Helge Holz: Painting by Numbers (Draft)

At the IPv6-working-group of the Ministry of Interior in Germany I was responsible for an IPv6 address concept for the state of Schleswig-Holstein, which should be used as a template by the other states for their concepts.

But how do you explain address-concepts?
If you talk to technical people, who are writing address-concepts themselves, they are won't listen, because they are bored. If you talk to management they won't listen, because they don't understand.

So I try to "draw a picture", where you can "see" hierarchical addressing. The main idea is to draw a square representing the given address-space, where each sub-square contains the aggregatable addresses. Since the given prefix and the host part are irrelevant they won't show in the picture. In some slides I will do the construction of such a square ending with the following:

It's best seen in IPv4: Suppose the following square is representing 172.16.0.0/16

Visualisation-Matrix of aggregatable IPv4-address-ranges (8 Bit)

0	1	4	5	16	17	20	21	64	65	68	69	80	81	84	85
2	3	6	7	18	19	22	23	66	67	70	71	82	83	86	87
8	9	12	13	24	25	28	29	72	73	76	77	88	89	92	93
10	11	14	15	26	27	30	31	74	75	78	79	90	91	94	95
32	33	36	37	48	49	52	53	96	97	100	101	112	113	116	117
34	35	38	39	50	51	54	55	98	99	102	103	114	115	118	119
40	41	44	45	56	57	60	61	104	105	108	109	120	121	124	125
42	43	46	47	58	59	62	63	106	107	110	111	122	123	126	127
128	129	132	133	144	145	148	149	192	193	196	197	208	209	212	213
130	131	134	135	146	147	150	151	194	195	198	199	210	211	214	215
136	137	140	141	152	153	156	157	200	201	204	205	216	217	220	221
138	139	142	143	154	155	158	159	202	203	206	208	218	219	222	223
160	161	164	165	176	177	180	181	224	225	228	229	240	241	244	245
162	163	166	167	178	179	182	183	226	227	230	231	242	243	246	247
168	169	172	173	184	185	188	189	232	233	236	237	248	249	252	253
170	171	174	175	186	187	190	191	234	235	238	239	250	251	254	255

Pick any sub-square of any size and you'll find the network address in the upper left corner and the broadcast address in the lower right corner: The red square shows the network 172.16.128.0/20 (128 in the upper left corner)

Translating this to hex shows the same for IPv6:

Visualization-Matrix of aggregatable IPv6-address-ranges (8 Bit)

00	01	04	05	10	11	14	15	40	41	44	45	50	51	54	55
02	03	06	07	12	13	16	17	42	43	46	47	52	53	56	57
08	09	0C	0D	18	19	1C	1D	48	49	4C	4D	58	59	5C	5D
0A	0B	0E	0F	1A	1B	1E	1F	4A	4B	4E	4F	5A	5B	5E	5F
20	21	24	25	30	31	34	35	60	61	64	65	70	71	74	75
22	23	26	27	32	33	36	37	62	63	66	67	72	73	76	77
28	29	2C	2D	38	39	3C	3D	68	69	6C	6D	78	79	7C	7D
2A	2B	2E	2F	3A	3B	3E	3F	6A	6B	6E	6F	7A	7B	7E	7F
80	81	84	85	90	91	94	95	C0	C1	C4	C5	D0	D1	D4	D5
82	83	86	87	92	93	96	97	C2	C3	C6	C7	D2	D3	D6	D7
88	89	8C	8D	98	99	9C	9D	C8	C9	CC	CD	D8	D9	DC	DD
8A	8B	8E	8F	9A	9B	9E	9F	CA	CB	CE	CF	DA	DB	DE	DF
A0	A1	A4	A5	B0	B1	B4	B5	E0	E1	E4	E5	F0	F1	F4	F5
A2	A3	A6	A7	B2	B3	B6	B7	E2	E3	E6	E7	F2	F3	F6	F7
A8	A9	AC	AD	B8	B9	BC	BD	E8	E9	EC	ED	F8	F9	FC	FD
AA	AB	AE	AF	BA	BB	BE	BF	EA	EB	EE	EF	FA	FB	FE	FF

This is the main slide of my presentation. By this I will explain hierarchical addressing just by colouring squares (Painting by Numbers).

In the second part I will use a program (written by my colleague Helmut Schimkowski) how you can very fast create a hierarchical address concept just by repeatedly colouring squares. (You don't need a program, but it helps).
You still have to know what you want to aggregate but not how: this is done by the "Painting by Numbers"-method.