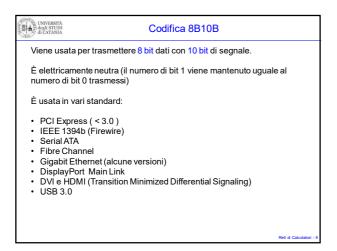
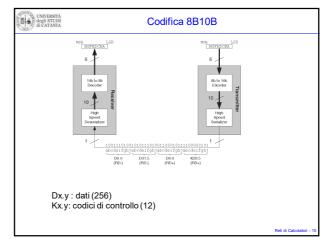
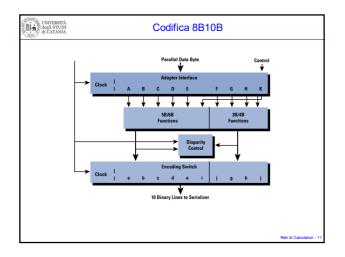
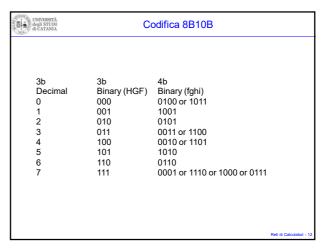


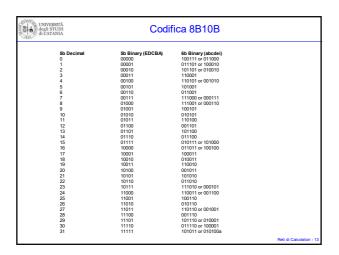
UNIVERSITÀ degli STUDI di CATANIA	Framing dei dati - Codifica 4B5B			
Nome	4B	5B	Descrizione	
0	0000	11110	hex data 0	
1	0001	01001	hex data 1	
2	0010	10100	hex data 2	
3	0011	10101	hex data 3	
4	0100	01010	hex data 4	
5	0101	01011	hex data 5	
6	0110	01110	hex data 6	
7	0111	01111	hex data 7	
8	1000	10010	hex data 8	
9	1001	10011	hex data 9	
Α	1010	10110	hex data A	
В	1011	10111	hex data B	
С	1100	11010	hex data C	
D	1101	11011	hex data D	
E	1110	11100	hex data E	
F	1111	11101	hex data F	
I	-NONE-	11111	Idle	
J	-NONE-	11000	SSD #1	
K	-NONE-	10001	SSD #2	
T	-NONE-	01101	ESD #1	
R	-NONE-	00111	ESD #2	
Н	-NONE-	00100	Halt	
			Reti di Calco	olato

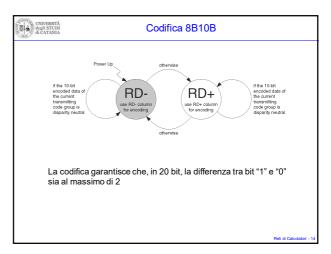












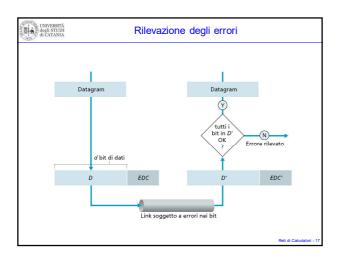
Rilevazione e/o correzione degli errori

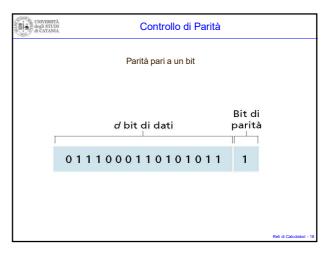
La rilevazione degli errori consente di individuare la presenza di un errore di trasmissione in una frame, ma NON di correggerlo.

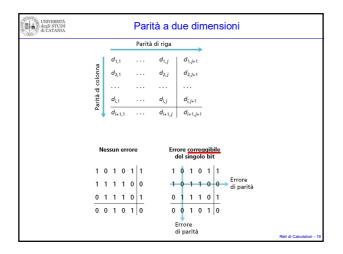
La correzione consente di rilevare e correggere (con alcune forti limitazioni) errori dovuti alla trasmissione.

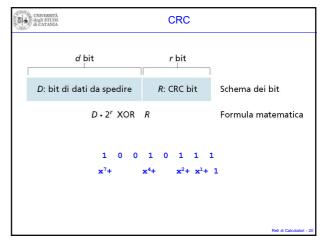
Entrambi i metodi sono basati sulla presenza di ridondanza nella comunicazione.

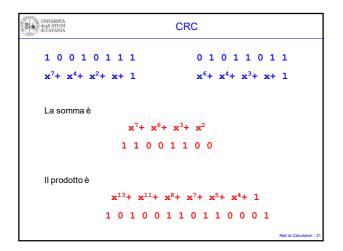


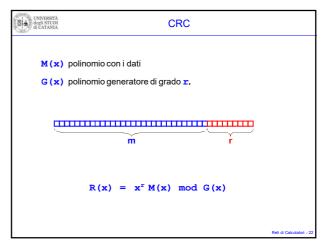


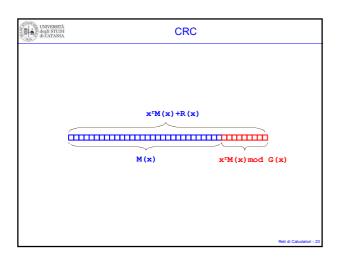


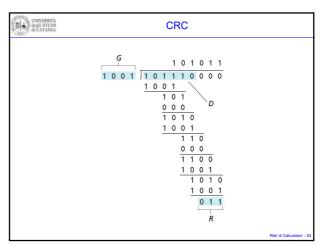


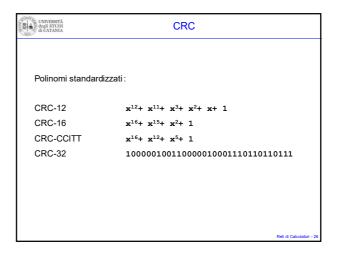




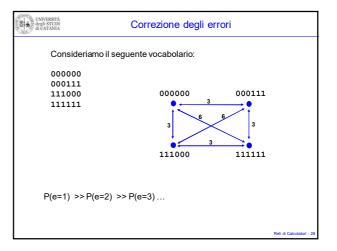


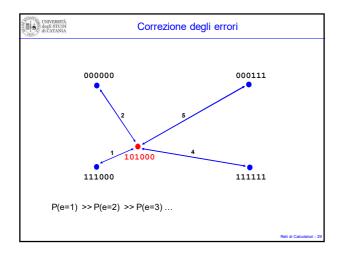




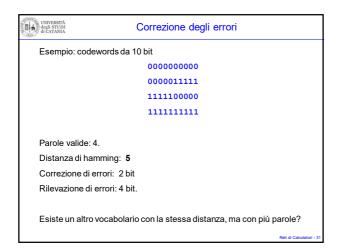


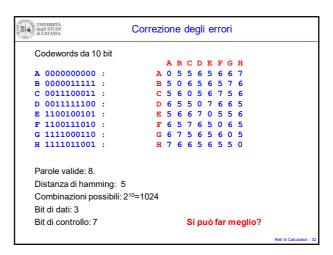












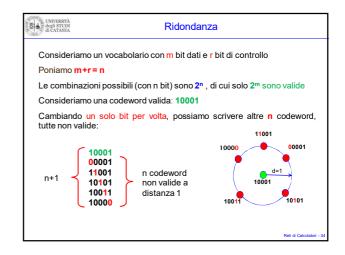
Correzione degli errori

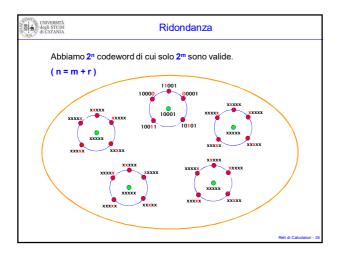
Quanta ridondanza serve?

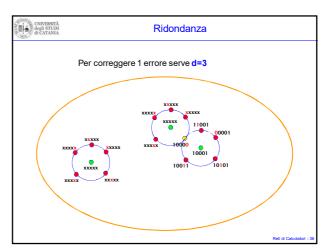
Dati m bit di dati, quanti bit di ridondanza r servono?

Come costruire un codice per correggere errori singoli?

Partendo da m bit di dati, sapendo come calcolare r, come costruire operativamente il vocabolario?







```
Se d=3, allora (n+1)2<sup>m</sup> \leq 2<sup>n</sup>

Semplificando: (m+r+1)2<sup>m</sup> \leq 2<sup>m+r</sup>
(m+r+1)\leq 2<sup>r</sup>
m+1 \leq 2<sup>r</sup>-r

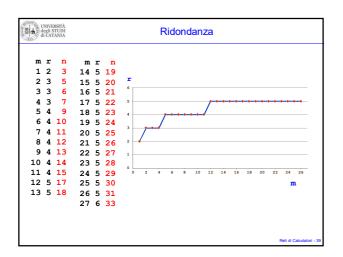
Nota: L'espressione m+1 \leq 2<sup>r</sup>-r è valida solo per d=3.

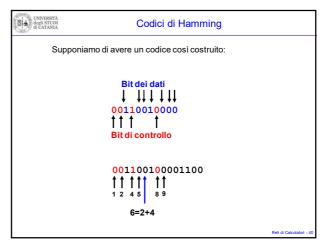
Esempi: m=8 \Rightarrow r=4 (8+4+1)\leq2<sup>4</sup> 13 < 16
m=11 \Rightarrow r=4 (11+4+1)\leq2<sup>4</sup> 16 = 16
```

```
Ridondanza

Esercizio:
Calcolare r in funzione di m per d=5

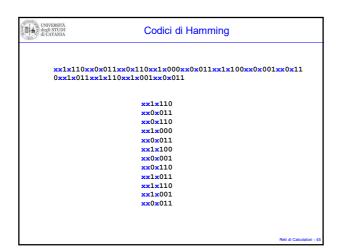
m+1 27 - r
```

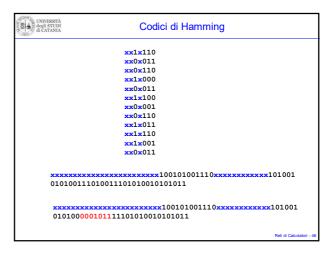


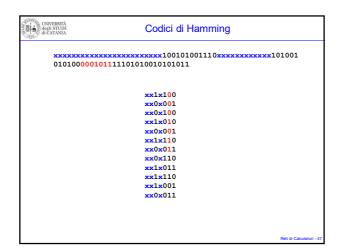


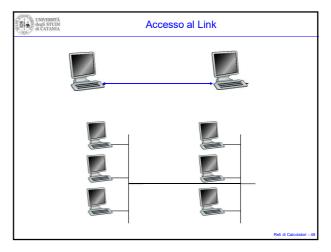
```
UNIVERSITÀ
degli STUDI
                               Codici di Hamming
                 Esempio:
                                                      3 = 1+2
Dati originali 10010001100
                                                      5 = 1 + 4
                                                           2+4
               xx1x001x0001100
              1111
                                                                  +8
                                                     10 = 2 + 8
 \mathbf{b}_1 = 3 \otimes 5 \otimes 7 \otimes 9 \otimes 11 \otimes 13 \otimes 15
 b_2 = 3 \otimes 6 \otimes 7 \otimes 10 \otimes 11 \otimes 14 \otimes 15
          ⊗ 6 ⊗ 7 ⊗ 12 ⊗ 13 ⊗ 14 ⊗ 15
                                                     13 = 1 +4+8
     = 9 ⊗ 10 ⊗ 11 ⊗ 12 ⊗ 13 ⊗ 14 ⊗ 15
                                                     14 = 2+4+8
                                                     15 = 1+2+4+8
```

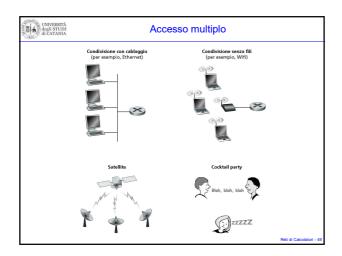
```
UNIVERSITÀ
degli STUDI
di CATANIA
                          Codici di Hamming
                                       3 = 1+2
     101100100101100
     1 2 4 8 10
                                       5 = 1 +4
                                       6 = 2+4
                                       7 = 1+2+4
                                       9 = 1 +8
           b_1 = 1
                                     10 = 2 +8
           b_2 = 1
                                      11 = 1+2 +8
           b<sub>4</sub> = 1
                                      12 =
                                                4+8
           b_8 = 1
                                      13 = 1 + 4 + 8
                                      14 = 2+4+8
          2 + 8 = 10 !
                                      15 = 1+2+4+8
```

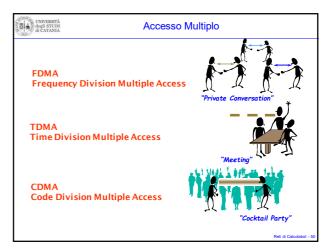


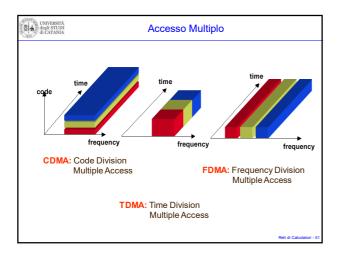


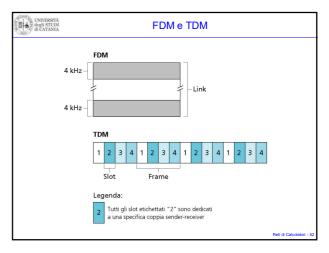


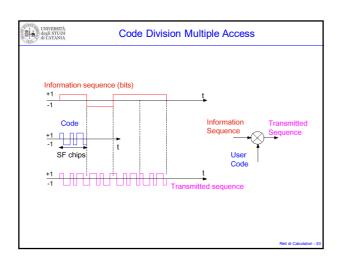


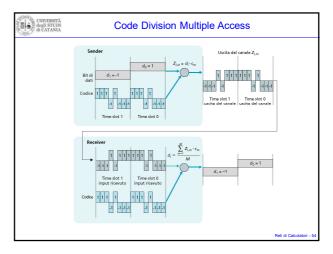


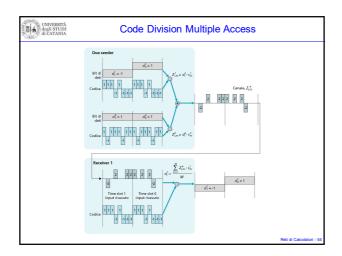


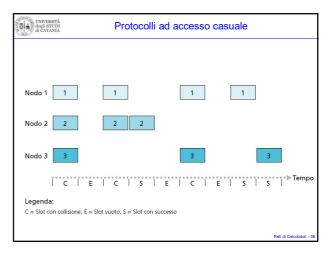


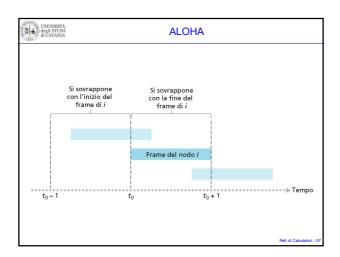


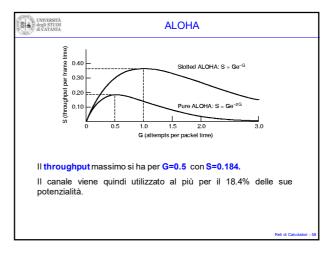








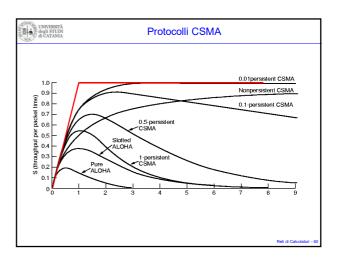


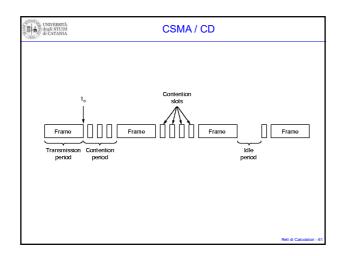


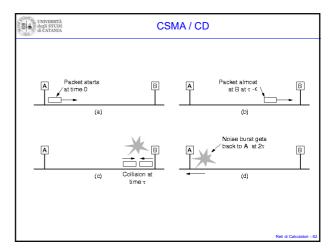
Il protocollo CSMA 1-persistent prevede la trasmissione non appena scompare la portante.

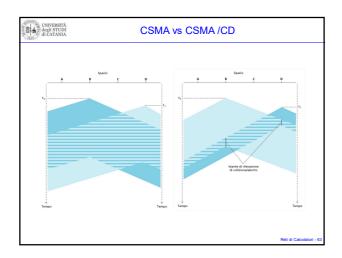
Invece nel protocollo CSMA p-persistent la stazione, dopo aver rilevato il termine della precedente trasmissione, trasmette con probabilità p.

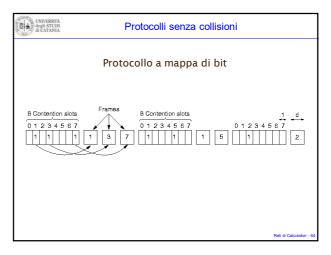
Nel CSMA non-persistent la stazione aspetta un tempo random prima di ricontrollare il canale.

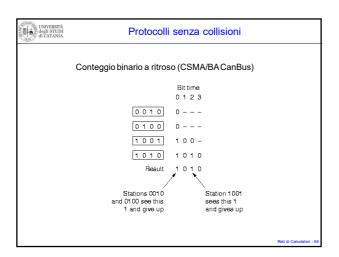


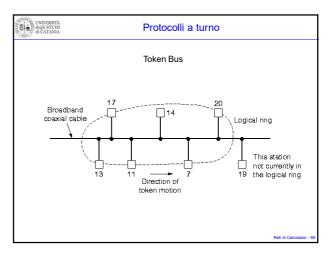


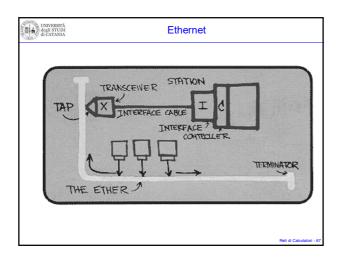


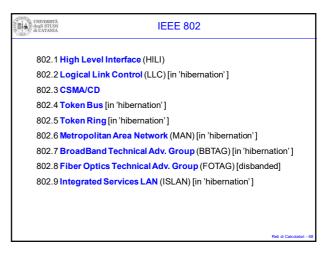


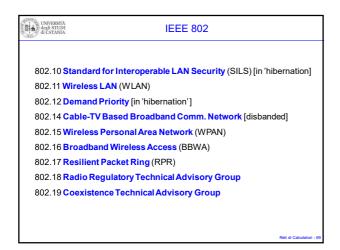


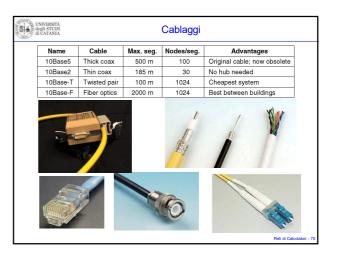


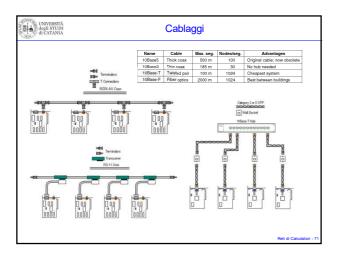


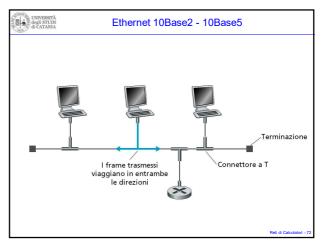


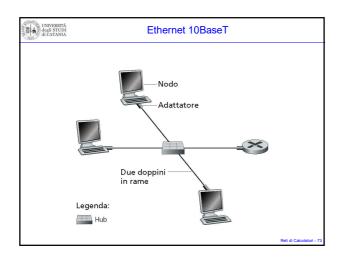


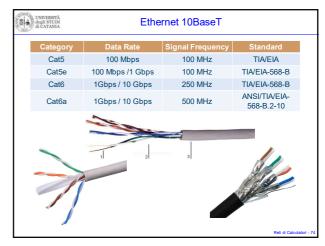


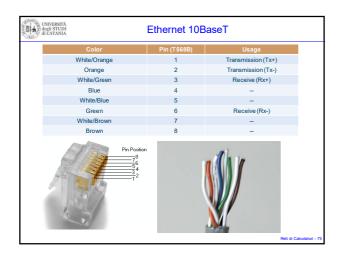


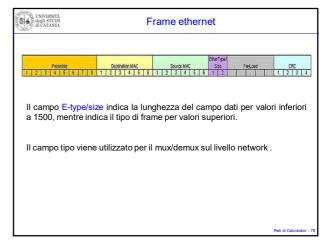


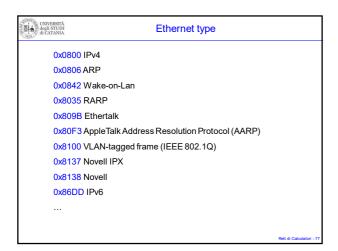


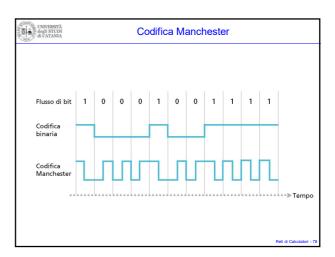


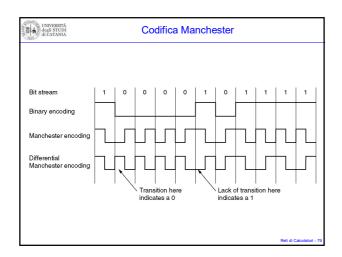


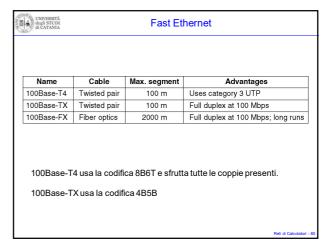


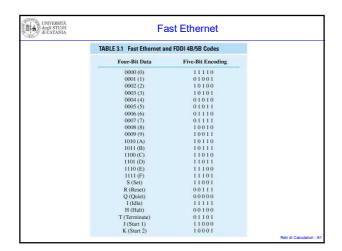


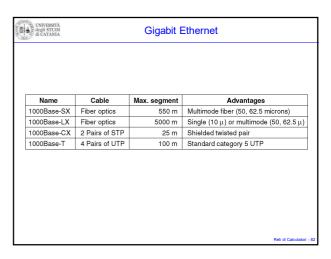


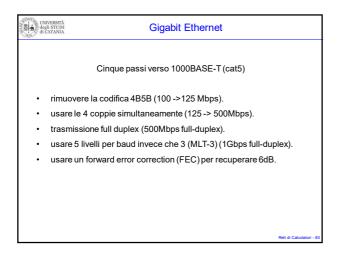


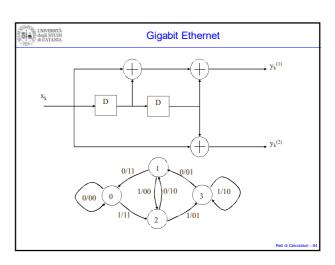


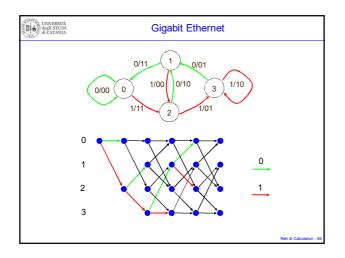


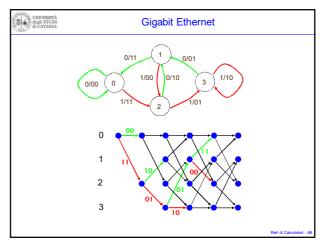


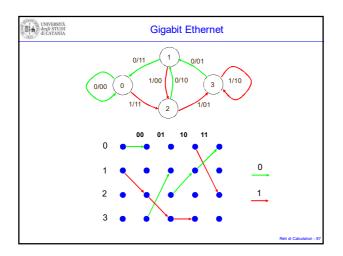


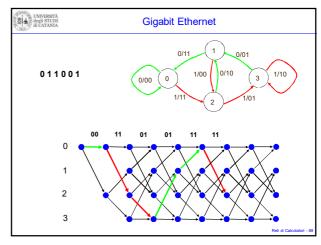


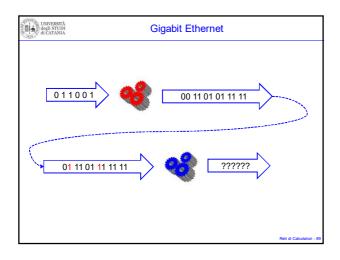


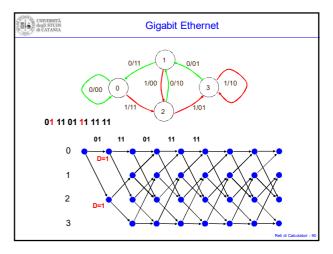


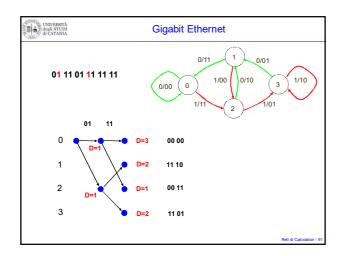


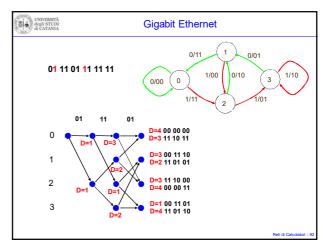


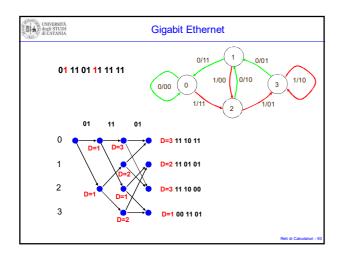


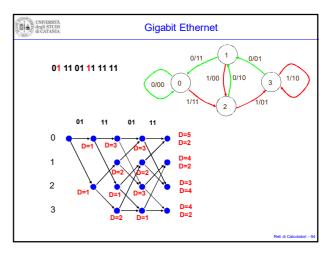


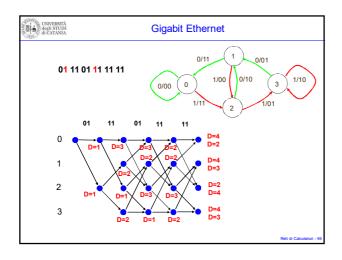


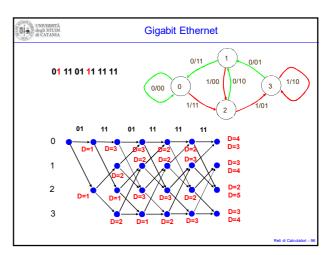


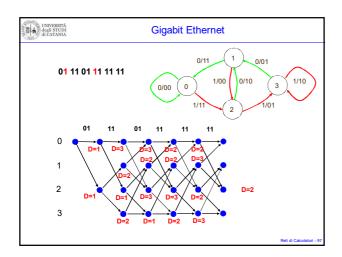


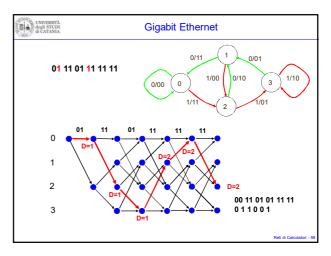


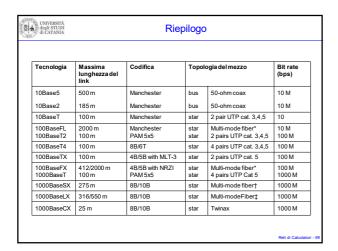


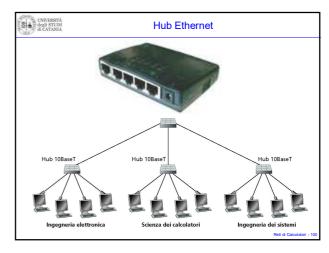


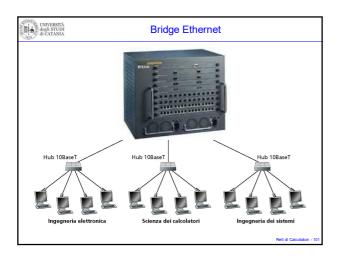


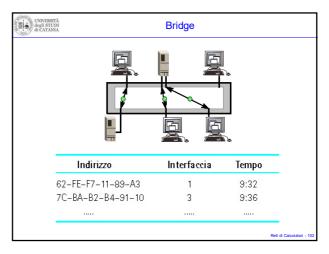


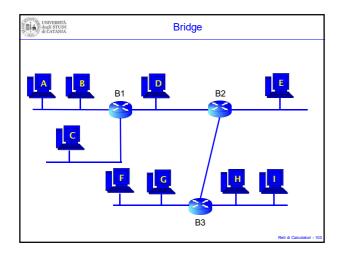


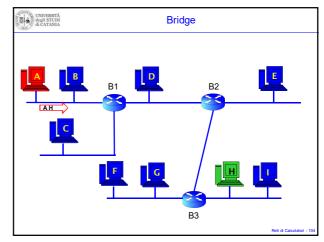


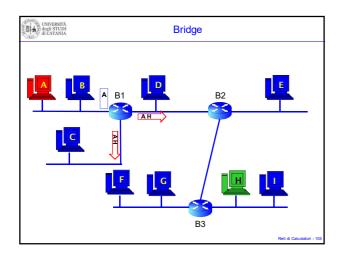


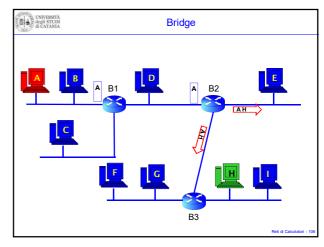


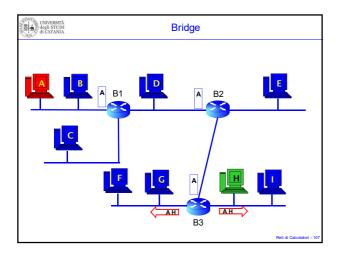


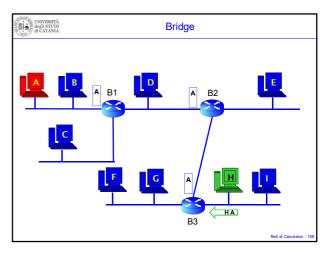


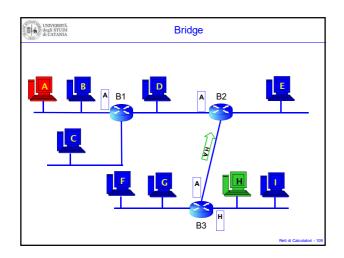


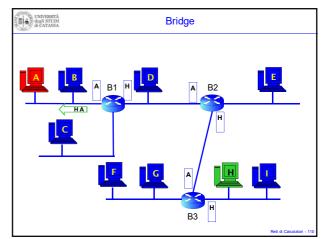


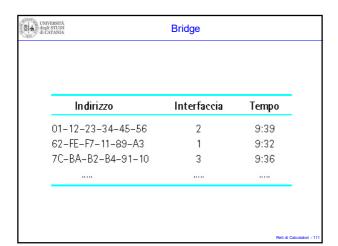


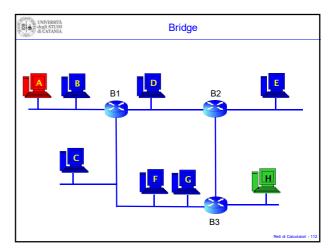


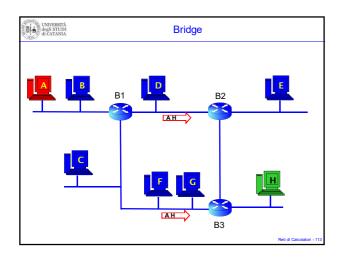


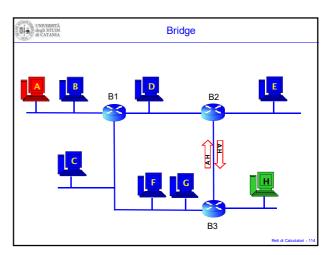


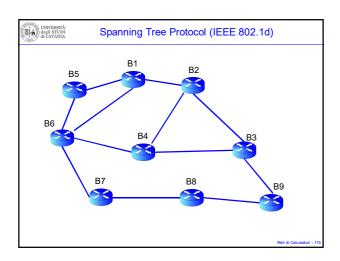


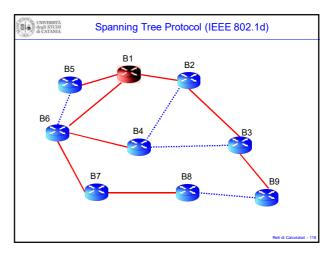


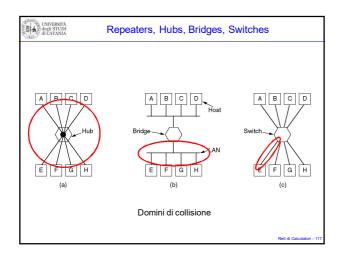


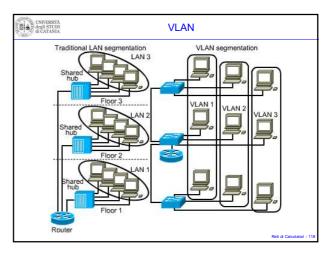












Le VLAN sono LAN logiche separate realizzate in una stessa struttura fisica. I pacchetti broadcast (livello 2) sono confinati all'interno della VLAN

La connessione tra VLAN differenti deve essere realizzata attraverso routing di livello 3.

Lo standard IEEE 802.1Q definisce le specifiche per le VLAN.



