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Optical Communication 10gbps Speed Through OPNET Software

Dr. Nitish Meena
Associate Professor, Advait Vedanta Institute of Technology, Khijooriya Brahman, Rajasthan, India

ABSTRACT

As already studied about cable Local Area Network having no wire LAN networks. Both these types of networks have their own importance means own advantages and disadvantages. Wired Local Area Network has different hardware requirements and range and benefits are different. On the other hand wireless Local Area network takes in to consideration the range, the quality of moving freely and the many type of hardware components needed to establish a having no wire network. In this paper comparative analysis of wired and wireless LAN network has been studied means the quality of service (QoS) for both the networks has been estimated by using OPNET ass oftware tool.

Keywords : Wired LAN, Wireless LAN, Quality of service (QoS), OPNET.

I. INTRODUCTION

Ethernet was firstly planned to generate a network in a small region known as a Local Area Network (LAN); these networks are in region that are comparatively small and can be linked without a service provider or third party. They are normally deployed to maintain areas like a small group of building, office and home. Until recently, IT departments had to apply different technologies when linking many high performance office LANs mutually across slower Wide Area Networks (WANs) such as Leased Lines, Frame Relay and ATM.

In common, Leased Lines and Frame Relay do not present sufficient bandwidth to manage with a dynamic combine of real time interactive and folder transfer bulk traffic that makes up the greater part of LAN users require an everyday basis. Desktop connectivity has evolved as of 10 Mbps half duplex in the 1980s to 100 Mbps and still 10Gbps full duplex at present; these increases are primarily suitable to the escalated apply of immediate video, tone of voice and data networking applications. Service providers require accommodating a result ready with the bandwidth to take larger documents efficiently and impeccably. regularly, and currently extra Predominantly, Ethernet skill has evolved so it not single connects networks that are in a secure radius but now can connect networks approximately the world, creation users thousands of miles apart sense as if they are in adjoining offices. These features create it simple for companies international to appear to Ethernet as the present and future standard for delivering WAN services.

While Ethernet is suitable the usual for WAN services, Ethernet facilities themselves are not identical. In detail, there are some mechanisms a package provider can use to align their Ethernet service, with Virtual Private LAN Service (VPLS), Ethernet Virtual private Line (EVPL), /Ethernet Private Line (EPL) Hybrid WAN VPLS/IP VPN, Multi-Protocol Label Switching (MPLS)/VPLS and the usage of E-Access to Internet Protocol allowed Virtual Private Networks (IP VPNs).

When determining service supplier to use for Ethernet facilities, single may need to consider the technology the service supplier is using as it does affect the quantity of management/control the operator is capable to leverage on their side. Several technologies need extra configurations and are extra automated while others are very relaxed to implement and are fewer automated. But, maximum value of the configuration occurs on the Service supplier's side and minimally affects the user if at all.

II. METHODS AND MATERIAL

Ethernet Configuration and Communication:-

- **Ethernet Configuration**

Ethernet is a broadcast topology in communication and that may be designed as a physical star and physical bus through a logical bus for hardware configuration.

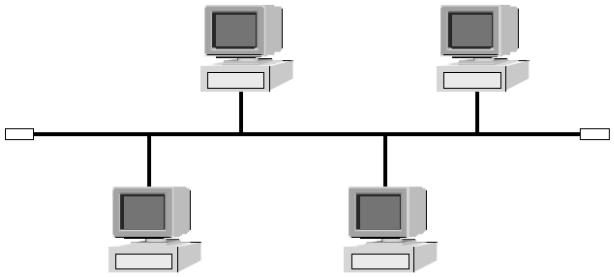

Figure 1.1:-Ethernet Physical Bus Topology

The physical star using a logical bus is generated with the use of a hub or concentrator.

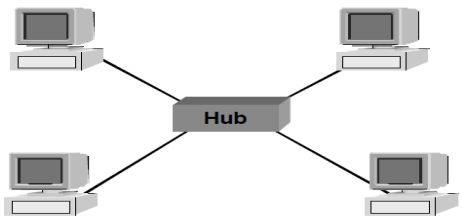

Figure 1.2 :- Ethernet Physical Star/Logical Bus Topology

Ethernet Communication

Communication procedures for Ethernet networks in clued the data link and physical layers of the OSI model. This lesson contracts mostly by the data-link layer, which is subdivided into a Media Access Control layer (MACL) and a Logical Link Control layer (LLCL).

Ethernet uses Carrier Sense Multiple Access/Collision Detection when transferring data. Carrier Sense permits a computer device to "sense" whether or not extra broadcast is being "carried" finished the network. So, before a device transfer the data, it listens for a carrier signal. If a carrier signal is identified, it waits until that transmissions finished. Primary DIX Ethernet did not need a carrier signal. Then, a collision was not identified until the destination or target device received the framed package. The addition of a jam signal is one illustration of how Ethernet technology has developed.

Various Accesses means that totally devices have equal access to the network. Then Ethernet is contention-based, equal access to the network for totally is ensured. No device has priority over others, nor can it lock out some device linked to the network. Information can be transferred at any time by any device. All devices on the network collect the transmission and checked the framed packet's destination or target address. If the destination or target address compares the device's address, the device receives the data. If the address does not match, the device basically ignores the transmission.

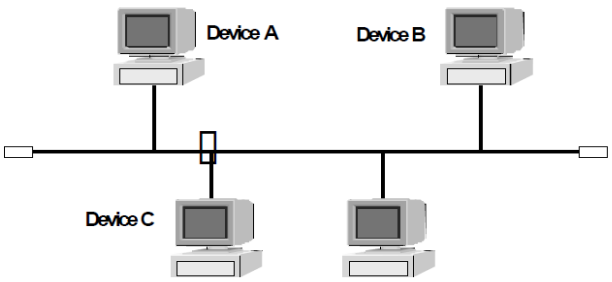

Figure 1.3 Ethernet Collision

Collision Detection means that a transfer device can "detect" synchronized transmission attempts. When two or more than two devices try to transfer data at the same time, the signals is crash. The example above shows devices A, B, and C transfer signals at the same time, and a collision occurs. When this happens, every device then sends a jam signal, known as a carrier, to alert all other devices that an impact has occurred.

All devices then go back into off conduction and delay a random quantity of time before trying to retransmit data. The random time provision checks simultaneous retransmissions. Totally devices on the same Carrier Logic Various Access/Collision Detection wire section are part of the same accident domain. An accident domain is described as those devices that share CSMA/CD of the same cable. Two or more than two accident domains are linked organized through an internetworking device such as a router, switch or bridge. Through the use of internetworking devices, large networks are created which comprise multiple accident domains.

When a collision occurs it disturbs totally devices on the same collision domain. It does not disturb devices on some other accident domains within the similar network. You can consider of two collision domains as two roads the tare on changed edges of a bridge. You can travel up to the bridge on either one side, but must become authorization to cross the bridge.

On an Ethernet accident domain, edges of data travel within their individual domain unless they requirement to talk to a device on another side of the bridge. If it is compulsory to talk to device on another side of a bridge, the bridge necessary provide the authorization for the edge to cross the bridge to reach the another collision domain. Connections are capable of this because they are save and accelerative devices. They save the edge from the home domain until permission is approved to onward it. The need is to keep transportation and impacts to a single accident domain whenever thinkable. Collision domains are also named segments in Ethernet.

Data communicated from one user to another user on the similar collision domain will not disturb any additional collision domains. This agrees to each impact domain to carry on transmitting with no disturb on every other except when a device requirements to conversation to a user on extra collision domain. When this is compulsory, the edge must be conducted through one or more than one internetworking user to touch its target. Every internetworking user must agree the edge to pass. As the edge touches every one collision domain the port of the internetworking user must struggle for the right to communicate permitting to the rules of CSMA/CD.

Single Collision domain #1

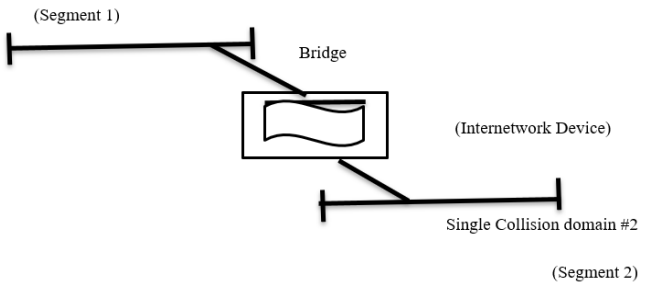

Figure 1.4 :- Ethernet Collision Domain

Carrier Ethernet:-

The main important phase is defining Carrier Ethernet, what it exactly means and accepting the justification for this meaning. Also as important, is an established reference background—the framework in which this description applies, and the compulsory components that make up this framework. In so doing, a mutual and reliable understanding as well as a "language" to define Carrier Ethernet services is delivered. With this as the source, the qualities are deliberated in superior detail (note: in the framework of this volume, only a necessary summary can be reasonably delivered), with careful conferences in a few zones that are deemed especially serious to allowing Carrier Ethernet.

Carrier Ethernet basically supplements old-style Ethernet, improved for LAN deployment, with Carrier-class skills which style it ideal for arrangement in Facility Supplier Access/Metro Area Networks and further than, to the Wide Area Network. And conversely, from an end-user (readiness) position fact, Carrier Ethernet is a facility that not only delivers a standard Ethernet (or for that problem, a identical non-Ethernet2) indicator off but also delivers the strength, deterministic performance, administration, and litheness estimated of Carrier-class services.

Carrier Ethernet fundamentally involves the deterministic and other facility transfer aspects for homogeneous Ethernet services. This idea is key because it highpoints the focus on homogeneous Ethernet services and the exact characteristics of such facilities and not essentially the original transport substructure itself.

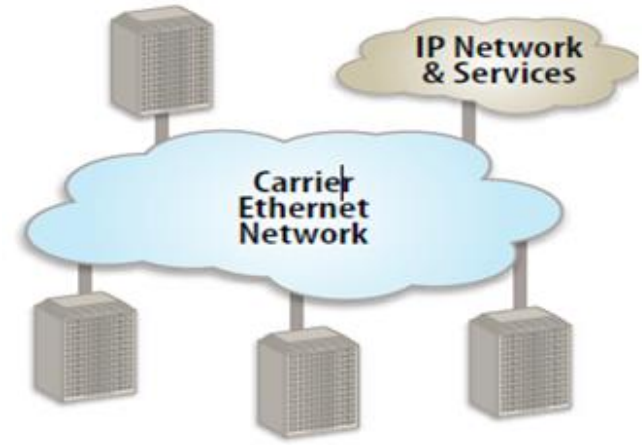

Figure 1.5 :- Carrier Ethernet Network

Carrier Ethernet addresses the restrictions of donation skill by providing elastic bandwidth scalability. Formerly Ethernet service is arranged. Bandwidth can be sum basically through remote provisioning up to the Ethernet port speed. This allows the facility supplier to sell, or creativity to organize, the quantity of bandwidth subscribers really requirement, rather than making them to purchase a specific quantity of bandwidth verbalized by the legacy technology. In calculation, it is not compulsory to send a facility specialist to the user premises. This produces extra Op Ex savings when related to legacy services. With Carrier Ethernet, user can now use the same, well assumed Ethernet skill for their LAN, MAN and WAN networks.

OPNET Modeler:-

OPNET Modeler® is powerful network simulation software, created for research and development (R&D). OPNET Modeler® accelerates the R&D process for analyzing and designing communication networks, devices, protocols, and applications. Users can analyze simulated networks to compare the impact of different technology designs on end-to-end behavior before deploying these ideas on the actual network, saving time and money in tests and giving

the user a good idea of the way in which the network will react to these changes.

OPNET Modeler® has a hierarchical modeling environment. It organized in three tiers with an intuitive graphical interface. These three domains are: Network, node and process (see Figure). There is another domain that could be considered part of the process domain, which is the source code. The network domain contains nodes, links and subnets. Nodes can represent network devices or a group of devices. Examples of nodes are: a single workstation, a cluster of servers, and a router. Links can be point-to-point or can emulate a bus. A Subnet is a bundle of nodes. It behaves exactly as if the objects inside it were placed instead of the subnet. Subnets keep these groups of nodes organized and can be easily duplicated.

The node domain is where the basic building blocks, also called modules, are placed. The modules are mainly composed of processors, queues, and transceivers. Processors are fully programmable by means of their process model. Queues are used to buffer and manage data packets. Transceivers are the interfaces used to move data to or from the node domain.

The process domain is composed of states. There are two kinds of states, forced and unforced. When a forced state is entered it runs all the blocks of code inside it and it exits the state. An unforced state will perform the enter code and will remain idle until the proper interrupt triggers the exit sequence. Each state contains blocks of C code, which can be considered a lower level tier.

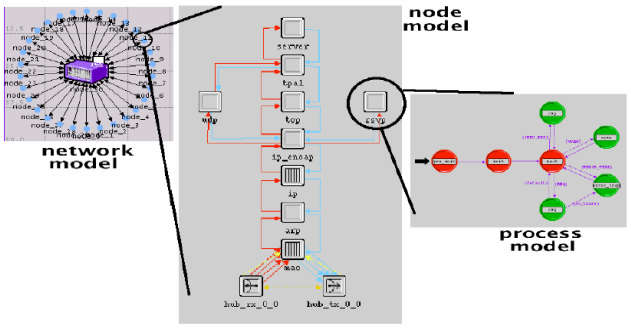

Figure 1.6 :- OPNET simulator

There is a company with a star topology network that wants to implement the same infrastructure in a second floor. Both networks are interconnected with a router. The purpose of this exercise is to check if the network will support it. The students should implement the initial topology and do the appropriate simulations. Then, they should proceed with the enlargement of the network, redo the simulations, compare the different obtained results and take some conclusions.

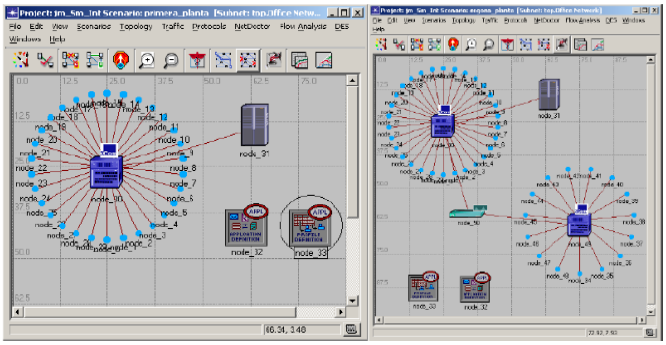

Figure 1.7 :- Network Implementation thought star topology

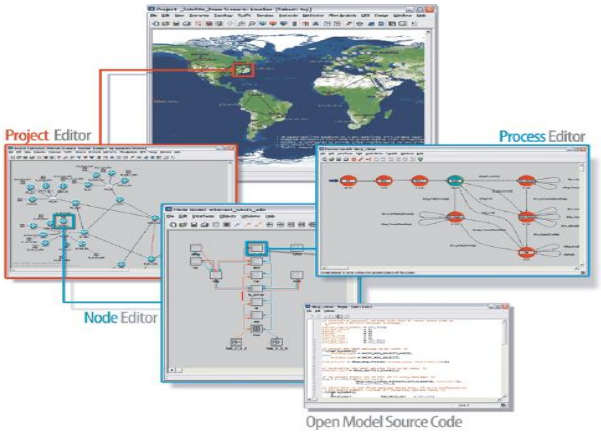

Figure 1.8 :- The different working domains of OPNET Modeler

III. RESULTS AND DISCUSSION

In this paper, the Quality of Service parameters were estimated for the above simulation scenarios. Firstly, the analysis of Wired Ethernet Network was done in which different parameters like delay, Traffic sent, Traffic received, Throughput were analyzed and same parameters for wireless LAN were analyzed later on.

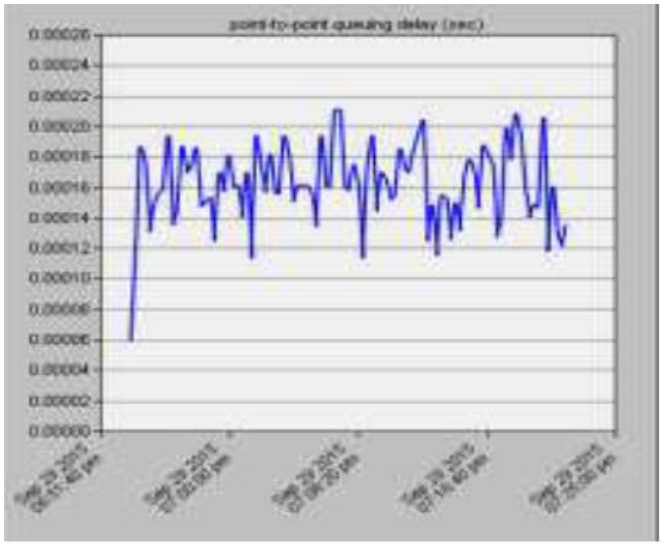

Figure 1.9 :- Throughput

IV. CONCLUSION

This part gives the comparative analysis of both the networks using the network simulator OPNET. After analyzing all above results it has been investigated that the performance of wired network is better in case of delay because delay is very low in case of Wired Local Area Network as compare to Wireless Local Area Network. So, in case of low delay and less interference Traffic sent and Traffic received is same in case of wired network but in case of Wireless Local Area Network peaks in graphs represents that Traffic sent is more but Traffic received is less in case of Wireless Local Area Network. But one important advantage of Wireless Local Area Network is that it provides mobility means anywhere, anytime and anyone can access. So, due to this Wireless networks also achieve preferences.

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Author's Profile

Prof. Dr. Nitish Meena has done his Graduation in B.TECH from Rajasthan technical university, Kota (RTU).which is affiliated from AICTE, New Delhi & post-Graduation in M.TECH from (S.U), Rajasthan, affiliated From AICTE & U.G.C After that he has done Doctorate (Ph.D) Department of Electronics & Communication. From Pratap University Jaipur (Rajasthan). He has Eight years of teaching/Research Experience in his field & recently working as Associate professor in Advait Vedanta Institute of Technology College, Jaipur and continuously researching in his field.

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