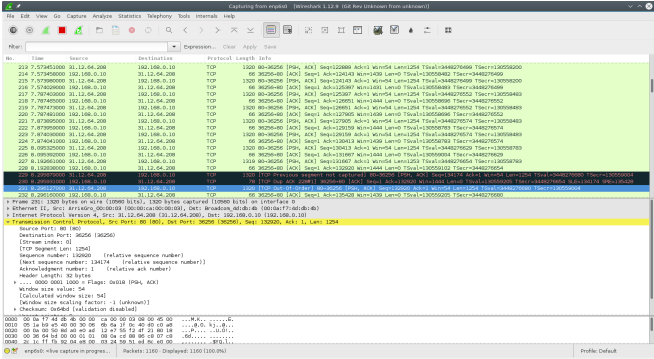


## Networks and Network Programming

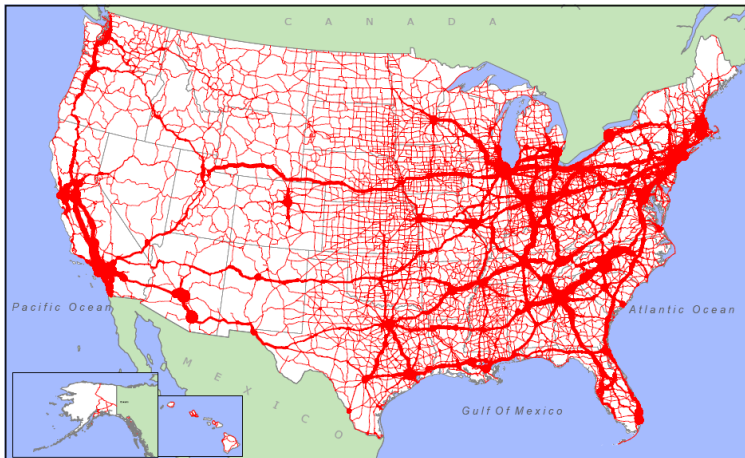


## Wireshark screenshot of network traffic

# Networking

- ▶ Hardware
- ▶ Protocols
- ▶ Software

*The network is the computer. (John Gage)*

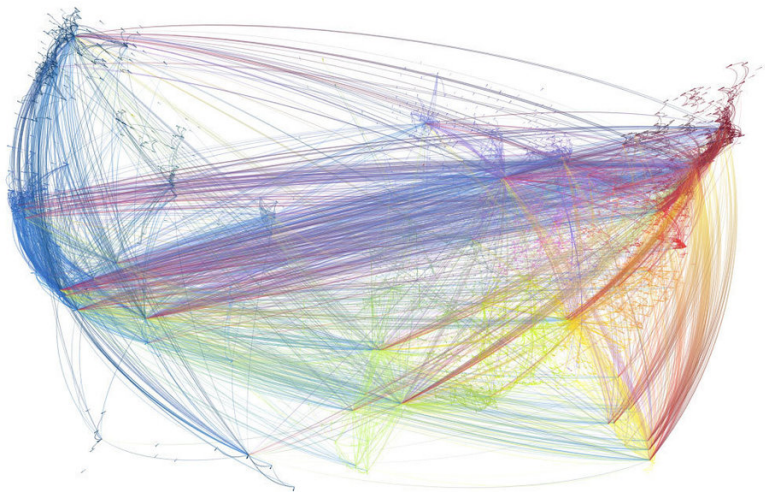


US Department of Transportation  
Federal Highway Administration  
Office of Freight Management and Operations  
Freight Analysis Framework

# Estimated Average Annual Daily Truck Traffic (1998)

Truck Volume Scale







# Networking Options

Network type	maximum bandwidth (Mbits/second)	latency (microsecs)
Fast Ethernet	100	200
Gigabit Ethernet	1000	20–62
10 Gigabit Ethernet	10,000	4
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Internet backbone uses specialized hardware and has speeds up to 500G/s. Experimental systems are available for much higher speeds.



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- ▶ On subsequent collisions, the value  $k$  is doubled each time, making it a lot less likely that a collision would occur again. This is an example of an *exponential backoff protocol*.

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- ▶ The Ethernet packet has the format shown below.

## Ethernet Packet Format

Preamble 1010.....1010	Synch 11	Destination Address	Source Address	Type	Data	Frame Check Sequence
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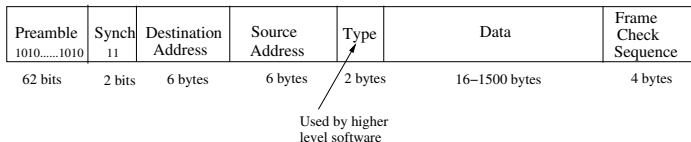
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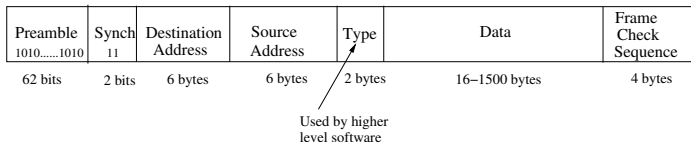


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Use the program [wireshark](#) to watch Ethernet packets on your network live!



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## Hubs and Switches.

- ▶ **Direct wire.** Two machines can be connected directly by a Ethernet cable (usually a Cat 5e cable) without needing a hub or a switch. With multiple NICs per machine, we can create networks but then we need to specify routing tables to allow packets to get through. The machines will end up doing double-duty as routers.

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- ▶ **Switches.** Accepts packets, interprets destination address fields and send packets down only the segment that has the destination node. Allows half the machines to communicate directly with the other half (subject to bandwidth constraints of the switch hardware). Multiple switches can be connected in a tree or sometimes other schemes. The root switch can become a bottleneck. The root switch can be a higher bandwidth switch.

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- ▶ **Stackable, High bandwidth Switches**. Stackable switches with special high bandwidth interconnect in-between the switches. For example, Cisco has 24-port Gigabit stackable switches with a 32 Gbits/sec interconnect. Up to 8 such switches can be stacked together. All the stacked switches can be controlled by one switch and managed as a single switch. If the controlling switch fails, the remaining switches hold an election and a new controlling switch is elected. Baystack also has stackable switches with a 40 Gbits/sec interconnect.

# Network Interface Cards

- ▶ The Ethernet card, also known as the **Network Interface Controller (NIC)**, contains the Data Link Layer and the Physical Layer (the two lowest layers of networking). Each Ethernet card has a unique hardware address that is known as its **MAC** address (MAC stands for **Media Access Controller**). The MAC address is usually printed on the Ethernet card.

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- ▶ The command `ifconfig` can be used to determine the MAC address from software. (Use `ipconfig` on Windows OS)
- ▶ Another issue to consider is that having multi-processor boards may cause more load on the network cards in each node. Certain network cards have multiple network processors in them, making them better candidates for multi-processor motherboards.

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- ▶ **ISO Open System Interconnection (OSI)**. A reference model for networking prescribes seven layers of network protocols and strict methods of communication between them. Most systems implement simplified version of the OSI model. The ARPANET Reference Model (ARM) can be seen as a simplified OSI model.

# Network Models (contd.)

ISO	ARM	4.2 BSD Layers	Example
application presentation session	process applications	user programs/libraries	ssh
		sockets	sock_stream
transport network data link hardware	host-host network interface	protocols network interface	TCP/IP Ethernet driver
	network hardware	network hardware	interlan controller

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  - ▶ Java Remote Method Invocation (**RMI**), Distributed Component Object Model (**DCOM**)

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- ▶ The portion of the address that remains fixed within a network is called the **network address** and the remainder is the **host address**.
- ▶ The address with all 0's in the host address, for example 192.168.1.0, is the network address and cannot be assigned to any machine. The address with all 1's in the host address, for example 192.168.1.255, is the network broadcast address.

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Typical communication domains:

domain type	symbolic name	address format
Unix domain	AF_UNIX	pathnames
Internet domain	AF_INET	Internet address and port number

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- ▶ *Raw sockets*. Allows access to TCP, IP or Ethernet protocol



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- ▶ `close(...)`, `shutdown(...)`: Close both or one end of a socket respectively.

# Client-Server Setup Using Sockets

Server side	Client side
socket(...)	
bind(...)	socket(...)
listen(...)	connect(...)
accept(...)	
read/write	read/write
close/shutdown	

# TCP/IP and Linux/Unix Networking

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# Client/Server Examples in C

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# Client/Server Examples in C

The examples are in folder [sockets-C/tcp](#)

- ▶ Single-threaded server: [timeserver.c](#) and client [timeclient.c](#)
- ▶ Multi-process server: [tcpserver.c](#) and client [tcpclient.c](#)
- ▶ Multi-threaded server: Left as an exercise....
- ▶ Note that read/write on sockets is slightly different than read/write on files. A read/write on a socket may return a count less than asked for. This is not an error since with sockets, the buffer in the kernel may be full. We can just keep calling read/write until the right amount of data has been read or written.

# Useful Tools

- ▶ Use `netstat -ni` to find information on the network interfaces.
- ▶ Use `netstat -rn` to see the routing table.
- ▶ Use `netstat -nap` to see the processes that are using specific interfaces and ports. You need to be superuser to be able to see complete process information. Nice way of determining who has a port bound up!
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- ▶ Use `wireshark` to watch network packets in real time! You will need superuser access to be able to use `wireshark` fully.

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- ▶ Always open `OutputStream` before `InputStream` on a socket to avoid deadlock and synchronization problems.

# Client Example (Java)

```
try {
    Socket server = new Socket("www.party.com",1234);
    OutputStream out = server.getOutputStream();
    InputStream in = server.getInputStream();

    out.write(42); //write a byte

    //write a newline or carriage return delimited string
    PrintWriter pout = new PrintWriter(out, true);
    pout.println("Hello!");

    //read a byte
    Byte response = in.read();

    //read a newline or carriage return delimited string
    BufferedReader bin = new BufferedReader (new
    InputStreamReader(in));
    String answer = bin.readLine();

    //send a serialized Java object
    ObjectOutputStream oout = new ObjectOutputStream(out);
    oout.writeObject(new java.util.Date());
    oout.flush();

    server.close();
} catch (IOException e) { System.err.println(e);}
```

# Server Example (Java)

```
try { // meanwhile, on www.party.com...
    ServerSocket listener = new ServerSocket(1234);
    while (!finished) {
        Socket client = listener.accept();
        InputStream in = client.getInputStream();
        OutputStream out = client.getOutputStream();

        Byte someByte = in.read(); //read a byte

        //read a newline/carriage return delimited string
        BufferedReader bin =
            new BufferedReader(new InputStreamReader(in));
        String someString = bin.readLine();

        out.write(42); //write a byte
        PrintWriter pout = new PrintWriter(out, true);
        pout.println("Goodbye!");

        //read a serialized Java object
        ObjectInputStream oin = new ObjectInputStream(in);
        Date date = (Date) oin.readObject();

        client.close();
        //...
    }
    listener.close();
} catch (IOException e) { System.err.println(e);}
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# TCP examples in Java

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- ▶ A server could run a `proxy` that lets the application communicate indirectly with anyone the server likes and allows.  
*How would you design a proxy server?*

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public class Request implements java.io.Serializable {}  
  
public class DateRequest extends Request {}  
  
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- ▶ The client sends a `WorkRequest` object to the server to get the server to perform work for the client. The server calls the request object's `execute` method and returns the resulting object as a response.
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- ▶ A sample work request class: `MyCalculation.java`
- ▶ The `Server.java`, `Client.java` that ties it all together.



# Running the Object Server/Client

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- ▶ Note that the server machine must have all the classes that the client has in order to be able to execute them on the client's behalf. That may be an unreasonable assumption since you may want to serve many kinds of clients without having to store all their classes.

# Socket and ServerSocket Options

- ▶ `ServerSocket` and `Socket` classes have several useful options.
- ▶ For example: we can set a timeout on a socket, we can set the receive buffer sizes, etc.
- ▶ See examples `ServerSocketOptions.java` and `ClientSocketOptions.java` in the package `tcp.socketoptions`.

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- ▶ Example: **UdpServer1.java** and **UdpClient1.java** in package **tcp.udp**.

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- ▶ How to implement a web server?

# The HTTP Protocol and Web Servers

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- ▶ Requests/Methods in the HTTP Protocol:  
GET <pathname> HTTP/x.y (e.g. GET /sample.html HTTP/1.0  
HEAD <pathname> (same as GET except only metadata is returned)  
POST <string>  
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- ▶ Response from server:  
HTTP-Version status-code reason-phrase <CR><LF>

# Selected status codes in the HTTP Protocol

Status codes:

200 OK

201 Created

301 Moved permanently

305 Use Proxy

307 Temporary redirect

400 Bad request (bad syntax)

401 Unauthorized

402 Payment required

403 Forbidden

404 Not found

500 Internal server error

501 Not implemented

503 Service unavailable

505 HTTP version not supported

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- ▶ Warning! This web server will serve files **without any protection** from a system!

# Using the Built-In Security Manager

- ▶ Java has a built-in security manager, which if activated gives the same level of access as given to applets (that is, not much). The security manager can be activated with a command line option.

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- ▶ However, we want to give access to create and use sockets. So we create a policy file (using the tool `policytool` that comes with the Java toolkit).

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- ▶ Now, recompile and run the server as follows.

```
java -Djava.security.manager  
-Djava.security.policy=mysecurity.policy TinyHttpd 5005
```

# Adding a Custom Security Manager to TinyHttpd

```
class TinyHttpdSecurityManager extends SecurityManager {
    public void checkAccess(Thread g) { };
    public void checkListen(int port) { };
    public void checkLink(String lib) { };
    public void checkPropertyAccess(String key) { };
    public void checkAccept(String host, int port) { };
    public void checkWrite(FileDescriptor fd) { };
    public void checkRead(FileDescriptor fd ) { };

    public void checkRead(String s) {
        if (new File(s).isAbsolute() || (s.indexOf("..") != -1))
            throw new SecurityException("Access to file: " + s
                                          + " denied.");
    }
}

//add the following to the TinyHttpd at the start of the
//main method but after creating the ServerSocket

System.setSecurityManager(new TinyHttpdSecurityManager());
```

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- ▶ Log all requests in a log file. A sample entry is shown below (taken from the access log of Apache web server):

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66.249.69.87 - - [28/Jan/2016:23:16:04 -0700]  
"GET /~amit/teaching/555/cs455-555.html HTTP/1.1" 200 7343 "-"  
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- ▶ The java.nio package provides selectable channels. A *selectable channel* allows for the registration of a special kind of listener called a *selector* that can check the readiness of the channel for operations such as reading and writing or accepting or creating network connections.

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- ▶ Then, we register the channels.

```
int interestOps = SelectionKey.OP_READ | SelectionKey.OP_WRITE;  
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# Selectable Channels

- ▶ Create a selector object. `Selector selector = Selector.open();`
- ▶ To register one or more channels with the selector, set them to nonblocking mode.

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SelectableChannel channelA = ...;  
channelA.configureBlocking(false);
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- ▶ Then, we register the channels.  

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- ▶ Once one or more channels are registered with the Selector, we can perform a select operations by using one of the `select()` methods.

```
int readyCount = selector.select(); //block until one channel is ready  
int readyCount = selector.selectNow(); // returns immediately  
int readyCount = selector.select(50); // timeout of 50 milliseconds  
  
while (selector.select(50) == 0);
```

## Checking for ready channels

Once `select()` comes back with a non-zero ready count, then we can get the set of ready channels from the `Selector` with the `selectedKeys()` method and iterate through them.

```
Set readySet = selector.selectedKeys();
for (Iterator itr = readySet.iterator(); itr.hasNext();) {
    SelectionKey key = (SelectionKey) itr.next();
    itr.remove(); // remove the key from the ready set
    // use the key in the application
}
```

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- ▶ Example: `LargerHttpd.java`, `HttpdConnection.java`, `ClientQueue.java`.
- ▶ A single thread executes the main loop that accepts new connections and checks the readiness of existing client connections for reading or writing.
- ▶ Whenever a client needs attention, it places the job in a queue where a thread from our thread pool waits to service it.
- ▶ Run it as follows (on one line!):

```
java -Djava.security.manager  
-Djava.security.policy=mysecurity.policy  
LargerHttpd <port> <maxthreads>
```

# Exercises

- ▶ Modify the object server example to be single threaded.
- ▶ Modify the object server example to use the Executor interface.
- ▶ Create a EC2 virtual machine using AWS (Amazon Web Services) and run the object server on it. Connect with your laptop or a lab machine as a client.
- ▶ Convert the object server example to send JSON objects instead of Java objects.
- ▶ Write a Ping Pong programs using sockets and an object to represent the ping-pong ball. Are the two programs playing ping pong servers? Or are they clients?