

ECE 405: Computer Networks

• Lecture 1 – Introduction

ECE 405: Computer Networks

Dr. Bilal Rabah

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OUTLINE:

- Administrative Restrictions.
- Define Computer Network.
- Technical Applications of Networks.
- Typical Communication Directions.
- How is it Work?
- Network Topology.
- Classification of Networks.

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Administrative Restrictions

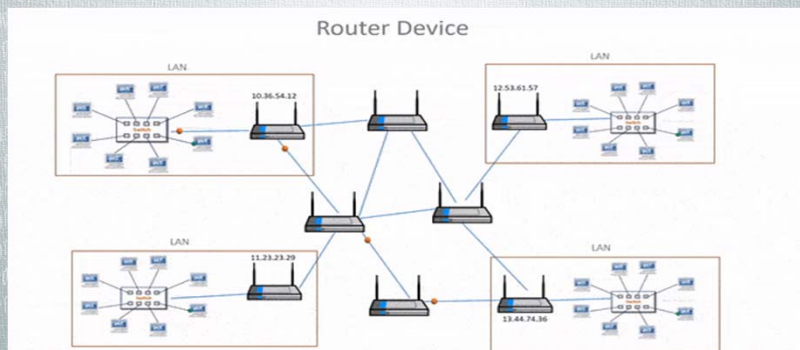
- No mid-term exams.
- Roughly equal weight for quizzes.
 - 30% Quizzes (expect a quiz every lecture).
 - 5% project or presentation.
 - 5% Homework or MCQ exams.
 - 60% Final exam.

You **MUST** demonstrate competence in both projects and quizzes to pass the course.

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Define Computer Networks

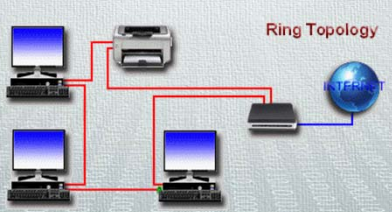
- ❖ Computer network is a connection of autonomous computers and network devices for:
 - Resource sharing (data/devices) in an efficient manner
 - Communication amongst them.
- ❖ The computers can be geographically located anywhere.



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Define Computer Network

- ❖ Computer network is an “interconnected collection of autonomous computers connected by a single technology”
 - interconnected = able to exchange information for a set of nodes connected by media links”
 - node = any device capable of sending &/or receiving data to &/or from other nodes in the network.
- ❖ “a connected collection of hardware and software that permits information exchange and resource sharing”
 - information = data, text, audio, video, images, ...
 - resources = printers, memory, link bandwidth, ...




Ring Topology

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Define Computer Networks

- ❖ What is the Internet?
 - “network of networks”
 - “collection of networks interconnected by routers”
 - “a communication medium used by millions”
- ❖ The Internet is defined as the set of networks connected by routers that are configured to pass traffic among any computers attached to any network in the set.



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Technical Applications of Networks

- ❏ **Resource Sharing**
 - ❏ Hardware (computing resources, disks, printers)
 - ❏ Software (application software)
- ❏ **Information Sharing**
 - ❏ Easy accessibility from anywhere (files, databases)
 - ❏ Search Capability (WWW)
- ❏ **Communication**
 - ❏ Email
 - ❏ Message broadcast
- ❏ **Remote computing**
- ❏ **Distributed processing (GRID Computing)**

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Typical Communication Directions

- ❖ Compare simplex and duplex communication with example.
 - **Simplex**—communication is unidirectional (eg. keyboard, monitor).
 - **Half-duplex**—Can transmit and receive, but not simultaneously (eg. walkie-talkie)
 - **Full-duplex**—Can transmit and receive simultaneously (eg. telephone network).

The diagram illustrates three types of communication directions between two stations (represented by computer icons):

- Simplex:** A single arrow points from the left station to the right station, labeled "Direction of data".
- Half-duplex:** Two arrows between the stations. One arrow points from left to right, labeled "Direction of data at time 1". The other arrow points from right to left, labeled "Direction of data at time 2".
- Full-duplex:** Two arrows between the stations. One arrow points from left to right, labeled "Direction of data all the time". The other arrow points from right to left, labeled "Direction of data all the time".

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How is it work?

- ❖ Networks use digital transmission (as opposed to (older) analogue systems)
 - All information represented by *bits* (only values are 0 and 1), more resistant to noise.
 - In addition, extra bits (not part of the information to be transmitted) can be added in order to reduce noise effects, e.g. automatically correct bit errors
 - It may require analogue-to-digital &/or digital-to-analogue conversions (e.g. if input/output information is in analogue form).
- ❖ Components of a network:
 - message: information to be communicated.
 - sender: device that sends the message.
 - receiver: device that receives the message.
 - medium: physical path from sender to receiver.
 - protocol: set of rules that govern data communications.

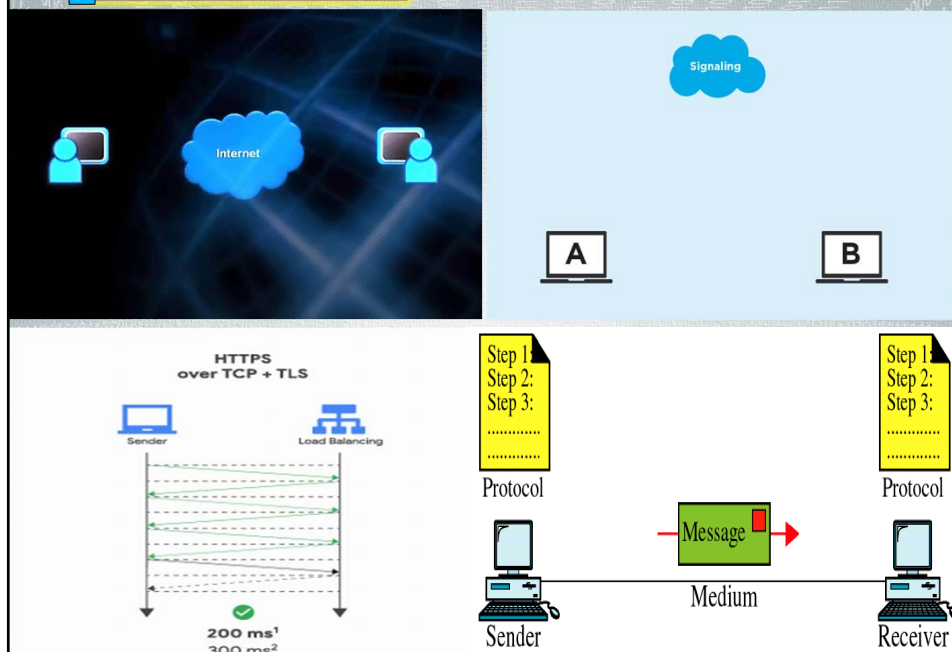
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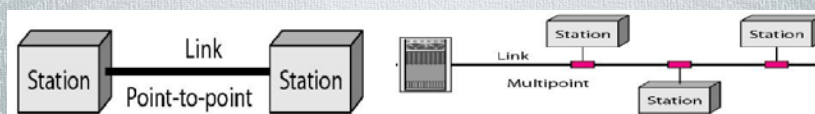
How is it work?



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Network Topology

- ❖ The network topology defines the way in which computers, printers, and other devices are connected. A network topology describes the layout of the wire and devices as well as the paths used by data transmissions.
- ❖ There are two types of line configuration:
 - A point-to-point connection: provides a dedicated link between two nodes.
 - A multipoint: more than two nodes share a single link, i.e., bandwidth is shared.



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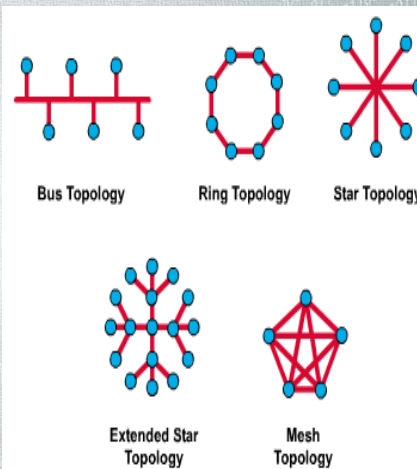
Network Topology

- ❖ The topologies in which a network can be organized as:

- Mesh—Each device has a dedicated point-to-point link to every other device. It is robust and secure. Installation is difficult and expensive. The total number of links is $n(n-1)$ for n nodes. OR $(n(n-1)/2)$, WHY?

Where is the mesh is used?

- Star—Each device has a dedicated point-to-point link to the hub. All communication goes via the hub. It is less expensive and robust. If hub fails, then the network is non-functional.



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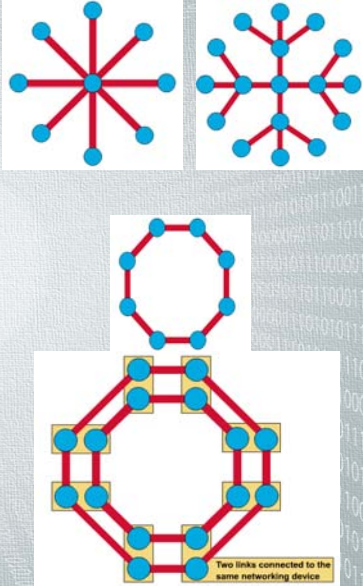
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Network Topology

Larger networks use the extended star topology also called tree topology. When used with network devices that filter frames or packets, like bridges, switches, and routers, this topology significantly reduces the traffic on the wires by sending packets only to the wires of the destination host.

- ❖ Ring—Each device has a dedicated point-to-point connection with the devices on either side of it. A break in the ring can disable the entire network due to unidirectional traffic. A frame travels around the ring, stopping at each node.



The diagrams illustrate four network topologies: a star topology (a central node connected to multiple peripheral nodes), a tree topology (a hierarchical structure of nodes), a ring topology (a closed loop of nodes), and a mesh topology (a grid-like structure of nodes). The ring topology diagram includes a label: 'Two links connected to the same networking device'.

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Network Topology

- ❖ Single ring – All the devices on the network share a single cable
- ❖ Dual ring – The dual ring topology allows data to be sent in both directions.
- ❖ Bus—It is multi-point and signal gets weak as it travels through the long cable that acts as backbone. A fault in the bus stops the entire transmission, all the devices on a bus topology are connected by one single cable.

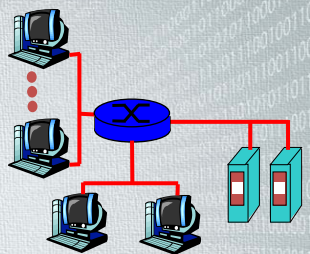
All the topologies above can be representing within the LAN network

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Classification of Networks

- ❖ **Local Area Network (LAN):**
 - company/univ local area network (LAN) connects end system to edge router.
 - Example of LAN; *Ethernet*: shared or dedicated link connects end system and router. Types: 10 Mbs, 100Mbps, Gigabit Ethernet.
 - deployment: institutions, home, games, Malls, ...
- ❖ **Metropolitan Area Network (MAN):** Typically, 500 to 5,000 homes.

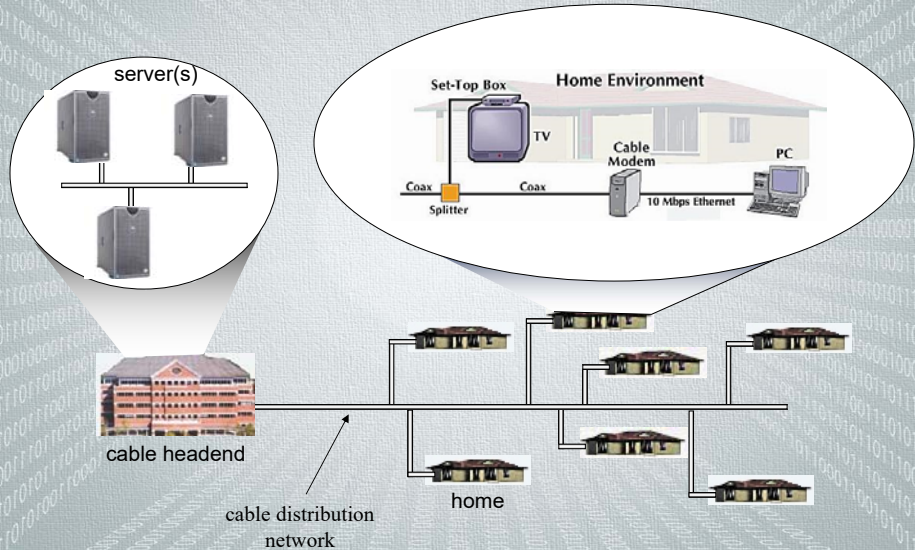


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Classification of Networks

Example of MAN: Cable Network Architecture



The diagram illustrates a Cable Network Architecture. On the left, a 'cable headend' (represented by a building icon) is connected to a 'cable distribution network' (represented by a horizontal line). This network branches out to multiple 'home' units (represented by house icons). A callout box labeled 'Home Environment' shows the internal setup: a 'Set-Top Box' and 'TV' are connected to a 'Coax' line, which passes through a 'Splitter'. The 'Coax' line also connects to a 'Cable Modem', which is then connected to a 'PC' via a '10 Mbps Ethernet' link.

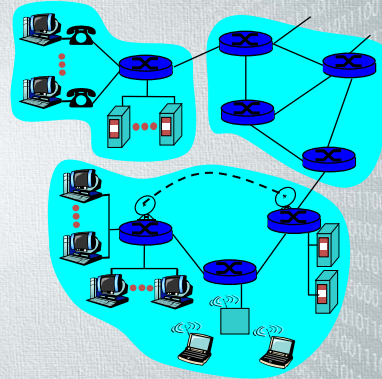
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Classification of Networks

❖ Wide Area Network (WAN):

- Spans a large geographic area, e.g., a country or a continent
- A WAN consists of several transmission lines and routers
- Internet is an example of a WAN



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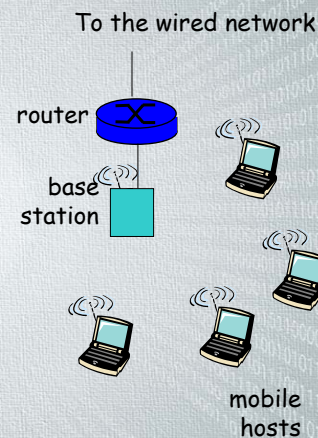
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Classification of Networks

❖ Wireless Networks

- shared *wireless* access network connects end system to router
 - via base station “access point”
- **wireless LANs:**
 - IEEE 802.11b (WiFi)
- **wider-area wireless access**
 - provided by telecomm operators
 - 3G ~ 384 kbps

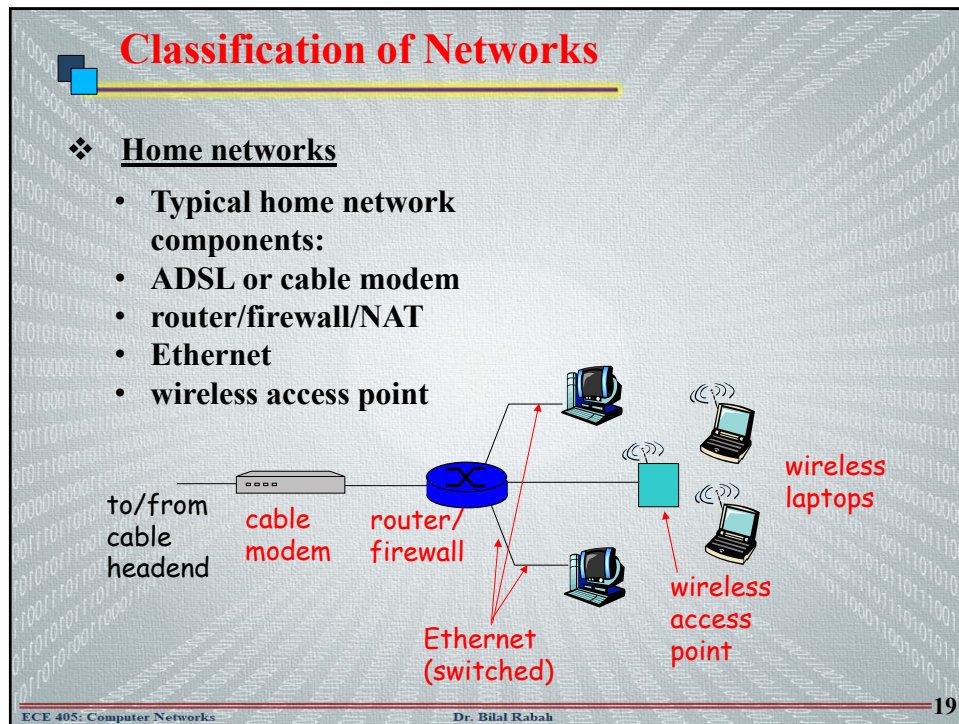


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- Note that, Network topologies are like Delta-Star connections that is used in Electrical circuits, while the applications of these topologies are embedded within the networks such as LAN, WAN, ...

References

- ❖ Andrew S. Tanenbaum, *Computer Network*, Prentice-Hall
- ❖ Douglas E. Comer, *Computer Networks and Internet*

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