Chapter 4

IP Addresses: Classful Addressing

Outlines

- Introduction
- Classful addressing
- Other issues
- A sample Internet

4.1

INTRODUCTION

Introduction

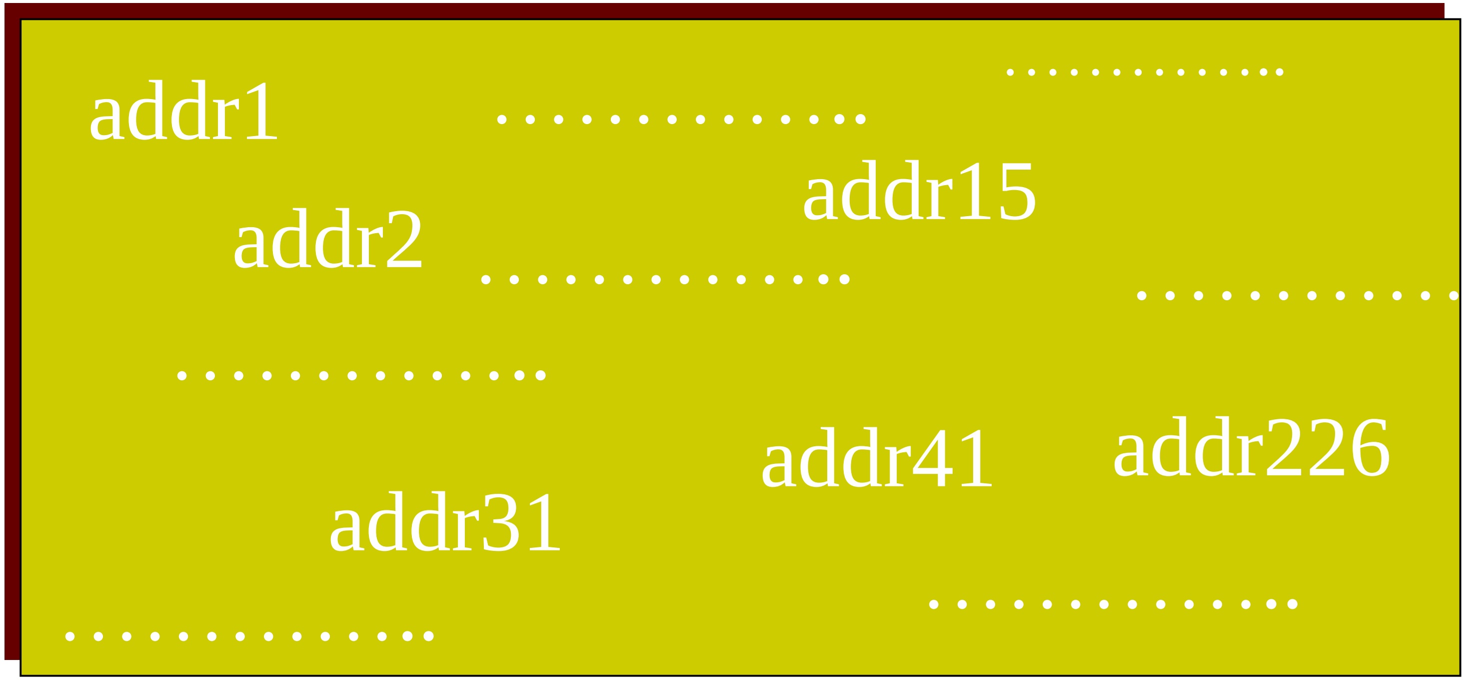
- IP address, or Internet Address
  - 32-bit binary address
  - Uniquely and universally defines the connection of a host or a router to the Internet
- Address Space
  - Total number of addresses used by the protocol
  - IPv4 uses 32-bit address and the address space is 2^32

Note

An IP address is a 32-bit address.

The IP addresses are unique.

Address Space



RULE:

If a protocol uses *N* bits to define an address, the address space is 2^N because each bit can have two different values (0 and 1) and *N* bits can have 2^N values.

Note

The address space of IPv4 is

2^{32}

or

4,294,967,296.

Notation

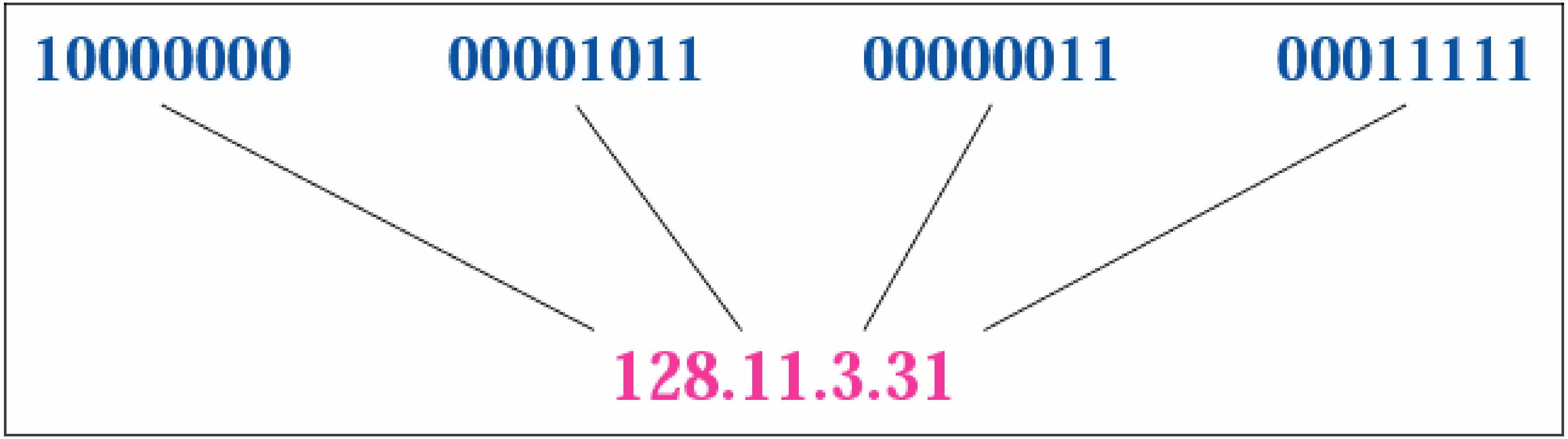
- Binary notation
- Dotted-decimal notation
- Hexadecimal notation

Binary Notation

01110101 10010101 00011101 11101010

Figure 4.1

Dotted-Decimal Notation



Hexadecimal Notation

0111 0101 1001 0101 0001 1101 1110 1010

75 95 1D EA

0x75951DEA

Example 1

Change the following IP address from binary notation to dotted-decimal notation.

10000001 00001011 00001011 11101111

Solution

129.11.11.239

Example 2

Change the following IP address from dotted-decimal notation to binary notation.

111.56.45.78

Solution

01101111 00111000 00101101 01001110

Example 3

Find the error, if any, in the following IP address:

111.56.045.78

Solution

There are no leading zeroes in dotted-decimal notation (045).

Example 3 (continued)

Find the error, if any, in the following IP address:

221.34.7.8.20

Solution

We may not have more than four numbers in an IP address

Example 3 (continued)

Find the error, if any, in the following IP address:

75.45.301.14

Solution

In dotted-decimal notation, each number is less than or equal to 255; 301 is outside this range.

Example 3 (continued)

Find the error, if any, in the following IP address:

11100010.23.14.67

Solution

A mixture of binary notation and dotted-decimal notation is not allowed.

Example 4

Change the following IP addresses from binary notation to hexadecimal notation.

10000001 00001011 00001011 11101111

Solution

0X810B0BEF or $810B0BEF_{16}$

4.2

CLASSFUL ADDRESSING

Classful Addressing

- IP address space is divided into five classes: A, B, C, D, E
  - A: 1/2
  - B: 1/4
  - C: 1/8
  - D: 1/16
  - E: 1/16

Occupation of the Address Space

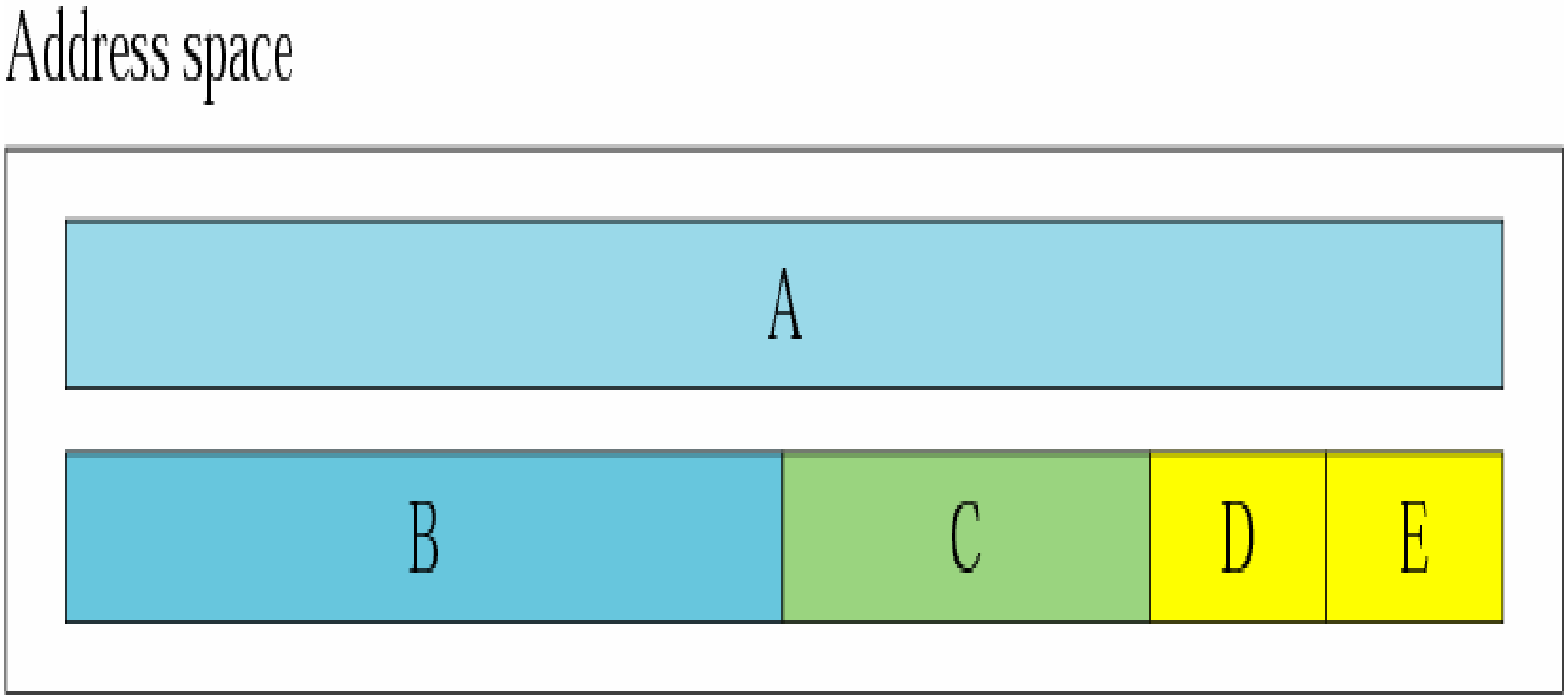


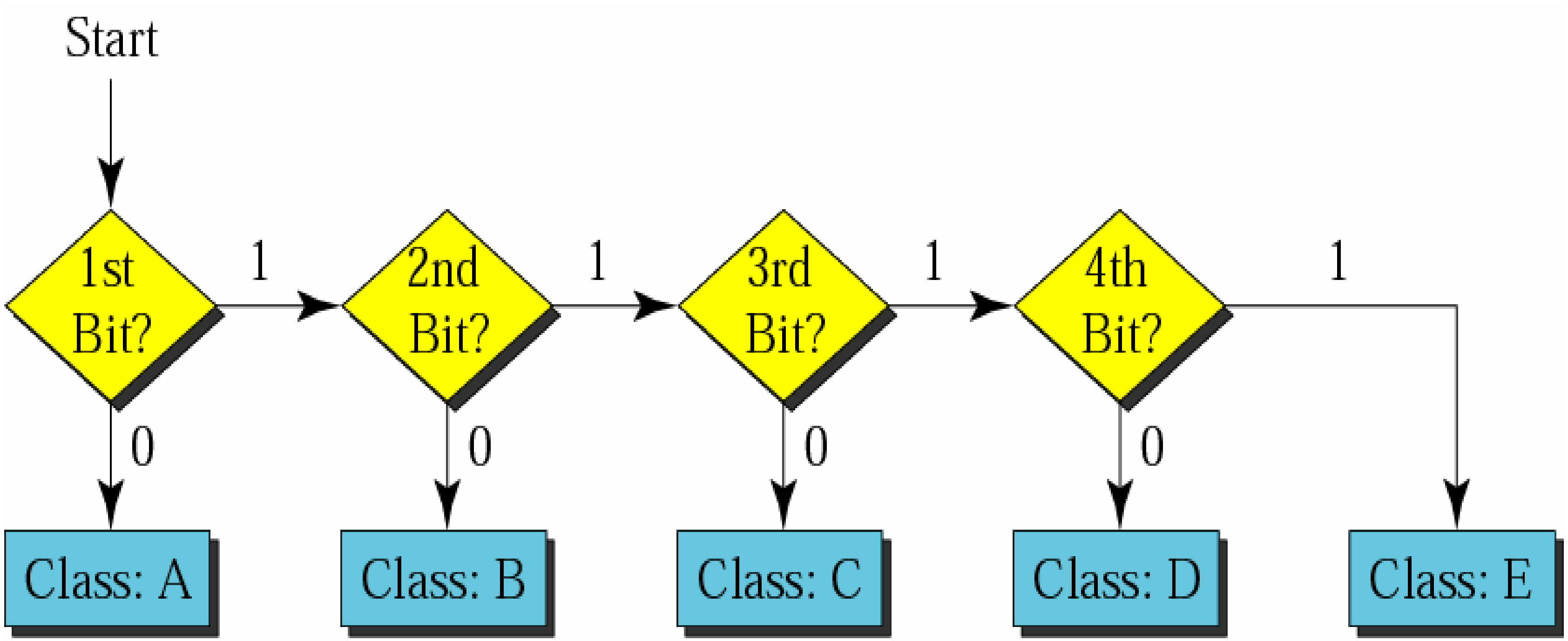
Figure 4.2

Finding the Class in Binary Notation

	First byte	Second byte	Third byte	Fourth byte
Class A	**0**			
Class B	**10**			
Class C	**110**			
Class D	**1110**			
Class E	**1111**			

Figure 4.4

Finding the Address Class



Example 5

How can we prove that we have 2,147,483,648 addresses in class A?

Solution

In class A, only 1 bit defines the class. The remaining 31 bits are available for the address. With 31 bits, we can have 2^{31} or 2,147,483,648 addresses.

Example 6

Find the class of the address:

00000001 00001011 00001011 11101111

Solution

The first bit is 0. This is a class A address.

Example 6 (Continued)

Find the class of the address:

11000001 10000011 00011011 11111111

Solution

The first 2 bits are 1; the third bit is 0. This is a class C address.

Figure 4.5

Finding the Class in Decimal Notation

	First byte	Second byte	Third byte	Fourth byte
Class A	**0 to 127**			
Class B	**128 to 191**			
Class C	**192 to 223**			
Class D	**224 to 239**			
Class E	**240 to 255**			

Example 7

Find the class of the address:

227.12.14.87

Solution

The first byte is 227 (between 224 and 239); the class is D.

Example 7 (Continued)

Find the class of the address:

193.14.56.22

Solution

The first byte is 193 (between 192 and 223); the class is C.

Example 8

In Example 4 we showed that class A has 2^{31} 2,147,483,648) addresses. How can we prove this same fact using dotted-decimal notation?

Solution

The addresses in class A range from 0.0.0.0 to 127.255.255.255. We notice that we are dealing with base 256 numbers here.

Solution (Continued)

Each byte in the notation has a weight. The weights are as follows: 256^3 , 256^2, 256^1, 256^0

Last address: $127 \times 256^3 + 255 \times 256^2 + 255 \times 256^1 + 255 \times 256^0 = 2{,}147{,}483{,}647$

First address: = 0

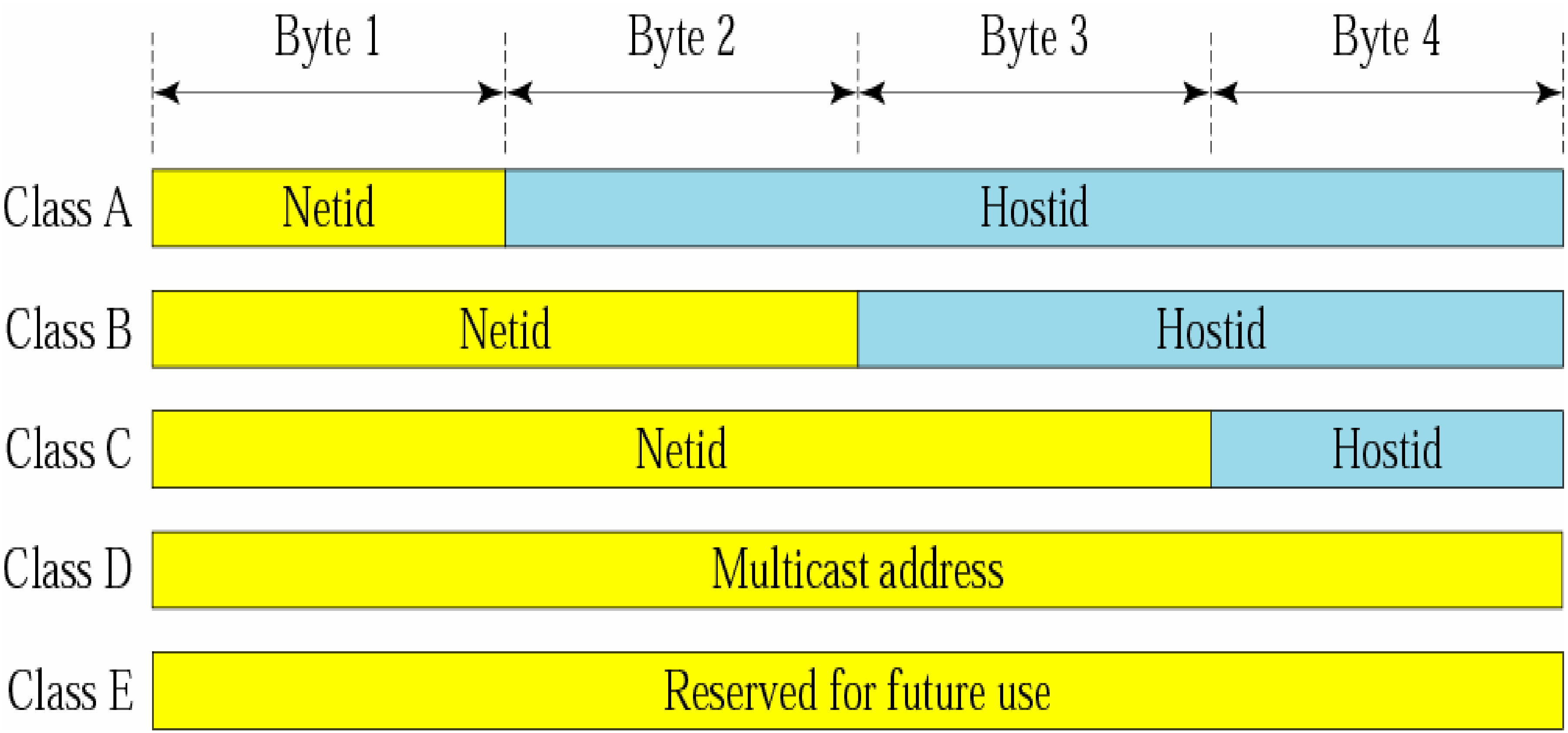
If we subtract the first from the last and add 1, we get 2,147,483,648.

Netid and Hostid

- An IP address in classes A, B, C is divided into
  - ***Netid***
  - ***Hostid***

- Notably, classes D and E are not divided into netid and hostid

Netid and Hostid



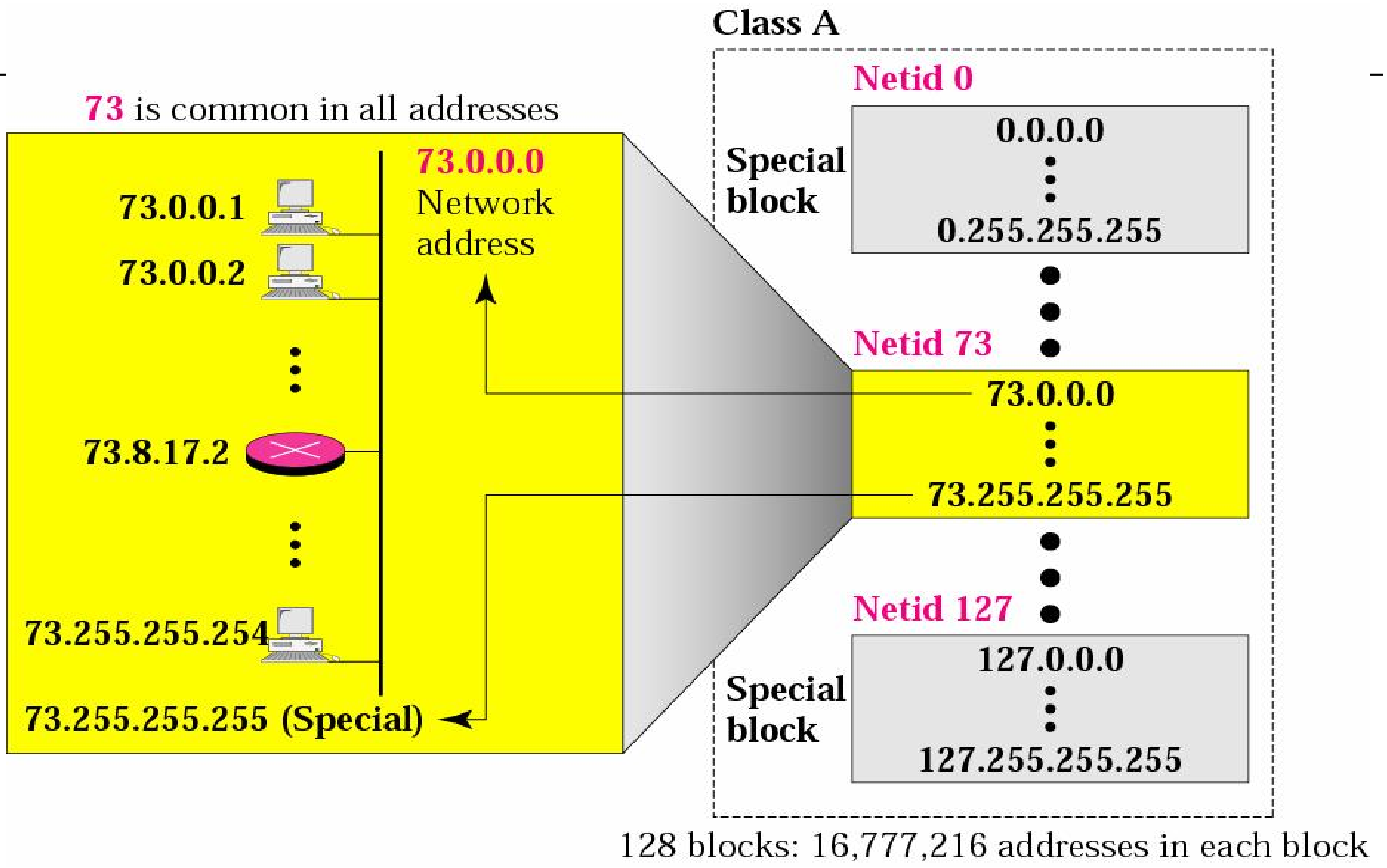
Classes and Blocks

- Each class is divided into a fixed number of blocks with each block having a fixed size
- The number of blocks is based on the ***netid***
- Each block's size is depends on the ***hostid***

Class A

- Class A: divided into 128 blocks
  - First block: **0**.0.0.0 ~ **0**.255.255.255
  - ….
  - Last block: **127**.0.0.0 ~ **127**.255.255.255
- Each block contains 16777216 addresses
  - Too large than the needs of almost all organizations
- In each block, the first address, e.g., 73.0.0.0, is called the network address
  - Identify the network of the organization, not individual hosts

Blocks in Class A



Note

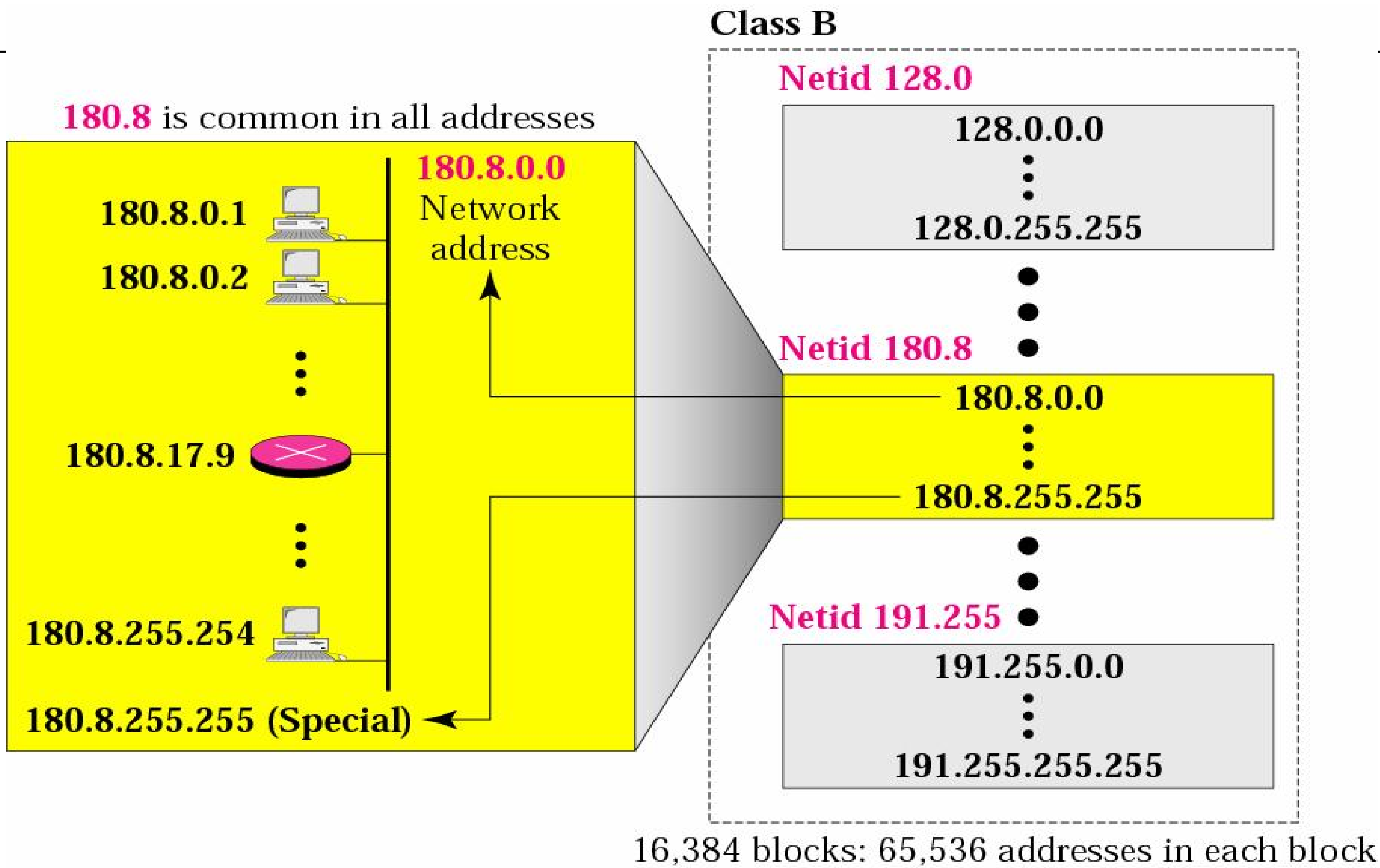
Millions of class A addresses are wasted.

Class B

- Class B: divided into 16,384 blocks
  - First block: **128.0**.0.0 ~ **128.0**.255.255
  - ….
  - Last block: **191**.**255**.0.0 ~ **191.255**.255.255
- Each block contains 65,535 addresses
  - larger than the needs of most mid-size organizations
- In each block, the first address, e.g., 180.8.0.0, is called the network address
  - Identify the network of the organization, not individual hosts

Figure 4.8

Blocks in Class B



Note

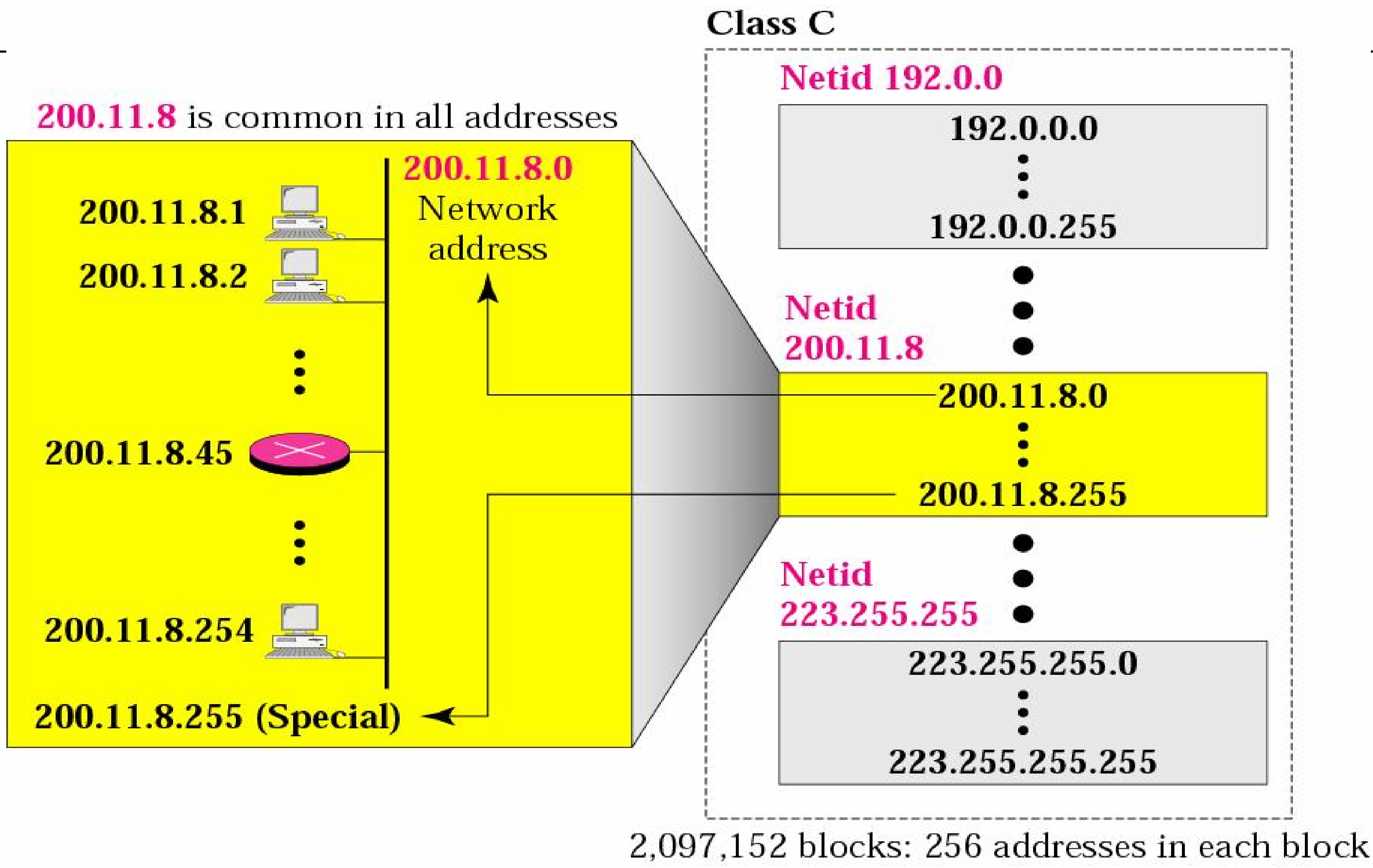
Many class B addresses are wasted.

Class C

- Class C: divided into 2.097,152 blocks
  - First block: **192.0.0**.0 ~ **128.0.0**.255
  - ….
  - Last block: **223.255.255.**0 ~ **223.255.255**.255
- Each block contains 256 addresses
  - Most organizations do not want such a block
- In each block, the first address, e.g., 200.11.8.0, is called the network address
  - Identify the network of the organization, not individual hosts

Figure 4.8

Blocks in Class C



Note

The number of addresses in a class C block is smaller than the needs of most organizations.

Class D and Class E

- Class D
  - Just one block
  - Designed for multicasting and each address is used to identify one multicasting group
- Class E
  - Just one block
  - Designed for use as reserved addresses

Note

Class D addresses are used for multicasting; there is only one block in this class.

Note

Class E addresses are reserved for special purposes; most of the block is wasted.

Network Addresses

The network address is the first address.

The network address defines the network to the rest of the Internet. Routers route a packet based on the network address.

Given the network address, we can find the class of the address, the block, and the range of the addresses in the block

Note

In classful addressing,
the network address
(the first address in the block)
is the one that is assigned
to the organization.

Example 9

Given the network address 17.0.0.0, find the class, the block, and the range of the addresses.

Solution

The class is A because the first byte is between 0 and 127. The block has a netid of 17. The addresses range from 17.0.0.0 to 17.255.255.255.

Example 10

Given the network address 132.21.0.0, find the class, the block, and the range of the addresses.

Solution

The class is B because the first byte is between 128 and 191. The block has a netid of 132.21. The addresses range from 132.21.0.0 to 132.21.255.255.

Example 11

Given the network address 220.34.76.0, find the class, the block, and the range of the addresses.

Solution

The class is C because the first byte is between 192 and 223. The block has a netid of 220.34.76. The addresses range from 220.34.76.0 to 220.34.76.255.

Mask

- If the network address is given
  - We can obtain the block and block size
- However, if an address is given, how to find out the ***network address***?
  - First, find the *class* of the address
  - Second, derive the *netid* and *hostid*
  - Finally, network address is obtained *by setting the hostid to zero.*

Mask

A mask is a 32-bit binary number that gives the first address in the block (the network address) when bitwise ANDed with an address in the block.

Masking concept

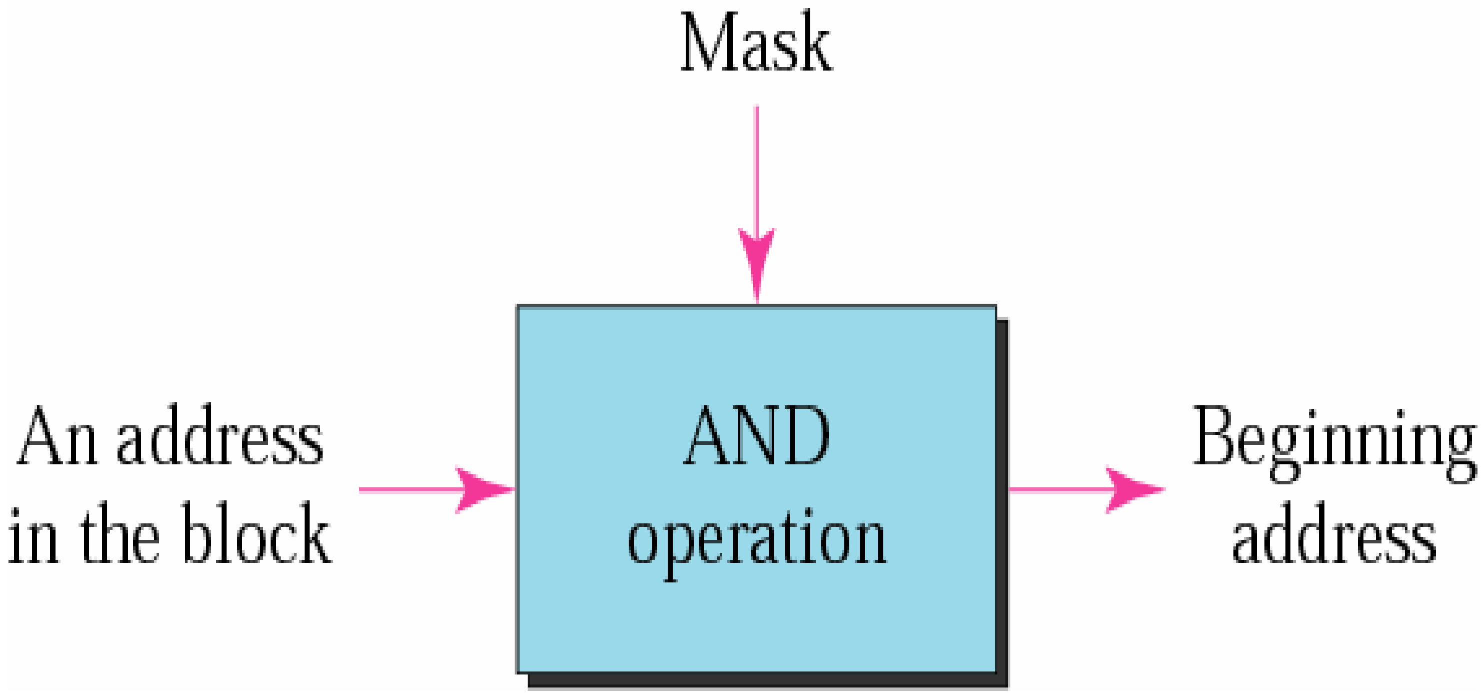
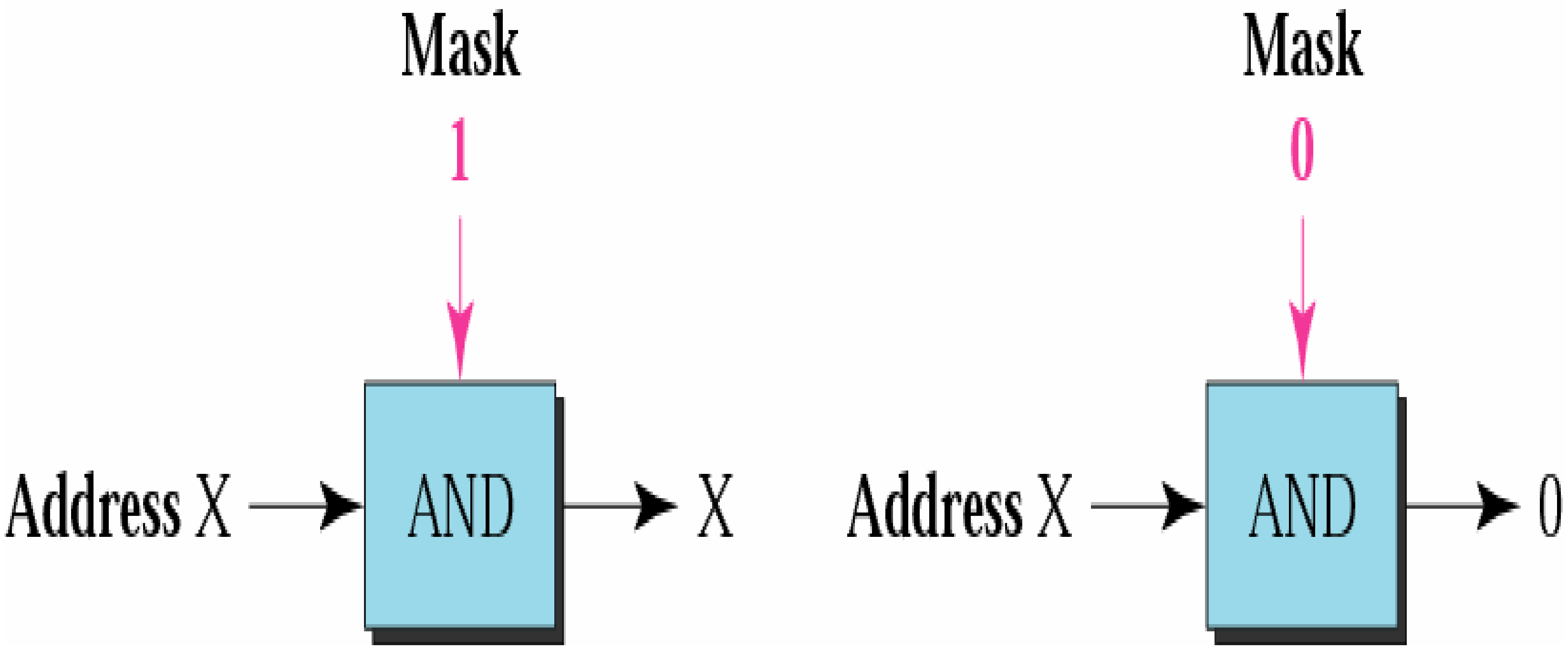


Figure 4.11

AND operation



Default Masks

- Class A
  - Mask in binary: **1111111** 00000000 00000000 00000000
  - Mask in dotted-decimal: **255.**0.0.0
- Class B
  - Mask in binary: **11111111 11111111** 00000000 00000000
  - Mask in dotted-decimal: **255.255.**0.0
- Class C
  - Mask in binary: **11111111 11111111 11111111** 00000000
  - Mask in dotted-decimal: **255.255.255.**0

Note

The network address is the beginning address of each block. It can be found by applying the default mask to any of the addresses in the block (including itself). It retains the netid of the block and sets the hostid to zero.

Example 12

Given the address 23.56.7.91 and the default class A mask, find the beginning address (network address).

Solution

The default mask is 255.0.0.0, which means that only the first byte is preserved and the other 3 bytes are set to 0s.
The network address is 23.0.0.0.

Example 13

Given the address 132.6.17.85 and the default class B mask, find the beginning address (network address).

Solution

The default mask is 255.255.0.0, which means that the first 2 bytes are preserved and the other 2 bytes are set to 0s.

The network address is 132.6.0.0.

Example 14

Given the address 201.180.56.5 and the class C default mask, find the beginning address (network address).

Solution

The default mask is 255.255.255.0, which means that the first 3 bytes are preserved and the last byte is set to 0. The network address is 201.180.56.0.

Note

We must not apply the default mask of one class to an address belonging to another class.

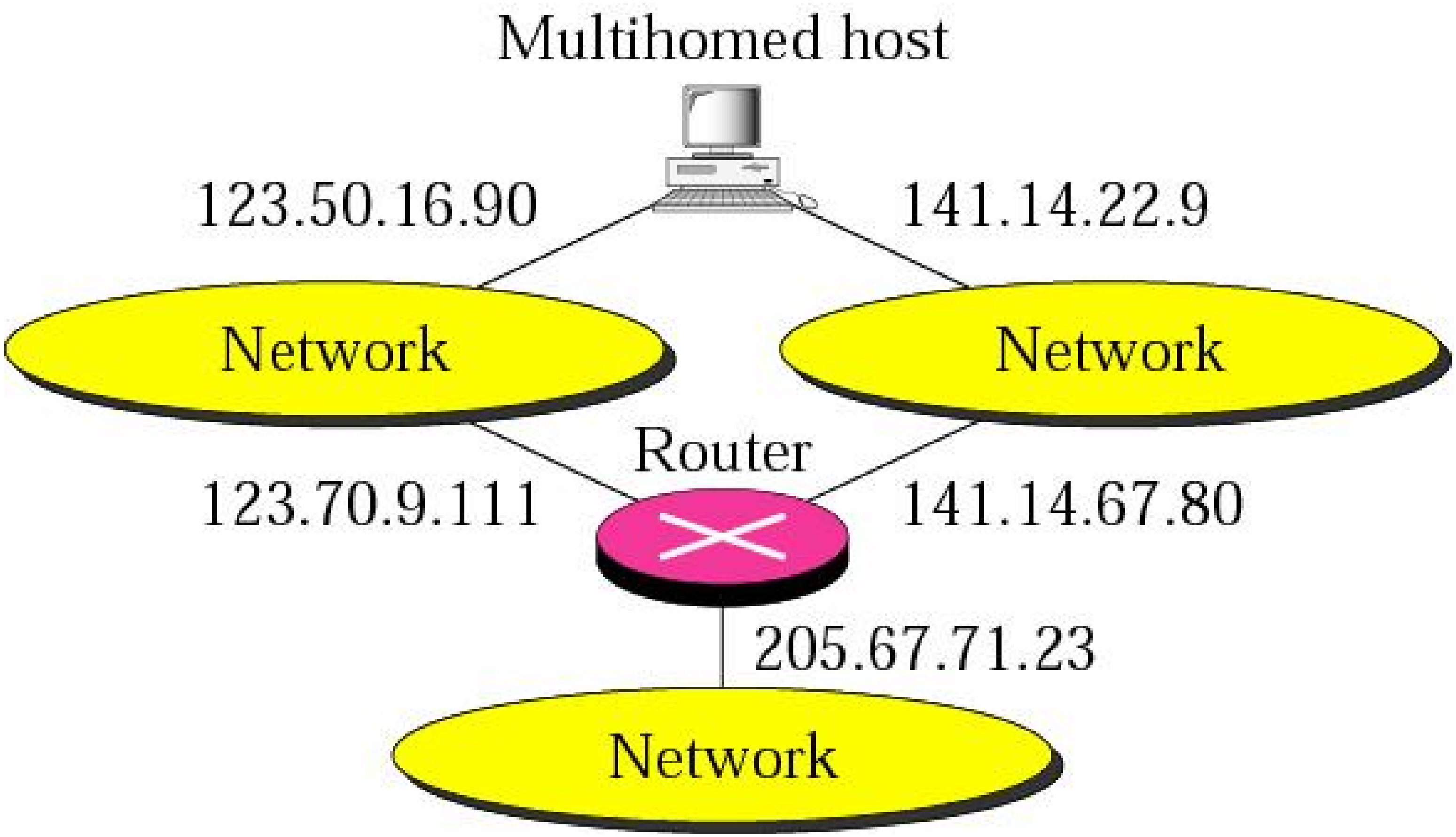
4.13

OTHER ISSUES

Multihomed Devices

- A computer that is connected to different networks is called a ***multihomed*** computer
  - Have more than one address
  - Each possibly belonging to a different class

Multihomed Devices

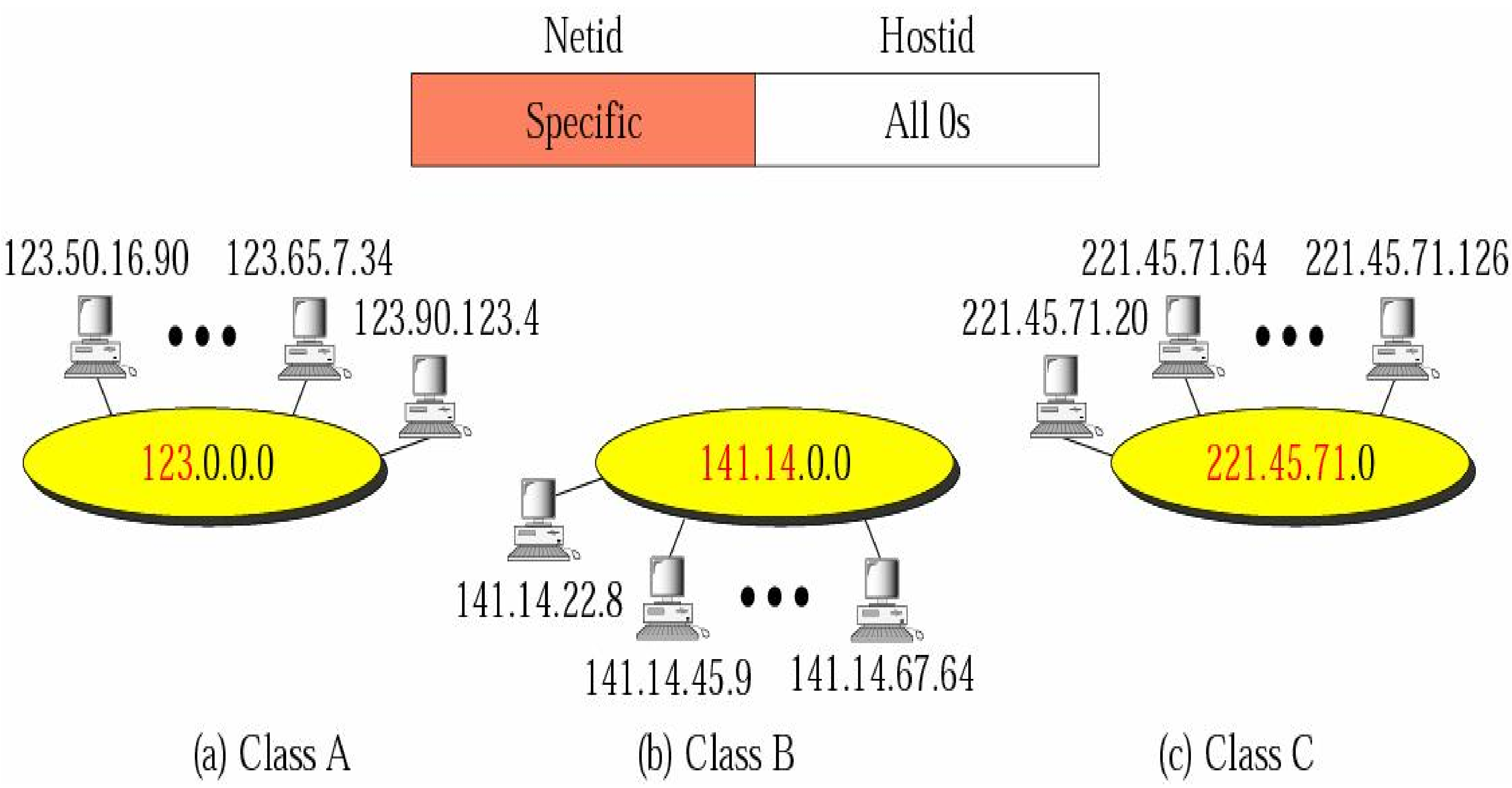


Special Addresses

Special Address	*Netid*	*Hostid*	*Source or Destination*
Network address	Specific	All 0s	None
Direct broadcast address	Specific	All 1s	Destination
Limited broadcast address	All 1s	All 1s	Destination
This host on this network	All 0s	All 0s	Source
Specific host on this network	All 0s	Specific	Destination
Loopback address	127	Any	Destination

Figure 4.13

Network Addresses



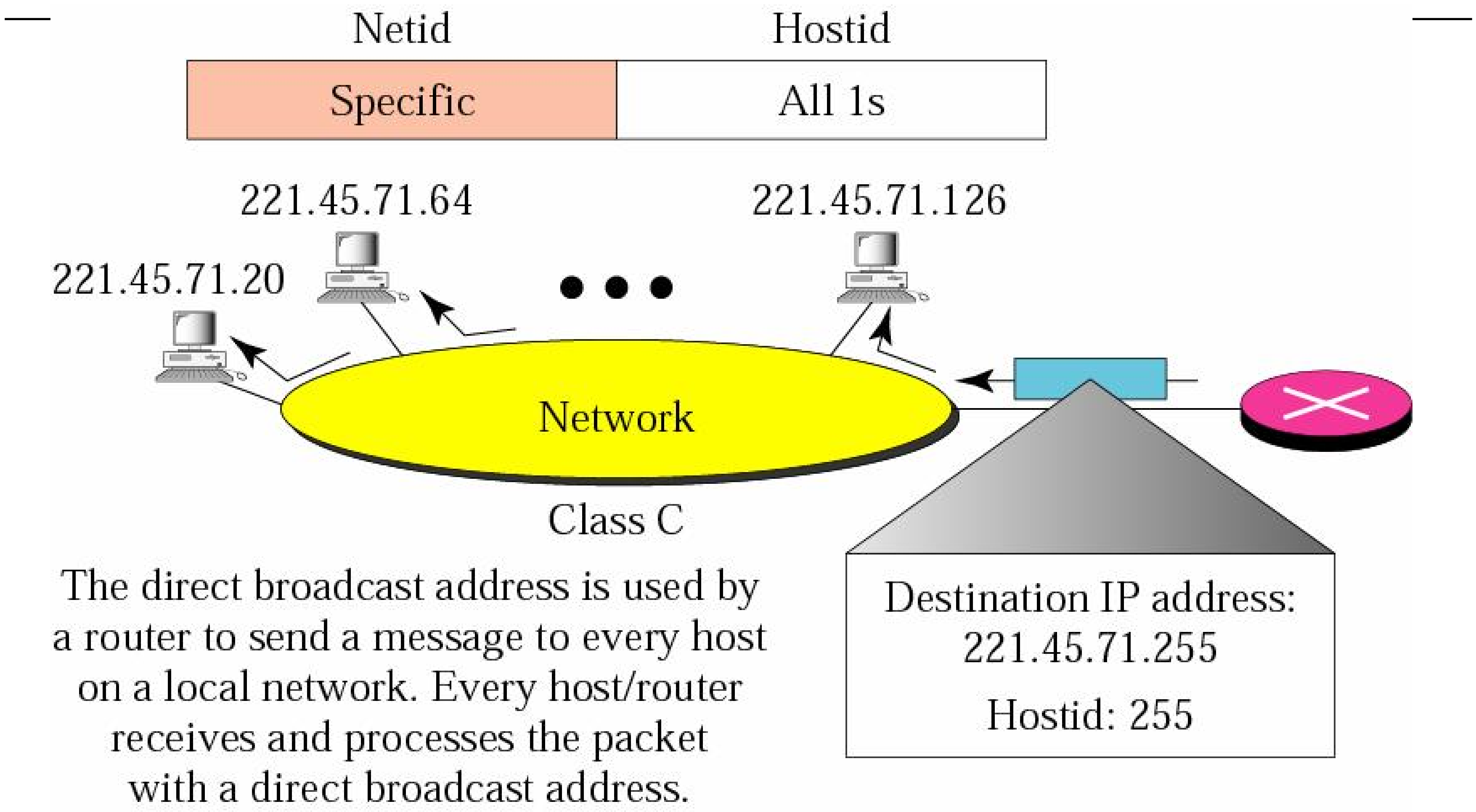
Direct Broadcast Address

- The *hostid* is all *1s* in classes A, B, and C

- Used by a router to send a packet to all host in a specific network

- Can only be used as a destination address

Example of Direct Broadcast Address

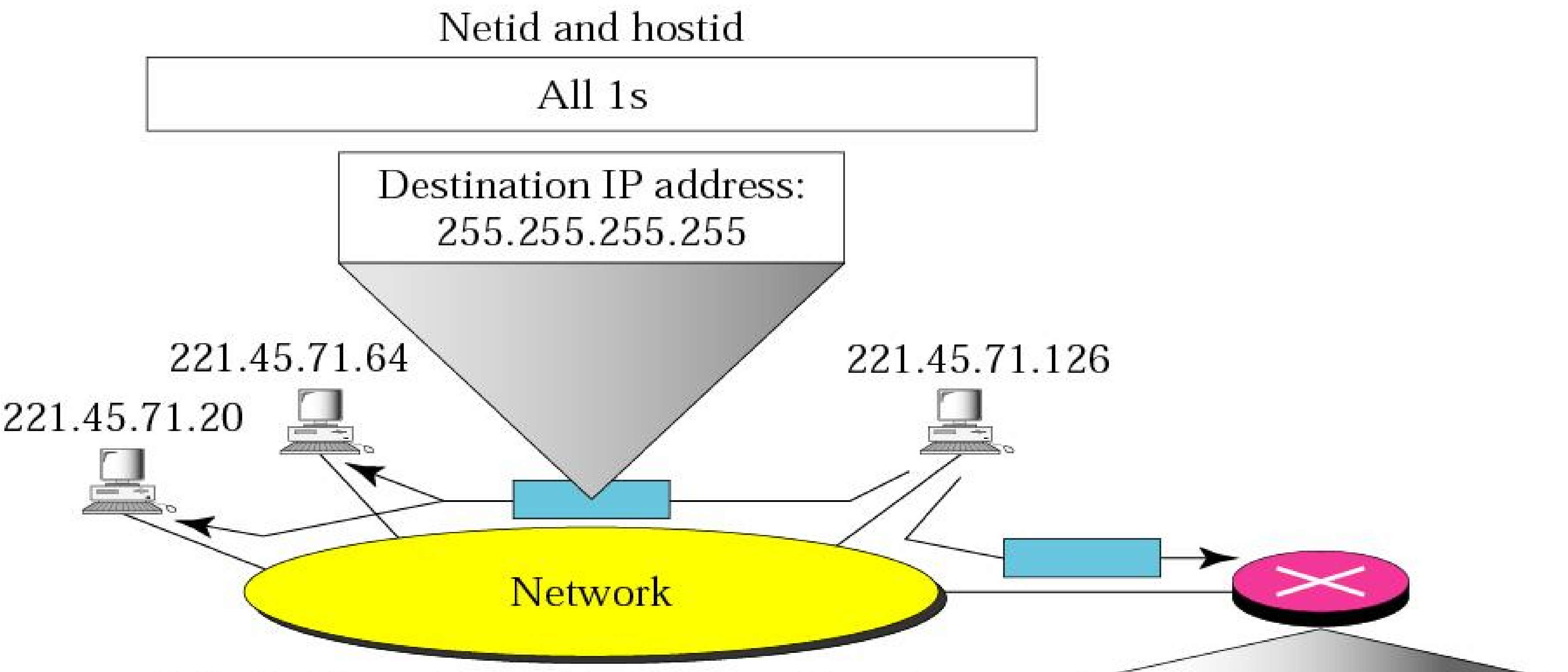


Limited Broadcast Address

- An address with all *1s* for the *netid* and *hostid* in classes A, B, and C
- Used by a host to send a packet to every other host in a network
- Routers will block a packet having this type of address to other networks
- Limited broadcast address belongs to class E

Figure 4.15

Example of Limited Broadcast Address

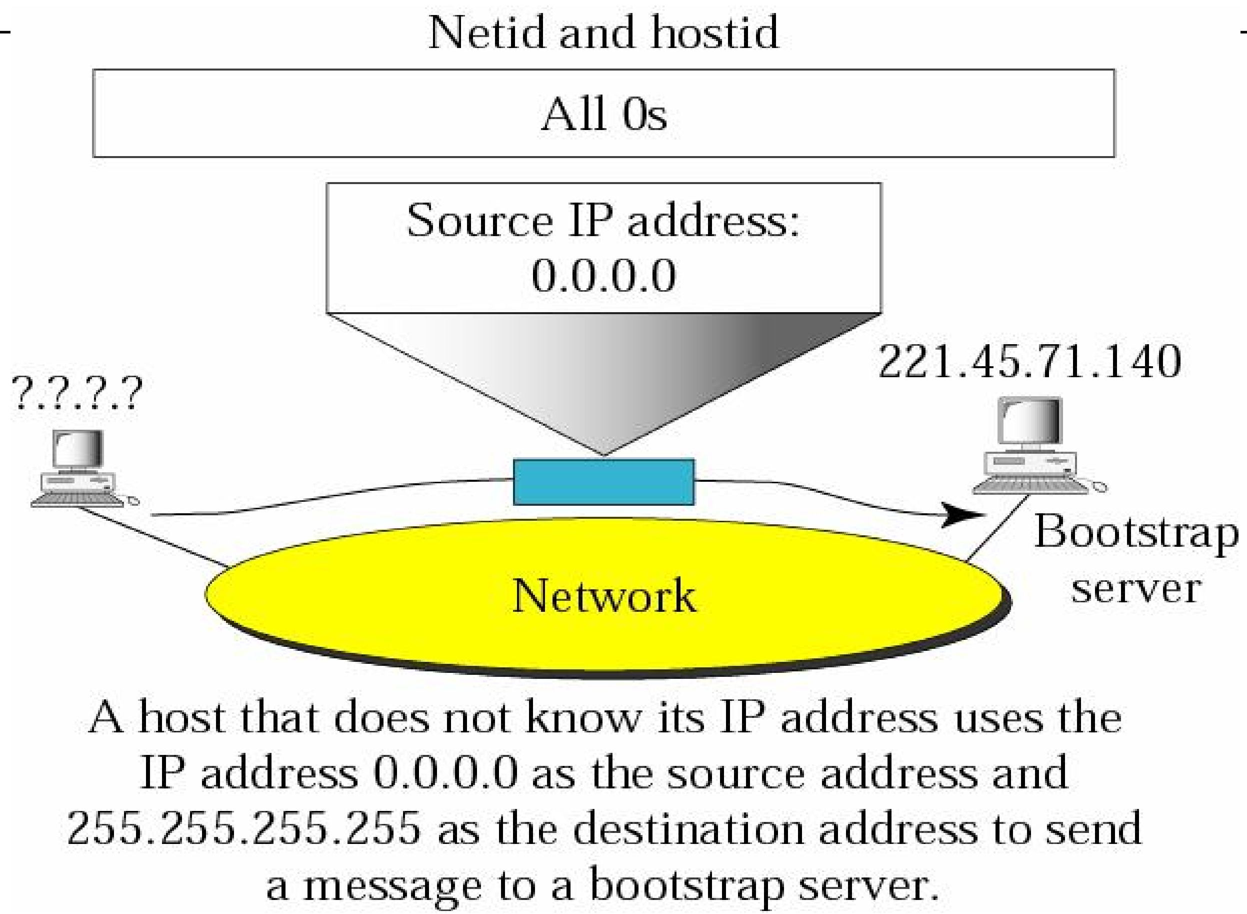


A limited broadcast address is used by a host to send a packet to every host on the same network. However, the packet is blocked by routers to confine the packet to the local network.

This Host on This Network

- An IP address is composed of all 0s
- Used by a host at bootstrap time when it does not know its IP address
  - Source address: all 0s
  - Destination address: limited broadcast address

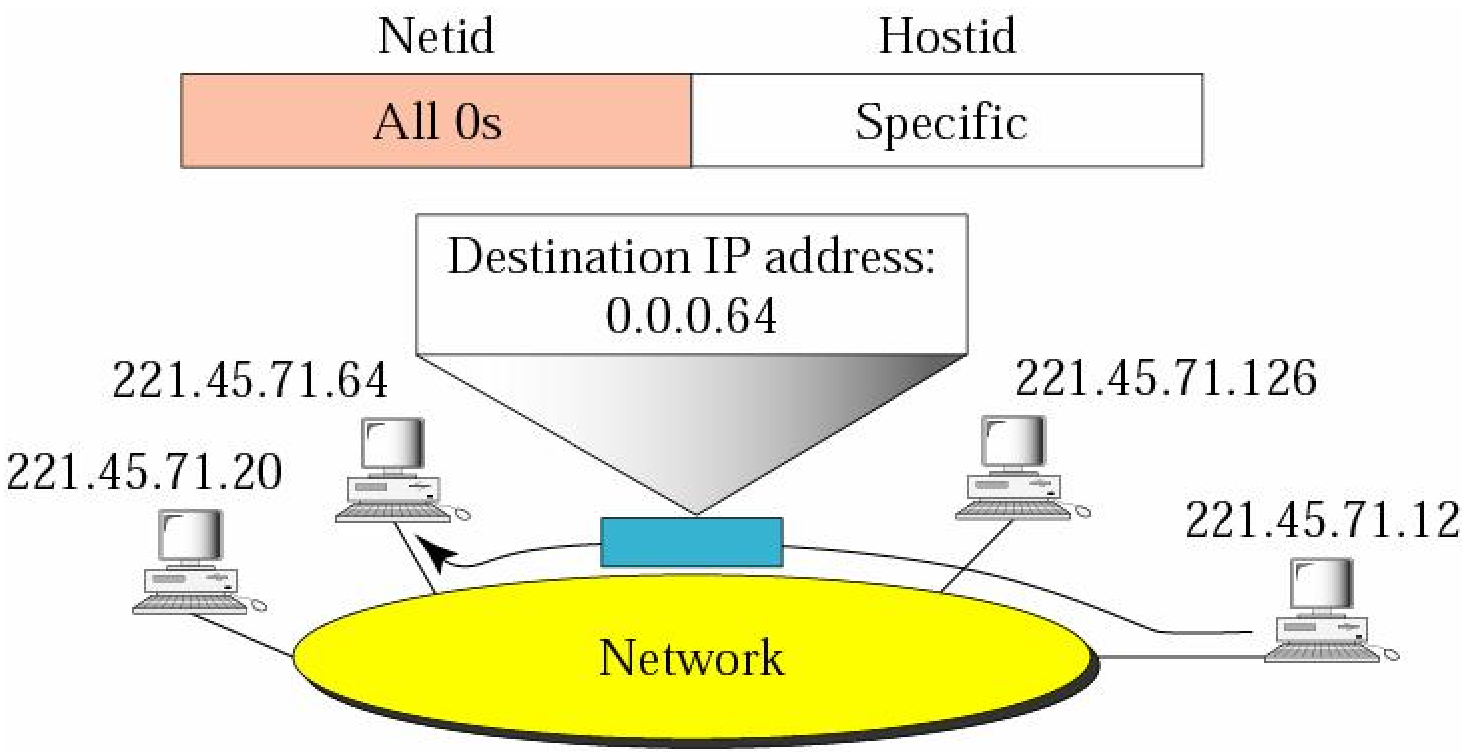
Example of This Host on This Network



Specific Host on This Network

- An IP address with a *netid* of all *0s*
- Used by a router or host to send a packet to another host on the same network
- Router will block this packet to other networks
- Only used for a destination address

Example of Specific Host on This Network

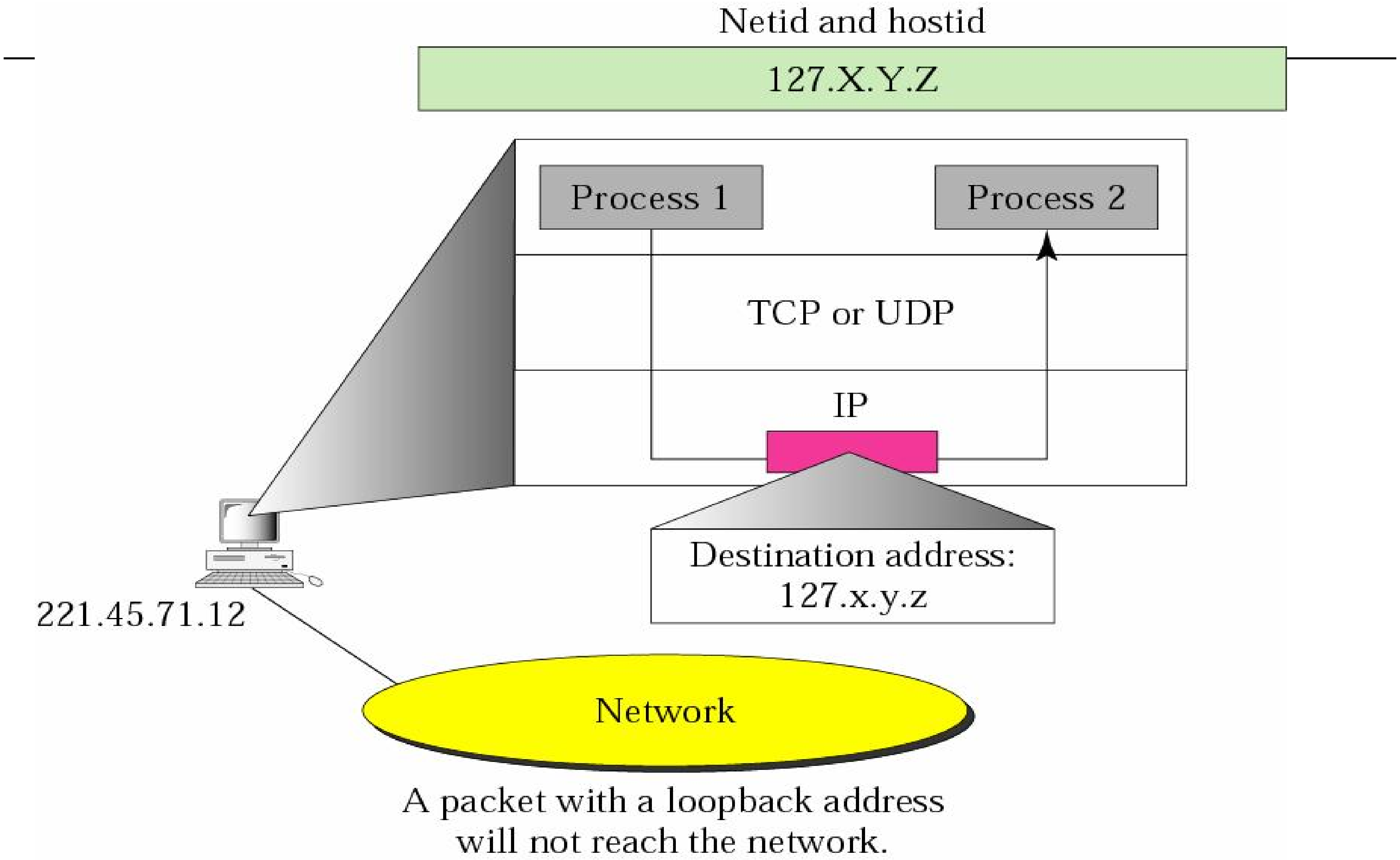


This address is used by a router or host
to send a message to a specific host on the same network.

Loopback Address

- An IP address with the first byte equal to 127
- This packet never leaves the machine
- Used only as a destination address

Example of Loopback Address



Private Addresses

- A number of blocks in each class are assigned for private use and not recognized globally.
- Used in
  - Isolation
  - In connection with network address translation

Class	*Netid*	*Blocks*
A	10.0.0	1
B	172.16 to 172.31	16
C	192.168.0 to 192.168.255	256

Unicast, Multicast, and Broadcast Addresses

Unicast communication is *one-to-one*.

Multicast communication is *one-to-many*.

Broadcast communication is *one-to-all*.

Note

Multicast delivery will be discussed in depth in Chapter 14.

4.4

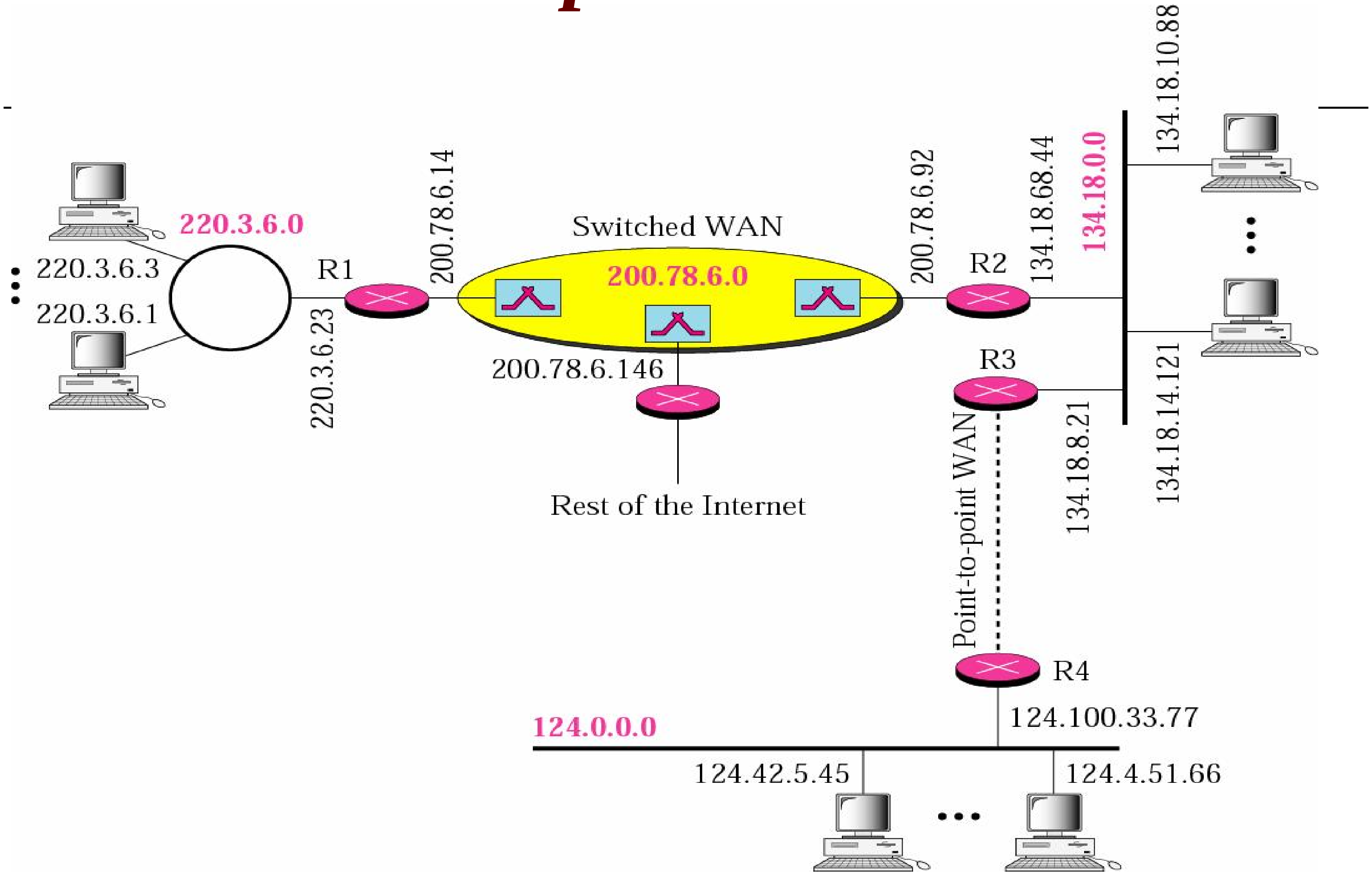
A SAMPLE INTERNET WITH CLASSFUL ADDRESSES

Sample Internet

- A Token Ring LAN: 220.3.6.0: Class C
- An Ethernet LAN: 138.18.0.0: Class B
- An Ethernet LAN: 124.0.0.0: Class A
- A point-to-point WAN, for example a T-1 line
  - Just connect two routers and no hosts
  - To save addresses, no IP address is assigned
- A switch WAN, e.g., Frame Relay or ATM
  - Connect to three network via three routers

Figure 4.10

Sample internet



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