

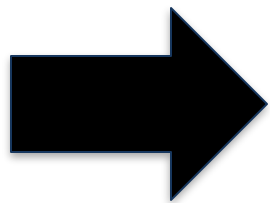
# Architecture

Part 1:

# Telephone network and circuit switching

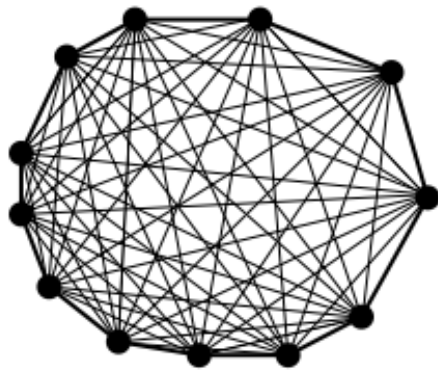
# Telephone networks

- 1 application (voice)
- Long unicast connections/sessions (calls)
- Almost constant traffic generation during the connection
- Sparse call arrival

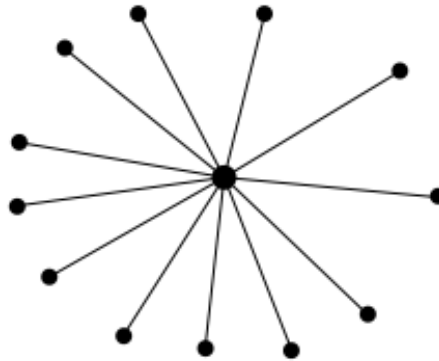


**Network design**

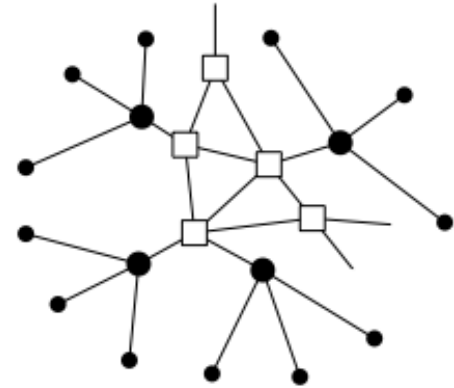
# Topologies



(a)



(b)

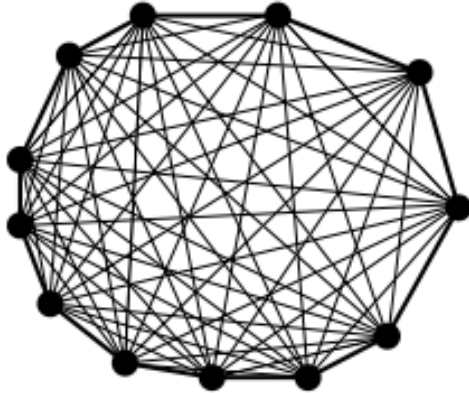


(c)

**Figure 2-29.** (a) Fully interconnected network. (b) Centralized switch.  
(c) Two-level hierarchy.

Tanenbaum fig. 2-29

# Fully-connected topology

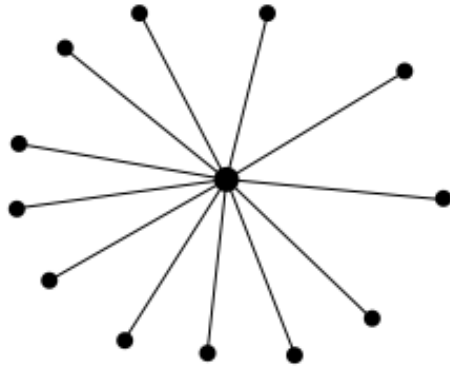


- Large number of links



Expensive infrastructure!

# Centralized switch topology

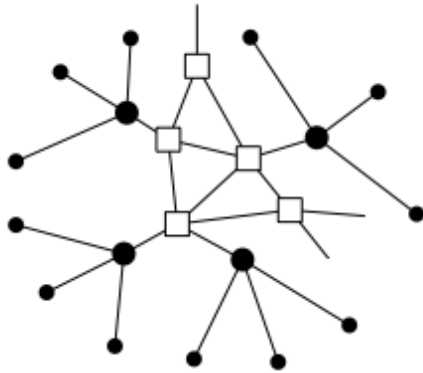


- Small number of links

## Local infrastructure:

- Connections from any point to a central switch
- Very long wires

# Multi-level hierarchical topology

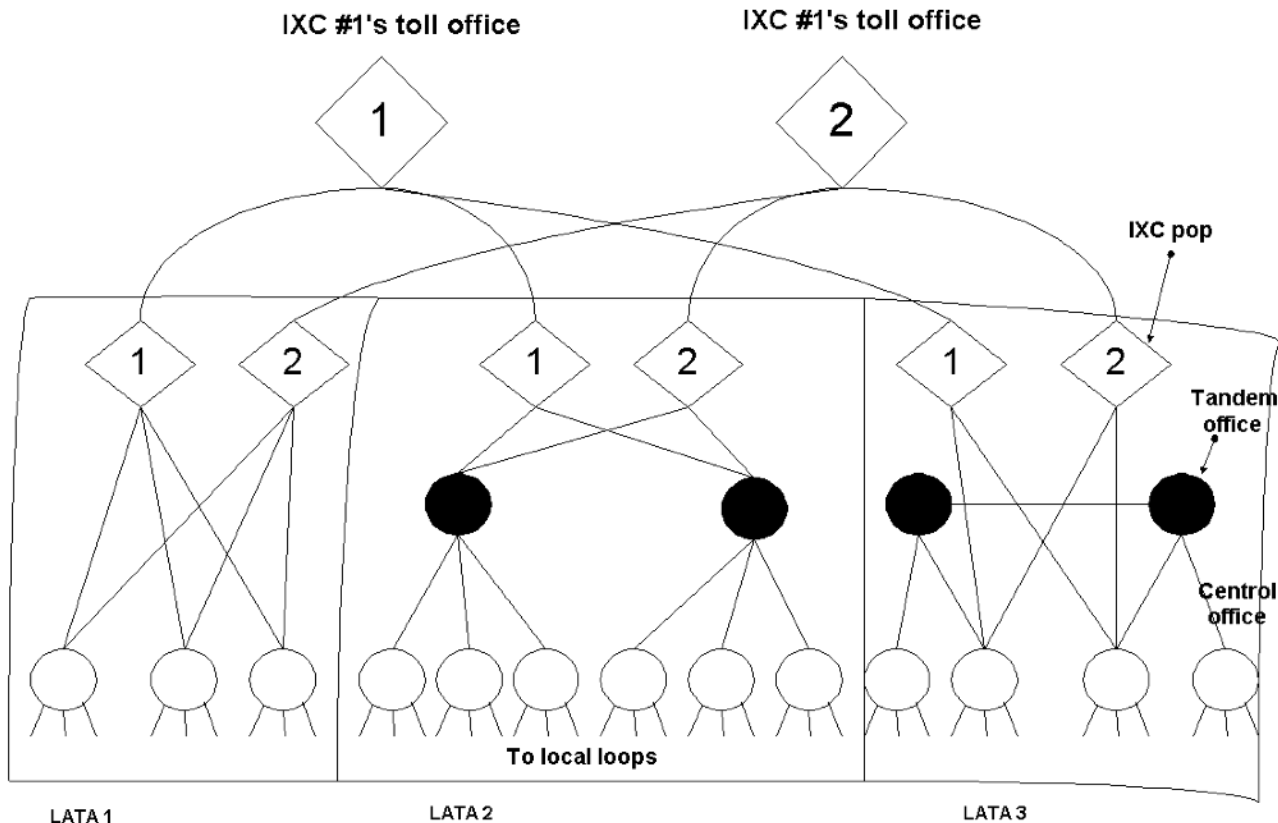


- Slightly larger number of links (2 levels)

Scalable infrastructure:

- Many short connections
- Fewer long-distance connections

# Topology with long distance



**Fig. 2-16. The relationship of LATAs, LECs, and IXCs. All the circles are LEC switching offices. Each diamond belongs to the IXC whose number is in it**

Multiple long-distance carriers

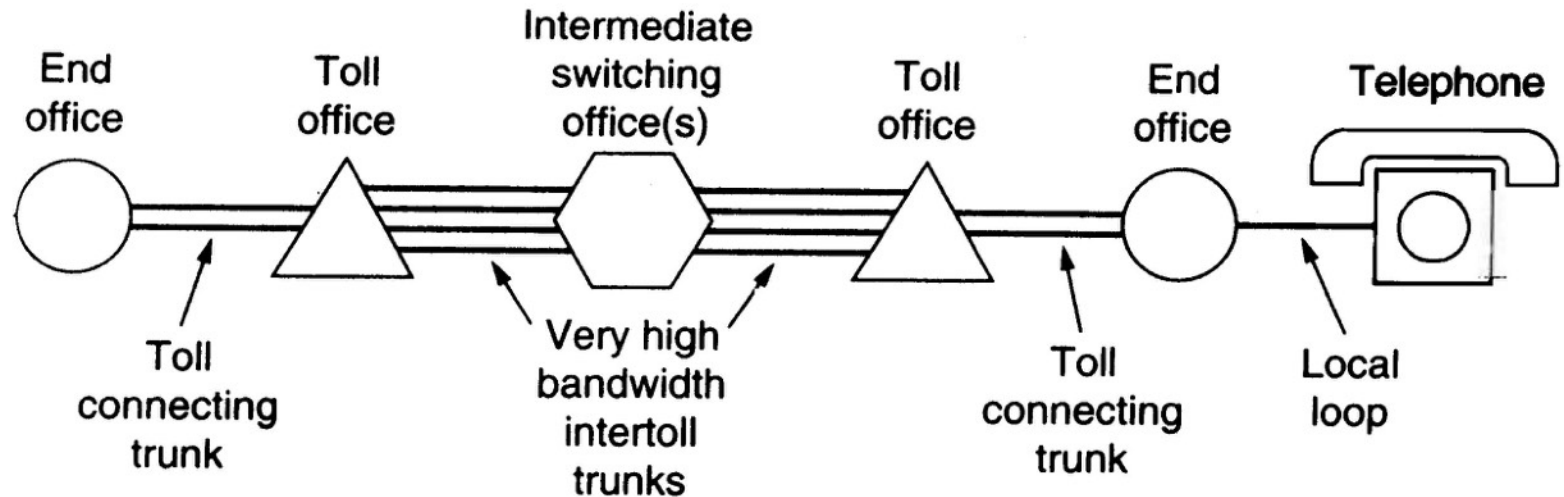
LATA = Local Access and Transport Area

LEC = local exchange carrier

IXC = Interexchange (long distance) carrier



# Lines and trunks



Tanenbaum fig. 2-15

Local loop line is often twisted-pair copper (low capacity, analog)  
Trunks are often fiber (high capacity, digital)



# Trunks

- Trunk lines carry more than 1 call simultaneously (thousands-millions)

 **High capacity**

- Digital vs Analog

**Long distance**  **Signal degrades with distance**

- Analog sensitive to noise
- Digital: regeneration, recovery