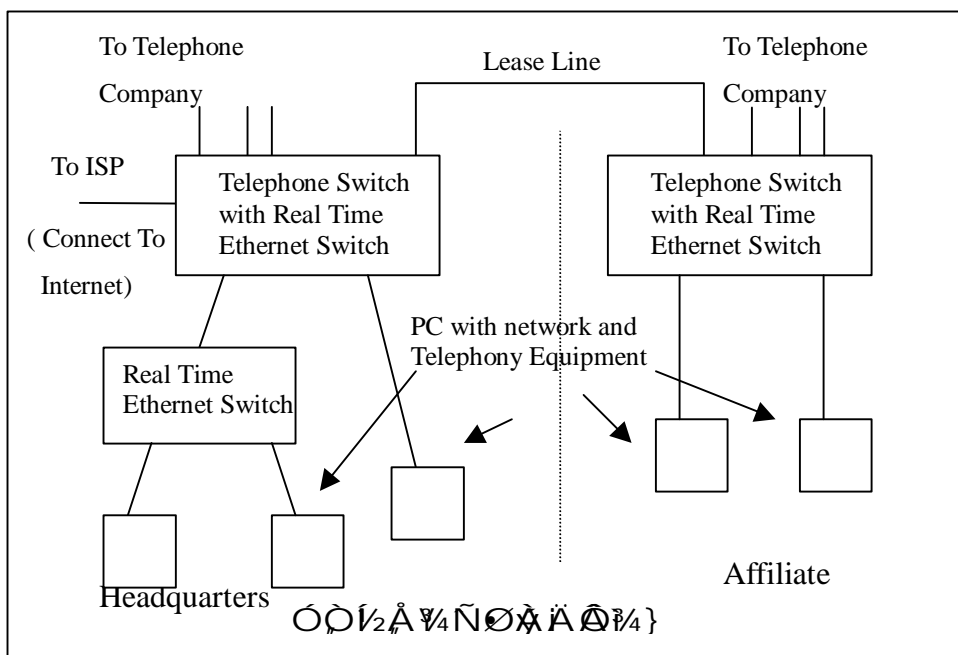


2.1.1. Computer Telephony Integration (CTI)

 Computer Telephony Integration (CTI) is a technology that integrates computer systems with telephone systems. It allows for the integration of computer-based applications with the telephone network, enabling features such as call routing, call recording, and call monitoring. CTI is commonly used in customer service centers and call centers to improve efficiency and provide better customer service.

Division Multiplexing)

 Synchronous Ethernet (Sync Ethernet) is a technology that allows for the synchronization of Ethernet networks. It is used to ensure that data packets are transmitted in a synchronized manner, which is important for real-time applications. Sync Ethernet is often used in conjunction with Time Sensitive Networking (TSN) to provide deterministic network performance.



2.1.2. CSMA/CD

2.1.2.1. CSMA/CD

CSMA/CD (Carrier Sense Multiple Access with Collision Detection) is a network access protocol for use in local area networks (LANs). It is used to manage access to a shared communication medium, such as a bus or ring network. CSMA/CD ensures that only one device can transmit at a time, preventing collisions and ensuring reliable data transmission.

CSMA/CD is commonly used in Ethernet networks. It is a key component of the IEEE 802.3 standard, which defines the physical and data link layers of the Ethernet protocol. CSMA/CD is used to manage access to the shared Ethernet medium, ensuring that data is transmitted reliably and efficiently.

2.1.3. TDM

TDM (Time Division Multiplexing) is a digital communication technique that combines multiple signals into a single stream of data. It is used to transmit multiple signals over a single communication channel, allowing for efficient use of bandwidth. TDM is commonly used in digital telephony and data communications.

TDM is used to combine multiple signals into a single stream of data. It is a key component of many digital communication systems, including digital telephony and data communications. TDM allows for the efficient use of bandwidth and the transmission of multiple signals over a single communication channel.

(Global Synchronization) 0A» NIA OA A 0
2 A x B D E F » 74 0 7 N O
0 3/4 D P D E E A Y O W A O O k D I
A Q A O T

A 2 74 Y 2 D E E U B % D F E a
(Virtual Token Bus) A Q A » R K F E W 4 2 e
3/4 C A I A Q C E A A A O W A A S
A Q A O R E X A b B % (Token) A O O A O
A A A O Y A A IEEE 802.4 A A A E E O
O » Token Bus » O A E E E 802.5 A A A O
O » Token Ring » A A A A A O O O token
passing » O A » A [4,5] 3/4 A I Generalized
Broadcast Recognizing Access
Method (GBRAM) A A A E O O O P 2 Y
O O A O A x O O E I A A O P D A F E
O b R A A A A O x O O R A A O O O A
E O E A R O B 2 2 A Y A E D » A 1/4 C I
O P D E O E A O W O k D A Q A O T [5]
3/4 3/4 h 1/2 A Y Greedy O P A O O b R O P
U F A Ethernet O E A A A O O O A A i
I A A R E A 1/4 P O E O O A O P b R A A
2 A O O I P C A A A N A O E A O I %
O A 3/4 7/4 A O O A O O E A O N » R A ^
A C E 0 4 f O 7/4 1/4 1/2 A O O O b F E A » T

[6] 3/4 A I I A O R E T H E R I 1/2 i Y A
GBRAM A O U B % D F E (Virtual Token
Bus) » A A t A S C S M A / C D O a R E T H E R
A O O A 3/4 A A A U A N A R E T H E R O A »
E A O O O P D N E B % A A 2 E O E A T
B % A O E F E 2 7/4 U A A A A O W A A R p ^
U E O C A A S I A U b R E T H E R F E 3/4 C I
3/4 U A » distributed » A A A S A P U E O Y
C A A S I A U b 2 A A A U E A A A
O b R A O P 2 1/4 I O 1/2 A t A A B A
3/4 b 2 D A O x A A O S » R A A U A A O
I C 7/4 7/4 A b 3/4 D A E O 1/4 7/4 7/4 2 I O
O O A A E » A Q » 2 A A A O P A A
O A D E 7/4 A E O E A O A D E U A A Y

A A A 7/4 3/4 R A O P D A A F E E N A A A A
E A A A O A » 7/4 A 1514 A 3/4 O b A O
A J 2 O T

2.2 A E O A E A t - I N A E a

E 1/2 W 4 C A O A 3/4 E 7/4 A » N I t N .
A A 7/4 O O A A O I O O O E D A E P
E A R Y E I 1/2 7/4 W 4 1/2 N A O B A A A
A S T

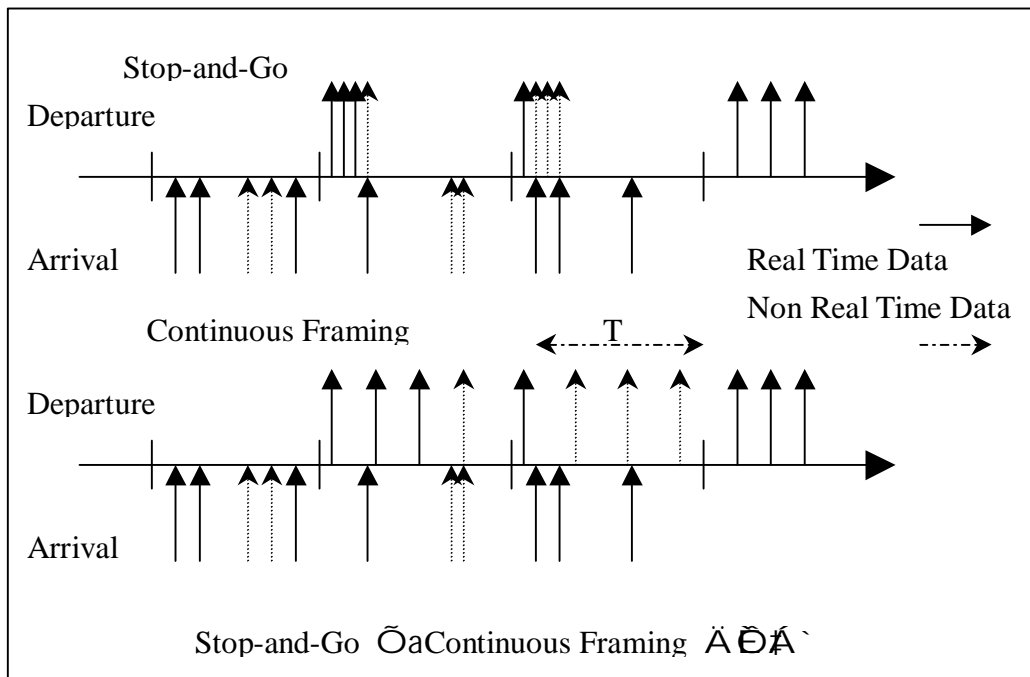
HP » Hewlett-Packard » A I 1/2 A O A U
U 2 I E A T A A A S » Demand Priority
Access Protocol » R A e O A E E 100VG-
AnyLAN [7] » 2 A 7/4 O A A E I E E E Std
802.12 A O O O B A 2 C A O A A I A A e
2 A A z U A Y i A W h O v » nguaranteed
bandwidth » O a O A T A O O A T A E A
» latency » O 7/4 D A A O R N A E A P A W 4 R
3/4 O O O A E E E 802.5 A A A O O » Token
Ring » A O E E A » frame format » O T O O V G
O b 3/4 E A 7/4 R 4 O O » Fast Ethernet » A O
O A O 1/4 C A E A » F E 2 D E O O b A Y O q
U A I A A A 1/4 C O P Z 2 F E A A E O » star
topology » A A A A A b E A D E O O O Q
C E » port » 7/4 b R A D E O O D E O O A
A y O A A E O » tree topology » A A A b t
I b A D b A A R 4 O O O A Y A O O A 1/4 1/2
A A A » A s 100VG 3/4 b D b I B A A A B %
A 1/4 F E 2 O P D A A A A A A O A Y A A
» token » A O O A A A S A F E A O A A A
D E O O A O O A b 2 A O P A D E O E a
3/4 A » R 1/2 D N I A O signal » D E O O E I
I A 2 D E O O A S A O E A A A O O E v
E D » A Q » D P D D E O O I 2 A O E v
C A 7/4 A E E U 2 » normal » O E A 2
» high » A Q I E B D E O O D E O E A O
B % A A O O O A b P A i A A A b 2 C E
A A O P b A C O P A A A O E D E O E a
A B % E A E D A 7/4 C A A » R Y S D N e

A service discipline is a rule that determines the order in which packets are served. In a queue, packets arrive at different times and may have different lengths. The service discipline decides which packet to serve next and when.

Two common service disciplines are Stop-and-Go and Continuous Framing. Stop-and-Go is a non-real-time discipline where packets are served in the order they arrive. Continuous Framing is a real-time discipline where packets are served in a fixed order, regardless of their arrival time.

In Stop-and-Go, the server waits for the next packet to arrive before serving it. This can lead to long delays for packets that arrive later. In Continuous Framing, the server serves packets in a fixed order, which can lead to shorter delays for packets that arrive later.

The diagram below illustrates the difference between these two disciplines. In Stop-and-Go, packets are served in the order they arrive. In Continuous Framing, packets are served in a fixed order, regardless of their arrival time.



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End-to-End Delay is the total time taken for a packet to travel from the source to the destination. It includes the time spent in the queue, the time spent in transit, and the time spent at the destination.

0 1 2 3 4 5 6 7 8 9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [\] ^ _ ` a b c d e f g h i j k l m n o p q r s t u v w x y z { | } ~ ¡ ¢ £ ¤ ¥ ¦ § ¨ © ª « ¬ ® ¯ ° ± ² ³ ´ µ ¶ · ¸ ¹ º » ¼ ½ ¾ ¿ À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î Ï Ñ Ò Ó Ô Õ Ö × Ø Ù Ú Û Ü Ý Þ à á â ã ä å æ ç è é ê ë ì í î ï ð ñ ò ó ô õ ö ÷ ø ù ú û ü ý þ ÿ

1 2 3 4 5 6 7 8 9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [\] ^ _ ` a b c d e f g h i j k l m n o p q r s t u v w x y z { | } ~ ¡ ¢ £ ¤ ¥ ¦ § ¨ © ª « ¬ ® ¯ ° ± ² ³ ´ µ ¶ · ¸ ¹ º » ¼ ½ ¾ ¿ À Á Â Ã Ä Å Æ Ç È É Ê Ë Ì Í Î Ï Ñ Ò Ó Ô Õ Ö × Ø Ù Ú Û Ü Ý Þ à á â ã ä å æ ç è é ê ë ì í î ï ð ñ ò ó ô õ ö ÷ ø ù ú û ü ý þ ÿ

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