



2) cambiare la dimensione dei pacchetti per trovare colli di bottiglia nella rete

ex. 100 byte : T_{100}

1000 byte : T_{1000}

$$T_{100} = l + \frac{100 \text{ byte}}{\text{banda}}$$

$$T_{\text{trans}} = l + \frac{1000 \text{ bytes}}{\text{bandwidth}}$$

posso ricavare la banda delle di
sottiglie

b) decidendo quali dati mettere dentro \rightarrow compressione o non dei dati

c) problema con l'escaping in Transcodifica di byte.

Header Checksum: 16 bits

A checksum on the header only. Since some header fields change (e.g., time to live), this is recomputed and verified at each point that the internet header is processed.

The checksum algorithm is:

The checksum field is the 16 bit one's complement of the one's complement sum of all 16 bit words in the header. For purposes of computing the checksum, the value of the checksum field is zero.

This is a simple to compute checksum and experimental evidence indicates it is adequate, but it is provisional and may be replaced by a CRC procedure, depending on further experience.

The checksum is the 16-bit ones's complement of the one's complement sum of the ICMP message starting with the ICMP Type. For computing the checksum , the checksum field should be zero. If the total length is odd, the received data is padded with one octet of zeros for computing the checksum. This checksum may be replaced in the future.