Protocol How Control Exists After Decentralization Alexander R Galloway

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In Protocol, Alexander Galloway argues that the founding principle of the Net is control, not freedom, and that the controlling power lies in the technical protocols that make network connections (and disconnections) possible. He does this by treating the computer as a textual medium that is based on a technological language, code.

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Protocol : how control exists after decentralization / Alexander R. Galloway. p. cm.—(Leonardo) Includes bibliographical references and index. ISBN 0-262-07247-5 (alk. paper) 1. Computer networks—Security measures. 2. Computer networks—Manage-ment. 3. Computer network protocols. 4. Electronic data processing—Distrib-uted processing. I. Title II.

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Protocol, or, How Control Exists after Decentralization

Protocol: How Control Exists after Decentralization. Alexander R. Galloway. Cambridge, MA: The MIT Press, 2004. 260 pp. $32.95. (ISBN: 0 262 07247 5) This work is concerned with establishing a dialogue between protocol and critical theory. Protocol is explicitly understood as " a set of rules which defines a technical standard" (p.

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Protocol How Control Exists After Decentralization Alexander R Galloway this: How does control exist after decentrali-zation? In former times the answer was clear. In what Michel Foucault called the sover-Protocol, or, How Control Exists after Decentralization Protocol: How Control Exists after Decentralization. December 2010; Rethinking Marxism September

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How Control Exists after Decentralization Is the Internet a vast arena of unrestricted communication and freely exchanged information or a regulated, highly structured virtual bureaucracy? In Protocol, Alexander Galloway argues that the founding principle of the Net is control, not freedom, and that the controlling power lies in the technical protocols that make network connections (and disconnections) possible. He does this by treating the computer as a textual medium that is based on a technological language, code. Code, he argues, can be subject to the same kind of cultural and literary analysis as any natural language; computer languages have their own syntax, grammar, communities, and cultures. Instead of relying on established theoretical approaches, Galloway finds a new way to write about digital media, drawing on his backgrounds in computer programming and critical theory. "Discipline-hopping is a necessity when it comes to complicated socio-technical topics like protocol," he writes in the preface. Galloway begins by examining the types of protocols that exist, including TCP/IP, DNS, and HTML. He then looks at examples of resistance and subversion—hackers, viruses, cyberfeminism, Internet art—which he views as emblematic of the larger transformations now taking place within digital culture. Written for a nontechnical audience, Protocol serves as a necessary counterpoint to the wildly utopian visions of the Net that were so widespread in earlier days.

Video games have been a central feature of the cultural landscape for over twenty years and now rival older media like movies, television, and music in popularity and cultural influence. Yet there have been relatively few attempts to understand the video game as an independent medium. Most such efforts focus on the earliest generation of text-based adventures (Zork, for example) and have little to say about such visually and conceptually sophisticated games as Final Fantasy X, Shenmue, Grand Theft Auto, Halo, and The Sims, in which players inhabit elaborately detailed worlds and manipulate digital avatars with a vast—and in some cases, almost unlimited—array of actions and choices. In Gaming, Alexander Galloway instead considers the video game as a distinct cultural form that demands a new and unique interpretive framework. Drawing on a wide range of disciplines, particularly critical theory and media studies, he analyzes video games as something to be played rather than as texts to be read, and traces in five concise chapters how the " algorithmic culture" created by video games intersects with theories of visuality, realism, allegory, and the avant-garde. If photographs are images and films are moving images, then, Galloway asserts, video games are best defined as actions. Using examples from more than fifty video games, Galloway constructs a classification system of action in video games, incorporating standard elements of gameplay as well as software crashes, network lags, and the use of cheats and game hacks. In subsequent chapters, he explores the overlap between the conventions of film and video games, the political and cultural implications of gaming practices, the visual environment of video games, and the status of games as an emerging cultural form. Together, these essays offer a new conception of gaming and, more broadly, of electronic culture as a whole, one that celebrates and does not lament the qualities of the digital age. Alexander R. Galloway is assistant professor of culture and communication at New York University and author of Protocol: How Control Exists after Decentralization.

This complete guide to setting up and running a TCP/IP network is essential for network administrators, and invaluable for users of home systems that access the Internet. The book starts with the fundamentals -- what protocols do and how they work, how addresses and routing are used to move data through the network, how to set up your network connection -- and then covers, in detail, everything you need to know to exchange information via the Internet.Included are discussions on advanced routing protocols (RIPv2, OSPF, and BGP) and the gated software package that implements them, a tutorial on configuring important network services -- including DNS, Apache, sendmail, Samba, PPP, and DHCP -- as well as expanded chapters on troubleshooting and security. TCP/IP Network Administration is also a command and syntax reference for important packages such as gated, pppd, named, dhcpd, and sendmail.With coverage that includes Linux, Solaris, BSD, and System V TCP/IP implementations, the third edition contains: Overview of TCP/IP Delivering the data Network services Getting startedM Basic configuration Configuring the interface Configuring routing Configuring DNS Configuring network servers Configuring sendmail Configuring Apache Network security Troubleshooting Appendices include dip, ppd, and chat reference, a gated reference, and a sendmail reference This new edition includes ways of configuring Samba to provide file and print sharing on networks that integrate Unix and Windows, and a new chapter is dedicated to the important task of configuring the Apache web server. Coverage of network security now includes details on OpenSSH, stunnel, gpg, iptables, and the access control mechanism in xinetd. Plus, the book offers updated information about DNS, including details on BIND 8 and BIND 9, the role of classless IP addressing and network prefixes, and the changing role of registrars.Without a doubt, TCP/IP Network Administration, 3rd Edition is a must-have for all network administrators and anyone who deals with a network that transmits data over the Internet.

Take an in-depth tour of core Internet protocols and learn how they work together to move data packets from one network to another. With this concise book, you'll delve into the aspects of each protocol, including operation basics and security risks, and learn the function of network hardware such as switches and routers. Ideal for beginning network engineers, each chapter in this book includes a set of review questions, as well as practical, hands-on lab exercises. Understand basic network architecture, and how protocols and functions fit togetherLearn the structure and operation of the Eth.

As the sophistication of cyber-attacks increases, understanding how to defend critical infrastructure systems—energy production, water, gas, and other vital systems—becomes more important, and heavily mandated. Industrial Network Security, Second Edition arms you with the knowledge you need to understand the vulnerabilities of these distributed supervisory and control systems. The book examines the unique protocols and applications that are the foundation of industrial control systems, and provides clear guidelines for their protection. This how-to guide gives you thorough understanding of the unique challenges facing critical infrastructures, new guidelines and security measures for critical infrastructure protection, knowledge of new and evolving security tools, and pointers on SCADA protocols and security implementation. All-new real-world examples of attacks against control systems, and more diagrams of systems Expanded coverage of protocols such as 61850, Ethernet/IP, CIP, ISA-99, and the evolution to IEC62443 Expanded coverage of Smart Grid security New coverage of signature-based detection, exploit-based vs. vulnerability-based detection, and signature reverse engineering

A journey through the uncomputable remains of computer history Narrating some lesser known episodes from the deep history of digital machines, Alexander R. Galloway explains the technology that drives the world today, and the fascinating people who brought these machines to life. With an eye to both the computable and the uncomputable, Galloway shows how computation emerges or fails to emerge, how the digital thrives but also atrophies, how networks interconnect while also fray and fall apart. By re-building obsolete technology using today's software, the past comes to light in new ways, from intricate algebraic patterns woven on a hand loom, to striking artificial-life simulations, to war games and back boxes. A description of the past, but also an assessment of all that remains uncomputable as we continue to live in the aftermath of the long digital age.

The network has become the core organizational structure for postmodern politics, culture, and life, replacing the modern era's hierarchical systems. From peer-to-peer file sharing and massive multiplayer online games to contagion vectors of digital or biological viruses and global affiliations of terrorist organizations, the network form has become so invasive that nearly every aspect of contemporary society can be located within it. Borrowing their title from the hacker term for a program that takes advantage of a flaw in a network system, Alexander R. Galloway and Eugene Thacker challenge the widespread assumption that networks are inherently egalitarian. Instead, they contend that there exist new modes of control entirely native to networks, modes that are at once highly centralized and dispersed, corporate and subversive. In this provocative book-length essay, Galloway and Thacker argue that a whole new topology must be invented to resist and reshape the network form, one that is as asymmetrical in relationship to networks as the network is in relation to hierarchy.

This book describes the essential components of the SCION secure Internet architecture, the first architecture designed foremost for strong security and high availability. Among its core features, SCION also provides route control, explicit trust information, multipath communication, scalable quality-of-service guarantees, and efficient forwarding. The book includes functional specifications of the network elements, communication protocols among these elements, data structures, and configuration files. In particular, the book offers a specification of a working prototype. The authors provide a comprehensive description of the main design features for achieving a secure Internet architecture. They facilitate the reader throughout, structuring the book so that the technical detail gradually increases, and supporting the text with a glossary, an index, a list of abbreviations, answers to frequently asked questions, and special highlighting for examples and for sections that explain important research, engineering, and deployment features. The book is suitable for researchers, practitioners, and graduate students who are interested in network security.

This User' s Guide is a resource for investigators and stakeholders who develop and review observational comparative effectiveness research protocols. It explains how to (1) identify key considerations and best practices for research design; (2) build a protocol based on these standards and best practices; and (3) judge the adequacy and completeness of a protocol. Eleven chapters cover all aspects of research design, including: developing study objectives, defining and refining study questions, addressing the heterogeneity of treatment effect, characterizing exposure, selecting a comparator, defining and measuring outcomes, and identifying optimal data sources. Checklists of guidance and key considerations for protocols are provided at the end of each chapter. The User' s Guide was created by researchers affiliated with AHRQ' s Effective Health Care Program, particularly those who participated in AHRQ' s DEcIDE (Developing Evidence to Inform Decisions About Effectiveness) program. Chapters were subject to multiple internal and external independent reviews. More more information, please consult the Agency website: www.effectivehealthcare.ahrq.gov)

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