

COMP 631

Computer Networks

Fall 2008

Logistics

- *Class Timings:* Tue/Thur, 2:00 – 3:15 pm (**subject to change**)
 - *Classroom:* FB 008
 - *Instructor:* Jasleen Kaur
 - *Textbook:* Computer Networks: A Systems Approach (Peterson & Davie)
 - *URL:* <http://www.cs.unc.edu/~jasleen/Courses/Fall08/>
 - *Email:* jasleen@cs.unc.edu
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Grading

Rough breakdown:

- Assignments: 35-40 %
 - Includes NS assignments:
 - Analysis/understanding is what I'm looking for.
 - Focus on network layer and higher.
 - Exam(s): 30%
 - Class participation: 10 %
 - Project: 20-25%
 - Report and in-class presentation
 - Examples of topic types:
 - Survey of a current research area
 - Experimental/theoretical analysis
 - Design of a new mechanism/protocol
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Syllabus

Requirements from a network:

1. **Connectivity:** getting data from one host to another.
Simplest way: point-to-point links
Issues: encoding, framing, error detection, error recovery.
2. **Economy:** let a number of users share a common infrastructure.
Multiple access LANs.
Main issue: several hosts may transmit at the same time
 - Collision detection, reliable transmission.We'll look at 3 main LAN technologies:
 - Ethernet,
 - Token Ring,
 - 802.11 (wireless).
3. **Global Scale:** need to connect hosts located around the world.
Switched networks
Main issue:
 - Routing / forwarding: where to send to enable data to ultimately reach its destination.
4. **Reliability and Congestion Control:** need to take care of congestion, node failures, out-of-order delivery
TCP: detects current level of available capacity and sends at a rate no greater than it.
We'll look at:
 - TCP reliability and congestion control mechanisms
 - TCP Vegas
 - High-speed TCP
5. **Differentiated Services:** for applications sensitive to timely delivery
Provide different service to different kinds of applications, depending on their needs.
We'll look at:
 - Resource scheduling
 - Buffer management
6. **Privacy and Security:** (if time permits)
7. **New paradigms in information sharing/distribution:**
 - a. Peer-to-peer infrastructures.
 - b. Content Distribution Networks.

List of some specific topics to be covered:

Error Detection, Media Access Control (Ethernet, Token Ring, 802.11), Forwarding, LAN Switching, ATM, IP, ARP, DHCP, Routing Protocols, Mobile IP, Addressing, BGP, Multicast, TCP (reliability, congestion control, high-speed variants), AQM, QoS, DNS, Peer-to-peer Infrastructures, Security.

Focus of projects: mostly on network and transport layer (topics 3 – 5).

Note: *Are there other topics you'd like to be covered? Let me know soon!*