15-1 CONNECTING DEVICES

In this section, we divide connecting devices into five different categories based on the layer in which they operate in a network..

Topics discussed in this section:

Passive Hubs
Active Hubs
Bridges
Two-Layer Switches
Routers
Three-Layer Switches
Gateways

Figure 15.1 *Five categories of connecting devices*

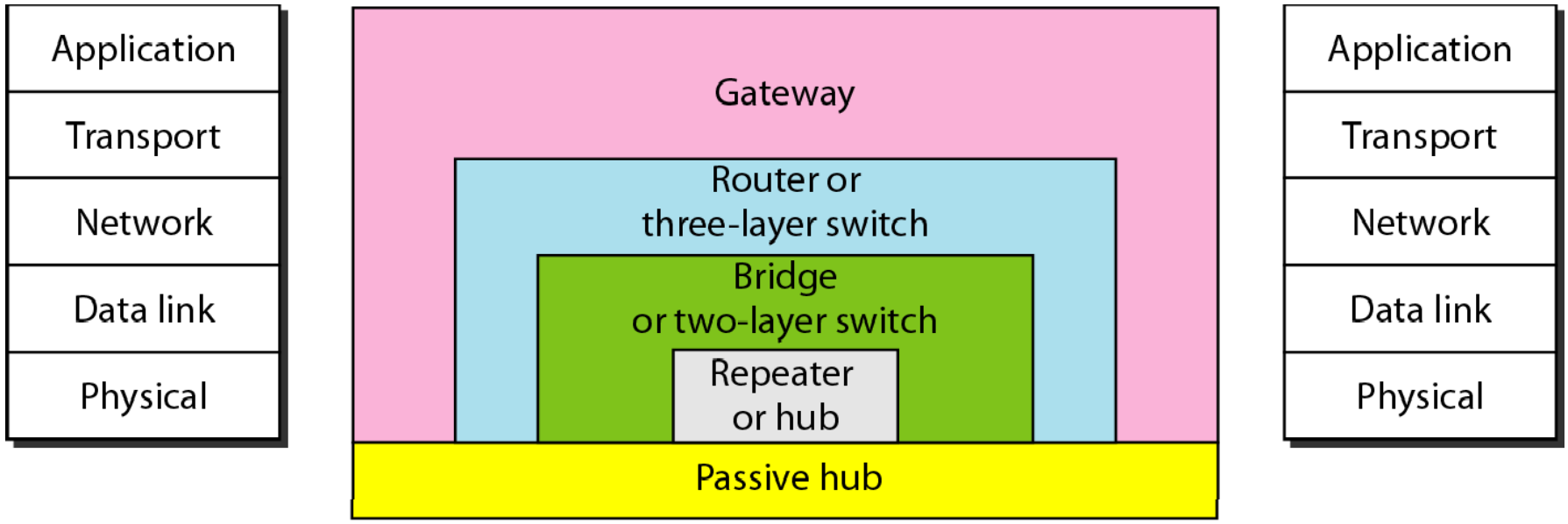
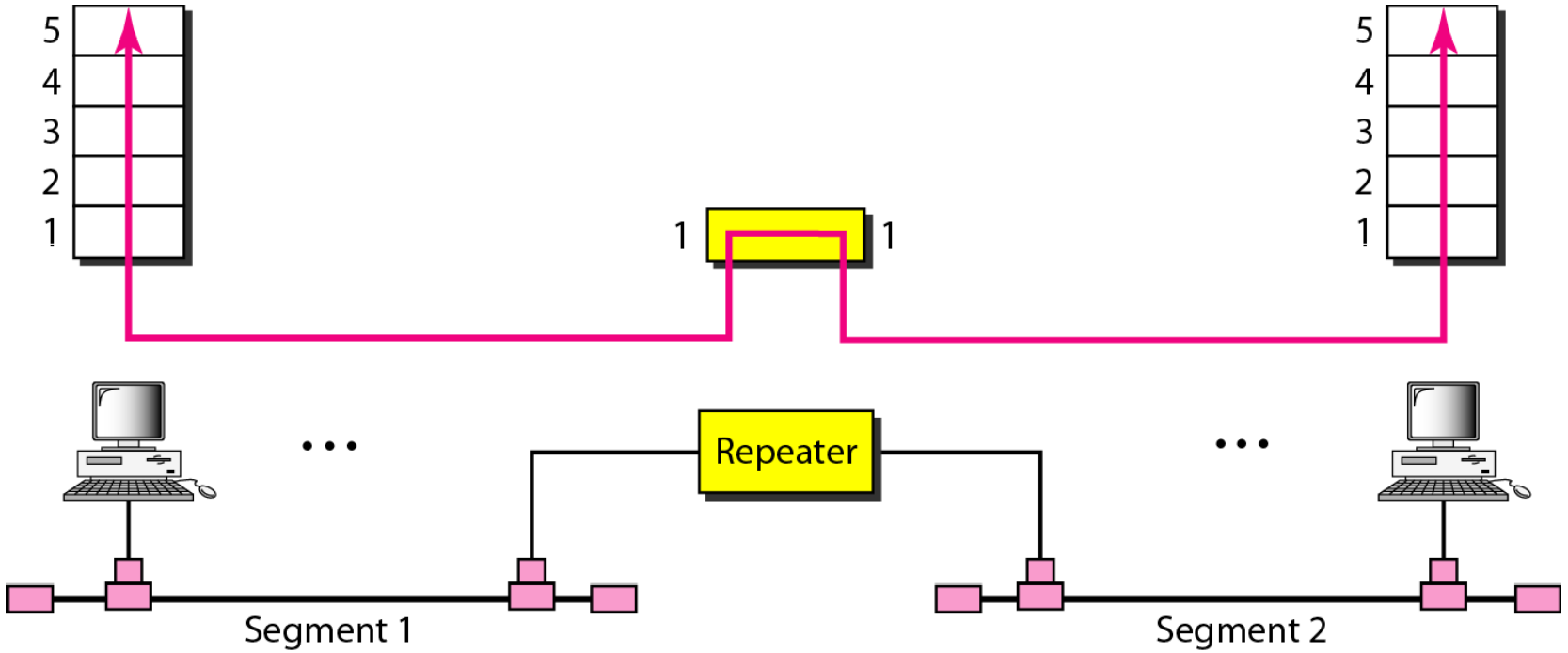


Figure 15.2 *A repeater connecting two segments of a LAN*



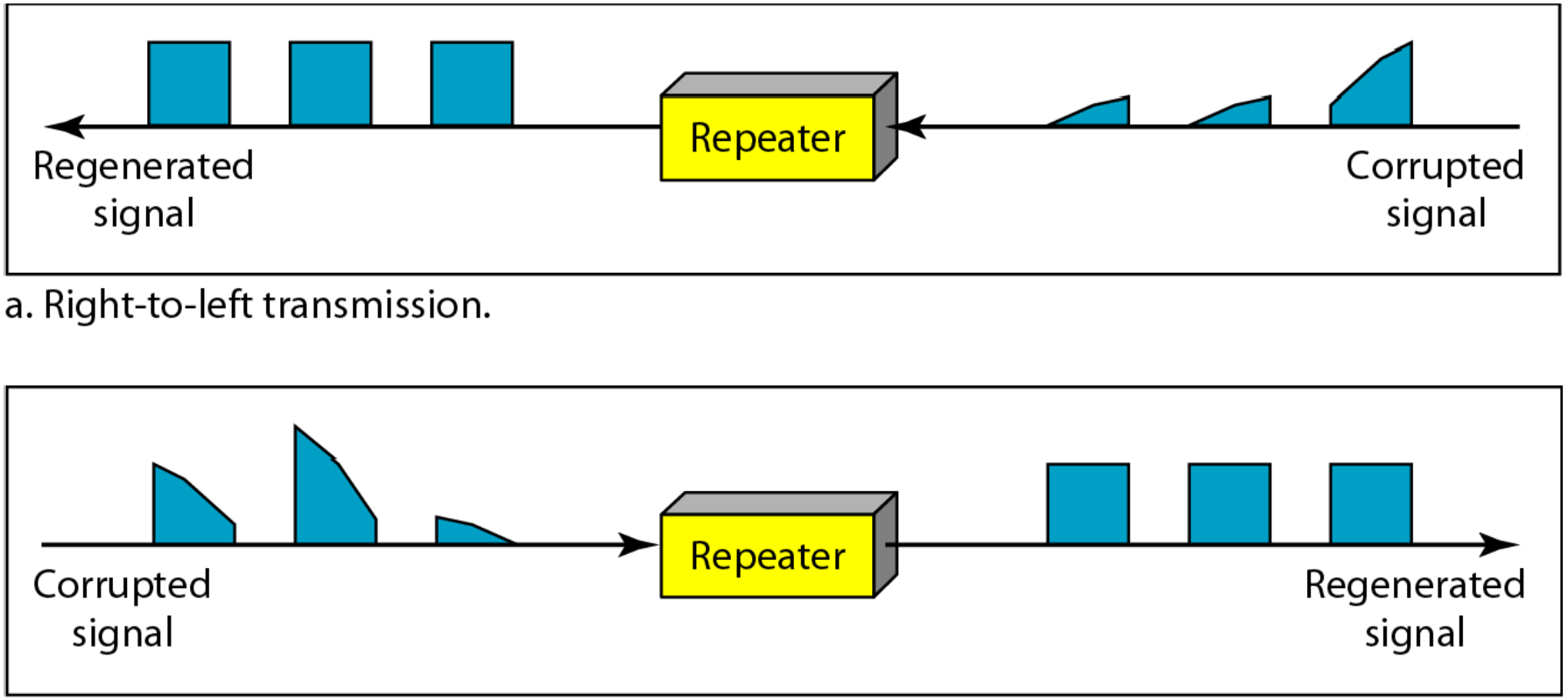
Note

A repeater connects segments of a LAN.

A repeater is a regenerator, not an amplifier.

A repeater forwards every frame; it has no filtering capability.

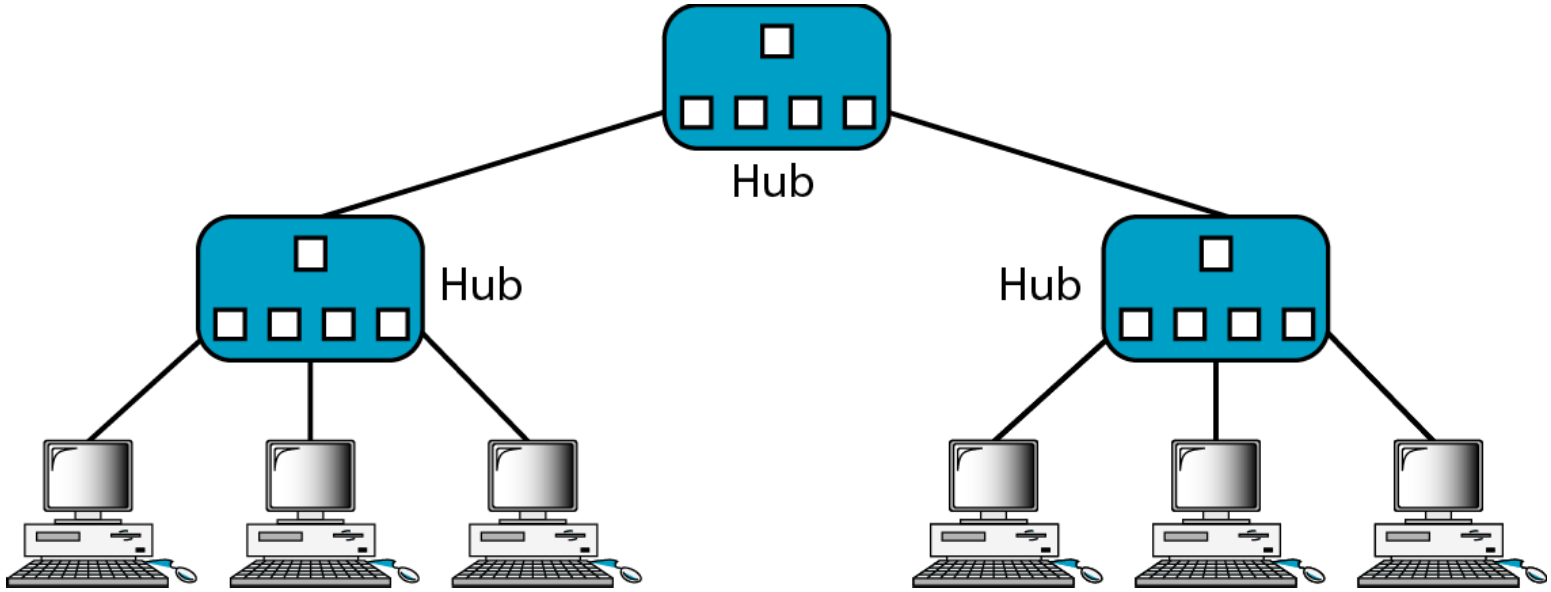
Figure 15.3 *Function of a repeater*



a. Right-to-left transmission.

b. Left-to-right transmission.

Figure 15.4 *A hierarchy of hubs*



Hubs are used to bridge media segments together in a networks.

Types of Hubs

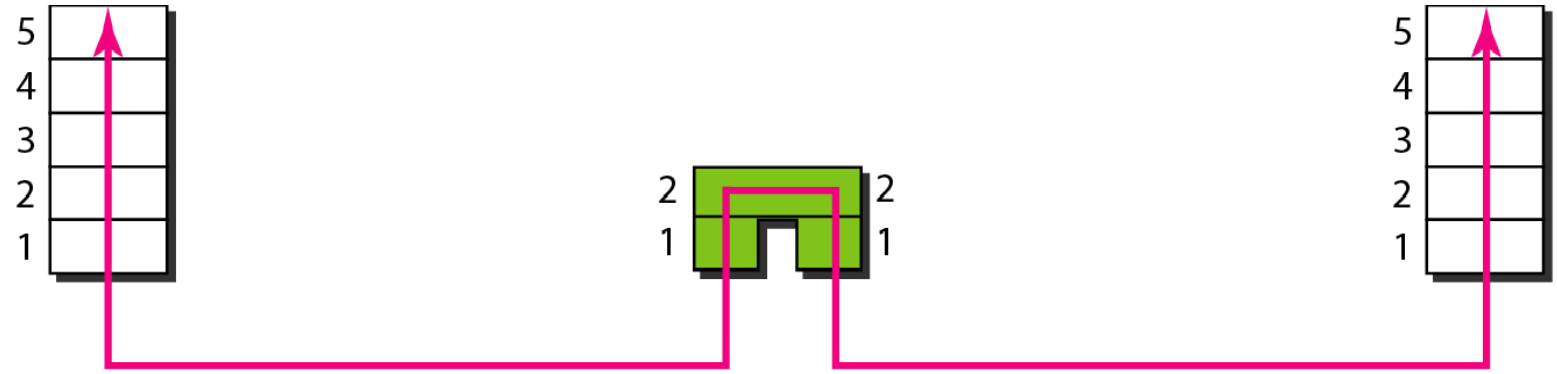
1.Passive Hubs
2.Active Hubs
3.Intelligent Hubs

1.Passive Hubs: ***Reduce the cabling distance by half because it does not boost the signals and infact absorbs some of the signal. There is no signal processibng or regeneration.***

2.Active Hubs: ***have electronic components for regeneration and amplification of signals. By using Active Hubs the distance between devices can be increased.***
The main drawback of active hubs is that they amplify noise along with signals.They are also much expensive than Passive Hubs.

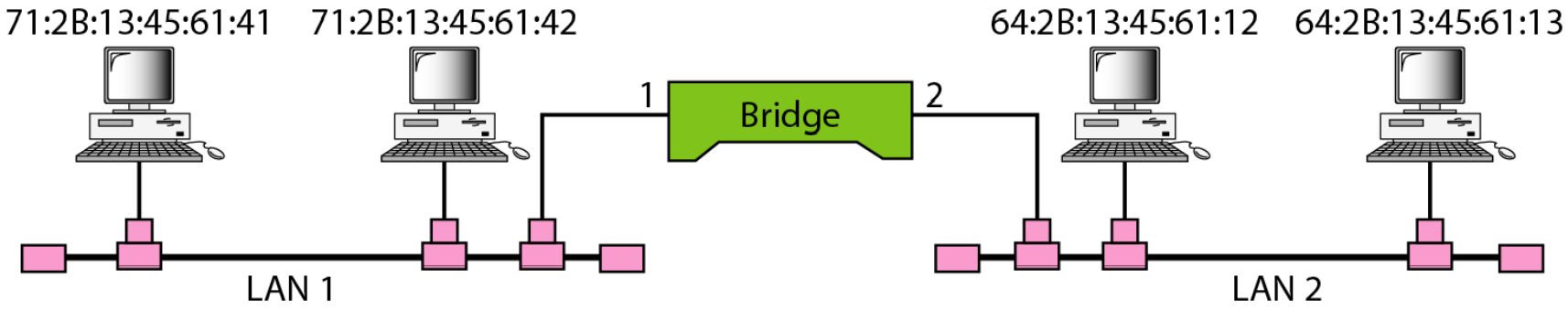
3.Intelligent Hubs: ***In addition to signal regeneration , Intelligent Hubs perform some network managementand intelligent path selection***

Figure 15.5 *A bridge connecting two LANs*



Address	Port
71:2B:13:45:61:41	1
71:2B:13:45:61:42	1
64:2B:13:45:61:12	2
64:2B:13:45:61:13	2

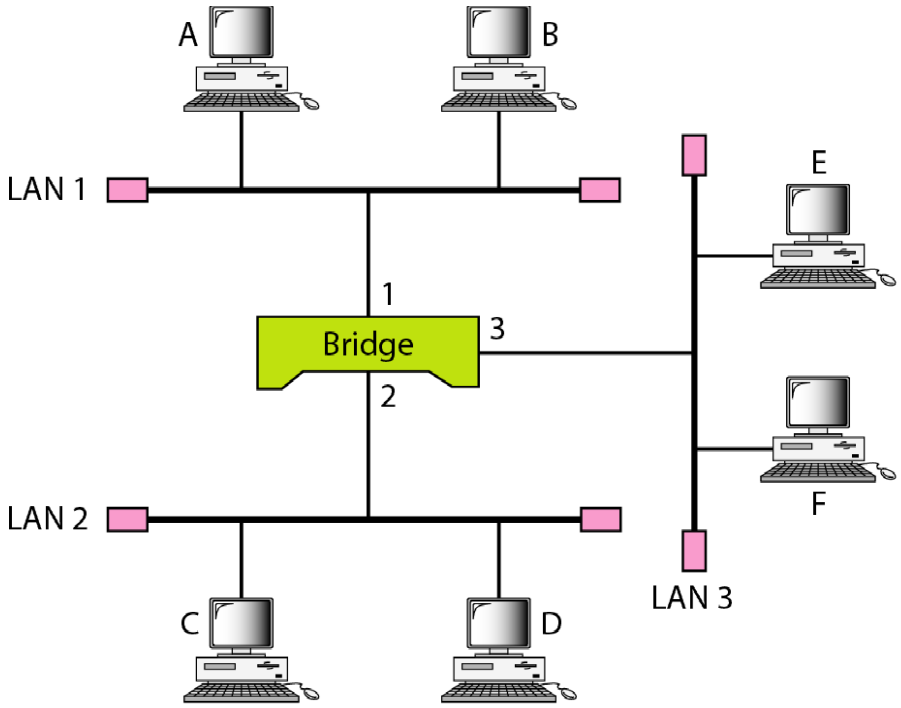
Bridge Table



Note

A bridge does not change the physical (MAC) addresses in a frame.

Figure 15.6 *A learning bridge and the process of learning*



Address	Port

a. Original

Address	Port
A	1

b. After A sends a frame to D

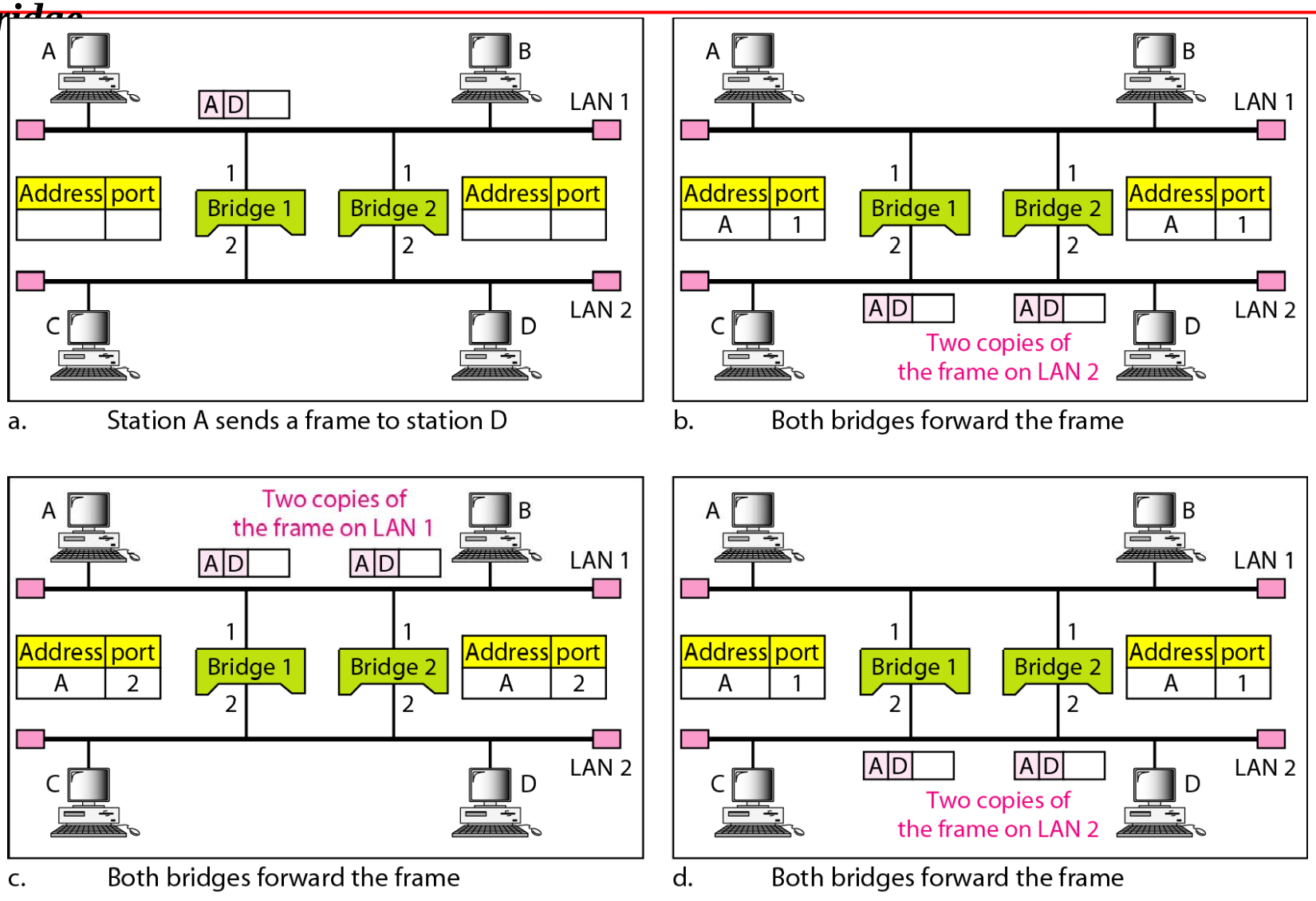
Address	Port
A	1
E	3

c. After E sends a frame to A

Address	Port
A	1
E	3
B	1

d. After B sends a frame to C

Figure 15.7 *Loop problem in a learning bridge*



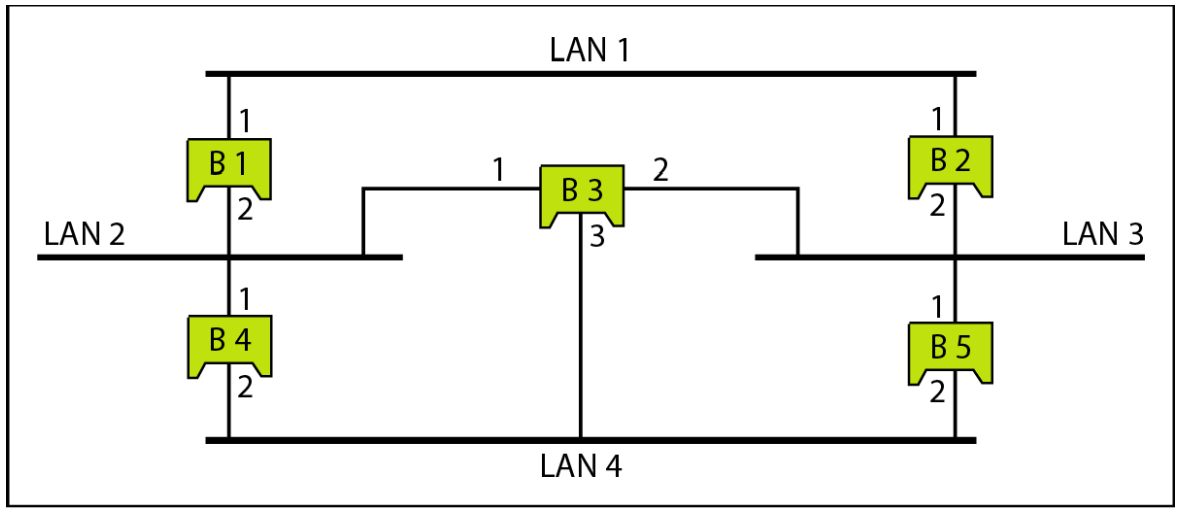
a. Station A sends a frame to station D

b. Both bridges forward the frame

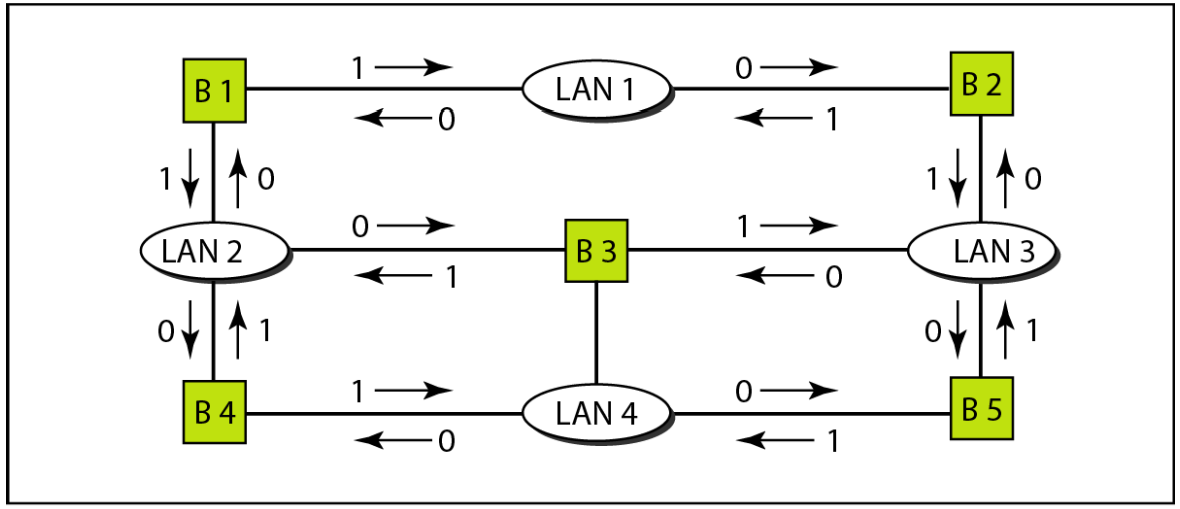
c. Both bridges forward the frame

d. Both bridges forward the frame

Figure 15.8 *A system of connected LANs and its graph representation*

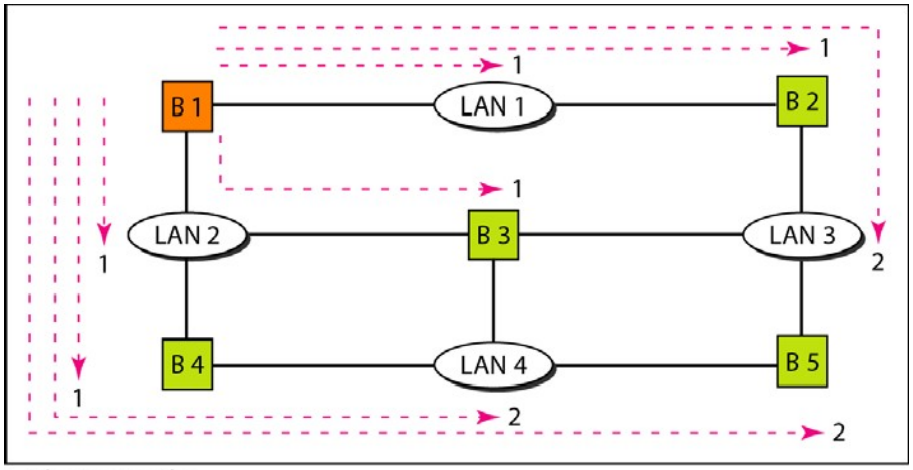


a. Actual system

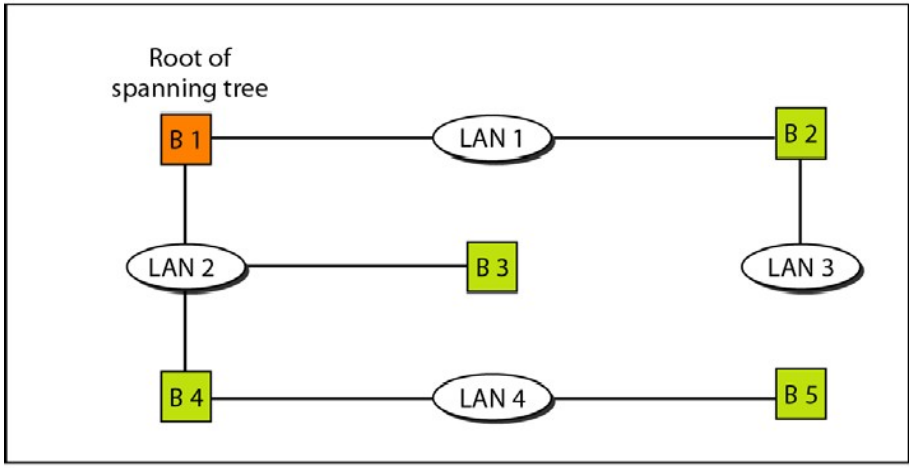


b. Graph representation with cost assigned to each arc

Figure 15.9 *Finding the shortest paths and the spanning tree in a system of bridges*

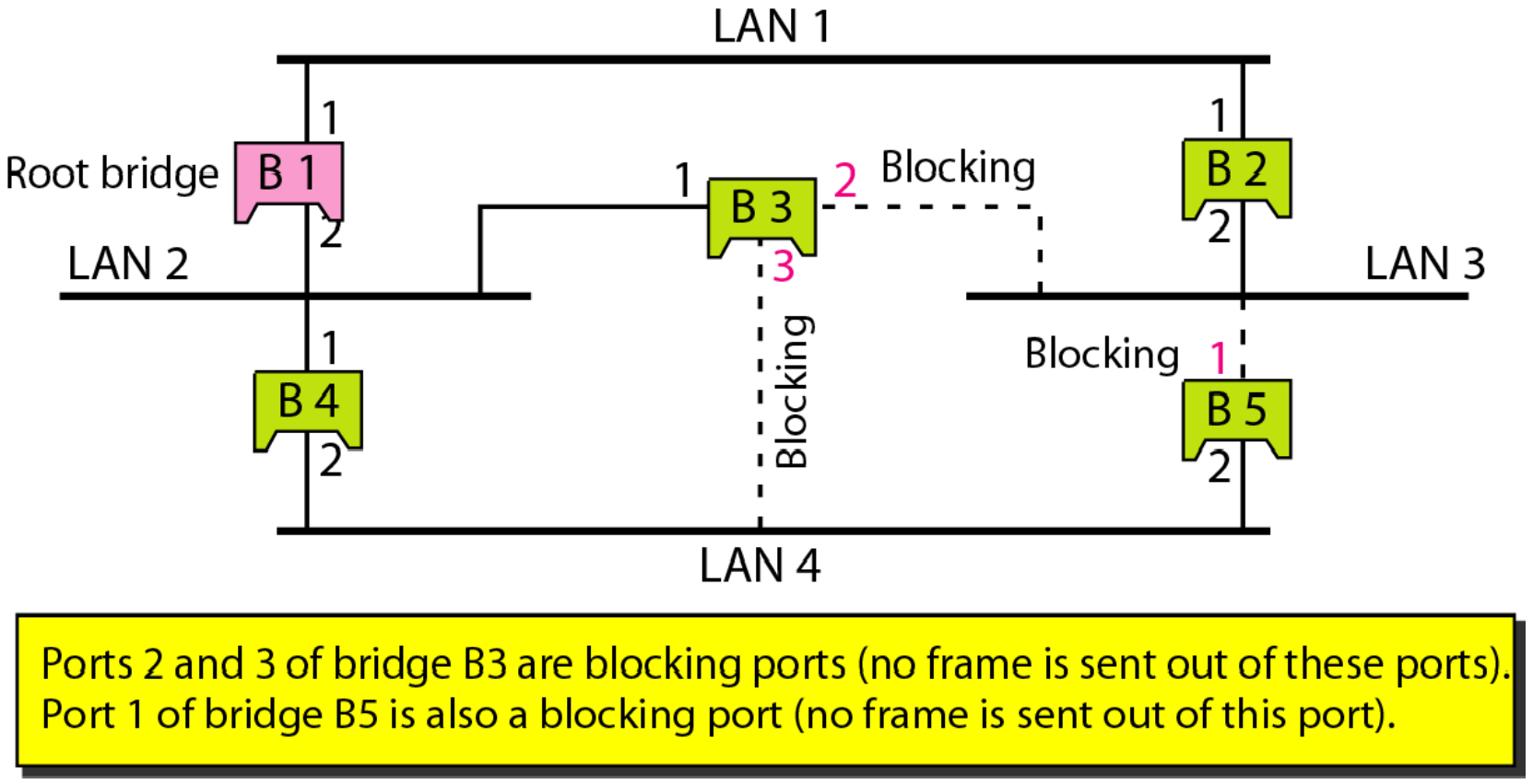


a. Shortest paths



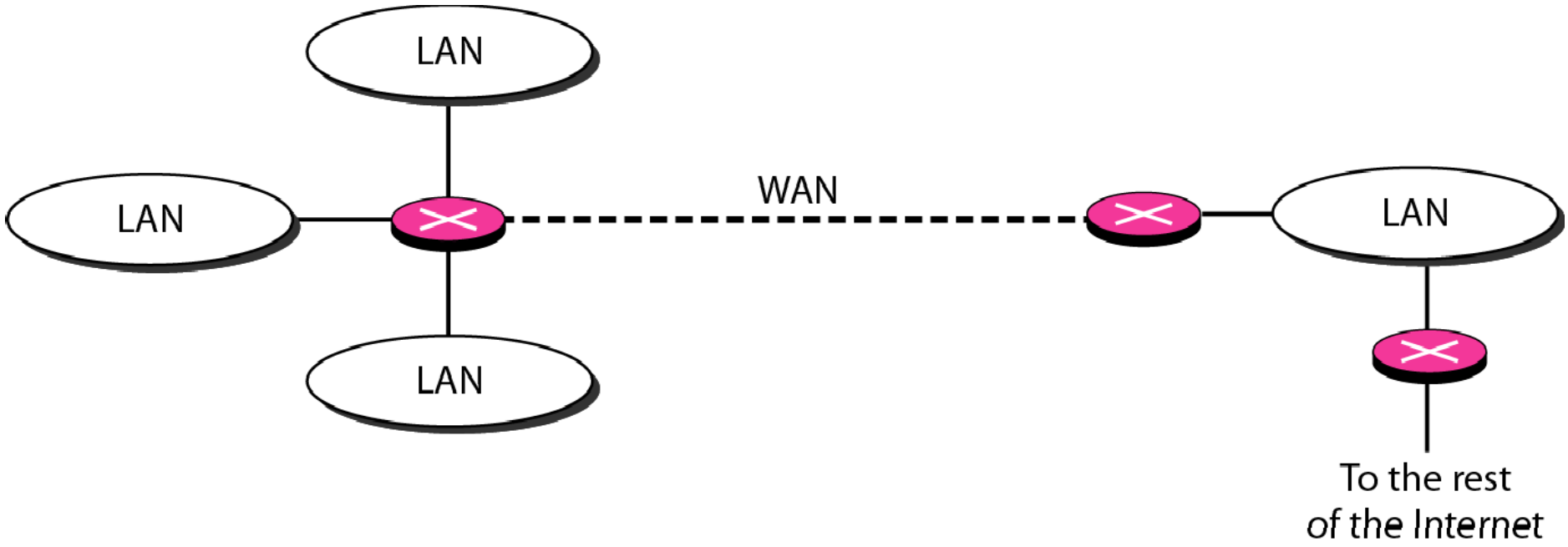
b. Spanning tree

Figure 15.10 *Forwarding and blocking ports after using spanning tree algorithm*



Ports 2 and 3 of bridge B3 are blocking ports (no frame is sent out of these ports).
Port 1 of bridge B5 is also a blocking port (no frame is sent out of this port).

Figure 15.11 *Routers connecting independent LANs and WANs*



15-2 BACKBONE NETWORKS

A backbone network allows several LANs to be connected. In a backbone network, no station is directly connected to the backbone; the stations are part of a LAN, and the backbone connects the LANs.

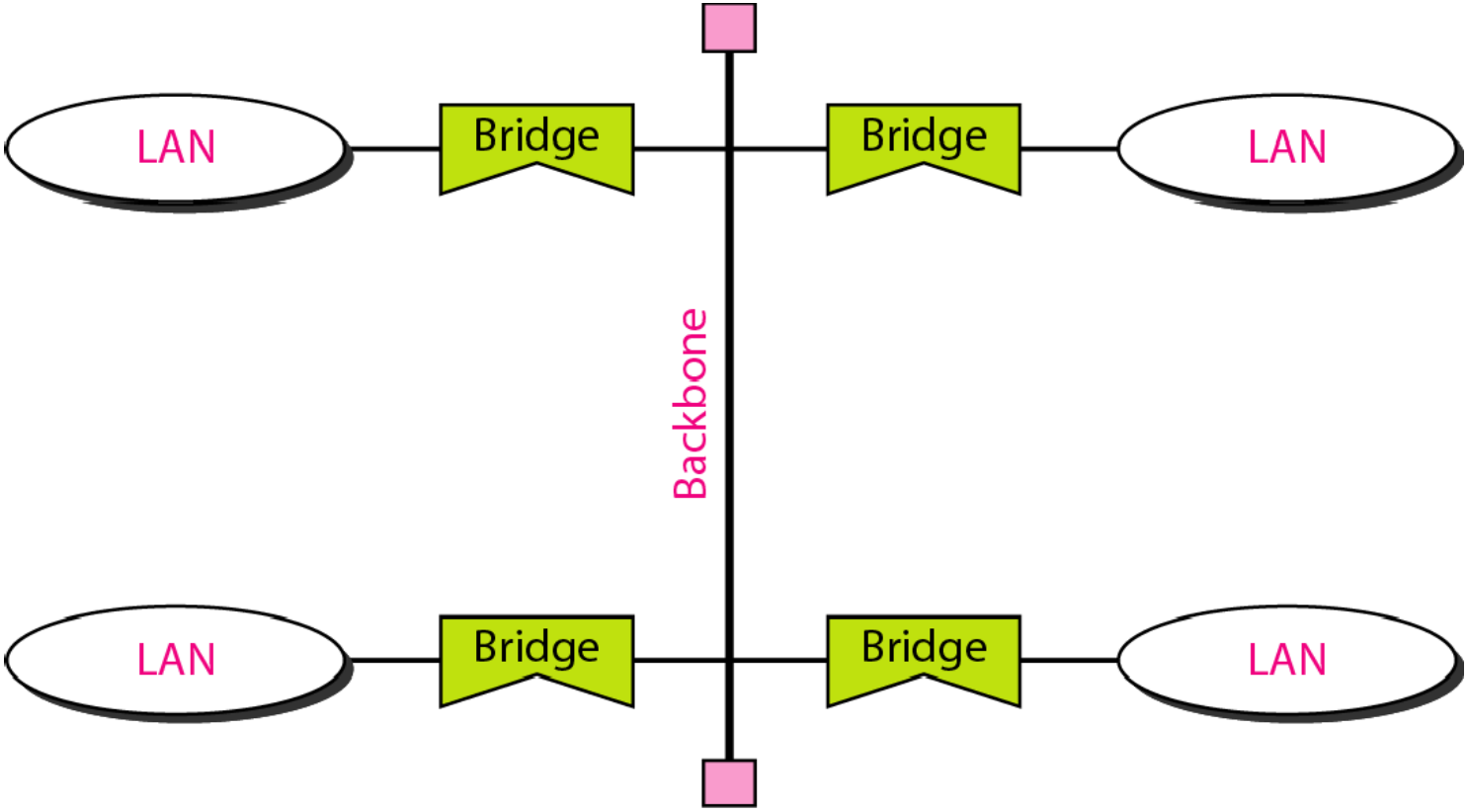
Topics discussed in this section:

Bus Backbone
Star Backbone
Connecting
Remote LANs

Note

In a bus backbone, the topology of the backbone is a bus.

Figure 15.12 *Bus backbone*



Note

In a star backbone, the topology of the backbone is a star; the backbone is just one switch.

Figure 15.13 *Star backbone*

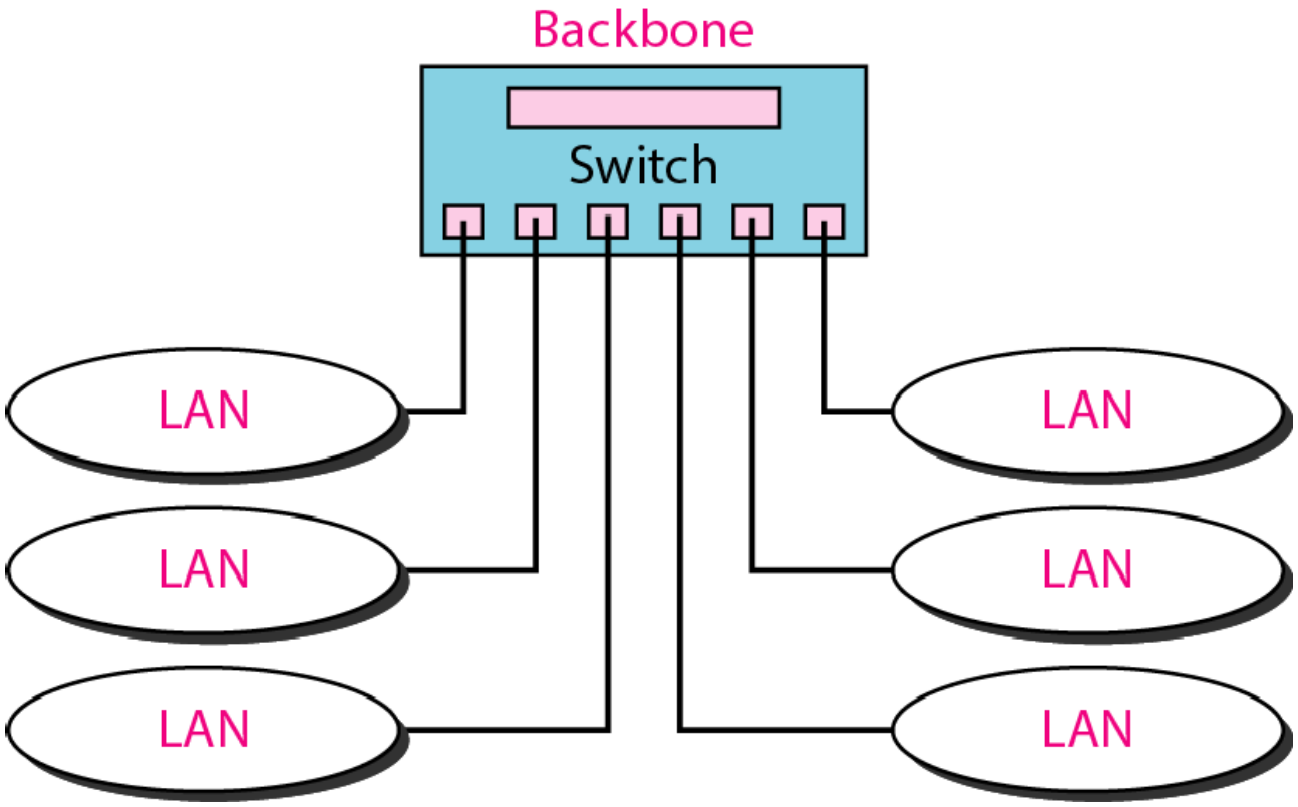
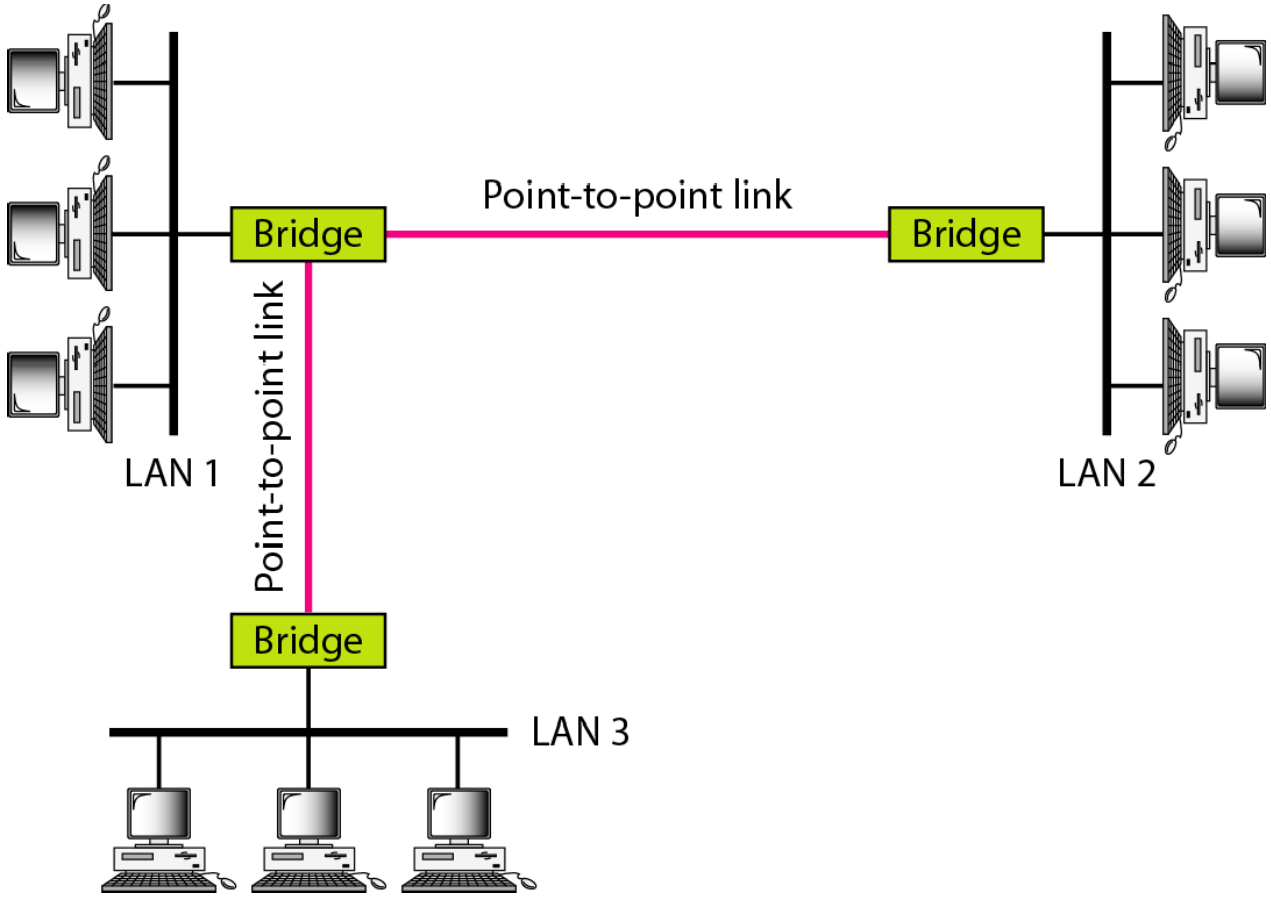


Figure 15.14 *Connecting remote LANs with bridges*



Note

A point-to-point link acts as a LAN in a remote backbone connected by remote bridges.

15-3 VIRTUAL LANs

We can roughly define a virtual local area network (VLAN) as a local area network configured by software, not by physical wiring..

Topics discussed in this section:

Membership
Configuration
Communication between Switches

Figure 15.15 *A switch connecting three LANs*

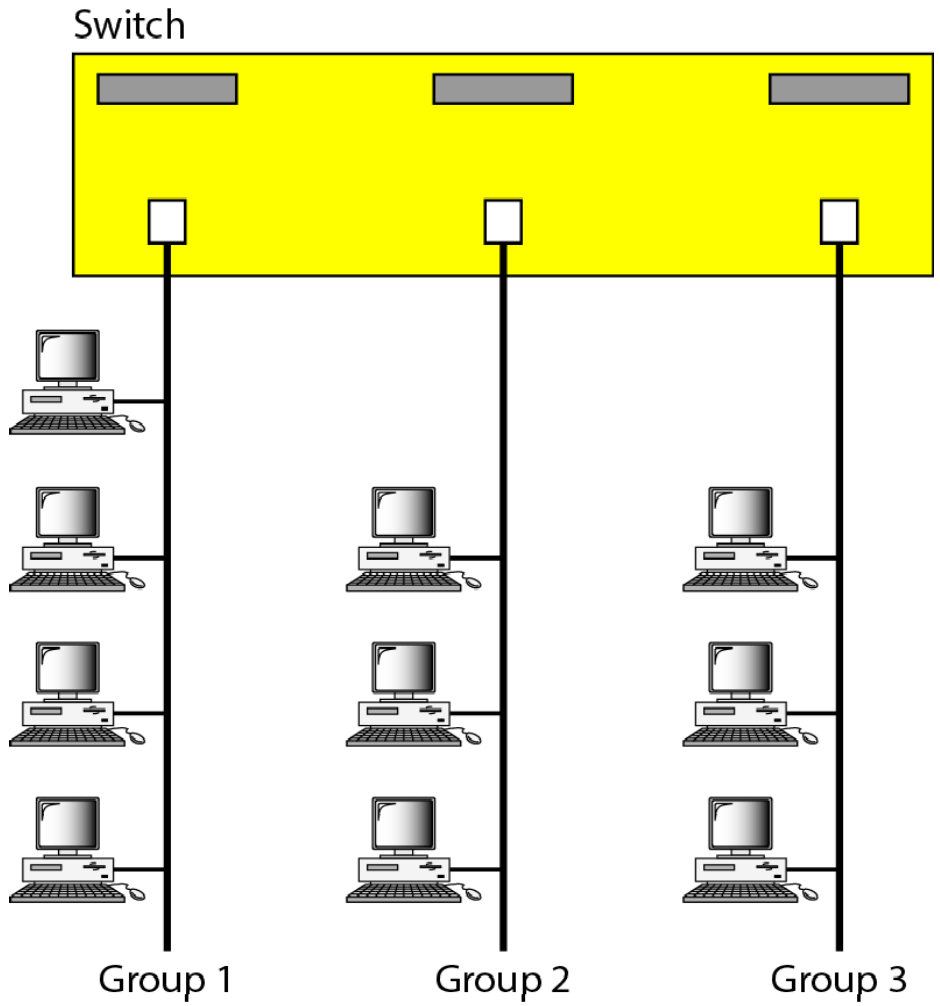


Figure 15.16 *A switch using VLAN software*

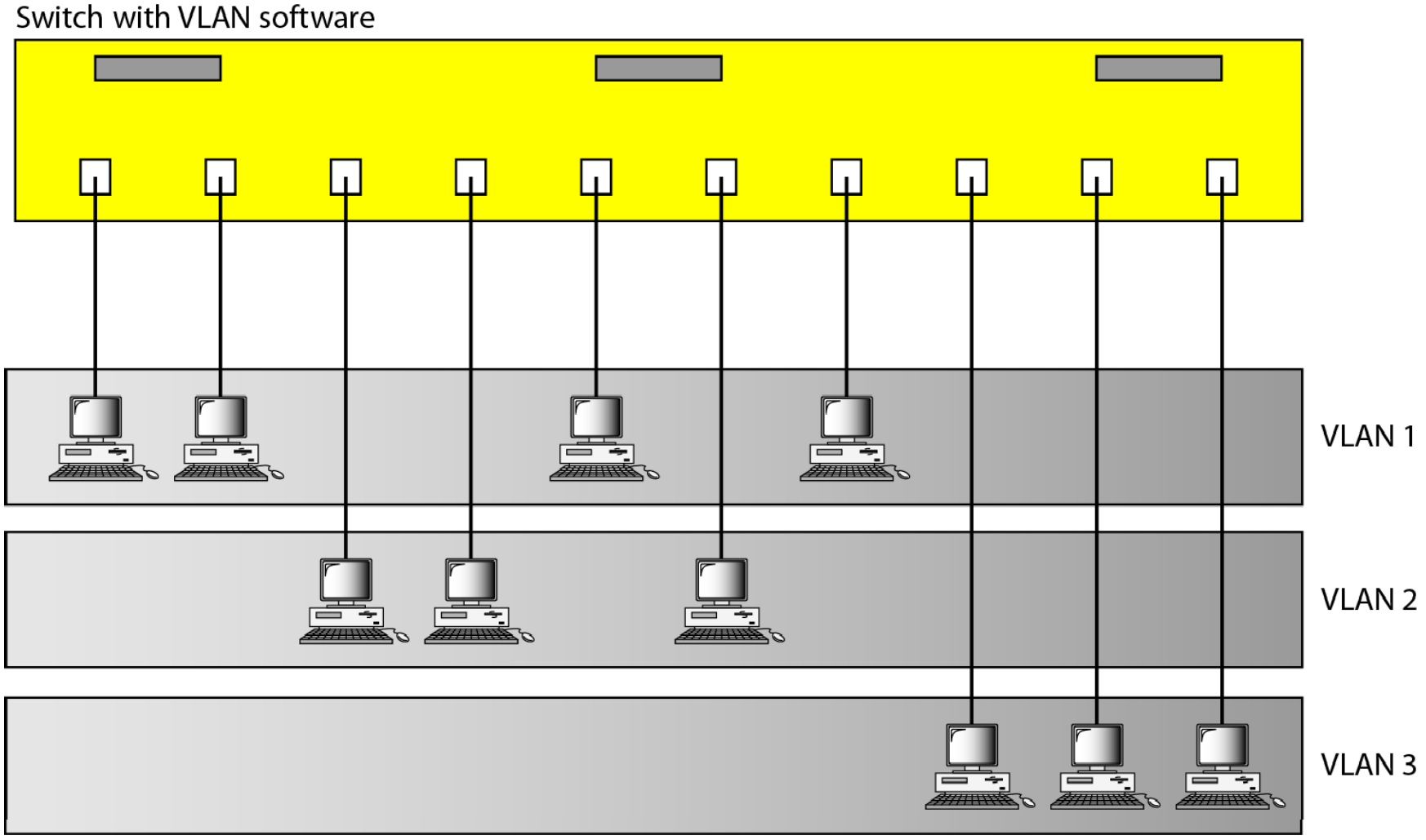
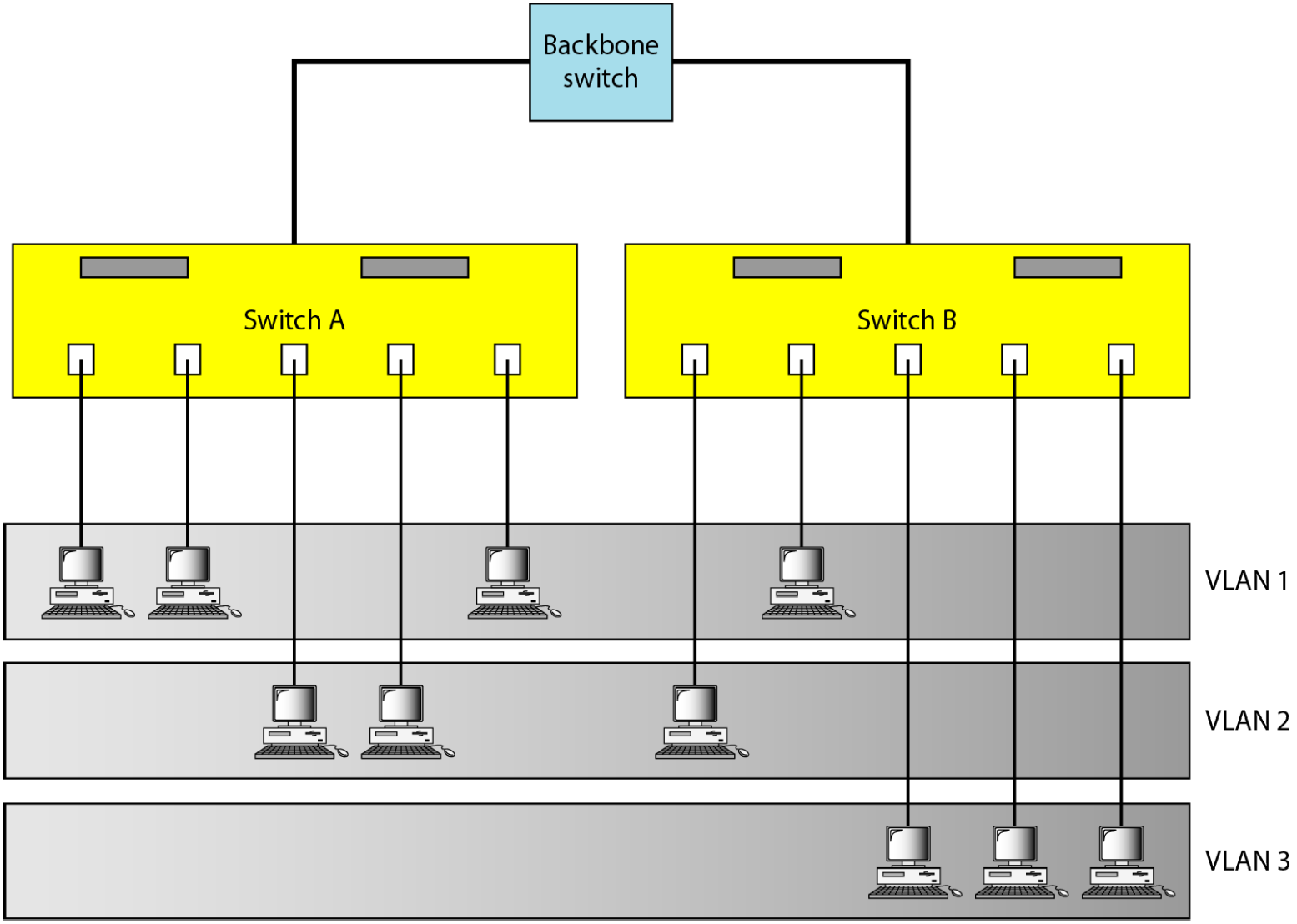


Figure 15.17 *Two switches in a backbone using VLAN software*



Note

VLANs create broadcast domains.