



IP Addressing



Table of Contents



- ▶ IP Terminology
- ▶ The Hierarchical IP Addressing Scheme
- ▶ IPv4 Address Types
- ▶ Network Address Translation (NAT)
- ▶ Internet Protocol Version 6 (IPv6)



1

IP Terminology



IP Terminology

- **Octet** - Same as byte, made up of 8 bits
- **Network Address** - This is the designation used in routing to send packets to a remote network—for example, **10.0.0.0**, **172.16.0.0**, and **192.168.10.0**.
- **Host Address** - A logical address used to define a single host
- **Broadcast Address** - Used by applications and hosts to send information to all hosts on a network. For example **255.255.255.255**, which designates all networks and all hosts



2

The Hierarchical IP Addressing Scheme



The Hierarchical IP Addressing Scheme

- IP address consists of **32 bits** or **4 bytes** or **4 octets**
- Represented as:
 - 54.164.151.235 or
 - 00110110.10100100.10010111.11101011 or
 - 66.A4.97.EB
- 32-bit IP address is *structured* (or *hierarchical*) address to make routing possible
- If IP address was *flat* (or *non hierarchical*) routing would be impossible



The Hierarchical IP Addressing Scheme

- The **network address** (or **network number**) uniquely identifies each network
- Every machine on the same network shares that network address as part of its IP address
- For example:

IP Address: **154.101.** **51.235** → Host address

Network address: Every device in this network starts with these numbers



The Hierarchical IP Addressing Scheme

Network addresses are divided into 5 classes:

	Octet 1				Octet 2				Octet 3				Octet 4						
Class A	0	Network ID								Host ID									
Class B	1	0	Network ID										Host ID						
Class C	1	1	0	Network ID										Host ID					
Class D	1	1	1	0	Multicast Address														
Class E	1	1	1	1	Reserved														



The Hierarchical IP Addressing Scheme

Class A Addresses



- Class A Network address is 1-byte long, first bit is always **0**
- Maximum $2^7 = 128$ Class A networks can be created
- Maximum $2^{24} = 16,777,214$ hosts (excluding 2 reserved addresses)
- First bit is always 0 then
00000000 = 0
01111111 = 127
- The addresses **00000000** and **01111111** are reserved for default route and troubleshooting respectively
- So Class A network addresses start with 1-126



The Hierarchical IP Addressing Scheme

Class A Addresses

Address	Function
Network address of all 0s (0.X.X.X)	Means "this network or segment."
Network address of all 1s (127.X.X.X)	Means "all networks."
127.0.0.1	Reserved for loopback tests. Designates the local host and allows that host to send a test packet to itself without generating network traffic.
Host address of all 0s (X.0.0.0)	Means "network address" or any host on the specified network.
Host address of all 1s (X.255.255.255)	Means "all hosts" on the specified network
Entire IP address set to all 0s (0.0.0.0)	Any host on any network
Entire IP address set to all 1s (255.255.255.255)	Broadcast to all hosts on the current network

The Hierarchical IP Addressing Scheme

Class B Addresses

network network host host

- Class B Network Address is 2-byte long, first 2 bits are always **10**
- Maximum $2^{14} = 16,384$ Class B networks can be created
- Maximum $2^{16} = 65,534$ hosts (excluding 2 reserved addresses)
- First 2 bits are always 10 then
10000000 = 128
10111111 = 191
- Class B Network Addresses start with 128-191

The Hierarchical IP Addressing Scheme

Class C Addresses

network network network host

- Class C Network Address is 3-byte long, first 3 bits are always **110**
- Maximum $2^{21} = 2,097,152$ Class C networks can be created
- Maximum $2^8 = 254$ hosts (excluding 2 reserved addresses)
- First 3 bits are always 110 then
11000000 = 192
11011111 = 223
- Class C Network Addresses start with 192-223

The Hierarchical IP Addressing Scheme

Class D Addresses

- Not assigned to devices on a network
- Used for special-purpose, multicast applications (such as video- and audio-streaming applications)
- Need to be registered with IANA to be used globally
- First 4 bits are always **1110** then
 $11100000 = 224$
 $11101111 = 239$
- Class D Network Addresses start with 224-239

The Hierarchical IP Addressing Scheme

Class E Addresses

- No defined use
- Reserved for usage and testing by IANA and the Internet Research Task Force (IRTF)
- Need to be registered with IANA to be used globally
- First 4 bits are always **1111** then
 $11110000 = 240$
 $11111111 = 255$
- Class E Network Addresses start with 240-255



The Hierarchical IP Addressing Scheme

IP Address Classes:

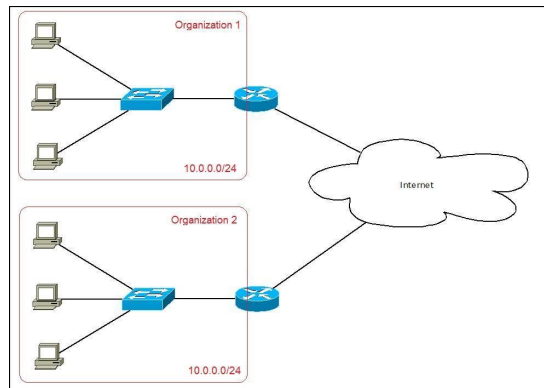
Address Class	1st Octet Range	1st Octet Bits	Network & Host Parts	# of Possible Networks # of Hosts per Network
A	1-127	00000000 - 01111111	N.H.H.H	128 nets (2^7) 16,777,214 hosts per net (2^{24})-2
B	128-191	10000000 - 10111111	N.N.H.H	16,384 nets (2^{14}) 65,534 hosts per net (2^{16})-2
C	192-223	11000000 - 11011111	N.N.N.H	2,097,150 nets (2^{21}) 254 hosts per net (2^8)-2



The Hierarchical IP Addressing Scheme

Private IP Addresses (RFC 1918)

Every host on every network should have a routable IP address. But if every host on every network in the world was required to have a unique IP address, we would have run out of IP addresses!

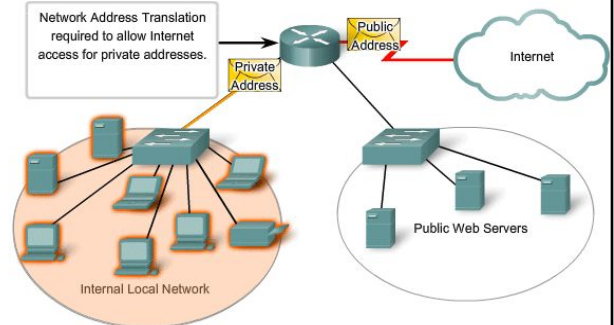




The Hierarchical IP Addressing Scheme

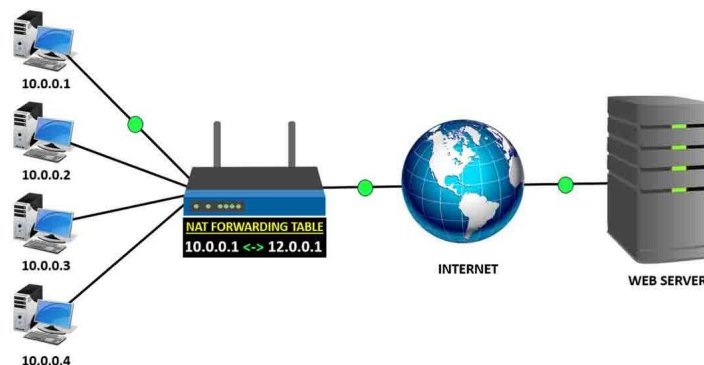
Private IP Addresses (RFC 1918)

- The IANA reserved the following IP address blocks for use as private IP addresses:
 - Class A: 10.0.0.0 to 10.255.255.255
 - Class B: 172.16.0.0 to 172.31.255.255
 - Class C: 192.168.0.0 to 192.168.255.255



Introduction to NAT

- NAT is a process in which one or more local IP addresses are translated into one or more global IP address and vice versa to provide Internet access to the local hosts
- NAT allows multiple devices to access the Internet through a single public address





Introduction to NAT

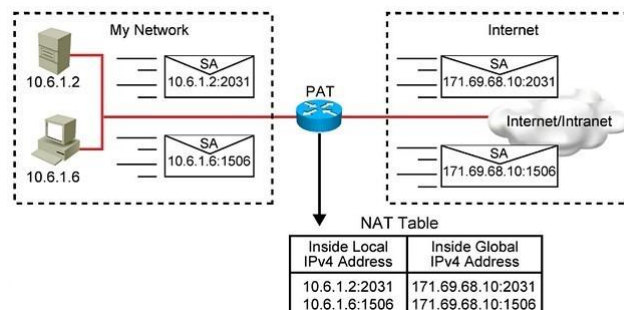
- Advantages:
 - Hides internal structure of the network from the outsider and thus increases network security
 - Eliminates address renumbering when a network evolves
 - Allows unlimited private IP address range
- Disadvantages:
 - Changes the IP addresses, thus troubleshooting becomes more complex
 - Translation results in switching path delays
 - Certain applications will not function while NAT is enabled
 - Complicates tunneling protocols such as IPsec



Introduction to NAT

Types of NAT:

- **Overloading or Port Address Translation (PAT):**
 - Most popular type of NAT
 - Port numbers are used to distinguish the traffic
 - Cost-effective as lots of users can be connected by using only one public IP address





3

IPv4 Address Types



IPv4 Address Types

Layer 2 Broadcasts

- Layer 2 broadcast traffic stays within a local area network (LAN) boundary; known as the **broadcast domain**
- A MAC address of FF:FF:FF:FF:FF:FF is used for broadcast



▶ IPv4 Address Types

Layer 3 Broadcasts

- Layer 3 broadcast traffic is sent to all devices in a network
- A network address of **X.255.255.255** is used for broadcast
- **Address Resolution Protocol (ARP)** uses broadcasting to map MAC addresses to IP addresses
- **Dynamic Host Configuration Protocol (DHCP)** uses broadcasting to dynamically assign IP addresses to hosts



▶ IPv4 Address Types

Unicast Address

- Identifies a unique node on a network
- Packets addressed to a unicast address are delivered to the node identified by the address
- Unicast address has the MAC address of the destination device



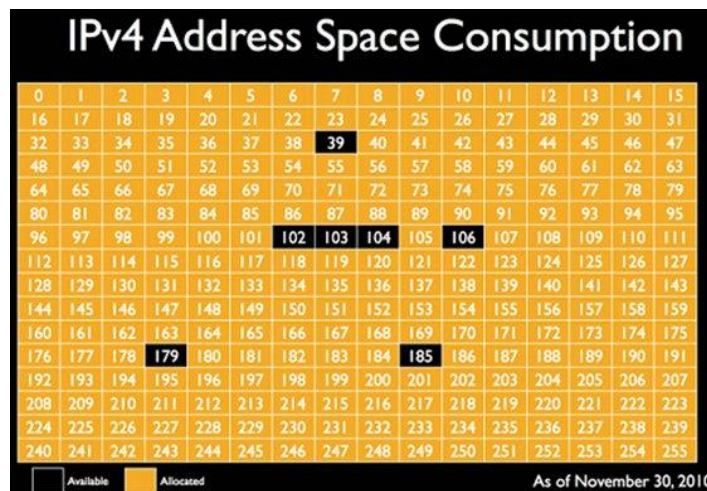
4

Internet Protocol Version 6 (IPv6)



Internet Protocol Version 6 (IPv6)

Why do we need IPv6?





Internet Protocol Version 6 (IPv6)

- IPv4 → 4,294,467,295 IP addresses

Class A → 16,777,216

Class B → 65,535

Class C → 256

Large companies (Apple, IBM, Microsoft, etc.) allocated one or more Class A addresses



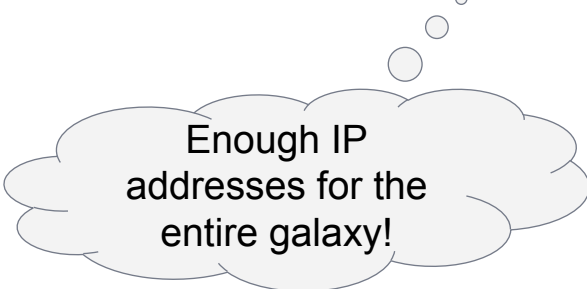
Many IP
addresses
are wasted!



Internet Protocol Version 6 (IPv6)

- IPv6 is 128-bit long:

340,282,366,920,938,463,463,374,607,431,768,211,456



Enough IP
addresses for the
entire galaxy!



Internet Protocol Version 6 (IPv6)

- IPv6 is 128-bit long:
 - 340 - undecillion
 - 282 - decillion
 - 366 - nonillion
 - 920 - octillion
 - 938 - septillion
 - 463 - sextillion
 - 463 - quintillion
 - 374 - quadrillion
 - 607 - trillion
 - 431 - billion
 - 768 - million
 - 211 - thousand
 - 456



Internet Protocol Version 6 (IPv6)

- More Efficient Routing
- More Efficient Packet Processing
- Directed Data Flows - No broadcasts!
- Simplified Network Configuration
- Support For New Services - No need for NAT!
- Security



Internet Protocol Version 6 (IPv6)

- IP Address representation:

IPv4 → 51.151.64.242

Octet

IPv6 → 2041:1234:140F:1122:AB91:564F:875B:131B

- On browsers:

IPv4: `http://51.151.64.242/index.html`

IPv6:

Hexadectet
or hextet

`http://2041:1234:140F:1122:AB91:564F:875B:131B/index.html`



Internet Protocol Version 6 (IPv6)

- Shortening IPv6 Addresses:

Original : 2041:0000:140F:0000:0000:0000:875B:131B

Short : 2041:0000:140F::875B:131B



Original : 2001:0000:0000:0012:0000:0000:1234:56ab

Wrong! : 2001::0012::1234:56AB



You can remove zeros only once!



Internet Protocol Version 6 (IPv6)

- Shortening IPv6 Addresses:

Original : 2041:0000:140F:0000:0000:0000:875B:131B
Short : 2041:0:140F::875B:131B

Original : 2001:0001:0002:0003:0004:0005:0006:0007
Short : 2001:1:2:3:4:5:6:7

- Rules:

- An entire string of zeros can be removed, you can only do this once
- 4 zeros can be removed, leaving only a single zero
- Leading zeros can be removed



Internet Protocol Version 6 (IPv6)

IPv6 Address Types:

- Unicast Address**

- **Link Local Address:** Only valid in local networks. Starts with *FE80::/10*
- **Global Unicast Address:** Worldwide unique address. Starts with *2000* to *3FFF*

- Multicast address** - Same as IPv4. Starts with *FF00::/8*

- Anycast Address** - Similar to broadcast but instead of sending to all nodes, sends to the closest nodes to sender.



Internet Protocol Version 6 (IPv6)

IPv6 Special Addresses:

Address	Meaning
0:0:0:0:0:0:0:0	Equals ::. The equivalent of IPv4's 0.0.0.0 and is typically the source address of a host before the host receives an IP address when you're using DHCP-driven stateful configuration
0:0:0:0:0:0:0:1	Equals ::1. The equivalent of 127.0.0.1 in IPv4.
2000::/3	The global unicast address range allocated for Internet access.
FC00::/7	The unique local unicast range.
FE80::/10	The link-local unicast range.
FF00::/8	The multicast range.
3FFF:FFFF::/32	Reserved for examples and documentation.
2001:0DB8::/32	Also reserved for examples and documentation.
2002::/16	Used with 6to4 tunneling, which is an IPv4-to-IPv6 transition system.



THANKS!

Any questions?

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