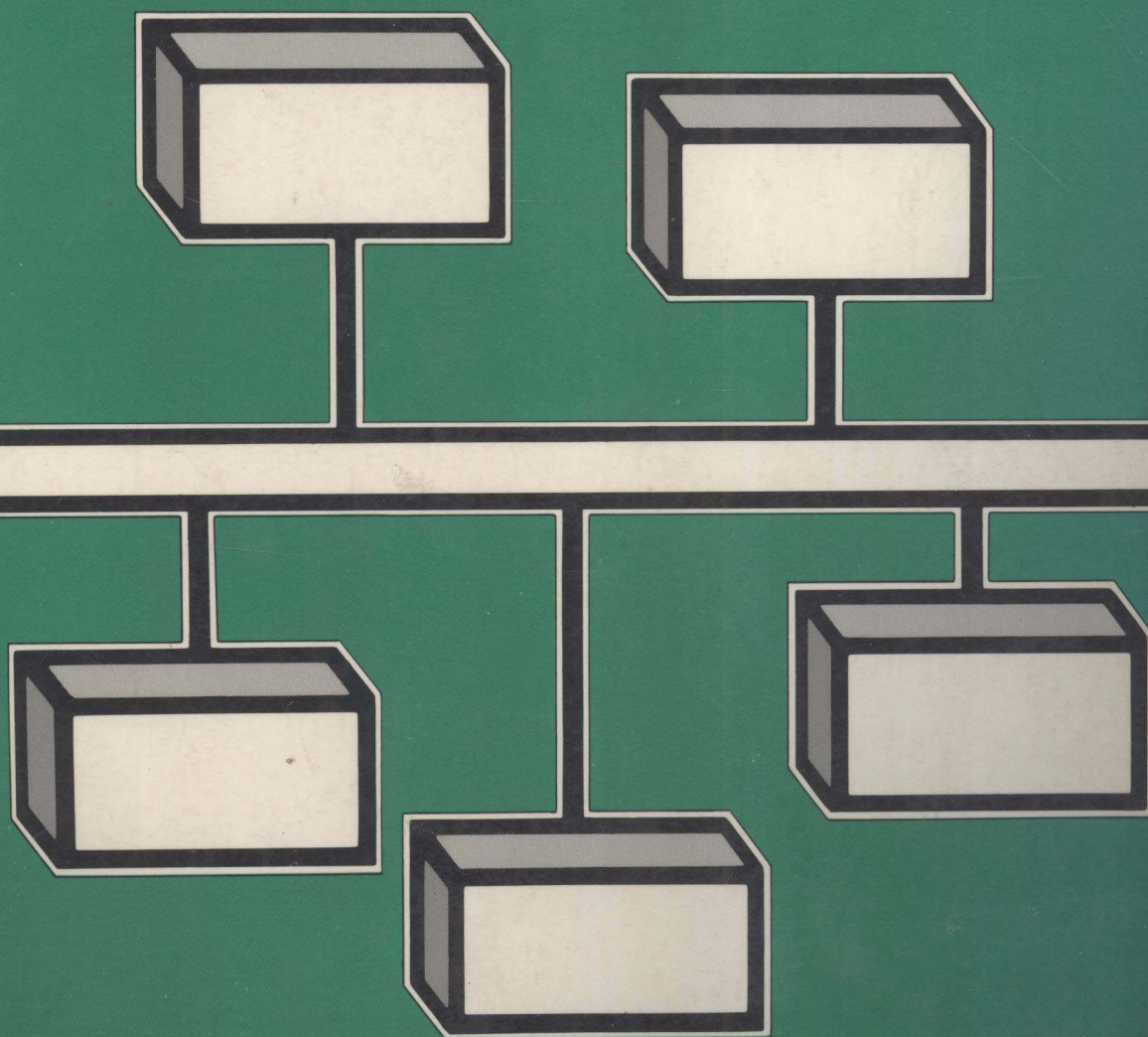


LOCAL NET84



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Introduction

The 12 months since Localnet '83 has seen an explosive growth in local networking. With demand for efficient internal office communications systems increasing dramatically, local networks are proving to be the solution to many real-world problems.

Still many issues remain unresolved, and along with increasing opportunities for local network systems come a similarly increasing number of competitive alternatives. As the industry reaches a critical stage in its development, it is time to concentrate on real technological and strategic issues.

The proceedings of Localnet '84 contained in these pages examine the key developments in the local network and office communications environment. From standards issues to system selection, from PBX technology to network management these proceedings will prove to be an invaluable reference source of practical insights from many of the leading experts in local networks.



Localnet '84 is organized and controlled by Online Conferences Inc. The conference and exhibition continue the highly successful series of events begun in 1981 in London and held in New York in 1984.

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THE IMPACT OF TRAFFIC HANDLING CHARACTERISTICS ON LOCAL AREA NETWORK STANDARDS: WAS THERE ANY?

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In the spring of 1980 the IEEE Computer Society chartered Project 802: Local Area Network Standards. In the course of meetings throughout 1980, it became clear that no one standard would be appropriate for all applications. One of the factors that lend to this realization was the different traffic handling characteristics of the proposed access methods. The outcome: two different access methods, carrier sense multiple access collision detection on a bus, and token passing (on both a bus and a ring). This is a survey of how traffic handling characteristics might impact each proposed access method. Was there any impact? Yes!



B.W. Stuck is Chairman of the Traffic Handling Characteristics Technical Advisory Group of IEEE Computer Society Project 802 Local Area Network Standards. He was guest editor (with K. Kuemmerle and F. Tobagi) of a special issue of the IEEE Communications Society Journal on Selected Areas in Communications on local area networks that appeared in November 1983. He is coauthor (with E. Arthurs) of a book entitled A Computer and Communication Network Performance Analysis Primer published by Prentice Hall in the fall of 1984. He received the degrees S.B.E.E. and S.M.E.E. in 1969, Sc.D. in 1972, from the Massachusetts Institute of Technology. From 1972 to 1984 he was with Bell Laboratories and worked on a variety of computer communication systems. In 1984 he founded Viatel to develop a software and hardware product line for interconnecting PBXs, LANs, long haul networks, terminals and computers from a variety of vendors.

Introduction

Local area networks are currently coming into their own, driven by demands for greater economic productivity in offices and factories. So called information outlets in some buildings are becoming as common as electric power outlets. The analogy is deliberate: much as electric motors have multiplied productivity of office and factory workers in the past, the electric motors of tomorrow will be microprocessors. Local area networks provide part of the connectivity (along with PBXs and the nationwide telecommunications network) that eventually will allow any information processing device to exchange information with any other such device. Electric power grids allow a wide variety of devices to draw power: refrigerators, lights, motors, computers, terminals, printers, voice telephones, sensors, gateways and bridges all could be attached, requiring acceptable delay for a wide mix of services. In fact, this is the challenge of LANs: to allow the interconnection of such a wide variety of devices, while providing acceptable traffic handling characteristics with cost effective products. LANs need to interconnect devices with data rates spanning four to six orders of magnitude, via well defined engineering rules analogous to that of electrical power contractor codes, using cost effective modular building blocks.

In IEEE Project 802, traffic handling characteristics were one consideration in any media access method. A local area network is a shared serially reusable transmission medium: at any instant of time only one frame is being transmitted by one station, under intended operating conditions. This means a local area network can be a bottleneck, if more than one device simultaneous wants to transmit. In addition, a local area network uses its transmission medium for two distinct purposes, to control access to the network, and to transmit data. Hopefully the time spent controlling access to the network should be small compared to the time spent transmitting data. The participants in 802 articulated these ideas to one another throughout 1980-81, and came to the conclusion that no one access method would be appropriate for all intended services. The breakpoint between light and heavy loading, between having the attached devices be a bottleneck and the LAN being a bottleneck, between congestion delays that are small compared to a frame transmission time versus those that are large, all these ideas led to two distinct access methods. Traffic handling characteristics were only one component, but their impact on standards was in fact present. This report is a brief summary of some of those arguments.

INGREDIENTS

What are desirable traffic handling characteristics of a local area network? To answer this, two ingredients are required: how the LAN will be used, i.e., the workload generated by the attached devices, and how the LAN will arbitrate contention, i.e., the transmission medium access method. The ideal local area network allows more and more devices to be attached, i.e., increasing the workload, while the delay attributed to the local area network is acceptable for any number of devices.

Workload

Workload is specified by the message generation activity of each node attached to a LAN. This would require a detailed script for each node, showing when a frame was ready to be transmitted. The total offered load is the total number of bits per second that all stations are attempting to transmit.

Access Method

802 focused on two distinct access methods, each employing distributed control: carrier sense multiple access with collision detection, and token passing. No single device arbitrates access: the system state at any instant of time is given by the state of each device controller plus the state of transmission medium.

Transmission Medium Access Method

For token passing, control is passed either explicitly (via a unique bit pattern called a token) from one station to the next, or implicitly, via a trailing bit pattern on a successfully transmitted frame, or via a timeout. The station with the token is the only station allowed to transmit.

For carrier sense multiple access collision detection, all stations sense the transmission medium to see if carrier energy is present. If no carrier is sensed, a station can attempt to seize the transmission medium to transmit its frame. If carrier is sensed, a station defers its attempt until carrier is no longer sensed. If two or more stations attempt to seize the transmission medium within a time interval called a slot time (roughly the worst case round trip time interval for energy to propagate from one end of the bus to the other, plus allow circuitry transients to die out), a collision is said to occur: each station defers its next transmission attempt

until a later point in time. Retry time intervals are spread out in time further and further. If more and more collisions occur, to more efficiently utilize the bus at the expense of increasing the delay to successfully transmit a frame.

Station Access Method

Once a station gains access to the transmission medium by either access method, it might

- 1) Exhaustively transmit all frames, including those that arrived after transmission began, until no frames are waiting to be sent.
- 2) Transmit all frames present at the start of transmission but no more.
- 3) Transmit only a maximum number of frames per attempt.

PERFORMANCE MEASURES

Performance measures are related either to the system as a whole or to a particular service or application. These measures can be concerned with transient behavior or long term time averaged statistical behavior. Here we will focus on long term time averages, and only touch on transient behavior in passing.

Utilization

From an economic or financial point of view, the fraction of time equipment is idle is not a productive use of money. For a local area network, the fraction of time each device is busy, and the fraction of time the transmission medium is busy transmitting data, should both be as high as possible. Since the most expensive element in a local area network is the device and not the transmission medium, and since there are many more devices attached to a local area network than there are local area networks, a great deal of engineering attention is focused on cost reducing the devices. Unfortunately, virtually all the traffic engineering studies for local area networks have concentrated on the utilization of the least expensive component, the transmission medium. In any event, utilization of the transmission medium under load should be high; only a small portion of the available transmission time should be devoted to controlling access versus successfully transmitting data.