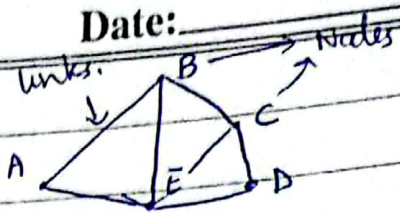
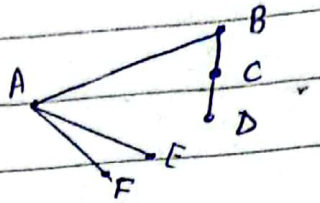
Date:

Communication Patterns

- Broadcast
- Unicast

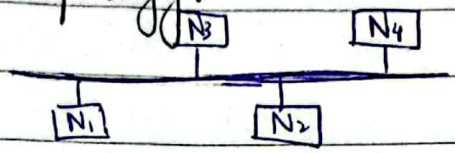
- Multicast





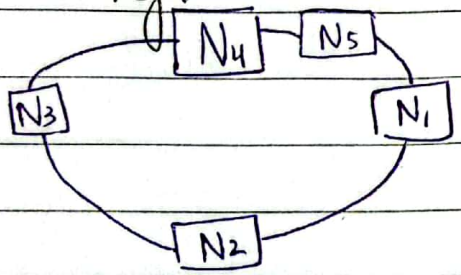
Network Topology:-

01- Bus



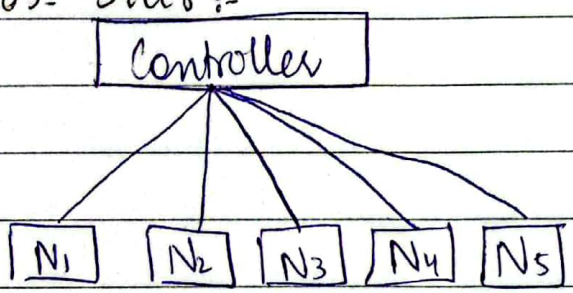
- Not that reliable, chances of congestion, collision.
- Packages drop, used at small scale.
- One breakage will break whole comm channel.
- Single point of failure - only used for small environments.
- Broadcast is easy as it will need to be broadcast on common link only.

02- Ring:-



- Scalability is difficult

03- Star:-



n- nodes

n- no. of links

- Nodes are not directly connected.
- All connections are made via controller.
- Scalability is easy, to add new node.

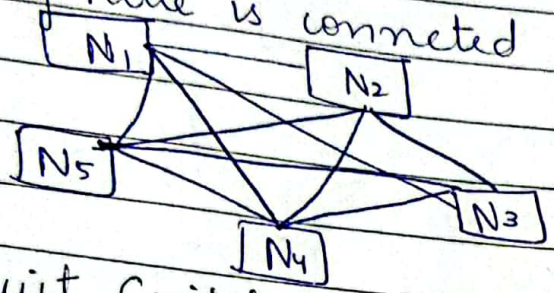
Victory

Page No.

04- Mesh :-

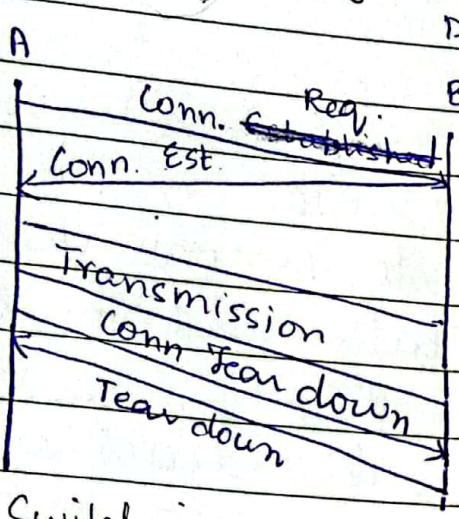
Date:

Every node is connected to every other node directly.

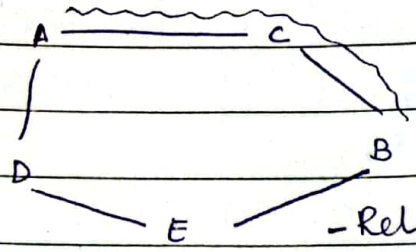


No. of links = $\frac{n(n-1)}{2}$

Circuit Switching vs Packet Switching :-



- connection setup
- ~~check if~~ Source will send connection req to destination.



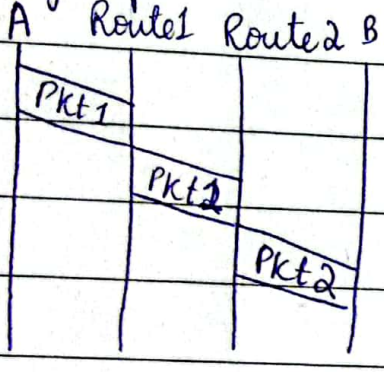
Path will be reserved.

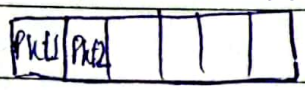
- Reliable.
- Slow, takes time in conn establishment.

Packet Switching :-

Data is divided into packets.

Every packet will have its own packet route.





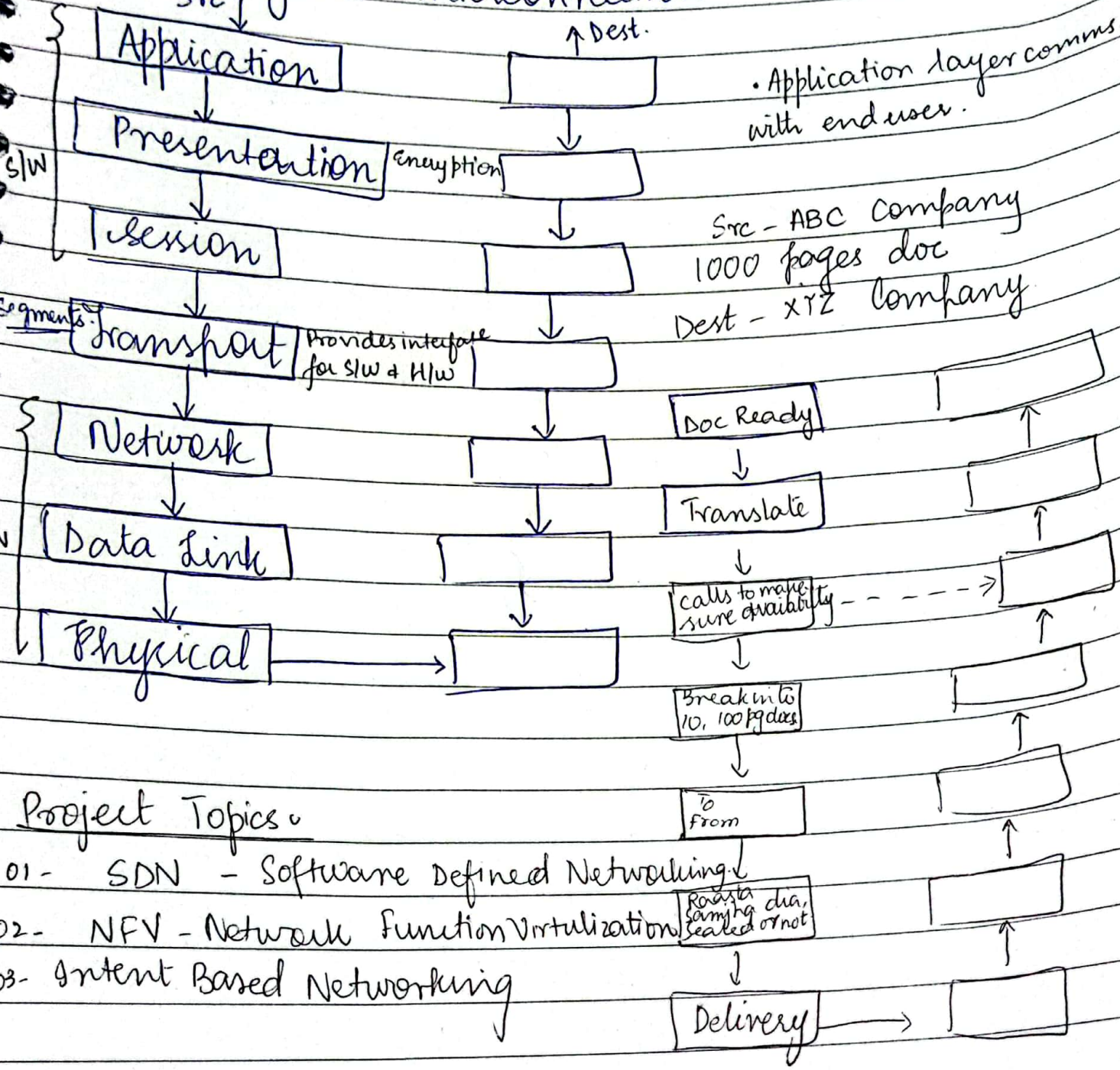
- Not reliable, but fast

All People Seem To Need Data Processing.

Date:

OSI Reference Model (1986) – ISO

→ Open System Interconnection



Project Topics:

01- SDN - Software Defined Networking

02- NFV - Network Function Virtulization

03- Intent Based Networking