

Computer Networks

Midterm Review

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- ▶ Network Components
 - ▶ Application, Host, Router(Hub), Link
- ▶ Review by Layers
 - ▶ Physical
 - ▶ Link
 - ▶ Network

Network Components

- ▶ Parts of a Network
 - ▶ Application, Host, Router, Link
- ▶ Protocols and Layers
 - ▶ Encapsulation
 - ▶ What is a Phy layer protocol?
 - ▶ What is a Link layer protocol? MAC layer?
 - ▶ What is a Network layer protocol?
 - ▶ Interfaces between layers

Physical Layer

- ▶ Passband Modulation
 - ▶ Amplitude, Frequency, Phase
- ▶ Latency
 - ▶ Transmission delay
 - ▶ 1st bit on the wire -> last bit on the wire
 - ▶ Propagation delay
 - ▶ Bit travel from one end to another
- ▶ Bandwidth-delay product (Delay RTT)

Physical Layer - Wireless vs. Wired

- ▶ Wireless Links
 - ▶ Broadcast to Frequency
 - ▶ Listen vs. Broadcast?
 - ▶ Hidden Node Problem / Exposed Node Problem

Physical Cable

- Note on Old vs. New Ethernet Protocol

Link Layer

- ▶ Retransmissions
 - ▶ ARQ (Automatic Repeat reQuest)
 - ▶ Stop-and-Wait & Sliding Window
- ▶ Multiple Access
 - ▶ CSMA/CD
 - ▶ Binary Exponential Backoff
 - ▶ Hidden Terminals & Exposed Terminals
 - ▶ CSMA/CA (RTS/CTS)

Link Layer

- ▶ Framing Methods
 - ▶ Byte Count
 - ▶ Byte Stuffing
 - ▶ Bit Stuffing
- ▶ Error Detection and Correction
 - ▶ Hamming Distance
 - ▶ Parity bit encoding
 - ▶ Hamming encoding

Link Layer

- ▶ Switching (Switch)
 - ▶ Importance of Switch
 - ▶ Backward Learning
 - ▶ Learn sender's port when sender sends packets
- ▶ Spanning Tree Solution
 - ▶ Initial setup
 - ▶ Update root & Keep shortest path to root
 - ▶ Turn off other ports

Network Layer

- ▶ Core protocols
 - ▶ ICMP- What does it do?
 - ▶ ARP- Layer 2 to Layer 3. What does it do?
 - ▶ DHCP- What does it do?
- ▶ Shortcomings of Switches
 - ▶ Scalability
 - ▶ Compatibility
- ▶ Routing vs. Forwarding
 - ▶ Routing - decide where to send
 - ▶ Forward - send