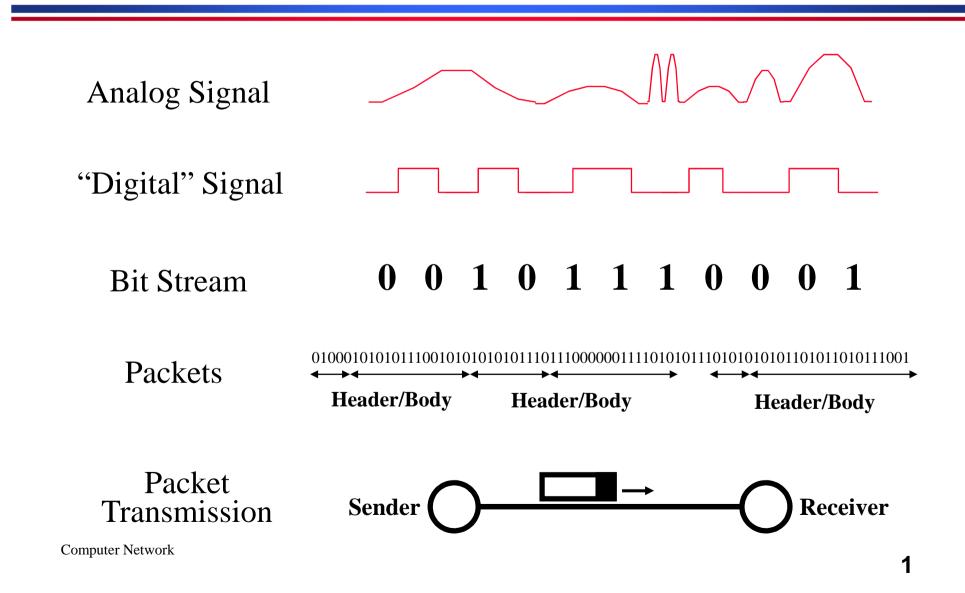
From Signals to Packets



Datalink Functions

• Framing: encapsulating a network layer datagram into a bit stream.

» Add header, mark and detect frame boundaries, ...

- Media access: controlling which frame should be sent over the link next.
 - » Easy for point-to-point links; half versus full duplex
 - » Harder for multi-access links: who gets to send?
- Error control: error detection and correction to deal with bit errors.

» May also include other reliability support, e.g. retransmission

• Flow control: avoid that the sender outruns the receiver.

Framing

- A link layer function, defining which bits have which function.
- Minimal functionality: mark the beginning and end of packets (or frames).
- Some techniques:
 - » out of band delimiters (e.g. FDDI 4B/5B control symbols)
 - » frame delimiter characters with character stuffing
 - » frame delimiter codes with bit stuffing
 - » synchronous transmission (e.g. SONET)

Character and Bit Stuffing

Mark frames with special character.

- » What happens when the user sends this character?
- » Use escape character when controls appear in data: *abc*def -> *abc*def
- » Very common on serial lines, in editors, etc.

• Mark frames with special bit sequence

- » must ensure data containing this sequence can be transmitted
- » example: suppose 11111111 is a special sequence.
- » transmitter inserts a 0 when this appears in the data:
- » 11111111 -> 111111101
- » must stuff a zero any time seven 1s appear:
- » 11111110 -> 111111100
- » receiver unstuffs.

Example: Ethernet Framing



- Preamble is 7 bytes of 10101010 (5 MHz square wave) followed by one byte of 10101011
- Allows receivers to recognize start of transmission after idle channel

SONET

- SONET is the Synchronous Optical Network standard for data transport over optical fiber.
- One of the design goals was to be backwards compatible with many older telco standards.
- Beside minimal framing functionality, it provides many other functions:
 - » operation, administration and maintenance (OAM) communications
 - » synchronization
 - » multiplexing of lower rate signals
 - » multiplexing for higher rates