University of Glasgow

Addressing

Networked Systems (H)
Lecture 8

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

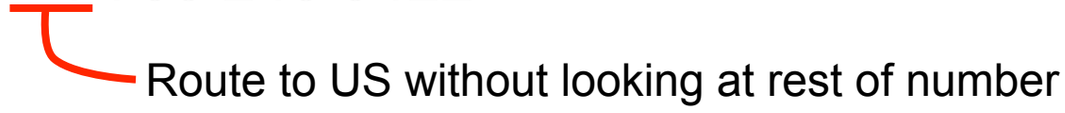
- Addresses can denote host identity
  - Give hosts a consistent address, irrespective of where or when they attach to the network
  - Simple upper-layer protocols
    - Transport layer and applications unaware of multi-homing or mobility
  - Puts complexity in network layer
    - Network must determine location of host before it can route data
    - Often requires in-network database to map host identity to routable address
    - E.g., mobile phone numbers

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 – 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



  - 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

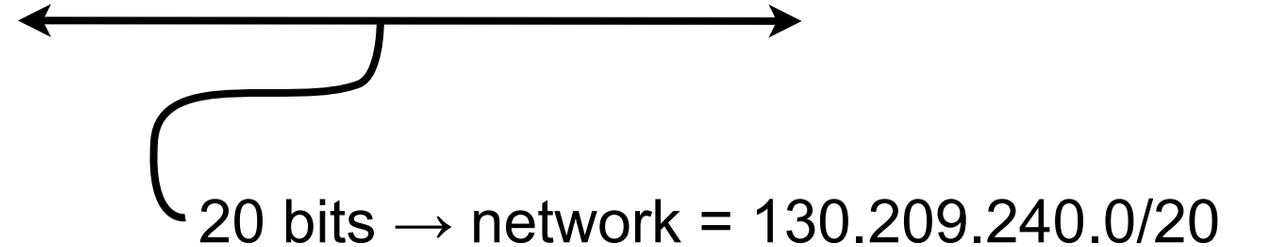
- Both IPv4 and IPv6 addresses encode location
  - Addresses are split into a *network part* and a *host part*
    - A *netmask* describes the number of bits in the network part
    - The network itself has the address with the host part equal to zero
    - The broadcast address for a network has all 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., laptop with an Ethernet interface and a Wi-Fi interface 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



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

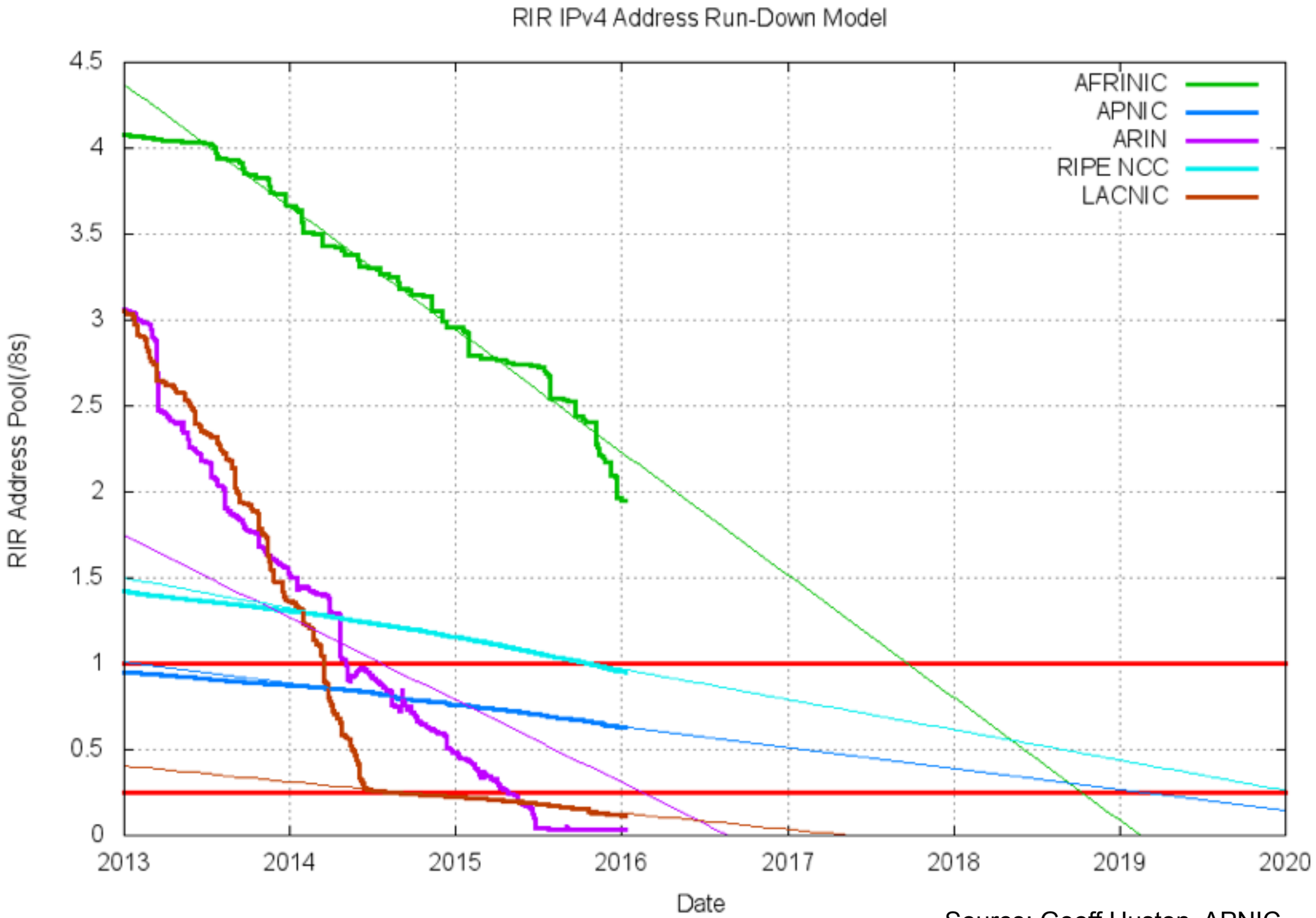
Old terminology still used sometimes...

- Arbitrary length netmask allowed since 1993:
  - The Glasgow SoCS network is a /20

IP Address Management

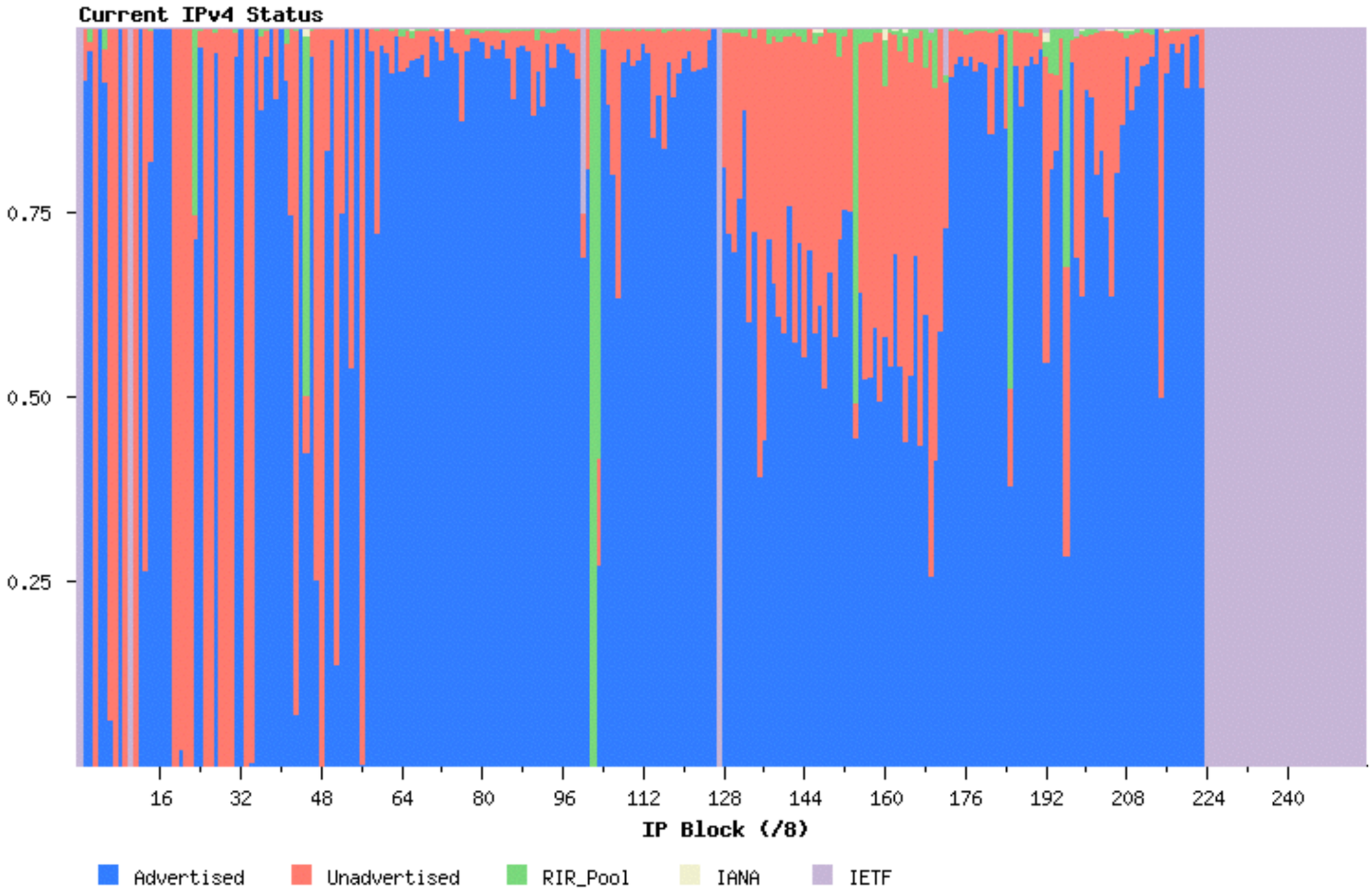
- IPv4 has 2^{32} = 4,294,967,296 addresses
  - IANA administers the pool of unallocated addresses
    - Historically would assign addresses directly to ISPs, large enterprises, etc.
    - Now, addresses assigned to regional Internet registries (RIRs) as needed:
      - AfriNIC (Africa), APNIC (Asia-Pacific), 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
- IANA has allocated all available addresses to RIRs
  - Last allocation made on 3 February 2011

IPv4 Address Space Exhaustion



Source: Geoff Huston, APNIC
9 Jan 2016 http://ipv4.potaroo.net/

IPv4 Address Space Utilisation



The IPv4 Address Space is Fully Used

- In practical terms, we have run out of IPv4 address space



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
  - Approximately 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 8 “:” separated 16 bit hexadecimal fields

  2a00:1098:0000:0086:1000:0000:0000:0010

- Usually written in a shortened form: [RFC 5952]
  - Leading zeros in each 16 bit field are suppressed
  - A run of more than one consecutive16 bit field that is all zero is omitted and replaced with a “::” (if there is more than one such run, the longest is replaced; if there are several runs of equal length, the first is replaced)
  - The “::” must not be used to replace a single 16 bit field

  2a00:1098:0:86:1000::10

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

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

IPv6 Addresses

- Routers advertise network part, hosts auto-configure address:

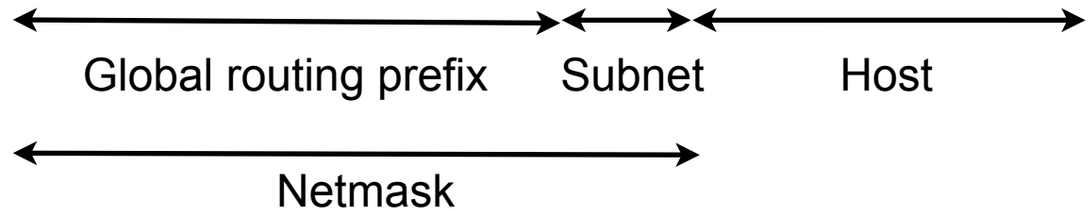
2001:0db8:85a3:08d3:1319:8a2e:0370:7334



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

Formalises the distinction present in IPv4:

130.209.247.112 = 10000010 11010001 11110111 01110000



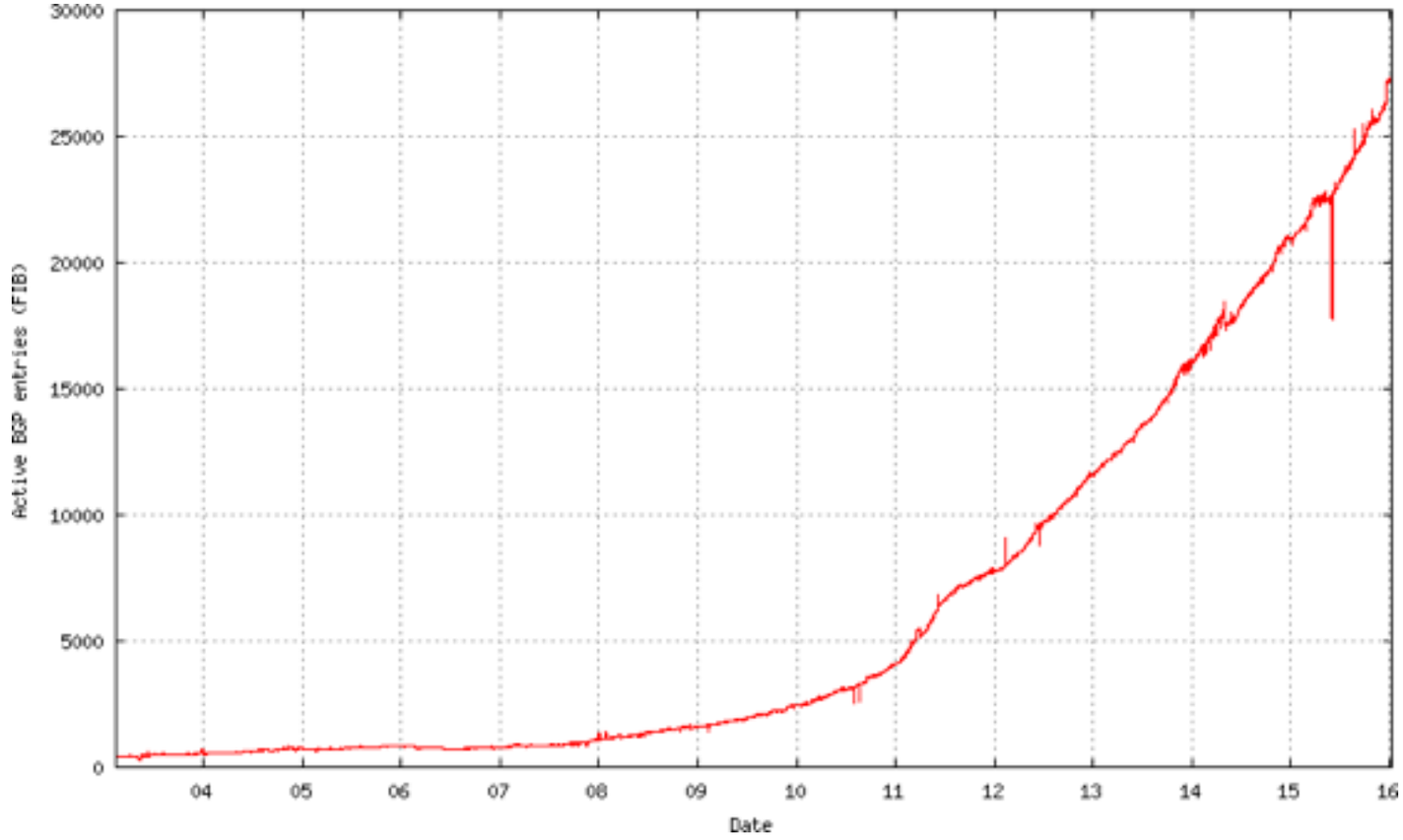
IPv6 Deployment Issues

- IPv6 requires changes to *every* single host, router, firewall, and application...
  - Significant deployment challenge!
  - Host changes done: MacOS X, Windows, Linux, FreeBSD, Symbian, iOS, Android, etc.
  - Backbone routers generally support IPv6, home routers and firewalls (mostly) not yet
  - Many applications have been updated

NAT *vs.* IPv6

- NAT widely deployed for IPv4
  - Initially seems simple: no host changes; web browsing and email still work
  - But… hugely complicated for peer-to-peer applications → lecture 14
  - Very difficult to debug problems, or deploy new classes of application

- IPv6 starting to see large-scale use:



Source: Geoff Huston, APNIC
9 Jan 2016 http://bgp.potaroo.net/v6/as2.0/

Summary

- Addressing: identity vs. location, address formats
- Internet addressing:
  - IPv4 and address exhaustion
  - IPv6