



# COMPUTER NETWORKS

FIFTH EDITION

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Although this book primarily focuses on networks, many of the topics are also important in distributed systems. For more information about distributed systems, see Tanenbaum and Van Steen (2007).

## 1.1 USES OF COMPUTER NETWORKS

Before we start to examine the technical issues in detail, it is worth devoting some time to pointing out why people are interested in computer networks and what they can be used for. After all, if nobody were interested in computer networks, few of them would be built. We will start with traditional uses at companies, then move on to home networking and recent developments regarding mobile users, and finish with social issues.

### 1.1.1 Business Applications

Most companies have a substantial number of computers. For example, a company may have a computer for each worker and use them to design products, write brochures, and do the payroll. Initially, some of these computers may have worked in isolation from the others, but at some point, management may have decided to connect them to be able to distribute information throughout the company.

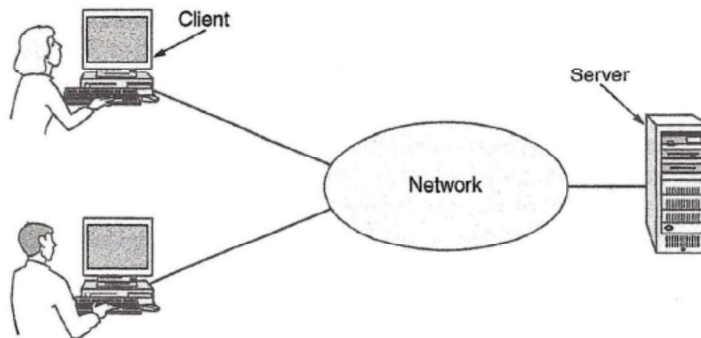
Put in slightly more general form, the issue here is **resource sharing**. The goal is to make all programs, equipment, and especially data available to anyone on the network without regard to the physical location of the resource or the user. An obvious and widespread example is having a group of office workers share a common printer. None of the individuals really needs a private printer, and a high-volume networked printer is often cheaper, faster, and easier to maintain than a large collection of individual printers.

However, probably even more important than sharing physical resources such as printers, and tape backup systems, is sharing information. Companies small and large are vitally dependent on computerized information. Most companies have customer records, product information, inventories, financial statements, tax information, and much more online. If all of its computers suddenly went down, a bank could not last more than five minutes. A modern manufacturing plant, with a computer-controlled assembly line, would not last even 5 seconds. Even a small travel agency or three-person law firm is now highly dependent on computer networks for allowing employees to access relevant information and documents instantly.

For smaller companies, all the computers are likely to be in a single office or perhaps a single building, but for larger ones, the computers and employees may be scattered over dozens of offices and plants in many countries. Nevertheless, a sales person in New York might sometimes need access to a product inventory

database in Singapore. Networks called **VPNs (Virtual Private Networks)** may be used to join the individual networks at different sites into one extended network. In other words, the mere fact that a user happens to be 15,000 km away from his data should not prevent him from using the data as though they were local. This goal may be summarized by saying that it is an attempt to end the "tyranny of geography."

In the simplest of terms, one can imagine a company's information system as consisting of one or more databases with company information and some number of employees who need to access them remotely. In this model, the data are stored on powerful computers called **servers**. Often these are centrally housed and maintained by a system administrator. In contrast, the employees have simpler machines, called **clients**, on their desks, with which they access remote data, for example, to include in spreadsheets they are constructing. (Sometimes we will refer to the human user of the client machine as the "client," but it should be clear from the context whether we mean the computer or its user.) The client and server machines are connected by a network, as illustrated in Fig. 1-1. Note that we have shown the network as a simple oval, without any detail. We will use this form when we mean a network in the most abstract sense. When more detail is required, it will be provided.



**Figure 1-1.** A network with two clients and one server.

This whole arrangement is called the **client-server model**. It is widely used and forms the basis of much network usage. The most popular realization is that of a **Web application**, in which the server generates Web pages based on its database in response to client requests that may update the database. The client-server model is applicable when the client and server are both in the same building (and belong to the same company), but also when they are far apart. For example, when a person at home accesses a page on the World Wide Web, the same model is employed, with the remote Web server being the server and the user's personal

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