

# The Network Layer

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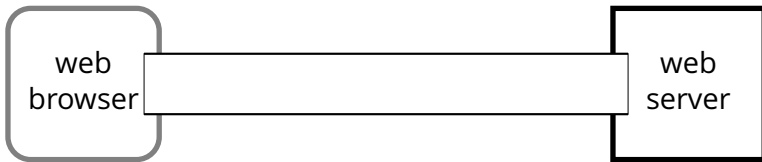
April 22, 2020

- Basic network-layer architecture of a datagram network
- Introduction to forwarding
- Introduction to routing
- General architecture of a router
- Switching fabric and queuing
- Internet network-layer protocol
- The Internet protocol (IP)
- Fragmentation

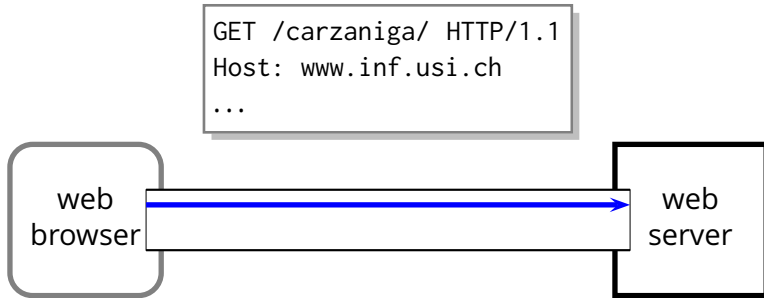
# Application Level



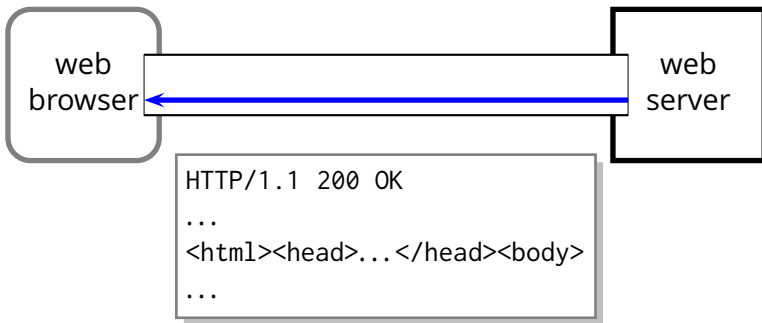
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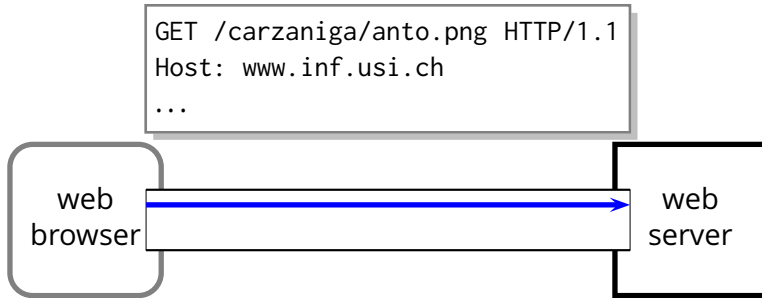
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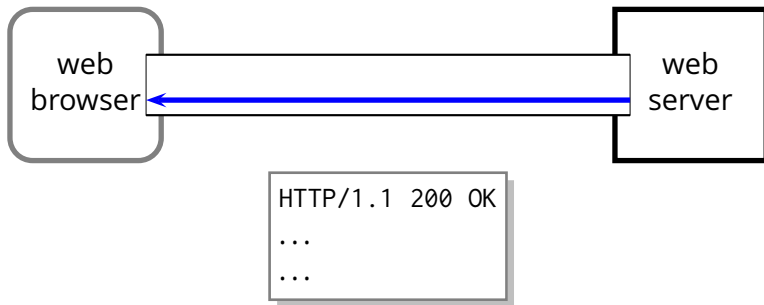
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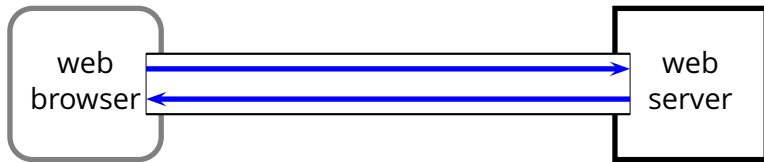


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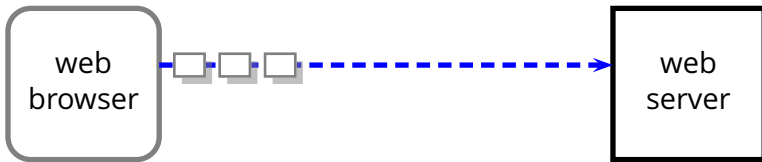




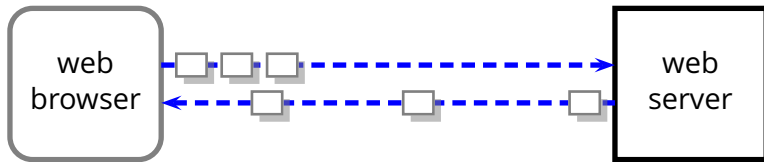
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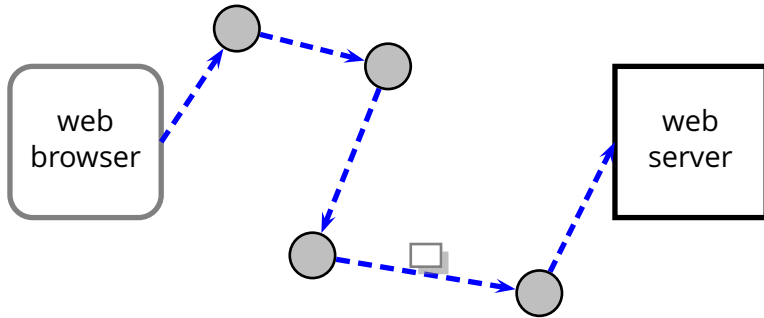
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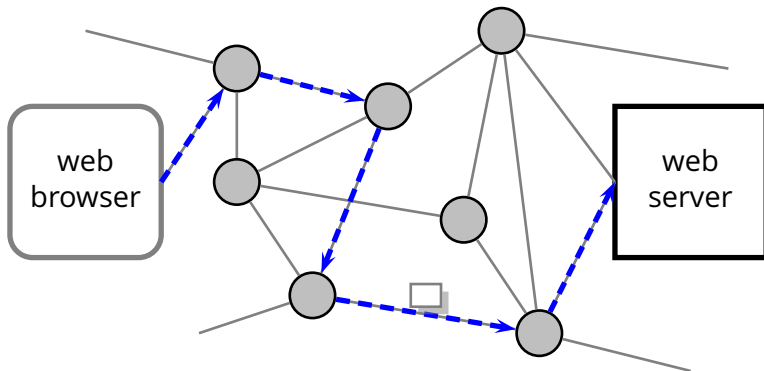
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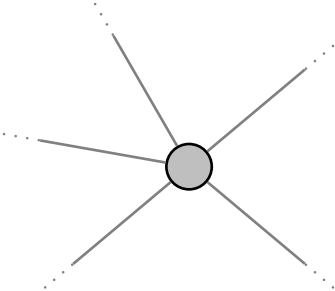




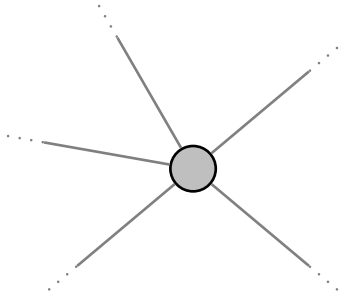




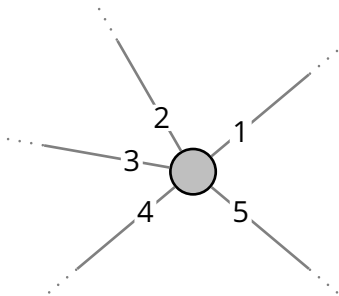




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- *A node in a graph*



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- A finite set of input/output (physical) connections
  - ▶ a.k.a., ***interfaces*** or ***ports***

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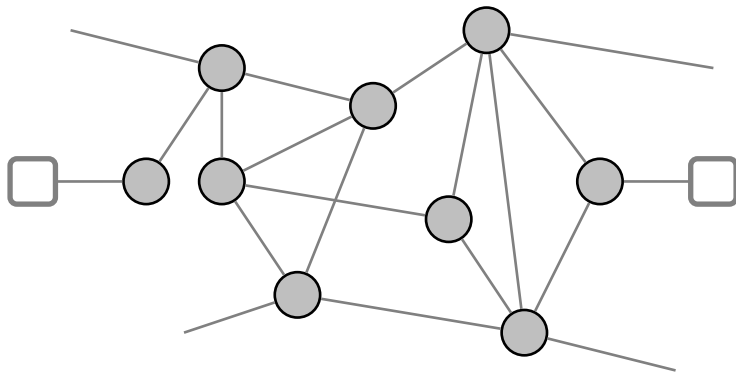
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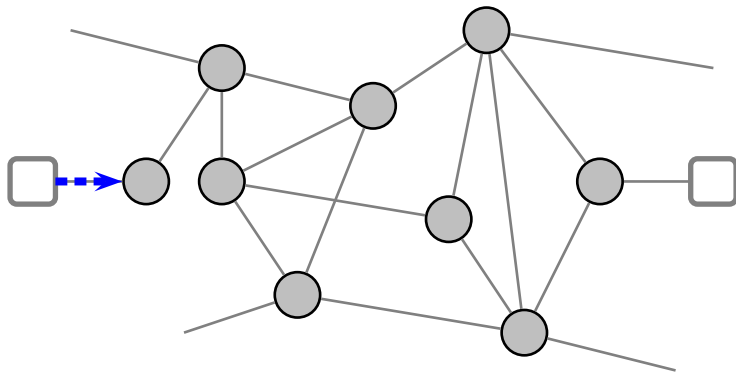
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- ▶ congestion indication: none



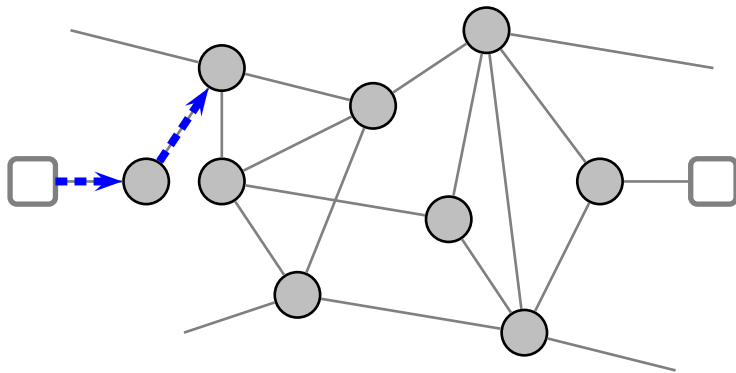
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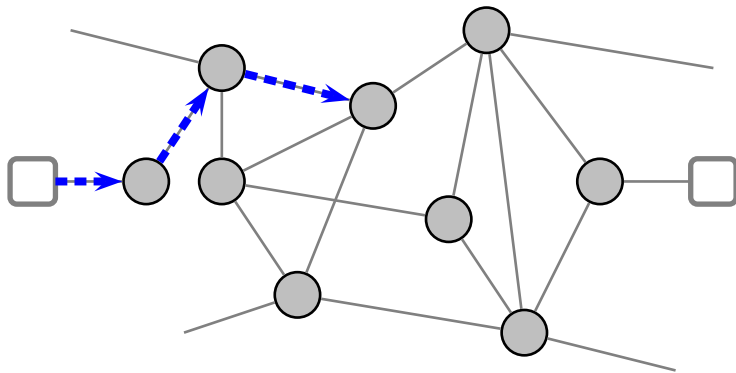
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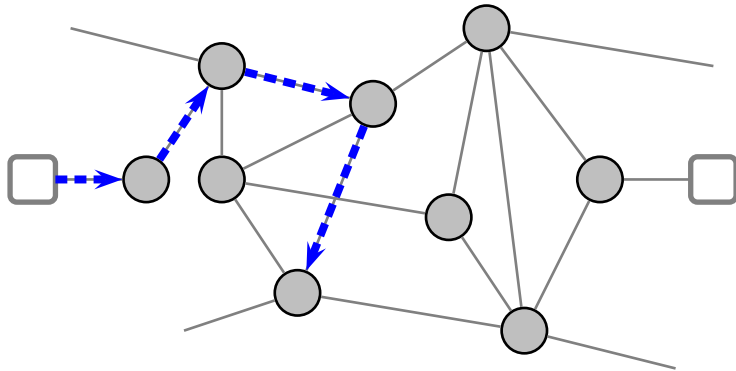
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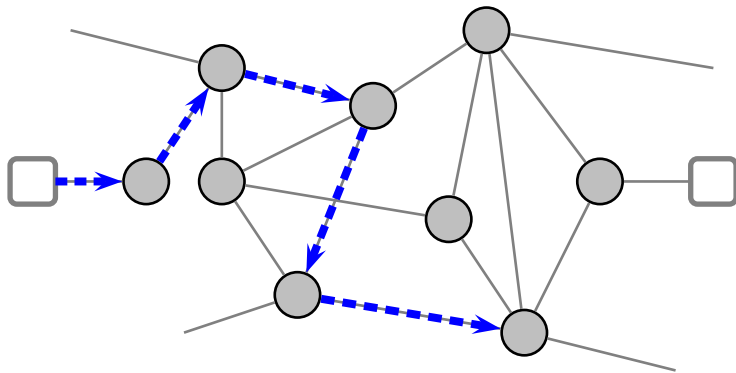
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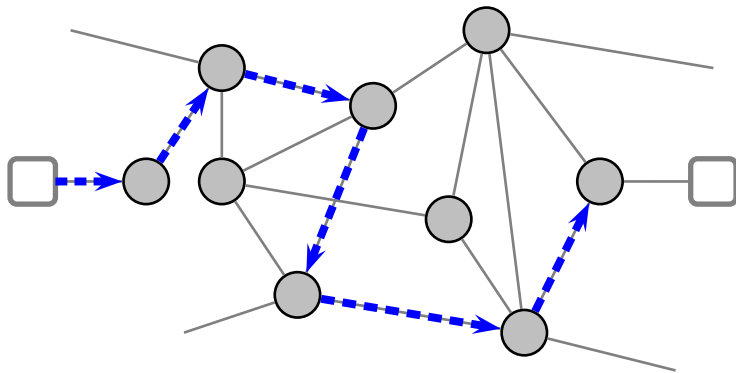
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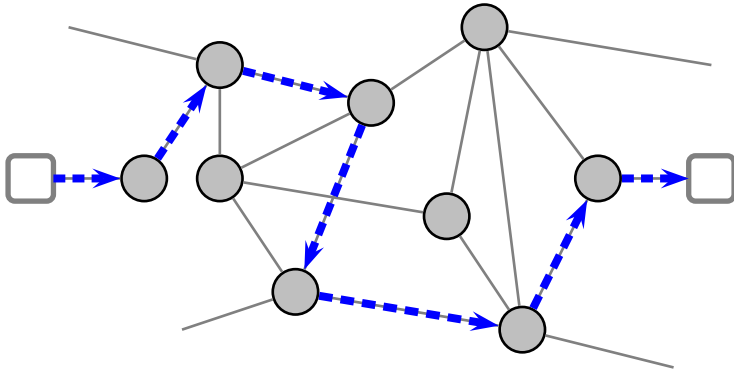
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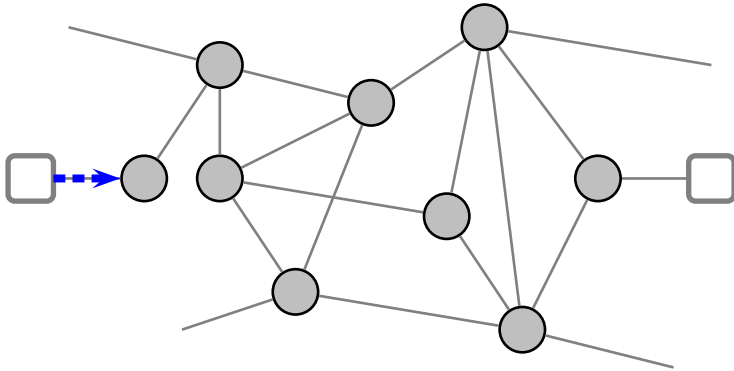
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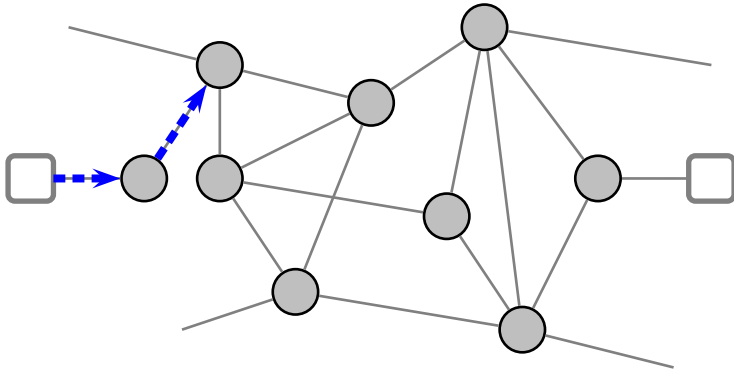


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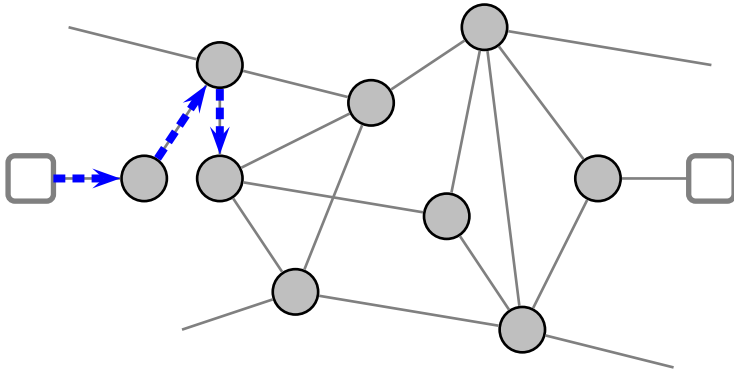
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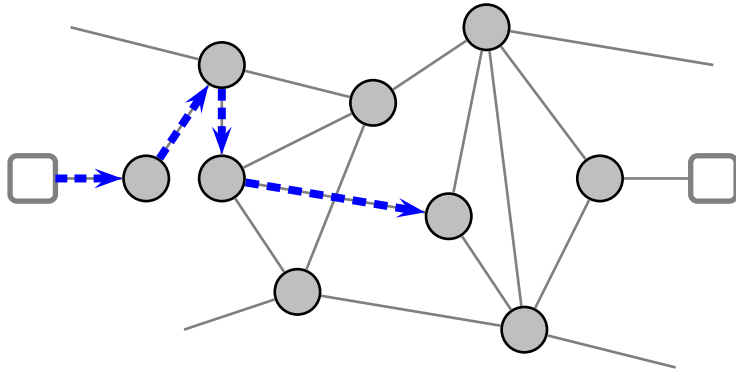
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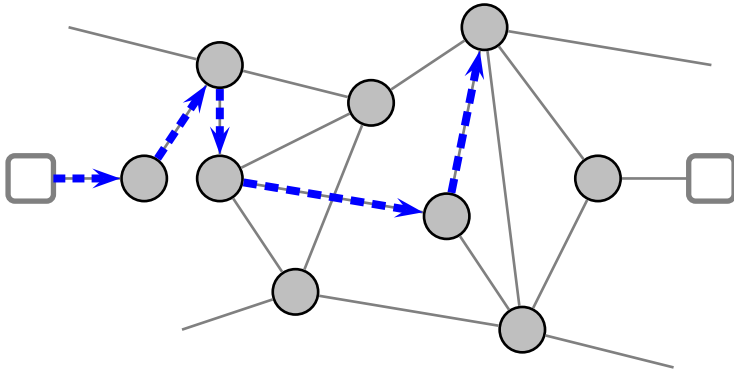
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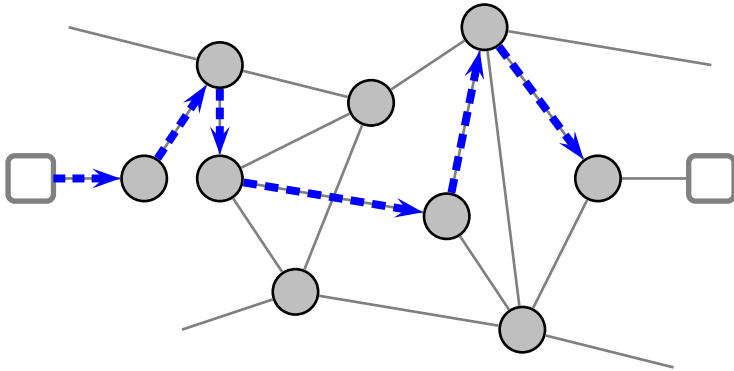
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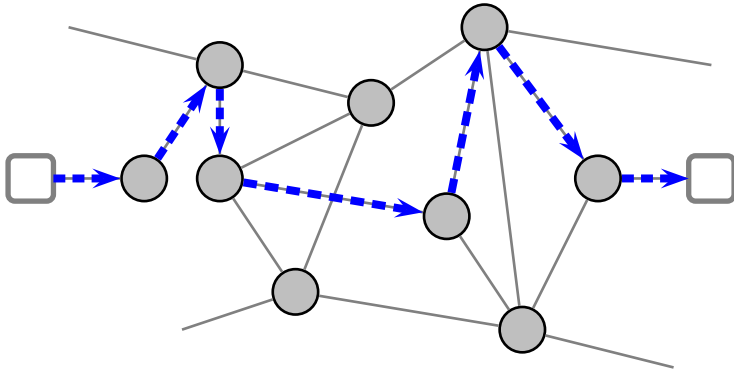
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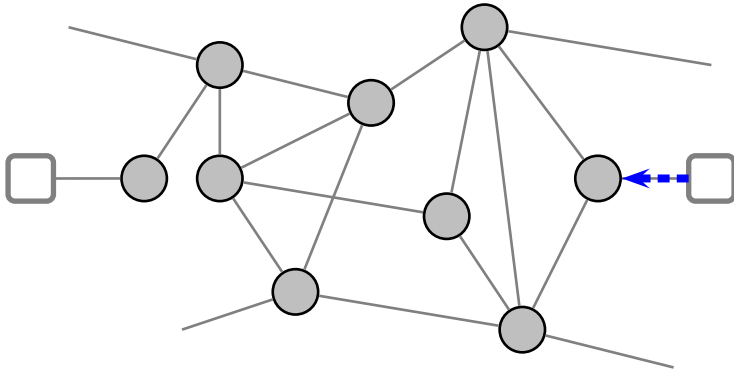
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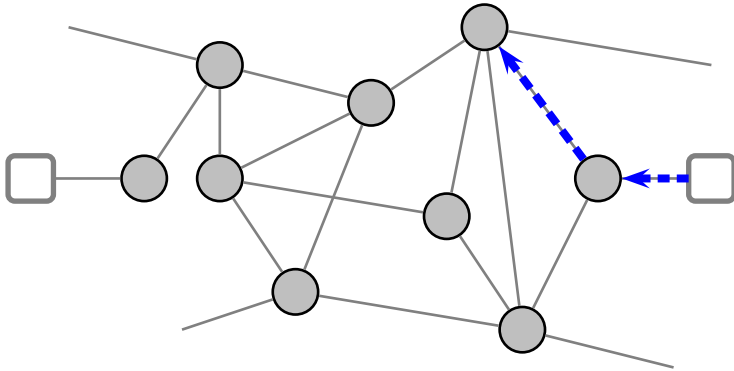
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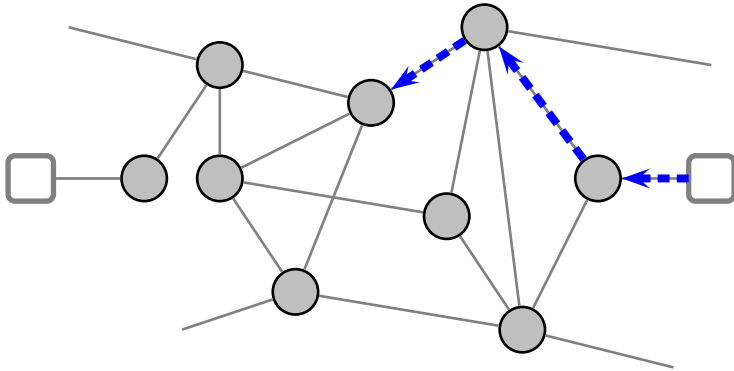


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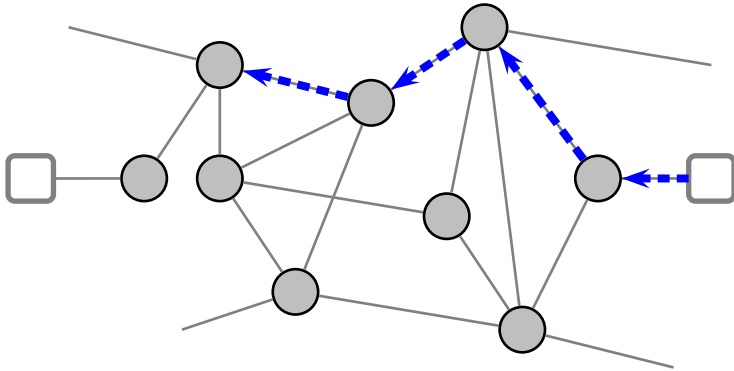
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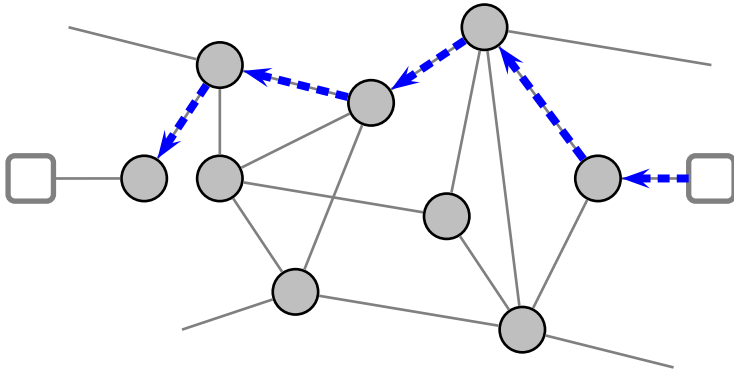
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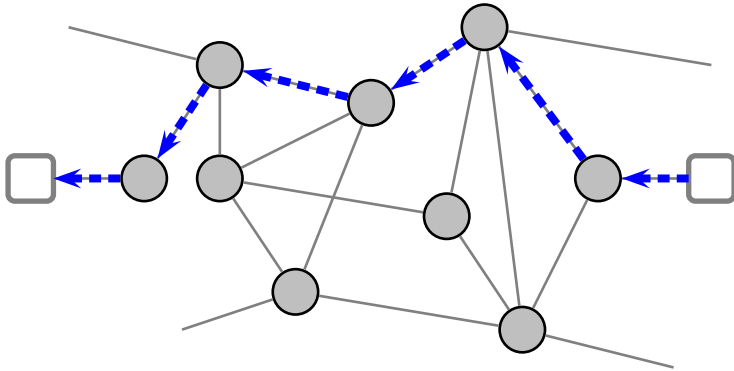
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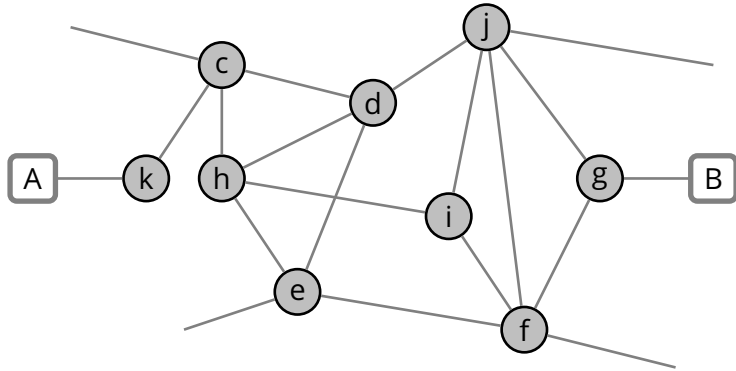
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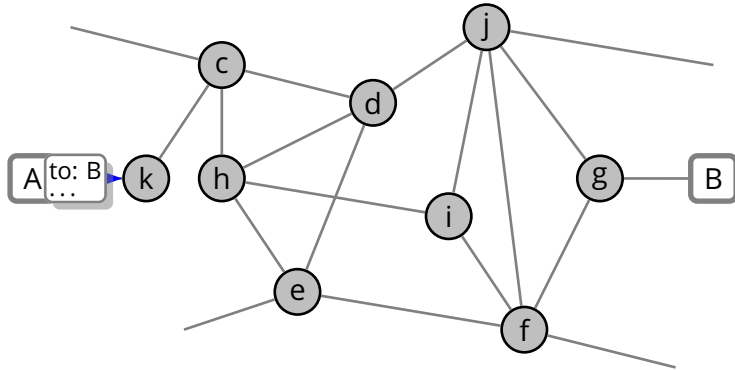


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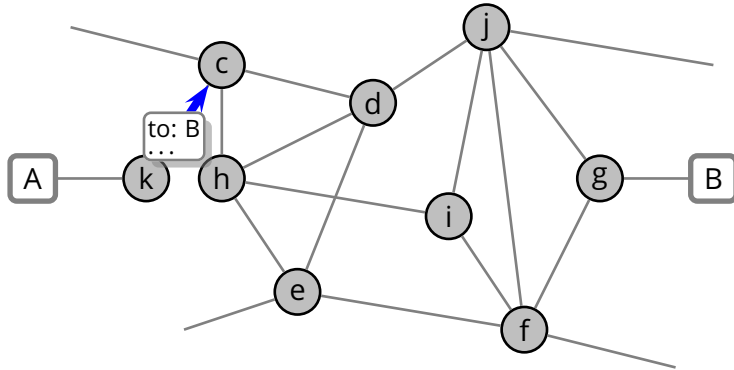


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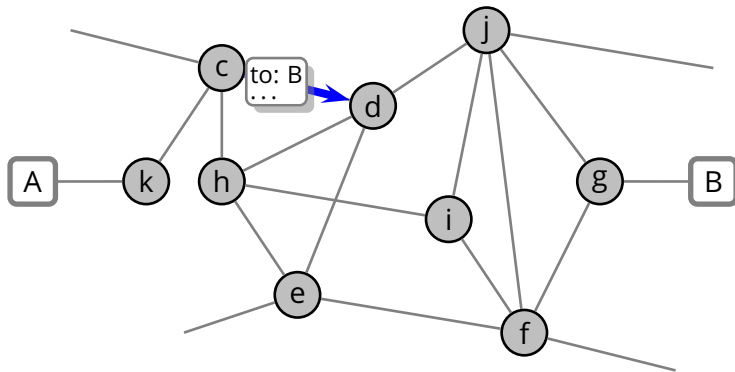
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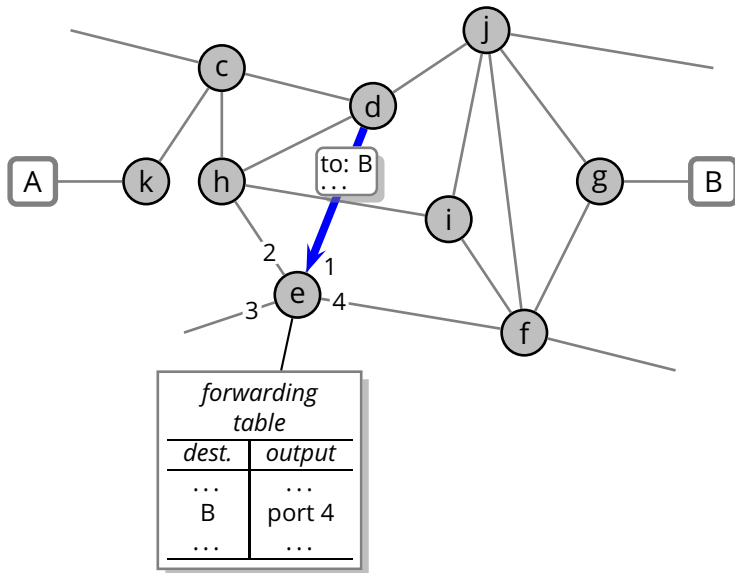
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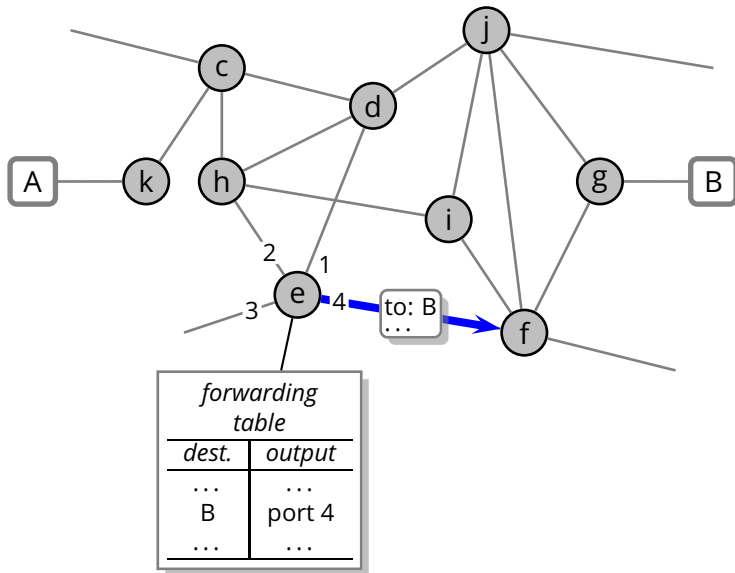
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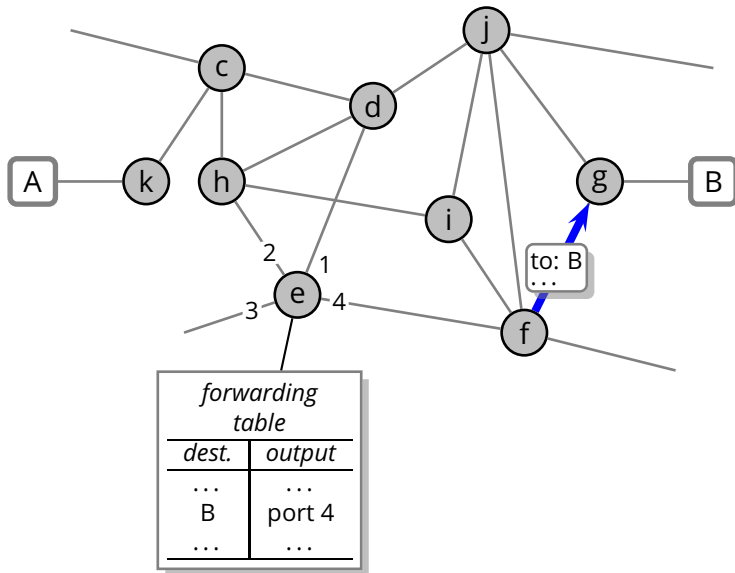


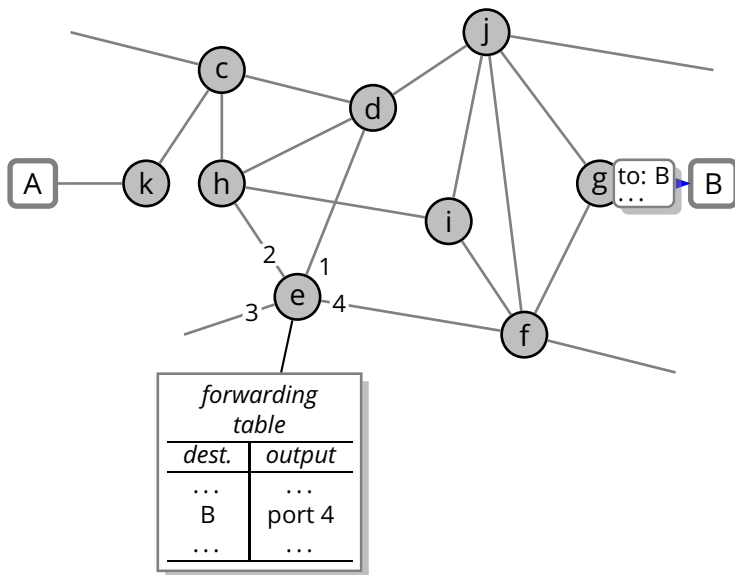


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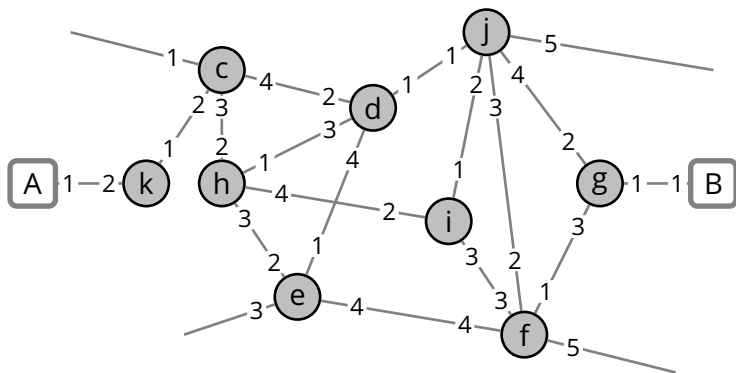
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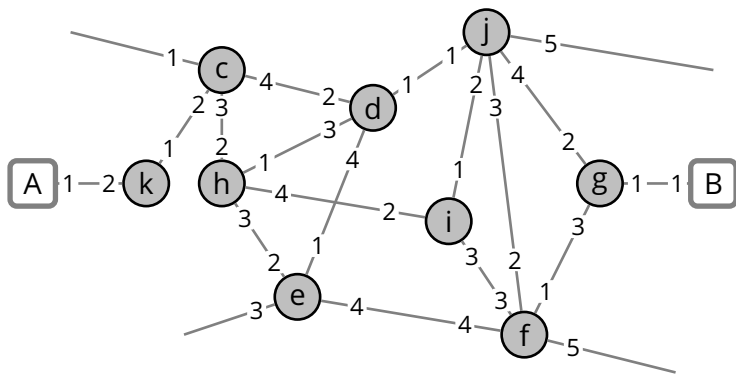
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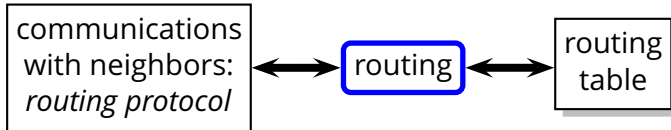


router *k*

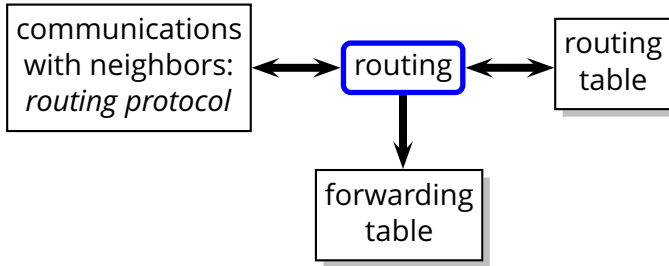
A	2	...
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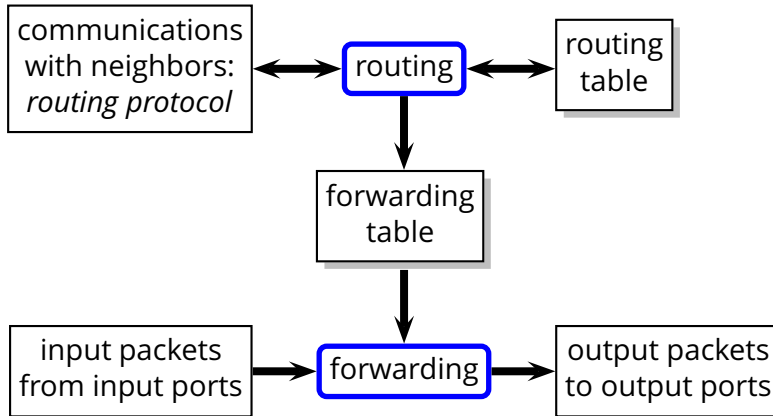
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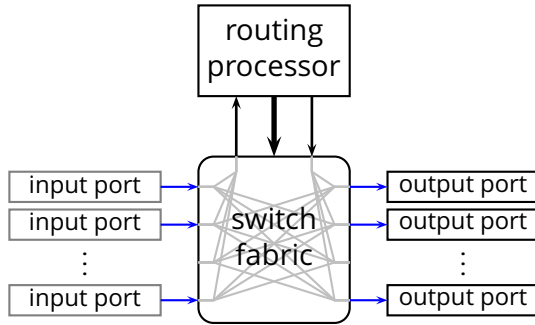


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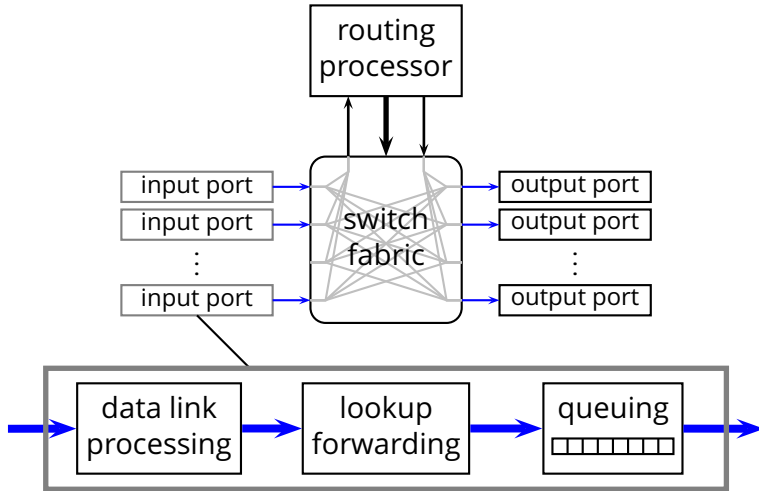


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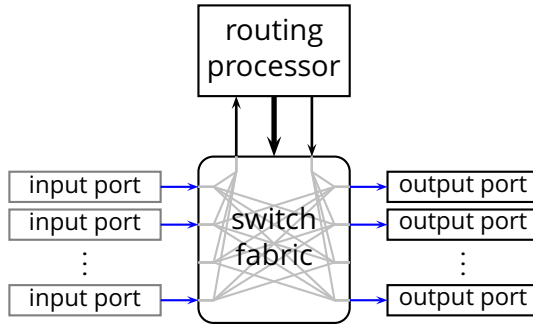


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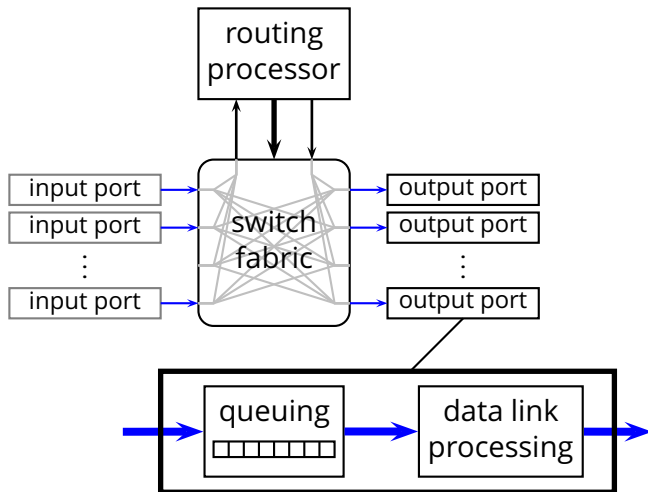




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  - ▶ *active queue management*: a set of policies and algorithms to decide when and how to drop or mark packets in the attempt to prevent congestion

# Internet Network Layer

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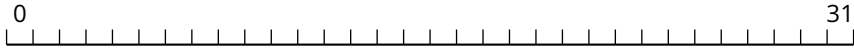
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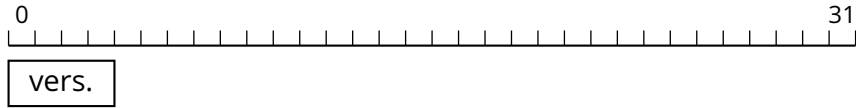
## ■ ICMP

- ▶ error reporting
- ▶ signaling

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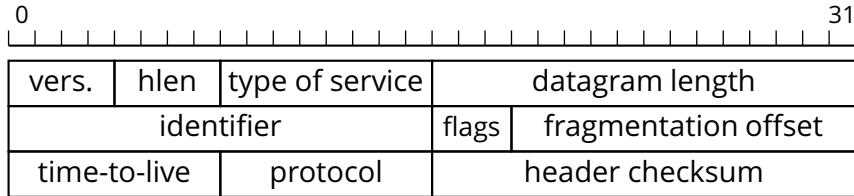




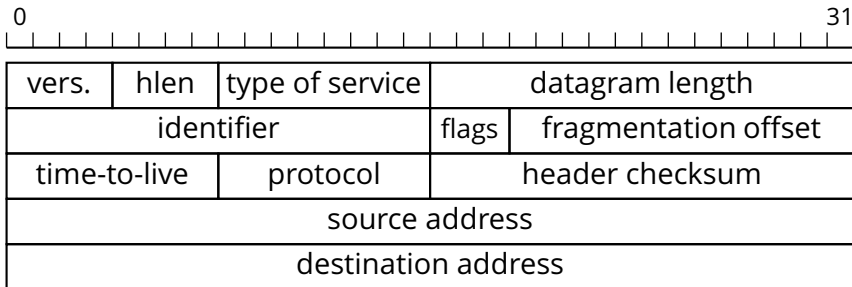




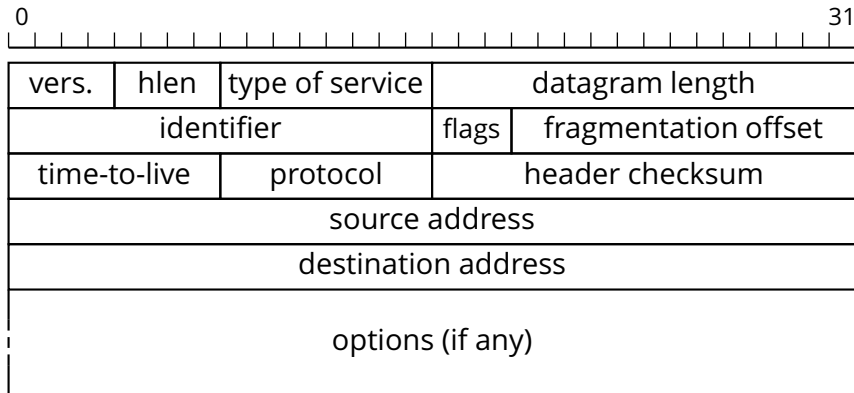
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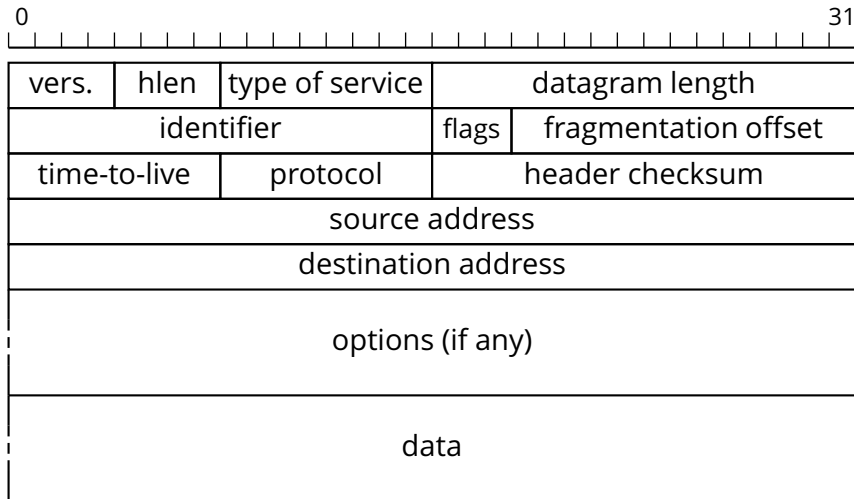
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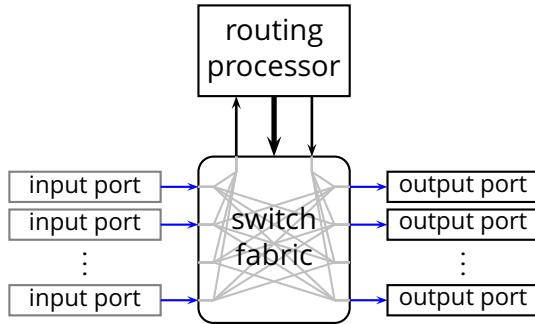
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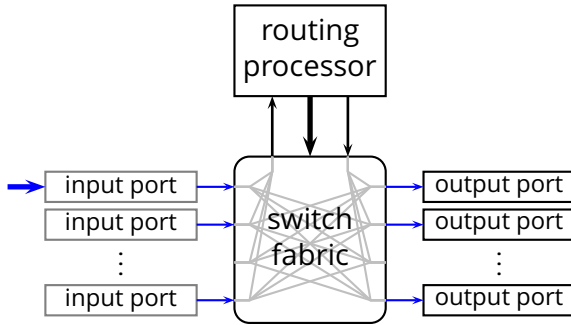
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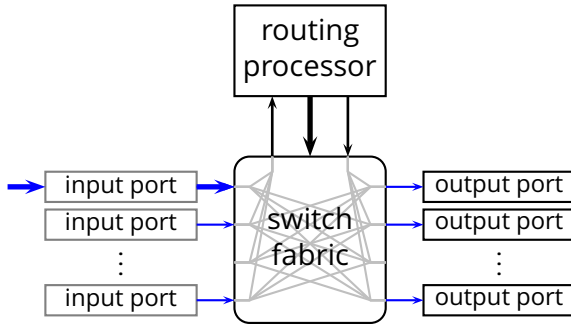
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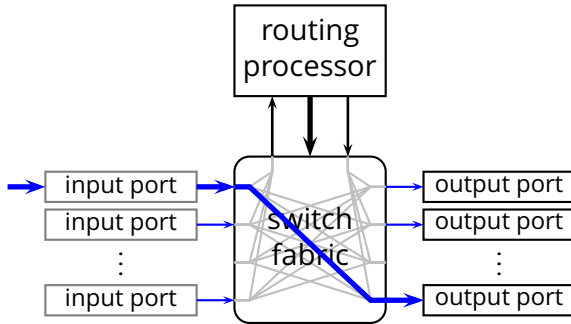
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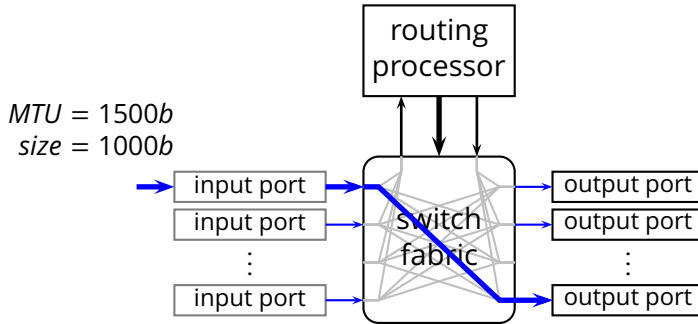
# Fragmentation



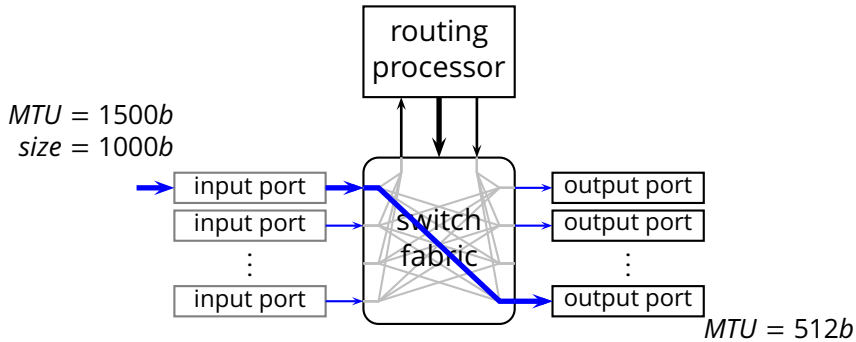
# Fragmentation

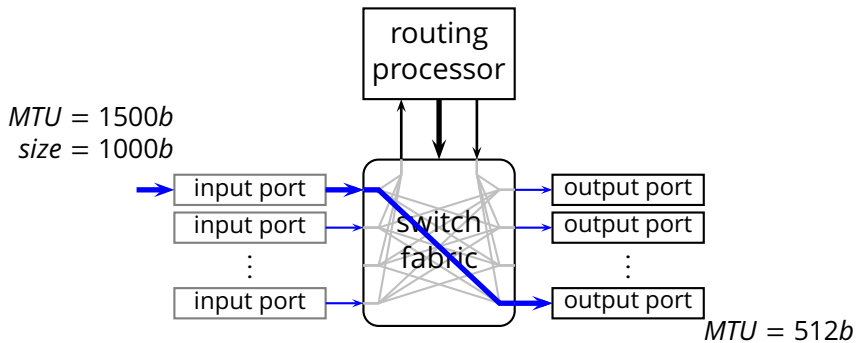


# Fragmentation

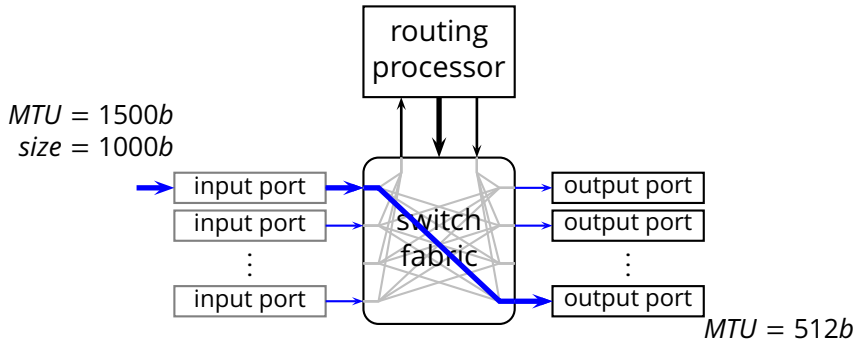


# Fragmentation



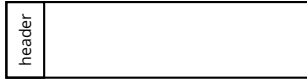


- How does the router handle cases where the size of an input datagram exceeds the maximum transmission unit (MTU) of the output link?



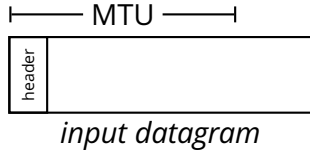
- How does the router handle cases where the size of an input datagram exceeds the maximum transmission unit (MTU) of the output link?
- The datagram is **fragmented**



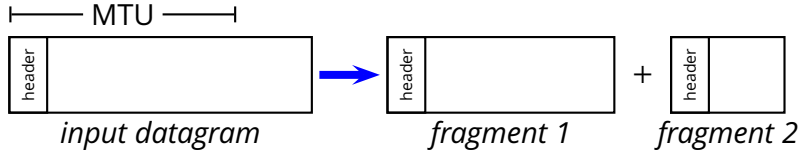


*input datagram*

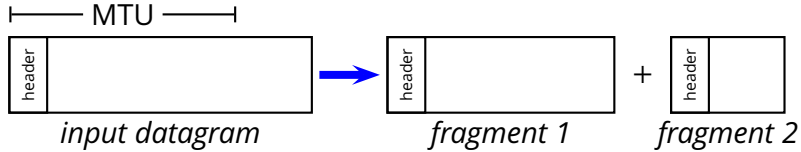
# Fragmentation



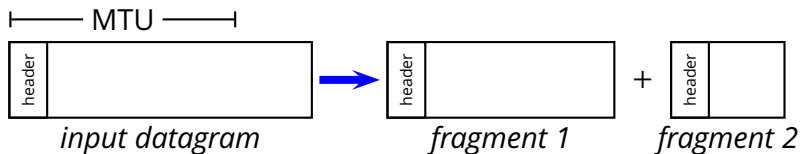
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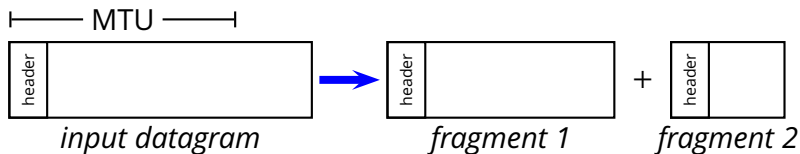
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  - ▶ a datagram may have to be fragmented further along the path
- Requirements
  - ▶ destination must recognize two fragments of the same original datagram
  - ▶ destination must see if and when all the fragments have been received
  - ▶ intermediate routers must be able to fragment a datagram to whatever level necessary

# Fragmentation

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<i>identifier</i>	<i>fragment offset</i>	<i>more fragments</i>	<i>header length</i>	<i>total length</i>
789	0	0	20	1020

# Fragmentation

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789	0	1	20	508



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789	0	1	20	508

<i>identifier</i>	<i>fragment offset</i>	<i>more fragments</i>	<i>header length</i>	<i>total length</i>
789	61	1	20	508

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789	0	1	20	508

<i>identifier</i>	<i>fragment offset</i>	<i>more fragments</i>	<i>header length</i>	<i>total length</i>
789	61	1	20	508

<i>identifier</i>	<i>fragment offset</i>	<i>more fragments</i>	<i>header length</i>	<i>total length</i>
789	122	0	20	44