

Overview of Computer Networks (1)

Dr. Jun Zheng

CSE353 Intro to Computer Networks

8/19/2021

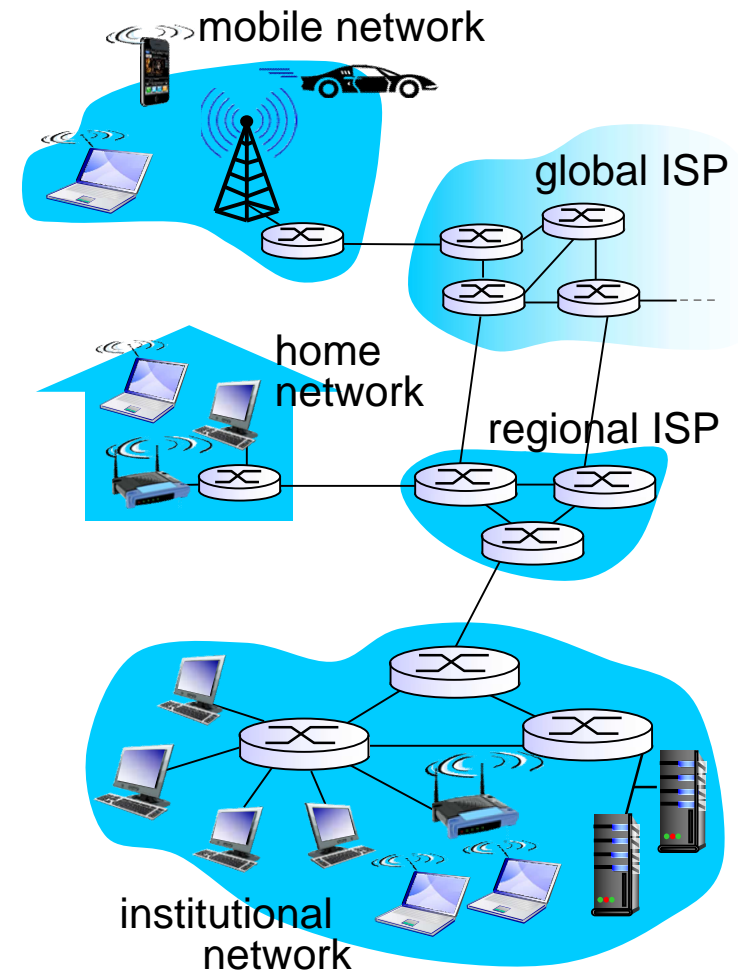


Wireshark Lab 1

- ☐ In this first Wireshark lab, you'll get acquainted with Wireshark, and make some simple packet captures and observations.
- ☐ Answer the lab questions and upload your answer in Canvas.
- ☐ Due 8/26 before class.

A Closer Look at Network 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



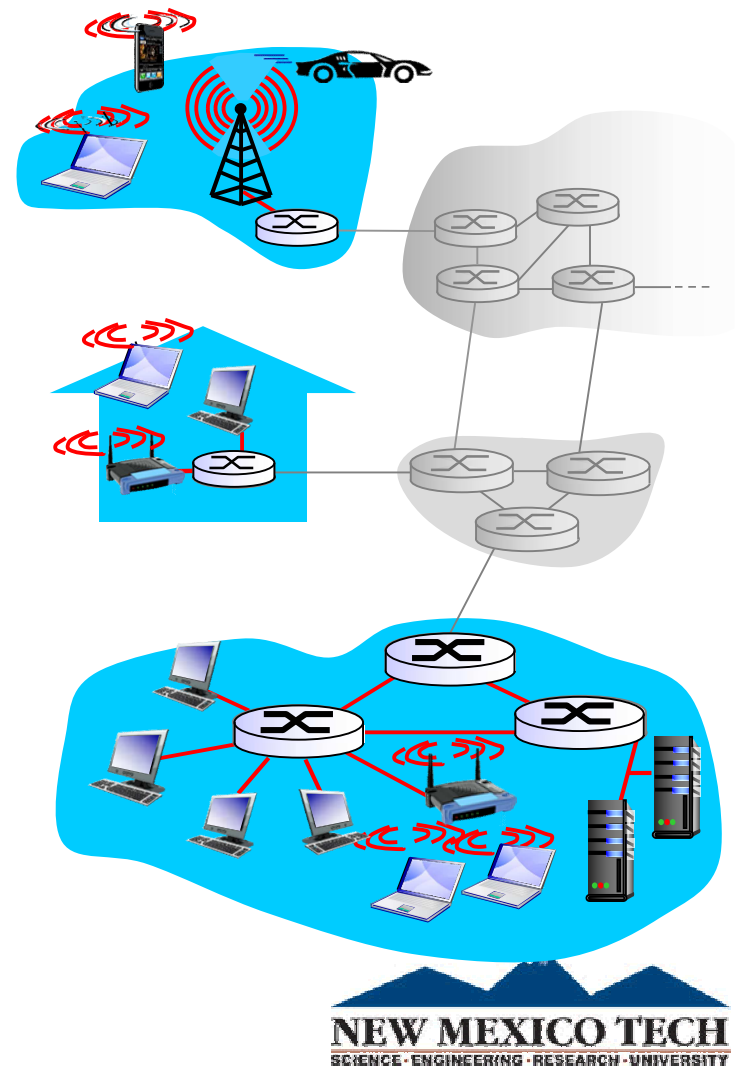
Access Networks and Physical Media

Q: How to connect end systems to edge router?

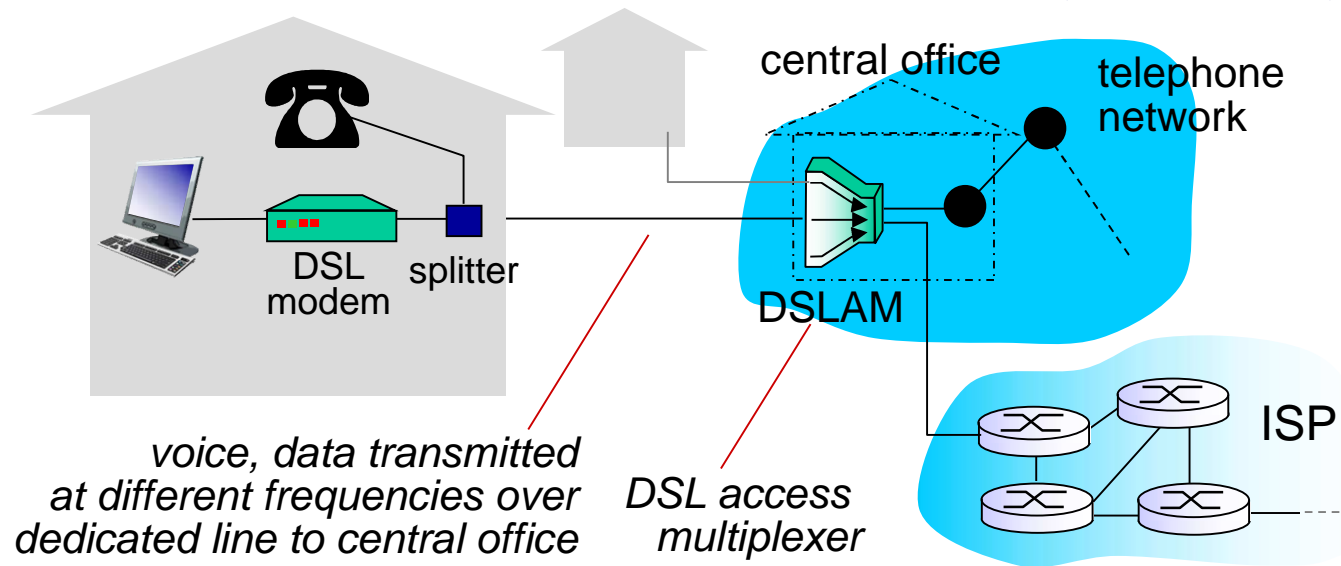
- ❑ residential access nets
- ❑ institutional access networks (school, company)
- ❑ mobile access networks

keep in mind:

- ❑ bandwidth (bits per second) of access network?
- ❑ shared or dedicated?

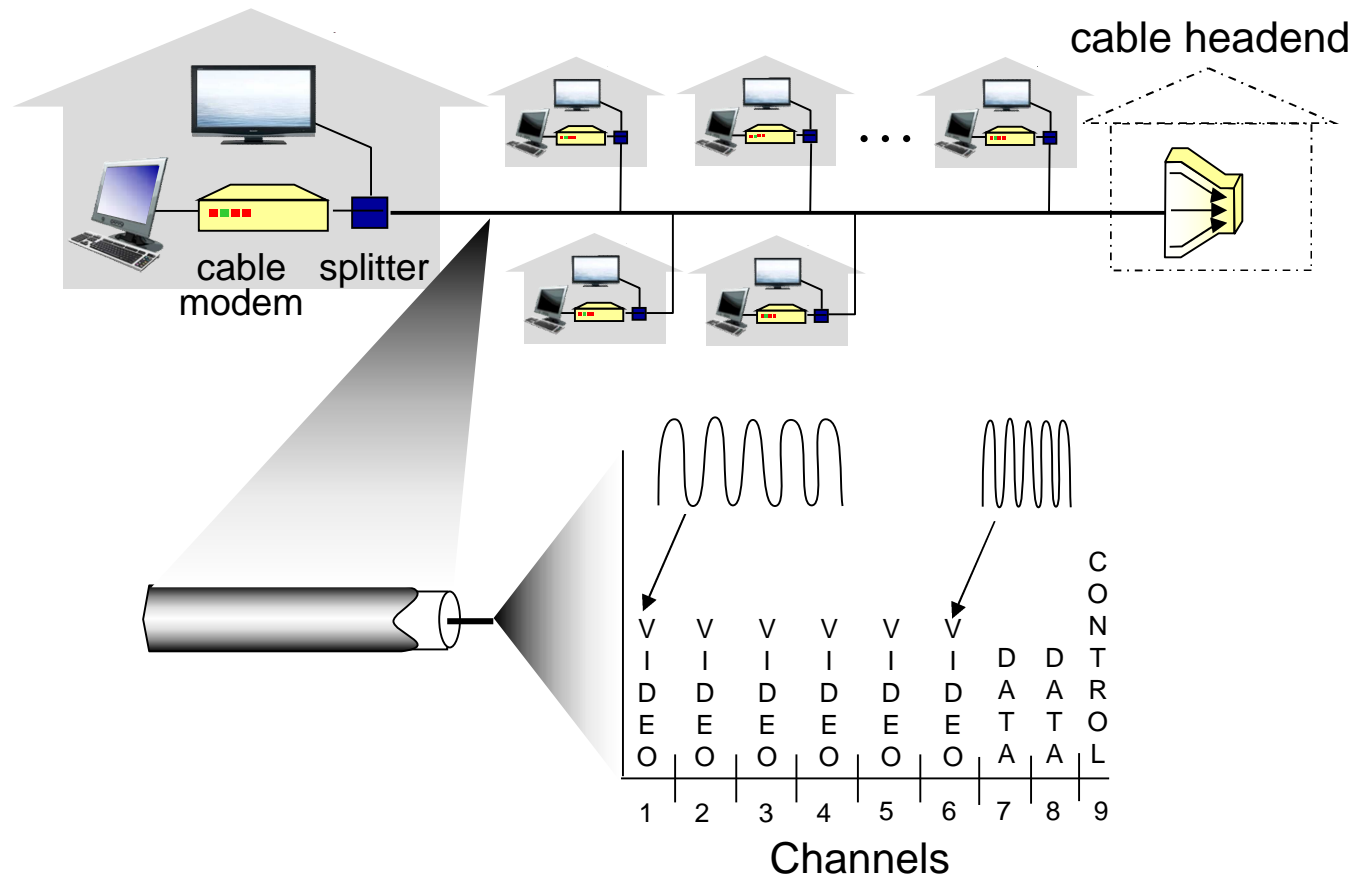


Access Net: Digital Subscriber Line (DSL)



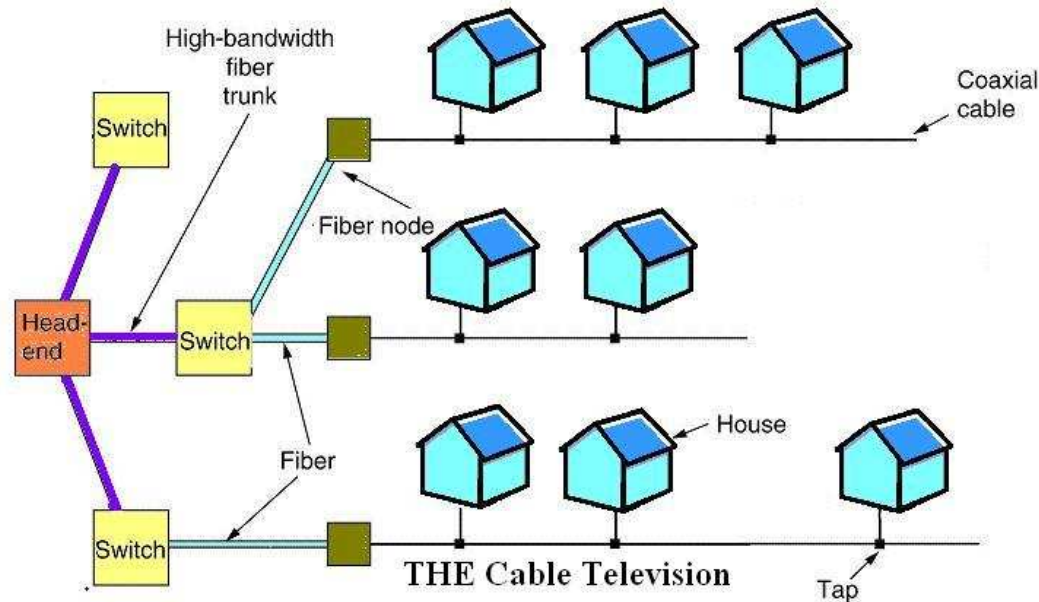
- ❑ use *existing* telephone line to central office DSLAM
 - ❑ data over DSL phone line goes to Internet
 - ❑ voice over DSL phone line goes to telephone net
- ❑ < 2.5 Mbps upstream transmission rate (typically < 1 Mbps)
- ❑ < 24 Mbps downstream transmission rate (typically < 10 Mbps)

Access Net: Cable Network



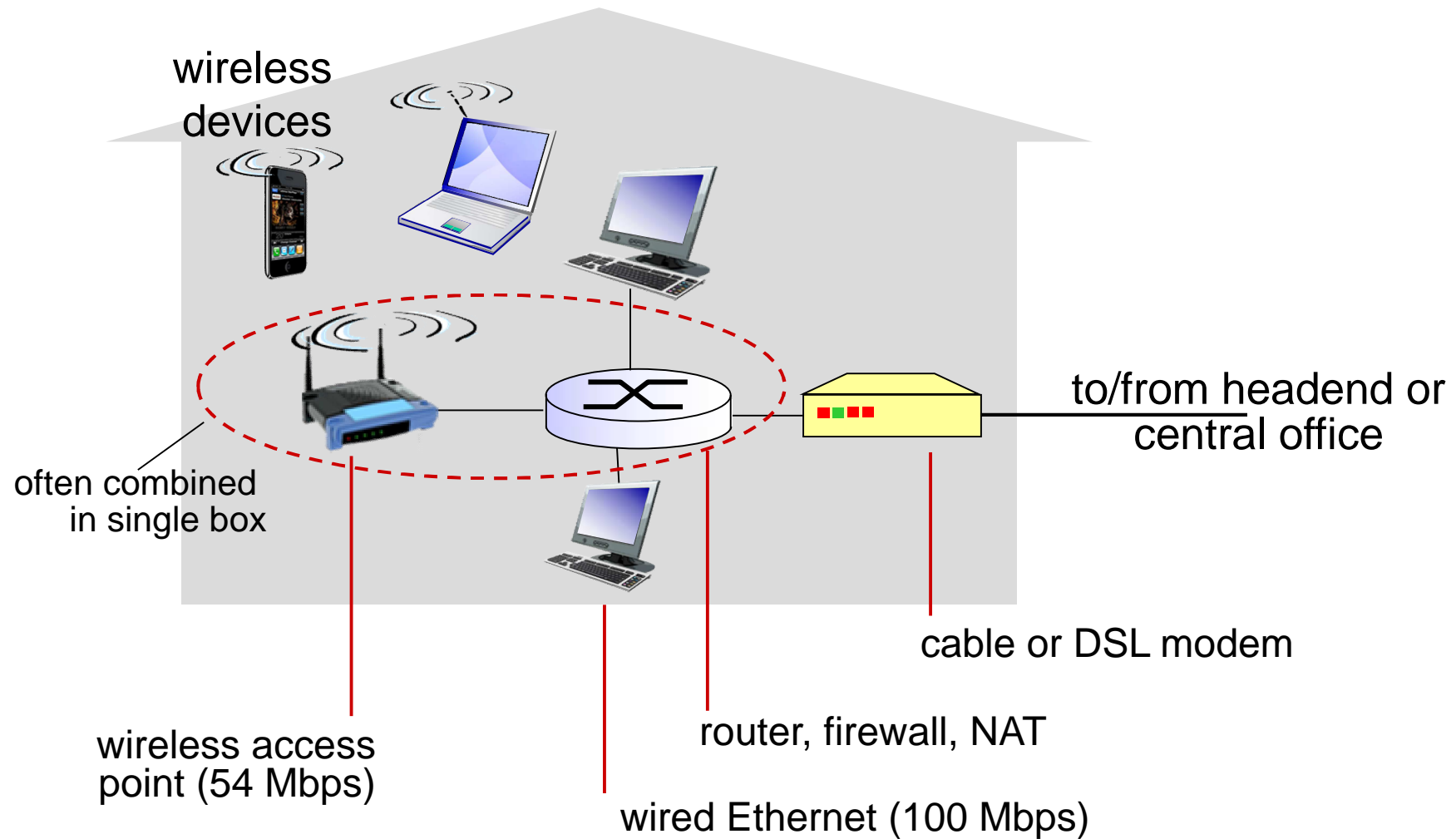
- ❑ *frequency division multiplexing*: different channels transmitted in different frequency bands

Access Net: Cable Network

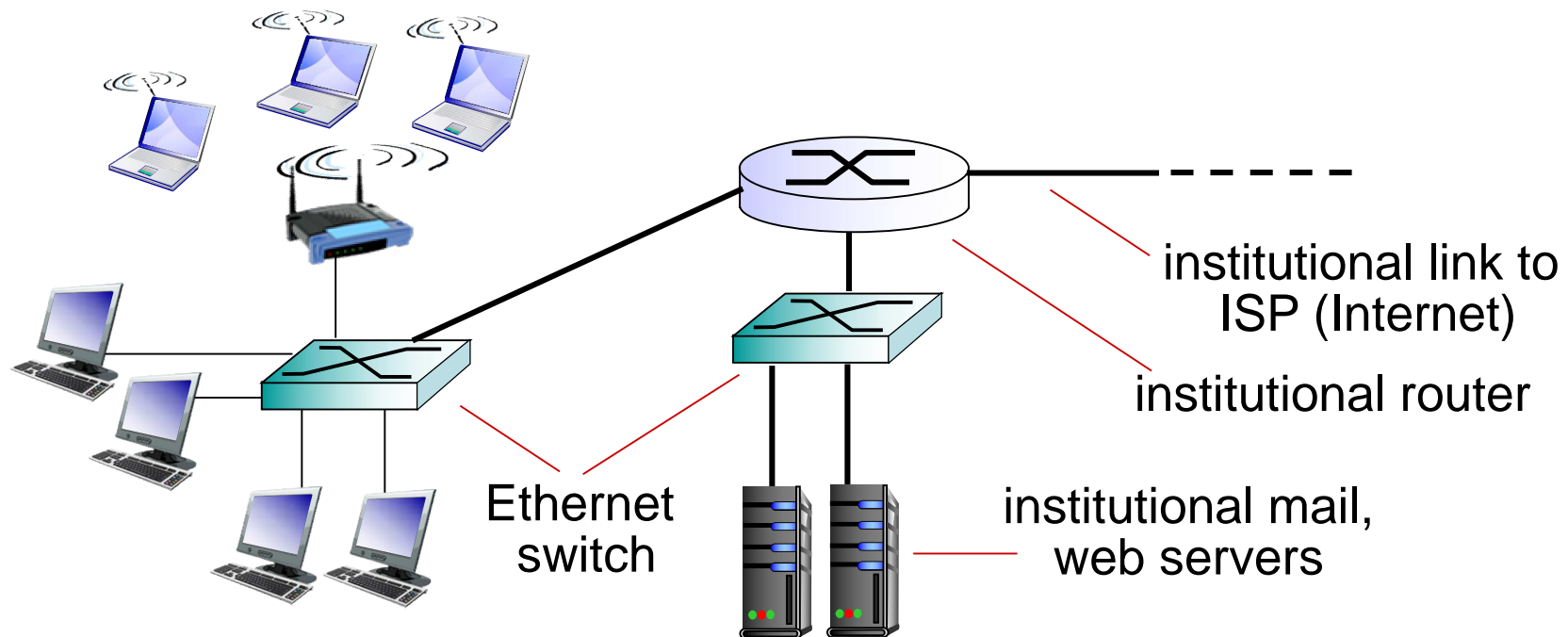


- ❑ HFC: hybrid fiber coax
 - ❑ asymmetric: up to 30Mbps downstream transmission rate, 2 Mbps upstream transmission rate

Access Net: Home Network



Enterprise Access Networks (Ethernet)



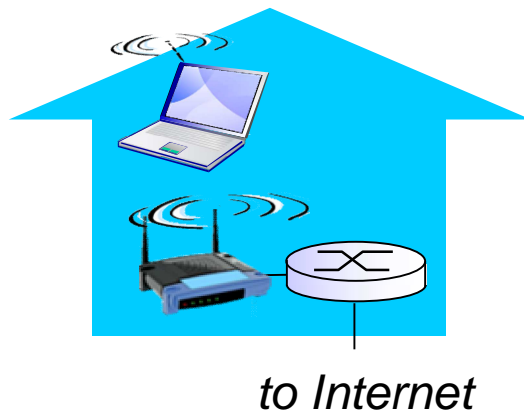
- ❑ typically used in companies, universities, etc
 - ❑ 10 Mbps, 100Mbps, 1Gbps, 10Gbps transmission rates
 - ❑ today, end systems typically connect into Ethernet switch

Wireless Access Networks

- ❑ shared *wireless* access network connects end system to router
 - ❑ via base station aka “**access point**”

wireless LANs:

- within building (100 ft)
- 802.11b/g (WiFi): 11, 54 Mbps transmission rate



wide-area wireless access

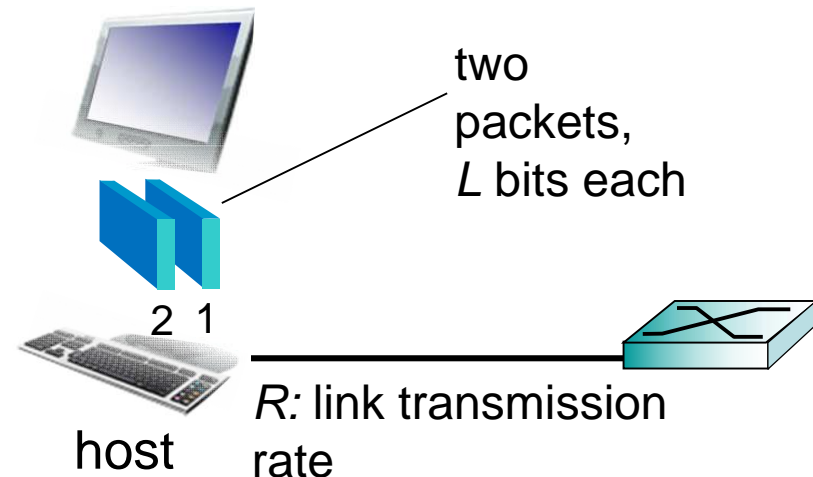
- provided by telco (cellular) operator, 10's km
- between 1 and 10 Mbps
- 3G, 4G: LTE



Host: Send 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*



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

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

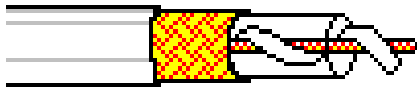
- ❑ Category 6: 10Gbps



Physical Media: Coax, Fiber

coaxial cable:

- ❑ two concentric copper conductors
- ❑ bidirectional
- ❑ broadband:
 - ❑ multiple channels on cable
 - ❑ HFC



fiber optic cable:

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



Physical Media: Radio

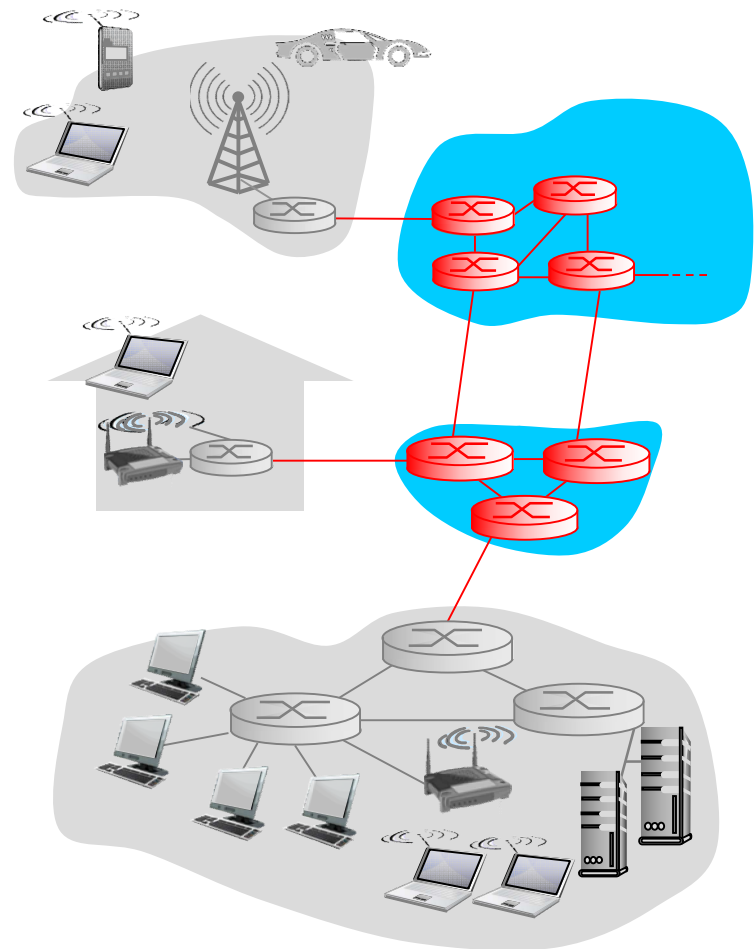
- ❑ signal carried in electromagnetic spectrum
- ❑ no physical “wire”
- ❑ bidirectional
- ❑ propagation environment effects:
 - ❑ reflection
 - ❑ obstruction by objects
 - ❑ interference

radio link types:

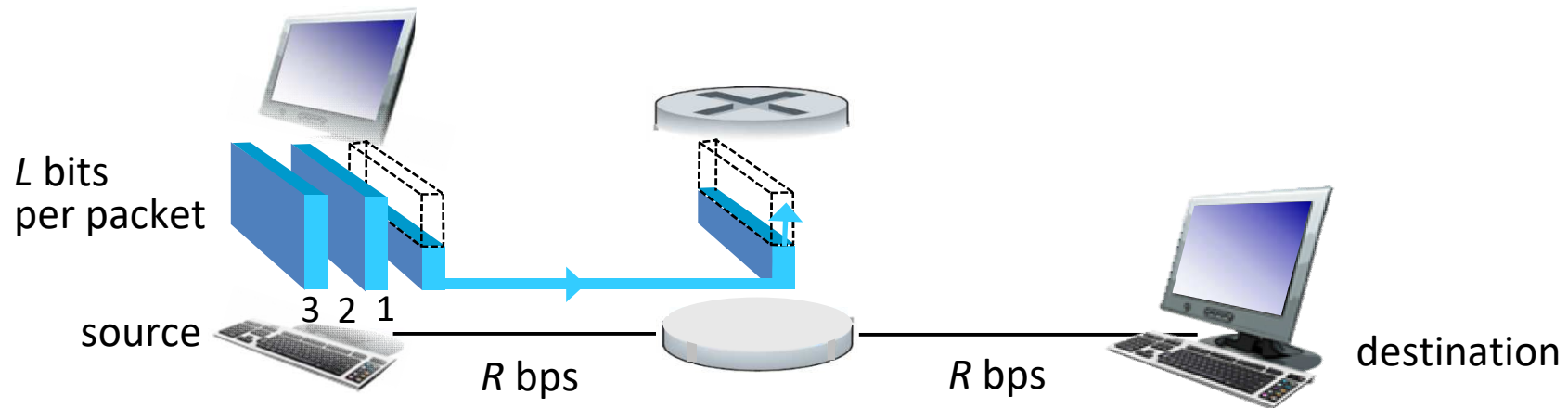
- ❑ terrestrial microwave
 - ❑ e.g. up to 45 Mbps channels
- ❑ LAN (e.g., WiFi)
 - ❑ 11Mbps, 54 Mbps
- ❑ wide-area (e.g., cellular)
 - ❑ 3G cellular: ~ few Mbps
- ❑ satellite
 - ❑ Kbps to 45Mbps channel (or multiple smaller channels)
 - ❑ 270 msec end-end delay
 - ❑ geosynchronous versus low altitude

The Network Core

- ❑ mesh of interconnected routers
- ❑ packet-switching: hosts break application-layer messages into *packets*
- ❑ forward packets from one router to the next, across links on path from source to destination
- ❑ each packet transmitted at full link capacity



Pakcet-Switching: Store-and-Forward



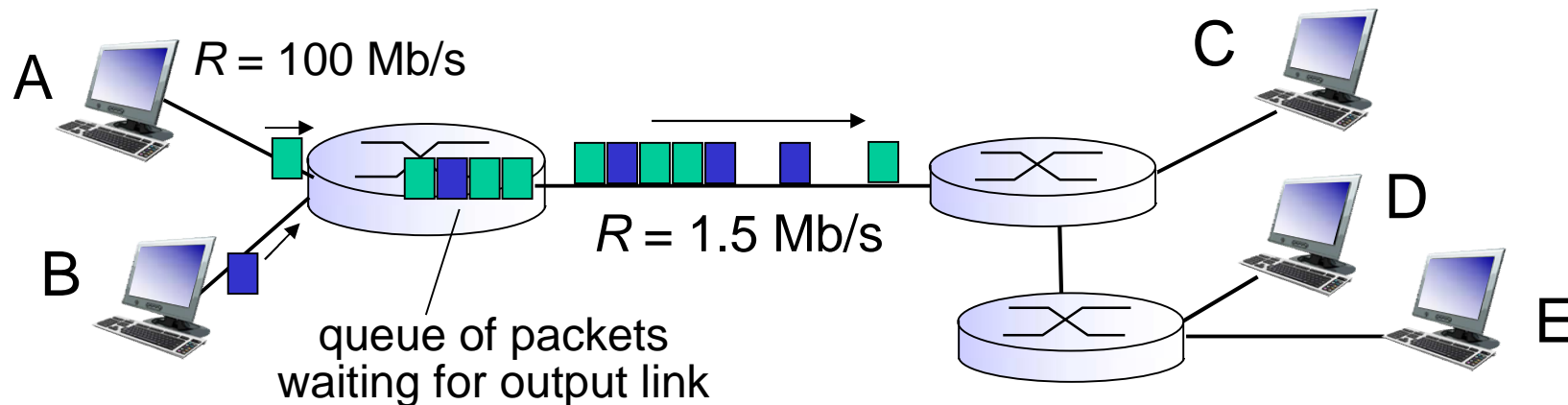
- takes L/R seconds to transmit (push out) L -bit packet into link at R bps
- *store and forward*: entire packet must arrive at router before it can be transmitted on next link

one-hop numerical example:

- $L = 7.5$ Mbits
- $R = 1.5$ Mbps
- one-hop transmission delay = 5 sec

end-end delay = $2L/R$
(assuming zero propagation delay) } more on delay shortly ...

Packet-Switching: Queuing Delay, Loss



queuing and loss:

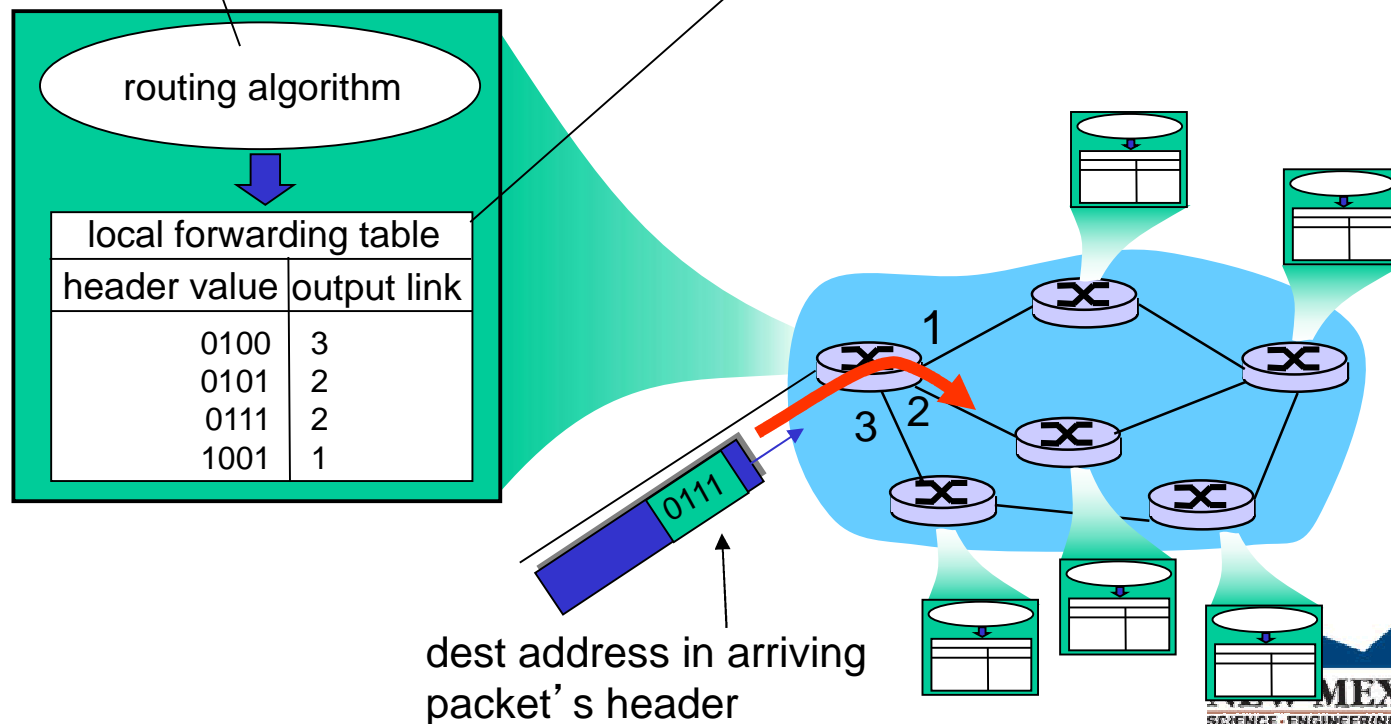
- ☐ If arrival rate (in bits) to link exceeds transmission rate of link for a period of time:
 - ☐ packets will queue, wait to be transmitted on link
 - ☐ packets can be dropped (lost) if memory (buffer) fills up

Two Key Network Core Functions

routing: determines source-destination route taken by packets

- *routing algorithms*

forwarding: move packets from router's input to appropriate router output



Alternative Core: Circuit Switching

- end-end resources allocated to, reserved for “call” between source & dest:
- In diagram, each link has four circuits.
 - call gets 2nd circuit in top link and 1st circuit in right link.
- dedicated resources: no sharing
 - circuit-like (guaranteed) performance
- circuit segment idle if not used by call (*no sharing*)
- Commonly used in traditional telephone networks

