

# DEGREE CURRICULUM COMMUNICATION NETWORKS

Coordination: MARTINEZ RODRIGUEZ, SANTIAGO

Academic year 2022-23

# Subject's general information

Subject name	COMMUNICATION NETWORKS								
Code	102379								
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION								
Туроlоду	Degree		Course	Character		Modality			
	Bachelor's degree in Digital Interaction and Computing Techniques		2	COMPULSORY		Attendance- based			
Course number of credits (ECTS)	6								
Type of activity, credits, and groups	Activity type	PRALA	PRALAB		TEORIA				
	Number of credits	3		3					
	Number of groups	1		1					
Coordination	MARTINEZ RODRIGUEZ, SANTIAGO								
Department	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING								
Teaching load distribution between lectures and independent student work	6 ECTS = 25x6 = 150 working hours: 40% -> 60 in-class hours, 60% -> 90 independent work hours.								
Important information on data processing	Consult this link for more information.								
Language	Catalan.								
Distribution of credits	Theory: 3 Practices: 3								

Teaching staff		Credits taught by teacher	Office and hour of attention
MARTINEZ RODRIGUEZ, SANTIAGO	santi.martinez@udl.cat	6	Arrange with the teacher. Optionally, by videoconference.

# Subject's extra information

Office hours need to be appointed beforehand by e-mail with the teacher.

To properly follow this course, previous skills on programming and operating systems are recommended.

# Learning objectives

- Knowledge of current standard mechanisms and institutions.
- Learning data link protocols basics, as well as their weaknesses and capacities.
- Designing a physical and data-link level solution for a given scenario.
- Learning current network level protocol basics.
- Understanding network level protocol weaknesses and limitations and their solutions.
- Designing and addressing and routing solution for a given and basic scenario.
- Knowledge and ability to optimize transport protocols.
- Studying current data encoding and compression mechanisms.
- Knowledge and understanding encapsulation and abstraction models between network levels.
- Knowledge and understanding physical level data transmission mechanisms.
- Designing transport level protocols.
- Understanding performance factors and congestion control procedures.
- Knowledge and understanding of application level protocols, particularly those with multimedia containers.

## Competences

#### **Basic Competences**

• **B03.** That students have the ability to gather and interpret relevant data (usually within their area of study) to make judgments that include a reflection on relevant social, scientific or ethical issues.

#### **Transversal Competences**

• CT3. Acquire training in the use of new technologies and information and communication technologies.

#### **General Competences**

- **CG2.** Design, develop, evaluate and guarantee the accessibility, ergonomics, usability and security of computer systems.
- CG3. Use adequate hardware and software platforms to develop and execute interactive digital applications.

#### **Specific Competences**

- CE7. Know, manage and maintain systems, services and interactive applications.
- **CE12.** Knowledge and ability to apply the characteristics, functionalities and structure of computer networks and internet, and design and implement interactive applications based on them.

## Subject contents

Standards and organizations.

OSI and TCP/IP models.

Physical level: Introduction to data transmission.

Data-link level:

- Medium access.
- Direct access networks: Ethernet (802.3), Wireless (802.11).
- Switching.

Network level:

- IP protocol.
- IP addressing.
- Basic routing: static and vector-distance.
- Advanced routing: link-state.

Transport level:

- End-to-end protocols: TCP and UDP.
- Another end-to-end protocols.

Congestion control and resource management.

Application level: Application protocols.

## Methodology

Each week students attend 2 hours with a Large Group and 2 hours with a Medium Group. Medium Group sessions are practices.

The course is structured following the layered model of ISO/OSI network abstracion, we study the different technologies and network protocols starting with the physical level, and progressively increasing the ISO/OSI level, and hence, abstraction with respect to the physical transportation of data.

Despite using the OSI theoretical model, the protocol suite studied is the constituent of the Internet, TCP/IP.

Also in a series of laboratory sessions, students will consolidate this knowledge as well as gaining a more applied view of networks.

## Development plan

Week 1. Standards and organizations.

- Week 2. OSI and TCP/IP models.
- Week 3. Physical level: Introduction to data transmission.
- Week 4. Physical level: Introduction to data transmission.

- Week 5. Data-link level.
- Week 6. Data-link level.
- Week 7. Network level.
- Week 8. Network level.
- Week 9. Midterm exams 1.
- Week 10. Transport level.
- Week 11. Transport level.
- Week 12. Congestion.
- Week 13. Congestion.
- Week 14. Presentation.
- Week 15. Application protocols.
- Week 16. Midterm exams 2.
- Week 17. Midterm exams 2.
- Week 18. Tutorial week.
- Week 19. Improvement exams.

### **Evaluation**

Acronym	Evaluation Activity	Weight	Minimum Score	Group	Compulsory	Recoverable
P1	Project 1	20%	No	Yes	No	No
P2	Project 2	20%	No	Yes	No	No
P3	Project 3	20%	No	Yes	No	No
E1	1st Midterm Exam	20%	No	No	No	Yes
E2	2nd Midterm Exam	20%	No	No	No	Yes

Final score = 0,2 · P1 + 0,2 · P2 + 0,2 · P3 + 0,2 · E1 + 0,2 · E2

The course is passed with a qualification larger or equal than 5.

The midterm exams can be recovered during the improvement week.

# Bibliography

- Larry L. Peterson, Bruce S. Davie: Computer Networks: A Systems Approach, Fifth Edition. Morgan Kaufmann, 2011.
- Andrew S. Tanenbaum, David J. Wetherall: Computer Networks (5th Edition). Pearson, 2010.
- James F. Kurose, Keith W. Ross: Computer Networking: A Top-Down Approach (5th Edition). Addison-

Wesley, 2010.

- W. Richard Stevens: TCP/IP Illustrated, Volumes 1 & 2. Addison-Wesley.
- Jeffrey S. Beasley: Networking. Pearson, 2008.