

# COMP30040

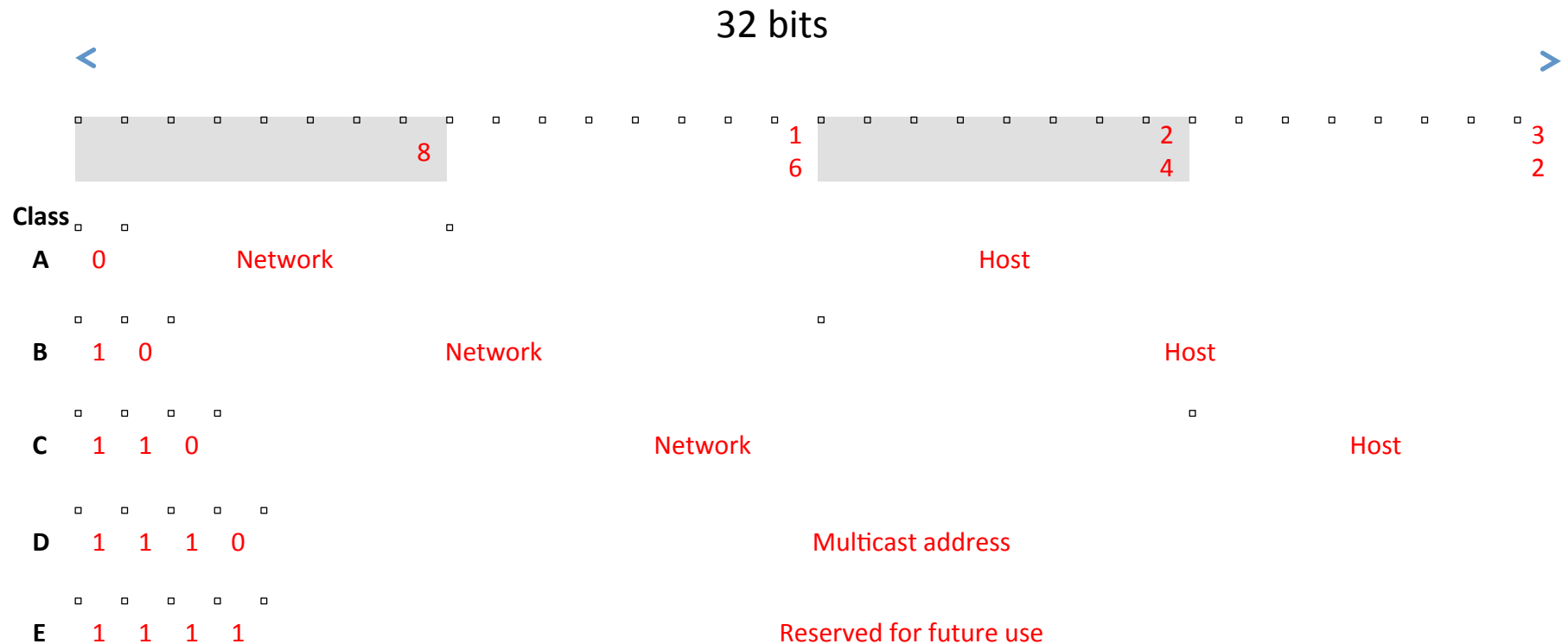
## Subnetting

Thanks to Cristian Olariu

# IPv4 address space

- 32 bits (4 bytes) addresses
- Total number of addresses:
- $2^{32} = 4,294,967,296$  IPv4 addresses
- Lower than Earth's population (approx. 7b)

# History – Class-based subnets (used before 1993 and is now deprecated)



All a router had to do, is look at the first 4 bits of an incoming IP packet.

# Subnetting

- Divides a network into sub-networks, i.e UCD has one network, but many schools (sub-nets)
- The Netmask splits the IP Address into:
  - network-prefix (Network ID)
  - and host-number (Host ID)

# CIDR – Classless Inter-Domain Routing

- Why it exists:
  - The 8 bit address boundary had lack of vision
  - E.g.: Class B networks are too big, i.e. 65536 hosts
  - In CIDR, the address space can be allocated to Internet Providers and end-users on any address bit boundary, using netmasks
- Netmask (network mask):
  - 32 bits long
  - Used to specify
    - how many bits from an IP address define the Network ID,
    - and how many bits define the Hosts IDs
- Netmask e.g.: 255.255.255.240

1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 . 1 1 1 1 0 0 0 0

7

**In this example, there are 28 bits of “1” and 4 bits of “0”. So, it is said that this is a /28 network.**

# Example:

## What network do I belong to?

IP

Decimal: 192 168 5 13  
Binary: 1 1 0 0 0 0 0 0 . 1 0 1 0 1 0 0 0 . 0 0 0 0 0 1 0 1 . 0 0 0 0 1 1 0 1

Bitwise  
AND (&)

Netmask

Decimal: 255 255 255 0  
Binary: 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 1 1 1 1 1 1 1 1 . 0 0 0 0 0 0 0 0

Network ID

Binary: 1 1 0 0 0 0 0 0 . 1 0 1 0 1 0 0 0 . 0 0 0 0 0 1 0 1 . 0 0 0 0 0 0 0 0  
Decimal: 192 168 5 0

This is the fixed part of any IP address in this network.  
This is a /24 network, specifically: 192.168.5.0/28

This is the free part,  
where bits can take any  
value, resulting in host  
IP addresses.

How many hosts does  
this network have?

# Example: 192.168.5.0/24

In network 192.168.5.0/24,  
there are 254 hosts:  
 $2^{(32-24)} - 2 = 2^8 - 2 = 256 - 2 = 254$  hosts,  
And the broadcast address is 192.168.5.255

Network ID	Binary: 1 1 0 0 0 0 0 0 0 . 1 0 1 0 1 0 0 0 . 0 0 0 0 0 1 0 1 . 0 0 0 0 0 0 0 0	Decimal: 192 168 5 0
First host's address	Binary: 1 1 0 0 0 0 0 0 0 . 1 0 1 0 1 0 0 0 . 0 0 0 0 0 1 0 1 . 0 0 0 0 0 0 0 1	Decimal: 192 168 5 1
Other hosts	Binary: 1 1 0 0 0 0 0 0 0 . 1 0 1 0 1 0 0 0 . 0 0 0 0 0 1 0 1 . x x x x x x x x	Decimal: 192 168 5 2 to 253
Last host's address	Binary: 1 1 0 0 0 0 0 0 0 . 1 0 1 0 1 0 0 0 . 0 0 0 0 0 1 0 1 . 1 1 1 1 1 1 1 0	Decimal: 192 168 5 254
Broadcast address	Binary: 1 1 0 0 0 0 0 0 0 . 1 0 1 0 1 0 0 0 . 0 0 0 0 0 1 0 1 . 1 1 1 1 1 1 1 1	Decimal: 192 168 5 255

# Subnetting: number of hosts

- If your network has a /n netmask,
- then, there are:

$2^{(32 - n)} - 2$  hosts (a.k.a. usable IP addresses)



# Reserved ranges, can not be used over the Internet

10.0.0.0 – 10.255.255.255	
127.0.0.0 – 127.255.255.255	Localhost
172.16.0.0 – 172.31.255.255	
192.168.0.0 – 192.168.255.255	

# IPv6

- Solution to the scarce IPv4 address domain
- Addresses are on 128 bits
- Total number of IPv6 addresses:  
 $2^{128} = 340,282,366,920,938,463,463,374,607,431,768,211,456$
- More than enough for anybody on Earth to own multiple IP addresses
- IoT will use a lot of these IPv6 addresses

**There are 21 of “1”s in this netmask!**

## Broadcast

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