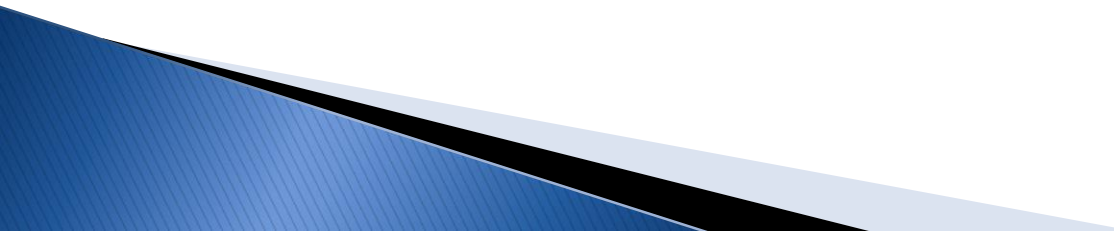


# Supernetting and CIDR

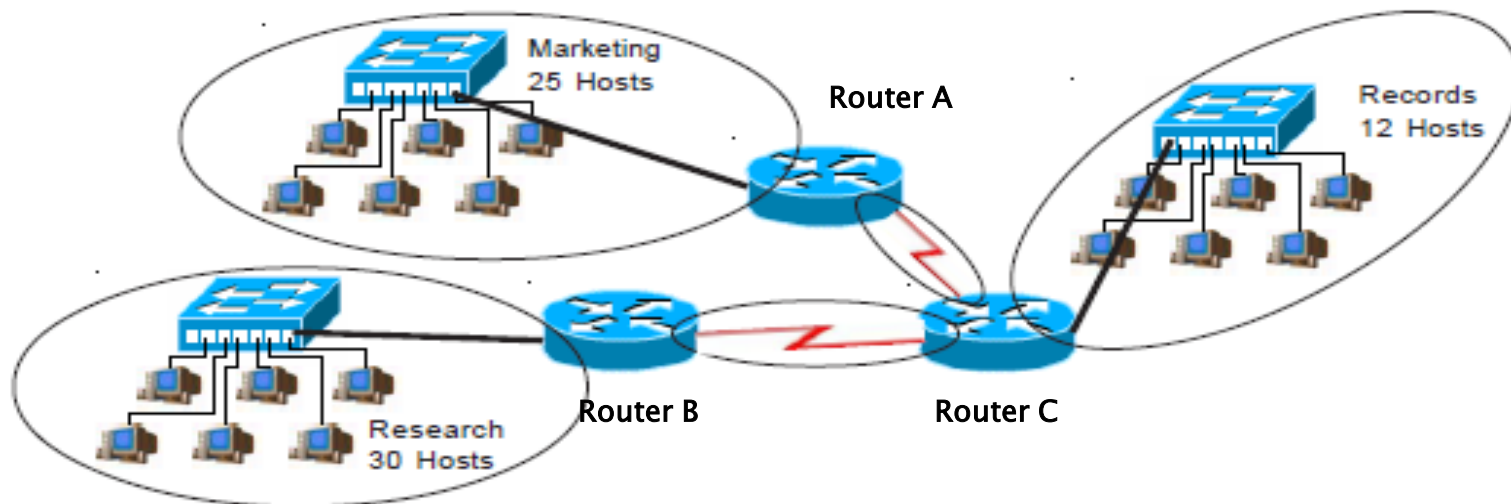
Internetworking  
Lecture 5

# IP Addresses & Subnets

- ▶ Comparison of:
    - Classless Subnetting
    - VLSM (Classless)
  - ▶ Variable Length Subnet Mask – VLSM
  - ▶ Classless Inter–Domain Routing – CIDR
  - ▶ Supernetting
- 

# Let's start with a task..

IP Address: 192.168.1.0



The above network requires the creation of **5 subnets**:

- Marketing: 25 usable host addresses (total 27)
- Research: 30 usable host addresses (total 32)
- Records: 12 usable host addresses (total 14)
- WAN link A - C: 2 usable host addresses (total 4)
- WAN link B - C: 2 usable host addresses (total 4)

# Classful vs Classless (VLSM)

## Research:

192.168.1.0 – 192.168.1.31 /27

## Marketing:

192.168.1.32 – 192.168.1.63 /27

## Records:

192.168.1.64 – 192.168.1.95 /27

## Link A-C:

192.168.1.96 – 192.168.1.127 /27

## Link B-C:

192.168.1.128 – 192.168.1.159 /27

- 192.168.1.160 – 192.168.1.191 /27

- 192.168.1.192 – 192.168.1.223 /27

- 192.168.1.224 – 192.168.1.255 /27

## Research:

192.168.1.0 – 192.168.1.31 /27

## Marketing:

192.168.1.32 – 192.168.1.63 /27

## Records:

192.168.1.64 – 192.168.1.79 /28

## Link A-C:

192.168.1.80 – 192.168.1.83 /30

## Link B-C:

192.168.1.84 – 192.168.1.87 /30

- 192.168.1.88 – 192.168.1.95 /29

- 192.168.1.96 – 192.168.1.127 /27

- 192.168.1.128 – 192.168.1.255 /25

Classful – 8 equally sized subnets

VLSM – 8 variable sized subnets

# Utilisation of addressing space

## Research:

32/32 → 100%

## Marketing:

27/32 → 84%

## Records:

14/32 → 44%

## Link A-C:

4/32 → 13%

## Link B-C:

4/32 → 13%

Total addresses reserved:

160/256 → 62.5%

## Research:

32/32 → 100%

## Marketing:

27/32 → 84%

## Records:

14/16 → 88%

## Link A-C:

4/4 → 100%

## Link B-C:

4/4 → 100%

Total addresses reserved:

88/256 → 34.4%

Classful approach

Classless approach

# Variable Length Subnet Mask

- ▶ Allows more than one subnet mask in the same network
  - Efficient use of an organisation's IP address space
    - Create subnets significantly **different in size**
    - Consider a 4 host network with mask 255.255.255.0  
→ it wastes 250 IP addresses
  - Allows route aggregation → less routing information
- ▶ VLSM needs to be supported by the routing protocol (RIPv2, OSPF, EIGRP, BGP)

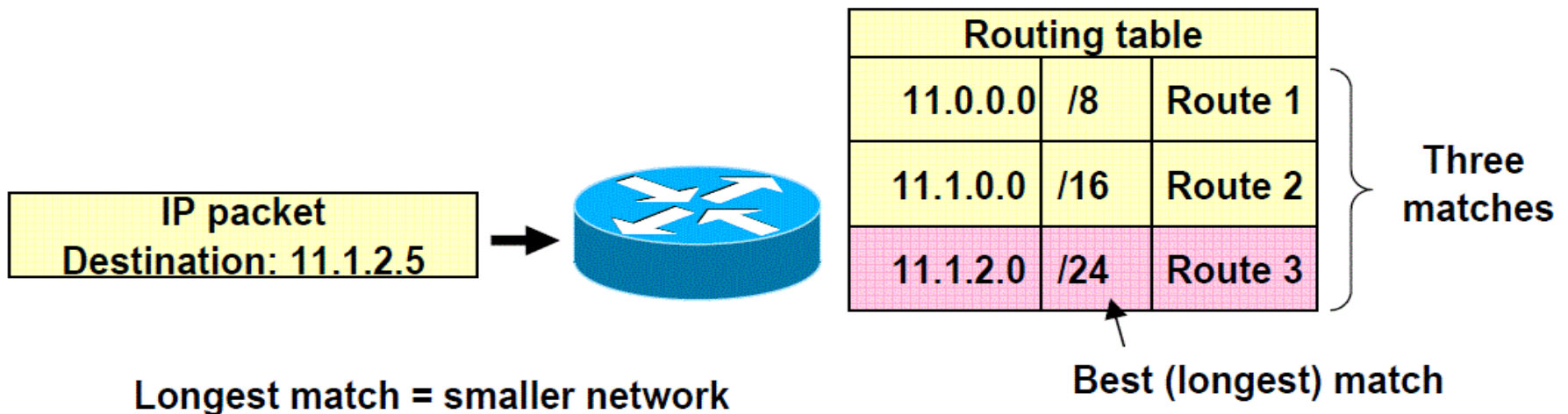
# Requirements for VLSM

- ▶ Routing table → need to specify the extended **network prefix information** (subnet mask) for every entry.
- ▶ Routing protocol → must carry extended network prefix information with each route advertisement
  - 131.175.192.0 = 10000011.10101111.11000000.00000000
  - Prefix **/27** →
  - 255.255.250.224 = **11111111.11111111.11111111.111**00000
- ▶ VLSM is usually compatible with more complex routing protocols such as OSPF even for small networks

# Requirements for VLSM

- ▶ “Longest Match” forwarding algorithm
  - When you have two or more matching entries in your routing table for a specific destination → select the longest match!

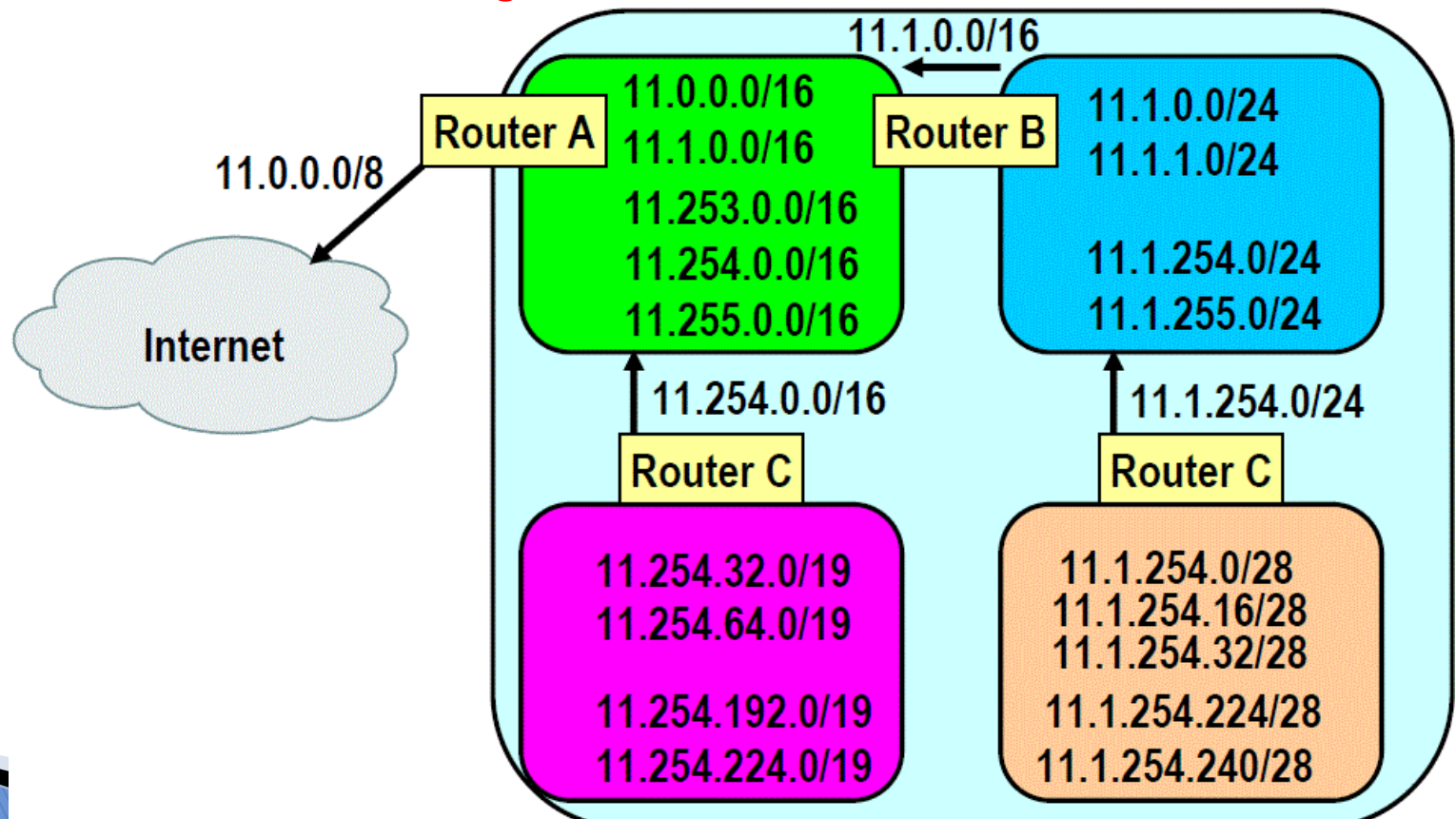
## → “Longest Match” Forwarding Algorithm





# Route aggregation – VLSM

- ▶ VLSM allows to hide the detailed structure of routing information for one subnet group from other routers
  - Reduces the size of the routing table!

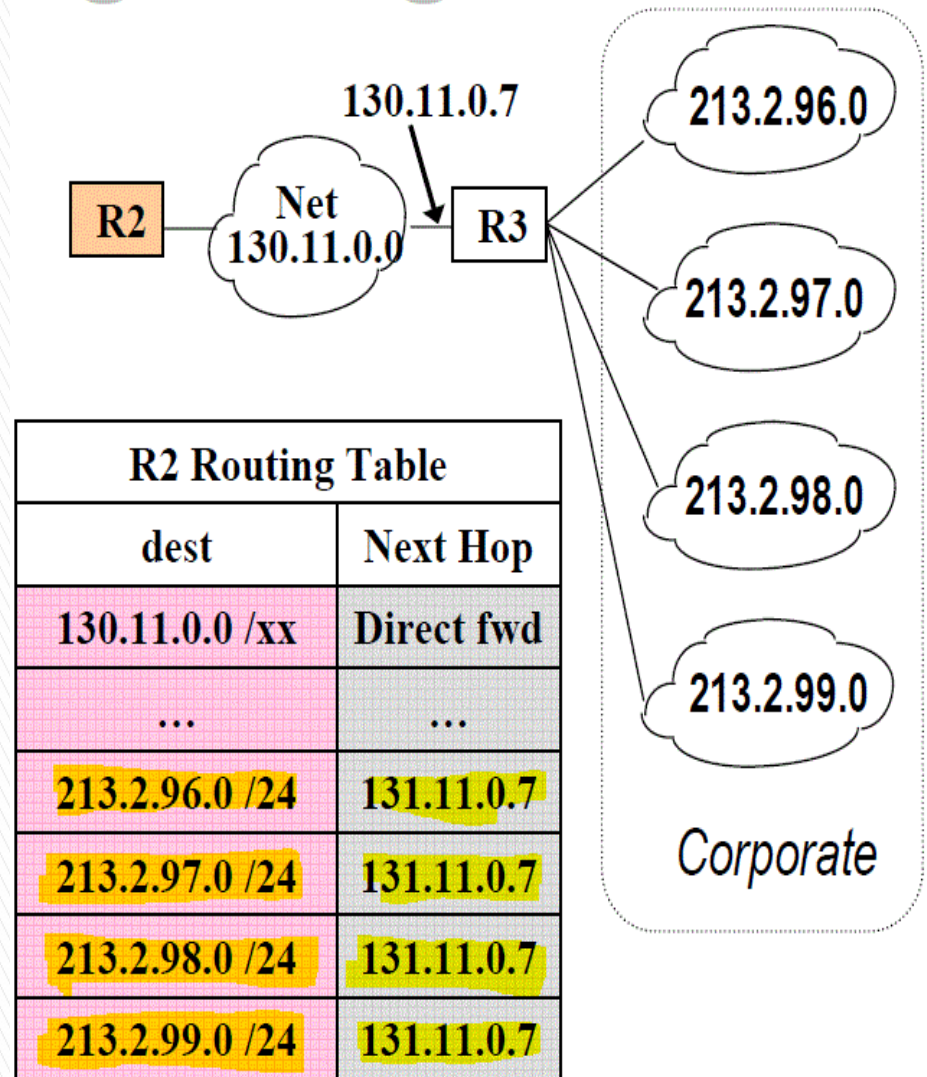


# Classless Inter-Domain Routing

- ▶ CIDR was officially developed in September 1993
- ▶ CIDR is also called Supernetting
- ▶ It was considered a fundamental solution for the routing table problem
- ▶ It was a temporary solution to Internet address space depletion.
  - IPv4 = 32 bits → quickly proved to be inadequate
    - Internet grew exponentially
    - Billions interconnected devices
  - Inefficient address assignment in early days
  - Ultimate solution was soon implemented
    - IPv6 !

# Routing table problem – CIDR

- ▶ Introduced to replace the classful IP addressing method.
- ▶ Class C addresses
  - Not enough hosts?
- ▶ Class B addresses
  - Too many hosts?
- ▶ N\*class C
  - Not wise, exponential growth of routing tables
- ▶ Class B addresses → the only feasible option → **quickly exhausted!**



# Classless Inter-Domain Routing

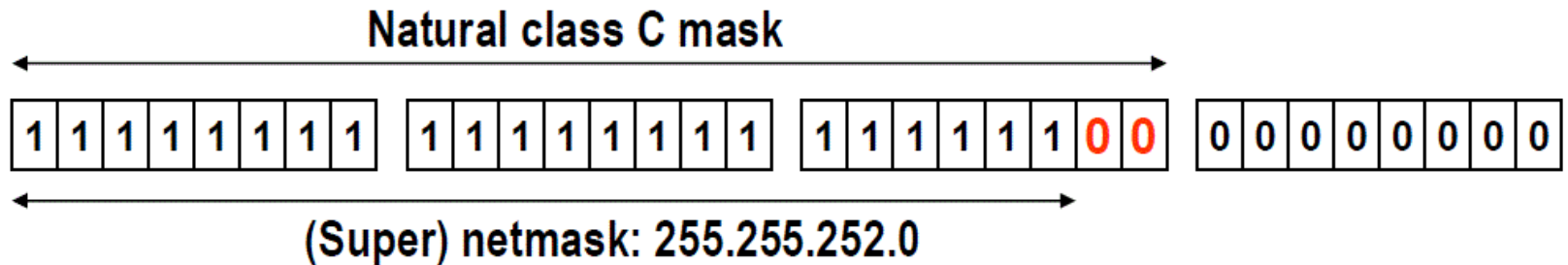
- ▶ Follows a classless approach
  - The classful concept completely abandoned
- ▶ Requires to specify the network prefix
  - Routers do not identify IP classes.
  - Network prefix is needed to identify the division point between the net\_id and host\_id
  - Prefix needs to be supported by the routing protocol
- ▶ CIDR is similar to VLSM but applies to the whole Internet.

# Classless addresses (CIDR)

- ▶  $10.23.64.0/25 = \underline{00001010.00010111.01000000.0}0000000$
- ▶  $130.5.10.0/25 = \underline{10000010.00000101.00000110.0}0000000$
- ▶  $200.7.128.0/25 = \underline{11001000.00000111.10000000.0}0000000$
- ▶ What is the difference between these network addresses?
  - None! They are similar as they all have 126 usable hosts available.

# CIDR – Supernetting

- ▶ Supernetting is combining several small (class C) networks into a big one to create a large range of addresses.
  - Example: An organisation is assigned a range of  $2^n$  class C addresses
    - The range is contiguous
    - Addressing: Reserve network bits for use by host\_id
      - The opposite of subnetting!

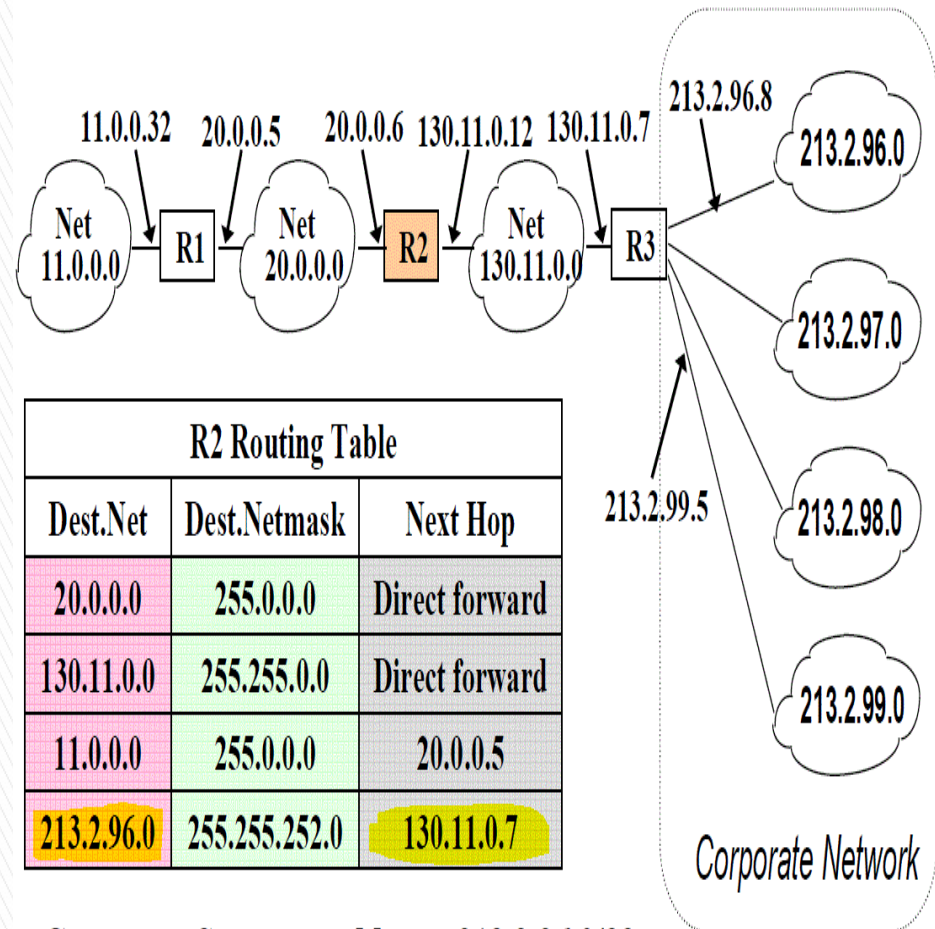
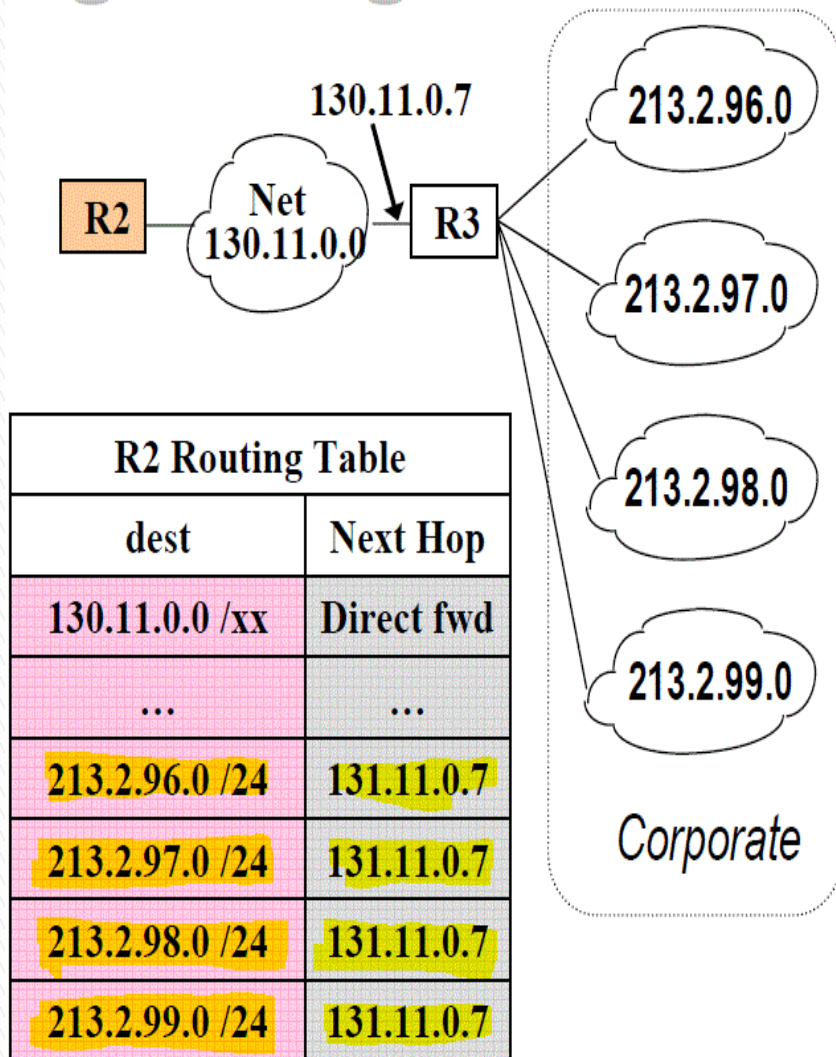


# Supernetting – Addressing

- ▶ You have been assigned 4 contiguous network addresses:
  - 213.2.96.0 → 11010101.00000010.01100000.00000000
  - 213.2.97.0 → 11010101.00000010.01100001.00000000
  - 213.2.98.0 → 11010101.00000010.01100010.00000000
  - 213.2.99.0 → 11010101.00000010.01100011.00000000
  - Two bits reserved →  $2^2$  class C networks included into the new supernet
- ▶ Supernet mask:
  - 255.255.252.0
- ▶ Supernet address:
  - 213.2.96.0/22
  - 11010101.00000010.01100000.00.00000000



# Routing table problem – solved

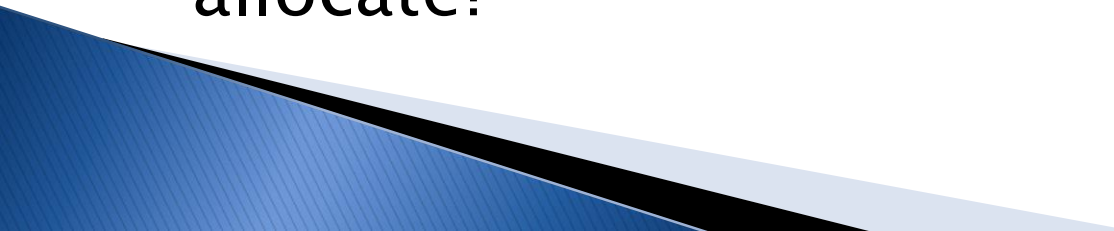


Corporate Supernet address: 213.2.96.0/22

11010101 . 00000010 . 011000 00 . 00000000



# CIDR – Example

- ▶ An ISP has been allocated the network address 192.10.64.0/19.
  - ▶ What is the network mask
  - ▶ What are the first and last host addresses in the range?
  - ▶ How many (usable) host addresses can the ISP allocate?
- 

# CIDR – Example

## ▶ Network mask

- Can be calculated by setting the network ID to all 1s

## ▶ Network address:

- Class C address: 192.10.64.0/19
- Default mask = 24 bits
  - 11111111.11111111.11111111.00000000
- New mask = 19 bits
  - 11111111.11111111.111|0000.00000000
  - 255.255.224.0
- The BLUE bits are the bits we borrowed from the default net\_ID
- 11000000.00001010.010|0000.00000000
  - 192.10.64.0/19

# CIDR – Example

- ▶ The network address is:
  - 192.10.64.0/19 → 11000000.00001010.010|00000.00000000
- ▶ The first network host address is:
  - 192.10.64.1 → 11000000.00001010.010|00000.00000001
- ▶ The broadcast address for the network is:
  - 192.10.95.255 → 11000000.00001010.010|11111.11111111
- ▶ The last host address for the network is:
  - 192.10.95.254 → 11000000.00001010.010|11111.11111110
- ▶ Number of addresses the ISP allocate:
  - There are 13 host\_id bits available →  $2^{13} = 8192$
  - $8192 - 2 = 8190$  usable IP addresses

# CIDR & large networks

- ▶ Organisation assigned  $2^n$  class C addresses
- ▶ May arbitrarily deploy subnetworks with more than 254 hosts
  - Previously impossible with classful IP assignment
    - Default netmask = /24 (bits)
- ▶ ALL subnet hosts need to accept netmasks larger than the default ones – software permitted
  - Software might not allow to use netmask 255.255.252.0 for host address 193.28.33.52

# CIDR – Requirements

- ▶ The same as VLSM
  - But on a worldwide scale
- ▶ Routing protocol must carry network prefix information for every advertised route
- ▶ Routers must implement a consistent forwarding algorithm based on the “longest match”
- ▶ Route aggregation can happen only if topologically significant addresses are assigned (see next slide)

# CIDR allocation

- ▶ Topological allocation of ex class C addresses

|                       |                             |
|-----------------------|-----------------------------|
| Multi regional        | 192.0.0.0 - 193.255.255.255 |
| Europe                | 194.0.0.0 - 195.255.255.255 |
| Others                | 196.0.0.0 - 197.255.255.255 |
| North America         | 198.0.0.0 - 199.255.255.255 |
| Central-South America | 200.0.0.0 - 201.255.255.255 |
| Pacific Rim           | 202.0.0.0 - 203.255.255.255 |
| Others                | 204.0.0.0 - 205.255.255.255 |
| Others                | 206.0.0.0 - 207.255.255.255 |
| IANA reserved         | 208.0.0.0 - 223.255.255.255 |

All are class C blocks, since class B blocks are no more allocated...

## ▶ Next Week

- Dynamic Routing
  - Distance Vector
  - Link State
  - Metrics used
  - Autonomous systems