

Unit-2

Data Link Layer

Topic-3

Error Correction

Prepared by K.Lakshmipathi raju, Assistant professor
Dept of IT

In the digital world, error correction can be done in two ways:

Backward Error Correction When the receiver detects an error in the data received, it requests back the sender to retransmit the data unit.

Forward Error Correction When the receiver detects some error in the data received, it executes error-correcting code, which helps it to auto-recover and to correct some kinds of errors.

The first one, Backward Error Correction, is simple and can only be efficiently used where retransmitting is not expensive. For example, fiber optics. But in case of wireless transmission retransmitting may cost too much. In the latter case, Forward Error Correction is used.

To correct the error in data frame, the receiver must know exactly which bit in the frame is corrupted. To locate the bit in error, redundant bits are used as parity bits for error detection. For example, we take ASCII words (7 bits data), then there could be 8 kind of information we need: first seven bits to tell us which bit is error and one more bit to tell that there is no error.

For m data bits, r redundant bits are used. r bits can provide 2^r combinations of information. In $m+r$ bit codeword, there is possibility that the r bits themselves may get corrupted. So the number of r bits used must inform about $m+r$ bit locations plus no-error information, i.e. $m+r+1$. $2^r \geq m+r+1$

Thank You