

Computer Networks and Applications

COMP 3331/COMP 9331

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Course Outline & Logistics

Today's Agenda

- Course (non-technical) details
- Logistics: How we will roll
- What is this course about?
- Introduction to Computer Networks (Chapter 1)

WebCMS Portal

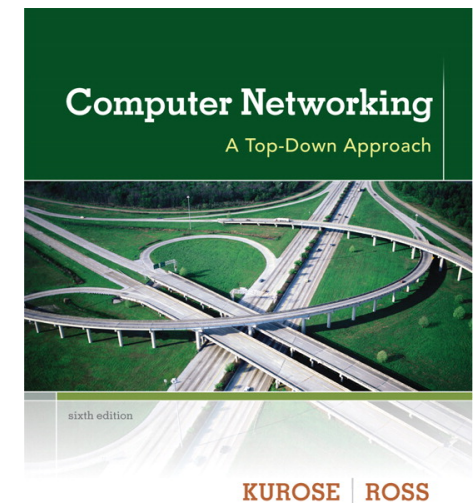
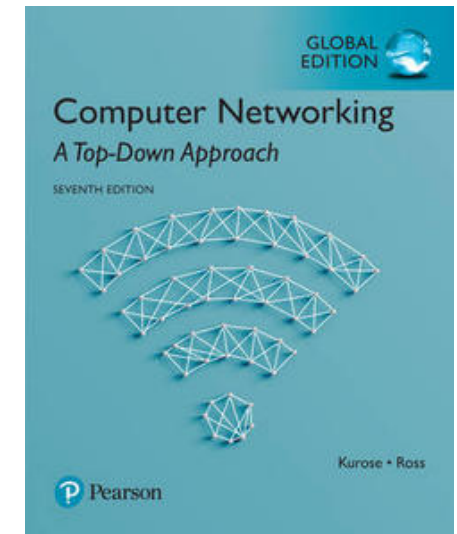
- <https://webcms3.cse.unsw.edu.au/COMP3331/18s2/>
- Everything is posted on the course website
 - **Course Outline (PLEASE READ THIS THOROUGHLY)**
 - Lecture Notes
 - Video Recordings
 - Lab Schedules, Allocations and Locations
 - Assignment and Lab Exercises
 - Homework Problems
 - Consultation hours
 - **Announcement:** Your responsibility to check the announcement forum on regular basis for important updates/changes to schedule, etc.
 - Nothing will be handed out in the class
 - **Your active participation and interaction is crucial to ensure that all of us get the most out of this course**

Very
important



Course Material

- *Computer Networking: A Top Down Approach*, Jim Kurose, Keith Ross, Addison-Wesley(Pearson), 7th Edition, 2016 (6th Edition will suffice for most of the part).
- Lecture Notes (on WebCMS)
- Links/articles on additional material
- Reference Books:
 - *Computer Networks: A Systems Approach*, Larry Peterson and Bruce Davie, Morgan Kaufmann, Fourth Edition, 2007.
 - *Unix Network Programming Volume 1 - Networking APIs: Sockets and XTI*, W. Richard Stevens, Prentice Hall, Second Edition, 1998 (Third edition also available)
 - *Java Network Programming*, E. R. Harold, O'Reilly, Third Edition, 2004.
- Links to programming help



Course Aims

- To gain in-depth introduction to a wide range of topics in the field of computer networks, including the Internet
- To obtain hands-on understanding of networking protocols
- To gain skills in network programming, designing and implementing network protocols, evaluating network performance and problem solving
- To build necessary foundational knowledge required in more advanced networking courses
 - You will gain problem solving skills

Teaching/Learning Strategies

- Lectures (12 weeks, 3-hr per week)
- Labs (7 of them)
 - Hands-on learning
- Assignments (only 1, but individual, due Week 12)
 - Basic network programming and protocol design
 - C or Java or Python
- Weekly Homework (Self-assessed)
 - Problem solving skills

Lectures

- Lectures (12 weeks, 3-hr per week)
- We will focus on most important concepts and supplement with
 - Problem solving exercises
 - Discussions
 - Additional material
- Certain material will be left for self study
 - These will be indicated on the lecture notes

Labs

- 2 hour lab sessions starting **Week 2**
- Hands-on experiments related to concepts that you learn in lectures
 - Wireshark packet sniffer, ns-2 network simulator, other network measurement tools
- 9 lab sessions:
 - 7 Lab Exercises:
 - Some are *submission* only, other requires *demonstration*
 - 5 best performing labs out of 7 will be used for assessment
 - Lab Report to be submitted at midnight on the day of your lab
 - Highly encouraged to attempt lab tasks before attending labs
 - Demonstrate select labs to the tutors
 - 2 Tutorials (Week 5 & 12)
 - Help with problem solving
 - Prep for exams
- Strongly encouraged to work in pairs (but individual submissions only)

Assessment

- **Hands-on – 40%**
 - Labs 20%
 - Assignment 20%
 - Single assignment due in 12th Week
 - Implement a networking software (C/Java/Python)
- **Concepts and theory – 60%**
 - Mid-session test (20%)
 - In Week 6 (includes material from Week 1 to Week 5)
 - Closed-book MCQ
 - Negative marking enforced to deter random attempts
 - Final Exam (40%)
 - Closed-book written exam, End of semester
 - Critical thinking and problem solving questions
 - Hurdle component – must obtain at least 40% to clear

Assessment

NOTE: To pass the course, a student MUST receive at least 40% marks on the final exam

lab = marks for lab exercises (scaled to 20)

assign = mark for the programming assignment (scaled to 20)

midExam = mark for the mid-semester exam (scaled to 20 marks)

finalExam = mark for the final exam (out of 40 marks)

mark = lab + assign + midExam + finalExam

grade = HD|DN|CR|PS if mark ≥ 50 && finalExam ≥ 16
= FL if mark < 50 || finalExam < 16

NOTE: If you cannot clear the final exam hurdle, the maximum marks reported will be 40/100

Getting help



- Use discussion forum for labs, assignment, and other matters at WebCMS
 - Fellow students benefit from your questions
 - Fellow students can answer your questions
 - Develop a community
- Please avoid emailing LiC/admin as much as possible; you may be directed to use forum if you email



- Consultation hours
 - LiC for lecture-related help - 2 hours each week
 - Lab consultation hours for lab and programming related help

Accounts for accessing lab machines

- Use your zid/zpass to log into CSE computers
- New to UNSW -
<https://it.unsw.edu.au/students/zpass/index.html>
- You will be automatically added as a student to the course website. Log on using zid/zpass

Be original !!

- Collaboration
 - You may discuss approaches, not solutions
 - You must submit your own work
 - We strongly support discussions
- Plagiarism
 - Zero tolerance, don't do it



<https://my.unsw.edu.au/student/academiclife/Plagiarism.pdf>
<https://student.unsw.edu.au/plagiarism>

What is this course about ?

- Introductory (first course) course in computer network
 - Learn *principles* and *practice* of computer networking
- We use the Internet as a vehicle to understand the core concepts of networking

What is this course about ?



1. To learn how the Internet works
 - Internet is a complex global infrastructure
 - What are the organising principles behind the Internet?
 - What really happens when you “browse the Web”?
 - What are TCP/IP, DNS, HTTP, NAT, VPNs, 802.11,.... anyway?

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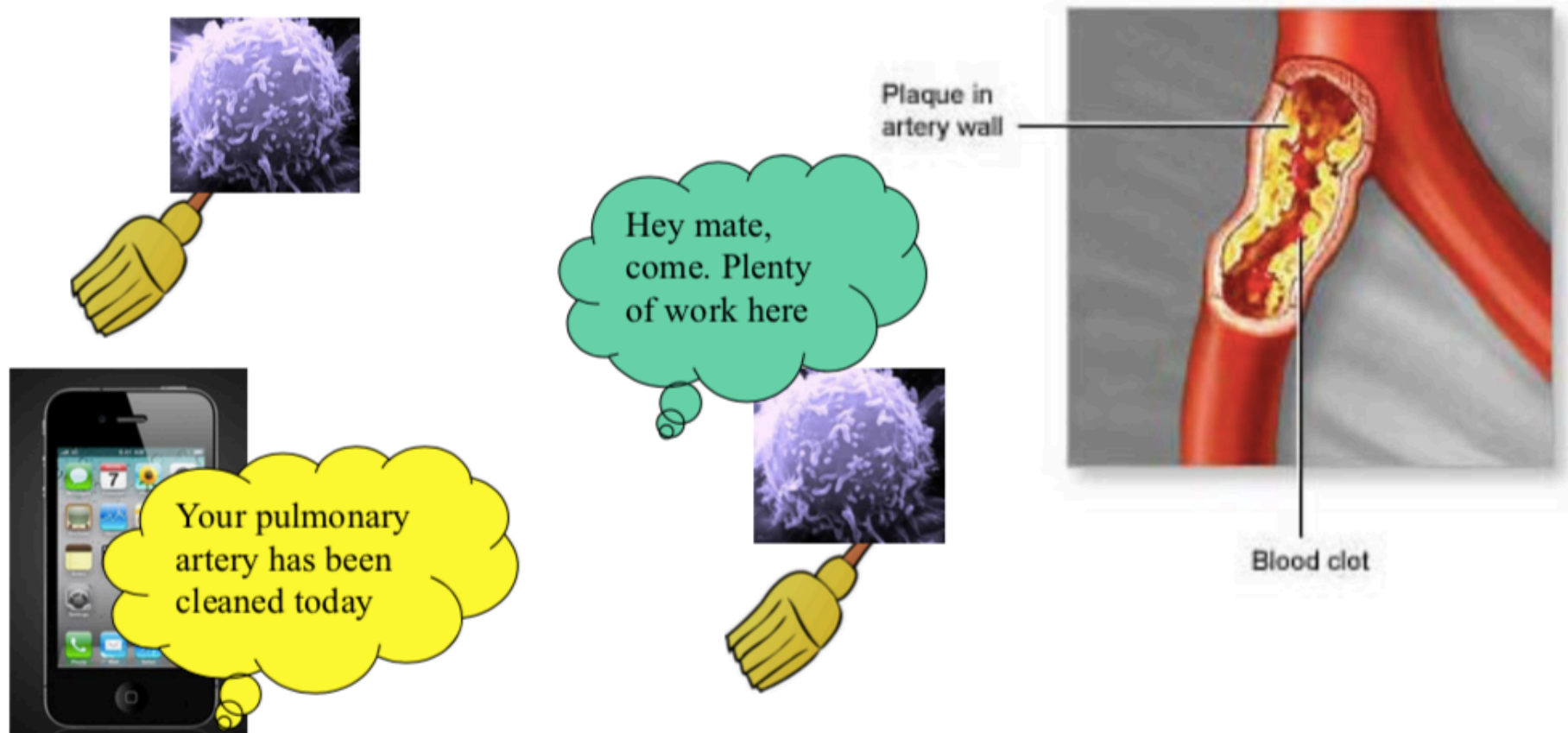
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2. To learn the fundamentals of computer networks
 - What issue you need to take into consideration to make a computer network work well?
 - What design strategies have proven valuable?
 - How do we evaluate network performance?

Why learn the fundamentals?

- Applicable to all computer networks
- Help you design new types of networks
- Change/reinvention
 - Today's Internet is different from yesterday's
 - And tomorrow's will be different again
 - But the fundamentals remain the same

Nano-scale computer networks?

- 1 nm = 10^{-9} m = 1/25000 diameter of a human hair
- Network of nanorobots to sweep the coronary plaque



Pre-requisites



- Good understanding of algorithms, data structures and basic probability
- Proficient in programming: C, Java or Python

Where do I go from here?

- COMP 9332: Network Routing and Switching
- COMP 9333: Advanced Computer Networks
- COMP 9334: System Capacity and Planning
- COMP 3441/9441: Security Engineering
- COMP 4335/9335: Wireless Mesh and Sensor Networks
- COMP 4336/9336: Mobile Data Networking
- COMP 4337/9337: Securing Wireless Networks
- COMP6733: Internet of Things
- Thesis Projects
- Research (Master's, PhD)