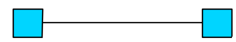
Direct Link Networks

Direct Link Networks

- Two hosts connected directly
  - No issues of contention, routing, …
- Deliver bits between two computers
  - Modulation
  - Encoding
  - Framing
- ... quickly
  - Bandwidth
  - Delay
- ... reliably
  - Error detection
  - Error correction



Outline

- Bandwidth vs. delay
- Hardware building blocks
- Encoding
- Framing

Performance

- Bandwidth/throughput
  - Data transmitted per unit time
  - Example: 10 Mbps
  - Link bandwidth vs. end-to-end bandwidth
  - Notation
    - KB = 2^{10} bytes
    - Mbps = 10^6 bits per second

Performance

- Latency/delay
  - Time from A to B
  - Example: 30 msec (milliseconds)
  - Many applications depend on round-trip time (RTT)
  - Components
    - Transmission time
    - Propagation delay over links
    - Queueing delays
    - Software processing overheads

Performance Notes

- Speed of Light
  - 3.0×10^8 meters/second in a vacuum
  - 2.3×10^8 meters/second in a cable
  - 2.0×10^8 meters/second in a fiber
- Comments
  - No queueing delays in a direct link
  - Bandwidth is not relevant if size = 1bit
  - Software overhead can dominate when distance is small
- Key Point
  - Latency dominates small transmissions
  - Bandwidth dominates large

Delay x Bandwidth Product

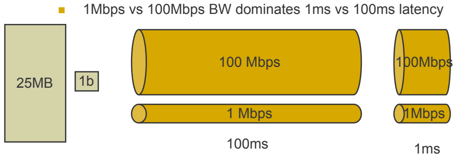
- channel = pipe
- delay = length
- bandwidth = area of a cross section
- bandwidth x delay product = volume

Delay x Bandwidth Product

- Example: Transcontinental Channel
  - BW = 45 Mbps
  - delay = 50ms
  - bandwidth x delay product
    $= (45 \times 10^6$ bits/sec$) \times (50 \times 10^{-3}$ sec$)$
    $= 2.25 \times 10^6$ bits
- Bandwidth x delay product
  - How many bits the sender must transmit before the first bit arrives at the receiver if the sender keeps the pipe full
  - Takes another one-way latency to receive a response from the receiver

Bandwidth vs. Latency

- Relative importance
  - 1-byte: Latency bound
    - 1ms vs 100ms latency dominates 1Mbps vs 100Mbps BW
  - 25MB: Bandwidth bound
    - 1Mbps vs 100Mbps BW dominates 1ms vs 100ms latency



Bandwidth vs. Latency

- Infinite bandwidth
  - RTT dominates
    - Throughput = TransferSize / TransferTime
    - TransferTime = RTT + 1/Bandwidth x TransferSize
- Its all relative
  - 1-MB file to 1-Gbps link looks like a 1-KB packet to 1-Mbps link

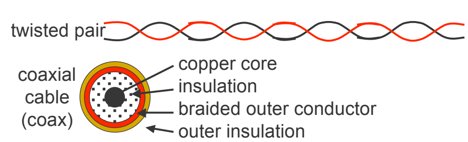
Hardware Building Blocks

- Nodes
  - Hosts: general purpose computers
  - Switches: typically special purpose hardware
  - Routers: varied
- Links
  - Copper wire with electronic signaling
  - Glass fiber with optical signaling
  - Wireless with electromagnetic (radio, infrared, microwave, signaling)

Links - Copper

- Copper-based Media

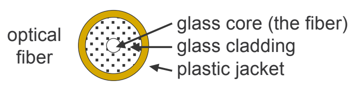
Category 5 Twisted Pair	10-100Mbps	100m
ThinNet Coaxial Cable	10-100Mbps	200m
ThickNet Coaxial Cable	10-100Mbps	500m



Links - Optical

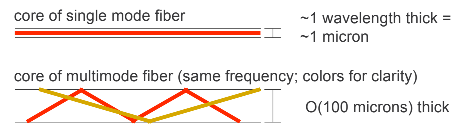
- Optical Media

Multimode Fiber	100Mbps	2km
Single Mode Fiber	100-2400Mbps	40km



Links - Optical

- Single mode
  - Lower attenuation (longer distances)
  - Lower dispersion (higher data rates)
- Multimode fiber
  - Cheap to drive (LED's) vs. lasers for single mode
  - Easier to terminate



Links - Optical

- Advantages of optical communication
  - Higher bandwidths
  - Superior attenuation properties
  - Immune from electromagnetic interference
  - No crosstalk between fibers
  - Thin, lightweight, and cheap (the fiber, not the optical-electrical interfaces)

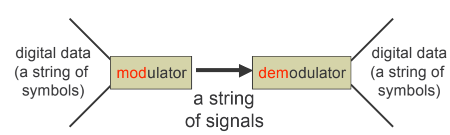
Leased Lines

POTS	64Kbps
ISDN	128Kbps
ADSL	1.5-8Mbps/16-640Kbps
Cable Modem	0.5-2Mbps
DS1/T1	1.544Mbps
DS3/T3	44.736Mbps
STS-1	51.840Mbps
STS-3	155.250Mbps (ATM)
STS-12	622.080Mbps (ATM)

Wireless

Cellular		
AMPS	13Kbps	3km
PCS, GSM	300Kbps	3km
3G	2-3Mbps	3km
Wireless Local Area Networks (WLAN)		
Infrared	4Mbps	10m
900Mhz	2Mbps	150m
2.4GHz	2Mbps	150m
2.4GHz	11Mbps	80m
5 GHz	74 Mbps	150m
Bluetooth	700Kbps	10m
Satellites		
Geosynchronous satellite	600-1000 Mbps	continent
Low Earth orbit (LEO)	~400 Mbps	world

Encoding



- Problems with signal transmission
  - Attenuation: Signal power absorbed by medium
  - Dispersion: A discrete signal spreads in space
  - Noise: Random background "signals"

Encoding

- Goal:
  - Understand how to connect nodes in such a way that bits can be transmitted from one node to another
- Idea:
  - The physical medium is used to propagate signals
    - Modulate electromagnetic waves
    - Vary voltage, frequency, wavelength
  - Data is encoded in the signal

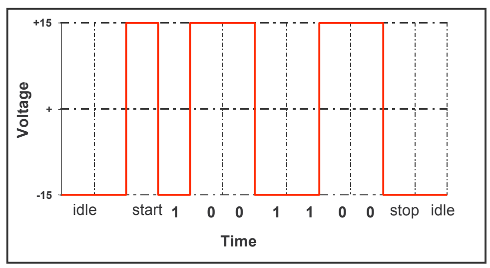
Analog vs. Digital Transmission

- Advantages of digital transmission over analog
  - Reasonably low-error rates over arbitrary distances
    - Calculate/measure effects of transmission problems
    - Periodically interpret and regenerate signal
  - Simpler for multiplexing distinct data types (audio, video, e-mail, etc.)
- Two examples based on modulator-demodulators (modems)
  - Electronic Industries Association (EIA) standard: RS-232(-C)
  - International Telecommunications Union (ITU) V.32 9600 bps modem standard

RS-232

- Communication between computer and modem
- Uses two voltage levels (+15V, -15V), a binary voltage encoding
- Data rate limited to 19.2 kbps (RS-232-C); raised in later standards
- Characteristics
  - Serial: one signaling wire, one bit at a time
  - Asynchronous: line can be idle, clock generated from data
  - Character-based: send data in 7- or 8-bit characters

RS-232 Timing Diagram



RS-232

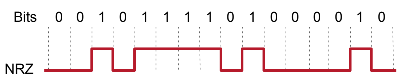
- One bit per clock
- Voltage never returns to 0V
  - 0V is a dead/disconnected line
- -15V is both idle and “1”
  - initiates send by pushing to 15V for one clock (start bit)
- Minimum delay between character transmissions
  - Idle for one clock at -15V (stop bit)
- One character leads to 2+ voltage transitions
- Total of 9 bits for 7 bits of data (78% efficient)
- Start and stop bits also provide framing

Voltage Encoding

- Common binary voltage encodings
  - Non-return to zero (NRZ)
  - NRZ inverted (NRZI)
  - Manchester (used by IEEE 802.3—10 Mbps Ethernet)
  - 4B/5B

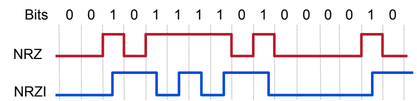
Non-Return to Zero (NRZ)

- Signal to Data
  - High ⇨ 1
  - Low ⇨ 0
- Comments
  - Transitions maintain clock synchronization
  - Long strings of 0s confused with no signal
  - Long strings of 1s causes baseline wander
  - Both inhibit clock recovery



Non-Return to Zero Inverted (NRZI)

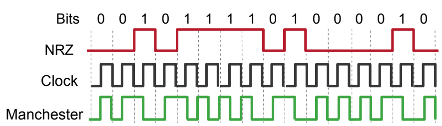
- Signal to Data
  - Transition ⇨ 1
  - Maintain ⇨ 0



- Comments
  - Strings of 0's still a problem

Manchester Encoding

- Signal to Data
  - XOR NRZ data with clock
  - High to low transition ⇨ 1
  - Low to high transition ⇨ 0
- Comments
  - Solves clock recovery problem
  - Only 50% efficient (1/2 bit per transition)



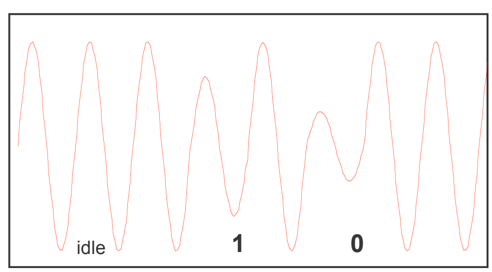
4B/5B

- Signal to Data
  - Encode every 4 consecutive bits as a 5 bit symbol
- Symbols
  - At most 1 leading 0
  - At most 2 trailing 0s
  - Never more than 3 consecutive 0s
  - Transmit with NRZI
- Comments
  - 80% efficient

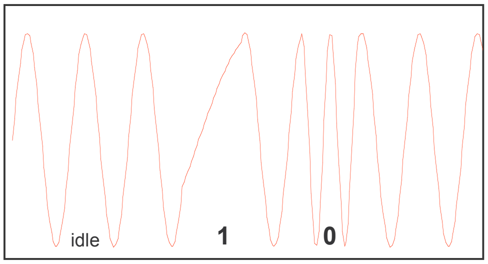
Binary Voltage Encodings

- Problem with binary voltage (square wave) encodings:
  - Wide frequency range required, implying
    - Significant dispersion
    - Uneven attenuation
- Prefer to use narrow frequency band (carrier frequency)
- Types of modulation
  - Amplitude (AM)
  - Frequency (FM)
  - Phase/phase shift
  - Combinations of these

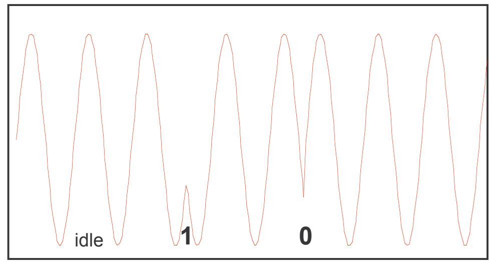
Amplitude Modulation



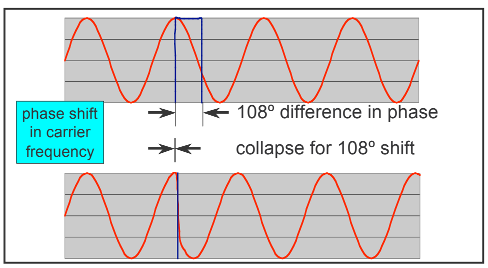
Frequency Modulation



Phase Modulation



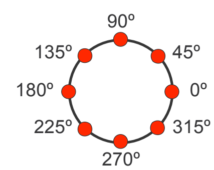
Phase Modulation



Phase Modulation Algorithm

- Send carrier frequency for one period
  - Perform phase shift
  - Shift value encodes symbol
    - Value in range [0, 360°)
    - Multiple values for multiple symbols
    - Represent as circle

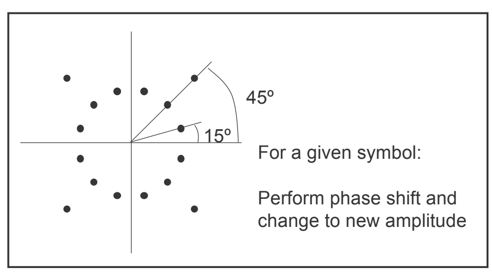
8-symbol example



V.32 9600 bps

- Communication between modems
- Analog phone line
- Uses a combination of amplitude and phase modulation
- Known as Quadrature Amplitude Modulation (QAM)
- Sends one of 16 signals each clock cycle

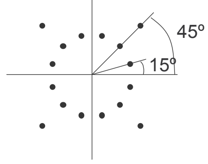
Constellation Pattern for V.32 QAM



Quadrature Amplitude Modulation (QAM)

- Same algorithm as phase modulation
- Can also change signal amplitude
- 2-dimensional representation
  - Angle is phase shift
  - Radial distance is new amplitude

16-symbol example (V.32)



Comments on V.32

- V.32 transmits at 2400 baud
  - *i.e.*, 2,400 symbols per second
- Each symbol contains $\log_2 16 = 4$ bits
  - Data rate is thus 4 x 2400 = 9600 bps
- Points in constellation diagram
  - Chosen to maximize error detection
  - Process called trellis coding

Generalizing the Examples

- What limits baud rate?
- What data rate can a channel sustain?
- How is data rate related to bandwidth?
- How does noise affect these bounds?
- What else can limit maximum data rate?

Channel characteristics

- Bandwidth
  - Range of frequencies that can be sent across the channel
- Noise
  - Amount of extra signal added by the physical medium
- Attenuation
  - Reduction in signal strength over distance

Attenuation

- E.g. 10 dB / 100 m
- I.e. $10 \log_{10}(power_0 / power_{100}) = 10$
- $power_{100} = power_0 / 10$
- $power_{200} = power_{100} / 10$
  $= power_0 / 100$

What Limits Baud Rate?

- Baud rates are typically limited by electrical signaling properties.
- No matter how small the voltage or how short the wire, changing voltages takes time.
- Electronics are slow compared to optics.
- Note that baud rate can be as high as twice the frequency (bandwidth) of communication; one cycle can contain two symbols.

What Data Rate can a Channel Sustain? How is Data Rate Related to Bandwidth?

- Transmitting N distinct signals over a noiseless channel with bandwidth B, we can achieve at most a data rate of

$$2B \log_2 N$$

- This observation is a form of Nyquist's Sampling Theorem (H. Nyquist, 1920's)
  - We can reconstruct any waveform with no frequency component above some frequency F using only samples taken at frequency 2F.

What else (Besides Noise) can Limit Maximum Data Rate?

- Transitions between symbols
  - Introduce high-frequency components into the transmitted signal
  - Such components cannot be recovered (by Nyquist's Theorem), and some information is lost
- Examples
  - Phase modulation
    - Single frequency (with different phases) for each symbol
    - Transitions can require very high frequencies

How does Noise affect these Bounds?

- In-band (not high-frequency) noise blurs the symbols, reducing the number of symbols that can be reliably distinguished.
- In 1948, Claude Shannon extended Nyquist's work to channels with additive white Gaussian noise (a good model for thermal noise):

  channel capacity $C = B \log_2 (1 + S/N)$

  where:

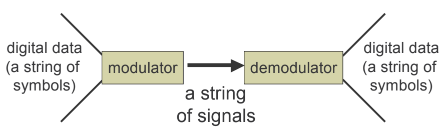
  B is the channel bandwidth

  S/N is the ratio between signal power and in-band noise power

Summary of Encoding

- Problems: attenuation, dispersion, noise
- Digital transmission allows periodic regeneration
- Variety of binary voltage encodings
  - High frequency components limit to short range
  - More voltage levels provide higher data rate
- Carrier frequency and modulation
  - Amplitude, frequency, phase, and combinations
  - Quadrature amplitude modulation: amplitude and phase, many signals
- Nyquist (noiseless) and Shannon (noisy) limits on data rates

Framing



- Encoding translates symbols to signals
- Framing demarcates units of transfer
  - Separates continuous stream of bits into frames
  - Marks start and end of each frame

Framing

- Demarcates units of transfer
- Goal
  - Enable nodes to exchange blocks of data
- Challenge
  - How can we determine exactly what set of bits constitute a frame?
  - How do we determine the beginning and end of a frame?

Framing

- Synchronization recovery
  - Breaks up continuous streams of unframed bytes
  - Recall RS-232 start and stop bits
- Link multiplexing
  - Multiple hosts on shared medium
  - Simplifies multiplexing of logical channels
- Efficient error detection
  - Per-frame error checking and recovery

Framing

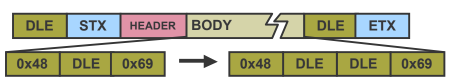
- Approaches
  - Sentinel (like C strings)
  - Length-based (like Pascal strings)
  - Clock based
- Characteristics
  - Bit- or byte-oriented
  - Fixed or variable length
  - Data-dependent or data-independent length

Sentinel-Based Framing

- End of Frame
  - Marked with a special byte or bit pattern
    - Requires stuffing
    - Frame length is data-dependent
  - Challenge
    - Frame marker may exist in data
- Examples:
  - ARPANET IMP-IMP, HDLC, PPP, IEEE 802.4 (token bus)

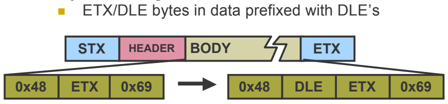
ARPANET IMP-IMP

- Interface Message processors (IMPs)
  - Packet switching nodes in the original ARPANET
  - Byte oriented, Variable length, Data dependent
  - Frame marker bytes:
    - STX/ETX start of text/end of text
    - DLE data link escape
  - Byte Stuffing
    - DLE byte in data sent as two DLE bytes back-to-back



BISYNC

- BInary SYNchronous Communication
  - Developed by IBM in late 1960's
  - Byte oriented, Variable length, Data dependent
  - Frame marker bytes:
    - STX/ETX start of text/end of text
    - DLE data link escape
  - Byte Stuffing
    - ETX/DLE bytes in data prefixed with DLE's



High-Level Data Link Control Protocol (HDLC)

- Bit oriented, Variable length, Data-dependent
- Frame Marker
  - 01111110
- Bit Stuffing
  - Insert 0 after pattern 011111 in data
  - Example
    - 01111110 end of frame
    - 01111111 error! lose one or two frames
    - 01111101 really means 0111111

IEEE 802.4 (token bus)

- Alternative to Ethernet (802.3) with fairer arbitration
- End of frame marked by encoding violation,
  - i.e., physical signal not used by valid data symbol
- Recall Manchester encoding
  - low-high means "0"
  - high-low means "1"
  - low-low and high-high are invalid
- 802.4:
  - byte-oriented, variable-length, data-independent
- Another example:
  - Fiber Distributed Data Interface (FDDI) uses 4B/5B
- Technique also applicable to bit-oriented framing

Length-Based Framing

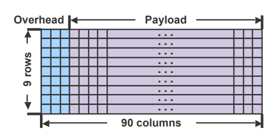
- End of frame
  - Calculated from length sent at start of frame
  - Challenge: Corrupt length markers
- Examples
  - DECNET's DDCMP:
    - Byte-oriented, variable-length
  - RS-232 framing:
    - Bit-oriented, implicit fixed-length

Clock-Based Framing

- Continuous stream of fixed-length frames
- Clocks must remain synchronized
- STS-1 frames - 125µs long
  - No bit or byte stuffing
- Example:
  - Synchronous Optical Network (SONET)
- Problems:
  - Frame synchronization
  - Clock synchronization

SONET

- Frame Synchronization
  - 2-byte synchronization pattern at start of each frame
  - Wait for repeated pattern in same place
- Clock Synchronization
  - Data scrambled and transmitted with NRZ
  - Creates transitions
  - Reduces probability of false synch pattern

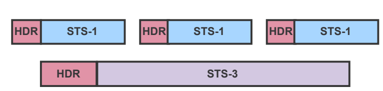


SONET

- Frames (all STS formats) are 125 µsec long
- Problem: how to recover frame synchronization
  - 2-byte synchronization pattern starts each frame (unlikely to occur in data)
  - Wait until pattern appears in same place repeatedly
- Problem: how to maintain clock synchronization
  - NRZ encoding, data scrambled (XOR'd) with 127-bit pattern
  - Creates transitions
  - Also reduces chance of finding false sync. pattern

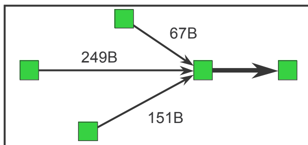
SONET

- A single SONET frame may contain multiple smaller SONET frames
- Bytes from multiple SONET frames are interleaved to ensure pacing



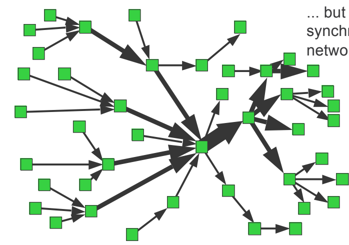
SONET

- STS-1 merged bytewise round-robin into STS-3
- Unmerged (single-source) format called STS-3c
- Problem: simultaneous synchronization of many distributed clocks



not too difficult to synchronize clocks such that first byte of all incoming flows arrives just before sending first 3 bytes of outgoing flow

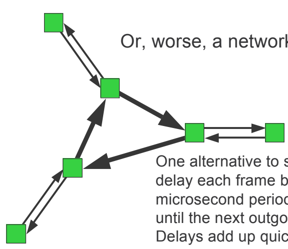
SONET



... but now try to synchronize this network's clocks

SONET

Or, worse, a network with cycles.



One alternative to synchronization is to delay each frame by some fraction of a 125 microsecond period at each switch (i.e., until the next outgoing frame starts). Delays add up quickly...

SONET

- Problem:
  - Clock synchronization across multiple machines
- Solution
  - Allow payload to float across frame boundaries
  - Part of overhead specifies first byte of payload