

Table of Contents

Chapter 1	Computer Networks and the Internet	29
1.1	What Is the Internet?	30
1.1.1	A Nuts-and-Bolts Description	30
1.1.2	A Services Description	33
1.1.3	What Is a Protocol?	35
1.2	The Network Edge	37
1.2.1	Access Networks	40
1.2.2	Physical Media	46
1.3	The Network Core	49
1.3.1	Packet Switching	51
1.3.2	Circuit Switching	55
1.3.3	A Network of Networks	59
1.4	Delay, Loss, and Throughput in Packet-Switched Networks	63
1.4.1	Overview of Delay in Packet-Switched Networks	63
1.4.2	Queuing Delay and Packet Loss	67
1.4.3	End-to-End Delay	69
1.4.4	Throughput in Computer Networks	71
1.5	Protocol Layers and Their Service Models	75
1.5.1	Layered Architecture	75
1.5.2	Encapsulation	81
1.6	Networks Under Attack	83
1.7	History of Computer Networking and the Internet	87
1.7.1	The Development of Packet Switching: 1961–1972	87
1.7.2	Proprietary Networks and Internetworking: 1972–1980	88
1.7.3	A Proliferation of Networks: 1980–1990	90
1.7.4	The Internet Explosion: The 1990s	91
1.7.5	The New Millennium	92
1.8	Summary	93
	Homework Problems and Questions	95
	Wireshark Lab	105
	Interview: Leonard Kleinrock	107
	4.2.1 Input Port Processing and Destination-Based Forwarding	344
	4.2.2 Switching	347
	4.2.3 Output Port Processing	349

Chapter 2	Application Layer	111
2.1	Principles of Network Applications	112
2.1.1	Network Application Architectures	114
2.1.2	Processes Communicating	116
2.1.3	Transport Services Available to Applications	118
2.1.4	Transport Services Provided by the Internet	121
2.1.5	Application-Layer Protocols	124
2.1.6	Network Applications Covered in This Book	125
2.2	The Web and HTTP	126
2.2.1	Overview of HTTP	126
2.2.2	Non-Persistent and Persistent Connections	128
2.2.3	HTTP Message Format	131
2.2.4	User-Server Interaction: Cookies	136
2.2.5	Web Caching	138
2.3	Electronic Mail in the Internet	144
2.3.1	SMTP	146
2.3.2	Comparison with HTTP	149
2.3.3	Mail Message Formats	149
2.3.4	Mail Access Protocols	150
2.4	DNS—The Internet’s Directory Service	154
2.4.1	Services Provided by DNS	155
2.4.2	Overview of How DNS Works	157
2.4.3	DNS Records and Messages	163
2.5	Peer-to-Peer Applications	168
2.5.1	P2P File Distribution	168
2.6	Video Streaming and Content Distribution Networks	175
2.6.1	Internet Video	176
2.6.2	HTTP Streaming and DASH	176
2.6.3	Content Distribution Networks	177
2.6.4	Case Studies: Netflix, YouTube, and Kankan	181
2.7	Socket Programming: Creating Network Applications	185
2.7.1	Socket Programming with UDP	187
2.7.2	Socket Programming with TCP	192
2.8	Summary	198
	Homework Problems and Questions	199
	Socket Programming Assignments	208
	Wireshark Labs: HTTP, DNS	210
	Interview: Marc Andreessen	212

Chapter 3	Transport Layer	215
3.1	Introduction and Transport-Layer Services	216
3.1.1	Relationship Between Transport and Network Layers	216
3.1.2	Overview of the Transport Layer in the Internet	219
3.2	Multiplexing and Demultiplexing	221
3.3	Connectionless Transport: UDP	228
3.3.1	UDP Segment Structure	232
3.3.2	UDP Checksum	232
3.4	Principles of Reliable Data Transfer	234
3.4.1	Building a Reliable Data Transfer Protocol	236
3.4.2	Pipelined Reliable Data Transfer Protocols	245
3.4.3	Go-Back-N (GBN)	249
3.4.4	Selective Repeat (SR)	254
3.5	Connection-Oriented Transport: TCP	261
3.5.1	The TCP Connection	261
3.5.2	TCP Segment Structure	264
3.5.3	Round-Trip Time Estimation and Timeout	269
3.5.4	Reliable Data Transfer	272
3.5.5	Flow Control	280
3.5.6	TCP Connection Management	283
3.6	Principles of Congestion Control	289
3.6.1	The Causes and the Costs of Congestion	289
3.6.2	Approaches to Congestion Control	296
3.7	TCP Congestion Control	297
3.7.1	Fairness	307
3.7.2	Explicit Congestion Notification (ECN): Network-assisted Congestion Control	310
3.8	Summary	312
	Homework Problems and Questions	314
	Programming Assignments	329
	Wireshark Labs: Exploring TCP, UDP	330
	Interview: Van Jacobson	331
Chapter 4	The Network Layer: Data Plane	333
4.1	Overview of Network Layer	334
4.1.1	Forwarding and Routing: The Network Data and Control Planes	334
4.1.2	Network Service Models	339
4.2	What's Inside a Router?	341
4.2.1	Input Port Processing and Destination-Based Forwarding	344
4.2.2	Switching	347
4.2.3	Output Port Processing	349

	4.2.4	Where Does Queuing Occur?	349
	4.2.5	Packet Scheduling	353
4.3		The Internet Protocol (IP): IPv4, Addressing, IPv6, and More	357
	4.3.1	IPv4 Datagram Format	358
	4.3.2	IPv4 Datagram Fragmentation	360
	4.3.3	IPv4 Addressing	362
	4.3.4	Network Address Translation (NAT)	373
	4.3.5	IPv6	376
4.4		Generalized Forwarding and SDN	382
	4.4.1	Match	384
	4.4.2	Action	386
	4.4.3	OpenFlow Examples of Match-plus-action in Action	386
4.5		Summary	389
		Homework Problems and Questions	389
		Wireshark Lab	398
		Interview: Vinton G. Cerf	399
Chapter 5		The Network Layer: Control Plane	401
	5.1	Introduction	402
	5.2	Routing Algorithms	404
	5.2.1	The Link-State (LS) Routing Algorithm	407
	5.2.2	The Distance-Vector (DV) Routing Algorithm	412
	5.3	Intra-AS Routing in the Internet: OSPF	419
	5.4	Routing Among the ISPs: BGP	423
	5.4.1	The Role of BGP	423
	5.4.2	Advertising BGP Route Information	424
	5.4.3	Determining the Best Routes	426
	5.4.4	IP-Anycast	430
	5.4.5	Routing Policy	431
	5.4.6	Putting the Pieces Together: Obtaining Internet Presence	434
	5.5	The SDN Control Plane	435
	5.5.1	The SDN Control Plane: SDN Controller and SDN Control Applications	438
	5.5.2	OpenFlow Protocol	440
	5.5.3	Data and Control Plane Interaction: An Example	442
	5.5.4	SDN: Past and Future	443
	5.6	ICMP: The Internet Control Message Protocol	447
	5.7	Network Management and SNMP	449
	5.7.1	The Network Management Framework	450
	5.7.2	The Simple Network Management Protocol (SNMP)	452
	5.8	Summary	454

Homework Problems and Questions	455
Socket Programming Assignment	461
Programming Assignment	462
Wireshark Lab	463
Interview: Jennifer Rexford	464

Chapter 6 The Link Layer and LANs 467

6.1	Introduction to the Link Layer	468
6.1.1	The Services Provided by the Link Layer	470
6.1.2	Where Is the Link Layer Implemented?	471
6.2	Error-Detection and -Correction Techniques	472
6.2.1	Parity Checks	474
6.2.2	Checksumming Methods	476
6.2.3	Cyclic Redundancy Check (CRC)	477
6.3	Multiple Access Links and Protocols	479
6.3.1	Channel Partitioning Protocols	481
6.3.2	Random Access Protocols	483
6.3.3	Taking-Turns Protocols	492
6.3.4	DOCSIS: The Link-Layer Protocol for Cable Internet Access	493
6.4	Switched Local Area Networks	495
6.4.1	Link-Layer Addressing and ARP	496
6.4.2	Ethernet	502
6.4.3	Link-Layer Switches	509
6.4.4	Virtual Local Area Networks (VLANs)	515
6.5	Link Virtualization: A Network as a Link Layer	519
6.5.1	Multiprotocol Label Switching (MPLS)	520
6.6	Data Center Networking	523
6.7	Retrospective: A Day in the Life of a Web Page Request	528
6.7.1	Getting Started: DHCP, UDP, IP, and Ethernet	528
6.7.2	Still Getting Started: DNS and ARP	530
6.7.3	Still Getting Started: Intra-Domain Routing to the DNS Server	531
6.7.4	Web Client-Server Interaction: TCP and HTTP	532
6.8	Summary	534
	Homework Problems and Questions	535
	Wireshark Lab	543
	Interview: Simon S. Lam	544

Chapter 7 Wireless and Mobile Networks 547

7.1	Introduction	548
7.2	Wireless Links and Network Characteristics	553
7.2.1	CDMA	556

7.3	WiFi: 802.11 Wireless LANs	560
7.3.1	The 802.11 Architecture	561
7.3.2	The 802.11 MAC Protocol	565
7.3.3	The IEEE 802.11 Frame	570
7.3.4	Mobility in the Same IP Subnet	574
7.3.5	Advanced Features in 802.11	575
7.3.6	Personal Area Networks: Bluetooth and Zigbee	576
7.4	Cellular Internet Access	579
7.4.1	An Overview of Cellular Network Architecture	579
7.4.2	3G Cellular Data Networks: Extending the Internet to Cellular Subscribers	582
7.4.3	On to 4G: LTE	585
7.5	Mobility Management: Principles	588
7.5.1	Addressing	590
7.5.2	Routing to a Mobile Node	592
7.6	Mobile IP	598
7.7	Managing Mobility in Cellular Networks	602
7.7.1	Routing Calls to a Mobile User	604
7.7.2	Handoffs in GSM	605
7.8	Wireless and Mobility: Impact on Higher-Layer Protocols	608
7.9	Summary	610
	Homework Problems and Questions	611
	Wireshark Lab	616
	Interview: Deborah Estrin	617

Chapter 8 Security in Computer Networks **621**

8.1	What Is Network Security?	622
8.2	Principles of Cryptography	624
8.2.1	Symmetric Key Cryptography	626
8.2.2	Public Key Encryption	632
8.3	Message Integrity and Digital Signatures	638
8.3.1	Cryptographic Hash Functions	639
8.3.2	Message Authentication Code	641
8.3.3	Digital Signatures	642
8.4	End-Point Authentication	649
8.4.1	Authentication Protocol <i>ap1.0</i>	650
8.4.2	Authentication Protocol <i>ap2.0</i>	650
8.4.3	Authentication Protocol <i>ap3.0</i>	651
8.4.4	Authentication Protocol <i>ap3.1</i>	651
8.4.5	Authentication Protocol <i>ap4.0</i>	652

8.5	Securing E-Mail	654
8.5.1	Secure E-Mail	655
8.5.2	PGP	658
8.6	Securing TCP Connections: SSL	659
8.6.1	The Big Picture	660
8.6.2	A More Complete Picture	663
8.7	Network-Layer Security: IPsec and Virtual Private Networks	665
8.7.1	IPsec and Virtual Private Networks (VPNs)	666
8.7.2	The AH and ESP Protocols	668
8.7.3	Security Associations	668
8.7.4	The IPsec Datagram	669
8.7.5	IKE: Key Management in IPsec	673
8.8	Securing Wireless LANs	674
8.8.1	Wired Equivalent Privacy (WEP)	674
8.8.2	IEEE 802.11i	676
8.9	Operational Security: Firewalls and Intrusion Detection Systems	679
8.9.1	Firewalls	679
8.9.2	Intrusion Detection Systems	687
8.10	Summary	690
	Homework Problems and Questions	692
	Wireshark Lab	700
	IPsec Lab	700
	Interview: Steven M. Bellovin	701

Chapter 9 Multimedia Networking 703

9.1	Multimedia Networking Applications	704
9.1.1	Properties of Video	704
9.1.2	Properties of Audio	705
9.1.3	Types of Multimedia Network Applications	707
9.2	Streaming Stored Video	709
9.2.1	UDP Streaming	711
9.2.2	HTTP Streaming	712
9.3	Voice-over-IP	716
9.3.1	Limitations of the Best-Effort IP Service	716
9.3.2	Removing Jitter at the Receiver for Audio	719
9.3.3	Recovering from Packet Loss	722
9.3.4	Case Study: VoIP with Skype	725
9.4	Protocols for Real-Time Conversational Applications	728
9.4.1	RTP	728
9.4.2	SIP	731

9.5	Network Support for Multimedia	737
9.5.1	Dimensioning Best-Effort Networks	739
9.5.2	Providing Multiple Classes of Service	740
9.5.3	Diffserv	747
9.5.4	Per-Connection Quality-of-Service (QoS) Guarantees: Resource Reservation and Call Admission	751
9.6	Summary	754
	Homework Problems and Questions	755
	Programming Assignment	763
	Interview: Henning Schulzrinne	765
	References	769
	Index	811