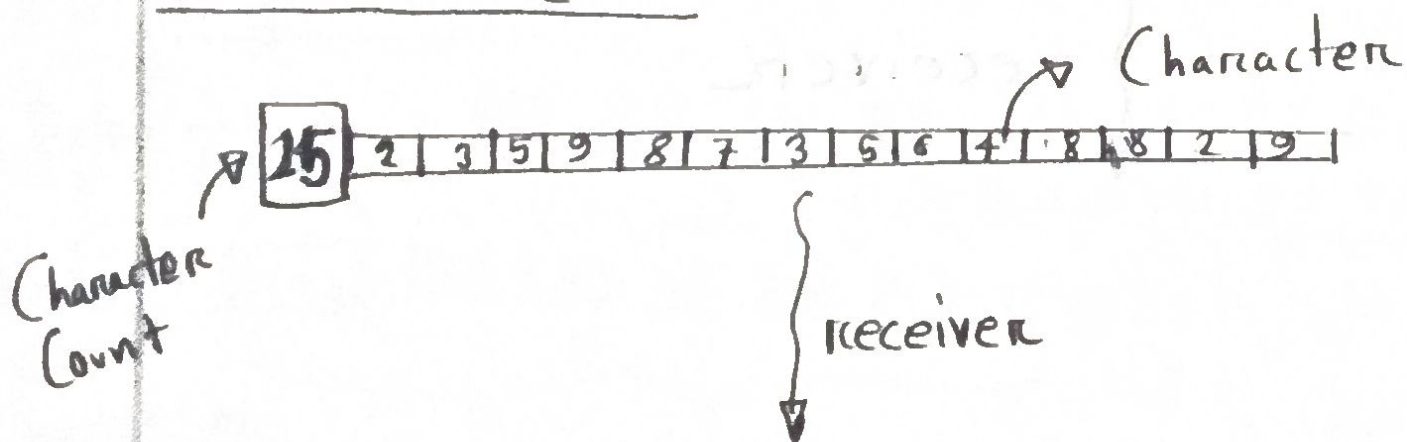


## Framing Technic

- ① Character Count
- ② Byte stuffing
- ③ Bit Stuffing
- ④ Physical Layer Coding violation

### ① Character Count



Ethernet

↳ Max Frame - 1500 byte

on that specific Standard

ATM (Asynchronous Transfer Mode)

max

Frame/Cell = 53 byte

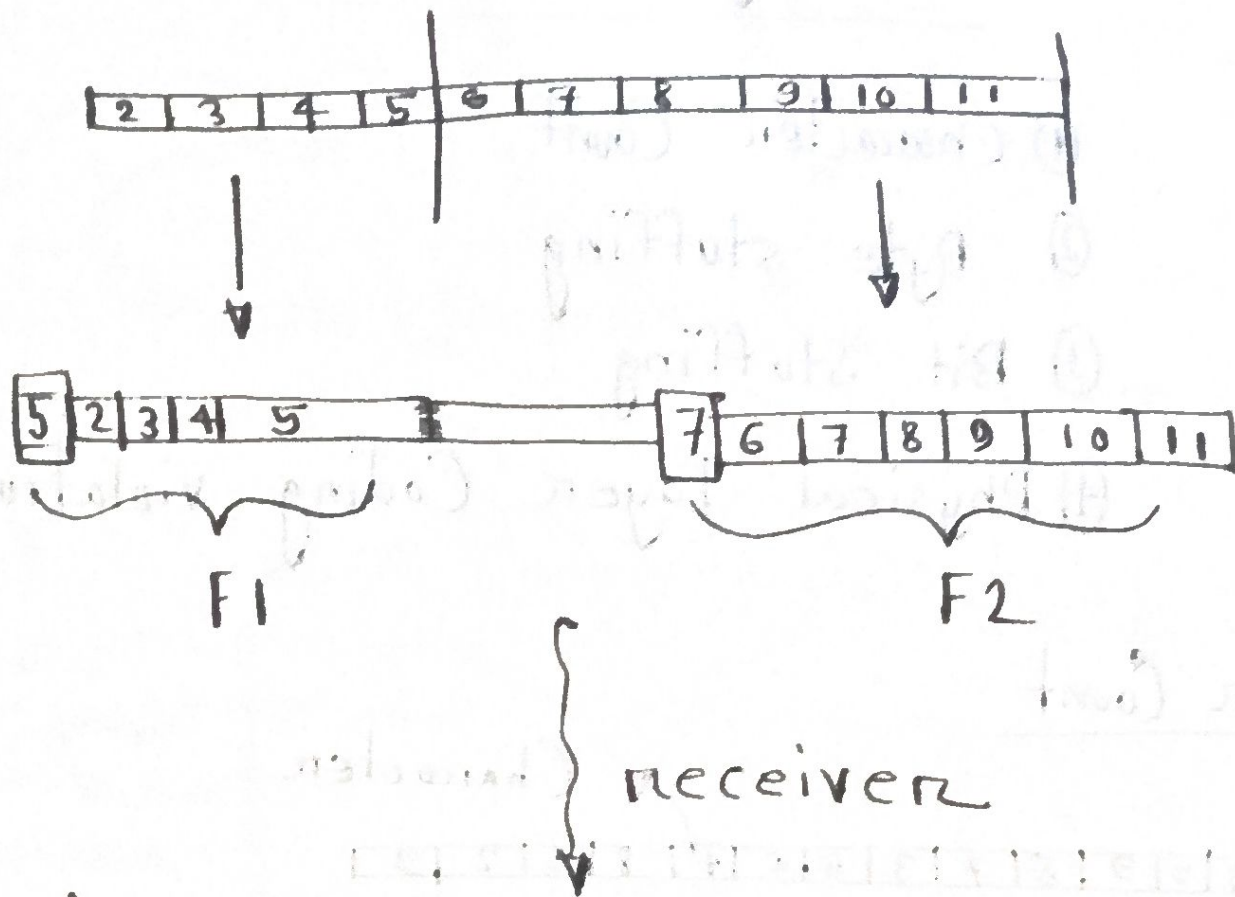


Theme:

Date: / /

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## # Creating frame



First & receiver  
Character Count  
read করবে  
বাকি (Count  
করবে  
byte wise



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## ② Byte Stuffing

4 Byte ch frame create karte hai

Flag A B C D Flag

receiver

First & Last e indication  
dhakare (flag)

A B C D

### edge case

Flag : 1010 ← dhakare

ESC : 1111 ← dhakare

Data → A B Flag D

Sender → Flag A B ESC Flag D Flag

instruction

receiver

A B Flag D

Ex dhakare ma dhakare  
ma dhakare receive

dhakare dhakare Flag data

dhakare dhakare dhakare

ESC use karte hai

↑

Esc = Escape



Data →

[A] [ESC] [Flag] [B] [C]

[Flag] [A] [ESC] [ESC] [ESC] [Flag] [B] [C] [Flag]

↓ receiver

[A] [ESC] [Flag] [B] [C]

### ③ Bit Stuffing

Flag [Fixed]: 01111110

Fixed 24 bit  
01111110

[Flag] 10101101001 [Flag]

↓

01111110 10101101001 01111110

Flag

flag

↓ receiver

10101101001



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## edge case

1010 11 0 1 1 1 1 1 0 1 0 1 1

0 1 1 1 1 1 0

1010 11 0 1 1 1 1 1 0 1 1 0 1 1 0 1 1 1 1 0

Sender instruction

101011

Every 5 consecutive 1 এর পর 0 insert করে ২০০

0 1 1 1 1 1 0 101011 0 1 1 1 1 1 0 101011 0 1 1 1 1 1 0

not for this  
edge case  
this instruction  
is for every case

receiver { receiver instruction :  
5 টি 1 এর পর (যদি) 0  
থাক থাকলে 0 কে  
বাদ দিবে

101011 0 1 1 1 1 1 0 1 0 1 1

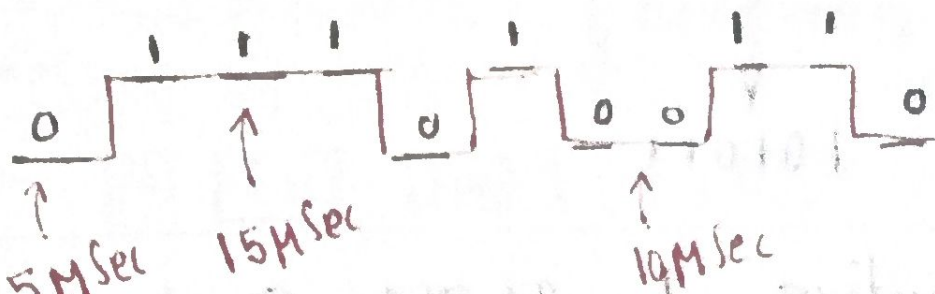


# ① Physical Layer Coding Violation

1 1 0 1 0 1 1 1 1 1 0 1 0 1

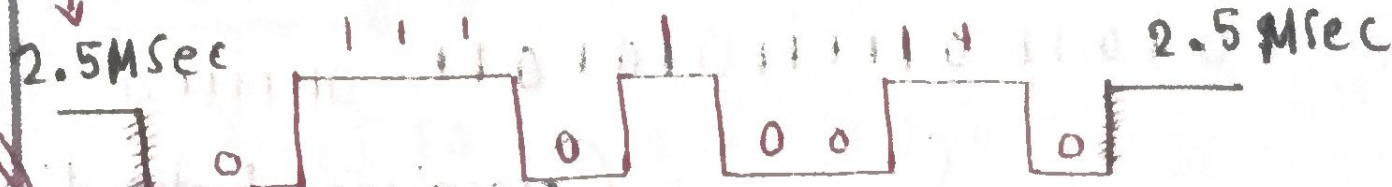
0 1 1 1 0 1 0 0 1 1 0

binary encoding mechanism



Bit time = 5Msec

5Msec  $\neq$  2.5Msec  
Violation that should be considered as **Flag**



best violation would be half = 2.5