Last time

- BGP policy
- Broadcast / multicast routing
  - Spanning trees
    - Source-based, group-shared, center-based
  - Reverse path forwarding, pruning
  - Tunneling
- Link virtualization
  - Whole networks can act as an Internet link layer
  - ATM, MPLS

This time

- Router Internals
- Mobility
- Mobile IP

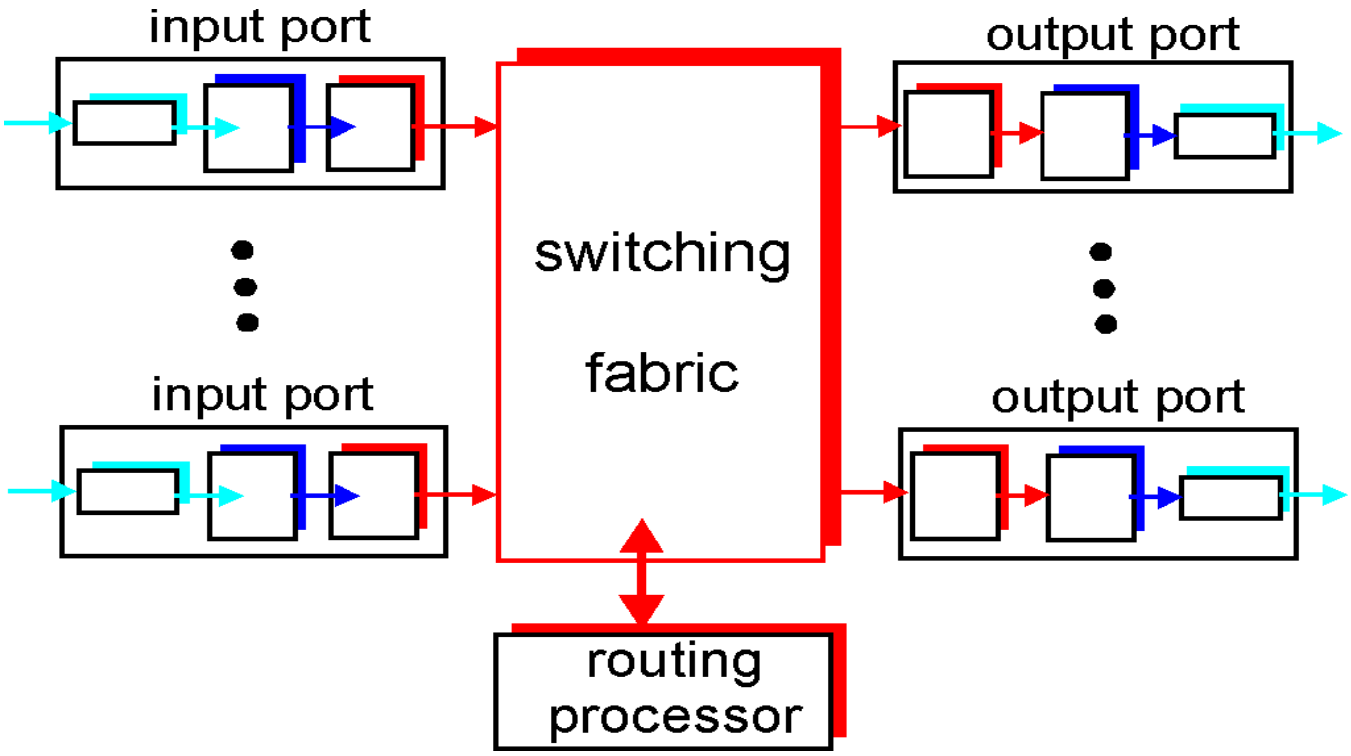
Chapter 4: Network Layer

- 4. 1 Introduction
- 4.2 Virtual circuit and datagram networks
- 4.3 What's inside a router
- 4.4 IP: Internet Protocol
  - Datagram format
  - IPv4 addressing
  - ICMP
  - IPv6
- 4.5 Routing algorithms
  - Link state
  - Distance Vector
  - Hierarchical routing
- 4.6 Routing in the Internet
  - RIP
  - OSPF
  - BGP
- 4.7 Broadcast and multicast routing

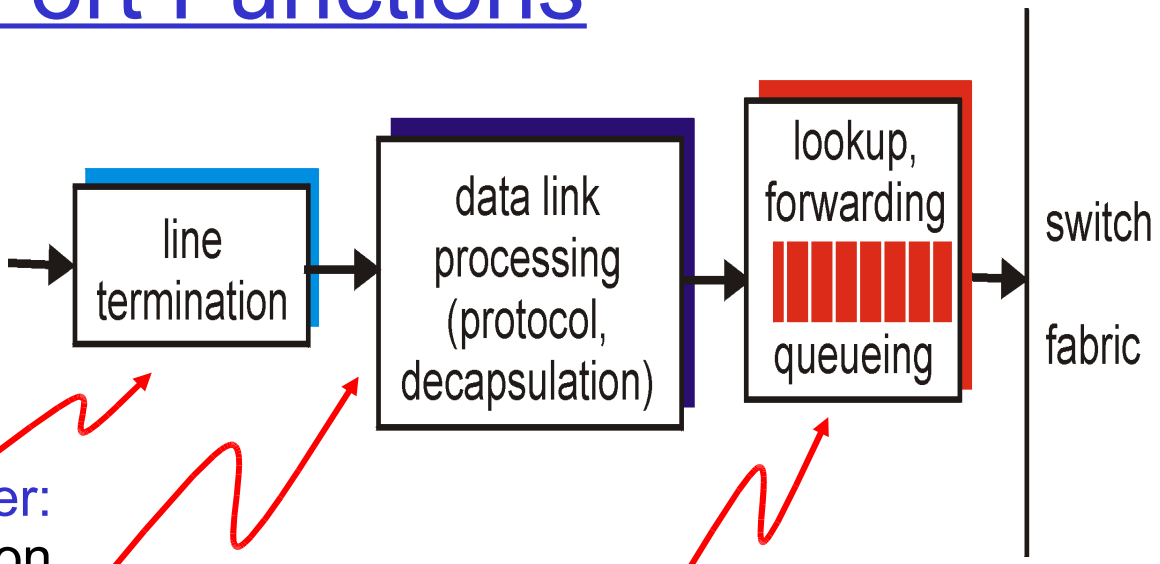
Router Architecture Overview

Two key router functions:

- Run routing algorithms/protocol (RIP, OSPF, BGP)
- *Forwarding* datagrams from incoming to outgoing link



Input Port Functions



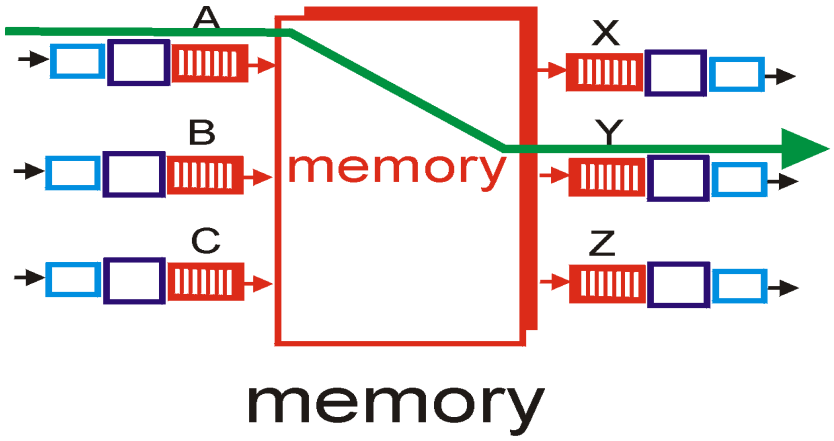
Physical layer:
bit-level reception

Data link layer:
e.g., Ethernet

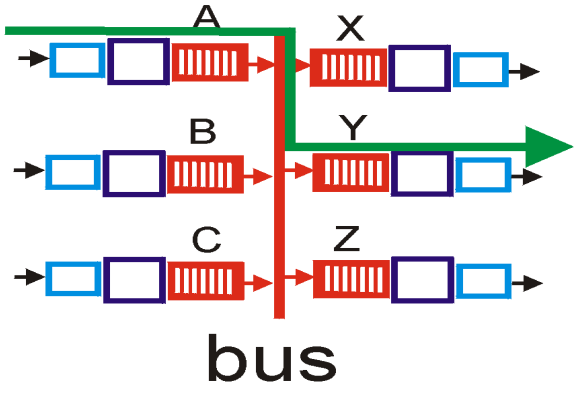
Decentralized switching:

- given datagram dest., lookup output port using forwarding table in input port memory
- goal: complete input port processing at 'line speed'
- queuing: if datagrams arrive faster than forwarding rate into switch fabric

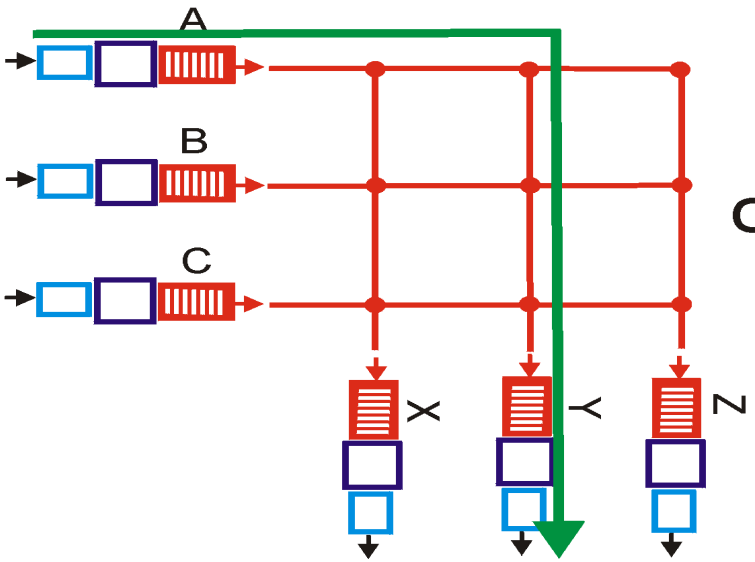
Three types of switching fabrics



memory



bus

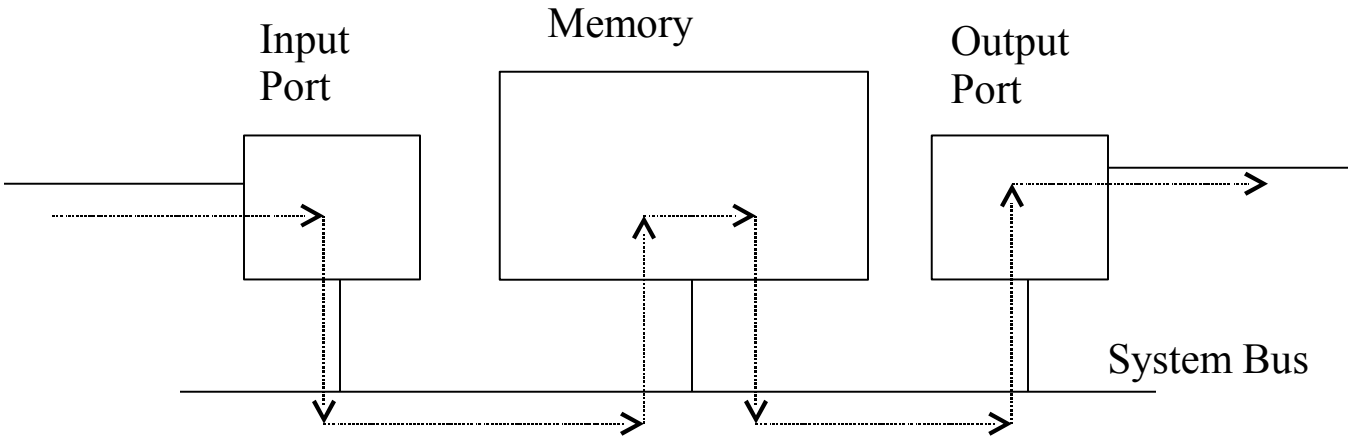


crossbar

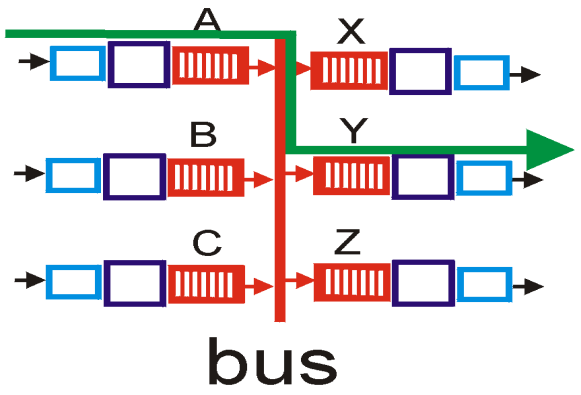
Switching Via Memory

First generation routers:

- traditional computers with switching under direct control of CPU
- packet copied to system's memory
- speed limited by memory bandwidth (2 bus crossings per datagram)



Switching Via a Bus

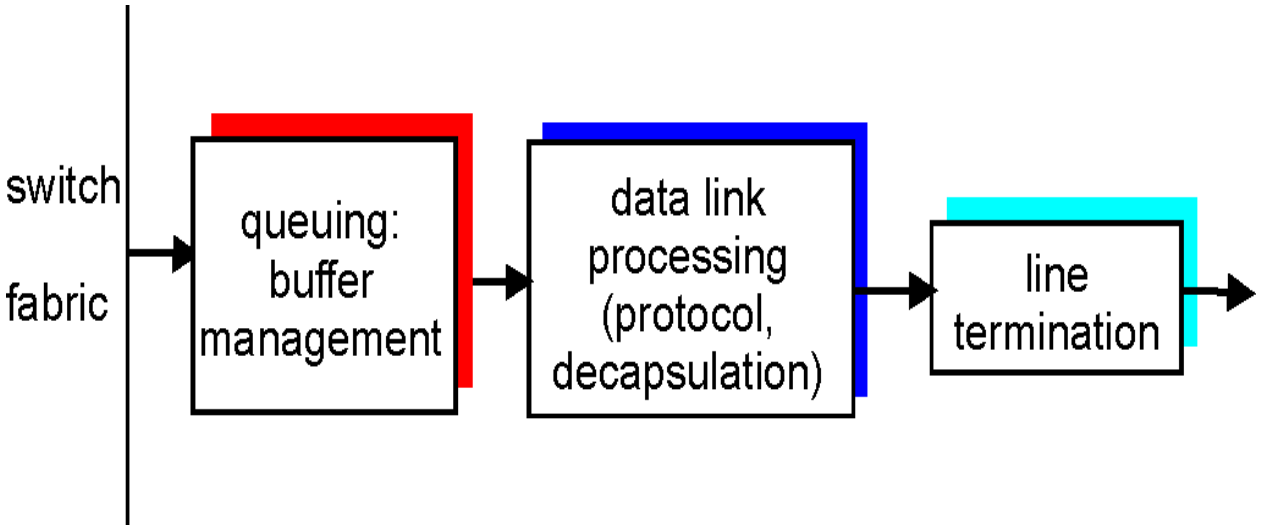


- datagram from input port memory to output port memory via a shared bus
- bus contention: switching speed limited by bus bandwidth
- 1 Gbps bus, Cisco 1900: sufficient speed for access and enterprise routers (not regional or backbone)

Switching Via An Interconnection Network

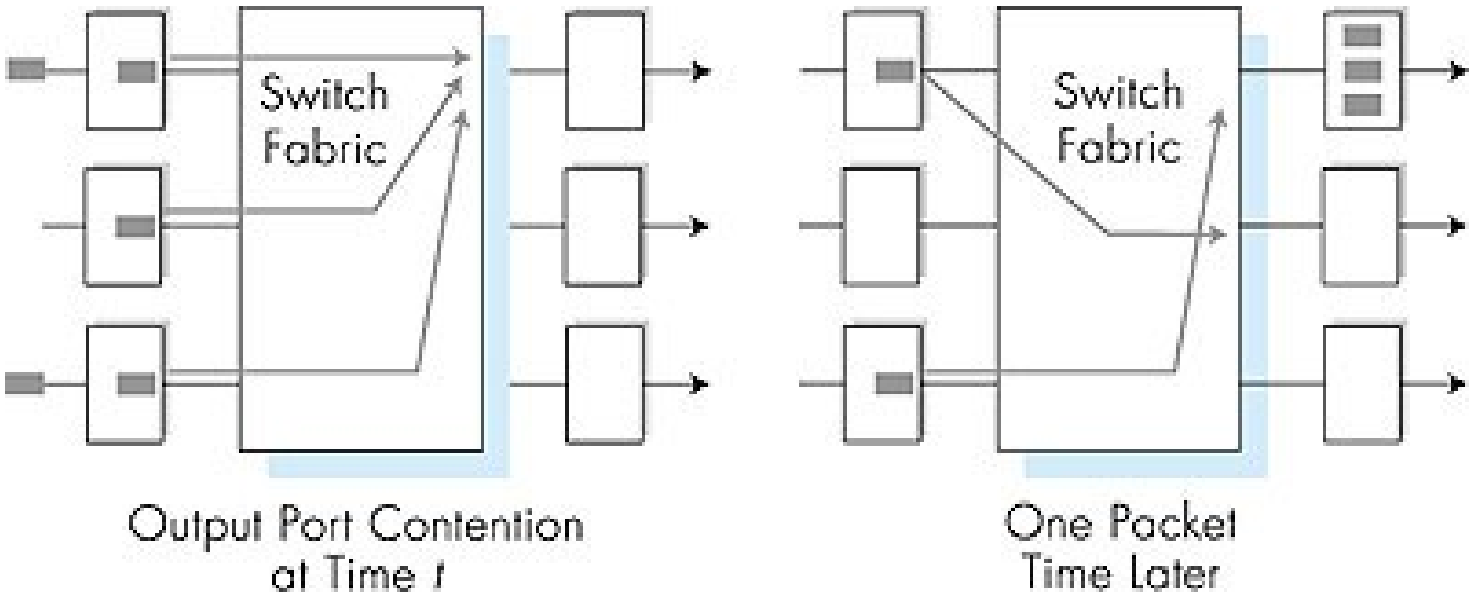
- Overcomes bus bandwidth limitations
- Banyan networks, other interconnection nets initially developed to connect processors in multiprocessor
- Advanced design: fragmenting datagram into fixed length cells, switch cells through the fabric.
- Cisco 12000: switches Gbps through the interconnection network

Output Ports



- *Buffering* required when datagrams arrive from fabric faster than the transmission rate
- *Scheduling discipline* chooses among queued datagrams for transmission

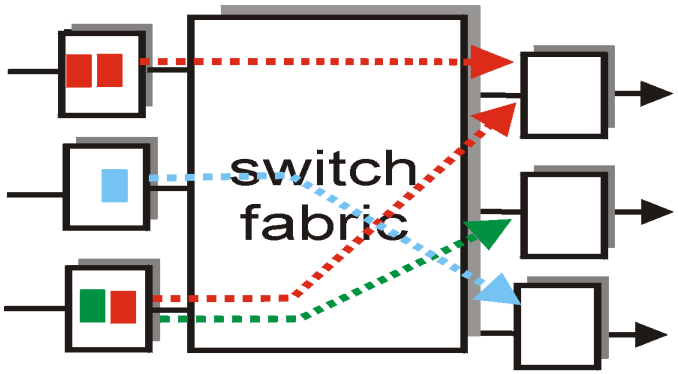
Output port queueing



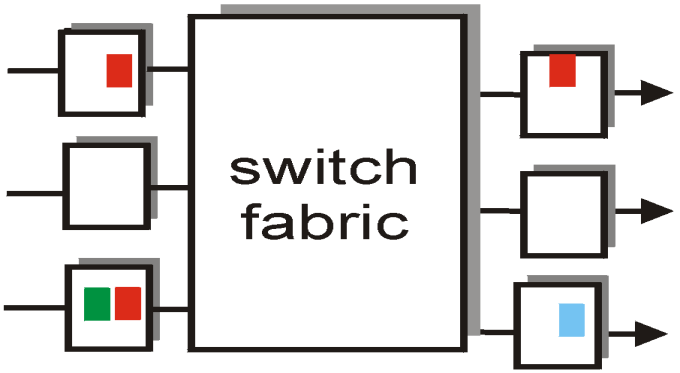
- Buffering when arrival rate via switch exceeds output line speed
- *Queueing (delay) and loss due to output port buffer overflow!*

Input Port Queuing

- Fabric slower than input ports combined -> queueing may occur at input queues
- Head-of-the-Line (HOL) blocking: queued datagram at front of queue prevents others in queue from moving forward
- *Queueing delay and loss due to input buffer overflow!*



output port contention at time t - only one red packet can be transferred



green packet experiences HOL blocking

Chapter 6 outline

6.1 Introduction

Wireless

- 6.2 Wireless links, characteristics
  - CDMA
- 6.3 IEEE 802.11 wireless LANs (“wi-fi”)
- 6.4 Cellular Internet Access
  - architecture
  - standards (e.g., GSM)

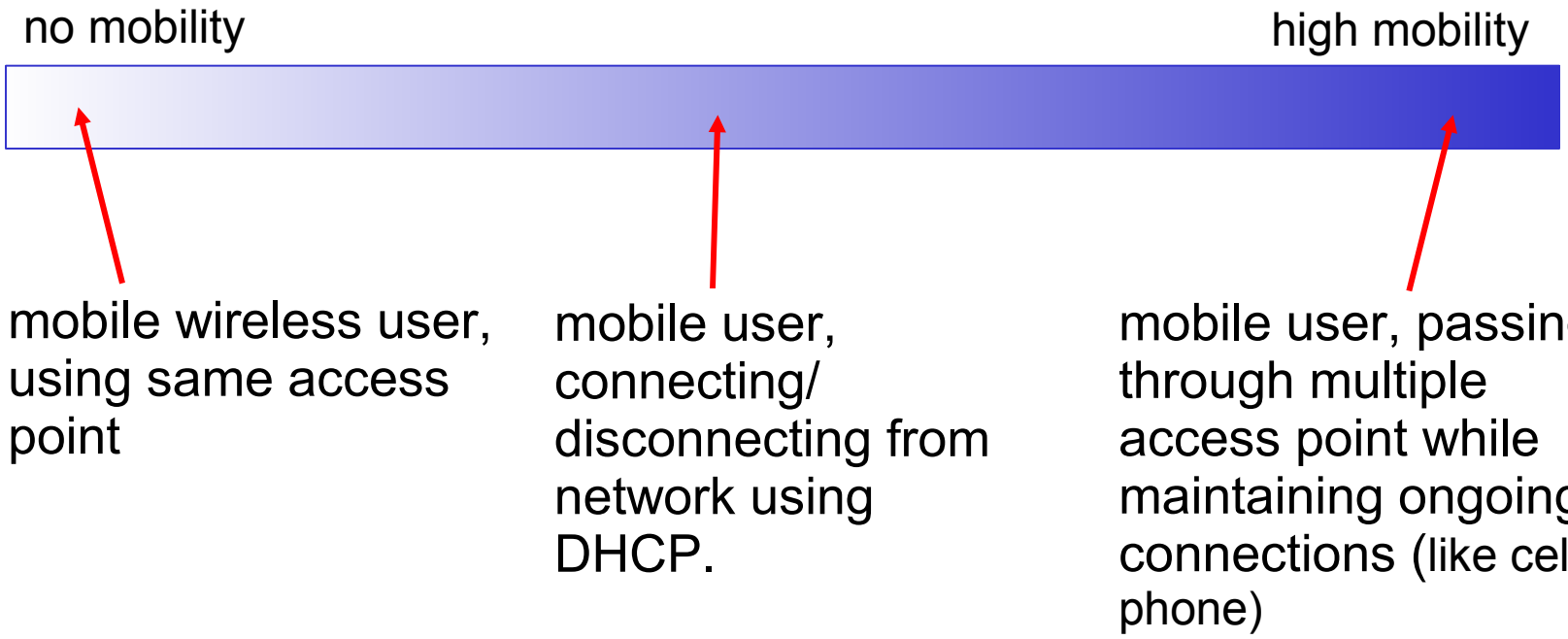
Mobility

- 6.5 Principles: addressing and routing to mobile users
- 6.6 Mobile IP
- 6.7 Handling mobility in cellular networks
- 6.8 Mobility and higher-layer protocols

6.9 Summary

What is mobility?

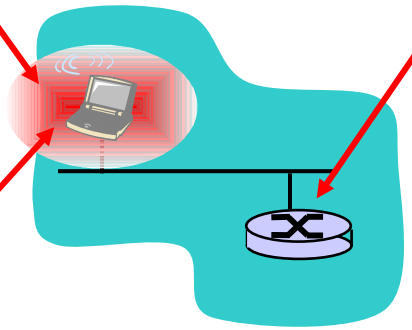
- Spectrum of mobility, from the *network* perspective:

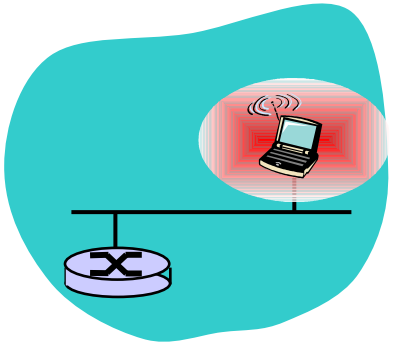


Mobility: Vocabulary

Home network: permanent "home" of mobile (e.g., 128.119.40/24)

Home agent: *entity that will perform mobility functions on behalf of mobile, when mobile is remote*





wide area network

Permanent address: address in home network, *can always* be used to reach mobile e.g., 128.119.40.186

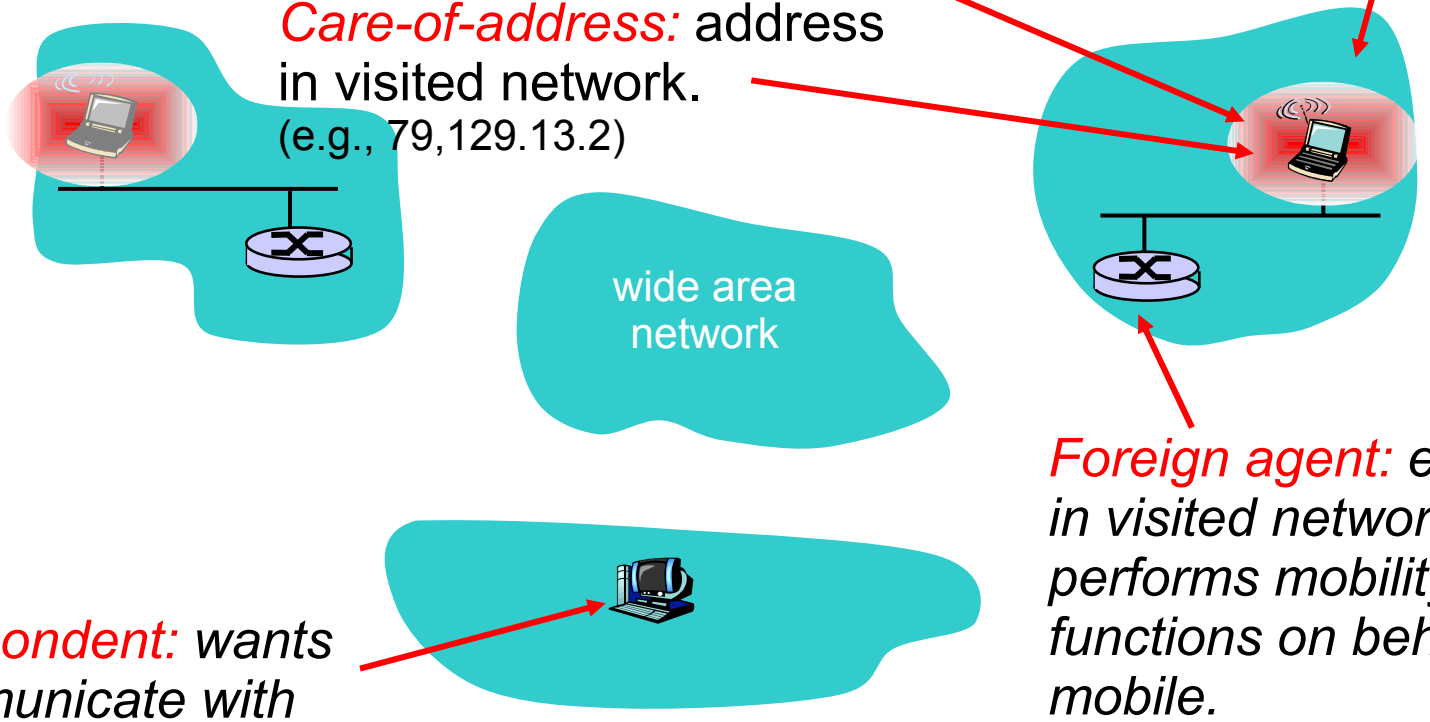
correspondent

Mobility: more vocabulary

Permanent address: remains constant (e.g., 128.119.40.186)

Visited network: network in which mobile currently resides (e.g., 79.129.13/24)

Care-of-address: address in visited network. (e.g., 79,129.13.2)



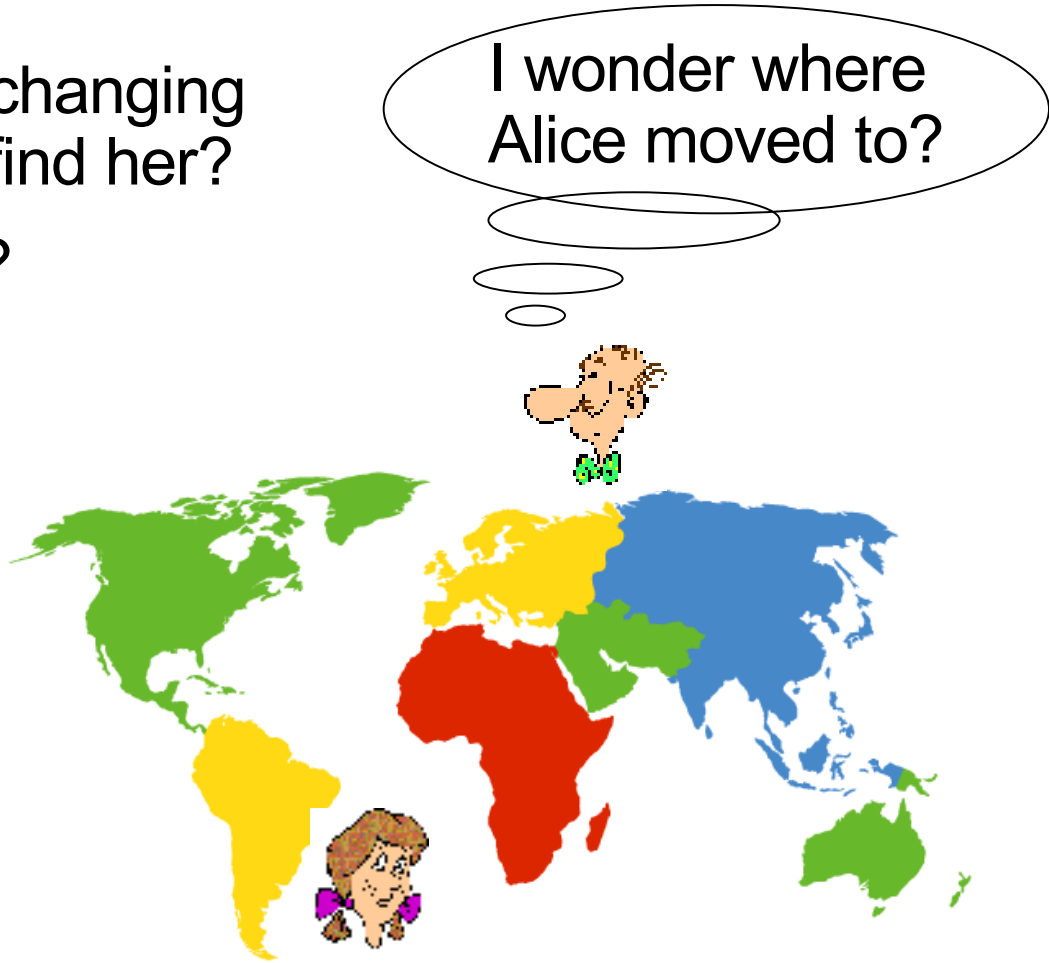
Foreign agent: *entity in visited network that performs mobility functions on behalf of mobile.*

Correspondent: *wants to communicate with mobile*

How do *you* contact a mobile friend:

Consider friend frequently changing addresses, how do you find her?

- search all phone books?
- call her parents?
- expect her to let you know where he/she is?



Mobility: approaches

- *Let routing handle it:* routers advertise permanent address of mobile-nodes-in-residence via usual routing table exchange.
  - routing tables indicate where each mobile located
  - no changes to end-systems
- *Let end-systems handle it:*
  - *indirect routing:* communication from correspondent to mobile goes through home agent, then forwarded to remote
  - *direct routing:* correspondent gets foreign address of mobile, sends directly to mobile

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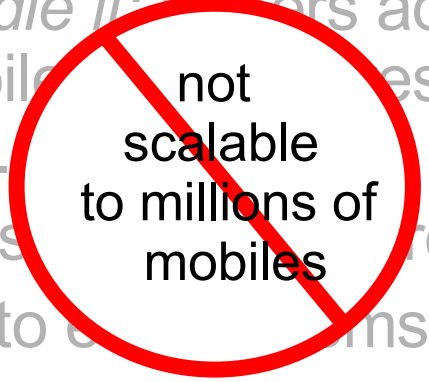

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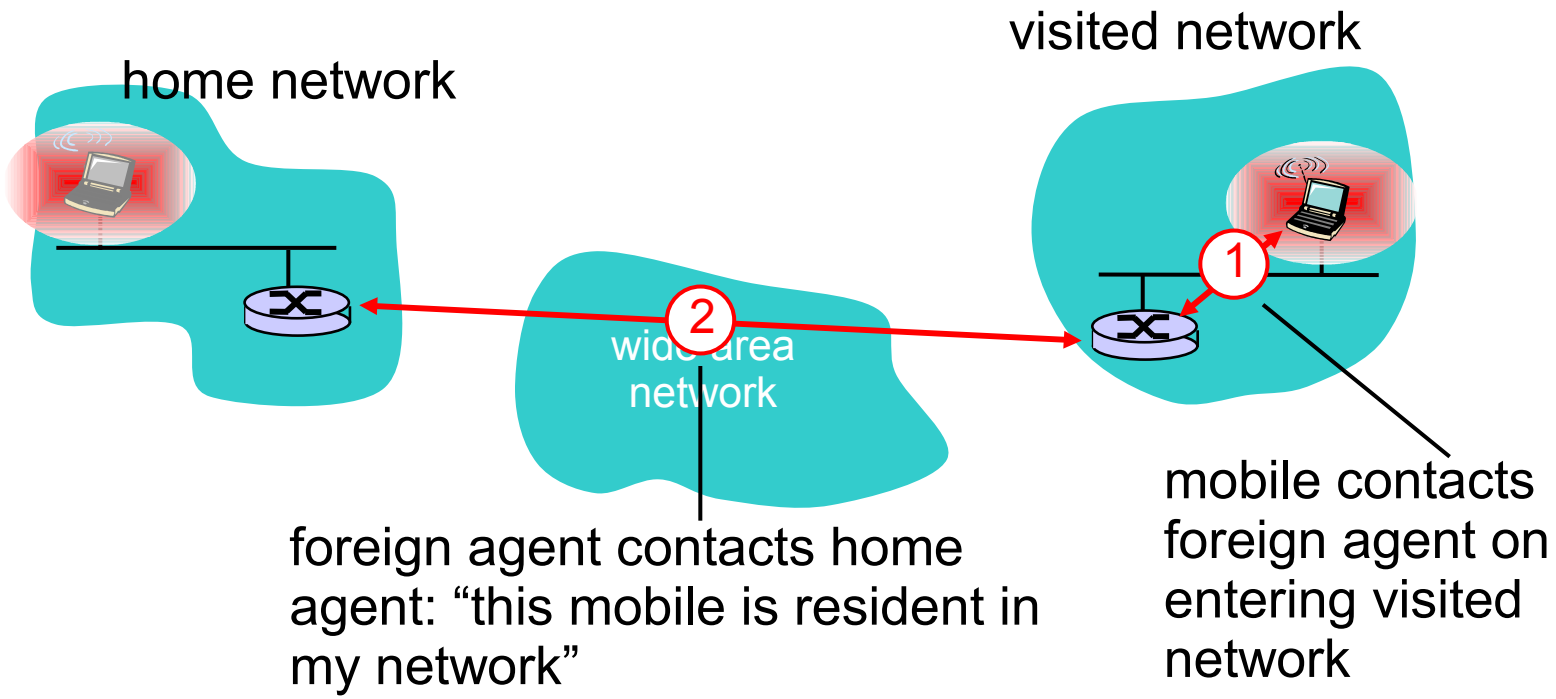
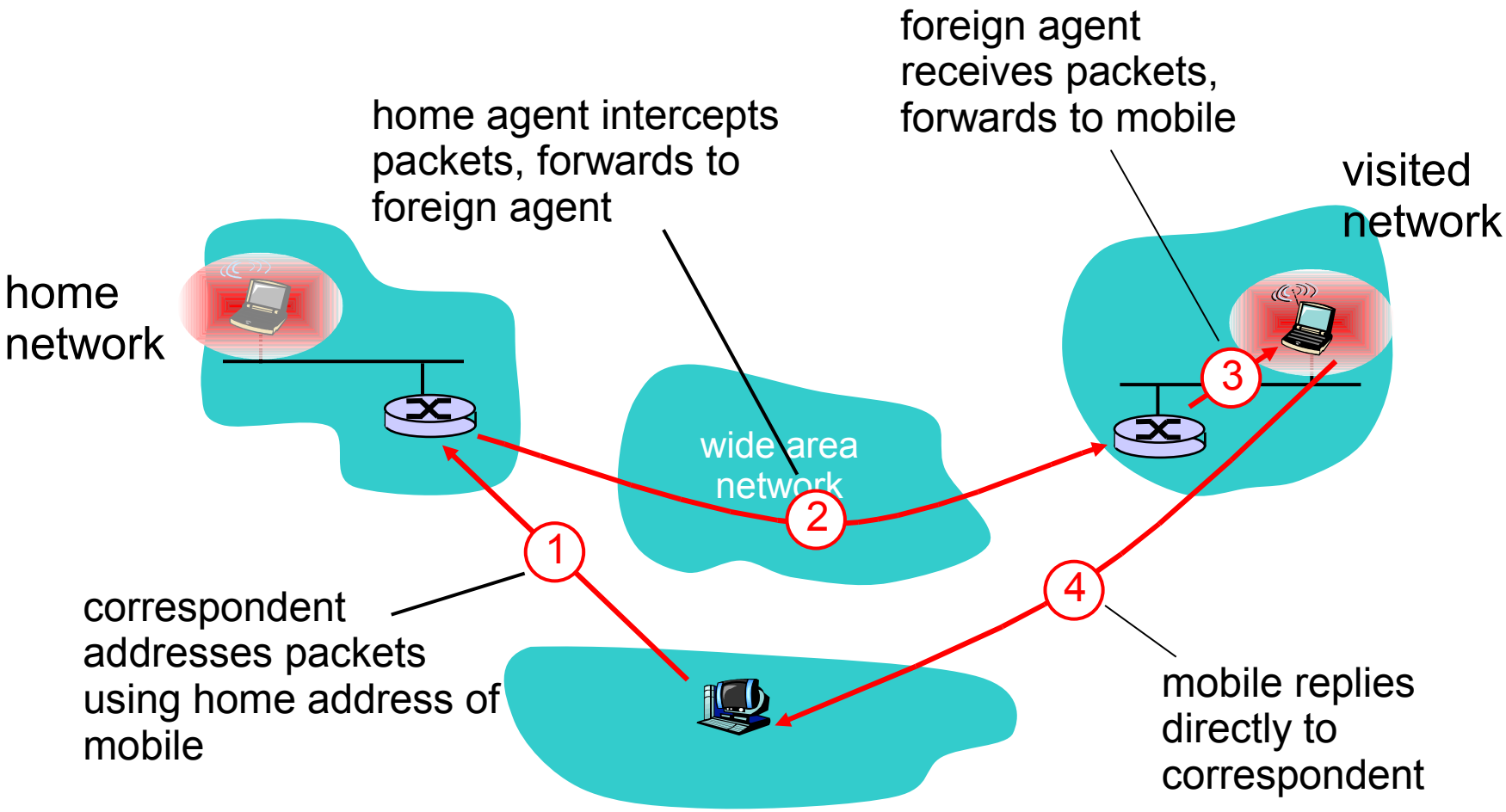
Mobility: registration



End result:

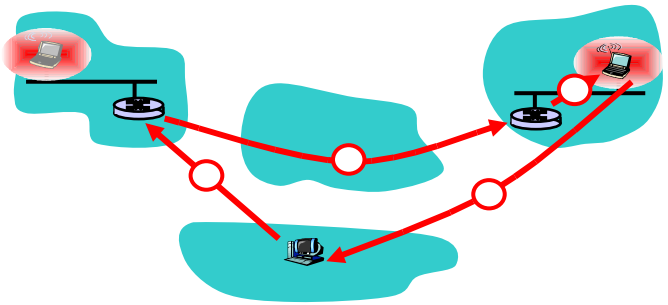
- Foreign agent knows about mobile
- Home agent knows location of mobile

Mobility via Indirect Routing



Indirect Routing: comments

- Mobile uses two addresses:
  - permanent address: used by correspondent (hence mobile location is *transparent* to correspondent)
  - care-of-address: used by home agent to forward datagrams to mobile
- Foreign agent functions may be done by mobile itself
- Triangle routing: correspondent-home-visited
  - inefficient when correspondent, mobile are in same network

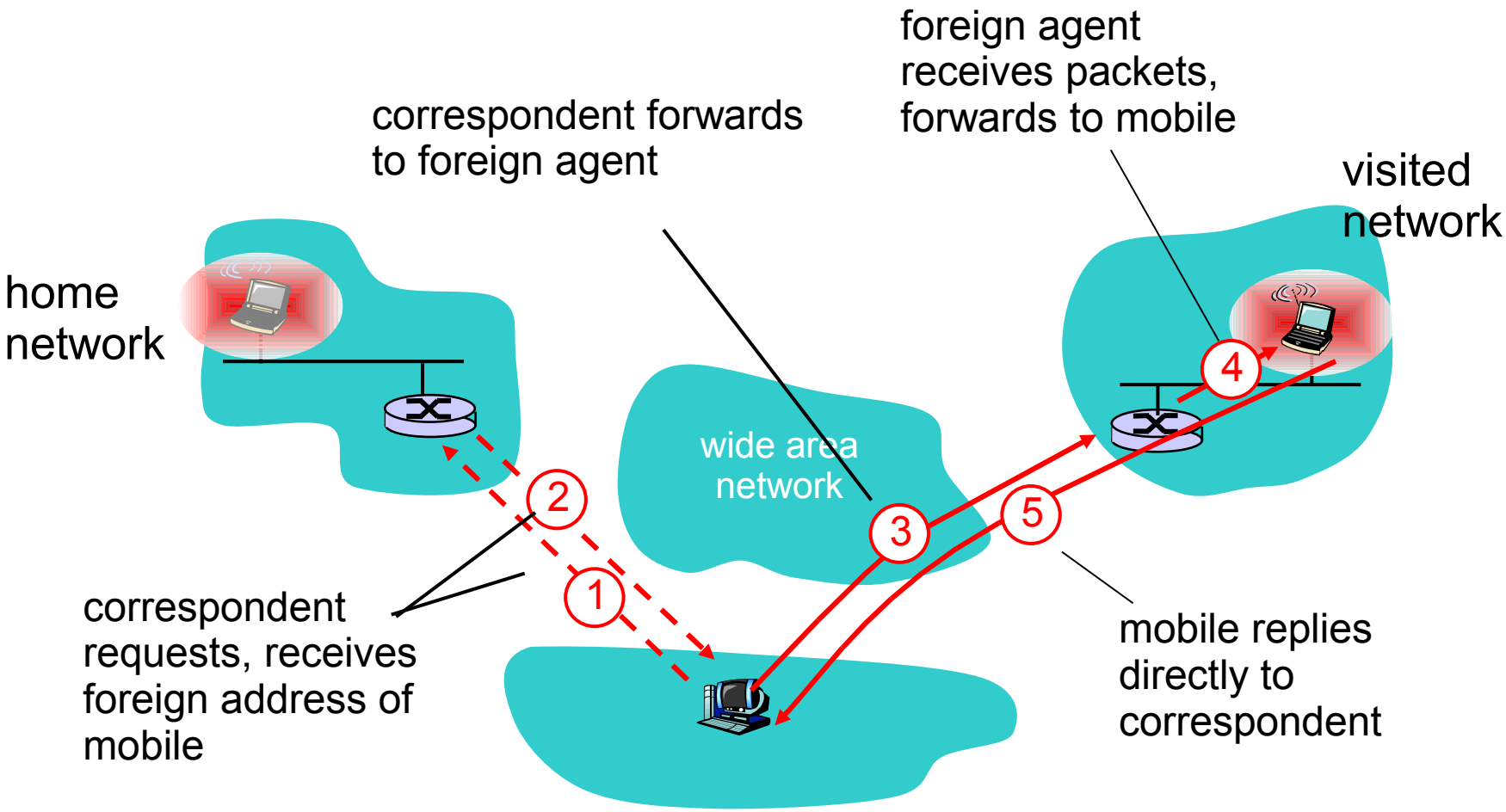


Indirect Routing: moving between networks

- Suppose mobile user moves to another network
  - registers with new foreign agent
  - new foreign agent registers with home agent
  - home agent updates care-of-address for mobile
  - packets continue to be forwarded to mobile (but with new care-of-address)

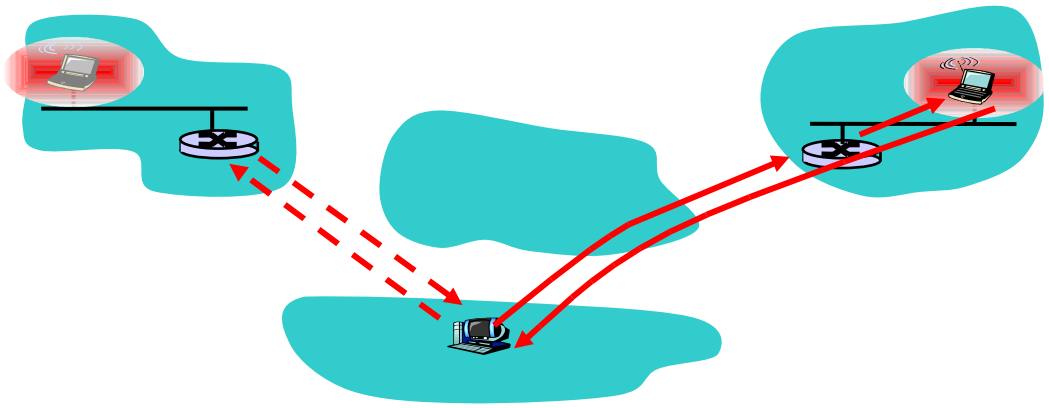
- Mobility, changing foreign networks transparent: *ongoing connections can be maintained!*

Mobility via Direct Routing



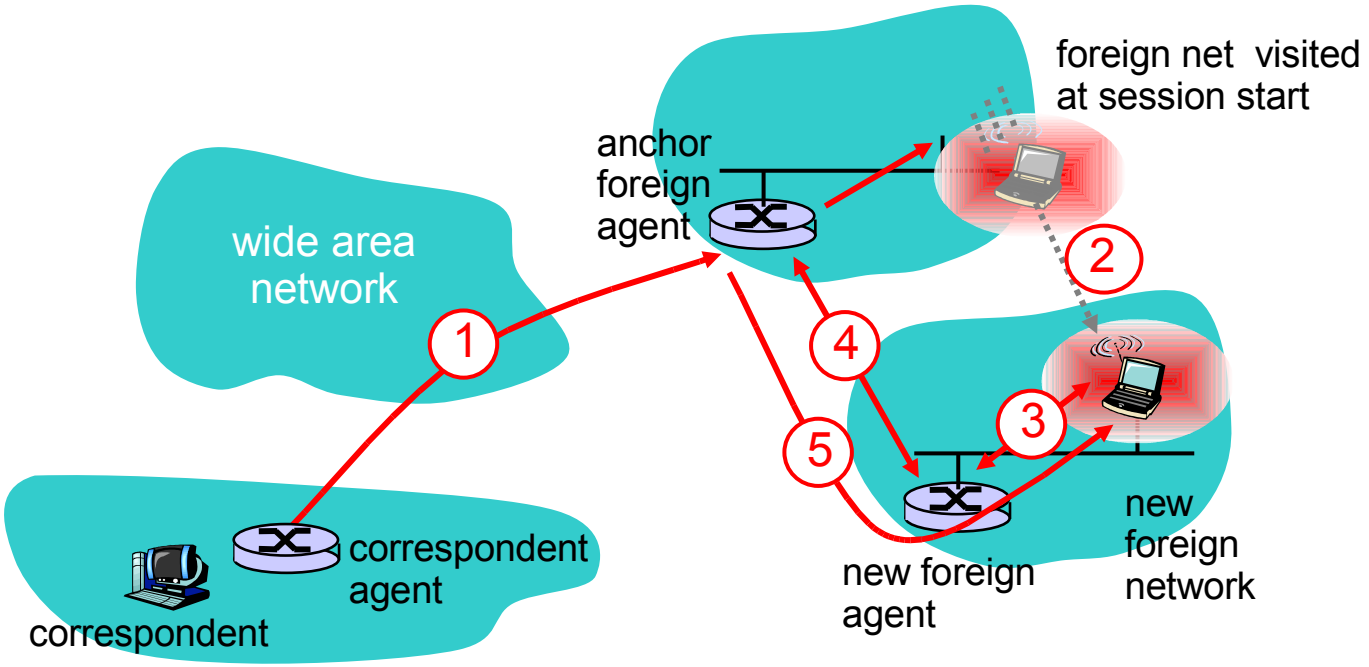
Mobility via Direct Routing: comments

- Overcomes triangle routing problem
- Non-transparent to correspondent: correspondent must get care-of-address from home agent
  - what if mobile changes visited network?



Accommodating mobility with direct routing

- anchor foreign agent: FA in first visited network
- data always routed first to anchor FA
- when mobile moves: new FA arranges to have data forwarded from old FA (chaining)



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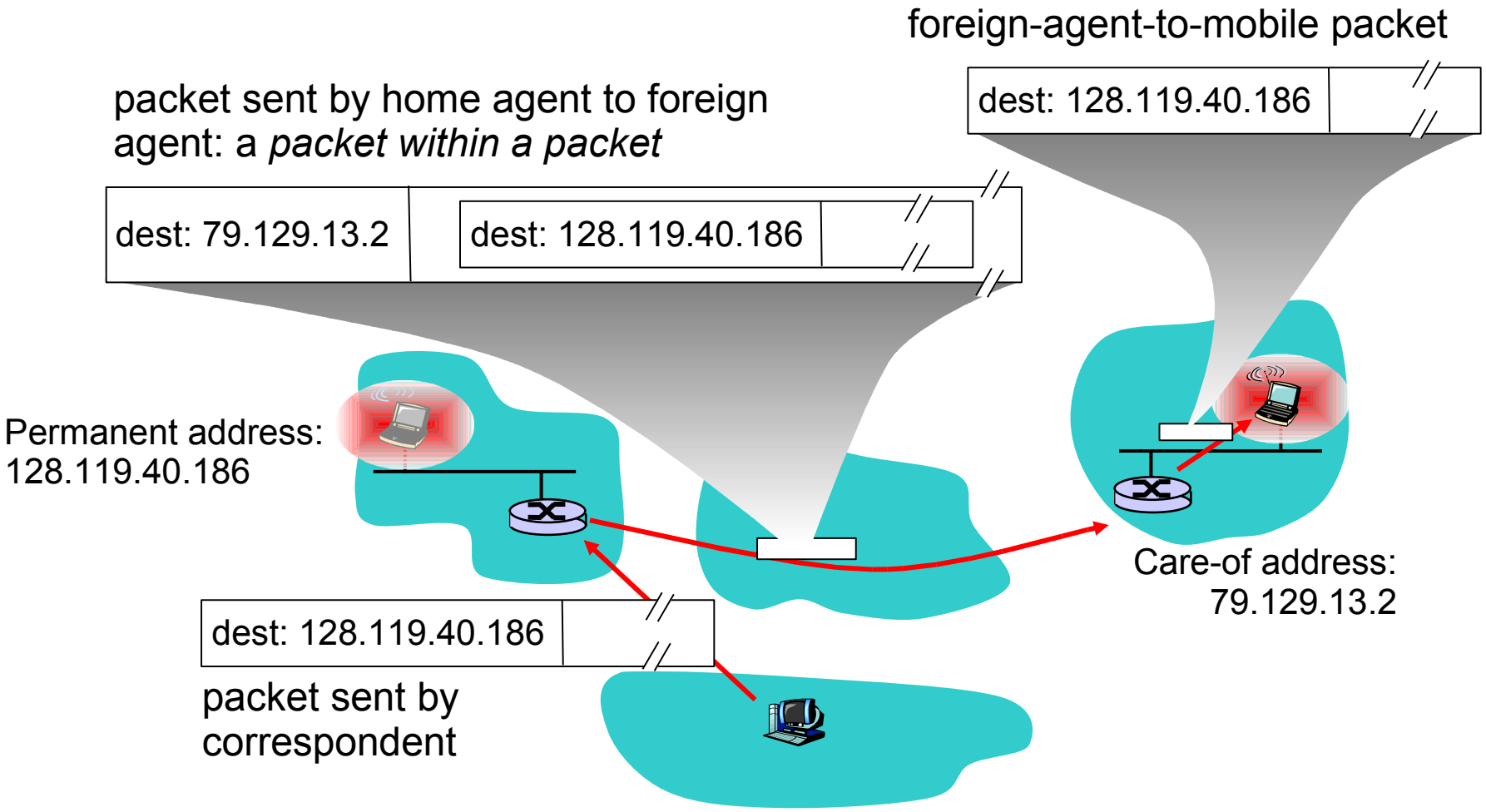
Mobile IP

- RFC 3220
- Has many features we've seen:
  - home agents, foreign agents, foreign-agent registration, care-of-addresses, encapsulation (packet-within-a-packet)
- Three components to standard:
  - indirect routing of datagrams
  - agent discovery
  - registration with home agent

Mobile IP: indirect routing

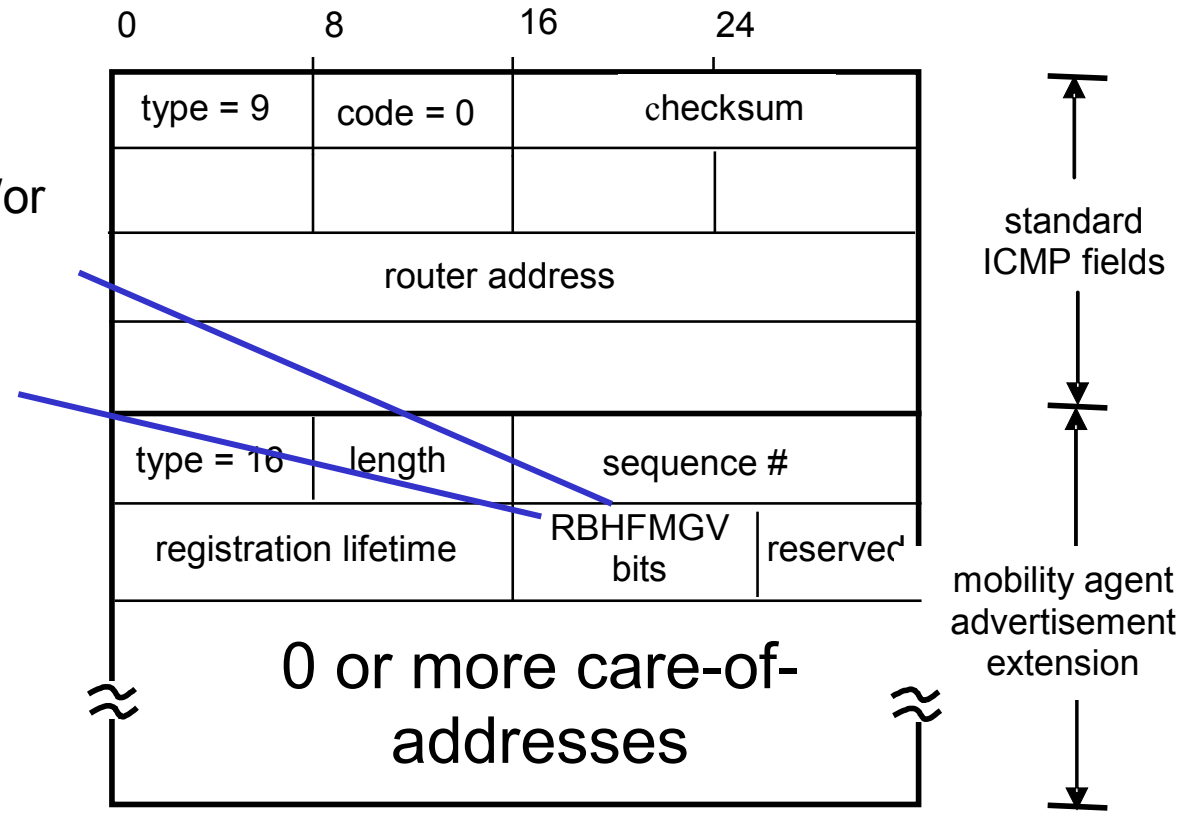


Mobile IP: agent discovery

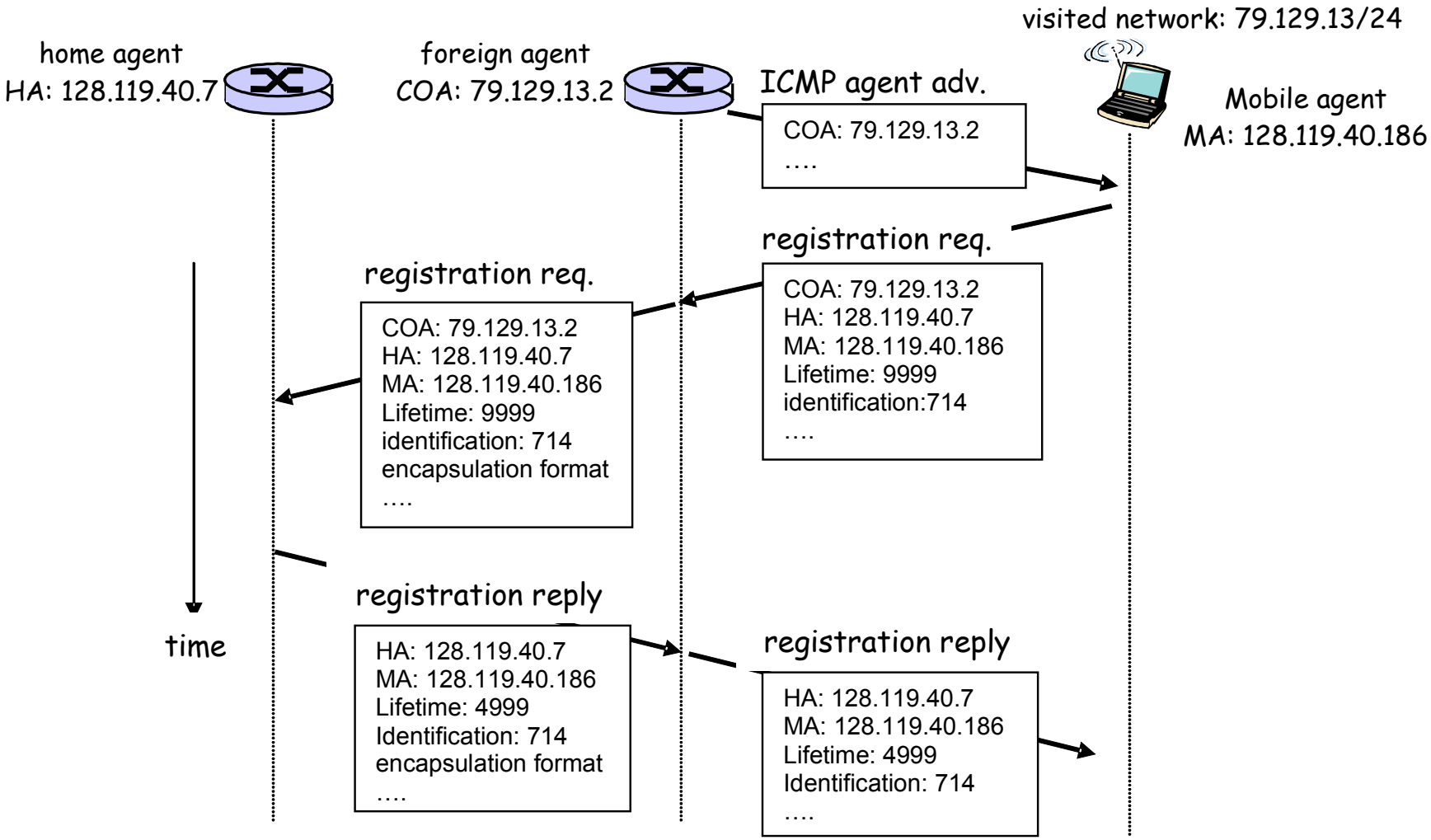
- Agent advertisement: foreign/home agents advertise service by broadcasting ICMP messages (typefield = 9)

H,F bits: home and/or foreign agent

R bit: registration required



Mobile IP: registration example



Recap

- Router internals
  - Input ports, switching fabric, output ports
  - Switching via memory, bus, crossbar
  - Queueing, head-of-line blocking

- Mobility
  - Home, visited networks
  - Home, foreign agents
  - Permanent, care-of addresses
  - Indirect vs. direct routing

- Mobile IP
  - tunneling, agent discovery, registration

Next time

- Mobility in Cellular Networks
- Transport layer
  - Introduction
  - Multiplexing
  - UDP
  - Reliable Data Transfer