Module 11: IPv4 Addressing

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Introduction to Networks v7.0
(ITN)

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Introduction to Networks v7.0
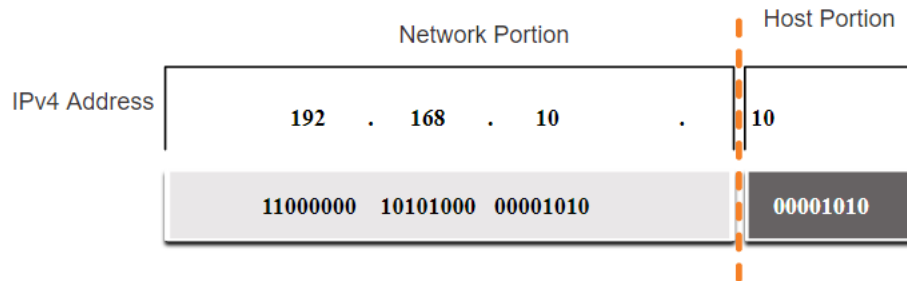(ITN)

11.1 IPv4 Address Structure

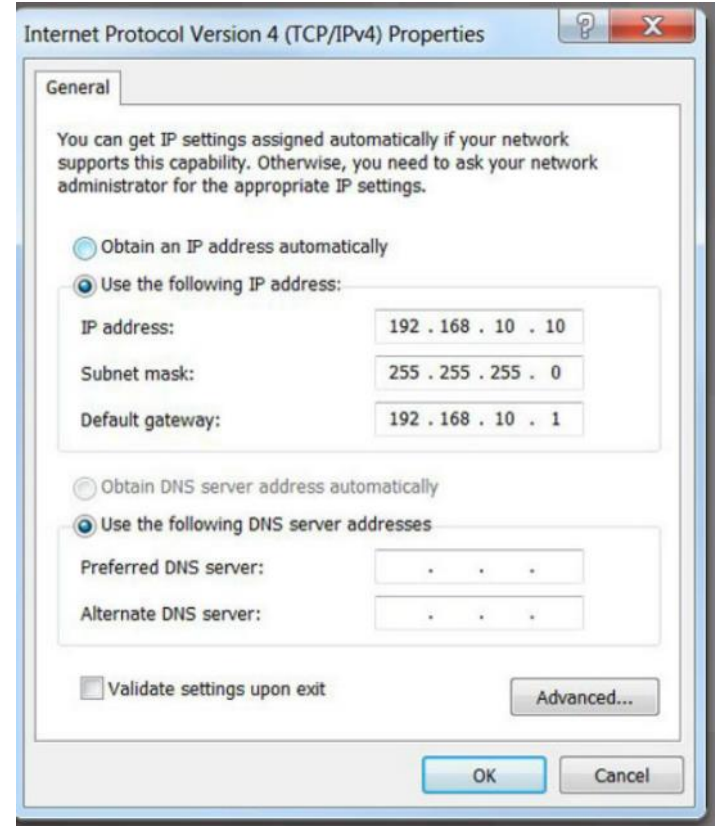# IPv4 Address Structure
Network and Host Portions

- An IPv4 address is a 32-bit hierarchical address that is made up of a network portion and a host portion.

- When determining the network portion versus the host portion, you must look at the 32-bit stream.

- A subnet mask is used to determine the network and host portions.

The Subnet Mask

- Three IPv4 addresses must be configured on a host:
  - Unique IPv4 address of the host.
  - Subnet mask - identifies the network/host portion of the IPv4 address.
  - Default gateway -IP address of the local router interface.

The Subnet Mask

- To identify the network and host portions of an IPv4 address, the subnet mask is compared to the IPv4 address bit for bit, from left to right.

- The actual process used to identify the network and host portions is called ANDing.

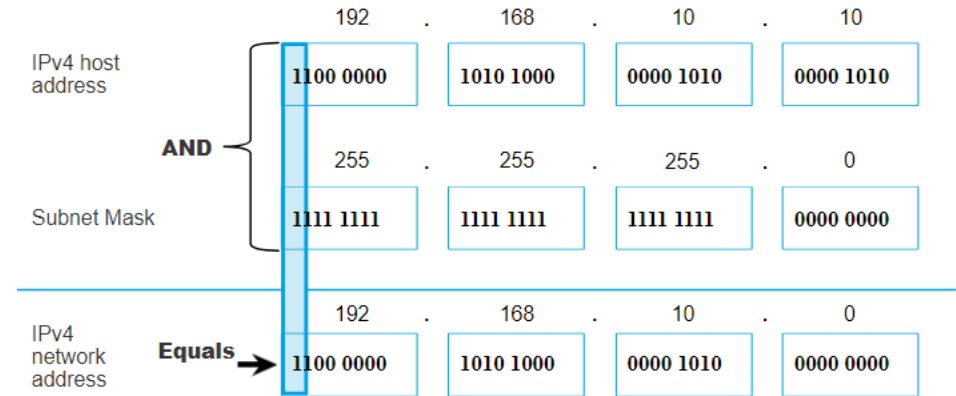|	Network Portion				Host Portion
IPv4 Address	192 .	168 .	10	.	10
	11000000	10101000	00001010		00001010
Subnet Mask	255 .	255 .	255	.	0
	11111111	11111111	11111111		00000000

The Prefix Length

- A prefix length is a less cumbersome method used to identify a subnet mask address.

- The prefix length is the number of bits set to 1 in the subnet mask.

- It is written in "slash notation" therefore, count the number of bits in the subnet mask and prepend it with a slash.

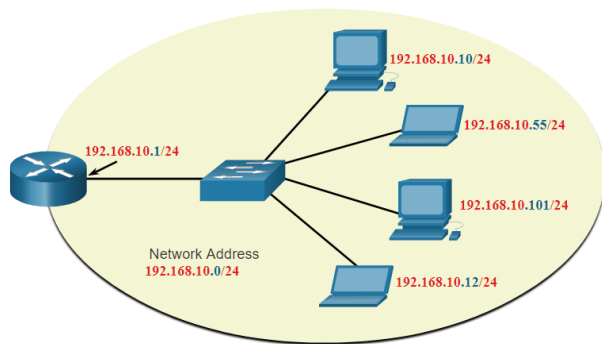| Subnet Mask	32-bit Address	Prefix Length
255.0.0.0	11111111.00000000.00000000.00000000	/8
255.255.0.0	11111111.11111111.00000000.00000000	/16
255.255.255.0	11111111.11111111.11111111.00000000	/24
255.255.255.128	11111111.11111111.11111111.10000000	/25
255.255.255.192	11111111.11111111.11111111.11000000	/26
255.255.255.224	11111111.11111111.11111111.11100000	/27
255.255.255.240	11111111.11111111.11111111.11110000	/28
255.255.255.248	11111111.11111111.11111111.11111000	/29
255.255.255.252	11111111.11111111.11111111.11111100	/30

CISCO

Determining the Network: Logical AND

- A logical AND Boolean operation is used in determining the network address.

  - Logical AND is the comparison of two bits where only a 1 AND 1 produces a 1 and any other combination results in a 0.

  - 1 AND 1 = 1, 0 AND 1 = 0, 1 AND 0 = 0, 0 AND 0 = 0

  - 1 = True and 0 = False

- To identify the network address, the host IPv4 address is logically ANDed, bit by bit, with the subnet mask to identify the network address.

	192	.	168	.	10	.	10
IPv4 host address	1100 0000		1010 1000		0000 1010		0000 1010

AND	255	.	255	.	255	.	0
Subnet Mask	1111 1111		1111 1111		1111 1111		0000 0000

	192	.	168	.	10	.	0
IPv4 network address (Equals)	1100 0000		1010 1000		0000 1010		0000 0000

Network, Host, and Broadcast Addresses

- Within each network are three types of IP addresses:

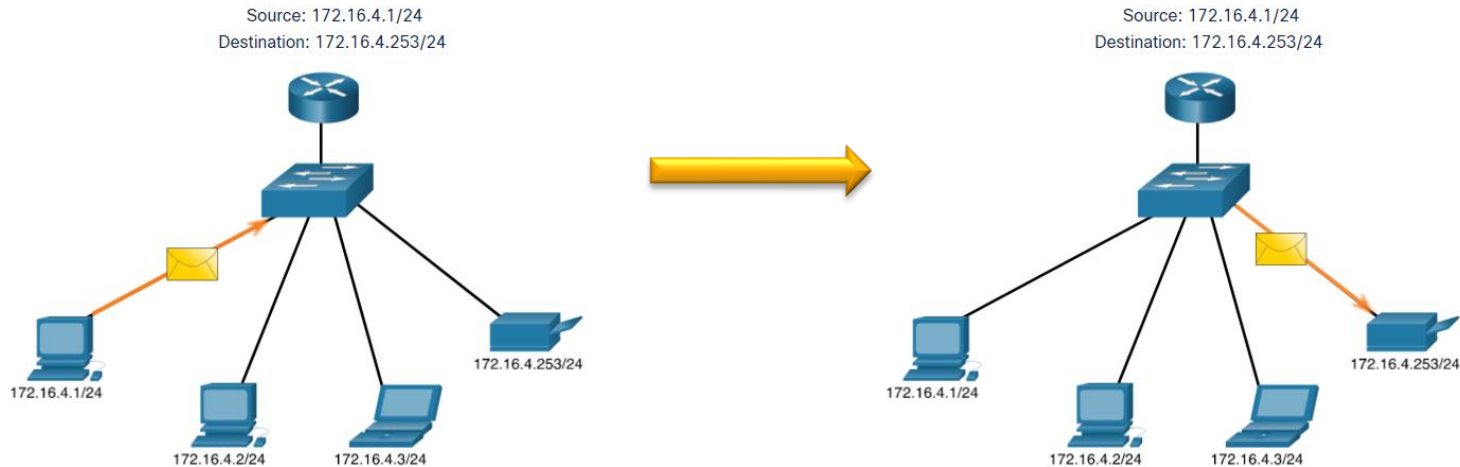 - Network address

  - Host addresses

  - Broadcast address

192.168.10.10/24

192.168.10.55/24

192.168.10.101/24

192.168.10.1/24

192.168.10.12/24

Network Address
192.168.10.0/24

	Network Portion			Host Portion	Host Bits
Subnet mask **255.255.255.**0 or **/24**	255 11111111	255 11111111	255 11111111	0 00000000	
Network address **192.168.10.**0 or **/24**	192 11000000	168 10100000	10 00001010	0 00000000	All 0s
First address **192.168.10.**1 or **/24**	192 11000000	168 10100000	10 00001010	1 00000001	All 0s and a 1
Last address **192.168.10.**254 or **/24**	192 11000000	168 10100000	10 00001010	254 11111110	All 1s and a 0
Broadcast address **192.168.10.**255 or **/24**	192 11000000	168 10100000	10 00001010	255 11111111	All 1s

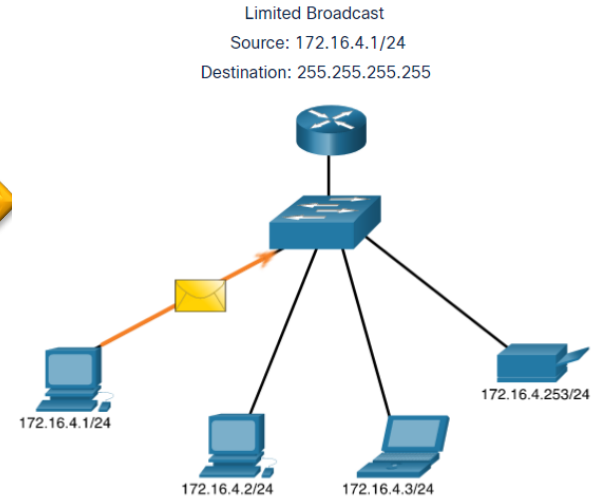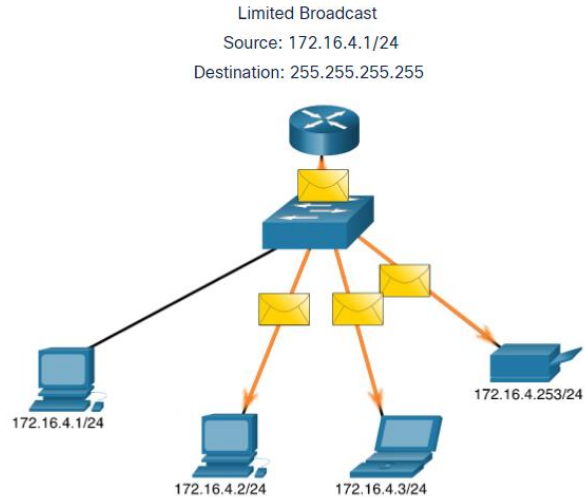# 11.2 IPv4 Unicast, Broadcast, and Multicast

Unicast

- Unicast transmission is sending a packet to one destination IP address.

- For example, the PC at 172.16.4.1 sends a unicast packet to the printer at 172.16.4.253.
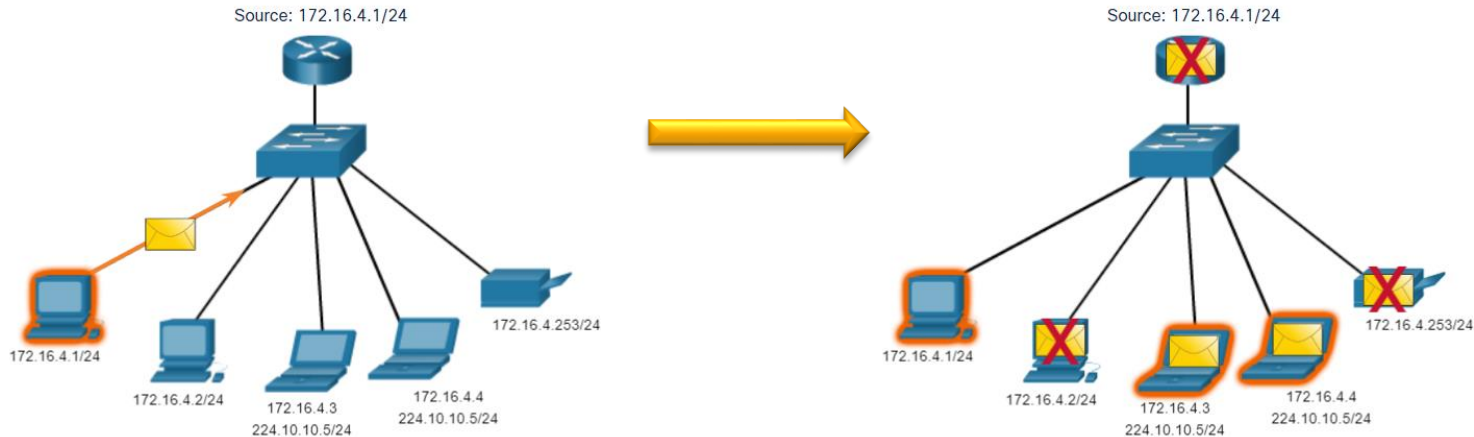
Broadcast

- Broadcast transmission is sending a packet to all other destination IP addresses.

- For example, the PC at 172.16.4.1 sends a broadcast packet to all IPv4 hosts.

Multicast

- Multicast transmission is sending a packet to a multicast address group.

- For example, the PC at 172.16.4.1 sends a multicast packet to the multicast group address 224.10.10.5.

11.3 Types of IPv4 Addresses
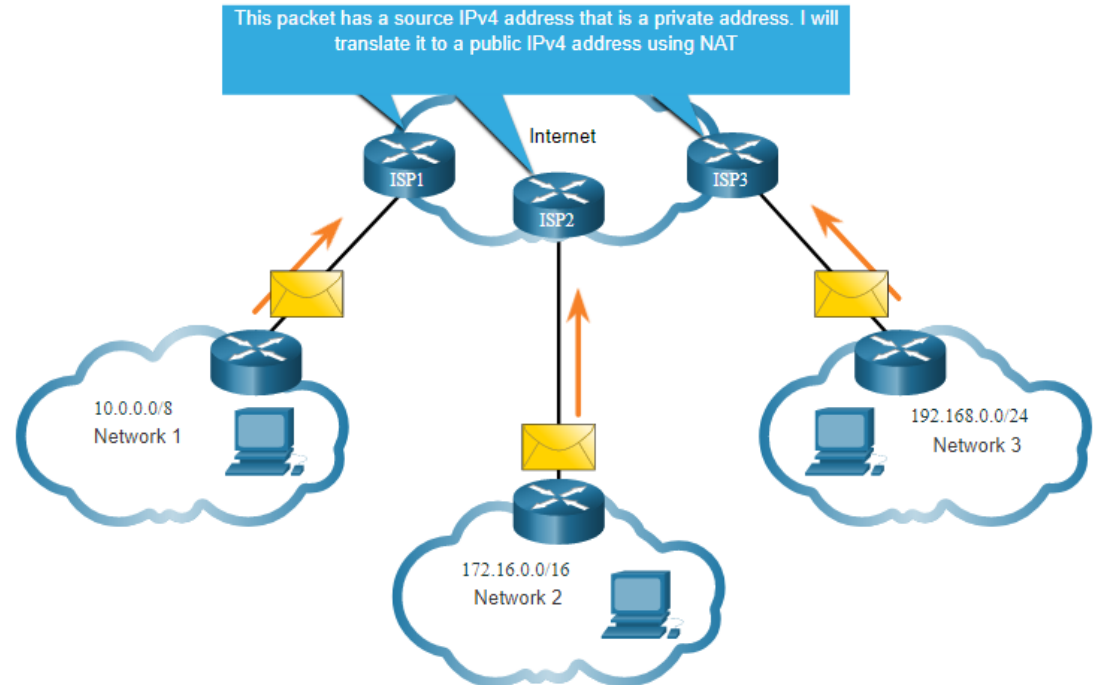
Public and Private IPv4 Addresses

- As defined in in RFC 1918, public IPv4 addresses are globally routed between internet service provider (ISP) routers.

- Private addresses are common blocks of addresses used by most organizations to assign IPv4 addresses to internal hosts.

- Private IPv4 addresses are not unique and can be used internally within any network.

- However, private addresses are not globally routable.

Network Address and Prefix	RFC 1918 Private Address Range
10.0.0.0/8	10.0.0.0 - 10.255.255.255
172.16.0.0/12	172.16.0.0 - 172.31.255.255
192.168.0.0/16	192.168.0.0 - 192.168.255.255

Routing to the Internet

- Network Address Translation (NAT) translates private IPv4 addresses to public IPv4 addresses.

- NAT is typically enabled on the edge router connecting to the internet.

- It translates the internal private address to a public global IP address.

This packet has a source IPv4 address that is a private address. I will translate it to a public IPv4 address using NAT

Internet

ISP1

ISP2

ISP3

10.0.0.0/8
Network 1

172.16.0.0/16
Network 2

192.168.0.0/24
Network 3

Special Use IPv4 Addresses

Loopback addresses

- 127.0.0.0 /8 (127.0.0.1 to 127.255.255.254)
- Commonly identified as only 127.0.0.1
- Used on a host to test if TCP/IP is operational.

```
C:\Users\NetAcad> ping 127.0.0.1
Pinging 127.0.0.1 with 32 bytes of data:
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128
Reply from 127.0.0.1: bytes=32 time<1ms TTL=128
```

Link-Local addresses

- 169.254.0.0 /16 (169.254.0.1 to 169.254.255.254)
- Commonly known as the Automatic Private IP Addressing (APIPA) addresses or self-assigned addresses.
- Used by Windows DHCP clients to self-configure when no DHCP servers are available.

Types of IPv4 Addresses
Legacy Classful Addressing

Class A Specifics	
Address Block	0.0.0.0 – 127.0.0.0
Default Subnet Mask	/8 (255.0.0.0)
Maximum Number of Networks	128
Number of Host per Network	16,777,214
High order bit	0xxxxxxx.___.___.___

* 0.0.0.0 and 127.0.0.0 are reserved and cannot be assigned

| Class B Specifics	
Address Block	128.0.0.0 – 191.255.0.0
Default Subnet Mask	/16 (255.255.0.0)
Maximum Number of Networks	16,384
Number of Host per Network	65,534
High order bit	10xxxxxx.___.___.___

Class C Specifics	
Address Block	192.0.0.0 – 223.255.255.0
Default Subnet Mask	/24 (255.255.255.0)
Maximum Number of Networks	2,097,152
Number of Host per Network	254
High order bit	110xxxxx.___.___.___

- In 1981, Internet IPv4 addresses were assigned using classful addressing (RFC 790)

- Network addresses were based on 3 classes:
  - **Class A** (0.0.0.0/8 to 127.0.0.0/8) – Designed to support extremely large networks with more than 16 million host addresses.
  - **Class B** (128.0.0.0 /16 – 191.255.0.0 /16) – Designed to support the needs of moderate to large size networks up to approximately 65,000 host addresses.
  - **Class C** (192.0.0.0 /24 – 223.255.255.0 /24) – Designed to support small networks with a maximum of 254 hosts.

Legacy Classful Addressing

RFC 790 (1981) allocated IPv4 addresses
in classes

- Class A (0.0.0.0/8 to 127.0.0.0/8)
- Class B (128.0.0.0 /16 – 191.255.0.0 /16)
- Class C (192.0.0.0 /24 – 223.255.255.0 /24)
- Class D (224.0.0.0 to 239.0.0.0)
- Class E (240.0.0.0 – 255.0.0.0)

- Classful addressing wasted many IPv4
  addresses.
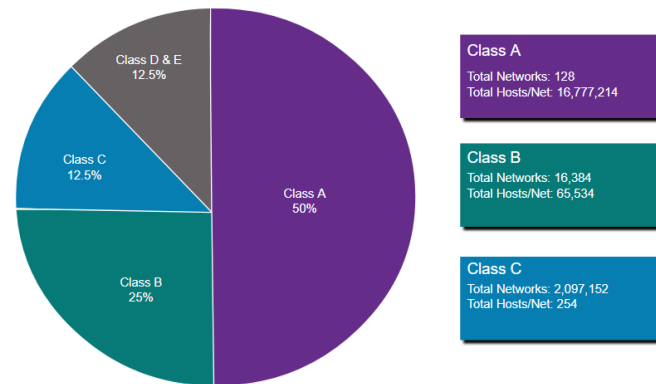
Classful address allocation was replaced with
classless addressing which ignores the rules of
classes (A, B, C).

Class D & E
12.5%

Class C
12.5%

Class A
50%

Class B
25%

Class A
Total Networks: 128
Total Hosts/Net: 16,777,214

Class B
Total Networks: 16,384
Total Hosts/Net: 65,534

Class C
Total Networks: 2,097,152
Total Hosts/Net: 254

Assignment of IP Addresses

- The Internet Assigned Numbers Authority (IANA) manages and allocates blocks of IPv4 and IPv6 addresses to five Regional Internet Registries (RIRs).

- RIRs are responsible for allocating IP addresses to ISPs who provide IPv4 address blocks to smaller ISPs and organizations.
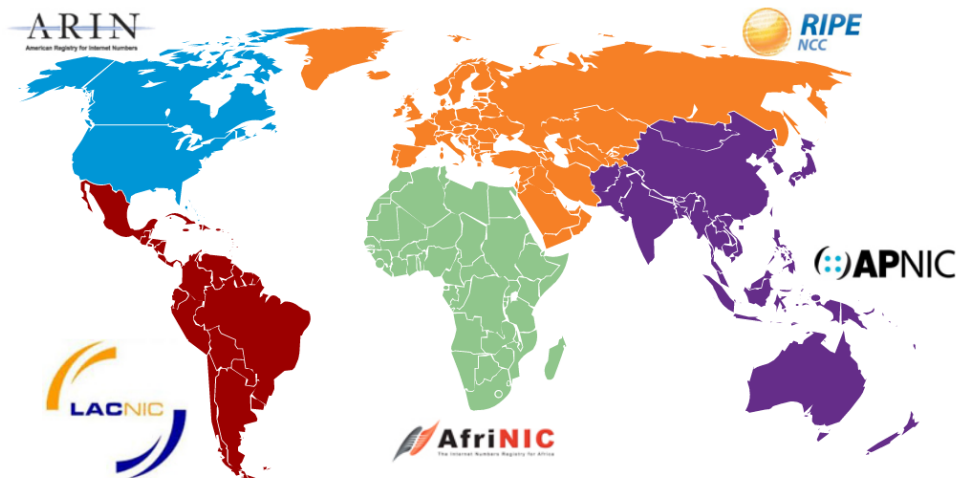
11.4 Network Segmentation

Broadcast Domains and Segmentation

- Many protocols use broadcasts or multicasts (e.g., ARP use broadcasts to locate other devices, hosts send DHCP discover broadcasts to locate a DHCP server.)
- Switches propagate broadcasts out all interfaces except the interface on which it was received.
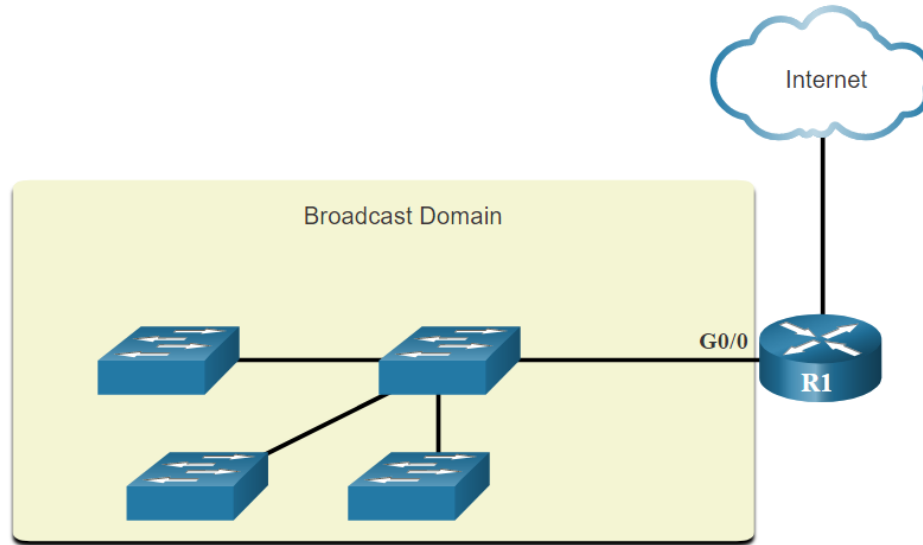

- The only device that stops broadcasts is a router.
- Routers do not propagate broadcasts.
- Each router interface connects to a broadcast domain and broadcasts are only propagated within that specific broadcast domain.

Problems with Large Broadcast Domains

- A problem with a large broadcast domain is that these hosts can generate excessive broadcasts and negatively affect the network.

- The solution is to reduce the size of the network to create smaller broadcast domains in a process called subnetting.

- Dividing the network address 172.16.0.0 /16 into two subnets of 200 users each: 172.16.0.0 /24 and 172.16.1.0 /24.

- Broadcasts are only propagated within the smaller broadcast domains.
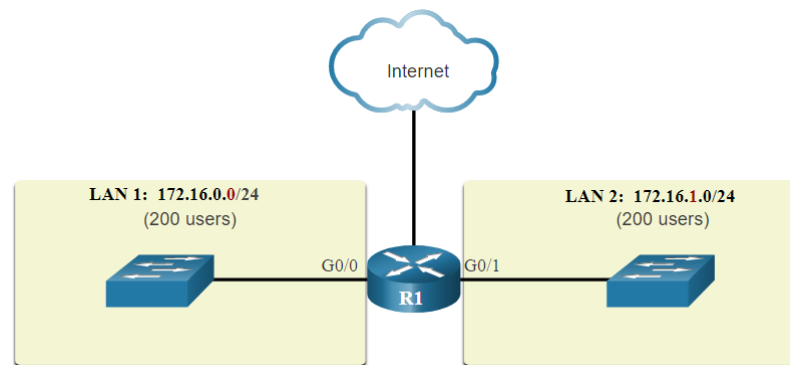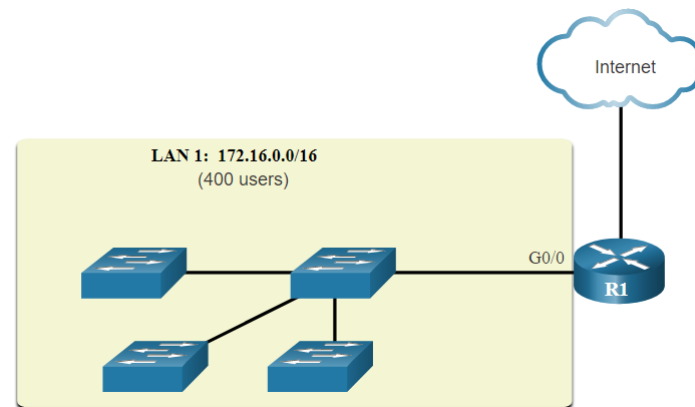
Reasons for Segmenting Networks

- Subnetting reduces overall network traffic and improves network performance.
- It can be used to implement security policies between subnets.
- Subnetting reduces the number of devices affected by abnormal broadcast traffic.

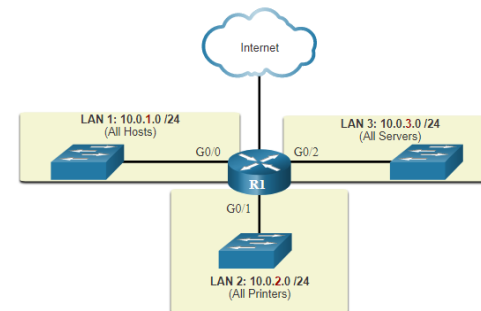- Subnets are used for a variety of reasons including by:
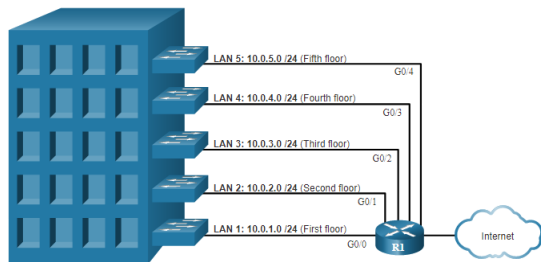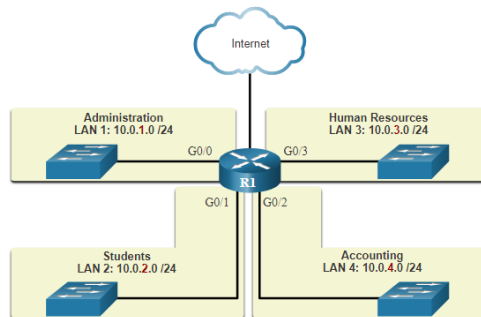
11.5 Subnet an IPv4 Network

Subnet on an Octet Boundary

- Networks are most easily subnetted at the octet boundary of /8, /16, and /24.

- Notice that using longer prefix lengths decreases the number of hosts per subnet.

Prefix Length	Subnet Mask	Subnet Mask in Binary (n = network, h = host)	# of hosts
/8	255.0.0.0	nnnnnnnn.hhhhhhhh.hhhhhhhh.hhhhhhhh 11111111.00000000.00000000.00000000	16,777,214
/16	255.255.0.0	nnnnnnnn.nnnnnnnn.hhhhhhhh.hhhhhhhh 11111111.11111111.00000000.00000000	65,534
/24	255.255.255.0	nnnnnnnn.nnnnnnnn.nnnnnnnn.hhhhhhhh 11111111.11111111.11111111.00000000	254

Subnet on an Octet Boundary (Cont.)

- In the first table 10.0.0.0/8 is subnetted using /16 and in the second table, a /24 mask.

Subnet Address (256 Possible Subnets)	Host Range (65,534 possible hosts per subnet)	Broadcast
10.0.0.0/16	10.0.0.1 - 10.0.255.254	10.0.255.255
10.1.0.0/16	10.1.0.1 - 10.1.255.254	10.1.255.255
10.2.0.0/16	10.2.0.1 - 10.2.255.254	10.2.255.255
10.3.0.0/16	10.3.0.1 - 10.3.255.254	10.3.255.255
10.4.0.0/16	10.4.0.1 - 10.4.255.254	10.4.255.255
10.5.0.0/16	10.5.0.1 - 10.5.255.254	10.5.255.255
10.6.0.0/16	10.6.0.1 - 10.6.255.254	10.6.255.255
10.7.0.0/16	10.7.0.1 - 10.7.255.254	10.7.255.255
...	...	...
10.255.0.0/16	10.255.0.1 - 10.255.255.254	10.255.255.255

Subnet Address (65,536 Possible Subnets)	Host Range (254 possible hosts per subnet)	Broadcast
10.0.0.0/24	10.0.0.1 - 10.0.0.254	10.0.0.255
10.0.1.0/24	10.0.1.1 - 10.0.1.254	10.0.1.255
10.0.2.0/24	10.0.2.1 - 10.0.2.254	10.0.2.255
...	...	...
10.0.255.0/24	10.0.255.1 - 10.0.255.254	10.0.255.255
10.1.0.0/24	10.1.0.1 - 10.1.0.254	10.1.0.255
10.1.1.0/24	10.1.1.1 - 10.1.1.254	10.1.1.255
10.1.2.0/24	10.1.2.1 - 10.1.2.254	10.1.2.255
...	...	...
10.100.0.0/24	10.100.0.1 - 10.100.0.254	10.100.0.255
...	...	...
10.255.255.0/24	10.255.255.1 - 10.2255.255.254	10.255.255.255

Subnet within an Octet Boundary

- Refer to the table to see six ways to subnet a /24 network.

Prefix Length	Subnet Mask	Subnet Mask in Binary (n = network, h = host)	# of subnets	# of hosts
/25	255.255.255.128	nnnnnnn.nnnnnnn.nnnnnnn.**n**hhhhhhh 11111111.11111111.11111111.**1**0000000	2	126
/26	255.255.255.192	nnnnnnn.nnnnnnn.nnnnnnn.**nn**hhhhhh 11111111.11111111.11111111.**11**000000	4	62
/27	255.255.255.224	nnnnnnn.nnnnnnn.nnnnnnn.**nnn**hhhhh 11111111.11111111.11111111.**111**00000	8	30
/28	255.255.255.240	nnnnnnn.nnnnnnn.nnnnnnn.**nnnn**hhhh 11111111.11111111.11111111.**1111**0000	16	14
/29	255.255.255.248	nnnnnnn.nnnnnnn.nnnnnnn.**nnnnn**hhh 11111111.11111111.11111111.**11111**000	32	6
/30	255.255.255.252	nnnnnnn.nnnnnnn.nnnnnnn.**nnnnnn**hh 11111111.11111111.11111111.**111111**00	64	2

Classless Subnetting Example

Creating 2 Subnets

- /25 Subnetting Topology
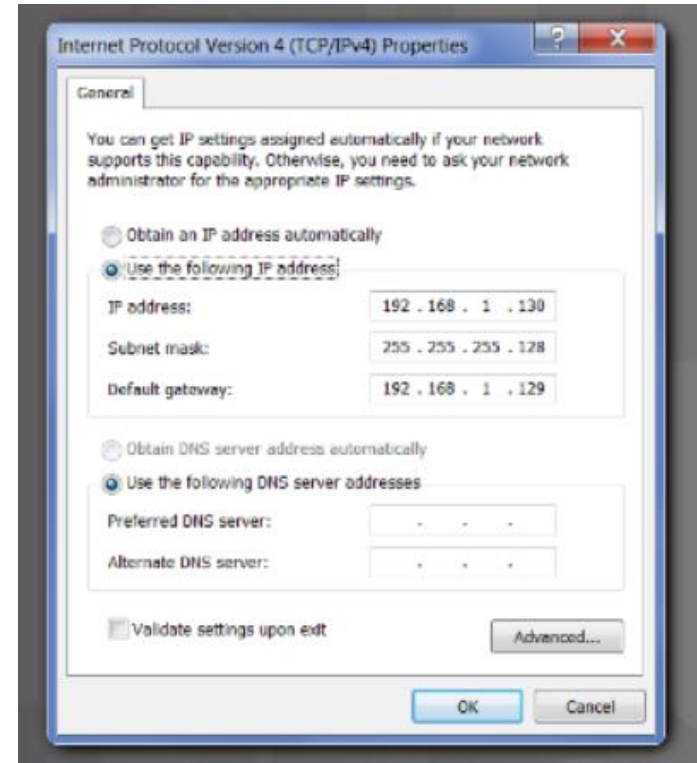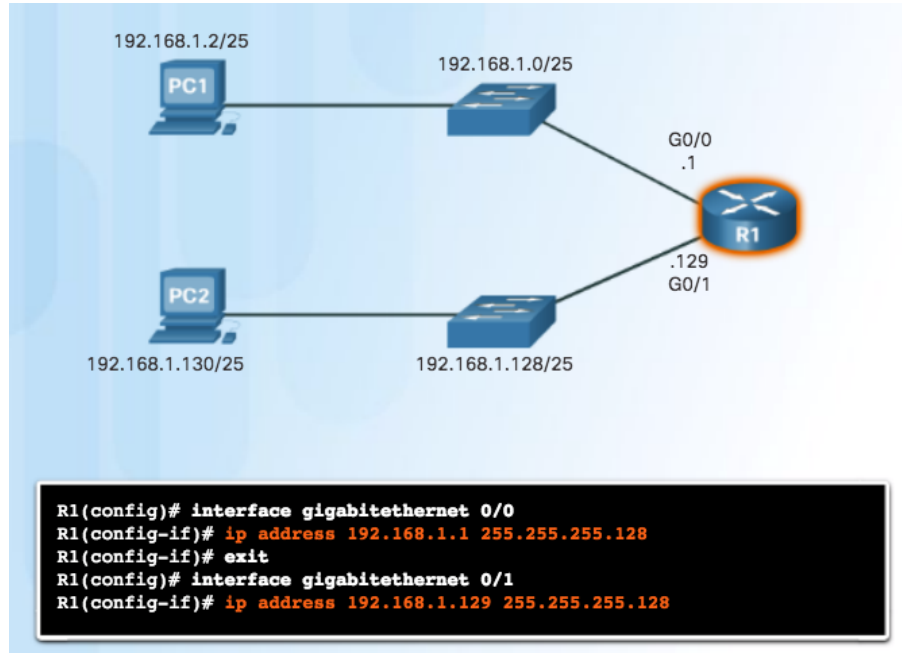
Subnetting Formulas

Calculate Number of Subnets Formula

$$2\text{^}n$$

$$n = \text{bits borrowed}$$

Subnetting a /24 Network

192 . 168 . 1 . 0

nnnnnnnn.nnnnnnnn.nnnnnnnn.hhhhhhhh

Borrowing 1 bit:	$2\text{^}1 = 2$
Borrowing 2 bits:	$2\text{^}2 = 4$
Borrowing 3 bits:	$2\text{^}3 = 8$
Borrowing 4 bits:	$2\text{^}4 = 16$
Borrowing 5 bits:	$2\text{^}5 = 32$
Borrowing 6 bits:	$2\text{^}6 = 64$
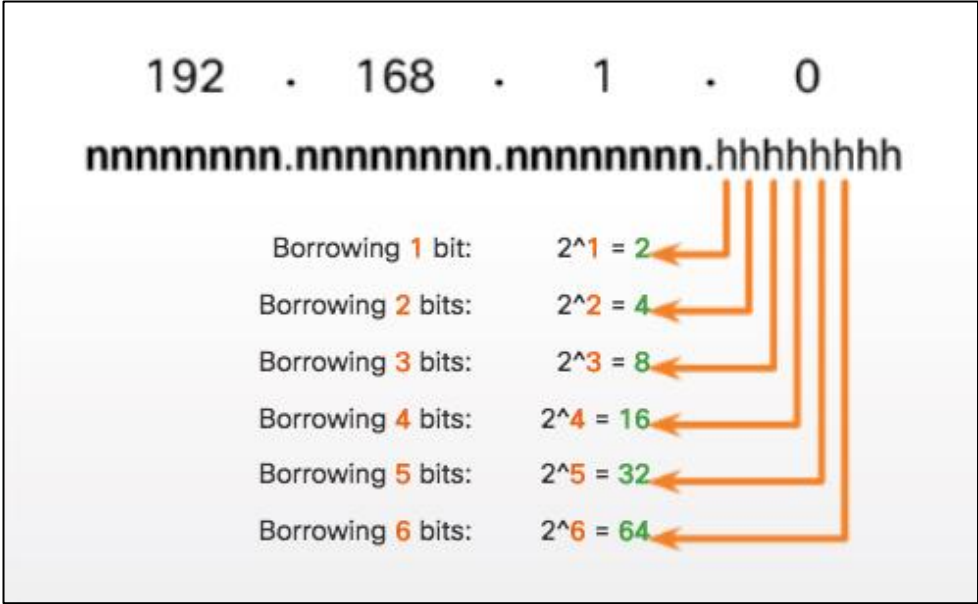
Subnetting Formulas (Cont.)

Calculate Number of Hosts Formula

$$2^n - 2$$

n = the number of bits remaining in the host field

Calculating the Number of Hosts

| 192. | 168. | 1. | 0 | 000 0000 |

↑
7 bits remain in host field

2^7 = 128 IP addresses per subnet
$2^7 - 2$ = 126 host IP addresses per subnet
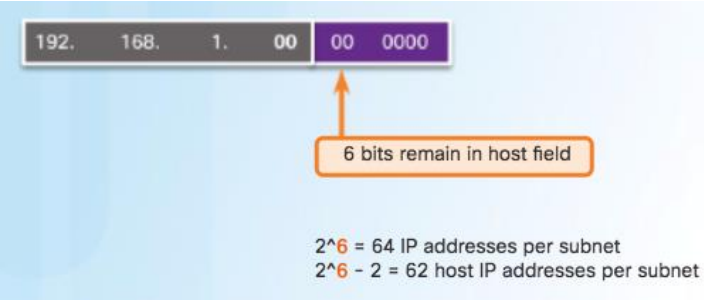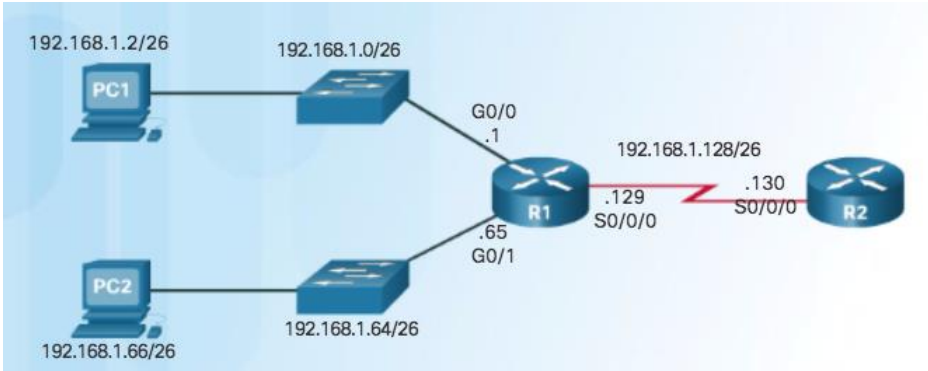
Creating 4 Subnets

- /26 Subnetting Topology

Creating 4 Subnets (Cont.)

- /26 Subnetting Topology

		192.	168.	1.				
Net 0	Network	192.	168.	1.	00	00	0000	192.168.1.0
	First	192.	168.	1.	00	00	0001	192.168.1.1
	Last	192.	168.	1.	00	11	1110	192.168.1.62
	Broadcast	192.	168.	1.	00	11	1111	192.168.1.63
Net 1	Network	192.	168.	1.	01	00	0000	192.168.1.64
	First	192.	168.	1.	01	00	0001	192.168.1.65
	Last	192.	168.	1.	01	11	1110	192.168.1.126
	Broadcast	192.	168.	1.	01	11	1111	192.168.1.127
Net 2	Network	192.	168.	1.	10	00	0000	192.168.1.128
	First	192.	168.	1.	10	00	0001	192.168.1.129
	Last	192.	168.	1.	10	11	1110	192.168.1.190
	Broadcast	192.	168.	1.	10	11	1111	192.168.1.191

Creating 4 Subnets (Cont.)

- /26 Subnetting Topology
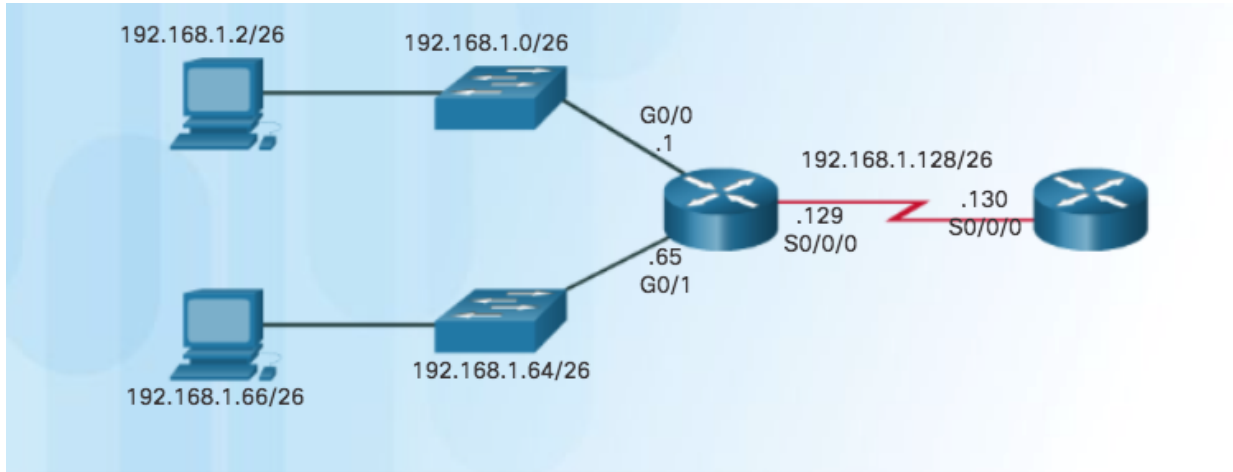

```
R1(config)#interface gigabitethernet 0/0
R1(config-if)#ip address 192.168.1.1 255.255.255.192
R1(config-if)#exit
R1(config)#interface gigabitethernet 0/1
R1(config-if)#ip address 192.168.1.65 255.255.255.192
R1(config-if)#exit
R1(config)#interface serial 0/0/0
R1(config-if)#ip address 192.168.1.129 255.255.255.192
```

The Subnet Mask

Subnetting 192.168.1.0/24

192	168	1	0	
255	255	255	128	
11000000	10101000	00000001	00000000	
11111111	11111111	11111111	10000000	
N	N	N	SN	H

Subnet bits = 2^1 = 2
Host bits = 2^7 = 128-2 = 126
Subnetworks = 2

Subnetting 192.168.1.0/24

192	168	1	68
255	255	255	128
11000000	10101000	00000001	01000100
11111111	11111111	11111111	10000000
11000000	10101000	00000001	00000000
192	168	1	0

192.168.1.0 /25 ------> 192.168.1.127 /25
192.168.1.128 /25 -----> 192.168.1.255 /25

Subnetting with the Magic Number

The Magic Number is the last 1 in Binary

192	168	1	0
255	255	255	224
11000000	10101000	00000001	00000000
11111111	11111111	11111111	11100000
			SN H

The Magic Number is? 32

192.168.1.0 /27   192.168.1.128 /27
192.168.1.32 /27   192.168.1.160 /27
192.168.1.64 /27   192.168.1.192 /27
192.168.1.96 /27   192.168.1.224 /27

Subnetting with the Magic Number

11.6 Subnet a Slash 16 and a Slash 8 Prefix

Create Subnets with a Slash 16 prefix

- The table highlights all the possible scenarios for subnetting a /16 prefix.

Prefix Length	Subnet Mask	Network Address (n = network, h = host)	# of subnets	# of hosts
/17	255.255.**128**.0	nnnnnnnn.nnnnnnnn.**n**hhhhhhh.hhhhhhhh 11111111.11111111.**1**0000000.00000000	**2**	32766
/18	255.255.**192**.0	nnnnnnnn.nnnnnnnn.**nn**hhhhhh.hhhhhhhh 11111111.11111111.**11**000000.00000000	**4**	16382
/19	255.255.**224**.0	nnnnnnnn.nnnnnnnn.**nnn**hhhhh.hhhhhhhh 11111111.11111111.**111**00000.00000000	**8**	8190
/20	255.255.**240**.0	nnnnnnnn.nnnnnnnn.**nnnn**hhhh.hhhhhhhh 11111111.11111111.**1111**0000.00000000	**16**	4094
/21	255.255.**248**.0	nnnnnnnn.nnnnnnnn.**nnnnn**hhh.hhhhhhhh 11111111.11111111.**11111**000.00000000	**32**	2046
/22	255.255.**252**.0	nnnnnnnn.nnnnnnnn.**nnnnnn**hh.hhhhhhhh 11111111.11111111.**111111**00.00000000	**64**	1022
/23	255.255.**254**.0	nnnnnnnn.nnnnnnnn.**nnnnnnn**h.hhhhhhhh 11111111.11111111.**1111111**0.00000000	**128**	510
/24	255.255.**255**.0	nnnnnnnn.nnnnnnnn.**nnnnnnnn**.hhhhhhhh 11111111.11111111.**11111111**.00000000	**256**	254
/25	255.255.**255**.128	nnnnnnnn.nnnnnnnn.**nnnnnnnn**.**n**hhhhhhh 11111111.11111111.**11111111**.**1**0000000	**512**	126
/26	255.255.**255**.192	nnnnnnnn.nnnnnnnn.**nnnnnnnn**.**nn**hhhhhh 11111111.11111111.**11111111**.**11**000000	**1024**	62
/27	255.255.**255**.224	nnnnnnnn.nnnnnnnn.**nnnnnnnn**.**nnn**hhhhh 11111111.11111111.**11111111**.**111**00000	**2048**	30
/28	255.255.**255**.240	nnnnnnnn.nnnnnnnn.**nnnnnnnn**.**nnnn**hhhh 11111111.11111111.**11111111**.**1111**0000	**4096**	14
/29	255.255.**255**.248	nnnnnnnn.nnnnnnnn.**nnnnnnnn**.**nnnnn**hhh 11111111.11111111.**11111111**.**11111**000	**8192**	6
/30	255.255.**255**.252	nnnnnnnn.nnnnnnnn.**nnnnnnnn**.**nnnnnn**hh 11111111.11111111.**11111111**.**111111**00	**16384**	2

CISCO
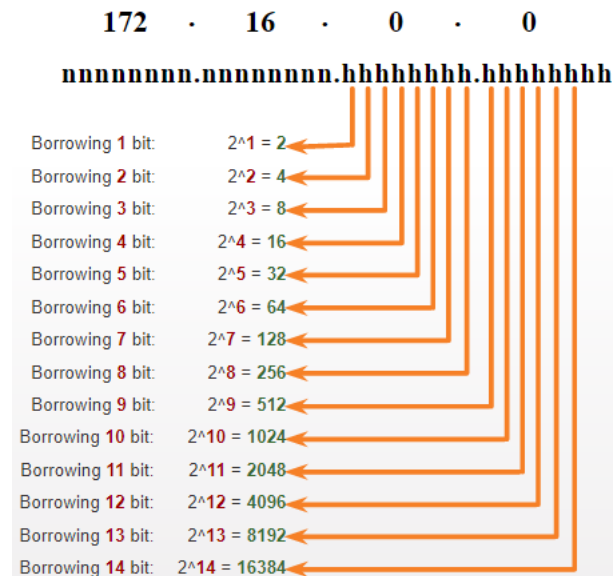
Create 100 Subnets with a Slash 16 prefix

Consider a large enterprise that requires at least 100 subnets and has chosen the private address 172.16.0.0/16 as its internal network address.

- The figure displays the number of subnets that can be created when borrowing bits from the third octet and the fourth octet.
- Notice there are now up to 14 host bits that can be borrowed (i.e., last two bits cannot be borrowed).

To satisfy the requirement of 100 subnets for the enterprise, 7 bits (i.e., $2^7 = 128$ subnets) would need to be borrowed (for a total of 128 subnets).
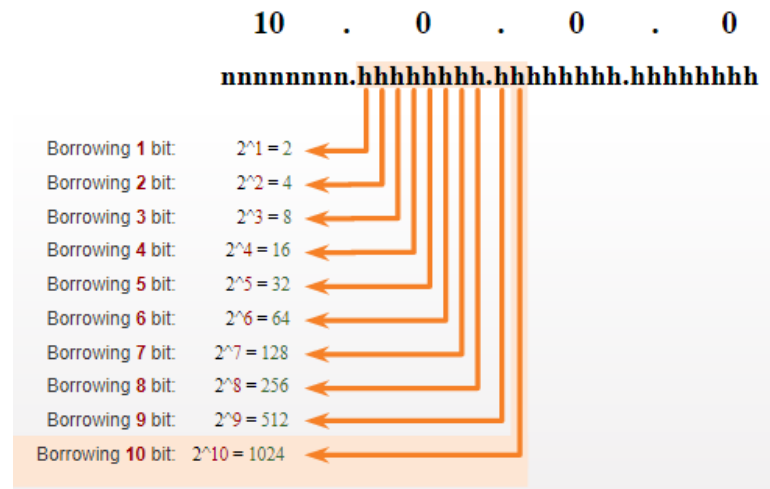

172 . 16 . 0 . 0

nnnnnnnn.nnnnnnnn.hhhhhhhh.hhhhhhhh

Borrowing 1 bit:	$2^1 = 2$
Borrowing 2 bit:	$2^2 = 4$
Borrowing 3 bit:	$2^3 = 8$
Borrowing 4 bit:	$2^4 = 16$
Borrowing 5 bit:	$2^5 = 32$
Borrowing 6 bit:	$2^6 = 64$
Borrowing 7 bit:	$2^7 = 128$
Borrowing 8 bit:	$2^8 = 256$
Borrowing 9 bit:	$2^9 = 512$
Borrowing 10 bit:	$2^{10} = 1024$
Borrowing 11 bit:	$2^{11} = 2048$
Borrowing 12 bit:	$2^{12} = 4096$
Borrowing 13 bit:	$2^{13} = 8192$
Borrowing 14 bit:	$2^{14} = 16384$

cisco

Create 1000 Subnets with a Slash 8 prefix

Consider a small ISP that requires 1000 subnets for its clients using network address 10.0.0.0/8 which means there are 8 bits in the network portion and 24 host bits available to borrow toward subnetting.
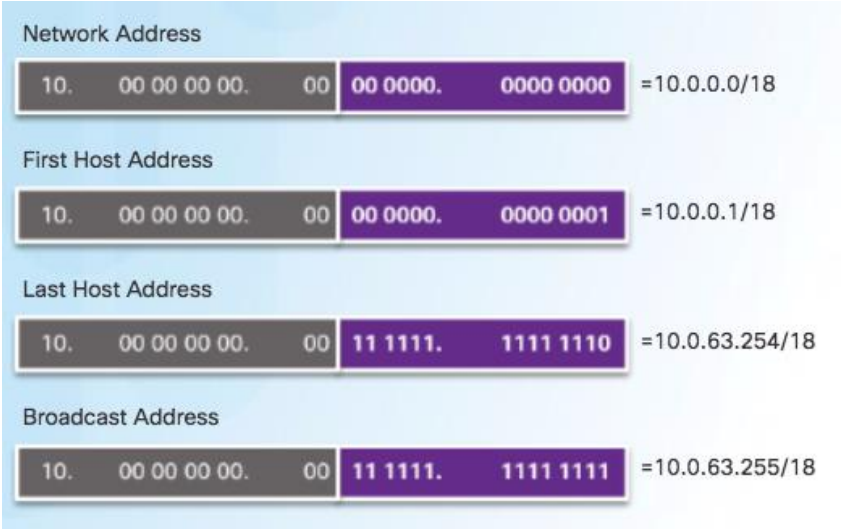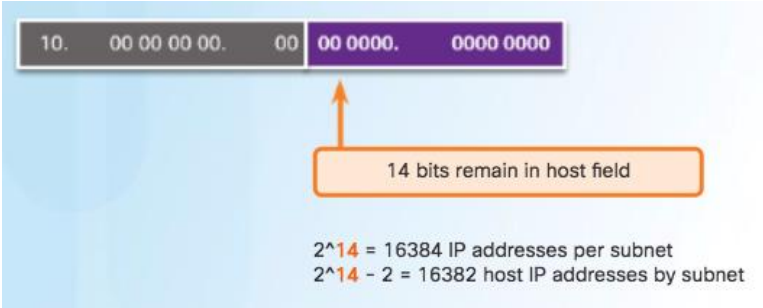
- The figure displays the number of subnets that can be created when borrowing bits from the second and third.
- Notice there are now up to 22 host bits that can be borrowed (i.e., last two bits cannot be borrowed).

To satisfy the requirement of 1000 subnets for the enterprise, 10 bits (i.e., $2^{10}=1024$ subnets) would need to be borrowed (for a total of 128 subnets)

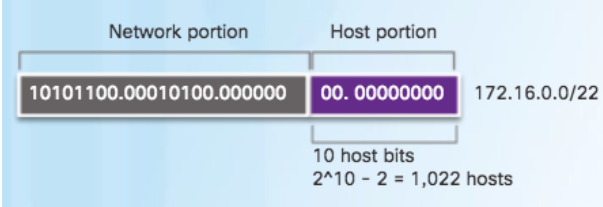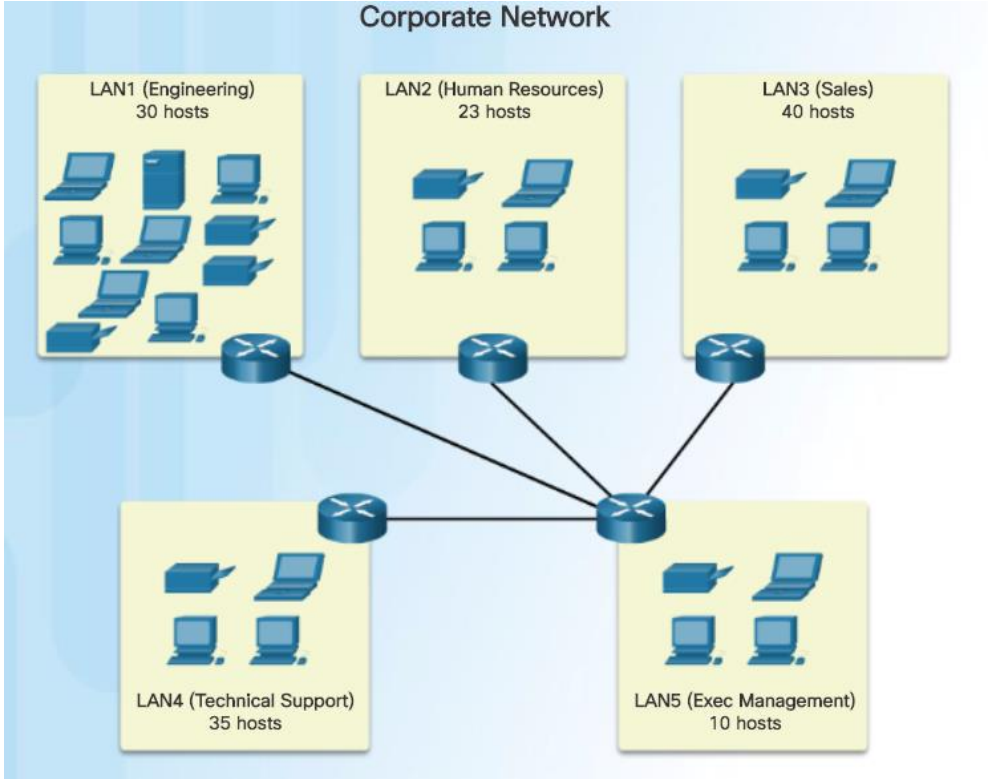| | 10 | . | 0 | . | 0 | . | 0 |

nnnnnnnn.hhhhhhhh.hhhhhhhh.hhhhhhhh

Borrowing **1** bit:	$2^1 = 2$
Borrowing **2** bit:	$2^2 = 4$
Borrowing **3** bit:	$2^3 = 8$
Borrowing **4** bit:	$2^4 = 16$
Borrowing **5** bit:	$2^5 = 32$
Borrowing **6** bit:	$2^6 = 64$
Borrowing **7** bit:	$2^7 = 128$
Borrowing **8** bit:	$2^8 = 256$
Borrowing **9** bit:	$2^9 = 512$
Borrowing **10** bit:	$2^{10} = 1024$

Creating 1000 Subnets with a /8 Network (Cont.)

Resulting /18 Subnets

Borrowing 10 bits creates 1024 subnets

10.0.0.0/18
10.0.64.0/18
10.0.128.0/18
10.0.192.0/18
10.1.0.0/18

. . to . .

10.255.192.0/18

14 bits remain in host field

2^{14} = 16384 IP addresses per subnet
$2^{14} - 2$ = 16382 host IP addresses by subnet

Network Address =10.0.0.0/18

First Host Address =10.0.0.1/18

Last Host Address =10.0.63.254/18

Broadcast Address =10.0.63.255/18

11.7 Subnet to Meet Requirements

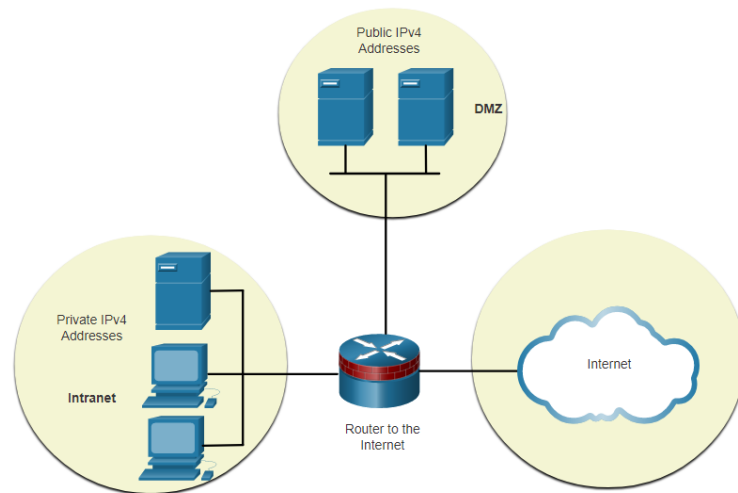# Network Requirement Example

Network Requirement Example (Cont.)
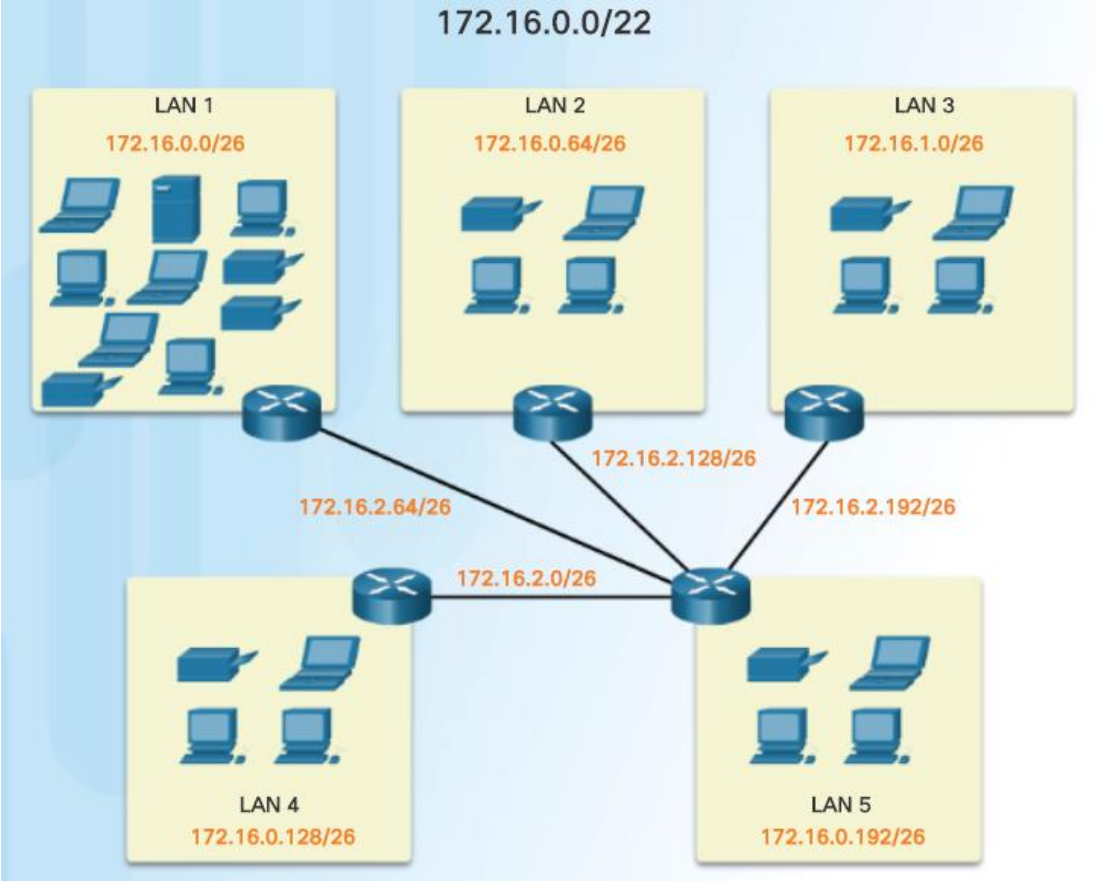
Subnet Private versus Public IPv4 Address Space

Enterprise networks will have an:

- Intranet - A company's internal network typically using private IPv4 addresses.

- DMZ – A companies internet facing servers. Devices in the DMZ use public IPv4 addresses.

- A company could use the 10.0.0.0/8 and subnet on the /16 or /24 network boundary.

- The DMZ devices would have to be configured with public IP addresses.

Minimize Unused Host IPv4 Addresses and Maximize Subnets

There are two considerations when planning subnets:

- The number of host addresses required for each network

- The number of individual subnets needed

Prefix Length	Subnet Mask	Subnet Mask in Binary (n = network, h = host)	# of subnets	# of hosts
/25	255.255.255.128	nnnnnnnn.nnnnnnnn.nnnnnnnn.**n**hhhhhhh 11111111.11111111.11111111.**1**0000000	**2**	126
/26	255.255.255.192	nnnnnnnn.nnnnnnnn.nnnnnnnn.**nn**hhhhhh 11111111.11111111.11111111.**11**000000	**4**	62
/27	255.255.255.224	nnnnnnnn.nnnnnnnn.nnnnnnnn.**nnn**hhhhh 11111111.11111111.11111111.**111**00000	**8**	30
/28	255.255.255.240	nnnnnnnn.nnnnnnnn.nnnnnnnn.**nnnn**hhhh 11111111.11111111.11111111.**1111**0000	**16**	14
/29	255.255.255.248	nnnnnnnn.nnnnnnnn.nnnnnnnn.**nnnnn**hhh 11111111.11111111.11111111.**11111**000	**32**	6
/30	255.255.255.252	nnnnnnnn.nnnnnnnn.nnnnnnnn.**nnnnnn**hh 11111111.11111111.11111111.**111111**00	**64**	2

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Example: Efficient IPv4 Subnetting

- In this example, corporate headquarters has been allocated a public network address of 172.16.0.0/22 (10 host bits) by its ISP providing 1,022 host addresses.

- There are five sites and therefore five internet connections which means the organization requires 10 subnets with the largest subnet requires 40 addresses.

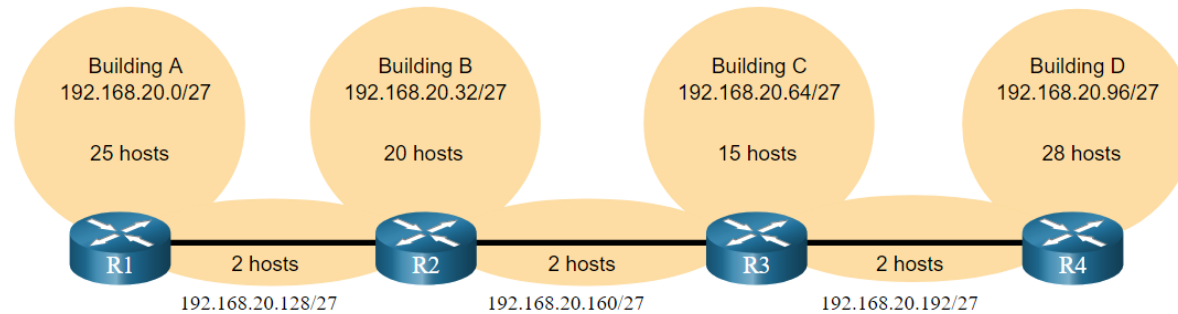- It allocated 10 subnets with a /26 (i.e., 255.255.255.192) subnet mask.
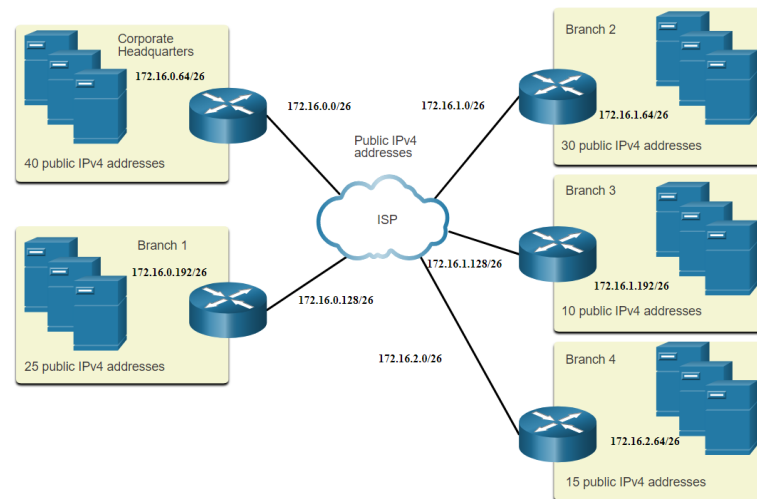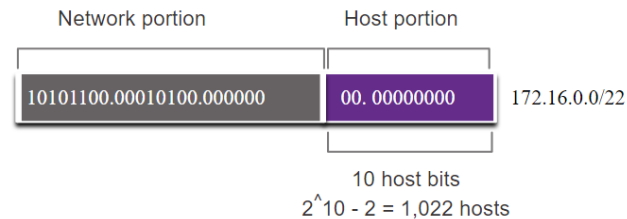
11.8 VLSM

IPv4 Address Conservation

Given the topology, 7 subnets are required (i.e, four LANs and three WAN links) and the largest number of host is in Building D with 28 hosts.

- A /27 mask would provide 8 subnets of 30 host IP addresses and therefore support this topology.
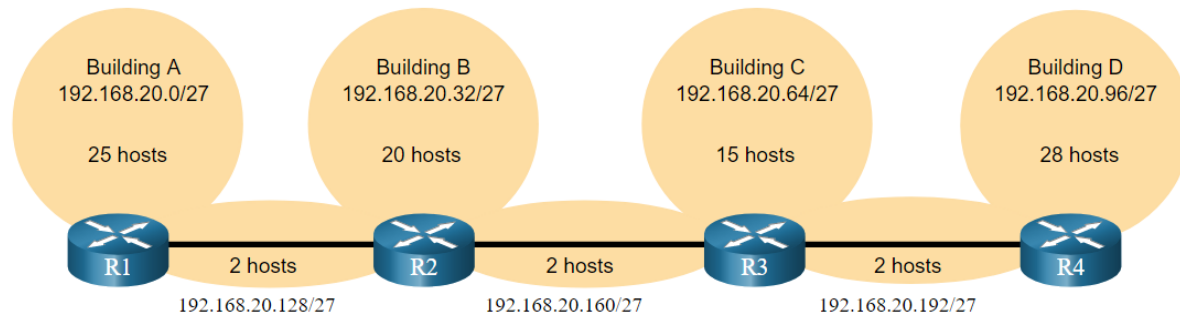
IPv4 Address Conservation (Cont.)

However, the point-to-point WAN links only require two addresses and therefore waste 28 addresses each for a total of 84 unused addresses.

Host portion
$2^5 - 2 = 30$ host IP addresses per subnet

$30 - 2 = 28$
Each WAN subnet wastes 28 addresses

$28 \times 3 = 84$
84 addresses are unused

Building A
192.168.20.0/27

25 hosts

Building B
192.168.20.32/27

20 hosts

Building C
192.168.20.64/27

15 hosts

Building D
192.168.20.96/27

28 hosts

R1   2 hosts   R2   2 hosts   R3   2 hosts   R4

192.168.20.128/27   192.168.20.160/27   192.168.20.192/27

- Applying a traditional subnetting scheme to this scenario is not very efficient and is wasteful.

- VLSM was developed to avoid wasting addresses by enabling us to subnet a subnet.

VLSM

- The left side displays the traditional subnetting scheme (i.e., the same subnet mask) while the right side illustrates how VLSM can be used to subnet a subnet and divided the last subnet into eight /30 subnets.
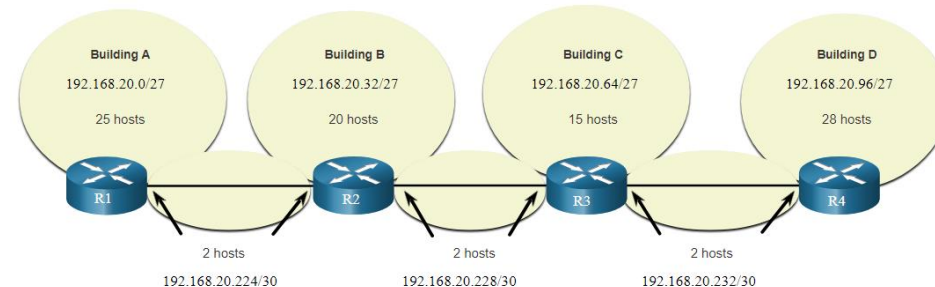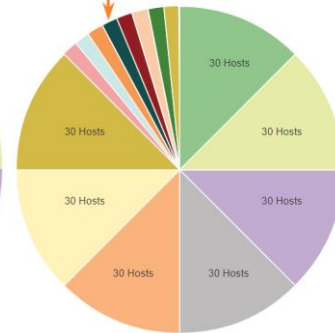
- When using VLSM, always begin by satisfying the host requirements of the largest subnet and continue subnetting until the host requirements of the smallest subnet are satisfied.

- The resulting topology with VLSM applied.

Traditional Subnetting Creates Equal Sized Subnets   Subnets of Varying Sizes
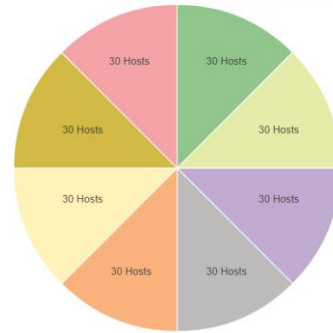
One subnet was further divided to create 8 smaller subnets of 2 hosts each.

Building A	Building B	Building C	Building D
192.168.20.0/27	192.168.20.32/27	192.168.20.64/27	192.168.20.96/27
25 hosts	20 hosts	15 hosts	28 hosts

R1   R2   R3   R4

2 hosts   2 hosts   2 hosts
192.168.20.224/30   192.168.20.228/30   192.168.20.232/30

VLSM Topology Address Assignment

- Using VLSM subnets, the LAN and inter-router networks can be addressed without unnecessary waste as shown in the logical topology diagram.

Building A
192.168.20.0/27
25 hosts

Building B
192.168.20.32/27
20 hosts

Building C
192.168.20.64/27
15 hosts

Building D
192.168.20.96/27
28 hosts

192.168.20.1/27

192.168.20.33/27

192.168.20.65/27

192.168.20.97/27

G0/0/0

G0/0/0

G0/0/0

G0/0/0

R1   G0/0/1   G0/0/1   R2   G0/1/0   G0/0/1   R3   G0/1/0   G0/0/1   R4
.225   .226   .229   .230   .233   .234

R1-R2
192.168.20.224/30
2 hosts

R2-R3
192.168.20.228/30
2 hosts

R3-R4
192.168.20.232/30
2 hosts
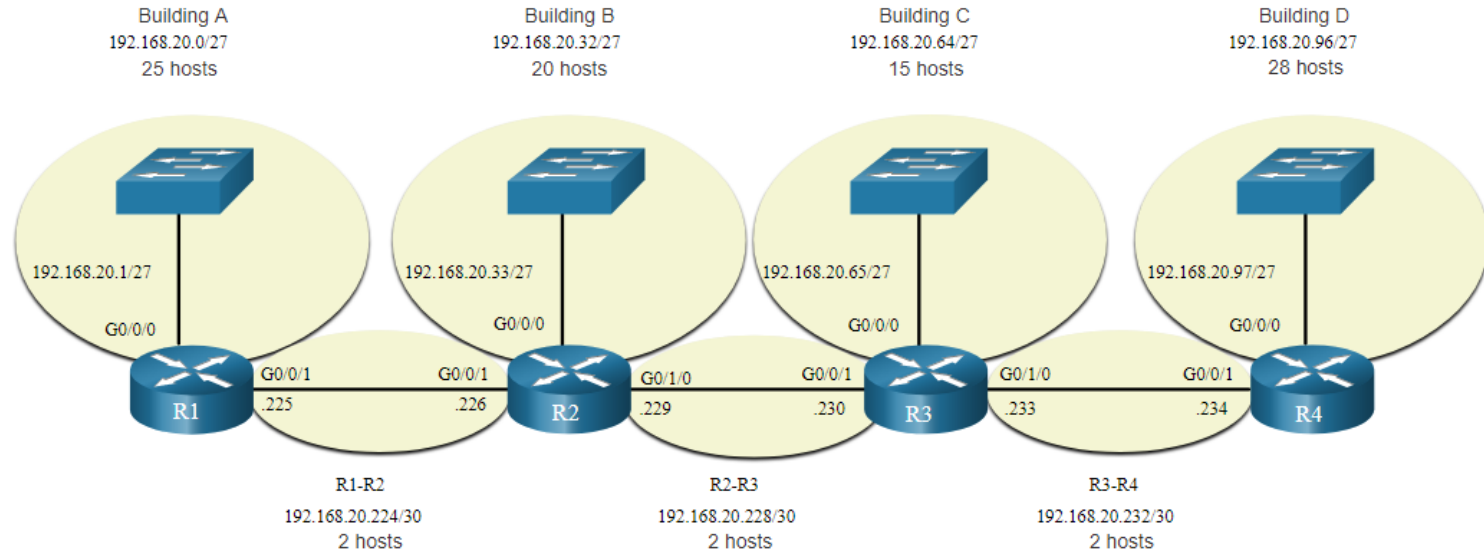
11.9 Structured Design

IPv4 Network Address Planning

IP network planning is crucial to develop a scalable solution to an enterprise network.

- To develop an IPv4 network wide addressing scheme, you need to know how many subnets are needed, how many hosts a particular subnet requires, what devices are part of the subnet, which parts of your network use private addresses, and which use public, and many other determining factors.

Examine the needs of an organization's network usage and how the subnets will be structured.

- Perform a network requirement study by looking at the entire network to determining how each area will be segmented.
- Determine how many subnets are needed and how many hosts per subnet.
- Determine DHCP address pools and Layer 2 VLAN pools.

Device Address Assignment

Within a network, there are different types of devices that require addresses:

- **End user clients** – Most use DHCP to reduce errors and burden on network support staff. IPv6 clients can obtain address information using DHCPv6 or SLAAC.
- **Servers and peripherals** – These should have a predictable static IP address.
- **Servers that are accessible from the internet** – Servers must have a public IPv4 address, most often accessed using NAT.
- **Intermediary devices** – Devices are assigned addresses for network management, monitoring, and security.
- **Gateway** – Routers and firewall devices are gateway for the hosts in that network.

When developing an IP addressing scheme, it is generally recommended that you have a set pattern of how addresses are allocated to each type of device.

What did I learn in this module? (Cont.)

- VLSM allows a network space to be divided into unequal parts. Always begin by satisfying the host requirements of the largest subnet. Continue subnetting until the host requirements of the smallest subnet are satisfied.

- When designing a network addressing scheme, consider internal, DMZ, and external requirements. Use a consistent internal IP addressing scheme with a set pattern of how addresses are allocated to each type of device.