

Data Link Layer

”Data is being packaged into frames”

- **Frame Synchronization:** Begin & End of Frame must be detectable
- **Flow Control:** Sender should not send frames faster than the Receiver can handle
- **Error Control:** Error detection and correction
- **Addressing:** Source and Destination address
- **Control & Data Integration:** Control and Data have to be packed and unpacked in the same frame
- **Link Management:** Procedures for initiation, maintenance and termination

FRAMING

Frame Synchronization

1. Character Count
2. Starting & Ending Characters with Character Stuffing
3. Starting & Ending Flags with Bit Stuffing
4. Physical Layer Coding Violations

I. Character Count

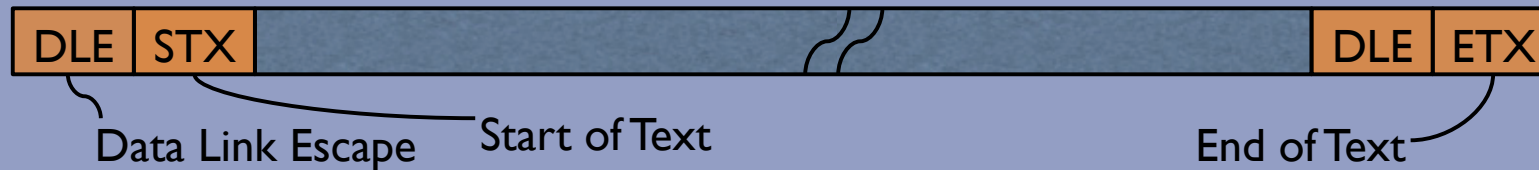
8		2	3	4	5	6	7	4		2	3	5		2	3	4	6		2	3	4	5
---	--	---	---	---	---	---	---	---	--	---	---	---	--	---	---	---	---	--	---	---	---	---

What if through a bit error character field gets a different number?

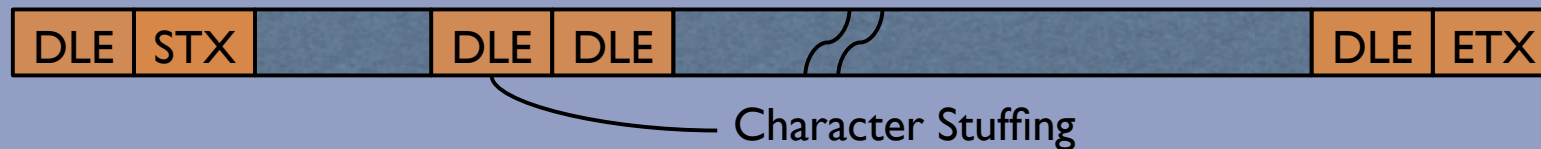
8		2	3	4	5	6	7	3		2	3	5		2	3	4	6		2	3	4	5
---	--	---	---	---	---	---	---	---	--	---	---	---	--	---	---	---	---	--	---	---	---	---

A MESS !!!!!!! Recovery not possible

2. Character Stuffing



What if by accident DLE is also part of the payload?



On receiving site Character Destuffing is required!!



Disadvantage: Character (ASCII) bound

3. Bit Stuffing

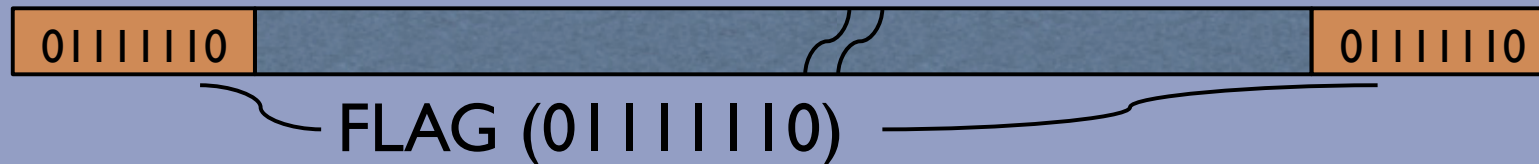


Now every sequence of 5 one's in the payload is replaced by 11110 (bit stuffing)

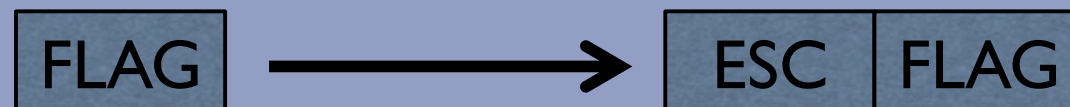
So: 0111111111110010
 ↓ stuffing
 01111101111100010
 ↓ destuffing
 0111111111110010

The “ppp” Protocol

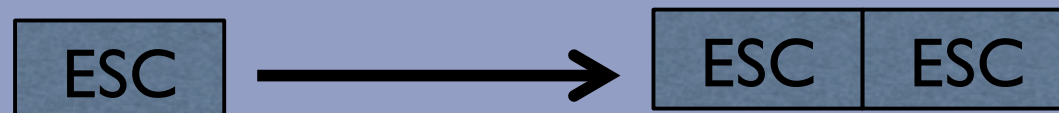
Point-to-Point Protocol “defacto” protocol for ISP’s



What if FLAG occurs within the payload?



What if ESC occurs within the payload?



Etc. etc.... So a mix of bit and character stuffing

4. Physical Layer Code Violations

Using redundancy in physical layer encoding

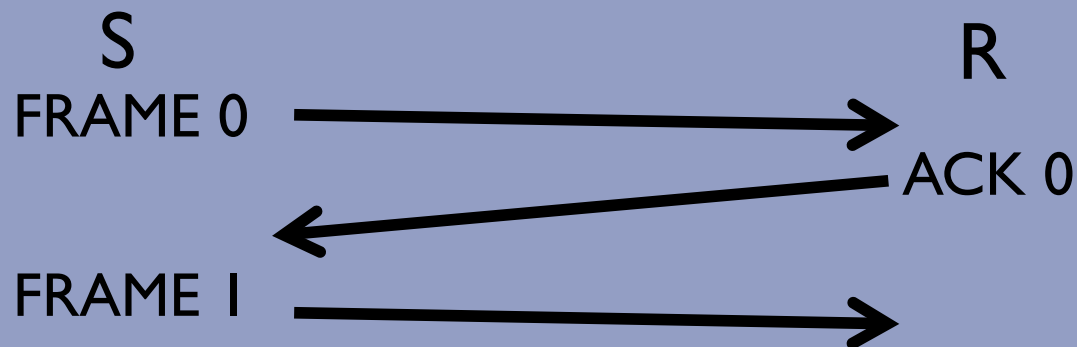
Example:	00	error	} 802 LAN standard
	01	0	
	10	1	
	11	error	

So error code can be used as escapes.

FLOW CONTROL

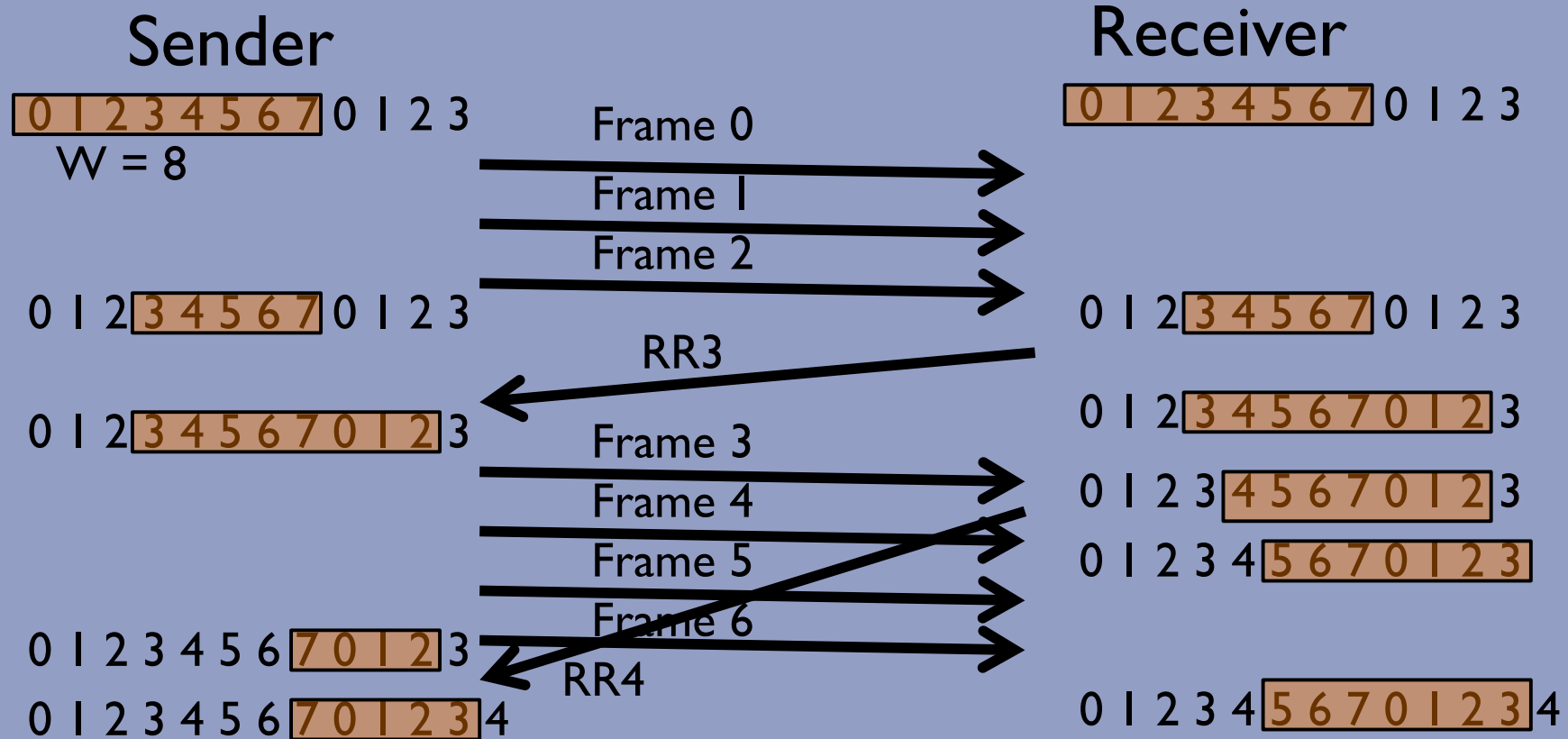
I. Stop-and-Wait Flow Control

Only send the next packet (frame), when an explicit ACK of the previous packet has been received.



Transmission time per frame: $t + 2a$ instead of $t + a$
So if a (latency) is comparable to t (frame processing time),
then 30% efficiency loss !!!!!

2. Sliding Window Protocol



RR_n (Received & Ready):

Received frames up till $n-1$ and ready to receive frame n

Often Combined with:

RNR_n (Received but Not Ready):

Received frames up till $n-1$, but not ready to receive frame n

Piggy Backing

Normally data communication is bi-directional:
So communication is between S/R and R/S

In this case, pack both **Frame Id** as well as **Frame Ack Id** in the same Frame.

If there is no data to be send: send separate ACK

If there is no ACK to be send: repeat previous ACK

Why Error Detection

Even with a bit error rate of 10^{-9} , so 1 bit out of 1000 000 000 is wrong, then

With a line of 1 Mbps and 1000 bit frames:

$(1000\ 000 \times 3600 \times 24 \times 10^{-9})$ bit errors =
86.4 bit errors per day \approx

→ 75* wrong frames a day!!!!!!!

With 100 Mbps: 7500 wrong frames a day.

*** K balls in N buckets. The expected number of buckets with at least one ball = $N * (1 - ((N-1)/N)^K$ (N = 1000000 x 3600 x 24 /1000, K = 86.4)**

A Simple Scheme

Odd/Even Parity

Odd parity: 0110 → 01101

Even parity: 0110 → 01100

Theory

In general: If data to be send consists of m bits, then **add r redundant bits**.

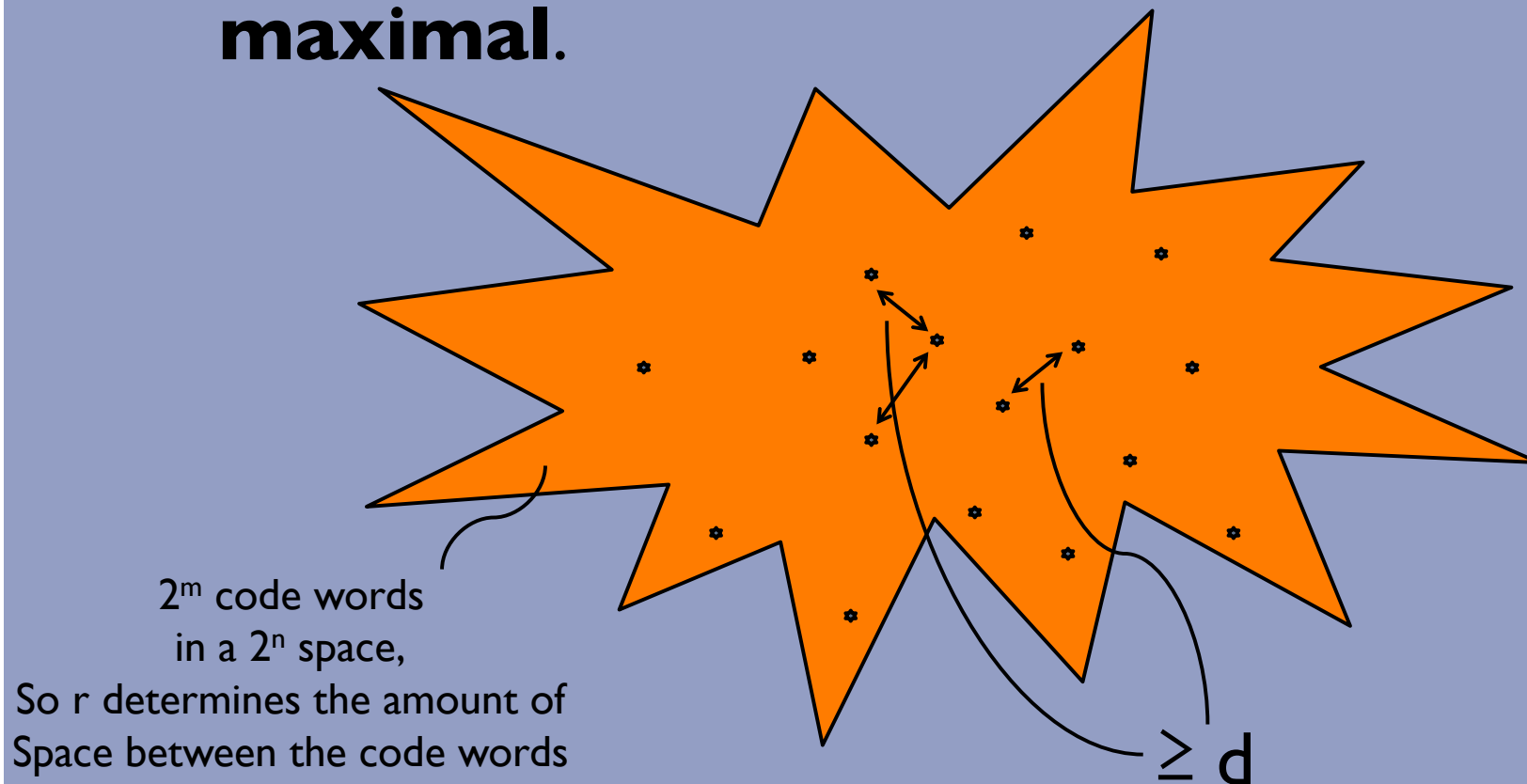
So m bits are being packed into $m + r (= n)$ bits words called “code words”, think of encrypting signals.

Hamming Distance: number of bits in which two code words differ.

So, Hamming distance $H(101010, 110010) = 2$, and can be computed by taking a bit-wise XOR and counting the number of 1's.

Theory (2)

The TRICK, encode m -bit words in n -bit code words, so that the **minimal** Hamming distance between any two code words (d) is **maximal**.



Theory (3)

Theorem: If the minimal Hamming distance between any two code words is d , then all $(d-1)$ bit errors can be detected and any $\text{ceiling}(d/2) - 1$ bit errors can be corrected.

Examples:

Odd/Even parity: Hamming distance is 2. So 1 bit error detection possible but NO correction.

00 → 00000 00000

01 → 00000 11111

10 → 11111 00000

11 → 11111 11111

Hamming distance = 5, so
4-bit error detection and 2-bit error correction

Cyclic Redundance Check (CRC)

“a Practical Error Detection Test”

Makes use of **polynomial codes**:

$$101001 \rightarrow X^5 + X^3 + X^0 = X^5 + X^3 + 1$$

Arithmetic is performed MOD 2 or by XOR

E.g.

$$\begin{array}{r} X^5 + X^3 + 1 \\ X^4 + X^3 + 1 \quad + \\ \hline X^5 + X^4 \end{array}$$

So, addition and subtraction are the same !!!!!!!!!!!

Cyclic Redundance Check (CRC)

The algorithm

Sender and Receiver agree on a Generator Polynomial:

$$G[X], \text{ eg. } X^4 + X + 1$$

For sending $M[X]$:

1. If r is the degree of $G[X]$ ($r = 4$). Add r (low order) bits to $M[X]$, in other words: $X^r.M[X]$
2. Divide $X^r.M[X]$ by $G[X]$ using MOD 2 arithmetic
3. Subtract the remainder ($\leq r$ bits) from $X^r.M[X] = T[X]$
4. Transmit $T[X]$
5. Receiver checks whether $T[X]$ is divisible by $G[X]$

Cyclic Redundance Check (CRC)

Detection of single bit errors

WHAT IF RECEIVED $T[X]$ IS NOT DIVISIBLE BY $G[X]$

Then $T[X] + E[X]$ is received with

$E[X]$ having 1's where a bit error occurred

And the remainder of $(T[X] + E[X])/G[X] = E[X]/G[X]$

Lemma 1: If $E[X] = X^i$ and $G[X]$ has two or more components, then $G[X] \nmid E[X]$.

Proof: Suppose $G[X] \mid E[X]$, then $E[X] = G[X] \cdot P[X] = (X^m + X^n + \dots) \cdot P[X]$, for some $m \neq n$, $m > n$. Let X^k be the largest component in $P[X]$ and X^l the smallest component in $P[X]$ (so $k \geq l$). Then X^{m+k} as well as X^{n+l} belongs to $E[X]$, with $m + k \neq n + l$. Contradiction !!!!! QED

So if $|G[X]| \geq 2$, all single bit errors are detected.

Cyclic Redundance Check (CRC)

Detection of double bit errors

Lemma 2: If $E[X] = X^i + X^j$ with $i > j$, $X \nmid G[X]$, and $G[X] \nmid X^k + 1$ for all $k \leq M$ with M the maximum possible difference between i and j , then $G[X] \nmid E[X]$

Proof: Write $E[X] = X^j (X^{i-j} + 1)$. Assume $G[X] \mid E[X]$, then $G[X] = P[X].Q[X]$ with $P[X] \neq 1$, $P[X] \mid X^j$ and $Q[X] \mid (X^{i-j} + 1)$. So, $P[X] = X^m$ for some $m \neq 0$. Thus $X \mid P[X]$. Contradiction. QED

So if $X \nmid G[X]$, and $G[X] \nmid X^k + 1$ for all $k \leq M$, then all double bit errors are detected.

Example: $X^{15} + X^{14} + 1$ is not a divider of $X^k + 1$, for all $k < 32768$

Cyclic Redundance Check (CRC)

Detection of odd number of bit errors

Lemma 3: If $|E[X]|$ is odd and $(X + 1) \mid G[X]$, then $G[X] \nmid E[X]$

Proof: Assume $G[X] \mid E[X]$. Then, because $(X+1) \mid G[X]$, $(X+1) \mid E[X]$. So $E[X] = (X + 1) \cdot Q[X]$. So $E[1] = 0$. However, $|E[X]|$ is odd, so $E[1] = 1$. Contradiction. QED

So, if $(X + 1) \mid G[X]$, then any odd number of bit errors is detected

Cyclic Redundance Check (CRC)

Burst Errors

Lemma 4: If there is a burst error of length k and l is part of $G[X]$ and $k-l < \text{degree}(G[x])$, then $G[X] \nmid E[X]$

Proof: Write $E[X] = X^i(X^{k-l} + X^{k-l-1} + \dots + 1)$. So a burst error starting at bit i and of length k . Assume $G[X] \mid E[X]$. Then, because l is part of $G[X]$, there is no $P[X] \mid G[X]$ such that $P[X] \mid X^i$.

So $G[X] \mid (X^{k-l} + X^{k-l-1} + \dots + 1)$, but this is in contradiction with the fact that $\text{degree}(G[X]) > k-l$. QED

So, if l is part of $G[X]$ and $\text{degree}(G[X]) > k-l$, then any burst of length $\leq k$ is detected.

Cyclic Redundance Check (CRC)

Summary

Favorable Conditions

$$|G[X]| \geq 2$$

$X \nmid G[X]$, and $G[X] \nmid X^k + 1$ for all $k \leq M$

$$(X + 1) \mid G[X]$$

1 is part of $G[X]$ and $\text{degree}(G[X]) > k-1$

Some Standards

$$\text{CRC-12: } X^{12} + X^{11} + X^3 + X^2 + X + 1$$

$$\text{CRC-16: } X^{16} + X^{15} + X^2 + 1$$

$$\text{CRC-CCITT: } X^{16} + X^{12} + X^5 + 1$$

$$\text{CRC-32: } X^{32} + X^{26} + X^{23} + X^{22} + X^{16} + X^{12} + X^{11} + X^{10} + X^8 + X^7 + X^5 + X^4 + X^2 + X + 1. \text{ Used in ppp !!!!!!!}$$

Flow Control & Error Control

Two types of Errors

- LOST FRAMES
- DAMAGED FRAMES (as detected by CRC, for instance)

In general solved by a combination of:

1. Error detection
2. Positive ACK (for error free frames)
3. Retransmission after Time
4. Negative ACK & Retransmission

These four mechanisms together form
an **Automatic Repeat ReQuest (ARQ)** protocol

Stop_and_Wait ARQ

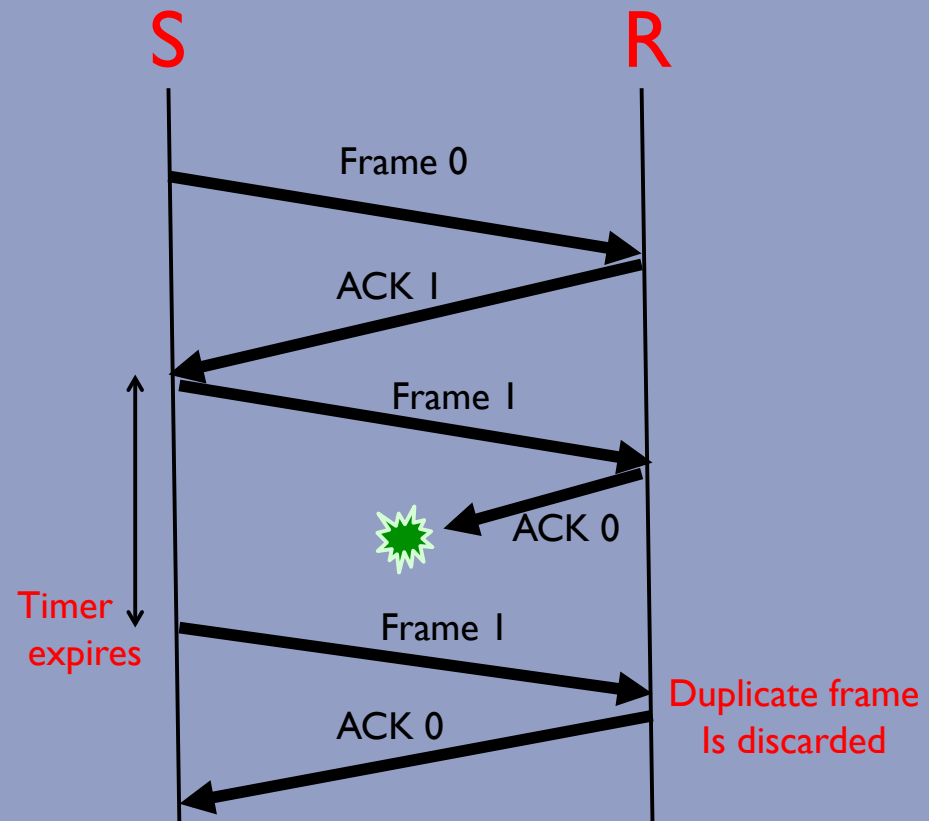
Principle:

- After sending a frame, sender starts a timer
- If timer expires and sender has not received a positive ACK, then sender does a RETRANSMIT of the frame

2 Cases:

- Receiver gets a damaged frame, then simply discard
- Sender gets a damaged ACK: PROBLEM

This is solved by numbering the frames & ACK 0, 1, 0, 1,..... (ACK 0 acknowledges correct receipt of frame 1 and vice versa. Or ACK 0 tells sender that a frame with number 0 can be send.



Go_back_N ARQ

Principle: Pipelined version of Stop_and_Wait ARQ

Frames are numbered sequentially modulo a number N

Two additional messages:

- **RR** Ready to Receive
- **REJ** Reject, all remaining frames in the pipeline are discarded

1 Damaged (Lost) Frame

S → Frame i

R detects error on Frame i and Frame i-1 was received correctly

Then R discards Frame i, now **two cases**:

a) Within a certain amount of time

S → Frame i+1

R receives Frame i+1 out of order

R → REJ i

S retransmits Frame i and following Fr.

b) Within a certain amount of time

S → nothing; R → nothing; etc.

Timer S expires

S → RR Frame with poll-bit (P) = 1

R → RR i

S → retransmits Frame i

2 Damaged (Lost) RR

S → Frame i

R → RR i+1

RR i+1 gets lost

Two cases

a) Before Timer S expires:

R → RR j, with $j > i+1$

Everything is OK

b) Timer S expires

S → RR with P-bit = 1

S turns on P-bit timer

if P-bit timer expires, retry, retry,

if not successful after a number of times

S → RESET

3 Damaged REJ

Equivalent to **1b**: If S is out of its window or will run out of its window and then S will expect a RR message in order to proceed. R is waiting for Frame i so will not send an RR. So nothing will happen and timer S expires. Then the same actions are taken as under **1b**.

Selective Reject ARQ

Principle:

- Only retransmit those frames who actually went lost, and who caused a SREJ message to be sent.

Seems more efficient, BUT buffering is required BOTH at Sender and Receiver next to (re)ordering logic

→ Extra LOGIC

→ More costly

Putting it Together

“The HDLC protocol”

- High Level Data Link Protocol (ISO 3009, ISO 4335)
- IBM: SDLC (Synchronous DLC) → ANSI/ISO (1975)
- CCITT → LAP (Link Access Procedure) for X.25 in 1976 (Orange Book for WAN)
- ANSI → ADCCP (Advanced Data Communication Control Procedure)
ISO → HDLC, both in 1979
- CCITT → LAPD as part of ISDN to make it more compatible with HDLC in 1993

CCITT: Comité Consultatif International Telegraphique et Telephonique
predecessor of the ITU: International Telecommunication Union

The HDLC protocol

◆ 3 TYPES STATIONS:

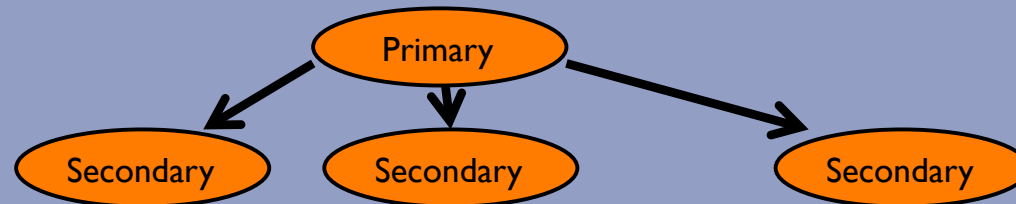
Primary Stations issue COMMAND frames

Secondary Stations issue RESPONSE frames

Combined Stations issue both frames

◆ 2 CONFIGURATIONS:

Unbalanced Configuration:



Balanced Configuration:



The HDLC protocol

◆ 3 Data Transfer Modes:

Normal Response Mode (NRM)

Unbalanced Configuration

Used on “multi-drop” lines (host-terminals)

Asynchronous Balanced Mode (ABM)

Balanced Configuration

Both stations can initiate communication; no permission is required

Used for point to point connections

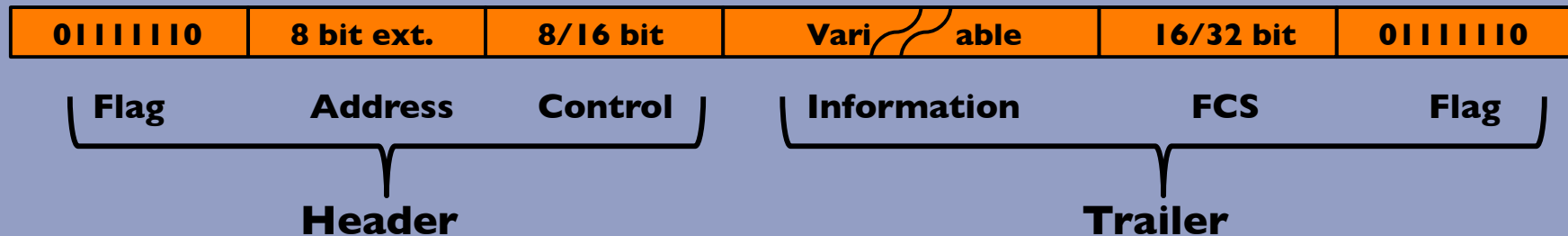
Asynchronous Response Mode (ARM)

Unbalanced Configuration

Secondary station can initiate transmission without explicit permission of the primary, primary stays responsible for error recovery etc.

The HDLC protocol

Frame Structure



Flag

Bit stuffing is: after every five 1's insert a 0.

→ Still “strange” things can happen with single bit errors

01011110 → 01111110 in the information field

Address

Address of the secondary station.

11111111 means broadcast from primary to all secondaries

Extendible:

01110010

01001110

111011010

The HDLC protocol

Frame Structure

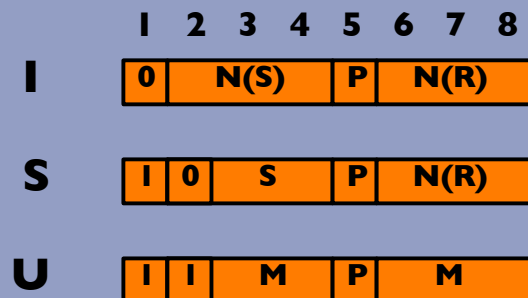
Control

I-frames (Information frames): Data+Control data (piggyback.).

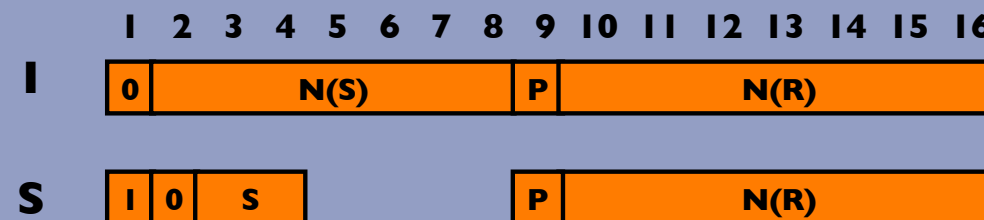
S-frames (Supervisory frames): ARQ mechanism if no piggyback.

U-frames (Unnumbered frames): Additional link control funct.

8-bit Control



16-bit Control



The HDLC protocol

Frame Structure

Information Field

A variable number of octets (8 bits, byte). Maximum number determined by the system parameters

Frame Check Sequence Field (FCS)

16-bit CRC-CCITT on all bits except Flags and FCS bits
possibly 32-bit CRC for large frames or high reliability

The HDLC protocol

Commands & Responses

Type	C/R	Description
Information (I)	C/R	Exchange User Data
Supervisory (S)		
Receive Ready (RR)	C/R	Ready to receive I-frame
Received Not Ready (RNR)	C/R	Ack. But not ready to receive
Reject (REJ)	C/R	Go back N
Selective Reject (SREJ)	C/R	Selective Reject
Unnumbered (U)		
Set Normal Response Mode / Extended (SNRM/SNRME)	C	Set mode, extended: 7 bit sequence number
Set Asynchronous Response Mode / Extended (SARM/SARME)	C	Set mode, extended: 7 bit sequence number
Set Asynchronous Balanced Mode / Extended (SABM/SABME)	C	Set mode, extended: 7 bit sequence number
Set Initialization Mode (SIM)	C	Initialize Link Control function
Disconnect (DISC)	C	Terminate
Unnumbered Acknowledgement (UA)	R	Acknowledgement of the set mode commands
Disconnect Mode (DM)	C	Terminate
Request Disconnect (RD)	R	Request for DISC
Request Initialization Mode (RIM)	R	Request for SIM
Unnumbered Information (UI)	C/R	Exchange Control Information
Unnumbered Poll (UP)	C	Ask Control Information

The HDLC protocol

Commands & Responses (cont.)

Type	C/R	Description
Reset (RSET)	C	Reset N(S) and N(R)
Exchange Identification (XID)	C/R	Request/Report Status
Test (TEST)	C/R	Exchange Identical Info Fields for checking
Frame Reject (FRMR)	R	Unacceptable Frame

The HDLC protocol

Examples

