## **Branch: CSE & IT**

# **Batch: Hinglish**

## **Computer Network**

## **Error Control**

**DPP 01** 

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- 1. The Hamming distance between 100 and 001 is \_\_\_\_\_
  - (a) 2
- (b) (
- (c) 1
- (d) None of the above

### [MCQ]

- **2.** Consider the following statements:
  - **S<sub>1</sub>:** If the change occurs in single-bit position with respect to whole data, then such error is called single bit error.
  - S<sub>2</sub>: If the change occurs in two or more-bit positions with respect to whole data, then such error is called burst error.
  - (a) Only  $S_1$  is true
  - (b) Only S<sub>2</sub> is true
  - (c) Both  $S_1$  and  $S_2$  are true
  - (d) Neither  $S_1$  nor  $S_2$  is true

### [MCQ]

- **3.** Which is/are the error detection techniques?
  - (a) Check sum
- (b) VRC
- (c) CRC
- (d) All of the above

#### [MCO]

- **4.** We add r redundant bits to each block to make the length n=k+r. The resulting n bit blocks are called
  - (a) Block words
- (b) Code words
- (c) Data words
- (d) None of these

### [MCQ]

- 5. In block coding, if k=2 and n=3, we have \_\_\_\_invalid codewords
  - (a) 8
  - (b) 4
  - (c) 2
  - (d) none of the above

### [MCQ]

- **6.** A parity check can detect \_\_\_\_\_.
  - (a) 1-bit error
- (b) 2-bit error
- (c) 8-bit error
- (d) None of these

### [MCQ]

7. Assume that data has been transmitted on link using the 2D parity scheme for error detection, each sequence of 32-bits is arranged in a 4×8 matrix (rows r<sub>0</sub> through r<sub>3</sub> and column d<sub>0</sub> through d<sub>1</sub>) and is p added with a column do and row r<sub>4</sub> of parity bits computed using the even parity scheme, each bit of column d<sub>0</sub> (respectively, row r<sub>4</sub>) gives the parity of the corresponding row (respectively column) these 45 bits are transmitted using data link, assuming the following bits (data) are received on receiver's side.

## 

Considering that, first bit that is received by receiver is MSB, then which of the following bit has corrupted during the Transmission.

- (a)  $(r_3, D_6)$
- (b)  $(r_2 D_6)$
- (c)  $(r_1, D_2)$
- (d) None of the bit is corrupted

### [NAT]

**8.** Assume a binary code that contains only 5 valid code words as given 0000000, 1010110, 0101111, 0101010, 1101001 and assume minimum hamming distance of a code be x and maximum number of erroneous bits that can be deleted by the code is y and corrected by code be z, then the value of x + y + z is \_\_\_\_\_

### [NAT]

9. Considers the following error deletion scheme. every binary codeword (or) message is 2 bit long and for each binary message  $[d_1, d_0]$  three parity bits are appended. corresponding code words are  $[d_1, d_0, P_2, P_1, P_0]$ . The appended bits are calculated as  $P_2 = d_1 + d_0$ ,  $P_1 = d_1$ ,  $P_0 = d_0$  ('+' is a modulo 2 sum) then the minimum hamming distance  $d_{min}$  for this error deletion scheme is

### [MCQ]

- **10.** In block coding, if n=5, the maximum hamming distance between two codewords is \_\_\_\_\_.
  - (a) 2
  - (b) 3
  - (c) 5
  - (d) None of the above



# **Answer Key**

1. (a)

2. **(c)** 

3. **(d)** 

4. **(b)** 

**(b)** 5.

6. (a)
7. (b)
8. (3)
9. (3)
10. (c)



### **Hints & Solutions**

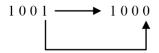
### 1. (a)

Please refer video solution.

### 2. (c)

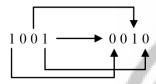
 $S_1$  (**True**): If the change occurs in single bit position with respect to whole data, then such error is called single bit error

### **Example:**



 $S_2$  (True): If change occurs in two or more-bit positions with respect to whole data then such error is called burst error

### **Example:**



### 3. (d)

Checksum: This a block code method where a checksum is created based on the data values in the data blocks to be transmitted using some algorithm and append to the data. When the receiver gets this data, a new checksum is calculated and compared with the existing checksum. A non-matching signifies an error.

**VRC**: It is an error checking method used on an eightbit ASCII character.

**CRC**: It is method designed to detect errors in the data and information transmitted over the network.

### 4. (b)

We add r redundant bits to each data words and resulting word is called as codewords of length  $n=k+r\,$ 

### 5. **(b)**

Please refer video solution.

#### 6. (a)

A Parity check can detect 1 bit error.

**Parity check:** A parity bit is added to a block of data for error detection purpose. The value of parity bit is assigned either 0 or 1 which makes the number of 1's in the message block either even or odd depending upon the type of parity.

### 7. **(b)**

	$D_8$	$D_7$	$D_6$	$D_5$	$D_4$	$D_3$	$D_2$	$D_1$	$D_0$
$R_0$	1	0	1	1	0	0	1	1	1
$R_1$	1	0	1	0	1	0	1	1	1
$R_2$	0	1	1	1	1	0	1	0	0
$R_3$	1	1	0	0	0	0	0	1	1
R <sub>4</sub>	1	0	0	0	0	0	1	1	1

Therefore, corrupted bit is  $(R_2, D_6)$ , hence option b is correct.

### 8. (3)

The minimum hamming distance here is 2 between 0101111 and 0101010, therefore value of x is 2, to detect 'd' bit errors, hamming distance must be d + 1, therefore number of bits that can be detected is y = 1, to correct d bit error, hamming distance must be 2d + 1.

The number of bits that can be corrected is '0', hence value of x + y + z = 3

### 9. (3)

Firstly, finding the numbers of codewords

$D_1$	$D_0$	$P_2$	$\mathbf{P}_1$	$P_0$
0	0	0	0	0
0	1	1	0	1
1	0	1	1	0
1	1	0	1	1

Now finding  $d_{\text{min}}$ , to find  $d_{\text{min}}$  we perform X - OR operations on all the code word and select the minimum numbers of 1 that will give us minimum distance.

Number of 1's is 3

Number of 1's is 3

Number of 1's is 4.

0	1	1	0	1
1_	0	1	1	0
1	1	0	1	1

Number of 1's is 4

0	1	1	0	1
1	1	0	1	1

Number of 1's is 3

Number of 1's is 3

 $\therefore$  The minimum distance  $(d_{min})$  is 3

**10.** (c)

Please refer video solution.





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