**1.a)**

**Token Ring is an implementation of a point-to-point protocol** where nodes are connected through point-to-point links (<https://www.sciencedirect.com/topics/computer-science/token-ring-network>). A Token Ring network typically consists of stations physically connected in a ring or star topology, where all stations are connected sequentially (<https://www.ibm.com/docs/en/i/7.2?topic=standards-token-ring-networks>). Therefore, each station is connected to a total of two other stations, the previous and next station in the network.

A token is a special frame which indicates a station’s current authority to transmit messages within the network. The token is used to read and write data and is passed sequentially from one host to the next as it circulates around the network. This process is called Token Passing. Tokens are passed unidirectionally and a network will generally have only one token circulating the network (<https://www.ibm.com/docs/en/i/7.2?topic=standards-token-ring-networks>).

When a station receives an empty token frame, it can use the token to communicate with the network. If this station would like to transmit, it alters the empty token frame, appending the data it wishes to transmit following a strict data frame structure. This updated token will be passed from node to node around the network until it reaches the destination address. The intended receiver will copy the contents of the frame and alter the flag status of the data frame, indicating that it has successfully copied the sender’s frame. The token will again be passed around the network back to source node where it will see the acknowledgement in the flag status byte of the data frame. The source node will then convert the data frame back to an empty token frame and will pass it to the next node. This details the entire Token Passing cycle which can continue and enables point-to-point communication within the network.

A noteworthy process of Token Passing occurs in the nodes between the sender and intended receiver of a data frame. First, they will investigate the frame for errors. If an error is discovered, the node will make an amendment to frame indicating that an error has occurred. After this process has been completed, it will pass the token either unchanged or including a change to the error detected flag which is a part of the end delimiter field.

**2.a)**

**A Token Ring network uses a Coding Violation framing technique**. This technique involves the use of non-data symbols to differentiate the payload from delimiters and must implement strict clock synchronization and frame timing. Token Ring uses the Differential Manchester encoding signalling technique to interpret data through the change of voltage within a specified period. A 0 is represented by a change in voltage at the beginning of the period and a 1 is represented by no change of voltage at the beginning of the period. Note that both possibilities must also include a change in voltage in the middle of the period. Due to this rule of voltage change, there are two non-data possibilities. An invalid 0 and an invalid 1. These are called a J non-data symbol and K non-data symbol respectively. These are invalid as they do not see a voltage change during middle of the period. Using these non-data symbols, a frame’s start and end delimiters can be easily distinguished from the payload as the payload does not use these symbols.

Using these non-data symbols, the Token Ring Start Frame Delimiter (SFD) is JK0JK000 and the End Delimiter (ED) is JK1JK1IE (<https://flylib.com/books/en/1.180.1.20/1/>) / (<http://www.networksorcery.com/enp/protocol/IEEE8025.htm>).

The second last bit “I” in the End Delimiter format is the intermediate frame bit and is used to manage multi-frame message messaging. A value of 0 indicates this is the final frame and a value of 1 indicates that there are additional frames. An example includes the transmission of a large amount of related data that must be split up among multiple frames. The intermediate bit is used to alert a station that there a related frames to follow.

The final bit, “E”, part of the End Delimiter format is the “error detected” bit. This value is initially set to 0 to indicate that there are no errors in the frame. As the token is passed from station to station, each host will check the frame, and, upon error detection, will change the E bit value to a 1, indicating an error has been identified in the frame.

**2.b)**

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A picture containing graphical user interface

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**2.c)**

The Token Frame is broken up into 3 fields and the Data Frame is broken up into 9 fields. All fields of the Token Frame are included in the Data Frame.

**Start Frame Delimiter (SFD)**

The SFD is a flag that occurs at the beginning of token and data frames and has two key functions. The first key feature of the SFD is to alert a station of the arrival of the token or data frame (<https://www.geeksforgeeks.org/token-ring-frame-format/>). The second use of the SFD is to synchronize the signal clocks of the receiving station for the SFD’s corresponding frame (<https://www.geeksforgeeks.org/token-ring-frame-format/>). As discussed in question 2a, Token Ring networks use the Coding Violation framing technique. Strict clock synchronization and frame timing is required to implement this framing technique. Hence, the second key purpose of the SFD flag is to assist with signal synchronization.

**Access Control (AC)**

The AC is used to manage which stations in the network can access this token. This field is a byte in length and 8 bits are broken up to perform 4 functions.

The first 3 bits are used to indicate the level of priority set for the token. A node can transmit using an available token that has a priority level equal to or below the node’s transmission priority value. For example, if a node wants to transmit a message with a priority level of 1, it must first see an available token with a priority level of 1 or less.

The 4th bit is the token bit. This is used to identify if the frame is an empty token or a data frame. When the bit is set to a 0, it indicates that this is a Token Frame. When the bit is set to 1, it indicates that this is a Data Frame in transit (<https://flylib.com/books/en/1.180.1.20/1/>).

The 5th bit is the monitor bit. This is used to identify orphaned packets circulating the networking. The monitor is a special machine used to change this bit’s value and recalculate the CRC of the packet quickly and efficiently. As a frame circulates the ring, the monitor will stamp the token by changing the monitor bit from a 0 to a 1. If the token comes around a second time and the monitor bit has already been set to a 1, the monitor will know that there is an error and will remove the packet.

The final 3 bits are the reservation bits which are used by stations to attempt to reserve a token. If a station wishes to transmit but does not meet the priority value of the available token, the station can set the reservation bits to their desired priority level. However, a station can only alter the reservation bits if token’s current reservation bits have either not been set or has a lower priority level value than that which this node would like to set. Once the token has been utilised by another station that meets the priority requirement, when the station must reset the Data Frame to a Token Frame, the station will set priority bits to the reservation bits. Using this method, stations with low priority transmission tasks will not be able to tokens reserved for high priority transmission tasks.

**Frame Control (FC)**

The FC field is a byte in length and is used to indicate if the field includes data or control information. If this frame is a control frame the FC will also include information about the type of control (<https://www.geeksforgeeks.org/token-ring-frame-format/>).

**Destination Address (DA)**

The DA field is 6 bytes in length and indicates the MAC address of the frame’s destination node.

**Source Address (SA)**

Like the DA field, the SA field is also 6 bytes in length and indicates the MAC address of the frame’s source node.

Data

<https://www.ibm.com/docs/en/i/7.2?topic=standards-token-ring-networks> (IBM - Token Ring)

<https://www.pcmag.com/encyclopedia/term/token-ring> (Token Ring)

<https://www.blackbox.be/en-be/page/25363/Resources/Technical-Resources/Black-Box-Explains/networking-standards/token-ring> (Token Ring)

<https://www.techtarget.com/searchnetworking/definition/Token-Ring> (Token Ring)

<https://computer.howstuffworks.com/ethernet17.htm> (frame gives permission to transmit – token passing method)

<https://www.geeksforgeeks.org/token-ring-frame-format/> (Token Ring Frame Format)

<https://www.youtube.com/watch?v=5F_IBfqt-Cs> (Token Ring Frame Format)

<https://www.tutorialspoint.com/framing-in-data-link-layer> (Bit / Byte Stuffing)

<https://learning.oreilly.com/library/view/fundamentals-of-data/9781119436256/c03.xhtml#c03_level1_3> (Textbook – Bit stuffing, framing)

<https://www.geeksforgeeks.org/bit-stuffing-in-computer-network/> (Bit Stuffing)

<https://www.tutorialspoint.com/what-are-the-token-ring-frame-formats-in-computer-network> (Token Ring Format GOOD)

<https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=&ved=2ahUKEwj7q8Xq6_P0AhUPSGwGHUFiCjgQFnoECA4QAw&url=https%3A%2F%2Fwww.unf.edu%2F~sahuja%2Fcnt5505%2FTokenRing.pdf&usg=AOvVaw3ppiI2yCMMs03rIXWhMAoe>

<https://www.unf.edu/~sahuja/cnt5505/TokenRing.pdf> (ALSO THIS LINK IS SAME AS ABOVE)

* PDF
* Token Ring PPT
* **Says the words Point-to-point**

<https://flylib.com/books/en/1.180.1.20/1/> (Massive document all about Token Ring)

<https://www.geeksforgeeks.org/framing-in-data-link-layer/>

<http://www.networksorcery.com/enp/protocol/IEEE8025.htm> (Another great massive document)

Network Analysis and Troubleshooting (<https://books.google.com.au/books?id=dCcNjsfj-CwC&pg=PA56&lpg=PA56&dq=j+and+k+nondata+manchester&source=bl&ots=rpDMGAP-2f&sig=ACfU3U0Rb8PkcqKdqwppMFeDAb16LnJ3jQ&hl=en&sa=X&ved=2ahUKEwivksXg34D1AhWORWwGHWudBH8Q6AF6BAgFEAM#v=onepage&q=j%20and%20k%20nondata%20manchester&f=false>) – J. Scott Haugdahi – Pages 54 TO 56

Text

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