

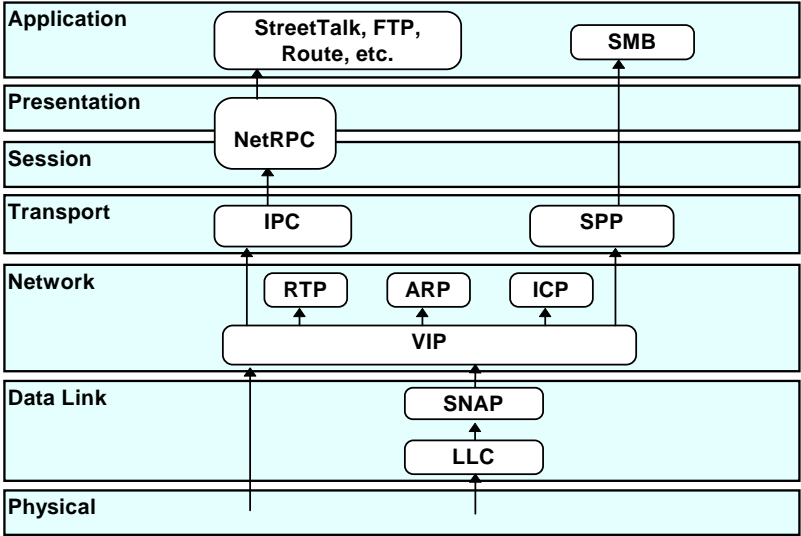
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## Banyan Protocols

The Banyan Network, known as VINES (Virtual Networking System), is based on the UNIX operating system. VINES uses UNIX multi-user, multi-tasking characteristics to internetwork LANs and WANs. The Banyan suite includes the following protocols:

- VARP: VINES Address Resolution Protocol.
- VIP: VINES Internet Protocol.
- ICP: Internet Control Protocol.
- RTP: Routing Update Protocol.
- IPC: InterProcess Communications Protocol.
- SPP: Sequenced Packet Protocol.
- NetRPC: NetRemote Procedure Call.
- StreetTalk.

The following diagram illustrates the Banyan protocol suite in relation to the OSI model:



*Banyan protocol suite in relation to the OSI model*

# VARP

The VINES Address Resolution Protocol (VARP), is used for finding node Data Link Control (DLC) addresses from the node IP address.

## Frames

VARP frames can be one of the following types:

|                   |                                     |
|-------------------|-------------------------------------|
| [service request] | Requests ARP service.               |
| [service reply]   | Acknowledges ARP service available. |
| [assign request]  | Requests assignment of IP address.  |
| [assign reply]    | Assigns IP address.                 |

## Parameters

VARP packets have the following parameters:

### Network

Network number of servers responding to ARP requests and the network number assigned to the station requesting an IP address.

### Server serial number

Decimal equivalent of the server network number i.e., the server key number.

### Subnet

Subnet number assigned to the system requesting a VINES IP address.

### VIP

The VINES Internet Protocol (VIP) moves datagrams throughout the network.

### Hop count

Maximum number of server hops that the packet can make before a server discards them. VIP decrements the hop count at each server (routing node).

### Error flag

Error flag determines the action on routing errors. If set to one, an ICP error frame is generated if a routing error occurs with the packet.

### Metric flag

When set to one, the destination server sends an ICP metric frame to report the routing cost to the destination end node.

### Broadcast class

VIP uses the broadcast class with the hop count to determine the routing requirements of broadcast packets. Broadcast classes are as follows:

- 0 All reachable nodes regardless of cost.
- 1 All nodes reachable at moderate cost.
- 2 All nodes reachable at low cost.
- 3 All nodes on the LAN.
- 4 All reachable servers regardless of cost.
- 5 All servers reachable at moderate cost.
- 6 All servers reachable at low cost.
- 7 All servers on the LAN.

### Destination Internet address

The VINES Internet address of the destination node, consists of an 8-digit hexadecimal network number and a 4-digit subnetwork or user number in the form XXXXXXXX.XXXX. VIP uses the subnetwork number 0x0001 for servers. Work stations have subnet numbers starting with 0x8000.

### Source Internet address

The VINES Internet address of the source node given in the same form as the destination Internet address.

# ICP

The Internet Control Protocol (ICP), is used to notify errors and changes in network topology.

ICP frames may contain the following parameters:

## Cost

Routing cost in seconds to reach the specified destination node as given in ICP metric frames.

## Communication error

The error message returned by ICP error frames. Possible messages are as follows:

|                     |                                    |
|---------------------|------------------------------------|
| {Invalid socket}    | Specified socket invalid.          |
| {Resource in use}   | Resource already in use.           |
| {Invalid operation} | Specified operation invalid.       |
| {Bad MemAddr par}   | Invalid memory address parameter.  |
| {Dest unreachable}  | Destination node unreachable.      |
| {Message overflow}  | Message overflow.                  |
| {Bad Dest socket}   | Invalid destination socket.        |
| {Bad Addr family}   | Invalid address family.            |
| {Bad socket type}   | Specified socket does not exist.   |
| {Bad protocol}      | Protocol does not exist.           |
| {No more sockets}   | No more sockets available.         |
| {No more buffers}   | No buffer space available.         |
| {Timed out}         | Connection time out.               |
| {Bad operation}     | Unsupported operation.             |
| {Resource unavail}  | Resource unavailable.              |
| {Comm failure}      | Internal communication failure.    |
| {H/W Reset failure} | Hardware controller reset failure. |
| {ARP error}         | Internet address resolution error. |
| {User terminated}   | User terminated request.           |
| {Protocol reset}    | Protocol reset occurred.           |
| {Protocol discnct}  | Protocol disconnect occurred.      |
| {User aborted}      | User aborted message.              |
| {Resource discnct}  | Resource disconnected.             |

# RTP

The Routing Update Protocol (RTP) is used to distribute network topology.

## Packets

RTP packets may be of the following types:

|                  |  |
|------------------|--|
| [router update]  | Routing update from a router (server).         |
| [endnode update] | Routing update from an end node (workstation). |

## Frame Parameters

RTP [router update] packets have the following parameters:

### Routing table size

Number of entries in the routing table as returned by routing response packets. The routing entry for each known router is given in the form: XXXXXX(CC), where XXXXXXX is the server number and CC is the routing cost to reach the server in units of 0.2 seconds.

### Host system type

The host system type may be as follows:

- XT, MB PC-XT class with multi-buffered LAN controller.
- AT, SB PC-AT class with single-buffered LAN controller.
- AT, MB PC-AT class with multi-buffered LAN controller.

Single-buffered LAN controllers use hardware/software that require this protocol to load and transmit each data block one at a time, while multi-buffered LAN controllers are capable of transmitting streams of data.

# IPC

The InterProcess Communications (IPC) protocol provides both datagram and reliable message delivery service.

## Frames

IPC frames may be one of the following types:

|            |   |
|------------|---|
| [data]     | Bulk data transfer.                         |
| [error]    | Transport layer error notification.         |
| [detach]   | Request to disconnect transport connection. |
| [probe]    | Request for retransmission of missed frame. |
| [data ack] | Acknowledgment of data transfer.            |

## Frame Parameters

IPC frames have the following parameters:

### Source port

Message buffer interface used by the transport layer to access the transport protocol.

### Destination port

Local destination port in use by the transport layer.

### Sequence number

Numeric index used to track the order of frames transmitted across a virtual connection. Each direction of data flow across the virtual connection uses an independent set of sequence numbers.

### Acknowledgement number

Last sequence number received from the other side of the virtual connection. For IPC error packets, the sequence number of the packet causing the error notification.

### Source connection ID

Reference code used to identify the sending side of a virtual connection.

### Destination connection ID

Reference code used to identify the receiving side of a virtual connection.



# SPP

The Sequenced Packet Protocol (SPP) provides a reliable virtual connection service for private connections.

## Frames

SPP frames may be one of the following types:

|            |   |
|------------|---|
| [detach]   | Request to disconnect transport connection. |
| [probe]    | Request for retransmission of missed frame. |
| [data ack] | Acknowledgment of data transfer.            |

## Frame Parameters

SPP frames have the following parameters:

### Source port

Message buffer interface used by the transport layer to access the transport protocol.

### Destination port

Local destination port in use by the transport layer.

### Sequence number

Numeric index used to track the order of frames transmitted across a virtual connection. Each direction of data flow across the virtual connection uses an independent set of sequence numbers.

### Acknowledgement number

Last sequence number received from the other side of the virtual connection.

### Source connection ID

Reference code used to identify the sending side of a virtual connection.

### Destination connection ID

Reference code used to identify the receiving side of a virtual connection.

# NetRPC

The NetRemote Procedure Call (NetRPC) protocol is used to access VINES applications such as StreetTalk and VINES Mail. A program number and version identify all VINES applications. Calls to VINES applications must specify the program number, program version, and the specific procedure within the program, where applicable.

## Frames

NetRPC frames may be one of the following types:

|           |                                    |
|-----------|------------------------------------|
| [request] | Request from a VINES client.       |
| [reply]   | Response from a VINES application. |

## Frame Parameters

NetRPC frames can contain the following parameters:

### Transaction ID

Code used to match NetRPC requests with NetRPC replies.

### Program number

Code used to refer to the requested application.

### Version number

Version number of the requested program.

### Procedure number

Procedure number of the requested program.

### Error status

Error status of the NetRPC reply.

# StreetTalk

StreetTalk maintains a distributed directory of the names of network resources. In VINES, names are global across the Internet and independent of the network topology.

