

Linux Kernel Networking Implementation And Theory Experts Voice In Open Source

This book follows on from Linux Kernel Programming, helping you explore the Linux character device driver framework and enables you to write 'misc' class drivers. You'll learn how to efficiently interface with user apps, perform I/O on hardware memory, handle hardware interrupts, and leverage kernel delays, timers, kthreads, and workqueues.

This introduction to networking on Linux now covers firewalls, including the use of ipchains and Netfilter, masquerading, and accounting. Other new topics in this second edition include Novell (NCP/IPX) support and INN (news administration).

The Linux Programming Interface (TLPI) is the definitive guide to the Linux and UNIX programming interface—the interface employed by nearly every application that runs on a Linux or UNIX system. In this authoritative work, Linux programming expert Michael Kerrisk provides detailed descriptions of the system calls and library functions that you need in order to master the craft of system programming, and accompanies his explanations with clear, complete example programs. You'll find descriptions of over 500 system calls and library functions, and more than 200 example programs, 88 tables, and 115 diagrams. You'll learn how to: –Read and write files efficiently –Use signals, clocks, and timers –Create processes and execute programs –Write secure programs –Write multithreaded programs using POSIX threads –Build and use shared libraries –Perform interprocess communication using pipes, message queues, shared memory, and semaphores –Write network applications with the sockets API While The Linux Programming Interface covers a wealth of Linux-specific features, including epoll, inotify, and the /proc file system, its emphasis on UNIX standards (POSIX.1-2001/SUSv3 and POSIX.1-2008/SUSv4) makes it equally valuable to programmers working on other UNIX platforms. The Linux Programming Interface is the most comprehensive single-volume work on the Linux and UNIX programming interface, and a book that's destined to become a new classic.

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

BPF and related observability tools give software professionals unprecedented visibility into software, helping them analyze operating system and application performance, troubleshoot code, and strengthen security. BPF Performance Tools: Linux System and Application Observability is the industry's most comprehensive guide to using these tools for observability. Brendan Gregg, author of the industry's definitive guide to system performance, introduces powerful new methods and tools for doing analysis that leads to more robust, reliable, and safer code. This authoritative guide: Explores a wide spectrum of software and hardware targets Thoroughly covers open source BPF tools from the Linux Foundation iovisor project's bcc and bpfftrace repositories Summarizes performance engineering and kernel internals you need to understand Provides and discusses 150+ bpfftrace tools, including 80 written specifically for this book: tools you can run as-is, without programming — or customize and develop further, using diverse interfaces and the bpfftrace front-end You'll learn how to use BPF (eBPF) tracing tools to analyze CPUs, memory, disks, file systems, networking, languages, applications, containers, hypervisors, security, and the Linux kernel. You'll move from basic to advanced tools and techniques, producing new metrics, stack traces, custom latency histograms, and more. It's like having a superpower: with Gregg's guidance and tools, you can analyze virtually everything that impacts system performance, so you can improve virtually any Linux operating system or application.

This soup-to-nuts collection of recipes covers everything you need to know to perform your job as a Linux network administrator, whether you're new to the job or have years of experience. With Linux Networking Cookbook, you'll dive straight into the gnarly hands-on work of building and maintaining a computer network. Running a network doesn't mean you have all the answers. Networking is a complex subject with reams of reference material that's difficult to keep straight, much less remember. If you want a book that lays out the steps for specific tasks, that clearly explains the commands and configurations, and does not tax your patience with endless ramblings and meanderings into theory and obscure RFCs, this is the book for you. You will find recipes for: Building a gateway, firewall, and wireless access point on a Linux network Building a VoIP server with Asterisk Secure remote administration with SSH Building secure VPNs with OpenVPN, and a Linux PPTP VPN server Single sign-on with Samba for mixed Linux/Windows LANs Centralized network directory with OpenLDAP Network monitoring with Nagios or MRTG Getting acquainted with IPv6 Setting up hands-free networks installations of new systems Linux system administration via serial console And a lot more. Each recipe includes a clear, hands-on solution with tested code, plus a discussion on why it works. When you need to solve a network problem without delay, and don't have the time or patience to comb through reference books or the Web for answers, Linux Networking Cookbook gives you exactly what you need.

You may be contemplating your first Linux installation. Or you may have been using Linux for years and need to know more about adding a network printer or setting up an FTP server. Running Linux, now in its fifth edition, is the book you'll want on hand in either case. Widely recognized in the Linux community as the ultimate getting-started and problem-solving book, it answers the questions and tackles the configuration issues that frequently plague users, but are seldom addressed in other books. This fifth edition of Running Linux is greatly expanded, reflecting the maturity of the operating system and the teeming wealth of software available for it. Hot consumer topics such as audio and video playback applications, groupware functionality, and spam filtering are covered, along with the basics in configuration and management that always have made the book popular. Running Linux covers basic communications such as mail, web surfing, and instant messaging, but also delves into the subtleties of network configuration—including dial-up, ADSL, and cable modems—in case you need to set up your network manually. The book can make you proficient on office suites and personal productivity applications—and also tells you what programming tools are available if you're interested in contributing to these applications. Other new topics in the fifth edition include encrypted email and filesystems, advanced shell techniques, and remote login applications. Classic discussions on booting, package management, kernel recompilation, and X configuration have also been updated. The authors of Running Linux have anticipated problem areas, selected stable and popular solutions, and provided clear instructions to ensure that you'll have a satisfying experience using Linux. The discussion is direct and complete enough to guide novice users, while still providing the additional information experienced users will need to progress in their mastery of Linux. Whether you're using Linux on a home workstation or maintaining a network server, Running Linux will provide expert advice just when you need it.

Finally, with UNIX® System V Network Programming, an authoritative reference is available for programmers and system architects interested in building networked and distributed applications for UNIX System V. Even if you currently use a different version of the UNIX system, such as the latest release of 4.3BSD or SunOS, this book is valuable to you because it is centered around UNIX System V Release 4, the version of the UNIX system that unified many of the divergent UNIX implementations. For those professionals new to networking and UNIX system programming, two introductory chapters are provided. The author then presents the programming interfaces most important to building communication software in System V, including STREAMS, the Transport Layer Interface library, Sockets, and Remote Procedure Calls. So that your designs are not limited to user-level, the author also explains how to write kernel-level communication software, including STREAMS drivers, modules, and multiplexors. Many examples are provided, including an Ethernet driver and a transport-level multiplexing driver. In the final chapter, the author brings the material from previous chapters together, presenting the design of a SLIP communication package.

"This book is organized around three concepts fundamental to OS construction: virtualization (of CPU and memory), concurrency (locks and condition variables), and persistence (disks, RAIDS, and file systems"—Back cover.

If you're looking to develop native applications in Kubernetes, this is your guide. Developers and AppOps administrators will learn how to

build Kubernetes-native applications that interact directly with the API server to query or update the state of resources. AWS developer advocate Michael Hausenblas and Red Hat principal software engineer Stefan Schimanski explain the characteristics of these apps and show you how to program Kubernetes to build them. You'll explore the basic building blocks of Kubernetes, including the client-go API library and custom resources. All you need to get started is a rudimentary understanding of development and system administration tools and practices, such as package management, the Go programming language, and Git. Walk through Kubernetes API basics and dive into the server's inner structure Explore Kubernetes's programming interface in Go, including Kubernetes API objects Learn about custom resources—the central extension tools used in the Kubernetes ecosystem Use tags to control Kubernetes code generators for custom resources Write custom controllers and operators and make them production ready Extend the Kubernetes API surface by implementing a custom API server

Master the skills and techniques that are required to design, deploy, and administer real Linux-based networks About This Book Master the art of using Linux and administering network services for enterprise environments Perform hands-on activities to reinforce expert-level knowledge Get full coverage of both the CentOS and Debian systems, including how networking concepts differ for each Who This Book Is For Mastering Linux Network Administration is recommended for those who already understand the basics of using Linux and networking, and would like to push those skills to a higher level through real-world Linux networking scenarios. Whether you intend to run a home office consisting of Linux nodes or a rollout of a Linux network within your organization, this book is a great fit for those that desire to learn how to manage networked systems with the power of Linux. What You Will Learn Install and configure the Debian and CentOS systems Set up and configure file servers Administer networked nodes remotely Discover how to monitor system performance for peak health Configure network services such as DNS and DHCP Host HTTP content via Apache Troubleshoot Linux networking issues In Detail Linux is everywhere. Whether you run a home office, a small business, or manage enterprise systems, Linux can empower your network to perform at its very best. Armed with the advanced tools and best practice guidance of this practical guide, you'll be able to mold Linux networks to your will, empowering your systems and their users to take advantage of all that Linux-based networks have to offer. Understand how Linux networks function and get to grips with essential tips and tricks to manage them - whether you're already managing a networks, or even just starting out. With Debian and CentOS as its source, this book will divulge all the details you need to manage a real Linux-based network. With detailed activities and instructions based on real-world scenarios, this book will be your guide to the exciting world of Linux networking. Style and approach This practical guide will walk you through all the core concepts required to manage real Linux-based networks.

Recent years have seen remarkable progress on both advanced multimedia data processing and intelligent network information systems. The objective of this book is to contribute to the development of multimedia processing and the intelligent information systems and to provide the researches with the essentials of current knowledge, experience and know-how. Although many aspects of such systems have already been under investigation, but there are many new that wait to be discovered and defined. The book contains a selection of 36 papers based on original research presented during the 10th International Conference on Multimedia & Network Information Systems (MISSI 2016) held on 14–16 September 2016 in Wroc?aw, Poland. The papers provide an overview the achievements of researches from several countries in three continents. The volume is divided into five parts: (a) Images and Videos - Virtual and Augmented Reality, (b) Voice Interactions in Multimedia Systems, (c) Tools and Applications, (d) Natural Language in Information Systems, and (e) Internet and Network Technologies. The book is an excellent resource for researchers, those working in multimedia, Internet, and Natural Language technologies, as well as for students interested in computer science and other related fields.

Linux Kernel Networking takes you on a guided in-depth tour of the current Linux networking implementation and the theory behind it. Linux kernel networking is a complex topic, so the book won't burden you with topics not directly related to networking. This book will also not overload you with cumbersome line-by-line code walkthroughs not directly related to what you're searching for; you'll find just what you need, with in-depth explanations in each chapter and a quick reference at the end of each chapter. Linux Kernel Networking is the only up-to-date reference guide to understanding how networking is implemented, and it will be indispensable in years to come since so many devices now use Linux or operating systems based on Linux, like Android, and since Linux is so prevalent in the data center arena, including Linux-based virtualization technologies like Xen and KVM.

Effectively integrating theory and hands-on practice, Networking Systems Design and Development provides students and IT professionals with the knowledge and skills needed to design, implement, and manage fully functioning network systems using readily available Linux networking tools. Recognizing that most students are beginners in the field of ne

Unlike some operating systems, Linux doesn't try to hide the important bits from you—it gives you full control of your computer. But to truly master Linux, you need to understand its internals, like how the system boots, how networking works, and what the kernel actually does. In this completely revised second edition of the perennial best seller How Linux Works, author Brian Ward makes the concepts behind Linux internals accessible to anyone curious about the inner workings of the operating system. Inside, you'll find the kind of knowledge that normally comes from years of experience doing things the hard way. You'll learn: –How Linux boots, from boot loaders to init implementations (systemd, Upstart, and System V) –How the kernel manages devices, device drivers, and processes –How networking, interfaces, firewalls, and servers work –How development tools work and relate to shared libraries –How to write effective shell scripts You'll also explore the kernel and examine key system tasks inside user space, including system calls, input and output, and filesystems. With its combination of background, theory, real-world examples, and patient explanations, How Linux Works will teach you what you need to know to solve pesky problems and take control of your operating system.

Provides a definitive resource for those who want to support computer peripherals under the Linux operating system, explaining how to write a driver for a broad spectrum of devices, including character devices, network interfaces, and block devices. Original. (Intermediate).

This IBM® Redbooks® publication describes important networking concepts and industry standards that are used to support high availability on IBM System z®. Some of the networking standards described here are VLANs, VLAN trunking, link aggregation, virtual switches, VNICs, and load-balancing. We examine the various aspects of network setups and introduce the main Linux on System z networking commands and configuration files. We describe the management of network interface parameters, assignment of addresses to a network interface, and usage of the ifconfig command to configure network interfaces. We provide an overview of connectivity options available on the System z platform. We also describe high availability concepts and building a high availability solution using IBM Tivoli® System Automation. We also provide the implementation steps necessary to build a redundant network connections set up between an IBM z/VM® system and the external network switches using two Open Systems Adapter-Express 3 (OSA-Express 3) adapters with 10 Gb Ethernet ports. We describe the tests performed in our lab environment. The objectives of these tests were to gather information about performance and failover from the perspective of a real scenario, where the concepts of described in this book were applied. This book is focused on information that is practical and useful for readers with experience in network analysis and engineering networks, System z and Linux systems administrators, especially for readers that administer networks in their day-to-day activities. For additional reading: A Technote is available that explains changes to using channel bonding interfaces introduced with SLES 11 SP 2. It can be found at:

<http://www.redbooks.ibm.com/abstracts/tips1000.html?Open>

This unique Linux networking tutorial reference provides students with a practical overview and understanding of the implementation of networking protocols in the Linux kernel. By gaining a familiarity with the Linux kernel architecture, students can modify and enhance the

functionality of protocol instances. -- Provided by publisher.

To thoroughly understand what makes Linux tick and why it's so efficient, you need to delve deep into the heart of the operating system--into the Linux kernel itself. The kernel is Linux--in the case of the Linux operating system, it's the only bit of software to which the term "Linux" applies. The kernel handles all the requests or completed I/O operations and determines which programs will share its processing time, and in what order. Responsible for the sophisticated memory management of the whole system, the Linux kernel is the force behind the legendary Linux efficiency. The new edition of Understanding the Linux Kernel takes you on a guided tour through the most significant data structures, many algorithms, and programming tricks used in the kernel. Probing beyond the superficial features, the authors offer valuable insights to people who want to know how things really work inside their machine. Relevant segments of code are dissected and discussed line by line. The book covers more than just the functioning of the code, it explains the theoretical underpinnings for why Linux does things the way it does. The new edition of the book has been updated to cover version 2.4 of the kernel, which is quite different from version 2.2: the virtual memory system is entirely new, support for multiprocessor systems is improved, and whole new classes of hardware devices have been added. The authors explore each new feature in detail. Other topics in the book include: Memory management including file buffering, process swapping, and Direct memory Access (DMA) The Virtual Filesystem and the Second Extended Filesystem Process creation and scheduling Signals, interrupts, and the essential interfaces to device drivers Timing Synchronization in the kernel Interprocess Communication (IPC) Program execution Understanding the Linux Kernel, Second Edition will acquaint you with all the inner workings of Linux, but is more than just an academic exercise. You'll learn what conditions bring out Linux's best performance, and you'll see how it meets the challenge of providing good system response during process scheduling, file access, and memory management in a wide variety of environments. If knowledge is power, then this book will help you make the most of your Linux system.

Find an introduction to the architecture, concepts and algorithms of the Linux kernel in Professional Linux Kernel Architecture, a guide to the kernel sources and large number of connections among subsystems. Find an introduction to the relevant structures and functions exported by the kernel to userland, understand the theoretical and conceptual aspects of the Linux kernel and Unix derivatives, and gain a deeper understanding of the kernel. Learn how to reduce the vast amount of information contained in the kernel sources and obtain the skills necessary to understand the kernel sources.

Accompanying CD-ROM includes all RFC files mentioned in the book, the Linux source tree and sample protocol family module programs for running, configuring, and testing the NADA protocol family discussed in Ch. 10.

Learn how to write high-quality kernel module code, solve common Linux kernel programming issues, and understand the fundamentals of Linux kernel internals Key Features Discover how to write kernel code using the Loadable Kernel Module framework Explore industry-grade techniques to perform efficient memory allocation and data synchronization within the kernel Understand the essentials of key internals topics such as kernel architecture, memory management, CPU scheduling, and kernel synchronization Book Description Linux Kernel Programming is a comprehensive introduction for those new to Linux kernel and module development. This easy-to-follow guide will have you up and running with writing kernel code in next-to-no time. This book uses the latest 5.4 Long-Term Support (LTS) Linux kernel, which will be maintained from November 2019 through to December 2025. By working with the 5.4 LTS kernel throughout the book, you can be confident that your knowledge will continue to be valid for years to come. This Linux book begins by showing you how to build the kernel from the source. Next, you'll learn how to write your first kernel module using the powerful Loadable Kernel Module (LKM) framework. The book then covers key kernel internals topics including Linux kernel architecture, memory management, and CPU scheduling. Next, you'll delve into the fairly complex topic of concurrency within the kernel, understand the issues it can cause, and learn how they can be addressed with various locking technologies (mutexes, spinlocks, atomic, and refcount operators). You'll also benefit from more advanced material on cache effects, a primer on lock-free techniques within the kernel, deadlock avoidance (with lockdep), and kernel lock debugging techniques. By the end of this kernel book, you'll have a detailed understanding of the fundamentals of writing Linux kernel module code for real-world projects and products. What you will learn Write high-quality modular kernel code (LKM framework) for 5.x kernels Configure and build a kernel from source Explore the Linux kernel architecture Get to grips with key internals regarding memory management within the kernel Understand and work with various dynamic kernel memory alloc/dealloc APIs Discover key internals aspects regarding CPU scheduling within the kernel Gain an understanding of kernel concurrency issues Find out how to work with key kernel synchronization primitives Who this book is for This book is for Linux programmers beginning to find their way with Linux kernel development. Linux kernel and driver developers looking to overcome frequent and common kernel development issues, as well as understand kernel internals, will benefit from this book. A basic understanding of Linux CLI and C programming is required.

* Clear and abundant examples, using real-world code, written by three experienced developers who write networking code for a living. * Describes how to build clients and servers, explains how TCP, UDP, and IP work, and shows how to debug networking applications via packet sniffing and deconstruction. * Well suited for Windows developer looking to expand to Linux, or for the proficient Linux developer looking to incorporate client-server programming into their application.

A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key Features Leverage your C or C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPS Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP) Apply network programming to the Internet of Things (IoT) Who this book is for If you're a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.

This book describes the design and implementation of the BSD operating system--previously known as the Berkeley version of UNIX. Today, BSD is found in nearly every variant of UNIX, and is widely used for Internet services and firewalls, timesharing, and multiprocessing systems. Readers involved in technical and sales support can learn the capabilities and limitations of the system; applications developers can learn effectively and efficiently how to interface to

the system; systems programmers can learn how to maintain, tune, and extend the system. Written from the unique perspective of the system's architects, this book delivers the most comprehensive, up-to-date, and authoritative technical information on the internal structure of the latest BSD system. As in the previous book on 4.3BSD (with Samuel Leffler), the authors first update the history and goals of the BSD system. Next they provide a coherent overview of its design and implementation. Then, while explaining key design decisions, they detail the concepts, data structures, and algorithms used in implementing the system's facilities. As an in-depth study of a contemporary, portable operating system, or as a practical reference, readers will appreciate the wealth of insight and guidance contained in this book. Highlights of the book: Details major changes in process and memory management Describes the new extensible and stackable filesystem interface Includes an invaluable chapter on the new network filesystem Updates information on networking and interprocess communication

The two-volume set LNCS 6640 and 6641 constitutes the refereed proceedings of the 10th International IFIP TC 6 Networking Conference held in Valencia, Spain, in May 2011. The 64 revised full papers presented were carefully reviewed and selected from a total of 294 submissions. The papers feature innovative research in the areas of applications and services, next generation Internet, wireless and sensor networks, and network science. The first volume includes 36 papers and is organized in topical sections on anomaly detection, content management, DTN and sensor networks, energy efficiency, mobility modeling, network science, network topology configuration, next generation Internet, and path diversity.

This book provides thorough knowledge of Linux TCP/IP stack and kernel framework for its network stack, including complete knowledge of design and implementation. Starting with simple client-server socket programs and progressing to complex design and implementation of TCP/IP protocol in linux, this book provides different aspects of socket programming and major TCP/IP related algorithms. In addition, the text features netfilter hook framework, a complete explanation of routing sub-system, IP QOS implementation, and Network Soft IRQ. This book further contains elements on TCP state machine implementation, TCP timer implementation on Linux, TCP memory management on Linux, and debugging TCP/IP stack using lcrash

Presents an overview of kernel configuration and building for version 2.6 of the Linux kernel.

Get to grips with the most common as well as complex Linux networking configurations, tools, and services to enhance your professional skills Key Features Learn how to solve critical networking problems using real-world examples Configure common networking services step by step in an enterprise environment Discover how to build infrastructure with an eye toward defense against common attacks Book Description As Linux continues to gain prominence, there has been a rise in network services being deployed on Linux for cost and flexibility reasons. If you are a networking professional or an infrastructure engineer involved with networks, extensive knowledge of Linux networking is a must. This book will guide you in building a strong foundation of Linux networking concepts. The book begins by covering various major distributions, how to pick the right distro, and basic Linux network configurations. You'll then move on to Linux network diagnostics, setting up a Linux firewall, and using Linux as a host for network services. You'll discover a wide range of network services, why they're important, and how to configure them in an enterprise environment. Finally, as you work with the example builds in this Linux book, you'll learn to configure various services to defend against common attacks. As you advance to the final chapters, you'll be well on your way towards building the underpinnings for an all-Linux datacenter. By the end of this book, you'll be able to not only configure common Linux network services confidently, but also use tried-and-tested methodologies for future Linux installations. What you will learn Use Linux as a troubleshooting and diagnostics platform Explore Linux-based network services Configure a Linux firewall and set it up for network services Deploy and configure Domain Name System (DNS) and Dynamic Host Configuration Protocol (DHCP) services securely Configure Linux for load balancing, authentication, and authorization services Use Linux as a logging platform for network monitoring Deploy and configure Intrusion Prevention Services (IPS) Set up Honeypot solutions to detect and foil attacks Who this book is for This book is for IT and Windows professionals and admins looking for guidance in managing Linux-based networks. Basic knowledge of networking is necessary to get started with this book.

Here is a programmer's guide to using and programming POSIX threads, commonly known as Pthreads. A "coder's book", this title tells how to use Pthreads in the real world, making efficient and portable applications. Pthreads are an important set of current tools programmers need to have in today's network-intensive climate.

Red Hat® Linux® 6 Server The open-source Linux operating system is gaining ground fast in businesses and universities around the world, and many commercial versions of the software make it reliable and user-friendly enough for any organization. In Red Hat Linux 6 Server, Unix expert Mohammed Kabir shows you step-by-step how to deploy Linux servers for your intranet or the Internet, from initial installation through security implementation and performance fine-tuning. In-depth coverage of the issues you'll face, plenty of real-world examples, an easy-to-understand guide to common commands, and a comprehensive listing of Linux resources on the Internet make this an indispensable resource, whether you're working for a small nonprofit or a large corporation. Working Solutions for the Linux 6 Server: Master the ins and outs of Linux installation and configuration Manage privileged and ordinary users, groups, and disk quotas Control, monitor, prioritize, and automate programs Set up DNS, SMTP, POP3, HTTP, FTP, IRC, and SQL servers Secure your server using firewalls and tools such as SATAN and COPS Design a load-balanced, multiserver Apache-based Web network Set up Samba and NFS fileserver for your office network Bonus! CD-ROM with Complete Linux Distribution, including: Linux Kernel 2.2.5 Installation and configuration tools GNOME and KDE graphical user interfaces Full TCP/IP networking Dial-up networking tools for ISP access Complete suite of Internet applications, including e-mail, news, and Telnet Apache Web Server 1.3.6 Netscape Communicator 4.51 And much more

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If you want to study, build, or simply validate your thinking about modern cloud native data center networks, this is your book. Whether you're pursuing a multitenant private cloud, a network for running machine learning, or an enterprise data center, author Dinesh Dutt takes you through the steps necessary to design a data center that's affordable, high capacity, easy to manage, agile, and reliable. Ideal for network architects, data center operators, and network and containerized application developers, this book mixes theory with practice to guide you through the architecture and protocols you need to create and operate a robust, scalable network infrastructure. The book offers a vendor-neutral way to look at network design. For those interested in open networking, this book is chock-full of examples using open source software, from FRR to Ansible. In the context of a cloud native data center, you'll examine: Clos topology Network disaggregation Network operating system choices Routing protocol choices Container networking Network virtualization and EVPN Network automation

Benvenuti describes the relationship between the Internet's TCP/IP implementation and the Linux Kernel so that programmers and advanced administrators can modify and fine-tune their network environment.

A one-of-a-kind description about using the Linux operating system on a TCP/IP network Boasting high-performance, high availability, and open source code, Linux has emerged as an optimal choice for an operating system. Yet for Linux to be adopted by the mainstream of Unix-based corporate and ISP networks, it must be capable of supporting the TCP/IP Internet protocol, like any other network operating system. This book provides the rapidly growing audience of Linux site managers, as well as researchers and developers worldwide, with the information they need on how Linux TCP/IP keeps the network running.

Internationally recognized expert on Internetworking, Jon Crowcroft walks readers through the Linux TCP/IP protocol stack, offering detailed explanations on how Linux implements its communications protocols. Vinton Cerf--co-inventor of TCP/IP--is the technical editor for this book.

Linux Routers, Second Edition shows you exactly how to reduce your costs and extend your network with Linux-based routing. You'll find step-by-step coverage of software/hardware selection, configuration, management, and troubleshooting for today's key internetworking applications, including LANs, Internet/intranet/extranet routers, Frame Relay, VPNs, remote access, and firewalls. Extensive new coverage includes dynamic routing, Quality of Service, the current Linux kernel - even next-generation IPv6 routing. To facilitate scalability and resilience, many organizations now run applications in cloud native environments using containers and orchestration. But how do you know if the deployment is secure? This practical book examines key underlying technologies to help developers, operators, and security professionals assess security risks and determine appropriate solutions. Author Liz Rice, Chief Open Source Officer at Isovalent, looks at how the building blocks commonly used in container-based systems are constructed in Linux. You'll understand what's happening when you deploy containers and learn how to assess potential security risks that could affect your deployments. If you run container applications with kubectl or docker and use Linux command-line tools such as ps and grep, you're ready to get started. Explore attack vectors that affect container deployments Dive into the Linux constructs that underpin containers Examine measures for hardening containers Understand how misconfigurations can compromise container isolation Learn best practices for building container images Identify container images that have known software vulnerabilities Leverage secure connections between containers Use security tooling to prevent attacks on your deployment

Nwely updated to include new calls and techniques introduced in Versions 2.2 and 2.4 of the Linux kernel, a definitive resource for those who want to support computer peripherals under the Linux operating system explains how to write a driver for a broad spectrum of devices, including character devices, network interfaces, and block devices. Original. (Intermediate)

A guide to Linux networking covers such topics as TCP/IP, Apache, Samba, connecting with a serial line, running inetd superservers, logging in remotely, and setting up a nameserver.

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