# Networks and Distributed Systems <br> Homework 3 <br> CS3700 Spring 2020 

This homework is due at 11:59:59 PM on October 23, 2020 and is worth 3\% of your grade.

Name: $\qquad$

CCIS Username: $\qquad$

| Problem | Possible | Score |
| :---: | :---: | :---: |
| 1 | 30 |  |
| 2 | 20 |  |
| 3 | 15 |  |
| 4 | 15 |  |
| 5 | 10 |  |
| 7 | 6 |  |
| 9 | 30 |  |
| 10 | 20 |  |
| 11 | 10 |  |
| Total | 156 |  |

1a. What are the Main Functionalities in IP Addresses. Hint:There are two.

1b. What is the Benefit of using IPv6? Give Three Examples of the Improvements.
(5 pts)

1c. What happens when an IPv6 packet at the max MTU of one network traverses to a second network with a smaller MTU?
(5 pts)

1d. For the following IP addresses, give their class (A, B, or C) and their representation in binary: 129.10.115.10, 4.3.2.129, 220.33.9.21.
(5 pts)

1e. The binary representation of 128.42.5.4 is shown below.

10000000001010100000010100000100

If the subnet mask is 255.255 .248 .0 , label the bits that correspond to the (a) class prefix, (b) the network number, (c) the subnet number, and (d) the host number.
(10 pts)

2a. Convert the following IP/subnet representations of networks to the equivalent CIDR representation. If the network cannot be represented in CIDR, briefly explain why.
(i) 128.42.0.0/255.255.0.0
(ii) 192.168.0.0/255.255.224.0
(iii) 172.10.12.0/255.255.253.0
(iv) 64.0.0.0/192.0.0.0
(10 pts)

2b. Suppose that you have been allocated 173.98.112.0/20, and you wish to divide your address space equally into four parts. What are the CIDR (Classless Interdomain Routing) representations of these four parts?

3a. Why does the Offset field in the IP header measure the offset in 8-byte units? (Hint: Recall that the Offset field is 13 bits long.)

3b. Some signaling errors can cause entire ranges of bits in a packet to be overwritten by all 0 s or all 1s. Suppose all the bits in the packet including the Internet checksum are overwritten. Could a packet with all 0 s or all 1 s be a legal IPv4 packet? Will the Internet checksum catch that error? Why or why not?
(10 pts)
4. Suppose you receive the following series of IP packets at a destination host (be sure to remember that the length field in the packet includes the header, and the offset is specified as the number of 8 -byte blocks from the beginning of the data in the original IP datagram):

| $\#$ | ID | Flags | Offset | Total Length |
| :--- | :---: | ---: | ---: | ---: |
| 1 | $0 \times d b 7 a$ | - | 370 | 300 |
| 2 | $0 \times 7823$ | MF | 370 | 1500 |
| 3 | $0 \times 992 \mathrm{a}$ | MF | 185 | 300 |
| 4 | $0 \times 45 \mathrm{a} 9$ | - | 0 | 1500 |
| 5 | $0 \times 7823$ | MF | 0 | 1500 |
| 6 | $0 \times 992 \mathrm{a}$ | MF | 0 | 1500 |
| 7 | $0 \times d b 7 \mathrm{a}$ | MF | 185 | 1500 |
| 8 | $0 \times 9 \mathrm{ffb}$ | - | 200 | 1500 |
| 9 | 0xdb7a | MF | 0 | 1500 |
| 10 | 0x33aa | - | 0 | 1500 |

What packet IDs have you completely received, and how many total data bytes are in each of the completely received packets? For this problem, you can assume that all IP packets have no options.
5. You are a router, and one of your outgoing links has an MTU of 1000 bytes (ignore layer 2 headers). You receive the following packets that all need to be sent out over this link:

| $\#$ | ID | Flags | Offset | Total Length |
| :---: | :---: | ---: | ---: | ---: |
| 0 | $0 \times 1930$ | - | 0 | 1000 |
| 1 | $0 \times 92 \mathrm{ad}$ | - | 0 | 3000 |
| 2 | $0 \times 944 \mathrm{f}$ | DF | 0 | 1000 |
| 3 | $0 \times a 222$ | - | 185 | 1001 |
| 4 | $0 \times 78 \mathrm{a} 1$ | MF | 370 | 1500 |
| 5 | $0 \times 3 \mathrm{ac} 8$ | DF | 0 | 1500 |

Fill in the table below with the header fields of the packets that you send out (you may not need all of the rows). The first packet has been completed for you.

| $\#$ | ID | Flags | Offset | Total Length |
| :--- | :---: | :---: | :---: | :---: |
| 1 | $0 \times 1930$ | - | 0 | 1000 |
| 2 |  |  |  |  |
| 3 |  |  |  |  |
| 4 |  |  |  |  |
| 5 |  |  |  |  |
| 6 |  |  |  |  |
| 7 |  |  |  |  |
| 8 |  |  |  |  |
| 9 |  |  |  |  |
| 10 |  |  |  |  |

7. What are the three main steps that routers that use a distance vector routing protocol (e.g., RIP) perform to keep their routing tables up-to-date?
8. Consider the network shown in the following figure. Assume that if a customer has an equally good choice of providers to send outbound traffic through, the customer will pick the provider with the lowest AS number. Assume the nodes evaluate path choices using the shortest hop count metric.


9a. What path would host $F$ take to reach host $B$ ? Justify your answer.
(10 pts)

9b. What path would host $E$ take to reach host G? Justify your answer.
(10 pts)

9c. All traffic between AS5 and AS8 must transit through AS7. Suppose AS5 and AS8 want to avoid paying $A S 7$ for this service. What could they do to reduce their cost?
(10 pts)
10. Consider the networking of routers shown below, with the "link weight" for each link written next to the link:


10a. Use Dijkstra's shortest-path algorithm to compute the shortest path from $A$ to all other routers. Show how the algorithm works by filling out the table on the final page, showing both the current cost to each destination $(D(X))$ and the corresponding shortest path ( $p(X)$ ).
(20 pts)

11a. Name one way in which distance vector routing is better than link state routing.

11b. Name one in which link state routing is better than distance vector routing.


