# QoS AND MOBILE TECHNOLOGIES

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### **CHAPTER 1**

# INTRODUCTION TO QoS APPROACHES

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#### 1.1 OVERVIEW

This part of the book provides a systematic investigation into the QoS approaches in wireless networks and mobile communications. In addition to this, internet quality of service (QoS) architectures is discussed together with an expository analysis of integrated and differentiated services. An explication of QoS routing in ad hoc wireless networks is provided together with the mechanism of operation of Quality of Service (QoS) ad hoc on-demand distance vector (AODV) routing. This book part concludes with the discussion of MPLS and traffic engineering.

A computer network is the infrastructure that allows two or more computers (called hosts) to communicate with each other. The network achieves this by providing a set of rules for communication, called protocols, which should be observed by all participating hosts. The need for a protocol should be obvious: it allows different computers from different vendors and with different operating characteristics to 'speak the same language'. This chapter introduces the fundamental concepts of computer networks. We will first look at constituent network components and various network types, and then describe a reference model for network protocol architectures which we will expand upon throughout the rest of this book. We will also discuss the role of international standards and major standards organizations.

#### 1.2 NETWORK COMPONENTS

Fig. 1.1 shows an abstract view of a network and its hosts. The network is made up of two types of components: nodes and communication lines. The nodes typically handle the network protocols and provide switching capabilities. A node is usually itself a computer (general or special) which runs specific network software [1]. The communication lines may take many different shapes and forms, even in the same network. Examples include: copper wire cables, optical fiber, radio channels, and telephone lines.

A host is connected to the network by a separate communication line which connects it to one of the nodes. In most cases, more than one host may be connected to the same node. From a host's point of view [2], the entire network may be viewed as a black box, to which many other hosts are connected. Each host has a unique address allocated to it by