

Table of Contents

Chapter 1	Computer Networks and the Internet	1
1.1	What Is the Internet?	2
1.1.1	A Nuts-and-Bolts Description	2
1.1.2	A Service Description	5
1.1.3	What Is a Protocol?	6
1.2	The Network Edge	9
1.2.1	End Systems, Clients, and Servers	9
1.2.2	Connectionless and Connection-Oriented Service	11
1.3	The Network Core	14
1.3.1	Circuit Switching and Packet Switching	14
1.3.2	Packet-Switched Networks: Datagram Networks and Virtual-Circuit Networks	21
1.4	Access Networks and Physical Media	24
1.4.1	Access Networks	25
1.4.2	Physical Media	31
1.5	ISPs and Internet Backbones	34
1.6	Delay and Loss in Packet-Switched Networks	37
1.6.1	Types of Delay	37
1.6.2	Queuing Delay and Packet Loss	40
1.6.3	Delay and Routes in the Internet	43
1.7	Protocol Layers and Their Service Models	44
1.7.1	Layered Architecture	45
1.7.2	Layers, Messages, Segments, Datagrams, and Frames	50
1.8	History of Computer Networking and the Internet	52
1.8.1	The Development of Packet Switching: 1961–1972	52
1.8.2	Proprietary Networks and Internetworking: 1972–1980	53
1.8.3	A Proliferation of Networks: 1980–1990	56
1.8.4	The Internet Explosion: The 1990s	56
1.8.5	Recent Developments	58
1.9	Summary	59
	Road-Mapping This Book	60
	Homework Problems and Questions	61

Problems	62
Discussion Questions	68
Ethereal Lab 1	69
Interview: Leonard Kleinrock	71
Chapter 2 Application Layer	73
2.1 Principles of Network Applications	74
2.1.1 Network Application Architectures	75
2.1.2 Processes Communicating	78
2.1.3 Application-Layer Protocols	81
2.1.4 What Services Does an Application Need?	82
2.1.5 Services Provided by the Internet Transport Protocols	84
2.1.6 Network Applications Covered in This Book	87
2.2 The Web and HTTP	87
2.2.1 Overview of HTTP	88
2.2.2 Nonpersistent and Persistent Connections	90
2.2.3 HTTP Message Format	93
2.2.4 User-Server Interaction: Cookies	98
2.2.5 HTTP Content	100
2.2.6 Web Caching	100
2.2.7 The Conditional GET	105
2.3 File Transfer: FTP	106
2.3.1 FTP Commands and Replies	108
2.4 Electronic Mail in the Internet	109
2.4.1 SMTP	112
2.4.2 Comparison with HTTP	115
2.4.3 Mail Message Formats and MIME	115
2.4.4 Mail Access Protocols	118
2.5 DNS—The Internet’s Directory Service	123
2.5.1 Services Provided by DNS	123
2.5.2 Overview of How DNS Works	126
2.5.3 DNS Records and Messages	132
2.6 P2P File Sharing	136
2.7 Socket Programming with TCP	146
2.7.1 Socket Programming with TCP	147
2.7.2 An Example Client/Server Application in Java	149
2.8 Socket Programming with UDP	156
2.9 Building a Simple Web Server	164
2.9.1 Web Server Functions	164
2.10 Summary	169
Homework Problems and Questions	170

Problems	171
Discussion Questions	177
Socket Programming Assignments	178
Ethereal Labs	180
Interview: Tim Berners-Lee	181

Chapter 3 Transport Layer 183

3.1	Introduction and Transport-Layer Services	184
3.1.1	Relationship Between Transport and Network Layers	184
3.1.2	Overview of the Transport Layer in the Internet	187
3.2	Multiplexing and Demultiplexing	189
3.3	Connectionless Transport: UDP	196
3.3.1	UDP Segment Structure	199
3.3.2	UDP Checksum	200
3.4	Principles of Reliable Data Transfer	201
3.4.1	Building a Reliable Data Transfer Protocol	203
3.4.2	Pipelined Reliable Data Transfer Protocols	214
3.4.3	Go-Back-N (GBN)	217
3.4.4	Selective Repeat (SR)	221
3.5	Connection-Oriented Transport: TCP	228
3.5.1	The TCP Connection	228
3.5.2	TCP Segment Structure	231
3.5.3	Round-Trip Time Estimation and Timeout	236
3.5.4	Reliable Data Transfer	239
3.5.5	Flow Control	246
3.5.6	TCP Connection Management	249
3.6	Principles of Congestion Control	254
3.6.1	The Causes and the Costs of Congestion	254
3.6.2	Approaches to Congestion Control	260
3.6.3	Network-Assisted Congestion-Control Example: ATM ABR Congestion Control	261
3.7	TCP Congestion Control	264
3.7.1	Fairness	271
3.7.2	TCP Delay Modeling	275
3.8	Summary	284
	Homework Problems and Questions	285
	Problems	287
	Discussion Questions	294
	Programming Assignments	295
	Ethereal Lab: Exploring TCP	295
	Interview: Sally Floyd	297

Chapter 4	The Network Layer	299
4.1	Introduction	300
4.1.1	Forwarding and Routing	301
4.1.2	Network Service Models	304
4.2	Virtual Circuit and Datagram Networks	307
4.2.1	Virtual-Circuit Networks	307
4.2.2	Datagram Networks	310
4.2.3	Origins of VC and Datagram Networks	313
4.3	What's Inside a Router?	314
4.3.1	Input Ports	315
4.3.2	Switching Fabric	318
4.3.3	Output Ports	320
4.3.4	Where Does Queuing Occur?	320
4.4	The Internet Protocol (IP): Forwarding and Addressing in the Internet	323
4.4.1	Datagram Format	325
4.4.2	IPv4 Addressing	331
4.4.3	Internet Control Message Protocol (ICMP)	342
4.4.4	IPv6	344
4.5	Routing Algorithms	351
4.5.1	The Link-State (LS) Routing Algorithm	354
4.5.2	The Distance-Vector (DV) Routing Algorithm	358
4.5.3	Hierarchical Routing	366
4.6	Routing in the Internet	370
4.6.1	Intra-AS Routing in the Internet: RIP	371
4.6.2	Intra-AS Routing in the Internet: OSPF	374
4.6.3	Inter-Autonomous System Routing: BGP	378
4.7	Broadcast and Multicast Routing	384
4.7.1	Broadcast Routing Algorithms	385
4.7.2	Multicast	391
4.8	Summary	399
	Homework Problems and Questions	400
	Problems	403
	Discussion Questions	412
	Programming Assignment	412
	Ethereal Lab	413
	Interview: Vinton G. Cerf	414
Chapter 5	The Link Layer and Local Area Networks	417
5.1	Link Layer: Introduction and Services	419
5.1.1	The Services Provided by the Link Layer	419
5.1.2	Adapters Communicating	422

5.2	Error-Detection and -Correction Techniques	423
5.2.1	Parity Checks	425
5.2.2	Checksumming Methods	427
5.2.3	Cyclic Redundancy Check (CRC)	428
5.3	Multiple Access Protocols	430
5.3.1	Channel Partitioning Protocols	433
5.3.2	Random Access Protocols	435
5.3.3	Taking-Turns Protocols	442
5.3.4	Local Area Networks (LANs)	443
5.4	Link-Layer Addressing	445
5.4.1	MAC Addresses	445
5.4.2	Address Resolution Protocol (ARP)	447
5.4.3	Dynamic Host Configuration Protocol	451
5.5	Ethernet	455
5.5.1	Ethernet Frame Structure	456
5.5.2	CSMA/CD: Ethernet's Multiple Access Protocol	460
5.5.3	Ethernet Technologies	463
5.6	Interconnections: Hubs and Switches	465
5.6.1	Hubs	465
5.6.2	Link-Layer Switches	467
5.7	PPP: The Point-to-Point Protocol	477
5.7.1	PPP Data Framing	479
5.7.2	PPP Link-Control Protocol (LCP) and Network-Control Protocols	480
5.8	Link Virtualization: A Network as a Link Layer	482
5.8.1	Asynchronous Transfer Mode (ATM) Networks	483
5.8.2	Multiprotocol Label Switching (MPLS)	488
5.9	Summary	491
	Homework Problems and Questions	493
	Problems	494
	Discussion Questions	498
	Ethereal Lab	499
	Interview: Simon S. Lam	500

Chapter 6 Wireless and Mobile Networks 503

6.1	Introduction	504
6.2	Wireless Links and Network Characteristics	508
6.2.1	CDMA	509
6.3	Wi-Fi: 802.11 Wireless LANs	513
6.3.1	The 802.11 Architecture	514
6.3.2	The 802.11 MAC Protocol	517
6.3.3	The IEEE 802.11 Frame	523

6.3.4	Mobility in the Same IP Subnet	526
6.3.5	802.15 and Bluetooth	528
6.4	Cellular Internet Access	529
6.4.1	An Overview of Cellular Architecture	531
6.4.2	Cellular Standards and Technologies: A Brief Survey	532
6.5	Mobility Management: Principles	536
6.5.1	Addressing	538
6.5.2	Routing to a Mobile Node	540
6.6	Mobile IP	546
6.7	Managing Mobility in Cellular Networks	551
6.7.1	Routing Calls to a Mobile User	552
6.7.2	Handoffs in GSM	553
6.8	Wireless and Mobility: Impact on Higher-layer Protocols	556
6.9	Summary	559
	Homework Problems and Questions	559
	Problems	560
	Discussion Questions	562
	Ethereal Lab	562
	Interview: Charlie Park	563
Chapter 7	Multimedia Networking	565
7.1	Multimedia Networking Applications	566
7.1.1	Examples of Multimedia Applications	566
7.1.2	Hurdles for Multimedia in Today's Internet	569
7.1.3	How Should the Internet Evolve to Support Multimedia Better?	571
7.1.4	Audio and Video Compression	572
7.2	Streaming Stored Audio and Video	574
7.2.1	Accessing Audio and Video Through a Web Server	576
7.2.2	Sending Multimedia from a Streaming Server to a Helper Application	578
7.2.3	Real-Time Streaming Protocol (RTSP)	580
7.3	Making the Best of the Best-Effort Service: An Internet Phone Example	584
7.3.1	The Limitations of a Best-Effort Service	585
7.3.2	Removing Jitter at the Receiver for Audio	587
7.3.3	Recovering from Packet Loss	590
7.3.4	Streaming Stored Audio and Video	594
7.4	Protocols for Real-Time Interactive Applications	594
7.4.1	RTP	594
7.4.2	RTP Control Protocol (RTCP)	599
7.4.3	SIP	602
7.4.4	H.323	608

7.5	Distributing Multimedia: Content Distribution Networks	610
7.6	Beyond Best Effort	614
7.6.1	Scenario 1: A 1 Mbps Audio Application and an FTP Transfer	615
7.6.2	Scenario 2: A 1 Mbps Audio Application and a High-Priority FTP Transfer	616
7.6.3	Scenario 3: A Misbehaving Audio Application and an FTP Transfer	617
7.6.4	Scenario 4: Two 1 Mbps Audio Applications over an Overloaded 1.5 Mbps Link	619
7.7	Scheduling and Policing Mechanisms	620
7.7.1	Scheduling Mechanisms	621
7.7.2	Policing: The Leaky Bucket	625
7.8	Integrated Services and Differentiated Services	628
7.8.1	Intserv	628
7.8.2	Diffserv	631
7.9	RSVP	636
7.9.1	The Essence of RSVP	637
7.9.2	A Few Simple Examples	639
7.10	Summary	643
	Homework Problems and Questions	644
	Problems	645
	Discussion Questions	649
	Programming Assignment	649
	Interview: Henning Schulzrinne	651

Chapter 8 Security in Computer Networks 653

8.1	What Is Network Security?	654
8.2	Principles of Cryptography	657
8.2.1	Symmetric Key Cryptography	660
8.2.2	Public Key Encryption	664
8.3	Authentication	670
8.3.1	Authentication Protocol <i>ap1.0</i>	670
8.3.2	Authentication Protocol <i>ap2.0</i>	671
8.3.3	Authentication Protocol <i>ap3.0</i>	672
8.3.4	Authentication Protocol <i>ap3.1</i>	672
8.3.5	Authentication Protocol <i>ap4.0</i>	673
8.3.6	Authentication Protocol <i>ap5.0</i>	674
8.4	Integrity	678
8.4.1	Generating Digital Signatures	678
8.4.2	Message Digests	679
8.4.3	Hash Function Algorithms	681

8.5	Key Distribution and Certification	684
8.5.1	The Key Distribution Center	686
8.5.2	Public Key Certification	687
8.6	Access Control: Firewalls	691
8.6.1	Packet Filtering	692
8.6.2	Application Gateway	695
8.7	Attacks and Countermeasures	697
8.7.1	Mapping	697
8.7.2	Packet Sniffing	698
8.7.3	Spoofing	699
8.7.4	Denial-of-Service and Distributed Denial-of-Service Attacks	700
8.7.5	Hijacking	701
8.8	Security in Many Layers: Case Studies	702
8.8.1	Secure E-mail	703
8.8.2	Secure Sockets Layer (SSL) and Transport Layer Security (TLS)	708
8.8.3	Network-Layer Security: IPsec	712
8.8.4	Security in IEEE 802.11	716
8.9	Summary	721
	Homework Problems and Questions	722
	Problems	723
	Discussion Questions	725
	Interview: Steven M. Bellovin	726
Chapter 9	Network Management	729
9.1	What Is Network Management?	730
9.2	The Infrastructure for Network Management	734
9.3	The Internet-Standard Management Framework	738
9.3.1	Structure of Management Information: SMI	740
9.3.2	Management Information Base: MIB	743
9.3.3	SNMP Protocol Operations and Transport Mappings	745
9.3.4	Security and Administration	749
9.4	ASN.1	753
9.5	Conclusion	757
	Homework Problems and Questions	758
	Problems	759
	Discussion Questions	760
	Interview: Jeff Case	761
	References	763
	Index	797