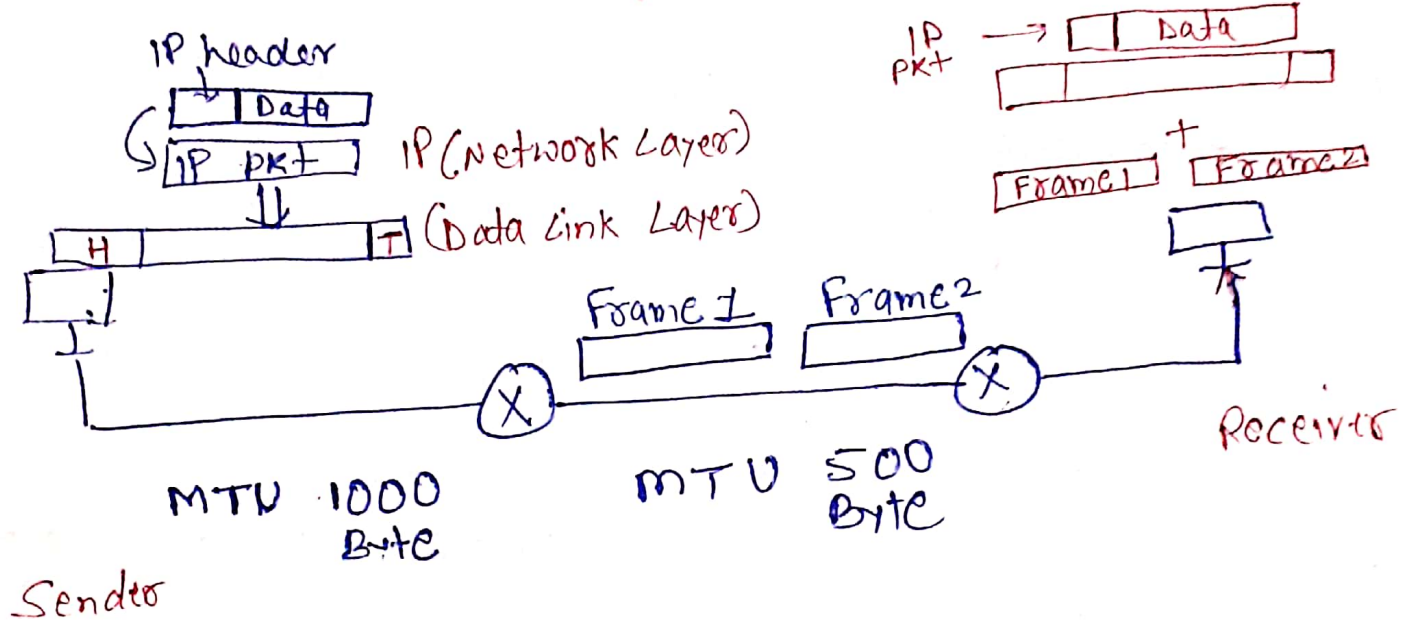


# Fragmentation in IPv4

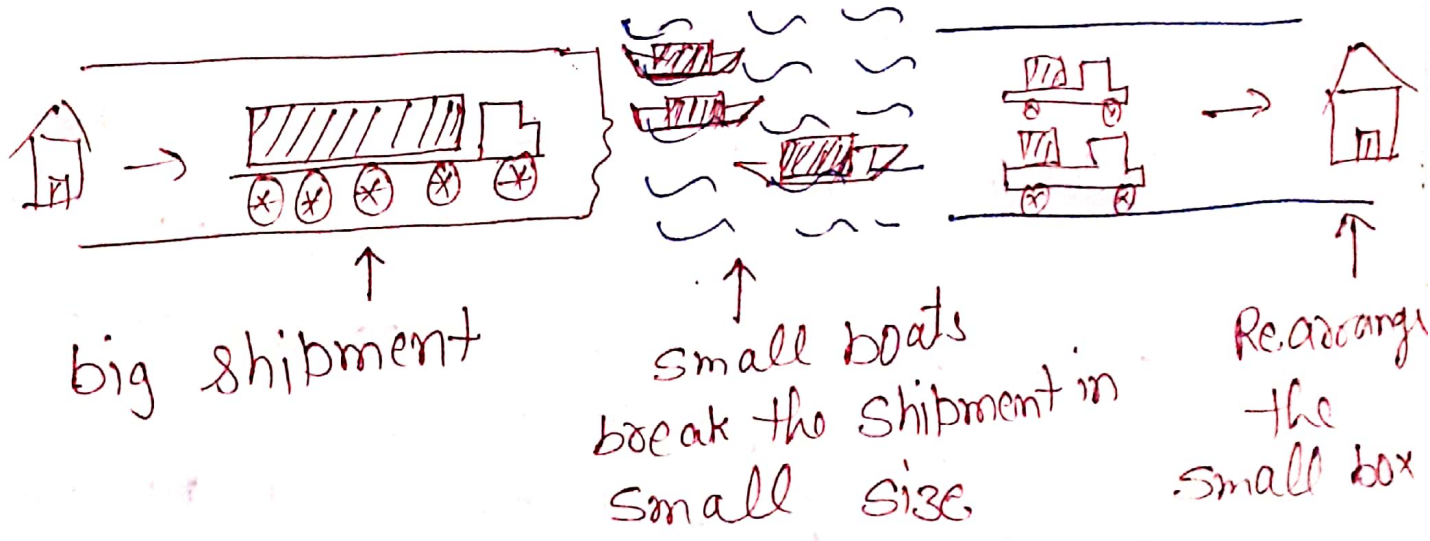
(1)

← 32 bit →

Version	Header length	Type of Service	Datagram Length		
(16 bit) Identification			R	D	M
Identification			E	F	F
			Fragment offset (13 bit)		



\* Like transporting a big shipment.



- \* DF  $\rightarrow$  DO NOT fragment
- \* MF  $\rightarrow$  more fragment

(2)

IDENTIFICATION	R	D	Fragment offset
16 Bit	E	M	13 bit
	S	F	

Fragmentation is allowed at intermediate node

NO + allowed

$\begin{matrix} < 00 \\ < 01 \\ < 10 \\ < 11 \end{matrix}$

$10 \rightarrow$  Last/only ~~pkt~~ fragment  
 $11 \rightarrow$  more fragment ahead

\* Identification :- 16 bit  $\rightarrow 2^{16}$  ids

Since pkt length :- 16 bit  $\rightarrow 2^{16}$  possible size

\* fragment offset :- number of byte ahead of current fragment.

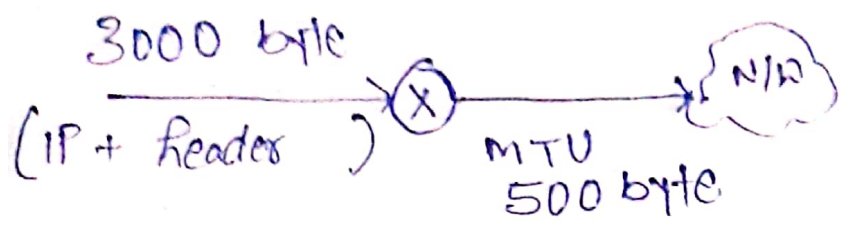
$\therefore$  (FO) is 13 bit, but datagram length  $\rightarrow$  16 bit

$\frac{2^{16}}{2^{13}} = 2^3 = 8$ , hence FO value should be up by the factor of 8.

Q :- A datagram of 3000 B (20 of IP header + 2980 byte data)

reached a router, and need to be forwarded over a link with MTU of 500 Byte.

Calculate  $\rightarrow$  no. of fragment, over head, DF, MF and offset value.



Now, how many fragment we do →

Total data we have → 3000 ⇒ (20 + 2980)

max. frame size (MTU) → 500 ⇒ (20 + 480)

\* Each fragment need a new header, thus if mtu is 500 byte then we can put at most  $\ll (500 - \text{IP header})$  byte data.

\* Hence fragment count →  $\left\lceil \frac{2980}{480} \right\rceil = 7$

6 full size →  $480 \times 6 = 2880$  byte  
1 have remaining 100 byte

\* here each fragment can have max 480 byte

# we check that the bytes we are going to put in a fragment must be divisible by 8

$$\frac{480}{8} = 60 \quad \text{OK}$$

if 482 then  
 $\frac{482}{8}$  x not fully divisible  
Reduce the data size to nearest divisible → 480

\* This is to calculate offset

	P <sub>1</sub>	P <sub>2</sub>	P <sub>3</sub>	P <sub>4</sub>	P <sub>5</sub>	P <sub>6</sub>	P <sub>7</sub>
Identification	A	A	A	A	A	A	A
Size	400 + 20	400 + 20	400 + 20	400 + 20	400 + 20	400 + 20	100 + 20
DF	0	0	0	0	0	0	0
MF	1	1	1	1	1	1	0
offset	0	$\frac{400}{8} = 60$	$\frac{(400+400)}{8} = 120$	$\frac{400}{8} + 120 = 180$	240	300	360

↑                    ↑                    ↑                    ↓  
 Represent data ahead  
 of this fragment (x 8)

$$\begin{array}{r}
 \uparrow \\
 360 \times 8 = 4000 \\
 + \\
 100 \\
 \hline
 \underline{\underline{4900}}
 \end{array}$$

\* Overhead  $\Rightarrow$   $\frac{\text{Actual data}}{\text{total data}}$

120 byte new overhead  $\Rightarrow$   $\frac{4900}{4900 + 20 \times 7} = \frac{4900}{5120} = .97$

20 byte old overhead  $\rightarrow$   $\frac{4900}{(4000 + 20)} = .995$  .996

