

Preface xxix

Trade Mark xxxviii

PART I: Overview 1

Chapter 1 Introduction 3

1.1 DATA COMMUNICATIONS 4

1.1.1 Components 4

1.1.2 Data Representation 5

1.1.3 Data Flow 6

1.2 NETWORKS 7

1.2.1 Network Criteria 7

1.2.2 Physical Structures 8

1.3 NETWORK TYPES 13

1.3.1 Local Area Network 13

1.3.2 Wide Area Network 14

1.3.3 Switching 15

1.3.4 The Internet 17

1.3.5 Accessing the Internet 18

1.4 INTERNET HISTORY 19

1.4.1 Early History 19

1.4.2 Birth of the Internet 20

1.4.3 Internet Today 22

1.5 STANDARDS AND ADMINISTRATION 22

1.5.1 Internet Standards 22

1.5.2 Internet Administration 24

1.6 END-CHAPTER MATERIALS 25

1.6.1 Recommended Reading 25

1.6.2 Key Terms 25

1.6.3 Summary 26

1.7 PRACTICE SET 27

1.7.1 Quizzes 27

1.7.2 Questions 27

1.7.3 Problems 28

1.8 SIMULATION EXPERIMENTS 28

1.8.1 Applets 28

1.8.2 Lab Assignments 28

Chapter 2 Network Models 31

2.1 PROTOCOL LAYERING 32

2.1.1 Scenarios 32

2.1.2 Principles of Protocol Layering 34

2.1.3 Logical Connections 35

2.2	TCP/IP PROTOCOL SUITE	35
2.2.1	Layered Architecture	35
2.2.2	Layers in the TCP/IP Protocol Suite	37
2.2.3	Description of Each Layer	38
2.2.4	Encapsulation and Decapsulation	41
2.2.5	Addressing	42
2.2.6	Multiplexing and Demultiplexing	43
2.3	THE OSI MODEL	44
2.3.1	OSI versus TCP/IP	45
2.3.2	Lack of OSI Model's Success	45
2.4	END-CHAPTER MATERIALS	46
2.4.1	Recommended Reading	46
2.4.2	Key Terms	46
2.4.3	Summary	46
2.5	PRACTICE SET	47
2.5.1	Quizzes	47
2.5.2	Questions	47
2.5.3	Problems	48

PART II: Physical Layer 51

Chapter 3 Introduction to Physical Layer 53

3.1	DATA AND SIGNALS	54
3.1.1	Analog and Digital Data	55
3.1.2	Analog and Digital Signals	55
3.1.3	Periodic and Nonperiodic	56
3.2	PERIODIC ANALOG SIGNALS	56
3.2.1	Sine Wave	56
3.2.2	Phase	59
3.2.3	Wavelength	61
3.2.4	Time and Frequency Domains	61
3.2.5	Composite Signals	63
3.2.6	Bandwidth	65
3.3	DIGITAL SIGNALS	68
3.3.1	Bit Rate	69
3.3.2	Bit Length	69
3.3.3	Digital Signal as a Composite Analog Signal	70
3.3.4	Transmission of Digital Signals	70
3.4	TRANSMISSION IMPAIRMENT	76
3.4.1	Attenuation	77
3.4.2	Distortion	79
3.4.3	Noise	79
3.5	DATA RATE LIMITS	81
3.5.1	Noiseless Channel: Nyquist Bit Rate	81
3.5.2	Noisy Channel: Shannon Capacity	82
3.5.3	Using Both Limits	83

3.6	PERFORMANCE	84
3.6.1	Bandwidth	84
3.6.2	Throughput	85
3.6.3	Latency (Delay)	85
3.6.4	Bandwidth-Delay Product	87
3.6.5	Jitter	88
3.7	END-CHAPTER MATERIALS	89
3.7.1	Recommended Reading	89
3.7.2	Key Terms	89
3.7.3	Summary	89
3.8	PRACTICE SET	90
3.8.1	Quizzes	90
3.8.2	Questions	90
3.8.3	Problems	91
3.9	SIMULATION EXPERIMENTS	94
3.9.1	Applets	94

Chapter 4 *Digital Transmission* 95

4.1	DIGITAL-TO-DIGITAL CONVERSION	96
4.1.1	Line Coding	96
4.1.2	Line Coding Schemes	100
4.1.3	Block Coding	109
4.1.4	Scrambling	113
4.2	ANALOG-TO-DIGITAL CONVERSION	115
4.2.1	Pulse Code Modulation (PCM)	115
4.2.2	Delta Modulation (DM)	123
4.3	TRANSMISSION MODES	125
4.3.1	Parallel Transmission	125
4.3.2	Serial Transmission	126
4.4	END-CHAPTER MATERIALS	129
4.4.1	Recommended Reading	129
4.4.2	Key Terms	130
4.4.3	Summary	130
4.5	PRACTICE SET	131
4.5.1	Quizzes	131
4.5.2	Questions	131
4.5.3	Problems	131
4.6	SIMULATION EXPERIMENTS	134
4.6.1	Applets	134

Chapter 5 *Analog Transmission* 135

5.1	DIGITAL-TO-ANALOG CONVERSION	136
5.1.1	Aspects of Digital-to-Analog Conversion	137
5.1.2	Amplitude Shift Keying	138
5.1.3	Frequency Shift Keying	140
5.1.4	Phase Shift Keying	142
5.1.5	Quadrature Amplitude Modulation	146

5.2	ANALOG-TO-ANALOG CONVERSION	147
5.2.1	Amplitude Modulation (AM)	147
5.2.2	Frequency Modulation (FM)	148
5.2.3	Phase Modulation (PM)	149
5.3	END-CHAPTER MATERIALS	151
5.3.1	Recommended Reading	151
5.3.2	Key Terms	151
5.3.3	Summary	151
5.4	PRACTICE SET	152
5.4.1	Quizzes	152
5.4.2	Questions	152
5.4.3	Problems	153
5.5	SIMULATION EXPERIMENTS	154
5.5.1	Applets	154

Chapter 6 *Bandwidth Utilization: Multiplexing and Spectrum Spreading* 155

6.1	MULTIPLEXING	156
6.1.1	Frequency-Division Multiplexing	157
6.1.2	Wavelength-Division Multiplexing	162
6.1.3	Time-Division Multiplexing	163
6.2	SPREAD SPECTRUM	175
6.2.1	Frequency Hopping Spread Spectrum	176
6.2.2	Direct Sequence Spread Spectrum	178
6.3	END-CHAPTER MATERIALS	180
6.3.1	Recommended Reading	180
6.3.2	Key Terms	180
6.3.3	Summary	180
6.4	PRACTICE SET	181
6.4.1	Quizzes	181
6.4.2	Questions	181
6.4.3	Problems	182
6.5	SIMULATION EXPERIMENTS	184
6.5.1	Applets	184

Chapter 7 *Transmission Media* 185

7.1	INTRODUCTION	186
7.2	GUIDED MEDIA	187
7.2.1	Twisted-Pair Cable	187
7.2.2	Coaxial Cable	190
7.2.3	Fiber-Optic Cable	192
7.3	UNGUIDED MEDIA: WIRELESS	197
7.3.1	Radio Waves	199
7.3.2	Microwaves	200
7.3.3	Infrared	201

- 7.4 **END-CHAPTER MATERIALS** 202
 - 7.4.1 Recommended Reading 202
 - 7.4.2 Key Terms 202
 - 7.4.3 Summary 203
- 7.5 **PRACTICE SET** 203
 - 7.5.1 Quizzes 203
 - 7.5.2 Questions 203
 - 7.5.3 Problems 204

Chapter 8 *Switching* 207

- 8.1 **INTRODUCTION** 208
 - 8.1.1 Three Methods of Switching 208
 - 8.1.2 Switching and TCP/IP Layers 209
- 8.2 **CIRCUIT-SWITCHED NETWORKS** 209
 - 8.2.1 Three Phases 211
 - 8.2.2 Efficiency 212
 - 8.2.3 Delay 213
- 8.3 **PACKET SWITCHING** 213
 - 8.3.1 Datagram Networks 214
 - 8.3.2 Virtual-Circuit Networks 216
- 8.4 **STRUCTURE OF A SWITCH** 222
 - 8.4.1 Structure of Circuit Switches 222
 - 8.4.2 Structure of Packet Switches 226
- 8.5 **END-CHAPTER MATERIALS** 230
 - 8.5.1 Recommended Reading 230
 - 8.5.2 Key terms 230
 - 8.5.3 Summary 230
- 8.6 **PRACTICE SET** 231
 - 8.6.1 Quizzes 231
 - 8.6.2 Questions 231
 - 8.6.3 Problems 231
- 8.7 **SIMULATION EXPERIMENTS** 234
 - 8.7.1 Applets 234

PART III: Data-Link Layer 235

Chapter 9 *Introduction to Data-Link Layer* 237

- 9.1 **INTRODUCTION** 238
 - 9.1.1 Nodes and Links 239
 - 9.1.2 Services 239
 - 9.1.3 Two Categories of Links 241
 - 9.1.4 Two Sublayers 242
- 9.2 **LINK-LAYER ADDRESSING** 242
 - 9.2.1 Three Types of addresses 244
 - 9.2.2 Address Resolution Protocol (ARP) 245
 - 9.2.3 An Example of Communication 248

9.3	END-CHAPTER MATERIALS	252
9.3.1	Recommended Reading	252
9.3.2	Key Terms	252
9.3.3	Summary	252
9.4	PRACTICE SET	253
9.4.1	Quizzes	253
9.4.2	Questions	253
9.4.3	Problems	254
Chapter 10 Error Detection and Correction 257		
10.1	INTRODUCTION	258
10.1.1	Types of Errors	258
10.1.2	Redundancy	258
10.1.3	Detection versus Correction	258
10.1.4	Coding	259
10.2	BLOCK CODING	259
10.2.1	Error Detection	259
10.3	CYCLIC CODES	264
10.3.1	Cyclic Redundancy Check	264
10.3.2	Polynomials	267
10.3.3	Cyclic Code Encoder Using Polynomials	269
10.3.4	Cyclic Code Analysis	270
10.3.5	Advantages of Cyclic Codes	274
10.3.6	Other Cyclic Codes	274
10.3.7	Hardware Implementation	274
10.4	CHECKSUM	277
10.4.1	Concept	278
10.4.2	Other Approaches to the Checksum	281
10.5	FORWARD ERROR CORRECTION	282
10.5.1	Using Hamming Distance	283
10.5.2	Using XOR	283
10.5.3	Chunk Interleaving	283
10.5.4	Combining Hamming Distance and Interleaving	284
10.5.5	Compounding High- and Low-Resolution Packets	284
10.6	END-CHAPTER MATERIALS	285
10.6.1	Recommended Reading	285
10.6.2	Key Terms	286
10.6.3	Summary	286
10.7	PRACTICE SET	287
10.7.1	Quizzes	287
10.7.2	Questions	287
10.7.3	Problems	288
10.8	SIMULATION EXPERIMENTS	292
10.8.1	Applets	292
10.9	PROGRAMMING ASSIGNMENTS	292

Chapter 11 Data Link Control (DLC) 293

- 11.1 DLC SERVICES 294**
 - ~~11.1.1 Framing 294~~
 - 11.1.2 Flow and Error Control 297
 - 11.1.3 Connectionless and Connection-Oriented 298
- 11.2 DATA-LINK LAYER PROTOCOLS 299**
 - 11.2.1 Simple Protocol 300
 - 11.2.2 Stop-and-Wait Protocol 301
 - 11.2.3 Piggybacking 304
- 11.3 HDLC 304**
 - 11.3.1 Configurations and Transfer Modes 305
 - ~~11.3.2 Framing 305~~
- 11.4 POINT-TO-POINT PROTOCOL (PPP) 309**
 - 11.4.1 Services 309
 - 11.4.2 Framing 310
 - 11.4.3 Transition Phases 311
 - 11.4.4 Multiplexing 312
- 11.5 END-CHAPTER MATERIALS 319**
 - 11.5.1 Recommended Reading 319
 - 11.5.2 Key Terms 319
 - 11.5.3 Summary 319
- 11.6 PRACTICE SET 320**
 - 11.6.1 Quizzes 320
 - 11.6.2 Questions 320
 - 11.6.3 Problems 321
- 11.7 SIMULATION EXPERIMENTS 323**
 - 11.7.1 Applets 323
- 11.8 PROGRAMMING ASSIGNMENTS 323**

Go back**Chapter 12 Media Access Control (MAC) 325**

- 12.1 RANDOM ACCESS 326**
 - ~~12.1.1 ALOHA 326~~
 - 12.1.2 CSMA 331
 - 12.1.3 CSMA/CD 334
 - 12.1.4 CSMA/CA 338
- 12.2 CONTROLLED ACCESS 341**
 - 12.2.1 Reservation 341
 - 12.2.2 Polling 342
 - 12.2.3 Token Passing 343
- 12.3 CHANNELIZATION 344**
 - 12.3.1 FDMA 344
 - 12.3.2 TDMA 346
 - 12.3.3 CDMA 347
- 12.4 END-CHAPTER MATERIALS 352**
 - 12.4.1 Recommended Reading 352
 - 12.4.2 Key Terms 353
 - 12.4.3 Summary 353