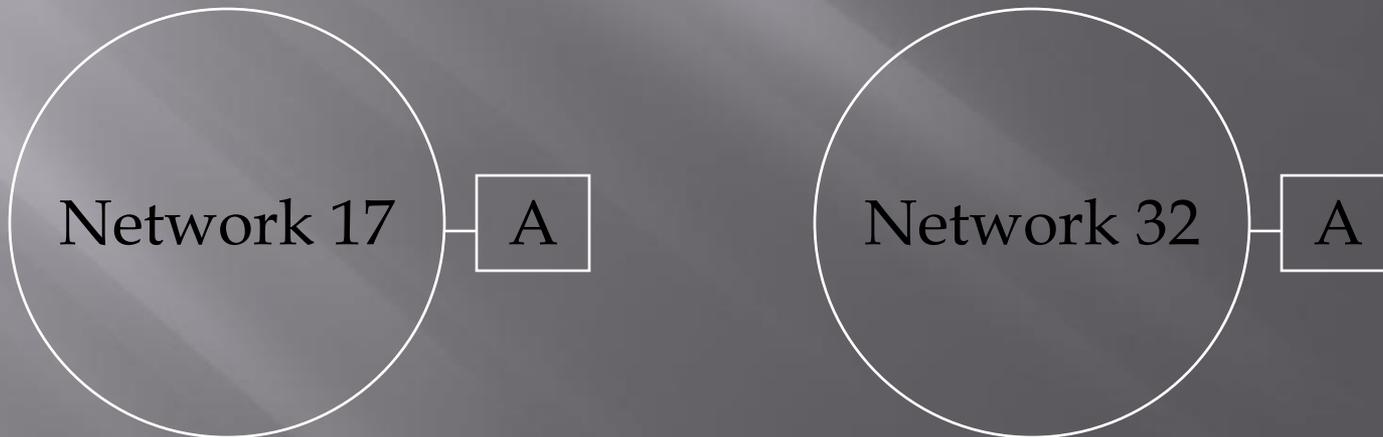


# Subnet and Supernet Extensions

- Recall: each physical network must have its own unique netid
- Problem: the number of physical networks grew so fast that all netids would be exhausted (especially class B)
- Solutions (to be discussed later):
  - Subnetting – allows multiple physical networks to share the same netid
  - Supernetting – allows more complete utilization of the address space

# Weaknesses on Internet Addressing

- ▣ If a computer moves from one network to another, its IP address must change

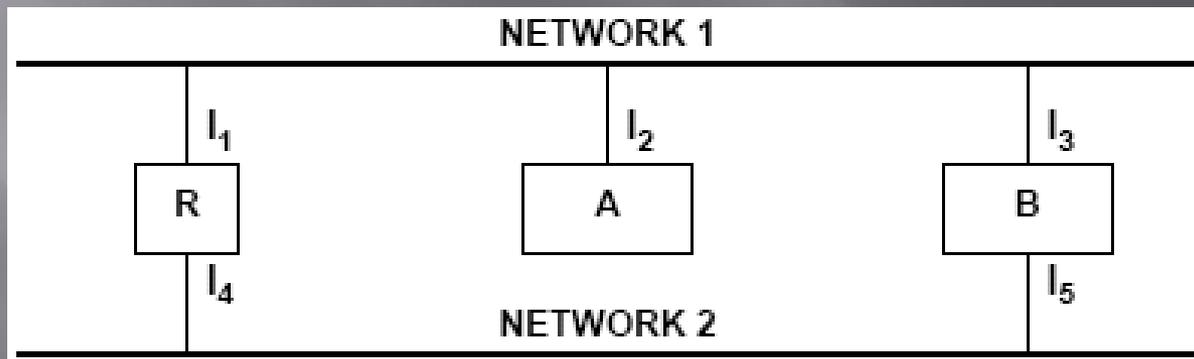


# Weaknesses on Internet Addressing (cont)

- ▣ If a class C network grows to more than 255 hosts, it must have its address changed to a class B address
- ▣ Difficult:
  - Abruptly stop using one network address
  - Change the addresses of all machines
  - Resume operation using the new addresses
  - Debug problems with programs/services still using the old addresses

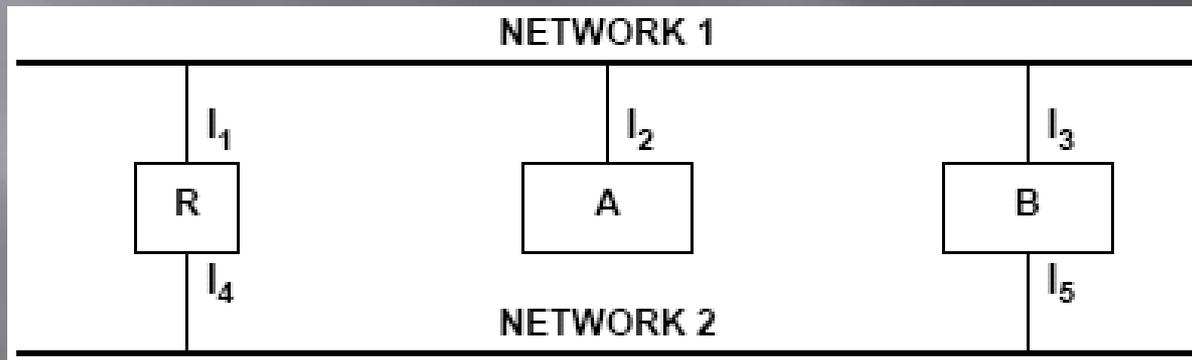
# Weaknesses on Internet Addressing (cont)

- ❑ Recall: routers base routing decisions on the netid portion of the destination address
- ❑ Consider a host with two internet connections (and therefore two addresses):



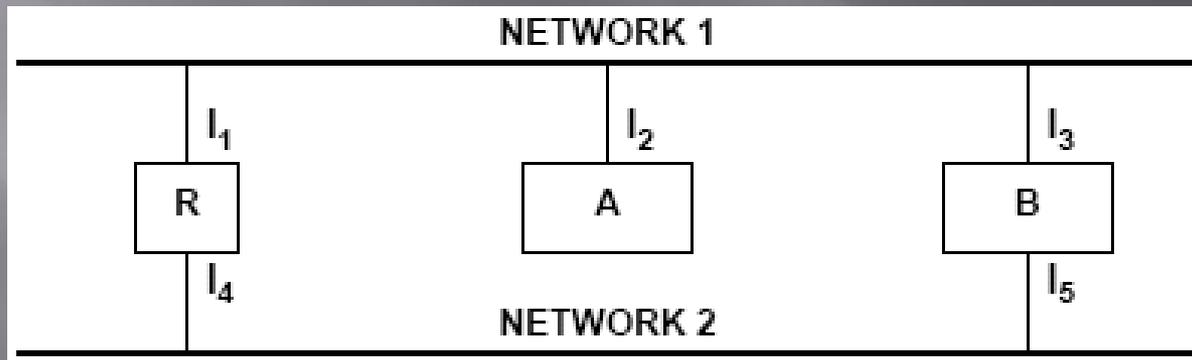
# Weaknesses on Internet Addressing (cont)

- Result: the path taken by packets traveling to a host with multiple IP addresses depends on which address is used as the destination



# Weaknesses on Internet Addressing (cont)

- ❑ Packets sent to the same machine using different addresses may behave differently
- ❑ A machine may be reachable by one of its addresses and unreachable by another



# Dotted Decimal Notation

- ▣ To make them easier to read (and write) IP addresses are usually written as four decimal integers separated by decimal points
- ▣ Each decimal integer gives the value of one octet of the IP address
- ▣ Example:
  - 10000000 00000010 00000000 00001111 = 128.2.0.15

# The Loopback Address

- ▣ Not all IP addresses have been assigned to classes
- ▣ In particular, netid 127, a value from the class A range, is reserved for *loopback*
- ▣ Used for testing TCP/IP and for inter-process communication

# Internet Addressing Authority

- ▣ Network portion of the IP address must be unique
- ▣ Need a central authority to assign IP addresses
- ▣ Originally managed by the Internet Assigned Number Authority (IANA)
  - <http://www.iana.org/>

# Internet Addressing Authority (cont)

- ▣ Now IANA allocates blocks of IP addresses to Regional Internet Registries:
  - APNIC (Asia Pacific Network Information Centre) - Asia/Pacific Region
  - ARIN (American Registry for Internet Numbers) - North America and Sub-Saharan Africa
  - LACNIC (Regional Latin-American and Caribbean IP Address Registry) - Latin America and some Caribbean Islands
  - RIPE NCC (Réseaux IP Européens) - Europe, the Middle East, Central Asia, and African countries located north of the equator

# Network Byte Order

- ▣ Big Endian - lowest memory address holds the high-order byte of the integer

$$297 = 00000001\ 00101001$$

- ▣ Little Endian - lowest memory address holds the low-order byte of the integer

$$297 = 00101001\ 00000001$$

- ▣ Internet standard for byte order is Big Endian

# Summary

- ▣ Internet addressing
  - 32-bit IP addresses serve as universal connection identifiers
  - Each IP address is composed of a netid (identifies the network) and a hostid (identifies a host on that network)
  - The size of the netid and hostid is depends on whether the address is class A, B, or C
  - IP addresses were designed this way to make it easy for routers to quickly find and use the netid for routing