

# 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

0001  
f203  
f4f5  
f6f7

3. Add any carryover back to get 16 bits
4. Negate (complement) to get sum

# 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

4. Negate (complement) to get

$$\begin{array}{r} 0001 \\ \text{f203} \\ \text{f4f5} \\ \text{f6f7} \\ + (0000) \\ \hline 2\text{ddf0} \\ \downarrow \\ \text{ddf0} \\ + \quad 2 \\ \hline \text{ddf2} \\ \downarrow \\ 220d \end{array}$$

# Internet Checksum (4)

Receiving:

1. Arrange data in 16-bit words
2. Checksum will be non-zero, add

$$\begin{array}{r} 0001 \\ \text{f}203 \\ \text{f}4\text{f}5 \\ \text{f}6\text{f}7 \\ + 220d \\ \hline \end{array}$$

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

$$\begin{array}{r} 0001 \\ \text{f203} \\ \text{f4f5} \\ \text{f6f7} \\ + \text{220d} \\ \hline \end{array}$$

$$\begin{array}{r} 2\text{ffd} \\ \downarrow \\ \text{ffffd} \\ + 2 \\ \hline \end{array}$$

$$\begin{array}{r} \text{ffff} \\ \downarrow \\ 0000 \end{array}$$

# 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