

The Bits Must Flow

netWorking through the abstractions





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Hi 🖐️

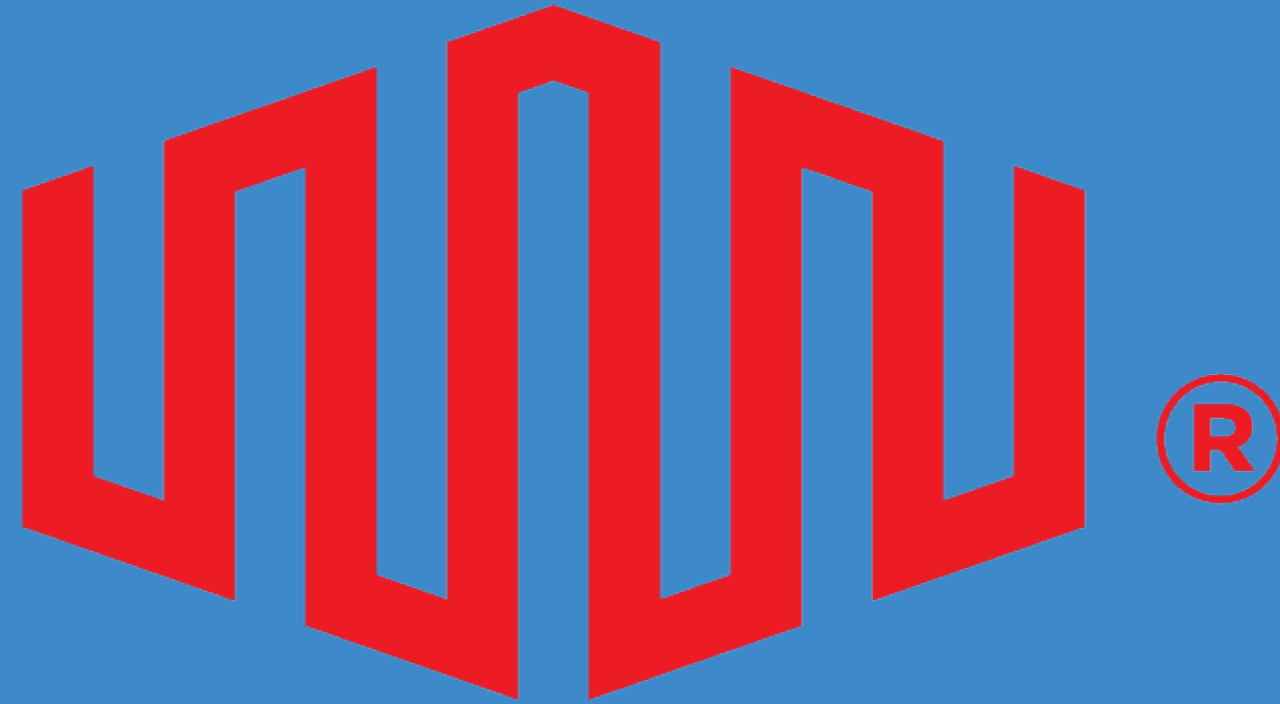
I'm fen
(they/them)

social: @crayzeigh@hachyderm.io

slides: speaking.crayzeigh.com



Developer Advocate:



E Q U I N I X





Internet Traffic Per Second
167,069 GB



bits per second

1,336,544,000,000,000

What happens when you visit a website?



It's not DNS

There's no way it's DNS

It was DNS

-SSBroski



OSI 7-Layer model

Application
Presentation
Session
Transport
Network
Data Link
Physical



OSI

TCP/IP

Application

Application

Presentation

-

Session

-

Transport

Transport

Network

Internet

Data Link

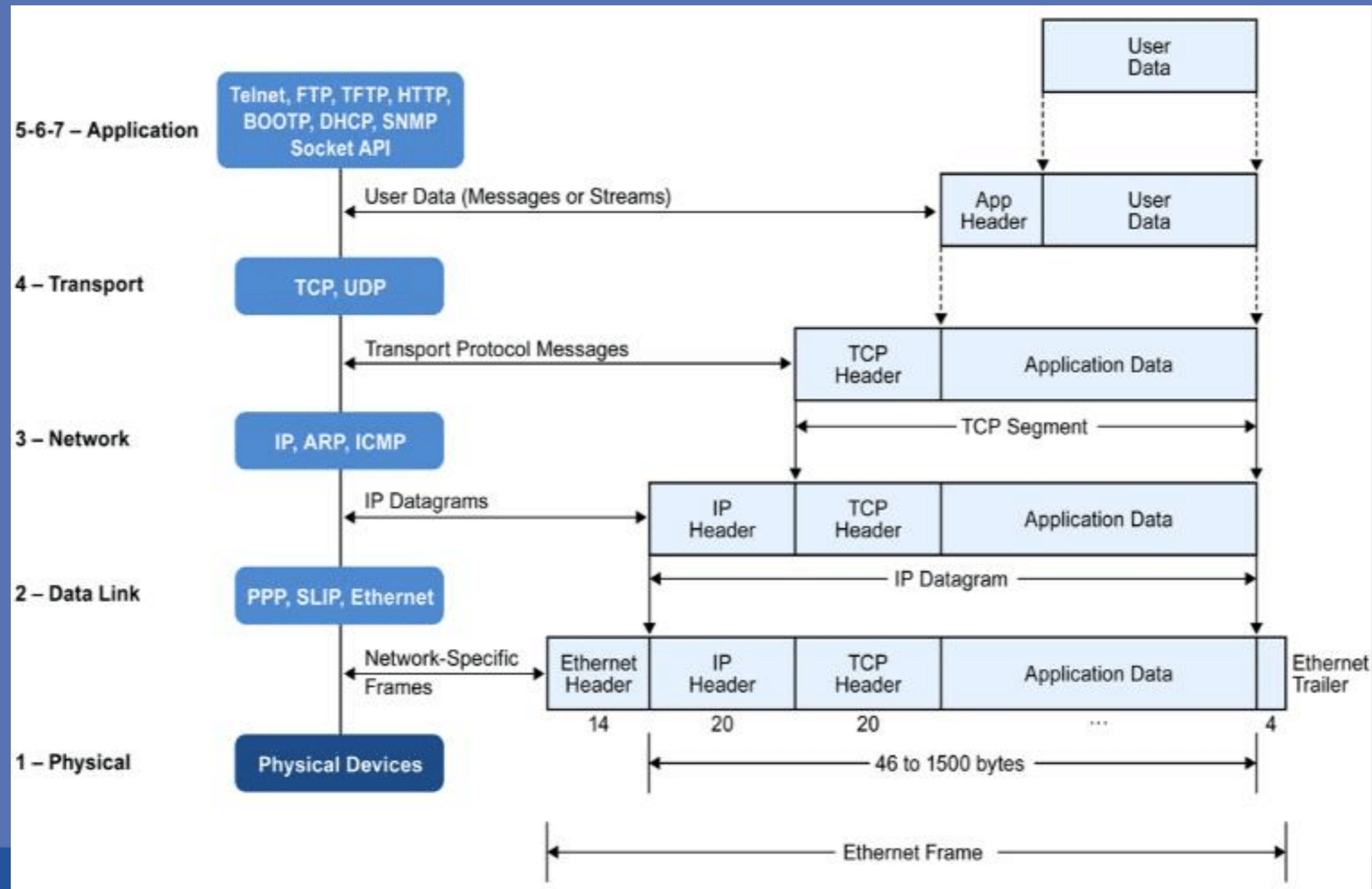
Network Access

Physical

-



Why all these layers anyway?



Layer 2: Network Access

Data Frames link digital to physical



Layer 2: Switching

Sending data to local devices



Frame Header

Preamble	SFD	Dest. MAC	Src. MAC	Type	Data & Pad	FCS
7 Bytes	1 Byte	6 Bytes	6 Bytes	2 Bytes	46–1500 Bytes	4 Bytes



MAC¹ Address

01:23:45:67:89:ab

1. Media Access Control



MAC Address

- Identifies the (network) device
- For devices on the *local* network



Address Resolution Protocol



ARP

- Mapping IPs and MAC addresses



ARP

- Mapping IPs and MAC addresses
- Necessary for your device to talk to your router



ARP

- Mapping IPs and MAC addresses
- Necessary for your device to talk to your router
- Finds neighbors through broadcast



ARP

- Mapping IPs and MAC addresses
- Necessary for your device to talk to your router
- Finds neighbors through broadcast
- `arp -a` for your local table



Virtual Local Area Networks



VLANs

- Used for limiting broadcast domains



VLANs

- Used for limiting broadcast domains
- up to 4096 VLANs¹

1. VXLAN addresses this limitation but that's A Whole Other Thing



VLANs

- Used for limiting broadcast domains
- up to 4096 VLANs¹
- Can be native (default traffic on a switch port) or tagged (logically divided in packet header)

1. VXLAN addresses this limitation but that's A Whole Other Thing



[Learn about Layer 2](#)

Manage VLAN



+ Add VLAN

<input type="checkbox"/>	VLAN	Devices	Location	Deployed Date	Description	
<input type="checkbox"/>	1049	0	DC	Sep 4th, 2020 5:53 AM	provisioning_vlan	
<input type="checkbox"/>	1173	0	NY	2 years ago	layer2-testing	
<input type="checkbox"/>	1174	0	NY	2 years ago	layer2-testing-2	
<input type="checkbox"/>	1254	0	DA	Oct 14th, 2020 3:33 PM	"vSAN"	
<input type="checkbox"/>	1336	1	CH	23 days ago	default	
<input type="checkbox"/>	1337	1	CH	23 days ago	elite	
<input type="checkbox"/>	1338	0	DA	Oct 14th, 2020 3:33 PM	"Management"	
<input type="checkbox"/>	1339	0	DA	Oct 14th, 2020 3:33 PM	"VM Private Net"	
<input type="checkbox"/>	1340	0	DA	Oct 14th, 2020 3:33 PM	"vMotion"	
<input type="checkbox"/>	1440	0	DA	Oct 14th, 2020 3:33 PM	"VM Public Net"	
<input type="checkbox"/>	2020	0	CH	22 days ago	Metal-AWS	



Layer 3: Internet Protocol

Packets wrap your digital data and route it
remotely



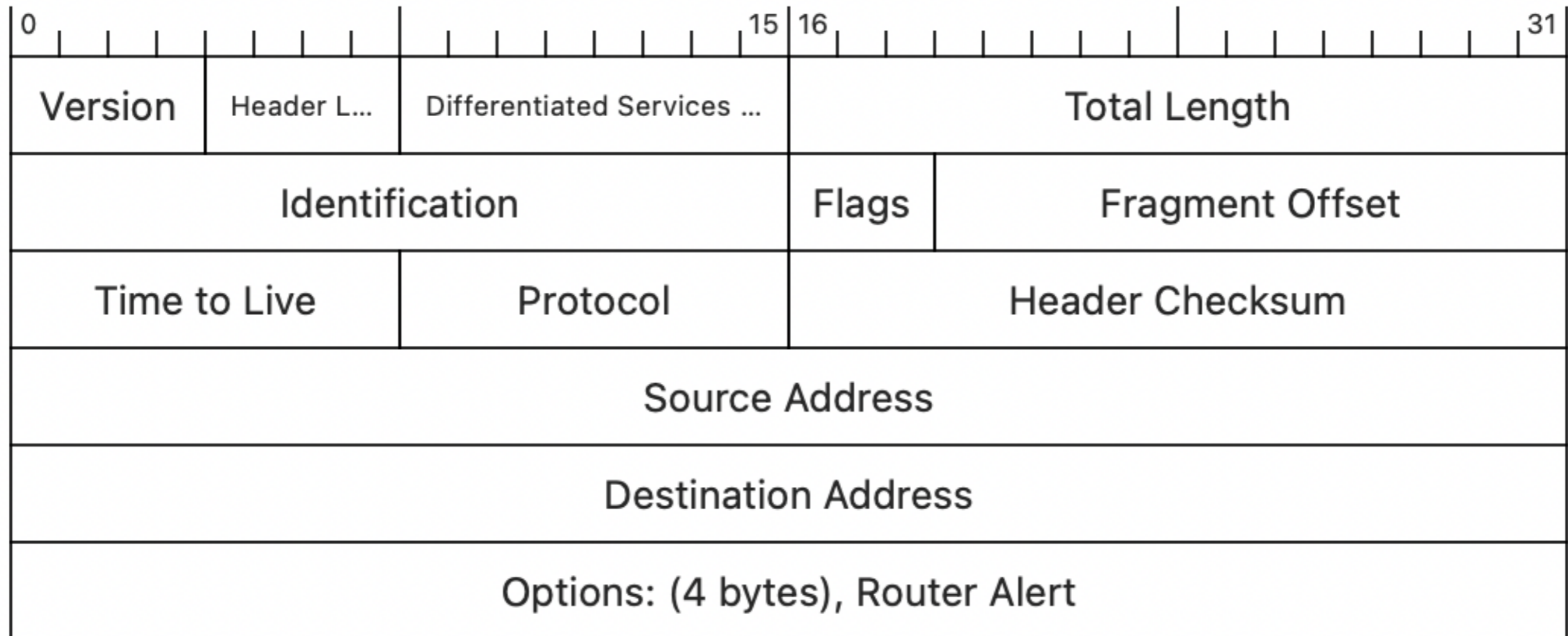
Layer 3: Routing

Directing data to remote destinations



IPv4 Packet Header

Internet Protocol Version 4



IP Address Classes and CIDR



IP Classes & CIDR

- **C**lassless **I**nter-**D**omain **R**outing



IP Classes & CIDR

- **C**lassless **I**nter-**D**omain **R**outing
- Helps determine destination locality, i.e. routing



IP Classes & CIDR

- **C**lassless **I**nter-**D**omain **R**outing
- Helps determine destination locality, i.e. routing
- CIDR replaced "class a/b/c" IP addressing to help address IP address availability



CIDR Notation



10.10.10.10/24



Host/Network bits



10.10.10/24

IP Address: 10.10.10.10

Subnet Mask: 255.255.255.0



Converts to Binary

```
IP: 00001010.00001010.00001010.00001010  
SM: 11111111.11111111.11111111.00000000
```

In the Subnet Mask:

1 = Network

0 = Host



Special IPs

- Broadcast (ex. 10.10.10.255)
 - host bits are all 1's
 - For sending data to all hosts in a network
- Network (ex. 10.10.10.0)
 - host bits are all 0's
 - only used for forwarding data between routers



Putting it all together

CIDR 10.10.10.10/24

Network 10.10.10.0/24

Broadcast IP 10.10.10.255

Available Host IPs 10.10.10.1 - 254



Bigger Networks

CIDR 192.168.1.100/22


Network 192.168.0.0/22

Broadcast IP 192.168.3.255

Available Host IPs 192.168.0.1 - 192.168.3.254



Weird Ones

Select 

Select

/32 (1 IP) - \$0.15/hr

/31 (2 IPs) - \$0.3/hr

/30 (4 IPs) - \$0.6/hr

Description (optional)



Weird Ones Explained

/30

- "Costs" 4 IPs, but only gives 2 host addresses
- Broadcast & Network IPs still required
- Used for legacy compatibility or you just really like holding IP addresses



Weird Ones Explained

/31

- Creates 2 adjacent host IPs
- Only "costs" 2 IPs
- Proposed in RFC3021 (in 2000) to combat dwindling IP availability



Weird Ones Explained

/32

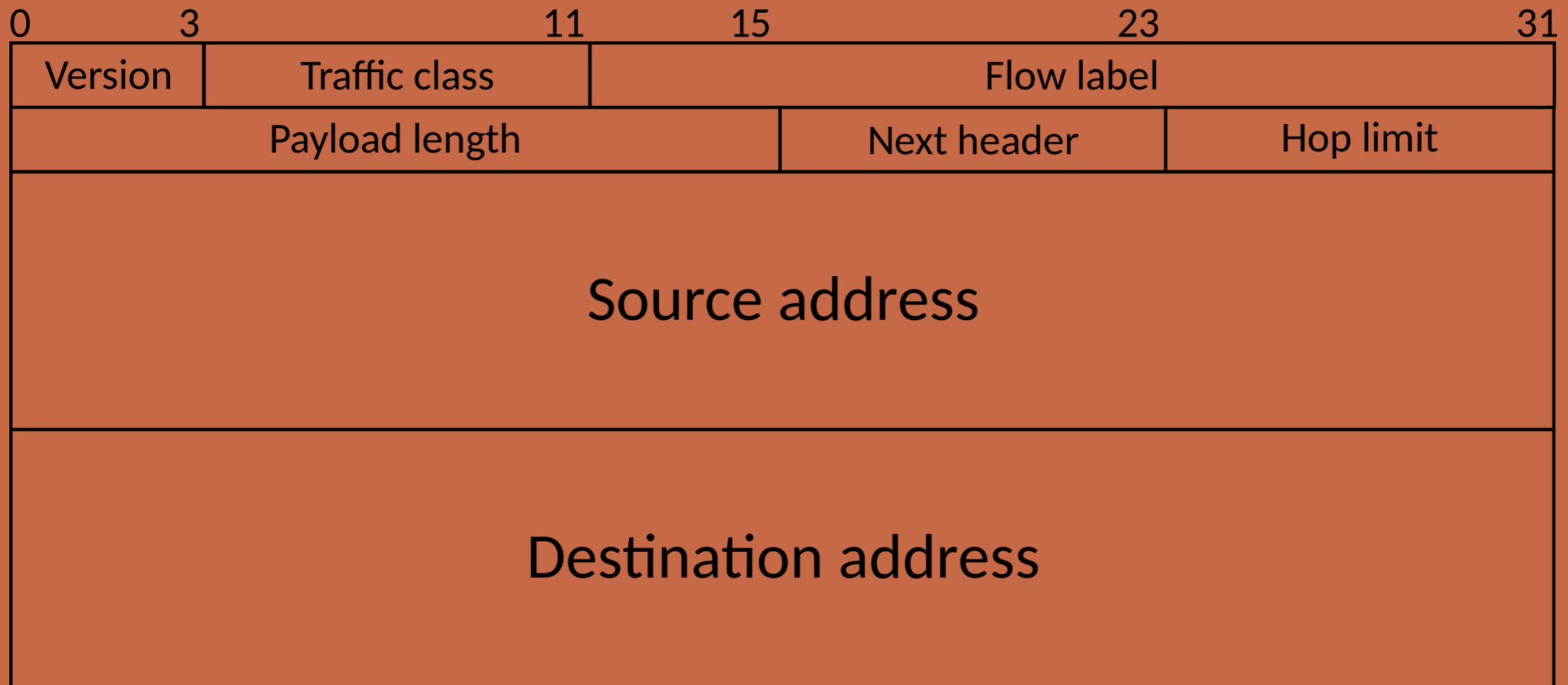
- Single IP Address
- useful generally for isolating public internet traffic



IPv6



IPv6 Packet Header



IPv6

- 128 bits long (vs 32 bits for v4)



IPv6

- 128 bits long (vs 32 bits for v4)

$$2^{32} \approx 4.3 \times 10^9$$



IPv6

- 128 bits long (vs 32 bits for v4)

$2^{32} \approx 4.3 \times 10^9 \approx 4.3$ billion



IPv6

- 128 bits long (vs 32 bits for v4)

$$2^{32} \approx 4.3 \times 10^9 \approx 4.3 \text{ billion}$$

$$2^{128} \approx 3.4 \times 10^{28}$$



IPv6

- 128 bits long (vs 32 bits for v4)

$$2^{32} \approx 4.3 \times 10^9 \approx 4.3 \text{ billion}$$

$$2^{128} \approx 3.4 \times 10^{28} \approx 27 \text{ orders of magnitude larger}$$



IPv6

- 128 bits long (vs 32 bits for v4)
- introduced to handle IP shortage
- written as 8 groups of 4 bytes in hex



Abbreviations

fddd:f00d:b33f:0000:0000:0000:0000:0001



Abbreviations

fddd:f00d:b33f:0:0:0:0:1



Abbreviations

fddd:f00d:b33f::1



Abbreviations

00ff:0000:0000:0000:0001:0000:0000:0001



Which one is correct?

ff:0:0:0:1:0:0:1

1. ff::1:0:0:1
2. ff::1::1
3. ff:0:0:0:1::1



Which one is correct?

ff:0:0:0:1:0:0:1

1. ff::1:0:0:1
2. ~~ff::1::1~~ (ambiguous)
3. ~~ff:0:0:0:1::1~~ (longest 0's must be shortened¹)

1. RFC 5952



Subnetting

Network Bits				Host Bits			
Routing Prefix			Subnet ID	Interface Identifier			
XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX	XXXX



Subnetting

```
ifconfig | grep inet6
  inet6 ::1 prefixlen 128
  inet6 fe80::1%lo0 prefixlen 64 scopeid 0x1
  inet6 fe80::1470:43d6:1243:7a20%en0 prefixlen 64 secured
scopeid 0x4
  inet6 2601:19e:8380:20dc:4ea:6990:6d8e:68a3 prefixlen 64
autoconf secured
  inet6 2601:19e:8380:20dc:5ce:b0e:70ad:988 prefixlen 64
deprecated autoconf temporary
  inet6 2601:19e:8380:20dc::f42a prefixlen 64 dynamic
  inet6 2601:19e:8380:20dc:141b:7764:190d:9240 prefixlen 64
deprecated autoconf temporary
  inet6 2601:19e:8380:20dc:d477:fa12:2a44:7983 prefixlen 64
autoconf temporary
...
```



Subnetting

address	obtained
::1	loopback (special)
fe80::1470:43d6:1243:7a20	self-assigned (local)
2601:19e:8380:20dc:4ea:6990:6d8e:68a3	self-assigned (global)
2601:19e:8380:20dc::f42a	DHCPv6 (global)



Routing

Sending data to remote addresses



Source: 10.10.10.10/24
Destination: 10.10.10.100



Source IP: 10.10.10.10

Network: 255.255.255.0

Destination: 10.10.10.100



Source: 10.10.10.10/24

Destination: 10.10.10.100

1. Checks network space to see address is local
2. Sends local ARP broadcast to find MAC of destination
3. wraps packet in frame with newly discovered MAC
4. sends data frame through switch to destination
"directly"



Source: 10.10.10.10/24
Destination: 1.1.1.1



Source IP: 10.10.10.10

Network: 255.255.255.0

Destination: 1.1.1.1



Source: 10.10.10.10/24

Destination: 1.1.1.1

1. Checks network space and see's address is remote
2. Wraps packet in frame with router's mac address and desired destination IP, forwards to router
3. Forwards frame to the router, router re-wraps packet with a frame pointing to the next router in line
4. And so on until the local router for 1.1.1.1 receives the packet and wraps in the final destination frame



**How does the router know
where the next hop in line
is?**



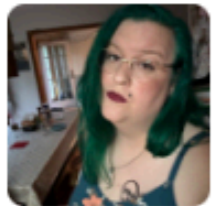
Routing Tables

3 Types of Routes:

- **Connected:** The networks connected to your interfaces
- **Static:** Manually set, e.g. Default Route/Gateway
- **Learned:** Learned from advertising peers, e.g. via BGP



BGP



fen 🧠 🏳️‍🌈

@crayzeigh@hachyderm.io

[@malanalysis](#)

things up takes bgp

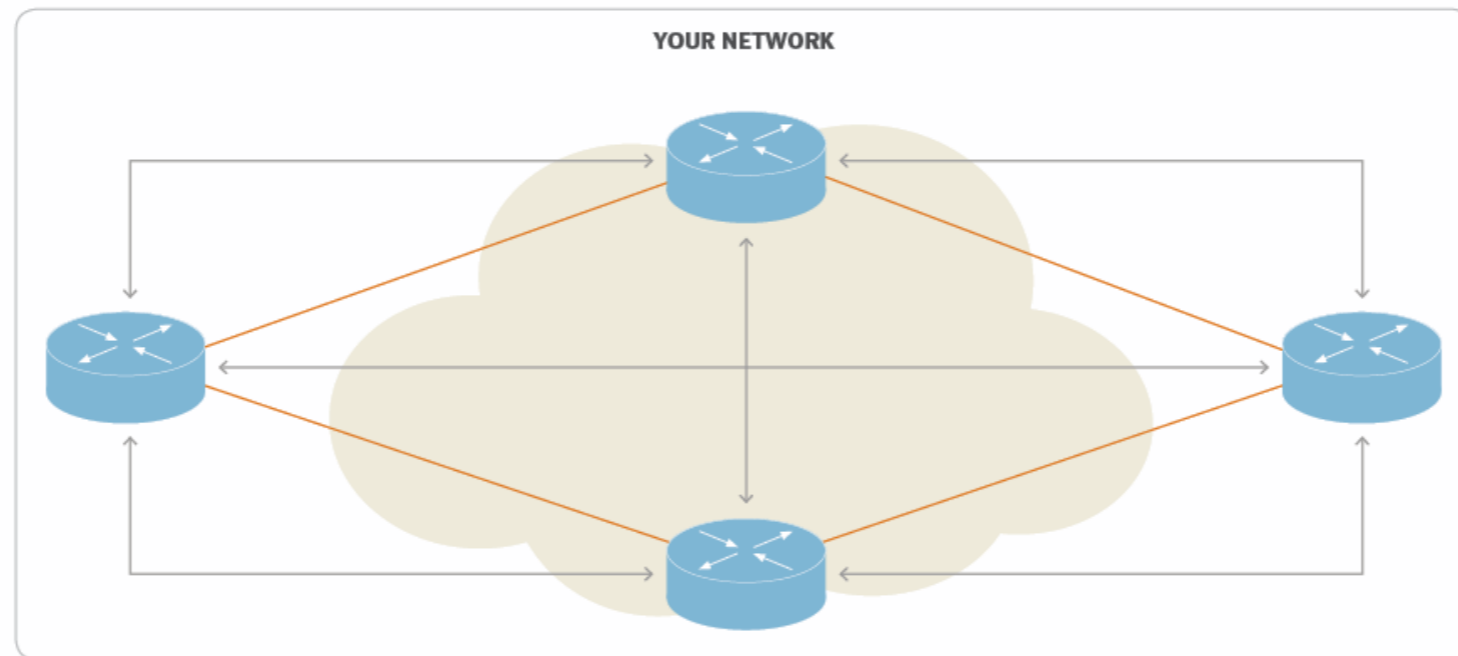
to err is dns, but to globally f...

Dec 15, 2022 at 11:05 · 🌐 · Toot! · ↻ 10 · ★ 19



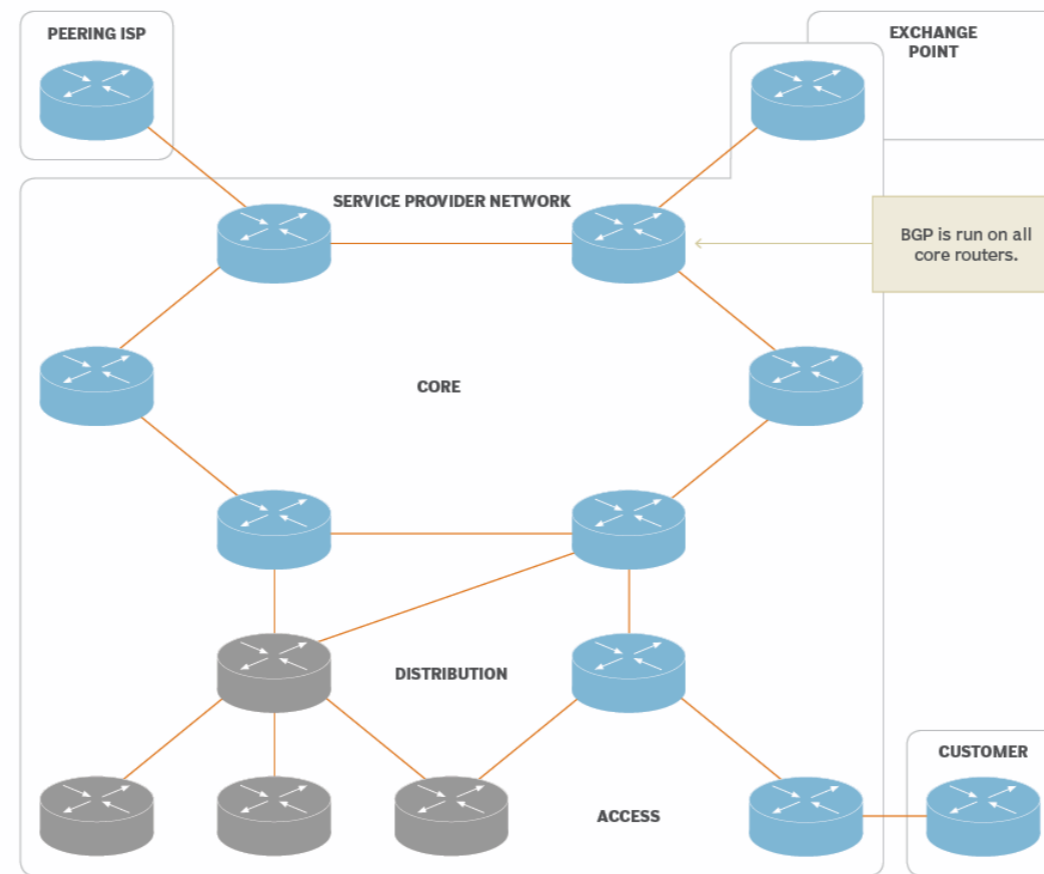
BGP

Full-mesh internal BGP



BGP

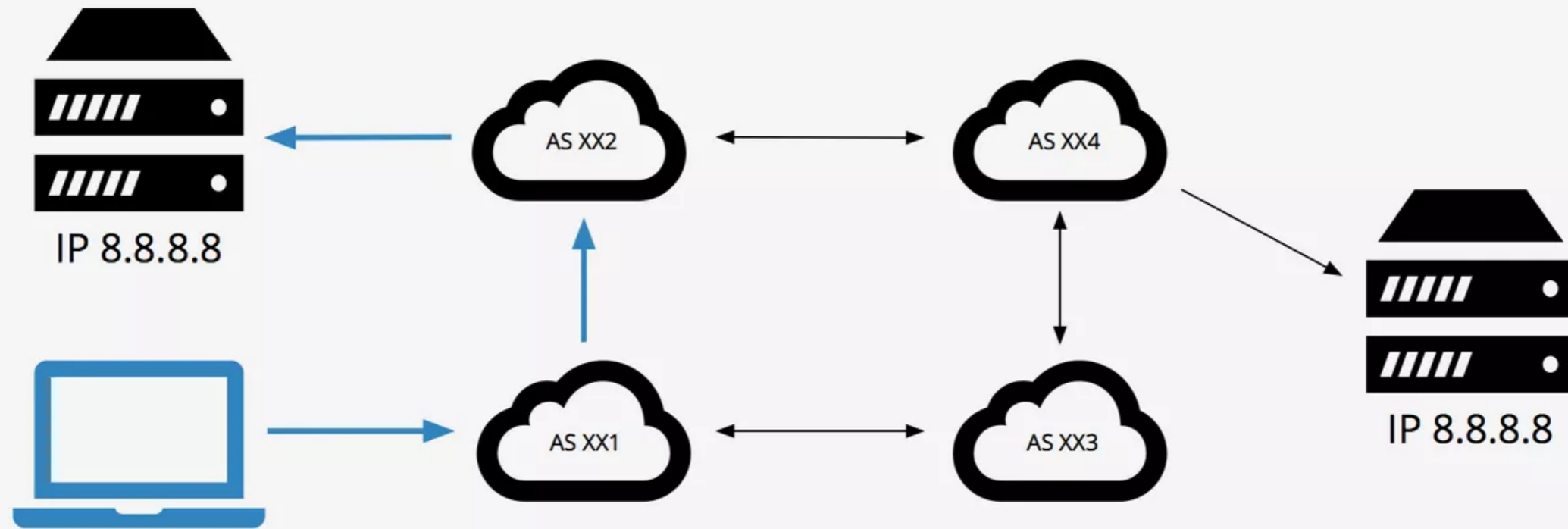
BGP included in network design



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Anycast



Anycast

Shortest Path: 8.8.8.8 AS path xx1 xx2

8.8.8.8 AS path xx1 xx3 xx4











8.8.8.8 AS path xx1 xx2 xx4

8.8.8.8 AS path xx1 xx3 xx4 xx2









Anycast Benefits

IP address or hostname

LOCATION	REQ	MIN	MAX	AVG	STD DEV	LOSS
 Frankfurt 147.75.40.38	3	8.42 ms	8.52 ms	8.47 ms	0.04 ms	0%
 Amsterdam 147.75.40.38	3	0.73 ms	1.19 ms	0.97 ms	0.19 ms	0%
 London 147.75.40.38	3	7.9 ms	8.88 ms	8.27 ms	0.43 ms	0%
 New York 147.75.40.38	3	1.71 ms	2.53 ms	2.06 ms	0.34 ms	0%
 Dallas 147.75.40.38	3	39.06 ms	39.95 ms	39.42 ms	0.38 ms	0%
 San Francisco 147.75.40.38	3	2.2 ms	2.65 ms	2.38 ms	0.2 ms	0%
 Singapore 147.75.40.38	3	1.23 ms	1.83 ms	1.46 ms	0.27 ms	0%
 Sydney 147.75.40.38	3	92.49 ms	92.57 ms	92.54 ms	0.04 ms	0%
 Tokyo 147.75.40.38	3	74.49 ms	74.6 ms	74.57 ms	0.05 ms	0%
 Bangalore 147.75.40.38	3	147.75 ms	148.62 ms	148.05 ms	0.41 ms	0%



Anycast Benefits

 Amsterdam 147.75.40.38	3	0.73 ms	1.19 ms	0.97 ms	0.19 ms	0%
 London 147.75.40.38	3	7.9 ms	8.88 ms	8.27 ms	0.43 ms	0%
 New York 147.75.40.38	3	1.71 ms	2.53 ms	2.06 ms	0.34 ms	0%
 Dallas 147.75.40.38	3	39.06 ms	39.95 ms	39.42 ms	0.38 ms	0%
 San Francisco 147.75.40.38	3	2.2 ms	2.65 ms	2.38 ms	0.2 ms	0%
 Singapore 147.75.40.38	3	1.23 ms	1.83 ms	1.46 ms	0.27 ms	0%



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/assets/Simple_Footer_center.png](http://eqix.co/metal/assets/Simple_Footer_center.png)

Getting Started

check out our youtube channel for tips and ideas



<http://eqix.co/start-metal>



*Session
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thanks!



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