

# Chapter 1

# Introduction

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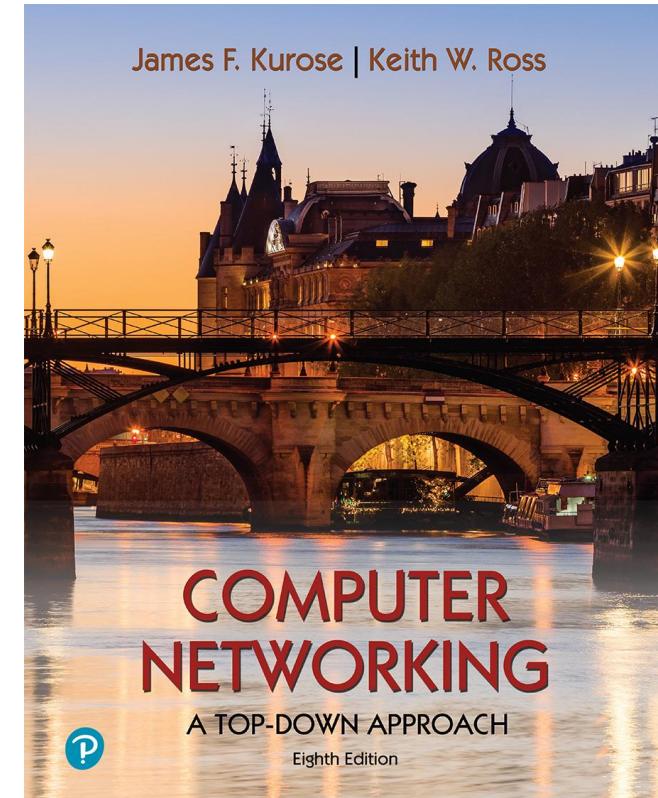
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*Computer Networking: A  
Top-Down Approach*  
8<sup>th</sup> edition  
Jim Kurose, Keith Ross  
Pearson, 2020

# Chapter 1: introduction

## *Chapter goal:*

- Get “feel,” “big picture,” introduction to terminology
  - more depth, detail *later* in course



## *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
- Protocol layers, service models
- Security
- History

# 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)

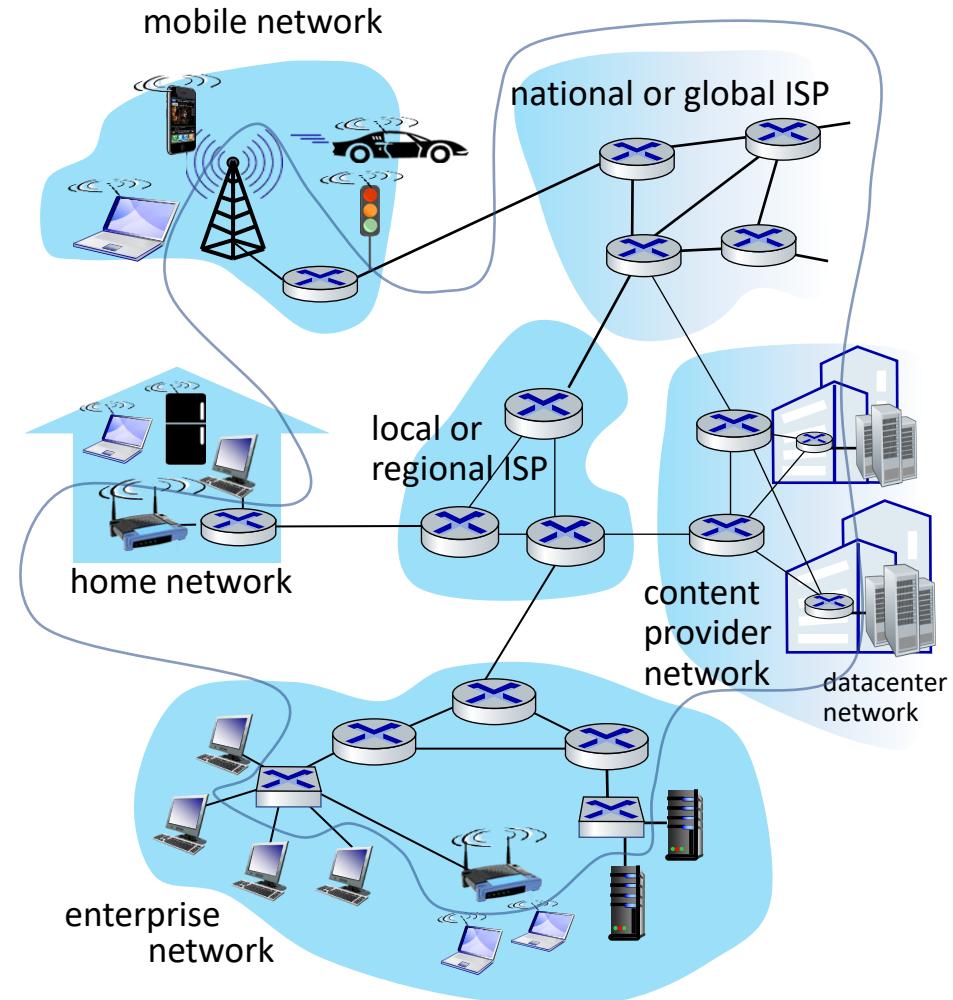
- routers, switches

*Communication links*

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

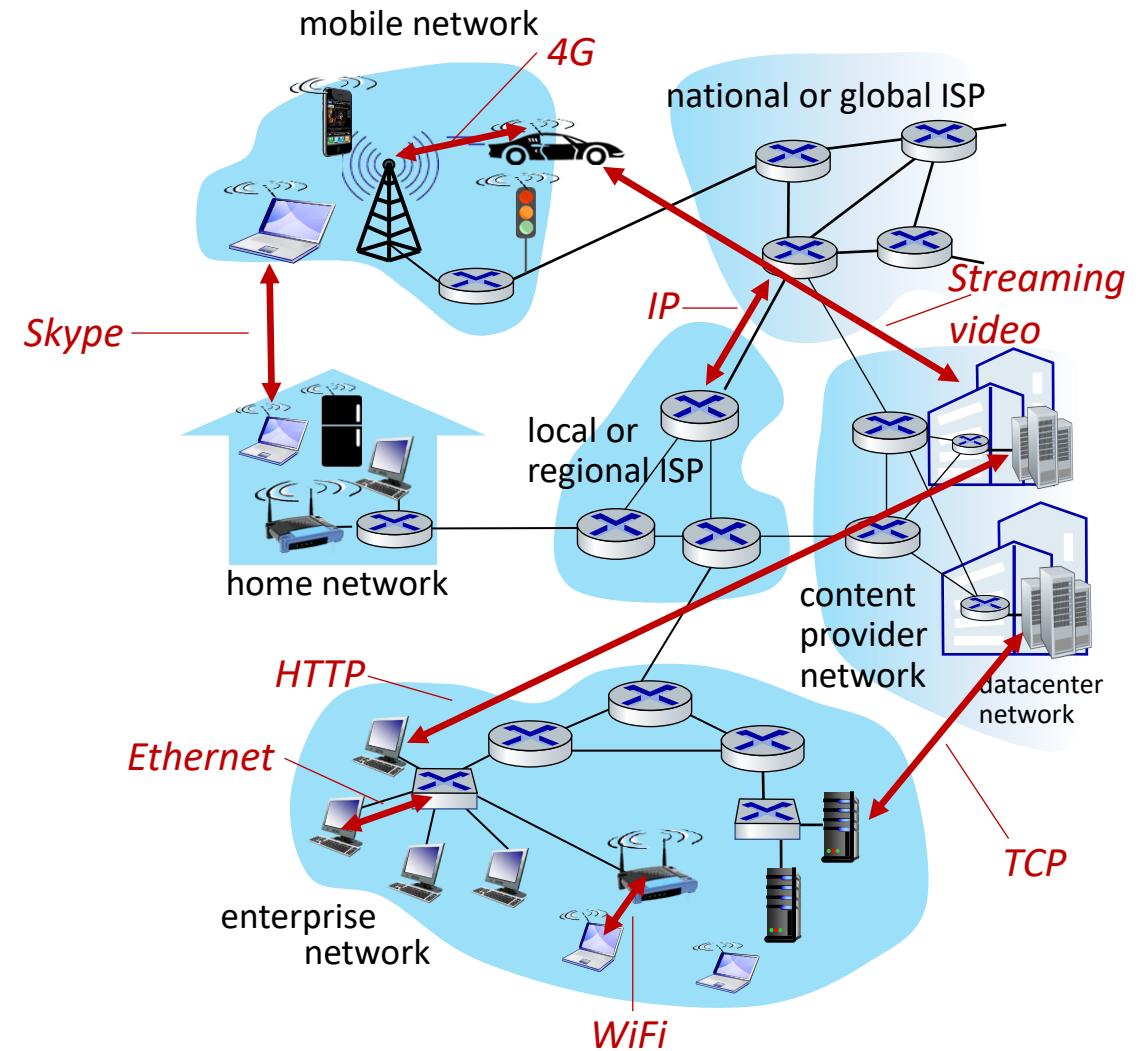
*Networks*

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



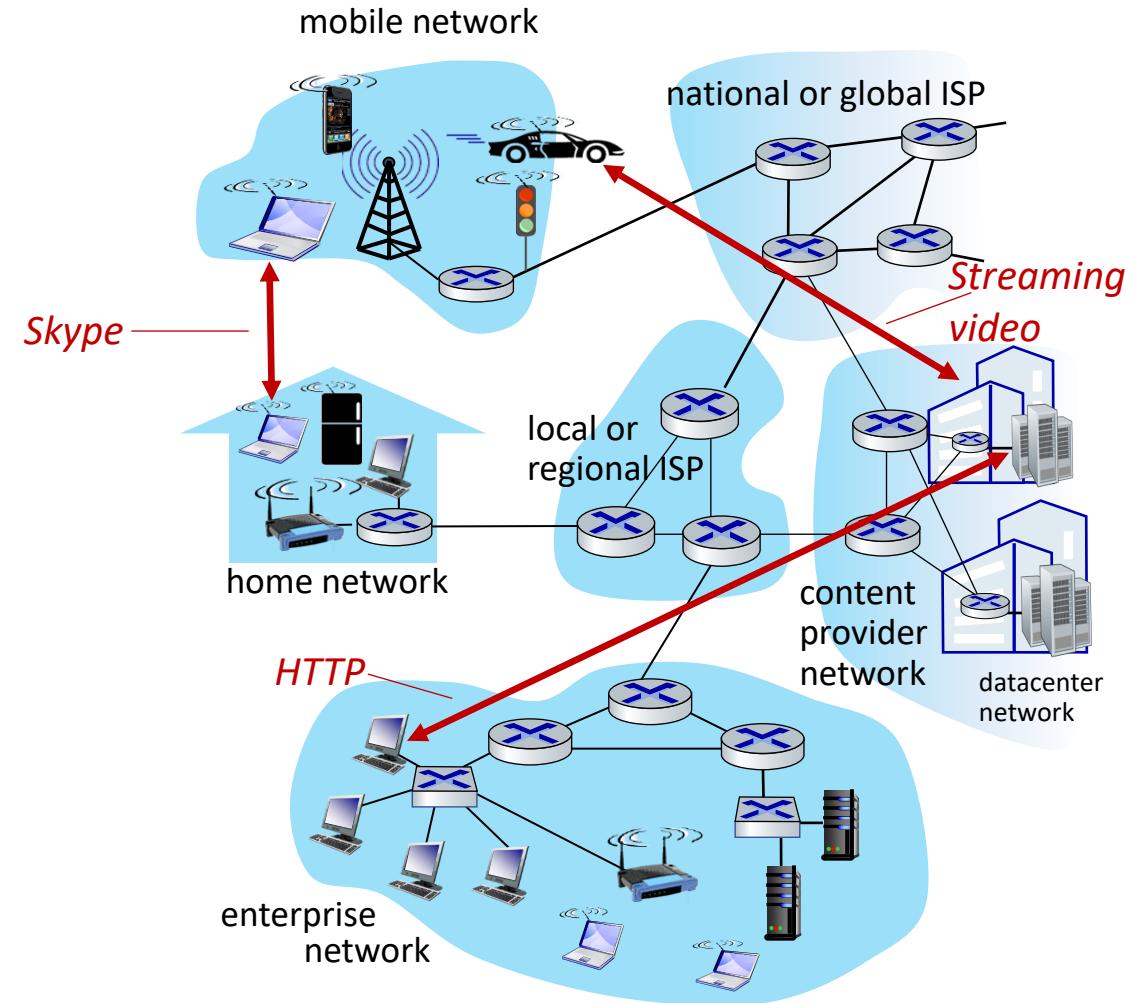
# The Internet: a “nuts and bolts” view

- *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 Internet: a “services” view

- *Infrastructure* that provides services to applications:
  - Web, streaming video, multimedia teleconferencing, email, games, e-commerce, social media, interconnected 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



# What's a protocol?

## *Human protocols:*

- “what’s the time?”
- “I have a question”
- introductions

Rules for:

- ... specific messages sent
- ... specific actions taken  
when message received,  
or other events

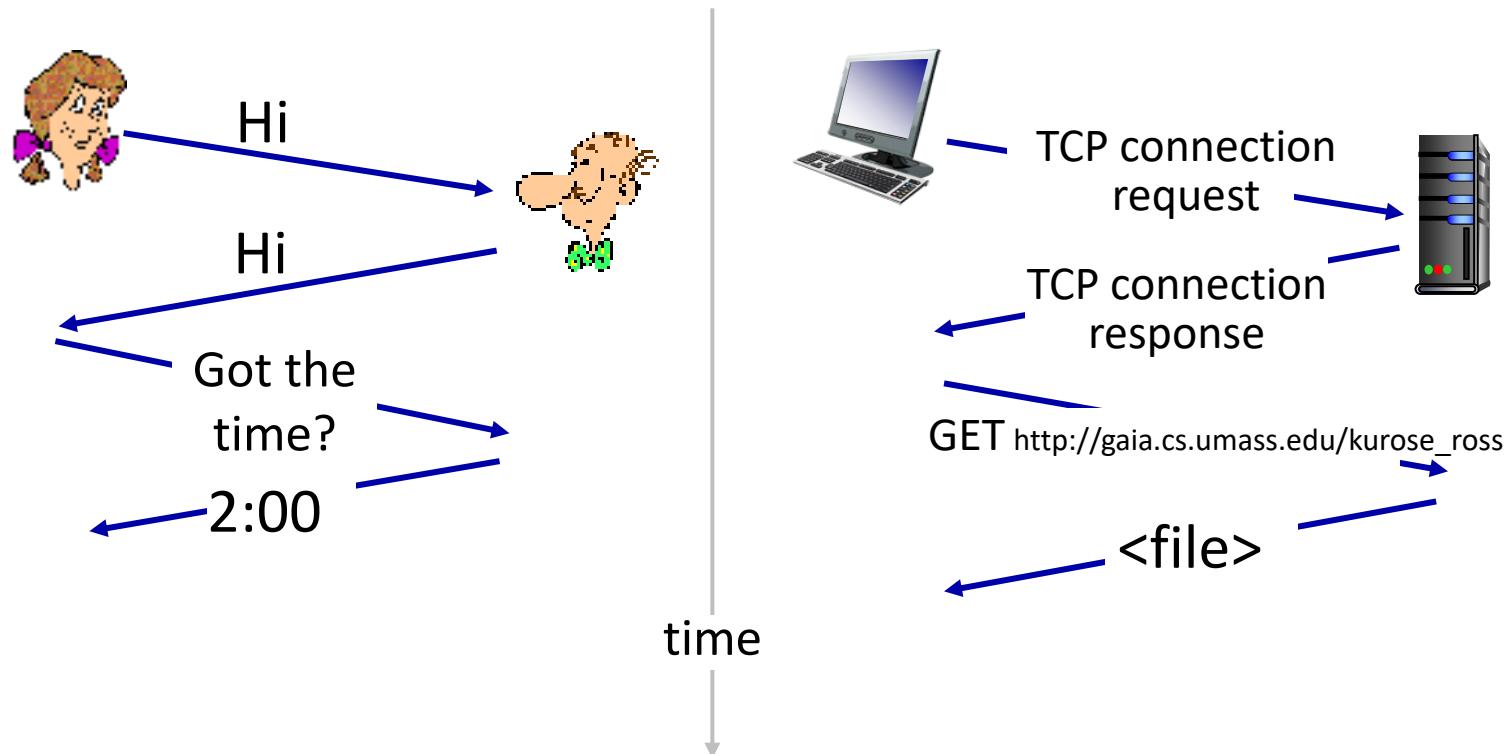
## *Network protocols:*

- 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 message transmission, receipt*

# What's a protocol?

A human protocol and a computer network protocol:



*Q:* other human protocols?

# Chapter 1: roadmap

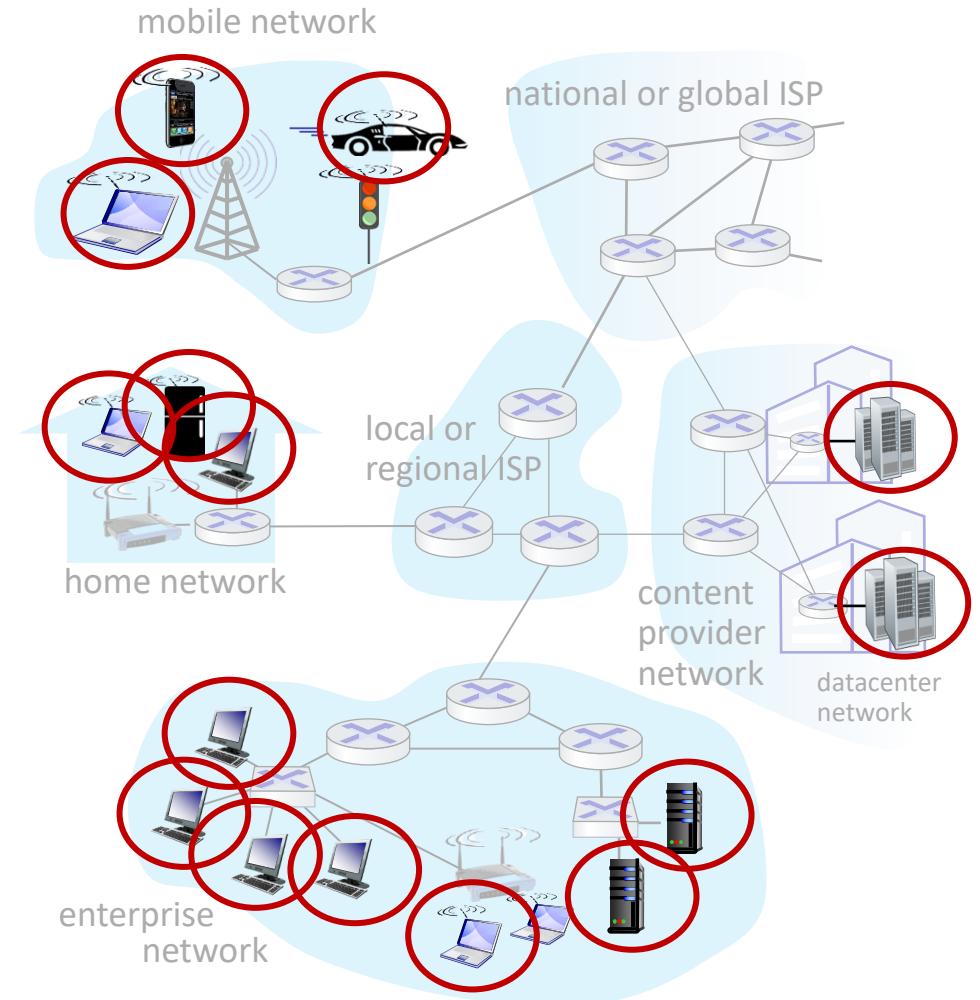
- What *is* the Internet?
- What *is* a protocol?
- **Network edge:** hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
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# A closer look at Internet structure

## Network edge:

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



# A closer look at Internet structure

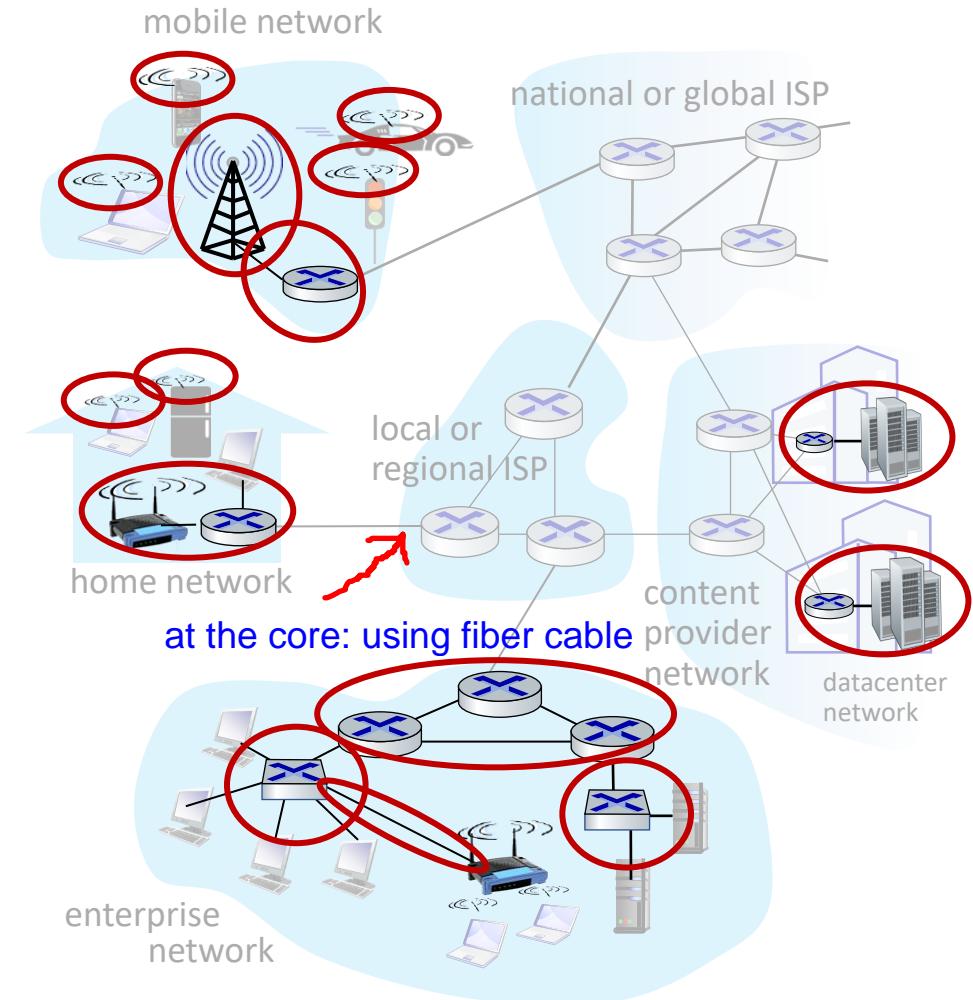
## Network edge:

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

network at the customers side

## Access networks, physical media:

- wired, wireless communication links



# A closer look at Internet structure

## Network edge:

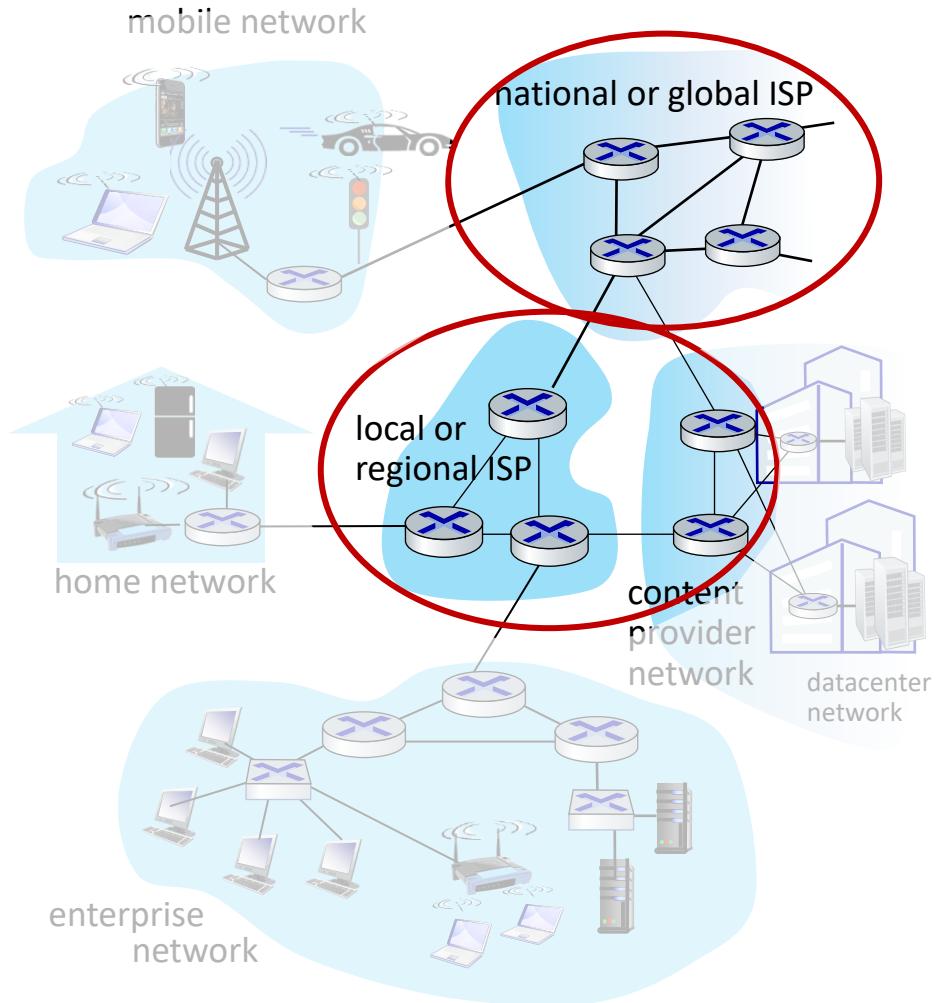
- hosts: clients and servers
- servers often in data centers

## Access networks, physical media:

- wired, wireless communication links

## Network core:

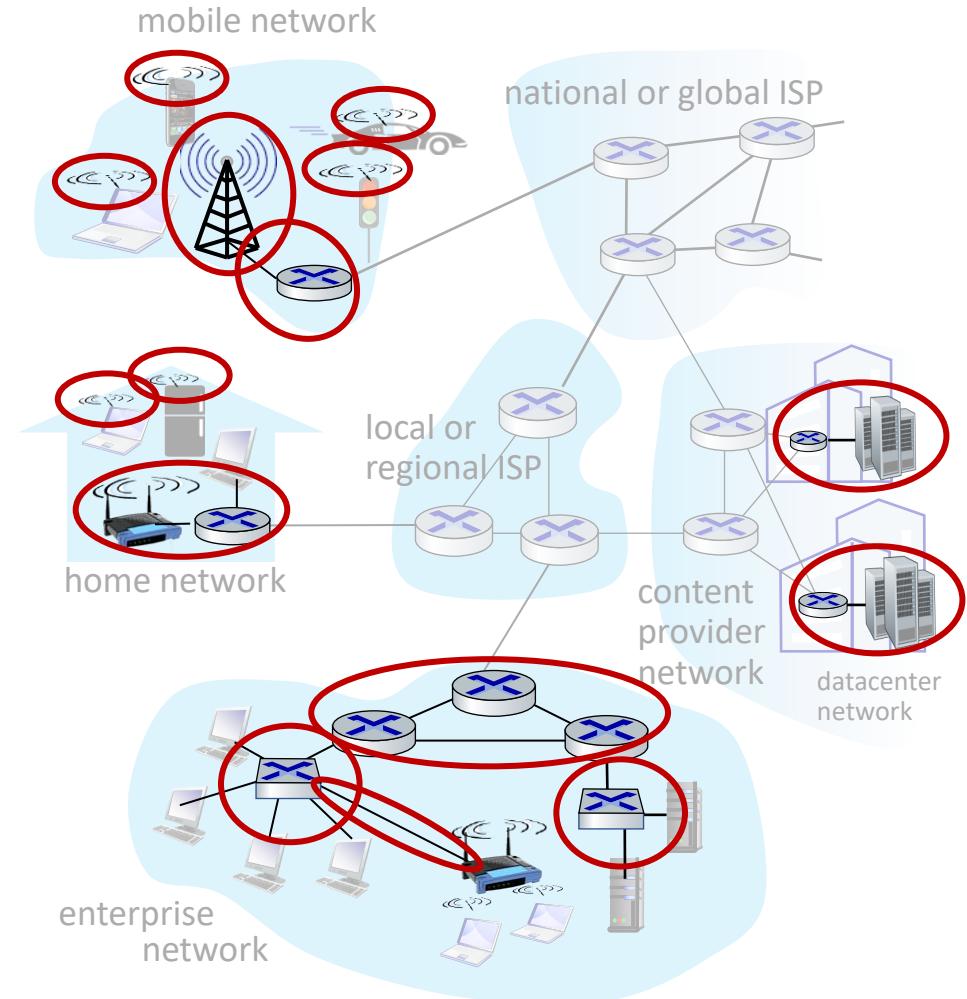
- interconnected routers
- network of networks



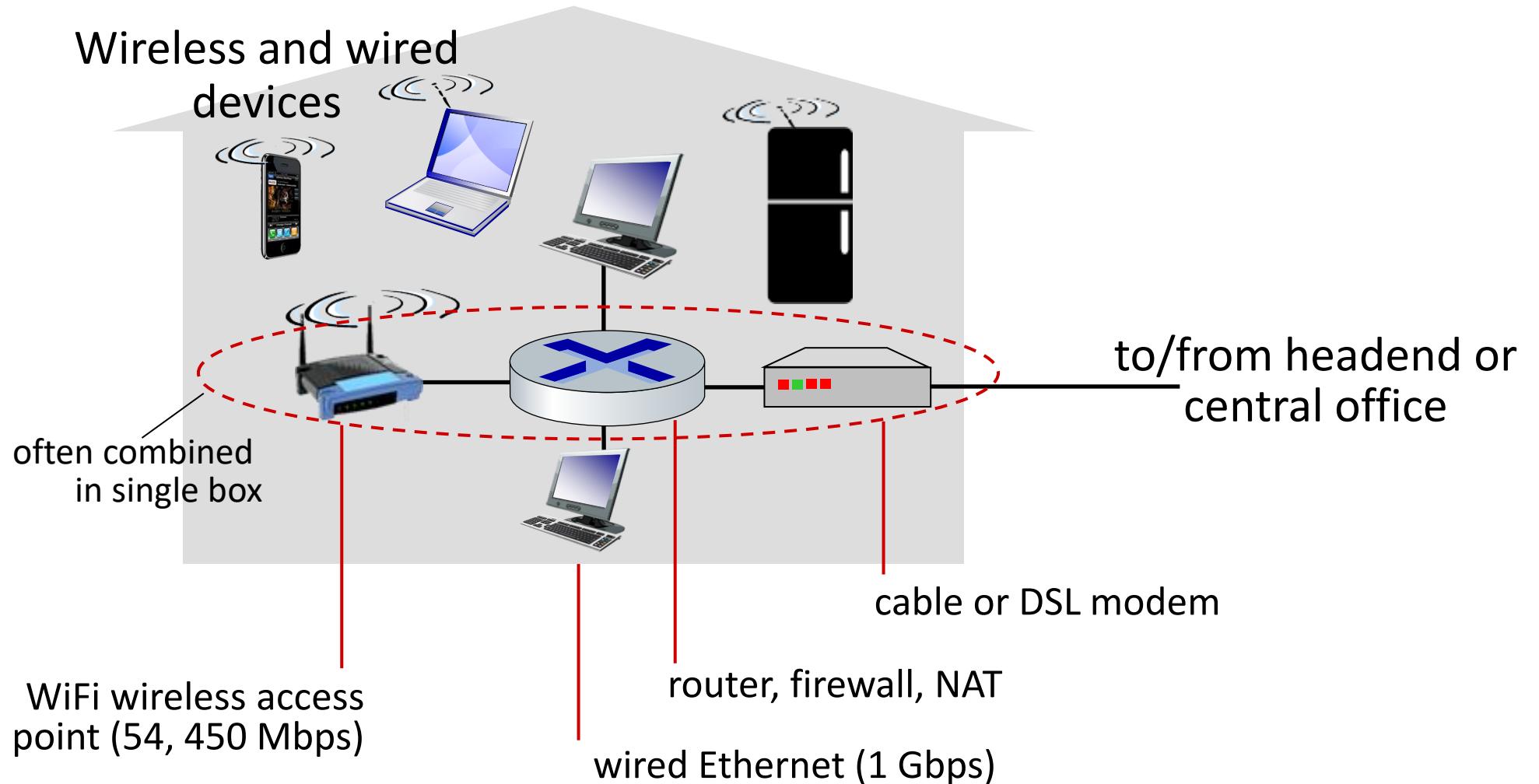
# Access networks and physical media

*Q: How to connect end systems  
to edge router?*

- residential access nets
- institutional access networks (school, company)
- mobile access networks (WiFi, 4G/5G)



# Access networks: home networks



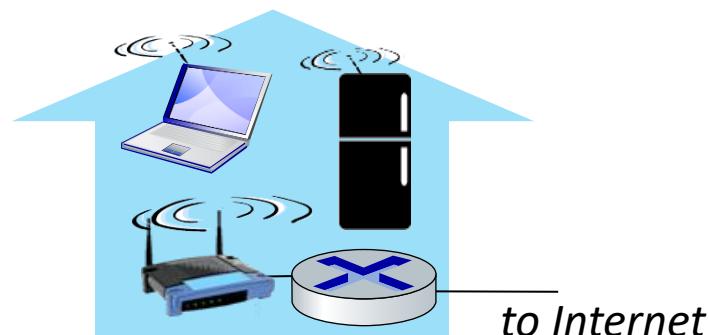
# Wireless access networks

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

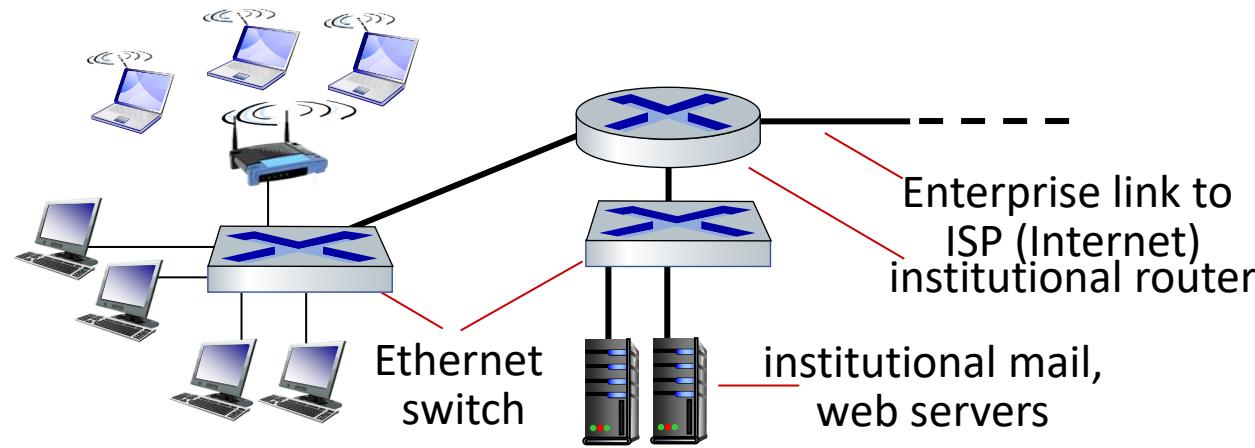


## Wide-area cellular access networks

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



# Access networks: enterprise networks



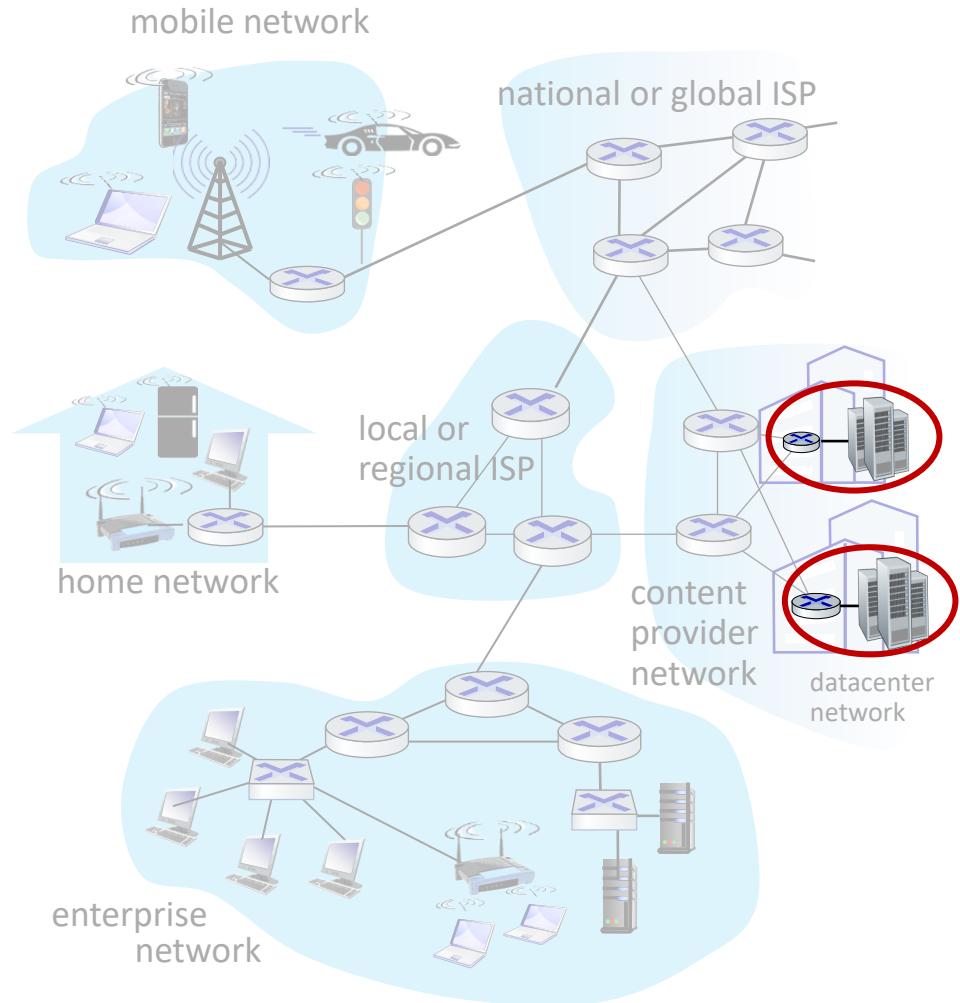
- companies, universities, etc.
- mix of wired, wireless link technologies, connecting a mix of switches and routers (we'll cover differences shortly)
  - Ethernet: wired access at 100Mbps, 1Gbps, 10Gbps
  - WiFi: wireless access points at 11, 54, 450 Mbps

# Access networks: data center networks

- high-bandwidth links (10s to 100s Gbps) connect hundreds to thousands of servers together, and to Internet



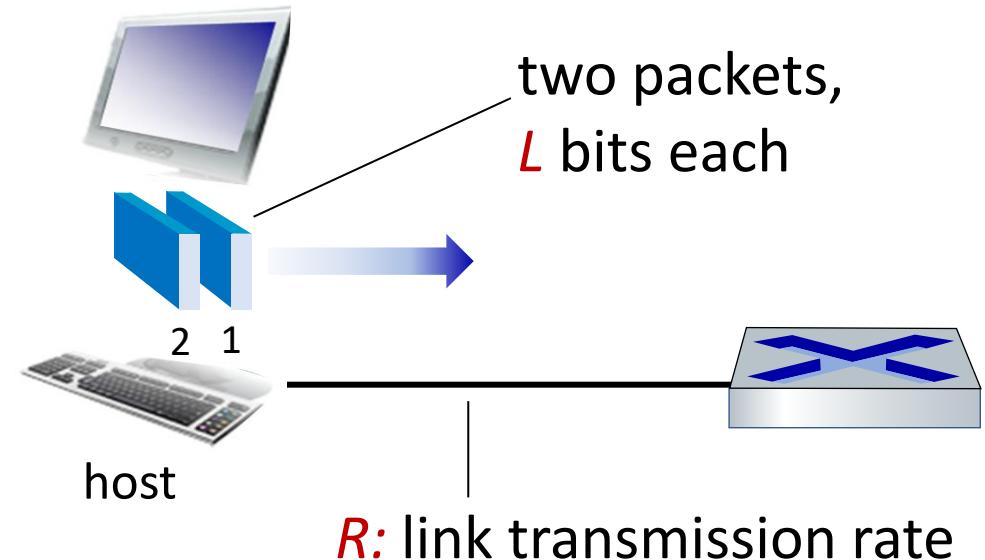
Courtesy: Massachusetts Green High Performance Computing Center ([mghpcc.org](http://mghpcc.org))



# 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*



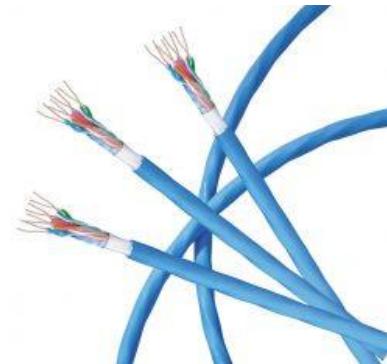
$$\text{packet transmission delay} = \frac{\text{time needed to transmit } L\text{-bit packet into link}}{R \text{ (bits/sec)}} = \frac{L \text{ (bits)}}{R \text{ (bits/sec)}}$$

# 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

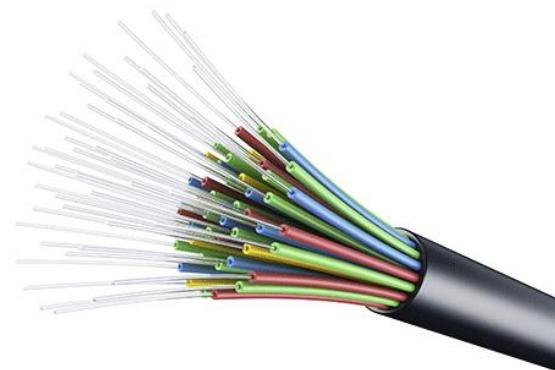
## Coaxial cable:

- 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 various “bands” in electromagnetic spectrum
- no physical “wire”
- broadcast, “half-duplex” (sender to receiver)
- propagation environment effects:
  - reflection
  - obstruction by objects
  - Interference/noise

## Radio link types:

- **Wireless LAN (WiFi)**
  - 10-100's Mbps; 10's of meters
- **wide-area** (e.g., 4G cellular)
  - 10's Mbps over ~10 Km
- **Bluetooth:** cable replacement
  - short distances, limited rates
- **terrestrial microwave**
  - point-to-point; 45 Mbps channels
- **satellite**
  - up to 45 Mbps per channel
  - 270 msec end-end delay

# Quiz: work in group of two students

Describe the popular technologies the access networks (personal device, private home, and institutional networks) use to access the Internet in Vietnam:

- Internet service provider
- Price
- Download / Upload data rates
- Access medium (cable type, if wireless then which frequency,...)
- ...

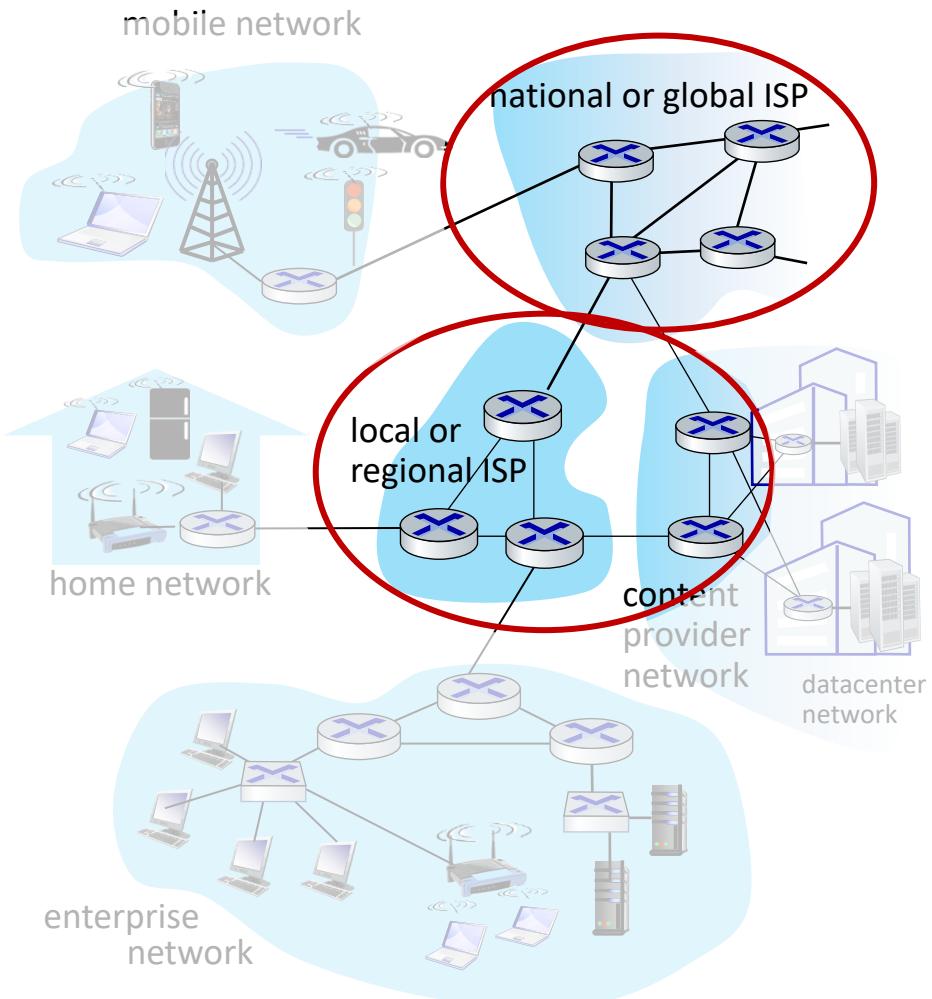
# Chapter 1: roadmap

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# The network core

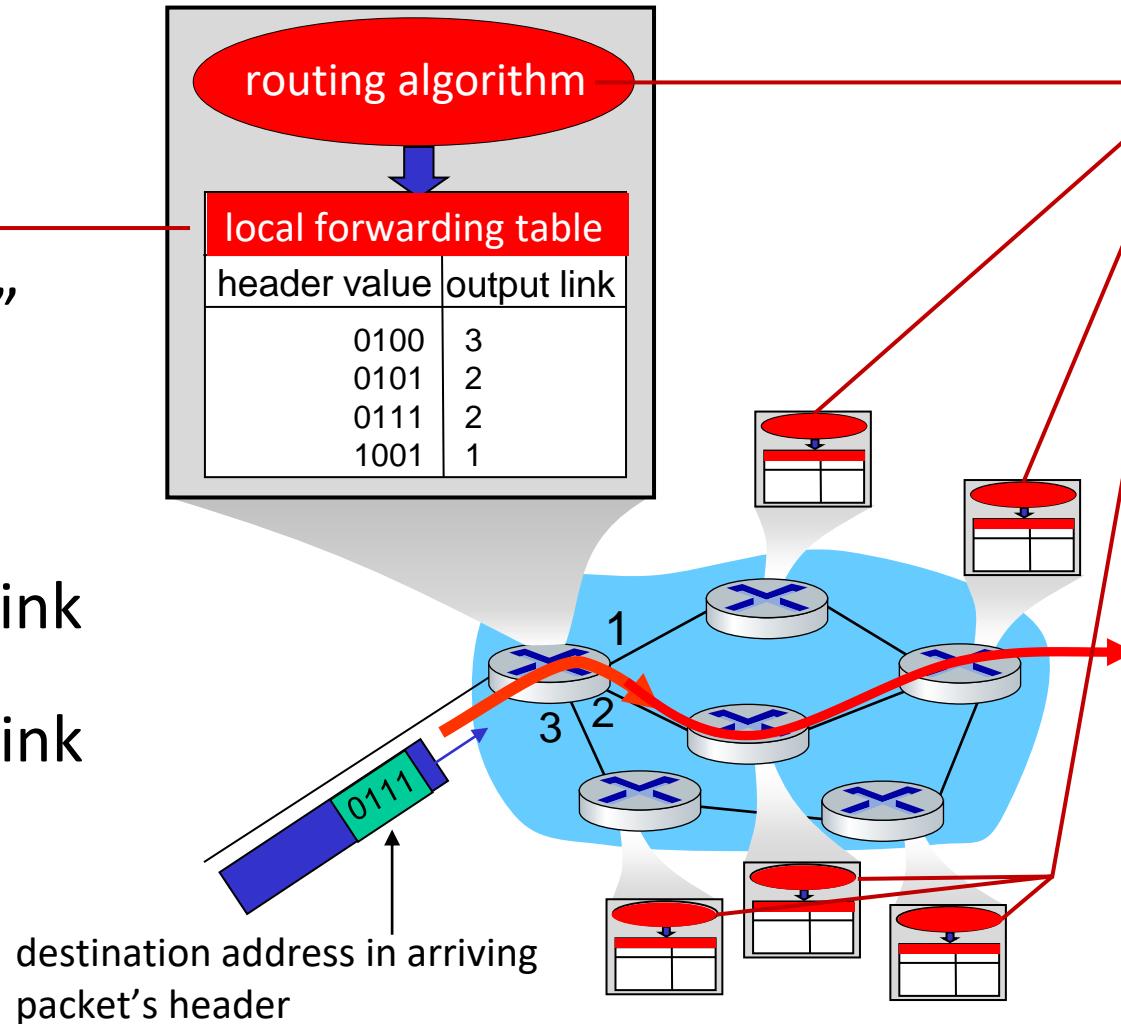
- mesh of interconnected routers
- **packet-switching**: hosts break application-layer messages into *packets*
  - network **forwards** packets from one router to the next, across links on path from **source to destination**



# Two key network-core functions

*Forwarding:*

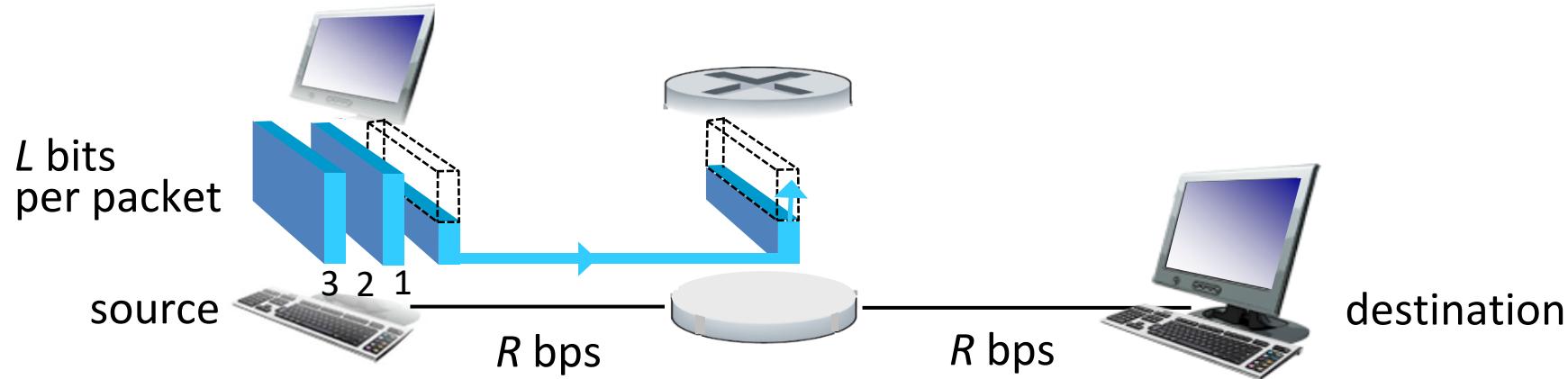
- aka “switching”
- *local* action:  
move arriving  
packets from  
router’s input link  
to appropriate  
router output link



*Routing:*

- *global* action:  
determine source-destination paths taken by packets
- routing algorithms

# Packet-switching: store-and-forward



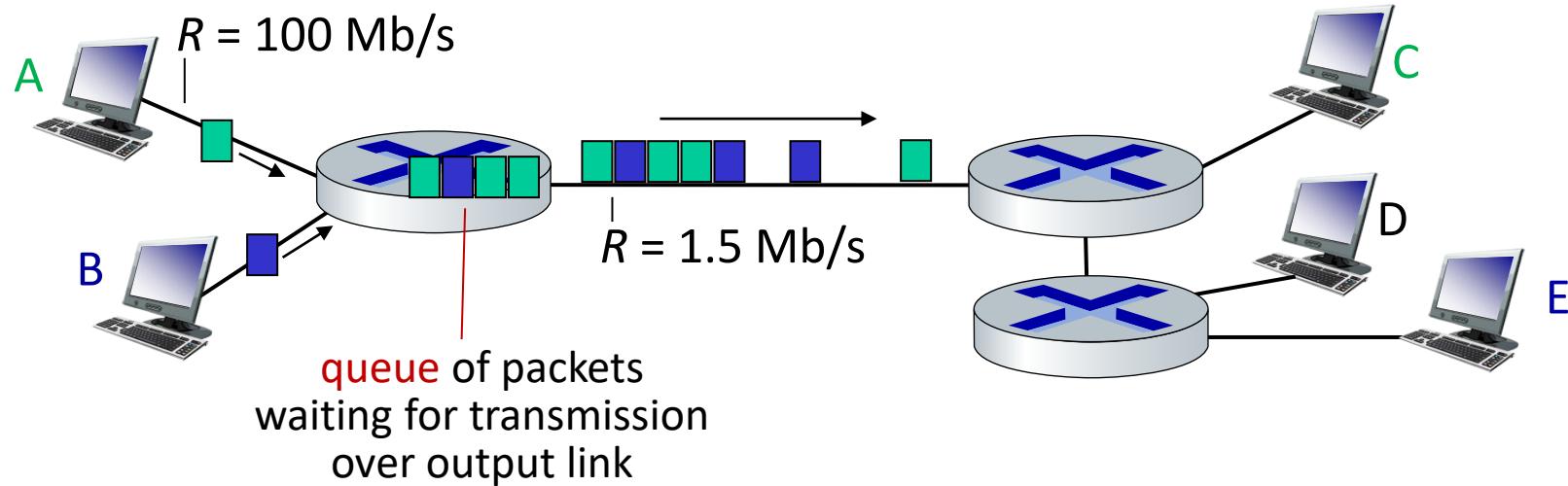
- **packet transmission delay:** takes  $L/R$  seconds to transmit (push out)  $L$ -bit packet into link at  $R$  bps
- ***store and forward:*** entire packet must arrive at router before it can be transmitted on next link

*One-hop numerical example:*

- $L = 10$  Kbits
- $R = 100$  Mbps
- one-hop transmission delay = 0.1 msec

P2. What is the end-to-end delay if the packet is sent over  $N$  links?

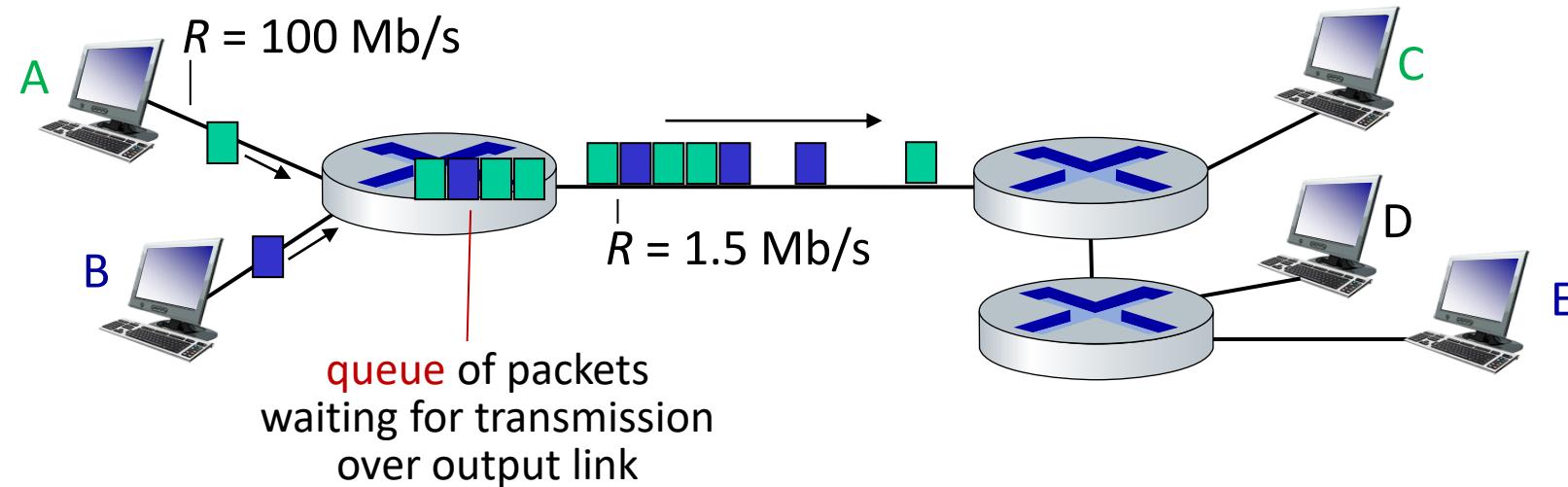
# Packet-switching: queueing



**Queueing** occurs when work arrives faster than it can be serviced:



# Packet-switching: queueing



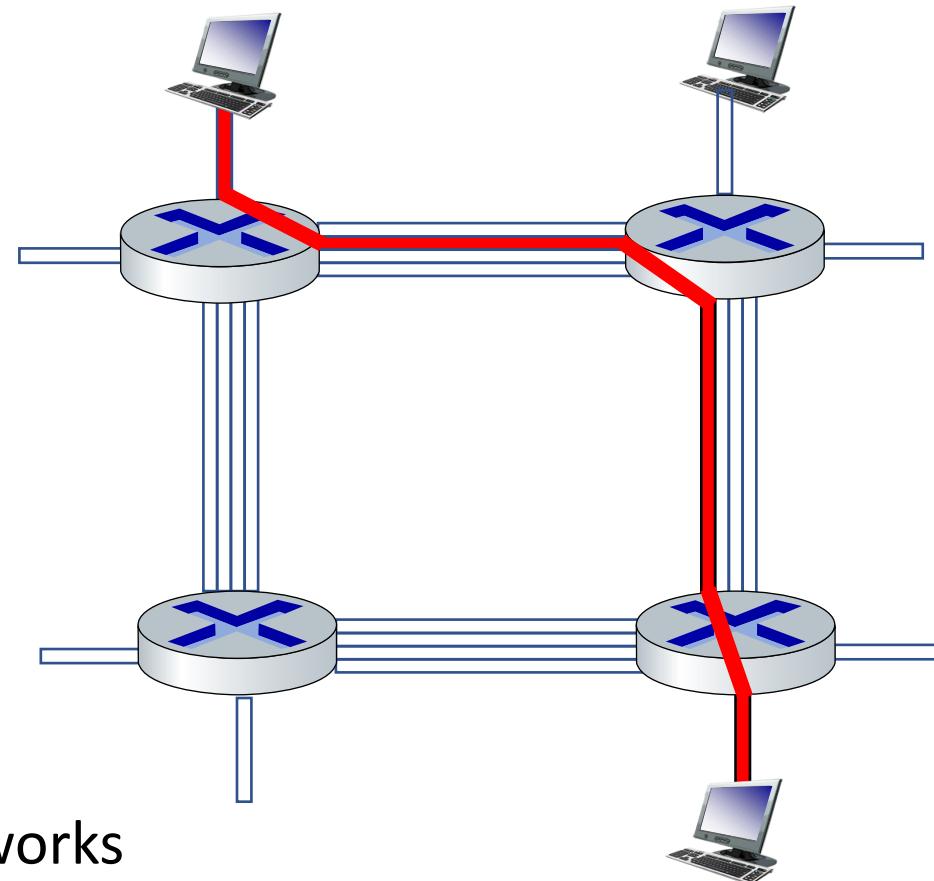
*Packet queuing and loss:* if arrival rate (in bps) to link exceeds transmission rate (bps) of link for some period of time:

- packets will queue, waiting to be transmitted on output link
- packets can be dropped (lost) if memory (buffer) in router fills up

# Alternative to packet switching: circuit switching

end-end resources allocated to,  
reserved for “call” between source  
and destination

- in diagram, each link has four circuits.
  - call gets 2<sup>nd</sup> circuit in top link and 1<sup>st</sup> 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



\* Check out the online interactive exercises for more examples: [http://gaia.cs.umass.edu/kurose\\_ross/interactive](http://gaia.cs.umass.edu/kurose_ross/interactive)

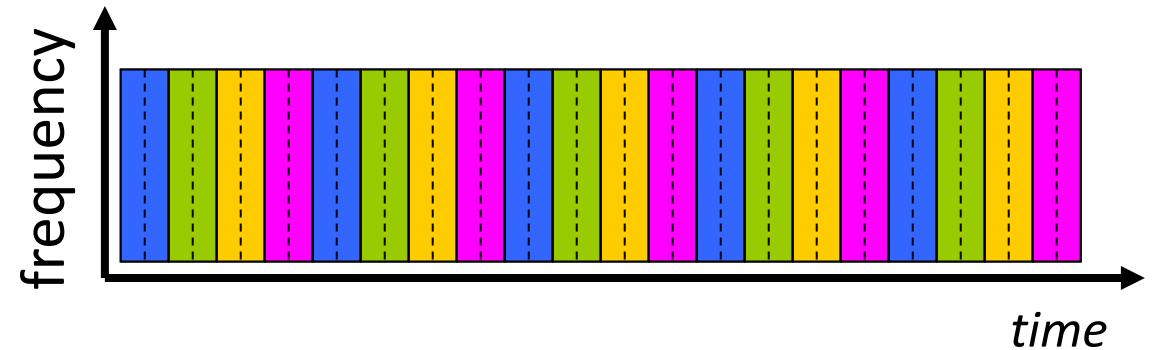
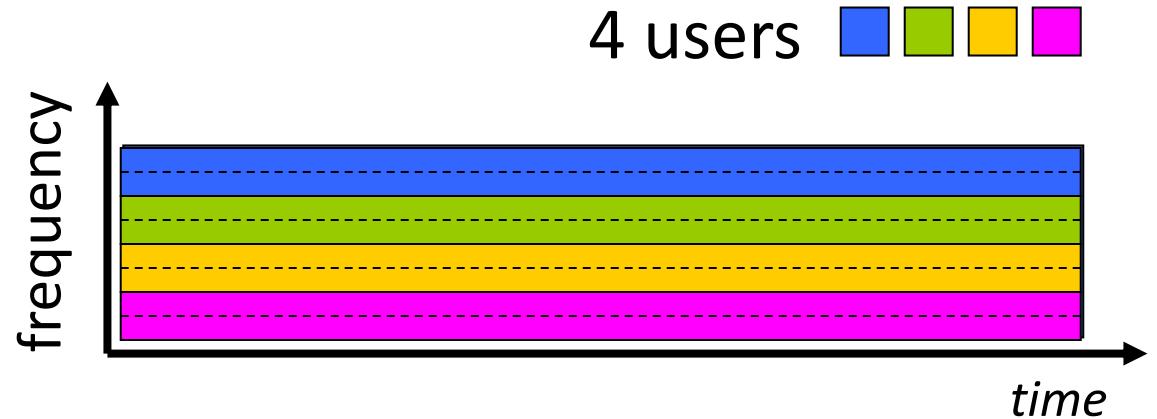
# Circuit switching: FDM and TDM

## Frequency Division Multiplexing (FDM)

- optical, electromagnetic frequencies divided into (narrow) frequency bands
- each call allocated its own band, can transmit at max rate of that narrow band

## Time Division Multiplexing (TDM)

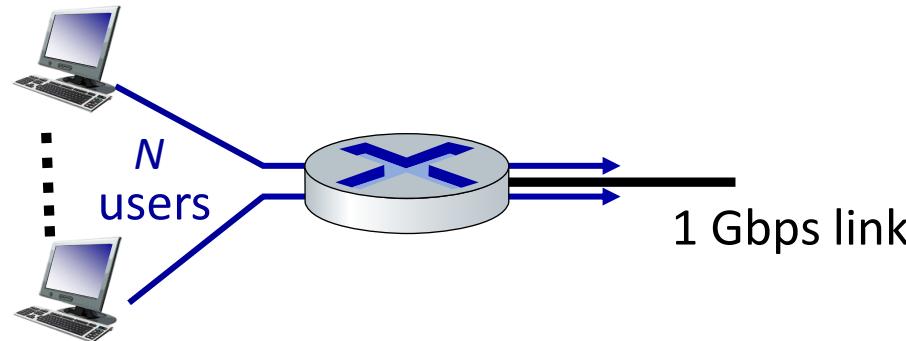
- time divided into slots
- each call allocated periodic slot(s), can transmit at maximum rate of (wider) frequency band (only) during its time slot(s)



# Packet switching versus circuit switching

example:

- 1 Gb/s link
- each user:
  - 100 Mb/s when “active”
  - active 10% of time



**Q:** how many users can use this network under circuit-switching and packet switching?

- *circuit-switching*: 10 users
- *packet switching*: with 35 users,  
probability > 10 active at same time  
is less than .0004 \*

**Q:** how did we get value 0.0004?  
**A:** HW problem (for those with  
course in probability only)

\* Check out the online interactive exercises for more examples: [http://gaia.cs.umass.edu/kurose\\_ross/interactive](http://gaia.cs.umass.edu/kurose_ross/interactive)

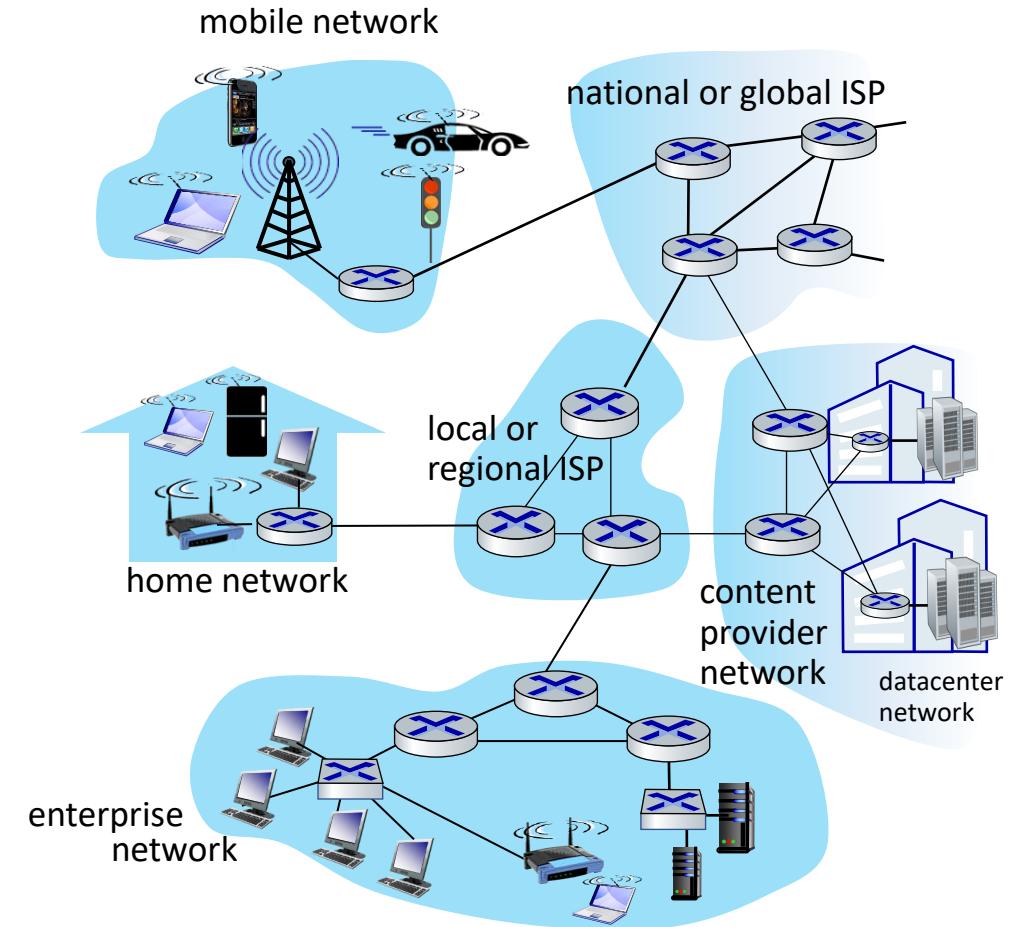
# Packet switching versus circuit switching

Is packet switching a “slam dunk winner”?

- great for “bursty” data – sometimes has data to send, but at other times not
  - resource sharing
  - simpler, no call setup
- **excessive congestion possible:** packet delay and loss due to buffer overflow
  - protocols needed for reliable data transfer, congestion control
- ***Q: How to provide circuit-like behavior with packet-switching?***
  - “It’s complicated.” We’ll study various techniques that try to make packet switching as “circuit-like” as possible.

# Internet structure: a “network of networks”

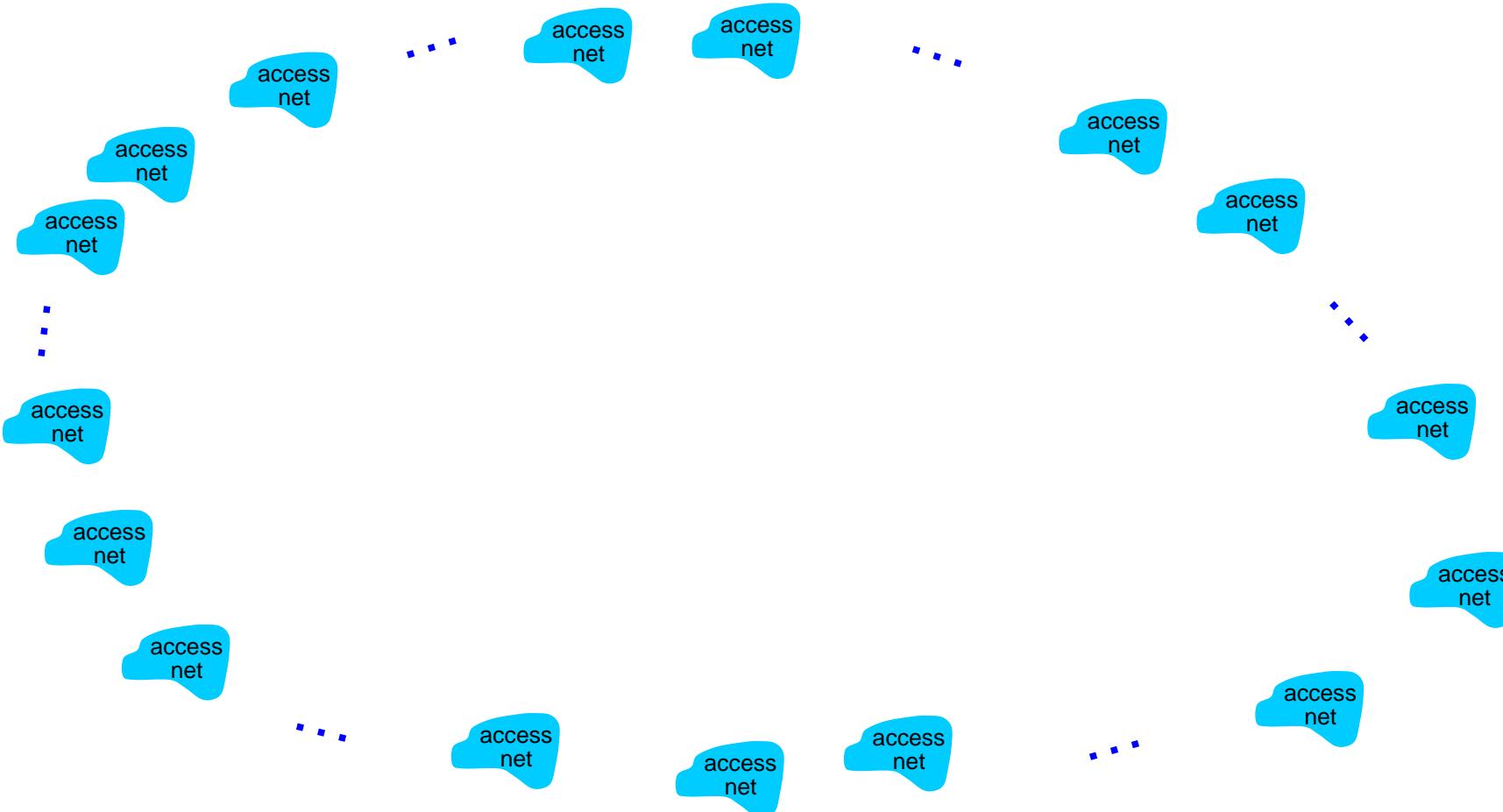
- hosts connect to Internet via **access** Internet Service Providers (ISPs)
- access ISPs in turn must be interconnected
  - so that *any* two hosts (*anywhere!*) can send packets to each other
- resulting network of networks is very complex
  - evolution driven by **economics, national policies**



*Let's take a stepwise approach to describe current Internet structure*

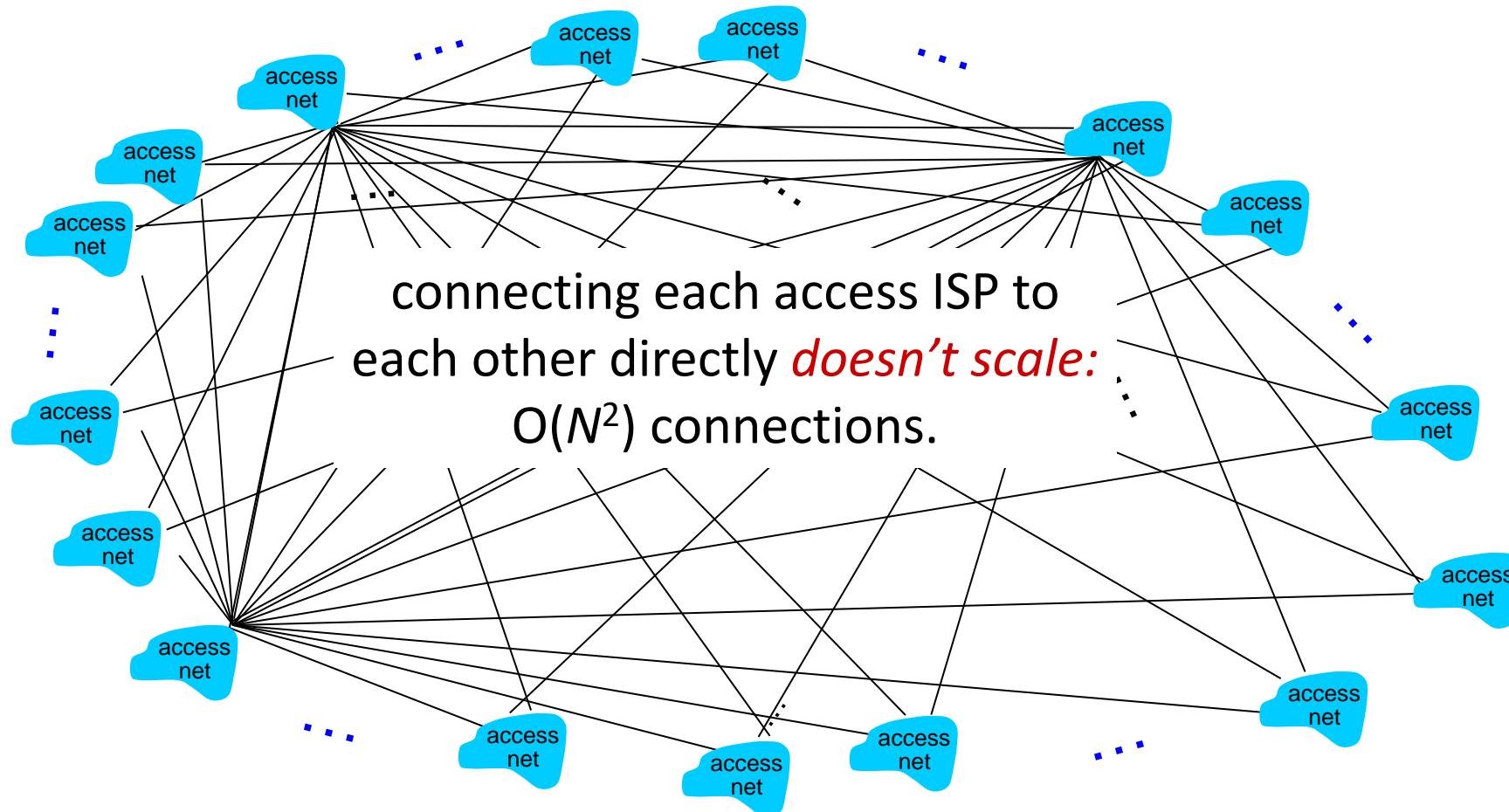
# Internet structure: a “network of networks”

*Question:* given *millions* of access ISPs, how to connect them together?



# Internet structure: a “network of networks”

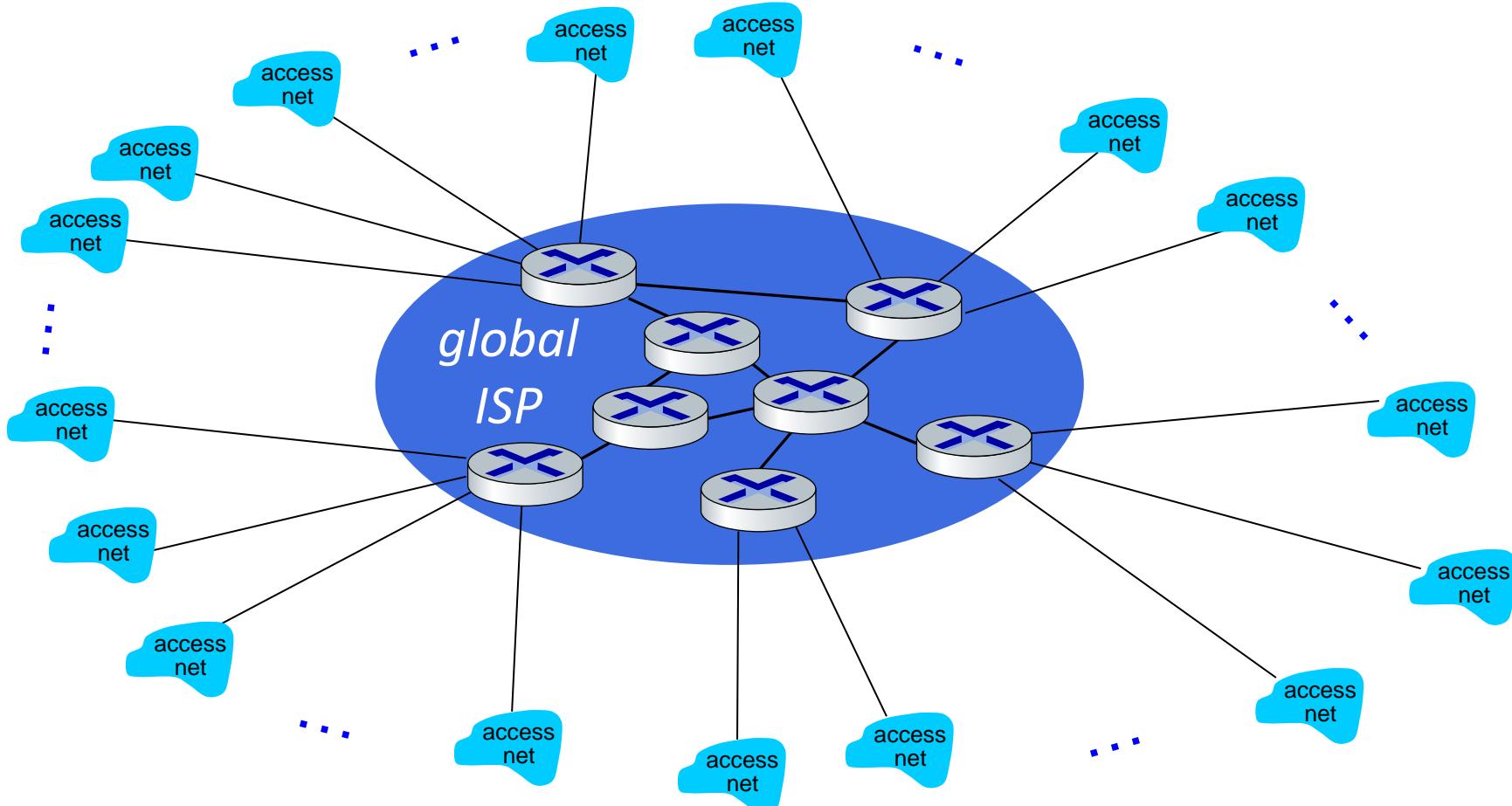
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# Internet structure: a “network of networks”

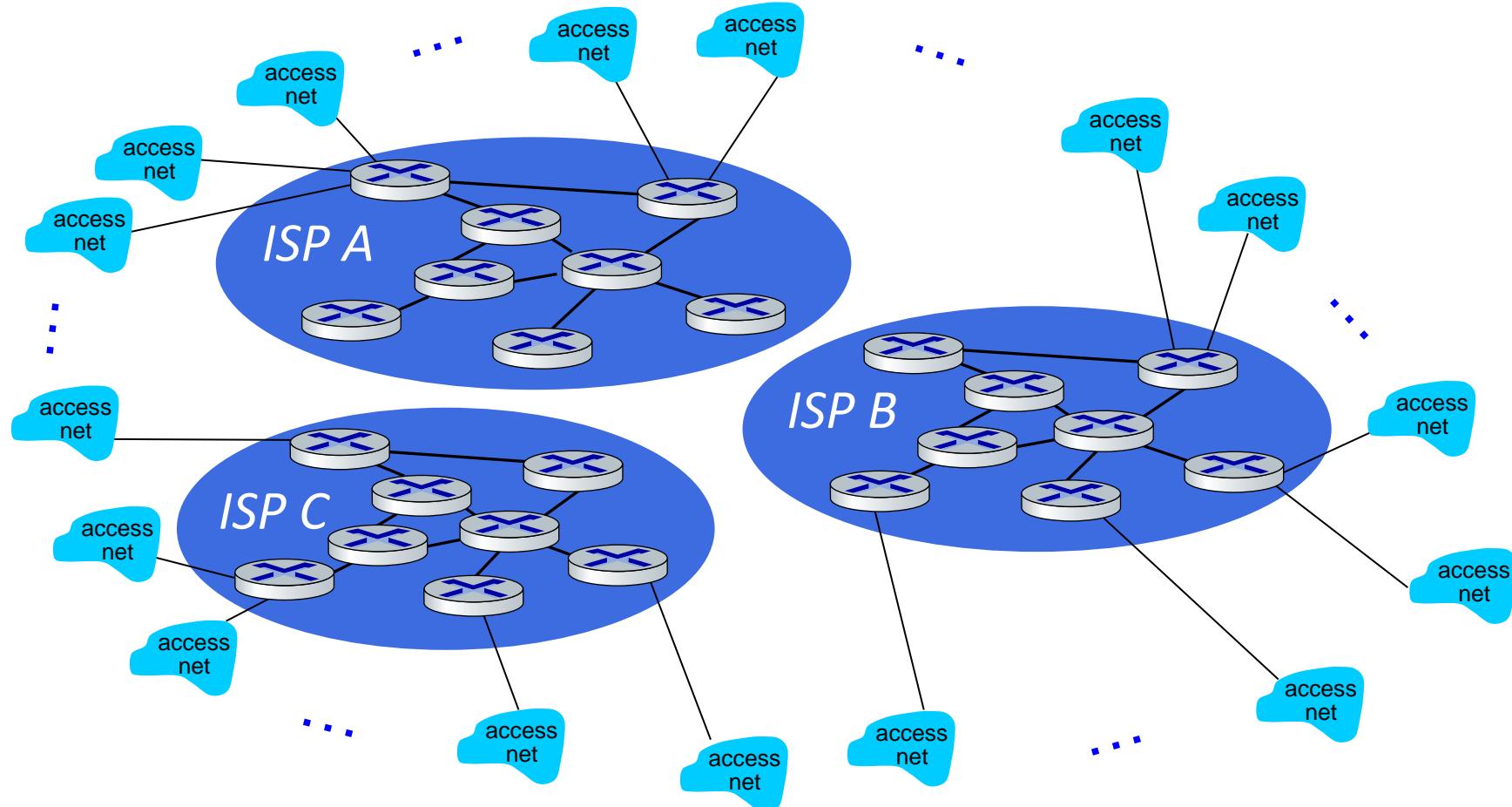
*Option: connect each access ISP to one global transit ISP?*

*Customer and provider ISPs have economic agreement.*



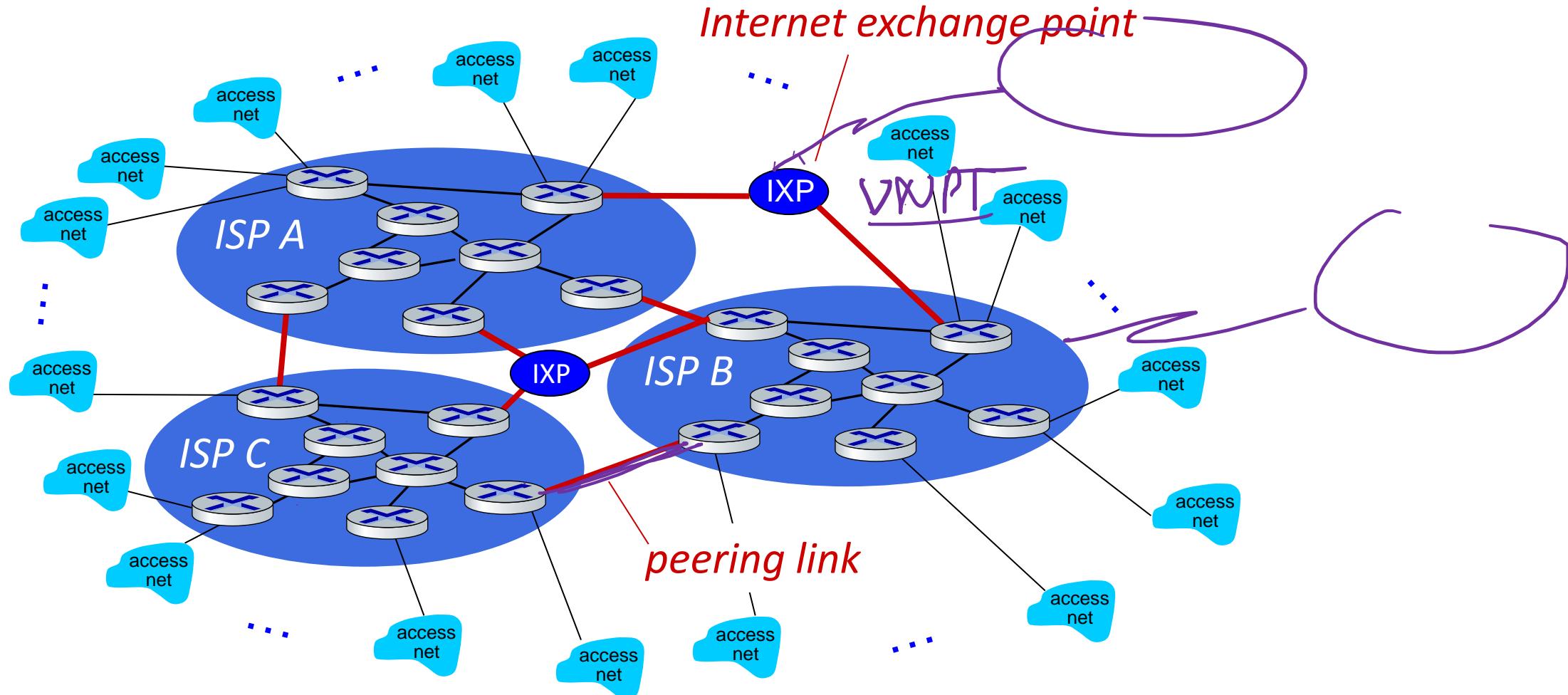
# Internet structure: a “network of networks”

But if one global ISP is viable business, there will be competitors ....



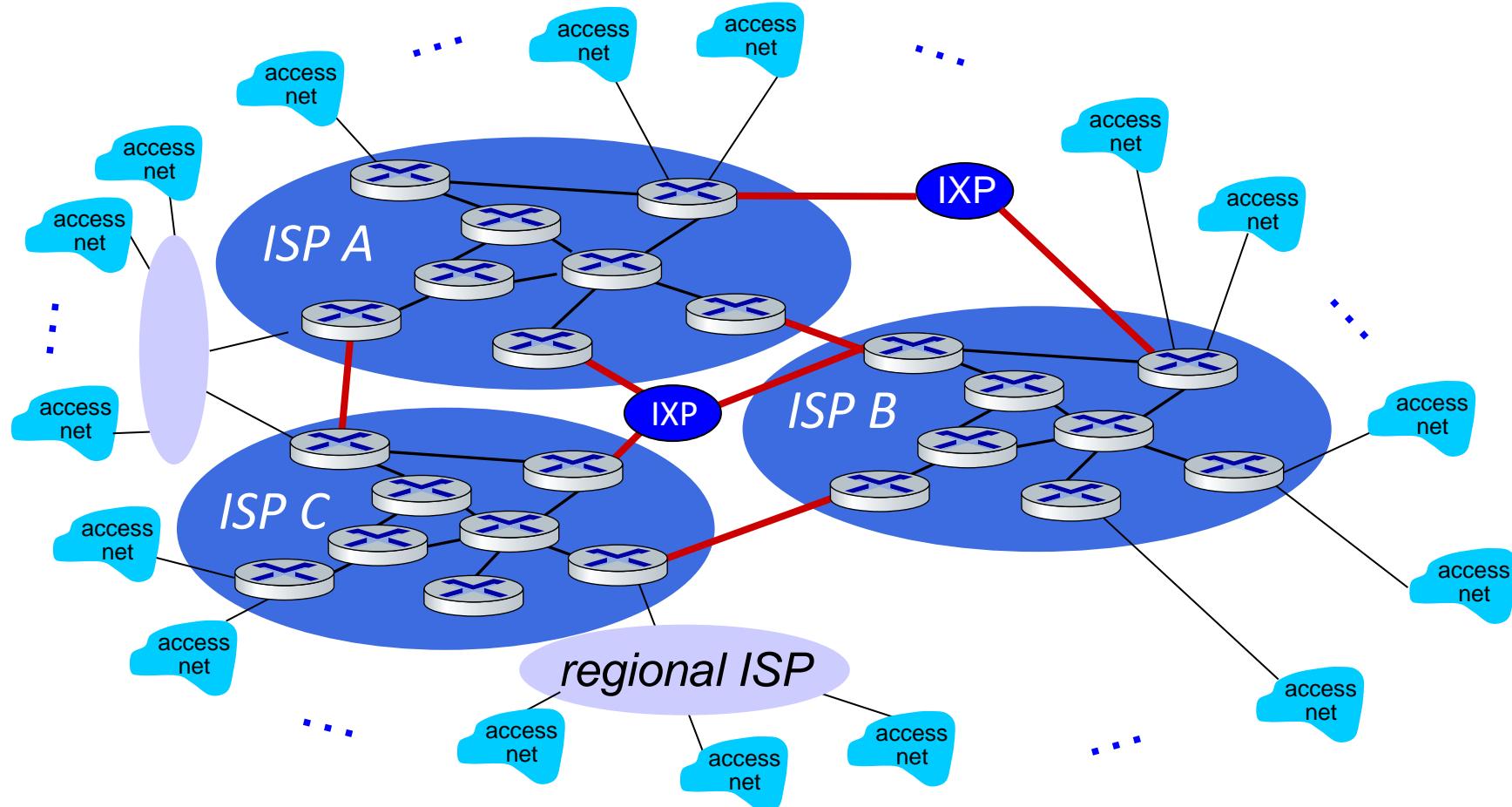
# Internet structure: a “network of networks”

But if one global ISP is viable business, there will be competitors ... who will want to be connected



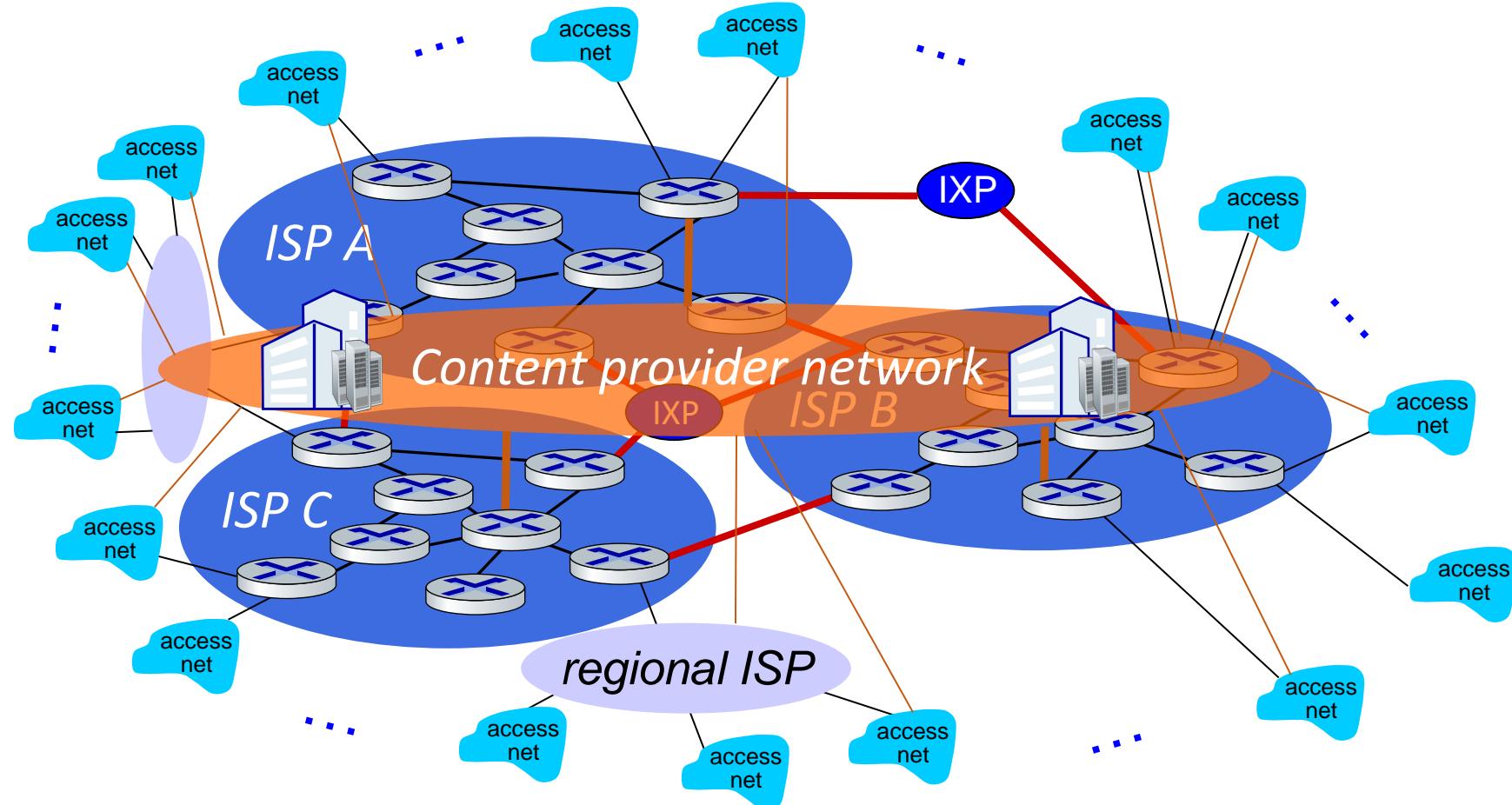
# Internet structure: a “network of networks”

... and regional networks may arise to connect access nets to ISPs

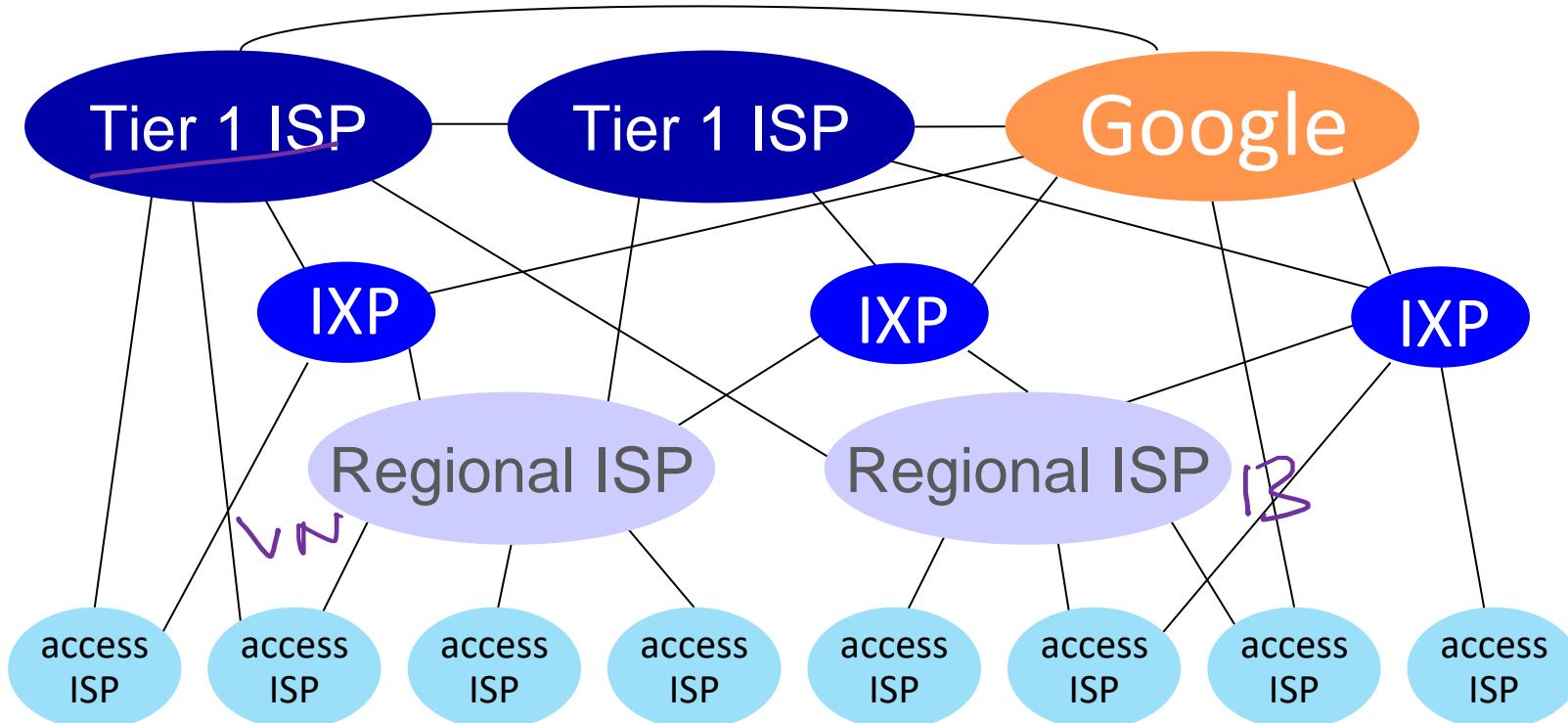


# Internet structure: a “network of networks”

... and content provider networks (e.g., Google, Microsoft, Akamai) may run their own network, to bring services, content close to end users



# Internet structure: a “network of networks”



At “center”: small # of well-connected large networks

- “tier-1” commercial ISPs (e.g., Level3, Sprint, AT&T, NTT), national & international coverage
- content provider networks (e.g., Google, Facebook): private network that connects its data centers to Internet, often bypassing tier-1, regional ISPs

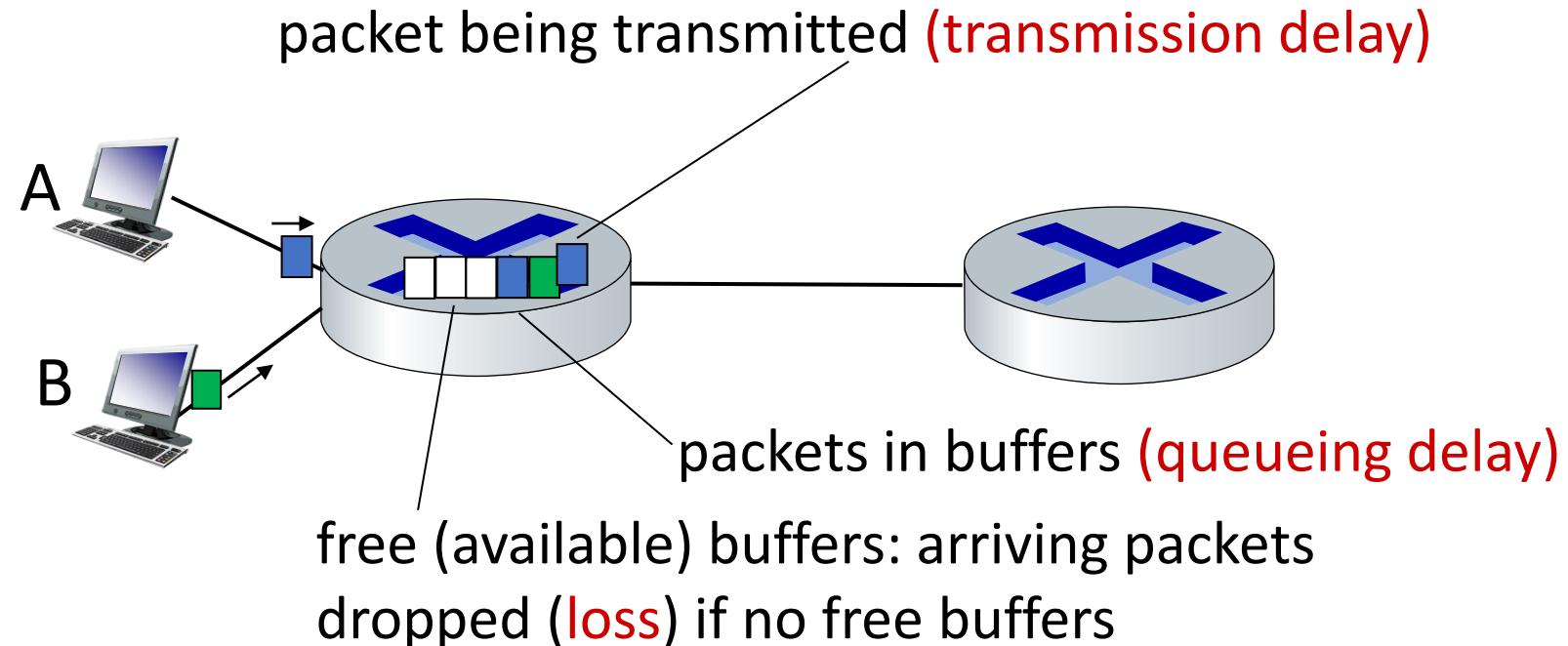
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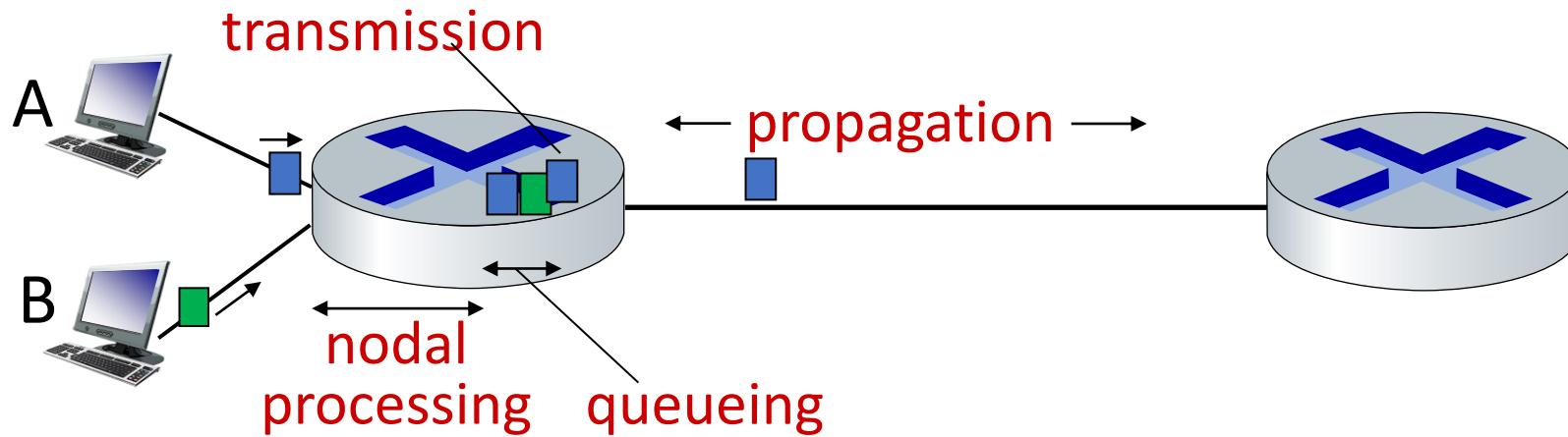


# How do packet delay and loss occur?

- packets *queue* in router buffers, waiting for turn for transmission
  - queue length grows when arrival rate to link (temporarily) exceeds output link capacity
- packet *loss* occurs when memory to hold queued packets fills up



# Packet delay: four sources



$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

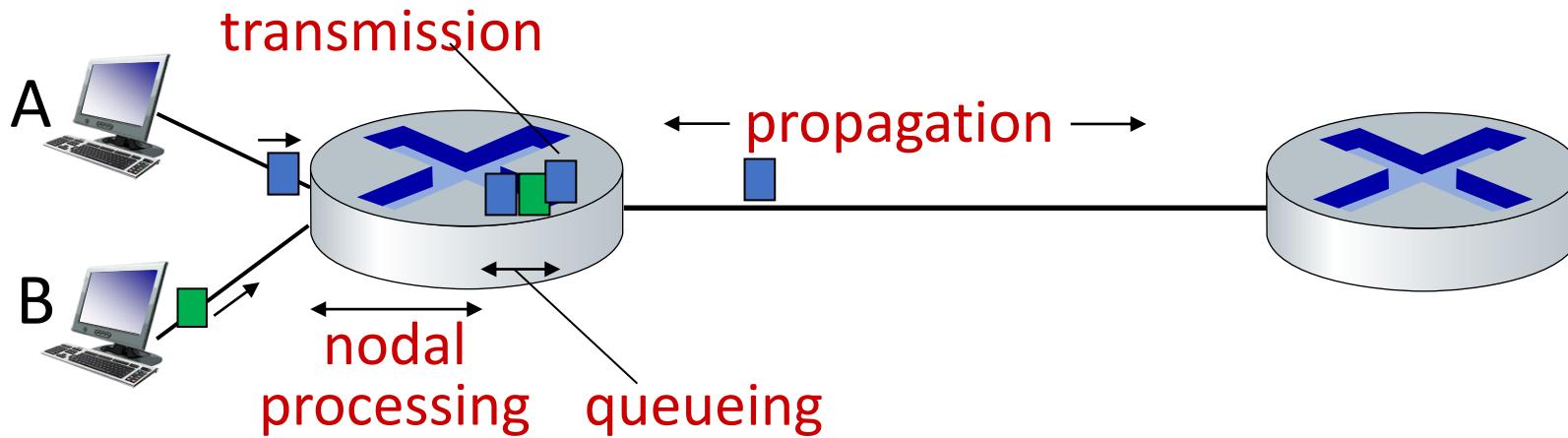
$d_{\text{proc}}$ : nodal processing

- check bit errors
- determine output link
- typically < microsecs

$d_{\text{queue}}$ : queueing delay

- time waiting at output link for transmission
- depends on congestion level of router

# Packet delay: four sources



$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

$d_{\text{trans}}$ : transmission delay:

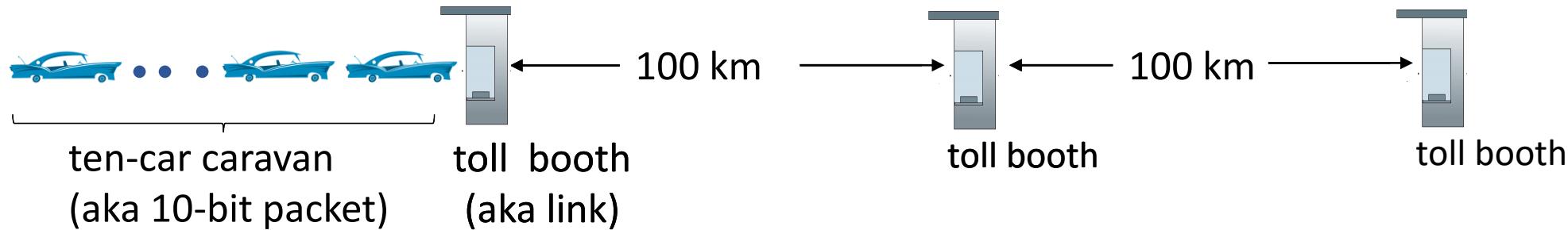
- $L$ : packet length (bits)
- $R$ : link *transmission rate (bps)*
- $d_{\text{trans}} = L/R$

$d_{\text{prop}}$ : propagation delay:

- $d$ : length of physical link
- $s$ : propagation speed ( $\sim 2 \times 10^8$  m/sec)
- $d_{\text{prop}} = d/s$

$d_{\text{trans}}$  and  $d_{\text{prop}}$   
very different

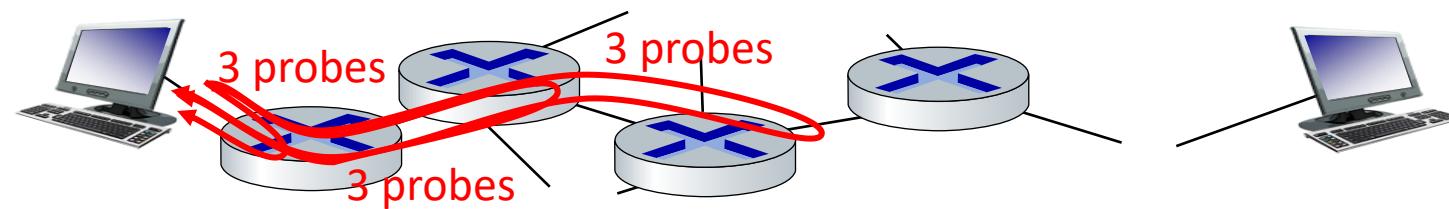
# Caravan analogy (transmission delay vs. propagation delay)



- car ~ bit; caravan ~ packet; toll service ~ link transmission
- toll booth takes 12 sec to service car (bit transmission time)
- “propagate” at 100 km/hr
- *Q: How long until caravan is lined up before 2nd toll booth?*
- time to “push” entire caravan through toll booth onto highway =  $12 * 10 = 120$  sec
- time for last car to propagate from 1st to 2nd toll both:  $100\text{km}/(100\text{km/hr}) = 1$  hr
- *A: 62 minutes*

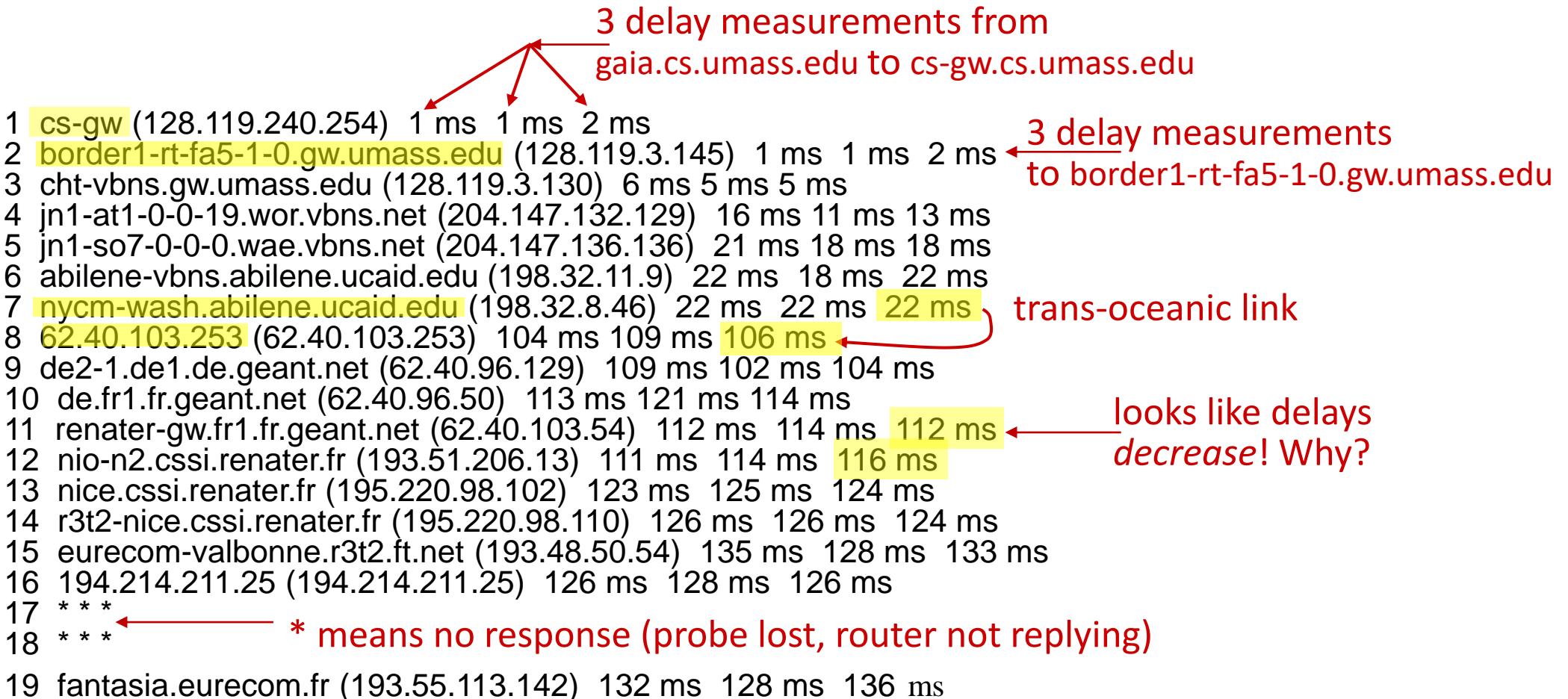
# “Real” Internet delays and routes

- what do “real” Internet delay & loss look like?
- **traceroute** program: provides delay measurement from source to router along end-end Internet path towards destination. For all  $i$ :
  - sends three packets that will reach router  $i$  on path towards destination (with time-to-live field value of  $i$ )
  - router  $i$  will return packets to sender
  - sender measures time interval between transmission and reply



# Real Internet delays and routes

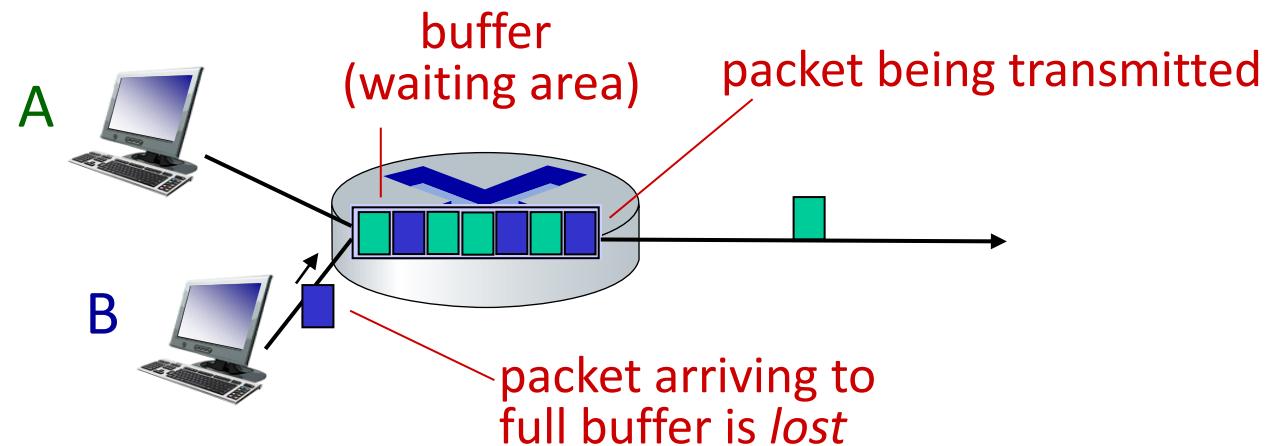
traceroute: gaia.cs.umass.edu to www.eurecom.fr



\* Do some traceroutes from exotic countries at [www.traceroute.org](http://www.traceroute.org)

# Packet loss

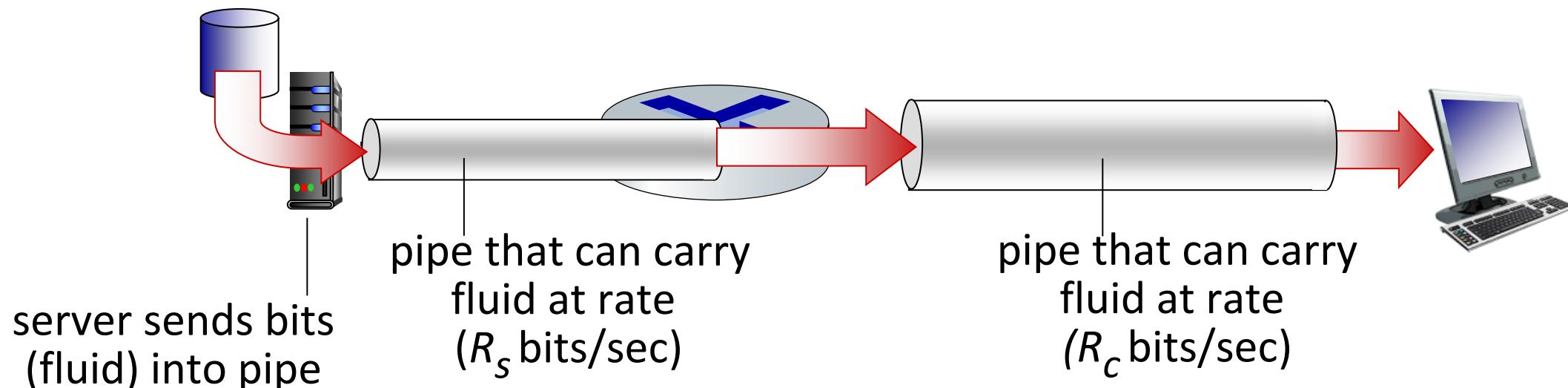
- queue (aka buffer) preceding link in buffer has finite capacity
- packet arriving to full queue dropped (aka lost)
- lost packet may be retransmitted by previous node, by source end system, or not at all



\* Check out the Java applet for an interactive animation (on publisher's website) of queuing and loss

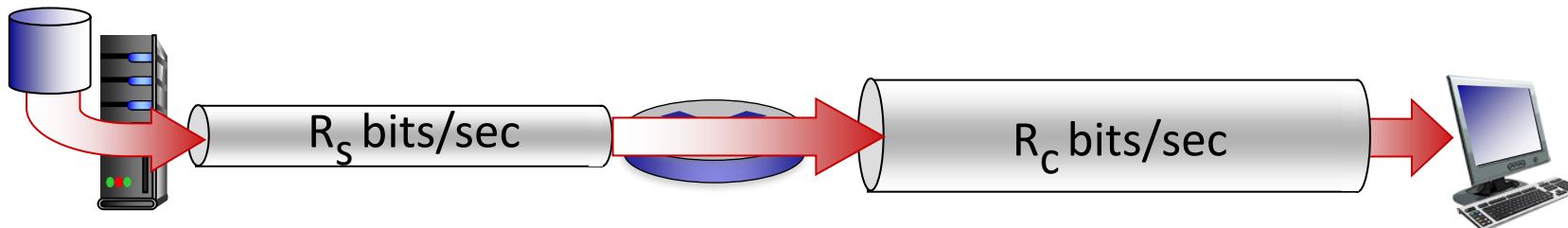
# Throughput

- *throughput*: rate (bits/time unit) at which bits are being sent from sender to receiver
  - *instantaneous*: rate at given point in time
  - *average*: rate over longer period of time

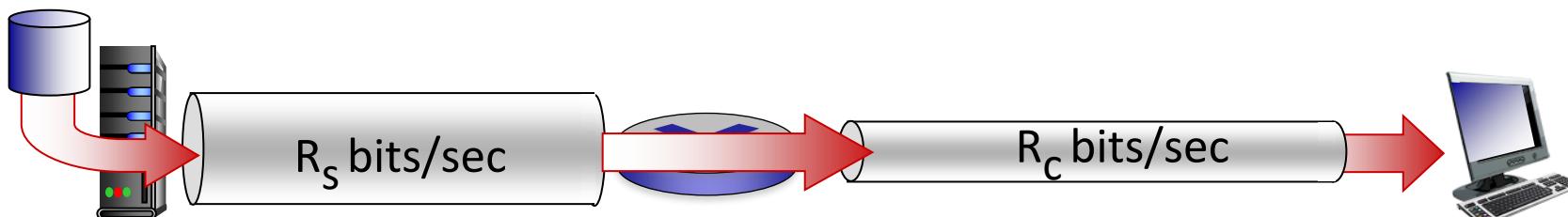


# Throughput

$R_s < R_c$  What is average end-end throughput?



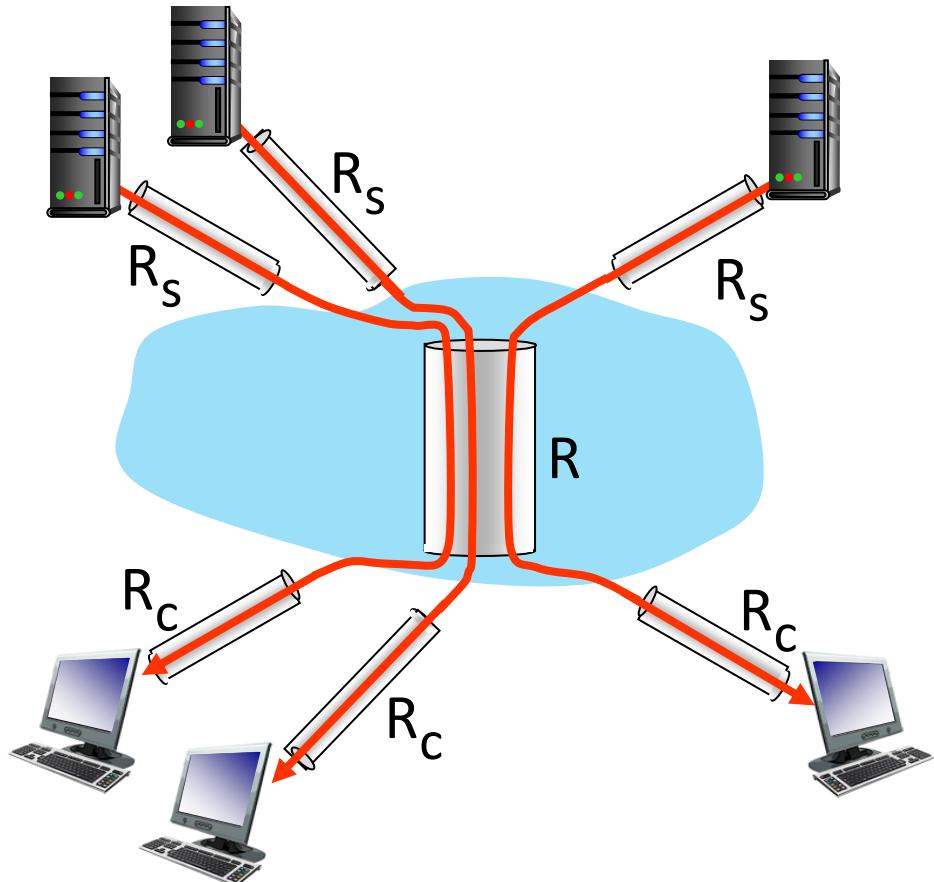
$R_s > R_c$  What is average end-end throughput?



*bottleneck link*

link on end-end path that constrains end-end throughput

# Throughput: network scenario



10 connections (fairly) share  
backbone bottleneck link  $R$  bits/sec

- per-connection end-end throughput:  $\min(R_c, R_s, R/10)$
- in practice:  $R_c$  or  $R_s$  is often bottleneck

\* Check out the online interactive exercises for more examples: [http://gaia.cs.umass.edu/kurose\\_ross/](http://gaia.cs.umass.edu/kurose_ross/)

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# 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
- **Security**
- Protocol layers, service models
- History



# Network security

- Internet not originally designed with (much) security in mind
  - *original vision:* “a group of mutually trusting users attached to a transparent network” ☺
  - Internet protocol designers playing “catch-up”
  - security considerations in all layers!
- We now need to think about:
  - how bad guys can attack computer networks
  - how we can defend networks against attacks
  - how to design architectures that are immune to attacks

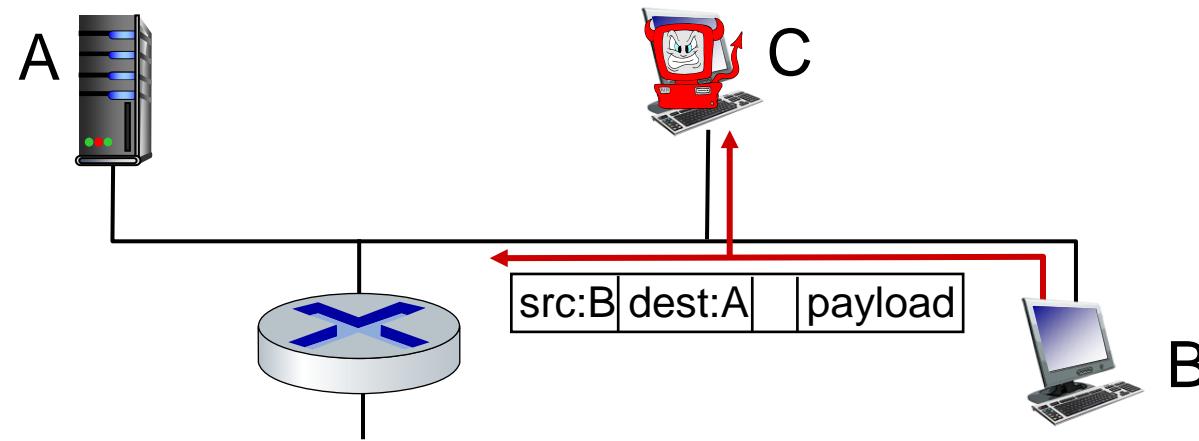
# Network security

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# Bad guys: packet interception

*packet “sniffing”:*

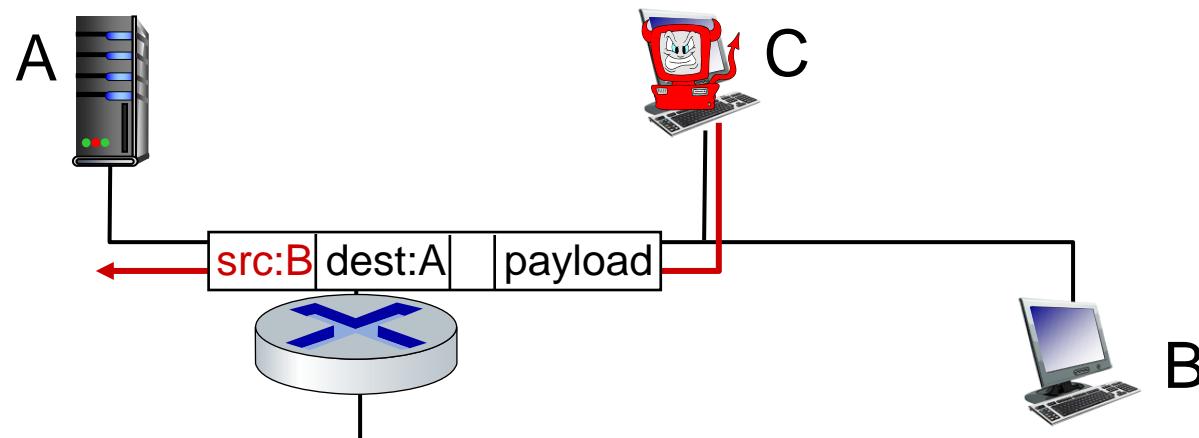
- broadcast media (shared Ethernet, wireless)
- promiscuous network interface reads/records all packets (e.g., including passwords!) passing by



Wireshark software used for our end-of-chapter labs is a (free) packet-sniffer

# Bad guys: fake identity

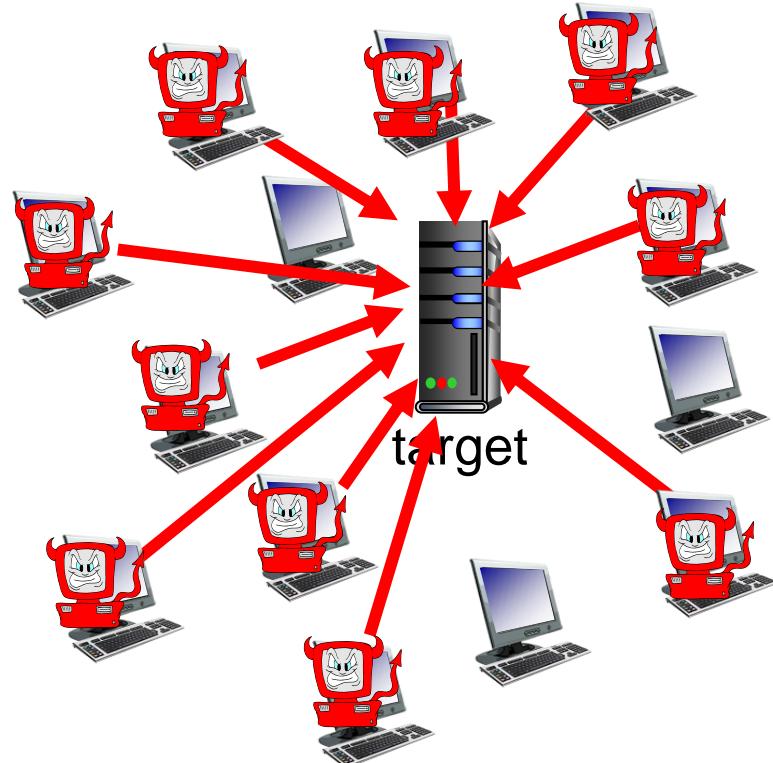
*IP spoofing:* injection of packet with false source address



# Bad guys: denial of service

*Denial of Service (DoS):* attackers make resources (server, bandwidth) unavailable to legitimate traffic by overwhelming resource with bogus traffic

1. select target
2. break into hosts  
around the network  
(see botnet)
3. send packets to target  
from compromised  
hosts



# Lines of defense:

- **authentication**: proving you are who you say you are
  - cellular networks provides hardware identity via SIM card; no such hardware assist in traditional Internet
- **confidentiality**: via encryption
- **integrity checks**: digital signatures prevent/detect tampering
- **access restrictions**: password-protected VPNs
- **firewalls**: specialized “middleboxes” in access and core networks:
  - off-by-default: filter incoming packets to restrict senders, receivers, applications
  - detecting/reacting to DOS attacks

*... lots more on security (throughout, Chapter 8)*

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# Protocol “layers” and reference models

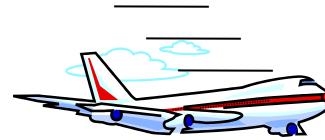
Networks are complex,  
with many “pieces”:

- hosts
- routers
- links of various media
- applications
- protocols
- hardware, software

*Question:* is there any  
hope of *organizing*  
structure of network?

- and/or our *discussion*  
of networks?

# Example: organization of air travel



— *end-to-end transfer of person plus baggage* —→

ticket (purchase)

baggage (check)

gates (load)

runway takeoff

airplane routing

ticket (complain)

baggage (claim)

gates (unload)

runway landing

airplane routing

airplane routing

How would you *define/discuss* the *system* of airline travel?

- a series of steps, involving many services

# Example: organization of air travel



*layers:* each layer implements a service

- via its own internal-layer actions
- relying on services provided by layer below

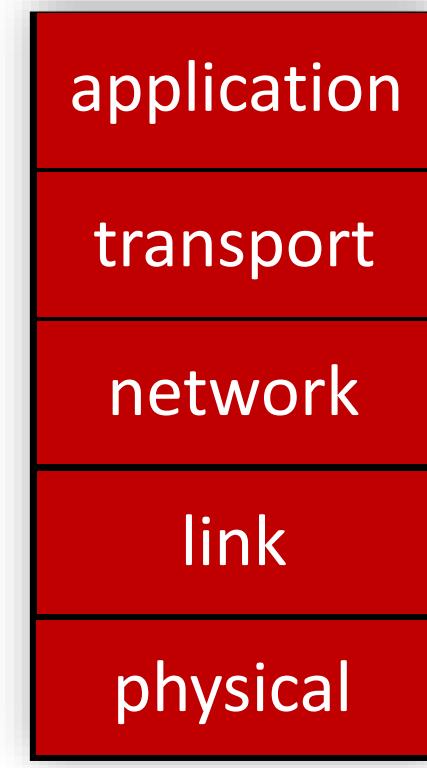
# Why layering?

Approach to designing/discussing complex systems:

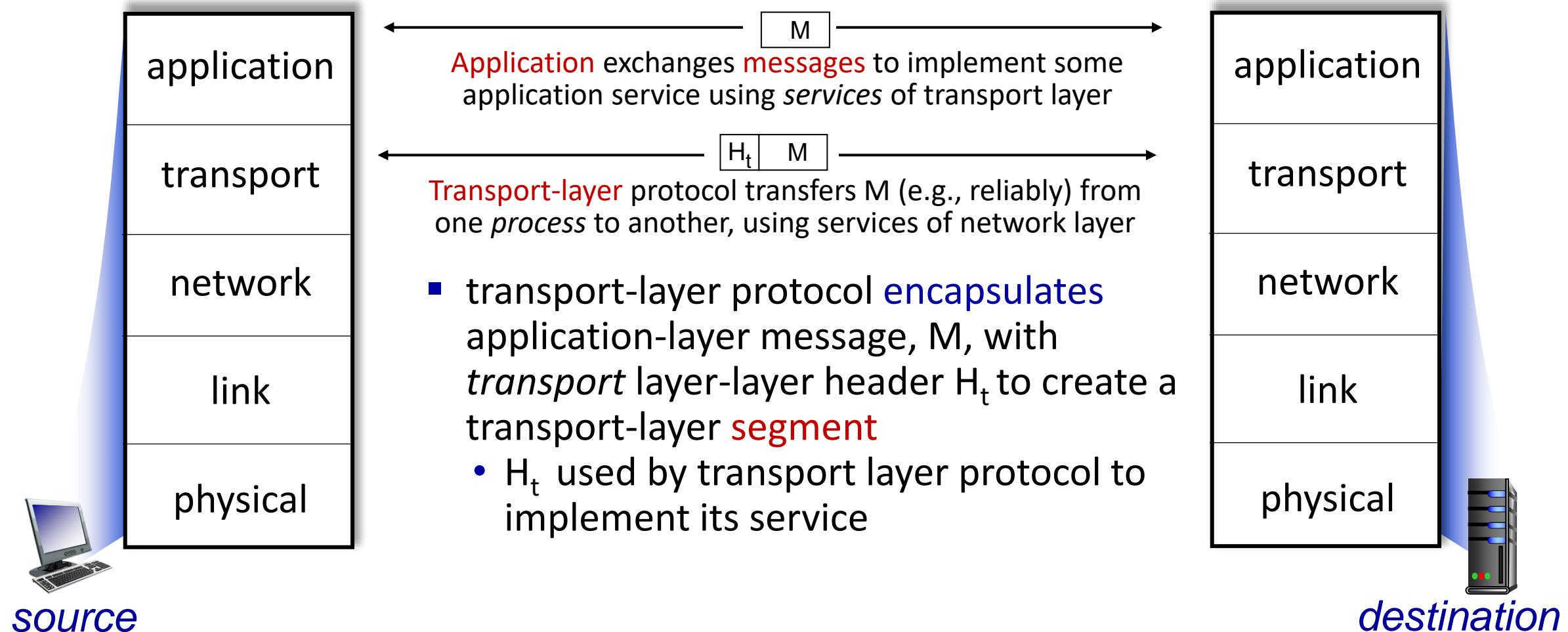
- explicit structure allows identification, relationship of system's pieces
  - layered *reference model* for discussion
- modularization eases maintenance, updating of system
  - change in layer's service *implementation*: transparent to rest of system
  - e.g., change in gate procedure doesn't affect rest of system

# Layered Internet protocol stack

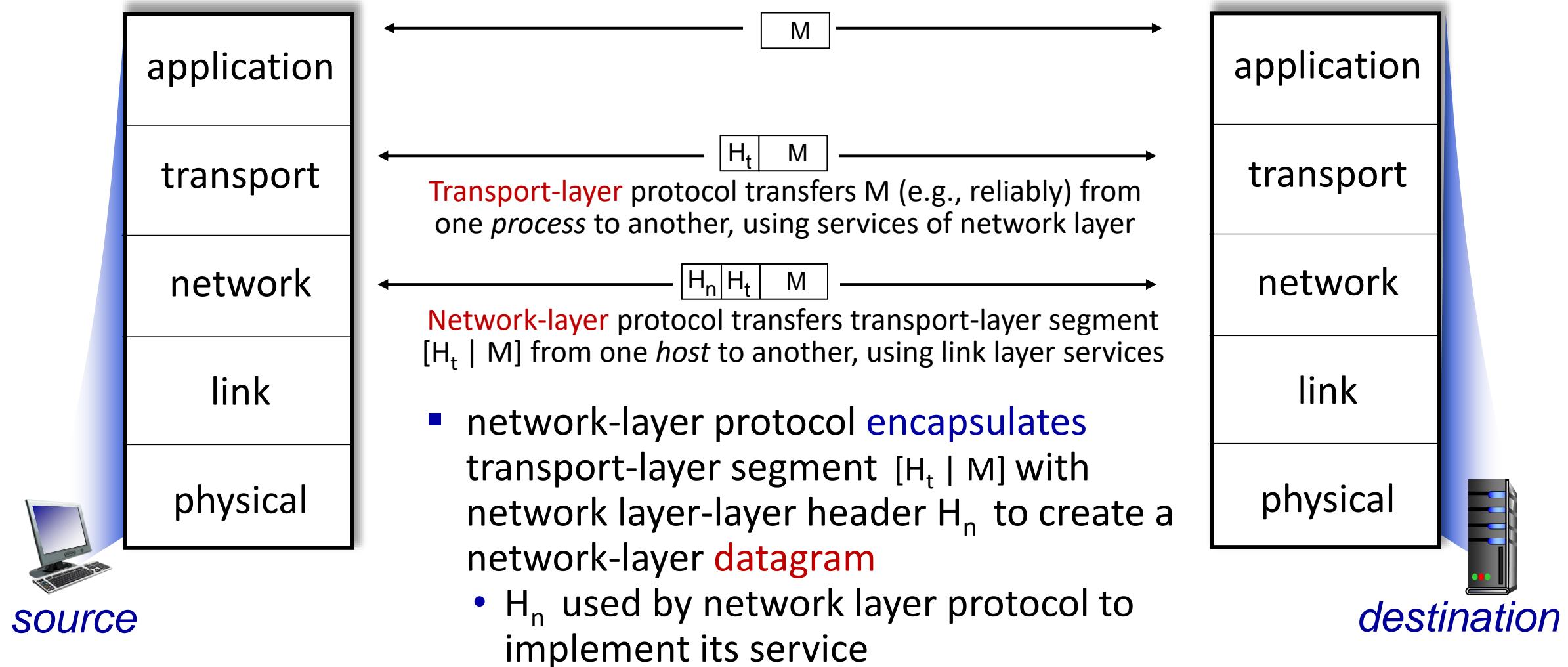
- *application*: supporting network applications
  - HTTP, IMAP, SMTP, DNS
- *transport*: process-process data transfer
  - TCP, UDP
- *network*: routing of datagrams from source to destination
  - IP, routing protocols
- *link*: data transfer between neighboring network elements
  - Ethernet, 802.11 (WiFi), PPP
- *physical*: bits “on the wire”



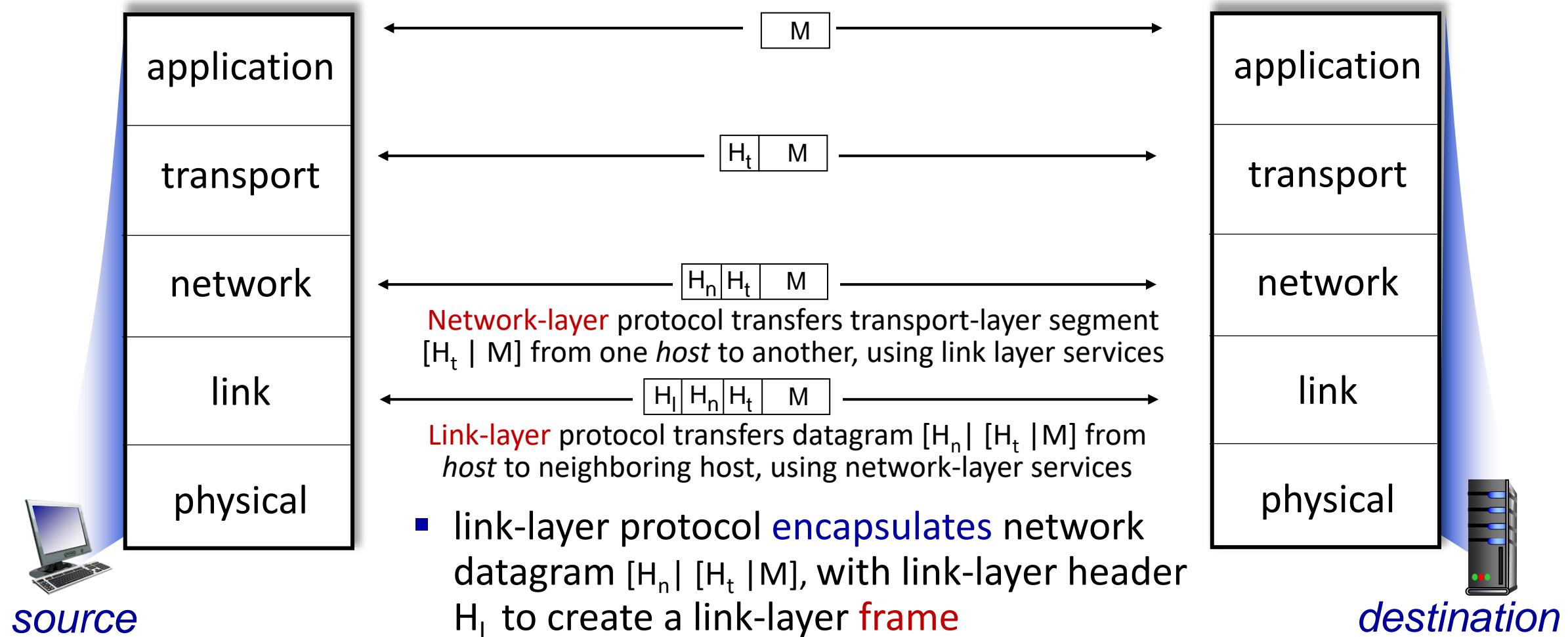
# Services, Layering and Encapsulation



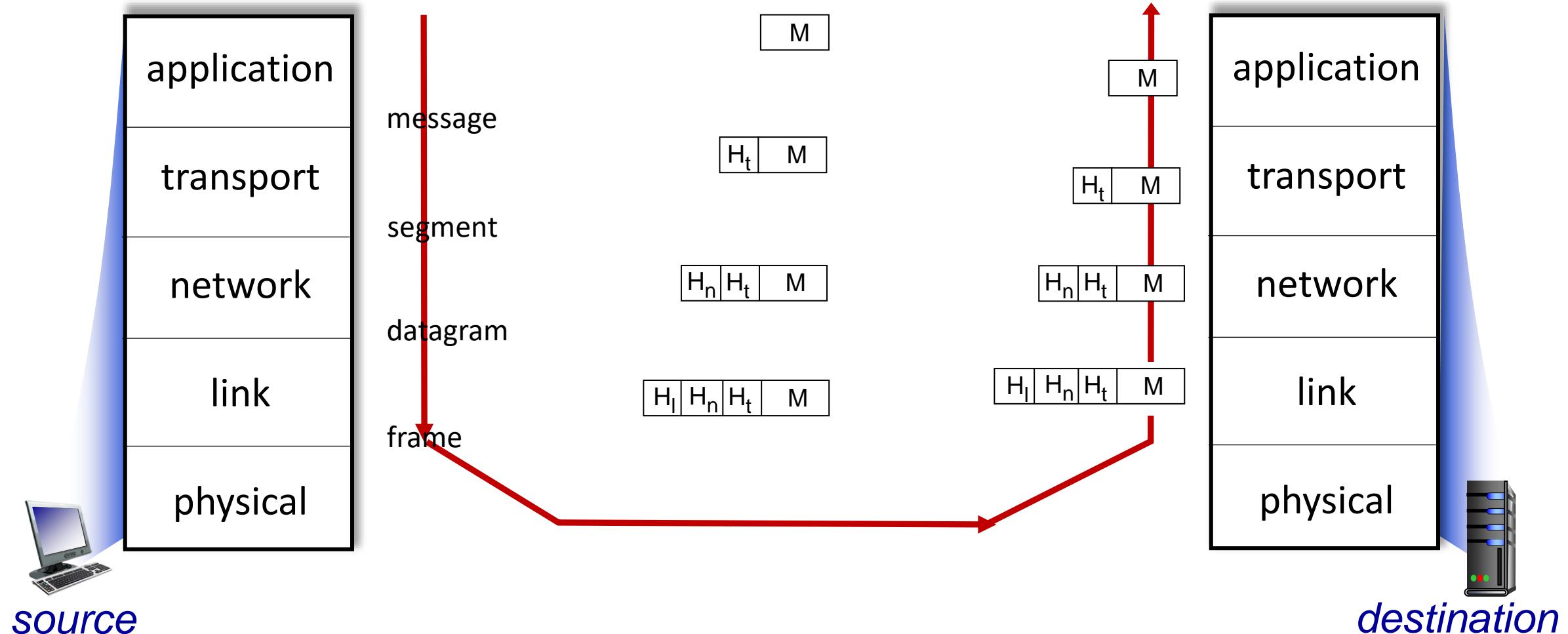
# Services, Layering and Encapsulation



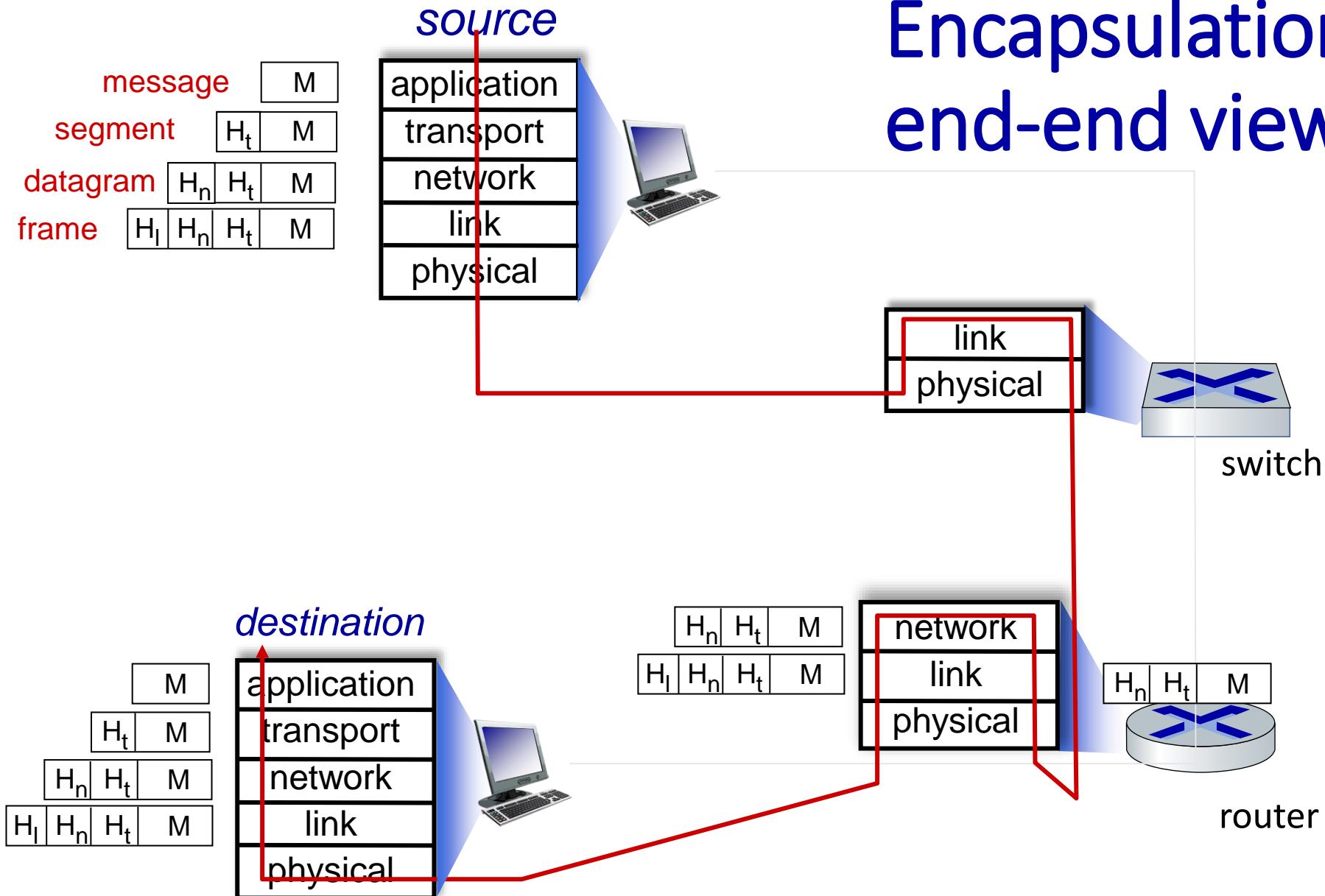
# Services, Layering and Encapsulation



# Services, Layering and Encapsulation



# Encapsulation: an end-end view



# Chapter 1: roadmap

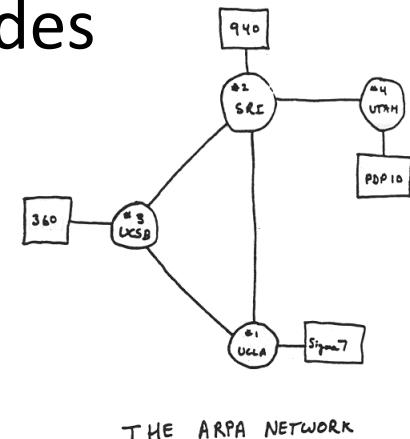
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# Internet history

## 1961-1972: Early packet-switching principles

- 1961: Kleinrock - queueing theory shows effectiveness of packet-switching
- 1964: Baran - packet-switching in military nets
- 1967: ARPAnet conceived by Advanced Research Projects Agency
- 1969: first ARPAnet node operational
- 1972:
  - ARPAnet public demo
  - NCP (Network Control Protocol) first host-host protocol
  - first e-mail program
  - ARPAnet has 15 nodes



# Internet history

## 1972-1980: Internetworking, new and proprietary networks

- 1970: ALOHAnet satellite network in Hawaii
- 1974: Cerf and Kahn - architecture for interconnecting networks
- 1976: Ethernet at Xerox PARC
- late70's: proprietary architectures: DECnet, SNA, XNA
- 1979: ARPAnet has 200 nodes

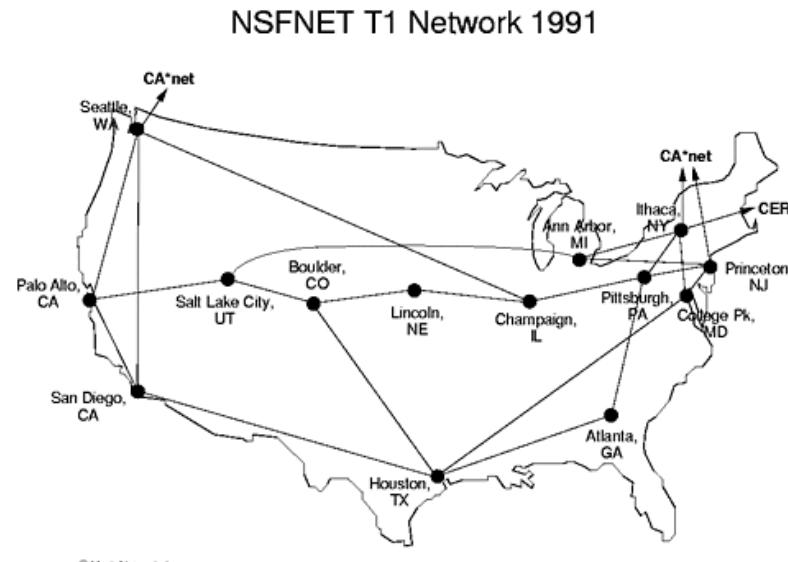
Cerf and Kahn's internetworking principles:

- minimalism, autonomy - no internal changes required to interconnect networks
  - best-effort service model
  - stateless routing
  - decentralized control
- define today's Internet architecture

# Internet history

## *1980-1990: new protocols, a proliferation of networks*

- 1983: deployment of TCP/IP
- 1982: smtp e-mail protocol defined
- 1983: DNS defined for name-to-IP-address translation
- 1985: ftp protocol defined
- 1988: TCP congestion control
- new national networks: CSnet, BITnet, NSFnet, Minitel
- 100,000 hosts connected to confederation of networks



# Internet history

## *1990, 2000s: commercialization, the Web, new applications*

- early 1990s: ARPAnet decommissioned
  - 1991: NSF lifts restrictions on commercial use of NSFnet (decommissioned, 1995)
  - early 1990s: Web
    - hypertext [Bush 1945, Nelson 1960's]
    - HTML, HTTP: Berners-Lee
    - 1994: Mosaic, later Netscape
    - late 1990s: commercialization of the Web
- late 1990s – 2000s:
- more killer apps: instant messaging, P2P file sharing
  - network security to forefront
  - est. 50 million host, 100 million+ users
  - backbone links running at Gbps

# Internet history

## *2005-present: scale, SDN, mobility, cloud*

- aggressive deployment of broadband home access (10-100's Mbps)
- 2008: software-defined networking (SDN)
- increasing ubiquity of high-speed wireless access: 4G/5G, WiFi
- service providers (Google, FB, Microsoft) create their own networks
  - bypass commercial Internet to connect “close” to end user, providing “instantaneous” access to social media, search, video content, ...
- enterprises run their services in “cloud” (e.g., Amazon Web Services, Microsoft Azure)
- rise of smartphones: more mobile than fixed devices on Internet (2017)
- ~18B devices attached to Internet (2017)

# Chapter 1: summary

*We've covered a "ton" of material!*

- Internet overview
- what's a protocol?
- network edge, access network, core
  - packet-switching versus circuit-switching
  - Internet structure
- performance: loss, delay, throughput
- layering, service models
- security
- history

*You now have:*

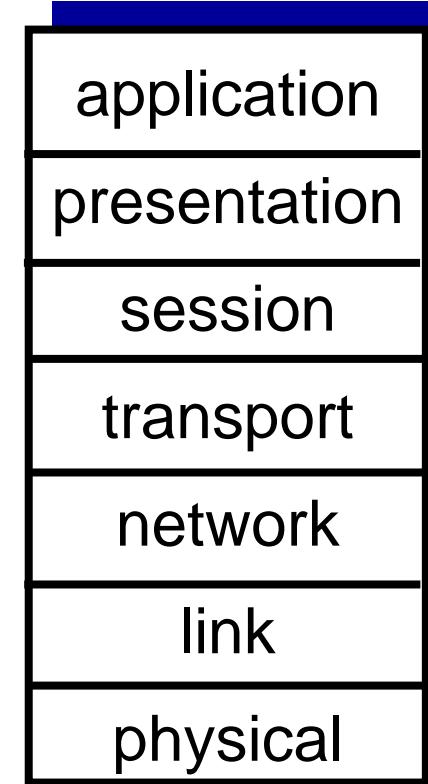
- context, overview, vocabulary, "feel" of networking
- more depth, detail, *and fun* to follow!

# Additional Chapter 1 slides

# ISO/OSI reference model

Two layers not found in Internet protocol stack!

- *presentation*: allow applications to interpret meaning of data, e.g., encryption, compression, machine-specific conventions
- *session*: synchronization, checkpointing, recovery of data exchange
- Internet stack “missing” these layers!
  - these services, *if needed*, must be implemented in application
  - needed?



The seven layer OSI/ISO reference model

# Wireshark

