# nominet

Fun with IPv4 Heatmaps

Roy Arends

Nominet UK



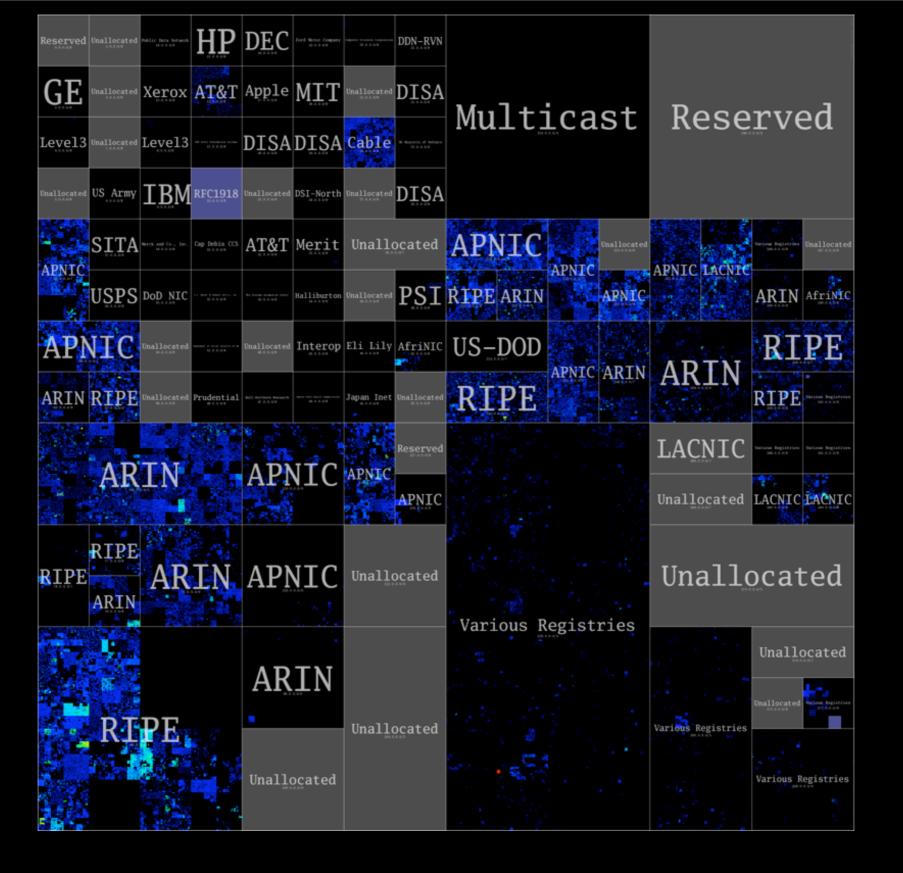
Open Resolver Addresses

Mapped in Hilbert Order

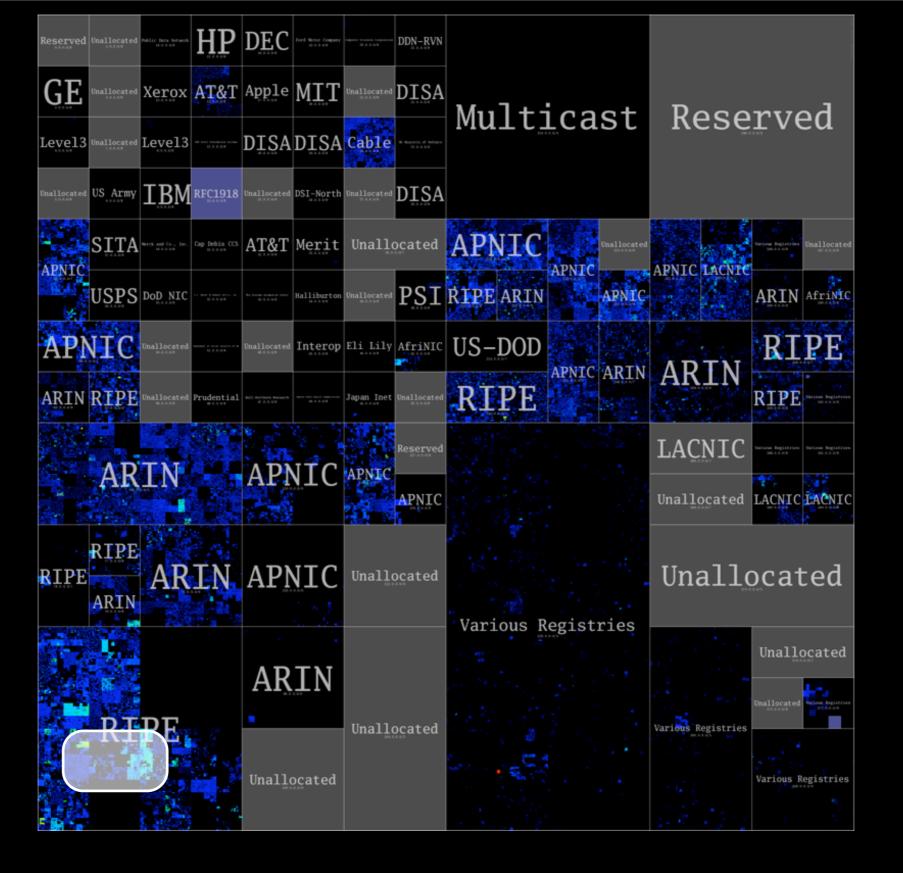
Colored by /24 saturation

code: Duane Wessels

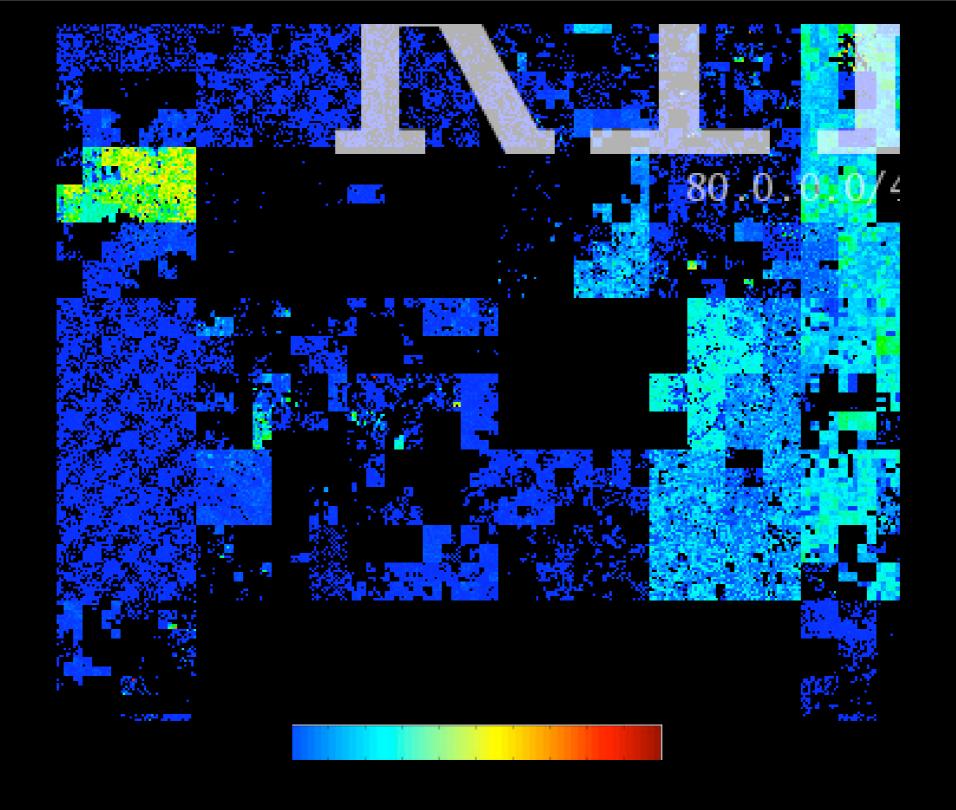
data: John Kristoff



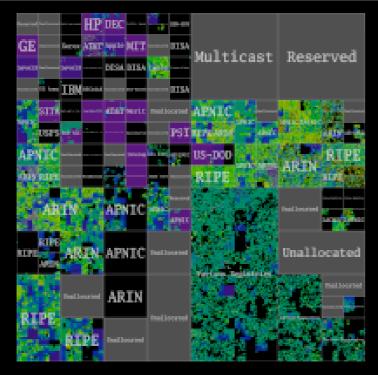
More than 16,000,000 open resolvers during a sweep of the IPv4 address space.



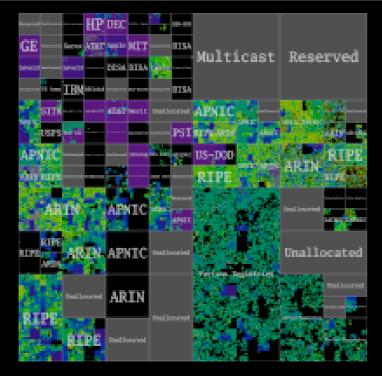
More than 16,000,000 open resolvers during a sweep of the IPv4 address space.



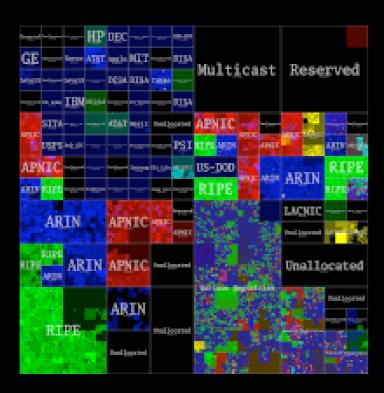
detail of 80.0.0.0/4 One /24 network per pixel, colored by saturation.



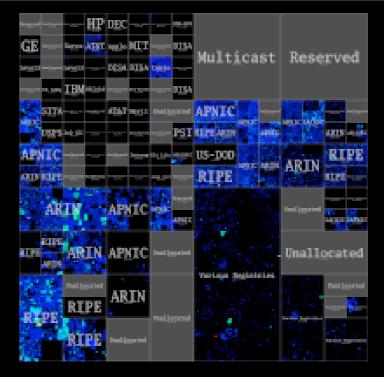
**BGP** Routeviews



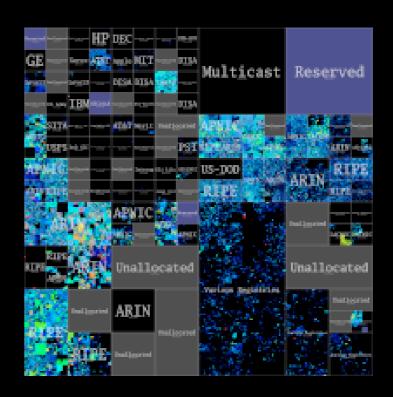
**BGP Routeviews** 



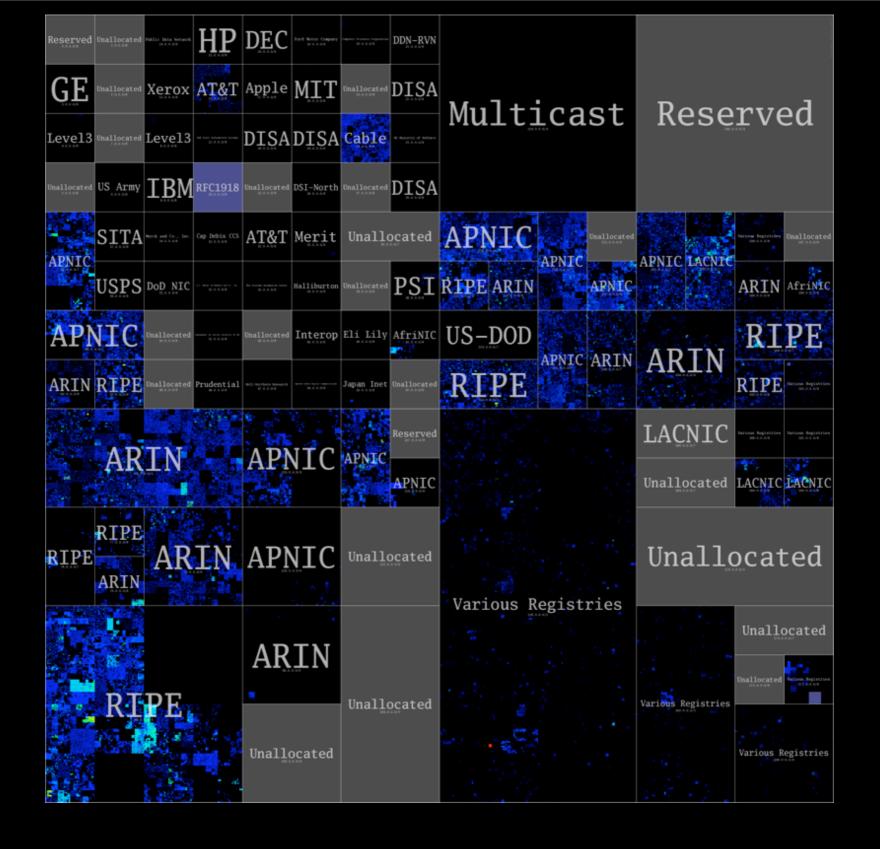
RIR whois



**Open Resolvers** 



Census

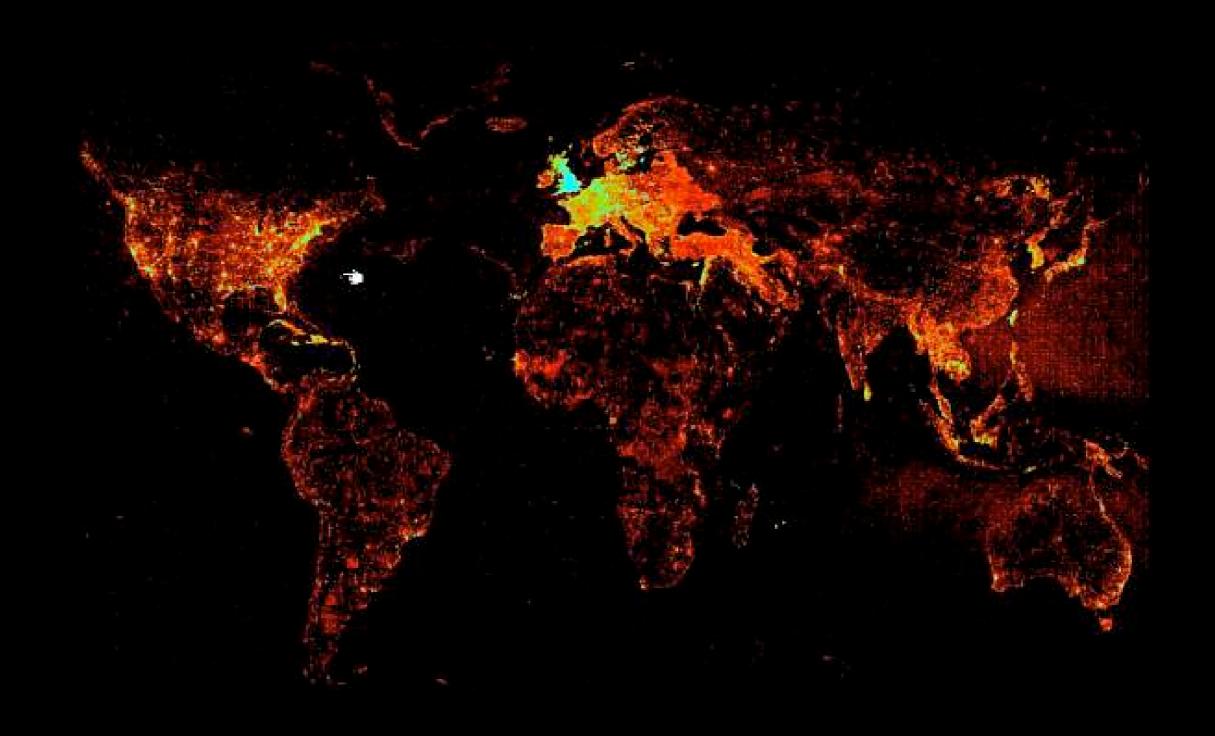


Inspired by XKCD

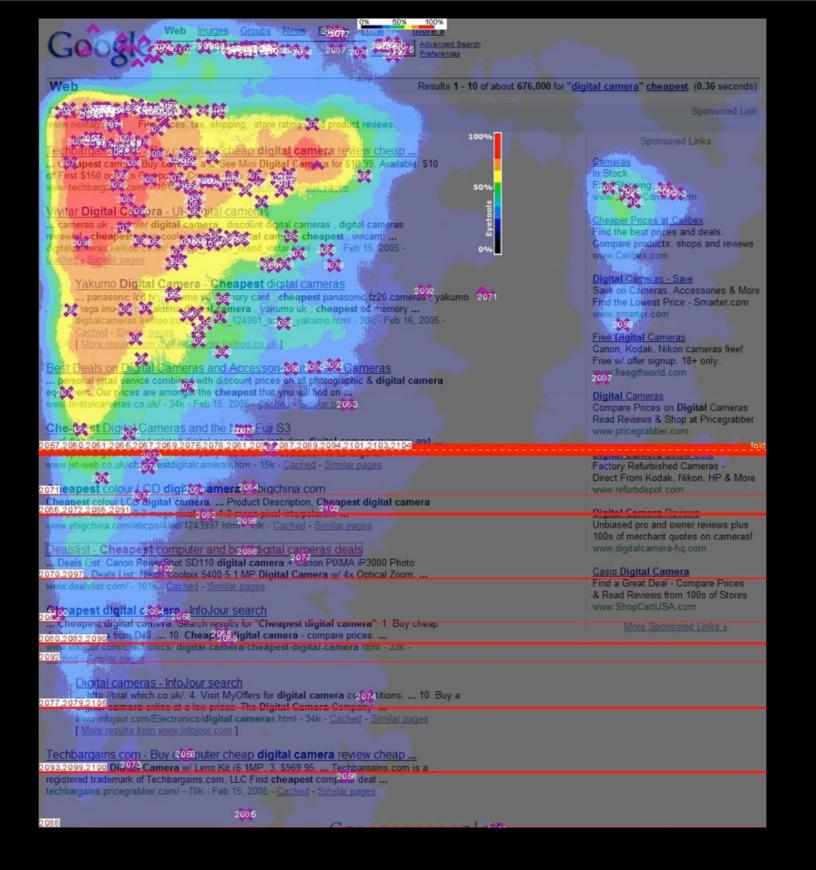


Inspired by XKCD

Examples of Heatmaps



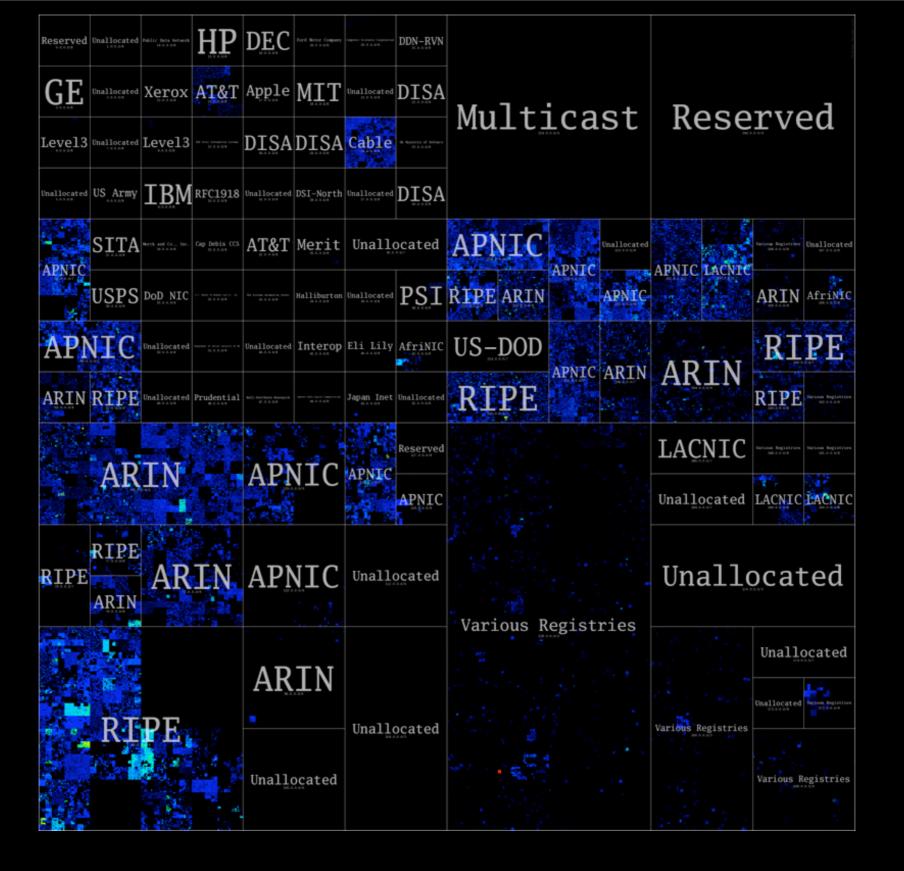
Ed Parsons "the Cathedral and the GPS" footprints of google's KML/GeoRSS database



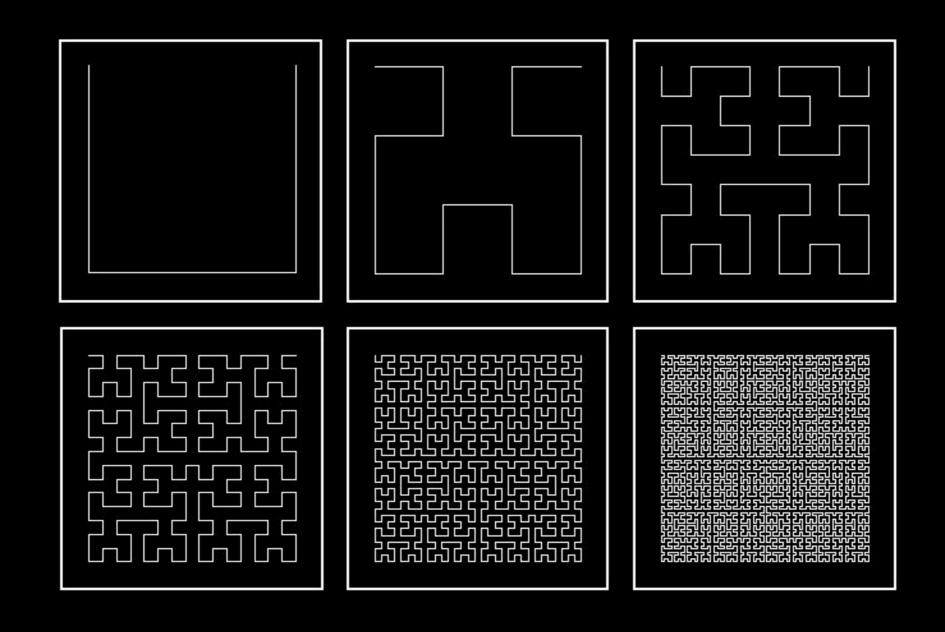
Eyetools heatmaps Where do viewers look and click



GeoIQ Heatmap layer for Google maps



IPv4 Heatmap in Hilbert Order.



Hilbert curves, order 1 to 6 Direction changes with every order

```
1 2 15 16
4 3 14 13
5 8 9 12
6 7 10 11
```

16 points on a  $2^{nd}$  order hilbert curve

Using Hilbert Curves: Consecutive netblocks can be grouped together.

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### However

In networking, only those consecutive netblocks that share the same prefix need to be grouped together.

## Using Hilbert Curves: Consecutive netblocks can be grouped together.

### However

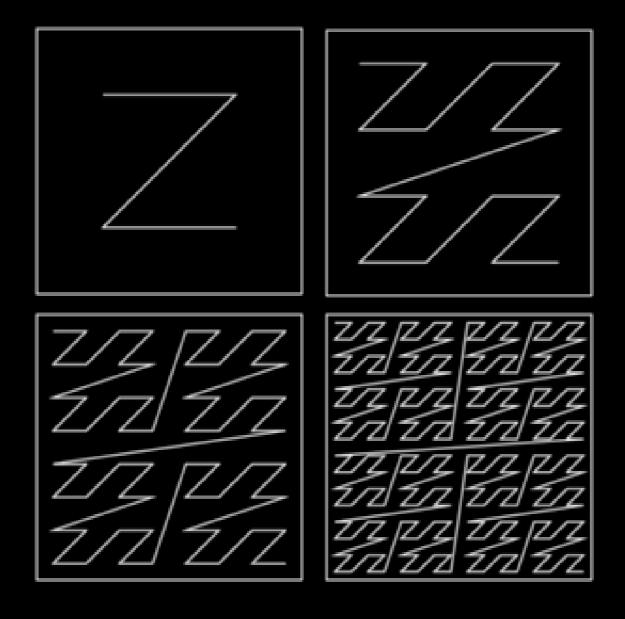
In networking, only those consecutive netblocks that share the same prefix need to be grouped together.

127 / 8 + 128 / 8 |= 127 / 7

# Using Morton Curves:

consecutive netblocks that share the prefix can be grouped as one netblock.

Which is tailored to our needs.



Morton curves, order 1 to 4 Direction is the same with every order

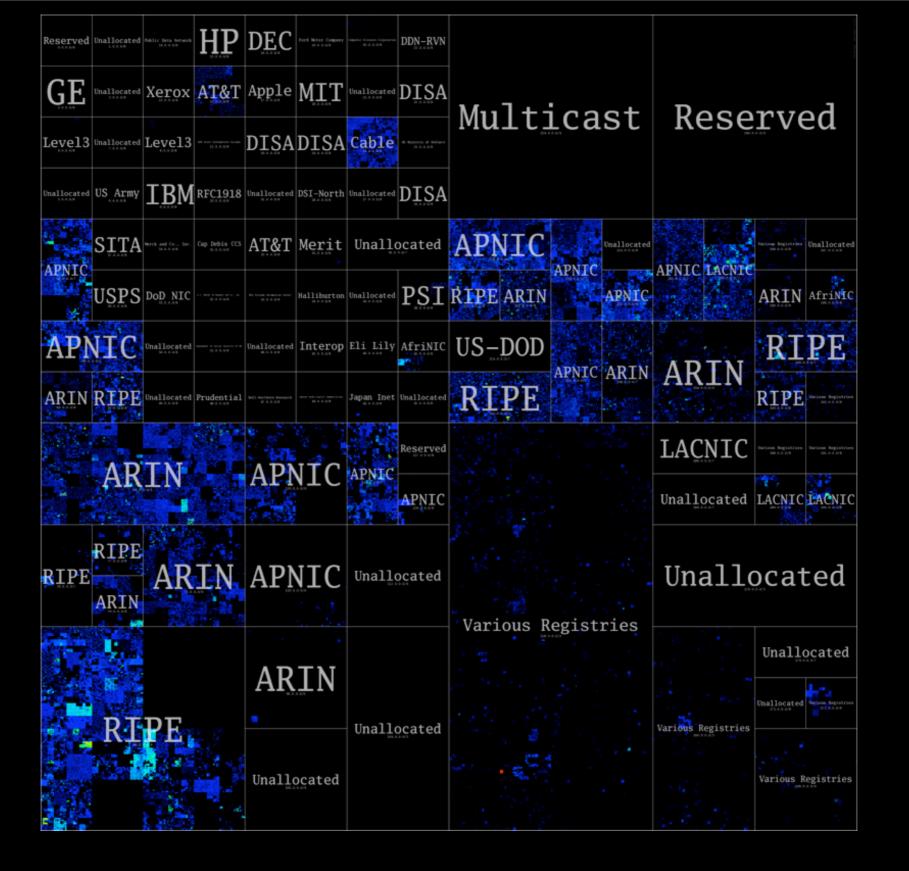
```
      1
      2
      5
      6

      3
      4
      7
      8

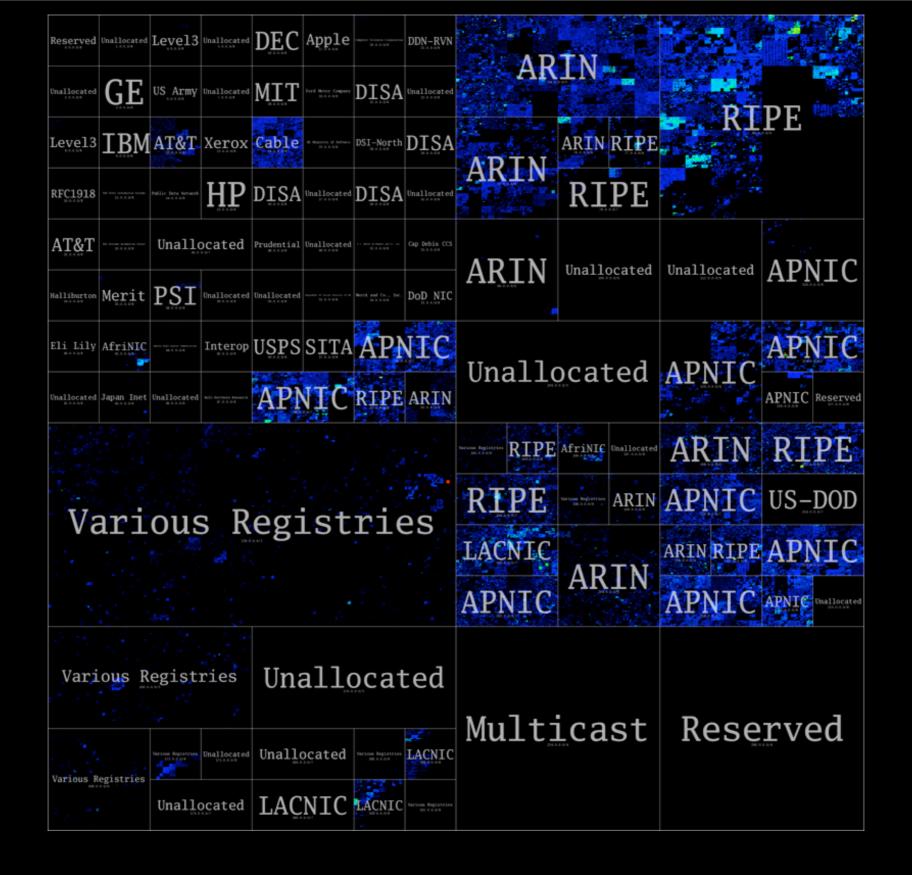
      9
      10
      13
      14

      11
      12
      15
      16
```

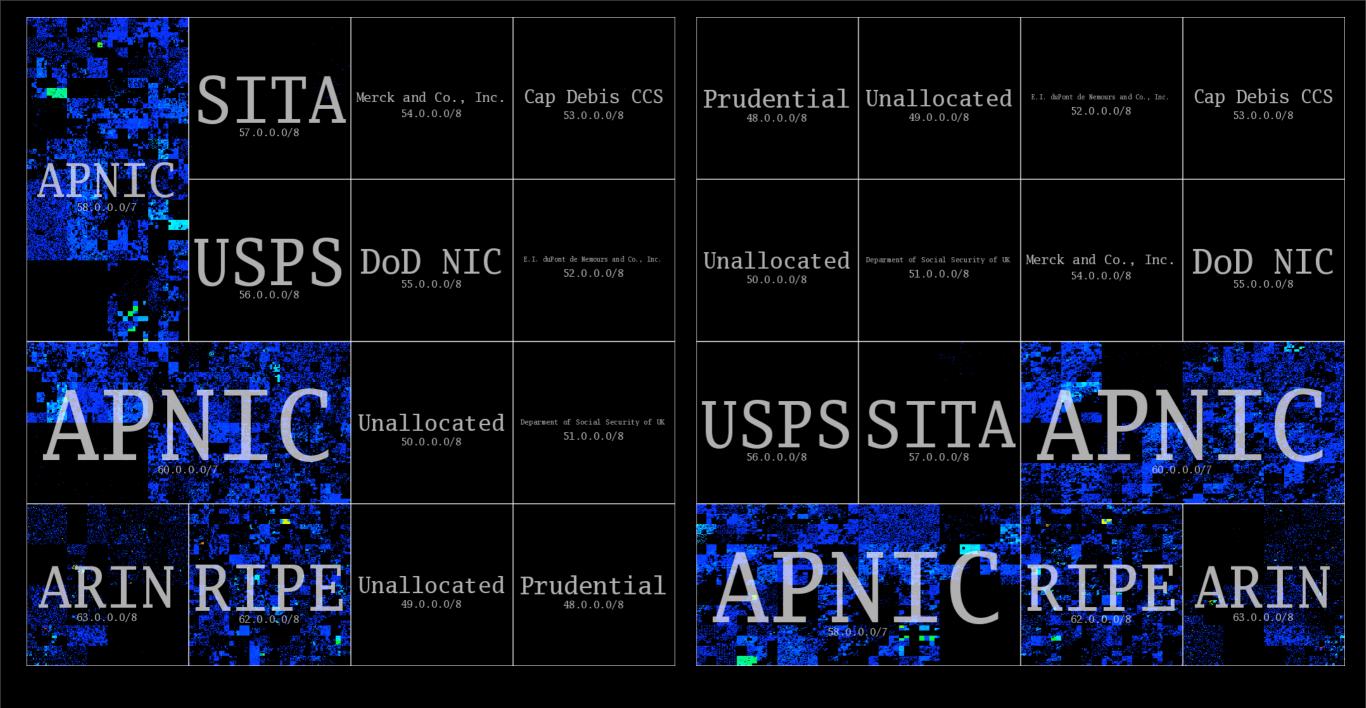
16 points on 2<sup>nd</sup> order Morton curve



IPv4 Heatmap in Hilbert Order.

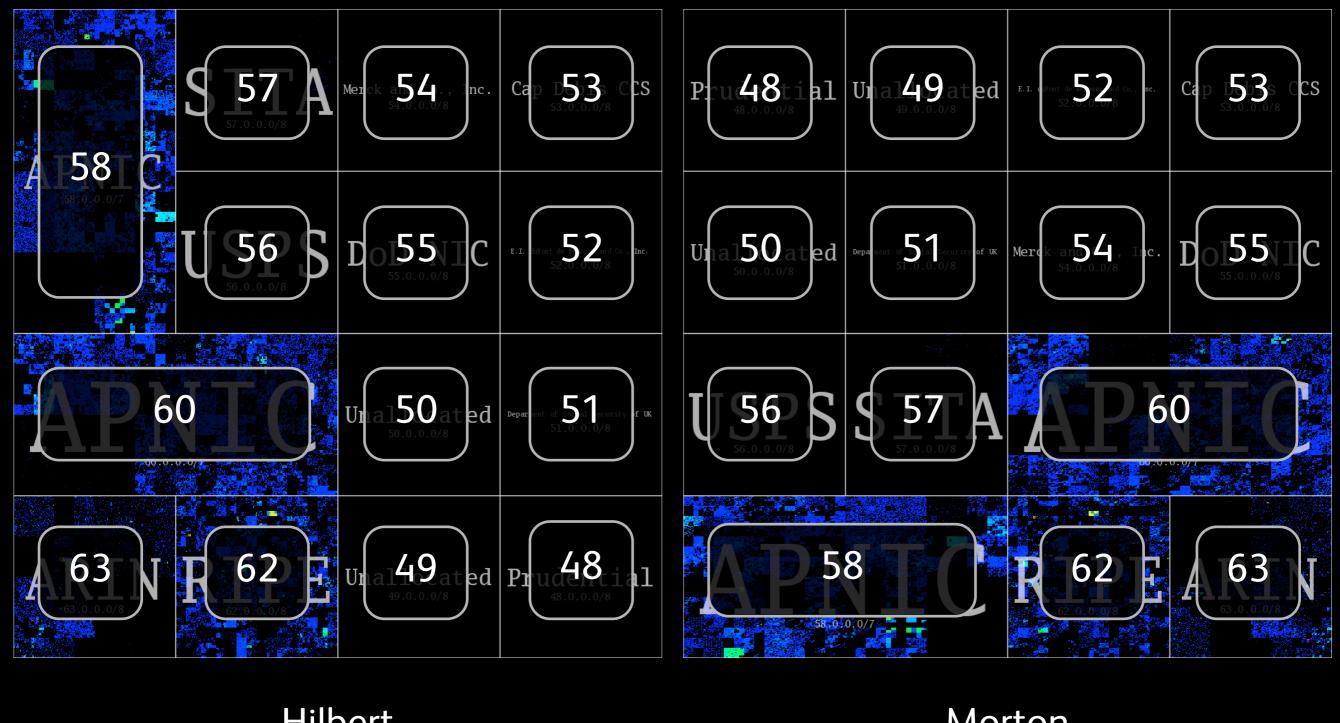


IPv4 Heatmap in Morton Order.



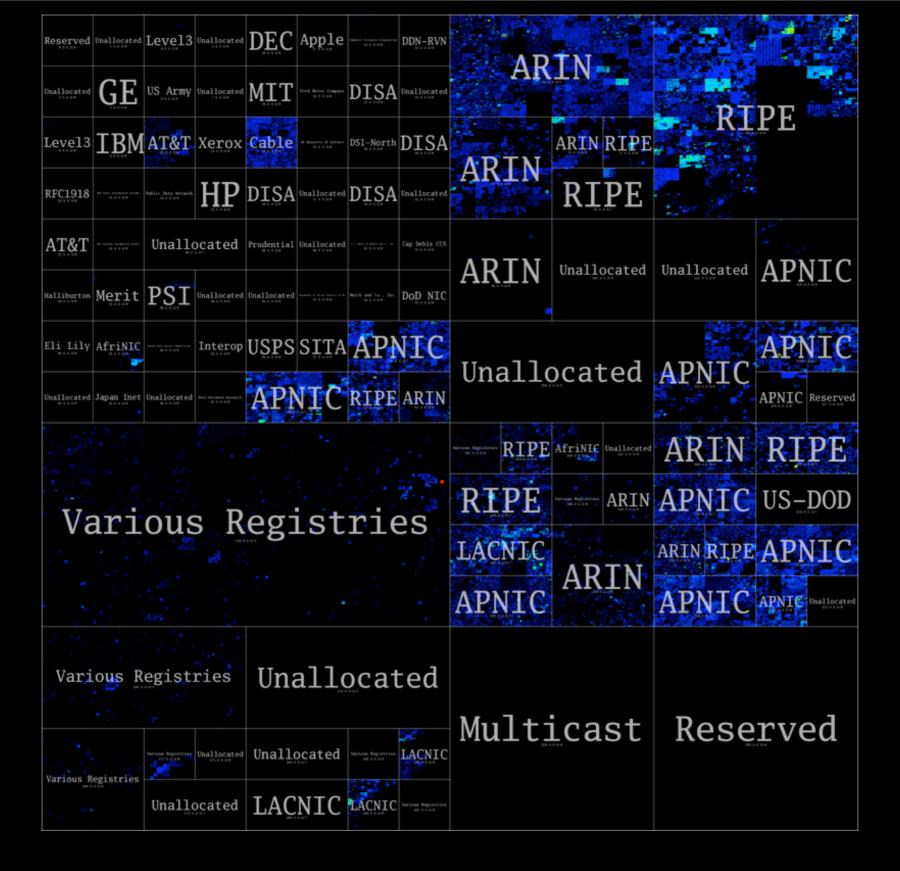
<u>Hilbert</u> Morton

Detail of 48/4

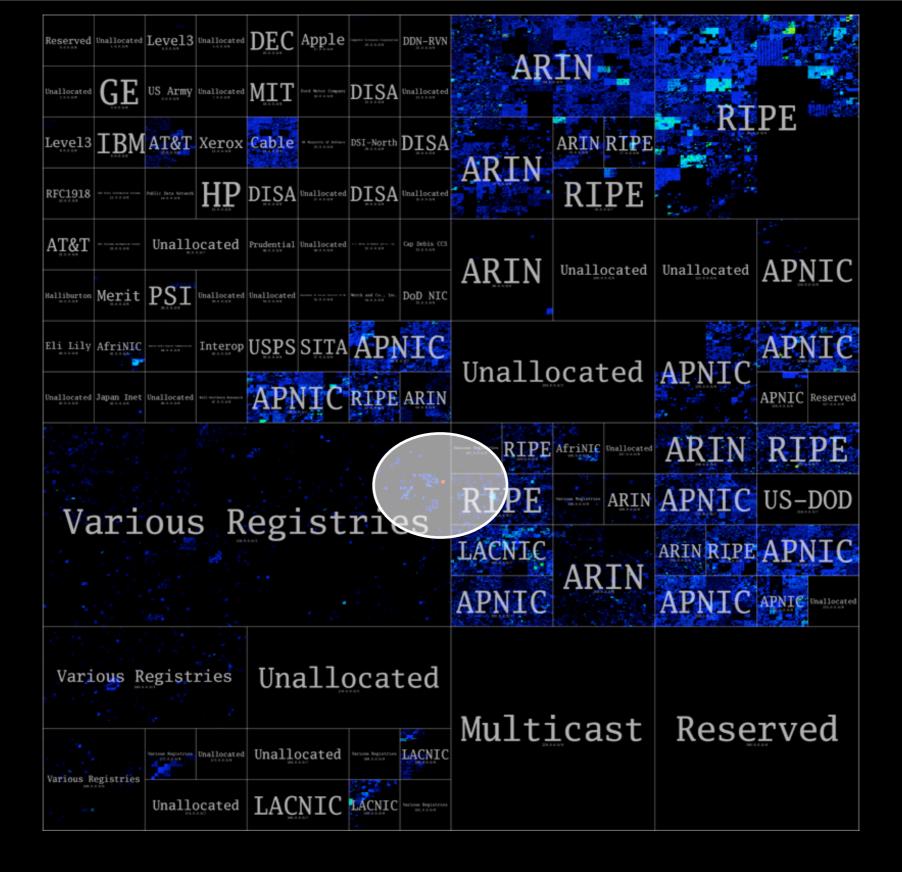


Hilbert Morton

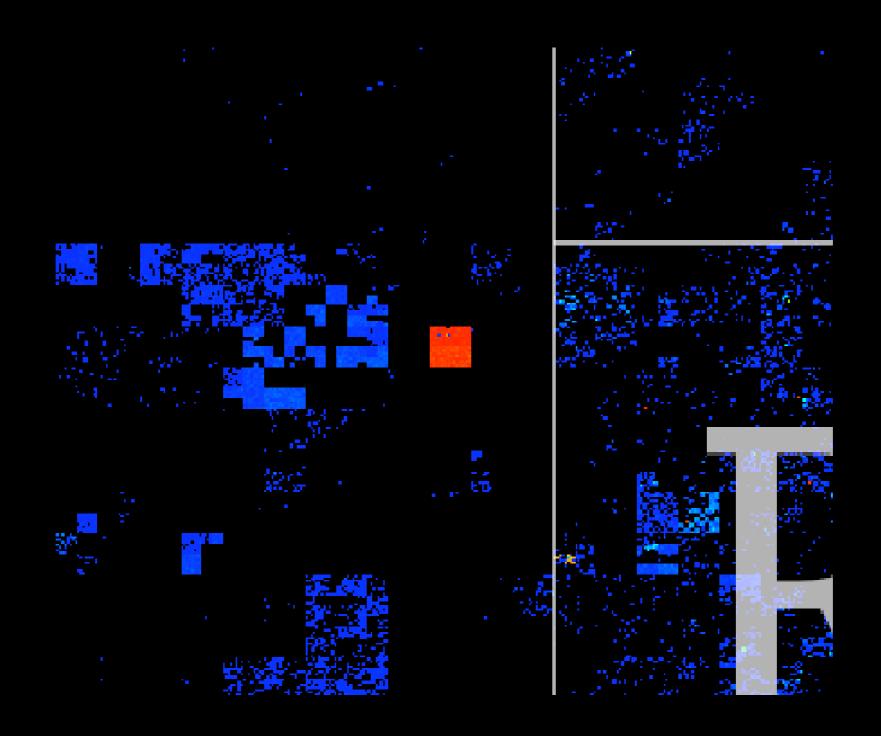
Detail of 48/4



IPv4 Heatmap in Morton Order.

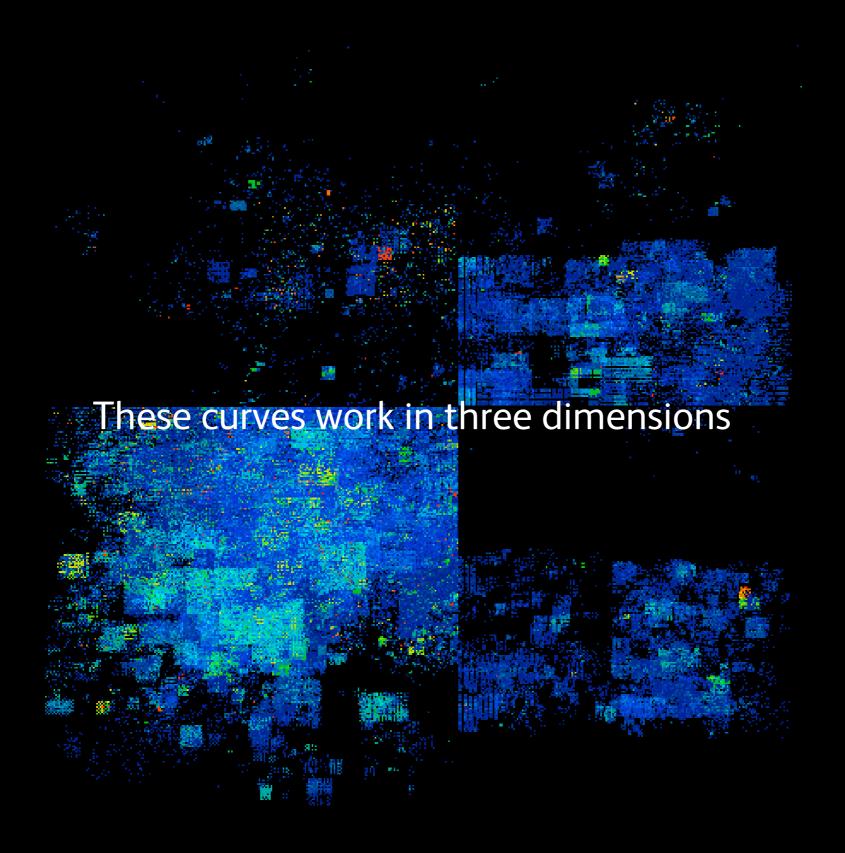


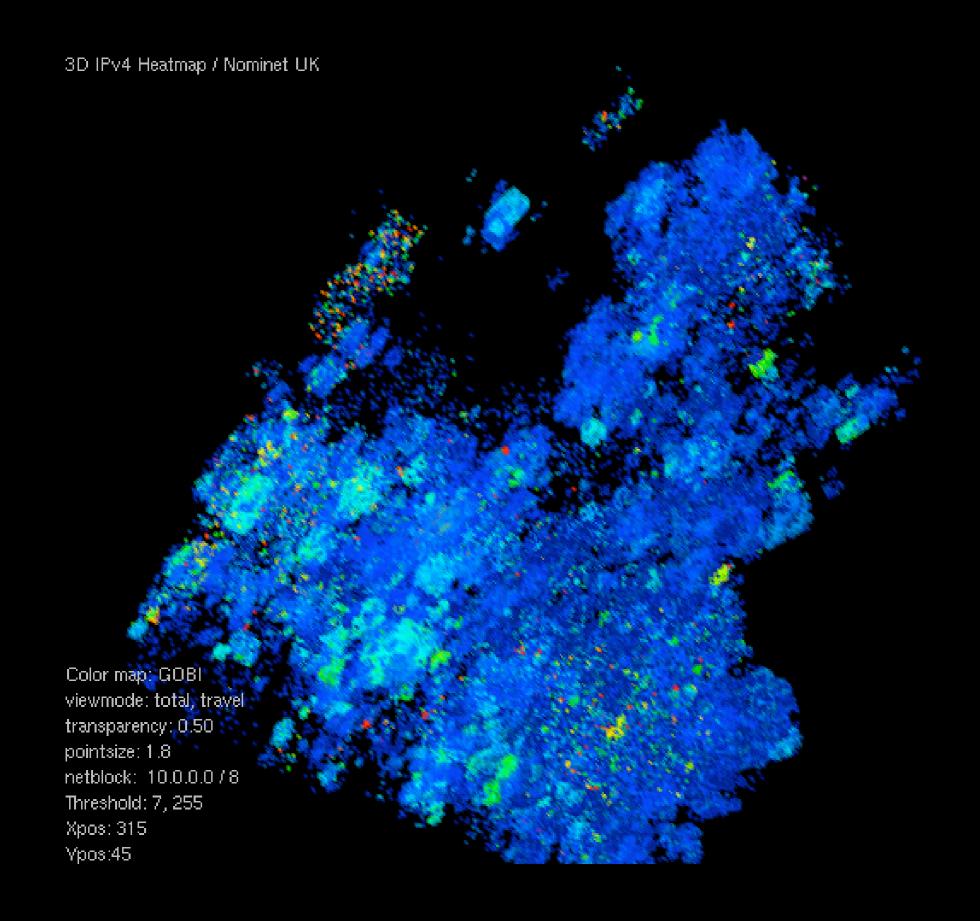
IPv4 Heatmap in Morton Order. Notice the very red spot.

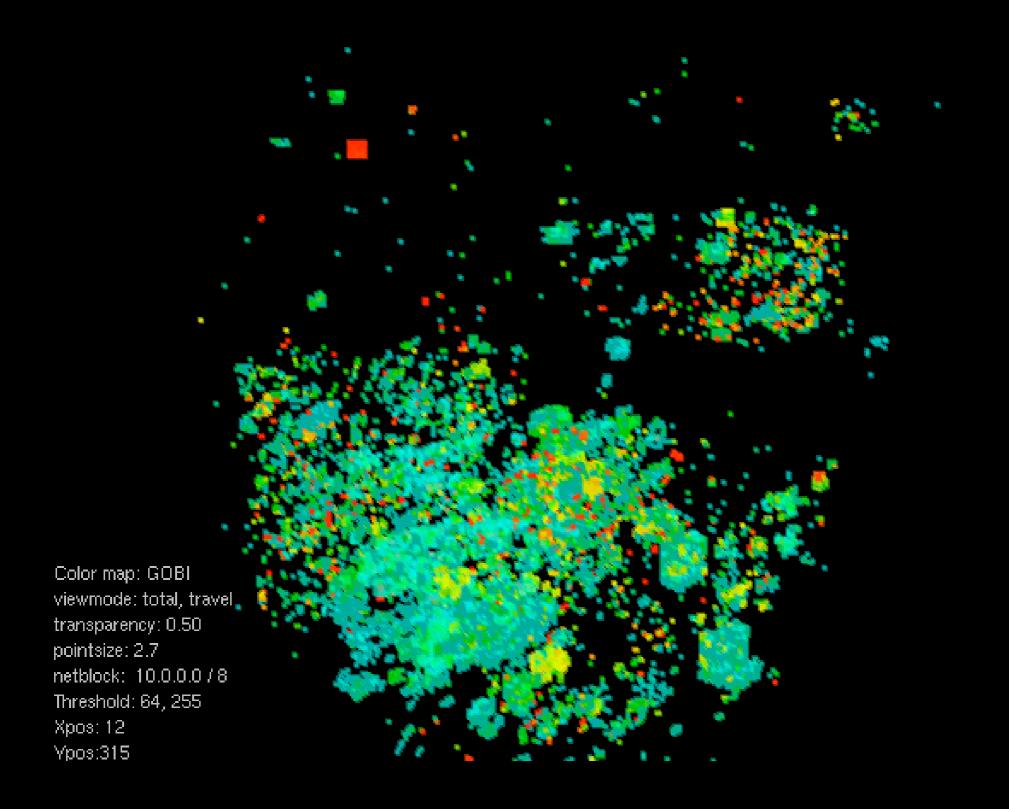


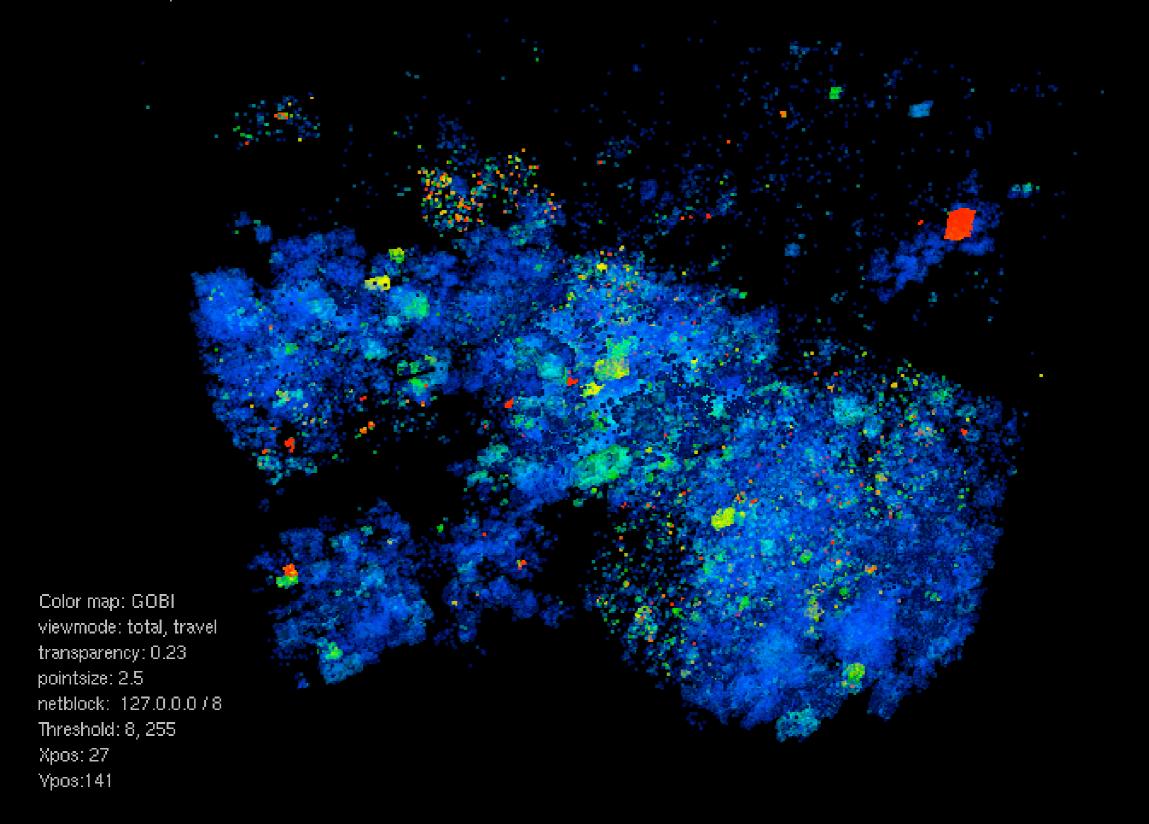
This is a /16 network

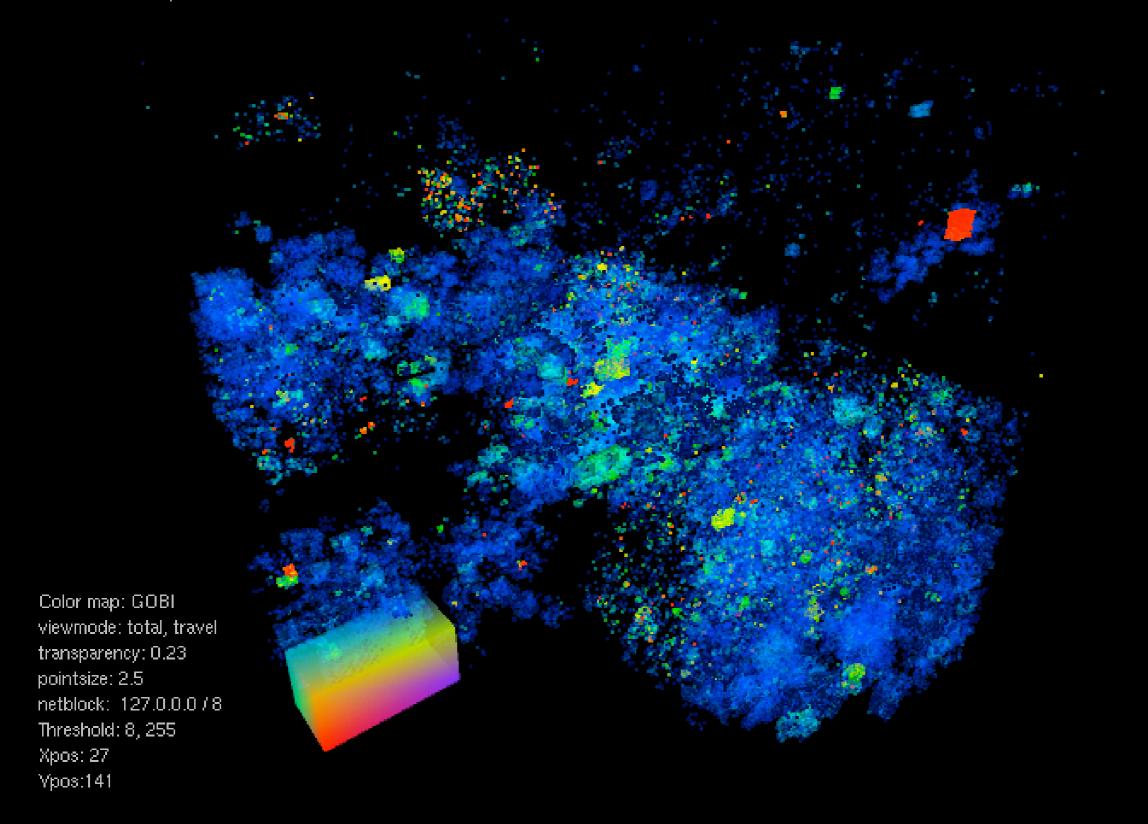
These curves work in three dimensions

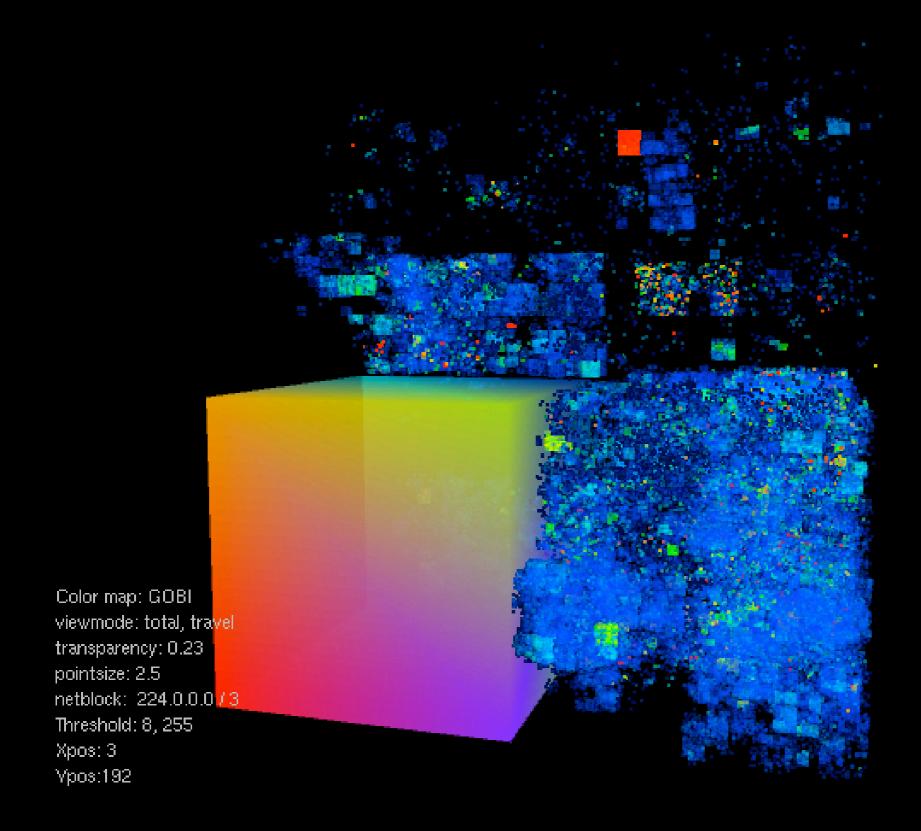


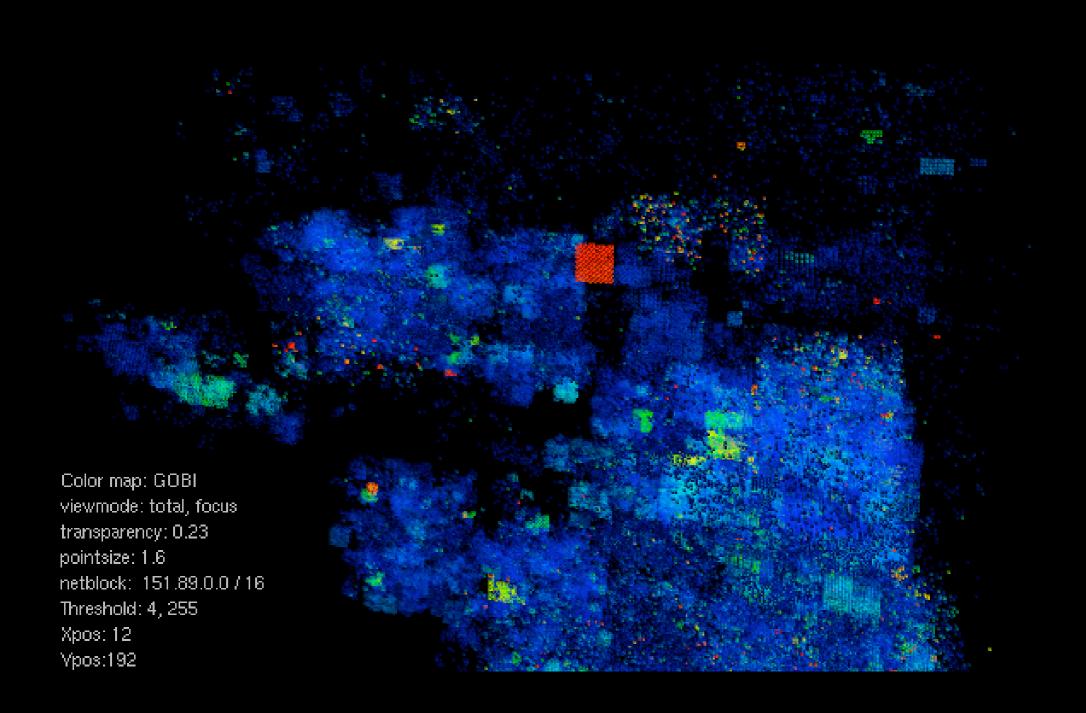














Color map: GOBI

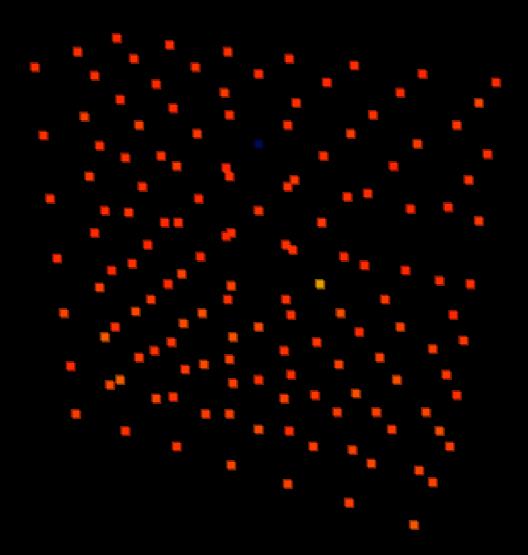
viewmode: cube, focus transparency: 0.23

pointsize: 1.6

netblock: 151.89.0.0716

Threshold: 4, 255

Xpos: 12 Vpos:192



Color map: GOBI

viewmode: cube, focus transparency: 0.23

pointsize: 4.8

netblock: 151.89.0.0716

Threshold: 4, 255

Xpos: 27 Vpos:204

# Thanks to Duane Wessels & John Kristoff

Color map: GOBI

viewmode: cube, focus transparency: 0.23

pointsize: 4.8

netblock: 151.89.0.0 / 16

Threshold: 4, 255

Xpos: 27 Vpos:204

# Thanks to Duane Wessels & John Kristoff

Color map: GOBI

viewmode: cube, focus transparency: 0.23

pointsize: 4.8

netblock: 151.89.0.0 / 16

Threshold: 4, 255

Xpos: 27 Vpos:204

Questions?