

# Network Computing courses

Maël Auzias

ENSIBS - UBS

October 2014



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

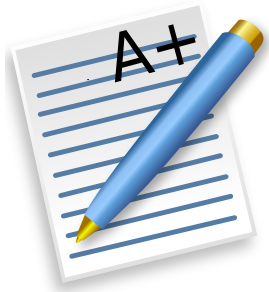
# Course details

## 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

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

# Definitions

- **Network:** an **interconnected** group or system

# Definitions

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

# Definitions

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

# Definitions

- **Network:** an **interconnected** group or system
- **Internet:** world wide **interconnected system of networks**  
[RFC791 \(September 1981\)](#)
- **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



# Definitions

- **HTTP:** Hypertext Transfer **Protocol**, application-level protocol for distributed, collaborative, hypermedia information systems [draft HTTP2 \(July 2014\)](#)

# Definitions

- **HTTP:** Hypertext Transfer **Protocol**, application-level protocol for distributed, collaborative, hypermedia information systems [draft HTTP2 \(July 2014\)](#)
- **FTP:** File Transfer **Protocol** promotes sharing of files, encourages the use of remote computers [RFC959 \(October 1985\)](#)

# Definitions

- **HTTP:** Hypertext Transfer **Protocol**, application-level protocol for distributed, collaborative, hypermedia information systems [draft HTTP2 \(July 2014\)](#)
- **FTP:** File Transfer **Protocol** promotes sharing of files, encourages the use of remote computers [RFC959 \(October 1985\)](#)
- **TCP:** Transmission Control **Protocol** is intended for use as a highly reliable host-to-host [RFC761 \(January 1980\)](#)

# Definitions

- **HTTP:** Hypertext Transfer **Protocol**, application-level protocol for distributed, collaborative, hypermedia information systems [draft HTTP2 \(July 2014\)](#)
- **FTP:** File Transfer **Protocol** promotes sharing of files, encourages the use of remote computers [RFC959 \(October 1985\)](#)
- **TCP:** Transmission Control **Protocol** is intended for use as a highly reliable host-to-host [RFC761 \(January 1980\)](#)
- **UDP:** User Datagram **Protocol** provides a procedure for application programs to send messages to other programs with a minimum of protocol mechanism [RFC768 \(August 1980\)](#)

# Definitions

- **HTTP:** Hypertext Transfer **Protocol**, application-level protocol for distributed, collaborative, hypermedia information systems [draft HTTP2 \(July 2014\)](#)
- **FTP:** File Transfer **Protocol** promotes sharing of files, encourages the use of remote computers [RFC959 \(October 1985\)](#)
- **TCP:** Transmission Control **Protocol** is intended for use as a highly reliable host-to-host [RFC761 \(January 1980\)](#)
- **UDP:** User Datagram **Protocol** provides a procedure for application programs to send messages to other programs with a minimum of protocol mechanism [RFC768 \(August 1980\)](#)
- **RFC:** Request For Comments (Internet Draft (ID), RFC, Internet Standard)

# Definitions

- **Router:** network **hardware** providing routing services

# Definitions

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

# Definitions

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



# Definitions

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

# Definitions

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

# Definitions

- **Router:** network **hardware** providing routing services
- **Routing:** **algorithm processed** to decide where to forward a packet
- **Forwarding:** **action** of moving a packet from one NIC to another
- **NIC:** Network Interface Card
- **Switch (hub):** network **hardware** connecting systems using packet switching
- **Packet switching:** forward-like method regardless of the content (destination-based)
- **NAT:** Network Address Translation, router modifying IP address into another IP address.

# Definitions

- **Node (network):** any entity that can send packets to/receive packets from a network through a NIC

# Definitions

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

# Definitions

- **Node (network):** any entity that can send packets to/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*)

# Definitions

- **Node (network):** any entity that can send packets to/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

# Definitions

- **Node (network):** any entity that can send packets to/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
- **Response: application message** destined for a client (*result*)



# Definitions

- **Node (network):** any entity that can send packets to/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
- **Response: application message** destined for a client (*result*)
- **Fat client: application** where most functions are processed by the client itself

# Definitions

- **Node (network):** any entity that can send packets to/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
- **Response: 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

# What kind of network is it?

- **BAN:** Body Area Network

# What kind of network is it?

- **BAN:** Body Area Network
- **PAN:** Personal Area Networks

# What kind of network is it?

- **BAN:** Body Area Network
- **PAN:** Personal Area Networks
- **(W)LAN:** (Wireless) Local Area Networks (home, office, school or airport)

# What kind of network 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 network 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

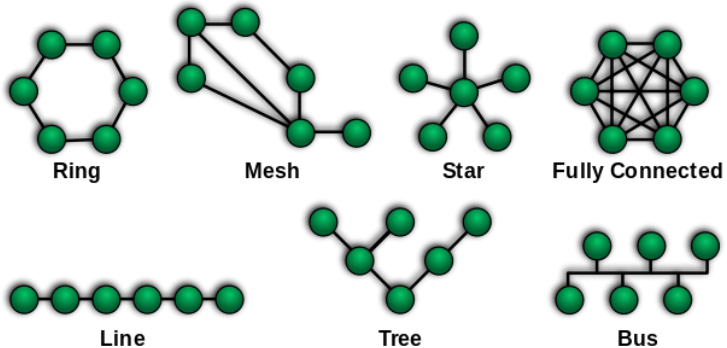


Figure: [upload.wikimedia.org](https://upload.wikimedia.org)



# 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.

# 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 network<sup>1</sup>.

# 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 network<sup>1</sup>.
- **Star:** all messages go through the same central node, reducing network failure.

# 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 network<sup>1</sup>.
- **Star:** all messages go through the same central node, reducing network failure.
- **Fully connected:** all nodes are connected to all other nodes.

# 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 network<sup>1</sup>.
- **Star:** all messages go through the same central node, reducing network failure.
- **Fully connected:** all nodes are connected to all other nodes.
- **Line:** bidirectional link between two nodes. Node can only send packet going through its neighbors.

# 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 network<sup>1</sup>.
- **Star:** all messages go through the same central node, reducing network failure.
- **Fully connected:** all nodes are connected to all other nodes.
- **Line:** bidirectional link between two nodes. Node can only send packet going through its neighbors.
- **Bus:** all nodes are connected to the same media. Only one can send a packet at a time, which all others then receive.

# 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 network<sup>1</sup>.
- **Star:** all messages go through the same central node, reducing network failure.
- **Fully connected:** all nodes are connected to all other nodes.
- **Line:** bidirectional link between two nodes. Node can only send packet going through its neighbors.
- **Bus:** all nodes are connected to the same media. Only one can send a packet at a time, which all others then receive.
- **Tree:** hierarchical topology, such as a binary tree.



# Bonus

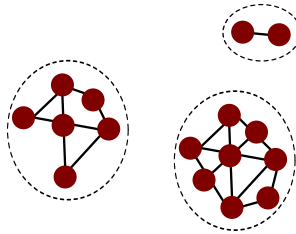


Figure: Disconnected MANET illustration [1]

# Bonus

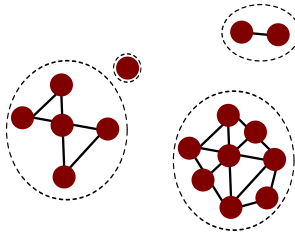


Figure: Store-carry-and-forward [1]

# Bonus

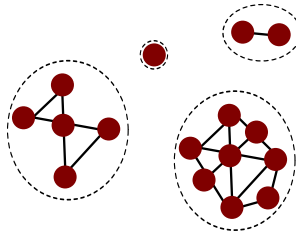


Figure: Store-carry-and-forward [1]

# Bonus

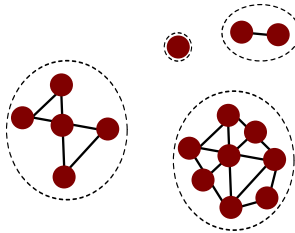


Figure: Store-carry-and-forward [1]

# Bonus

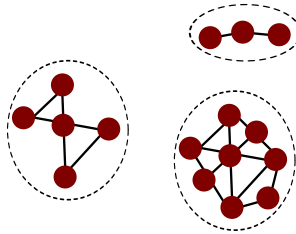


Figure: Store-carry-and-forward [1]

# HTTP request/response example

Enter [getbootstrap.com](https://getbootstrap.com) in your browser

# HTTP request/response example

Enter [getbootstrap.com](http://getbootstrap.com) in your browser

Source	Destination	Protocol	Length	Info
192.168.0.48	208.67.222.222	DNS	76	Standard query 0x4797 A getbootstrap.com
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

# HTTP request/response example

Enter [getbootstrap.com](http://getbootstrap.com) in your browser

Source	Destination	Protocol	Length	Info
192.168.0.48	208.67.222.222	DNS	76	Standard query 0x4797 A getbootstrap.com
208.67.222.222	192.168.0.48	DNS	108	Standard query response 0x4797 A 192.30.252.154 A 192.30.252.153

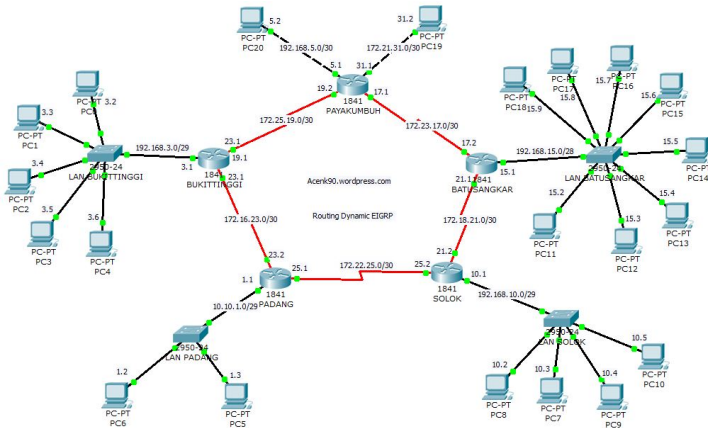
Figure: DNS request/response

Source	Destination	Protocol	Length	Info
127.0.0.1	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



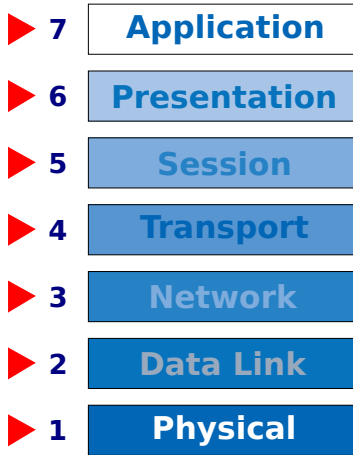
# How do messages reach their destination?



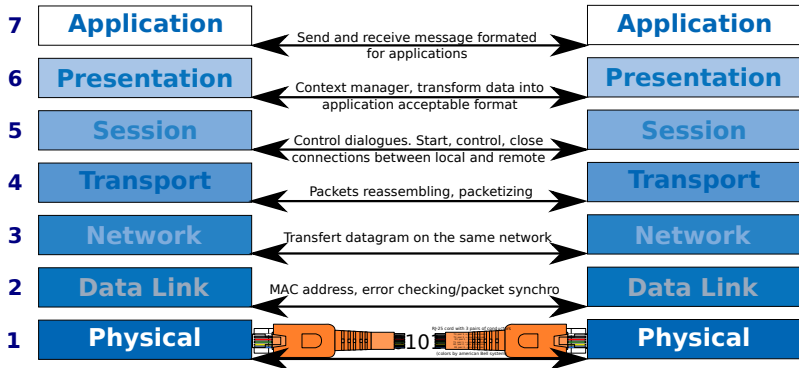
Topology Jaringan Menggunakan Routing Dynamic EIGRP Pada Cisco Router



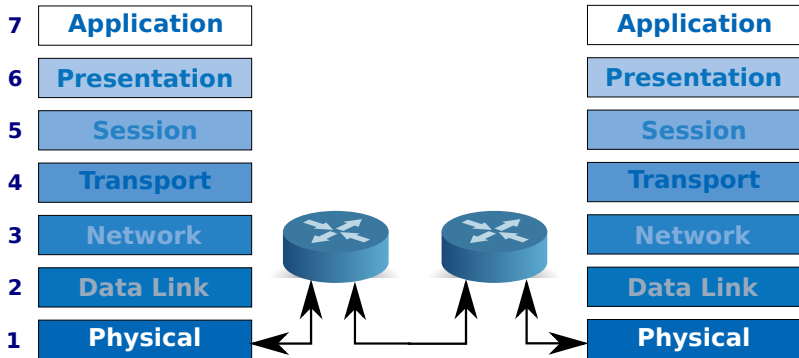
## How does it work? From signal to application...



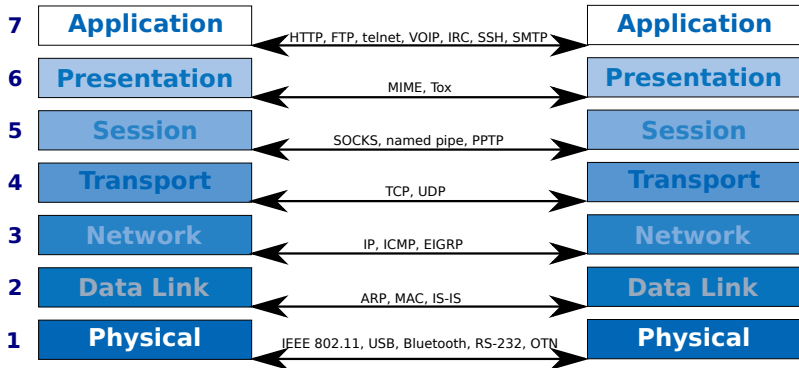
## $N^{\text{th}}$ layer communicate with $N^{\text{th}}$ layer..



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



# One single protocol, one single layer



# Encapsulation

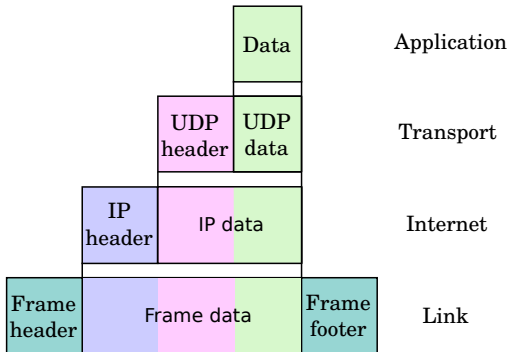


Figure: Encapsulation

# Presentation Outline

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



# Aims

- Interface data link layer,

# Aims

- Interface data link layer,
- (De)Encode,

# Aims

- Interface data link layer,
- (De)Encode,
- Transmit: 1 after 0 (after 0 or 1, after 0... or 1)

## Hardware medium

- IEEE 802.3 (a.k.a. Ethernet): <100Gbit/s

## Hardware medium

- IEEE 802.3 (a.k.a. Ethernet): <100Gbit/s
- IEEE 802.11 (a.k.a. Wi-Fi): <50 Mbit/s (802.11ad goes up to 6.75 Gbit/s)

## Hardware medium

- IEEE 802.3 (a.k.a. Ethernet): <100Gbit/s
- IEEE 802.11 (a.k.a. Wi-Fi): <50 Mbit/s (802.11ad goes up to 6.75 Gbit/s)
- IEEE 802.15.1 (a.k.a. Bluetooth): <1 Mbit/s

## Hardware medium

- IEEE 802.3 (a.k.a. Ethernet): <100Gbit/s
- IEEE 802.11 (a.k.a. Wi-Fi): <50 Mbit/s (802.11ad goes up to 6.75 Gbit/s)
- IEEE 802.15.1 (a.k.a. Bluetooth): <1 Mbit/s
- IEEE 802.15.4 (a.k.a. ZigBee): <250 kbit/s

## Hardware medium

- IEEE 802.3 (a.k.a. Ethernet): <100Gbit/s
- IEEE 802.11 (a.k.a. Wi-Fi): <50 Mbit/s (802.11ad goes up to 6.75 Gbit/s)
- IEEE 802.15.1 (a.k.a. Bluetooth): <1 Mbit/s
- IEEE 802.15.4 (a.k.a. ZigBee): <250 kbit/s
- IEEE 802.16 (a.k.a. Wi-Max): <40 Mbit/s



## Hardware medium

- IEEE 802.3 (a.k.a. Ethernet): <100Gbit/s
- IEEE 802.11 (a.k.a. Wi-Fi): <50 Mbit/s (802.11ad goes up to 6.75 Gbit/s)
- IEEE 802.15.1 (a.k.a. Bluetooth): <1 Mbit/s
- IEEE 802.15.4 (a.k.a. ZigBee): <250 kbit/s
- IEEE 802.16 (a.k.a. Wi-Max): <40 Mbit/s
- IEEE 1394 (a.k.a. Firewire): <3200 Mbit/s

## Hardware medium

- IEEE 802.3 (a.k.a. Ethernet): <100Gbit/s
- IEEE 802.11 (a.k.a. Wi-Fi): <50 Mbit/s (802.11ad goes up to 6.75 Gbit/s)
- IEEE 802.15.1 (a.k.a. Bluetooth): <1 Mbit/s
- IEEE 802.15.4 (a.k.a. ZigBee): <250 kbit/s
- IEEE 802.16 (a.k.a. Wi-Max): <40 Mbit/s
- IEEE 1394 (a.k.a. Firewire): <3200 Mbit/s
- USB, serial port such as RS-232...

## Hardware medium: IEEE 802.3 (Ethernet)

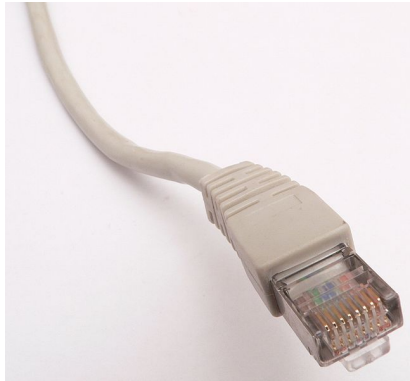


Figure: RJ45 connector

## Hardware medium: IEEE 802.15.1 (Bluetooth)

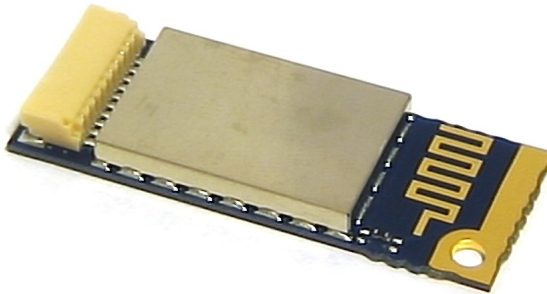


Figure: Bluetooth card

## Hardware medium: IEEE 802.15.4 (ZigBee)

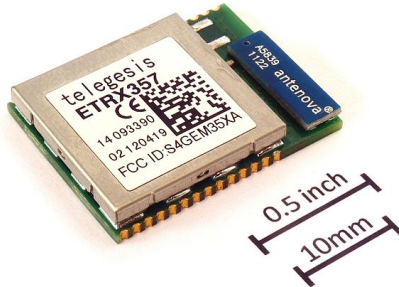


Figure: ZigBee card

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



Figure: Wi-Max antenna

## Hardware medium: IEEE 1394 (Firewire)



Figure: Firewire connector

# Encoding

- **MLT3 (Multi-Level Transmit):** state change for 1s over 3 levels, stay in the same state for 0s



# Encoding

- **MLT3 (Multi-Level Transmit):** state change for 1s over 3 levels, stay in the same state for 0s
- **AMI (Alternate Mark Inversion):** state 0 for 0s, state  $+/-1$  for 1s

# Encoding

- **MLT3 (Multi-Level Transmit):** state change for 1s over 3 levels, stay in the same state for 0s
- **AMI (Alternate Mark Inversion):** state 0 for 0s, state  $+/-1$  for 1s
- **Manchester:** voltage transition (rising/falling edge mean 1/0)

# Encoding

- **MLT3 (Multi-Level Transmit):** state change for 1s over 3 levels, stay in the same state for 0s
- **AMI (Alternate Mark Inversion):** state 0 for 0s, state  $+/-1$  for 1s
- **Manchester:** voltage transition (rising/falling edge mean 1/0)
- **BMC (Biphase Mark Code):** change its state for 1s, stay on the same state for 0s

# Encoding

- **MLT3 (Multi-Level Transmit):** state change for 1s over 3 levels, stay in the same state for 0s
- **AMI (Alternate Mark Inversion):** state 0 for 0s, state  $+/-1$  for 1s
- **Manchester:** voltage transition (rising/falling edge mean 1/0)
- **BMC (Biphase Mark Code):** change its state for 1s, stay on the same state for 0s
- and so on...

# Encoding: Multi-Level Transmit

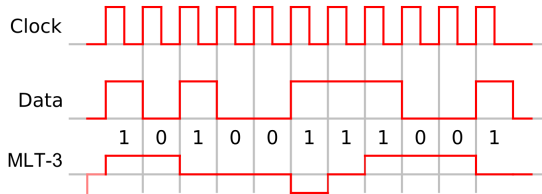


Figure: Multi-Level Transmit

# Encoding: Alternate Mark Inversion

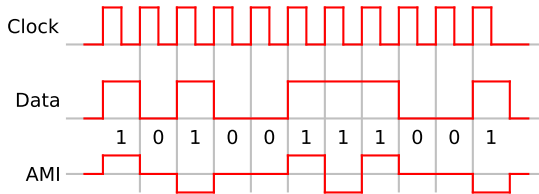


Figure: Alternate Mark Inversion

# Encoding: Manchester

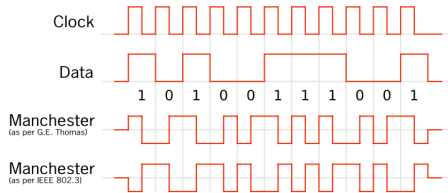


Figure: Manchester

## Encoding: Biphase Mark Code

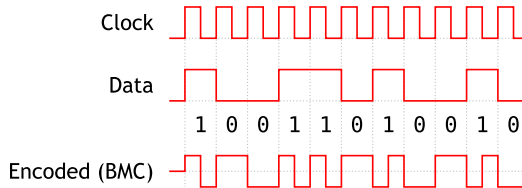


Figure: Biphase Mark Code



# Transmitting

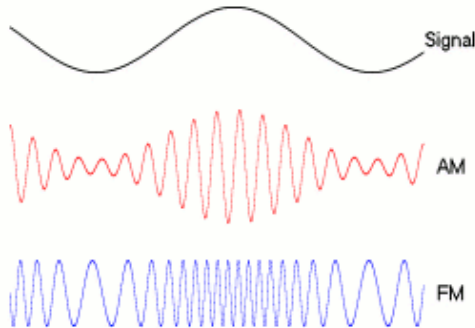


Figure: Amplitude and phase modulation

# Error detection

- Repetition (hum...)

# Error detection

- Repetition (hum...)
- Parity (XOR)

# Error detection

- Repetition (hum...)
- Parity (XOR)
- Checksum

## Error detection

- Repetition (hum...)
- Parity (XOR)
- Checksum
- CRC (Cyclic redundancy check): with a polynomial division

# Error detection

- Repetition (hum...)
- Parity (XOR)
- Checksum
- CRC (Cyclic redundancy check): with a polynomial division
- Hash

## Error detection

- Repetition (hum...)
- Parity (XOR)
- Checksum
- CRC (Cyclic redundancy check): with a polynomial division
- Hash
- and so on...

# Error correcting

- not done yet...





# Course details

# Course details

# Course details

# Course details

# Course details

# Course details

## References



Maurice J. Khabbaz, Assi Chadi M., and Fawaz Wissam F.  
Disruption-Tolerant Networking: A Comprehensive Survey on  
Recent Developments and Persisting Challenges.  
*IEEE communications surveys and tutorials*, 2012.