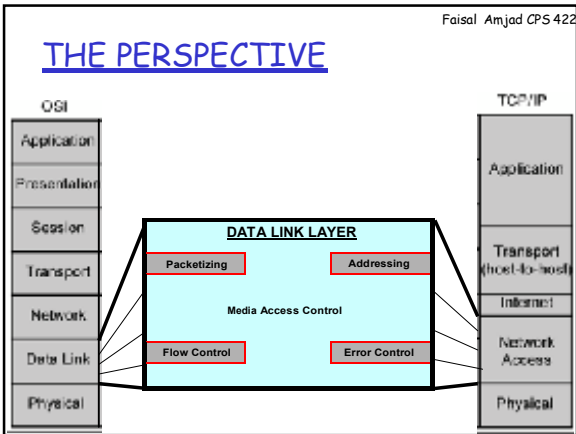


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DATA LINK LAYER

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Data can be corrupted during transmission, for reliable communication errors must be detected and corrected

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ERROR DETECTION AND CORRECTION

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TYPES OF ERROR

‰ SINGLE - BIT ERRORS

‰ BURST ERRORS

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ERROR DETECTION

- ‰ One error detection mechanism could be the transmission of all data units, TWICE.
- ‰ Error detection uses the concept of "Redundancy", which means adding extra bits to data for detecting errors at dest.
- ‰ The receiver puts the entire stream [data + redundancy] through a checking function
- ‰ If the bit stream passes checking criteria, the data unit is accepted and redundant bits discarded.

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ERROR DETECTION (Contd...)

% Types of error detection techniques

- o Parity Check
 - f Simple
 - f Two-Dimensional
- o Cyclic Redundancy Check (CRC)
- o Checksum

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Simple Parity Check

% A redundant "Parity-bit" added to every data unit

% In "Even" parity, the total number of 1s

including the parity bit must be even.

% In "Odd" parity, the total number of 1s

including the parity bit must be Odd

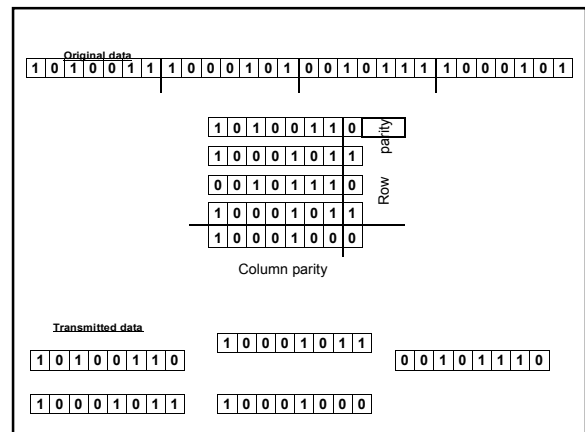
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Two-Dimensional Parity Check

% Block of bits is organized in a table (rows and columns)

% Parity bits for each row and each column calculated and appended to the end of respective row/column.

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Cyclic Redundancy Check (CRC)

% Based on "binary Division"

% A sequence of redundant bits, called the CRC Remainder or simply "CRC" is appended to the end of data unit.

% Resulting data unit becomes exactly divisible by a second, "predetermined" binary number called the "Divisor".

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CRC - Process

% A string of n 0s (zeros) appended to the data unit.

% The divisor is n+1 bits long.

% Elongated data unit is divided by the divisor, using binary division. Remainder of this process is the CRC.

% The CRC replaces the n 0s appended earlier at the beginning, and bit stream transmitted.

% The CRC may consist of all 0s.

% The receiver divides the received stream by the Divisor. If remainder is all 0s, no error occurred

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CRC - Generation

Pre-determined		1 1 1 1 0 1	Quotient
Divisor	1 1 0	1 0 0 1 0 0 0 0	Extra 0s
	1	1 1 0 1	
		1 0 0 0	
		1 1 0 1	
		1 0 1 0	
		1 1 0 1	
		1 1 1 0	
		1 1 0 1	
		0 1 1	
		0 0 0	
		0	
		1 1 0 0	
		1 1 0 1	
		0 0 1	Remainder / CRC

Original Data: 1 0 0 1 0 0

Original Data + CRC: 1 0 0 1 0 0 0 1

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CRC - Checking

Similar process - Remainder must be all 0s, for data to be correct

CRC Divisor is represented as a polynomial e.g. in our example its equivalent polynomial is $x^3 + x^2 + 1$ (1101)

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CHECKSUM

Steps at Sender

- The unit is divided into k sections, each n bits long
- All sections are added using "1's Complement"
- The resulting sum is complemented which becomes the "Checksum"
- Checksum is transmitted with the data.

Steps at Receiver

- The unit is divided into k sections, each n bits long
- All sections are added using "1's Complement"
- The resulting sum is complemented
- If the result is zero, data is accepted.

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Checksum - Generation

Original data	1 0 1 0 1 0 0 0 1 1 1 0 0	
0		
Sender	1 0 1 0 1 0 0	
	1	
	0 0 1 1 1 0 0 1	Sum
	1 1 1 0 0 0 1	Checksum
Transmitted data	0 0 0 1 1 1 0	
	1	
Receiver	1 0 1 0 1 0 0 1	
	0 0 1 1 1 0 0 1	
	0 0 0 1 1 1 0 1	
	1 1 1 1 1 1 1	Sum
	1	Complement
	0 0 0 0 0 0 0	
	0	

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ASSIGNMENT # 2

Write a note on the performance of fol:

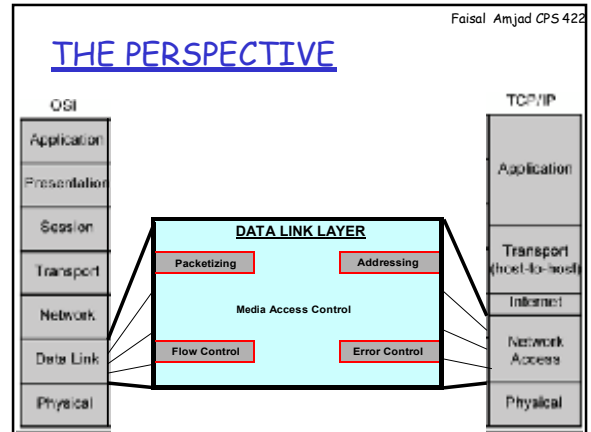
- Simple Parity check
- Two-Dimensional parity check
- CRC
- Checksum

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ERROR CORRECTION

ERROR CORRECTION BY RETRANSMISSION

FORWARD ERROR CORRECTION

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FORWARD ERROR CORRECTION

- % A Receiver can use error correcting codes to automatically correct certain errors.
- % Theoretically any number of errors can be corrected.
- % To "Correct" an error the receiver must know the "location" of error in received data.

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FORWARD ERROR CORRECTION (Contd...)

- % To correct a "single-bit" error in an ASCII character, the error correcting code must determine which of the 7 bits has changed.
- % So it has to distinguish between eight different states:
 - o No error
 - o Error in position 1
 - o Error in position 2
 - o ...
 - o Error in position 7
- % It "seems" 3 redundant bits are required to represent these 8 states (000 - 111).

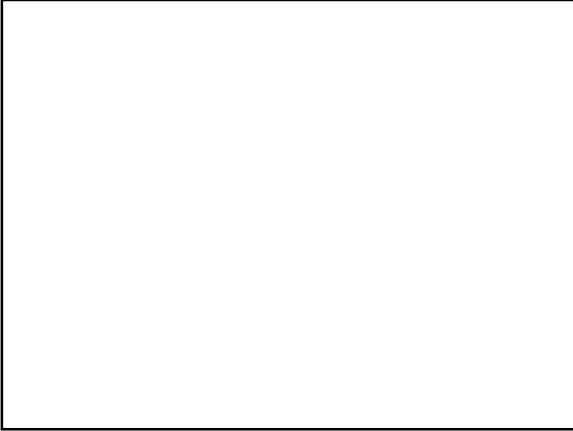
FORWARD ERROR CORRECTION (Contd...)

- % What if an error occurs in redundancy bits???
- % So we have to cater for 10 bits (7 data + 3 redundant)
 - % Hence 3 bits are insufficient for 7 bit data.
- % To calculate "r" redundant bits for "m" data bits, consider this:
 - o r must be able to indicate $m + r + 1$ states. Why???
 - o For $m + r$ **error** states and 1 **no-error** state.
- % Since r can represent 2^r states, so 2^r must be greater than or equal to $m+r+1$

o $2^r \geq m + r + 1$

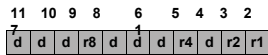
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THE HAMMING CODE

- % Can be applied to data units of any length and uses the same relationship between data and redundant bits.
- % Redundant bits are interspersed with data bits at positions which are powers of 2, e.g. 1,2,4,8...
- % These bits are represented as r1,r2,r4,r8 etc.

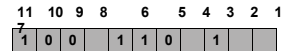


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THE HAMMING CODE

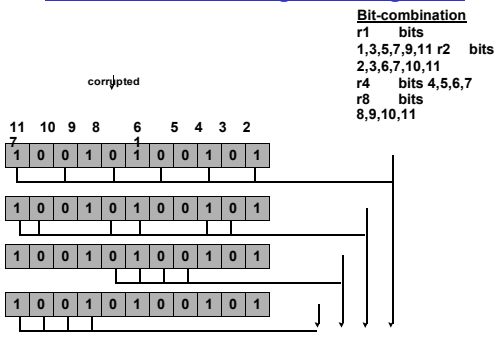
- % Each redundant r bit is the parity bit for one combination of data bits as fol :-
 - o r1 bits 1,3,5,7,9,11
 - o r2 bits 2,3,6,7,10,11
 - o r4 bits 4,5,6,7
 - o r8 bits 8,9,10,11
- % Plug in the data bits at their respective locations
- % Calculate each r bit as parity of the bit-combination mentioned above

Data bits are : 1001101



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Error detection using Hamming code



Error position = 7 **0 1 1 1**

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ASSIGNMENT # 2

- % Write a note on the performance of fol:
 - o Simple Parity check
 - o Two-Dimensional parity check
 - o CRC
 - o Checksum
 - o Hamming Code

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