

# Switching

Introduction  
Bridges  
Virtual LANs

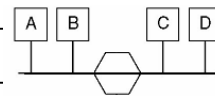
- Introduction
  - Technologies
  - Why bridges
- Bridges
  - Between different LANs
  - Transparent bridges
  - Spanning tree bridges
  - Remote bridges
- Virtual LANs

# Repeaters, & Hubs

Introduction  
Bridges  
Virtual LANs

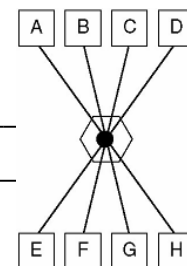
## ■ Repeater

- Task: \_\_\_\_\_
- Layer: \_\_\_\_\_
- Process \_\_\_\_\_



## ■ Hub

- Task: \_\_\_\_\_
- Layer: \_\_\_\_\_
- Process \_\_\_\_\_



# Bridges & Switches

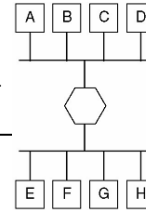
## Introduction

Bridges

Virtual LANs

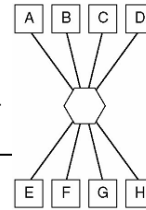
### ■ Bridges

- Task: \_\_\_\_\_
- Layer: \_\_\_\_\_
- Process \_\_\_\_\_



### ■ Switches

- Task: \_\_\_\_\_
- Layer: \_\_\_\_\_
- Process \_\_\_\_\_
- Cut-through switches and \_\_\_\_\_
- store-and-forward switches \_\_\_\_\_



# Routers & Gateways

## Introduction

Bridges

Virtual LANs

### ■ Routers

- Task: \_\_\_\_\_
- Layer: \_\_\_\_\_
- Process \_\_\_\_\_

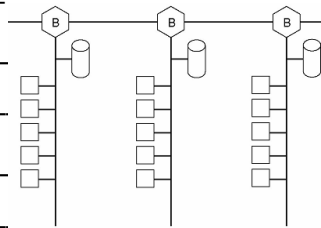
### ■ Gateways

- Task: \_\_\_\_\_
- Layer: \_\_\_\_\_

# Why bridges?

Introduction  
**Bridges**  
Virtual LANs

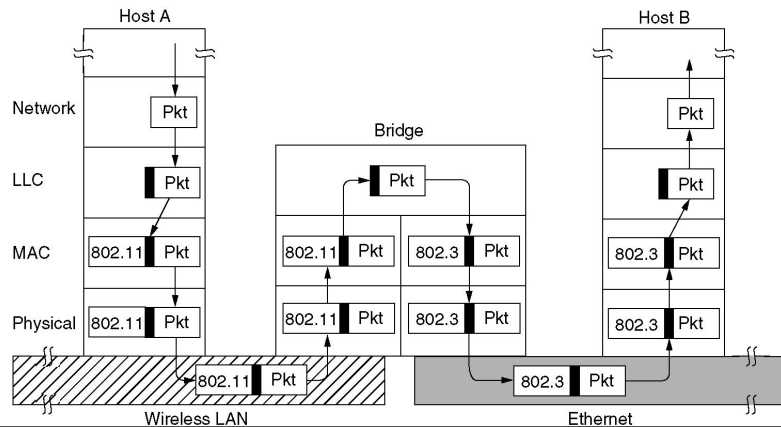
- History : \_\_\_\_\_
- Geographical spread...
  - Cost: \_\_\_\_\_
  - Overall distance: \_\_\_\_\_
- Overall load \_\_\_\_\_
  - Restrict \_\_\_\_\_
- Reliability: \_\_\_\_\_
- Security: \_\_\_\_\_



# 802.x to 802.y bridges

Introduction  
**Bridges**  
Virtual LANs

- Packet \_\_\_\_\_
- LLC header \_\_\_\_\_
- MAC header \_\_\_\_\_

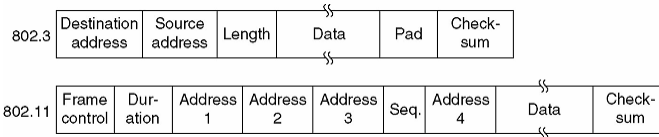


## Problems

Introduction  
**Bridges**  
Virtual LANs

### ■ Different formats

- Meaning of fields? \_\_\_\_\_
- CPU time: \_\_\_\_\_



- Buffering: \_\_\_\_\_
- Security: \_\_\_\_\_
- Quality of Service: \_\_\_\_\_

7

## Setting up bridges

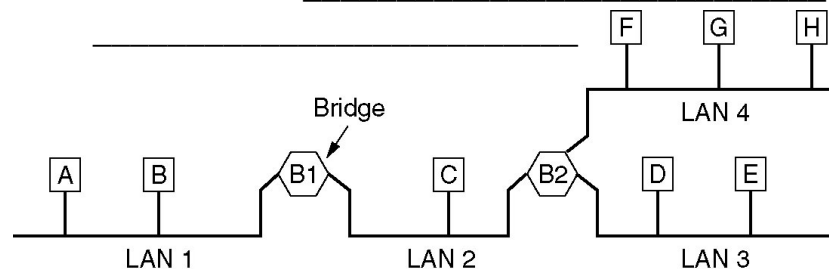
Introduction  
**Bridges**  
Virtual LANs

### ■ Connecting bridges

- We would like to just \_\_\_\_\_
- But initially routing tables \_\_\_\_\_

### ■ Use Promiscuous mode?

- Send everything everywhere
- Pros & Cons: \_\_\_\_\_



8

## Transparent bridges

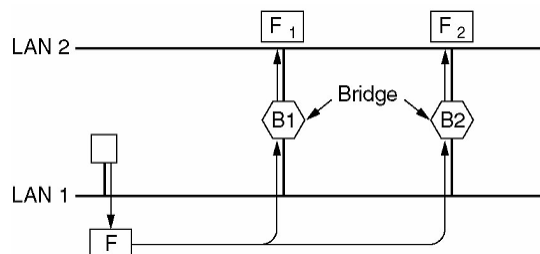
Introduction  
**Bridges**  
Virtual LANs

- Start in promiscuous mode
- Learn routings \_\_\_\_\_
  - Backward learning: \_\_\_\_\_
- Routing logic
  - $LAN_{Destination} = LAN_{Source}$  \_\_\_\_\_
  - $LAN_{Destination} \neq LAN_{Source}$  \_\_\_\_\_
  - $LAN_{Destination}$  unknown \_\_\_\_\_
- Dynamic topologies? \_\_\_\_\_
  - Maintain times: \_\_\_\_\_
  - Purge old entries: \_\_\_\_\_

## Parallel Bridges

Introduction  
**Bridges**  
Virtual LANs

- Reliability:
  - Multiple paths \_\_\_\_\_
- Example (problem):
  - $F \rightarrow F_1$  and  $F_2$
  - $F_1 \rightarrow F_{12}$
  - $F_2 \rightarrow F_{21}$
  - ...

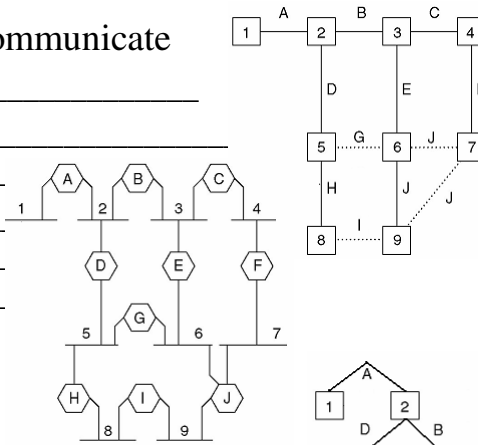


# Spanning Tree Bridges

Introduction  
**Bridges**  
Virtual LANs

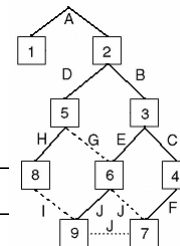
## ■ Solution: Bridges communicate

- Extract a \_\_\_\_\_
- Then ignore \_\_\_\_\_
- Pros & Cons: \_\_\_\_\_



## ■ General Solution: Spanning tree

- Nominate the root: \_\_\_\_\_
- Find the shortest paths \_\_\_\_\_

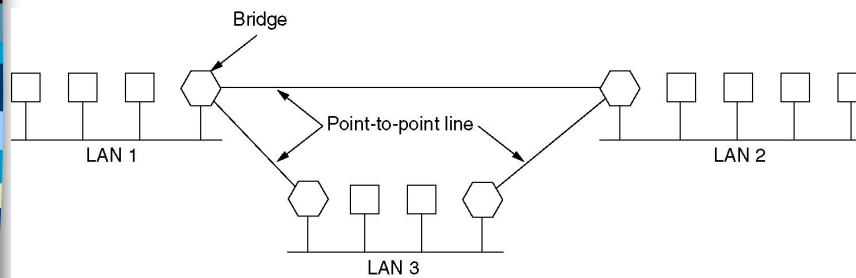


# Remote Bridges

Introduction  
**Bridges**  
Virtual LANs

## ■ Remote LANs:

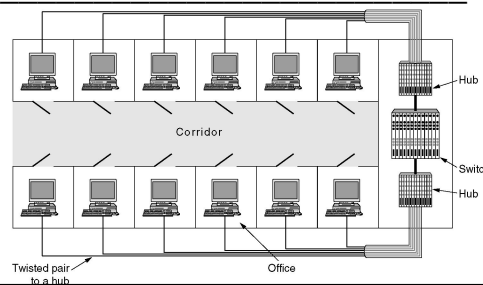
- Often connected using \_\_\_\_\_
- To create one large LAN \_\_\_\_\_
- Each Point-to-point line is treated as a \_\_\_\_\_



# LAN organisation

Introduction  
Bridges  
**Virtual LANs**

- Originally LAN membership \_\_\_\_\_
  - LANs based on Multidrop lines
- Want LAN membership based on \_\_\_\_\_
  - This is more feasible due to the use of \_\_\_\_\_



# LAN membership issues

Introduction  
Bridges  
**Virtual LANs**

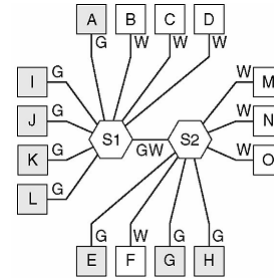
- Security: Who can hear the messages?
- Load: Can we keep the traffic local?
- Broadcasting: Can we cope if stations start broadcasting messages?
- More flexibility needed
  - Pulling out plugs \_\_\_\_\_
  - What if related users are connected to \_\_\_\_\_
  - How can we react quickly to \_\_\_\_\_
  - Can we solve the problem in \_\_\_\_\_?

# VLANs \_\_\_\_\_

Introduction  
Bridges  
Virtual LANs

## ■ Decisions:

- Number of VLANs
- VLAN members
- VLAN names



## ■ Based on VLAN aware switches: \_\_\_\_\_

- VLAN ↔ Port / Line
- Where traffic is from?
  - Every port => VLAN \_\_\_\_\_
  - Every MAC address => VLAN \_\_\_\_\_
  - Every IP address => VLAN \_\_\_\_\_

# Identifying Payload \_\_\_\_\_

Introduction  
Bridges  
Virtual LANs

## ■ Which VLAN? \_\_\_\_\_

- Frame header? \_\_\_\_\_

## ■ Solution

- 802.1Q – Change the Ethernet frame format!

## ■ Problems

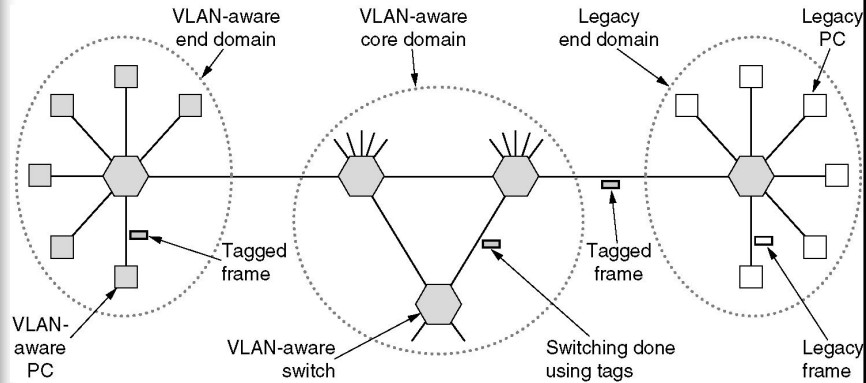
- Throw away all existing Ethernet cards? \_\_\_\_\_
- If not, who generates the fields? \_\_\_\_\_
- What if a frame is already at max. size. \_\_\_\_\_



## Transition to 802.1Q

Introduction  
Bridges  
Virtual LANs

- Legacy and VLAN aware \_\_\_\_\_
- End domains \_\_\_\_\_
- Switches \_\_\_\_\_



## 802.1Q frame format

Introduction  
Bridges  
Virtual LANs

- Two 2-byte additions
- VLAN protocol \_\_\_\_\_
- Tag containing:
  - Pri \_\_\_\_\_
  - CFI \_\_\_\_\_
  - VLAN identifier \_\_\_\_\_

