

Data Link Control Protocols

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These slides are available on-line at:
<http://www.cse.wustl.edu/~jain/cse473-05/>



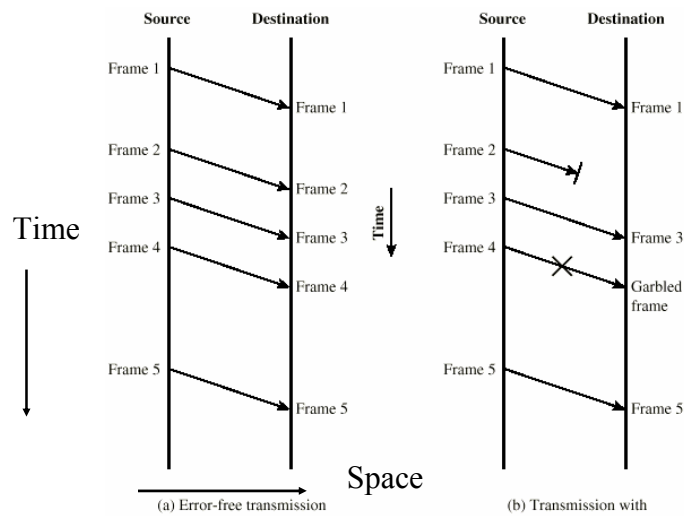
- q Flow Control
- q Effect of propagation delay, speed, frame size
- q Error Recovery
- q HDLC

Flow Control

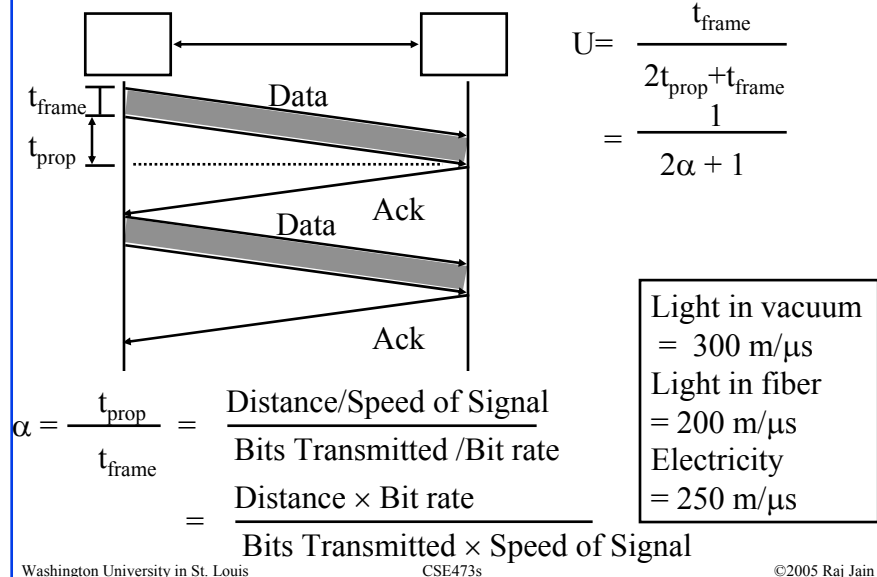


- q Flow Control Goals:
 1. Sender does not flood the receiver,
 2. Maximize throughput
- q Sender throttled until receiver grants permission

Space-Time Diagrams



Stop and Wait Flow Control



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Utilization: Examples

q Satellite Link: Propagation Delay $t_{\text{prop}} = 270$ ms
 Frame Size = 500 Bytes = 4 kb
 Data rate = 56 kbps $\Rightarrow t_{\text{frame}} = 4/56 = 71$ ms
 $\alpha = t_{\text{prop}}/t_{\text{frame}} = 270/71 = 3.8$
 $U = 1/(2\alpha+1) = 0.12$

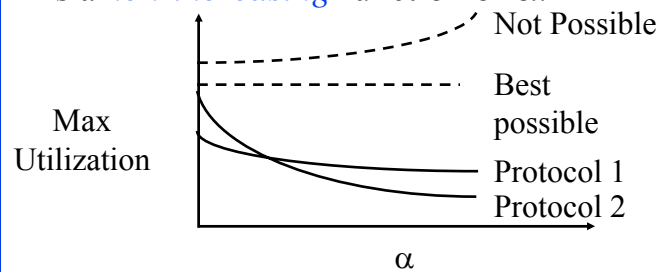
q Short Link: 1 km = 5 μs,
 Rate=10 Mbps,
 Frame=500 bytes $\Rightarrow t_{\text{frame}} = 4k/10M = 400$ μs
 $\alpha = t_{\text{prop}}/t_{\text{frame}} = 5/400 = 0.012 \Rightarrow U = 1/(2\alpha+1) = 0.98$

Note: The textbook uses B for t_{prop} and L for t_{frame}

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Efficiency Principle

- q For **all** protocols, the maximum utilization (efficiency) is a *non-increasing* function of α .

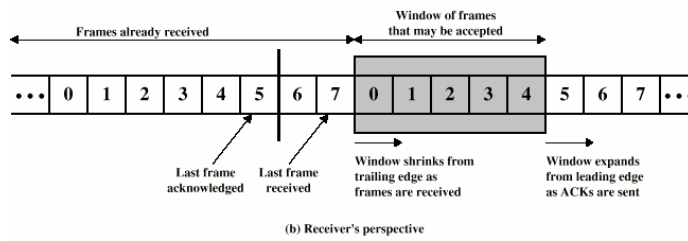
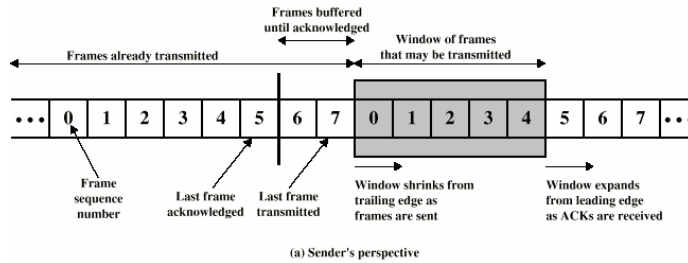


$$\alpha = \frac{t_{\text{prop}}}{t_{\text{frame}}} = \frac{\text{Distance} \times \text{Bit rate}}{\text{Bits Transmitted} \times \text{Speed of Signal}}$$

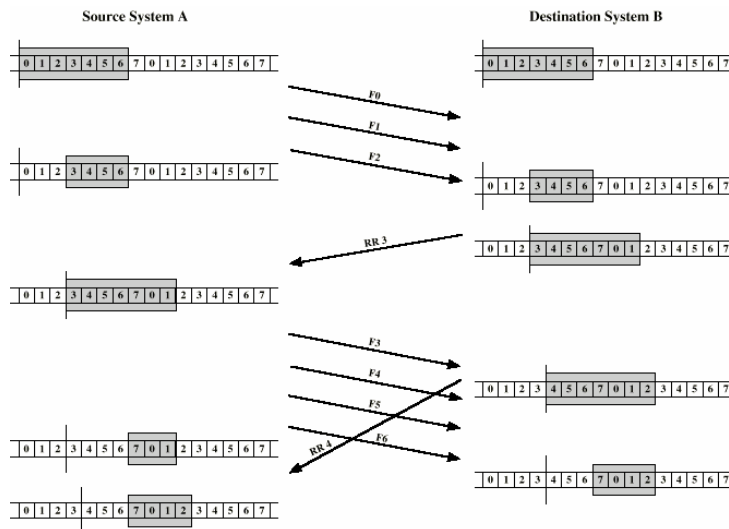
Sliding Window Protocols

- q Window = Set of sequence numbers to send/receive
- q Sender window
 - q Sender window increases when ack received
 - q Packets in sender window must be buffered at source

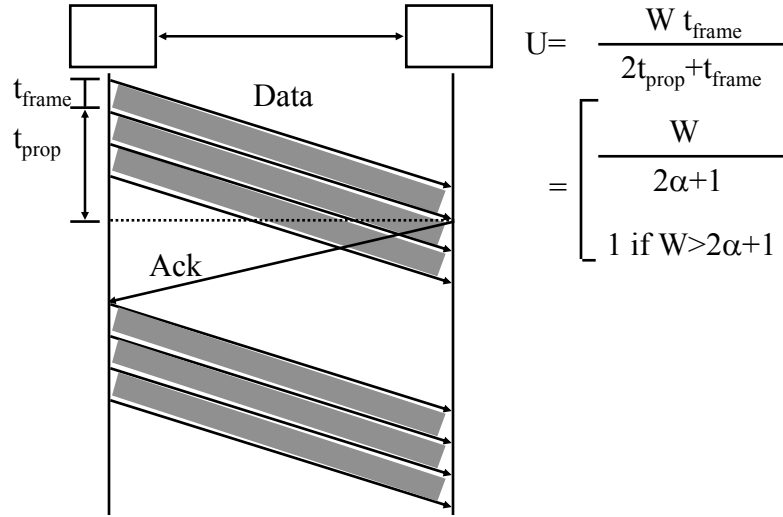
Sliding Window Diagram



Sliding Window Example



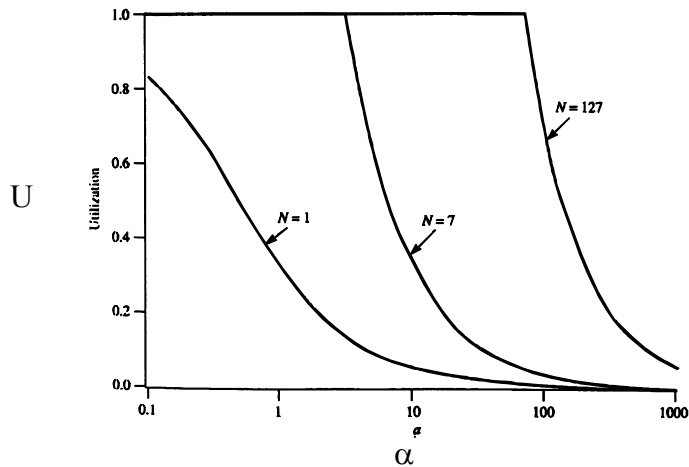
Sliding Window Protocol Efficiency



$$U = \frac{W t_{frame}}{2t_{prop} + t_{frame}}$$

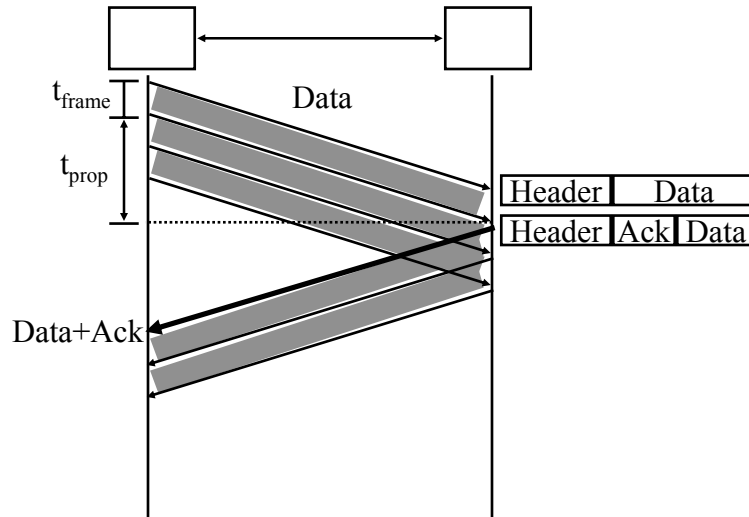
$$= \begin{cases} \frac{W}{2\alpha + 1} \\ 1 \text{ if } W > 2\alpha + 1 \end{cases}$$

Effect of Window Size



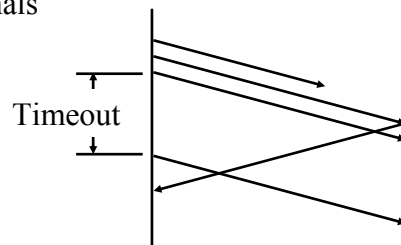
q Larger window is better for larger α

Piggybacking



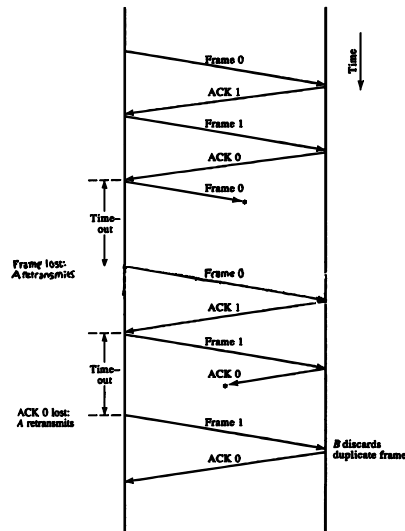
Error Control

- q Error Control = Deliver frames without error, in the proper order to network layer
- q Error control Mechanisms:
 - q Ack/Nack: Provide sender some feedback about other end
 - q Time-out: for the case when entire packet or ack is lost
 - q Sequence numbers: to distinguish retransmissions from originals

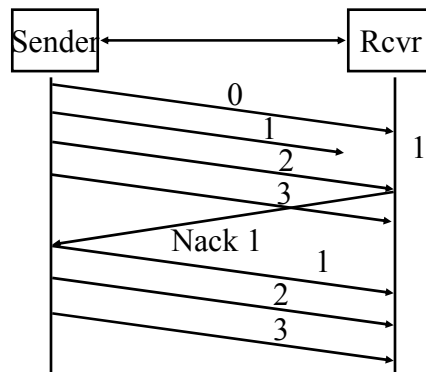


Stop-and-Wait ARQ

Automatic
Repeat
reQuest
(ARQ)



Go-Back-N ARQ



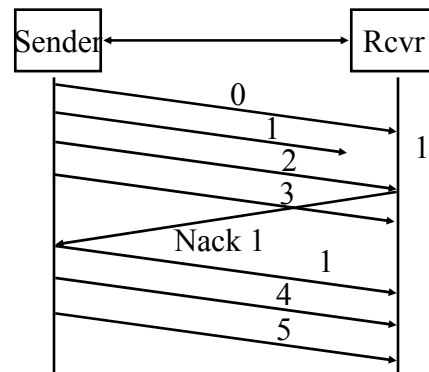
- q Receiver does not cache out-of-order frames
- q Sender has to *go back* and retransmit all frames after the lost frame

Go-back-N (Cont)

All possible scenarios are handled:

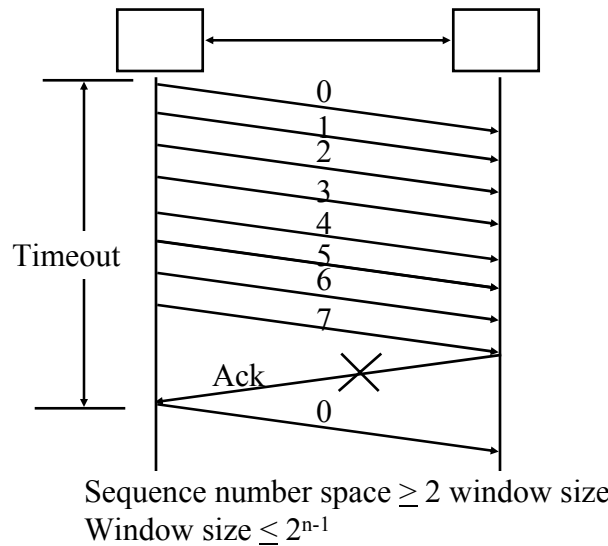
1. Damaged Frame:
 - q Frame received with error
 - q Frame lost
 - q Last frame lost
2. Damaged Ack:
 - q One ack lost, next one makes it
 - q All acks lost
3. Damaged Nack:
 - q Maximum Window = $2^n - 1$
with n -bit sequence numbers

Selective Reject ARQ



- q Receiver caches out-of-order frames
- q Sender retransmits only the lost frame

Selective Reject: Window Size



Performance: Maximum Utilization

q **Stop and Wait Flow Control:** $U = 1/(1+2\alpha)$

q **Window Flow Control:**

$$U = \begin{cases} 1 & W \geq 2\alpha + 1 \\ W/(2\alpha + 1) & W < 2\alpha + 1 \end{cases}$$

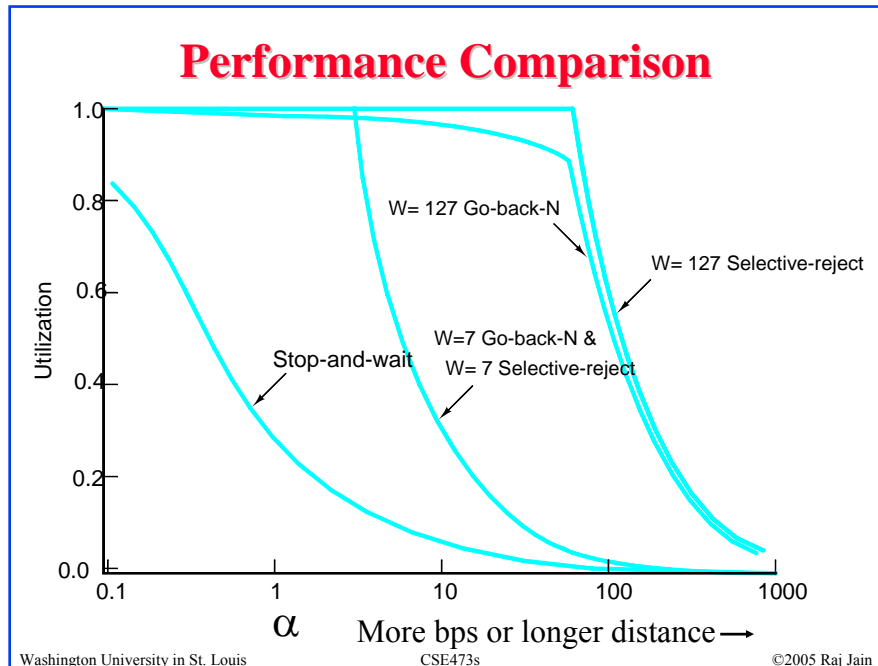
q **Stop and Wait ARQ:** $U = (1-P)/(1+2\alpha)$

q **Go-back-N ARQ:**

$$U = \begin{cases} (1-P)/(1+2\alpha P) & W \geq 2\alpha + 1 \\ W(1-P)/[(2\alpha + 1)(1-P + \alpha P)] & W < 2\alpha + 1 \end{cases}$$

q **Selective Reject ARQ:**

$$U = \begin{cases} (1-P) & W \geq 2\alpha + 1 \\ W(1-P)/(2\alpha + 1) & W < 2\alpha + 1 \end{cases}$$



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- ### HDLC Family
- q Synchronous Data Link Control (SDLC): IBM
 - q High-Level Data Link Control (HDLC): ISO
 - q Link Access Procedure-Balanced (LAPB): X.25
 - q Link Access Procedure for the D channel (LAPD): ISDN
 - q Link Access Procedure for modems (LAPM): V.42
 - q Link Access Procedure for half-duplex links (LAPX): Teletex
 - q Point-to-Point Protocol (PPP): Internet
 - q Logical Link Control (LLC): IEEE
 - q Advanced Data Communications Control Procedures (ADCCP): ANSI
 - q V.120 and Frame relay also use HDLC
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HDLC

- q Primary station: Issue commands
- q Secondary Station: Issue responses
- q Combined Station: Both primary and secondary
- q Unbalanced Configuration: One or more secondary
- q Balanced Configuration: Two combined station
- q Normal Response Mode (NRM): Response from secondary
- q Asynchronous Balanced Mode (ABM): Combined Station
- q Asynchronous Response Mode (ARM): Secondary may respond before command

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HDLC Frame Structure

Frame Format

| | | | | | |
|-------|------------|------------|-------------|--------------|-------|
| Flag | Address | Control | INFORMATION | FCS | FLAG |
| ← 8 → | ← 8 → | ← 8 → | ← 8n → | ← 16 or 32 → | ← 8 → |
| bits | Extendable | Extendable | | | |

Control Field Format

| | | | | | | | | |
|----------------|---|------|---|-----|------|------|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| I: Information | 0 | N(S) | | | P/F | N(R) | | |
| S: Supervisory | 1 | 0 | S | P/F | N(R) | | | |
| U: Unnumbered | 1 | 1 | M | P/F | M | | | |

N(S)= Send sequence number N(R)= Receive sequence number
S= Supervisory function bits M= Unnumbered bits P/F= Poll/final bit

Extended Address Field

| | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|-------|----|--|--|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | | 8n | | |
| 0 | | | | | | | | | | | | | | | 0 | | 1 | | |

Extended Control Field

| | | | | | | | | | | | | | | | | |
|-------------|---|------|---|---|-----|------|---|-----|------|----|----|----|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| Information | 0 | N(S) | | | P/F | N(R) | | | | | | | | | | |
| Supervisory | 1 | 0 | S | 0 | 0 | 0 | 0 | P/F | N(R) | | | | | | | |

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Bit Stuffing

- q HDLC Flag = 01111110
- q Every where else in the frame:
Replace 11111 with 111110

Original Pattern

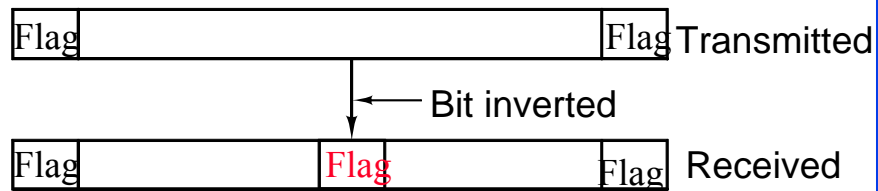
111111111111011111101111110

After bit-stuffing

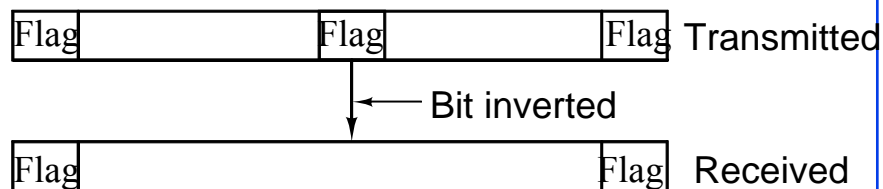
1111101111101101111101011111010

↑ ↑ ↑ ↑

Bit Stuffing (Cont)



(b) An inverted bit splits a frame in two



(c) An inverted bit merges two frames

HDLC Frames

- q Information Frames: User data
 - q Piggybacked Acks: Next frame expected
 - q Poll/Final = Command/Response
- q Supervisory Frames: Flow and error control
 - q Go back N and Selective Reject
 - q Final \Rightarrow No more data to send
- q Unnumbered Frames: Control
 - q Mode setting commands and responses
 - q Information transfer commands and responses
 - q Recovery commands and responses
 - q Miscellaneous commands and responses

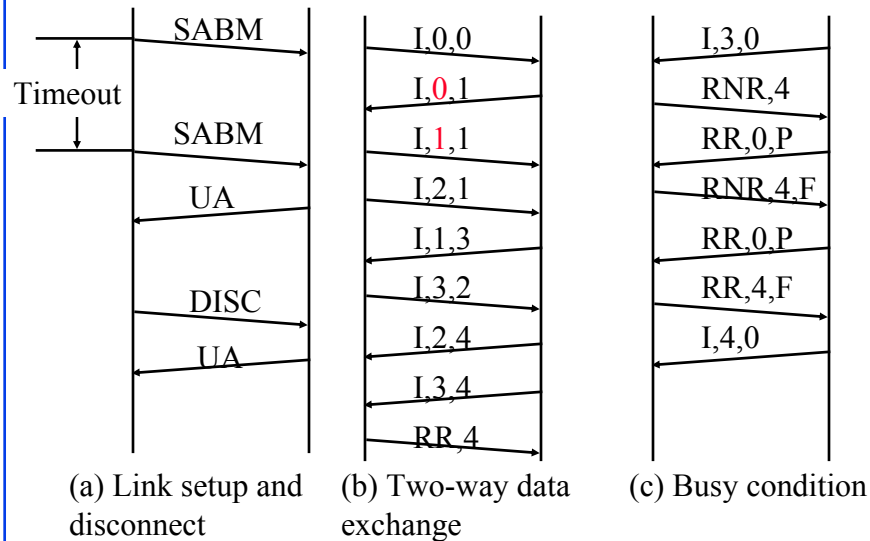
HDLC Commands and Responses

| Name | Function | Description |
|--|----------|--|
| Information (I) | C/R | Exchange user data |
| Supervisory (S) | | |
| Receive Ready (RR) | C/R | Positive Acknowledgement; ready to receive I-frame |
| Receive Not Ready (RNR) | C/R | Positive acknowledgement; not ready to receive |
| Reject (REJ) | C/R | Negative acknowledgement; go back N |
| Selective Reject (SREJ) | C/R | Negative acknowledgement; selective reject |
| Unnumbered (U) | | |
| Set Normal Response / Extended Mode (SNRM / SNRME) | C | Set mode;extended=two-octet control field |
| Set Asynchronous Response / Extended Mode (SARM / SARME) | C | Set mode;extended=two-octet control field |
| Set Asynchronous Balanced / Extended Mode (SABM / SABME) | C | Set mode;extended=two-octet control field |
| Set Initialization Mode (SIM) | C | Initialize link control functions in addressed station |

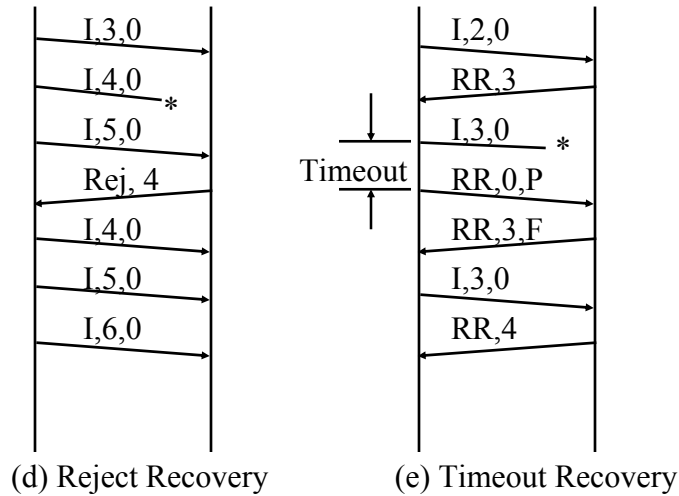
HDLC Commands and Responses (cont)

| Name | Function | Description |
|-----------------------------------|----------|---|
| Disconnect (DISC) | C | Terminate logical link connection |
| Unnumbered Acknowledgement (UA) | R | Acknowledges acceptance of one of the above set-mode commands |
| Disconnect Mode (DM) | R | Secondary is logically disconnected |
| Request Disconnect (RD) | R | Request for DISC command |
| Request Initialization Mode (RIM) | R | Initialization needed; request for SIM command |
| Unnumbered Information (UI) | C/R | Used to exchange control information |
| Unnumbered Poll (UP) | C | Used to solicit control information |
| Reset (RSET) | C | Used for recovery; resets N(R), N(S) |
| Exchange Identification (XID) | C/R | Used to request/report identity and status |
| Test (TEST) | C/R | Exchange identical information fields for testing |
| Frame Reject (FRMR) | R | Reports receipt of unacceptable frame |

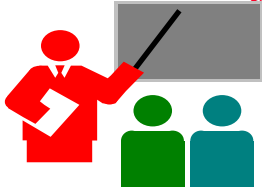
Examples of HDLC Operation



Examples of Operation (Cont)



Summary



- q Flow Control: Stop and Wait, Sliding window
- q Effect of propagation delay, speed, frame size
- q Piggybacking
- q Error Control: Stop and wait ARQ, Go-back-N, Selective Reject
- q HDLC: Primary and secondary stations, NRM, ABM, ARM
- q HDLC Frames: Flag, Bit stuffing, I-Frame, RR, RNR

Reading Assignment

- q Read Chapter 7 and Appendix 7A of 7th edition of Stallings.
- q Do the following Exercise from the textbook:
7.8 (maximum link utilizations)
- q **There is no need to submit the answers.
Next Monday is the first mid-term.**