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# Communications Network Design

## lecture 01

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# Introduction

What, When, Where, How, Who, Why

# Why do we need design

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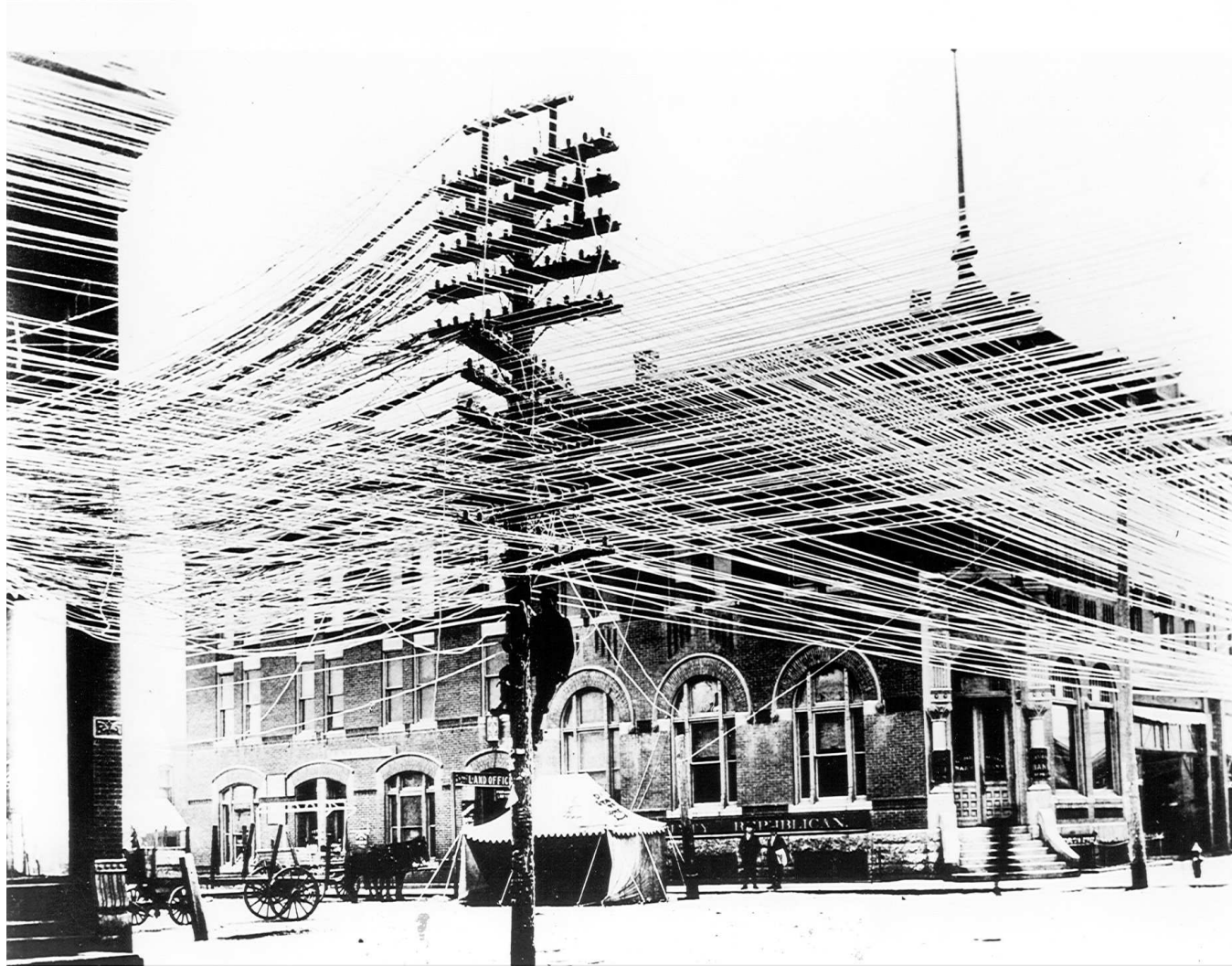
I don't know how any of the stuff works that is involved with telephone networks, let alone what works in any computer network.

former Chief Executive of a major Australian Telco

# ... Without Design

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Pratt, Kansas



[http://www.bellsystemmemorial.com/oldphotos\\_6.html](http://www.bellsystemmemorial.com/oldphotos_6.html)

# Motivation

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- Telecommunications industry in the US in 1997  
\$256 billion industry [1]
- Compare to other US industries [1]
  - Motion picture industry: \$63 billion
  - TV: \$37 billion
  - Newspapers: \$55 billion
  - Radio: \$14 billion
- Telstra 2005, [2]
  - property, plant, equipment >\$22 billion
- National Broadband Network, 2009
  - \$4.7 billion public investment (+ private)

What if you could save 1%?

# Wider Motivation

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More than just telephone networks ...

“Close roads to clear traffic gridlock”

Bernard Lane, The Australian, 17-02-2005

- postal network
- more sinister networks
  - al-Qaeda
  - Mafia
- transportation network
  - road
  - rail
  - truck

# Focus

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- data networks
- main example: the Internet
  - made up of lots of components
  - we'll look at specific design problems within this context
- many techniques have *MUCH* wider applicability

# Course objectives

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Objectives: At the end of this subject the students should be able to:

- analyse the features of a network design problem:
  - objectives (e.g. cost minimization)
  - constraints (e.g. technological limits)
  - properties of each
- understand what data is needed/available
- choose suitable algorithm for solving the problem
- understand the limits of methods, and inputs, and therefore critically interpret the output



# Not covered

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- **Stochastic modelling:** see "Modelling Telecommunication Traffic (APP MTH 4012)", or "System Modelling and Simulation (APP MTH 4004)"
- **Pricing:** Lots of work on this (e.g. Paris Metro pricing, and Frank Kelly's proportional fairness)
- **Protocol design:** e.g. framing and encapsulation, TCP congestion control design, or Ethernet details.
- **Network Administration:** e.g. how to configure Cisco routers (this is not a CCNA course).
- **Physical Networks:** e.g. RF, error correction, Shannon and Nyquist limits, compression, ...
- **Multimedia or Design of Web Pages:** application layer, client-server, ...
- **Security:** encryption, ...

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# A Brief History of Networking

"Those who do not study history are doomed to repeat it."

*Georges Santayana*

# A brief history of networking

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An outline:

1. pre-industrial
2. 19th century
3. early 20th century
4. computer networks
5. early 21st century (now)

More detailed telephony timelines can be found at

<http://www.telephonetribute.com/timeline.html>

<http://www2.fht-esslingen.de/telehistory/>

Histories of computing and computer networks

[http://en.wikipedia.org/wiki/Computing\\_timeline](http://en.wikipedia.org/wiki/Computing_timeline)

<http://www.isoc.org/internet/history/>

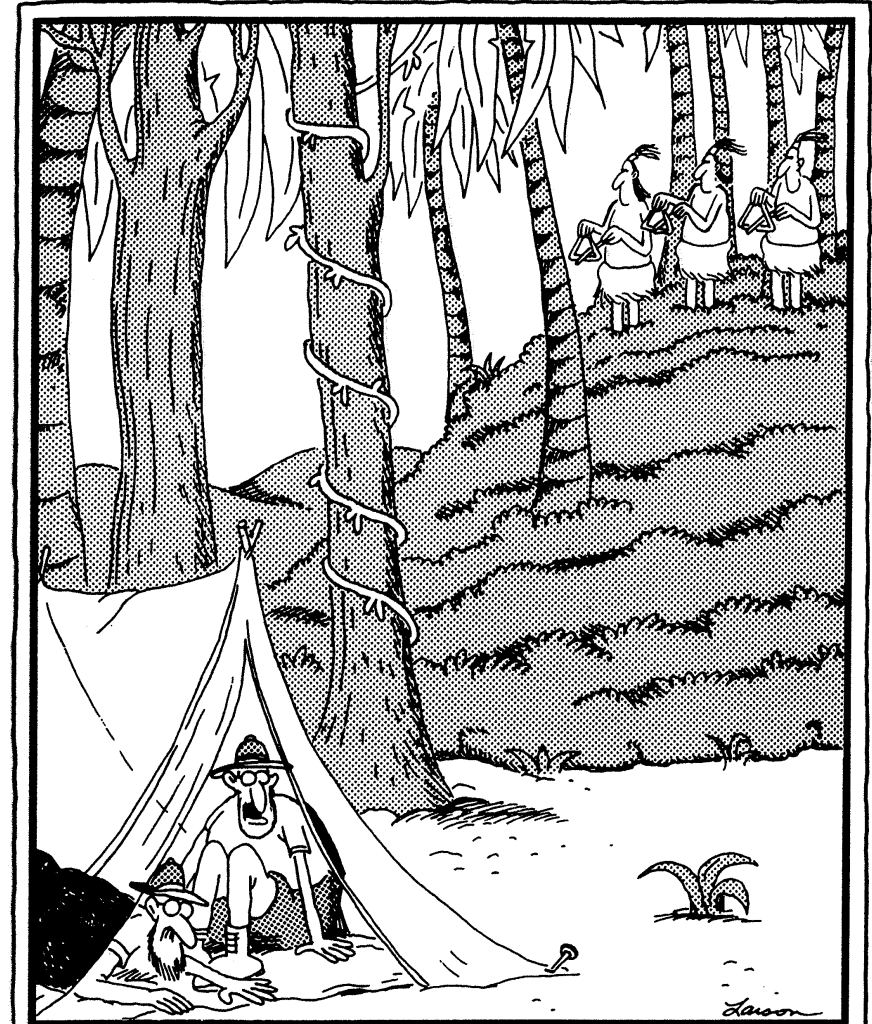
Australian telecoms history

<http://www.caslon.com.au/timeline.htm>

<http://www.anu.edu.au/people/Roger.Clarke/II/OzIHist.html>

# Pre-industrial

- **Jungle drums**
- **Signal fires**  
1184 BC, fall of Troy [3]  
1588 AD, Arrival of Spanish Armada
- **Carrier pigeons**  
700 BC, Olympic games
- **Smoke signals**  
150 AD, Romans
- **Semaphore**  
1791 AD, Chappe brothers  
later used by Napoleon



“Wait, Morrison! ... It’s OK—those are jungle triangles!”

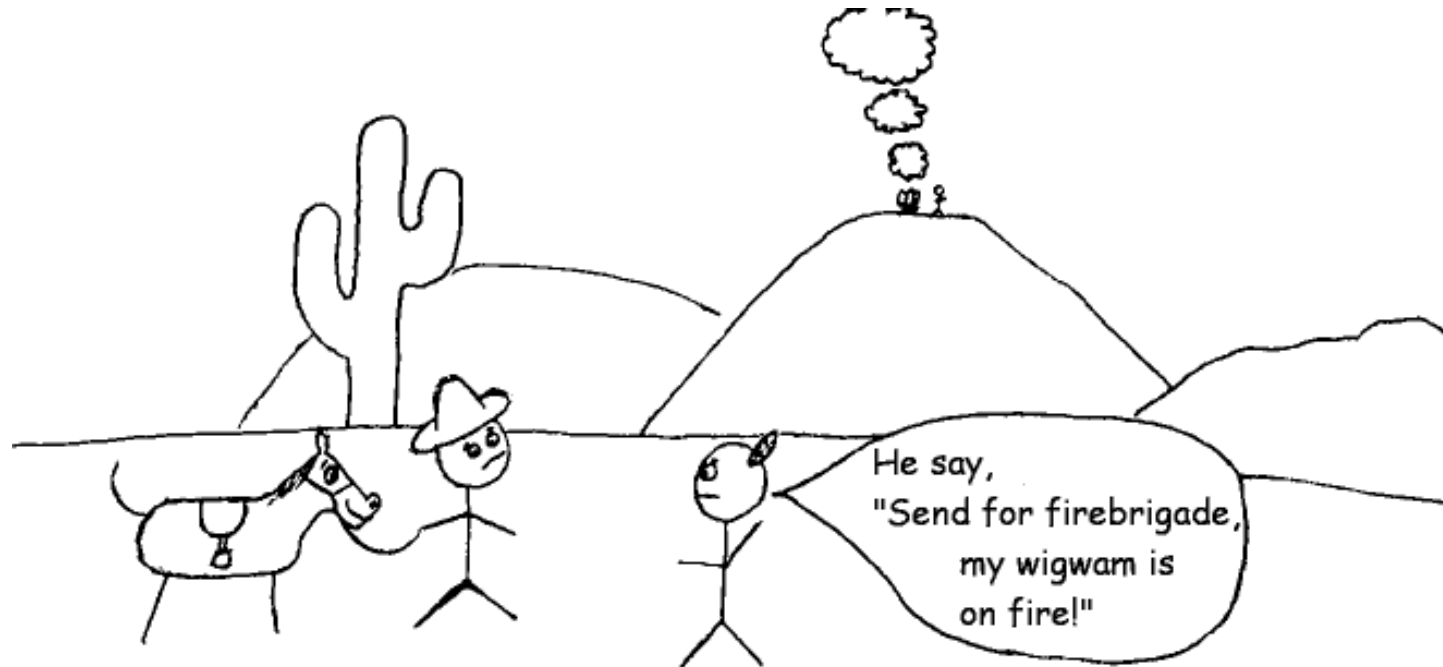
Gary Larson, 1993

# Pre-industrial

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These had limitations

- **Carrier pigeons:** 1 short message per pigeon
- **Signal fires:** one bit per fire
- **Semaphore:** 15 characters per minute.



# 19th century

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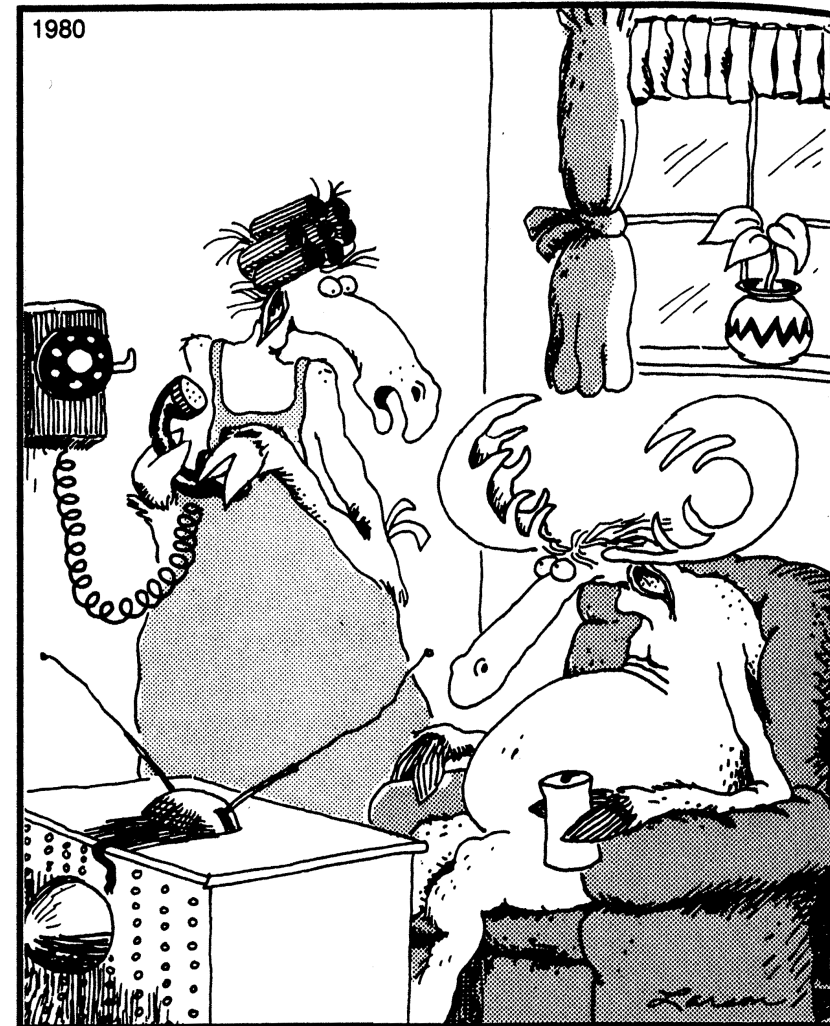
Post office:

- British post office founded 1635.
- modern postoffice 1840 (1st "penny black" in UK)
- send **content** as letter or parcel
- encapsulate package with address on the front
- send to local postoffice
- each postoffice determines next postoffice
- final postoffice delivers to the address

# 19th century

Electronic communication:

- telegraph
  - invented 1753
  - Morse code 1835
  - take off 1838
  - 1st transatlantic line 1866
- radio (Marconi, 1896)
- telephone
  - A.G. Bell
  - filed patent Feb. 14, 1876, 3 hours before Elisha Gray



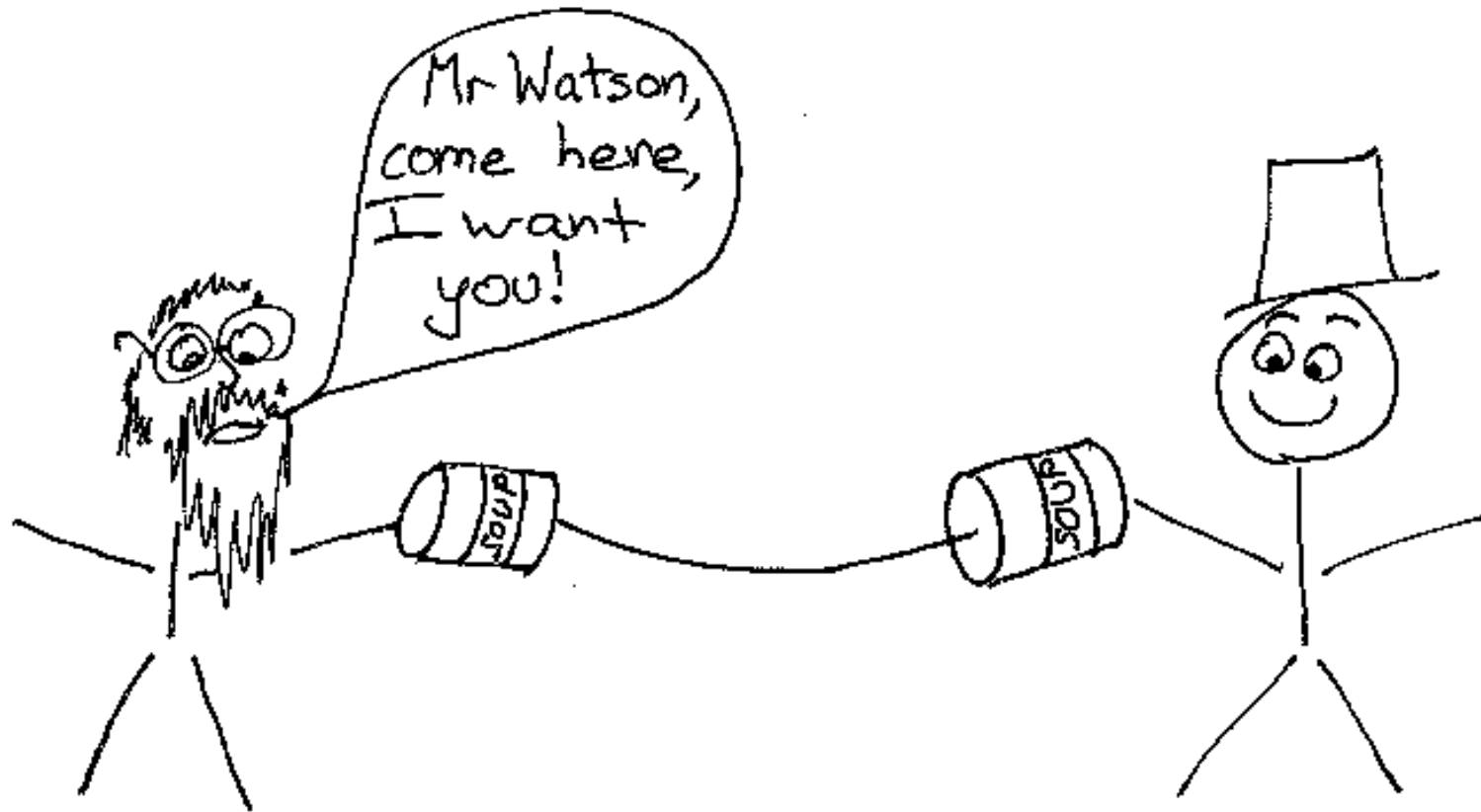
"It's the call of the wild."

Gary Larson, 1980

# 19th century

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Simple telephone: connects two points with a wire



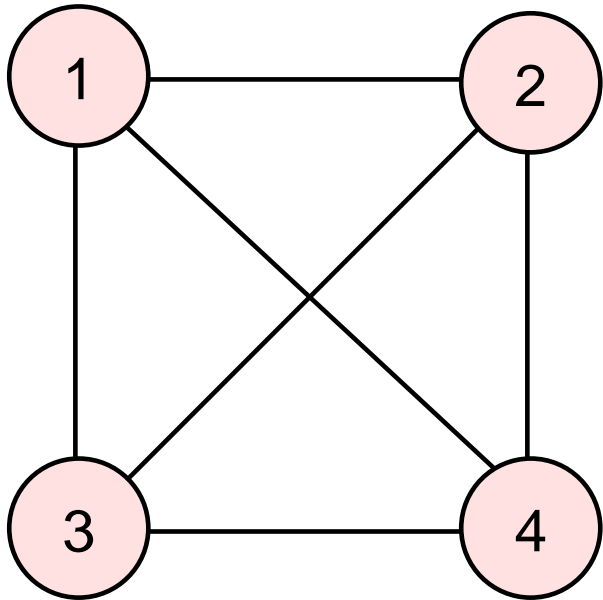
Reportedly, the first words over the telephone came when Bell spilled some acid on his pants, whereupon he call "Mr. Watson, come here, I want you!"



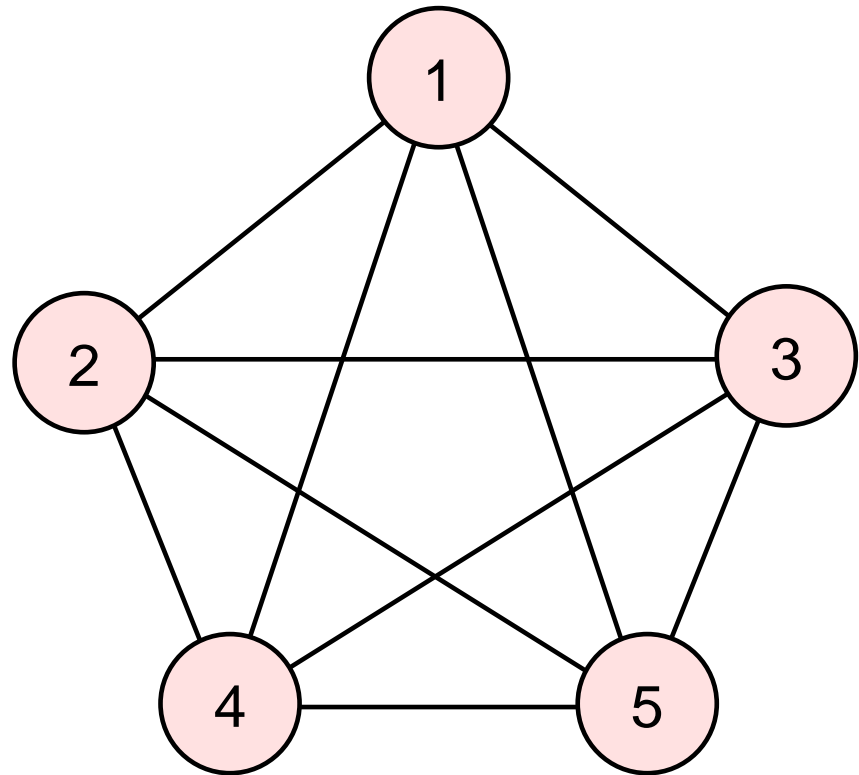
# Dumb network design

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One link between every pair who wish to speak



N=4  
L=6



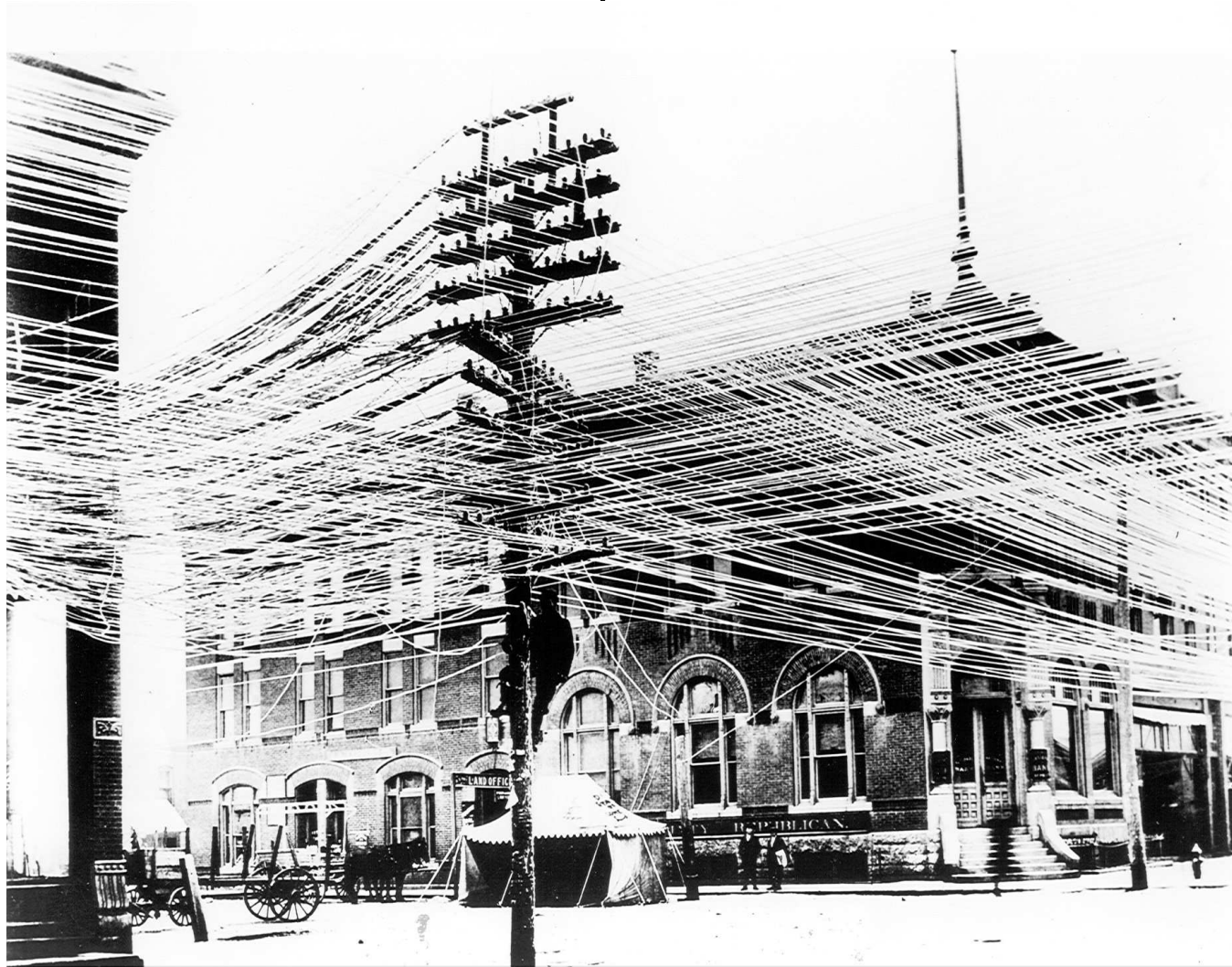
N=5  
L=9

N nodes, then we have  $L=N(N-1)/2$  links

# Dumb network design

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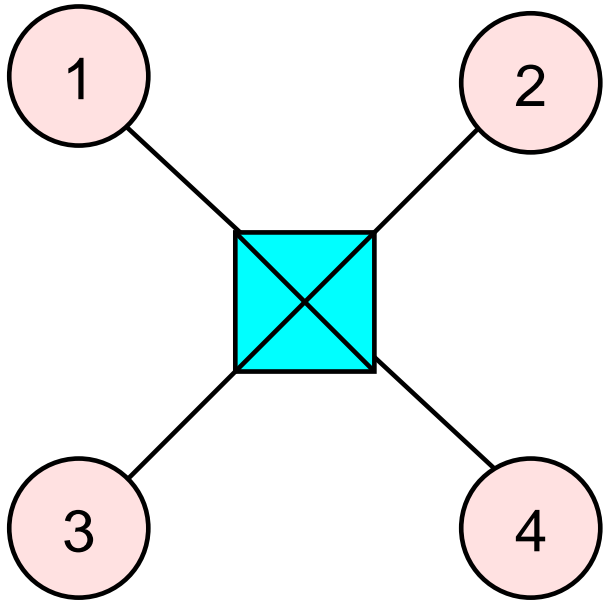
Pratt, Kansas



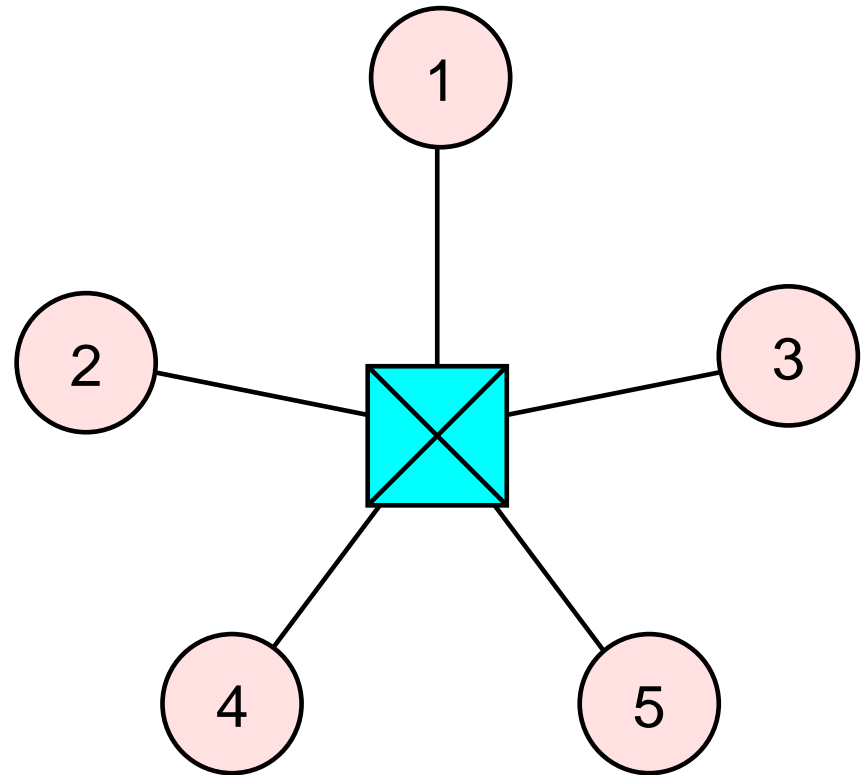
[http://www.bellsystemmemorial.com/oldphotos\\_6.html](http://www.bellsystemmemorial.com/oldphotos_6.html)

# A switch

What if each person has one wire to a **switch**.



$N=4$   
 $L=4$



$N=5$   
 $L=5$

$N$  nodes, then we have  $L=N$  links

# Switchboards

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So switches are great, but what is a switch?

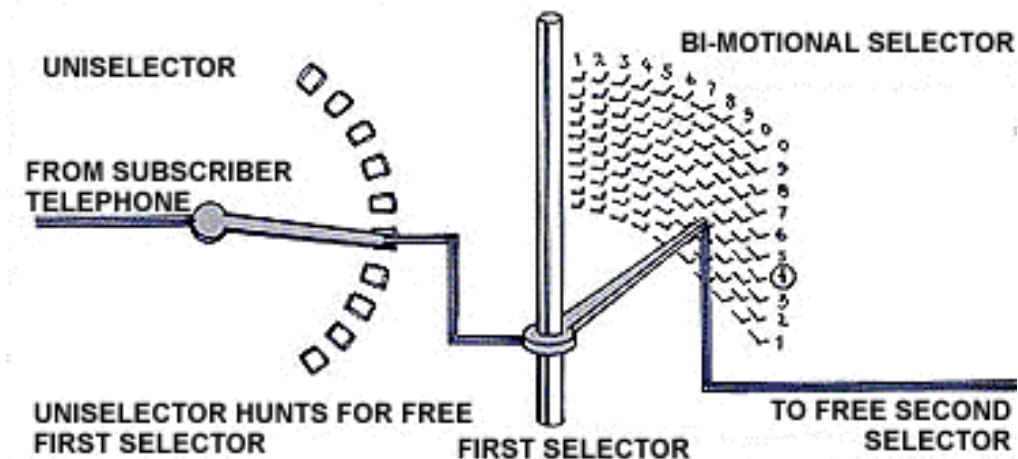


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# Electromechanical switch

Almon Strowger was an undertaker in Kansas City in the late 1800's

- <http://www.strowger.com/history.html>
- Company 'Strowger Automatic Telephone Exchange' in October 1891
- step-by-step electromechanical switch [4]



[http://www.sigtel.com/tel\\_tech\\_sxs.html](http://www.sigtel.com/tel_tech_sxs.html)

# Towards modern telephony

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- switches get more complicated and sophisticated
  - electronic switch (instead of electromechanical)
  - 4ESS (like a building)

<http://www.att.com/history/nethistory/switching.html>

- networks become hierarchical
  - long distance versus local
- reliability and redundancy become important
  - alternate routing
- billing systems
  - harder than you think!

# Some additional links

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More detailed telephony timelines can be found at

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<http://www2.fht-esslingen.de/telehistory/>

<http://www.webbconsult.com/hist-time.html>

[http://www.ieee.org/organizations/history\\_center/comsoc/timelines.html](http://www.ieee.org/organizations/history_center/comsoc/timelines.html)

<http://williamstallings.com/Extras/Telecom.html>

<http://aronsson.se/hist.html>

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<http://www.isoc.org/internet/history/>

<http://www.isoc.org/internet/history/brief.shtml>

<http://www.dei.isep.ipp.pt/docs/arpa.html>

<http://www.zakon.org/robert/internet/timeline/>

[http://en.wikipedia.org/wiki/History\\_of\\_the\\_Internet](http://en.wikipedia.org/wiki/History_of_the_Internet)

<http://goldenink.com/computersandnetworks.shtml>

<http://www.davesite.com/webstation/net-history.shtml>

[http://www.computerhistory.org/exhibits/internet\\_history/](http://www.computerhistory.org/exhibits/internet_history/)

<http://www.tranquileye.com/cyber/>

<http://www.onlineitdegree.net/>

Australian telecoms history

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# References

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- [1] A. M. Odlyzko, "The history of communications and its implications for the Internet." <http://www.dtc.umn.edu/~odlyzko/doc/networks.html>.
- [2] "Telstra corporation limited — half-year report," 2005.
- [3] Aeschylus, Agamemnon.  
<http://classics.mit.edu/Aeschylus/agamemnon.html>, 458 B.C.E.
- [4] A. B. Strowger, "Automatic telephone exchange." United States Patent Office, patent no. 447,918, March 10th, 1891.