NIELIT Gorakhpur

Course Name: A Level (2nd Sem)

Subject: DCN

Topic: Bit-Oriented Protocols

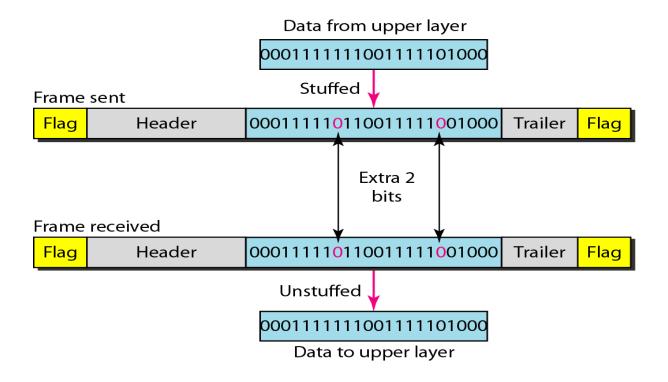
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Bit-Oriented Protocols:

- In a bit-oriented protocol, the data section of a frame is a sequence of bits to be interpreted by the upper layer as text, graphic, audio, video, and so on.
- In addition to headers (and possible trailers), we still need a delimiter to separate one frame from the other.
- Most protocols use a special 8-bit pattern flag 01111110 as the delimiter to define the beginning and the end of the frame, as shown in Figure.

Data from upper laye			I	
		Variable number of bits		
01111110	Header	01111010110 ••• 11011110	Trailer	01111110
Flag				Flag

- This flag can create the same type of problem as in the byte-oriented protocols.
- It means, if the flag pattern appears in the data, we need to inform the receiver that this is not the end of the frame.
- We do this by stuffing 1 single bit (instead of 1 byte) to prevent the pattern from looking like a flag.
- The strategy is called bit stuffing. In bit stuffing, if a 0 and five consecutive I bits are encountered, an extra 0 is added. This extra stuffed bit is eventually removed from the data by the receiver.
- The extra bit is added after one 0 followed by five 1s regardless of the value of the next bit. This guarantees that the flag field sequence does not inadvertently appear in the frame.
- Figure shows bit stuffing at the sender and bit removal at the receiver. Even if we have a 0 after five 1s, we still stuff a O. The 0 will be removed by the receiver.



• This means that if the flag like pattern 01111110 appears in the data, it will change to 011111010 (stuffed) and is not mistaken as a flag by the receiver. The real flag 01111110 is not stuffed by the sender and is recognized by the receiver.

Exercises:

- A. Compare and contrast byte-oriented and bit-oriented protocols. Which category has been popular in the past (explain the reason)? Which category is popular now (explain the reason)?
- B. Compare and contrast byte-stuffing and bit-stuffing. Which technique is used in byte-oriented protocols? Which technique is used in bit-oriented protocols?