

Read Book Mis Libros De Networking Gu A De Preparaci N Para El Ccna Pdf For Free

Security in Emerging Wireless Communication and Networking Systems **Matching Theory for Wireless Networks** Cloud Networking for Big Data High-performance Communication Networks Self-healing Control Technology for Distribution Networks **Software Defined Systems** Content Networking Ethernet Networks **Local and Metropolitan Area Networks** *Wireless Sensor Networks* **Gigabit Networking Privacy-Preserving in Edge Computing** **Wireless Communications and Networks Algorithms and Networking for Computer Games** The Network Press Encyclopedia of Networking **3G Wireless Networks, Second Edition** *Mobile and Ubiquitous Systems: Computing, Networking, and Services* *Research Methods in Social Network Analysis* **Business Data Communications and Networking Communication Networks and Computer Systems** Social and Economic Networks Sensor Networks and Configuration Management of Multimedia on the Internet **Wireless Sensor Networks** Network Simulation **Communications and Networking for the IBM PC** *Networking and Mobile Computing* **Building Wireless Community Networks** Introduction to Telecommunications Network Engineering **Telecommunications Network Management** Computer Communications And Networks, 2nd Edition **Seamless Networks Optical Neural Networks** *Issues in Networks Research and Application: 2011 Edition* **Information Networking. Wireless Communications Technologies and Network Applications** **Advanced Wireless Networks** **Local Networks** **Social Networking** Optimizing Network Performance with Content Switching **Intelligent Cyber-Physical Systems** **Security for Industry 4.0**

This book constitutes the thoroughly refereed post-conference proceedings of the 8th International ICST Conference on Mobile and Ubiquitous Systems: Computing, Networking, and Services, MobiQuitous 2011, held in Copenhagen, Denmark, in December 2011. The 34 revised full papers presented were carefully reviewed and selected from numerous submissions. They cover a wide range of topics ranging from localization and tracking, search and discovery, classification and profiling, context awareness and architecture, location and activity recognition as well as a best paper session, an industry track, and poster and demo papers. Learn all about satellite parameters and configuration, principles of cellular networks, wireless local loops, message authentication, transmission fundamentals, antennas and propagation, signal encoding techniques, spread spectrum, coding and error control, and related topics. This book provides the fundamental knowledge of the classical matching theory problems. It builds up the bridge between the matching theory and the 5G wireless communication resource allocation problems. The potentials and challenges of implementing the semi-distributive matching theory framework into the wireless resource allocations are analyzed both theoretically and through implementation examples. Academics, researchers, engineers, and so on, who are interested in efficient distributive wireless resource allocation solutions, will find this book to be an exceptional resource. Covers the status of wireless networks and their future potential as the industry prepares for 4G. This work adopts a logical approach, beginning each chapter with introductory material, before proceeding to more advanced topics and tools for system analysis. Networks of

relationships help determine the careers that people choose, the jobs they obtain, the products they buy, and how they vote. The many aspects of our lives that are governed by social networks make it critical to understand how they impact behavior, which network structures are likely to emerge in a society, and why we organize ourselves as we do. In *Social and Economic Networks*, Matthew Jackson offers a comprehensive introduction to social and economic networks, drawing on the latest findings in economics, sociology, computer science, physics, and mathematics. He provides empirical background on networks and the regularities that they exhibit, and discusses random graph-based models and strategic models of network formation. He helps readers to understand behavior in networked societies, with a detailed analysis of learning and diffusion in networks, decision making by individuals who are influenced by their social neighbors, game theory and markets on networks, and a host of related subjects. Jackson also describes the varied statistical and modeling techniques used to analyze social networks. Each chapter includes exercises to aid students in their analysis of how networks function. This book is an indispensable resource for students and researchers in economics, mathematics, physics, sociology, and business. This book provides up-to-date coverage of LAN technology and LAN standards, and will enhance readers' understanding of computer networks -- for purposes of managing the system, solving users' problems, and planning for future growth related to a company's products and sales. Chapter topics include data communications, topologies and transmission media, protocol architecture, Gigabit Ethernet, 100-Mbps token ring, Fibre Channel, ATM LANs, wireless LANs, concepts of bridges and routers, network management, and structured cabling systems and types. For product development and marketing personnel, and data processing personnel. *Seamless Networks* offers practical engineering guidance on achieving smooth merges of all current network technologies--hard-wired and wireless, global and local, multimedia and more. Covering product development, standards, connectivity, performance, and service, as well as strategic planning, this book is the telecommunications professional's one-stop resource for network integration. Acclaimed for its accuracy, cutting-edge orientation and clarity of presentation, this best-selling text in its new edition is better still. It covers everything MIS professionals need to know about data communications and networks - from hardware and network design to security and LANs. Since the publication of Herbert Spencer's *Principles of Sociology* in 1875, the use of social structure as a defining concept has produced a large body of creative speculations, insights, and intuitions about social life. However, writers in this tradition do not always provide the sorts of formal definitions and propositions that are the building blocks of modern social research. In its broad-ranging examination of the kind of data that form the basis for the systematic study of social structure, *Research Methods in Social Network Analysis* marks a significant methodological advance in network studies. As used in this volume, social structure refers to a bundle of intuitive natural language ideas and concepts about patterning in social relationships among people. In contrast, social networks is used to refer to a collection of precise analytic and methodological concepts and procedures that facilitate the collection of data and the systematic study of such patterning. Accordingly, the book's five sections are arranged to address analytical problems in a series of logically ordered stages or processes. The major contributors define the fundamental modes by which social structural phenomena are to be represented; how boundaries to a social structure are set; how the relations of a network are measured in terms of structure and content; the ways in which the relational structure of a network affects system actors; and how actors within a social network are clustered into cliques or groups. The chapters in the last section build on solutions to problems proposed in the previous sections. This highly unified approach to research design combined with a representative diversity of viewpoints makes *Research Methods in Social*

Network Analysis a state-of-the-art volume. A hands-on reference for engineers and those who wish to understand the technology underpinnings of the worldwide telecommunications network.

-- Treats in General the Applications of the IBM-PC in Data Communications, & in Detail, Local Area Networking This book constitutes the refereed proceedings of the 5th IFIP/IEEE International Conference on the Management of Multimedia Networks and Services, MMNS 2002, held in Santa Barbara, CA, USA, in October 2002. The 27 revised full papers presented were carefully reviewed and selected from a total of 76 submissions. The papers are organized in topical sections on service management, management of wireless multimedia, bandwidth sharing protocols, distributed video architectures, management systems, differentiated network services, user level traffic adaptation, and multicast congestion control.

Issues in Networks Research and Application: 2011 Edition is a ScholarlyEditions™ eBook that delivers timely, authoritative, and comprehensive information about Networks Research and Application. The editors have built Issues in Networks Research and Application: 2011 Edition on the vast information databases of ScholarlyNews.™ You can expect the information about Networks Research and Application in this eBook to be deeper than what you can access anywhere else, as well as consistently reliable, authoritative, informed, and relevant. The content of Issues in Networks Research and Application: 2011 Edition has been produced by the world's leading scientists, engineers, analysts, research institutions, and companies. All of the content is from peer-reviewed sources, and all of it is written, assembled, and edited by the editors at ScholarlyEditions™ and available exclusively from us. You now have a source you can cite with authority, confidence, and credibility. More information is available at <http://www.ScholarlyEditions.com/>.

Focuses on the underlying principles of design and implementation, enabling the reader to judge design alternatives. Key areas covered are: topology, transmission medium, protocols, switching techniques, and network interface. New to this edition: advances in bridges and routers; LAN standards. Annotation copyrighted by Book News, Inc., Portland, OR This book introduces the software defined system concept, architecture, and its enabling technologies such as software defined sensor networks (SDSN), software defined radio, cloud/fog radio access networks (C/F-RAN), software defined networking (SDN), network function virtualization (NFV), software defined storage, virtualization and docker. The authors also discuss the resource allocation and task scheduling in software defined system, mainly focusing on sensing, communication, networking and computation. Related case studies on SDSN, C/F-RAN, SDN, NFV are included in this book, and the authors discuss how these technologies cooperate with each other to enable cross resource management and task scheduling in software defined system. Novel resource allocation and task scheduling algorithms are introduced and evaluated. This book targets researchers, computer scientists and engineers who are interested in the information system softwarization technologies, resource allocation and optimization algorithm design, performance evaluation and analysis, next-generation communication and networking technologies, edge computing, cloud computing and IoT. Advanced level students studying these topics will benefit from this book as well.

Infrastructure for Homeland Security Environments Wireless Sensor Networks helps readers discover the emerging field of low-cost standards-based sensors that promise a high order of spatial and temporal resolution and accuracy in an ever-increasing universe of applications. It shares the latest advances in science and engineering paving the way towards a large plethora of new applications in such areas as infrastructure protection and security, healthcare, energy, food safety, RFID, ZigBee, and processing. Unlike other books on wireless sensor networks that focus on limited topics in the field, this book is a broad introduction that covers all the major technology, standards, and application topics. It contains everything readers need to know to enter this burgeoning field, including current applications and

promising research and development; communication and networking protocols; middleware architecture for wireless sensor networks; and security and management. The straightforward and engaging writing style of this book makes even complex concepts and processes easy to follow and understand. In addition, it offers several features that help readers grasp the material and then apply their knowledge in designing their own wireless sensor network systems:

- * Examples illustrate how concepts are applied to the development and application of wireless sensor networks
- * Detailed case studies set forth all the steps of design and implementation needed to solve real-world problems
- * Chapter conclusions that serve as an excellent review by stressing the chapter's key concepts
- * References in each chapter guide readers to in-depth discussions of individual topics

This book is ideal for networking designers and engineers who want to fully exploit this new technology and for government employees who are concerned about homeland security. With its examples, it is appropriate for use as a coursebook for upper-level undergraduates and graduate students. With networking the fastest-growing segment of the computer hardware/software industry, this comprehensive book covers all the systems and technologies. The CD-ROM contains the complete text of the encyclopedia in electronic format with hyperlinked cross-references, plus a copy of "The Dictionary of Networking" in electronic format also with hyperlinked cross-references. Welcome to Zhangjiajie for the 3rd International Conference on Computer Network and Mobile Computing (ICCNMC 2005). We are currently witnessing a proliferation in mobile/wireless technologies and applications. However, these new technologies have ushered in unprecedented challenges for the research community across the range of networking, mobile computing, network security and wireless web applications, and optical network topics. ICCNMC 2005 was sponsored by the China Computer Federation, in cooperation with the Institute for Electrical and Electronics Engineers (IEEE) Computer Society. The objective of this conference was to address and capture highly innovative and state-of-the-art research and work in the networks and mobile computing industries. ICCNMC 2005 allowed sharing of the underlying theories and applications, and the establishment of new and long-term collaborative channels aimed at developing innovative concepts and solutions geared to future markets. The highly positive response to ICCNMC 2001 and ICCNMC 2003, held in Beijing and Shanghai, respectively, encouraged us to continue this international event. In its third year, ICCNMC 2005 continued to provide a forum for researchers, professionals, and industrial practitioners from around the world to report on new advances in computer network and mobile computing, as well as to identify issues and directions for research and development in the new era of evolving technologies. "Network Simulation" presents a detailed introduction to the design, implementation, and use of network simulation tools. Discussion topics include the requirements and issues faced for simulator design and use in wired networks, wireless networks, distributed simulation environments, and fluid model abstractions. Several existing simulations are given as examples, with details regarding design decisions and why those decisions were made. Issues regarding performance and scalability are discussed in detail, describing how one can utilize distributed simulation methods to increase the. A guide to the applications of content aware networking such as server load balancing, firewall load balancing, Web caching and Web cache redirection. This is growing to a \$1 billion market. The authors are specialists from Nortel. Evaluating the performance of communications and computer systems constitutes a challenge. This volume contains contributions and presentations made by international researchers at a workshop which was held in April 2004 to honour Professor Erol Gelenbe on the occasion of his inaugural lecture as the Dennis Gabor Chair at Imperial College London. This is a practical introduction to the key computing concepts of networks and communications, suitable for a first year undergraduate or industrial course. It provides the foundational knowledge on which to

build a fully developed understanding of modern communications methodologies, techniques and standards. It will also be a useful professional reference companion.; The book begins with a general introduction to data communications and the options commonly open to the system designer. It then provides overviews of the key areas in which design decisions must be made: communication media; interface standards; network architectures; modems and multiplexers; network topologies, switching and access control; local area networks; wide-area networks; performance; software issues; security; and implementation.; As a second edition of an established text the book has been thoroughly revised and improved but retains the strengths of the first edition in its clear and well- illustrated exposition. It includes current developments in standards and architecture including ATM, B-ISDN, SNMP, TCP/IP, and other state-of-the- art features of the computer communications world.; In its first edition the book was an authoritative textbook and personal reference for industry. In this new edition it should be even more essential for all with a need for an accessible modern technical introduction to computer communications and networks. Suitable for a practically orientated computer science course at degree level or for an introductory industrial course. This book introduces two basic big data processing paradigms for batch data and streaming data. Representative programming frameworks are also presented, as well as software defined networking (SDN) and network function virtualization (NFV) technologies as key cloud networking technologies. The authors illustrate that SDN and NFV can be applied to benefit the big data processing by proposing a cloud networking framework. Based on the framework, two case studies examine how to improve the cost efficiency of big data processing. Cloud Networking for Big Data targets professionals and researchers working in big data, networks, wireless communications and information technology. Advanced-level students studying computer science and electrical engineering will also find this book valuable as a study guide. Algorithms and Networking for Computer Games is an essential guide to solving the algorithmic and networking problems of modern commercial computer games, written from the perspective of a computer scientist. Combining algorithmic knowledge and game-related problems, the authors discuss all the common difficulties encountered in game programming. The first part of the book tackles algorithmic problems by presenting how they can be solved practically. As well as "classical" topics such as random numbers, tournaments and game trees, the authors focus on how to find a path in, create the terrain of, and make decisions in the game world. Part two introduces networking related problems in computer games and focuses on three key questions: how to hide the inherent communication delay, how to utilize limited network resources, and how to cope with cheating. Algorithms and Networking for Computer Games provides a comprehensive resource that offers deeper algorithmic insight into game programming and explains game-specific network considerations. Read on for... Algorithmic solutions in pseudo code format, which not only emphasizes the idea behind the solution, but also can easily be written into the programming language of your choice. A section on the Synthetic player, covering decision-making, influence maps, finite-state machines, flocking, fuzzy sets and probabilistic reasoning. In-depth treatment of network communication including dead reckoning, local perception filters and cheating prevention. 51 ready-to-use algorithms and 178 illustrative exercises. Algorithms and Networking for Computer Games is a must-read text for advanced undergraduate and graduate students on computer game-related courses, postgraduate researchers in game-related topics, and game developers interested in new approaches and the theoretical background to games. With the rapid development of big data, it is necessary to transfer the massive data generated by end devices to the cloud under the traditional cloud computing model. However, the delays caused by massive data transmission no longer meet the requirements of various real-time mobile services. Therefore, the emergence of

edge computing has been recently developed as a new computing paradigm that can collect and process data at the edge of the network, which brings significant convenience to solving problems such as delay, bandwidth, and off-loading in the traditional cloud computing paradigm. By extending the functions of the cloud to the edge of the network, edge computing provides effective data access control, computation, processing and storage for end devices. Furthermore, edge computing optimizes the seamless connection from the cloud to devices, which is considered the foundation for realizing the interconnection of everything. However, due to the open features of edge computing, such as content awareness, real-time computing and parallel processing, the existing problems of privacy in the edge computing environment have become more prominent. The access to multiple categories and large numbers of devices in edge computing also creates new privacy issues. In this book, we discuss on the research background and current research process of privacy protection in edge computing. In the first chapter, the state-of-the-art research of edge computing are reviewed. The second chapter discusses the data privacy issue and attack models in edge computing. Three categories of privacy preserving schemes will be further introduced in the following chapters. Chapter three introduces the context-aware privacy preserving scheme. Chapter four further introduces a location-aware differential privacy preserving scheme. Chapter five presents a new blockchain based decentralized privacy preserving in edge computing. Chapter six summarize this monograph and propose future research directions. In summary, this book introduces the following techniques in edge computing: 1) describe an MDP-based privacy-preserving model to solve context-aware data privacy in the hierarchical edge computing paradigm; 2) describe a SDN based clustering methods to solve the location-aware privacy problems in edge computing; 3) describe a novel blockchain based decentralized privacy-preserving scheme in edge computing. These techniques enable the rapid development of privacy-preserving in edge computing.

The First ICST International Workshop on Security in Emerging Wireless Communication and Networking Systems (SEWCN 2009) was held in Athens, Greece, September 14, in conjunction with SecureComm 2009. SEWCN 2009 was sponsored by the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering (ICST). The Workshop Chairs were Qijun Gu from Texas State University- San Marcos, USA, and Wanyu Zang from Western Illinois University, USA. The workshop invited 20 researchers from academia and industry around the world in the areas of networking and security to form the Program Committee. The workshop received nine submissions and each submission received two or three double-blind reviews. The review process started on July 6 and ended on July 27. In all, 21 reviews were received. Based on the review scores and comments, seven papers with average score 0 or better were accepted for presentation and inclusion in the workshop proceedings. The workshop emphasized new ideas for secure architectures and protocols to enhance the emerging wireless systems. The accepted papers cover topics on applied cryptography, key management, vulnerability analysis, privacy, authentication, and intrusion detection for emerging wireless systems. The papers were presented in two sessions, chaired by Nikolaos Preve from the National Technical University of Athens, Greece, and Theofilos Chrysikos from the University of Patras, Greece. Fully up-to-date coverage of the inner-workings of 3G This revised and updated edition of 3G Wireless Networks covers the changes taking place within the arena of 3G--the wireless technology that enables voice, full-featured video, CD-quality sound, and Web browsing anywhere in the world. The book covers key standards and protocols and the critical issues of compatibility, internetworking, and voice/data convergence. You will learn how to successfully design and integrate WCDMA/UMTS, CDMA2000, and SCDMA into existing cellular/PCS networks. During the next years neural networks and systems amenable to instructions will extend their influence in

science and technology. A prominent point of interest in this field is assigned to optical networks: they are small and flexible, and due to their ability of parallel processing they are devoted to the construction of small systems. This monograph explains the fundamentals of optical neural networks to physicists, engineers and device constructors. Advances in networking influence many kinds of monitoring and control systems in the most dramatic way. Sensor network and configuration falls under the category of modern networking systems. Wireless Sensor Network (WSN) has emerged and caters to the need for real-world applications. Methodology and design of WSN represents a broad research topic with applications in many sectors such as industry, home, computing, agriculture, environment, and so on, based on the adoption of fundamental principles and the state-of-the-art technology. WSN has been preferred choice for the design and development of next generation monitoring and control systems. This book incorporates a selection of research and development papers. Its scope is on history and background, underlying design methodology, application domains and recent developments. The readers will be able to understand the underlying technology, philosophy, concepts, ideas, and principles, with regard to broader areas of sensor network. Aspects of sensor network in terms of basics, standardization, design process, practice, techniques, platforms, and experimental results have been presented in proper order. Systematically introduces self-healing control theory for distribution networks, rigorously supported by simulations and applications • A comprehensive introduction to self-healing control for distribution networks • Details the construction of self-healing control systems with simulations and applications • Provides key principles for new generation protective relay and network protection • Demonstrates how to monitor and manage system performance • Highlights practical implementation of self-healing control technologies, backed by rigorous research data and simulations "Social network analysis (SNA) is a technique used to determine flows and gaps in mapping social networks for various knowledge types. Through a broad range of concepts, examples, and case studies, [this book] discusses how social networking and SNA can influence innovation in an organization."--Publisher description, from p. [4] of cover. As the Internet has grown, so have the challenges associated with delivering static, streaming, and dynamic content to end-users. This book is unique in that it addresses the topic of content networking exclusively and comprehensively, tracing the evolution from traditional web caching to today's open and vastly more flexible architecture. With this evolutionary approach, the authors emphasize the field's most persistent concepts, principles, and mechanisms--the core information that will help you understand why and how content delivery works today, and apply that knowledge in the future. Focuses on the principles that will give you a deep and timely understanding of content networking. Offers dozens of protocol-specific examples showing how real-life Content Networks are currently designed and implemented. Provides extensive consideration of Content Services, including both the Internet Content Adaptation Protocol (ICAP) and Open Pluggable Edge Services (OPES). Examines methods for supporting time-constrained media such as streaming audio and video and real-time media such as instant messages. Combines the vision and rigor of a prominent researcher with the practical experience of a seasoned development engineer to provide a unique combination of theoretical depth and practical application. This new book provides a clear and succinct introduction to telecommunications networks, including voice, data, and mobile cellular systems. It takes a non-technical approach to explain the vast variety of technologies and services available to users as a result of rapid growth and deregulation of the telecommunications business. You learn how the different technologies are structured, how telecommunication networks operate, and what options can be best utilized. You also gain insight into modern technologies and general trends in technical development. Intelligent Cyber-Physical Systems Security for Industry 4.0:

Applications, Challenges and Management presents new cyber-physical security findings for Industry 4.0 using emerging technologies like artificial intelligence (with machine/deep learning), data mining, applied mathematics. All these are the essential components for processing data, recognizing patterns, modeling new techniques, and improving the advantages of data science. Features • Presents an integrated approach with Cyber-Physical Systems, CPS security, and Industry 4.0 in one place • Exposes the necessity of security initiatives, standards, security policies, and procedures in the context of industry 4.0 • Suggests solutions for enhancing the protection of 5G and the Internet of Things (IoT) security • Promotes how optimization or intelligent techniques envisage the role of artificial intelligence-machine/deep learning (AI-ML/DL) in cyberphysical systems security for industry 4.0 This book is primarily aimed at graduates, researchers and professionals working in the field of security. Executives concerned with security management, knowledge dissemination, information, and policy development for data and network security in different educational, government, and non-government organizations will also find this book useful. This nuts-and-bolts guide to building the infrastructure needed for community wireless networks displays real-world examples and describes the experiences of others using 802.11b. Includes sample configuration files and working examples. Ethernet Networks, Fourth Edition, provides everything you need to know to plan, implement, manage and upgrade Ethernet networks. * Improve your skills in employing Ethernet hubs, switches, and routers. * Learn how to set up and operate a wireless Local Area Network (LAN). * Discover how to extend a wired Ethernet via wireless LANs. * Understand cabling standards and the role of NEXT (Near End Crosstalk), FEXT (Far End Crosstalk) and other transmission parameters. * Profit from Gilbert Held's tips and tricks on enhancing security ... and much more. This indispensable resource features up-to-date coverage of: * Wireless Ethernet (IEEE802.11 standards) * 10Gbps Ethernet * Firewalls in both a wired and wireless environment * The operation of new versions of Windows(r) on Ethernet LANs * The use of LAN switches at and above layer 2 in the ISO reference model * Copper and fiber optic cable to transport high speed Ethernet Network planners, administrators, and system engineers working with Ethernet networks will find Ethernet Networks, Fourth Edition, an invaluable tool for implementing, updating, and managing their networks. The papers comprising Vol. I and Vol. II were prepared for and presented at the International Conference on Information Networking 2002 (ICOIN 2002), which was held from January 30 to February 1, 2002 at Cheju Island, Korea. It was organized by the KISS (Korean Information Science Society) SIGIN in Korea, IPSJ SIG DPE (Distributed Processing Systems) in Japan, the ITRI (Industrial Technology Research Institute), and National Taiwan University in Taiwan. The papers were selected through two steps, refereeing and presentation review. We selected for the theme of the conference the motto "One World of Information Networking". We did this because we believe that networking will transform the world into one zone, in spite of different ages, countries and societies. Networking is in the main stream of everyday life and affects directly millions of people around the world. We are in an era of tremendous excitement for professionals working in many aspects of the converging networking, information retailing, entertainment, and publishing companies. Ubiquitous communication and computing technologies are changing the world. Online communities, e commerce, e service, and distance learning are a few of the consequences of these technologies, and advanced networking will develop new applications and technologies with global impact. The goal is the creation of a world wide distributed computing system that connects people and appliances through wireless and high bandwidth wired channels with a backbone of computers that serve as databases and object servers. Thus, Vol. This book constitutes the refereed proceedings of the 9th European Conference on Wireless Sensor

Networks, EWSN 2012, held in Trento, Italy, in Februar 2012. The 16 revised full papers presented were carefully reviewed and selected from 78 submissions. The papers are organized in topical sections on communication and security, system issues, reliability, localization and smart cameras, and hardware and sensing. A professional reference that examines the gigabit per second computer networks that make it possible to share vast quantities of data among many computer systems. Key technologies, important protocols and applications, and the practical issues involved in implementing gigabit networks are all addressed, and where research is still incomplete, important unsolved issues are presented. Could also be used as a textbook for a graduate course on gigabit networking. Annotation copyright by Book News, Inc., Portland, OR Retaining the first edition's technology-centred perspective, this book gives readers a sound understanding of packed-switched, circuit-switched and ATM networks, and techniques for controlling them.

digitaltutorials.jrn.columbia.edu