



# Network Layer

## Part 5

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EECS 325/425  
Fall 2018

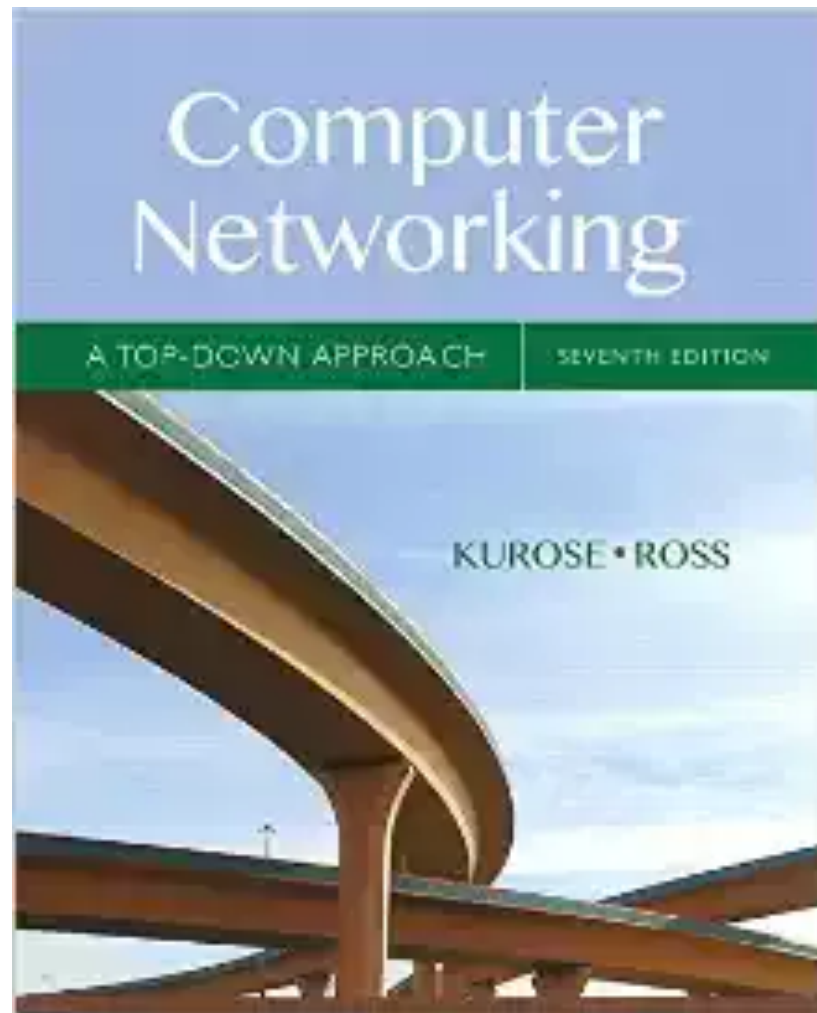
*“We goin’ downtown in the middle of the night,  
We laughin’ and I’m jokin’ and we feelin’ alright.”*

These slides are more-or-less directly from the slide set developed by Jim Kurose and Keith Ross for their book “Computer Networking: A Top Down Approach, 5th edition”.

The slides have been lightly adapted for Mark Allman’s EECS 325/425 Computer Networks class at Case Western Reserve University.

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# Reading Along ...



- Network layer is chapters 4 & 5
- IPv4 addressing

# IP addresses: how to get one?

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ISP's block      11001000 00010111 00010000 00000000      200.23.16.0/20

# IP addresses: how to get one?

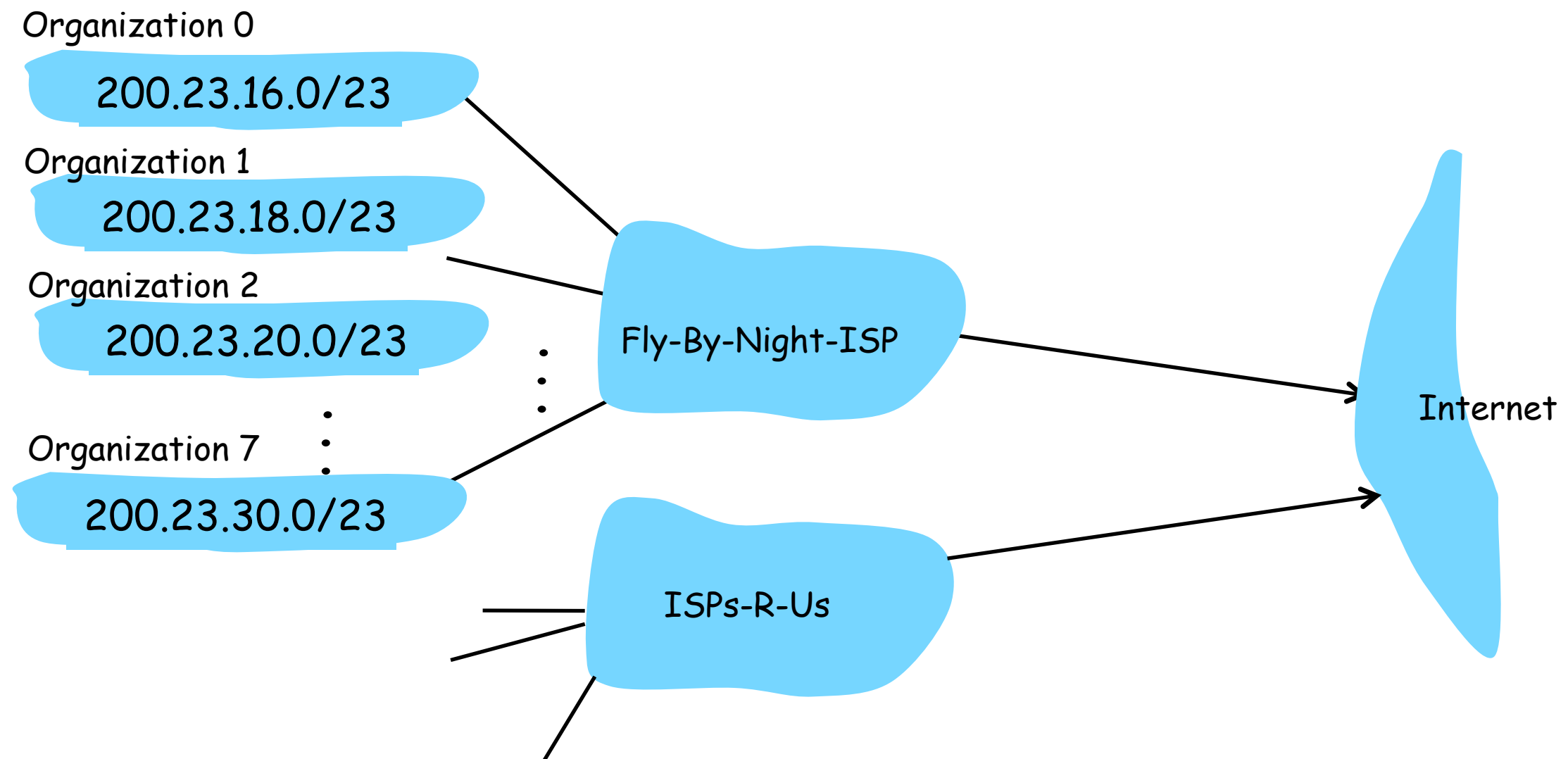
Q: How does network get subnet part of IP addr?

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ISP's block	<u>11001000</u>	<u>00010111</u>	<u>00010000</u>	00000000	200.23.16.0/20
Organization 0	<u>11001000</u>	<u>00010111</u>	<u>00010000</u>	00000000	200.23.16.0/23
Organization 1	<u>11001000</u>	<u>00010111</u>	<u>00010010</u>	00000000	200.23.18.0/23
Organization 2	<u>11001000</u>	<u>00010111</u>	<u>00010100</u>	00000000	200.23.20.0/23
...	.....			....	....
Organization 7	<u>11001000</u>	<u>00010111</u>	<u>00011110</u>	00000000	200.23.30.0/23

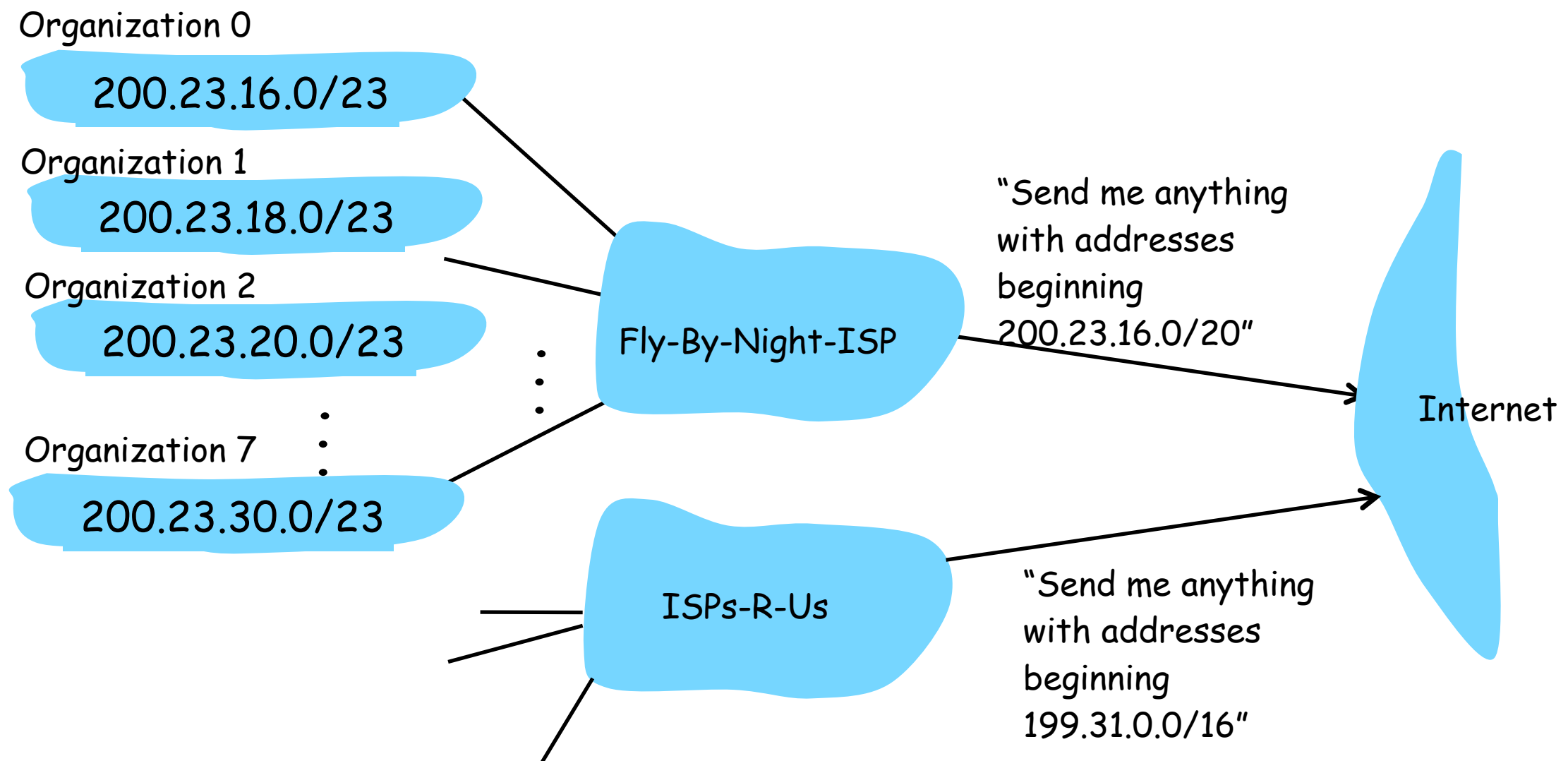


# Hierarchical addressing: route aggregation

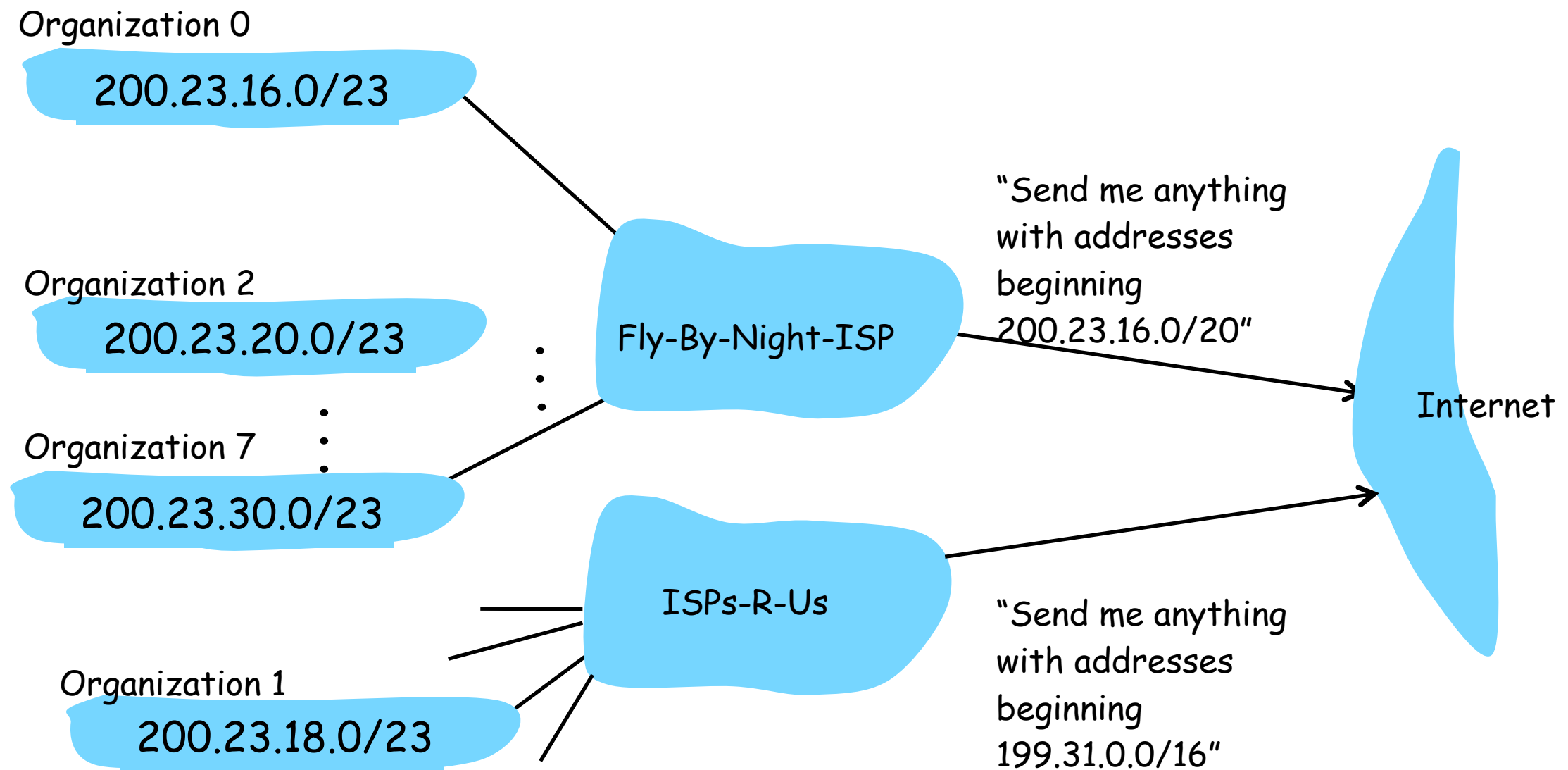


# Hierarchical addressing: route aggregation

Hierarchical addressing allows efficient advertisement of routing information:

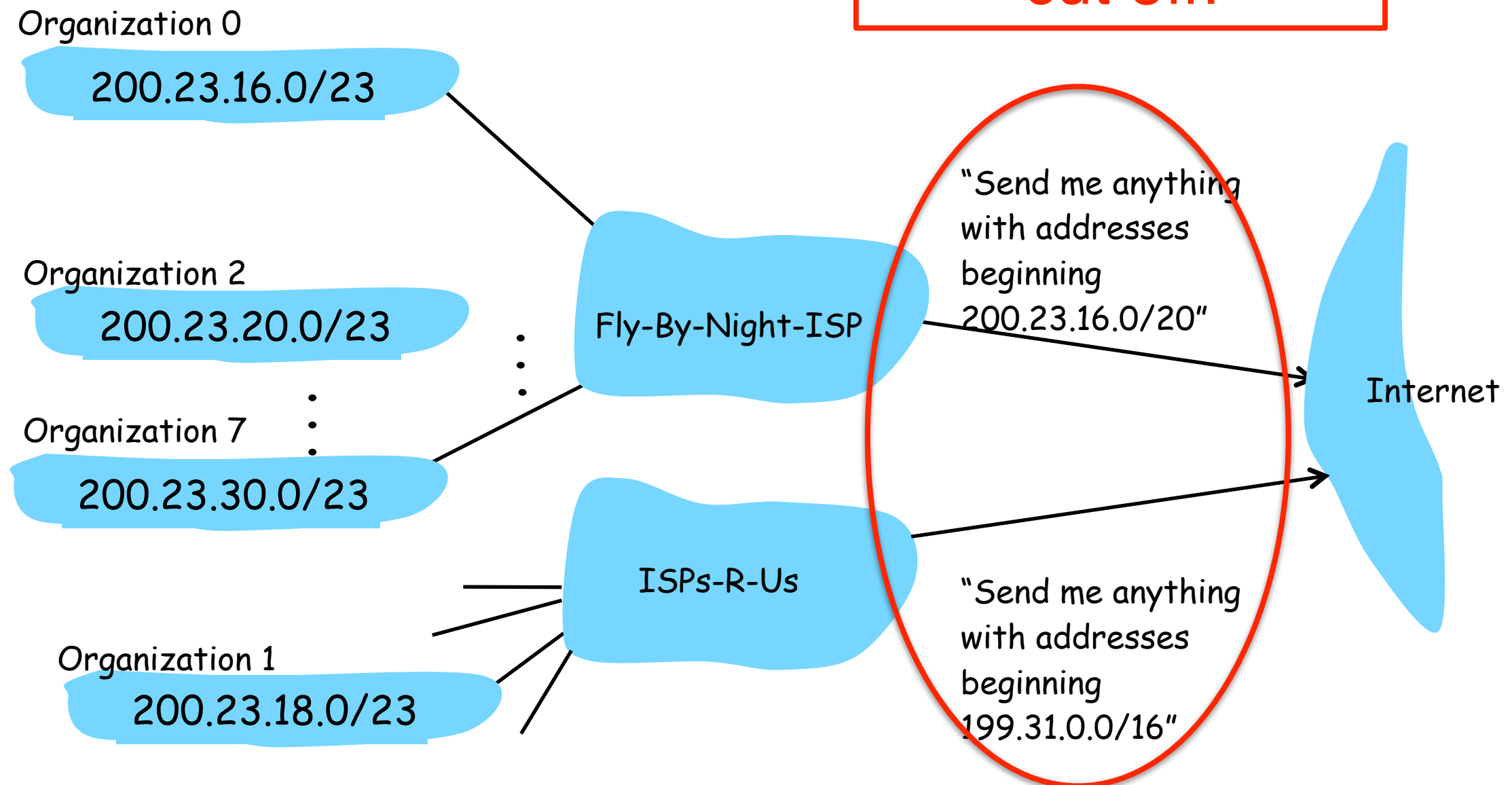


# Hierarchical addressing

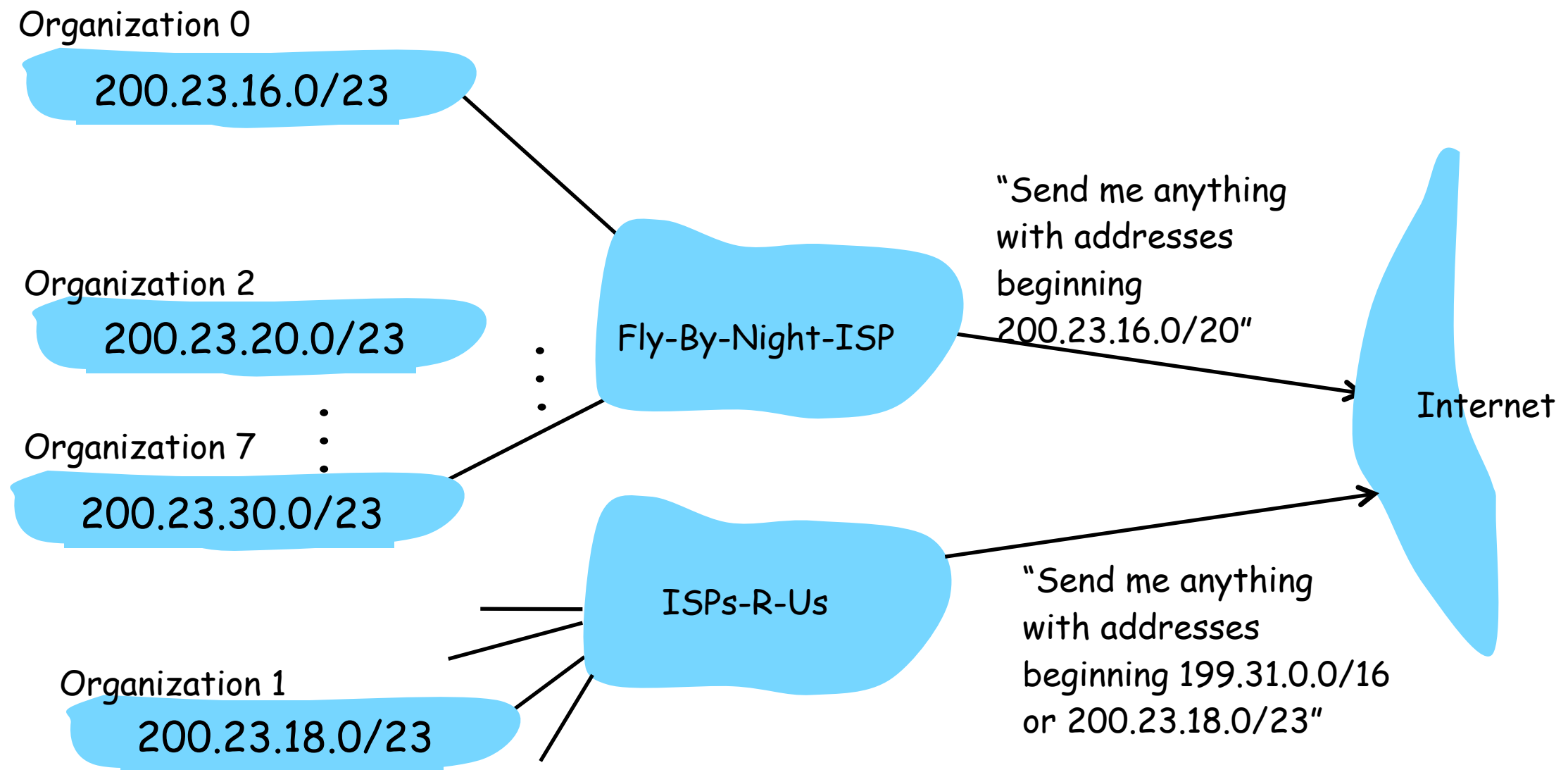


# Hierarchical addressing

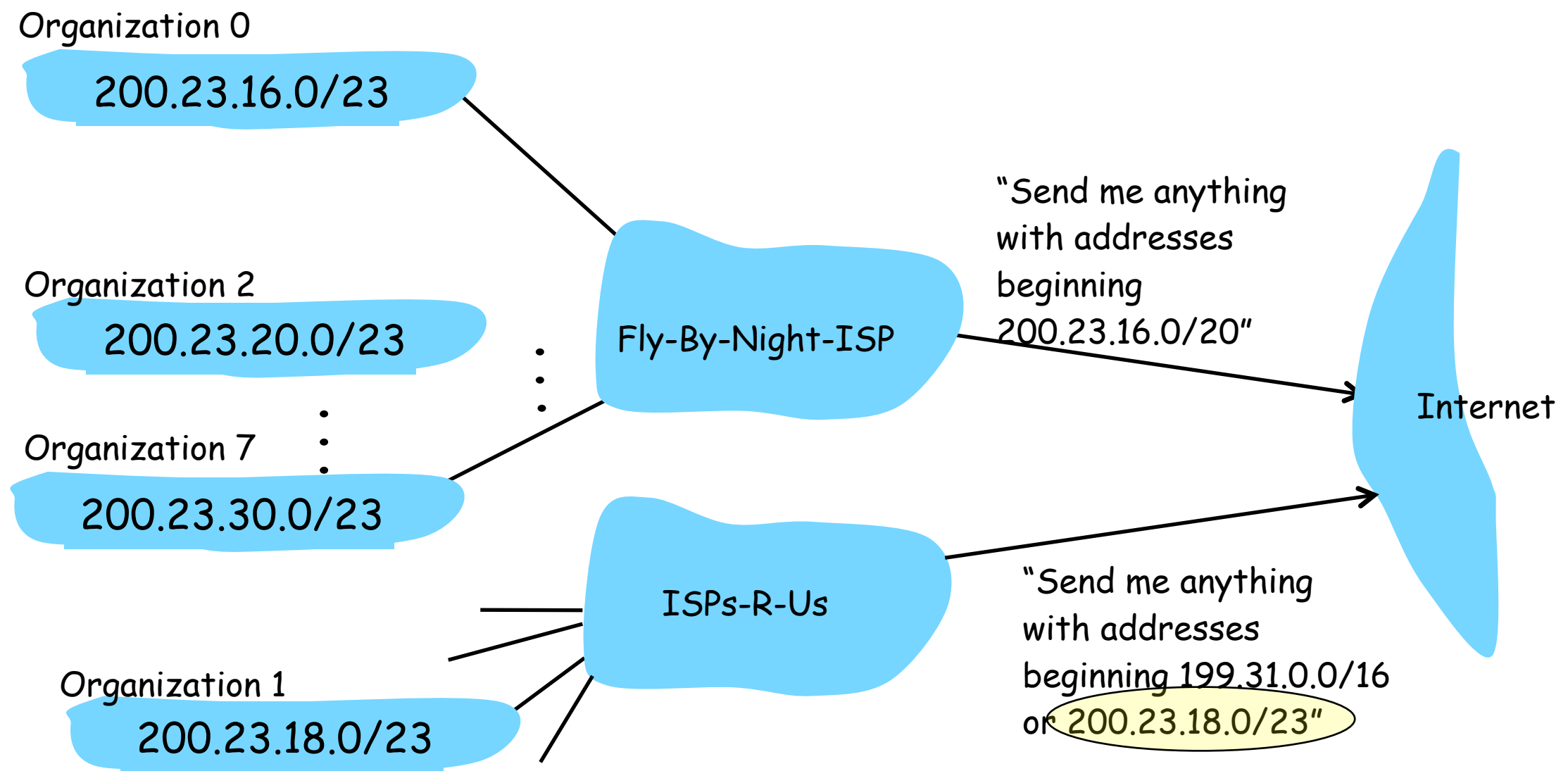
Organization 1 is  
cut off!



# Hierarchical addressing

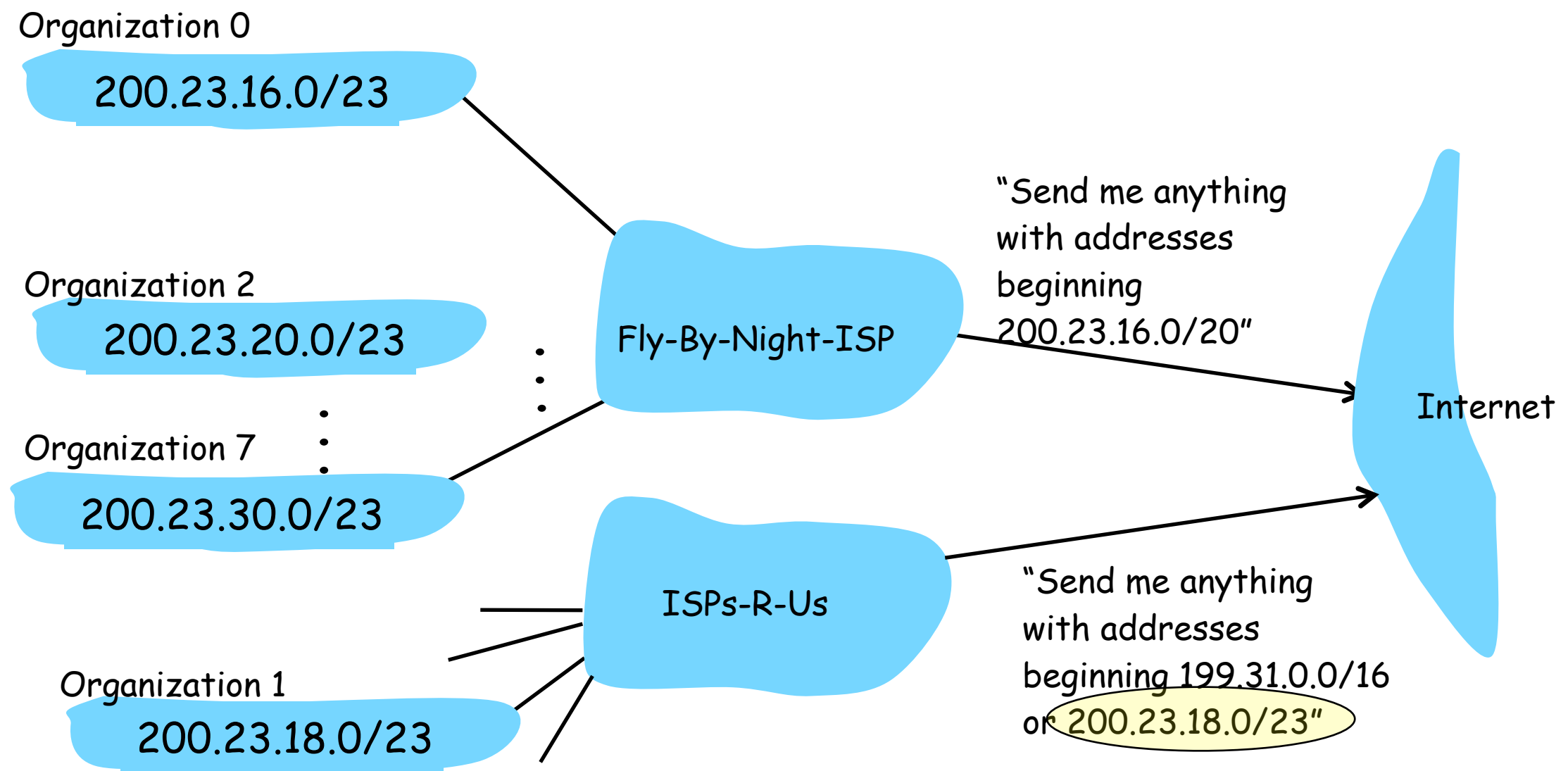


# Hierarchical addressing



# Hierarchical addressing

ISPs-R-Us has a more specific route to Organization 1



# IP addresses: how to assign?

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- ❖ hard-coded by system admin in a file
  - Windows: control-panel->network->configuration->tcp/ip->properties
  - UNIX: /etc/rc.config

# IP addresses: how to assign?

Q: How do we assign a host an IP address?

- ❖ hard-coded by system admin in a file
  - Windows: control-panel->network->configuration->tcp/ip->properties
  - UNIX: /etc/rc.config
- ❖ **DHCP: Dynamic Host Configuration Protocol:**  
dynamically get address from as server
  - "plug-and-play"

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Why?

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Goal: allow host to dynamically obtain its IP address from network server when it joins network

Why?

- Ease admin burden
- Can renew its lease on address in use
- Allows reuse of addresses (only hold address while connected and "on")
- Support for mobile users who want to join network

# DHCP: Dynamic Host Configuration Protocol

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  - who do we ask for an address?
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- Conundrum: if we don't have an IP address, how can we communicate over the network?
  - who do we ask for an address?
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- Bootstrap using broadcast
  - i.e., messages destined for everyone on a network instead of a single server
- Communication between two specific hosts is referred to as unicast

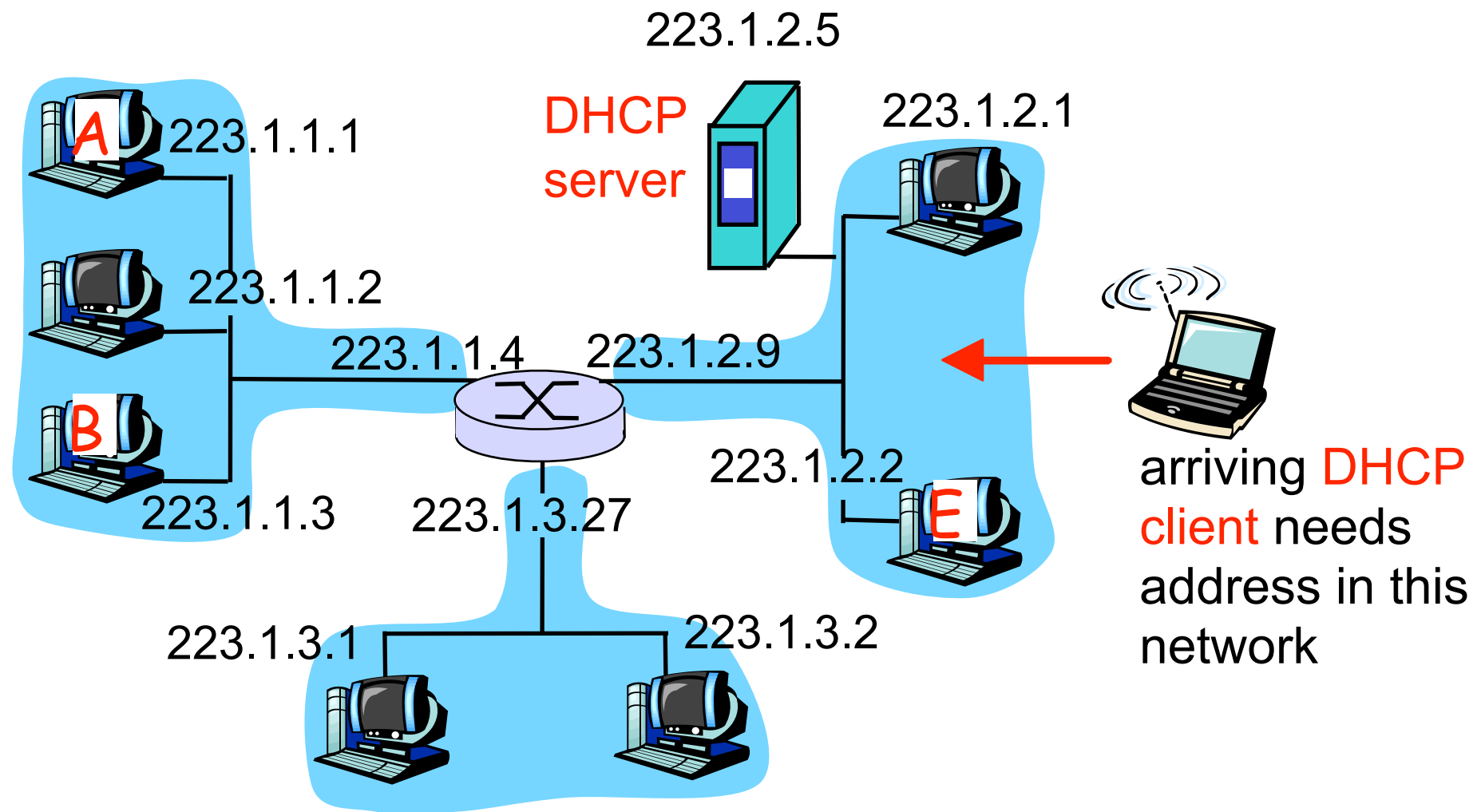
# DHCP: Dynamic Host Configuration Protocol

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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



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DHCP server: 223.1.2.5



arriving  
client



time

# DHCP client-server scenario

DHCP server: 223.1.2.5

DHCP discover

arriving  
client



src : 0.0.0.0, 68  
dest.: 255.255.255.255, 67  
yiaddr: 0.0.0.0  
transaction ID: 654

time

# DHCP client-server scenario

DHCP server: 223.1.2.5

**DHCP discover**

src : 0.0.0.0, 68  
dest.: 255.255.255.255, 67  
yiaddr: 0.0.0.0  
transaction ID: 654

arriving  
client



**DHCP offer**

src: 223.1.2.5, 67  
dest: 255.255.255.255, 68  
yiaddr: 223.1.2.4  
transaction ID: 654  
Lifetime: 3600 secs

time





# DHCP client-server scenario

DHCP server: 223.1.2.5

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arriving  
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arriving  
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src: 0.0.0.0, 68  
dest.: 255.255.255.255, 67  
yiaddr: 223.1.2.4  
transaction ID: 655  
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**DHCP ACK**

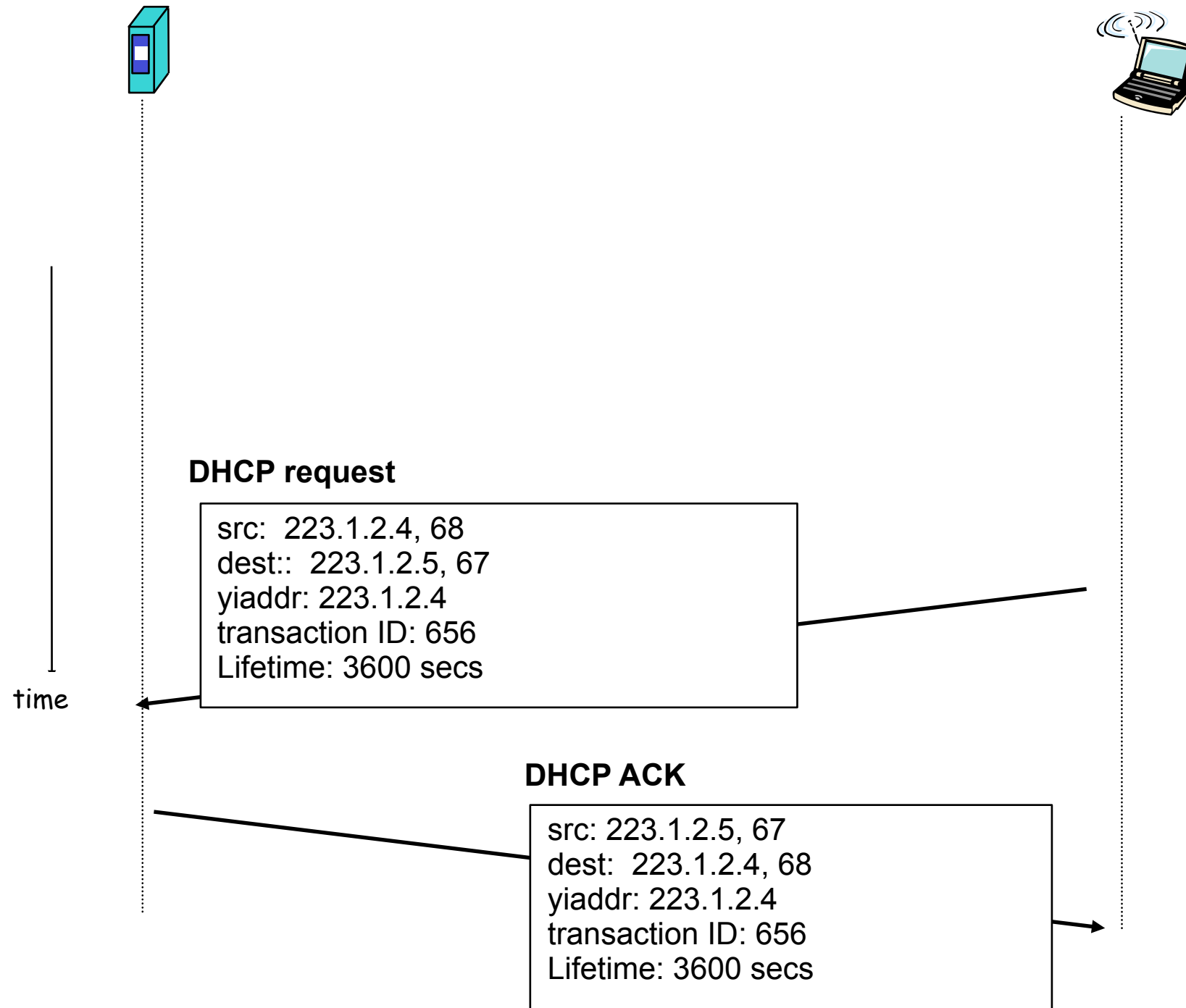
src: 223.1.2.5, 67  
dest: 255.255.255.255, 68  
yiaddr: 223.1.2.4  
transaction ID: 655  
Lifetime: 3600 secs

time

# DHCP renewal process

DHCP server: 223.1.2.5

renewing  
client: 223.1.2.4



# DHCP: more than IP address

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

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

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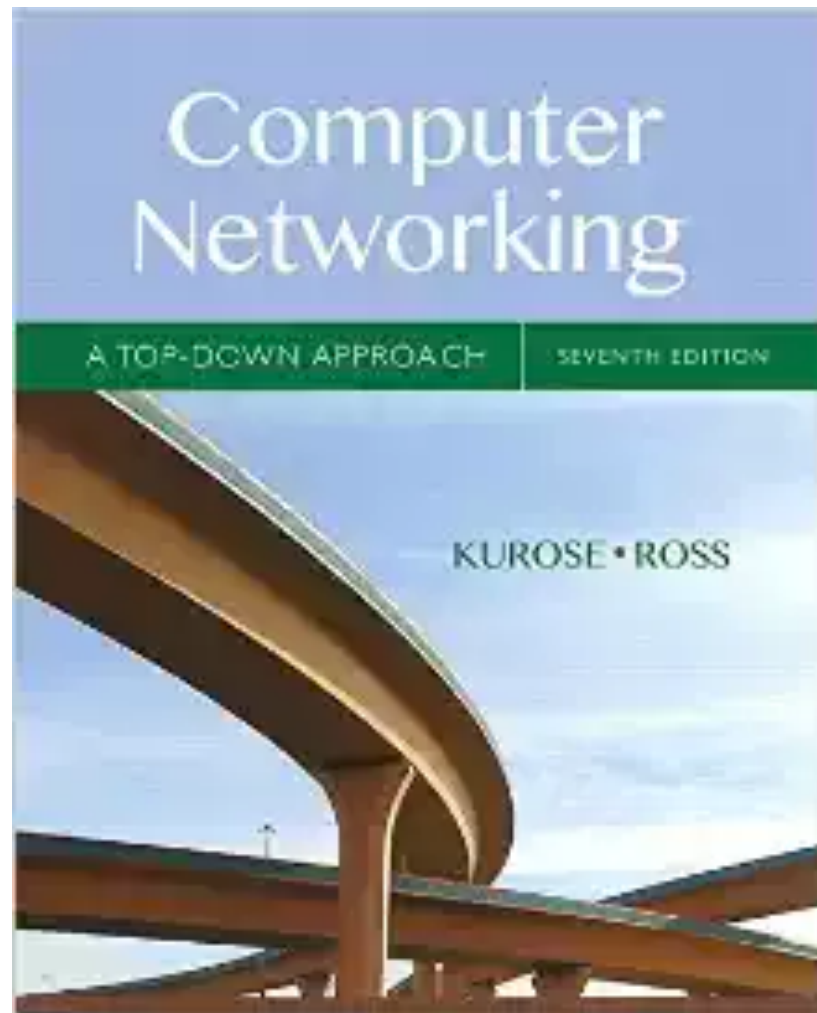
# DHCP: Thought questions

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- ❖ What if someone statically configures IP address X and then a DHCP server gives out the same address?

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- ❖ How long should the lease be?
- ❖ How do you know to believe the server that answers?
- ❖ What if someone statically configures IP address X and then a DHCP server gives out the same address?
- ❖ Doesn't DHCP hinder accountability?

# Reading Along ...



- Network layer is chapters 4 & 5
- Address shortage

# Addresses

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- ❖ Crucial resource within networks
  - original vision: every host would have a globally unique network layer address
  - a peer-to-peer network

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  - original vision: every host would have a globally unique network layer address
  - a peer-to-peer network
- ❖ But, addresses grew scarce

# Addresses



# Addresses

❖ What to do about address scarcity?

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- ❖ CIDR
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- ❖ IPv6
  - ❖ Invent more addresses
- ❖ NAT / CGN
  - ❖ Share addresses we have

# Classful Address Allocation

Class A: /8

0	netid	subnet / hostid
---	-------	-----------------

16.7M addrs

Class B: /16

10	netid	subnet / hostid
----	-------	-----------------

64K addrs

Class C: /24

110	netid	subnet/hostid
-----	-------	---------------

256 addrs

# Classful Address Allocation

Class A: /8



16.7M addrs

3 orders of magnitude

Class B: /16



64K addrs

2 orders of magnitude

Class C: /24



256 addrs

# IP addressing: CIDR

## CIDR: Classless InterDomain Routing

- stopped massively coarse IP block assignment
- netid portion of address of arbitrary length
- address format: **a.b.c.d/x**, where x is # bits in netid portion of address



200.23.16.0/23

# CIDR

❖ CIDR helped

- a lot!

❖ CIDR bought us a bunch of time



# IPv6

# IPv6

- ❖ Initial motivation: 32-bit address space was growing thin

# IPv6

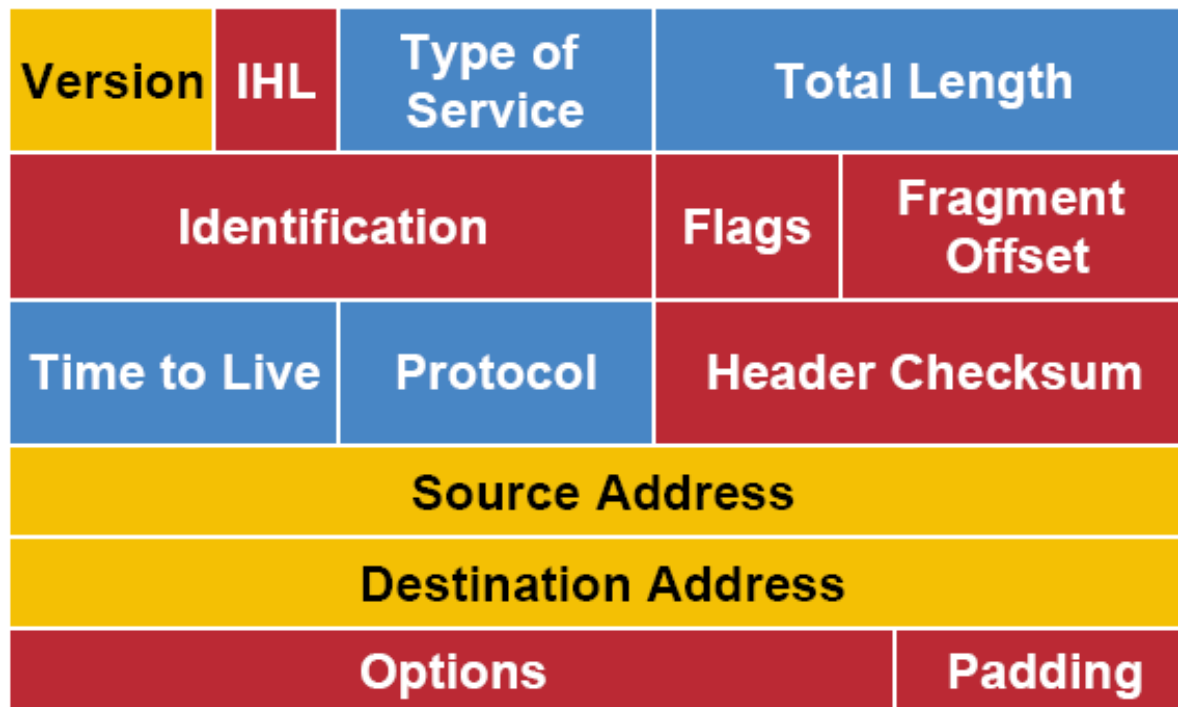
- ❖ **Initial motivation:** 32-bit address space was growing thin
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# IPv6

- ❖ **Initial motivation:** 32-bit address space was growing thin
- ❖ **Now:** 32-bit IPv4 address space is completely allocated
- ❖ **Additional motivation:**
  - while we're at it, let's incorporate some lessons we learned from IPv4

# IPv4 vs. IPv6

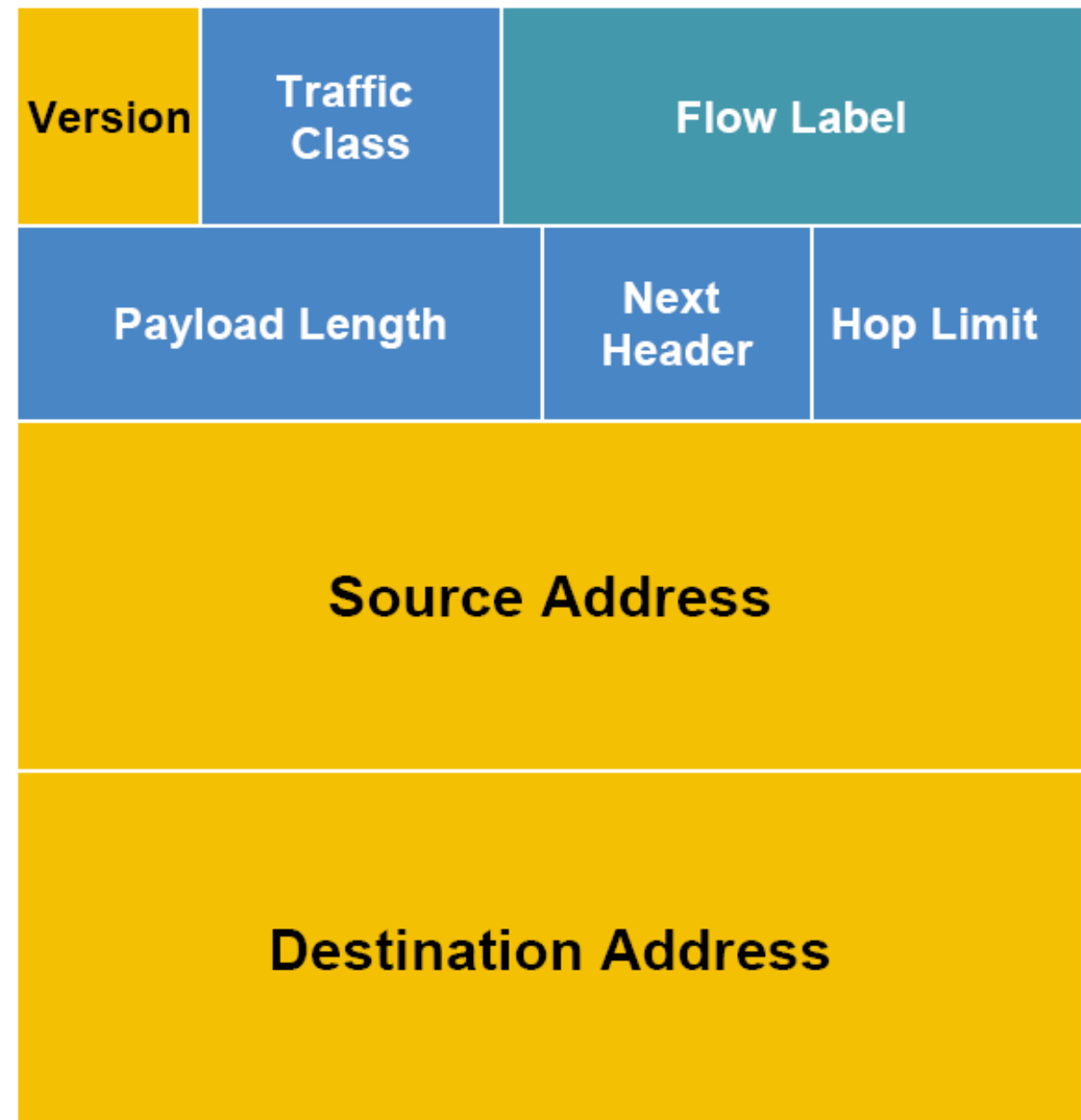
## IPv4 Header



### Legend

- Field's Name Kept from IPv4 to IPv6
- Fields Not Kept in IPv6
- Name and Position Changed in IPv6
- New Field in IPv6

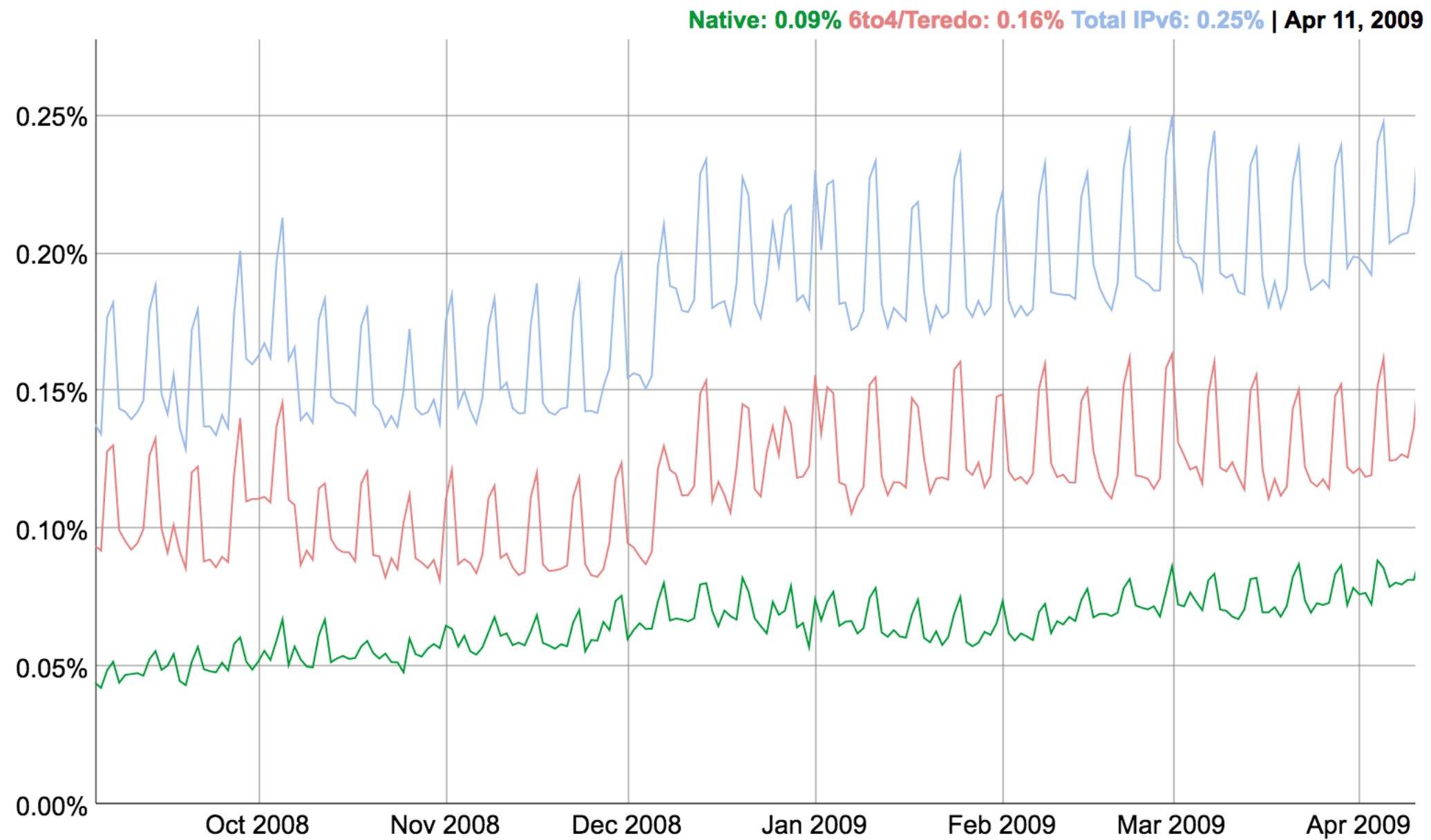
## IPv6 Header



# Transition From IPv4 To IPv6

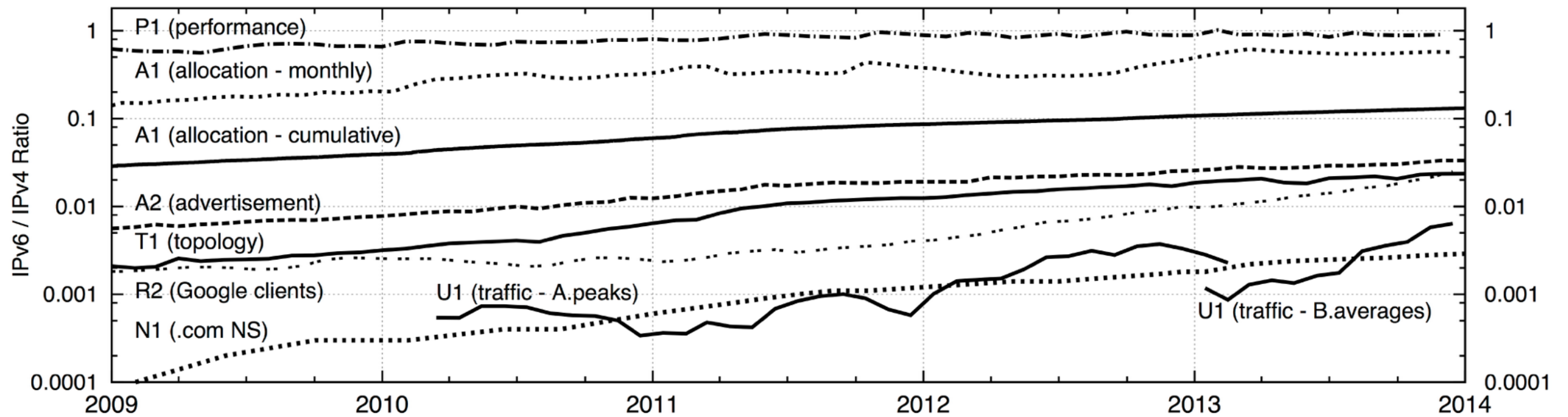
- ❖ Not all routers can be upgraded simultaneous
  - no "flag days"
  - How will the network operate with mixed IPv4 and IPv6 routers?
- ❖ Initial strategy: **tunneling**
  - IPv6 carried as payload in IPv4 datagram among IPv4 routers

# IPv6 Roll Out



Google

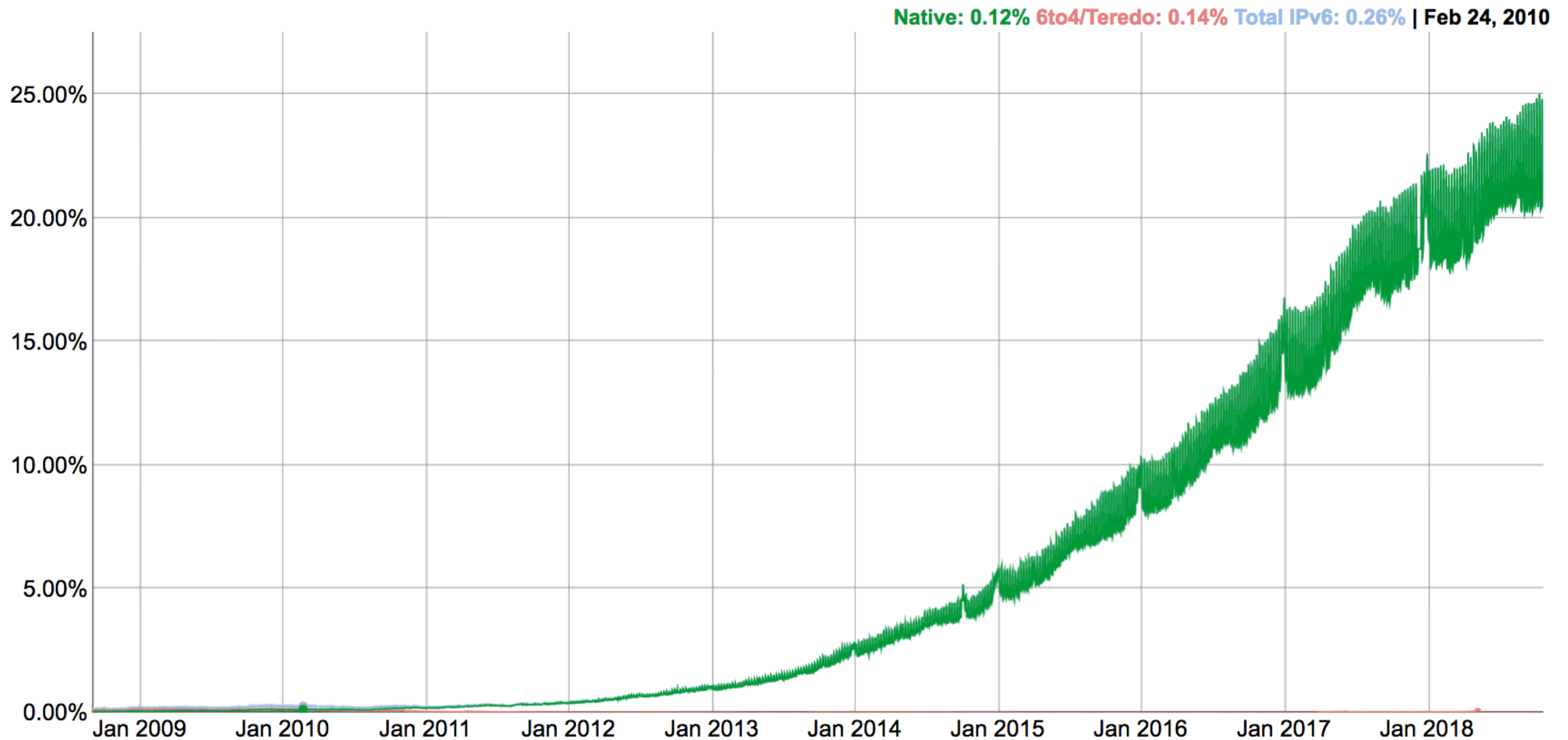
# State of IPv6



Czyz, et.al., *Measuring IPv6 Adoption*, SIGCOMM 2014



# IPv6 Current Availability



Google

# IPv6 Lesson

- ❖ It is difficult to change the tires while the car is moving
- ❖ We need to think hard about transition to new technology
- ❖ We need to think about planning for transition when we build technology

# Can We Better Use 32-bit Addresses?

- ❖ IPv6 is not yet ubiquitous
  - after 20+ years!
- ❖ And, now we're out of IPv4 addresses for real
- ❖ So, how can we cope?