

Networker's handbook

part 2

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Agenda

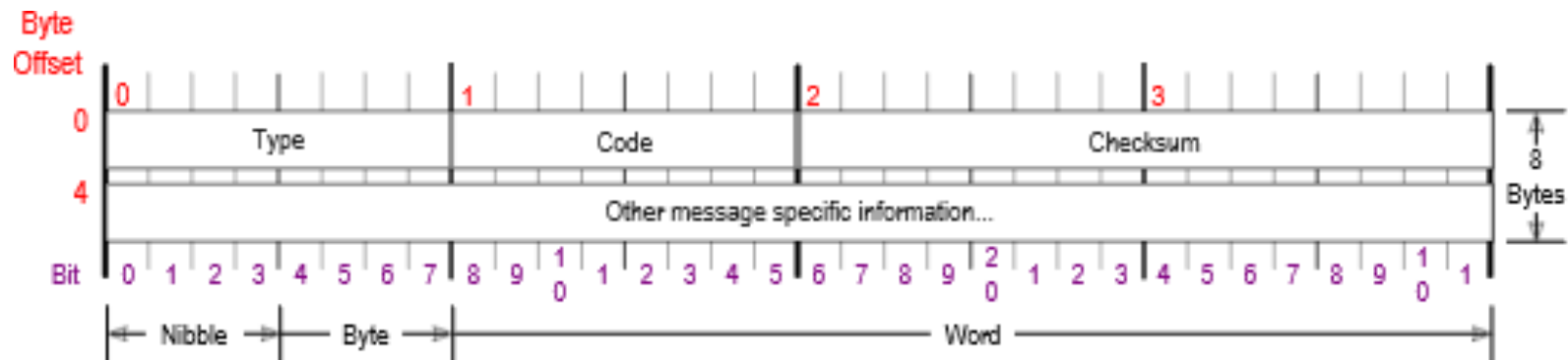
- ICMP, ICMPv6
- DHCP, SLAAC, DHCPv6
- NAT
- DNS
- Troubleshooting

ICMP, ICMPv6

ICMP

- RFC 792
- **Internet Control Message Protocol (ICMP)**
 - Service protocol for IPv4 functionality
 - Employed by hosts and routers to diagnose network and to announce errors during packet transfer
- Messages
 - Encapsulated into IPv4 packet, Protocol number 1
 - Two message kinds – error notifications and service queries
 - May contain the part of original packet that caused generation of this ICMP message
- Applications
 - Ping
 - Traceroute

ICMP header



ICMP Message Types			Checksum
Type Code/Name	Type Code/Name	Type Code/Name	Checksum of ICMP header.
0 Echo Reply	3 Destination Unreachable (continued)	11 Time Exceeded	RFC 792
3 Destination Unreachable	12 Host Unreachable for TOS	0 TTL Exceeded	
0 Net Unreachable	13 Communication Administratively Prohibited	1 Fragment Reassembly Time Exceeded	Please refer to RFC 792 for the Internet Control Message protocol (ICMP) specification.
1 Host Unreachable	4 Source Quench	12 Parameter Problem	
2 Protocol Unreachable	5 Redirect	0 Pointer Problem	
3 Port Unreachable	0 Redirect Datagram for the Network	1 Missing Required Operand	
4 Fragmentation Required, and DF set	1 Redirect Datagram for the Host	2 Bad Length	
5 Source Route Failed	2 Redirect Datagram for the TOS & Network	13 Timestamp	
6 Destination Network Unknown	3 Redirect Datagram for the TOS & Host	14 Timestamp Reply	
7 Destination Host Unknown	8 Echo	15 Information Request	
8 Source Host Isolated	9 Router Advertisement	16 Information Reply	
9 Network Administratively Prohibited	10 Router Selection	17 Address Mask Request	
10 Host Administratively Prohibited		18 Address Mask Reply	
11 Network Unreachable for TOS		30 Traceroute	

ICMPv6

- *ICMPv6 is more important than ICMP for IPv4!!!*
- Supports all messages as ICMPv4
 - Destination Unreachable, Packet Too Big, Time Exceeded, Parameter Problem, Echo/Echo Reply, Redirect
 - Add new messages
 - Router Solicitation, Advertisement (plug-an-play configuration)
 - Neighbor Solicitation, Advertisement (ARP replacement)
- Added features are used for:
 - Finding routers
 - IPv6 plug-an-play configuration
 - IPv6 address to MAC address translation
 - Duplicate IPv6 address detection

ICMPv6 header

ICMPv6 packet

Bit offset	0–7	8–15	16–31
0	Type	Code	Checksum
32	Message body		

- Checksum is computed from IPv6 pseudo-header

ICMPv6 pseudo-header

Bit offset	0 - 7	8–15	16–23	24–31
0	Source address			
32				
64				
96				
128	Destination address			
160				
192				
224				
256	ICMPv6 length			
288	Zeros			Next header

DHCP

Dynamic Host Configuration Protocol

- Client, Server
- Assigns IP address and other configuration parameters
- UDP ports 67 (client listens) and 68 (server listens)
- Parameters are valid for a given period of time (lease time) then they need to be renegotiated
- **Messages**
 - Most used messages: Discover, Offer Request, Ack
 - Other messages: Decline, Negative Acknowledgment, Release, Inform

DHCP – example

DHCP Discover

ETH:

src mac: AA:AA:AA:AA:AA:AA

dst mac: FF:FF:FF:FF:FF:FF (broadcast)

IP

src: 0.0.0.0

dst: 255.255.255.255 (broadcast)

UDP

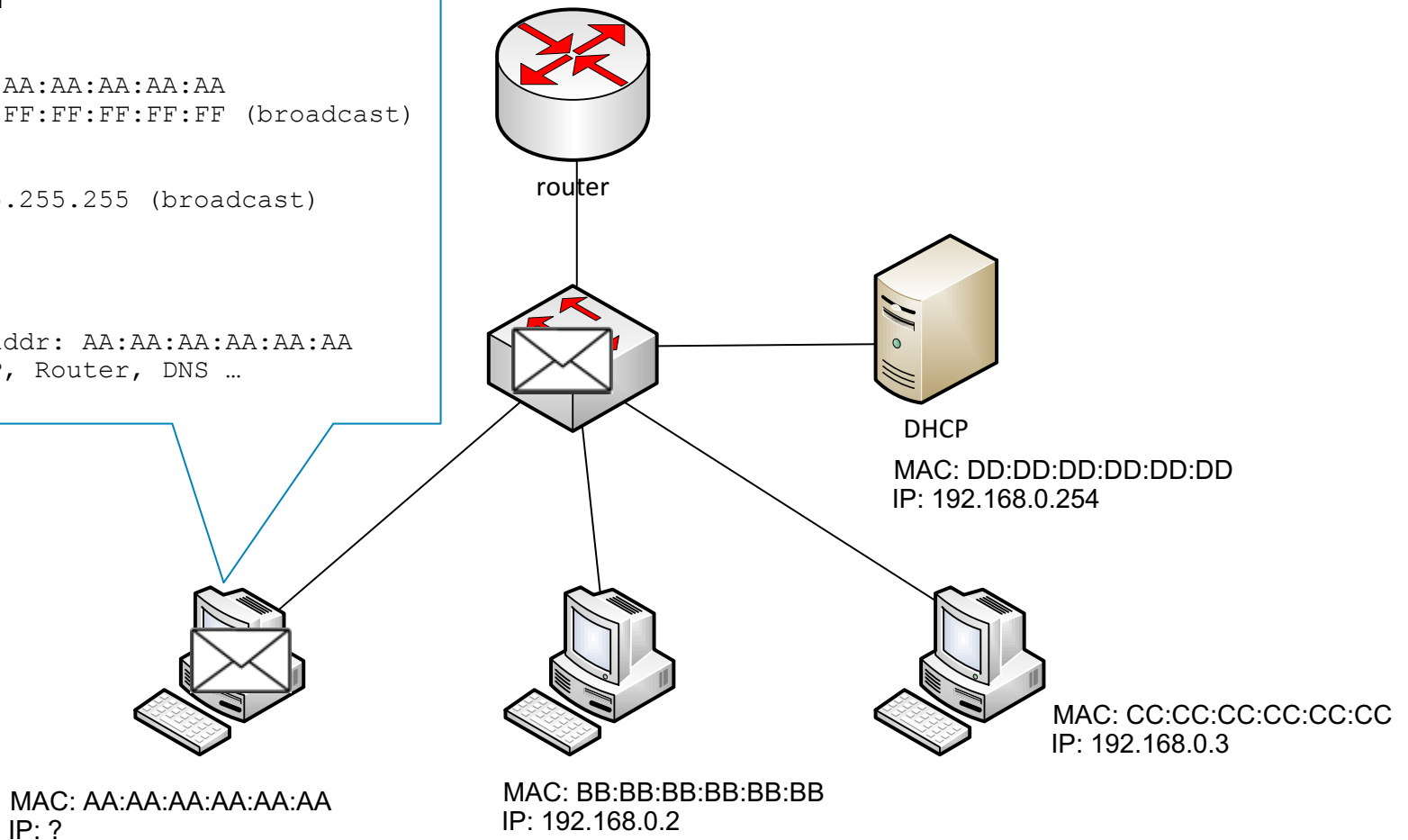
src port 68

dst port 67

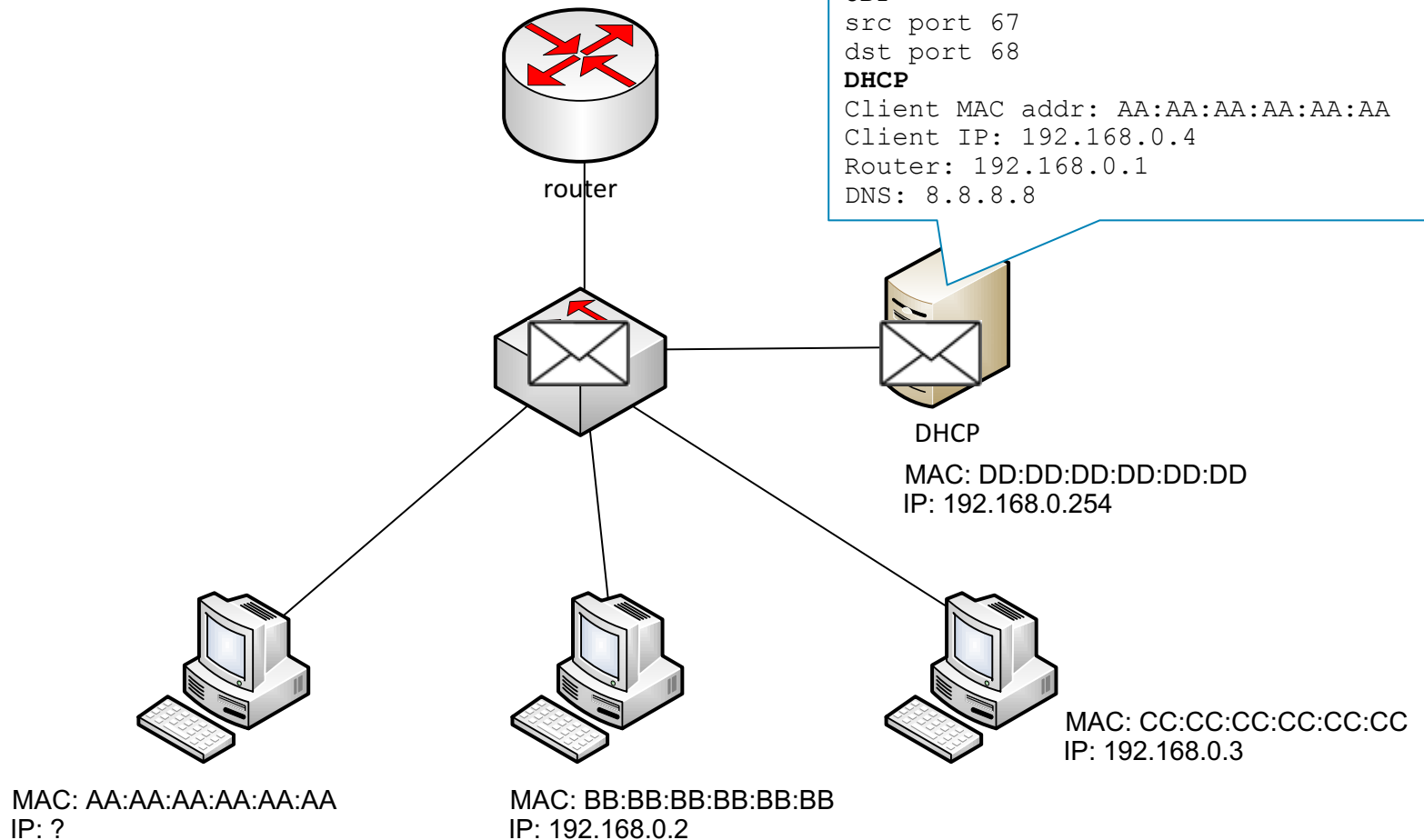
DHCP

Client MAC addr: AA:AA:AA:AA:AA:AA

Requests: IP, Router, DNS ...



DHCP – example



DHCP – example

DHCP Request

ETH:

src mac: AA:AA:AA:AA:AA:AA

dst mac: FF:FF:FF:FF:FF:FF (broadcast)

IP

src: 0.0.0.0

dst: 255.255.255.255 (broadcast)

UDP

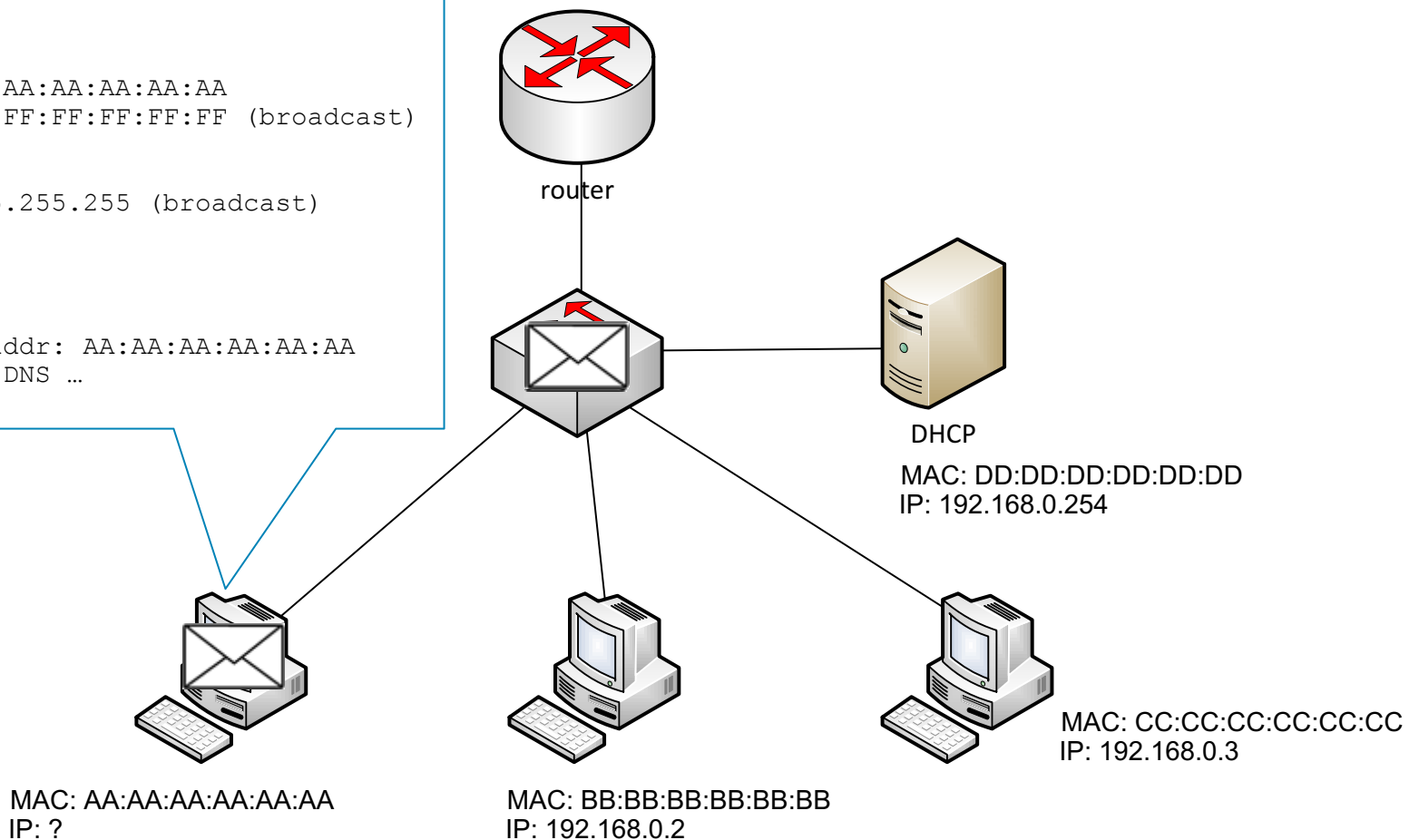
src port 68

dst port 67

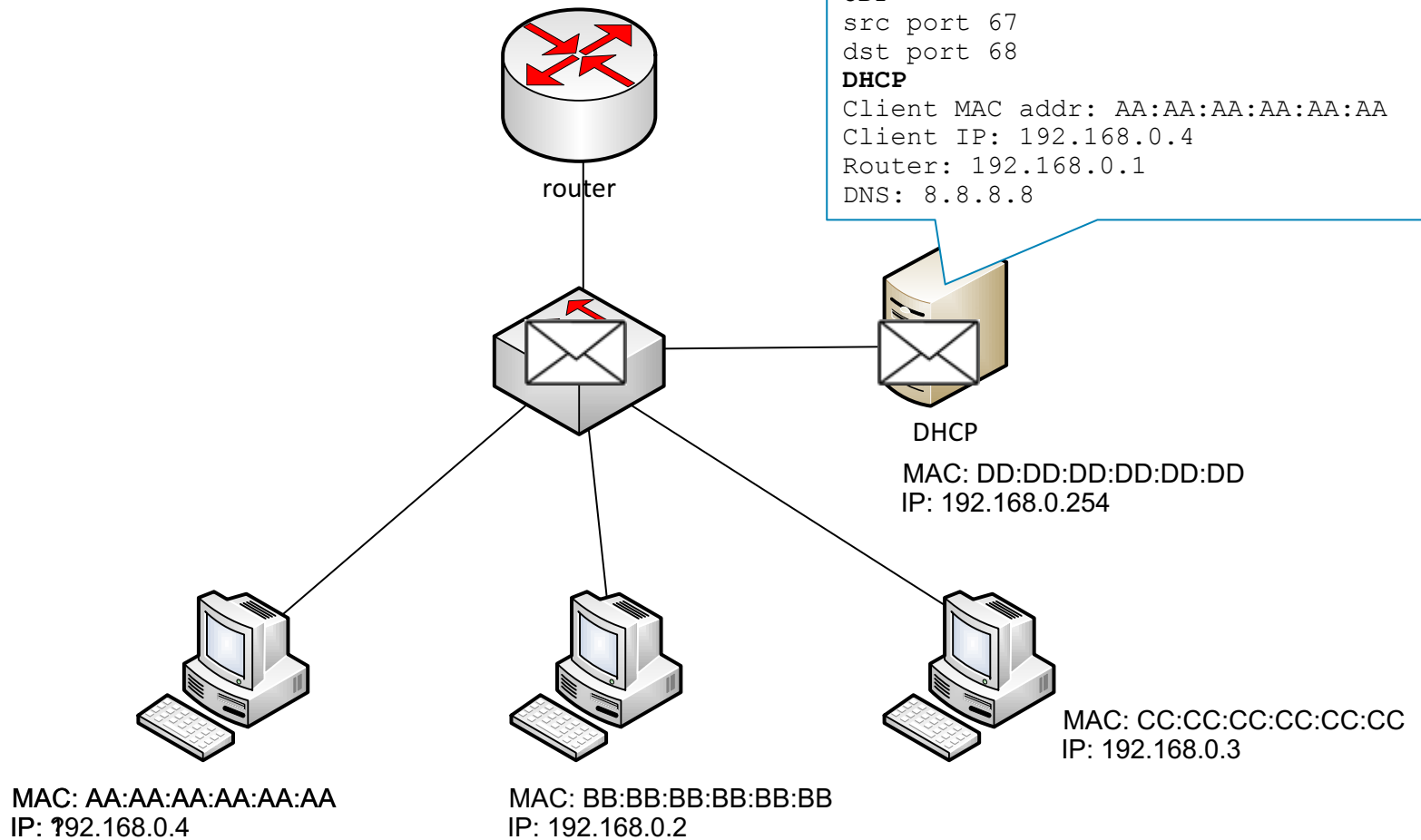
DHCP

Client MAC addr: AA:AA:AA:AA:AA:AA

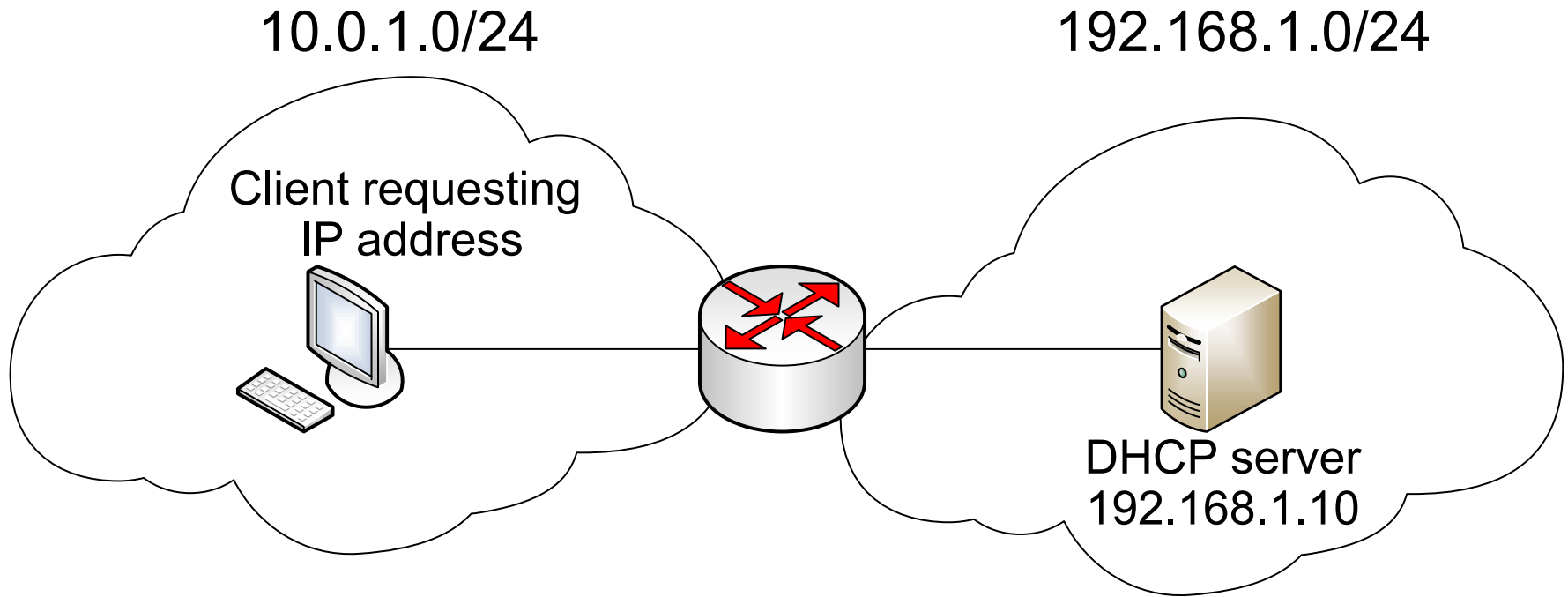
IP, Router, DNS ...



DHCP – example



DHCP in different subnet?



SLAAC

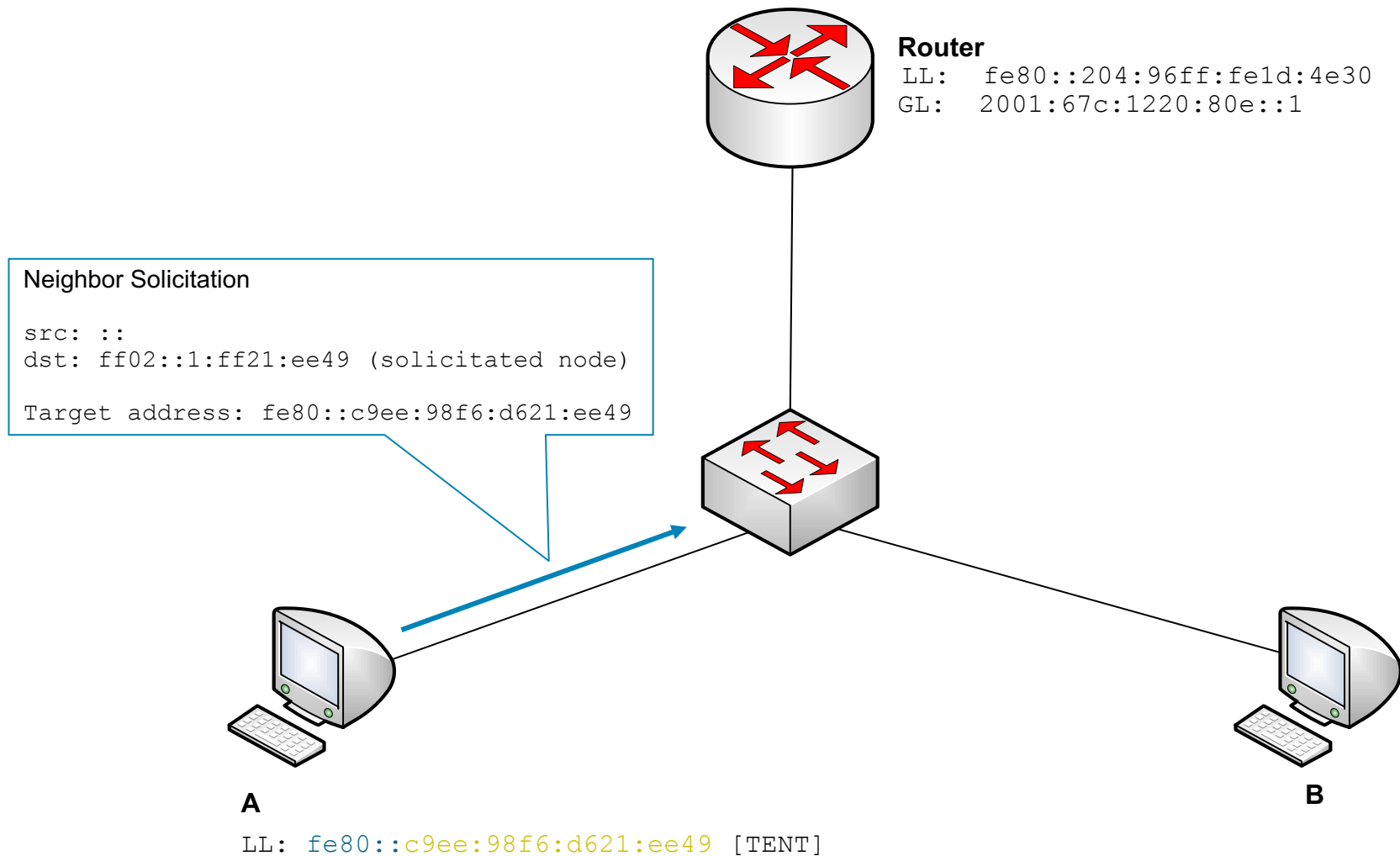
SLAAC

- Stateless address autoconfiguration in IPv6
 - Plug&play configuration for IPv6 nodes
- A router sends network information to all the nodes on the local link (**Router Advertisement messages, RA**)
- A host can autoconfigure itself by appending its IPv6 interface identifier (64-bit format) to the local link prefix (64 bits)
 - 64 bits? → RFC 7421
 - How to choose IID? → RFC 7217, RFC 4941, RFC 4862, ...
 - DAD is necessary!

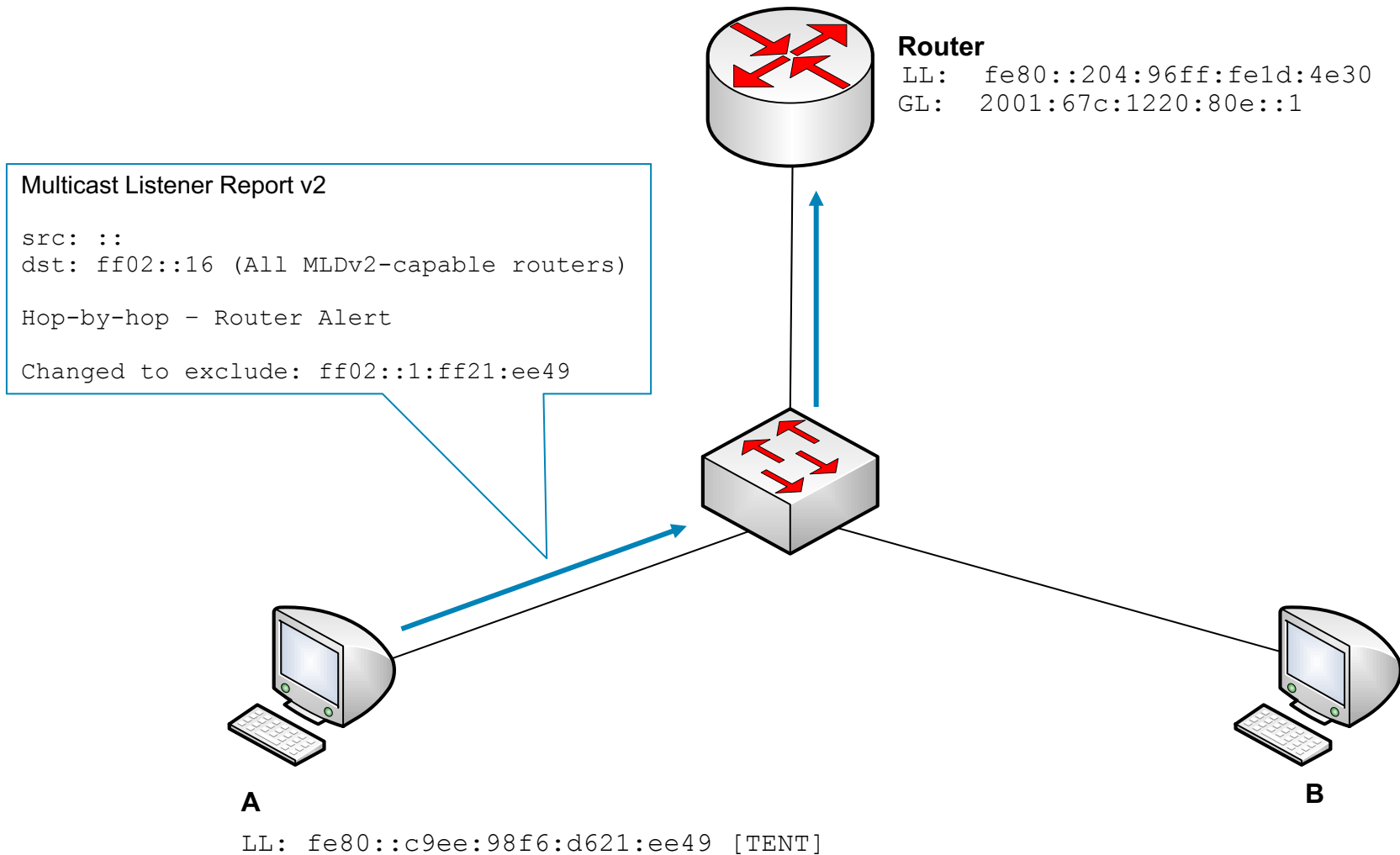
Router Advertisement message

```
▶ Ethernet II, Src: ExtremeN_1d:4e:30 (00:04:96:1d:4e:30), Dst: IPv6mcast_01 (33:33:00:00:00:01)
▶ Internet Protocol Version 6, Src: fe80::204:96ff:fe1d:4e30, Dst: ff02::1
▼ Internet Control Message Protocol v6
  Type: Router Advertisement (134)
  Code: 0
  Checksum: 0x99bf [correct]
  [Checksum Status: Good]
  Cur hop limit: 64
  ▼ Flags: 0x80
    1... .... = Managed address configuration: Set
    .0.. .... = Other configuration: Not set
    ..0. .... = Home Agent: Not set
    ...0 0... = Prf (Default Router Preference): Medium (0)
    .... .0.. = Proxy: Not set
    .....0.. = Reserved: 0
    Router lifetime (s): 1800
    Reachable time (ms): 30000
    Retrans timer (ms): 1000
  ▼ ICMPv6 Option (MTU : 1500)
    Type: MTU (5)
    Length: 1 (8 bytes)
    Reserved
    MTU: 1500
  ▼ ICMPv6 Option (Source link-layer address : 00:04:96:1d:4e:30)
    Type: Source link-layer address (1)
    Length: 1 (8 bytes)
    Link-layer address: ExtremeN_1d:4e:30 (00:04:96:1d:4e:30)
  ▼ ICMPv6 Option (Prefix information : 2001:67c:1220:80c::/64)
    Type: Prefix information (3)
    Length: 4 (32 bytes)
    Prefix Length: 64
    ▼ Flag: 0xc0
      1... .... = On-link flag(L): Set
      .1.. .... = Autonomous address-configuration flag(A): Set
      ..0. .... = Router address flag(R): Not set
      ...0 0000 = Reserved: 0
    Valid Lifetime: 2592000
    Preferred Lifetime: 604800
    Reserved
    Prefix: 2001:67c:1220:80c::
```

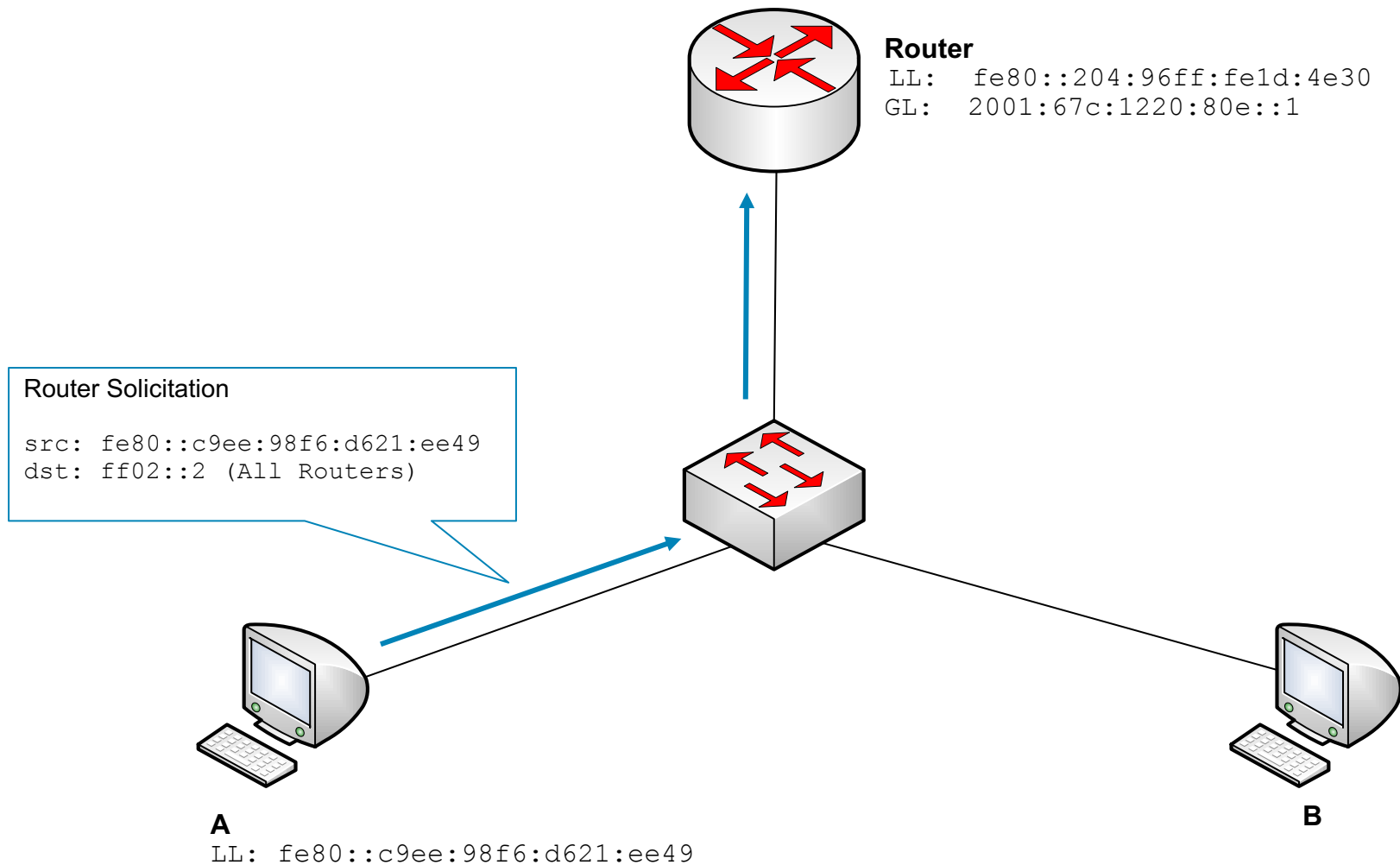
Link local address + DAD



MLD Report for LL address



Global address



Global address (RFC 7217 only)

Router Advertisement

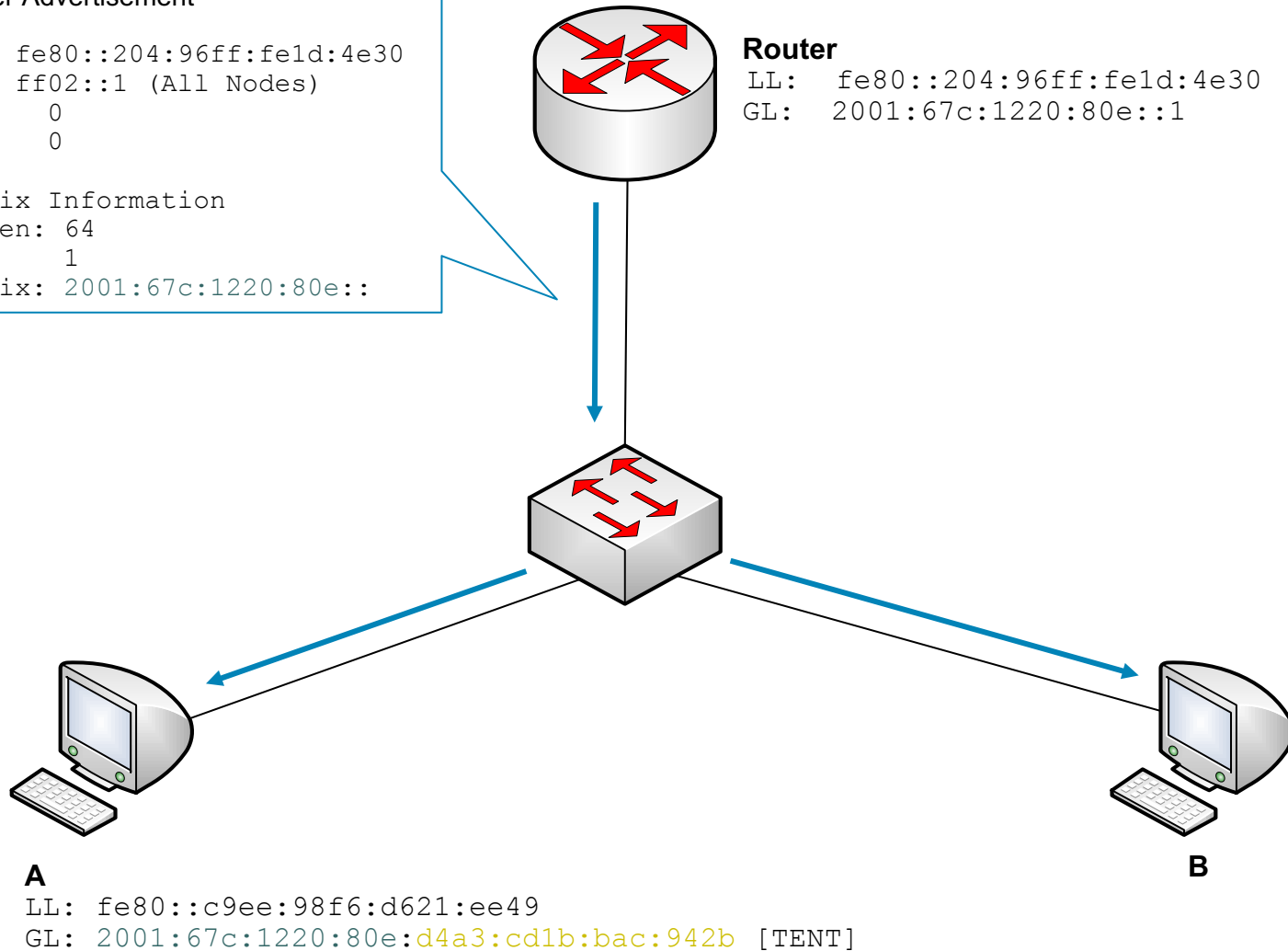
```
src: fe80::204:96ff:fe1d:4e30  
dst: ff02::1 (All Nodes)  
M: 0  
O: 0
```

Prefix Information

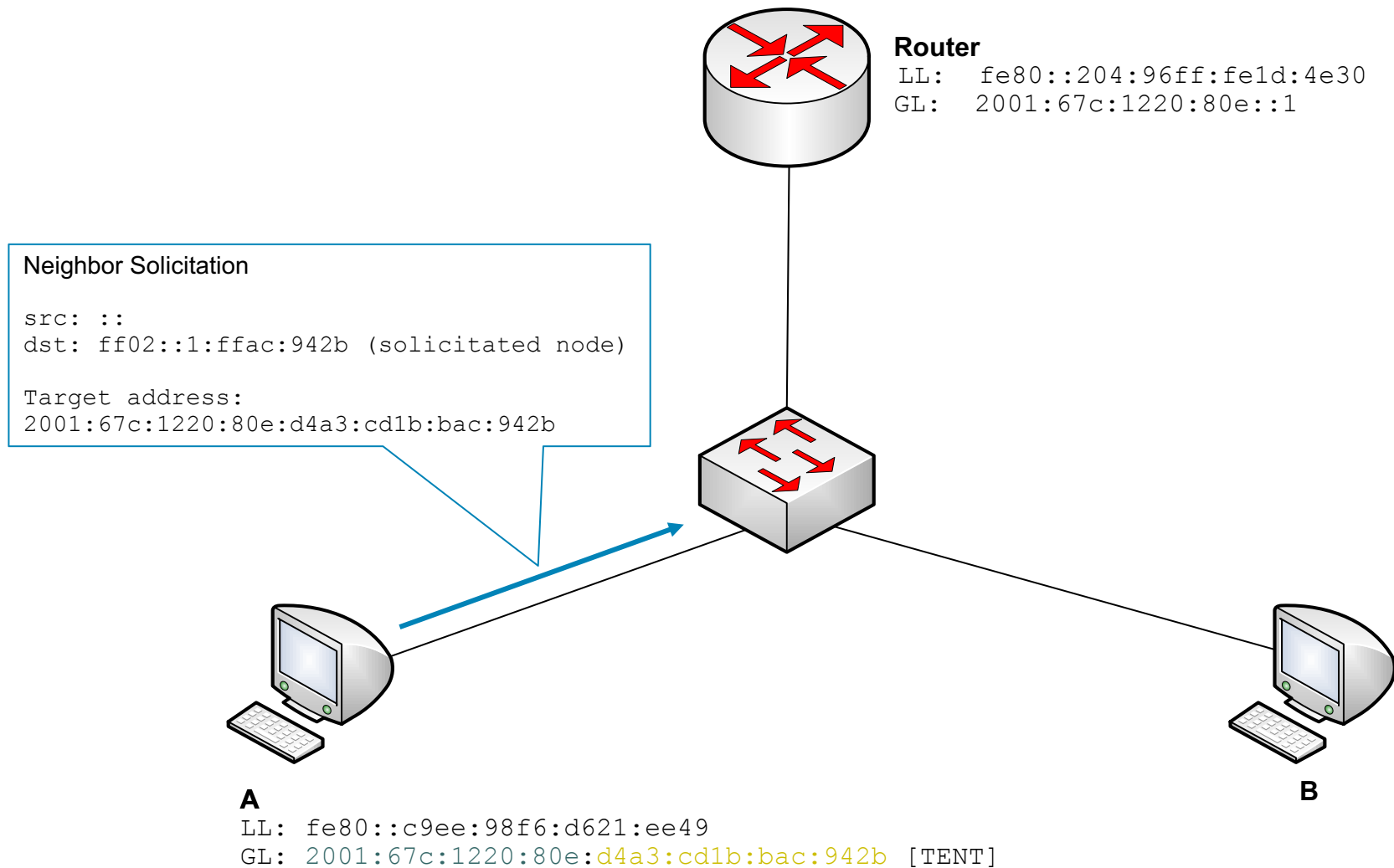
```
PrfLen: 64  
A: 1  
Prefix: 2001:67c:1220:80e::
```

Router

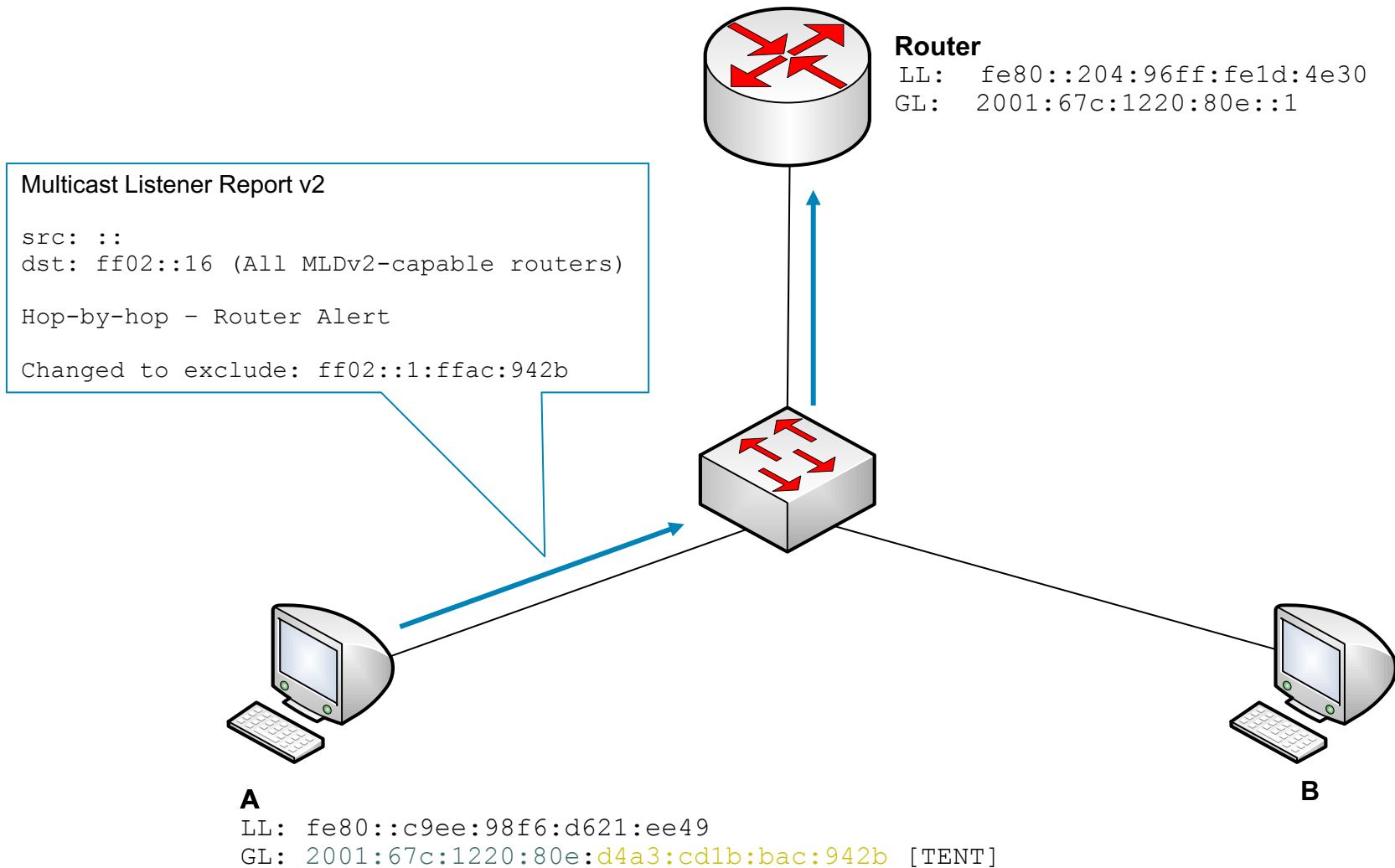
```
LL: fe80::204:96ff:fe1d:4e30  
GL: 2001:67c:1220:80e::1
```



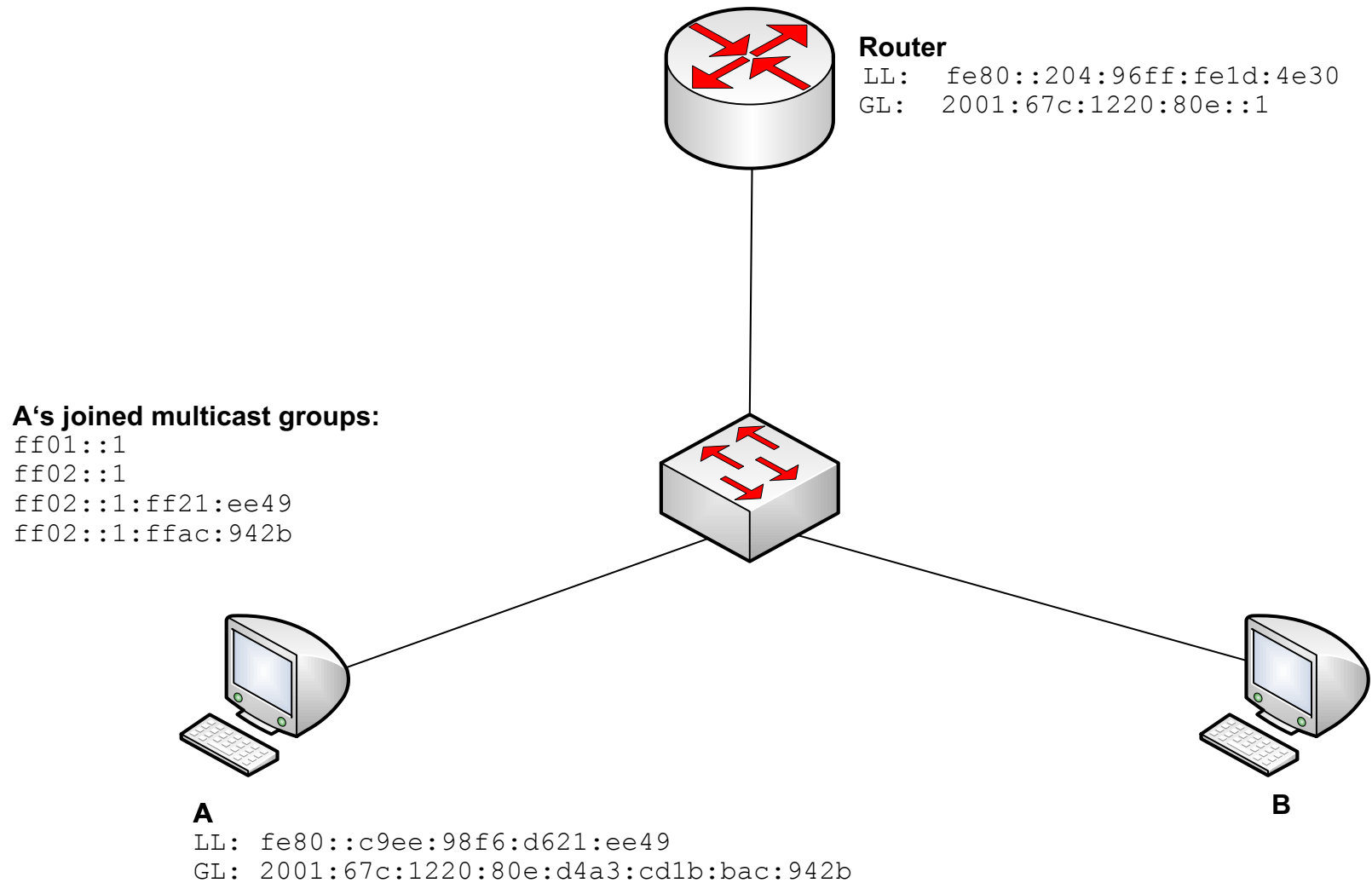
DAD for global address



MLD Report for global address



Final state



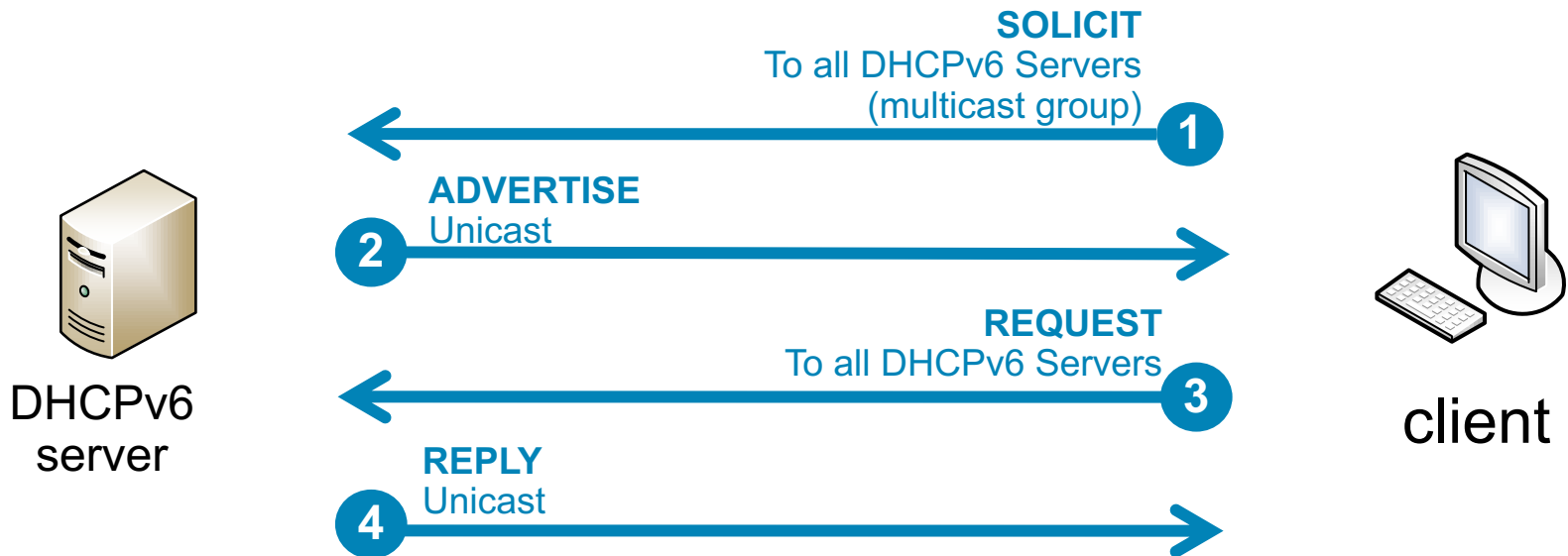
DHCPv6

DHCPv6

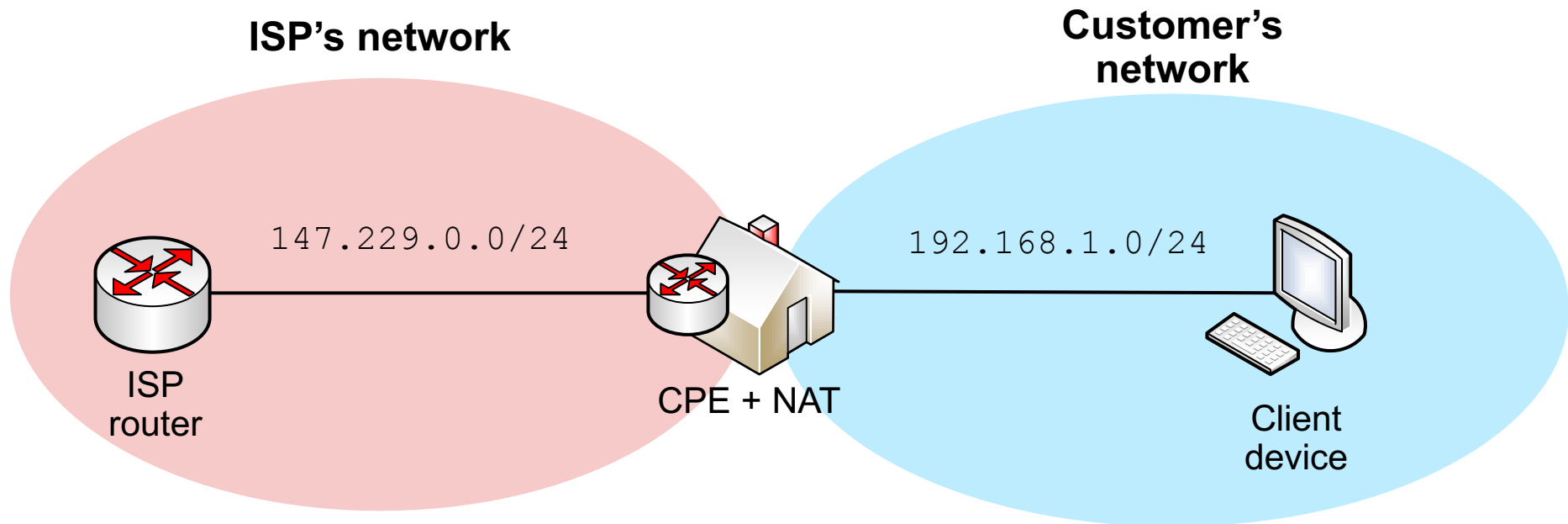
- Stateless and stateful
- Tied with Route Advertisement – flags M/O
 - How should be these flags interpreted?
- Different client's identifier (DUID) compare to DHCPv4
- It is **not** mandatory – there could be devices that **does not** support DHCPv6 (e.g., Android)
- **Stateless DHCPv6**
 - O flag in RA message set to 1
 - Information-request, Reply
 - Basically only for DNS name server + DNS search list

Stateful DHCPv6

- Managed flag in RA message set to 1
- Provide configuration parameters (IPv6 address, DNS, ...), but **except** default gateway and prefix length
 - Where does a client find this information?

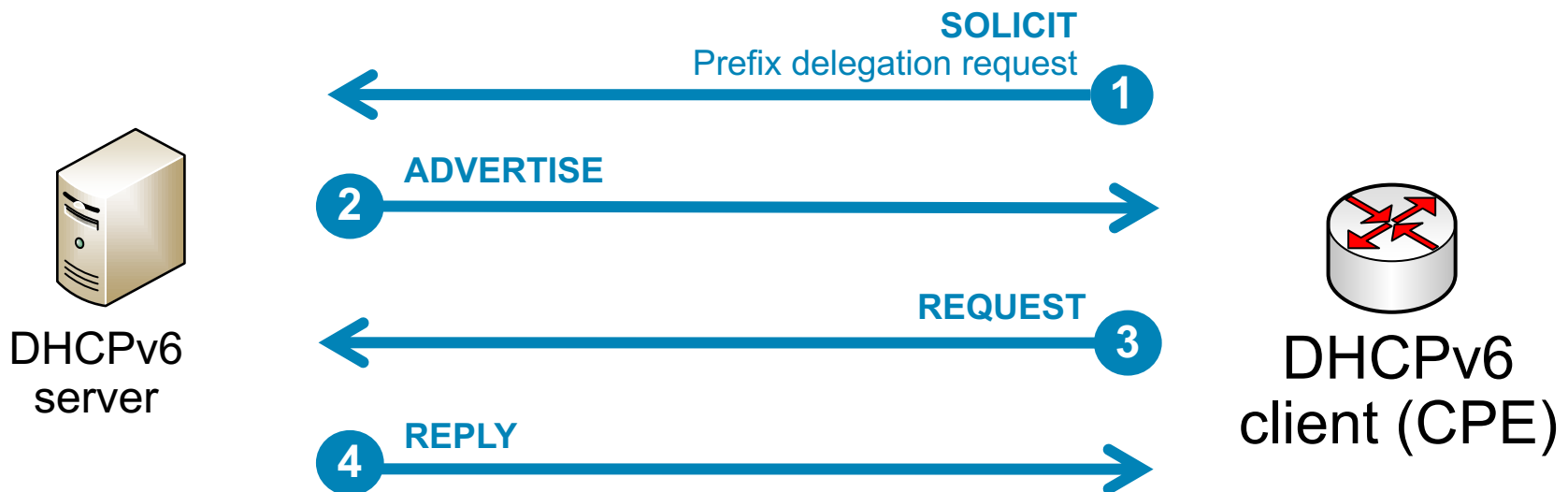


IPv4 world



DHCPv6 Prefix delegation

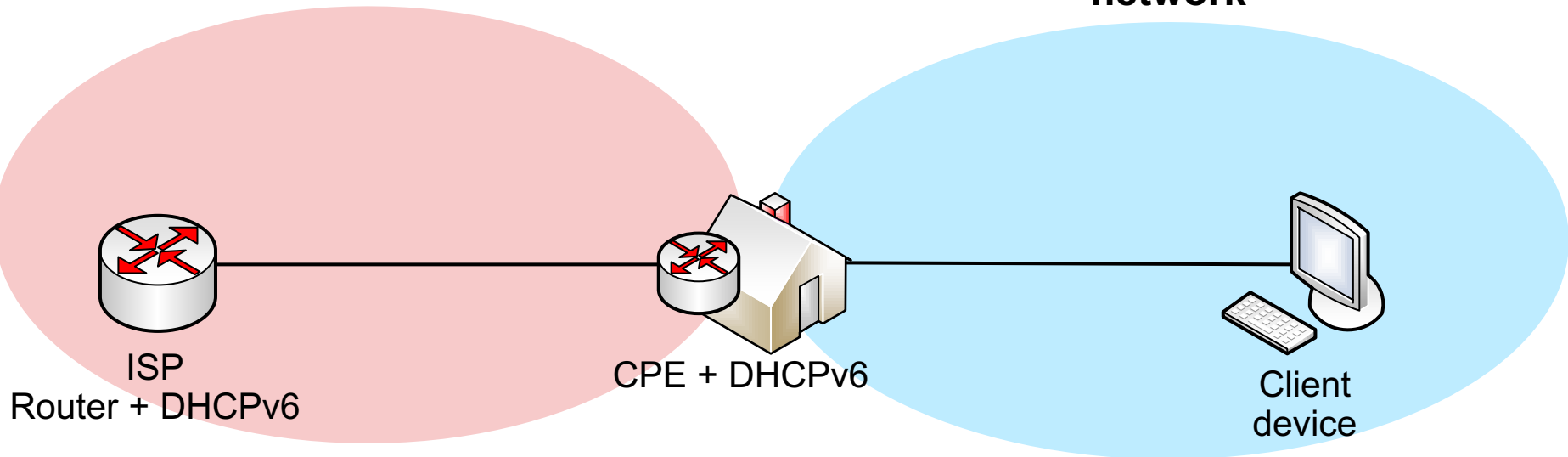
- Restores end-to-end reachability in IPv6
- DHCPv6 client requests IPv6 prefix that can use for addressing internal network
 - DHCPv6-PD does not address end clients – there must be another DHCPv6 server or SLAAC that uses delegated prefix



DHCPv6 Prefix delegation

ISP's network

Customer's network



← Prefix request 1

2 Delegates 2001:db8:aaaa::/48 →

3 RA with 2001:db8:aaaa:1::/64 →

DHCPv6 PD – questions

- What happens if DHCPv6 server does not run on ISP router?
- Does CPE requires global IPv6 connectivity on WAN interface?
- What should be the prefix size?
- Considering RA between ISP and CPE – should there be RA with M or O flag?

NAT

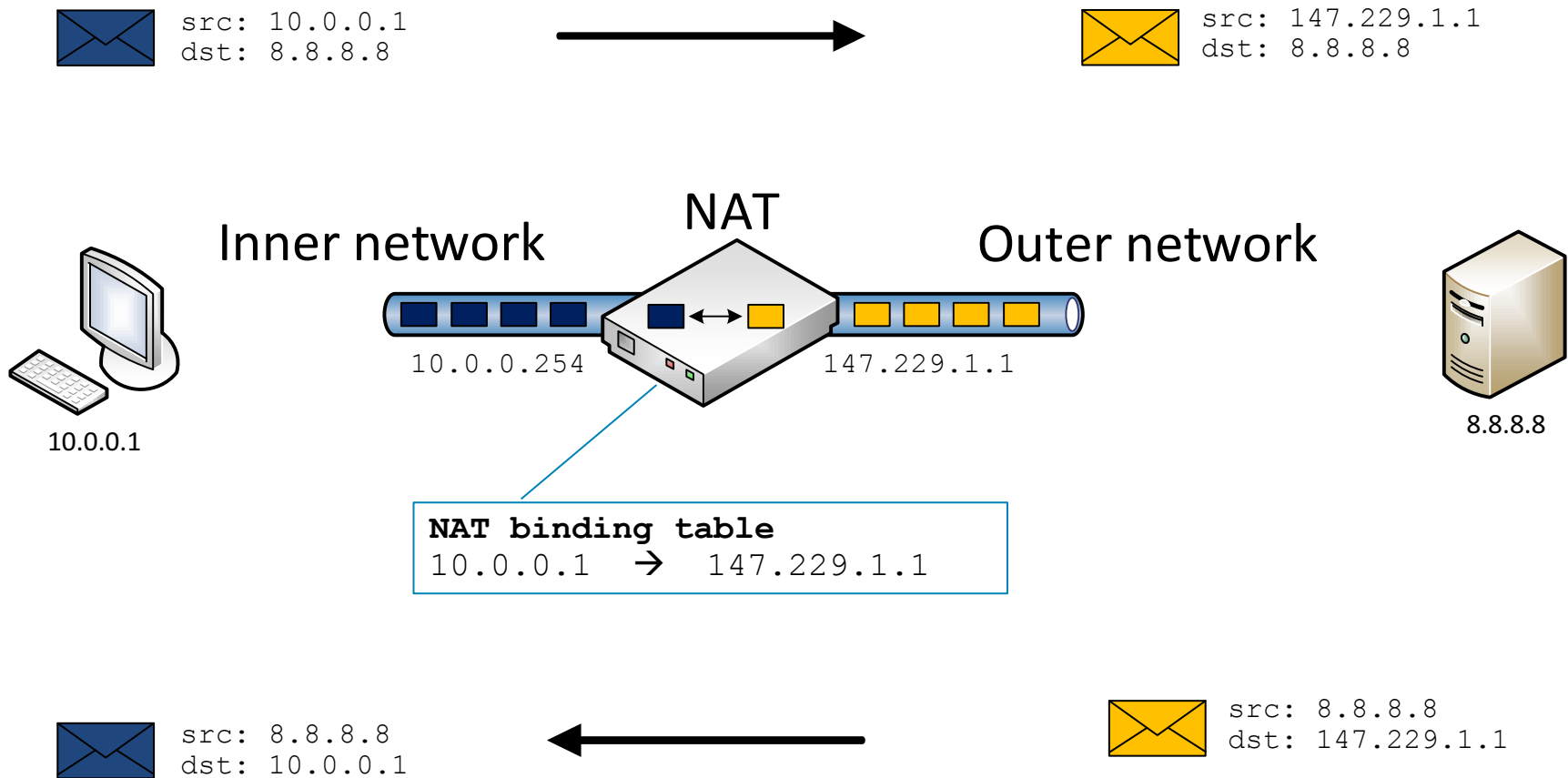
Network Address Translation

- There is no need for own address range, just one public address from ISP
- No renumbering problem
 - *When we change ISP, we do not need to change local addresses*
- Cheap multihoming – There is no need for own ASN
- Inside private addresses are not directly accessible from Internet
- NAT modifies IP, can modified TCP/UDP headers
- Destination NAT, port forwarding
- There is no standard – RFC 1631 is only Informational

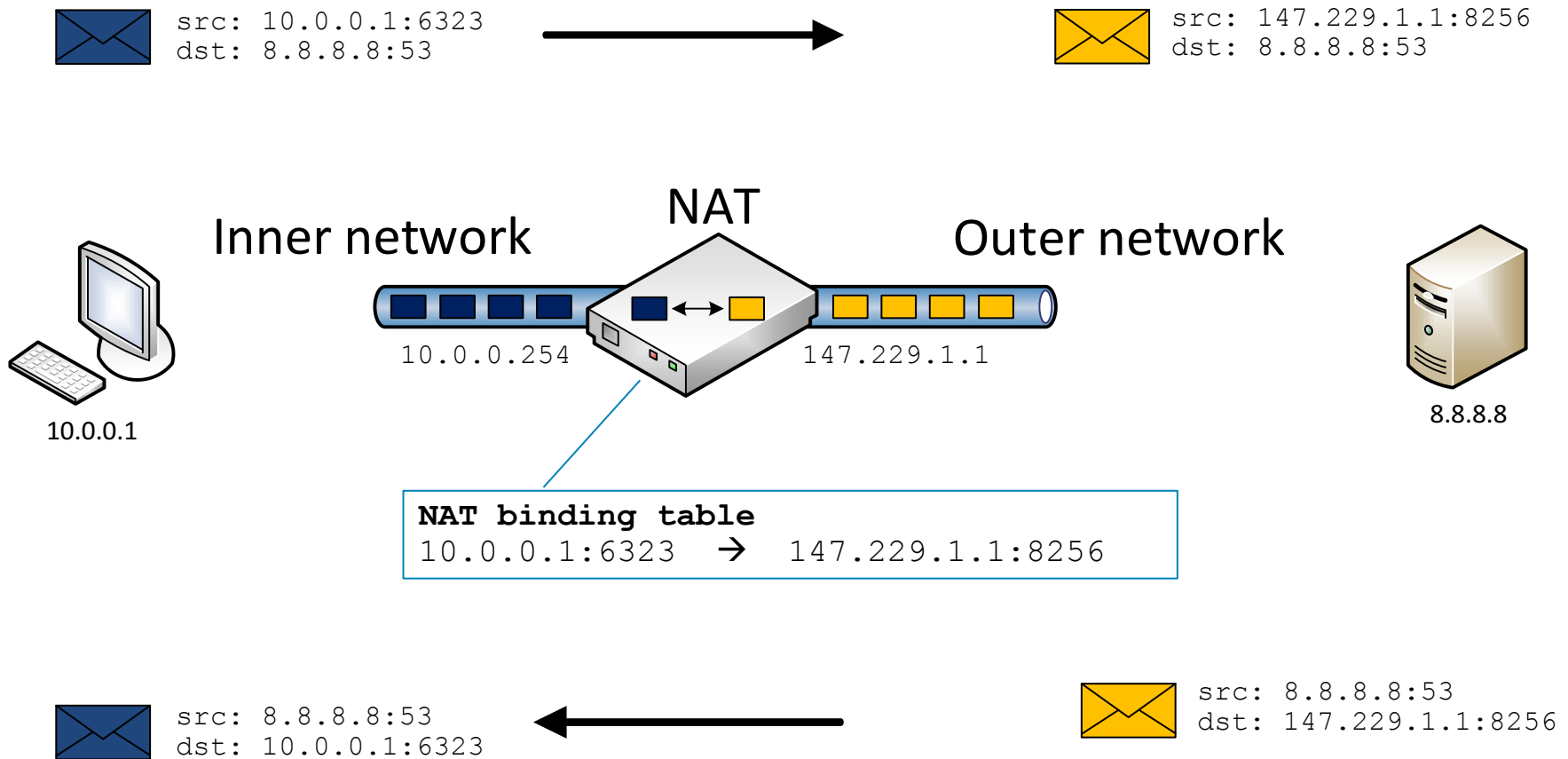
NAT

- Different variants are described in RFC 3489
 - One-to-One = Full Cone = Static
 - Restricted cone, Port Restricted cone, Symetric
- Real implementations use own algorithms (NAT behavior is not standardized)
- CGNAT
 - NAT for ISP (NAT444)

NAT behavior



NAPT behavior



DNS

DNS

- **DNS service**

- Maps domain name onto IP address and vice-versa
- Database of names and IP addresses (and other records)
- Database on special dedicated server – **DNS server**

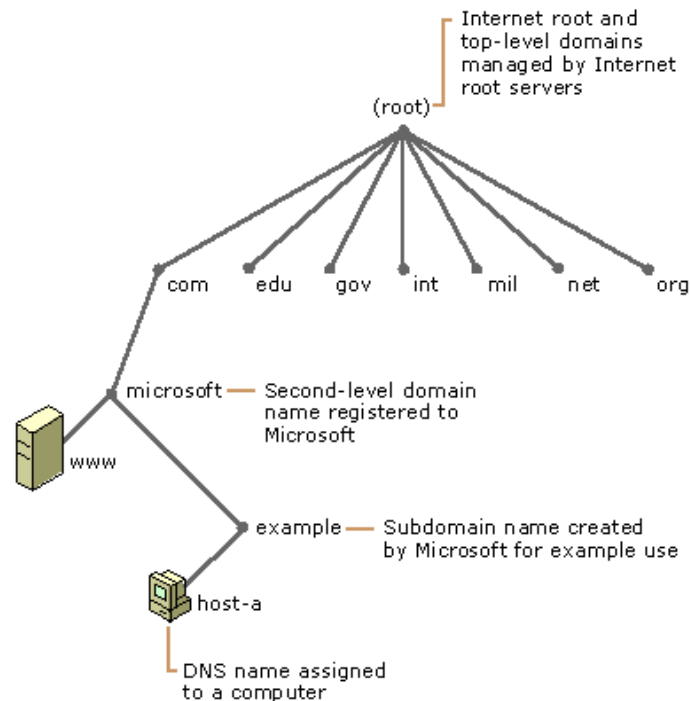
- **DNS architecture**

- Domain namespace
- Distributed database spread over many servers
- DNS protocol defines message format and resolution of queries

Domain Namespace

- Hierarchical structure

- Tree with special root node
- Domain = subtree
- Domain name = path in the tree
- Tree leaves = **fully-qualified names (FQDN)** of devices



Server types

- Whole namespace is divided across multiple DNS servers
 - Each one contains own zone file
- **Primary**
 - a.k.a **authoritative server** with zone file
 - Only one for each domain
- **Secondary**
 - Backup server with copy of zone in case of failure of primary server
- **Caching only**
 - Only relays queries and answer using its own cache of previously relayed answers
 - Provides non-authoritative answers

Root Servers

- [Geoff Huston: The Root of the DNS](#)
- <http://root-servers.org/map/>



DNS Query Resolution

■ Resolver

- Program obtaining answer from DNS server
- Dispatches queries from clients using DNS protocol RFC 1035

■ Resolution

- = looking up for the answer in DNS
- Tree-like hierarchy of DNS namespace
- Recursive query – made by a client to a DNS server – server solves the resolution and return an answer
- Iterative query – DNS server to return the best answer it can give based on its cache or zone data

DNS – basic tools

- dig/nslookup
- Things to try:
 - Find the A, AAAA, MX record for a domain
 - Run own resolver and validates DNSSEC on your laptop
 - Try manual validation to learn about the process:
 - <http://backreference.org/2010/11/17/dnssec-verification-with-dig/>