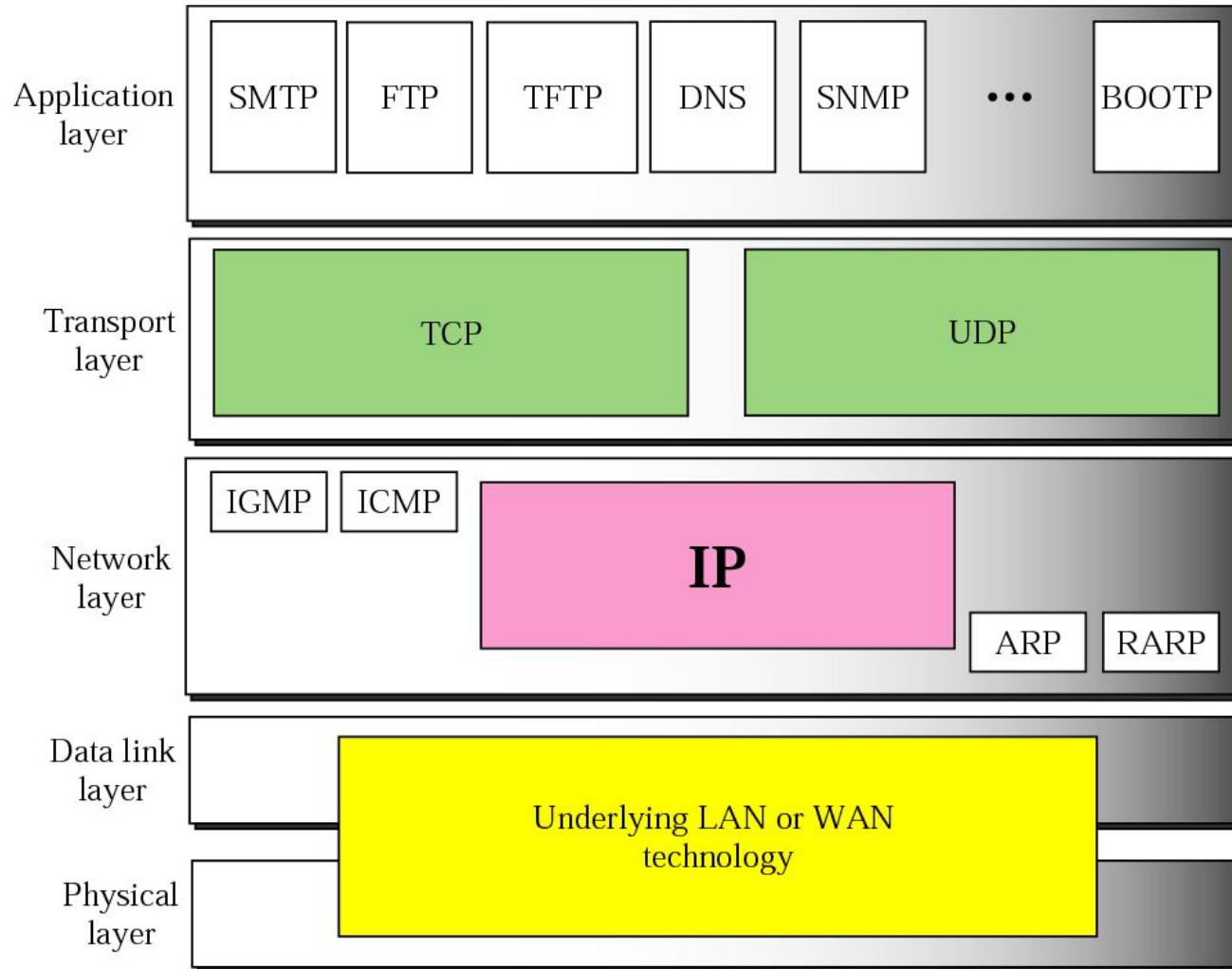


# Computer Network(CSC 503)

**Shilpa Ingoley**

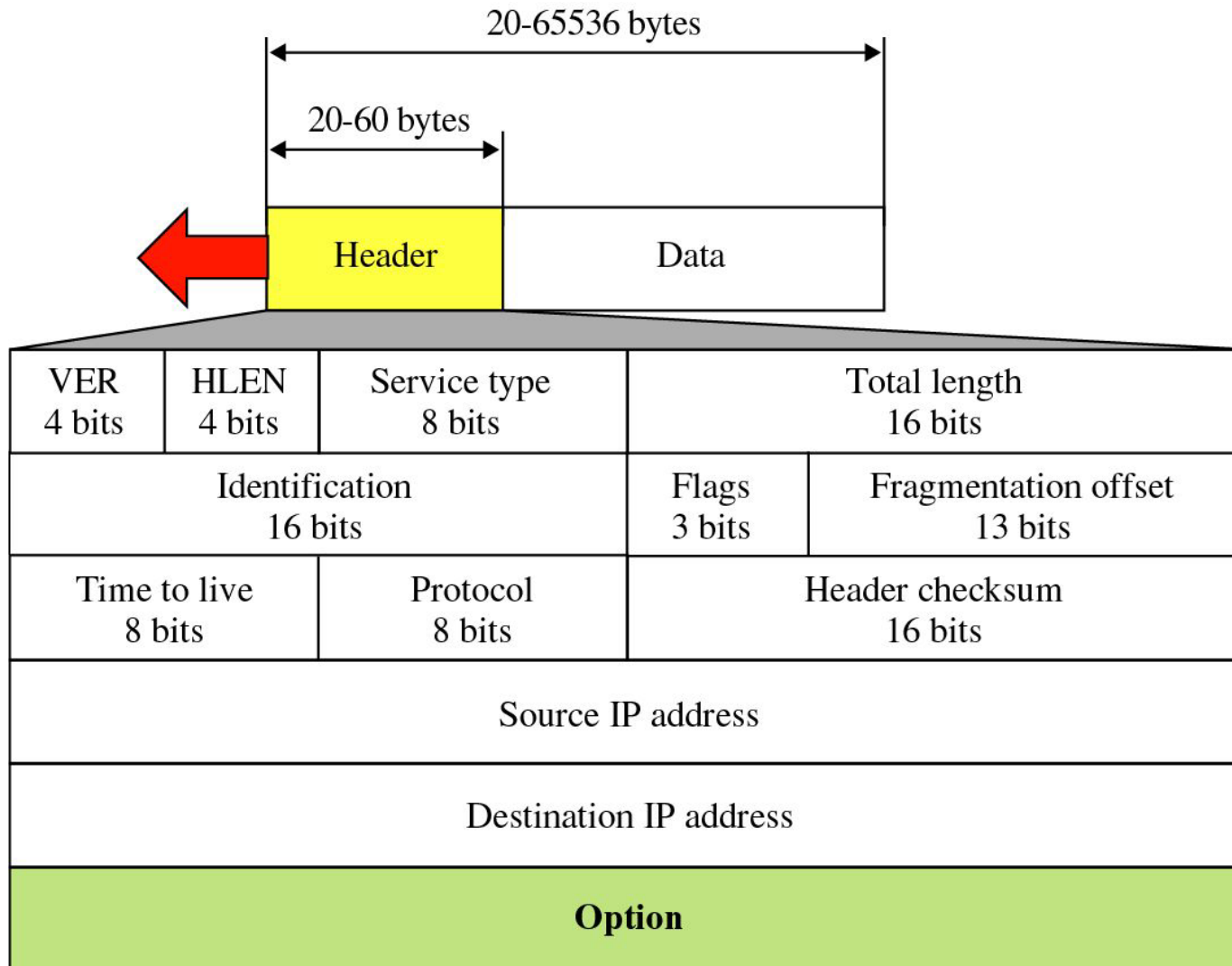
Lecture 25

# Position of IP in TCP/IP protocol suite

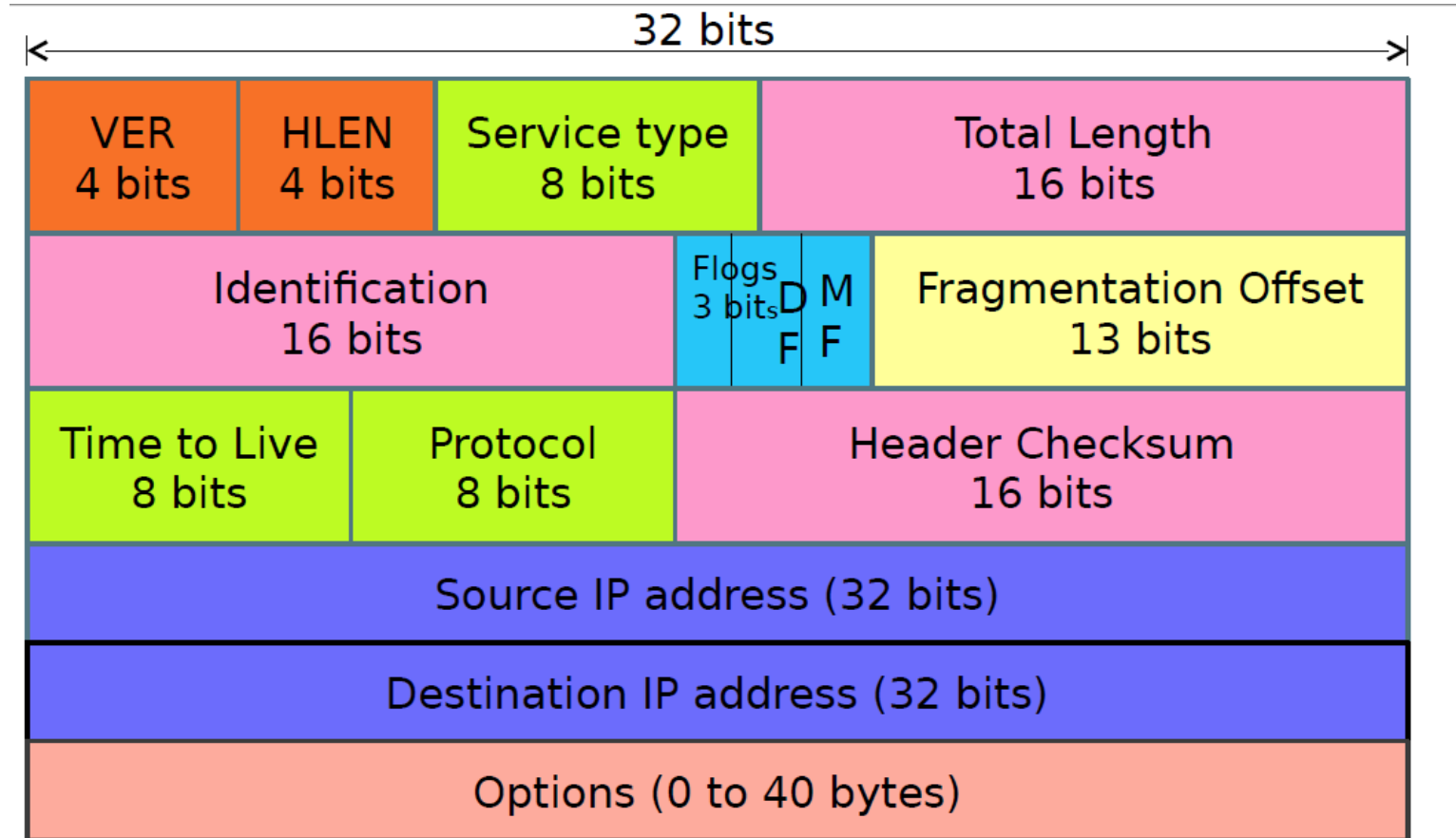


# IPv4 Header

## DATAGRAM



# IPV4 Header



# IPv4 Header-Fields

- **1. Version Number(VER):** This 4-bit field defines the version of the IP
- **2. Header Length(HLEN):**
  - ❑ It is a 4-bit field defines the total length of the datagram header in 4-byte words
  - ❑ The total length of the header is divided by 4 and that value is inserted in this field
  - ❑ The receiver needs to multiply the value of this field by 4 to find the total length
- **3. Service Type:** This is a 8-bit field used to distinguish between different classes of service

# Contd...

- **4.Total Length:** This 16-bit field defines total length i.e. header plus data of the datagram in bytes
  - Length of the data=total length-(HLEN)\*4
  - Max. length is 65,535 bytes( $2^{16}-1$ )
- **5. Identification:**
  - It is needed by the destination field to determine which datagram a newly arrived fragment belongs to
  - All fragments of a datagram contain the same identification value

Contd...

- **6. Flags:** This is a 3 bit field. One unused bit field and two 1-bit fields.
  - DF: Don't fragment (by default it is set to 0 means fragment will be done)
  - MF: More Fragments (all fragments except the last one is set to 1 i.e. MF=1 only)
- **7. Fragmentation offset:** It is a 13-bit field which determines where in the current datagram, this fragment belongs to
  - Maximum number of fragments per datagram
  - $=2^{13}=8192$

## Contd...

- **8. Time to Live:** This is a 8-bit field which is used to control the maximum number of hops (routers) visited by the datagram
- The time is counted in seconds
- At each hop it is decremented
- When a source host sends the datagram, it stores a number in this field which is approximately two times the maximum number of routers between two hosts
- Each router that processes the datagram decrements this number by one
- If this value after being decremented is zero, the router discards the datagram



# Contd...

- **9. Protocol:** It is a 8-bit field which tells the network layer to which transport process, the complete assembled datagram must be given to.
  - It can be TCP or UDP
- **10. Header checksum:** It is a 16-bit field which checks the header only.
  - It needs to be re-calculated at each hop
- **11. Source IP address:** It is a 32-bit field which defines the IP address of the source
- **12. Destination IP address:** It is a 32-bit field which defines the IP address of the destination

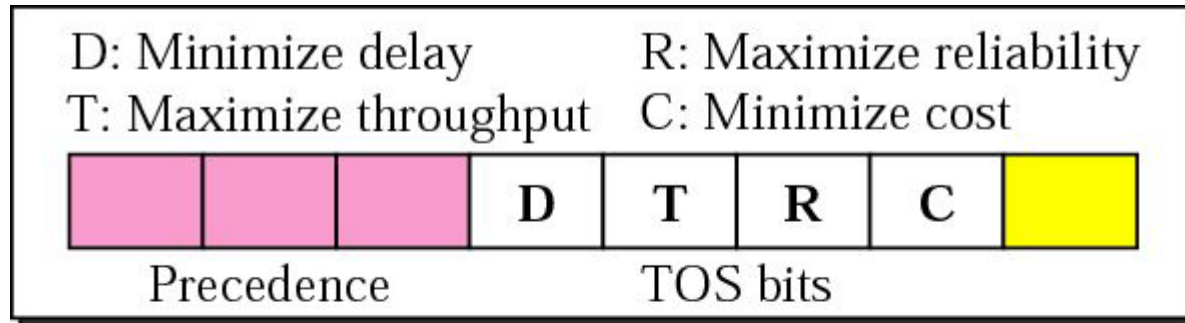
# Contd...

- **Options** : Options can be of variable length. A datagram can have upto 40 bytes of options which are used for network testing and debugging.
- For example:
  - Timestamp: Makes each router append its address and timestamp
  - Record route: makes each router append its
  - IP address
  - Security: Specifies how secret the datagram is

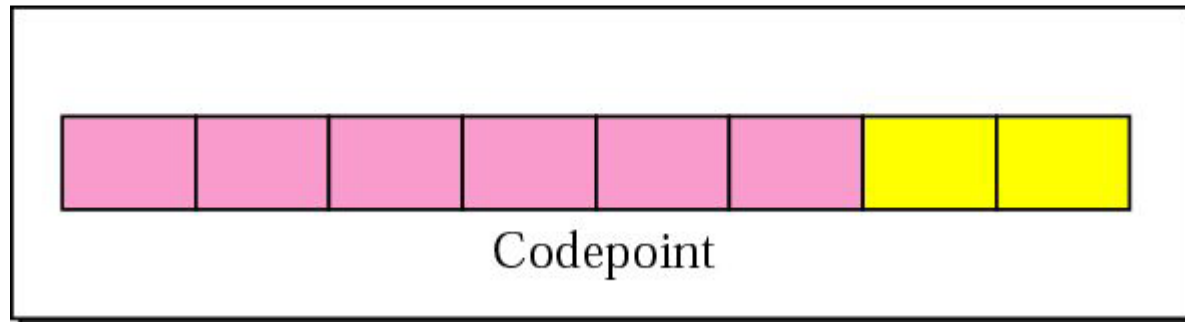
# Contd...

- **Data** : Data or Payload is the packet coming from other protocols that use the service of IP.
- If a datagram is considered to be a package that needs to be sent from one host to another then:
- Payload is the content of that package
- Header is the information that is written on the package

# Service Type or Differentiated Services



Service Type



Differentiated Services

*The precedence subfield is  
not used in version 4.*

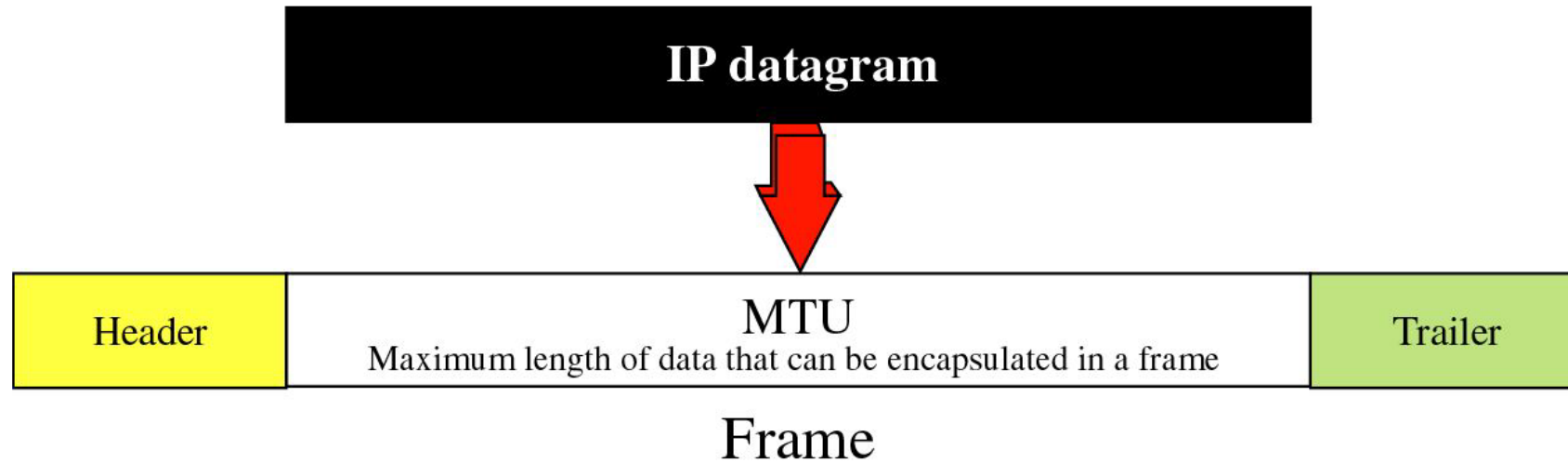
*The total length field defines the  
total length of the  
datagram including the header.*

# Protocol field

Value	Protocol
1	ICMP
2	IGMP
6	TCP
17	UDP
89	OSPF

# FRAGMENTATION

- MTU

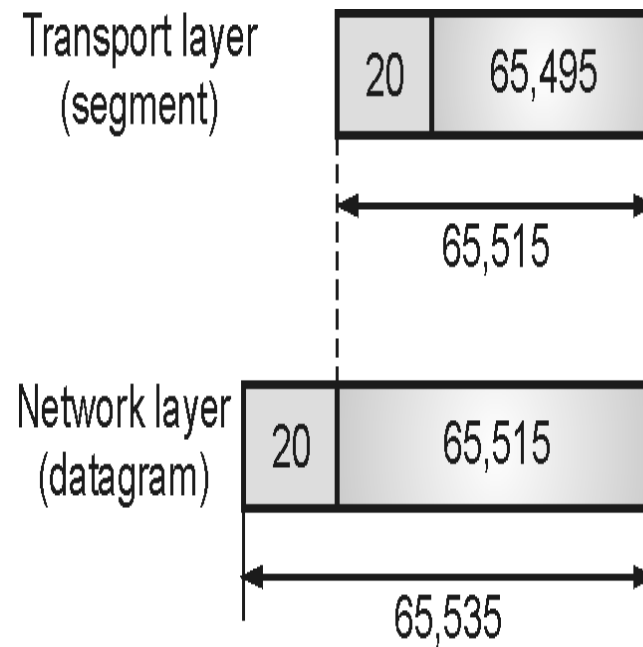


# MTU

Protocol	MTU
Hyperchannel	65535
Token Ring(16 Mbps)	17914
Token Ring(4 Mbps)	4464
FDDI	4352
Ethernet	1500
X.25	576
PPP	296



# Contd...



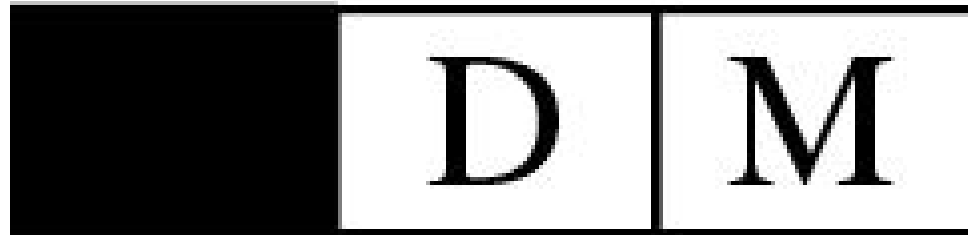
Max size of data in segment  
 $= 65515 - 20 = 65495$  B

Max size of data in datagram  
 $= 65535 - 20 = 65515$  B

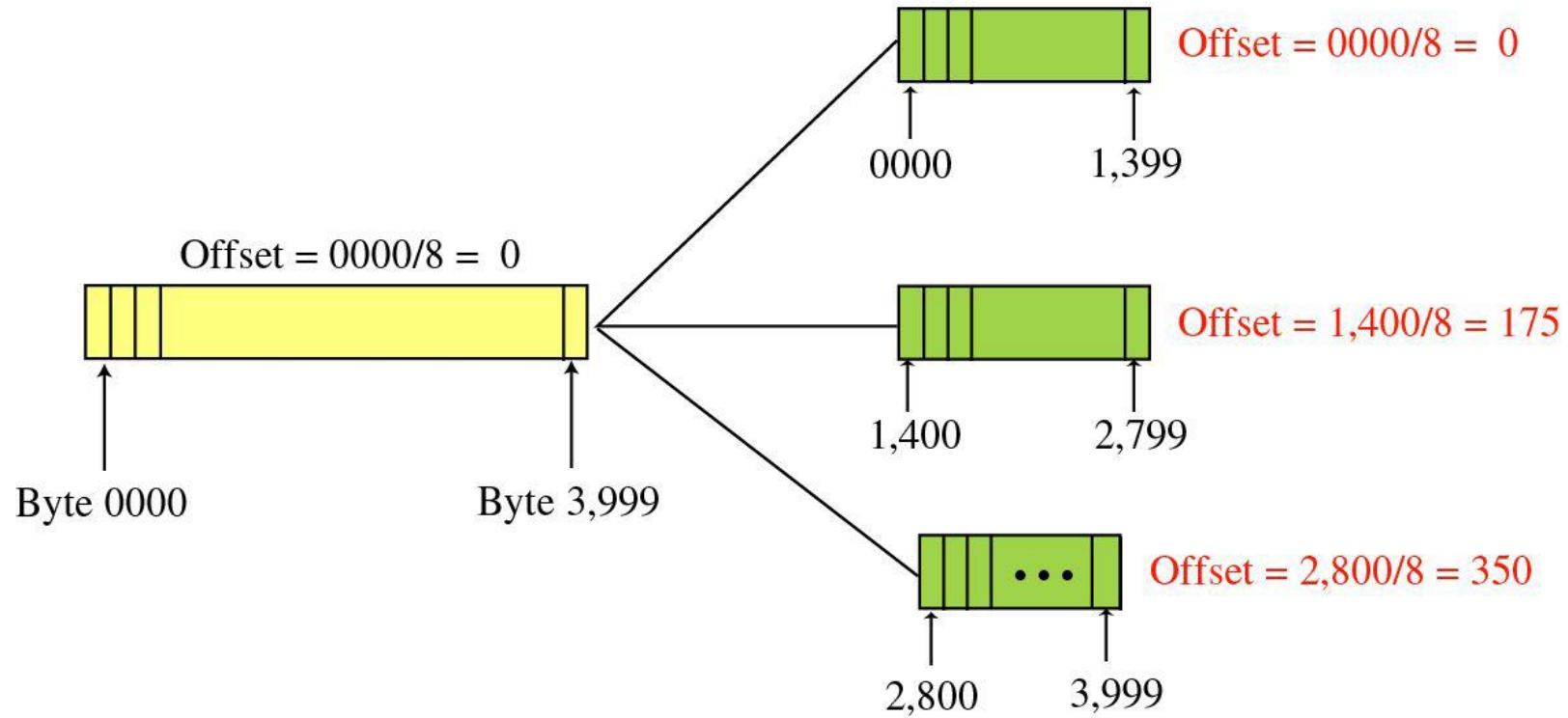
## Flag field

D: Do not fragment

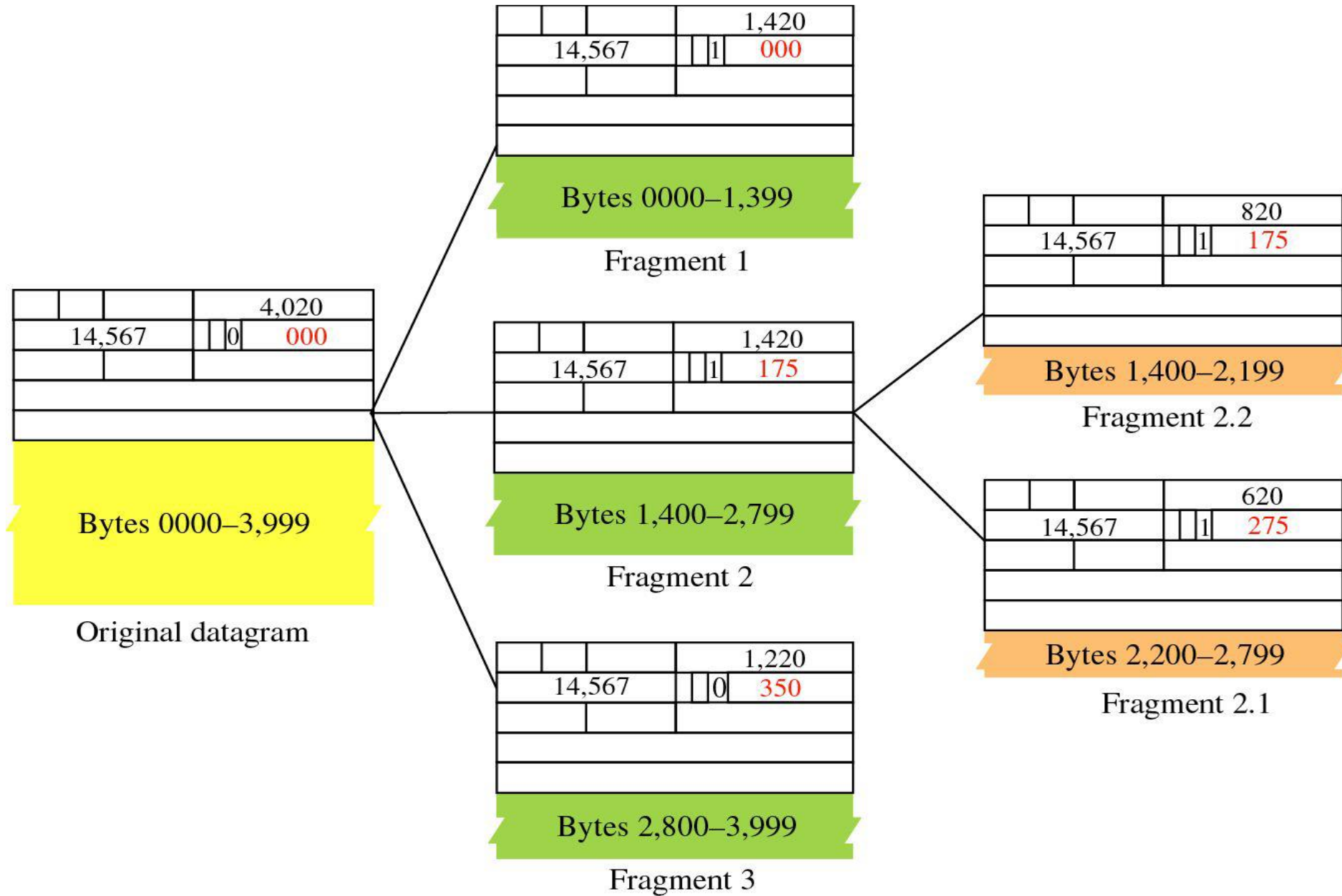
M: More fragments



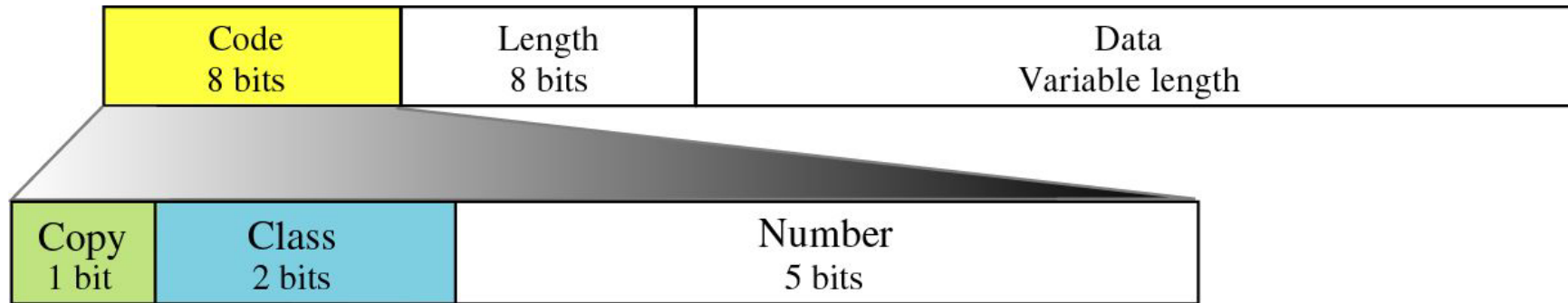
# Fragmentation offset calculation



# Contd...



# Option format



## Copy

- 0 Copy only in first fragment
- 1 Copy into all fragments

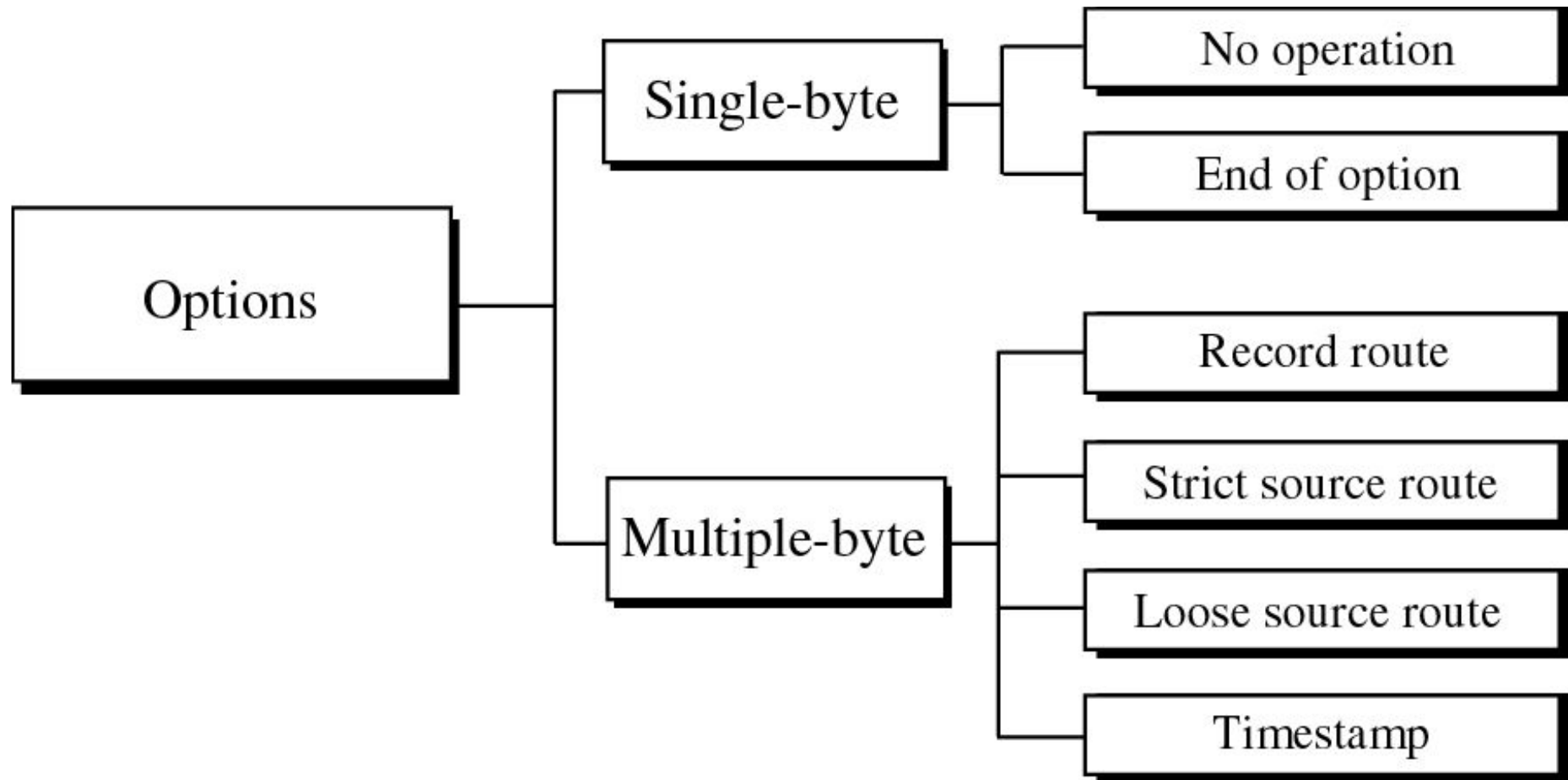
## Class

- 00 Datagram control
- 01 Reserved
- 10 Debugging and management
- 11 Reserved

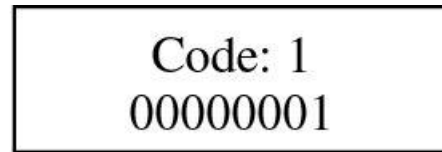
## Number

- 00000 End of option
- 00001 No operation
- 00011 Loose source route
- 00100 Timestamp
- 00111 Record route
- 01001 Strict source route

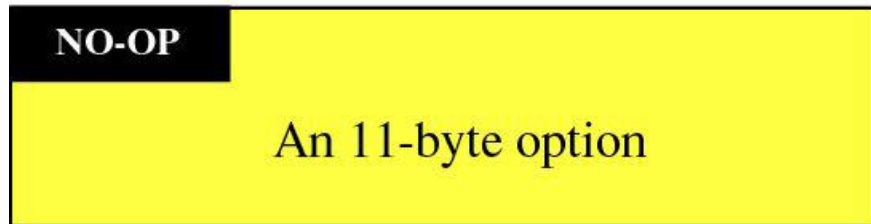
# Categories of options



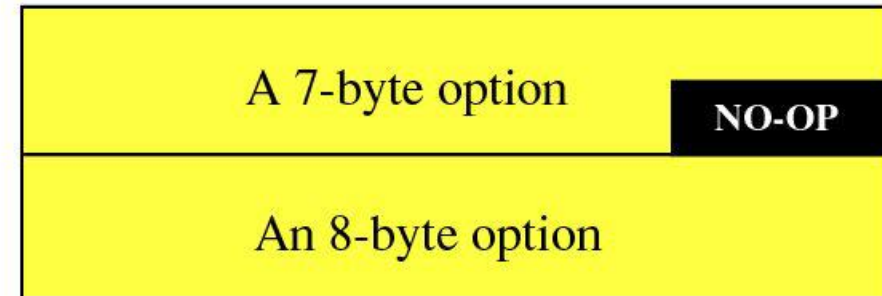
# *No operation option*



a. No operation option

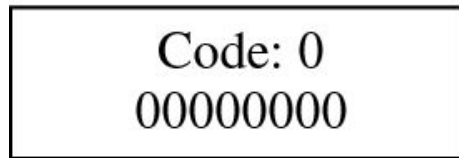


b. Used to align beginning of an option

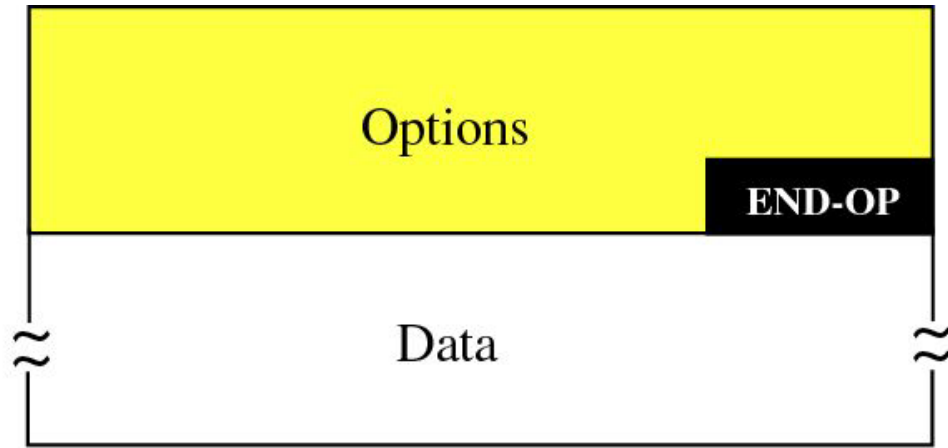


c. Used to align the next option

# *End of option option*



a. End of option



b. Used for padding

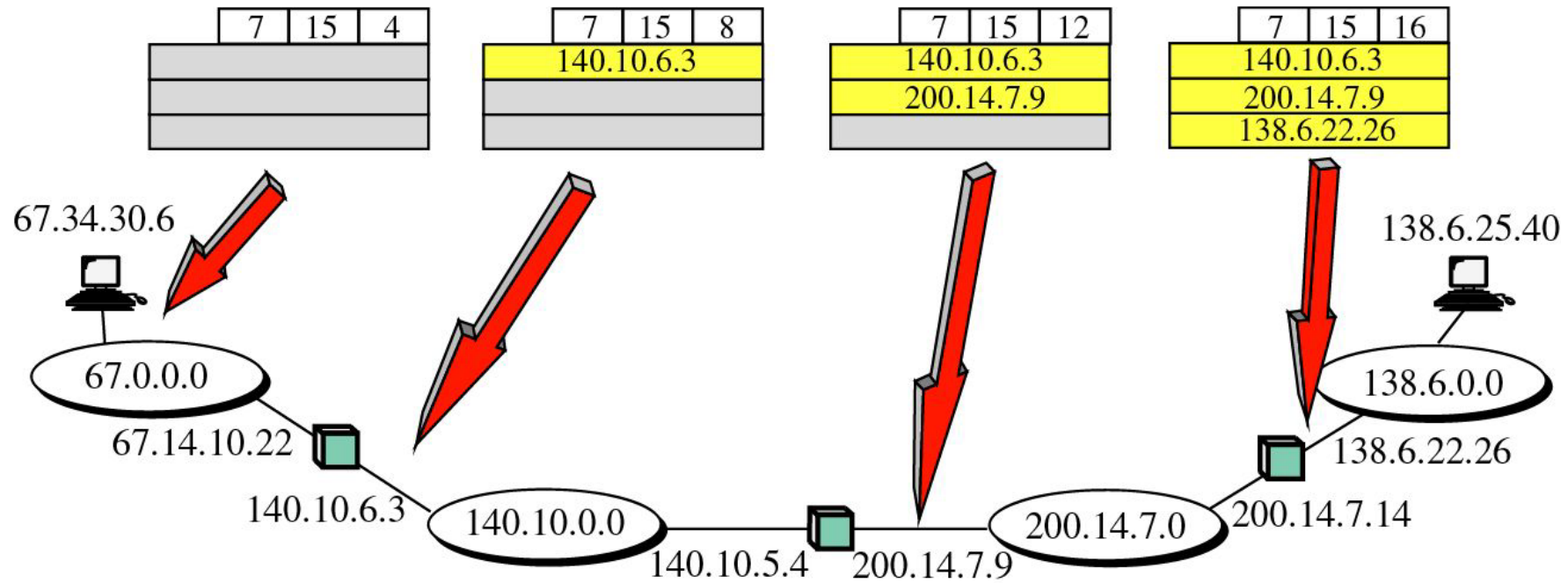


# *Record route option*

Code: 7 00000111	Length (Total length)	Pointer
First IP address (Empty when started)		
Second IP address (Empty when started)		
• • •		
Last IP address (Empty when started)		

- Records the ip address of the routers that handle the datagram
- Can list upto nine routers

## *Record route concept*



# Strict source route option

Code: 137 10001001	Length (Total length)	Pointer
First IP address (Filled when started)		
Second IP address (Filled when started)		
• • •		
Last IP address (Filled when started)		

# *Loose source route option*

Code: 131 10000011	Length (Total length)	Pointer
First IP address (Filled when started)		
Second IP address (Filled when started)		
• • •		
Last IP address (Filled when started)		

# Timestamp option

Code: 68 01000100	Length (Total length)	Pointer	O-Flow 4 bits	Flags 4 bits
First IP address				
Second IP address				
• • •				
Last IP address				

# Use of flag in timestamp

Enter timestamps only

				0

Flag: 0

Enter IP addresses  
and timestamps

				1

Flag: 1

IP addresses given,  
enter timestamps

				3
140.10.6.3				
200.14.7.9				
138.6.22.26				

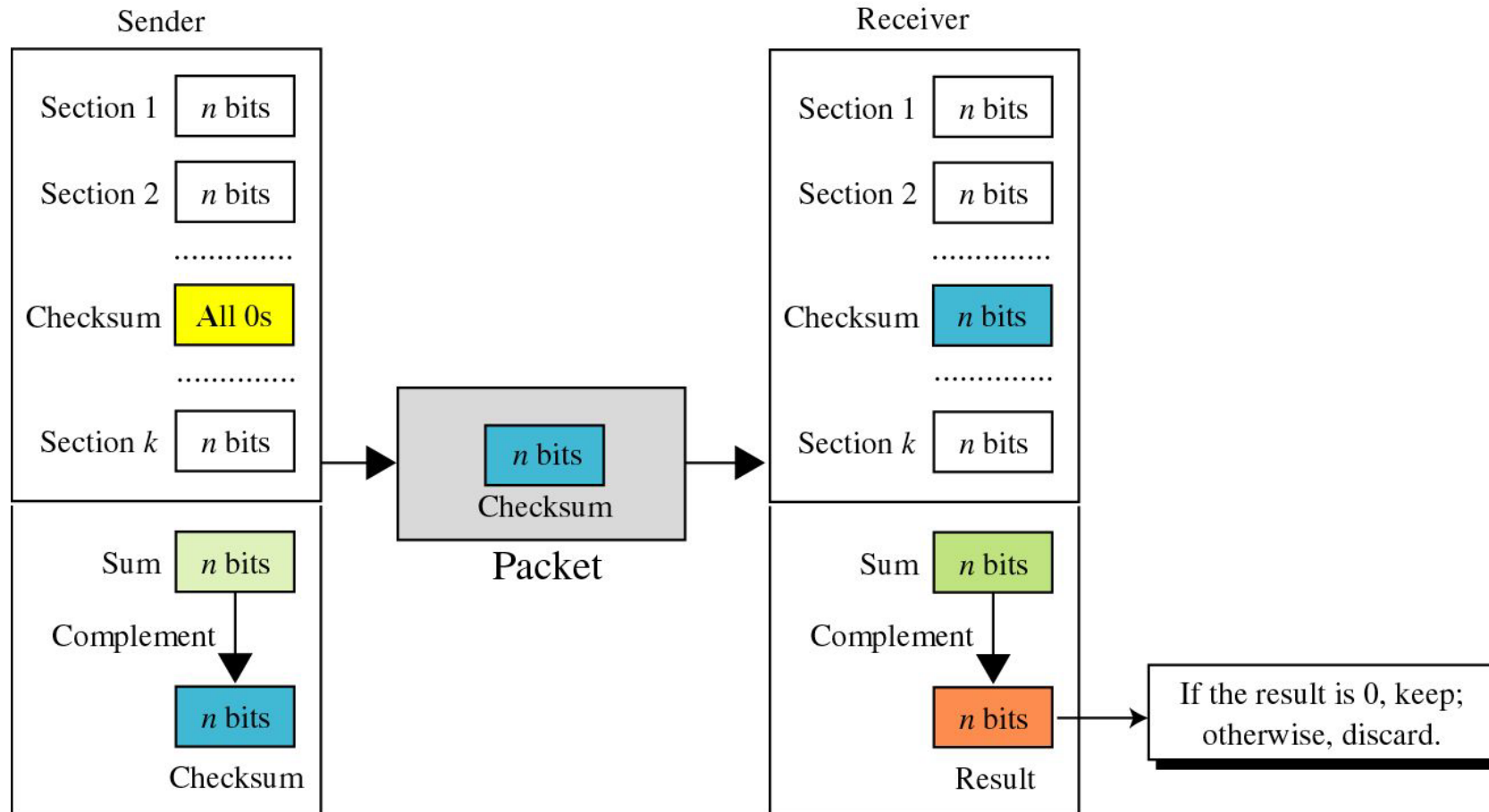
Flag: 3

# CHECKSUM

*To create the checksum the sender does the following:*

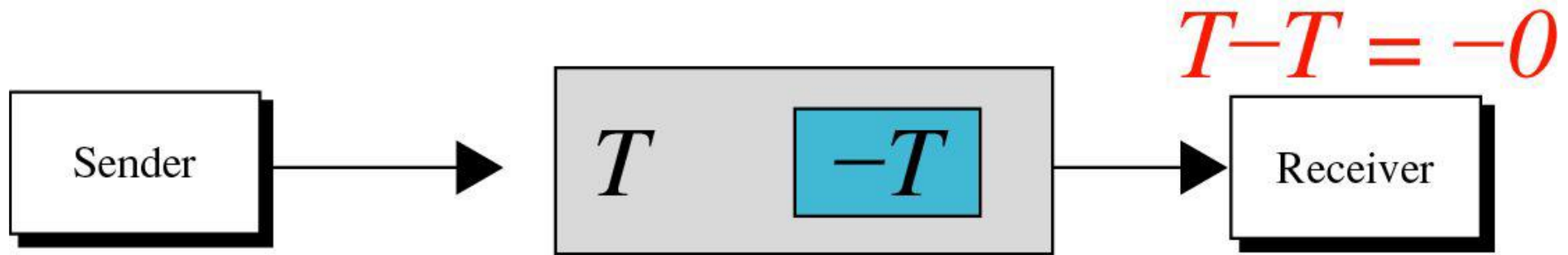
- 1. The packet is divided into  $k$  sections, each of  $n$  bits.*
- 2. All sections are added together using one's complement arithmetic.*
- 3. The final result is complemented to make the checksum.*

# Checksum concept





# Checksum in one's complement arithmetic



# Example of checksum calculation in binary

4	5	0	28	
1			0	0
4	17		0	
10.12.14.5				
12.6.7.9				

4, 5, and 0	→	01000101	00000000
28	→	00000000	00011100
1	→	00000000	00000001
0 and 0	→	00000000	00000000
4 and 17	→	00000100	00010001
0	→	00000000	00000000
10.12	→	00001010	00001100
14.5	→	00001110	00000101
12.6	→	00001100	00000110
7.9	→	00000111	00001001
<hr/>			
Sum	→	01110100	01001110
Checksum	→	10001011	10110001



# Example of checksum calculation in hexadecimal

4	5	0	28	
1			0	0
4		17	0	
10.12.14.5				
12.6.7.9				

4, 5, and 0	→	4	5	0	0
28	→	0	0	1	C
1	→	0	0	0	1
0 and 0	→	0	0	0	0
4 and 17	→	0	4	1	1
0	→	0	0	0	0
10.12	→	0	A	0	C
14.5	→	0	E	0	5
12.6	→	0	C	0	6
7.9	→	0	7	0	9
Sum	→	7	4	4	E
Checksum	→	8	B	B	1