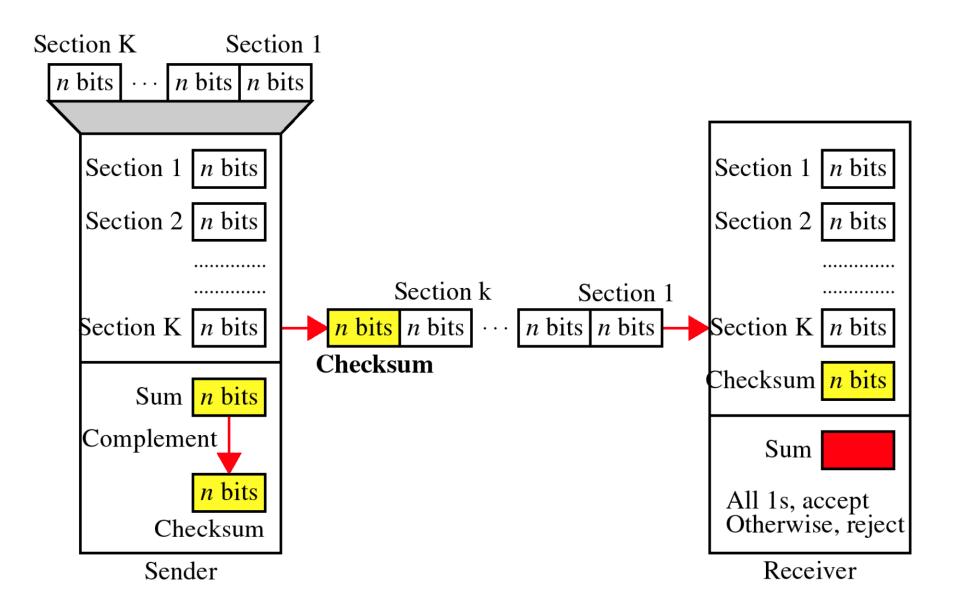
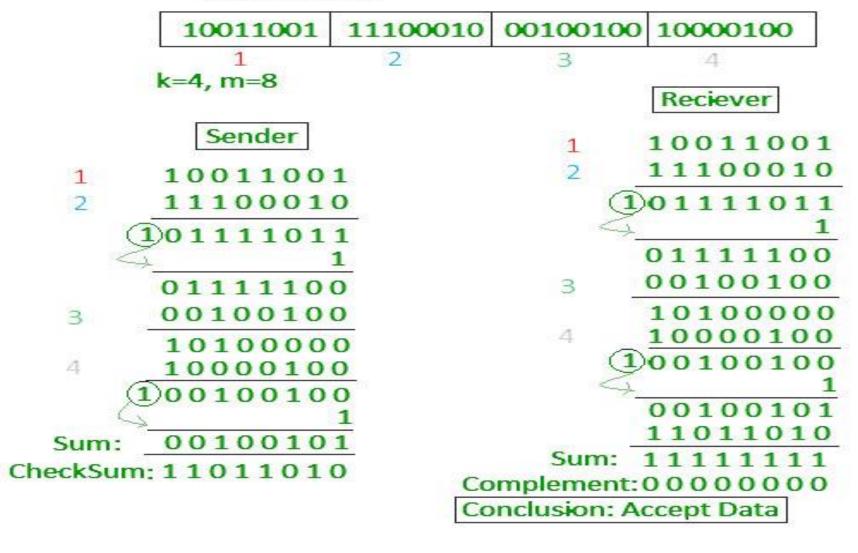
Checksum



Checksum

Original Data



At the sender

- ⇒ The unit is divided into k sections, each of n bits.
- All sections are added together using one's complement to get the sum.
- The sum is complemented and becomes the checksum.
- The checksum is sent with the data

At the receiver

- ⇒ The unit is divided into k sections, each of n bits.
- All sections are added together using one's complement to get the sum.
- The sum is complemented.
- ⇒ If the result is zero, the data are accepted: otherwise, they are rejected.

Performance

- → The checksum detects all errors involving an odd number of bits.
- → It detects most errors involving an even number of bits.
- → If one or more bits of a segment are damaged and the corresponding bit or bits of opposite value in a second segment are also damaged, the sums of those columns will not change and the receiver will not detect a problem.

If the data unit to be transmitted is 10101001 00111001, the following procedure is used at Sender site and Receiver site.

Sender side

```
10101001 subunit 1
00111001 subunit 2
11100010 sum (using 1s complement)
00011101 checksum (complement of sum)
```

Receiver Side

```
10101001 subunit 1
00111001 subunit 2
00011101 checksum
11111111 sum
00000000 sum's complement

Result is zero, it means no error.
```

• If the data transmitted along with checksum is 10101001 00111001 00011101. But the data received at destination is 00101001 10111001 00011101.

```
001010011st bit of subunit 1 is damaged101110011st bit of subunit 2 is damaged00011101checksum11111111sum00000000Ok 1's complement
```

 Although data is corrupted, the error is undetected.

Error Correction

It can be handled in two ways:

- receiver can have the sender retransmit the entire data unit.
- The receiver can use an errorcorrecting code, which automatically corrects certain errors.