

CONTENTS

Introduction to Second Edition xvii

Acknowledgments xix

Chapter One	The Fundamentals	1
1.1.	Historic View of Telecommunications	2
1.1.1	Data Communications History	2
1.1.2	Telephony History	7
1.2.	Standards Organizations	12
1.2.1	The Standards Process	13
1.2.2	Organizations Here and Abroad	14
1.2.2.1	International Telecommunications Union	14
1.2.2.2	International Organization for Standards (ISO)	15
1.2.2.3	European Telecommunication Standards Institute (ETSI)	16
1.2.2.4	American National Standards Institute	16
1.2.2.5	Bell Communications Research (Bellcore)	16
1.2.2.6	Exchange Carriers Standards Association (ECSA)	17
1.2.2.7	Electronics Industries Association (EIA)	18
1.2.2.8	Institute of Electrical and Electronics Engineers (IEEE)	18
1.2.2.9	Federal Communications Commission	18
1.2.2.10	Network Reliability Council (NRC)	18
1.2.2.11	Federal Telecommunications Standards Committee (FTSC)	19
1.2.2.12	National Bureau of Standards (NBS)	19
1.2.2.13	Defense Communications Agency (DCA)	19
1.2.2.14	Underwriters Laboratories (UL)	19
1.2.2.15	Canadian Standards Association (CSA)	20
1.2.2.16	ATM Forum	20
1.3.	Digital Transmission Fundamentals	21
1.3.1	From Electrical to Binary	21
1.3.2	Alphabet Soup—ASCII and EBCDIC	22
1.3.3	Digitizing Voice	25
1.4.	The Basics of Telecommunications Protocols	28
1.4.1	Protocol Services	28
1.4.1.1	Protocol Tasks	30
1.4.1.1.1	Segmentation and Reassembly	31
1.4.1.1.2	Encapsulation	33

1.4.1.1.3	Connection Control	33
1.4.1.1.4	Ordered Delivery	34
1.4.1.1.5	Flow Control	34
1.4.1.1.6	Error Detection/Correction	35
1.4.2	Layering and Its Advantages	35
1.4.3	The Open System Interconnection (OSI) Model	36
1.4.3.1	The OSI Layers	37
1.5.	Networking Fundamentals	39
1.5.1	Evolution to Distributed Processing	39
1.5.2	Client/Server Environments	41
1.5.3	The Local Area Network	41
1.5.3.1	Services Provided	42
1.5.3.2	Routing Principles	42
1.5.4	Wide Area Networks (WANs)—The Outside Connection	43
1.5.4.1	Services Provided	43
1.5.4.2	Routing Principles	44
1.5.5	Switching Principles	45
1.5.5.1	Circuit Switching	45
1.5.5.2	Packet Switching	46
1.5.5.3	Cell Relay	47
1.5.6	Chapter Test	48
Chapter Two	The Evolving Telephone Network	51
2.1.	The Infrastructure	52
2.1.1	Predivestiture Bell System Networks	52
2.1.2	Postdivestiture Bell System Networks	55
2.1.2.1	New Switching Hierarchy	59
2.1.2.2	Local Access Transport Areas	61
2.1.3	About Divestiture and Its Reasoning—Winds of Change	61
2.1.4	New Telecommunications Law	62
2.2.	The National Information Infrastructure	64
2.2.1	The Objective	65
2.2.2	The Promise of Equal Access to All	66
2.2.3	Cost and More Cost—The Reality	67
2.3.	The North Carolina Information Highway	68
2.3.1	Model Citizen or Political Agenda	68
2.4.	The Backbone	70
2.4.1	From Analog to Digital Trunking	70

2.4.1.1	Multiplexing	71
2.4.1.2	Time Division Multiplexing	72
2.4.2	The Digital Hierarchy—DS1 and DS3	74
2.4.2.1	T-1 Facilities	76
2.4.3	SONET—The New Fiber Backbone	78
2.5.	The Private Network	80
2.5.1	Private Branch Exchanges	80
2.5.2	Features and Capabilities of Private Networks	81
2.5.3	Voice and Data Integration	84
2.5.3.1	Voice over IP (VoIP)	85
2.5.4	Centrex Services	86
2.5.5	Computer Telephony Applications	87
2.5.5.1	TAPI	88
2.5.5.2	ASAI/SCAI	92
2.6.	The Transport	92
2.6.1	The Evolution of ATM	93
2.7.	The Subscriber Interface	94
2.7.1	Integrated Services—Pulling It All Together	94
2.8.	Chapter Test	96
 Chapter Three LANs to WANs		 99
3.1.	Evolution to Distributed Processing	100
3.1.1	An Overview of Mainframes and Their Applications	100
3.1.2	The Move to Personal Computers	102
3.2.	LAN Technology—Connecting to the Desktop	103
3.2.1	Topologies and Basic Architecture	104
3.2.2	LAN Devices	107
3.2.2.1	Repeaters	108
3.2.2.2	Bridge	108
3.2.2.3	Routers	109
3.2.2.4	Other Network Devices	110
3.2.3	An Overview of Ethernet	111
3.2.3.1	Media Access Control	113
3.2.3.2	Logical Link Layer	116
3.2.3.3	Acknowledged Connectionless Service	118
3.2.4	An Overview of Token Ring	118
3.2.5	An Overview of FDDI	123
3.2.6	Client/Server	129
3.2.7	Network Operating Systems	130
3.3.	Bridging the Gap with Wide Area Networks	130

3.3.1	Basic Architecture and Options Available	130
3.3.2	X.25 Packet Switching	131
3.3.3	Using T-1 for Connectivity	132
3.3.4	Switched 56	132
3.3.5	Frame Relay	133
3.3.6	ISDN	133
3.3.7	TCP/IP	134
3.4.	Internet as a Model	135
3.4.1	Lessons to Be Learned from the Internet	135
3.4.2	Issues to Resolve—Corporate Policies and Legislature	136
3.4.3	Corporate Solutions—The Intranet	137
3.5.	The Internet Infrastructure—Worldwide Networking	138
3.5.1	Who Is in Control?—Supercomputer Centers	139
3.5.2	Direct or Indirect—Getting Connected	139
3.6.	Internet Services	140
3.6.1	E-Mail—Global Delivery	141
3.6.2	Information Exchange—File Transfer	141
3.6.3	Cheap Remote Access—Terminal Emulation	142
3.6.4	Blessing or Curse?—Newsgroups	142
3.6.5	Commercialized Internet—World Wide Web	143
3.7.	Fad or Reality—Voice on the Internet	144
3.7.1	VoIP Network Elements	147
3.7.2	Carrier Grade Service	150
3.7.3	VoIP Standards	152
3.7.4	Conclusion	152
3.8.	Chapter Test	153
Chapter Four	TCP/IP—Protocol of the Internet	155
4.1.	Introduction	156
4.1.1	History of TCP/IP	156
4.1.2	Overview of Internets	157
4.1.2.1	Autonomous Systems	158
4.1.3	Description of TCP/IP	158
4.2.	TCP/IP Standards	161
4.2.1	Standards Documentation	161
4.2.2	Standards Groups	162
4.3.	Internet Protocol	163
4.3.1	IP Header	164

4.3.2	IP Addressing	169
4.3.2.1	Sockets and Ports	170
4.3.2.2	IP Addresses	170
4.3.2.3	Subnet Masking	173
4.3.3	Domain Name System	176
4.3.4	Routing in an Internet	178
4.3.4.1	Source Routing	179
4.3.4.2	Time Stamping	179
4.3.4.3	Circular Routing	180
4.3.4.3.1	Split Horizon	181
4.3.4.3.2	Poison Reverse	181
4.3.4.3.3	Triggered Updates	181
4.3.5	IP Routing Protocols	182
4.3.5.1	Address Resolution Protocol	184
4.3.5.2	Reverse Address Resolution Protocol	185
4.3.5.3	Routing Information Protocol	186
4.3.5.4	Open Shortest Path First	186
4.3.5.4.1	HELLO Protocol	187
4.3.6	IP Services	187
4.3.6.1	Fragmentation and Reassembly	188
4.3.7	Internet Control Message Protocol	188
4.4.	Transport Control Protocol	189
4.4.1	TCP Header	190
4.4.1.1	Processing of Urgent Data	193
4.4.1.2	Processing of Push Data	193
4.4.2	TCP Ports and Sockets	194
4.4.3	TCP Services	195
4.4.3.1	TCP Error and Flow Control	195
4.4.3.2	TCP Management	196
4.5.	User Datagram Protocol	197
4.5.1	UDP Header	198
4.6.	Internet Application Protocols	198
4.6.1	TELNET	199
4.6.2	File Transfer Protocol	200
4.6.3	Trivial File Transfer Protocol	200
4.6.4	Simple Mail Transport Protocol	201
4.6.4.1	Post Office Protocol	202
4.6.5	Network News Transport Protocol	203
4.6.6	Hypertext Transport Protocol	204
4.6.7	SLIP and PPP	205

118
 119
 120
 121
 122
 123
 124
 125
 126
 127
 128
 129
 130
 131
 132
 133
 134
 135
 136
 137
 138
 139
 140
 141
 142
 143
 144
 145
 146
 147
 148
 149
 150
 151
 152
 153
 154
 155
 156
 157
 158
 159
 160
 161
 162
 163
 164
 165
 166
 167
 168
 169
 170
 171
 172
 173
 174
 175
 176
 177
 178
 179
 180
 181
 182
 183
 184
 185
 186
 187
 188
 189
 190
 191
 192
 193
 194
 195
 196
 197
 198
 199
 200
 201
 202
 203
 204
 205

4.7. Network Management	206
4.7.1 Simple Network Management Protocol	206
4.7.1.1 Management Information Base	207
4.8. Chapter Test	208
Chapter Five Signaling System #7	211
5.1. From Signaling to Control	212
5.1.1 Signaling Methods—How They Evolved	213
5.1.2 Common Channel Signaling—The Advantages	215
5.1.3 After Signaling—Autonomous Network Control	217
5.2. Intelligent Networks	217
5.2.1 What is Intelligence?	219
5.2.2 Future Services	220
5.2.2.1 Intelligent Routing	221
5.2.2.2 Smart Custom Features	221
5.2.2.3 Database Access—Key to Intelligence	222
5.2.2.4 End-to-End Subscriber Services	223
5.2.3 Broadband Requirements	224
5.3. SS7 Architecture	225
5.3.1 Data Links	225
5.3.1.1 56/64-kbps Links	228
5.3.1.2 1.544-Mbps Links	228
5.3.1.3 ATM Links	229
5.3.2 Network Components	230
5.3.2.1 The Service Switching Point	230
5.3.2.2 The Signal Transfer Point	231
5.3.2.3 The Service Control Point	232
5.4. SS7 Protocols	233
5.4.1 Message Transfer Part	236
5.4.1.1 Network Management	238
5.4.2 Signaling Connection Control Part	242
5.4.3 Transaction Capabilities Application Part	244
5.4.4 Telephone User Part	249
5.4.5 ISDN User Part	250
5.5. Chapter Test	257
Chapter Six ISDN and Broadband ISDN	261
6.1. ISDN—An Overview of Its Capability	262
6.1.1 ISDN Standards	263

6.1.2	ISDN Features	264
6.1.3	Services and Applications	264
6.2.	Subscriber Interface to SS7	268
6.2.1	End-to-End Signaling with DSS-1	269
6.2.2	Private Intelligent Networks	270
6.3.	Early ISDN Issues	271
6.3.1	The Cart Before the Horse—Premature Offering	272
6.3.2	Interoperability—Where Did the Standards Go?	273
6.3.3	Configuration—The Consumer Nightmare	274
6.4.	ISDN Network Architecture	275
6.4.1	Basic Rate Interface	275
6.4.2	Primary Rate Interface	276
6.4.3	Channel Usage	276
6.4.4	The Nodes and the Reference Points	277
6.4.4.1	ISDN Functions	278
6.4.4.2	ISDN Reference Points	278
6.4.5	Protocols of ISDN	279
6.4.5.1	Link Access Procedure for the D Channel	280
6.4.5.1.1	LAPD Sequencing	284
6.4.5.1.2	Management	285
6.4.5.1.3	Connection Establishment	285
6.4.5.1.4	LAPD Flow Control and Error Detection/Correction	286
6.4.5.2	B Channel Data Link Protocol	287
6.4.5.2.1	V.120 Connection Establishment	288
6.4.5.3	ISDN Layer Three	289
6.4.5.3.1	Q.931 Message Applications	291
6.4.5.3.2	Call Establishment Messages	292
6.4.5.3.3	Call Information Phase Messages	293
6.4.5.3.4	Call Clearing Messages	294
6.4.5.3.5	Miscellaneous Messages	295
6.4.5.3.6	Q.931 Message Parameters	295
6.5.	Broadband ISDN—The Future	300
6.5.1	Overview of BISDN Advantages	301
6.5.1.1	BISDN Architecture	304
6.5.2	BISDN and ATM—What Do They Have to Offer One Another?	305
6.6.	Frame Relay	306

6.7. Chapter Test	310
Chapter Seven The Cellular Network	315
7.1. From Radiotelephone to Cellular Telephones	316
7.1.1 Overview of Radiotelephone Networks	318
7.1.2 The Cellular Solution—Architecture and Distribution	319
7.2. Cellular Network Architecture and Protocols	320
7.2.1 The U.S. Network	323
7.2.2 The International Network	324
7.2.3 Cellular Operations	326
7.2.4 Time Division Multiple Access	334
7.2.5 Coded Division Multiple Access	336
7.2.6 Global System for Mobile Communications	338
7.2.7 CDPD - Packet Switching over Cellular	340
7.3. Personal Communications Services	340
7.3.1 New Network and New Services	341
7.3.2 GSM—To Be or Not to Be	342
7.4. Specialized Wireless Solutions	342
7.4.1 One Number Service	343
7.4.2 Data Access	343
7.4.3 Alarm Services	343
7.4.4 Telemetry	344
7.5. Chapter Test	344
Chapter Eight The Fiber Backbone	345
8.1. From Copper to Fiber	346
8.1.1 Existing Digital Transmission Overview	347
8.1.2 SONET—The Solution	349
8.2. SONET Overview	351
8.2.1 SONET Network Nodes	352
8.2.2 The SONET Protocol	354
8.2.3 SONET Framing	359
8.2.3.1 Virtual Tributaries	360
8.2.3.2 Byte Interleaving	362
8.2.3.3 Automatic Protection Switching	362
8.3. Fiber in The Loop	364
8.3.1 Current Implementation Plans	364
8.4. Chapter Test	368

Chapter Nine	ATM—Key to the Future	371
9.1.	Integrating the Public Switched Telephone Network	372
9.1.1	The Reason for ATM	373
9.1.2	From the Network to the Desktop	375
9.1.3	From LAN to LAN	376
9.1.4	ATM Services and Applications	376
9.1.4.1	Voice Networks	377
9.1.4.2	High-Speed Data	378
9.1.4.3	High-Resolution Graphics	379
9.1.4.4	Video and Audio	379
9.1.4.5	Interactive Multimedia	381
9.1.4.6	ATM Services	381
9.1.4.7	ATM Bearer Services and Classes of Service	383
9.2.	ATM Network Access	383
9.2.1	User-to-Network Interface	385
9.2.2	Network-to-Network Interface	385
9.3.	ATM Overview	386
9.3.1	ATM Planes	387
9.3.1.1	OAM Messages	387
9.3.1.2	OAM Connectivity Verification	387
9.3.1.3	Interim Local Management Interface (ILMI)	389
9.3.2	ATM Layers	389
9.3.3	ATM Header and Payload	392
9.3.4	Routing in ATM—VCI/VPI	394
9.3.5	ATM Signaling	395
9.3.5.1	ATM Addressing	396
9.3.6	Adaptation Layer	398
9.4.	Chapter Test	401
Appendix A	Communications Evolution	403
A.1.	History of Computing	403
A.2.	History of Telephony	406
Appendix B	Chapter Test Answers	409
	Bibliography	417
	Index	421