ECS 152B
Computer Networks
Winter 2009

Prof. Xin Liu
www.cs.ucdavis.edu/~liu/152B/W09/152B.htm
Highlights

• prerequisites:
  ECS150 and ECS152A

• Class: TR 12:10-1:30PM, 105 Olson;

• Discussion: M, 1:10 p.m.-2:00 p.m.; 168 Hoagland;
Highlights

• Textbook

• TA: Xiaoling Qiu, xqiu@ucdavis.edu

• TA office hour: Mon. 2-3 PM, 55 Kemper Hall
  – If needed, the office hour will be extended to 4pm.

• Instructor office hour: T 1:40-3:10PM 3013 EII or by appointment
Grading Policy

• Grading
  – Projects 40% (2 projects)
  – Midterm 20% (one mid-term)
  – Homework 15% (2-3 sets)
  – Final 25%

• All homework and projects will be submitted online.
• All homework and lab assignments (except project 2) require individual efforts. Discussions are allowed, no copying allowed.
• Late policy
  – Full credit if on time
  – 50% if within 24 hours
  – 25% if within 48 hours
  – 0 after 48 hours
• Regrading Policy
  – One week regrading period after grades returned to students
• Incomplete will not be granted
  – Unless proved emergency with filled emergency form
• **Academic Integrity**
  – Homework
  – Lab assignments
Email

• Please include “ECS 152B” in your subject line, to me and to the TA.
• In most cases, 24-hour response.
• If your requests not responded, let me know.
Email etiquettes

- UCD Email Etiquette

> R U handing back midterms Th?
Hi Gary,

I was wondering if you are going to be handing back the midterm this week?

Thanks,

Shareen

➢ It is also best to address your email to one person, possibly cc to others.
Good Grade Guideline

• Protocol stacks are rational
  – Understand, not memorize
• Active classroom participation
• Do your own homework and projects
  – Help you understand
  – Help you do well in exams
• Follow the textbook and notes
• Extra material covered in lectures
Road Map

1. Introduction
   • Computer Networks Overview
   • Layered architecture

2. Networking Applications
   • HyperText Transfer Protocol (HTTP)
   • Web applications
   • FTP
   • Email
   • Domain Name System (DNS)
   • Peer-to-peer applications

3. Transport and IP Layer
   • UDP and TCP
   • TCP congestion control
   • IP and routing
Road Map

4. Wireless Networks
   - Cellular Networks
   - Wireless LAN
   - Ad hoc and Mesh Networks
   - Mobility Management

5. Multimedia Networking
   - Streaming video/audio
   - Real-time application protocols
   - Quality of Service

6. Network Security
   - Principle of Cryptography
   - Authentication and Integrity
   - Secure Email, secure TCP, IPsec, WEP

7. Social Networks
   - Current status and development
   - Network formation and evolution

8. Search
   - PageRank and its principle
   - Adsense
   - Search Engine Optimization
Comments?

• I am constantly looking for ways to make this class better, more useful, more fun
• All comments/suggestions welcome.
• Anonymous if you like.

• http://www.cs.ucdavis.edu/~liu/152B/W09/152B.htm

• Questions?