Sept 16 - 2014

- Metrics
  - Throughput $\frac{b}{s}$
  - Normalized Throughput $\frac{s}{b}$ or $s \frac{1}{b}$

- $G = \frac{b}{s}$ and

- Channel Utilization
- Channel Efficiency
- $S_{max}$
- Reliability $\rightarrow$ one extra link buys a lot
- Topologies: mesh, tree, bus, ring
- Bloody

- Perspectives on User Design
  + User
  + Provider
  + Vendor builds

IP
- Design Principles
- How finns
- Problem