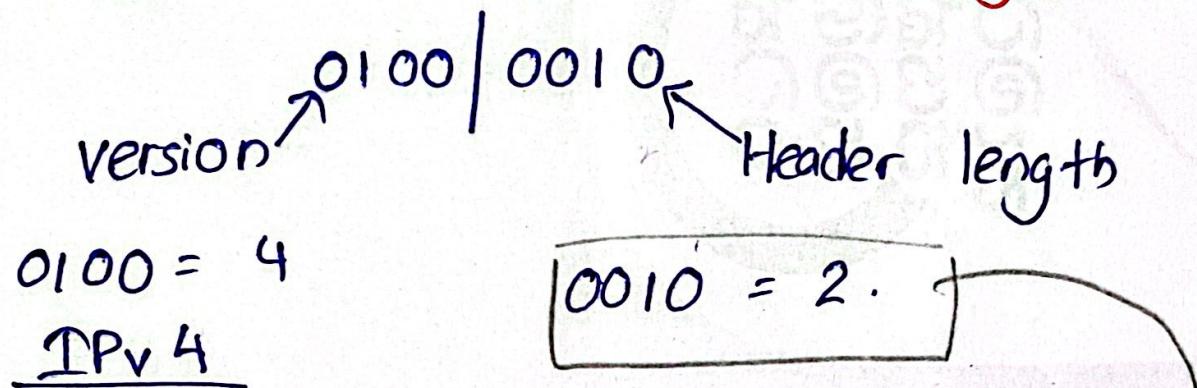


An IP Packet has arrived with the first 8 bits shown as 01000010. The receiver discards the packet why?



32 bits \rightarrow one word = ≈ 4 bytes.

$$\begin{aligned} \text{Header length in byte } &= \text{Header length field value} \times 4 \\ &= 2 \times 4 \\ &= 8 \text{ byte.} \end{aligned}$$

* The receiver discards the packet because the header length is invalid. The header is too short to contain the request fields.

* The minimum number of the bytes in the header must be 20 byte.

An IP packet in value HLEN is 1000 in binary. How many bytes of options are being carried by this packet?

The HLEN value $\rightarrow \begin{smallmatrix} 8 & 0 & 0 & 0 \\ 1000 \end{smallmatrix} = 8$.

Total number of byte in the header } = 8×4
= 32 bytes.

* The first 20 bits are main header, the next 12 bytes are the options.

What if the size of an IP datagram exceeds the MTU?

IP datagram is fragmented into smaller units.

What if the route contains networks with different MTUs?

Fragmentation.



Station A needs to send a payload size of 1400 bytes (octets) to station B across the networks as shown above. Data needs to fragmented because the payload is too big to fit the smallest MTU size (620 bytes) in one of the network.

We will assume that the size of the IP header is 20 octets.

$$\text{MTU Frame} = \text{Header} + \text{data}$$

$$\text{Payload size} \rightarrow 1400 \text{ bytes}$$

$$\text{IP header size} \rightarrow 20 \text{ bytes}$$

$$\text{MTU on one of the network} \rightarrow 620 \text{ bytes}$$

$$\begin{aligned} \text{Maximum payload per fragment} &= \text{MTU} - \text{header size} \\ &= 620 - 20 \\ &= 600 \text{ bytes} \end{aligned}$$

$$\begin{aligned} \text{Number of } \left\{ \begin{array}{l} \text{fragment} \\ \text{J} \end{array} \right\} &= \frac{\text{Total payload}}{\text{Maximum payload per fragment}} \\ &= \frac{1400}{600} \\ &= 3 \quad (600, 600, 200) \end{aligned}$$

Fragment size

$$\begin{aligned} 01 &\rightarrow 600 + 20 = 620 \text{ byte} \\ 02 &\rightarrow 600 + 20 = 620 \text{ byte} \\ 03 &\rightarrow 200 + 20 = 220 \text{ byte} \end{aligned}$$

Fragment offset

* offset is calculated in unit of 8 bytes. (because IP uses 8-byte blocks)

Fragment 01 \rightarrow offset 0 (start at the beginning)

$$\text{Fragment 02} \rightarrow \frac{600}{8} = 75$$

$$\text{Fragment 03} \rightarrow \frac{1200}{8} = 150$$

Fragment Number	Data length	Fragment Offset (8-byte)	Total size	More Flag.
1	600	0	620 byte	1
2	600	$\frac{600}{8} = 75$	620 byte	1
3	200	$\frac{1200}{8} = 150$	220 byte	0.

What happen if data octets is not divisible by 8

Pag load size \rightarrow 1405 byte

MTU \rightarrow 620 byte

header size \rightarrow 20 byte

Maximum pagload $\left\{ \begin{array}{l} = 620 - 20 \\ \text{per fragment} \end{array} \right\} = 600 \text{ bytes}$

- * first 2 fragment will still carry 600 byte of Pagload.

- * Remain pagload

$$1405 - 600 - 600 = 205 \text{ byte}$$

Not divisible by 8.

* Round up to nearest multiple of 8
208 byte.

* padding of $208 - 205 = 3$ byte is added to last fragment.

Fragment	Offset	Payload size	Total size
1	0	600 byte	620 bytes
2	75	600 byte	620 "
3	150	205 byte(+3)	$\frac{228}{200+20+8}$ " ^U

A datagram with size 2400 bytes must be fragmented according to an MTU limited of 1000 bytes.

Datagram \rightarrow 2400 byte

Header length \rightarrow 20 byte

Payload \rightarrow $2400 - 20 = 2380$ byte

MTU \rightarrow 1000 byte

Maximum payload for
fragment } $= 1000 - 20$
} $= 980$ bytes

$$\text{Number of fragment } \} = \frac{\text{Payload size}}{\text{Maximum payload per fragment}}$$

$$= \frac{2380}{980} = 3$$

$$= (980 + 980 + 420)$$

Fragment size

$$01 \rightarrow 980 + 20 = 1000 \text{ byte}$$

$$02 \rightarrow 980 + 20 = 1000 \text{ byte}$$

$$03 \rightarrow 420 + 20 = 440 \text{ bytes}$$

Fragment offset

$$01 \rightarrow \frac{0}{8} = 0$$

$$02 \rightarrow \frac{980}{8} = 122$$

$$03 \rightarrow \frac{1960}{8} = 244$$

Fragment	offset	Payload size	Total size
1	0	980 byte	1000 byte
2	122	980 byte	1000 byte
3	244	420 byte	440 byte