kenet
Kenya Education Network

Layer 1, 2 and 3 Refresher

Campus Network Design & Operations Workshop

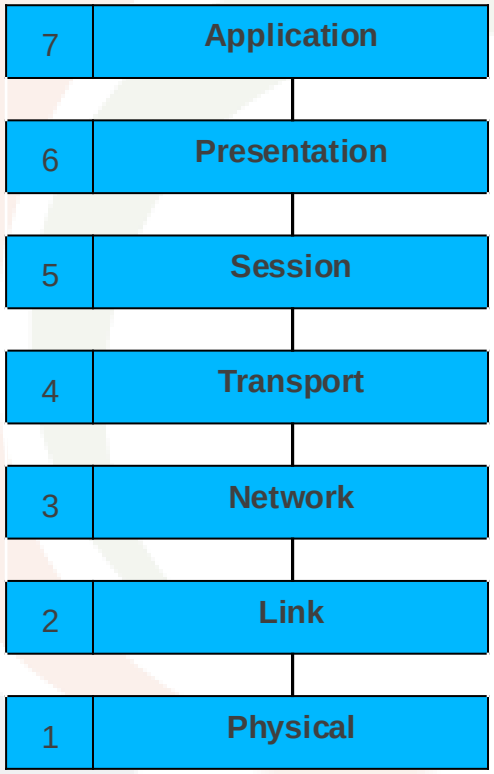
Prepared by Khamis Phitia

Sources: NSRC Training and the University of Oregon

Objectives

- To revise core networking concepts
- To ensure we are using the same terminology

What is this?

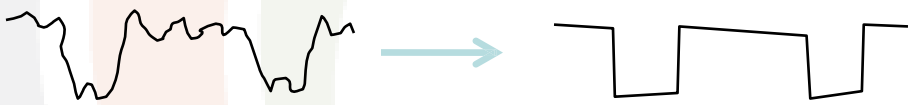

7
Application
6
Presentation
5
Session
4
Transport
3
Network
2
Link
1
Physical

Layer 1: Physical Layer

- Transfers a stream of bits
- Defines physical characteristics
  - Connectors, pinouts
  - Cable types, voltages, modulation
  - Fibre types, lambdas
  - Transmission rate (bps)
- No knowledge of bytes or frames

Types of equipment

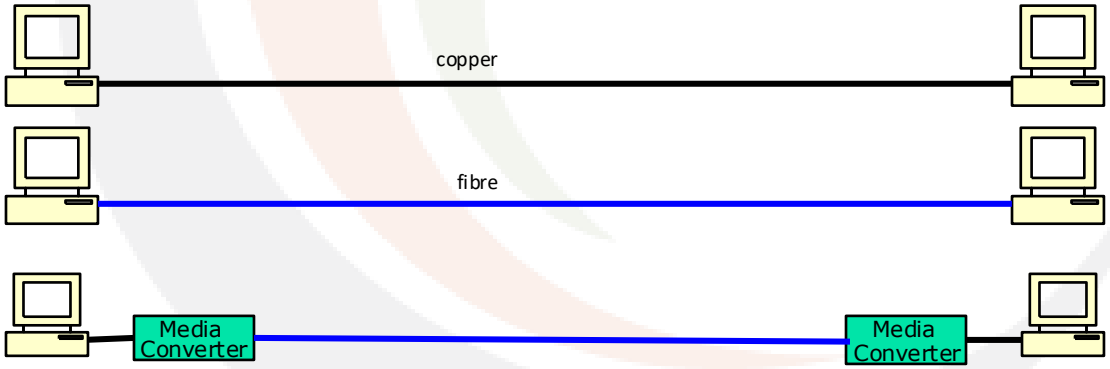
- Layer 1: Hub, Repeater, Media Converter
  - Hubs & Repeaters are not used any more!
- Works at the level of individual bits



- All data sent out of all ports
- Hence data may end up where it is not needed

Building networks at Layer 1

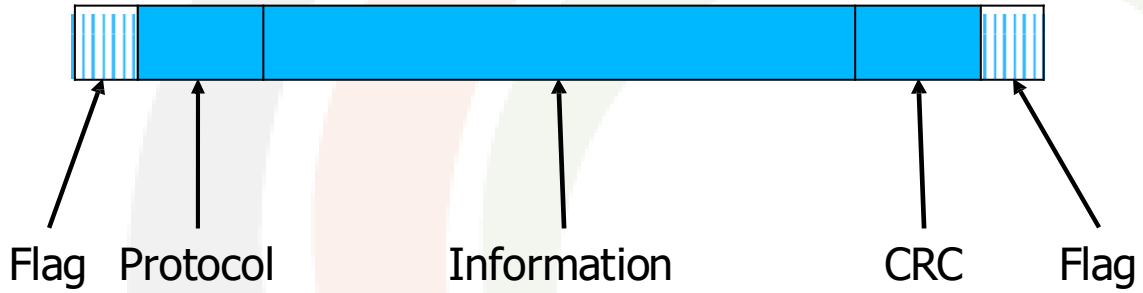
- What limits do we hit?
  - Cat5E/Cat6 cable length?
  - Fibre length?
  - Fibre type?
  - Media converters?



Layer 2: (Data) Link Layer

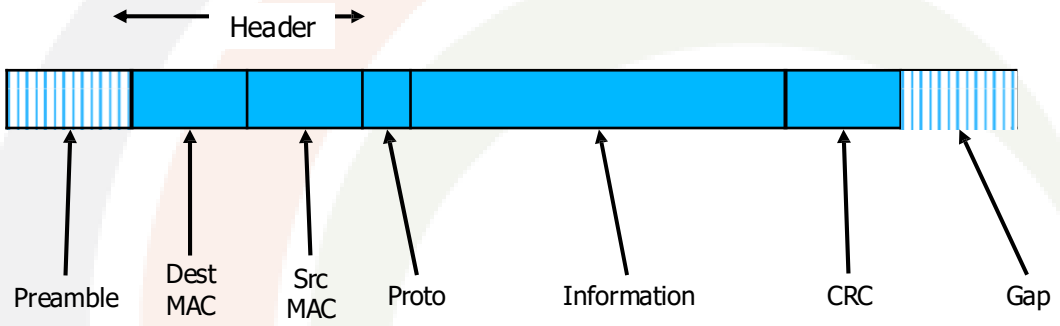
- Organises data into *frames*
- May detect transmission errors (corrupt frames)
- May support shared media
  - Addressing (unicast, multicast) – who should receive this frame
  - Access control, collision detection
- Usually identifies the L3 protocol carried

Example Layer 2: PPP



- Also includes link setup and negotiation
  - Agree link parameters (LCP)
  - Authentication (PAP/CHAP)
  - Layer 3 settings (IPCP)

Example Layer 2: Ethernet



- MAC addresses
- Protocol: 2 bytes
  - e.g. 0800 = IPv4, 0806 = ARP, 86DD = IPv6
- Preamble: carrier sense, collision detection

Types of equipment (contd)

- Layer 2: **Switch, Bridge**
- Receives whole layer 2 frames and selectively retransmits them
- Learns which MAC address is on which port
- If it knows the destination MAC address, will send it out only on that port
- Broadcast frames must be sent out of all ports, just like a hub
- Doesn’t look any further than L2 header

Address Learning

- After receiving a frame with the sender MAC address = X on port no Y, it “learns” that X is connected to port Y
- Learned MAC address and the corresponding port are added to the MAC Address Table
- Now, when it receives a frame with destination MAC address = X, it can send it out only on port Y, and not on other ports
- If the destination MAC address of a received frame is not in the MAC Address Table, it must be sent out on all ports (like a hub)

Address Learning (contd)

- If a port is connected to a single computer, then only its Ethernet address will be associated with that port
- If a port is connected to another device (hub, repeater, switch), then a number of Ethernet addresses may be associated with that port

Address Learning (contd)

- MAC addresses learned by each switch

S2

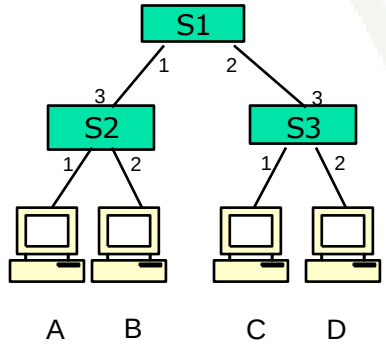
MAC	Port
A	1
B	2
C	3
D	3

S3

MAC	Port
C	1
D	2
A	3
B	3

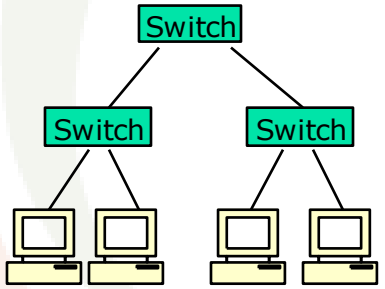
S1

MAC	Port
A	1
B	1
C	2
D	2



Building networks at Layer 2

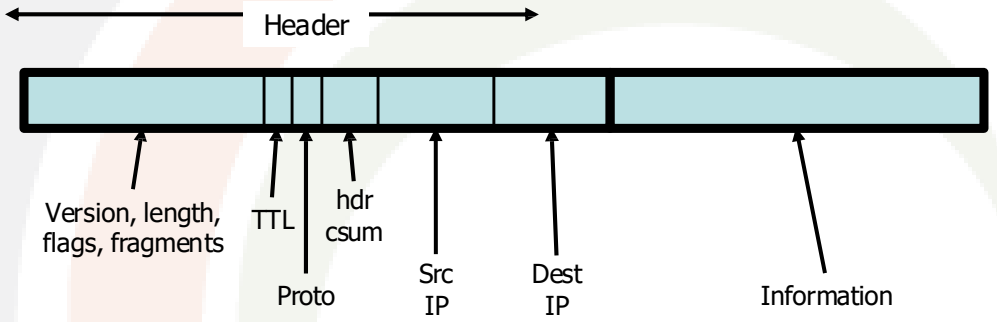
- What limits do we hit?
  - Why can't we just keep adding more and more switches and devices indefinitely? What problems occur?



Layer 3: (Inter)Network Layer

- Connects Layer 2 networks together
  - Forwarding data from one network to another
  - These different networks are called subnets (short for sub-network)
- Universal datagram (Layer 3 data unit) format
- Unified addressing scheme
  - Independent of the underlying L2 network(s)
  - Addresses organised so that it can scale globally (aggregation)
- Identifies the layer 4 protocol being carried
- Fragmentation and reassembly

Example Layer 3: IPv4 Datagram



- Src, Dest: IPv4 addresses
- Protocol: 1 byte
  - e.g. 6 = TCP, 17 = UDP (see /etc/protocols)

Types of equipment (contd)

- Layer 3: **Router**
- Looks at the destination IP in its Forwarding Table to decide where to send next
- Collection of routers managed together is called an “Autonomous System”
- The forwarding table can be built by hand (static routes) or dynamically
  - Within an AS: IGP (e.g. OSPF, IS-IS)
  - Between ASes: EGP (e.g. BGP)

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Network design guidelines

- No more than ~250 hosts on one subnet
  - Implies: subnets no larger than an IPv4 /24
  - Maybe bigger if a lot of address churn (e.g. roaming wireless devices)
- Campus guideline
  - At least one subnet per building
  - More than one subnet will usually be required for larger buildings

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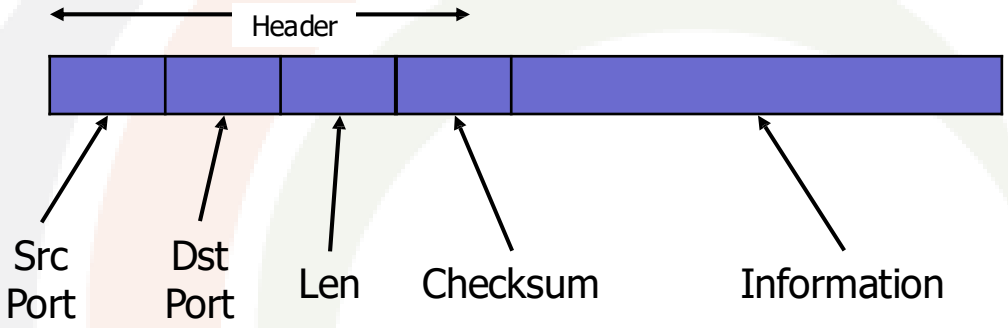
Example Layer 4: UDP



- Port numbers: 2 bytes
  - Well-known ports: e.g. 53 = DNS
  - Ephemeral ports: ≥1024, chosen dynamically by client

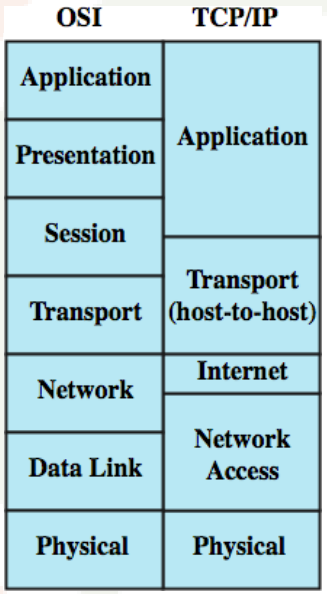
Layers 5 and 6

- Session Layer: long-lived sessions
  - Re-establish transport connection if it fails
  - Multiplex data across multiple transport connections
- Presentation Layer: data reformatting
  - Character set translation
- Neither exist in the TCP/IP suite: the application is responsible for these functions

Layer 7: Application layer

- The actual work you want to do
- Protocols specific to each application
- *Give some examples*

OSI vs TCP/IP

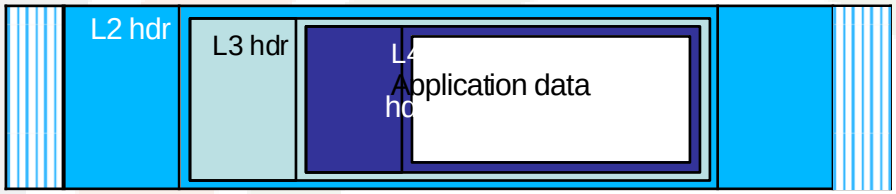


Source: William Stallings
"Data and Computer Communications"

Encapsulation

- Each layer provides services to the layer above
- Each layer makes use of the layer below
- Data from one layer is *encapsulated* in frames of the layer below

Encapsulation in action



- L4 segment contains part of stream of application protocol
- L3 datagram contains L4 segment
- L2 frame has L3 datagram in data portion

For discussion

- Can you give examples of equipment which interconnects two networks and operates at layer 4? At layer 7?
- At what layer does a wireless access point work?
- What is a “Layer 3 switch”?
- How does traceroute find out the routers which a packet traverses?

Debugging Tools

- What tools can you use to debug your network
  - At layer 1?
  - At layer 2?
  - At layer 3?
  - Higher layers?