Computer Networks

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Introduction

Network: Connection between objects or a group of objects **Computer network**: A set of communication elements connected by communication link.

Communication link:

- Wired: Optical Fiber, Coaxial Fiber, Twisted pair cable.
- Wireless: Radio wave, satellite connection, microwave.

Goals of Networks

- Efficient resource sharing
- Scalable
- Reliability
- Communication
- Application of Networks
- Remote data access.
- Remote software access.
- Emailing
- FIle transfer

Data communication

It is the exchange of data between two or more devices via some transmission medium

Components of Effective Data Communication

- Delivery: The data should be delivered to the destination it was intended to.
- Accuracy
- Timeliness
- Jitter free

Components of Data communication system

- Sender
- Receiver
- Message
- Protocols
- Communication/Transmission medium

Types of Communication

- Simplex: Unidirectional communication.
- Half Duplex: Bidirectional communication but only one direction at a time.
- Full Duplex: Two simplex connections in opposite directions.

Physical Structure

- Point to point
- Multipoint

Physical Topology

It tells how systems are physically connected through links. It is a geometric representation of the network.

Bus Topology

Only one connection.

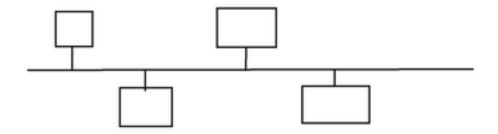


Figure 1: Bus Topology

Advantages

- Easy to install
- Cheap
- Easy to expand

Disadvantages

- Only one device can transmit at a time, which makes it low speed.
- Single point of failure faulty cable can bring down the whole system.

Ring Topology

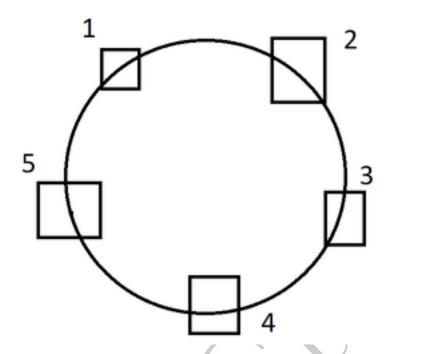


Figure 2: Ring Topology

Tokens are used to transfer data. Only one system can hold the token at a time. Token passing is done.

*Advantages

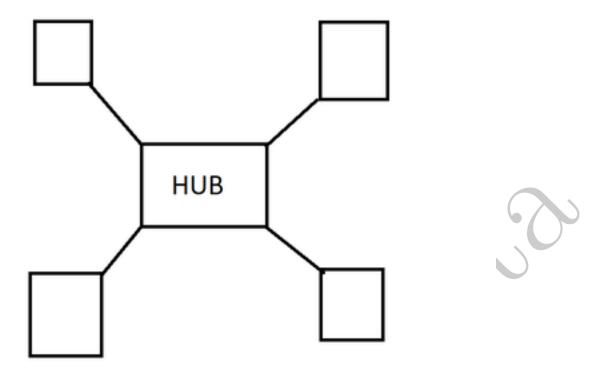
• Cheap

Disadvantages

- Not easy to install.
- Not easy to expand.
- If one system/one link goes down the entire ring will go down.

Star Topology

Uses a central hub.



_ Advantages and disadvantages same as of any centralized system_ Hub can also be expensive.

Mesh Topology

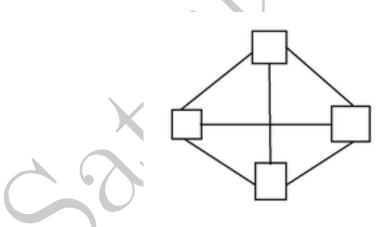


Figure 3: Mesh

Advantages

- Less traffic
- No single point of failure
- Messages can be sent directly without any routing

Disadvantages

- Cabling cost will be higher
- Maintenance cost will be higher.

Tree Topology

Tree structure.

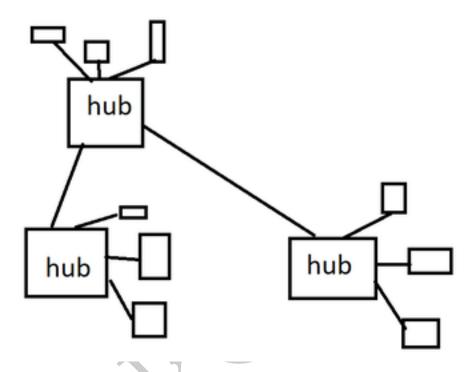


Figure 4: Tree Topology

Networks Based on Geographical Area

- LAN Local Area Network
- MAN Metropolitan Area Network
- WAN Wide Area Network

Differentiate based on cables, cost, etc.

OSI Model - Open Systems Interconnection

Given by ISO.

The OSI model is a layered framework for the design of network systems that allows communication but all types of computer systems. The purpose of OSI model is to facilitate communication but different systems without requiring changes to the logic of underlying hardware and software.

7	Application Layer	Human-computer interaction layer, where applications can access the network services
6	Presentation Layer	Ensures that data is in a usable format and is where data encryption occurs
5	Session Layer	Maintains connections and is responsible for controlling ports and sessions
4	Transport Layer	Transmits data using transmission protocols including TCP and UDP
3	Network Layer	Decides which physical path the data will take
2	Data Link Layer	Defines the format of data on the network
1	Physical Layer	Transmits raw bit stream over the physical medium

Figure 5: OSI

Data in layers:

S.No	Layer	Data	Responsibility	Protocols
1	Application Layer	Data	To allow access to network resources	Telnet, SMTP,DNS, HTTP
2	Presentation Layer	Data	To translate, encrypt and process the data	
3	Session Layer	Data	To establish, manage and terminate session	
4	Transport Layer	Segmen	nt Process to Process msg delivery, error recovery	TCP, UDP
5	Network Layer	Packet	Move packet from source to destination.	(Port/Socket Address) IP, ARP, RARP, ICMP (Logical/IP Address)

S.No	Layer	Data	Responsibility	Protocols
6	Data Link Layer	Frame	Hop to hop delivery, organize the frames	IEEE 802 Std., TR,PPP (Physical/MAC Address)
7	Physical Layer	Bit	Transmit bits over a medium, provide mechanical and electrical specification	Transmission media

 \mathbf{ARP} - Address Resolution Protocol - Maps IP to MAC.

 ${\bf RARP}$ - Reverse Address Resolution Protocol - Maps MAC to IP.

Physical Layer

It is responsible for moving physical bits. It defines:

- a transmission medium (wireless/wired)
- types of encoding to be used
- data rate
- synchronization of bits
- physical topology

Transmission Media

- Wired:
 - Optical Fiber

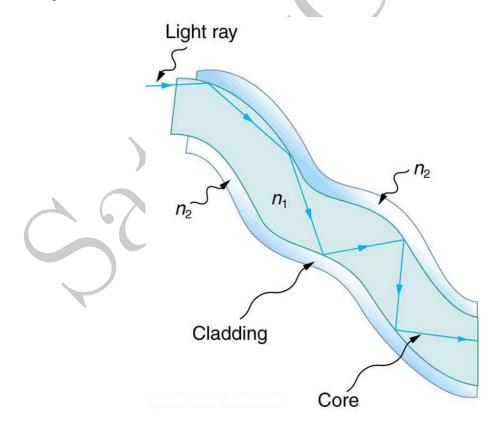
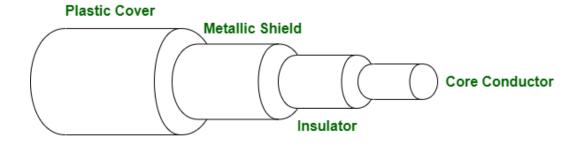


Figure 6: Transmission through Optical Fiber

- Coaxial Fiber



Coaxial Cable

Figure 7: Coaxial Fiber

- Twisted pair cable



Figure 8: Twisted Pair Cable

* Unshielded Twisted Pair (USTC)



Figure 9: USTC

* Shielded Twisted Pair (STC)



