

CS 6480: Advanced Computer Networks

Administrative Details and Syllabus

Fall 2017

Syllabus and schedule is preliminary and subject to change.

August 10, 2017

Course Information

Description. CS 6480 is a graduate level course on computer networking. The course will consist of a taught component, as well as a term course project. The taught component of the course will focus on advanced networking topics by studying a combination of classic research papers as well as current and emerging topics in computer networking and by doing a number of hands-on lab assignments. Specific focus areas will include cloud computing and network function virtualization, network measurement and management, software defined networking and network architectures. Term course projects will be expected to address a significant networking problem and to form the basis for a possible conference/workshop paper or poster submission. Projects will be chosen from a wide range of networking related topics and can include analysis, measurement, simulation or implementation. As such the course is suitable for Masters and PhD students wishing to explore or engage in networking related research.

Objectives. There are three objectives for this course. First is to give students hands-on exposure to emerging networking topics in the context of a number of different tools/environments that might be used for networking research. Second is to introduce students to networking research by studying a combination of classic networking research papers and papers about emerging themes in networking research. Third is to give students a flavor of networking research by having them engage in a small research project.

Prerequisites. B- or better grade for CS 4480, or instructor permission. (In essence this implies mastery of basic computer networking topics such as those covered in: *Computer Networking: A Top-Down Approach (7th Edition)* by James F. Kurose and Keith W. Ross, Pearson., or earlier versions of the book.)

Instructor. Prof. Kobus Van der Merwe. *Email:* kobus@cs.utah.edu. *Office:* 3490D MEB.

Meetings. Mondays and Wednesdays, 3:00-4:20 PM in MEB 2325. Additional meetings will be arranged during the course of the term for the instructor and/or mentors to meet with project groups.

Course Materials

Textbook. We will not be using a textbook for this course, in stead relying on papers and online resources. A useful reference textbook is *Computer Networking: A Top-Down Approach (7th Edition)* by James F. Kurose and Keith W. Ross, Pearson.

Website. The course public website is <http://www.eng.utah.edu/~cs6480/>. In Canvas the course is at <https://utah.instructure.com/courses/460920>. We will use Canvas as the primary course information repository, including lecture schedule, assignments, links to course handouts etc.

Lecture notes and supplementary material. The instructor will make use of supplementary materials, including slides and other materials. Material used during lectures will be posted in Canvas following the lecture. However, such documents may not completely represent the material covered in the class. Students who must miss class are strongly encouraged to check with a classmate.

Student Evaluation

Grading. Grading for the course will be based on: Course Project (30%), Project Presentation (10%), Lab Assignments (20%), Homework Assignments (20%), a Midterm and/or Final Exam (10%) and Course Participation (in class and on Canvas) (10%).

Scale for assigning letter grades. 100-93 → A, 92-90 → A-, 89-87 → B+, 86-83 → B, 82-80 → B-, 79-77 → C+, 76-73 → C, 72-70 → C-, 69-67 → D+, 66-63 → D, 62-60 → D-, 59-0 → E.

Appeals. *Students who wish to appeal a grade must do so within one week of receiving the grade.*

Submitting assignments. All written assignments will be submitted through Canvas. Assignments involving programming will be submitted using the *handin* facility on CADE Lab machines.

Late submissions. No late submissions will be allowed.

Lab assignments. There are two goals associated with the lab assignments. The first is to give students some experience with “tools” that are useful in networking and systems research. The second is to give students brief hands-on exposure to some of the focus areas of the course.

Two equally weighted lab assignments are planned: (i) Emulab/CloudLab - Cloud Computing and Network Function Virtualization. (ii) PhantomNet - Mobile Network Architecture and Software Defined Networking

Homework assignments. “Default” homework assignments will primarily consist of (a) summaries of papers assigned for reading and (b) summaries of class discussion of those papers. These default homework assignments will be due in a two step process as follows: First, summaries of papers are due *before* the class in which the paper is discussed. Second, the summary of the class discussion of the paper will be due before the next scheduled class. A LaTeX template will be provided for these assignments.

The homework summaries should reflect your understanding of the paper. It is not acceptable to turn in a summary if you have not made an honest effort to read the paper. Nor is it acceptable to simply copy text from the paper to make up your summary.

Other homework assignments will be posted in Canvas as needed.

Course projects. Course projects present a significant part of the course. Projects should address a significant networking problem and be done in groups of two. Individual projects or groups of no more than three will also be allowed with instructor permission. In the latter case the scope of the problem being addressed will be expected to be adjusted proportionally. A list of possible projects will be made available for students to choose from. The list will take the form of a brief project description, some pointers to start exploring related work and the names of individuals willing to act as mentors for the project. Mentors are typically the originators of the idea and students are expected to meet with them during the execution of the project.

With instructor approval, students can also suggest and work on their own project ideas.

The final project deliverable will be a short paper in conference/workshop style that, as a minimum, presents a clear problem definition and motivation, related work, proposed solution and some initial results and/or steps towards a solution. As such the project report paper should be suitable for submission to a

workshop or a poster session at a conference. While actual submission of the project work to a workshop or conference is not a requirement, the paper should be written to “fit” an actual workshop or conference call for papers (CFP).

Finally, at the end of the semester each project group will be expected to briefly present their project in class.

Getting Help

Instructor office hours. By appointment. Please send me email to schedule a meeting.

Teaching assistants and office hours. TBD

Communication. For questions outside of class, students are encouraged to use email or the Canvas discussions function. If your question is of a general nature, i.e., something that your fellow students might benefit from knowing, or might be able to answer for you, please make use of the Canvas discussions function. Otherwise, please feel free to send email to the instructor.

The instructor will also use Canvas to send urgent messages to the class (e.g., corrections to assignments or changes in due dates).

Course Guidelines

Behavior in class. Students are expected to maintain professional behavior in class according to the University of Utah Student Code, which is available here: <http://www.regulations.utah.edu/academics/6-400.html>. Students should read the Code carefully and know what their responsibilities are. According to Faculty Rules and Regulations, it is the faculty responsibility to enforce responsible classroom behavior, beginning with verbal warnings and progressing to dismissal from class and a failing grade. Students have the right to appeal such action to the Student Behavior Committee.

Working together. Students are encouraged to discuss assignments with fellow classmates, however, each student is responsible for completing his/her own assignment. *Cheating is:* sharing code or other electronic files either by copying, retyping, looking at, or supplying a copy of a file. *Cheating is not:* discussing concepts, answering questions about concepts or clarifying ambiguities, helping someone understand how to use the computer systems or basic tools (e.g., compiler, Emulab etc.), or helping with high-level design issues or general debugging.

Except when explicitly designated otherwise, each assignment is to be done individually. For all assignments, the solution submitted by each student will be checked against the solutions of other students for anomalies. If an anomaly is found that cannot be explained satisfactorily, the students involved will fail the course.

Students are required to adhere to the School of Computing academic misconduct policy, which is available here: <https://www.cs.utah.edu/academic-misconduct/>. Students are also required to complete the academic misconduct acknowledgement form, which is available from the same web page.

Any student found cheating will fail the entire course.

College of Engineering guidelines. Information on withdrawing from courses, appealing grades, and more, see the College of Engineering Academic Affairs website: <http://www.coe.utah.edu/academics>.

Students with disabilities. The University of Utah seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in the class, reasonable prior notice needs to be given to the Center for Disability Services, 162 Union Building, 581-5020 (V/TDD). CDS will work with you and the instructor to make arrangements for accommodations.

Syllabus

Below are the key topics we plan to cover in this course and the approximate number of lectures planned for each.

Getting Started (2 lectures)

- Course overview, administrative details.
- Quick review.
- Course project: Expectations and possible project topics.

Cloud Computing and Network Function Virtualization (6 lectures)

- Discuss Lab Assignment 1: Emulab/CloudLab - Cloud Computing and Network Function Virtualization.
- What is cloud computing? What is network function virtualization?
- Research topics on cloud computing and network function virtualization.

Network Architectures (13 lectures)

- Discuss Lab Assignment 2: PhantomNet - Mobile Network Architecture and Software Defined Networking.
- Software Defined Networking (SDN).
- Classic papers on Internet Architecture.
- Mobile network architecture.
- Future internet architecture efforts.
- Research topics on network architecture.

Network Measurement and Management (6 lectures)

- The need for network measurement and management.
- Research topics in network measurement and management.

Course summary and review (1 lecture)

Project presentations (2 lectures)

- In class project presentations.