Simple Internetworking: Address Translation

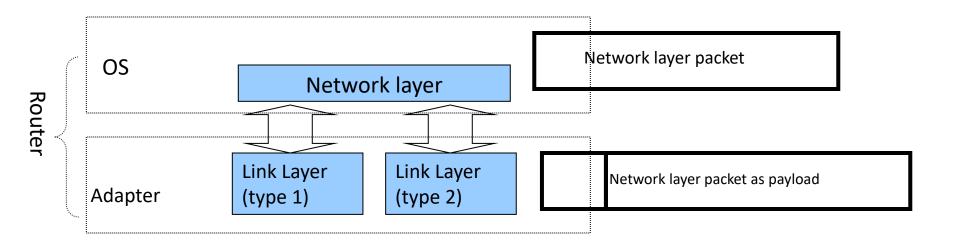
Hui Chen

Department of Computer & Information Science CUNY Brooklyn College

Outline

- Topic: internetworking
 - Case study: Internet Protocol (IP) Suite
- Simple interworking
 - Overview of internet and the Internet
 - Global addressing scheme
 - Best effort service model and datagram forwarding
 - Packet fragmentation and assembly
 - Address translation
 - Host configuration
 - Error reporting

Network Layer and Lower Layers

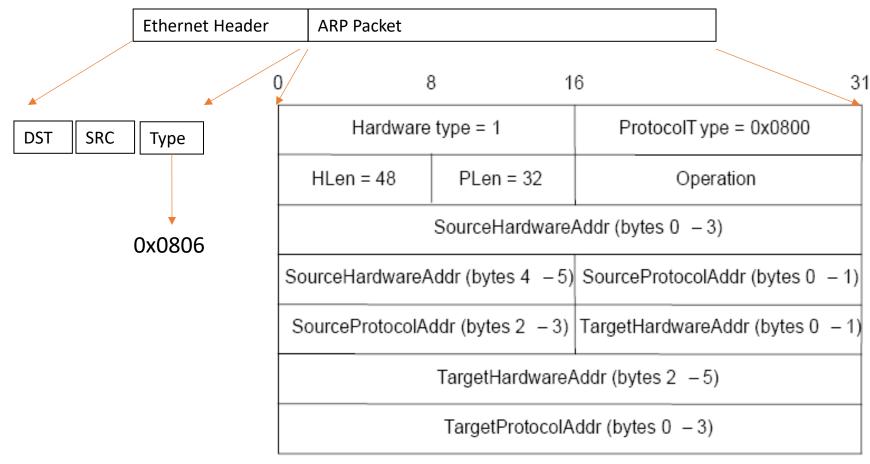


Map IP Addresses into Physical Addresses

- Map IP addresses into physical addresses
 - destination host
 - next hop router
- Techniques
 - encode physical address in host part of IP address
 - table-based
- ARP (Address Resolution Protocol)
 - table of IP to physical address bindings
 - broadcast request if IP address not in table
 - target machine responds with its physical address
 - table entries are discarded if not refreshed

ARP Packet Format

An ARP packet is the payload of a frame



ARP Packet Format

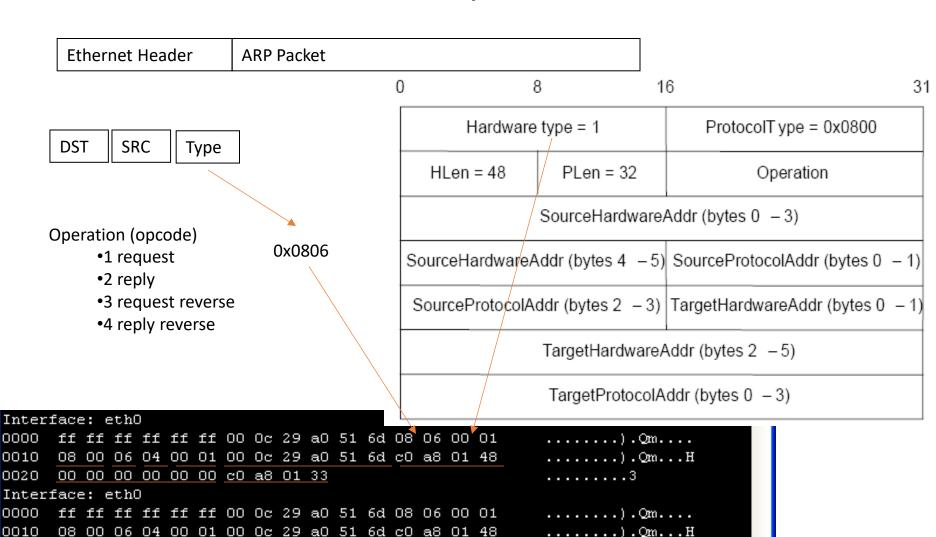
- HardwareType: type of physical network (e.g., Ethernet)
- ProtocolType: type of higher layer protocol (e.g., IP)
- HLEN & PLEN: length of physical and protocol addresses
- Operation: request or response
- Source/Target Physical/Protocol addresses

0	{	3	16	31	
Hardware type=1		e type=1	ProtocolType=0x0800		
HLei	n=48	PLen=32	Operation		
SourceHardwareAddr (bytes 0–3)					
SourceHardwareAddr (bytes 4–5)			SourceProtocolAddr (bytes 0–1)		
SourceProtocolAddr (bytes 2–3)			TargetHardwareAddr (bytes 0–1)		
TargetHardwareAddr (bytes 2–5)					
	TargetProtocolAddr (bytes 0–3)				

ARP Packet: Examples

0020

1004/00200 00 00 00 co a8 01 33



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ARP: Discussion

- Prevent stalled entries
 - Table entries will timeout (~15 minutes)
 - Do not refresh table entries upon reference
- Fresh entries (reset timer)
 - Update table if already have an entry
- Reduce ARP messages
 - Update table with source when you are the target in ARP request messages

Print ARP Table: Windows

```
Command Prompt
H:∖>arp -a
Interface: 192.168.1.52 --- 0x2
   Internet Address
192.168.1.1
192.168.1.51
                                     Physical Address
00-23-69-5b-3e-b0
00-23-ae-7a-fe-a8
                                                                         Type
dynamic
                                                                         dynamic
H:\>
```

Print ARP Table: Unix

```
brooklyn@flatbush:~$ /sbin/arp -a
? (192.168.56.1) at 0a:00:27:00:00:10 [ether] on enp0s8
? (192.168.56.100) at 08:00:27:ef:88:0c [ether] on enp0s8
? (10.1.1.1) at 08:00:27:08:0d:a1 [ether] on enp0s9
? (10.0.2.3) at 52:55:0a:00:02:03 [ether] on enp0s3
? (10.0.2.2) at 52:55:0a:00:02:02 [ether] on enp0s3
brooklyn@flatbush:~$
```

Questions

- Why is the address translation problem?
- How does the internet solve this problem?

Host Configuration

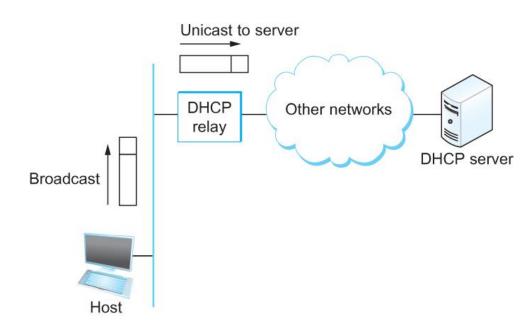
- Ethernet addresses are configured into network by manufacturer and they are unique
- IP addresses must be unique on a given internetwork but also must reflect the structure of the internetwork
- Most host Operating Systems provide a way to manually configure the IP information for the host
- Drawbacks of manual configuration
 - A lot of work to configure all the hosts in a large network
 - Configuration process is error-prune
- Automated Configuration Process is required

Dynamic Host Configuration Protocol (DHCP)

- DHCP server is responsible for providing configuration information to hosts
- There is at least one DHCP server for an administrative domain
- DHCP server maintains a pool of available addresses

DHCP

- Newly booted or attached host sends DHCPDISCOVER message to a special IP address (255.255.255.255)
- DHCP relay agent unicasts the message to DHCP server and waits for the response



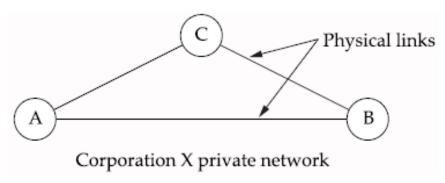
Internet Control Message Protocol (ICMP)

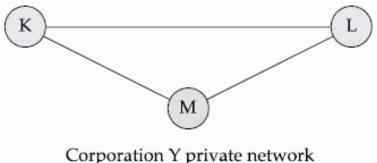
- Defines a collection of error messages that are sent back to the source host whenever a router or host is unable to process an IP datagram successfully
 - Destination host unreachable due to link /node failure
 - Reassembly process failed
 - TTL had reached 0 (so datagrams don't cycle forever)
 - IP header checksum failed
- ICMP-Redirect
 - From router to a source host
 - With a better route information

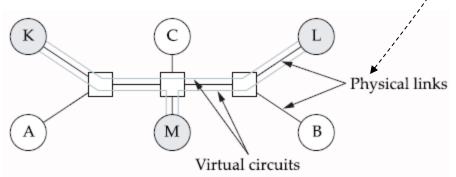
Virtual Networks and Tunnels

- Internetworks often have shared infrastructure networks
- Data packets may not be forwarded without restriction
- Virtual Private Networks (VPN)
 - VPN is a heavily overused and definitions vary
 - An "private" network utilizing an shared network infrastructure

Virtual Private Networks: Example

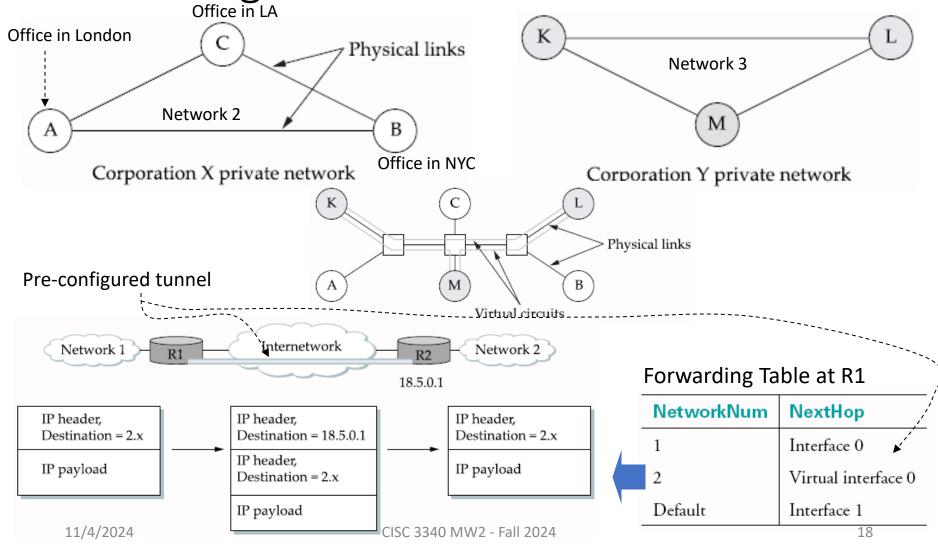






- Corporations X and Y want their own networks via "leased lines"
 - belonging to other networks
- X wants to keep their data private
- So does Y
- X and Y have "virtual" private networks
- "virtualization" can be done on different layers
 - Layer 2 VPN
 - Layer 3 VPN

Virtual Private Networks via IP Tunneling



Summary

- internet and the Internet
- Global addressing scheme
- Packet fragmentation and assembly
- Best effort service model and datagram forwarding
- Address translation
- Host configuration
- Error reporting