



PART IV
CLASSFUL INTERNET ADDRESSES

Definitions

- Name
 - Identifies *what* an entity is
 - Often textual (e.g., ASCII)
- Address
 - Identifies *where* an entity is located
 - Often binary and usually compact
 - Sometimes called locator
- Route
 - Identifies *how* to get to the object
 - May be distributed

Internet Protocol Address (IP Address)

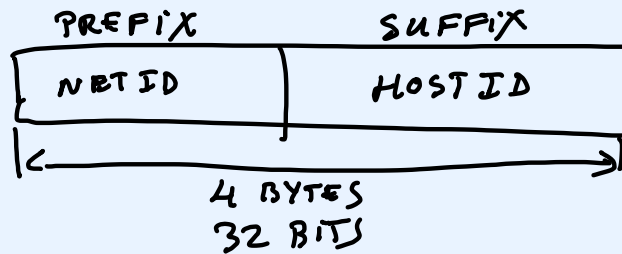
- Analogous to hardware address
- Unique value assigned as unicast address to each host on Internet
- Used by Internet applications

IP Address Details

- 32-bit binary value IPv4
- Unique value assigned to each host in Internet
- Values chosen to make routing efficient

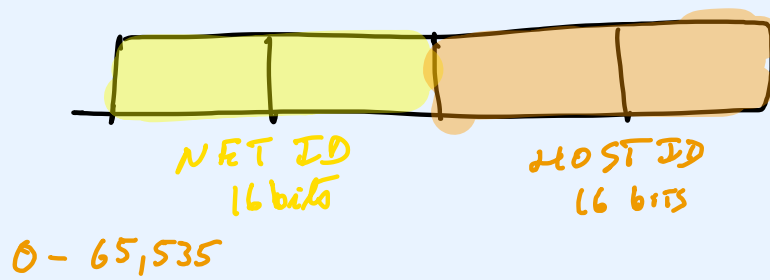
IP Address Division

- Address divided into two parts
 - Prefix (network ID) identifies network to which host attaches
 - Suffix (host ID) identifies host on that network



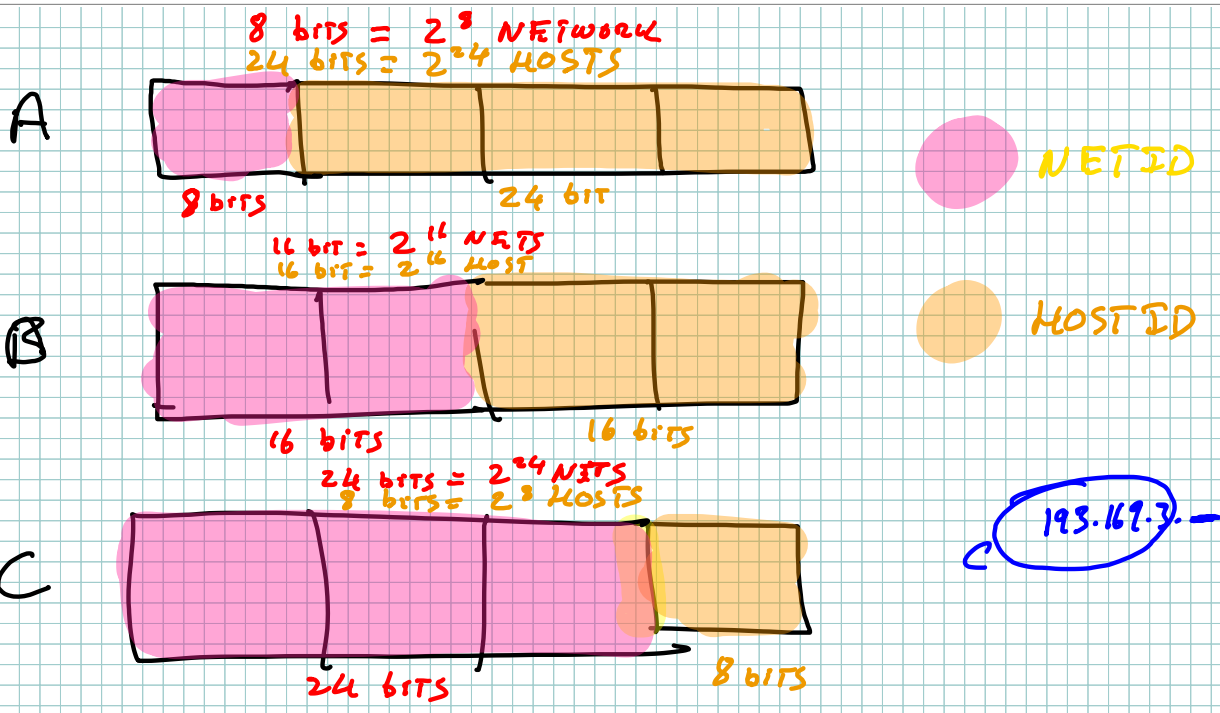
Classful Addressing

- Original IP scheme
- Explains many design decisions
- New schemes are backward compatible



Desirable Properties Of An Internet Addressing Scheme

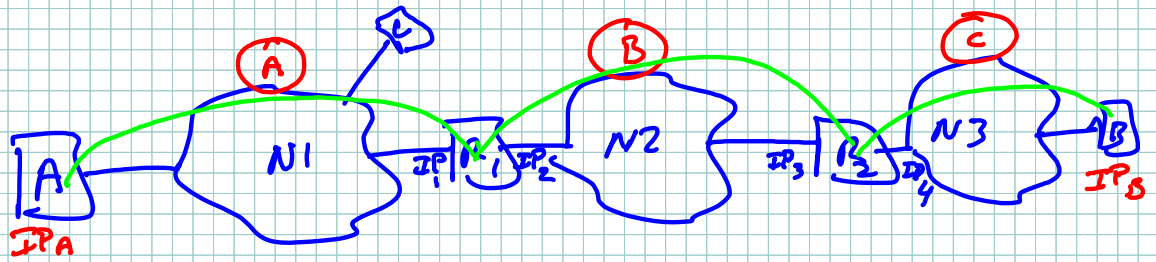
- Compact (as small as possible)
- Universal (big enough)
- Works with all network hardware
- Supports efficient decision making
 - Test whether a destination can be reached directly
 - Decide which router to use for indirect delivery
 - Choose next router along a path to the destination



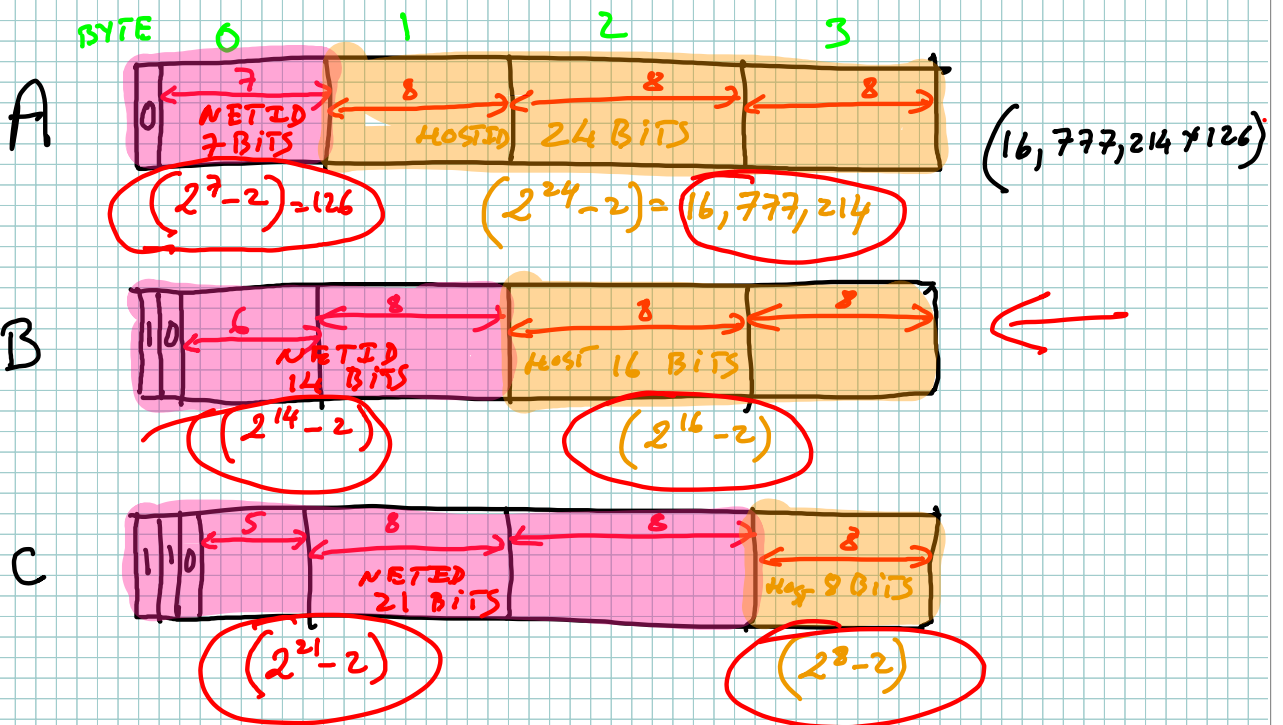
193.169.3

B
 128.10 . . .
 129.15 . . .

A
 9
 13



TO: IP_B ⊙
 FROM: IP_A ⊙ M



ADDRESSES OF ALL 0'S BITS IS RESERVED
 " " " " 1'S BITS IS RESERVED



7B 3E 49 7F

A $\textcircled{01111011}$

a) CLASS: A

b) NETID: 7B

c) HOSTID: 3E497F

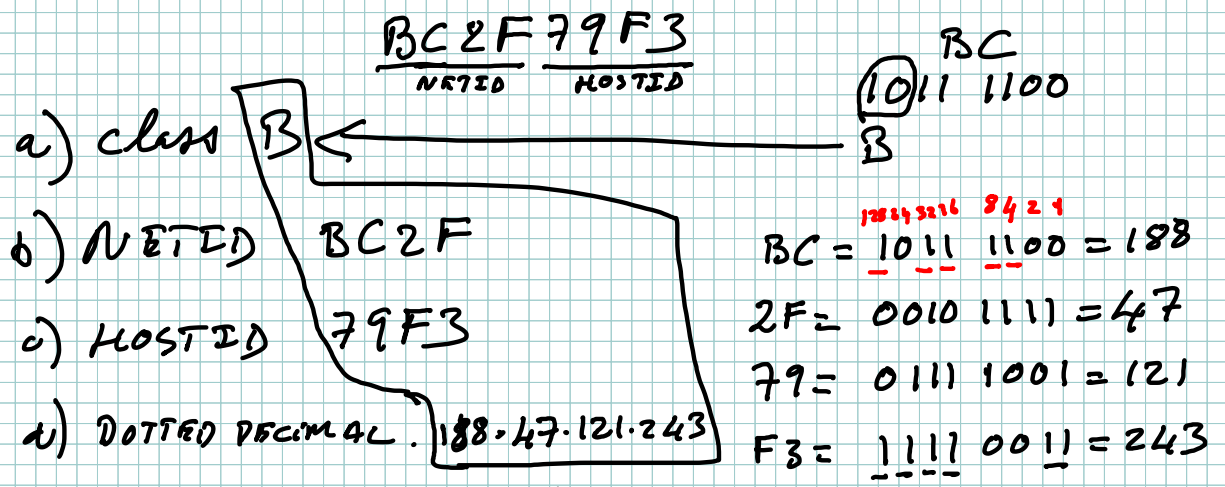
d) DOTTED DECIMAL: 123.62.73.127

$$7B = 123$$

$$3E = 62$$

$$49 = 73$$

$$7F = 127$$



C9B3FDE9

C9
1100 1001

a) class:

C

b) NETID:

C9B3FD

$$C9 = \underline{11} \underline{00} \underline{1001} = 201$$

c) HOSTID:

E9

$$B3 = \underline{10} \underline{11} \underline{00} \underline{11} = 179$$

d) dotted decimal:

201.179.253.233

$$FD = \underline{1111} \underline{1101} = 253$$

$$E9 = \underline{1110} \underline{1001} = 233$$

9DB37FE2

^{9D}
B (1001 1101)

a) B

b) 9DB3

c) 7FE2

d) 157.179.127.226

$$9D = \underline{1001} \underline{1101} = 157$$

$$B3 = \underline{1011} \underline{0011} = 179$$

$$7F = \underline{0111} \underline{1111} = 127$$

$$E2 = \underline{1110} \underline{0010} = 226$$

56 B13E D4

56

0101 0110

a) A

b) 56

c) B13ED4

d) 86.177.62.212

$$56 = 0101\ 0110 = 86$$

$$B1 = \underline{1011}\ \underline{0001} = 177$$

$$3E = 00\underline{11}\ \underline{1110} = 62$$

$$D4 = \underline{1101}\ \underline{0100} = 212$$

D14FD2EC

D7
1101 0001

a) C

$$D1 = \underline{1101} \underline{0001} = 209$$

b) D14FD2

$$4F = 0100 \ 1111 = 79$$

c) EC

$$D2 = \underline{1101} \underline{0010} = 214$$

d) 209.79.214.236

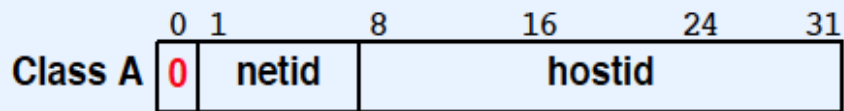
$$EC = \underline{1110} \underline{1100} = 236$$

Division Of Internet Address Into Prefix And Suffix

- How should division be made?
 - Large prefix, small suffix means many possible networks, but each is limited in size
 - Large suffix, small prefix means each network can be large, but there can only be a few networks
- Original Internet address scheme designed to accommodate both possibilities
 - Known as *classful* addressing

Original IPv4 Address Classes

Three Principle Classes



Class A Addresses are used for the handful of networks that have more than 2^{16} (i.e. more than 65,536) hosts.

- 7 Bits for netid
- 24 Bits for hostid

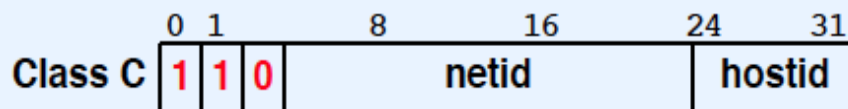


Class B Addresses are used for intermediate size networks that have up to 2^{16} (i.e. up to 65,536) hosts.

- 14 Bits for netid
- 16 Bits for hostid

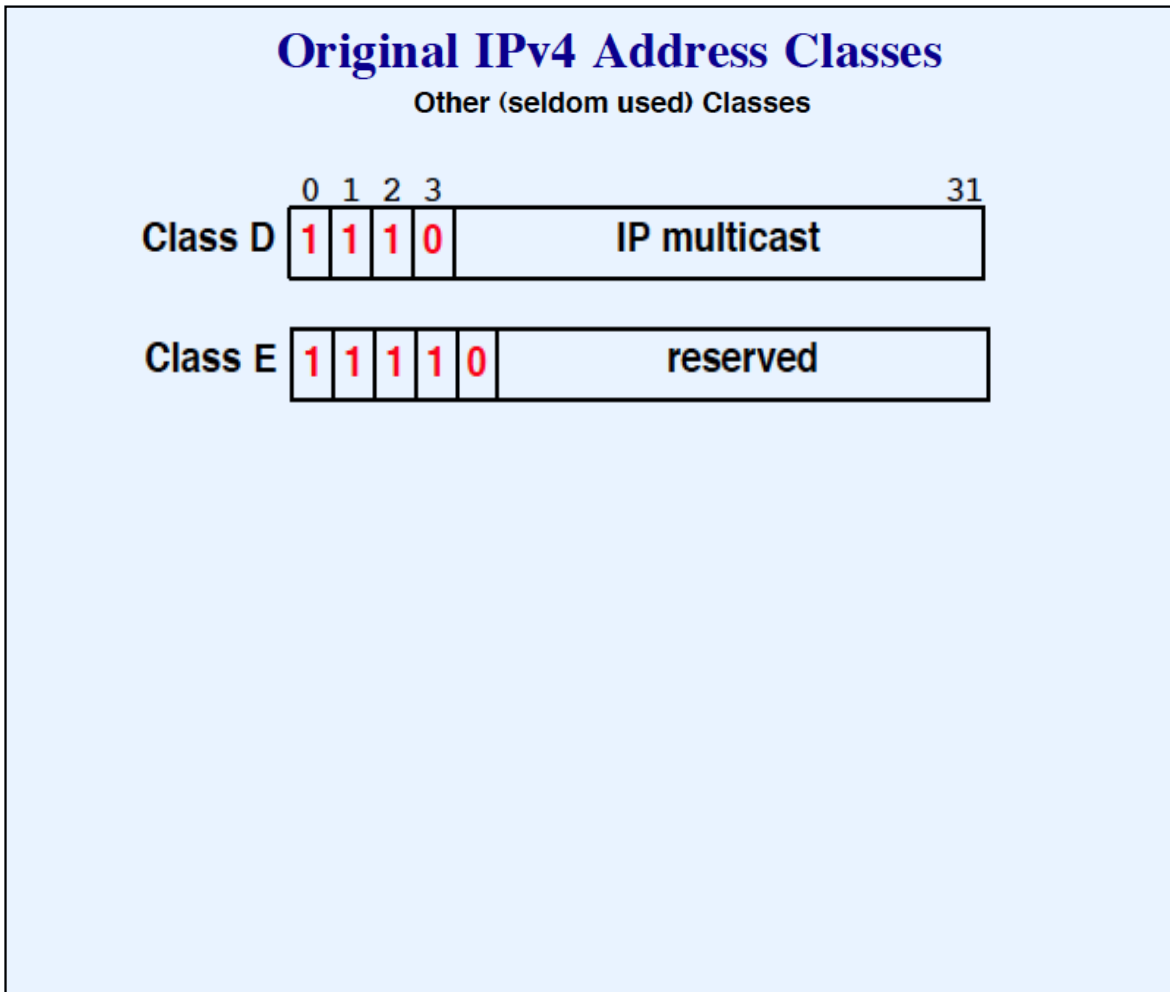
Original IPv4 Address Classes

Three Principle Classes



Class C Addresses are used for networks that have less than 2^8 (i.e. less than 256) hosts.

- 21 Bits for netid
- 8 Bits for hostid



Important Property

- Classful addresses are *self-identifying*
- Consequences
 - Can determine boundary between prefix and suffix from the address itself
 - No additional state needed to store boundary information
 - Both hosts and routers benefit

Endpoint Identification

Because IP addresses encode both a network and a host on that network, they do not specify an individual computer, but a connection to a network.

IP Address Conventions

- When used to refer to a network
 - Host field contains all 0 bits
- Broadcast on the local wire
 - Network and host fields both contain all 1 bits
- Directed broadcast: broadcast on specific (possibly remote) network
 - Host field contains all 1 bits

0000 1001
 9 0.0.0
 128.10 0.0
 193.64.128 0

255.255.255.255
 FFFFFFFF

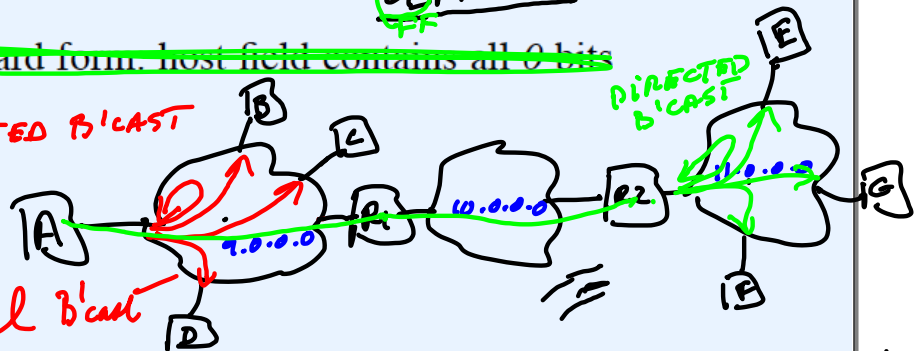
11.255.255.255
 0BFFFFFF

~~Nonstandard form, host field contains all 0 bits~~

LIMITED B'CAST

local b'cast

DIRECTED B'CAST



Assignment Of IP Addresses

- All hosts on same network assigned same address prefix
 - Prefixes assigned by central authority
 - Obtained from ISP
- Each host on a network has a unique suffix
 - Assigned locally
 - Local administrator must ensure uniqueness

0 000 1010

Advantages Of Classful Addressing

- Computationally efficient
 - First bits specify size of prefix / suffix
- Allows mixtures of large and small networks

Directed Broadcast

*IP addresses can be used to specify a **directed broadcast** in which a packet is sent to all computers on a network; such addresses map to hardware broadcast, if available. By convention, a directed broadcast address has a valid netid and has a hostid with all bits set to 1.*

Limited Broadcast

- All 1's
- Broadcast limited to local network only (no forwarding)
- Useful for bootstrapping

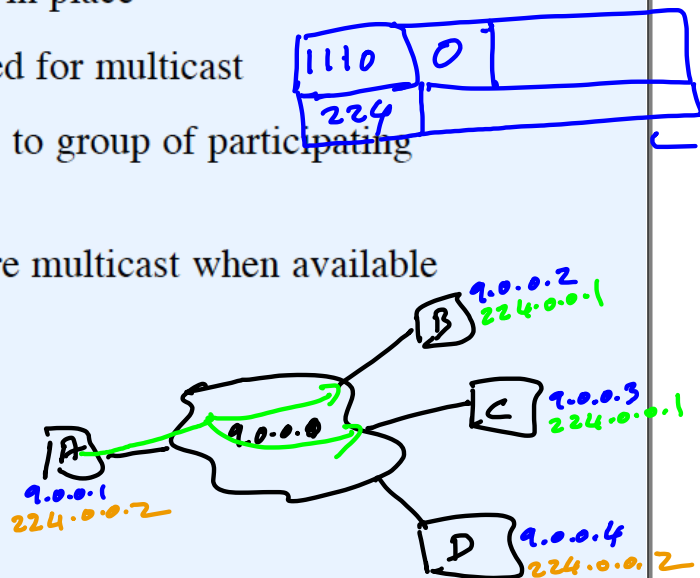
All Zeros IP Address

- Can only appear as source address
- Used during bootstrap before computer knows its address
- Means “this” computer

Internet Multicast

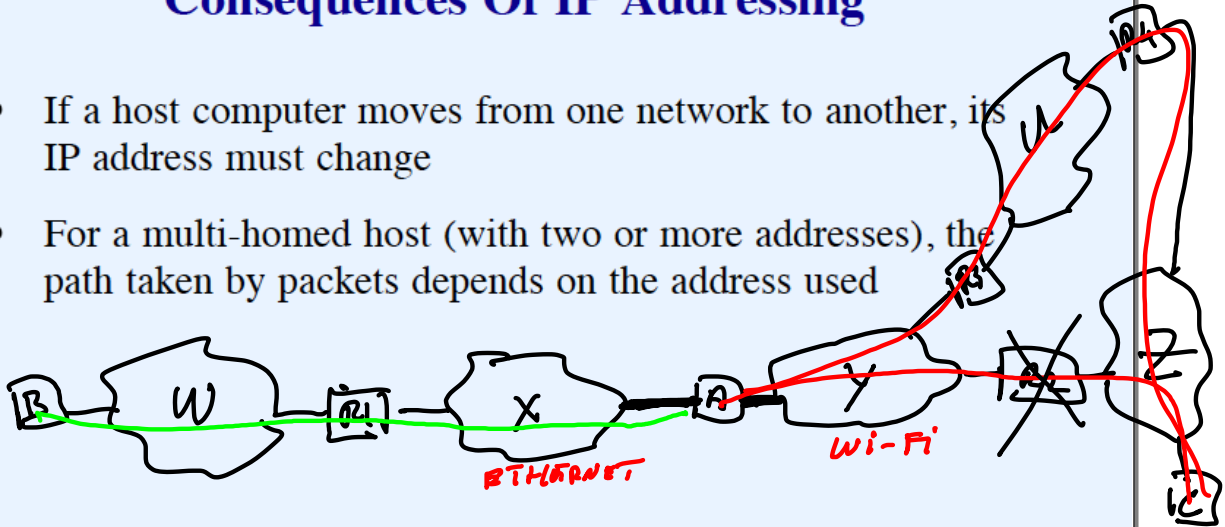
C

- IP allows Internet multicast, but no Internet-wide multicast delivery system currently in place
- Class D addresses reserved for multicast
- Each address corresponds to group of participating computers
- IP multicast uses hardware multicast when available
- More later in the course

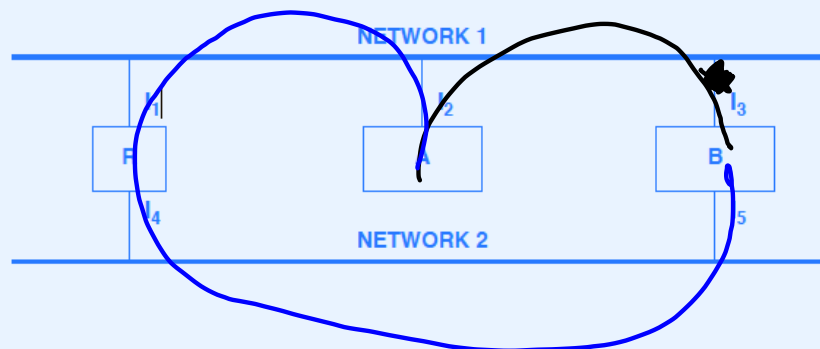


Consequences Of IP Addressing

- If a host computer moves from one network to another, its IP address must change
- For a multi-homed host (with two or more addresses), the path taken by packets depends on the address used



Multi-Homed Hosts And Reliability



- Knowing that B is multi-homed increases reliability
- If interface I₃ is down, host A can send to the interface I₅

Dotted Decimal Notation

- Syntactic form for expressing 32-bit address
- Used throughout the Internet and associated literature
- Represents each octet in decimal separated by periods (dots)

Example Of Dotted Decimal Notation

- A 32-bit number in binary

10000000 00001010 00000010 00000011

- The same 32-bit number expressed in dotted decimal notation

128.10.2.3

Loopback Address

- Used for testing
- Refers to local computer (never sent to Internet)
- Address is 127.0.0.1

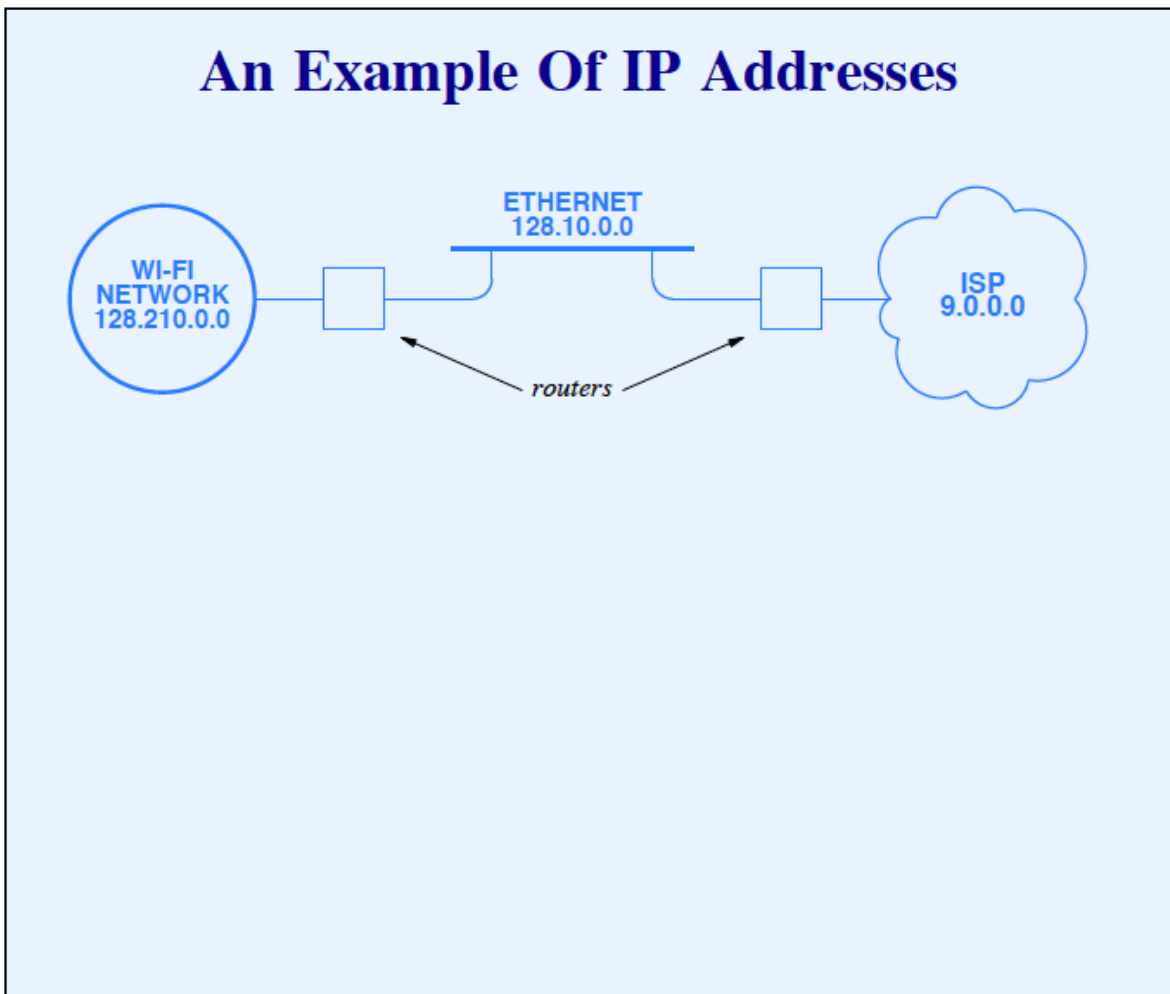
Classful Address Ranges

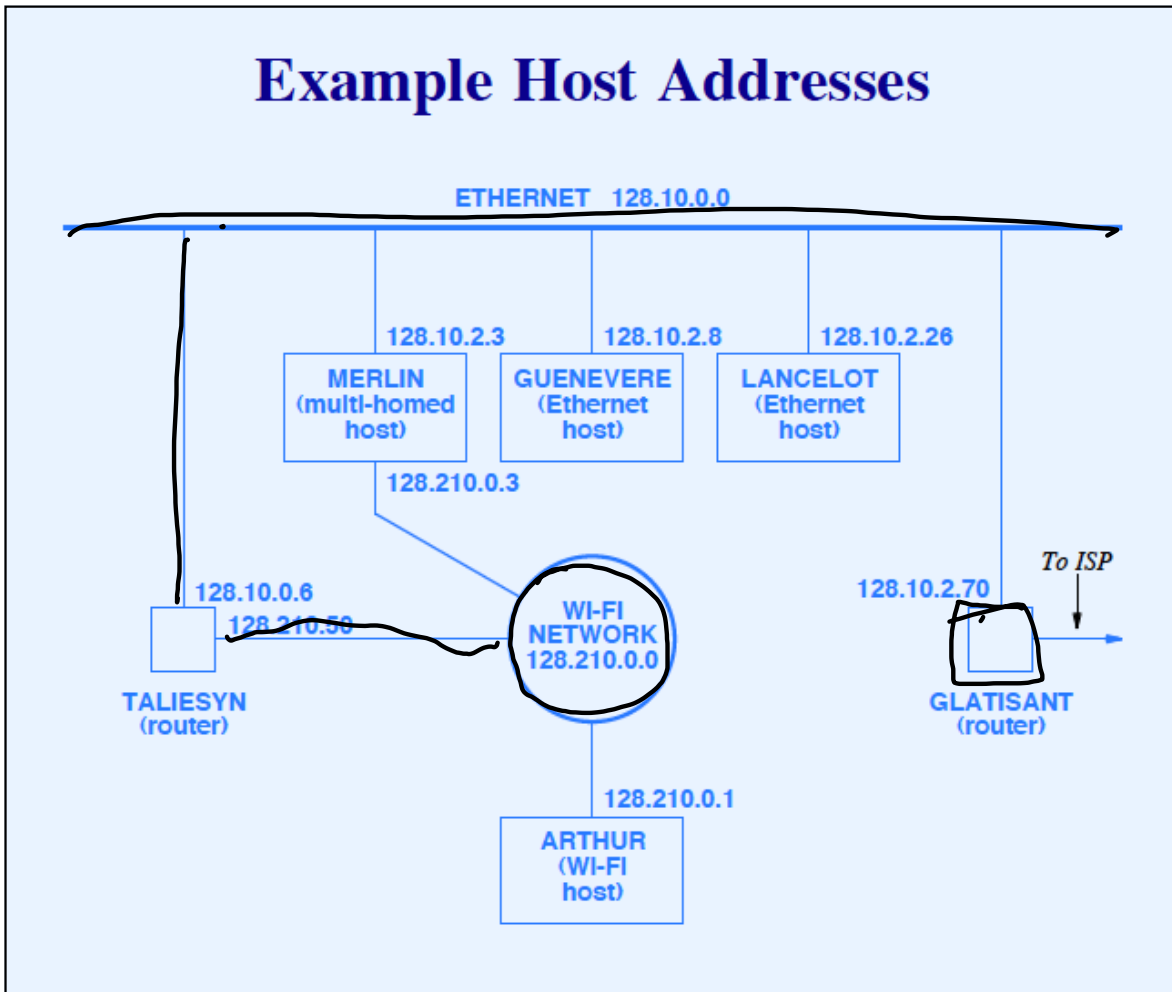
Class	Lowest Address	Highest Address
A	1.0.0.0	126.0.0.0
B	128.1.0.0	191.255.0.0
C	192.0.1.0	223.255.255.0
D	224.0.0.0	239.255.255.255
E	240.0.0.0	255.255.255.254

Summary Of Address Conventions

all 0s		This host ¹ <i>ME MYSELF + I</i>
all 0s	host	Host on this net ¹
all 1s		Limited broadcast (local net) ²
net	all 1s	Directed broadcast for net ²
127	anything (often 1)	Loopback ³

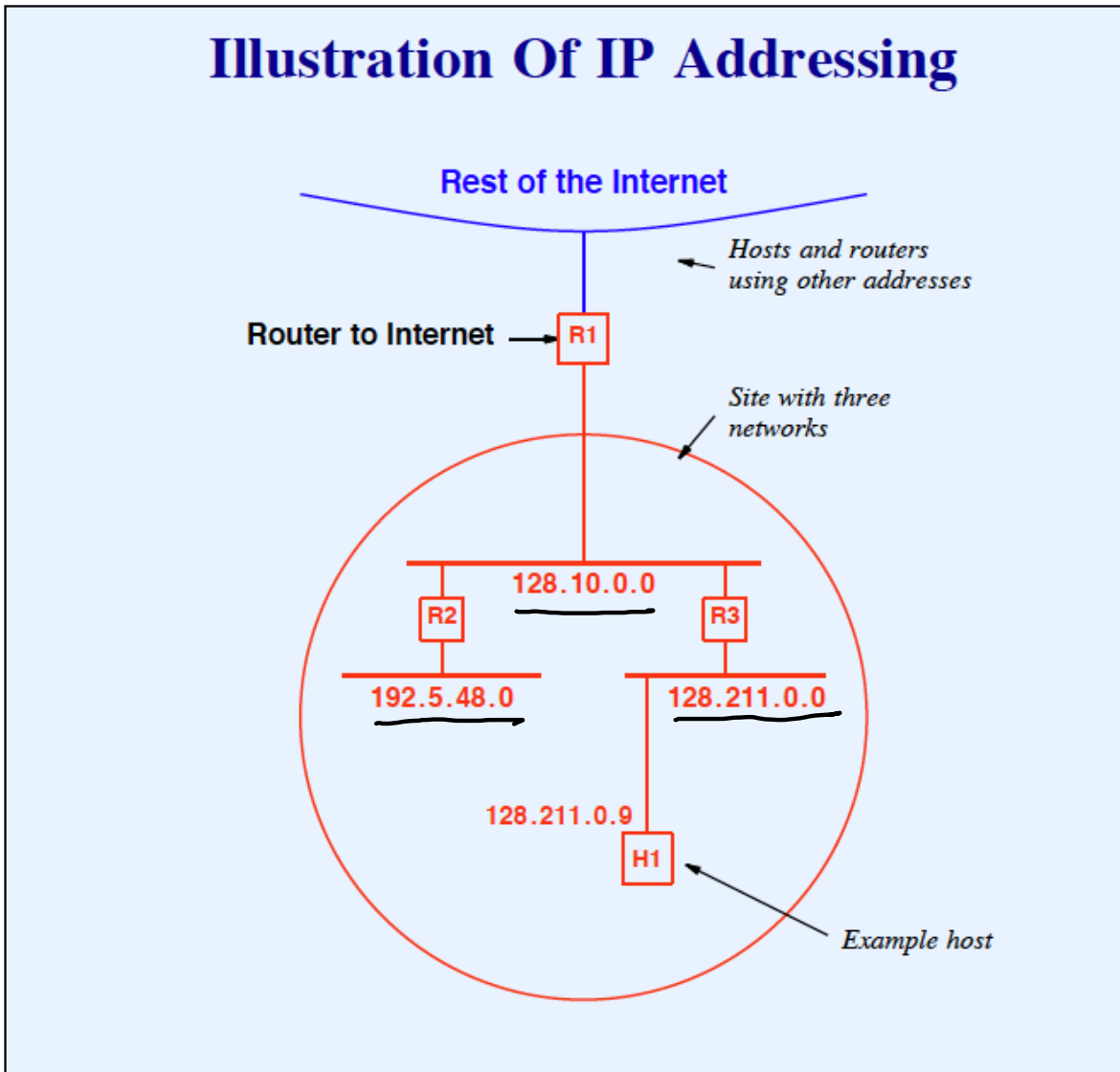
Notes: ¹ Allowed only at system startup and is never a valid destination address.
² Never a valid source address.
³ Should never appear on a network.





Another Addressing Example

- Assume an organization has three networks
- Organization obtains three prefixes, one per network
- Host address must begin with network prefix



Summary

- IP address
 - 32 bits long
 - Prefix identifies network
 - Suffix identifies host
- Classful addressing uses first few bits of address to determine boundary between prefix and suffix

Summary (continued)

- Special forms of addresses handle
 - Limited broadcast
 - Directed broadcast
 - Network identification
 - This host
 - Loopback