

DLT Protocol

1. Simplex Protocol

It is a simple protocol working in the communication with error free and guaranteed delivery of data frame. The steps followed are

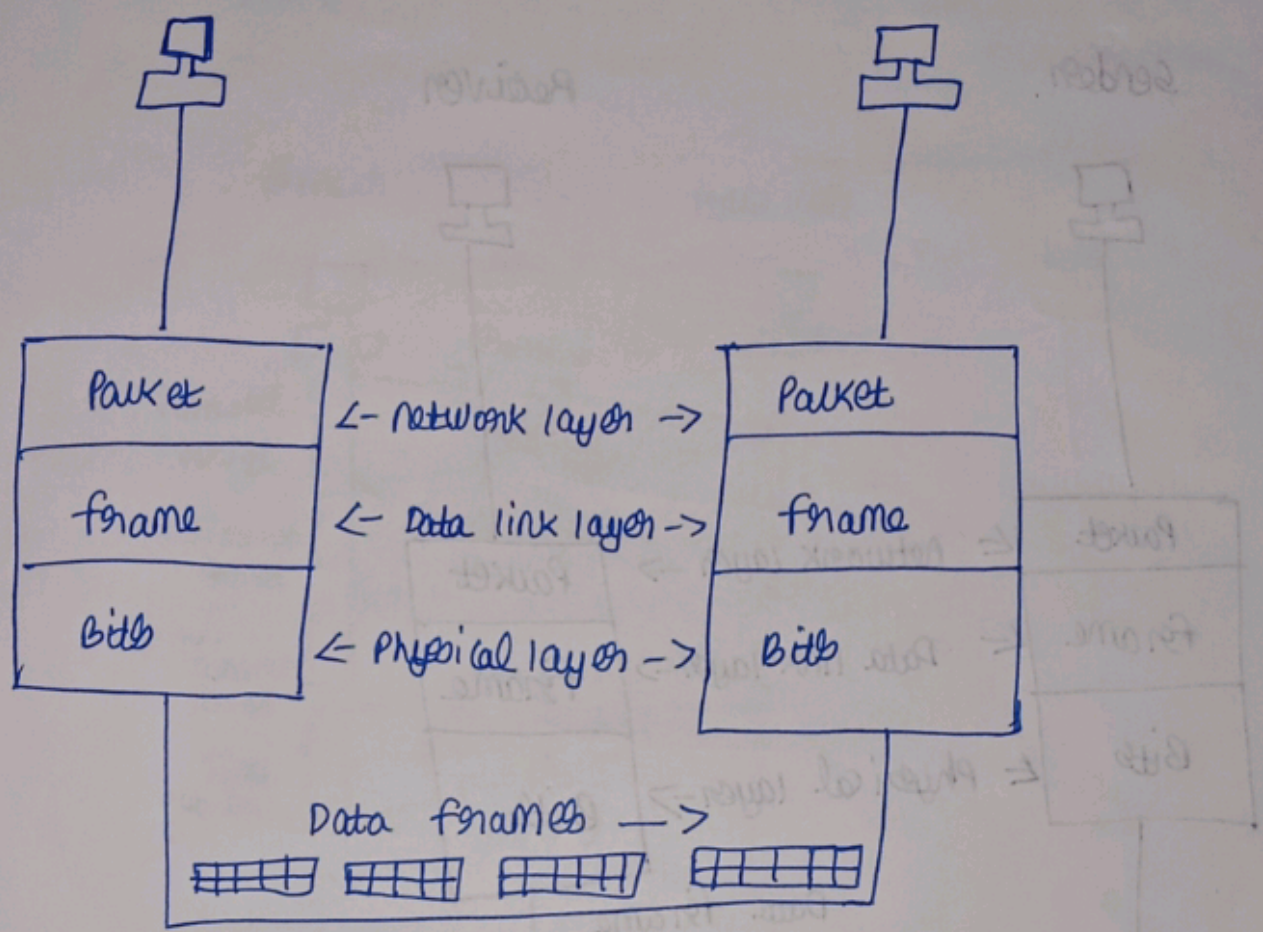
1. Data can be transmitted only one direction
2. Sender and receiver must be always ready to send and receive frames.
3. Processing time is ignored.
4. Buffer is allocated in infinite size
5. Communication channel doesn't damage the data frames.

Data link layer receive packet from the Network layer, convert it into frames and transmit the frames as bit streams to physical layer in sender side.

In the receiver side the receiver receives the bit stream from the physical layer, convert into frames, process the frame and send the packet to network layer.

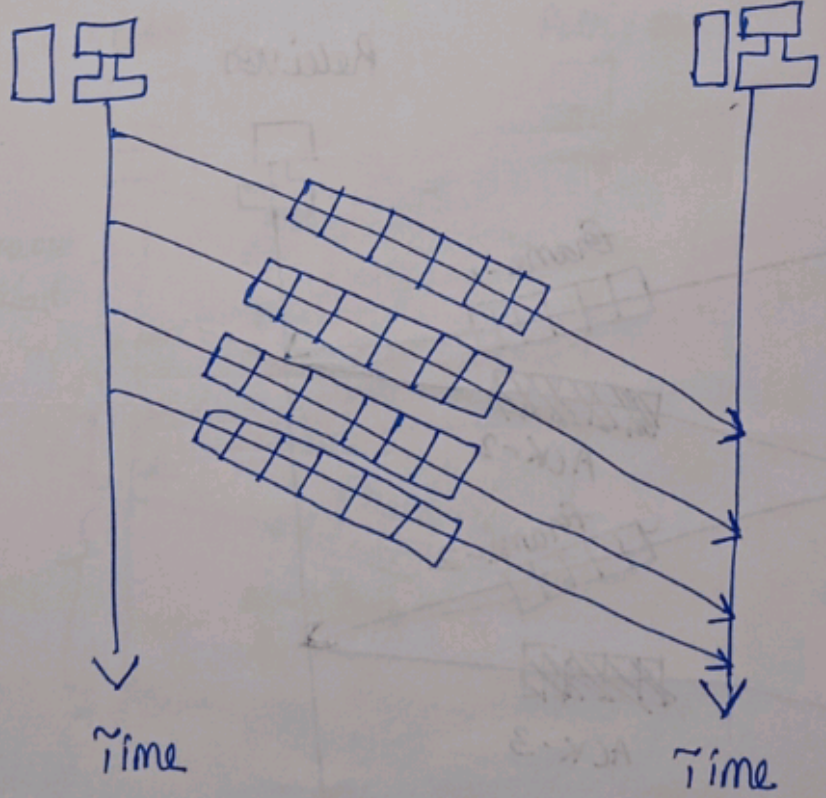
Sender

Receiver

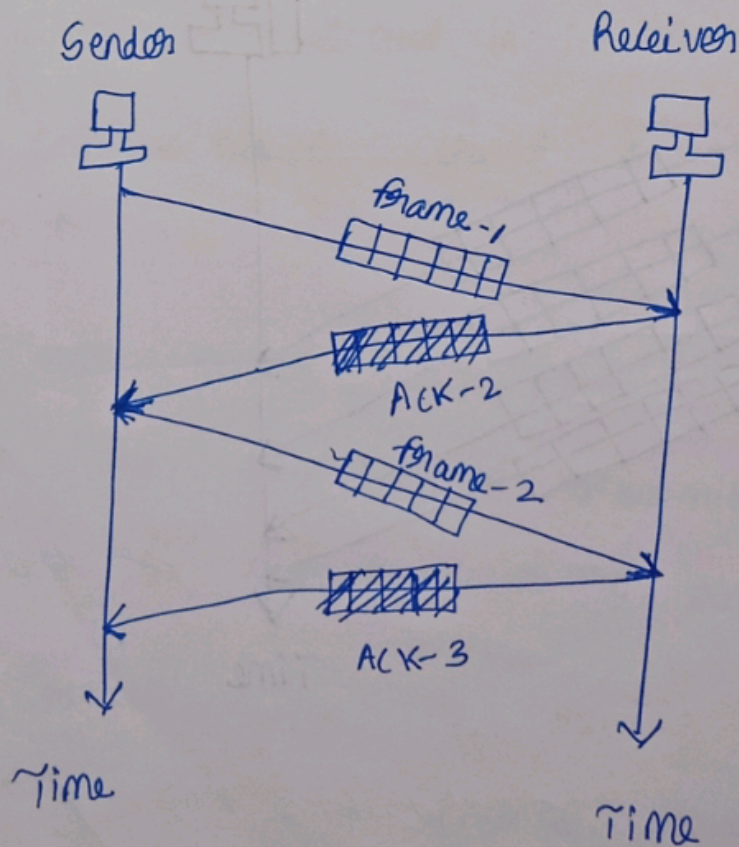
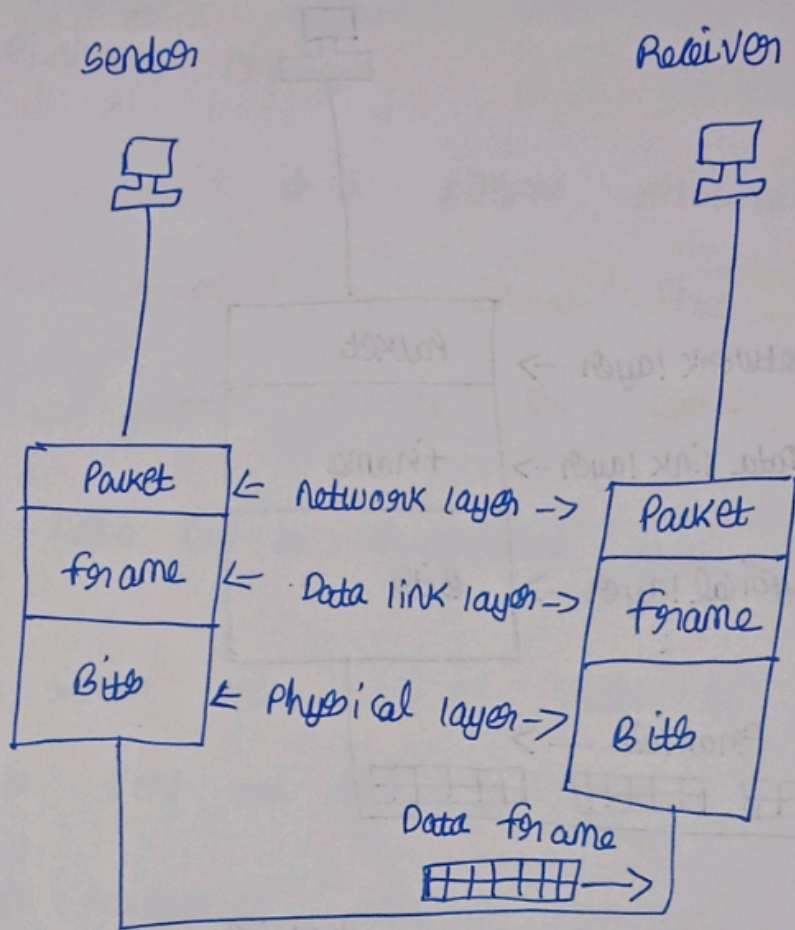


Sender

Receiver

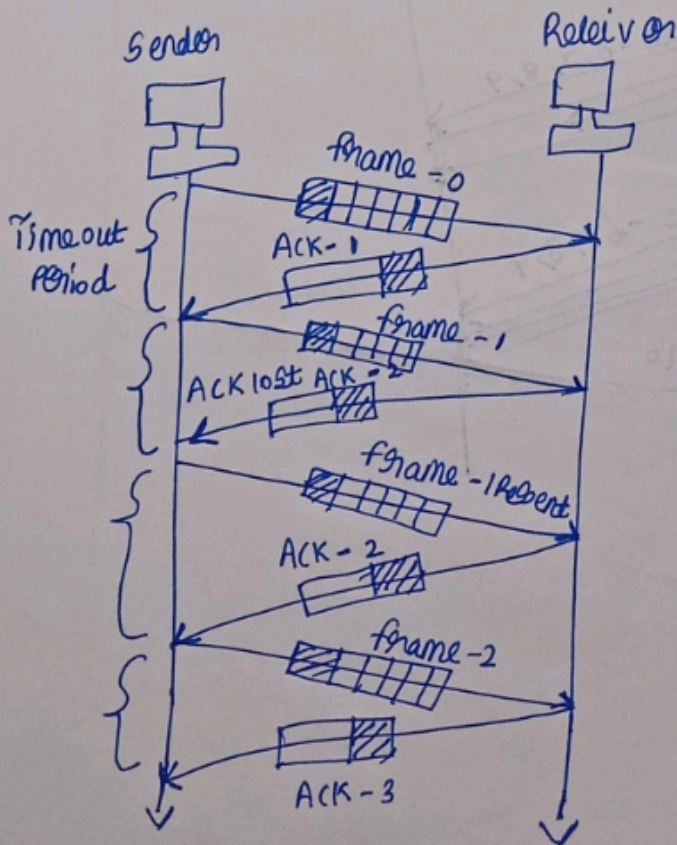
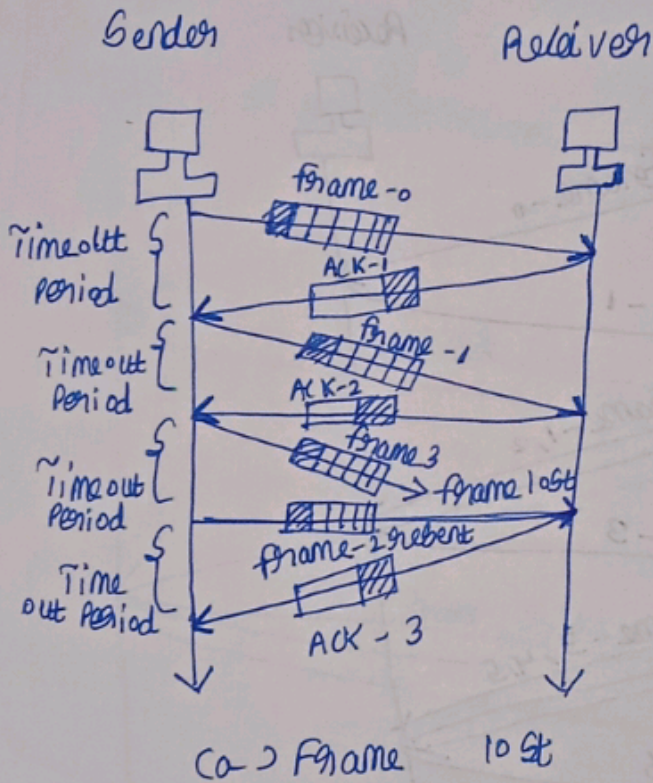


2. Stop and - wait Protocols



Protocols for noisy channels

1. Data flow for frame and ACK lost in stop and wait ARQ

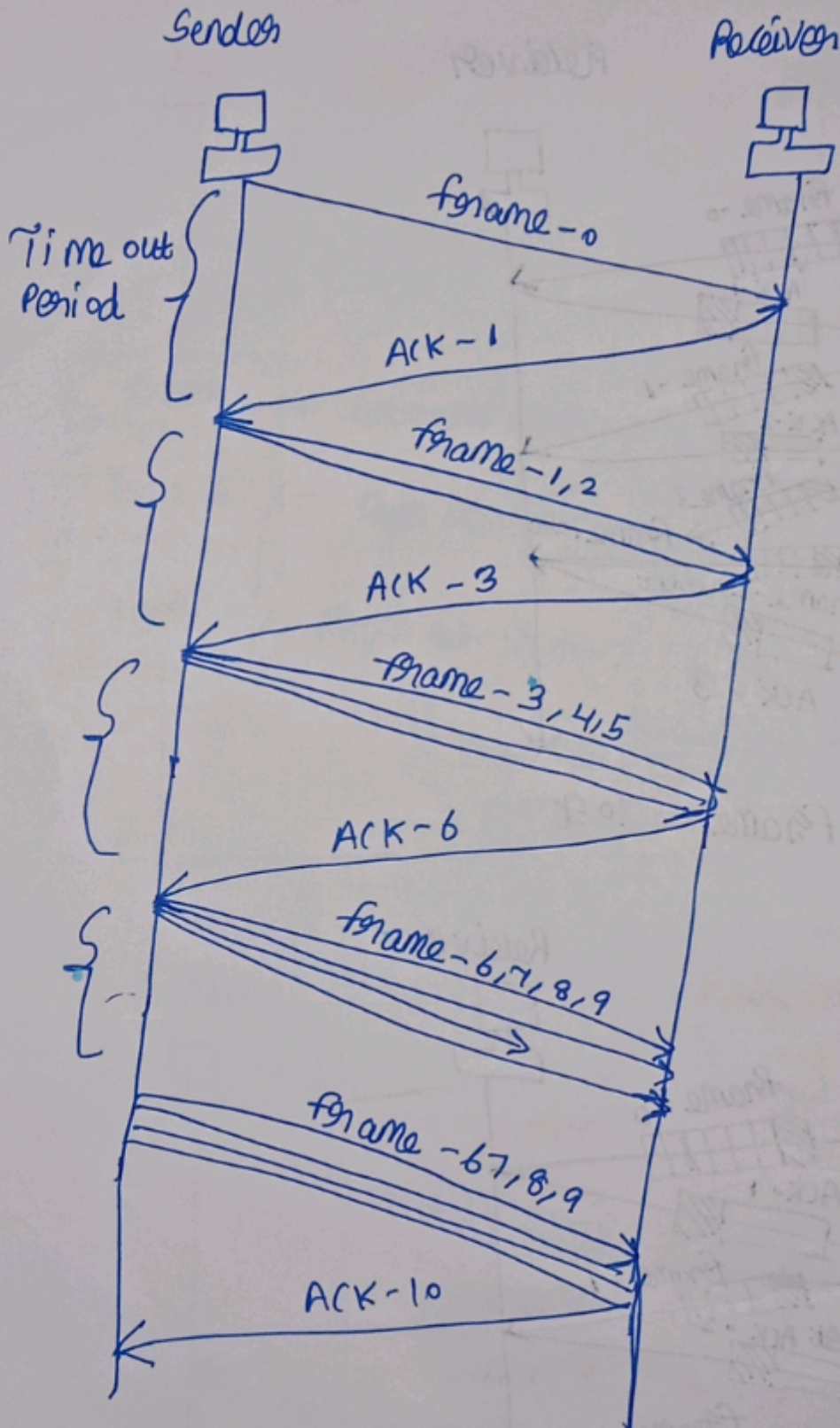


Sliding

window

Protocol

1. CTO back - N automatic repeat request



2. Selective Repeat ARQ

