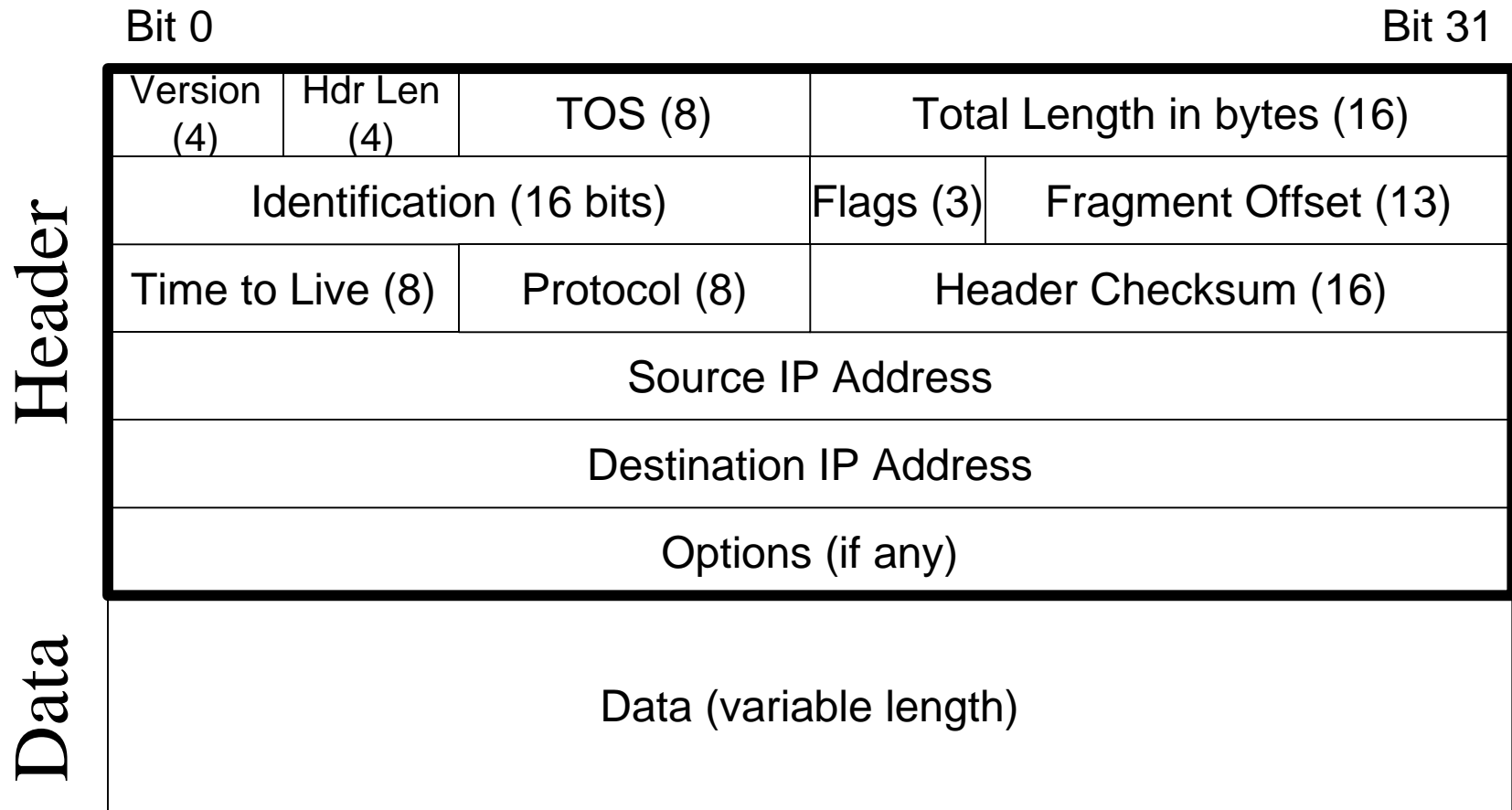


Internet Protocol

IP Datagram, Fragmentation and
Reassembly

IP Datagram



IP Packet Header

- Version
 - Version number of IP protocol
 - Current version is Version 4
 - Version 6 has different header format

Bit 0					Bit 31
Version (4)	Hdr Len (4)	TOS (8)		Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)	
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

IP Packet Header

- Header Length (in 32 bit words)
 - Indicates end of header and beginning of payload
 - If no options, Header length = 5

Bit 0				Bit 31
Version (4)	Hdr Len (4)	TOS (8)	Total Length in bytes (16)	
Identification (16 bits)		Flags (3)	Fragment Offset (13)	
Time to Live (8)	Protocol (8)	Header Checksum (16)		
Source IP Address				
Destination IP Address				
Options (if any)				

IP Packet Header

- Type of Service (TOS)
 - Allows different types of service to be requested
 - Initially, meaning was not well defined
 - Currently being defined (diffserv)

Bit 0

Bit 31

Version (4)	Hdr Len (4)	TOS (8)	Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)
Time to Live (8)		Protocol (8)	Header Checksum (16)	
Source IP Address				
Destination IP Address				
Options (if any)				

IP Packet Header

- Packet Length (in Bytes)
 - Unambiguously specify end of packet
 - Max packet size = $2^{16} = 65,535$ Bytes

Bit 0				Bit 31	
Version (4)	Hdr Len (4)	TOS (8)		Total Length in bytes (16)	
Identification (16 bits)		Flags (3)	Fragment Offset (13)		
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

IP Packet Header

- These three fields for Fragmentation Control (will come back to them later)

Bit 0				Bit 31	
Version (4)	Hdr Len (4)	TOS (8)		Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)	
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

IP Packet Header

- Time to Live
 - Initially set by sender (up to 255)
 - Decrement by each router
 - Discard when TTL = 0 to avoid infinite routing loops

Version (4)	Hdr Len (4)	TOS (8)	Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)
Time to Live (8)		Protocol (8)	Header Checksum (16)	
Source IP Address				
Destination IP Address				
Options (if any)				

IP Packet Header

- Protocol
 - Value indicates what is in the data field
 - Example: TCP or UDP

Bit 0				Bit 31	
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Identification (16 bits)			Flags (3)	Fragment Offset (13)	
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

IP Packet Header

- Header Checksum
 - Checks for error in the header only
 - Bad headers can harm the network
 - If error found, packet is simply discarded

Bit 31

Version (4)	Hdr Len (4)	TOS (8)	Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)
Time to Live (8)	Protocol (8)	Header Checksum (16)		
Source IP Address				
Destination IP Address				
Options (if any)				

IP Packet Header

- Source and Destination IP Addresses
 - Strings of 32 ones and zeros

Bit 0				Bit 31	
Version (4)	Hdr Len (4)	TOS (8)		Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)	
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

IP Packet Header

- Options
 - Example: timestamp, record route, source route

Bit 0				Bit 31	
Version (4)	Hdr Len (4)	TOS (8)		Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)	
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

IP Fragmentation & Reassembly

- Maximum Transmission Unit (MTU)
 - Largest IP packet a network will accept
 - Arriving IP packet may be larger (max IP packet size = 65,535 bytes)
- Sender or router will split the packet into multiple fragments
- Destination will reassemble the packet
- IP header fields used to identify and order related fragments

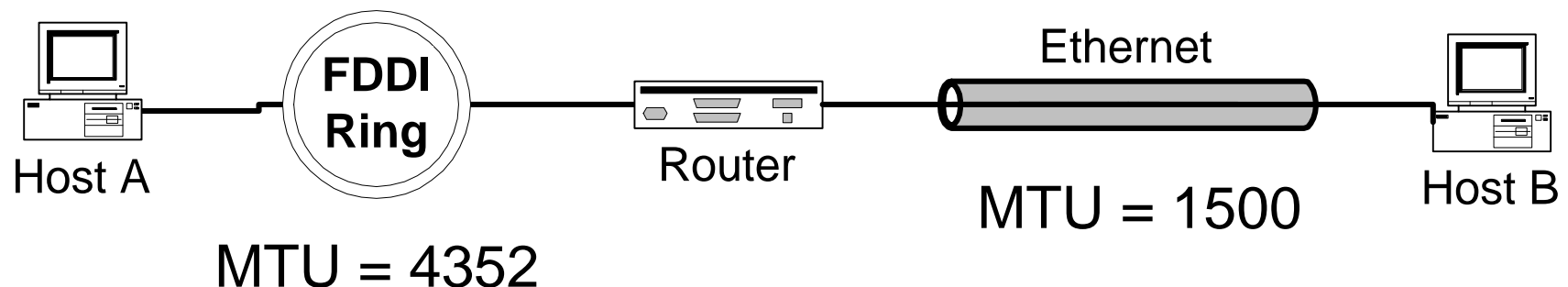
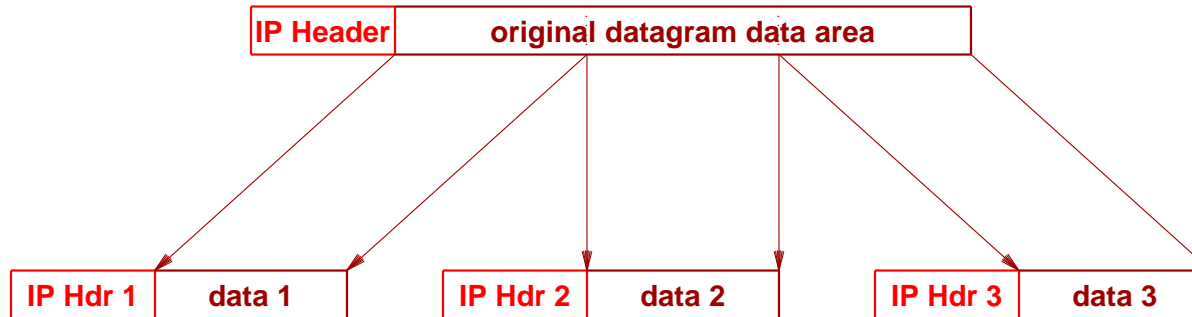


Illustration Of Datagram Fragmentation



- Each fragment has IP datagram header
- Header fields
 - Identify original datagram
 - Indicate where fragment fits

IP Packet Header

- Identification
 - All fragments of a single datagram have the same identification number

Bit 0				Bit 31	
Version (4)	Hdr Len (4)	TOS (8)		Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)	
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

IP Packet Header

- Flags:
 - 1st bit: reserved, must be zero
 - 2nd bit: DF -- Do Not Fragment
 - 3rd bit: MF -- More Fragments

Bit 0				Bit 31	
Version (4)	Hdr Len (4)	TOS (8)		Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)	
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

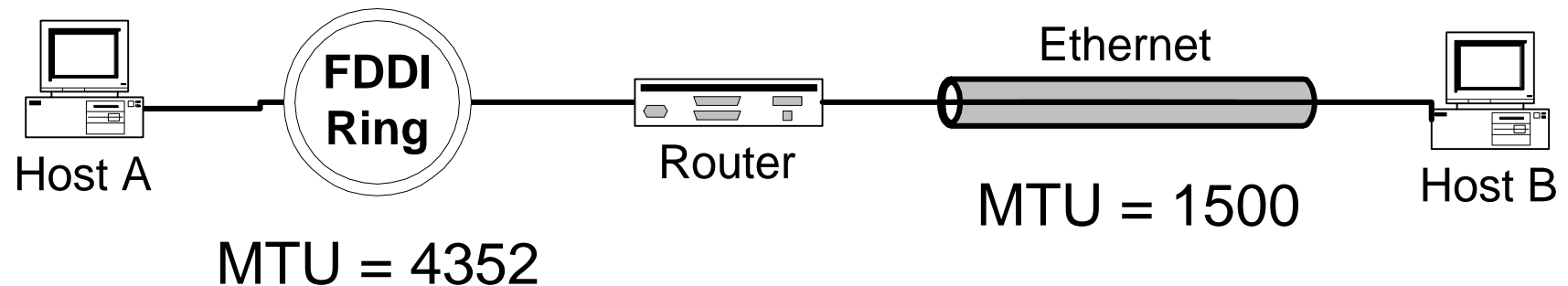
IP Packet Header

- Fragment Offset (in units of 8 bytes)
 - Used for reassembly of packet
 - 1st fragment has offset = 0

Bit 0				Bit 31	
Version (4)	Hdr Len (4)	TOS (8)		Total Length in bytes (16)	
Identification (16 bits)			Flags (3)	Fragment Offset (13)	
Time to Live (8)		Protocol (8)		Header Checksum (16)	
Source IP Address					
Destination IP Address					
Options (if any)					

IP Fragmentation Example

- Host A wants to send to Host B an IP datagram of size = 4000 Bytes



IP Fragmentation Example

	length	ID	MF	offset	
	=4000	=x	=0	=0	

One large datagram becomes several smaller datagrams

	length	ID	MF	offset	
	=1500	=x	=1	=0	

	length	ID	MF	offset	
	=1500	=x	=1	=1480	

	length	ID	MF	offset	
	=1040	=x	=0	=2960	

Multiple Fragmenting Points

- Let MTUs along internet path be
 - 1500
 - 1500
 - 1000
 - 1500
 - 576
 - 1500
- Result: fragmentation can occur twice

Fragmenting A Fragment

- Needed when fragment too large for network MTU
- Arbitrary subfragmentation possible
- Router divides fragments into smaller pieces
- All fragments at same “level”
 - Offset given with respect to original datagram
 - Destination cannot distinguish subfragments

Fragment Loss

- Receiver
 - Collects incoming fragments
 - Reassembles when all fragments arrive
 - Does not know identity of router that did fragmentation
 - Cannot request missing pieces
- Consequence: Loss of one fragment means entire datagram lost