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# **Computer Networks and the Internet**

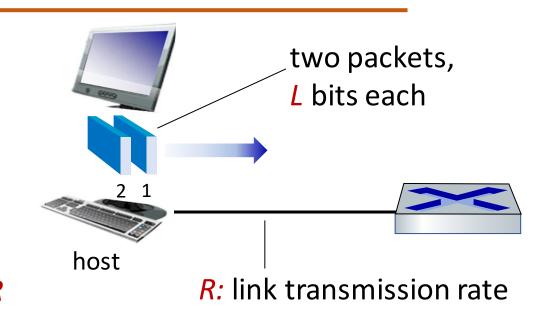
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## **Hosts: Send packets of data**

### Host sending function:

- takes application message
- breaks into smaller chunks, known as packets, of length L bits
- transmits packet into access network at transmission rate R
  - link transmission rate, aka link capacity, aka link bandwidth



packet time needed to transmission = transmit *L*-bit = 
$$\frac{L}{R}$$
 (bits/sec)

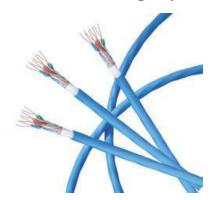


## **Network Edge: Physical media**

- bit: propagates between transmitter/receiver pairs
- physical link: what lies between transmitter & receiver
- guided media:
  - signals propagate in solid media: copper, fiber, coax
- unguided media:
  - signals propagate freely, e.g., radio



- two insulated copper wires
  - Category 5: 100 Mbps, 1 Gbps Ethernet
  - Category 6: 10Gbps Ethernet







## **Network Edge: Physical media**

## Coaxial cable:

- two concentric copper conductors
- bidirectional
- broadband:
  - multiple frequency channels on cable
  - 100's Mbps per channel



# Fiber optic cable:

- glass fiber carrying light pulses, each pulse a bit
- high-speed operation:
  - high-speed point-to-point transmission (10's-100's Gbps)
- low error rate:
  - repeaters spaced far apart
  - immune to electromagnetic noise





**Network Edge: Physical media** 

#### Wireless radio

- signal carried in electromagnetic spectrum
- no physical "wire"
- broadcast and "half-duplex" (sender to receiver)
- propagation environment effects:
  - reflection
  - obstruction by objects
  - interference

## Radio link types:

- terrestrial microwave
  - up to 45 Mbps channels
- Wireless LAN (WiFi)
  - Up to 100's Mbps
- wide-area (e.g., cellular)
  - 4G cellular: ~ 10's Mbps
- satellite
  - up to 45 Mbps per channel
  - 270 msec end-end delay
  - geosynchronous versus low-earthorbit



Queries









# **THANK YOU**

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