

Routing Control Platform. *See* RCP
 routing daemons, 674
 Routing Information Protocol. *See* RIP
 routing loop, 377
 routing protocols, 26–27, 51–52
 BGP (Border Gateway Protocol),
 390–399, 498–499
 DV (distance vector) algorithms,
 374–375
 executing, 321
 inter-AS, 382
 Internet, 383–399
 intra-AS, 380–381
 IS-IS, 384
 messages, 309
 OSPF (Open-Shortest Path First), 384
 RIP (Routing Information Protocol),
 384
 RPB (reverse path broadcast), 402
 RPF (reverse path forwarding), 402–403,
 411
 RRs (resource records), 139–141
 RSA algorithm, 684–688, 710
 RST flag bit and segment 235, 258
 RSVP, RSVP-TE protocol, 489, 654
 RTP packets, 624–625
 RTP (Real-Time Transport Protocol), 588,
 623–626, 668
 UDP streaming, 595
 RTS/CTS exchange, 537
 RTS frame, 536–537
 RTSP (Real-Time Streaming Protocol),
 117, 595, 668
 RTS (Request to Send) control frame,
 535–537
 RTT (round-trip time), 102–103
 EWMA (exponential weighted
 moving average), 240
 TCP (Transmission Control Protocol),
 238–241

S

SAD (Security Association Database), 721
 SA (security association), 720–721
 satellite links, 16, 21–22

scalability and P2P architecture, 145–148
 scheduling mechanisms, 640–645
 Schulzrinne, Henning, 623, 632, 668–670
 SDN (Software Defined Networking), 786
 secure communication, 672–674
 secure e-mail system, 706–708
 Secure Hash Algorithm. *See* SHA-1
 secure networking protocols and
 message integrity, 689
 Secure Network Programming, 511
 Secure Sockets Layer. *See* SSL
 security, 55–56
 application-layer protocol, 705
 attacks, 674
 cryptography, 675–688
 data link layer, 705
 digital signatures, 688–699
 e-mail, 705–711
 end-point authentication, 700–705
 IEEE 802.11i, 728–731
 IP datagrams, 718
 IP (Internet Protocol), 362–363
 IPsec, 362
 message integrity, 688–693
 mobile IP, 566
 network layer, 705, 718–725
 networks, 671–674
 operational, 673, 731–742
 OSPF (Open-Shortest Path First),
 388–389
 P2P architecture, 88
 public key encryption, 683–688
 RSA, 687
 SNMPv3, 775–778
 switches, 479
 TCP connection, 711–717
 transport-layer protocols, 93, 705
 transport services, 93
 user-based, 777
 WEP (Wired Equivalent Privacy),
 726–728
 wireless LANs, 726–731
 security and administration capabilities,
 765
 security association. *See* SA

- Security Association Database. *See* SAD
- Security Management, 759, 764
- Security Policy Database. *See* SPD
- segments, 51, 186, 189
 - acknowledgment number, 236
 - destination port number field, 192
 - fast retransmit, 248
 - fields, 191–192
 - out-of-order, 236
 - piggybacked acknowledgment, 237
 - sequence numbers, 235–238
 - source port number field, 192
 - TCP (Transmission Control Protocol), 233
 - unique identifiers, 192
- selective acknowledgment, 250
- selective repeat protocols. *See* SR protocols
- self-learning, 478–479, 497, 542
- self-replicating, 56
- self-scalability, 87
- send buffer, 232
- sender
 - countdown timer, 214
 - defining operation, 206
 - detecting and recovering from lost packets, 212–215
 - leftmost state, 208
 - receive window, 250
 - rightmost state, 208
 - sending multiple packets without acknowledgments, 218
 - sequence number of packet, 212
 - utilization, 217
- sender authentication, 706–708
- sender-to-receiver channel, 213–214
- sending rates, 260
- send side states rdt2.0 protocols, 208
- sequence-number-controlled flooding, 401–403, 405
- sequence numbers, 210, 212, 218–220, 234, 614–615, 618, 717
 - IPsec, 724
 - RTP packets, 625
 - SSL (Secure Sockets Layer), 715
 - SYN segment, 252–253
 - TCP segments, 235–236
 - TCP (Transmission Control Protocol), 244, 249
 - Telnet, 237–238
- server authentication, 712
- server processes, 88, 164, 232
- server program, 156, 163
- servers, 2, 10–11, 88–89
 - always on, 86
 - dedicated socket, 167
 - hostname of, 160
 - IP addresses, 86, 160, 161, 163
 - network attacks, 57–58
 - non-persistent connections, 198
 - persistent HTTP, 198
 - port number, 161, 167
 - TCP socket creation, 167
 - Web caches as, 111
- server SMTP, 122
- server socket TCP connection, 163
- server-to-client throughput, 44–45
- Service Level Agreements. *See* SLAs
- service model, 49
- service providers and private networks, 66
- services, 49
 - description of Internet, 5–7
 - DNS (domain name system), 131–133
 - flow of packets, 311
 - transport layer, 186
 - transport protocols, 189
- Service Set Identifier. *See* SSID
- Serving GPRS Support Nodes. *See* SGSNs
- session encryption key, 714
- Session Initiation Protocol. *See* SIP
- session keys, 687, 707, 714
- session layer, 53
- SGMP (Simple Gateway Monitoring Protocol), 764
- SGSNs (Serving GPRS Support Nodes), 552
- SHA, 710
- Shamir, Adi, 684

- Shannon, Claude, 80, 82
- shared medium, 20
- SHA-1 (Secure Hash Algorithm), 691
- shortest paths, 365
- SIFS (Shorter Inter-frame Spacing), 532
- signaling messages, 316
- signaling protocols, 317
- signal-to-noise ratio. *See* SNR
- signature-based IDSs (intrusion detection systems), 741–742
- silent periods, 29–30
- simple authentication, 389
- Simple Gateway Monitoring Protocol. *See* SGMP
- Simple Mail Transfer Protocol. *See* SMTP
- Simple Network Management Protocol. *See* SNMP
- single-hop, wireless networks, 518
- SIP (Session Initiation Protocol), 588, 626–632, 668–669
- Skype, 65, 83, 87, 588, 621–623
 - conversational voice and voice, 592
 - proprietary application-layer protocols, 97
 - UDP (User Datagram Protocol), 613
- SLAs (Service Level Agreements), 758
- sliding-window protocol, 220
- slotted ALOHA protocol, 450–452
 - node's decision to transmit, 453–455
- small office, home office subnets. *See* SOHO subnets
- SMI (Structure of Management Information), 765, 766–769
- SMTP clients, 122–123
- SMTP servers, 123
- SMTP (Simple Mail Transfer Protocol), 51, 97, 117, 120–127
- SNMP applications, 776–777
- SNMP messages, 777
- SNMP (Simple Network Management Protocol), 758–759, 762, 764–778
- SNMPv3, 765, 775–778
- SNMPv2 (Simple Network Management Protocol version 2), 772, 773–775
- Snort IDS system, 740–742
- SNR (signal-to-noise ratio), 520–521
- social networking, 83, 86
- social networks, 64–65, 100
- socket interface, 100
- socket module, 160
- socket programming
 - TCP (Transmission Control Protocol), 158, 163
 - UDP, 157–158
- sockets, 89–91, 91, 191
 - assigning port number, 162
 - port number, 158
- soft guarantee, 634
- soft state protocols, 408–409
- software control plane, 331
- Software Defined Networking. *See* SDN
- SOHO (small office, home office) subnets and IP addresses, 349–352
- source
 - host and source router, 364
 - total delay to destination, 42–44
- source port numbers, 192, 194, 196, 234
- source quench message, 353
- source router, 364
- source-specific congestion-control actions, 267
- source-specific multicast. *See* SSM
- spam, 56
- spanning-tree broadcast, 403–405
- spanning trees, 403–405, 481
- spatial redundancy, 589
- SPD (Security Policy Database), 724
- special socket server program, 163
- speed-matching service, 250
- SPI (Security Parameter Index), 721
- split-connection approaches, 577
- Sprint, 5, 33, 758
- spyware, 56
- SRAM, 324
- SR (selective repeat) protocols, 223–230
- SSH protocol, 237
- SSID (Service Set Identifier), 529
- SSL record, 715–716

- SSL (Secure Sockets Layer), 711
 - anonymity, 738
 - API (Application Programmer Interface) with sockets, 712
 - block ciphers, 678
 - breaking data stream into records, 714
 - connection closure, 717
 - cryptographic algorithms, 716
 - data transfer, 713–715
 - designed by Netscape, 711
 - handshake, 713–714, 716–717
 - HTTP transactions security, 712
 - key derivation, 713–714
 - nonces, 717
 - popularity, 711
 - privacy, 738
 - public key certification, 697
 - sequence numbers, 715
 - SSL classes/libraries, 712
 - SSL record, 715–716
 - transport protocols, 712
- SSM (source-specific multicast), 412
- state, 117
- stateful packet filters, 732, 735–736
- stateless protocols, 100
- static routing algorithm, 366
- stations, 531–533
- status line in HTTP response messages, 106
- steaming prerecorded videos, 591
- stop-and-wait protocols, 209–210, 215, 217
- store-and-forward packet switches, 22, 24, 480
- stream ciphers, 678
- streaming, 591
 - live audio and video, 587, 593
 - stored audio and video, 587, 591–592
 - video, 589
- streaming stored video, 593–612
 - adaptive HTTP streaming, 593
 - adaptive streaming, 600–601
 - bandwidth, 594
 - CDNs (content distribution networks), 602–608
 - client buffering, 594–595
 - continuous payout, 591–592
 - DASH (Dynamic Adaptive Streaming over HTTP), 600–601
 - end-to-end delays, 594
 - HTTP streaming, 593, 596–600
 - interactivity, 591
 - KanKan, 611–612
 - Netflix, 608–610
 - streaming, 591
 - UDP streaming, 593, 595–596
 - YouTube, 610–611
- streaming video, 592
 - TCP (Transmission Control Protocol), 596
- Structure of Management Information. *See* SMI
- stub network, 397–398
 - multi-homed, 397
- subnet mask, 340
- subnets, 340
 - advertising existence to Internet, 391
 - class A, B and C networks, 344
 - defining, 341
 - DHCP offer message, 347
 - DHCP servers, 346
 - IP addresses, 340, 342, 345
 - IP definition of, 340–341
 - prefixes, 393
 - sending datagrams off, 468–469
 - shortest-path tree, 388
- successful slots, 451
- switched Ethernet, 470
- switched-LANs
 - ARP (Address Resolution Protocol), 465–468
 - Ethernet, 469–476
 - link-layer addressing, 462–469
 - link-layer switches, 476–482
 - MAC addresses, 463–465
 - switch poisoning, 480
 - VLANs (virtual local area networks), 482–486
- switched networks, 481