L1: 1-24
L2: 25-57

Chapter 1 Introduction

Tutorials start with Chap 1 questions (tutor).
Students to use text book and research to answer questions

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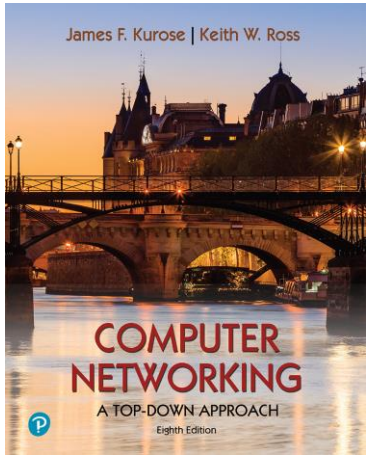
For a revision history, see the slide note for this page.

Thanks and enjoy! JFK/KWR



Computer Networking: A Top-Down Approach
8th edition
Jim Kurose, Keith Ross
Pearson, 2020

Chapter 1: introduction

Chapter goal:

- Get "feel," "big picture," introduction to terminology
  - more depth, detail *later* in course
- Approach:
  - use Internet as example

Overview/roadmap:

- What *is* the Internet?
- What *is* a protocol?
- Network edge: hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
- Performance: loss, delay, throughput
- Security
- Protocol layers, service models
- History

“Fun” Internet-connected devices

Amazon Echo

Internet refrigerator

IP picture frame

Pacemaker & Monitor

Tweet-a-watt: monitor energy use

Security Camera

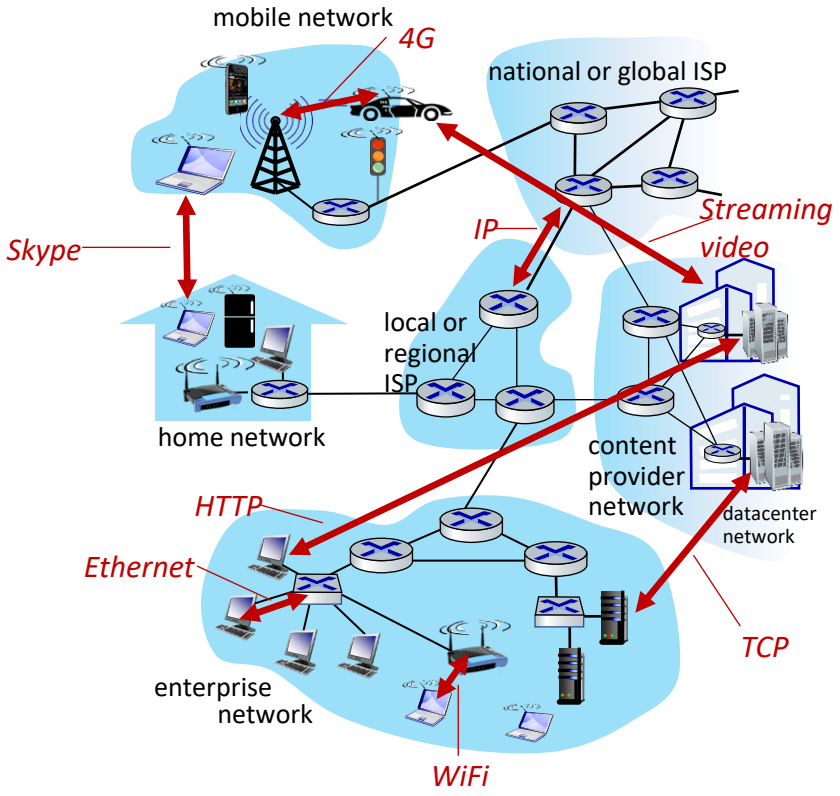
Slingbox: remote control cable TV

Web-enabled toaster + weather forecaster

Internet phones

Fitbit

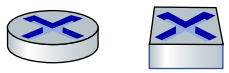
- *Internet:* "network of networks"
  - Interconnected ISPs
- *protocols* are *everywhere*
  - control sending, receiving of messages
  - e.g., HTTP (Web), streaming video, Skype, TCP, IP, WiFi, 4G, Ethernet
- *Internet standards*
  - RFC: Request for Comments
  - IETF: Internet Engineering Task Force. The IETF is a large open international community of network designers, operators, vendors, and researchers concerned with the evolution of the Internet architecture and the smooth operation of the Internet.



The Internet: a “nuts and bolts” view

Billions of connected computing *devices*:

- *hosts = end systems*
- running *network apps* at Internet’s “edge”



Packet switches: forward packets (chunks of data)

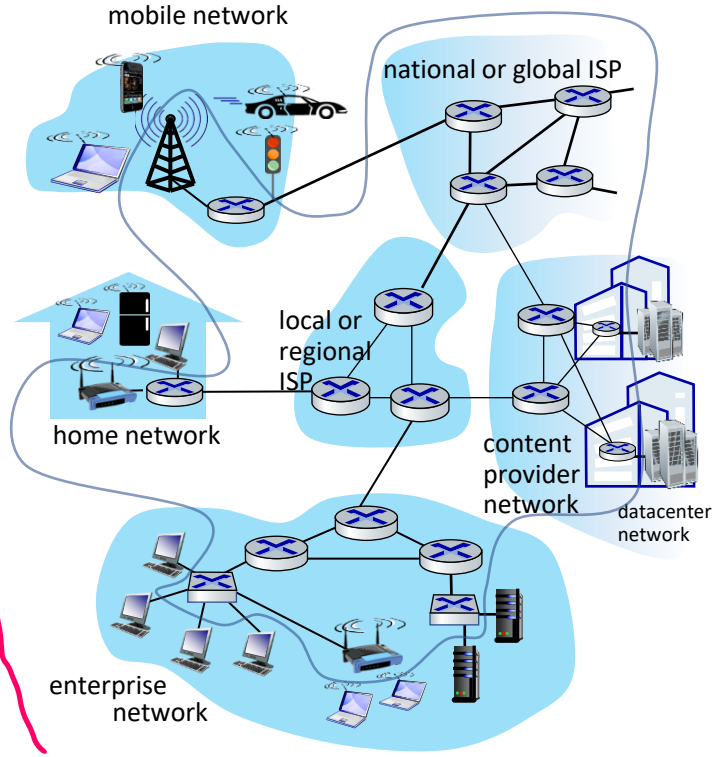
- *routers*, *switches*

Communication links

- fiber, copper, radio, satellite
- transmission rate: *bandwidth*

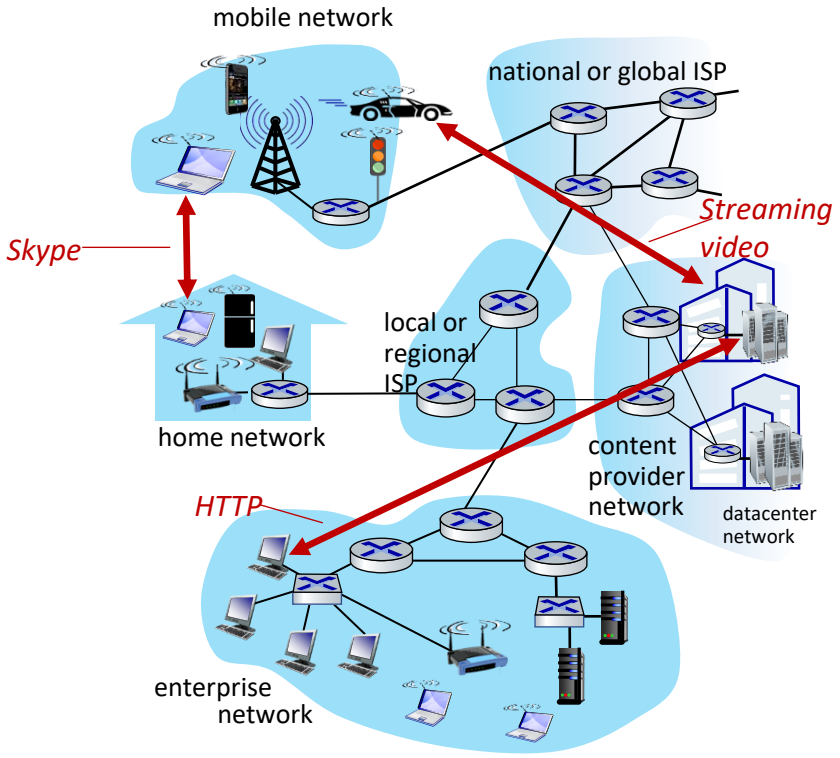
Networks

- collection of devices, routers, links: managed by an organization



The Internet: a "service" view

- *Infrastructure* that provides services to applications:
  - Web, streaming video, multimedia teleconferencing, email, games, e-commerce, social media, inter-connected appliances, …
- provides *programming interface* to distributed applications:
  - "hooks" allowing sending/receiving apps to "connect" to, use Internet transport service
  - provides service options, analogous to postal service



Hooks allow a programmer to insert customized code. Eg implement chat program but TCP/IP code present

What's a protocol?

Human protocols:

- "what's the time?"
- "I have a question"
- introductions

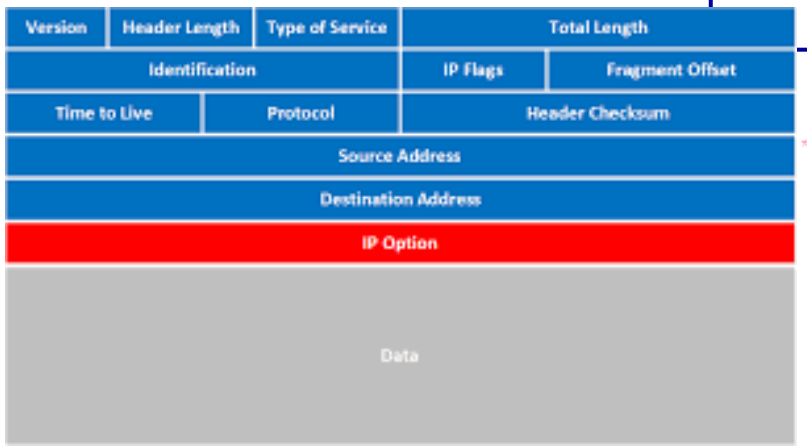
… specific messages sent

… specific actions taken when message received, or other events

Network protocols:

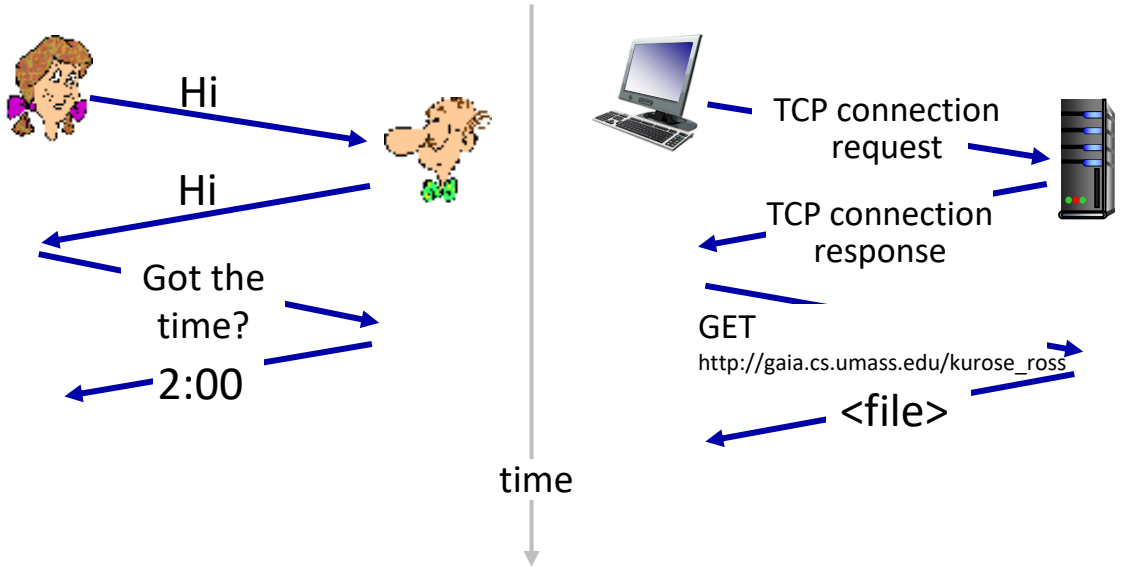
- computers (devices) rather than humans
- all communication activity in Internet governed by protocols

Protocols define the format, order of messages sent and received among network entities, and actions taken on msg transmission, receipt



What's a protocol?

A human protocol and a computer network protocol:



Q: other human protocols?

Chapter 1: roadmap

- What *is* the Internet?
- What *is* a protocol?
- Network edge: hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
- Performance: loss, delay, throughput
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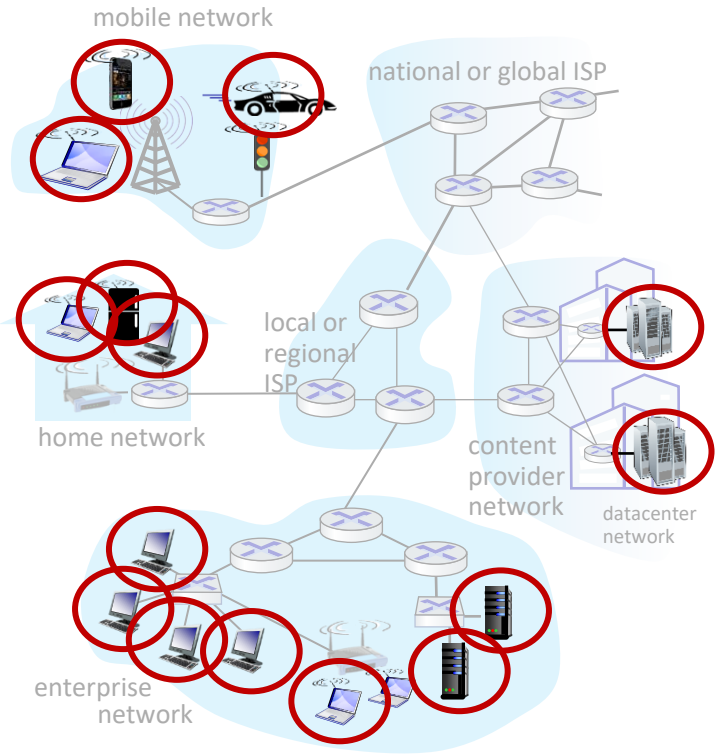
A closer look at Internet structure

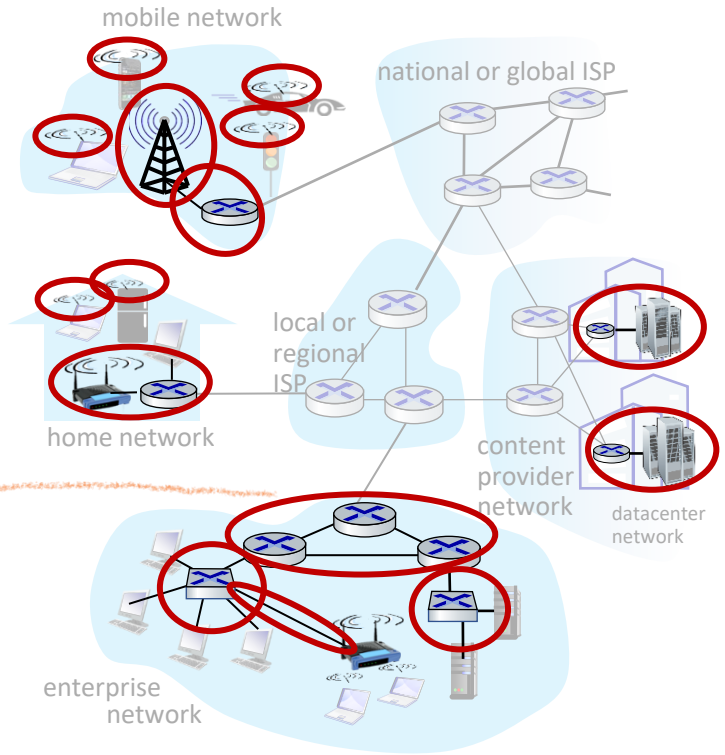
- Network edge:
  - hosts: clients and servers
  - servers often in data centers



Data centre-a large group of networked computer servers typically used by organizations for the remote storage, processing, or distribution of large amounts of data.

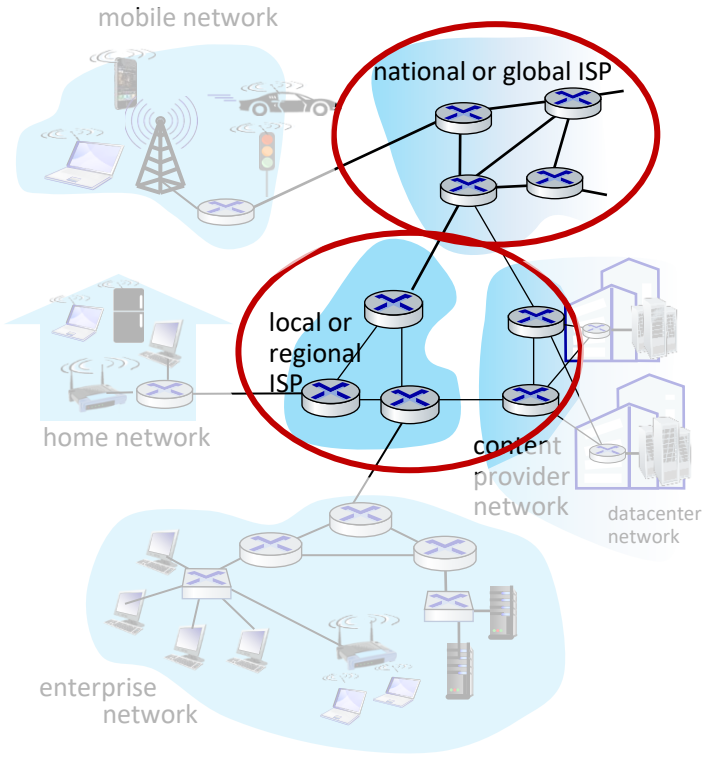
A closer look at Internet structure

- Network edge:
  - hosts: clients and servers
  - servers often in data centers
- Access networks, physical media:
  - wired, wireless communication links



A closer look at Internet structure

- Network edge:
  - hosts: clients and servers
  - servers often in data centers
- Access networks, physical media:
  - wired, wireless communication links
- Network core:
  - interconnected routers
  - network of networks

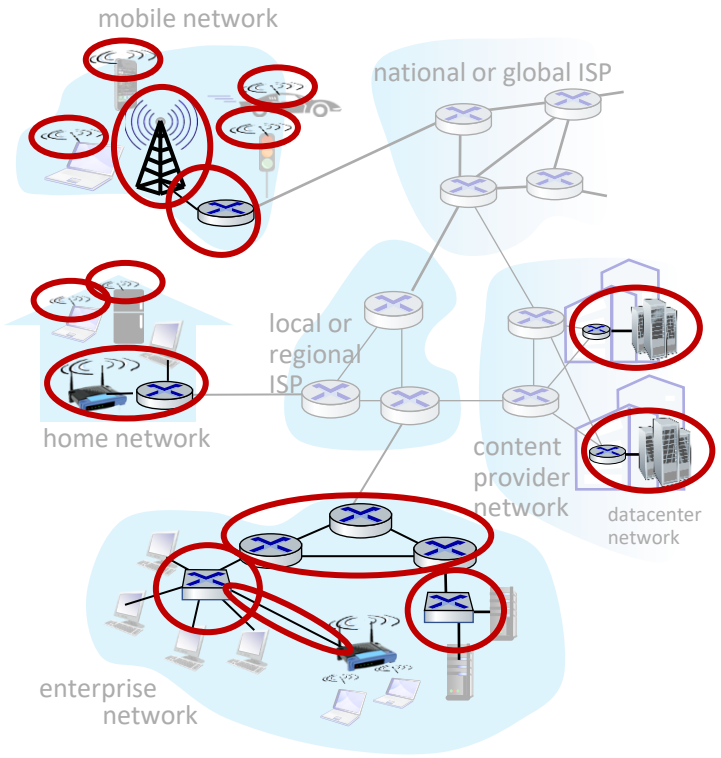


Access networks and physical media

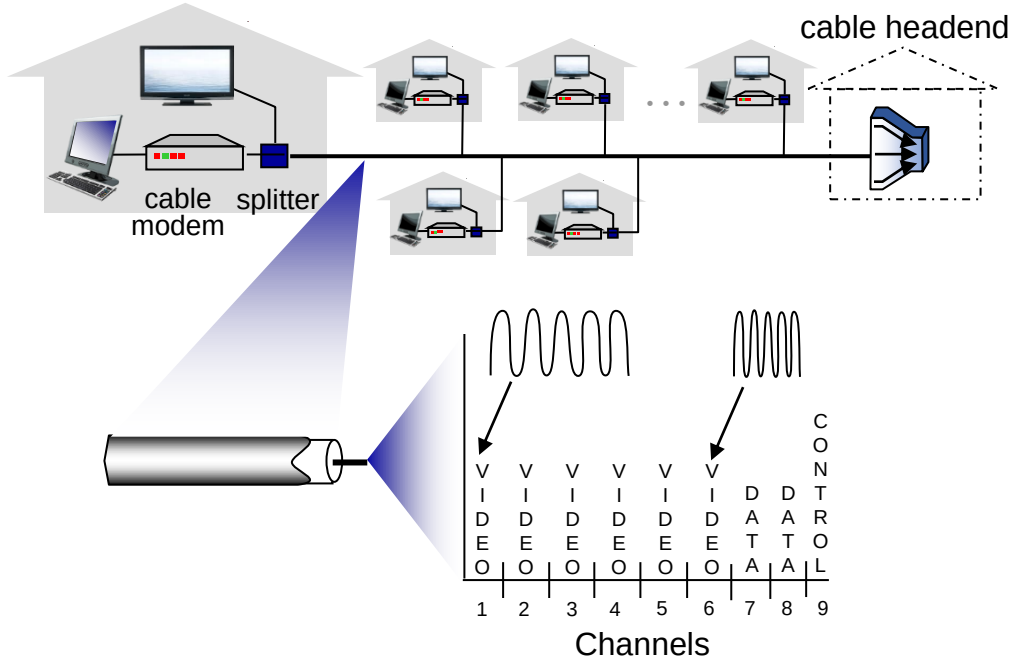
- *Q: How to connect end systems to edge router?*
- residential access nets
- institutional access networks (school, company)
- mobile access networks (WiFi, 4G/5G)

What to look for:

- transmission rate (bits per second) of access network?
- shared or dedicated access among users?

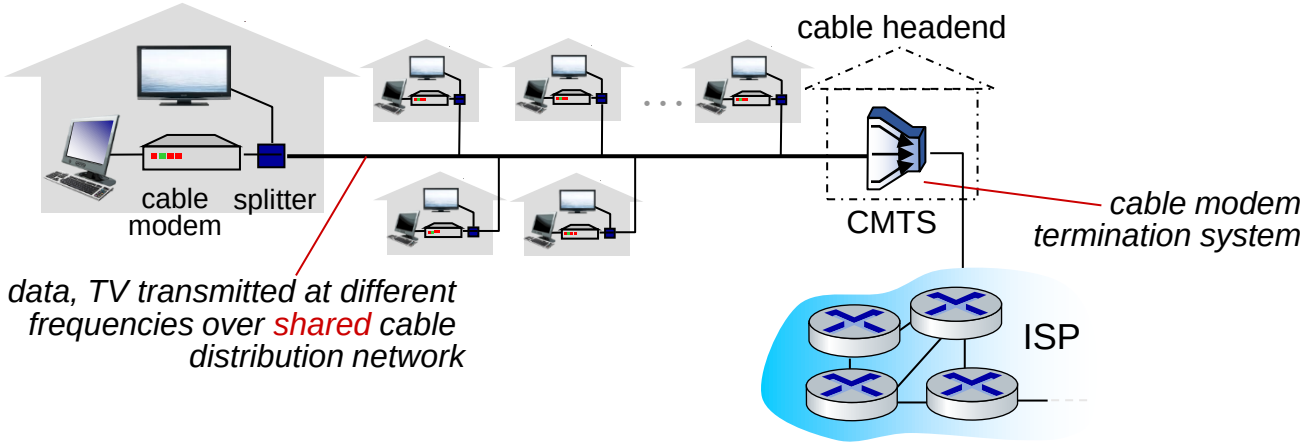


Access networks: cable-based access



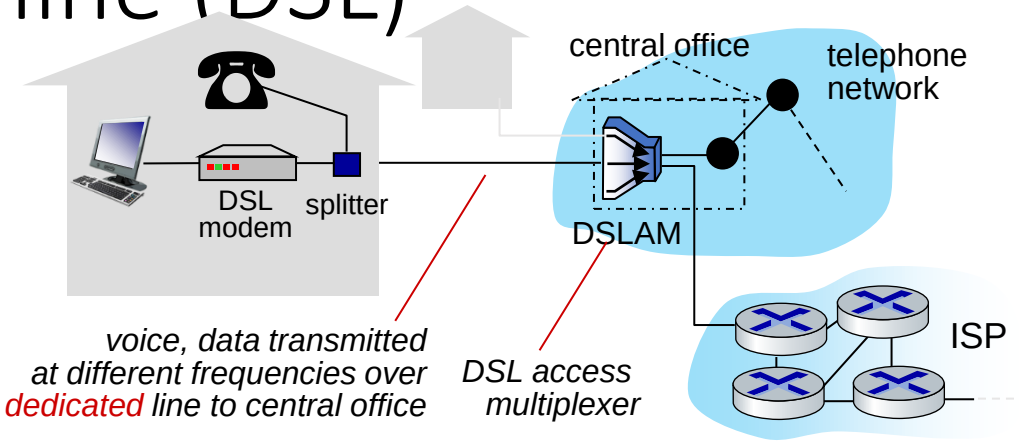
frequency division multiplexing (FDM): different channels transmitted in different frequency bands

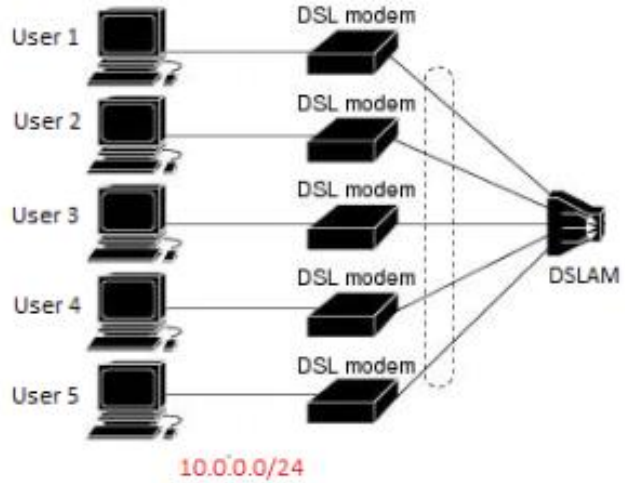
Access networks: cable-based access



- HFC: hybrid fiber coax
  - asymmetric: up to 40 Mbps – 1.2 Gbs downstream transmission rate, 30-100 Mbps upstream transmission rate
- network of cable, fiber attaches homes to ISP router
  - homes *share access network* to cable headend

Access networks: digital subscriber line (DSL)

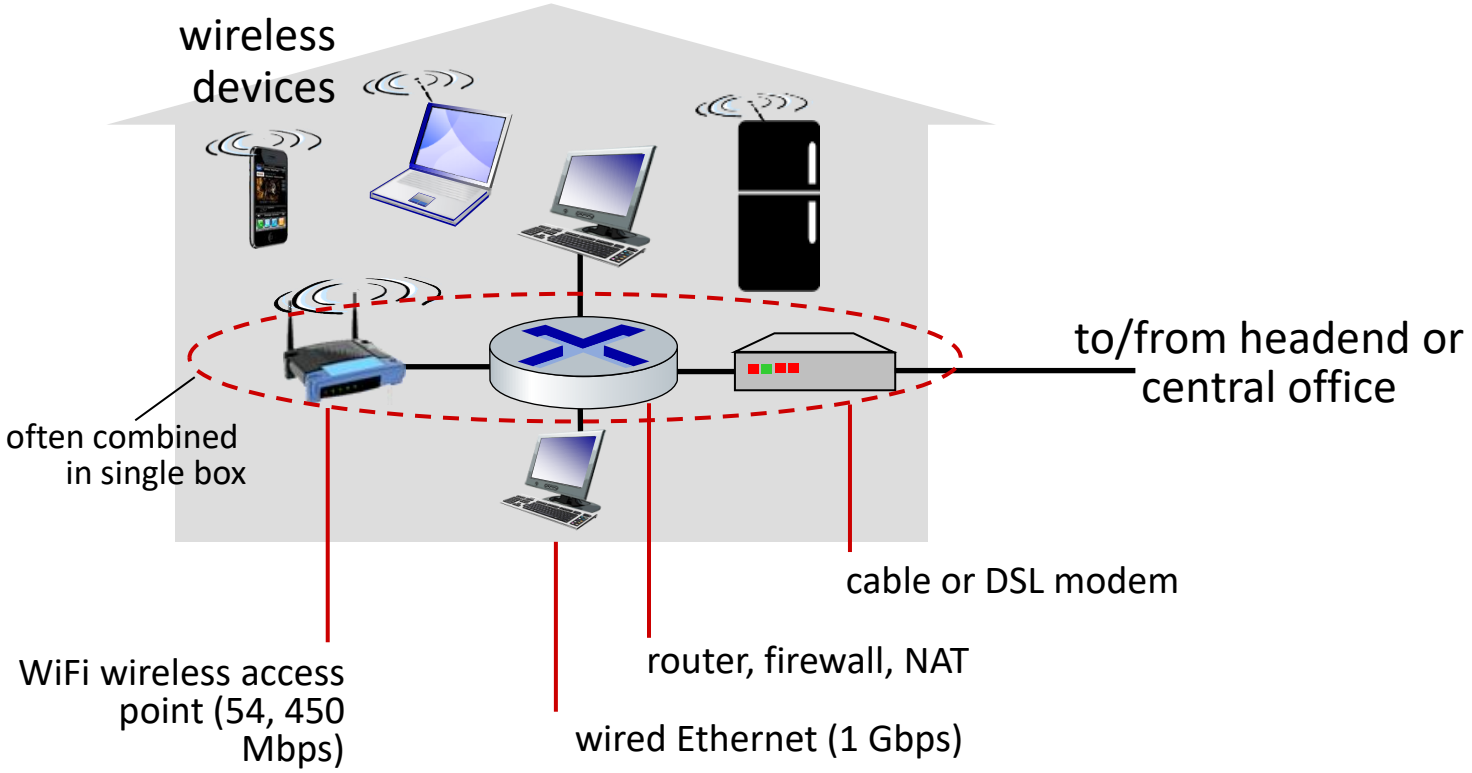




- use *existing* telephone line to central office D
  - data over DSL phone line goes to Internet
  - voice over DSL phone line goes to telephone net
- 24-52 Mbps dedicated downstream transmission rate
- 3.5-16 Mbps dedicated upstream transmission rate

DSLAM connects multiple DSL subscribers to one Internet backbone.

Access networks: home networks



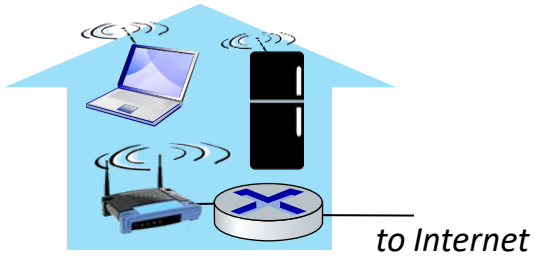
Wireless access networks

Shared *wireless* access network connects end system to router

- via base station aka “access point”

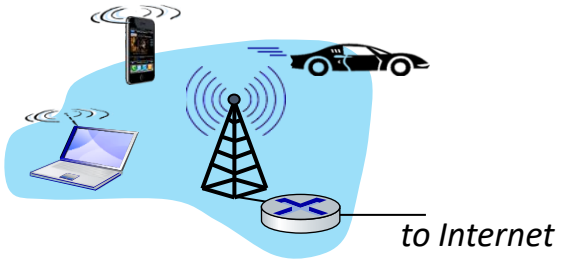
Wireless local area networks (WLANs)

- typically within or around building (~100 ft)
- 802.11b/g/n (WiFi): 11, 54, 450 Mbps transmission rate

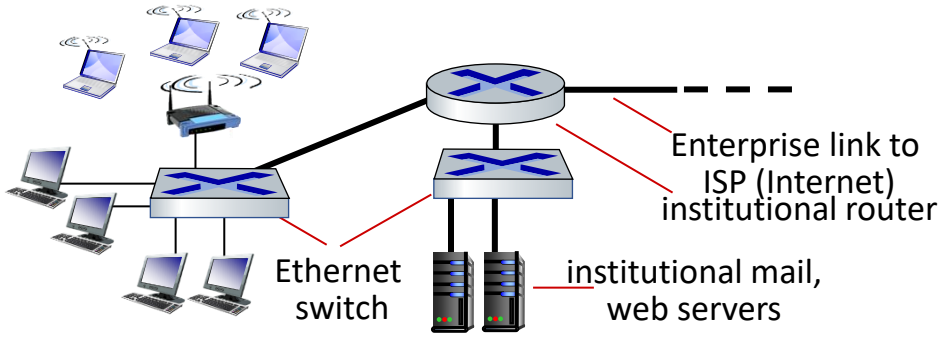


Wide-area cellular access networks

- provided by mobile, cellular network operator (10’s km)
- 10’s Mbps
- 4G cellular networks (5G coming)



Access networks: enterprise networks

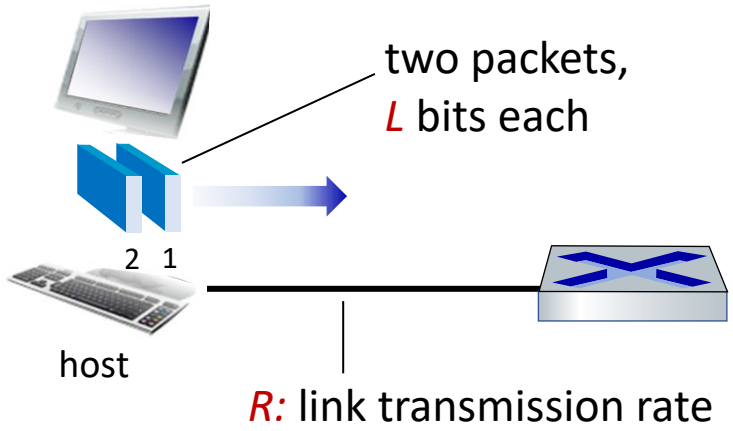


- companies, universities, etc.
- mix of wired, wireless link technologies, connecting a mix of switches and routers (we'll cover differences shortly)
  - Ethernet: wired access at 100Mbps, 1Gbps, 10Gbps
  - WiFi: wireless access points at 11, 54, 450 Mbps

Host: sends *packets* of data

host sending function:

- takes application message
- breaks into smaller chunks, known as *packets*, of length *L* bits
- transmits packet into access network at *transmission rate R*
  - link transmission rate, aka link *capacity, aka link bandwidth*



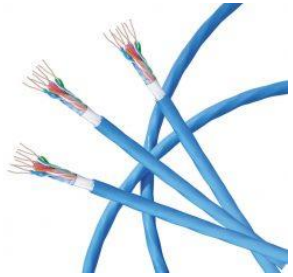
$$\text{packet transmission delay} = \text{time needed to transmit } L\text{-bit packet into link} = \frac{L \text{ (bits)}}{R \text{ (bits/sec)}}$$

Links: physical media

- bit: propagates between transmitter/receiver pairs
- physical link: what lies between transmitter & receiver
- guided media:
  - signals propagate in solid media: copper, fiber, coax
- unguided media:
  - signals propagate freely, e.g., radio

Twisted pair (TP)

- two insulated copper wires
  - Category 5: 100 Mbps, 1 Gbps Ethernet
  - Category 6: 10Gbps Ethernet



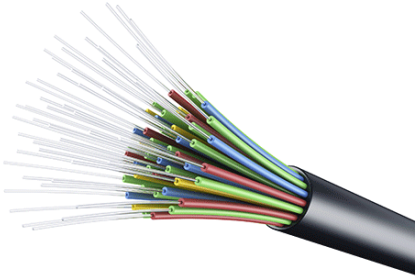
Links: physical media

Coaxial cable:

- two concentric copper conductors
- bidirectional
- broadband:
  - multiple frequency channels on cable
  - 100's Mbps per channel

Fiber optic cable:

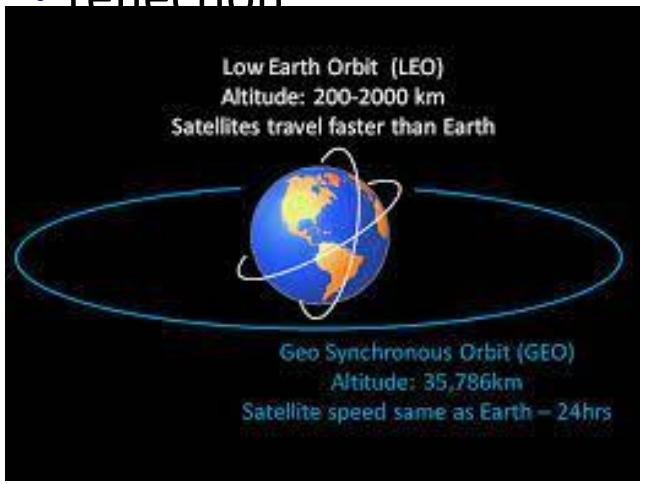
- glass fiber carrying light pulses, each pulse a bit
- high-speed operation:
  - high-speed point-to-point transmission (10's-100's Gbps)
- low error rate:
  - repeaters spaced far apart
  - immune to electromagnetic noise



Links: physical media

Wireless radio

- signal carried in electromagnetic spectrum
- no physical "wire"
- broadcast and "half-duplex" (sender to receiver)
- propagation environment effects:
  - reflection



Radio link types:

- terrestrial microwave
  - up to 45 Mbps channels
- Wireless LAN (WiFi)
  - Up to 100's Mbps
- wide-area (e.g., cellular)
  - 4G cellular: ~ 10's Mbps
- satellite
  - up to 45 Mbps per channel
  - 270 msec end-end delay
  - geosynchronous versus low-earth-orbit

L1:slide 1-24
L2: slide 25

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