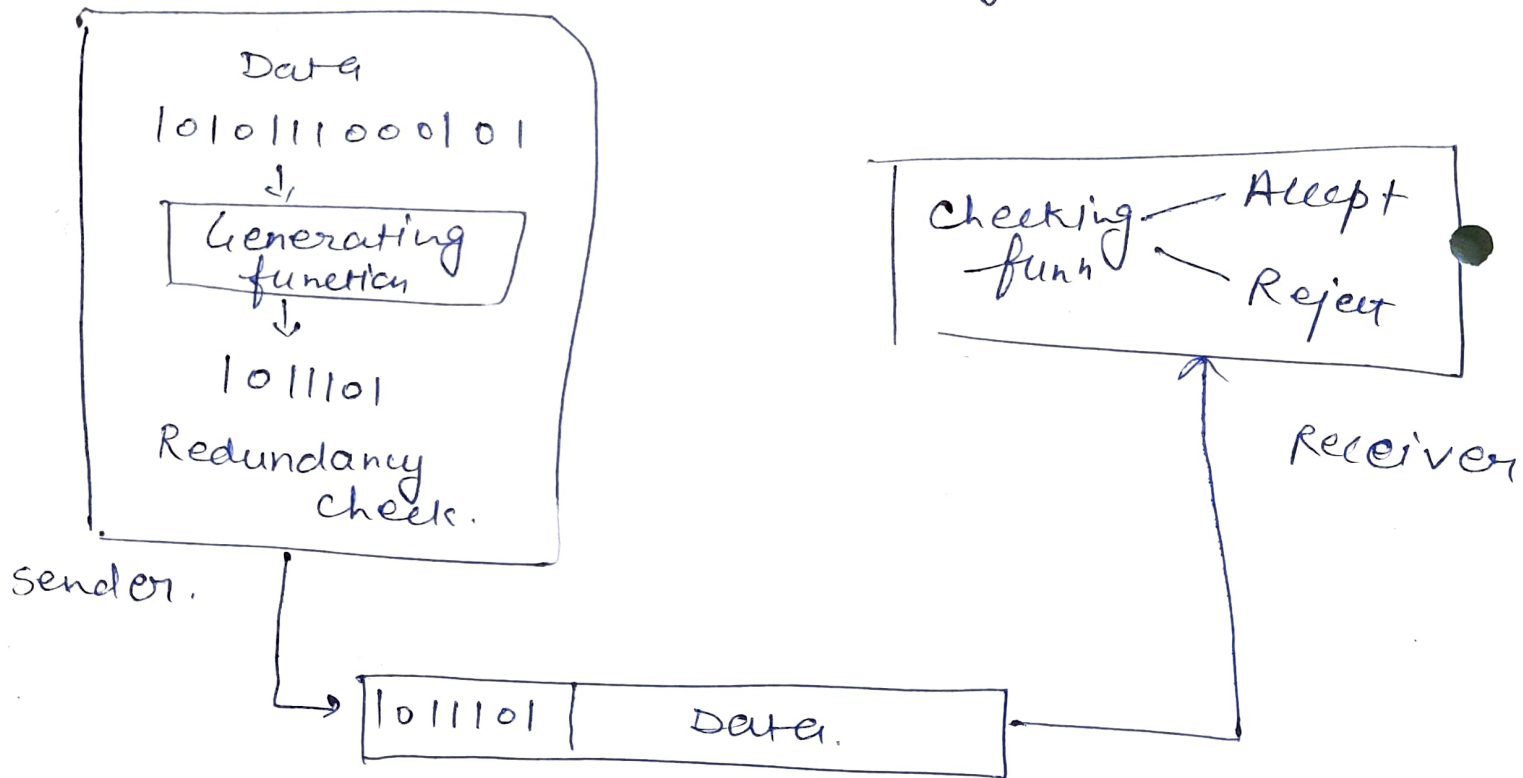


How to detect an error

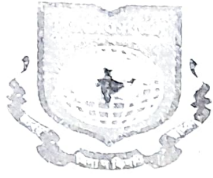
- Error detection means to decide whether the received data is correct or not without having a copy of the original msg.
- To detect or correct errors, we need to send some ~~data~~ extra bits with data.
 - Known as redundancy bits.



Error Correction

- It can be handled in two ways.
- Receiver can have the sender ~~to~~ retransmit the entire data unit
- The receiver can use an error correcting code which automatically corrects certain error

Both error detection & correction need
redundancy

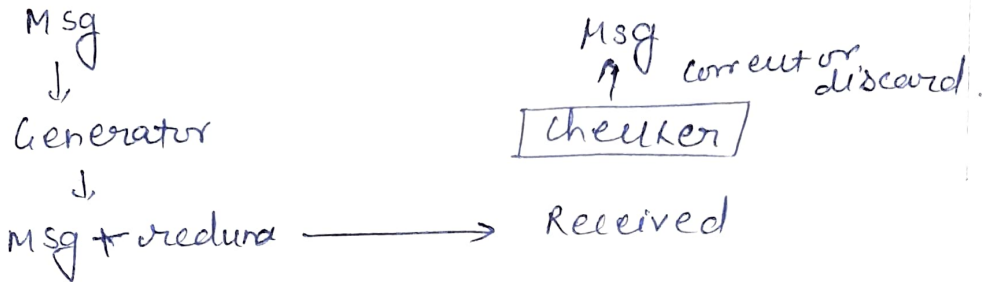


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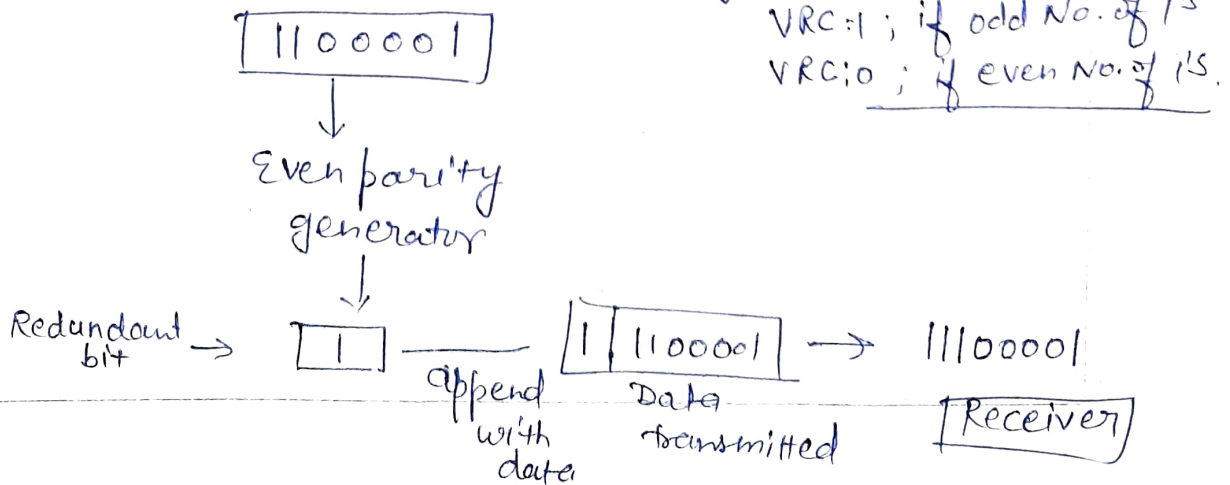


4 types of error detection techniques

- 1) Vertical Redundancy check (VRC)
- 2) Longitudinal Redundancy check (LRC)
- 3) Checksum
- 4) Cyclic Redundancy check (CRC)

VRC (Vertical Redundancy check)

- It is also called as parity check.



Performance - 9+ can detect single bit error

- 9+ can detect burst error only if the No. of Error is odd.

11100001 → 10100001 → Receiver rejects this data
one bit changed.

11100001 → 10100101 → Receiver accepts this data.
- Misunderstand the data in burst error

Q- Append the parity bit after each block shown below using VRC

1110110

1101111

1110010



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LRC Longitudinal Redundancy Check.

- In LRC, a block of bits is organized in rows and columns.
- also known as 2-D parity
- The parity bit is calculated for each column and sent along with the data.
- The block of parity acts as the redundant bits.

Ex Find LRC

11100111

11011101

00111001

10101001

Determine the data that is transmitted.

11100111

11011101

00111001

10101001

10101010

10101010	10101001	00111001	11011101	11100111
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Performance of LRC

- LRC increases the likelihood of detecting burst errors.
- If two bits in one data unit are damaged and two bits in exactly the same positions in another data unit are also damaged, the LRC checker will not detect an error.

Assignment

Find the LRC for the data blocks

01110111, 10101001, 01101001, 10101010

determine the data that is transmitted.

3) Checksum - check + sum

Sender - Checksum creation

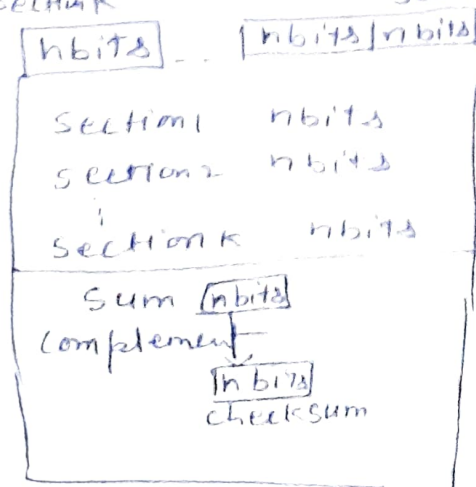
Receiver side - Checksum Validation

operation at sender side

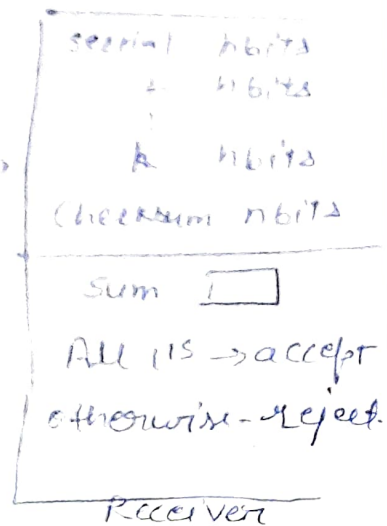
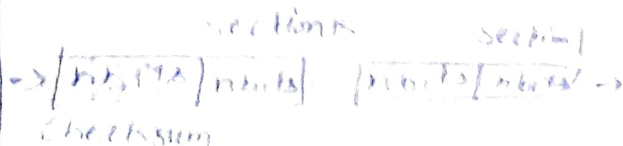
- 1) Break the original msg in a K No. of blocks with n bits in each block.
- 2) Sum all the 'K' data blocks
- 3) Add the carry to the sum, if any
- 4) Do 1's complement to the sum = checksum

Section K

Section 1



Sender



Receiver



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Examples (sender)

10011001

11100010

00100100

10000100

11
1
100

1 1 1 1
10011001
11100010
00100100
10000100

1000100011
10

00100101

↓ 1's complement

11011010

checksum value appended with msg.

Receiver

- collect all the data blocks including the checksum
- sum all the data blocks & checksum
- if the result is all 1's → Accept
- else → Reject

11011010 10011001 11100010 00100100 10000100

11011010
10011001
11100010
00100100
10000100

1011111101

10

11111111

Accepts

Performance

- The checksum detects all errors involving an odd number of bits
- It detects most errors involving an even No. of bits
- If one or more bits of a segment are damaged and the corresponding bit or bits of opposite value in a second segment are also damaged, the sum of those columns will not change and the receiver will not detect the errors.