

# Other Network Protocols

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# IPX/SPX

- Used by (Old) Novell Netware
  - ... and possibly other areas?
- IPX: Internetwork Packet Exchange
  - Layer 3 (network) protocol
  - Unreliable, like IP
- SPX: Sequenced Packet Exchange
  - Layer 4 (transport) protocol
  - Adds reliability, like TCP

# SCTP

- Stream Control Transmission Protocol
  - Another transport protocol in the IP stack (alongside TCP and UDP)
  - Provides...
    - Reliability and congestion control, like TCP
    - “Messages” that are distinct, like UDP
    - “Multihoming” ... multiple IP addresses can be used for the endpoints (for automatic rollover in case of failure)
- Used by telecommunications systems?

# AppleTalk (Bonjour, UPnP)

- Created by Apple for simple ad-hoc networking
  - Automatically discover devices, configures addresses, etc.
- Obsolete. Apple migrated to TCP/IP
- Newer network configuration protocols include
  - Bonjour (also an Apple thing, runs on TCP/IP)
  - UPnP (Universal Plug-and-Play; also runs on TCP/IP)
- In the TCP/IP world, DHCP (Dynamic Host Configuration Protocol) can do *some* of this sort of thing.

# OSI Protocols

- Open Systems Interconnection

- Their main contribution is the 7-layer model, but the International Telecommunications Union (ITU) has a protocol suite that follows the model exactly. Note that TCP/IP only follows the model approximately, especially at the upper layers).
- Quote from [Wikipedia](#): “While the seven-layer [OSI model](#) is often used as a reference for teaching and documentation, the protocols originally conceived for the model did not gain popularity, and only [X.400](#), [X.500](#), and [IS-IS](#) have achieved lasting impact.”
- ITU standards start with “X.” Thus: X.25, X.233 (network); X.234, etc.

# DTN

- Delay/Disruption Tolerant Networking
  - Used by space systems where latencies are extremely high and connectivity intermittent.
- See [Sevan Golnazarian's slides!](#)