

Packet Switched Network (PSN)

[Return to Glossary](#)

A **Packet Switched Network (PSN)** is a type of computer communications network that groups and sends data in the form of small packets. It enables the sending of data or network packets between a source and destination node over a network channel that is shared between multiple users and/or applications.

A packet switched is also known as a connectionless network, as it does not create a permanent connection between a source and destination node.

Source: [Packet Switched Network \(PSN\)](#)

From:
<https://www.omgwiki.org/dds/> - **DDS Foundation Wiki**

Permanent link:
https://www.omgwiki.org/dds/doku.php?id=dds:public:guidebook:06_append:glossary:p:psn&rev=1616012644

Last update: **2021/03/17 16:24**

