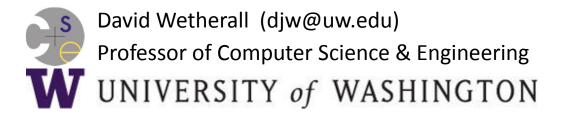
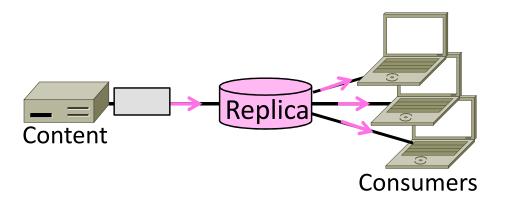
## Introduction to Computer Networks

CDNs (Content Delivery Networks) (§7.5.3)



## Topic

- CDNs (Content Delivery Networks)
  - Efficient distribution of popular content; faster delivery for clients

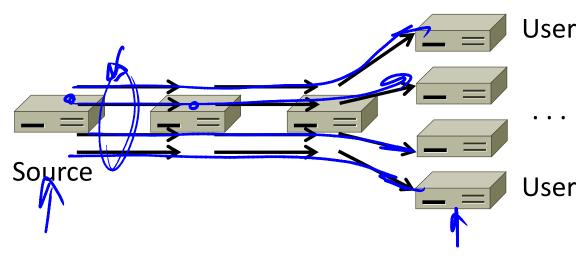


#### Context

- As the web took off in the 90s, traffic volumes grew and grew. This:
- 1. Concentrated load on popular servers
  - Led to congested networks and need to provision more bandwidth
  - Gave a poor user experience
  - - Place popular content near clientsHelps with all three issues above

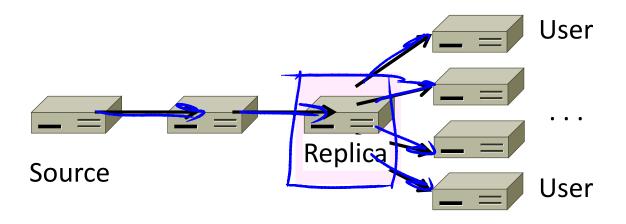
## **Before CDNs**

 Sending content from the source to 4 users takes 4 x 3 = 12 "network hops" in the example



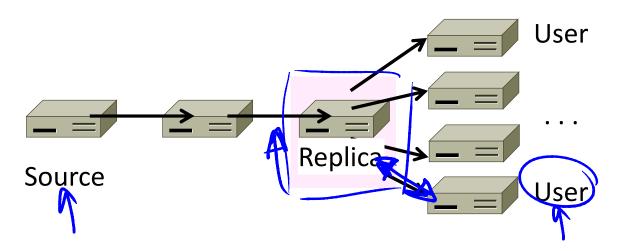
## After CDNs

 Sending content via replicas takes only 4 + 2 = 6 "network hops"



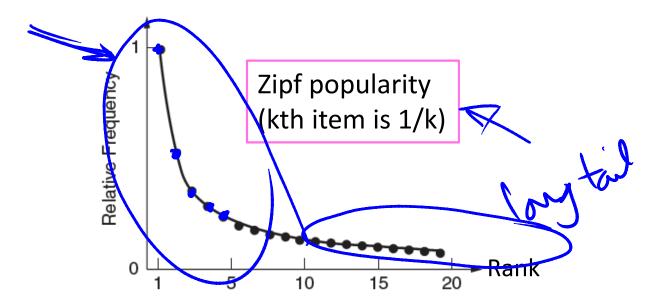
## After CDNs (2)

- Benefits assuming popular content:
  - Reduces server, network load
  - Improves user experience (PLT)



# Popularity of Content

 Zipf's Law: few popular items, many unpopular ones; both matter



George Zipf (1902-1950)

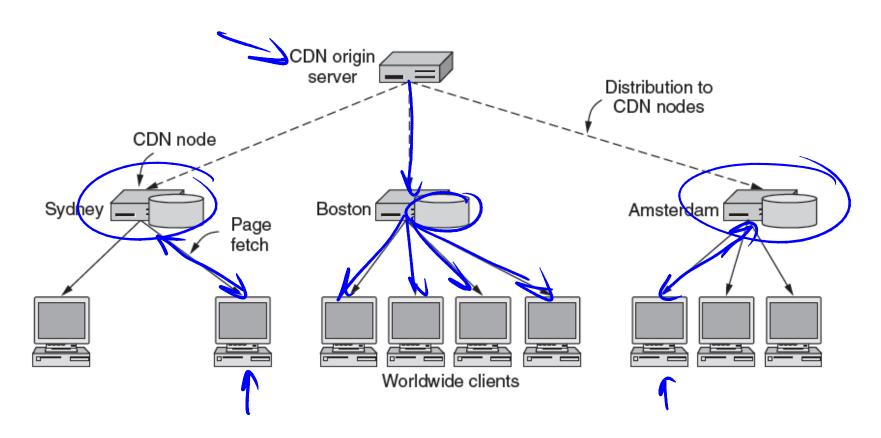


Source: Wikipedia

## How to place content near clients?

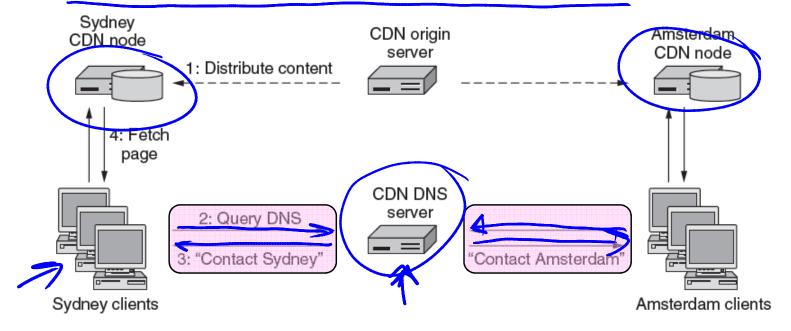
- Use browser and proxy caches
  - Helps, but limited to one client or clients in one organization
- Want to place replicas across the Internet for use by all nearby clients
  - Done by clever use of DNS

# Content Delivery Network



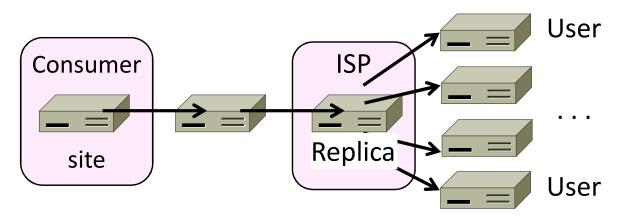
# Content Delivery Network (2)

- DNS resolution of site gives different answers to clients
  - Tell each client the site is the nearest replica (map client IP)

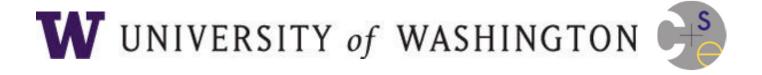


### **Business Model**

- Clever model pioneered by Akamai
  - Placing site replica at an ISP is win-win
  - Improves site experience and reduces bandwidth usage of ISP



#### **END**



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