

# UDP Checksum

Checksum = UDP Header + UDP Data  
 ↳ not compulsory  
 ↳ IPv4  
 ↳ compulsory  
 ↳ IPv6  
 ↳ some part network layer

Provides for Error Detection

011001  
101010  
010110  
Error

## Example 1.

## Example 2.

We have three 16-bit numbers

0110011001100000  
0101010101010101  
1000111100001100

Step 1. We perform addition

0110011001100000  
0101010101010101  
+ 1000111100001100  
-----  
10100101011000001

↳ carry are wrapped around

0100101011000001  
+ 1

0100101011000010

Step 2. One's Complement [1 → 0, 0 → 1]

0100101011000010

1011010100111101

↳ Final Checksum Sender Side

We have three 16-bit numbers

0110011001100110  
0101010101010101  
0000111100001111

Step 1. We perform addition on 16-bit numbers.

0110011001100110  
0101010101010101  
+ 0000111100001111  
-----  
1100101011001010

↳ No carry Forward (result)

Step 2. One's Complement of the result (Step 1) [1 → 0, 0 → 1]

1100101011001010

0011010100110101

↳ Final Checksum, calculated at Sender Side

Receiver Side Data + checksum

0110011001100000  
0101010101010101  
1000111100001100

+ 1011010100111101

-----  
1111111111111110

1111111111111110

+ 1

Data verified  
1111111111111111

Receiver Side Data + checksum

0110011001100110  
0101010101010101  
0000111100001111

+ 0011010100110101

-----  
1111111111111111

↳ Data is verified! on the receiver  
↳ output is all 1's