

# LAN Technology

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## **Other Protocols**

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# *Other Protocols*

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## Outlines:

- **FDDI: Fiber Distributed Data Interface**
- **Token Ring: IEEE 802.5 LAN Protocol**
- LLC: Logic Link Control (IEEE 802.2)
- SNAP: Sub-Network Access Protocol
- STP: Spanning Tree Protocol (IEEE 802.1D)
- **LAB Activity: Protocols on Routers**

# *IEEE 802.5 Token Ring*

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Proposed in 1969 and initially referred to as a *Newhall ring*.

**Token ring** :: a number of stations connected by transmission links in a ring topology. Information flows *in one direction along the ring* from source to destination and back to source.

Medium access control is provided by a small frame, **the token**, that circulates around the ring when all stations are idle. *Only the station possessing the token is allowed to transmit at any given time.*

# *Token Ring Operation*

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When a station wishes to transmit, it must wait for the **token** to pass by and ***seize the token***.

One approach: change one bit in token which transforms it into a “*start-of-frame sequence*” and appends frame for transmission.

Second approach: station claims token by removing it from the ring.

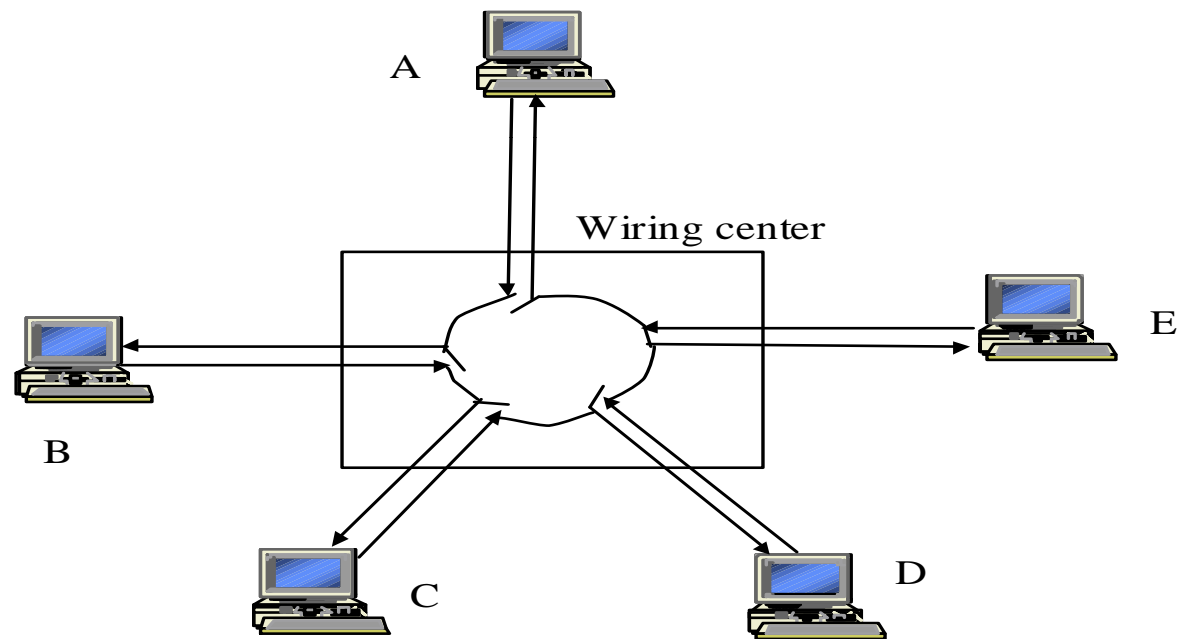
The data frame circles the ring and is removed by the transmitting station.

Each station interrogates passing frame. If destined for station, it copies the frame into local buffer.

**{Normally, there is a one bit delay as the frame passes through a station.}**

# *Token Ring Network with Star Topology*

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# *Token Insertion Choices*

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**multi-token:** insert token after station has completed transmission of the last bit of the frame.

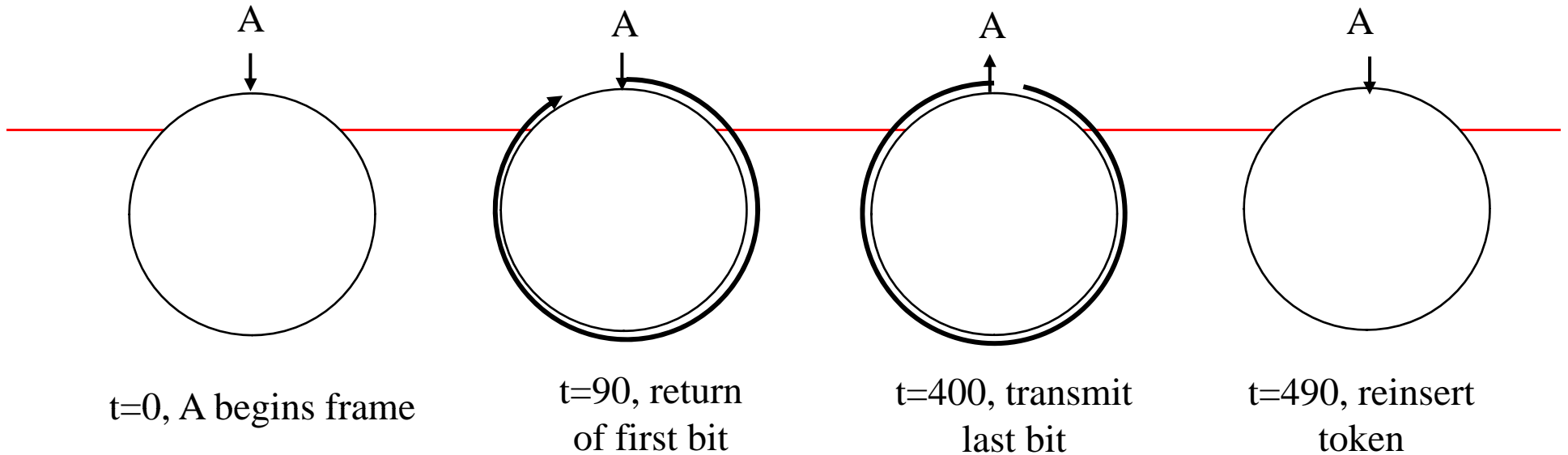
**single-token:** insert token after last bit of busy token is received and the last bit of the frame is transmitted.

**single-frame:** insert token after the last bit of the frame has returned to the sending station.

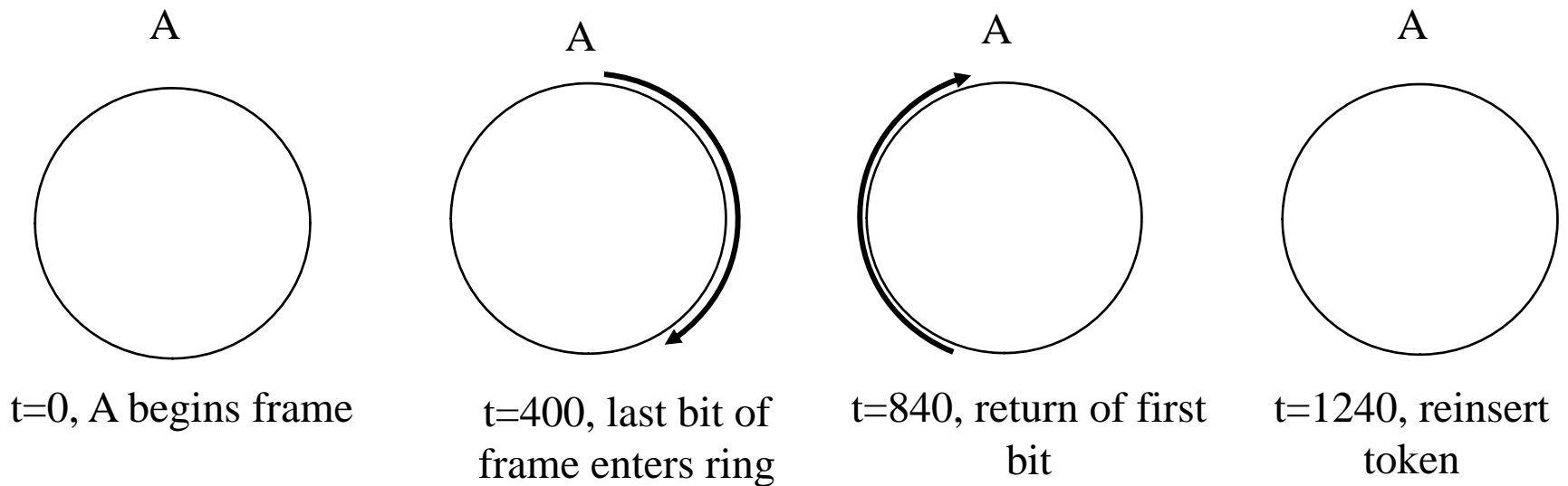
*Performance is determined by whether more than one frame is allowed on the ring at the same time and the relative propagation time.*

## Single frame operation

(a) Low Latency Ring

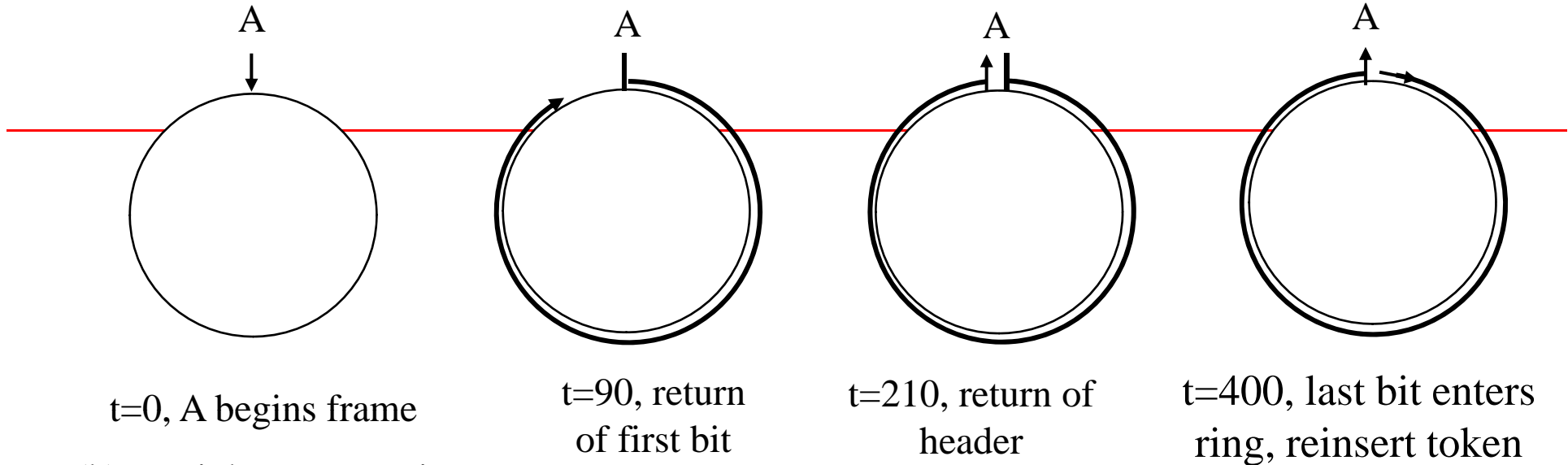


(b) High Latency Ring

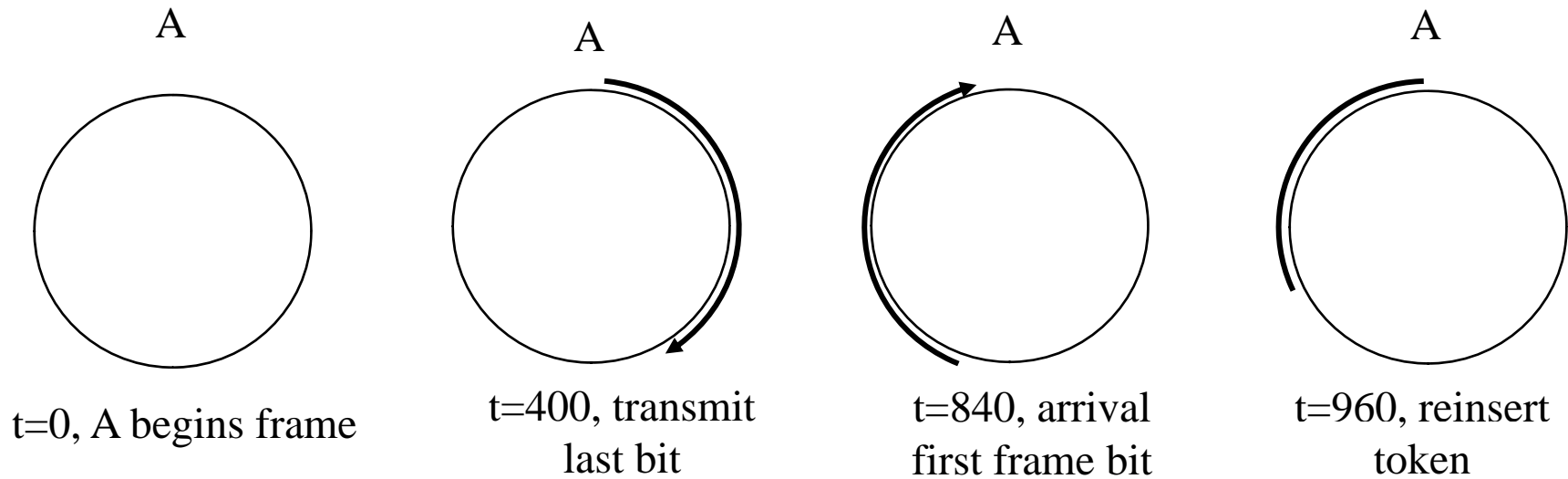


Single token operation

(a) Low Latency Ring



(b) High Latency Ring





# *IEEE 802.5 Token Ring*

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4 and 16 Mbps using twisted-pair cabling with differential Manchester line encoding.

Maximum number of stations is 250.

**4Mbps 802.5 token ring** uses *single frame operation*.

**4 Mbps IBM token ring** uses *single token operation*.

Both **802.5** and **IBM 16Mbps token rings** use *multi-token operation*.

802.5 has 8 priority levels provided via two 3-bit fields (priority and reservation) in data and token frames.

Permits 16-bit and 48-bit addresses (same as 802.3).

# *Token Ring*

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Under light load – delay is added due to waiting for the token {on average delay is one half ring propagation time}.

Under heavy load – ring is “*round-robin*”.

***Performance is fairer and better than Ethernet!!***

The ring must be long enough to hold the complete token.

Advantages – fair access, no collisions.

Disadvantages – ring is single point of failure, ring maintenance is complex due to token malfunctions.

# *Token Maintenance Issues*

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## *What can go wrong?*

Loss of token (no token circulating)

Duplication of token (forgeries or mistakes)

The need to designate one station as the  
*active ring monitor*.

Persistently circulating frame

Deal with active monitor going down.

# *Fiber Distributed Data Interface (FDDI)*

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**FDDI** uses a ring topology of multimode or single mode optical fiber transmission links operating at 100 Mbps to span up to 200 kms and permits up to 500 stations.

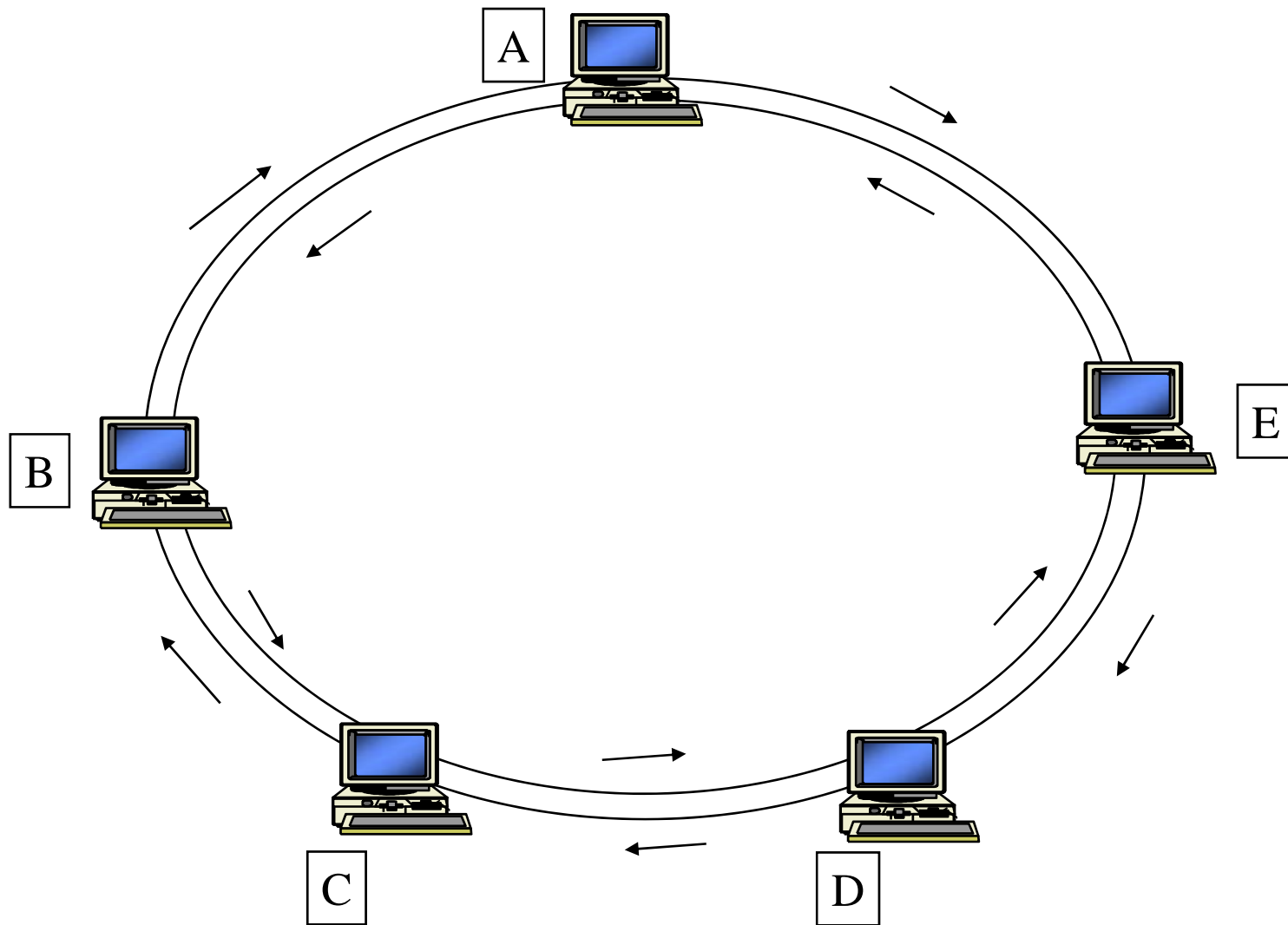
*Employs dual counter-rotating rings.*

16 and 48-bit addresses are allowed.

In FDDI, token is absorbed by station and released as soon as it completes the frame transmission *{multi-token operation}*.

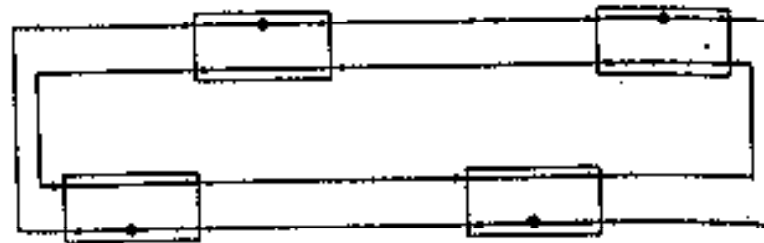
# *FDDI: Dual Token Ring*

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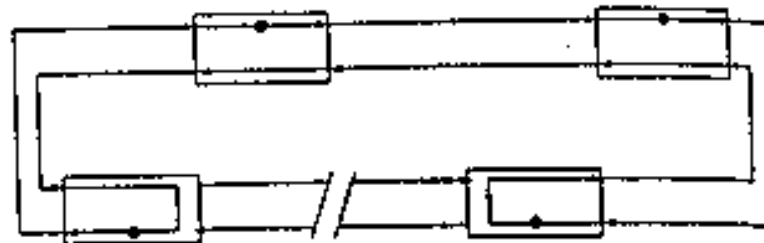


# FDDI Repair

(a) Normal Operation



(b) Reconfigured After Link Failure



(c) Reconfigured After Station Failure

● = MAC Entry

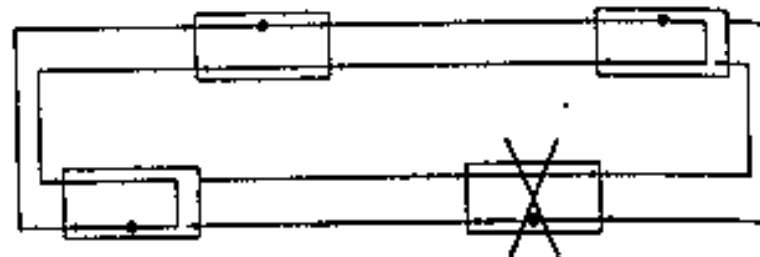


FIGURE 6.7 FDDI Dual-Ring Operation

# *FDDI*

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To accommodate a mixture of stream and bursty traffic, FDDI is designed to handle two types of traffic:

*Synchronous* frames that typically have tighter delay requirements (e.g., voice and video)

*Asynchronous* frames have greater delay tolerances (e.g., data traffic)

FDDI uses TTRT (Target Token Rotation Time) to ensure that token rotation time is less than some value.

# *FDDI Data Encoding*

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Cannot use *differential Manchester* because 100 Mbps FDDI would require 200 Mbaud!  
Instead each ring interface has its own local clock.

Outgoing data is transmitted using this clock.

Incoming data is received using a clock that is frequency and phase locked to the transitions in the incoming bit stream.



# *FDDI Data Encoding*

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Data is encoded using a **4B/5B encoder**.

For each four bits of data transmitted, a corresponding 5-bit **codeword** is generated by the encoder.

There is a maximum of two consecutive zero bits in each symbol.

The symbols are then shifted out through a NRZI encoder which produces a signal transition whenever a 1 bit is being transmitted and no transition when a 0 bit is transmitted.

Local clock is 125MHz. This yields 100 Mbps (80% due to 4B/5B).

# *More FDDI Details*

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FDDI Transmission on optical fiber requires ASK.

The simplest case: coding is done via the absence or presence of a carrier signal *{Intensity Modulation}*.

Specific 5-bit codeword patterns chosen to guarantee no more than **three zeroes in a row** to provide for adequate synchronization.

1300 nm wavelength specified.

Dual rings (primary and secondary) – transmit in opposite directions.

Normally, second ring is **idle** and used for redundancy for automatic repair (self-healing).

# *IEEE 802.5 and FDDI Differences*

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## **Token Ring**

Shielded twisted pair

4, 16 Mbps

No reliability specified

Differential Manchester

Centralized clock

Priority and Reservation bits

All three token operations possible

## **FDDI**

Optical Fiber

100 Mbps

Reliability specified (dual ring)

4B/5B encoding

Distributed clocking

Timed Token Rotation Time

Multi-token operation

*LAB:*

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Protocols on Routers  
by Packet Tracer

# *Questions*

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