

CS 372 Lecture #20

Review for Midterm Exam

- Coverage:
 - Textbook reading assignments
 - Lectures: #1 19
 - Self-check exercises: Weeks #1 5
 - Quiz #1
 - Labs #1 3
- NOT covered:
 - Programming Project
 - Socket programming
- 40% multiple-choice, 60% short-answer
- Calculator permitted



- Fundamentals
 - Terms, acronyms, etc.
 - Hardware
 - Modem, router, etc.
 - Physical media
 - Guided, unguided
 - Network / Internet
 - Structure, functions
 - Core, edge, access
 - Protocols, standards, RFCs
 - Packet switching, circuit switching
 - Multiplexing
 - frequency-division, time-division, statistical
 - Encapsulation
 - Software
 - Layering models
 - ISO, Internet protocol stack



Issues

- Complexity
 - Communication among variety of hardware/software/standards
 - Two Generals (problem)
 - Trade-offs
- Security
 - intentional/unintentional attacks
- Management
 - Hierarchy, service providers
- Global authority
 - ICANN, InterNIC, IETF
- Growth
 - economic impact



- Metrics (usually include calculations)
 - Bandwidth
 - Delay (queuing, processing, transmission, propagation, end-to-end)
 - RTT
 - Throughput
 - instantaneous, average
 - Utilization
 - Size: Ki, Mi, Gi (B)ytes, (b)its, etc.: powers of 2
 - Speed: K, M, G bps, etc.: powers of 10



- Applications
 - ping, traceroute, telnet, etc.
 - web, email, ftp, audio/video streaming, etc.
- Application layer
 - Client-server, P2P models
 - Protocols
 - HTTP
 - Persistent, non-persistent
 - Cookies, caches, proxies
 - Mail
 - Sending: SMTP, MIME
 - Access: POP, IMAP, HTTP
 - FTP
 - DNS
 - Naming, URL
 - IP address



- Transport layer
 - Ports, sockets, socket addressing
 - Protocols
 - UDP (unreliable, connectionless)
 - TCP (reliable, connection-oriented)
- UDP
 - Application layer protocols that use UDP
 - Error detection
 - Checksum (only)
 - Error handling
 - Discard



- TCP
 - Segment structure
 - Header
 - Connection identification
 - Sequence numbers (byte stream)
 - Acknowledgement, retransmission
 - Transmission diagrams
 - Application layer protocols that use TCP



- TCP
 - Reliable data transfer
 - Pipelining
 - Flow control (sliding window)
 - Error detection
 - Checksum
 - Timeout
 - Packet delay/loss
 - Acknowledgement delay/loss
 - Error handling
 - Cumulative acknowledgements
 - Selective retransmission
 - Timing diagrams
 - Retransmission scenarios
 - Fast retransmission
- UDP/TCP comparisons