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Communication Networks : A Concise Introduction. This book results from many years of teaching an upper division course on communication networks in the EECS department at University of California, Berkeley.It is motivated by the ...

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Abstract. NOTE A New Edition of This Title is Available: Communication Networks: A Concise Introduction, Second Edition. This book results from many years of teaching an upper division course on communication networks in the EECS department at University of California, Berkeley. It is motivated by the perceived need for an easily accessible textbook

that puts emphasis on the core concepts behind current and next generation networks.

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A concise discussion of the physical layer technologies underlying various networks is also included. Finally, a sampling of topics is presented that may have significant influence on the future evolution of networks, including overlay networks like content delivery and peer-to-peer networks, sensor networks, distributed algorithms, Byzantine agreement, source compression, SDN and NFV, and Internet of Things.

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Communication Networks: A Concise Introduction, Second Edition (Synthesis Lectures on Communication Networks) 2nd Edition. by Jean Walrand (Author), Shyam Parekh (Author), R. Srikant (Editor) & 0 more. 5.0 out of 5 stars 1 rating. ISBN-13: 978-1627058872. ISBN-10: 1627058877.

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Communication Networks, 2nd Edition, Morgan & Claypool ...
Biography. He received his Ph.D. in EECS from UC Berkeley. He is the co-author of "Communication Networks: A Concise Introduction" (Morgan-Claypool 2010), "Scheduling and Congestion Control for Communication and Processing Networks" (Morgan-Claypool, 2010), "High-Performance Communication Networks" (2nd ed, Morgan Kaufman, 2000) and "Sharing Network Resources (Morgan-Claypool, 2014), and the author of An Introduction to Queueing Networks (Prentice Hall, 1988) and Probability in Electrical ...

Jean Walrand ¦ EECS at UC Berkeley
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This book results from many years of teaching an upper division course on communication networks in the EECS department at the University of California, Berkeley. It is motivated by the perceived need for an easily accessible textbook that puts emphasis on the core concepts behind current and next generation networks. After an overview of how today's Internet works and a discussion of the main principles behind its architecture, we discuss the key ideas behind Ethernet, WiFi networks, routing, internetworking, and TCP. To make the book as self-contained as possible, brief discussions of probability and Markov chain concepts are included in the appendices. This is followed by a brief discussion of mathematical models that provide insight into the operations of network protocols. Next, the main ideas behind the new generation of wireless networks based on LTE, and the notion of QoS are presented. A concise discussion of the physical layer technologies underlying various networks is also included. Finally, a sampling of topics is presented that may have significant influence on the future evolution of networks, including overlay networks like content delivery and peer-to-peer networks, sensor networks, distributed algorithms, Byzantine agreement, source compression, SDN and NFV, and Internet of Things.

Annotation After an overview of how today's Internet works and a discussion of the main principles behind its architecture, this text discusses the key ideas behind Ethernet, WiFi networks, routing, internetworking and TCP.

Resource Allocation lies at the heart of network control. In the early days of the Internet the scarcest resource was bandwidth, but as the network has evolved to become an essential utility in the lives of billions, the nature of the resource allocation problem has changed. This book attempts to describe the facets of resource allocation that are most relevant to modern networks. It is targeted at graduate students and researchers who have an introductory background in networking and who desire to internalize core concepts before designing new protocols and applications. We start from the fundamental question: what problem does network resource allocation solve? This leads us, in Chapter 1, to examine what it

means to satisfy a set of user applications that have different requirements of the network, and to problems in Social Choice Theory. We find that while capturing these preferences in terms of utility is clean and rigorous, there are significant limitations to this choice. Chapter 2 focuses on sharing divisible resources such as links and spectrum. Both of these resources are somewhat atypical -- a link is most accurately modeled as a queue in our context, but this leads to the analytical intractability of queueing theory, and spectrum allocation methods involve dealing with interference, a poorly understood phenomenon. Chapters 3 and 4 are introductions to two allocation workhorses: auctions and matching. In these chapters we allow the users to game the system (i.e., to be strategic), but don't allow them to collude. In Chapter 5, we relax this restriction and focus on collaboration. Finally, in Chapter 6, we discuss the theoretical yet fundamental issue of stability. Here, our contribution is mostly on making a mathematically abstruse subdiscipline more accessible without losing too much generality.

This brief introduces overlapping coalition formation games (OCF games), a novel mathematical framework from cooperative game theory that can be used to model, design and analyze cooperative scenarios in future wireless communication networks. The concepts of OCF games are explained, and several algorithmic aspects are studied. In addition, several major application scenarios are discussed. These applications are drawn from a variety of fields that include radio resource allocation in dense wireless networks, cooperative spectrum sensing for cognitive radio networks, and resource management for crowd sourcing. For each application, the use of OCF games is discussed in detail in order to show how this framework can be used to solve relevant wireless networking problems. Overlapping Coalition Formation Games in Wireless Communication Networks provides researchers, students and practitioners with a concise overview of existing works in this emerging area, exploring the relevant fundamental theories, key techniques, and significant applications.

Communication networks: Network Services, Protocol layering ...

With the fast pace of developments in quantum technologies, it is more than ever necessary to make the new generation of students in science and engineering familiar with the key ideas behind such disruptive systems. This book intends to fill such a gap between experts and non-experts in the field by providing the reader with the basic tools needed to understand the latest developments in quantum communications and its future directions. This is not only to expand the audience knowledge but also to attract new talents to this flourishing field. To that end, the book as a whole does not delve into much detail and most often suffices to provide some insight into the problem in hand. The primary users of the book will then be students in science and engineering in their final year of undergraduate studies or early years of their post-graduate programmes.

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studies or early years of their post-graduate programmes.

This book is an introduction to Markov chain modeling with applications to communication networks. It begins with a general introduction to performance modeling in Chapter 1 where we introduce different performance models. We then introduce basic ideas of Markov chain modeling: Markov property, discrete time Markov chain (DTMC) and continuous time Markov chain (CTMC). We also discuss how to find the steady state distributions from these Markov chains and how they can be used to compute the system performance metric. The solution methodologies include a balance equation technique, limiting probability technique, and the uniformization. We try to minimize the theoretical aspects of the Markov chain so that the book is easily accessible to readers without deep mathematical backgrounds. We then introduce how to develop a Markov chain model with simple applications: a forwarding system, a cellular system blocking, slotted ALOHA, Wi-Fi model, and multichannel based LAN model. The examples cover CTMC, DTMC, birth-death process and non birth-death process. We then introduce more difficult examples in Chapter 4, which are related to wireless LAN networks: the Bianchi model and Multi-Channel MAC model with fixed duration. These models are more advanced than those introduced in Chapter 3 because they require more advanced concepts such as renewal-reward theorem and the queueing network model. We introduce these concepts in the appendix as needed so that readers can follow them without difficulty. We hope that this textbook will be helpful to students, researchers, and network practitioners who want to understand and use mathematical modeling techniques. Table of Contents: Performance Modeling / Markov Chain Modeling / Developing Markov Chain Performance Models / Advanced Markov Chain Models

This revised textbook motivates and illustrates the techniques of applied probability by applications in electrical engineering and computer science (EECS). The author presents information processing and communication systems that use algorithms based on probabilistic models and techniques, including web searches, digital links, speech recognition, GPS, route planning, recommendation systems, classification, and estimation. He then explains how these applications work and, along the way, provides the readers with the understanding of the key concepts and methods of applied probability. Python labs enable the readers to experiment and consolidate their understanding. The book includes homework, solutions, and Jupyter notebooks. This edition includes new topics such as Boosting, Multi-armed bandits, statistical tests, social networks, queuing networks, and neural networks. The companion website now has many examples of Python demos and also Python labs used in Berkeley.

This book results from many years of teaching an upper division course on communication networks in the EECS department at the University of California, Berkeley. It is motivated by the perceived need for an easily accessible textbook that puts emphasis on the core concepts behind current and next generation networks. After an overview of how today's Internet works and a discussion of the main principles behind its architecture, we discuss the key ideas behind Ethernet, WiFi networks, routing, internetworking, and TCP. To make the book as self-contained as possible, brief discussions of probability and Markov chain concepts are included in the appendices. This is followed by a brief discussion of mathematical models that provide insight into the operations of network protocols. Next, the main ideas behind the new generation of wireless networks based on LTE, and the notion of QoS are presented. A concise discussion of the physical layer technologies underlying various networks is also included. Finally, a sampling of topics is presented that may have significant influence on the future evolution of networks, including overlay

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