Network Layer (2)

Networked Systems Architecture 3
Lecture 10

UNIVERSITY
of
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Lecture Outline

- Addressing

  - Concepts

  - Addressing in the Internet

    - IPv4

    - IPv6

    - The shortage of IPv4 addresses

Addressing

- How to name hosts in a network?

  - Is the address an *identity* or a *location*?

    - Does it name the host, or the location at which it attaches to the network

  - How should addresses be allocated?

    - Hierarchical or flat?

  - What is the address format?

    - Human or machine readable?

    - Textual or binary? Structured or unstructured?

    - Fixed or variable length? How large?

Identity and Location

- Addresses can denote host *identity*

  - Give hosts a consistent address, irrespective of where or when they attach to the network

  - Simple upper-layer protocols

    - Transport layer and applications unaware of multi-homing or host mobility

  - Puts complexity in network layer

    - Network must determine location of host before it can route data

    - Often requires in-network database to map host identity to routable address

    - E.g. non-geographic/mobile phone numbers: 0870 154 154 → 01604 230 230

Identity and Location

- Alternatively, an address can indicate the *location* at which a host attaches to the network

  - Address structure matches the network structure

    - Network can directly route data given an address
    - E.g. geographic phone numbers: +44 141 330 4256

  - Simplifies network layer, by pushing complexity to the higher layers

    - Multi-homing and mobility must be handled by transport layer or applications
    - E.g. transport layer connections break when host moves

Address Allocation

- Are addresses allocated hierarchically?

  - Allows routing on aggregate addresses

    - E.g. phone call to +1 703 243 9422

      Route to US without looking at rest of number

  - Forces address structure to match network topology

  - Requires rigid control of allocations

- Or is there a flat namespace?

  - Flexible allocations, no aggregation → not scalable

Address Formats

- Textual or binary? Fixed or variable length?

  - Fixed length binary easier (faster) for machines to process

  - Variable length textual easier for humans to read

  - Which are you optimising for?

IP Addresses

- IP addresses have the following characteristics:

  - They specify location of a network interface

  - They are allocated hierarchically

  - They are fixed length binary values

    - IPv4: 32 bits

    - IPv6: 128 bits

- Domain names are a separate *application level* namespace

IP Addresses

- Both IPv4 and IPv6 addresses encode location

  - Addresses are split into a *network part* and a *host part*

    - A *netmask* describes the number of bits in the network part

    - The network itself has the address with the host part equal to zero

    - The broadcast address for a network has all bits of host part equal to one (allows messages to be sent to all hosts on a network)

  - A host with several network interfaces will have one IP addresses per interface

    - E.g. a laptop with Ethernet and Wi-Fi interfaces will have two IP addresses

IPv4 Addresses

32 bit binary addresses

IP address:
130.209.247.112 = 10000010 11010001 11110111 01110000

Netmask:
255.255.240.0 = 11111111 11111111 11110000 00000000

20 bits → network = 130.209.240.0/20

Broadcast address:
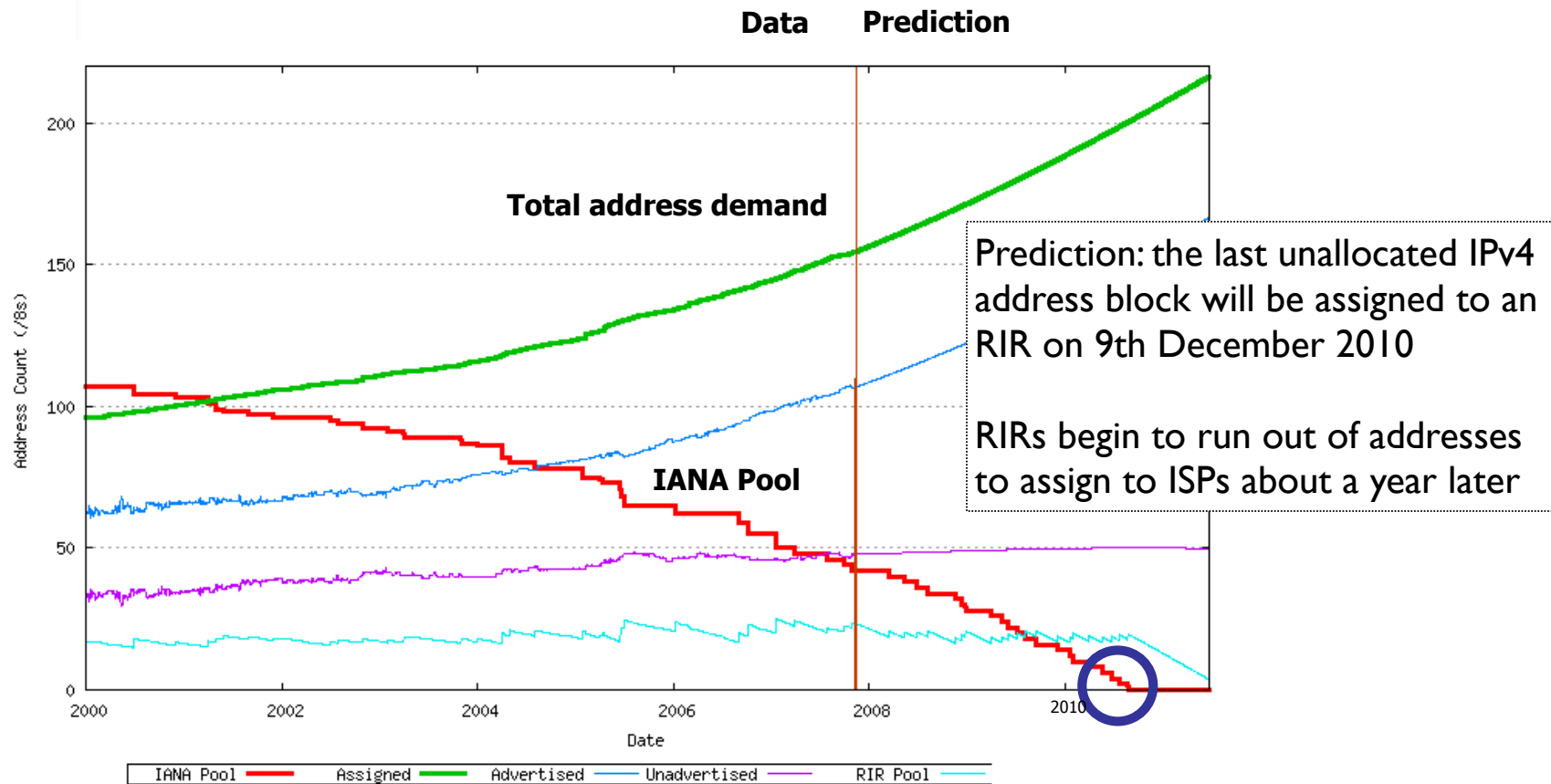130.209.255.255 = 10000010 11010001 11111111 11111111

Aside: Classes of IP address

- IP addresses used to be allocated so the netmask was a multiple of 8 bits

  - Class A → a /8 network (~16 million addresses)

  - Class B → a /16 network (65536 addresses)

  - Class C → a /24 network (256 addresses)

  - Inflexible, and wasted addresses

- Arbitrary length netmask allowed since 1993:

  - The DCS network is a /20

  - Old terminology still used sometimes...

IP Address Management

- IPv4 has 2^{32} = 4,294,967,296 addresses

  - IANA administers the pool of unallocated addresses

    - Historically would assign addresses directly to ISPs, large enterprises, etc.

    - Now, addresses assigned to regional Internet registries (RIRs) as needed:

      - AfriNIC (Africa), APNIC (Asia-Pacific), ARIN (North America), LACNIC (Latin America and Caribbean), and RIPE (Europe, Middle East, Central Asia)
      - Allocations made one /8 (2^{24} = 16,777,216 addresses) at a time

  - RIRs allocate addresses to ISPs and large enterprises within their region; ISPs allocate to their customers

- About $^3/_4$ of the addresses are allocated today

The End of the (IPv4) World?

Prediction: the last unallocated IPv4 address block will be assigned to an RIR on 9th December 2010

RIRs begin to run out of addresses to assign to ISPs about a year later

Source: Geoff Huston, APNIC
http://ipv4.potaroo.net/
Prediction as of 19 December 2007

The End of the (IPv4) World?

- Model of address consumption assumes future use follows past behaviour

  - i.e. predictions are likely conservative

- Alternative for when we run out of addresses?

  - Deploy IPv6

  - Network address translation

IPv6

- IPv6 provides 128 bit addresses – if deployed it will solve address shortage for a *long* time

  - 2^{128} = 340,282,366,920,938,463,463,374,607,431,768,211,456 addresses

  - i.e. 665,570,793,348,866,943,898,599 addresses per square metre of the Earth's surface

IPv6 Addresses

128 bit binary addresses, written as : separated hexadecimal

2001:0db8:85a3:08d3:1319:8a2e:0370:7334

A *single* run of consecutive zeros can be compressed to a ::

2001:200::8002:203:47ff:fea5:3085

IPv6 Addresses

Local identifier part of IPv6 address is 64 bits:

2001:0db8:85a3:08d3:1319:8a2e:0370:7334

⟵—————————————⟶

Local identifier part

Can be derived from Ethernet/Wi-Fi MAC address:

48 bit IEEE MAC: 0014:5104:25ea
Expand to 64 bits: 0014:51ff:fe04:25ea
Invert bit 6:   0214:51ff:fe04:25ea

Bit 6 denotes local or
globally unique scope

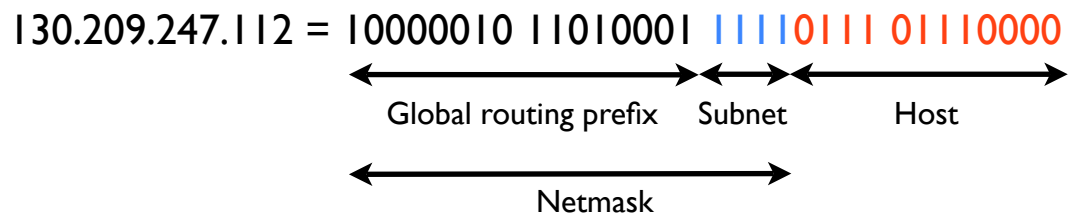Or randomly chosen, with bit 6 set to zero, to give illusion of privacy

IPv6 Addresses

Routers advertise network part, hosts auto-configure address:

2001:0db8:85a3:08d3:1319:8a2e:0370:7334

⟵————————————————⟶
Network part

Network part split into a *global routing prefix* (up to 48 bits) and a *subnet identifier*

Formalises the distinction present in IPv4:

130.209.247.112 = 10000010 11010001 1111 0111 01110000

⟵————————————⟶ ⟵—⟶ ⟵————⟶
Global routing prefix   Subnet   Host

⟵————————————⟶
Netmask
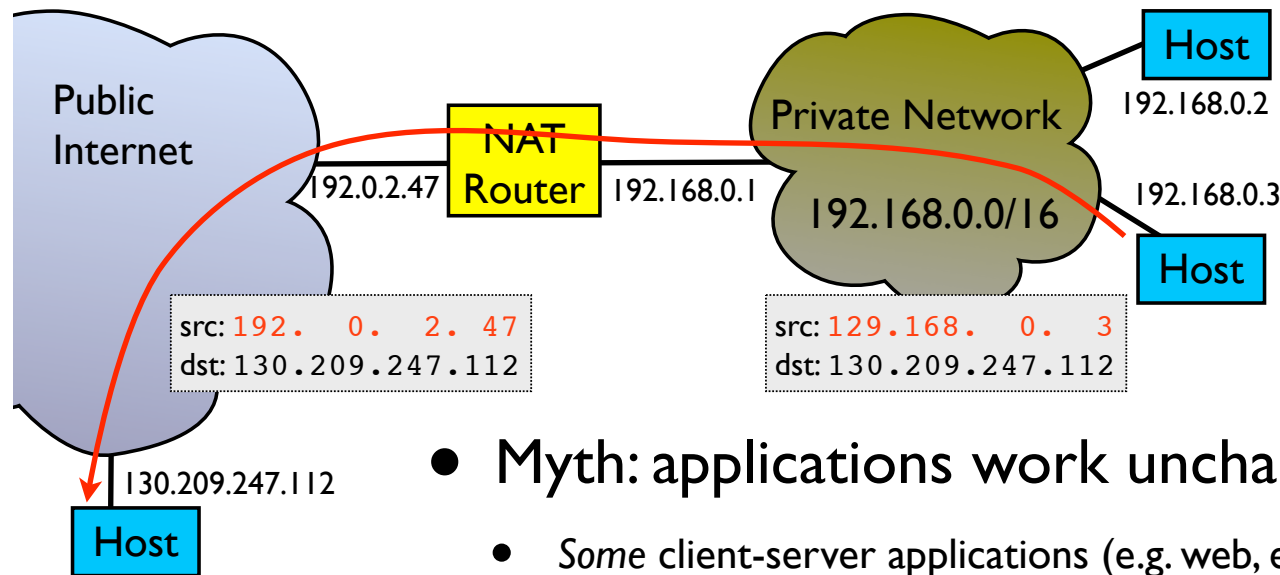
IPv6 Deployment Issues

- IPv6 requires changes to all hosts, routers, firewalls, and applications

  - Significant deployment challenge!

  - Host changes done: MacOS X, Windows XP & Vista, Linux, FreeBSD, Symbian, etc.

  - Core routers generally support IPv6, home routers and firewalls (mostly) not yet

  - Some applications have been updated (easy to do!)

Network Address Translation

Public Internet

192.0.2.47 | **NAT Router** | 192.168.0.1

Private Network

192.168.0.0/16

Host 192.168.0.2

Host 192.168.0.3

Host

130.209.247.112

```
src: 192.  0.  2. 47
dst: 130.209.247.112
```

```
src: 129.168.  0.  3
dst: 130.209.247.112
```
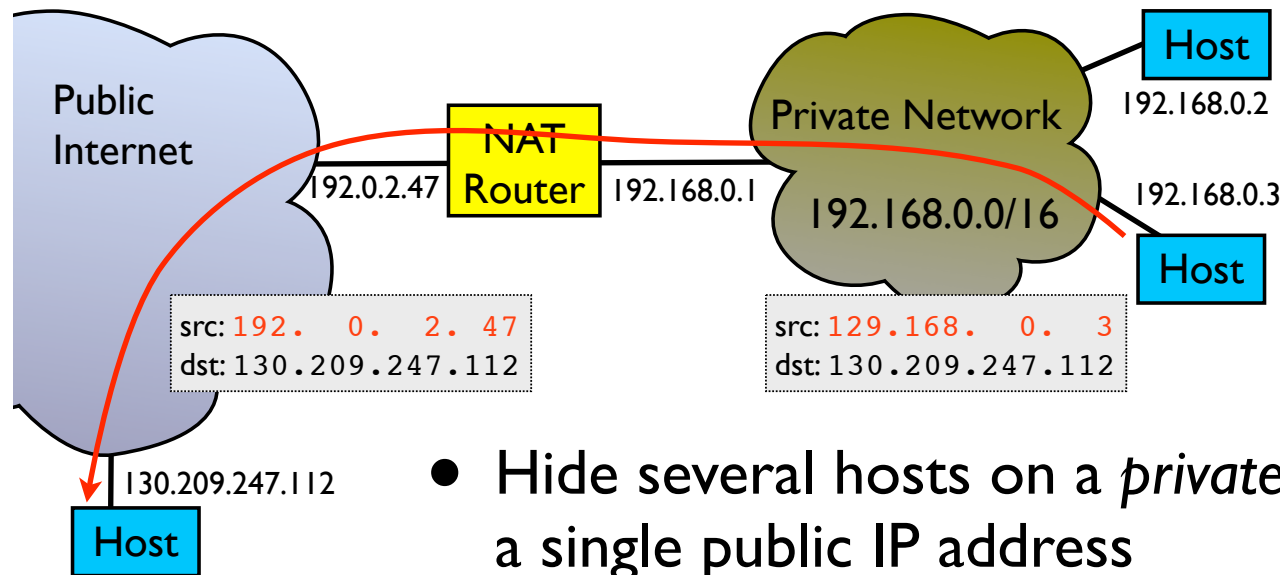
- Hide several hosts on a *private network* behind a single public IP address

  - Private IPv4 addresses are 10.0.0.0/8, 192.168.0.0/16, 176.16.0.0/12

- Rewrite packet headers at network boundary

  - Doesn't require changes to hosts or routers (other than the NAT)

- Tries to give the illusion of more address space

Network Address Translation

Public Internet

192.0.2.47 NAT Router 192.168.0.1

Private Network

192.168.0.0/16

Host 192.168.0.2

Host 192.168.0.3

Host

src: 192. 0. 2. 47
dst: 130.209.247.112

src: 129.168. 0. 3
dst: 130.209.247.112

130.209.247.112

Host

- Myth: applications work unchanged

  - *Some* client-server applications (e.g. web, email) work without changes

  - But peer-to-peer applications (e.g. VoIP) need extensive changes before they work through a NAT (~200 pages spec to describe algorithm!)

- Myth: provides security

  - Most NATs include a firewall to provide security, the NAT function gives no security benefit

NAT *vs.* IPv6

- NAT widely deployed now for IPv4

  - Initially *appears* simple to end users (no need to change hosts, web browsing & email still work)

  - Hugely complex for peer-to-peer application authors

  - Very difficult to debug network problems and deploy new classes of application

- The *hope* is that IPv6 will be deployed as IPv4 addresses run out

Questions?