

IP addresses, netmasks, and routing

physical space

123 Main Street

123 → house number on a street/block (the 100 block)

Main Street → the street

networks

network ID

host ID

123 → host ID

Main Street → network ID

but we use an IP address that gets us both

we need some sort of way to identify both parts

a netmask does this

e.g.:

IP address

192. 168. 1. 100
11000000.10101000.00000001.01100100

Netmask (used to “mask out” bits in the IP address)

255. 255. 255. 0
11111111.11111111.11111111.00000000

note that, since there are 24 1s starting from the L, the netmask is also referred to as /24

we use the netmask to break up the host ID and network ID

from L to R, where the 1s stop in the netmask identifies the break between the network ID and host ID

11111111.11111111.11111111.00000000
networkID | hostID

network ID

11000000.10101000.00000001.01100100	IP address
11111111.11111111.11111111.00000000	netmask
-----	IP address AND netmask
11000000.10101000.00000001.00000000	
192. 168. 1. 0	

host ID

11000000.10101000.00000001.01100100	IP address
11111111.11111111.11111111.00000000	netmask
-----	IP address AND (NOT netmask)
00000000.00000000.00000000.01100100	
0. 0. 0. 100	

broadcast address

```
11000000.10101000.00000001.01100100 IP address
11111111.11111111.11111111.00000000 netmask
----- IP address OR (NOT netmask)
11000000.10101000.00000001.11111111
      192.      168.      1.      255
```

another e.g.:

IP address

```
      10.      13.      216.      41
00001010.00001101.11011000.00101001
```

netmask

```
      255.      255.      192.      0
11111111.11111111.11000000.00000000 (/18)
      networkID |      hostID
```

network ID

```
00001010.00001101.11011000.00101001 IP address
11111111.11111111.11000000.00000000 netmask
----- IP address AND netmask
00001010.00001101.11000000.00000000
      10.      13.      192.      0
```

host ID

```
00001010.00001101.11011000.00101001 IP address
11111111.11111111.11000000.00000000 netmask
----- IP address AND (NOT netmask)
00000000.00000000.00011000.00101001
      0.      0.      24.      41
```

broadcast address

```
00001010.00001101.11011000.00101001 IP address
11111111.11111111.11000000.00000000 netmask
----- IP address OR (NOT netmask)
00001010.00001101.11111111.11111111
      10.      13.      255.      255
```

an e.g. during Cyber Storm:

IP address

```
      10.      4.      1.      10
00001010.00000100.00000001.00001010
```

netmask

```
      255.      0.      0.      0
11111111.00000000.00000000.00000000 (/8)
networkID|      hostID
```

network ID

```
00001010.00000100.00000001.00001010 IP address
11111111.00000000.00000000.00000000 netmask
----- IP address AND netmask
00001010.00000000.00000000.00000000
      10.        0.        0.        0
```

host ID

```
00001010.00000100.00000001.00001010 IP address
11111111.00000000.00000000.00000000 netmask
----- IP address AND (NOT netmask)
00000000.00000100.00000001.00001010
      0.        4.        1.        10
```

broadcast address

```
00001010.00000100.00000001.00001010 IP address
11111111.00000000.00000000.00000000 netmask
----- IP address OR (NOT netmask)
00001010.11111111.11111111.11111111
      10.       255.       255.       255
```

routing

suppose that we have a router that is connected to two networks (via interfaces)

192.168.20.1/24 (network ID: 11000000.10101000.00010100.00000000) – let's call it e0

192.168.10.1/24 (network ID: 11000000.10101000.00001010.00000000) – let's call it e1

these would be entered in the router's routing table

suppose that it gets a packet destined for 192.168.10.2 (11000000.10101000.00001010.00000010)

let's compare to the network ID entries in the routing table

```
11000000.10101000.00001010.00000010 IP address
11000000.10101000.00010100.00000000 e0
11111111.11111111.11100001.----- NOT (IP XOR e0)
```

```
11000000.10101000.00001010.00000010 IP address
11000000.10101000.00001010.00000000 e1
11111111.11111111.11111111.----- NOT (IP XOR e1)
```

the router picks the network that matches all 24 network ID bits (e1)

of course, it gets more complicated than that...