

Routing Table

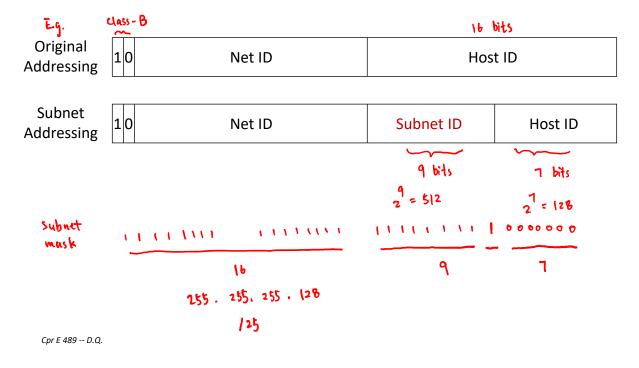
Routing table is searched in the following order:

Longest {
Profix
Match

- Whether the destination IP address appears in one of the table entries
 Whether the destination network address appears in one of the table entries (with help of network mask)
- 3. The default router entry
- 4. If none of above searches is successful, declare packet undeliverable, send ICMP "Host Unreachable Error" packet back to the sender

Subnet Addressing

- Subnet addressing introduces another hierarchical level
 - ▶ Part of original "Host ID" becomes "Subnet ID"



Subnet Addressing

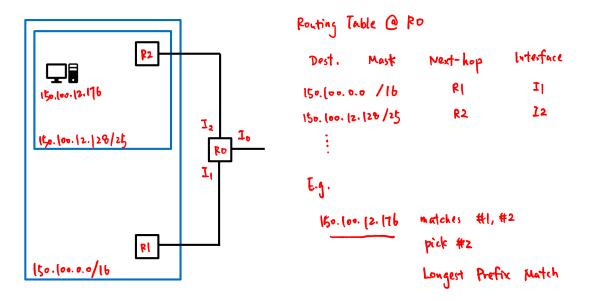
- Subnet addressing introduces another hierarchical level

Subnet Example

- Organization is assigned a Class B address block (16 host ID bits) with network ID: 150.100
- Create subnets with up to 100 hosts each
 - ▶ 7 bits host id sufficient for each subnet
 - → 16 7 = 9 bits can be used for subnet ID
- Apply subnet mask to IP addresses to find the corresponding subnet
 - Example: Find subnet for

 IP address = 10010110 01100100 00001100 10110000
 Mask = 11111111 1111111 1111111 10000000
 IP Address & Mask = 10010110 01100100 00001100 10000000
 Subnet = 150.100.12.128
 - ▶ Subnet addresses are used by routers within the organization

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overlap 1

150.
$$[00.12.192/26]$$
 for department #2

11 ××××× ← invalid

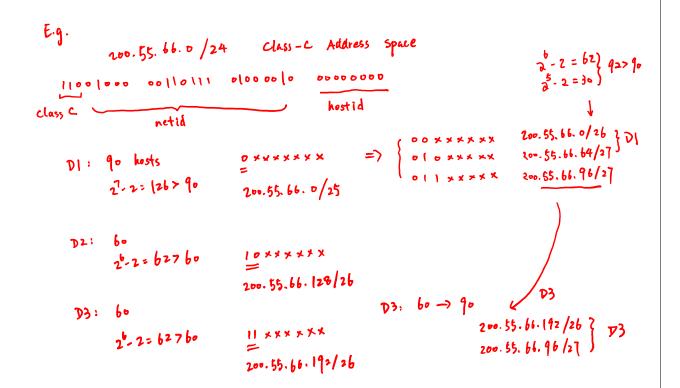
01 ××××× ← valid

150. $[00.[2.64/26]$

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Rules for Subnetting:

- 1) Subnets shall be specified using Subnet address and subnet mask
- 2) Subnets may have different sizes
- 3 If assigned to different departments, subnets shall not overlap
- @ One department may be assigned multiple subnets



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