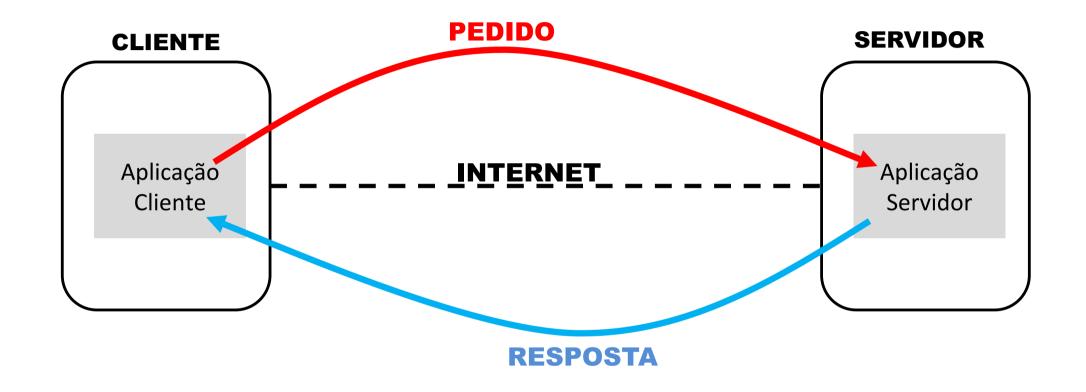
# REDES DE COMPUTADORES

### **Mário Antunes**

mario.antunes@ipleiria.pt

Setembro de 2018





CLIENTE/SERVIDOR - [CLIENT/SERVER]

PEDIDO/RESPOSTA - [REQUEST/REPLY]

### **Modelo TCP/IP**

# **APLICAÇÃO**

**TRANSPORTE** 

REDE

FÍSICA e LIGAÇÃO

Sistema operativo (Windows, Linux, etc)



#### **Modelo OSI**

[Open Systems Interconnection]

**APLICAÇÃO** 

**APRESENTAÇÃO** 

**SESSÃO** 

**TRANSPORTE** 

REDE

LIGAÇÃO

**FÍSICA** 

**APLICAÇÃO** 

**TRANSPORTE** 

REDE

FÍSICA e LIGAÇÃO

Benefícios de um modelo estruturado em camadas (layered)

## Regras de comunicação:

- Codificação
- Formatação e encapsulamento
- Tamanho
- Timing
- Distribuição

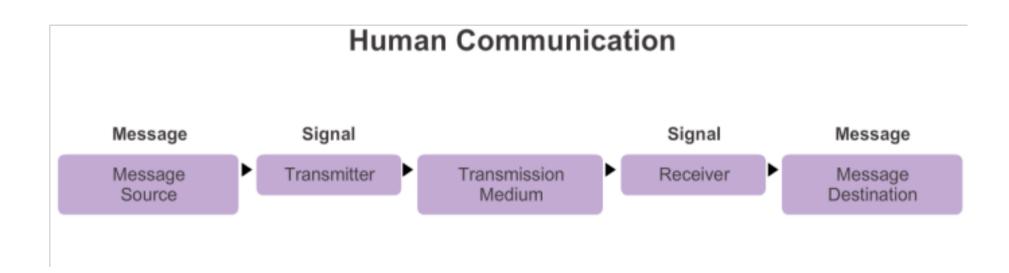




#### The Rules

## **Message Encoding**





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#### The Rules

## Message Formatting and Encapsulation

Example: Personal letter contains the following elements:

- Identifier of the recipient's location
- Identifier of the sender's location
- Salutation or greeting
- Recipient identifier
- The message content
- Source identifier
- End of message indicator

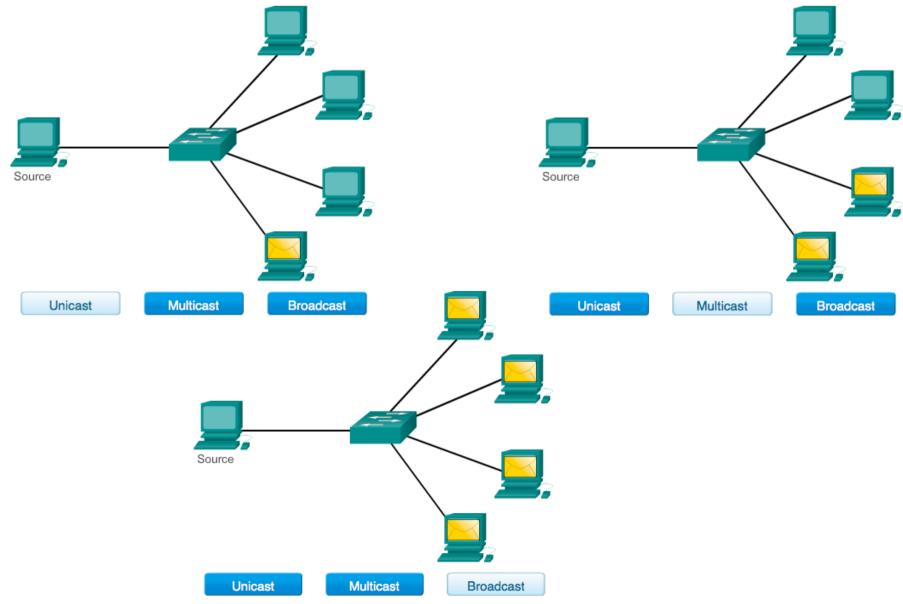
Sender
4085 SE Pine Street
Ocala, Florida 34471

Recipient
1400 Main Street
Canton, Ohio 44203



#### The Rules

# **Message Delivery Options**



### Protocolos de rede

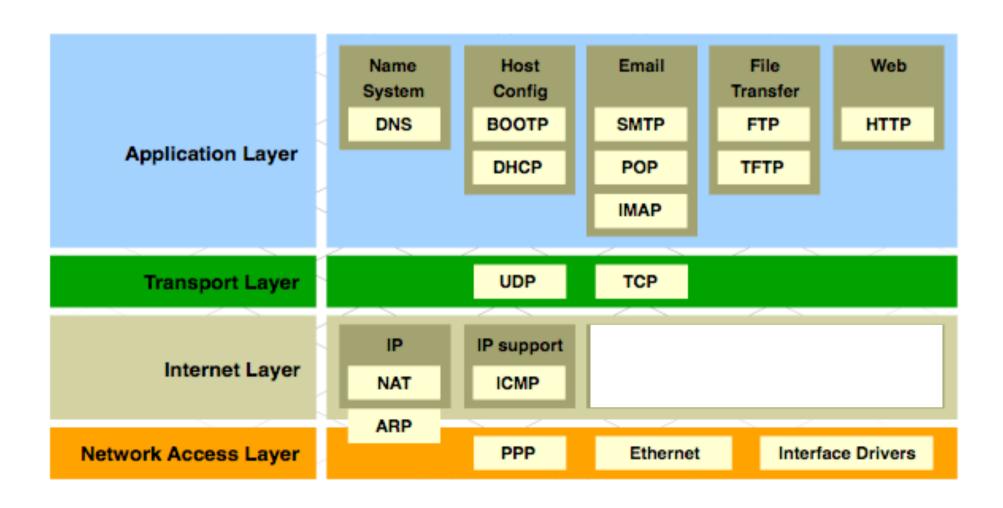
#### **REGRAS:**

- Formatação e estrutura das mensagens trocadas entre as aplicações
- Processo de partilha de informação entre dispositivos/aplicações
- Deteção e tratamento de erros nas mensagens trocadas
- Sinalização do estabelecimento e término da transferência de dados



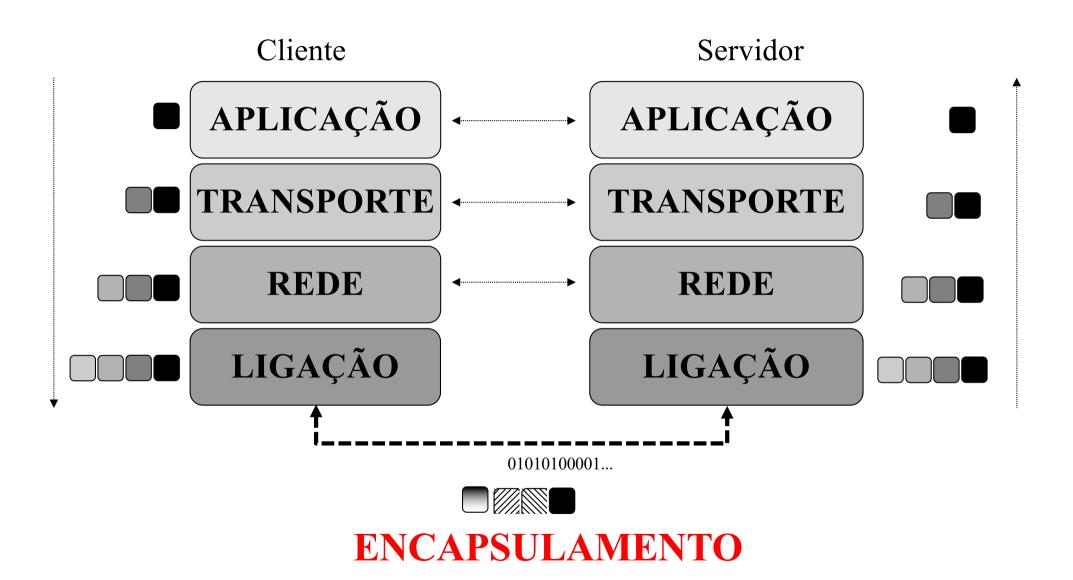
#### **Protocol Suites**

### TCP/IP Protocol Suite and Communication



11

## Modelo de comunicação TCP/IP

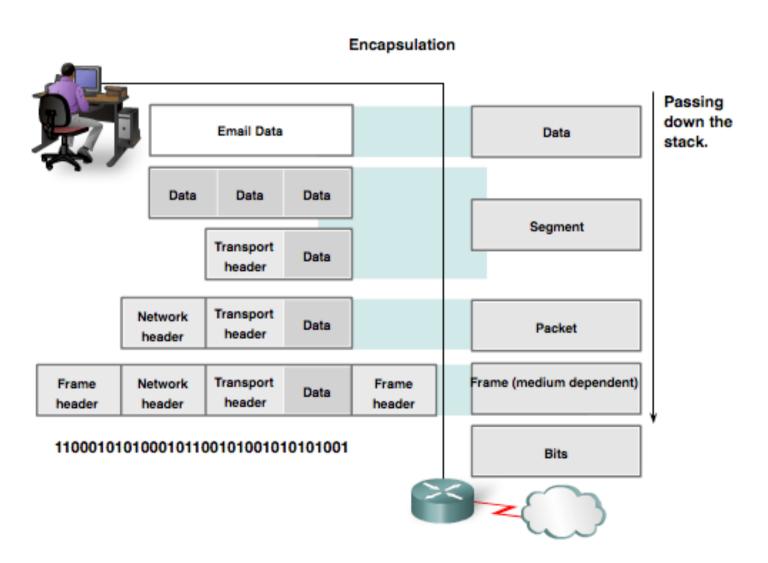






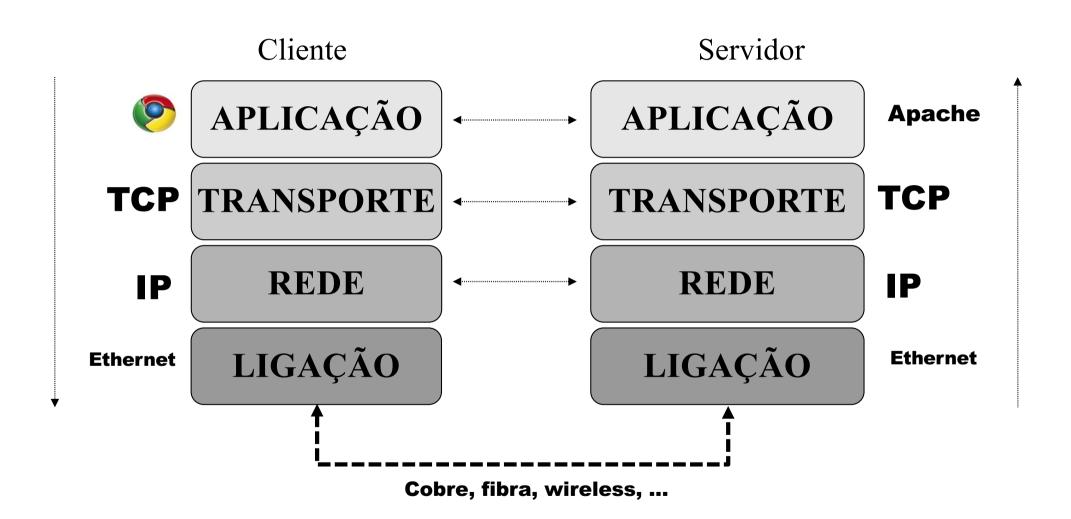
# **Protocol Data Units (PDUs)**

- Data
- Segment
- Packet
- Frame
- Bits



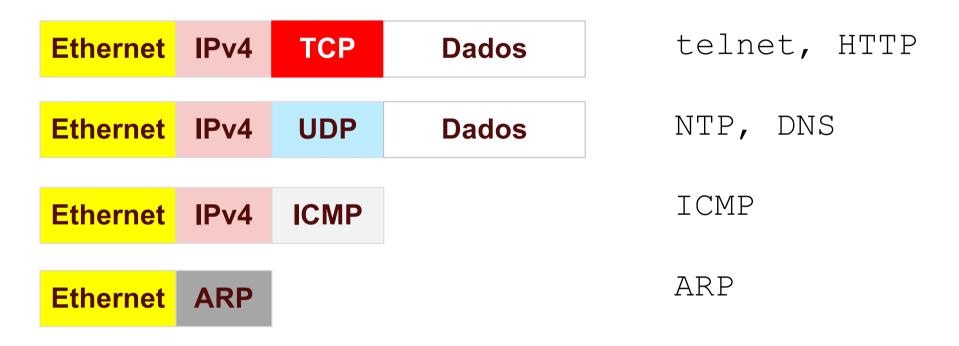
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## Modelo de comunicação TCP/IP



## Modelo de comunicação TCP/IP

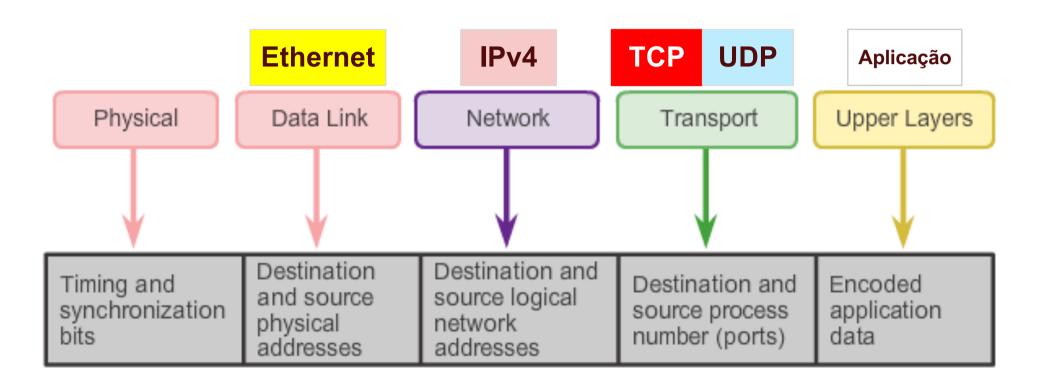
### Exemplos de encapsulamentos comuns:



frame	pacote	segmento	Dados
frame	pacote	datagrama	Dados



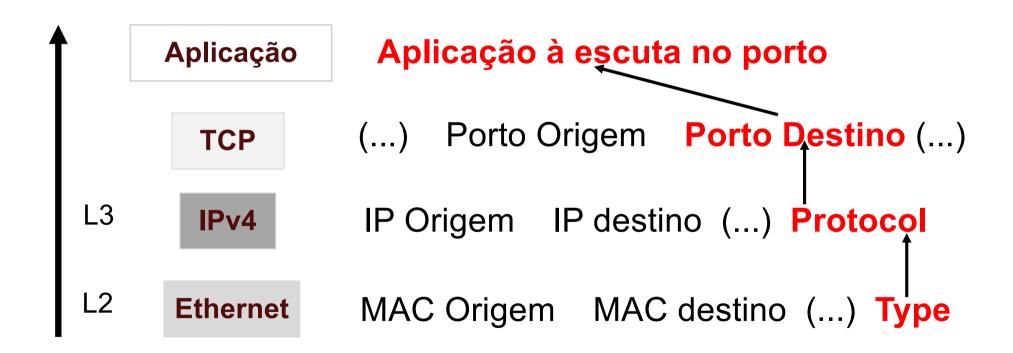
## Identificação e acesso a recursos na rede



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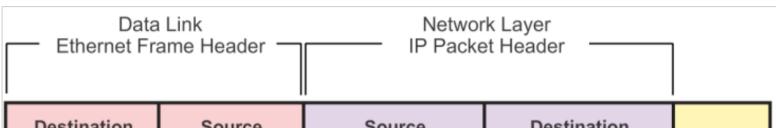
## Modelo de comunicação TCP/IP

- Interligação <u>vertical</u> entre as camadas
- Protocolo da camada n−1 "liga" ao protocolo da camada n



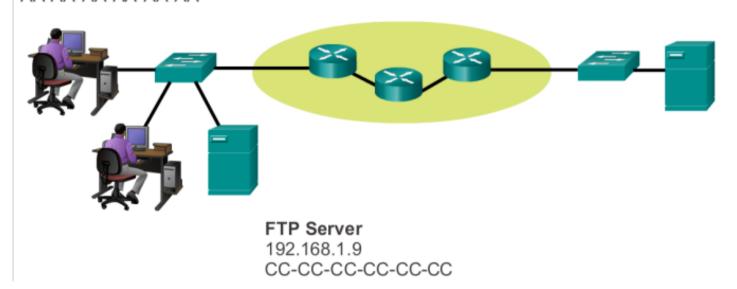
#### **Accessing Local Resources**

## **Communicating with Device / Same Network**

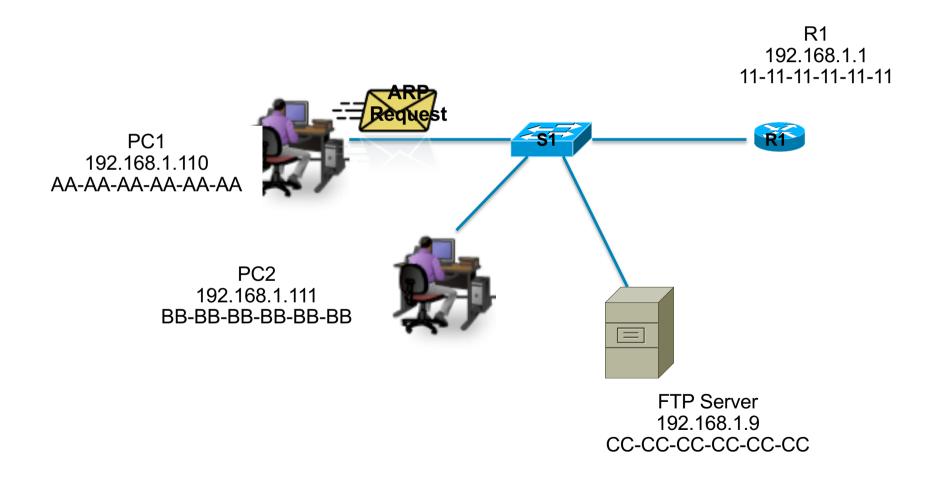


Destination	Source	Source		Destination		
CC-CC-CC-	AA-AA-AA-AA- AA-AA	Network 192.168.1.	Host 110	Network 192.168.1.	Host 9	Data

#### PC1 192.168.1.110 AA-AA-AA-AA-AA



# Accessing Local Resources MAC and IP Addresses

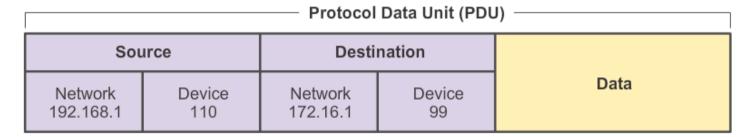


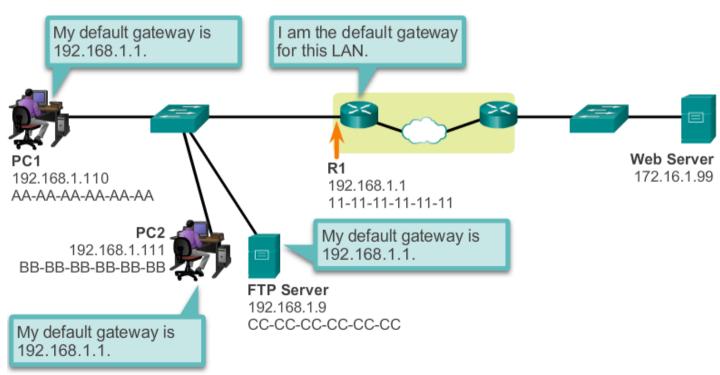
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### Accessing Remote Resources

# **Default Gateway**

#### Getting the Pieces to the Correct Network

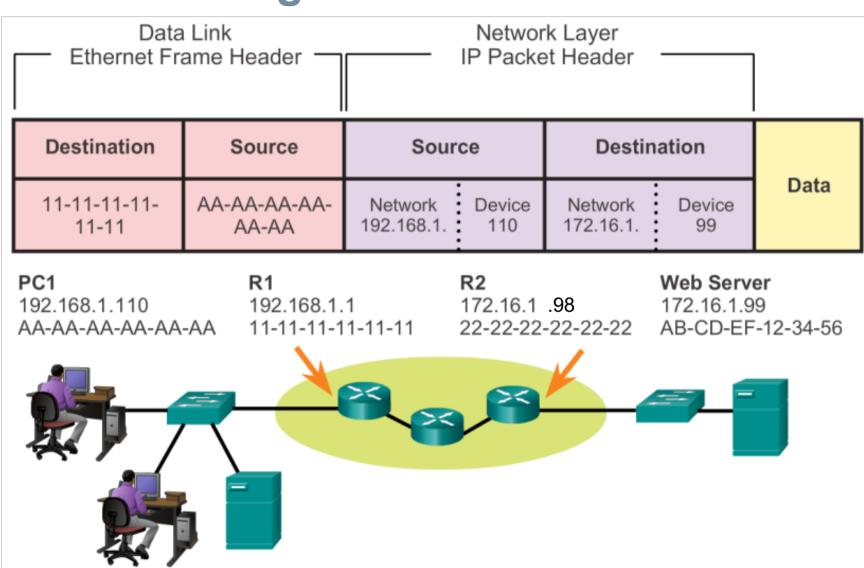




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#### **Accessing Remote Resources**

## **Communicating Device / Remote Network**



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Cablagem estruturada

Meio físico

Topologias de rede

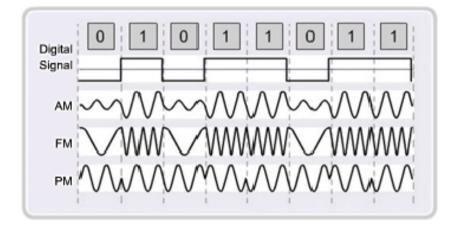
# Purpose of the Physical Layer Physical Layer Media



Sample electrical signals transmitted on copper cable



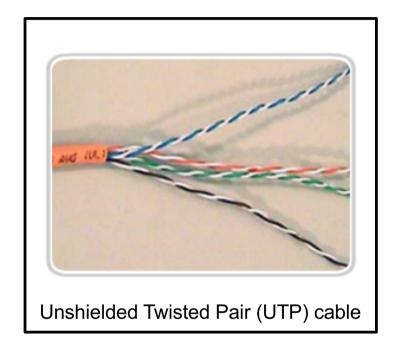
Representative light pulse fiber signals

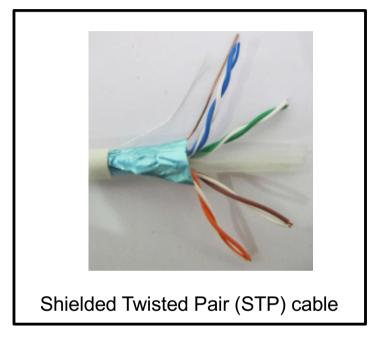


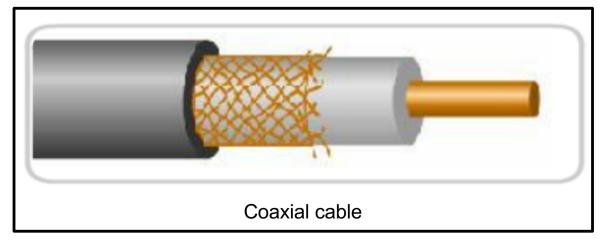
Microwave (wireless) signals

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# Copper Cabling Copper Media

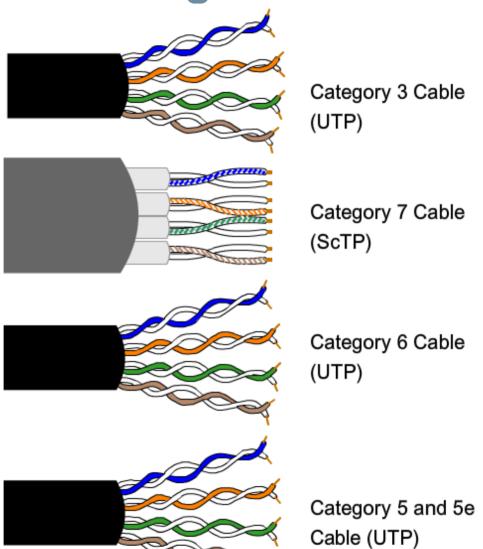






#### **UTP Cabling**

### **UTP Cabling Standards**



# Category 5 and 5e Cable (UTP)

- Used for Data transmission
- Cat 5 supports 100
   Mbps and can support
   1000 Mbps but it is not
   recommended
- Cat 5e supports 1000
   Mbps



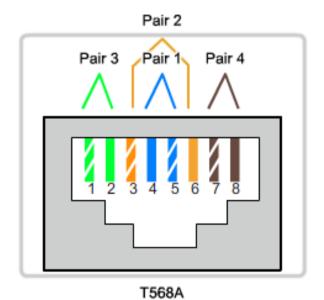
# UTP Connectors

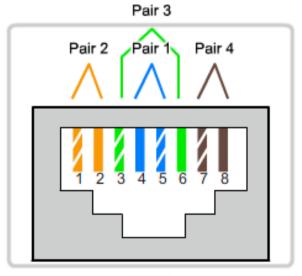
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# Types of UTP Cable

Cable Type	Standard	Application
Ethernet Straight-through	Both ends T568A or both ends T568B	Connecting a network host to a network device such as a switch or hub.
Ethernet Crossover	One end T568A, other end T568B	Connecting two network hosts.  Connecting two network intermediary devices (switch to switch, or router to router).
Rollover	Cisco proprietary	Connect a workstation serial port to a router console port, using an adapter.





T568B

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# Testing UTP Cables

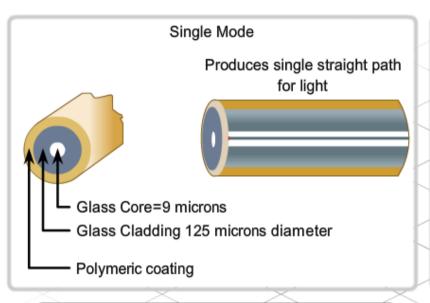
#### **ISO/IEC 11801**

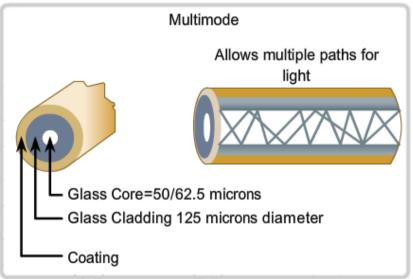






# Types of Fiber Media





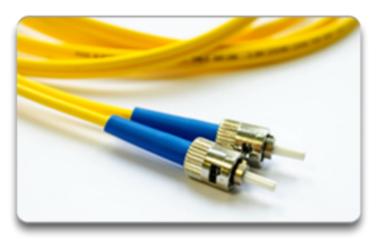
- · Small Core
- · Less Dispersion
- Suited for long distance applications
- · Uses lasers as the light source
- Commonly used with campus backbones for distances of several thousand meters

- Larger core than single mode cable
- Allows greater dispersion and therefore, loss of signal
- Suited for long distance applications, but shorter than single mode
- · Uses LEDs as the light source
- Commonly used with LANs or distances of a couple hundred meters within a campus network

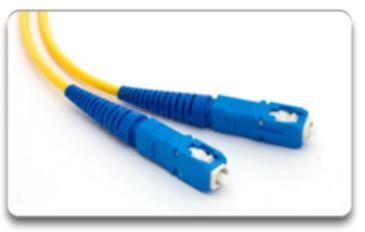
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#### **Fiber Optic Cabling**

### **Network Fiber Connectors**



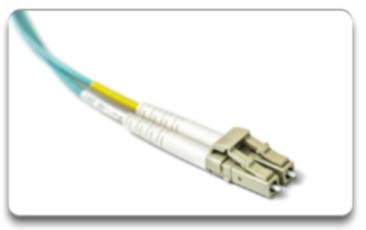
ST Connectors



SC Connectors



LC Connector



Duplex Multimode LC Connectors



# Fiber Optic Cabling Testing Fiber Cables



Optical Time Domain Reflectometer (OTDR)

#### Wireless Media

## **Types of Wireless Media**



- IEEE 802.11 standards
- · Commonly referred to as Wi-Fi.
- Uses CSMA/CA
- Variations include:
  - 802.11a: 54 Mbps, 5 GHz
  - 802.11b: 11 Mbps, 2.4 GHz
  - 802.11g: 54 Mbps, 2.4 GHz
  - 802.11n: 600 Mbps, 2.4 and 5 GHz
  - 802.11ac: 1 Gbps, 5 GHz
  - 802.11ad: 7 Gbps, 2.4 GHz, 5 GHz, and 60 GHz



- IEEE 802.15 standard
- Supports speeds up to 3 Mbps
- Provides device pairing over distances from 1 to 100 meters



- IEEE 802.16 standard
- Provides speeds up to 1 Gbps
- Uses a point-to-multipoint topology to provide wireless broadband access.



#### **Wireless Media**

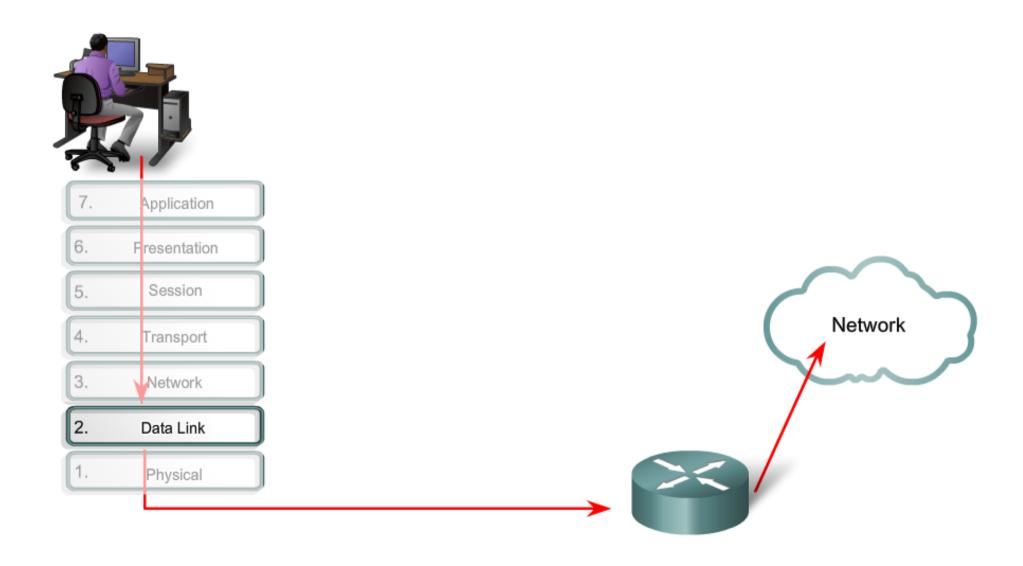
### 802.11 Wi-Fi Standards

Standard	Maximum Speed	Frequency	Backwards compatible
802.11a	54 Mbps	5 GHz	No
802.11b	11 Mbps	2.4 GHz	No
802.11g	54 Mbps	2.4 GHz	802.11b
802.11n	600 Mbps	2.4 GHz or 5 GHz	802.11b/g
802.11ac	1.3 Gbps (1300 Mbps)	2.4 GHz and 5.5 GHz	802.11b/g/n
802.11ad	7 Gbps (7000 Mbps)	2.4 GHz, 5 GHz and 60 GHz	802.11b/g/n/ac

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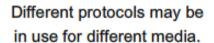


# Purpose of the Data Link Layer The Data Link Layer



# Purpose of the Data Link Layer Media Access Control

Data link layer protocols govern how to format a frame for use on different media.



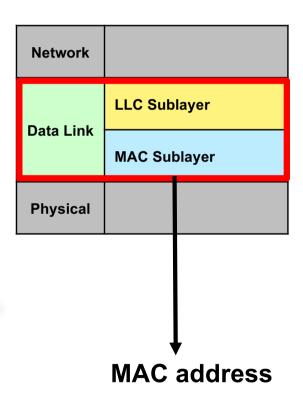






At each hop along the path, an intermediary device accepts frames from one medium, decapsulates the frame and then forwards the packets in a new frame. The headers of each frame are formatted for the specific medium that it will cross.





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#### **Data Link Layer**

# **Layer 2 Standards**

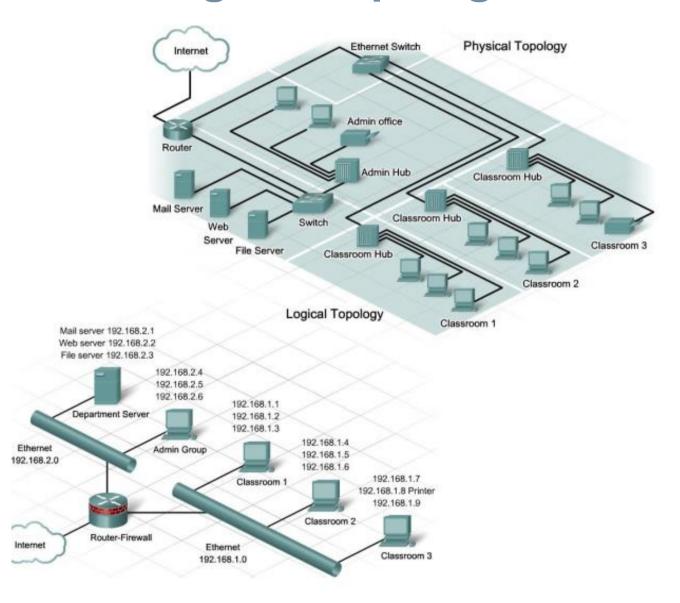
LLC **IEEE 802.2** Sublayer Data Link Layer (GigabitEthernet over Copper) MAC Token Ring/iEEE 802.6 Sublayer Ethernet IEEE 802.3z (GigabitEthernet) IEEE 802.3ab **EEE 802.3u** FastEthernet) 802. (Ethernet) FDDI HE **Physical** Physical Layer Layer

**OSI Layers** 

LAN Specification

#### **Topologies**

# Physical and Logical Topologies



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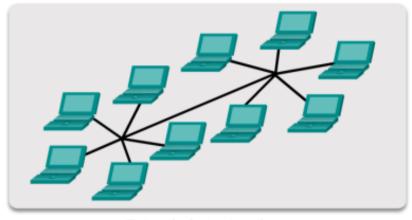
#### **LAN Topologies**

# Physical **LAN** Topologies

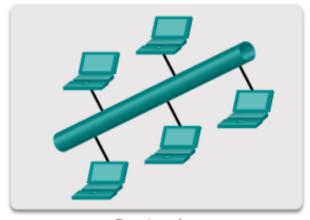
#### **Physical Topologies**



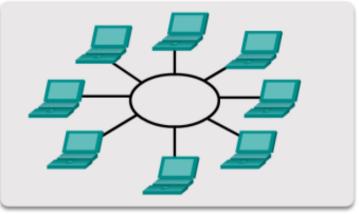
Star topology



Extended star topology



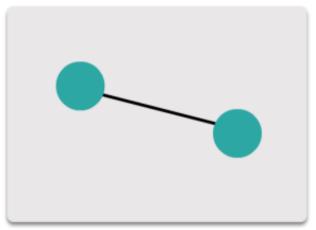
Bus topology



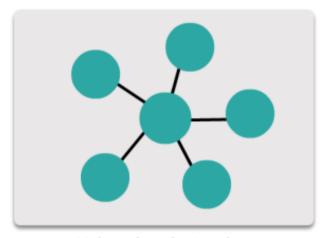
Ring topology

#### **WAN Topologies**

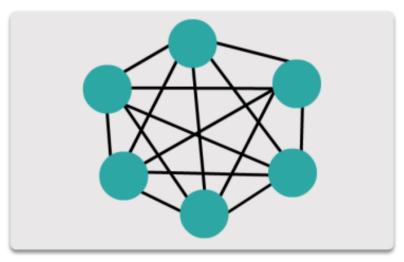
# Common Physical WAN Topologies



Point-to-point topology



Hub and spoke topology

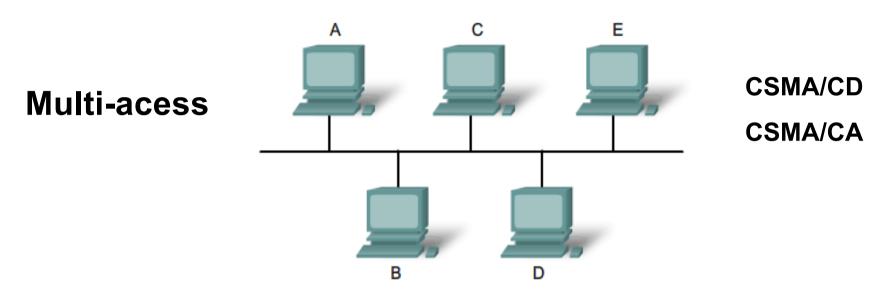


Full mesh topology



#### **LAN Topologies**

# Multi-Access versus Ring Topologies



Ring Token-Ring FDDI

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#### **ESTUDO AUTÓNOMO**

#### Leituras obrigatórias

### **CCNA Routing & Switching – Módulo 1**

"Chapter 3: Network Protocols and Communications"

"Chapter 4: Network Access"