1. Session Overview
2. Data Encoding and Transmission
3. Summary and Conclusion
What is the class about?

- **Course description and syllabus:**
  - [http://www.nyu.edu/classes/jcf/csci-ga.2262-001/](http://www.nyu.edu/classes/jcf/csci-ga.2262-001/)
  - [http://cs.nyu.edu/courses/fall14/CSCI-GA.2262-001/index.html](http://cs.nyu.edu/courses/fall14/CSCI-GA.2262-001/index.html)

- **Textbooks:**
    - James F. Kurose, Keith W. Ross
    - Addison Wesley
Course Overview

- Computer Networks and the Internet
- Application Layer
- Fundamental Data Structures: queues, ring buffers, finite state machines
- Data Encoding and Transmission
- Local Area Networks and Data Link Control
- Wireless Communications
- Packet Switching
- OSI and Internet Protocol Architecture
- Congestion Control and Flow Control Methods
- Internet Protocols (IP, ARP, UDP, TCP)
- Network (packet) Routing Algorithms (OSPF, Distance Vector)
- IP Multicast
- Sockets
Course Approach

- Introduction to Basic Networking Concepts (Network Stack)
- Origins of Naming, Addressing, and Routing (TCP, IP, DNS)
- Physical Communication Layer
- MAC Layer (Ethernet, Bridging)
- Routing Protocols (Link State, Distance Vector)
- Internet Routing (BGP, OSPF, Programmable Routers)
- TCP Basics (Reliable/Unreliable)
- Congestion Control
- QoS, Fair Queuing, and Queuing Theory
- Network Services – Multicast and Unicast
- Extensions to Internet Architecture (NATs, IPv6, Proxies)
- Network Hardware and Software (How to Build Networks, Routers)
- Overlay Networks and Services (How to Implement Network Services)
- Network Firewalls, Network Security, and Enterprise Networks
Data Transmission and Encoding Session in Brief

- Data Transmission and Encoding Concepts
- ADTs and Protocol Design
- Summary and Conclusion
Icons / Metaphors

- Information
- Common Realization
- Knowledge/Competency Pattern
- Governance
- Alignment
- Solution Approach
Agenda

1. Session Overview
2. Data Encoding and Transmission
3. Summary and Conclusion
Data Encoding and Transmission - Roadmap

2 Data Encoding and Transmission

- Data Encoding and Transmission Concepts
- ADTs and Protocol Design
Simplified Data Communications Model

1. Input information $m$
2. Input data $g(t)$
3. Transmitted signal $s(t)$
4. Received signal $r(t)$
5. Output data $g'(t)$
6. Output information $m'$
\[ S(t) = A \sin(2\pi ft + \Phi) \]
Terminology (1/3)

- Transmitter
- Receiver
- Medium
  - Guided medium
    - E.g., twisted pair, optical fiber
  - Unguided medium
    - E.g., air, water, vacuum
- Direct link
  - No intermediate devices
- Point-to-point
  - Direct link
  - Only 2 devices share link
- Multi-point
  - More than two devices share the link
Terminology (3/3)

- **Simplex**
  - One direction
    - e.g., television

- **Half duplex**
  - Either direction, but only one way at a time
    - e.g. police radio

- **Flux duplex**
  - Both directions at the same time
    - e.g., telephone
Analog and Digital Data Transmission

- Data
  - Entities that convey meaning
- Signals
  - Electric or electromagnetic representations of data
- Transmission
  - Communication of data by propagation and processing of signals
Data

- Analog
  - Continuous values within some interval
    - e.g., sound, video

- Digital
  - Discrete values
    - e.g., text, integers
- Means by which data are propagated

- Analog
  - Continuously variable
  - Various media
    - e.g., wire, fiber optic, space
  - Speech bandwidth 100Hz to 7kHz
  - Telephone bandwidth 300Hz to 3400Hz
  - Video bandwidth 4MHz

- Digital
  - Use two DC components
Data and Signals

- Usually use digital signals for digital data and analog signals for analog data
- Can use analog signal to carry digital data
  - Modem
- Can use digital signal to carry analog data
  - Compact Disc audio
Analog Transmission

- Analog signal transmitted without regard to content
- May be analog or digital data
- Attenuated over distance
- Use amplifiers to boost signal
- Also amplifies noise
Digital Transmission

- Concerned with content
- Integrity endangered by noise, attenuation etc.
- Repeaters used
- Repeater receives signal
- Extracts bit pattern
- Retransmits
- Attenuation is overcome
- Noise is not amplified
Advantages/Disadvantages of Digital

- Cheaper
- Less susceptible to noise
- Greater attenuation
  - Pulses become rounded and smaller
  - Leads to loss of information
Attenuation of Digital Signals

Voltage at transmitting end

Voltage at receiving end
Interpreting Signals

- Need to know
  - Timing of bits - when they start and end
  - Signal levels
- Factors affecting successful interpreting of signals
  - Signal to noise ratio
  - Data rate
  - Bandwidth
Encoding Schemes

- Non-return to Zero-Level (NRZ-L)
- Non-return to Zero Inverted (NRZI)
- Bipolar –AMI
- Pseudoternary
- Manchester
- Differential Manchester
- B8ZS
- HDB3
Non-Return to Zero-Level (NRZ-L)

- Two different voltages for 0 and 1 bits
- Voltage constant during bit interval
  - No transition (i.e. no return to zero voltage)
  - e.g., Absence of voltage for zero, constant positive voltage for one
- More often, negative voltage for one value and positive for the other
- This is NRZ-L
Non-Return to Zero Inverted

- Nonreturn to zero inverted on ones
- Constant voltage pulse for duration of bit
- Data encoded as presence or absence of signal transition at beginning of bit time
- Transition (low to high or high to low) denotes a binary 1
- No transition denotes binary 0
- An example of differential encoding
NRZ

NRZ-L

NRZI

0 1 0 0 1 1 0 0 0 1 1
Differential Encoding

- Data represented by changes rather than levels
- More reliable detection of transition rather than level
- In complex transmission layouts it is easy to lose sense of polarity
Summary of Encodings

NRZ-L

NRZI

Bipolar-AMI (most recent preceding 1 bit has negative voltage)

Pseudoternary (most recent preceding 0 bit has negative voltage)

Manchester

Differential Manchester
NRZs Pros and Cons

- **Pros**
  - Easy to engineer
  - Make good use of bandwidth

- **Cons**
  - DC component
  - Lack of synchronization capability

- Used for magnetic recording
- Not often used for signal transmission
Biphase

- **Manchester**
  - Transition in middle of each bit period
  - Transition serves as clock and data
  - Low to high represents one
  - High to low represents zero
  - Used by IEEE 802.3

- **Differential Manchester**
  - Mid-bit transition is clocking only
  - Transition at start of a bit period represents zero
  - No transition at start of a bit period represents one
  - Note: this is a differential encoding scheme
  - Used by IEEE 802.5
Biphase Pros and Cons

- **Con**
  - At least one transition per bit time and possibly two
  - Maximum modulation rate is twice NRZ
  - Requires more bandwidth

- **Pros**
  - Synchronization on mid bit transition (self clocking)
  - No dc component
  - Error detection
  - Absence of expected transition
Timing problems require a mechanism to synchronize the transmitter and receiver.

Two solutions:
- Asynchronous
- Synchronous
Asynchronous

- Data transmitted on character at a time
  - 5 to 8 bits
- Timing only needs maintaining within each character
- Resync with each character
Asynchronous (Diagram)

(a) Character format

(b) 8-bit asynchronous character stream

(c) Effect of timing error
Asynchronous - Behavior

- In a steady stream, interval between characters is uniform (length of stop element)
- In idle state, receiver looks for transition 1 to 0
- Then samples next seven intervals (char length)
- Then looks for next 1 to 0 for next char
- Simple
- Cheap
- Overhead of 2 or 3 bits per char (~20%)
- Good for data with large gaps (keyboard)
Synchronous – Bit Level

- Block of data transmitted without start or stop bits
- Clocks must be synchronized
- Can use separate clock line
  - Good over short distances
  - Subject to impairments
- Embed clock signal in data
  - Manchester encoding
  - Carrier frequency (analog)
Synchronous – Block Level

- Need to indicate start and end of block
- Use preamble and postamble
  - e.g. series of SYN (hex 16) characters
  - e.g. block of 11111111 patterns ending in 11111110
- More efficient (lower overhead) than async
Synchronous (diagram)
2 Data Encoding and Transmission

- Data Encoding and Transmission Concepts
- ADTs and Protocol Design
When building protocol software, there are two common problems that designers face:

1) How to handle data that arrives from two independent sources
   - Down from the higher layer
   - Up from the lower layer

2) How to implement the protocol
Data from Two Sources

- Down from the Higher Layer (HL)
  - Higher layer (HL) sends requests (control and data)
  - Cannot always process the request immediately, so we need a place to hold the request
  - We may get “many” HL users (e.g., many TCP, only one IP)
  - Requests may need to be processed out of order (out of band, QOS, etc)
Data from Two Sources

- Up from the Lower Layer (LL)
  - Lower layer sends data and indications
  - Data must be separated from indications
  - Read requests from HL may use different data boundaries than LL
  - LL may be providing data at same time as HL wants to read it
Ring Buffer of Size N

INITIAL STATE
Input: 0
Output: 0
Ring Buffer of Size N

0
1
2
N-1

Element 0

New Element Arrives

Input: 1
Output: 0
Ring Buffer of Size \( N \)

New Element Arrives

Input: 2
Output: 0

<table>
<thead>
<tr>
<th>0</th>
<th>Element 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Element 1</td>
</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>N-1</td>
<td></td>
</tr>
</tbody>
</table>
Ring Buffer of Size N

- Element 0
- Element 1
- Element 2
- Element 3

Read next (element 0)
Input: 2
Output: 1

Read next (element 1)
Input: 2
Output: 2
Ring Buffer of Size $N$

After $N$th input:

Input: 0
Output: 2

How many more input elements can we accept?
Let B be a buffer.
Let S be the size of the buffer B in bytes.
Let I be an index into the buffer where the producer will store the next new byte of data.
Let O be the index of the next byte that the consumer should remove from the buffer.
Let N be the number of unconsumed bytes in the buffer. Define % as the modulus operator.
Initially, I = O = N = 0.
The buffer is full (has no room for new data) when N == S.
The available space (for new data) $A = S - N$
To Add \( m \) bytes of data from buffer \( D \) to the buffer \( B \) the producer will:

(1) Check that \( m \leq A \) (if not an error has occurred)
(2) put bytes into the buffer using this model:

\[
\begin{align*}
\text{int } j &= I; \\
I &= (I+m)\%S \\
N &= N + m;
\end{align*}
\]

for (int \( q = 0; q < m; q++ \))

\[
B[(j+q)\%S] = D[q]
\]
To remove r bytes from the buffer B to buffer D, the consumer will:

(1) Check that $r \leq N$. If not, adjust $r (r = N)$ or signal error.

(2) take bytes from the buffer using this model:

```c
int j = O;
O = (O+r)%S
N -= r
for (int q = 0; q < r; q++)
    D[q] = B[(j+q)%S]
```
So, you see that the idea is that the input (I) and output (O) pointers change continuously from the beginning of the buffer to the end and then wrap around back to the beginning again. Conceptually, it appears as if the end of the buffer is connected back to the front of the buffer as if to form a ring (or circle). We enforce that the input pointer never tries to overtake the output pointer!

To make these two methods thread safe, we need only to protect the 3 lines of code that update the class variables O, N, I: NOT the loops that move data! This is a better real-time approach than serializing access to the loop itself, or worse, the entire object.
Ring Buffer Characteristics

- Elements are all same size and type
  - Elements are typically primitives (byte, int, etc) but can be pointers or even structures

- Finite
  - Fixed space must be allocated a priori

- Low overhead
  - No “per element” costs like we have in a Queue

- Elements MUST be processed in order.
Queue

- Elements are linked together in a list
- List can be single (forward) or double (forward and backward) linked
- Queue Control Block contains (as a minimum) pointer to first element (head) and last element (tail)
- Queues are almost always used as FIFOs, but can support iteration, random access, and reverse (LIFO) processing
Queue Control Block

Payload can be ANY object or structure. Elements need not contain similar payloads.

Forward link

Payload

element a
element b
element z
Queue (Doubly Linked)

Queue Control Block

head

\[
\begin{array}{c}
\text{a} \\
\text{null}
\end{array}
\]

tail

\[
\begin{array}{c}
\text{z} \\
\text{null}
\end{array}
\]

Forward link

Payload

\[
\begin{array}{c}
\text{b} \\
\text{null}
\end{array}
\]

\[
\begin{array}{c}
\text{z} \\
\text{a}
\end{array}
\]

\[
\begin{array}{c}
\text{null} \\
\text{b}
\end{array}
\]

element a
element b
element z
Queue Operations

- **Required Operations**
  - Put (add to tail)
  - Get (get from head)

- **Nice to Have Operations**
  - Remove (remove specific element)
  - Insert (add element after a specific element)

- **Deluxe Operations**
  - Peek (non-destructive Get)
  - Put to head
  - Get from tail
  - Iterate (head to tail or tail to head)
Queue Characteristics

- Not fixed in length ("unlimited" in length)
- Does not require pre-allocated memory
- Allows processing of elements in arbitrary order
- Can accommodate elements of different type
- Additional per element cost (links)
Queue or Ring Buffer

- Stream data: Use a ring buffer
  - Arriving elements are primitives that make up a data “stream” (no record boundaries)
    - TCP data is an example

- Service requests: Use a queue
  - Arriving elements are requests from a user layer (or clients) and must be processed individually.
What is a FSM?

- Let’s define the idea of a “machine”
  - Organism (real or synthetic) that responds to a countable (finite) set of stimuli (events) by generating predictable responses (outputs) based on a history of prior events (current state)

- A finite state machine (fsm) is a computational model of a machine
FSM Elements

- **States** represent the particular configurations that our machine can assume

- **Events** define the various inputs that a machine will recognize

- **Transitions** represent a change of state from a current state to another (possibly the same) state that is dependent upon a specific event

- The **Start State** is the state of the machine before it has received any events
Machine Types

- **Mealy machine**
  - one that generates an output for each transition

- **Moore machine**
  - one that generates an output for each state

- Moore machines can do anything a Mealy machine can do (and vice versa)

- In my experience, Mealy machines are more useful for implementing communications protocols

- The fsm that I’ll provide is a Mealy machine
From State Diagram to FSM

- Identify
  - States
  - Events
  - Transitions
  - Actions (outputs)

- Program these elements into an FSM
- Define an event classification process
- Drive the events through the FSM
- Example ....
Assignments & Readings

- Readings
  » Chapters 1 and 5
- Assignment #3