

Course Sequence: *IP for Telecom Professionals*

Module 1: "Quo vadis" / **Module 2: The Basics** / Module 3: Advanced Issues

Course Duration:

3 days

Course Description:

- ▶ This course addresses the needs of engineers and technicians who are already familiar with the mobile and/or telecom environment but who require detailed knowledge of the TCP/IP-protocol suite and its operation and network architecture.
- ▶ These 3 days of the course sequence are called "The Basics" and they make the student familiar with all basic aspects of the IP-protocol suite. That includes the interaction between IP and lower layer protocols (⇔ Ethernet, PPP) and upper layer protocols like TCP, UDP and the different application protocols FTP, SMTP, POP3 etc..
- ▶ All protocol aspects are related back to real life applications and to the responsible network elements like routers, switches, hubs and bridges.
- ▶ Possible network architectures are one major focus of this course.
- ▶ One challenge during the course is the live setup and configuration of a LAN with 2 routers, 1 switch, 8 users, FTP-server, DHCP, NAT and WLAN-internet connection.

Pre-Requisites:

- ▶ The student should possess detailed knowledge of wireline and/or wireless communications, particularly within the area of operation or engineering.
- ▶ Basic knowledge of the TCP/IP-protocol suite and its environment is necessary.

Course Target:

- ▶ Most importantly, the student will be confident and self-assured with respect of the IP-protocol suite.
- ▶ The student will be perfectly aware of how packets of any kind are constructed, processed and transferred within and between IP-networks.
- ▶ The student will obtain detailed understanding of the TCP/IP-protocol suite and of the different capabilities and functions of these protocols.
- ▶ After the course the student is enabled to configure, setup, analyze and operate IP-networks.

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Overview and Basic Considerations about IP Networks

Logical Structure of Networks

- ⇒ Star
- ⇒ Ring
- ⇒ Bus
- ⇒ Meshed

Packet Service Session

- ⇒ Statistical Multiplexing
- ⇒ Packetization and Multiplexing

Network Entities

- ⇒ Hub
- ⇒ Bridge
- ⇒ Switch
- ⇒ Router
- ⇒ Gateway
- ⇒ Layer-3 Switching

Ethernet

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- 10Base-2
- 10Base-T, 10Base-FB & 10Base-FL
- 100Base-T & 100Base-FX
- 1000Base-xx
- 10GBase-xx
- ⇒ Ethernet Frame
- ⇒ Ethernet Access Scheme
- Ethernet physical Dimension
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Point to Point Protocol

- ⇒ The Point-to-Point Protocol (PPP) Frame Format
 - The PAP Frame Format
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- ⇒ Operation of Dial Up Network Access
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 - Authentication and Network Layer Setup
 - Link Termination
 - Example for Dial-Up Network Access using the PPP

Overview of the TCP/IP Protocol Suite and Addressing in IP Networks

Introducing the IP-Protocol Stack

- ⇒ The Structure of the IP-Protocol Stack

Details of the Internet Protocol

- ⇒ IP-Addresses
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 - Special IP-Address Notations
- ⇒ Determination of the Owner of an IP-Address
 - Subnet-Addressing
 - Supernetting and CIDR
 - More Details of Classless Inter-Domain Routing

Operation of the Address Resolution Program (ARP)

The Process of IP-Address Allocation

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- ⇒ Operation of an initial DHCP Request
 - Operation of the DHCP in UMTS
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 - Mobile Subscribers entering the Internet
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- ⇒ Using Network Address Translation (NAT) for Interconnection
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 - Streaming Applications
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Access to Applications ⇒ The Domain Name System (DNS)

- ⇒ Structure of the Domain Name System (DNS)
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- The TOS- Field / Differentiated Services
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- ⇒ Format of Internet Protocol Version 6
- Format of the IPv6 Header
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- ⇒ ICMP-Message Format
- ⇒ ICMP-Messages
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- ⇒ Example of an ICMP-Message (Router Solicitation)

Router – Tasks and Functions

- ⇒ Router Characteristics
- ⇒ Router Delay Elements
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IP Routing Types

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 - Routing Criteria
 - Routing Information Protocol (Example)
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- ⇒ Congestion Avoidance
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Details of the Transport Protocols (TCP, UDP, SCTP, RSVP)

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- ⇒ Services of UDP
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 - Connection-less / Unacknowledged Data Delivery
 - Frame Protection (Checksum)
- ⇒ Port Numbers
 - “Well known” Port Numbers
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 - Example for TCP Connection Release
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Overview of important IP Applications

The Real Time Transport Protocol (RTP and RTCP)

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- M-Bit (Marker)
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- ⇒ Operation of the SMTP Protocol
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- ⇒ Advanced TCP-Features
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 - Roundtrip Time (RTT) and Retransmission Timeout (RTO)
 - Long Term Behavior of SRTT and RTO
- ⇒ The Nagle Algorithm and Delayed Acknowledgements
- ⇒ The Slow Start and Congestion Avoidance Algorithms

- Introduction
- Slow Start and Congestion Avoidance in Operation
- Long Term Characteristics
- ⇒ The Ultimate Importance of RTT and CWND for GPRS
- The formula for calculating SRTT and RTO is tailored for wireline connections
- In GPRS, the RTT is highly variable and may therefore cause unnecessary retransmissions
- Slow start memorizes instances when $RTT \geq 2 \times SRTT$
- RTT variance in GPRS can have many reasons
- ⇒ Consequences of the RTT-Variance for the GPRS Performance
- ⇒ The Fast Retransmit Algorithm
- ⇒ The Fast Recovery Algorithm

Enclosures for the Practical Exercises

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