EECS 489
Computer Networks

Winter 2023

Z. Morley Mao

Material with thanks to Mosharaf Chowdhury, Aditya Akella, Sugih Jamin, Philip Levis, Sylvia Ratnasamy, Peter Steenkiste, and many other colleagues.

Agenda

- Introductions
- Class policies, logistics, and roadmap
- Overview of the basics
  - How is the network shared?
  - How do we evaluate a network?
  - What is a network made of?

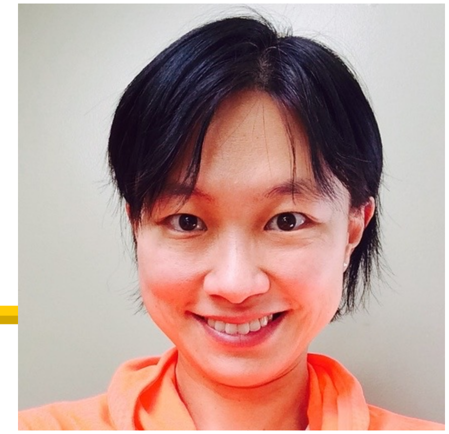
GSIs

Yukun (Laura) Lou
I am a first-year master in ECE.
I love photography, hiking, camping and going on road trips.

Yuanli (Leo) Zhu
I am a second-year master student in CS. My hobby is playing Pokemon.

- Office hours: See course webpage: https://github.com/morleydragon/eecs489/
- No office hours this week

Z. Morley Mao



- Research: software systems and security
- Office hours: Fri 9-10AM (virtual)
  - Queue: https://officehours.it.umich.edu/queue/1293
  - Also, by appointment (pre-scheduled via email)
  - No office hours this week
- Lectures will be recorded (but not discussions)

489 in EECS curriculum

- **EECS 281**
  - High-level logic ⇒ Programs
  - Coding skills learned in 281 are critical for 489 assignments
- *EECS 482*
  - How do machines work?
  - Execute programs, interact with users, etc.
  - Prior 482 experience is not needed

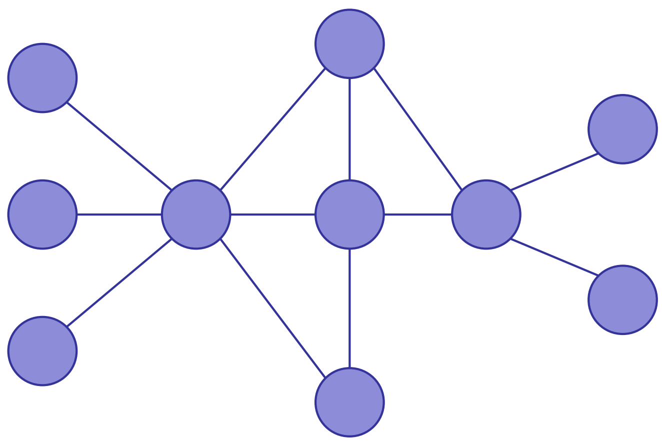
What is missing?

- How do we access *most* services?
  - Examples include search engines, social networks, video streaming, etc.
- How do two machines communicate?
  - When they are directly connected
  - When they are not directly connected

- Using a network

What is a network?

- A system of “links” that interconnect “nodes” in order to move “information” between nodes



- We will focus primarily on the Internet

What is EECS 489 about?

- To learn about (at a high level)
  - How the Internet works
  - Why it works the way it does
  - How to reason about complicated design problems

- What it's not about
  - How to write web services
  - How to design web pages
  - …

Class workload

- Four assignments
  - First one is an individual assignment
  - The rest are in groups of 3
- Exams (virtual):
  - Midterm: Feb 22
  - Final: April 21

Grading

	Allocation
Assignment 1	5%
Assignment 2	15%
Assignment 3	15%
Assignment 4	15%
Midterm	25%
Final	25%

The assignments

- Assignment 1: measure end-to-end throughput and delay of networks (i.e., simple speed test)
- Assignment 2: video streaming from CDNs (i.e., simple Netflix)
- Assignment 3: reliable transport (i.e., how to transfer data over an unreliable network)
- Assignment 4: router design (i.e., how do internal elements of the network work)

All on (emulated) realistic networks using *mininet*

Bonus Quizzes

- ~10 MCQ and solution key for each of the 20 lectures
- Made online sometime after the lecture; live for 48 hours
- Participation counts for 0.1 on top of your final grade
  - Max 2.0
- How well you do doesn't matter

Enrollment and wait list

- Wait-listed students will be admitted in the order of wait list
- If you’re planning to drop, please do so soon!

Communication protocol

- Course website: https://github.com/morleydragon/eecs489/
  - Assignments, lecture slides
- Confidential content on canvas
- Piazza for all communication
  - Sign up if you haven't already
  - https://piazza.com/class/lc7u1gvcpzr2r6/
- Assignment submission via Github
  - Start forming groups
  - Details will be sent out soon

Policies on late submission, re-grade request, cheating ...

- Detailed description in the course webpage
- Don’t cheat!

LET’S TALK INTERNET

The Internet consists of many end-systems

car navigator

heart pacemaker

smartphone

end-system

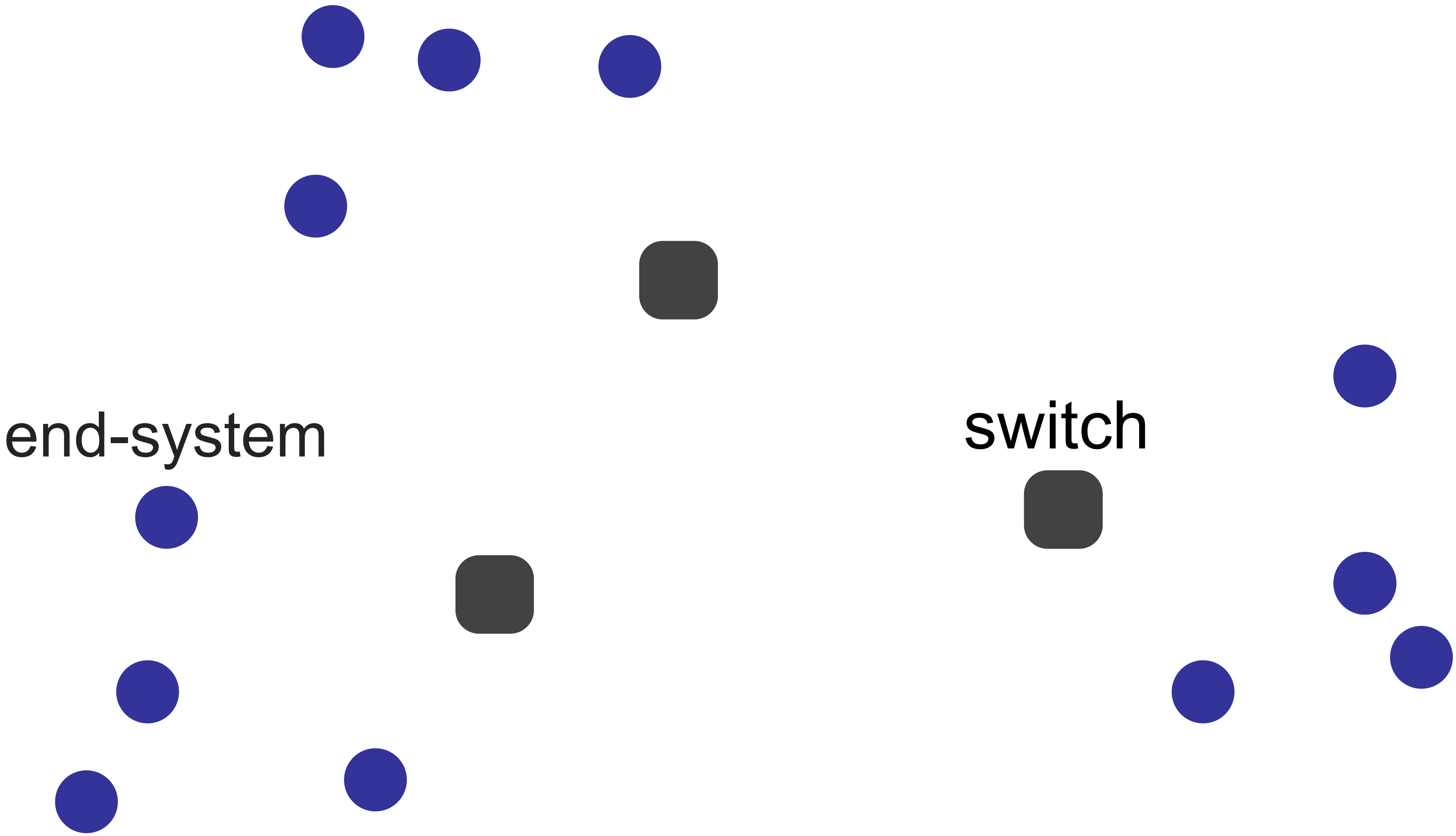
iPad

Linux server

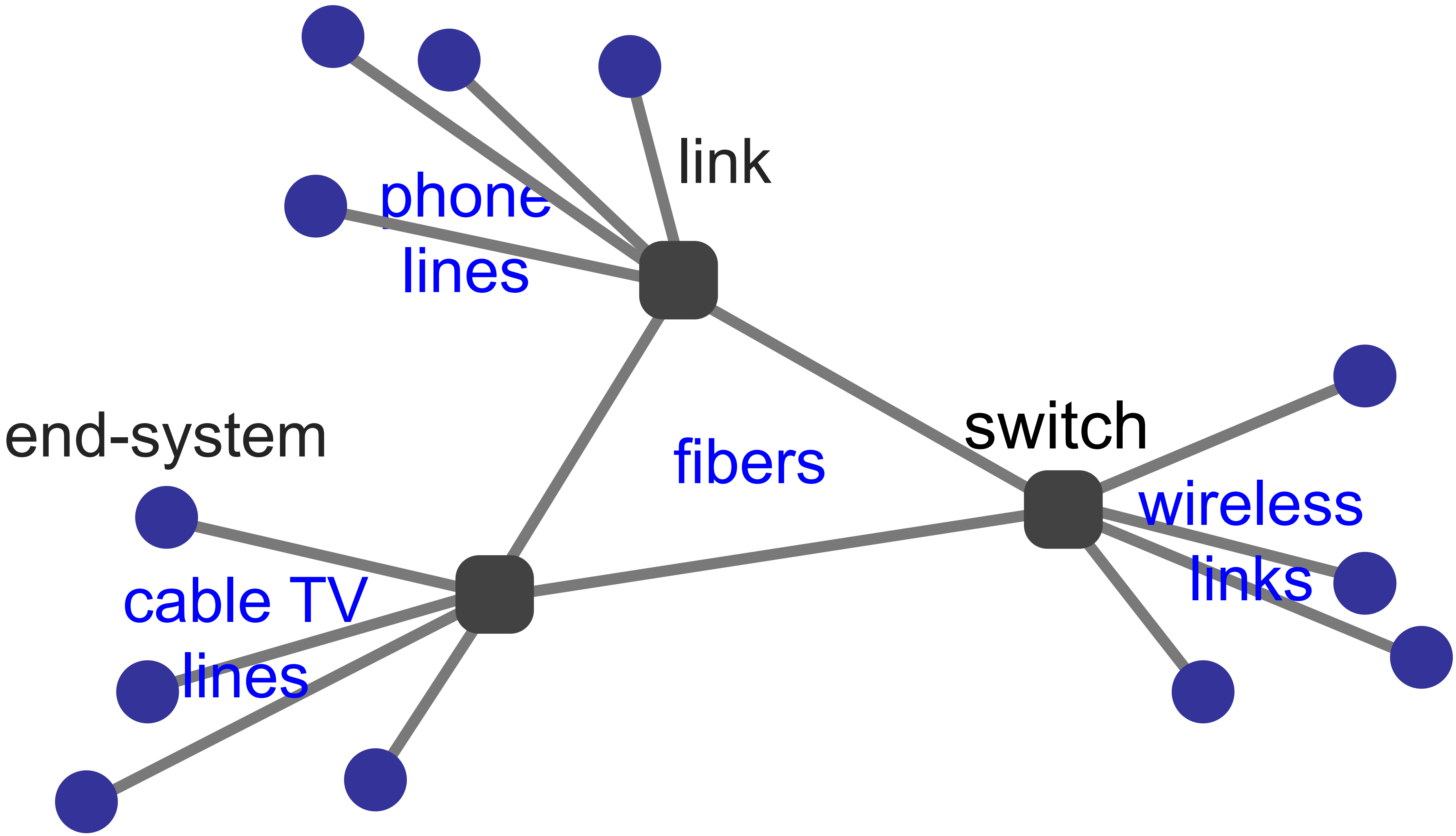
MAC laptop

Windows PC

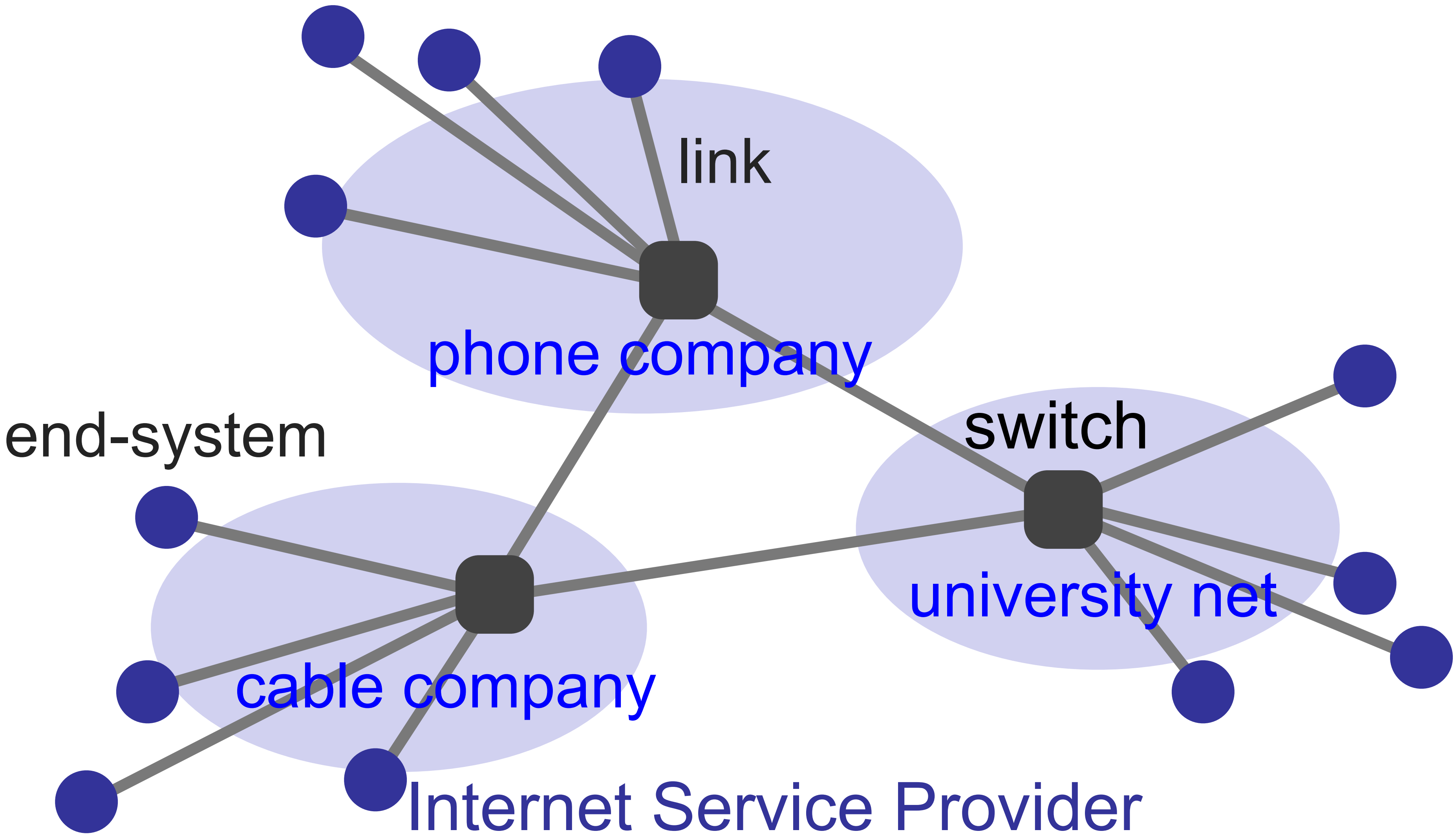
Connected by switches



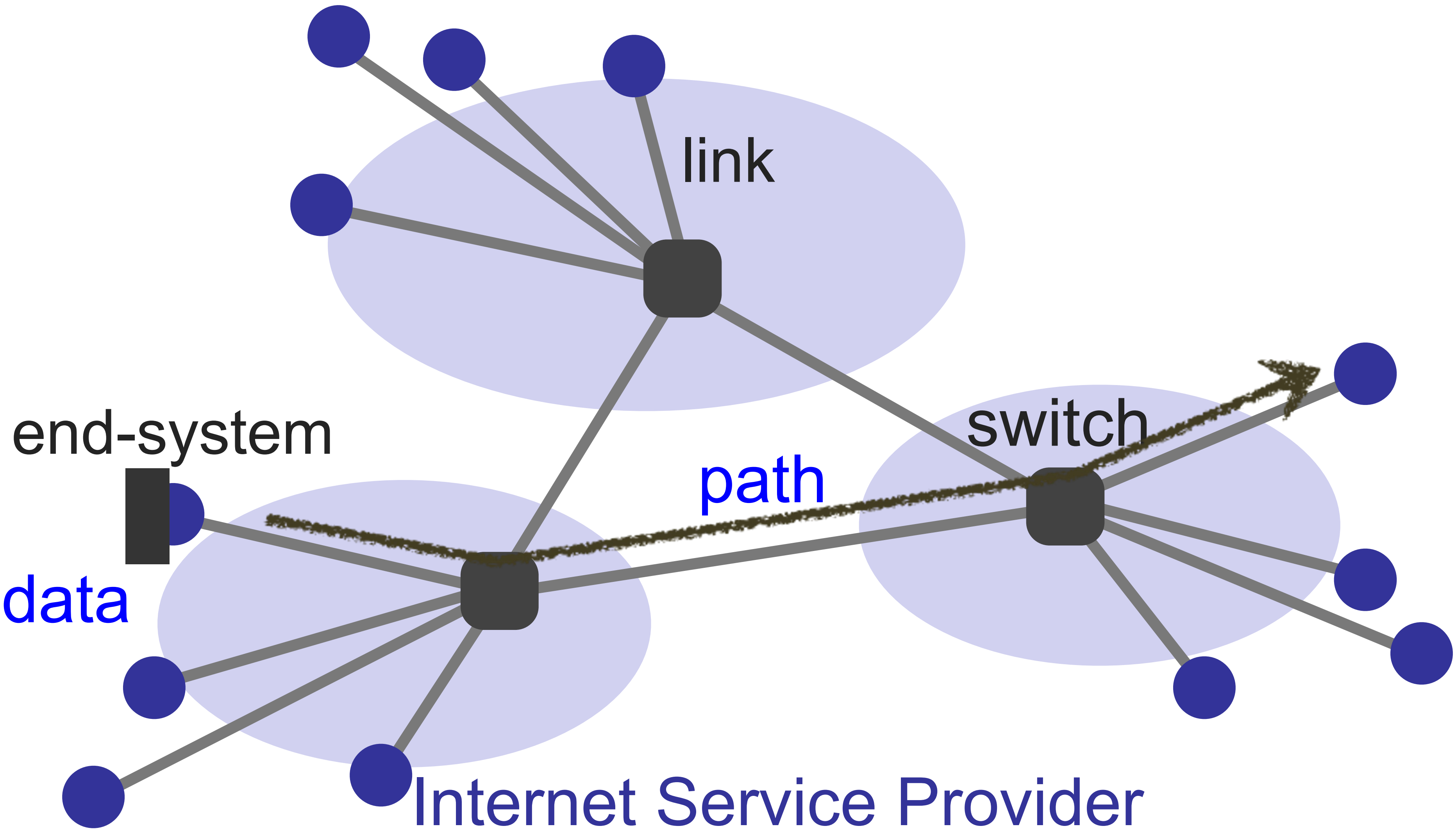
And links


link
phone
lines
end-system
fibers
switch
wireless
links
cable TV
lines

Managed by many parties

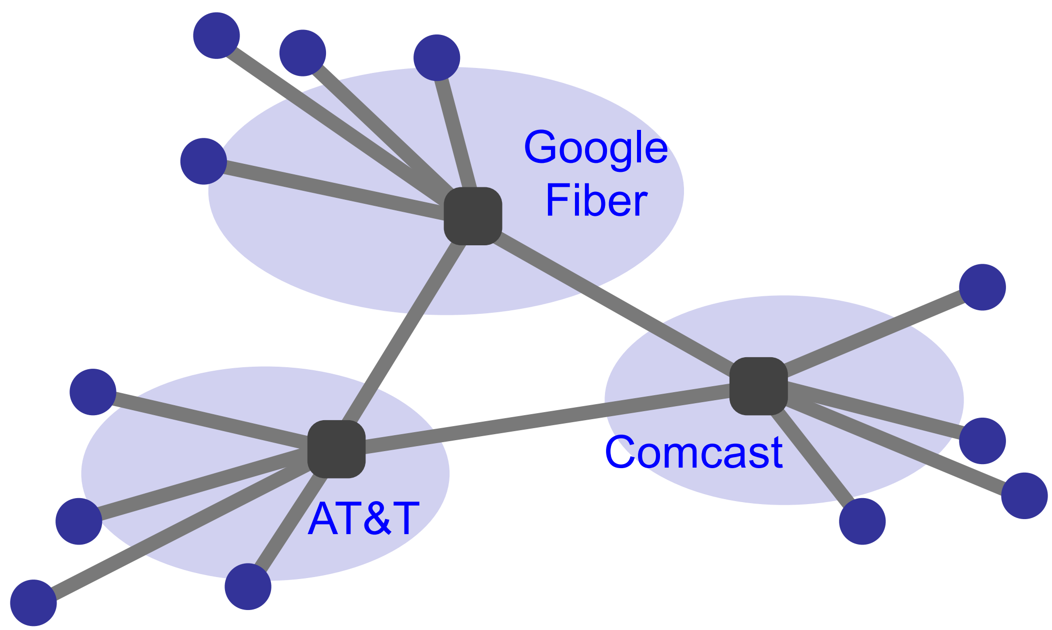


Transfers data



A federated system

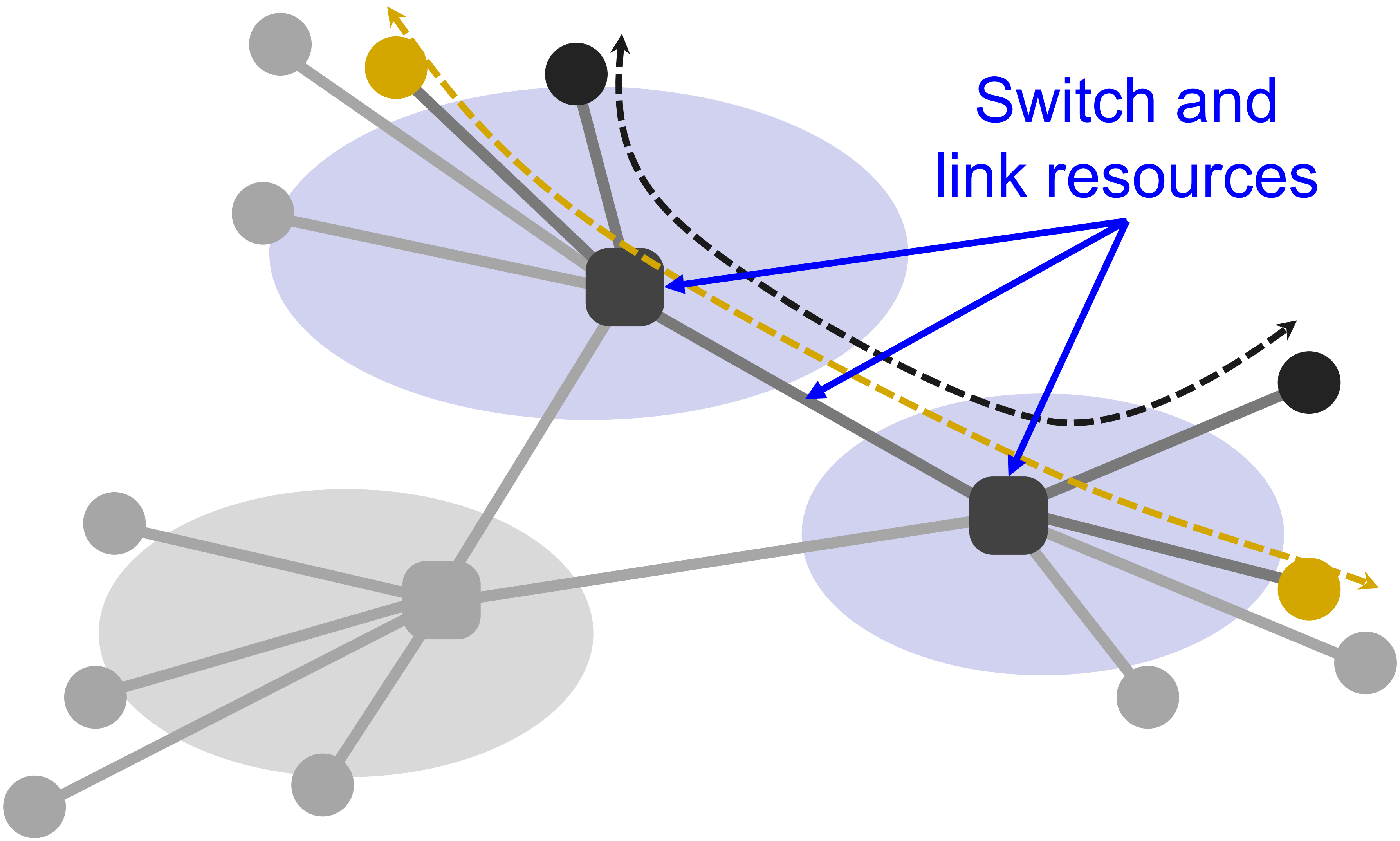
- The Internet ties together different networks **by the IP protocol**
  - *A common interface binds them all together*



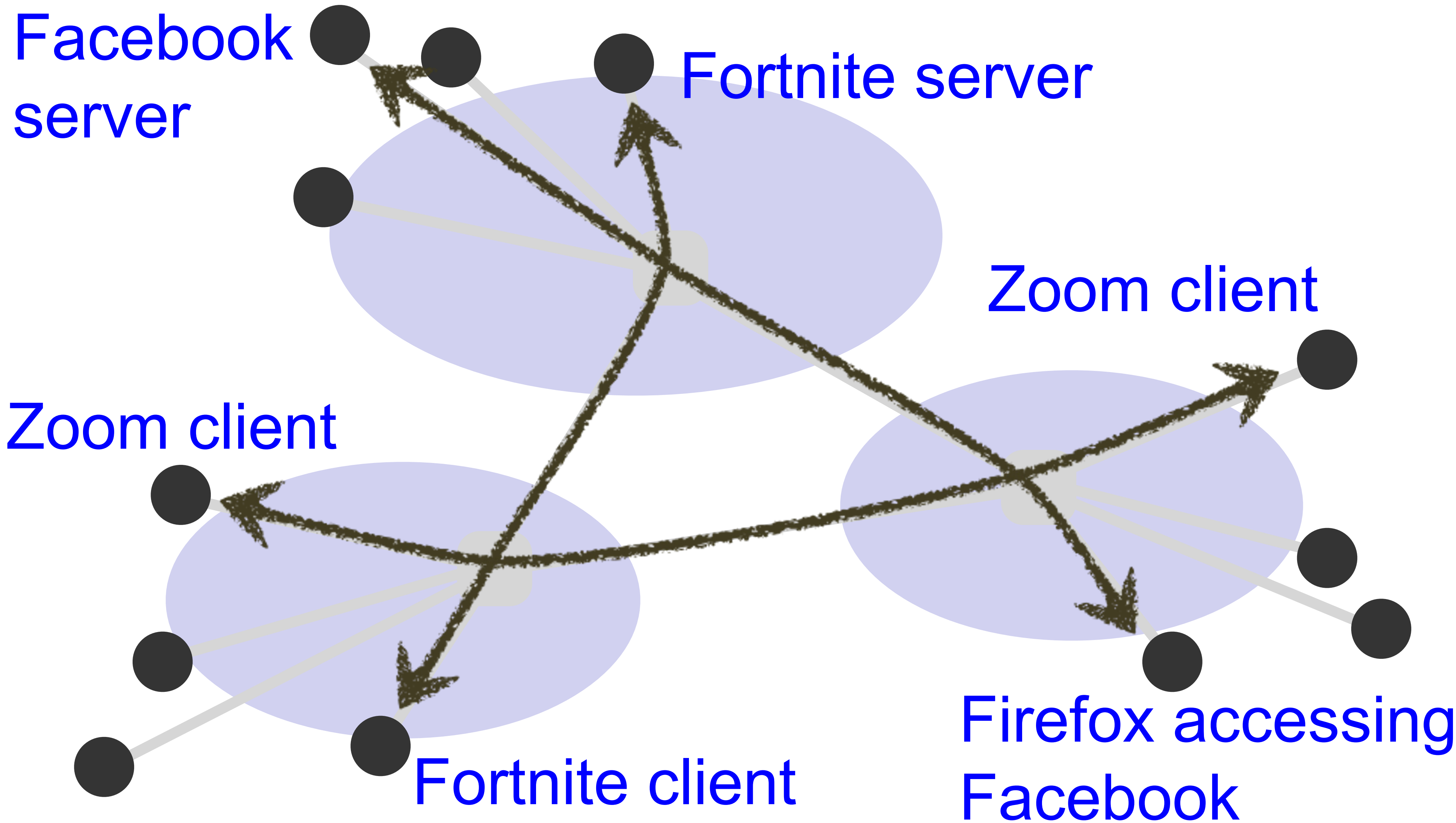
Switched networks

- End-systems and networks connected by switches instead of directly connecting them
  - Why?
- Allows us to scale
  - For example, directly connecting N nodes to each other would require N^2 links!

When do we need to share the network?



Shared among many services



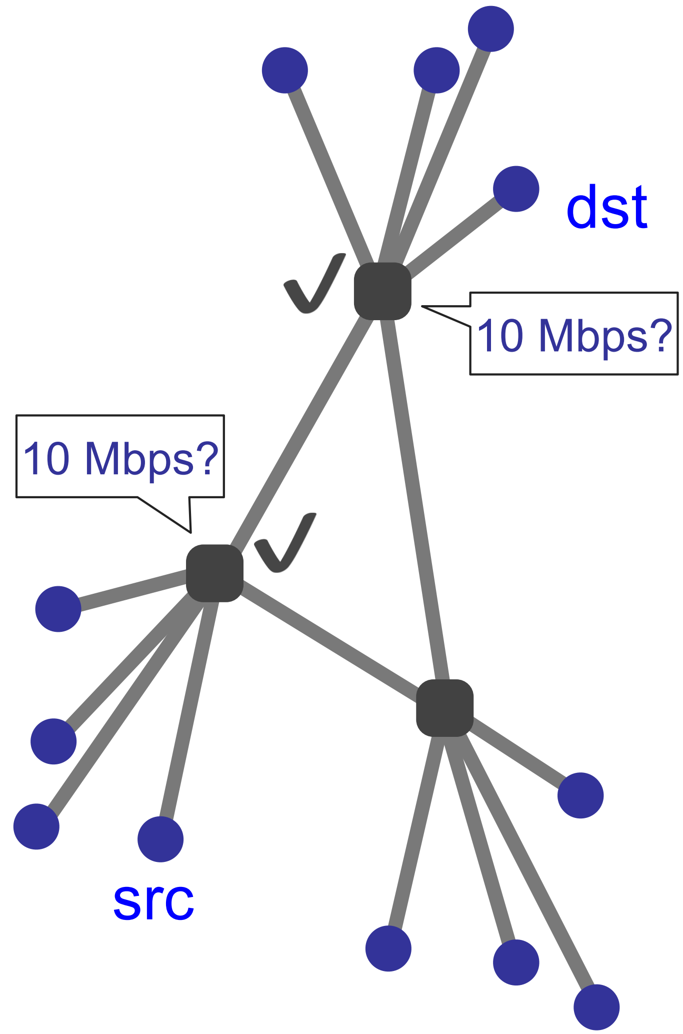
Two ways to share switched networks

- Circuit switching
  - Resource reserved per connection
  - Admission control: per connection
- Packet switching via statistical multiplexing
  - Packets treated independently, on-demand
  - Admission control: per packet

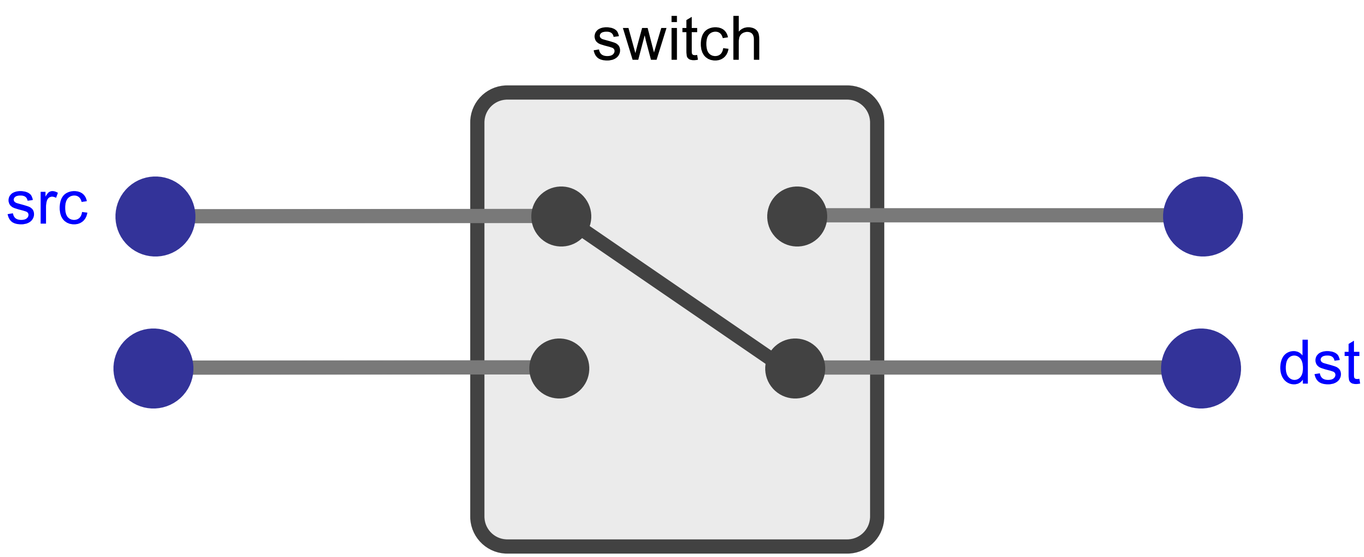
Circuit switching

1. src sends reservation request to dst
2. Switches create circuit *after* admission control
3. src sends data
4. src sends teardown request

More details in backup



Circuit switching



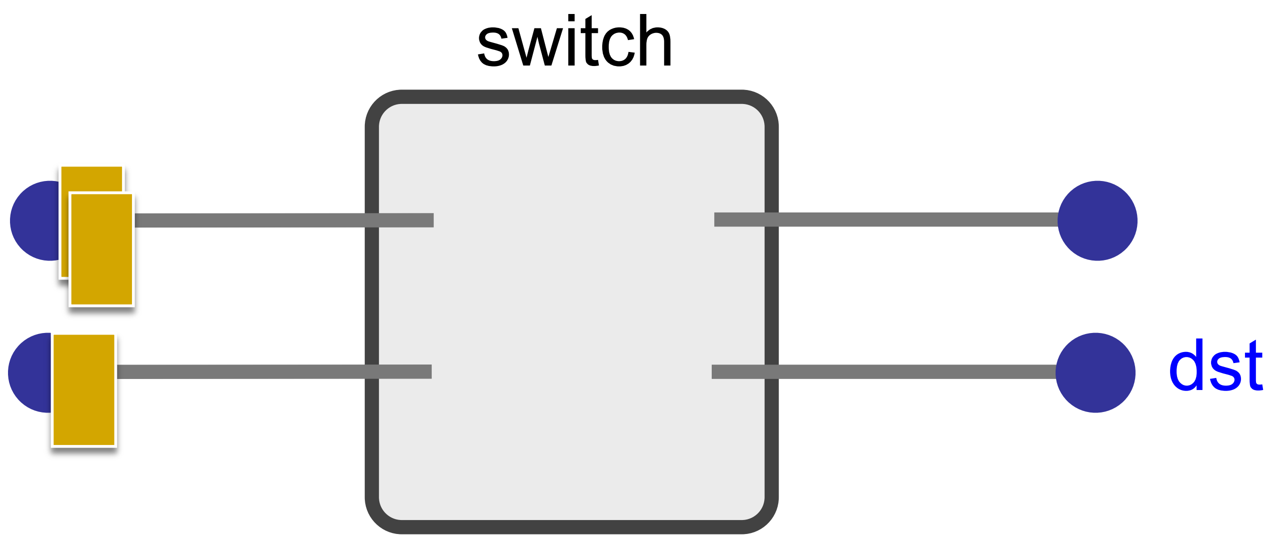
- Reservation establishes a “circuit” within a switch

Circuit switching

- Pros
  - Predictable performance
  - Simple/fast switching (once circuit established)

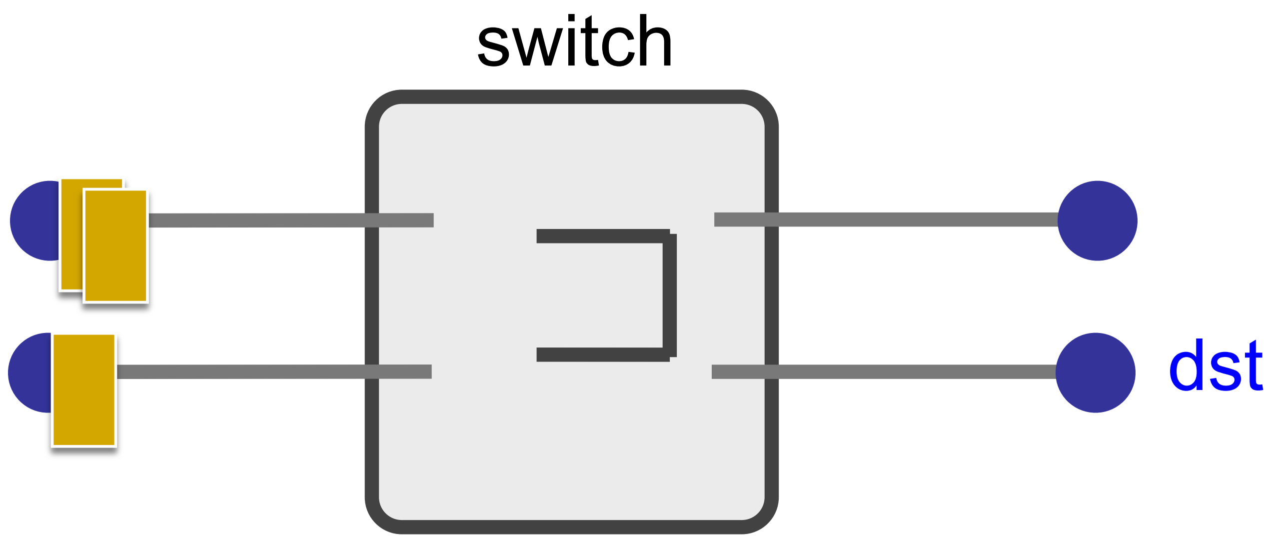
- Cons
  - Complexity of circuit setup/teardown
  - Inefficient when traffic is bursty
  - Circuit setup adds delay
  - Switch fails → its circuit(s) fails

Packet switching



- Each packet contains destination (dst)
- Each packet treated independently

Packet switching



- Each packet contains destination (dst)
- Each packet treated independently
- With buffers to absolve transient overloads

Packet switching

- Pros
  - Efficient use of network resources
  - Simpler to implement
  - Robust: can “route around trouble”
- Cons
  - Unpredictable performance
  - Requires buffer management and congestion control

Statistical multiplexing

- Allowing more demands than the network can handle
  - Hoping that not all demands are required at the same time
  - Results in unpredictability
  - Works well except for the extreme cases

5-MINUTE BREAK!

HOW DO WE EVALUATE A NETWORK?

Performance metrics

- Delay
- Loss
- Throughput

Delay

- How long does it take to send a packet from its source to destination?

Delay

- Consists of four components
  - Transmission delay
  - Propagation delay
  - Queuing delay
  - Processing delay

due to link properties

due to traffic mix and switch internals

A network link

- Link bandwidth
  - Number of bits sent/received per unit time (bits/sec or bps)
- Propagation delay
  - Time for one bit to move through the link (seconds)

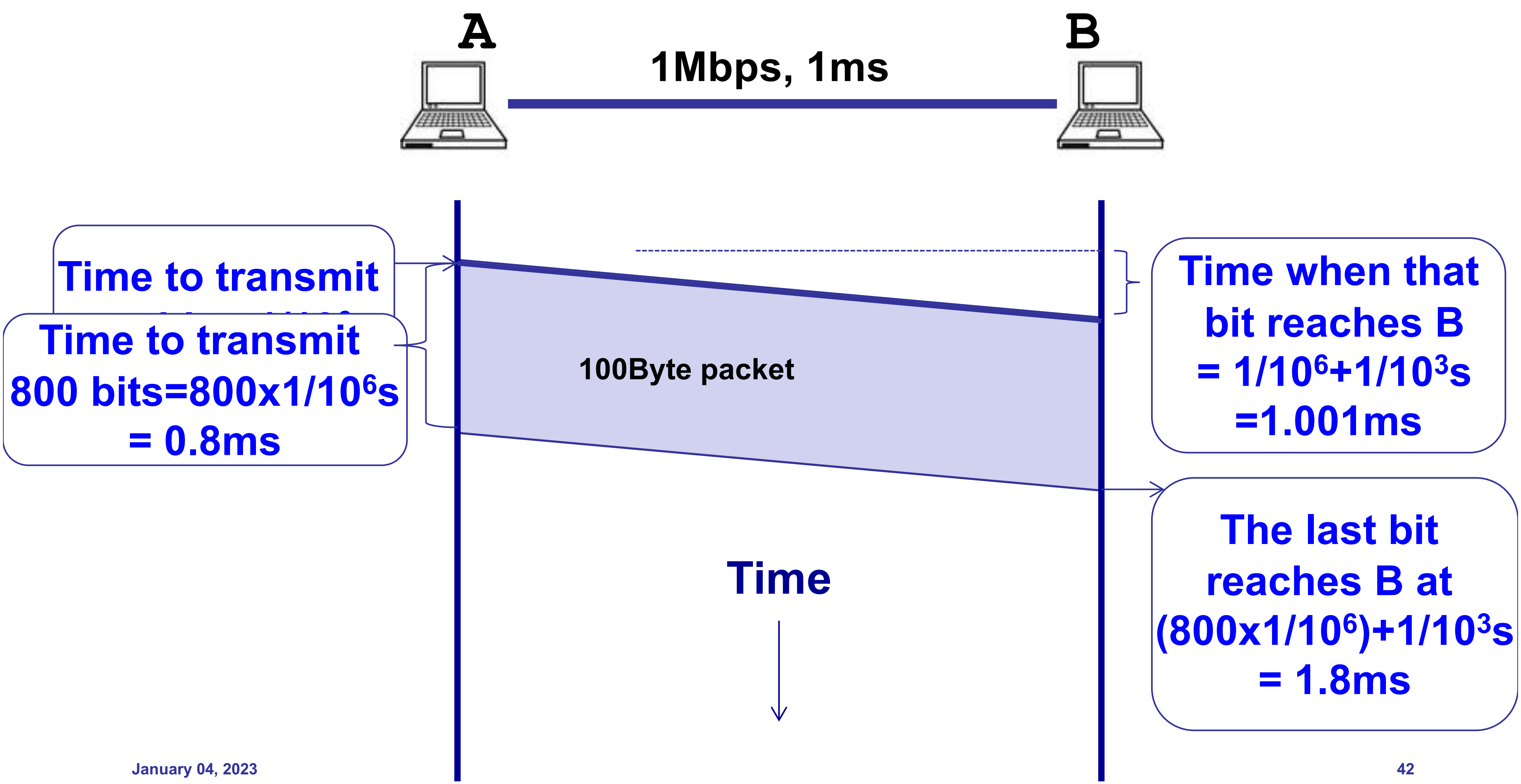
1. Transmission delay

- How long does it take to push all the bits of a packet into a link?
- Packet size / Transmission rate of the link
  - E.g., 1000 bits / 100 Mbits per sec = 10^{-5} sec

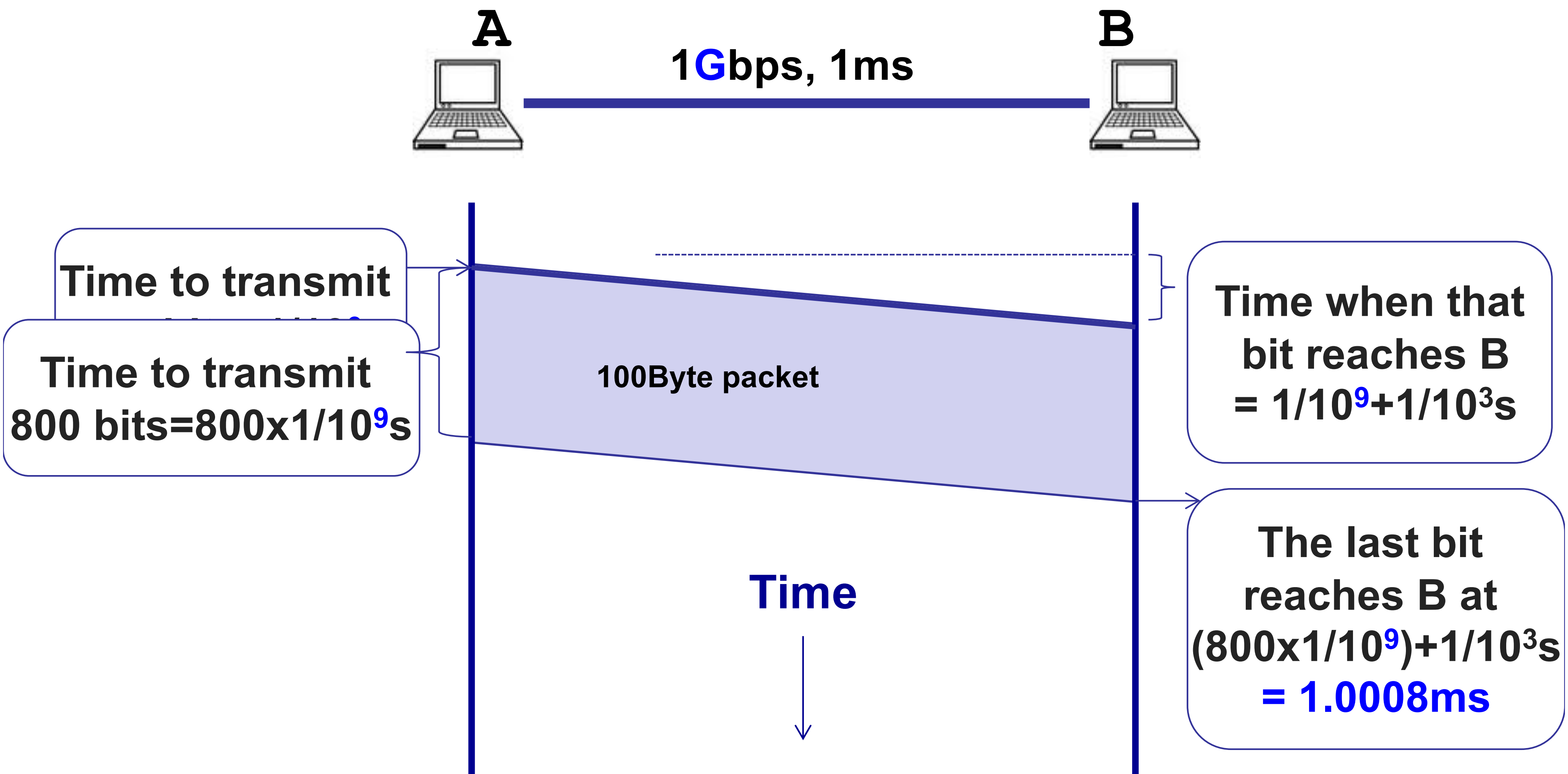
2. Propagation delay

- How long does it take to move one bit from one end of a link to the other?
- Link length / Propagation speed of link
  - E.g., 30 kilometers / $3*10^8$ meters per sec = 10^{-4} sec

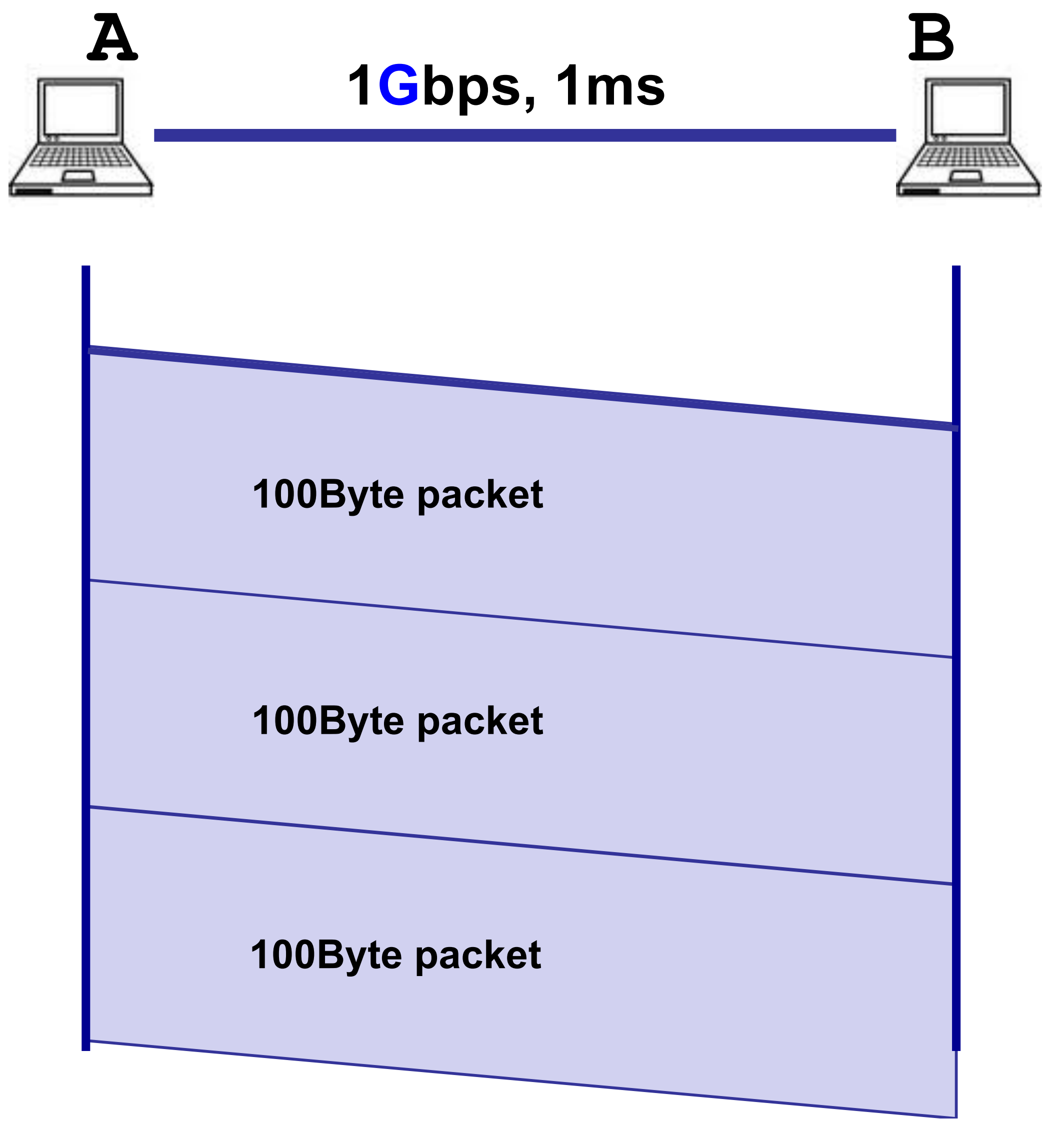
Packet delay
Sending a 100-byte packet



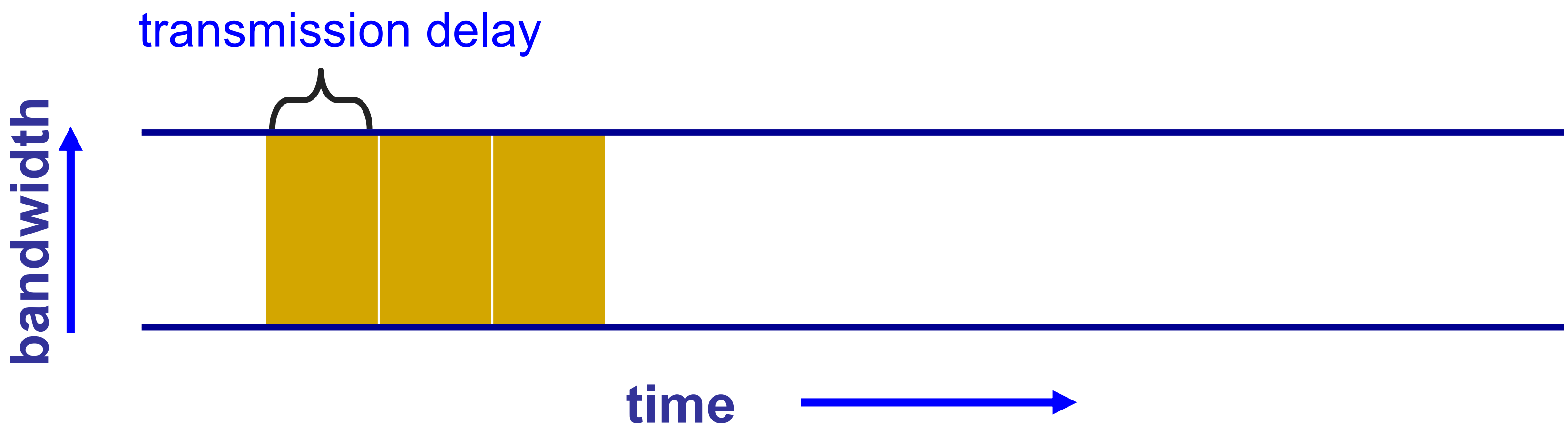
Packet delay
Sending a 100-byte packet



Sending a large file using 100-byte packets



Pipe view of a link

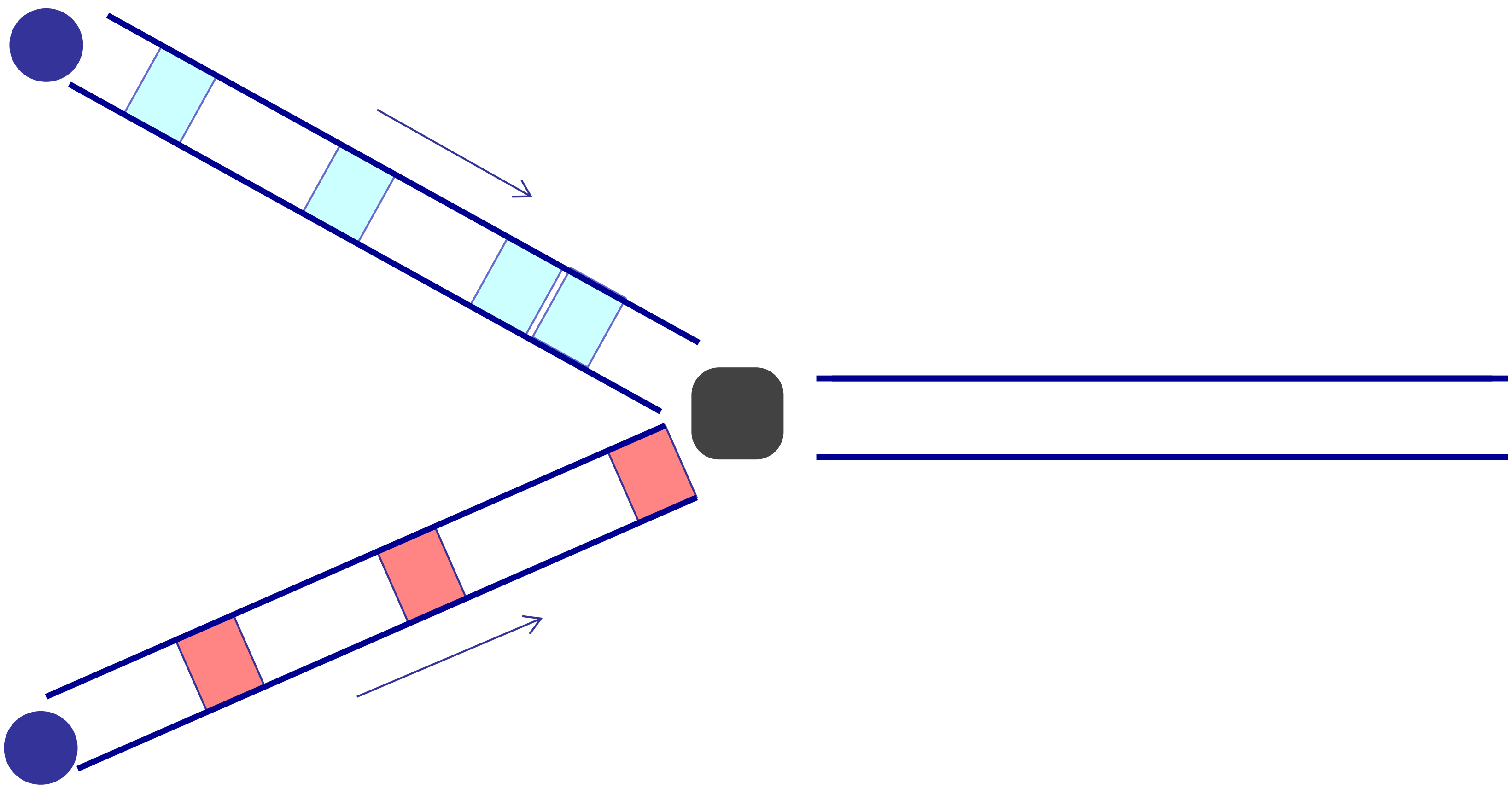


- Transmission delay decreases as bandwidth increases

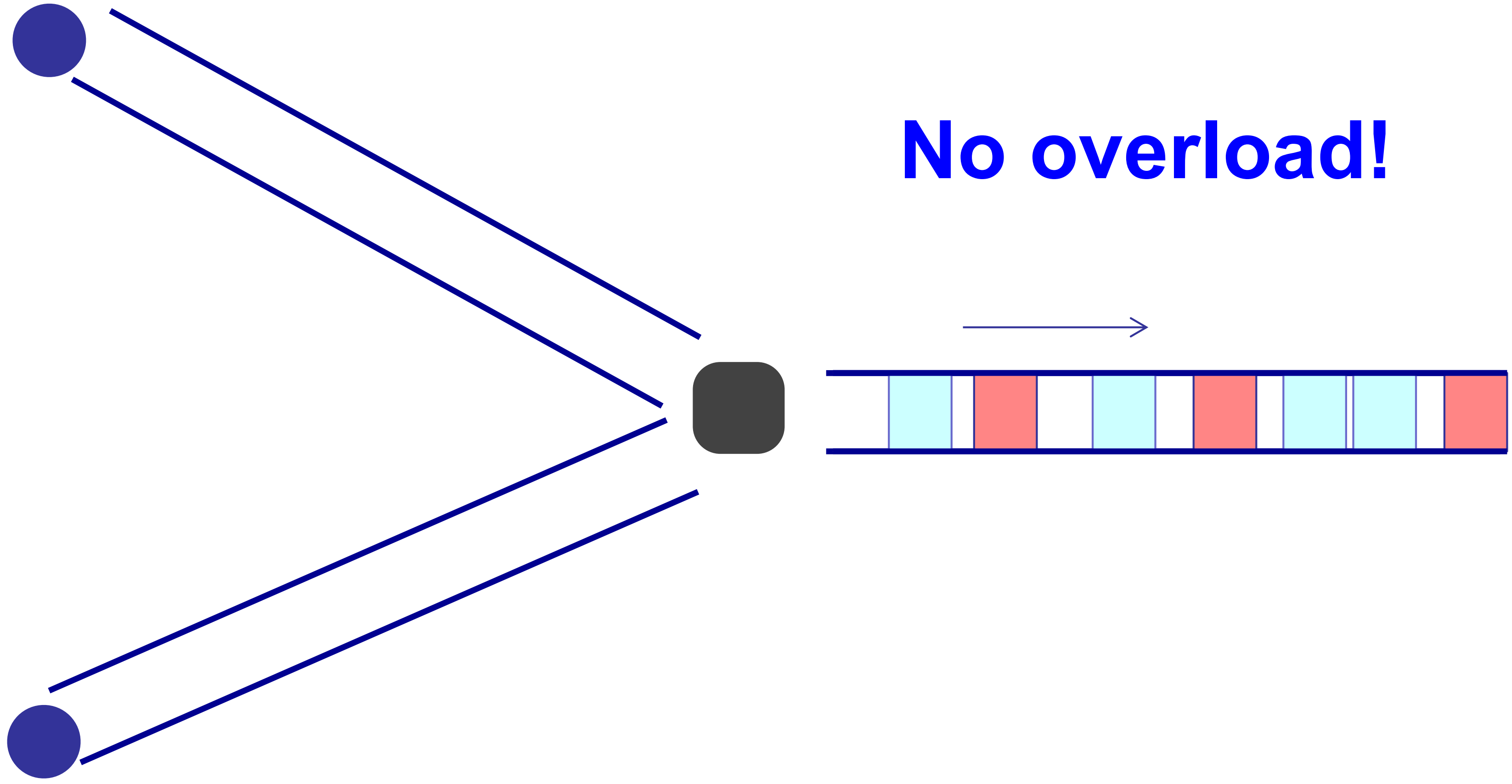
3. Queuing delay

- How long does a packet have to sit in a buffer before it is processed?

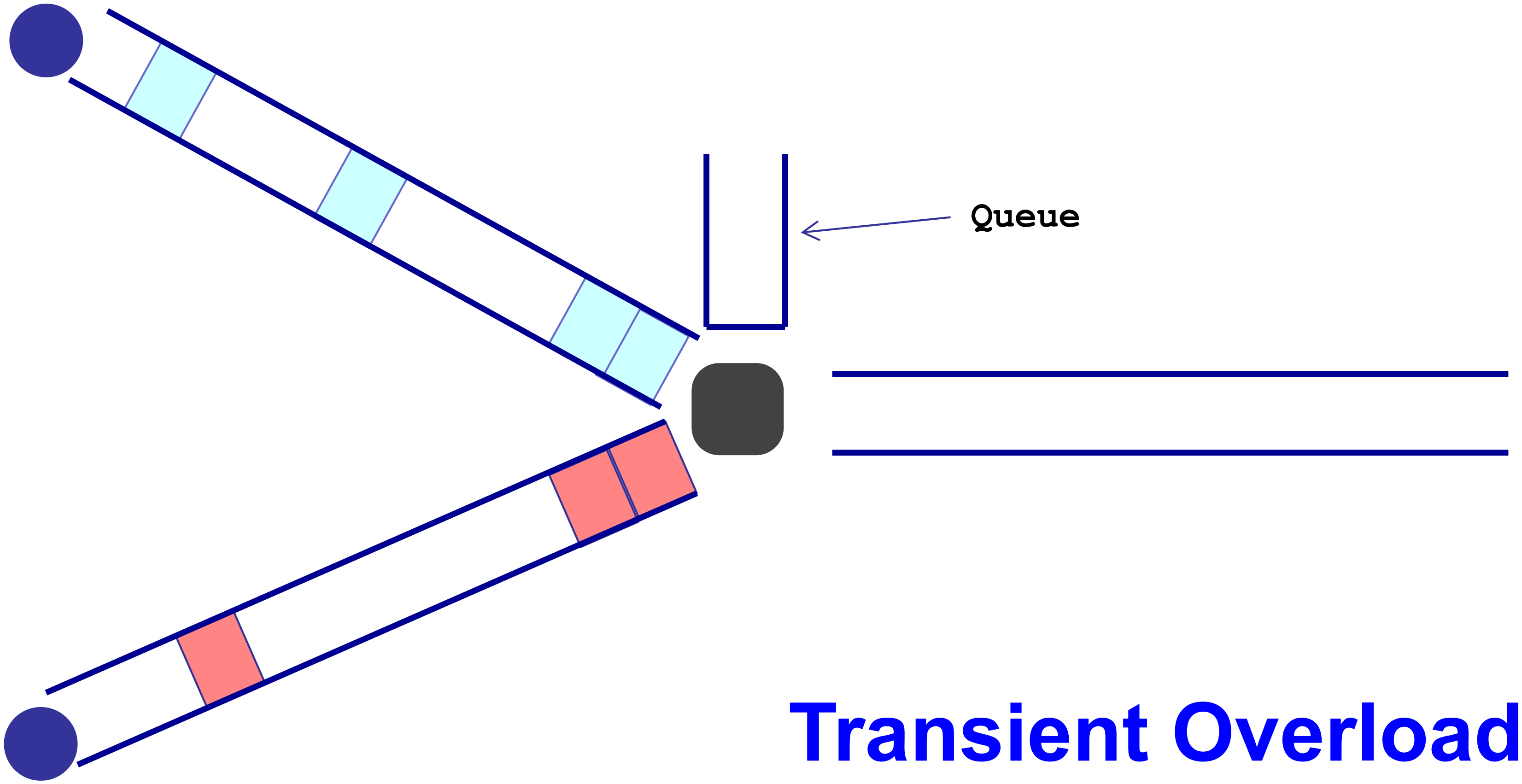
Queueing delay: “pipe” view



Queueing delay: “pipe” view



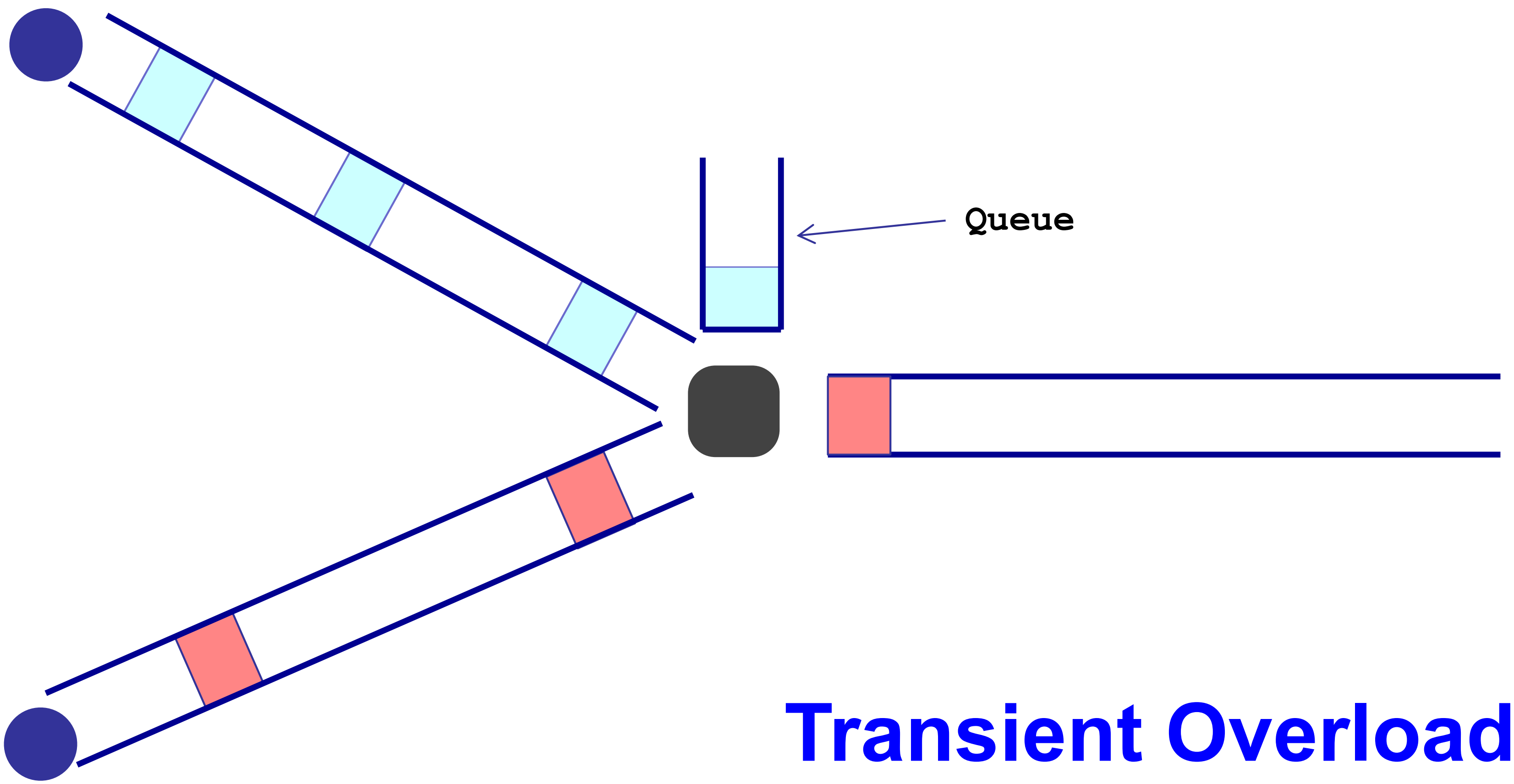
Queueing delay: "pipe" view



Transient Overload

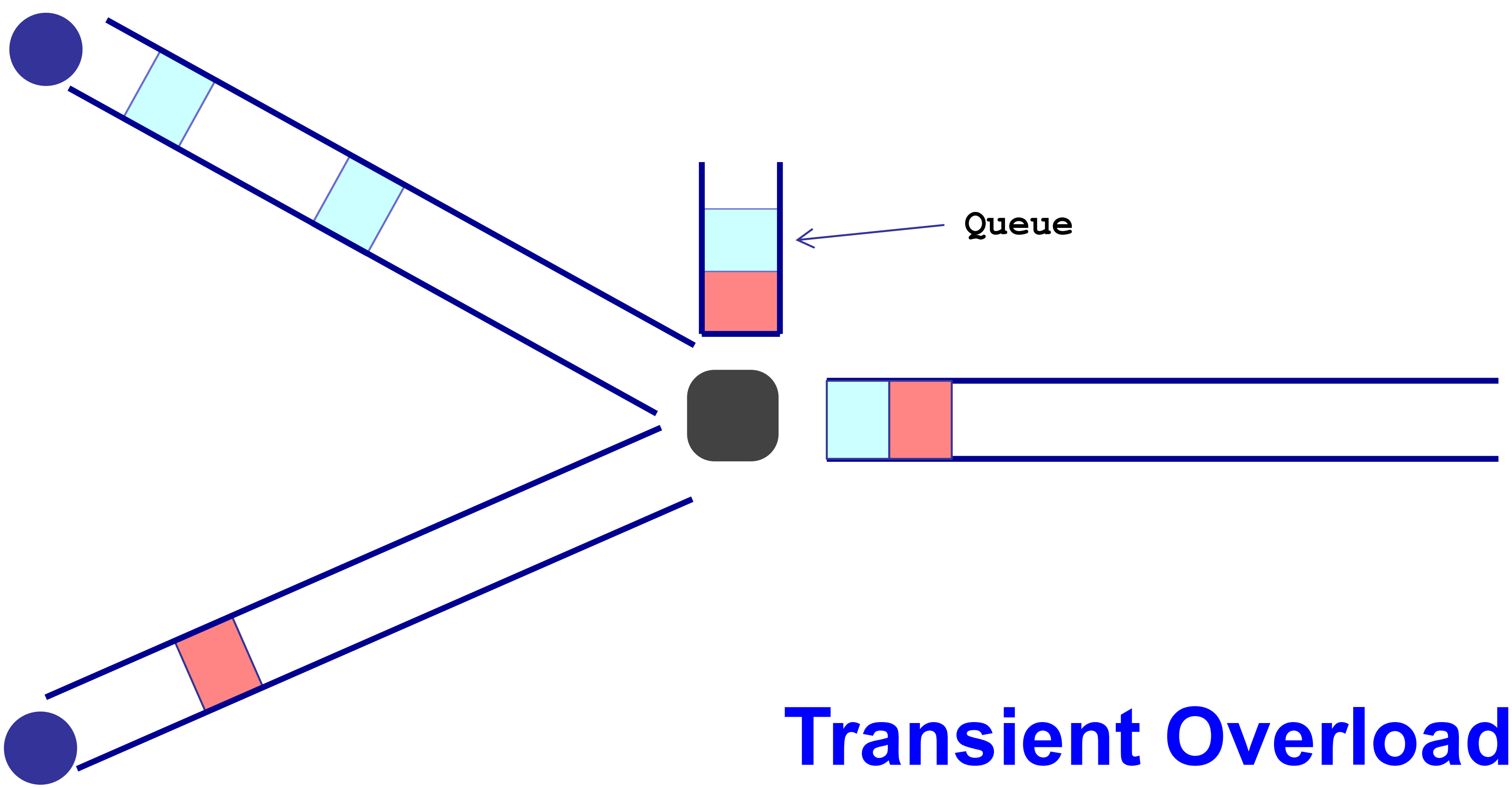
Not a rare event!

Queueing delay: "pipe" view



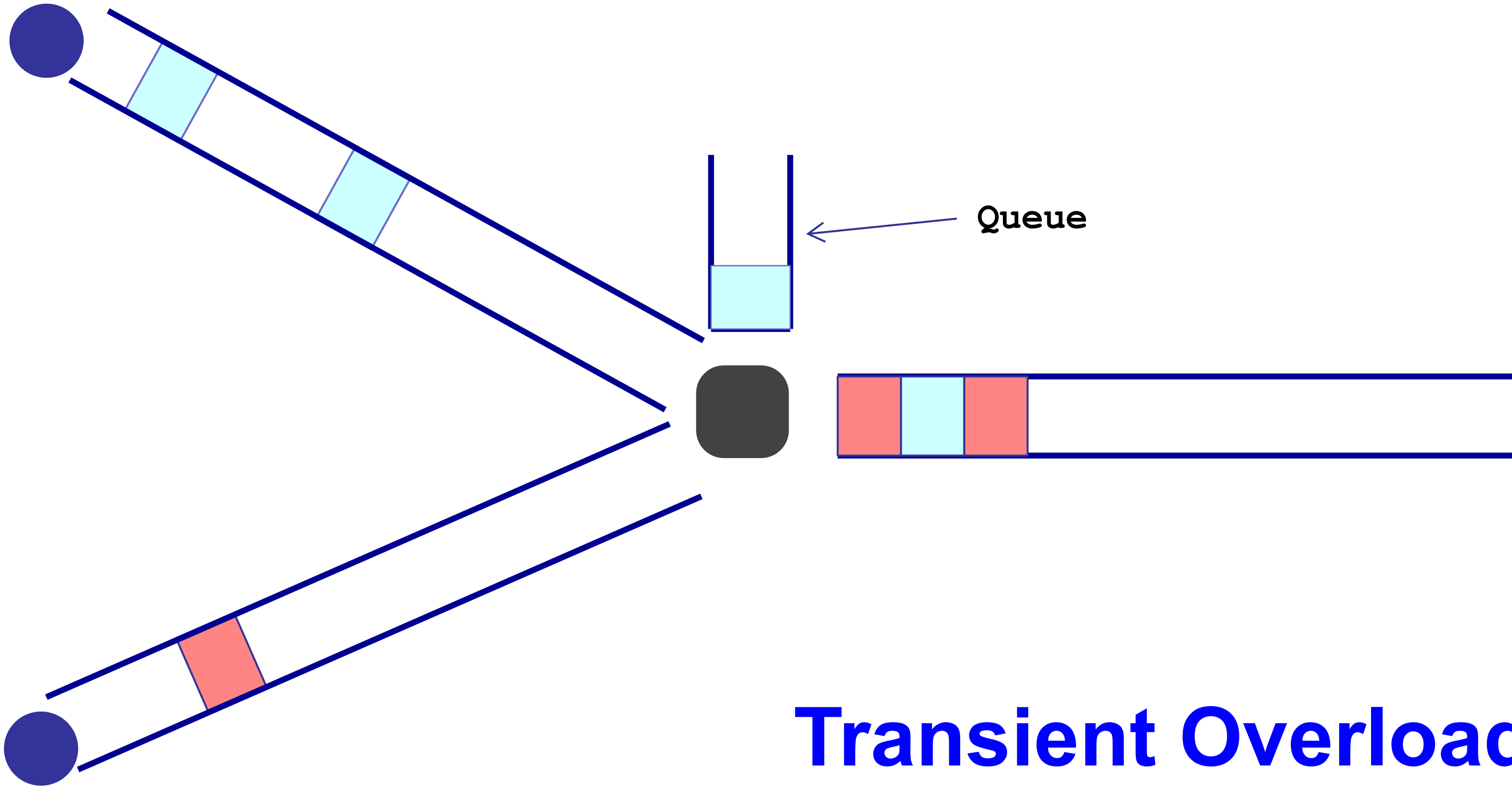
Transient Overload

Queueing delay: "pipe" view



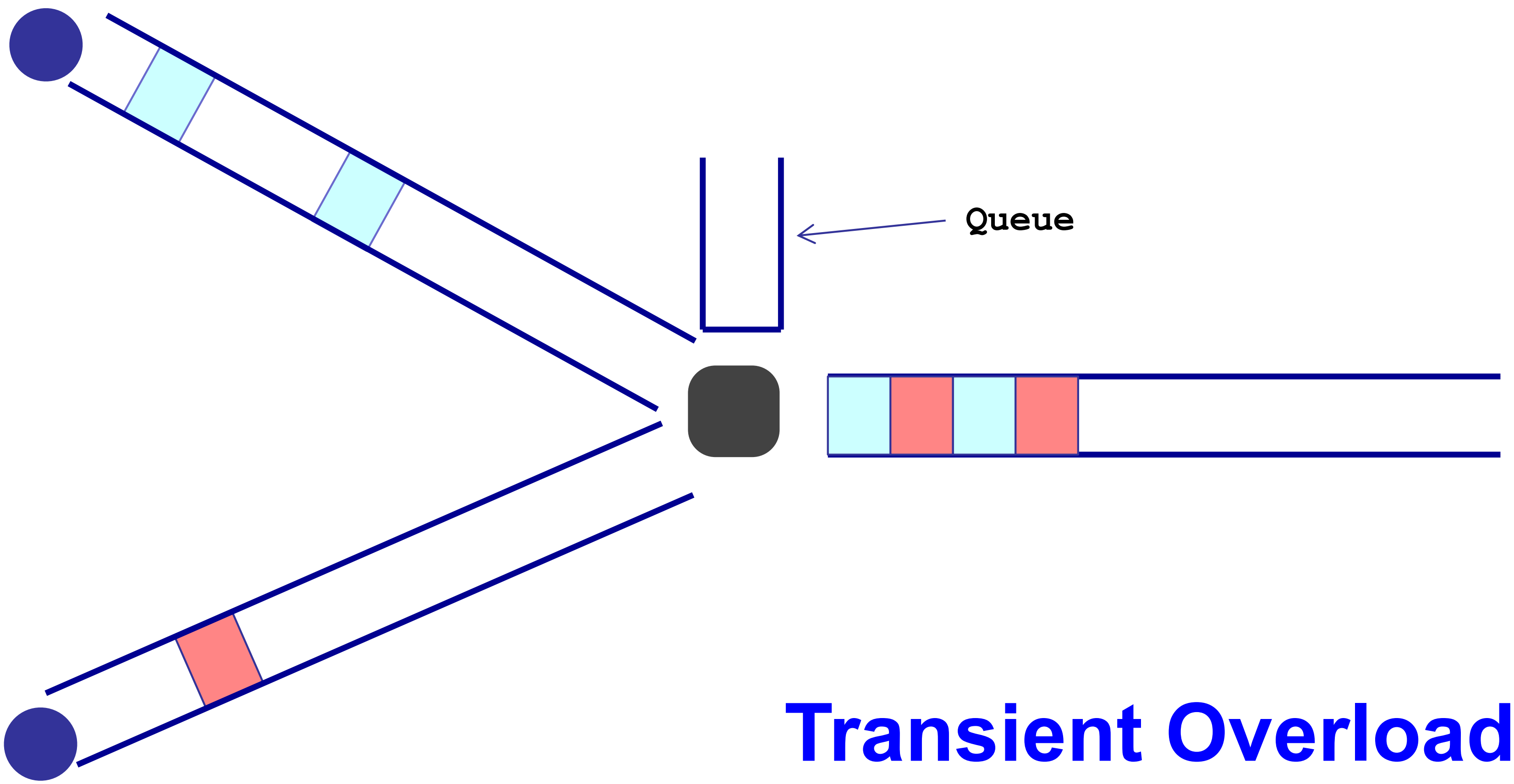
Transient Overload

Queueing delay: “pipe” view



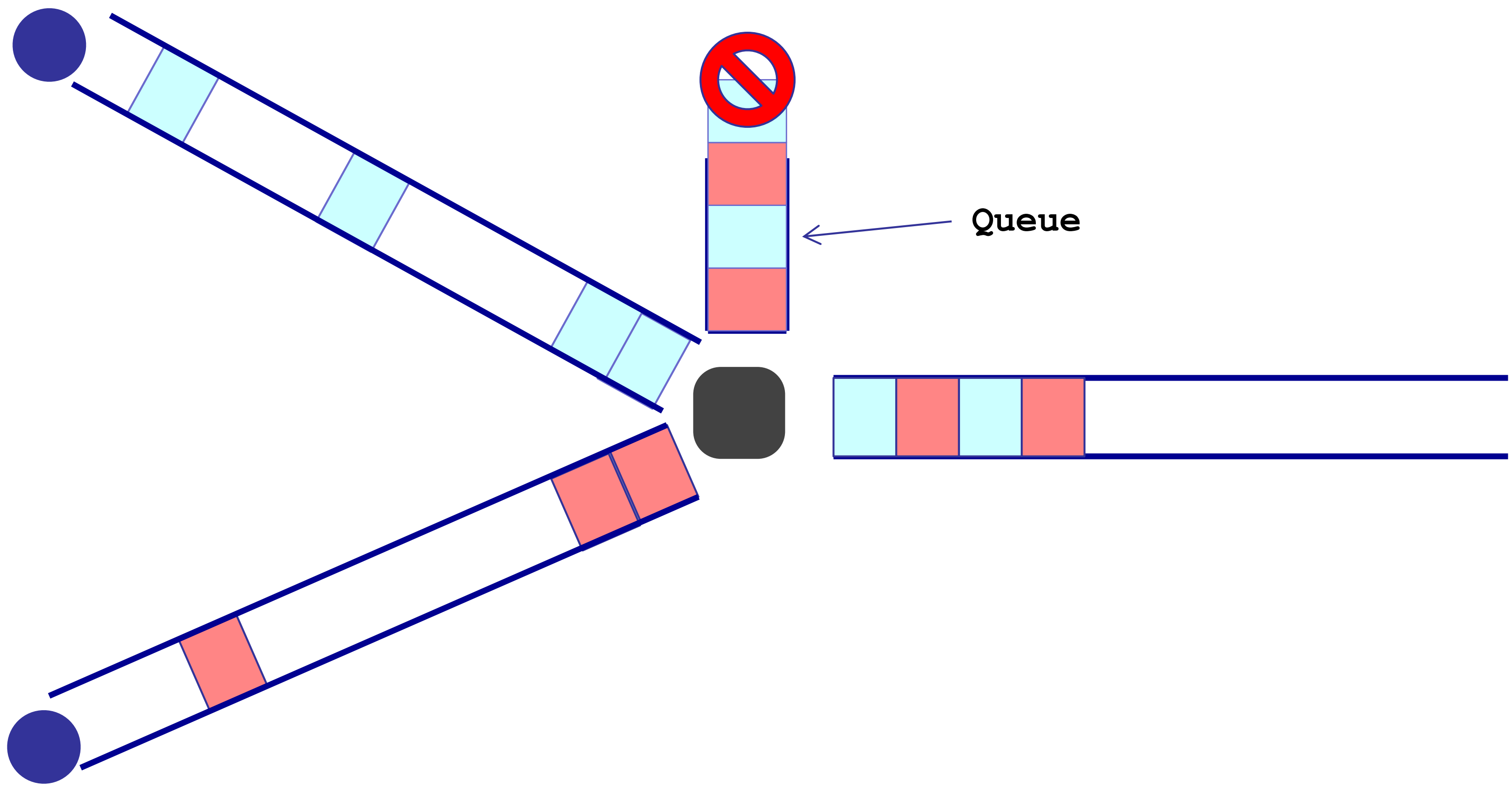
Transient Overload

Queueing delay: “pipe” view



Transient Overload

Persistent overload leads to packet drop/loss



Queueing delay

- How long does a packet have to sit in a buffer before it is processed?

- Depends on traffic pattern
  - Arrival rate at the queue
  - Nature of arriving traffic (bursty or not?)
  - Transmission rate of outgoing link

Queueing delay

- How long does a packet have to sit in a buffer before it is processed?
- Characterized with statistical measures
  - Average queuing delay
  - Variance of queuing delay
  - Probability delay exceeds a threshold value

Basic queueing theory terminology

- Arrival process: how packets arrive
  - Average rate A
- W: average time packets wait in the queue
  - W for “waiting time”
- L: average number of packets waiting in the queue
  - L for “length of queue”

Little's Law (1961)

- $L = A \times W$
  (L: length of queue, A: average arrival rate, W: waiting time in queue)
- Compute L: count packets in queue every second
- Why do you care?
  - Easy to compute L, harder to compute W

4. Processing Delay

- How long does the switch take to process a packet?
  - Negligible

End-to-end delay

transmission

propagation

queueing

processing

transmission

propagation

queueing

processing

transmission

propagation

Round Trip Time (RTT)

- Time for a packet to go from a source to a destination and to come back
- Why do we care?
  - Measuring delay is hard from one end
- RTT/2 equals *average* end-to-end delay
  - Why not exact?

Loss

- What fraction of the packets sent to a destination are dropped?

Throughput

- At what rate is the destination receiving data from the source

Throughput

Transmission rate R bits/sec

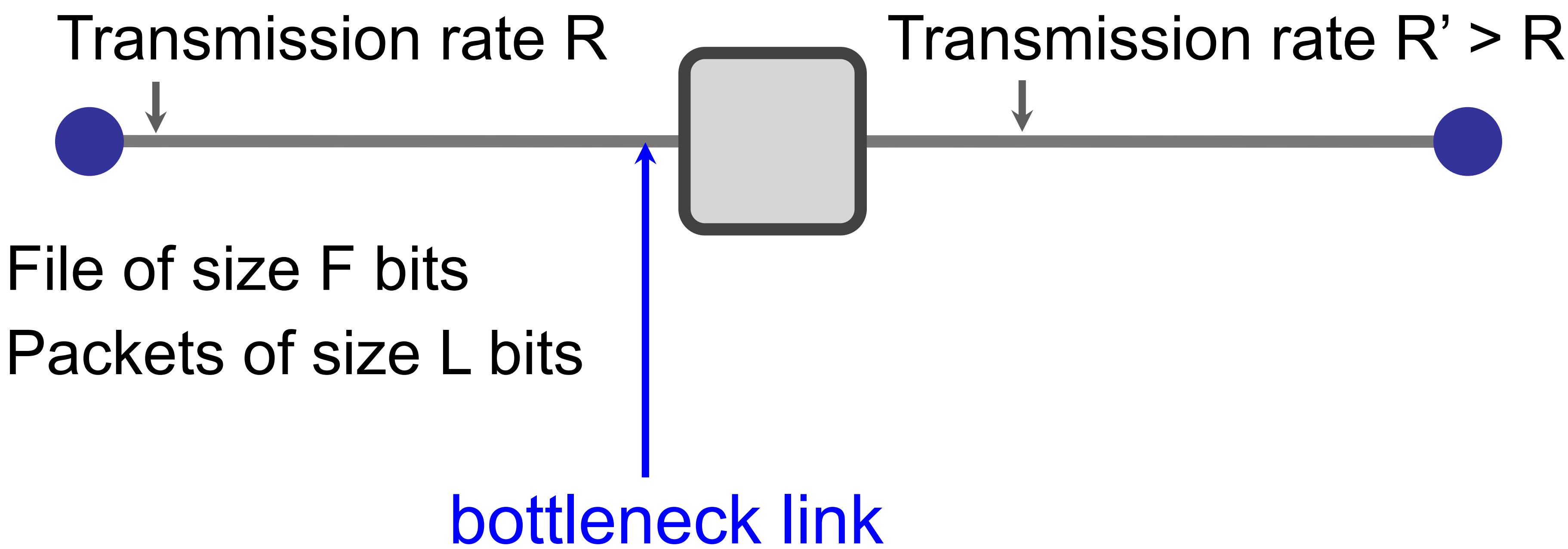
File of size F bits

Packets of size L bits

Transfer time (T) = F/R + propagation delay

Average throughput = F/T ≈ R

End-to-end throughput



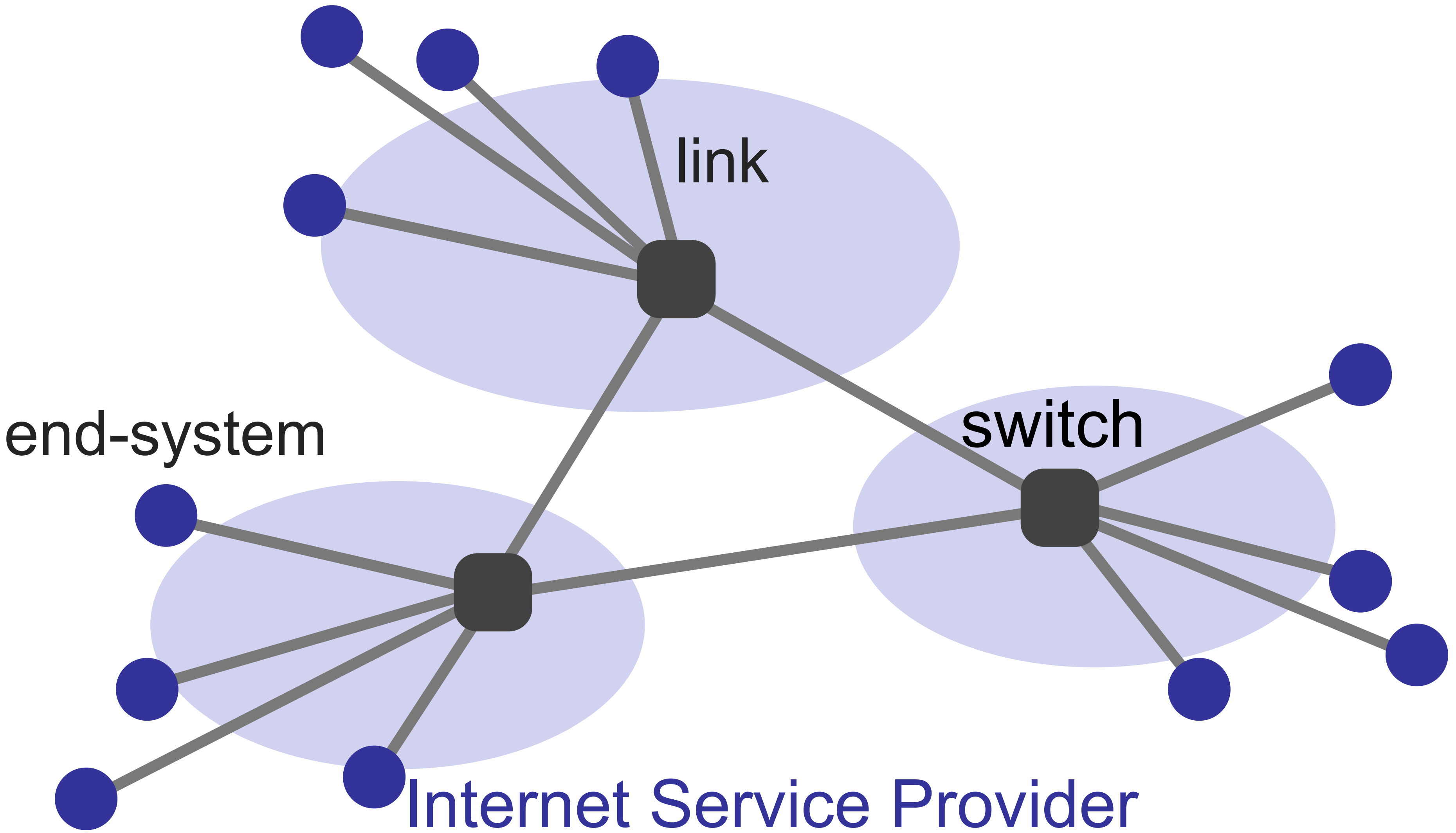
Average throughput = min{R, R’} = R

Summary

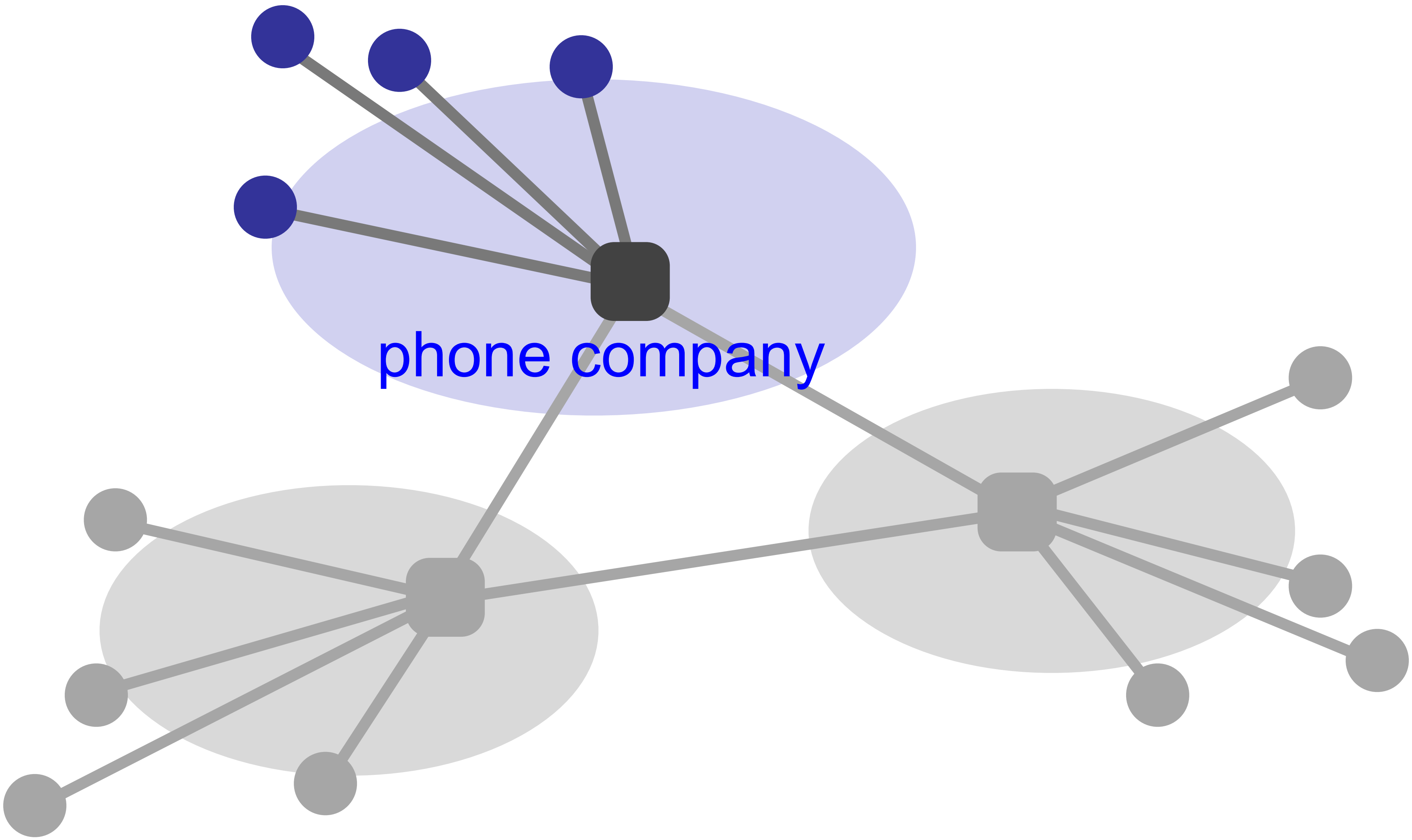
- How is the network shared?
  - On-demand or via reservation
- How do we evaluate a network?
  - Bandwidth, delay, loss, …
- What is a network made of?
  - Whatever physical infrastructure exist
  - See backup slides

WHAT IS THE NETWORK MADE OF?

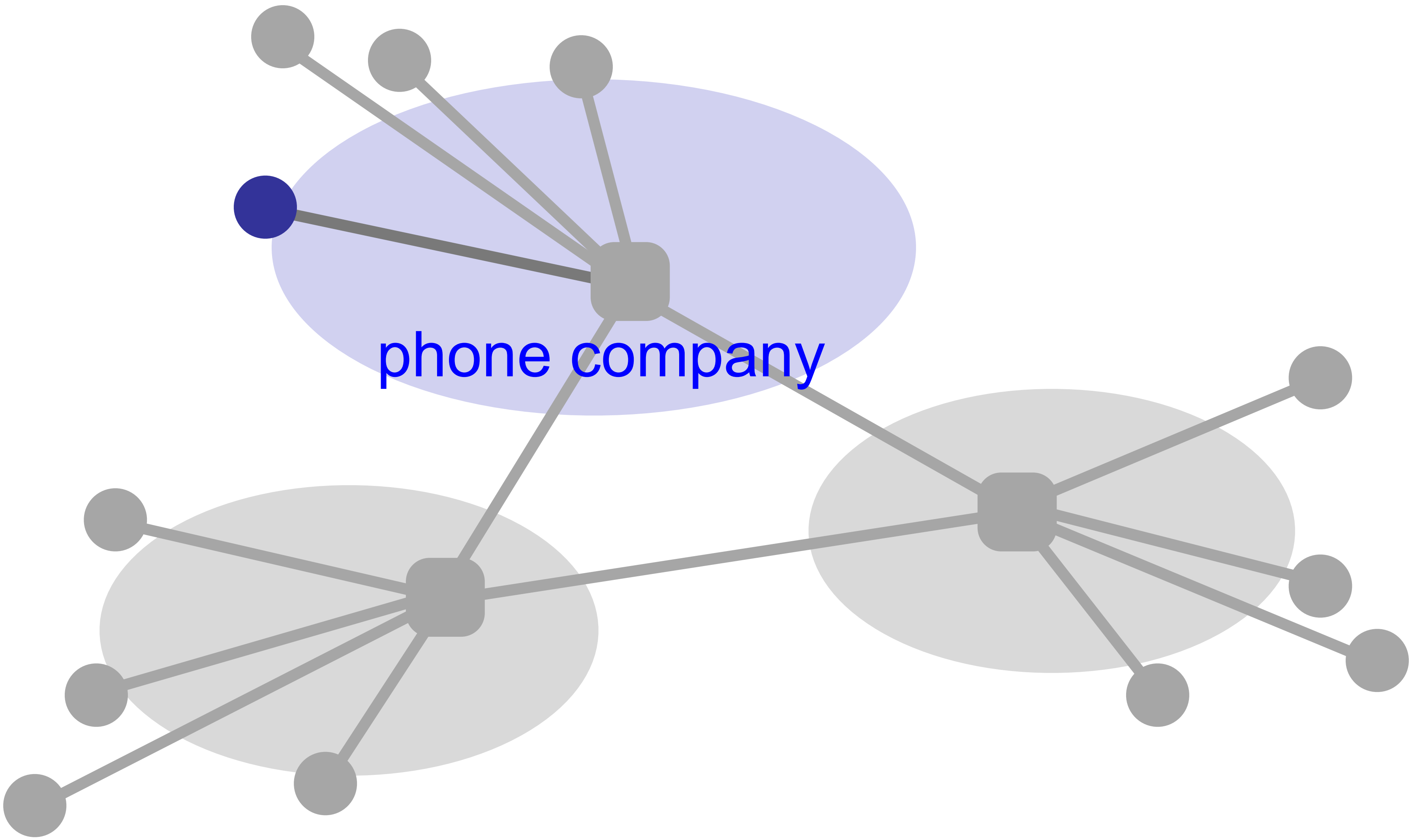
What is a network made of?



What is a network made of?

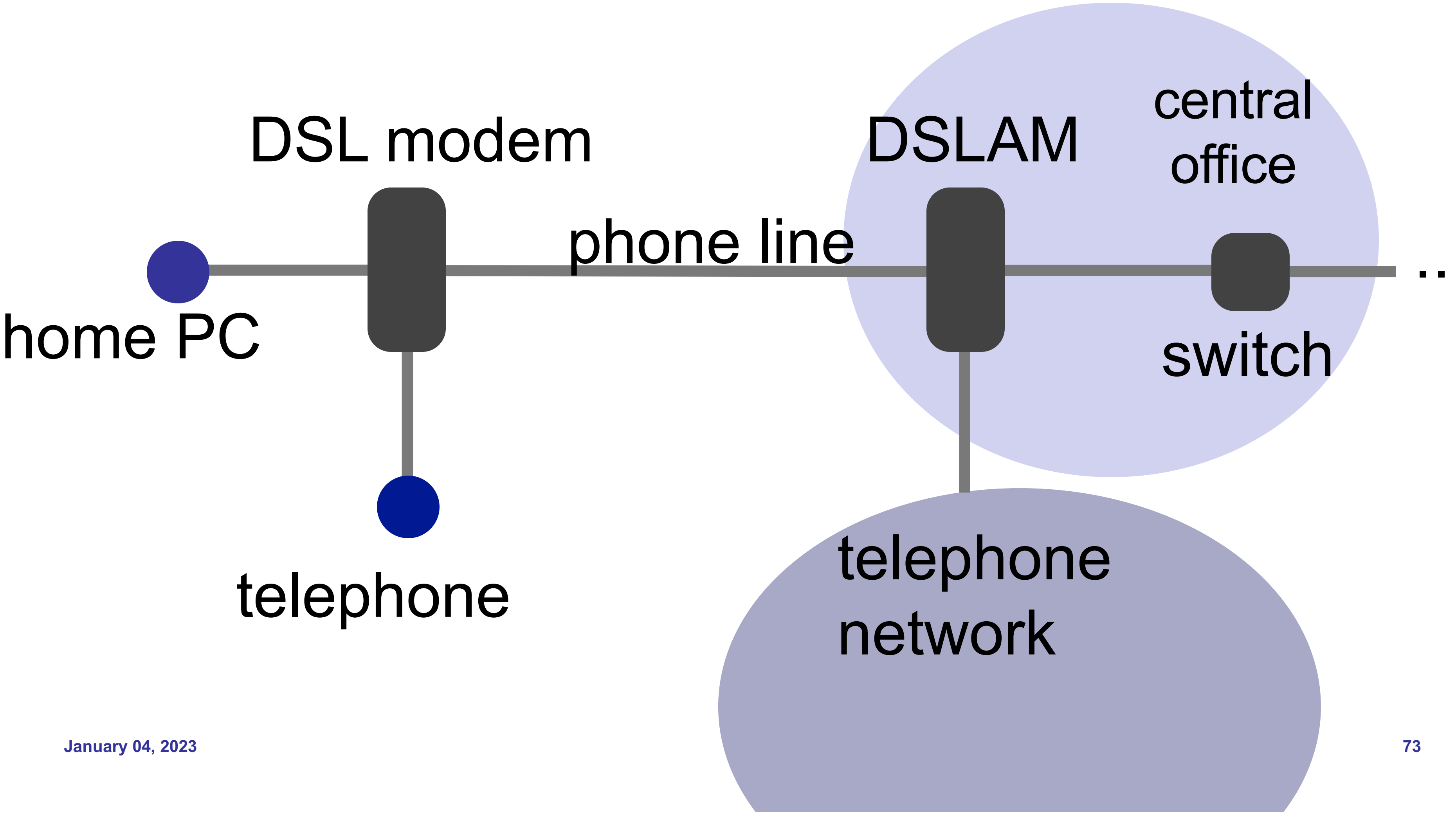


What is a network made of?



The last hop

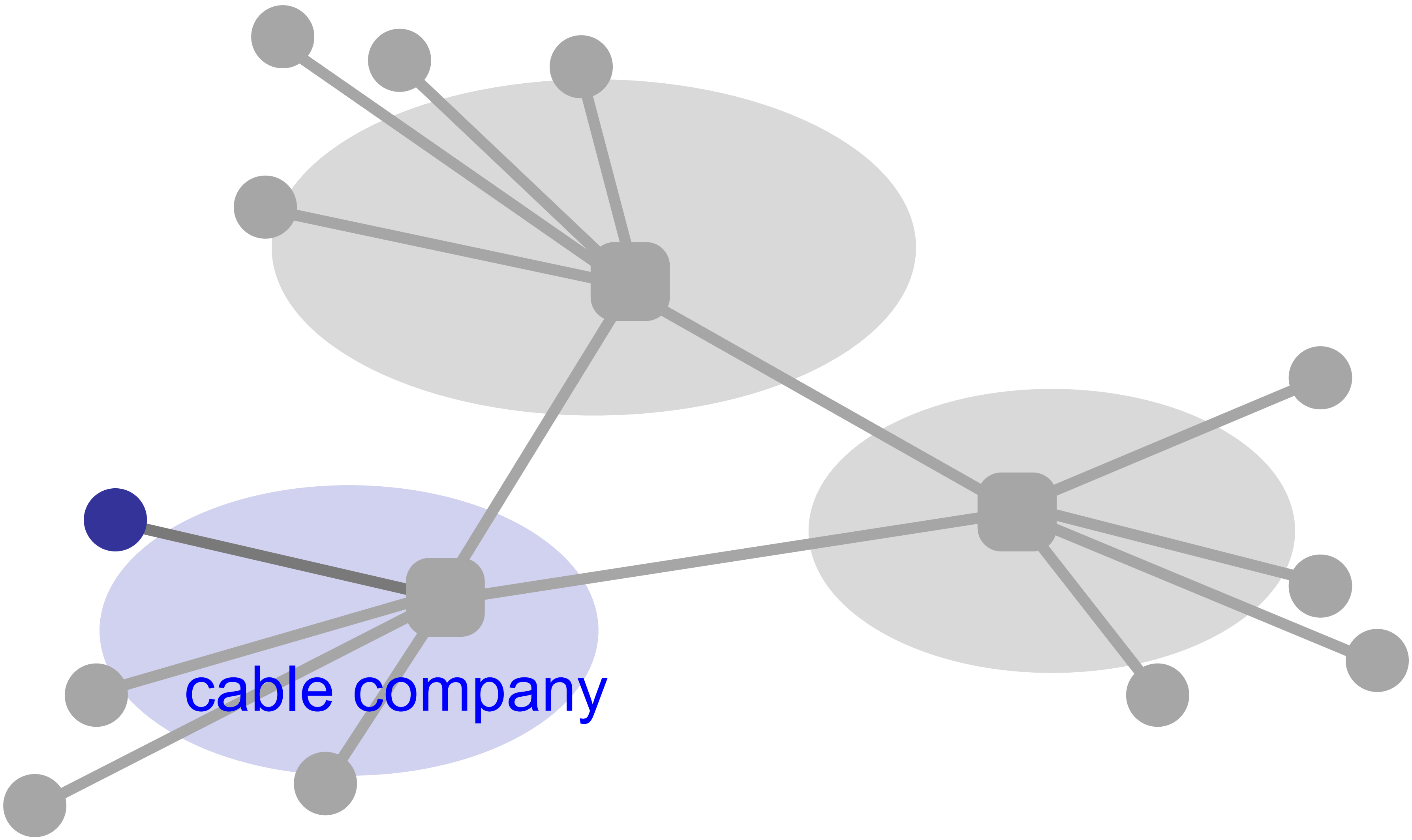
How do we connect?



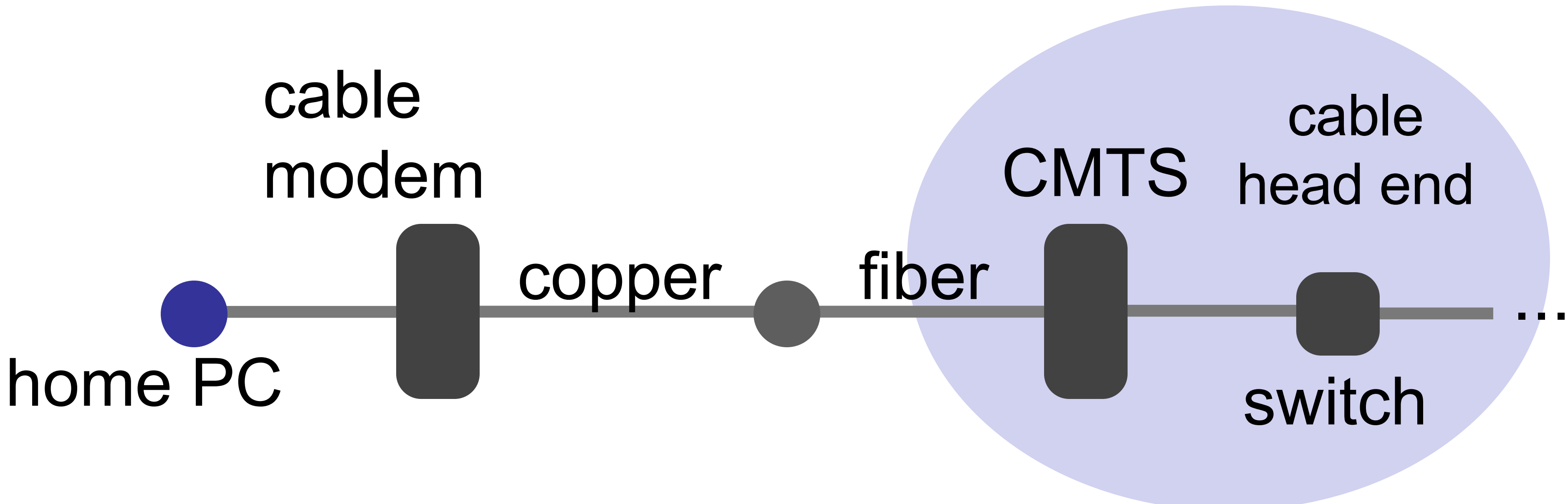
Digital Subscriber Line (DSL)

- Twisted pair copper
- 3 separate channels
  - downstream data channel
  - upstream data channel
  - 2-way phone channel
- up to 25 Mbps downstream
- up to 2.5 Mbps upstream

How about an cable provider as an ISP?



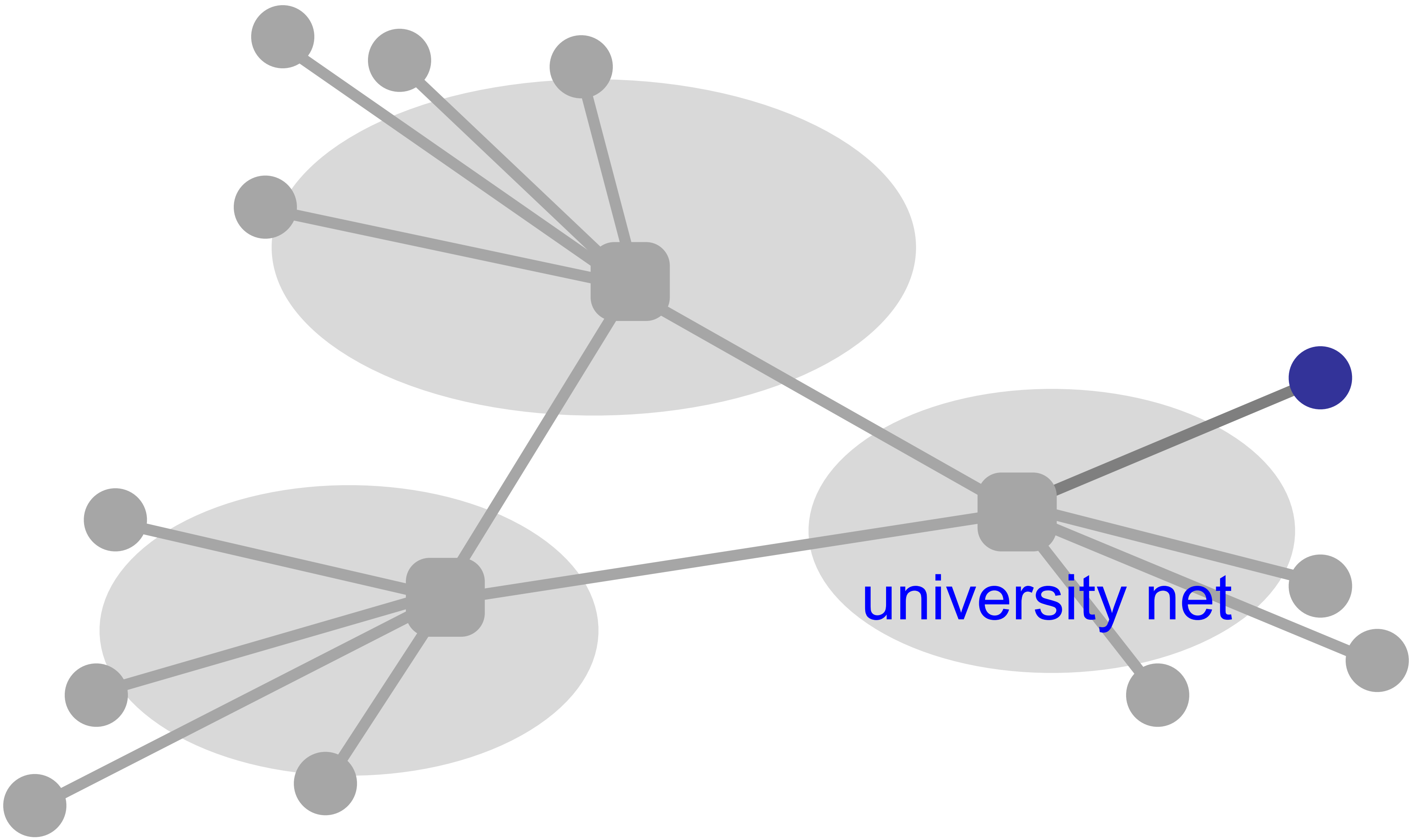
Connecting via cable



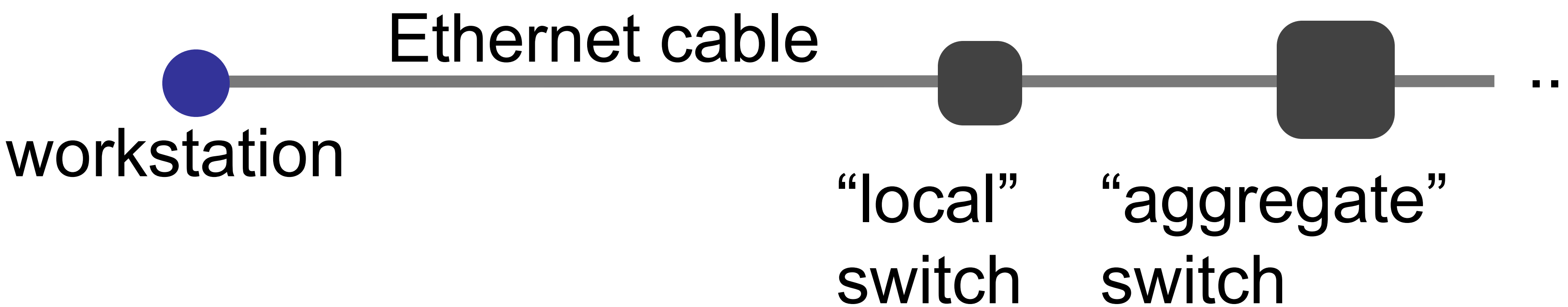
Cable

- Coaxial copper & fiber
- Up to 42.8 Mbps downstream
- Up to 30.7 Mbps upstream
- Shared broadcast medium

Any other means?



Ethernet



Ethernet cable
workstation
"local" switch
"aggregate" switch
...

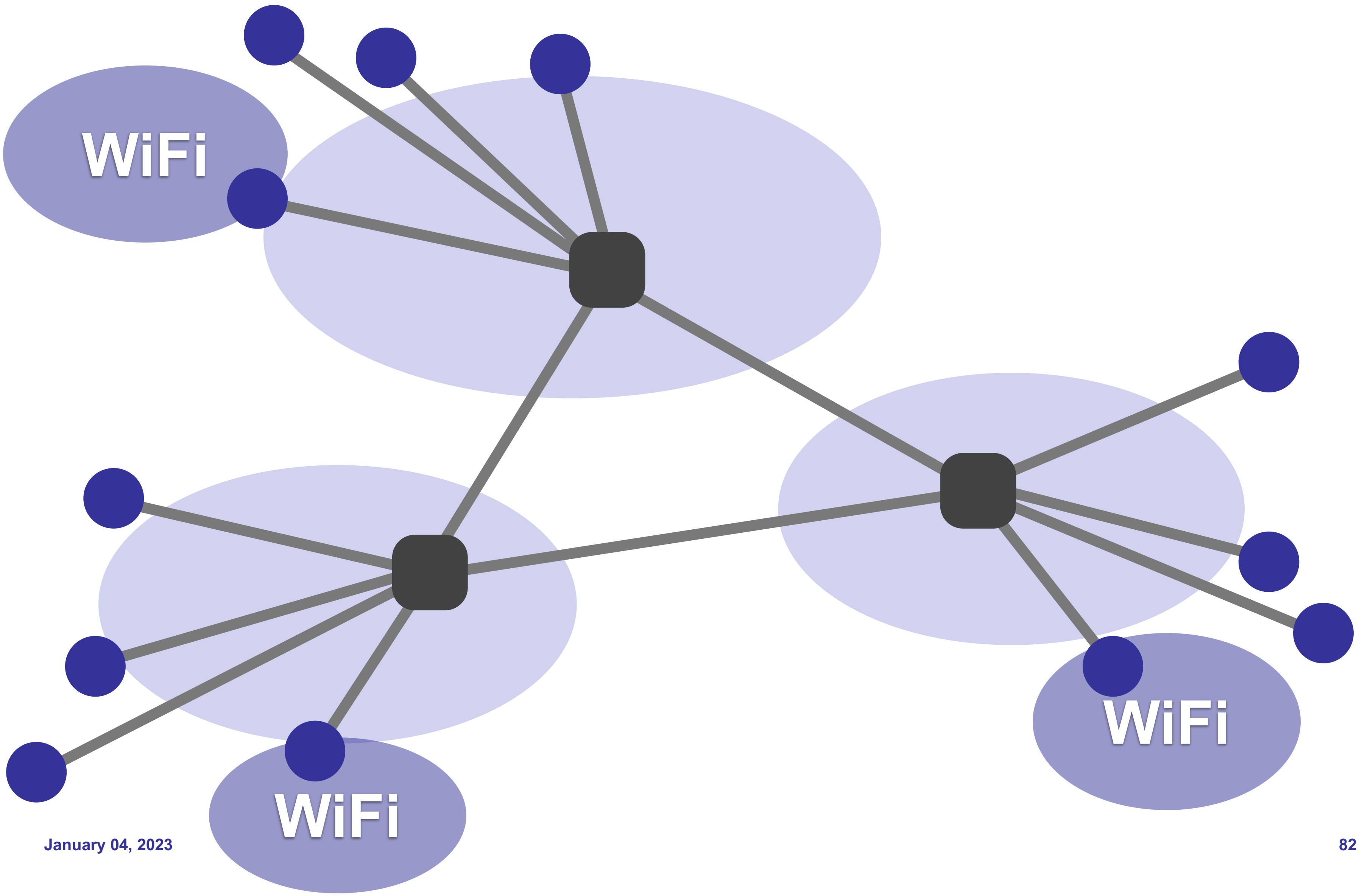
Ethernet

- Twisted pair copper
- 100 Mbps, 1 Gbps, 10 Gbps (each direction)

Many other ways

- Cellular (smart phones)
- Satellite (remote areas)
- Fiber to the Home (home)
- Optical carrier (Internet backbone)

Where is WiFi?



MASSIVE Scale

- 4.6 Billion users
- >1.8 Billion websites
- >200 Billion emails sent per day
- >2.5 Billion smartphones
- >2.7 Billion Facebook users
- >1 Billion hours of YouTube watched per day
- Routers that switch 10 Terabits/second
- Links that carry 100 Gigabits/second

Have we found the right solution?

- We don't really know

- What we do know
  - The early Internet pioneers came up with a solution that was successful beyond all imagining
  - Several enduring architectural principles and practices emerged from their work

- Still, it is just one design with many questions

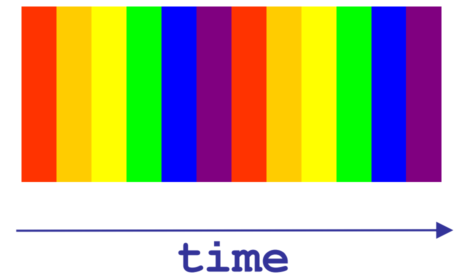
The Internet is a lesson

- In how to reason through the design of a <u>very</u> complex system
  - What are our goals and constraints?
  - What's the right prioritization of goals?
  - How do we decompose a problem?
  - Who does what? How?
  - What are the interfaces between components?
  - What are the tradeoffs between design options?

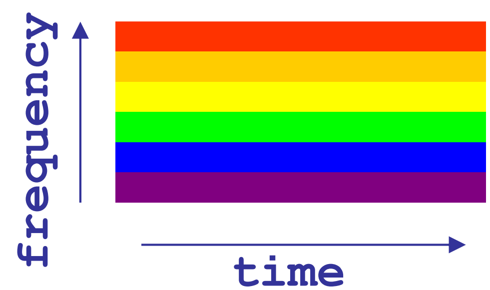
DETAILS ON CIRCUIT SWITCHING

Many kinds of circuits

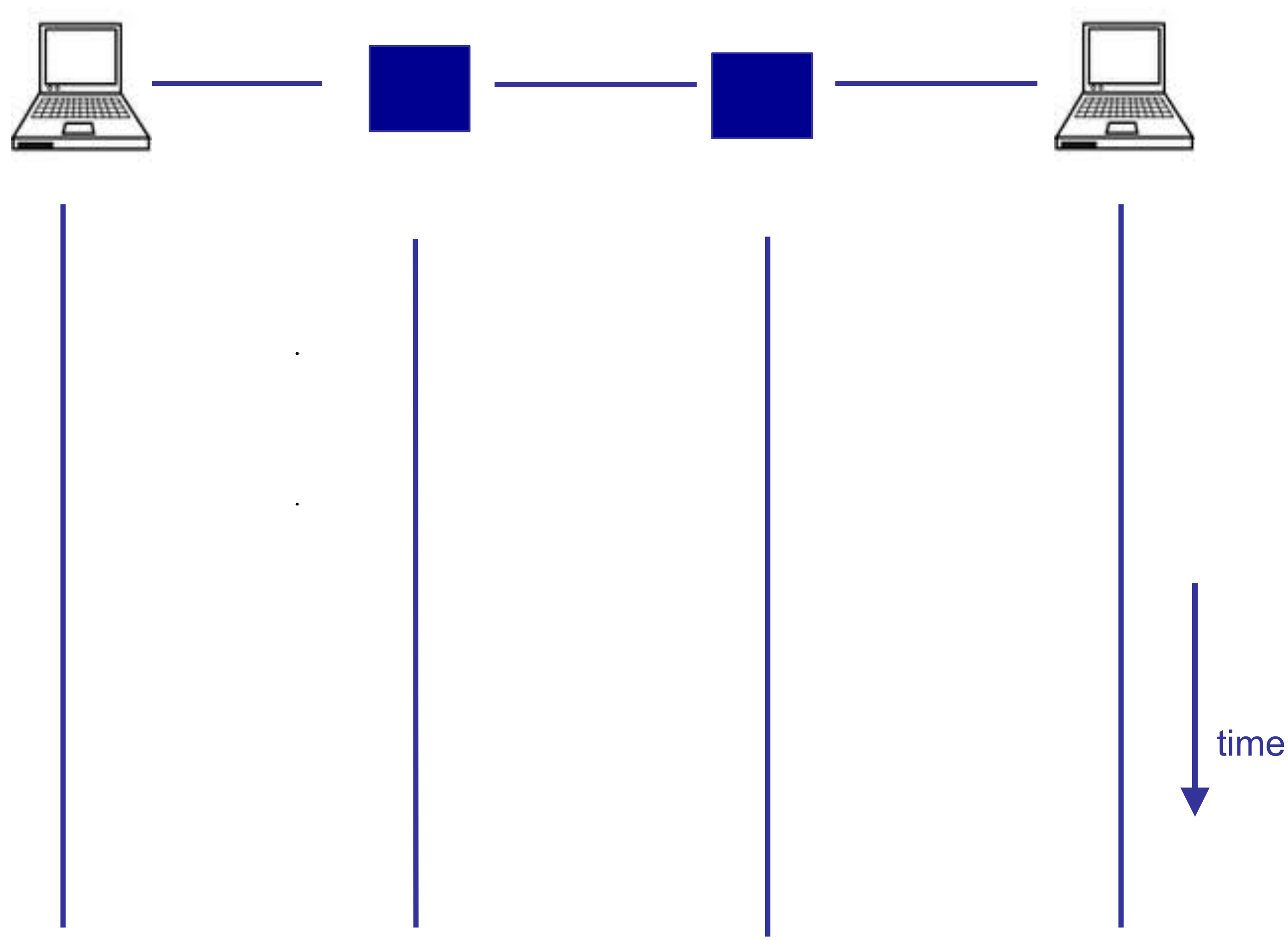
- Time division multiplexing
  - divide time in time slots
  - separate time slot per circuit



- Frequency division multiplexing
  - divide frequency spectrum in frequency bands
  - separate frequency band per circuit



Timing in circuit switching



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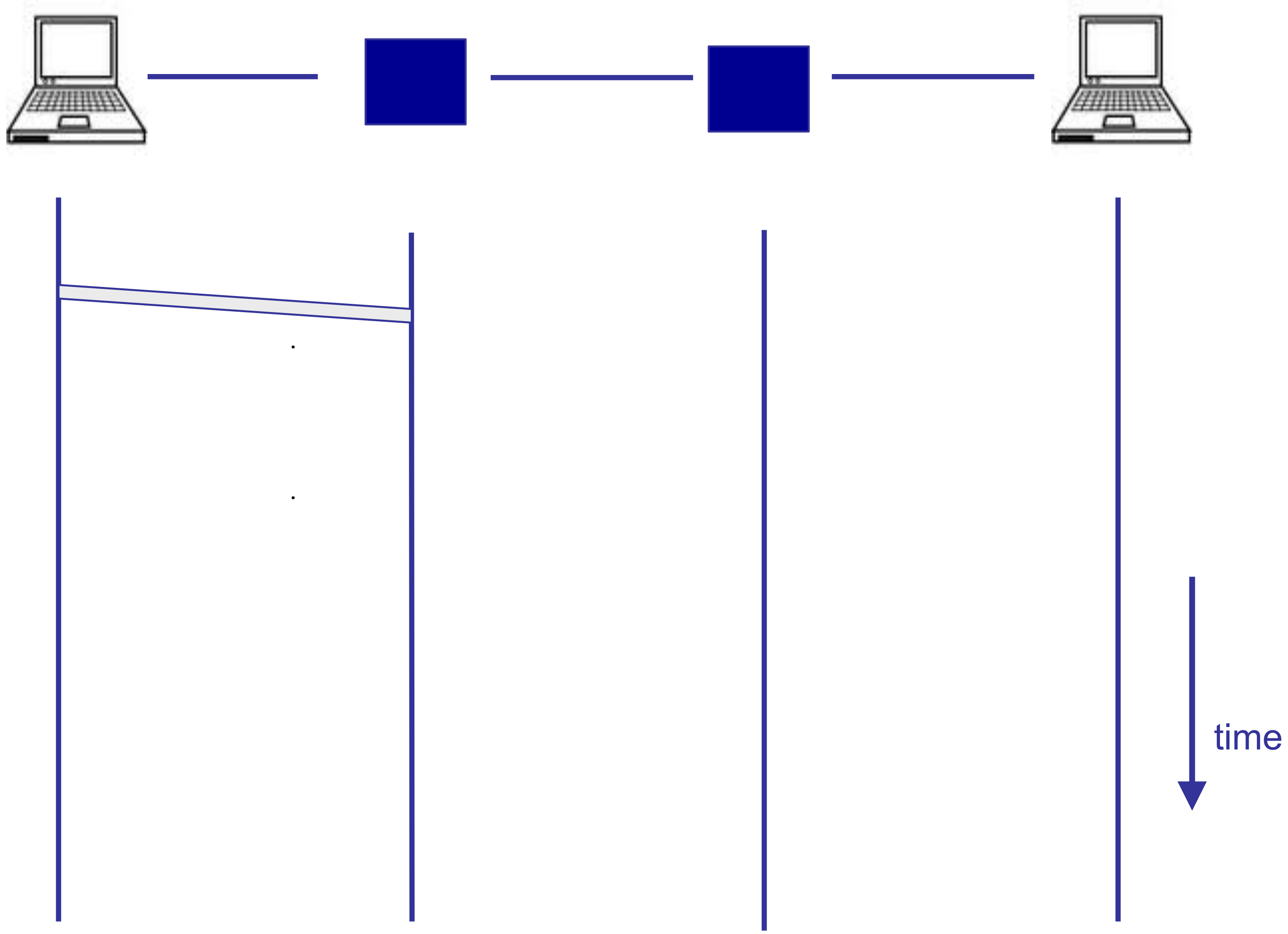
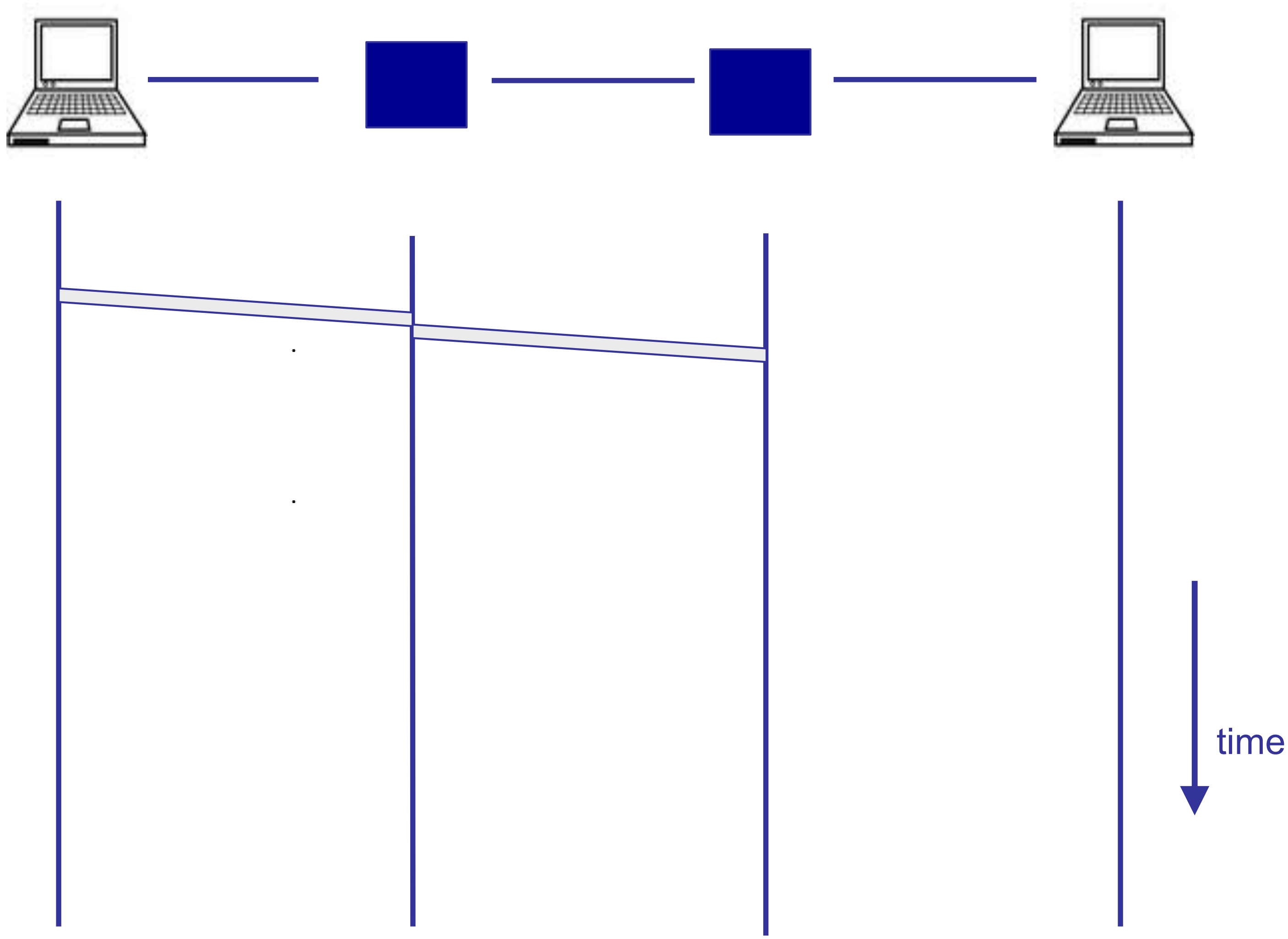


Timing in circuit switching



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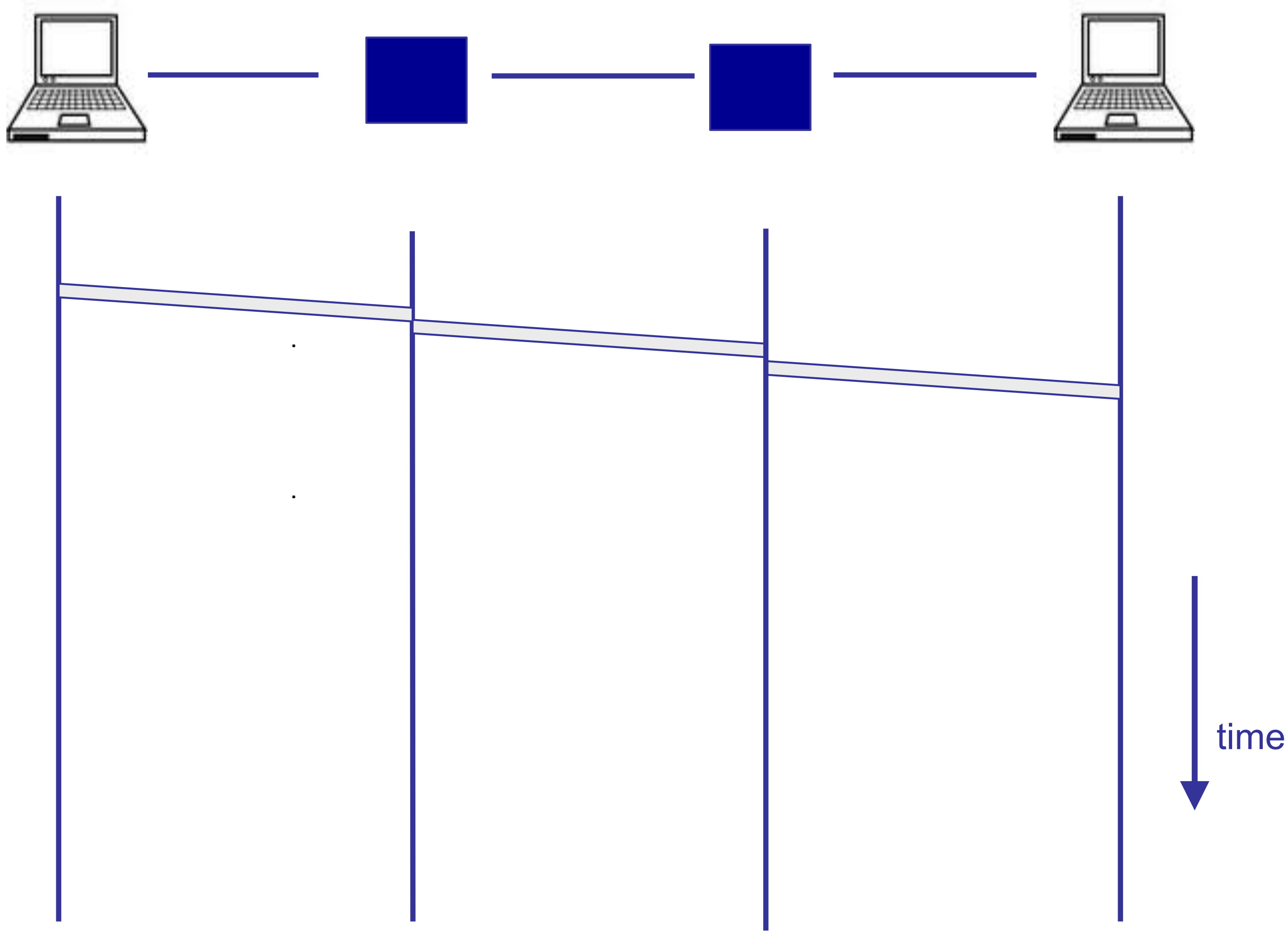

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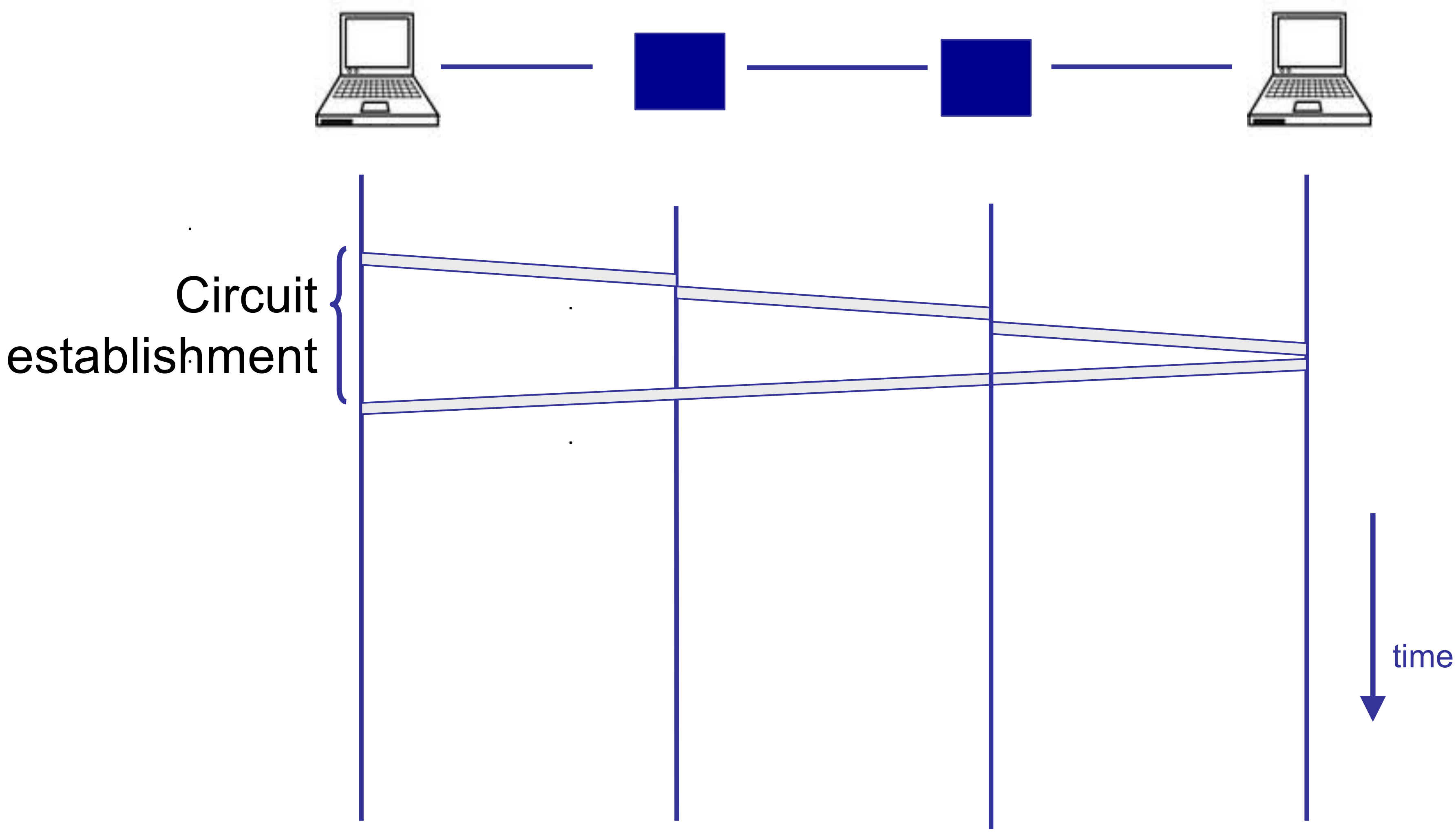

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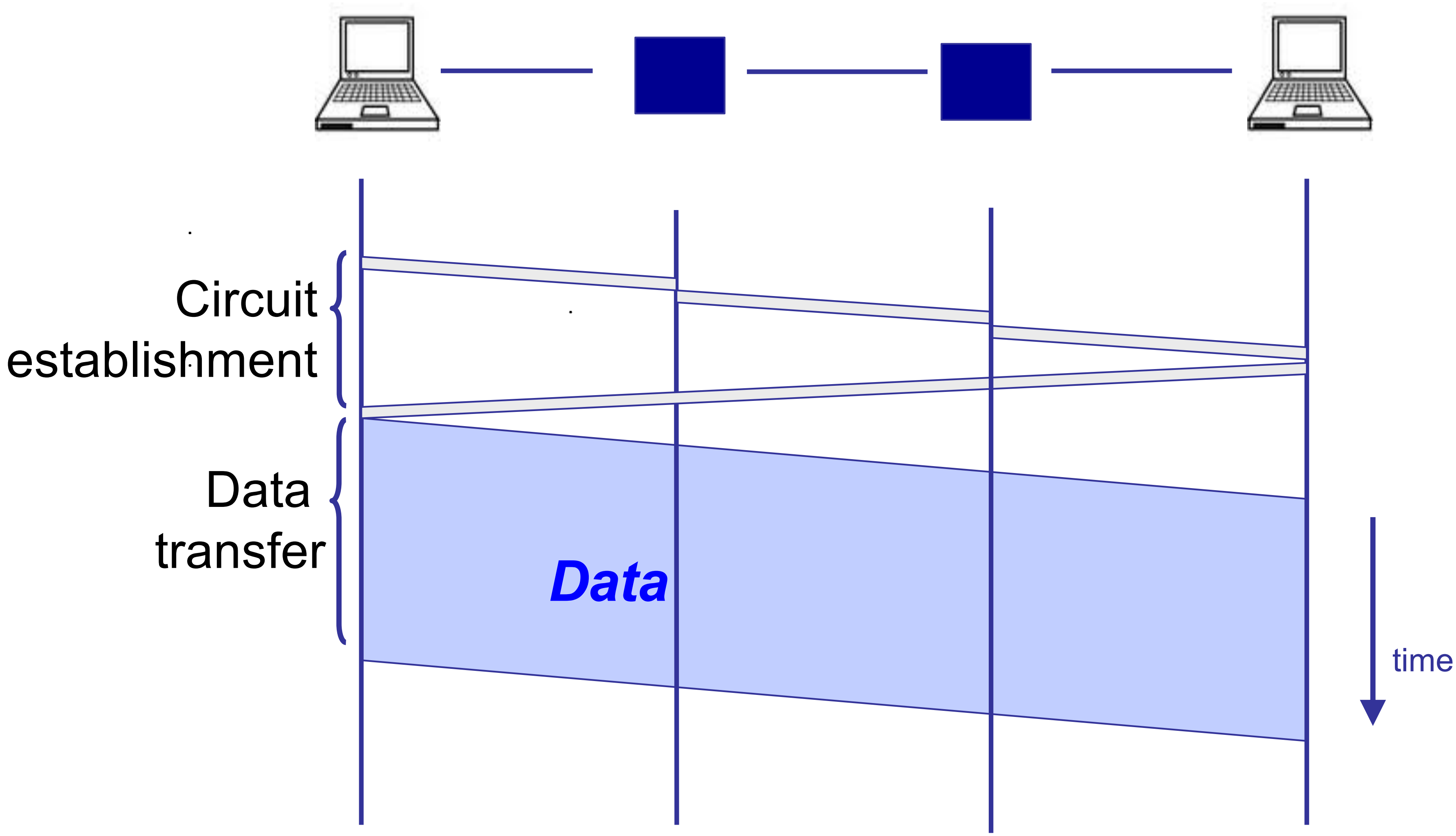
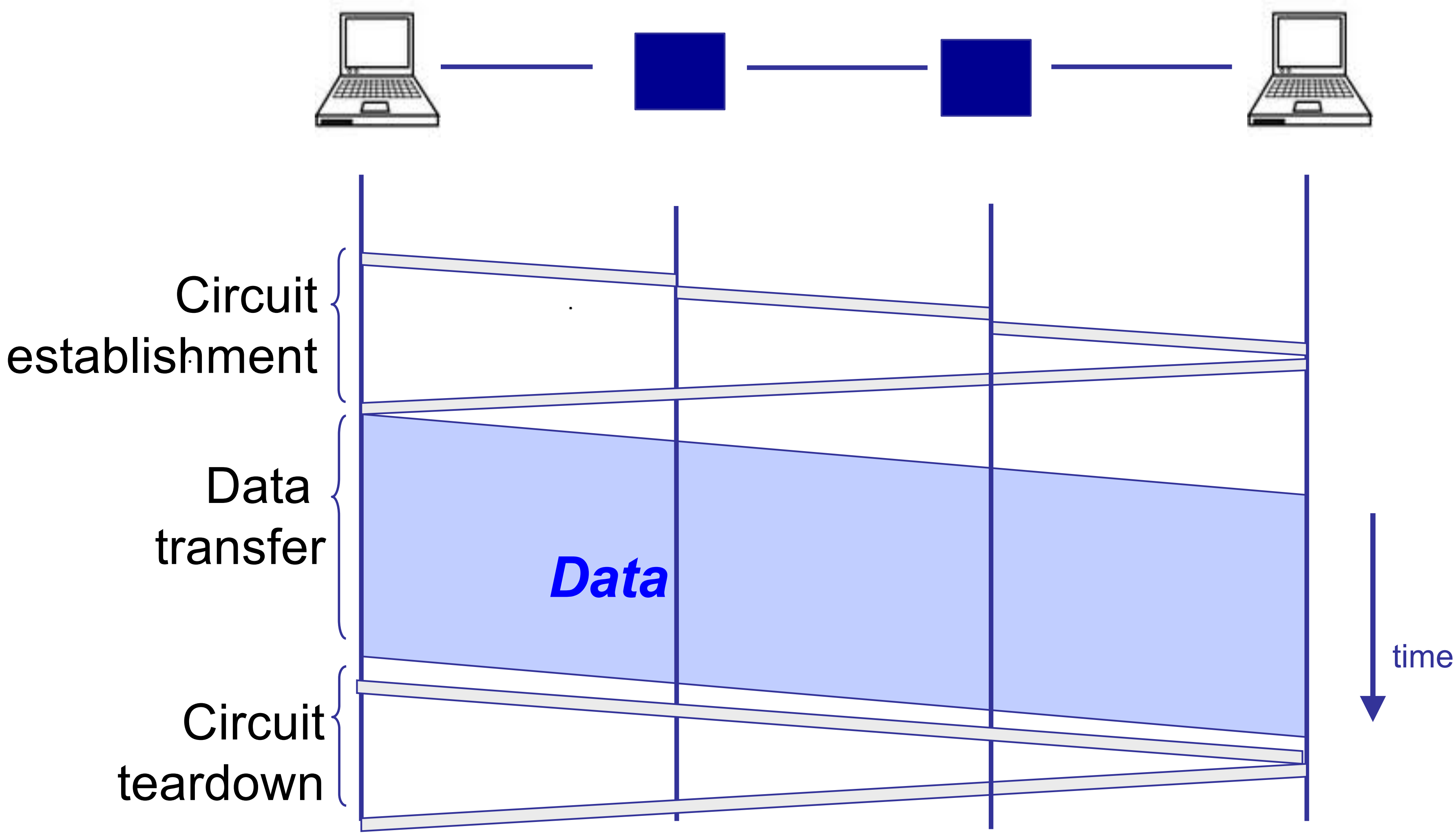
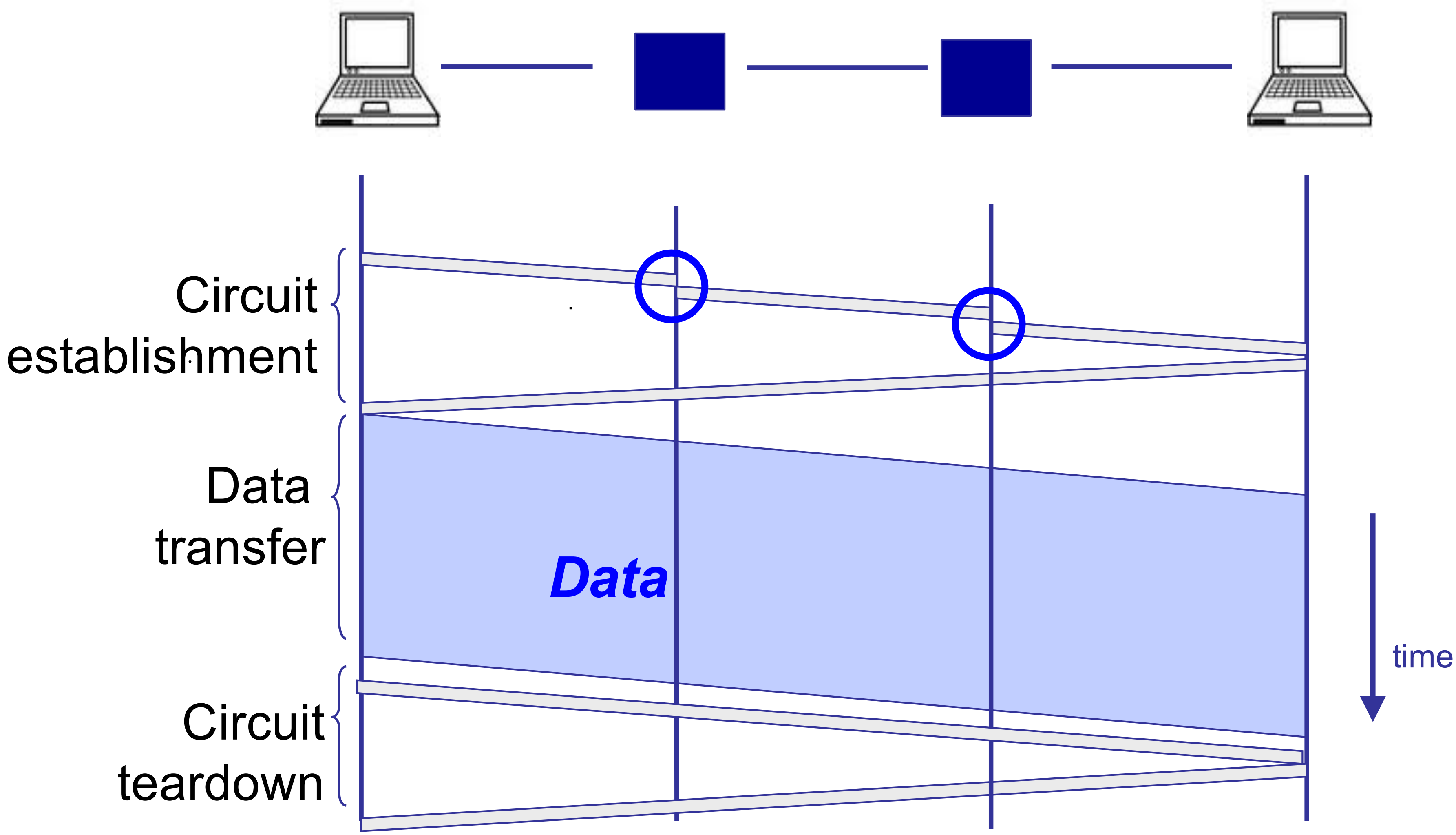


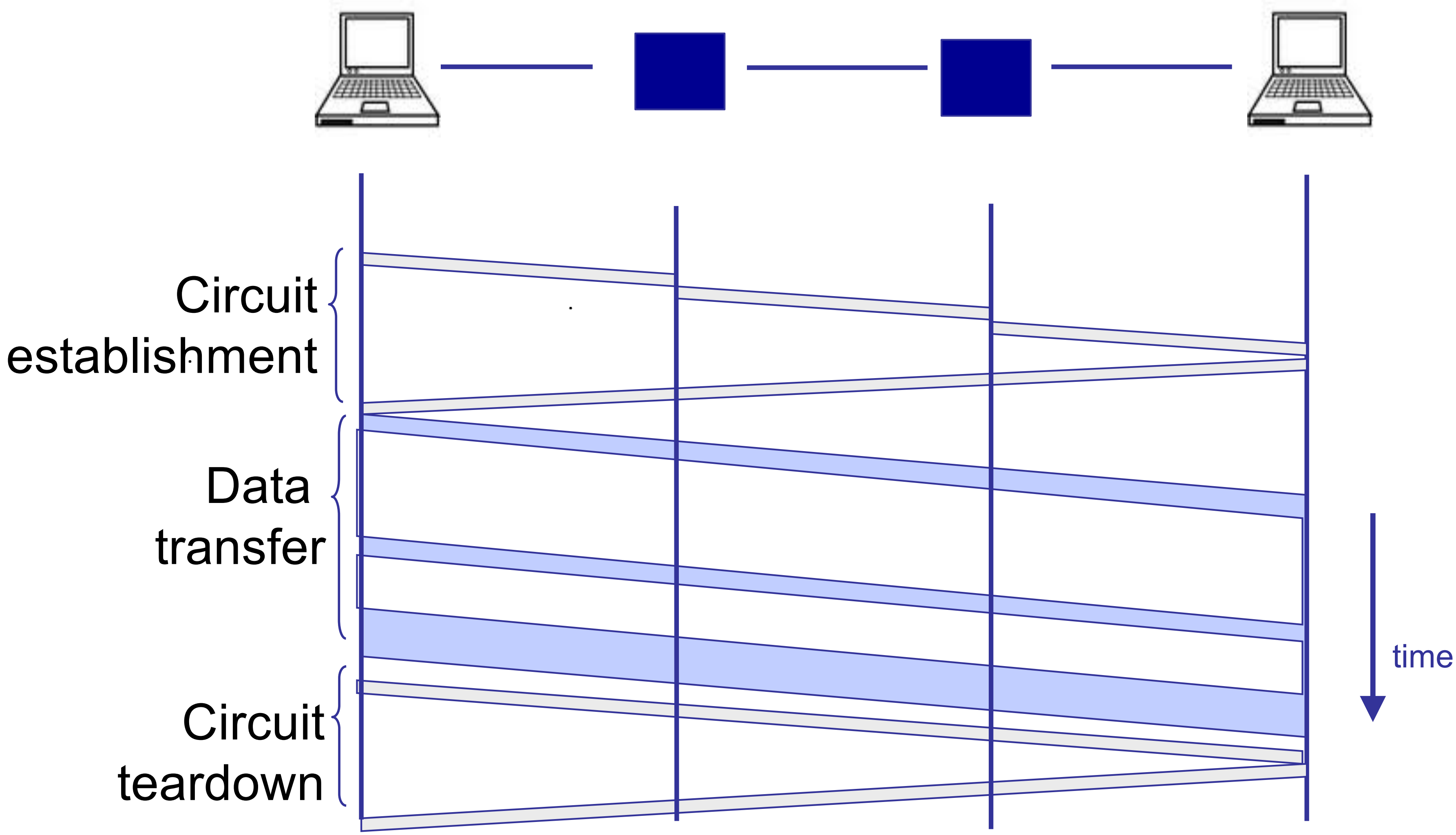
Timing in circuit switching



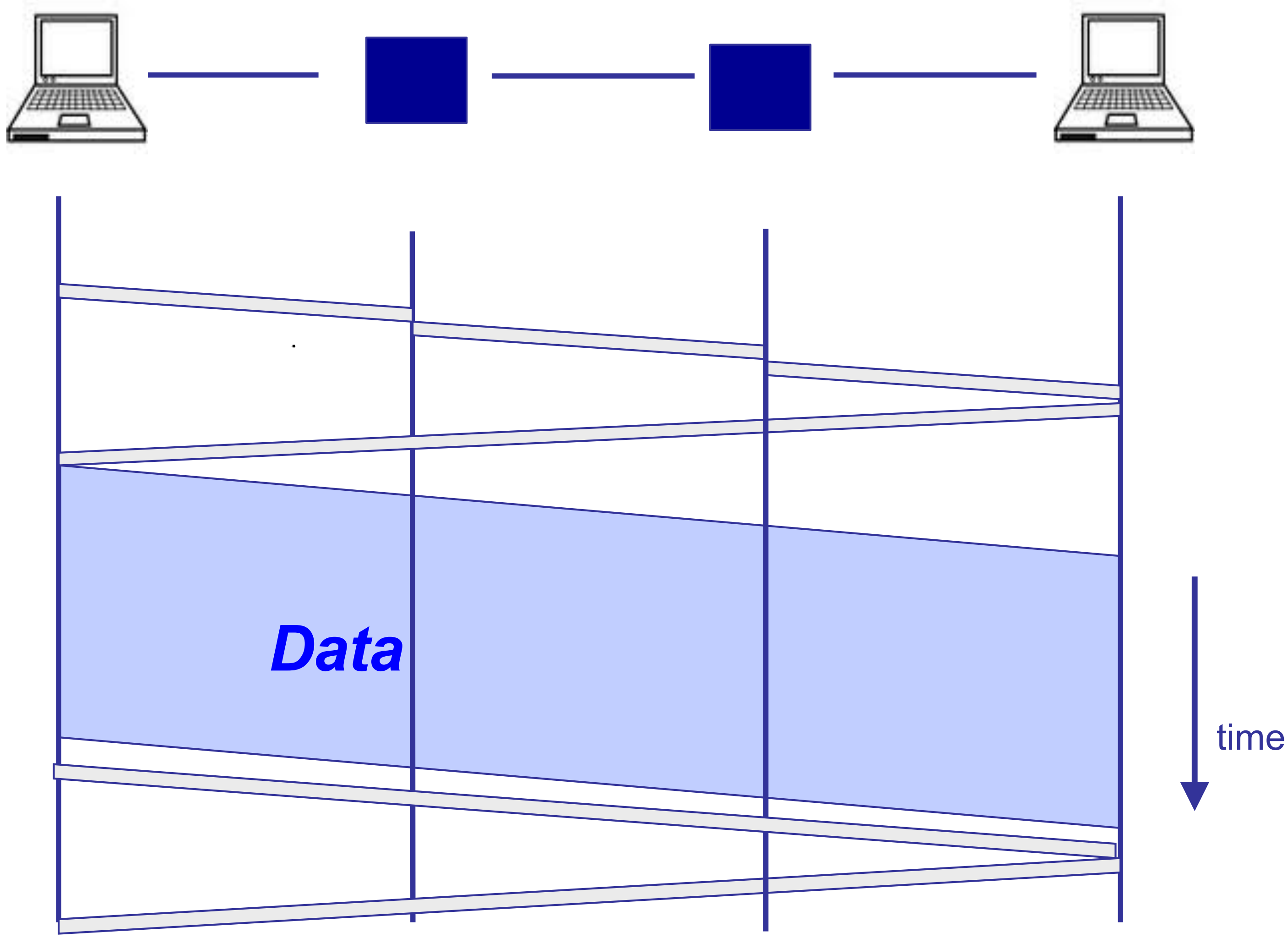
Why the delays?



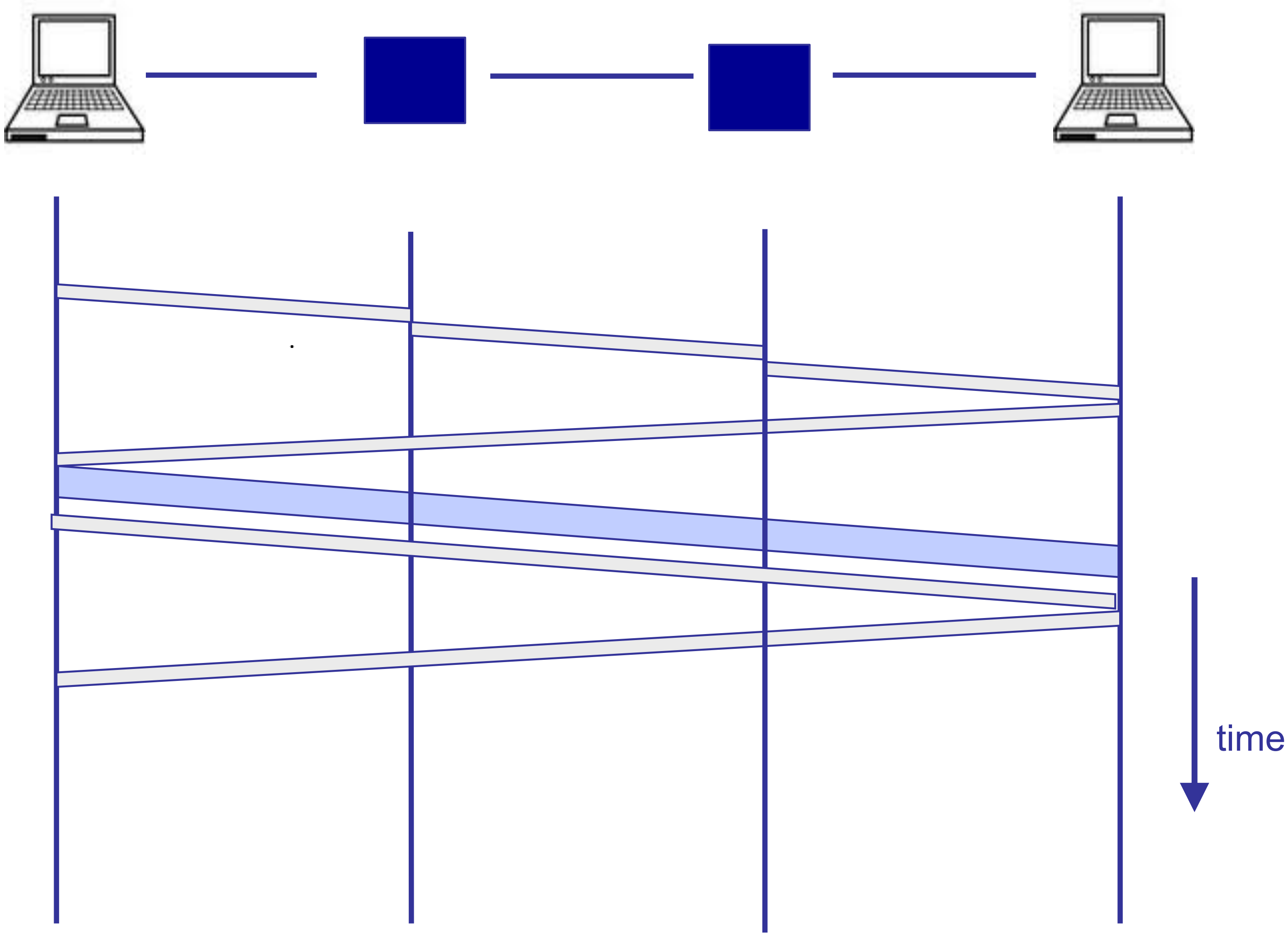
Timing in circuit switching



Timing in circuit switching



Timing in circuit switching



A network link: BDP

- Link bandwidth
  - Number of bits sent/received per unit time (bits/sec or bps)
- Propagation delay
  - Time for one bit to move through the link (seconds)
- Bandwidth-Delay Product (BDP)
  - Number of bits “in flight” at any time
- BDP = bandwidth × propagation delay

BDP Examples

- Same city over a slow link:
  - Bandwidth: ~100Mbps
  - Propagation delay: ~0.1msec
  - BDP: 10,000bits (1.25KBytes)

- Cross-country over fast link:
  - Bandwidth: ~10Gbps
  - Propagation delay: ~10msec
  - BDP: 10^8bits (12.5MBytes)