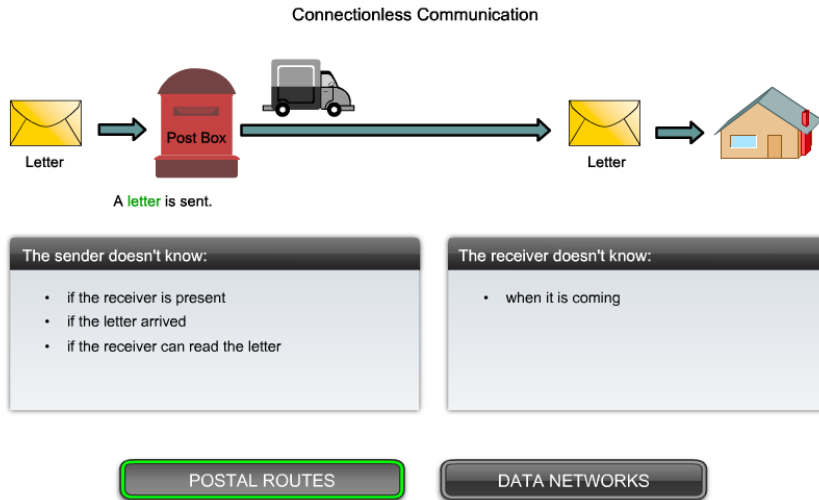
- Internet Protocol version 4 (IPv4)
- Internet Protocol version 6 (IPv6)
- Novell Internetwork Packet Exchange (IPX)
- AppleTalk
- Connectionless Network Service (CLNS/DECNet)

# The IPv4 protocol- example network layer Protocol

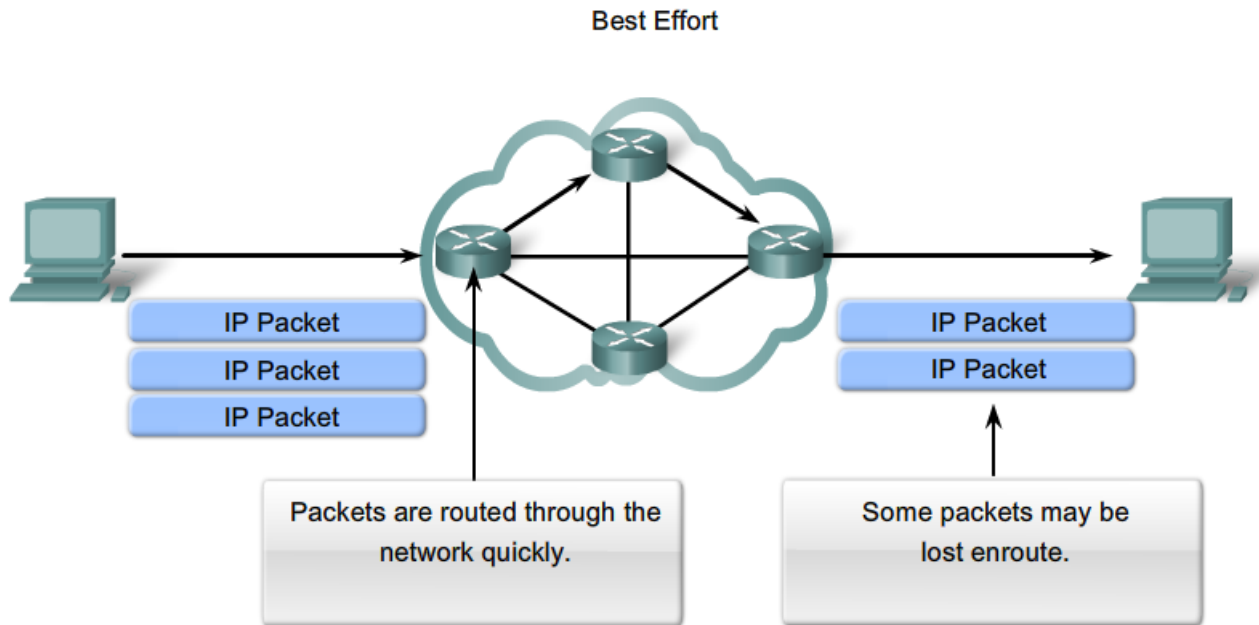


- Connectionless - No connection is established before sending data packets.
- Best Effort (unreliable) - No overhead is used to guarantee packet delivery.
- Media Independent - Operates independently of the medium carrying the data.

# The IPv4 protocol- connectionless



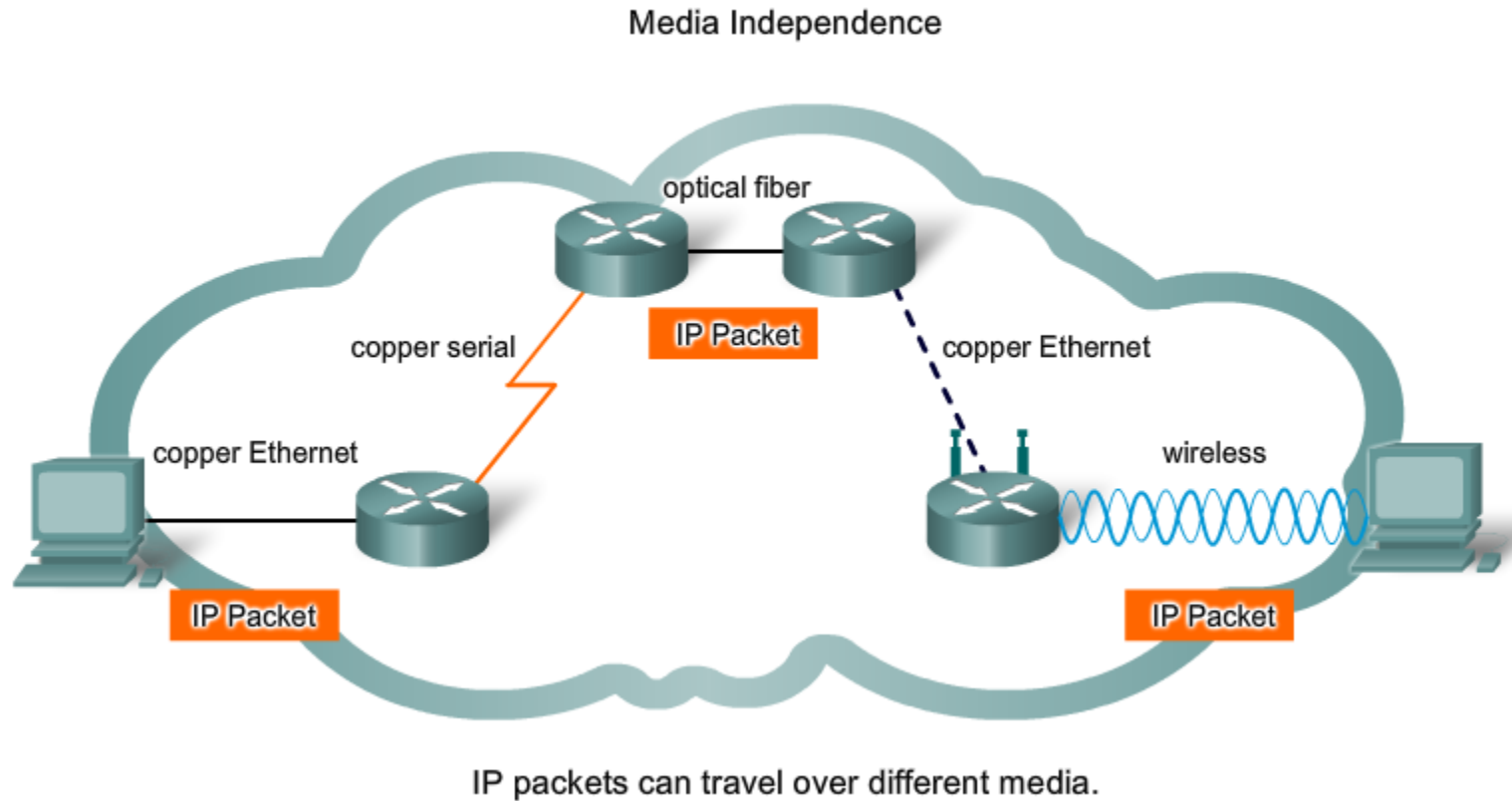
# The IPv4 protocol- Best Effort



As an unreliable Network layer protocol, IP does not guarantee that all sent packets will be received.

Other protocols manage the process of tracking packets and ensuring their delivery.

# The IPv4 protocol- Media Independent





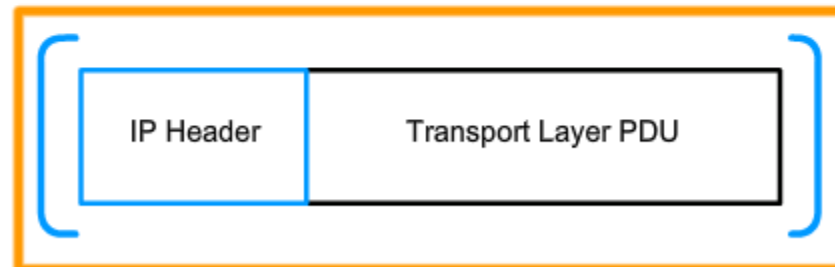
# IPv4-Packaging the Transport layer PDU

Generating IP Packets

Transport Layer Encapsulation



Network Layer Encapsulation

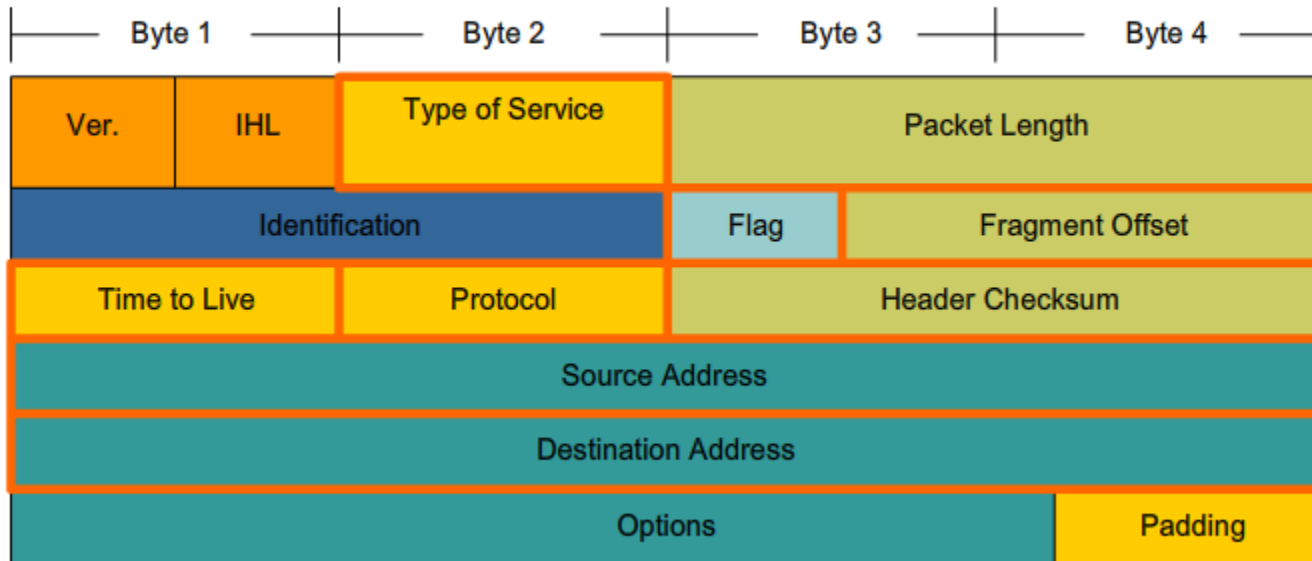


IP Packet

In TCP/IP based networks, the Network layer PDU is the IP packet.

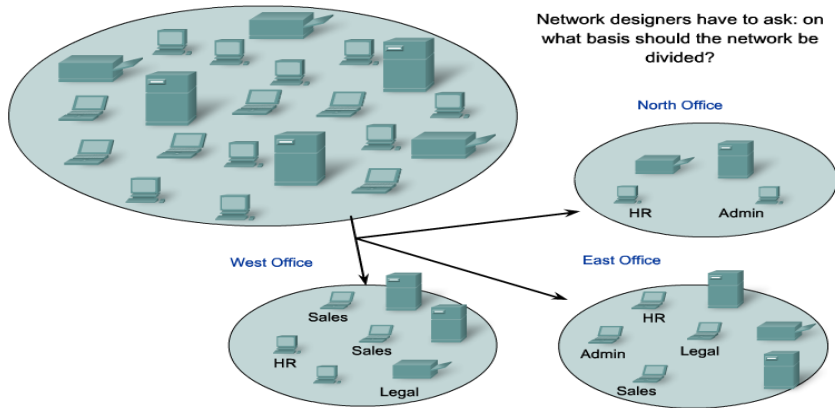
# IPv4 Packet Header

IPv4 Packet Header Fields

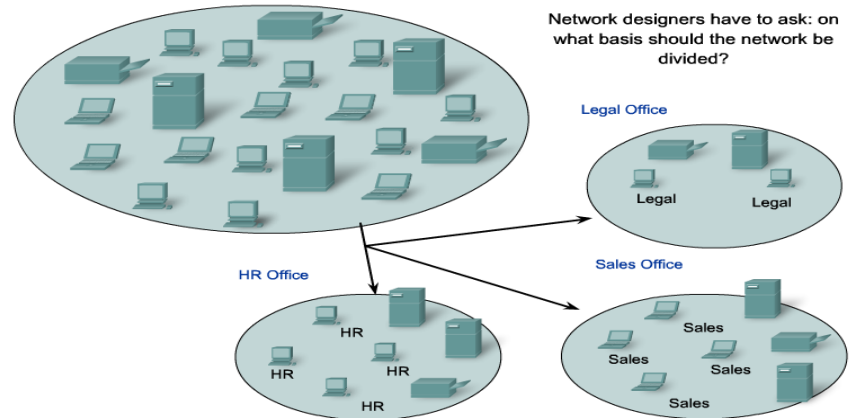


# Dividing Networks

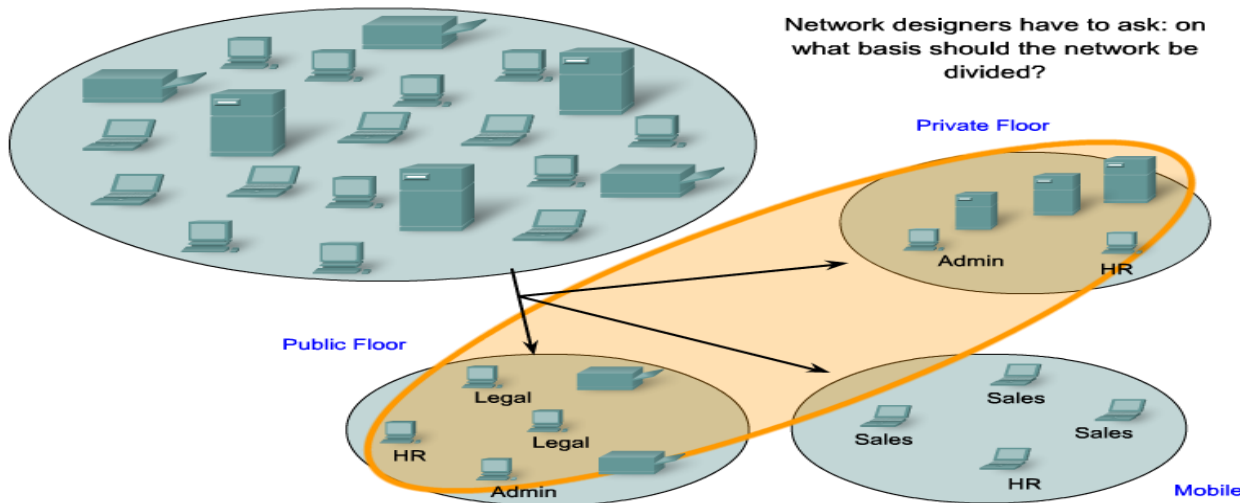
Network designers have to ask: on what basis should the network be divided?



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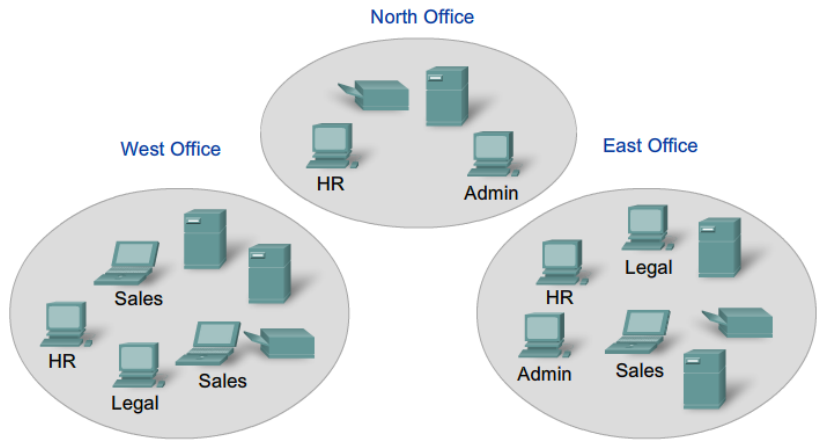


GEOGRAPHIC

PURPOSE

OWNERSHIP

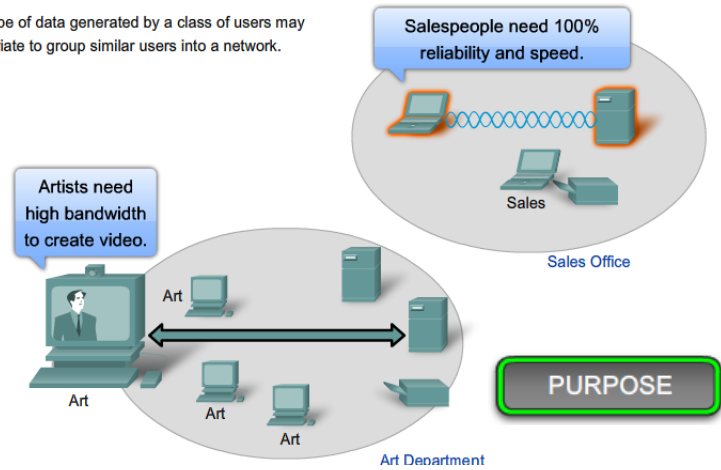
# Separating Hosts into Common Groups



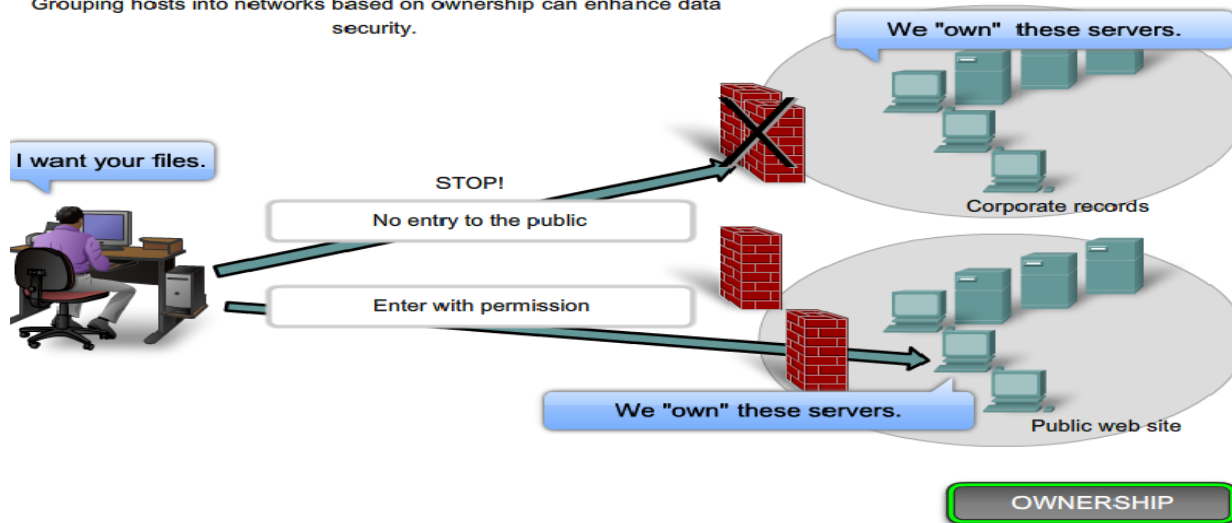
The simple fact of wiring together the physical network can make geographic location a logical place to start when segmenting a network.

**GEOGRAPHIC**

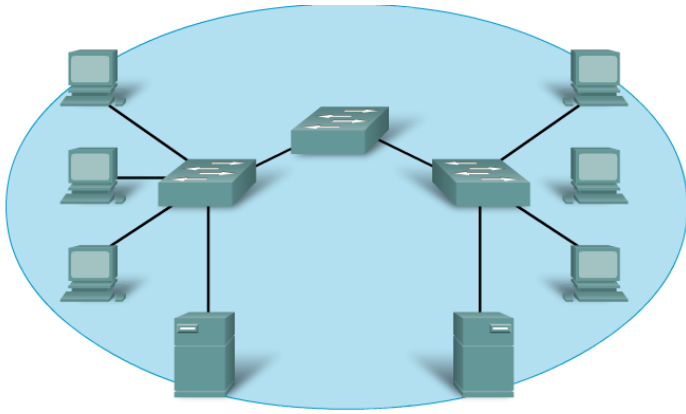
The volume and type of data generated by a class of users may make it appropriate to group similar users into a network.



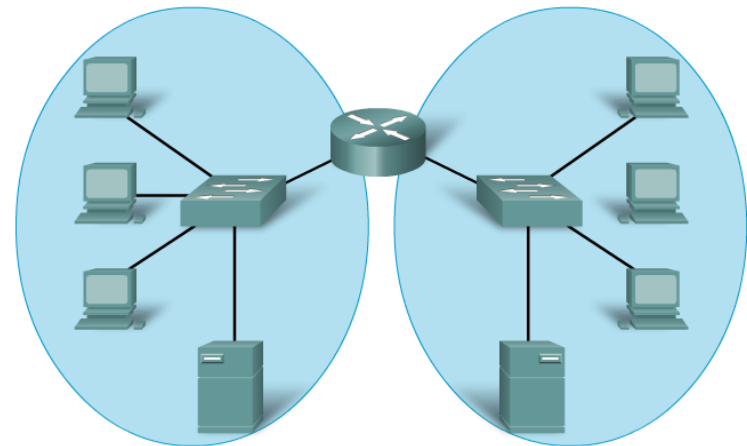
Grouping hosts into networks based on ownership can enhance data security.



# Why Separating Host into Networks? Performance



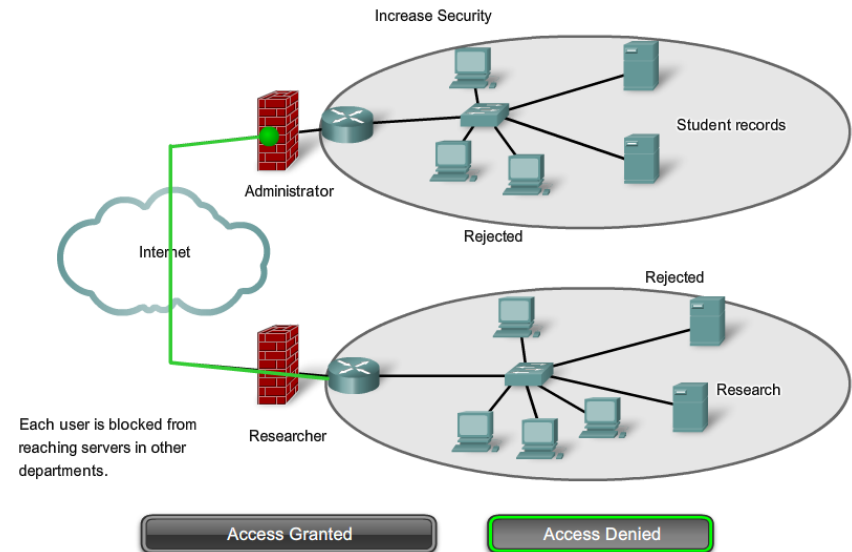
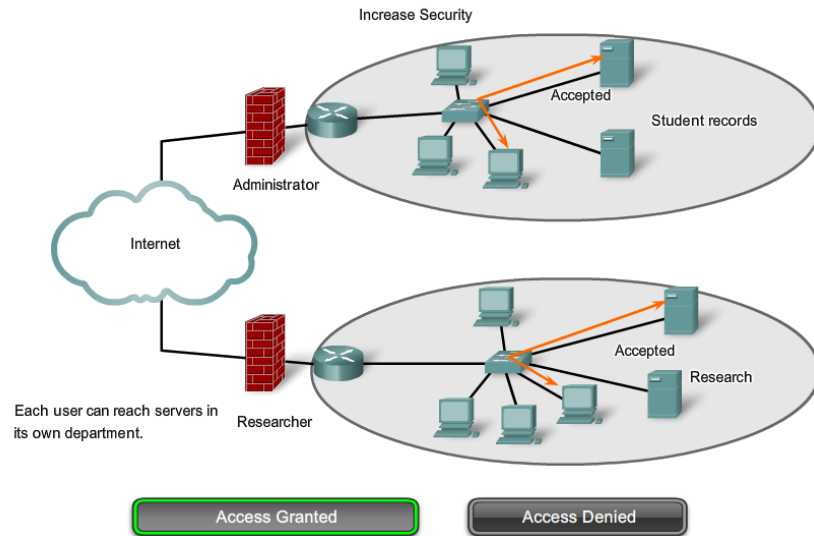
All devices in this network are connected in one broadcast domain when the switch is set to the factory default settings. Since switches forward broadcasts by default, broadcasts are processed by all devices in this network.



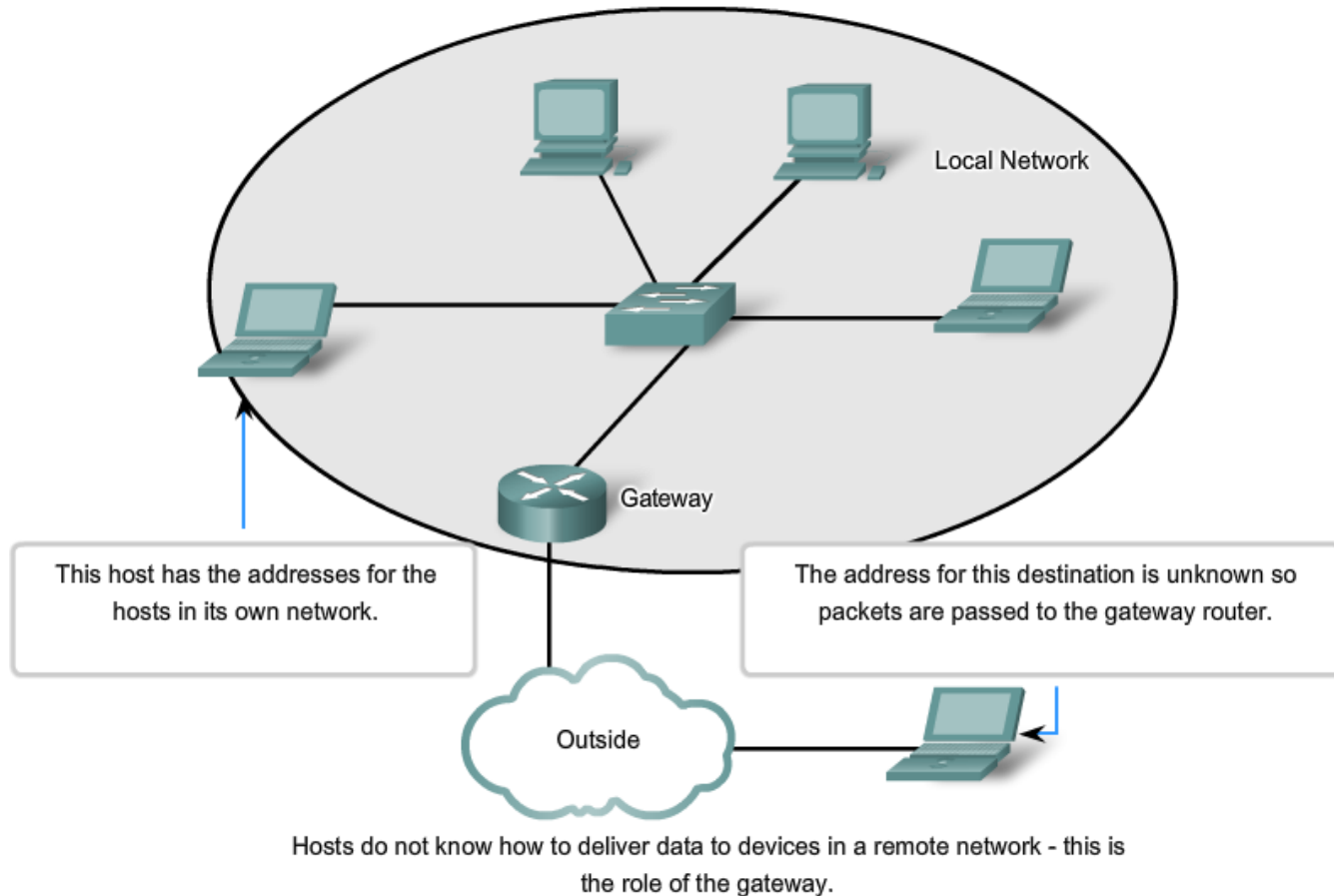
Replacing the middle switch with a router creates 2 IP subnets, hence, 2 distinct broadcast domains. All devices are connected but local broadcasts are contained.

Optimize Grouping

# Why Separating Host into Networks? Security



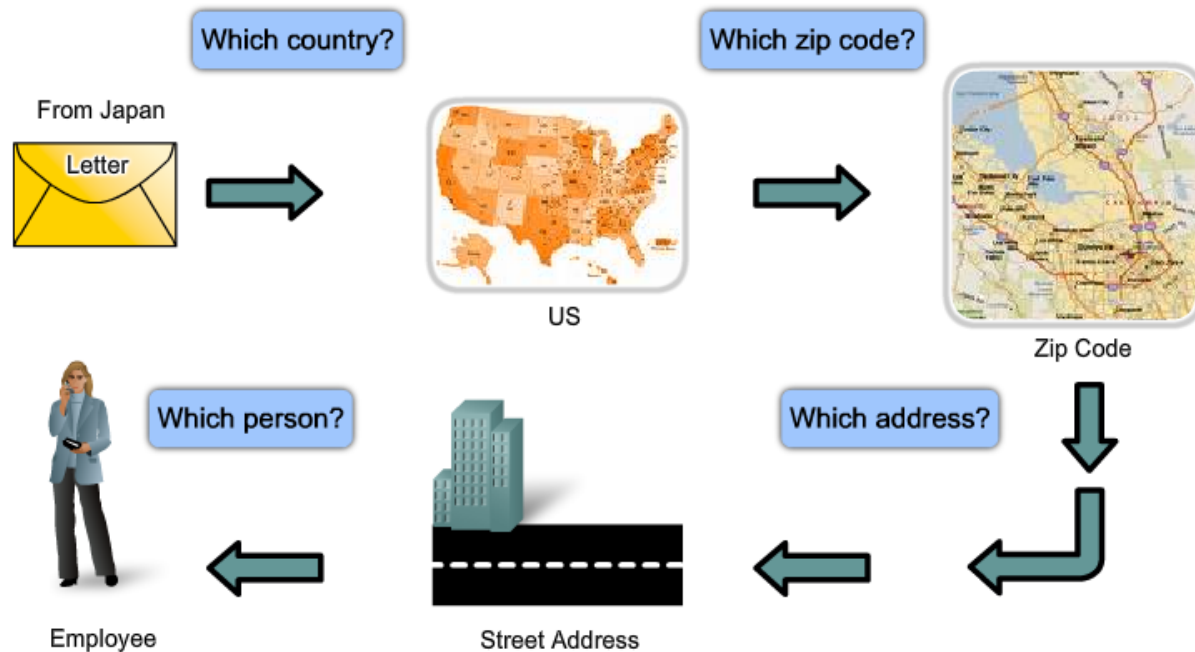
# Why Separating Host into Networks? Address Management



# How do we Separate Hosts into Networks

## Hierarchical Addressing

TO: Jane Doe 170 West Tasman Drive, San Jose, CA 95134, USA

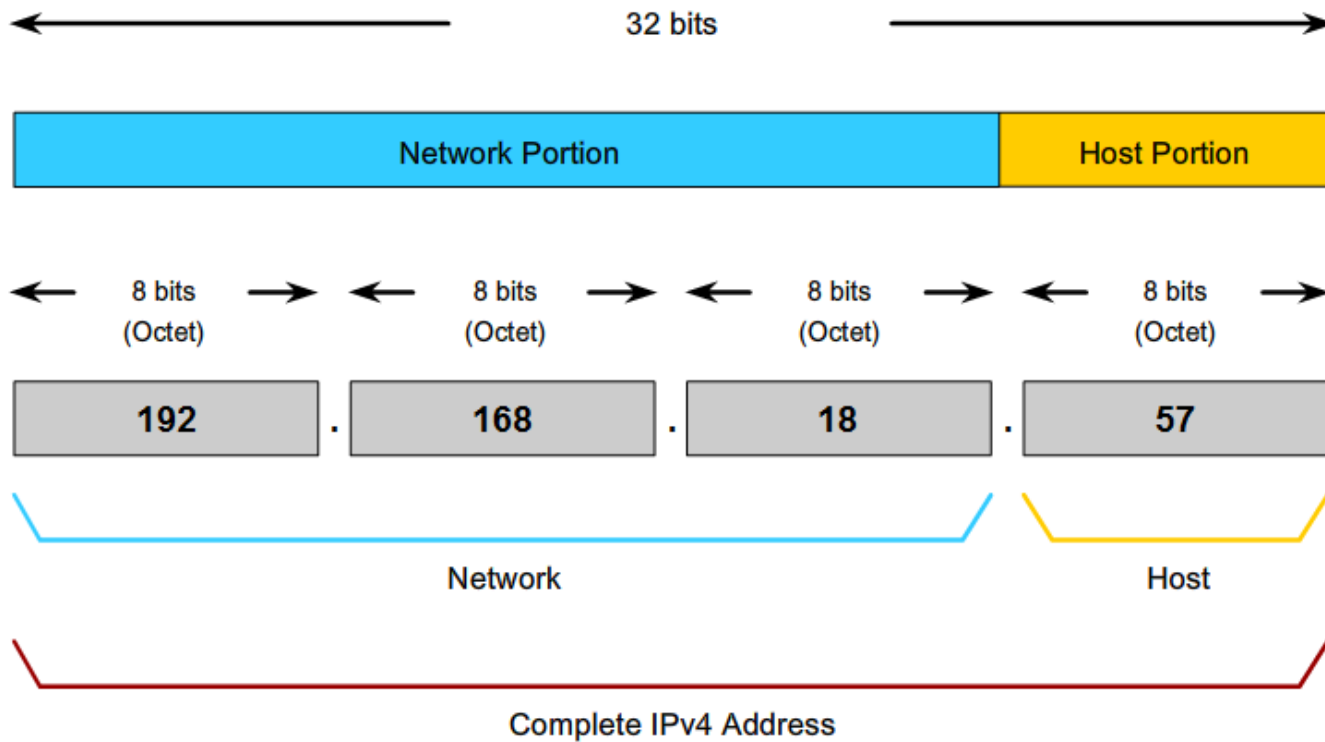


At each step of delivery, the post office need only examine the next hierarchical level.



# Dividing the Networks- a Network of Networks

Hierarchical IPv4 Address

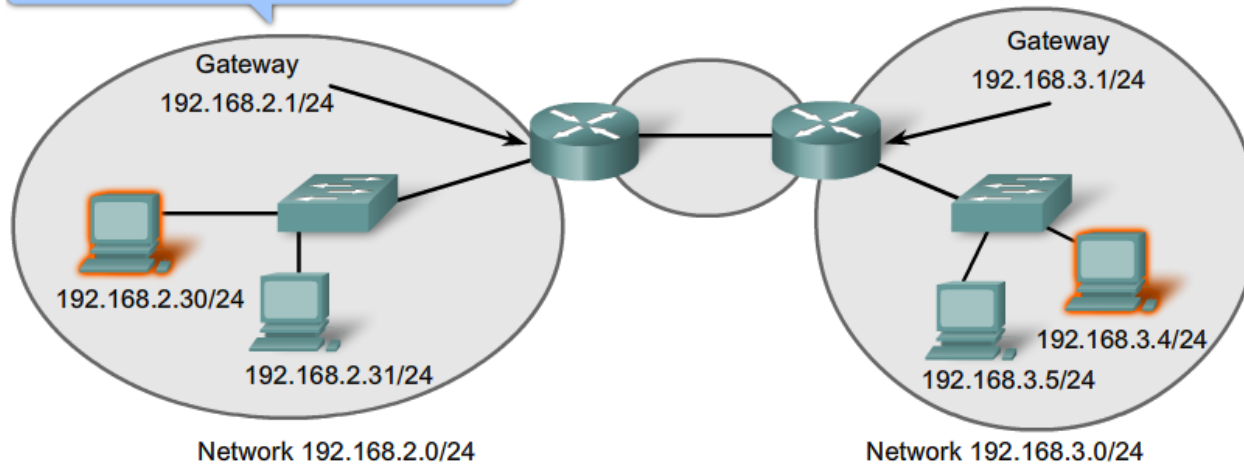


# Device Parameters

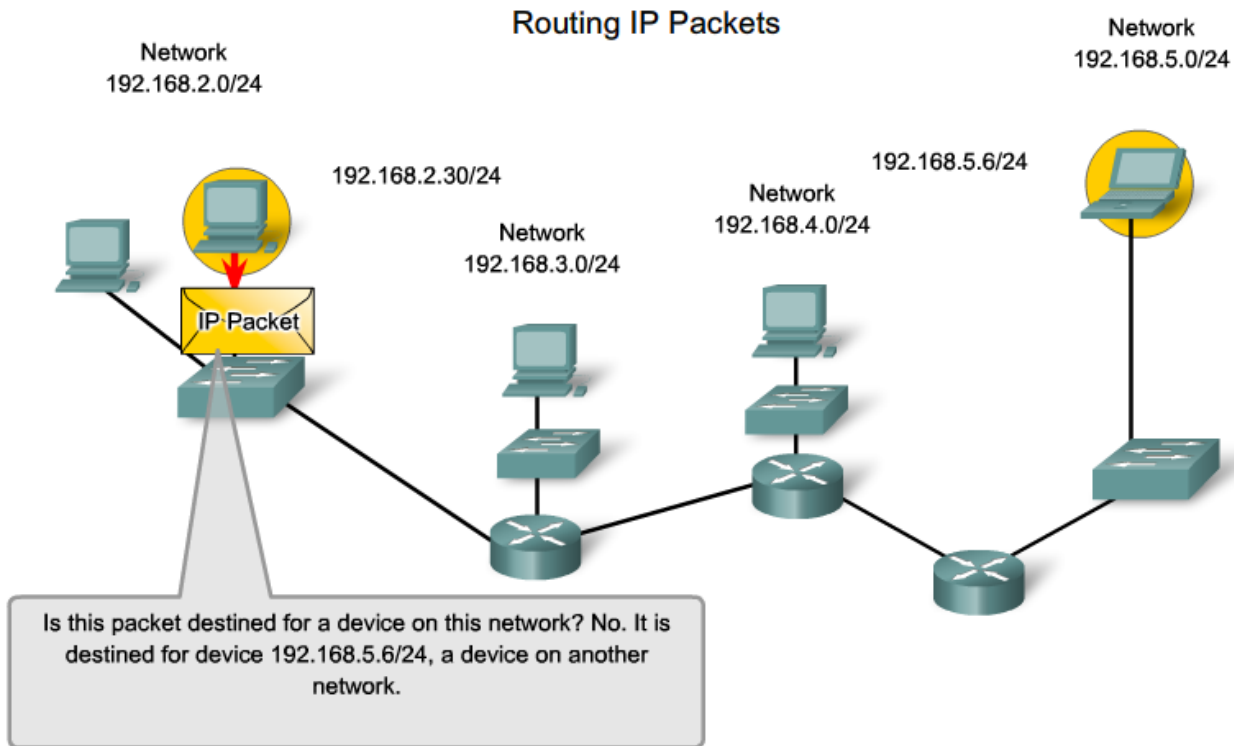
Gateways Enable Communications between Networks

I only know the addresses of the devices in my network.

If I don't know the address of the destination device, I send the packet to the gateway address by default.

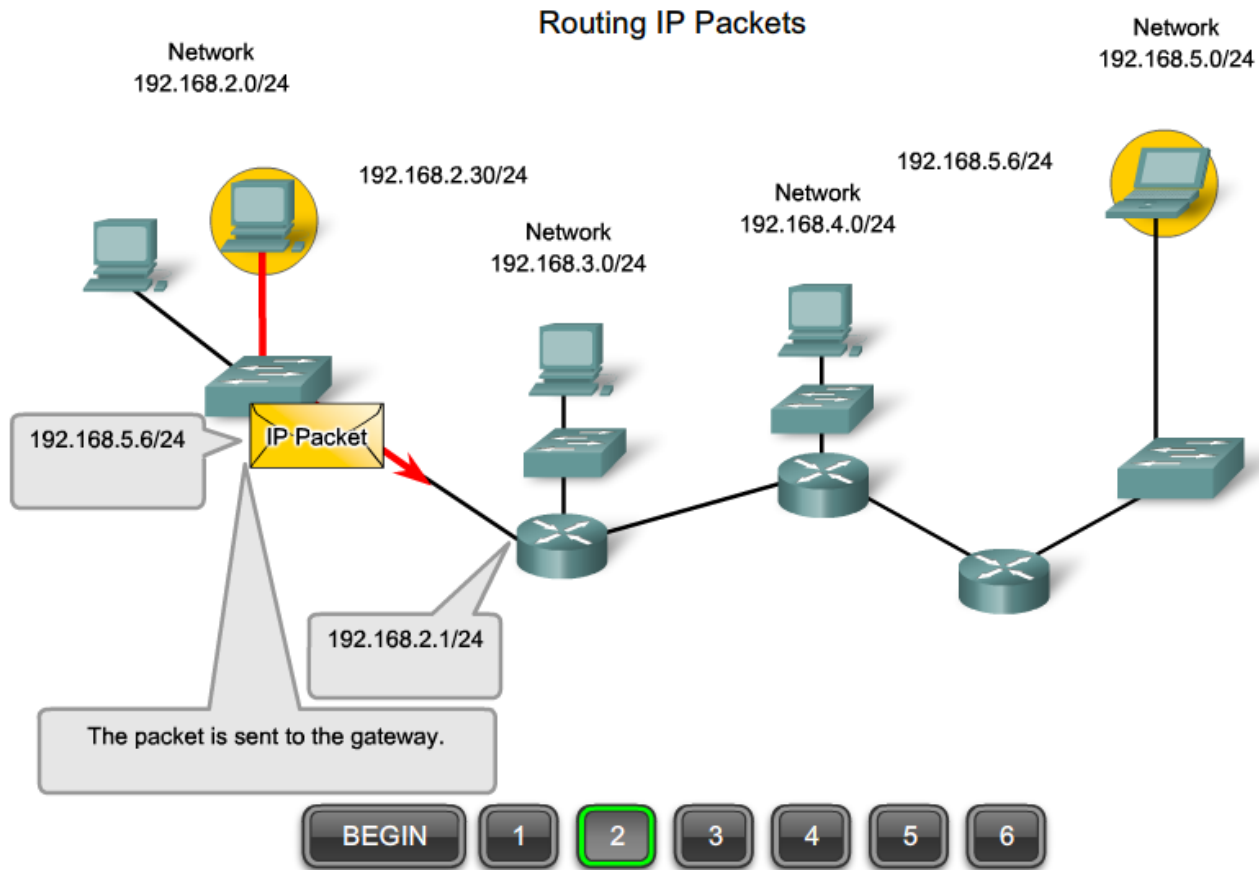


# IP Packets

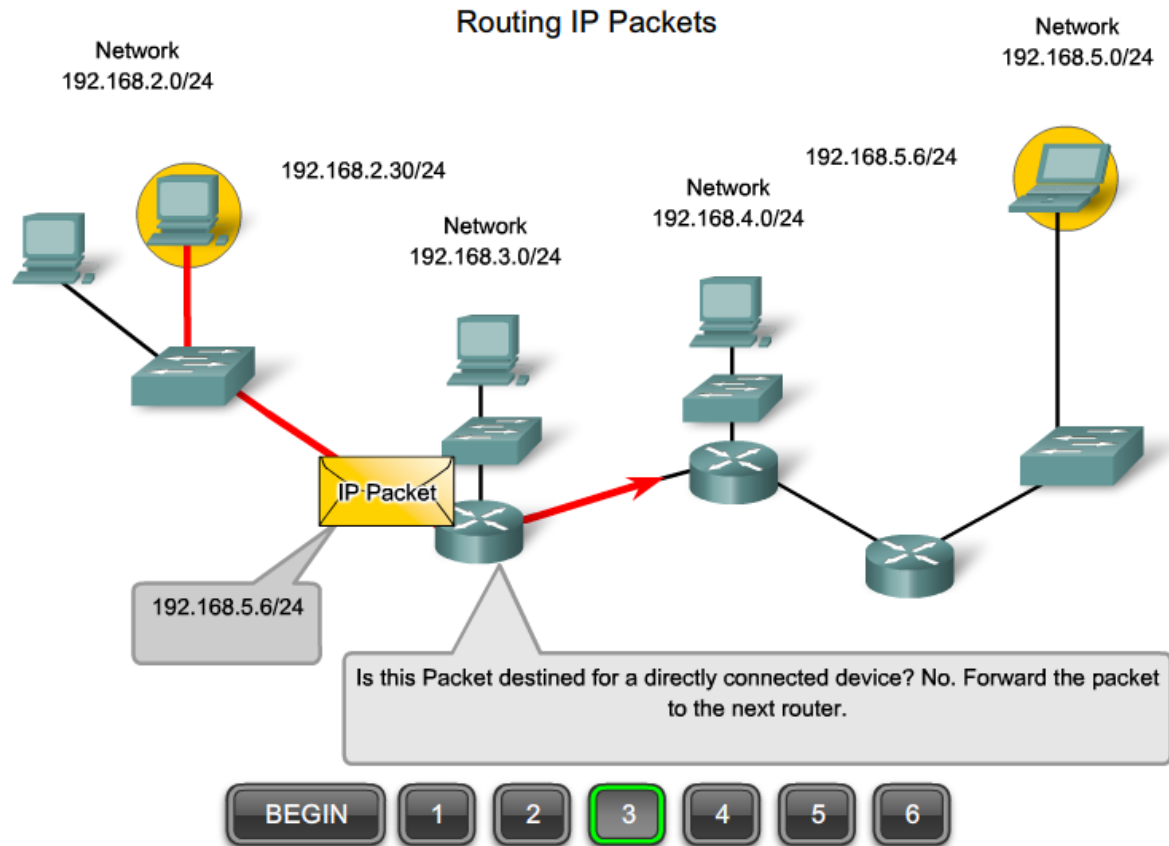


- BEGIN 1 2 3 4 5 6

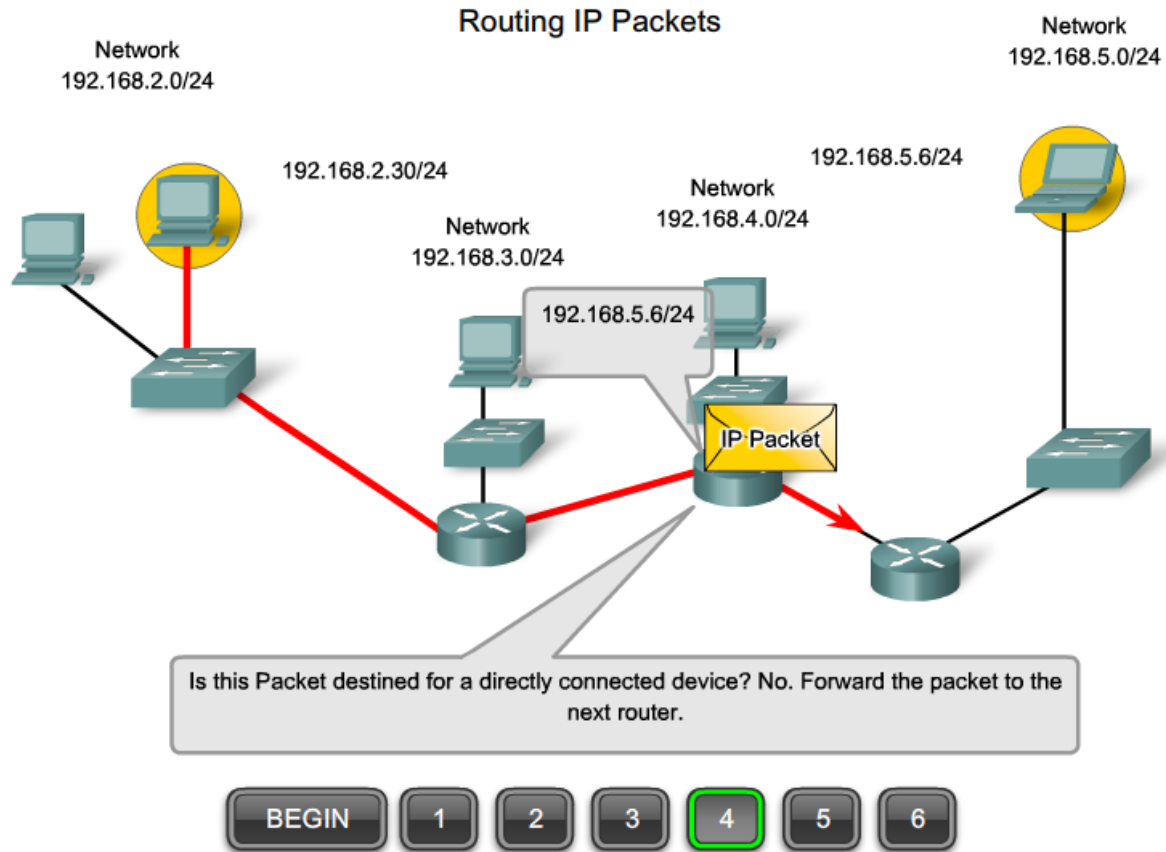
# IP Packets



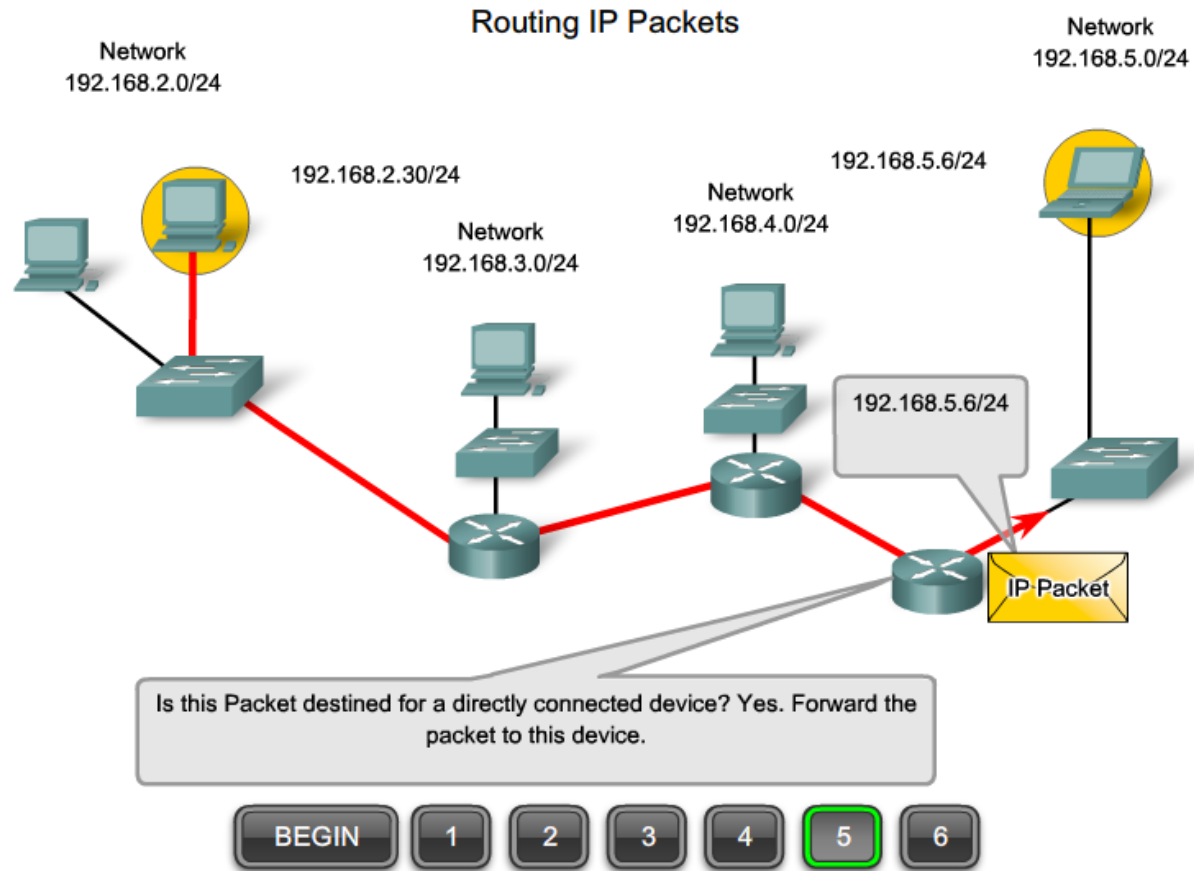
# IP Packets



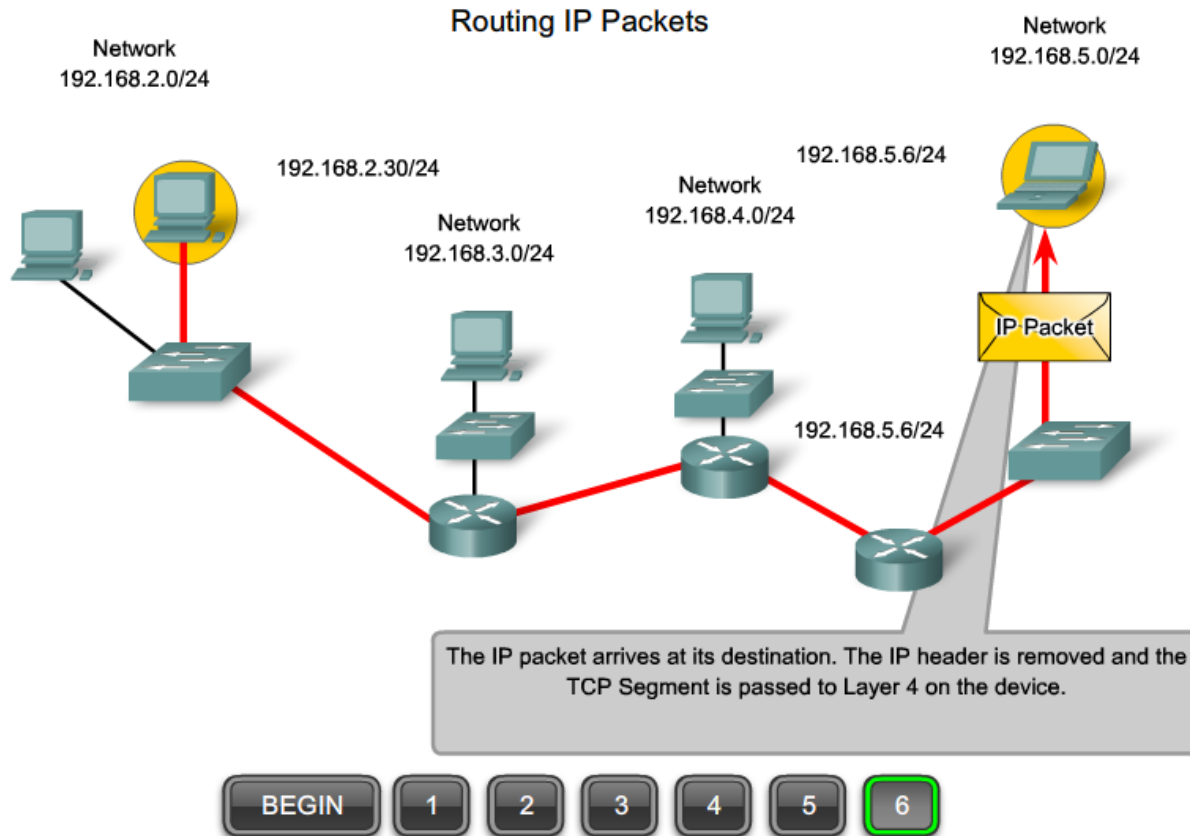
# IP Packets



# IP Packets

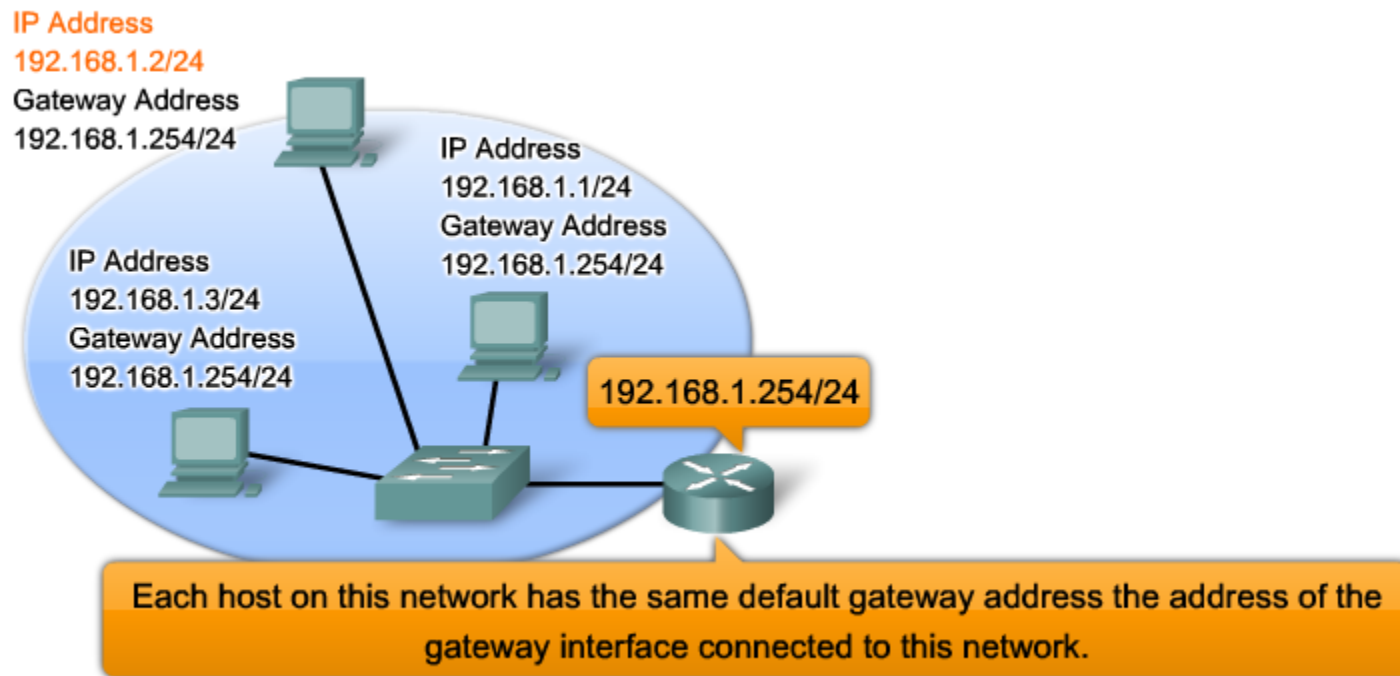


# IP Packets





# IP packets Carrying data End to End



IP Address  
192.168.1.2/24  
Gateway Address  
192.168.1.254/24

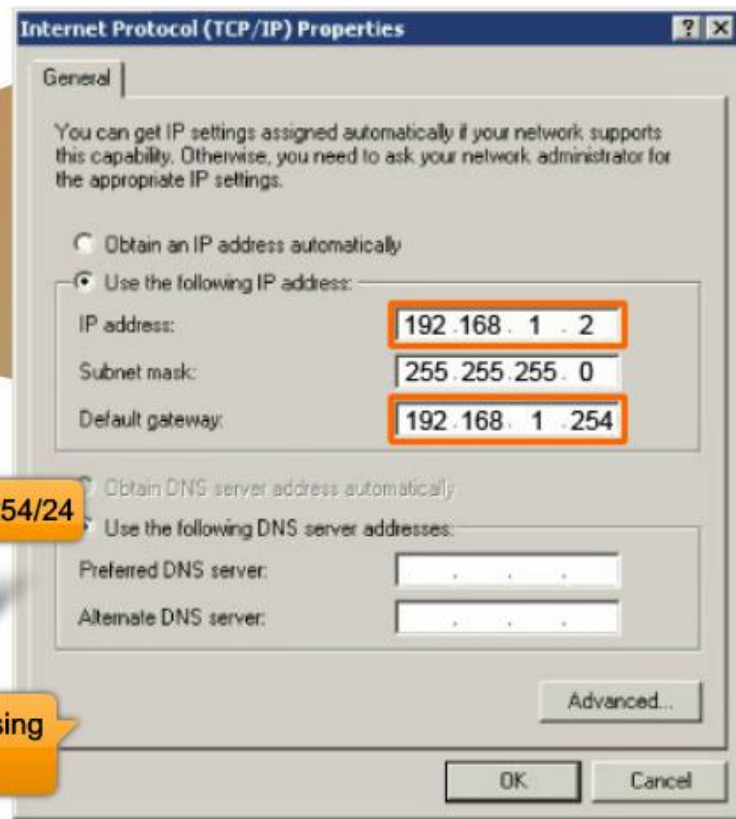
192.168.1.2/24

IP Address  
192.168.1.1/24  
Gateway Address  
192.168.1.254/24

IP Address  
192.168.1.3/24  
Gateway Address  
192.168.1.254/24

192.168.1.254/24

The gateway is configured in Windows using  
Internet Protocol (TCP/IP) Properties.



# The Gateway

## Confirming the Gateway Settings

```
C:\>ipconfig

Windows IP Configuration

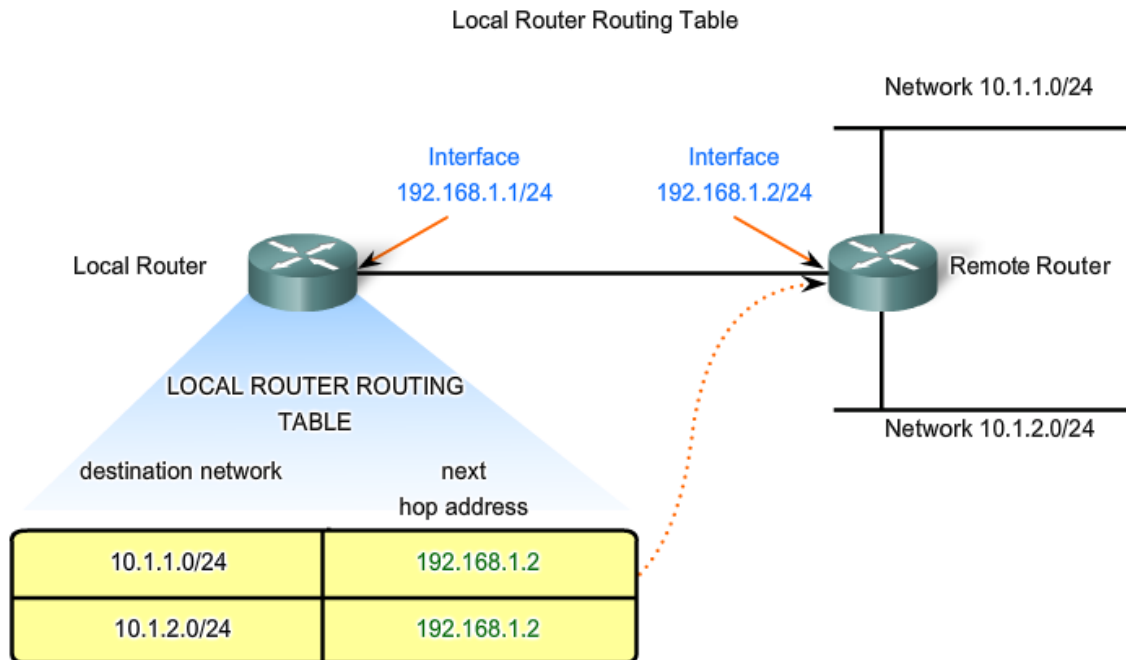
Ethernet adapter Local Area Connection:

    Connection-specific DNS Suffix  . : 
    ① IP Address. . . . . : 192.168.1.2
    ② Subnet Mask . . . . . : 255.255.255.0
    ③ Default Gateway . . . . . : 192.168.1.254
```

Default gateway address for this host computer

Sample `ipconfig` output showing default gateway address

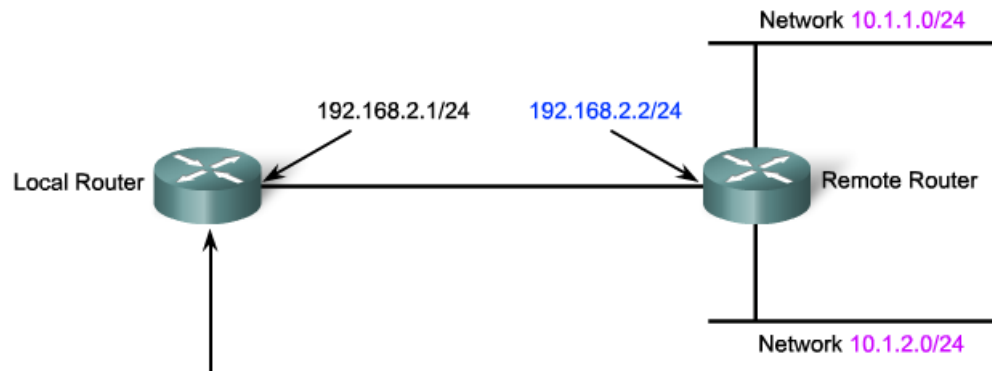
# The Gateway



The next hop for both networks 10.1.1.0/24 and 10.1.2.0/24 from Local Router is 192.168.1.2

# A Route

Confirming the Gateway and Route

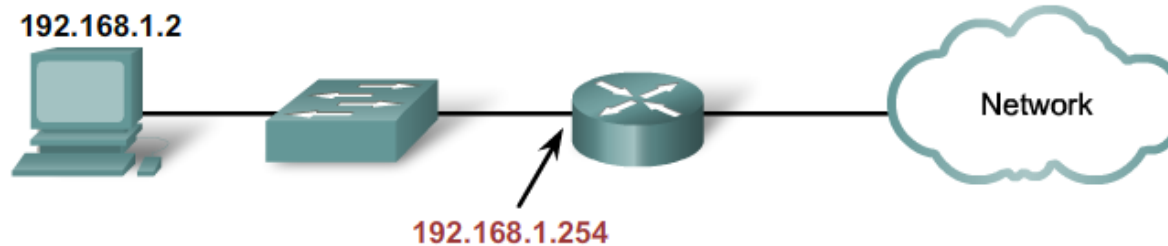


```
10.0.0.0/24 is subnetted, 2 subnets
R 10.1.1.0 [120/1] via 192.168.2.2, 00:00:08, FastEthernet0/0
R 10.1.2.0 [120/1] via 192.168.2.2, 00:00:08, FastEthernet0/0
C 192.168.2.0/24 is directly connected, FastEthernet0/0
```

This is the routing table output of Local Router when the "show ip route" is issued.

The next hop for networks 10.1.1.0/24 and 10.1.2.0/24 from Local Router is 192.168.2.2.

# Host Routing Table



```
Interface List
0x2 ...00 0f fe 26 f7 7b ... Gigabit Ethernet - Packet Scheduler Miniport
=====
Active Routes:
Network Destination        Netmask          Gateway          Interface        Metric
          0.0.0.0              0.0.0.0         192.168.1.254   192.168.1.2      20
          192.168.1.0      255.255.255.0   192.168.1.2    192.168.1.2      20
Default Gateway:          192.168.1.254
// output omitted //
```

This is an example of a routing table on an end device after the `netstat -r` command is issued. Note that it has a route to its network (192.168.1.0) and a default route (0.0.0.0) to the router gateway for all other networks.

# Routing Table Entries

## Route Entries in a Routing Table

```
10.0.0.0/24 is subnetted, 2 subnets
R 10.1.1.0 [120/1] via 192.168.2.2, 00:00:08, FastEthernet0/0
R 10.1.2.0 [120/1] via 192.168.2.2, 00:00:08, FastEthernet0/0
C 192.168.2.0/24 is directly connected, FastEthernet0/0
```

The routing table shows the destination networks.

Packets with destination host addresses in one of the network ranges shown will be matched with the next hop that leads to that network.

# Routing Table Entries

The routing table shows the default route 0.0.0.0.

```
Gateway of last resort is 192.168.2.2 to network 0.0.0.0
 10.0.0.0/24 is subnetted, 2 subnets
R   10.1.1.0 [120/1] via 192.168.2.2, 00:00:08, FastEthernet0/0
R   10.1.2.0 [120/1] via 192.168.2.2, 00:00:08, FastEthernet0/0
C   192.168.2.0/24 is directly connected, FastEthernet0/0
S*  0.0.0.0/0 [1/0] via 192.168.2.2
```

Packets with destination hosts addresses not in one of the network ranges shown will be forwarded to the gateway of last resort.



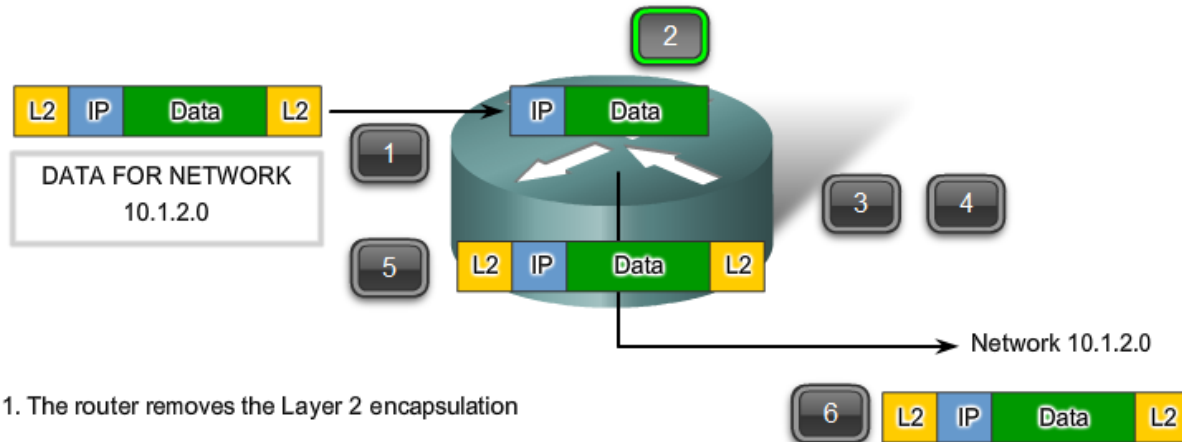
# The Next-Hop

## Routing Table Output with Next Hops

```
10.0.0.0/24 is subnetted, 2 subnets  
R   10.1.1.0 [120/1] via 192.168.2.2, 00:00:08, FastEthernet0/0  
R   10.1.2.0 [120/1] via 192.168.2.2, 00:00:08, FastEthernet0/0  
C 192.168.2.0/24 is directly connected, FastEthernet0/0
```

# Packet Forwarding

Route Entry Exists

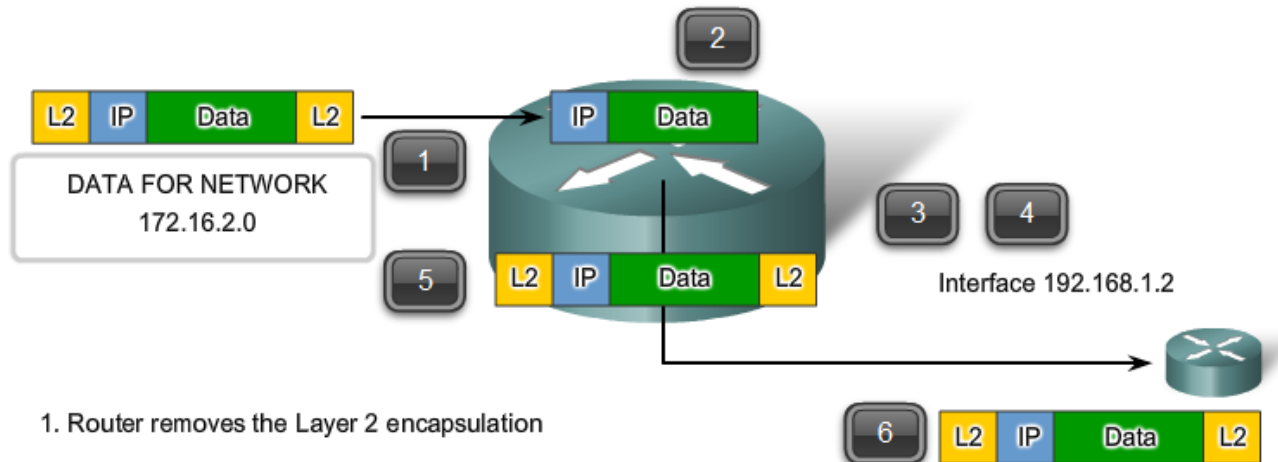


1. The router removes the Layer 2 encapsulation
2. Router extracts the destination IP address
3. Router checks the routing table for a match
4. Network 10.1.2.0 is found in the routing table
5. Router re-encapsulates the packet
6. Packet is sent to Network 10.1.2.0

# Packet Forwarding...

No Route Entry But Default Route Exists

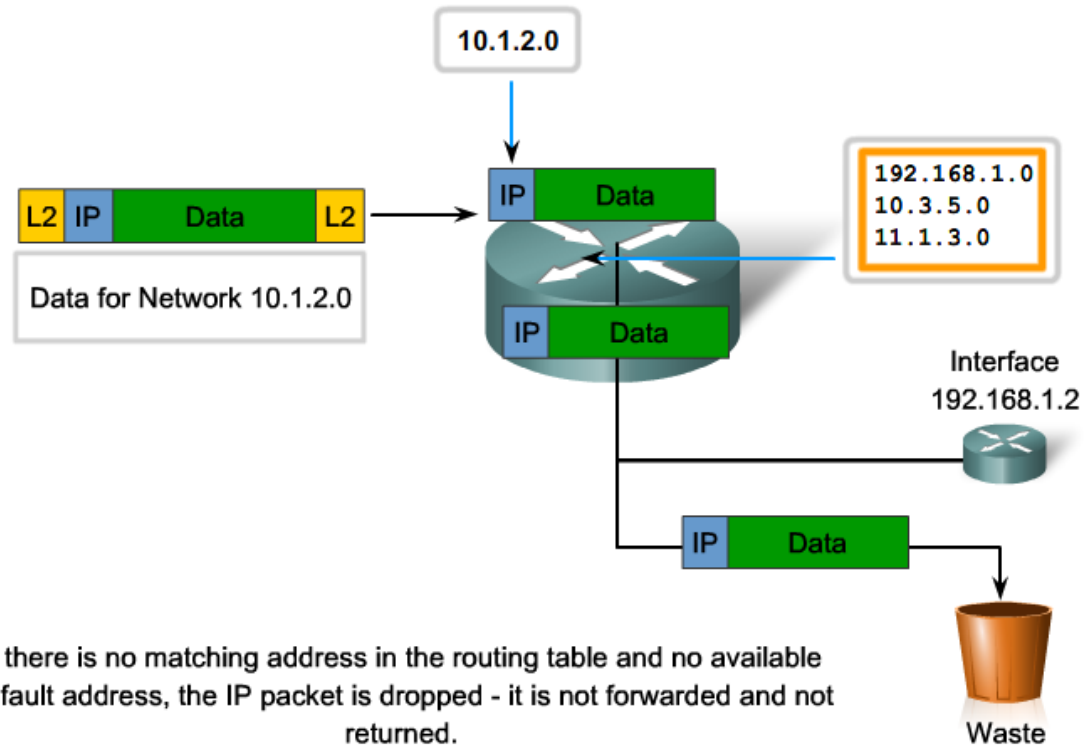
Roll over to see the steps the router takes.



1. Router removes the Layer 2 encapsulation
2. Router extracts IP Address
3. Router checks the routing table for a match
4. Network 172.16.2.0 not in the routing table but default route to 192.168.1.2 exists
5. Router re-encapsulates the packet
6. Packet is sent to Interface 192.168.1.2

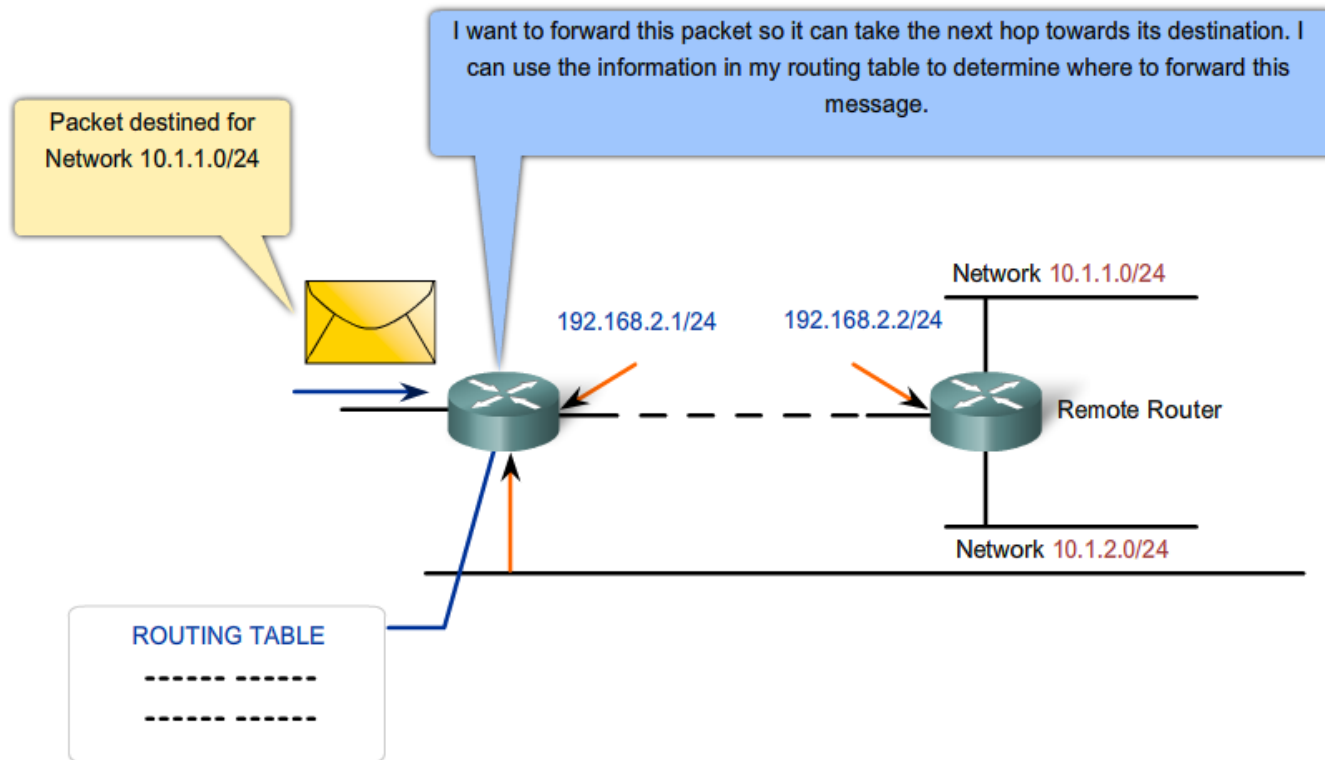
# Packet Forwarding...

No Route Entry and No Default Route

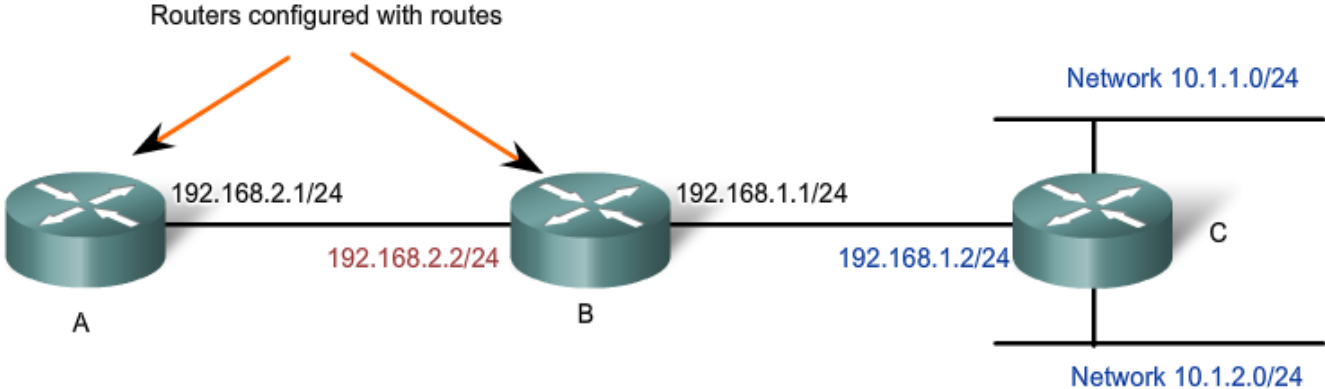


# Routing Protocol

## Routing Tables



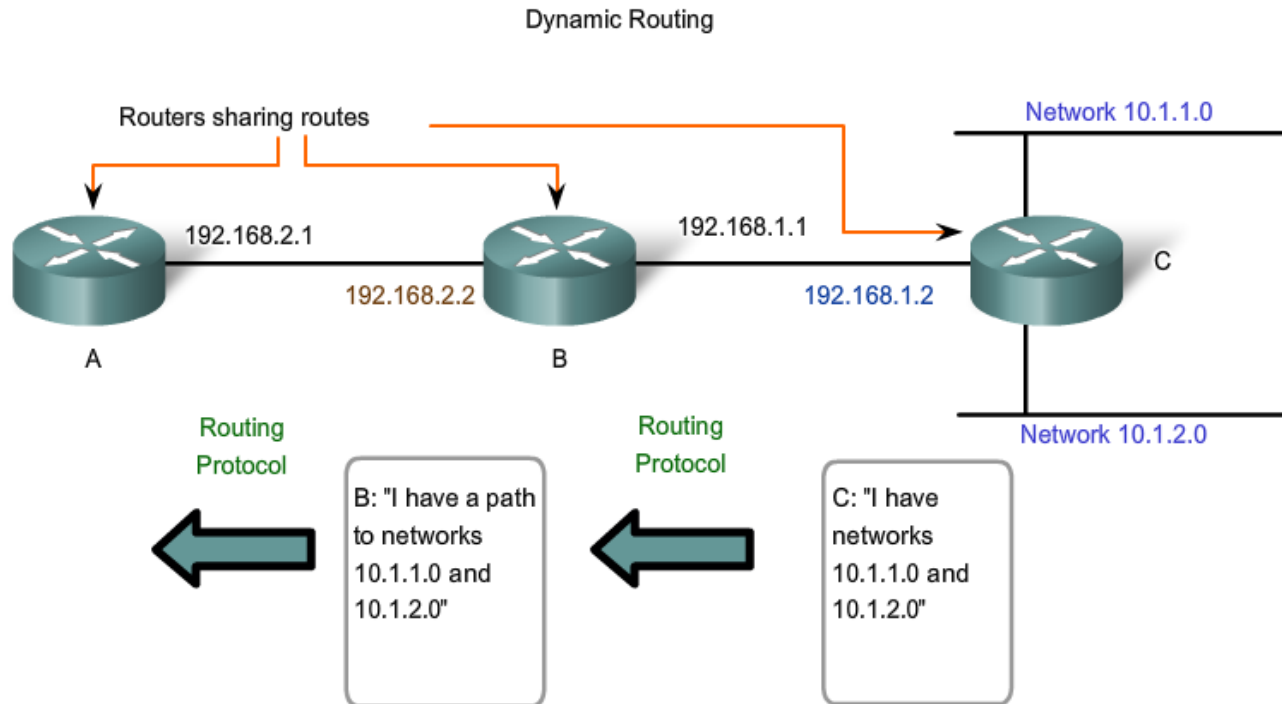
### Static Routing



**Router A:**  
192.168.2.2/24 configured manually as next hop for networks 10.1.1.0/24 and 10.1.2.0/24

**Router B:**  
192.168.1.2/24 configured manually as next hop for networks 10.1.1.0/24 and 10.1.2.0/24

# Dynamic Routing



Router B learns about Router C's networks dynamically.

Router B's next hop to 10.1.1.0 and 10.1.2.0 is **192.168.1.2** (Router C).

Router A learns about Router C's networks dynamically from Router B.

Router A's next hop to 10.1.1.0 and 10.1.2.0 is **192.168.2.2** (Router B).