# Watching the Waist of IP [Deering98a]

CSci551: Computer Networks SP2006 Thursday Section John Heidemann

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#### Key ideas

- why IP?
  - what are the problems with it
  - or the challenges facing it
- argues for a simple protocol
  - hourglass and narrow waist
- consider alternatives to IP

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#### IP (v4)

| U   | 1                   | 2               |                   |
|---|---------------------|-----------------|-------------------|
| 0 1 2 3 4                                   | 5 6 7 8 9 0 1 2 3 4 | 5 6 7 8 9 0 1 2 | 3 4 5 6 7 8 9 0 1 |
| +-    |                     |                 |                   |
| Version  IHL  Type of Service  Total Length |                     |                 |                   |
| +-+-+-+-+                                   | +-+-+-+-+-+-+-+-+-+ | -+-+-+-+-+-+-+  | -+-+-+-+-+-+-+    |
| 1   | Identification      | Flags  Fr       | agment Offset     |
| +-+-+-+-+                                   | +-+-+-+-+-+-+-+-+-+ | -+-+-+-+-+-+-+  | -+-+-+-+-+-+-+    |
| Time to                                     | Live   Protocol     | He ade          | r Checksum        |
| +-    |                     |                 |                   |
| Source Address                              |                     |                 |                   |
| +-    |                     |                 |                   |
| 1   | Destinatio          | n Address       | 1                 |
| +-    |                     |                 |                   |
| 1   | Options             |                 | Padding           |
| +-    |                     |                 |                   |
|   |                     |                 |                   |
|   |                     |                 |                   |

[Postel81a, figure 4]

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#### Why a single, narrow protocol?

- Deering wants IP to be the single, narrow waist of the hourglass
- Why single:
  - for interoperability: to allow people to talk, they must use the same language
- Why narrow:
  - imposes few constraints on what link layers you build over
- what is the downside of narrow?
  - may not get functionality (ex. reliability)

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#### What are the key IP properties?

- small and simple
  - connectionless datagram
- (single and narrow)
- global addressing
  - all hosts have an IP address
  - unform addresses (32-bits)
  - routing is easy (just route on address, to the destination)
  - optimization: subnetting (hidden hierarchy in the IP address)
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  in principle, you can send to anyone

#### Why does global addressing matter?

- (or what was enabled by global addressing?)
- · world wide web
  - URLs map to servers anywhere
- peer-to-peer
  - only possible because everyone can talk to everyone else

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### What breaks global addressing?

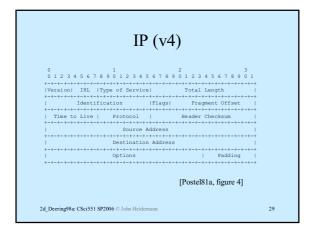
- new protocols (like IPv6, or better: ATM)
- Network Address Translation (NAT)
  - outside (1 address) -- BOX- inside (several computes)
  - can't easily contact computes behind the NAT box
- Deering's point
  - breaks some applications
  - changes the fundamental design of the internet

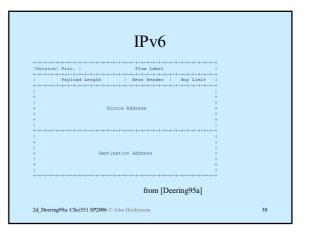
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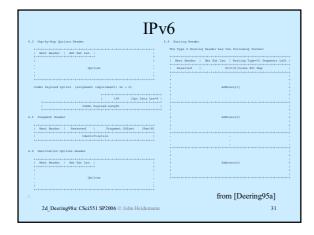
#### Why add to or change IP?

- lack of addresses
  - look at IPv6 AND NAT to fix
- · do new stuff
  - QoS, multicast, reliability, performance

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#### What about Other Networks? • examples of other nets - sensor nets - optical networks - wireless - cell phones • use IP or not? - yes of course--- one viewpoint • ex: cell phone world going IP in every handset

- or maybe not:

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• ex: optical may prefer circuit switching0

## Other questions/observations?

- some of the strange terms don't matter (today)
  - like LANE, NHRP, etc.∖

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