

Introduction to Computer Networking

Antonio Carzaniga

Faculty of Informatics
University of Lugano

September 17, 2014

- General course information
- Program
- Preliminary schedule
- Intro to computer networking: *the entire course in one hour*

General Information

- <http://www.inf.usi.ch/carzaniga/edu/ntw/>
- INFO.B178 on
<https://www2.icorsi.ch/course/view.php?id=3637>

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 - ▶ or through iCorsi
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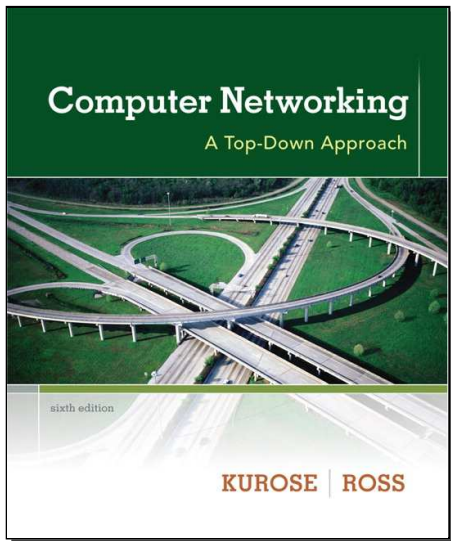
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- Office hours
 - ▶ Antonio Carzaniga: *by appointment*
 - ▶ Leandro Pacheco: *by appointment*
 - ▶ Andrea Rosà: *by appointment*

Computer Networking A Top-Down Approach

James F. Kurose
Keith W. Ross

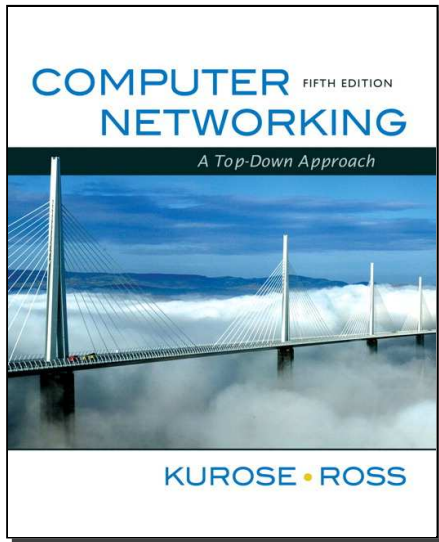
Addison-Wesley



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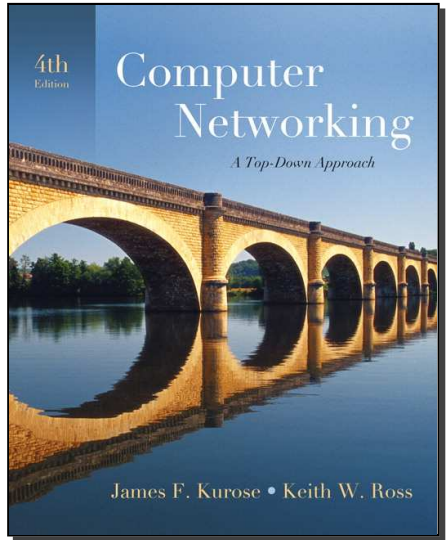
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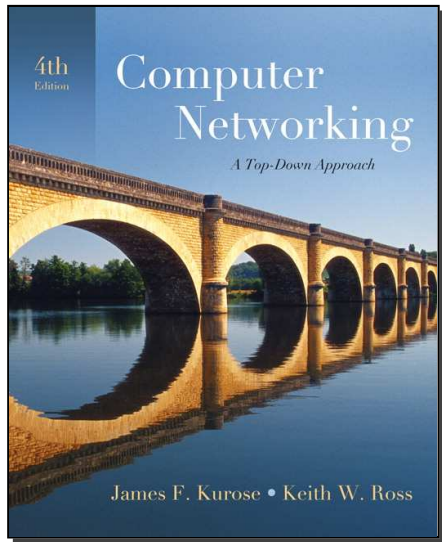
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<http://www.pearsonhighered.com/kurose-ross/>

Evaluation

- +30% homework assignments
 - ▶ at least 3 *graded* assignments
 - ▶ grades added together, thus resulting in a weighted average
 - ▶ more homework exercises

- +30% midterm exam

- +40% final exam

- $\pm 10\%$ instructor's discretionary evaluation
 - ▶ participation
 - ▶ extra credits
 - ▶ trajectory
 - ▶ ...

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Just Do The Right Thing!

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- Using someone else's material may be appropriate
 - ▶ e.g., software libraries
 - ▶ *always clearly identify the external material, and acknowledge its source; failing to do so means committing plagiarism.*
 - ▶ the work will be evaluated based on its *added value*

Plagiarism

- Committing plagiarism on an assignment or an exam will result in *failing that assignment or that exam*
- Penalties may be escalated in accordance with the regulations of the Faculty of Informatics

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 - ▶ at the instructor's discretion
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 - ▶ corollary: the grade of an assignment turned in more than two days late is 0

- From this course you can learn how to
 - ▶ eavesdrop network traffic (Web, e-mail, etc.)
 - ▶ forge network traffic (e.g., e-mail)
 - ▶ ...

- This knowledge is essential to understanding networked communications
 - ▶ you are encouraged to play with the network, just like you would play with the software on your computer

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- This knowledge is essential to understanding networked communications
 - ▶ you are encouraged to play with the network, just like you would play with the software on your computer
- Nevertheless, abusing this knowledge is unethical—in fact, it may be considered a crime

Part 2

What this course is about

An overview of the entire course in one hour or so

What is the Internet?

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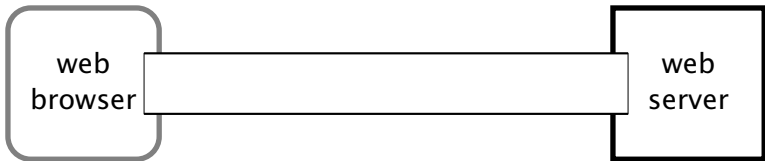


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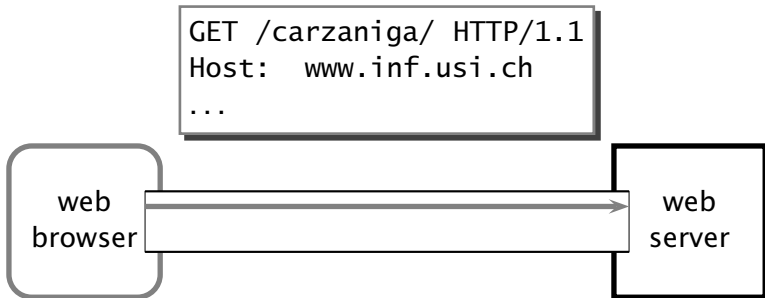


Our View

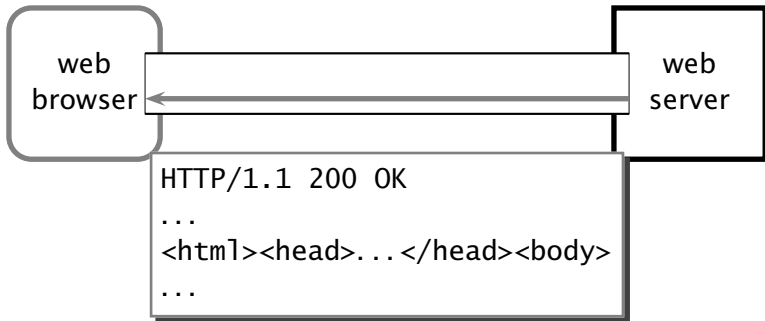
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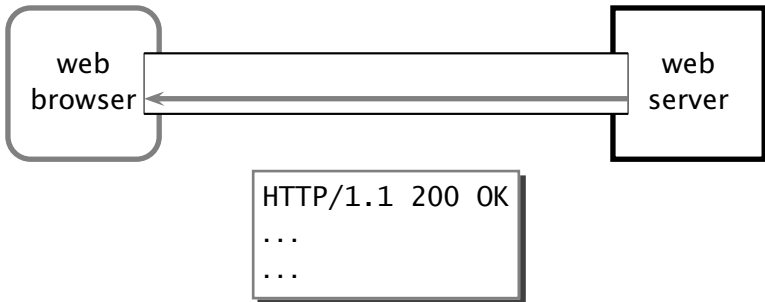
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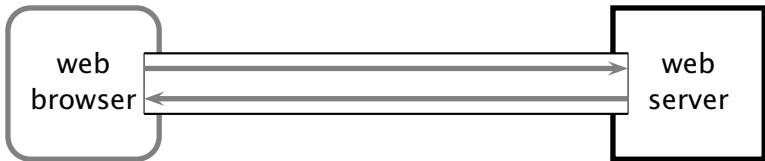
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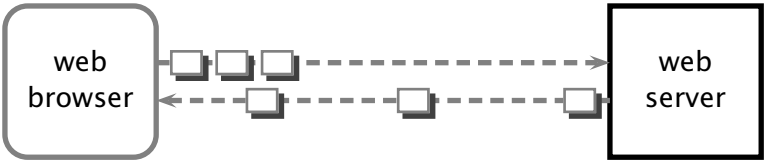
Streams or Packets?



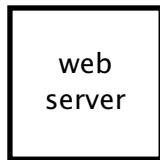
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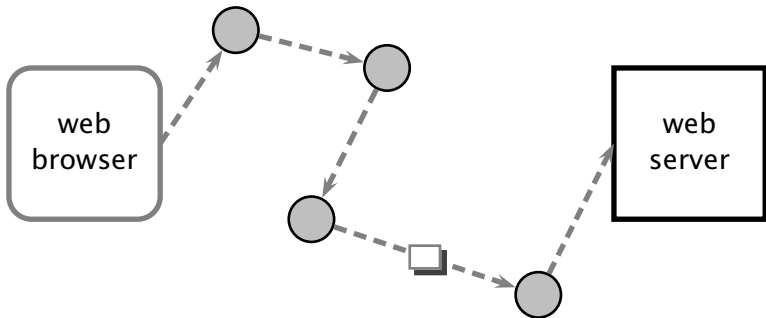
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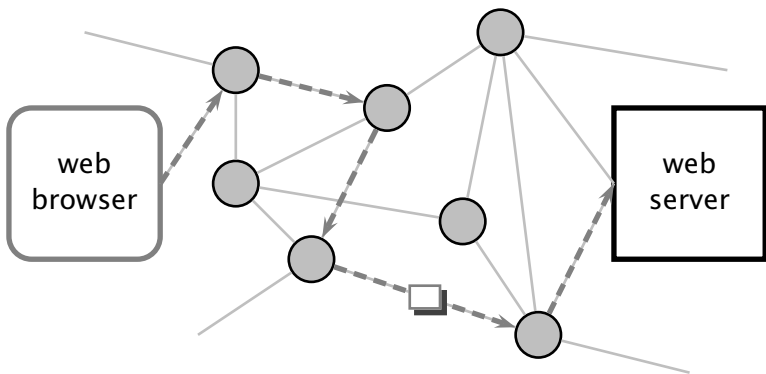
Interconnections and Paths



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Program (1)

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- Introduction to networking and the Internet
 - ▶ the course in one lecture: a tour of all the topics of the course through an end-to-end scenario
 - ▶ the layered architecture
 - ▶ what is a protocol
 - ▶ basic network services: connection-oriented and connectionless service; packet switching vs. circuit switching
 - ▶ a bit of an historical perspective

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- Application layer
 - ▶ the application interface: OS primitives
 - ▶ a simple client/server program
 - ▶ the Web: HTTP; web caching
 - ▶ e-mail: transfer protocol (SMTP); access protocols (POP and IMAP); message format (MIME)
 - ▶ DNS
 - ▶ peer-to-peer networks (BitTorrent)

■ Transport layer

- ▶ multiplexing/demultiplexing
- ▶ UDP: connectionless transport protocols
- ▶ principles of reliable data transfer
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- ▶ TCP: header format, reliability, congestion control

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■ Network layer

- ▶ forwarding and routing for datagram and virtual-circuit services
- ▶ router architecture: interfaces, switching fabric, queues
- ▶ IP: header formats (IPv4 and IPv6), addressing, extensions, fragmentation, IP forwarding
- ▶ Routing algorithms and principles: link-state and distance vector routing, hierarchical routing
- ▶ IP Routing: OSPF, RIP, BGP

■ Cross-layer Topics

- ▶ basic elements of communication security: block ciphers, modes of operation, public-key cryptography, RSA, basics of TLS/SSL