Network Computing courses

Maël Auzias

ENSIBS - UBS

October 2014



Figure: 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!



Figure: netpremacy.com



more awasome pictures at THEMETAPICTURE.COM

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 (github too)

Presentation Outline

- Introduction
 - Definitions and presentation
 - HTTP request/response example
 - Network classification
 - Models overview (OSI and TCP/IP)
- 2 Lower layers
 - Physical
 - Data Link
 - Network
 - Transport
- Upper layer
 - Session
 - Presentation
 - Application



Definitions and presentation HTTP request/response example Network classification Models overview (OSI and TCP/IP)

Definitions

• Network: an interconnected group or system

- Network: an interconnected group or system
- Internet: world wide interconnected system of networks RFC791 (1981)

- Network: an interconnected group or system
- Internet: world wide interconnected system of networks RFC791 (1981)
- IP: Internet Protocol that provides the functions necessary to deliver a package of bits from a source to a destination over a network

- Network: an interconnected group or system
- Internet: world wide interconnected system of networks RFC791 (1981)
- IP: Internet Protocol that 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

- Network: an interconnected group or system
- Internet: world wide interconnected system of networks RFC791 (1981)
- IP: Internet Protocol that 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
- HTTP: Hypertext Transfer Protocol Protocol, application-level protocol for distributed, collaborative, hypermedia information systems draft HTTP2 (July 2014)



• Router: network hardware providing routing services

- Router: network hardware providing routing services
- Routing: algorithm processed to decide where to forward a packet

- Router: network hardware providing routing services
- Routing: algorithm processed to decide where to forward a packet
- Forwarding: action of moving a packet from an NIC to another

- Router: network hardware providing routing services
- Routing: algorithm processed to decide where to forward a packet
- Forwarding: action of moving a packet from an NIC to another
- NIC: Network Interface Card
- Switch (hub): network hardware that connect systems together using packet switching

- Router: network hardware providing routing services
- Routing: algorithm processed to decide where to forward a packet
- Forwarding: action of moving a packet from an NIC to another
- NIC: Network Interface Card
- Switch (hub): network hardware that connect systems together using packet switching
- Packet switching: forward-like method regardless of the content (destination-based)



- Router: network hardware providing routing services
- Routing: algorithm processed to decide where to forward a packet
- Forwarding: action of moving a packet from an NIC to another
- NIC: Network Interface Card
- Switch (hub): network hardware that connect systems together using packet switching
- Packet switching: forward-like method regardless of the content (destination-based)



• Computer (network): any entity that can send/receive packets from a network through a NIC

- Computer (network): any entity that can send/receive packets from a network through a NIC
- Client: computer able to send requests to a server

- Computer (network): any entity that can send/receive packets from a network through a NIC
- Client: computer able to send requests to a server
- Request: application message destined for a server (order)

- Computer (network): any entity that can send/receive packets from a network through a NIC
- Client: computer able to send requests to a server
- Request: application message destined for a server (order)
- Server: computer able to respond a client's requests

- Computer (network): any entity that can send/receive packets from a network through a NIC
- Client: computer able to send requests to a server
- Request: application message destined for a server (order)
- Server: computer able to respond a client's requests
- Request: application message destined for a client (result)

- Computer (network): any entity that can send/receive packets from a network through a NIC
- Client: computer able to send requests to a server
- Request: application message destined for a server (order)
- Server: computer able to respond a client's requests
- Request: application message destined for a client (result)
- Fat client: application where most functions are processed by the client itself

- Computer (network): any entity that can send/receive packets from a network through a NIC
- Client: computer able to send requests to a server
- Request: application message destined for a server (order)
- Server: computer able to respond a client's requests
- **Request: application message** destined for a client (*result*)
- Fat client: application where most functions are processed by the client itself
- Thin client: application where most functions are carried out on a central server



HTTP request/response example

Enter getbootstrap.com in your browser

HTTP request/response example

Enter getbootstrap.com in your browser

Source	Destination	Protocol	Length Info
192.168.0.48			
208.67.222.222	192.168.0.48	DNS	108 Standard query response 0x4797 A 192.30.252.154 A 192.30.252.15

Figure: DNS request/response

HTTP request/response example

Enter getbootstrap.com in your browser

Source	Destination	Protocol	Length	Info
192.168.0.48				
208.67.222.222	192.168.0.48	DNS	108	Standard query response 0x4797 A 192.30.252.154 A 192.30.252.153

Figure: DNS request/response

Source	Destination	Protocol	Length	Info
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=1 TSval=122257 TSec
127.0.0.1	127.0.0.13	TCP	66	36159 > http [ACK] Seq-1 Ack-1 Win-43776 Len-0 TSval-122257 TSecr-122257
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-122259
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=122259
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://dckl Seg=582 Ack=788 Win=45952 Len=0 TSval=122269 TSecr=122269

Figure: HTTP request/response



How does messages reach destination?

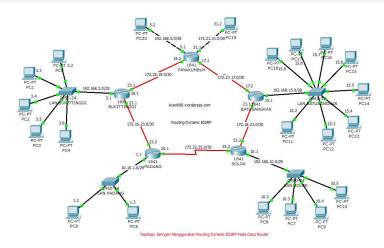
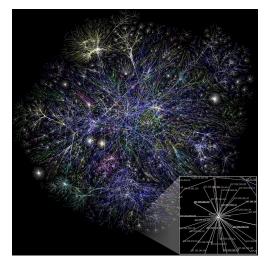


Figure: acenk90.files.wordpress.com

More like this...



Definitions and presentation HTTP request/response example Network classification Models overview (OSI and TCP/IP)

What kind of networks is it?

• BAN: Body Area Network

Definitions and presentation HTTP request/response example Network classification Models overview (OSI and TCP/IP)

What kind of networks is it?

• BAN: Body Area Network

• PAN: Personal Area Networks

What kind of networks is it?

• BAN: Body Area Network

• PAN: Personal Area Networks

• **(W)LAN:** (Wireless) Local Area Networks (home, office, school or airport)

What kind of networks is it?

- BAN: Body Area Network
- PAN: Personal Area Networks
- (W)LAN: (Wireless) Local Area Networks (home, office, school or airport)
- MAN: Metropolitan Area Networks, can cover a whole city

What kind of networks is it?

- BAN: Body Area Network
- PAN: Personal Area Networks
- (W)LAN: (Wireless) Local Area Networks (home, office, school or airport)
- MAN: Metropolitan Area Networks, can cover a whole city
- WAN: Wide Area Networks cover a broad area (Internet)

Topologies

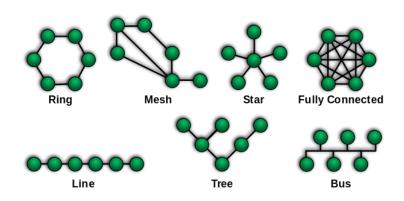


Figure: upload.wikimedia.org

Definitions and presentation HTTP request/response example Network classification Models overview (OSI and TCP/IP)

Topologies

 Point-to-point: two entities directly connected to each other (tunnel)



Topologies

- Point-to-point: two entities directly connected to each other (tunnel)
- Ring: data go around the ring, unidirectional way network



¹test

Topologies

- Point-to-point: two entities directly connected to each other (tunnel)
- Ring: data go around the ring, unidirectional way network
- **Mesh:** All nodes cooperate in the distribution of data in the network¹



¹test

- Point-to-point: two entities directly connected to each other (tunnel)
- Ring: data go around the ring, unidirectional way network
- Mesh: All nodes cooperate in the distribution of data in the network¹
- Star: Wide Area Networks cover a broad area (Internet)



¹test

- Point-to-point: two entities directly connected to each other (tunnel)
- Ring: data go around the ring, unidirectional way network
- Mesh: All nodes cooperate in the distribution of data in the network¹
- Star: Wide Area Networks cover a broad area (Internet)
- Fully connected: Wide Area Networks cover a broad area (Internet)





- Point-to-point: two entities directly connected to each other (tunnel)
- Ring: data go around the ring, unidirectional way network
- Mesh: All nodes cooperate in the distribution of data in the network¹
- Star: Wide Area Networks cover a broad area (Internet)
- Fully connected: Wide Area Networks cover a broad area (Internet)
- Line: Wide Area Networks cover a broad area (Internet)



- Point-to-point: two entities directly connected to each other (tunnel)
- Ring: data go around the ring, unidirectional way network
- Mesh: All nodes cooperate in the distribution of data in the network¹
- Star: Wide Area Networks cover a broad area (Internet)
- Fully connected: Wide Area Networks cover a broad area (Internet)
- Line: Wide Area Networks cover a broad area (Internet)
- Bus: Wide Area Networks cover a broad area (Internet)



¹test

- Point-to-point: two entities directly connected to each other (tunnel)
- Ring: data go around the ring, unidirectional way network
- Mesh: All nodes cooperate in the distribution of data in the network¹
- Star: Wide Area Networks cover a broad area (Internet)
- Fully connected: Wide Area Networks cover a broad area (Internet)
- Line: Wide Area Networks cover a broad area (Internet)
- Bus: Wide Area Networks cover a broad area (Internet)
- Tree: Wide Area Networks cover a broad area (Internet)



¹test

How does it work?

Presentation Outline

- Introduction
 - Definitions and presentation
 - HTTP request/response example
 - Network classification
 - Models overview (OSI and TCP/IP)
- 2 Lower layers
 - Physical
 - Data Link
 - Network
 - Transport
- Upper layer
 - Session
 - Presentation
 - Application



From analog/logical signals up to messages

Introduction Lower layers Upper layers Physical Data Link Network Transport

Presentation Outline

- Introduction
 - Definitions and presentation
 - HTTP request/response example
 - Network classification
 - Models overview (OSI and TCP/IP)
- 2 Lower layers
 - Physical
 - Data Link
 - Network
 - Transport
- Upper layers
 - Session
 - Presentation
 - Application

