

CS & IT ENGINEERING

IPv4 Addressing
COMPUTER NETWORKS

Introduction to IP
Addressing

Lecture No-02



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Introduction to IPv4

A stylized illustration of a laptop. The screen is white and displays the text 'TOPICS TO BE COVERED' in a blue, hand-drawn font. The laptop has a blue frame and an orange base with three horizontal white lines representing a keyboard.

TOPICS TO BE
COVERED

Basics of IP Addressing



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

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

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

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

⋮

$$2^9 = 512$$

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

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

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

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

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

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

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

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

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

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 $(2^8 - 1)$

Decimal Value

8 bit
↓

Range → 0 to $2^8 - 1$
0 to 255

n bit

Range → 0 to $2^n - 1$

Basics of IP Addressing



Binary Number

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

Decimal Value

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

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

2^n



2 bit

00

01

10

11

3 bit

000

001

010

011

100

101

110

111

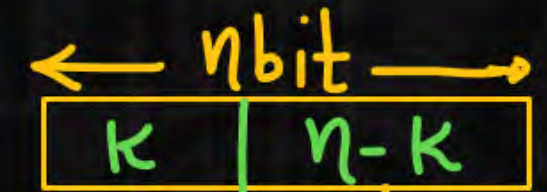
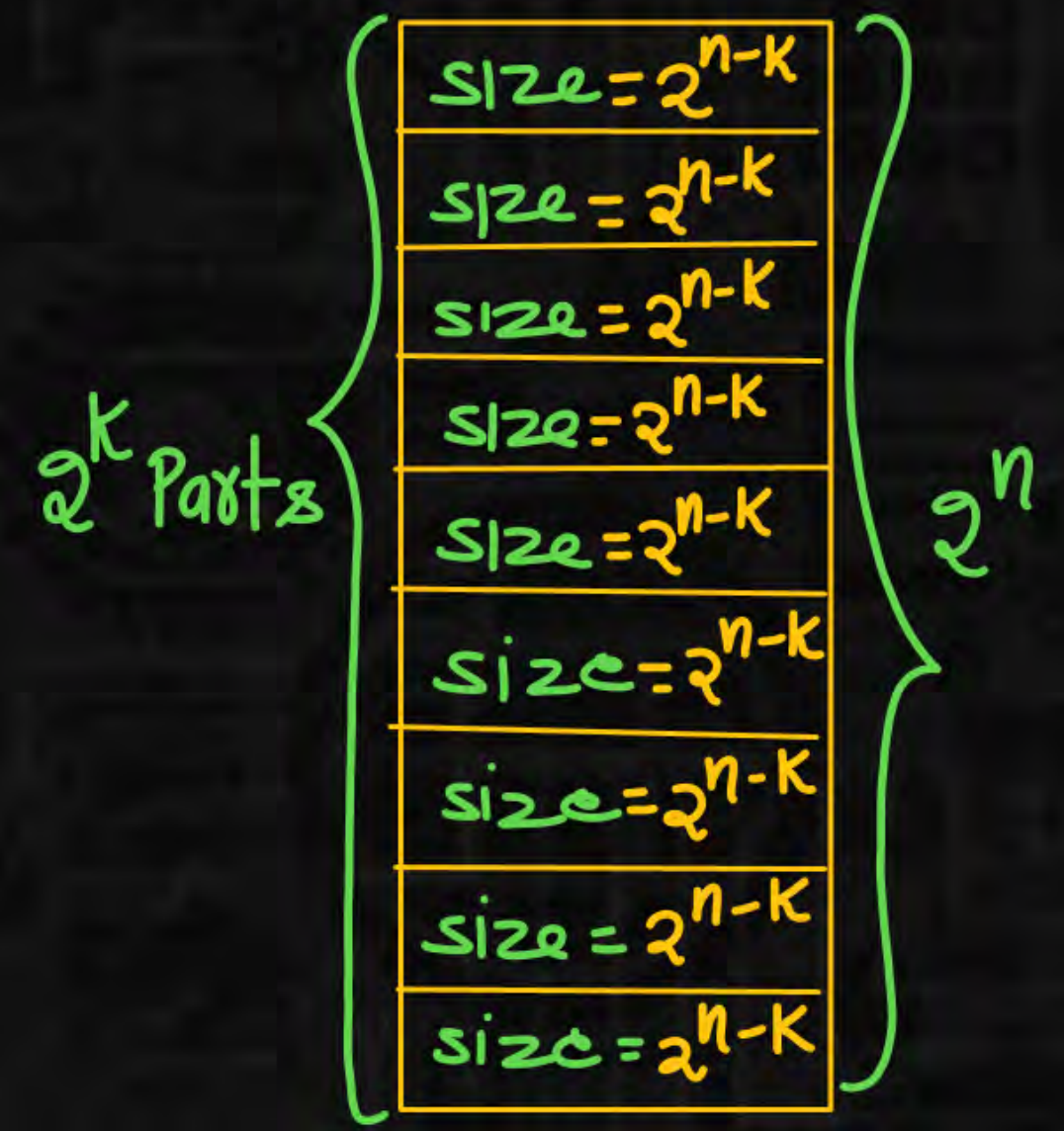
P_1

P_2

P_3

P_4

..... n bit



2^k parts 2^{n-k} (size of each part)

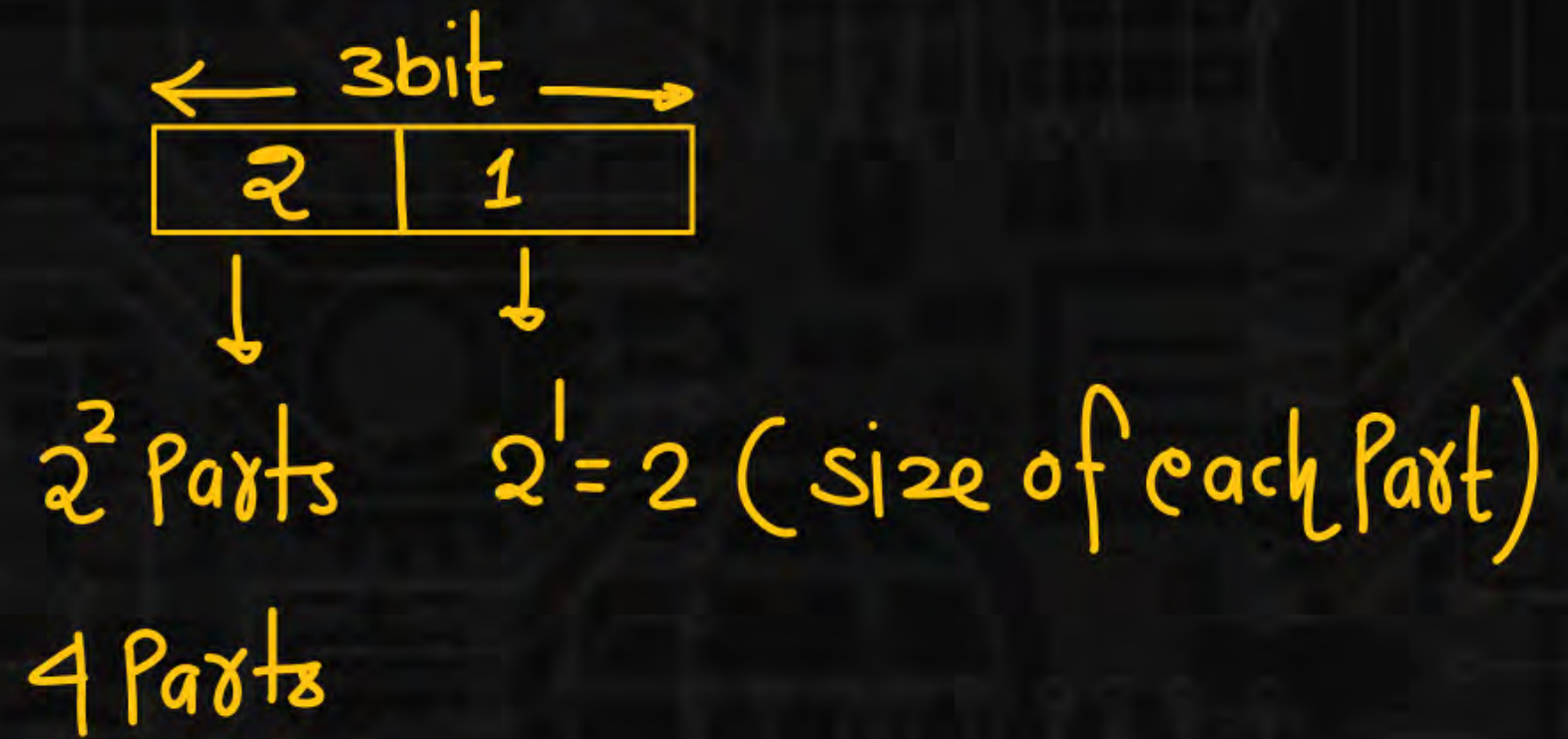
1 bit $\rightarrow 2$ parts $= 2^1$ parts

2 bit $\rightarrow 4$ parts $= 2^2$ parts

...

k bit $\rightarrow 2^k$ 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

$$\rightarrow 2^2 * 2^{30} = 4G \rightarrow \text{IP Addresses}$$

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

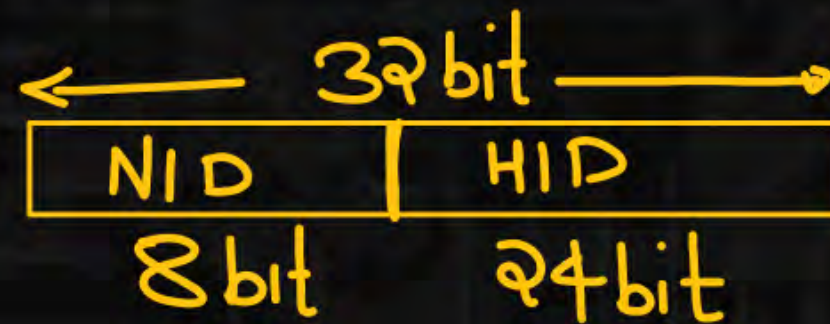
Initially in 1980's IP Addresses was divided into two Fixed Parts i.e.,

NID = 8 bit, and HID = 24 bit.

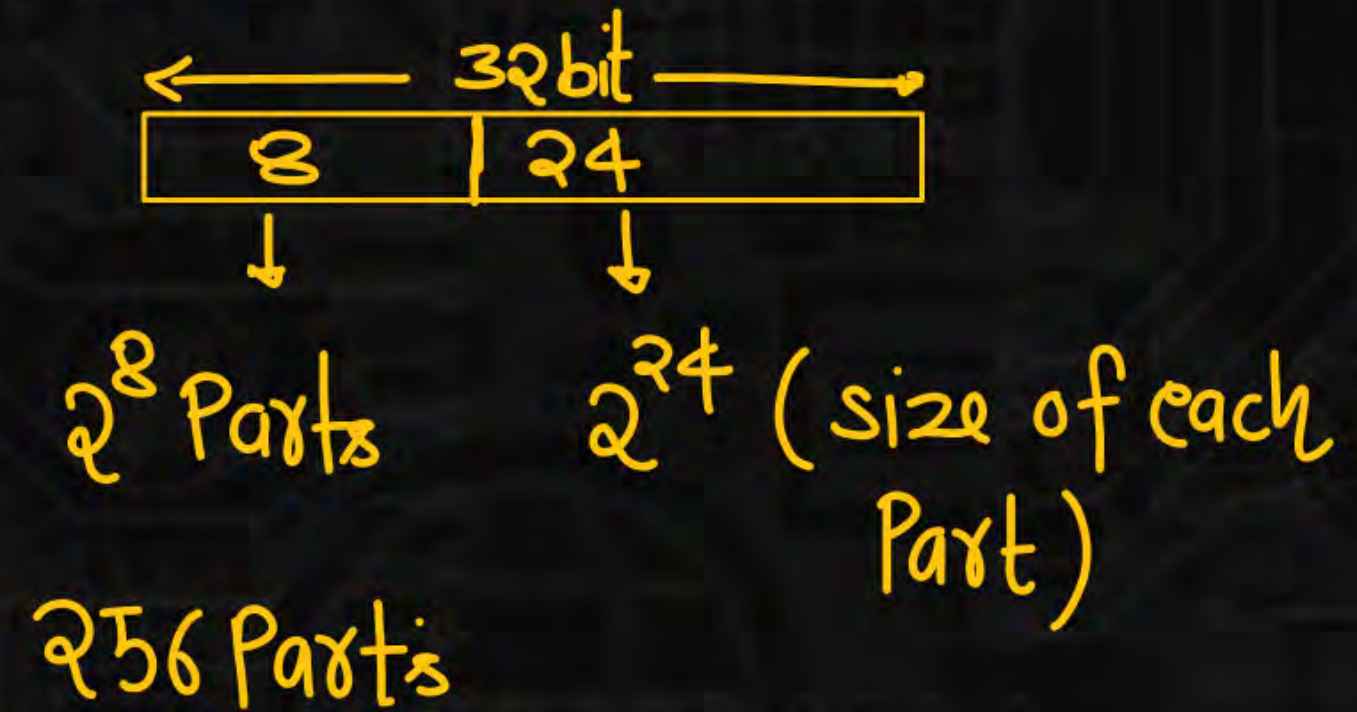
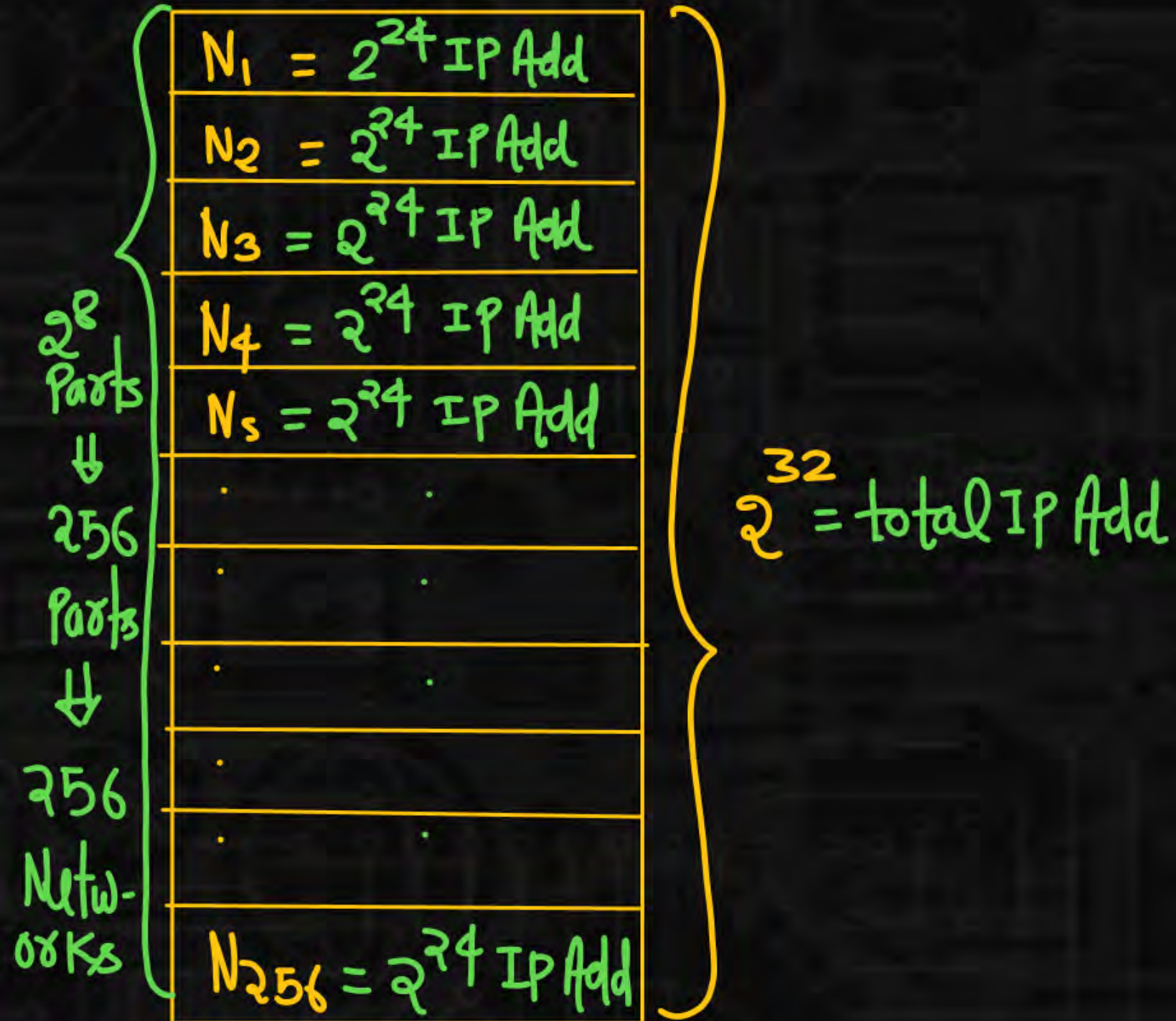
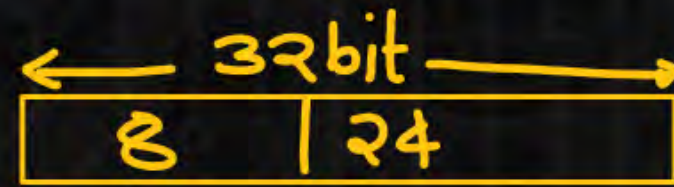
IANA

Internet Assigned

Number Authority $2^8 = 256$ Networks



$$\rightarrow 2^{24} \text{ Host/Network} = 2^4 * 2^{20} = 16m \text{ Host/Network} \approx 1.6cr \text{ Host/Network}$$



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.

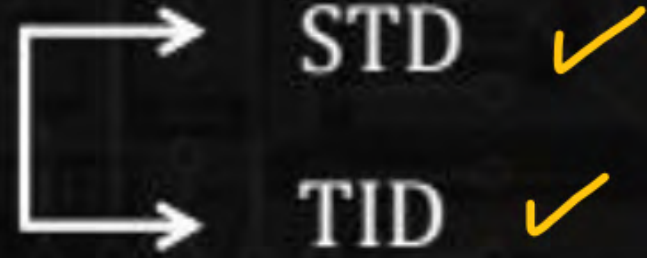
Solⁿ: classful Addressing

Telephone Networks



1. 11 digit Number

2. Two Parts



3. Unique

Telephone Networks



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

011 24161315

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

0120 2415162

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

05924 264297

city

STD = 3 digit

↓


000
001
002
003
004
.
.
.
999

1000

TID = 8 digit

00000000
.
.
.
.
9,999,9999

10 cr

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

NID

$$\downarrow$$
$$2^8 = 256$$

Network

24 bit

HID

$$\downarrow$$
$$2^{24} \text{ Host/Net.}$$

$$2^4 * 2^{20}$$

$$= 16M \text{ Host/Net.}$$

$$\approx 1.6 \text{ cr. Host/Net.}$$

Note: Designed For Big organization For ex: NASA

Class B

16 bit

NID

$$\downarrow$$
$$2^{16} \text{ Net.}$$

$$2^6 * 2^{10}$$

$$64K \text{ Net.}$$

Note: For MNC's

For example - TCS, Wipro etc

16 bit

HID

$$\downarrow$$
$$2^{16} \text{ Host/Network}$$

$$= 2^6 * 2^{10}$$

$$= 64K \text{ Host/Net.}$$

Class C

24 bit

NID

$$\downarrow$$
$$2^{24} \text{ Net.}$$

$$2^4 * 2^{20}$$

$$16M \text{ Net.}$$

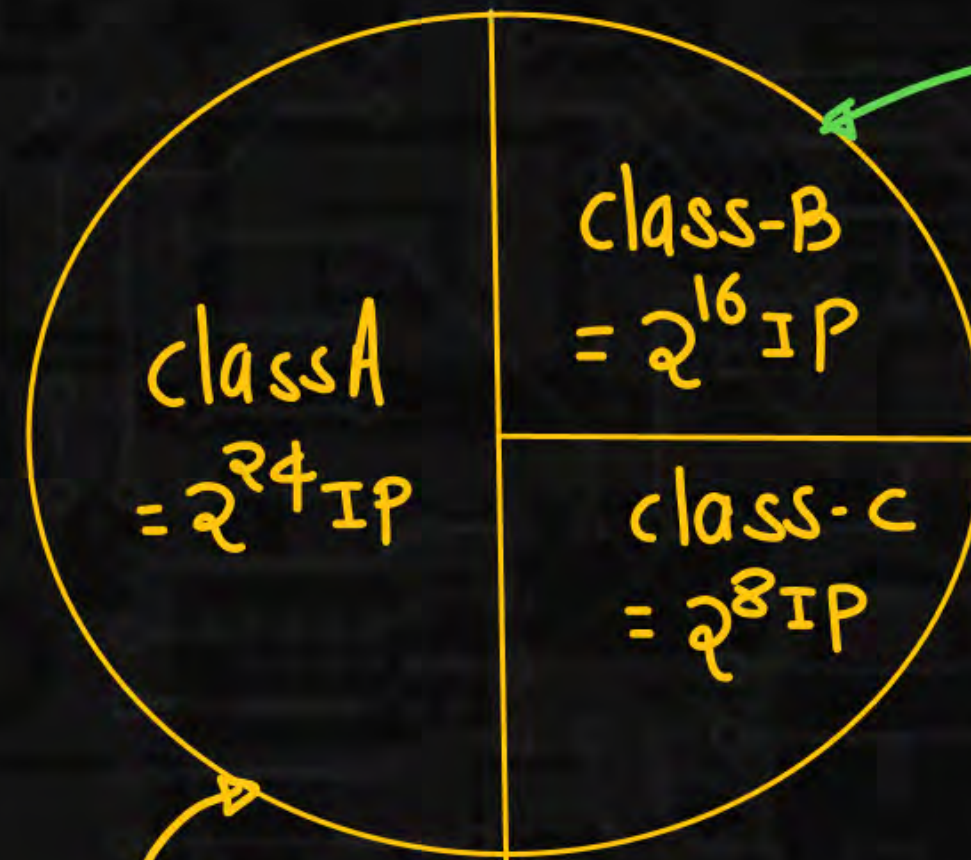
Note: For small organizations For ex: schools, colleges etc.

8 bit

HID

$$\downarrow$$
$$2^8 \text{ Host/Net.}$$

$$256 \text{ Host/Net.}$$



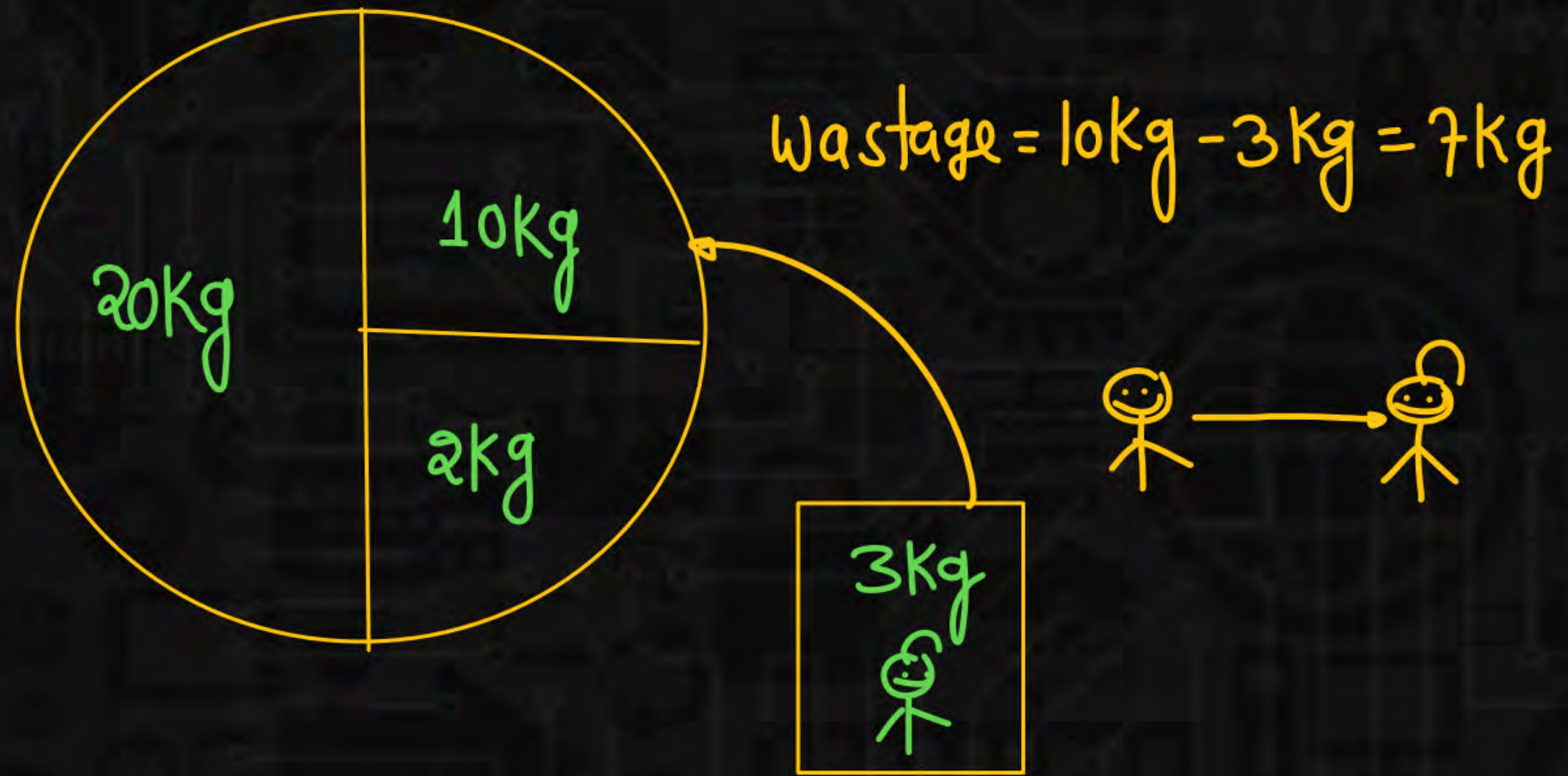
$$\text{Wastage} = 2^{16} - 500$$

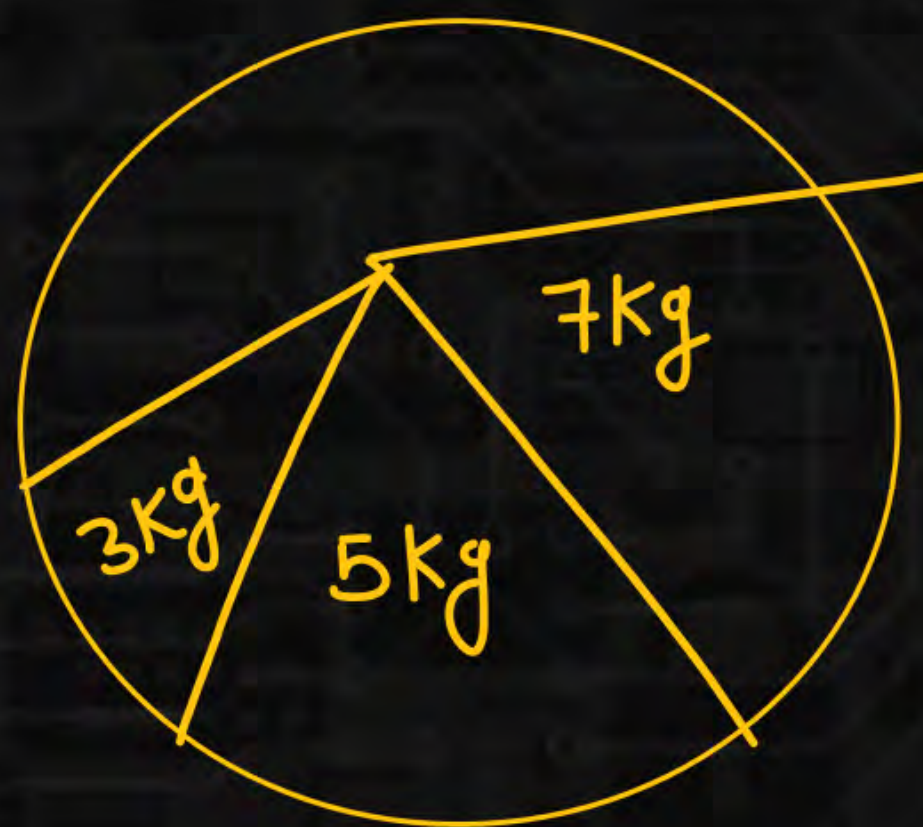
$$= 65,536 - 500 = 65,036$$

$$X = 500 \text{ IP Add}$$

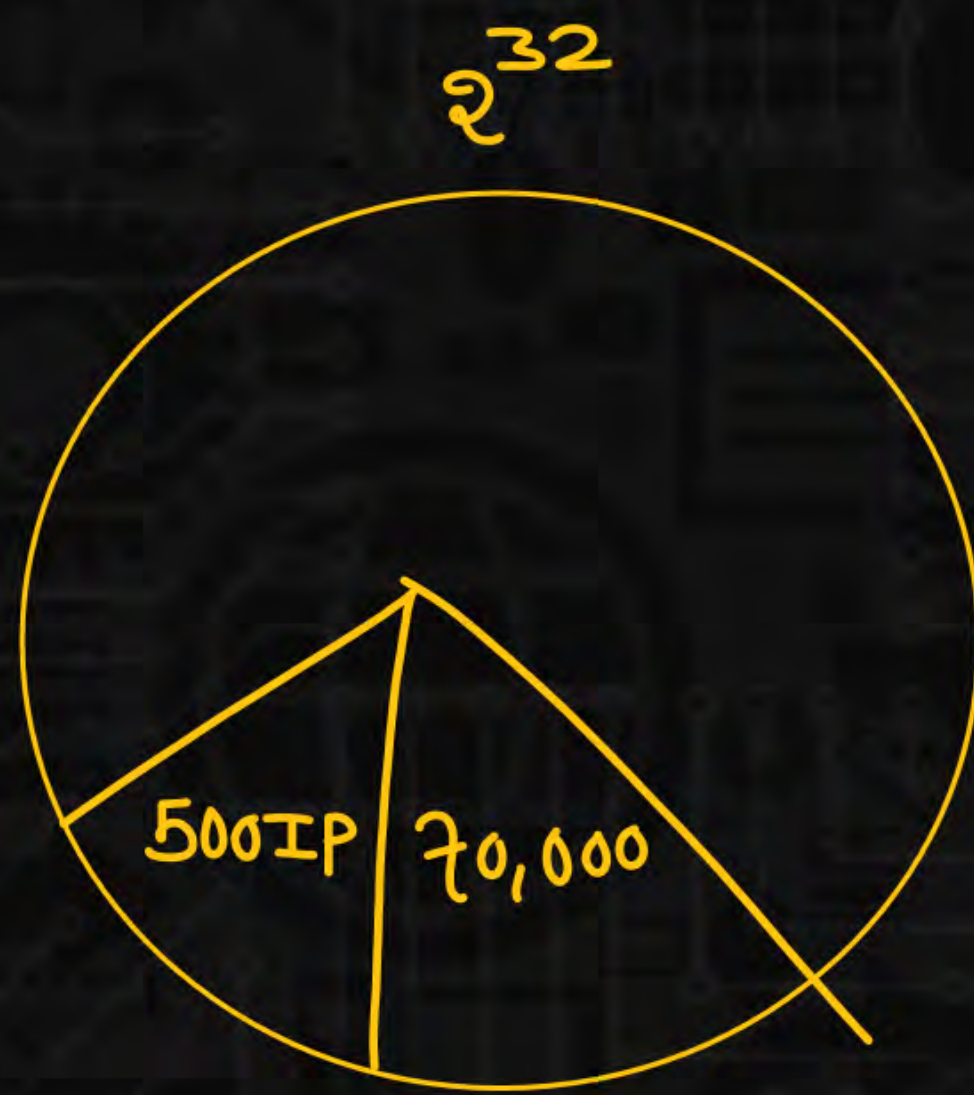
$$Y = 70,000$$

$$\text{Wastage} = 2^{24} - 70,000$$





3kg



2³²

