



Introduction to Service Provider networks

(Everything you wanted to know about networks, but were afraid to ask...)

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netUK, London

Housekeeping

- Toilets
- Fire alarm
- ...

Who Am I?

- Robert Lister

LONAP

- rob@lonap.net / training@lonap.net

Who Are You? Who is this workshop for?

- ... A student / academic?
- You are already in the industry – not in a “technical” role?
- You have some technical experience already?
- Doing something completely different?
- Just starting... changing careers?
- In this workshop because you thought it was the BNG Blaster Workshop?
- Even if you're not working in networks, a good understanding is a good foundation...

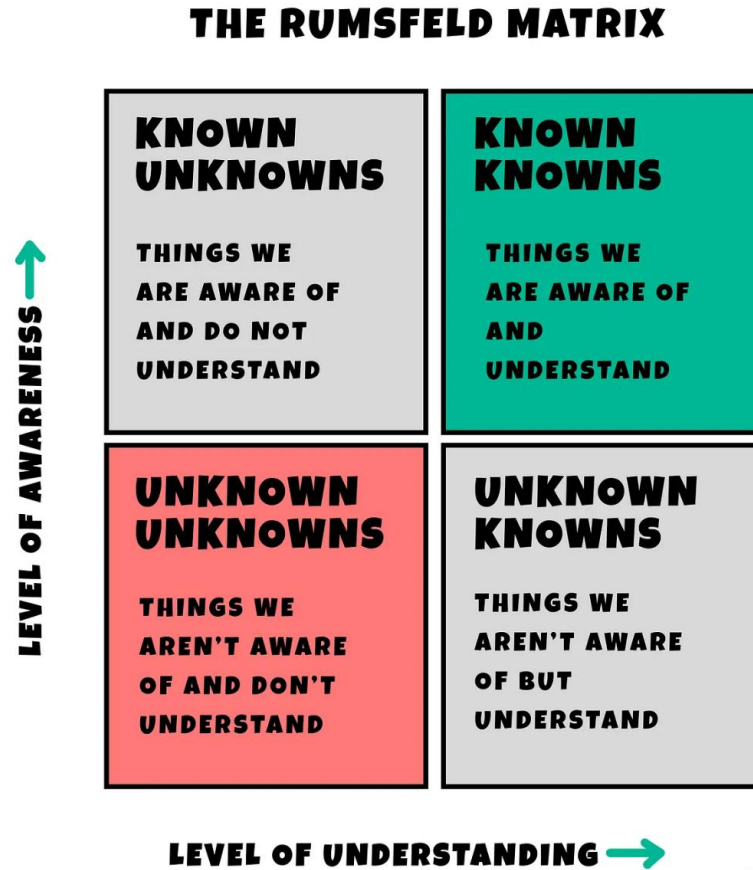
“...because as we know, there are **known knowns**; there are things *we know we know*. We also *know* there are **known unknowns**; that is to say, *we know there are some things we do not know*.

But there are also **unknown unknowns**—
the ones *we don't know we don't know...*”

- Donald Rumsfeld



“Rumsfeld Matrix”



THE SCHOOL OF
KNOWLEDGE

Peering



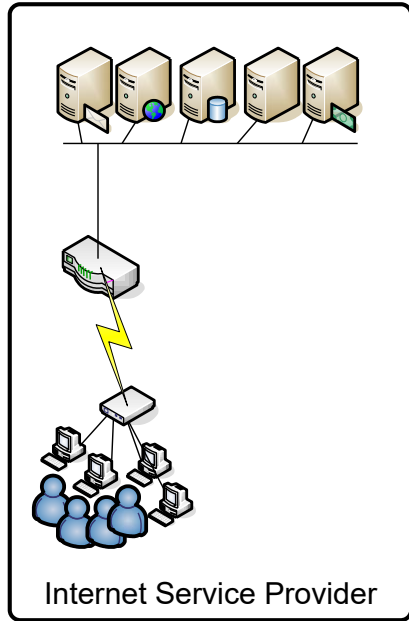
PEERING:

What do you understand it to mean?

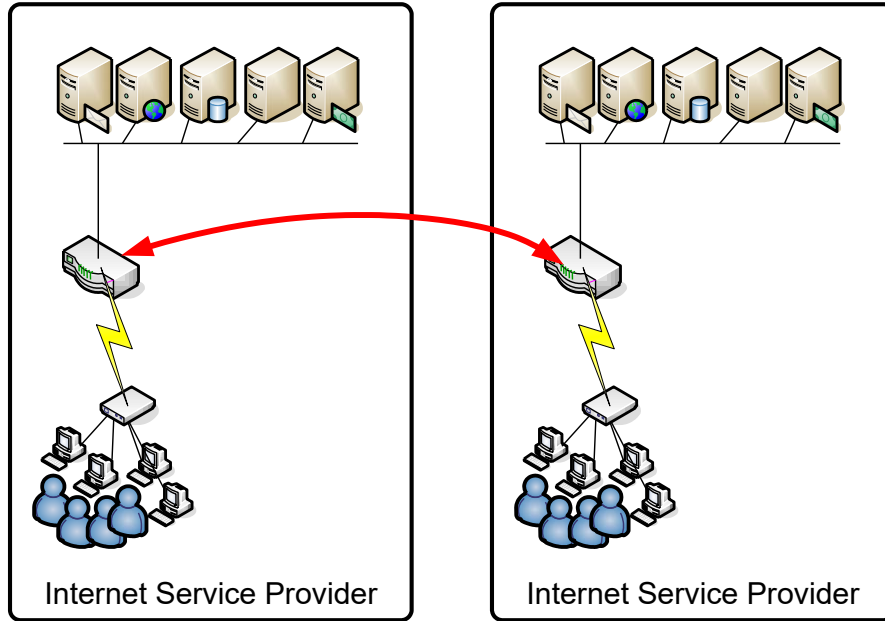


Discuss peering...

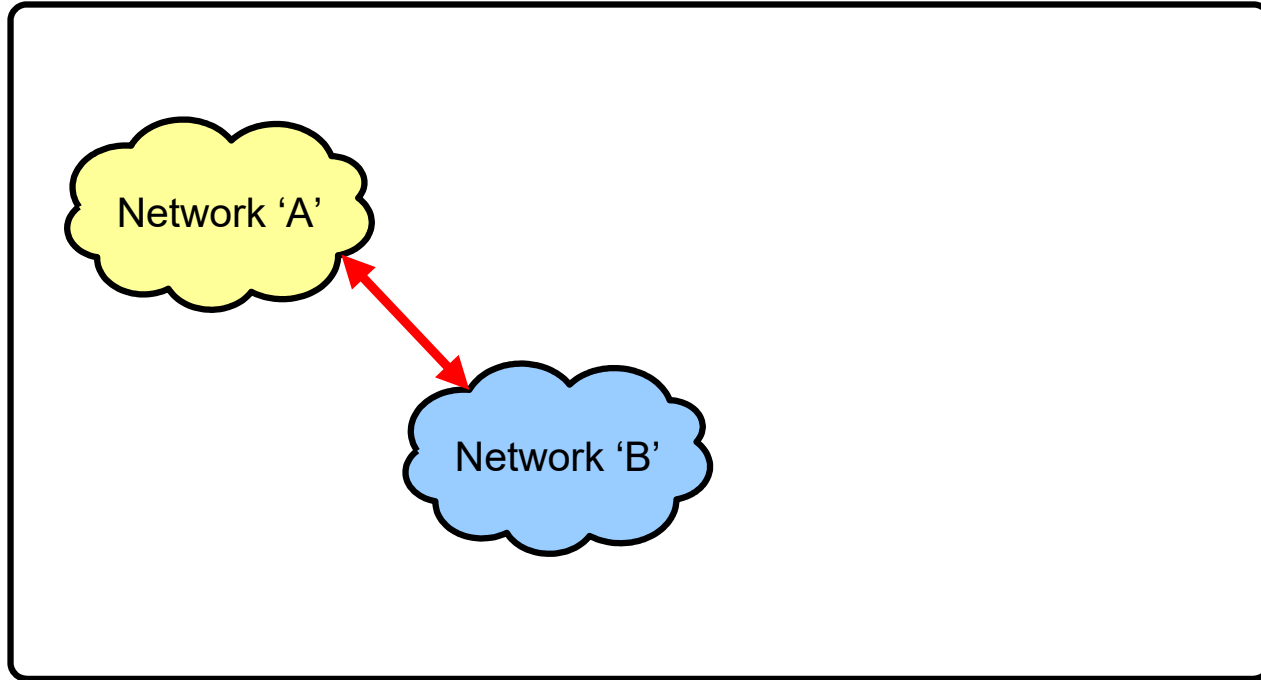
Networks



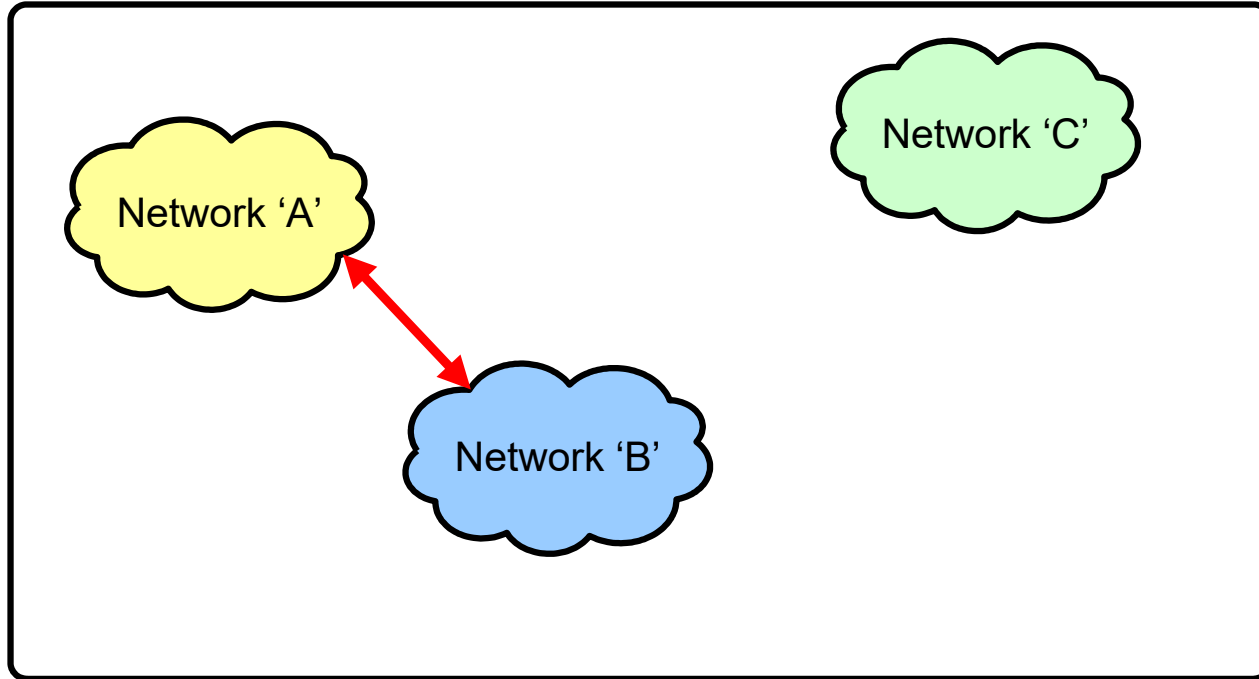
Networks



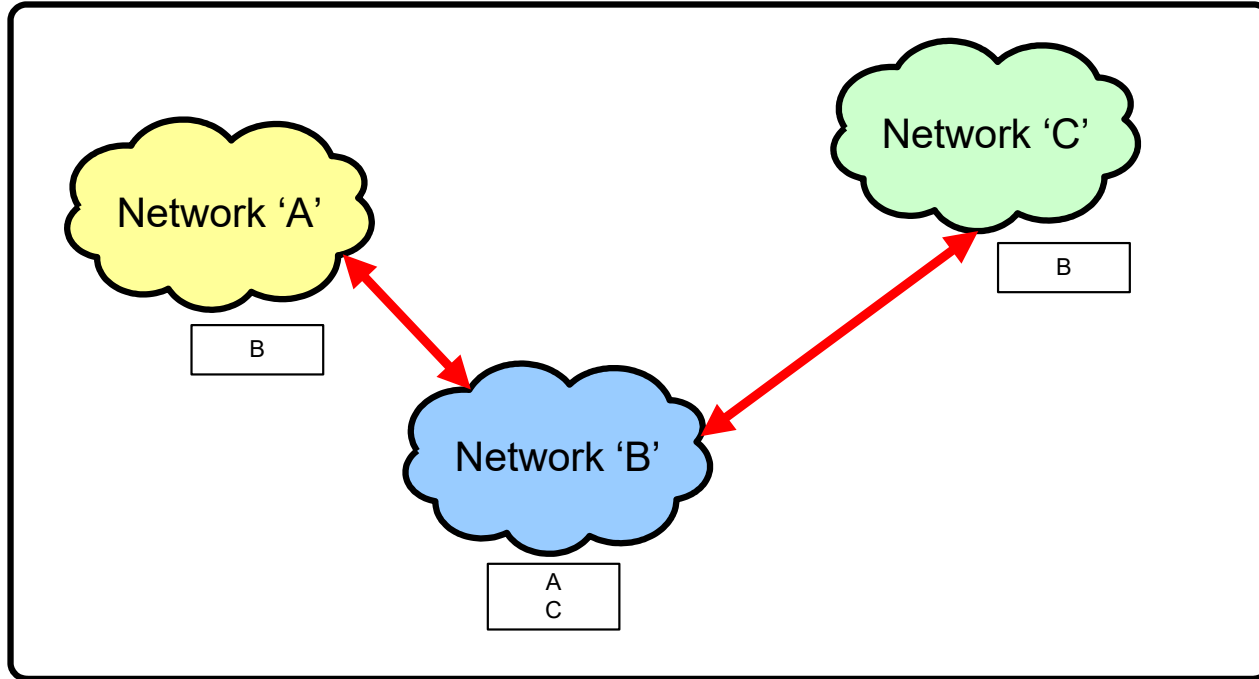
INTERconnected NETworks



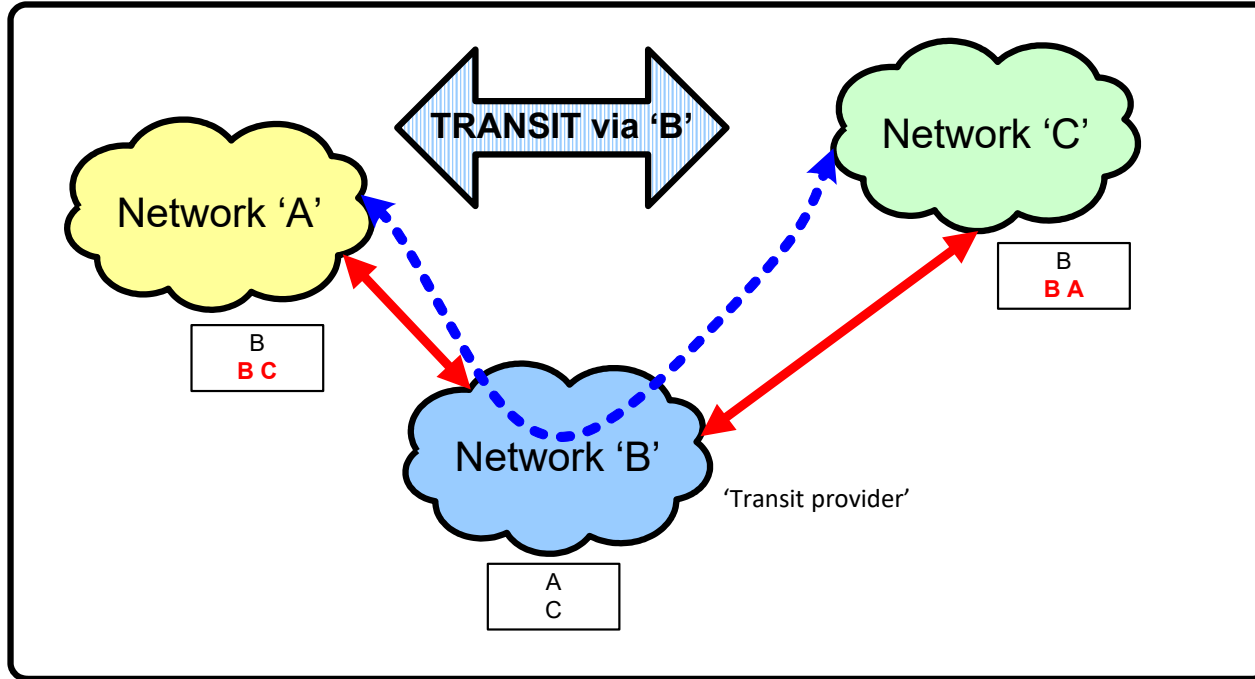
Interconnected Networks



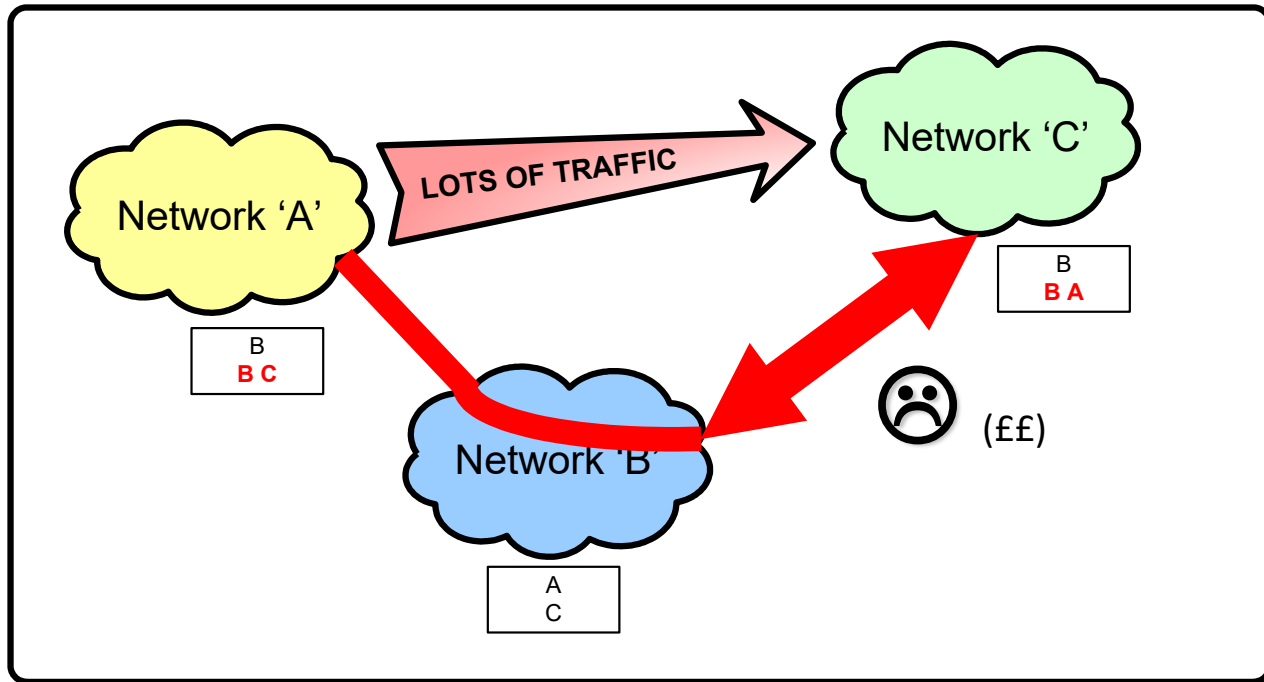
Interconnected Networks



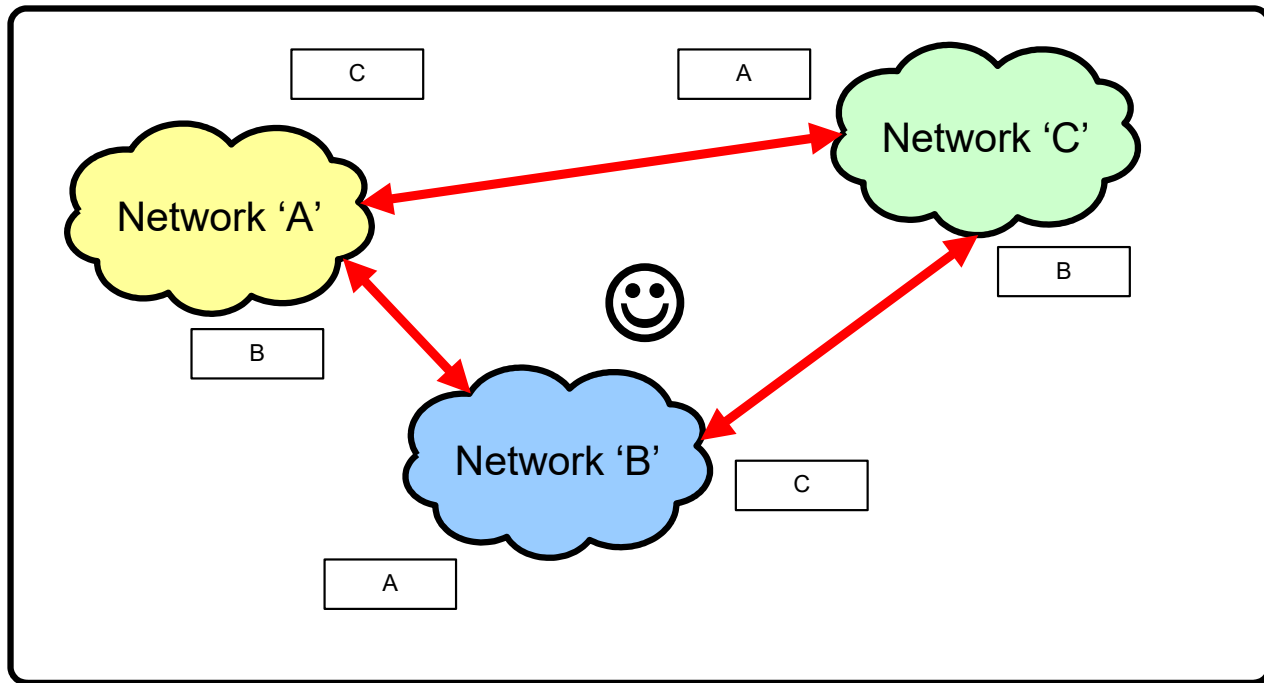
Peers and transit



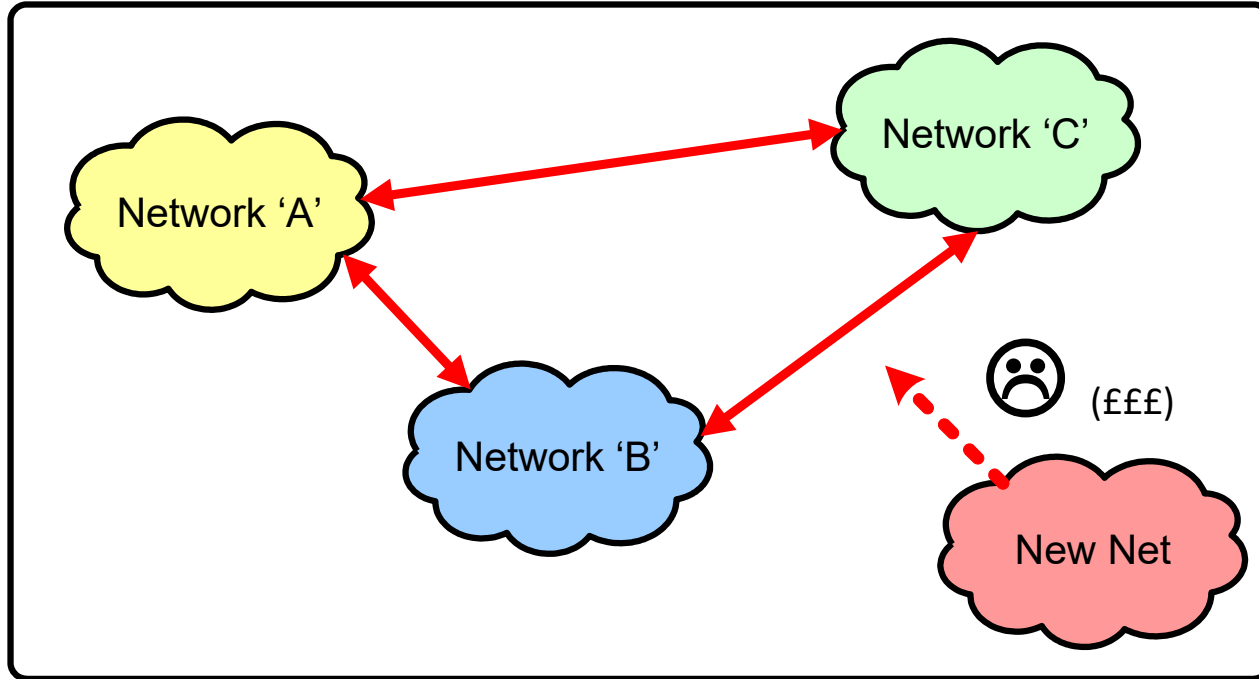
Peers and transit



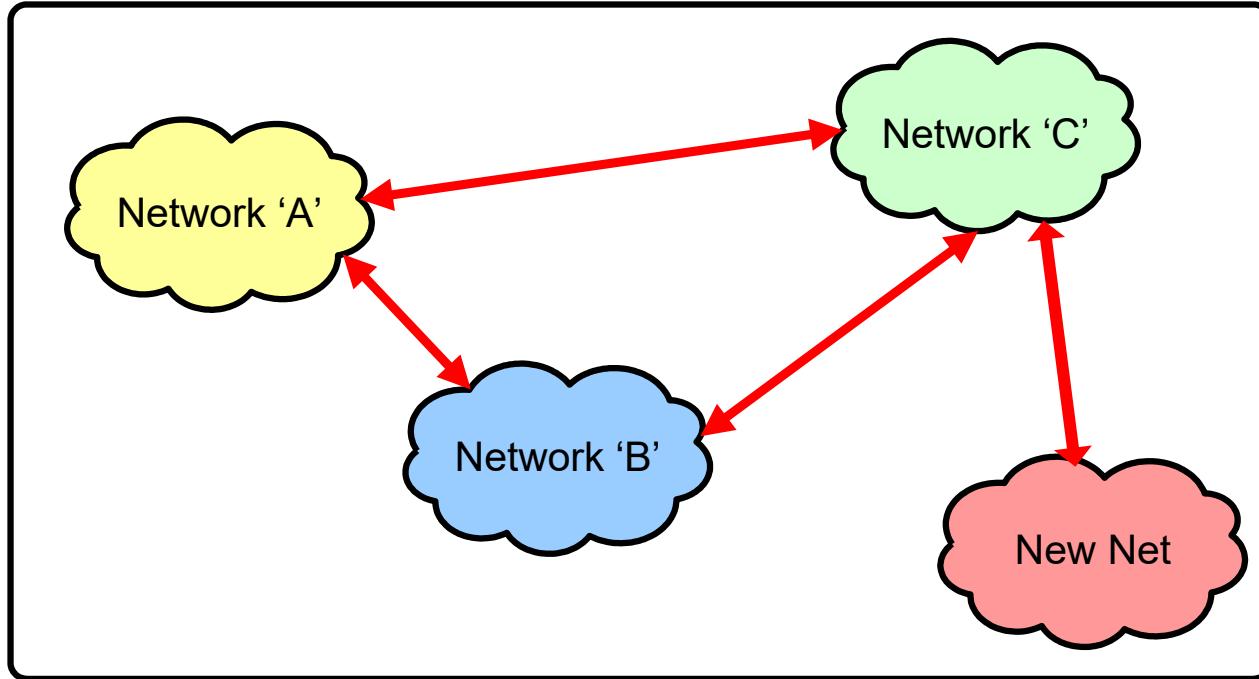
Direct Peering



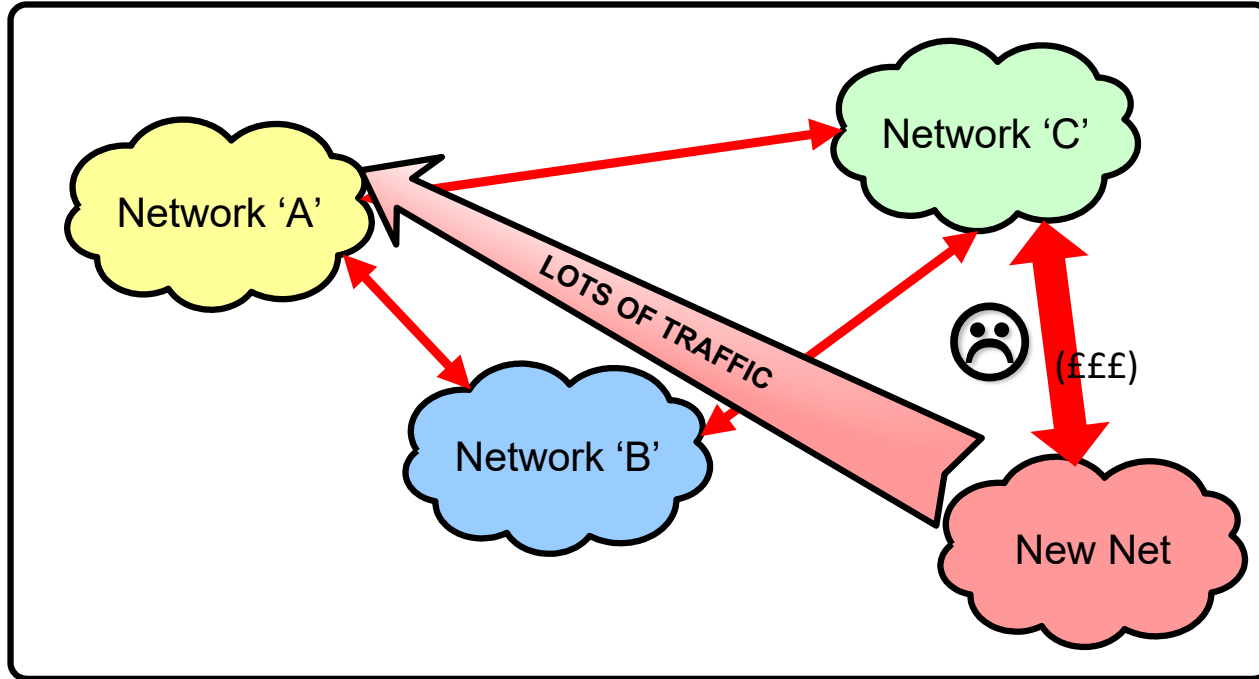
The new network...



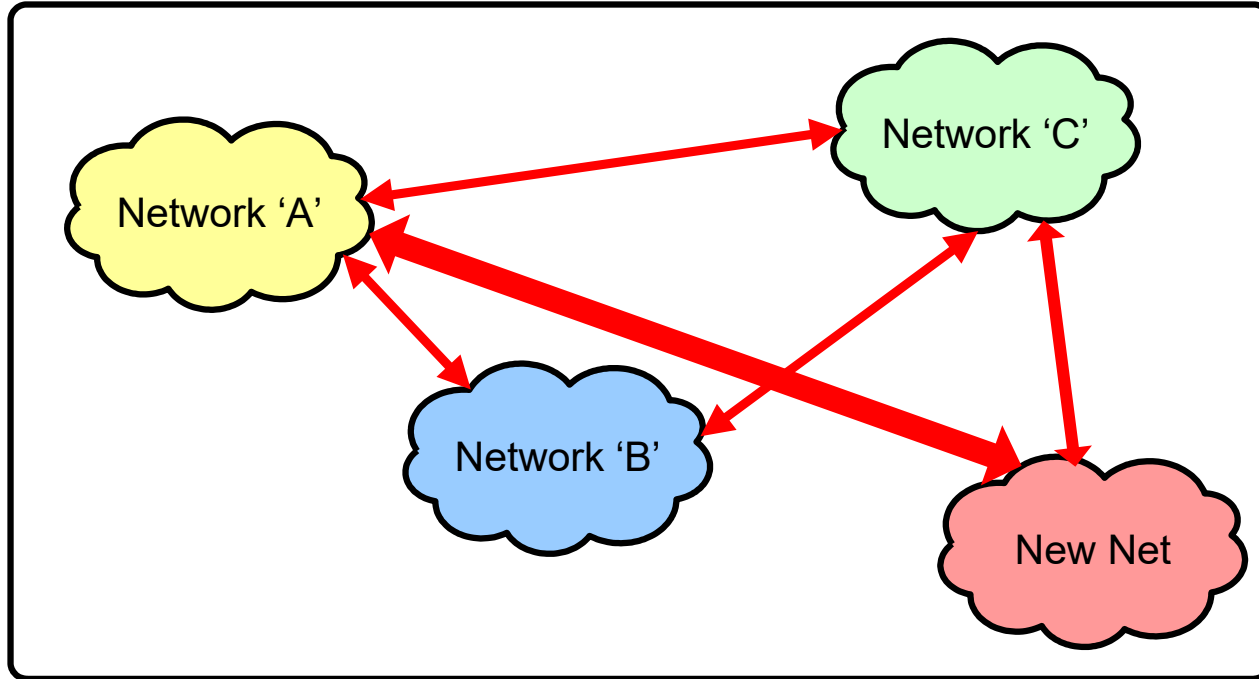
Transit only: new net pays C



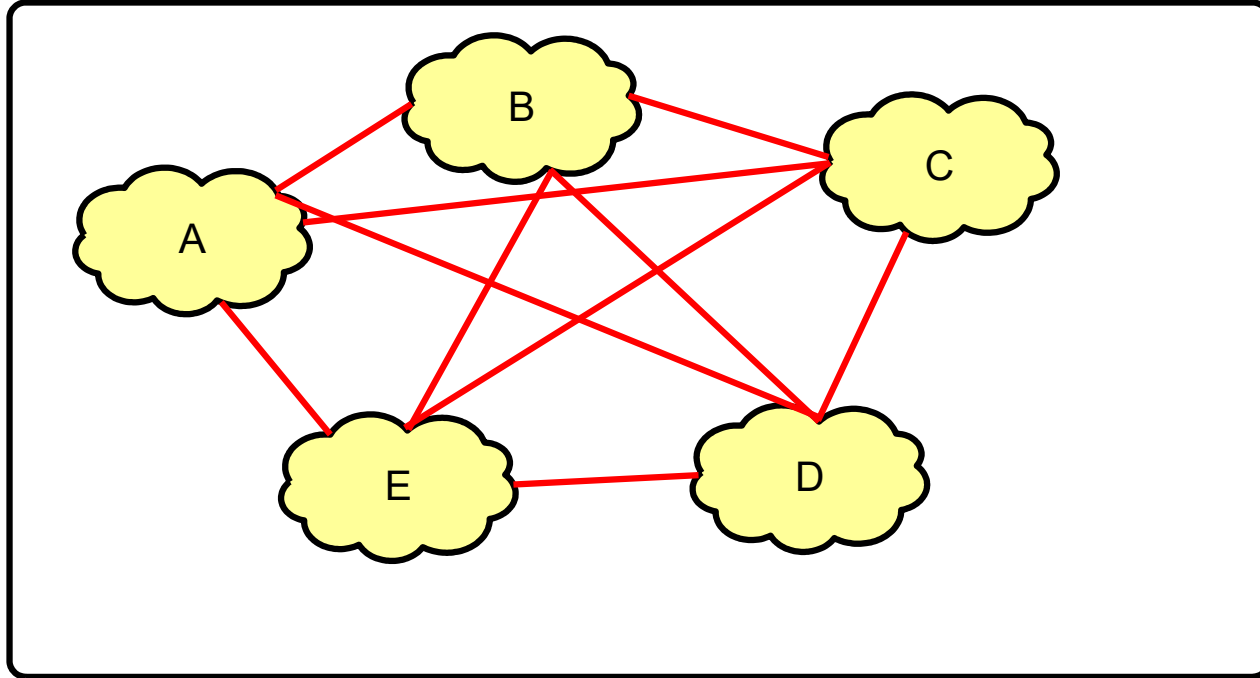
Transit vs peering cost



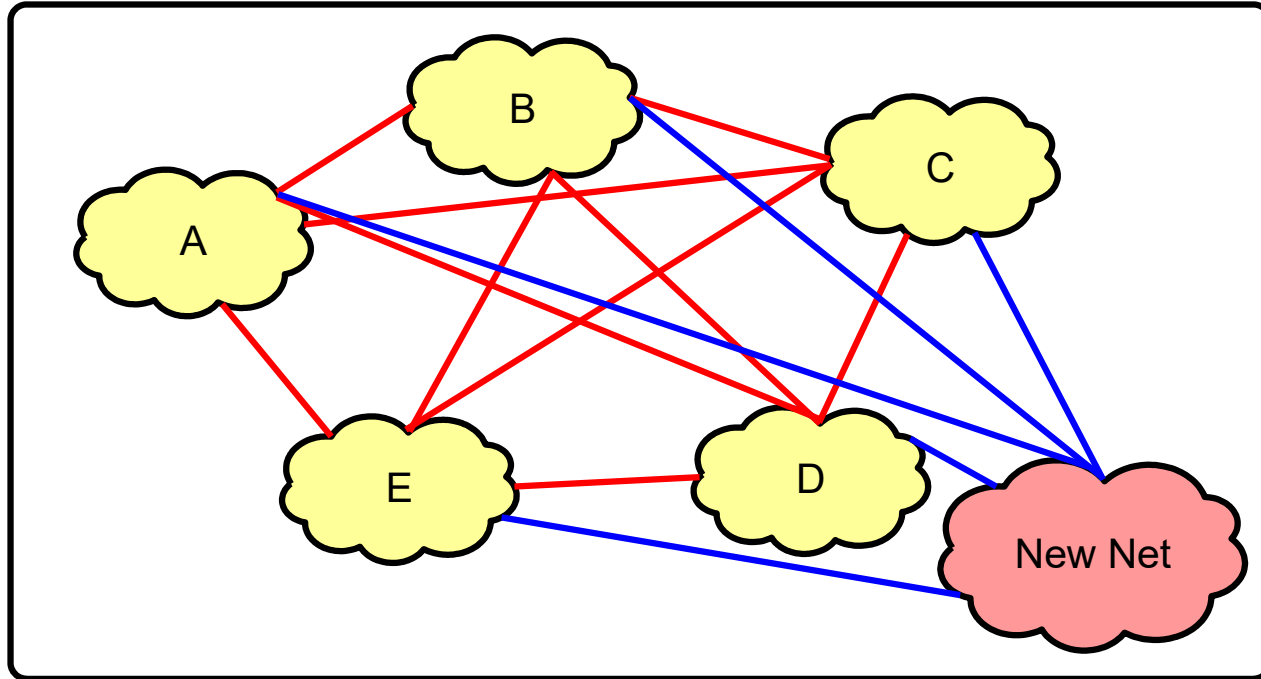
Direct peering can save money



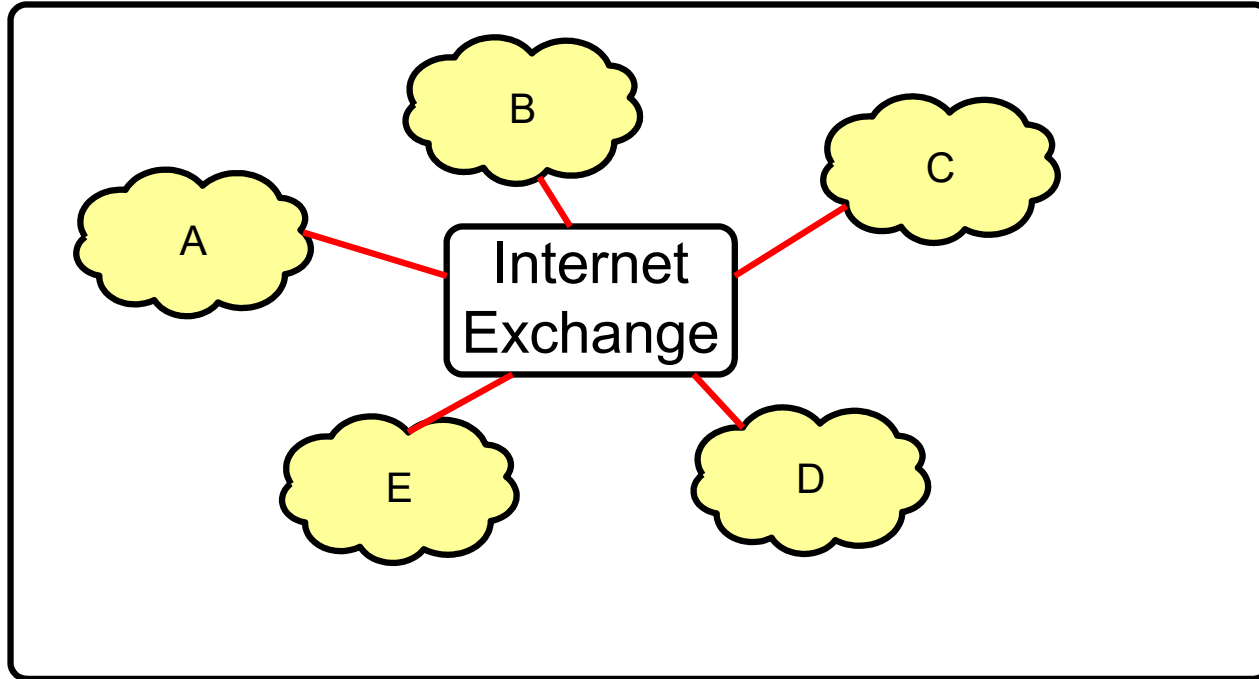
Peering mesh



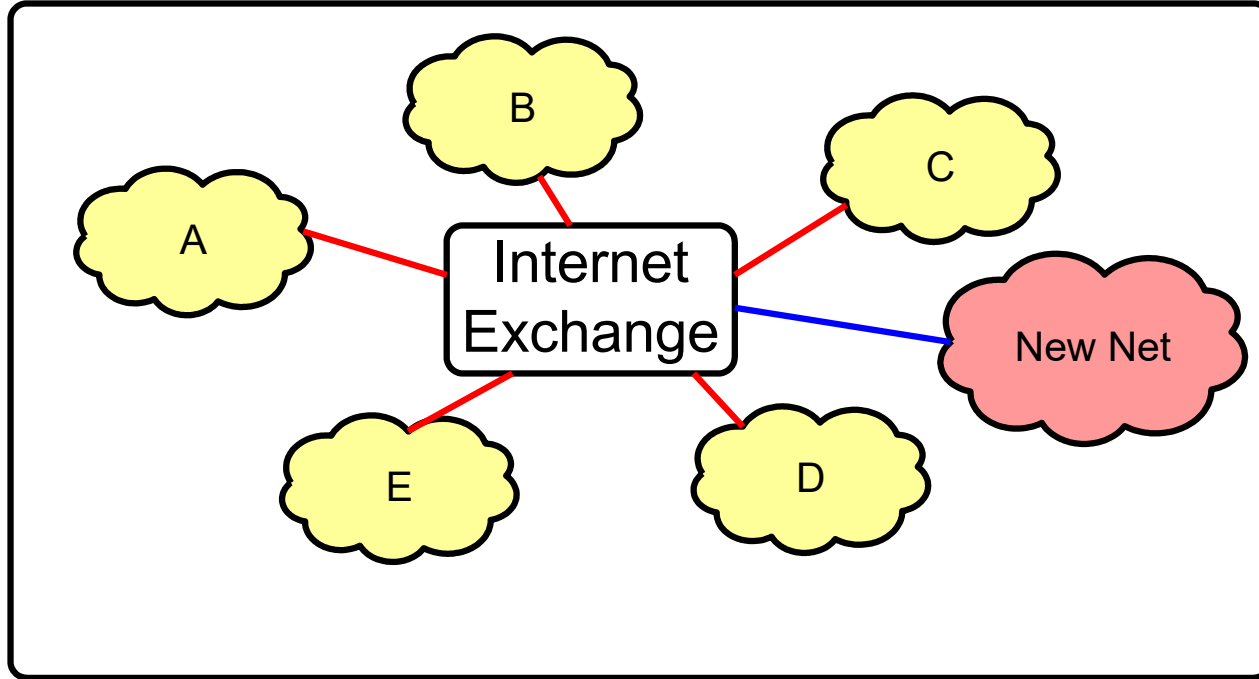
Peering mesh



Internet Exchange



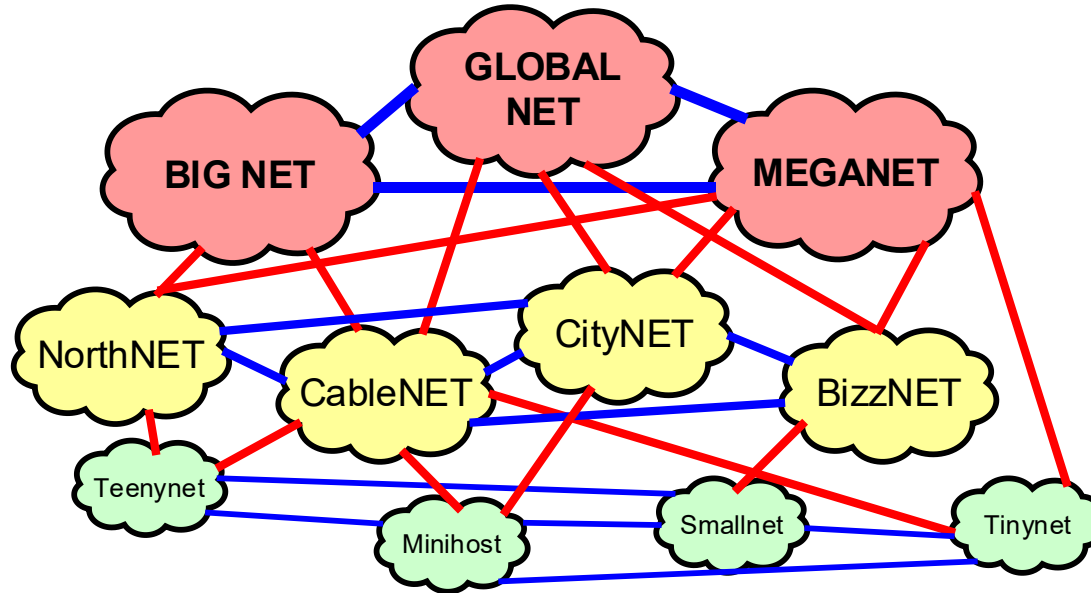
Bi-lateral peering



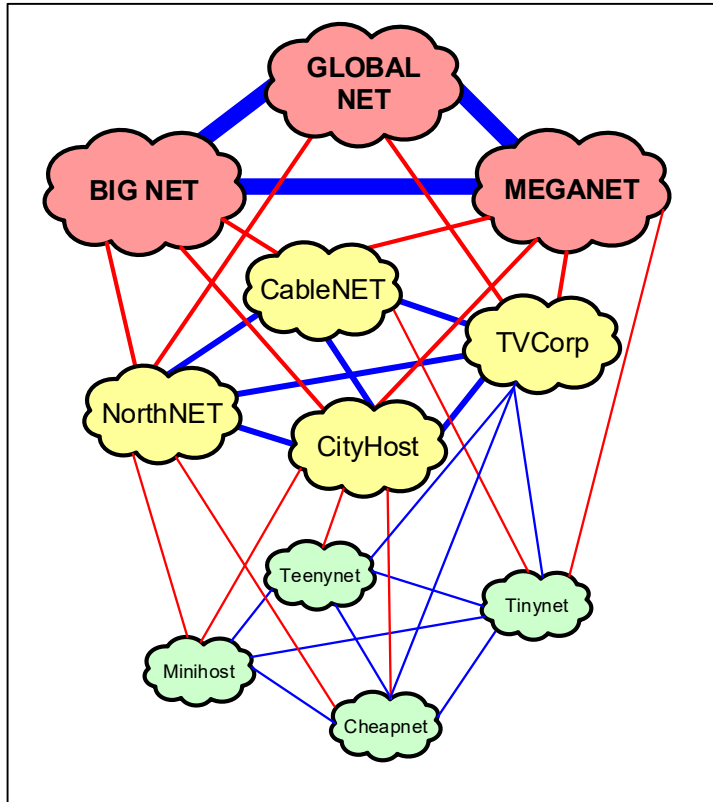
'Tiers' of networks

- Some networks are larger than others
- Peering is not universal
- A mixture of transit and peering market
- Varied peering policies
- Transit can cost more than peering...
- ...although this is not always the case (depends on traffic levels 'price per Mbit')
- Content networks as well as ISPs

'Tiers' of networks

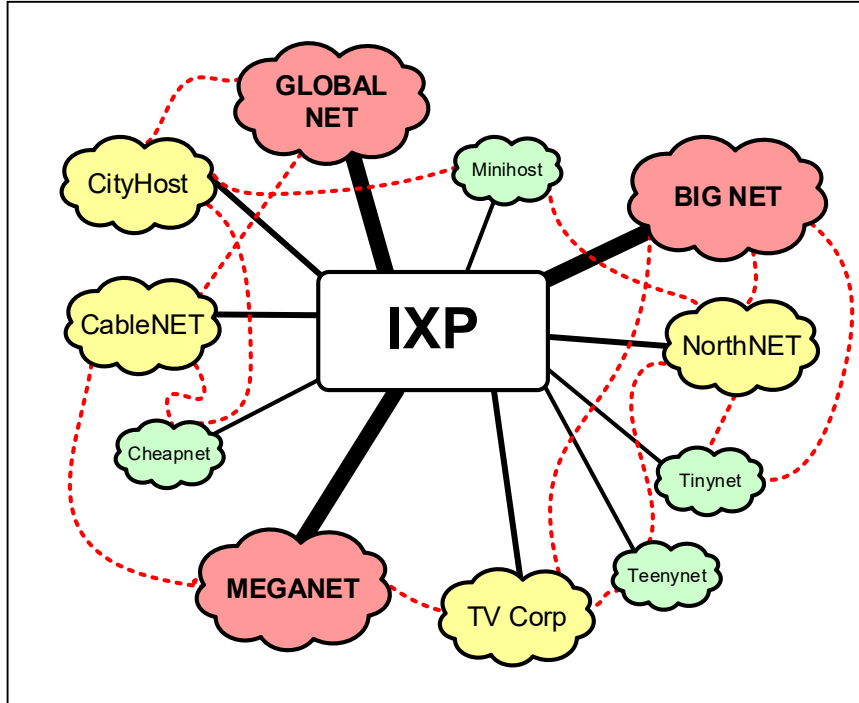


'Tiers' of networks



- Big networks won't usually peer with their customers.
- Different peering policies
- What is TV Corp's peering policy?
- Broad hierarchy but not strict.

Peering via an IXP



- It's all the same to the IXP!
- Any network could peer with any other via the IXP.
- Who peers with who is controlled by member networks. (Not IXP)
- They don't all peer with each other.

IEEE

- IEEE (Institute of Electrical and Electronics Engineers)
- IEEE 802 Family of Working Groups
- Defines the standards for Ethernet
 - IEEE 802.3 – Ethernet
 - IEEE 802.11 – Wireless LANs
 - IEEE 802.3ad – Link aggregation (Now IEEE 802.1AX)
 - IEEE 802.3ba – 40/100Gb
 - IEEE 802.1D – LAN Switches

IETF

- The Internet Engineering Task Force
- Oversees Internet standards development
 - Internet Drafts/Standards
 - Request for Comment (RFCs)
 - RFC 2822/2821 – E-Mail (SMTP)
 - RFC 2126 – Hypertext Transfer Protocol (HTTP)
 - RFC 1771 / RFC 4271 – Border Gateway Protocol (BGP)
 - RFC 3261 – Session Initiation Protocol (SIP)
 - Best Current Practice (BCP)
 - BCP 38 - Network Ingress Filtering/Anti-Spoofing
 - BCP 214 - Mitigating the Negative Impact of Maintenance through BGP Session Culling
- <http://www.ietf.org/>

7 Layer OSI Model

7	?	
6	?	
5	?	
4	?	
3	?	
2	?	
1	?	

7 Layer OSI Model

7	Application	
6	Presentation	
5	Session	
4	Transport	
3	Network	
2	Data Link	
1	Physical	

7 Layer OSI Model

7	Application	Web browser, DNS, E-Mail, Database software...	Data
6	Presentation	HTML, GIF, TIFF, JPEG, ASCII, MPEG, Encryption...	
5	Session	RPC, Named Pipes, NETBIOS	
4	Transport	TCP, UDP	Segments
3	Network	Path determination and logical addressing (IP)	Packets
2	Data Link	Physical addressing (Ethernet)	Frames
1	Physical	Media (cable) (fibre/copper) signal and binary transmission	Symbol Stream (00010110)

Model Comparison

	OSI Model	IP Model	IP Protocol Suite						
7	Application	Application Layer	H T T P	S M T P	S S H	F T P	D N S	R T P	S N M P
6	Presentation								
5	Session								
4	Transport	Transport Layer	TCP			UDP			
3	Network	Internet Layer	ARP	IP				IGMP	ICMP
2	Data Link	Network Access Layer	Ethernet	Token Ring	ATM	Frame Relay			
1	Physical								

1980 – 1984 ISO 7498

1978 - 1989

<https://datatracker.ietf.org/doc/html/rfc1122>

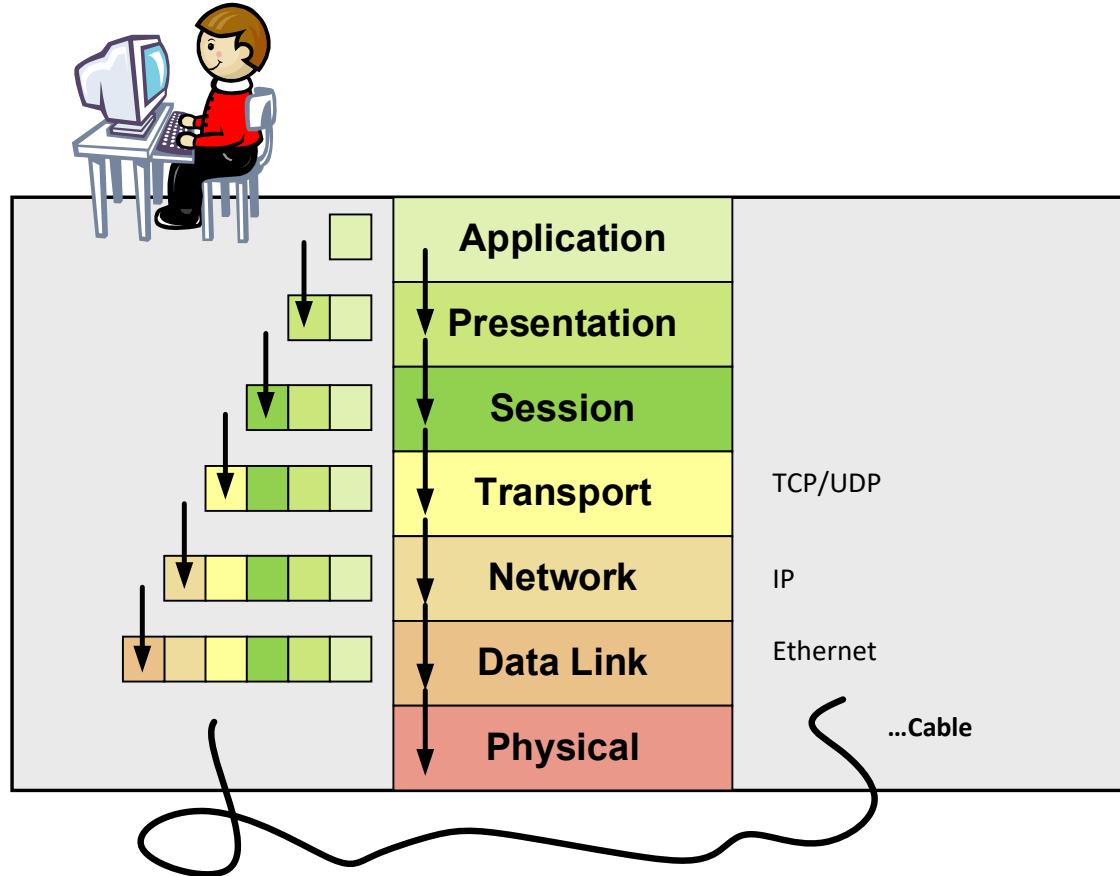
Layers

- Different stages of transmitting and receiving data
- For example, sending an e-mail from e-mail application, across a network and receiving at the other end.
- Allows for different hardware and software components to be developed separately.
- Makes new development and compatibility possible without having to change everything.
- Open Systems Interconnection 7 layer model (OSI) is a **conceptual** model.
- Not everything fits “neatly” into the 7 layers
- ... because IP was in use before OSI Model

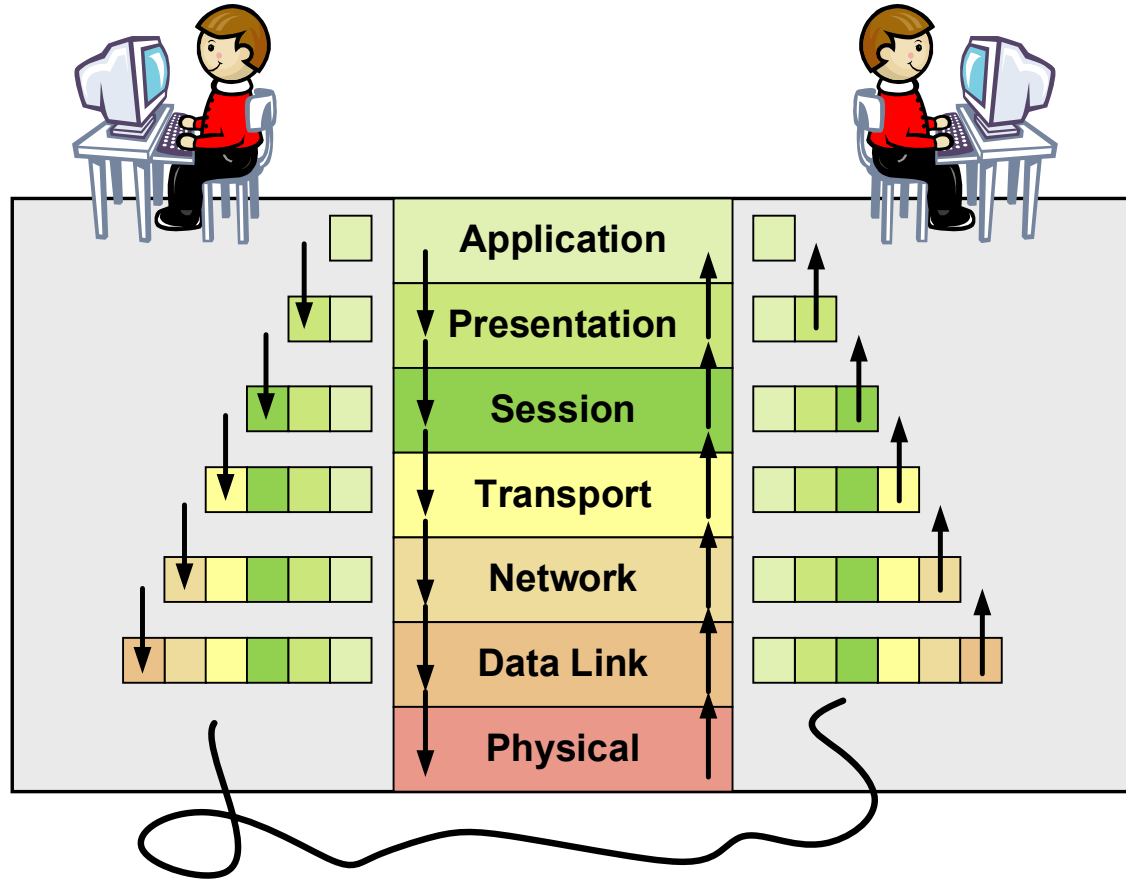
7 Layer OSI Model

- Why bother thinking about Layers?
- What's the point?
- ... discuss!

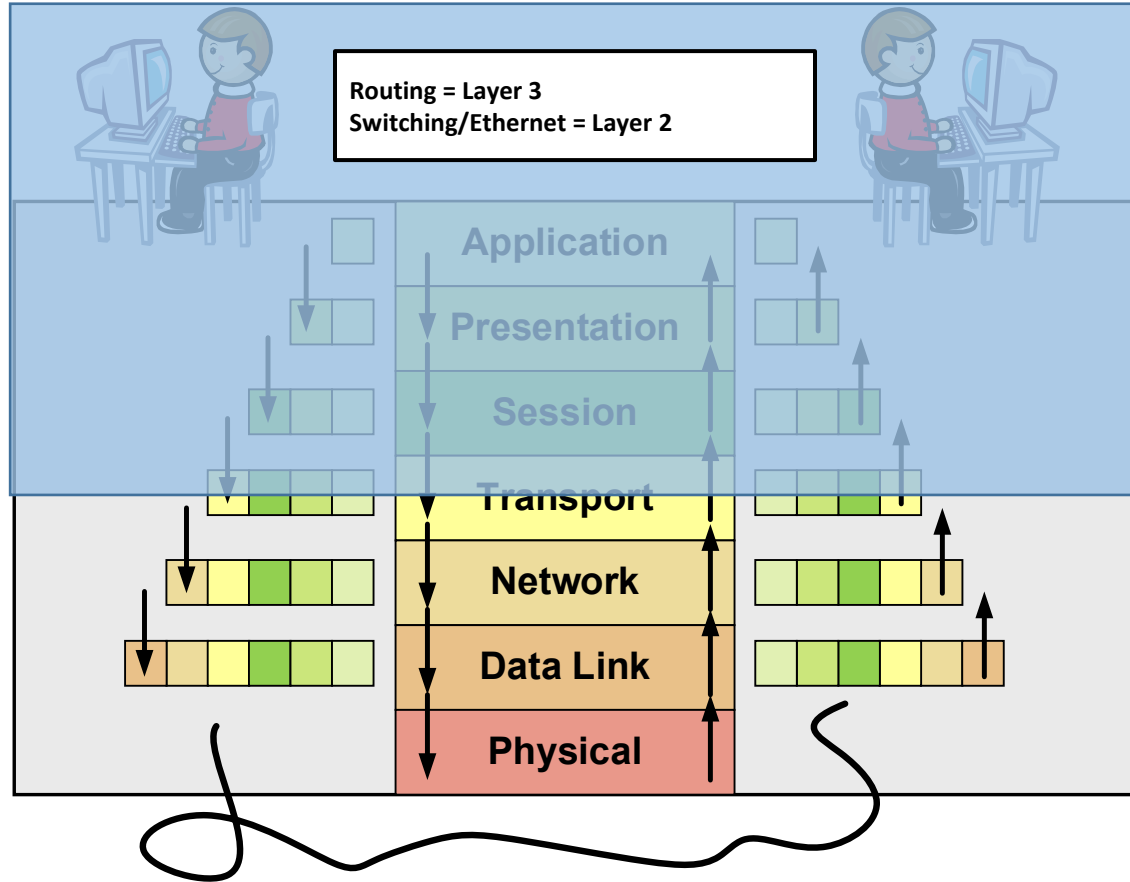
Encapsulation



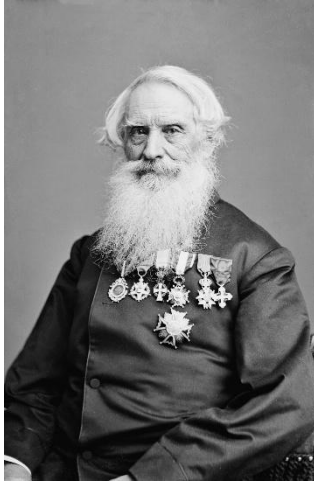
Decapsulation



Layer 2 / 3



Morse Code (1837)



Samuel Morse, (April 27, 1791 – April 2, 1872)

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A • —
B — • • •
C — • — •
D — • •
E •
F • • — •
G — — •
H • • • •
I • •
J • — — —
K — • —
L • — • •
M — —
N — •
O — — —
P • — — •
Q — — • —
R • — •
S • • •
T —

U • • —
V • • • —
W • — —
X — • • —
Y — • — —
Z — — • •

1 • — — — —
2 • • — — —
3 • • • — —
4 • • • • —
5 • • • • •
6 — • • • •
7 — — • • •
8 — — — • •
9 — — — — •
0 — — — — —

Bits/Bytes

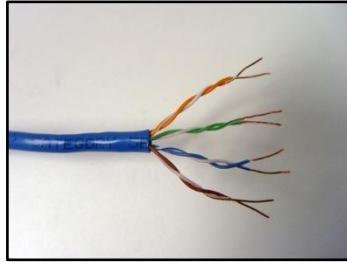
- A 'bit' represents a single binary digit (0 or 1)
- A byte is a fixed-length binary 'word' of 8 characters.
- 256 possible combinations from:
- 00000000 to 11111111

Layer 1: Physical

Cables

- Copper cabling
- Fibre Cabling
- Digital signals are transmitted as a stream of binary. (1 and 0s)
- Either electrical impulses or light pulses.

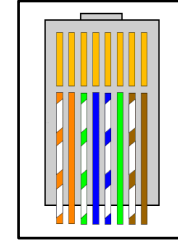
Copper



(aka RJ45)

T568B

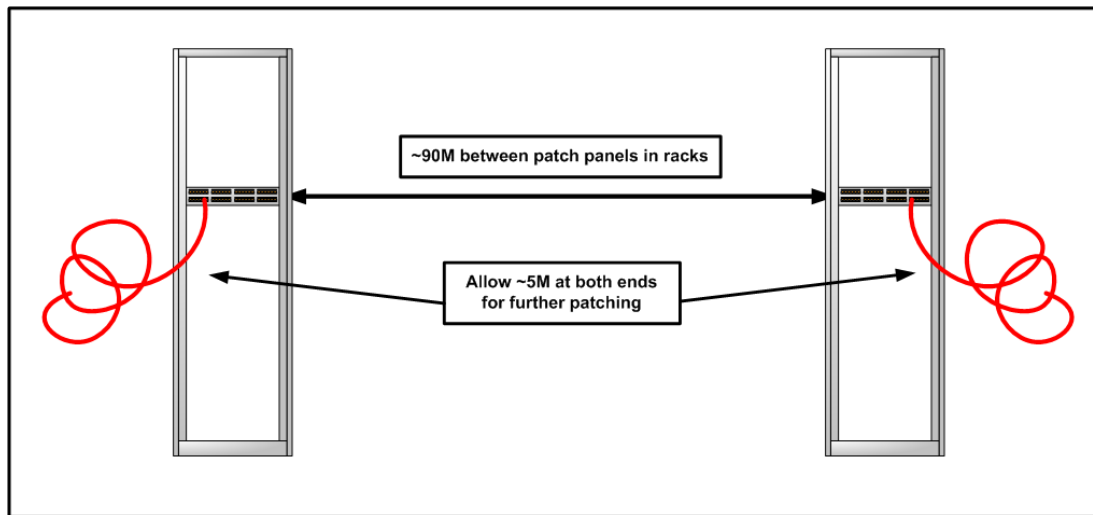
Wiring order



- Category 5/CAT5e/CAT6 cables
- 10/100BASE-T only uses 2 pairs. (orange + green)
- Gigabit over copper signalling is radically different to 10/100
 - Uses all 4 pairs. This can mean a cable that was fine on 10/100 may not work when used for Gigabit!
- Newer kit is now “Auto-MDIX” but old “cross-over” cables will not work at Gigabit: only 2 pairs crossed!
- Some equipment attempts to “auto-correct” this situation.
- Auto-Negotiation is mandatory for 1000BASE-T interfaces, but NOT for older Gigabit only (SFP/GBIC) interfaces which don't support 10/100 – Limited or no auto neg support!

Copper Channel Length

- Ethernet spec up to 100 Meters total channel length
- This includes all building wiring and patch cords!
- Can be forgotten when cabling in shared data centres
- Installer's cable tester only indicates "FAIL" at $> 100\text{M}$

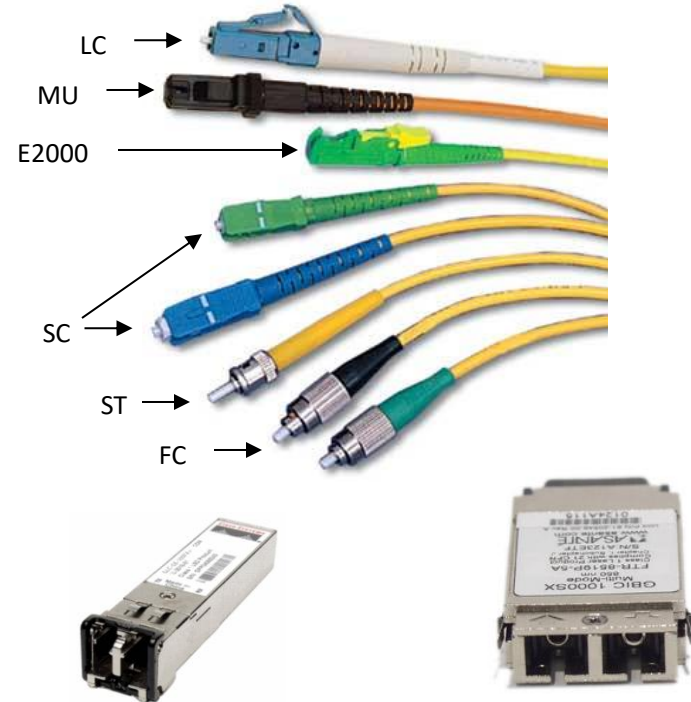


Ethernet Copper Faults

- Faulty cable install/crimping
- Auto-Negotiation or duplex mismatches
- Interference from power cables, lighting, other kit
- Physical damage to cabling, plugs or interfaces
- Kinks or sharp bends in the cable
- “old cables”

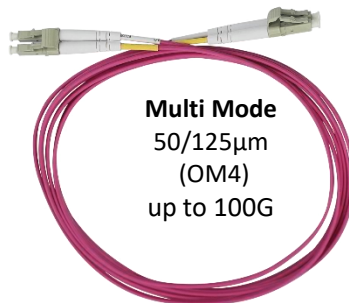
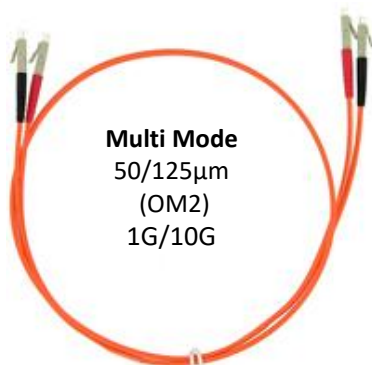
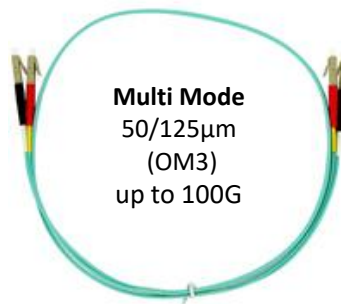
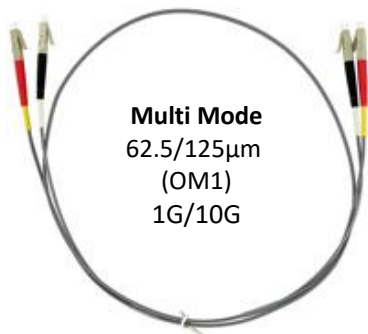
Fibre Optics

- Glass strands
- Generally installed in pairs of strands, one for transmit, another for receive. (TX/RX)
- Connects to an optic at either end
- SX (short haul) optic = Multi Mode
- LX (long haul) optic = Single Mode

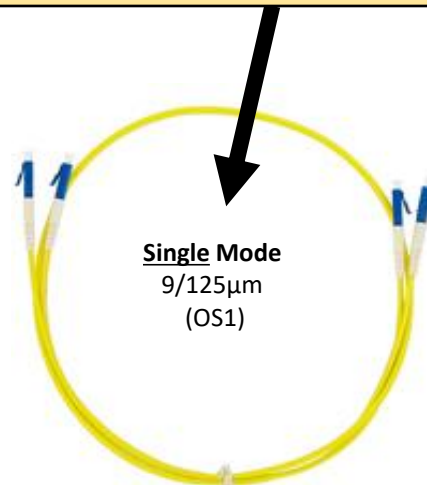


Fibre Optic Patch Leads

- Colour is *usually* significant! (TIA-598C)



Almost all new installations are
Single Mode. Use this one!



Common Fibre Connectors

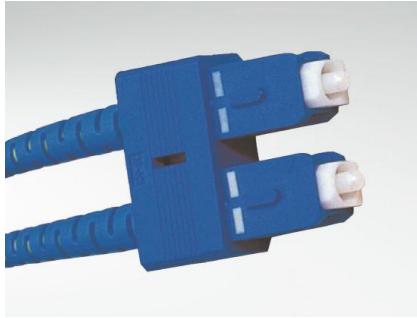
LC



ST



SC



FC



Optics (aka transceivers)

Optic Form Factor	Connector	Optic Form Factor	Connector
SFP (1G) SFP+ (1G/10G)	LC	GBIC (Old 1G)	SC
XFP (10G)	LC	XENPAK (Old 10G)	SC

Optics (aka transceivers)

Optic Form Factor	Connector	Optic Form Factor	Connector
SFP (1G) SFP+ (1G/10G)	LC	GBIC	SC
XFP (10G)	LC	XENPAK (Old 10G)	SC

Colour of clips or aperture indicates mode/wavelength
Grey/Black = Multi Mode
BLUE = Single Mode
Others = Single Mode (WDM)

Optics – 40G and 100G

Optic Form Factor

CFP

10×10G or
4×25G lanes



CFP2

10×10G, 4×25G,
8×25G, or 8×50G
lanes



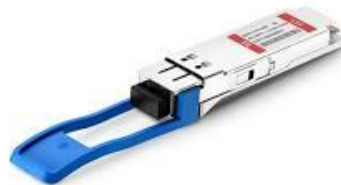
Optic Form Factor

CFP4

4×10G or
4×25G lanes



QSFP+ (40G)
QSFP28 (100G)



Optics – 400G

Optic Form Factor

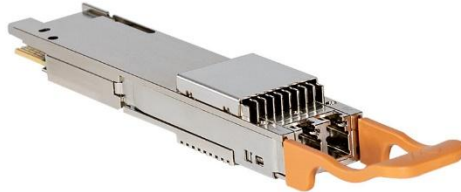
OSFP

Octal Small
Formfactor
Pluggable



QSFP-DD

Quad Small Form
Factor Pluggable-
Double Density



Optic Form Factor

CFP8

C form-factor
pluggable



CDFP

(Older standard)



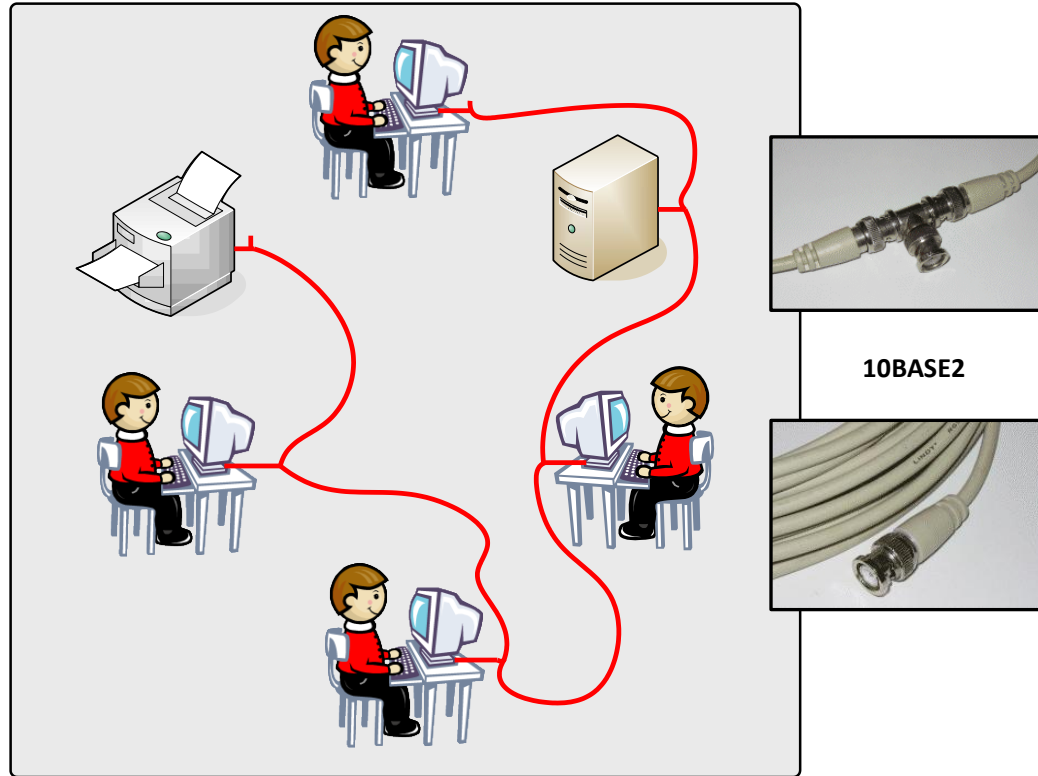
Layer 2: Data Link

Switches and Hubs

- What is a **hub**?
- What is a **switch**?



“Original” Ethernet LAN

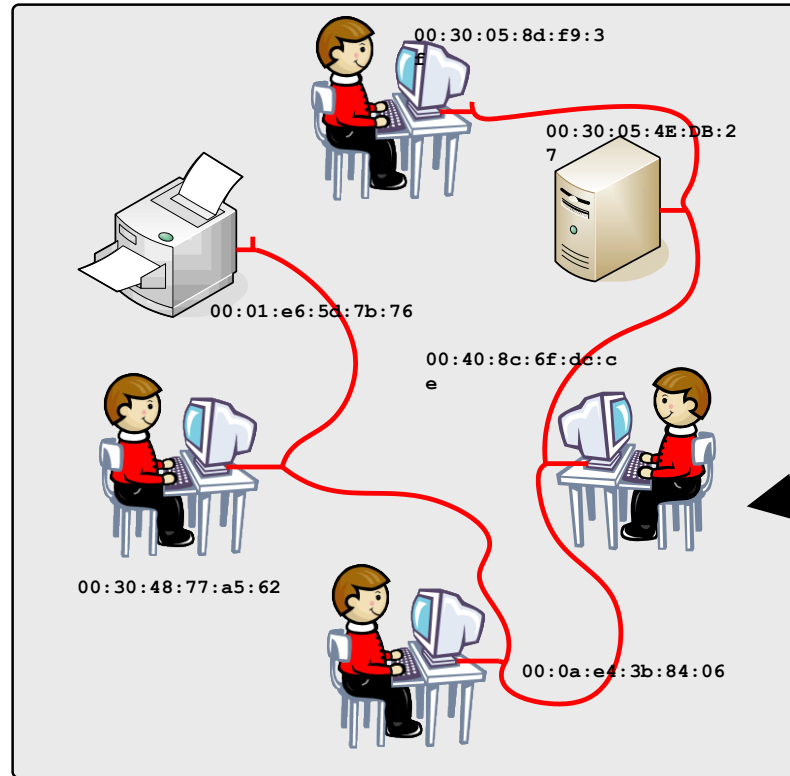


“Original” Ethernet LAN - MAC

CSMA/CD

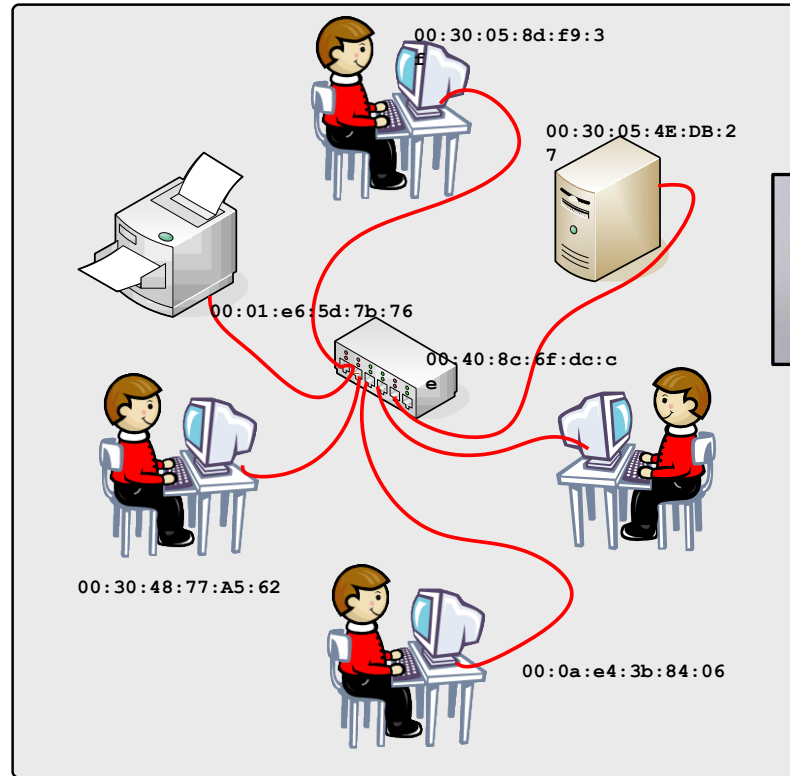
Carrier sense multiple
access with collision
detection

`ff:ff:ff:ff:ff:ff`
= broadcast

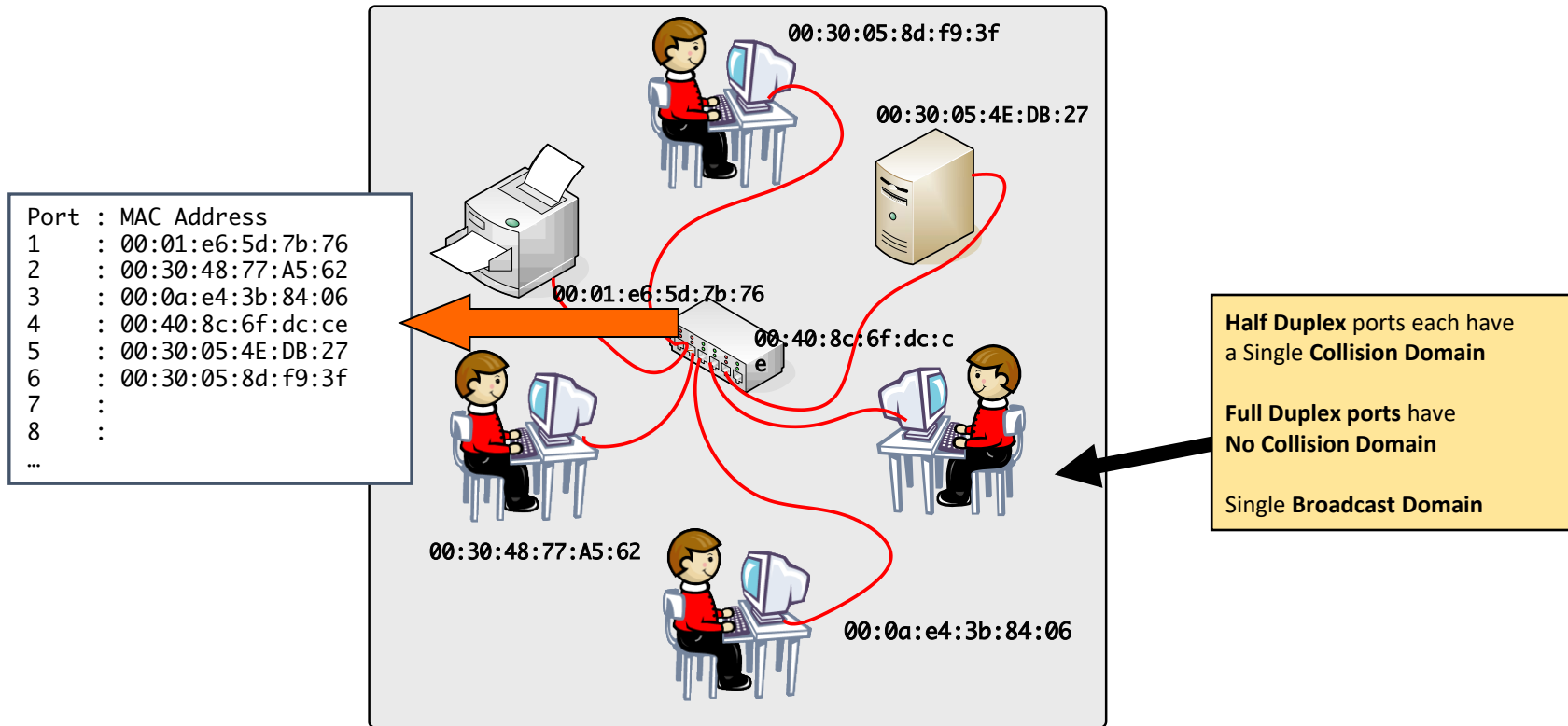


Hub

CSMA/CD



Switch – Forwarding table



Layer 3: Network

Routers

- What is a router?



Router

- A router is basically a computer with a bunch of interfaces!
- Each interface is connected to a different (Layer 2) network
- Routers look at the destination of packets and decide an interface to forward it out on, **using IP** (Layer 3 **Subnets**)
- Modern (decent!) routers perform many Layer 2 and Layer 3 forwarding functions in hardware
- Also possibility for hardware redundancy (PSUs, processors etc.)

Subnets



What is a subnet?

...

Subnets

- Subnets allow larger networks to be split up
- Routers 'route' between different subnets
- Subnets are groups of IP addresses that represent IP networks. (Layer 3)
- Subnets can be various sizes, defined by a subnet mask

IPv4 Subnets

- IP: 192.168.1.1
- Mask: 255.255.255.0
- Gateway: 192.168.1.200

- 32 bits long in binary
- IP: 11000000.10101000.00000001.00000001
 - Mask: 11111111.11111111.11111111.00000000
 - Network: 192.168.1.0/24

IPv4 Subnets

- IP: **10**.50.9.1
- Mask: **255**.0.0.0
- Gateway: 10.0.0.2

- IP: 00001010.00110010.00001001.00000001
- Mask: **11111111**.00000000.00000000.00000000
- Network: 10.0.0.0/8

IPv4 Subnets - CIDR

- **Classless Inter-Domain Routing (CIDR)**
 - IP Allocations managed by Regional Internet Registries (RIRs) such as RIPE.
 - CIDR replaced old “Class A, B, C” system in mid ‘90s to conserve address space.
-
- Class A: (0.0.0.0 – 126.255.255.255) **10.0.0.0** (/8 prefix) (~16,777,216 addresses)
 - Class B: (128.0.0.0 – 191.255.255.255) **172.16.0.0** (/16 prefix) (~65,536 addresses)
 - Class C: (192.0.0.0 – 223.255.255.255) **192.168.1.0** (/24 prefix) (~256 addresses)
-
- LONAP Allocation: 5.57.80.0/20 (4096 addresses)
 - Office: 5.57.95.0/25 (~128 addresses)

IPv4 Subnets - CIDR

- LONAP Allocation: 5.57.80.0/**20** (4096 addresses)
- Total range: 5.57.80.0 - 5.57.95.255
- Office: 5.57.95.0/**25** (~128 addresses – half a /24)

- **IP:** 5.57.95.10
- **Mask:** 255.255.255.128

- **IP:** 00000101.00111001.01011111.00001010
- **Mask:** ?

IPv4 Subnets - CIDR

- LONAP Allocation: 5.57.80.0/20 (4096 addresses)
- **Office: 5.57.95.0/25 (~128 addresses – half a /24)**

- IP: 5.57.95.10
- Mask: 255.255.255.128

- IP: 00000101.00111001.01011111.00001010
- Mask: 11111111.11111111.11111111.10000000

Determine what is local / remote

My IP: 5.57.95.10

Mask: 255.255.255.128 (/25)

Destination: 5.57.95.11

My IP: 00000101 . 00111001 . 01011111 . 00001010
Mask: 11111111 . 11111111 . 11111111 . 10000000
00000101 . 00111001 . 01011111 . 00000000

Dest IP: 00000101 . 00111001 . 01011111 . 00001011
Mask: 00000101 . 00111001 . 01011111 . 00000000

Logical AND

0 AND 0 = 0
0 AND 1 = 0
1 AND 0 = 0
1 AND 1 = 1

Compare Logical AND
results:

If they are **identical**,
Destination is on **same**
subnet. ARP for this host.

ARP (Address Resolution Protocol)

- When an IPv4 host is **on the same subnet**, send an ARP broadcast.
- -> "Hi Everyone. Will the host at **5.57.95.11** please respond with your MAC address"
- <- "Hi. I am **5.57.95.11**. My MAC address is 00:50:c2:46:60:0b"

```
mon0:~# arp -n -i eth0
5.57.95.37          ether    00:50:c2:46:60:25    C    eth0
5.57.95.31          ether    00:22:19:cd:52:1f    C    eth0
5.57.95.25          ether    00:50:c2:46:60:19    C    eth0
5.57.95.10          ether    00:50:c2:46:60:0a    C    eth0
5.57.95.7           (incomplete)
5.57.95.32          ether    00:50:c2:46:60:01    C    eth0
5.57.95.26          ether    00:50:c2:46:60:1a    C    eth0
5.57.95.20          ether    44:1e:a1:61:cc:16    C    eth0
5.57.95.11          ether    00:50:c2:46:60:0b    C    eth0
```

Determine what is local / remote

My IP: 5.57.95.10

Mask: 255.255.255.128 (/25)

Destination: 5.57.80.1

Logical AND

0 AND 0 = 0

0 AND 1 = 0

1 AND 0 = 0

1 AND 1 = 1

My IP: 5 57 95 10
00000101 . 00111001 . 01011111 . 00001010
Mask: 11111111 . 11111111 . 11111111 . 10000000

00000101 . 00111001 . 01011111 . 00000000 = (Net: 5.57.95.0/25)

Dest IP: 5 57 80 1
00000101 . 00111001 . 01010000 . 00000001

Mask:

00000101 . 00111001 . 01010000 . 00000000 = (Net: 5.57.80.0)

Compare Logical AND results:

If they **differ**, destination is on **remote** subnet. Send to router.

Determine what is local / remote

My IP: 5.57.95.10

Mask: 255.255.240.0 (/20)

Destination: 5.57.80.1

Logical AND

0 AND 0 = 0

0 AND 1 = 0

1 AND 0 = 0

1 AND 1 = 1

My IP: 5 57 95 10
00000101 . 00111001 . 01011111 . 00001010
Mask: 11111111 . 11111111 . 11110000 . 00000000
00000101 . 00111001 . 01010000 . 00000000 = (Net: 5.57.80.0/20)

Dest IP: 5 57 80 1
00000101 . 00111001 . 01010000 . 00000001
Mask: 00000101 . 00111001 . 01010000 . 00000000

Compare Logical AND results:

If they are the **same**, destination is on the **same** subnet. ARP and send directly to destination host.



IPv4 CIDR Subnetting


Addresses	Prefix	Subnet Mask	Cisco Wildcard
4	/30	255.255.255.252	0.0.0.3
8	/29	255.255.255.248	0.0.0.7
16	/28	255.255.255.240	0.0.0.15
32	/27	255.255.255.224	0.0.0.31
64	/26	255.255.255.192	0.0.0.63
128	/25	255.255.255.128	0.0.0.127
256	/24	255.255.255.0	0.0.0.255
512	/23	255.255.254.0	0.0.1.255
1,024	/22	255.255.252.0	0.0.3.255
2,048	/21	255.255.248.0	0.0.7.255
4,096	/20	255.255.240.0	0.0.15.255
8,192	/19	255.255.224.0	0.0.31.255
16,384	/18	255.255.192.0	0.0.63.255
32,768	/17	255.255.128.0	0.0.127.255
65,536	/16	255.255.0.0	0.0.255.255
131,072	/15	255.254.0.0	0.1.255.255
262,144	/14	255.252.0.0	0.3.255.255
524,288	/13	255.248.0.0	0.7.255.255
1,048,576	/12	255.240.0.0	0.15.255.255
2,097,152	/11	255.224.0.0	0.31.255.255
4,194,304	/10	255.192.0.0	0.63.255.255
8,388,608	/9	255.128.0.0	0.127.255.255
16,777,216	/8	255.0.0.0	0.255.255.255

IPv6

IPv4 Exhaustion — RIPE

Secure | https://www.ripe.net/publications/ipv6-info-centre/about-ipv6/ipv4-exhaustion

Robert

 **RIPE NCC**
RIPE NETWORK COORDINATION CENTRE

[RIPE Database \(Whois\)](#) [Website](#)

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About IPv6

IPv4 Exhaustion

Reaching the Last /8

Network Operators and ISPs

Governments

Business and Enterprise

Internet Users

Deploy IPv6 Now

Statistics and Tools

Training and Materials

Documents

Community

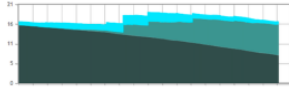
IPv4 Exhaustion

On 14 September 2012, the RIPE NCC began to allocate IPv4 address space from the last /8 of IPv4 address space it holds.

What does this mean?

The RIPE NCC now allocates the IPv4 address space it holds according to section 5.1 of "IPv4 Address Allocation and Assignment Policies for the RIPE NCC Service Region", which states that RIPE NCC members can request a one time /22 allocation (1,024 IPv4 addresses). No new IPv4 Provider Independent (PI) space will be assigned.

[More information](#)



RIPE NCC IPv4 Available Pool Graph

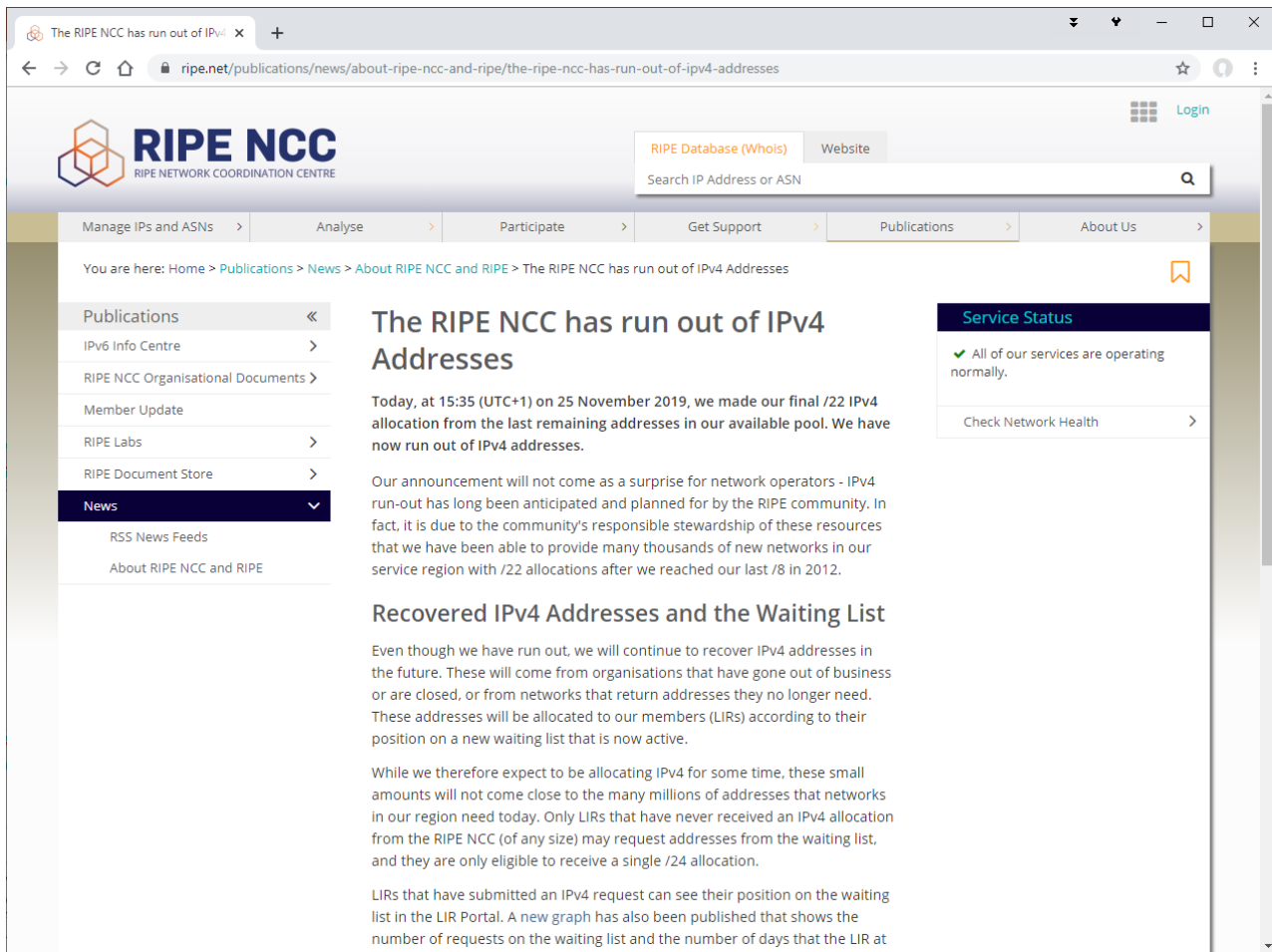
This graph shows the current number of IPv4 addresses in the RIPE NCC available pool.

Information about IPv4 Exhaustion for:

- [Network Operators and ISPs](#)
- [Business and Enterprise](#)
- [Governments](#)
- [Internet Users](#)
- On RIPE Labs - [a review of the 185/8 allocations](#)

Created: 18 Mar 2015 - Last updated: 23 Apr 2018 — ADDRESS POLICY, NCC SERVICES, IPV4 DEPLETION, MEMBERSHIP, IPV4

IPv6



The screenshot shows a web browser window displaying the RIPE NCC website. The address bar shows the URL `ripe.net/publications/news/about-ripe-ncc-and-ripe/the-ripe-ncc-has-run-out-of-ipv4-addresses`. The page features the RIPE NCC logo and navigation links. A sidebar on the left contains a 'Publications' menu with 'News' selected. The main content area displays a news article titled 'The RIPE NCC has run out of IPv4 Addresses'. The article text states that on 25 November 2019, the RIPE NCC made its final /22 IPv4 allocation and has since run out of IPv4 addresses. It explains that this announcement was anticipated and that the RIPE community has been responsible in managing the remaining addresses. A section titled 'Recovered IPv4 Addresses and the Waiting List' follows, detailing the process of recovering addresses and the waiting list for new allocations. A 'Service Status' box on the right indicates that all services are operating normally.

The RIPE NCC has run out of IPv4 Addresses

Today, at 15:35 (UTC+1) on 25 November 2019, we made our final /22 IPv4 allocation from the last remaining addresses in our available pool. We have now run out of IPv4 addresses.

Our announcement will not come as a surprise for network operators - IPv4 run-out has long been anticipated and planned for by the RIPE community. In fact, it is due to the community's responsible stewardship of these resources that we have been able to provide many thousands of new networks in our service region with /22 allocations after we reached our last /8 in 2012.

Recovered IPv4 Addresses and the Waiting List

Even though we have run out, we will continue to recover IPv4 addresses in the future. These will come from organisations that have gone out of business or are closed, or from networks that return addresses they no longer need. These addresses will be allocated to our members (LIRs) according to their position on a new waiting list that is now active.

While we therefore expect to be allocating IPv4 for some time, these small amounts will not come close to the many millions of addresses that networks in our region need today. Only LIRs that have never received an IPv4 allocation from the RIPE NCC (of any size) may request addresses from the waiting list, and they are only eligible to receive a single /24 allocation.

LIRs that have submitted an IPv4 request can see their position on the waiting list in the LIR Portal. A new graph has also been published that shows the number of requests on the waiting list and the number of days that the LIR at

Service Status

✓ All of our services are operating normally.

Check Network Health

IPv6

- The 'Internet' has run out of IPv4 address space (~4.2 billion addresses)
- CIDR, NAT, Policy and other things have conserved IPv4 address space... but we have to address it some day!
- IPv6 – 128 bit address space, 2^{128} (~340 undecillion) unique addresses!
- ...That's a lot.
- 340,282,366,920,938,463,463,374,607,431,768,211,456

IPv6 Subnets

- LONAP Allocation: `2a00:eb20::/32` (lots!)
- Total Range: `2a00:eb20:0000:0000:0000:0000:0000:0000` – `2a00:eb20:ffff:ffff:ffff:ffff:ffff:ffff`
- Office: `2a00:eb20:100::/64` (18,446,744,073,709,551,616 addresses)

- IP: `2a00:eb20:0100:0000:0000:0000:0000:0011`
- Mask: `/64`

- IP:

`0010101000000000:1110101100100000:0000000100000000:0000000000000000:0000000000000000:0000000000000000:0000000000000000:0000000000010001`

- Mask:

`1111111111111111:1111111111111111:1111111111111111:1111111111111111:0000000000000000:0000000000000000:0000000000000000:0000000000000000`

IPv6 Addresses

- Consecutive zeros between colons can be ‘compressed’ with double colons “::”
- **Leading zeros** in hextets can be stripped:
 - :0def: = :def:
 - ‘:0000:’ can be shortened to :0:
- 2001:0db8:0000:cd30:0000:0000:0000:0000/60
- Can also be compressed as:
 - 2001:db8:0:cd30::/60
 - 2001:db8::cd30:0:0:0:0/60 (…Don’t!)
- …But you can only do “::” **ONCE** in an address:
 - 2001:db8:0:cd30::/60 not 2001:db8::cd30::/60
- “::” can also be used to compress ‘all zeros’ addresses - ::1

IPv6 Address Examples

Long IPv6 Address	Compressed	Description
2001:0db8:0:0:8:800:200c:417a	2001:db8::8:800:200c:417a	A unicast address
ff01:0:0:0:0:0:0:101	ff01::101	A multicast address
0:0:0:0:0:0:0:1	::1	The loopback address
0:0:0:0:0:0:0:0	::	The unspecified address
0:0:0:0:0:0:0:0/0	::/0	“Default gateway”

- RFC 4291: <http://tools.ietf.org/html/rfc4291> (Here's lots of ways to write IPv6 addresses...)
- RFC 5952: <http://tools.ietf.org/html/rfc5952> (This got annoying. Write them like **this** please!)

IPv6 Address Space

IPv6 Prefix	Allocation	Reference Note
0000::/8	Reserved by IETF	[RFC4291] [1][5][6]
0100::/8	Reserved by IETF	[RFC4291]
0200::/7	Reserved by IETF	[RFC4048] [2]
0400::/6	Reserved by IETF	[RFC4291]
0800::/5	Reserved by IETF	[RFC4291]
1000::/4	Reserved by IETF	[RFC4291]
2000::/3	Global Unicast	[RFC4291] [3]
4000::/3	Reserved by IETF	[RFC4291]
6000::/3	Reserved by IETF	[RFC4291]
8000::/3	Reserved by IETF	[RFC4291]
A000::/3	Reserved by IETF	[RFC4291]
C000::/3	Reserved by IETF	[RFC4291]
E000::/4	Reserved by IETF	[RFC4291]
F000::/5	Reserved by IETF	[RFC4291]
F800::/6	Reserved by IETF	[RFC4291]
FC00::/7	Unique Local Unicast	[RFC4193]
FE00::/9	Reserved by IETF	[RFC4291]
FE80::/10	Link Local Unicast	[RFC4291]
FEC0::/10	Reserved by IETF	[RFC3879] [4]
FF00::/8	Multicast	[RFC4291]

- [3] The IPv6 Unicast space encompasses the entire IPv6 address range except for FF00::/8. [RFC4291] IANA unicast address assignments are currently limited to the IPv6 unicast address range of 2000::/3. IANA assignments from this block are registered in the IANA registry: [ipv6-unicast-address-assignments](#).

IPv6 Subnetting

Prefix	/48s	/56s	/64s
/24	16M	4G	1T
/25	8M	2G	512G
/26	4M	1G	256G
/27	2M	512M	128G
/28	1M	256M	64G
/29	512K	128M	32G
/30	256K	64M	16G
/31	128K	32M	8G
/32	64K	16M	4G
/33	32K	8M	2G
/34	16K	4M	1G
/35	8K	2M	512M
/36	4K	1M	256M
/37	2K	512K	128M
/38	1K	256K	64M
/39	512	128K	32M
/40	256	64K	16M
/41	128	32K	8M
/42	64	16K	4M
/43	32	8K	1M
/44	16	4K	1M

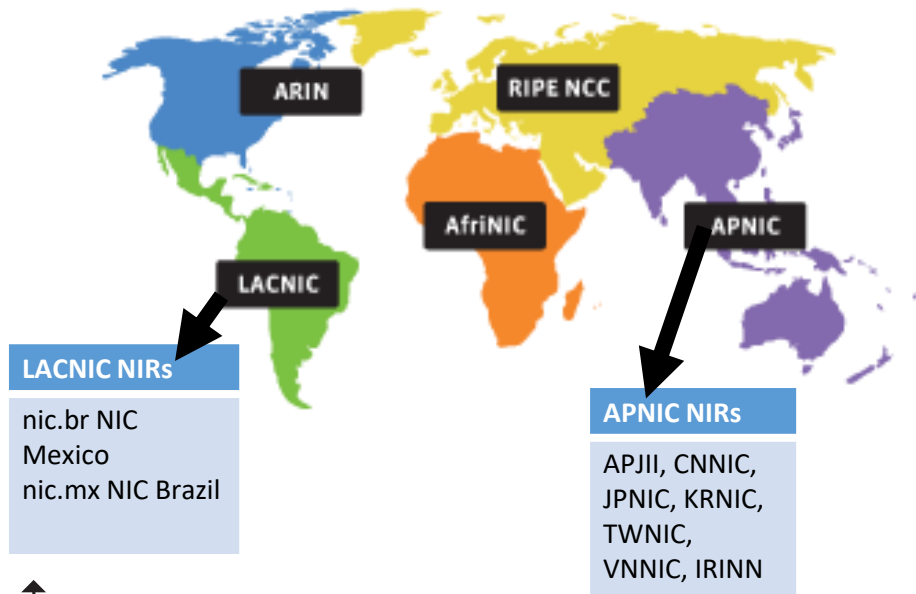
Prefix	/48s	/56s	/64s
/45	8	2K	512K
/46	4	1K	256K
/47	2	512	128K
/48	1	256	64K
/49		128	32K
/50		64	16K
/51		32	8K
/52		16	4K
/53		8	2K
/54		4	1K
/55		2	512
/56		1	256
/57			128
/58			64
/59			32
/60			16
/61			8
/62			4
/63			2
/64			1

Service Provider Networks

- Network hardware (!!)
- Location with good connectivity
- IP Addresses (IPv4 and IPv6)
- AS Number
- Connectivity (transit and maybe peering)

Regional Internet Registries (RIRs)

- RIRs manage resources (IPs, ASNs) in a service region

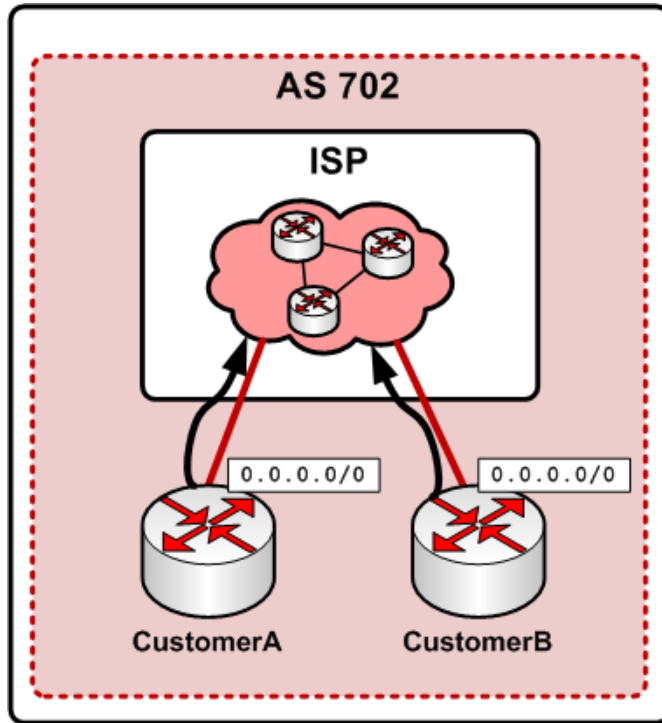


Registry	Area Covered
AfriNIC	Africa Region
APNIC	Asia/Pacific Region
ARIN	Canada, United States, some Caribbean nations
LACNIC	Latin America and some Caribbean nations
RIPE NCC	Europe, Russia, Middle East, and Central Asia

Local Internet Registries (LIRs)

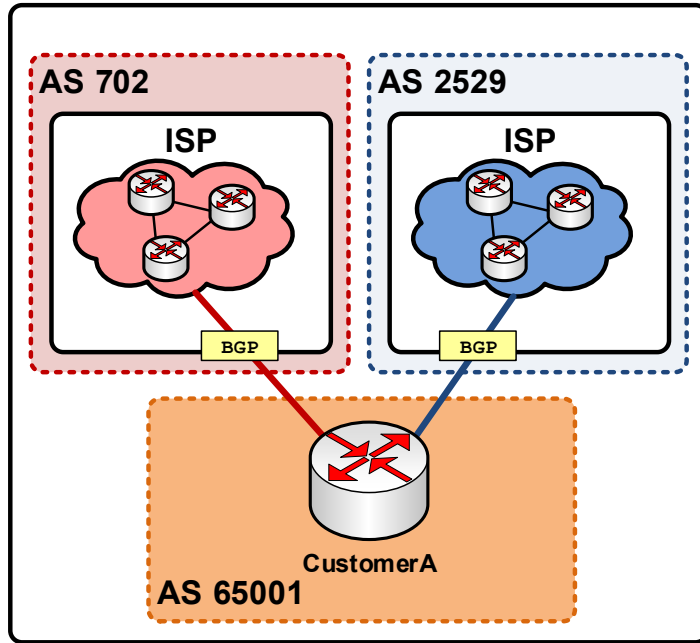
- An **LIR** is a member of an **RIR** (or NIR)
- Generally an LIR is a service provider wanting their own IP address space and AS number
- Provider Aggregatable (PA) IP space
- RIR makes an ALLOCATION to the LIR
- LIR makes ASSIGNMENTS to customers
- RIPE region is Europe, the Middle East, and Central Asia

Single Homed – ‘Before’



- Customer gets IPs from ISP
- Customer is **inside** the ISP's AS
- Customer points default gateway at ISP
- Most businesses, end-users/residential customers
- Cannot usually use same IP range with two ISPs.

Multi Homed – ‘After’



- Customer has **own IPs**
- Customer has **own AS**
- **Multiple** upstream transit providers
- BGP sessions to each, uses full table. BGP selects 'best' path
- Can move and add ISPs and peers without changing IP ranges

Why bother?

- **Advantages**

- 'independent' network can be truly multi-homed
- 'own' IP address space
- Multiple transit providers, seamless to switch
- Increase network resilience
- Ready for peering at exchanges
- More control where traffic goes and why (policy)
- Easy expansion

Why bother?

- **Disadvantages...**

- Re-number IPs on existing network
- Requires big routers
- Complex procedures to get started
- Increases configuration complexity
- Requires specialist knowledge/skills
 - Knowledge: Learn BGP and lots more!
 - Skills: Apply knowledge, gain experience, do it well
- Not cost-effective for every network

BGP ROUTING

Routing Protocols



What is a routing protocol?



Discuss...

Routing Protocols

- Routers use **routing protocols** to learn and distribute which networks are connected via which interfaces.
- Routing protocols also help make decisions about the 'best' path to take.
- **BGP4** (Border Gateway Protocol) mostly used **between networks** on the Internet. (**EGP**)
- **OSPF, RIP, EIGRP, ISIS..** are all Interior routing protocols. (**IGP**) that operate within an AS
- Most commonly OSPF or ISIS in ISPs
- *Can* use *only* BGP to do everything. Most have IGP+BGP for scaling.

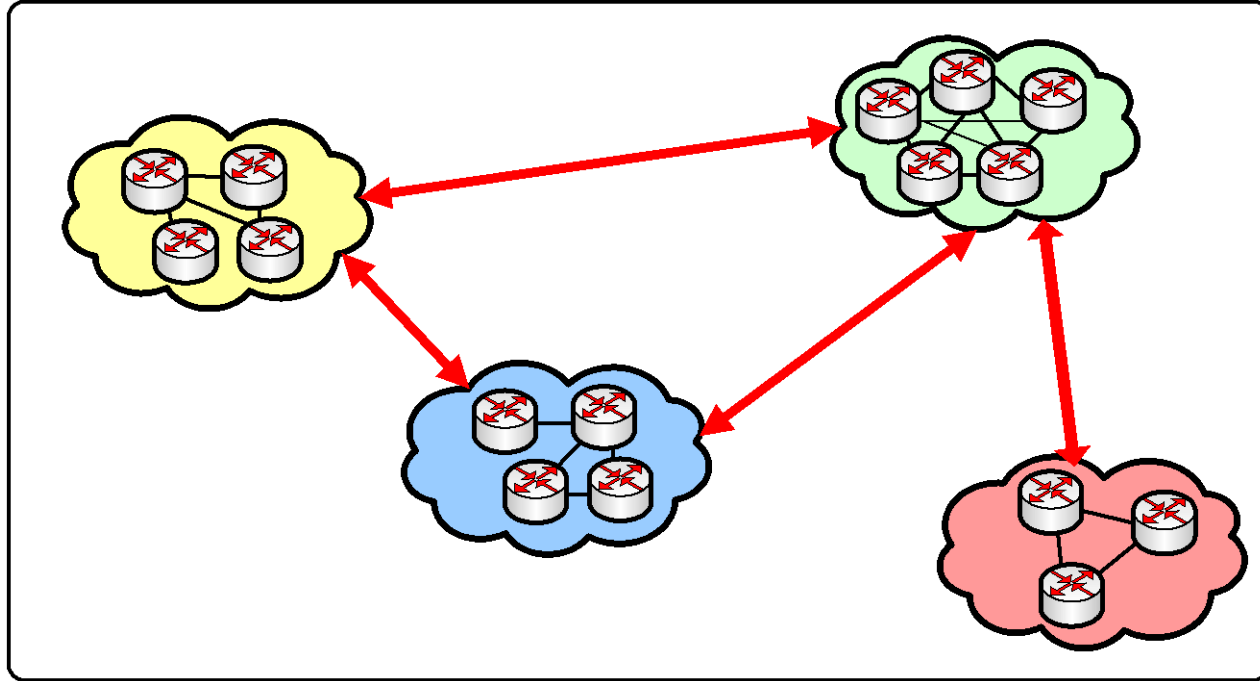
BGP4

- Every network has an **Autonomous System Number** (AS Number)
- AS numbers assigned by **RIR**
- Every router inside each network has the **same AS number**.
 - BGP sessions configured in the same ASN = **iBGP** (Internal)
- BGP Sessions established between ASNs = **eBGP** (External)
- No 'magic router discovery': every session must be configured.
- **Path Vector** routing protocol

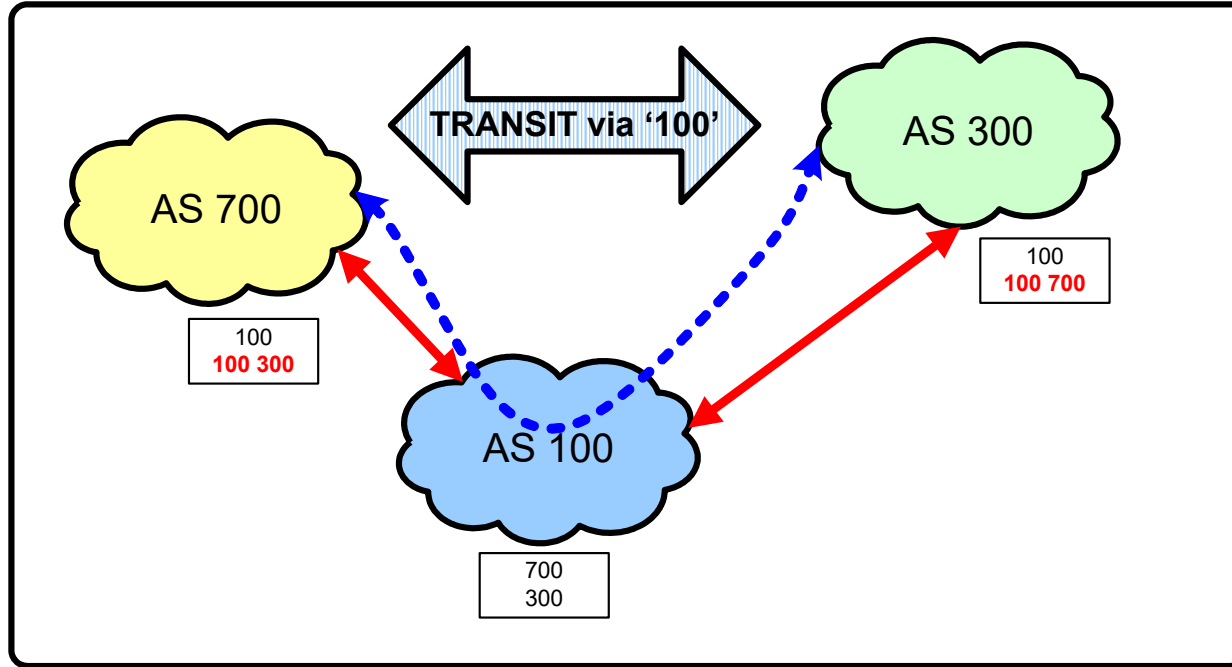
BGP4

- Networks can be '**multi-homed**' – not dependent on a single 'upstream' provider.
- ...providing they have their own IP addresses
- Strict control of **routing policy**
- Control which prefixes are advertised where
 - Peers
 - Transit
 - Downstream customers
- Set preferences AS-wide: preferred routes

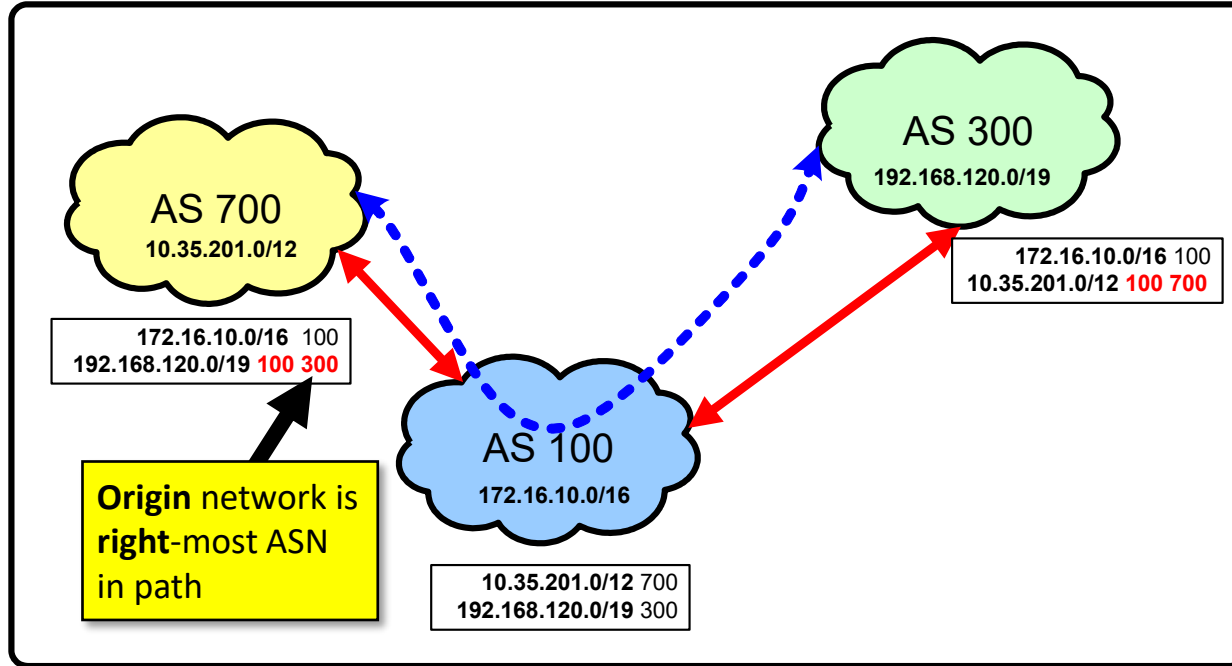
Autonomous Systems



AS Path



BGP Routing Table



A career in networks... (my tips...)

- Making a name for yourself
- (hopefully a good one)
- Get BGP Skills!
- Do some great presentations. Tell a story, not just dull technical facts
- Get to know the community
- Help others if you can
- Help and acknowledge those who have helped you
- Build your own labs and tinker...
- Be willing to learn.
- - ..and to teach..

Skills Frameworks

- <https://sfia-online.org/>

Done