

Network Communications

Chapter 12

Local Area Network Switching

Ethernet Switch

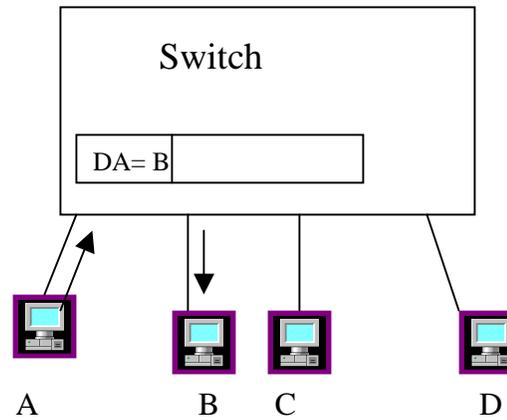


Figure 12.1



Figure 12.2:
Symbol

LAN Segments via a Switch

- Each segment uses one or more hubs

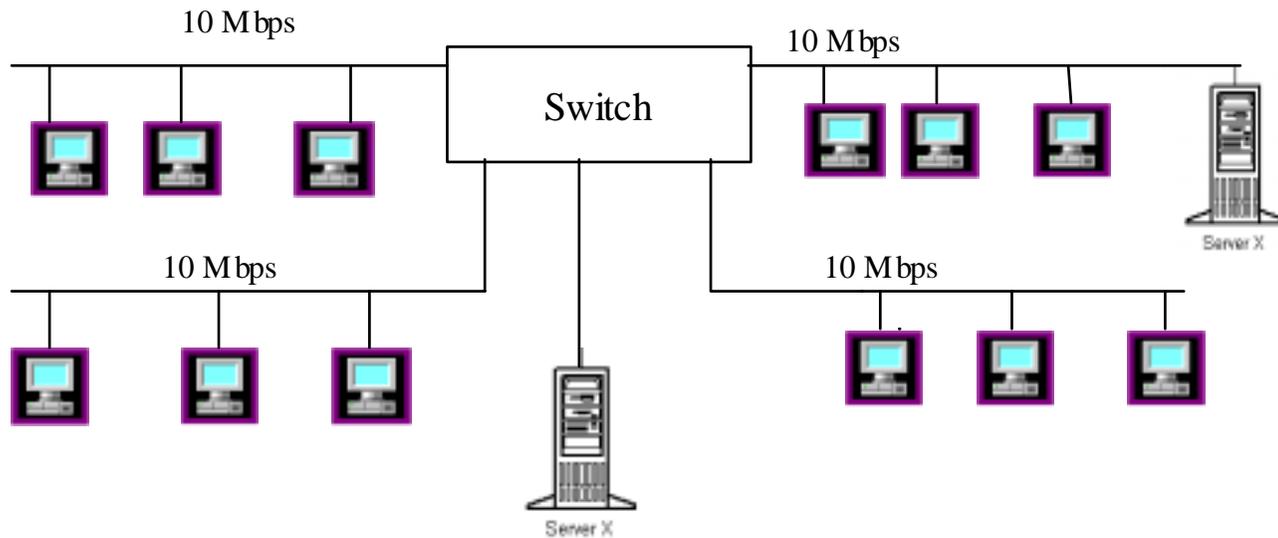


Figure 12.3

Symmetric Switching

- All connected segment are the same
- Benefits
 - Isolate collisions
 - Independent simultaneous transfers
 - Reliability

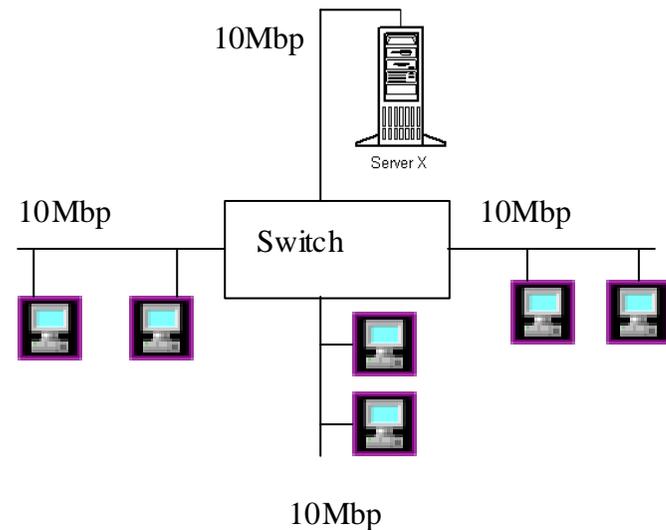


Figure 12.4

Asymmetric Switching

- Allows different speed segments
- Use old hardware/cables along with new equipment
- Don't mix speeds on the same segment

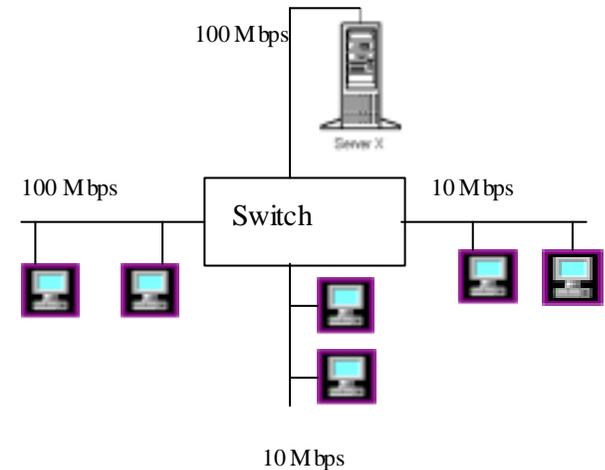
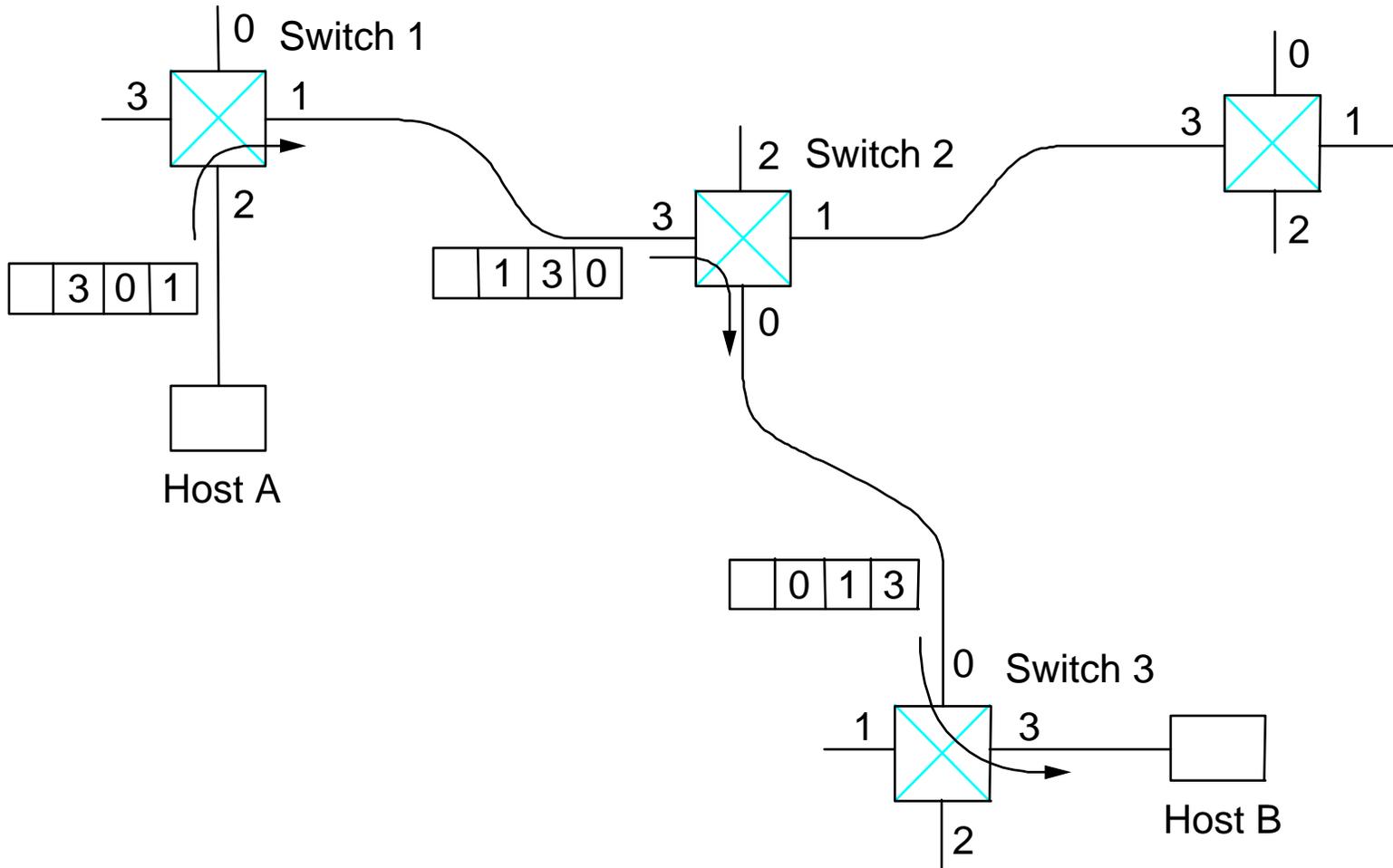


Figure 12.5

Switch Operation

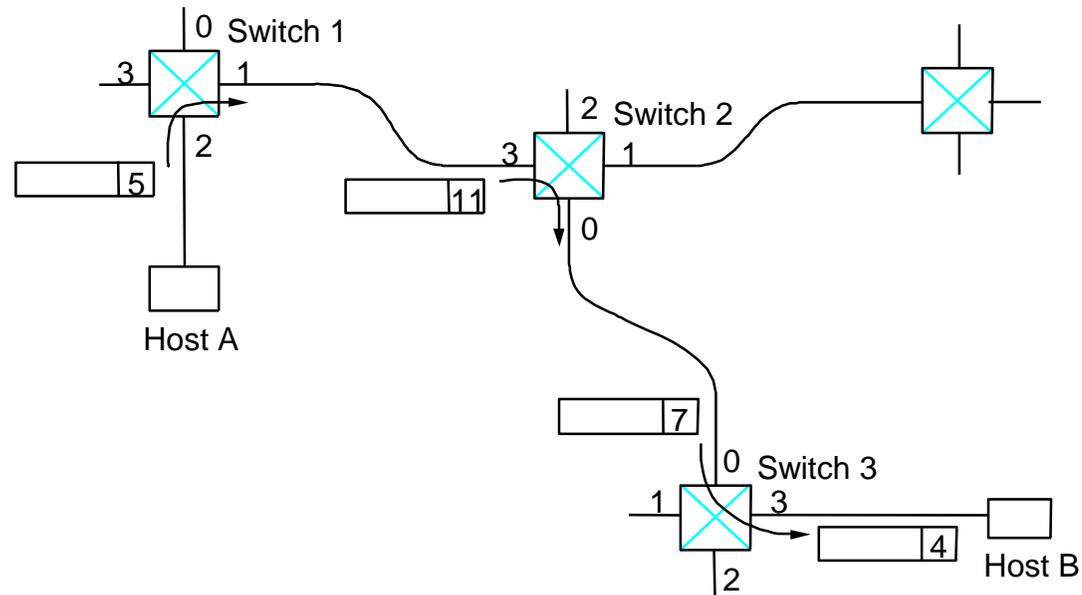
- Cut Through Switch
 - No per link frame checking (done end-to-end)
 - Reads only the header
 - Short frame processing delay
- Store-and-Forward
 - Full error checking per link
 - More reliable
 - Longer frame processing delay

Source Routing



Virtual Circuit Switching

- Explicit connection setup (and tear-down) phase
- Subsequence packets follow same circuit
- Sometimes called *connection-oriented* model

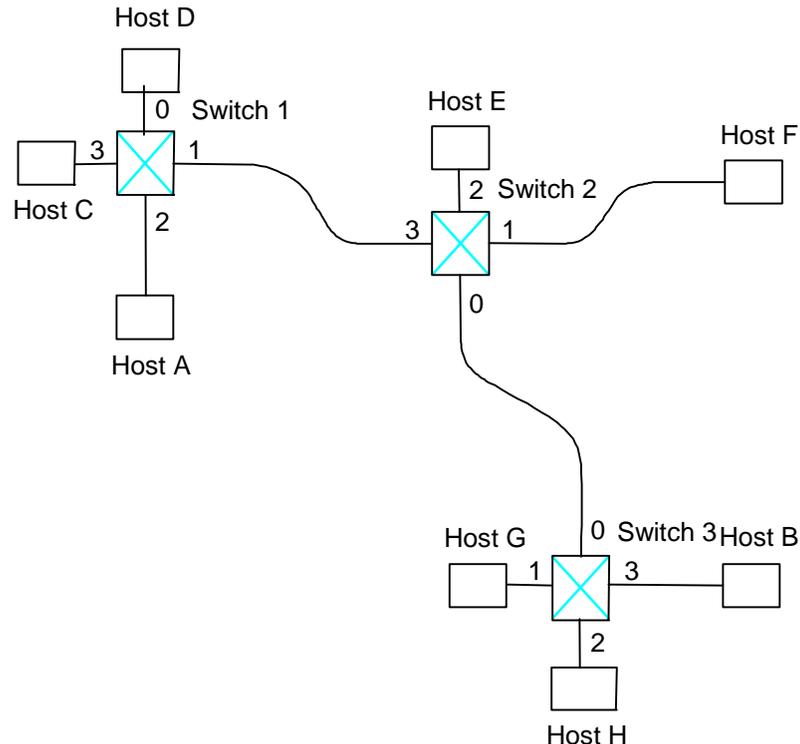


- Analogy:
phone call
- Each switch
maintains a
VC table

Datagram Switching

- No connection setup phase
- Each packet forwarded independently
- Sometimes called *connectionless* model

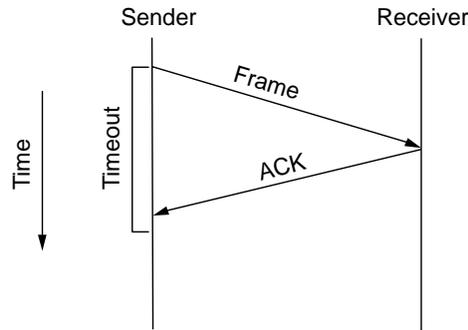
- Analogy:
postal system
- Each switch
maintains a
forwarding
(routing) table



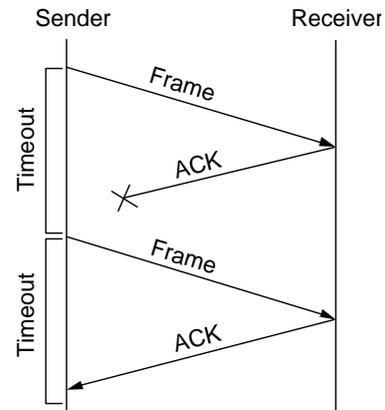
Delay calculation

- Timelines
- Acknowledgements & Timeouts
- Stop-and-Wait
- Sliding Window

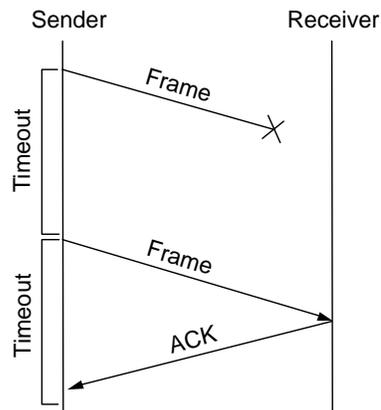
Acknowledgements & Timeouts



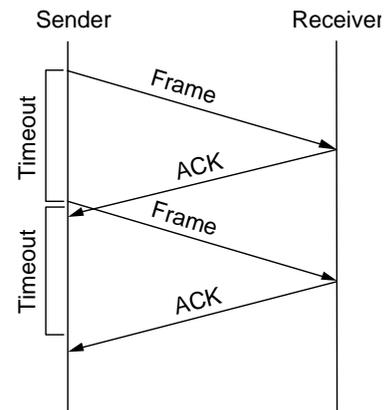
(a)



(c)

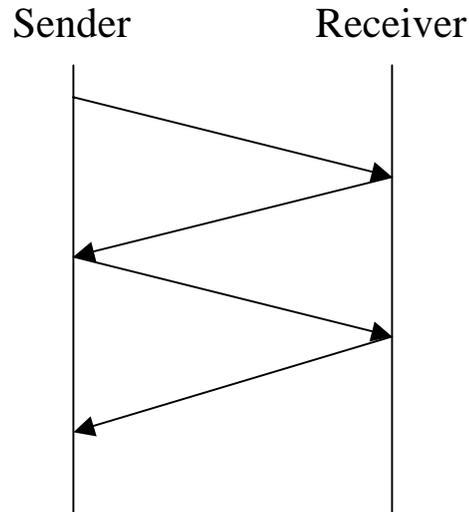


(b)



(d)

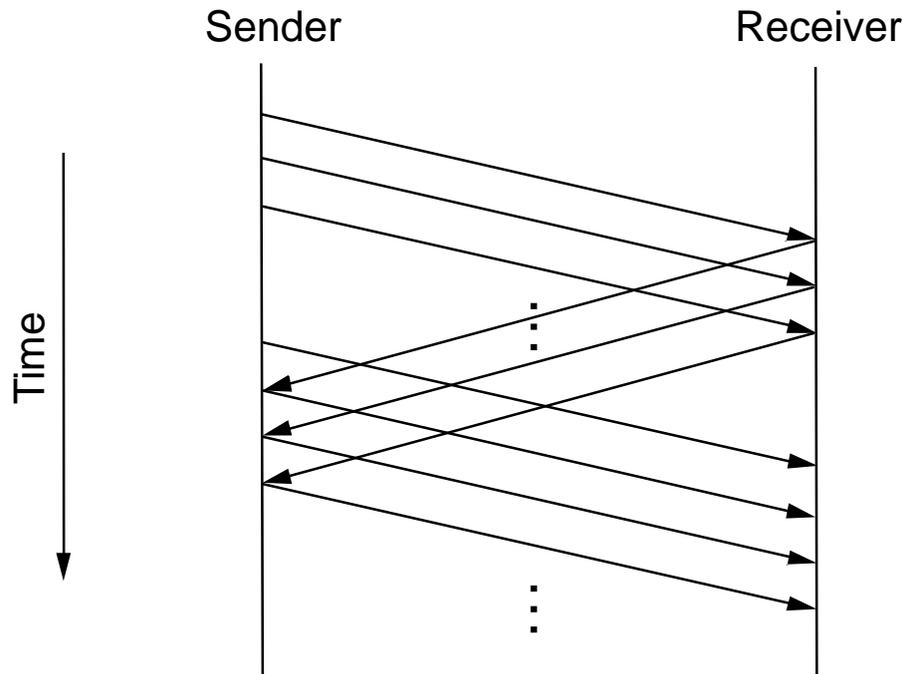
Stop-and-Wait



- Problem: keeping the pipe full
- Example
 - 1.5Mbps link x 45ms RTT = 67.5Kb (8KB)
 - 1KB frames implies 1/8th link utilization

Sliding Window

- Allow multiple outstanding (un-ACKed) frames
- Upper bound on un-ACKed frames, called *window*



Switch Architecture

- Layer 2 Switch
 - Data Link Level
 - MAC Addresses Based
- Layer 3 Switch
 - IP Address Based
- Layer 4
 - Transport Layer (UDP, TCP)
 - NAT & Packet Filtering

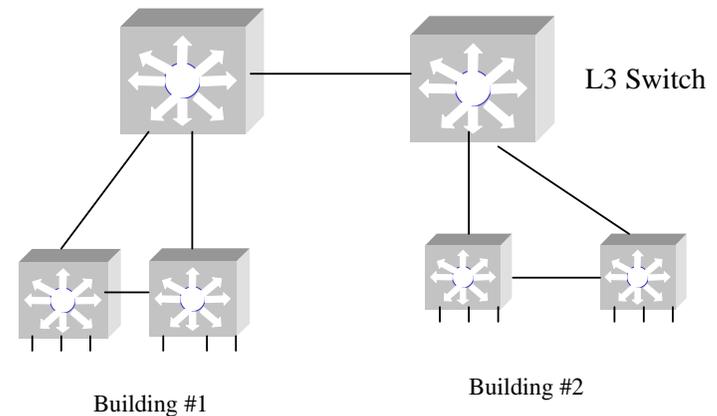


Figure 12.6:
Connecting buildings

Firewall

- NAT (Network Address Translation)
- Packet Filtering
 - Accept/reject/modify
 - Rule-based
- Port/Protocol/Application
- Proxy Server
 - Application Surrogate
 - Allows Controlled Access

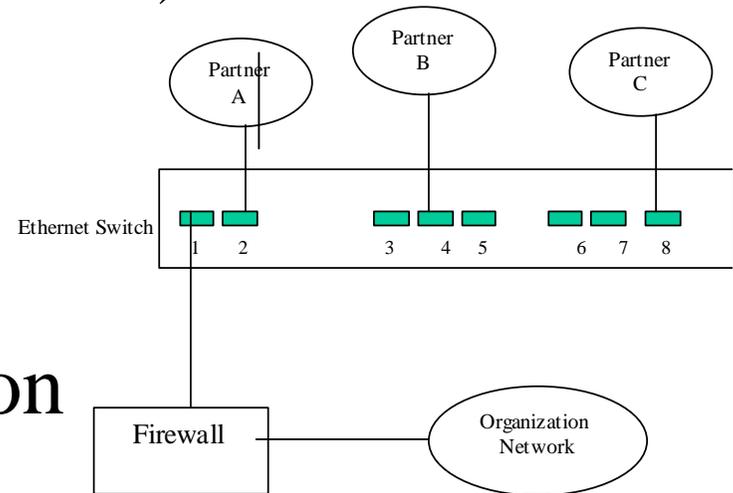


Figure 12.7

VLAN

- Quasi-static switch configuration
 - Connect specific LAN segments to form a VLAN
 - Isolate all VLANs from each other
- Maintained by administrator
 - Subject to hacking (lock equipment cabinets)
 - Complex to maintain in a large multi-switch environment