

CSE/EE 461 Introduction to Computer– Communication Networks (Wi00)

Instructor: David Wetherall (djw@cs.washington.edu)

Office Hours: Sieg 210, Thursday 11 to 12 am.

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Time/Place: MW 4:30 to 6:20 in Mueller 153

Textbook: An Engineering Approach to Computer Networking: ATM Networks, the Internet and the Telephone Network, by Srinivasan Keshav. Addison–Wesley, 1997.

Course Web: <http://www.cs.washington.edu/education/courses/461/00wi/>

Mailing List: Send mail to majordomo@cs.washington.edu with the contents “subscribe cse461” as soon as possible. We will use this list for clarifications, last minute announcements, etc.

The list archive can be reached at

<http://www.cs.washington.edu/education/courses/461/00wi/hype>

Course Description: This course introduces the basics of networking, ranging from transmitting bits over wires to the Web and distributed computing. We focus on the internetworking ground in–between these two extremes. We will cover framing, error correction, packet and circuit switching, multi–access protocols (Ethernet), queuing, addressing and forwarding (IP), distance vector and link state routing, reliable transport, congestion control (TCP), quality of service, multicast, and security.

Homework: There will be four homeworks, each worth 5% of your grade.

Project: There will be a programming project in which you will add forwarding, routing, transport, and congestion control to a virtual network. There are four components to the project, each worth 10% of your grade. The project assignments must be turned in before class meets. Don’t put them off until the last minute: they get progressively harder.

The goal of these projects is for you to understand the complexity behind some of the fundamental networking algorithms. You will work in pairs, so find a partner whose strengths complement yours.

Midterm: There will be one midterm, Monday February 7. It will be held in class, and is worth 15% of your grade.

Final: There will also be a comprehensive final, worth 25% of your grade. (Around one-third on the first half of the quarter, two-thirds on the rest.) The final will be held at 4:30 to 6:20 p.m. Monday, March 13, 1999.

Grading Summary:

4 Project Assignments	40%
Final	25%
4 Homeworks	20%
Midterm	15%

Late Policy: For homeworks, you may turn in the homework on the Monday following the homework due date, only once during the quarter. For example, if you turn in your first homework late, no further late homeworks will be accepted. Homework will be due at the end of class. Once we leave, it's late. For project assignments, 20% of your credit will be reduced per day it is late. Plan ahead.

Collaboration Policy: (Adapted from 468 / Diorio!) Unless we specifically state otherwise, we encourage collaboration on homework, provided (1) You spend at least 15 minutes on each and every problem alone, before discussing it with others, and (2) You write up each and every problem in your own writing, using your own words, and understand the solution fully. Copying someone else's homework is cheating (see below), as is copying the homework from another source (prior year's notes, etc.). For the programming assignments, you should work freely with your partner, but may not copy anyone else's code. You must hand in a solution that you have designed and implemented yourselves.

Cheating Policy: Cheating is a very serious offense. If you are caught cheating, you can expect a failing grade and initiation of a cheating case in the University system. Basically, cheating is an insult to the instructor, to the department, and most importantly, to you. If you feel that you are having a problem with the material, or don't have time to finish an assignment, or have any number of other reasons to cheat, then talk with the instructor. Just don't cheat. To avoid creating situations where copying can arise, never publicly post your solutions. If in doubt about what might constitute cheating, send the instructor e-mail describing the situation.