L7: TCP/IP Reference Model

Sebastian Magierowski
York University

Outline

- TCP/IP Reference Model
  - A set of protocols for internetworking
  - The basis of the modern Internet
- IP Datagram Exchange Examples
  - Forwarding over network and data link layers
- Network Analyzer Views
  - A means to view live Internet protocol traffic
- HTTP (maybe)
  - In a bit more detail

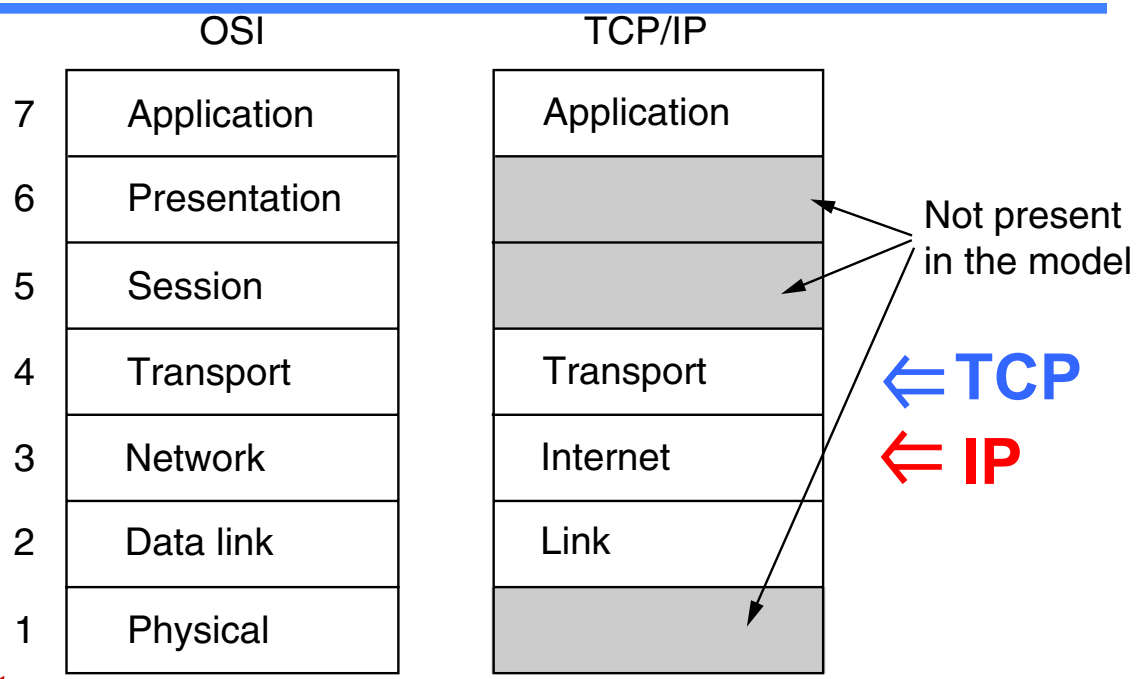
6.1 TCP/IP History

- To allow internetworking a set of protocols developed over time
  - The “TCP/IP protocol suite”
    - aka “Internet protocol suite”

- First described in ’74 (Cerf & Kahn)

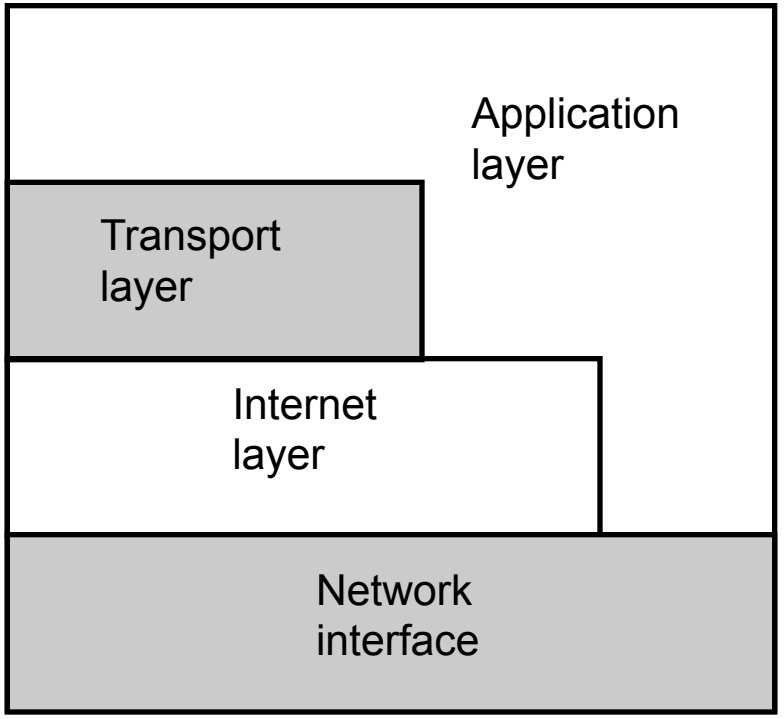
TCP/IP Reference Model

- Roughly organized into a 4-level model
  - Same idea as OSI
  - But model came after protocols
- Model called…
  - "TCP/IP network architecture"
    - Since it specifies exact services and protocols to be used by each layer
    - Unlike OSI (which is not specific)
  - "TCP/IP reference model" ("TCP/IP model")
- Named after its two primary protocols

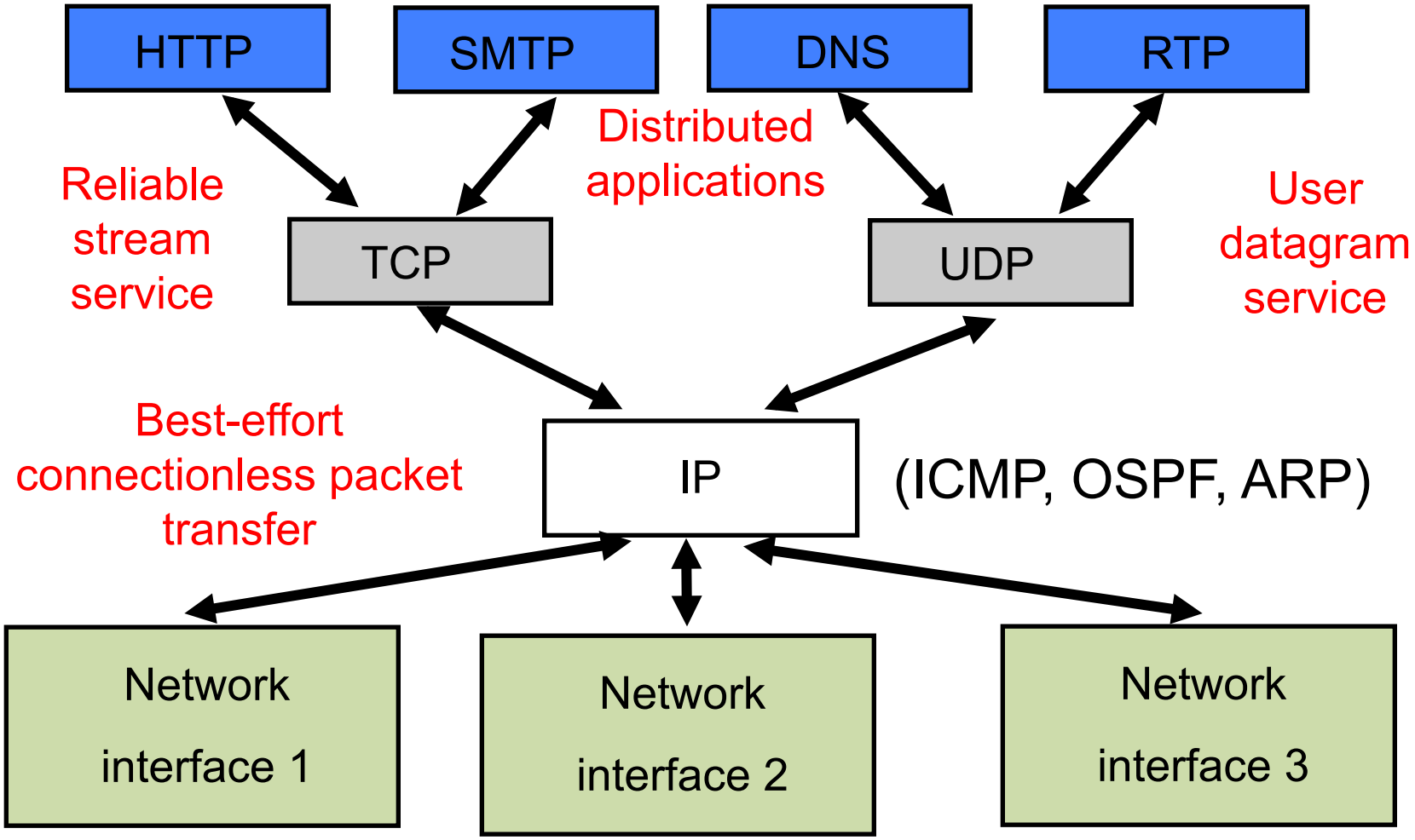


TCP/IP Model

- 4 layers
  - smaller than OSI
- Model developed “after the fact”
  - Doesn’t partition functions as cleanly as OSI
  - layers don’t have to talk in sequential fashion
  - E.g. direct interaction between application layer and interface possible
- Not a suitable guide for new network designs



TCP/IP Protocol Suite

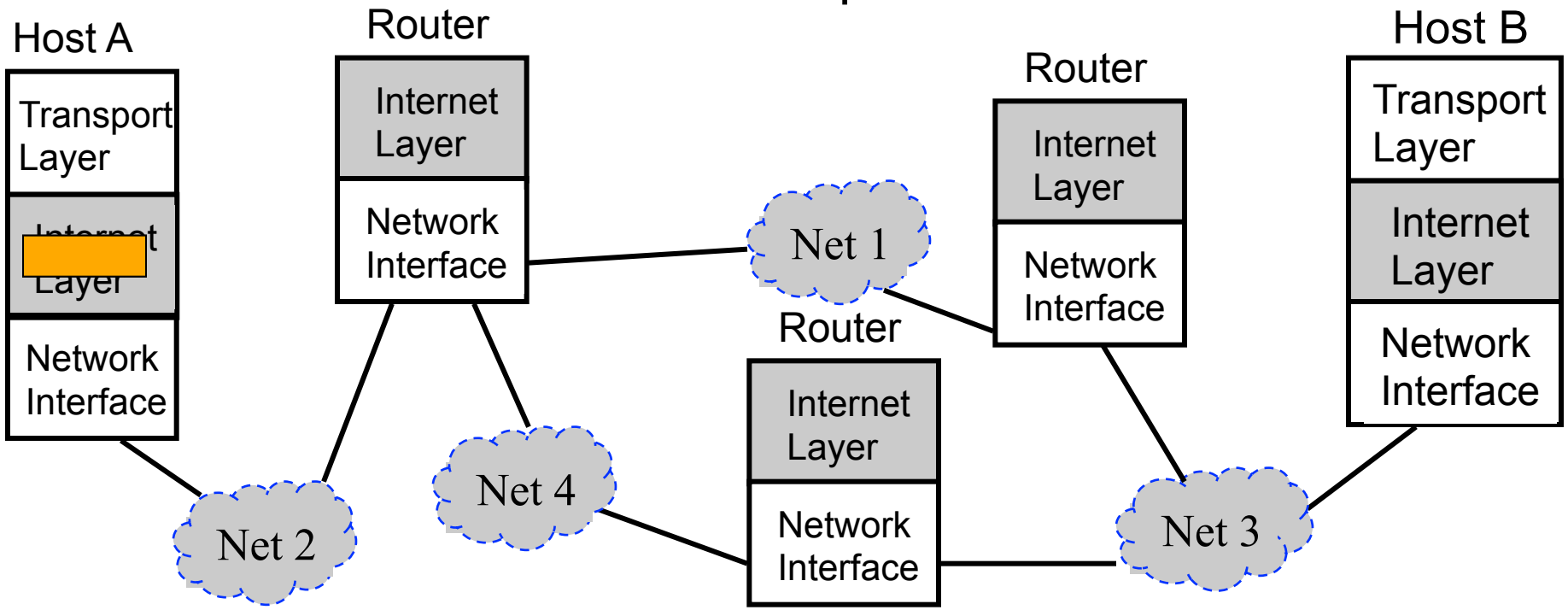


Internet Protocol Approach

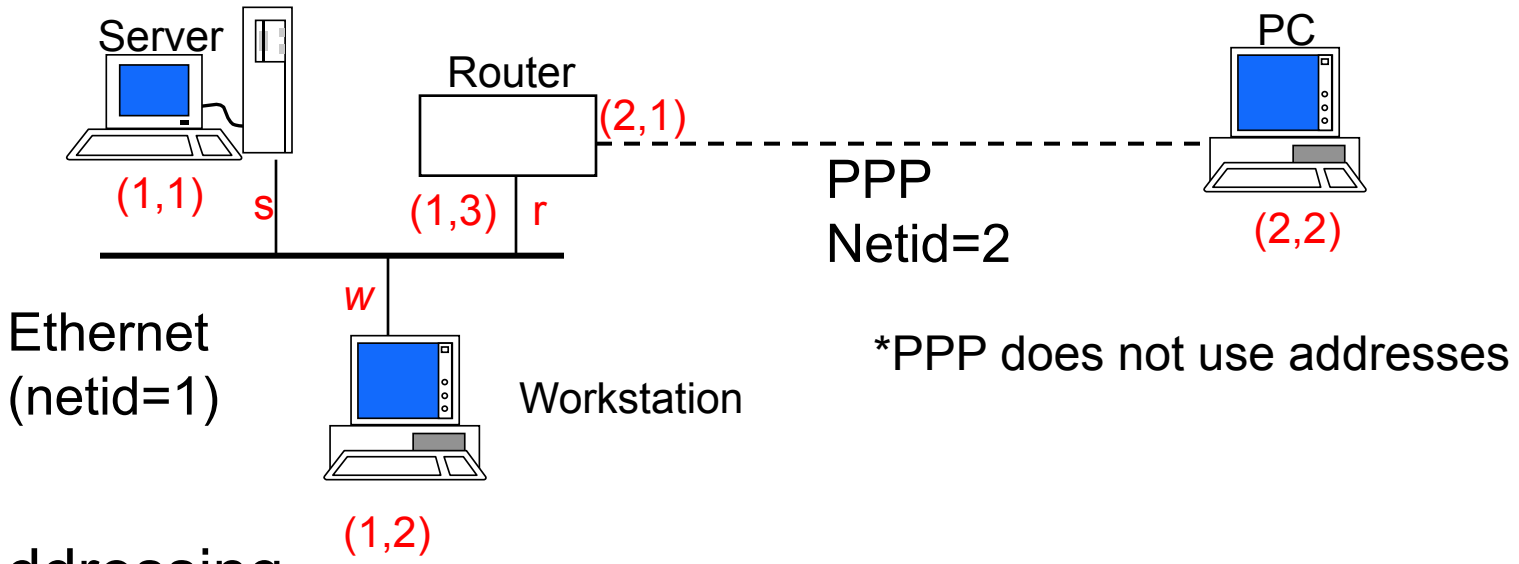
- IP packets transfer information across the Internet

  Host A IP → router→ router…→ router→ Host B IP

- IP layer in each router determines next hop (router)
- Network interfaces transfer IP packets across networks

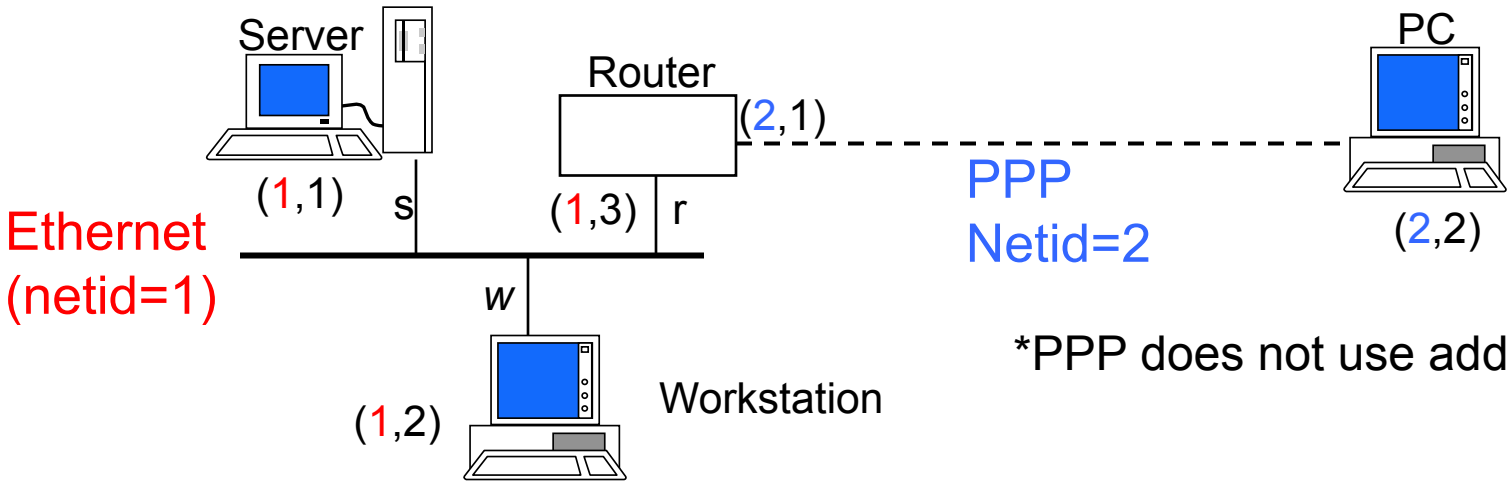


TCP/IP Packet Forwarding Example



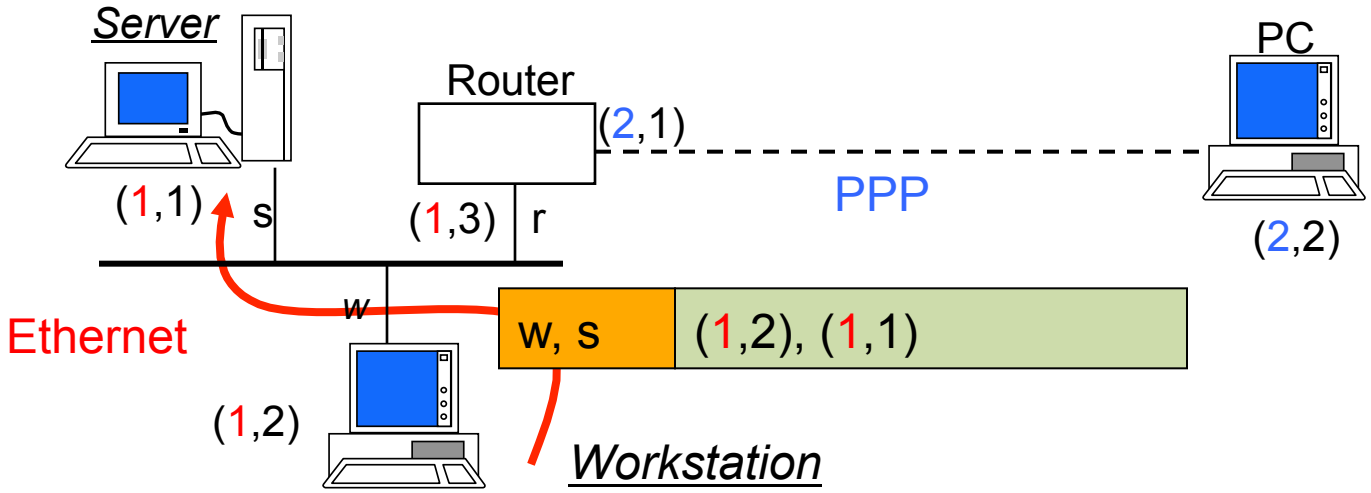
- IP addressing
  - unique 32-bit logical address
  - 128.34.51.2 = (netid, hostid), simplified in example: e.g. (1,3)
- Physical address
  - unique LAN address
  - e.g. 48-bit Ethernet: 00:90:27:96:68:07, simplified in example: e.g. r

TCP/IP Packet Forwarding Example



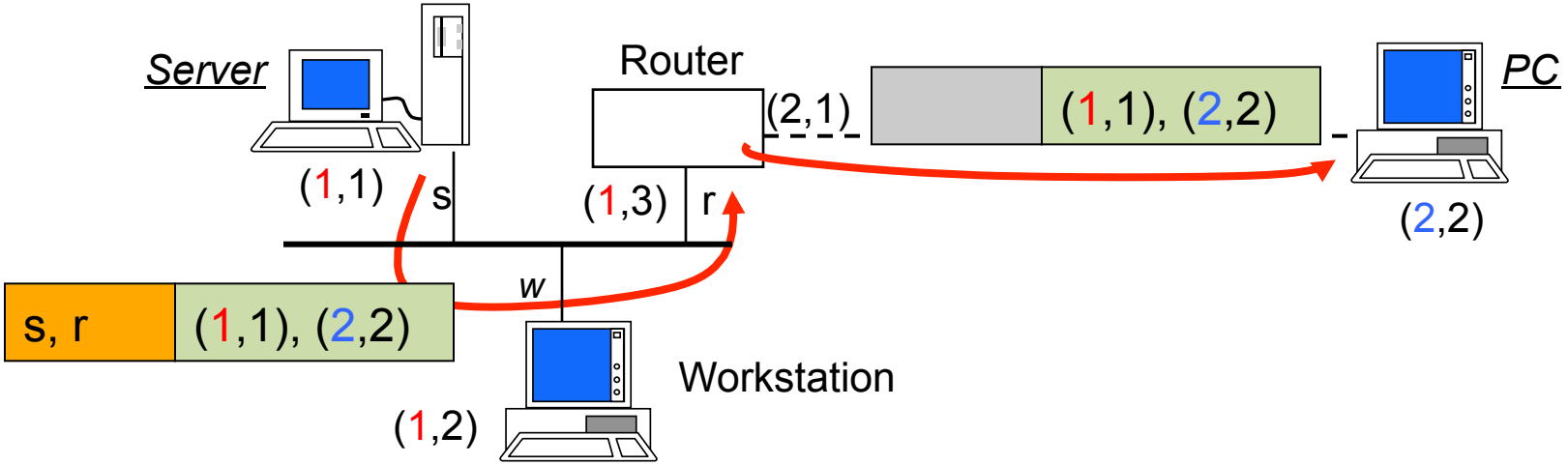
	netid	hostid	Physical address
server	1	1	s
workstation	1	2	w
router	1	3	r
router	2	1	-
PC	2	2	-

IP Packet from Workstation to Server



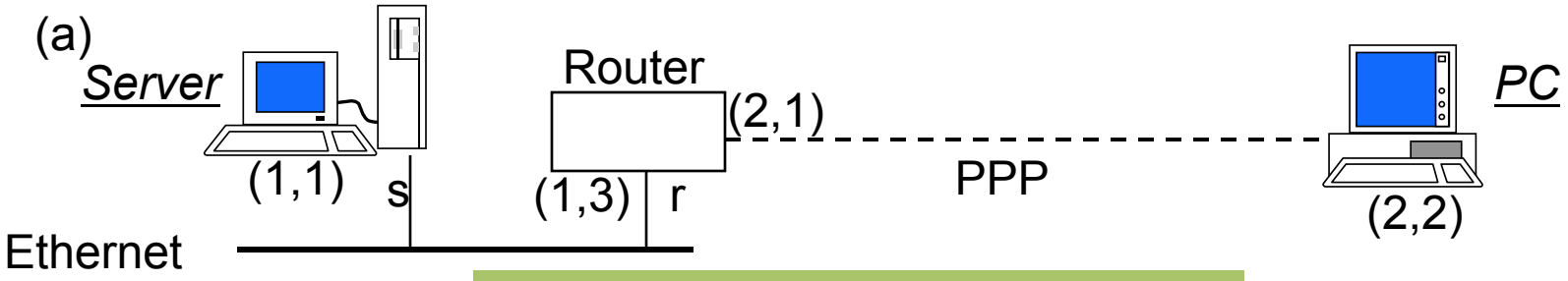
1. IP packet has (1,2) IP address for source and (1,1) IP address for destination
2. IP table at workstation indicates (1,1) connected to same network, so IP packet is encapsulated in Ethernet frame with addresses w and s
3. Ethernet frame is broadcast by workstation NIC and captured by server and router NIC
4. server NIC examines protocol type field and then delivers packet to its IP layer

IP Packet from Server to PC (internetworking)



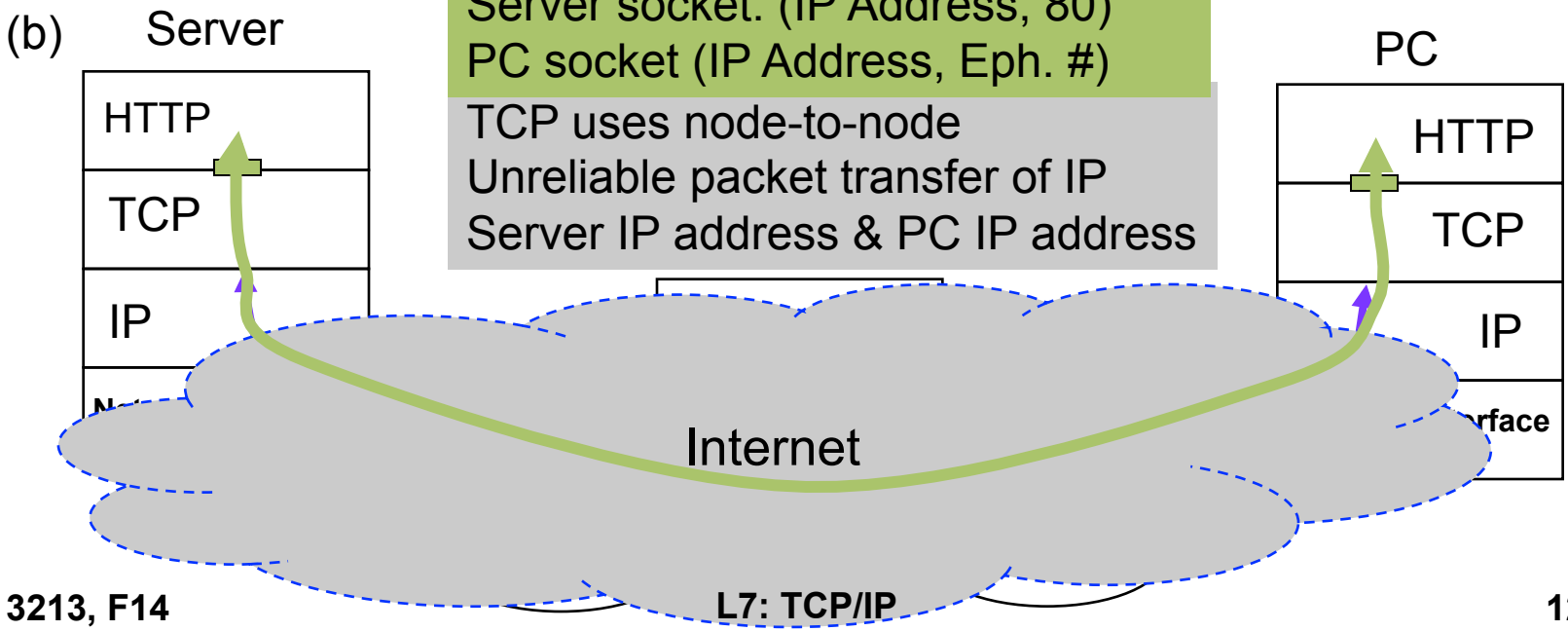
1. IP packet has (1,1) and (2,2) as IP source and destination addresses
2. IP table at server indicates packet should be sent to router, so IP packet is encapsulated in Ethernet frame with addresses s and r
3. Ethernet frame is broadcast by server NIC and captured by router NIC
4. router NIC examines protocol type field and delivers packet to its IP layer
5. IP layer examines IP packet destination address and determines IP packet should be routed to (2,2)
6. Router's table indicates (2,2) is directly connected via PPP link
7. IP packet is encapsulated in PPP frame and delivered to PC
8. PPP at PC examines protocol type field and delivers packet to PC IP layer

What's Happening Above IP?



HTTP uses process-to-process
Reliable byte stream transfer of
TCP connection:
Server socket: (IP Address, 80)
PC socket (IP Address, Eph. #)

TCP uses node-to-node
Unreliable packet transfer of IP
Server IP address & PC IP address

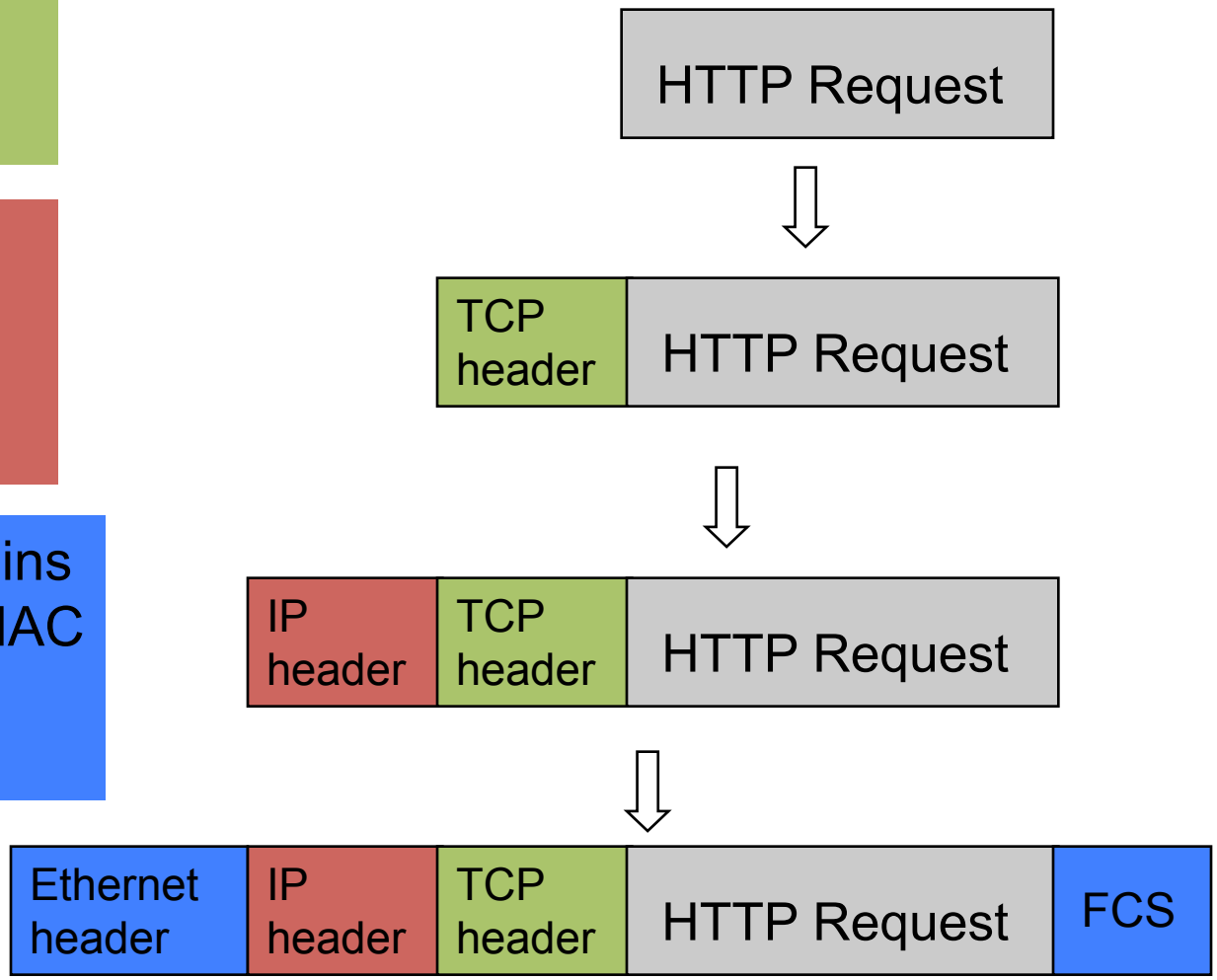


Encapsulation

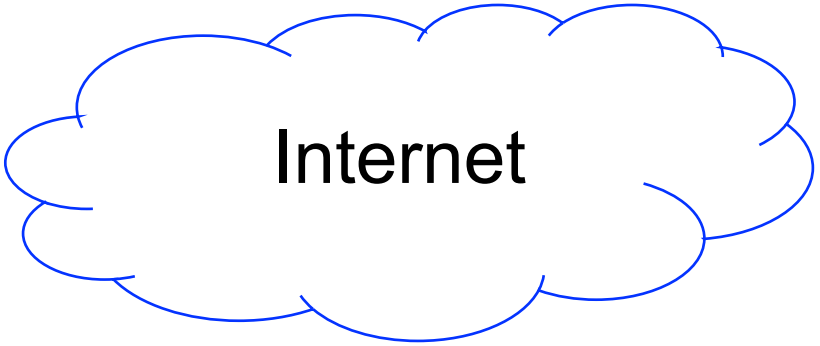
TCP Header contains source & destination port numbers

IP Header contains source and destination IP addresses; transport protocol type

Ethernet Header contains source & destination MAC addresses; network protocol type



How the Layers Work Together: Network Analyzer Example



- User clicks on http://www.nytimes.com/
- Wireshark network analyzer captures all frames observed by its Ethernet NIC
- Sequences of frames and contents of frame can be examined in detail down to individual bytes

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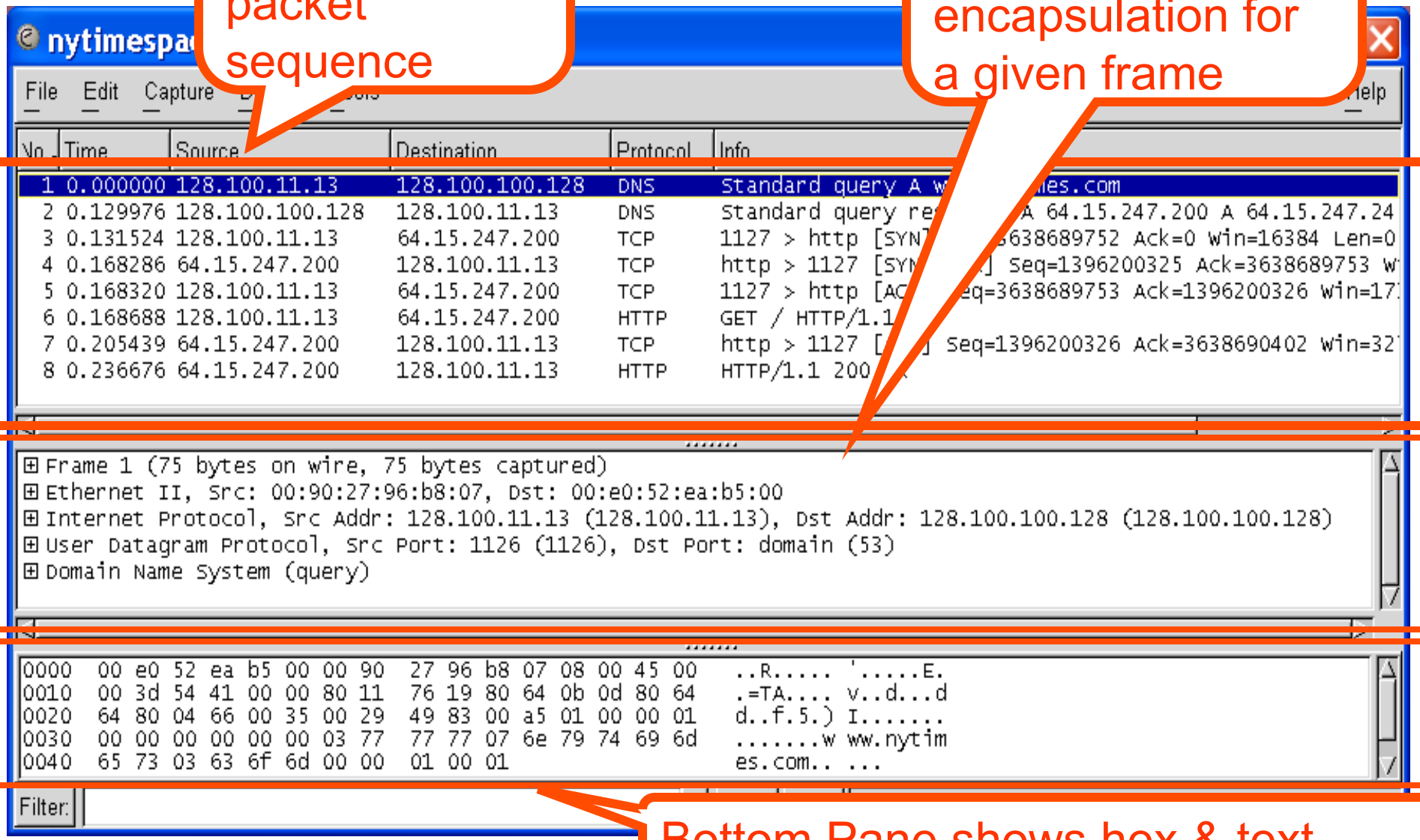
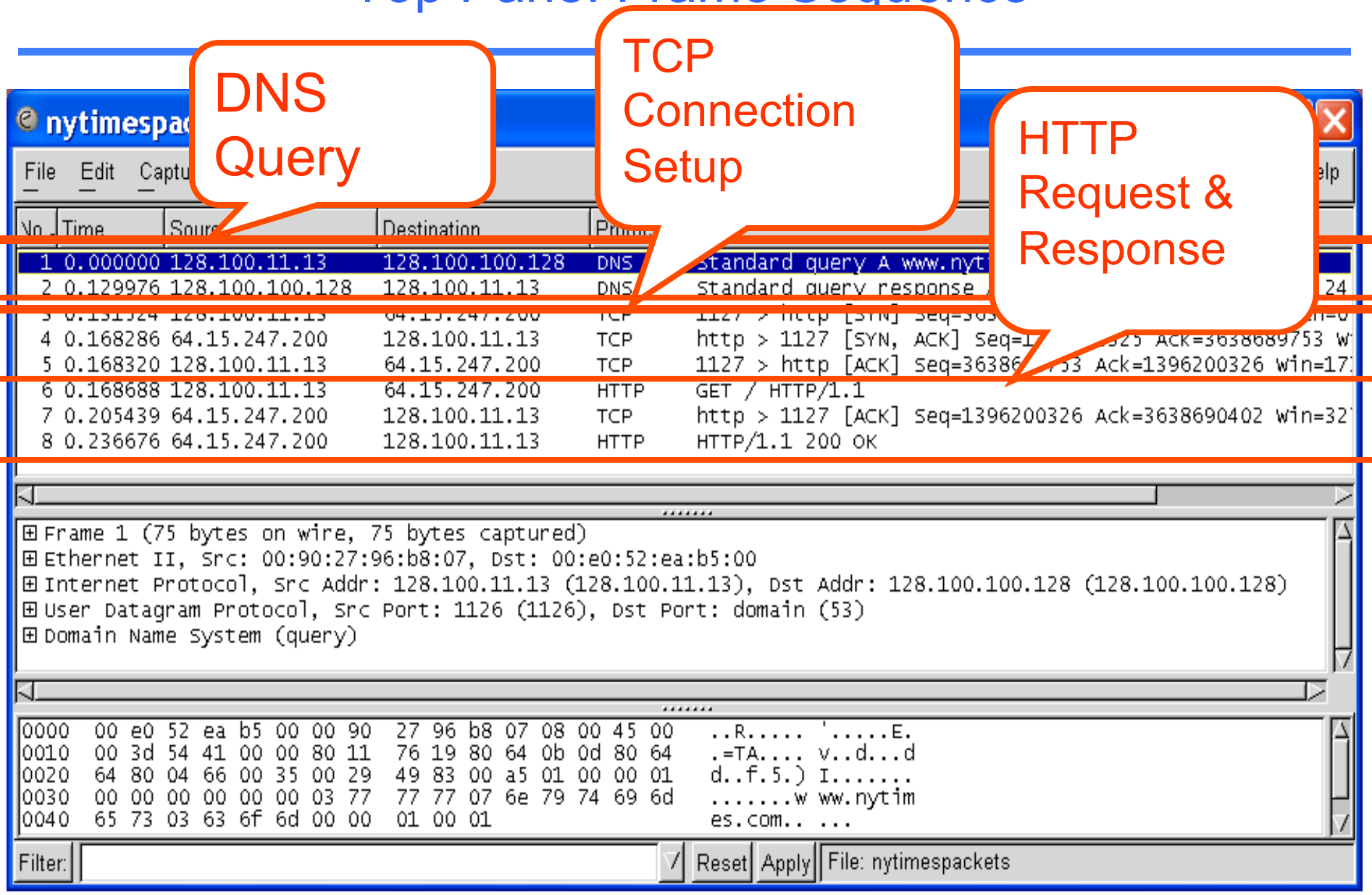
Top Pane shows frame/ packet sequence

Middle Pane shows encapsulation for a given frame

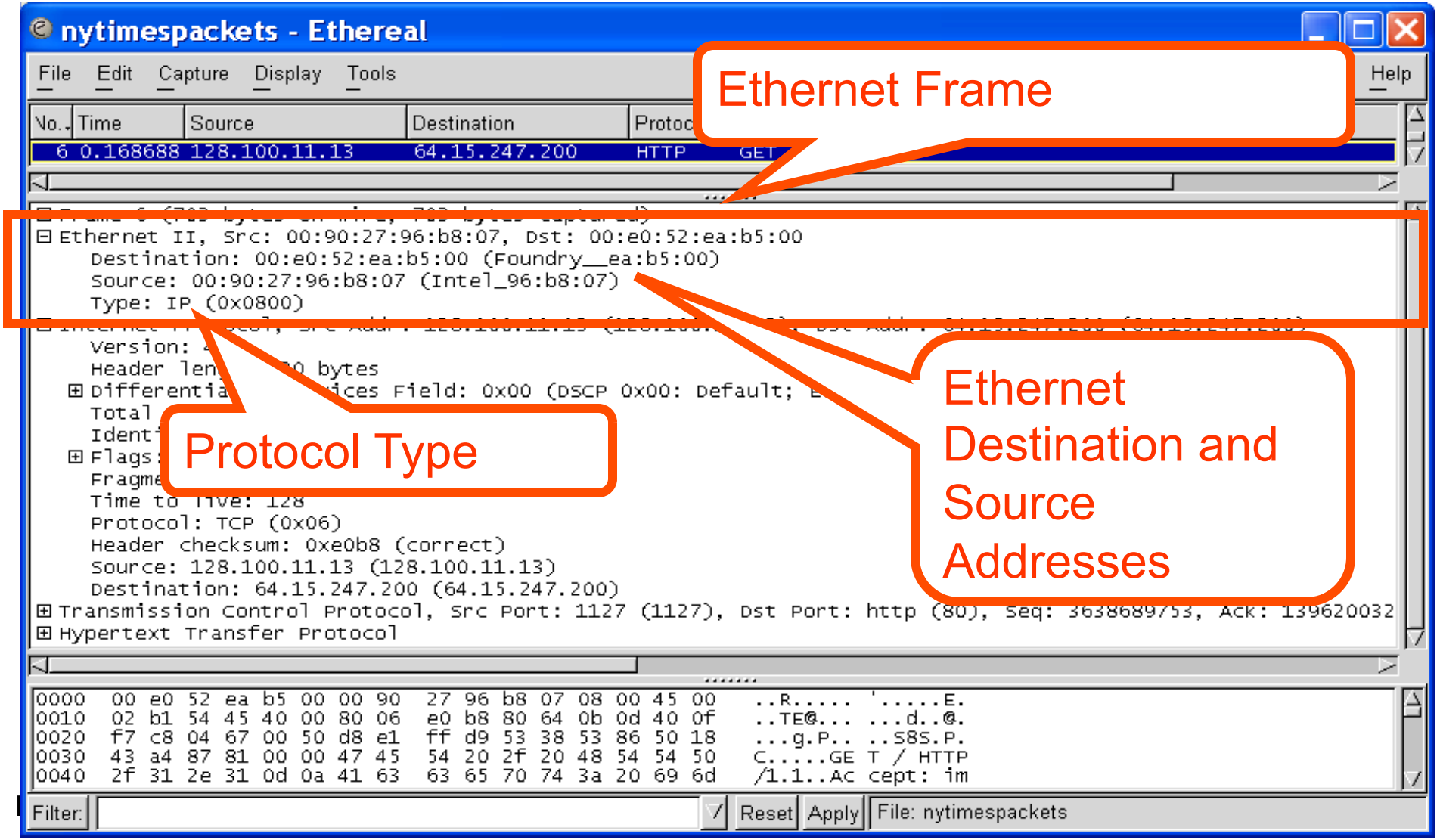


Bottom Pane shows hex & text

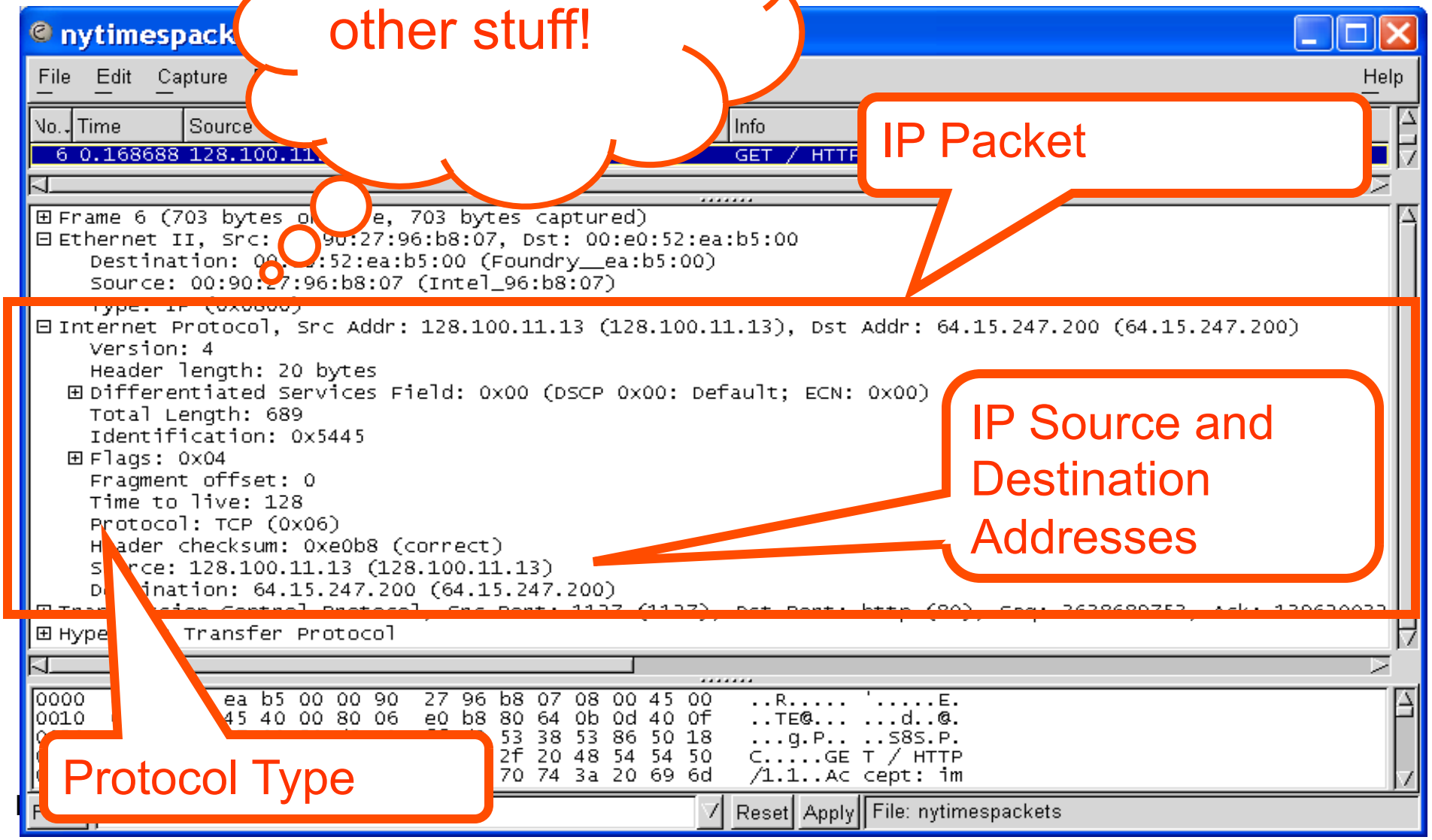
Top Pane: Frame Sequence



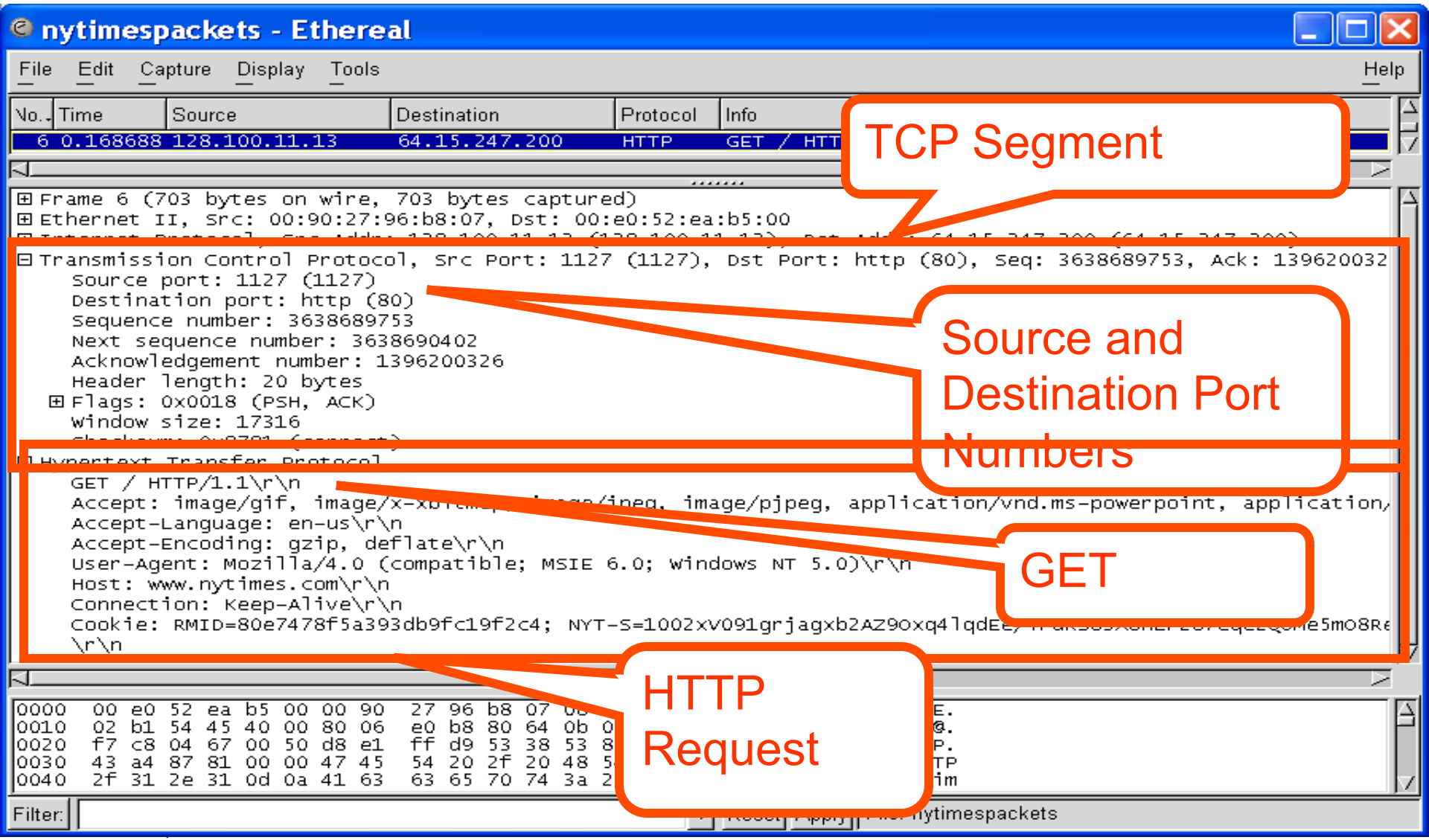
Middle Pane: Encapsulation



Middle Part – Encapsulation



Middle Pane: Encapsulation



TCP/IP Summary

- Encapsulation is key to layering
- IP provides for transfer of packets across diverse networks
- TCP and UDP provide universal communications services across the Internet
- Distributed applications that use TCP and UDP can operate over the entire Internet
- Internet names, IP addresses, port numbers, sockets, connections, physical addresses

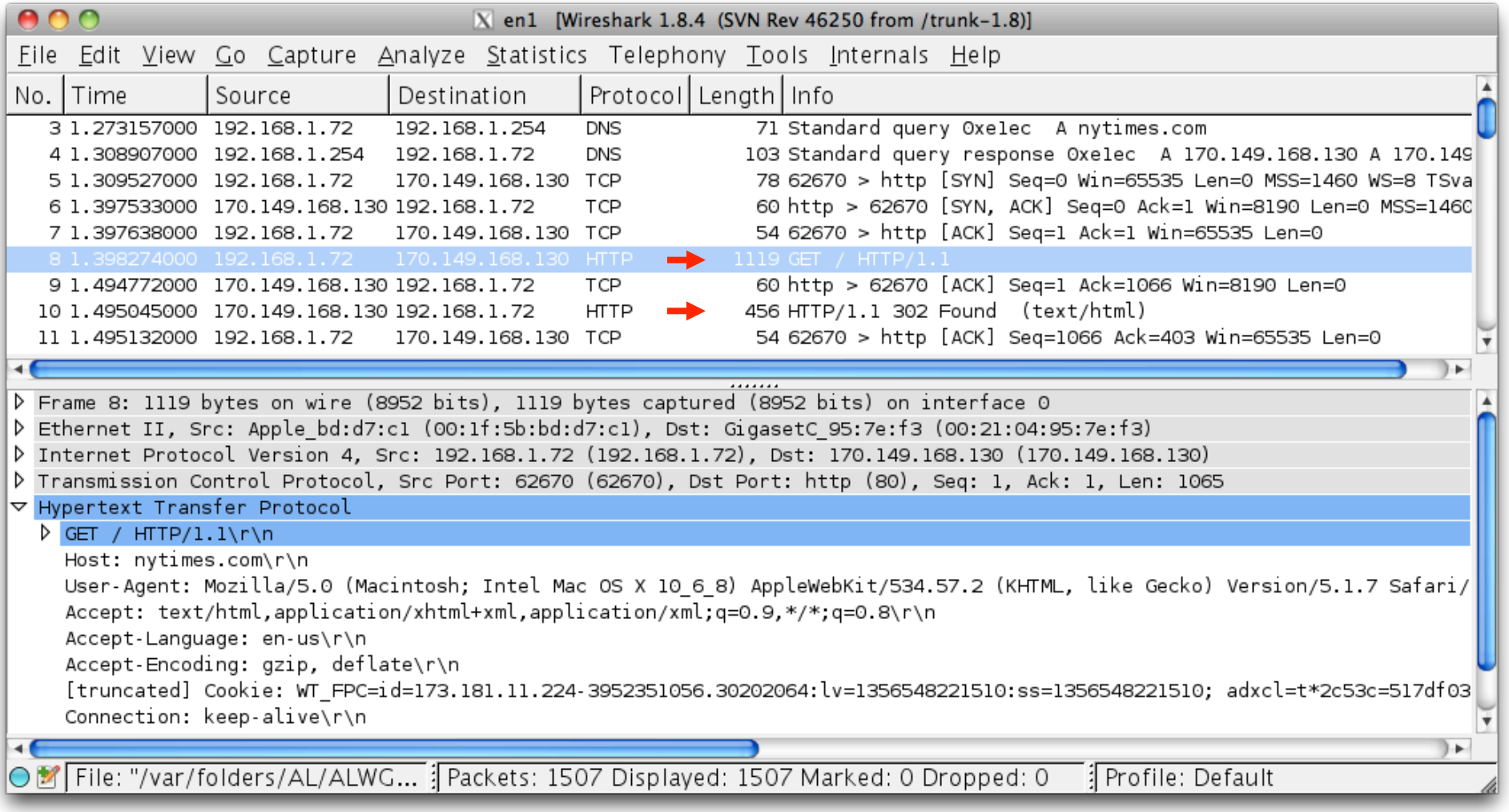
Hypertext Transfer Protocol

- RFC 1945 (HTTP 1.0), RFC 2616 (HTTP 1.1)
- HTTP provides communications between web browsers & web servers
- Web: framework for accessing documents & resources through the Internet
- Hypertext documents: text, graphics, images, hyperlinks
- Documents prepared using Hypertext Markup Language (HTML)

HTTP Protocol

- HTTP servers use well-known port 80
- Client request / Server reply
- Stateless: server does not keep any information about client
- HTTP 1.0 new TCP connection per request/reply (non-persistent)
- HTTP 1.1 persistent operation is default

HTTP Typical Exchange



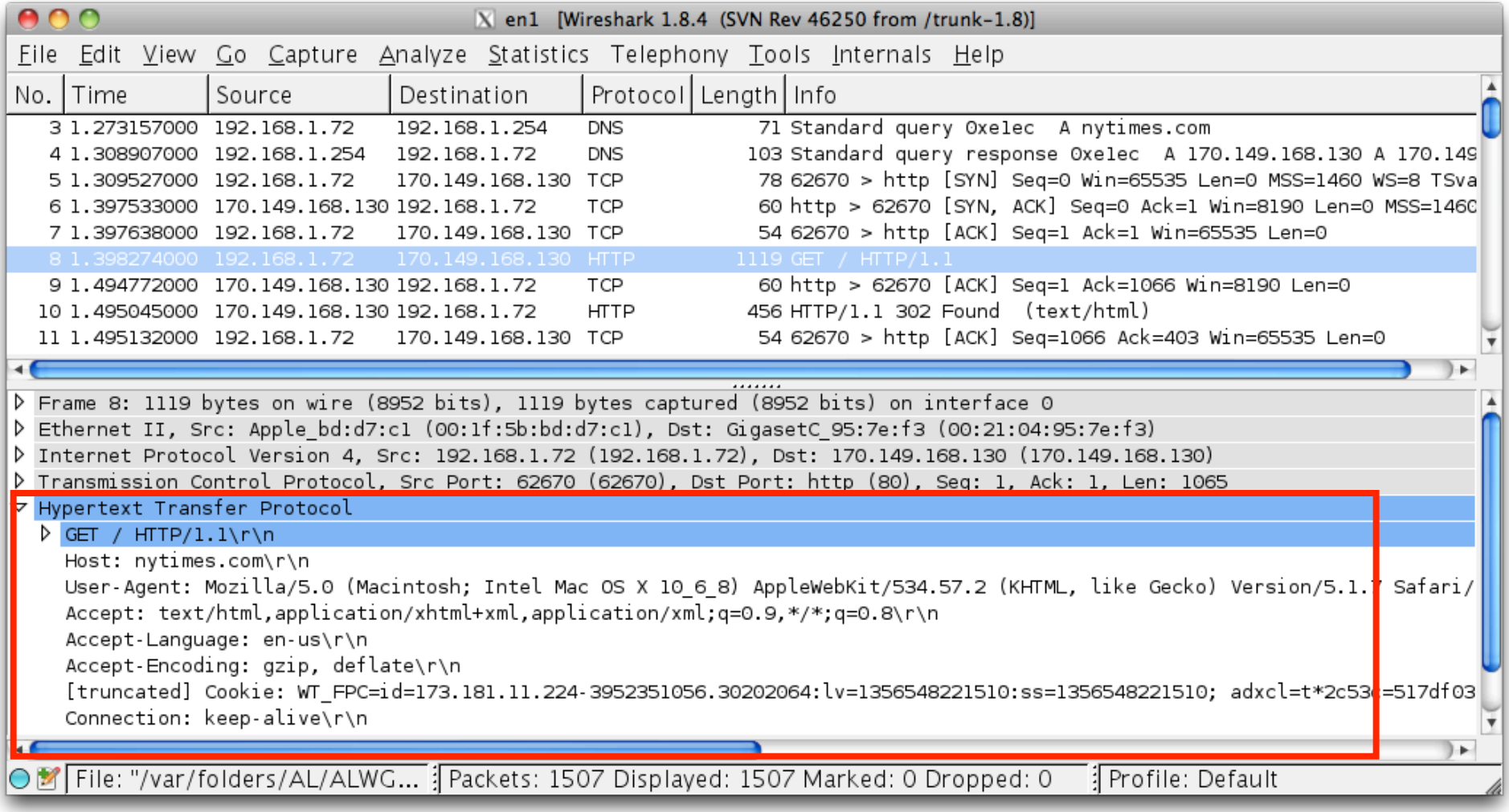
HTTP Message Formats

- HTTP messages written in ASCII text
- Request Message Format
  1. Request Line (Each line ends with carriage return)
     - `Method URL HTTP-Version \r\n`
     - `Method` specifies action to apply to object
     - `URL` specifies object
  2. Header Lines (Each line ends with carriage return)
     - *Attribute Name: Attribute Value*
     - E.g. type of client, content, identity of requester, …
     - Last header line has extra carriage return
  3. Entity Body (Content)
     - Additional information to server

HTTP Request Methods

Request method	Meaning
GET	Retrieve information (object) identified by the URL.
HEAD	Retrieve meta-information about the object, but do not transfer the object; Can be used to find out if a document has changed.
POST	Send information to a URL (using the entity body) and retrieve result; used when a user fills out a form in a browser.
PUT	Store information in location named by URL
DELETE	Remove object identified by URL
TRACE	Trace HTTP forwarding through proxies, tunnels, etc.
OPTIONS	Used to determine the capabilities of the server, or characteristics of a named resource.

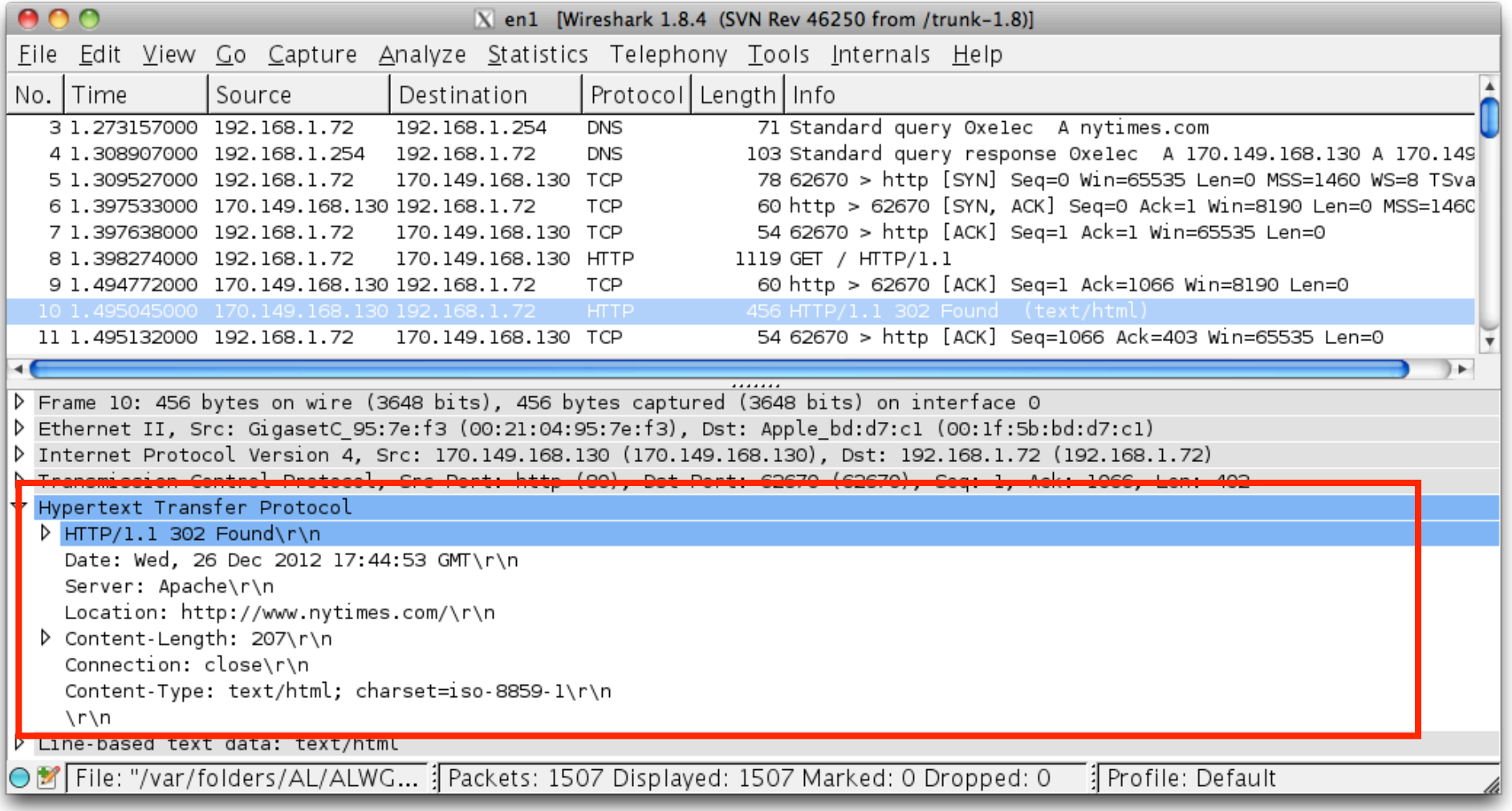
HTTP Request Headers



HTTP Response Message

- Response Message Format
  - Status Line
    - `HTTP-Version  Status-Code  Message`
    - Status Code: 3-digit code indicating result
    - E.g. HTTP/1.0 200 OK
  - Headers Section
    - Information about object transferred to client
    - E.g. server type, content length, content type, …
  - Content
    - Object (document)

HTTP Response Message



Cookies and Web Sessions

- Cookies are data exchanged by clients & servers as header lines
- Since HTTP stateless, cookies can provide context for HTTP interaction
- Set cookie header line in reply message from server + unique ID number for client
- If client accepts cookie, cookie added to client's cookie file (must include expiration date)
- Henceforth client requests include ID
- Server site can track client interactions, store these in a separate database, and access database to prepare appropriate responses

Cookie Header Line; ID is 24 hex numeral