

Understanding Network Protocols

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1. TCP/IP (Transmission Control Protocol / Internet Protocol)

Function: It is the foundational protocol suite for communication over the internet. TCP handles reliable, ordered delivery of data, while IP is responsible for routing packets across networks.

Protocols under TCP/IP:

- TCP (Transmission Control Protocol)
- IP (Internet Protocol)
- UDP (User Datagram Protocol)
- ICMP (Internet Control Message Protocol)
- ARP (Address Resolution Protocol)
- DHCP (Dynamic Host Configuration Protocol)

2. TCP (Transmission Control Protocol)

Function: Ensures reliable, ordered, and error-checked delivery of data between applications on different hosts. It uses handshakes to establish connections and guarantees that all data arrives without errors.

3. IP (Internet Protocol)

Function: Responsible for addressing and routing packets across networks. It defines the format of the packet and handles routing them to the destination IP address.

4. UDP (User Datagram Protocol)

Function: A connectionless protocol that provides fast, unreliable data transmission without error-checking or retransmission. It's used in applications where speed is critical, and error correction is either unnecessary or handled at a higher layer (e.g., DNS, VoIP).

5. ICMP (Internet Control Message Protocol)

- **Function:** Used for network diagnostics and error reporting. It's often used by tools like ping and traceroute to test connectivity and report issues in routing.

6. ARP (Address Resolution Protocol)

- **Function:** Maps a network address (IP address) to a physical address (MAC address) within a local network.

7. DHCP (Dynamic Host Configuration Protocol)

- **Function:** Automatically assigns IP addresses and other network configuration parameters (like DNS, subnet mask, etc.) to devices on a network.

8. DNS (Domain Name System)

- **Function:** Translates human-readable domain names (like `www.example.com`) into IP addresses, which are necessary for locating devices on the network.

9. HTTP (HyperText Transfer Protocol)

- **Function:** A protocol used for transferring web pages and resources over the internet. It defines how messages are formatted and transmitted, and how web servers and browsers should respond to various commands.

10. HTTPS (HyperText Transfer Protocol Secure)

- **Function:** A secure version of HTTP that encrypts data using SSL/TLS to ensure private, secure communication over the web.

11. FTP (File Transfer Protocol)

- **Function:** Used for transferring files between a client and server. It allows for both uploading and downloading files but is not encrypted by default.

12. SFTP (Secure File Transfer Protocol)

- **Function:** A secure version of FTP that encrypts the data transmission using SSH (Secure Shell).

13. SMTP (Simple Mail Transfer Protocol)

- **Function:** Used for sending emails between servers and for sending messages from an email client to a server.

14. POP3 (Post Office Protocol version 3)

- **Function:** Used for retrieving emails from a mail server. Emails are downloaded to the client's device and removed from the server.

15. IMAP (Internet Message Access Protocol)

- **Function:** Similar to POP3, but instead of downloading emails, IMAP allows clients to access and manage their emails directly on the server.

16. SNMP (Simple Network Management Protocol)

- **Function:** Used for managing and monitoring network devices such as routers, switches, servers, and printers.

17. Telnet

- **Function:** A protocol used for remote access to computers over a network. It sends data in plaintext, which is a security risk. SSH is preferred for secure remote access.

18. SSH (Secure Shell)

- **Function:** A secure protocol used to log into remote machines, execute commands, and manage network devices securely.

19. RIP (Routing Information Protocol)

- **Function:** A distance-vector routing protocol used in smaller networks to determine the best route for data based on hop count.

20. OSPF (Open Shortest Path First)

- **Function:** A link-state routing protocol used to find the best path for packets using cost metrics, such as bandwidth, in large enterprise networks.

21. BGP (Border Gateway Protocol)

- **Function:** A path-vector protocol used to exchange routing information between different networks (autonomous systems) on the internet.

22. NAT (Network Address Translation)

- **Function:** A process used in networking to modify the source or destination address of IP packets. It's often used in home routers to allow multiple devices to share a single public IP address.

23. VLAN (Virtual Local Area Network)

- **Function:** A technology used to segment a network into logical groups, providing enhanced security, improved traffic management, and efficient resource allocation.

24. L2TP (Layer 2 Tunneling Protocol)

- **Function:** A VPN protocol used to provide secure communication by tunneling data over the internet.

25. PPTP (Point-to-Point Tunneling Protocol)

- **Function:** An older VPN protocol used to secure the connection between a client and a server over the internet. It's now considered less secure than other VPN protocols.

26. IKEv2 (Internet Key Exchange version 2)

- **Function:** A VPN protocol used to securely establish a shared security policy and authenticated keys between devices over a network.

27. IPsec (Internet Protocol Security)

- **Function:** A protocol suite used to secure IP communications by encrypting and authenticating packets between devices.

28. SIP (Session Initiation Protocol)

- **Function:** A protocol used to set up, maintain, and terminate VoIP (Voice over IP) calls, as well as multimedia communications like video conferencing.

29. H.323

- **Function:** A suite of protocols used for real-time voice, video, and data communication over IP networks.

30. RDP (Remote Desktop Protocol)

- **Function:** A protocol developed by Microsoft to allow remote desktop access to computers over a network.

31. SMB (Server Message Block)

- **Function:** A network file sharing protocol used for providing shared access to files, printers, and serial ports.

32. NTP (Network Time Protocol)

- **Function:** Used for synchronizing the clocks of computers over a network to ensure accurate timekeeping.

33. LDAP (Lightweight Directory Access Protocol)

- **Function:** A protocol used to query and update directory services, commonly used to access databases that store user information.

34. RADIUS (Remote Authentication Dial-In User Service)

- **Function:** A protocol used for providing centralized authentication, authorization, and accounting for remote access to a network.

35. TACACS+ (Terminal Access Controller Access-Control System Plus)

- **Function:** Similar to RADIUS, but provides more granular control over access and is often used in managing network devices.

36. IS-IS (Intermediate System to Intermediate System)

- **Function:** A link-state routing protocol used for routing within large autonomous systems or networks.

37. GRE (Generic Routing Encapsulation)

- **Function:** A tunneling protocol used to encapsulate a wide variety of network layer protocols into point-to-point connections for private network communication over public networks.

38. LISP (Locator/ID Separation Protocol)

- **Function:** A protocol designed to decouple endpoint identifiers and routing locators in a network to improve scalability and simplify IP address management.

39. MPLS (Multiprotocol Label Switching)

- **Function:** A protocol used for efficient routing of packets by assigning labels to data packets and making forwarding decisions based on those labels rather than IP addresses, enabling faster and more flexible traffic management.

40. BFD (Bidirectional Forwarding Detection)

- **Function:** A protocol used for detecting faults in the path between two forwarding devices, ensuring quicker recovery of connectivity and increasing network reliability.

41. HSRP (Hot Standby Router Protocol)

- **Function:** A Cisco protocol designed for providing high network availability by configuring multiple routers to act as a single virtual router to ensure continuous network connectivity if one router fails.

42. VRRP (Virtual Router Redundancy Protocol)

- **Function:** Similar to HSRP, VRRP provides redundancy by allowing multiple routers to work together to present a single virtual router IP address to the network.

43. STP (Spanning Tree Protocol)

- **Function:** A protocol used in Ethernet networks to prevent loops by determining the best path for data to travel while blocking redundant paths. It helps maintain network stability by dynamically detecting and preventing network loops.

44. RSTP (Rapid Spanning Tree Protocol)

- **Function:** An enhancement to the original Spanning Tree Protocol (STP), offering faster convergence times for detecting and recovering from network failures.

45. EIGRP (Enhanced Interior Gateway Routing Protocol)

- **Function:** A Cisco proprietary routing protocol that combines the best features of link-state and distance-vector protocols. It is efficient, supports large-scale networks, and provides fast convergence.

46. OSPFv3 (Open Shortest Path First version 3)

- **Function:** The third version of OSPF, supporting IPv6 addressing and offering improved scalability and security compared to earlier versions of OSPF.

47. L2TPv3 (Layer 2 Tunneling Protocol version 3)

- **Function:** A tunneling protocol that encapsulates Layer 2 frames (Ethernet, PPP) to enable communication over a Layer 3 IP network. It's commonly used in VPNs.

48. SCTP (Stream Control Transmission Protocol)

- **Function:** A transport layer protocol designed for applications that require reliable, ordered delivery of messages. It is similar to TCP but with added features like multi-streaming and multi-homing, improving resilience.

49. X.25

- **Function:** An older protocol used in wide area networks (WAN) for packet-switched communication. It provides reliable data transmission and error correction.

50. Frame Relay

- **Function:** A WAN protocol used for creating efficient, low-latency connections between networks. It's a cost-effective solution for smaller networks needing moderate data rates.

51. ATM (Asynchronous Transfer Mode)

- **Function:** A network protocol used for high-speed data transfer, commonly employed in telecommunications. It uses fixed-size cells to support real-time data transmission (e.g., video conferencing).

52. IS-IS (Intermediate System to Intermediate System)

- **Function:** A link-state routing protocol used to determine the best routing path within a network, similar to OSPF but with differences in operation and implementation.

53. PPPoE (Point-to-Point Protocol over Ethernet)

- **Function:** A protocol used for establishing a PPP connection over an Ethernet network, commonly used by DSL broadband providers to authenticate users and allocate dynamic IP addresses.

54. FCoE (Fibre Channel over Ethernet)

- **Function:** A protocol used to encapsulate Fibre Channel frames in Ethernet frames to combine storage networking with standard Ethernet infrastructure, enabling more efficient data transmission.

55. IPX/SPX (Internetwork Packet Exchange / Sequenced Packet Exchange)

- **Function:** A suite of protocols used primarily by Novell NetWare systems for network communication. IPX handles routing, while SPX is used for reliable communication between computers.

56. SFTP (Secure File Transfer Protocol)

- **Function:** A secure method for file transfer over SSH, providing encryption for both the command and the data channels, ensuring confidentiality and integrity.

57. SNTP (Simple Network Time Protocol)

- **Function:** A simplified version of NTP used for synchronizing clocks over a network, though less accurate than NTP.

58. IPAM (IP Address Management)

- **Function:** A suite of tools and protocols used for managing and tracking IP address allocation, subnetting, and network configurations within an organization.

59. TFTP (Trivial File Transfer Protocol)

- **Function:** A simpler version of FTP used for transferring files with minimal overhead. TFTP is often used for small devices or bootstrapping applications, like network routers or printers.

60. QoS (Quality of Service)

- **Function:** A collection of technologies used to manage network traffic and ensure high-priority services (such as voice or video) receive the necessary bandwidth and low latency to function effectively.

61. SIP (Session Initiation Protocol)

- **Function:** A protocol used for initiating, maintaining, and terminating real-time sessions in applications such as VoIP, video calls, and instant messaging.

62. IPoE (IP over Ethernet)

- **Function:** A method for transmitting IP packets over an Ethernet network, commonly used in modern broadband technologies for internet connectivity.

63. PGP (Pretty Good Privacy)

- **Function:** A data encryption and decryption protocol used to secure email communication by ensuring confidentiality, integrity, and authentication.

64. MPLS (Multiprotocol Label Switching)

- **Function:** An advanced routing technique that assigns labels to packets for faster and more efficient routing. It optimizes traffic flows in large-scale networks and supports various protocols.

65. IPv6 (Internet Protocol version 6)

- **Function:** A newer version of IP, designed to replace IPv4, with an expanded address space to support the growing number of devices on the internet.

66. IPX (Internetwork Packet Exchange)

- **Function:** A network layer protocol developed by Novell for use in local area networks (LANs) that provides reliable packet delivery between systems.



Thank you

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