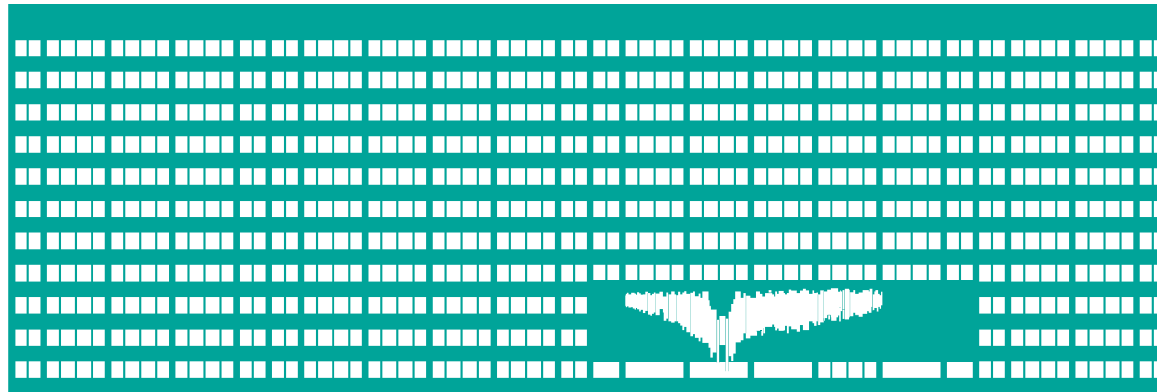


# Data Link Layer Protocols



## Computer Networks Lecture 3

# Data Transfer between Directly Connected Systems

- As the channel may be used to communicate between multiple stations, it is necessary to be able to find a data unit in a bit stream – a **frame**
- Every frame contains user data and a **header** with the system information
  - Transmitter and receiver addresses
  - Sequence number
  - Type of data (L3 protocol, system frame type)
- The frame may be destined either for
  - a single receiver (**unicast**)
  - particular group of receivers (**multicast**) or
  - all receivers on the channel (**broadcast**)

# The Typical Frame Format

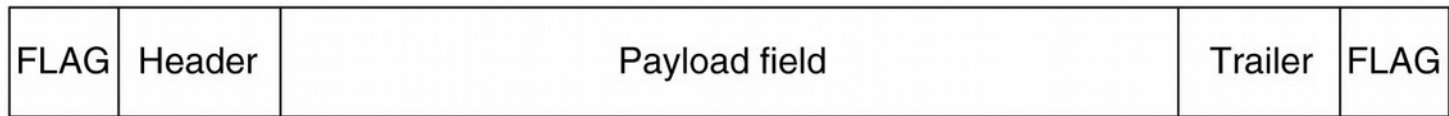


# **Character-oriented and Bit-oriented Protocols**

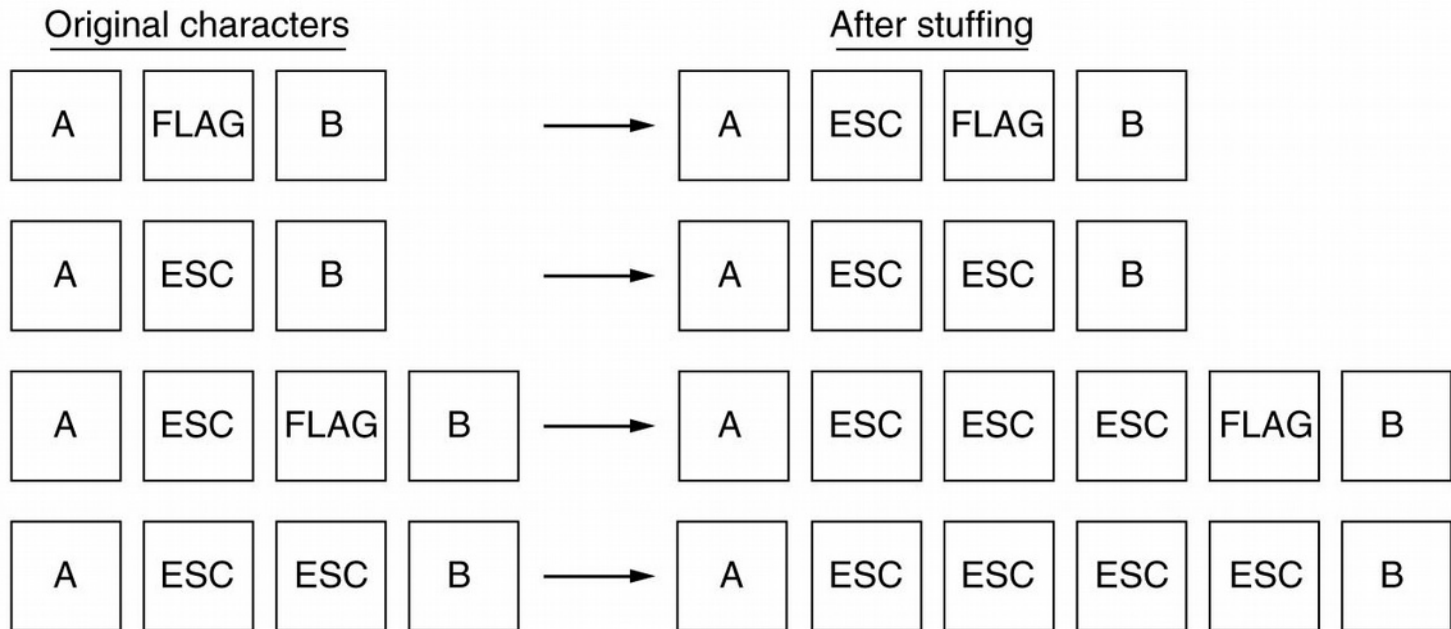
# Character-oriented (byte-oriented) Protocols

- A message is composed of character
  - characters represented by 5,6,7 or (most often) 8 bits
  - uses asynchronous serial communication
- Dependent on the utilized character set
  - ASCII, EBCDIC, ...
- Dedicated control characters may be present at any position (no fixed frame structure)
  - Start of Transmission, End of Transmission
  - Start of Frame, End of Frame
  - Start of Header, Start of User Data, ...
- Typically used in industrial automation or terminal systems

# Transmission of Control Characters in User Data



(a)



(b)

# Bit-oriented Protocols

- Frames of a fixed format are delimited by frame delimiters
- Flags (typically 01111110)
  - Bit stuffing is used to transmit bit pattern corresponding to flag sequence in user data
- Dedicated line code symbol
  - (in AMI, 4B5B, ...)
- Use synchronous serial transmission
- Commonly used in LANs and WANs

# Bit stuffing example

(a) 0 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 0

(b) 0 1 1 0 1 1 1 1 1 0 1 1 1 1 1 0 1 1 1 1 1 0 1 0 0 1 0

Stuffed bits

(c) 0 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 0 1 0

(a) Original data before transmission

(b) Zero is inserted after every 5 ones

(c) The receiver removes zero that follows 5 ones



# Examples of Link Protocols

- PPP – Point to Point Protocol
  - Asynchronous or synchronous links (dial-in to ISP, links between routers, ...)
- HDLC – High Level Data Link Control
  - A predecessor of the most of today's link protocols
- LAPD –Link Access Procedure – D-channel
  - Encapsulated signaling messages on ISDN D-channel
- Logical Link Control (IEEE 802.2)
  - Unifies MAC sublayers of various LANs