
CONTENTS

Preface		xxiii
Chapter 1	Basic Telephony	1
1	Definition and Concept	1
1.1	Telecommunication Networks	1
2	The Simple Telephone Connection	2
3	Sources and Sinks	5
4	Telephone Networks: Introductory Terminology	5
5	Essentials of Traffic Engineering	6
5.1	Introduction and Terminology	6
5.2	Measurement of Telephone Traffic	9
5.3	Blockage, Lost Calls, and Grade of Service	10
5.4	Availability	12
5.5	“Handling” of Lost Calls	13
5.6	Infinite and Finite Sources	13
5.7	Probability-Distribution Curves	14
5.8	Smooth, Rough, and Random Traffic	15
6	Erlang and Poisson Traffic Formulas	16
6.1	Alternative Traffic Formula Conventions	19
6.2	Computer Programs for Traffic Calculations	20
7	Waiting Systems (Queueing)	25
7.1	Server-Pool Traffic	26
8	Dimensioning and Efficiency	28
8.1	Alternative Routing	29
8.2	Efficiency versus Circuit Group Size	30
9	Bases of Network Configurations	31
9.1	Introductory Concepts	31
9.2	Higher-Order Star Network	32
10	Variations in Traffic Flow	34

11	One-Way and Both-Way (Two-Way) Circuits	35
12	Quality of Service	35
Chapter 2	Local Networks	41
1	Introduction	41
2	Subscriber Loop Design	43
2.1	General	43
2.2	Quality of a Telephone Speech Connection	44
2.3	Subscriber Loop Design Techniques	46
3	Current Loop Design Techniques Used in North America	53
3.1	Previous Design Rules	53
3.2	Current Loop Design Rules	54
4	Size of an Exchange Area Based on Number of Subscribers Served	55
5	Shape of a Serving Area	56
6	Exchange Location	58
7	Design of Local Area Analog Trunks (Junctions)	62
8	Voice-Frequency Repeaters	64
9	Tandem Routing	65
10	Dimensioning of Trunks	67
11	Community of Interest	68
Chapter 3	Switching in an Analog Environment	73
1	Introduction	73
1.1	Background and Approach	73
1.2	Switching in the Telephone Network	74
2	Numbering, One Basis of Switching	75
3	Concentration and Expansion	76
4	Basic Switching Functions	77
5	Introductory Switching Concepts	79
6	Electromechanical Switching	81
7	Multiples and Links	82
8	Definitions: Degeneration, Availability, and Grading	83
8.1	Degeneration	83
8.2	Availability	83
8.3	Grading	84
9	The Crossbar Switch	84
10	System Control	85
10.1	Introduction	85
10.2	Interexchange Control Register	85
10.3	Common Control (Hard-Wired)	86
11	Stored-Program Control	89
11.1	Introduction	89

	11.2 Basic Functions of Stored-Program Control	89
	11.3 Evolutionary Stored Program Control and Distributed Processing	92
12	Concentrators, Outside Plant Modules, Remote Switching, and Satellites	95
13	Call Charging: European versus North American Approaches	96
14	Transmission Factors in Switching	97
	14.1 Discussion	97
15	Zero Test Level Point	97
16	Numbering Concepts for Telephony	98
	16.1 Introduction	98
	16.2 Definitions	98
	16.3 Factors Affecting Numbering	101
	16.4 In-Dialing	103
17	Telephone Traffic Measurement	104
18	Dial-Service Observation	106
Chapter 4	Signaling for Analog Telephone Networks	111
	1 Introduction	111
	2 Supervisory Signaling	112
	2.1 E and M Signaling	113
	3 AC Signaling	115
	3.1 General	115
	3.2 Low-Frequency AC Signaling Systems	115
	3.3 In-Band Signaling	115
	3.4 Out-of-Band Signaling	117
	4 Address Signaling: Introduction	117
	4.1 Two-Frequency Pulse Signaling	119
	4.2 Multifrequency Signaling	121
	5 Compelled Signaling	126
	6 Link-by-Link versus End-to-End Signaling	127
	7 The Effects of Numbering on Signaling	129
	8 Associated and Disassociated Channel Signaling	130
	9 Signaling in the Subscriber Loop	132
	9.1 Background and Purpose	132
	10 Metallic Trunk Signaling	133
	10.1 Basic Loop Signaling	133
	10.2 Reverse-Battery Signaling	134
Chapter 5	Introduction to Transmission for Telephony	139
	1 Purpose and Scope	139
	2 The Three Basic Impairments to Voice Channel Transmission	140
	2.1 Attenuation Distortion	140

2.2	Phase Distortion	141
2.3	Noise	142
2.4	Level	144
2.5	Signal-to-Noise Ratio	146
3	Two-Wire and Four-Wire Transmission	147
3.1	Two-Wire Transmission	147
3.2	Four-Wire Transmission	147
3.3	Operation of a Hybrid	148
3.4	Notes on the Digital Network in the Local Area	150
4	Multiplexing	150
4.1	Definition and Introduction	150
4.2	Frequency Division Multiplex (FDM)	151
5	Shaping of a Voice Channel and its Meaning in Noise Measurement Units	151
Chapter 6	Long-Distance Networks	157
1	General	157
2	The Design Problem	158
3	Link Limitation	159
4	International Network	159
5	Exchange Location (Toll/Long-Distance Network)	161
5.1	Toll Areas	161
6	Network Design Procedures	163
7	Traffic Routing in the National Network	169
7.1	Objective of Routing	169
7.2	Network Topology	170
7.3	Routing Scheme	170
7.4	Route Selection	171
7.5	Call Control Procedures	172
7.6	Applications	172
8	Transmission Factors in Long-Distance Telephony	175
8.1	Introduction	175
8.2	Definition of Echo and Singing	175
8.3	Causes of Echo and Singing	176
8.4	Transmission Design to Control Echo and Singing	178
8.5	Introduction to Transmission-Loss Engineering	180
8.6	Loss Plan for the Evolving Digital Networks (United States)	180
Chapter 7	The Design of Long-Distance Links	185
1	Introduction	185
2	The Bearer	186
3	Introduction to Radio Transmission	186

4	Design Essentials for Line-of-Sight Microwave Systems	187
4.1	Introduction	187
4.2	Setting Performance Requirements	189
4.3	Site Selection and Preparation of a Path Profile	189
4.4	Path Analysis or Link Budget	195
4.5	Running a Path/Site Survey	205
4.6	System Test Prior to Cutover	206
4.7	Fades, Fading, and Fade Margins	206
4.8	Diversity and Hot-Standby Operation	209
4.9	LOS Microwave Repeaters	211
4.10	Frequency Planning and Frequency Assignment	211
5	Satellite Communications	212
5.1	Introduction	212
5.2	Application	212
5.3	Definition	213
5.4	The Satellite	213
5.5	Three Basic Technical Problems	213
5.6	Frequency Bands: Desirable and Available	215
5.7	Multiple Access of a Satellite	216
5.8	Earth Station Link Engineering	222
5.9	Digital Communication by Satellite	230
5.10	Very Small Aperture Terminal (VSAT) Networks	230
6	Fiber-Optic Communication Links	236
6.1	Scope	237
6.2	Introduction to Optical Fiber as a Transmission Medium	237
6.3	Types of Optical Fiber	240
6.4	Splices and Connectors	241
6.5	Light Sources	242
6.6	Light Detectors	245
6.7	Optical Fiber Amplifiers	246
6.8	Fiber-Optic Link Design	248
6.9	Wavelength-Division Multiplexing (WDM)	253
Chapter 8	Digital Transmission Systems	261
1	Digital versus Analog Transmission	261
2	Basis of Pulse-Code Modulation	262
3	Development of a Pulse-Code Modulation Signal	263
3.1	Sampling	263
3.2	Quantization	264
3.3	Coding	268

4	Pulse-Code Modulation System Operation	275
5	Practical Applications	277
5.1	General	277
6	PCM Line Codes	278
7	Regenerative Repeaters	278
8	Signal-to-Gaussian-Noise Ratio on Pulse-Code Modulation Repeated Lines	280
9	PCM System Enhancements	281
9.1	North American DS1	281
9.2	Enhancements to E1	283
10	Higher-Order PCM Multiplex Systems	284
10.1	Introduction	284
10.2	Stuffing and Justification	285
10.3	North American Higher-Level Multiplex	285
10.4	The European E1 Digital Hierarchy	288
11	Long-Distance PCM Transmission	290
11.1	Transmission Limitations	290
11.2	Jitter	290
11.3	Distortion	291
11.4	Thermal Noise	291
11.5	Crosstalk	292
11.6	Echo	292
12	Digital Loop Carrier	292
13	SONET and SDH	293
13.1	Introduction	293
13.2	SONET	293
13.3	Synchronous Digital Hierarchy (SDH)	304
14	Summary of Advantages and Disadvantages of Digital Transmission	311
Chapter 9	Digital Switching and Networks	317
1	Introduction	317
1.1	Radical New Directions	318
2	Advantages and Issues of PCM Switching When Compared to Its Analog Counterpart	319
3	Approaches to PCM Switching	320
3.1	General	320
3.2	Time Switch	320
3.3	Space Switch	321
3.4	Time–Space–Time Switch	324
3.5	Space–Time–Space Switch	325
3.6	TST Compared to STS	326
4	Digital Switching Concepts—Background	326
4.1	Early Implementations	326

4.2	Higher-Level Multiplex Structures Internal to a Digital Switch	328
4.3	Remote Switching Capabilities	328
4.4	Digital Cross-Connects	329
4.5	A New Direction—Programmable Switching	331
5	The Digital Network	333
5.1	Introduction	333
5.2	Digital Extension to the Subscriber	335
5.3	Change of Profile of Services	335
5.4	Digital Transmission Network Models—ITU-T Organization (CCITT)	335
5.5	Digital Network Synchronization	336
5.6	Digital Network Performance Requirements	346
5.7	A-Law Conversion to μ -Law; Digital Loss	359
Chapter 10	Introduction to Data Communications	365
1	Overview	365
2	The Bit	366
3	Removing Ambiguity—Binary Convention	366
4	Coding	367
4.1	Introduction to Binary Coding Techniques	367
4.2	Specific Binary Codes for Information Interchange	369
5	Errors in Data Transmission	372
5.1	Introduction	372
5.2	Throughput	373
5.3	The Nature of Errors	373
5.4	Error Detection and Error Correction	374
5.5	Forward-Acting Error Correction (FEC)	375
5.6	Error Correction with Feedback Channel	377
6	The DC Nature of Data Transmission	378
6.1	Loops	378
6.2	Neutral and Polar DC Transmission Systems	379
7	Binary Transmission and the Concept of Time	380
7.1	Introduction	380
7.2	Asynchronous and Synchronous Transmission	380
7.3	Timing	384
7.4	Distortion	385
7.5	Bits, Bauds, and Symbols	386
7.6	Digital Data Waveforms	386
8	Data Interface—The Physical Layer	388
8.1	TIA/EIA-644 Low-Voltage Differential Signaling (LVDS)	391

9	Digital Transmission on an Analog Channel	392
9.1	Introduction	392
9.2	Modulation–Demodulation Schemes	392
9.3	Critical Parameters	394
9.4	Channel Capacity	398
9.5	Equalization	399
9.6	Data Transmission on the Digital Network	401
Chapter 11	Data Networks and their Operation	409
1	Introduction	409
1.1	Applications	411
2	Initial Design Considerations	412
2.1	General	412
2.2	Data Terminals, Workstations, PCs, and Servers	412
3	Network Topologies and Configurations	414
4	Overview of Data Switching	417
4.1	Introduction	417
4.2	Traffic Engineering—A Modified Meaning	418
4.3	Packet Networks and Packet Switching	418
4.4	Interior Gateway Routing Protocol (IGRP)	420
5	Circuit Optimization	421
5.1	Throughput from Another Perspective	423
5.2	Cost-Effective Options to Meet “Throughput” Requirements	423
6	Data Network Operation	424
6.1	Introduction	424
6.2	Protocols	425
6.3	X.25: A Packet-Switched Network Access Standard	440
7	TCP/IP and Related Protocols	448
7.1	Background and Scope	448
7.2	TCP/IP and Data-Link Layers	450
7.3	The IP Routing Function	452
7.4	The Transmission Control Protocol (TCP)	460
7.5	Brief Overview of Internet Protocol Version 6 (IPV6)	468
8	Multiprotocol Label Switching (MPLS)	469
8.1	Overview	469
8.2	Acronyms and Definitions	470
8.3	MPLS Description	470
8.4	Notes on FEC	473
9	Virtual Private Networks (VPNs)	474
9.1	Why VPNs?	474

9.2	Two Major Requirements	475
9.3	Specialized VPN Internet Protocols	476
9.4	Principal Components of a VPN Based on the Internet	477
Chapter 12	Voice-Over IP	483
1	Data Transmission Versus Conventional Telephony	483
2	Drawbacks and Challenges for Transmitting Voice on Data Packets	484
3	VoIP, Introductory Technical Description	485
3.1	VoIP Gateway	486
3.2	An IP Packet as Used for VoIP	489
3.3	The Delay Trade-off	490
3.4	Lost Packet Rate	491
3.5	Echo and Echo Control	491
4	Media Gateway Controller and its Protocols	492
4.1	Overview of the ITU-T Rec. H.323 Standard	493
4.2	Session Initiation Protocol (SIP)	494
4.3	Media Gateway Control Protocol (MGCP)	495
4.4	Megaco or ITU-T Rec. H.248 [13]	495
Chapter 13	Local Area Networks	501
1	Definition and Applications	501
2	LAN Topologies	502
3	The Two Broad Categories of LAN Transmission Techniques	505
3.1	Broadband Transmission Considerations	506
3.2	Fiber-Optic LANs	507
4	Overview of IEEE/ANSI LAN Protocols	509
4.1	General	509
4.2	How LAN Protocols Relate to OSI	510
4.3	Logical Link Control (LLC)	512
5	LAN Access Protocols	517
5.1	Introduction	517
5.2	Background: Contention and Polling	517
5.3	CSMA and CSMA/CD Access Techniques	518
5.4	Token Bus	526
5.5	Token Ring	532
5.6	Fiber Distributed Data Interface	536
5.7	LAN Performance	548
5.8	LAN Internetworking via Spanning Devices	549
5.9	Switching Hubs	555
6	Wireless LANs (WLANs)	555
6.1	The Different 802.11 Standards Issued as of March 2002	558

Chapter 14	Integrated Services Digital Networks	565
1	Background and Goals of Integrated Services Digital Network (ISDN)	565
2	ISDN Structures	567
2.1	ISDN User Channels	567
2.2	Basic and Primary User Interfaces	568
3	User Access and Interface	569
3.1	General	569
4	ISDN Protocols and Protocol Issues	571
5	ISDN Networks	573
6	ISDN Protocol Structures	575
6.1	ISDN and OSI	575
6.2	Layer 1 Interface, Basic Rate	576
6.3	Layer 1 Interface, Primary Rate	581
7	Layer 2 Interface: Link Access Procedure for the D-Channel	585
7.1	Layer 2 Frame Structure for Peer-to-Peer Communication	588
7.2	LAPD Primitives	593
8	Overview of Layer 3	593
8.1	Layer 3 Specification	596
Chapter 15	Speeding Things Up with Frame Relay	603
1	Introduction	603
2	How Can the Network Be Speeded Up?	603
2.1	Background and Rationale	603
2.2	The Genesis of Frame Relay	606
2.3	Introduction to Frame Relay	606
2.4	The Frame Structure	607
2.5	DL-CORE Parameters (As Defined by ANSI)	612
2.6	Procedures	612
2.7	Traffic and Billing on Frame Relay	613
2.8	Congestion Control	614
2.9	Policing a Frame Relay Network	617
2.10	Quality of Service Parameters	619
3	Frame Relay Standards	621
3.1	ANSI T1.618	621
3.2	ANSI T1.617	621
3.3	ANSI LMI	622
3.4	Manufacturers' LMI	622
3.5	Frame Relay NNI PVC	622
3.6	FRF.3	622
3.7	FRF.4 UNI SVC	622
3.8	FRF.10 NNI SVC	623

3.9	FRF.11	623
3.10	Frame Relay Fragmentation Implementation Agreement, FRF.12	624
3.11	Timeplex (BRE2)	624
3.12	Cascade	625
3.13	LAPF	626
3.14	Multiprotocol over Frame Relay (Based on RFC 1490 and RFC 2427)	626
Chapter 16	The Asynchronous Transfer Mode (ATM) and Broadband ISDN	631
1	Where are We Going?	631
2	Introduction to ATM	631
3	User–Network Interface (UNI) Configuration and Architecture	634
4	The ATM Cell—Key to Operation	636
4.1	ATM Cell Structure	636
4.2	Idle Cells	641
5	Cell Delineation and Scrambling	642
5.1	Delineation and Scrambling Objectives	642
5.2	Cell Delineation Algorithm	642
6	ATM Layering and B-ISDN	645
6.1	Functions of Individual ATM/B-ISDN Layers	645
7	Services: Connection-Oriented and Connectionless	654
7.1	Functional Architecture	654
7.2	CLNAP Protocol Data Unit (PDU) and Encoding	656
7.3	ATM Classes of Service	659
8	Aspects of a B-ISDN/ATM Network	659
8.1	ATM Routing and Switching	659
9	Signaling Requirements	661
9.1	Setup and Release of VCCs	661
9.2	Signaling Virtual Channels	662
9.3	Meta-Signaling	663
10	Quality of Service (QoS)	663
10.1	ATM Service Quality Review	663
10.2	QoS Parameter Descriptions	664
11	Traffic Control and Congestion Control	666
11.1	Generic Functions	666
11.2	Events, Actions, Time Scales, and Response	667
11.3	Quality of Service, Network Performance, and Cell Loss Priority	667
11.4	Traffic Descriptors and Parameters	668
11.5	User–Network Traffic Contract	669

12	Transporting ATM Cells	672
12.1	In the DS3 Frame	672
12.2	DS1 Mapping	673
12.3	E1 Mapping	673
12.4	Mapping ATM Cells into SDH	675
12.5	Mapping ATM Cells into SONET	676
Chapter 17	CCITT Signaling System No. 7	681
1	Introduction	681
2	Overview of SS No. 7 Architecture	682
3	SS No. 7 Relationship to OSI	683
4	Signaling System Structure	685
4.1	Signaling Network Management	687
5	The Signaling Data Link (Layer 1)	689
6	The Signaling Link (Level 2)	690
6.1	Basic Signal Unit Format	692
7	Signaling Network Functions and Messages (Layer 3)	695
7.1	Introduction	695
7.2	Signaling Message-Handling Functions	695
7.3	Signaling Network Management	699
8	Signaling Network Structure	699
8.1	Introduction	699
8.2	International and National Signaling Networks	700
9	Signaling Performance—Message Transfer Part	701
9.1	Basic Performance Parameters	701
9.2	Traffic Characteristics	702
9.3	Transmission Parameters	702
9.4	Signaling Link Delays over Terrestrial and Satellite Links	702
10	Numbering Plan for International Signaling Point Codes	703
11	Hypothetical Signaling Reference Connections	703
12	Signaling Connection Control Part (SCCP)	705
12.1	Introduction	705
12.2	Services Provided by the SCCP	706
12.3	Peer-to-Peer Communication	706
12.4	Primitives and Parameters	706
12.5	Connection-Oriented Functions: Temporary Signaling Connections	708
12.6	SCCP Formats and Codes	709
13	User Parts	710
13.1	Introduction	710
13.2	Telephone User Part (TUP)	712

13.3	ISDN User Part (ISUP)	714
14	SS7 Signaling Data Connectivity over the Internet	728
14.1	New IP Transport Protocol	728
14.2	Stream Control Transport Protocol (SCTP)	729
14.3	Message Format of SCTP	730
Chapter 18	Wireless and Cellular/Mobile Radio	737
1	Introduction	737
1.1	Background	737
1.2	Scope and Objective	738
2	Basic Concepts of Cellular Radio	738
3	Personal Communication Systems	742
3.1	Defining Personal Communications	742
4	Radio Propagation in the Mobile/PCS Environment	744
4.1	The Propagation Problem	744
4.2	Several Propagation Models	745
4.3	Microcell Prediction Model According to Lee	753
5	Impairments—Fading in the Mobile Environment	756
5.1	Introduction	756
5.2	Classification of Fading	757
5.3	Diversity—A Technique to Mitigate the Effects of Fading and Dispersion	760
5.4	Cellular Radio Path Calculations	762
6	The Cellular Radio Bandwidth Dilemma	763
6.1	Background and Objectives	763
6.2	Bit Rate Reduction of the Digital Voice Channel	763
7	Network Access Methods	766
7.1	Introduction	766
7.2	Frequency Division Multiple Access (FDMA)	767
7.3	Time Division Multiple Access (TDMA)	767
7.4	Code Division Multiple Access (CDMA)	771
8	Frequency Reuse	777
9	Paging Systems	779
9.1	What Are Paging Systems?	779
9.2	Radio-Frequency Bands for Pagers	779
9.3	Radio Propagation into Buildings	780
9.4	Techniques Available for Multiple Transmitter Zones	780
9.5	Paging Receivers	780
9.6	System Capacity	781
9.7	Codes and Formats for Paging Systems	781

9.8	Considerations for Selecting Codes and Formats	782
10	Mobile Satellite Communications	782
10.1	Background and Scope	782
10.2	How MSS Operates	783
10.3	Safety Systems Associated with Mobile Platforms	785
10.4	Operational or Near-Term Planned MSS Systems	786
10.5	Advantages and Disadvantages of a Low Earth Orbit	788
11	1G, 2G, 2-1/2G, And 3G, That Is the Question	790
11.1	Second Generation (2G)	790
11.2	Evolution from 2G to 3G	790
12	Universal Mobile Telecommunications System (UMTS)	791
12.1	Introduction	791
12.2	Architecture of a UMTS Network	791
12.3	Changes and Requirements for UMTS Phase 1	794
12.4	UMTS Network Elements	794
13	Wireless Access Protocol (WAP)	798
13.1	Wireless Markup Language (WML) and WAP Proxy	798
13.2	Stability Issues	799

Chapter 19 Last-Mile Broadband Connectivity and Wireless

	Local Loop (WLL)	805
1	Background and Chapter Objective	805
2	Conventional Wire Pair in the Last Mile	806
3	Wire Pair Equipped with DSL Modems	806
3.1	Asymmetric Digital Subscriber Line (ADSL)	807
3.2	High-Bit-Rate Digital Subscriber Line (HDSL)	809
3.3	Rate-Adaptive DSL (RADSL)	810
3.4	Very High Rate DSL (VDSL)	810
3.5	The DSLAM (Digital Subscriber Line Access Multiplexer)	810
4	Digital Loop Carrier (DLC)	811
5	Broadband Microwave/Millimeter Wave Last-Mile Transmission	812
5.1	Multichannel Multipoint Distribution Service (MMDS)	812
5.2	Local Multipoint Distribution System (LMDS)	813

6	CATV as a Basic Transport Medium for the Last Mile	829
Chapter 20	Optical Networking	835
1	Background and Chapter Objective	835
2	New Optical Technologies Required	837
2.1	Derived Technology Applications	837
3	Distributed Switching	837
4	Overlay Networks	839
4.1	Two-Layer Networks are Emerging	839
5	Optical Switching	842
5.1	MEMS Switching	843
6	A Practical Optical Add-Drop Multiplexer	845
6.1	OXCs and OADMs Enhance Availability and Survivability	847
7	Improvements in the Management of the New Network Architecture	848
8	All-Optical Cross-Connects	849
9	Options for Optical Layer Signaling	850
10	Four Classes of Optical Networks	851
10.1	Generic Networks	851
11	Optical Bidirectional Line-Switched Rings	854
12	Overview of Generalized Multiprotocol Label Switching (GMPLS)	855
12.1	Introduction	856
12.2	Selected GMPLS Terminology	857
12.3	The GMPLS Protocol Suite	857
12.4	GMPLS Switching Based on Diverse Formats	859
12.5	Bundling Links	860
13	Standardization of Optical Control Plane Protocols	861
13.1	GMPLS and ASON Differ	861
13.2	Hierarchical Routing in Optical Networks	865
14	Summary	867
Chapter 21	Network Management	871
1	What is Network Management?	871
2	The Bigger Picture	871
3	Traditional Breakout by Tasks	872
3.1	Fault Management	872
3.2	Configuration Management	872
3.3	Performance Management	873
3.4	Security Management	873
3.5	Accounting Management	873

4	Survivability—Where Network Management Really Pays	873
4.1	Survivability Enhancement—Rapid Troubleshooting	874
5	System Depth—a Network Management Problem	877
5.1	Aids in Network Management Provisioning	877
5.2	Communications Channels for the Network Management System	881
6	Network Management from a PSTN Perspective	881
6.1	Objectives and Functions	881
6.2	Network Traffic Management Center	882
6.3	Network Traffic Management Principles	882
6.4	Network Traffic Management Functions	883
6.5	Network Traffic Management Controls	885
7	Network Management Systems in Enterprise Networks	887
7.1	What are Network Management Systems?	887
7.2	Introduction to Network Management Protocols	888
7.3	Remote Monitoring (RMON)	893
7.4	SNMP Version 2	894
7.5	SNMP Version 3	895
7.6	Common Management Information Protocol (CMIP)	897
8	Telecommunication Management Network (TMN)	899
9	Network Management in ATM	904
9.1	Interim Local Management Interface (ILMI) Functions	906
9.2	ILMI Service Interface	907
	Appendix 1 Acronyms and Abbreviations	911
	Index	931