

i341

Networks and Distributed Applications

DataLink Protocols

Data Link Protocols:

Data Link protocols **are the rules which govern the way in which computing/network devices communicate at the data link level.**

Several data link protocols commonly used include asynch (asynchronous) protocol, bisynch (binary synchronous) protocol, SDLC (Synchronous Data Link Control) and HDLC (High Level Data Link Control) protocols.

Functions of Data Link Protocols:

Every specific data link protocol performs a set of functions in different ways. There are basic functions that any data link protocol must perform to be considered a true data link protocol. These functions include:

Synchronization: The data link protocol must be capable of establishing and maintaining synchronization between the sender and receiver. This means the receiver must be capable of determining where each bit/character begins and ends.

Framing: The protocol must be capable of marking the beginning and end of each transmission frame.

Control: The protocol must perform a minimum set of control functions. For example, on a multipoint link, the sending station must be capable of identifying the receiving station to which it is transmitting data.

Error Detection: The data link protocol must be able to perform some degree of error detection and implement error recovery.

HDLC (High Level Data Link Control)

HDLC is a bit oriented protocol specification published by ISO (international Standards Organization). HDLC is widely utilized throughout the world, it provides many functions and supports a broad range of applications. HDLC is also the basis for many other widely used protocols (such as SDLC, LAPB and LLC) used in the data communications industry. HDLC Figure-1 illustrates the HDLC family.

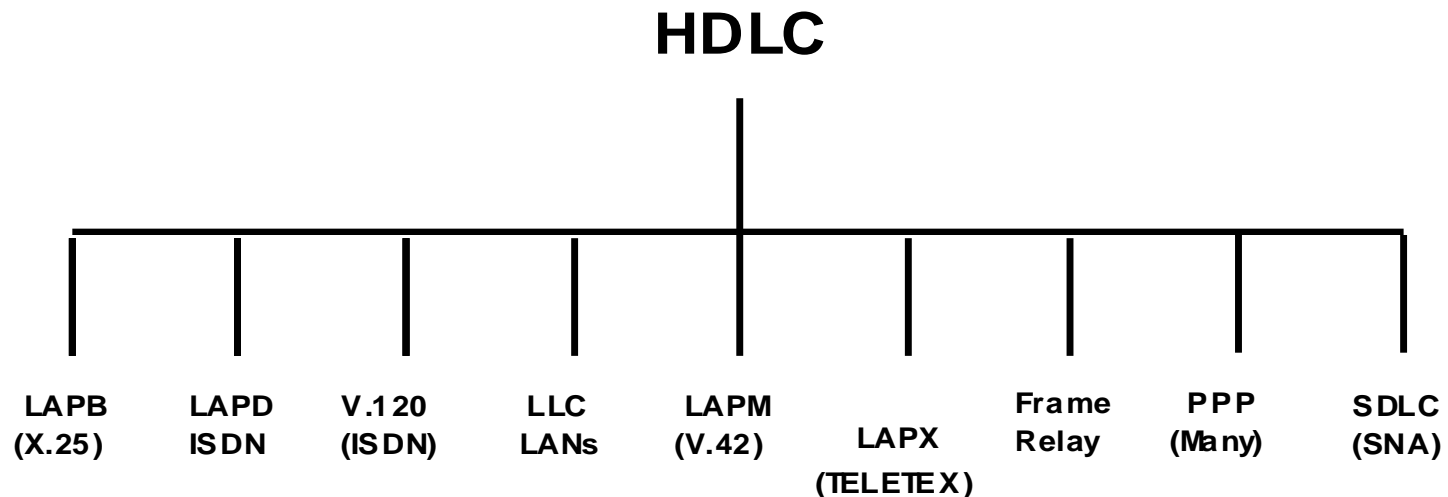
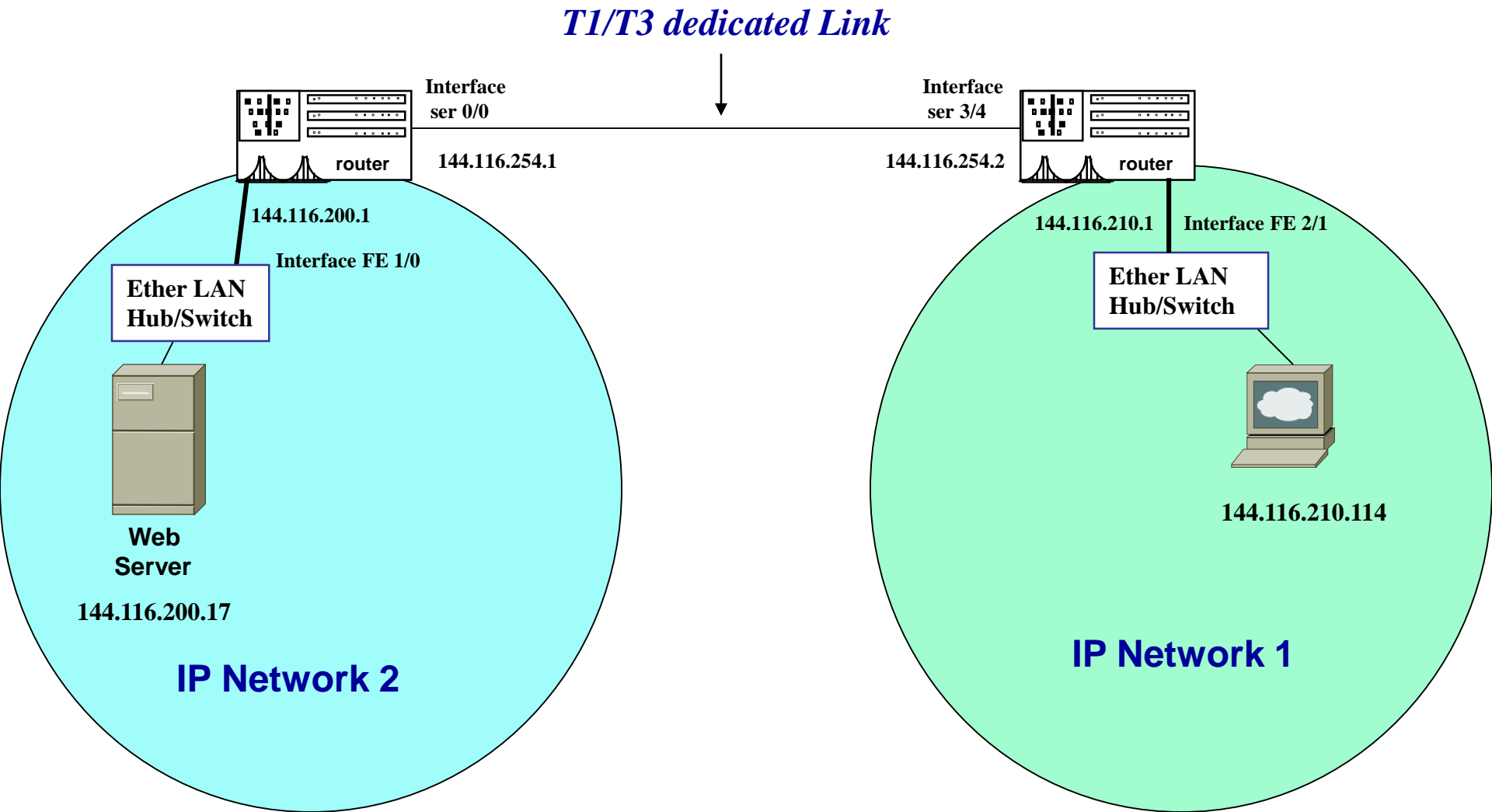


Figure-1 (HDLC Family)

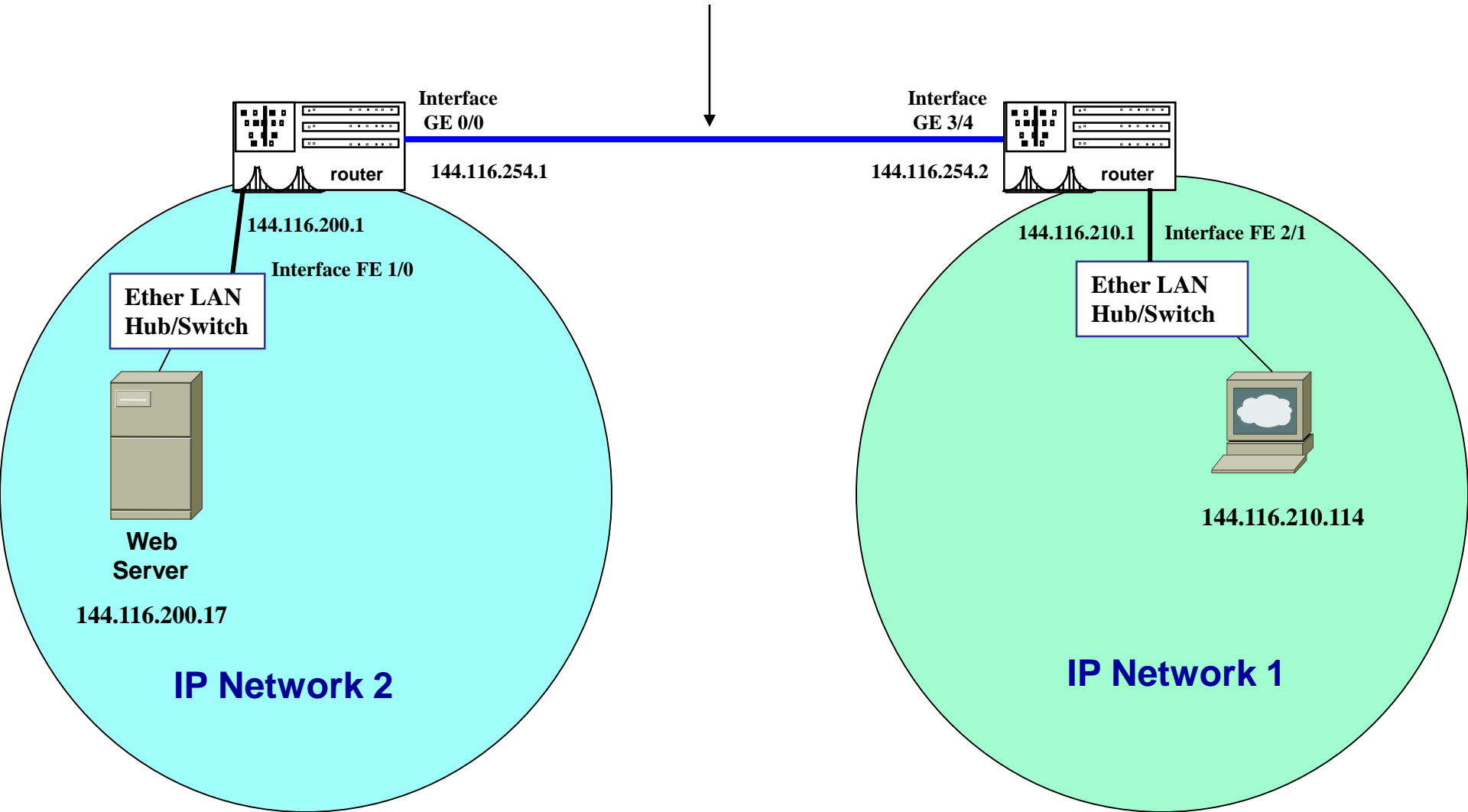
Why would I ever need to know HDLC ?

Protocol Illustration Scenario #1



Protocol Illustration Scenario #2

10 Gigabit Ether Link



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Data Link Protocols

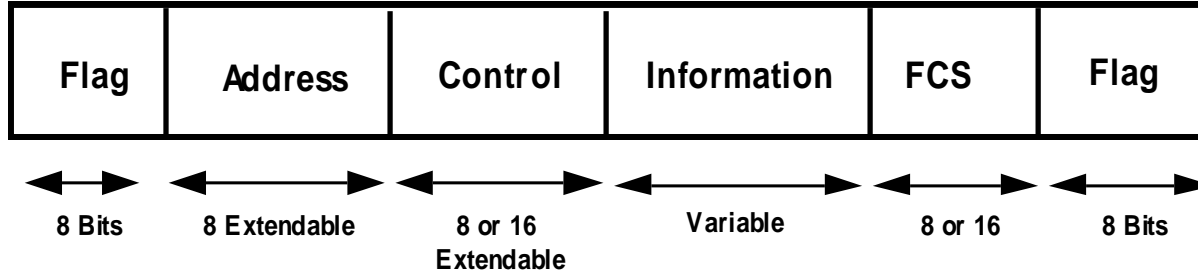


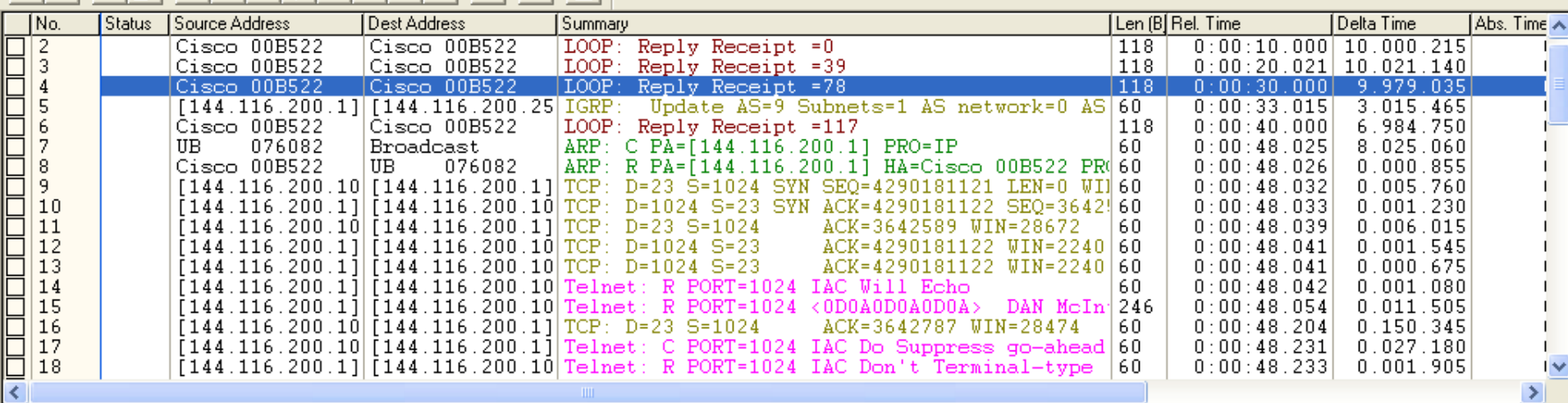
Figure-2 HDLC Frame Format

	1	2	3	4	5	6	7	8
I: Information	0	N(S)			P/F	N(R)		
S: Supervisory	1	0	S		P/F	N(R)		
U: Unnumbered	1	1	M		P/F	M		

N (S) = Send Sequence Number
N (R) = Receive Sequence Number
S = Supervisory Function bits
M = Unnumbered function bits
P/F = Poll/Final Bit

Figure-3 HDLC Control Field Format

Remember the OSI Layers ?



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LOOP:
LOOP: Skip Count      = 0
LOOP: Message type    = Reply message
LOOP: Receipt number  = 27726
LOOP:

```



No.	Status	Source Address	Dest Address	Summary	Len [B]	Rel. Time	Delta Time	Abs. Time
2		Cisco 00B522	Cisco 00B522	LOOP: Reply Receipt =0	118	0:00:10.000	10.000.215	
3		Cisco 00B522	Cisco 00B522	LOOP: Reply Receipt =39	118	0:00:20.021	10.021.140	
4		Cisco 00B522	Cisco 00B522	LOOP: Reply Receipt =78	118	0:00:30.000	9.979.035	
5		[144.116.200.1]	[144.116.200.25]	IGRP: Update AS=9 Subnets=1 AS network=0 AS	60	0:00:33.015	3.015.465	
6		Cisco 00B522	Cisco 00B522	LOOP: Reply Receipt =117	118	0:00:40.000	6.984.750	
7		UB 076082	Broadcast	ARP: C PA=[144.116.200.1] PRO=IP	60	0:00:48.025	8.025.060	
8		Cisco 00B522	UB 076082	ARP: R PA=[144.116.200.1] HA=Cisco 00B522 PRO	60	0:00:48.026	0.000.855	
9		[144.116.200.10]	[144.116.200.1]	TCP: D=23 S=1024 SYN SEQ=4290181121 LEN=0 WIN	60	0:00:48.032	0.005.760	
10		[144.116.200.1]	[144.116.200.10]	TCP: D=1024 S=23 SYN ACK=4290181122 SEQ=3642	60	0:00:48.033	0.001.230	
11		[144.116.200.10]	[144.116.200.1]	TCP: D=23 S=1024 ACK=3642589 WIN=28672	60	0:00:48.039	0.006.015	
12		[144.116.200.1]	[144.116.200.10]	TCP: D=1024 S=23 ACK=4290181122 WIN=2240	60	0:00:48.041	0.001.545	
13		[144.116.200.1]	[144.116.200.10]	TCP: D=1024 S=23 ACK=4290181122 WIN=2240	60	0:00:48.041	0.000.675	
14		[144.116.200.1]	[144.116.200.10]	Telnet: R PORT=1024 IAC Will Echo	60	0:00:48.042	0.001.080	
15		[144.116.200.1]	[144.116.200.10]	Telnet: R PORT=1024 <0D0A0D0A0D0A> DAN McIn	246	0:00:48.054	0.011.505	
16		[144.116.200.10]	[144.116.200.1]	TCP: D=23 S=1024 ACK=3642787 WIN=28474	60	0:00:48.204	0.150.345	
17		[144.116.200.10]	[144.116.200.1]	Telnet: C PORT=1024 IAC Do Suppress go-ahead	60	0:00:48.231	0.027.180	
18		[144.116.200.1]	[144.116.200.10]	Telnet: R PORT=1024 IAC Don't Terminal-type	60	0:00:48.233	0.001.905	

DLC: ----- DLC Header -----

DLC:
 DLC: Frame 7 arrived at 10:55:45.0257; frame size is 60 (003C hex) bytes.
 DLC: Destination = BROADCAST FFFFFFFF, Broadcast
 DLC: Source = Station UB 076082
 DLC: Ethertype = 0806 (ARP)

ARP: ----- ARP/RARP frame -----

ARP:
 ARP: Hardware type = 1 (10Mb Ethernet)
 ARP: Protocol type = 0800 (IP)
 ARP: Length of hardware address = 6 bytes
 ARP: Length of protocol address = 4 bytes
 ARP: Opcode 1 (ARP request)
 ARP: Sender's hardware address = 00DD01076082
 ARP: Sender's protocol address = [144.116.200.107]
 ARP: Target hardware address = 000000000000
 ARP: Target protocol address = [144.116.200.1]
 ARP:
 ARP: 18 bytes frame padding

00000000: ff ff ff ff ff ff 00 dd 01 07 60 82 08 06 00 01 vvvvvv.Y..`|...



No.	Status	Source Address	Dest Address	Summary	Len (B)	Rel. Time	Delta Time	Abs. Time
41		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:36.053	0.999.780	
42		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:37.053	1.000.200	
43		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:38.053	0.999.855	
44		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:39.053	1.000.065	
45		Cisco 006D2B	Cisco 006D2B	LOOP: Reply Receipt =130	118	0:00:40.021	0.967.965	
46		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:40.053	0.032.085	
47		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:41.053	0.999.945	
48		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:42.053	1.000.065	
49		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:43.053	0.999.990	
50		020000001111	020000004044	LLC: C D=00 S=04 TEST P	60	0:00:43.351	0.297.690	

DLC: ----- DLC Header -----

- DLC: Frame 50 arrived at 12:56:19.3516; frame size is 60 (003C hex) bytes.
- DLC: Destination = Station 020000004044
- DLC: Source = Station 020000001111
- DLC: Ethertype = 80D5 (IBM RT)

IBMRT: ----- IBM RT -----

- IBMRT: Data length = 3
- IBMRT: Padding = 00

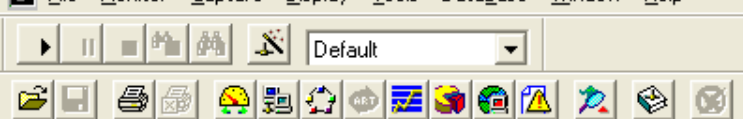
LLC: ----- LLC Header -----

- LLC: DSAP Address = 00, DSAP IG Bit = 00 (Individual Address)
- LLC: SSAP Address = 04, SSAP CR Bit = 00 (Command)
- LLC: Unnumbered frame: TEST, POLL
- LLC: [40 bytes of LLC Test data]

```

00000000: 02 00 00 00 40 44 02 00 00 00 11 11 80 d5 00 03 .....@D.....IO
00000010: 00 00 04 f3 12 2c 00 01 02 00 c2 83 81 00 f8 c1 ...6.....AIII.A
00000020: 5e 02 04 03 00 17 c5 a9 94 8c 14 d0 8e 2d 50 18 ^.....A@III.DI-P
00000030: 70 00 70 97 00 00 73 00 00 00 00 00          p.pI...s.....

```



No.	Status	Source Address	Dest Address	Summary	Len (B)	Rel. Time	Delta Time	Abs. Time
53		020000004044	020000001111	SNA: XID Fmt 6 T9	60	0:00:43.480	0.011.130	
54		Cisco 006D2B	DEC_lv1_Bridges	: Ethertype=8038 (LANBrdg)	60	0:00:44.053	0.573.360	
55		020000001111	020000004044	SNA: XID Fmt 3 T2 CV=X'0E (Net Name), CV=X'0	114	0:00:44.381	0.328.035	
56		020000004044	020000001111	SNA: XID Fmt 3 T4 CV=X'0E (Net Name), CV=X'0	142	0:00:44.396	0.014.205	
57		020000001111	020000004044	SNA: XID Fmt 3 T2 CV=X'0E (Net Name), CV=X'0	114	0:00:44.688	0.292.845	
58		020000004044	020000001111	SNA: XID Fmt 3 T4 CV=X'0E (Net Name), CV=X'0	142	0:00:44.895	0.206.145	
59		020000001111	020000004044	SNA: XID Fmt 3 T2 CV=X'0E (Net Name), CV=X'0	114	0:00:44.909	0.014.655	
60		020000004044	020000001111	SNA: XID Fmt 3 T4 CV=X'0E (Net Name), CV=X'0	142	0:00:44.922	0.012.540	
61		020000001111	020000004044	SNA: XID Fmt 3 T2 CV=X'0E (Net Name), CV=X'0	114	0:00:44.938	0.016.620	
62		020000004044	020000001111	LLC: C D=04 S=04 SABME P	60	0:00:44.950	0.011.415	
63		020000001111	020000004044	LLC: R D=04 S=04 UA F	60	0:00:44.956	0.005.940	

DLC: ----- DLC Header -----

DLC:
DLC: Frame 62 arrived at 12:56:20.9503; frame size is 60 (003C hex) bytes.
DLC: Destination = Station 020000001111
DLC: Source = Station 020000004044
DLC: Ethertype = 80D5 (IBM RT)
DLC:

IBMRT: ----- IBM RT -----

IBMRT:
IBMRT: Data length = 3
IBMRT: Padding = 04
IBMRT:

LLC: ----- LLC Header -----

LLC:
LLC: DSAP Address = 04, DSAP IG Bit = 00 (Individual Address)
LLC: SSAP Address = 04, SSAP CR Bit = 00 (Command)
LLC: Unnumbered frame: SABME, POLL
LLC:

```

00000000: 02 00 00 00 11 11 02 00 00 00 40 44 80 d5 00 03 .....@DIO..
00000010: 04 04 04 7f e6 39 a1 51 08 05 aa 50 10 25 74 5f ...Iæ9iQ...âP.%t_
00000020: f4 00 00 00 02 00 08 00 00 08 35 00 00 00 0a 90 ð.....5....I
00000030: 75 1a 01 00 01 0a 19 40 00 30 00 6f u.....@.0.o
    
```

Data Link Protocols

Sequence Counter Definitions:

V(R) Receive-state variable. A counter maintained by a network station. This counter indicates the sequence number of the next-in-sequence I PDU to be received on a connection. It is maintained in the network station and not the frame.

N(S) Sequence number of the frame (called the send sequence number). Located in the transmitted frame, this field will only be set in information (I) packets. Prior to sending an I frame, the value of N(S) is set to the value of V(S), the send-state variable. This is located in the frame and not in the network station.

V(S) Send-state variable. This number indicates the next sequence number expected on the connection. It is incremented by one for each successive I-frame transmission. It is maintained in the network station and not the frame.

N(R) Receive Sequence number. This is an acknowledgment of a previous frame. It is located in the transmitted frame. All information and supervisory frames will contain this. Prior to sending that type of frame, it is set equal to the value of the receive-state V(R) for that connection. N(R) indicates to the receiving station that the station that originated this frame accepts all frames up to the N(R) minus 1.

Default

Icons for file operations and network settings.

No.	Status	Source Address	Dest Address	Summary	Len (B)	Rel. Time	Delta Time	Abs. Time
62		020000004044	020000001111	LLC: C D=04 S=04 SABME P	60	0:00:44.950	0.011.415	
63		020000001111	020000004044	LLC: R D=04 S=04 UA F	60	0:00:44.956	0.005.940	
64		020000004044	020000001111	LLC: C D=04 S=04 RR NR=0 P	60	0:00:44.971	0.015.435	
65		020000001111	020000004044	LLC: R D=04 S=04 RR NR=0 F	60	0:00:44.972	0.001.260	
66		Cisco 006D2B	DEC_lv1_Bridges	Ethertype=8038 (LANBrdg)	60	0:00:45.053	0.080.760	
67		00	00	SNA: C SC ACTPU PUS	60	0:00:45.094	0.040.620	
68		020000001111	020000004044	LLC: R D=04 S=04 RR NR=1	60	0:00:45.095	0.001.290	
69		00	00	SNA: +R SC ACTPU	60	0:00:45.160	0.064.935	
70		020000004044	020000001111	LLC: R D=04 S=04 RR NR=1	60	0:00:45.170	0.009.510	
71		00	02	SNA: C SC ACTLU	60	0:00:45.342	0.172.155	
72		020000001111	020000004044	LLC: R D=04 S=04 RR NR=2	60	0:00:45.343	0.001.485	

DLC: Frame 72 arrived at 12:56:21.3437; frame size is 60 (003C hex) bytes.

DLC: Destination = Station 020000004044

DLC: Source = Station 020000001111

DLC: Ethertype = 80D5 (IBM RT)

IBMRT: ----- IBM RT -----

IBMRT:

IBMRT: Data length = 4

IBMRT: Padding = 00

IBMRT:

LLC: ----- LLC Header -----

LLC:

LLC: DSAP Address = 04, DSAP IG Bit = 00 (Individual Address)

LLC: SSAP Address = 04, SSAP CR Bit = 01 (Response)

LLC: Supervisory frame: RR, N(R) = 2

LLC:

LLC: ERROR: Data is not allowed for this format

```

00000000: 02 00 00 00 40 44 02 00 00 00 11 11 80 d5 00 04 ....@D.....
00000010: 00 04 05 01 04 2c 00 01 02 00 92 03 90 20 7d c2 .....}A
00000020: 61 02 04 03 00 17 c5 a9 94 91 14 d0 8e 32 50 10 a.....A@.D|2P.
00000030: 70 00 e3 96 00 00 72 00 00 00 00 00 .....p.8...r....
    
```

Data Link Protocols

This ability to detect and correct sequence errors is basically characterized by three types of retransmissions: **Go Back to N**, **Selective Repeat**, and **Stop and Wait**.

All three types have their merits.

The **Selective Reject** offers better bandwidth utilization in that only the out-of-sequence frame needs to be retransmitted. But the receiving network station must wait for that frame and, when it does arrive, it must reorder the data in the correct sequence before presenting it to the next layer. This consumes memory and CPU utilization.

Go-Back-to-N method specifies not only a specific sequence number is to be retransmitted, but also any frames before that and up to the last acknowledged sequence number. It is a simpler method; however, it uses more network bandwidth and is generally slower than the Selective Reject. HDLC uses the Selective Reject methods. Other network protocols use a variance of the both Go Back to N and Selective Reject.

Stop-and-Wait method has a window size of 1, for only one frame may be outstanding at a time. Stop and Wait means send a packet and do not transmit another until that packet has been acknowledged exchange.