Data Communication BLM3051



Furkan ÇAKMAK

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Lecture Information Form - Weekly Subjects

BLM3051 Data Communication

Week 9

| Week | Date | Subjects |
|------|------------|-----------------------------------------------------------------------------------------------------------|
| 1 | 04.10.2022 | Introduction to Data Communication Standards Used on Data Communication, Architectural models |
| 2 | 11.10.2022 | OSI Reference Model , Layers and Their Functions |
| 3 | 18.10.2022 | Signaling and Signal Encoding |
| 4 | 25.10.2022 | Parallel and Serial Transmission, Communication Media and Their Technical Specs., Multiplexing (TDM, FDM) |
| 5 | 01.11.2022 | Error Detection and Error Correction Techniques |
| 6 | 08,11,2022 | Data Link Control Techniques, Flow Control |
| 7 | 15.11.2022 | Asynchronous and Synchronous Data Link Protocols (BSC, HDLC) |
| 8 | 22.11.2022 | 1. Vize Haftası |
| 9 | 29.11.2022 | LAN Technologies Continued, IEEE 802.4, 802.5, 802.11 |
| 10 | 06.12.2022 | Connectionless and Connection Oriented Services, Switching |
| 11 | 13.12.2022 | Wide Area Networking Technologies (X.25, ISDN, FR, ATM, xDSL.) |
| 12 | 20.12.2022 | Communications Equipment's, TCP/IP Model, Security Issues |
| 13 | 27.12.2022 | Research Presentation 1 1911 |
| 14 | 03.01.2022 | Research Presentation 2 |

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LAN - Local Area Networks

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- · Multi-point mode
- · Basic models:
 - Ethernet IEEE 802
 - Token Bus IEEE 802
 - Token Ring IEEE 802
 - FDDI/CDDI (Fiber/Copper Distributed Data Interface) ANSI
 WLAN (Wireless LAN) IEEE 802
- Data Link Layer is consist of HDLC
- 3 types of Media Access:
 - Fixed Based
 - TDMA, FDMA veya CDMA (Time/Frequency/Code Division Multiple Access)
 - Contention Based
 - Aloha, CMSA
 - · Token/Reservation Based
 - Token Ring

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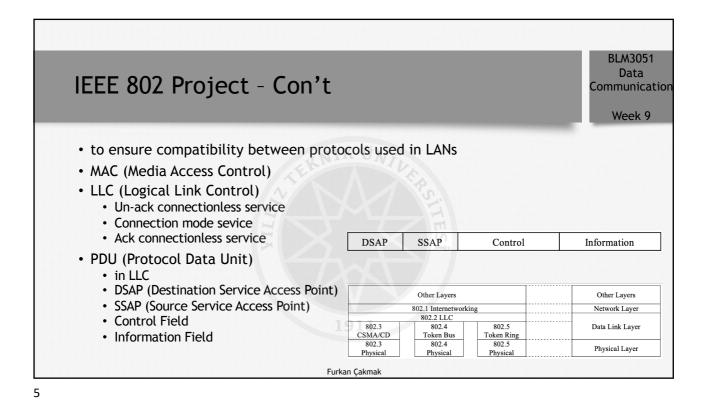
IEEE 802 Project

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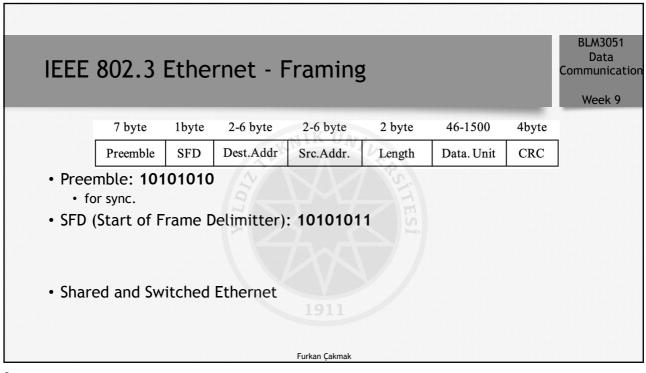
- LANs
 - 802.3 Ethernet
 - 802.4 Token Bus
 - 802.5 Token Ring
- Wireless LANs
 - 802.11 Wi-Fi
- Wireless PANs
 - 802.15 WPAN
 - 802.15.1 BlueTooth
 - 802.15.4 Zigbee
- WANs
 - 802.16 Wi-Max

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BLM3051 Data IEEE 802.3 Ethernet Communication Week 9 802.3 Ethernet · 1972 · Xerox Corp. BaseBand (Digital) BroadBand (Analog) Manchester 10Base5, 10Base2, 10BaseT Phase Shift Keying 10Broad36 Aloha · Bob Metcalfe • 1973 · Hawaii Islands · Radio network · Collision? • Utility Rate: 18% Slotted Aloha • Utility Rate: 37% Furkan Çakmak

BLM3051 Data CSMA (Carrier Sense Multiple Access) Communication Week 9 The goal is to improve the Slotted Aloha. Nonpersistent CSMA The computer is ready to transmit • 1-Persistent CSMA Try Again Wait for Exponential Binary Back-off Algorithm p-Persistent CSMA Listen to Ch. CSMA/CD (Collision Detect) The channel is in use Jamming Signal Transmit the data and keep listening to Ch. Collision is occured Transmit Completed Furkan Cakmak



IEEE 802.3 Ethernet Variations

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- IEEE 802.3u IEEE 802.3y Fast Ethernet
 - 10 Mbps -> 100 Mbps
 - · Auto Negotiation
- IEEE 802.3z IEEE 802.3ab Gigabit Ethernet
 - Cat5/5e/6/7/8
 - 100 Mbps -> 1000 Mbps
 - · Auto Negotiation
- IEEE 802.3ae IEEE 802.3ak IEEE 802.3an IEEE 802.3aq 10 GigE
 - 1 Gbps -> 10 Gbps
- IEEE 802.3ba 40/100G Ethernet
 - 40-100 Gbps

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Metro Ethernet, Power over Ethernet (PoE) BLM3051 Data Communication Week 9

IEEE 802.4-Token Bus

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- · In worst case scenarios, some computers seem to wait too long to transmit.
 - Genera1980s General Motors
- · Bus and Tree Topology
- · Each computer recognizes the computers on its right and left.
- $\bullet \quad \text{After the logical ring is established, the computer with the highest number will transmit} \\$
- · Gives the control frame (Token) to its neighbor
- · Collision is impossible
- New computers can be added or removed.
- IEEE 802.4 MAC protocol is quite complex
 - Each computer included in the system must keep up to 10 different time information and
 Evaluate approximately 24 status information.
- 75Ω Coaxial Cable
- 3 Different Modulation Techniques are used

 - Phase continious frequency shift keying
 Phase coherent frequency shift keying
 Multilevel duobinary amplitude modulated shift keying
- Max speeds: 1.5 ve 10 Mbps

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IEEE 802.4-Token Bus - Framing

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- SD: Starting Delimitter
- FC: Frame Control
- ED: Ending Delimitter
- Frame size is almost 5 times bigger than 802.3.
- Priority mechanism:
 - 4 levels priority: 0, 2, 4, 6

| 1 byte | 1byte | 1byte | 2-6 byte | 2-6 byte | 0-8182 | 4byte. | 1byte |
|----------|-------|-------|-----------|-----------|------------|--------|-------|
| Preemble | SD | FC | Dest.Addr | Src.Addr. | Data. Unit | CRC | ED |

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IEEE 802.5-Token Ring

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- It uses a technique based on the principle that the computers to be transmitted send their data sequentially.
- Token size: 3 bytes (even if the line is empty)
- Token Re-Sizing
- · Physical Length of a Bit

Example: Transmission speed: R Mbps
 Bit extraction rate: 1/R μsec
 Signal propagation rate: SP m/μsec
 Every bit occupies on ring: SP/R m

- What is the number of bits (b) that can be simultaneously on an L-meter ring?
- b = L * R / SP

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IEEE 802.5-Token Ring - Priority and Reservation

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- For reservation: AC (Access Control) is used.
- Time Limitation
- Monitor Station
 - · No Token Frame
 - · Orphan Frame

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BLM3051 Data IEEE 802.5-Token Ring - Framing Communication Week 9 NIC (Network Interface Card) Addresses (6-byte) · Differential Manchester Coding • Max speeds are 4 and 16 Mbps (IEEE 802.5t: 100 Mbps, IEEE 802.5v: 1 Gbps) • First sending bit is MSB (different from 802.3 and 802.4) Token 4500 SD ACED SD AC FC Dest. Addr. Src. Addr. CRC ED FS Data Abort SD ED **PDU DSAP SSAP** Control Info Furkan Çakmak 15

FDDI (Fiber Distributed Data Interface)

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- · ANSI and ITU-U standart
- Fiber optics: 100 Mbps
- Token
- S-Frame (Synchronous Frame) priority
- A-Frame (Asynchronous Frame)
- Timing Register
 - SA (Synch. Allocation)
 - TTRT (Target Token Rotation Time)
 - AMT (Absolute Maximum Time)
 - TRT (Token Rotation Timer)
 - THT (Token Holding Time)

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FDDI (Fiber Distributed Data Interface) - Con't

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• 4B/5B Coding

• Using NRZ-I

| 5 Bit | Explanation |
|-------|-------------------------------|
| 00000 | Q (Quit) |
| 11111 | I (Idle) |
| 00100 | H (Halt) |
| 11000 | J (Used as a starting marker) |
| 10001 | K (Used as a starting marker) |
| 01101 | T (Used as a ending marker) |
| 11001 | S (Set) |
| 00111 | R (Reset) |

| 4 Bit | 5 Bit | 4 Bit | 5 Bit |
|-------|-------|-------|-------|
| 0000 | 11110 | 1000 | 10010 |
| 0001 | 01001 | 1001 | 10011 |
| 0010 | 10100 | 1010 | 10110 |
| 0011 | 10101 | 1011 | 10111 |
| 0100 | 01010 | 1100 | 11010 |
| 0101 | 01011 | 1101 | 11011 |
| 0110 | 01110 | 1110 | 11100 |
| 0111 | 01111 | 1111 | 11101 |

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