

# Network Computing courses

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ENSIBS - UBS

October 2014



Figure : [teaching.auzias.net](http://teaching.auzias.net)

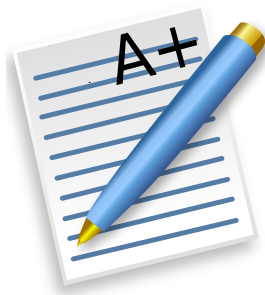
# Course details

## Objectives

- ▶ How do *computers* communicate?
- ▶ What are the mechanisms **under** an HTTP request or a telegram message?
- ▶ Networks are all around us, better study them!



# Course details



## Evaluation

- ▶ Short test at the beginning of every lesson (5 min) ?
- ▶ Project
- ▶ Final exam (1 hour)
- ▶ All same weighting

## Material

- ▶ Slides available at [teaching.auzias.net](https://teaching.auzias.net) (github too)

# Presentation Outline

## Introduction

Definitions and presentation

Network classification

HTTP request/response example

Models overview (OSI and TCP/IP)

## Layers

Physical

Data Link

Network

IP addressing

Transport

Session

Presentation

Application

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- ▶ **IP:** Internet **Protocol** provides the functions necessary to deliver a package of bits from a source to a destination over a network
- ▶ **(world wide) Web: network** consisting of a collection of Internet websites using HTTP



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- ▶ **RFC:** Request For Comments (Internet Draft (ID), RFC, Internet Standard)

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- ▶ **NAT:** Network Address Translation, router modifying IP address into another IP address.

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- ▶ **Thin client: application** where most functions are carried out on a central server

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- ▶ **WAN:** Wide Area Networks cover a broad area (Internet)

# Topologies

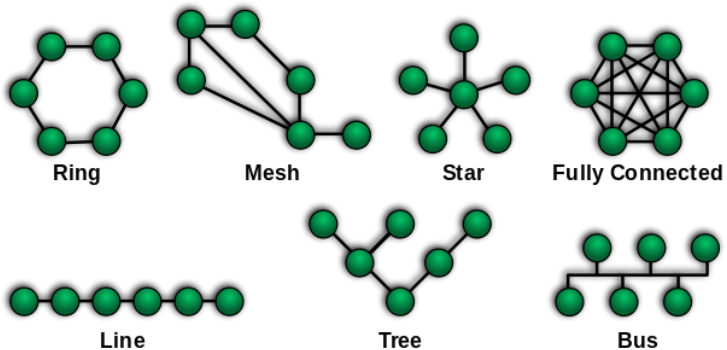


Figure : [upload.wikimedia.org](http://upload.wikimedia.org)



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- ▶ **Tree:** hierarchical topology, such as a binary tree.

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## Bonus

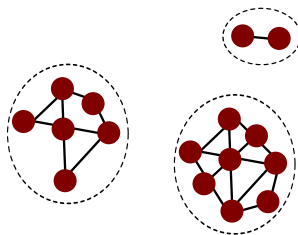


Figure : Disconnected MANET illustration [1]

# Bonus

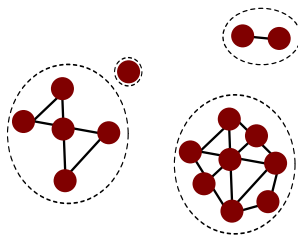


Figure : Store-carry-and-forward [1]

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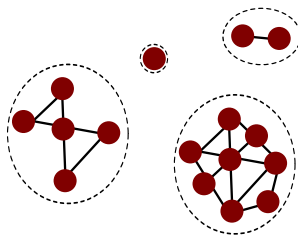


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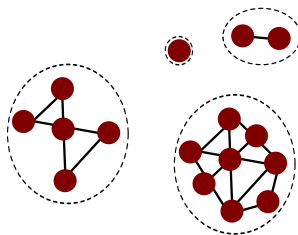


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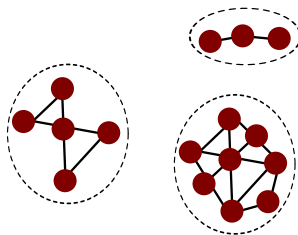


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Source	Destination	Protocol	Length	Info
192.168.0.48	208.67.222.222	DNS	76	Standard query 0x4797 A getbootstrap.com
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127.0.0.1	127.0.0.13	TCP	74	36159 > http [SYN] Seq=0 Win=43690 Len=0 MSS=65495 SACK_PERM=1 TSval=12
127.0.0.13	127.0.0.1	TCP	74	http > 36159 [SYN, ACK] Seq=0 Ack=1 Win=43690 Len=0 MSS=65495 SACK_PERM
127.0.0.1	127.0.0.13	TCP	66	36159 > http [ACK] Seq=1 Ack=1 Win=43776 Len=0 TSval=122257 TSecr=12225
127.0.0.1	127.0.0.13	HTTP	356	GET /index.html HTTP/1.1
127.0.0.13	127.0.0.1	TCP	66	http > 36159 [ACK] Seq=1 Ack=291 Win=44800 Len=0 TSval=122259 TSecr=122
127.0.0.13	127.0.0.1	HTTP	354	HTTP/1.1 200 OK (text/html)
127.0.0.1	127.0.0.13	TCP	66	36159 > http [ACK] Seq=291 Ack=289 Win=44800 Len=0 TSval=122259 TSecr=1
127.0.0.1	127.0.0.13	HTTP	357	GET /favicon.ico HTTP/1.1
127.0.0.13	127.0.0.1	HTTP	565	HTTP/1.1 404 Not Found (text/html)
127.0.0.1	127.0.0.13	TCP	66	36159 > http [ACK] Seq=582 Ack=788 Win=45952 Len=0 TSval=122269 TSecr=1

Figure : HTTP request/response



# How do messages reach their destination?

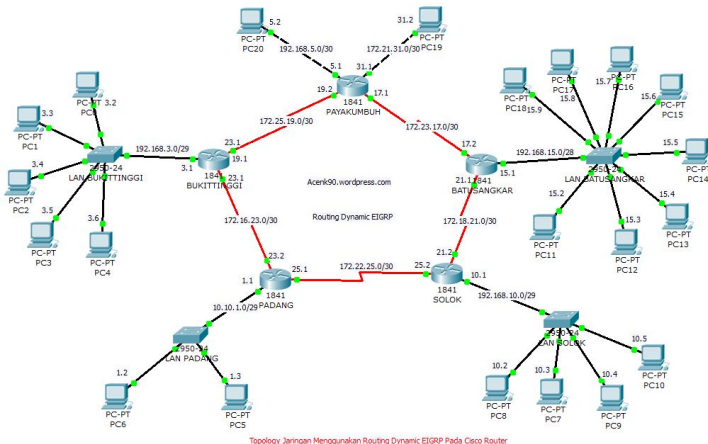
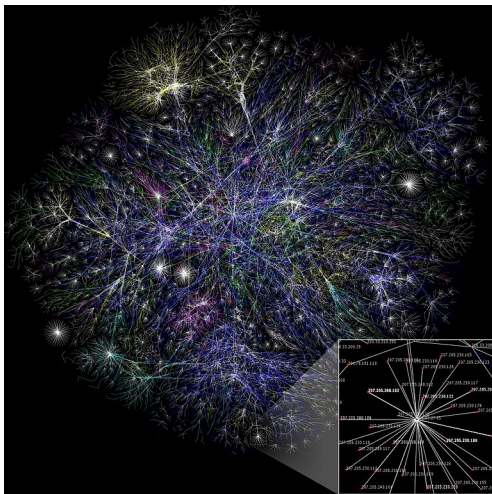


Figure : [acenk90.files.wordpress.com](http://acenk90.files.wordpress.com)

More like this...



## How does it work? From signal to application...

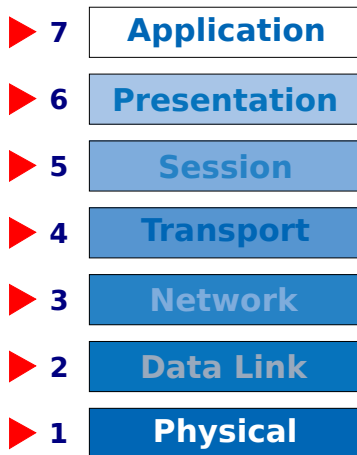
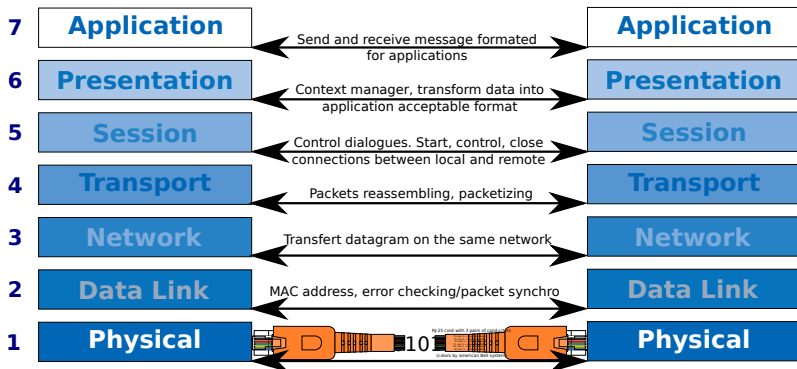
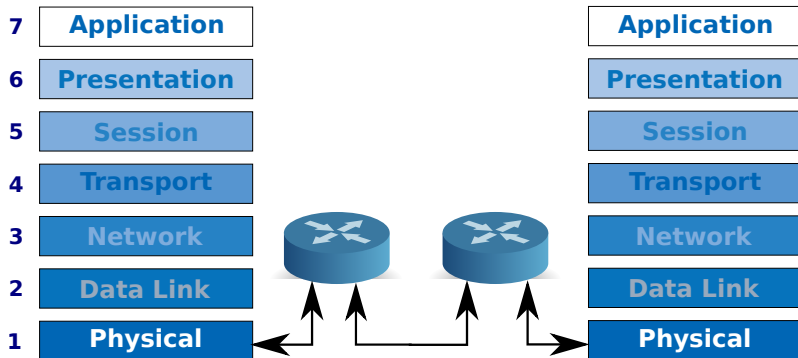


Figure : OSI model

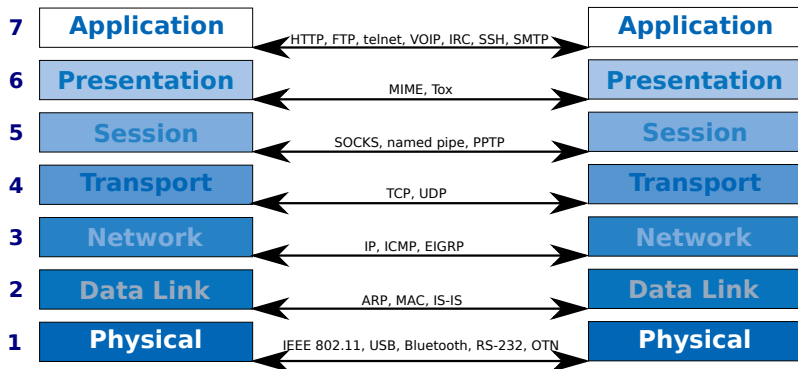
# $N^{\text{th}}$ layer communicate with $N^{\text{th}}$ layer..



.. thanks to 3<sup>th</sup> layers



# One single protocol, one single layer



# Encapsulation

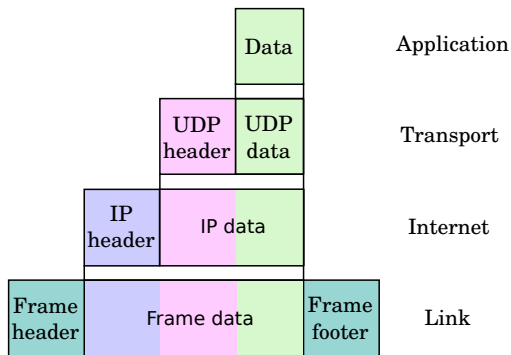


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- ▶ (De)Encode,
- ▶ Transmit: 1 after 0 (after 0 or 1, after 0... or 1)

## Hardware medium

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- ▶ USB, serial port such as RS-232...

## Hardware medium: IEEE 802.3 (Ethernet)



Figure : RJ45 connector

## Hardware medium: IEEE 802.15.1 (Bluetooth)

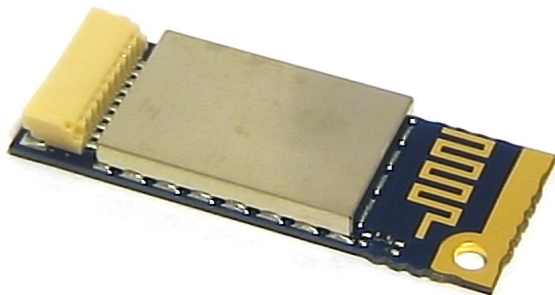


Figure : Bluetooth card

## Hardware medium: IEEE 802.15.4 (ZigBee)

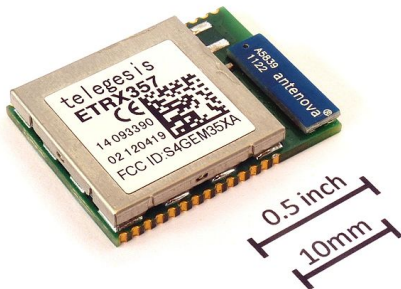


Figure : ZigBee card

## Hardware medium: IEEE 802.16 (Wi-Max)



Figure : Wi-Max antenna

## Hardware medium: IEEE 1394 (Firewire)



Figure : Firewire connector

# Encoding

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## Encoding: Multi-Level Transmit

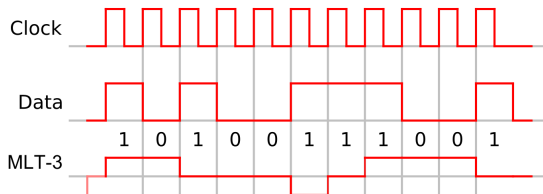


Figure : Multi-Level Transmit

## Encoding: Alternate Mark Inversion

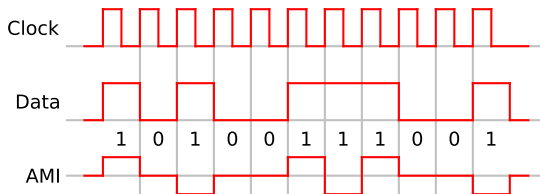


Figure : Alternate Mark Inversion

# Encoding: Manchester

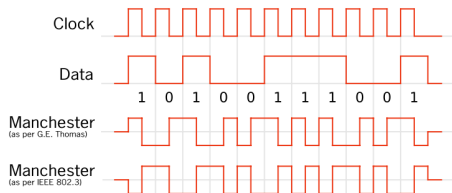


Figure : Manchester

## Encoding: Biphas Mark Code

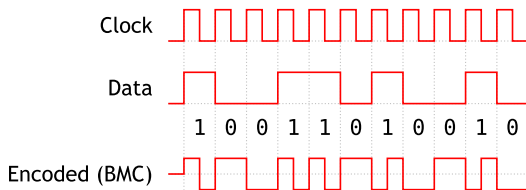


Figure : Biphas Mark Code



# Transmitting

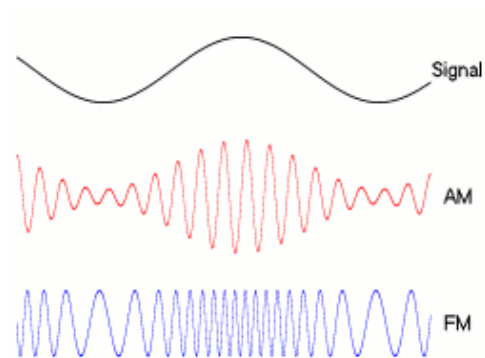


Figure : Amplitude and phase modulation

# Error detection

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# Error correcting

- ▶ Repetition (again)



# Error correcting

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- ▶ Hamming

# Error correcting

- ▶ Repetition (again)
- ▶ Hamming
- ▶ MDPC (Multidimensional parity-check code)

## Correction: MDPC

Raw data to send: 0x01 02 03 04

0x01	0x02	0x03
0x03	0x04	0x07
0x04	0x06	

Figure : Data received with MDPC

Data sent (with MDPC): 0x01 02 03 03 04 07 04 06

# Aims

- ▶ Interface network layer,

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- ▶ Interface network layer,
- ▶ Delivery to unique(?) hardware addresses,

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- ▶ Interface network layer,
- ▶ Delivery to unique(?) hardware addresses,
- ▶ Framing,
- ▶ Data transfer

## Layer composition (of its two sublayers)

1. Logical Link Control (LLC):
  - ▶ end to end flow control
  - ▶ end to end error control
  - ▶ (transmitting/receiving) protocols, over MAC sublayer, multiplexing



## Layer composition (of its two sublayers)

1. Logical Link Control (LLC):
  - ▶ end to end flow control
  - ▶ end to end error control
  - ▶ (transmitting/receiving) protocols, over MAC sublayer, multiplexing
2. Media Access Control (MAC):
  - ▶ physical (hardware) addressing
  - ▶ collision detection and retransmission
  - ▶ data packet scheduling (and queuing)
  - ▶ QoS
  - ▶ VLAN

# Carrier Sense Multiple Access with Collision Avoidance

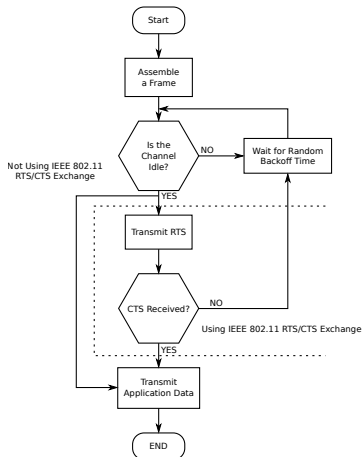


Figure : CSMA CA

## Layer 2 Ethernet packet

MAC dest. (6)	MAC src. (6)	VLAN tag* (4)	Ethertype (2)
Payload (42-1500)		Frame check sequence (4)	

Figure : Layer 2 Ethernet packet

optional, Content (size in bytes)

Ethertype 0x	Protocol
0800	IPv4
0806	ARP
0842	Wake-on-LAN
86dd	IPv6

Figure : Data received with MDPC

# ARP example

<b>0000</b>	ff	ff	ff	ff	ff	ff	fa	ba	00	ab	ab	af	08	06	00	01
<b>0010</b>	08	00	06	04	00	01	fa	ba	00	ab	ab	af	ac	11	22	37
<b>0020</b>	00	00	00	00	00	00	ac	11	00	f9	00	00	00	00	00	00
<b>0030</b>	00	00	00	00	00	00	00	00	00	00	00	00				

Figure : ARP request

MAC address destination MAC address source Ethertype Hardware  
 type Protocol type OpCode (1 request, 2 reply) IP address source  
 IP address destination

# ARP example

<b>0000</b>	ff	ff	ff	ff	ff	ff	fa	ba	00	ab	ab	af	08	06	00	01
<b>0010</b>	08	00	06	04	00	01	fa	ba	00	ab	ab	af	ac	11	22	37
<b>0020</b>	00	00	00	00	00	00	ac	11	00	f9	00	00	00	00	00	00
<b>0030</b>	00	00	00	00	00	00	00	00	00	00	00	00				

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<b>0010</b>	08	00	06	04	00	01	be	be	00	00	eb	eb	ac	11	00	f9
<b>0020</b>	fa	ba	00	ab	ab	af	ac	11	22	37	00	00	00	00	00	00
<b>0030</b>	00	00	00	00	00	00	00	00	00	00	00	00				

Figure : ARP reply

MAC address destination MAC address source Ethertype Hardware  
 type Protocol type OpCode (1 request, 2 reply) IP address source  
 IP address destination

# ARP example

<b>0000</b>	fa	ba	00	ab	ab	af	be	be	00	00	eb	eb	08	06	00	01
<b>0010</b>	08	00	06	04	00	01	be	be	00	00	eb	eb	ac	11	00	f9
<b>0020</b>	fa	ba	00	ab	ab	af	ac	11	22	37	00	00	00	00	00	00
<b>0030</b>	00	00	00	00	00	00	00	00	00	00	00	00				

Figure : ARP reply

MAC address destination MAC address source Ethertype Hardware  
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- ▶ Interface transport layer,
- ▶ Host addressing,
- ▶ End-to-end packet transmission (data link? Connectionless? Switch? Router?),
- ▶ Load balancing

# Concepts

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- ▶ Classfull IP addressing,
- ▶ Subnet masks,
- ▶ Variable length subnet masks (VLSM),
- ▶ Classless inter-domain routing (CIDR)



# IP addressing fundamentals

## IP address

32 bits



Figure : IP address

# IP addressing fundamentals

## IP address

32 bits



Figure : IP address

## Mask

T

# Course details

# Course details

# Course details

# Course details

# References



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