
Subject: Re: Veth mac generation

Posted by [Kirill Korotaev](#) on Wed, 11 Jun 2008 13:46:49 GMT

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and yes and no.

These upper 3 bytes are reserved for our company, so selecting them you will never conflict with other devices in network infrastructure.

i.e. the worst what can happen 2 veths will conflict.

On the other hand - you are right, 6 bytes are better :)

Kirill

Dietmar Maurer wrote:

> Hi all,

>

> The code to generate mac addresses for veth (generate_mac in veth.c)

> uses the

> Constant SW_OUI for upper 3 bytes, and random values for lower 3 bytes.

> Thus

> giving 2^24 possible values.

>

> Isn't it better to use random numbers for all 6 bytes, like the code

> in the linux kernel:

>

> static inline void random_ether_addr(u8 *addr)

> {

> get_random_bytes (addr, ETH_ALEN);

> addr [0] &= 0xfe; /* clear multicast bit */

> addr [0] |= 0x02; /* set local assignment bit (IEEE802) */

> }

>

> That would make conflict less likely.

>

> - Dietmar

>

>

>