

# Mastering TCP/IP

## § 1. Basic Knowledge of the Internet

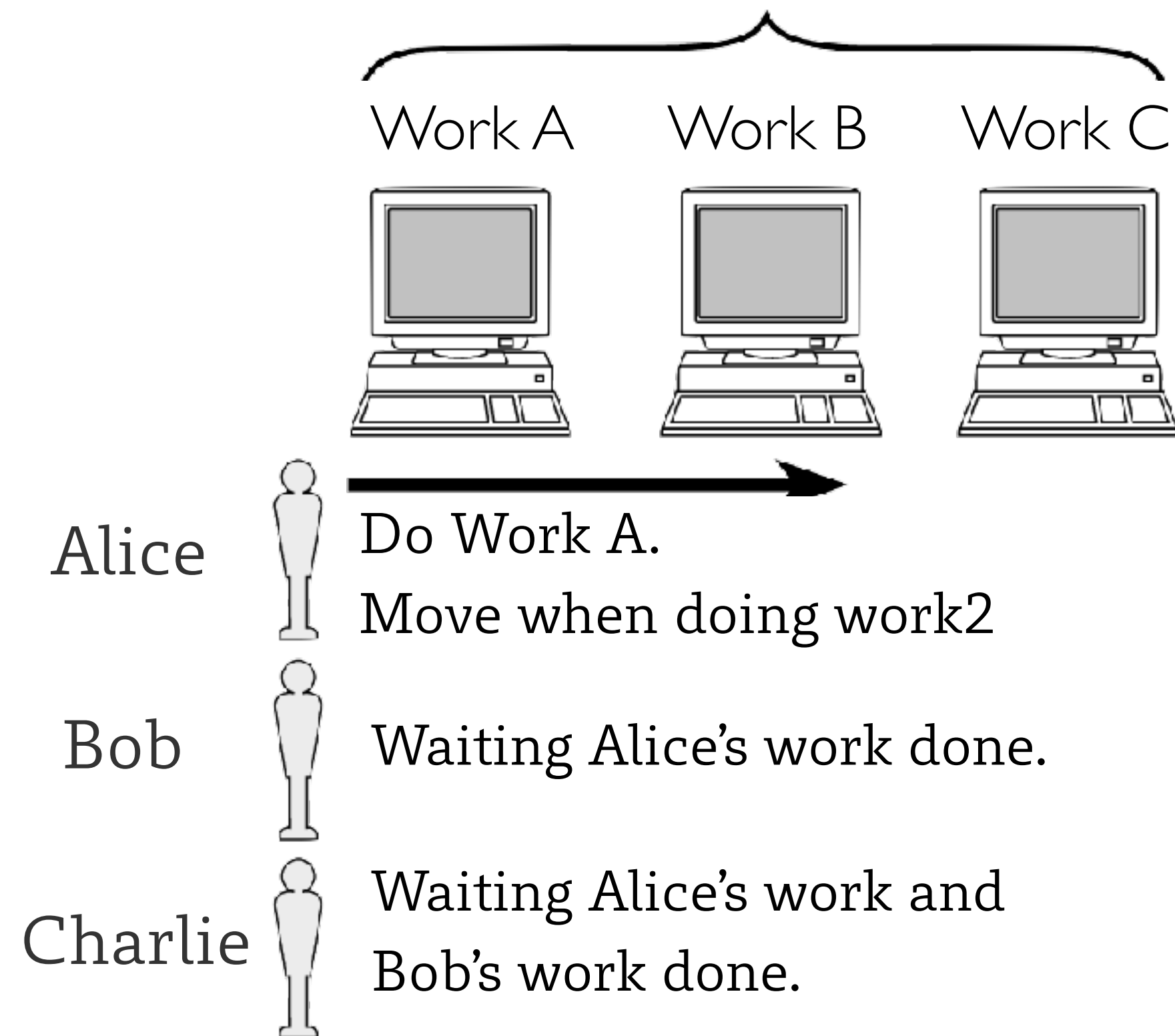
KUMO B4 shuya



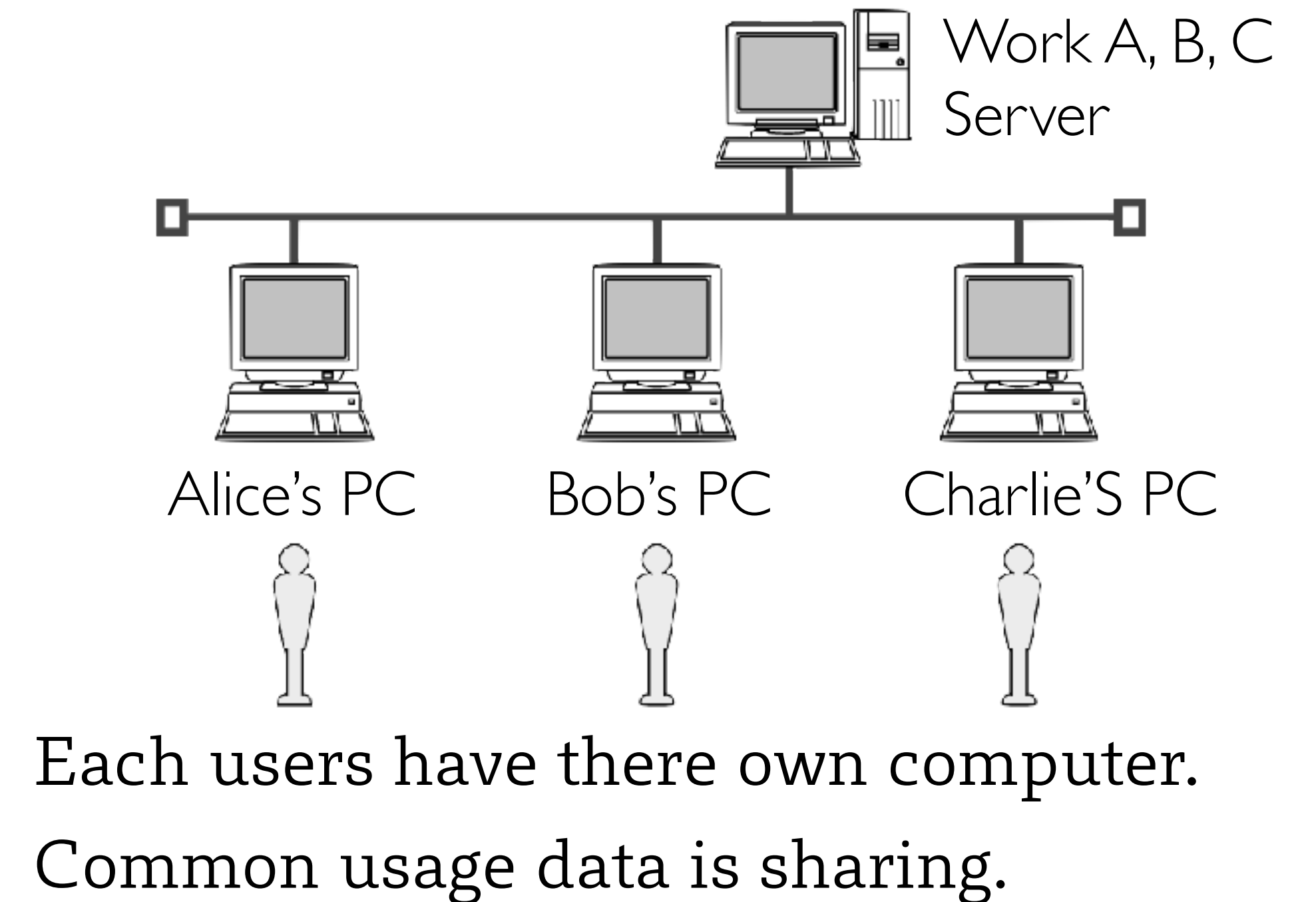
## Standalone to Computer Networks

### Standalone

These Computers are **isolated**.  
Data is not shared.

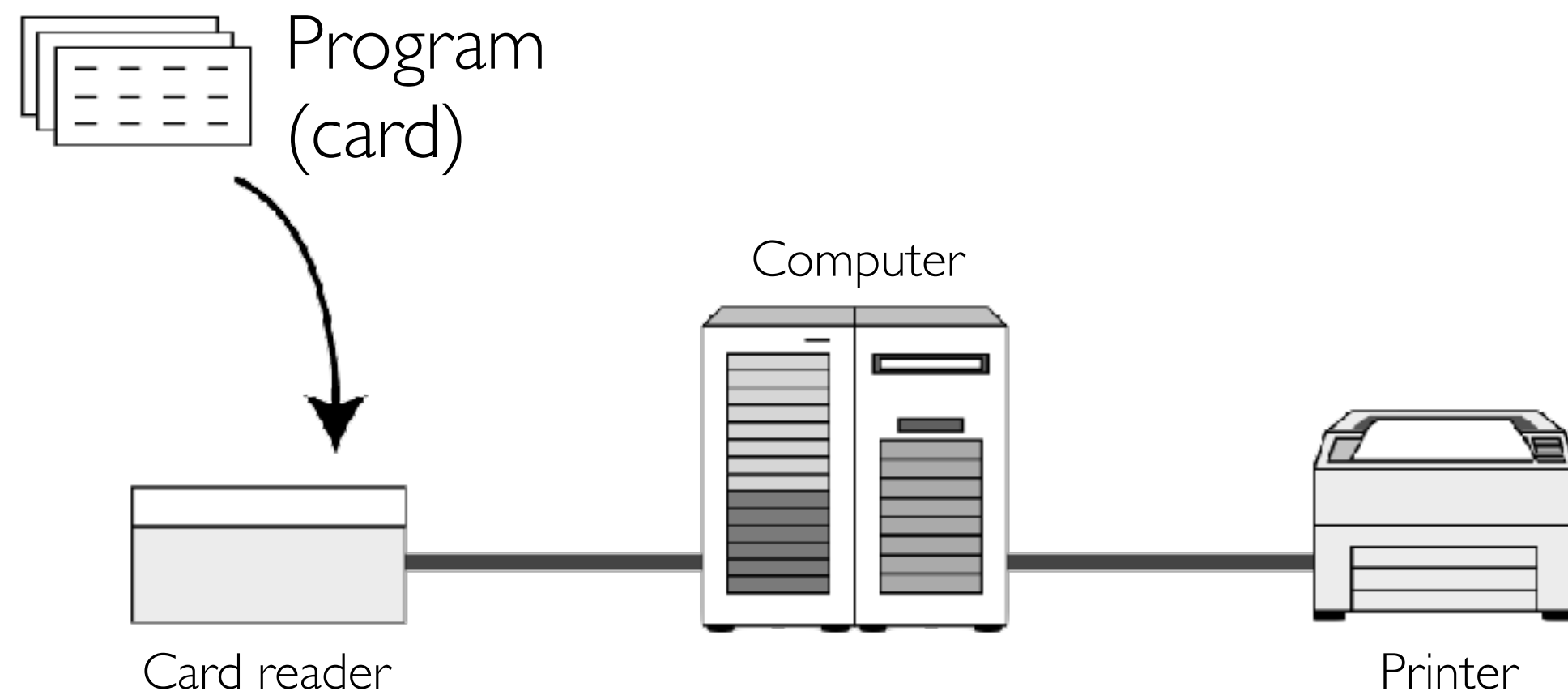


### Use Network

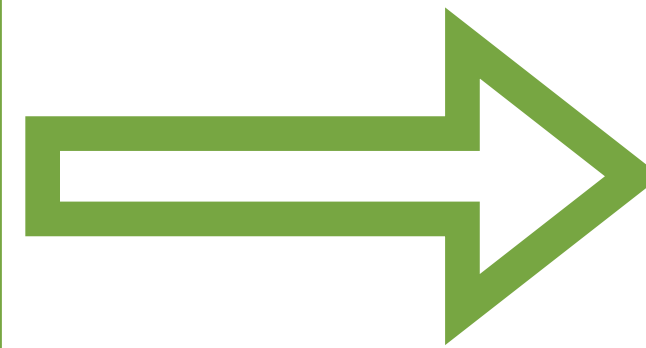


## Batch Processing

- Executing a series of jobs all at one time.
- When this time Computer is very huge and expensive, difficult to handle.

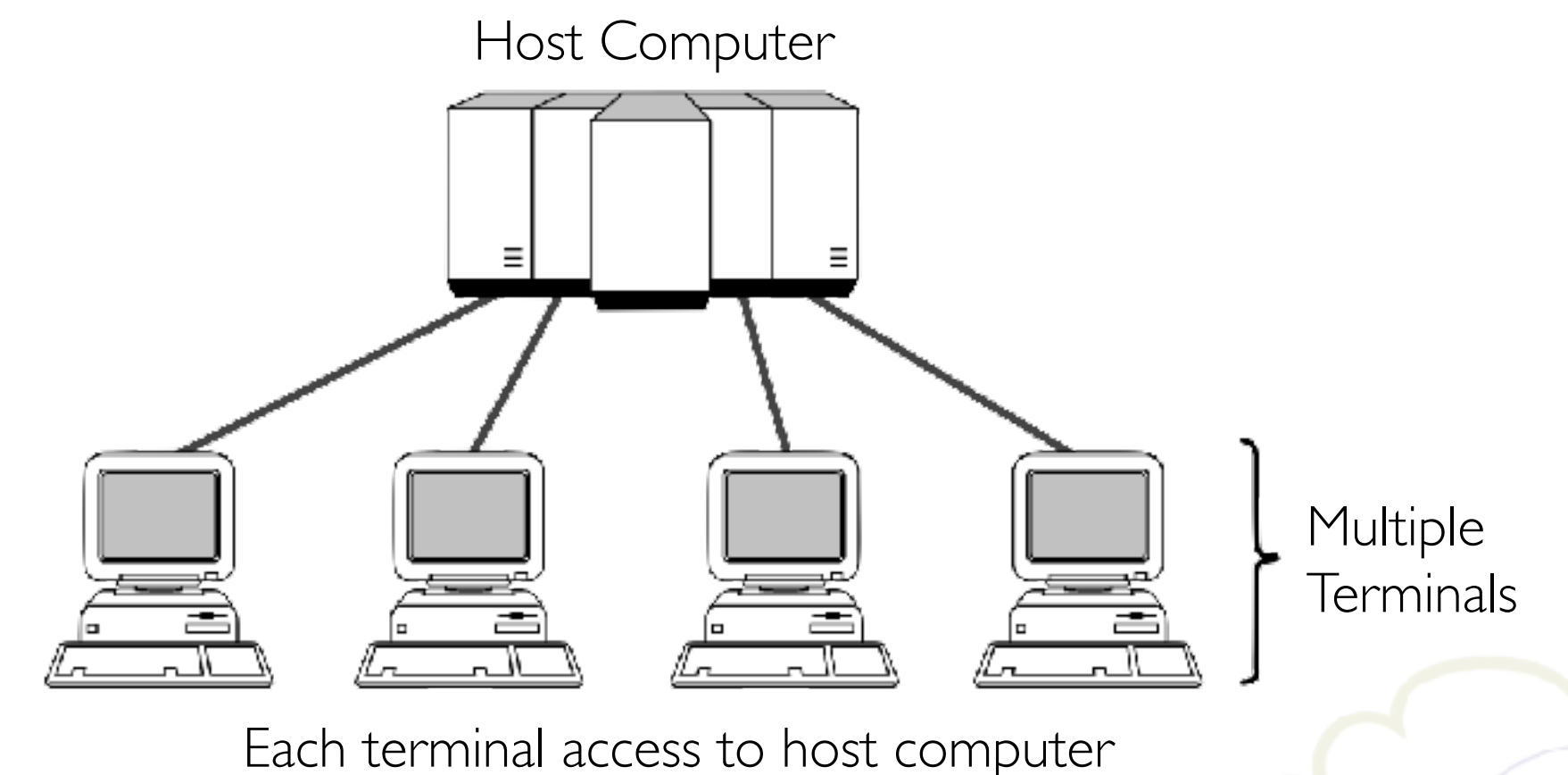


Program written in card output from card reader. After computer processing, results can get from printer.



## TSS (Time Sharing System)

- Sharing of a computing resource among many users at same time.
- It enables to interactive use of computers.
- In TSS, Computers are linked by star network.

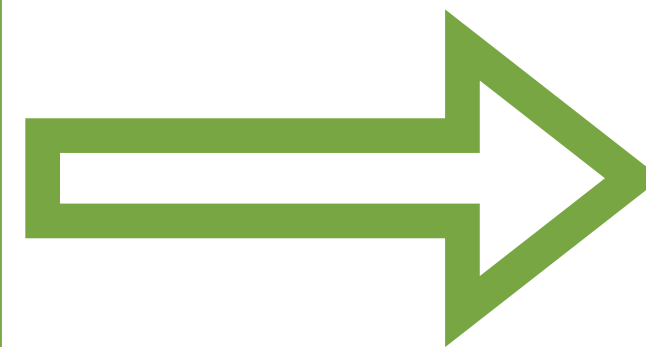
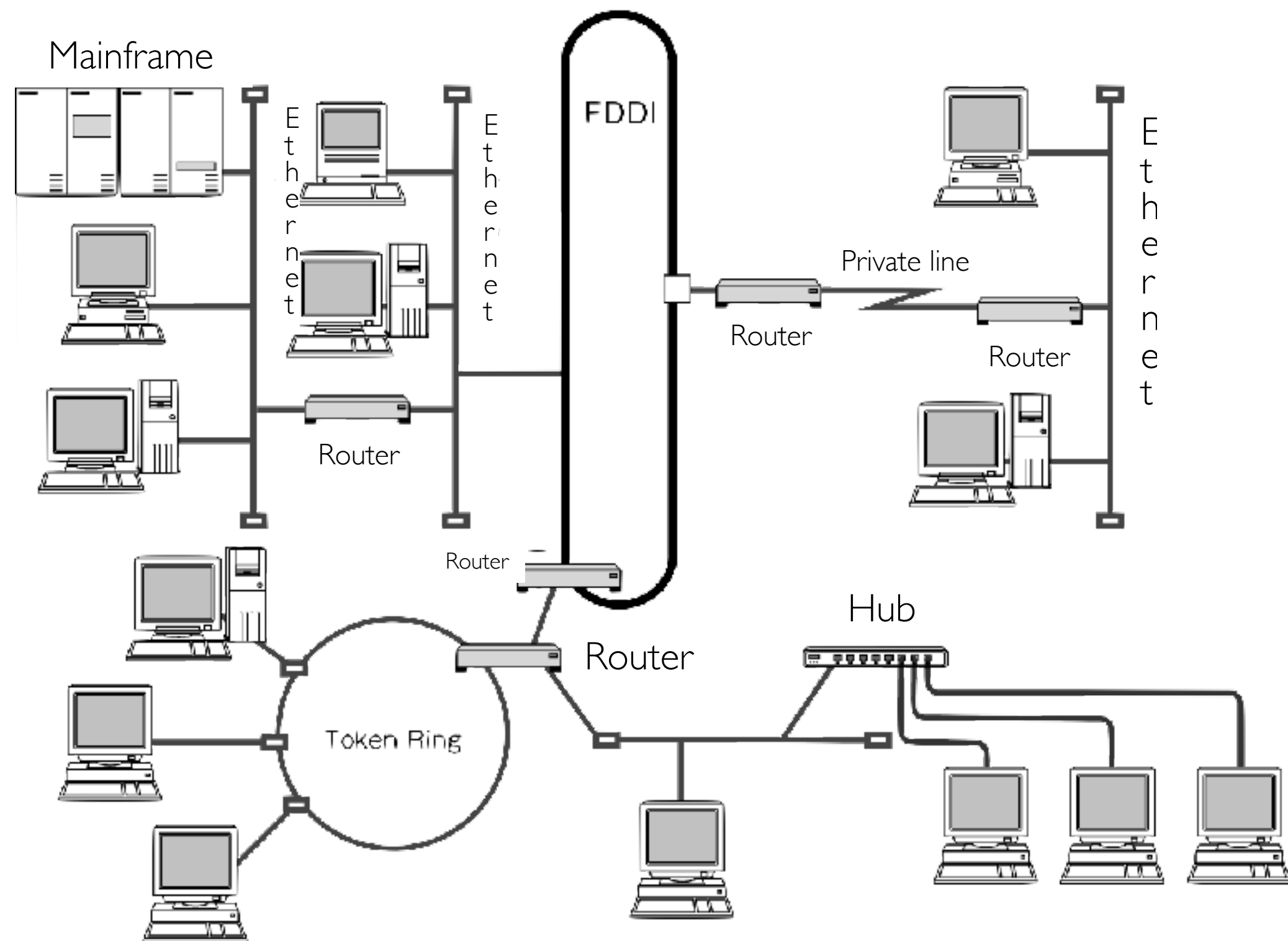


# 1.2 Evolution of Computer & Network

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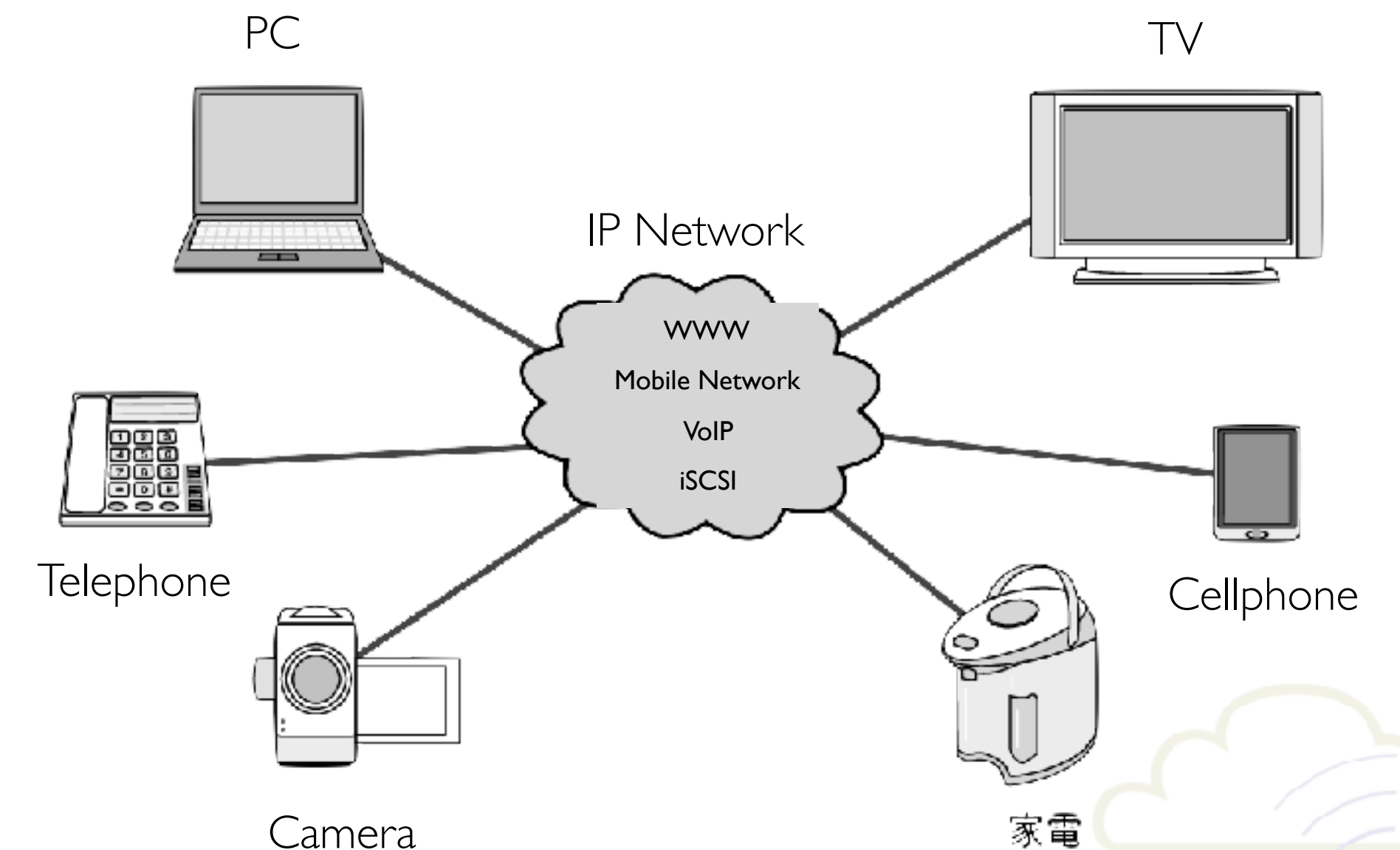
## Computer Network

- Connect computer to computer.
- Before that time, data was sent in physical.



## the Internet

- the Internet enables to connect among multi vender.
- At same time, E-mail and WWW was popular.

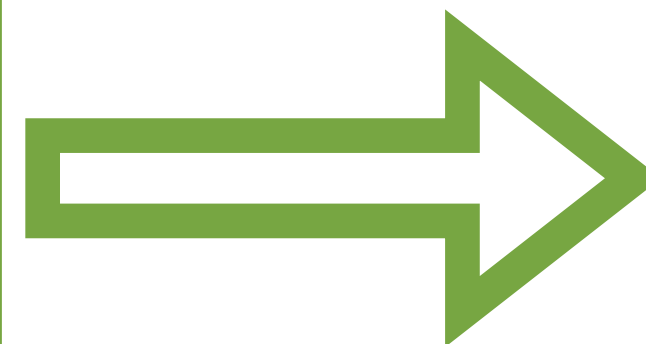
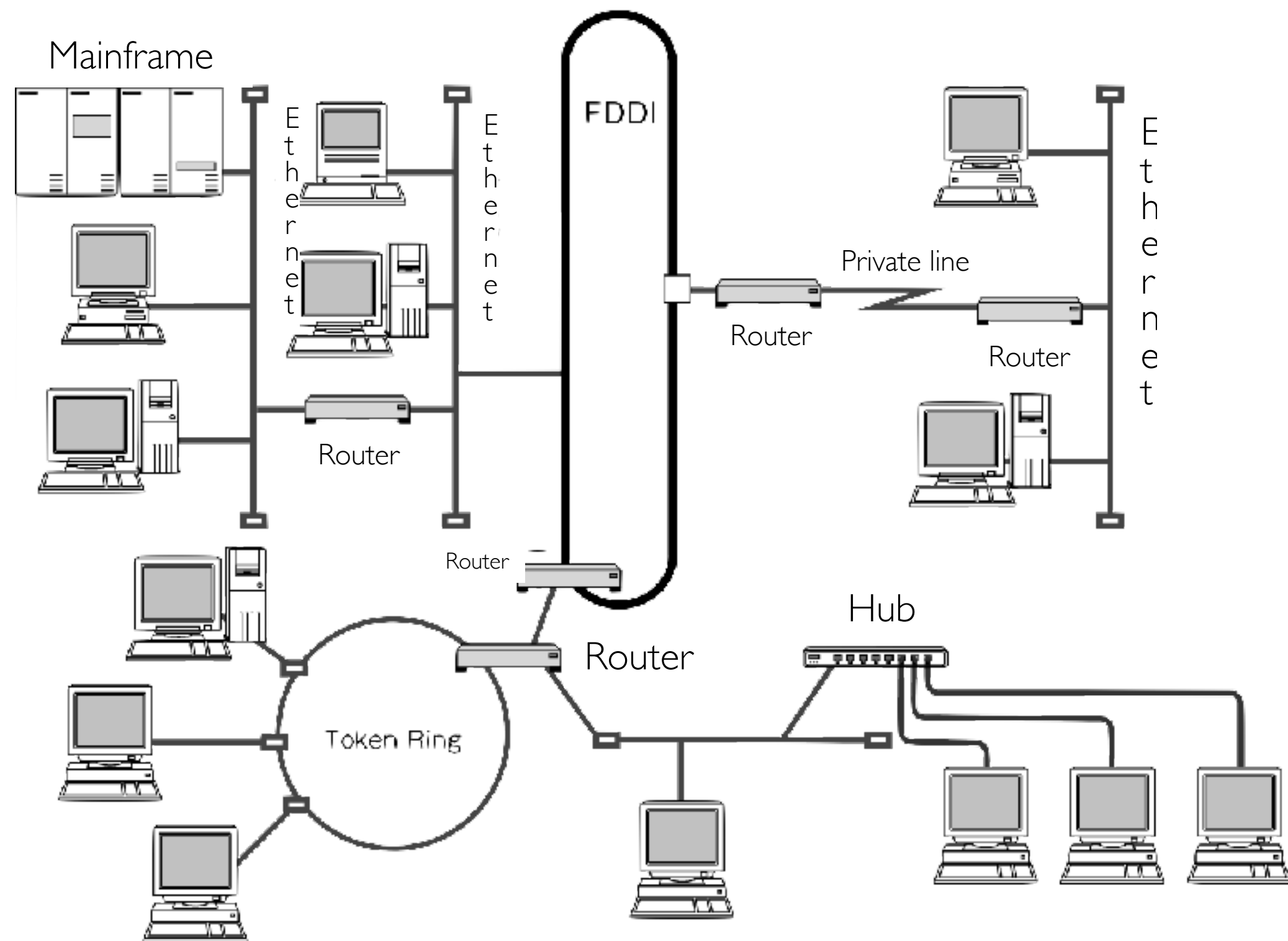


# 1.2 Evolution of Computer & Network

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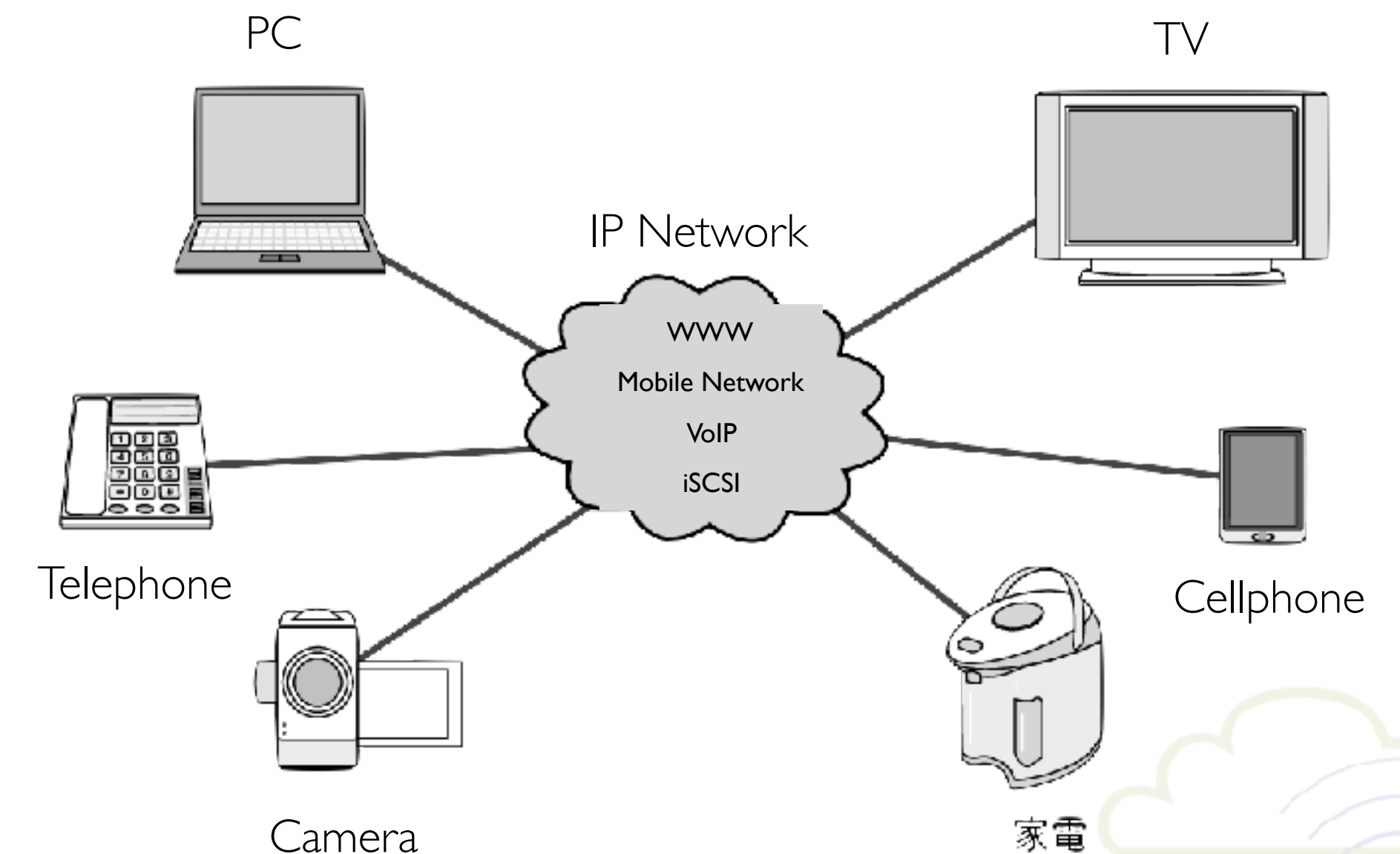
## Computer Network

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# 1.2 What is Protocol ??

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## What is Protocol ??

- Protocol means rules.
- Systematically summarization of protocol is called “**Network Architecture**”.
- If we use different protocol each by each, we can't communicate with other.

## Who dose decide Protocol ??

- Standardize organization decide (standardize) protocol.
- Ex ...



Internet Engineering Task Force



International Organization  
for Standardization



International Telecommunication Union



American National Standards Institute

# 1.5 Layering Model

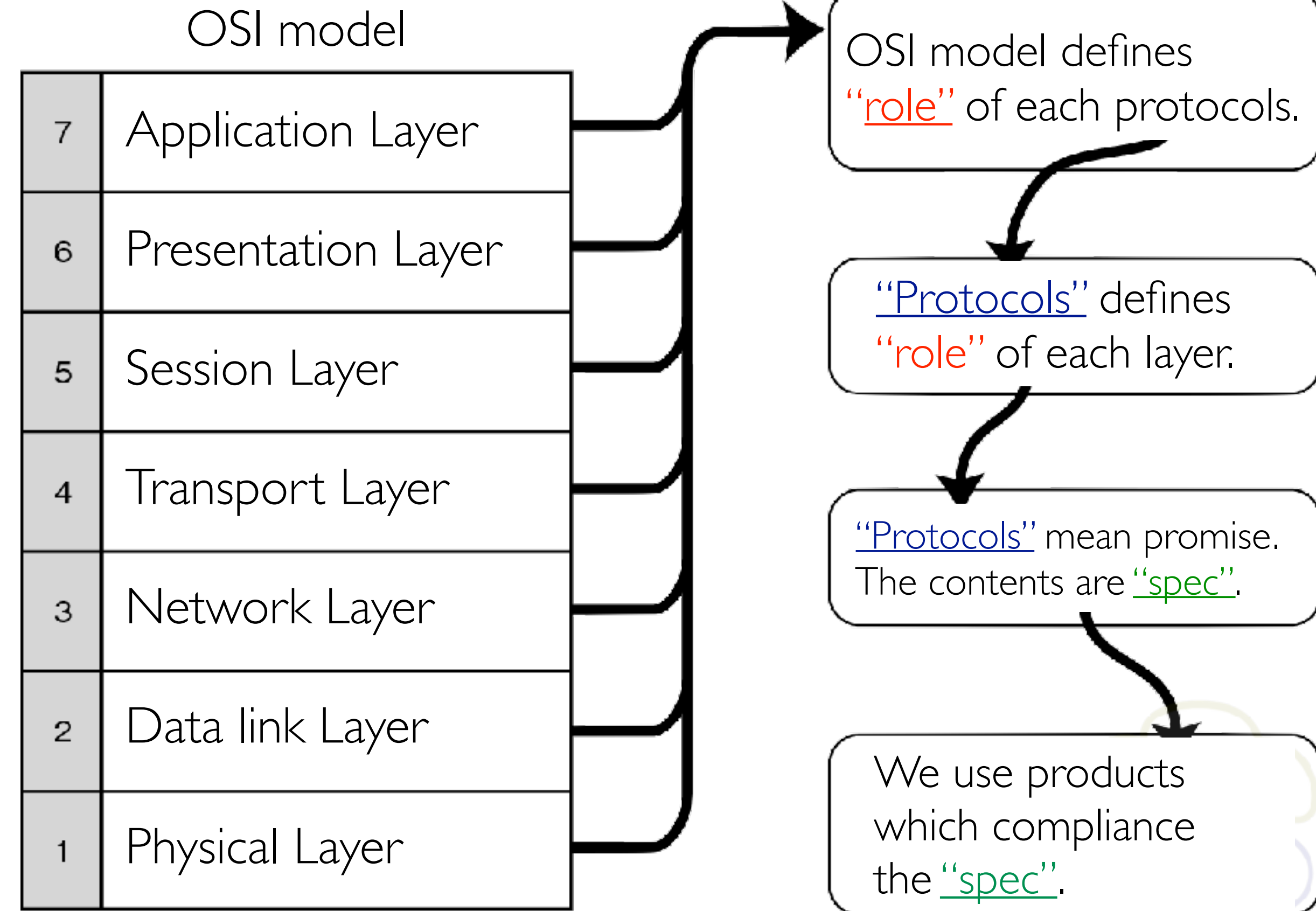
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## Hierarchical protocol

- Hierarchical protocol is similar to modularization.
- Dividing each functions make simplification network protocols.

## OSI model

- OSI model is one of the most famous layering model in computer network.

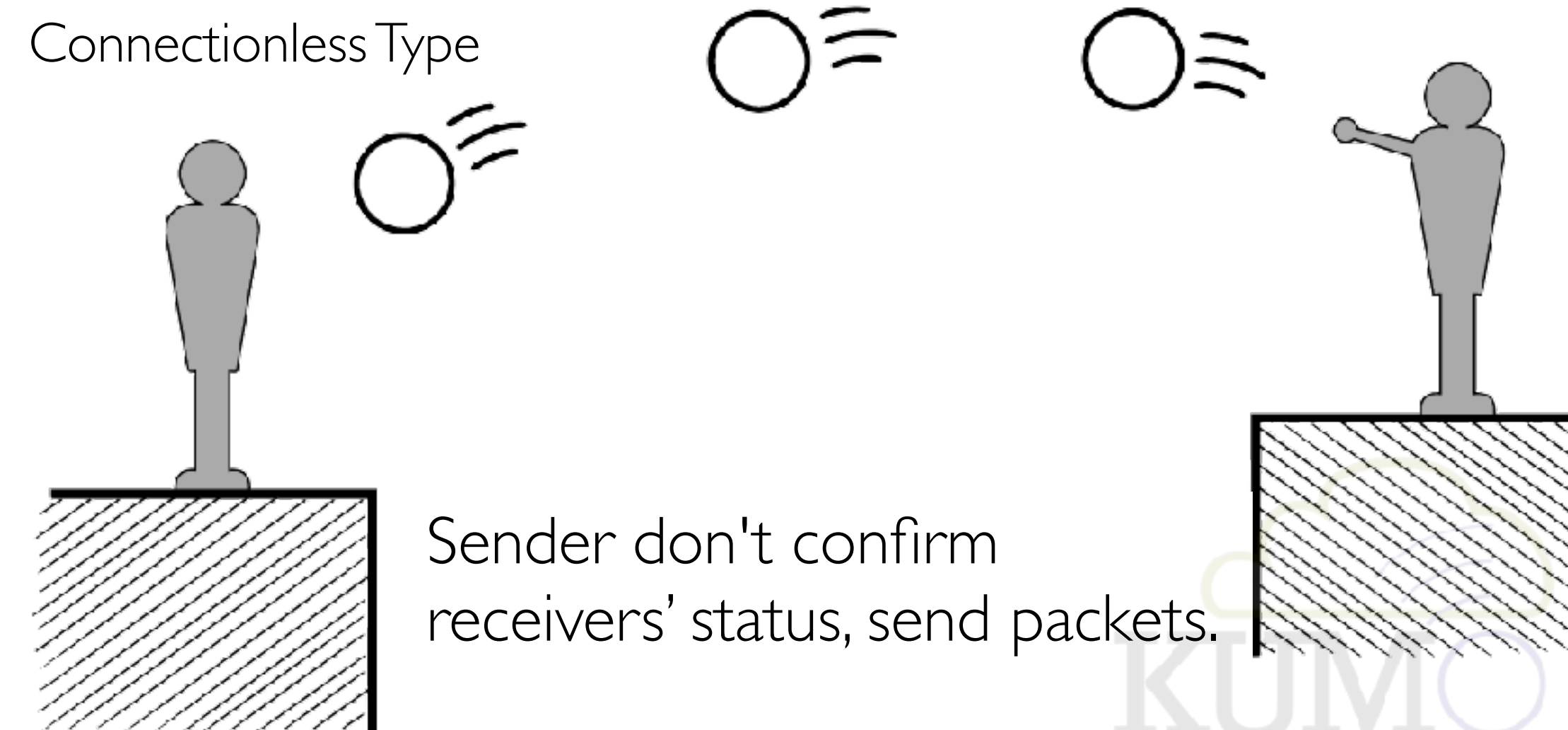
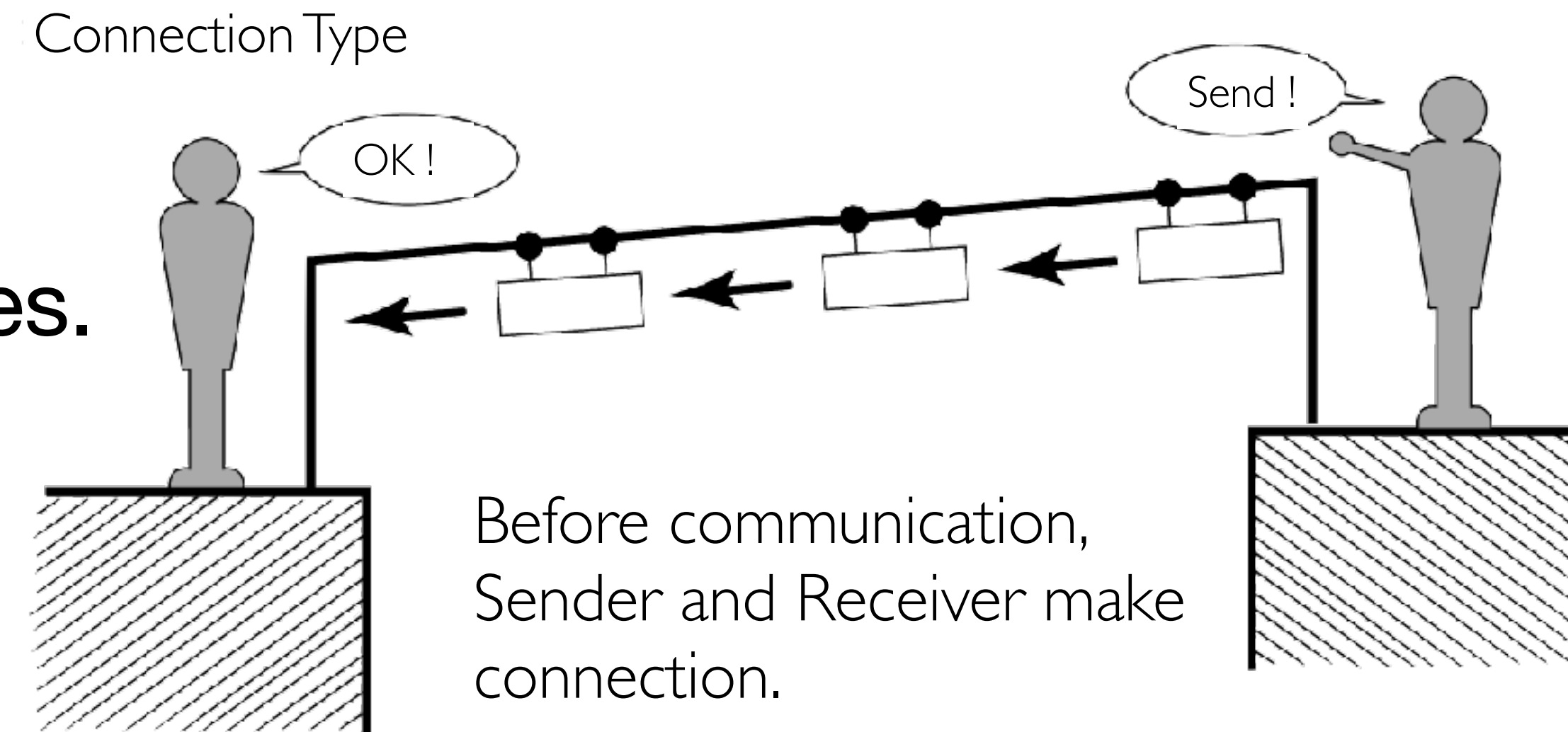


# 1.7 Type of communication method

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## Type of data delivery

- Method of data delivery is separated to 2 types.
  - **Connection Type**
  - **Connectionless Type**





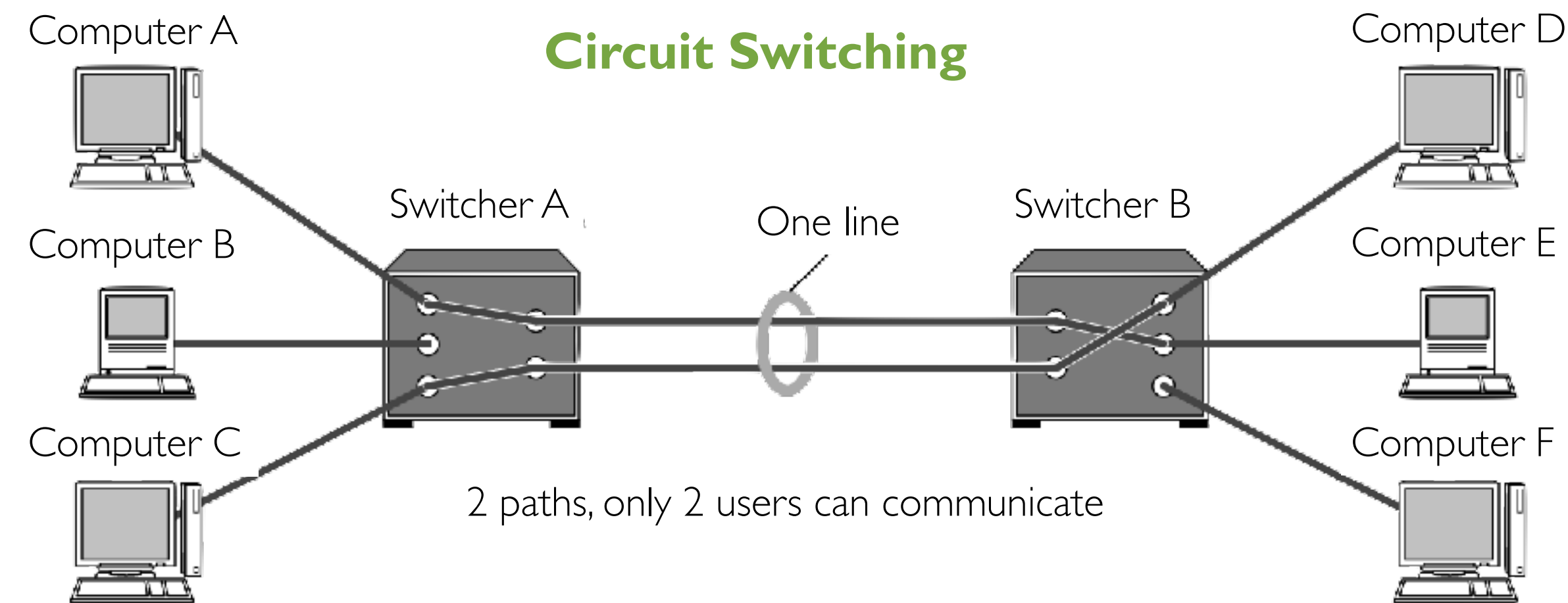
# 1.7 Type of communication method

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## Type of transfer method

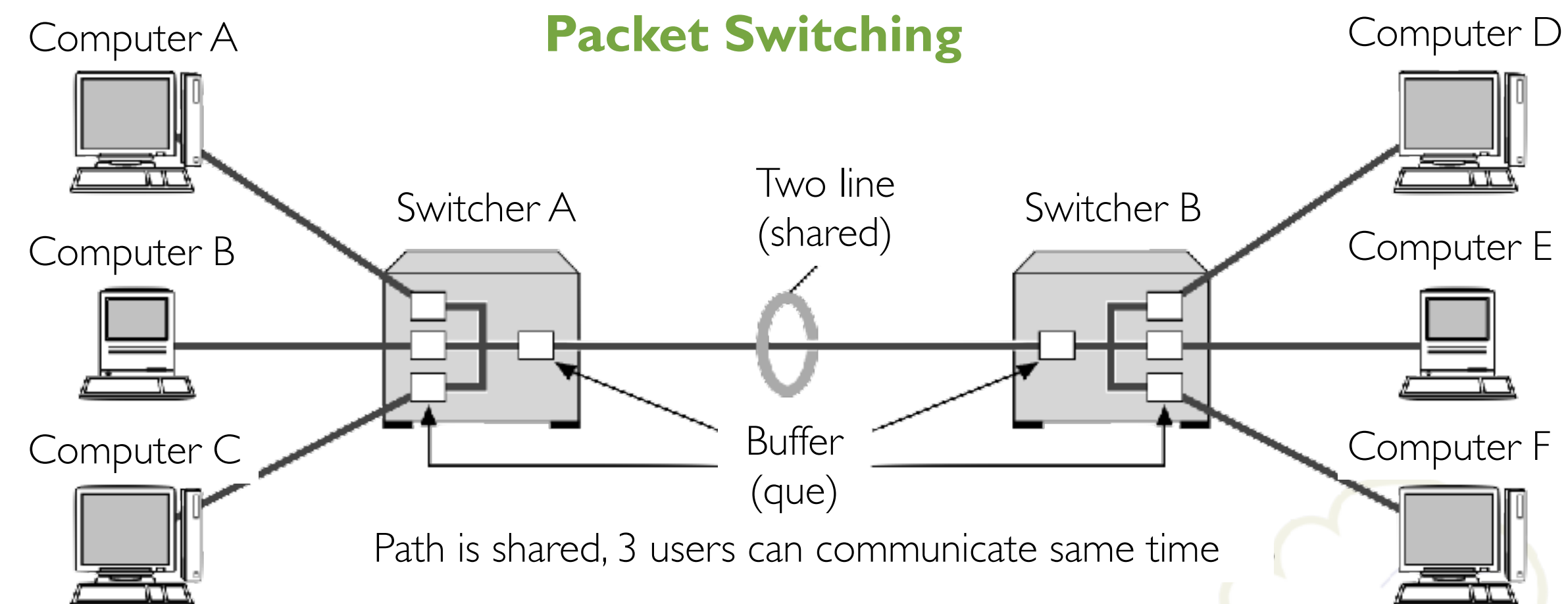
- **Circuit switching**

- To occupy connection path.
- Line is limited by number of switcher.



- **Packet switching**

- Connection path is shared.
- Multiple users can use same path.
- Data is split to **packet** and send.



## Classification of communication method

- **Unicast**

- Sending messages to single network.

- **Broadcast**

- Sending messages to all network.

- **Multicast**

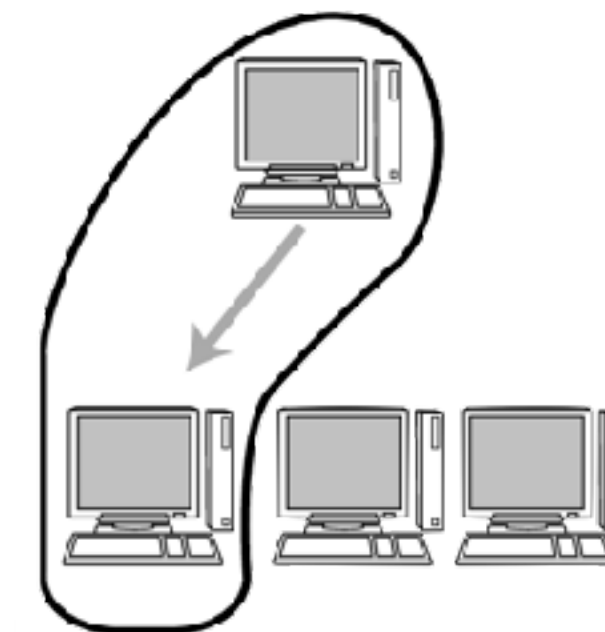
- Sending messages to specific group.

- **Anycast**

- Sending messages to specific one host (not intend).

### Unicast

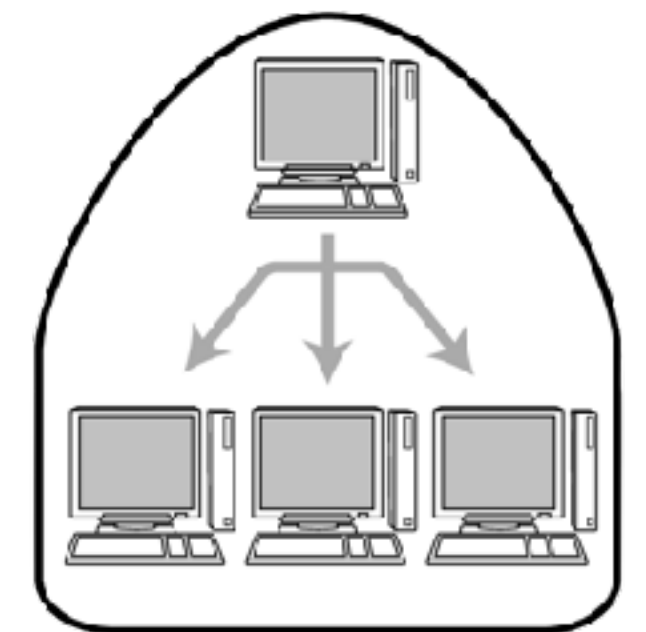
One to one communication



生徒と先生や、生徒同士での、1対1の会話と考えてもよい。

### Broadcast

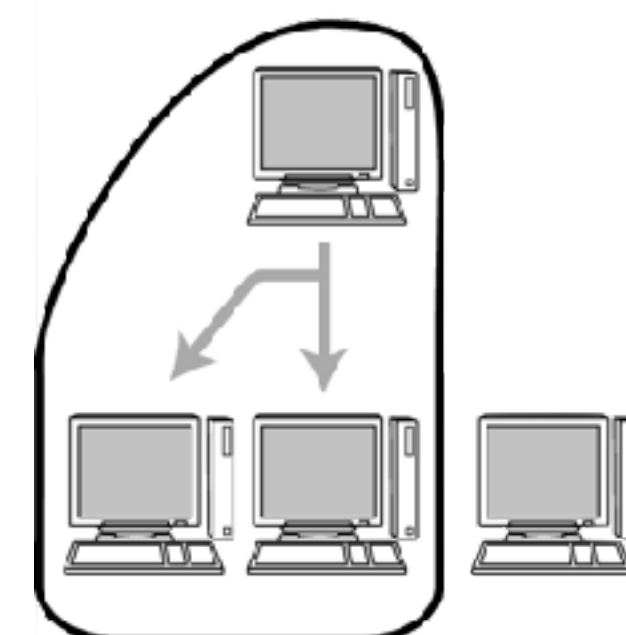
All computer (same datalink)



全校朝礼での校長先生のお話と考えてもよい。

### Multicast

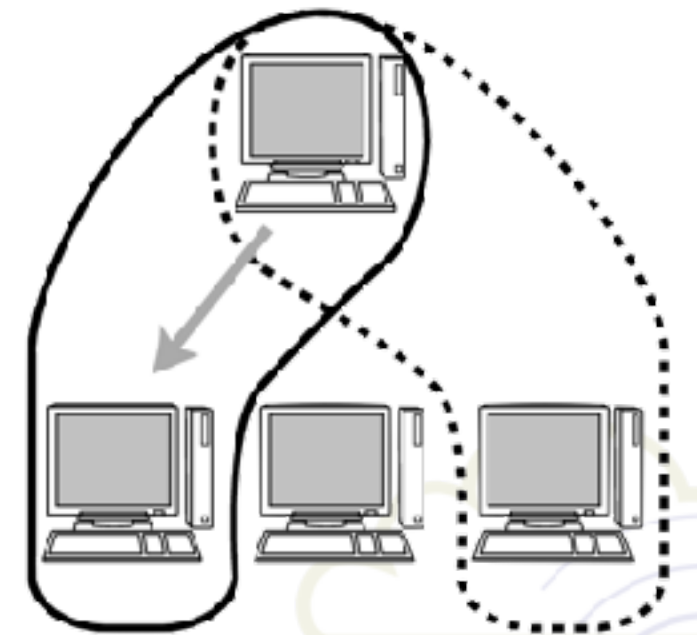
Communicate in specific group



全校のうちで1年1組にだけ向けた案内や、各委員会に向けた案内だと考えてもよい。

### Anycast

Communicate to specific one



先生が1年1組の誰かに資料の配布を手伝ってほしいと呼びかけ、生徒のうち1人が行動すると考えてもよい。

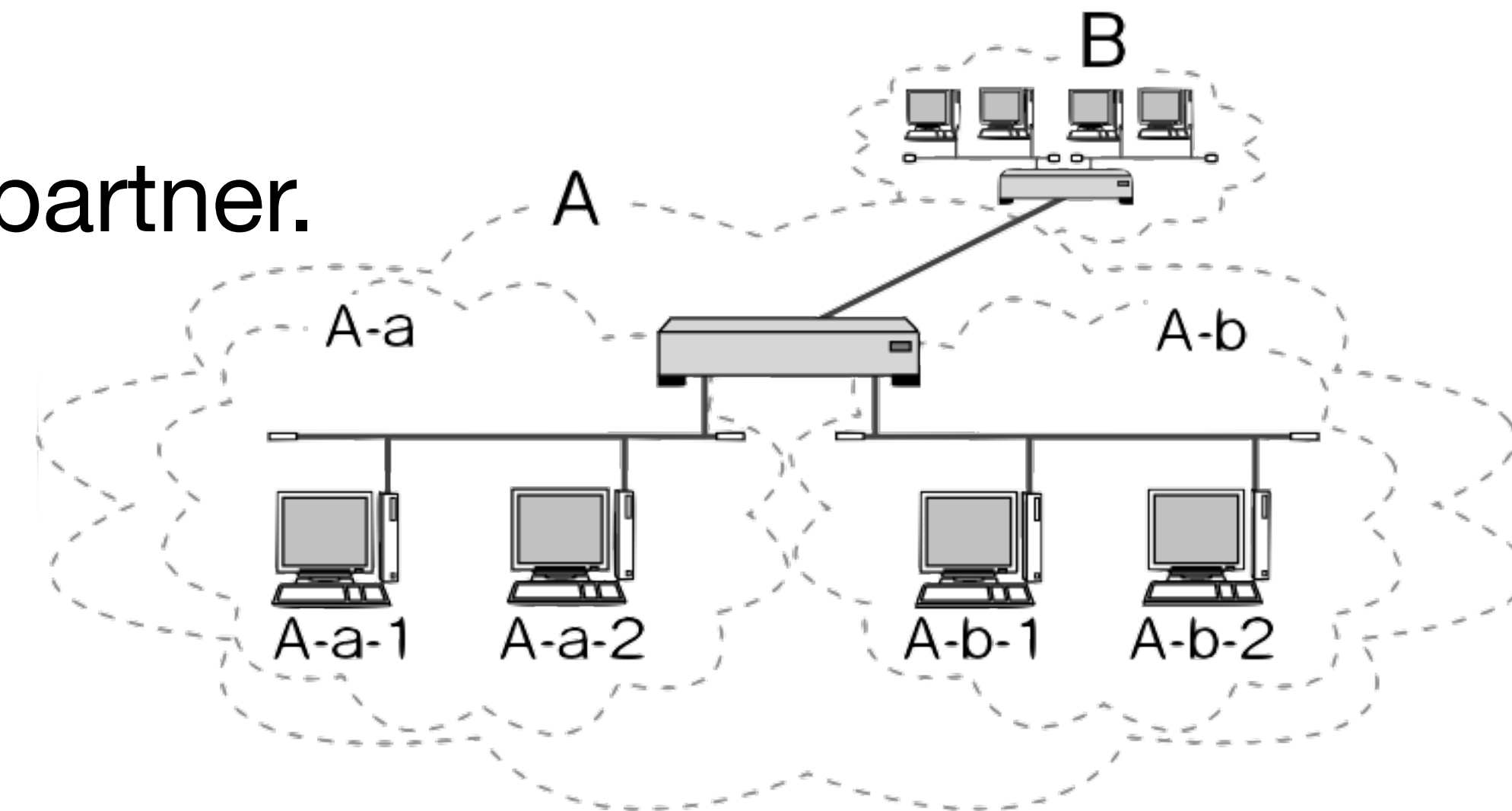
*Address uniquely identify opponent.*

## Uniqueness of Address

- Role of address is to identify the communication partner.
- This uniqueness is called “unique”

## Address hierarchy

- Address hierarchy is need when address space is huge.
- Address hierarchy is only in IP address (MAC address don't have it)



Hierarchal Network