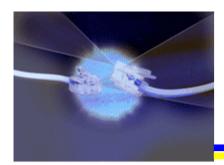


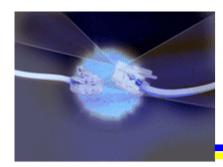
### **Error Detection**

- Detect errors in transmitted signal by including redundant information
- Simple technique: transmit a second copy of the message
  - Discard message if two copies differ
  - Inefficient (only half transmitted bits are data)
  - Misses error if same bit is corrupted in both copies



## Error Detection (cont.)

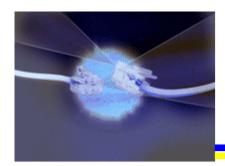
- Better methods are available send k bits of redundant data for n data bits, where k « n
  - In Ethernet, frames of up to 12,000 bits require only 32 bits of extra data
- Data is redundant because it must be computable from message data, using an algorithm common to sender and receiver
- An error-detecting code is any group of extra bits added to message
  - A checksum is a special case that uses addition to compute the code



## **Two-Dimensional Parity**

- Based on the simple parity scheme
  - Add an extra bit to a 7-bit code to balance the number of 1s in the byte (either even or odd)
- Two-dimensional parity adds a similar computation for each bit position across all bytes in the frame
  - Adds one parity byte to the frame
  - Can detect all 1-, 2-, and 3-bit errors in a frame, and most 4-bit errors





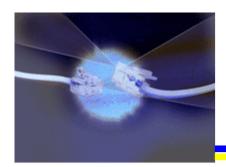
# 2D Parity (cont.)

- Example (using odd parity):
  - $\begin{array}{c|ccc} & 0101010 & 0 \\ & 1100110 & 1 \\ & 0001101 & 0 \\ & 1000100 & 1 \\ & 1111011 & 1 \\ & 1010010 & 0 \\ & 1010011 & 0 \end{array}$



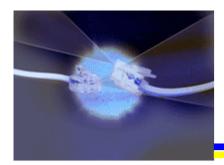
 Added 14 bits to frame – one parity bit for each of the 6 data bytes, plus an eight-bit parity byte





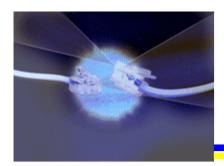
#### Internet Checksum

- Add up all the data in the frame, and append the resulting sum to the frame
  - Treats data as sequence of 16-bit integers
  - Uses one's complement addition
    - Carry out from MSB added to result
- Only adds 16 bits for any length frame
- Can miss some 2-bit errors
- Fast to compute, usually sufficient (because a better code used at link level)



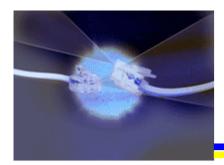
### Cyclic Redundancy Check (CRC)

- Based on finite-field mathematics
- Consider (*n*+1)-bit message as representing a degree-*n* polynomial
  - Each bit is coefficient of corresponding power of x – MSB is power of highest-order term
  - For example, 100101 represents  $x^5 + x^2 + 1$
- Also need a *divisor* polynomial, *C(x)*, with degree k



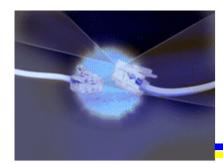
# CRC (cont.)

- Compute transmission P(x), which is n+1 bit message M(x) with k redundant bits added
- Choose error check code to make P(x) evenly divisible by C(x).
  - Receiver can compute P(x) / C(x), and if remainder is 0, message is error-free
- Use modulo 2 arithmetic
  - B(x) can be divided by C(x) if degree of B is >= degree of C
  - Remainder obtained by subtracting modulo 2 (XOR)

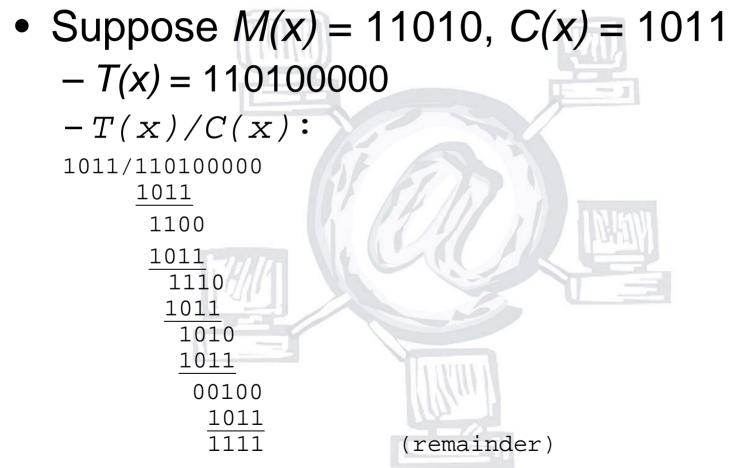


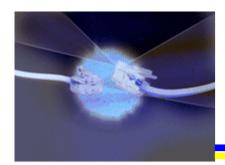
# CRC (cont.)

- For example, the remainder of 10010 / 11001 = 10010 – 11001 (mod 2) = 1011
- To generate P(x)
  - $\operatorname{Add} k \operatorname{Os} \operatorname{to} M(x) \operatorname{to} \operatorname{form} T(x)$
  - Divide T(x) by C(x) and find remainder
  - Subtract remainder from T(x)
- This result should be evenly divisible by C(x)

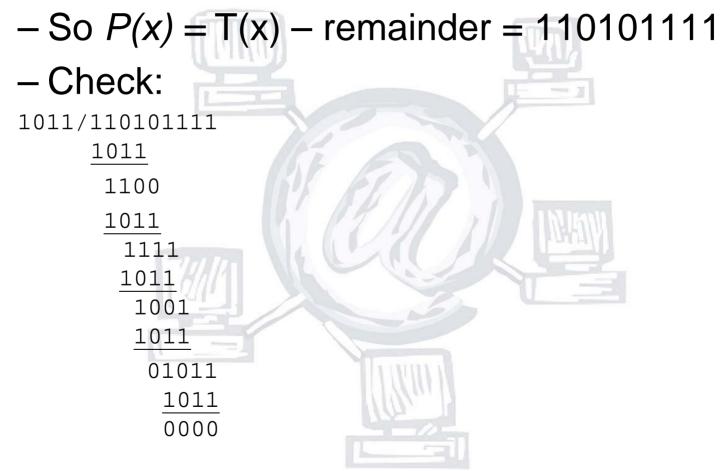


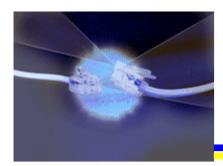
#### **CRC** Example





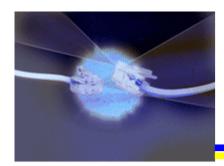
### CRC Example (cont.)





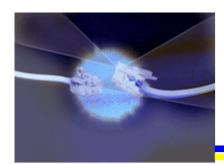
### Choosing CRC Polynomial

- If receiver computes non-zero remainder, error occurred in message.
- Want to choose C(x) to minimize chance that P(x) + E(x) / C(x) will be 0 (if so, error would be undetected)
  - This can only happen if E(x) is evenly divisible by C(x)
  - Choose C(x) so it won't evenly divide into common errors



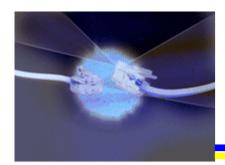
#### Choosing CRC Polynomial (cont.)

- Types of errors:
  - Single bit (i.e. x') won't evenly divide by any C(x) with 1 for first and last term
  - Double-bit errors detected by any C(x) with a factor containing at least three ones
  - Odd number of errors detected by any C(x) with the factor (x + 1)
  - Any burst error of < k bits</p>



#### **Common CRC Polynomials**

- CRC C(x) CRC-8 100000111 CRC-10 11000110011 CRC-12 110000000101 CRC-16 110000000000101 CRC-CCITT 100010000100011 CRC-32 10000010001100011101101101111
- Ethernet, 802.5 use CRC-32 HDLC uses CRC-CCITT ATM uses CRC-8, CRC-10, CRC-32



### **CRC** in Hardware

- Can easily implement the algorithm using a k-bit shift register and XOR gates
  - Example for  $C(x) = x^5 + x^4 + x^2 + 1$

Message Data

 The contents of register after all message bits shifted in, with k 0s appended, is the CRC