INTERNET-DRAFT

"Internet Protocol Five Fields - Dynamic Host Configuration Protocol", Alexey Eromenko, 2016-09-29,

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A.Eromenko September 2016

Dynamic Host Configuration Protocol

Required modifications for
Internet Protocol "Five Fields"
PROTOCOL SPECIFICATION draft

Abstract

This document describes the changes needed from DHCPv4, as defined in RFC-2131, to bring DHCP to IP-FF.

Status of This Memo

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Introduction

DHCP in IPv4 works remarkably well, and so a good idea is to keep it almost unchanged in IP-FF. Instead of publishing a full RFC, I focus only on changes required from DHCPv4.

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1. Format of a DHCP-FF message

0	1	2	3
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
+-+-+-+-+-+-+-+	-+-+-+-+-+	-+-+-+-+-+-	+-+-+-+-+-+-+-+
4 Version Hops	ор	htype	hlen
+-+-+-+-+-+-+-+	-+-+-+-+-+-+	-+-+-+-+-+-	
8 T	ransaction ID	- xid (4)	1
+-+-+-+-+-+-+-+	-+-+-+-+-+-+	-+-+-+-+-+-	+-+-+-+-+-+-+-+
12 secs		ciaddr	
+-+-+-+-+-+-+-+	-+-+-+-+-+		+
16	client	IP address	
+-+-+-+-+-+-+-+	-+-+-+-+-+-+	-+-+-+-+-	
20 flags	1	yiaddr	
+-+-+-+-+-+-+-+	-+-+-+-+-+		+
24	'your' (client) IP address	
+-+-+-+-+-+-+-+	-+-+-+-+-+-+	-+-+-+-+-	+-+-+-+-+-+-+-+
28 Reserved		siaddr	
+-+-+-+-+-+-+-+	-+-+-+-+-+		+
32 IP add	ress of next s	erver to use in	bootstrap
+-+-+-+-+-+-+-+	-+-+-+-+-+-+	-+-+-+-+-	+-+-+-+-+-+-+-+
36 Reserved	1	giaddr	
+-+-+-+-+-+-+-+	-+-+-+-+-+		+
40	Relay agen	t IP address	
+			+
	chad	dr (16-bytes)	
Client hardware address			
			İ
+			+

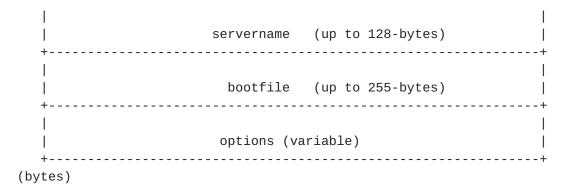


Figure 1: Format of a DHCP message

2. Changes from DHCPv4, as defined in <u>RFC-2131</u>

FIELD	BITS	DESCRIPTION	
Version	4	Versioning was added to simplify future evolution. = 1	
Hops	4	Hops field shrinked from 8 bits to 4 bits. (if you design a network with a DHCP server over 15 hops away from your clients, you're doing it wrong.)	
servername	128	Bytes. It was extended from 64 bytes, mainly for Unicode compatibility reasons. A single Unicode character can take 2-3 bytes.	
file	255	Bytes. It was extended from 128 bytes, mainly for Unicode compatibility reasons. A single Unicode character can take 2-3 bytes.	
'Seconds' and 'flags' fields were shrinked from 16-bits to 14-bits.			

All address fields were extended to 50-bits; forced change.

3. Booting IP-FF via DHCP

In general case, booting IP-FF via DHCP is similar to IPv4. That is using an unspecified IP-FF address as source (0.0.0.0.0) and a physical MAC address (on Ethernet) or other Data-Link Layer address.

The destination multicast address for DHCP servers is 99.9.0.0.3 The destination multicast address for DHCP clients is 99.9.0.0.4

4. Throttling / Delayed replies on High usage (recommendation)

If a DHCP server is also the default gateway, it MAY artificially *delay* giving IP-FF addresses, if CPU or network usage is high, allowing for another DHCP server to answer DHCP, and allowing them becoming default gateways, providing a per-node load-balancing (as opposed to per-session or per-packet load-balancing).

Reasonable value is 10 ms delay per 1% CPU or (WAN/external) network bandwidth usage, with delays starting only after 25% usage.

This feature MAY be implemented in quality "Enterprise-grade" DHCP servers, but not required.

Acknowledgments

Based on the hard work of "Ralph Droms", DHCP [RFC-2131].

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