Bit and Byte Stuffing
Synchronous versus Asynchronous Transmissions

• There exists a hierarchy of synchronization tasks:
  – *Bit level*: recognizing the start and end of each bit
  – *Character or byte level*: recognizing the start and end of each character (or small unit of data)
  – *Block or message level*: recognize the start and end of each large unit of data (*in networks this is a frame*).
Synchronous versus Asynchronous Transmissions [Halsall]

A fundamental requirement of digital data communications is that the receiver knows the starting time and the duration of each bit.

**Asynchronous transmission** :: each character (or byte) is treated independently for clock (bit) and character (byte) synchronization purposes and the receiver resynchronizes at the start of each character received.

**Synchronous transmission** :: the complete frame is transmitted as a contiguous string of bits and the receiver endeavors to keep in synchronism with the incoming bit stream for the duration of the frame.
Framing Synchronization in Asynchronous Transmission

Transmitted at random intervals (e.g., keyboard)

Direction of transmission

Data bits

Line idle

Start bit

1 2 3 4 5 6 7 8

Stop bit

3T/2

T T T T T T T T

Receiver samples the bits

Networks: Bit and Byte Stuffing
Synchronous Transmissions

- More efficient, i.e., less overhead
- Blocks of characters transmitted without start and stop codes
- The transmitted stream is suitably encoded so the receiver can stay in "synch" by:
  - Using a separate clock line
  - Embedding clocking information into data (e.g. biphase coding).
Methods to Identify Frames

[Tanenbaum]

1. Byte counts
2. Starting/ending bytes [byte stuffing]
3. Starting/ending flags [bit stuffing]
4. Using physical layer coding violations (i.e., invalid physical codes)
The contents of each frame are *encapsulated* between a pair of reserved characters or bytes for frame synchronization.
Byte Stuffing

[HDLC Example]

• Also referred to as character stuffing.
• ASCII characters are used as framing delimiters (e.g. DLE STX and DLE ETX)
• The problem occurs when these character patterns occur within the “transparent” data.

Solution: sender stuffs an extra DLE into the data stream just before each occurrence of an “accidental” DLE in the data stream.

The data link layer on the receiving end unstuffs the DLE before giving the data to the network layer.
HDLC Byte Stuffing

Before

Stuffed

Unstuffed

DLE  STX  A  B  DLE  DLE  H  W  DLE  ETX

DLE  STX  Transparent Data

DLE  ETX

DLE  STX  A  B  DLE  H  W  DLE  ETX

DLE  STX  A  B  DLE  H  W  DLE  ETX

DLE  STX  A  B  DLE  H  W  DLE  ETX

Networks: Bit and Byte Stuffing
Bit Stuffing

- Each frame begins and ends with a special bit pattern called a flag byte \([01111110]\). {Note this is \text{7E in hex}}
- Whenever sender data link layer encounters five consecutive ones in the data stream, it automatically stuffs a 0 bit into the outgoing stream.
- When the receiver sees five consecutive incoming ones followed by a 0 bit, it automatically destuffs the 0 bit before sending the data to the network layer.
Bit Stuffing

Input Stream

0110111111100111110111111111100000

Stuffed Stream

01101111101100111110011111011111000000

Stuffed bits

Unstuffed Stream

011011111101100111110011111011111000000
### PPP (Point-to-Point Protocol) Frame Format

<table>
<thead>
<tr>
<th>Flag</th>
<th>Address</th>
<th>Control</th>
<th>Protocol</th>
<th>Information</th>
<th>CRC</th>
<th>Flag</th>
</tr>
</thead>
<tbody>
<tr>
<td>01111110</td>
<td>1111111</td>
<td>00000011</td>
<td>Protocol</td>
<td>Information</td>
<td>CRC</td>
<td>01111110</td>
</tr>
</tbody>
</table>

- **Flag**: Determines if the frame is an unnumbered frame.
- **Address**: Specifies what kind of packet is contained in the payload, e.g., LCP, NCP, IP, OSI CLNP, IPX.
- **Control**: All stations are to accept the frame.

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Figure 5.40

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