





## **Distributed Computing** Lesson 3: Network Links and Topologies

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#### Features of Communication Systems



#### Introduction



• In this and the next lesson we discuss How to communicate?



#### Introduction



- In this and the next lesson we discuss How to communicate?
- What is needed to get a message from A to B?





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- Communication takes place over a network of such nodes and connections.
- The network topology is the arrangement of the connections and nodes of a computer network.





• A topology can be static or dynamic



- A topology can be static or dynamic
  - What could be the meaning of this?



- A topology can be static or dynamic:
  - static topologies do not change while the system runs



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  - Example: the connections in the Skype telephone service form a dynamic topology<sup>[1]</sup>



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  - Example: the cables and routers in the university are a physical topology



### • Do you know any specific network structures/topologies?





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- Star
  - All computers connected to central node  $n_1$



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- Each node can be reached with 2 hops
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- Example: computers attached to one switch/router/hub







• Bus



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- Bus
  - all nodes/computers connected to one single cable



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#### • Bus

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- Cheap to realize



# IAO

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## IAO

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- But: bandwidth of cable shared by all nodes, collissions of messages,
- Example: old Ethernet networks with coaxial cables and hubs<sup>[2]</sup>









• All nodes are connected with all nodes





- All nodes are connected with all nodes  $\Rightarrow$  very fast / 1 hop per message
- But: Very expensive physical topology, many cables





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- Example: IP protocol in internet provides a virtual complete graph topology










Tree

















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  - Example: Radio, Ethernet, IP, and UDP provide unreliable communication



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  - Example: A telephone conversation is based on an ordered message service



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  - Example: Unlimited links only exist in theory



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  - Example: Most protocols in the internet are bidirectional



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  - High latency: wait a long time until download starts



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- Bandwidth: How many bits per second can we send



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- Order
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- Direction
- Latency: the time a message needs to get from A to B
- Bandwidth: How many bits per second can we send:
  - Low bandwidth: Wait a long time until download completes



• Different types of networks



#### **Distributed Computing**

## **Communication Systems**



• Different types of networks



#### Distributed Computing

# **Communication Systems**

- Different types of networks
- Networks grow historically and organically <sup>[2, 3]</sup>





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## **Communication Systems**

- Different types of networks
- Networks grow historically and organically <sup>[2, 3]</sup>



## Thomas Weise





- We have learned about the topology of a network
- We have learned about properties of a communication link





谢谢 Thank you

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