

Networking Basics

03a - IP: Addresses, Prefixes and Routing

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Where networks meet

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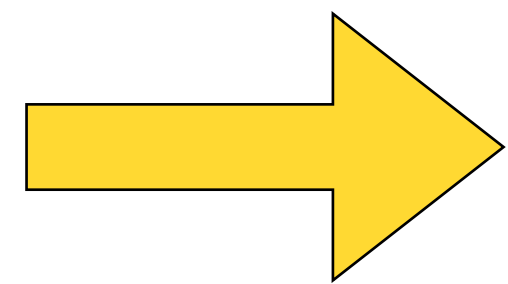
Networking Basics

DE-CIX Academy

01 - Networks, Packets, and Protocols

02 - Ethernet, 02a - VLANs

03 - IP: the Internet Protocol



03a - IP addresses, prefixes, and routing

03b - Global IP routing

04a - UDP, 04b - TCP, 04c - ICMP

05 - Uni-, Broad-, Multi-, and Anycast

06a - DNS

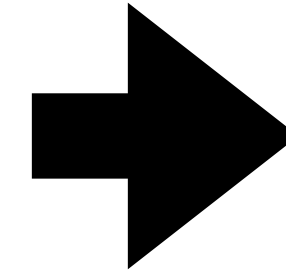


IP - the Internet Protocol

Internet Model

IP / Internet Layer

- Data units are called "Packets"
- Provides source to destination (**end-to-end**) transport
- Needs **addresses** for entities



Layer	Name
5	Application
4	Transport
3	Internet
2	Link
1	Physical



IPv4 Addresses

32 bit long

- 32 bit in length
 - 4.294.967.296 possible addresses
- written as 4 decimal numbers separated by dots "."
- some addresses are reserved / not usable
- all usable IPv4 addresses have been assigned to users

192.0.2.123

1100 0000 0000 0000 0000 0010 0111 1011
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 25 27 28 29 30 31 32

IPv6

Development started: 1994

First published: 1995



IPv6 Addresses

128 bit long

- 128 bit in length - possible addresses:
340282366920938463463374607431768211456
- there are lots of IPv6 addresses available
- written as hexadecimal numbers separated by colons ":"
 - double-colon "::" means fill up with zeros here
- some addresses are reserved / not usable

2001:db8:0:0:0:0:0:1

2001:db8::1

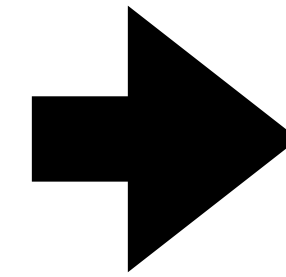
2001:0db8:0000:0000:0000:0000:0000:1



Internet Model

IP / Internet Layer

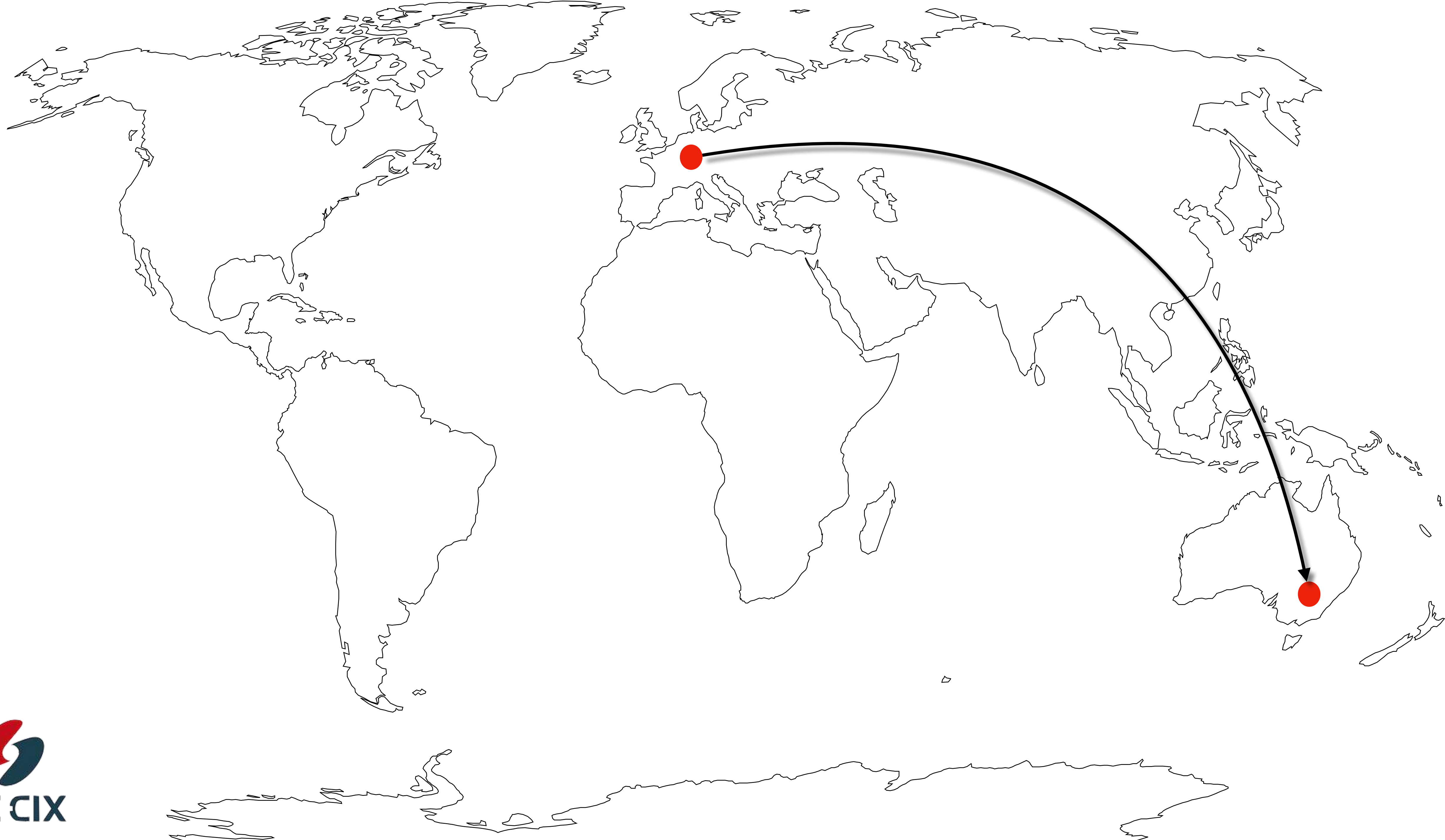
- Data units are called "Packets"
- Needs **addresses** for entities
- Provides source to destination transport
 - **End-to-End Transport**

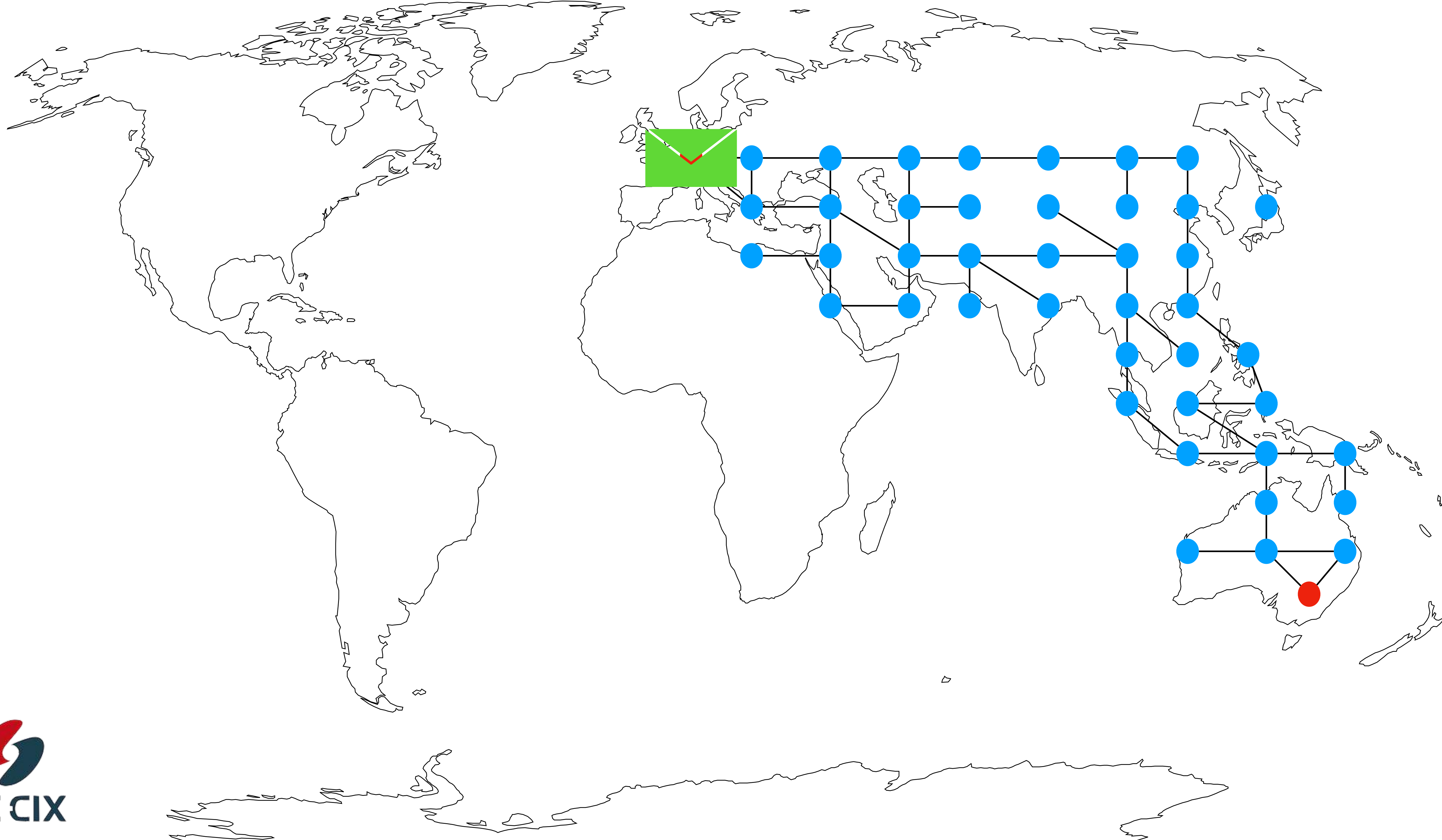


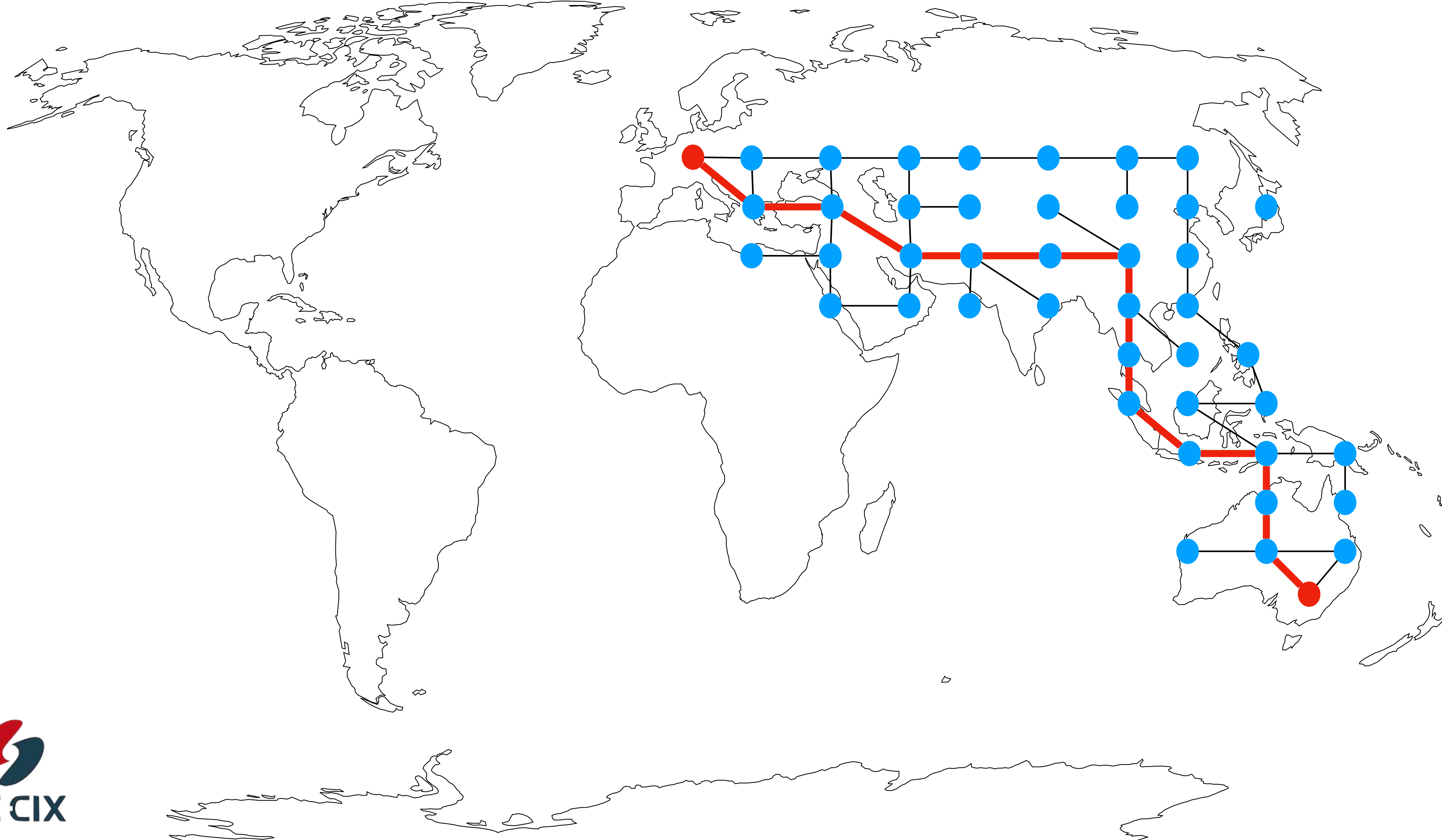
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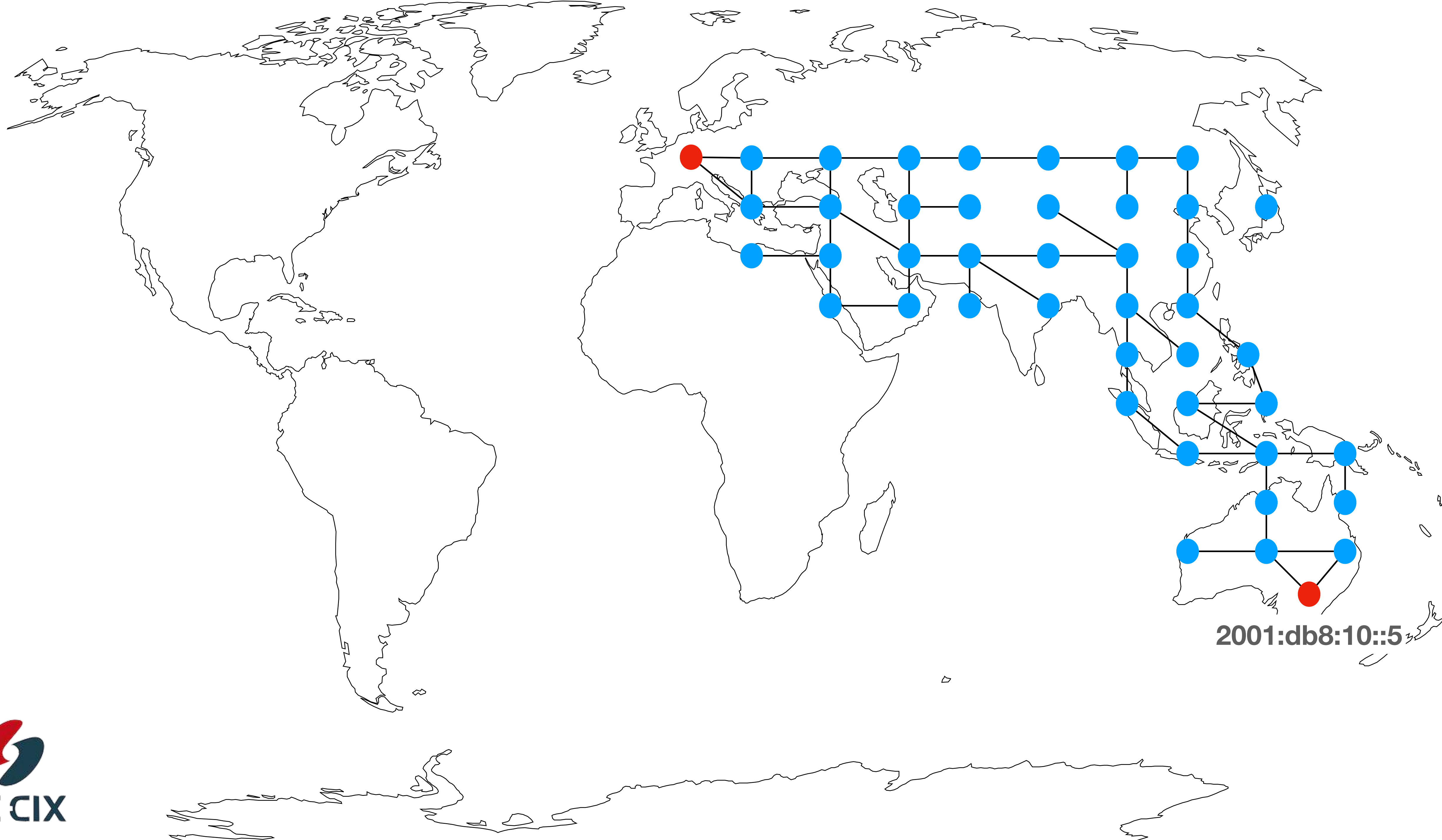


End-to-End Transport



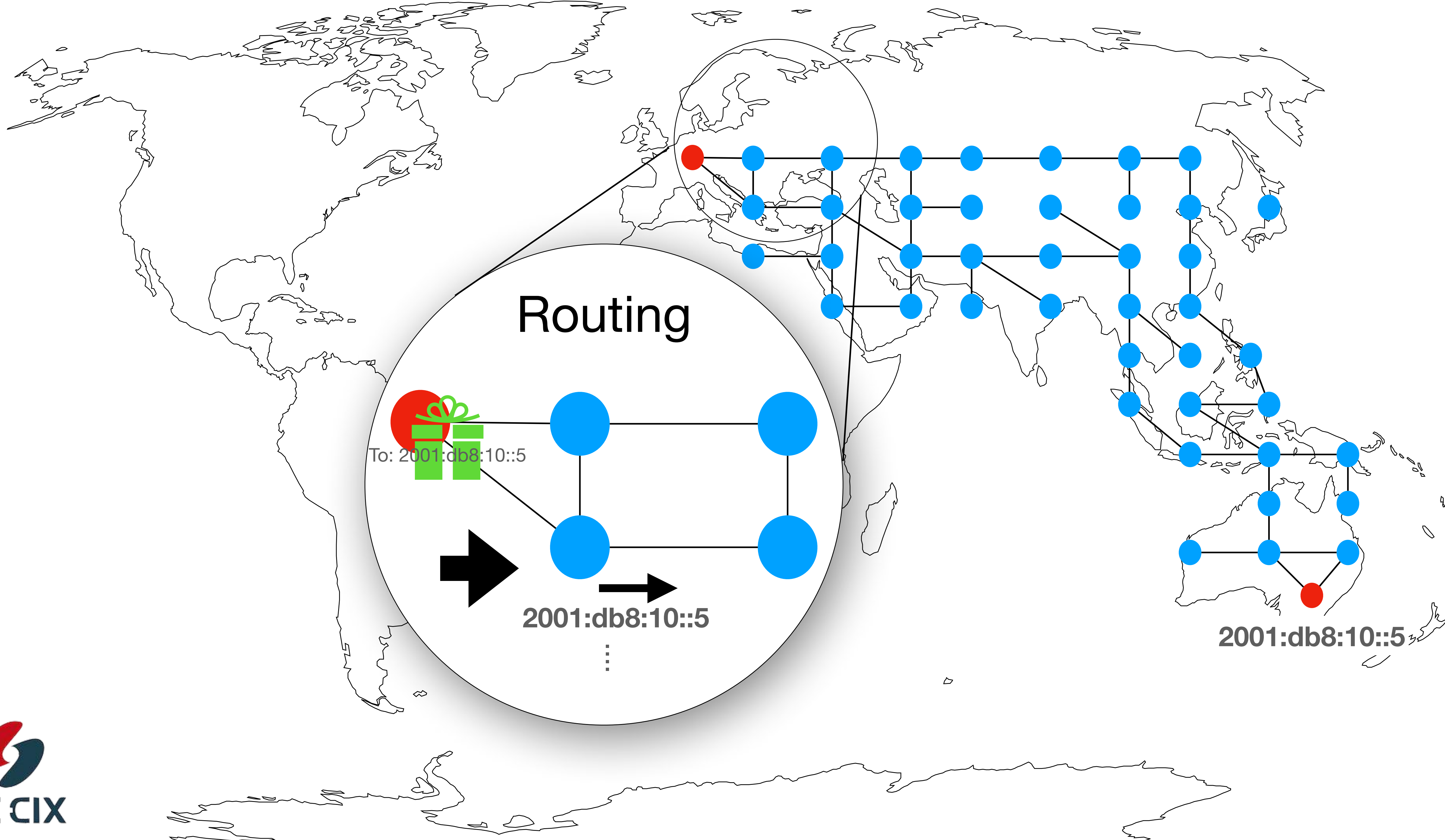






2001:db8:10::5





Routing

Intermission: Language

Routing

"A method of finding paths from origins to destinations in a network such as the Internet, along which information can be passed."

<https://en.wiktionary.org/wiki/routing>

UK /'rʌʃtɪŋ/

US /'rʌtɪŋ/

/'rʌʊtɪŋ/



Routing

"A method of finding paths from origins to destinations in a network such as the Internet, along which information can be passed."

<https://en.wiktionary.org/wiki/routing>

routing

/'raʊtɪŋ/

root

rooting

"A hole formed by a pig when it roots in the ground"

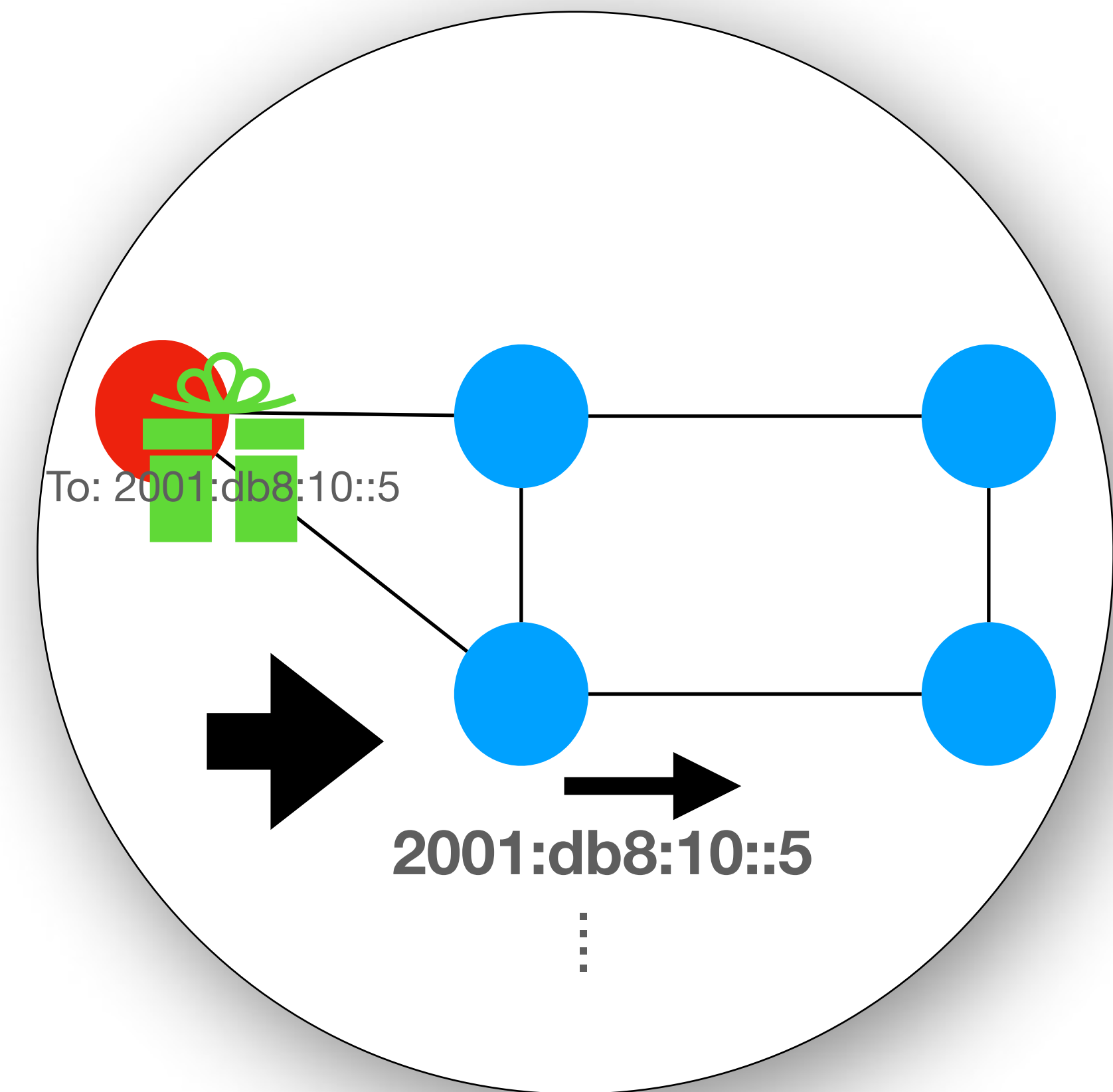
<https://en.wiktionary.org/wiki/rooting>



Routing

How a *router* works

- All IP packets have a *destination IP address*
- Depending on the destination IP address a *next hop* is chosen
- For this, each router has a large lookup-table
 - This is called the *routing table*
- It contains not single IP addresses, but *Prefixes*



IP Prefixes

IPv6 - Addresses

2003:de:274f:400:226:b0ff:fed8:3d8a

IPv6 - Addresses

2003:de:274f:400:2004:b0ff:fed8:3d8a

Notation:

- 4 digit hex numbers (0-9,a-f)
- Separated by ":"
- "::" = fill up with zeros

128 Bits long

0 01 02 03 04 05 06 07 08 09 0a 0b 0c 0d 0e 0f 10 11 12 13 14 15 16 17 18 19 1a 1b 1c 1d 1e 1f 20 21 22 23 24 25 26 27 28 29 2a 2b 2c 2d 2e 2f 30 31 32 33 34 35 36 37 38 39 3a 3b 3c 3d 3e 3f 40 41 42 43 44 45 46 47 48 49 4a 4b 4c 4d 4e 4f 50 51 52 53 54 55 56 57 58 59 5a 5b 5c 5d 5e 5f 60 61 62 63 64 65 66 67 68 69 6a 6b 6c 6d 6e 6f 70 71 72 73 74 75 76 77 78 79 7a 7b 7c 7d 7e 7f

IPv6 - Prefixes

Prefix-Length: 0-128

2003:de:274f:4000::/64

Notation:

- 4 digit hex numbers (0-9,a-f)
- Separated by ":"
- "::" = fill up with zeros

Host-part all zero

128 Bits long

0 01 02 03 04 05 06 07 08 09 0a 0b 0c 0d 0e 0f 10 11 12 13 14 15 16 17 18 19 1a 1b 1c 1d 1e 1f 20 21 22 23 24 25 26 27 28 29 2a 2b 2c 2d 2e 2f 30 31 32 33 34 35 36 37 38 39 3a 3b 3c 3d 3e 3f 40 41 42 43 44 45 46 47 48 49 4a 4b 4c 4d 4e 4f 50 51 52 53 54 55 56 57 58 59 5a 5b 5c 5d 5e 5f 60 61 62 63 64 65 66 67 68 69 6a 6b 6c 6d 6e 6f 70 71 72 73 74 75 76 77 78 79 7a 7b 7c 7d 7e 7f

IPv4 - Addresses

10.3.8.17

IPv4 - Addresses

10.3.8.0122



Notation:

- 4 numbers (0-255)
- Separated by "."

32 Bits long



IPv4 - Prefixes

Prefix-Length: 0-32

10.3.8.0/22



Notation:

- 4 numbers (0-255)
- Separated by "."

Host-part all zero

32 Bits long

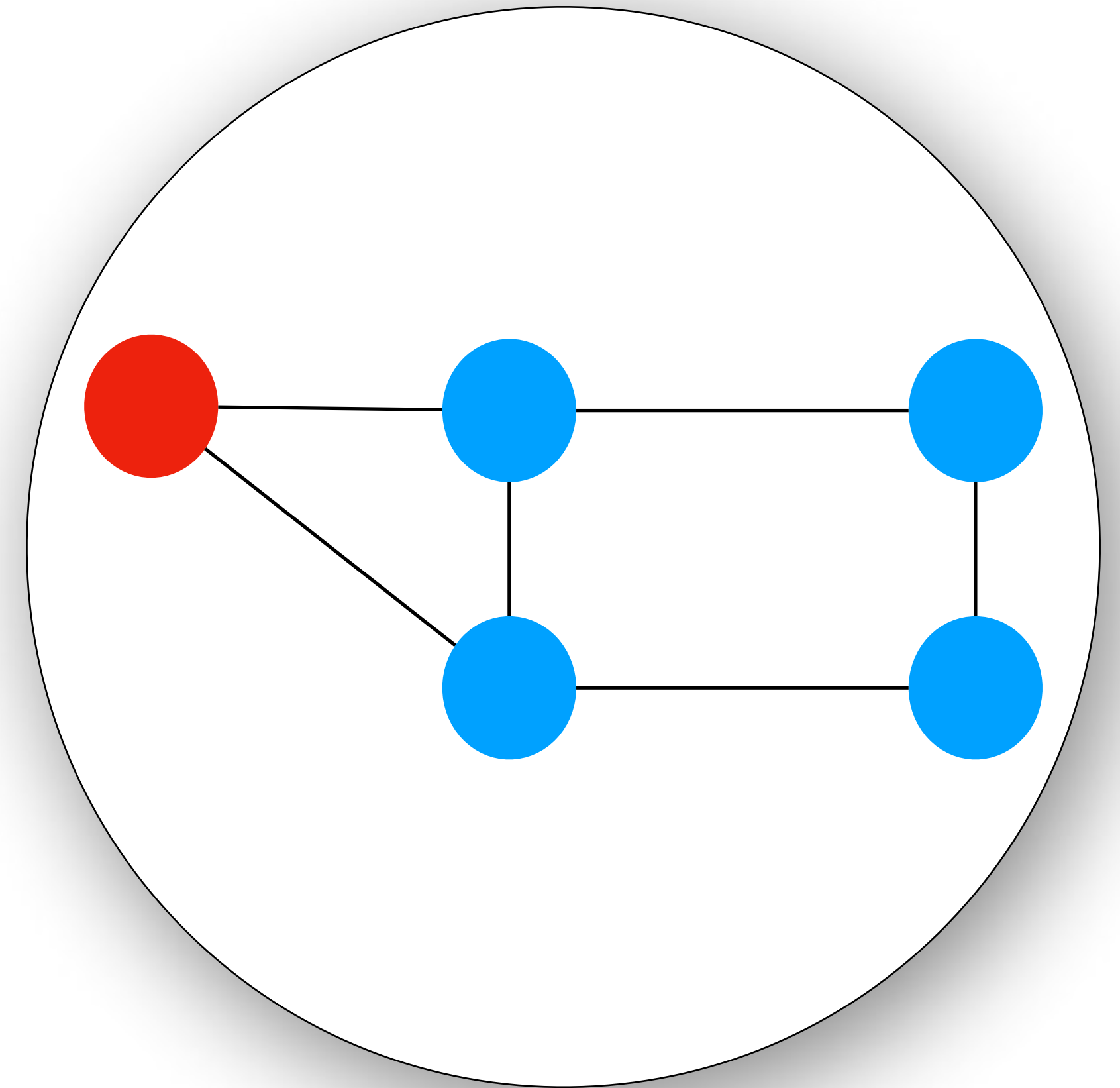
IP Addresses and Prefixes

Prefix or not?

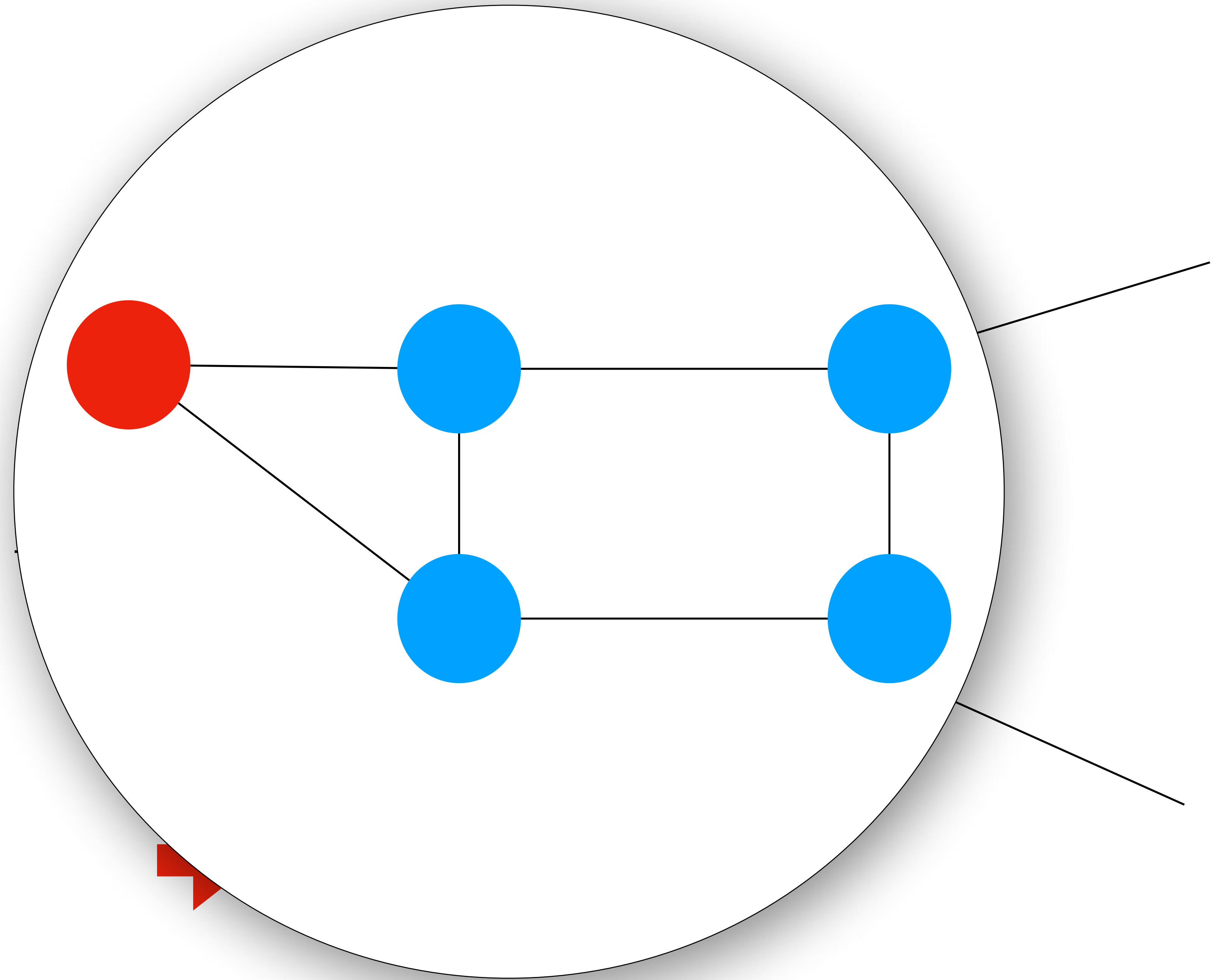
	IPv4	IPv6
Length	32 Bit	128 Bit
	0-32 Prefix Length	0-128 Prefix Length
Notation	4 Numbers, 0-255	8 Numbers, 0-ffff
Separator	.	:
Prefix: Host part	all zero	
Address: Host part	not all zero / not all one	
Example (Prefix)	198.51.100.0/24	2001:db8:4f30::/48



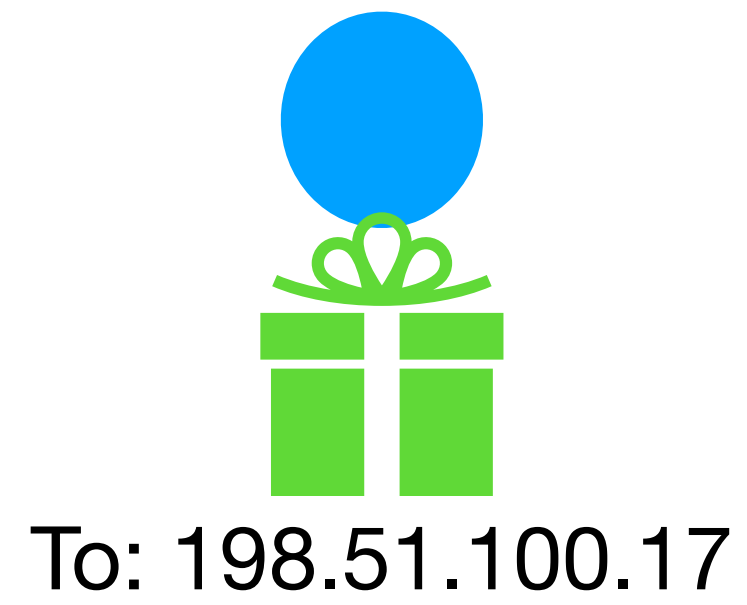
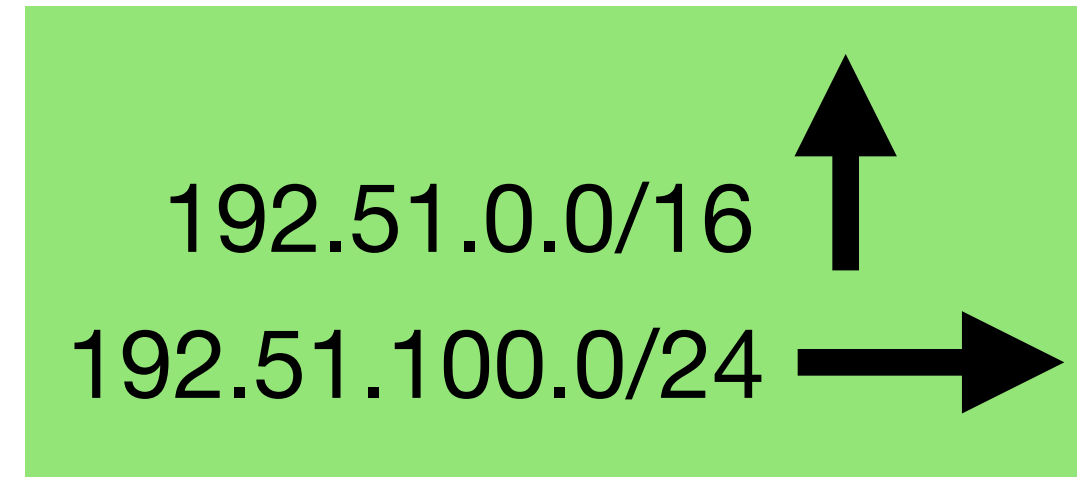
IP Routing



IP Routing








IP Routing



IP Routing

To: 198.51.100.17

<u>Prefix</u>	<u>Destination</u>
198.51.0.0/16	
44.0.0.0/8	
198.51.100.0/24	
203.0.113.0/24	
192.0.2.0/24	

IP Routing

To: 198.51.100.17

<u>Prefix</u>	<u>Destination</u>
192.0.2.0/24	↑
198.51.100.0/24	←
203.0.113.0/24	→
198.51.0.0/16	↘
44.0.0.0/8	↙

IP Routing

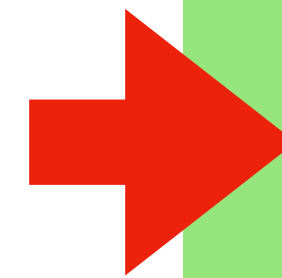
To: 198.51.100.17

Apply the netmask: /24

/24 = 24 bits in network part
11111111 11111111 11111111 00000000

255.255.255.0
"bitwise logical and" with IP address

198.051.100.017
255.255.255.000
=
198.051.100.000 ≠



<u>Prefix</u>	<u>Destination</u>
192.0.2.0/24	↑
198.51.100.0/24	←
203.0.113.0/24	→
198.51.0.0/16	↘
44.0.0.0/8	↙



IP Routing

To: 198.51.100.17

Apply the netmask: /24

/24 = 24 bits in network part

11111111 11111111 11111111 00000000

255.255.255.0

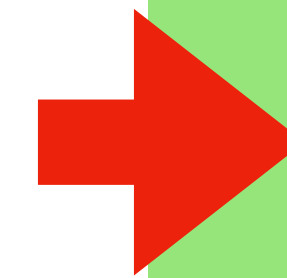
"bitwise logical and" with IP address

198.051.100.017

255.255.255.000

=

198.051.100.000 =



<u>Prefix</u>	<u>Destination</u>
192.0.2.0/24	↑
198.51.100.0/24	←
203.0.113.0/24	→
198.51.0.0/16	↘
44.0.0.0/8	↙



IP Routing

- You now know how routing works
 - The router has a routing table with IP prefixes
 - The destination address is used to select a best matching prefix
 - The routing table tells the router the "next hop"

But how does the information get into the routing table?

IP Routing

But how does the information get into the routing table?

- Someone types it in
 - This is called "*static routing*"
 - Simple, often used, but does not scale
- Routers "talk" to each other
 - This is called "*dynamic routing*"
 - And the *protocols* used are called "*routing protocols*"
- Examples of such protocols are **BGP**, OSPF, IS-IS, RIP, EIGRP



Conclusion

Conclusion

We introduced a lot of new terms in this webinar

- "Routing"
 - "A method of finding paths from origins to destinations in a network such as the Internet, along which information can be passed."
<https://en.wiktionary.org/wiki/routing>
- "Router"
 - A device which routes
- "IP Prefix"
 - A network address and a prefix length
- "Routing Table"
 - A table of IP prefixes and a next hop addresses



Thank you!

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Links and further reading

Links and further reading

- Internet protocol - https://en.wikipedia.org/wiki/Internet_Protocol
- Protocol stack - https://en.wikipedia.org/wiki/Protocol_stack
- IP Network Model: https://en.wikipedia.org/wiki/Internet_protocol_suite
- IP Version Numbers <https://www.iana.org/assignments/version-numbers/version-numbers.xhtml#version-numbers-1>
- IPv4
 - IPv4 - <https://en.wikipedia.org/wiki/IPv4>
 - IPv4 address exhaustion - https://en.wikipedia.org/wiki/IPv4_address_exhaustion
 - Map of IPv4 addresses in [2006](#), [2011](#)
- IPv6
 - IPv6 itself - <https://en.wikipedia.org/wiki/IPv6>
 - IPv6 header - https://en.wikipedia.org/wiki/IPv6_packet
 - IPv6 addresses - https://en.wikipedia.org/wiki/IPv6_address
 - First standard: [RFC1884](#), current standard: [RFC8200](#)
- Routing
 - Packet forwarding - https://en.wikipedia.org/wiki/Packet_forwarding
 - Routing - <https://en.wikipedia.org/wiki/Routing>



Internet RFCs (Standards)

- There are too many RFCs dealing with IPv4, IPv6, and routing to be listed here
- Just go to <https://tools.ietf.org/html/> and use the search field
- How does something become RFC? <https://www.rfc-editor.org/pubprocess/>
- The [IETF](#) - Internet Engineering Task Force



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