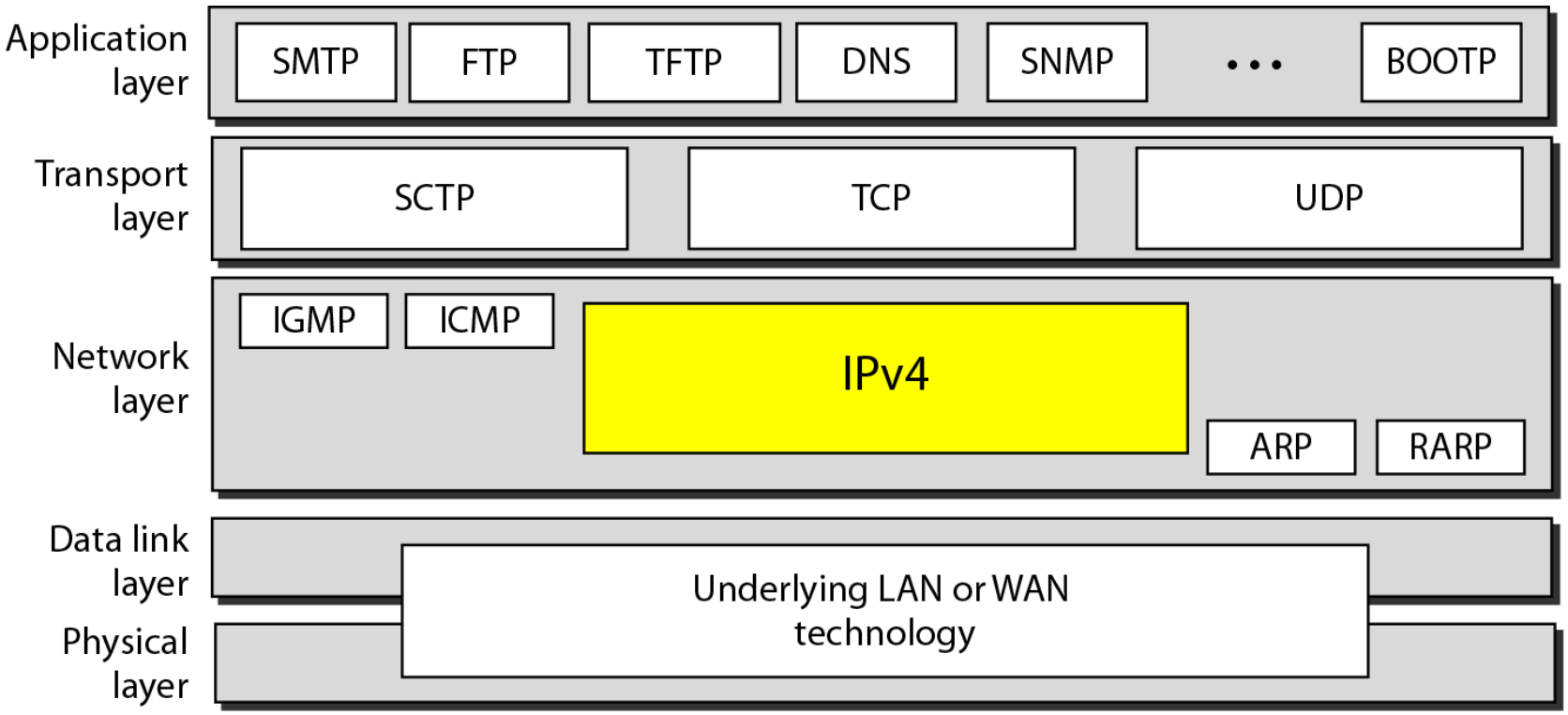
DRONACHARYA
College of Engineering

Computer Science & Engineering

Data Communication and Computer Networks

(MTCSE-101-A)

Figure 20.4 *Position of IPv4 in TCP/IP protocol suite*



IPv4 in TCP/IP protocol suite

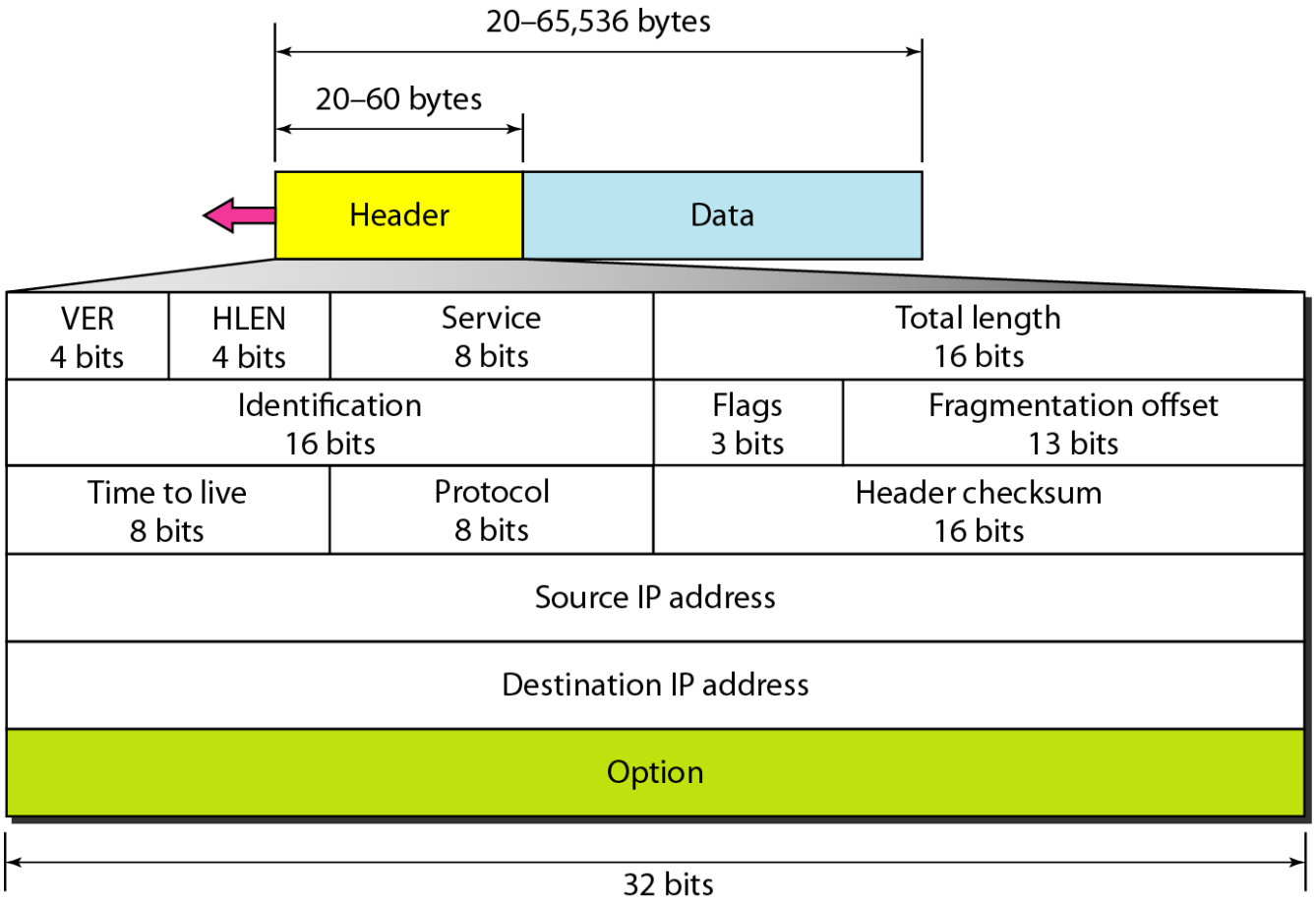
1. *This is the host to host n/w layer delivery protocol designed for the internet.*

2. *IPv4 is connectionless datagram protocol with no guarantee of reliability*

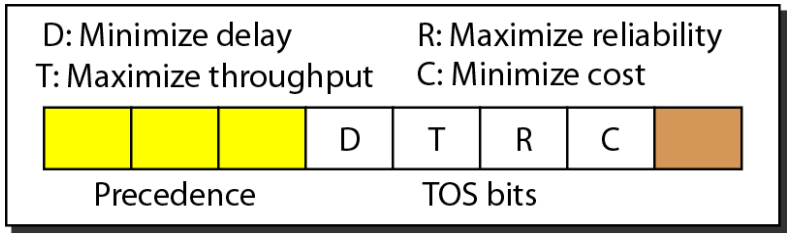
3. *It is unreliable protocol because it does not provide any error control and flow control*

4. *IPv4 is also a connectionless protocol for a packet switching network that use the* ***datagram approach.***

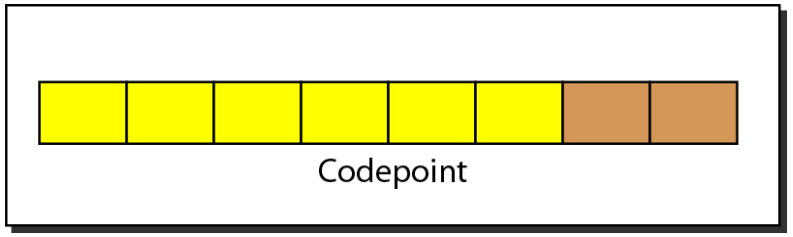
Figure 20.5 *IPv4 datagram format*



Service type or differentiated services



Service type



Differentiated services

Note

The precedence subfield was part of version 4, but never used.

Table ***Types of service***

TOS Bits	*Description*
0000	Normal (default)
0001	Minimize cost
0010	Maximize reliability
0100	Maximize throughput
1000	Minimize delay

Table ***Default types of service***

Protocol	*TOS Bits*	*Description*
ICMP	0000	Normal
BOOTP	0000	Normal
NNTP	0001	Minimize cost
IGP	0010	Maximize reliability
SNMP	0010	Maximize reliability
TELNET	1000	Minimize delay
FTP (data)	0100	Maximize throughput
FTP (control)	1000	Minimize delay
TFTP	1000	Minimize delay
SMTP (command)	1000	Minimize delay
SMTP (data)	0100	Maximize throughput
DNS (UDP query)	1000	Minimize delay
DNS (TCP query)	0000	Normal
DNS (zone)	0100	Maximize throughput

Table ***Values for codepoints***

Value	*Protocol*
1	ICMP
2	IGMP
6	TCP
17	UDP
89	OSPF

The total length field defines the total length of the datagram including the header.

Figure ***Flags used in fragmentation***

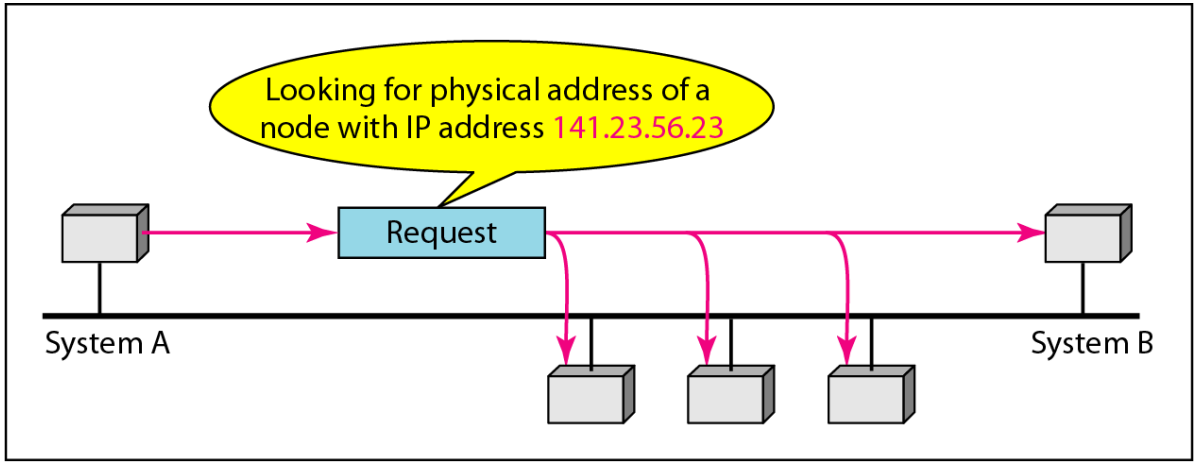
ADDRESS MAPPING

The delivery of a packet to a host or a router requires two levels of addressing: logical and physical. We need to be able to map a logical address to its corresponding physical address and vice versa. This can be done by using either static or dynamic mapping.

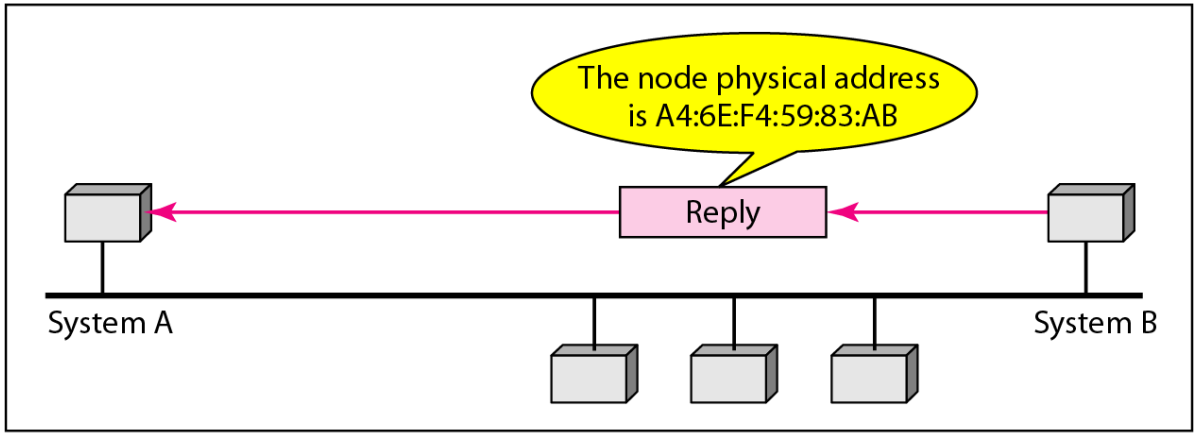
Topics discussed in this section:

Mapping Logical to Physical Address
Mapping Physical to Logical Address

ARP operation

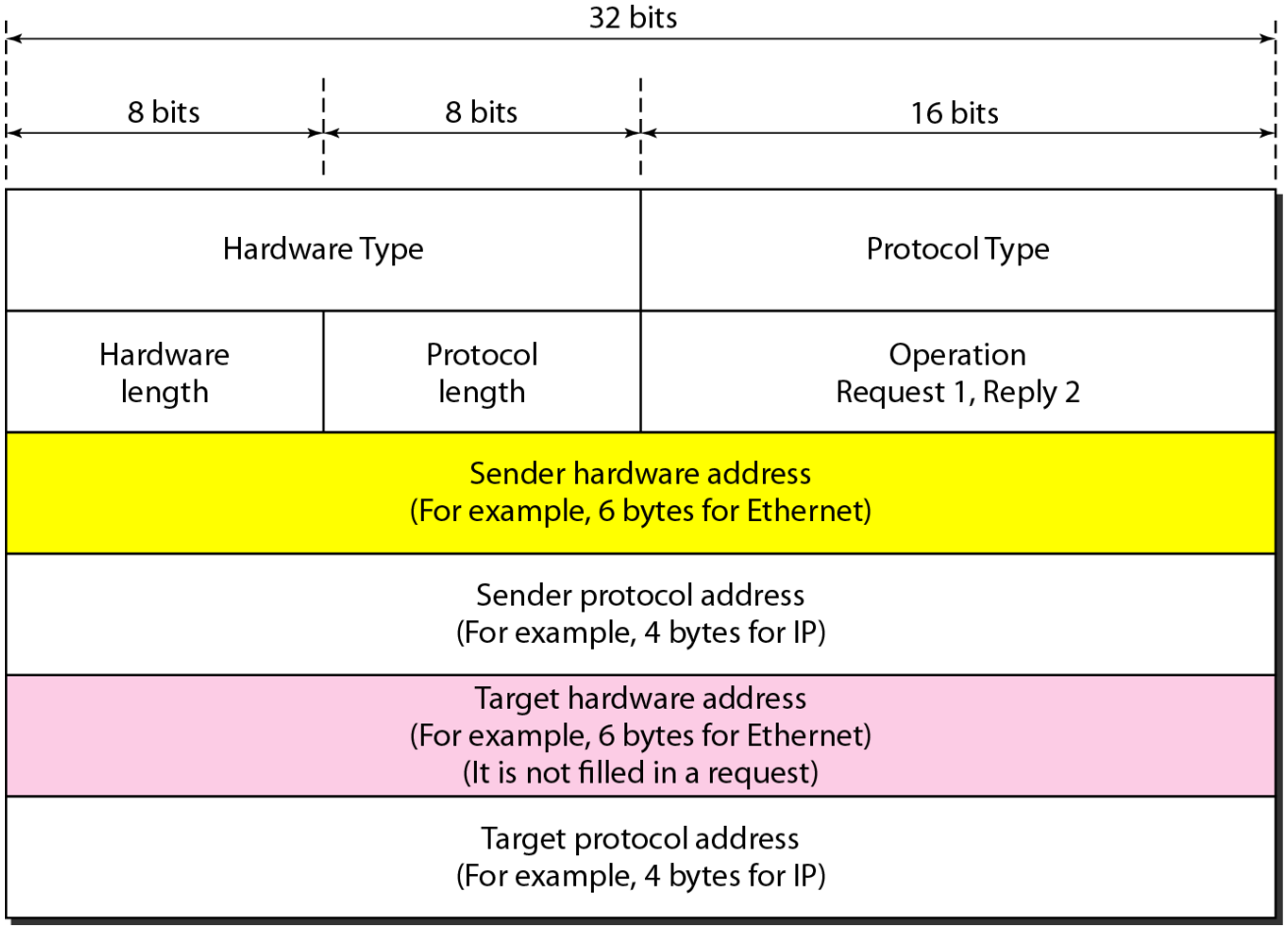


a. ARP request is broadcast

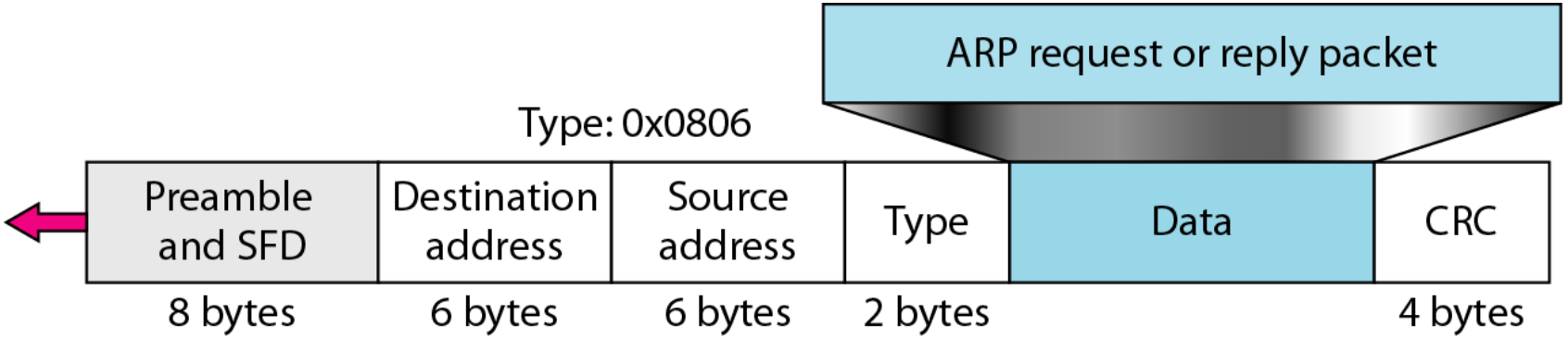


b. ARP reply is unicast

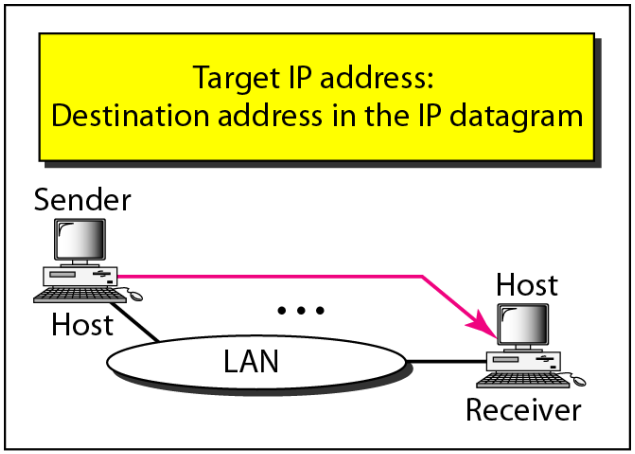
ARP packet


32 bits
8 bits
8 bits
16 bits
Hardware Type
Protocol Type
Hardware length
Protocol length
Operation Request 1, Reply 2
Sender hardware address (For example, 6 bytes for Ethernet)
Sender protocol address (For example, 4 bytes for IP)
Target hardware address (For example, 6 bytes for Ethernet) (It is not filled in a request)
Target protocol address (For example, 4 bytes for IP)

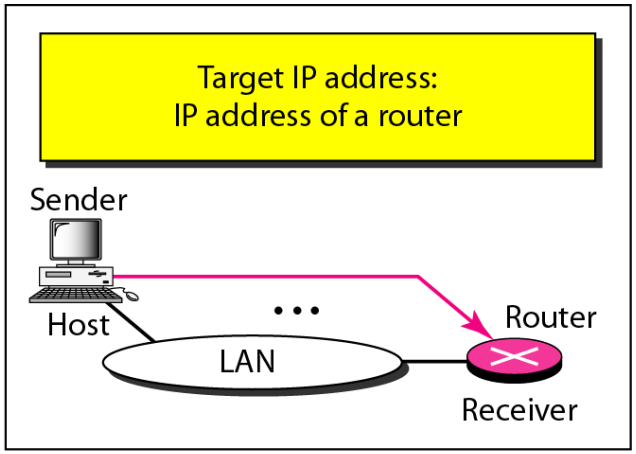
Encapsulation of ARP packet



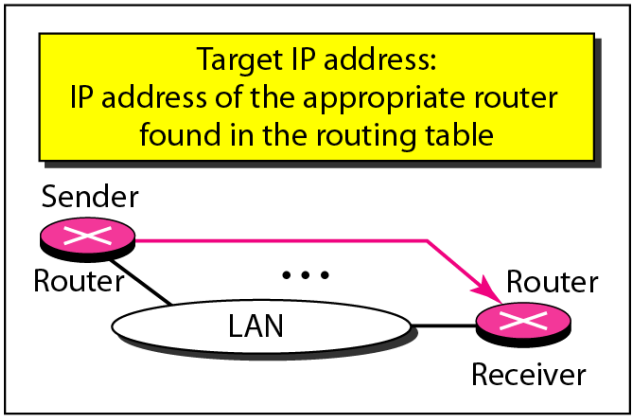
Four cases using ARP



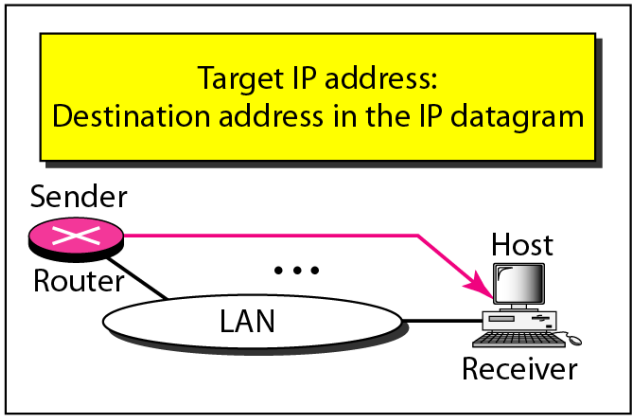
Case 1. A host has a packet to send to another host on the same network.



Case 2. A host wants to send a packet to another host on another network. It must first be delivered to a router.



Case 3. A router receives a packet to be sent to a host on another network. It must first be delivered to the appropriate router.



Case 4. A router receives a packet to be sent to a host on the same network.

Note

An ARP request is broadcast;
an ARP reply is unicast.

Example 1

A host with IP address 130.23.43.20 and physical address B2:34:55:10:22:10 has a packet to send to another host with IP address 130.23.43.25 and physical address A4:6E:F4:59:83:AB. The two hosts are on the same Ethernet network. Show the ARP request and reply packets encapsulated in Ethernet frames.

Solution

Figure shows the ARP request and reply packets. Note that the ARP data field in this case is 28 bytes, and that the individual addresses do not fit in the 4-byte boundary. That is why we do not show the regular 4-byte boundaries for these addresses.

Figure *Example 1, an ARP request and reply*