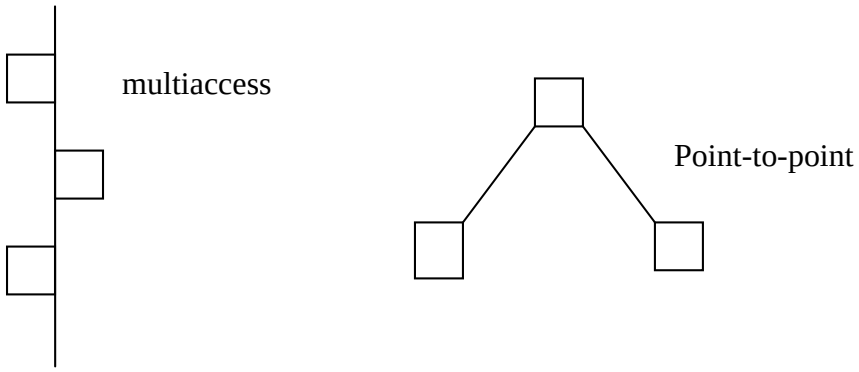
6/7/04 – paper discussion with grad students

peer to peer networks- have no client or server, both computers act as clients and servers, both are equal

multi-access- shared medium, must figure out who sent what where




WAN- wide area network, less reliable than LAN, ex. Telephone lines

MAN- metro area network, ex. Campus-wide

Internetwork- connects different networks together

Bandwidth (throughput) – data transmitted per time unit

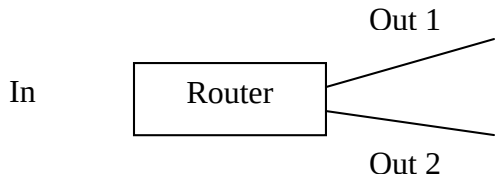
Ex. The amount of water that can flow through a hose- higher Bandwith means the hose has a larger opening

Latency (delay) – time to send a message from point A to point B

Reliability – bandwidth and latency may not be reliable

Layering – break up a task and solve each piece separately

Router – sends packet closer to destination




network layer- may need to break up message

packet headers – addresses

transportation layer – combines packets into messages, tells what process to go to, asks lost packets to be resent

end to end arguments – implement changes at the endpoints, not within the actual network. To implement the assurance of reliable communication (making sure a msg is received), implement changes at the end points. You want the network to remain simple- don't want to change TCP/IP, only change things at the end points.

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