



3 1735 042 882 658

Voice & Data Communications Handbook

Fourth Edition

- Includes new material on emerging technologies—wireless, 3G, WAP, optical networks, DSL, and more
- Provides an up-to-date overview of the telecommunications industry
- Explains voice over IP, xDSL, VPNs and other key topics in clear, jargon-free terms
- Contains practical implementation techniques in addition to basic concepts

REGIS J. "BUD" BATES AND DONALD W. GREGORY

Best-selling authors and data communications experts

Voice & Data Communications Handbook

Fourth Edition



REF
Infosci
TK5105
B395
2001

213100-0

THE MOST COMPLETE COMMUNICATIONS REFERENCE

Voice and data communications experts give you the most comprehensive and detailed information on the latest in networking and telecommunications. With all new material on wireless protocols, high-speed broadband services, this easy-to-use reference provides comprehensive coverage of this fast-changing field—everything from basic concepts to advanced techniques on topics ranging from digital networks to frame relay and fiber optics. Free, this updated edition is highly readable and easy to understand the latest advances in this rapidly evolving field of voice and data communications.

This book will show you how to:

- Work with new wireless technologies and wireless LANs
- Get details on high-speed broadband services—xDSL and CATV
- Transmit data securely through use of VPN access networks
- Learn about voice over IP and video over IP
- Understand methods of computer-aided design
- Trace the evolution of the T-Carrier system
- Discover the advantages of using packet-switched networks
- Find out about optical systems—infrared and Wavelength Division Multiplexing (WDM)

Facility

CIRCULATING

R10-M16-S06-T05

31735042882658



Tray ID: R10-M16-S06-T05

Call No.: TK5105 .B395 2001

Volume:

Collection: GEN

Title: Voice and data communications

Banding Label

01/16/2025 16:12:41

Do Not Remove This Wrapper

PS1799-0117

OSBORNE

REQUIRED READING for the Information Age

A Division of The McGraw-Hill Companies

\$65.00 USA

www.osborne.co

udes:

us digital

nch Exchanges

SNA, TCP/IP

intranets

ANs, and

, ISDN, and ATM

SL

lular

AUTHORS

re than 35 years of
communications and MIS.

operation of TC International

full service management

ation. He also develops and

public and in-house training

from managerial overviews

ection on voice, data,

broadband communications.

f twelve books including

communications Handbook and

communications Handbook.

ry is a partner with

s Corporation's Consulting

to joining CSC, he spent

thor Andersen,

ester/Navistar, and Digital

During most of that time he

the design and implemen-

voice communications

13188-8



90000



1888

UNIVERSITY OF PITTSBURGH LIBRARIES

VOICE AND DATA COMMUNICATIONS HANDBOOK

6

McGraw-Hill
New York San Francisco Washington, D.C.
London Toronto Sydney Hong Kong
Singapore Manila Mexico City Sao Paulo
Rio de Janeiro Bogota Caracas Lima

OTHER BOOKS BY REGIS J. "BUD" BATES

Bates *Voice and Data Communications Handbook 3/e*
0-07-212276-5

Bates *Broadband Telecommunications Handbook*
0-07-134648-1

Bates *Optical Switching and Networking Handbook*
0-07-137356-X

Bates *Wireless Broadband Handbook* 0-07-137161-3

Bates *Hands On Client Server Internetworking*
0-07-005442-8

Bates *Nortel Networks Layer Three Switching*
0-07-212426-1

Bates *GPRS General Packet Radio Service*
0-07-138188-0

Voice and Data Communications Handbook

Fourth Edition

Regis J. (Bud) Bates
Donald W. Gregory

McGraw-Hill

New York San Francisco Washington, D.C.
Auckland Bogotá Caracas Lisbon London
Madrid Mexico City Milan Montreal New Delhi
San Juan Singapore Sydney Tokyo Toronto

Osborne/McGraw-Hill
2600 Tenth Street
Berkeley, California 94710
U.S.A.

To arrange bulk purchase discounts for sales promotions, premiums, or fund-raisers, please contact Osborne/McGraw-Hill at the above address. For information on translations or book distributors outside the U.S.A., please see the International Contact Information page immediately following the index of this book.

Voice and Data Communications Handbook, Fourth Edition

Copyright © 2001 by The McGraw-Hill Companies. All rights reserved. Printed in the United States of America. Except as permitted under the Copyright Act of 1976, no part of this publication may be reproduced or distributed in any form or by any means, or stored in a database or retrieval system, without the prior written permission of the publisher, with the exception that the program listings may be entered, stored, and executed in a computer system, but they may not be reproduced for publication.

234567890 DOC DOC 01987654321

ISBN 0-07-213188-8

Publisher

Brandon A. Nordin

**Vice President & Associate
Publisher**

Scott Rogers

Executive Editor

Steven Elliot

Project Manager

Jenn Tust

Acquisitions Coordinator

Alex Corona

Technical Editor

Roger Moore

Compositor and Indexer

MacAllister Publishing Services, LLC

Information has been obtained by Osborne/McGraw-Hill from sources believed to be reliable. However, because of the possibility of human or mechanical error by our sources, Osborne/McGraw-Hill, or others, Osborne/McGraw-Hill does not guarantee the accuracy, adequacy, or completeness of any information and is not responsible for any errors or omissions or the results obtained from use of such information.

ACKNOWLEDGMENTS

Well, here I am again, finalizing the latest book for McGraw-Hill. This one is special because it is the fourth edition of the *Voice and Data Communications Handbook*! The original book came out in 1995 but has blossomed quite a bit since then. It is hard to believe that so much has happened over these few years.

This book deals with the issues surrounding the telecommunications industry on voice and data topics as the two converge. As always, I chose to write the way I think, that is, in a non-technical fashion. I hope that this is consistent with you, the reader, because there is little published that is geared for the novice and business professional. Besides the new chapters, we added something new this time in response to many professors around the country. In the beginning of each chapter, we have an objectives section and at the end of the chapter we have added some questions. We hope this adds and rounds off the information based on this new information. We can thank the educators for their interest and requests.

To be fair about this production, we owe a lot of credit to many people. Some of the people interacted with us regularly, and others only occasionally. First, we must thank Steve Elliot, McGraw-Hill's executive editor on this book, who prodded me to keep going. In addition to Steve is Alex Corona who e-mailed us weekly, keeping the project on schedule.

Numerous other people aided in the editing and production of the book—far too many to name. They know who they are and can give themselves a pat on the back for their efforts. Special mention is warranted for Molly McHugh who had the misfortune of working with me on two books simultaneously, through the edits and rewrites, as well as the new materials I was creating at the same time. Keeping track of two books from the same author had to be a challenge in itself. Molly's tenacity is what got the final production together. Then there are the vendors and manufacturers we talk to daily regarding products, services, and opportunities. All add to the knowledge in this book.

Two people in my office deserve the lion's share of the credits for the ultimate graphical representation and production of this book. The first is Gabriele my wife and partner of more than three decades. She is the silent contributor of this production. Gabriele really deserves to have her name on the cover of this book. Second is a young lady whose energy and enthusiasm never seem to cease. Amber Hartmann and Gabriele worked dauntlessly to keep the graphics accurate and readable, while at the same time creating interesting renderings. Amber's age belies her maturity and

ability to jump right in and get things done quickly, even though we change them constantly.

This team of people all pulled together to make this fourth edition of the *Voice and Data Communications Handbook* a reality. They deserve the credit.

Finally, I want to thank you the reader for giving up your time to read this book. I receive many calls and e-mails from readers who just want to let me know that they enjoyed my opinion or the way I present an idea. I hope I can continue to win your support. My best wishes to you all!

Thank you all,

Regis J. (Bud) Bates

CONTENTS

Acknowledgments	v
Introduction	xxiv
Format	xxv
Chapter 1 The History of Telecommunications	1
Who Really Invented the Telephone?	2
Evolution of the Telecommunications Industry	3
The First Telephone Companies Formed	5
The Regulatory Scene	5
Hush-a-Phone	7
The Introduction of Competition	8
The Divestiture Agreement	8
Tariffs	11
The Telecom Act of 1996	12
The Canadian Marketplace	16
Questions	17
Chapter 2 Voice Characteristics	19
The Medium	20
Sound	20
What Is Bandwidth?	24
Voices	27
Other Services	28
Questions	29
Chapter 3 The Telephone Network	31
A Topology of Connections Is Used	32
The Local Loop	34
The Network Hierarchy (Pre-1984)	36
The Network Hierarchy (Post-1984)	39
The Public-Switched Network	41
The North American Numbering Plan	41
The Area Code	42
The Exchange Code	43
The Subscriber Extension	43
Private Networks	44
Hybrid Networks	45
Local Access and Transport Areas (LATAs)	46
Wiring Connections: Hooking Things Up	47
Types of Communications	48

	One-Way (Simplex)	48
	Two-Way Alternating (Half Duplex)	48
	Two-Way Simultaneous (Duplex or Full Duplex)	49
	Equipment	49
	Questions	50
Chapter 4	The Telephone Set	53
	The Function of the Telephone Set	55
	The Pieces	58
	The Base	58
	The Handset	59
	The Transmitter	61
	The Receiver	62
	The Connector or the Handset Cord	63
	The Inside of the Telephone	64
	The Switchhook	65
	The Dial Pad	66
	The Ringer	70
	Tip and Ring	71
	Newer Sets	71
	Speed Dialing	72
	Call Hold	73
	Call Transfer	73
	Conference Call	73
	Redial Last Number	74
	Built-in Speakerphone	74
	Hands-Free Dialing	74
	Displays	75
	Questions	75
Chapter 5	Analog Versus Digital Communications	77
	Analog Transmission Systems	78
	Analog-to-Digital Conversion	84
	Digital Signaling	86
	Digital Data in an Analog World	89
	Questions	91
Chapter 6	Carriers	93
	Incumbent Local Exchange Carriers	93
	Local Dial Tone (Single-Line and Party Line) Service	96
	Centrex Service	97
	Business Service (Direct Inward Dial and Direct Outward Dial Lines and Trunks)	99
	Residential Service	99
	Local Calling Services	101

	Pay Phone Service	101
	Private Lines and TIE Lines	103
	Foreign Exchange Service	105
	WATS (Intrastate, Intra-LATA)	107
	800/888/877/866 Service	111
	Directory Services	112
	Off-Premises Extensions	113
	Access to Interexchange Carriers (Equal Access)	115
	Competitive Local Exchange Carriers (CLECs)	115
	Data Local Exchange Carriers (DLEC)	117
	Interexchange Carriers (IEC/IXC)	118
	Switched Long Distance (DDD)	118
	Credit Card Service (Calling Card Service)	119
	WATS Service	121
	800/888/877/866 and 900 Service Offerings	124
	International Access	125
	Foreign Exchange Service	126
	Off-Premises Extensions (OPXs)	127
	Operator/Directory Assistance	128
	Remote Call Forwarding (RCF)	129
	Competitive Access Providers	129
	Questions	131
Chapter 7	Lines and Trunks	135
	Lines	136
	Trunks	137
	Comparisons	138
	Common Configurations	139
	DID	139
	DOD	141
	FX	141
	OPX	143
	TIE Lines	144
	E&M	146
	Signaling	148
	WATS	149
	Private Line	149
	Questions	151
Chapter 8	Traffic Engineering Calculations	153
	Traffic Engineering Studies	153
	Where Can the Information Be Obtained?	156
	Accomplishing the Mission	157
	Using the Information	159
	Gather the Data	159
	Convert the Data to Daily or Hourly Usage	160

Choose the Appropriate Tool	163
Poisson Distribution	163
Determine the Grade of Service Desired	164
Erlang Distribution	166
Questions	172
Chapter 9 Equipment: Private Branch Exchanges	175
Private Branch Exchange (PBX)	175
Analog Systems	181
Digital PBX	182
Central Office Centrex	187
Centrex Service	188
Peripheral Devices	190
Questions	191
Chapter 10 Key Telephone Systems	193
Why Key Systems?	197
Features on Sets for Key System Vendor Interfaces	203
Innovations in the Key Telephone Systems — IP Telephones	204
The Vendor Proposal	207
Questions	208
Chapter 11 Voice Processing	213
Interactive Voice Response	214
Control Alternatives: Touch-Tone or Voice Recognition	214
Voice Dialing	215
Automated Attendant	216
A Few Important Points Not Directly Illustrated in the Dialogue	221
Automatic Call Distributor	222
Voice Mail	231
Interactive Voice Response	237
Questions	241
Chapter 12 Computer-to-Telephony Integration (CTI)	243
Other Applications	247
Why All the Hype?	251
Linking Computers and Communications	253
Unified Messaging Services	255
The Technology Advancement	256
The Final Bond	257
Technology Enhancements	259
Other Technologies	261
Automated Attendant	262
Integrated Voice Recognition and Response	263

Fax-Back and Fax Processing	263
Text to Speech and Speech to Text	264
Optical Character Recognition (OCR)	265
Questions	265
Chapter 13 Data Communications	269
Concepts	270
Architectures	273
Protocols	274
Transmission Protocols (Synchronous Versus Asynchronous)	274
Error Detection	279
Parity Bit/Vertical Redundancy Checking (VRC)	280
Longitudinal Redundancy Checking (LRC)	282
Cyclic Redundancy Checking (CRC)	284
Plexes-Communications Channel Directions	286
One-Way (Simplex)	286
Two-Way Alternating (Half Duplex)	287
Two-Way Simultaneous (Duplex) or Full Duplex	288
Compression	289
Multiplexing	293
SDM	294
FDM	295
TDM	295
Codes	298
ASCII	299
Extended ASCII	301
EBCDIC	301
Unicode	303
Modulation	303
Amplitude Modulation (AM)	303
Frequency Modulation (FM)	304
Phase Modulation	305
QAM	306
V.90 Modems	307
Devices	308
DTE versus DCE	308
Categories and Examples of DTEs	309
Questions	309
Chapter 14 T1 and the T Carrier	313
Evolution of the T-Carrier System	313
Analog Transmission Basics	314
The Evolution to Digital	317
Analog-to-Digital Conversion	320
The Movement to End Users	324
T1 Basics	325

Digital Capacities	335
Signaling	338
Clocking (Network Synchronization)	339
Bit Synchronization	340
Time Slot	340
Frame Synchronization	341
Potential Synchronization Problems	341
Performance Issues	342
D3/D4 Framing	343
Maintenance Issues	344
Error Detection	345
Errors of Omission/Commission	346
ESF — A Step to Correct the Problem	347
Framing	350
CRC-6	350
The Facility Data Link	351
Benefits of ESF	351
Problems with ESF	352
Questions	353
Chapter 15 The Open Systems Interconnect Model (OSI)	357
Other Network Architectures	381
SNA	382
SNA Components	383
The SSCP	384
The Physical Unit	385
The Logical Unit	386
Digital Network Architecture (DNA)	389
Internet Protocols (TCP/IP)	390
IP	391
TCP	393
Questions	394
Chapter 16 The Internet	399
A Little History	400
Structure (Who's at the Center — and Why)	404
Why the Hype?	405
Everybody as a Publisher	407
Commercial Opportunity?	409
Spam	410
Web Advertising	411
Web Site	412
Protocols	417
Naming Standards	420
Gaining Access	422
Internet Futures	425

Voice over the Internet	426
Voice over the Internet Protocol (VoIP)	428
Quality of Service	430
Questions	433
Chapter 17 Remote Access and Virtual Private Networks (VPNs)	437
Components of the VPN	441
Remote Access	443
The Pressure Is On	444
Remote Access Defined	445
Security Issues	448
PAP and CHAP as Part of the PPP	451
L2TP Recommended by Microsoft and Others	451
Questions	457
Chapter 18 Intranet	461
Issues	464
The Architecture	465
Accessing the Network	468
Intranet: The Logical Evolution	471
Is It for Everyone?	473
The Full-Service Intranet	474
Applications	477
Getting There from Here	478
Other Issues	481
Questions	482
Chapter 19 Packet Switching Technologies (X.25)	487
Data Communications Problems	488
The Data Communications Review	489
Packet Switching Defined	490
What Is Packet Switching?	490
The Packet Switching Analogy	491
The Packet Concept	496
Overhead	496
Summary of Packet Format	499
The Packet Network	499
The User Connection	499
Benefits of Packets	507
Other Benefits	507
Advantages of Packet Switching	509
Other Components of Packet Switching	511
The X.25 Numbering Plan	514
Applications for X.25 Services	514
Other Forms of Packets	517
Questions	519

Chapter 20	Local Area Networks (LANs)	523
	What Are LANs?	523
	High Communications Speed	525
	Very Low Error Rate	526
	Geographic Boundaries	526
	Single Cable System or Medium for Multiple Attached Devices	527
	A LAN by Another Name	528
	What Do Users of LANs See When They Use the Network?	528
	Why Are They Used?	529
	Performance	529
	Wiring	530
	Shared Resources	534
	Distributed Systems	536
	Client/Server Architecture	536
	Scalability	537
	How They Work	538
	Node Configuration Elements	539
	LAN Software for LAN Nodes	540
	LAN Network Interface Cards	541
	Topologies	543
	Physical Topologies	544
	Logical Topologies	547
	Mixed Topologies — The Real World	549
	Internetworking	551
	Repeaters	552
	Bridges	552
	Routers	553
	Gateways	553
	LAN Switching versus Nonswitched	553
	Questions	562
Chapter 21	Ethernet	567
	Concepts	568
	Bus — CSMA/CD	568
	Half Duplex	571
	Bandwidth	572
	Destination Address	573
	Source Address	573
	Length	574
	Data	575
	CRC	575
	Components	576
	10Base5	576
	10Base2	582
	10Base-T	587
	10Base-F (Fiber)	589

10Broad36	590
Fast Ethernet	592
Virtual LANs	602
IEEE 802.11 Wireless LANs	603
Questions	611
Chapter 22 Token Ring LANs	615
Token Rings	615
The IBM Token Concept	616
Initial Layout	617
Problems Encountered	618
Lack of Power	618
Lack of Connection	618
Constant Changes	619
The Solution to Physical Problems	620
Cable Types Used	623
Speeds	626
Media Access Control Layer	627
The Types of Frame	628
The Token	629
The Abort Sequence	632
The Data Frame	632
Case Example	636
Questions	642
Chapter 23 Baseband versus Broadband	645
Baseband and Broadband	646
Motivations Driving the LAN Decision	647
Data Rates	648
Interconnection	648
Integrated Resources	649
Compatibility Issues	651
Cost Implications	651
The PBX	653
Baseband Cable Systems	654
Baseband Is Cheaper Than Broadband and PBX Solutions	656
Baseband Is a Very Scalable LAN Service	656
Baseband Is Highly Efficient	656
Broadband Cable Systems	658
Baseband versus Broadband	666
Questions	667
Chapter 24 Fiber Distributed Data Interface (FDDI)	669
FDDI Design	670
FDDI Configuration	674

Chapter 20	FDDI on the OSI Model	677
	The FDDI Frame	680
	Synchronization	683
	FDDI Applications	683
	Encapsulating Bridges	686
	Translating Bridges	686
	FDDI in the Metropolitan Area Network (MAN)	687
	FDDI Recovery	688
	FDDHI	689
	Questions	690
Chapter 25	Switched Multimegabit Data Services (SMDS)	693
	What Is SMDS?	694
	The Local Environment	697
	Technology Used in SMDS	699
	The SMDS Goal	699
	Access Rates to SMDS	700
	Accessing the MAN	701
	The IEEE 802.6 Architecture	703
	The DQDB Architecture	704
	The MAN Access Unit	707
	The Data Handling	709
	Segmentation and Reassembly	709
	The SMDS Data Unit	711
	SMDS in a LAN Environment	714
	Information Throughput	715
	Questions	716
Chapter 26	Frame Relay	719
	What Is Frame Relay?	720
	Why Was Frame Relay Developed?	721
	The Significance of Frame Relay	722
	Comparing Frame Relay to Other Services	724
	TDM Circuit Switching	724
	X.25 Packet Switching	725
	Frame Relay Speeds	728
	Guaranteed Delivery	730
	Advantages of Frame Relay Services	732
	Increased Utilization and Efficiency	732
	Savings Through Network Consolidations	732
	Improved Network Up-Time	732
	Improvements in Response Time	733
	Easily Modifiable and Fast Growth	733
	Standards-Based	733

Chapter 26	Services Available	733
	TCP/IP and Novell IPX/SPX	734
	CCITT X.25 Protocol	734
	Facsimile (CCITT Group III or IV) Traffic	734
	The Major Players	734
	Others	735
	What the Standards State	737
	The Basic Data Flow	737
	Interface Signaling for Control	739
	Internal Networking	740
	Voice over Frame Relay	740
	International	742
	Advantages	743
	Disadvantages	743
	Questions	744
Chapter 27	Integrated Services Digital Network (ISDN)	747
	ISDN Defined	748
	Who Is Making the Rules?	750
	Why Do We Need ISDN?	751
	The Overall ISDN Concept	753
	Telegraph	754
	Telephone	754
	Telex	754
	Data Communications	755
	Packet Switching	755
	Integration	755
	The ISDN Architecture	756
	Physical View	756
	Logical View	759
	Circuit Mode Services	760
	Packet Mode Services	761
	Application Services	763
	The Exchange Carrier Networks	764
	The Interexchange Network	765
	The Premises Network	767
	Basic Operating Characteristics	768
	Bearer Services	769
	Questions	771
Chapter 28	Asynchronous Transfer Mode (ATM)	775
	What Is ATM?	776
	Broadband Communications	777
	The Cell Concept	778

The Importance of Cells	778
Deriving Bandwidth	780
Cell Sizes and Formats	780
General Flow Control Identifier	780
Virtual Path Identifier	781
Virtual Channel Identifier	781
Payload Type	781
Cell-Loss Priority	782
Header Error Control	782
The Cell Format for User Data	782
The Adaptation Layer	782
ATM Standards Protocols	785
ITU	785
Rates	787
ANSI	788
ATM Forum	789
Switches	789
Public Switches	790
LAN to LAN via ATM	791
ATM and Frame Relay Compared	791
Network Interworking	792
Service Interworking Functions	794
Questions	795
Chapter 29 Digital Subscriber Line (DSL)	799
What Is xDSL?	800
Asymmetric Digital Subscriber Line (ADSL)	801
ADSL Capabilities	801
Modem Technologies	802
ISDN-Like Digital Subscriber Line (IDSL)	802
High-Bit-Rate Digital Subscriber Line (HDSL)	803
Symmetric or Single Digital Subscriber Line (SDSL)	806
Asymmetric Digital Subscriber Line (ADSL)	806
Rate-Adaptive Digital Subscriber Line (RADSL)	806
Consumer Digital Subscriber Line (CDSL)	807
Very High-Speed Digital Subscriber Line (VDSL)	807
Single-Pair High-Speed Digital Subscriber Line (SHDSL)	808
The Hype of DSL Technologies	809
xDSL Coding Techniques	809
Discrete Multitone (DMT) Modulation	810
Using DMT for the Universal ADSL Service (G.Lite)	810
Carrierless Amplitude Phase (CAP) Modulation	812
Comments on Deployment	813
Voice over DSL	813
VoATM over DSL	815
ATM Suitability for Voice Traffic	815
VoATM and DSL	817
Questions	818

Chapter 30	Cable Modem Systems and Technology	821
	The Ethernet Cable	822
	Cable TV Technology	824
	The New Market	825
	System Upgrades	826
	Cable Modems	827
	Standards	829
	Return Path	830
	Applications	831
	The Combined Corporate and End-User Networking	
	Strategies	831
	Security on CATV	832
	Questions	833
Chapter 31	Signaling System 7 (SS7)	837
	Evolution of Signaling Systems	838
	Pre-SS7	838
	Introduction to SS7	839
	Purpose of the SS7 Network	840
	What Is Out-of-Band Signaling?	841
	Why Out-of-Band Signaling?	842
	The SS7 Network Architecture	843
	SS7 Interconnection	844
	Basic Functions of the SS7 Network	845
	Signaling Links	845
	The Link Architecture	848
	Links and Linksets	849
	Combined Linksets	849
	Routes and Routesets	850
	SS7 Protocol Stack	851
	Basic Call Setup with ISDN User Part (ISUP)	853
	SS7 Applications	854
	Questions	855
Chapter 32	Local Number Portability (LNP)	859
	The Three Phases of LNP	860
	LNP for Cellular and PCS Suppliers	861
	Cellular Providers	861
	Personal Communications Services (PCS) and Specialized	
	Mobile Radio (SMR) Providers	862
	LNP Differences	863
	What's It All About, Anyway?	864
	Where's the Money?	865
	The Wireless Carriers' Decision	866
	Basic LNP Networks	867
	LNP Services Administration	868
	Location Routing Number (LRN)	868

LNP Impact on Routing and Rating	870
Demand for LNP	870
LNP Operations, Administration, and Maintenance Impacts	871
Scenarios	872
Wireless and Wireline E-911	875
The Ultimate Goal — 2001	876
Benefits of Using LNP and Roaming Capabilities	877
Incoming Calls to an Idle Mobile	877
Calls to a Busy Set or a Set That Doesn't Answer	878
No Answer with Call Forwarding	879
Calls to a Busy Set with Message Waiting	879
Questions	880
Chapter 33 Cellular and Personal Communications Systems	883
Problems with the AMPS/IMTS	884
Cellular Communications	886
Meeting the Demand	890
The Telephone (Mobile) Set	891
Cellular's Success and Loss	892
Digital Transmission	897
Digital	897
Voice Technology and Applications	898
Facsimile Technology	900
Data Transmission	902
Digital Cellular Evolution	904
Personal Communications Services	905
Technology	907
The Concept of PCS/PCN	908
Questions	912
Chapter 34 Wireless Application Protocol (WAP)	915
WAP Protocol Stack	918
Wireless Application Environment	918
Wireless Session Protocol	919
Wireless Transaction Protocol	919
Wireless Transport Layer Security	920
Wireless Datagram Protocol	920
Short Message Service	921
Circuit-Switched Data	921
Unstructured Supplementary Services Data	921
General Packet Radio Service	922
WAP Clients and Gateways	923
Applications	925
The WAP Forum	926
The WAP Forum Goals	927
Standards Are Important	928
Full Industry Participation	929

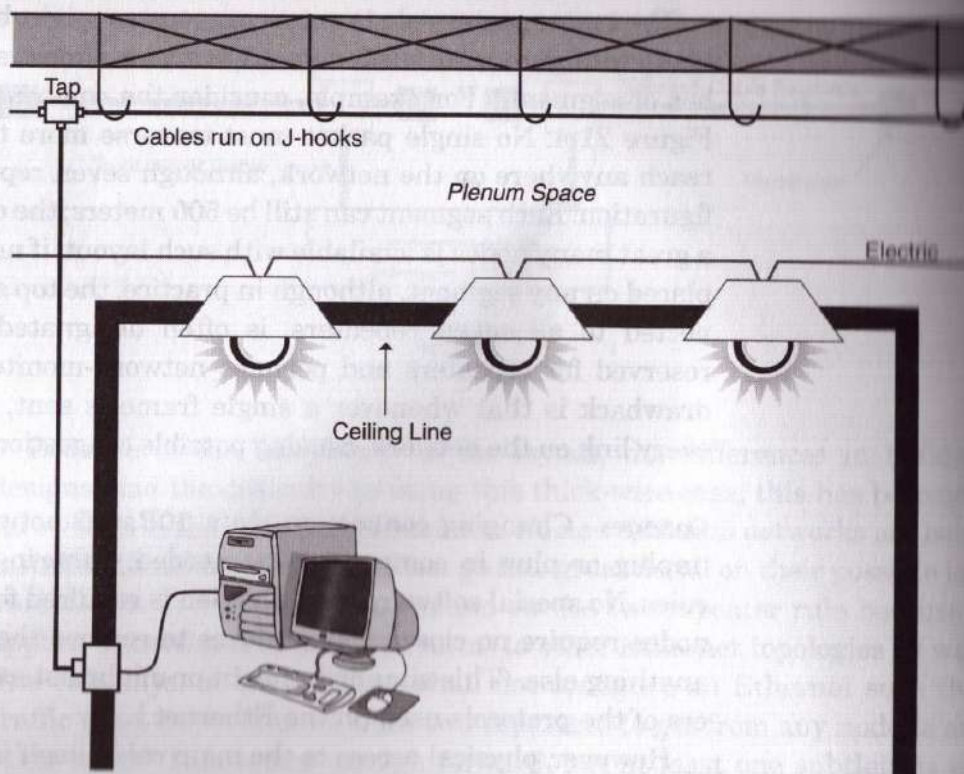
Bearer Independence	930
Device Independence	930
Interoperability	931
Why WAP?	932
Market Differentiation	932
Subtle Network Differences	933
Devices Are Definitely Different	934
Questions	935
Chapter 35 3G Wireless	937
Enter the Data	939
What to Call the Data Systems of the Future	940
What about the CDMA Folks?	942
IS-2000-A/cdma2000 3X	943
Third-Generation (3G) Wireless	944
Applications for 3G	947
What Does It All Mean?	950
Questions	950
Chapter 36 Light Systems	953
System Geometry	955
Atmospheric Conditions	957
Absorption	958
Scattering	958
Shimmer	959
Site Selection	960
Clear Line of Sight	960
Adverse Mounting Conditions	961
Licensing Requirements	963
Bandwidth Capacities	963
Applications	964
The Cable Decision	964
The Radio Decision	965
The Infrared Decision	965
Can the System Carry LAN Traffic Transparently?	969
Advantages of Infrared	970
Disadvantages of Infrared	971
Fiber-Optic-Compatible Systems	971
Questions	973
Chapter 37 SONET and SDH	975
Background Leading to SONET Development	976
The SONET Line Rates	977
SONET Frame Format	980
SONET Topologies	982
Point to Point	982

Point to Multipoint	983
Hub and Spoke	984
Ring	984
Synchronous Digital Hierarchy (SDH)	985
Synchronous Communications	986
Plesiochronous	987
SDH Frame	987
Waves of Light on the Fiber	990
The Benefits of a Combined Network	991
Questions	991
Chapter 38 Finances for Telecommunications	993
Benefits	996
Hard Benefits	996
Soft Benefits	997
Costs	1000
Cost and Benefit Calculations	1000
Life Cycles	1000
Pricing Considerations	1003
The Decision-Making Process	1005
Justifying Costs	1005
Maintenance Issues	1006
Reduced Rates versus Improved Service	1007
Sample Calculations	1008
Initial Costs	1008
Add-On Costs	1010
Questions	1011
Chapter 39 Cabling Systems	1013
Twisted Pair	1018
Coax	1025
Fiber Optics	1027
Applications of Fiber	1031
Fiber Differences	1032
Why Would One Not Use Fiber Wherever Possible?	1033
Questions	1034
Chapter 40 Planning the Communications Applications	1037
Starting Point	1038
Make a Phone Call Anywhere in the World by Picking up Any Phone and Dialing It.	1038
Make a Data Connection.	1039
Make a Physical Inspection of the Wiring.	1041
Make a List of Features and Functions Added to the Phone and Data Network.	1042

Talk to the Users.	1042
Meet with the Appropriate Departments.	1043
Wrap up What You Learned	1046
Plan the Plan	1047
Implement the Plan	1048
Track the Results	1048
Report the Results	1049
Index	1051

Figure 21-5

To move a station is very complex. It requires going above the ceiling. The drop behind the wall may not lend itself to removal.



quite an effort. For this reason and others, 10Base5 is rarely installed anymore. Figure 21-5 shows how accessing the cable and the need to add a drop cable from the ceiling to the device can be problematic.

10Base2

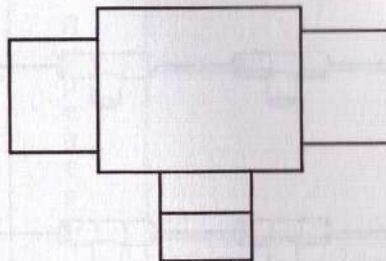
10Base5 wiring is extremely difficult to work with and costly on a per-foot basis. With improving technology, companies determined that by applying some engineering smarts, they could design a new Ethernet standard (still 802.3) for use on a much lighter, flexible, and less expensive type of coaxial cable. 10Base2, also often referred to as thin wire or cheapernet, is specified to run on RG-58A coaxial cable. This cable is almost identical to cable that you probably have running into your home for cable television. However, the configuration of 10Base5 and that of 10Base2 have quite a number of differences.

10Base2 Piece Parts As with the other 802.3 media, 10Base2 requires a network interface card (NIC) in each node. However, the NIC is much smarter and the tap is much simpler (and less expensive) than in a 10Base5 configuration. Also, no transceiver cable is required or even allowed; instead, the tap, called a *T connector*, plugs right into the back of the NIC. The T connector splits the signal on the cable, enabling it to continue on and also sending a copy directly into the connector on the NIC—a coax connector of the same type as on the other two sides of the T connector. A T connector looks something like the example shown in Figure 21-6.

T connectors have advantages and disadvantages compared to transceivers. They are far less expensive, about one-tenth the cost. They can be added or removed from a 10Base2 daisy chain in seconds, much more quickly than a 10Base5 transceiver. However, unlike with 10Base5, T connectors are inserted in line in the coaxial cable; if a T connector is to be added or removed, the entire cable will be down for a few seconds while the change is being made. This is true even if the T connector is being added to the end of the cable. Once a T connector is added to the cable, unplugging it from or plugging it into its attached node does not disrupt the cable so long as the T connector itself remains in the cable. For this reason, many installations preconfigure many T connectors in each daisy chain to avoid later disruption.

The minimum distance between T connectors is 0.5 meters (1.6 feet). One 10Base2 segment can be up to 185 meters (607 feet) long, much shorter than a 10Base5 segment. As with 10Base5, every segment must end with a terminator, in this case one designed for 10Base2. As you can see in the next section, how the coax is terminated and how it is laid out are different when compared with 10Base5.

Figure 21-6
The 10Base2 T
connector



Configuration of 10Base2 Parts

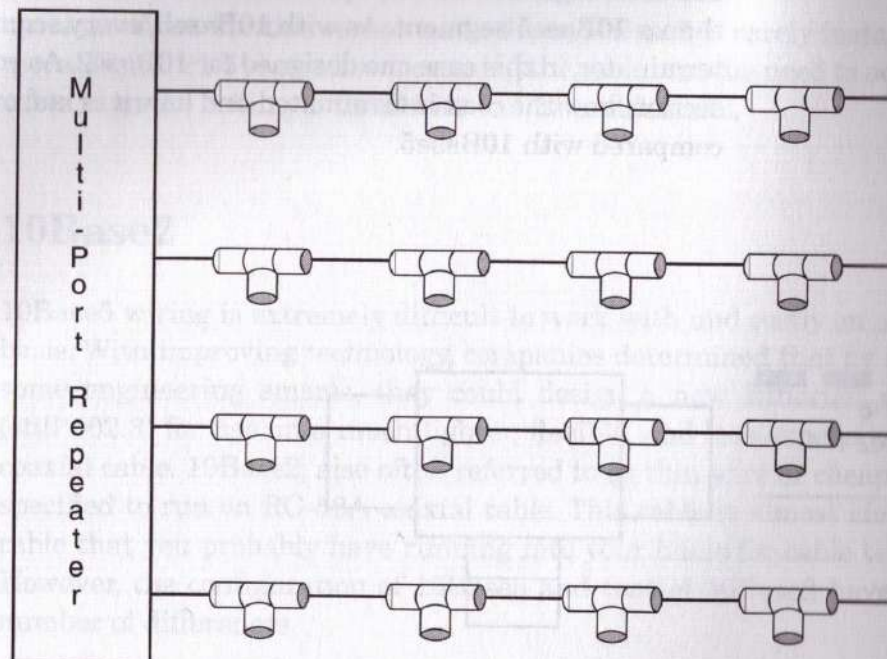
Setup 10Base2 is supported in two different kinds of configurations and is also often used in a third configuration not originally envisioned in the specification. The three configurations can briefly be summarized as follows:

- Star with daisy chains
- Pure star configuration
- Daisy chain bus

The original specification for 10Base2 was a star configuration, with each radiating spoke as a daisy chain bus. Such a configuration might look like the example in Figure 21-7.

A *multiport repeater* (MPR) takes every signal it receives on one daisy chain and sends it out over all of the other daisy chains to which it is connected. Up to 27 T connectors (some vendors support up to 30) can be installed on each daisy chain; the number of ports on the MPR limits the number of daisy chains. The last T connector on each daisy chain must have a terminator on one side. The MPR is an active device; it plugs into AC power. As such, it is grounded through its power cord and therefore provides an electrical ground for each attached segment. Thus, no separate ground is

Figure 21-7
10Base2 using a
multiport repeater



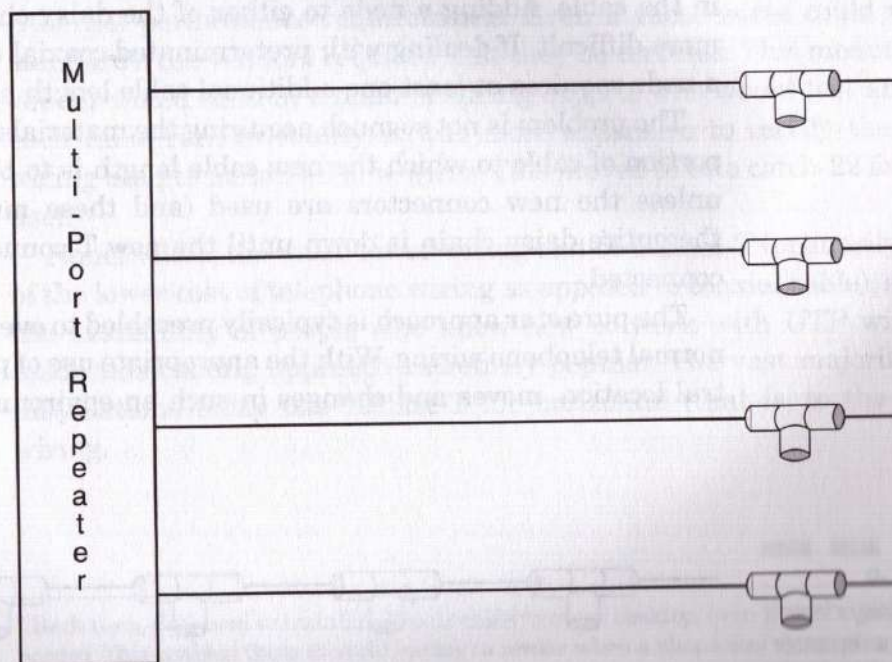
required (or indeed allowed) for the individual segments. Note that each daisy chain is plugged directly into a port on the MPR; the cable end at the MPR does not require a T connector.

This MPR configuration of daisy chains is very cost-effective compared to 10Base5. However, wiring and maintaining it is rather onerous. Until the last few years, using this approach for wall-plate installations (vs. just running the cable along the floor) was very difficult and often subject to frequent outages as individuals interrupted connections, disrupting the entire daisy chain. More recently, special wall plates have come onto the market that simplify such wiring; however, they are quite expensive. 10Base2 installations can also use a pure star configuration, as shown in Figure 21-8.

With only one T connector (and therefore only one Ethernet node) per cable, the per-port cost of a 10Base2 pure star is much higher than the daisy chain approach; the cost of the MPR itself is spread across far fewer devices than with the previous configuration. Nonetheless, the star has two major advantages over both the daisy chain and 10Base5:

- Because it is no longer a physical bus (although it is still a logical bus), it can use the physical communications paths installed in buildings for

Figure 21-8
10Base2 pure star



the purposes of telephone wiring because telephone wiring is also star configured.

- Because each node is on its own cable, cable faults generally do not affect other nodes through the MPR.

Vendors officially support both of the two previous 10Base2 configurations. However, vendors do not support the following configuration. The pure daisy chain bus (Figure 21-9), without use of any repeater, was not contemplated by the specifiers of the 10Base2 standard (perhaps because the opportunity to sell equipment to implement it is minimal). The biggest problem with it is that, although every Ethernet segment is supposed to be grounded, daisy chains without repeaters usually are not grounded in practice.

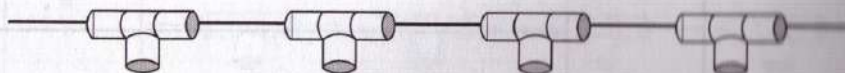
Because such networks are by definition very small (not to exceed 30 T connectors), the problems brought on by grounding them improperly usually do not cause major interruptions. Certainly, this is probably the least expensive type of Ethernet configuration on a per-port basis that supports more than two nodes. All of the cabling components together (except the NICs and software) can be assembled for about \$10 to \$25 per Ethernet node total in most cases.

Changes Removing a node from any 10Base2 network is simple; just unplug the T connector from the back of the NIC, leaving the T connector in the cable. Adding a node to either of the daisy chain configurations is more difficult. If dealing with preterminated coaxial cable lengths, adding a node requires at least one additional cable length and a T connector.

The problem is not so much acquiring the materials as it is getting at the portion of cable to which the new cable length is to be added. In addition, unless the new connectors are used (and these must be preinstalled), the entire daisy chain is down until the new T connector is inserted and connected.

The pure star approach is typically precabled to every work location, like normal telephone wiring. With the appropriate use of patch panels at a central location, moves and changes in such an environment are easier than

Figure 21-9
10Base2 daisy chain
bus without repeater



moving telephones. (Normally, telephone moves involve telephone number changes; Ethernet moves require only connecting the new location up to any active MPR port.) Locations not requiring Ethernet connectivity do not have their coaxial cable runs connected to an active MPR port. If 10Base-T wiring had not been invented, the 10Base2 approach might have become much more popular.

10Base-T

10Base-T defines a standard for running Ethernet over unshielded twisted pair (UTP) wiring. The prospect of using existing, in-place (but unused) telephone wiring provided much of the impetus for the development of this standard. Many organizations had already been using some of the existing wiring in their buildings after the breakup of the Bell System in 1984. What actually happened was that Bell came along and told users that the in-house (station) wiring was theirs. Bell would no longer be in the in-house wiring business and would not maintain the wires as they had in the past. Realizing that the number of wires in the building just for the telephone systems was extraordinary² and that installing new wiring was expensive, many organizations saw the opportunity to use the existing spare telephone wires to run their higher-speed LAN connections. However, in practice, little of the wiring that was in place (when the standard came out) could meet Ethernet performance requirements. Even if these wires could meet the standards, the vendors required that they be certified. This meant that the vendor would send in a team of wiring experts who would test and certify each cable run. In reality, it was more expensive to certify the existing wiring than to install all new wires. This proved to be a catch-22 for the end user.

Nonetheless, the much lower wiring cost of 10Base-T (primarily because of the lower cost of telephone wiring as opposed to coaxial cable), as well as the availability of people who know how to work with UTP wiring, has made this cabling approach extremely popular. The vast majority of new installations today use 10Base-T for horizontal (that is, to the desktop) wiring.

² Back then, Bell used to install a 25-pair cable to every desktop, even if only a single pair was needed. This enabled them to avoid having to rewire when a phone was changed or moved.

The possibility of running Ethernet over UTP excited many companies before the actual standard was developed. Several vendors, including Synoptics,³ DEC, and others came out with Ethernet-over-UTP variants before the 10Base-T standard was finalized. These variants worked, but naturally, it was impossible to intermix components from these vendors to build an Ethernet-over-UTP configuration. Most of the vendors did, however, have the integrity to guarantee free conversion, or at least plausible migration paths, from their proprietary hardware to hardware compliant with the 10Base-T standard when the latter became available.

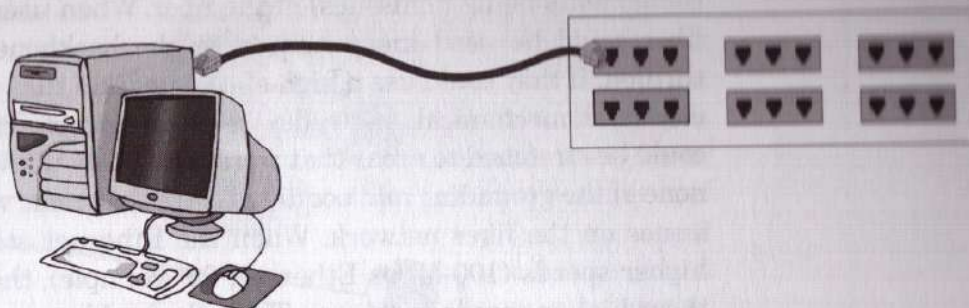
This promise does not mean, of course, that all customers bothered to take advantage of such upgrades when they became available. You might find yourself dealing with an existing UTP-based Ethernet installation with which you have had no previous involvement. If so, we suggest you verify that the hardware is indeed 10Base-T compliant rather than an older proprietary variant before blithely assuming that added 10Base-T hardware will integrate properly.

10Base-T Piece Parts 10Base-T NICs are functionally similar to 10Base2 NICs. That is, no separate transceiver is required as with a 10Base5 architecture. The connections are quite different, however. Ethernet UTP wire is terminated at each end with an eight-pin modular RJ-45 jack (only four pins are used). The modular jack plugs directly into the NIC; no T connector is required. Each cable supports only one Ethernet node, as with the pure star thin net approach. See Figure 21-10 for a representation of the 10Base-T environment. At least category 3 wire must be used (see Chapter 43 for more information on categories of UTP wire). Its length must not exceed 100 meters (328 feet).

A 10Base-T hub (sometimes also called a concentrator) is usually required. This is another version of the LAN in a box. The box or hub is the backbone network, whereas the horizontal run to the desktop is the drop. The only exception is if only two devices are to be connected; two 10Base-T devices can be linked via a crossover 10Base-T cable. 10Base-T hubs are functionally identical to multiport repeaters, although some vendors provide sufficiently fast central hubs that the two-repeater rule can be slightly relaxed.

³ Synoptics later merged with Wellfleet (a router manufacturer), creating Bay Networks. Bay was acquired by Nortel in 1998.

Figure 21-10
The 10Base-T
connection



10Base-T hubs (and, to a large extent, other hubs as well) come in two broad categories:

- Work group hubs, sometimes referred to as stackable hubs
- Backplane chassis, sometimes referred to as concentrators

Work group hubs are relatively inexpensive (as low as \$200 to \$300) devices that typically support 12 or 16 connections. If they incorporate Simple Network Management Protocol (SNMP) management agents, the cost increases by several hundred dollars. Work group hubs, by definition, have very few options in their configurations. Nevertheless, their low cost and simple environmental requirements (they can be mounted in a rack or simply placed on a table or on the floor) make them extremely popular.

Chassis-based concentrators offer great modular flexibility. Such devices consist of a power supply, some control logic, and several slots into which interface boards can be inserted. Each interface board can support several 10Base-T cables, often 12. Depending on the manufacturer, other boards might be available to support different types of networks out of the same chassis. Those other network types (for example, token ring) might be interconnected to the Ethernet board either via an additional interface board just for that purpose or via an external device not inserted into the chassis.

10Base-F (Fiber)

Newer uses of various cabling systems have always been explored. The fiber-optic medium has caught everyone's attention because of the declining costs of the glass and the electrical characteristics (that is, the freedom from electrical and radio frequency interference and the isolation from electrical

components being nonissues) of the fiber. When users discovered that the fiber could be used inexpensively in the backbone network, they were thrilled. If they could use a high-speed medium that was impervious to the electrical, mechanical, and radio frequency interference, then the network could be stretched to areas that were previously unavailable. Furthermore, none of the grounding and bonding issues that come with copper cable were issues on the fiber network. When the Ethernet standard ramped up to higher speeds (100-Mbps Ethernet, for example), the fiber would support these higher speeds with ease. Thus, the backbone saw more implementations with the 10Base-F installed.

The 10-Mbps standard was still used in the backbone network, but UTP wiring was still the least expensive proposition for wiring to the desktop. Therefore, a medium changer is required. In the closets where the LAN will run from floor to floor or from closet to closet, fiber is used. At the hub, ports exist for the connection from hub to hub via the fiber backbone. Inside the hub, the electronics are present to convert the fiber backbone to a copper station drop, or, in more precise terms, from the light to the electrical pulses needed for the copper. Figure 21-11 shows a typical configuration of the 10Base-F environment. This could be extended to the desktop, but, as already stated, the cost of putting fiber cards acting as transceivers in a PC or workstation is too steep for the average user. Therefore, this is done in a mixed environment.

10Broad36

Some networks have been built based on a broadband coaxial cable in the backbone. This might be more prevalent in a campus area (such as a college, corporate park, or hospital) where multiple buildings are interlinked. The use of the broadband cable was an expedient to support the needs of the organization's voice, data, and video needs because all of these components were analog transmissions that were connected between buildings. Therefore, the broadband backbone cable (such as a CATV cable) was used when the Ethernet was introduced. Customers who needed to link multiple buildings together were constrained by the 500-meter distance limitations of the Ethernet baseband coax. Even with the two-repeater rule, the most that the cable could be extended was 1,500 meters, just under a mile. Although this might sound like a lot of cable, which should reach just about anywhere, the one mile of cable gets used very quickly when it needs to be snaked through ceilings, up and down from the ceiling heights, and so on.

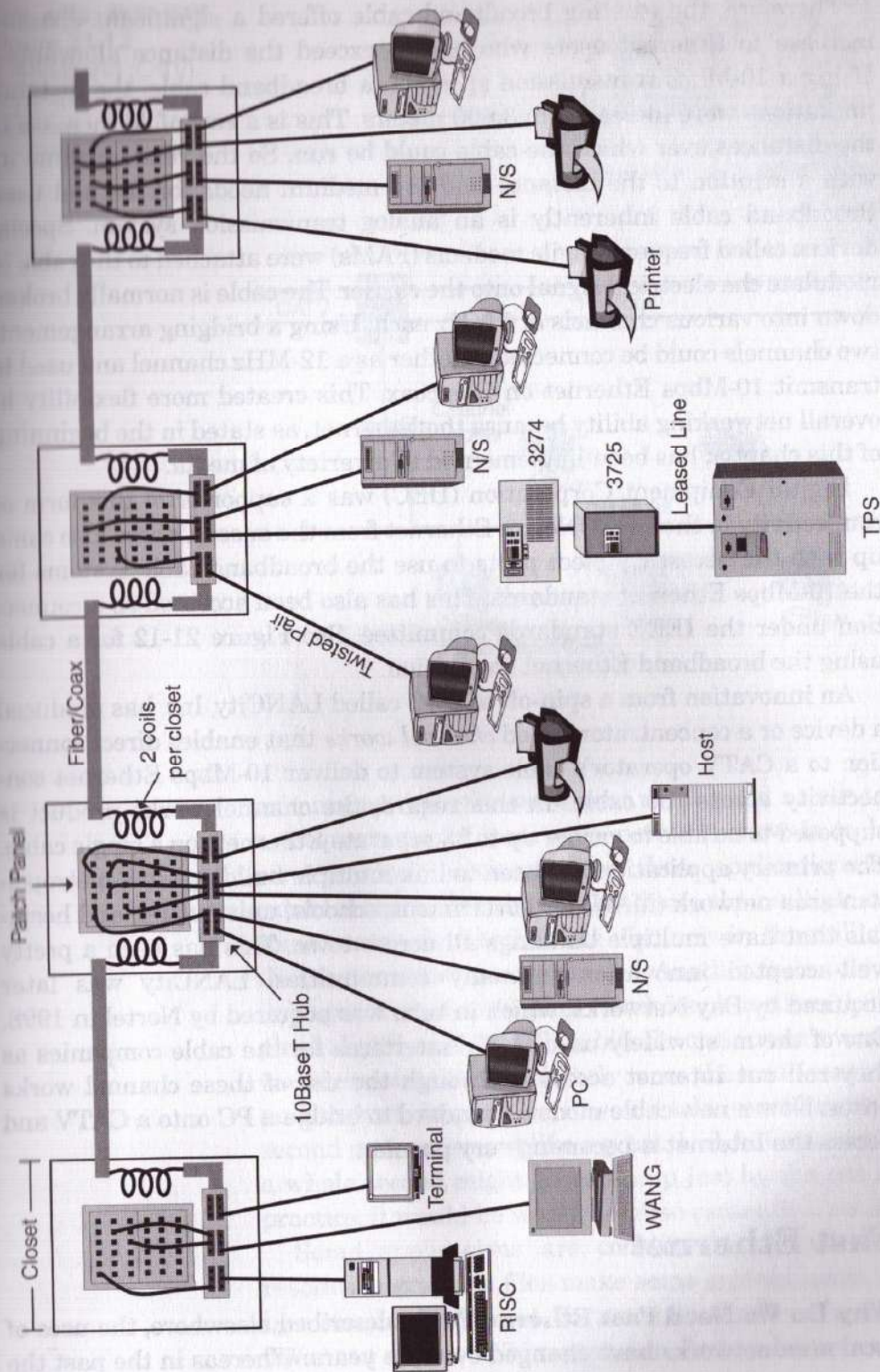


Figure 21-11

The 10Base-F uses fiber in the backbone, but converts to copper to the desk.

Therefore, the existing broadband cable offered a significant distance increase to Ethernet users who had to exceed the distance allowances. Using a 10-Mbps transmission speed on a broadband cable, the distance limitations were increased to 3,600 meters. This is a sevenfold increase in the distances over which the cable could be run. So the vendors came up with a solution to the distance and the medium needs for the end user. Broadband cable inherently is an analog transmission system. Special devices called frequency agile modems (FAMs) were attached to the cable to modulate the electrical signal onto the carrier. The cable is normally broken down into various channels of 6 MHz each. Using a bridging arrangement, two channels could be connected together as a 12-MHz channel and used to transmit 10-Mbps Ethernet on this coax. This created more flexibility in overall networking ability because the Ethernet, as stated in the beginning of this chapter, has been implemented in a variety of media.

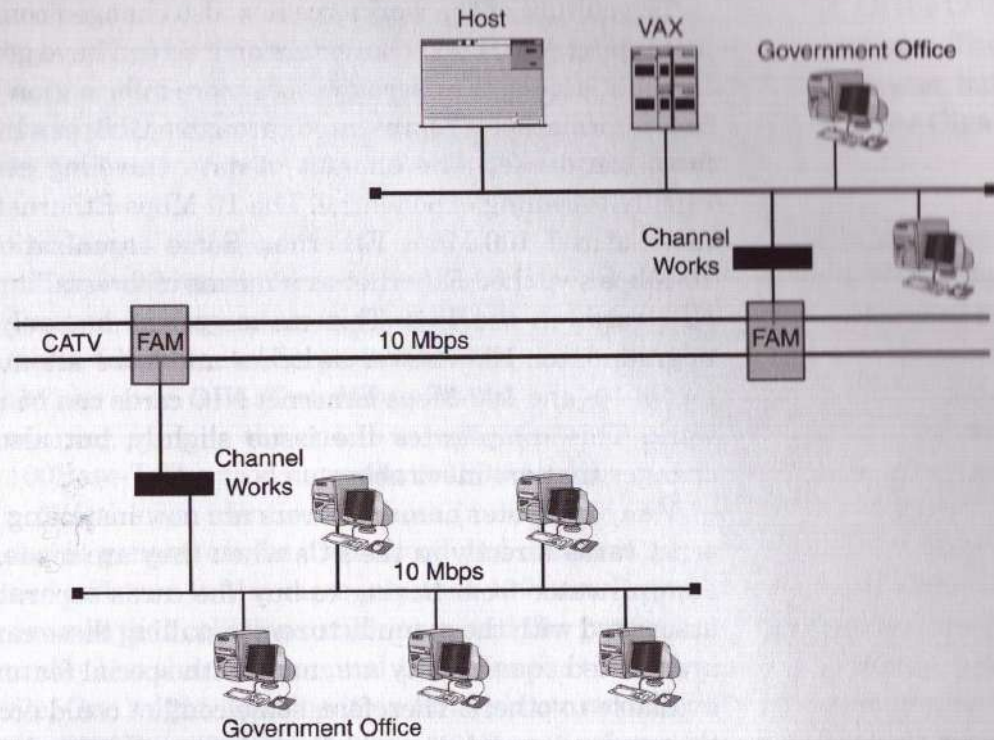
Digital Equipment Corporation (DEC) was a supporter of this form of connectivity in their DECNet on Ethernet from the onset. Others also came up with the necessary piece parts to use the broadband cable systems for the 10-Mbps Ethernet standards. This has also been accepted as a connection under the IEEE standards committee. See Figure 21-12 for a cable using the broadband Ethernet connection.

An innovation from a spin-off of DEC called LANCity, Inc. has produced a device or a concentrator called *channel works* that enables direct connection to a CATV operator's cable system to deliver 10-Mbps Ethernet connectivity across the cable. In this regard, the channel works product is supposed to be able to garner up to 83 separate Ethernets on a single cable. The primary application has been to link multiple buildings in a metropolitan area network (MAN) for government, schools, universities, and hospitals that have multiple buildings all across town. This has been a pretty well-accepted innovation in many communities. LANCity was later acquired by Bay Networks, which in turn was acquired by Nortel in 1998. One of the most widely used CATV interfaces for the cable companies as they roll out Internet access is through the use of these channel works boxes. Now a new cable modem standard to bridge a PC onto a CATV and access the Internet is becoming very popular.

Fast Ethernet

Why Do We Need Fast Ethernet? As described elsewhere, the uses of local area networks have changed over the years. Whereas in the past the

Figure 21-12
A broadband (CATV)
application using 10
Mbps/s on coax



primary use was for movement of files and access to data by applications, a frequent use of local area networks now is to load applications from servers. Also, the character of those applications has changed. The executables themselves have moved into the multiple megabyte range, and in some cases, graphic files are also now in the millions of bits. This means that faster networks are needed. Another factor driving the need for speed is larger, higher-resolution monitors. A modern $1,024 \times 768$ monitor displays slightly over 1 million bits for one screen's worth of information. That would require, ideally, slightly more than one-tenth of a second to traverse an Ethernet. In practice, it would take considerably longer. One-tenth of a second may not sound like a great deal, but on a small network of 10 users, a whole second might be eaten up just by the one screen to each user. In practice, it would be worse because contention would slow things down.

Some applications are considerably worse than this. Large, high-resolution graphics files make some environments entirely unsupportable by a standard Ethernet. For example, the size of a single digitized magazine cover can approach 70 megabytes. Bottom line: we need more speed.

The culture of the workforce has also changed considerably. The days of just typing ASCII text characters on a screen have gone. With Internet and Intranet access, the user now does more information processing. Moreover, that information is represented through a GUI, in which the graphics interfaces are denser. The amount of data traveling across our networks is rapidly becoming exponential. The 10-Mbps Ethernet was pushed aside in favor of the 100-Mbps Ethernet. Some organizations have moved to a 10-Mbps switched Ethernet as a means of forestalling the change of all the NIC cards in the PCs. This makes sense, but only begs for the actual upgrade later. Now newer switches and hubs are auto-detecting where a mix of 10- and 100-Mbps Ethernet NIC cards can be used on the same network. This complicates the issue slightly, but also gains time for the changes that are inevitable.

Many computer manufacturers are now installing 10- to 100-Mbps Ethernet cards directly in the PCs when they are made. This saves the LAN administrator from having to buy the cards separately. A minor issue is associated with the manufacturers installing these cards. Not all NIC cards are created equal. Many are made with special features and functions not available to others. Therefore, some conflict could occur on the LAN when these mixed variations are all on the same network. The other problem is that the computer manufacturers who install the NICs usually require special drivers for their machine. Thus, a user must be aware that differences will arise and the price we pay for free LAN cards is the added burden of keeping on top of the myriad protocols and drivers required.

As the convergence of voice and data caught on in the industry during the late 1990s, the move is to incorporate voice, data, and streaming video at the desktop on the LAN. Given the limits of the 10-Mbps Ethernet with the specifications discussed earlier, the movement to 100 Mbps was escalated.

The term Fast Ethernet is primarily used today to refer to a technology described as 100Base-T. In 1996, when the technology was introduced, Fast Ethernet actually referred to several technologies. This creates some confusion. One of the technologies was switched Ethernet. Switched Ethernet is described in another chapter, but generally speaking, Fast Ethernet no longer refers to switched 10-Mbps Ethernet. Likewise, full-duplex Ethernet, at least the full-duplex variation of 10Base-T, is no longer referred to as Fast Ethernet. Just as with 1,200-bps modems, which once were described as high-speed, the advent of better technologies has resulted in changing the terminology used to describe the older technologies.

Only two technologies really deserve the name Fast Ethernet. Of the two, the vast majority of analysts have declared 100Base-T the winner. The other is 100VGAnyLAN. We'll discuss both technologies in this chapter, but make no mistake; 100VGAnyLAN is dead. We'll also briefly describe Gigabit Ethernet, a technology that was standardized in 1998.

100Base-T When developers were trying to determine what the successor to Ethernet should be, they had two basic choices: try to stick to the basic technology as closely as possible, just increasing its speed, or try to make fundamental improvements to solve flaws that had become more obvious over time. Two camps developed, one taking each approach. The winning camp is the one that took the first approach. Their product was 100Base-T. The good news about 100Base-T is that the frame size and characteristics are identical to those in standard Ethernet. It uses CSMA/CD and in general can be understood and managed by network administrators and software in the same way that 10Base-T could be managed. The bad news is that collisions still occur, and the product still taps out at considerably less than the nominal 100 Mbps that it is supposed to be able to handle. One might describe it as *Ethernet on steroids*. The actual throughput on a 100Base-T is about 33 to 40 Mbps if using a hub and about 60 Mbps if using an Ethernet switch.

It is, however, the most popular replacement for standard Ethernet by far. This is due largely to good marketing, but something should definitely be said for not having to do major retraining of your network administrators and technicians. In 1998, 50 percent of all new LANs installed were at the 100-Mbps rate. In 1999, that number jumped to almost 67 percent. This varied between the shared bus concept in a hub and the switched version using a switch. Regardless, the costs, although higher than 10-Mbps NICs, are sufficiently attractive to merit the installation regardless of whether the speed is needed at the desktop today.

Like the original Ethernet, 100Base-T supports several media. Notably absent from this list is coaxial cable. Both standard copper wiring and fiber are supported. As with all high-speed technologies, the copper implementation has severe distance limitations. Most of the high-speed technologies do not support end devices more than 100 meters away from their central electronics locations; Fast Ethernet is no exception.

Fast Ethernet can be handled on three variations of copper wire. The first is category 3 UTP (unshielded twisted pair). If you are going to use category 3, however, you must use four pairs of twisted-pair wiring. This is an

extremely unpopular option. It is not difficult to see why. Although many installations have some copper wiring available, it is extremely unusual to have four pairs that are unused. If one is going to have to put in new wiring, there is no reason to put in anything less capable than category 5. In addition, Fast Ethernet on category 3 only supports half-duplex operation. If Fast Ethernet is used in half-duplex mode on four pairs of either category 3 or category 5 wiring, it is described as 100Base-T4.

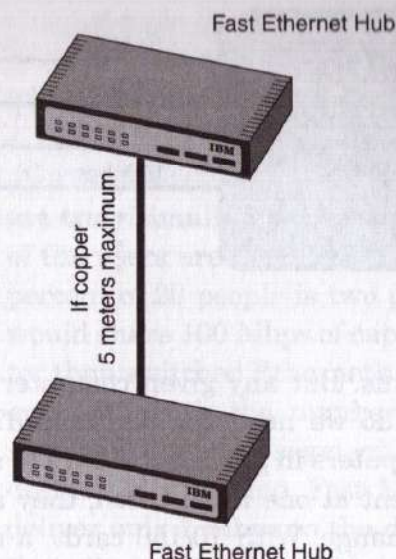
The second copper variation supported is category 5 UTP. In the case of category 5, Fast Ethernet can operate in either half or full duplex on two pairs of wire rather than the four required for category 3. Operating on two pairs, Fast Ethernet is referred to as 100Base-TX. This is by far the most popular implementation of Fast Ethernet.

The third variation supported on copper for Fast Ethernet is shielded twisted pair (STP). Generally speaking, STP should only be installed in special cases where the potential interference either to or from the network is an issue. STP is much more difficult to install, with more demanding grounding requirements than UTP. It doesn't increase speed, nor does it improve usage of the pairs in the cable. As far as network performance is concerned, it works the same as on UTP.

In addition to copper wiring, 100Base-T is supported on fiber. As with category 5, fiber supports both half- and full-duplex operations. Why might you use fiber? It doesn't improve the speed. The reason is fiber's general superiority over copper, as described elsewhere in this book. In the case of Fast Ethernet, the main reason to use fiber would be to extend the available distances. Fast Ethernet over copper, as mentioned earlier, only reaches 100 meters to the desktop. A more severe limitation is that distances between copper-connected Fast Ethernet hubs must not exceed 5 meters (Figure 21-13). The use of fiber considerably relaxes these limitations.

As with standard Ethernet, the way the wiring (either copper or fiber) can be used varies. Buyers must select among shared, switched, and/or full-duplex use of the media and obtain the right electronics to install at both ends of the cable. The default is shared half duplex. One should be aware that just as in standard Ethernet, the contention experienced with a shared half-duplex configuration means that in no case, except a two-user network, will you be able to count on actually getting anywhere near the 100-Mbps nominal performance of a Fast Ethernet. However, that should not usually be a major problem. Just as with standard Ethernet, medium or even large work groups can be set up that still get a significant performance improvement over standard Ethernet by using shared half-duplex Fast Ethernet.

Figure 21-13
Copper-connected
Fast Ethernet hubs
have to be close!

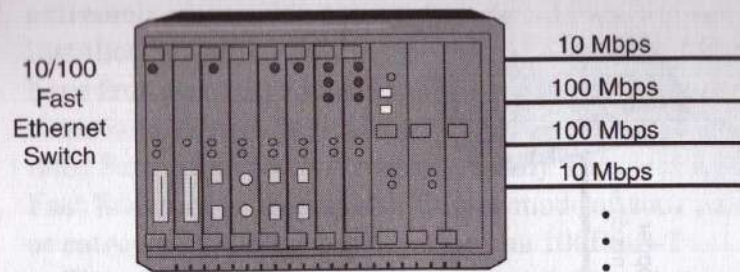


If what you're doing is building a backbone, you probably want to use switched full-duplex Fast Ethernet. This will deliver close to the rated 100-Mbit performance to each node, and it costs considerably less than the available alternatives (FDDI and ATM are the ones that come to mind). Note that for anything but shared half duplex, one must use either category 5 UTP or fiber cabling. Naturally, the cost of the electronics involved to deliver switched or full duplex is considerably more than that for shared half duplex—in fact, three to five times the cost of the less expensive approach.

Changing your network over to Fast Ethernet has been made much easier than it might have been by clever manufacturers that have addressed the problem. Because all Fast Ethernet implementations are based on either copper or fiber, the cabling is done in a star or radial configuration; no physical bus topologies need apply. This means that in theory and in practice, each node can be upgraded individually. The manufacturers build the central electronics (hubs, switches, and so on) with the capability, in most cases, to handle either 10- or 100-Mbps Ethernet on a port-by-port basis. This means that better electronics can be swapped at the central location, the network can be brought back up, and one-by-one, individual users' machines can be upgraded (Figure 21-14).

Better than this, however, is the advent of dual-speed NICs. Several manufacturers make NICs that operate at both 10 and 100 Mbps. These are

Figure 21-14
Implementing Fast
Ethernet — 10/100
hub



described as 10/100 cards. But any given computer can run at only one speed at a time—why do we need the dual speed? Most environments upgrade individual computers in groups; it is rare to replace all of the computers in an environment at one time. Often, they are replaced one at a time, as users' needs change. With 10/100 cards, a company can make a long-term decision to move toward 100Base-T without having to upgrade all the central hubs. The company can upgrade the desktops and then upgrade the hubs as it makes sense to do so. In most cases, the 10/100 cards automatically sense the speed of the connected wire (that is, of the central electronics port) at the time the PC is booted.

A changeover plan could be developed in one of two ways. One plan would be to replace all of the NICs in desktops over time with 10/100 cards. These cards are not significantly more expensive than standard Ethernet cards. Once all of the cards are replaced, then replace the central electronics with 100Base-T switches and hubs, reboot all the desktops, and you are done. The second approach would be to replace the central electronics with switches and hubs with units that have 10/100 ports. These are more costly, but give a degree of flexibility that isn't available in the first scenario; not all desktops have to be upgraded either. Once the central electronics are all upgraded, one can begin upgrading the desktops. In a pinch, some desktops can be upgraded in parallel, although this complicates the management efforts.

100Base-T Performance Expectations The most obvious alternative to implementing 100Base-T is switched 10Base-T Ethernet. Surprisingly, the latter may, under some circumstances, deliver better performance than shared 100Base-T. One may think that this is an unfair comparison; however, the costs are similar, whereas the cost of switched 100Base-T is probably much too high for desktop use in most cases. So we will consider switched 10Base-T and shared 100Base-T as alternatives.

It all boils down to the numbers. In an environment with small workgroups (fewer than 20), shared 100Base-T will probably deliver much better performance to the desktop than shared Ethernet could. Why? With 100Base-T, each user will average at most 5 Mbits of capacity on the hub if all are active simultaneously. But in most real-world scenarios, not all users are truly simultaneously active. In the typical case, fewer than 10 percent of the users are doing anything on the network at any given instant. Ten percent of 20 people is two people. These two active users, in most cases, would share 100 Mbps of capacity, or 50 Mbps each, which is obviously better than switched Ethernet's delivery of 10 Mbps at best to each user. However, let's cook the numbers a little differently. If 100 users are on a switched Ethernet segment, each will still get 10 Mbps delivered to the desktop all the time. Fast Ethernet at 100 Mbps, in the worst case, will deliver only 1 Mbps to the desktop. If 10 percent of users are active at a time, then each will get about 10 Mbps. In practice, contention on the 100-Mbps hub will reduce that by 20 to 30 percent. In this case, switched Ethernet might be a better choice than the Fast Ethernet.

A major decision factor is the type of work the users are doing. If each is doing network-intensive activities on a continuing basis that can be satisfied by a 10-Mbps pipe, switched Ethernet is probably the technology of choice. On the other hand, if the user population makes sporadic use of the network, but each use tends to benefit from a truly high bandwidth (editing large graphic files is an application that comes to mind), then 100 Mbps (or higher) would definitely be the better choice because each user would experience close to the maximum capacity when needed, if it's only lightly used.

100VGAnyLAN Back before 100Base-T had established its market share, a group of technically oriented companies including Hewlett-Packard felt that the second approach to upgrading Ethernet—improving its flaws as opposed to just increasing its speed—was the better approach. The result of their efforts was 100VGAnyLAN. This technology, like the Betamax VCR, is clearly superior to its competitor (100Base-T). Unfortunately, as with the Betamax, it didn't win over the market. One can still buy 100VGAnyLAN products; however, the system is regarded by most as an also-ran.

100VGAnyLAN had much to recommend it. Its designers chose to eliminate the CSMA/CD method of allocating capacity. Instead, it uses what is called a demand-priority allocation scheme, where each NIC notifies its corresponding hub that it has something to send. The hub pays attention to these notifications and solicits the input once notified. It is also possible to

designate high-priority traffic, such as video, enabling a better pattern of performance for such traffic in this technology.

100VGAnyLAN also had the capability to support either Ethernet or token ring traffic. This traffic cannot be on the same hub, but one can use the same kind of hubs for both, significantly reducing the complexity of a LAN implementation environment. The rules for cascading 100VG hubs are no more restrictive than those for standard Ethernet and considerably more flexible than those for 100Base-T. As with 100Base-T, the cable running out to the workstations can be 100 meters long; however, the distance between hubs also can be 100 meters, 20 times the limitation of 100Base-T.

100VGAnyLAN has some disadvantages, partially explaining its failure in the marketplace. For one thing, its initial specification required four pairs of unshielded twisted pair wiring, no matter which category was being used. Another disadvantage is more political than technological. Since the beginning, Ethernet has used CSMA/CD as its media allocation scheme, 100VGAnyLAN does not. It uses demand priority. In fact, this is an advantage; however, purists in the Ethernet camp have attacked 100VGAnyLAN on this basis. It is a poor reason not to use the technology; however, enough advocates of Ethernet went the other way because of this that it seriously and adversely affected 100VGAnyLAN's market share. Very few vendors subscribed to the 100VGAnyLAN technological specification. At this point, it is really only enthusiastically supported by Hewlett-Packard, and even HP has moved on to support 100BaseT.

Gigabit Ethernet Although we do not know of anyone who alleges that full-duplex switched 100Base-T is insufficient to handle any likely desktop requirement, if one puts together enough high-speed desktop LANs, the backbone to serve them needs to be a better technology than that desktop LAN technology, whatever it is. Moreover, if the use of voice, data, video, and multimedia finally becomes a reality on a single architecture, then the need for more than 100 Mbps to the desk may become a reality. Gigabit Ethernet was developed with the goal of providing these applications to the individual user in the future. In 1998, products were introduced before the standards had been adopted. As with many new technologies, some vendors came out with products early and promised to change or upgrade those products, at no cost to the initial implementers, to whatever the standard becomes. This allowed the vendors to get a leap on the market and assure their market share before others could get there. So the question is, when would you use Gigabit Ethernet and when would you not?

Like 100Base-T, Gigabit Ethernet comes in half- and full-duplex variations. In its half-duplex implementation, it has some very severe limitations regarding delivery of actual capacity. An interaction occurs in all Ethernets between minimum packet size and size in terms of radius of the actual maximum network configuration. The smaller the minimum frame size, the smaller the maximum radius of the network. This relationship is compounded in a bad way by increasing the speed of the network transmission. Because the goal in upgrading to a faster variety of Ethernet is to keep the same frame size limitations, the radius of the Gigabit Ethernet without using a special technique is limited to about 20 meters, which is obviously impractical. The designers implemented a special technique that involves transmission of a special signal in any case where a frame smaller than 512 bytes is transmitted on a Gigabit Ethernet. This means that for large frames (those associated with large file transfers), Gigabit Ethernet might actually deliver close to its full speed. However, many networks being used by human beings as opposed to machines generate a large number of small frames averaging only 300 to 350 bytes. In the worst case, such a network, even if implemented on Gigabit Ethernet, would experience performance a little better than that delivered by 100Base-T in its full-duplex incarnation. The technique creates a 200-meter network diameter. This limitation means that any network implementer needs to seriously analyze what kind of traffic is going to be carried by that network and evaluate the likely bandwidth to actually be delivered by Gigabit Ethernet.

Gigabit Ethernet also did not provide quality of service (QoS) guarantees, although the proponents of Gigabit Ethernet are working to provide QoS-like services. This means that even though its nominal speed is very high, it still is not an ideal technology for satisfying isochronous type traffic (such as video). The new standards for the 802.3Q are designed to handle QoS features for Gigabit Ethernet.

If one implements full-duplex Gigabit Ethernet, the issue regarding distance pretty much disappears. Gigabit Ethernet requires the use of fiber. Two kinds of fiber are available: multimode and single mode. Multimode should be able to reach up to about 550 meters, whereas single mode should be able to reach distances approaching 3 kilometers.

One other caution: Most of the Intel-based servers in service are generally incapable of accepting or transmitting information at speeds significantly greater than those that can be provided by 100Base-T. Thus, hooking a server directly to a Gigabit pipe would not necessarily deliver improved performance over Fast Ethernet. Higher-end UNIX servers can deliver

performance two to four times the above, but even they cannot yet receive or transmit information at true Gigabit speeds. Backbone components (routers, and so on) also are just now coming on the market that can handle speeds in this range. Therefore, simply buying Gigabit devices and dropping them into the network is not likely to be a successful strategy.

Gigabit Ethernet does promise to be a less expensive technology than ATM. In cases where backbones can be successfully implemented with Gigabit Ethernet, it may be more cost-effective. However, ATM is available at speed ranges that are at least competitive with Gigabit Ethernet. With the additional capabilities of ATM and its large (carrier-based) installed base, ATM is probably the preferred technology for high-capacity backbones at least for the next couple of years.

Just when we thought it was safe to come out of the LAN closets and use the technologies, with the knowledge that Gigabit Ethernet is coming along to deal with bandwidth issues, the next in a series of evolutionary steps emerged. Now the talk is focused on 10-Gigabit Ethernet. Nortel Networks announced their strategy in 1999 with the use of 10-Gbps Ethernet over Synchronous Optical network (SONET) OC-192-based networks. The 10-Gigabit Ethernet standards are still emerging, so many vendors are coming out with their own proprietary solutions to satisfy this demand. Once again, this places the buyer at risk when the standards finally get approved sometime in 2003-2004.

This 10-Gigabit strategy also points out that the end user may not need this speed yet, but the carriers (telcos, ISPs, and new providers) will be looking for this throughput. If a carrier chooses to offer 1 Gbps to a consumer (large organization), then the 10 Gbps is necessary for the provider to guarantee the QoS and the effective data rates. This is particularly true when serving the ISPs and Internet Telephony Service Providers (ITSPs). Through the use of Metro Area Networks running on SONET standards and using Dense Wave-Division Multiplexing (DWDM) on the fiber systems, the carriers will be delivering 1-2-54 or 10 Gbps Ethernet.

Virtual LANs

In a traditional shared media network, traffic generated by a station is propagated to all other stations on the local segment. For a given station on shared Ethernet, the local segment is the collision domain because traffic on the segment has the potential to cause an Ethernet collision. The local

segment is also the broadcast domain because any broadcast is sent to all stations on the local segment.

Ethernet bridges and switches divide a network into smaller collision domains, but they do not affect the broadcast domain. In simple terms, a *virtual local area network* (VLAN) can be thought of as a mechanism to fine-tune broadcast domains.

A VLAN is a collection of switch ports that make up a single broadcast domain. A VLAN can be defined for a single switch, or it can span multiple switches. VLANs are logical entities created in the software configuration to control traffic flow. Membership in workgroup segments can be determined logically instead of by user location, and moves, adds, and changes can be easily configured as the network evolves.

IEEE 802.11 Wireless LANs

The IEEE 802.11 standard defines the physical layer and media access control (MAC) layer for a wireless local area network (WLAN). The standard defines three different physical layers for the 802.11 WLAN, each operating in a different frequency range and at rates of 1 Mbps and 2 Mbps. In this section, we focus on the architecture of 802.11 LANs and their media access protocols. We'll see that although it belongs to the same standard family as Ethernet, it has a significantly different architecture and media access protocol. The IEEE 802.11 represents the first standard for WLAN products from an internationally recognized, independent organization. The IEEE manages most of the standards for wired LANs. We saw the standards at work when we reviewed the Ethernet (802.3) and the Token Ring (802.5). The WLAN standard (802.11) represents an important milestone in WLAN systems because customers can now have multiple sources for the components of their WLAN systems. Some applications are still available where the existing proprietary data communications are a good fit because they may optimize some aspect of the network performance. However, 802.11 compliant products expand the users' options.

802.11 LAN Architecture The principal components of the 802.11 WLAN architecture are shown in any architectural drawing. The fundamental building block of the 802.11 architecture is the cell, known as the *basic service set* (BSS) in 802.11 parlance. A BSS typically contains one or more wireless stations and a central base station, known as an *access point*

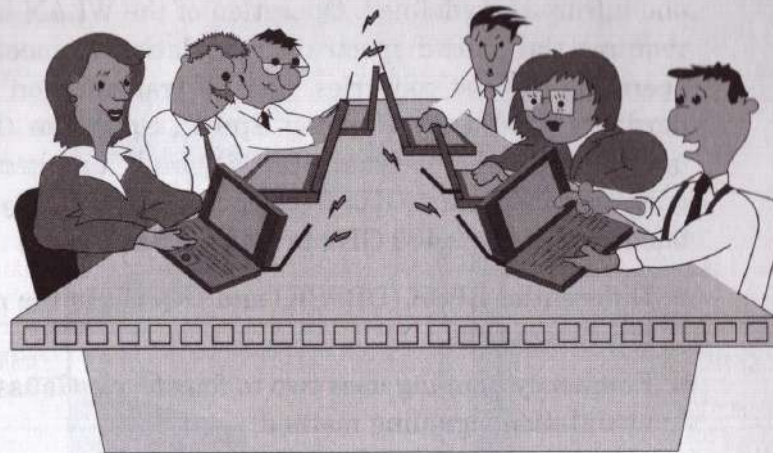
(AP) in 802.11 terminology. The stations, either fixed or mobile, and the central base station communicate among themselves using the IEEE 802.11 wireless MAC protocol. Multiple access points may be connected together (using a wired Ethernet or another wireless channel) to form a so-called *distribution system* (DS). The DS appears to upper-level protocols (such as, IP) as a single 802 network, in much the same way that a bridged, wired 802.3 Ethernet network appears as a single 802 network to the upper-layer protocols.

How It Will Be Used in End Applications? The IEEE 802.11 standard defines the protocol for two types of networks: ad hoc and client/server networks.

- An *ad hoc network* is a simple network where communications are established between multiple stations in a given coverage area without the use of an access point or server. The standard specifies the etiquette that each station must observe so that they all have fair access to the wireless media. It provides methods for arbitrating requests to use the media to ensure that throughput is maximized for all of the users in the base service set. IEEE 802.11 stations can also group themselves together to form an ad hoc network—a network with no central control and with no connections to the outside world. In this case, the network is formed on the fly simply because mobile devices have found themselves in proximity to each other, have a need to communicate, and find no pre-existing network infrastructure (such as a pre-existing 802.11 BSS with an AP) in the location. An ad hoc network might be formed, for example, when people with laptops meet together (in a conference room, a train, a car, and so on) and want to exchange data in the absence of a centralized access point. A tremendous recent increase in interest in ad hoc networking has occurred, as communicating portable devices continue to proliferate. Figure 21-15 illustrates the ad hoc network.

- The *client/server network* uses an access point that controls the allocation of transmit time for all stations and enables mobile stations to roam from cell to cell. The access point is used to handle traffic from the mobile radio to the wired or wireless backbone of the client/server network. This arrangement enables point coordination of all of the stations in the basic service area and ensures proper handling of the data traffic. The access point routes data between the stations and other wireless stations or to and from the network server. Typically,

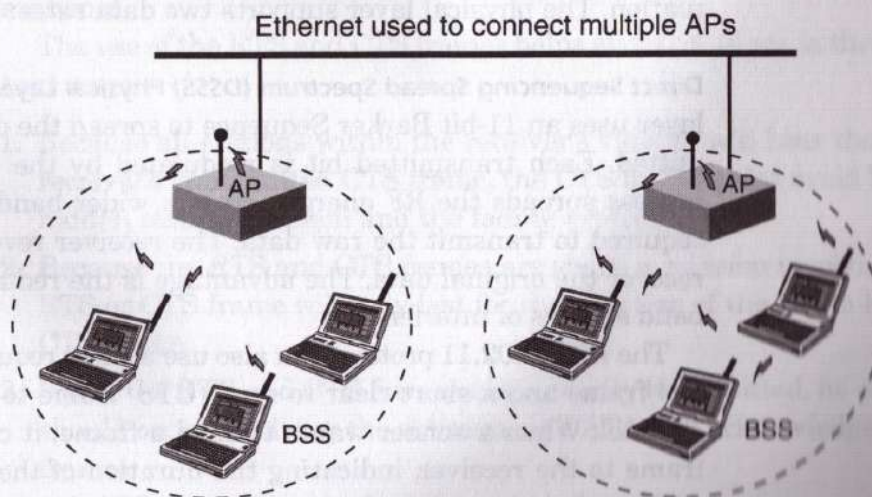
Figure 21-15
The ad hoc network



WLANs controlled by a central access point will provide better throughput performance. Figure 21-16 illustrates the client/server approach.

Physical Layer Implementation Choices The physical layer in any network defines the modulation and signaling characteristics for the transmission of data. At the physical layer, two RF transmission methods and

Figure 21-16
The client/server
approach to wireless
LANs



Legend:
AP= Access Point
BSS= Basic Service Set

one infrared are defined. Operation of the WLAN in unlicensed RF bands requires the spread spectrum modulation to meet the requirements for operation in most countries. The RF transmission standards in the standard are Frequency Hopping Spread Spectrum (FHSS) and Direct Sequence Spread Spectrum (DSSS). Both architectures are defined for operation in the 2.4-GHz frequency band typically occupying 83 MHz of bandwidth from 2.400 GHz to 2.483 GHz.

- Differential BPSK (DBPSK) and DQPSK is the modulation for the direct sequence.
- Frequency hopping uses two to four levels Gaussian FSK as the modulation signaling method.

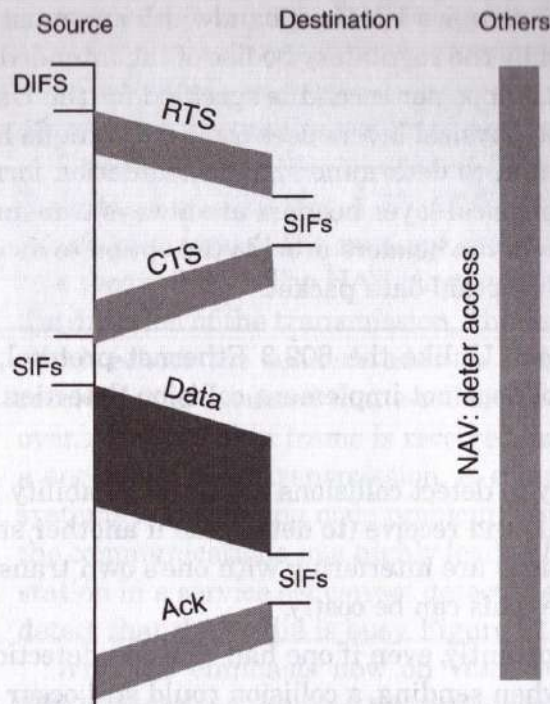
Different frequencies were approved for use in Japan, the United States, and Europe and any WLAN product must meet the requirements for the country where it is sold. The physical layer data rate for FHSS system is 1 Mbps. For DSSS, both 1-Mbps and 2-Mbps data rates are supported. The choice between FHSS and DSSS will depend on a number of factors related to the user's application and the environment that the system will be operating.

Infrared Physical Layer One infrared standard is supported which operates in the 850nm- to 950nm-band with peak power of 2 W. The modulation for infrared is accomplished using either 4- or 16-level, pulse-positioning modulation. The physical layer supports two data rates: 1 and 2 Mbps.

Direct Sequencing Spread Spectrum (DSSS) Physical Layer The DSSS physical layer uses an 11-bit Barker Sequence to spread the data before it is transmitted. Each transmitted bit is modulated by the 11-bit sequence. This process spreads the RF energy across a wider bandwidth than would be required to transmit the raw data. The receiver reverses the RF input to recover the original data. The advantage is the reduced effects of narrow-band sources of interference.

The IEEE 802.11 protocol can also use a short request to send (RTS) control frame and a short clear to send (CTS) frame to reserve access to the channel. When a sender wants to send a frame, it can first send an RTS frame to the receiver, indicating the duration of the data packet and the ACK packet. A receiver that receives an RTS frame responds with a CTS frame, giving the sender explicit permission to send. All other stations hearing the RTS or CTS then know about the pending data transmission and can avoid interfering with those transmissions. An IEEE 802.11 sender can

Figure 21-17
The RTS/CTS
sequence



operate either using the RTS/CTS control frames or can send its data without first using the RTS control frame. Figure 21-17 shows the RTS/CTS sequence.

The use of the RTS and CTS frames helps avoid collisions in three important ways:

1. Because all stations within the receiver's vicinity will hear the receiver's transmitted CTS frame, the CTS frame helps avoid both the hidden station problem and the fading problem.
2. Because the RTS and CTS frames are short, a collision involving an RTS or CTS frame will only last for the duration of the whole RTS or CTS frame.
3. When the RTS and CTS frames are correctly transmitted, no collisions should occur involving the subsequent DATA and acknowledge (ACK) frames.

Frequency Hopping Spread Spectrum (FHSS) Physical Layer The FHSS physical layer has 22 hop patterns to choose from. The frequency hop physical layer is required to hop across the 2.4-GHz ISM band covering 79 channels.

Each channel occupies 1 MHz of bandwidth and must hop at the minimum rate specified by the regulatory bodies of the intended country. A minimum hop rate of 2.5 hops per second is specified for the United States.

Each of the physical layers uses their own unique header to synchronize the receiver and to determine signal modulation format and data packet length. The physical layer headers are always transmitted at 1 Mbps. Pre-defined fields in the headers provide the option to increase the data rate to 2 Mbps for the actual data packet.

The MAC Layer Unlike the 802.3 Ethernet protocol, the wireless 802.11 MAC protocol does not implement collision detection. This is because of a few reasons:

- The ability to detect collisions requires the ability to both send (one's own signal) and receive (to determine if another station's transmissions are interfering with one's own transmission) at the same time. This can be costly.
- More importantly, even if one had collision detection and sensed no collision when sending, a collision could still occur at the receiver. This situation results from the particular characteristics of the wireless channel.

Given the difficulties with detecting collisions at a wireless receiver, the designers of IEEE 802.11 developed an access protocol that aimed to avoid collisions (hence, the name CSMA/CA), rather than detect and recover from collisions (CSMA/CD).

First, the IEEE 802.11 frame contains a duration field in which the sending station explicitly indicates the length of time that its frame will be transmitting on the channel. This value enables other stations to determine the minimum amount of time (the so-called network allocation vector, [NAV]) for which they should defer their access.

The MAC layer specification for 802.11 has similarities to the 802.3 Ethernet wired line standard. The protocols for 802.11 use a protocol scheme known as carrier sense multiple access collision avoidance (CSMA/CA). This protocol avoids collisions instead of detecting a collision like the algorithm used in 802.3. It is difficult to detect collisions in an RF transmission network, which is why collision avoidance is used. The MAC layer operates together with the physical layer by sampling the energy over the medium transmitting data. The physical layer uses a clear channel assessment (CCA) algorithm to determine if the channel is clear. This is accomplished by measuring the RF energy at the antenna and determining the strength

of the received signal. The best method to use depends upon the levels of interference in the operating environment. The CSMA/CA protocol provides options that can minimize collisions by using RTS, CTS, data and acknowledge (ACK) transmission frames, in a sequential fashion.

Communications is established when one of the wireless nodes sends a short message RTS frame. The RTS frame includes the destination and the length of message. The message duration is known as the *network allocation vector* (NAV). The NAV alerts all others in the medium to back off for the duration of the transmission. The receiving station issues a CTS frame, which echoes the sender's address and the NAV. If the CTS frame is not received, it is assumed that a collision occurred and the RTS process starts over. After the data frame is received, an ACK frame is sent back verifying a successful data transmission. A common limitation with wireless LAN systems is the hidden node problem. This can disrupt 40 percent or more of the communications in a highly loaded LAN environment. It occurs when a station in a service set cannot detect the transmission of another station to detect that the media is busy. Figure 21-18 shows the hidden node.

With the emphasis now on Voice over IP telephone applications, the 802.11 standard enables the interconnection of the traditional PBX and LANs as shown in Figure 21-19.

Figure 21-18
The hidden node

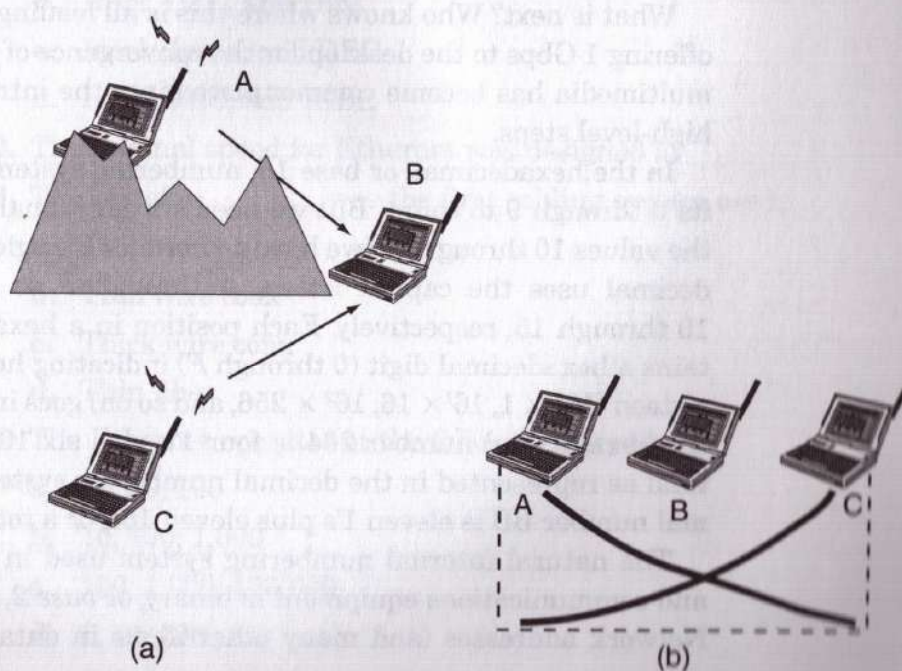
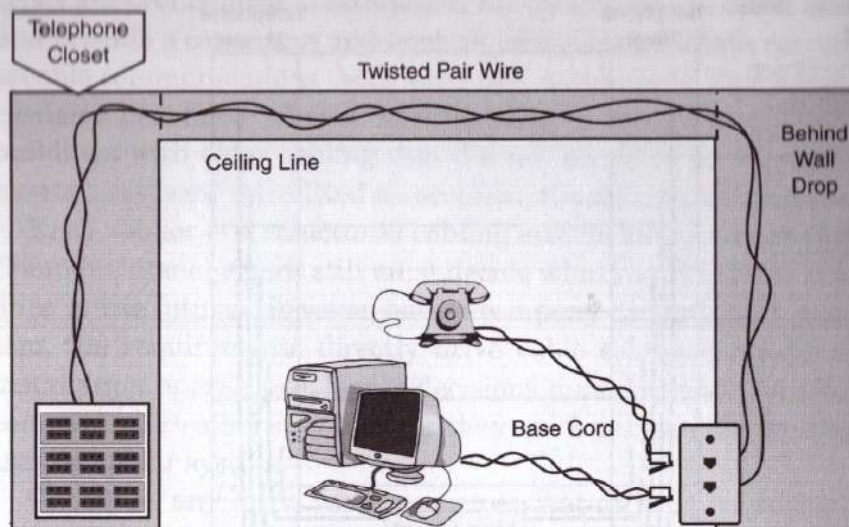


Figure 39-3

The components of the horizontal distribution



Twisted Pair

Twisted pair refers to telephone wiring. This type of paired wiring usually comes as two solid copper wires, each covered with a plastic insulator and twisted together. It is not the silver satin cable often sold in hardware stores for use with telephones. Silver satin is a flat-wire system where all the wires are laid side by side rather than twisted around each other in pairs. Twisted-pair wiring is often described as shielded or unshielded twisted pair (STP or UTP). UTP (Figure 39-4) has been primarily used for voice communications. It is twisted to reduce induction effects in adjacent wires, otherwise known as cross talk. The more twists per foot, the better the reduction in the cross talk. The twisted-pair wiring is usually sold in various flavors, as shown in Table 39-1. In these pairings, the number of pairs is always important because of basic and immediate needs as well as future needs. The best approach anyone can take when installing wiring to the desk or in vertical distribution is always to add more.

Figure 39-4

The unshielded twisted-pair wiring



Table 39-1

Typical Number of Pairs Used for Installation

Description	Number of Pairs	Used
Analog telephone wiring	2 pairs	1 pair
Digital telephone wiring	1-4 pairs	1-4 pairs
LAN wiring Ethernet 10BASE-T	4 pairs	2 pairs
LAN wiring token ring 4 or 16 Mbps	4 pairs	2 pairs
Horizontal telephone wires	25 pairs	1-4 for individual sets

The wire pairs are typically color coded so that the pairing can be kept together visually, rather than by guesswork. This pairing color code is designed so that a striped wire and a solid-color wire, or a striped wire and a striped wire of the reverse color combination, create a pair; older wiring systems, such as the old telephone wiring in households, use a solid-color wire convention. Table 39-2 shows the more common combinations. The two colors on the wire insulation represent where the convention uses a striped color code (that is, white/blue means a white wire with a blue stripe,

Table 39-2

Color Coding for Normal Pairings

Pair Number	Color-Coded Pairing
One	White wire/blue stripe and blue wire, or white wire/blue stripe and blue wire/white stripe
Two	White wire/orange stripe and orange wire, or white/orange and orange/white
Three	White/green and green or white/green and green/white
Four	White/brown and brown or white/brown and brown/white
<i>Older analog wiring found still in some buildings uses a four-wire pairing with these color-coding conventions.</i>	
One	Red/green Red is the transmit and green is the receive wire.
Two	Black/yellow Black is the battery and yellow is the ground for some sets; if a two-line set is used, then black is transmit 2 and yellow is receive 2.

blue/white means a blue wire with a white stripe). In the reverse wiring, the color code uses the two colors in the reverse; however, the normal pair contains a striped and a solid wire (that is, white/blue is a white wire with blue stripes and blue is a solid blue wire).

If installing a telephone set (for example) that requires one pair, it would be imprudent to run the wires to the set with only one pair enclosed. Otherwise, the first thing that would happen if you chose to change the device hanging off these wires is that you would be confronted with the need to rewire with additional pairs. Telephone systems typically can be used that require from one to four pairs at the desk. Thus, the minimum number of pairs to the desk is four. We have always adopted a standard that a minimum of two each of the four-pair wiring be installed. After all, the cost of adding a few hundred feet of wire at the time of initial installation is only a few cents per foot. If, however, rewiring is necessary, the labor to go back and pull more wires will cost a significant amount (Table 39-3).

UTP is a balanced wiring system. This means that both wires carry similar types of electrical signals and have similar characteristics. No special grounding is required. With the appropriate adapter, UTP can be used to support nonremote terminal traffic that would otherwise require RS232 cabling. Shielded twisted-pair (STP) wiring (Figure 39-5) was endorsed by IBM at about the same time the company released the 4-Mbps token ring.

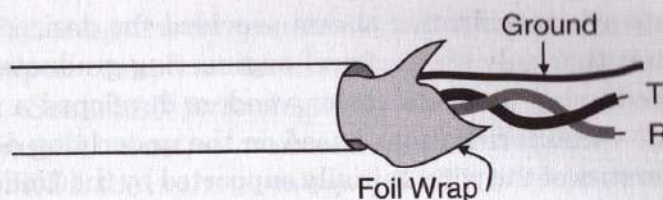
Table 39-3

Comparing the Difference Between Pulling a Single Cable Twice versus Two Cables Once Shows the Real Dollar Value of Preplanning. The Main Cost Difference Is the Labor.

Item	Cost of Pulling One Cable to Each Desk (each)	Cost of Pulling Two Cables to Each Desk (each × 2)
Materials (4-pair cable, block, RJ45, cross-connect wire, base cord)	\$9.35	\$18.70
Labor to pull wires, punch down and test	\$300	\$320
Total cost per run	\$309.35	\$338.70
@ 50 pulls	\$15,467.50	\$16,935
Cost for additional installations	\$15,467.50	\$0 50
Total cost	\$30,935	\$16,935
Difference		(\$14,000)

Figure 39-5

Shielded twisted pairs include foil wrap that is connected to a good earth ground.

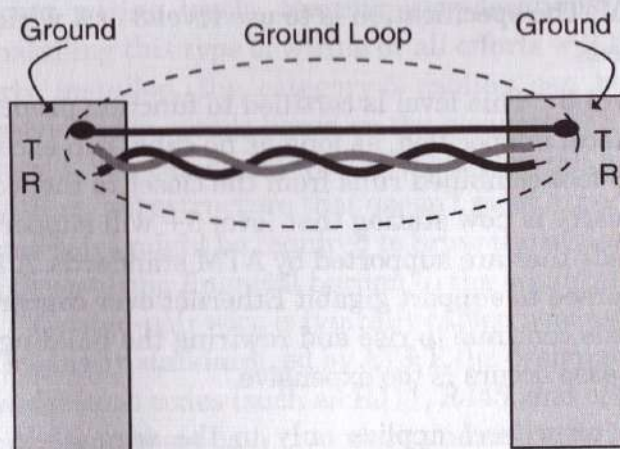


STP was better for data communications than early UTP was, but only if it was installed correctly. The shield—a foil sheath covering the copper pairs—must be properly grounded. If not, the shield can create a ground loop (Figure 39-6). This situation introduces the possibility that a wiring system will become an antenna, which is worse than if no shielding were used. STP is also more costly than UTP because of the extra foil shielding and because the jacks and plugs cost significantly more than those used with UTP. STP was generally used only for token ring installations, before appropriate UTP grades and components became available. The shield, if properly installed, will provide better cable performance, such as reduced cross talk, protection from grounds and faults, greater signal distances, and protection from EMI and RFI interference.²

AT&T (now Lucent) and others experienced many queries from customers as to the transmission characteristics of various UTP offerings. The

Figure 39-6

If grounded on both ends at different potentials, the shield creates a ground loop. This is worse than no ground at all.



² EMI refers to electromechanical interference; RFI refers to radio frequency interference. These are the conditions that are introduced into the copper on the twisted-pair wiring.

company's specification sheets provided the desired information, but in a format that only an electrical engineering graduate could understand. To make buying products easier, vendors developed a set of simplified data-grade wire specifications based on the underlying detailed electrical characteristics of the wire. Initially supported by the Underwriters Laboratories (UL), this specification contained three levels numbered 1 through 3. As more wiring products became available and needed, the company extended the grading scheme. Now five defined levels or data grades for UTP wiring are supported by the TIA/EIA, each capable of handling its own requirements as well as those addressed by all lower levels:

- **Level 1** Sometimes described as barbed wire, this level will handle the requirements of voice communications, called plain old telephone service (POTS), and limited data rates that meet EIA 232-specific data rates (such as 19.2 Kbps).
- **Level 2** This level is certified to handle the requirements of a 4-Mbps token ring.
- **Level 3** This level addresses Ethernet's requirements of 10 Mbps on twisted pairs. The specifications from various vendors suggest that this specification will support higher rates, such as 16 and 20 Mbps, but it is not an EIA standard.
- **Level 4** This level is used for 16-Mbps token ring speeds and the 20-Mbps ARCNet service. IBM is planning to introduce a 25-Mbps token-passing ring concept at duplex arrangements that will be called ATM. The specification is to use level 3 or 4 wiring to support these speeds.
- **Level 5** This level is certified to function properly at up to 100 Mbps, protocol unspecified, as long as no cable run exceeds 100 meters (328-foot combined runs from the closet to the workstation). The industry is now stating that level 5+ will support up to 155-Mbps speeds that are supported by ATM standards. A level 5E is being endorsed to support gigabit Ethernet over copper cables because the speeds continue to rise and rewiring the building every time a speed increase occurs is too expensive.

The term *level* applies only to the wire itself. The entire system is described as category *n*, where *n* matches the wiring level. The entire system includes jacks, plugs, and patch panels, in addition to the wiring itself. These components also need to be certified as meeting category whatever requirements. Because category 5 components cost more to install, people sometimes install category 5 wiring with category 3 components. Because

replacing the components is much easier than rewiring a building, they expect to replace the components later if required.

Some LAN technologies require 100 Mbps. These include two varieties of Fast Ethernet, as well as a standard for Fiber Distributed Data Interface (FDDI) that runs on category 5 UTP. No matter what LAN topology is used, UTP is almost always configured with a radial wiring plan and rarely as a physical bus. Radial (or star, radiating out from a central point) fits well into building cabling troughs, which in large part accounts for the popularity of UTP data wiring.

UTP offers the lowest medium cost per foot installed. Of available technologies, it is the most limited in distance because of the nature of the medium. Every medium has an inverse relationship between distance and potential speed. The specific ratio varies with the media. For any given speed, UTP has the shortest distance limitation of the media discussed in this chapter.

However, UTP has many suppliers, and installers are familiar with it. Because of its popularity, vendors focus on getting their products to function in this type of physical plant. Unless a company will possibly need speeds greater than 100 to 155 Mbps to the desktop, or will need cable runs to exceed 100 meters, a category-5 installation is likely to handle all requirements for at least the next 5 years. If you are planning a category-5 implementation, however, be sure to have installers who are experienced with category 5 and who have more than just basic telephone wiring experience. Installing category 5 is not particularly difficult, but it is different from the other wiring levels. Specific considerations must be adhered to when installing this type of wiring or all efforts will be for naught. When improperly installed, the category-5 cabling can be negated and functionally provide only speeds based on the weakest link in the system, such as category 1. You can spend a lot of money on the wiring system, only to be left with an infrastructure that doesn't meet expectations; or, retrofits that are expensive might be required to bring the wiring up to standard. This can be a devastating financial burden to the organization.

Twisted-pair wire is typically cabled using standardized jacks and plugs. Originally standardized by AT&T, the designations of these jacks are easily understood codes (such as RJ11, RJ45, and others). We assume that someone found them easy to understand, anyway. In any case, the key differentiating factors among these jacks and plugs are

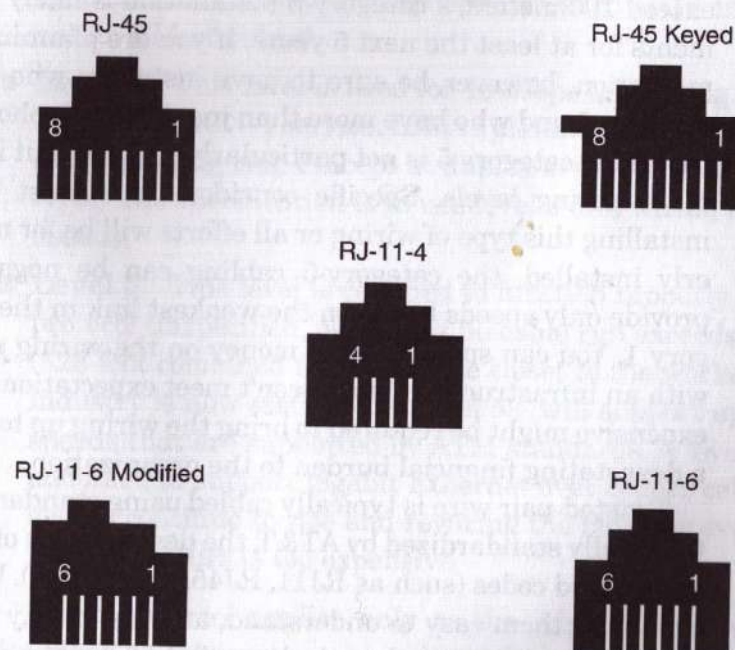
- How many pairs of wire can terminate on the jack (two, three, or four)?
- How many pairs of wire actually do terminate on the jack?
- How are the pairs assigned?

Every electrical signal path on UTP requires one pair of wires. If two signal paths are required (for example, digital sending and receiving), then two pairs are required. However, those pairs most likely will not be assigned in sequence (for example, left to right or right to left); that would be too easy. As an example, voice wiring on an RJ11 jack (which can hold two pairs of wire and thus handle two analog voice lines) typically uses the center pair of pins or wires on the jack for the first line, and the outer pair for the second line if present. If only one line is to be installed, sometimes the outer pair will not even be present on the jacks and plugs, even though the RJ11 jacks are still used.

Every defined use of UTP (for example, 10BASE-T for Ethernet) includes a very precise specification of which positions will be used on what jack for which transmission path. 10BASE-T is different from token ring, and both differ from the standard for FDDI³ over UTP, even though all of these are defined on RJ45 jacks and plugs. See Figure 39-7 for a representation of the various ways that the wires can be used in the jacks based on differing standards.

Figure 39-7

The specific number of pairs and the pinouts differ on the basis of use.



³ Fiber Distributed Data Interface (FDDI) was specified on a proprietary cabling scheme using Copper Distributed Data Interface (CDDI). This has not been popular because of the Ethernet speed increases and proliferation.

Coax

Coaxial cable is decreasing in popularity. Before fiber was developed, it was the only practical medium to achieve high bandwidths over distances exceeding a few hundred feet. Whereas a high-speed signal (up to about 100 Mbps) can go via UTP up to 100 meters or so, some forms of coaxial cable can carry signals requiring several hundred Mbps a few thousand meters. The two basic forms of coaxial cable are baseband and broadband. Baseband is used for an Ethernet connection and broadband is the typical cable used in cable TV (CATV) systems. The use of baseband versus broadband systems was covered in Chapter 23.

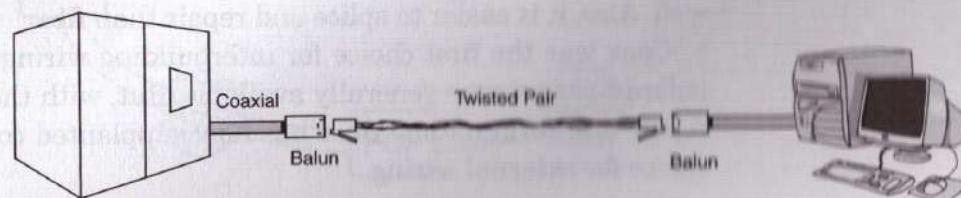
Coaxial cable is an unbalanced medium; the signal goes through one conductor (the inner core), while the other conductor (the outer braid) functions as the ground. Signals can be converted from a balanced to an unbalanced medium (and back) via use of a special passive device called a balun (balanced and unbalanced), so long as the numbers of required conductors match. This technique is used to supplement coaxial cable with twisted-pair wires as an economic measure. Coaxial ends might be used on a cable run, but UTP wires are used in the middle for the vertical or horizontal run to save money in the wiring of a building. See Figure 39-8 for a typical installation using the balun.

All coaxial cables have the same basic construction. Each has an inner conductive core, usually of copper (usually solid but sometimes stranded). Around the core is the dielectric, an insulating material. Around the dielectric is a second conductive path or sheath, usually in the form of braided copper. This basic construction is illustrated in Figure 39-9 for baseband coaxial cable and in Figure 39-10 for broadband coaxial cable. As with other available media, the underlying construction is varied in many ways to enable customization for specific purposes.

Variations in the thickness of the three key components, as well as in the type or types of covering used, result in a bewildering array of possible cables. Each specific type has a designation (for example, RG58A) that

Figure 39-8

The balun is used to run less-expensive twisted pairs to a coax interface.





Do Not Remove This Wrapper

DATE DUE					
JAN - 2	2002				
JUL - 1	2002	MAY	- 9	2003	
AUG 15	2002				
JUN 24	2003				
GAYLORD					PRINTED IN U.S.A.