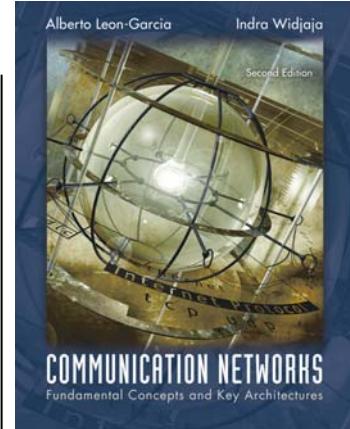
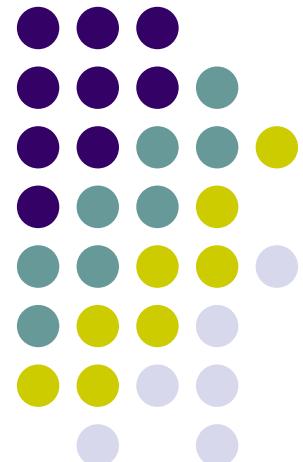


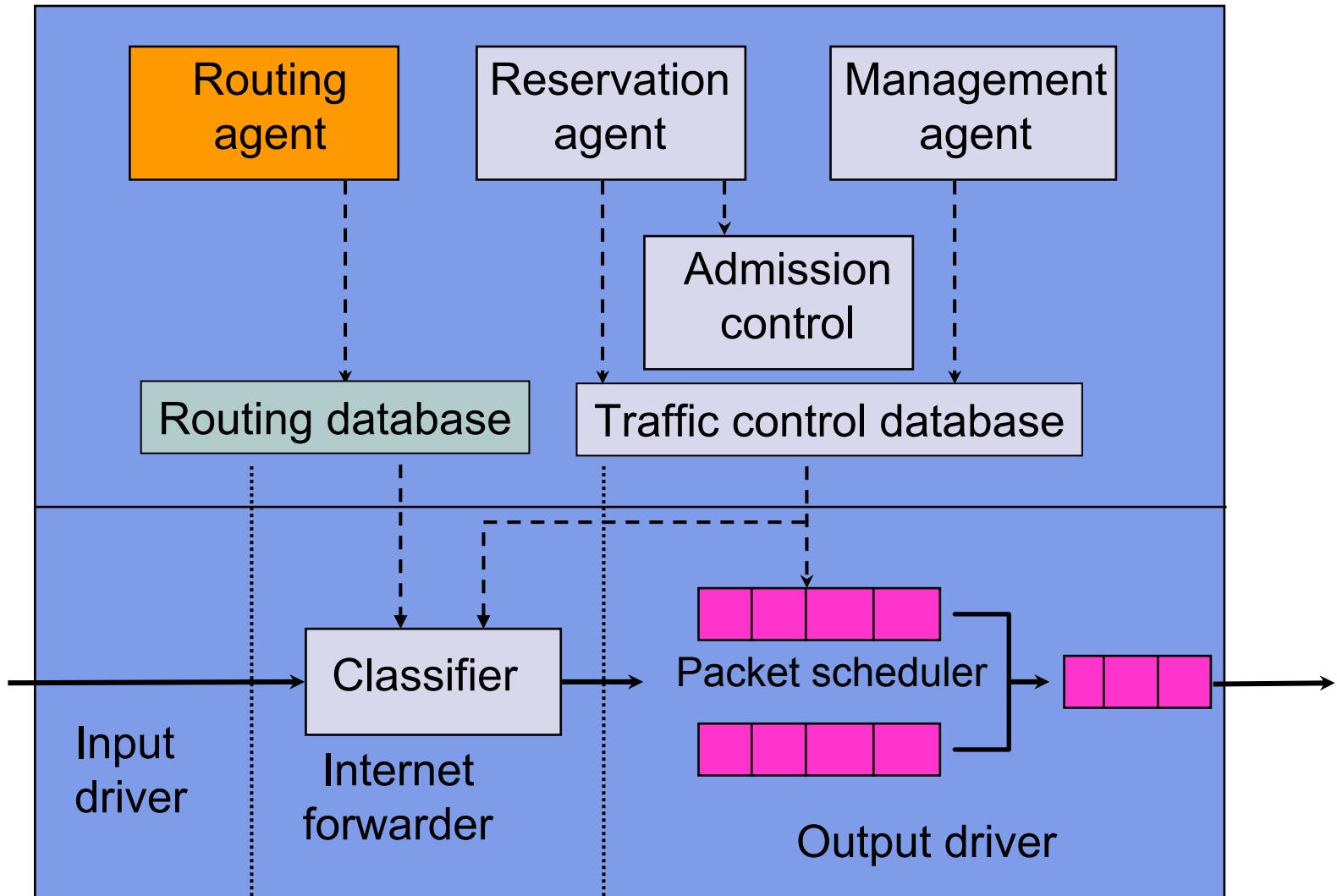
# Chapter 10

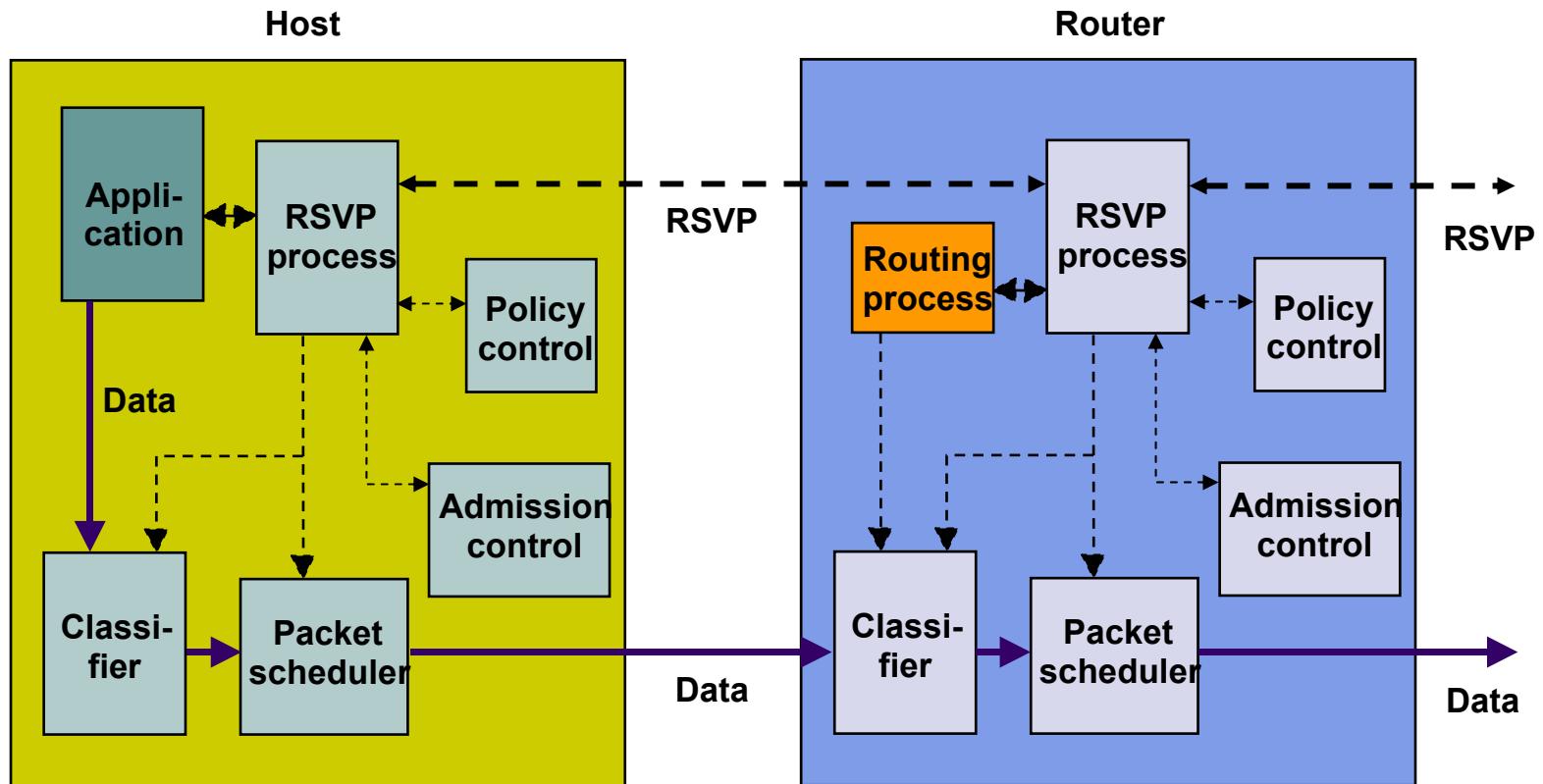
## Advanced Network Architectures

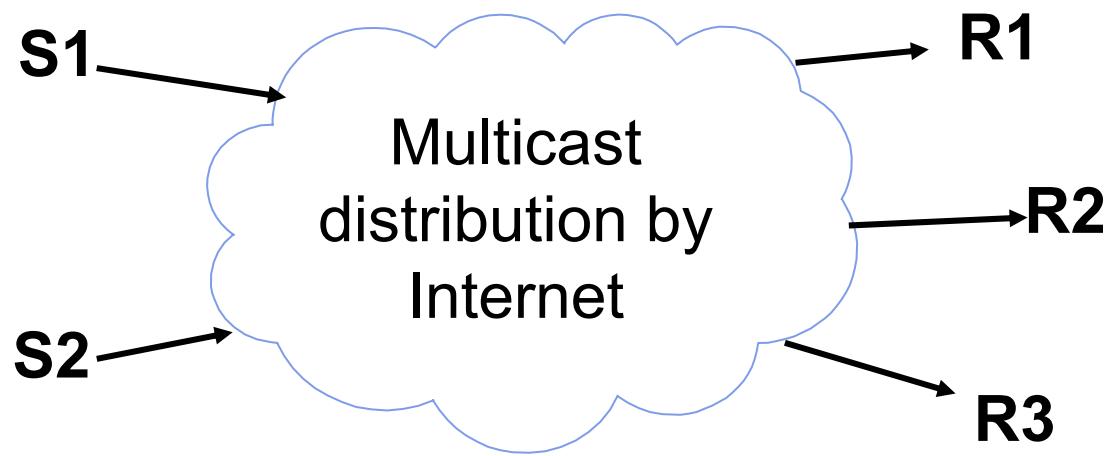


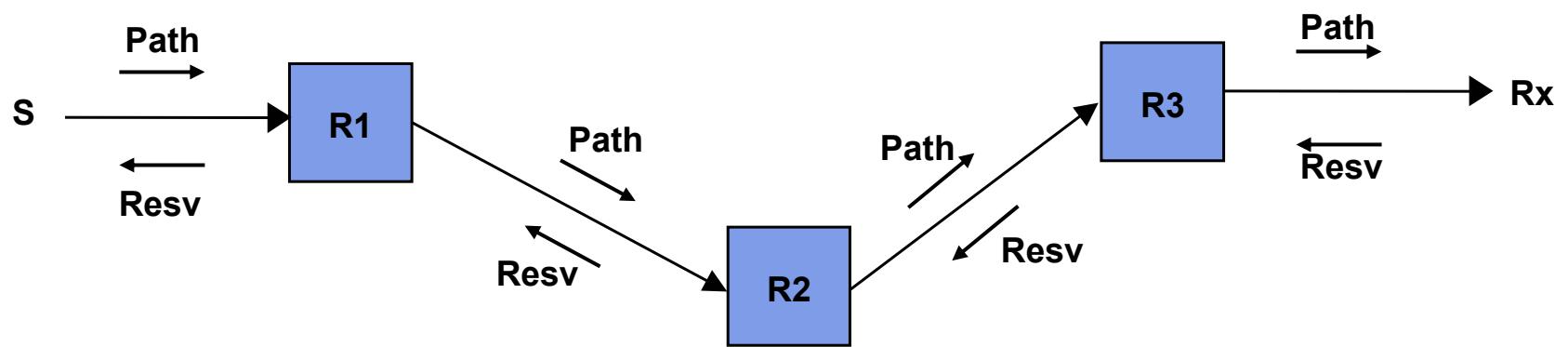
### Chapter Figures

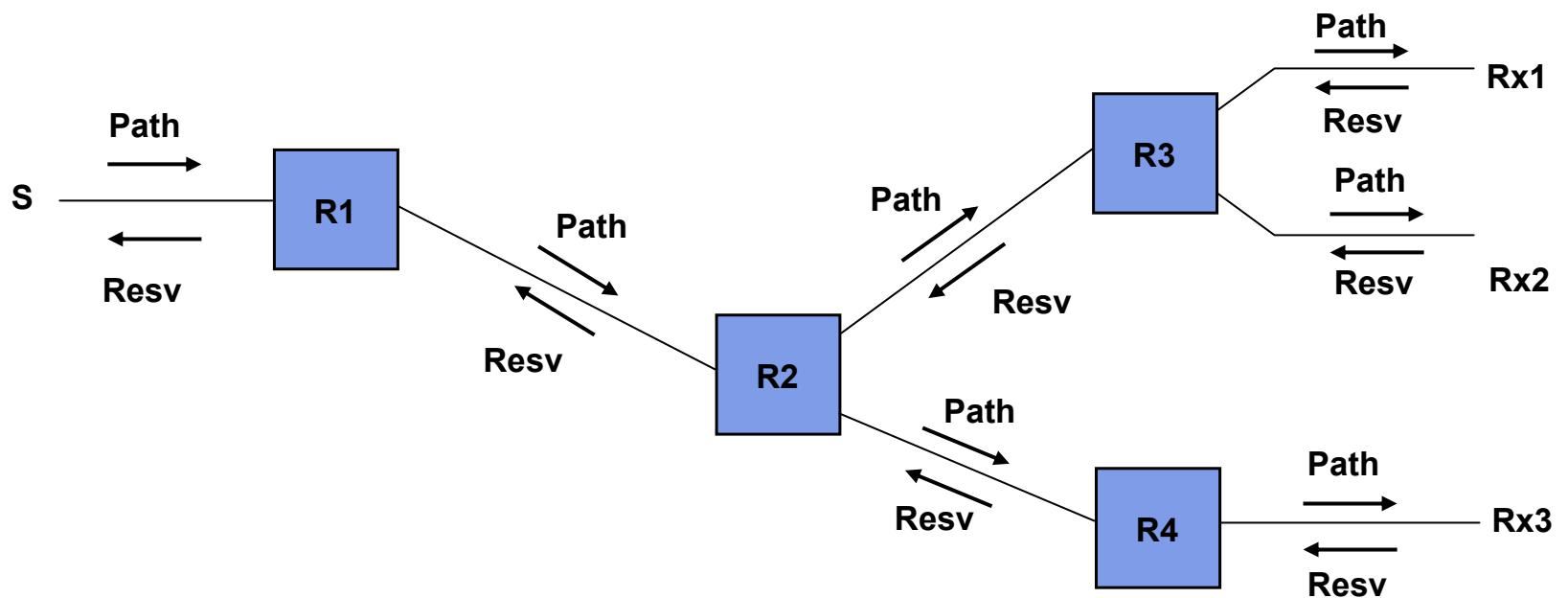


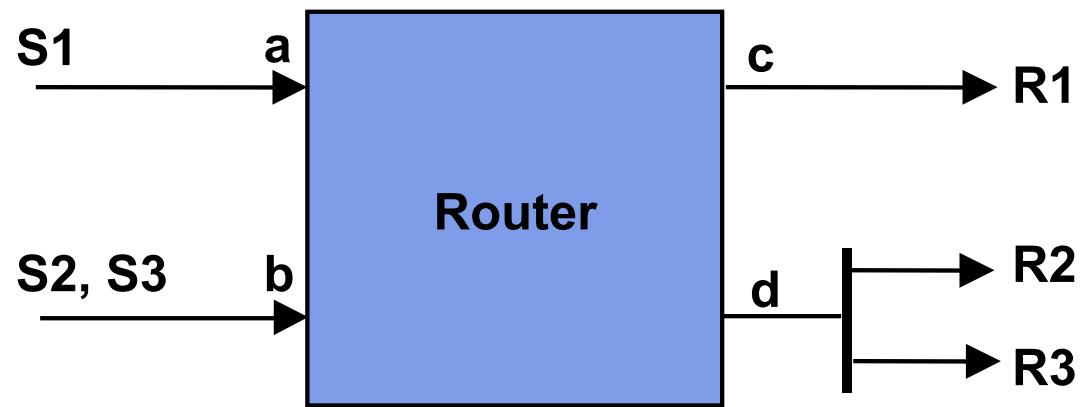


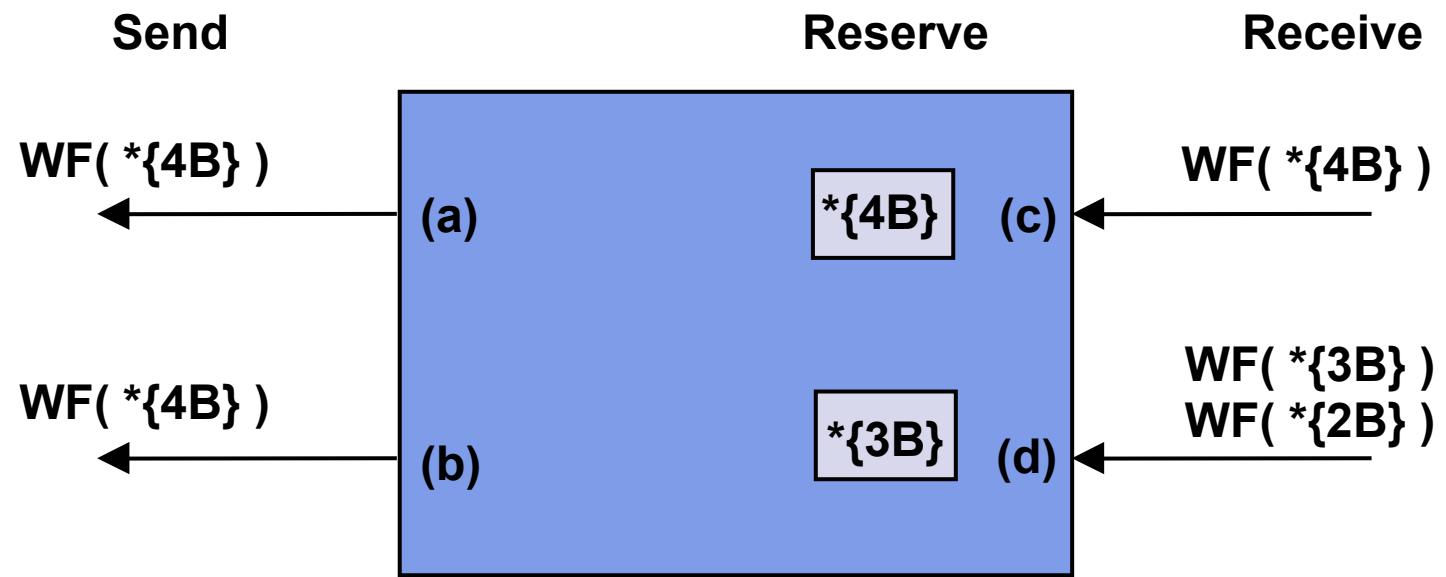


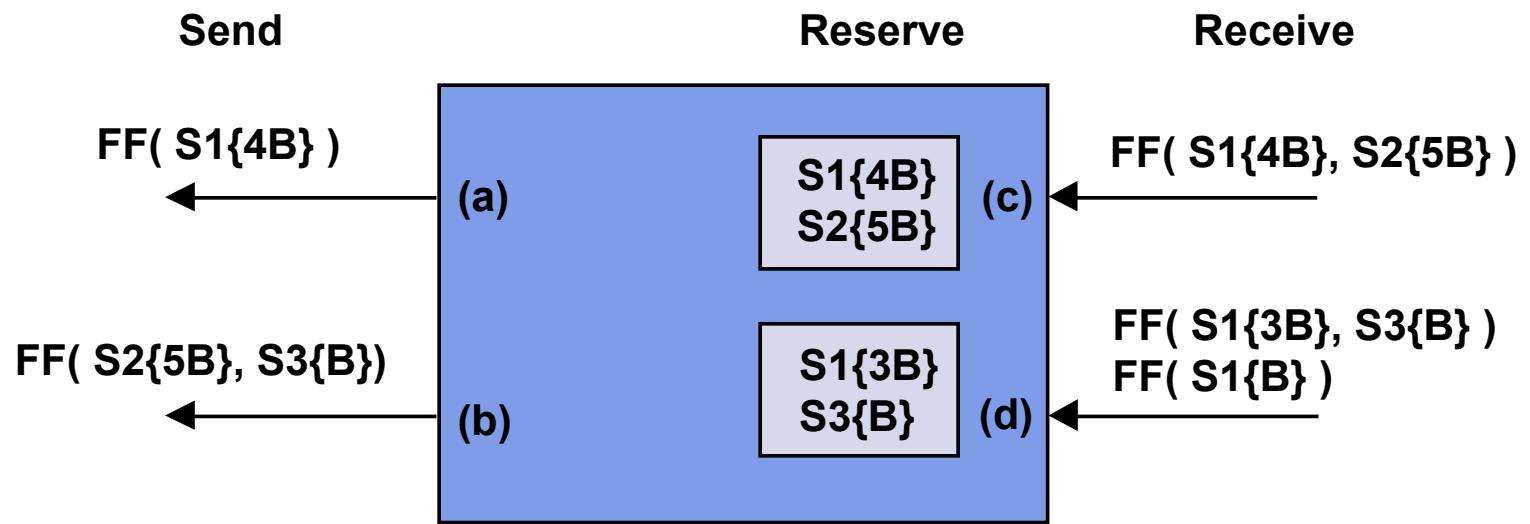


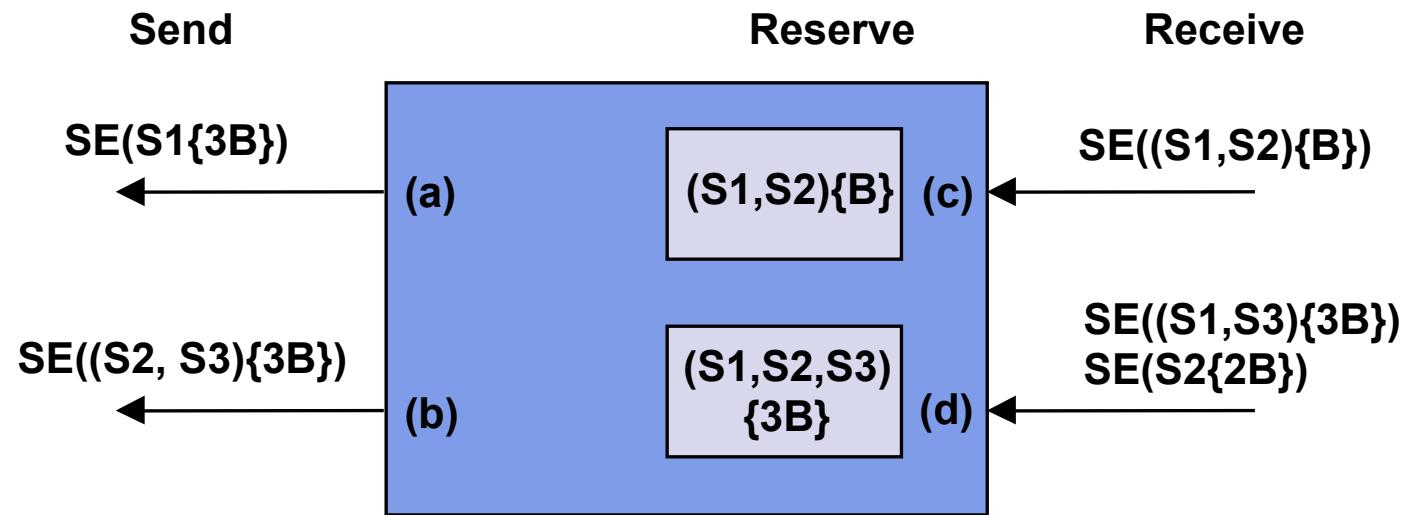








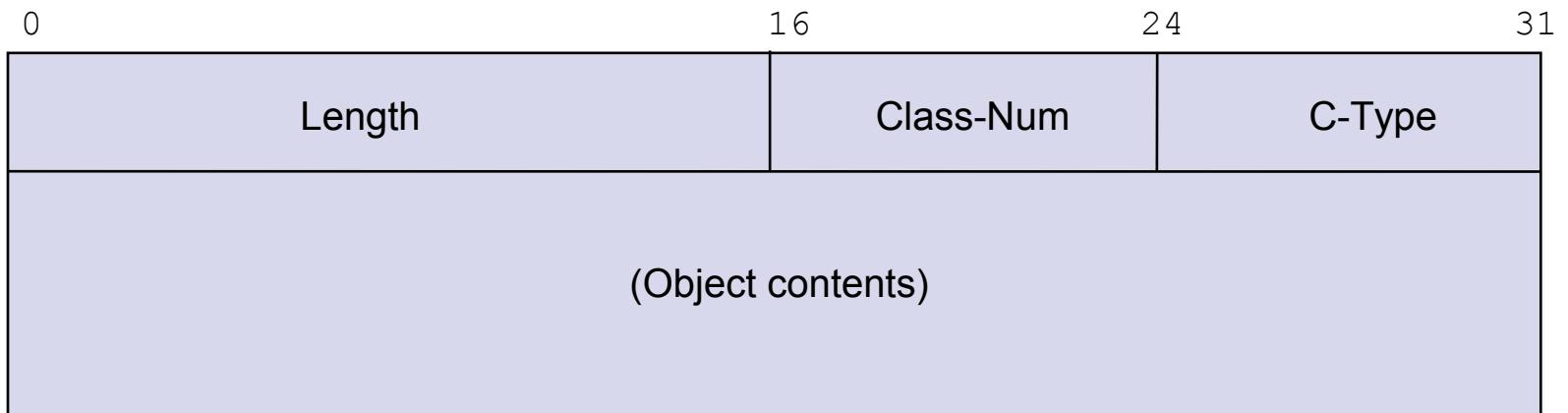


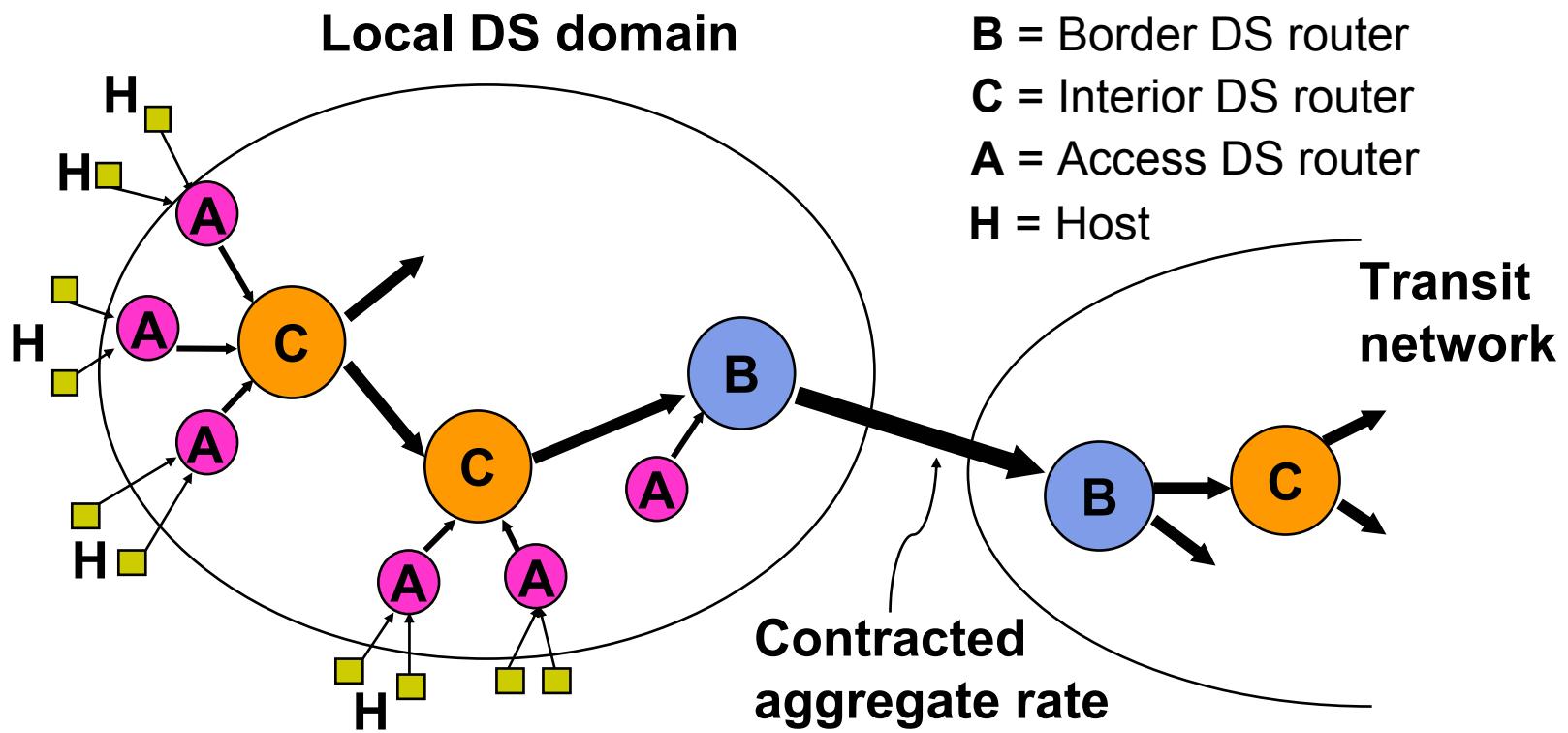


The diagram illustrates the structure of an RSVP message header. The header is 32 bits long, with bit positions labeled from 0 to 31 at the top. The fields are organized into four main sections:

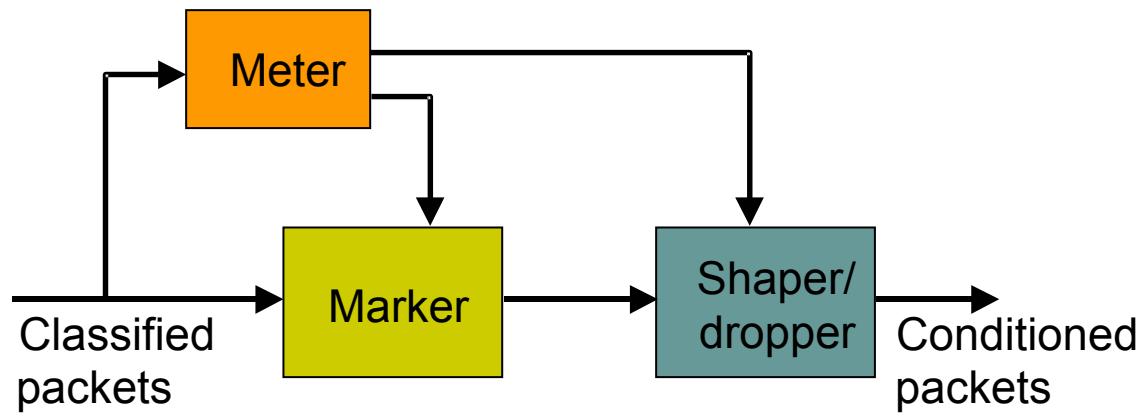
- Version:** Bits 0-3.
- Flags:** Bits 4-7.
- Msg Type:** Bits 8-11.
- RSVP Checksum:** Bits 16-31 (the first 16-bit field).
- Send\_TTL:** Bits 16-31 (the second 16-bit field).
- Reserved:** Bits 16-31 (the second 16-bit field).
- RSVP Length:** Bits 16-31 (the second 16-bit field).

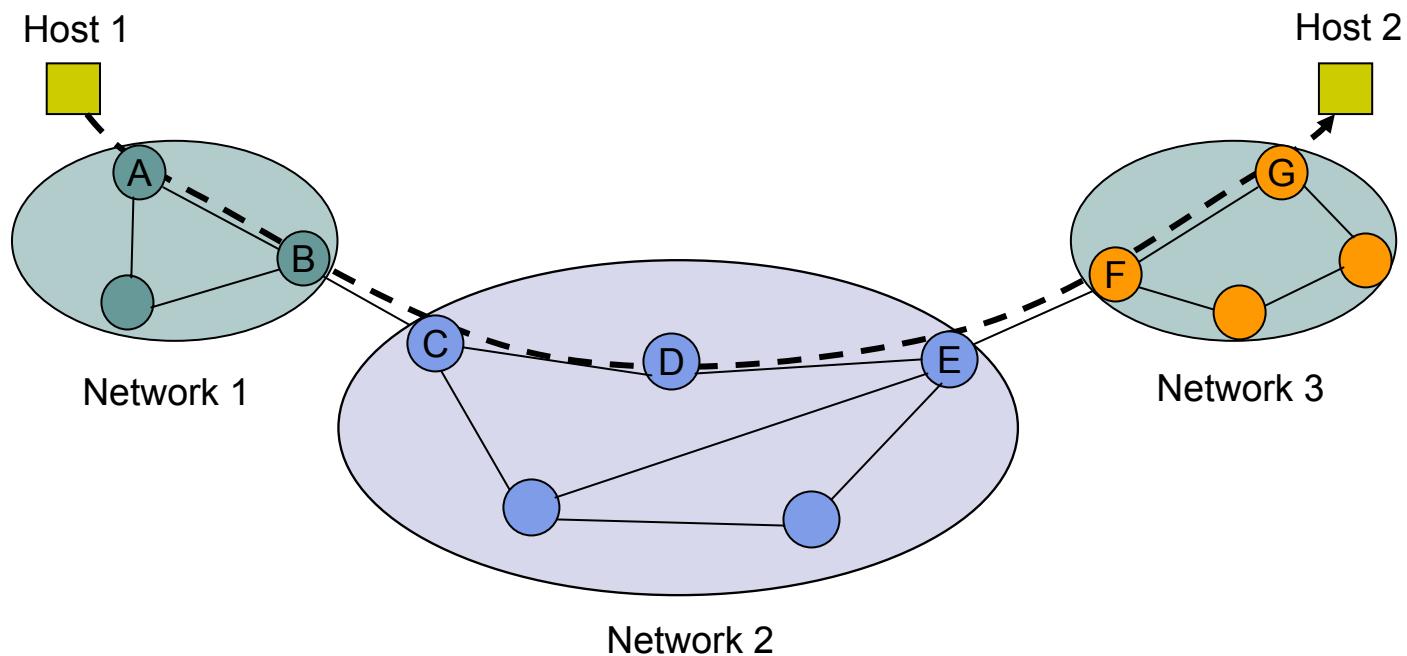
0	4	8	16	31
Version	Flags	Msg Type	RSVP Checksum	
Send_TTL		Reserved	RSVP Length	



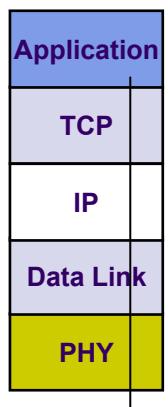




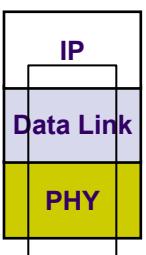




Host 1



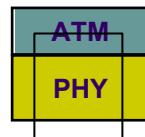
A



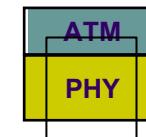
B



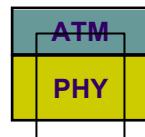
C



D



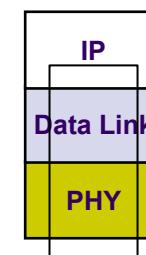
E



F



G

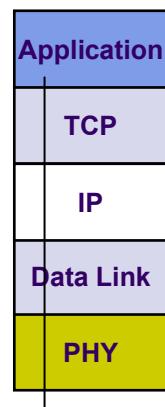


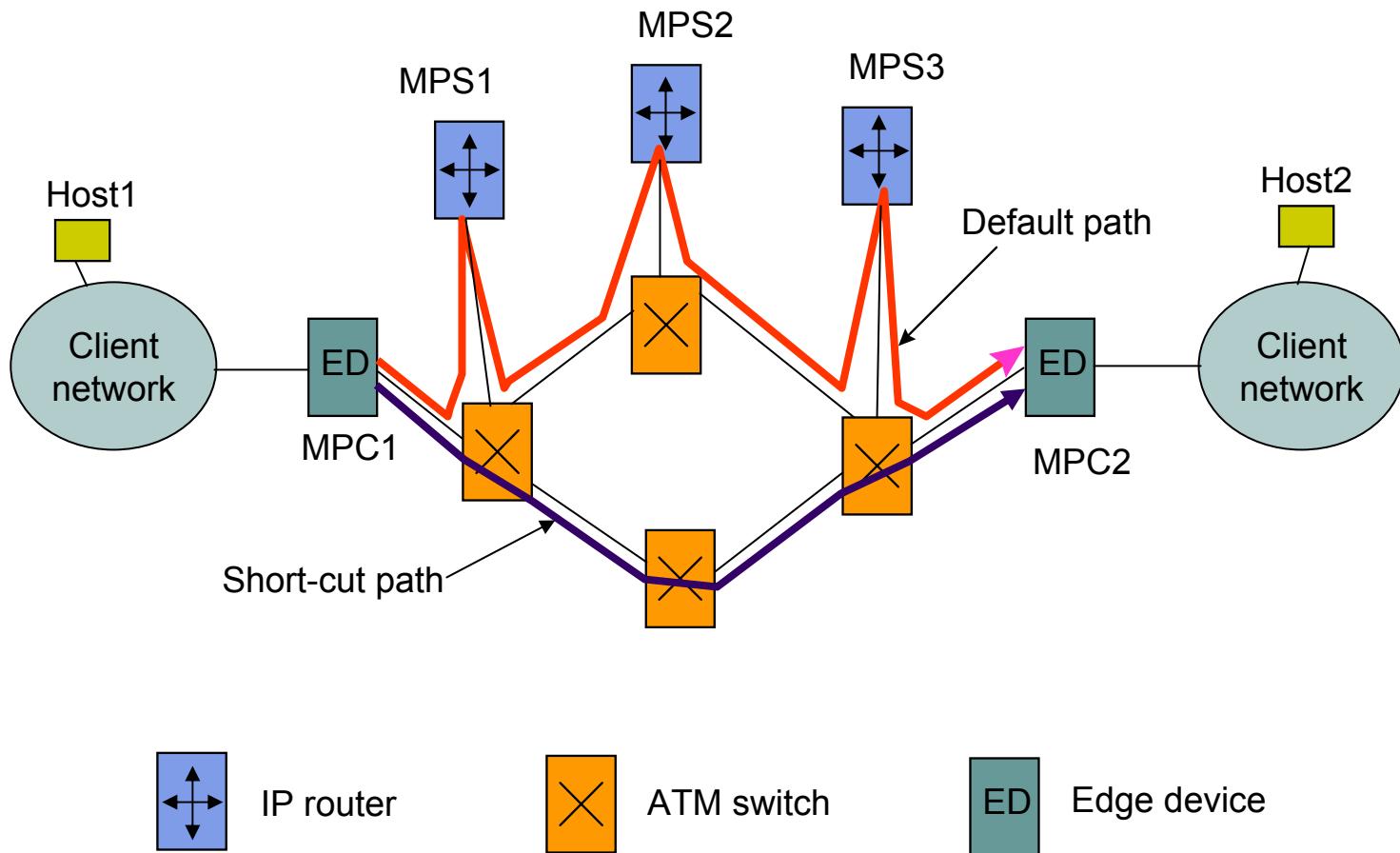
Network 1

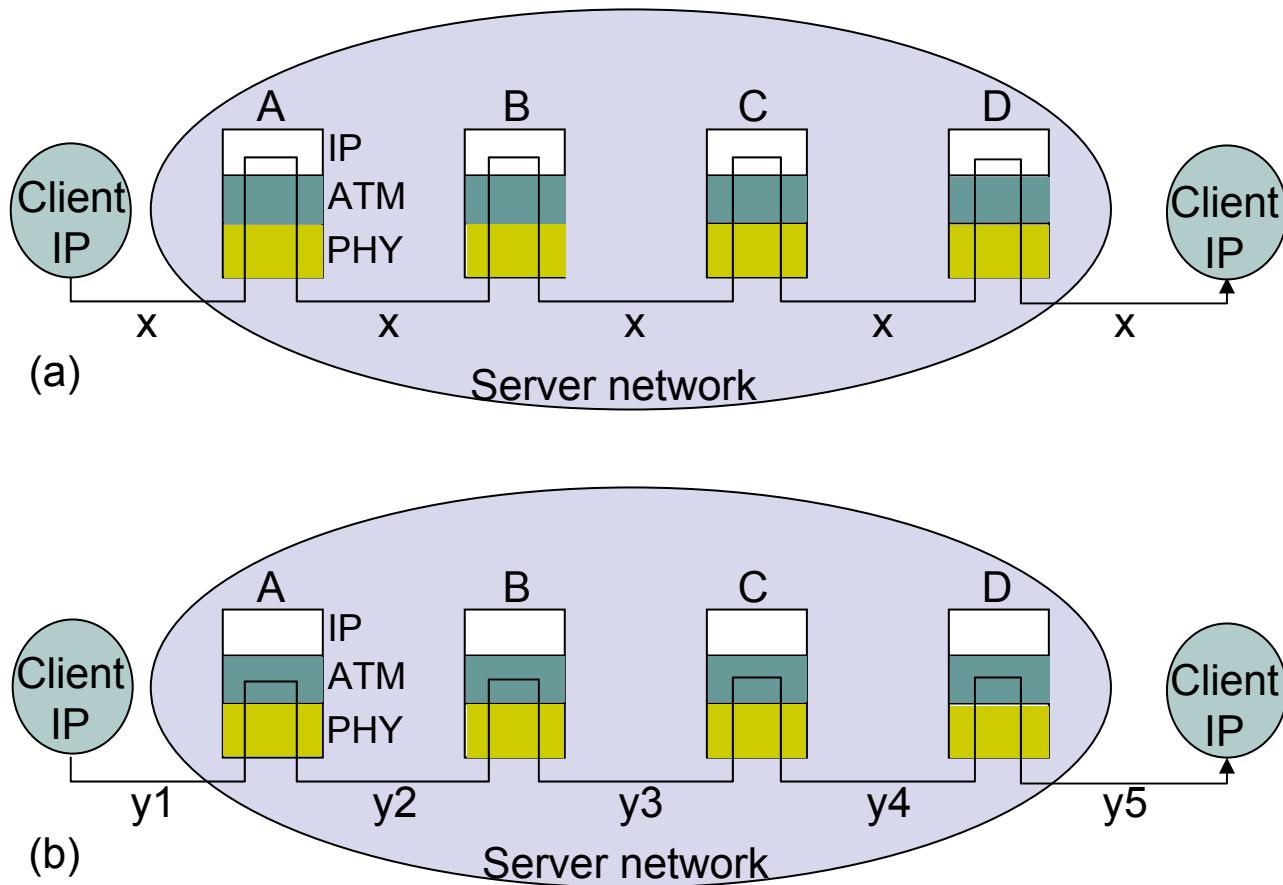
Network 2

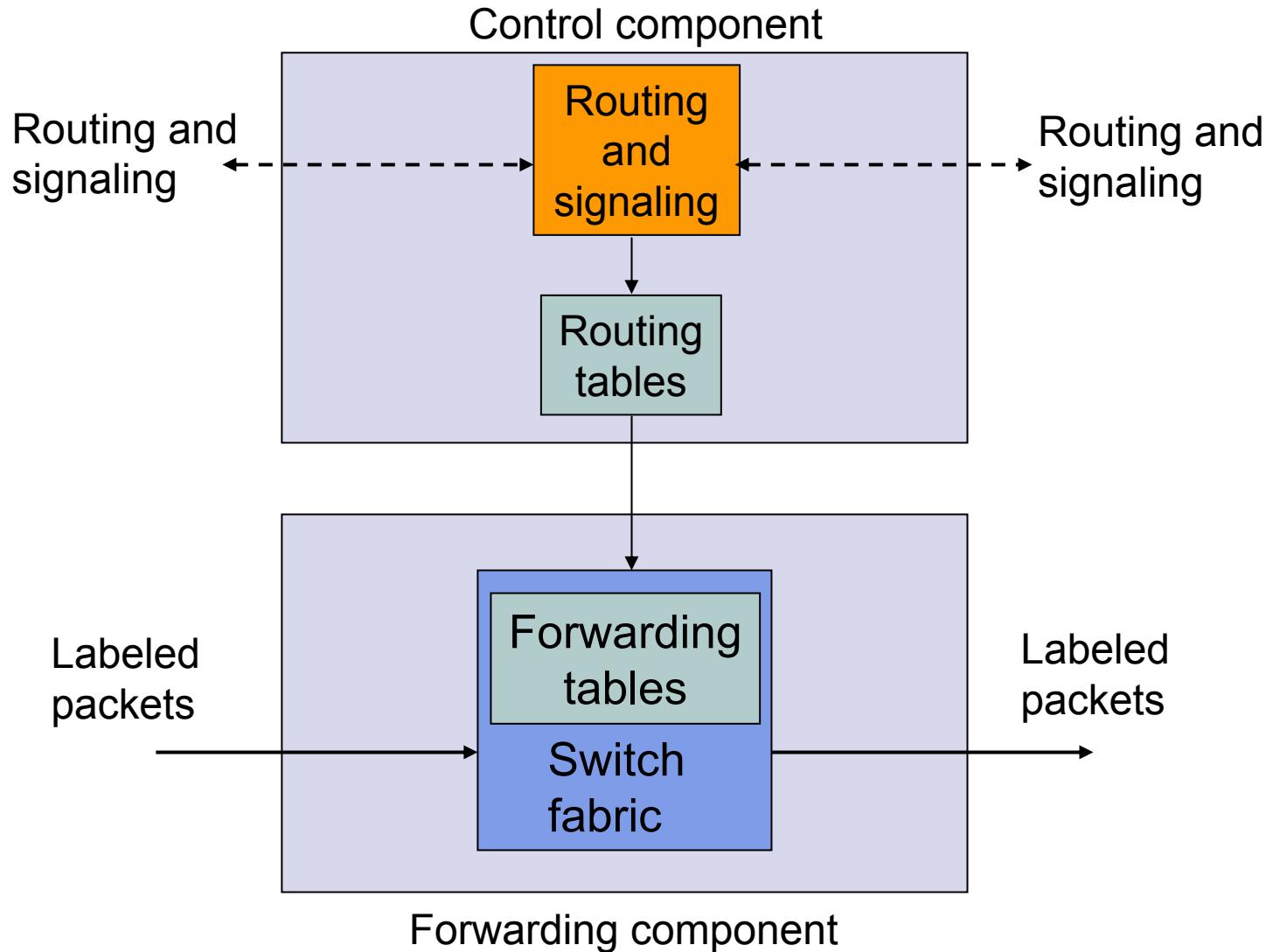
Network 3

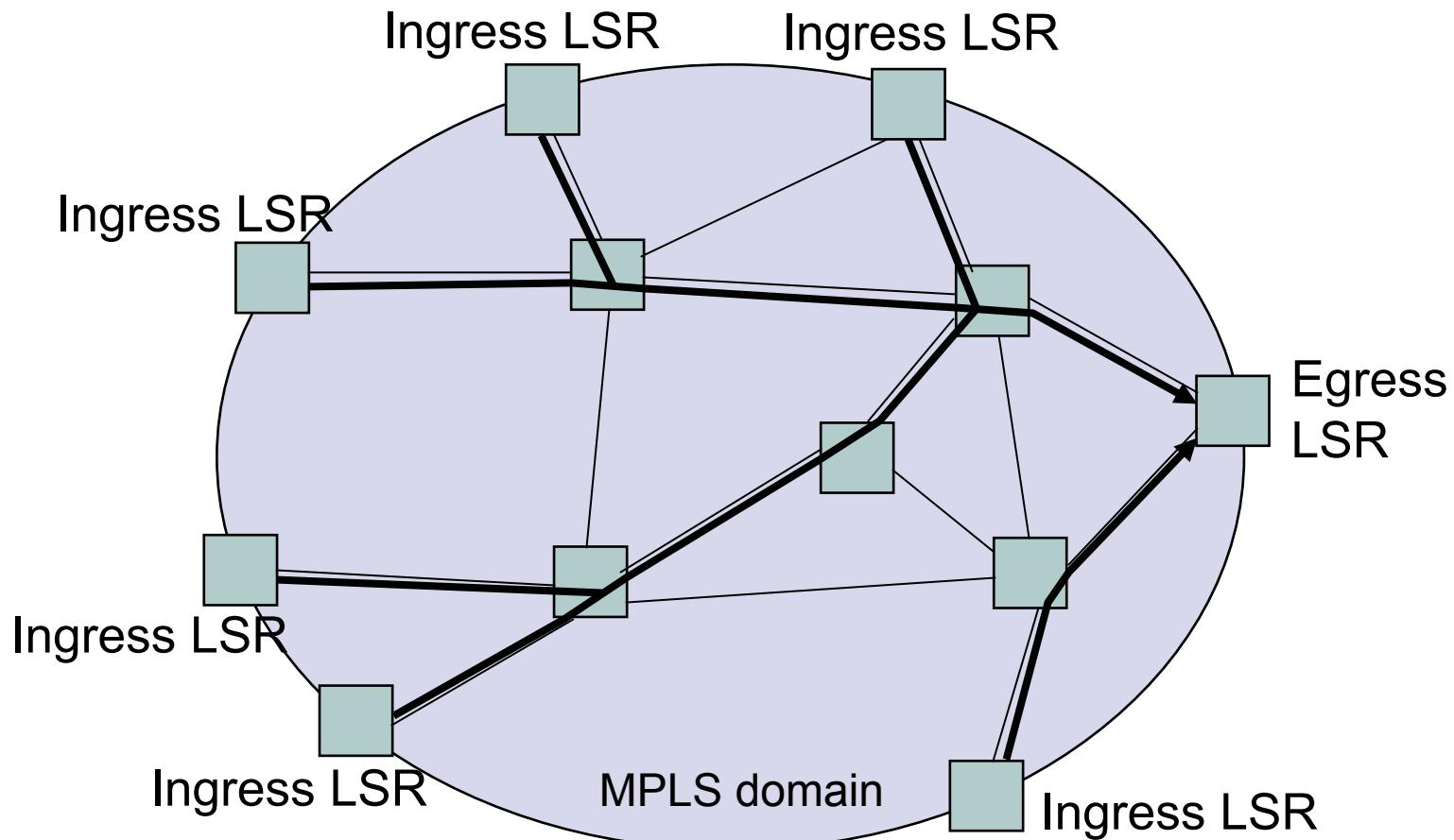
Host 2











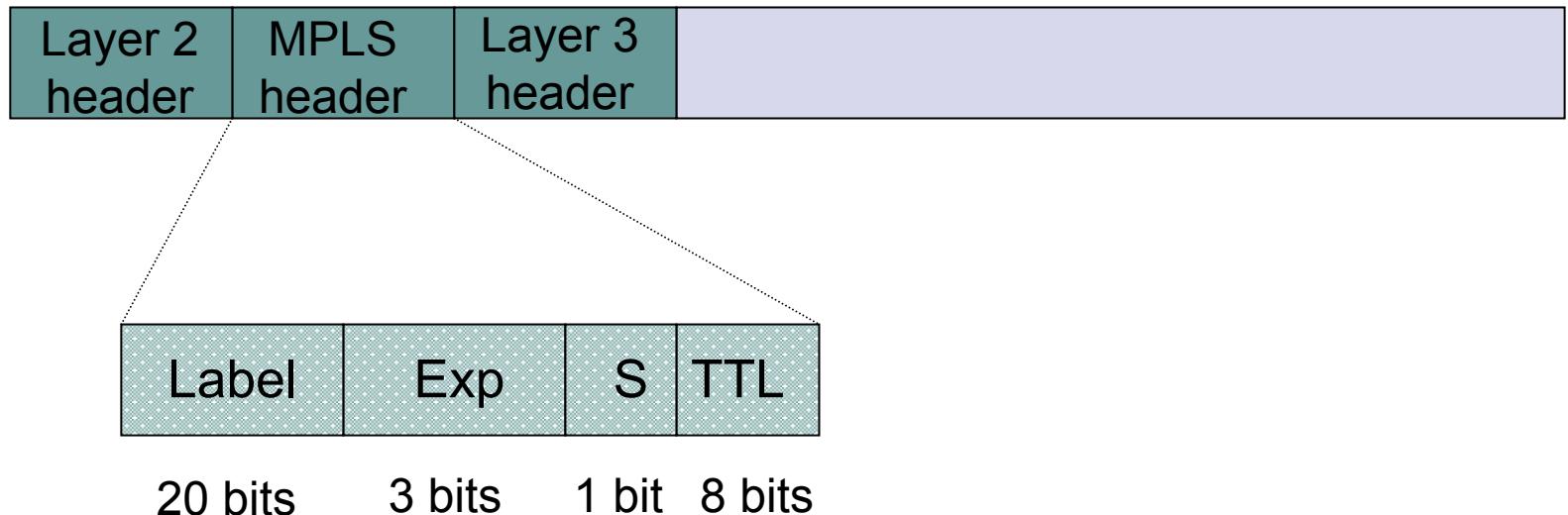
ATM cell

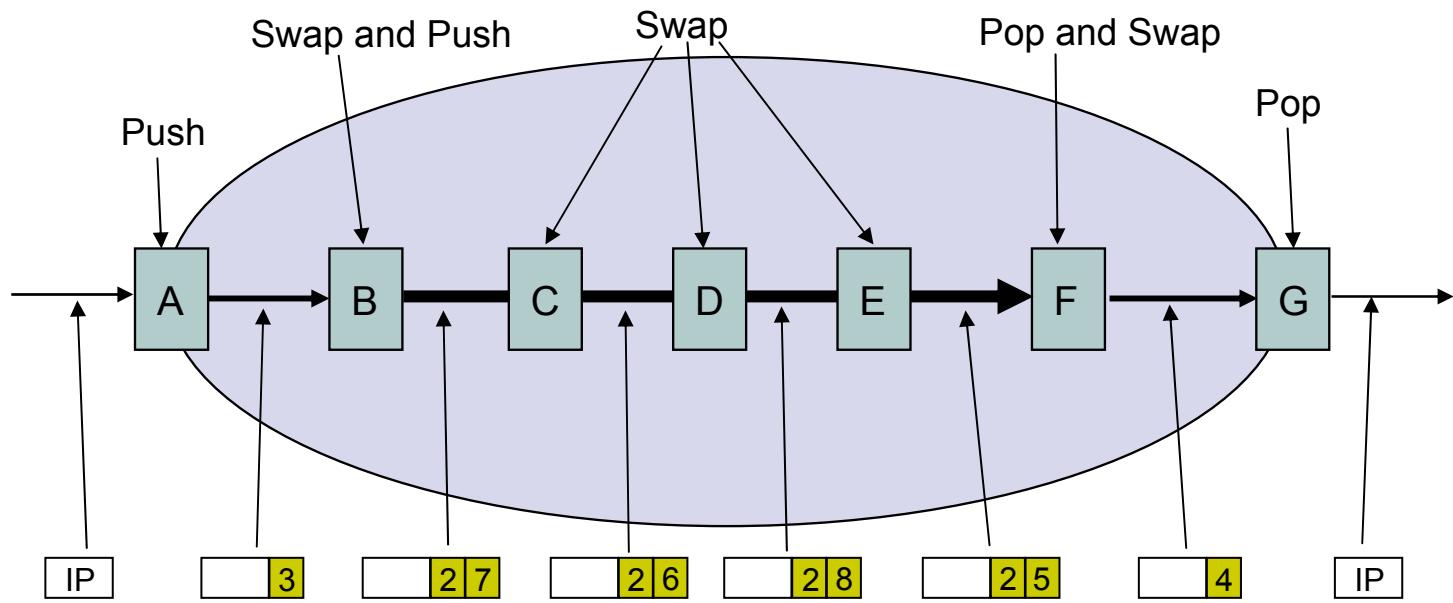
(a)

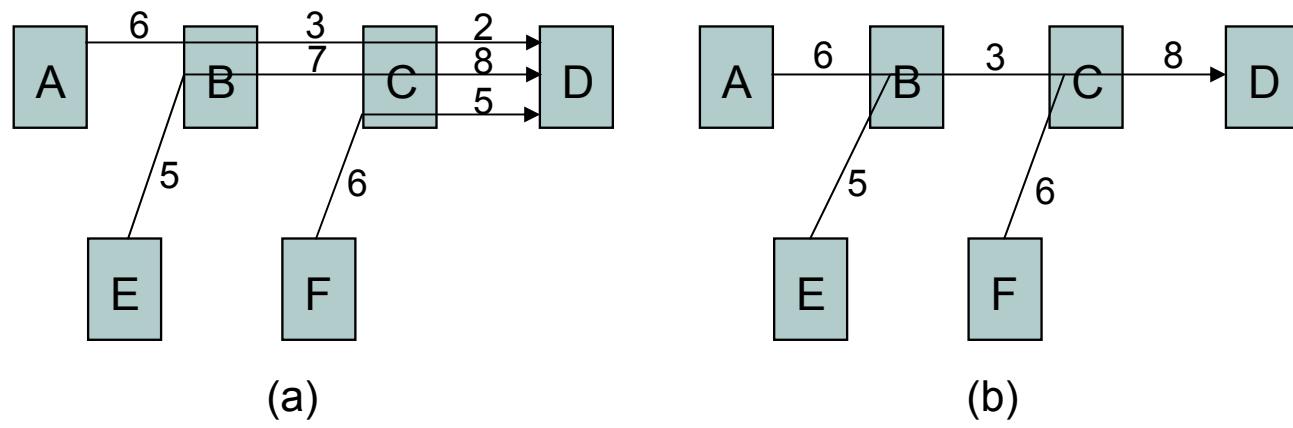


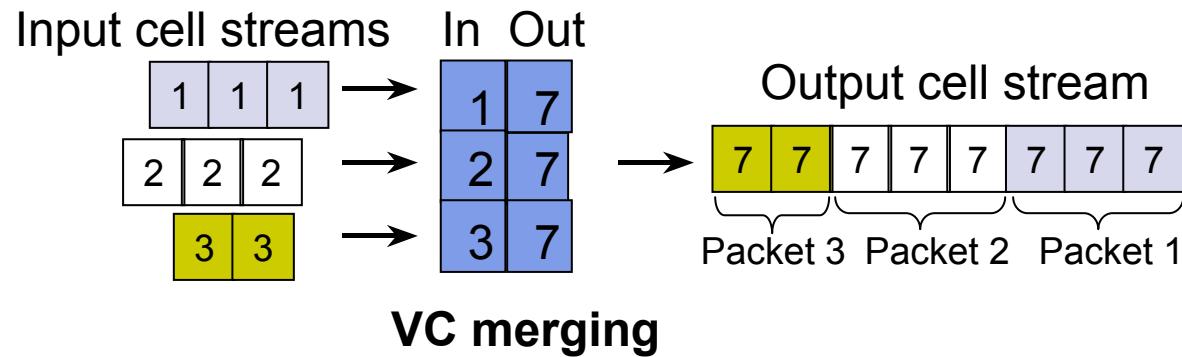
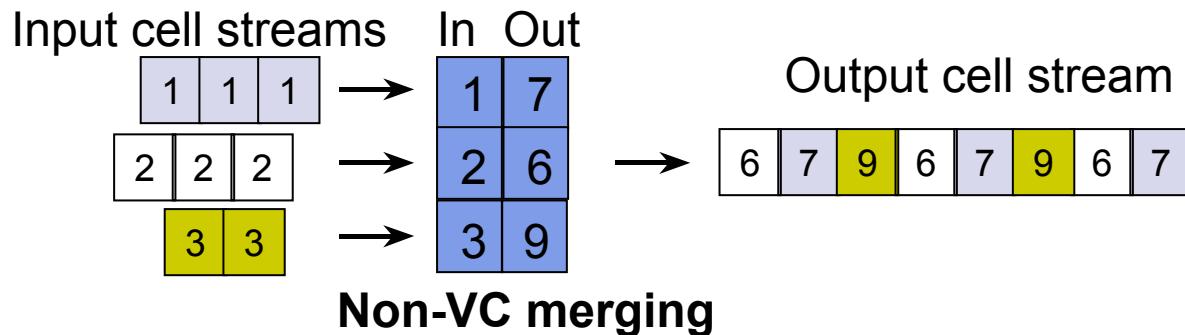
(b)

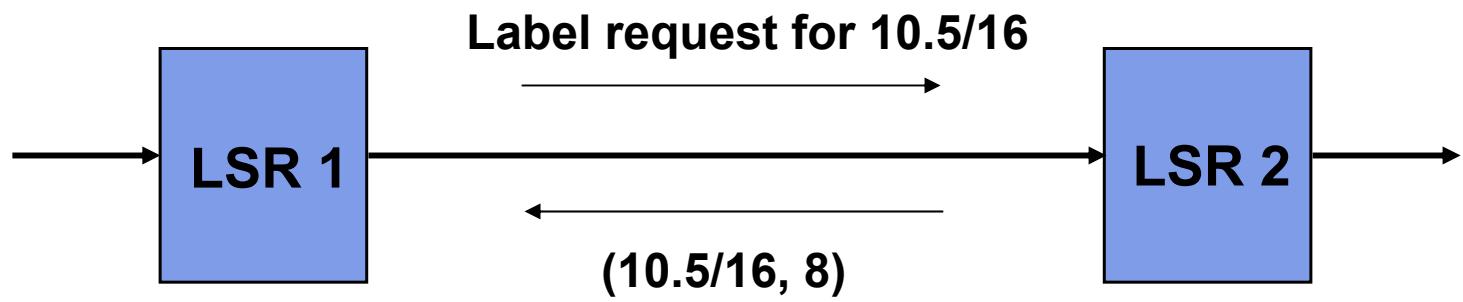
PPP or LAN frame

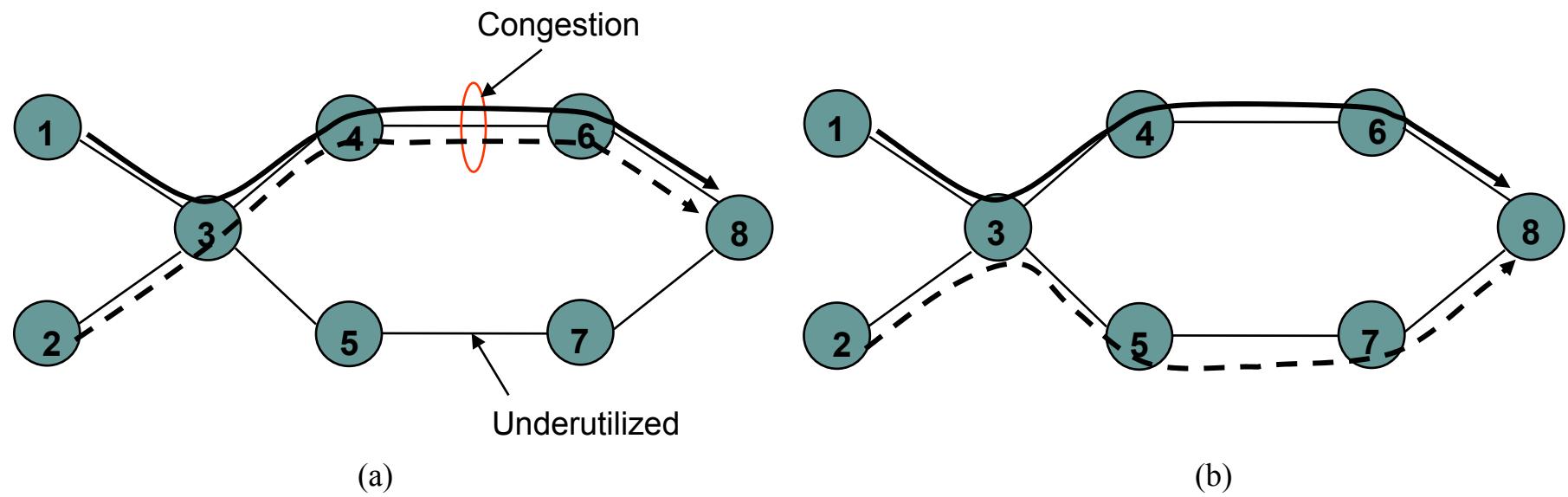


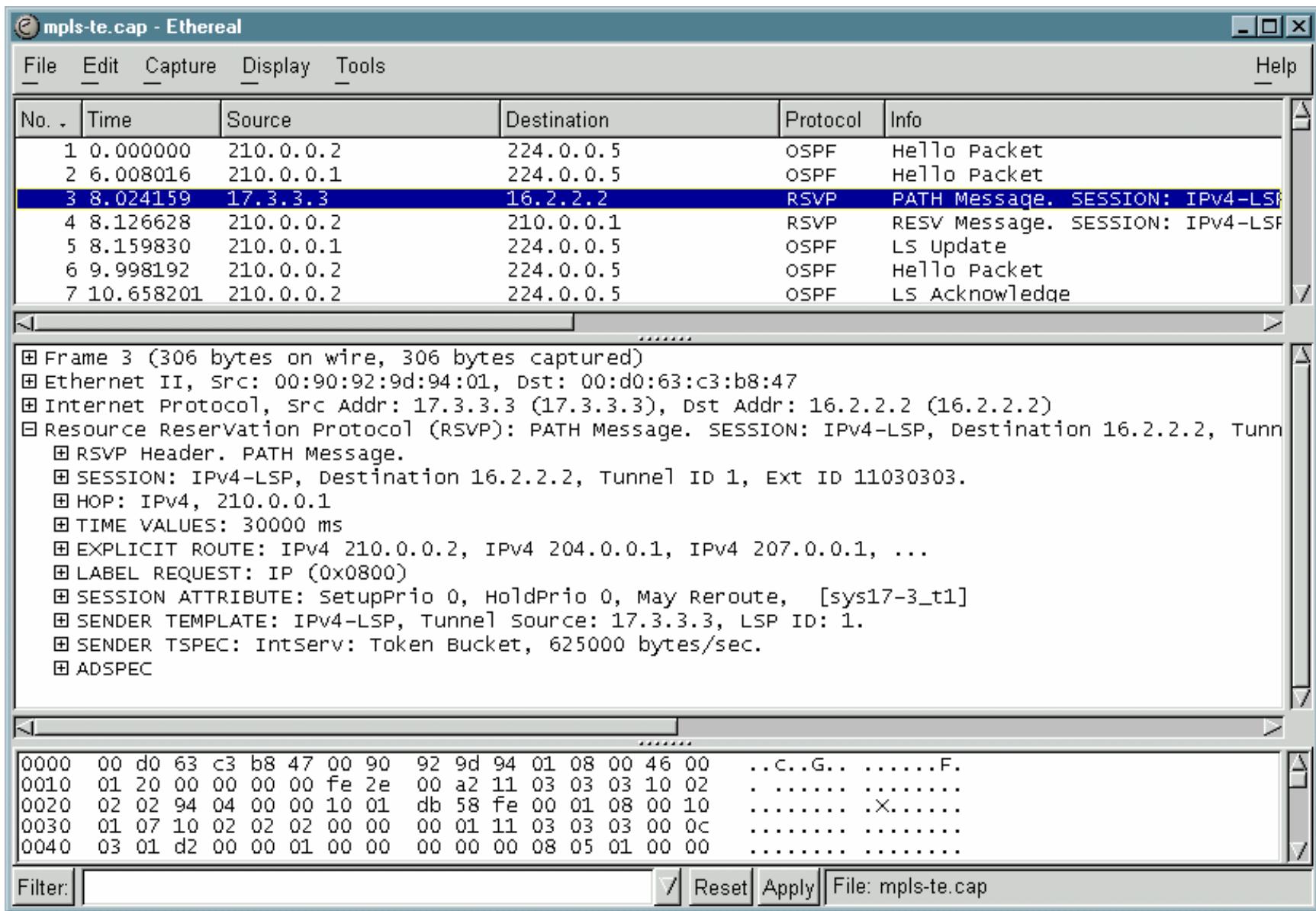


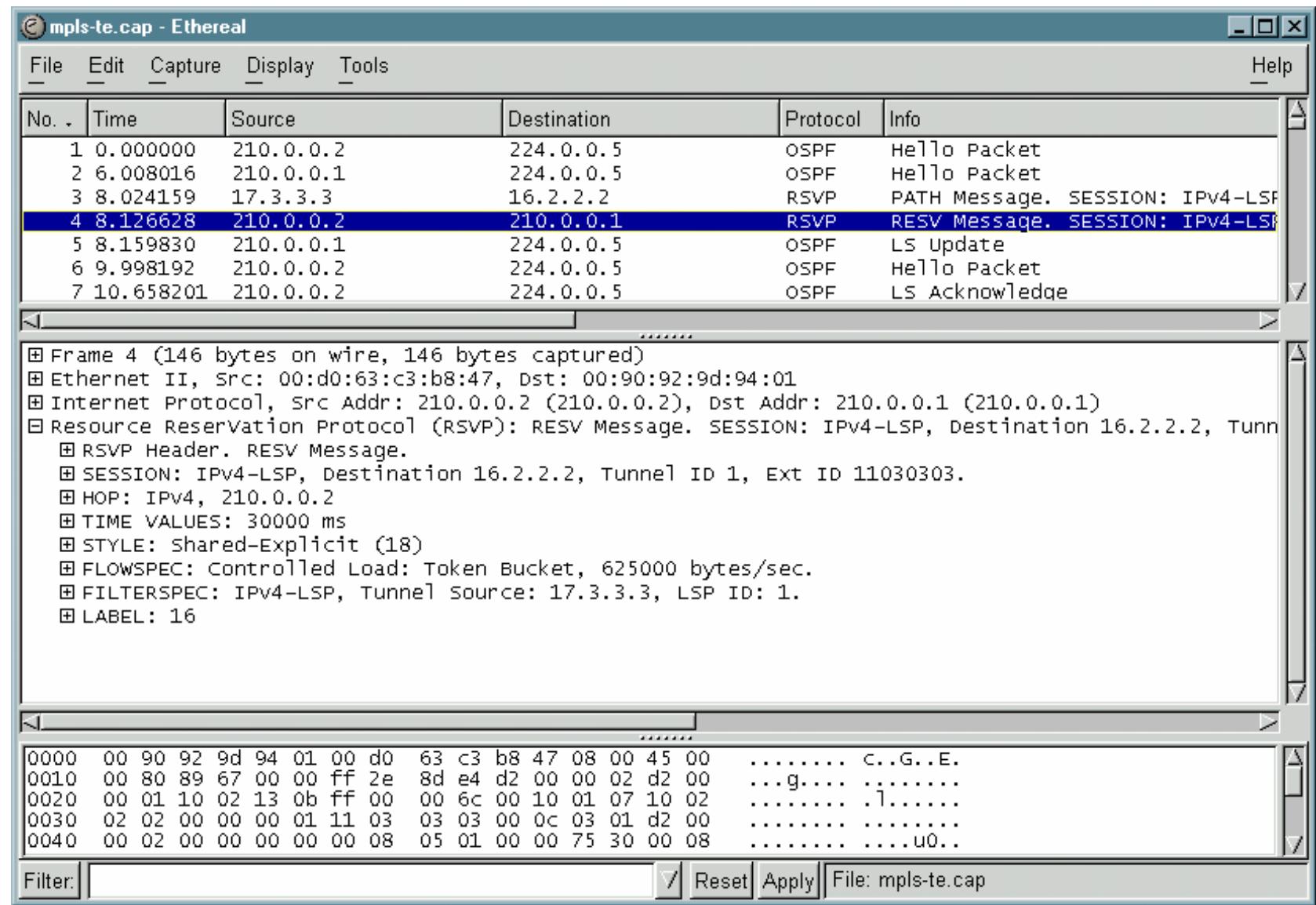


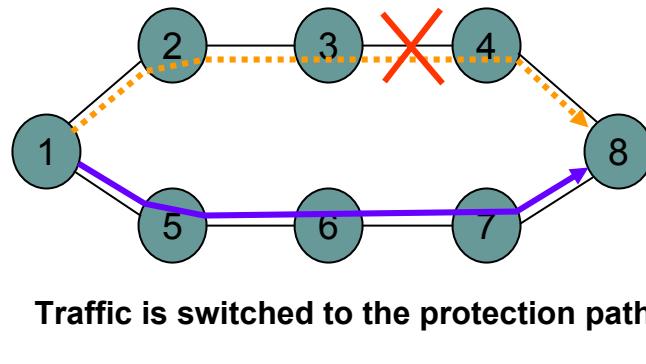
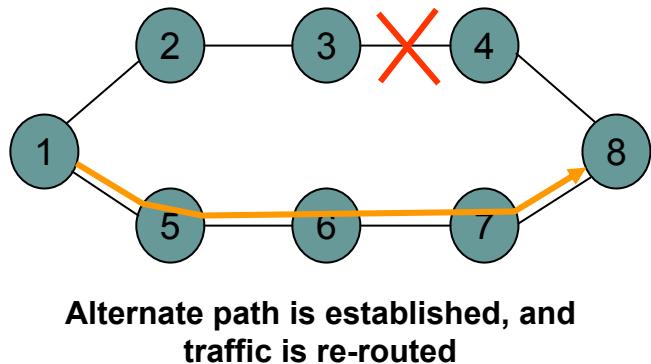
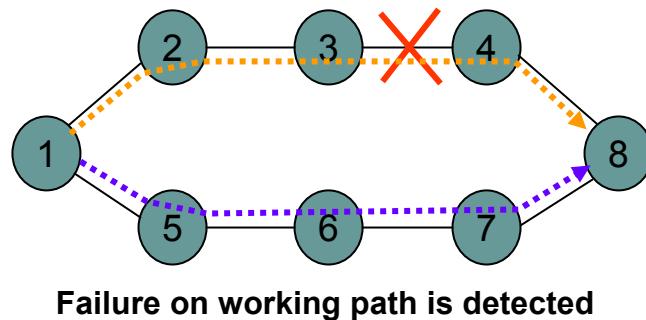
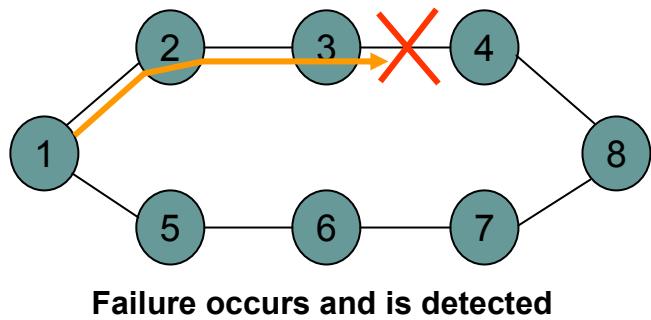
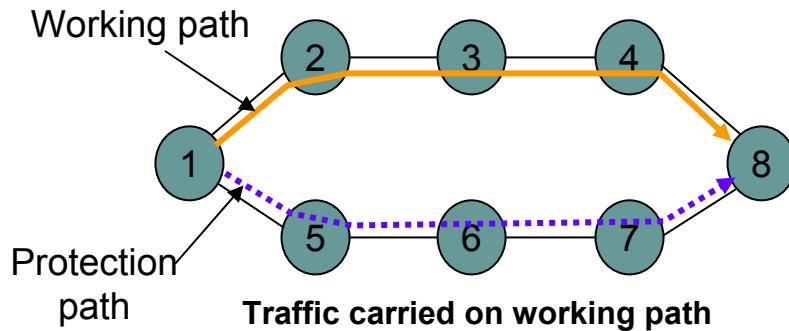
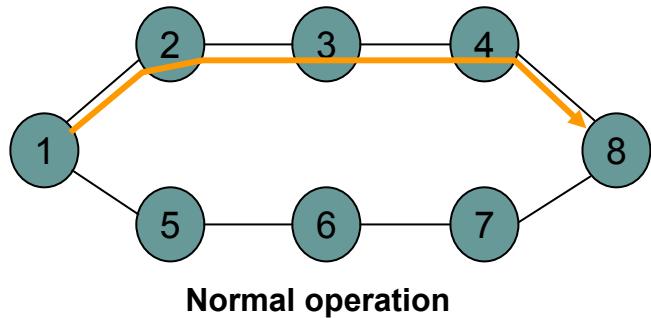






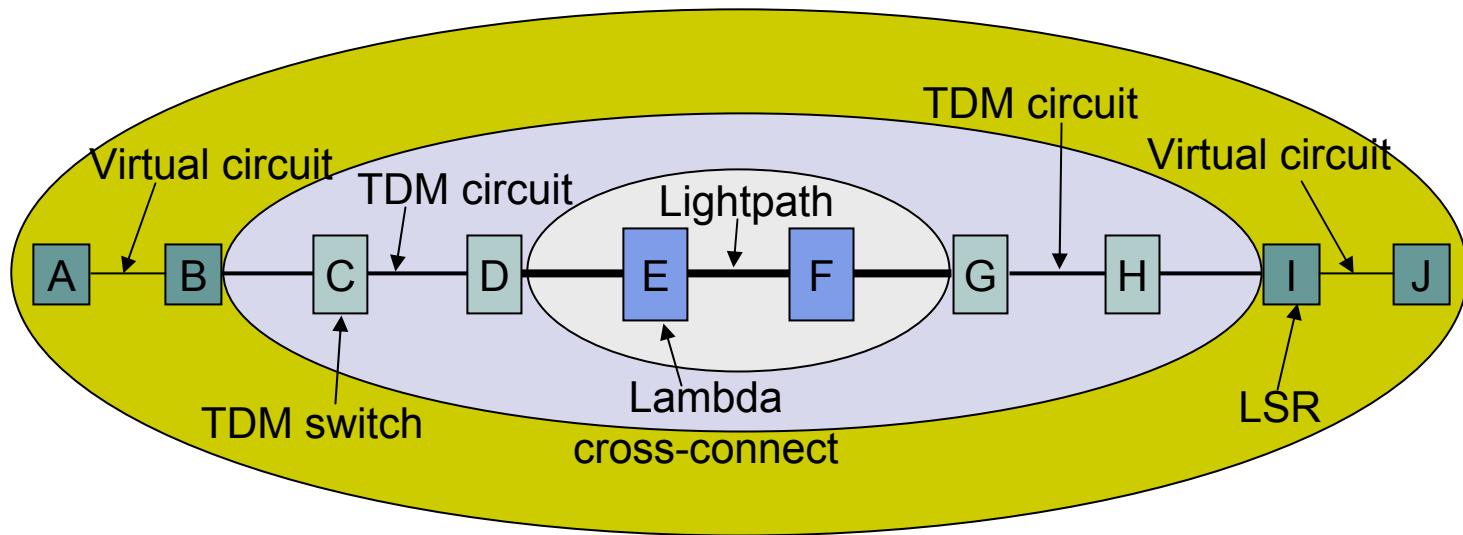


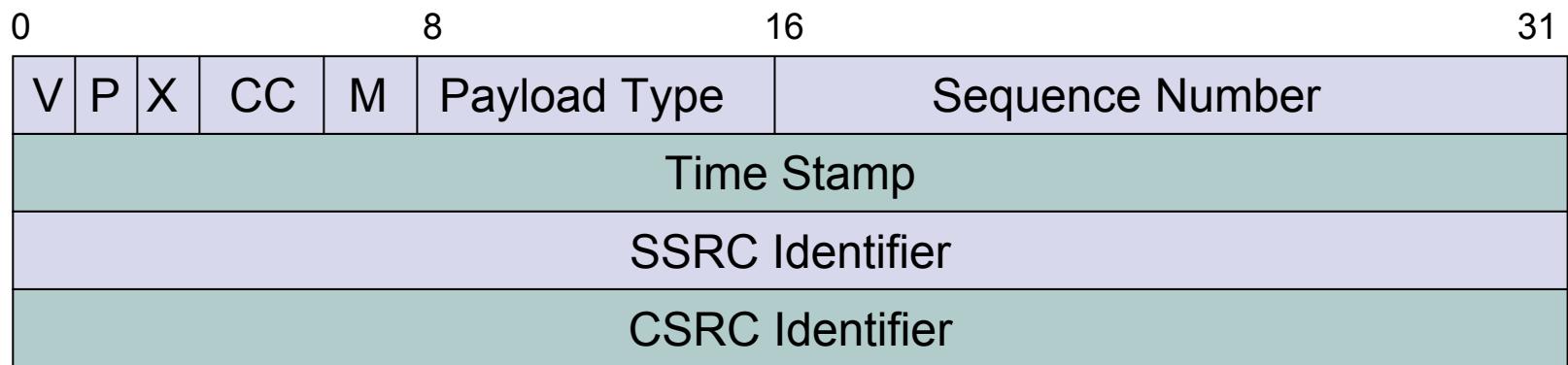


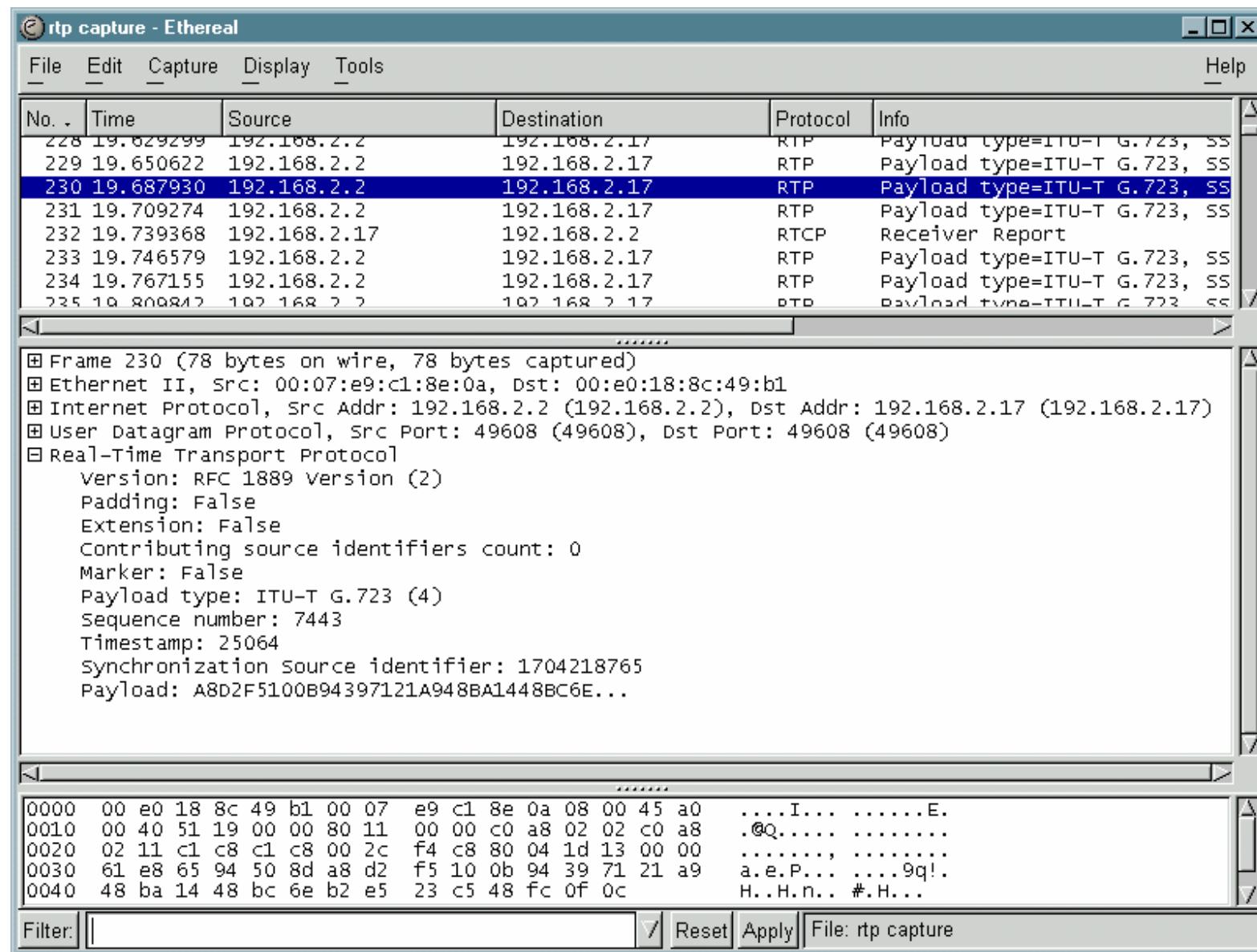


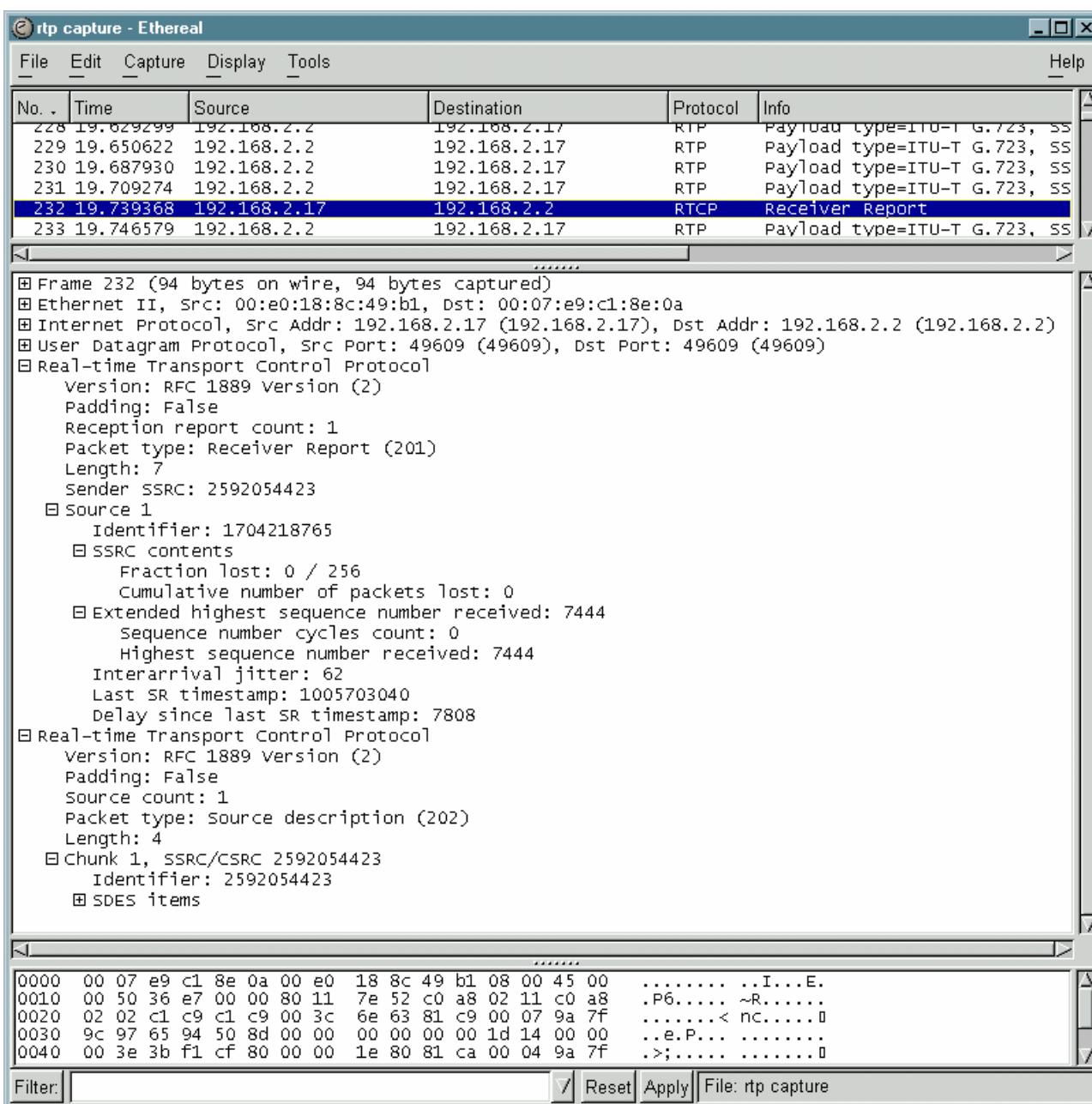
(a)

(b)









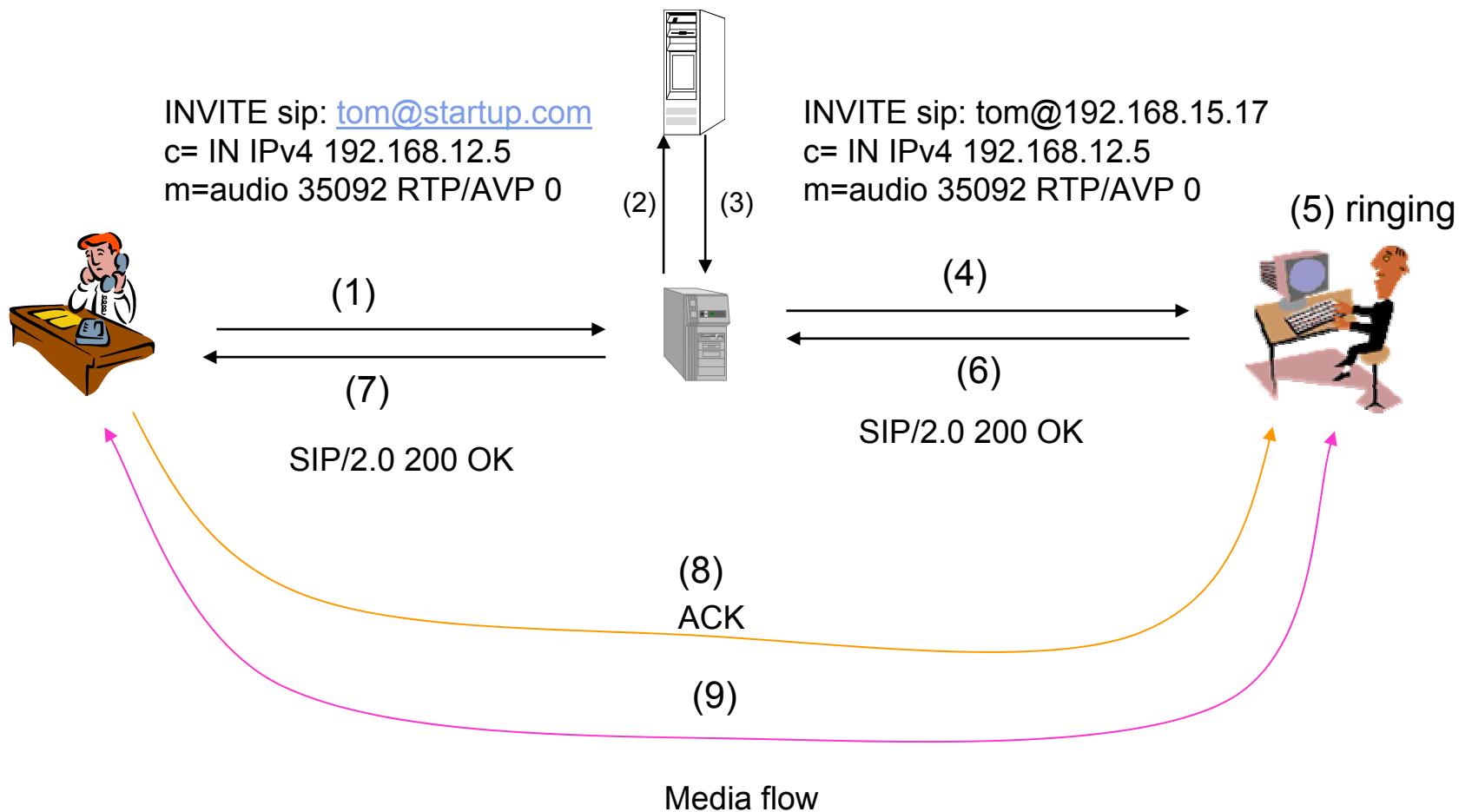
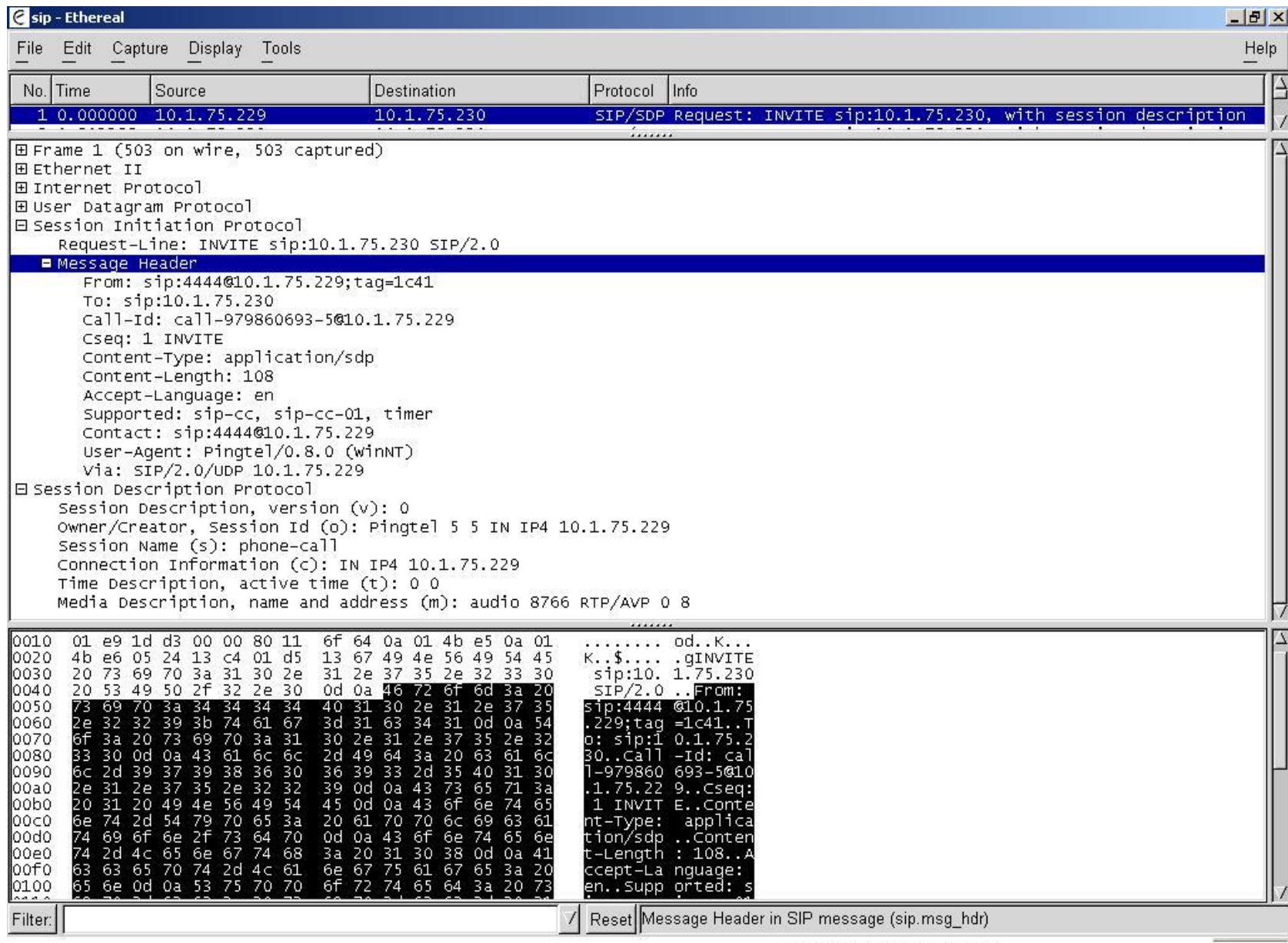
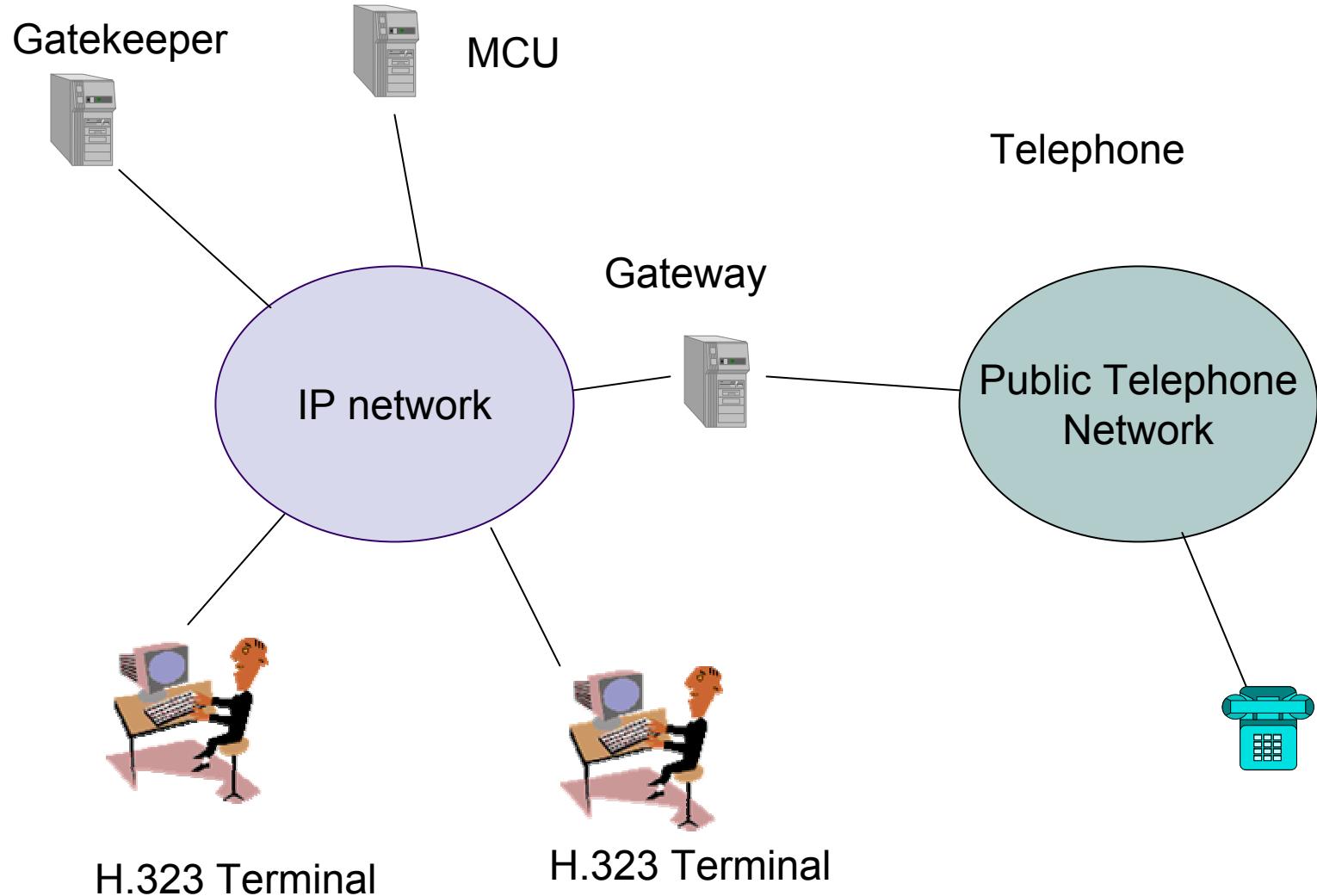


Figure 10.34





## Scope of H.323

