CS & IT ENGINEERING

COMPUTER NETWORKS

Error Control

Lecture No-1

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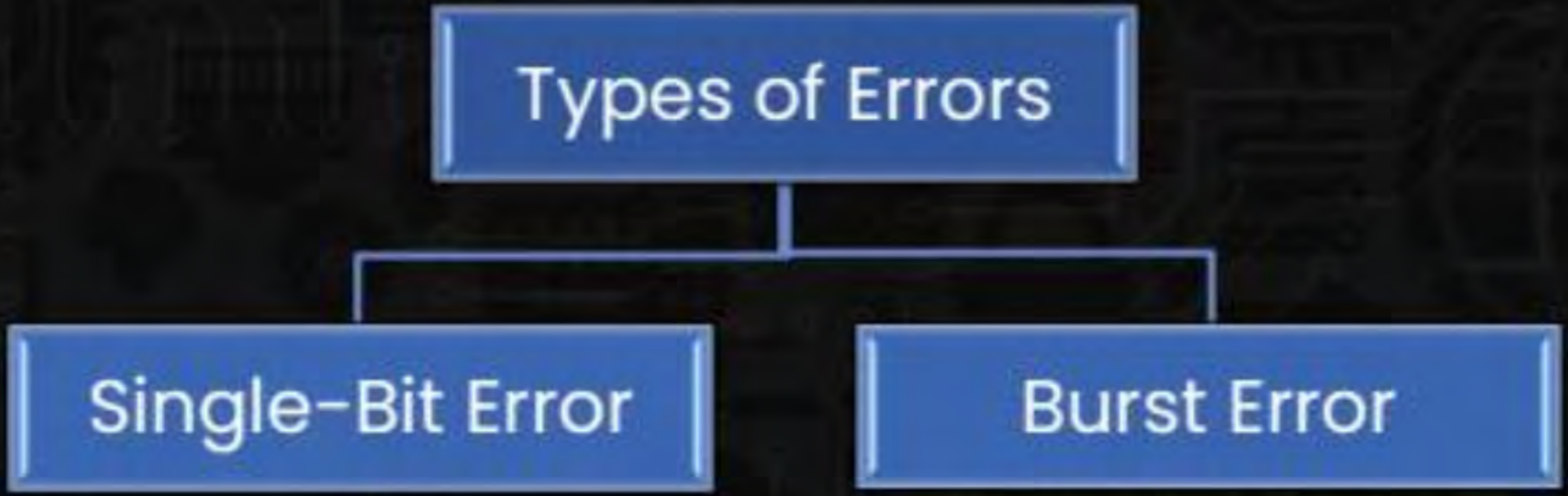
TOPICS TO BE COVERED

- Error Detection and Error Correction

Error

If data received is not same as the data sent then this means error has occurred



Single bit error:

The term single bit error means that only 1 bit of given data unit is changed from 1 to 0 or 0 to 1.

Burst Error :

The term burst Error means that 2 or more bits in the data unit have changed from 1 to 0 or from 0 to 1.

← Burst length=4 →

Send	0	1	0	0	1	0	1	0
Received	0	1	1	0	1	1	1	0

Note :

- No. of corrupted bits or affected bits depends on the data rate and duration of noise
- Burst error is more likely to occur than a single bit error.

- No. of corrupted bits or affected bits = Data rate * Noise duration

(1) Data rate = 1 KbPs = 10^3 bits/sec

Noise duration = $\frac{1}{10}$ sec

No. of corrupted bits or affected bits = $\cancel{10^3}^{\,2}$ bits/$\cancel{sec}$ * $\frac{1}{\cancel{10}}$ $\cancel{sec}$ = 100 bits

(2) Data rate = 1 mbPs = 10^6 bits/sec

Noise duration = $\frac{1}{10}$ sec

No. of corrupted bits or affected bits = $\cancel{10^6}^{\,5}$ bits/$\cancel{sec}$ * $\frac{1}{\cancel{10}}$ $\cancel{sec}$ = 100000 bits

Error control

- Error Detection
- Error correction

Redundancy :

1. The central concept in Detecting or correcting error is Redundancy.
2. To be able to detect or correct the errors, we need to send some extra bits with our data. These redundant bits are added by the sender and removed by the receiver.

Error Control

Error detection

Error correction

Data + Data

Ankit@0077

Anket@0077

Sent : 10 10 10 10

Rcvd : 10 0 0 1 1 10

1010 1010

Error detection :

In Error detection we are only Looking to see if any error has occurred. The answer is simple Yes or No. we are not even interested in the number of corrupted bits. A single bit error is same for us as a Burst Error.

Error Correction :

In Error correction we need to know the exact number of bits that are corrupted and more importantly, their location in the message.

Error Detection & Error Correction

Note :

- Correction of error is more difficult than detection
- If we need to correct a single error in an 8 bit data unit, we need to consider eight possible error locations.

8 bit : 1010 1010

⇓

(1 bit Error)

$^8C_1 = 8$

- If we need to correct two error in an 8 bit data unit, we need to consider 28 possibilities.

8 bit → 10101010

⇓

2 bit error

$^8C_2 = \frac{\overset{4}{\cancel{8}} \times 7}{\cancel{2}} = 28$

Error Control

Error detection | Error correction

1.	Simple Parity	1.	Hamming code
2.	2D parity		
3.	Check sum (NL|TL)(2B)		
4. *	CRC (DLL) (4B)		
5.	Data+Data		

➢ Once noticed error simply discard	➢ Capability of correcting error
➢ Ask for retransmission	➢ does not required retransmission
	➢ Hamming code can correct single bit Error

Logic for Error Detection

Logic for error detection :

- Error detection is based on block coding.
- In block coding ,we divide our message into blocks ,each of size k bits called data words
- We add 'r' redundant bits — to each data words and resulting word is called as codewords of length n i.e. $n=k+r$
- In place of sending data words we send corresponding codewords

message = 00|01|10|11

dataword

$K = 2$

Let $K = 2$ bit and $r = 1$ bit so data word is of 2 bit and code word is of 3 bit i.e $n = K + r \Rightarrow n = 2 + 1 = 3$

Data word	Valid Codeword
00 →	000
01 →	011
10 →	101
11 →	110

dataword = K bit

$\Downarrow$

2^K combination

codeword = n bit

$\Downarrow$

2^n combination

$(n > K)$

$2^n - 2^K \Rightarrow$ Code word that are Not used

$\Downarrow$

Invalid code word

Dataword	Valid codeword
00 →	000
01 →	011
10 →	101
11 →	110

Codeword = 3 bit

000 ✓
001 ✗
010 ✗
011 ✓
100 ✗
101 ✓
110 ✓
111 ✗

Invalid code word

$2^n - 2^k \rightarrow$ Invalid code word

$2^3 - 2^2 = 4 \rightarrow$ Invalid codeword

Codeword

Valid codeword

(2^k)

$2^2 = 4$

Invalid codeword

$(2^n - 2^k)$

$2^3 - 2^2 = 4$

- With k bits we can create a combination of 2^k datawords ,with n bits we can create a combination 2^n called codeword
- We know that n>k , there exist one to one correspondence b/w codeword and dataword
- Hence $\boxed{2^n - 2^k}$ are invalid codeword
- Hence $\boxed{2^k}$ are valid codeword

Error detection using block code :

If the following 2 conditions are met ,the receiver can detect a change in the original codeword

1. The receiver has a list of original codeword
2. The original codeword has changed to invalid one

Dataword	Codeword (Valid)
00 →	000
01 →	011
10 →	101
11 →	110

Each codeword sent to the receiver may change during transmission

1. If The received codeword is same as the one of the valid codeword ,the word is accepted

000 (sent) —— No error ——> 000 (Rcvd)

Valid code word ⇒ Accepted

2. The received codeword is not valid, it is discarded.

000 —— 1 bit error ——> 100

Invalid code word ⇒ Rejected by the Receiver

Receiver can detect the error

3. The codeword is corrupted during transmission but the received word still matches a valid codeword ,the error remains undetected

000 (sent) —— 2 bit error ——> 110 (Rcvd)

⇒ Receiver can't detect the error

7:00PM