



## TCP Checksum Algorithm

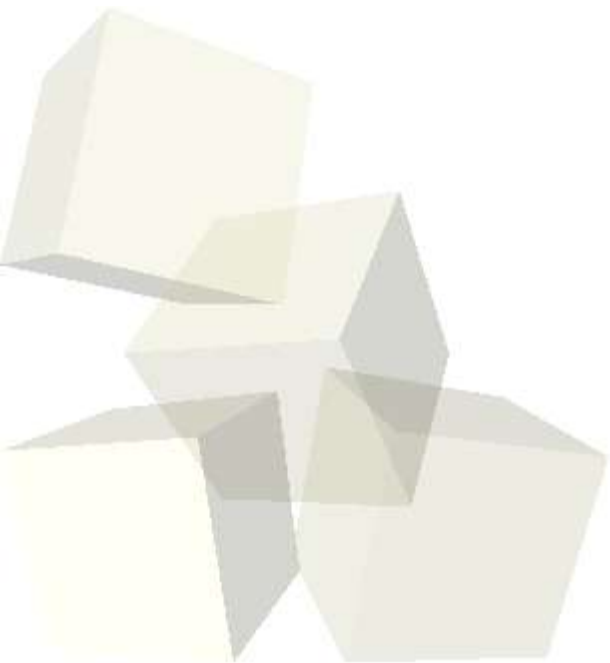
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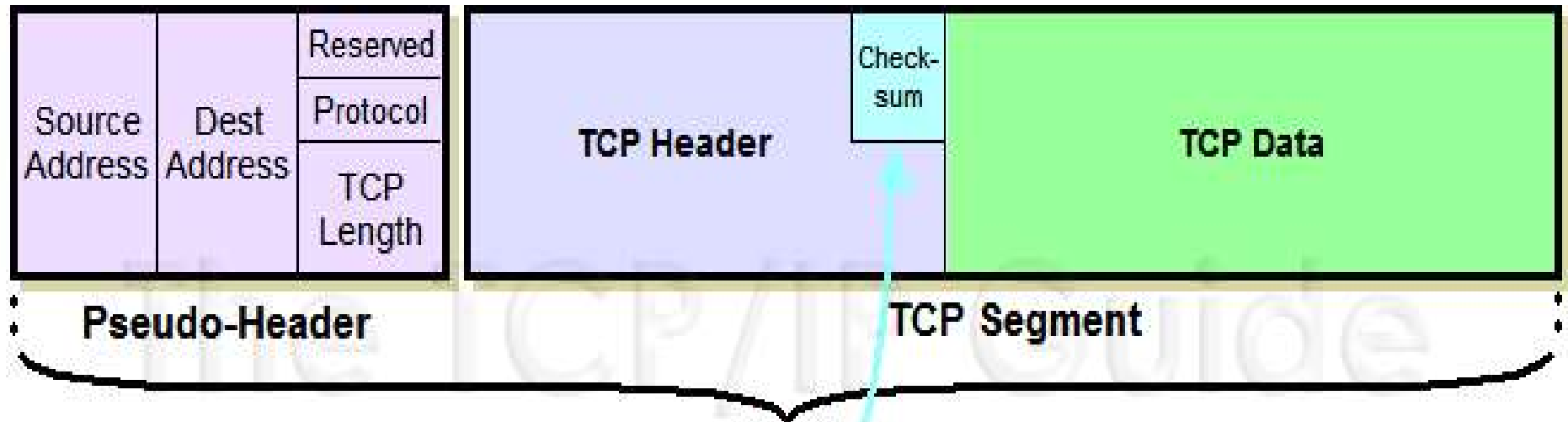
# TCP Checksum

- used to detect errors after transmitting packet
- in case of error – packet is dropped
  - ♦ retransmission is cheaper than repair
- unlike UDP – TCP checksum is never optional





# Computing TCP Checksum



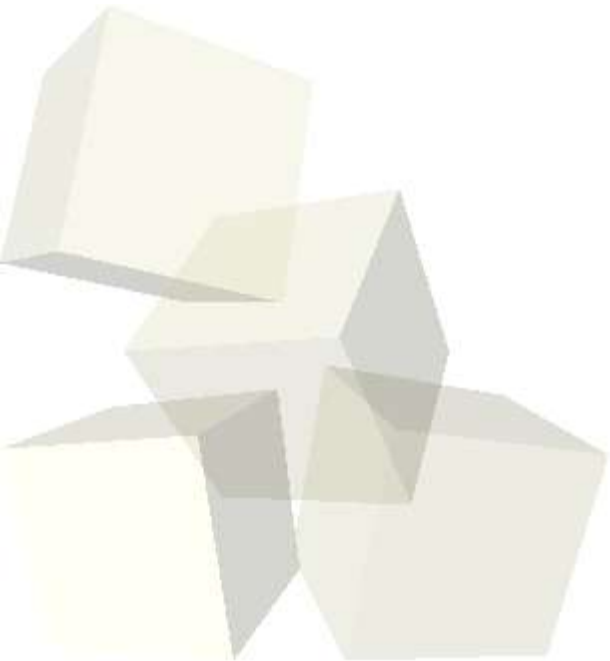
**Checksum Calculated Over Pseudo Header and TCP Segment**

Picture property of  
<http://www.tcpipguide.com>



# Chicken and Egg

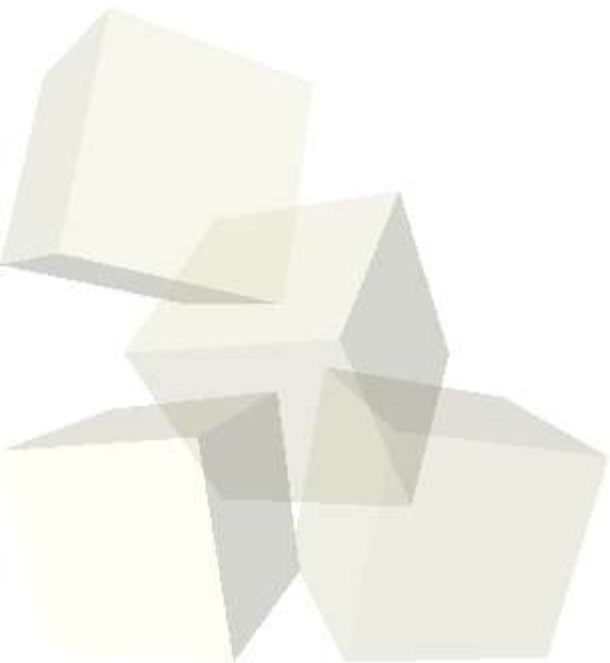
- TCP Checksum is a part of the fields over which the checksum is calculated
- This field contains
  - ♦ Zero ... for calculation
  - ♦ Checksum ... for transmission
  - ♦ Checksum ... for checking





# Calculation Algorithm

- adjacent octets are paired
- checksum field = 0000 0000 0000 0000
- one's complement sum over these fields is calculated
- one's complement negation of this sum is placed into the checksum field





# Checking the packet

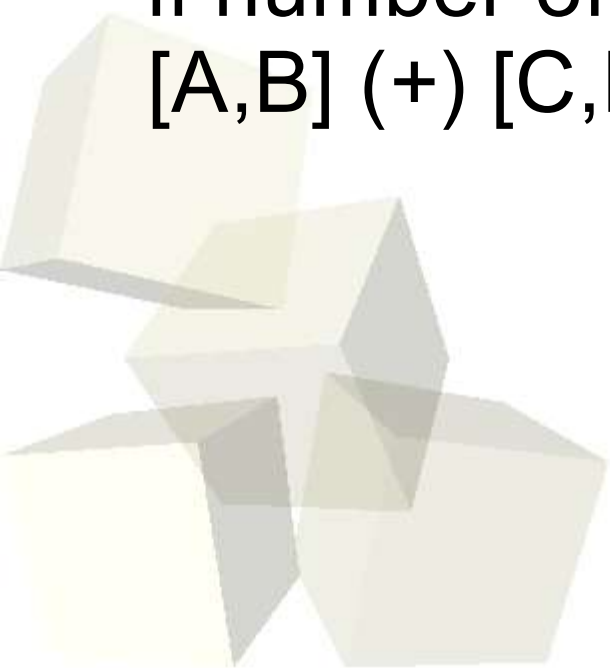
- adjacent octets are paired
- one's complement sum over these fields is calculated
- If result == 1111 1111 1111 1111 (-0 in one's complement) the check succeeds.
- Otherwise the packet is dropped and will be retransmitted.





# Example

- TCP packet contains octets A,B, ...,Y,Z
- $[A,B] = A*256 + B$
- one's complement sum is  
 $[A,B] (+) [C,D] (+) \dots (+) [Y,Z]$
- if number of octets is odd:  
 $[A,B] (+) [C,D] (+) \dots (+) [Z,0]$





# Properties of one's complement

## ■ Commutative and Associative

- ♦  $[A,B] (+) [C,D] = [C,D] (+) [A,B]$

- ♦  $([C,D] (+) [A,B]) (+) [E,F]$   
 $== [C,D] (+) ([A,B] (+) [E,F])$





# Properties of one's complement

## ■ Byte Order Independance

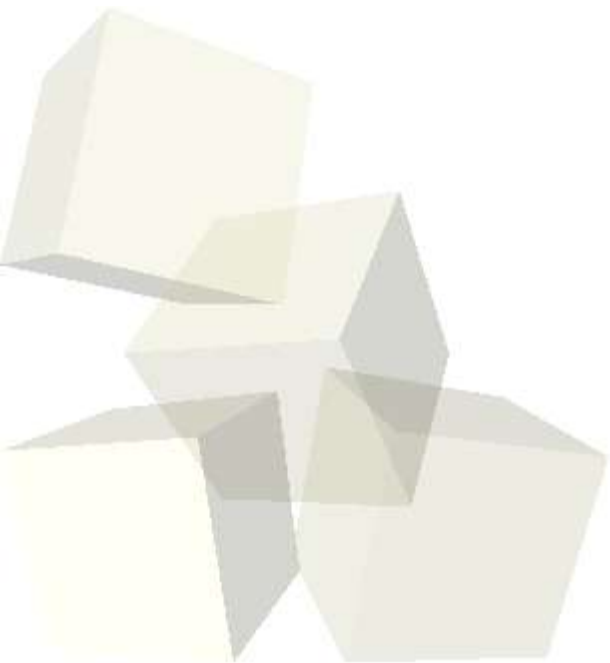
- $[A, B] (+) [C, D] = [X, Y]$
- $[B, A] (+) [D, C] = [Y, X]$
- Checksum is calculated in exactly the same way regardless of the byte order (“little endian” or “big endian”)
- Example: IBM PC can calculate sum of data that is stored in network byte order without converting byte order before and after calculation



# Properties of one's complement

## ■ Parallel Summation

- ♦ more efficient implementations possible on machine with word size that is a multiple of 16 bits (RFC from Sept. 1988)
- ♦ Nowadays 64-bit machine can do 4 16-bit-summations in one step.





# Examples

- Normal order:  
16 bit words

0001  
f203  
f4f5  
f6f7  
(0000)  
-----  
2ddf0  
  
ddf0  
2  
ddf2

- Swapped order:  
16 bit words

0100  
03f2  
f5f4  
f7f6  
0000  
-----  
1f2dc  
  
f2dc  
1  
f2dd



# Examples

## ■ Byte by Byte:

00	01
f2	03
f4	f5
f6	f7
---	---
2dc	1f0
dc	f0
1	2
dd	f2

## ■ Word by Word: 32 bit words

0001f203
f4f5f6f7
-----
f4f7e8fa
f4f7
e8fa
-----
1ddf1
ddf1
1
ddf2



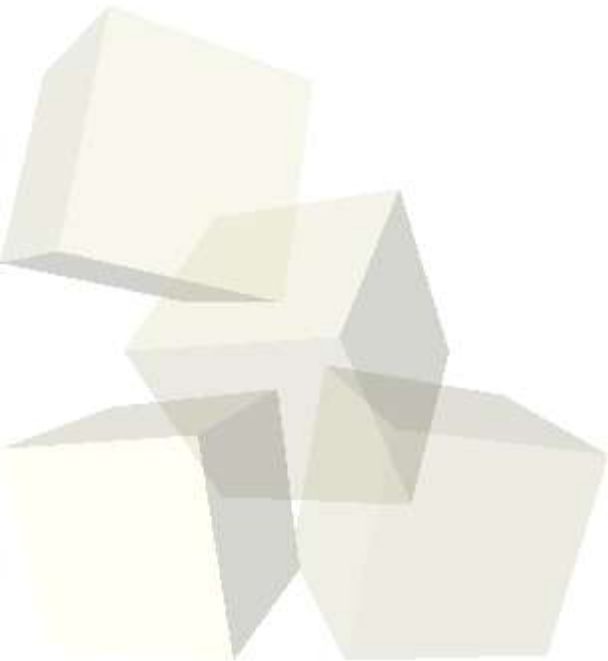
# Calculate Checksum

- checksum is one's complement negation of sum

ddf2



220d





# Using Checksum

- Calculate one's complement over all adjacent octets including checksum.

0001  
f203  
f4f5  
f6f7  
(220d)  
-----  
2fffd

fffd  
2

**Success** ← ffff

