

Exam 1 Reading Material

Exam 1 will be held on February 28th, as originally scheduled. The main topics to be covered in the exam are:

1. Fundamentals

- Protocol Architecture and Layering
 - Understand the basic functionalities of each layer
 - Understand the concept of layering and the way layers interact with other
 - Issues include multiplexing, segmentation and reassembly, encapsulation, error and flow control, routing and congestion control, ...
- Switching Techniques.
 - Datagram vs. Message Switching vs. Circuit Switching
 - Comparison of the switching techniques in terms of the service they provide
 - Analysis of these techniques in terms of delays and overhead
- Connection-Oriented vs. Connectionless
 - Service semantics and design issues related to each paradigm
- Impact of bandwidth and physical characteristics on network design issues
- Good understanding of the end-to-end argument and how it applies in different networking environments and for different application requirements
- Good understanding of the main design issues that impact and differentiate multi-service, high-speed networks from earlier data communication networks
 - Good understanding of the simple models presented in the lecture notes
 - Ability to reason and discuss these differences and their impact of the network architecture and protocol design.
- End-to-End argument and its role in designing network architecture
- You should be able to work out problems similar to the ones asked in homework assignments.
 - Concepts such as propagation delay, transmission time and queuing delay should be well understood.
- **Relevant Material:**
 - Lecture notes (Introduction)
 - Homework Assignments

2. Routing in Computer Networks

- Design issues in routing protocols
 - Convergence, fairness, optimality,
- Understanding the difference and tradeoffs between routing in circuit-switching and packet-switching networks
- Be able to derive routing optimality and fairness for a given network topology and traffic patterns
- Understanding the difference between distance vector and link state protocols

- Asynchronous Bellman-Ford Algorithm vs. Dijkstra's Algorithm
 - Understand The difference between the two approaches, in terms of overhead, convergence rate, and handling loops
 - Understand and discuss the mechanisms to deal with loops: split horizon, poison reverse, etc.
 - **Relevant Material**
 - Lecture Notes
 - Homework Assignments
- 3. End-to-End Flow Control**
- Objectives of an End-to-End Flow Control
 - Reactive and Preventive Control
 - Why closed-loop control is problematic in high speed networks?
 - Levels of control - packet level, connection level, etc and associated design issues.
 - Understand the design and implementation of a basic sliding window protocol, including data structure, invariants, etc.
 - Discuss and derive the maximum throughput that can be achieved using a basic sliding window protocol, as a function of the round-trip delay, packet transmission time and window size.
 - Understand the basic properties of an “exponentially smoothed average” algorithm and how it is used to estimate rates in end-to-flow control.
 - **Relevant Material:**
 - Lecture notes (Introduction)
 - Supplemental homework
- **Internet Architecture and Protocols**
 - Understanding the basic functionalities of Internet Protocols (IPv4) and relate these functionalities to fields of the IP datagram:
 - Principles of best-effort service
 - How do the service semantics relate to E2E argument?
 - What are the limitations of such a service with respect to mobility, security, etc
 - Fragmentation and reassembly
 - Pros and Cons
 - IP Addressing
 - Stateful Addressing and limitation
 - **Homework Practice**
 - The test will involve problems very similar to what has been asked in the homework assignments and practice assignment. You are strongly encouraged to re-work these problems and understand the techniques used for their solutions.