

Computer Networks

CS3001

(Section BDS-7A)

Lecture 19

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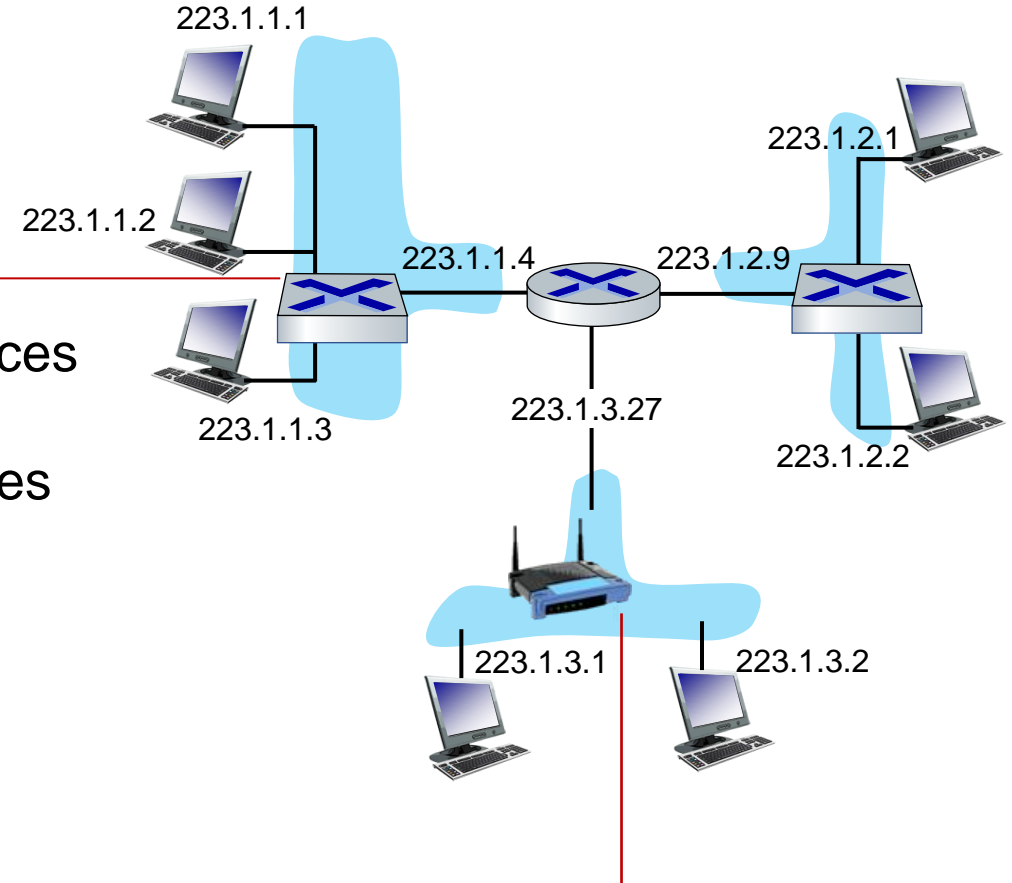
IP addressing: introduction

Q: how are interfaces actually connected?

A: we'll learn about that in chapters 6, 7

For now: don't need to worry about how one interface is connected to another (with no intervening router)

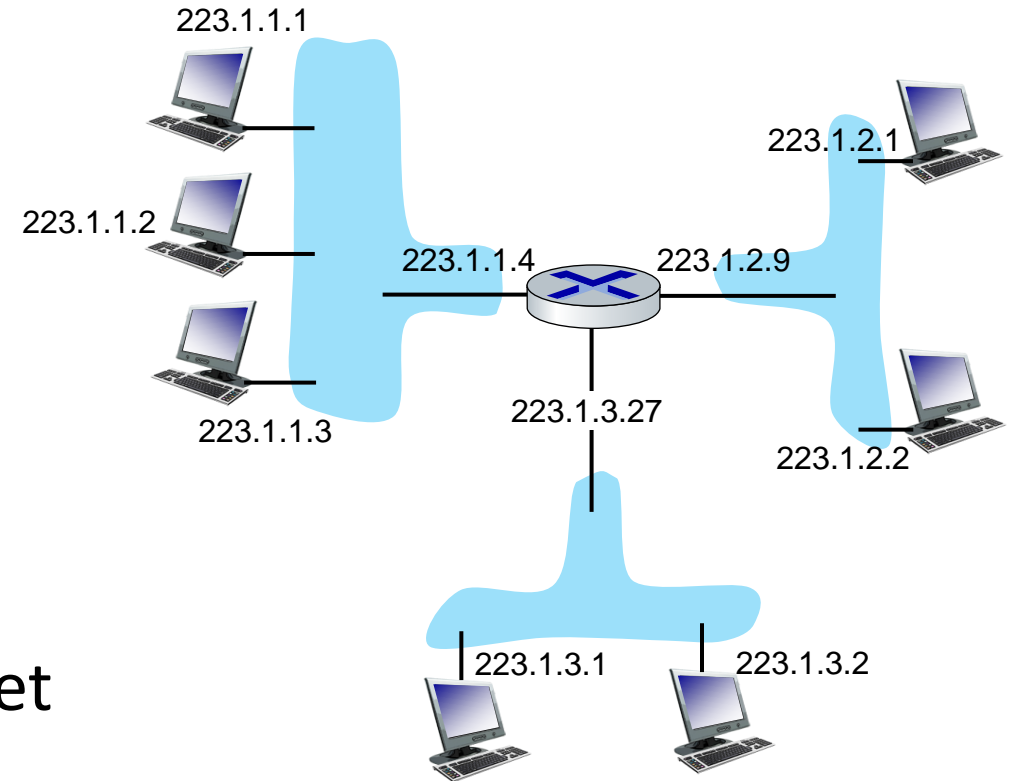
A: wired Ethernet interfaces connected by Ethernet switches



A: wireless WiFi interfaces connected by WiFi base station

Subnets

- *What's a subnet ?*
 - device interfaces that can physically reach each other **without passing through an intervening router**
- IP addresses have structure:
 - **subnet part:** devices in same subnet have common high order bits
 - **host part: remaining** low order bits

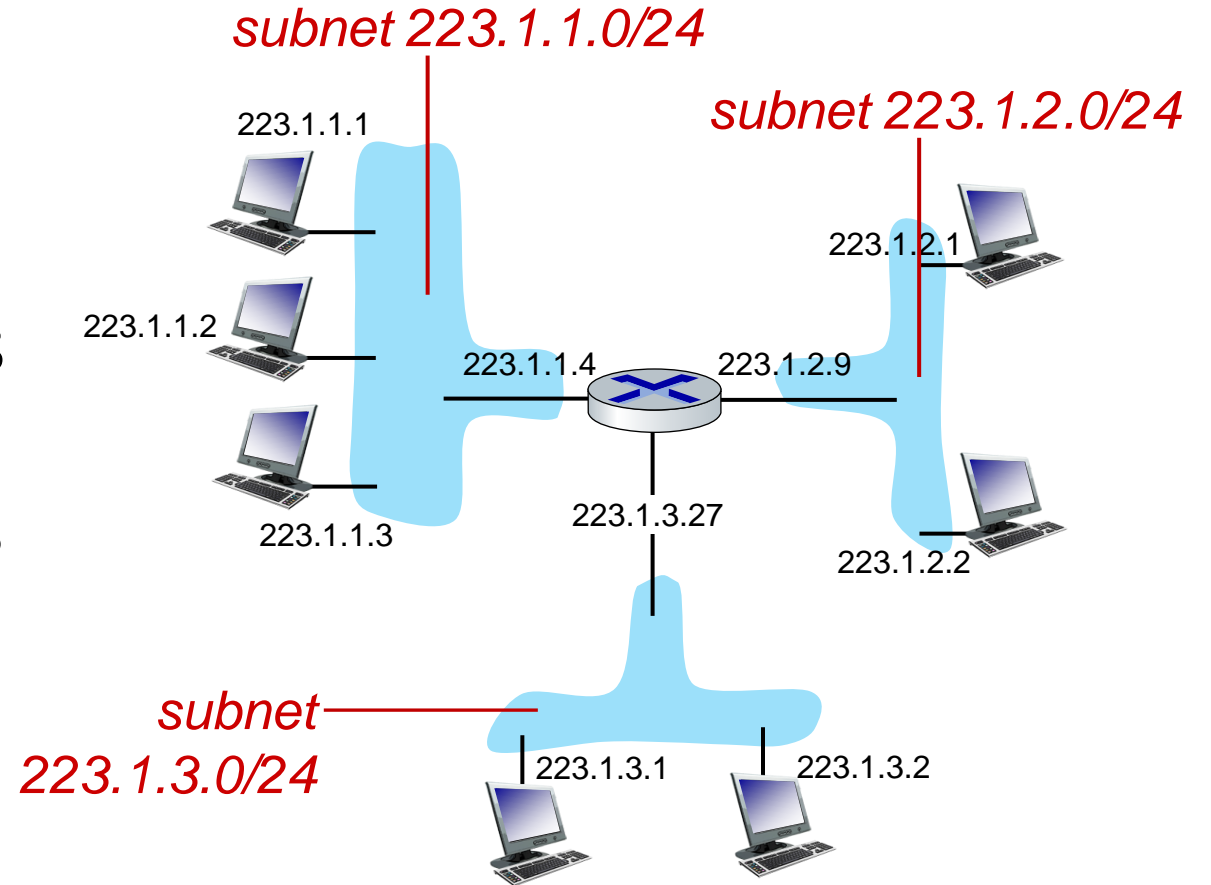


network consisting of 3 subnets

Subnets

Recipe for defining subnets:

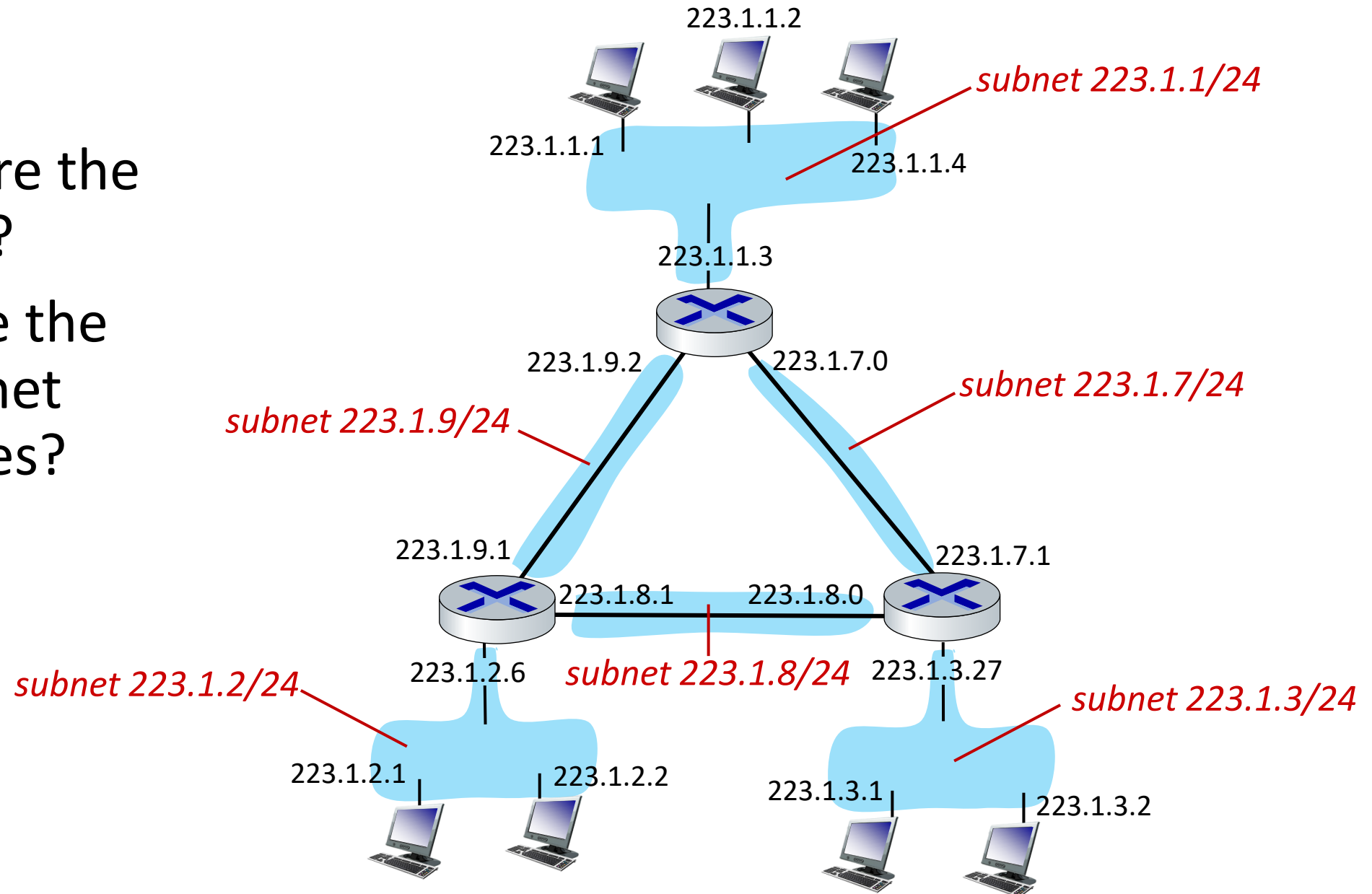
- detach each interface from its host or router, creating “islands” of isolated networks
- each isolated network is called a *subnet*



subnet mask: /24
(high-order 24 bits: subnet part of IP address)

Subnets

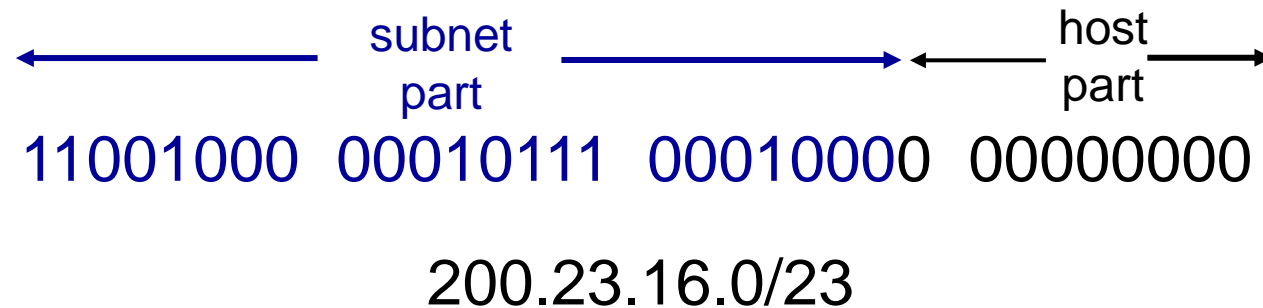
- where are the subnets?
- what are the /24 subnet addresses?



IP addressing: CIDR

CIDR: Classless InterDomain Routing (pronounced “cider”)

- subnet portion of address of arbitrary length
- address format: **a.b.c.d/x**, where x is # bits in subnet portion of address



IP addresses: how to get one?

That's actually **two** questions:

1. Q: How does a *host* get IP address within its network (host part of address)?
2. Q: How does a *network* get IP address for itself (network part of address)?

How does *host* get IP address?

- hard-coded by sysadmin in config file (e.g., /etc/rc.config in UNIX)
- **DHCP**: Dynamic Host Configuration Protocol: dynamically get address from a server
 - “plug-and-play”

DHCP: Dynamic Host Configuration Protocol

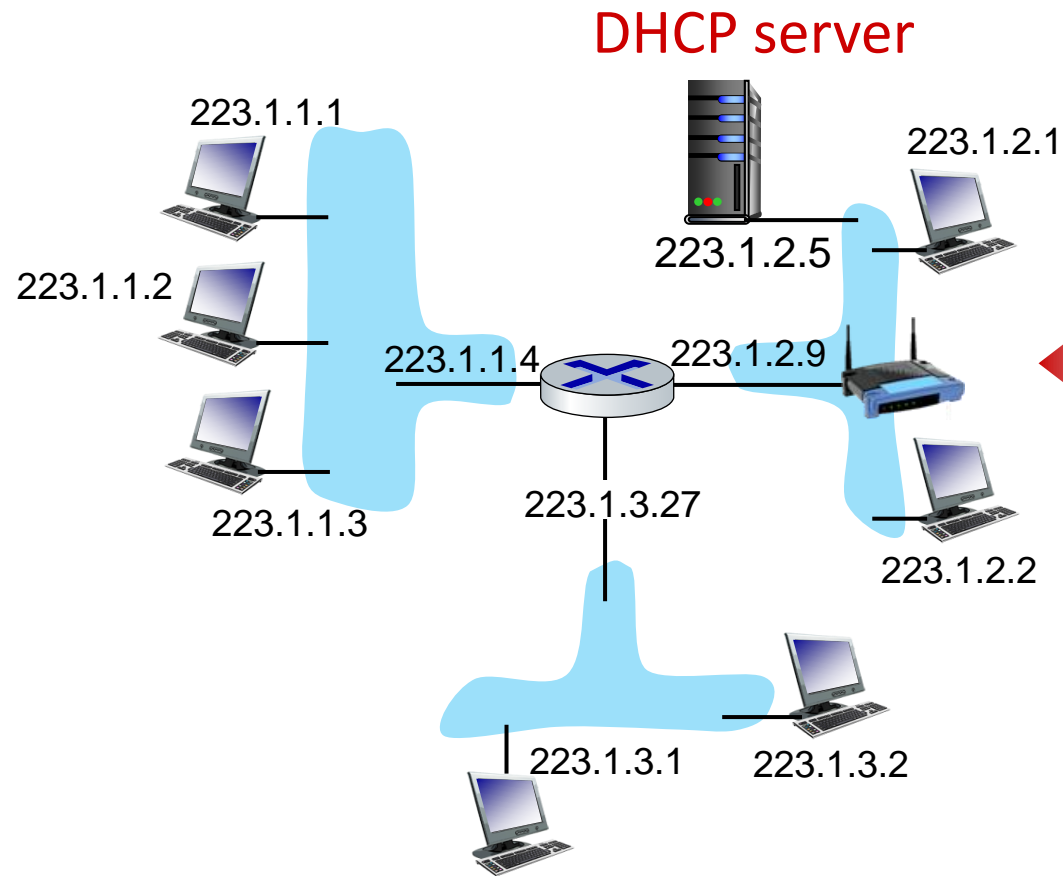
goal: host *dynamically* obtains IP address from network server when it “joins” network

- can renew its lease on address in use
- allows reuse of addresses (only hold address while connected/on)
- support for mobile users who join/leave network

DHCP overview:

- host broadcasts **DHCP discover** msg [optional]
- DHCP server responds with **DHCP offer** msg [optional]
- host requests IP address: **DHCP request** msg
- DHCP server sends address: **DHCP ack** msg

DHCP client-server scenario



Typically, DHCP server will be co-located in router, serving all subnets to which router is attached



arriving **DHCP client** needs address in this network

DHCP client-server scenario

DHCP server: 223.1.2.5



DHCP discover

Broadcast: is there a
DHCP server out there?

Arriving client



DHCP offer

Broadcast: I'm a DHCP
server! Here's an IP
address you can use

DHCP request

Broadcast: OK. I would
like to use this IP address!

DHCP ACK

Broadcast: OK. You've
got that IP address!

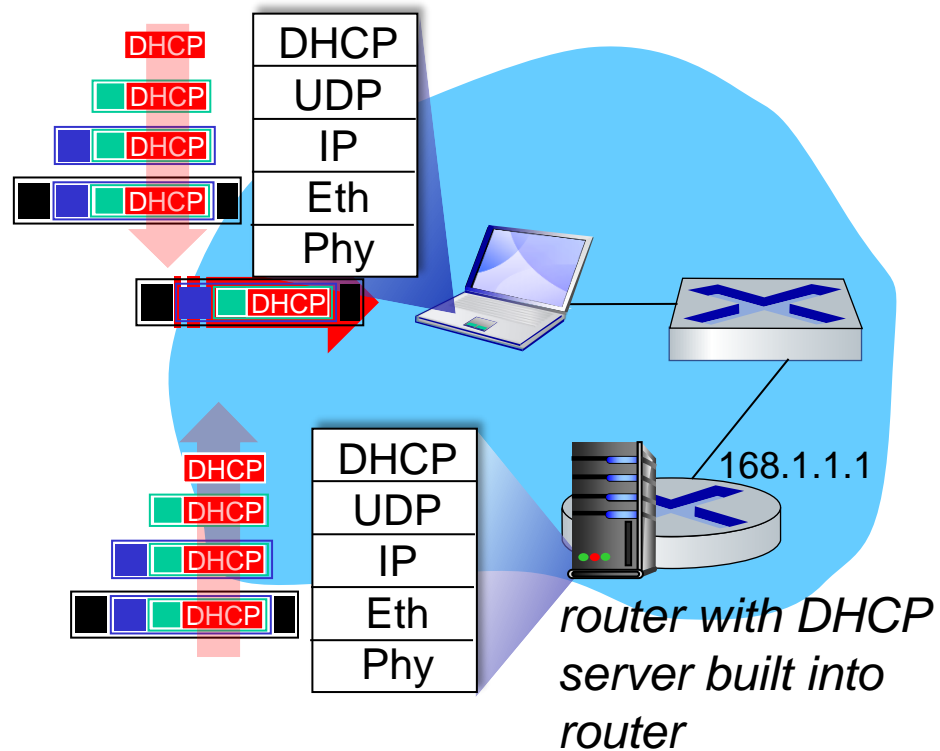
The two steps above can
be skipped "if a client
remembers and wishes to
reuse a previously
allocated network address"
[RFC 2131]

DHCP: more than IP addresses

DHCP can return more than just allocated IP address on subnet:

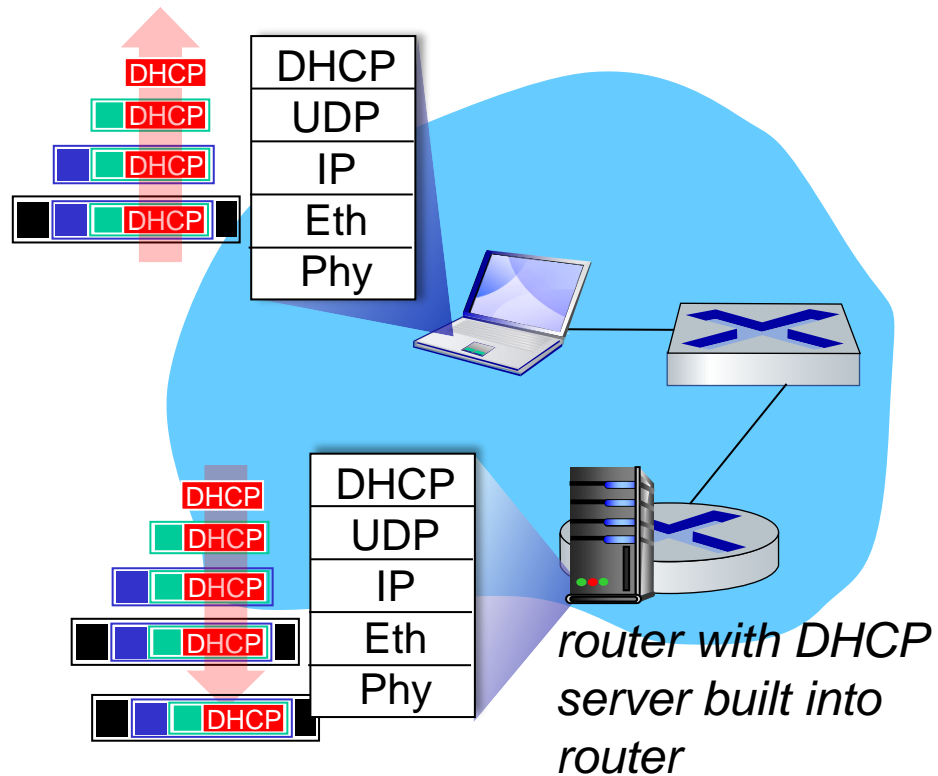
- address of first-hop router for client
- name and IP address of DNS server
- network mask (indicating network versus host portion of address)

DHCP: example



- Connecting laptop will use DHCP to get IP address, address of first-hop router, address of DNS server.
- DHCP REQUEST message encapsulated in UDP, encapsulated in IP, encapsulated in Ethernet
- Ethernet frame broadcast (dest: FFFFFFFF) on LAN, received at router running DHCP server
- Ethernet de-mux'ed to IP de-mux'ed, UDP de-mux'ed to DHCP

DHCP: example



- DHCP server formulates DHCP ACK containing client's IP address, IP address of first-hop router for client, name & IP address of DNS server
- encapsulated DHCP server reply forwarded to client, de-muxing up to DHCP at client
- client now knows its IP address, name and IP address of DNS server, IP address of its first-hop router

IP addresses: how to get one?

Q: how does *network* get subnet part of IP address?

A: gets allocated portion of its provider ISP's address space

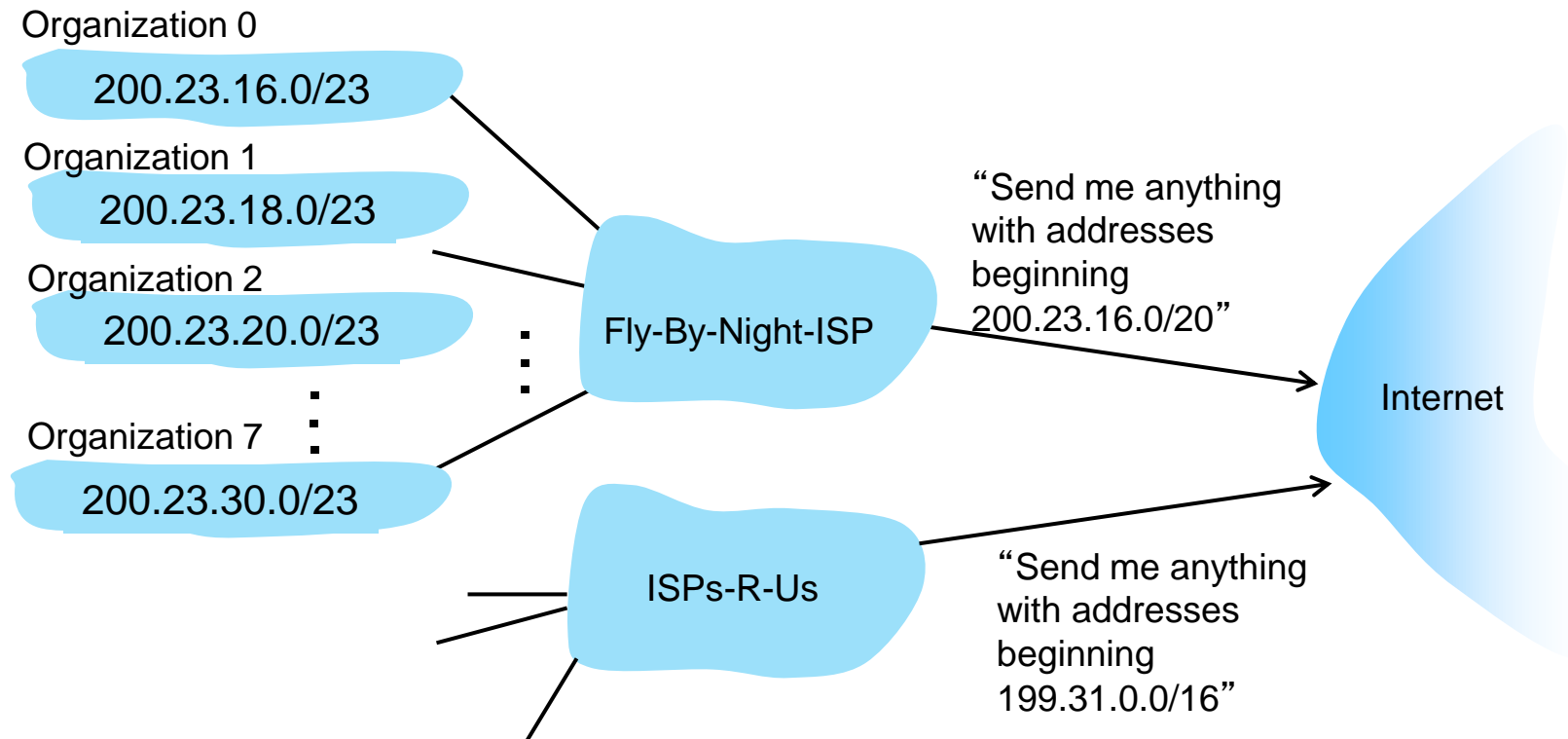
ISP's block 11001000 00010111 00010000 00000000 200.23.16.0/20

ISP can then allocate out its address space in 8 blocks:

Organization 0	<u>11001000 00010111 00010000</u>	00000000	200.23.16.0/23
Organization 1	<u>11001000 00010111 00010010</u>	00000000	200.23.18.0/23
Organization 2	<u>11001000 00010111 00010100</u>	00000000	200.23.20.0/23
...
Organization 7	<u>11001000 00010111 00011110</u>	00000000	200.23.30.0/23

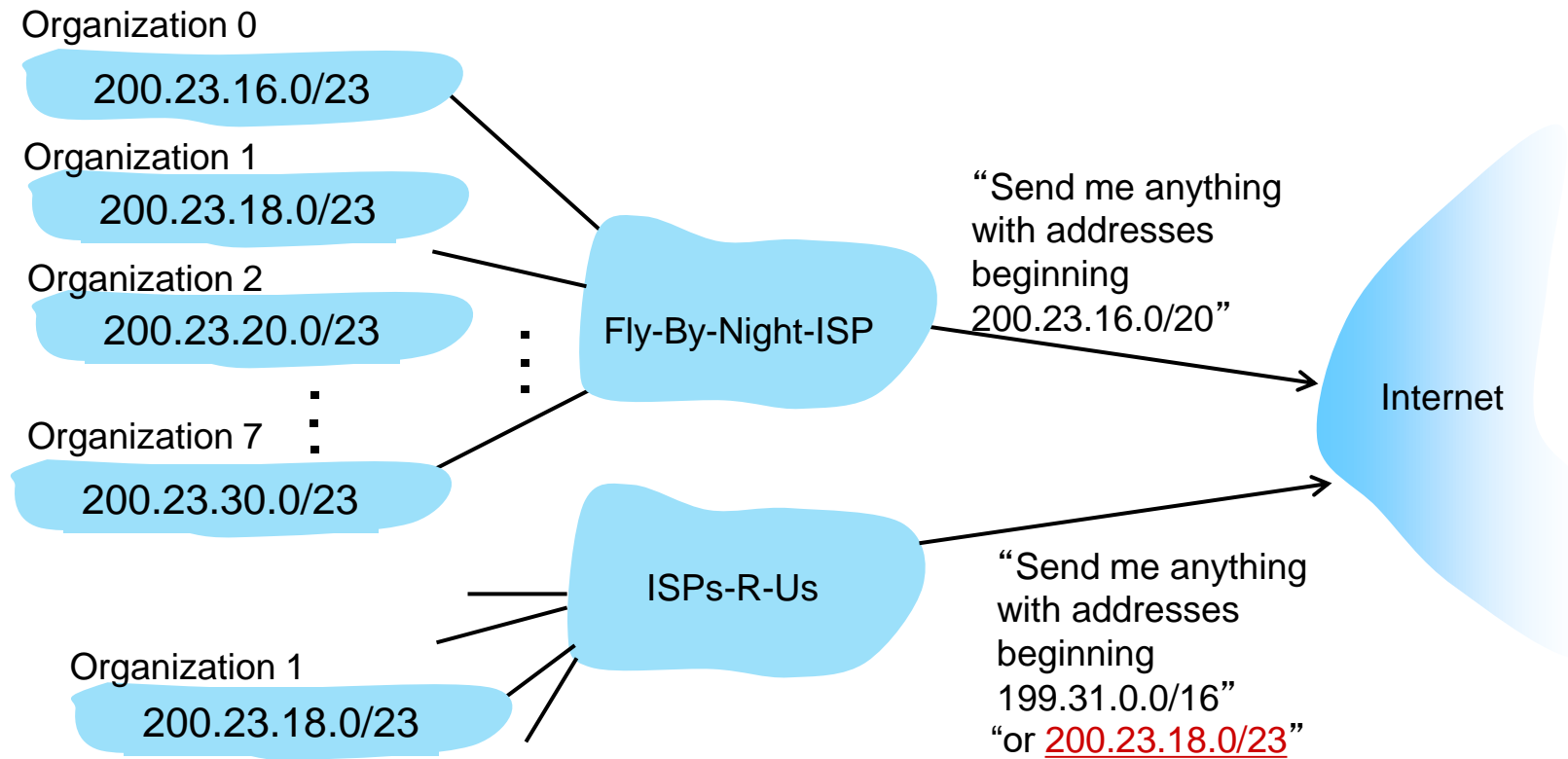
Hierarchical addressing: route aggregation

hierarchical addressing allows efficient advertisement of routing information:



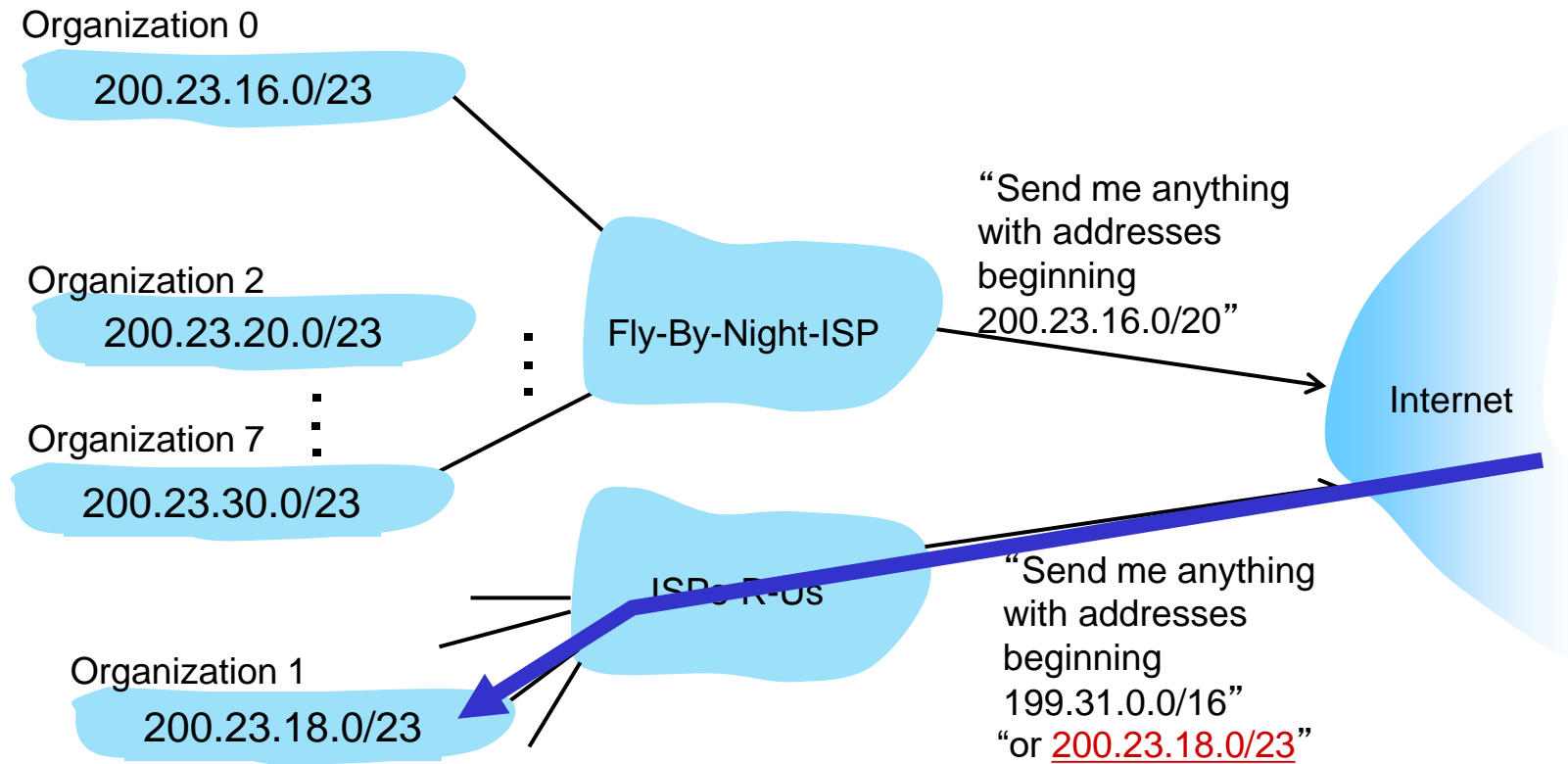
Hierarchical addressing: more specific routes

- Organization 1 moves from Fly-By-Night-ISP to ISPs-R-Us
- ISPs-R-Us now advertises a more specific route to Organization 1



Hierarchical addressing: more specific routes

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IP addressing: last words ...

Q: how does an ISP get block of addresses?

A: ICANN: Internet Corporation for Assigned Names and Numbers
<http://www.icann.org/>

- allocates IP addresses, through 5 regional registries (RRs) (who may then allocate to local registries)
- manages DNS root zone, including delegation of individual TLD (.com, .edu , ...) management

Q: are there enough 32-bit IP addresses?

- ICANN allocated last chunk of IPv4 addresses to RRs in 2011
- NAT (next) helps IPv4 address space exhaustion
- IPv6 has 128-bit address space

"Who the hell knew how much address space we needed?" Vint Cerf (reflecting on decision to make IPv4 address 32 bits long)