

Data Link Layer Overview

First of four classes on the data link layer

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1

Internet Architecture

Bottom-up:

- **physical**: electromagnetic signals "on the wire"
- **link**: data transfer between neighboring network elements
- **network**: host-host multi-hop connectivity
 - routing, addressing
- **transport**: host-host data transport
 - reliable data transport, congestion control, flow control
- **application**: anything you want to do on computer networks

application

transport

network

link

physical

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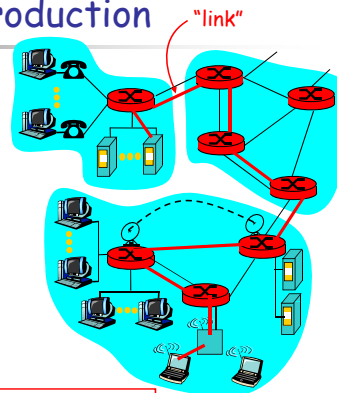
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2

Link Layer: Introduction

Some terminology:

- nodes in the network edge are **hosts**; nodes in the network core are **routers**
- communication channels that connect adjacent nodes along communication path are **links**
 - LANs, modem links, satellite links, wireless radio links



data-link layer has responsibility of transferring data from one node to adjacent node over a link.

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3

Link Layer Functions

- **Encoding**
 - encode binary data to/from electromagnetic signals
- **Framing**
 - encapsulate data into frame, adding header, trailer
 - 'physical addresses' used in frame headers to identify source, dest (**different from IP address!**)
- **Link access control**
 - coordinate access for shared link
- **Flow control**
 - pacing between sending and receiving nodes such that the sender does not overwhelm the receiver

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4

More Link Layer Functions

- **Error detection**
 - errors caused by signal attenuation, electromagnetic noise.
 - receiver detects presence of errors:
 - drops frame or signals sender for retransmission
- **Error correction**
 - receiver identifies and **corrects** error(s) without resorting to retransmission
- **Reliable delivery over the link**
 - typically mean no data loss and/or in-order delivery

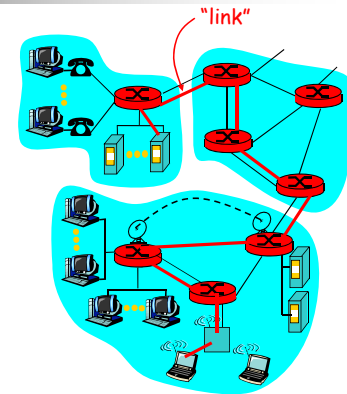
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5

Variety of Link Types

- Data transfer over different links:
 - e.g., first link (local-area cable)
 - intermediate links (long-haul fiber)
 - last link (wireless)
- Different links may demand different functions
 - encoding
 - link access control
 - reliable delivery
 -



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6

Outline

- Introduction and functions of the data link layer
- **Encoding**
- Framing
- Error detection and correction

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7

Encoding

- Signals propagate over a physical medium
 - modulate electromagnetic waves
 - e.g., vary power
- Encode binary data onto signals
 - e.g., positive voltage as 1 and negative voltage as 0
 - Also known as Non-Return to Zero (NRZ)



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8

Problem with Consecutive 1s or 0s

- Clock synchronization
 - both the sender and the receiver maintains a clock
 - clock synchronized at signal change

Bits 0 0 1 0 1 1 1 1 0 1 0 0 0 0 1 0

High-Low

Clock

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An Alternative Encoding

- Transition encoding
 - make a transition from current signal to encode a one; stay at current signal to encode a zero
 - only solves the problem of consecutive ones

Bits 0 0 1 0 1 1 1 1 0 1 0 0 0 0 1 0

High-Low

Transition

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Manchester Encoding

- Manchester
 - encode 0 into low-to-high transition; encode 1 into high-to-low transition.
 - only 50% efficient.

Bits 0 0 1 0 1 1 1 1 0 1 0 0 0 0 1 0

High-Low

Transition

Manchester

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4B/5B Encoding

- every 4 bits of data encoded in a 5-bit code
- since there are more 5-bit codes than 4-bit data; some codes are not used; we can design a mapping/encoding such that no data is encoded into 5-bit code with more than one leading 0 or more than two trailing 0s
- thus, never get more than three consecutive 0s
- resulting 5-bit codes are transmitted using the transition encoding
- efficiency?
 - 80%

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Outline

- Introduction and functions of the data link layer
- Encoding
- **Framing**
 - break sequence of bits into frames, add protocol headers/trailers
- Error detection and correction

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Where each frame begins and ends?

- Sentinel-based framing
 - delineate frame with special begin/end patterns
 - e.g.,

8	16	16	8
Beginning sequence	Header	Body	Ending sequence
- problem: end pattern appears in the payload
 - solution: **bit stuffing**
 - for pattern 0111110:
 - Sender - insert 0 after five consecutive 1s
 - Receiver - delete 0 that follows five consecutive 1s
 - similar to escape characters in program languages

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Where each frame begins and ends?

- Counter-based framing
 - include payload length in header

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Outline

- Introduction and functions of the data link layer
- Encoding
- Framing
- **Error detection and correction**

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Error Detection and Correction

D - Data protected by error checking, may include header fields
 EDC - Error Detection and Correction bits (redundancy)

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Parity Checking

Two Dimensional Bit Parity:
 Detect and correct single bit errors

Single Bit Parity:
 Detect single bit errors

			row parity	
	$d_{1,1}$...	$d_{1,j}$	$d_{1,j+1}$
	$d_{2,1}$...	$d_{2,j}$	$d_{2,j+1}$

	$d_{i,1}$...	$d_{i,j}$	$d_{i,j+1}$
column parity	$d_{i+1,1}$...	$d_{i+1,j}$	$d_{i+1,j+1}$

101011	101011	
111100	101100	parity error
011101	011101	
001010	001010	
no errors	parity error	
	correctable	
	single bit error	

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Cyclic Redundancy Check

- view data bits, D , as a binary number
- constant $r+1$ bit pattern (generator), G
- Sender:
 - for each D : choose r CRC bits, R , such that $\langle D, R \rangle$ exactly divisible by G

$D \cdot 2^r + R$ mathematical formula

- Receiver:
 - divides $\langle D, R \rangle$ by G . Non-zero remainder: error detected!
 - can detect all burst errors fewer than $r+1$ bits

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CRC Example

There is no carries and borrows in modulo-2 arithmetic. Addition, subtraction, and bit-wise XOR are all identical.

Want:
 $D \cdot 2^r + R = nG$
 equivalent to (modulo-2):
 $D \cdot 2^r = nG + R$
 equivalent to:
 $R = \text{remainder} \left[\frac{D \cdot 2^r}{G} \right]$

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Internet Checksum

Note: used at network/transport layers (IP, TCP/UDP).

Sender:

- treat data as sequence of 16-bit integers
- add using 16-bit 1's complement arithmetic; take 1's complement of the result as the checksum
- sender puts checksum value into TCP/UDP checksum field

Receiver:

- compute checksum of received segment
- check if computed checksum equals checksum field value:
 - NO - error detected
 - YES - no error detected

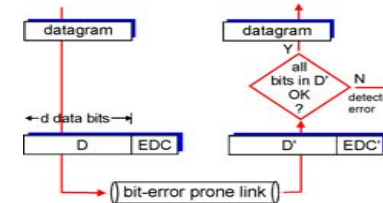
1's complement addition - carryout from the most-significant bit adds to the least-significant bit: $1010 + 1100 = 0111$

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21

Error Detection Reliability



- Error detection is not 100% reliable!
 - ⇒ It is possible for corrupted D' to match EDC'
 - what is the chance that a random error escapes detection?
 - larger EDC field yields better detection and correction

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22

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23