SCS 2205
Computer Networks I

Local Area Networks

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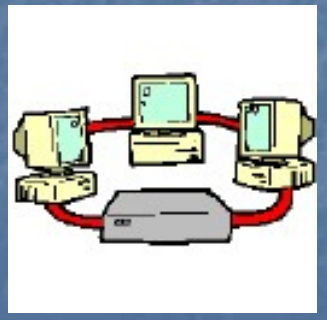
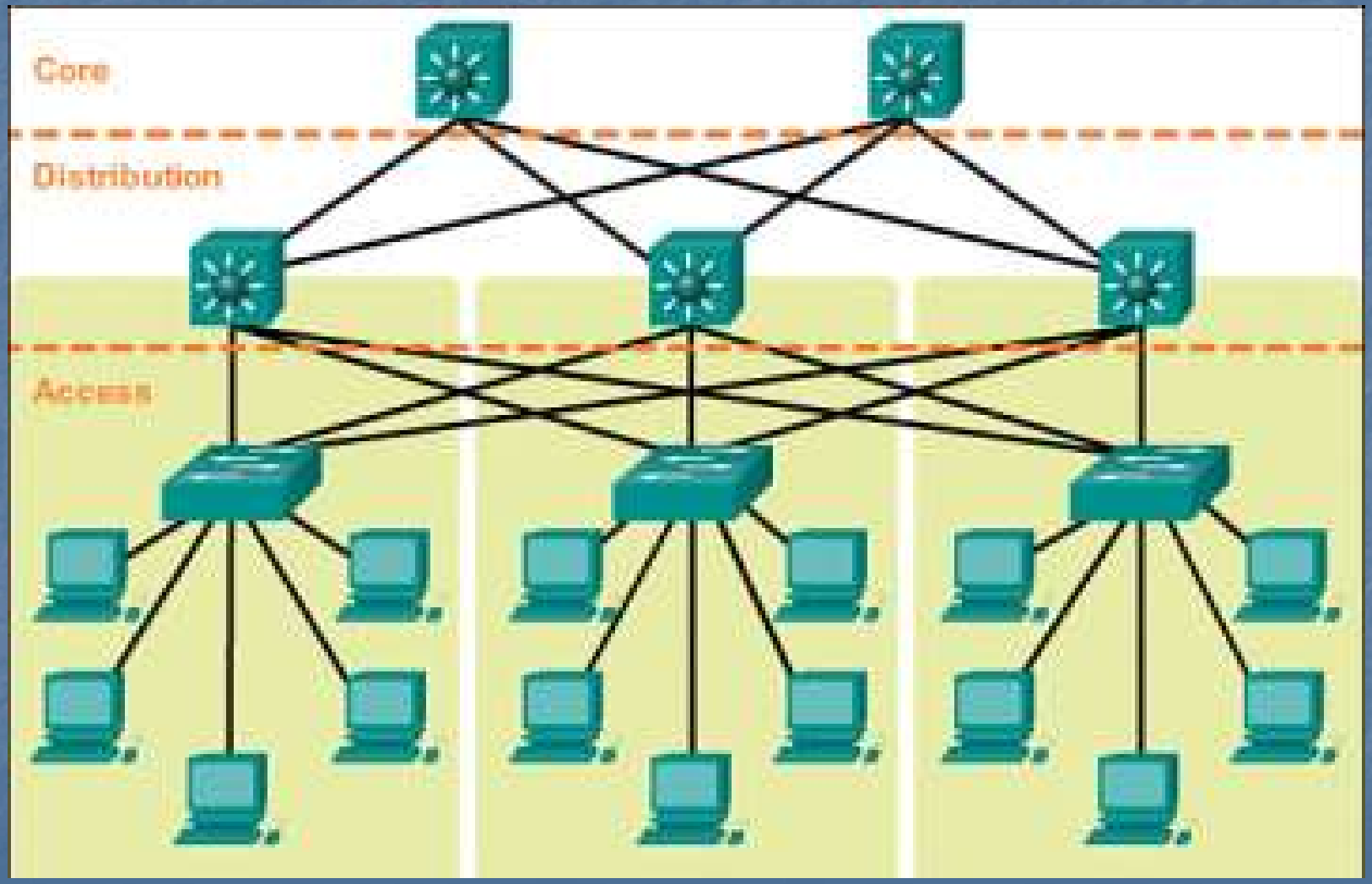
Computer Networks

- *A **computer network** is a system for communicating between two or more computers and associated devices*
- **A popular example of a computer network is the Internet, which allows millions of users to share information**
- **Computer networks can be classified according to their size:**
  - **Local area network (LAN)**
  - **Metropolitan area network (MAN)**
  - **Wide area network (WAN)**
  - **Personal Area Network (PAN)**



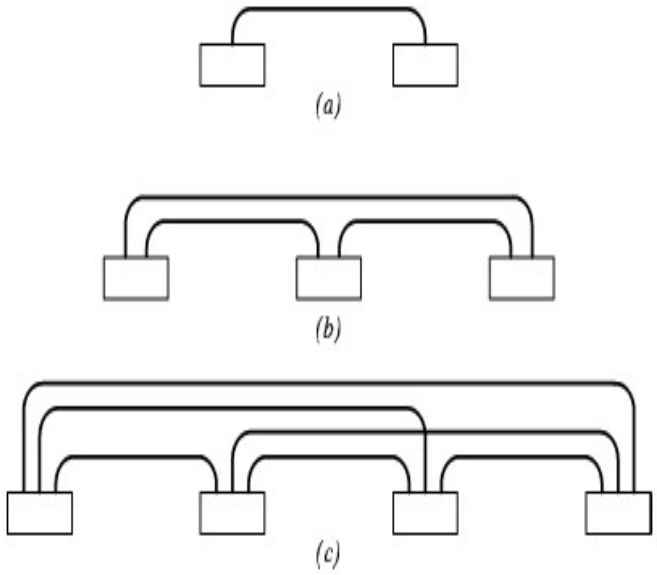
An example of a network



LANs

Principle of locality of reference helps to predict computer communication patterns:

- Spatial (or physical) locality of reference – computers likely to communicate with other computers that are located nearby
- Temporal locality of reference – computers are likely to communicate with the same computers repeatedly



Local Area Network

- *A LAN is a network that is used for communicating among computer devices, usually within an office building or home*
- **LAN's enable the sharing of resources such as files or hardware devices that may be needed by multiple users**
- **Is limited in size, typically spanning a few hundred meters, and no more than a ....**
- **Is very fast, with speeds from 100 Mbps to 10 Gbps**
- **Requires very little wiring, typically a single cable connecting to each device**
- **Has lower cost compared to MAN's or WAN's**

LAN Basics

- LAN's can either be made wired or wireless.
  Twisted pair, coax or fiber optic cable can be used in wired LAN's.

- Nodes in a LAN are linked together with a certain *topology*.
  These topologies include:
  - ⇨ Bus
  - ⇨ Ring
  - ⇨ Star
  - ⇨ Tree, ….

- A *node* is defined to be any device connected to the network.
  This could be a computer, a printer, router, ...

- A *Hub* is a networking device that connects multiple segments of the network together

LAN basics……cont.

- A *Network Interface Card* (NIC) is the circuit board that is used to connect computers to the network. In most cases, this is an *Ethernet* card plugged in a computer's motherboard.

- The *Network Operating System* (NOS) is the software that enables users to share files and hardware and communicate with other computers. Examples of NOS include: Windows XP, Windows NT, Sun Solaris, Linux, ...

LAN basics……cont.

- Resource sharing in a LAN is accomplished with different *access methods*.

  Multiple Access Methods:

- Fixed assignment (Channel partitioning)
  - ⇨ Partition channel so each node gets a slice of the bandwidth
  - ⇨ Essentially circuit switching – thus inefficient
  - ⇨ Examples: TDMA, FDMA, CDMA (all used in cellular env.)

- Contention-based (Random Access)
  - ⇨ Nodes contends equally for bandwidth and recover from collisions
  - ⇨ Examples: Aloha, Ethernet, CSMA/CD

- Token-based or reservation-based
  - ⇨ Take turns using the channel
  - ⇨ Examples: Token ring

Generations of LANs

- **First Generation** – Legacy LANs provide terminal-to-host connectivity and client-server architecture (802.3 & 802.5)
- **Second Generation** – Responded to need for backbone LANs and support of high performance workstations (FDDI)
- **Third Generation** - Designed for high throughput with delay control for multimedia applications (ATM LANs, Fast Ethernet, Gigabit Ethernet)
- **Fourth Generation** - Designed to support mobility and broadband wireless (802.11, Bluetooth, 802.15)

Legacy LANs and IEEE Standards:

802.1 – Higher Level Interface
802.2 – Logical Link Control
802.3 – ***CSMA/CD Ethernet***
802.4 – Token Bus
802.5 – ***Token Ring***
802.6 – MAN
802.7 – Broadband Tech. Advisory Gp.
802.8 – Fiber Optics Tech. Ad. Group
802.9 – Integrated Services LAN Interface
802.10 – Std. for Interoperable LAN Sec.
802.11 – ***Wireless LAN***
802.12 – Demand Priority
802.14 – Cable TV based Broadband Net.
802.15 – Wireless Personal (WPAN)

LAN Architecture?

- ***LAN architecture*** is the overall design of a LAN. It includes:
  - LAN hardware
  - LAN software
  - LAN topology
  - Media access control (MAC) protocol

Network Topologies

- A ***network topology*** is the structure or organization of communications that links between hosts or devices on a network.
- LAN topology
  - A LAN is a shared medium that serves many DTEs (data terminal equipment) located in close proximity such as in one building.
  - Three basis topologies associated with LANs: **bus**, **ring**, and **star (tree ?)**
- WAN topology
  - A WAN links networks that are geographically separated by long distance through switches, routers, and/or bridges.
  - Two topologies: **mesh** and **tree**

Why Multiple Topologies?

Each has advantages and disadvantages:

Ring – predictable network performance

Star – easier to manage and more robust, but requires more cables

Bus – requires fewer cables

LAN Topologies

- There are two types of LAN topologies:
  - **Logical**
  - **Physical**

- Logical topology is concerned with ***how messages are passed*** from node to node within the network. It corresponds to the media access control (MAC) protocol used in the LAN.
- Two logical LAN topologies exist:
  - **Sequential** (or logical ring): data is passed from one node to another in a ring-like sequence

    Token passing in token ring and FDDI LANs are examples
  - **Broadcast**: nodes transmit frames/packets to all other nodes in the network; only the intended recipient processes the entire frame/packet

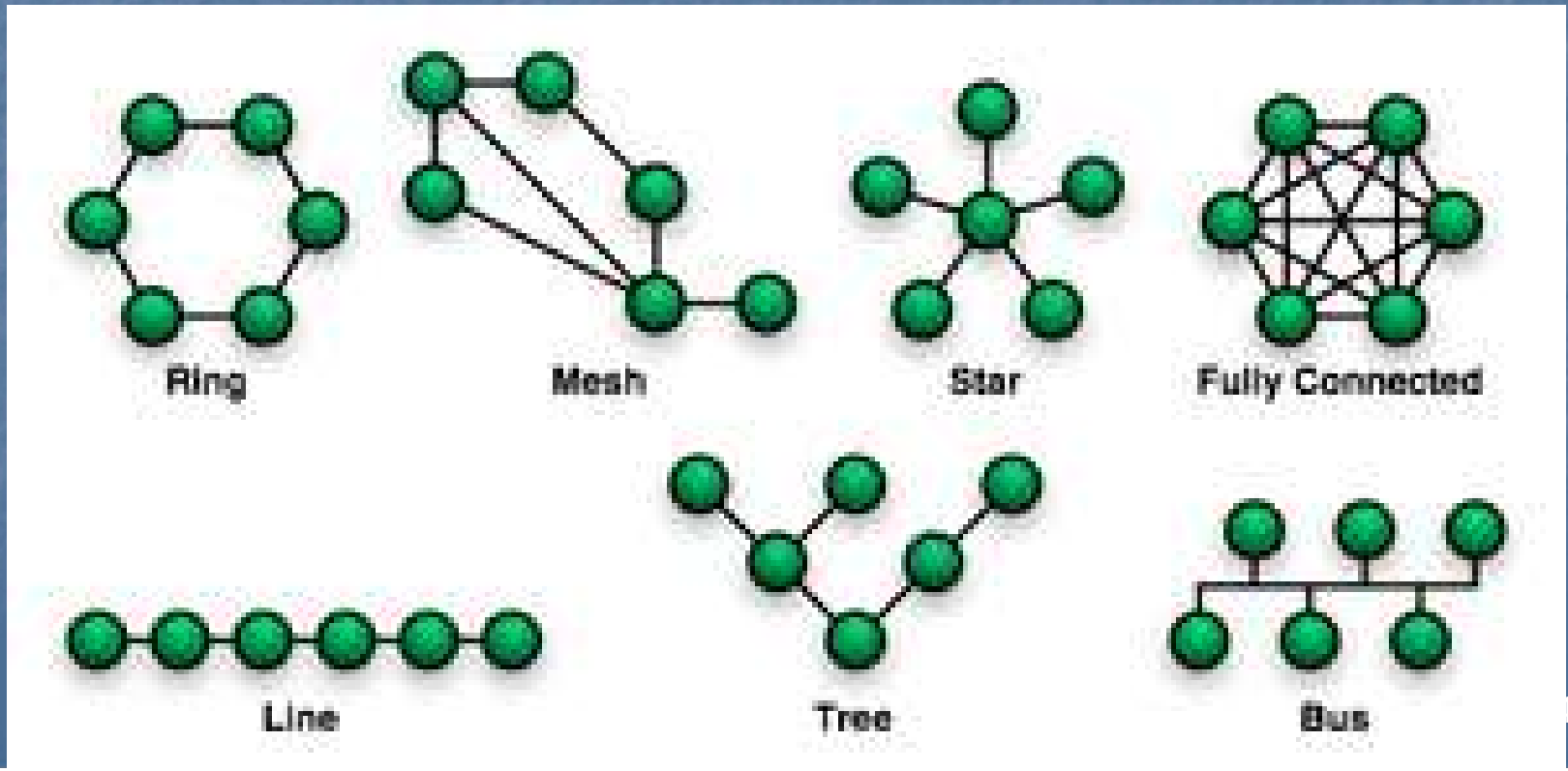
    Ethernet LANs use a logical broadcast topology

Logical Topology

- The Logical topology defines how the systems communicate across the physical topologies.
- The logical topology, in contrast to the "physical", is the way that the **signals act on the network media**, or the way that the **data passes through the network** from one device to the next without regard to the **physical** interconnection of the devices.
- **A network's logical topology is not necessarily the same as its physical topology**. For example, twisted pair Ethernet is a **logical bus** topology in a **physical star** topology layout.
- The logical topologies are generally determined by **network protocols** as opposed to being determined by the **physical layout** of cables, wires, and network devices or by the flow of the electrical signals,
- Logical topologies are able to be **dynamically reconfigured** by routers and switches.

Physical Topology

- Physical LAN topology refers to the ***physical layout of the network***
  - The way in which the communication is configured and how nodes attach to the network.
  - Because the focus is on physical connections among hardware component, physical topologies correspond to the physical layer of the OSI reference model.



Bus Topology

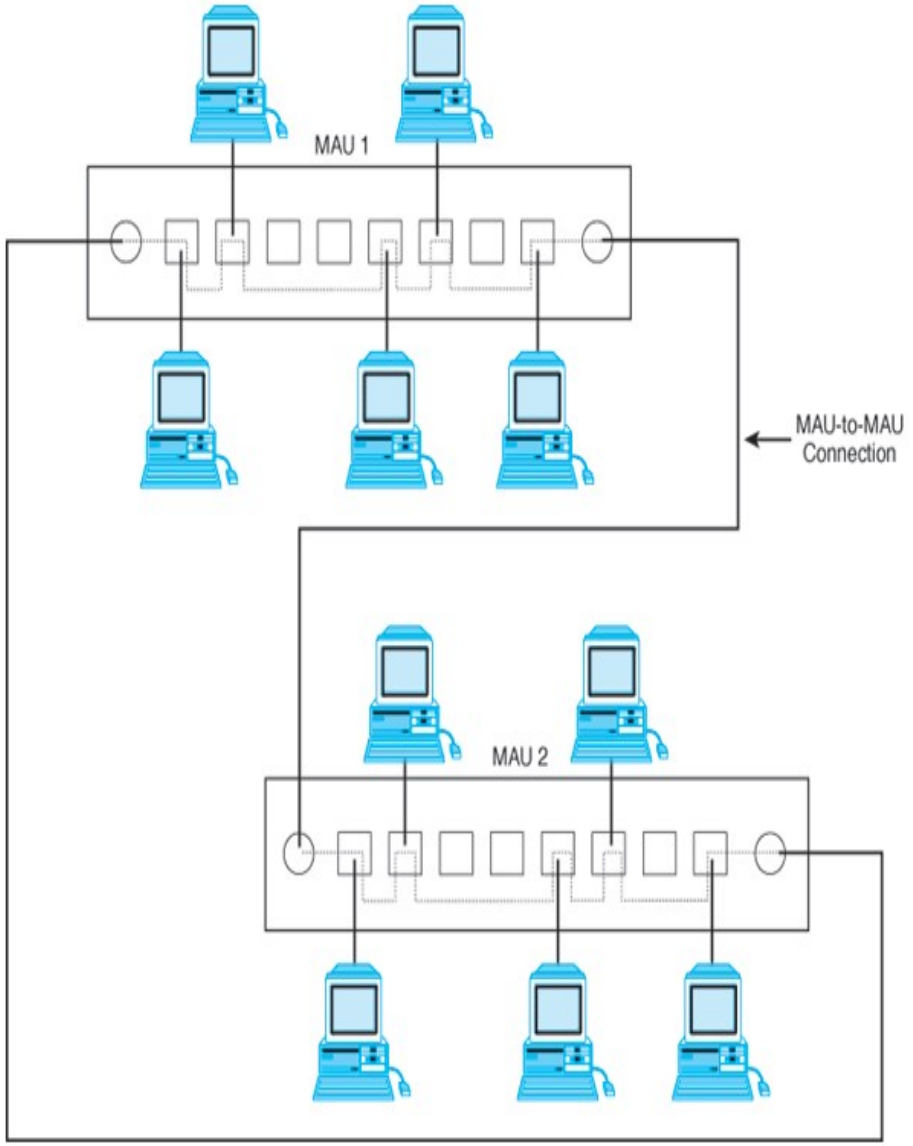
- In a classic bus topology, the medium consists of a ***single wire*** or cable (backbone) to which other nodes are ***attached via*** connectors and drop cables.
  - Disadvantages include the potential for loose connections or breaks in the bus to ***disrupt the entire network***
- Early Ethernet LAN implementations were typically physical bus architectures; today, most Ethernet implementations are physical stars. (However, an Ethernet ***shared media hub*** is sometimes called a "bus in a box")
- Both IEEE 802.3 standard and IEEE 802.4 standards and their protocols address communication over LANs with bus topologies.
- ***Advantages*** of bus topologies:
  Inexpensive to install (uses less cable)
  Easy to add new devices onto the bus or onto the network
- ***Disadvantages*** of bus topologies:
  Can be expensive to maintain and troubleshoot
  A naive user can easily "bring down" the entire bus
  Overall maximum length of the bus is limited (10-Base-2)

Ring Topology

- In a physical ring topology, the communication medium forms a ***closed loop*** (ring) and all stations are connected to the loop
  - Data is transmitted node-to-node in ***one direction*** on the ring
  - Similar to a physical bus, the entire network could be disrupted if one of the connectors or links in the ring is failed
- Physical ring topologies are ***less common*** than bus or star topologies
- ***Token ring*** and ***FDDI*** LANs have physical ring topologies
- The most widely used microcomputer ring network is the token passing ring. It conforms to the IEEE 802.5 standard. IEEE 802.6 addresses ***dual-ring*** metropolitan area network (MAN) architecture.

- ***Token ring*** network:
  - The nodes attach to multi-station access units (MAUs)
  - MAUs can be described as "a ring in a box", because nodes attach to the physical ring by connecting to the MAU
  - MAUs can be interconnected to form larger rings

Ring Topology (Contd.)



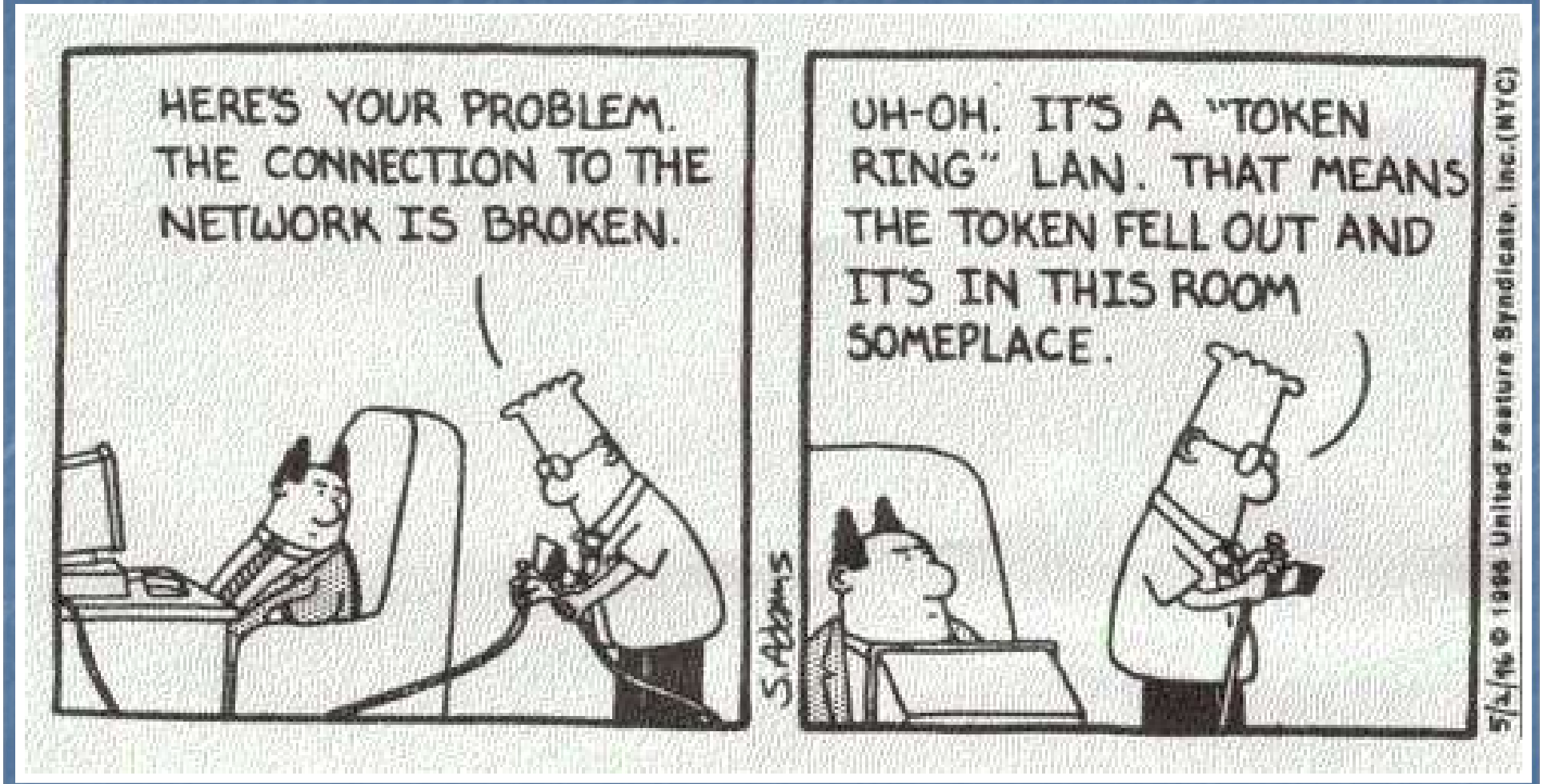
Advantages of ring topologies:

- Very predictable network performance
- May be slightly more secure than other topologies

Disadvantages of ring topologies:

- Expensive as compared to bus/star topologies
- Hardware for ring topologies is less available and therefore more expensive
- Many systems lack good support for networking in ring environments
- Unique wiring requirements
- More complex networking and operational protocol

Ring Topology (Contd.)



Then, what is a token?

Star Topology

- In LANs with star topologies, all nodes are connected to some kind of wiring center such as a ***hub or switch***
- Each ***node is isolated*** on its own network segment in a physical star topology which minimizes the possibility of total network disruption by a malfunctioning connector, NIC, or link
  - However, the network is vulnerable to wiring center failure
- The use of central connection points also facilitates network ***traffic monitoring*** and ***network management***, including network security management
- ARCnet (2.5Mbps) was one of the first (1970) LAN architectures with a star topology

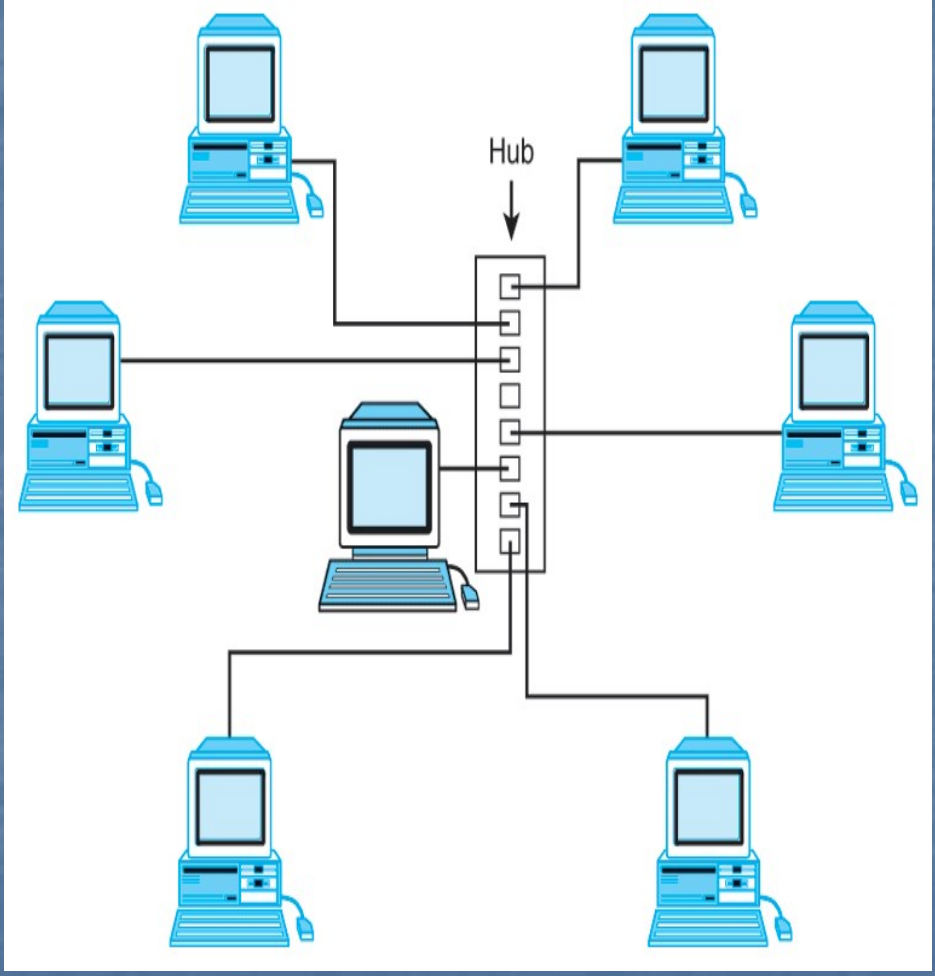
Advantages of star topologies:

- Each node has a dedicated connection to the network – disconnecting a single node does not bring down the rest of the nodes on the network
- Network and cable administration are centralized

Star Topology (Contd.)

Disadvantages of star topologies:

- More expensive to install – require more cable and the additional cost of a hub
- Maximum length of each spoke of the hub is limited to the allowed maximum length of the medium (for example, on a 10-Base-T network using UTP cable, the maximum distance from the hub to a host is 100m)
- Breakdown of the hub causes breakdown of the entire system (also the Hub can become the bottleneck)

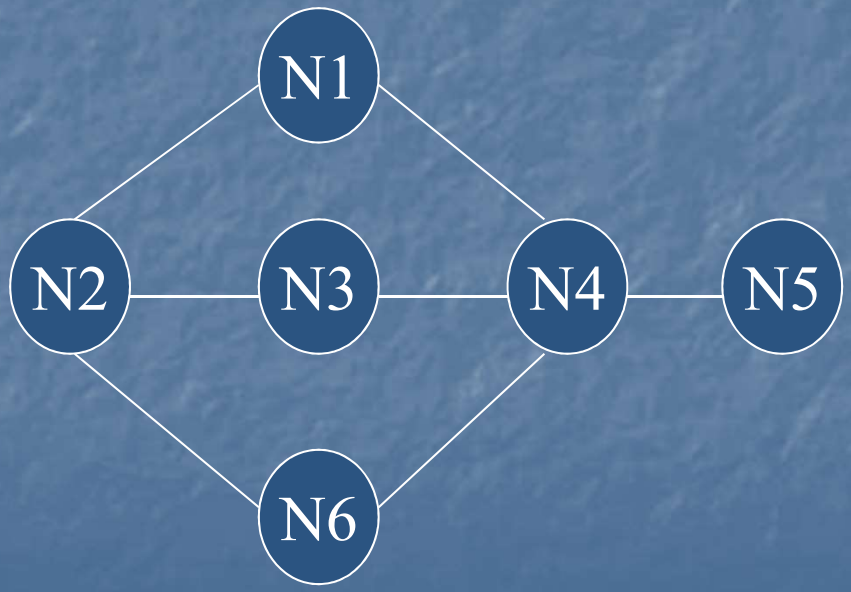


WAN Topologies

Mesh/Network Topology:

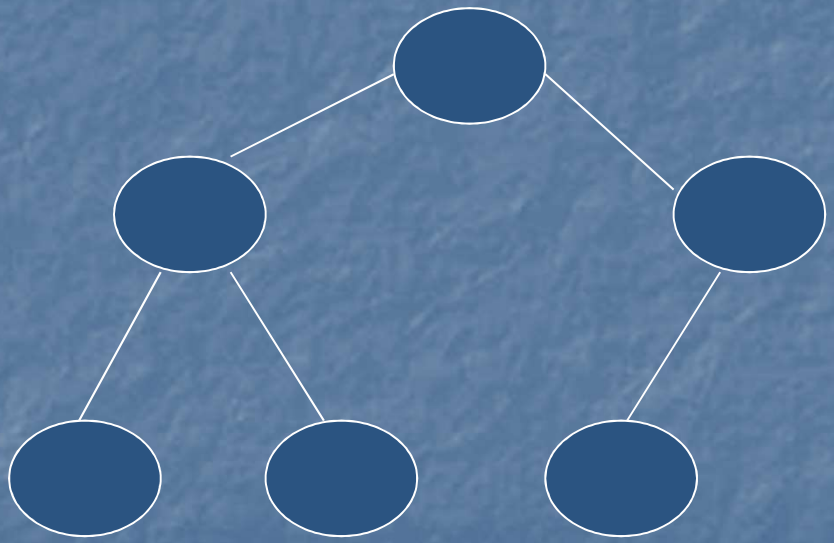
provides ***multiple*** paths between nodes or networks (N)

usually implemented with switches and routers

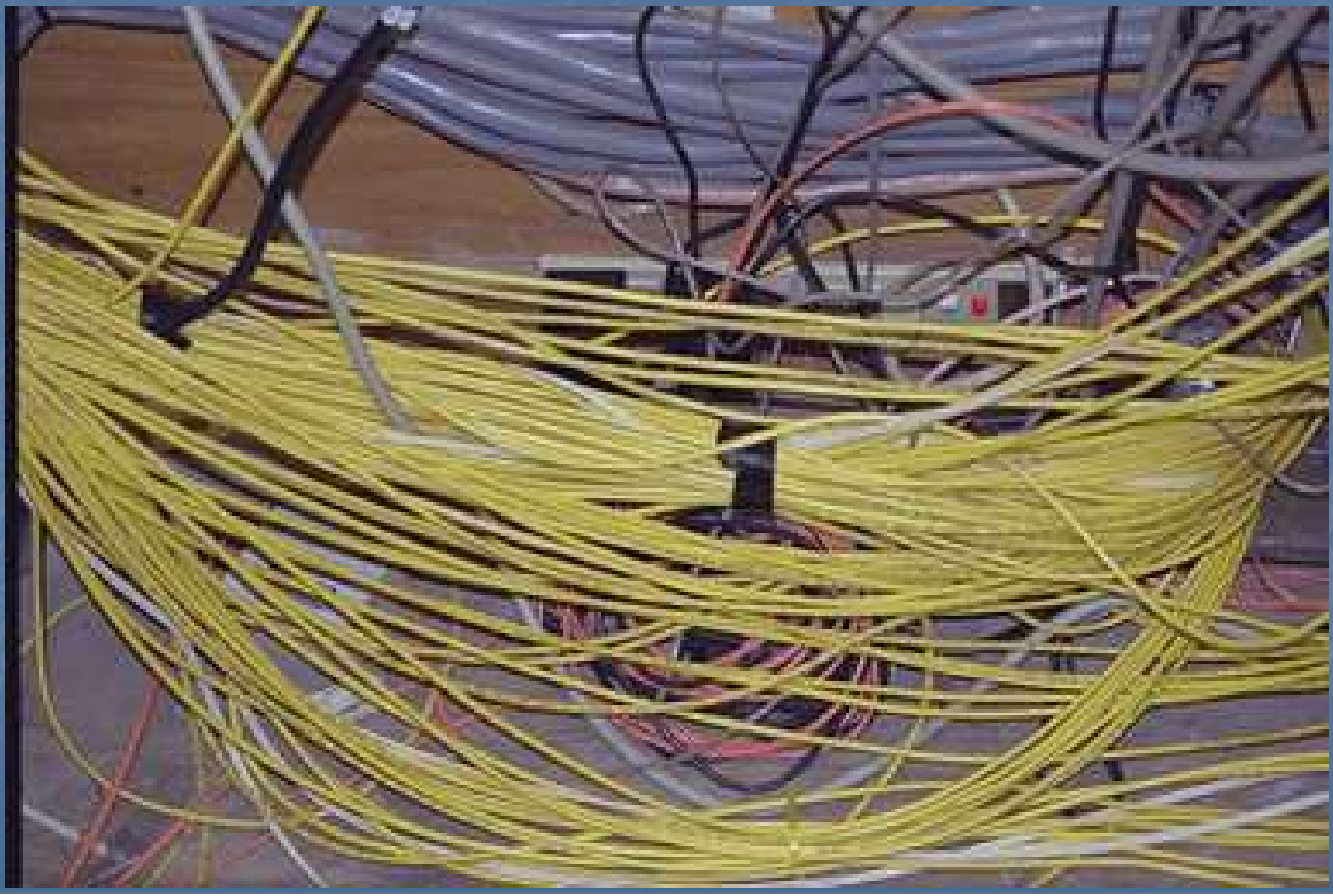


Tree/Hub Topology:

A ***hierarchical architecture*** starts with ***header node*** and branches out to other nodes. Simpler to implement than mesh topology

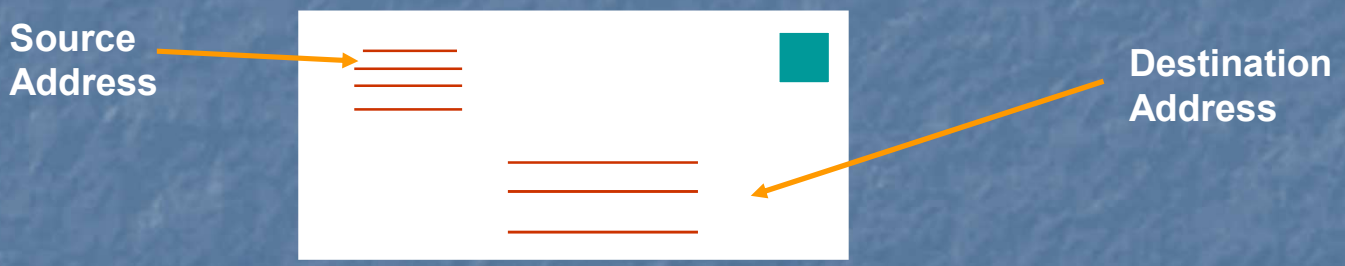


What is this Topology?



How Does Data Transmit?

- Information is placed in “packets”
- Packets are like envelopes that carry information to its destination
- What a packet looks like is defined by the network protocol



Layered Network Architecture

What is Layering?

A technique to organize a network system into a succession of logically distinct entities, such that the service provided by one entity is solely based on the services provided by the previous (lower level) entity.

Why Layering?

Solving all the problems at once is difficult.

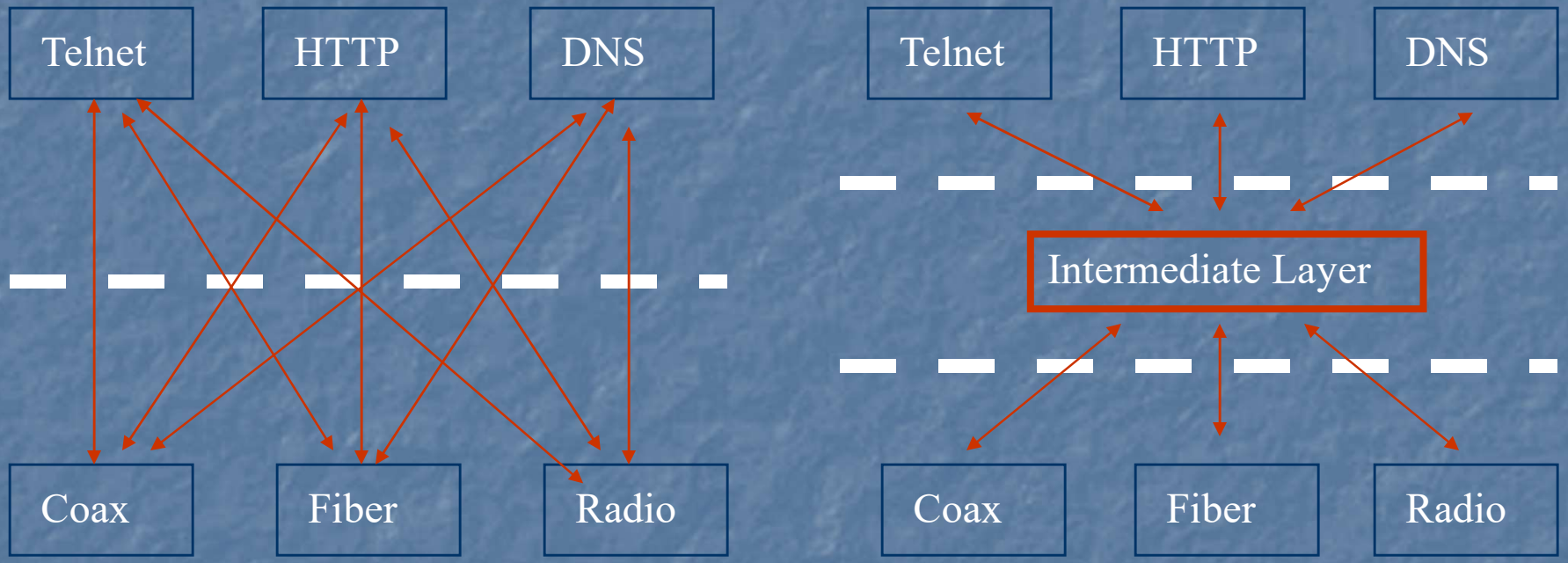
It's a good idea to divide problems or functions into several sets in such a way that:

- problems or functions in a same set are tightly coupled
- the inter-dependence between problems or functions in different sets is minimized

Address the problem sets separately.

Layered Network Architecture

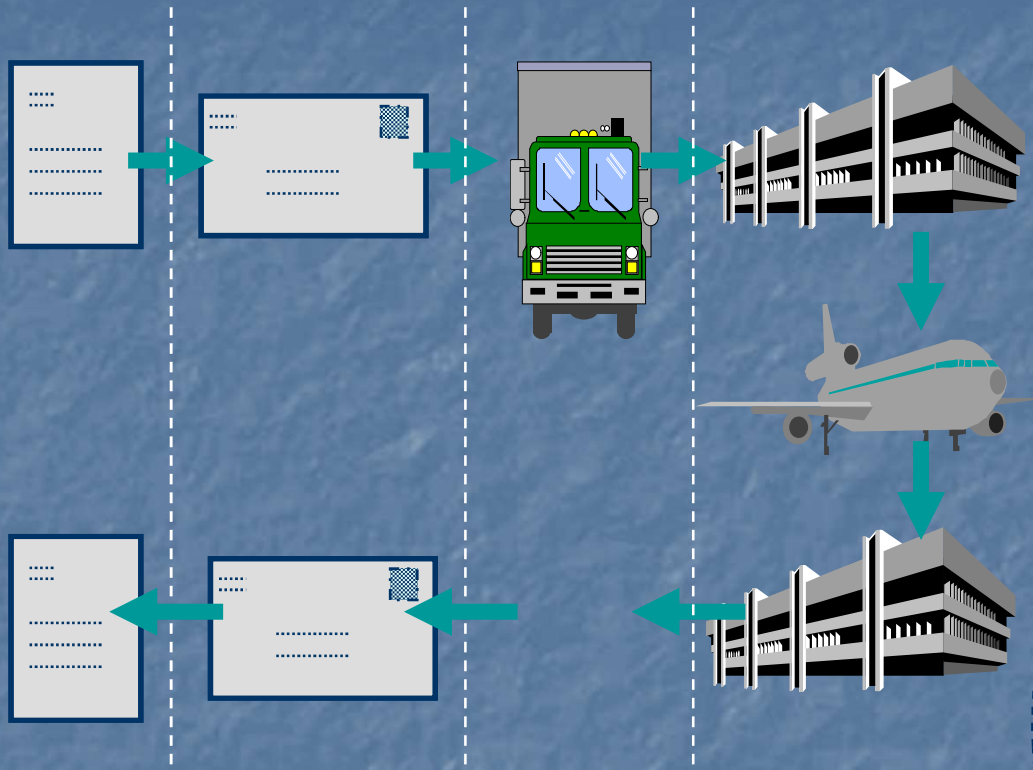
Why Layering?

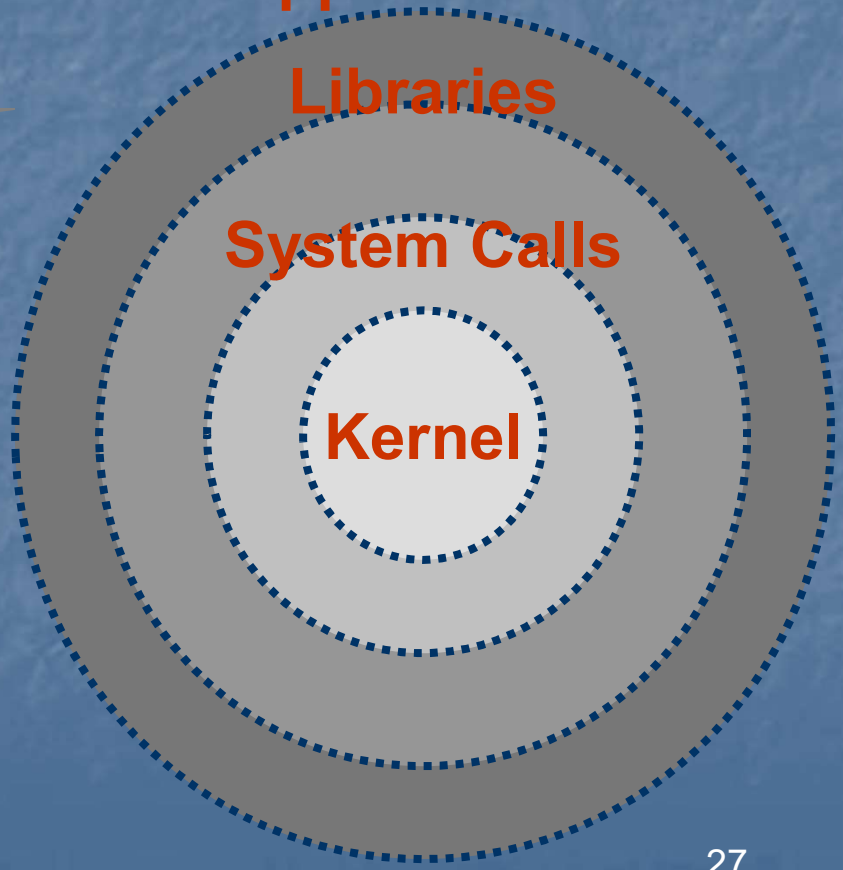


Advantages of Layering

- A smaller number of problems need to be addressed at a time
- Modularity – protocols easier to manage and maintain
- A solution to a problem set can be easily modified without affecting solutions to other sets. ***Abstract functionality*** – lower layers can change without affecting the upper layers.
- Facilitate standardization process
- Reuse – upper layers can reuse the functionality provided by lower layers
- ***Many different*** solutions for ***different*** problem sets can be combined in ***many different*** ways to form a complete solution.
- Good for teaching and learning

Examples of Layering





Network Software and Operating System Software are some examples that use layered architecture.

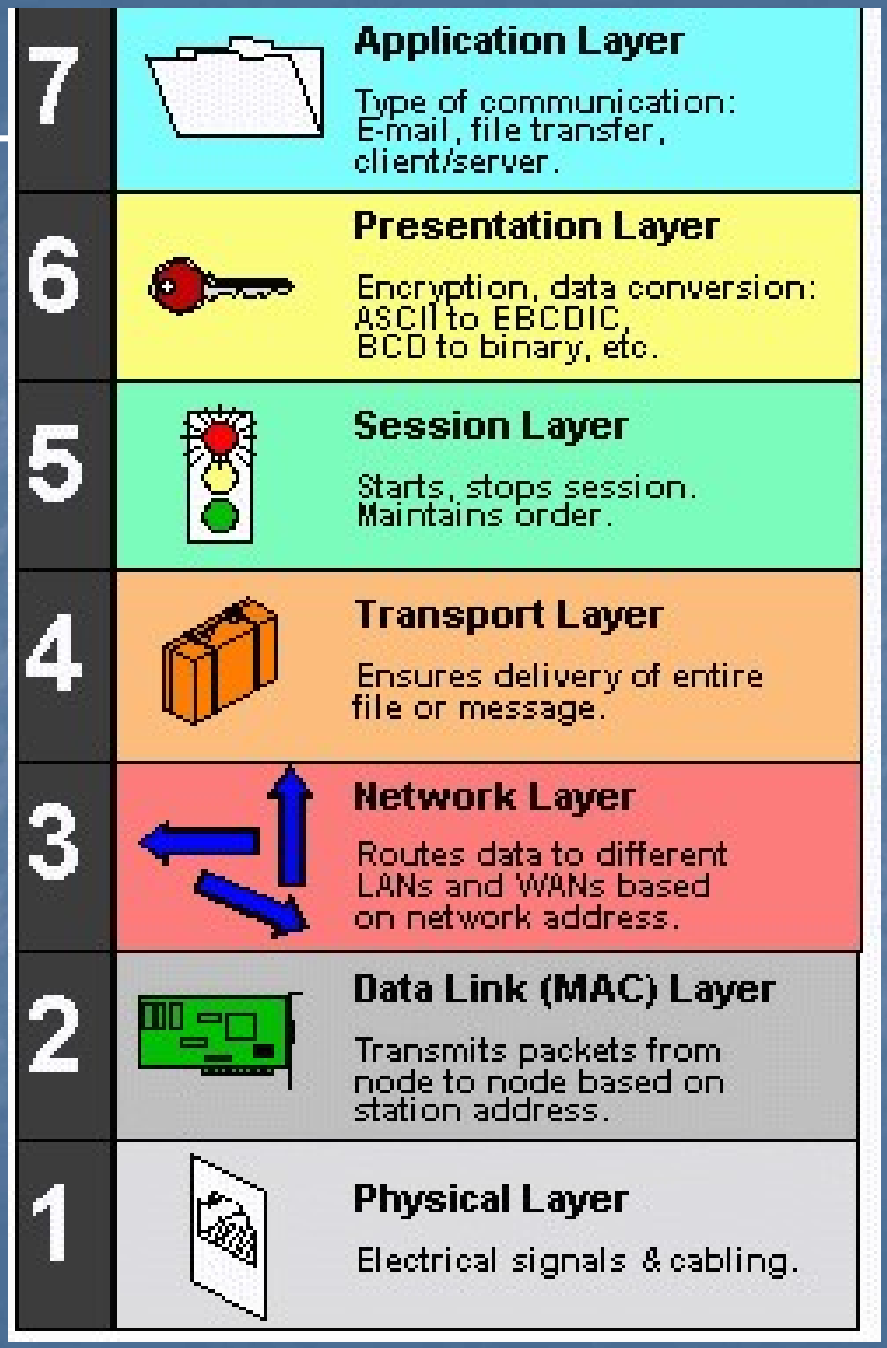
OSI Reference Model

- The International Standards Organization (ISO) proposal for the ***standardization*** of the various protocols used in computer networks (specifically those networks used to connect ***open systems***) is called the ***Open Systems Interconnection Reference Model***, or simply the OSI model.
- In 1970's the ISO undertook to develop this standard and the ***first standard*** of the *7* ***layer*** architecture came in 1974.
- Although the OSI model is a just a model (***not a specification***), it is generally regarded as the most complete model (***popular network protocol*** suites in use today were developed before the OSI model was defined – APANET 1969 & TCP/IP 1974).
- Detailed standards for the various layers were developed separately by ISO.
- Goal : A general open standard

  - allow vendors to enter the market by using their own implementation and protocols.

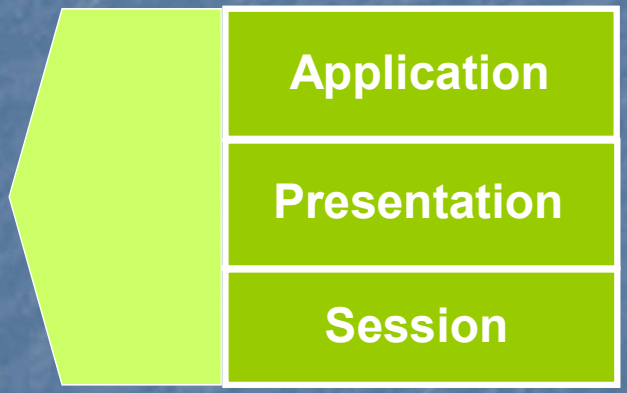
OSI Model

OSI:
Open Systems
Interconnection
Reference Model



OSI Model Overview

Application (Upper) Layers



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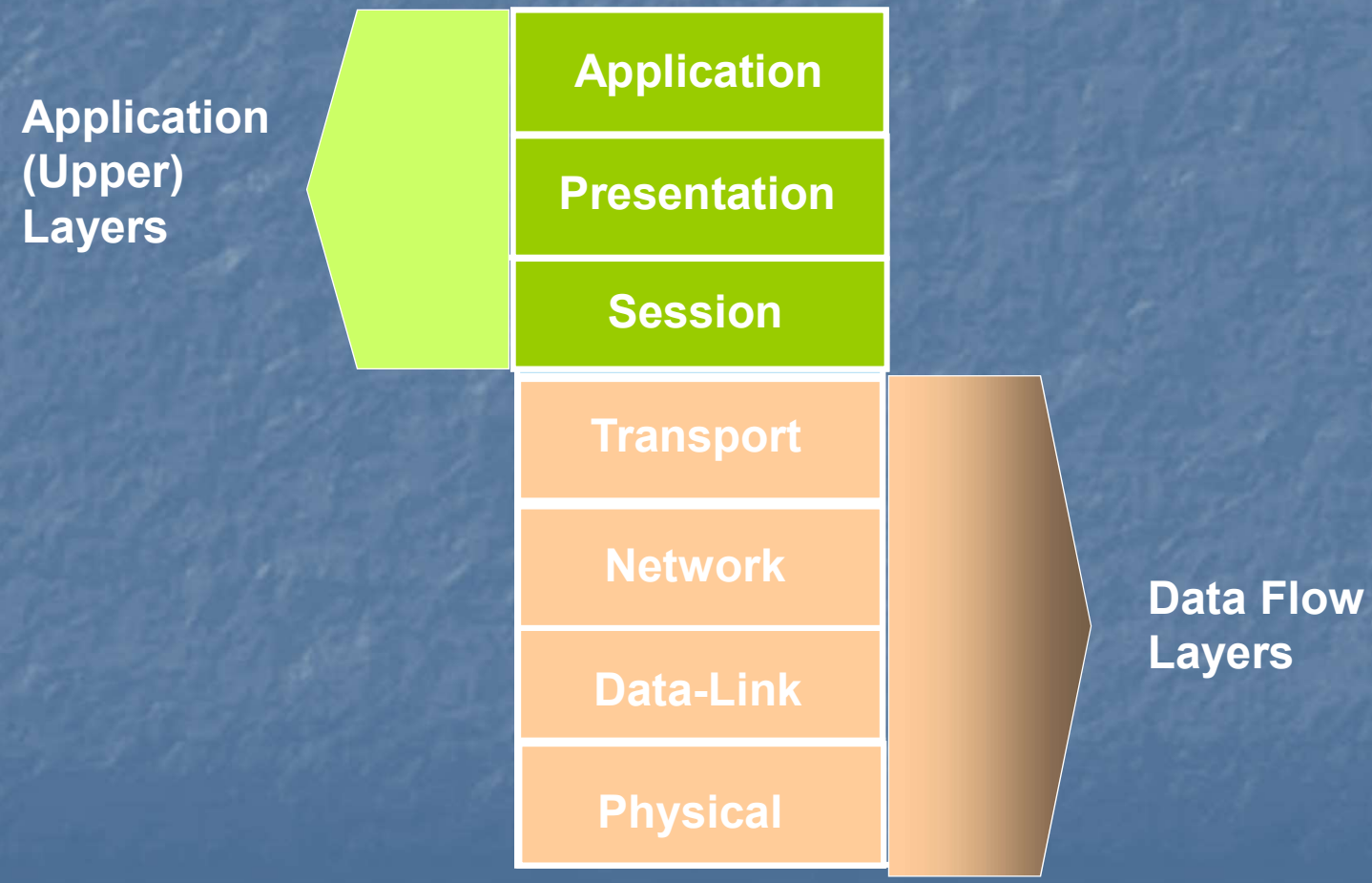
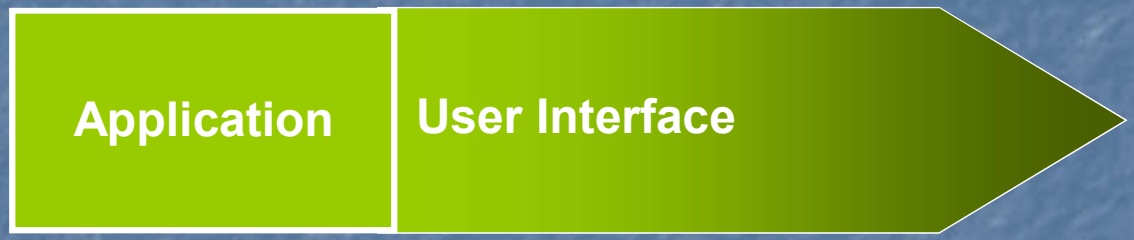


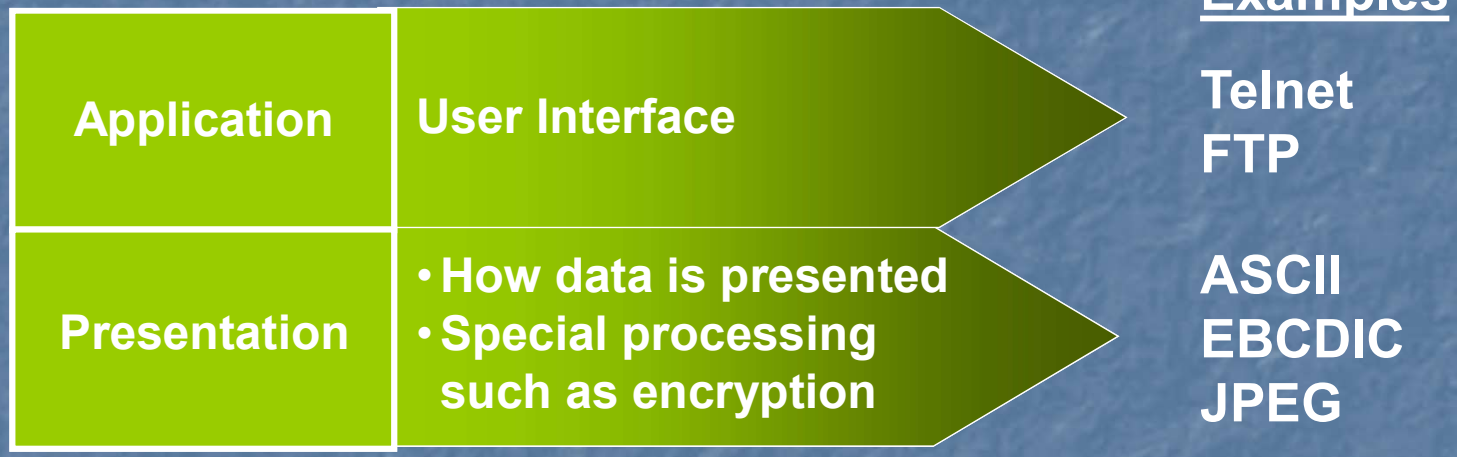
Role of Application Layers



Examples

Telnet
FTP

Role of Application Layers



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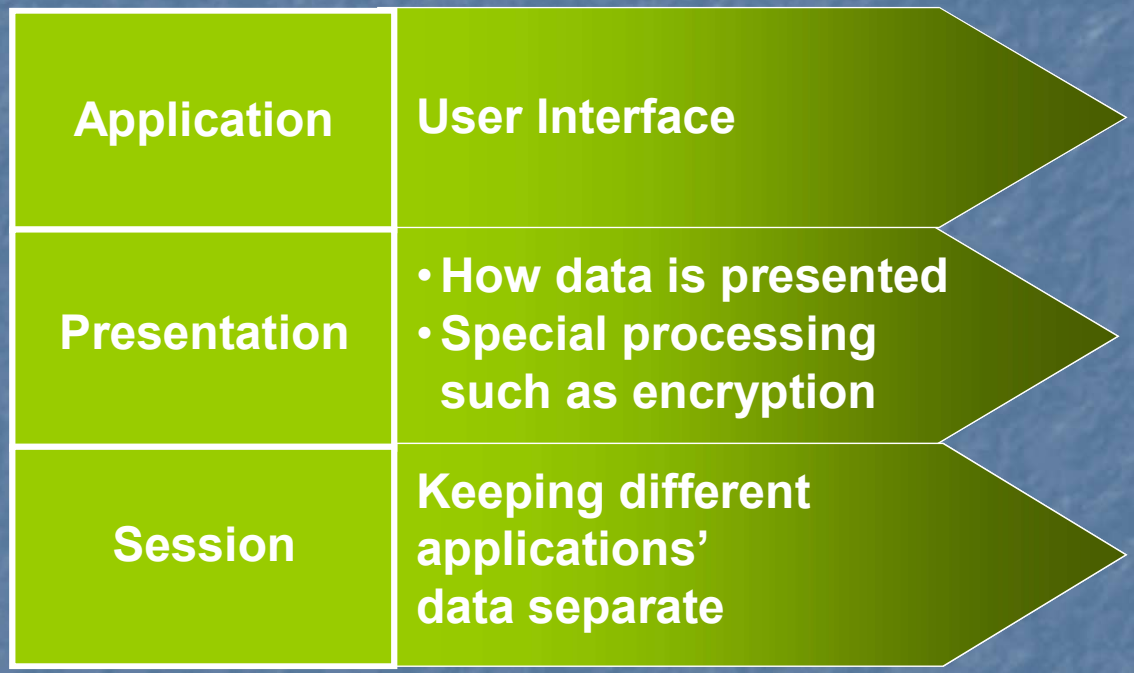


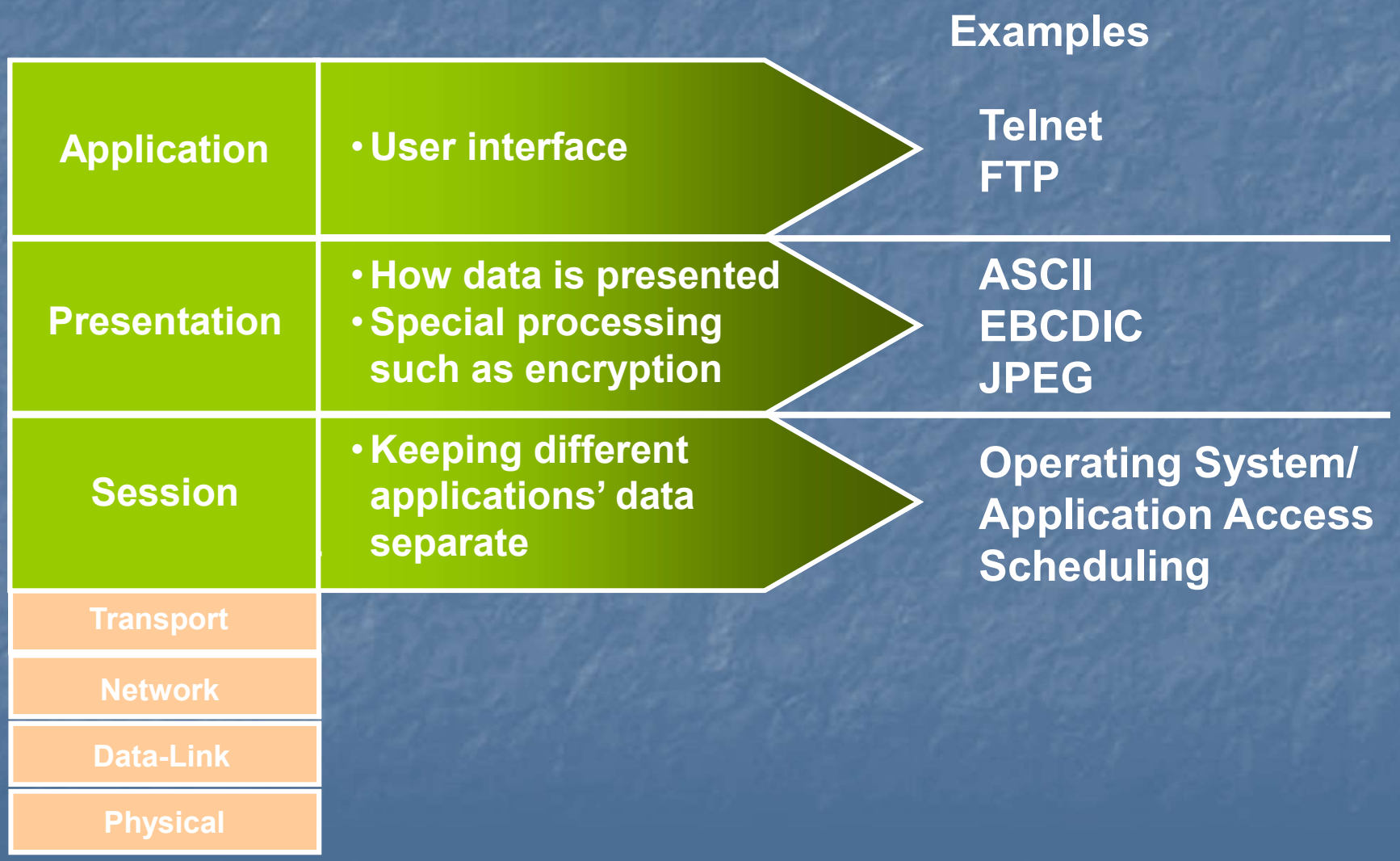
Examples

Telnet
FTP

ASCII
EBCDIC
JPEG

Operating System/ Application Access Scheduling

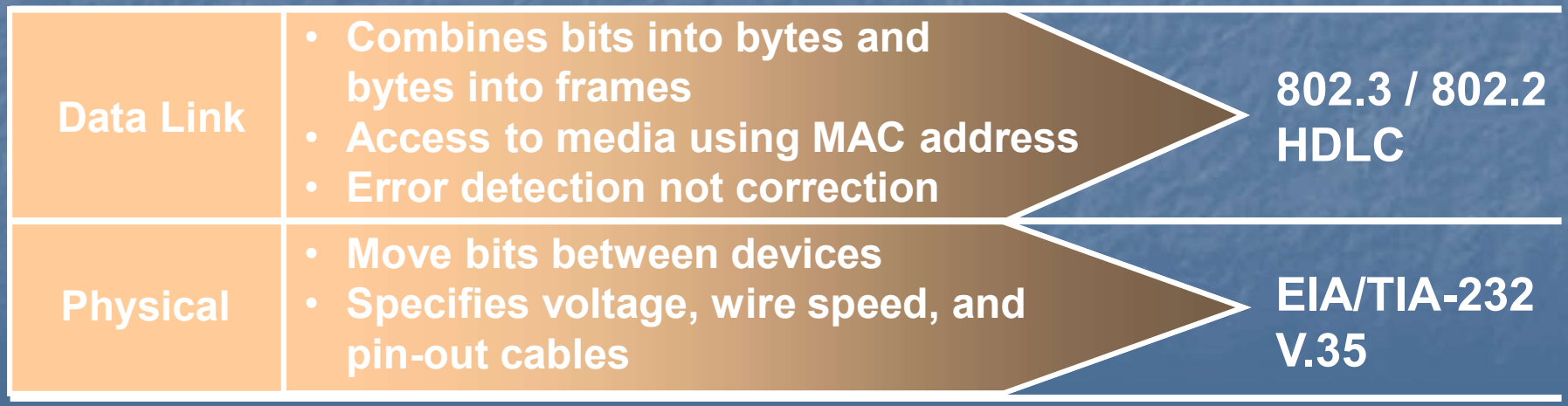
Role of Application Layers



Role of Data Flow Layers

Examples

Role of Data Flow Layers



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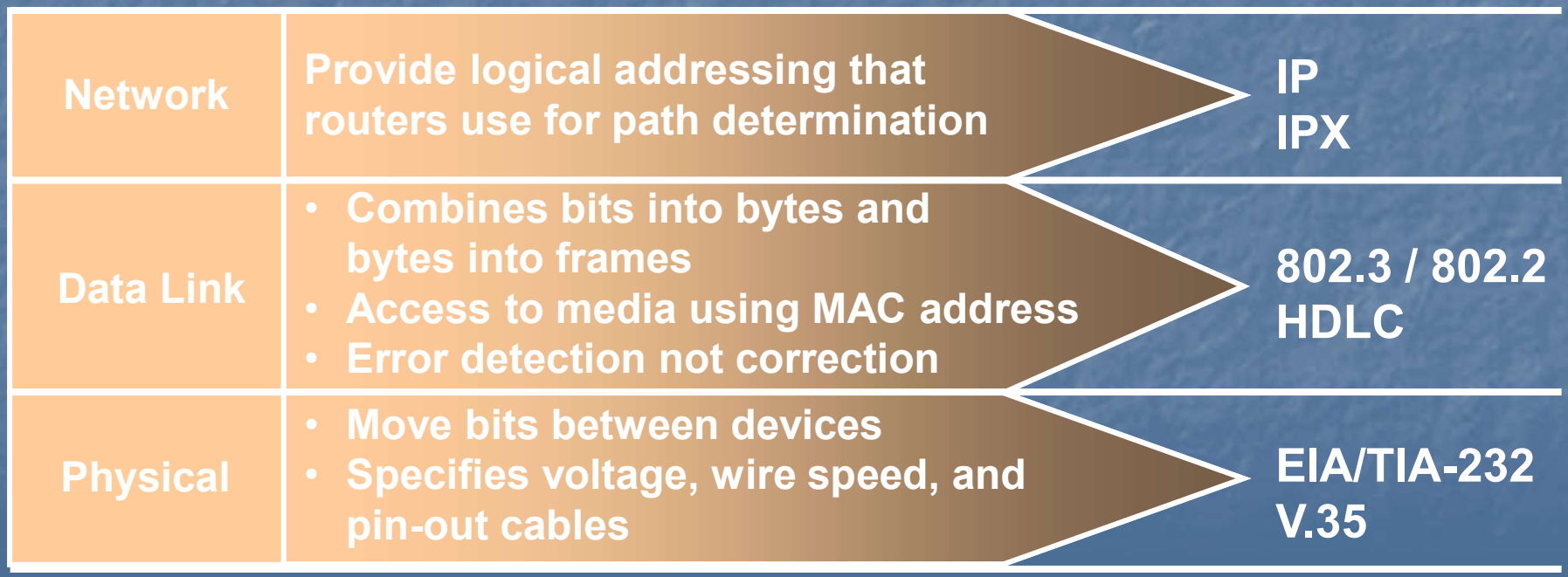

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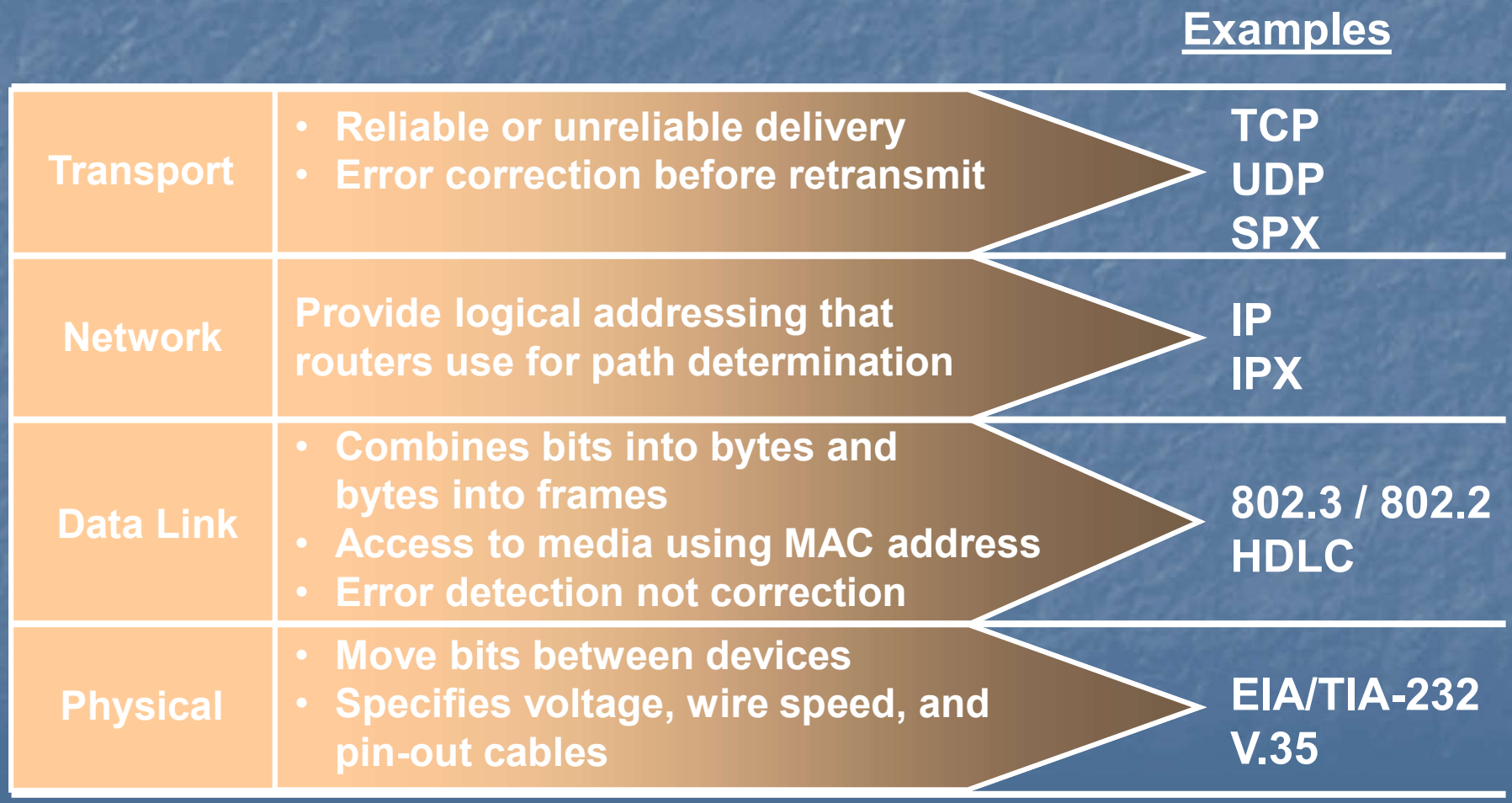
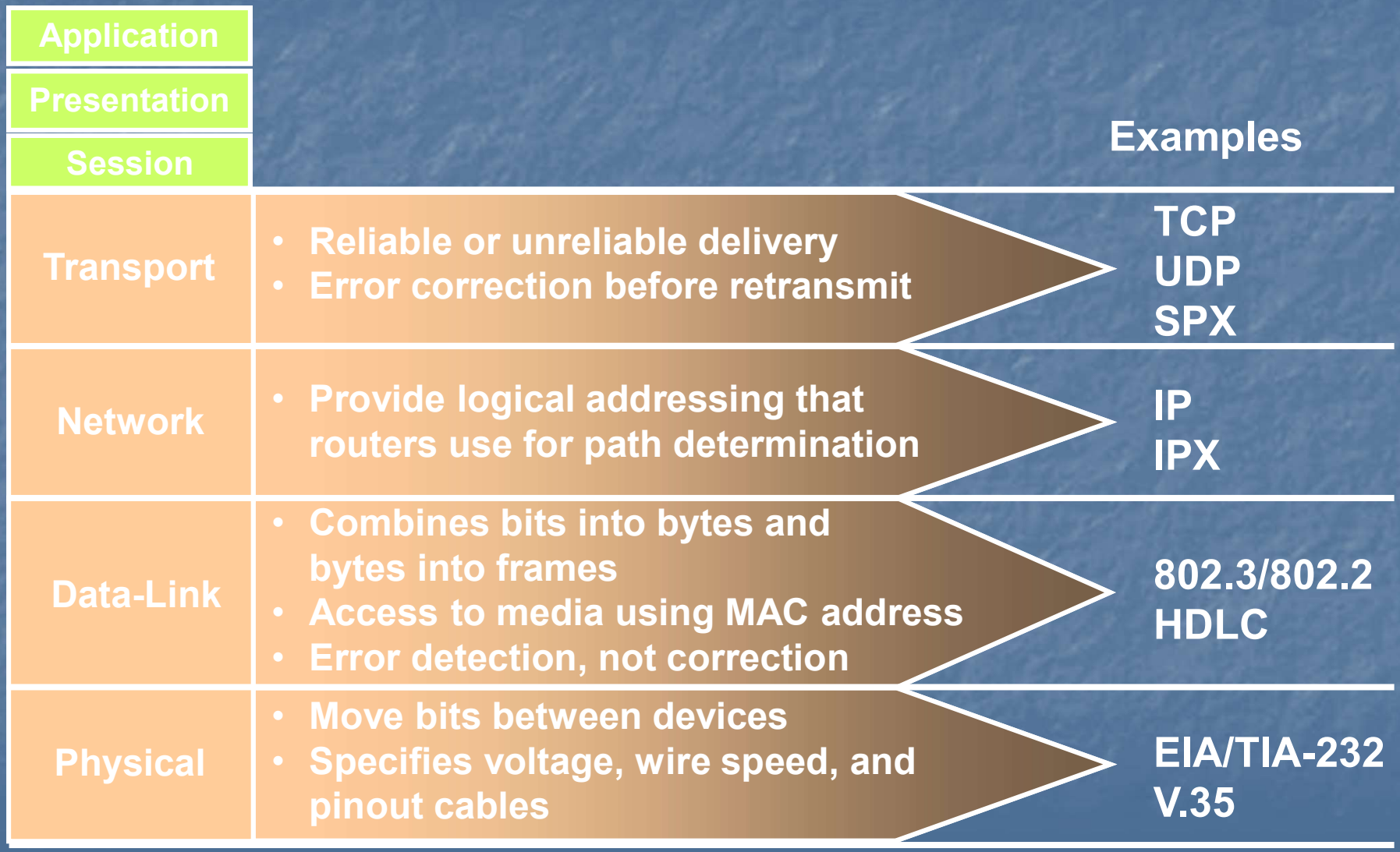
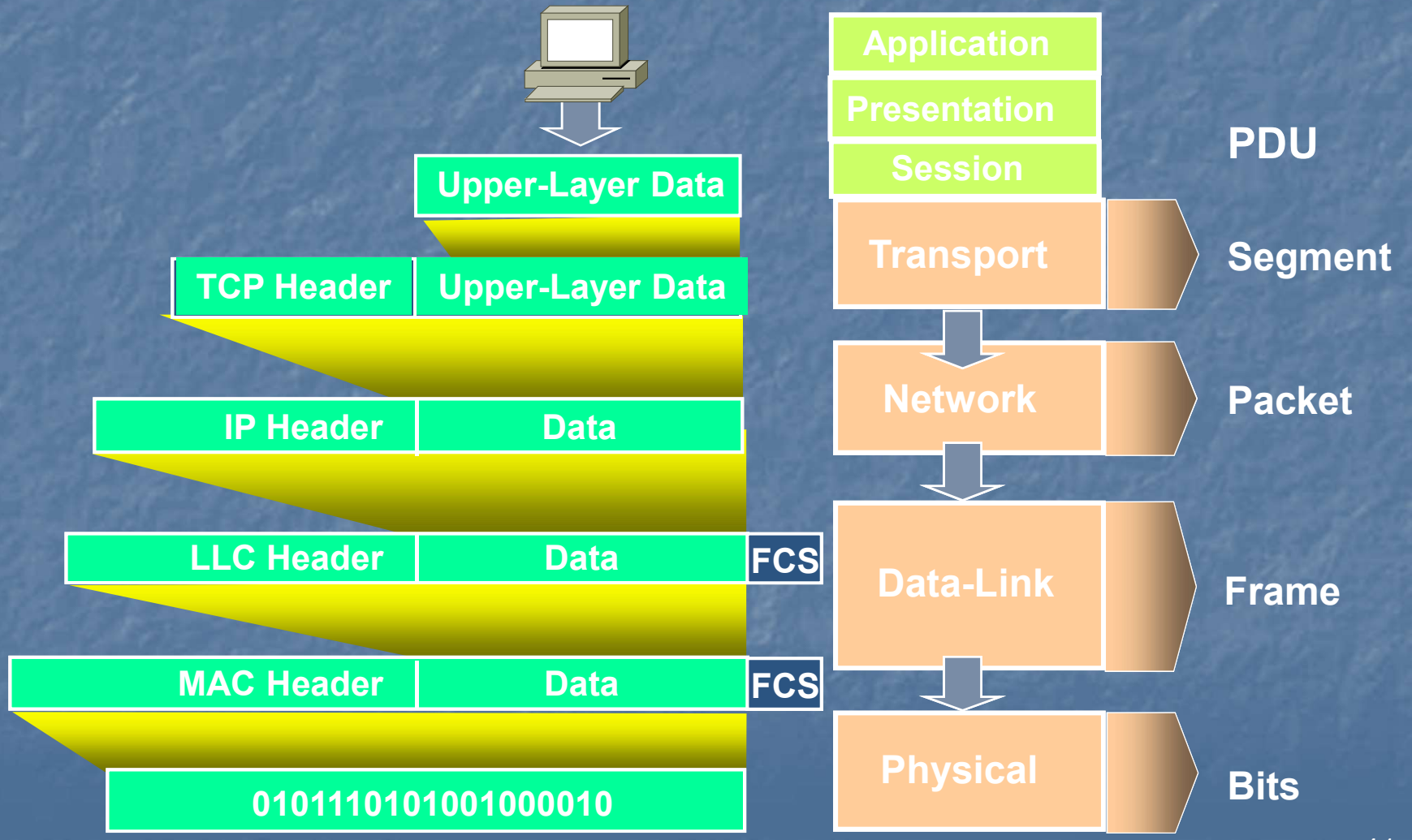


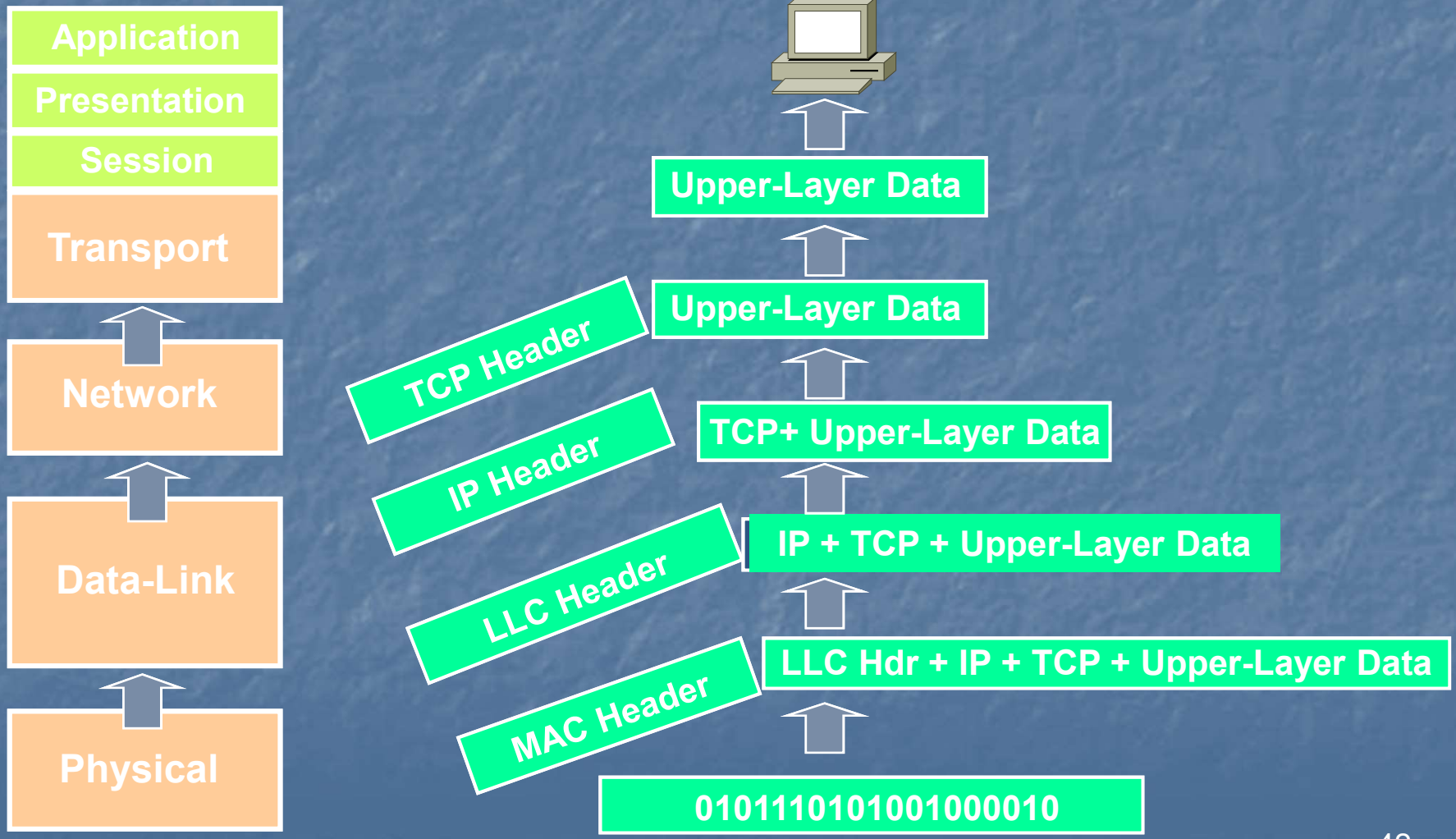
Role of Data Flow Layers



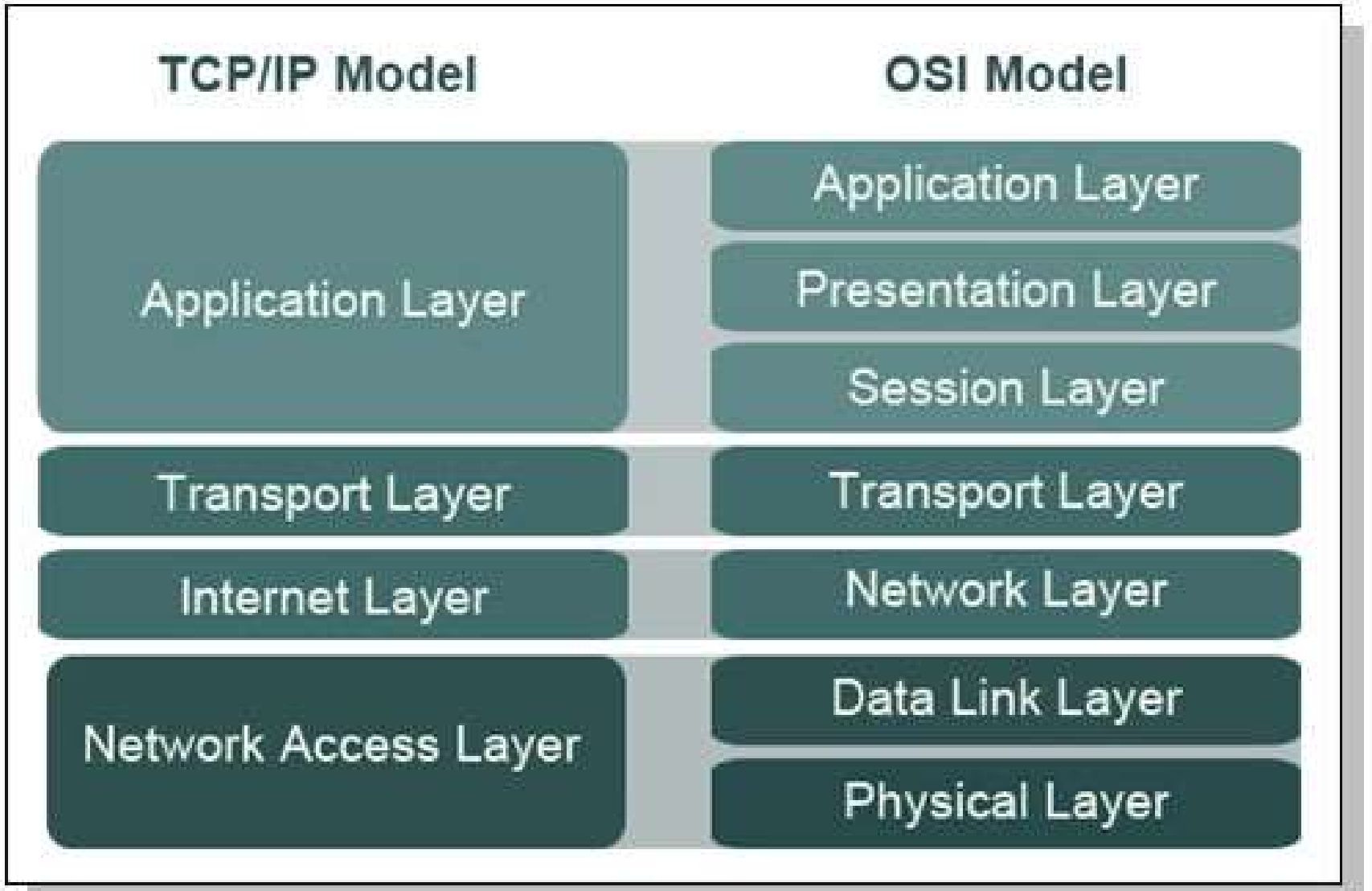
Encapsulating Data



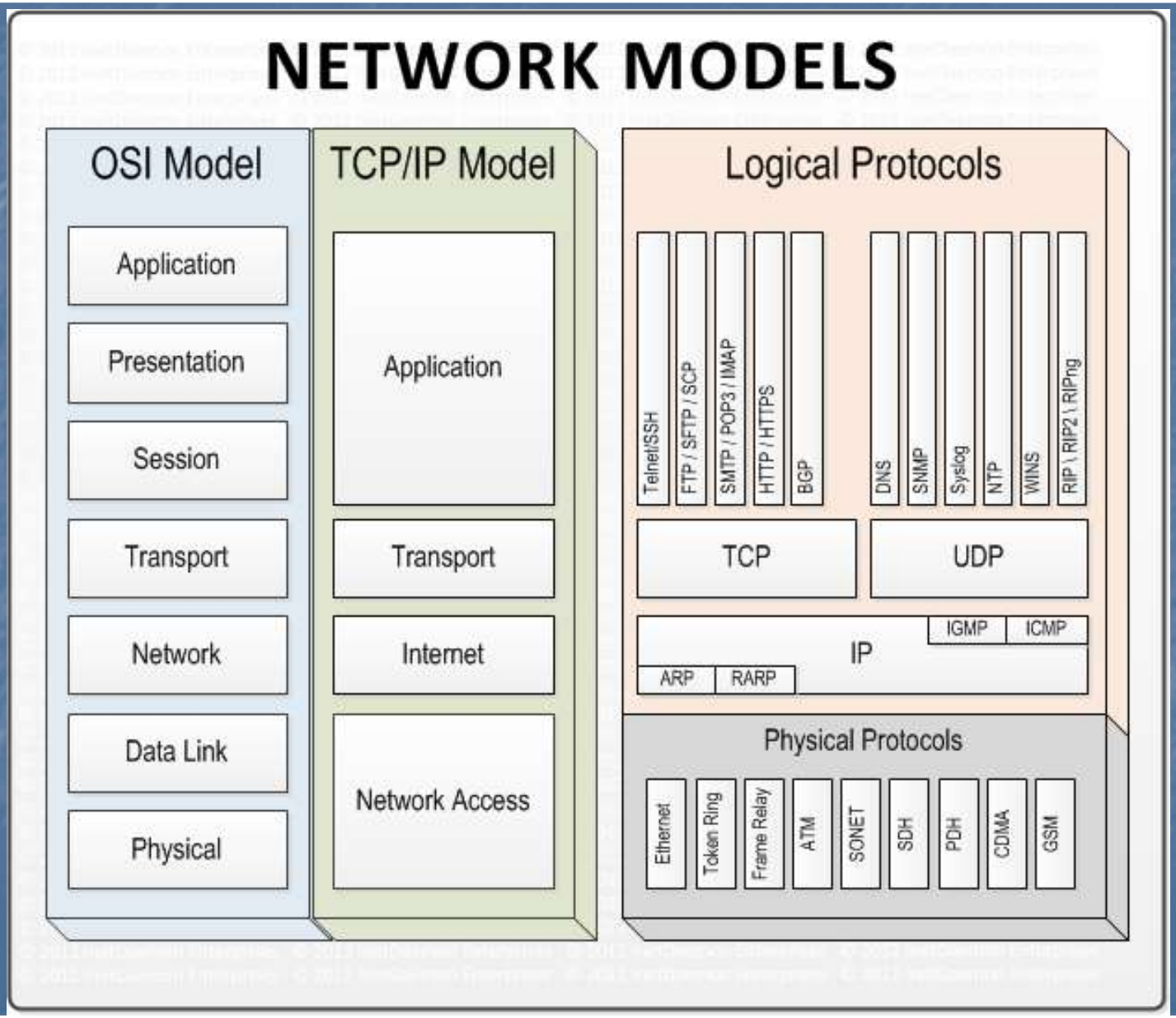
De-encapsulating Data



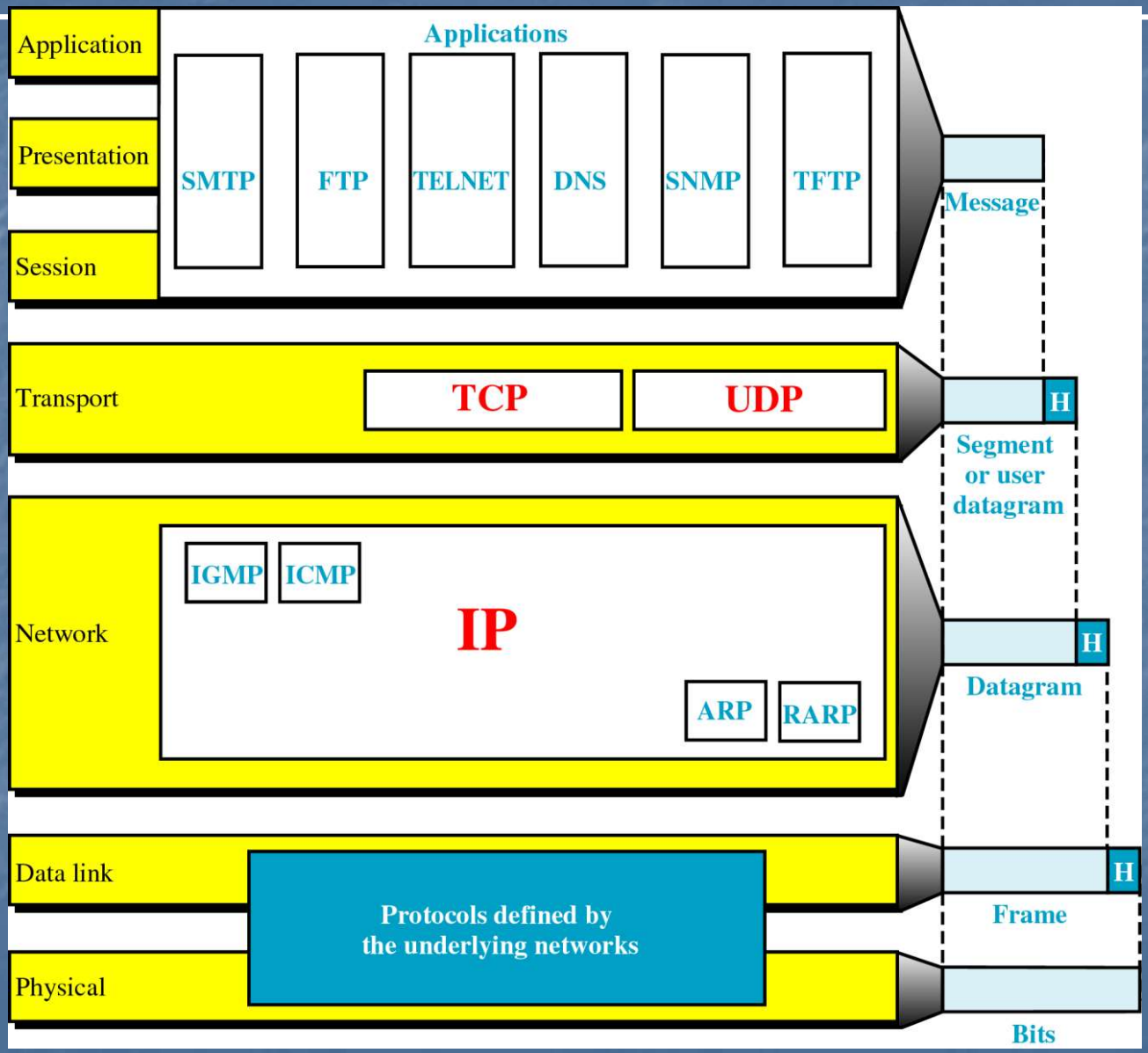
OSI vs. TCP/IP


TCP/IP Model
OSI Model
Application Layer
Application Layer
Presentation Layer
Session Layer
Transport Layer
Transport Layer
Internet Layer
Network Layer
Network Access Layer
Data Link Layer
Physical Layer

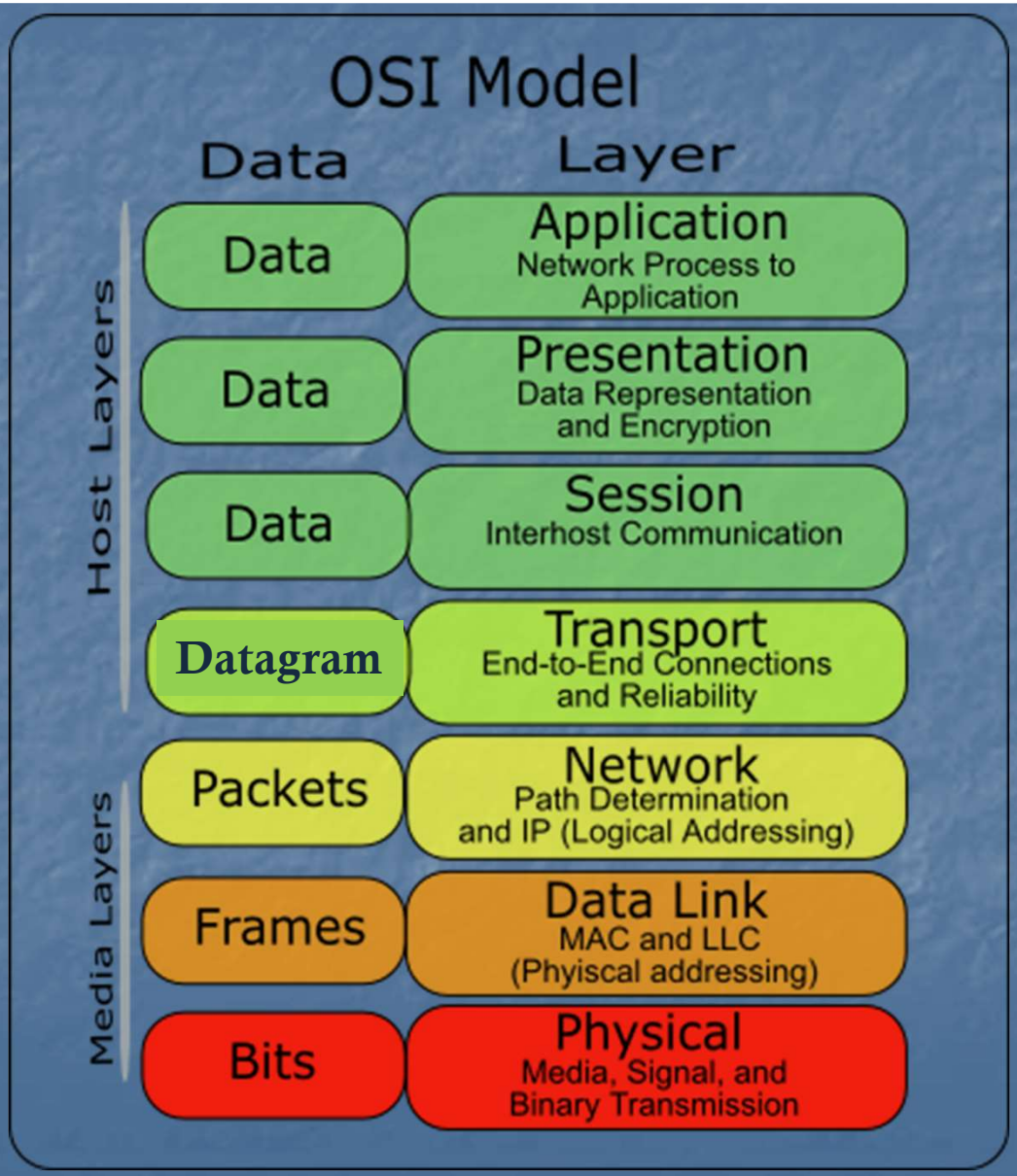
OSI vs. TCP/IP

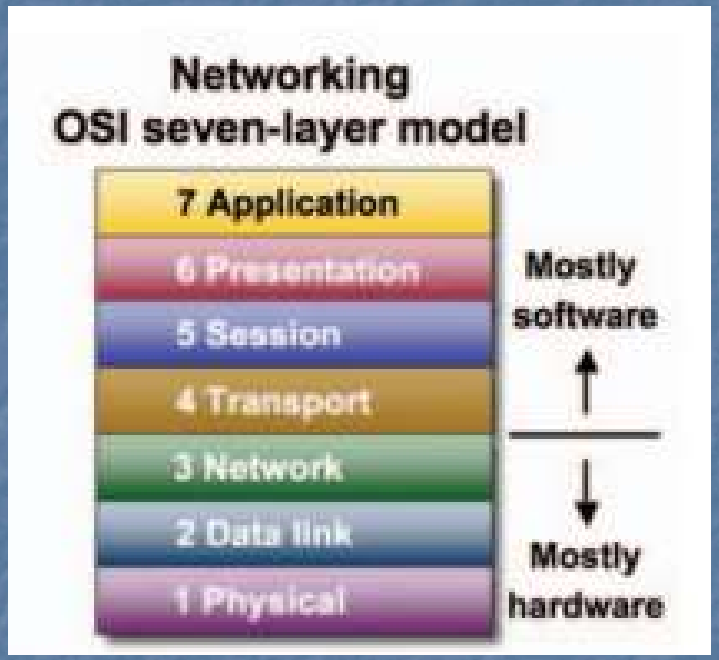

NETWORK MODELS
OSI Model
Application
Presentation
Session
Transport
Network
Data Link
Physical
TCP/IP Model
Application
Transport
Internet
Network Access
Logical Protocols
Telnet/SSH
FTP / SFTP / SCP
SMTP / POP3 / IMAP
HTTP / HTTPS
BGP
DNS
SNMP
Syslog
NTP
WINS
RIP \ RIP2 \ RIPng
TCP
UDP
IGMP
ICMP
IP
ARP
RARP
Physical Protocols
Ethernet
Token Ring
Frame Relay
ATM
SONET
SDH
PDH
CDMA
GSM

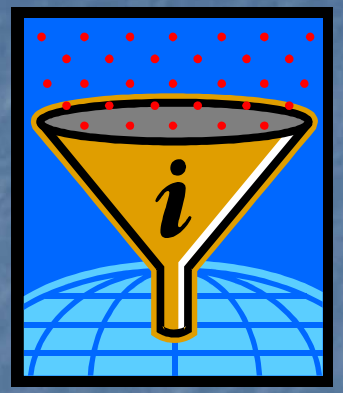
OSI vs. TCP/IP


Application
Presentation
Session
Applications
SMTP
FTP
TELNET
DNS
SNMP
TFTP
Message
Transport
TCP
UDP
H
Segment
or user
datagram
Network
IGMP
ICMP
IP
ARP
RARP
H
Datagram
Data link
Protocols defined by
the underlying networks
H
Frame
Physical
Bits

Packets ...


OSI Model
Data
Layer
Host Layers
Media Layers
Data
Application
Network Process to Application
Data
Presentation
Data Representation and Encryption
Data
Session
Interhost Communication
Datagram
Transport
End-to-End Connections and Reliability
Packets
Network
Path Determination and IP (Logical Addressing)
Frames
Data Link
MAC and LLC (Phyiscal addressing)
Bits
Physical
Media, Signal, and Binary Transmission


Networking
OSI seven-layer model
7 Application
6 Presentation
5 Session
4 Transport
3 Network
2 Data link
1 Physical
Mostly software
Mostly hardware



End of Lecture

Any Questions?