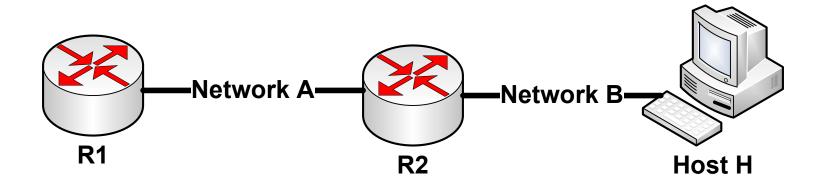
Considering the following scenario show all the IP Packets generated by router R1 and R2 for the network shown in Figure Q3A. Assume an MTU of 1500 Bytes for network A and 535 bytes for network B respectively. R1 receives an IP packet P directed at H and containing a 2000 bytes TCP segment. IP header is of 20 bytes. Describe the M bit and the Offset field for IP fragments of packet P sent from R1 on network A and R2 over network B.



Solution

```
R1 on network A:
```

```
MTU = 1500
20 header + 1480 payload
20 header + 520 payload - 2 fragments

- First fragment: M=1, Offset= 0
```

Second fragment: M=0 , Offset= 1480/8 = 185

R2 over network B:

First packet originating from R1: 20+512+
 20+512+
 20+456 3 fragments

- M = 1, Offset= 0
- M = 1, Offset = 512/8 = 64
- M = 1, Offset = 1024/8 = 128
- Second packet originating from R1:

20+512+ 20+8 2 fragments

- M=1, Offset = 1480/8 = 185
- M=0, Offset = 1992/8 = 249

7-4 OPTIONS

The header of the IP datagram is made of two parts: a fixed part and a variable part. The fixed part is 20 bytes long and was discussed in the previous section. The variable part comprises the options, which can be a maximum of 40 bytes.

Options, as the name implies, are not required for a datagram. They can be used for network testing and debugging. Although options are not a required part of the IP header, option processing is required of the IP software.

Topics Discussed in the Section

- **✓** Format
- **✓** Option Types

Figure 7.10 Option format

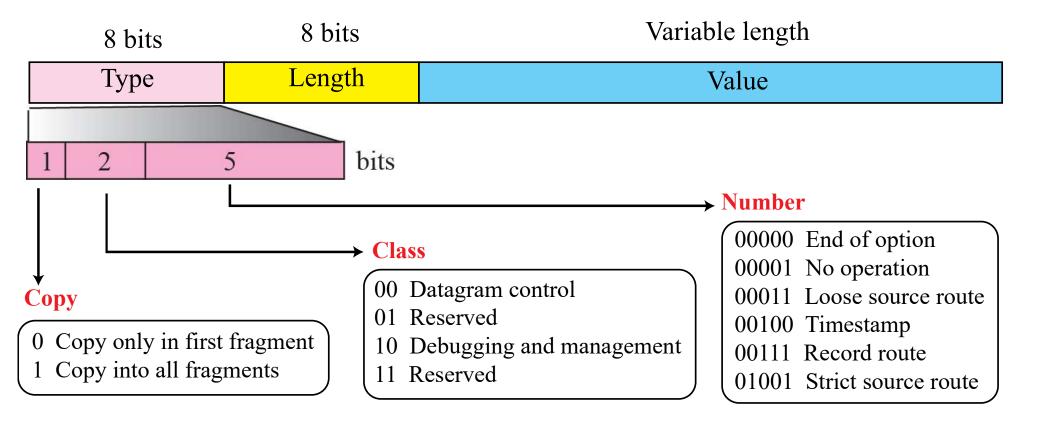
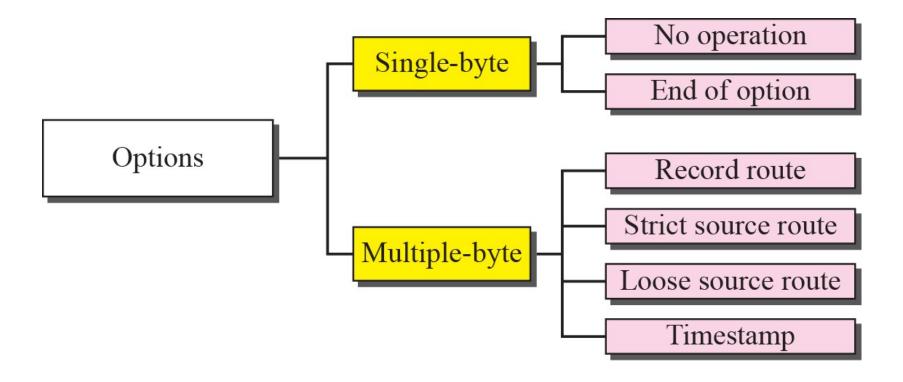


Figure 7.11 Categories of options



7-5 CHECKSUM

The error detection method used by most TCP/IP protocols is called the checksum. The checksum protects against the corruption that may occur during the transmission of a packet. It is redundant information added to the packet. The checksum is calculated at the sender and the value obtained is sent with the packet. The receiver repeats the same calculation on the whole packet including the checksum. If the result is satisfactory (see below), the packet is accepted; otherwise, it is rejected.

Topics Discussed in the Section

- **✓ Checksum Calculation at the Sender**
- **✓ Checksum Calculation at the Receiver**
- **✓** Checksum in the Packet

Figure 7.22 Checksum concept

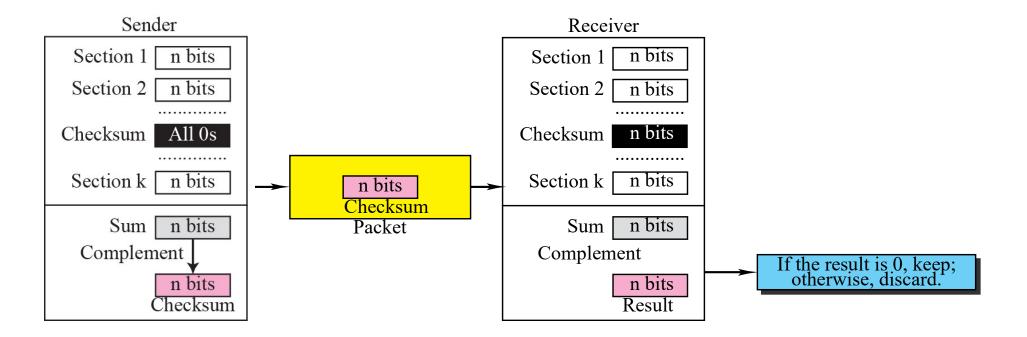


Figure 7.23 Checksum in one's complement arithmetic





Note

Checksum in IP covers only the header, not the data.

Figure 7.24 shows an example of a checksum calculation at the sender site for an IP header without options. The header is divided into 16-bit sections. All the sections are added and the sum is complemented. The result is inserted in the checksum field.



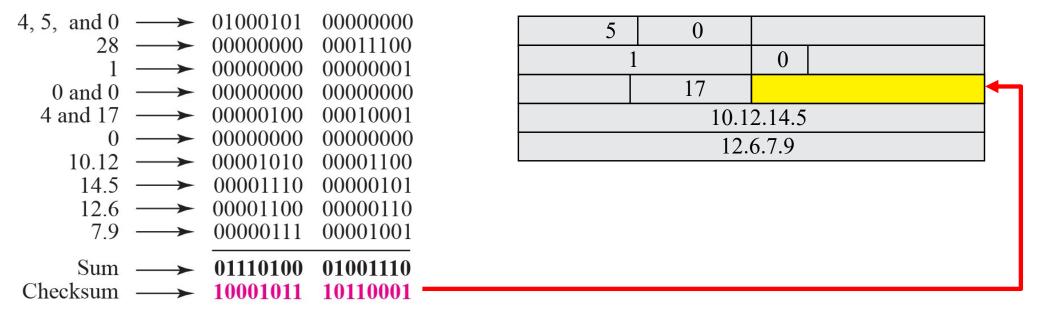
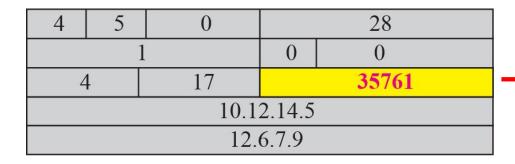


Figure 7.25 shows the checking of checksum calculation at the receiver site (or intermediate router) assuming that no errors occurred in the header. The header is divided into 16-bit sections. All the sections are added and the sum is complemented. Since the result is 16 0s, the packet is accepted.

Figure 7.25 Example of checksum calculation at the receiver



```
4, 5, and 0 \longrightarrow 01000101
                             00000000
       28 → 00000000
                             00011100
        1 → 00000000
                             00000001
   0 \text{ and } 0 \longrightarrow 00000000
                             00000000
  4 and 17 \longrightarrow 00000100
                             00010001
Checksum → 10001011
                              10110001
     10.12 \longrightarrow 00001010
                             00001100
      14.5 \longrightarrow 00001110
                              00000101
      12.6 \longrightarrow 00001100
                             00000110
      7.9 → 00000111
                              00001001
     Sum → 1111 1111
                             1111 1111
Checksum → 0000 0000
                              0000 0000
```