ASSIGNMENT 2

CSCI 6704 – Advanced Topics in Networks

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Question 1 <Digital Encoding Question>

The following bit stream is to be digitally encoded:
1 0 1 1 0 1 0 1 0 1 1 1
Draw the waveforms if the bit stream were to be encoded using
a) Unipolar
b) NRZ
c) Manchester
d) Differential Manchester encoding: Here's how this scheme works. A logic 0 is represented by a transition at the beginning AND at the middle of the clock interval. The transition can be from low to high or high to low, that is, if it was low, it goes to high and if it was high, it goes to low. Logic 1 is represented by a transition ONLY at the middle of the interval. Again, the transition can be either low to high or high to low.
In all the above cases, assume that the signal is HIGH to begin with.

Answer

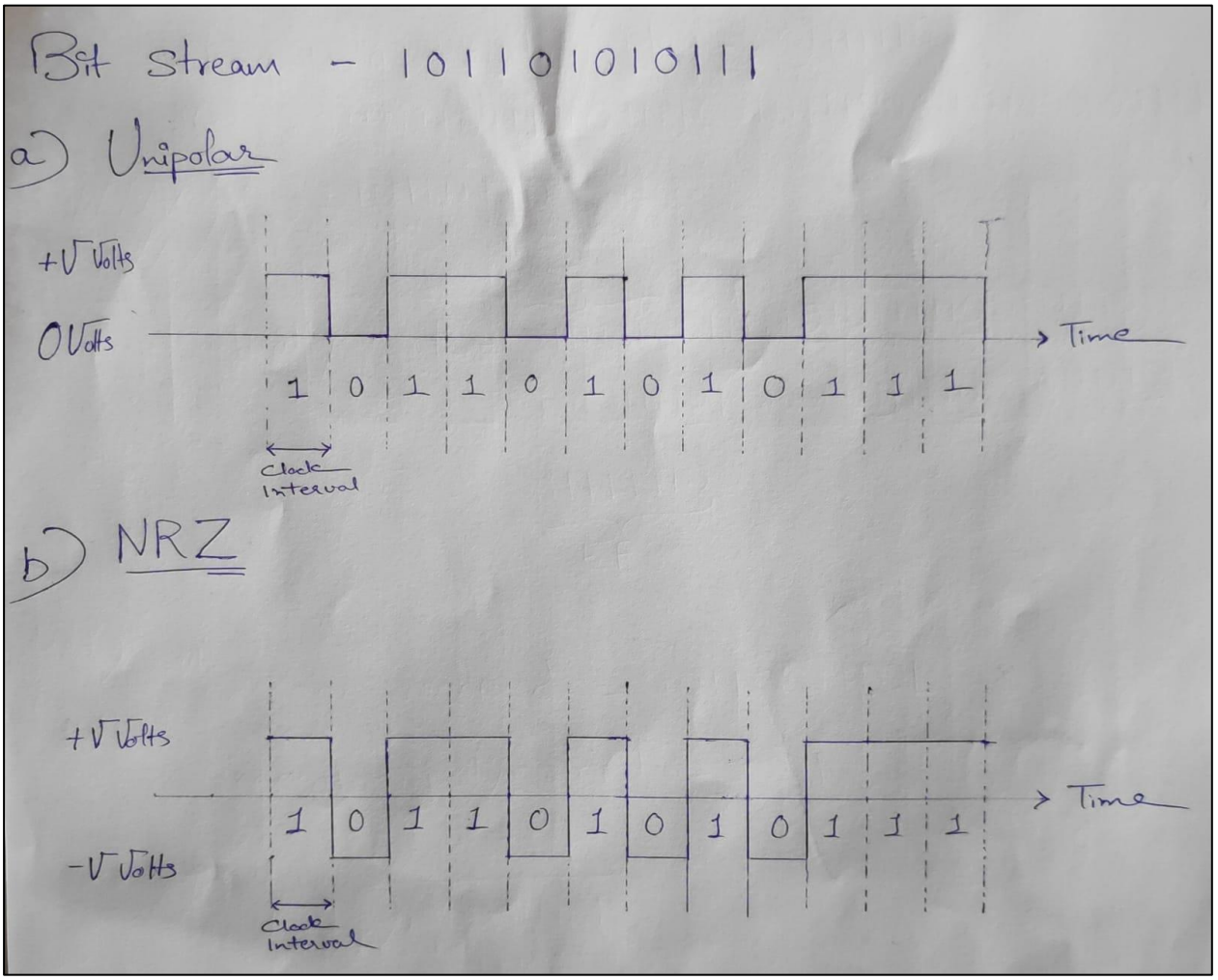


Figure 1 – Unipolar and NRZ encoding of bit stream 1 0 1 1 0 1 0 1 0 1 1 1

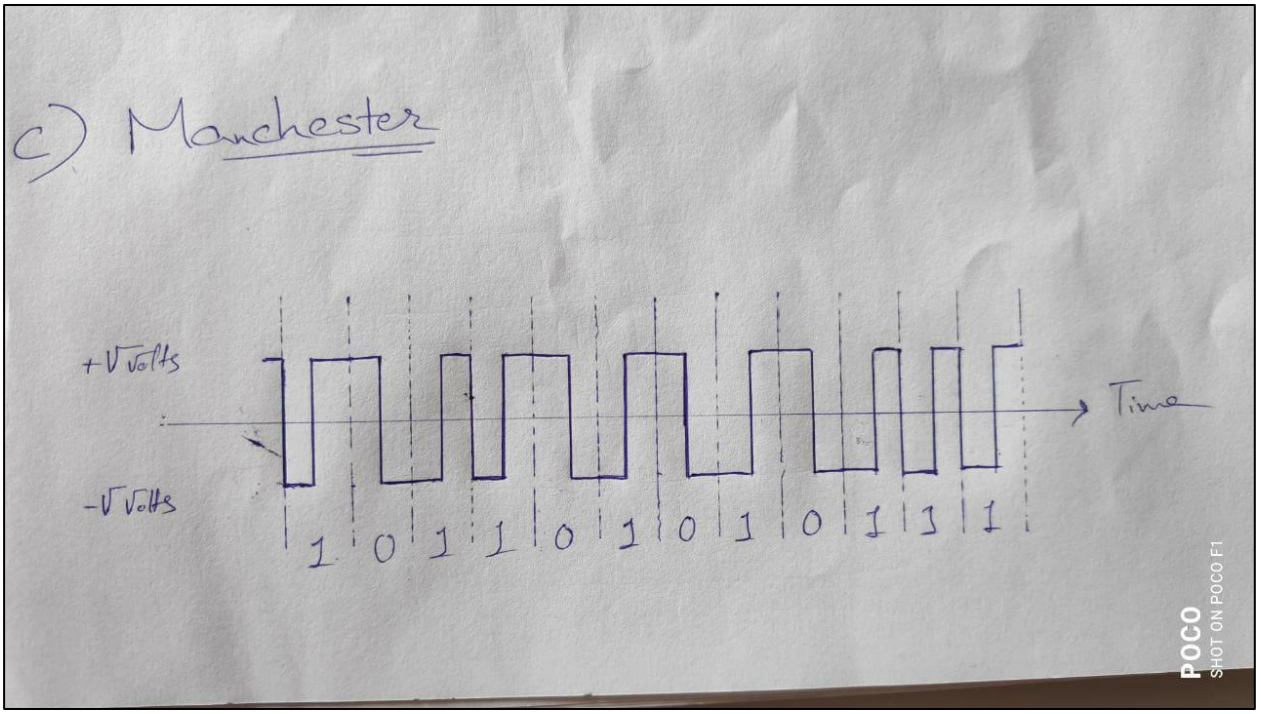


Figure 2 – Manchester encoding of bit stream 1 0 1 1 0 1 0 1 0 1 1 1

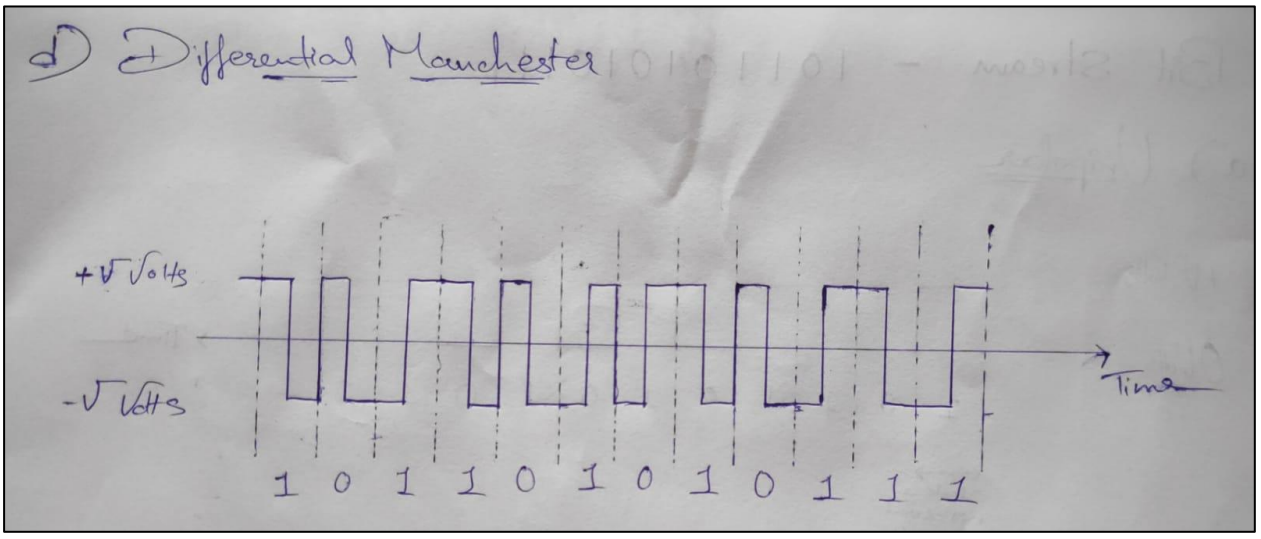


Figure 3 – Differential Manchester encoding of bit stream 1 0 1 1 0 1 0 1 0 1 1 1

Question 2 <Bit Stuffing Question>

The following message is to be sent by a host running a protocol with starting and ending flags and bit stuffing. The starting and ending flags are both 01111110 and they have not yet been added.

- ⇨ 011111101111101111001111110011111100000011111010111111 0
- ⇨ What is the message actually sent (after bit stuffing and after adding the starting and ending flags)?

Answer

Starting flag = Ending flag = 01111110

Message = 011111101111101111001111110011111100000011111010111111 0

Bit stuffing is done when a bit sequence having 5 or more consecutive 1s is to be transmitted. Extra 0 bit is stuffed after the fifth 1.

So, for message 0<u>11111</u>10<u>11111</u>0111100<u>11111</u>100<u>11111</u>1000000<u>11111</u>010<u>11111</u>10, a 0 bit is stuffed after the underlined group of bits.

Thus, message after bit stuffing is as below:

0<u>11111</u>**0**10<u>11111</u>**0**0111100<u>11111</u>**0**100<u>11111</u>**0**1000000<u>11111</u>**0**010<u>11111</u>**0**10

Now, adding starting and ending flags, final message sent by the host is as below

0111111001111**0**1011111**0**0111100111111**0**10011111**0**1000000111111**0**01011111**0**10**01111110**

Final answer –

0111111001111**0**1011111**0**0111100111111**0**10011111**0**1000000111111**0**01011111**0**10**01111110**

Question 3 <CRC Question>

If the generator polynomial is x5 + x3 + 1 and the message to be sent is 1110010111, what is the actual bit string transmitted? Show steps

Answer

Let G(x) = x5 + x3 + 1 = 101001
Let M(x) = 1110010111

First, M(x) is converted to M'(x) by appending 5 zeros since G(x) is degree 5 polynomial.

Thus, M'(x) = 111001011100000

Step 1 – Divide M'(x) by G(x)

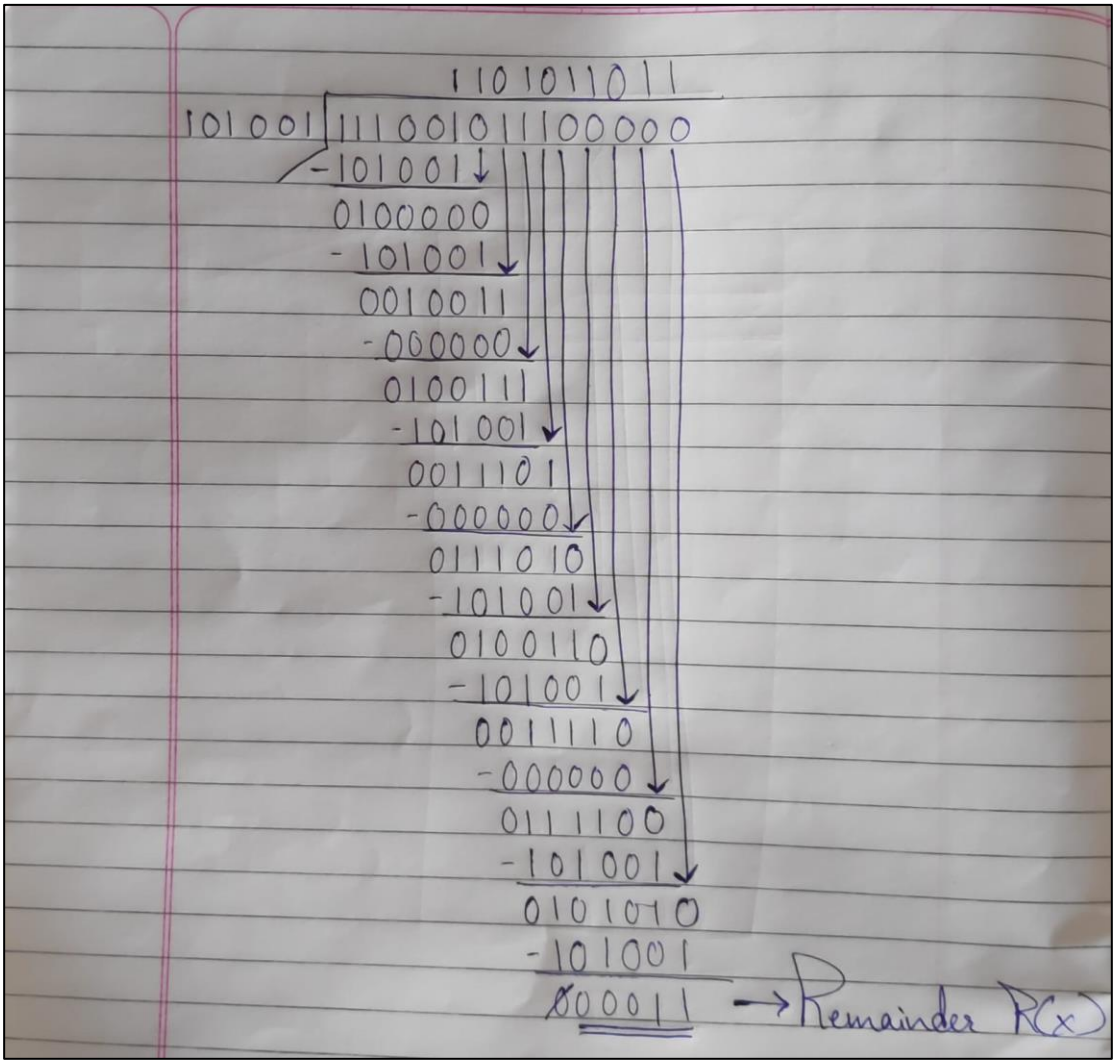


Figure 4 – Division of M'(x) by G(x)

Step 2 – Convert M(x) to P(x) such P(x) is exactly divisible by G(x). P(x) is M'(x) – R(x) which is divisible by G(x).

Thus,

M'(x) = 111001011100000
R(x) = 00011

P(x) = 111001011100011

Thus, the actual bit stream transmitted is P(x) = 111001011100011

Final answer –

Actual bit stream transmitted is **P(x) = 111001011100011**

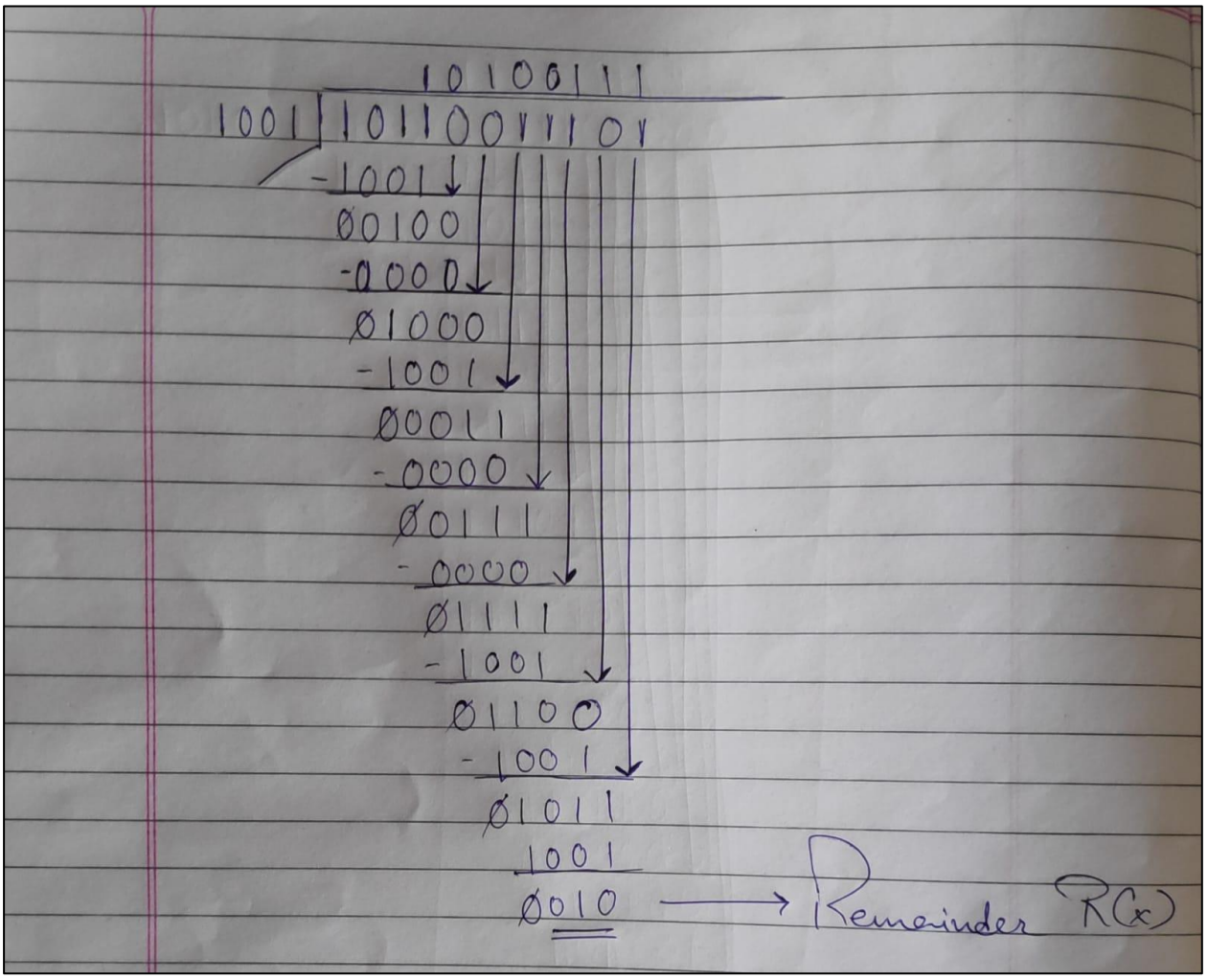
Question 4 <CRC Question>

The data link layer of a host receives the bit string 10110011101. The data link layer uses CRC for error checking and the generator polynomial is 1001. Is there an error detected in the frame? Show steps.

Answer

Let M(x) = 10110011101
Let G(x) = 1001

Step 1 – Divide M'(x) by G(x)



Since, the remainder R(x) is not 0, there is an error detected in the frame.

Final answer –

Yes, error is detected in the frame as the remainder R(x) is non-zero.

Question 5 <Bit Stuffing Program>

In this exercise, you will be writing a simple program that does the following:
a) Read a String of hex digits
b) Convert the String into a String of binary numbers
c) Perform bit stuffing on the binary String
d) Unstuff the bits from the binary String
e) Produce the original hex String

Answer

Sample Run 1

Figure 5 displays the output of Bit Stuffing Program for input hexadecimal string ABEFFFF.

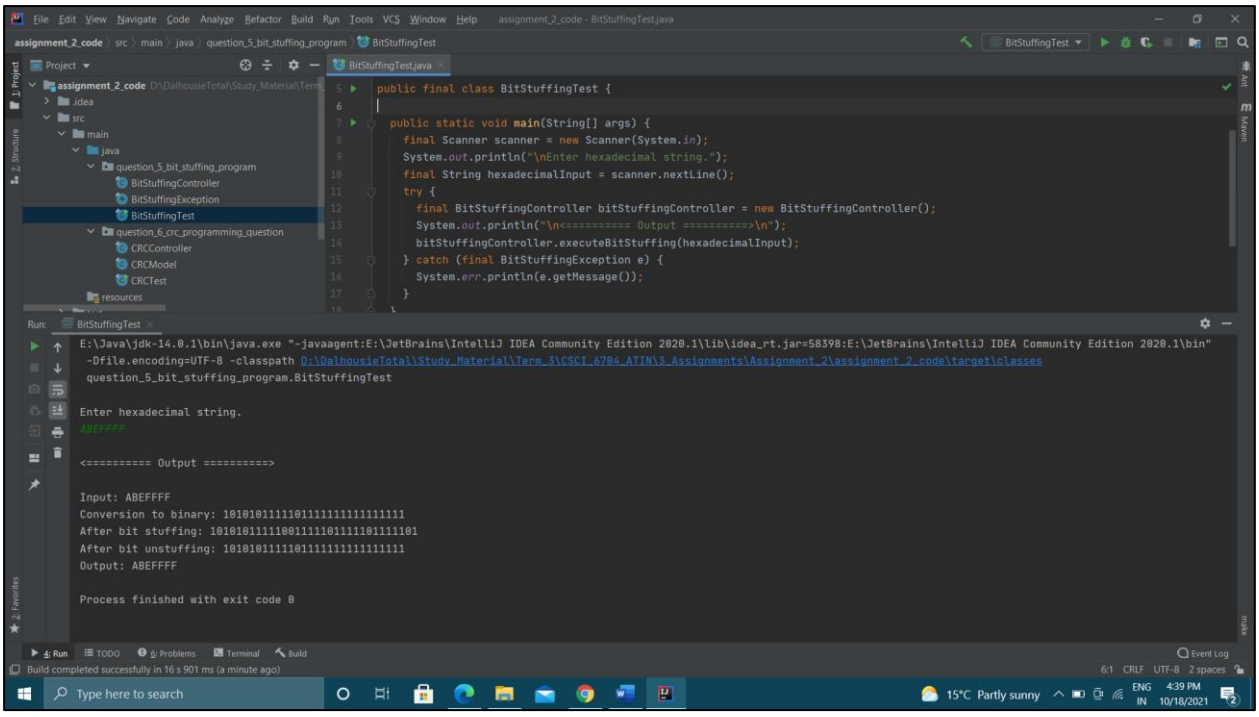


Figure 5 – Output of Bit Stuffing Program for input hexadecimal string ABEFFFF

Enter hexadecimal string.
ABEFFFF

<========== Output ==========>

Input: ABEFFFF
Conversion to binary: 10101011111011111111111111
After bit stuffing: 101010111110011111011111011111101
After bit unstuffing: 10101011111011111111111111
Output: ABEFFFF

Sample Run 2

Figure 6 displays the output of Bit Stuffing Program for input hexadecimal string AFFFEEFFF.

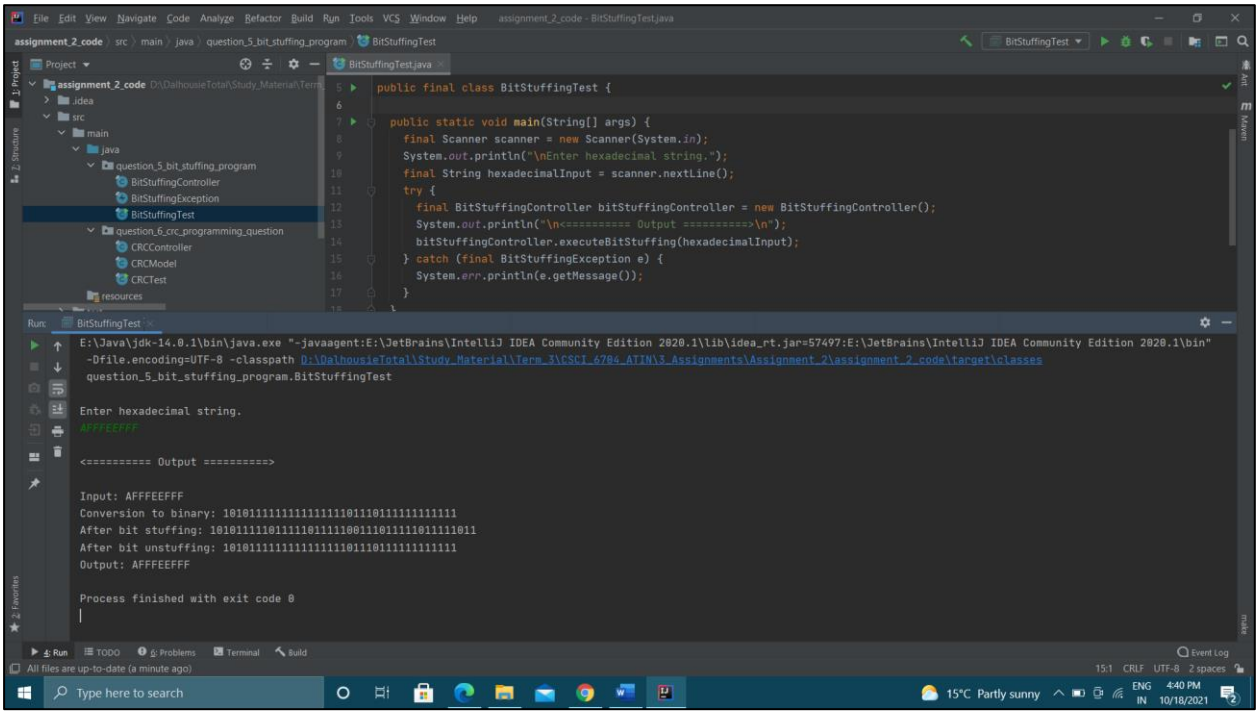


Figure 6 – Output of Bit Stuffing Program for input hexadecimal string AFFFEEFFF

Enter hexadecimal string.
AFFFEEFFF

<========== Output ==========>

Input: AFFFEEFFF
Conversion to binary: 10101111111111111110111011111111111
After bit stuffing: 101011111011111011111001110111111011111011
After bit unstuffing: 10101111111111111110111011111111111
Output: AFFFEEFFF

Sample Run 3

Figure 7 displays the output of Bit Stuffing Program for input hexadecimal string 98EFFE7F.

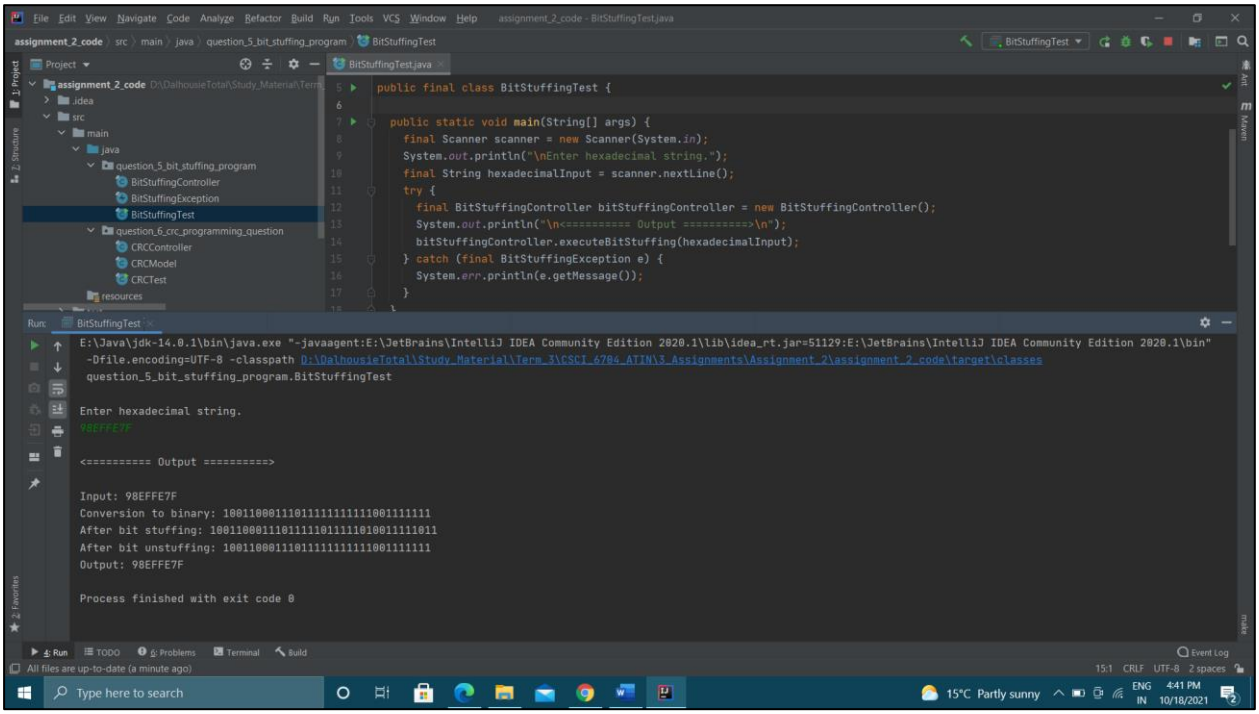


Figure 7 - Output of Bit Stuffing Program for input hexadecimal string 98EFFE7F

Enter hexadecimal string.
98EFFE7F

<========== Output ==========>

Input: 98EFFE7F
Conversion to binary: 10011000111011111111111001111111
After bit stuffing: 100110001110111110111110100111111011
After bit unstuffing: 10011000111011111111111001111111
Output: 98EFFE7F

Source Code

The source code for question 5 is in package "question_5_bit_stuffing_program". It consists of three JAVA files which are listed below:

1. **BitStuffingController** – This JAVA file contains the core program logic. Four important methods are as below:
    a. **Method 1** – convertHexadecimalInputToBinary(final String hexadecimalInput)
    b. **Method 2** – performBitStuffing(final String binaryInput)
    c. **Method 3** – performBitUnStuffing(final String binaryInputStuffed)
    d. **Method 4** – convertBinaryToHexadecimal(final String binaryInputUnStuffed)
2. **BitStuffingException** – This JAVA file contains the exception logic.
3. **BitStuffingTest** – This JAVA file tests the **BitStuffingController**.

Question 6 <CRC Programming Question>

Implement the sending and receiving CRC protocols by writing program routines (functions/methods) for each of the following:
a. Given a bit string, compute the CRC remainder and generate the bit string that is transmitted.
b. Given a bit string with the CRC remainder appended, divide by G(x) and determine if the message is error-free.
c. Use the above methods in a test program that accepts from user input the values of G(x) and the input string, introduce random errors in the transmitted bit string and demonstrate how the receiver can detect the error.

Answer

Sample Run 1

Figure 8 displays the output of CRC Programming Question for input string M(x) = 10001111010010 and G(x) = 101101.

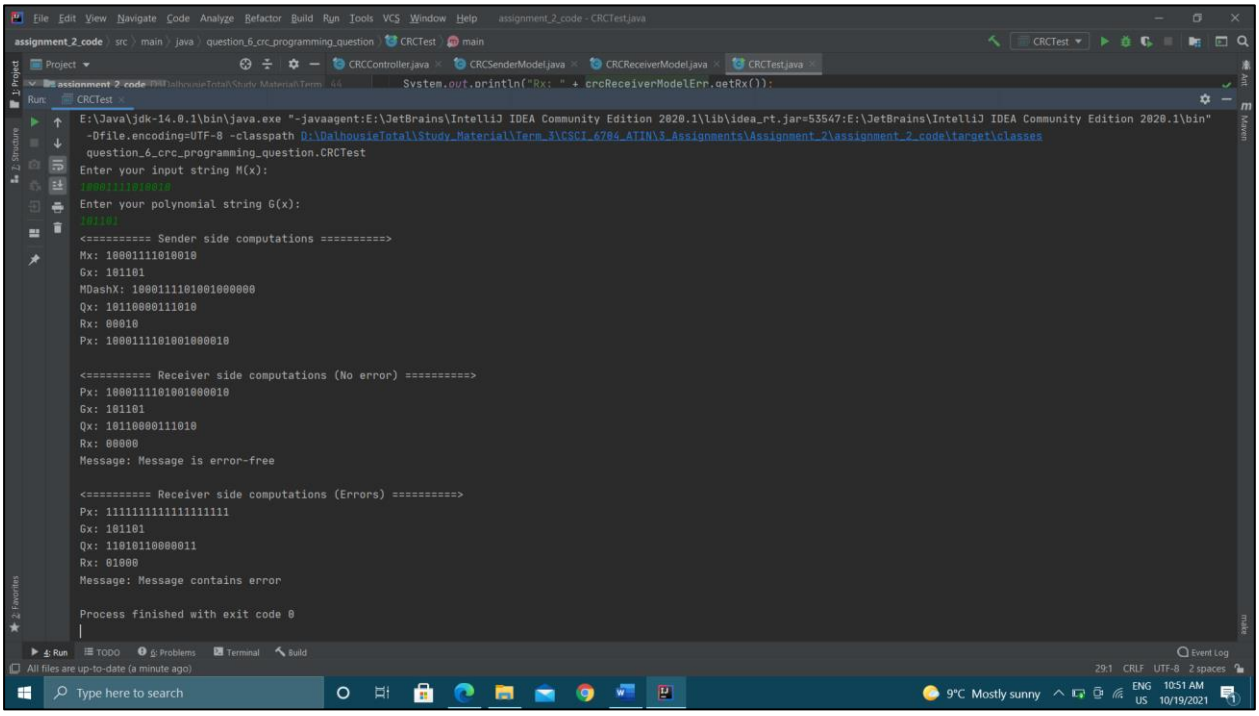


Figure 8 – Output of CRC Programming Question for input string M(x) = 10001111010010 and G(x) = 101101

Sample Run 2

Figure 9 displays the output of CRC Programming Question for input string M(x) = 1011101110001 and G(x) = 1100111.

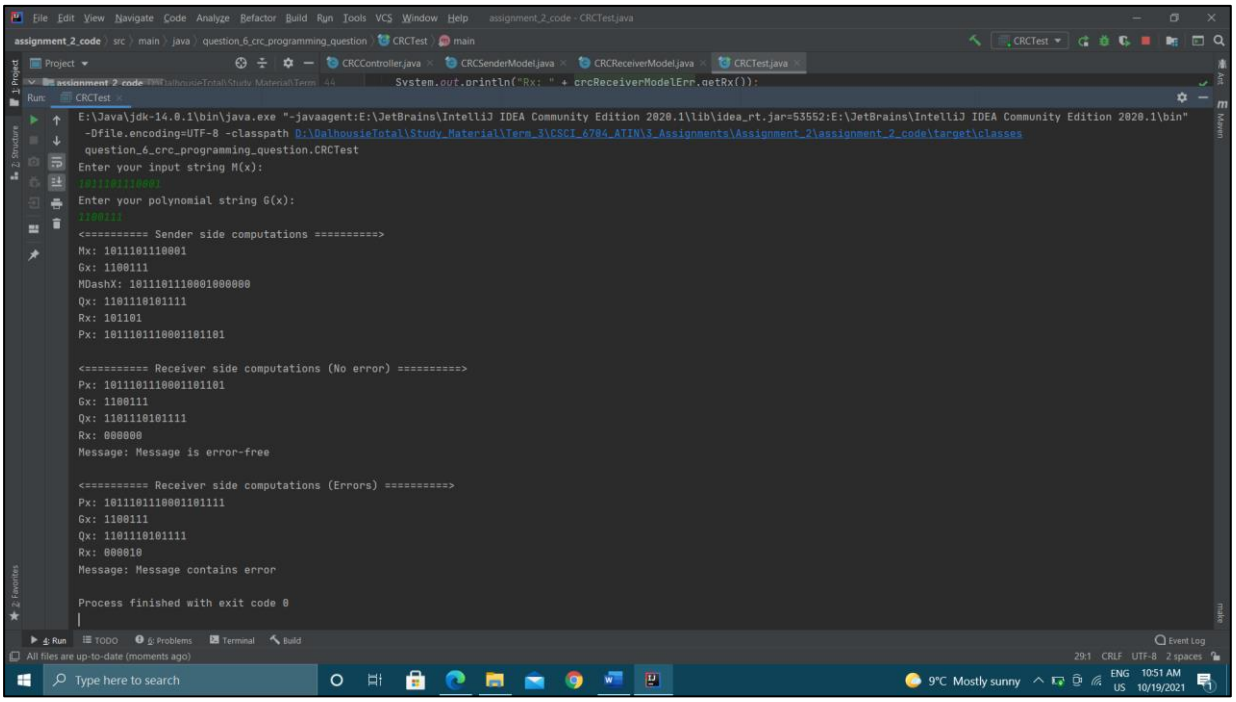


Figure 9 – Output of CRC Programming Question for input string M(x) = 1011101110001 and G(x) = 1100111

Sample Run 3

Figure 10 displays the output of CRC Programming Question for input string M(x) = 10101010001111 and G(x) = 11001111.

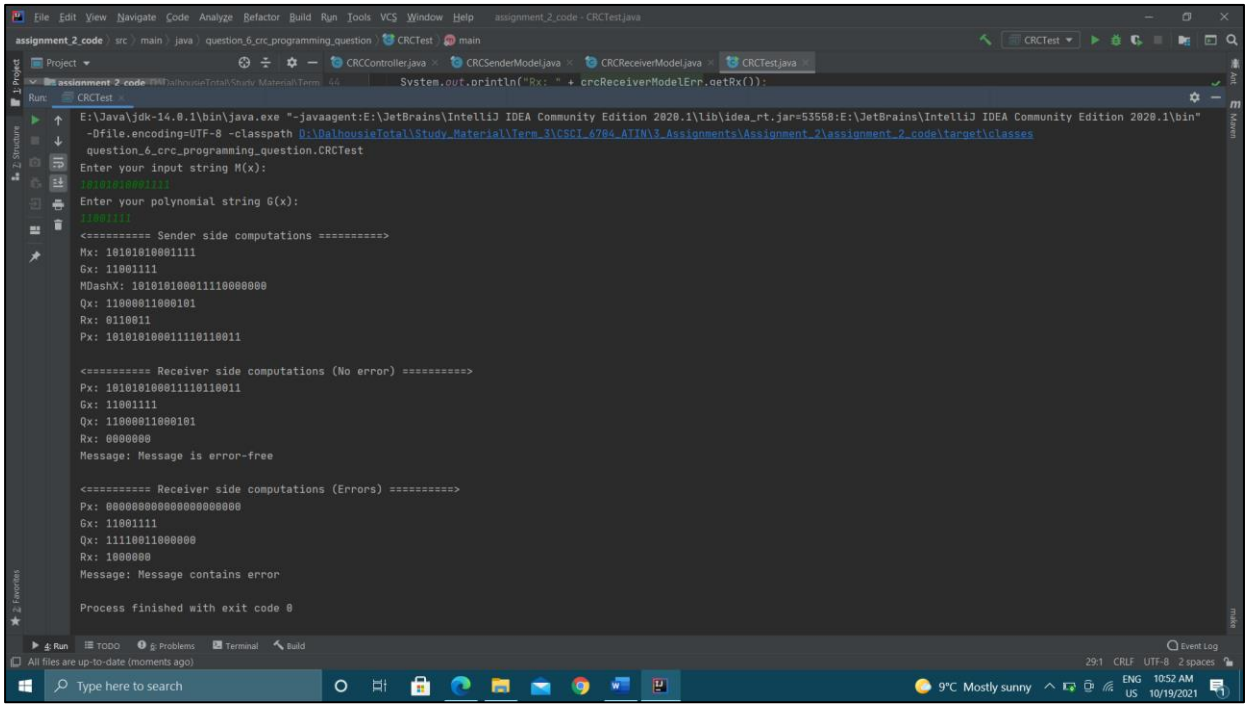


Figure 10 - Output of CRC Programming Question for input string M(x) = 10101010001111 and G(x) = 11001111

Source Code

The source code for question 6 is in package "question_6_crc_programming_question". It consists of four JAVA files which are listed below:

1. **CRCController** – This JAVA file contains the core program logic. Three important methods are as below:
    a. Method 1 – performSenderSideComputation(final String Mx, final String Gx)
    b. Method 2 – performReceiverSideComputation(final String Px, final String Gx)
    c. Method 3 – introduceRandomError(final String Px)
2. **CRCReceiverModel** – This JAVA file contains receiver model class.
3. **CRCSenderModel** – This JAVA file contains sender model class.
4. **CRCTest** – This JAVA file tests the **CRCController** class.