

### Fundamentals

Basic elements	Layer 1, contention-based (unorderly transmission)
<b>CSMA/CD</b>	Carrier Sense Multiple Access / Collision Detect
<i>Carrier Sense</i>	Listen to the wire, verify if busy
<i>Multiple Access</i>	all devices have access at any time
<i>Collision Detect</i>	if collision occurs, wait random time, try again
<b>Collision Domain /CDO</b>	all devices on an internet segment (same cable or hub)
	half duplex, operates CSMA/CD
<b>Switches</b>	creates multiple CDOs, 1port=1CDO -> no chance of collision, full-duplex capability

### Limitations

#### SPEED

Ethernet	10Mbps
Fast Ethernet	100Mbps
Gigabit Ethernet	1000Mbps / 1Gbps
10-Gigabit Ethernet	10Gbps
100-Gigabit Ethernet	100Gbps

#### DISTANCE (memo)

Copper	100m
CAT6	100m@1Gbps / 55m@10Gbps
CAT8	30m
MMF (T, TX,FX, SR, SX)	short range (200-500m)
SMF (LX, LR, ZX)	long range (in km)

### Infrastructure devices

<b>Collision domain /CD</b>	network segment where packets collide. Collision detection/avoidance can be set
<b>Broadcast domain /BD</b>	domain where broadcast packets are diffused. The smaller the better
<b>Hub</b>	multiport repeater with or without amplification (passive/active/smart)

### Infrastructure devices (cont)

<b>Bridge</b>	analyse source MAC adr & populates table. Separates collision domains
<b>Switch</b>	combination of hub and bridge
- layer 2	all ports belong to broadcast domain
- layer 3	creates one <i>BD</i> per port. Makes routing decisions, interconnect entire NW
<b>Router</b>	connects NW together, makes <i>fw</i> decisions. Separates <i>CD</i> and <i>BD</i>

### Other Features

<b>Link Aggregation</b>	802.3ad	combines multiple connect° into a single logical connect°  increased bandwidth, congestion lowered
<b>PoE, PoE+</b>	802.3af/at	electrical power over Ethernet, Cat5 mini, 15.4W/25.5W
<b>Port monitoring</b>		network sniffer plugged on a hub - analyse purpose
<b>Port mirroring</b>		copy all traffic to another port
<b>User Auth.</b>	802.1x	once auth., a key is generated and shared
<b>Management</b>		<b>SSH</b> for remote access, <b>console port</b> for local admin.
<b>Out-of-Band</b>		NW conf. devices on a separate NW
<b>First-Hop Redundancy</b>		creates a stand-by router in case the active router fails
<b>MAC Filtering</b>		filters connect° based on MAC adr
<b>Traffic Filtering</b>		filters connect° based on IP adr
<b>QoS</b>		forwards traffic according to priority markings



### Spanning Tree Protocol STP 802.1D

**Role** redundant links btw switches, prevent traffic loops.  
Without STP, MAC table can be corrupted

#### Broadcast Storms

when a switches broadcasts btw each other in loop. Multiple copies are forwarded in loop. NW becomes saturated

**Root Bridge** reference bridge for spanning tree. defined with BID (lower BID) - made of *priority value* and MAC adr.

**Non-Root Bridge** all other switches

**Root Port** on N-RB, closest port to the RB

**Designated Port** port with the lowest cost index to route to the RB. RB has only designated ports

**Non-Des. Port** all other ports. Block traffic to avoid loops

#### Port states

- *Blocking* BPDU recieved but not forwarded

- *Listening* idem+ but populates MAC adr table

- *Learning* process BPDU, switch tries to determine its role

- *Forwarding* full ops

**Link Costs** speed of a link. Lower the speed, higher the cost

ex: Fast Ethernet :19, GB Ethernet : 4

Long STP from 2.000.000 to 2.

### Virtual LAN (VLAN)

**Principle** allows different logical NWs with a single hardware.

How ? use certain ports to separate broadcast domains

**VLAN Trunking** multiple VLAN using same phy. cable

*TPI* Tag Protocol Identifier

*TCI* Tag Control Identifier

VLAN 0 Native VLAN left untagged

### Specialized Equipment

**VPN** virtual tunnel over untrusted NW/Internet

**VPN concentrator** tunnel traffic to a single location

#### VPN headend

**Firewalls** softw or hardw, allows some outcome traffic, blocks some inbound traffic

**NGFW** packet inspection at layer 7 (App lvi). much more powerful

**IDS/IPS** *Intrusion Detection/Prevention System*  
recognizes attacks and can respond

**Proxy** content filter server

**Content/C-aching Engine** caching service for a proxy

**Load Balancer** distributes request across a server farm

