



Chapter 19

Network Layer: Logical Addressing

IPv4	IPv6
<u>IPv4 addresses</u> are 32 bit length.	<u>IPv6 addresses</u> are 128 bit length.
<u>IPv4 addresses</u> are <u>binary numbers</u> represented in decimals.	<u>IPv6 addresses</u> are <u>binary numbers</u> represented in <u>hexadecimals</u> .
IPSec support is only optional.	Inbuilt <u>IPSec</u> support.
<u>Fragmentation</u> is done by sender and forwarding routers.	<u>Fragmentation</u> is done only by sender.
No packet flow identification.	Packet flow identification is available within the <u>IPv6</u> <u>header</u> using the <u>Flow Label</u> field.
<u>Checksum field</u> is available in <u>IPv4 header</u>	No checksum field in <u>IPv6 header</u> .
Options fields are available in IPv4 header.	No option fields, but <u>IPv6 Extension headers</u> are available.
Address Resolution Protocol (ARP) is available to map IPv4 addresses to MAC addresses.	Address Resolution Protocol (ARP) is replaced with a function of Neighbor Discovery Protocol (NDP).
Internet Group Management Protocol (IGMP) is used to manage multicast group membership.	IGMP is replaced with Multicast Listener Discovery (MLD) messages.
Broadcast messages are available.	<u>Broadcast messages</u> are not available. Instead a link-local scope "All nodes" <u>multicast IPv6 address</u> (FF02::1) is used for broadcast similar functionality.
Manual configuration (Static) of <u>IPv4 addresses</u> or DHCP (Dynamic configuration) is required to configure <u>IPv4</u> addresses.	Auto-configuration of addresses is available.

IPv4 Advantages

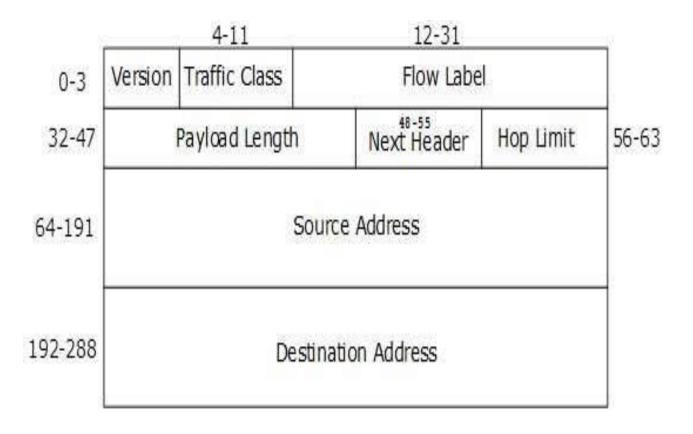
- Connectionless Protocol and Best effort based.
- Addresses are easier to remember.
- Existing networks are already using it.
- Classful and classless addressing.
- Millions of addresses are wasted.
- Planning for excessive growth was not foreseen, addresses are running out.

IPv6 Advantages:

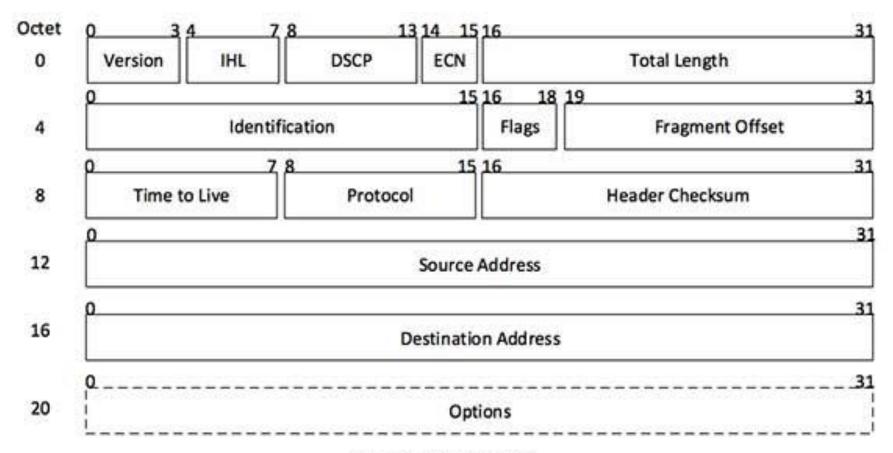
- No more NAT (Network Address Translation)
- Auto-configuration
- No more private address collisions
- Better multicast routing
- Simpler header format
- Simplified, more efficient routing
- Built-in authentication and privacy support
- Flexible options and extensions
- Easier administration (say good-bye to DHCP)
- Large address space.
- Enhanced QoS.
- Efficient routing
- Built in security.
- Larger addresses harder to remember.
- Transition takes time and is not always smooth.
- Not always usable some machines have to be replaced.

Why IPv6?	IPv4	IPv6
IPv6 has more addresses	4.3 billion addresses	340 trillion trillion addresses
IPv6 networks are easier and cheaper to manage	Networks must be configured manually or with DHCP. IPv4 has had many overlays to handle Internet growth, which demand increasing maintenance efforts.	IPv6 networks provide autoconfiguration capabilities. They are simpler, flatter and more manageable for large installations.
IPv6 restores end-to- end transparency	Widespread use of NAT devices means that a single NAT address can mask thousands of non-routable addresses, making end-to-end integrity unachievable.	Direct addressing is possible due to vast address space – the need for network address translation devices is effectively eliminated.
IPv6 has improved security features	Security is dependent on applications – IPv4 was not designed with security in mind.	IPSEC is built into the IPv6 protocol, usable with a suitable key infrastructure.
IPv6 has improved mobility capabilities	Relatively constrained network topologies restrict mobility and interoperability capabilities in the IPv4 Internet.	IPv6 provides interoperability and mobility capabilities which are already widely embedded in network devices.
IPv6 encourages innovation	IPv4 was designed as a transport and communications medium, and increasingly any work on IPv4 is to find ways around the constraints.	Given the numbers of addresses, scalability and flexibility of IPv6, its potential for triggering innovation and assisting collaboration is unbounded.

IPv6 HEADER



IPv4 HEADER



[Image: IP Header]

19-1 IPv4 ADDRESSES

An IPv4 address is a 32-bit address that uniquely and universally defines the connection of a device (for example, a computer or a router) to the Internet.

Topics discussed in this section:

Address Space

Notations

Classful Addressing

Classless Addressing

Network Address Translation (NAT)

An IPv4 address is 32 bits long.

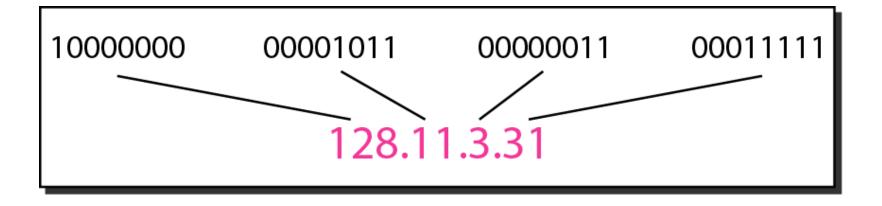


The IPv4 addresses are unique and universal.



The address space of IPv4 is 2³² or 4,294,967,296.

Figure 19.1 Dotted-decimal notation and binary notation for an IPv4 address





Numbering systems are reviewed in Appendix B.

Change the following IPv4 addresses from binary notation to dotted-decimal notation.

- a. 10000001 00001011 00001011 11101111
- **b.** 11000001 10000011 00011011 11111111

Solution

We replace each group of 8 bits with its equivalent decimal number (see Appendix B) and add dots for separation.

- a. 129.11.11.239
- **b.** 193.131.27.255

Change the following IPv4 addresses from dotted-decimal notation to binary notation.

- a. 111.56.45.78
- **b.** 221.34.7.82

Solution

We replace each decimal number with its binary equivalent (see Appendix B).

- a. 01101111 00111000 00101101 01001110
- b. 11011101 00100010 00000111 01010010

Find the error, if any, in the following IPv4 addresses.

- a. 111.56.045.78
- **b.** 221.34.7.8.20
- c. 75.45.301.14
- **d.** 11100010.23.14.67

Solution

- a. There must be no leading zero (045).
- b. There can be no more than four numbers.
- c. Each number needs to be less than or equal to 255.
- d. A mixture of binary notation and dotted-decimal notation is not allowed.

In classful addressing, the address space is divided into five classes: A, B, C, D, and E.

Figure 19.2 Finding the classes in binary and dotted-decimal notation

	First byte	Second byte	Third byte	Fourth byte
Class A	0			
Class B	10			
Class C	110			
Class D	1110			
Class E	1111			

a. Binary notation

	First byte	Second byte	Third byte	Fourth byte
Class A	0–127			
Class B	128–191			
Class C	192–223			
Class D	224–239			
Class E	240–255			

b. Dotted-decimal notation

Find the class of each address.

- *a.* <u>0</u>00000001 00001011 00001011 11101111
- **b.** <u>110</u>000001 100000011 00011011 111111111
- **c.** 14.23.120.8
- **d. 252**.5.15.111

Solution

- a. The first bit is 0. This is a class A address.
- b. The first 2 bits are 1; the third bit is 0. This is a class C address.
- c. The first byte is 14; the class is A.
- d. The first byte is 252; the class is E.

Table 19.1 Number of blocks and block size in classful IPv4 addressing

Class	Number of Blocks	Block Size	Application
A	128	16,777,216	Unicast
В	16,384	65,536	Unicast
С	2,097,152	256	Unicast
D	1	268,435,456	Multicast
Е	1	268,435,456	Reserved

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Note

In classful addressing, a large part of the available addresses were wasted.

Table 19.2 Default masks for classful addressing

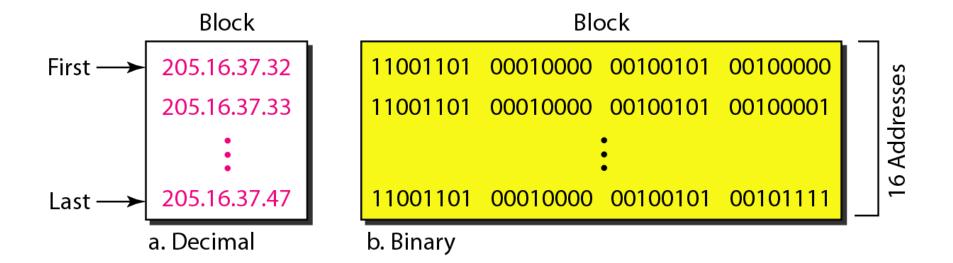
Class	Binary	Dotted-Decimal	CIDR
A	1111111 00000000 00000000 00000000	255 .0.0.0	/8
В	1111111 11111111 00000000 00000000	255.255. 0.0	/16
С	1111111 11111111 11111111 00000000	255.255.255.0	/24

Classful addressing, which is almost obsolete, is replaced with classless addressing.

Figure 19.3 shows a block of addresses, in both binary and dotted-decimal notation, granted to a small business that needs 16 addresses.

We can see that the restrictions are applied to this block. The addresses are contiguous. The number of addresses is a power of 2 ($16 = 2^4$), and the first address is divisible by 16. The first address, when converted to a decimal number, is 3,440,387,360, which when divided by 16 results in 215,024,210.

Figure 19.3 A block of 16 addresses granted to a small organization



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Note

In IPv4 addressing, a block of addresses can be defined as x.y.z.t /n in which x.y.z.t defines one of the addresses and the /n defines the mask.

The first address in the block can be found by setting the rightmost 32 – *n* bits to 0s.

A block of addresses is granted to a small organization. We know that one of the addresses is 205.16.37.39/28. What is the first address in the block?

Solution

The binary representation of the given address is
11001101 00010000 00100101 00100111

If we set 32–28 rightmost bits to 0, we get
11001101 00010000 00100101 0010000

or
205.16.37.32.

This is actually the block shown in Figure 19.3.

The last address in the block can be found by setting the rightmost 32 – n bits to 1s.

Find the last address for the block in Example 19.6.

Solution

The binary representation of the given address is 11001101 00010000 00100101 00100111
If we set 32 – 28 rightmost bits to 1, we get 11001101 00010000 00100101 00101111

or

205.16.37.47

This is actually the block shown in Figure 19.3.



The number of addresses in the block can be found by using the formula 2^{32-n} .

Find the number of addresses in Example 19.6.

Solution

The value of n is 28, which means that number of addresses is 2^{32-28} or 16.

Another way to find the first address, the last address, and the number of addresses is to represent the mask as a 32-bit binary (or 8-digit hexadecimal) number. This is particularly useful when we are writing a program to find these pieces of information. In Example 19.5 the /28 can be represented as

11111111 11111111 11111111 11110000

(twenty-eight 1s and four 0s).

Find

- a. The first address
- **b.** The last address
- c. The number of addresses.



Example 19.9 (continued)

Solution

a. The first address can be found by ANDing the given addresses with the mask. ANDing here is done bit by bit. The result of ANDing 2 bits is 1 if both bits are 1s; the result is 0 otherwise.

Address: 11001101 00010000 00100101 00100111

Mask: 11111111 1111111 1111111 11110000

First address: 11001101 00010000 00100101 00100000

Example 19.9 (continued)

b. The last address can be found by ORing the given addresses with the complement of the mask. ORing here is done bit by bit. The result of ORing 2 bits is 0 if both bits are 0s; the result is 1 otherwise. The complement of a number is found by changing each 1 to 0 and each 0 to 1.

 Address:
 11001101
 00010000
 00100101
 00100111

 Mask complement:
 00000000
 00000000
 00000000
 00100101
 00101111

 Last address:
 11001101
 00010000
 00100101
 00101111

The first address in a block is normally not assigned to any device; it is used as the network address that represents the organization to the rest of the world.

Figure 19.5 Two levels of hierarchy in an IPv4 address

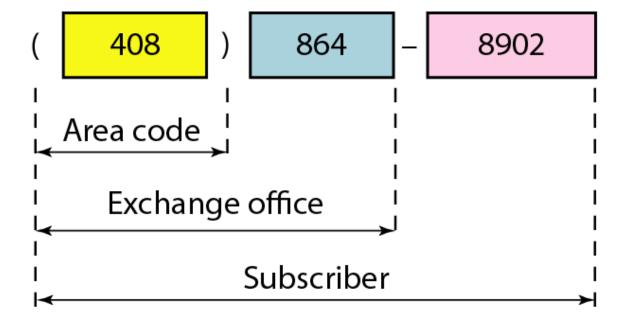
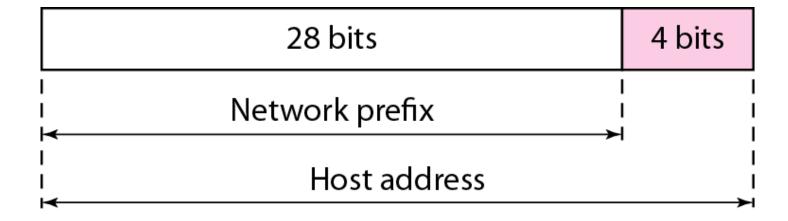


Figure 19.6 A frame in a character-oriented protocol



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Note

Each address in the block can be considered as a two-level hierarchical structure: the leftmost *n* bits (prefix) define the network; the rightmost 32 – n bits define the host.

Figure 19.7 Configuration and addresses in a subnetted network

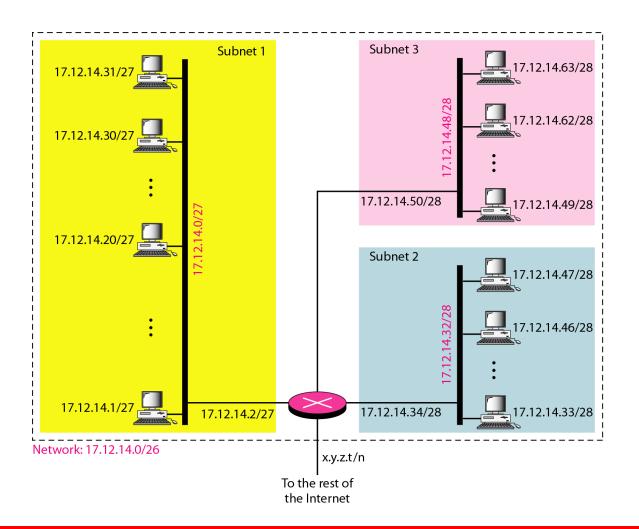
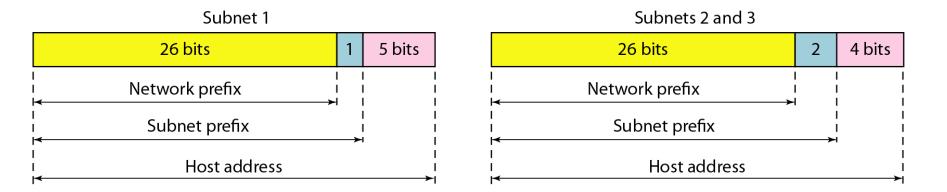


Figure 19.8 Three-level hierarchy in an IPv4 address



Example 19.10

- An ISP is granted a block of addresses starting with 190.100.0.0/16 (65,536 addresses). The ISP needs to distribute these addresses to three groups of customers as follows:
- a. The first group has 64 customers; each needs 256 addresses.
- b. The second group has 128 customers; each needs 128 addresses.
- c. The third group has 128 customers; each needs 64 addresses.

Design the subblocks and find out how many addresses are still available after these allocations.



Example 19.10 (continued)

Solution

Figure 19.9 shows the situation.

Group 1

For this group, each customer needs 256 addresses. This means that 8 (log2 256) bits are needed to define each host. The prefix length is then 32 - 8 = 24. The addresses are

1st Customer: 190.100.0.0/24 190.100.0.255/24

2nd Customer: 190.100.1.0/24 190.100.1.255/24

. . .

64th Customer: 190.100.63.0/24 190.100.63.255/24

 $Total = 64 \times 256 = 16,384$



Example 19.10 (continued)

Group 2

For this group, each customer needs 128 addresses. This means that 7 (log2 128) bits are needed to define each host. The prefix length is then 32 - 7 = 25. The addresses are

1st Customer: 190.100.64.0/25 190.100.64.127/25

2nd Customer: 190.100.64.128/25 190.100.64.255/25

. . .

128th Customer: 190.100.127.128/25 190.100.127.255/25

 $Total = 128 \times 128 = 16,384$

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Example 19.10 (continued)

Group 3

For this group, each customer needs 64 addresses. This means that 6 (log_264) bits are needed to each host. The prefix length is then 32 - 6 = 26. The addresses are

1st Customer: 190.100.128.0/26 190.100.128.63/26

2nd Customer: 190.100.128.64/26 190.100.128.127/26

. . .

128th Customer: 190.100.159.192/26 190.100.159.255/26

 $Total = 128 \times 64 = 8192$

Number of granted addresses to the ISP: 65,536 Number of allocated addresses by the ISP: 40,960 Number of available addresses: 24,576

Figure 19.9 An example of address allocation and distribution by an ISP

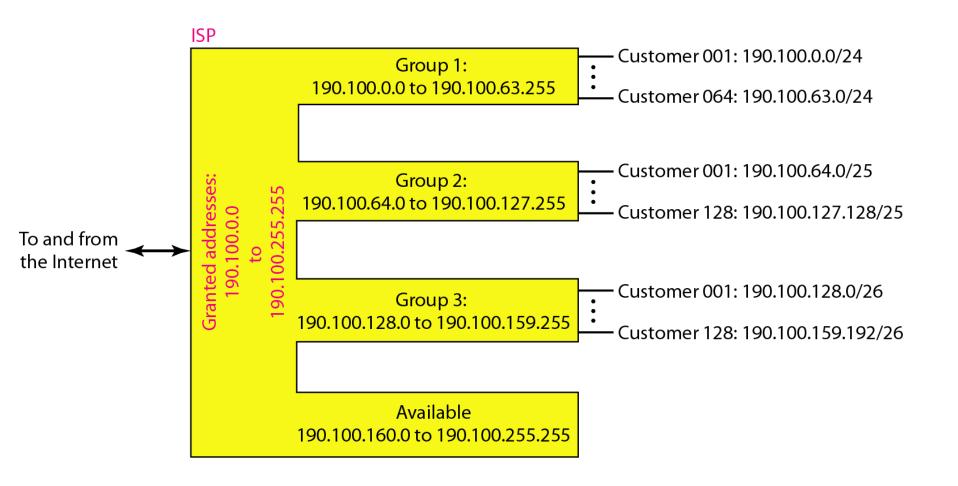


Table 19.3 Addresses for private networks

	Total		
10.0.0.0	to	10.255.255.255	2^{24}
172.16.0.0	to	172.31.255.255	2^{20}
192.168.0.0	to	192.168.255.255	2^{16}

Figure 19.10 A NAT implementation

Site using private addresses

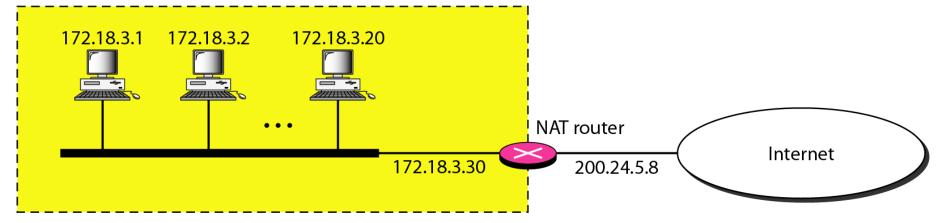


Figure 19.11 Addresses in a NAT

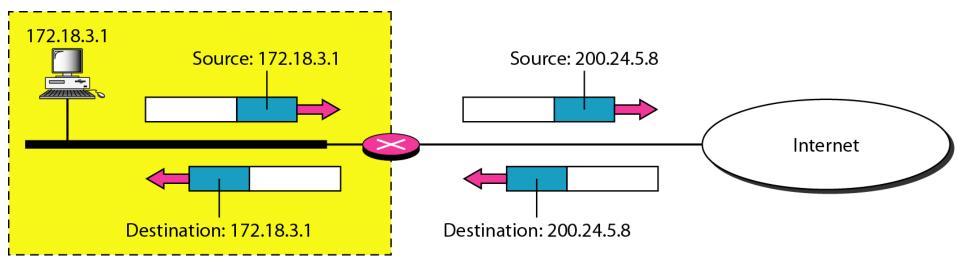


Figure 19.12 NAT address translation

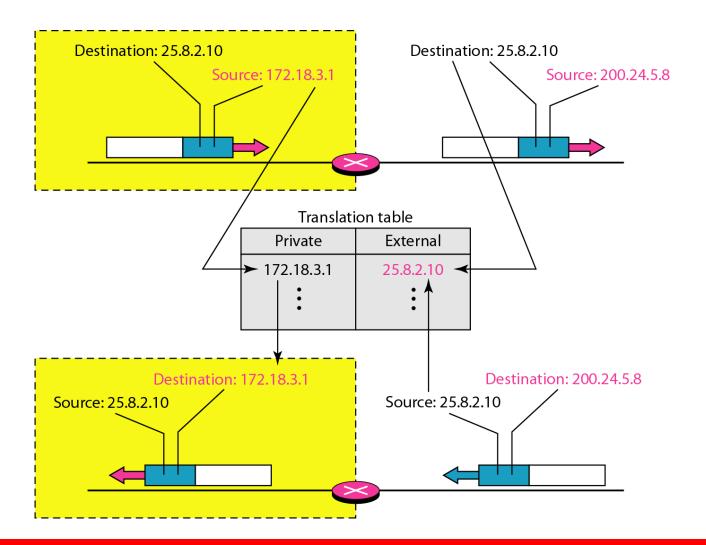
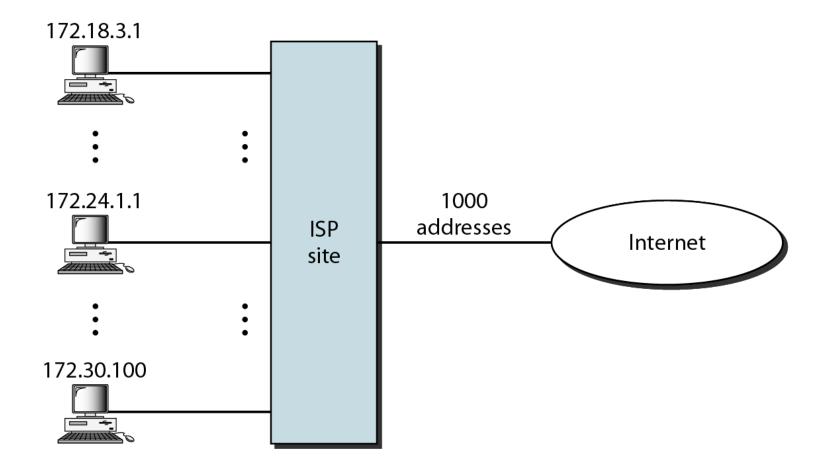


Table 19.4 Five-column translation table

Private Address	Private Port	External Address	External Port	Transport Protocol
172.18.3.1	1400	25.8.3.2	80	ТСР
172.18.3.2	1401	25.8.3.2	80	ТСР

Figure 19.13 An ISP and NAT



19-2 IPv6 ADDRESSES

Despite all short-term solutions, address depletion is still a long-term problem for the Internet. This and other problems in the IP protocol itself have been the motivation for IPv6.

Topics discussed in this section:

Structure Address Space



An IPv6 address is 128 bits long.

Figure 19.14 IPv6 address in binary and hexadecimal colon notation

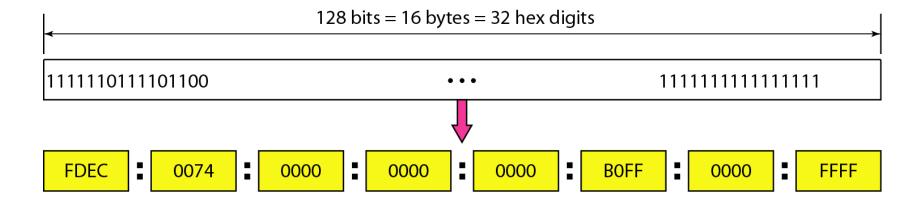
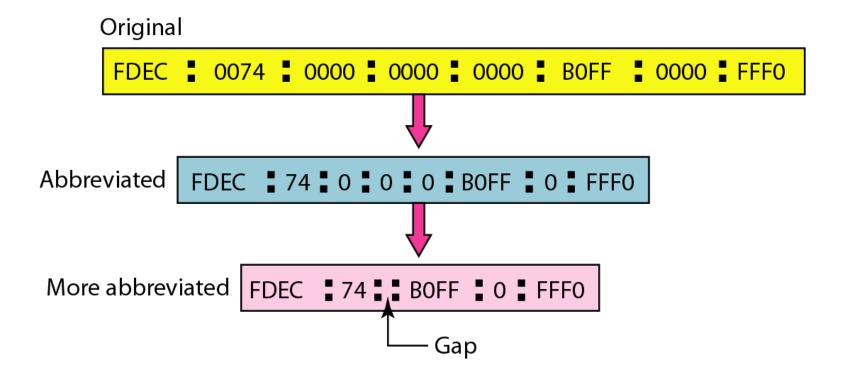


Figure 19.15 Abbreviated IPv6 addresses



Example 19.11

Expand the address 0:15::1:12:1213 to its original.

Solution

We first need to align the left side of the double colon to the left of the original pattern and the right side of the double colon to the right of the original pattern to find how many 0s we need to replace the double colon.

 xxxx:xxxx:xxxx:xxxx:xxxx:xxxx:xxxx

 0:
 15:
 :
 1:
 12:1213

This means that the original address is.

0000:0015:0000:0000:0000:0001:0012:1213

Table 19.5 Type prefixes for IPv6 addresses

Type Prefix	Туре	Fraction
0000 0000	Reserved	1/256
0000 0001	Unassigned	1/256
0000 001	ISO network addresses	1/128
0000 010	IPX (Novell) network addresses	1/128
0000 011	Unassigned	1/128
0000 1	Unassigned	1/32
0001	Reserved	1/16
001	Reserved	1/8
010	Provider-based unicast addresses	1/8

Table 19.5 Type prefixes for IPv6 addresses (continued)

Type Prefix	Туре	Fraction
011	Unassigned	1/8
100	Geographic-based unicast addresses	1/8
101	Unassigned	1/8
110	Unassigned	1/8
1110	Unassigned	1/16
1111 0	Unassigned	1/32
1111 10	Unassigned	1/64
1111 110	Unassigned	1/128
1111 1110 0	Unassigned	1/512
1111 1110 10	Link local addresses	1/1024
1111 1110 11	Site local addresses	1/1024
1111 1111	Multicast addresses	1/256

Figure 19.16 Prefixes for provider-based unicast address

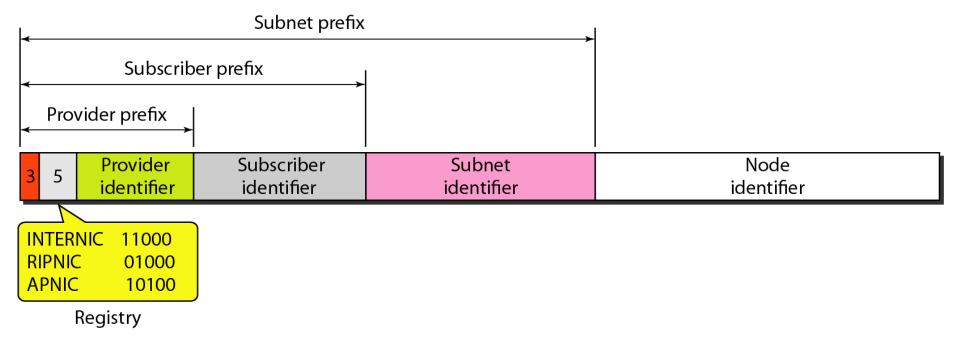


Figure 19.17 Multicast address in IPv6

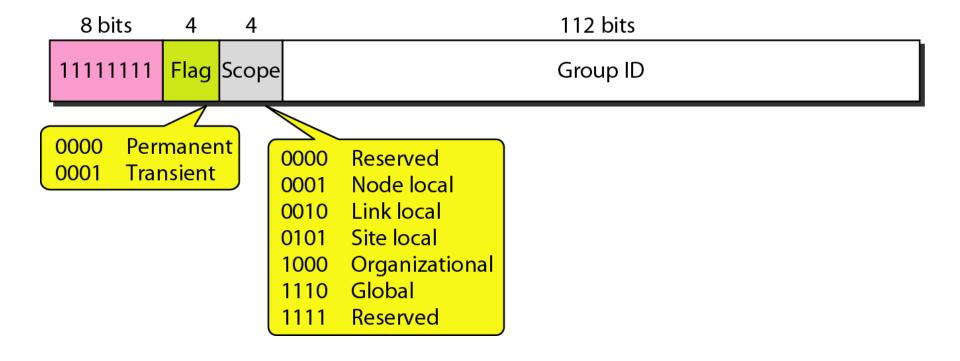


Figure 19.18 Reserved addresses in IPv6

8 bits	120 bits			L
00000000	All Os			a. Unspecified
8 bits	120 bits			L
00000000	000000000000000000000000000000000000000	.0000000000	1	b. Loopback
8 bits	88 bits		32 bits	L
00000000	All Os		IPv4 address	c. Compatible
8 bits	72 bits	16 bits	32 bits	-
00000000	All Os	All 1s	IPv4 address	d. Mapped

Figure 19.19 Local addresses in IPv6

10 bits	70 bits		48 bits	
1111111010	All Os		Node address	a. Link local
10 bits	38 bits	32 bits	48 bits	•
1111111011	All Os	Subnet address	Node address	b. Site local