CS & IT ENGINEERING



IPv4 Header & Fragmentation

Lecture No 06

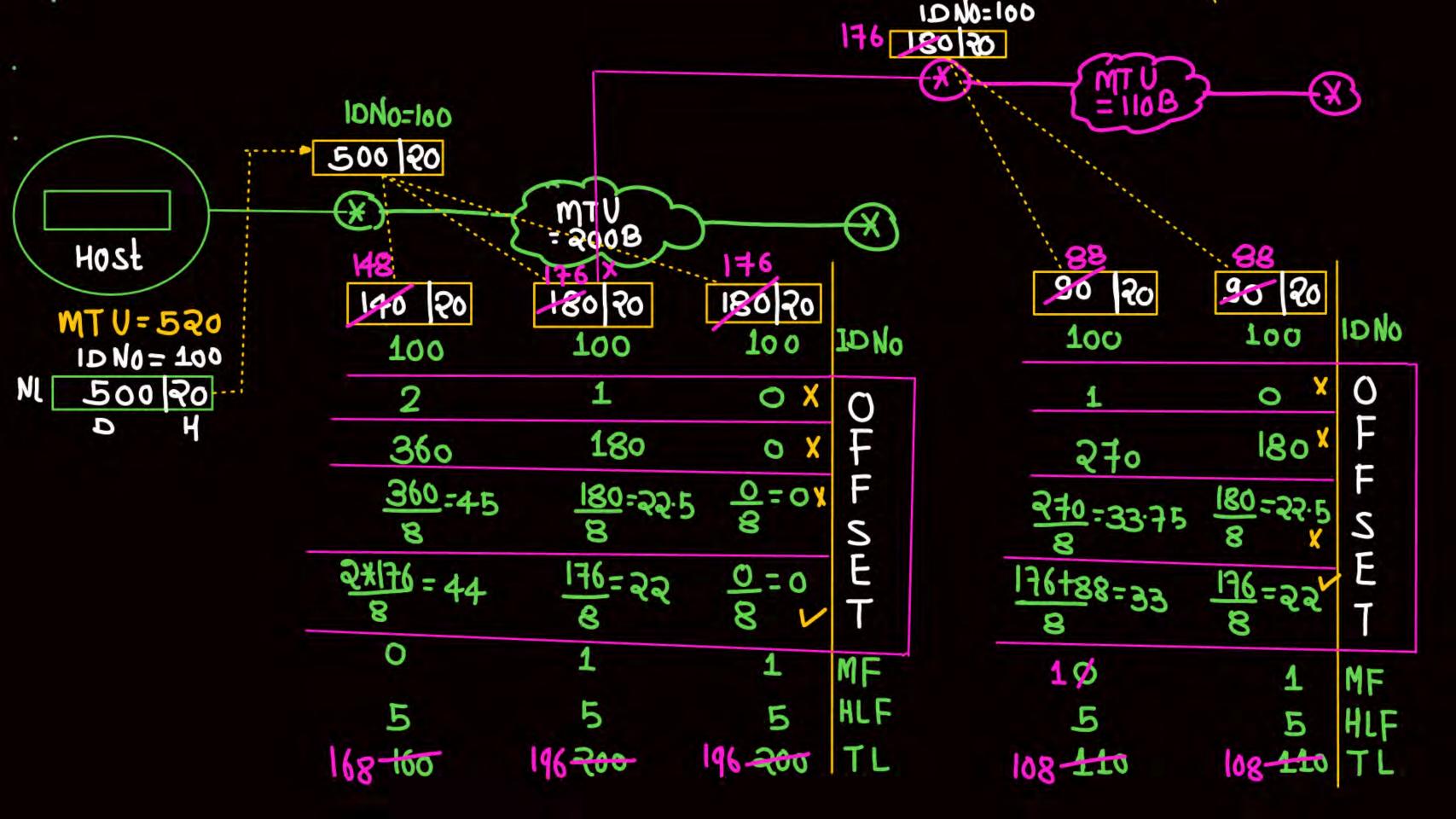


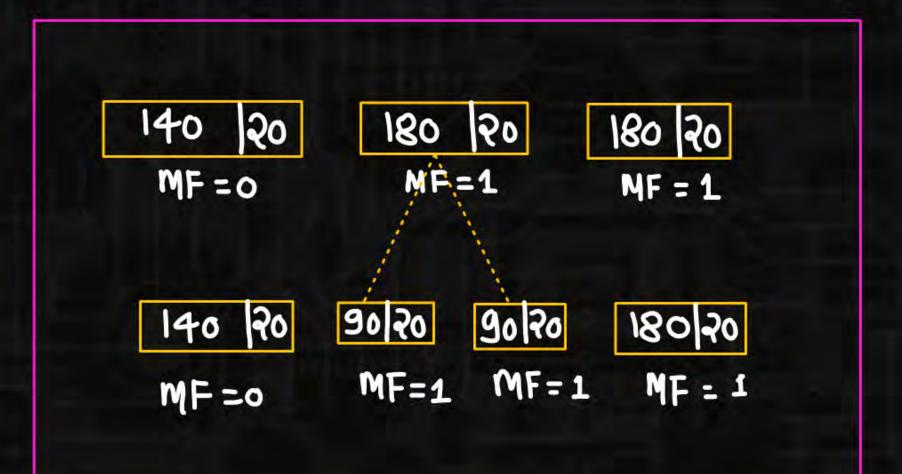
By- Ankit Doyla Sir

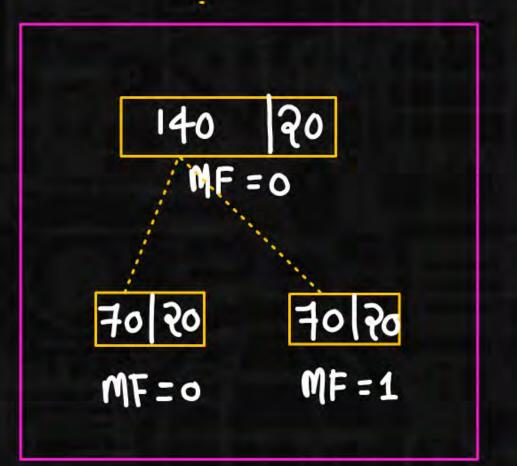


TOPICS TO BE COVERED

Fragmentation in IPv4





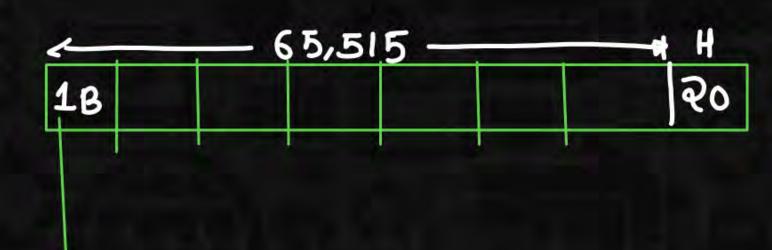




Totallength = 16 bit

$$maximumN0 = 2^{16} 1 = 65,535$$

$$\begin{array}{c} \text{NL} \leftarrow -65,515 \longrightarrow \text{QO} \\ \leftarrow -65,535 \longrightarrow \end{array}$$



Fragment offset = 13 bit Maximum No = 2^{13} 1 = $8191 = 2^{13}$

Final Result

148 20	88 20	88 20	176 20	
100	100	100	100	IDNo
44	33}	22	0 }	OFFset
0	1	1	1	MF
5	5	5	5	HLF
168	108	108	196	TL

OFFset= {22,33,0,44} Inc. order OFF-set = 222,33,0,44) LInc. 20,33,44)

Reassemble Algorithm



If each fragment follow a different path and arrives out of order, the final destination host can reassemble the original datagram from the fragment received by using the following strategy:

- 1. Identify the fragment with offset = 0 and it is the first fragment.
- 2. Identify the fragment with MF = 0 and it is the last fragment.
- 3. Divide the data length of the first fragment by 8. The second fragment has an offset value equal to that result 176 = 22 = 2 1/4 Fragmint
- 4. Divide the data length of the first and second fragment by 8. The third fragment has an offset value equal that result. 196+88=33→36 FXagmunt
- 5. Repeat this process as many times as possible to cover all the offset fragment.

Note:-



- 1. Fragmentation is done by Intermediary devices such as Router.
- The reassembly of fragmented datagrams is done only after reaching the destination



- Q. Why Reassembly is not done at the router?
- 1. All the fragment may not meet at a router
- Fragmented datagram may each the destination through Independent path.
- 3. Fragmented packet may be fragmented further.

Fragmentation Overhead



- 1. Fragmentation of datagram Increase the overhead
- This is because after fragmentation, IP header hast to be attached with each Fragment.

Total overhead = (Total No. Fragment datagram-1) * size of IP Header



