This course will provide a broad overview of Computer Networking research. In
general, we will look at three aspects of the research in various networking topics:

1. *The Classical Past:* We will survey a handful of “classical” research ideas and
   approaches. Some of these have stood the test of time. Others are widely revered
   even today, yet they are seldom used. We will try to understand why this is the
   case for each approach/idea.

2. *The Cutting-Edge Present:* We will explore the state of the art in select networking
   technologies, protocols and algorithms. We will investigate the driving forces
   behind these, and their sustainability in the future.

3. *The Fictional Future:* We will overview some emerging ideas on how to reshape
   the Internet to gear up for the unforeseen future. We will investigate if, and why,
   such ideas may be necessary, and how they might materialize.

The goal of this course is not only to keep students abreast with current networking
research, but also to encourage them to think “clean-slate”: *Given the benefit of hind-sight,
if we were to redesign the Internet from scratch, how would we do it?*

**Key Course Details:**

The course will be largely paper-reading based. We will discuss papers that cover the
past, present and the future of the following topics:

1. Internet architecture
2. Physical and Data Link technologies
3. Internet Routing
4. Transport mechanisms
5. Naming
6. Quality-of-Service
7. Security
8. Wireless and Delay-Tolerant Networks
9. Peer-to-Peer systems
10. Network Management and,
11. Measurement.

Students will be assigned readings on these topics prior to each class. Students are
expected to submit 2-3 paragraph critiques of the assigned papers.

In addition, students in the class will be expected to do a research project. The projects
are to be done in groups of two. Early in the semester, a number of possible projects will
be discussed in class. However, students are encouraged to define their own projects.
Students are especially encouraged to explore disruptive, non-incremental ideas; but, they must be able to convince the instructor, and the class, that the idea is both important and practical.

Each group of students must submit a written project plan by the 3rd week of classes, provide a short oral mid-semester update, and submit a final project report at the end of the semester. Each group is also expected to make a final oral presentation on their project to the entire class.

Other Course Details

Course Prerequisites: The pre-requisite for this course is CS 640, the undergraduate-level course in Computer Networks, or an equivalent undergraduate course. Students who do not meet these pre-requisites must obtain special permission from the instructor.

Text Books and Readings: There is no required text for this course. The entire paper reading list will be available at: http://www.cs.wisc.edu/~akella/CS740/S07/papers.html

Grading: The course project carries 45% of the grade. The paper summaries are worth 10%. The course will have two in-class exams, carrying 40% of the grade. Class participation will count for 5%.

General Information

Class Time: Monday, Wednesday, Friday 2:30-3.45pm (twice a week on average)
Location: TBA

Instructor: Aditya Akella.
Email: akella@cs.wisc.edu.
Office: CS 7379.
Office Hours: 4-5pm after class, on each class day.

Teaching Assistant: TBA.
Email: TBA@cs.wisc.edu.
Office: TBA.
Office Hours: TBA.