

## A PACKET ASSEMBLER/DISASSEMBLER FOR AMATEUR PACKET RADIO NETWORKING

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### Abstract

This paper describes the operation of the prototype Packet Assembler/Disassembler (PAD) function within the Tucson Amateur Packet Radio TNC 2 the author installed at a tall tower site near Melbourne, Florida. PADs are usually considered to be devices which interface "dumb" asynchronous terminals to packet switched networks. The prototype TNC 2 PAD performs this function for remote users on the AX.75 network of which it is part, while at the same time enabling a new method of establishing non-level three connections which offers improved performance over "digipeated" connections using the same path.

### Introduction

The capacity of the common 1200 Baud VHF circuit is outpaced in many areas by rapid growth in the user base. As the price of assembled and tested Terminal Node Controllers (TNCs) drop below the \$150US mark, this situation can only get worse.

The amateur community took a positive step towards addressing this problem through the adoption of version 2.0 of the AX.25 link layer protocol. But in order to achieve any real net improvement for a system comprising multiple users of a single frequency, thoughts of changing again the link layer may not hold forth a marginal benefit capable of justifying the tremendous cost that such a change would embody.

This author feels that many congestion problems are successfully addressed through the elimination of what we've called "digipeated" links, and their replacement by a network layer - notably, the AX.25/X.75 network layer {1,2,3}. Accepting this, one's next question might be "How does the user base access this reformulated network?"

It is expected that some users will have an AX.25 network layer interface within their TNCs. They won't need an additional PAD facility - their level 3 capability already implies that one exists, so it is for the benefit of those whose TNC does not include a network layer interface (they'll be referred to as "L2 users" in the balance of this paper) that the PAD was developed.

### PAD modes

This prototype PAD has a "NETWORK" mode and an "INTERMEDIARY" mode. Which mode is used is determined independently for each link, and reevaluated whenever the link is reset.

### Network mode

NETWORK mode provides the gateway between an

amateur X.75 "trunking" network, or local AX.25 level 3 users, and L2 users. All of these protocols are similar and this simplifies the translation between the different protocols and the services each offers.

### Intermediary mode

INTERMEDIARY mode is virtually a "dummy network" for local L2 users. Where two L2 users are unable to establish a direct connection with each other, they may choose to use the PAD to set up a smart "call", rather than using the dumb digipeat mode. Such a choice would convey the advantages of local hop by hop acknowledgments while allowing same mechanism to allocate physical link capacity fairly.

### PAD operation

The PAD presents an interface which is essentially transparent to the mode in use. There are four major states (see figure 1) associated with the PAD<->L2 user interface the user needs to be concerned with.

The selection state a? is entered whenever an L2 user links with the PAD. The PAD remains in this state until the L2 user specifies a destination call sign, an optional endpoint switch address, and up to three optional endpoint digipeaters. If the endpoint switch address is omitted, and the destination station is not linked with the PAD's switch, the INTERMEDIARY mode is invoked and a level 2 connect attempt is initiated. Otherwise NETWORK mode is assumed and a level 3 channel is selected, and if a free channel is available a call request packet is generated.

State a3 is the basic data transfer state, and is entered upon establishment of an end to end "connection". The connection could result from a network: call request packet, an L2 user's request to talk originating on the same PAD but a different link, or the acceptance of this user's request to talk with another station (i.e. the a? to a3 transition).

State a4 insures that one or both L2 user endpoints receive information about the cause of a PAD mediated connection "failure" just prior to tearing down the users' links. A transition to the idle state occurs when this information is acknowledged by the user and the link layer disconnect attempt state is entered.

### Other considerations

For operations on a single frequency, explicit (i.e. not directly window related) flow control at a sending L2 user is invoked either upon exceeding an absolute buffer allocation or predictively, at the time when the first byte of a new information field would exceed the allocation.

There is **same overhead** associated with **the** predictive flaw, but the **author** believes it is much less than the (implied) **overhead** resulting **fram** callisians (when **the pad** is equipped with **only** ane **part**, or INTERMEDIARY made is in use) **between** **acknowledgements from a remote, and the transmission of new data that can not even be buffered** until the such **acknowledgement** is received **by the PAD.**

**Network control**, additional **physical parts**, and **other** embellishments will be **added as** time and **hardware** allow.

Acknowledgements

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References

{1} **T. Fax WB4JFI**, AX.25 Network **Sublayer Protocol** Recommendation, "Third ARRL **Amateur Radio Computer Networking Conference**" proceedings (Newington: American Radia Relay League)

{2} **J. G. Beattie N2DSY**, **T. A. Moulton W2VY**, Proposal: Recommendation AX.121 **NA**, "Fourth ARRL **Amateur Radio Computer Networking Conference**" proceedings (Newington: American Radio Relay League)

{3} **X.75 is an Internet Protocol (IP)**, comparable in operation **and** packet format to **X.25** level 3

PADMESSAGES

gator 2 pad 03100305724 **part B**  
enter: call [ ,digi i [ ,digi2 [ ,digi3 3 3 3

to?

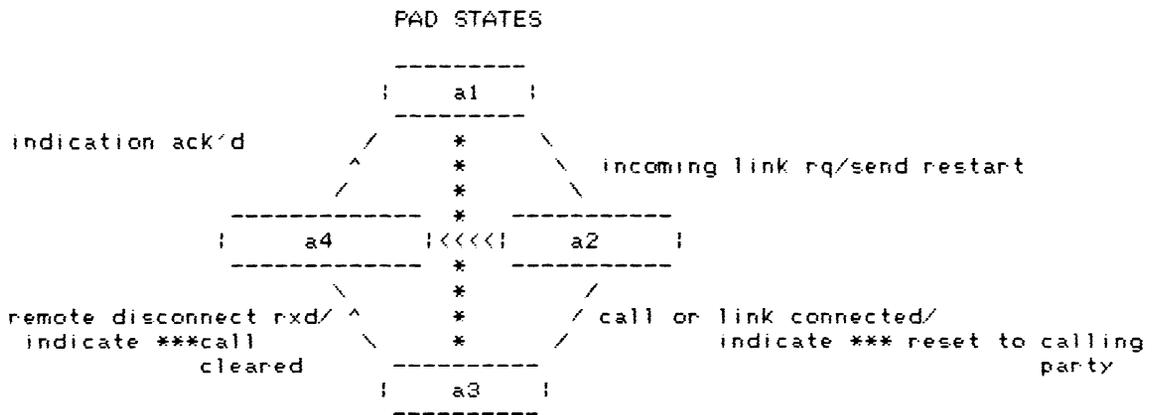
-- signon --

\*\*\* pad: connection **reset**

-- successful connection or reset --

\*\*\* pad: call **cleared**, **dte** originated  
\*\*\* pad: call **cleared**, **dte** busy  
\*\*\* pad: call **cleared**, **retry** limit **exceeded far** either call or data  
\*\*\* pad: call **cleared**, either the **station you requested is** also using this pad or an unrecognizable **TO? entry was received**

-- failure messages --



a2 to a4 occurs when invalid destination was requested by L2 user

a1 to a3 happens only for remotely-initiated calls

FIGURE 1