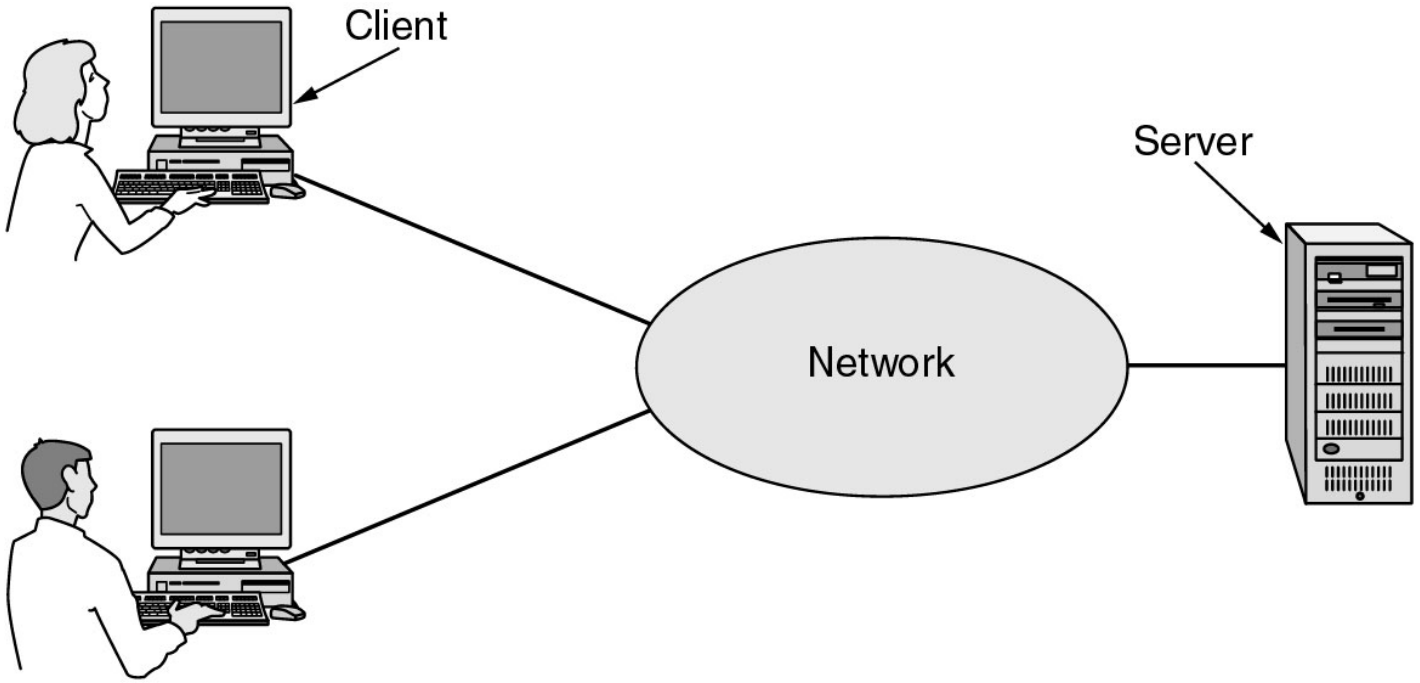
Chapter 1

Introduction

Uses of Computer Networks

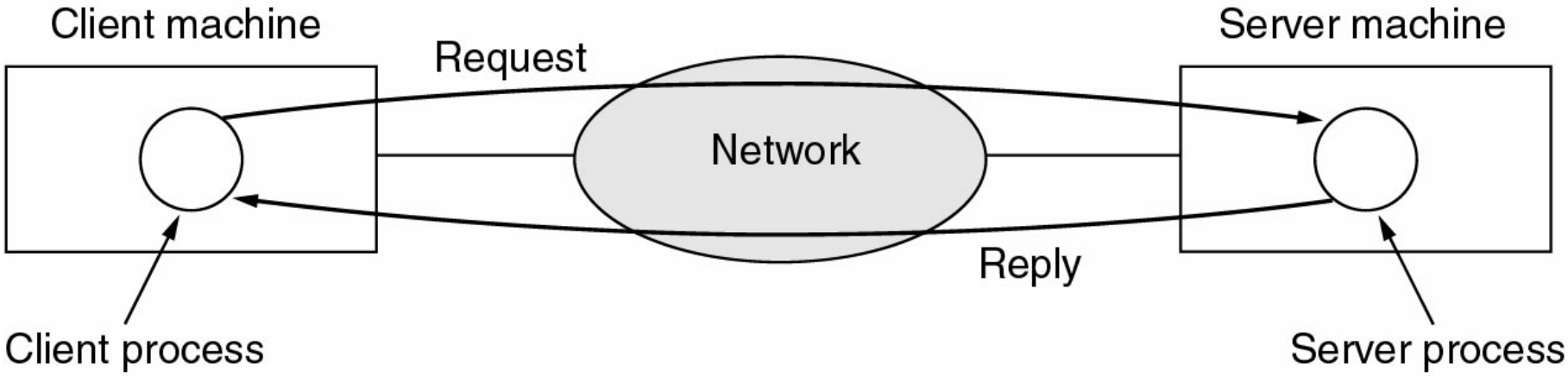
- Business Applications
- Home Applications
- Mobile Users
- Social Issues

Business Applications of Networks



A network with two clients and one server.

Business Applications of Networks (2)

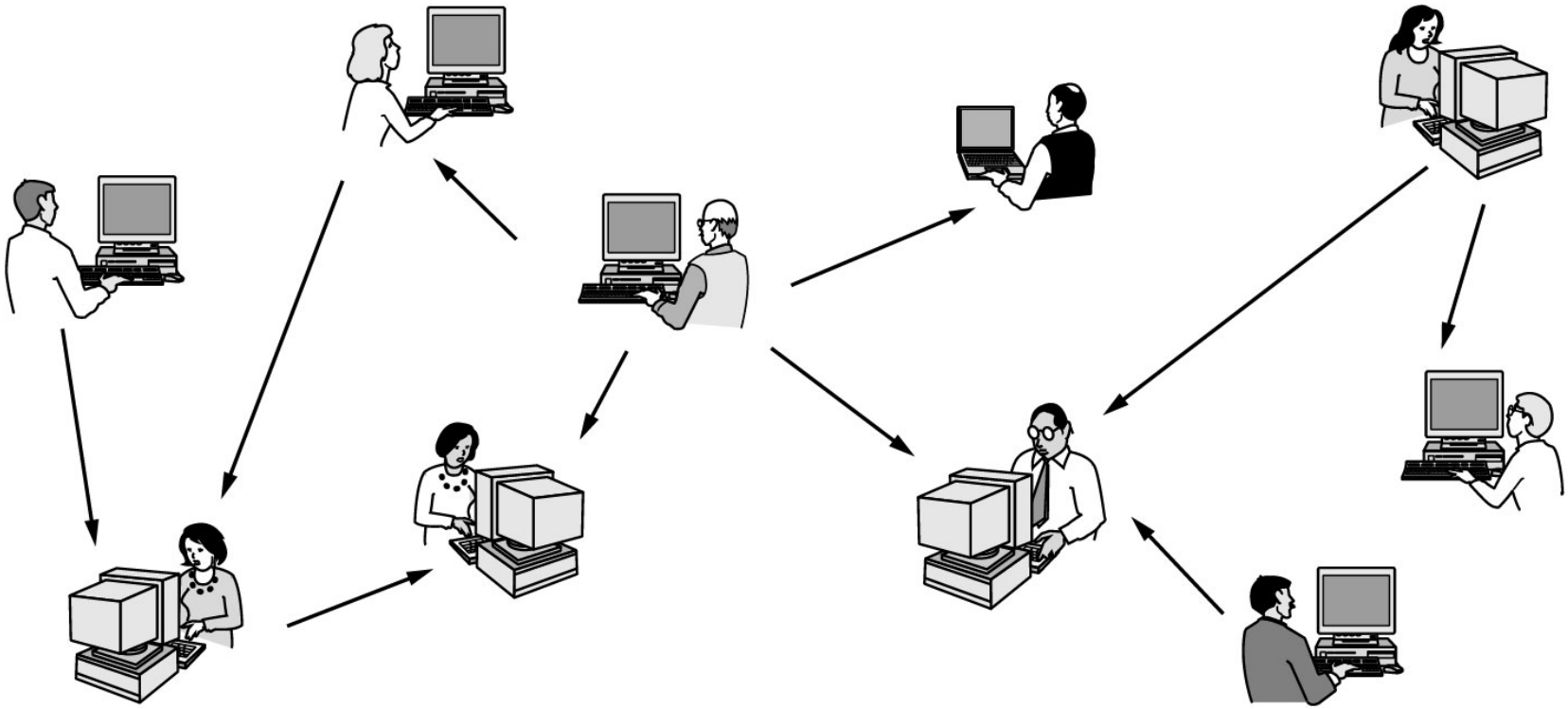


The client-server model involves requests and replies.

Home Network Applications

- Access to remote information
- Person-to-person communication
- Interactive entertainment
- Electronic commerce

Home Network Applications (2)



In peer-to-peer system there are no fixed clients and servers.

Home Network Applications (3)

Tag	Full name	Example
B2C	Business-to-consumer	Ordering books on-line
B2B	Business-to-business	Car manufacturer ordering tires from supplier
G2C	Government-to-consumer	Government distributing tax forms electronically
C2C	Consumer-to-consumer	Auctioning second-hand products on-line
P2P	Peer-to-peer	File sharing

Some forms of e-commerce.

Mobile Network Users

Wireless	Mobile	Applications
No	No	Desktop computers in offices
No	Yes	A notebook computer used in a hotel room
Yes	No	Networks in older, unwired buildings
Yes	Yes	Portable office; PDA for store inventory

Combinations of wireless networks and mobile computing.

Network Hardware

- Local Area Networks
- Metropolitan Area Networks
- Wide Area Networks
- Wireless Networks
- Home Networks
- Internetworks

Broadcast Networks

Types of transmission technology

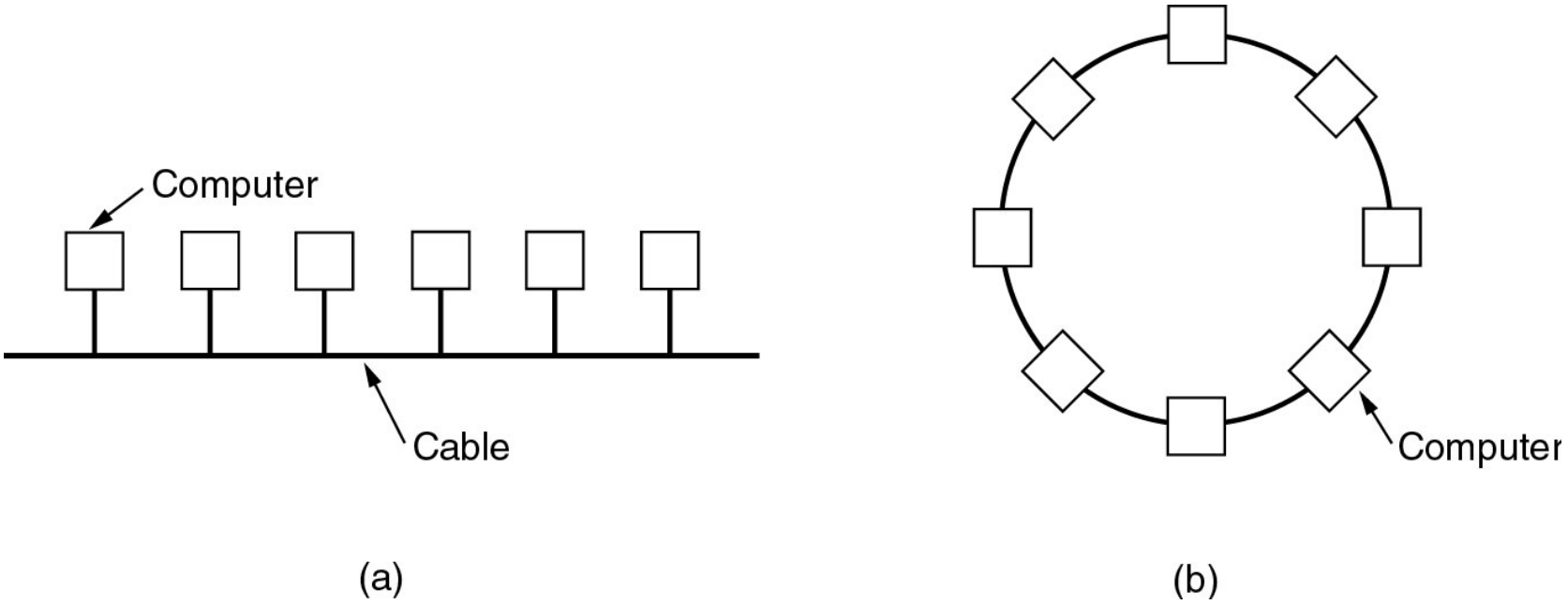
- Broadcast links
- Point-to-point links

Broadcast Networks (2)

Interprocessor distance	Processors located in same	Example
1 m	Square meter	Personal area network
10 m	Room	Local area network
100 m	Building	
1 km	Campus	
10 km	City	Metropolitan area network
100 km	Country	Wide area network
1000 km	Continent	
10,000 km	Planet	The Internet

Classification of interconnected processors by scale.

Local Area Networks

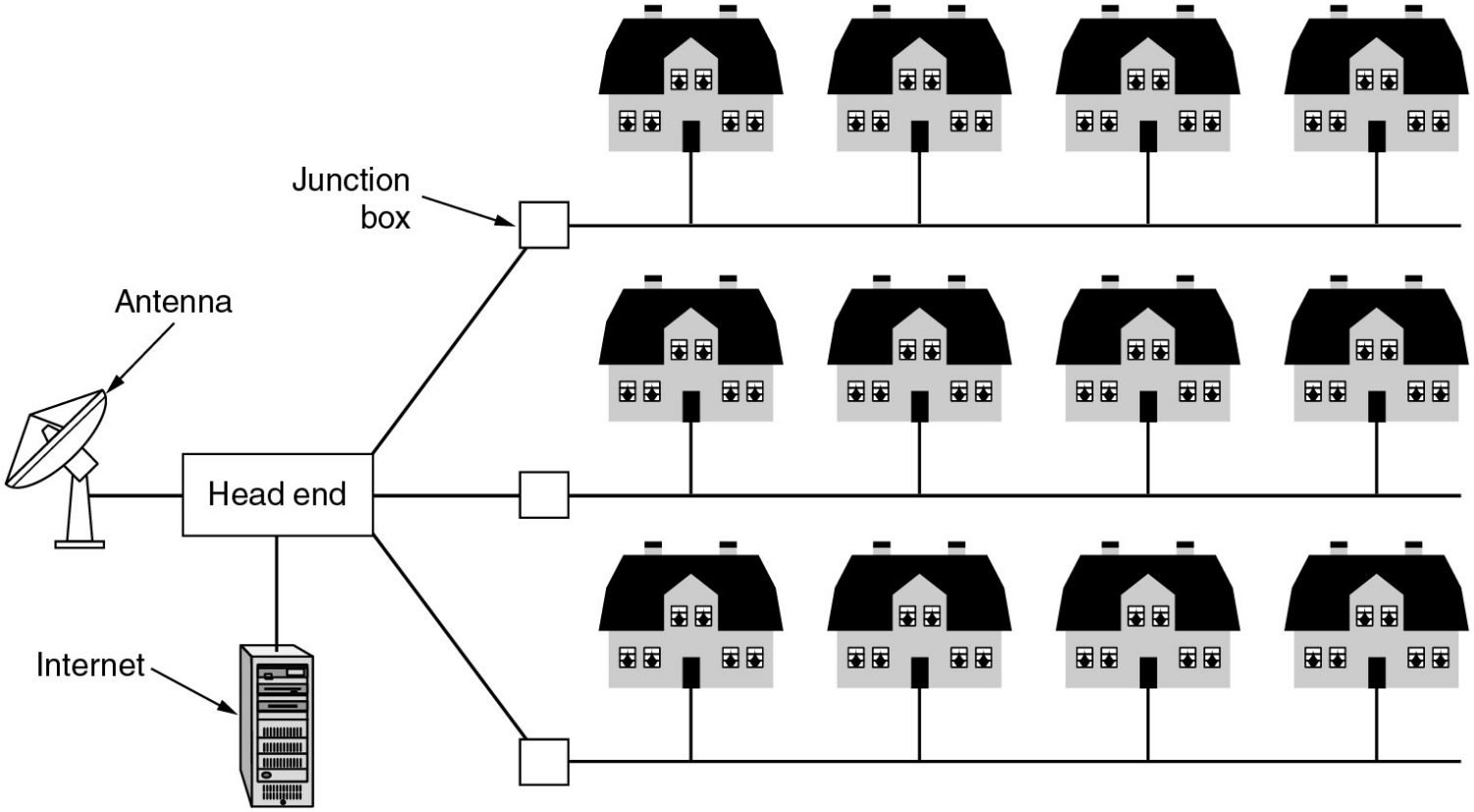


Two broadcast networks

(a) Bus

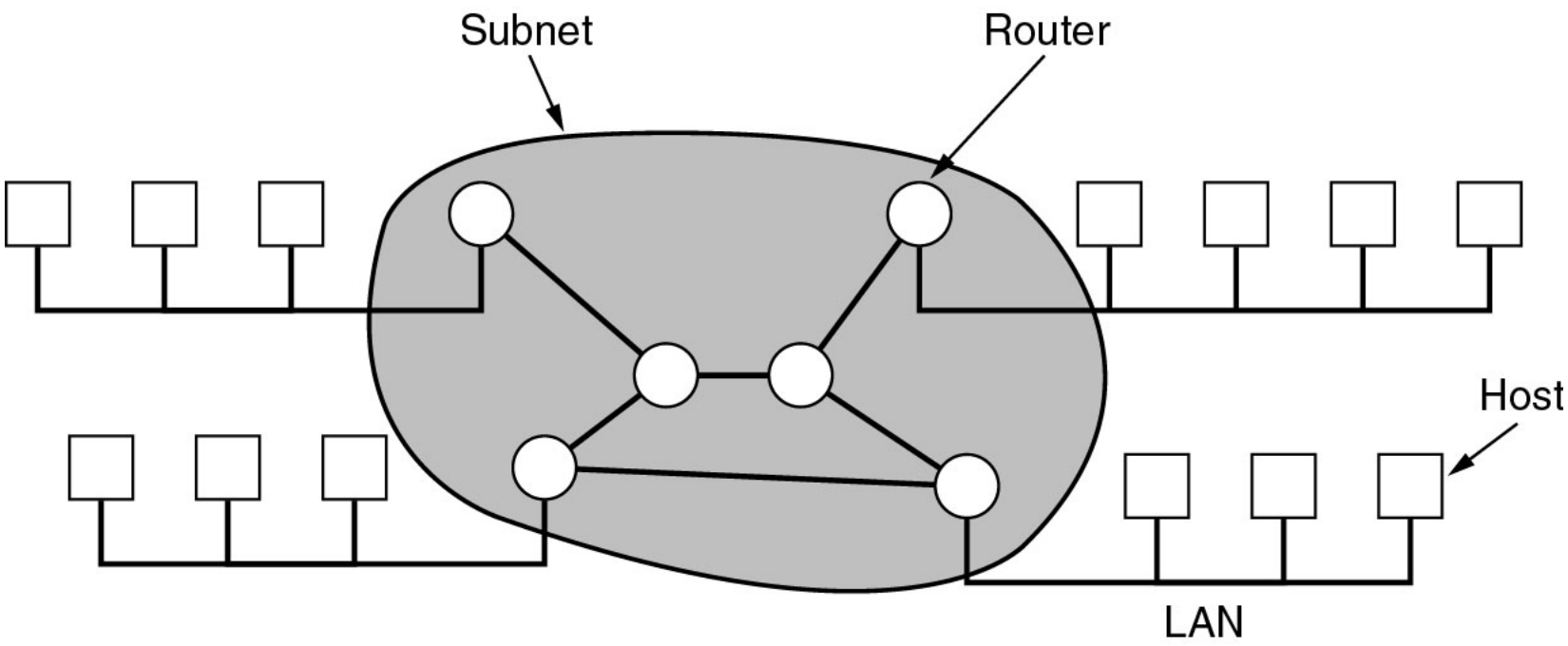
(b) Ring

Metropolitan Area Networks



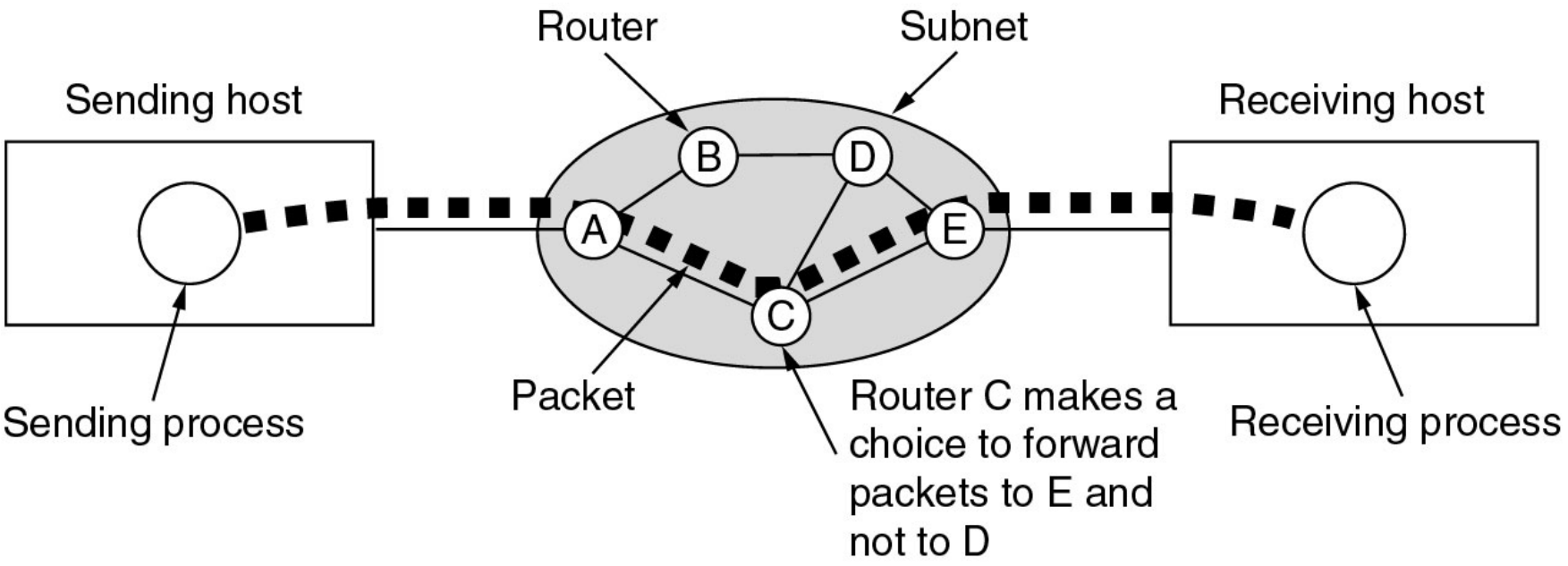
A metropolitan area network based on cable TV.

Wide Area Networks



Relation between hosts on LANs and the subnet.

Wide Area Networks (2)



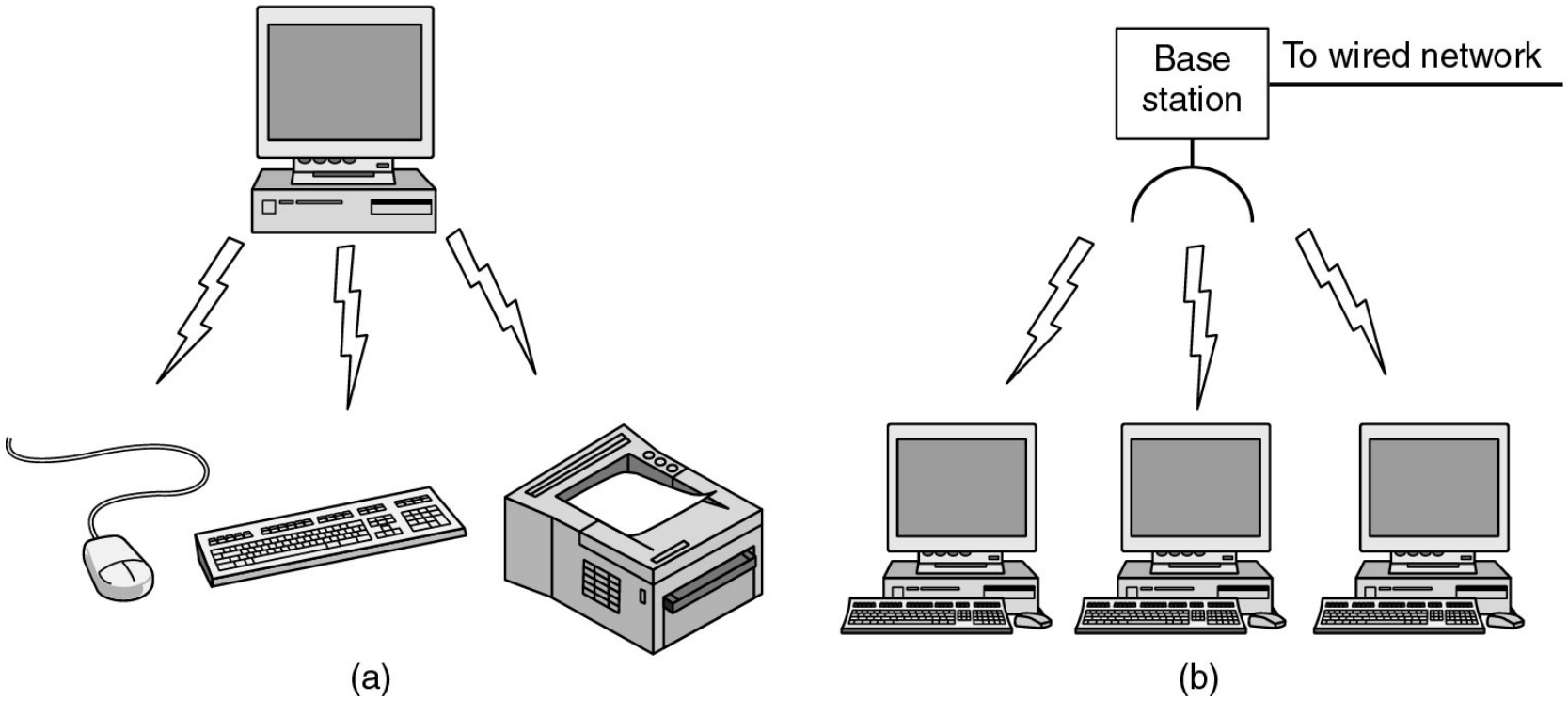
A stream of packets from sender to receiver.

Wireless Networks

Categories of wireless networks:

- System interconnection
- Wireless LANs
- Wireless WANs

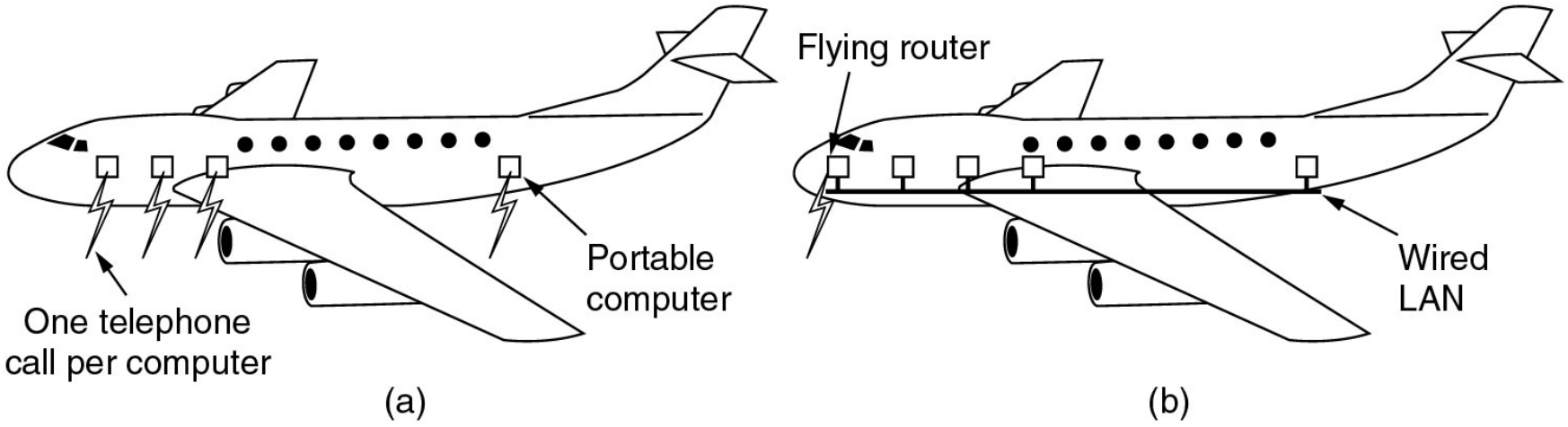
Wireless Networks (2)



(a) Bluetooth configuration

(b) Wireless LAN

Wireless Networks (3)



(a) Individual mobile computers

(b) A flying LAN

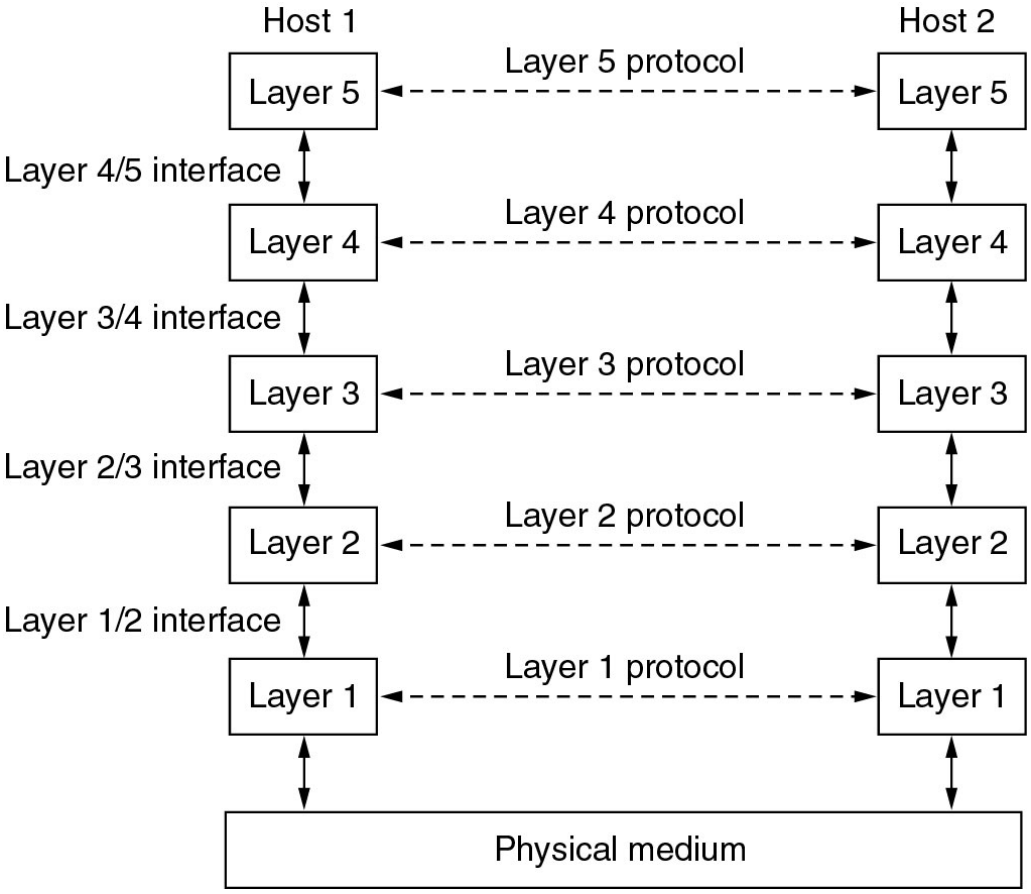
Home Network Categories

- Computers (desktop PC, PDA, shared peripherals
- Entertainment (TV, DVD, VCR, camera, stereo, MP3)
- Telecomm (telephone, cell phone, intercom, fax)
- Appliances (microwave, fridge, clock, furnace, airco)
- Telemetry (utility meter, burglar alarm, babycam).

Network Software

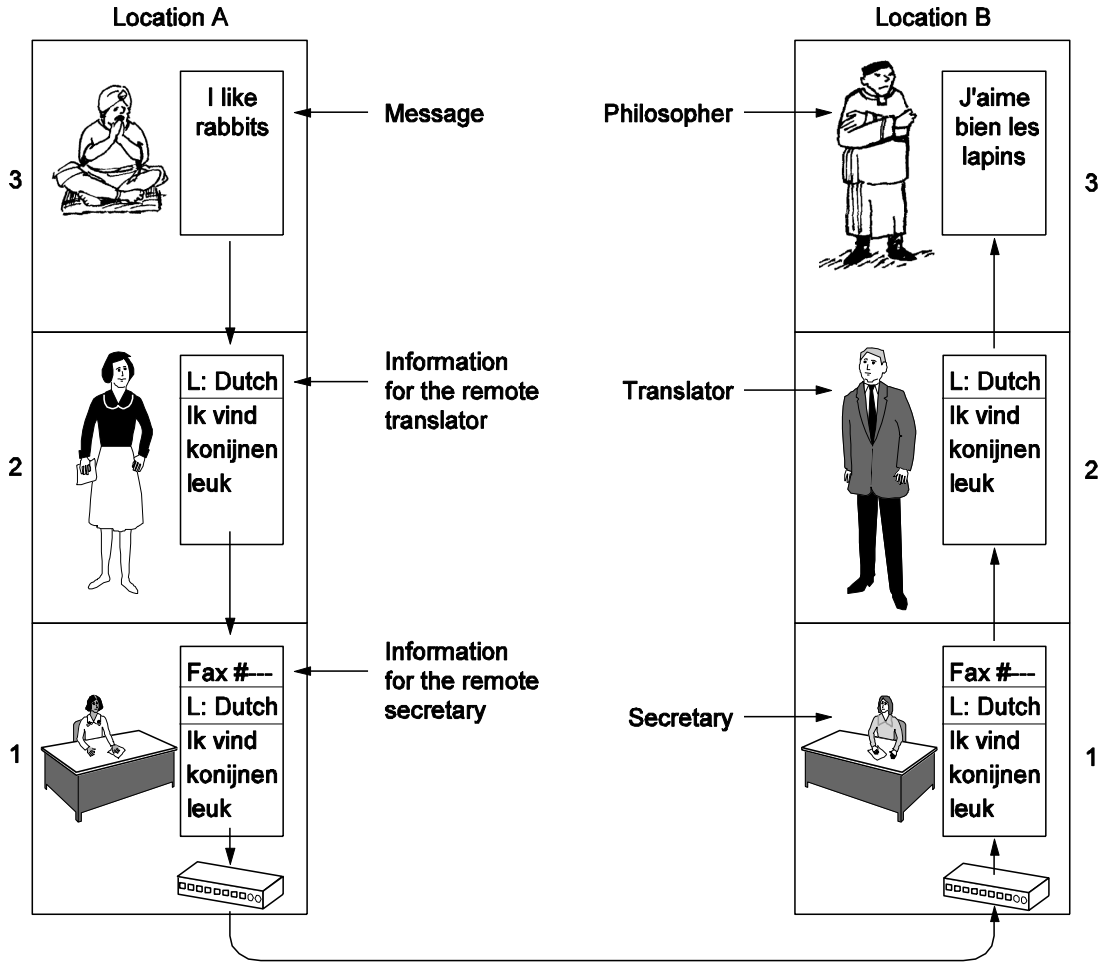
- Protocol Hierarchies
- Design Issues for the Layers
- Connection-Oriented and Connectionless Services
- Service Primitives
- The Relationship of Services to Protocols

Network Software
Protocol Hierarchies



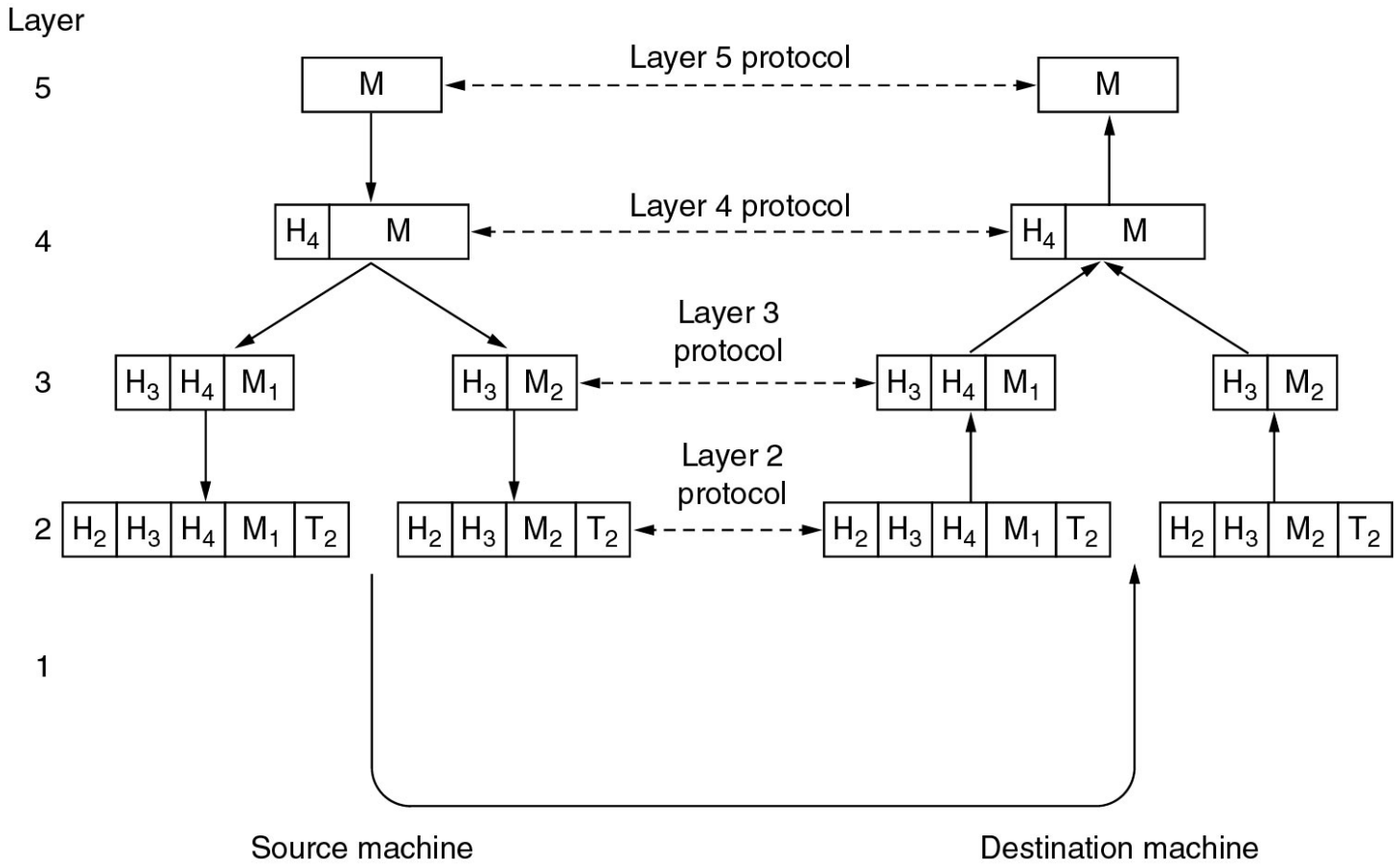
Layers, protocols, and interfaces.

Protocol Hierarchies (2)



The philosopher-translator-secretary architecture.

Protocol Hierarchies (3)



Example information flow supporting virtual communication in layer 5.

Design Issues for the Layers

- Addressing
- Error Control
- Flow Control
- Multiplexing
- Routing

Connection-Oriented and Connectionless Services

	Service	Example
Connection-oriented	Reliable message stream	Sequence of pages
	Reliable byte stream	Remote login
	Unreliable connection	Digitized voice
Connection-less	Unreliable datagram	Electronic junk mail
	Acknowledged datagram	Registered mail
	Request-reply	Database query

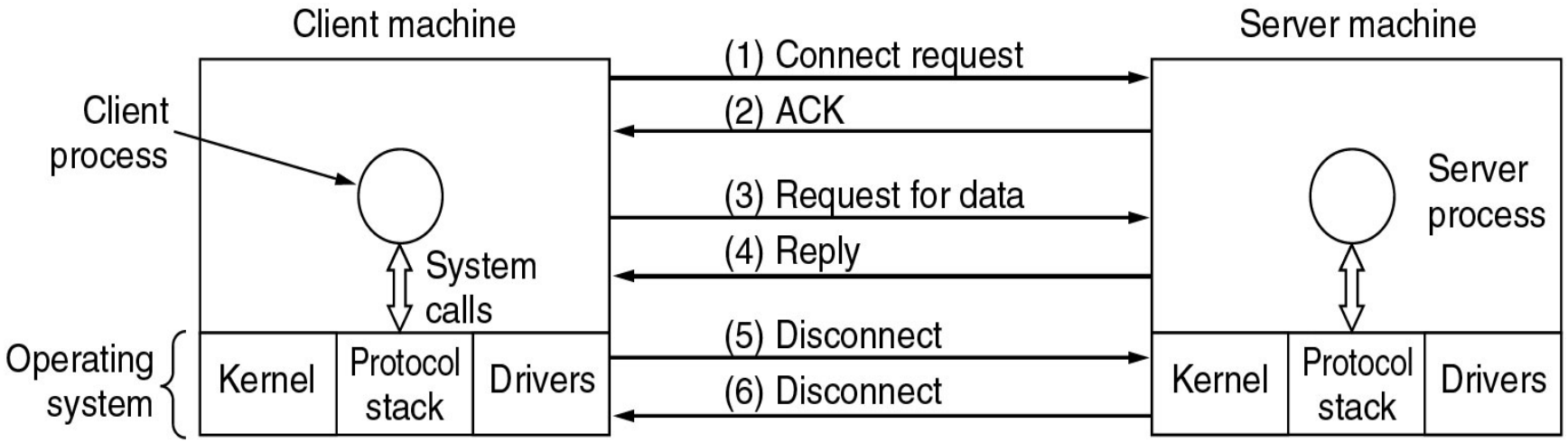
Six different types of service.

Service Primitives

Primitive	Meaning
LISTEN	Block waiting for an incoming connection
CONNECT	Establish a connection with a waiting peer
RECEIVE	Block waiting for an incoming message
SEND	Send a message to the peer
DISCONNECT	Terminate a connection

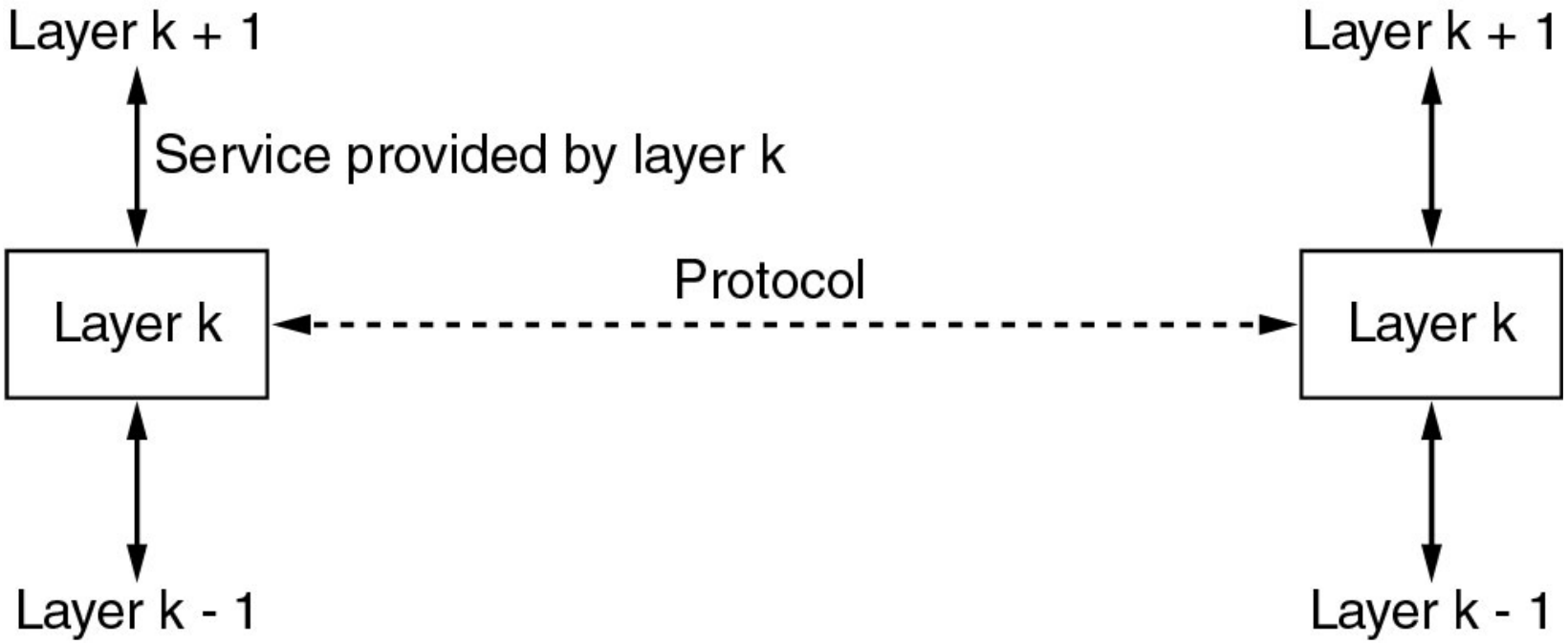
Five service primitives for implementing a simple connection-oriented service.

Service Primitives (2)



Packets sent in a simple client-server interaction on a connection-oriented network.

Services to Protocols Relationship



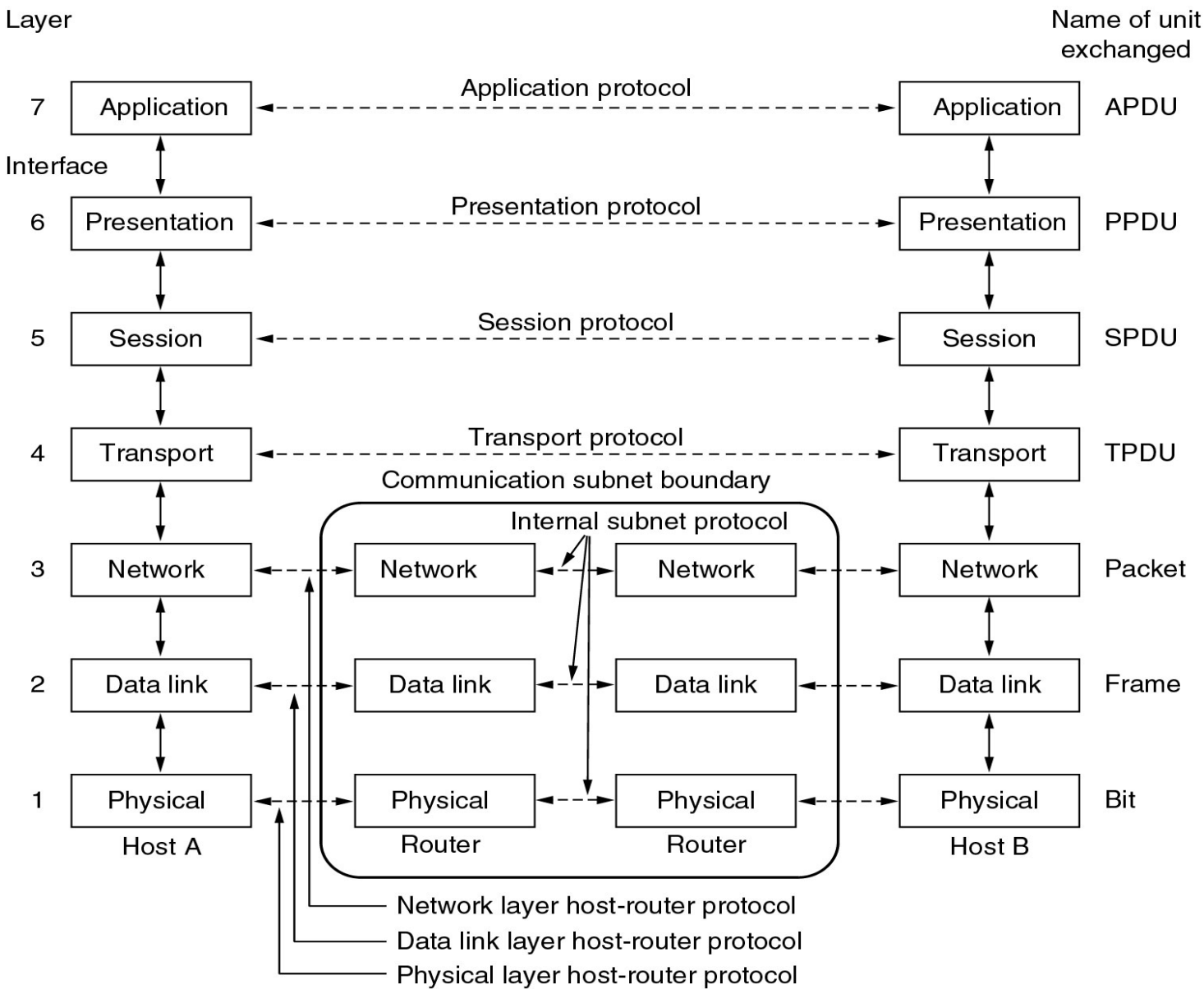
The relationship between a service and a protocol.

Reference Models

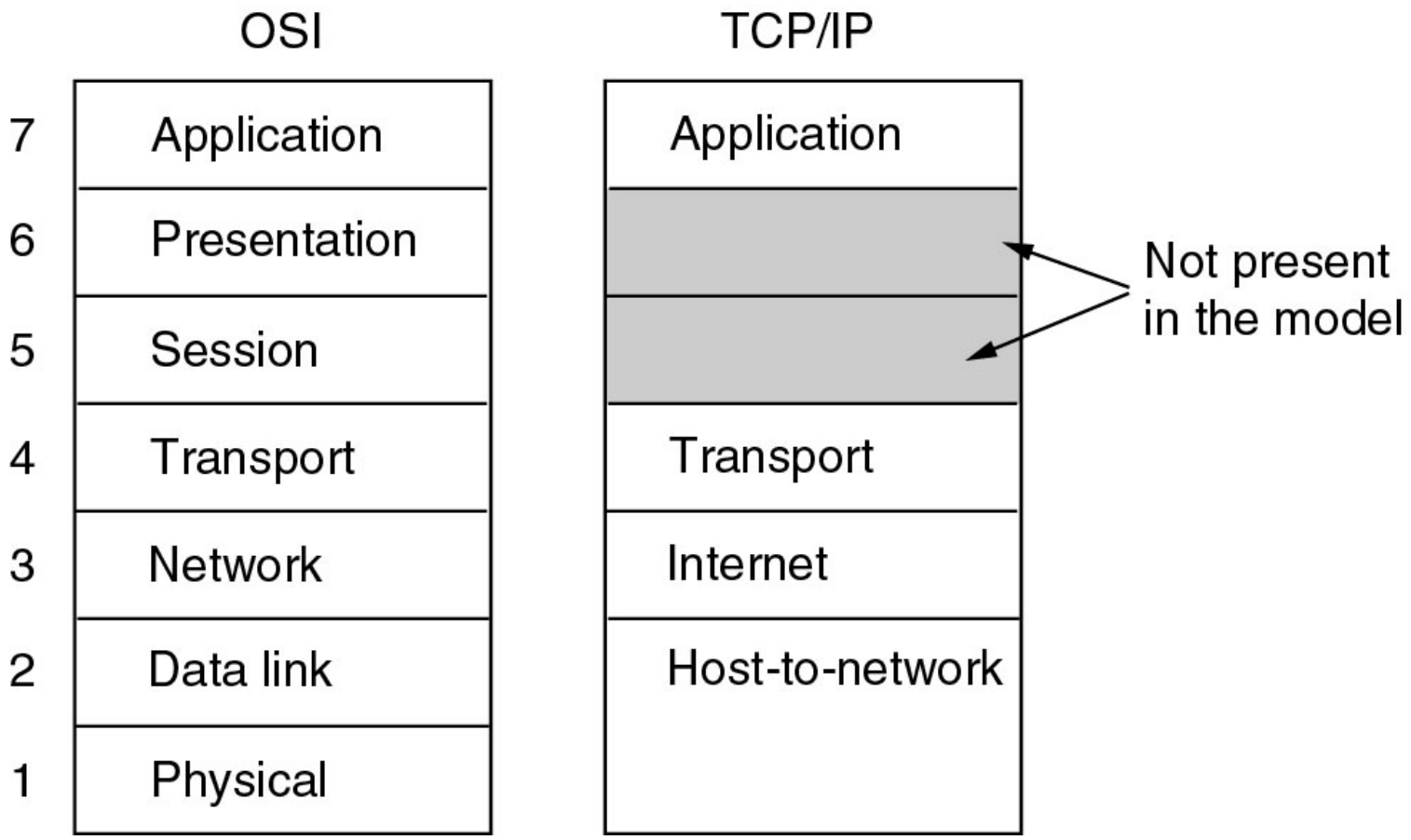
- The OSI Reference Model
- The TCP/IP Reference Model
- A Comparison of OSI and TCP/IP
- A Critique of the OSI Model and Protocols
- A Critique of the TCP/IP Reference Model

Reference Models

The OSI reference model.

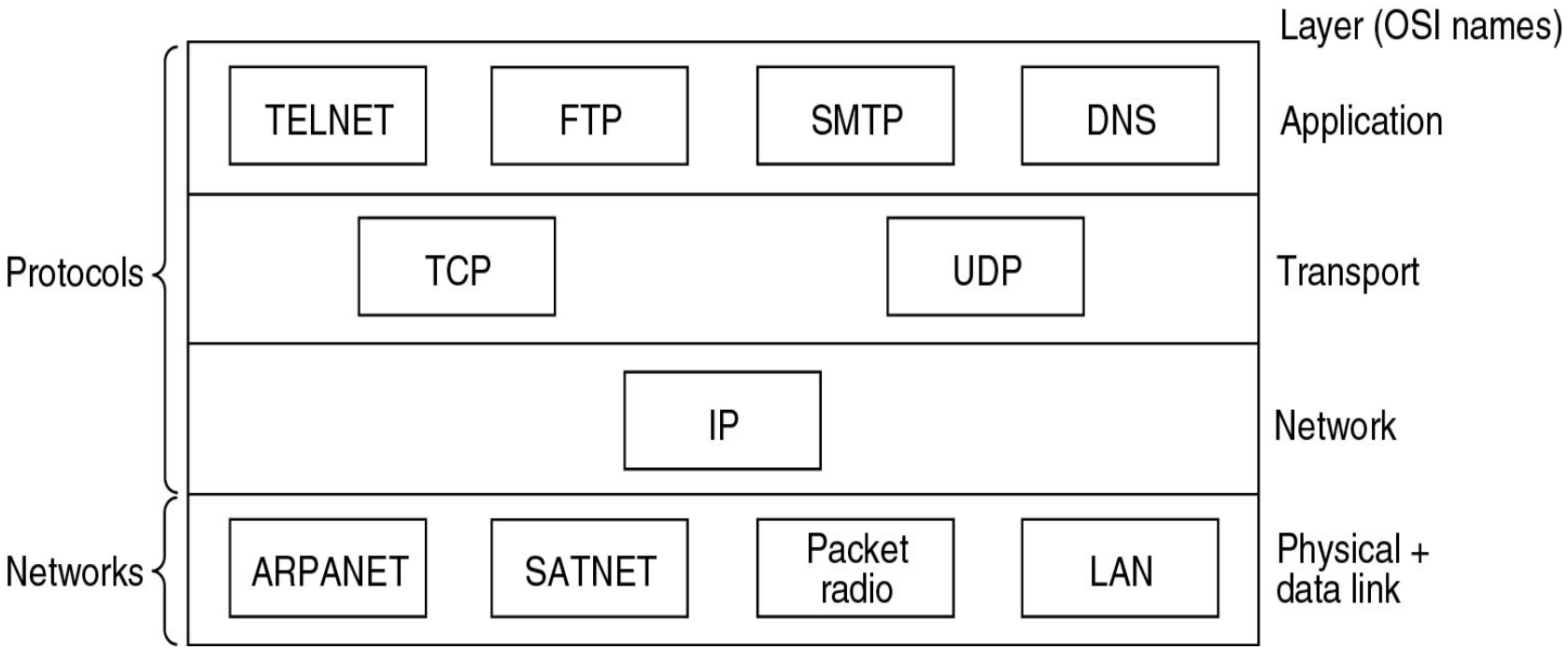


Reference Models (2)



The TCP/IP reference model.

Reference Models (3)



Protocols and networks in the TCP/IP model initially.

Comparing OSI and TCP/IP Models

Concepts central to the OSI model

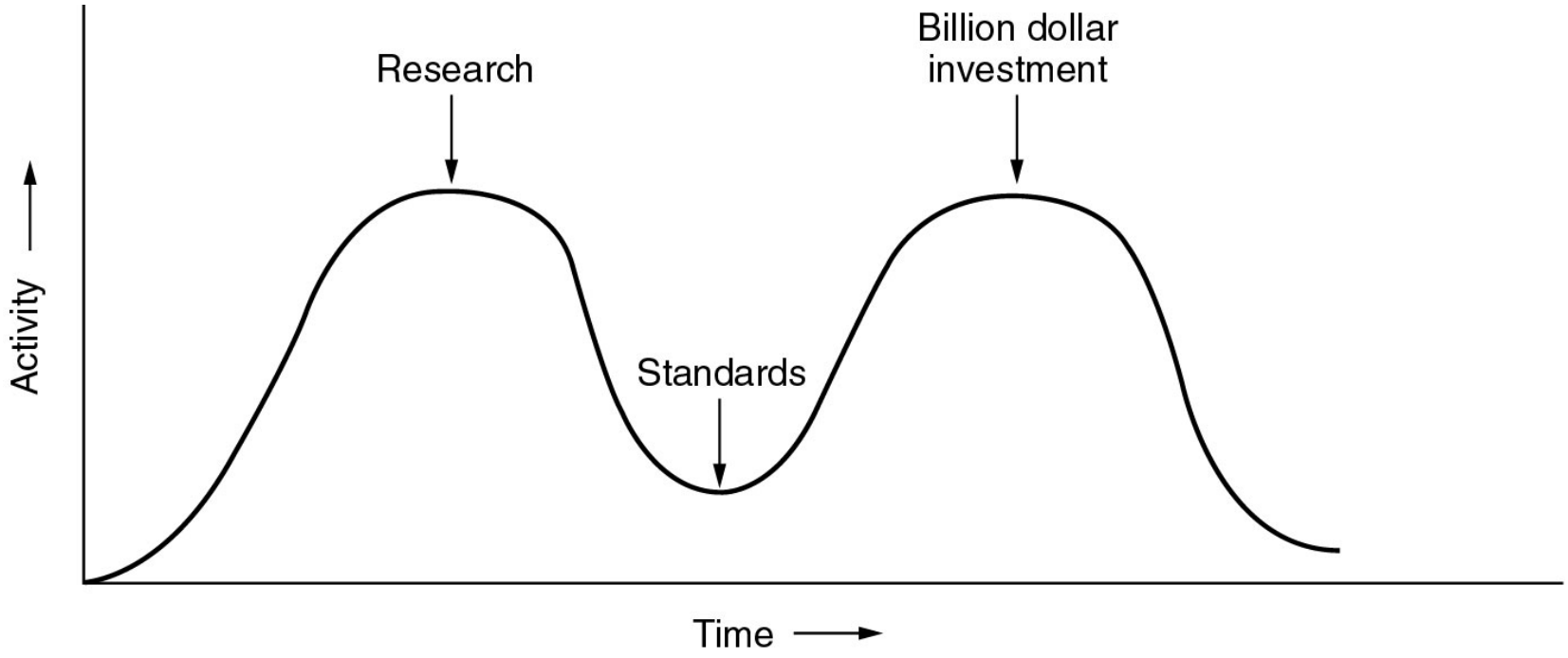
- Services
- Interfaces
- Protocols

A Critique of the OSI Model and Protocols

Why OSI did not take over the world

- Bad timing
- Bad technology
- Bad implementations
- Bad politics

Bad Timing



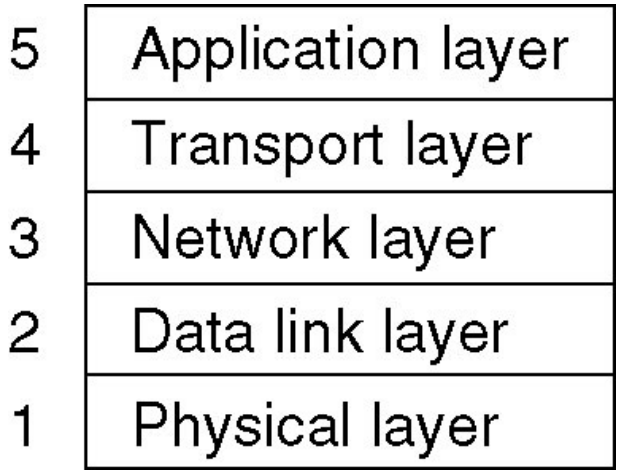
The apocalypse of the two elephants.

A Critique of the TCP/IP Reference Model

Problems:

- Service, interface, and protocol not distinguished
- Not a general model
- Host-to-network “layer” not really a layer
- No mention of physical and data link layers
- Minor protocols deeply entrenched, hard to replace

Hybrid Model



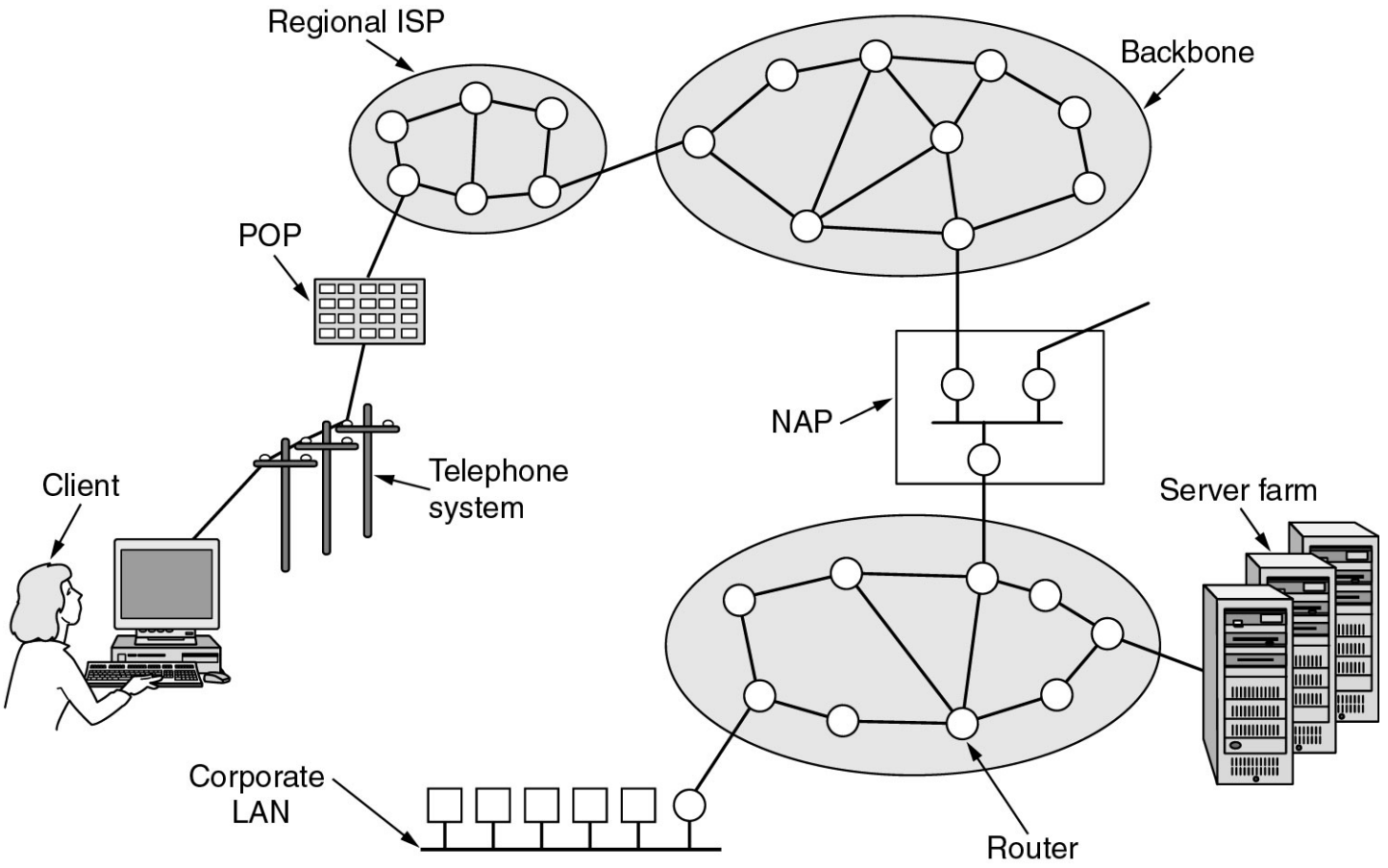
The hybrid reference model to be used in this book.

Internet Usage

Traditional applications (1970 – 1990)

- E-mail
- News
- Remote login
- File transfer

Architecture of the Internet



Overview of the Internet.

Network Standardization

- Who's Who in the Telecommunications World
- Who's Who in the International Standards World
- Who's Who in the Internet Standards World

ITU

- Main sectors
  - Radiocommunications
  - Telecommunications Standardization
  - Development
- Classes of Members
  - National governments
  - Sector members
  - Associate members
  - Regulatory agencies

IEEE 802 Standards

Number	Topic
802.1	Overview and architecture of LANs
802.2 ↓	Logical link control
802.3 *	Ethernet
802.4 ↓	Token bus (was briefly used in manufacturing plants)
802.5	Token ring (IBM's entry into the LAN world)
802.6 ↓	Dual queue dual bus (early metropolitan area network)
802.7 ↓	Technical advisory group on broadband technologies
802.8 †	Technical advisory group on fiber optic technologies
802.9 ↓	Isochronous LANs (for real-time applications)
802.10 ↓	Virtual LANs and security
802.11 *	Wireless LANs
802.12 ↓	Demand priority (Hewlett-Packard's AnyLAN)
802.13	Unlucky number. Nobody wanted it
802.14 ↓	Cable modems (defunct: an industry consortium got there first)
802.15 *	Personal area networks (Bluetooth)
802.16 *	Broadband wireless
802.17	Resilient packet ring

The 802 working groups. The important ones are marked with *. The ones marked with ↓ are hibernating. The one marked with † gave up.