

GLOBAL  
EDITION



# Computer Networks and Internets

SIXTH EDITION

Douglas E. Comer

ALWAYS LEARNING

PEARSON

# **Computer Networks and Internets**

# Computer Networks and Internets, Global Edition

## Table of Contents

Cover

Dedication

Contents

Preface

About the Author

Enthusiastic Comments About Computer Networks and Internets

More Comments About Computer Networks and Internets

Other Books By Douglas Comer

Part I: Introduction and Internet Applications

Chapter 1: Introduction and Overview

1.1 Growth of Computer Networking

1.2 Why Networking Seems Complex

1.3 The Five Key Aspects of Networking

1.3.1 Network Applications and Network Programming

1.3.2 Data Communications

1.3.3 Packet Switching and Networking Technologies

1.3.4 Internetworking With TCP/IP

1.3.5 Additional Networking Concepts and Technologies

1.4 Public And Private Parts Of The Internet

1.4.1 Public Network

1.4.2 Private Network

1.5 Networks, Interoperability, and Standards

1.6 Protocol Suites and Layering Models

1.7 How Data Passes Through Layers

1.8 Headers and Layers

1.9 ISO and the OSI Seven Layer Reference Model

1.10 Remainder of the Text

1.11 Summary

Exercises

Chapter 2: Internet Trends

2.1 Introduction

2.2 Resource Sharing

# **Table of Contents**

- 2.3 Growth of the Internet
- 2.4 From Resource Sharing To Communication
- 2.5 From Text To Multimedia
- 2.6 Recent Trends
- 2.7 From Individual Computers To Cloud Computing
- 2.8 Summary
- Exercises

## **Chapter 3: Internet Applications and Network Programming**

- 3.1 Introduction
- 3.2 Two Basic Internet Communication Paradigms
  - 3.2.1 Stream Transport in the Internet
  - 3.2.2 Message Transport in The Internet
- 3.3 Connection-Oriented Communication
- 3.4 The Client-Server Model of Interaction
- 3.5 Characteristics of Clients and Servers
- 3.6 Server Programs and Server-Class Computers
- 3.7 Requests, Responses, and Direction of Data Flow
- 3.8 Multiple Clients and Multiple Servers
- 3.9 Server Identification and Demultiplexing
- 3.10 Concurrent Servers
- 3.11 Circular Dependencies Among Servers
- 3.12 Peer-To-Peer Interactions
- 3.13 Network Programming and the Socket API
- 3.14 Sockets, Descriptors, and Network I/O
- 3.15 Parameters and the Socket API
- 3.16 Socket Calls in a Client and Server
- 3.17 Socket Functions Used By Both Client and Server
  - 3.17.1 The Socket Function
  - 3.17.2 The Send Function
  - 3.17.3 The Recv Function
  - 3.17.4 Read and Write With Sockets
  - 3.17.5 The Close Function
- 3.18 The Connect Function Used Only By a Client
- 3.19 Socket Functions Used Only By a Server
  - 3.19.1 The Bind Function
  - 3.19.2 The Listen Function
  - 3.19.3 The Accept Function
- 3.20 Socket Functions Used with the Message Paradigm
  - 3.20.1 Sendto and Sendmsg Socket Functions



# **Table of Contents**

3.20.2 Recvfrom and Recvmsg Functions

3.21 Other Socket Functions

3.22 Sockets, Threads, and Inheritance

3.23 Summary

Exercises

## **Chapter 4: Traditional Internet Applications**

4.1 Introduction

4.2 Application-Layer Protocols

4.3 Representation and Transfer

4.4 Web Protocols

4.5 Document Representation with HTML

4.6 Uniform Resource Locators and Hyperlinks

4.7 Web Document Transfer with HTTP

4.8 Caching in Browsers

4.9 Browser Architecture

4.10 File Transfer Protocol (FTP)

4.11 FTP Communication Paradigm

4.12 Electronic Mail

4.13 The Simple Mail Transfer Protocol (SMTP)

4.14 ISPs, Mail Servers, and Mail Access

4.15 Mail Access Protocols (POP, IMAP)

4.16 Email Representation Standards (RFC2822, MIME)

4.17 Domain Name System (DNS)

4.18 Domain Names that Begin with a Service Name

4.19 The DNS Hierarchy and Server Model

4.20 Name Resolution

4.21 Caching in DNS Servers

4.22 Types of DNS Entries

4.23 Aliases and CNAME Resource Records

4.24 Abbreviations and the DNS

4.25 Internationalized Domain Names

4.26 Extensible Representations (XML)

4.27 Summary

Exercises

## **Part II: Data Communications Basics**

### **Chapter 5: Overview of Data Communications**

5.1 Introduction

# **Table of Contents**

- 5.2 The Essence of Data Communications
- 5.3 Motivation and Scope of the Subject
- 5.4 The Conceptual Pieces of a Communications System
- 5.5 The Subtopics of Data Communications
- 5.6 Summary
- Exercises

## **Chapter 6: Information Sources and Signals**

- 6.1 Introduction
- 6.2 Information Sources
- 6.3 Analog and Digital Signals
- 6.4 Periodic and Aperiodic Signals
- 6.5 Sine Waves and Signal Characteristics
- 6.6 Composite Signals
- 6.7 The Importance of Composite Signals and Sine Functions
- 6.8 Time and Frequency Domain Representations
- 6.9 Bandwidth of An Analog Signal
- 6.10 Digital Signals and Signal Levels
- 6.11 Baud and Bits Per Second
- 6.12 Converting a Digital Signal To Analog
- 6.13 The Bandwidth of a Digital Signal
- 6.14 Synchronization and Agreement About Signals
- 6.15 Line Coding
- 6.16 Manchester Encoding Used in Computer Networks
- 6.17 Converting an Analog Signal to Digital
- 6.18 The Nyquist Theorem and Sampling Rate
- 6.19 Nyquist Theorem and Telephone System Transmission
- 6.20 Nonlinear Encoding
- 6.21 Encoding and Data Compression
- 6.22 Summary
- Exercises

## **Chapter 7: Transmission Media**

- 7.1 Introduction
- 7.2 Guided and Unguided Transmission
- 7.3 A Taxonomy By Forms of Energy
- 7.4 Background Radiation and Electrical Noise
- 7.5 Twisted Pair Copper Wiring
- 7.6 Shielding: Coaxial Cable and Shielded Twisted Pair

# **Table of Contents**

- 7.7 Categories of Twisted Pair Cable
- 7.8 Media Using Light Energy and Optical Fibers
- 7.9 Types of Fiber and Light Transmission
- 7.10 Optical Fiber Compared to Copper Wiring
- 7.11 Infrared Communication Technologies
- 7.12 Point-To-Point Laser Communication
- 7.13 Electromagnetic (Radio) Communication
- 7.14 Signal Propagation
- 7.15 Types of Satellites
- 7.16 Geostationary Earth Orbit (GEO) Satellites
- 7.17 GEO Coverage of the Earth
- 7.18 Low Earth Orbit (LEO) Satellites and Clusters
- 7.19 Tradeoffs Among Media Types
- 7.20 Measuring Transmission Media
- 7.21 The Effect of Noise on Communication
- 7.22 The Significance of Channel Capacity
- 7.23 Summary
- Exercises

## **Chapter 8: Reliability and Channel Coding**

- 8.1 Introduction
- 8.2 The Three Main Sources of Transmission Errors
- 8.3 Effect of Transmission Errors on Data
- 8.4 Two Strategies For Handling Channel Errors
- 8.5 Block and Convolutional Error Codes
- 8.6 An Example Block Error Code: Single Parity Checking
- 8.7 The Mathematics of Block Error Codes and  $(n,k)$  Notation
- 8.8 Hamming Distance: A Measure of a Codes Strength
- 8.9 The Hamming Distance Among Strings in a Codebook
- 8.10 The Tradeoff Between Error Detection and Overhead
- 8.11 Error Correction with Row and Column (RAC) Parity
- 8.12 The 16-Bit Checksum Used in the Internet
- 8.13 Cyclic Redundancy Codes (CRCs)
- 8.14 An Efficient Hardware Implementation Of CRC
- 8.15 Automatic Repeat Request (ARQ) Mechanisms
- 8.16 Summary
- Exercises

## **Chapter 9: Transmission Modes**

# **Table of Contents**

- 9.1 Introduction
- 9.2 A Taxonomy of Transmission Modes
- 9.3 Parallel Transmission
- 9.4 Serial Transmission
- 9.5 Transmission Order: Bits and Bytes
- 9.6 Timing of Serial Transmission
- 9.7 Asynchronous Transmission
- 9.8 RS-232 Asynchronous Character Transmission
- 9.9 Synchronous Transmission
- 9.10 Bytes, Blocks, and Frames
- 9.11 Isochronous Transmission
- 9.12 Simplex, Half-Duplex, and Full-Duplex Transmission
- 9.13 DCE and DTE Equipment
- 9.14 Summary
- Exercises

## **Chapter 10: Modulation and Modems**

- 10.1 Introduction
- 10.2 Carriers, Frequency, and Propagation
- 10.3 Analog Modulation Schemes
- 10.4 Amplitude Modulation
- 10.5 Frequency Modulation
- 10.6 Phase Shift Modulation
- 10.7 Amplitude Modulation and Shannons Theorem
- 10.8 Modulation, Digital Input, and Shift Keying
- 10.9 Phase Shift Keying
- 10.10 Phase Shift and a Constellation Diagram
- 10.11 Quadrature Amplitude Modulation
- 10.12 Modem Hardware for Modulation and Demodulation
- 10.13 Optical and Radio Frequency Modems
- 10.14 Dialup Modems
- 10.15 QAM Applied to Dialup
- 10.16 V.32 and V.32bis Dialup Modems
- 10.17 Summary
- Exercises

## **Chapter 11: Multiplexing and Demultiplexing(Channelization)**

- 11.1 Introduction
- 11.2 The Concept of Multiplexing



# **Table of Contents**

- 11.3 The Basic Types of Multiplexing
- 11.4 Frequency Division Multiplexing (FDM)
- 11.5 Using a Range of Frequencies Per Channel
- 11.6 Hierarchical FDM
- 11.7 Wavelength Division Multiplexing (WDM)
- 11.8 Time Division Multiplexing (TDM)
- 11.9 Synchronous TDM
- 11.10 Framing Used in the Telephone System Version of TDM
- 11.11 Hierarchical TDM
- 11.12 The Problem With Synchronous TDM: Unfilled Slots
- 11.13 Statistical TDM
- 11.14 Inverse Multiplexing
- 11.15 Code Division Multiplexing
- 11.16 Summary
- Exercises

## **Chapter 12: Access and Interconnection Technologies**

- 12.1 Introduction
- 12.2 Internet Access Technology: Upstream and Downstream
- 12.3 Narrowband and Broadband Access Technologies
  - 12.3.1 Narrowband Technologies
  - 12.3.2 Broadband Technologies
- 12.4 The Local Loop and ISDN
- 12.5 Digital Subscriber Line (DSL) Technologies
- 12.6 Local Loop Characteristics and Adaptation
- 12.7 The Data Rate Of ADSL
- 12.8 ADSL Installation and Splitters
- 12.9 Cable Modem Technologies
- 12.10 The Data Rate of Cable Modems
- 12.11 Cable Modem Installation
- 12.12 Hybrid Fiber Coax
- 12.13 Access Technologies that Employ Optical Fiber
- 12.14 Head-End and Tail-End Modem Terminology
- 12.15 Wireless Access Technologies
- 12.16 High-Capacity Connections at the Internet Core
- 12.17 Circuit Termination, DSU/ CSU, and NIU
- 12.18 Telephone Standards for Digital Circuits
- 12.19 DS Terminology and Data Rates
- 12.20 Highest Capacity Circuits (STS Standards)

# **Table of Contents**

- 12.21 Optical Carrier Standards
- 12.22 The C Suffix
- 12.23 Synchronous Optical Network (SONET)
- 12.24 Summary
- Exercises

## **Part III: Packet Switching and Network Technologies**

### **Chapter 13: Local Area Networks: Packets, Frames, and Topologies**

- 13.1 Introduction
- 13.2 Circuit Switching and Analog Communication
- 13.3 Packet Switching
- 13.4 Local and Wide Area Packet Networks
- 13.5 Standards for Packet Format and Identification
- 13.6 IEEE 802 Model and Standards
- 13.7 Point-To-Point and Multi-Access Networks
- 13.8 LAN Topologies
  - 13.8.1 Bus Topology
  - 13.8.2 Ring Topology
  - 13.8.3 Mesh Topology
  - 13.8.4 Star Topology
  - 13.8.5 The Reason for Multiple Topologies
- 13.9 Packet Identification, Demultiplexing, MAC Addresses
- 13.10 Unicast, Broadcast, and Multicast Addresses
- 13.11 Broadcast, Multicast, and Efficient Multi-Point Delivery
- 13.12 Frames and Framing
- 13.13 Byte and Bit Stuffing
- 13.14 Summary
- Exercises

### **Chapter 14: The IEEE MAC Sublayer**

- 14.1 Introduction
- 14.2 A Taxonomy of Mechanisms for Shared Access
- 14.3 Static and Dynamic Channel Allocation
- 14.4 Channelization Protocols
  - 14.4.1 FDMA
  - 14.4.2 TDMA
  - 14.4.3 CDMA
- 14.5 Controlled Access Protocols
  - 14.5.1 Polling
  - 14.5.2 Reservation

# **Table of Contents**

14.5.3 Token Passing

## **14.6 Random Access Protocols**

14.6.1 ALOHA

14.6.2 CSMA /CD

14.6.3 CSMA /CA

## **14.7 Summary**

Exercises

## **Chapter 15: Wired LAN Technology (Ethernet and 802.3)**

### **15.1 Introduction**

### **15.2 The Venerable Ethernet**

### **15.3 Ethernet Frame Format**

### **15.4 Ethernet Frame Type Field and Demultiplexing**

### **15.5 IEEE's Version of Ethernet (802.3)**

### **15.6 LAN Connections and Network Interface Cards**

### **15.7 Ethernet Evolution and Thicknet Wiring**

### **15.8 Thinnet Ethernet Wiring**

### **15.9 Twisted Pair Ethernet Wiring and Hubs**

### **15.10 Physical and Logical Ethernet Topology**

### **15.11 Wiring in an Office Building**

### **15.12 Ethernet Data Rates and Cable Types**

### **15.13 Twisted Pair Connectors and Cables**

### **15.14 Summary**

Exercises

## **Chapter 16: Wireless Networking Technologies**

### **16.1 Introduction**

### **16.2 A Taxonomy Of Wireless Networks**

### **16.3 Personal Area Networks (PANs)**

### **16.4 ISM Wireless Bands Used By LANs and PANs**

### **16.5 Wireless LAN Technologies and Wi-Fi**

### **16.5 Wireless LAN Technologies and Wi-Fi**

### **16.6 Spread Spectrum Techniques**

### **16.7 Other Wireless LAN Standards**

### **16.8 Wireless LAN Architecture**

### **16.9 Overlap, Association, and 802.11 Frame Format**

### **16.10 Coordination Among Access Points**

### **16.11 Contention and Contention-Free Access**

### **16.12 Wireless MAN Technology and WiMax**

### **16.13 PAN Technologies and Standards**

# **Table of Contents**

- 16.14 Other Short-Distance Communication Technologies
- 16.15 Wireless WAN Technologies
- 16.16 Micro Cells
- 16.17 Cell Clusters and Frequency Reuse
- 16.18 Generations of Cellular Technologies
- 16.19 VSAT Satellite Technology
- 16.20 GPS Satellites
- 16.21 Software Defined Radio and the Future of Wireless
- 16.22 Summary
- Exercises

## **Chapter 17: Repeaters, Bridges, and Switches**

- 17.1 Introduction
- 17.2 Distance Limitation and LAN Design
- 17.3 Fiber Modem Extensions
- 17.4 Repeaters
- 17.5 Bridges and Bridging
- 17.6 Learning Bridges and Frame Filtering
- 17.7 Why Bridging Works Well
- 17.8 Distributed Spanning Tree
- 17.9 Switching and Layer 2 Switches
- 17.10 VLAN Switches
- 17.11 Multiple Switches and Shared VLANs
- 17.12 The Importance of Bridging
- 17.13 Summary
- Exercises

## **Chapter 18: WAN Technologies and Dynamic Routing**

- 18.1 Introduction
- 18.2 Large Spans and Wide Area Networks
- 18.3 Traditional WAN Architecture
- 18.4 Forming A WAN
- 18.5 Store and Forward Paradigm
- 18.6 Addressing in a WAN
- 18.7 Next-Hop Forwarding
- 18.8 Source Independence
- 18.9 Dynamic Routing Updates in a WAN
- 18.10 Default Routes
- 18.11 Forwarding Table Computation

# **Table of Contents**

## 18.12 Distributed Route Computation

18.12.1 Link-State Routing (LSR)

18.12.2 Distance-Vector Routing (DVR)

## 18.13 Shortest Paths and Weights

## 18.14 Routing Problems

## 18.15 Summary

Exercises

## Chapter 19: Networking Technologies Past and Present

### 19.1 Introduction

### 19.2 Connection and Access Technologies

19.2.1 Synchronous Optical Network or Digital Hierarchy (SONET/SDH)

19.2.2 Optical Carrier (OC) Circuits

19.2.3 Digital Subscriber Line (DSL) and Cable Modems

19.2.4 Wi-Fi and WiMAX

19.2.5 Very Small Aperture Satellite (VSAT)

19.2.6 Power Line Communication (PLC)

### 19.3 LAN Technologies

19.3.1 Token Ring

19.3.2 Fiber and Copper Distributed Data Interconnect (FDDI and CDDI)

19.3.3 Ethernet

### 19.4 WAN Technologies

19.4.1 ARPANET

19.4.2 X.25

19.4.3 Frame Relay

19.4.4 Switched Multimegabit Data Service (SMDS)

19.4.5 Asynchronous Transfer Mode (ATM)

19.4.6 Multi-Protocol Label Switching (MPLS) and Tunneling

19.4.7 Integrated Services Digital Network (ISDN)

19.4.8 Voice and Video Over IP (VoIP): SIP and H.323

19.4.9 Software Defined Networking (SDN) and OpenFlow

### 19.5 Summary

Exercises

## Part IV: Internetworking

### Chapter 20: Internetworking: Concepts, Architecture, and Protocols

#### 20.1 Introduction

#### 20.2 The Motivation for Internetworking

#### 20.3 The Concept of Universal Service

#### 20.4 Universal Service in a Heterogeneous World

#### 20.5 Internetworking

# **Table of Contents**

- 20.6 Physical Network Connection with Routers
- 20.7 Internet Architecture
- 20.8 Intranets and Internets
- 20.9 Achieving Universal Service
- 20.10 A Virtual Network
- 20.11 Protocols for Internetworking
- 20.12 Review of TCP/IP Layering
- 20.13 Host Computers, Routers, and Protocol Layers
- 20.14 Summary
- Exercises

## **Chapter 21: IP: Internet Addressing**

- 21.1 Introduction
- 21.2 The Move to IPv6
- 21.3 The Hourglass Model and Difficulty of Change
- 21.4 Addresses for the Virtual Internet
- 21.5 The IP Addressing Scheme
- 21.6 The IP Address Hierarchy
- 21.7 Original Classes of IPv4 Addresses
- 21.8 IPv4 Dotted Decimal Notation
- 21.9 Authority for Addresses
- 21.10 IPv4 Subnet and Classless Addressing
- 21.11 Address Masks
- 21.12 CIDR Notation Used With IPv4
- 21.13 A CIDR Example
- 21.14 CIDR Host Addresses
- 21.15 Special IPv4 Addresses
  - 21.15.1 IPv4 Network Address
  - 21.15.2 IPv4 Directed Broadcast Address
  - 21.15.3 IPv4 Limited Broadcast Address
  - 21.15.4 IPv4s This Computer Address
  - 21.15.5 IPv4 Loopback Address
- 21.16 Summary of Special IPv4 Addresses
- 21.17 IPv4 Berkeley Broadcast Address Form
- 21.18 Routers and the IPv4 Addressing Principle
- 21.19 Multihomed Hosts
- 21.20 IPv6 Multihoming and Network Renumbering
- 21.21 IPv6 Addressing
- 21.22 IPv6 Colon Hexadecimal Notation



# **Table of Contents**

21.23 Summary

Exercises

## **Chapter 22: Datagram Forwarding**

22.1 Introduction

22.2 Connectionless Service

22.3 Virtual Packets

22.4 The IP Datagram

22.5 The IPv4 Datagram Header Format

22.6 The IPv6 Datagram Header Format

22.7 IPv6 Base Header Format

22.8 Forwarding an IP Datagram

22.9 Network Prefix Extraction and Datagram Forwarding

22.10 Longest Prefix Match

22.11 Destination Address and Next-Hop Address

22.12 Best-Effort Delivery

22.13 IP Encapsulation

22.14 Transmission Across an Internet

22.15 MTU and Datagram Fragmentation

22.16 Fragmentation of an IPv6 Datagram

22.17 Reassembly of an IP Datagram from Fragments

22.18 Collecting the Fragments of a Datagram

22.19 The Consequence of Fragment Loss

22.20 Fragmenting an IPv4 Fragment

22.21 Summary

Exercises

## **Chapter 23: Support Protocols and Technologies**

23.1 Introduction

23.2 Address Resolution

23.3 An Example of IPv4 Addresses

23.4 The IPv4 Address Resolution Protocol (ARP)

23.5 ARP Message Format

23.6 ARP Encapsulation

23.7 ARP Caching and Message Processing

23.8 The Conceptual Address Boundary

23.9 Internet Control Message Protocol (ICMP)

23.10 ICMP Message Format and Encapsulation

23.11 IPv6 Address Binding with Neighbor Discovery

# **Table of Contents**

- 23.12 Protocol Software, Parameters, and Configuration
- 23.13 Dynamic Host Configuration Protocol (DHCP)
- 23.14 DHCP Protocol Operation and Optimizations
- 23.15 DHCP Message Format
- 23.16 Indirect DHCP Server Access through a Relay
- 23.17 IPv6 Autoconfiguration
- 23.18 Network Address Translation (NAT)
- 23.19 NAT Operation and IPv4 Private Addresses
- 23.20 Transport-Layer NAT (NAPT)
- 23.21 NAT and Servers
- 23.22 NAT Software and Systems for Use at Home
- 23.23 Summary
- Exercises

## **Chapter 24: UDP: Datagram Transport Service**

- 24.1 Introduction
- 24.2 Transport Protocols and End-To-End Communication
- 24.3 The User Datagram Protocol
- 24.4 The Connectionless Paradigm
- 24.5 Message-Oriented Interface
- 24.6 UDP Communication Semantics
- 24.7 Modes of Interaction and Multicast Delivery
- 24.8 Endpoint Identification with Protocol Port Numbers
- 24.9 UDP Datagram Format
- 24.10 The UDP Checksum and the Pseudo Header
- 24.11 UDP Encapsulation
- 24.12 Summary
- Exercises

## **Chapter 25: TCP: Reliable Transport Service**

- 25.1 Introduction
- 25.2 The Transmission Control Protocol
- 25.3 The Service TCP Provides to Applications
- 25.4 End-To-End Service and Virtual Connections
- 25.5 Techniques that Transport Protocols Use
  - 25.5.1 Sequencing to Handle Duplicates and Out-of-Order Delivery
  - 25.5.2 Retransmission to Handle Lost Packets
  - 25.5.3 Techniques to Avoid Replay
  - 25.5.4 Flow Control to Prevent Data Overrun
- 25.6 Techniques to Avoid Congestion

# **Table of Contents**

- 25.7 The Art of Protocol Design
- 25.8 Techniques Used in TCP to Handle Packet Loss
- 25.9 Adaptive Retransmission
- 25.10 Comparison of Retransmission Times
- 25.11 Buffers, Flow Control, and Windows
- 25.12 TCPs Three-Way Handshake
- 25.13 TCP Congestion Control
- 25.14 Versions of TCP Congestion Control
- 25.15 Other Variations: SACK and ECN
- 25.16 TCP Segment Format
- 25.17 Summary
- EXERCISES

## **Chapter 26: Internet Routing and Routing Protocols**

- 26.1 Introduction
- 26.2 Static Vs. Dynamic Routing
- 26.3 Static Routing in Hosts and a Default Route
- 26.4 Dynamic Routing and Routers
- 26.5 Routing in the Global Internet
- 26.6 Autonomous System Concept
- 26.7 The Two Types of Internet Routing Protocols
  - 26.7.1 Interior Gateway Protocols (IGPs)
  - 26.7.2 Exterior Gateway Protocols (EGPs)
  - 26.7.3 Illustration of How IGPs and EGPs are Used
  - 26.7.4 Optimal Routes, Routing Metrics, and IGPs
- 26.8 Routes and Data Traffic
- 26.9 The Border Gateway Protocol (BGP)
- 26.10 The Routing Information Protocol (RIP)
- 26.11 RIP Packet Format
- 26.12 The Open Shortest Path First Protocol (OSPF)
- 26.13 An Example OSPF Graph
- 26.14 OSPF Areas
- 26.15 Intermediate System - Intermediate System (IS-IS)
- 26.16 Multicast Routing
  - 26.16.1 IP Multicast Semantics
  - 26.16.2 IGMP
  - 26.16.3 Forwarding and Discovery Techniques
  - 26.16.4 Multicast Protocols
- 26.17 Summary

# **Table of Contents**

Exercises

## **Part V: Other Networking Concepts & Technologies**

### **Chapter 27: Network Performance (QoS and DiffServ)**

27.1 Introduction

27.2 Measures of Performance

27.3 Latency Or Delay

27.4 Capacity, Throughput, and Goodput

27.5 Understanding Throughput and Delay

27.6 Jitter

27.7 The Relationship between Delay and Throughput

27.7.1 Utilization as an Estimate of Delay

27.7.2 Delay-Throughput Product

27.8 Measuring Delay, Throughput, and Jitter

27.9 Passive Measurement, Small Packets, and NetFlow

27.10 Quality of Service (QoS)

27.11 Fine-Grain and Coarse-Grain QoS

27.11.1 Fine-Grain QoS and Flows

27.11.2 Coarse-Grain QoS And Classes of Service

27.12 Implementation of QoS

27.13 Internet QoS Technologies

27.14 Summary

Exercises

### **Chapter 28: Multimedia and IP Telephony (VoIP)**

28.1 Introduction

28.2 Real-Time Data Transmission and Best-Effort Delivery

28.3 Delayed Playback and Jitter Buffers

28.4 Real-Time Transport Protocol (RTP)

28.5 RTP Encapsulation

28.6 IP Telephony

28.7 Signaling and VoIP Signaling Standards

28.8 Components of an IP Telephone System

28.8.1 SIP Terminology and Concepts

28.8.2 H.323 Terminology and Concepts

28.8.3 ISC Terminology and Concepts

28.9 Summary of Protocols and Layering

28.10 H.323 Characteristics

28.11 H.323 Layering

28.12 SIP Characteristics and Methods

# **Table of Contents**

28.13 An Example SIP Session  
28.14 Telephone Number Mapping and Routing  
28.15 Summary  
Exercises

## **Chapter 29: Network Security**

29.1 Introduction  
29.2 Criminal Exploits and Attacks  
29.3 Security Policy  
29.4 Responsibility and Control  
29.5 Security Technologies  
29.6 Hashing: An Integrity and Authentication Mechanism  
29.7 Access Control and Passwords  
29.8 Encryption: A Fundamental Security Technique  
29.9 Private Key Encryption  
29.10 Public Key Encryption  
29.11 Authentication with Digital Signatures  
29.12 Key Authorities and Digital Certificates  
29.13 Firewalls  
29.14 Firewall Implementation with a Packet Filter  
29.15 Intrusion Detection Systems  
29.16 Content Scanning and Deep Packet Inspection  
29.17 Virtual Private Networks (VPNs)  
29.18 The Use of VPN Technology for Telecommuting  
29.19 Packet Encryption Vs. Tunneling  
29.20 Security Technologies  
29.21 Summary  
Exercises

## **Chapter 30: Network Management (SNMP)**

30.1 Introduction  
30.2 Managing an Intranet  
30.3 FCAPS: The Industry Standard Model  
30.4 Example Network Elements  
30.5 Network Management Tools  
30.6 Network Management Applications  
30.7 Simple Network Management Protocol  
30.8 SNMPs Fetch-Store Paradigm  
30.9 The SNMP MIB and Object Names

# **Table of Contents**

- 30.10 The Variety of MIB Variables
- 30.11 MIB Variables that Correspond to Arrays
- 30.12 Summary
- Exercises

## **Chapter 31: Software Defined Networking (SDN)**

- 31.1 Introduction
- 31.2 Marketing Hype and Reality
- 31.3 Motivation for a New Approach
  - 31.3.1 Generalization of Element Management
  - 31.3.2 Moving from Proprietary to Open Standards
  - 31.3.3 Automation and Unification of Configuration
  - 31.3.4 Change to Cross-Layer Control
  - 31.3.5 Accommodating Data Center Virtualization
- 31.4 Conceptual Organization of a Network Element
- 31.5 Control Plane Modules and the Hardware Interface
- 31.6 A New Paradigm: Software Defined Networking
- 31.7 Unanswered Questions
- 31.8 Shared Controllers and Network Connections
- 31.9 SDN Communication
- 31.10 OpenFlow: A Controller-To-Element Protocol
- 31.11 Classification Engines in Switches
- 31.12 TCAM and High-Speed Classification
- 31.13 Classification Across Multiple Protocol Layers
- 31.14 TCAM Size and the Need for Multiple Patterns
- 31.15 Items OpenFlow Can Specify
- 31.16 Traditional and Extended IP Forwarding
- 31.17 End-To-End Path with MPLS Using Layer 2
- 31.18 Dynamic Rule Creation and Control of Flows
- 31.19 A Pipeline Model for Flow Tables
- 31.20 SDNs Potential Effect on Network Vendors
- 31.21 Summary
- Exercises

## **Chapter 32: The Internet of Things**

- 32.1 Introduction
- 32.2 Embedded Systems
  - 32.2.1 Embedded Systems in the Smart Grid
  - 32.2.2 Embedded Online Security Systems
  - 32.2.3 Embedded Systems in Retail



# **Table of Contents**

32.13 Summary

32.3 Choosing a Network Technology

32.4 Energy Harvesting

32.5 Low Power Wireless Communication

32.6 Mesh Topology

32.7 The ZigBee Alliance

32.8 802.15.4 Radios and Wireless Mesh Networks

32.9 Internet Connectivity and Mesh Routing

32.10 IPv6 In A ZigBee Mesh Network

32.11 The ZigBee Forwarding Paradigm

32.12 Other Protocols in the ZigBee Stack

32.13 Summary

Exercises

## **Chapter 33: Trends in Networking Technologies and Uses**

33.1 Introduction

33.2 The Need for Scalable Internet Services

33.3 Content Caching (Akamai)

33.4 Web Load Balancers

33.5 Server Virtualization

33.6 Peer-To-Peer Communication

33.7 Distributed Data Centers and Replication

33.8 Universal Representation (XML)

33.9 Social Networking

33.10 Mobility and Wireless Networking

33.11 Digital Video

33.12 Higher-Speed Access and Switching

33.13 Cloud Computing

33.14 Overlay Networks

33.15 Middleware

33.16 Widespread Deployment of IPv6

33.17 Summary

Exercises

## **Appendix 1: A Simplified Application Programming Interface**

## **Index**