

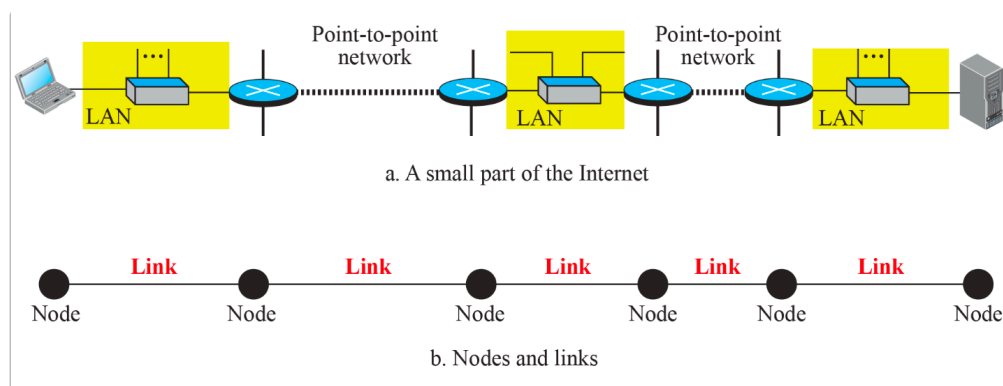
lecture 3 Data Link Layer - Intro and Error Detection and Correction

Objectives

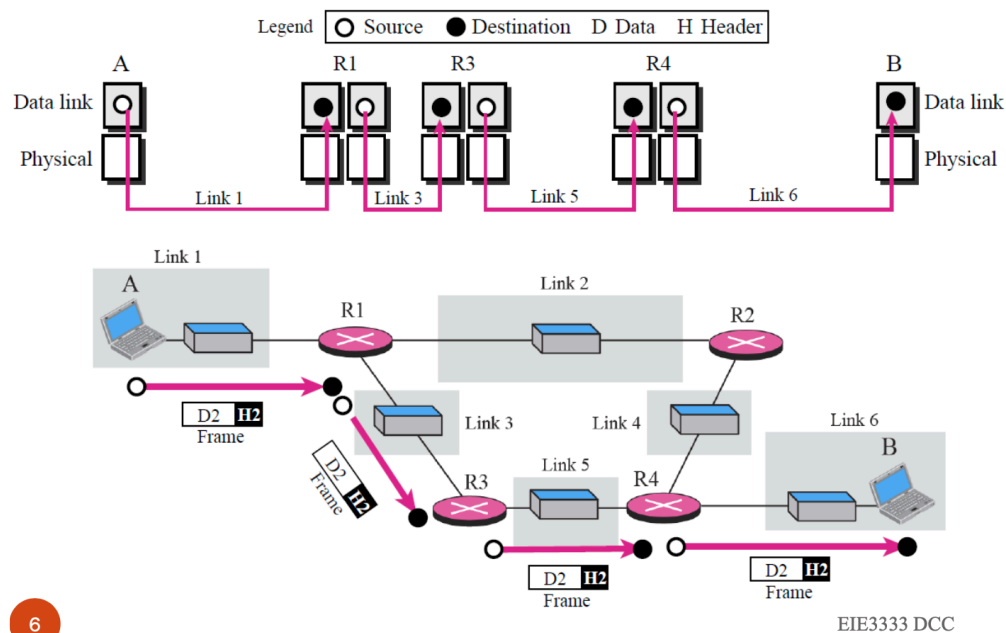
- the major functions at link layer
- the idea of block coding and Hamming distance for error detection and correction.
- three commonly used error detection
- forward error correction Hamming codes for error correction

Introduction

Nodes and Links

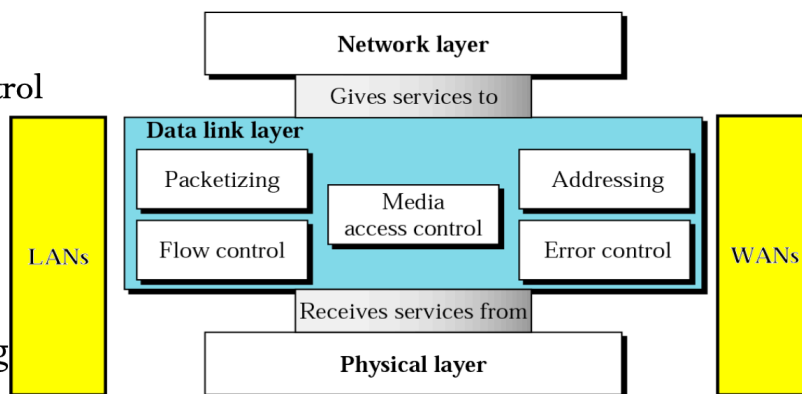


Communications at Link Layer



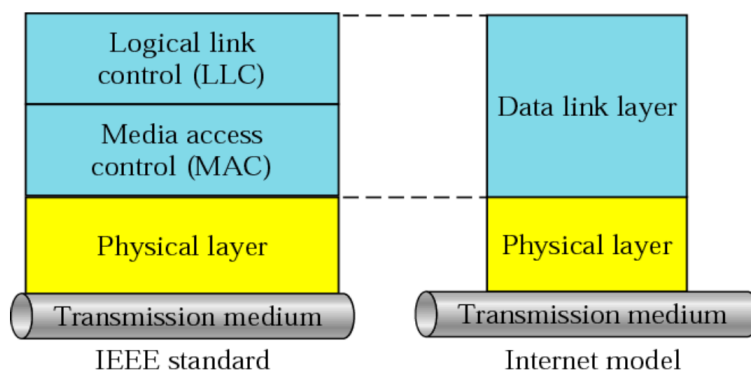
Functions of Data Link Layer

- Framing
- Flow Control
- Error Control
- Access Control
- Addressing



LLC and MAC Sublayers

- **Logical Link Control (LLC):** Interoperability for different LANs
- **Media Access Control (MAC):** Operation of the access methods



Error Detection and Correction

Type of Errors

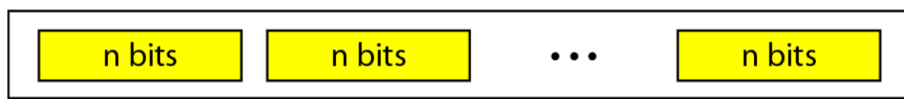
- single-Bit error
- Burst Error

Block Coding

- Message is divided into k -bit blocks
 - Known as **datawords**
- r redundant bits are added
 - Blocks become $n=k+r$ bits
 - Known as **codewords**



2^k Datawords, each of k bits



2^n Codewords, each of n bits (only 2^k of them are valid)

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Minimum Hamming Distance

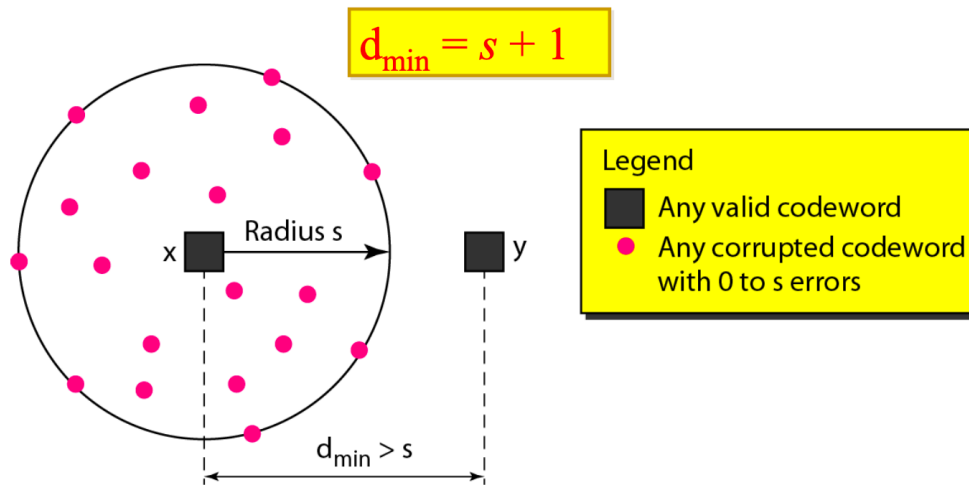
The minimum Hamming distance is the smallest Hamming distance between all possible pairs of codewords in a codebook

- Find the minimum Hamming Distance of the following codebook

00000
01011
10101
11110

18

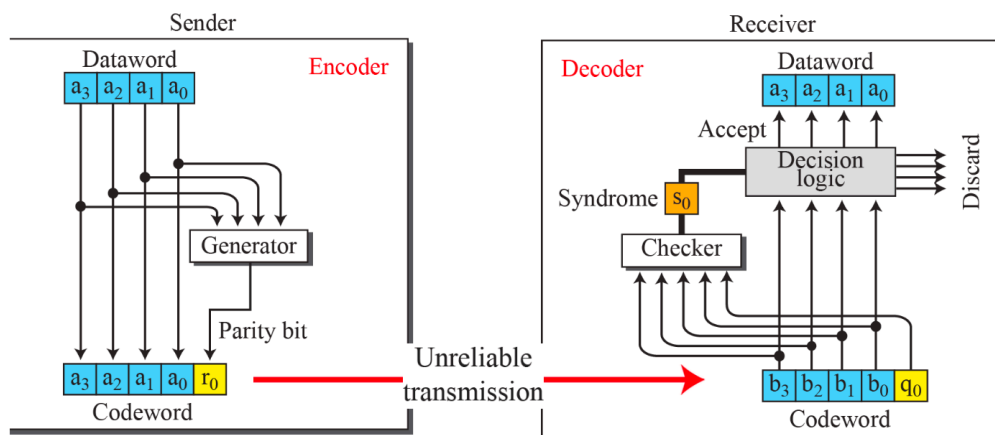
- To guarantee the **detection** of up to s -bit errors, the minimum Hamming distance in a block code must be



Error Detection and Correction - Parity Check

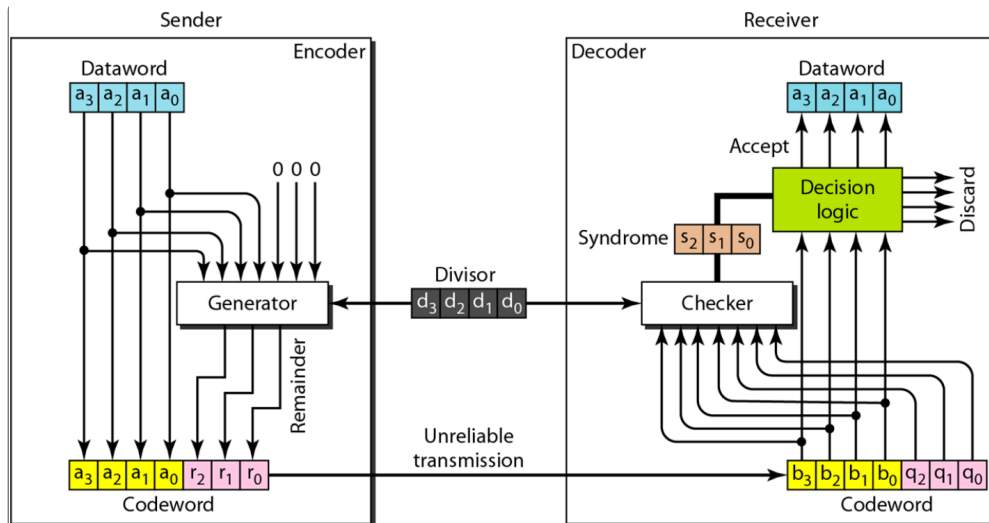
- A parity bit is added to every data unit so that the total number of 1s is even (or odd for odd-parity)
- The parity bit is obtained by adding the k bits of the codewords (modulo-2), for example, for a 4-bit block

$$r_0 = a_3 \oplus a_2 \oplus a_1 \oplus a_0 \text{ (modulo-2)}$$



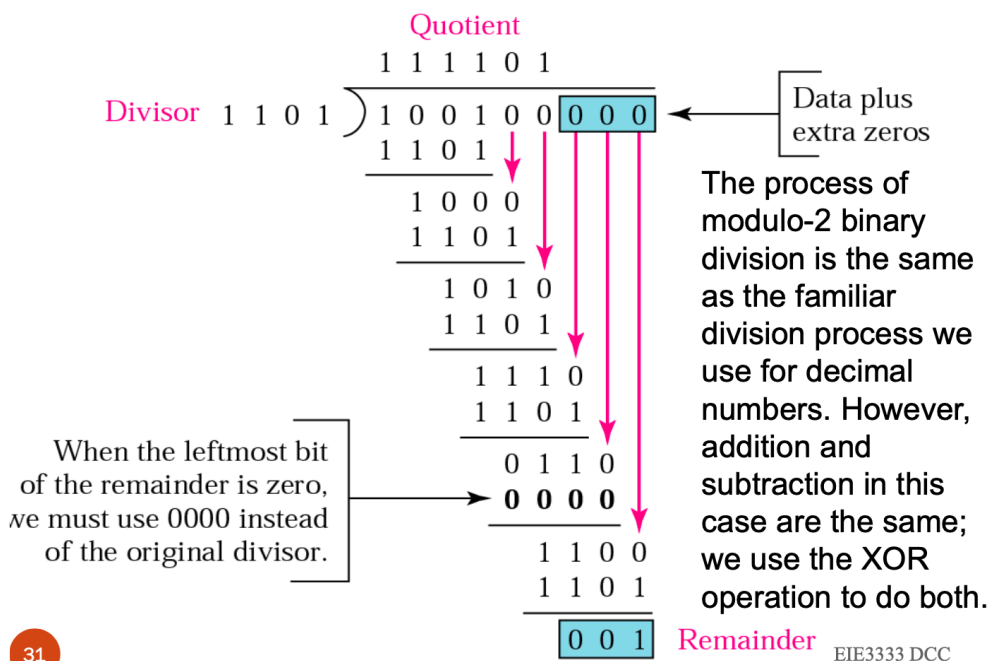
Error Detection- Cyclic Redundancy Check

- based on binary division
- a sequence of redundant bits so that the resulting data unit becomes exactly divisible by a second predetermined binary number



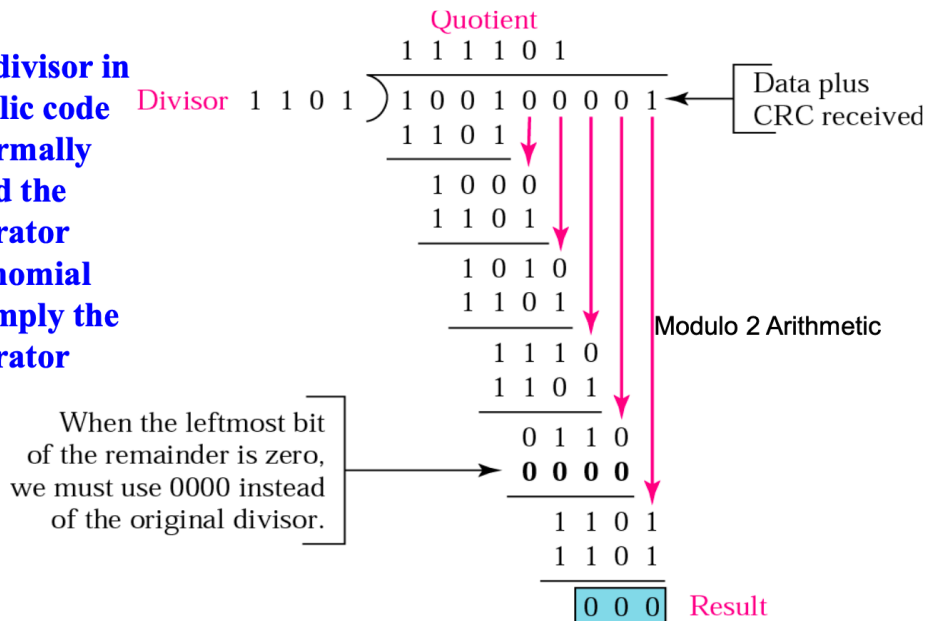
The remainder is always one bit smaller than the divisor

CRC Generator



CRC Checker

The divisor in a cyclic code is normally called the generator polynomial or simply the generator

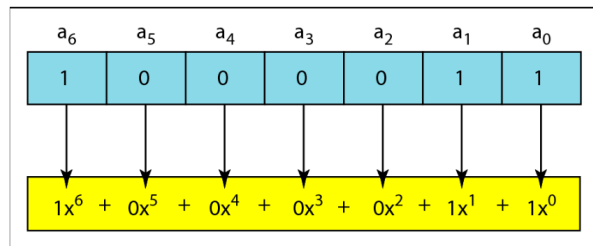


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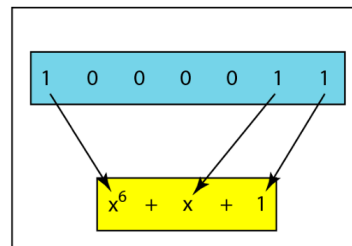
EIE3333 DCC

Polynomial Representation

- More common representation than binary form
- Easy to analyze
- Divisor is commonly called **generator polynomial**

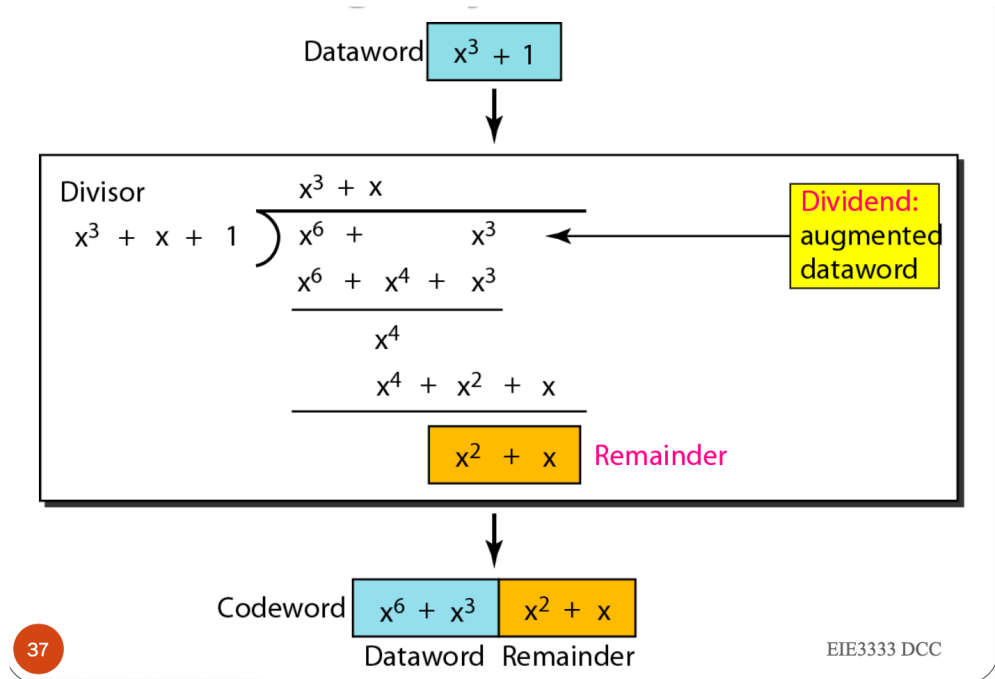


a. Binary pattern and polynomial



b. Short form

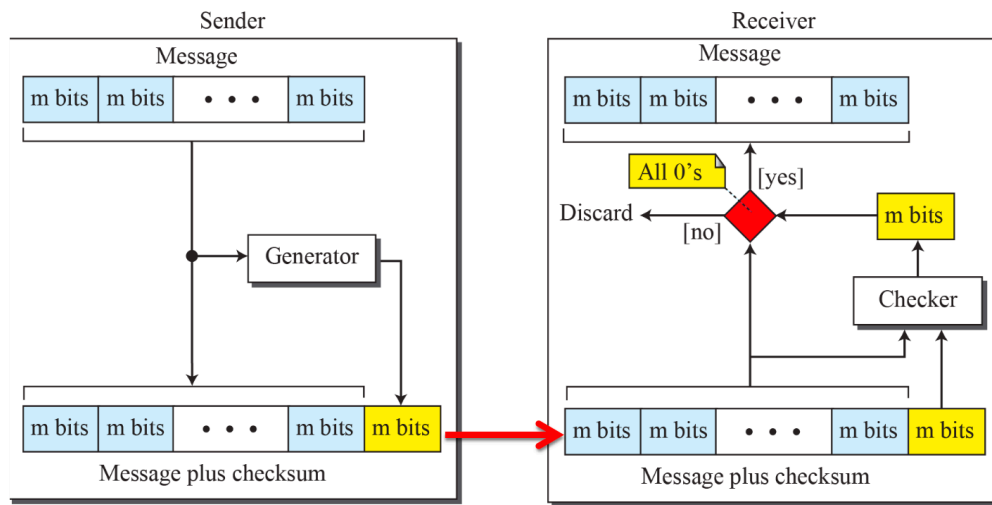
Division Using Polynomial



Error Detection - Checksum

- Checksum generator subdivides the data unit into equal segments of n bits
- These segments are added in one's complement arithmetic so that the total is n bits long
- That total is then complemented and appended to the end of the original data unit as redundancy bits
- The sum of data segment is T , the checksum will be $-T$

If the number has more than m bits, the extra leftmost bits need to be added to the m rightmost bits (wrapping).



Example

Suppose the following block of 16 bits is to be sent using a checksum of 8 bits

10101001 00111001

The numbers are added using one's complement

	10101001
	00111001

Sum	11100010
Checksum	00011101

The pattern sent is 10101001 00111001 **00011101**

wrapping

1	0	1	3		Carries
4	6	6	F		(Fo)
7	2	6	F		(ro)
7	5	7	A		(uz)
6	1	6	E		(an)
0 0 0 0				Checksum (initial)	
8 F C 6				Sum (partial)	
<div style="border-top: 1px solid black; display: flex; justify-content: space-between;">1</div>					
8 F C 7				Sum	
7 0 3 8				Checksum (to send)	

a. Checksum at the sender site

1	0	1	3		Carries
4	6	6	F		(Fo)
7	2	6	F		(ro)
7	5	7	A		(uz)
6	1	6	E		(an)
7 0 3 8				Checksum (received)	
F F F E				Sum (partial)	
<div style="border-top: 1px solid black; display: flex; justify-content: space-between;">1</div>					
F F F F				Sum	
0 0 0 0				Checksum (new)	

a. Checksum at the receiver site

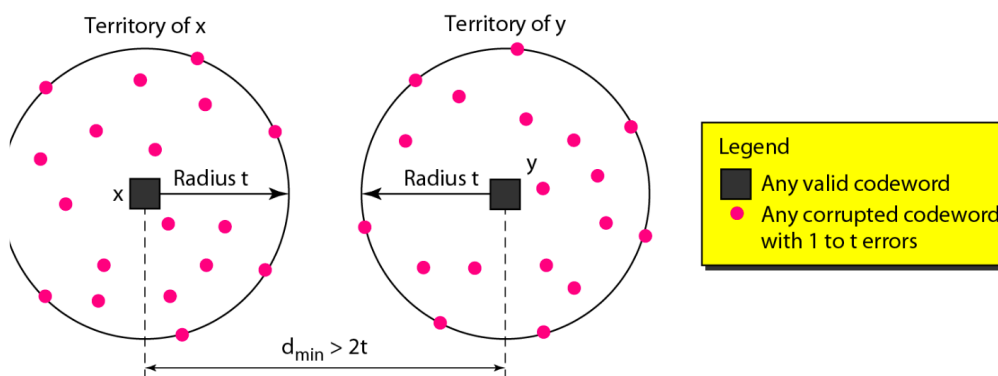
Error Correction

- Forward Error Correction
 - The receiver can use an error-correcting code, which automatically corrects certain errors

Correction Capability of Code

- To guarantee the **correction** of up to t -bit errors, the minimum Hamming distance in a block code must be

$$d_{\min} = 2t + 1$$



Forward Error Correction for 1-Bit Error

- Consider only a single-bit error in k bits of data
 - k possibilities for an error
 - One possibility for no error
 - No. of possibilities = $k + 1$
- Add r redundant bits to distinguish these possibilities; we need

$$2^r \geq k+1$$

- But the r bits are also transmitted along with data; hence

$$2^r \geq k+r+1$$

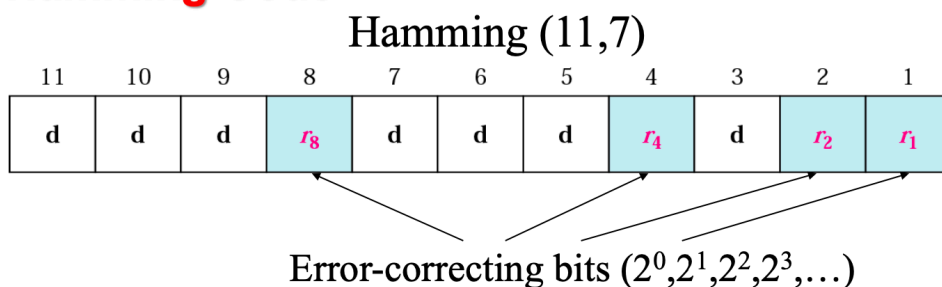
Number of Redundant Bits

Number of data bits k	Number of redundancy bits r	Total bits $k + r$
1	2	3
2	3	5
3	3	6
4	3	7
5	4	9
6	4	10
7	4	11

Hamming Code

- Adopts parity concept, but have more than one parity bit
- It can detect up to two-bit errors or correct one-bit errors without detection of uncorrected errors

Hamming Code



1. Calculate the number of redundancy bits required. Since number of data bits is 7, the value of r is calculated as

$$2^r > m + r + 1 \rightarrow 2^4 > 7 + 4 + 1$$

Therefore number of redundancy bits = 4.

2. Determining the positions of bits and redundancy bits.

The EC bits are placed at the positions corresponding to the powers of 2 i.e. 1, 2, 4, 8,...

Redundant Bit Calculation

r_1 will take care of these bits. XXX1

11	9	7	5	3	1
d	d	d	r_8	d	d
d	d	d	r_4	d	r_2
					r_1

r_2 will take care of these bits. XX1X

11	10	7	6	3	2
d	d	d	r_8	d	d
d	d	d	r_4	d	r_2
					r_1

r_4 will take care of these bits. X1XX

7	6	5	4
d	d	d	r_8
d	d	d	r_4
			r_2
			r_1

r_8 will take care of these bits. 1XXX

11	10	9	8
d	d	d	r_8
d	d	d	r_4
			r_2
			r_1

Parity bit 1 covers all bit positions whose binary representation includes a 1 in the rightmost position, 3, 5, 7, 9, etc.

Parity bit 2 covers all bit positions whose binary representation includes a 1 in the second position, 3, 5, 7, 9, etc.,

Example

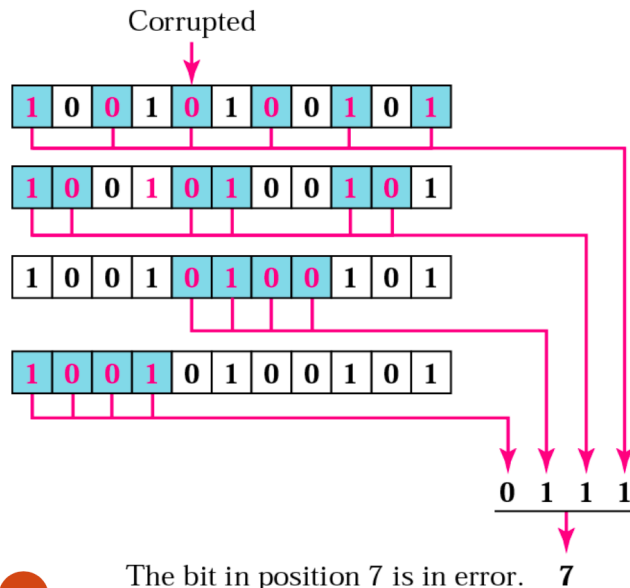
	1	0	0		1	1	0		1		
	11	10	9	8	7	6	5	4	3	2	1
Adding r_1	1	0	0		1	1	0		1		1
	11	10	9	8	7	6	5	4	3	2	1
Adding r_2	1	0	0		1	1	0		1	0	1
	11	10	9	8	7	6	5	4	3	2	1
Adding r_4	1	0	0		1	1	0	0	1	0	1
	11	10	9	8	7	6	5	4	3	2	1
Adding r_8	1	0	0	1	1	1	0	0	1	0	1
	11	10	9	8	7	6	5	4	3	2	1

Data: 1001101

Code: 10011100101

The choice of the parity, even or odd, is irrelevant but the same choice must be used for both encoding and decoding (Even parity here)

- Receiver receives 10010100101



The receiver does the recalculation using the same set of bits plus the relevant parity (r) bit for each set; it then assembles the new parity values into a binary number in order of r position (r_8, r_4, r_2, r_1).