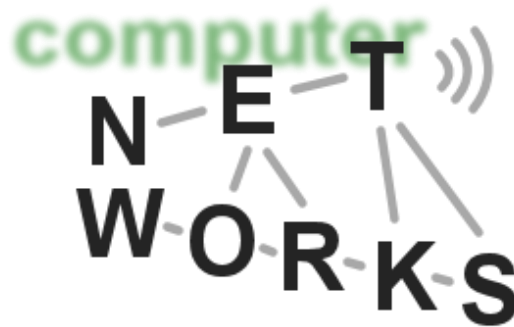


# Network Layer – Part I (Addendum)

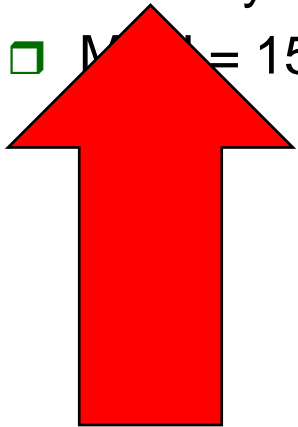
Telematics, Winter 2009/2010



# IP Fragmentation and Reassembly

## Example

- ❑ 4000 byte datagram
- ❑ MTU = 1500 bytes



	length =4000	ID =x	fragflag =0	offset =0	
--	-----------------	----------	----------------	--------------	--

One large datagram becomes  
several smaller datagrams

	length =1500	ID =x	fragflag =1	offset =0	
--	-----------------	----------	----------------	--------------	--

	length =1500	ID =x	fragflag =1	offset =185	
--	-----------------	----------	----------------	----------------	--

	length =1040	ID =x	fragflag =0	offset =370	
--	-----------------	----------	----------------	----------------	--

**Includes header!**  
⇒ 3980 byte of data  
⇒ fragmented into  
**1500 (1480+20)**  
**1500 (1480+20)**  
**1040 (1020+20)**

# How to fragment an already fragmented datagram

- Max. MTU = 820
- Incoming datagram:

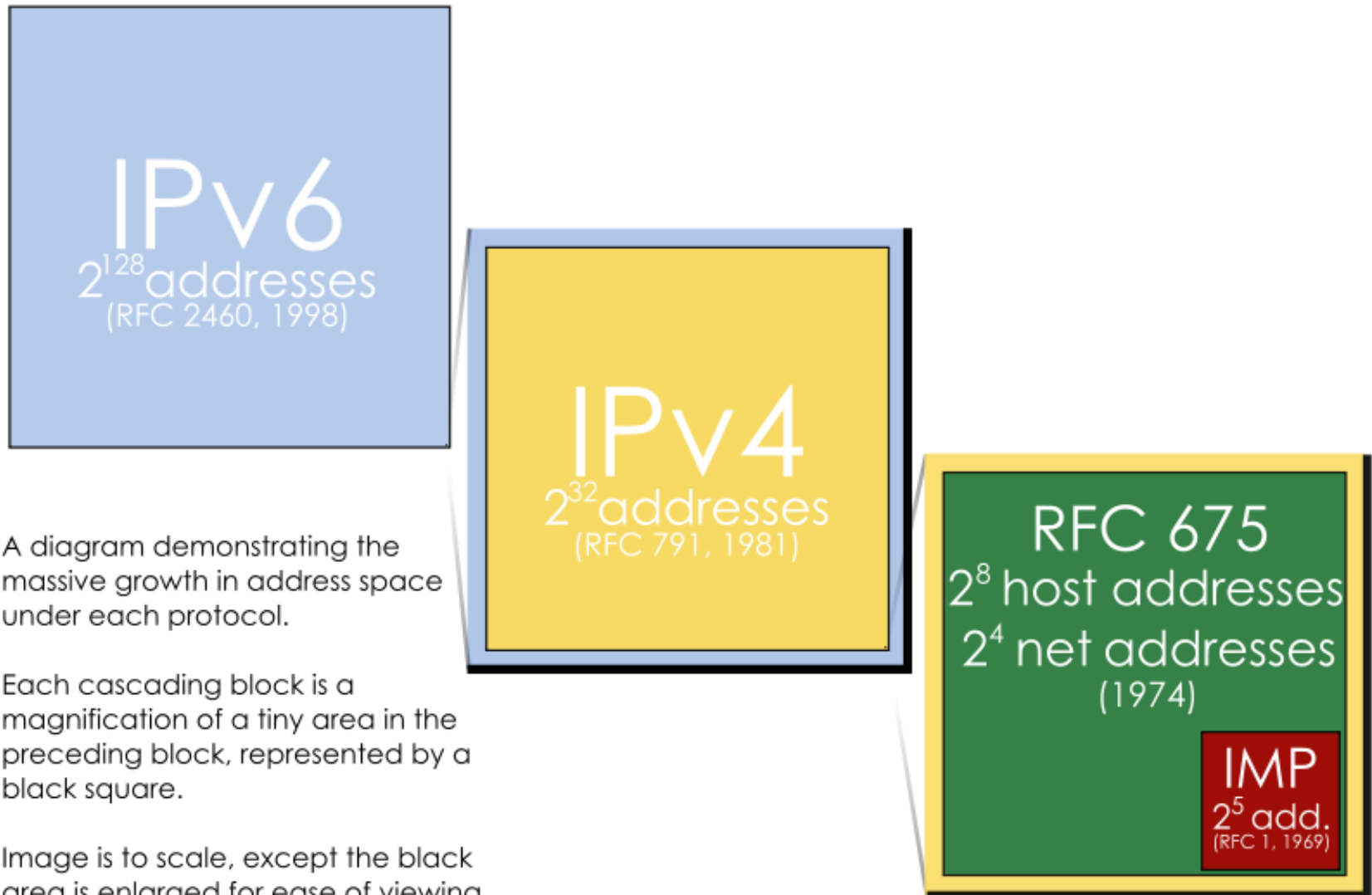
...	Len = 1500	ID = X	MF = 1	Offset = 185	...
-----	---------------	-----------	-----------	-----------------	-----

- Outgoing datagrams:

...	Len = 820	ID = X	MF = 1	Offset = 185	...
-----	--------------	-----------	-----------	-----------------	-----

...	Len = 700	ID = X	MF = 1	Offset = 285	...
-----	--------------	-----------	-----------	-----------------	-----

# IPv4 vs IPv6



A diagram demonstrating the massive growth in address space under each protocol.

Each cascading block is a magnification of a tiny area in the preceding block, represented by a black square.

Image is to scale, except the black area is enlarged for ease of viewing