

FDDI (Fiber Distributed Data Interface)

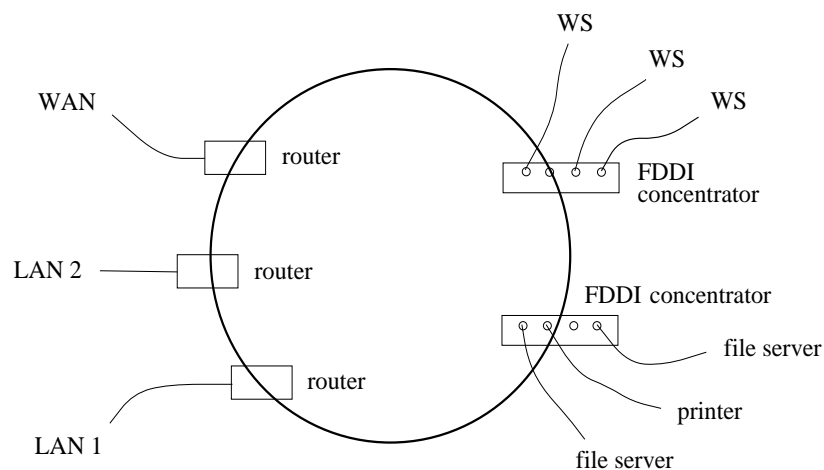
→ token ring architecture

High-bandwidth extension of IBM 4 Mbps and 16 Mbps IEEE 802.5 token ring standard.

→ 100 Mbps bandwidth

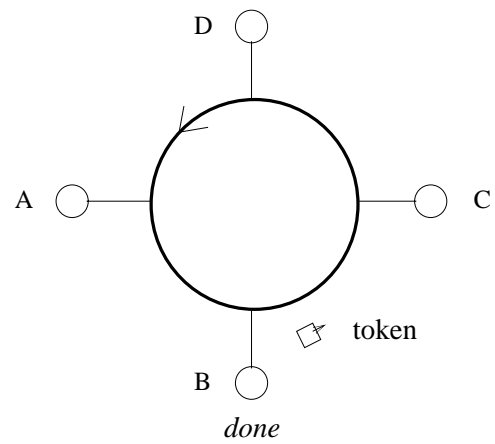
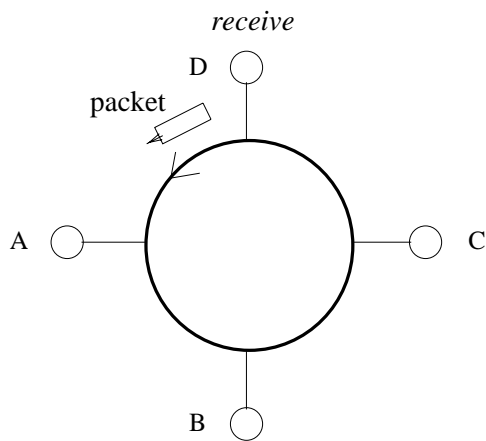
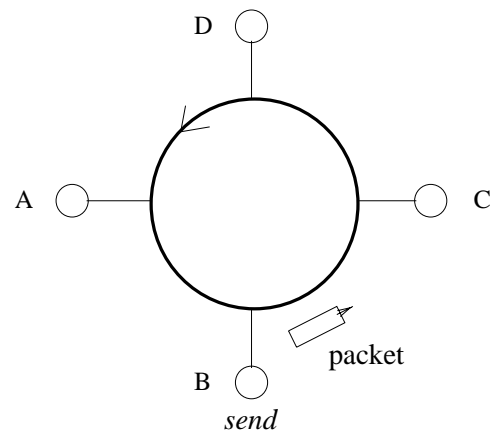
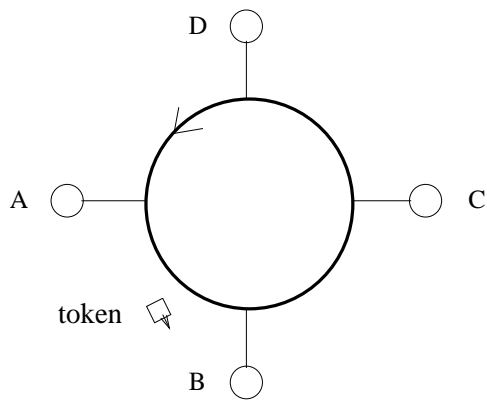
Used as high-bandwidth campus/city backbone.

→ metropolitan/campus distance: MAN

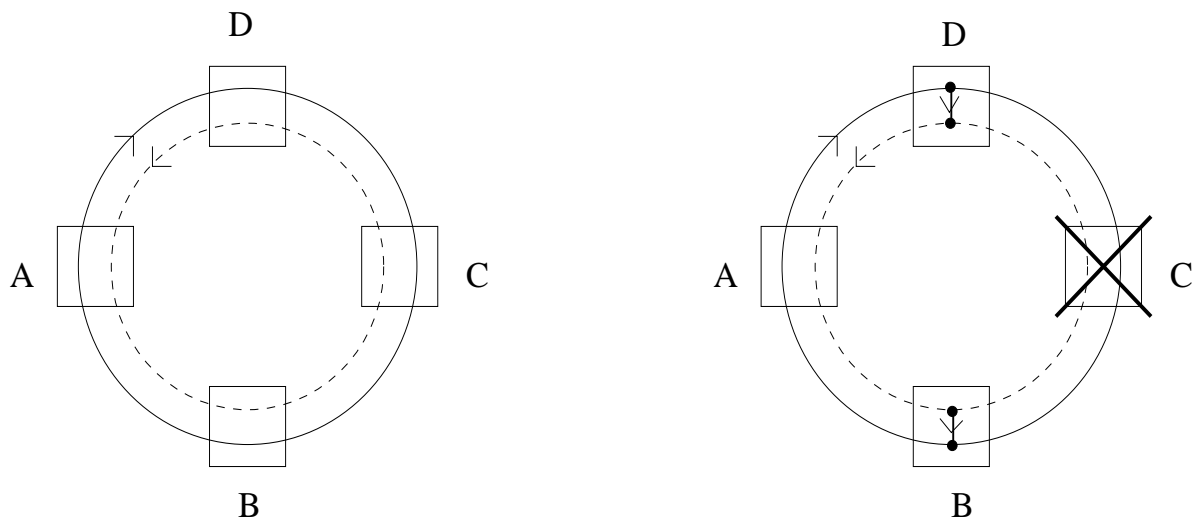


Basic operation:

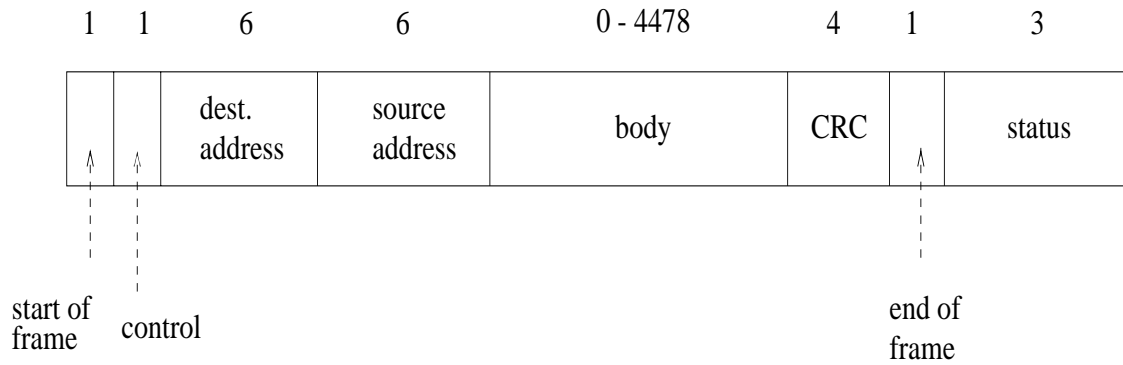
→ *B* wants to send to *D*



Fault-tolerance:



- DAS (dual attachment station)
- SAS (single attachment station)



- frame size < 4500 B
- 4B/5B encoding
- synchronous/asynchronous data
- 2 km inter-station distance
- 200 km diameter (multimode fiber); 100 km circumference

Performance issues: fairness and efficiency

- TRT (token rotation time)
- THT (token holding time)

$$\text{TRT} = \text{no. of nodes} \times (\text{THT} + \text{link latency})$$

To increase efficiency: increase THT

- let station send as much as it needs
- same as frame size \uparrow
- $\text{THT} \uparrow \implies \text{utilization } \rho \uparrow$

To increase fairness: limit THT

- limit station's one-time sending of data

To facilitate fairness: introduce TTRT (target token rotation time).

TRT determining factor (assume TTRT is given):

- prioritized frames: synchronous/asynchronous
- synchronous frames always get sent
- if $TRT > TTRT$, then late; don't send asynchronous data
- if $TRT \leq TTRT$, then early; send asynchronous data for $\max \{ TTRT - TRT, \text{single frame time} \}$ duration

How to set TTRT?

- token claim process
- initiate when needed (e.g., start-up)
- Each station submits claim frame containing TTRT bid.
- Smaller TTRT bid overrides higher TTRT bids.
 - Compare claim frame bid against own desired TTRT.
 - If less, then reset own TTRT to lower value.
 - If larger, then put lower bid on claim frame and forward.
- Winner: same bid value when claim frame makes full circle.
 - leader election

At the end of the day, consistent TTRT value among all stations.

- consensus problem

Compare against Ethernet's CSMA/CD.

- > round-robin reservation
- > absence of MA and collision
- > determinism vs. indeterminism
- > imperfect QoS assurance
- > performance vis-à-vis CSMA/CD?

Cooperative vs. noncooperative protocols

- > robust if some users use selfish MAC
- > could be malicious