



# Project 2

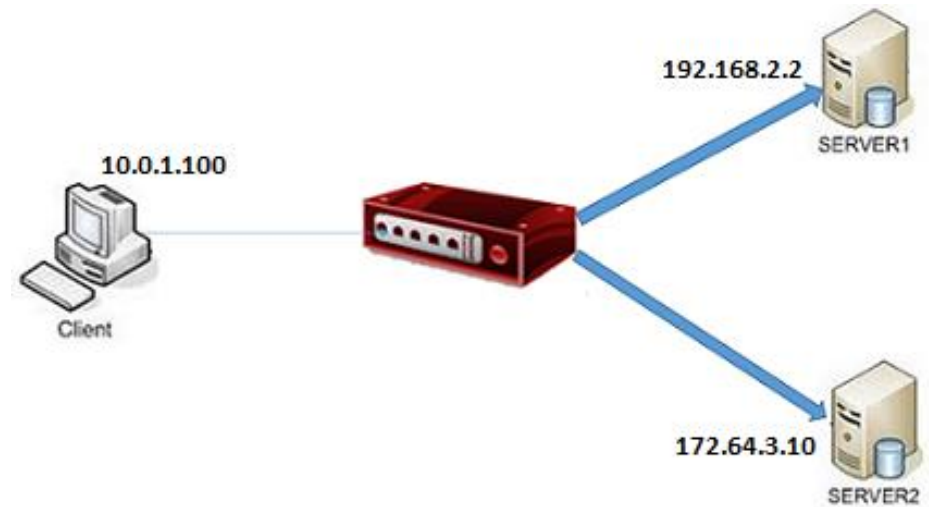
# Simple Router

SHREEJA KUMAR

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# Topology

- The skeleton and dependencies of the project have been setup in a VM for your convenience.
- VM has the network topology and the allows your router implementation to talk with the network topology.



# Getting Started

- ▶ Load the virtual machine disk image into your VMware machine and login.
- ▶ Start Mininet in one terminal and POX controller in another terminal.

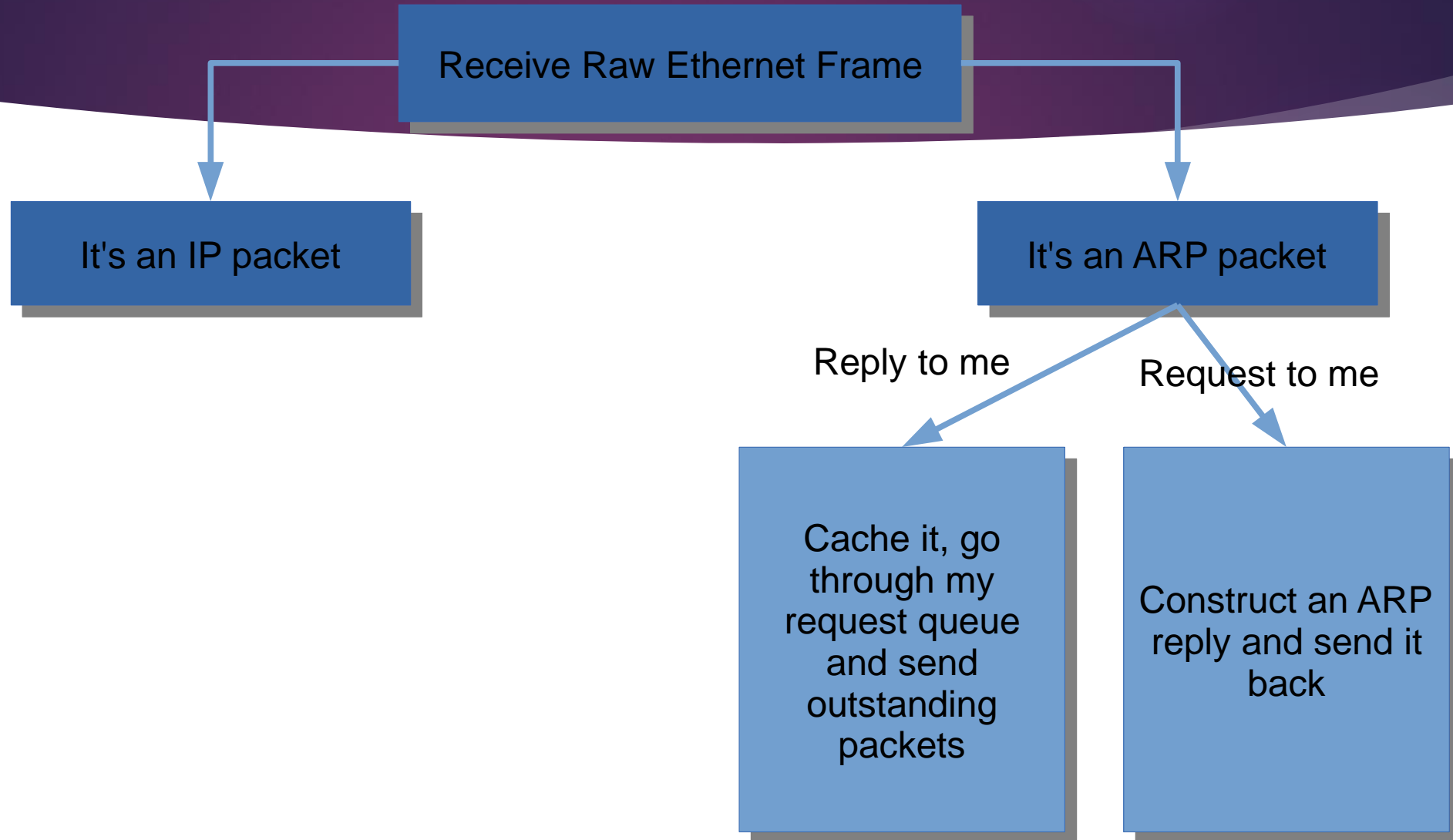
Note: Execute `byobu-enable`. F2 to open new terminal and F3 to switch between terminals.

- ▶ In the third terminal, execute `make clean` followed by `make` in the router directory.
- ▶ `./sr`
- ▶ Go back to the first terminal where mininet is running and execute `ping/traceroute` commands

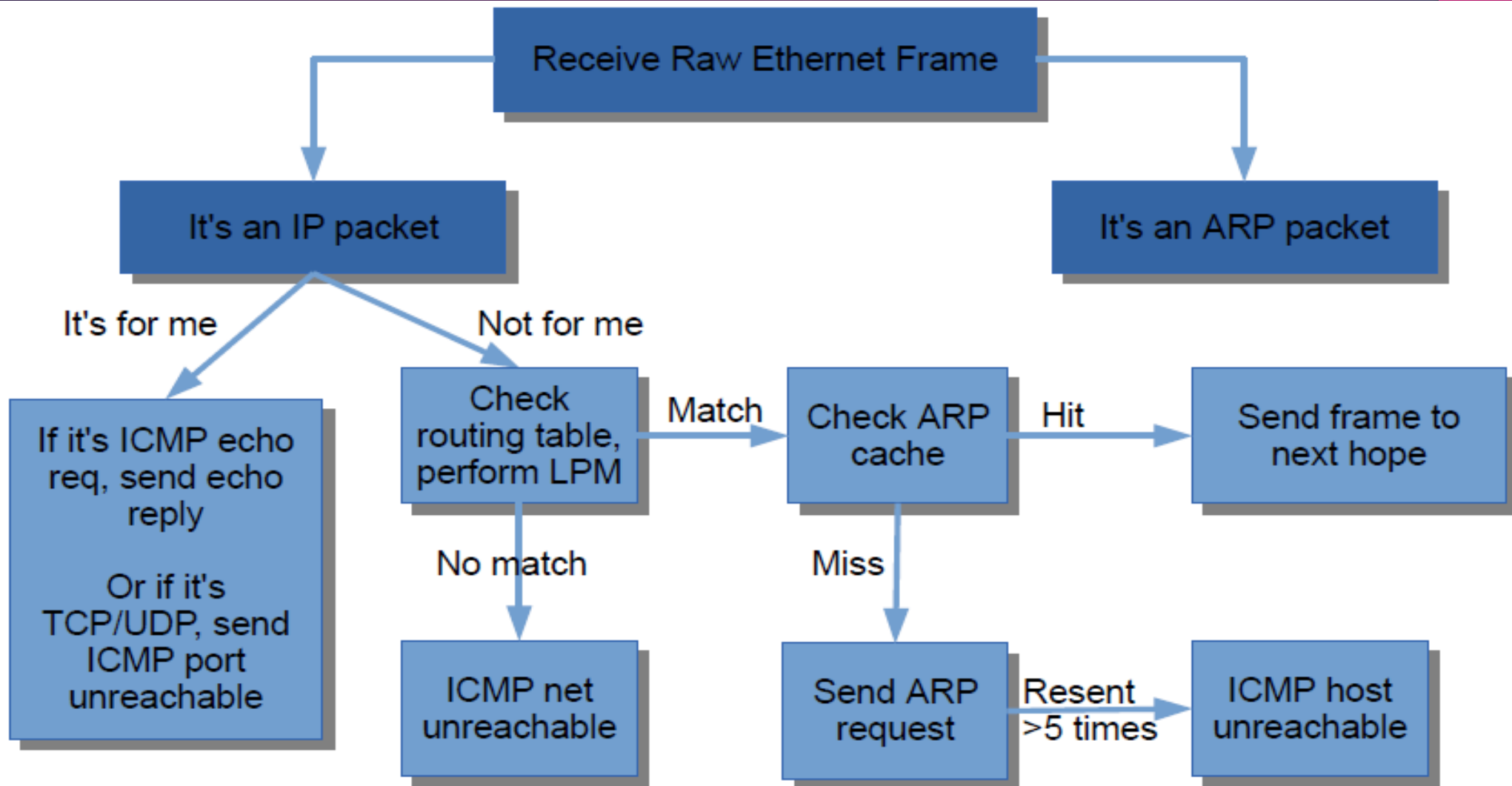
# Overview

- ▶ Goal: Route Ethernet frames between the client, 10.0.1.100 and the HTTP servers (192.168.2.2 & 172.64.3.10).
- ▶ **Routing logic**
  - ▶ Handle ARP request and replies and Maintain cache
  - ▶ IP forwarding
- ▶ See webpage for full requirements

# ARP Flow Chart



# IP Flow Chart



# ICMP Packets

- ▶ Echo reply (type 0): Sent in response to an echo request (ping) to one of the router's interfaces.
- ▶ Port unreachable (type 3, code 3): Sent if an IP packet containing a UDP or TCP payload is sent to one of the router's interfaces. This is needed for traceroute to work.
- ▶ Destination net unreachable (type 3, code 0): Sent when there is no matching entry in routing table when forwarding an IP packet.
- ▶ Time exceeded (type 11, code 0)
- ▶ Check out the types and header formats at:  
<http://tools.ietf.org/html/rfc792>

# How to check if the packet is ARP or IP Packet?

- ▶ After typecasting 'packet' received by `sr_handlepacket()` to `sr_ethernet_hdr_t*`, check ether-type variable.

```
struct sr_ethernet_hdr{
uint8_t ether_dhost[ETHER_ADDR_LEN]; /* destination ethernet address */
uint8_t ether_shost[ETHER_ADDR_LEN]; /* source ethernet address */
uint16_t ether_type; /* packet type ID */
} __attribute__((packed));

typedef struct sr_ethernet_hdr sr_ethernet_hdr_t;
```



# If packet is ARP Type, then

- ▶ Verify the length of the packet.
- ▶ Use `sr_get_interface(sr, interface)` [function defined in `sr_if.c`] to get the interface record. Get the mac address of the destination ip address/interface ip address from the record.
- ▶ Check the 'opcode' variable of the ARP header and see if it is `arp_op_request` or `arp_op_reply`.
- ▶ If it is an **ARP Request**, update all the fields of the packet and use `sr_send_packet()` to send an ARP reply.
- ▶ If it is a **Reply**, update ARP cache and ARP queue. Send all the packets in the queue to the destination.

# If packet is IP type, then

- ▶ Check the length.
- ▶ Validate the IP header.
  - ▶ Should not be IPv6
  - ▶ Check ip\_hl
  - ▶ Check ip\_len
  - ▶ Checksum
- ▶ Check if it is destined to you, the router.

# If the IP packet is destined to you, then

- ▶ Check ip\_p.
- ▶ Router should not handle non-ICMP packets (tcp or udp). Otherwise generate ICMP port unreachable (type 3, code 3).
- ▶ If it is ICMP echo request (type 8), then generate ICMP echo reply (type 0).

# If the IP packet is not destined to you, then

- ▶ Check `ip_ttl`. If  $TTL \leq 1$ , send ICMP time exceeded (type 11, code 0).
- ▶ Look up next-hop address by doing a LPM on the routing table using the packet's destination address. If it does not exist, send ICMP host unreachable (type 3, code 0).
- ▶ If it does exist, then reduce `ttl` and update checksum.
- ▶ From next-hop address, determine outgoing interface and next-hop MAC address
- ▶ If necessary, send ARP request to determine MAC address
- ▶ Encapsulate IP datagram in Ethernet packet
- ▶ Forward packet to outgoing interface

# Guidelines

- ▶ You will be able to debug your code much faster if you log packets and use gdb.

After `make`, execute `gdb ./sr`

- ▶ Use the Print functions available in `sr_utils.c` for printing out network header information from your packets .
- ▶ Don't get mixed up with endianness: Linux is little endian, network big endian. You could look at the print functions to get a clearer picture.
- ▶ Always push your code to the github repo provided after any update is made! Will save you a lot of time, if your VM image gets corrupted.
- ▶ Academic integrity policies will be applied by the book.

