

# **Lecture 1**

# **IPv6 Addressing**

## **Part 1**

# OBJECTIVES:

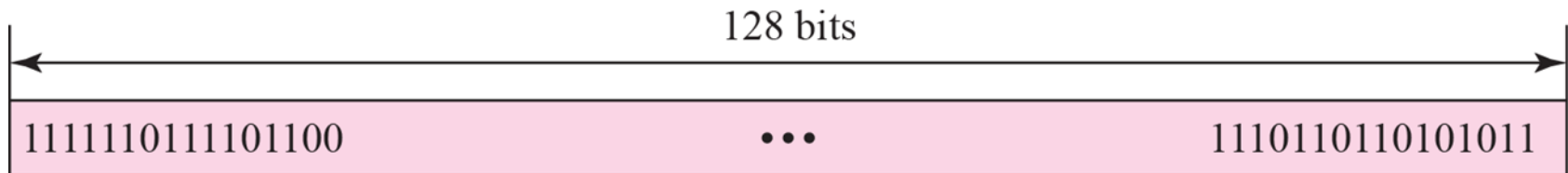
- ❑ To introduce the **IPv6 addressing scheme** and **different notations used** to represent an address in this version.
- ❑ To explain the **three types of addressing** used in IPv6: **unicast, anycast, and multicast**.
- ❑ To show the **address space** in this version and how it is divided **into several blocks**.
- ❑ To discuss some **reserved blocks** in the address space and their applications.
- ❑ To define the **global unicast address block** and how it is used for unicast communication.
- ❑ To discuss **how three levels of hierarchy** in addressing are used in IPv6 deploying the global unicast block.
- ❑ To discuss **autoconfiguration** and **renumbering** of IPv6 addresses.

# General Outline For IP<sub>v6</sub> Addressing

- 1 Introduction*
- 2 Address Space Allocation*
- 3 Global Unicast Addresses*
- 4 Autoconfiguration*
- 5 Renumbering*

# 1. INTRODUCTION

- ❑ An IPv6 address is **128 bits** or **16 bytes** (octet) long as shown in the following Figure.
- ❑ The address length in IPv6 is **four times** of the length address in IPv4.



# *Topics Discussed in the Section*

- ✓ **Notations**
- ✓ **Address Space**
- ✓ **Three Address Types**
- ✓ **Broadcasting and Multicasting**



# *1. Notations*

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- ❑ Computer normally stores the address in **binary**, but is clear that 128 bits cannot easily be handled by humans.
- ❑ **Several notations** have been proposed to represent IPv6 addresses when they are handled by humans:



## ***Dotted-Decimal Notation***

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This notation is rarely used, it seems too long for 16-byte IPv6 addresses as shown below:

**221.14.65.11.105.45.170.34.12.234.18.0.14.0.115.255**



## ***Colon hexadecimal Notation***

- ❑ To make addresses more readable, IPv6 specifies **colon hexadecimal notation** (or *colon hex* for short).
- ❑ In this notation, 128 bits are divided into eight sections, each 2 bytes in length. Two bytes in hexadecimal notation require four hexadecimal digits. Therefore, the address consists of 32 hexadecimal digits, with every four digits separated by a colon.

FDEC ■ BA98 ■ 7654 ■ 3210 ■ ADBF ■ BBFF ■ 2922 ■ FFFF



# Colon hexadecimal Notations

- **Although** the IP address, even in hexadecimal format, is very long, many of the digits are zeros. In this case, we can abbreviate the address. **The leading zeros** of a section can be omitted. Using this form of abbreviation, 0074 can be written as 74, 000F as F, and 0000 as 0. **Note** that 3210 cannot be abbreviated.
- **Further abbreviation**, often called **zero compression**, can be applied to colon hex notation if there are consecutive sections consisting of zeros only. We can remove all the zeros altogether and replace them with a double colon. **Note that** this type of abbreviation is allowed only once per address.



# Mixed Representation

- Sometimes we see a mixed representation of an IPv6 address: **colon hex** and **dotted decimal** notation. This is appropriate during the **transition period** in which an IPv4 address is embedded in an IPv6 address (as the rightmost 32 bits).

**FDEC:14AB:2311:BBFE:AAAA:BBBB:130.24.24.18**

- However, this happens when all or most of the rightmost sections of the IPv6 address are **0s**. For example, the following is a legitimate address in IPv6, in which the zero compression shows that all 96 leftmost bits of the address are all zeros:

**::130.24.24.18**

# ***CIDR Notation***

- ❑ IPv6 uses hierarchical addressing. For this reason, IPv6 allows classless addressing and **CIDR** notation.

**CIDR**: **C**lassless **I**nter**D**omain **R**outing

- The following address shows how we can define a prefix of **60** bits using **CIDR**.

FDEC :: BBFF : 0 : FFFF/**60**

# Example 1

Show the unabbreviated colon hex notation for the following IPv6 addresses:

- a. An address with 64 0s followed by 64 1s.
- b. An address with 128 0s.
- c. An address with 128 1s.
- d. An address with 128 alternative 1s and 0s.

## *Solution*

- a. 0000:0000:0000:0000:FFFF:FFFF:FFFF:FFFF
- b. 0000:0000:0000:0000:0000:0000:0000:0000
- c. FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF
- d. AAAA:AAAA:AAAA:AAAA:AAAA:AAAA:AAAA:AAAA

# Example 2

The following shows the zero contraction version of addresses in Example 1 (part c and d cannot be abbreviated)

**a.** :: FFFF:FFFF:FFFF:FFFF

**b.** ::

**c.** FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF

**d.** AAAA:AAAA:AAAA:AAAA:AAAA:AAAA:AAAA:AAAA

# Example 3

Show abbreviations for the following addresses:

- a. 0000:0000:FFFF:0000:0000:0000:0000:0000
- b. 1234:2346:0000:0000:0000:0000:0000:1111
- c. 0000:0001:0000:0000:0000:0000:1200:1000
- d. 0000:0000:0000:0000:0000:FFFF:24.123.12.6

Solution

- a. 0:0:FFFF::
- b. 1234:2346::1111
- c. 0:1::1200:1000
- d. ::FFFF:24.123.12.6

# Example 4

Decompress the following addresses and show the complete unabbreviated IPv6 address:

- a. 1111::2222
- b. ::
- c. 0:1::
- d. AAAA:A:AA::1234

## *Solution*

- a. 1111:0000:0000:0000:0000:0000:0000:2222
- b. 0000:0000:0000:0000:0000:0000:0000:0000
- c. 0000:0001:0000:0000:0000:0000:0000:0000
- d. AAAA:000A:00AA:0000:0000:0000:0000:1234

## 2. Address Space

- The address space of IPv6 contains  $2^{128}$  addresses as shown below.

**340,282,366,920,938,463,463,374,607,431,768,211,456**

- This address space is  $2^{96}$  times of the IPv4 address - definitely no address depletion.:



# Example 5

To give some idea about the number of addresses:

- let us assume that the number of people on the planet earth is soon to be  $2^{34}$  (more than 16 billion). Each person can have  $2^{94}$  addresses to use.

$2^{94}$  : 19,807,040,628,566,084,398,385,987,584

- If we assign  $2^{60}$  addresses to the users each year (almost one billion each second), it takes  $2^{68}$  years to deplete addresses.

$2^{68}$  : 295,147,905,179,352,825,856

- If we can build a high-rise building over the land and sea to accommodate  $2^{68}$  computers in each square meter of the earth, still there are enough addresses to connect all computers to the Internet (the planet earth is approximately  $2^{60}$  square meters).

### *3. Three Address Types*

In IPv6, a destination address can belong to one of **three categories: Unicast, Anycast and multicast.**

- ❑ **Unicast Address:** A unicast address defines a single interface (computer or router).
- ❑ **Anycast Address:** An anycast address defines a group of computers that all share a single address. A packet with an anycast address is delivered to only one member of the group, the most reachable one.
- ❑ **multicast Address:** A multicast address also defines a group of computers. However, there is a difference between anycasting and multicasting. In multicasting, each member of the group receives a copy.



## *4. Broadcasting and Multicasting*

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- ❑ It is interesting that IPv6 **does not define broadcasting.**
- ❑ IPv6 considers broadcasting **as a special case of multicasting.**