

Dynamic Host Configuration Protocol

Status of this memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

Abstract

The Dynamic Host Configuration Protocol (DHCP) provides a framework for passing configuration information to hosts on a TCP/IP network. DHCP is based on the Bootstrap Protocol (BOOTP) [7], adding the capability of automatic allocation of reusable network addresses and additional configuration options [19]. DHCP captures the behavior of BOOTP relay agents [7, 21], and DHCP participants can interoperate with BOOTP participants [9].

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1. Introduction

The Dynamic Host Configuration Protocol (DHCP) provides configuration parameters to Internet hosts. DHCP consists of two components: a protocol for delivering host-specific configuration parameters from a DHCP server to a host and a mechanism for allocation of network addresses to hosts.

DHCP is built on a client-server model, where designated DHCP server hosts allocate network addresses and deliver configuration parameters to dynamically configured hosts. Throughout the remainder of this document, the term "server" refers to a host providing initialization parameters through DHCP, and the term "client" refers to a host requesting initialization parameters from a DHCP server.

A host should not act as a DHCP server unless explicitly configured to do so by a system administrator. The diversity of hardware and protocol implementations in the Internet would preclude reliable operation if random hosts were allowed to respond to DHCP requests. For example, IP requires the setting of many parameters within the protocol implementation software. Because IP can be used on many dissimilar kinds of network hardware, values for those parameters cannot be guessed or assumed to have correct defaults. Also, distributed address allocation schemes depend on a polling/defense

mechanism for discovery of addresses that are already in use. IP hosts may not always be able to defend their network addresses, so that such a distributed address allocation scheme cannot be guaranteed to avoid allocation of duplicate network addresses.

DHCP supports three mechanisms for IP address allocation. In "automatic allocation", DHCP assigns a permanent IP address to a client. In "dynamic allocation", DHCP assigns an IP address to a client for a limited period of time (or until the client explicitly relinquishes the address). In "manual allocation", a client's IP address is assigned by the network administrator, and DHCP is used simply to convey the assigned address to the client. A particular network will use one or more of these mechanisms, depending on the policies of the network administrator.

Dynamic allocation is the only one of the three mechanisms that allows automatic reuse of an address that is no longer needed by the client to which it was assigned. Thus, dynamic allocation is particularly useful for assigning an address to a client that will be connected to the network only temporarily or for sharing a limited pool of IP addresses among a group of clients that do not need permanent IP addresses. Dynamic allocation may also be a good choice for assigning an IP address to a new client being permanently connected to a network where IP addresses are sufficiently scarce that it is important to reclaim them when old clients are retired. Manual allocation allows DHCP to be used to eliminate the error-prone process of manually configuring hosts with IP addresses in environments where (for whatever reasons) it is desirable to manage IP address assignment outside of the DHCP mechanisms.

The format of DHCP messages is based on the format of BOOTP messages, to capture the BOOTP relay agent behavior described as part of the BOOTP specification [7, 21] and to allow interoperability of existing BOOTP clients with DHCP servers. Using BOOTP relay agents eliminates the necessity of having a DHCP server on each physical network segment.

1.1 Changes to RFC 1541

This document updates the DHCP protocol specification that appears in [RFC1541](#). A new DHCP message type, DHCPINFORM, has been added; see [section 3.4](#), [4.3](#) and [4.4](#) for details. The classing mechanism for identifying DHCP clients to DHCP servers has been extended to include "vendor" classes as defined in [sections 4.2](#) and [4.3](#). The minimum lease time restriction has been removed. Finally, many editorial changes have been made to clarify the text as a result of experience gained in DHCP interoperability tests.

1.2 Related Work

There are several Internet protocols and related mechanisms that address some parts of the dynamic host configuration problem. The Reverse Address Resolution Protocol (RARP) [10] (through the extensions defined in the Dynamic RARP (DRARP) [5]) explicitly addresses the problem of network address discovery, and includes an automatic IP address assignment mechanism. The Trivial File Transfer Protocol (TFTP) [20] provides for transport of a boot image from a boot server. The Internet Control Message Protocol (ICMP) [16] provides for informing hosts of additional routers via "ICMP redirect" messages. ICMP also can provide subnet mask information through the "ICMP mask request" message and other information through the (obsolete) "ICMP information request" message. Hosts can locate routers through the ICMP router discovery mechanism [8].

BOOTP is a transport mechanism for a collection of configuration information. BOOTP is also extensible, and official extensions [17] have been defined for several configuration parameters. Morgan has proposed extensions to BOOTP for dynamic IP address assignment [15]. The Network Information Protocol (NIP), used by the Athena project at MIT, is a distributed mechanism for dynamic IP address assignment [19]. The Resource Location Protocol RLP [1] provides for location of higher level services. Sun Microsystems diskless workstations use a boot procedure that employs RARP, TFTP and an RPC mechanism called "bootparams" to deliver configuration information and operating system code to diskless hosts. (Sun Microsystems, Sun Workstation and SunOS are trademarks of Sun Microsystems, Inc.) Some Sun networks also use DRARP and an auto-installation mechanism to automate the configuration of new hosts in an existing network.

In other related work, the path minimum transmission unit (MTU) discovery algorithm can determine the MTU of an arbitrary internet path [14]. The Address Resolution Protocol (ARP) has been proposed as a transport protocol for resource location and selection [6]. Finally, the Host Requirements RFCs [3, 4] mention specific requirements for host reconfiguration and suggest a scenario for initial configuration of diskless hosts.

1.3 Problem definition and issues

DHCP is designed to supply DHCP clients with the configuration parameters defined in the Host Requirements RFCs. After obtaining parameters via DHCP, a DHCP client should be able to exchange packets with any other host in the Internet. The TCP/IP stack parameters supplied by DHCP are listed in [Appendix A](#).

Not all of these parameters are required for a newly initialized client. A client and server may negotiate for the transmission of only those parameters required by the client or specific to a particular subnet.

DHCP allows but does not require the configuration of client parameters not directly related to the IP protocol. DHCP also does not address registration of newly configured clients with the Domain Name System (DNS) [12, 13].

DHCP is not intended for use in configuring routers.

1.4 Requirements

Throughout this document, the words that are used to define the significance of particular requirements are capitalized. These words are:

- o "MUST"

This word or the adjective "REQUIRED" means that the item is an absolute requirement of this specification.

- o "MUST NOT"

This phrase means that the item is an absolute prohibition of this specification.

- o "SHOULD"

This word or the adjective "RECOMMENDED" means that there may exist valid reasons in particular circumstances to ignore this item, but the full implications should be understood and the case carefully weighed before choosing a different course.

- o "SHOULD NOT"

This phrase means that there may exist valid reasons in particular circumstances when the listed behavior is acceptable or even useful, but the full implications should be understood and the case carefully weighed before implementing any behavior described with this label.

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