## Contents

Foreword xvii

Preface xix

### Chapter 1 Introduction And Overview

1.1 TCP/IP Protocols 1
1.2 The Need To Understand Details 1
1.3 Complexity Of Interactions Among Protocols 2
1.4 The Approach In This Text 2
1.5 The Importance Of Studying Code 3
1.6 The Xinu Operating System 3
1.7 Organization Of The Remainder Of The Book 4
1.8 Summary 4

### Chapter 2 The Structure Of TCP/IP Software In An Operating System

2.1 Introduction 7
2.2 The Process Concept 8
2.3 Process Priority 9
2.4 Communicating Processes 9
2.5 Interprocess Communication 12
2.6 Device Drivers, Input, And Output 14
2.7 Network Input and Interrupts 14
2.8 Passing Packets To Higher Level Protocols 16
2.9 Passing Datagrams From IP To Transport Protocols 16
2.10 Delivery To Application Programs 18
2.11 Information Flow On Output 19
2.12 From TCP Through IP To Network Output 20
### Chapter 3  Network Interface Layer

3.1 Introduction 27
3.2 The Network Interface Abstraction 28
3.3 Logical State Of An Interface 31
3.4 Local Host Interface 31
3.5 Buffer Management 32
3.6 Demultiplexing Incoming Packets 35
3.7 Summary 36

### Chapter 4  Address Discovery And Binding (ARP)

4.1 Introduction 39
4.2 Conceptual Organization Of ARP Software 40
4.3 Example ARP Design 40
4.4 Data Structures For The ARP Cache 41
4.5 ARP Output Processing 44
4.6 ARP Input Processing 49
4.7 ARP Cache Management 53
4.8 ARP Initialization 58
4.9 ARP Configuration Parameters 59
4.10 Summary 59

### Chapter 5  IP: Global Software Organization

5.1 Introduction 61
5.2 The Central Switch 61
5.3 IP Software Design 62
5.4 IP Software Organization And Datagram Flow 63
5.5 Byte-Ordering In The IP Header 76
5.6 Sending A Datagram To IP 77
5.7 Table Maintenance 80
5.8 Summary 82
## Chapter 6  IP: Routing Table And Routing Algorithm

- 6.1 Introduction 85
- 6.2 Route Maintenance And Lookup 85
- 6.3 Routing Table Organization 86
- 6.4 Routing Table Data Structures 87
- 6.5 Origin Of Routes And Persistence 89
- 6.6 Routing A Datagram 89
- 6.7 Periodic Route Table Maintenance 96
- 6.8 IP Options Processing 104
- 6.9 Summary 105

## Chapter 7  IP: Fragmentation And Reassembly

- 7.1 Introduction 107
- 7.2 Fragmenting Datagrams 107
- 7.3 Implementation Of Fragmentation 108
- 7.4 Datagram Reassembly 113
- 7.5 Maintenance Of Fragment Lists 122
- 7.6 Initialization 124
- 7.7 Summary 124

## Chapter 8  IP: Error Processing (ICMP)

- 8.1 Introduction 127
- 8.2 ICMP Message Formats 127
- 8.3 Implementation Of ICMP Messages 127
- 8.4 Handling Incoming ICMP Messages 130
- 8.5 Handling An ICMP Redirect Message 132
- 8.6 Setting A Subnet Mask 133
- 8.7 Choosing A Source Address For An ICMP Packet 135
- 8.8 Generating ICMP Error Messages 136
- 8.9 Avoiding Errors About Errors 139
- 8.10 Allocating A Buffer For ICMP 140
- 8.11 The Data Portion Of An ICMP Message 142
- 8.12 Generating An ICMP Redirect Message 144
- 8.13 Summary 145
11.12 Summary 214

Chapter 12  TCP: Finite State Machine Implementation 217

12.1 Introduction 217
12.2 CLOSED State Processing 217
12.3 Graceful Shutdown 218
12.4 Timed Delay After Closing 218
12.5 TIME-WAIT State Processing 219
12.6 CLOSING State Processing 221
12.7 FIN-WAIT-2 State Processing 222
12.8 FIN-WAIT-1 State Processing 223
12.9 CLOSE-WAIT State Processing 225
12.10 LAST-ACK State Processing 227
12.11 ESTABLISHED State Processing 228
12.12 Processing Urgent Data In A Segment 229
12.13 Processing Other Data In A Segment 231
12.14 Keeping Track Of Received Octets 233
12.15 Aborting A TCP Connection 236
12.16 Establishing A TCP Connection 237
12.17 Initializing A TCB 237
12.18 SYN-SENT State Processing 239
12.19 SYN-RECEIVED State Processing 240
12.20 LISTEN State Processing 243
12.21 Initializing Window Variables For A New TCB 244
12.22 Summary 246

Chapter 13  TCP: Output Processing 247

13.1 Introduction 247
13.2 Controlling TCP Output Complexity 247
13.3 The Four TCP Output States 248
13.4 TCP Output As A Process 248
13.5 TCP Output Messages 249
13.6 Encoding Output States And TCB Numbers 250
13.7 Implementation Of The TCP Output Process 250
13.8 Mutual Exclusion 251
13.9 Implementation Of The IDLE State 252
13.10 Implementation Of The PERSIST State 252
13.11 Implementation Of The TRANSMIT State 253
13.12 Implementation Of The RETRANSMIT State 255
13.13 Sending A Segment 255
16.7 Reading Data From TCP 314
16.8 Sending Urgent Data 316
16.9 TCP Push Function 317
16.10 Interpreting Push With Out-Of-Order Delivery 318
16.11 Implementation Of Push On Input 319
16.12 Summary 320

Chapter 17 Socket-Level Interface 323

17.1 Introduction 323
17.2 Interfacing Through A Device 323
17.3 TCP Connections As Devices 325
17.4 An Example TCP Client Program 326
17.5 An Example TCP Server Program 327
17.6 Implementation Of The TCP Master Device 329
17.7 Implementation Of A TCP Slave Device 337
17.8 Initialization Of A Slave Device 351
17.9 Summary 352

Chapter 18 RIP: Active Route Propagation And Passive Acquisition 355

18.1 Introduction 355
18.2 Active And Passive Mode Participants 356
18.3 Basic RIP Algorithm And Cost Metric 356
18.4 Instabilities And Solutions 357
18.5 Message Types 361
18.6 Protocol Characterization 361
18.7 Implementation Of RIP 362
18.8 The Principle RIP Process 365
18.9 Responding To An Incoming Request 370
18.10 Generating Update Messages 372
18.11 Initializing Copies Of An Update Message 373
18.12 Generating Periodic RIP Output 378
18.13 Limitations Of RIP 379
18.14 Summary 379

Chapter 19 OSPF: Route Propagation With An SPF Algorithm 381

19.1 Introduction 381
19.2 OSPF Configuration And Options 382
19.3 OSPF’s Graph-Theoretic Model 382
| 19.4 | OSPF Declarations | 386 |
| 19.5 | Adjacency And Link State Propagation | 391 |
| 19.6 | Discovering Neighboring Gateways With Hello | 392 |
| 19.7 | Sending Hello Packets | 394 |
| 19.8 | Designated Router Concept | 399 |
| 19.9 | Electing A Designated Router | 400 |
| 19.10 | Reforming Adjacencies After A Change | 404 |
| 19.11 | Handling Arriving Hello Packets | 406 |
| 19.12 | Adding A Gateway To The Neighbor List | 408 |
| 19.13 | Neighbor State Transitions | 410 |
| 19.14 | OSPF Timer Events And Retransmissions | 412 |
| 19.15 | Determining Whether Adjacency Is Permitted | 414 |
| 19.16 | Handling OSPF input | 415 |
| 19.17 | Declarations And Procedures For Link State Processing | 418 |
| 19.18 | Generating Database Description Packets | 421 |
| 19.19 | Creating A Template | 422 |
| 19.20 | Transmitting A Database Description Packet | 424 |
| 19.21 | Handling An Arriving Database Description Packet | 426 |
| 19.22 | Handling Link State Request Packets | 432 |
| 19.23 | Building A Link State Summary | 434 |
| 19.24 | OSPF Utility Procedures | 435 |
| 19.25 | Summary | 439 |

Chapter 20  SNMP: MIB Variables, Representations, And Bindings  441

| 20.1 | Introduction | 441 |
| 20.2 | Server Organization And Name Mapping | 442 |
| 20.3 | MIB Variables | 443 |
| 20.4 | MIB Variable Names | 444 |
| 20.5 | Lexicographic Ordering Among Names | 445 |
| 20.6 | Prefix Removal | 445 |
| 20.7 | Operations Applied To MIB Variables | 446 |
| 20.8 | Names For Tables | 446 |
| 20.9 | Conceptual Threading Of The Name Hierarchy | 447 |
| 20.10 | Data Structure For MIB Variables | 448 |
| 20.11 | A Data Structure For Fast Lookup | 450 |
| 20.12 | Implementation Of The Hash Table | 452 |
| 20.13 | Specification Of MIB Bindings | 452 |
| 20.14 | Internal Variables Used In Bindings | 457 |
| 20.15 | Hash Table Lookup | 458 |
| 20.16 | SNMP Structures And Constants | 461 |
| 20.17 | ASN.1 Representation Manipulation | 464 |
| 20.18 | Summary | 474 |
Chapter 21  SNMP: Client And Server  477

21.1  Introduction  477
21.2  Data Representation In The Server  477
21.3  Server Implementation  478
21.4  Parsing An SNMP Message  480
21.5  Converting ASN.1 Names In The Binding List  484
21.6  Resolving A Query  485
21.7  Interpreting The Get-Next Operation  487
21.8  Indirect Application Of Operations  487
21.9  Indirection For Tables  490
21.10  Generating A Reply Message Backward  491
21.11  Converting From Internal Form to ASN.1  494
21.12  Utility Functions Used By The Server  495
21.13  Implementation Of An SNMP Client  496
21.14  Initialization Of Variables  498
21.15  Summary  500

Chapter 22  SNMP: Table Access Functions  503

22.1  Introduction  503
22.2  Table Access  504
22.3  Object Identifiers For Tables  504
22.4  Address Entry Table Functions  504
22.5  Address Translation Table Functions  511
22.6  Network Interface Table Functions  521
22.7  Routing Table Functions  529
22.8  TCP Connection Table Functions  538
22.9  Summary  545

Chapter 23  Implementation In Retrospect  547

23.1  Introduction  547
23.2  Statistical Analysis Of The Code  547
23.3  Lines Of Code For Each Protocol  548
23.4  Functions And Procedures For Each Protocol  550
23.5  Summary  551