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Fun facts of lan topology

In this technology-based world, networking plays a key role in every individual and every organization's day-to-day operations. But there must be several specific models or guidelines that must be followed to connect one device to another. This logical or physical network layout or configuration is known as a network topology, and if you're an IT professional, here's what you need to know. A network topology is an important network placement in which all nodes are connected to each other by network links or connecting lines. In addition to describing how to connect nodes, the network topology also explains how to transfer data over the network. A logical network topology is a high-level representation of how two or more nodes are connected. A logical network topology describes or explains how signals work on a network and how data is transmitted from one node to another at a very high level. On the other hand, a physical topology describes how nodes are physically connected to each other. You can establish a physical connection using wires, wireless connectivity, network components, and more. The importance of network topology Plays a significant role in the functioning of the network. It helps us better understand network concepts. It plays a key role in performance. It helps reduce operating and maintenance costs, such as cabling costs. The network topology is the determining factor for the type of media to be used for the network cable. Detecting errors or bugs is easy by using a network topology. Efficient use of network resources and components. Network topology classification Both physical and logical network topology can be broadly divided into five basic models. A bus topology refers to a network configuration in which nodes or devices are connected with a single cable. This is because of the configuration of why a bus topology is often referred to as a line or wireframe topology. Depending on the nodes or devices that need to be connected, a coaxial cable or RJ45 cable is usually used to connect devices. Shutterstock Bus Topology usually consists of two ends and signals moved from one end to the other. The bus topology is one-way and the data is sent from one end to the other in one direction. Cost-effective advantages. Less cable required to connect nodes. Very easy to understand. It provides an easy way to expand or reduce your network. Ideal for small network configurations. Disadvantages Ideal only for small network configurations. If the fabric (primary) cable fails, the entire network crashes. Unidirectional. The baud rate is drastically reduced as the number of nodes increases. Ring topology As the name suggests, the ring network topology forms a ring, each node or computer on the network is circularly connected to each other. Each node or device in the ring topology will have exactly two two and therefore the last node on the network will be connected to the first node. Shutterstock In a doughnut topology, all devices are connected in a closed loop configuration, and one node on the network acts as a monitor that essentially deals with configuration. In a doughnut topology, all data packets are sent from one node to another in a circular manner, and therefore, for the data packet to reach one point to another, it must pass through all intermediate nodes. For large networks with a larger number combined in the ring, repeaters can be used to prevent data loss in these data transmissions. The double ring topology Data transmission is usually one-way in the ring network topology, but can be configured to support two-way transmissions. This is known as a double ring topology and can be configured by two connections between each network connection. In the topology of the double ring between nodes, two rings are formed. One ring supports data flow in one direction, while the other ring supports data flow in another direction, making it one-way. Another important advantage of a double ring topology is that one ring out of two can act as a backup for another in the event of any failure, ensuring network continuity. Advantages Achieve better results than bus topology under heavy network load. Point-to-point node connectivity makes it easy to identify and detect misidenti configurations or errors. Ordered network flow. Cost-effective implementation. Disadvantages One improperly damaged node can collapse the entire network. Transmission line failure can take off the entire network. The communication delay is proportional to the number of nodes in the ring. Bandwidth is shared by all devices on the network. Reconfiguring, adding, or deleting nodes requires network closure. Star topology Shutterstock In the topology of stars, each node in the network is connected to a central computer or node that deals with the network. Each device on the network has a direct connection to the hub node, and each node is indirectly connected to other nodes using a central node. All data in the star topology flows through the central hub before it reaches its destination. The central center manages and controls all data transfers and connectivity in the star topology. The central hub also acts as a repeater to ensure that there is zero or minimal data loss during transmission. The star topology can be configured using a twisted-off, coaxial cable, or fiber optic cable. The advantages of a single node failure will not affect the entire network. You can add, remove, reconfigure, or modify devices without disrupting the network. To star topology need less wiring. Easy to set up and modify. Easy troubleshooting. Disadvantages The entire network depends on the hub: If the hub fails, the entire network be down. Expensive to install and use. Performance depends solely on the configuration, power, and performance of the hub. Grid Topology Topology Grid Topology is a widely used network model that has a point-to-point connection between each nod in the network. Each node or device in the grid network connects to other nodes directly and in a non-visible way. In a grid network, the network is not dependent on a single machine, such as a star topology, and each node plays an active role in communicating information. The data transmission in the grid topology is based on two important techniques. 1) Routing 2) Routing flooding Each node in the grid network can have routing logic, and data or information transmission is done through this routing logic. This routing logic can be used to find the shortest distance to send some information from the sender to the receiver, or the logic can be used to avoid using broken lines for data transmission. Flood In the event of flooding, the same data is sent to each node on the network. Therefore, routing logic is not required when flooding the grid network. Data loss is highly unlikely because each node will have the same data with them. This makes it durable and resistant to damage. However, this also increases the network load. Advantages Fully combined. Solid. It provides security and privacy. A node failure will not affect the network. Reduced load and collisions on dedicated lines. Fault isolation and detection are easy. Disadvantages Implementation cost and wiring costs are high. Installation and reconfiguration is a common task. Complicated to understand. Hybrid topology When a network topology is created by integrating two or more topology together, this results in a hybrid topology. Hybrid topologies can be configured according to your company's requirements. After proper configuration, hybrid topologies can provide the best of all network topology. Hybrid topologies are easy to scale and extend. However, they may require higher costs and more operational effort to set up and maintain. Tree Topology Tree Topology is one of the most common examples of hybrid topology. It is also referred to as the topology of the star-bus network, in which star networks are connected to each other by means of a bus network. In a tree topology, nodes are hierarchically linked to each other and are therefore also called hierarchical topology. Advantages Flexibility. Scalable; Easily add or remove nodes. Suitable for large networks. Easy to manage. Costly disadvantages. Complex for design and maintenance. Choosing the right network topology depends on many factors, such as the number of nodes to be involved in the network, the geographical distance between nodes, finance, maintenance, operations and others.

Each topology we discussed above has its advantages and disadvantages. Therefore, the key to creating and configuring the appropriate network model is subjective. For any business, it is very important to first collect all the requirements and needs before adopting any particular network topology.

Featured Photo: Shutterstock Post Views: 23,057 report this ad Home » Network » Network Topology Guide: Why It's Important to Build the Right Structure Scheme for Different Network Topology. A network topology is the layout of connections (links, nodes, etc.) of a computer network. There are two main names used - such as ring or star - there are only rough descriptions. Computers on your home network can be circled, but that doesn't necessarily mean that it represents a ring network. Basic topology types There are seven basic topology: Point-to-point topology topology (point) topology Star ring topology Tree topology Tree topology Full/partial grid topology Hybrid topology Which one is selected depends on what devices need to be connected, how reliable it must be, and the cost associated with wiring. Physical topology The shape of the wiring system used to connect devices is called a physical network topology. This refers to the way cables are arranged to connect multiple computers to a single network. The physical topology selected for the network depends on: Office layout troubleshooting techniques Cost of cable usage Cable type Physical topology types Mapping network nodes and physical connections between them — wiring layout, cables, node locations, and connections between nodes and the wiring or cabling system. Point-to-point The simplest topology is a fixed link between two endpoints (the line in the illustration above). Switchable point-to-point topologies are the basic model of conventional telephony. The value of a point-to-point constant network is a guaranteed value, or almost so, communication between two endpoints. The value of an on-demand point-to-point connection is proportional to the number of potential pairs of subscribers, and has been expressed as Metcalfe's Law. The (dedicated) easiest-to-understand, variations of point-to-point topology, is a point-to-point communication channel that seems, for the user, to be permanently associated with two endpoints. One example is a phone with a children's can, and a microphone for one public speaker is another. These are examples of physical-dedicated channels. In many switchable telecommunications systems it is possible to establish a fixed circuit. One example could be a phone in the lobby of a public building, which is programmed to ring only the number of the telephone dispatcher. Nailing a switched connection saves the cost of starting a physical circuit between two points. Resources in this combination can be when you do not needed, for example, a TV track with a parade route back to the studio. Switched: Using circuit switching or packet switching technology, point-to-point circuit can be configured dynamically and dropped when no longer needed. This is the basic mode of conventional telephony. Bus In local networks where the bus topology is used, each machine is connected to a single cable. Each computer or server is connected to a single bus cable through a connector. A terminator is required at each end of the bus cable to prevent the signal from bouncing back and forth on the bus cable. The signal from the source moves in both directions to all machines connected on the bus cable until it finds the MAC address or IP address on the network that is the intended recipient. If the computer address does not match the intended data address, the device ignores the data. Alternatively, if the data matches the computer address, the data is accepted. Since the bus topology consists of only one wire, it is cheap to implement compared to other topology. However, network management comes at a higher cost. In addition, because only one cable is used, if the network cable breaks, the entire network will shut down Star On local networks with a star topology, each network host (for example, a computer) is connected to a central hub with a point-to-point connection. All network traffic passes through the central node. The hub acts as a signal amplifier or repeater. Star topology is considered the easiest topology to design and deploy. The advantage of star topology is the simplicity of adding additional nodes. The main drawback of the star's topology is that it may need a lot more cables, and if the hub breaks down, everything will stop working. And if you want to pass information to only one computer than you can't in this topology, that is, all computers interact with each other, and the information will be shared with all computers. information cannot be shared with a single computer in this topology. Ring Home: Ring Network Topology, which is configured in a circular way where data moves around the ring in one direction, and each device on the right acts as a repeater to maintain a strong signal while traveling. Each device contains an incoming signal receiver and transmitter to send data to the next device in the ring. The network depends on the signal's ability to move around the ring. Home: Mesh Network Fully connected mesh topology Fully connected grid topology The number of connections in a full grid network of n nodes is = n(n - 1) / 2. A fully connected mesh topology is generally too expensive and complicated for Network. It was used on networks with a small number of nodes. Partially Linked Grid Topology Network Topology Network Topology Type some network nodes are connected to more than one node on the network by using a point-to-point link— this allows you to take advantage of some of the redundancy provided by a physical fully connected mesh topology without the expenses required for the connection between each node on the network. In most practical networks, which are based on a partially connected grid topology, all data sent between nodes on the network has the shortest path between nodes. The network used a longer alternate path in the event of a failure or interruption in one of the links. This requires network nodes to have some kind of logical routing algorithm to determine the correct path to use at any given time. A tree also known as a hierarchy network. A type of network topology in which the central root node (the highest level of the hierarchy) is connected to one or more other nodes that are one level lower in the hierarchy (i.e. at the second level) with a point-to-point link between each of the second-level nodes and the central top-level root node. Each of the second-level nodes that are connected to the central top-level root node will also have one or more other nodes that are one level lower in the hierarchy (i.e. the third level) connected to it, also with a point-to-point link, the top-level central root node is the only node that does not have another node above it in the hierarchy (the tree hierarchy is symmetric). Each node in a fixed-numbered network, nodes connected to it at the next lower level in the hierarchy, number, is referred to as the branching factor of the hierarchical tree. This tree has individual peripheral nodes. Logical Topology Logical topology describes how a network transmits information from a network/computer to another, not how the network looks or is deployed. The logic also describes the different speeds of cables used from one network to another. A logical topology, as opposed to a physical one, is wignals to run on network media, or the way that data passes through the network from one device to another regardless of the physical connection of the devices. A network logical topology is not necessarily the same as its physical topology. For example, a twisted Ethernet pair is a logical bus topology in a physical star topology system. While the IBM Token Ring is a logical ring topology, it is physically configured in a star topology. A logical classification of a network topology typically proceeds according to the same classifications as in the physical classifications of a network topology, but describes the path that data takes between nodes used as opposed to actual physical connections between nodes. Notes: Logical topologies are often closely media access control methods and protocols. Logical topologies are typically determined by network protocols, as opposed to those determined by the physical arrangement of cables, wires and network devices, or by the flow of electrical signals, although in many cases the paths that electrical signals take between nodes can closely correspond to the logical flow of data, hence the convention of using the terms logical topology and signal topology interchangeably. Logical topologies can be dynamically reconfigured by special device types, such as routers and switches. Daisy Chains Except for star-based networks, the easiest way to add more computers to your network is to daisy-chain or connect each computer in series to the next. If the message is intended for a mid-line computer, each system bounces it in sequence until it reaches its destination. A chain network can take two basic forms: linear and annuity. Centralization Of Star Topology reduces the likelihood of network failure by connecting all peripheral nodes (computers, etc.) to the central node. When a central star topology is applied to a logical bus network, such as Ethernet, this central node (traditionally a hub) retransmissions all transmissions received from any peripheral node to all peripheral nodes on the network, sometimes including the source node. Therefore, all peripheral nodes can communicate with everyone else, sending only to and from the hub node. Failure of the transmission line connecting any peripheral node to the hub node will isolate that peripheral node from all others, but the remaining peripheral nodes will remain intact. However, the disadvantage is that failure of the central node will cause all peripheral nodes to crash as well, if the hub node is passive, the source node must be able to tolerate echo reception of its own transmission, delayed by two-way round-trip transmission time (i.e. to and from the central node) plus any delays generated on the hub node. The active star network has an active central node, which usually has the means to prevent echo-related problems. A tree topology (aka hierarchical topology) can be seen as a collection of star networks arranged in a hierarchy. This tree has individual peripheral nodes (such as leaves) that are required to be transferred and received from only one node and are not required to act as repeaters or regenerators. Unlike a stellar network, the functionality of a central node can be distributed. As in a conventional stellar network, individual nodes can therefore continue to be isolated from the network by a single-point failure of the transmission path to the node. If the link connecting the leaf does not up, this leaf is isolated; if the connection to a connection to a connection not covered by the is isolated from the rest. To mitigate the amount of network traffic that comes from transmitting all signals to all nodes, more advanced central nodes have been developed that are able to track the identities of nodes that are connected to the network. These network switches will learn the network layout by listening on each port during normal data transmission, examining data packets, and recording the address/ID of each connected node and the port to which it is connected in the lookup table stored in memory. This related table then allows future transmissions to be forwarded only to the intended destination. Decentralization In a mesh topology (i.e. a partially linked mesh topology), there are two or more nodes with two or more paths between them to provide redundant paths to use if a link containing one of the paths fails. This decentralization is often used to compensate for a single point failure defect that occurs when using a single device as a central node (e.g. in networks of stars and trees). A special type of mesh that limits the number of hops between two nodes is a hypercube. The number of arbitrary forks in mesh networks makes them more difficult to design and implement, but their decentralized nature makes them very useful. This is similar in some ways to a network network where a linear or annuity topology is used to connect systems in multiple directions. For example, a multidimensional ring has a toroid topology. A fully connected network, complete topology, or full grid topology is a network topology in which there is a direct connection between all pairs of nodes. In a fully connected network with n nodes, there are n(n-1)/2 direct links. Networks designed with this topology are typically very expensive to configure, but provide a high degree of reliability due to the multiple paths for data that are provided by a large number of redundant links between nodes. This topology is most common in military applications. However, it can also be seen in the files sharing protocol BitTorrent in which users connect to other users in the swarm by allowing each user sharing the act to connect to other users also involved. Often in real use BitTorrent a given node is rarely connected to any other node as in a real fully connected network, but the protocol allows the ability of one node to connect to any other node when sharing files. Hybrid hybrid networks use a combination of two or more topology in such a way that the resulting network does not show one of the standard topology (e.g. bus, star, ring For example, a tree network connected to a tree network is still a tree network, but two star networks connected to each other show a hybrid network topology. A hybrid topology is always produced when two different different network topology. Two common examples for a hybrid network are the star ring network and the Star Ring Network Ring Network A ring network consists of two or more star topology connected by a multi-core access unit (MAU) as a centralized hub. The Star Bus network consists of two or more stars connected by the bus trunk (the bus trunk serves as the backbone of the network). Tendaishe Sigauke, (2007: 46) Explanation of tendaishe sigauke network terms, (2007: 46) Explanation of network terms Images for children Fiber optic cables are used to transmit light from one computer / network node to another 2007 map showing undersea fiber optic telecommunications cables around the world. Personal computers are very often connected to the network using wireless connections ATM interface in the form of an accessory card. Many network interfaces are built-in. Typical home router or small office router with ADSL and Ethernet phone line connections

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