

Checksums

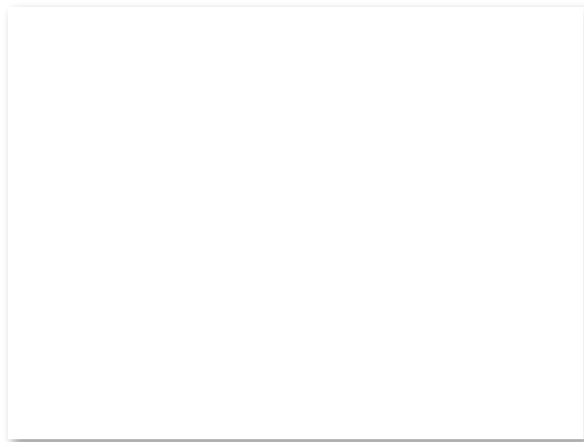
- Idea: sum up data in N-bit words



- Stronger protection than parity

Internet Checksum

- Sum is defined in 1s complement arithmetic (must add back carries)
 - And it's the negative sum
- *"The checksum field is the 16 bit one's complement of the one's complement sum of all 16 bit words ..." – RFC 791*



Internet Checksum (2)

Sending:

1. Arrange data in 16-bit words
2. Put zero in checksum position, add
3. Add any carryover back to get 16 bits
4. Negate (complement) to get sum

0001

f203

f4f5

f6f7

Internet Checksum (3)

Sending:

1. Arrange data in 16-bit words
2. Put zero in checksum position, add
3. Add any carryover back to get 16 bits

```
0001
f203
f4f5
f6f7
+ (0000)
-----
2ddf0
  ↓
ddf0
+      2
-----
ddf2
  ↓
220d
```

Internet Checksum (4)

Receiving:

1. Arrange data in 16-bit words

2. Checksum will be non-zero, add

```
0001
f203
f4f5
f6f7
+ 220d
-----
```

3. Add any carryover back to get 16 bits

4. Negate the result and check it is 0

Internet Checksum (5)

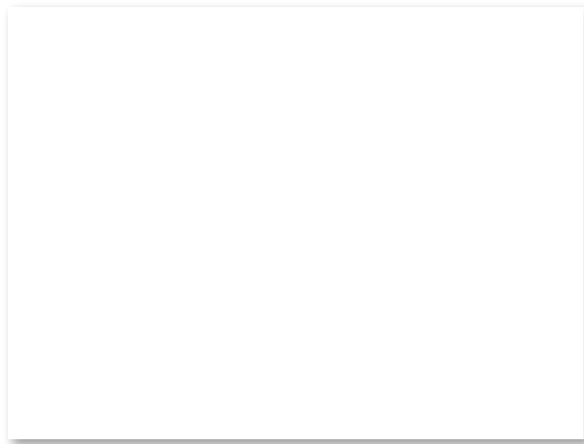
Receiving:

1. Arrange data in 16-bit words
2. Checksum will be non-zero, add
3. Add any carryover back to get 16 bits
4. Negate the result and check it is 0

```
0001
f203
f4f5
f6f7
+ 220d
-----
2fffd
  ↓
fffd
+   2
-----
ffff
  ↓
0000
```

Internet Checksum (6)

- How well does the checksum work?
 - What is the distance of the code?
 - How many errors will it detect/correct?
- What about larger errors?



- ❑ Suppose a 6-bytes packet content is
 - 0xABCC, 0x960B, 0x5A3D

What is the checksum for this packet?

0x is a hexadecimal representation that each symbol (0-9, A-F) represents 4 bits binary within the value of 0-15. For more details see: <http://en.wikipedia.org/wiki/Hexadecimal>

Normal summation: $0xABCC + 0x960B + 0x5A3D = 0x19C14$

Wrap up carry-out value: $0x9C14 + 0x1 = 0x9C15$

So the checksum is: $0xFFFF - 0x9C15 = 0x63EA$

Error Detection in Practice

- CRCs are widely used on links
 - Ethernet, 802.11, ADSL, Cable ...
- Checksum used in Internet
 - IP, TCP, UDP ... but it is weak
- Parity
 - Is little used

