



Sequence number and frame start

Yasser K Bajwa
FACA (HonHai Precision)

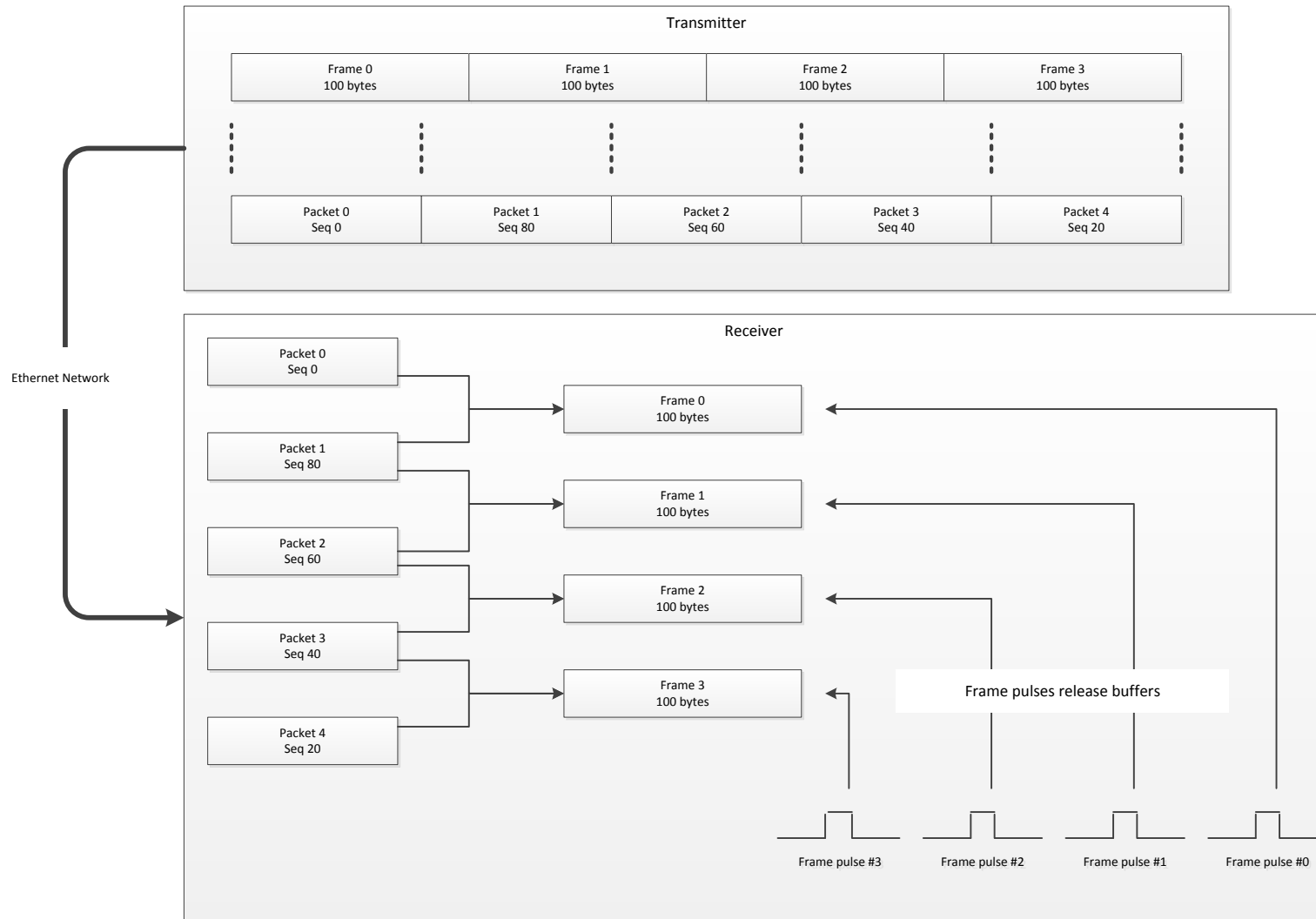
- ❑ The current solution uses a single bit to indicate start of frame
- ❑ Frame and Packet start must be aligned

- ❑ The current sequence number scheme increments with a constant value per packet, irrespective of contents of the packet
- ❑ The sequence numbers thus do not definitively hold information about the location of the data within the stream

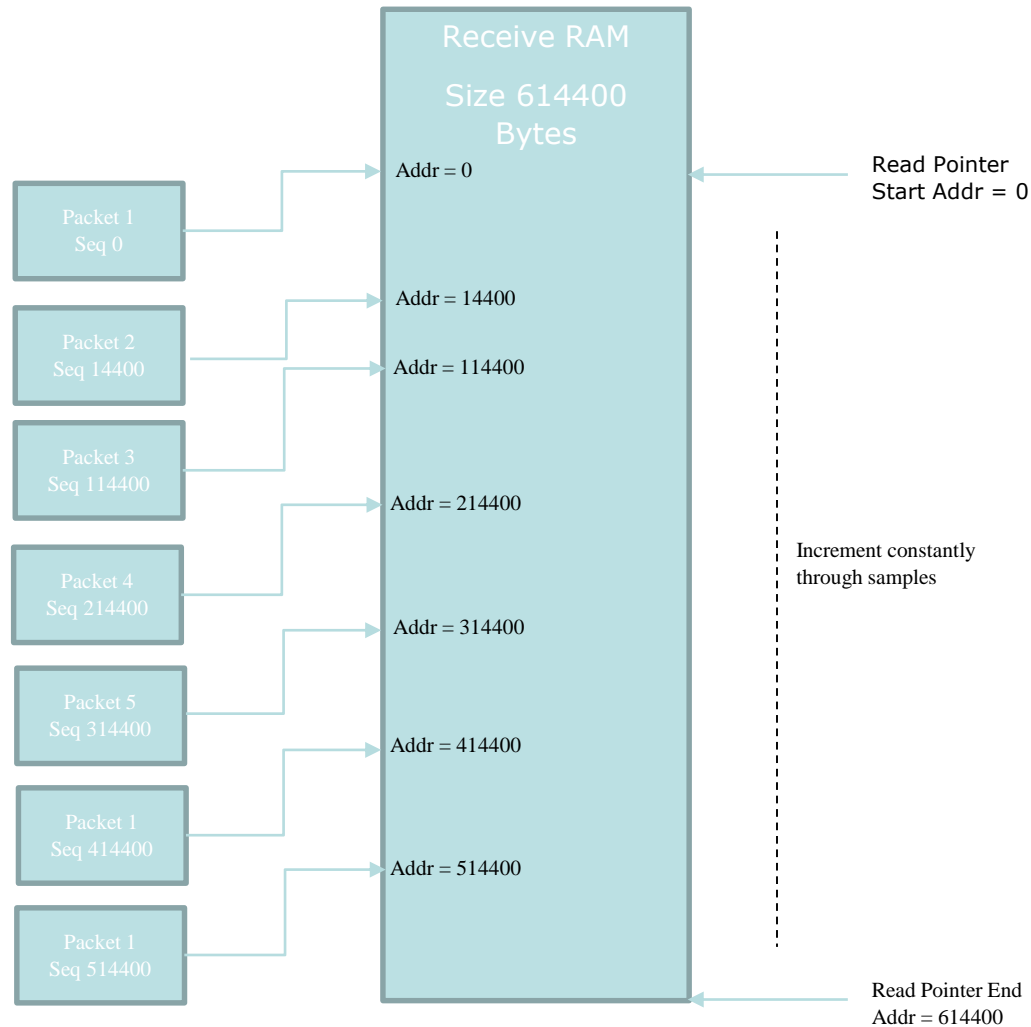
- ❑ We propose aligning sequence number 0 to the start of the frame (Could be every N Frames)
- ❑ This would eliminate the need for a Start of Frame bit
- ❑ The sequence numbers would carry information about the location of the data within the frame (Could be used to deduce HFN number)

- ❑ We also propose that the sequence number is defined as a byte counter
- ❑ The counter value relates to the first byte in the packet
- ❑ This would be a generic way of understanding the location of the data within the frame
- ❑ Frame boundaries would not need to be aligned to packet boundaries

Example



Packet loss handling



What about frame number?

- Neither current implementation, nor byte counter contain frame number
- Sending frame number in every packet may be redundant
- Could the extended header be used for this?
- Could control packets be used to convey this?