

# Table of Contents

<b>Chapter 1</b>	<b>Computer Networks and the Internet</b>	<b>27</b>
1.1	What Is the Internet?	28
1.1.1	A Nuts-and-Bolts Description	28
1.1.2	A Services Description	31
1.1.3	What Is a Protocol?	33
1.2	The Network Edge	35
1.2.1	Client and Server Programs	38
1.2.2	Access Networks	38
1.2.3	Physical Media	47
1.3	The Network Core	51
1.3.1	Circuit Switching and Packet Switching	51
1.3.2	How Do Packets Make Their Way Through Packet-Switched Networks?	59
1.3.3	ISPs and Internet Backbones	60
1.4	Delay, Loss, and Throughput in Packet-Switched Networks	62
1.4.1	Overview of Delay in Packet-Switched Networks	62
1.4.2	Queuing Delay and Packet Loss	66
1.4.3	End-to-End Delay	69
1.4.4	Throughput in Computer Networks	71
1.5	Protocol Layers and Their Service Models	74
1.5.1	Layered Architecture	74
1.5.2	Messages, Segments, Datagrams, and Frames	80
1.6	Networks Under Attack	82
1.7	History of Computer Networking and the Internet	87
1.7.1	The Development of Packet Switching: 1961–1972	87
1.7.2	Proprietary Networks and Internetworking: 1972–1980	89
1.7.3	A Proliferation of Networks: 1980–1990	91
1.7.4	The Internet Explosion: The 1990s	92
1.7.5	Recent Developments	93
1.8	Summary	94
	Road-Mapping This Book	95

Homework Problems and Questions	96
Problems	98
Discussion Questions	104
Wireshark Lab	105
Interview: Leonard Kleinrock	107

<b>Chapter 2 Application Layer</b>	<b>111</b>
2.1 Principles of Network Applications	112
2.1.1 Network Application Architectures	112
2.1.2 Processes Communicating	116
2.1.3 Transport Services Available to Applications	118
2.1.4 Transport Services Provided by the Internet	120
2.1.5 Application-Layer Protocols	124
2.1.6 Network Applications Covered in This Book	125
2.2 The Web and HTTP	126
2.2.1 Overview of HTTP	126
2.2.2 Non-persistent and Persistent Connections	128
2.2.3 HTTP Message Format	131
2.2.4 User-Server Interaction: Cookies	136
2.2.5 Web Caching	138
2.2.6 The Conditional GET	142
2.3 File Transfer: FTP	144
2.3.1 FTP Commands and Replies	146
2.4 Electronic Mail in the Internet	146
2.4.1 SMTP	149
2.4.2 Comparison with HTTP	152
2.4.3 Mail Message Formats and MIME	153
2.4.4 Mail Access Protocols	153
2.5 DNS—The Internet's Directory Service	158
2.5.1 Services Provided by DNS	159
2.5.2 Overview of How DNS Works	161
2.5.3 DNS Records and Messages	167
2.6 Peer-to-Peer Applications	172
2.6.1 P2P File Distribution	173
2.6.2 Distributed Hash Tables (DHTs)	179
2.6.3 Case Study: P2P Internet Telephony with Skype	184
2.7 Socket Programming with TCP	186
2.7.1 Socket Programming with TCP	187
2.7.2 An Example Client-Server Application in Java	189
2.8 Socket Programming with UDP	196
2.9 Summary	204

Homework Problems and Questions	205
Problems	207
Discussion Questions	214
Socket Programming Assignments	215
Wireshark Labs	217
Interview: Bram Cohen	219

## **Chapter 3 Transport Layer 223**

3.1	Introduction and Transport-Layer Services	224
3.1.1	Relationship Between Transport and Network Layers	224
3.1.2	Overview of the Transport Layer in the Internet	227
3.2	Multiplexing and Demultiplexing	229
3.3	Connectionless Transport: UDP	236
3.3.1	UDP Segment Structure	240
3.3.2	UDP Checksum	240
3.4	Principles of Reliable Data Transfer	242
3.4.1	Building a Reliable Data Transfer Protocol	244
3.4.2	Pipelined Reliable Data Transfer Protocols	253
3.4.3	Go-Back-N (GBN)	256
3.4.4	Selective Repeat (SR)	261
3.5	Connection-Oriented Transport: TCP	268
3.5.1	The TCP Connection	269
3.5.2	TCP Segment Structure	271
3.5.3	Round-Trip Time Estimation and Timeout	276
3.5.4	Reliable Data Transfer	280
3.5.5	Flow Control	288
3.5.6	TCP Connection Management	290
3.6	Principles of Congestion Control	297
3.6.1	The Causes and the Costs of Congestion	298
3.6.2	Approaches to Congestion Control	304
3.6.3	Network-Assisted Congestion-Control Example: ATM ABR Congestion Control	305
3.7	TCP Congestion Control	307
3.7.1	Fairness	316
3.8	Summary	320
	Homework Problems and Questions	322
	Problems	325
	Discussion Questions	335
	Programming Assignments	336
	Wireshark Lab: Exploring TCP	336
	Interview: Sally Floyd	338

<b>Chapter 4</b>	<b>The Network Layer</b>	<b>341</b>
4.1	Introduction	342
4.1.1	Forwarding and Routing	344
4.1.2	Network Service Models	346
4.2	Virtual Circuit and Datagram Networks	349
4.2.1	Virtual-Circuit Networks	350
4.2.2	Datagram Networks	353
4.2.3	Origins of VC and Datagram Networks	355
4.3	What's Inside a Router?	356
4.3.1	Input Ports	358
4.3.2	Switching Fabric	360
4.3.3	Output Ports	363
4.3.4	Where Does Queuing Occur?	363
4.4	The Internet Protocol (IP): Forwarding and Addressing in the Internet	367
4.4.1	Datagram Format	368
4.4.2	IPv4 Addressing	374
4.4.3	Internet Control Message Protocol (ICMP)	389
4.4.4	IPv6	392
4.4.5	A Brief Introduction into IP Security VPNs	398
4.5	Routing Algorithms	400
4.5.1	The Link-State (LS) Routing Algorithm	403
4.5.2	The Distance-Vector (DV) Routing Algorithm	407
4.5.3	Hierarchical Routing	415
4.6	Routing in the Internet	419
4.6.1	Intra-AS Routing in the Internet: RIP	420
4.6.2	Intra-AS Routing in the Internet: OSPF	424
4.6.3	Inter-AS Routing: BGP	426
4.7	Broadcast and Multicast Routing	433
4.7.1	Broadcast Routing Algorithms	434
4.7.2	Multicast	439
4.8	Summary	446
	Homework Problems and Questions	447
	Problems	450
	Discussion Questions	460
	Programming Assignment	461
	Wireshark Labs	463
	Interview: Vinton G. Cerf	464
<b>Chapter 5</b>	<b>The Link Layer and Local Area Networks</b>	<b>467</b>
5.1	Link Layer: Introduction and Services	469
5.1.1	The Services Provided by the Link Layer	469
5.1.2	Where Is the Link Layer Implemented?	472

5.2	Error-Detection and -Correction Techniques	474
5.2.1	Parity Checks	476
5.2.2	Checksumming Methods	478
5.2.3	Cyclic Redundancy Check (CRC)	478
5.3	Multiple Access Protocols	481
5.3.1	Channel Partitioning Protocols	483
5.3.2	Random Access Protocols	485
5.3.3	Taking-Turns Protocols	492
5.3.4	Local Area Networks (LANs)	493
5.4	Link-Layer Addressing	495
5.4.1	MAC Addresses	495
5.4.2	Address Resolution Protocol (ARP)	497
5.5	Ethernet	501
5.5.1	Ethernet Frame Structure	503
5.5.2	CSMA/CD: Ethernet's Multiple Access Protocol	507
5.5.3	Ethernet Technologies	509
5.6	Link-Layer Switches	512
5.6.1	Forwarding and Filtering	513
5.6.2	Self-Learning	515
5.6.3	Properties of Link-Layer Switching	516
5.6.4	Switches Versus Routers	517
5.6.5	Virtual Local Area Networks (VLANs)	519
5.7	PPP: The Point-to-Point Protocol	523
5.7.1	PPP Data Framing	525
5.8	Link Virtualization: A Network as a Link Layer	527
5.9	A Day in the Life of a Web Page Request	531
5.10	Summary	536
	Homework Problems and Questions	537
	Problems	539
	Discussion Questions	545
	Wireshark Labs	546
	Interview: Simon S. Lam	547

<b>Chapter 6</b>	<b>Wireless and Mobile Networks</b>	<b>549</b>
6.1	Introduction	550
6.2	Wireless Links and Network Characteristics	555
6.2.1	CDMA	558
6.3	WiFi: 802.11 Wireless LANs	562
6.3.1	The 802.11 Architecture	563
6.3.2	The 802.11 MAC Protocol	567
6.3.3	The IEEE 802.11 Frame	573

6.3.4	Mobility in the Same IP Subnet	577
6.3.5	Advanced Features in 802.11	578
6.3.6	Beyond 802.11: Bluetooth and WiMAX	580
6.4	Cellular Internet Access	584
6.4.1	An Overview of Cellular Architecture	584
6.5	Mobility Management: Principles	590
6.5.1	Addressing	592
6.5.2	Routing to a Mobile Node	594
6.6	Mobile IP	599
6.7	Managing Mobility in Cellular Networks	605
6.7.1	Routing Calls to a Mobile User	606
6.7.2	Handoffs in GSM	607
6.8	Wireless and Mobility: Impact on Higher-layer Protocols	610
6.9	Summary	613
	Homework Problems and Questions	614
	Problems	615
	Discussion Questions	619
	Wireshark Labs	619
	Interview: Charlie Perkins	620

<b>Chapter 7</b>	<b>Multimedia Networking</b>	<b>623</b>
7.1	Multimedia Networking Applications	624
7.1.1	Examples of Multimedia Applications	624
7.1.2	Hurdles for Multimedia in Today's Internet	627
7.1.3	How Should the Internet Evolve to Support Multimedia Better?	628
7.1.4	Audio and Video Compression	630
7.2	Streaming Stored Audio and Video	634
7.2.1	Accessing Audio and Video Through a Web Server	634
7.2.2	Sending Multimedia from a Streaming Server to a Helper Application	636
7.2.3	Real-Time Streaming Protocol (RTSP)	638
7.3	Making the Best of the Best-Effort Service	642
7.3.1	The Limitations of a Best-Effort Service	642
7.3.2	Removing Jitter at the Receiver for Audio	645
7.3.3	Recovering from Packet Loss	648
7.3.4	Distributing Multimedia in Today's Internet: Content Distribution Networks	652
7.3.5	Dimensioning Best-Effort Networks to Provide Quality of Service	655
7.4	Protocols for Real-Time Interactive Applications	657
7.4.1	RTP	657
7.4.2	RTP Control Protocol (RTCP)	662

7.4.3	SIP	665
7.4.4	H.323	671
7.5	Providing Multiple Classes of Service	673
7.5.1	Motivating Scenarios	674
7.5.2	Scheduling and Policing Mechanisms	679
7.5.3	Diffserv	686
7.6	Providing Quality of Service Guarantees	691
7.6.1	A Motivating Example	691
7.6.2	Resource Reservation, Call Admission, Call Setup	693
7.6.3	Guaranteed QoS in the Internet: Intserv and RSVP	695
7.7	Summary	698
	Homework Problems and Questions	699
	Problems	700
	Discussion Questions	707
	Programming Assignment	708
	Interview: Henning Schulzrinne	710

## **Chapter 8 Security in Computer Networks 713**

8.1	What Is Network Security?	714
8.2	Principles of Cryptography	717
8.2.1	Symmetric Key Cryptography	718
8.2.2	Public Key Encryption	725
8.3	Message Integrity	730
8.3.1	Cryptographic Hash Functions	731
8.3.2	Message Authentication Code	733
8.3.3	Digital Signatures	735
8.3.4	End-Point Authentication	742
8.4	Securing E-mail	747
8.4.1	Secure E-mail	748
8.4.2	PGP	752
8.5	Securing TCP Connections: SSL	753
8.5.1	The Big Picture	755
8.5.2	A More Complete Picture	758
8.6	Network-Layer Security: IPsec and Virtual Private Networks	760
8.6.1	IPsec and Virtual Private Networks (VPNs)	760
8.6.2	The AH and ESP Protocols	762
8.6.3	Security Associations	762
8.6.4	The IPset Datagram	763
8.6.5	IKE: Key Management in IPsec	767
8.7	Securing Wireless LANs	768
8.7.1	Wired Equivalent Privacy (WEP)	768
8.7.2	IEEE802.11i	770

8.8	Operational Security: Firewalls and Intrusion Detection Systems	773
8.8.1	Firewalls	773
8.8.2	Intrusion Detection Systems	781
8.9	Summary	784
	Homework Problems and Questions	786
	Problems	787
	Discussion Questions	792
	Wireshark Lab	792
	IPsec Lab	793
	Interview: Steven M. Bellovin	794

<b>Chapter 9</b>	<b>Network Management</b>	<b>797</b>
9.1	What Is Network Management?	798
9.2	The Infrastructure for Network Management	802
9.3	The Internet-Standard Management Framework	806
9.3.1	Structure of Management Information: SMI	808
9.3.2	Management Information Base: MIB	812
9.3.3	SNMP Protocol Operations and Transport Mappings	814
9.3.4	Security and Administration	817
9.4	ASN.1	820
9.5	Conclusion	825
	Homework Problems and Questions	826
	Problems	827
	Discussion Questions	828
	Interview: Jeff Case	829
	<b>References</b>	<b>831</b>
	<b>Index</b>	<b>861</b>