

Data Communication and Networking

*Understanding network architecture,
design, and management*

Dr. Brahampal Singh



www.bpbonline.com

First Edition 2024

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ISBN: 978-93-55519-894

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Dedicated to

My beloved parents:

Shri Tejpal Singh and Smt. Kamlesh Devi

and

My wife Sunita Tanwar,

my twin daughters Anshika Tanwar, Vanshika Tanwar

and my son Tanishk Tanwar

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Acknowledgement

There are a few people I want to thank for the continued and ongoing support they have given me during the writing of this book. First of all, I would like to thank the almighty God, who inspired me to start and complete this book in simple and easy language for all students. Next, I would like to thank my parents for continuously encouraging me to write the book. I could have never completed this book without their support. I thank undergraduate and graduate teaching assistants for providing valuable input on this text.

I express my sincere thanks to BPB Publications for publishing this book in such a beautiful manner and time. I would also like to convey my heartfelt appreciation to the editorial department for their encouragement and support throughout this project.

I am also thankful to Dr. Amit Prakash, Professor USICT at Guru Gobind Singh Indraprastha University, Dr. Sushilla Madan, Professor at Lady Shri Ram College, Delhi University, and Dr. Veer Bahadur Singh, Professor at Jawaharlal Nehru University for their support and guidance. I would like to express my sincere thanks to Dr. Ravindra Kumar, Director, and all the staff members of Trinity Institute of Innovations in Professional Studies, Greater Noida for encouraging me to write this book. I want to express my heart full thanks to the Hon'ble Vice Chancellor of Guru Gobind Singh Indraprastha University, New Delhi, for inspiring me to write this book.

Finally, I would like to express my affectionate appreciation to my wife, Smt. Sunita Tanwar. Thank you for your understanding, patience, and support. My twin daughters, Anshika Tanwar and Vanshika Tanwar, as well as my son Tanishk Tanwar, deserve thanks for the chocolates, which allowed me to work and provided encouragement for this book.

I appreciate their support and many other contributions more than I can express in any acknowledgments here

Preface

Computer network is a core subject for undergraduate students in **Computer Science Engineering (CSE)**, **Electronics and Communication Engineering (ECE)**, and information stream etc. This book is primarily intended to serve as a textbook in accordance with the syllabus of computer networks offered by various universities in India and abroad.

In this book, a significant effort has been made to find simple ways to develop theoretical aspects of computer networks. A strong emphasis has been given on numerical examples. Neat and clear diagrams have been used for explanation.

This book covers many different aspects of computer networks, the importance of computer networks and related technology. This book also introduces the importance of computer networks in the real-time industry. It shows how the data and network is important for the industries. This book solves the basic understanding of computer networks in the network and data world so that computer networks' basic concepts get refreshed. This book also gives information about the usefulness of computer networks in technology.

It takes a practical approach for computer network learners. It covers few real-time industry examples as well. It will cover information such as computer networks basically used for information and data sharing. It is used in different domains for networking purposes.

This book is divided into **13 chapters**. The chapters cover computer network basics and advanced topics so learners can become more interested in computer network tools. The details are listed below:

Chapter 1: Basic Concepts- This chapter will cover what is topology, transmission modes, categories of networks, OSI model layers, digital transmission or transmission media in wireless communication. How topology, transmission modes, categories of networks, OSI model layers, digital transmission, or transmission media work in wireless communication. This chapter will give an introduction and basic idea of topology, transmission modes, and categories of networks, OSI model layers, digital transmission, or transmission media.

Chapter 2: Telephony- This chapter will cover multiplexing and its types in detail, different switching techniques besides line discipline, flow control, and error control to explain the process of data link control protocols, and synchronous and asynchronous protocols.

Chapter 3: Integrated Services Digital Network- This chapter will cover an introduction to ISDN, its services, Historical outline, subscriber access, ISDN Layers, and broadband ISDN Layers. These are all part of ISDN and play a very important role in a Network. In this chapter, we shall cover ISDN and its services, subscriber access in details, and ISDN Layers and broadband ISDN in a network.

Chapter 4: Networking Devices- This chapter will cover information such as brief introduction of network devices, their services, functions, uses as well as utility for the network. Network devices play a very important role in Network for communication and data transmission.

Chapter 5: Network Layer- This chapter will cover the network layer for wired and wireless communication and how it aids data transmission. It will introduce the network layer, design issues, network addressing, routing concepts, routing methods, distance vector protocol, and link state routing.

Chapter 6: Transport Layer and Upper Layers in OSI Model - This chapter will cover information such as addressing, routing, functions, connection management, and design challenges for the transport layer, session layer, presentation layer, and application layer in this chapter.

Chapter 7: Foundation- This chapter will cover network, encoding, links, frame error detection and correction, reliable transmission, Ethernet, and MAC in network & wireless communication.

Chapter 8: Internetworking- This chapter will give an introduction to basic internetworking, switching, bridging, and routing. Internetworking, switching, bridging, and routing play a very important role in network and communication.

Chapter 9: Advanced Internetworking- This chapter introduces advanced internetworking, the global internet, Multicast, MPLS, and Routing among mobile devices, which play a very important role in the Network and communication.

Chapter 10: End-to-End Protocols- This chapter explains an introduction to Simple demultiplexure, Reliable Byte Stream (TCP), RPC, and RTP, which play a very important role in network and communication.

Chapter 11: Congestion Control and Resource Allocation- This chapter provides an overview of resource allocation, congestion control, queuing disciplines, TCP congestion control avoidance strategies, and quality of service, which are crucial to network and communication.

Chapter 12: Multimedia Networking - This chapter will introduce multimedia networking, multimedia networking applications, RTSP, SIP, and H.323.

Chapter 13: Network Security- This chapter explains network security, cryptographic building blocks, symmetric key encryption, public key encryption authentication protocols, PGP, TLS, SSL, Firewall, and intrusion detection will all be introduced in this chapter.

The author hopes that the book will fulfill the need of readers and welcomes any suggestions towards the improvement of the book. The good suggestions for improvement will be thankfully acknowledged and will be incorporated in the next edition of this book.

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Table of Contents

1. Basic Concepts	1
Introduction.....	1
Structure.....	1
Objectives	2
Introducing data communication	2
Distributed processing.....	3
Line configuration.....	3
<i>Point-to-point</i>	4
<i>Multipoint configuration</i>	4
Topology	5
<i>Point-to-point topology</i>	5
<i>Bus topology</i>	5
<i>Advantages of bus topology</i>	6
<i>Disadvantages of the bus topology</i>	6
<i>Star topology</i>	7
<i>Advantages of star topology</i>	7
<i>Cons of the star topology</i>	8
<i>Ring topology</i>	8
<i>Benefits of mesh topology</i>	9
<i>Disadvantages of mesh topology</i>	10
<i>Tree topology</i>	10
<i>Advantages of tree topology</i>	11
<i>Disadvantages of tree topology</i>	11
<i>Daisy chain</i>	11
<i>Hybrid topology</i>	12
<i>Advantages of hybrid topology</i>	12
<i>Disadvantages of hybrid topology</i>	13
Transmission modes.....	13
<i>Simplex mode</i>	13
<i>Half-duplex mode</i>	14

<i>Full-duplex mode</i>	15
Categories of computer network.....	16
<i>Local area network</i>	17
<i>Characteristics of LAN</i>	18
<i>Applications of LAN</i>	18
<i>Advantages of LAN</i>	18
<i>Disadvantages of LAN</i>	19
<i>Metropolitan area network</i>	19
<i>Characteristics of MAN</i>	20
<i>Advantages of MAN</i>	20
<i>Disadvantages of MAN</i>	20
<i>Uses of MAN</i>	20
<i>Wide area network</i>	20
<i>Features of the WAN</i>	21
<i>Advantages of WAN</i>	21
<i>Disadvantages of WAN</i>	21
<i>Personal area network</i>	22
<i>Examples of the personal area network</i>	22
<i>Wireless network</i>	23
<i>System interconnection</i>	23
<i>Wireless LANs</i>	23
<i>Wireless WANs</i>	23
<i>Internetwork network</i>	24
Open System Interconnection model layers.....	24
<i>Characteristics of OSI model</i>	25
<i>Functions of the OSI layers</i>	25
<i>Physical layer</i>	26
<i>Data-link layer</i>	27
Network layer	28
<i>Transport layer</i>	29
<i>Session layer</i>	31
<i>Presentation layer</i>	31
<i>Application layer</i>	32

TCP/IP model layers and their functions.....	33
<i>TCP/IP model</i>	33
<i>Network access layer</i>	33
<i>Internet layer</i>	34
<i>Internet Protocol</i>	34
<i>ARP Protocol</i>	35
<i>Internet Control Message Protocol</i>	35
<i>Transport layer</i>	35
<i>User Datagram Protocol</i>	35
<i>Transmission Control Protocol</i>	36
<i>Application layer</i>	37
Comparison of models	38
Digital transmission	39
<i>Conversion from digital to digital</i>	39
<i>Unipolar</i>	40
<i>Polar</i>	40
<i>Non-Return Zero</i>	41
<i>Return to Zero</i>	41
<i>Biphase</i>	42
<i>Bipolar</i>	43
<i>Alternate mark inversion</i>	43
<i>Bipolar 8-Zero Substitution</i>	43
<i>High density bipolar</i>	44
<i>Analog-to-digital conversion</i>	45
<i>Interfaces and modems</i>	46
<i>Telecommunications regulations</i>	47
<i>DTE-DCE interface</i>	48
<i>Data Terminal Equipment</i>	48
<i>Data Circuit Terminating Equipment</i>	48
<i>Modems</i>	49
<i>History of the modem</i>	49
<i>Cable modems</i>	49
Transmission media	50

<i>Guided media</i>	52
<i>Twisted pair</i>	52
<i>Coaxial cable</i>	53
<i>Fiber optics</i>	54
<i>Unguided media</i>	55
<i>Radio waves</i>	55
<i>Microwaves</i>	56
<i>Infrared transmission</i>	58
<i>Attenuation</i>	59
<i>Attenuation versus amplification</i>	59
<i>Causes of signal or cable attenuation</i>	59
<i>Methods to prevent or improve</i>	60
<i>Distortion</i>	61
<i>Noise</i>	61
<i>Throughput</i>	62
<i>Factors affecting throughput</i>	62
<i>Measuring throughput</i>	63
<i>Propagation speed and time</i>	64
<i>Wavelength</i>	64
<i>Measuring the wavelength</i>	64
<i>Relationship between frequency and wavelength</i>	65
<i>Wavelengths in wireless networks</i>	66
<i>Shannon capacity</i>	66
<i>Conclusion</i>	68
<i>Questions</i>	68
2. Telephony	69
<i>Introduction</i>	69
<i>Structure</i>	69
<i>Objectives</i>	70
<i>Multiplexing</i>	70
<i>Use of multiplexing</i>	70
<i>History of multiplexing</i>	70
<i>Concept of multiplexing</i>	70

<i>Advantages of multiplexing</i>	71
<i>Applications of multiplexers</i>	71
<i>Multiplexing techniques</i>	71
<i>Frequency division multiplexing</i>	72
<i>Wavelength-division multiplexing</i>	73
<i>Time-division multiplexing</i>	73
Error detection and correction	75
<i>Types of error</i>	76
<i>Error detection</i>	76
<i>Error correction</i>	78
Switching	78
<i>Circuit switching</i>	79
<i>Message switching</i>	81
<i>Packet switching</i>	81
Data link control protocol	83
<i>Line discipline</i>	83
<i>Flow control</i>	84
<i>Error control</i>	85
Synchronous and asynchronous protocols overview	87
<i>Asynchronous transmission</i>	88
<i>Synchronous transmission</i>	88
Conclusion	89
Questions	89
3. Integrated Services Digital Network	91
Introduction	91
Structure	91
Objectives	92
Integrated Services Digital Network	92
Services	93
<i>Types of ISDN</i>	94
Historical outline	95
<i>Advantages of ISDN</i>	95
<i>Disadvantages of ISDN</i>	95

Subscriber's access	95
<i>Connectivity</i>	96
<i>Services offered by ISDN</i>	97
ISDN layers	97
Broadband ISDN	98
Conclusion.....	98
Questions.....	98
4. Networking Devices	99
Introduction.....	99
Structure.....	99
Objectives	99
Repeaters	100
<i>Uses of repeater in networking</i>	100
<i>Advantages of repeaters</i>	101
<i>Disadvantages of repeaters</i>	101
Bridges	102
<i>Functions of bridge in networking</i>	102
<i>Advantages of bridge networking</i>	103
<i>Disadvantages of bridge networking</i>	103
Gateways	104
<i>Functions of gateways</i>	104
<i>Advantages of gateway in computer network</i>	105
<i>Disadvantages of gateway in computer network</i>	105
Routers	106
<i>Functions of a router</i>	106
<i>Advantages of routers</i>	107
<i>Disadvantages of routers</i>	107
Conclusion.....	108
Questions.....	108
5. Network Layer	109
Introduction.....	109
Structure.....	109
Objectives	110

Network layer	110
Design issues	110
<i>Network design issues</i>	111
<i>Reliability</i>	111
<i>Scalability</i>	111
<i>Addressing</i>	111
<i>Error control</i>	111
<i>Flow control</i>	111
<i>Resource allocation</i>	111
<i>Statistical multiplexing</i>	111
<i>Routing</i>	112
<i>Security</i>	112
<i>Network layer addressing</i>	112
Routing concepts	113
<i>Network layer routing</i>	114
<i>Unicast routing</i>	114
<i>Broadcast routing</i>	115
<i>Multicast routing</i>	115
<i>Anycast routing</i>	116
<i>Functions of router</i>	117
<i>Forwarding function</i>	117
<i>Filtering mechanism</i>	117
<i>Routing methods</i>	117
<i>Static routing</i>	117
<i>Dynamic routing</i>	117
<i>Distributed routing</i>	118
<i>Hierarchical routing</i>	118
Distance vector protocol	118
<i>Link state protocol</i>	118
<i>Network routing</i>	119
<i>Routing algorithm</i>	119
<i>Classification of a routing algorithm</i>	119
<i>Adaptive routing algorithm</i>	119

<i>Non-adaptive routing algorithm</i>	120
<i>Distance vector routing algorithm</i>	121
<i>The distance vector routing algorithm's operation</i>	121
Link state routing	122
<i>Two phases of link state routing</i>	122
<i>Reliable flooding</i>	122
<i>Route calculation</i>	122
Conclusion.....	123
Questions.....	123
6. Transport Layer and Upper Layers in OSI Model	125
Introduction.....	125
Structure.....	125
Objectives	126
Transport layer.....	126
<i>Functions of the transport layer</i>	127
<i>Service-point addressing</i>	127
<i>Segmentation and reassembly</i>	128
<i>Connection control</i>	128
<i>Connectionless transport layer</i>	128
<i>Connection-oriented transport layer</i>	128
<i>Multiplexing and demultiplexing</i>	128
<i>Flow control</i>	129
<i>Error control</i>	129
<i>Connection management</i>	129
Session layer.....	129
<i>Functions of the session layer</i>	129
<i>Design issues with the session layer</i>	130
Presentation layer	130
<i>Functions of the presentation layer</i>	131
<i>Design issues with the presentation layer</i>	131
Application layer.....	132
<i>Functions of the application layer</i>	132
<i>Design issues with the application layer</i>	133

Conclusion.....	133
Questions.....	133
7. Foundation.....	135
Introduction.....	135
Structure.....	135
Objectives	136
IT system networking techniques.....	136
Typical IT networks.....	137
<i>Buying equipment and building an IT network</i>	<i>137</i>
Encoding.....	138
<i>Explain encoding.....</i>	<i>138</i>
Links.....	140
<i>Flow control.....</i>	<i>141</i>
Frame error detection and correction.....	141
<i>Error detection.....</i>	<i>142</i>
<i>Parity check.....</i>	<i>142</i>
<i>Cyclic redundancy check.....</i>	<i>143</i>
<i>Error correction</i>	<i>144</i>
Reliable transmission.....	144
Ethernet.....	145
History of Ethernet.....	145
<i>Features of Ethernet</i>	<i>146</i>
<i>Wired Ethernet network.....</i>	<i>146</i>
<i>Wireless Ethernet</i>	<i>147</i>
<i>Types of Ethernet network.....</i>	<i>148</i>
<i>Fast Ethernet.....</i>	<i>148</i>
<i>Gigabit Ethernet.....</i>	<i>149</i>
<i>Switch Ethernet.....</i>	<i>150</i>
<i>Alternate technologies of Ethernet</i>	<i>150</i>
MAC.....	153
<i>MAC address</i>	<i>153</i>
Conclusion.....	154
Questions.....	154

8. Internetworking	155
Introduction.....	155
Structure.....	155
Objectives	156
Internetworking.....	156
Basic internetworking.....	156
<i>Internetworking challenges</i>	157
Switching	157
<i>Why is the switching concept required</i>	158
<i>Advantages of switching</i>	158
<i>Disadvantages of switching</i>	158
Switching modes	158
Store-and-forward.....	159
Cut-through switching.....	160
Fragment-free switching.....	160
Switching techniques	161
Techniques for switching.....	162
Bridging	166
Functioning of a computer network bridge.....	167
Types of bridges	168
Functions of bridges in network	168
Benefits and drawbacks of a bridge in a computer network	169
Routing metrics and costs.....	170
Routing.....	171
Static routing	171
Default routing	171
Dynamic routing.....	172
Conclusion.....	172
Questions.....	172
9. Advanced Internetworking.....	173
Introduction.....	173
Structure.....	173
Objectives	174

Advanced internetworking.....	174
The global internet	174
<i>Workings of the Internet</i>	175
<i>Uses of the Internet</i>	175
<i>Difference between WWW and the Internet</i>	176
<i>Protection on the internet</i>	177
<i>Social impact of the Internet</i>	177
<i>Benefits of the Internet</i>	178
<i>History of the Internet</i>	178
Multicast	179
<i>Ethernet multicast</i>	180
<i>IP multicast</i>	180
<i>Multicast address</i>	180
<i>Multicast communication</i>	180
Multiprotocol Label Switching.....	181
<i>Benefits of MPLS</i>	181
Routing among mobile devices.....	182
<i>Distance vector routing algorithm</i>	183
<i>Link state routing</i>	183
<i>Conclusion</i>	184
Questions.....	184
10. End-to-End Protocols.....	185
Introduction.....	185
Structure.....	185
Objectives	186
End-to-end protocols	186
Simple demultiplexer.....	187
<i>Types of demultiplexer</i>	188
<i>Applications of demultiplexer</i>	189
Reliable byte stream	189
Remote procedure call.....	190
<i>RPC message procedure</i>	191
<i>Working of RPC</i>	191

<i>Types of RPC</i>	192
<i>Advantages of RPC</i>	193
<i>Disadvantages of RPC</i>	193
Real-time transport protocol.....	193
<i>Applications used in the real-time transport protocol</i>	195
<i>Real-time transport protocol's technical details</i>	196
Conclusion.....	196
Questions	196
11. Congestion Control and Resource Allocation	197
Introduction.....	197
Structure.....	197
Objectives	197
Congestion control	198
<i>Cause of congestion</i>	198
<i>How to solve the traffic issue</i>	198
<i>Open loop congestion control</i>	199
<i>Closed-loop congestion control</i>	200
Resource allocation	203
<i>Issues in resource allocation</i>	204
<i>Network model</i>	205
<i>Network switched on packets</i>	205
<i>Key takeaways</i>	205
<i>Connectionless flows</i>	206
<i>Service model</i>	208
<i>Taxonomy</i>	208
<i>Router-centric versus host-centric</i>	208
<i>Reservation-based versus feedback-based</i>	208
<i>Window-based versus rate-based</i>	209
<i>Summary of resource allocation taxonomy</i>	210
<i>Evaluation criteria</i>	210
<i>Effective resource allocation</i>	210
<i>Fair resource allocation</i>	211
Queuing disciplines	212

FIFO	213
Fair queuing	214
TCP congestion control avoidance mechanisms.....	218
Congestion avoidance and control.....	218
Flow control.....	219
Slow-start	219
Congestion window size.....	220
Congestion avoidance.....	222
Bandwidth-delay product.....	222
Bandwidth-delay product.....	223
Head-of-line blocking	224
Optimizing for TCP	224
Tuning server configuration.....	225
Increasing TCP's initial congestion window.....	225
Sluggish restart.....	225
Scaling the window (RFC 1323).....	225
TCP fast open.....	226
Tuning application behavior	226
Performance checklist.....	226
Quality of Service	227
QoS parameters.....	227
Flow characteristics.....	228
Conclusion.....	229
Questions.....	230
12. Multimedia Networking.....	231
Introduction.....	231
Structure.....	231
Objectives	231
Multimedia networking	232
Multimedia networking applications.....	232
Streaming, stored audio, and video	232
Real-time streaming protocol	233
Working of RTSP	234

<i>Importance of RTSP</i>	234
<i>Key components</i>	234
<i>History and development</i>	235
Session initiation protocol.....	235
<i>SIP features</i>	236
H.323	236
<i>Multipoint Control Units</i>	237
Conclusion.....	237
Questions.....	238
13. Network Security	239
Introduction.....	239
Structure.....	239
Objectives	240
Network security	240
<i>How does network security work</i>	241
<i>Physical network security</i>	241
<i>Technical network security</i>	241
<i>Administrative network security</i>	241
<i>Types of network security</i>	241
<i>Network access control</i>	241
<i>Antivirus and anti-malware software</i>	241
<i>Firewall protection</i>	242
<i>Virtual private networks</i>	242
<i>Vulnerability</i>	242
<i>Backdoors</i>	242
<i>Denial-of-service attack</i>	242
<i>Direct-access attacks</i>	243
<i>Eavesdropping</i>	243
<i>Spoofing</i>	243
<i>Tampering</i>	243
Cryptographic building blocks	244
<i>Modern cryptography</i>	244
<i>Characteristics of modern cryptography</i>	245

Context of cryptography.....	245
Cryptography	245
Security services of cryptography	246
Confidentiality	246
Authentication	246
Non-repudiation.....	246
Cryptography primitives.....	247
Components of a cryptosystem	247
Types of cryptosystems.....	248
Authentication	252
Non-repudiation.....	253
Password Authentication Protocol	253
Shiva Password Authentication Protocol	254
Challenge Handshake Authentication Protocol	254
Pretty Good Privacy	254
Operational description.....	255
Segmentation authentication	256
Confidentiality.....	256
Confidentiality and authentication	258
Compression	258
E-mail compatibility.....	258
Segmentation.....	259
Session key generation	260
Transport Layer Security	263
History and development of TLS.....	264
Benefits of Transport Layer Security.....	264
Challenges of TLS.....	265
Differences between TLS and SSL.....	265
Attacks against TLS/SSL	265
Secure Socket Layer.....	266
Objectives of Secure Socket Layer	268
Architecture of Secure Socket Layer.....	268
Firewall	268

<i>Need for firewalls</i>	268
<i>Firewall characteristics</i>	269
<i>Types of firewall</i>	271
<i>Packet filtering firewall</i>	271
<i>Stateful inspection firewalls</i>	275
<i>Application-level gateway</i>	276
<i>Circuit-level gateway</i>	277
<i>Firewall basing</i>	278
<i>Bastion host</i>	278
<i>Firewall basing 22–13</i>	278
<i>Host-based firewalls</i>	279
<i>Personal firewall</i>	279
<i>Firewall location and configurations</i>	281
<i>DMZ networks</i>	281
<i>Virtual private networks</i>	283
<i>Distributed firewalls</i>	283
<i>Summary of firewall locations and topologies</i>	284
Intrusion detection (T1, R1, R2)	286
<i>IDS components</i>	286
<i>Intrusions</i>	286
<i>The base-rate fallacy</i>	287
<i>Base-rate fallacy example</i>	287
<i>IDS data</i>	287
Conclusion	290
Questions	290
Index	291-300

CHAPTER 1

Basic Concepts

Introduction

In this chapter, we will cover how we can use topology, transmission modes, categories of network, OSI model layers, digital transmission, or transmission media in wireless communication. How topology, transmission modes, categories of network, OSI model layers, digital transmission, or transmission media work in wireless communication.

These are all part of telephony and play a very important role in mobile computing and wireless communications.

Structure

In this chapter, we will go through the following topics:

- Introducing data communication
- Distributing processing
- Line configuration
- Topology
- Transmission modes
- Categories of computer network
- Open System Interconnection model layers

- Network layer
- TCP/IP model layers and their functions
- Comparison of models
- Digital transmission
- Transmission media

Objectives

This chapter seeks to provide a fundamental overview of topology, transmission modes, categories of network, OSI model layers, digital transmission or transmission media. In order to explain topology, transmission modes, categories of network, OSI model layers, digital transmission, or transmission media, we will also go into detail about how to use topology, transmission modes, categories of network, OSI model layers, digital transmission, or transmission media. We shall start with topology, transmission modes, categories of network, OSI model layers, and digital transmission or transmission media. We shall conclude the chapter with some model questions as well as objective questions.

Introducing data communication

When we communicate, we are sharing information that can be local or remote, this is known as data communication between individuals. Local communication usually occurs face to face, while isolated communication occurs over distance. There are five components of the data communications system, which are depicted in *Figure 1.1*:

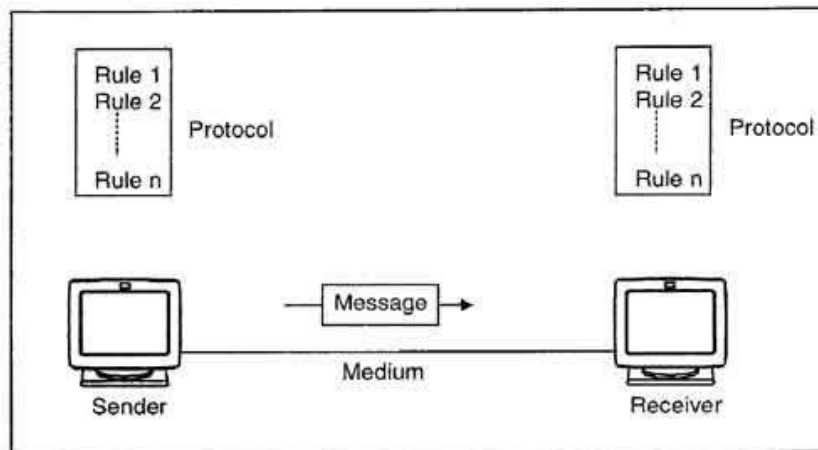


Figure 1.1: Components of the data communication

- **Message:** Text, numbers, photos, audio, and video are the main types of data or information that is conveyed as information in a message.

- **Sender:** The sender functions as a tool for transmitting the data message. A computer, workstation, phone, video camera, and other devices may fall under this category.
- **Receiver:** The receiver serves as a tool for acquiring the message. This could be a computer, workstation, phone, TV, or other device.
- **Transmission medium:** The actual physical media used to transmit messages from sender to receiver is known as the **transmission channel**. Twisted-pair wire, coaxial cable, fiber-optic cable, and radio waves are examples of transmission media.
- **Protocol:** A collection of guidelines known as a protocol plays a crucial part in data transfers, between the communicating devices. Without a protocol, communication between two connected devices is impossible, like how someone speaking Japanese cannot understand someone speaking French.

Distributed processing

Distributed processing is a term used to indicate to a variety of computer systems that use more than one computer (or **processor**) to run an application. This includes parallel processing in which a single computer uses more than one CPU or processor for executing programs.

Mainly distributed processing refers to **local area networks (LANs)** which are designed so that a single program can run simultaneously at various sites.

Most of the networks use distributed processing, in which a task is divided among multiple computers. Instead of one single large machine being responsible for all aspects of the process, separate computers (usually a personal computer or workstation) handle a subset.

Line configuration

Line setup describes how two or more communication devices are linked to a physical communication pathway that is a link. The configuration of a line can also be used as a connection. The physical communication pathway that transports data from one device to another is referred to as a link. Two devices must be connected to the same link at the same time for a healthy conversation.

There are two possible line configurations available which are as follows:

- Point-to-point
- Multiple points

Point-to-point

It connects the two ends of a physical piece of wire or cable to provide a dedicated link between two devices. Infrared remote controls and television remote controls are a couple of examples.

For transmission between such two devices, the channel's full capacity is used. A physical length of wire or cable is typically used in point-to-point line configurations, but other options, such as microwave or satellite links, are also available. The point-to-point network topology is one of the most common and simple network topologies. It is also the most straightforward technique to establish and comprehend. To understand point-to-point network topology, imagine two phones arranged end to end, refer to the following figure:

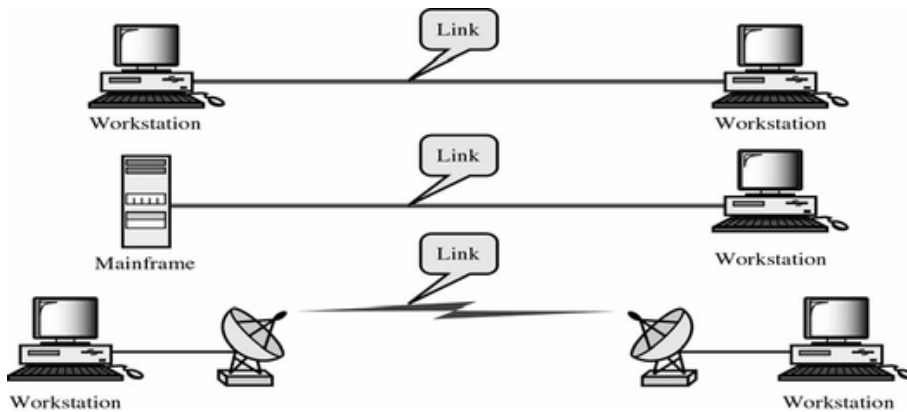


Figure 1.2: Point-to-point

Multipoint configuration

This configuration, which enables one or more devices to share a single link capacity of the channel, is called as **multipoint configuration**. It is also known as a **multidrop line setup**.

The link is shared by more than two devices, which means the channel's capacity is now shared. In a multipoint line configuration with shared capacity, there are two options:

- **Spatial sharing configuration:** Spatially shared line configuration is another name for a link that can be shared by multiple devices at once.
- **Temporal (Time) sharing configurations:** When users must access the link sequentially, a configuration known as a **temporarily shared** or **time-shared line** is employed.

Refer to *Figure 1.3*, the multipoint configuration has been explained:

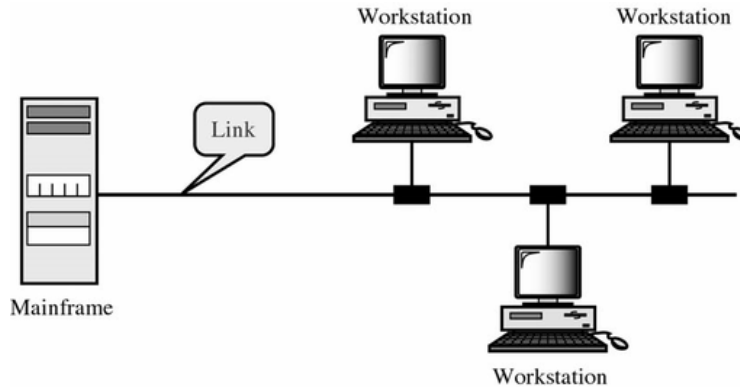


Figure 1.3: Multipoint configuration

Topology

How computer systems or network hardware are connected to exchange resources and information is described by a **network topology**. Topologies can be used to define the network's physical and logical aspects. The logical and physical topologies of a network may be the same or different.

Point-to-point topology

In this network, a single cable links two back-to-back hosts (computers, switches, routers, or servers). Frequently, the receiving end of one host is linked to the sending end of another, refer to the following *Figure 1.4*:

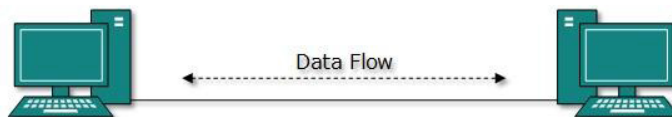


Figure 1.4: Point-to-point topology

If the hosts or nodes are logically connected point-to-point, many intermediary devices may be required. The end hosts, however, perceive one another as though they are directly connected and are not aware of the underlying network.

Bus topology

In this bus architecture, every device uses the same cable or communication line for communication. Each device is connected to this common line. The bus topology may cause issues when numerous hosts are sending data simultaneously. To remedy the problem, the bus architecture either employs CSMA/CD technology or identifies one host

as the **bus master**. It is a simple networking technology in which the failure of one device does not affect the others. However, if the shared communication channel fails, all other devices will fail as well. Please refer to the following figure:

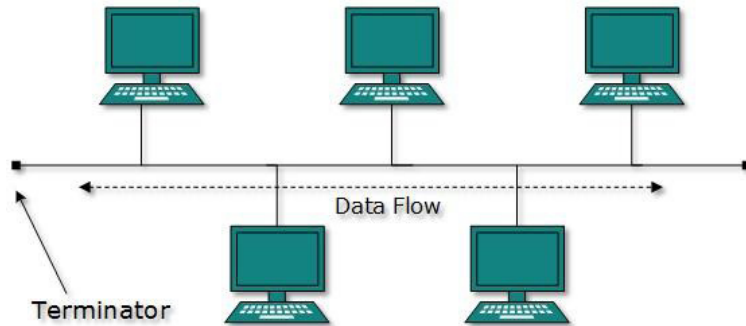


Figure 1.5: Bus topology

A line terminator is present at both ends of this shared channel. The data is delivered in only one way, and the terminator removes it from the line when it reaches the complete or extreme end.

Advantages of bus topology

The following are the advantages of bus topology:

- **Cheap cable:** This topology is cheap. In a bus architecture, nodes connect to the cable directly as opposed to through a hub. With this architecture, installation costs are low. Coaxial or twisted pair cables are excellent for moderate data rates since they are frequently used in bus-based networks with data rates of up to 10 Mbps limit.
- **Common technology:** The bus topology is a reliable and well-known technology since installation and troubleshooting procedures are well-known and hardware components are easily accessible.
- **Limited failure:** In this scenario, a node failure has no impact on the other nodes of the network.

Disadvantages of the bus topology

The following are the disadvantages of bus topology:

- **Large no of cables:** Although the bus architecture is basic, it nevertheless necessitates a significant amount of wiring.
- **Difficult troubleshooting:** In this case, specialist test equipment is required to identify cable issues and flaws. If a fault or error occurs in the cable, it will disrupt or disrupt communication between all nodes.