

# CS & IT ENGINEERING

COMPUTER NETWORKS

IPv4 Addressing



**Lecture No-02**



**By- Ankit Doyla Sir**

# Topics to be covered

- Introduction to IPv4



# Basics of IP Addressing



$$2^1 = \underline{2}$$

$$2^2 = \underline{4}$$

$$2^3 = \underline{8}$$

$$2^4 = \underline{16}$$

⋮

$$2^9 = \underline{512}$$

$$\underline{2^{10}} = \underline{1024} = \underline{1K} (\underline{Kilo})$$

$$\underline{2^{20}} = \underline{1024} \times \underline{1024} = \underline{1M} (\underline{Mega})$$

$$\underline{2^{30}} = \underline{1024} \times \underline{1024} \times \underline{1024} = \underline{1G} (\underline{Giga})$$

$$2^{40} = \underline{1} \text{ T (Tera)}$$

$$2^{50} = \underline{1} \text{ P (Peta)}$$

$$2^{60} = \underline{1} \text{ E (Exa)}$$

$$2^{70} = \underline{1} \text{ Z (Zetta)}$$

$$2^{80} = \underline{1} \text{ Y (Yotta)}$$



# Basics of IP Addressing



## Data

1 Byte = 8 bits

1 KB = 1024 Bytes

1 MB = 1024 KB (Kilo Byte)

1 GB = 1024 MB (Mega Byte)

1 TB = 1024 GB (Giga Byte)

1 PB = 1024 TB (Tera Byte)

1 EB = 1024 PB (Peta Byte)

1 ZB = 1024 EB (Exa Byte)

1 YB = 1024 ZB (Zetta Byte)

Bit → b

Byte → B

8 bit

128 64 32 16 8 4 2 1



# Basics of IP Addressing



**Binary Number**      **Decimal Value**

128 64 32 16 8 4 2 1

0 0 0 0 0 0 0 0 → 0

0 0 0 0 0 0 0 1 → 1

0 0 0 0 0 0 1 1 → 3 [ $2^2-1$ ]

0 0 0 0 0 1 1 1 → 7 [ $2^3-1$ ]

0 0 0 0 1 1 1 1 → 15 [ $2^4-1$ ]

0 0 0 1 1 1 1 1 → 31 [ $2^5-1$ ]

0 0 1 1 1 1 1 1 → 63 [ $2^6-1$ ]

0 1 1 1 1 1 1 1 → 127 [ $2^7-1$ ]

1 1 1 1 1 1 1 1 → 255 [ $2^8-1$ ]

8bit  
↓

Range → 0 to 255

Range → 0 to  $2^8-1$

nbit  
↓

Range → 0 to  $2^n-1$



# Basics of IP Addressing



Binary Number	Decimal Value
128 64 32 16 8 4 2 1 1 0 0 0 0 0 0 0	→ 128
1 1 0 0 0 0 0 0	→ 192
1 1 1 0 0 0 0 0	→ 224
1 1 1 1 0 0 0 0	→ 240 [255-15]
1 1 1 1 1 0 0 0	→ 248 [255-7]
1 1 1 1 1 1 0 0	→ 252 [255-3]
1 1 1 1 1 1 1 0	→ 254 [255-1]
1 1 1 1 1 1 1 1	→ 255

$$\begin{array}{r} 128 \\ + 64 \\ \hline 192 \\ + 32 \\ \hline 224 \\ + 16 \\ \hline 240 \end{array}$$

1 bit

$\left. \begin{array}{c} 0 \\ 1 \end{array} \right\} 2 = 2^1$

2 bit

$\left. \begin{array}{c} 00 \\ 01 \\ 10 \\ 11 \end{array} \right\} = 4 = 2^2$

3 bit

$\left. \begin{array}{c} 000 \\ 001 \\ 010 \\ 011 \\ 100 \\ 101 \\ 110 \\ 111 \end{array} \right\} = 8 = 2^3$

.....

n bit

$\downarrow$   
 $2^n$

.....



2 bit

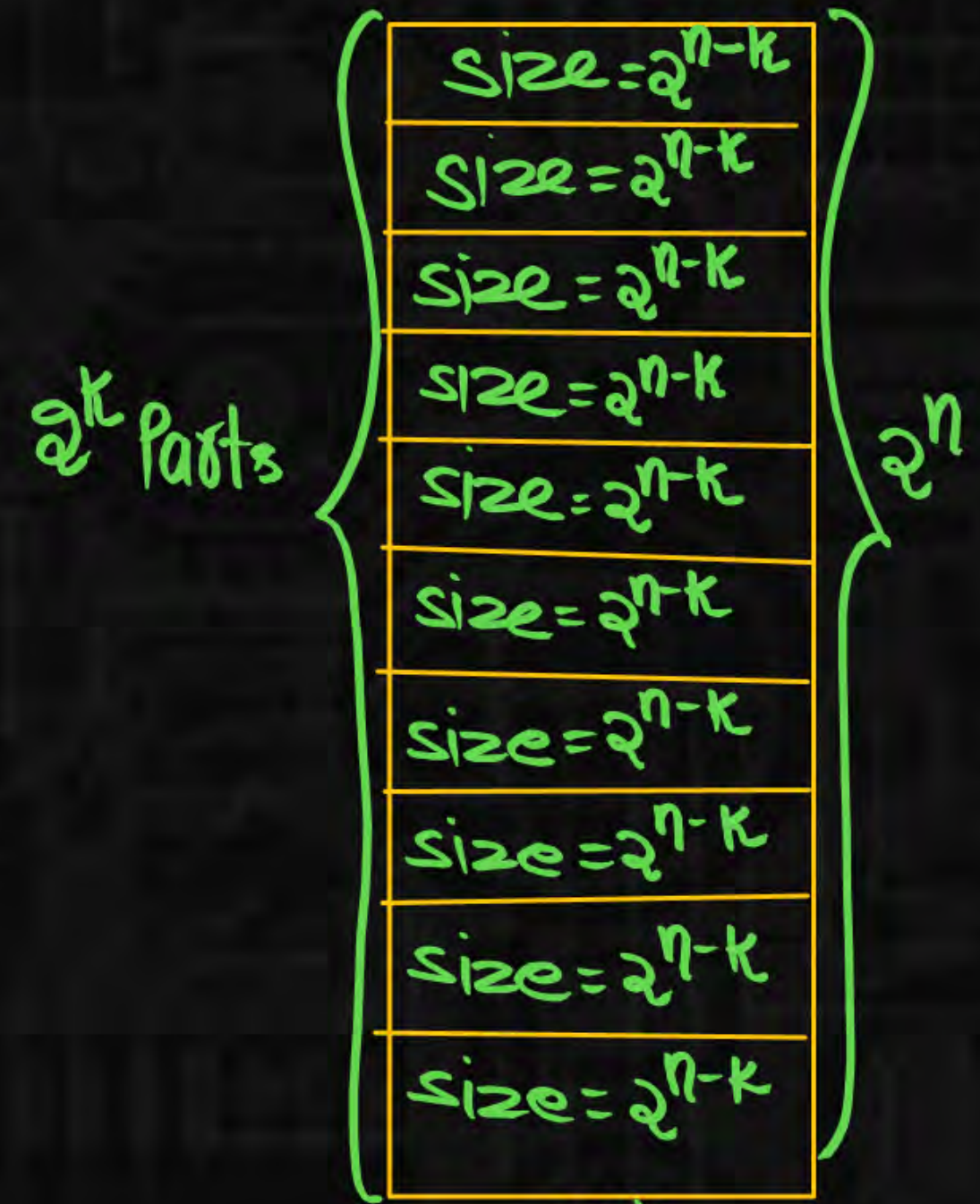
00  
01  
10  
11

3 bit

$P_1$  000 } 2  
001  
 $P_2$  010 } 2  
011  
 $P_3$  100 } 2  
101  
 $P_4$  110 } 2  
111

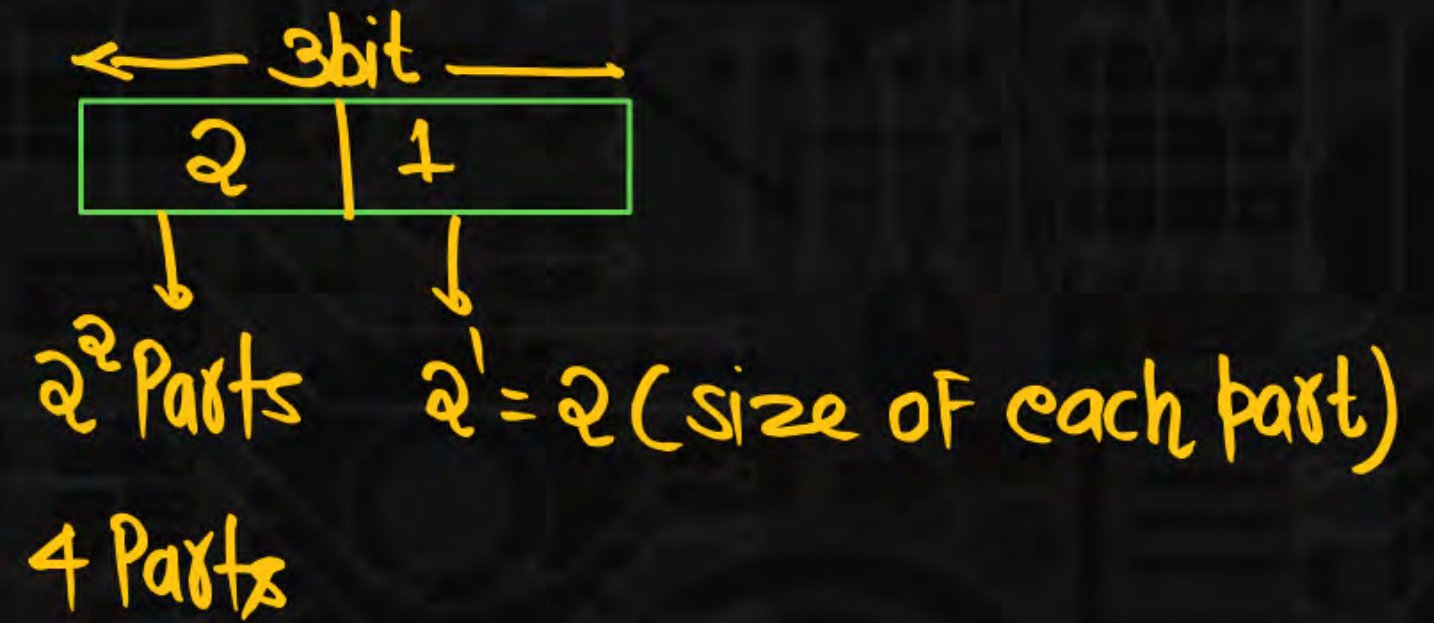
..... n bit

1 bit  $\rightarrow 2 \text{ Parts} = 2^1 \text{ Parts}$   
2 bit  $\rightarrow 4 \text{ Parts} = 2^2 \text{ Parts}$   
.....  
k bit  $\rightarrow 2^k \text{ Parts}$





$$\begin{aligned}
 2^k \text{ Parts} &\longrightarrow 2^n \\
 1 \text{ Part} &\longrightarrow \frac{2^n}{2^k} \\
 &= 2^{n-k}
 \end{aligned}$$





# Introduction to IP Addressing



IPv4 Address = 32 bit

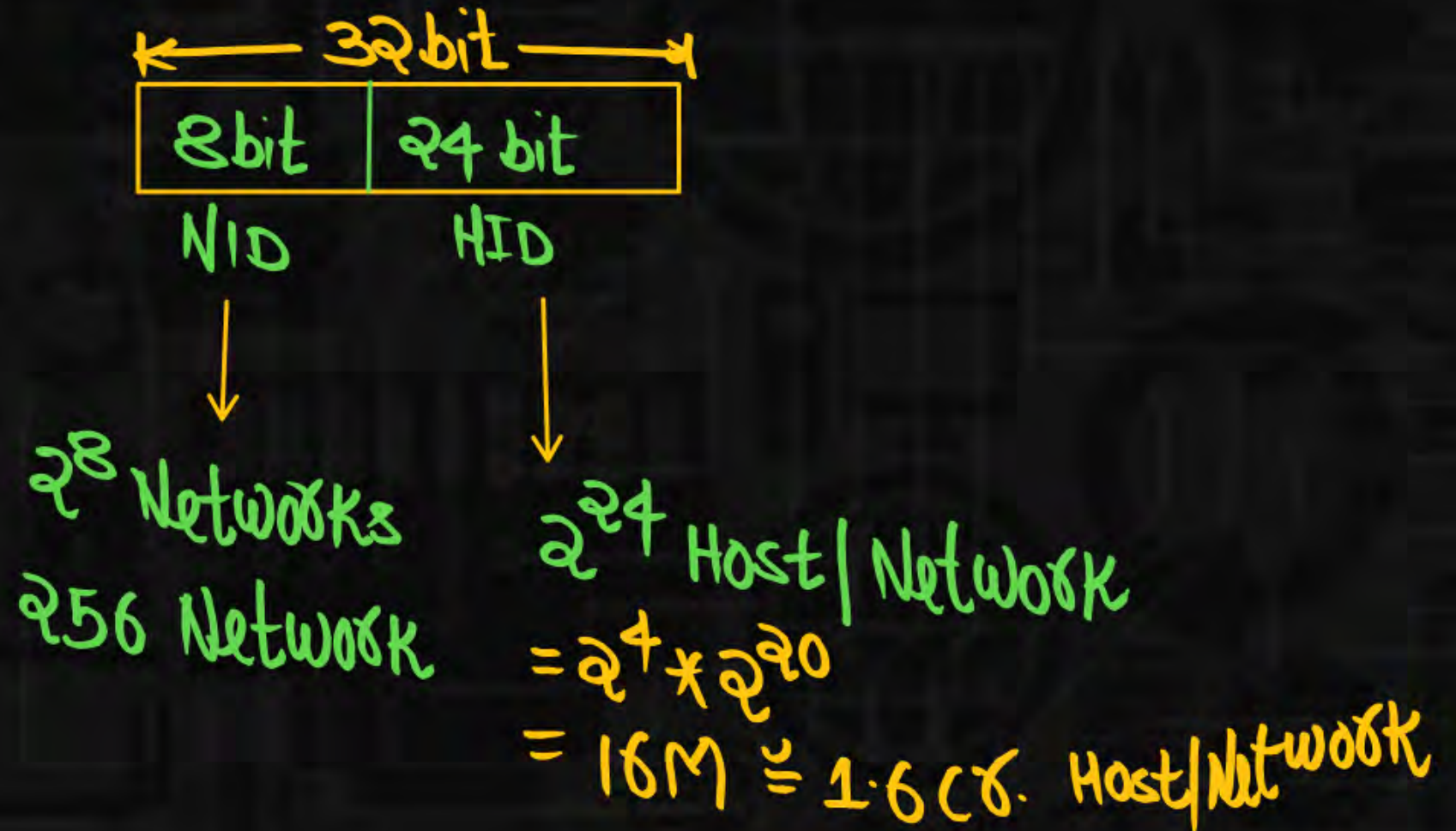
$\rightarrow 2^8 * 2^{24} \rightarrow 4G \text{ IP Addresses}$

Total number of IP addresses =  $2^{32} = 4,294,967,296$

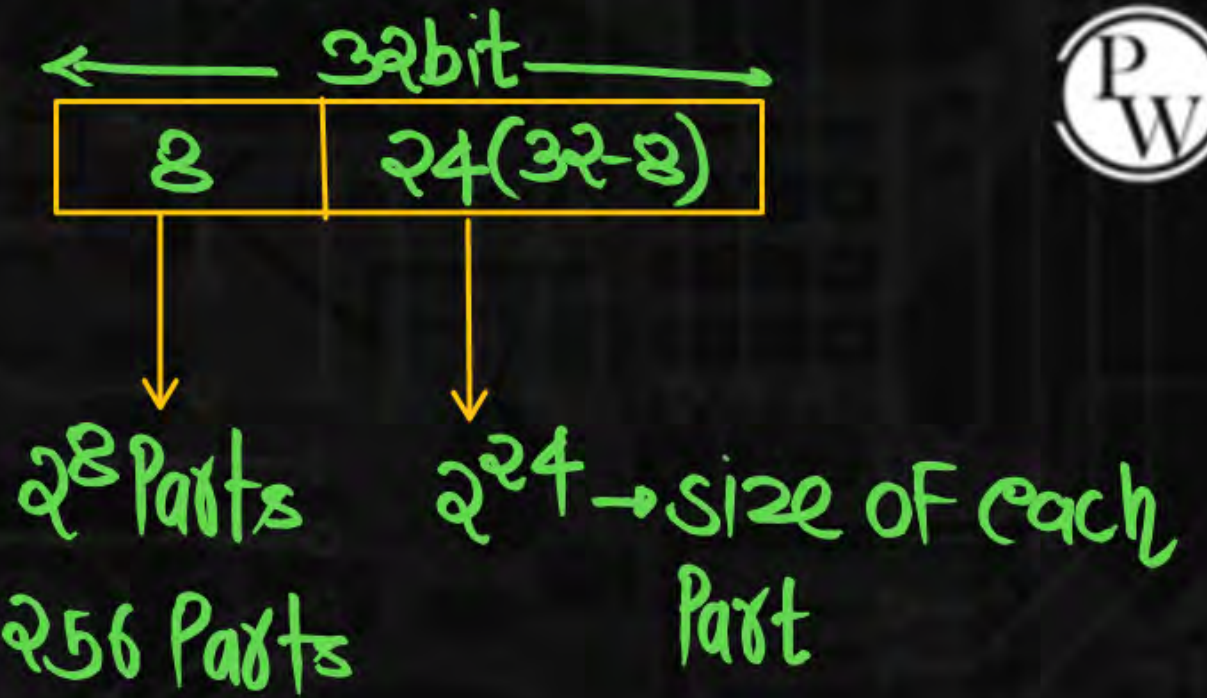
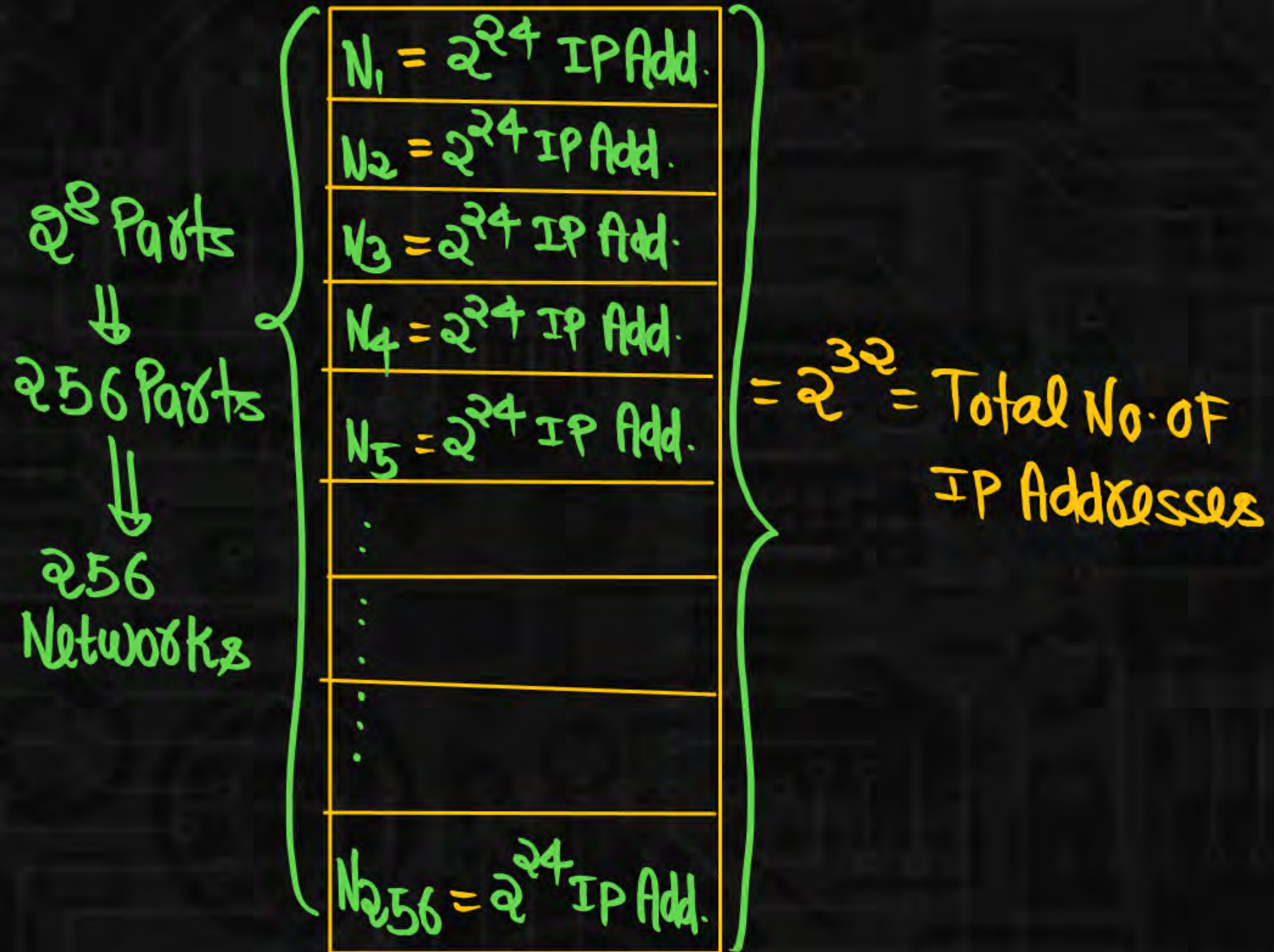
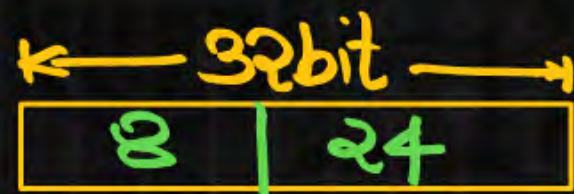
Initially in 1980's IP Addresses was divided into two Fixed Parts i.e.,

NID = 8 bit, and HID = 24 bit.

IANA  $\rightarrow$  Internet Assigned Number Authority









# Introduction to IP Addressing



## Disadvantage

There are only 256 Network's, and even a small organization must buy 16M computer (HOST) to purchase one network.

Sol<sup>n</sup>: classful Addressing

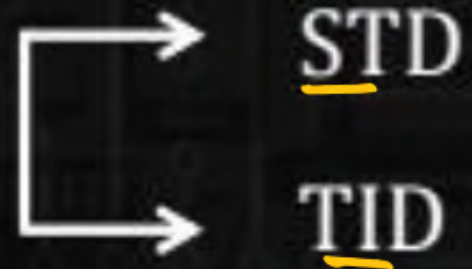


# Telephone Networks



1. 11 digit Number

2. Two Parts



3. Unique



# Telephone Networks



City	
$\frac{3}{\text{STD}}$	$\frac{8}{\text{TID}}$

011      23151923

Town	
$\frac{4}{\text{STD}}$	$\frac{7}{\text{TID}}$

0120      2456172

Villages	
$\frac{5}{\text{STD}}$	$\frac{6}{\text{TID}}$

05924      264297



City

STD Code = 3

000  
001  
002  
003  
004  
005  
.  
.  
.  
.  
999


1000

TID=8

00000000  
.  
.  
.  
.  
.  
.  
9,999,999

10C8



1. 32 bit Number  $\left[ \boxed{8} \cdot \boxed{8} \cdot \boxed{8} \cdot \boxed{8} \right]$
2. Two Parts 

NID  
HID
3. Unique



# Computer Networks



## Class A

8 bit

24 bit

NID

HID

$2^8$  Networks  
256 Networks  
 $2^{24}$  Host/Net.  
 $2^4 \times 2^{20}$   
16 M Host/Net.  
 $\approx 1.6 \text{ cr}$  Host/Net.

Note: For Big govt.  
organization For ex: NASA

## Class B

16 bit

16 bit

NID

HID

$2^{16}$  Networks  
 $2^6 \times 2^{10}$   
64 K Networks  
 $2^{16}$  Host/Net.  
64 K Host/Net.

Note: For MNC's For  
ex: IBM, WIPRO, TCS etc

## Class C

24 bit

8 bit

NID

HID

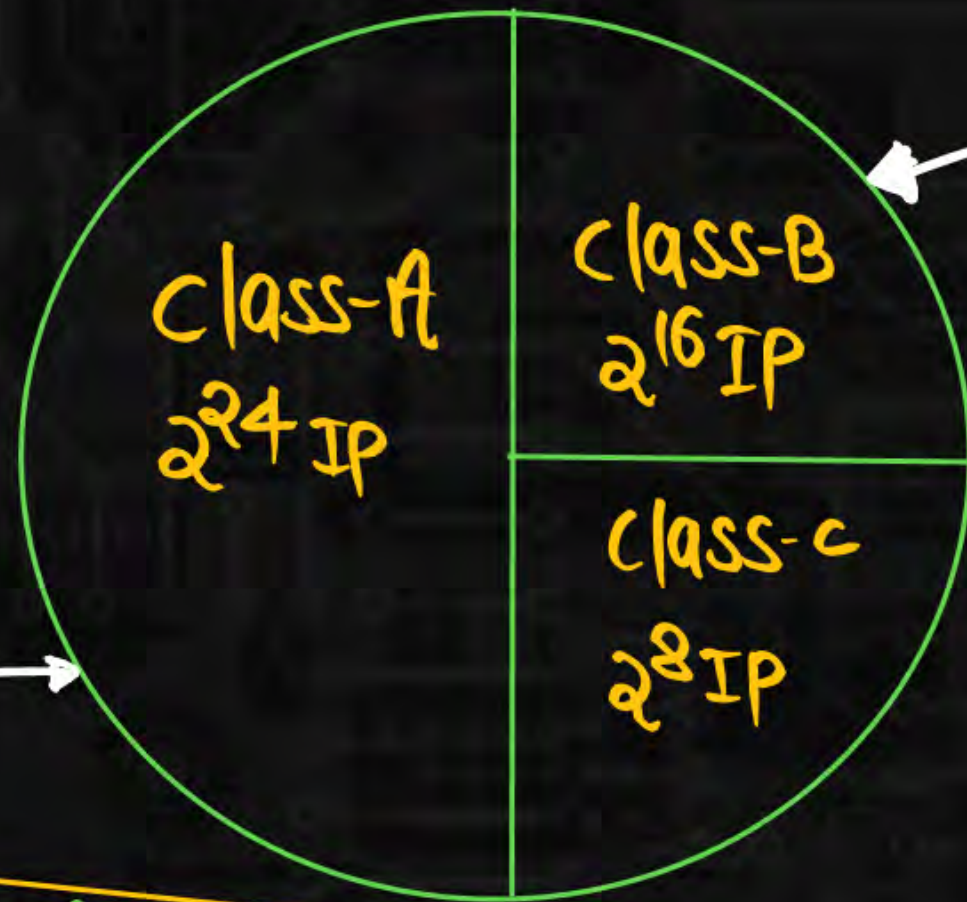
$2^{24}$  Networks  
 $2^4 \times 2^{20}$   
16 M Networks  
 $\approx 1.6 \text{ cr}$  Networks  
 $2^8$  Host/Net.  
256 Host/Net.

Note: For small organization  
For ex: Schools, colleges etc



class-A	class-B	class-C
$2^{24}$ IP Add in one N/w	$2^{16}$ IP Add in one N/w	$2^8$ IP Add in one N/w





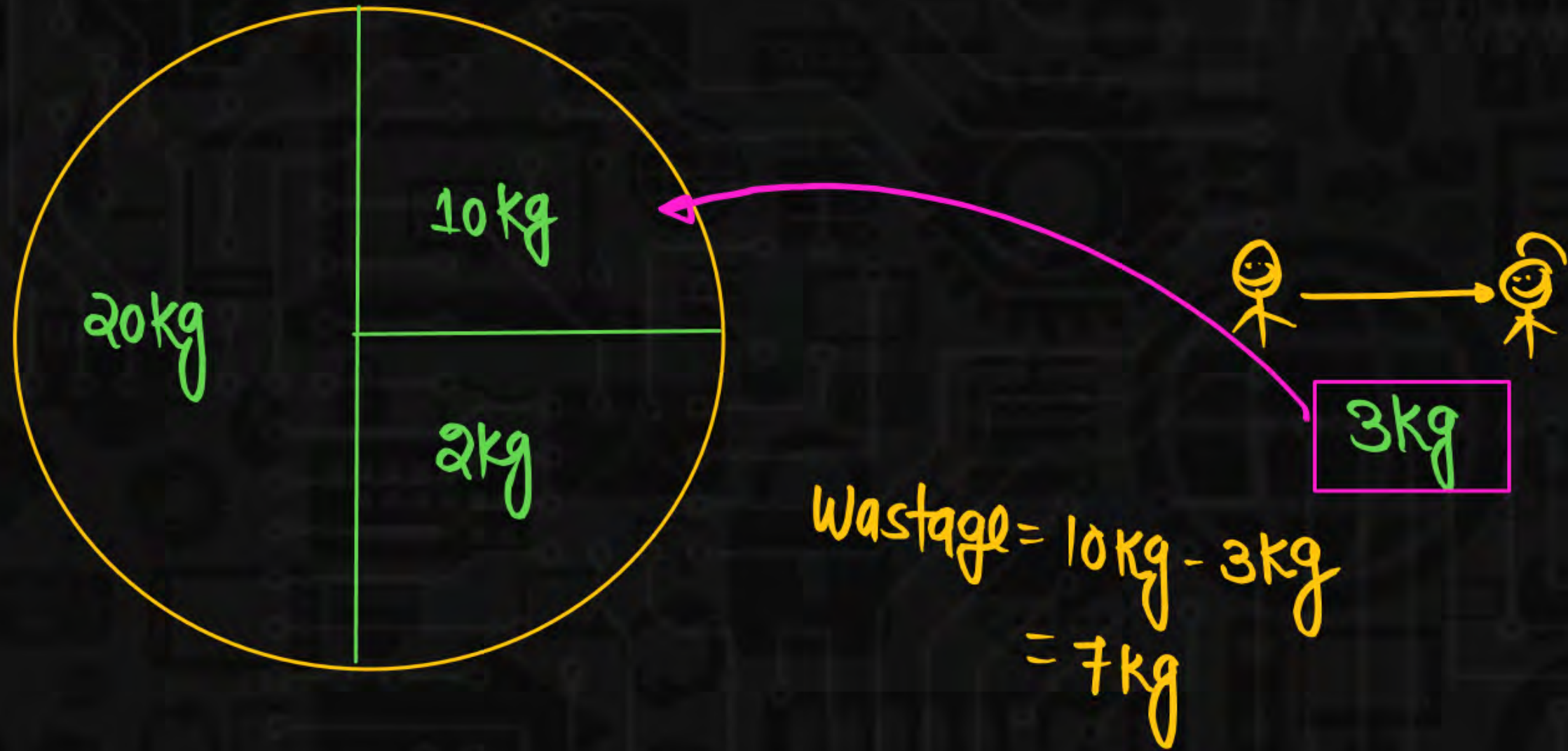
$X = 500 \text{ IP Addresses}$

$$\begin{aligned} \text{IP Addresses wasted} &= 2^{16} - 500 \\ &= 65,536 - 500 \\ &= 65,036 \end{aligned}$$

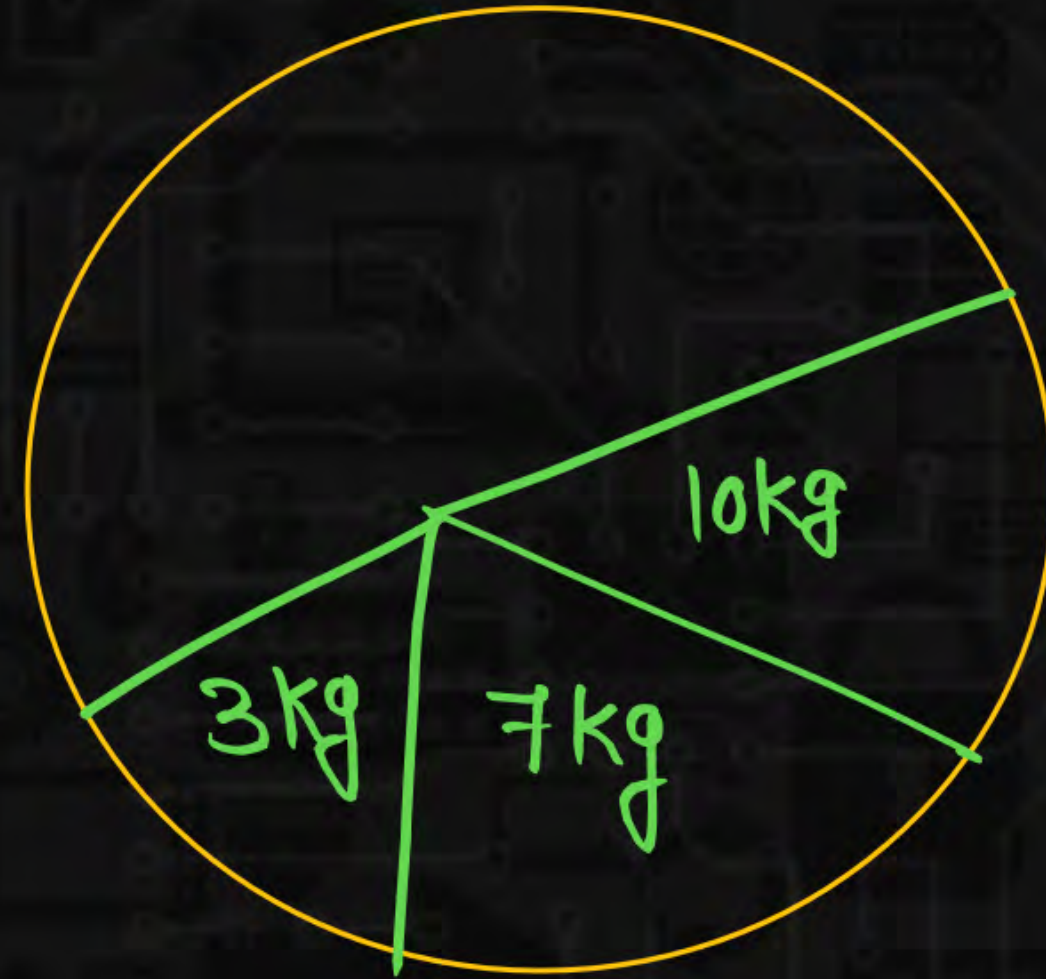
$Y = 70,000 \text{ IP Addresses}$

$$\text{IP Addresses wasted} = 2^{24} - 70,000$$









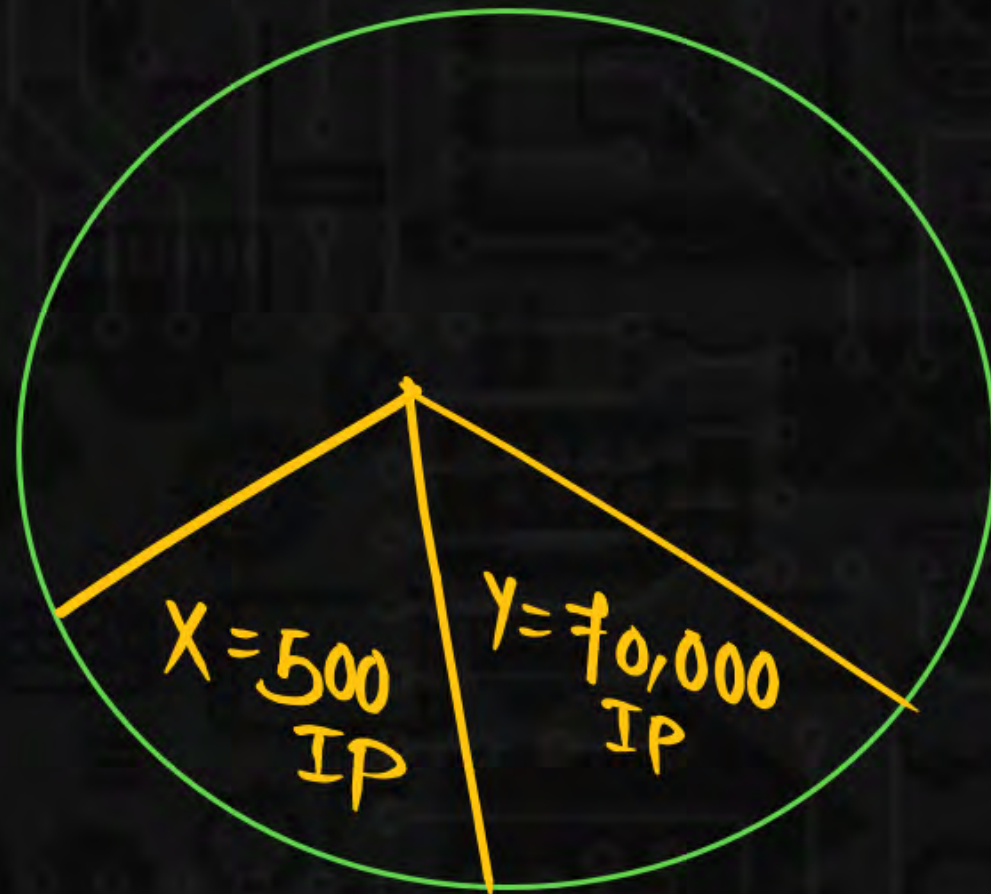
3kg



# Soln: classless Addressing



$2^{32}$  IP





<https://t.me/Ankitdoyalasi8PW>

