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22) Illustrate various types of transmission errors with example.

Single bit error - In a received frame only one bit has been corrupted i.e either changed from 0 to 1 or from 1 to 0 and rest all the bits are received correctly.

Ex:- Suppose the data frame 1111 is sent over the transmission line and at the receiver's end the data frame is received as 1011. The second bit is changed from 1 to 0.

Burst error - In a received frame, more than one consecutive bits are corrupted.

Ex:- Suppose data sent is 1111 received as 0001. Three bits are changed from 1 to 0.

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23) Illustrate the process of error detection using Block coding with the help of a neat diagram.

→ Block coding is a technique used to detect error in digital data transmissions. In this method, a block data is divided into smaller blocks, and each block is encoded with redundant bits to detect and correct errors during transmission.

Here is a simple diagram to illustrate the process of error detection using block coding

Original data block: 11010101

Encoded data block: 1101 0101 011

Redundant bits: 011

In the above example, we have a block of data with eight bits '11010101'. We divide this into small blocks called code words. We have divided into four bit code words '1101' and '0101'.

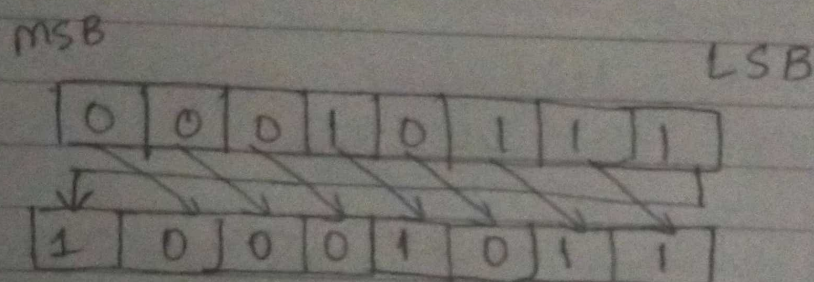
Next, we add redundant bits to each code word. These redundant bits are used to detect and correct errors during transmission. In this example, we have added two redundant bits to the first code word and one redundant bit to the second code word.

Finally, we transmit the encoded data block over the communication channel. If there are no errors during transmission, the receiver can decode the data block and retrieve the original data. If there are errors, the redundant bits can be used to detect the errors and correct them.

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24) Write a short notes on cyclic codes.

A cyclic code is a block code, where the circular shifts of each codeword gives another word that belongs to the code. They are error-correcting codes that have algebraic properties that are convenient for efficient error detection and correction.



If 00010111 is a valid codeword, applying right circular shift gives the string 10001011. If the code is cyclic then 10001011 is again a valid codeword. In general, applying a right shift circular shift moves the LSB to the leftmost position, so that it becomes MSB. The other positions are shifted by 1 to the right.

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25) Data word = 11011101

Divisor = 10100

~~Remainder = 34500~~

Add 4 zeros to data word

110111010000 = 7 same

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11100100

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10100 / 1101110100000

10100 ↓

~~11111~~

10100 ✓

~~10110~~

10100 ✓

~~00101~~

00000 ✓

~~01010~~

00000 ✓

~~10100~~

10100 ✓

~~000000~~

00000 ✓

~~000000~~

00000

~~00000~~

∴ If the remainder is 0, then the data received is perfect, there is no data loss occurred.

Convert the following into equivalent Binary format.

a) 192.168.10.23

| | | | |
|------------|------------|------------|------------|
| 2 192 | 2 168 | 2 10 | 2 23 |
| 2 96 - 0 | 2 84 - 0 | 2 5 - 0 | 2 11 - 1 |
| 2 48 - 0 | 2 42 - 0 | 2 2 - 1 | 2 5 - 1 |
| 2 24 - 0 | 2 21 - 0 | 1 - 0 | 2 2 - 1 |
| 2 12 - 0 | 2 10 - 1 | | 1 - 0 |
| 2 6 - 0 | 2 5 - 0 | | |
| 2 3 - 0 | 2 2 - 1 | | |
| 1 - 1 | 1 - 0 | | |
| 11000000 | = 10101000 | = 00001010 | = 00010111 |

b) 168.239.0.10

| | | | |
|------------|-------------|-----------------|------------|
| 2 168 | 2 239 | 0 | 2 10 |
| 2 84 - 0 | 2 119 - 1 | | 2 5 - 0 |
| 2 42 - 0 | 2 59 - 1 | | 2 2 - 1 |
| 2 21 - 0 | 2 29 - 1 | | 1 - 0 |
| 2 10 - 1 | 2 14 - 1 | | |
| 2 5 - 0 | 2 7 - 0 | | |
| 2 2 - 1 | 2 3 - 1 | | |
| 1 - 0 | 1 - 1 | | |
| = 10101000 | = 11101111 | = 0 | = 00001010 |
| | | <u>00000000</u> | |

• Binary IP address into equivalent decimal format. _/_/_

①

| | | |
|---|---|---|
| $0111000 \quad 10000011 \quad 11001100$ $\begin{matrix} 2^7 & 2^6 & 2^5 & 2^4 & 2^3 & 2^2 & 2^1 & 2^0 \\ \cdot & 0 & 1 & 1 & 1 & 1 & 0 & 0 & 0 \end{matrix}$ $= 1 \times 2^3 + 1 \times 2^4 + 1 \times 2^5 + 1 \times 2^6$ $= 8 + 16 + 32 + 64$ $= 120$ | $\begin{matrix} 2^7 & 2^6 & 2^5 & 2^4 & 2^3 & 2^2 & 2^1 & 2^0 \\ \cdot & 1 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \end{matrix}$ $= 1 \times 2^0 + 1 \times 2^1 + 1 \times 2^7$ $= 1 + 2 + 128$ $= 131$ | $\begin{matrix} 2^7 & 2^6 & 2^5 & 2^4 & 2^3 & 2^2 & 2^1 & 2^0 \\ \cdot & 1 & 1 & 0 & 0 & 1 & 1 & 0 & 0 \end{matrix}$ $= 1 \times 2^2 + 1 \times 2^3 + 1 \times 2^6 + 1 \times 2^7$ $= 4 + 8 + 64 + 128$ $= 204$ |
|---|---|---|

$\therefore \Rightarrow 120.131.204$

②

| | | |
|---|---|---|
| $11011000 \quad 00001111 \quad 10101010$ $\begin{matrix} 2^7 & 2^6 & 2^5 & 2^4 & 2^3 & 2^2 & 2^1 & 2^0 \\ \cdot & 1 & 1 & 0 & 1 & 1 & 0 & 0 & 0 \end{matrix}$ $= 1 \times 2^3 + 1 \times 2^4 + 1 \times 2^6 + 1 \times 2^7$ $= 8 + 16 + 64 + 128$ $= 216$ | $\begin{matrix} 2^7 & 2^6 & 2^5 & 2^4 & 2^3 & 2^2 & 2^1 & 2^0 \\ \cdot & 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{matrix}$ $= 1 \times 2^0 + 1 \times 2^1 + 1 \times 2^2 + 1 \times 2^3$ $= 1 + 2 + 4 + 8$ $= 15$ | $\begin{matrix} 2^7 & 2^6 & 2^5 & 2^4 & 2^3 & 2^2 & 2^1 & 2^0 \\ \cdot & 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0 \end{matrix}$ $= 1 \times 2^1 + 1 \times 2^3 + 1 \times 2^5 + 1 \times 2^7$ $= 2 + 8 + 32 + 128$ $= 170$ |
|---|---|---|

$\Rightarrow 216.15.170$

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32)

a) 168.04.56.27

error

There should be no unwanted zeros

b) 257.127.4.67

error, should be 0 to 255

c) 168.33.25.2.1

32 bits

↓ this is extra

error, should 32 bits

d) 100.25.4.67

NO error.