* 70% second half/30% first half
* Network layer
  + Scaling to larger networks
  + Heterogeneity
  + Bandwidth Control
* Routing vs Forwarding
  + Routing - find entire path
  + Forwarding - just next node
    - Store-and-forward
* Network Service Model
  + Datagram
    - Each packet finds it’s own path
  + Virtual Circuit
* IP prefix
* NAT
* Packet Size Problem
* Internet control message Protocol
* IPv6
* IPv6 Tunneling
* Shortest Path
* Sink Tree
* Dijkstra’s Algorithm
* Distance Vector Routing
* Routing information protocol
* Flooding
* SEQ/ARQ
* Link State Routing
  + Flood
  + Dijkstra sink/source tree
* DV vs LS
* Host-router
* Network Hierarchy