Data Networks

Course1 / Course 2
generalities, The OSI Model, Network devices
TCP/IP MODEL, The Networking Media, TCP/IP Math
Introduction to TCP/IP Addresses, Subnetting
Exercices VLSM, Summarization

What is Routing? What is a Routing Protocol? Distance Vector - RIP
Annexes :
Routers & Cisco IOS
Router Configuration

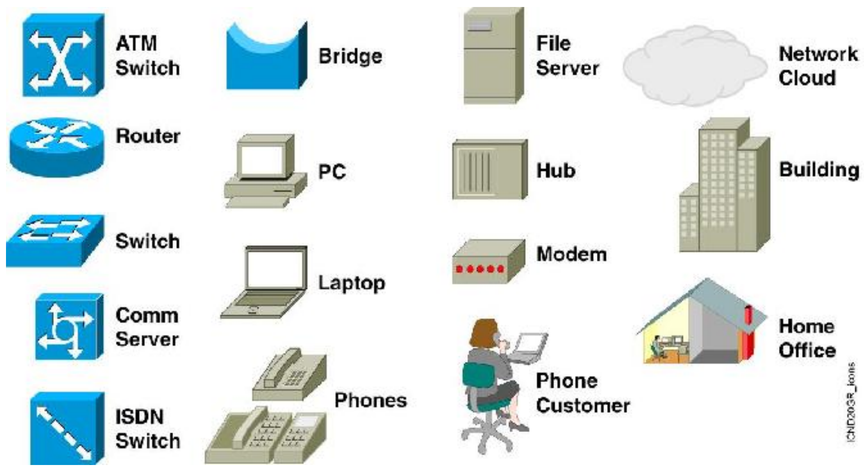
Data Networks

Course 3 / Course 4

VD vs link state - OSPF
Switching, STP, Switch Configuration, Vlans
NAT : Network Address Translator

Internet services : exemples dhcp , dns, ftp, HTTP; mail

Icons and Symbols



Data Networks

Businesses needed a solution that would successfully address the following three problems:

- How to avoid duplication of equipment and resources
- How to communicate efficiently
- How to set up and manage a network

Businesses realized that networking technology could increase productivity while saving money.

Networking Devices

Equipment that connects directly to a network segment is referred to as a device.

These devices are broken up into two classifications.

- ❑ End-user devices
- ❑ Network devices

End-user devices include computers, printers, scanners, and other devices that provide services directly to the user.

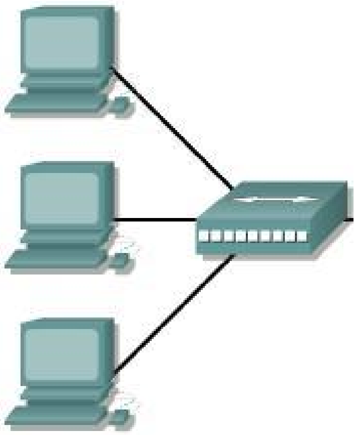
Network devices include all the devices that connect the end-user devices together to allow them to communicate.

Network Interface Card

A network interface card (NIC) is a printed circuit board that provides network communication capabilities to and ~~from a personal computer.~~ Also called a LAN adapter.

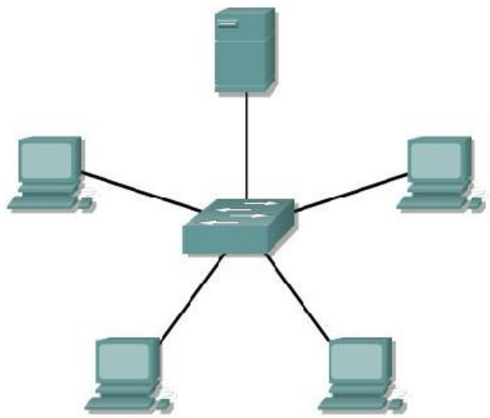
Hub

Connects a group of Hosts



Switch

Switches add more intelligence to data transfer management.



Router

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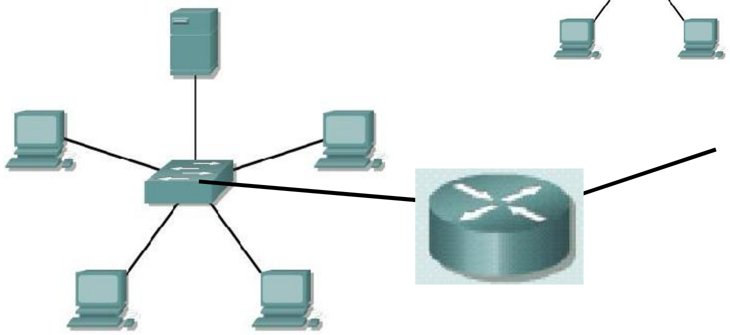
- ❑Routers are used to connect networks together
- ❑Route packets of data from one network to another
- ❑Cisco became the de facto standard of routers because of their high-quality router products
- ❑Routers, by default, break up a *broadcast domain*



Network Topologies

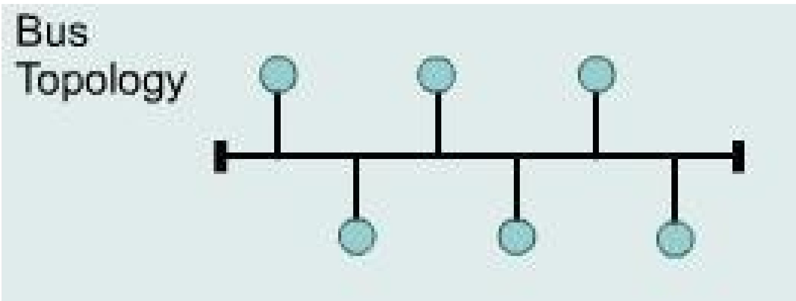
Network topology defines the structure of the network.

One part of the topology definition is the physical topology, which is the actual layout of the wire or media.

The other part is the logical topology,which defines how the media is accessed by the hosts for sending data.

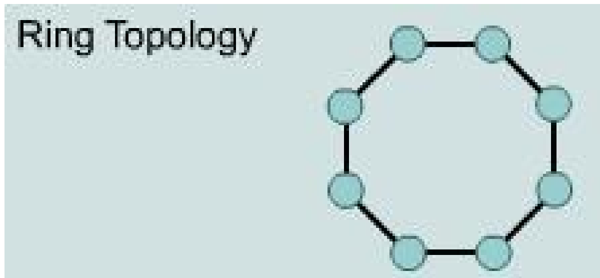
Bus Topology

- ❑A bus topology uses a single backbone cable that is terminated at both ends.
- ❑All the hosts connect directly to this backbone.



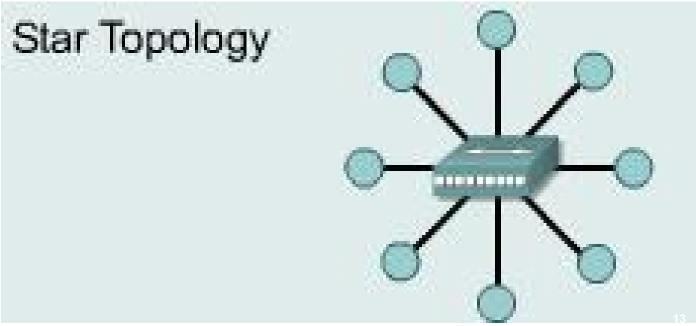
Ring Topology

- ❑A ring topology connects one host to the next and the last host to the first.
- ❑This creates a physical ring of cable.



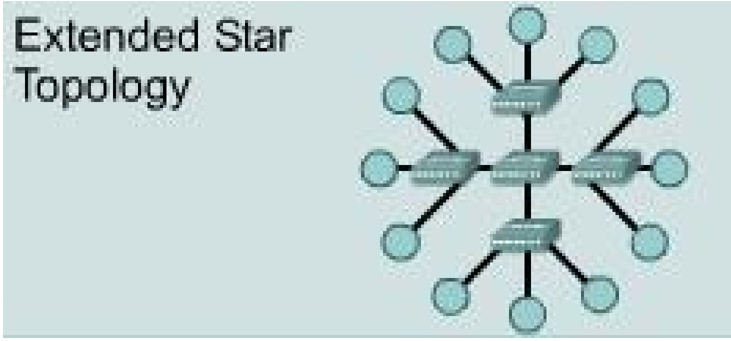
Star Topology

❑A star topology connects all cables to a central point of concentration.



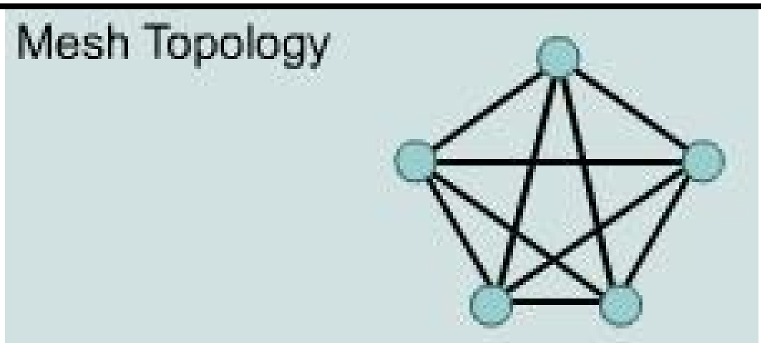
Extended Star Topology

❑An extended star topology links individual stars together by connecting the hubs and/or switches.This topology can extend the scope and coverage of the network.



Mesh Topology

❑A mesh topology is implemented to provide as much protection as possible from interruption of service.
❑Each host has its own connections to all other hosts.
❑ Although the Internet has multiple paths to any one location, it does not adopt the full mesh topology.



LANs, MANs, & WANs

❑One early solution was the creation of local-area network (LAN) standards which provided an open set of guidelines for creating network hardware and software, making equipment from different companies compatible.

❑What was needed was a way for information to move efficiently and quickly, not only within a company, but also from one business to another.

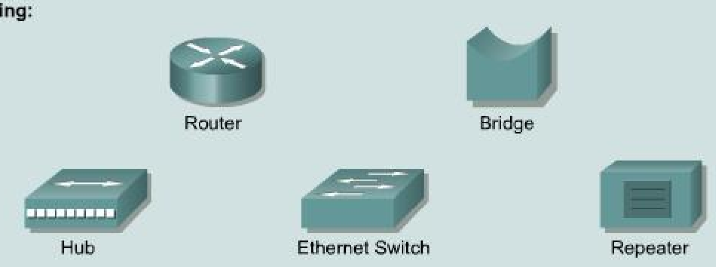
❑The solution was the creation of metropolitan-area networks (MANs) and wide-area networks (WANs).

LANs

LANS are designed to:

- Operate within a limited geographic area
- Allow multi-access to high-bandwidth media
- Control the network privately under local administration
- Provide full-time connectivity to local services
- Connect physically adjacent devices

Using:



WANs

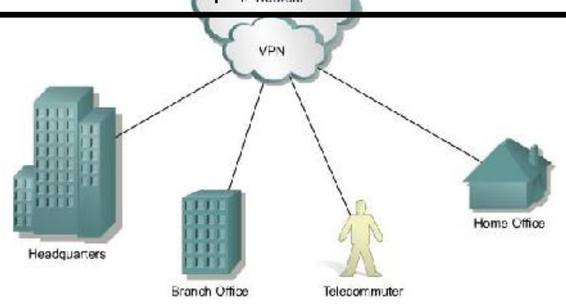
WANS are designed to:

- Operate over a large geographical area
- Allow access over serial interfaces operating at lower speeds
- Provide full-time and part-time connectivity
- Connect devices separated over wide, even global areas

Using:

Virtual Private Network

A VPN is a private network that is constructed within a public network infrastructure such as the global Internet. Using VPN, a telecommuter can access the network of the company headquarters through the Internet by building a secure tunnel between the telecommuter's PC and a VPN router in the headquarters.

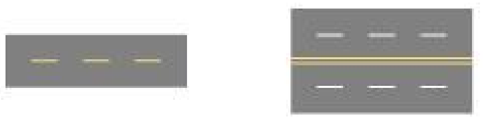
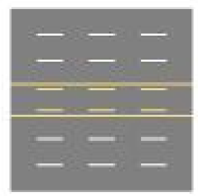


Bandwidth

Why bandwidth is important:

- Bandwidth is limited by physics and technology
- Bandwidth is not free
- Bandwidth requirements are growing at a rapid rate
- Bandwidth is critical to network performance

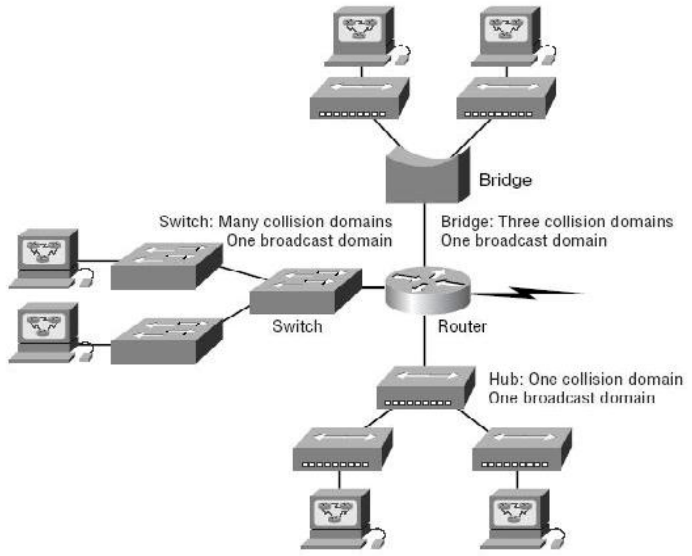
Bandwidth is like the number of lanes on a highway.

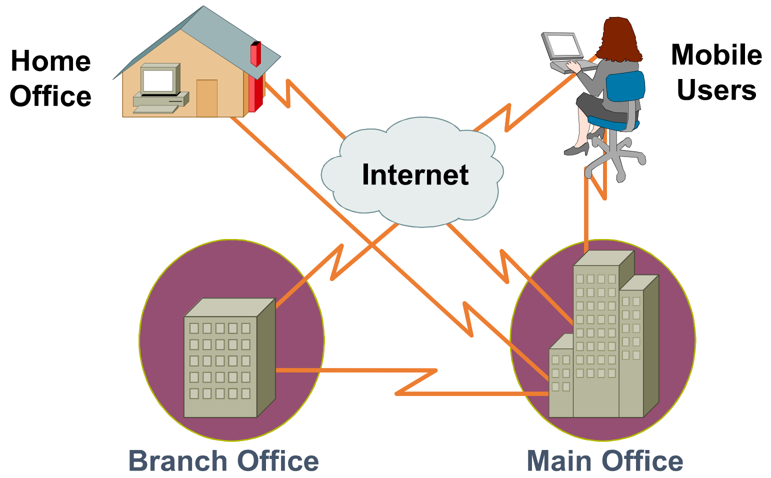
Measuring Bandwidth

Unit of Bandwidth	Abbreviation	Equivalence
Bits per second	bps	1 bps = fundamental unit of bandwidth
Kilobits per second	kbps	1 kbps = ~1,000 bps = 10^3 bps
Megabits per second	Mbps	1 Mbps = ~1,000,000 bps = 10^6 bps
Gigabits per second	Gbps	1 Gbps = ~1,000,000,000 bps = 10^9 bps
Terabits per second	Tbps	1 Tbps = ~1,000,000,000,000 bps = 10^{12} bps

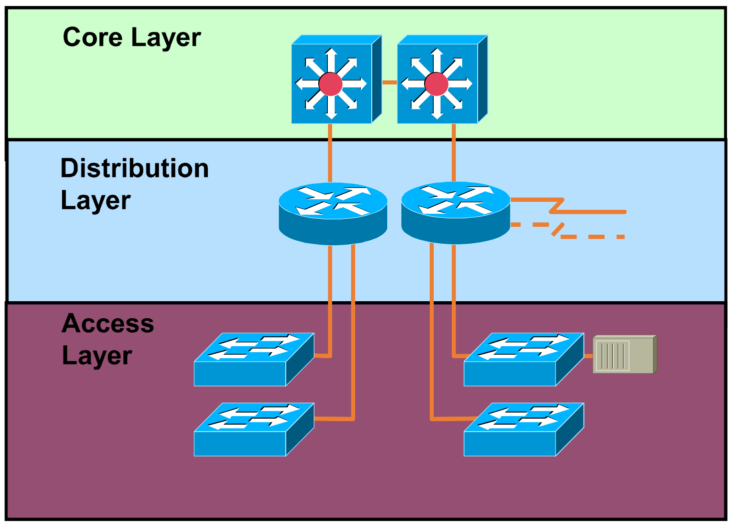
Internetworking Devices



What Are The Components Of A Network ?



Network Structure & Hierarchy



Institute of Electrical and Electronics Engineers (IEEE) 802 Standards

- IEEE 802.1: Standards related to network management.
- IEEE 802.2: General standard for the data link layer in the OSI Reference Model. The IEEE divides this layer into two sublayers -- the logical link control (LLC) layer and the media access control (MAC) layer.
- IEEE 802.3: Defines the MAC layer for bus networks that use CSMA/CD. This is the basis of the Ethernet standard.
- IEEE 802.4: Defines the MAC layer for bus networks that use a token-passing mechanism (token bus networks).
- IEEE 802.5: Defines the MAC layer for token-ring networks.
- IEEE 802.6: Standard for Metropolitan Area Networks (MANs)

The OSI Model

Why do we need the OSI Model?

- To address the problem of networks increasing in size and in number, the International Organization for Standardization (ISO) researched many network schemes and recognized that there was a need to create a network model
- This would help network builders implement networks that could communicate and work together
- ISO therefore, released the OSI reference model in 1984.

Don't Get Confused.

ISO - International Organization for Standardization

OSI - Open System Interconnection

IOS - Internetwork Operating System

To avoid confusion, some people say "International Standard Organization."

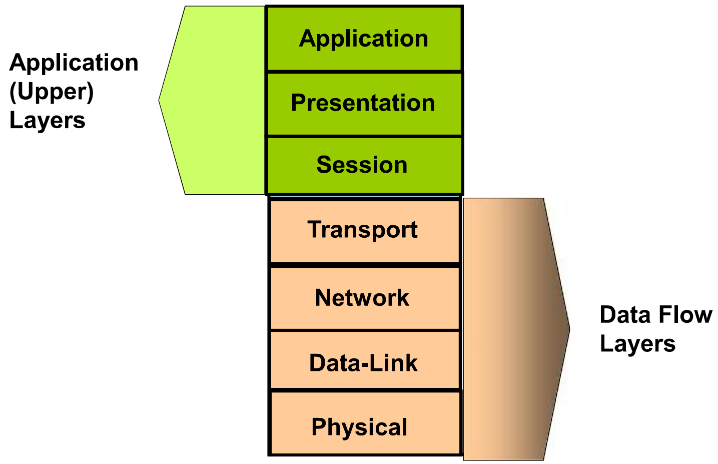
The OSI Reference Model

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

The OSI Model will be used throughout your entire networking career!

Memorize it!

OSI Model



Layer 7 - The Application Layer

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

This layer deal with networking applications.

Examples:
- **Email**
- **Web browsers**

PDU - User Data

Each of the layers have Protocol Data Unit (PDU)

Layer 6 - The Presentation Layer

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

This layer is responsible for presenting the data in the required format which may include:
- ❑Code Formatting
- ❑Encryption
- ❑Compression

PDU - Formatted Data

Layer 5 - The Session Layer

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

❑This layer establishes, manages, and terminates sessions between two communicating hosts.
❑Creates Virtual Circuit
❑Coordinates communication between systems
❑Organize their communication by offering three different modes
- ❑Simplex
- ❑Half Duplex
- ❑Full Duplex

Example:
∑ **Client Software** **(Used for logging in)**

PDU - Formatted Data

Half Duplex

➨It uses only one wire pair with a digital signal running in both directions on the wire.

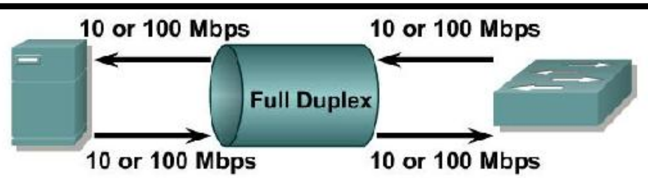
➨It also uses the CSMA/CD protocol to help prevent collisions and to permit retransmitting if a collision does occur.

➨If a hub is attached to a switch, it must operate in half-duplex mode because the end stations must be able to detect collisions.

➨ Half-duplex Ethernet—typically 10BaseT—is only about 30 to 40 percent efficient because a large 10BaseT network will usually only give you 3 to 4Mbps—at most.

Full Duplex

In a network that uses twisted-pair cabling, one pair is used to carry the transmitted signal from one node to the other node. A separate pair is used for the return or received signal. It is possible for signals to pass through both pairs simultaneously. The capability of communication in both directions at once is known as full duplex.



- Doubles bandwidth between nodes
- Collision-free transmission
- Two 10- or 100- Mbps data paths

Layer 4 - The Transport Layer

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

❑This layer breaks up the data from the sending host and then reassembles it in the receiver.

❑It is used to insure reliable data transport across the network.
❑Can be reliable or unreliable
❑Sequencing
❑Acknowledgment
❑Retransmission
❑Flow Control

PDU - Segments

Layer 3 - The Network Layer

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

❑Sometimes referred to as the "Network Layer".
❑End to End Delivery
❑Provide logical addressing that routers use for path determination
❑Segments are encapsulated
❑Internetwork Communication
❑Packet forwarding
❑Packet Filtering
❑Makes "Best Path Determination"
❑Fragmentation

PDU – Packets – IP/IPX

Layer 2 - The Data Link Layer

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

❑Performs Physical Addressing
❑Provides reliable transit of data across a physical link.
❑Combines bits into bytes and bytes into frames
❑Access to media using MAC address
❑Error detection, not correction
❑LLC and MAC
- Logical Link Control performs Link establishment
- MAC Performs Access method

PDU - Frames

Preamble	DMAC	SMAC	Data length	DATA	FCS

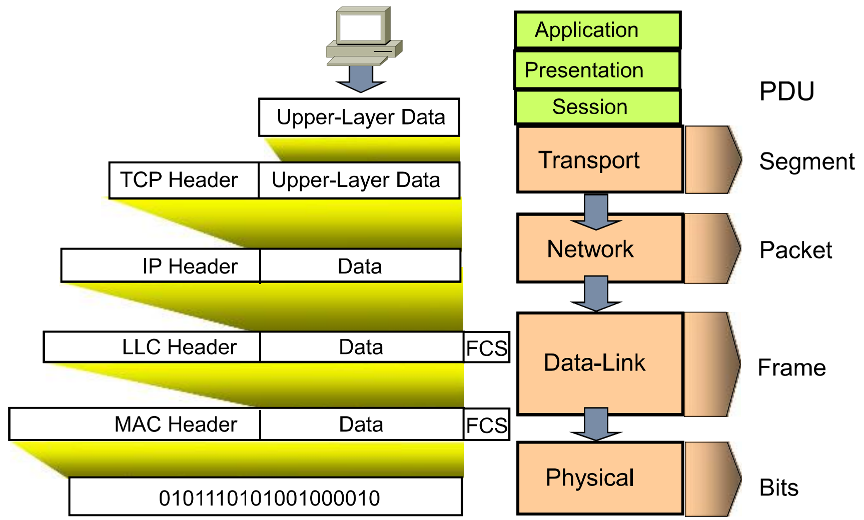
Layer 1 - The Physical Layer

- 7 Application
- 6 Presentation
- 5 Session
- 4 Transport
- 3 Network
- 2 Data Link
- 1 Physical

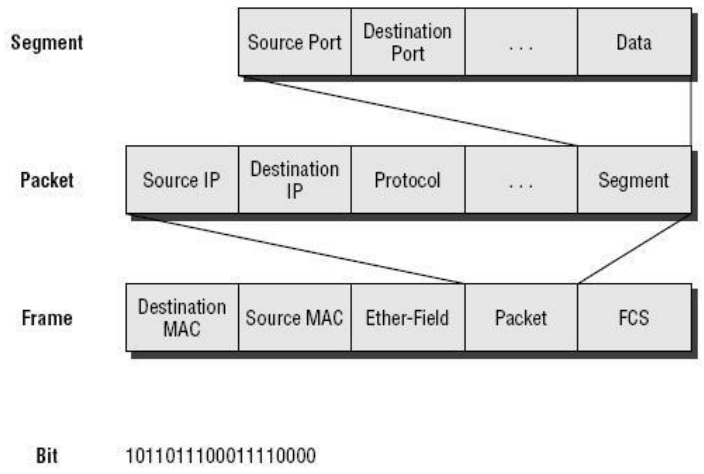
❑This is the physical media through which the data, represented as electronic signals, is sent from the source host to the destination host.

❑Move bits between devices
❑Encoding
PDU - Bits

Data Encapsulation



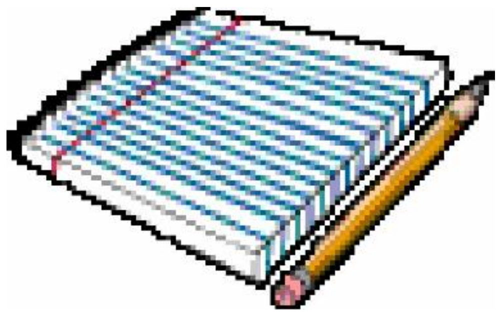
Data Encapsulation



OSI Model Analogy
Application Layer - Source Host

After riding your new bicycle a few times in Villejuif, you decide to give it to a friend who lives in Rabat.

OSI Model Analogy
Presentation Layer - Source Host

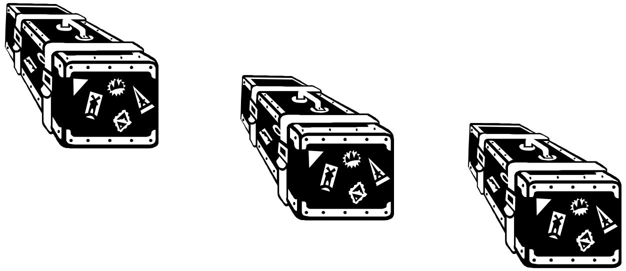


Make sure you have the proper directions to disassemble and reassemble the bicycle.

OSI Model Analogy
Session Layer - Source Host

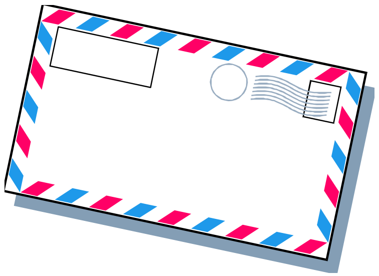
Call your friend and make sure you have his correct address.

OSI Model Analogy
Transport Layer - Source Host



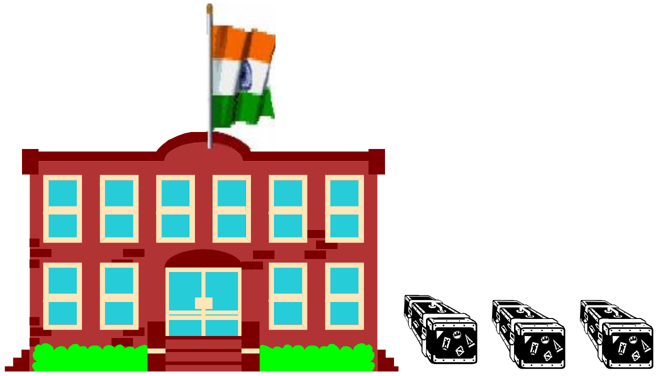
Disassemble the bicycle and put different pieces in different boxes. The boxes are labeled "1 of 3", "2 of 3", and "3 of 3".

OSI Model Analogy
Network Layer - Source Host



Put your friend's complete mailing address (and yours) on each box.Since the packages are too big for your mailbox (and since you don't have enough stamps) you determine that you need to go to the post office.

OSI Model Analogy
Data Link Layer – Source Host

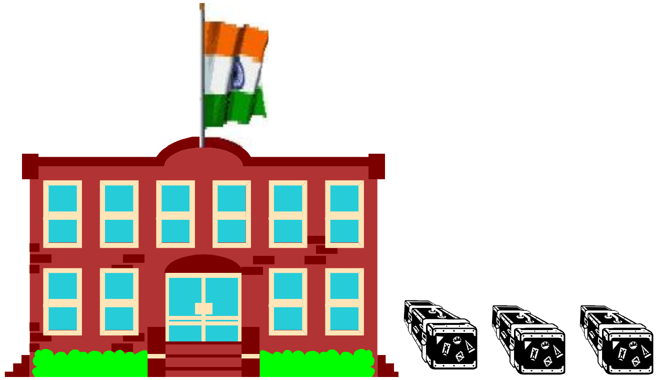


Villejuif post office takes possession of the boxes.

OSI Model Analogy
Physical Layer - Media

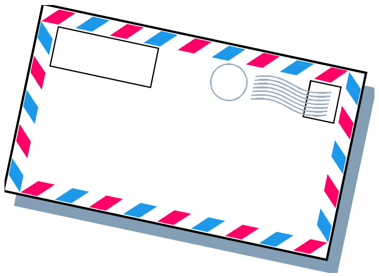
The boxes are flown from Orly to Rabat.

OSI Model Analogy
Data Link Layer - Destination



Rabat post office receives your boxes.

OSI Model Analogy
Network Layer - Destination



Upon examining the destination address, Rabat post office determines that your boxes should be delivered to your written home address.

OSI Model Analogy
Transport Layer - Destination

Your friend calls you and tells you he got all 3 boxes and one of his friend named BOB is reassembling the bicycle.

OSI Model Analogy
Session Layer - Destination

Your friend hangs up because he is done talking to you.

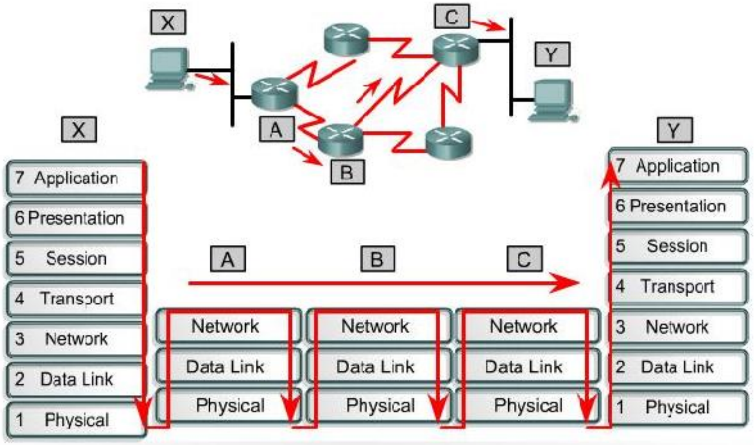
OSI Model Analogy
Presentation Layer - Destination

After finishing to reassemble the bicycle, your friend receives his present.

OSI Model Analogy
Application Layer - Destination

Your friend enjoys riding his new bicycle in Rabat.

Data Flow Through a Network

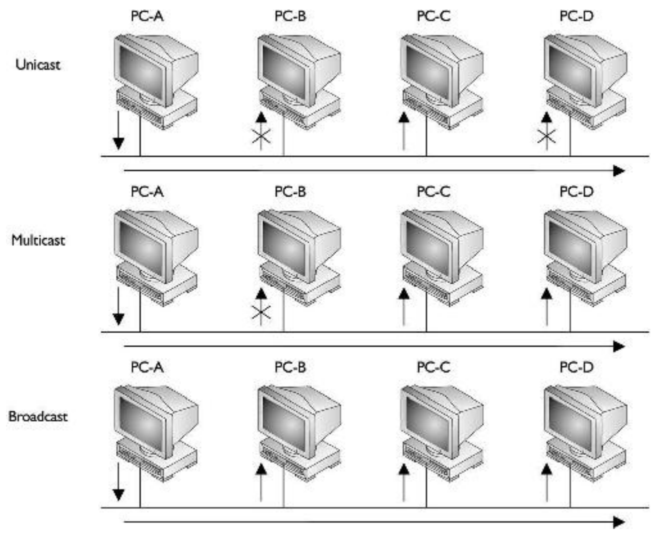


Data flow in a network focuses on layers one, two and three of the OSI model. This is after being transmitted by the sending host and before arriving at the receiving host.

Type of Transmission

- ❑Unicast
- ❑Multicast
- ❑Broadcast

Type of Transmission



Broadcast Domain

- A group of devices receiving broadcast frames initiating from any device within the group
- Routers do not forward broadcast frames, broadcast domains are not forwarded from one broadcast to another.

Collision

- The effect of two nodes sending transmissions simultaneously in Ethernet. When they meet on the physical media, the frames from each node collide and are damaged.

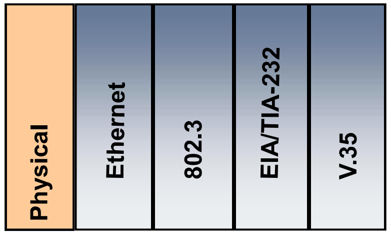
Collision Domain

- The network area in Ethernet over which frames that have collided will be detected.
- Collisions are propagated by hubs and repeaters
- Collisions are **Not** propagated by switches, routers, or bridges

Physical Layer

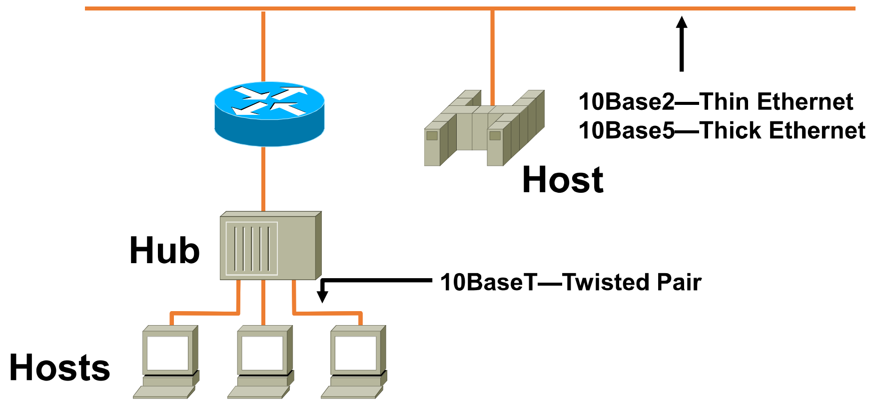
Defines

- **Media type**
- **Connector type**
- **Signaling type**

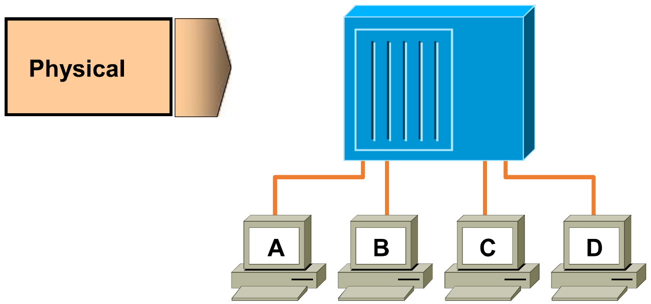


802.3 is responsible for LANs based on the Carrier Sense Multiple Access Collision Detect access methodology.
Ethernet is an example of a CSMA/CD network.

Physical Layer: Ethernet/802.3



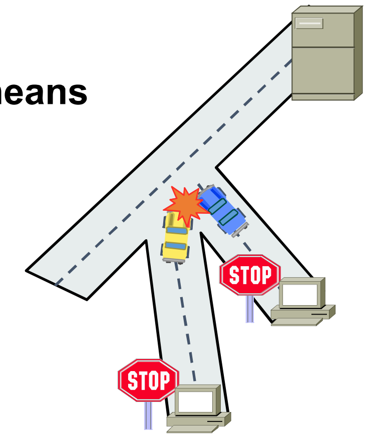
Device Used At Layer 1



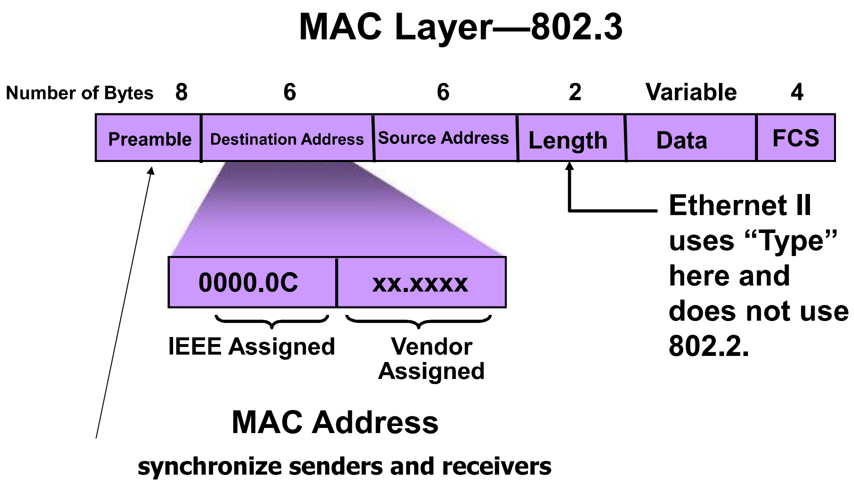
- **All devices are in the same collision domain.**
- **All devices are in the same broadcast domain.**
- **Devices share the same bandwidth.**

Hubs & Collision Domains

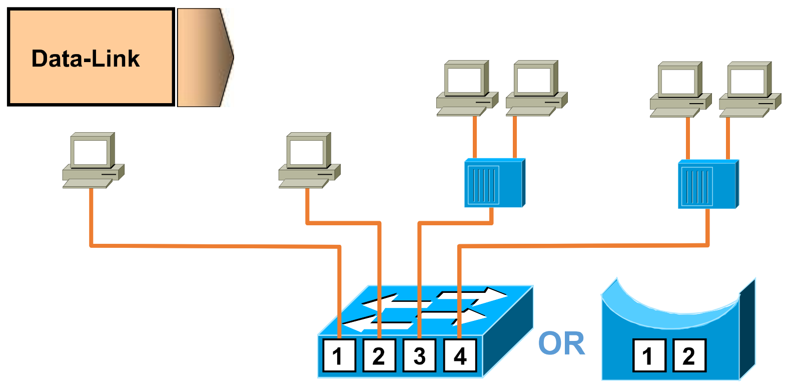
- **More end stations means more collisions.**
- **CSMA/CD is used.**



Layer 2

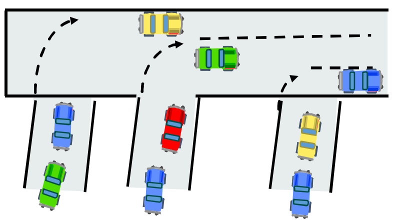


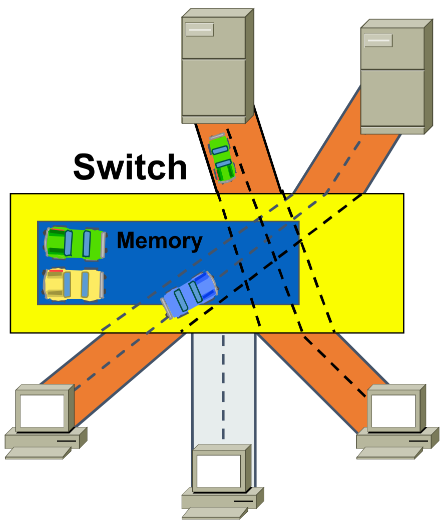
Devices On Layer 2 : (Switches & Bridges)



- Each segment has its own collision domain.
- All segments are in the same broadcast domain.

Switches

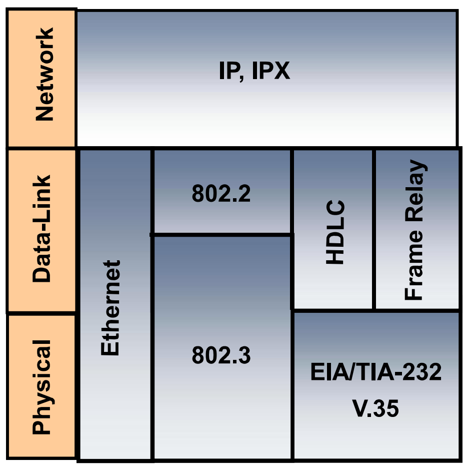




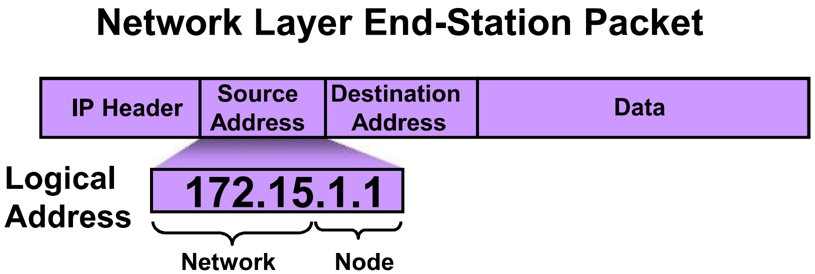
- Each segment is its own collision domain.
- Broadcasts are forwarded to all segments.

Layer 3 : Network Layer

- Defines logical source and destination addresses associated with a specific protocol
- Defines paths through network

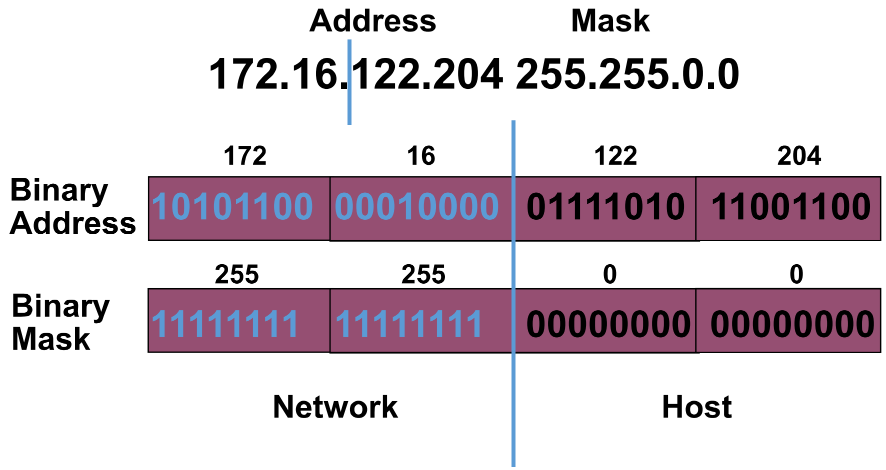


Layer 3 : (cont.) : IP packet and address.



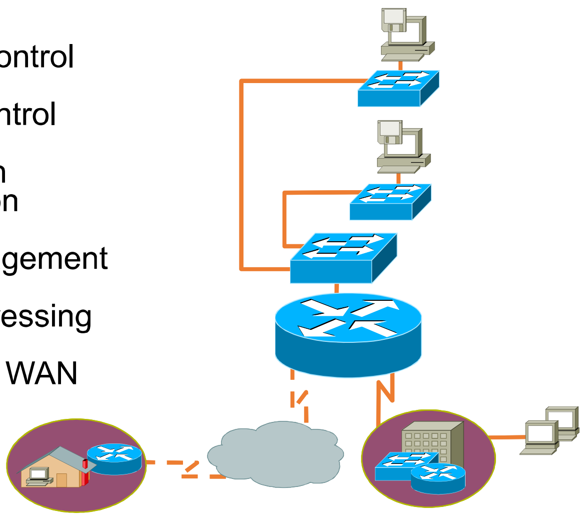
- Route determination occurs at this layer, so a packet must include a source and destination address.
- Network-layer addresses have two components: a network component for internetwork routing, and a node number for a device-specific address.

Layer 3 (cont.)



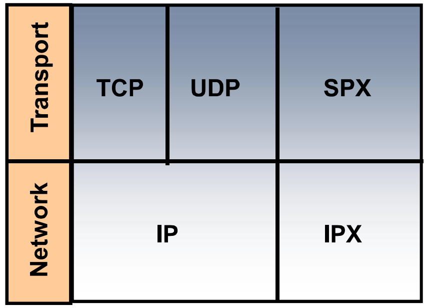
Device On Layer 3
Router

- Broadcast control
- Multicast control
- Optimal path determination
- Traffic management
- Logical addressing
- Connects to WAN services

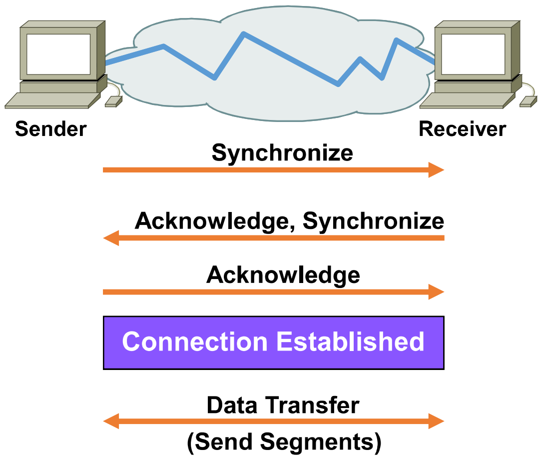


Layer 4 : Transport Layer

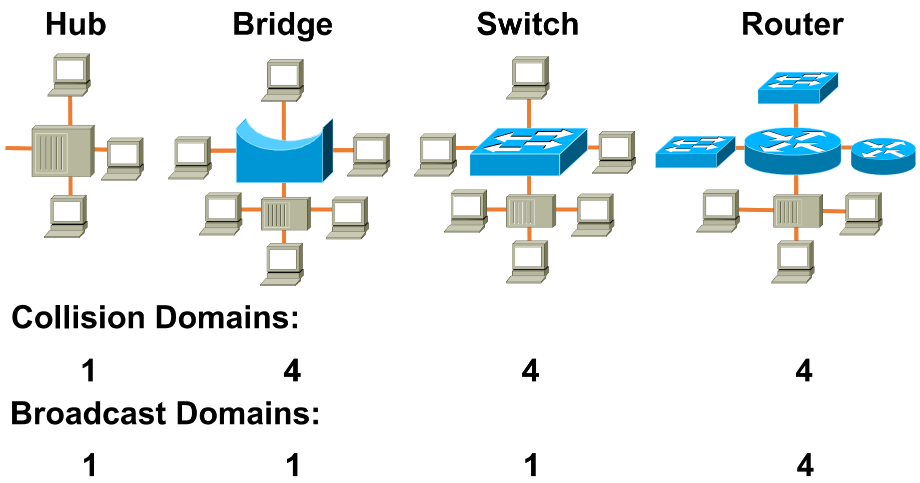
- **Distinguishes between upper-layer applications**
- **Establishes end-to-end connectivity between applications**
- **Defines flow control**
- **Provides reliable or unreliable services for data transfer**



Reliable Service



Devices : How They Operate?



TCP/IP MODEL

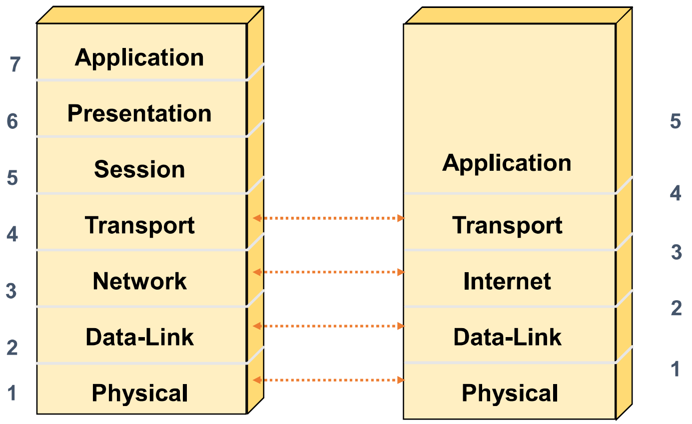
Why Another Model?

Although the OSI reference model is universally recognized, the historical and technical open standard of the Internet is Transmission Control Protocol / Internet Protocol (TCP/IP).

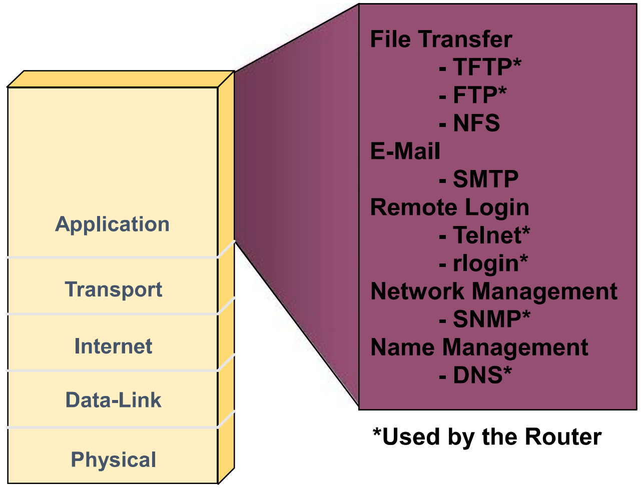
The TCP/IP reference model and the TCP/IP protocol stack make data communication possible between any two computers, anywhere in the world, at nearly the speed of light.

The U.S. Department of Defense (DoD) created the TCP/IP reference model because it wanted a network that could survive any conditions, even a nuclear war.

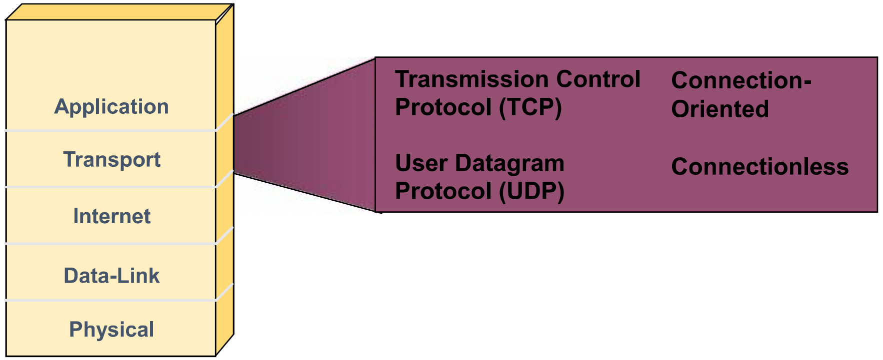
77 TCP/IP Protocol Stack



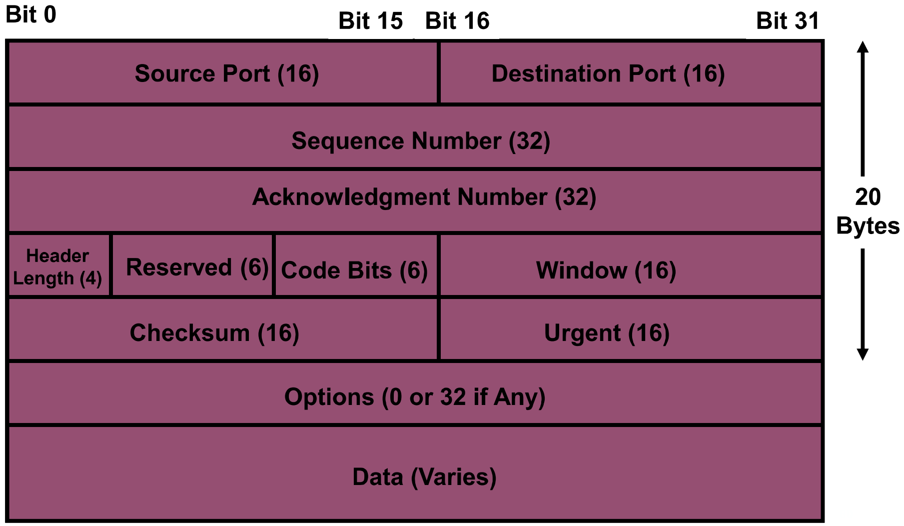
78 Application Layer Overview



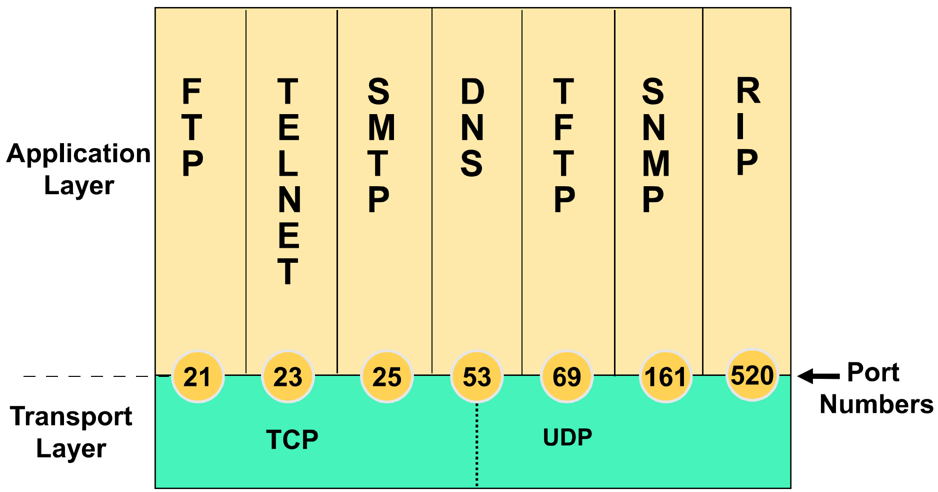
79 Transport Layer Overview



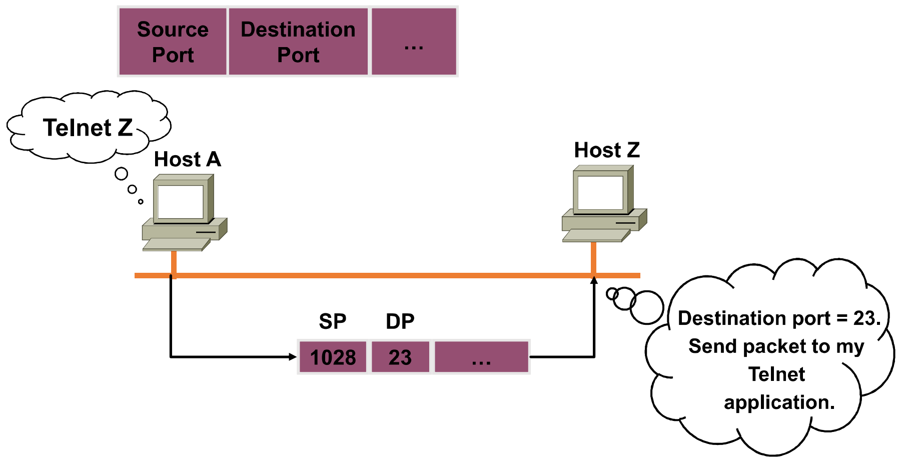
80 TCP Segment Format



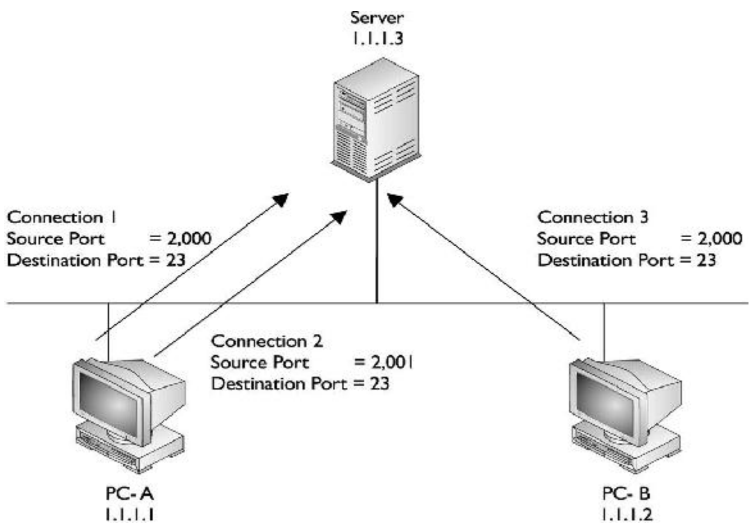
Port Numbers



TCP Port Numbers

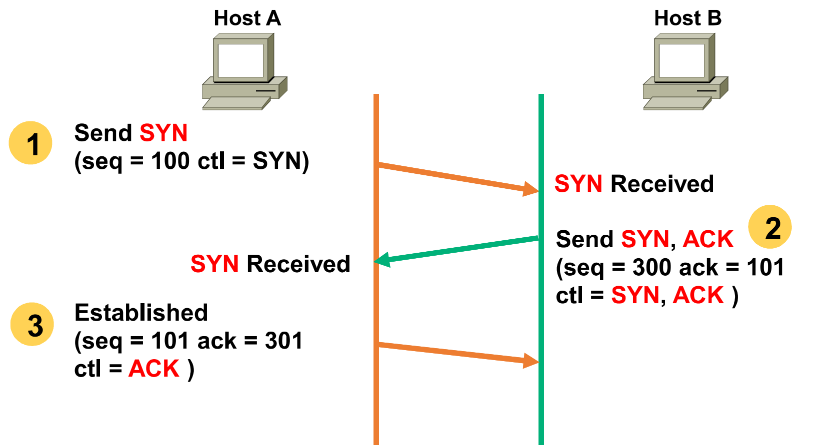


TCP Port Numbers



How does the server differentiate between connections ?

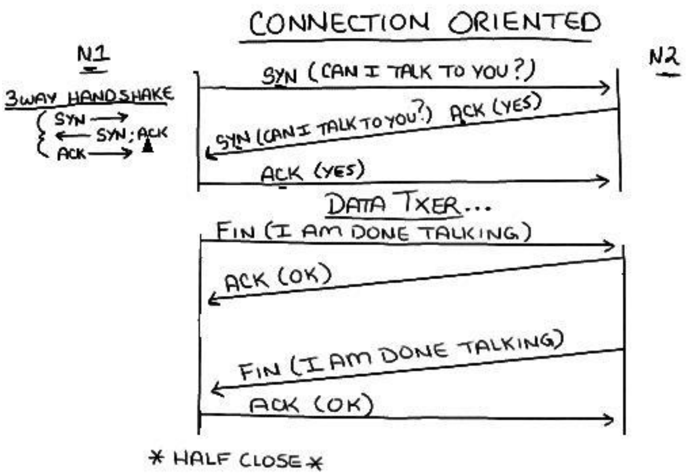
TCP Three-Way Handshake/Open Connection



SYN : Synchronize Sequence Number

ACK : Acknowledgment

Opening & Closing Connection



Windowing

- Windowing in networking means the quantity of data segments which is measured in bytes that a machine can transmit/send on the network without receiving an acknowledgement

TCP Simple Acknowledgment

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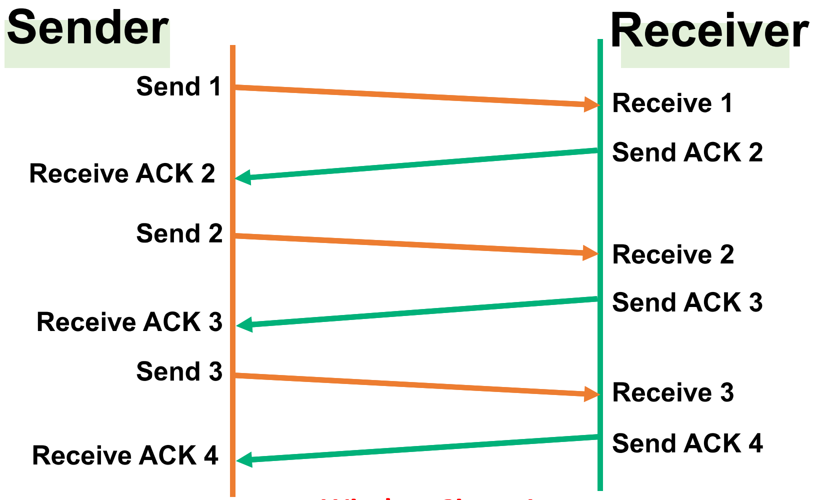
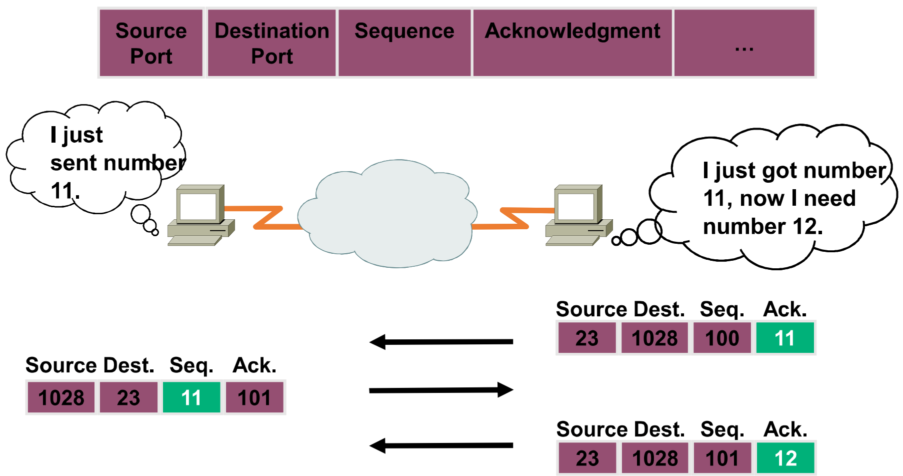


- Window Size = 1

TCP Sequence and Acknowledgment Numbers

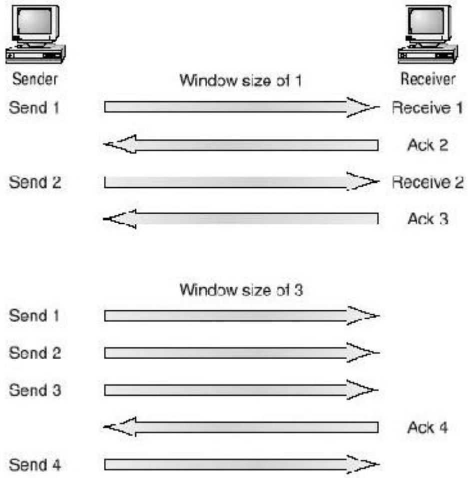


TCP provides full-duplex communication

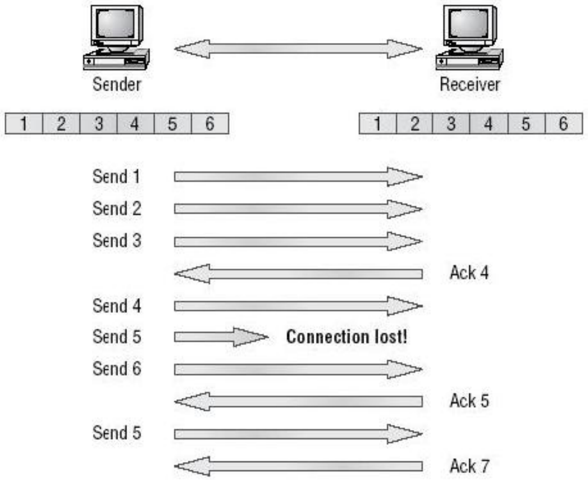
Windowing

- There are two window sizes —one set to 1 and one set to 3.
- When you've configured a window size of 1, the sending machine waits for an acknowledgment for each data segment it transmits before transmitting another
- If you've configured a window size of 3, it's allowed to transmit three data segments before an acknowledgment is received.

Windowing



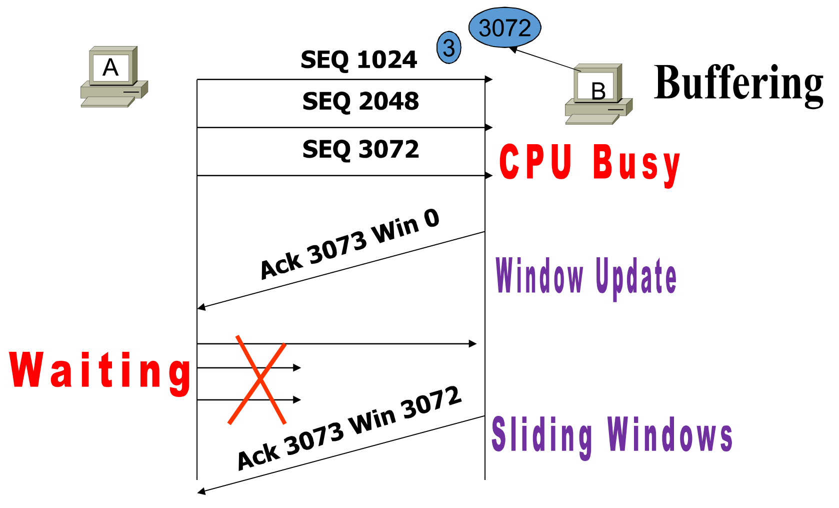
Transport Layer Reliable Delivery



Flow Control

- Another function of the transport layer is to provide optional flow control.
- Flow control is used to ensure that networking devices don't send too much information to the destination, overflowing its receiving buffer space, and causing it to drop the sent information
- The purpose of flow control is to ensure the destination doesn't get overrun by too much information sent by the source

Flow Control



User Datagram Protocol (UDP)

User Datagram Protocol (UDP) is the connectionless transport protocol in the TCP/IP protocol stack.

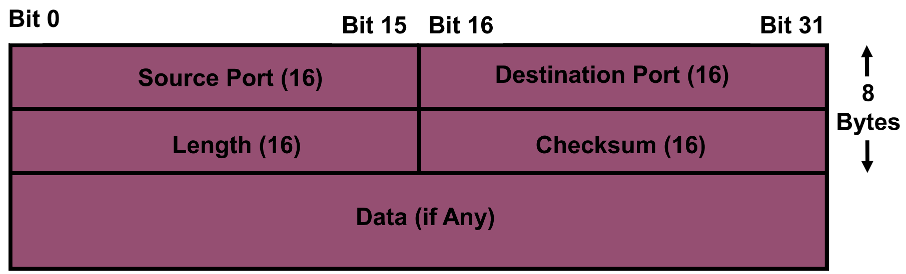
UDP is a simple protocol that exchanges datagrams, without acknowledgments or guaranteed delivery. Error processing and retransmission must be handled by higher layer protocols.

UDP is designed for applications that do not need to put sequences of segments together.

The protocols that use UDP include:

- TFTP (Trivial File Transfer Protocol)
- SNMP (Simple Network Management Protocol)
- DHCP (Dynamic Host Control Protocol)
- DNS (Domain Name System)

UDP Segment Format

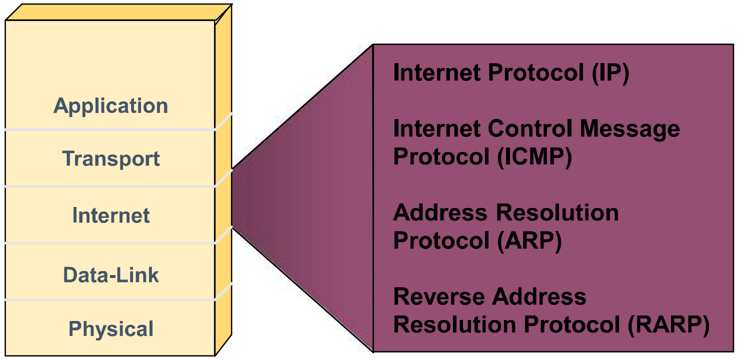


- **No sequence or acknowledgment fields**

TCP vs UDP

TCP	UDP
Sequenced	Unsequenced
Reliable	Unreliable
Connection-oriented	Connectionless
Virtual circuit	Low overhead
Acknowledgments	No acknowledgment
Windowing flow control	No windowing or flow control

Internet Layer Overview



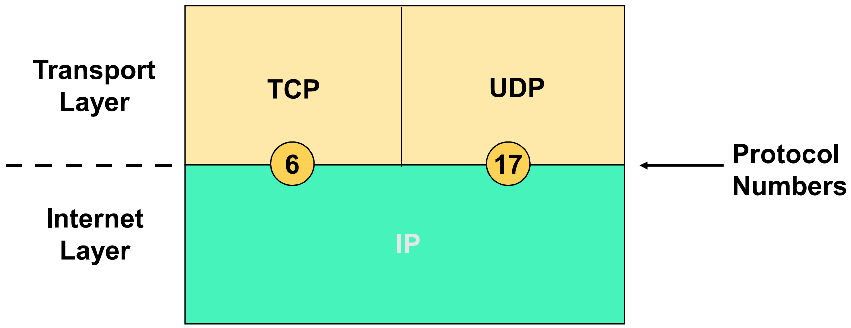
- **In the OSI reference model, the network layer corresponds to the TCP/IP Internet layer.**

IP Datagram

Bit 0		Bit 15	Bit 16	Bit 31
Version (4)	Header Length (4)	Priority &Type of Service (8)	Total Length (16)	
Identification (16)			Flags (3)	Fragment Offset (13)
Time-to-Live (8)		Protocol (8)	Header Checksum (16)	
Source IP Address (32)				
Destination IP Address (32)				
Options (0 or 32 if Any)				
Data (Varies if Any)				

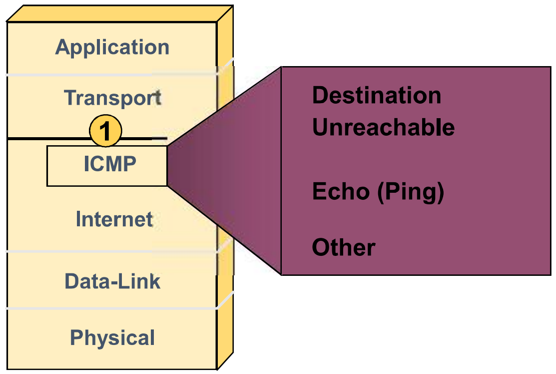
20 Bytes (Version through Destination IP Address)

Protocol Field



- **Determines destination upper-layer protocol**

Internet Control Message Protocol



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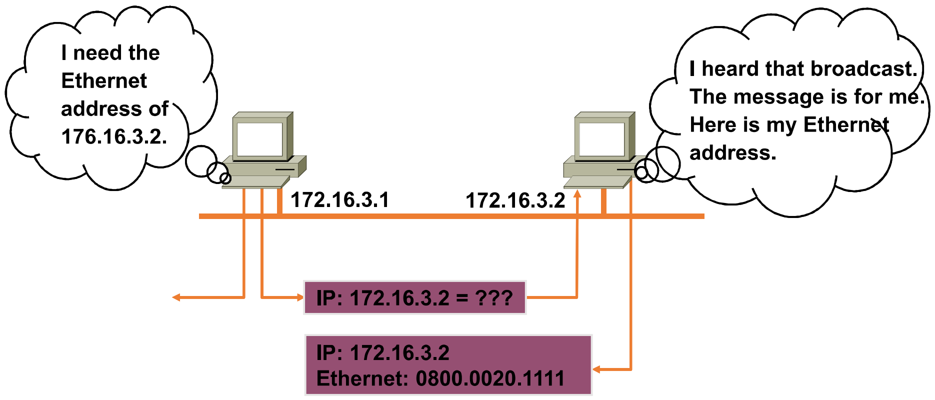
Address Resolution Protocol



- Map IP → MAC
- Local ARP

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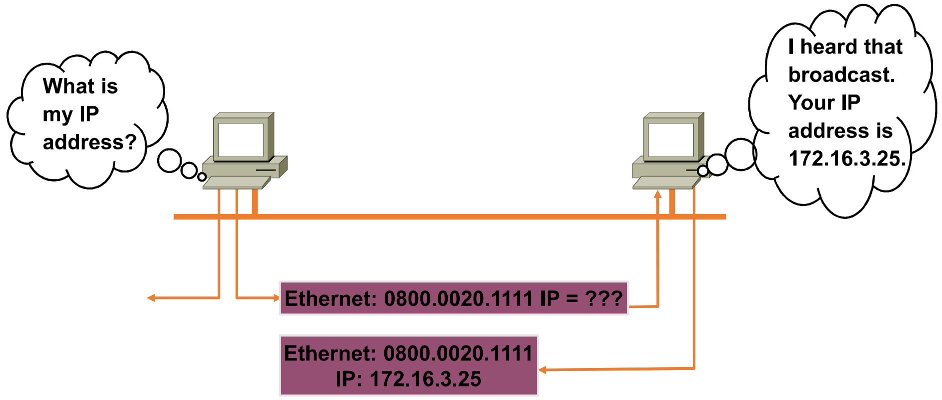
Reverse ARP



- Map MAC → IP

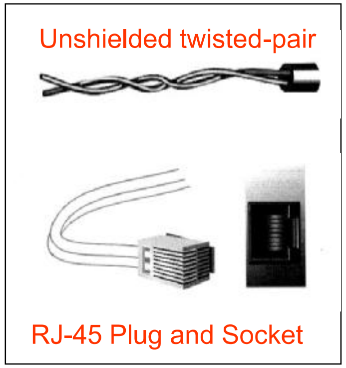
The Networking Media

Origin of Ethernet

- Found by Xerox Palo Alto Research Center (PARC) in 1975
- Original designed as a 2.94 Mbps system to connect 100 computers on a 1 km cable
- Later, Xerox, Intel and DEC drew up a standard support 10 Mbps – Ethernet II
- Basis for the IEEE's 802.3 specification
- Most widely used LAN technology in the world

10 Mbps IEEE Standards - 10BaseT

- 10BaseT ⇒ 10 Mbps, baseband, over Twisted-pair cable
- Running Ethernet over twisted-pair wiring as specified by IEEE 802.3
- Configure in a star pattern
- Twisting the wires reduces EMI
- Fiber Optic has no EMI



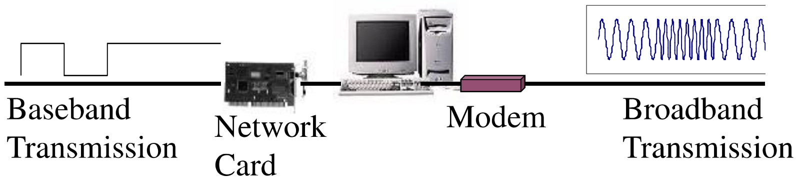
Twisted Pair Cables

- ❑ Unshielded Twisted Pair Cable (UTP)
  - ❑most popular
  - ❑maximum length 100 m
  - ❑prone to noise

Category 1	Voice transmission of traditional telephone
Category 2	For data up to 4 Mbps, 4 pairs full-duplex
Category 3	For data up to 10 Mbps, 4 pairs full-duplex
Category 4	For data up to 16 Mbps, 4 pairs full-duplex
Category 5	For data up to 100 Mbps, 4 pairs full-duplex
Category 6	For data up to 1000 Mbps, 4 pairs full-duplex

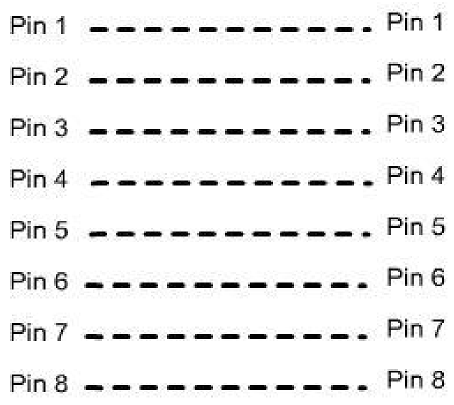
Baseband VS Broadband

- ❑ Baseband Transmission
  - ❖ Entire channel is used to transmit a single digital signal
  - ❖ Complete bandwidth of the cable is used by a single signal
  - ❖ The transmission distance is shorter
  - ❖ The electrical interference is lower
- ❑ Broadband Transmission
  - ❖ Use analog signaling and a range of frequencies
  - ❖ Continuous signals flow in the form of waves
  - ❖ Support multiple analog transmission (channels)

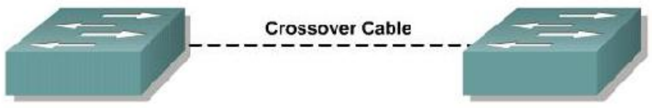


Straight-through cable

Straight-through cable pinout



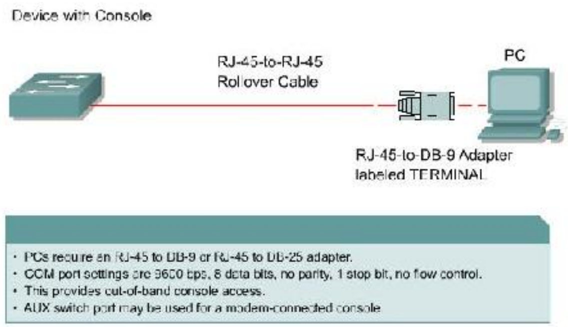
Crossover cable



Crossover cable

From	To
1	3
2	6
3	1
4	none
5	none
6	2
7	none
8	none

Rollover cable



Rollover cable pinout

Pin 1	Pin 8
Pin 2	Pin 7
Pin 3	Pin 6
Pin 4	Pin 5
Pin 5	Pin 4
Pin 6	Pin 3
Pin 7	Pin 2
Pin 8	Pin 1

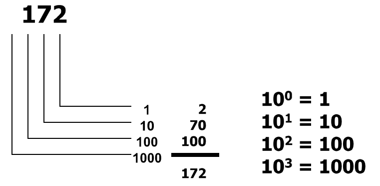
Straight-Through or Crossover?

- Use straight-through cables for the following cabling:
  - Switch to router
  - Switch to PC or server
  - Hub to PC or server
- Use crossover cables for the following cabling:
  - Switch to switch
  - Switch to hub
  - Hub to hub
  - Router to router
  - PC to PC
  - Router to PC

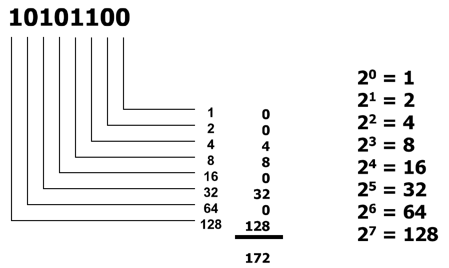
TCP/IP Math

Decimal to Binary

172 – Base 10



10101100– Base 2



Base 2 Number System

$10110_2 = (1 \times 2^4 = 16) + (0 \times 2^3 = 0) + (1 \times 2^2 = 4) + (1 \times 2^1 = 2) + (0 \times 2^0 = 0) = 22$

Place Value	128 64 32 16 8 4 2 1
Base^{Exponent}	$2^7 = 128$, $2^6 = 64$, $2^5 = 32$, $2^4 = 16$, $2^3 = 8$, $2^2 = 4$, $2^1 = 2$, $2^0 = 1$
Number of Symbols	2
Symbols	0, 1
Rationale	Two-state (discrete binary) voltage systems made from transistors can be diverse, powerful, inexpensive, tiny and relatively immune to noise.

Converting Decimal to Binary

Convert 201_{10} to binary:

201	/	2	=	100	remainder	**1**
100	/	2	=	50	remainder	**0**
50	/	2	=	25	remainder	**0**
25	/	2	=	12	remainder	**1**
12	/	2	=	6	remainder	**0**
6	/	2	=	3	remainder	**0**
3	/	2	=	1	remainder	**1**
1	/	2	=	0	remainder	**1**

When the quotient is 0, take all the remainders in reverse order for your answer: **$201_{10} = 11001001_2$**

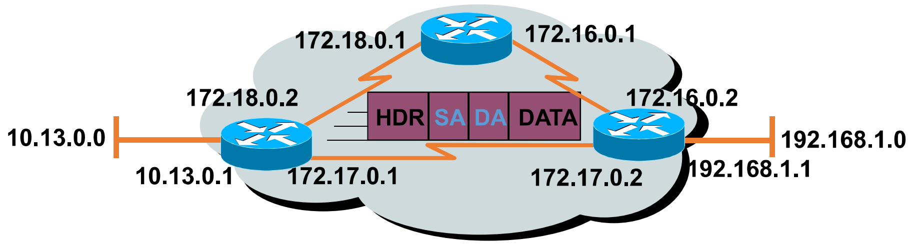
Binary to Decimal Chart

Binary Value	Decimal Value
10000000	128
11000000	192
11100000	224
11110000	240
11111000	248
11111100	252
11111110	254
11111111	255

Hex to Binary to Decimal Chart

Hexadecimal Value	Binary Value	Decimal Value
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	4
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
A	1010	10
B	1011	11
C	1100	12
D	1101	13
E	1110	14
F	1111	15

Introduction to TCP/IP Addresses



- Unique addressing allows communication between end stations.
- Path choice is based on destination address.
- **Location is represented by an address**

IP Addressing

32 Bits

Dotted Decimal	Network		Host	
Maximum	255	255	255	255
Bit positions	1 – 8	9 – 16	17 – 24	25 – 32
Binary	11111111	11111111	11111111	11111111
Bit weights	128 64 32 16 8 4 2 1	128 64 32 16 8 4 2 1	128 64 32 16 8 4 2 1	128 64 32 16 8 4 2 1
Example Decimal	172	16	122	204
Example Binary	10101100	00010000	01111010	11001100

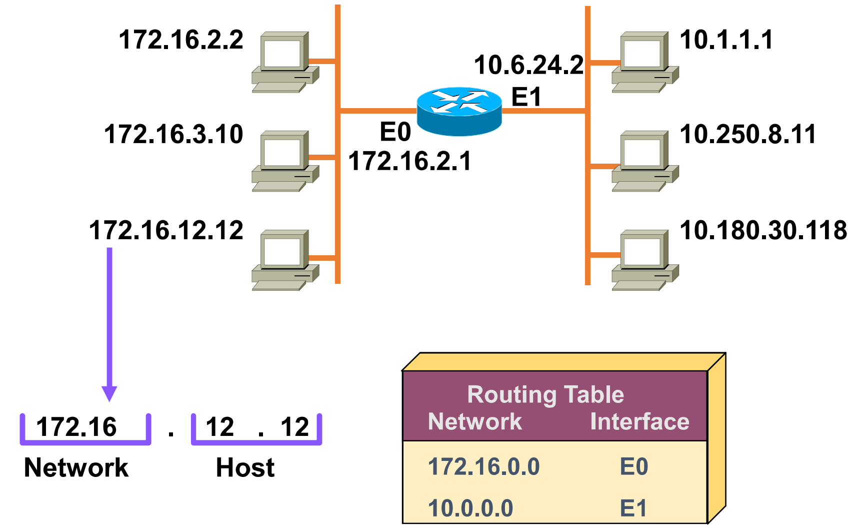
IP Address Classes

	8 Bits	8 Bits	8 Bits	8 Bits
•Class A:	Network	Host	Host	Host
•Class B:	Network	Network	Host	Host
•Class C:	Network	Network	Network	Host
•Class D:	Multicast			
•Class E:	Research			

IP Address Classes

Class	Bits: 1 – 8	9 – 16	17 – 24	25 – 32	Range
Class A:	0NNNNNNN	Host	Host	Host	Range (1-126)
Class B:	10NNNNNN	Network	Host	Host	Range (128-191)
Class C:	110NNNNN	Network	Network	Host	Range (192-223)
Class D:	1110MMMM	Multicast Group	Multicast Group	Multicast Group	Range (224-239)

Host Addresses



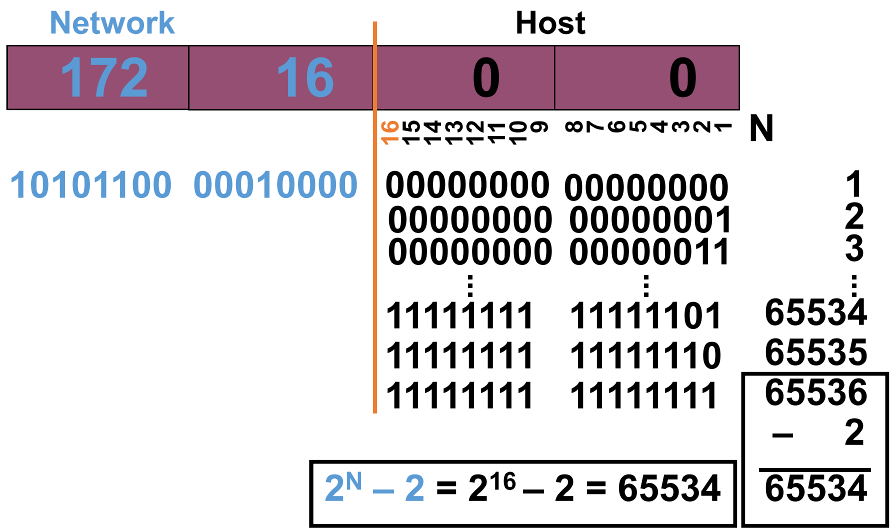
Classless Inter-Domain Routing (CIDR)

- Basically the method that ISPs (Internet Service Providers) use to allocate an amount of addresses to a company, a home
- Ex : 192.168.10.32/28
- The slash notation (/) means how many bits are turned on (1s)

CIDR Values

Subnet Mask	CIDR Value
255.0.0.0	/8
255.128.0.0	/9
255.192.0.0	/10
255.224.0.0	/11
255.240.0.0	/12

Determining Available Host Addresses



IP Address Classes Exercise

Address	Class	Network	Host
10.2.1.1			
128.63.2.100			
201.222.5.64			
192.6.141.2			
130.113.64.16			
256.241.201.10			

IP Address Classes Exercise Answers

Address	Class	Network	Host
10.2.1.1	A	10.0.0.0	0.2.1.1
128.63.2.100	B	128.63.0.0	0.0.2.100
201.222.5.64	C	201.222.5.0	0.0.0.64
192.6.141.2	C	192.6.141.0	0.0.0.2
130.113.64.16	B	130.113.0.0	0.0.64.16
256.241.201.10	Nonexistent		

Subnetting

- Subnetting is logically dividing the network by extending the 1's used in SNM
- Advantage
  - Can divide network in smaller parts
  - Restrict Broadcast traffic
  - Security
  - Simplified Administration

Formula

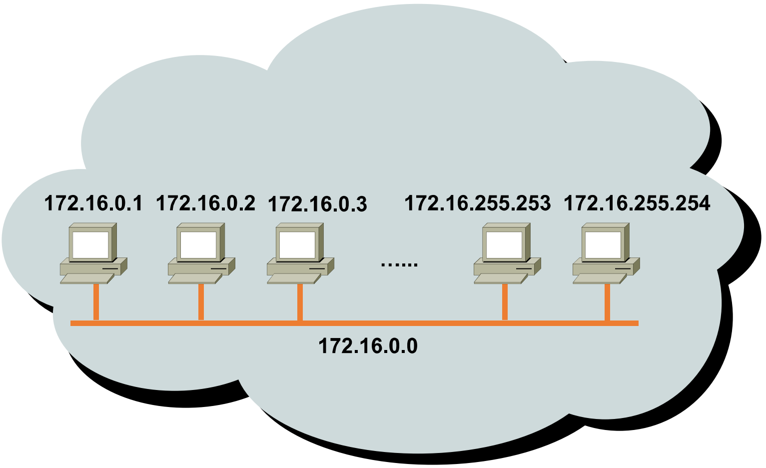
- Number of subnets – 2^x-2
  Where X = number of bits borrowed
- Number of Hosts – 2^y-2
  Where y = number of 0's
- Block Size = Total number of Address
  Block Size = 256-Mask

Subnetting

- ❑Classful IP Addressing SNM are a set of 255's and 0's.
- ❑In Binary it's contiguous 1's and 0's.
- ❑SNM cannot be any value as it won't follow the rule of contiguous 1's and 0's.
- ❑Possible subnet mask values
  - **0**
  - **128**
  - **192**
  - **224**
  - **240**
  - **248**
  - **252**
  - **254**
  - **255**

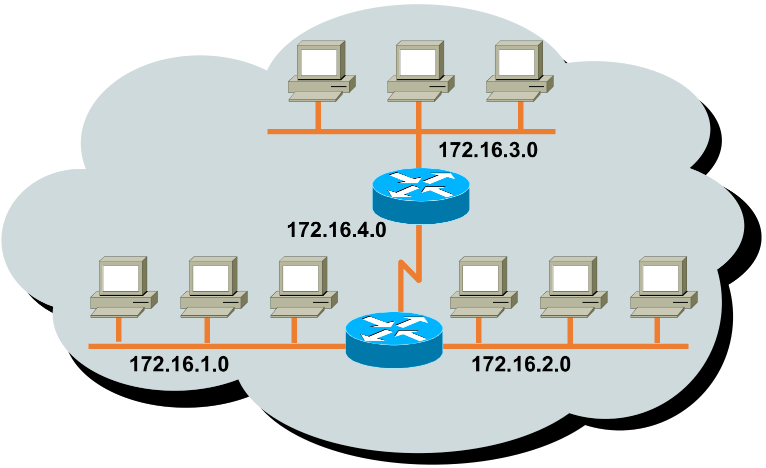
SNM = Subnet Network Mask

124 Addressing Without Subnets



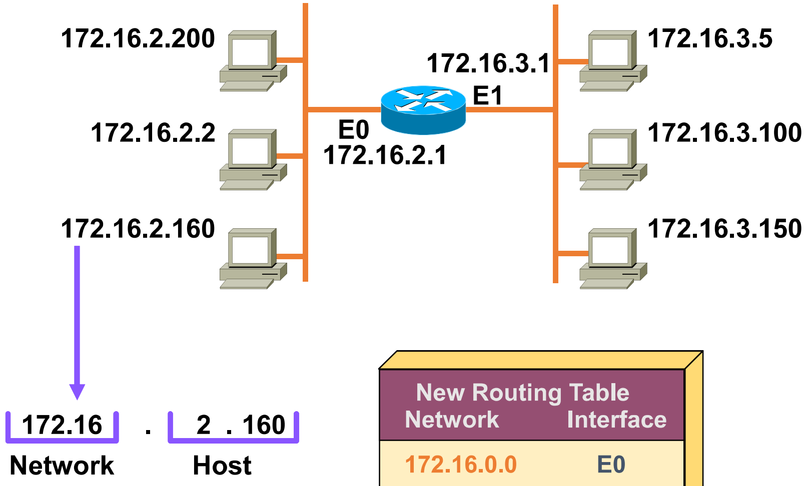
- Network 172.16.0.0

125 Addressing with Subnets



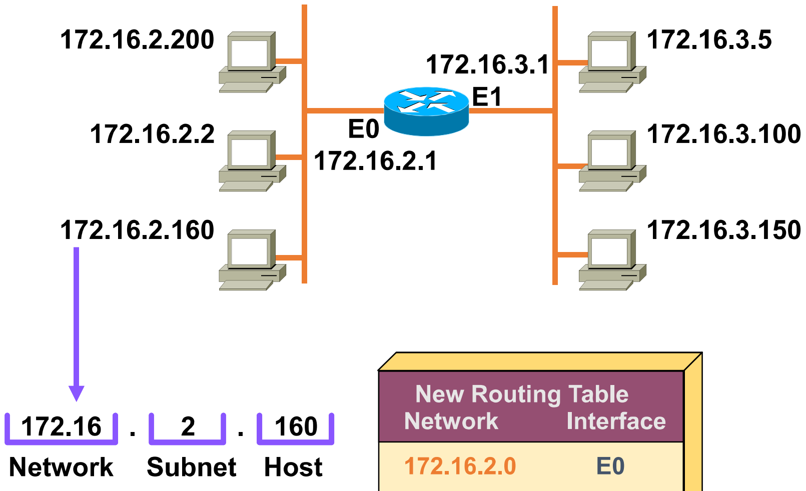
- Network 172.16.0.0

Subnet Addressing



New Routing Table Network	Interface
172.16.0.0	E0
172.16.0.0	E1

Subnet Addressing



New Routing Table

Network	Interface
172.16.2.0	E0
172.16.3.0	E1

Subnet Mask

	Network		Host	
IP Address	172	16	0	0

	Network		Host	
Default Subnet Mask	255 11111111	255 11111111	0 00000000	0 00000000

- Also written as "/16," where 16 represents the number of 1s in the mask

	Network		Subnet	Host
8-Bit Subnet Mask	255	255	255	0

- Also written as "/24," where 24 represents the number of 1s in the mask

Decimal Equivalents of Bit Patterns

128	64	32	16	8	4	2	1		
0	0	0	0	0	0	0	0	=	0
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
1	1	1	1	1	0	0	0	=	248
1	1	1	1	1	1	0	0	=	252
1	1	1	1	1	1	1	0	=	254
1	1	1	1	1	1	1	1	=	255

Subnet Mask Without Subnets

	Network		Host	
172.16.2.160	10101100	00010000	00000010	10100000
255.255.0.0	11111111	11111111	00000000	00000000
	10101100	00010000	00000000	00000000
Network Number	172	16	0	0

- Subnets not in use—the default

141 Subnet Mask with Subnets

	Network		Subnet	Host
172.16.2.160	10101100	00010000	00000010	10100000
255.255.255.0	11111111	11111111	11111111	00000000
	10101100	00010000	00000010	00000000

128 192 224 240 248 252 254 255

Network Number	172	16	2	0

- Network number extended by eight bits

142 Subnet Mask with Subnets (cont.)

	Network		Subnet	Host
172.16.2.160	10101100	00010000	00000010	10100000
255.255.255.192	11111111	11111111	11111111	11000000
	10101100	00010000	00000010	10000000

128 192 224 240 248 252 254 255 128 192 224 240 248 252 254 255

Network Number	172	16	2	128

- Network number extended by ten bits

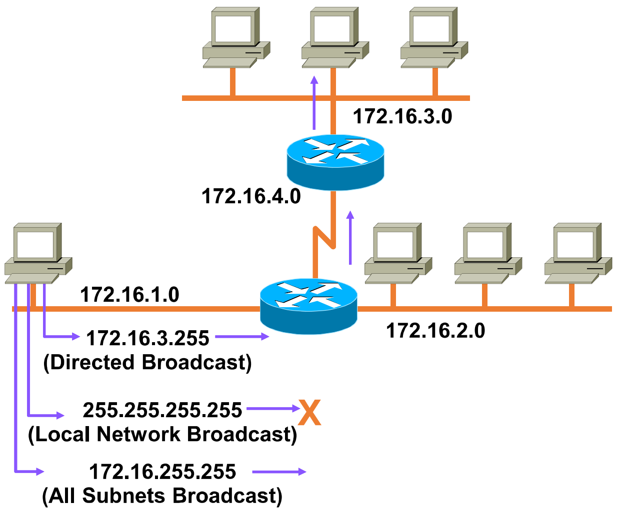
Subnet Mask Exercise

Address	Subnet Mask	Class	Subnet
172.16.2.10	255.255.255.0		
10.6.24.20	255.255.240.0		
10.30.36.12	255.255.255.0		

Subnet Mask Exercise Answers

Address	Subnet Mask	Class	Subnet
172.16.2.10	255.255.255.0	B	172.16.2.0
10.6.24.20	255.255.240.0	A	10.6.16.0
10.30.36.12	255.255.255.0	A	10.30.36.0

Broadcast Addresses



Addressing Summary Example

	172	16	2	160		
172.16.2.160	10101100	00010000	00000010	10100000	Host	1
255.255.255.192	11111111	11111111	11111111	11000000	Mask	2
				3		
172.16.2.128	10101100	00010000	00000010	10000000	Subnet	4
172.16.2.191	10101100	00010000	00000010	10111111	Broadcast	5
172.16.2.129	10101100	00010000	00000010	10000001	First	6
172.16.2.190	10101100	00010000	00000010	10111110	Last	7

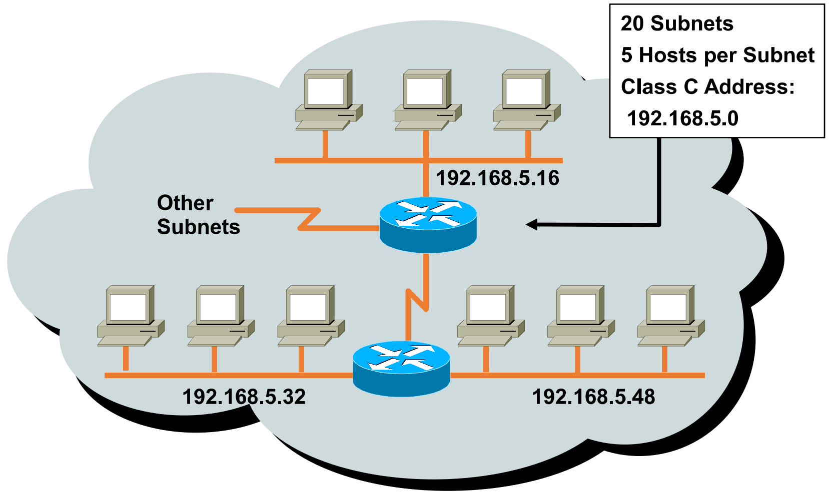
Class B Subnet Example

IP Host Address: 172.16.2.121
Subnet Mask: 255.255.255.0

	Network	Network	Subnet	Host
172.16.2.121:	10101100	00010000	00000010	01111001
255.255.255.0:	11111111	11111111	11111111	00000000
Subnet:	10101100	00010000	00000010	00000000
Broadcast:	10101100	00010000	00000010	11111111

- Subnet Address = 172.16.2.0
- Host Addresses = 172.16.2.1–172.16.2.254
- Broadcast Address = 172.16.2.255
- Eight Bits of Subnetting

Subnet Planning



Class C Subnet Planning Example

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IP Host Address: 192.168.5.121
Subnet Mask: 255.255.255.248

	Network	Network	Network	Subnet | Host
192.168.5.121:	11000000	10101000	00000101	01111|001
255.255.255.248:	11111111	11111111	11111111	11111|000
Subnet:	11000000	10101000	00000101	01111|000
Broadcast:	11000000	10101000	00000101	01111|111

- Subnet Address = 192.168.5.120
- Host Addresses = 192.168.5.121–192.168.5.126
- Broadcast Address = 192.168.5.127
- Five Bits of Subnetting

Exercise

- **192.168.10.0**
- **/27**

? – SNM
? – Block Size
?- Subnets

Exercise

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- **/27**

? – SNM – 224
? – Block Size = 256-224 = 32
?- Subnets

Subnets	10.0	10.32	10.64
FHID	10.1	10.33	
LHID	10.30	10.62	
Broadcast	10.31	10.63	

Exercise

- **192.168.10.0**
- **/30**

? – SNM
? – Block Size
?- Subnets

Exercise

- /30

? – SNM – 252
? – Block Size = 256-252 = 4
?- Subnets

Subnets	10.0	10.4	10.8
FHID	10.1	10.5	
LHID	10.2	10.6	
Broadcast	10.3	10.7	

Exercise

	Mask	Subnets	Host
/26	?	?	?
/27	?	?	?
/28	?	?	?
/29	?	?	?
/30	?	?	?

Exercise

	Mask	Subnets	Host
/26	192	4	62
/27	224	8	30
/28	240	16	14
/29	248	32	6
/30	252	64	2

Question

- Find Subnet and Broadcast address
  - 192.168.0.100/27

Exercise

- 192.168.10.54 /29
- Mask ?
- Subnet ?
- Broadcast ?

Exercise

- 192.168.10.130 /28
- Mask ?
- Subnet ?
- Broadcast ?

Exercise

- 192.168.10.193 /30
- Mask ?
- Subnet ?
- Broadcast ?

Exercise

- 192.168.1.100 /26
- Mask ?
- Subnet ?
- Broadcast ?

Exercise

- ❑192.168.20.158 /27
- ❑Mask ?
- ❑Subnet ?
- ❑Broadcast ?

Class B

172.16.0.0 /19
Subnets ?
Hosts ?
Block Size ?

Class B

172.16.0.0 /19
Subnets 2^3 -2 = 6
Hosts 2^{13} -2 = 8190
Block Size 256-224 = 32

Subnets	0.0	32.0	64.0	96.0
FHID	0.1	32.1	64.1	96.1
LHID	31.254	63.254	95.254	127.254
Broadcast	31.255	63.255	95.255	127.255

Class B

172.16.0.0 /27
Subnets ?
Hosts ?
Block Size ?

Class B

172.16.0.0 /27
Subnets 2^{11} -2 = 2046
Hosts 2^5 -2 = 30
Block Size 256-224 = 32

Subnets	0.0	0.32	0.64	0.96
FHID	0.1	0.33	0.65	0.97
LHID	0.30	0.62	0.94	0.126
Broadcast	0.31	0.63	0.95	0.127

Class B

172.16.0.0 /23
Subnets ?
Hosts ?
Block Size ?

Class B

172.16.0.0 /23
Subnets 2^7 -2 = 126
Hosts 2^9 -2 = 510
Block Size 256-254 = 2

Subnets	0.0	2.0	4.0	6.0
FHID	0.1	2.1	4.1	6.1
LHID	1.254	3.254	5.254	7.254
Broadcast	1.255	3.255	5.255	7.255

Class B

172.16.0.0 /24
Subnets ?
Hosts ?
Block Size ?

Class B

172.16.0.0 /24
Subnets 2^8 -2 = 254
Hosts 2^8 -2 = 254
Block Size 256-255 = 1

Subnets	0.0	1.0	2.0	3.0
FHID	0.1	1.1	2.1	3.1
LHID	0.254	1.254	2.254	3.254
Broadcast	0.255	1.255	2.255	3.255

Class B

172.16.0.0 /25
Subnets ?
Hosts ?
Block Size ?

Class B

172.16.0.0 /25
Subnets 2^9 -2 = 510
Hosts 2^7 -2 = 126
Block Size 256-128 = 128

Subnets	0.0	0.128	1.0	1.128	2.0	2.128
FHID	0.1	0.129	1.1	1.129	2.1	2.129
LHID	0.126	0.254	1.126	1.254	2.126	2.254
Broadcast	0.127	0.255	1.127	1.255	2.127	2.255

Find out Subnet and Broadcast Address

- 172.16.85.30/20

Find out Subnet and Broadcast Address

- 172.16.85.30/29

Find out Subnet and Broadcast Address

- 172.30.101.62/23

Find out Subnet and Broadcast Address

- 172.20.210.80/24

Exercise

- Find out the mask which gives 100 subnets for class B

Exercise

- Find out the Mask which gives 100 hosts for Class B

Class A

10.0.0.0 /10
Subnets ?
Hosts ?
Block Size ?

Class A

10.0.0.0 /10
Subnets 2^2 -2 = 2
Hosts 2^{22} -2 = 4194302
Block Size 256-192 = 64

Subnets	10.0	10.64	10.128	10.192
FHID	10.0.0.1	10.64.0.1	10.128.0.1	10.192.0.1
LHID	10.63.255.254	10.127.255.254	10.191.255.254	10.254.255.254
Broadcast	10.63.255.255	10.127.255.255	10.191.255.255	10.254.255.255

Class A

10.0.0.0 /18
Subnets ?
Hosts ?
Block Size ?

Class A

10.0.0.0 /18
Subnets 2^{10} -2 = 1022
Hosts 2^{14} -2 = 16382
Block Size 256-192 = 64

Subnets	10.0.0.0	10.0.64.0	10.0.128.0	10.0.192.0
FHID	10.0.0.1	10.0.64.1	10.0.128.1	10.0.192.1
LHID	10.0.63.254	10.0.127.254	10.0.191.254	10.0.254.254
Broadcast	10.0.63.255	10.0.127.255	10.0.191.255	10.0.254.255

Broadcast Addresses Exercise

Address	Subnet Mask	Class	Subnet	Broadcast
201.222.10.60	255.255.255.248			
15.16.193.6	255.255.248.0			
128.16.32.13	255.255.255.252			
153.50.6.27	255.255.255.128			

Broadcast Addresses Exercise Answers

Address	Subnet Mask	Class	Subnet	Broadcast
201.222.10.60	255.255.255.248	C	201.222.10.56	201.222.10.63
15.16.193.6	255.255.248.0	A	15.16.192.0	15.16.199.255
128.16.32.13	255.255.255.252	B	128.16.32.12	128.16.32.15
153.50.6.27	255.255.255.128	B	153.50.6.0	153.50.6.127

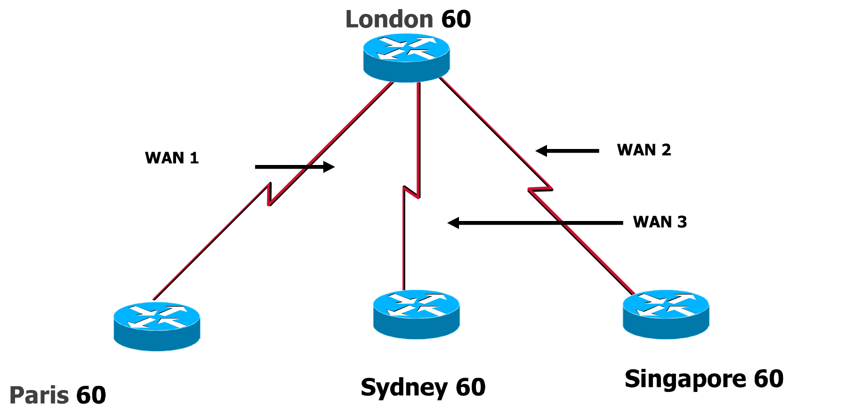
VLSM

- VLSM is a method of designating a different subnet mask for the same network number on different subnets
- Can use a long mask on networks with few hosts and a shorter mask on subnets with many hosts
- With VLSMs we can have different subnet masks for different subnets.

Variable Length Subnetting

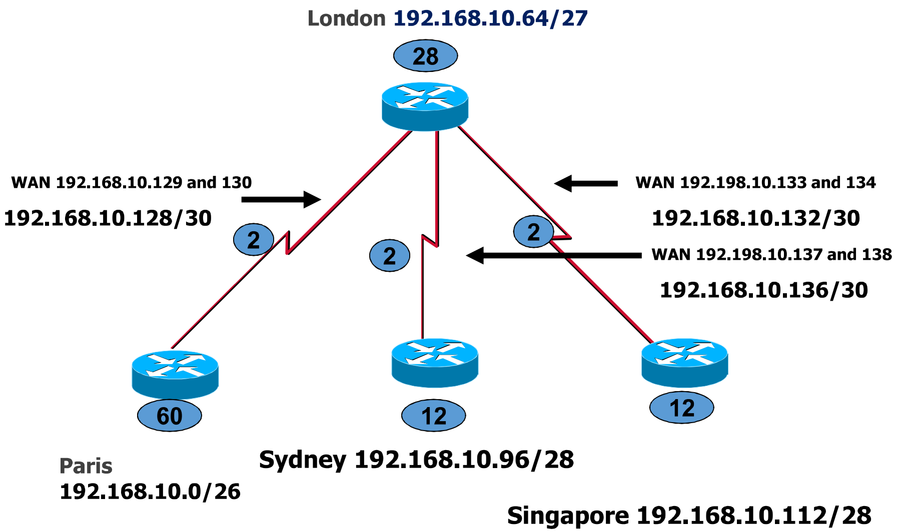
- VLSM allows us to use one class C address to design a networking scheme to meet the following requirements:
  - Paris 60 Hosts
  - London 28 Hosts
  - Sydney 12 Hosts
  - Singapore 12 Hosts
  - WAN 1 2 Hosts
  - WAN 2 2 Hosts
  - WAN 3 2 Hosts

Networking Requirements

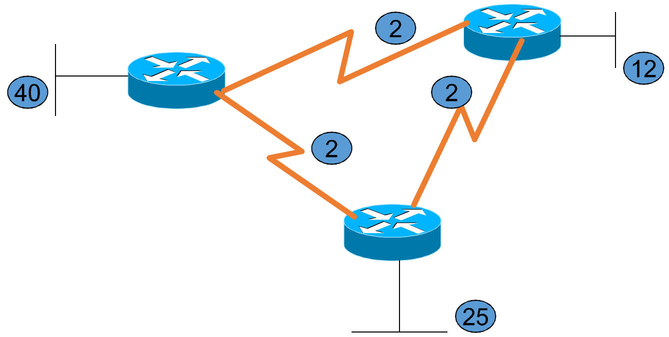


❑In the example above, a /26 was used to provide the 60 addresses for Paris and the other LANs. There are no addresses left for WAN links

Networking Scheme

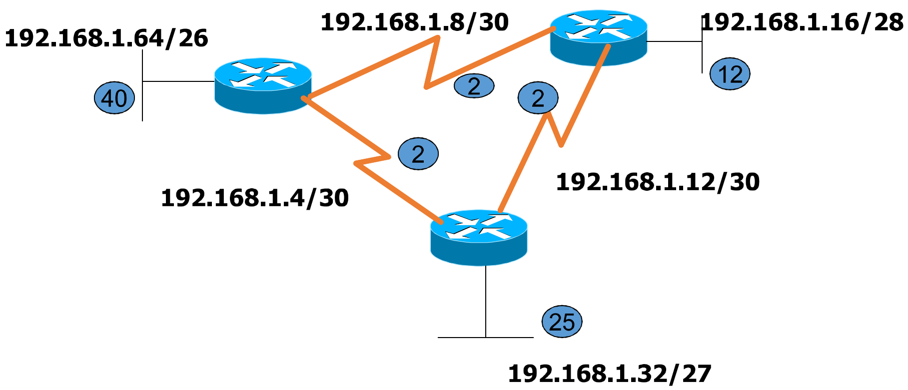


VLSM Exercise



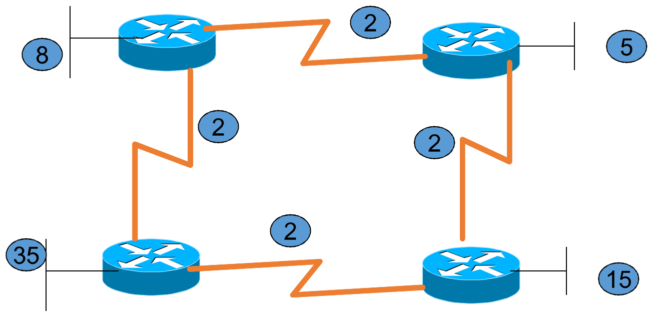
192.168.1.0

VLSM Exercise



192.168.1.0

VLSM Exercise

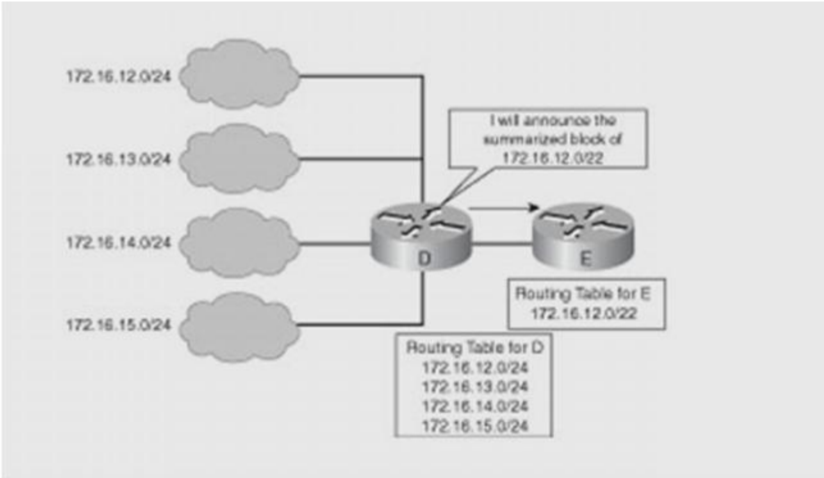


192.168.1.0

Summarization

- Summarization, also called route aggregation, allows routing protocols to advertise many networks as one address.
- The purpose of this is to reduce the size of routing tables on routers to save memory
- Route summarization (also called route aggregation or supernetting) can reduce the number of routes that a router must maintain
- Route summarization is possible only when a proper addressing plan is in place
- Route summarization is most effective within a subnetted environment when the network addresses are in contiguous blocks

Summarization



Supernetting

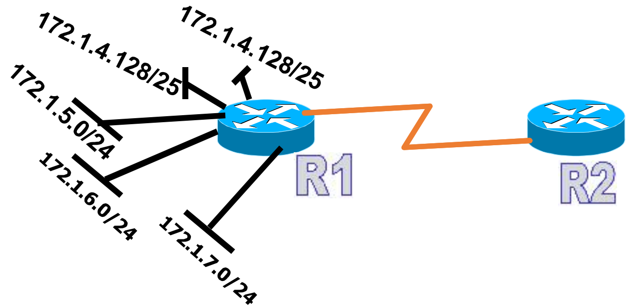
	Network	Network	Network	Subnet
			16 8 4 2 1	
172.16.12.0	11000000	10101000	**00001100**	00000000
172.16.13.0	11000000	10101000	**00001101**	00000000
172.16.14.0	11000000	10101000	**00001110**	00000000
172.16.15.0	11000000	10101000	**00001111**	00000000
255.255.255.0	11111111	11111111	**11111111**	00000000

Supernetting

	Network	Network	Network	Subnet
			16 8 4 2 1	
172.16.12.0	11000000	10101000	**00001100**	00000000
172.16.13.0	11000000	10101000	**00001101**	00000000
172.16.14.0	11000000	10101000	**00001110**	00000000
172.16.15.0	11000000	10101000	**00001111**	00000000
255.255.252.0	11111111	11111111	**11111100**	00000000

172.16.12.0/24
172.16.13.0/24
172.16.14.0/24
172.16.15.0/24
} 172.16.12.0/22

Supernetting Question



- What is the most efficient summarization that R1 can use to advertise its networks to R2?

A. 172.1.4.0/24172.1.5.0/24172.1.6.0/24172.1.7.0/24
B. 172.1.0.0/22
C. 172.1.4.0/25172.1.4.128/25172.1.5.0/24172.1.6.0/24172.1.7.0/24
D. 172.1.0.0/21
E. 172.1.4.0/22