

# ECE 435 – Network Engineering

## Lecture 14

Vince Weaver

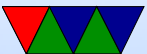
`http://web.eece.maine.edu/~vweaver`

`vincent.weaver@maine.edu`

19 October 2017

# Announcements

- HW#6 was due
- HW#7 will be posted



# Dynamic Host Configuration Protocol (DHCP)

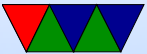
- RFC2131
- To get on network need IP, subnet mask, default router
- Can we automatically get this?
- Broadcasts, asking for address
- Server can respond with a fixed one (setup in config file) or handle out dynamically from range
- To avoid need for server on each subnet, can pass through



- Broadcast DHCPDISCOVER on UDP port 67.
- All servers send DHCPOFFER on port 68
- Send DHCPREQUEST, respond with DHCPACK
- Timer, needs to re-request before timer is out or server might give to someone else
- Get a “lease” from the server. Why short vs long lease/
- Can see this all in action with `dhclient -v`
- DHCP format based on BOOTP



# IPv4 Catastrophe



# Out of IPv4 Addresses Problem

- IPv4 address exhaustion
- CIDR not enough
- Addresses managed by IANA globally and five regional registrars (RIR)
- Top level ran out in 2011
- 4 of 5 RIRs are out too
- Why are we out?
  - Always active connections – unlike dialup, many machine are on all the time



- So many devices – 4G mobile devices all have one
- Inefficiencies originally handing out. Companies like Apple, MIT, DEC, all got 16 million address Class A addresses even if didn't need them
- Despite being out, in 2011 reportedly only 14% of addresses being used
- Why not reclaim unused, such as Class E? The bane of network programmers, the out-of-date router that makes assumptions
- Stanford gave back a class A in 2000



# Network Address Translation (NAT)

- Private IP ranges, defined in RFC 1919
  - 1 Class A: 10.0.0.0 - 10.255.255.255 (10.0.0.0/8)
  - 16 Class B: 172.16.0.0 - 172.31.255.255 (172.16.0.0/12)
  - 256 Class C: 192.168.0.0 - 192.168.255.255 (192.168.0.0/16)
- Can use for various reasons, most recently due to network depletion
- NAT: map IP addresses from one group to another.  
often public to private
- NAT and NAPT (port translation) RFC 3022



- Basic NAT has one to one mapping of external to internal IPs
- NATP: based on port, only one external IP
  - Full cone – most common
    - once an internal address (iaddr/port) has been mapped to an external (eaddr/port) all packets from iaddr/port are sent out and any incoming are passed through with no additional checks
  - Restricted cone – same as above, but only external that have received packets from internal can send through
  - Port restricted cone – same as above, but also checks



port numbers

- Symmetric – best security – outgoing packets mapped to different eaddr/port if the destination or port differs
- When passing through, NAT needs to re-write dest/source/port and recompute header checksum
- Linux: IP-masquerade/iptables
- Many IP people hate NAT:
  - violates the IP identifies one machine rule
  - hard to connect two machines if both behind different NATs
  - changes IP to be connection oriented, router has to



remember connections

- layering violation, looks at TCP/UDP port numbers
- only works for TCP/UDP
- Some protocols (like FTP) are even more annoying, send address in plain text in data and that has to be adjusted too
- can only NAT up to 64k machines



# The Internet Protocol v6

- RFC2460 - RFC466
- Started work in 1991
- Many problems with IPv4. Most notable shortage of addresses.
- IPng. (IPv5 was an experimental stream protocol)
- Migration happening, a large amount of web traffic, especially that from phones, is already switched.
- \*not\* backwards compatible
- As of July 2016 12.5% of traffic is IPv6



# The Internet Protocol v6 Goals

- Support billions of hosts
- Reduce size of routing tables
- Simplify the protocol (so routers can be faster)
- Better security
- Pay more attention to type of service
- Aid multicasting
- Allow roaming w/o changing address
- Co-exist with existing protocols



# The Internet Protocol v6 features

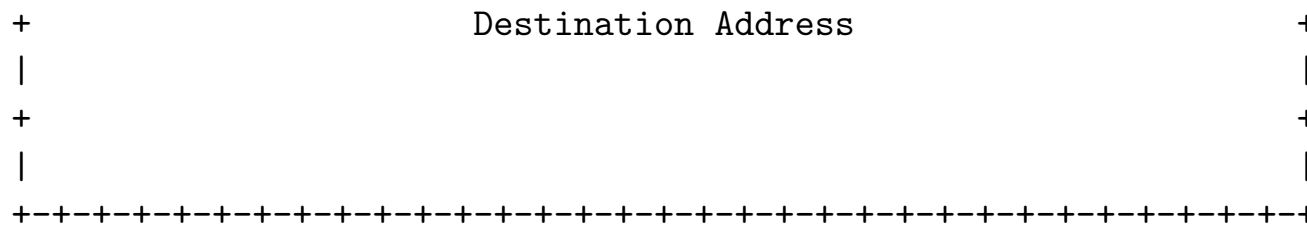
- Address size 128 bits
  - a lot of addresses.  $7 \times 10^{23}$  for ever square meter
- Simpler fixed length header (speeds up processing)
  - Many fields not really used in IPv4 dropped (or made optional)
- Better support for options
- Better security support
  - IPSEC. Originally mandatory, made optional
  - Can encrypt packets at the network layer



- Quality of service (???)
- Anycast (see end of slides)
- Autoconfiguration (like DHCP)
- Minimum fragment size 1280 (up from 576)
- No checksum – was slow and recalculated often







- (1 nibble [4-bits]) Version number = 6
- (8-bits) Traffic class
- (20-bits) Flow label (for streaming?)
- (16-bits) Payload length. 64k (header bytes not counted anymore) (if you want longer, extension for Jumbograms)
- (8-bits) Next header. If nothing special identifies TCP or UDP If special options (fragmentation, security)



indicated

(TCP=0x6, UDP=0x11)

- (8-bits) Hop Limit, TTL, big debate about whether 8-bits was enough
- (128-bits) Source Address
- (128-bits) Destination Addresses
- Why not 64-bits?
- No checksum, link or transport catches issues  
What does this mean for UDP?



# IPv6 Options

- Hop-by-hop
  - Pad1, Pad2, Jumbo Frame
- Source Routing
- Fragmentation
- Authentication
- Encryption



# IPv6 fragmentation

- Routers cannot fragment, only at source
- How can this work when not know MTU?
- MTU is always greater than 1280
- Path MTU discovery protocol to discover MTU along the way (RFC 1981). (IPv4 too, set DNF and get error via ICMP) If too big, sends an error back and source needs to fragment it smaller
- Easier to have source fix things then every router along the way being able to

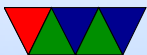


# IPv6 addresses

- Too long for dotted decimal, use colon hexadecimal
- X:X:X:X:X:X:X:X where X is 16 bit chunk
- F000:0123:5678:0000:0000:ABCD:0001:CAFE
- Can drop leading zeros, as well as groups of zeros  
F000:123:5678::ABCD:1:CAFE

Note, cannot drop two sets of groups of zeros. Why?  
Ambiguous.

- Do not have classes RFC 4291
- encoding ipv4 addresses in ipv6?



- autoconfig – generate a unique ID, often based on MAC address and send it to router (Router solicitation). Router sends back router advertisement which has subnet prefix and can be used to generate global address Stateless address auto-config (SLAAC). Can also use DHCPv6
- ::1 ip6-localhost, fe00::0 ip6-localnet
- Example

```
inet 130.111.218.23 netmask 255.255.254.0 broadcast 130.111.219.255
inet6 2610:48:100:8da:230:18ff:feab:1c39 prefixlen 64 scopeid 0x0<global>
inet6 fe80::230:18ff:feab:1c39 prefixlen 64 scopeid 0x20<link>
```

inet6, both global and local contain MAC address



# IPv6 Privacy Concerns

- Security – have MAC in your IPv6 address?



# IPv6/IPv4 compat

- Dual stack – host runs both IPv4 and IPv6 or internal is IPv6 but router converts to IPv4 before passing on
- Tunneling – encapsulate IPv6 inside of IPv4, tunnels across IPv4, split back out to IPv6 on other side of tunnel



# IPv6 Routing

- Much like IPv4
- IPv6 network address, “prefix-length” instead of netmask
- Routing table as before



# Casting

- Unicast – 1:1 – one sender, one destination
- Broadcast – 1:all
- Multicast – 1:many – specify a subset of all
- Anycast – a set of equivalent hosts, which one gets the packet depends on something like closeness / latency
- Geocast – broadcast to limited geographic area



# Anycast problems/benefits

- Can spread server load around (DNS servers, web servers, netflix servers)
- Can hijack connection if you can get your fake routing info into a server.

