Chapter 0

Jim Kurose, Keith Ross
Addison-Wesley, April 2009.

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Outline

Chapter 0: Syllabus
Chapter 1: Introduction
Chapter 2: Application Layer
Chapter 3: Transport Layer
Chapter 4: Network Layer
Chapter 5: Link Layer and LANs
Chapter 6: Wireless and Mobile Networks
Chapter 7: Multimedia Networking
Chapter 8: Network Security
Chapter 9: Network Management
Chapter 1
Introduction

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Chapter 1: Introduction

Our goal:
- get "feel" and terminology
- more depth, detail later in course
- approach:
  - use Internet as example

Overview:
- what’s the Internet?
- what’s a protocol?
- network edge; hosts, access net, physical media
- network core: packet/circuit switching, Internet structure
- performance: loss, delay, throughput
- security
- protocol layers, service models
- history
Chapter 2
Application Layer

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Chapter 2: Application Layer

Our goals:
- conceptual, implementation aspects of network application protocols
  - transport-layer service models
  - client-server paradigm
  - peer-to-peer paradigm
- learn about protocols by examining popular application-level protocols
  - HTTP
  - FTP
  - SMTP / POP3 / IMAP
  - DNS
- programming network applications
  - socket API
Chapter 2: Application Layer

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Chapter 3
Transport Layer
Chapter 3: Transport Layer

Our goals:

- understand principles behind transport layer services:
  - multiplexing/demultiplexing
  - reliable data transfer
  - flow control
  - congestion control

- learn about transport layer protocols in the Internet:
  - UDP: connectionless transport
  - TCP: connection-oriented transport
  - TCP congestion control
Chapter 3 outline

- 3.1 Transport-layer services
- 3.2 Multiplexing and demultiplexing
- 3.3 Connectionless transport: UDP
- 3.4 Principles of reliable data transfer
- 3.5 Connection-oriented transport: TCP
  - segment structure
  - reliable data transfer
  - flow control
  - connection management
- 3.6 Principles of congestion control
- 3.7 TCP congestion control
Chapter 4
Network Layer
Chapter 4: Network Layer

Chapter goals:

- understand principles behind network layer services:
  - network layer service models
  - forwarding versus routing
  - how a router works
  - routing (path selection)
  - dealing with scale
  - advanced topics: IPv6, mobility

- instantiation, implementation in the Internet
Chapter 4: Network Layer

- 4.1 Introduction
- 4.2 Virtual circuit and datagram networks
- 4.3 What’s inside a router
- 4.4 IP: Internet Protocol
  - Datagram format
  - IPv4 addressing
  - ICMP
  - IPv6
- 4.5 Routing algorithms
  - Link state
  - Distance Vector
  - Hierarchical routing
- 4.6 Routing in the Internet
  - RIP
  - OSPF
  - BGP
- 4.7 Broadcast and multicast routing
Chapter 5
Link Layer and LANs
Chapter 5: The Data Link Layer

Our goals:

- understand principles behind data link layer services:
  - error detection, correction
  - sharing a broadcast channel: multiple access
  - link layer addressing
  - reliable data transfer, flow control: done!

- instantiation and implementation of various link layer technologies
Link Layer

- 5.1 Introduction and services
- 5.2 Error detection and correction
- 5.3 Multiple access protocols
- 5.4 Link-layer Addressing
- 5.5 Ethernet
- 5.6 Link-layer switches
- 5.7 PPP
- 5.8 Link virtualization: ATM, MPLS
Chapter 6
Wireless and Mobile Networks

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Chapter 6: Wireless and Mobile Networks

**Background:**

- # wireless (mobile) phone subscribers now exceed # wired phone subscribers!
- computer nets: laptops, palmtops, PDAs, Internet-enabled phone promise anytime untethered Internet access
- two important (but different) challenges
  - *wireless*: communication over wireless link
  - *mobility*: handling the mobile user who changes point of attachment to network
Chapter 6 outline

6.1 Introduction

Wireless
- 6.2 Wireless links, characteristics
  - CDMA
- 6.3 IEEE 802.11 wireless LANs ("wi-fi")
- 6.4 Cellular Internet Access
  - architecture
  - standards (e.g., GSM)

Mobility
- 6.5 Principles: addressing and routing to mobile users
- 6.6 Mobile IP
- 6.7 Handling mobility in cellular networks
- 6.8 Mobility and higher-layer protocols

6.9 Summary
Chapter 7
Multimedia Networking
Chapter 7: Goals

Principles
- classify multimedia applications
- identify network services applications need
- making the best of best effort service

Protocols and Architectures
- specific protocols for best-effort
- mechanisms for providing QoS
- architectures for QoS
Chapter 7 outline

7.1 multimedia networking applications
7.2 streaming stored audio and video
7.3 making the best out of best effort service
7.4 protocols for real-time interactive applications RTP, RTCP, SIP
7.5 providing multiple classes of service
7.6 providing QoS guarantees
Chapter 8
Network Security

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Chapter 8: Network Security

Chapter goals:

- understand principles of network security:
  - cryptography and its *many* uses beyond “confidentiality”
  - authentication
  - message integrity

- security in practice:
  - firewalls and intrusion detection systems
  - security in application, transport, network, link layers
Chapter 8 roadmap

8.1 What is network security?
8.2 Principles of cryptography
8.3 Message integrity
8.4 End point authentication
8.5 Securing e-mail
8.6 Securing TCP connections: SSL
8.7 Network layer security: IPsec
8.8 Securing wireless LANs
8.9 Operational security: firewalls and IDS
Chapter 9
Network Management

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Chapter 9: Network Management

Chapter goals:

- introduction to network management
  - motivation
  - major components
- Internet network management framework
  - MIB: management information base
  - SMI: data definition language
  - SNMP: protocol for network management
  - security and administration
- presentation services: ASN.1
Chapter 9 outline

- What is network management?
- Internet-standard management framework
  - Structure of Management Information: SMI
  - Management Information Base: MIB
  - SNMP Protocol Operations and Transport Mappings
  - Security and Administration
- ASN.1
計分方式

- Computer network
  - 期中考 (35%)
  - 期末考 (35%)
  - Homeworks (20%)
  - 網路程式作業 (10%)