CS 305: Computer Networks

Fall 2022

Lecture 1： Course Overview and Introduction

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Course Information

Lecture:

- Instructor: Ming Tang
- Email: tangm3@sustech.edu.cn

Lab:

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- Wei Wang, wangw6@sustech.edu.cn

- Sakai: CS 305 **01** fall2022
- QQ Group: 747548898

Marking Scheme

- Homework and programming assignments – 15%
- Attendance and lab practice – 10%
- Project – 15%
- Midterm Examination - 30%
- Final Examination - 30%

Assignments

- All the assignments and reports should be submitted in the **Sakai system**
- **No late assignment** will be accepted (not even 1 second)
- Unless some special situations (e.g., medical leave) which will be reviewed by all the instructors
- The following excuses will NOT be approved for late submissions: computer crashes, disk crashes, accidental file deletions, lab computer unavailability, and the like

Rules about Plagiarism

No Plagiarism is allowed

- For the first time: the score of the assignment or quiz will be zero
- For the second time: the score of the course will be zero

When two assignments are nearly identical, it may be difficult to tell who actually wrote it. Thus, the policy will apply to BOTH students, unless one confesses having copied without the knowledge of the other.

Submit the **commitment letter** on Sakai system

What are OK and NOT OK?

- It is OK to discuss an assignment with a friend and share ideas. At the time of actual writing, you should write it alone.
- It is OK to get the main idea for a solution from the web, as long as you acknowledge the source. At the time of actual writing, you should write answers on your own instead of copying from the web.
- It is OK to show your assignment to friends to explain the logic, as long as the friends write their assignment on their own later.
- It is OK to help friends debug their programs. You will probably learn a lot by doing so.

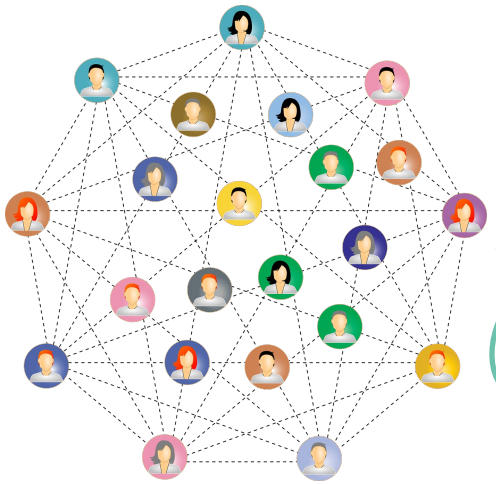
It is **NOT OK** to take the assignment of a friend, make a few cosmetic changes (variable names), and pass it as your work.

Course Overview

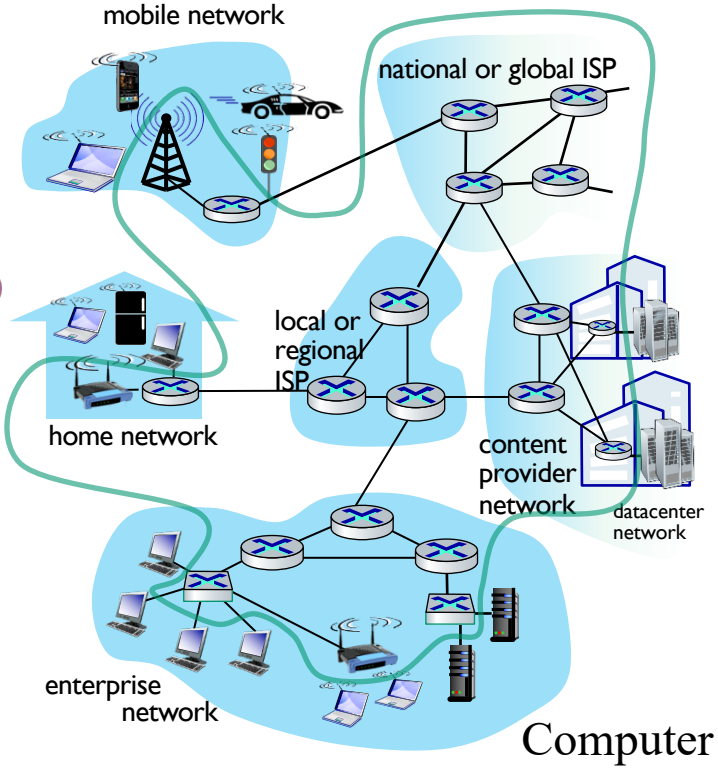
Before We Start

- What is communication?
- Communication is the act of sharing and receiving information through a variety of media to various individuals.

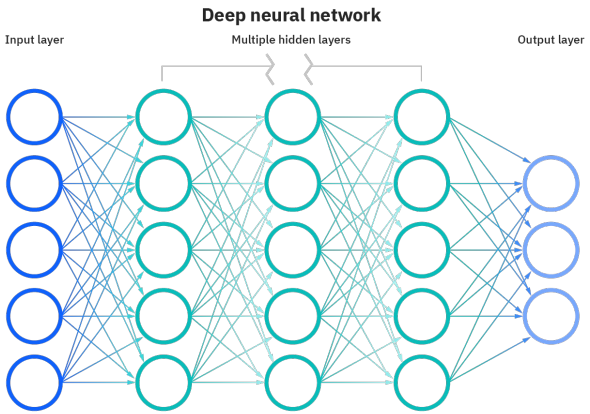
- What is network?



Social Network



Computer Network



Neural Network

What is this course about?

Data Communications:

- The transmission of digital data (discrete symbols) between two or more computers or other hosts
- Be contrasted with a range of analog data (real numbers): telephone communications

Computer networking:

- a telecommunications network that allows computers to exchange data
- a best known computer network is the Internet
- we use internet to introduce computer network

What applications have you used?

Email

Web

Video

BitTorrent

What network problems have you ever met in your real life?

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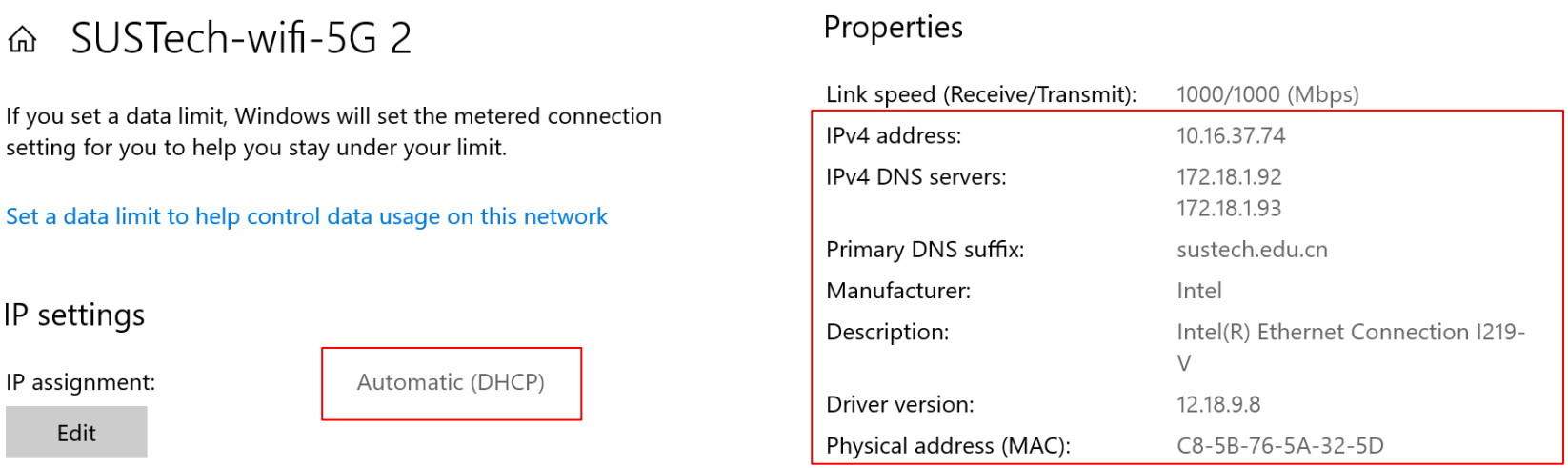
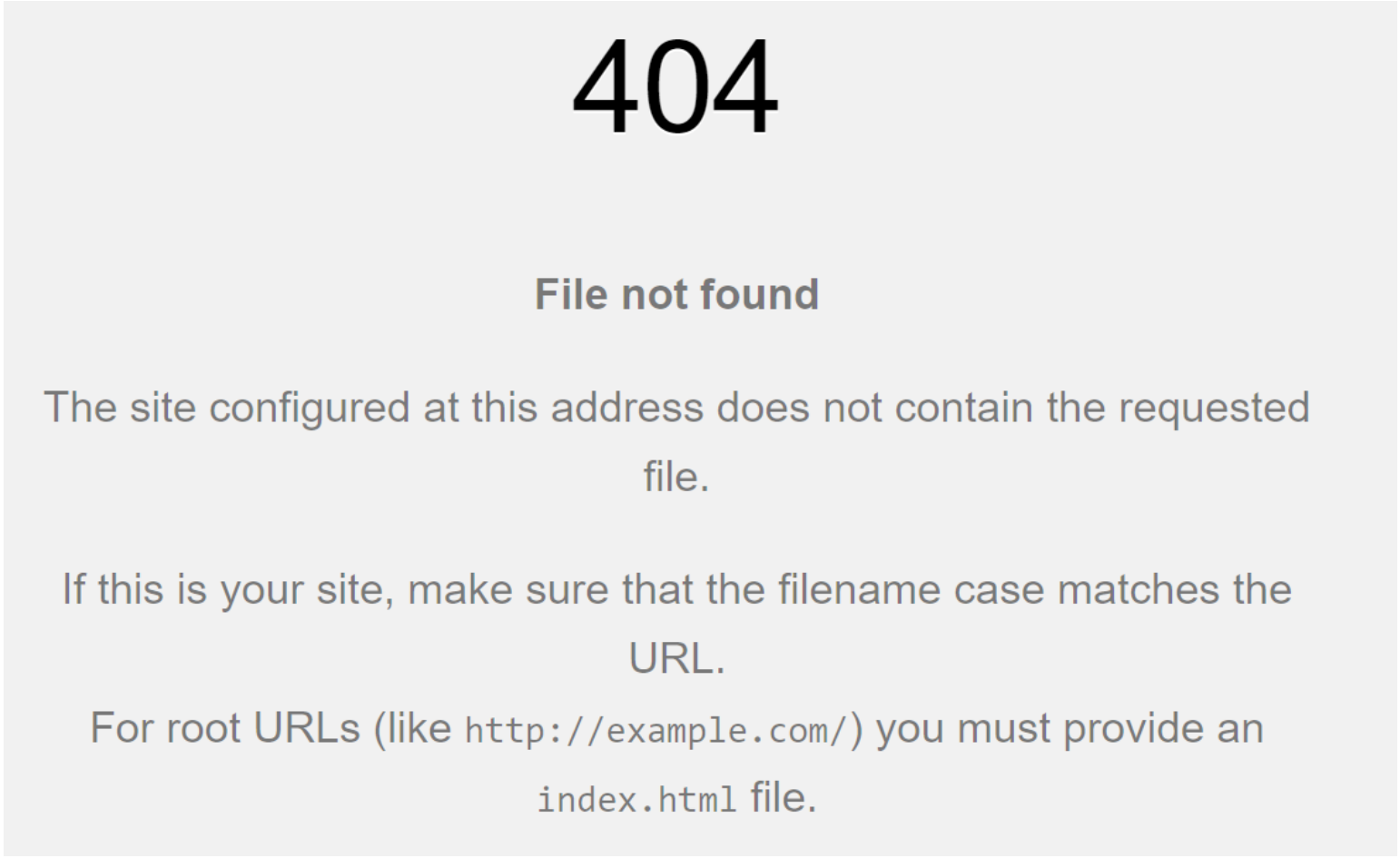


What network problems have you ever met in your real life?



What network problems have you ever met in your real life?

What is this course about?

Introductory (first) course in computer networking

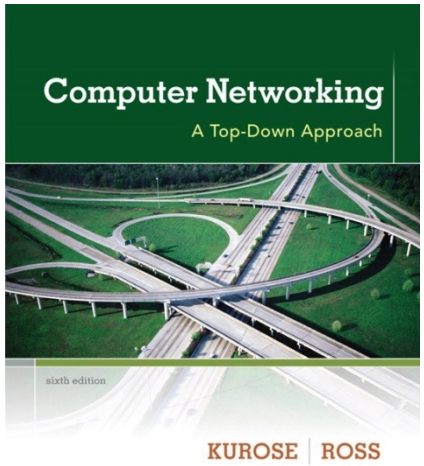
- learn principles of computer networking
- learn practice of computer networking
- Internet architecture/protocols as case study

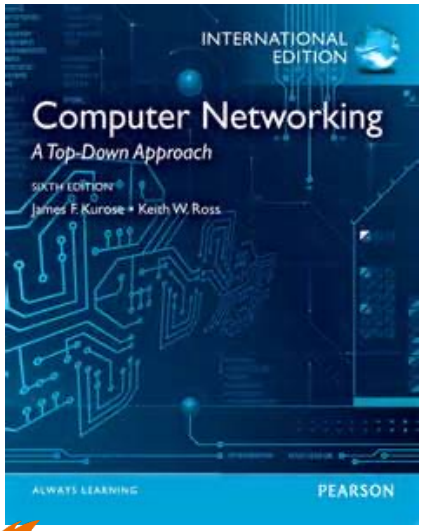
Goals:

- learn a lot (not just factoids, but principles and practice)
- have fun (well, it should be interesting, at least)

Textbook information

- Course materials:
  - text: *Computer Networking: A Top Down Approach Featuring the Internet*, J. Kurose & K. Ross, Pearson, 7th ed., 2017
  - slides
- Online resources:
  - Textbook in pdf
  - Slides
  - Homework
  - Projects





How to use the textbook?

For each lecture:

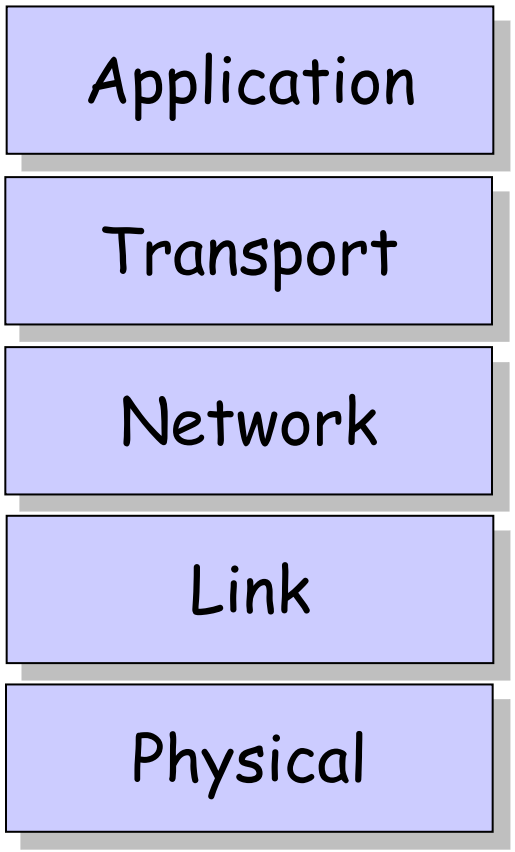
- Read corresponding content after class
- Go through the review questions
- Write homework

After each chapter

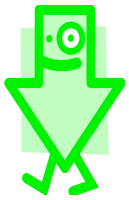
- read summary and interview if interested

Textbook information

Computer Networking: A Top-Down Approach, James Kurose and Keith Ross, Pearson (7th Ed.)



- **Bottom Up**: Start with physical (e.g., wires) layer and move up to applications (e.g., mail, web browsers) layer explaining how functions are implemented



- **Top Down** : Start with Application layer and move down to Physical layer, explaining what expectations from applications, and how such services are implemented

Tentative Schedule

Introduction （2 weeks）

Application layer （3 weeks）

Transport layer （3 weeks）

Midterm Exam

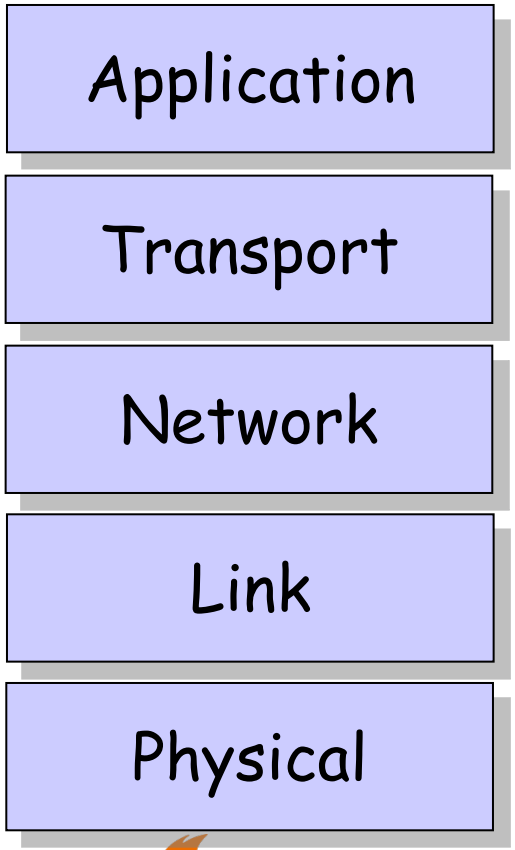
Network layer-data plane （2 weeks）

Network layer-control plane （2 weeks）

Link layer, LANs （2 weeks）

Wireless and mobile networks （1 week）

Review （1 week）



Course overview:

Introduction *(2 classes, text: Chapter 1)*

- what is the Internet, what is a protocol?
- network edge, network core, network access
- physical media
- delay, loss, throughput in packet-switched networks
- protocol layers, service models
- Internet backbones, ISPs, IXPs
- brief history of networking, Internet

Course overview:

Application layer *(3 classes, text: Ch. 2)*

- principles of application-layer protocols
- World Wide Web: HTTP
- video streaming and content distribution networks
- electronic mail in the Internet
- the Internet's directory service: DNS
- P2P: Skype
- socket programming

Course overview:

Transport layer *(3 classes, text Ch. 3)*

- transport-layer services and principles
- multiplexing and demultiplexing applications
- connectionless transport: UDP
- principles of reliable of data transfer
- TCP case study
- PROGRAMMING ASSIGNMENT 2
- principles of congestion control
- TCP congestion control

MIDTERM EXAM (approx)

Course overview:

Network layer *(4 classes, text: Ch. 4)*

- introduction and network service model
- what's inside a router?
- routing principles (algorithms)
- hierarchical routing
- IP: the Internet Protocol
- Internet routing: RIP, OSPF, BGP

In Textbook 7th edition:

Network layer – Data Plane

Network layer – Control Plane

- Software defined network（SDN）

Course overview:

Link layer, LANs *(2 classes, text: Ch. 5)*

- introduction, services
- error detection, correction
- multiple access protocols, LANs
- LAN addresses, ARP
- Ethernet
- network as a link layer: MPLS
- a day in the life of a web request (synthesis)

We will add more physical layer content in this chapter

Course overview:

Wireless and mobile networks *(1 class, Ch 6)*

- wireless link characteristics
- the wireless link:
  - 802.11
  - cellular Internet access
  - mobility principles
- mobility in practice:
  - mobile IP
  - mobility in cellular networks

Lab

Basic content:

- Basic network commands
- Packet capture using Wireshark
- Protocol analysis
- Socket programming

Make your hands dirty!

- Setup switch and router
- Setup wireless networks
- Analyze network performance

Tips for attending lecture

- To get the best use of lecture
  - interactive
  - ask whenever you have question, interrupt whenever you want
  - Ask immediately after the class if you are shy
  - Give me suggestions and feedback frequently
- Get the main idea in class, read the details after class

Tips for this course

- Computer network is a human-invented object
  - No strict right or wrong, science vs. technology
  - limited by many factors → trade-off
- We can meet almost all the content in our daily life
  - Think about: where do we use it when we learn a new application or protocol? What's your own experience?
- Take yourself as the designer of the internet.
  - Think how to design the protocol before learn it.
  - Try every idea out
- Computer
  - Comp
  - Protocol vs. people communication

Be active!
You can change the world!

Chapter 1: introduction

Chapter 1: introduction

Chapter goal:

- get "feel" and terminology
- more depth, detail *later* in course
- approach:
  - use Internet as example

Chapter 1: roadmap

1.1 what is the Internet?

1.2 network edge

- end systems, access networks, links

1.3 network core

- packet switching, circuit switching, network structure

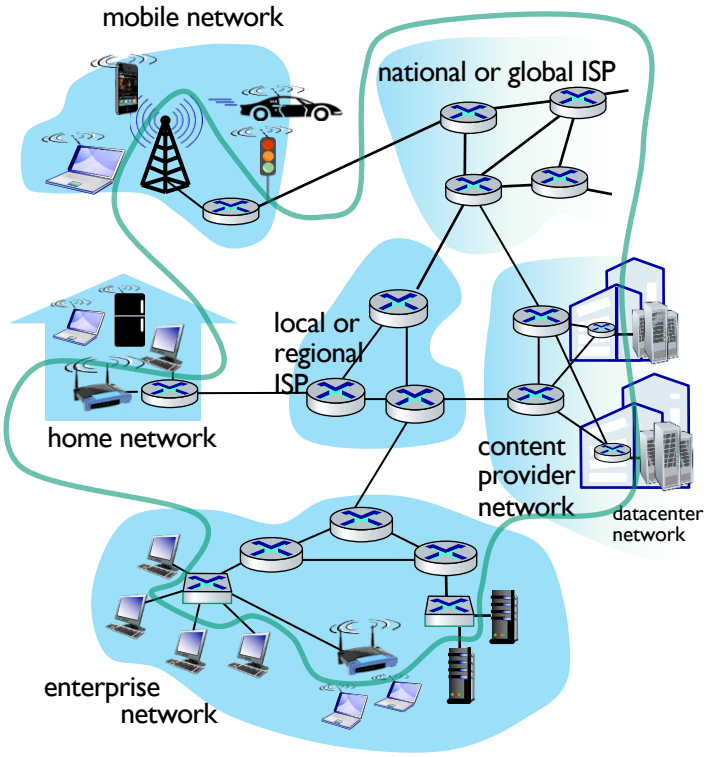
1.4 delay, loss, throughput in networks

1.5 protocol layers, service models

1.6 networks under attack: security

1.7 history

The Internet: a "nuts and bolts" view



The Internet is a computer network that interconnects billions of computing devices throughout the world.

- **hosts = end systems**
- running network apps at Internet's "edge"

Servers

"things"

“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

AR devices

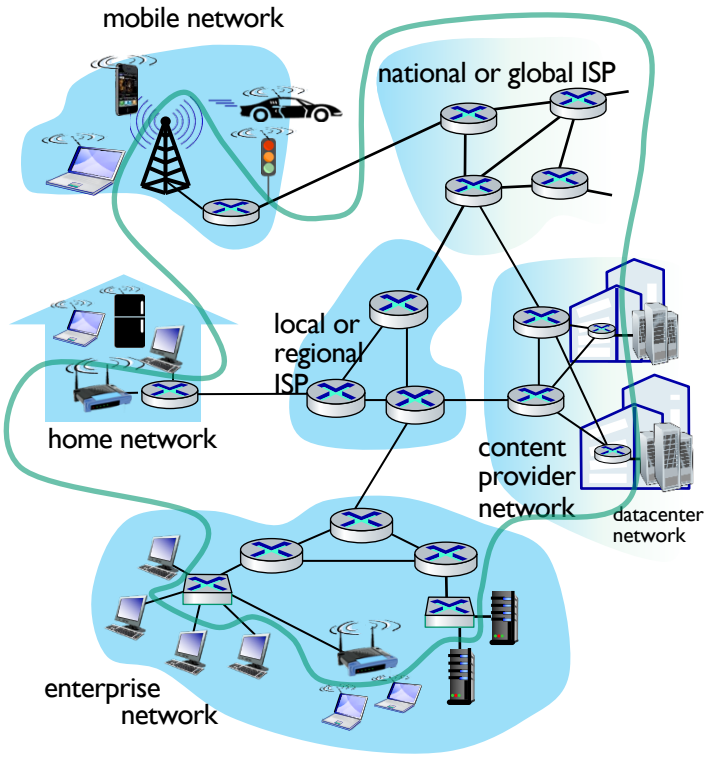
Internet phones

sensorized, bed mattress

Fitbit

Others?

The Internet: a “service” view



The Internet is a computer network that interconnects billions of computing devices throughout the world.

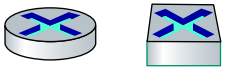
End systems are connected together by a network of communication links and packet switches.

Communication links

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

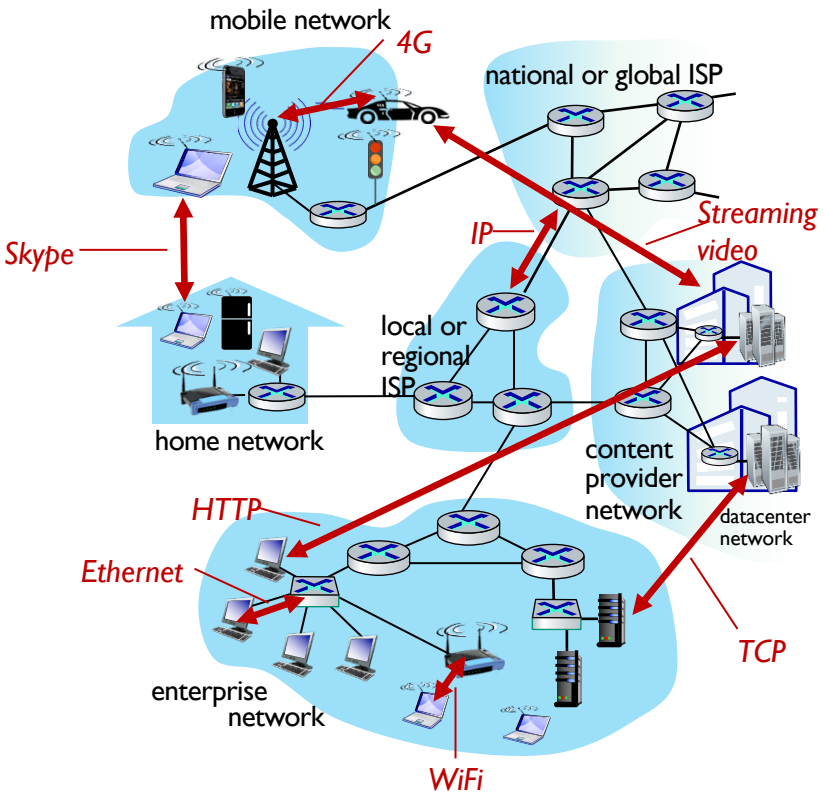
Packet switches: forward packets (chunks of data)

- Incoming communication links to outgoing communication links
- routers, switches



Networks: collection of devices, routers, links that are managed by an organization

The Internet: a "service" view



End systems access the Internet through Internet Service Providers (ISPs)

- Residential ISPs, university ISPs, WiFi access, cellular data ISPs
- In itself a network of communication links and packet switches.

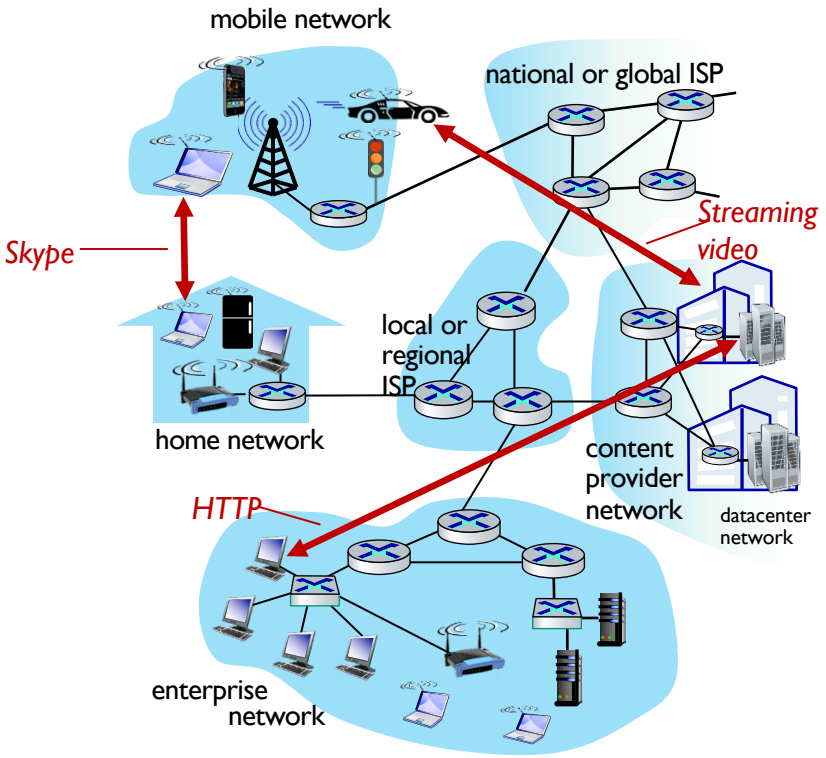
Internet: "network of networks"

- Interconnected ISPs

End systems, packet switches, and other pieces of the Internet run protocols that control the sending and receiving of information within the Internet.

- 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 "service" view



Infrastructure that provides services to applications:

- Web, streaming video, multimedia teleconferencing, email, games, e-commerce, social media, inter-connected appliances, …
- Internet applications run on end systems—they do not run in the packet switches in the network core

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

… specific messages sent

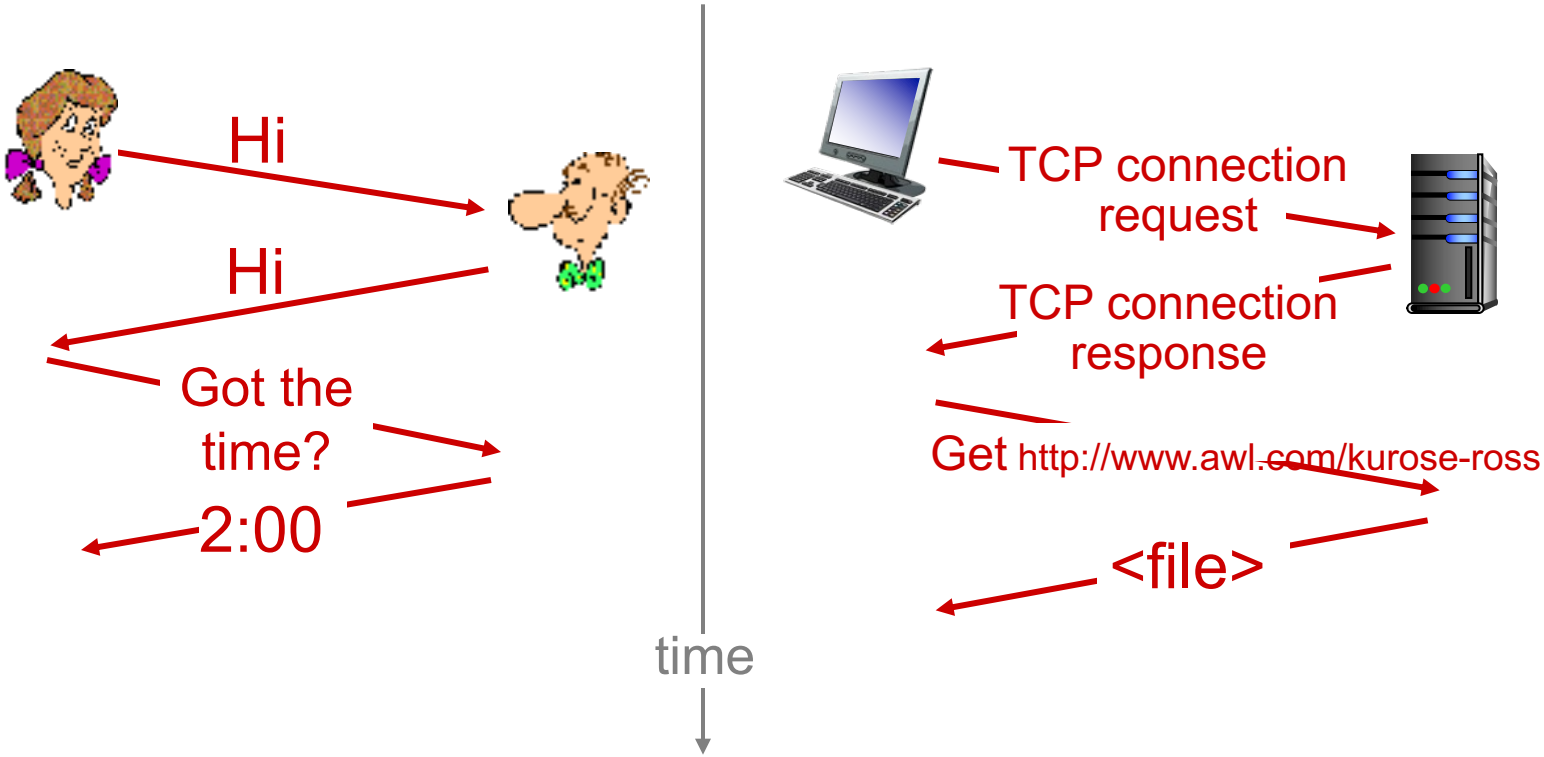
… specific actions taken when messages received, or other events

Network protocols:

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

What's a protocol?

A human protocol and a computer network protocol:



Q: Other human protocols?

What's a protocol?

human protocols:

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

… specific messages sent

… specific actions taken when messages received, or other events

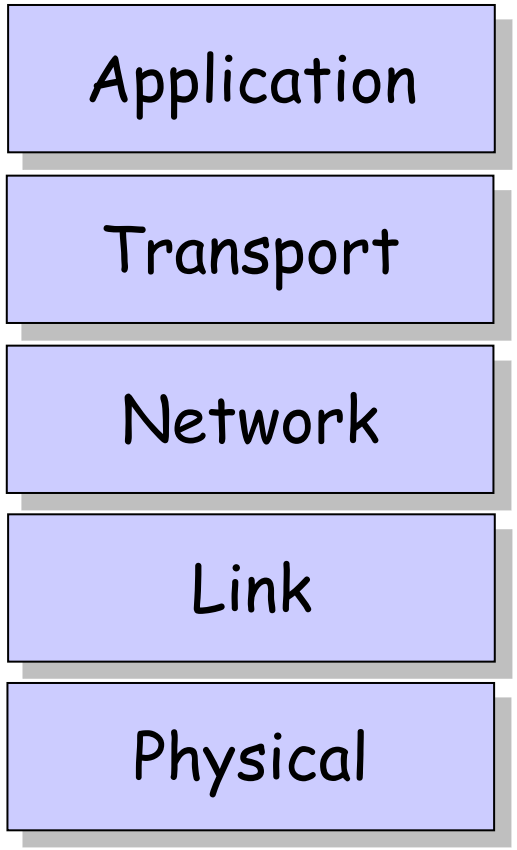
network protocols:

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

Protocols define format, order of messages sent and received among network entities, and actions taken on message transmission and/or receipt

Internet protocol stack

- Application: supporting network applications
  - IMAP, SMTP, HTTP
- 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"



Chapter 1: roadmap

1.1 what is the Internet?

1.2 network edge

- end systems, access networks, links

1.3 network core

- packet switching, circuit switching, network structure

1.4 delay, loss, throughput in networks

1.5 protocol layers, service models

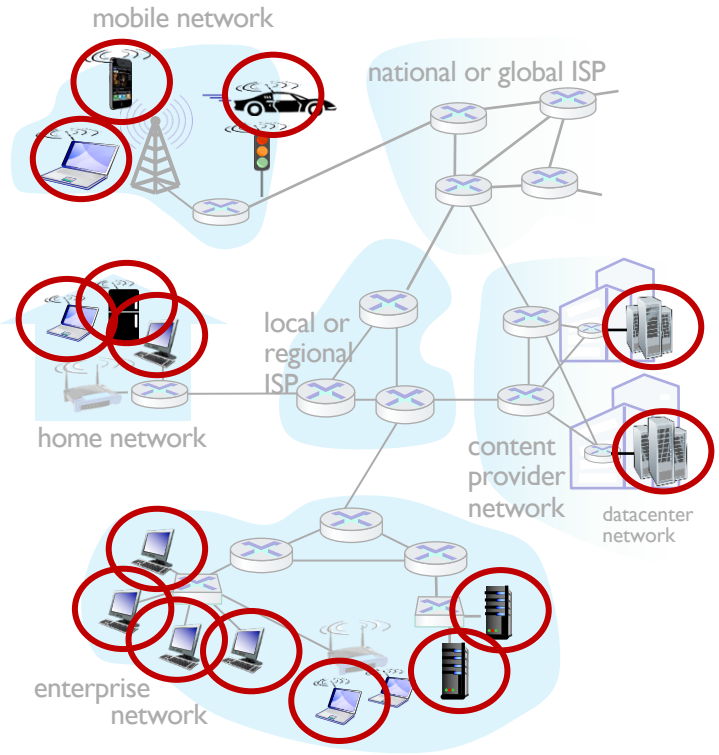
1.6 networks under attack: security

1.7 history

A closer look at Internet structure

Network edge:

- End systems and hosts
- Host: Clients and servers
- Servers often in data centers



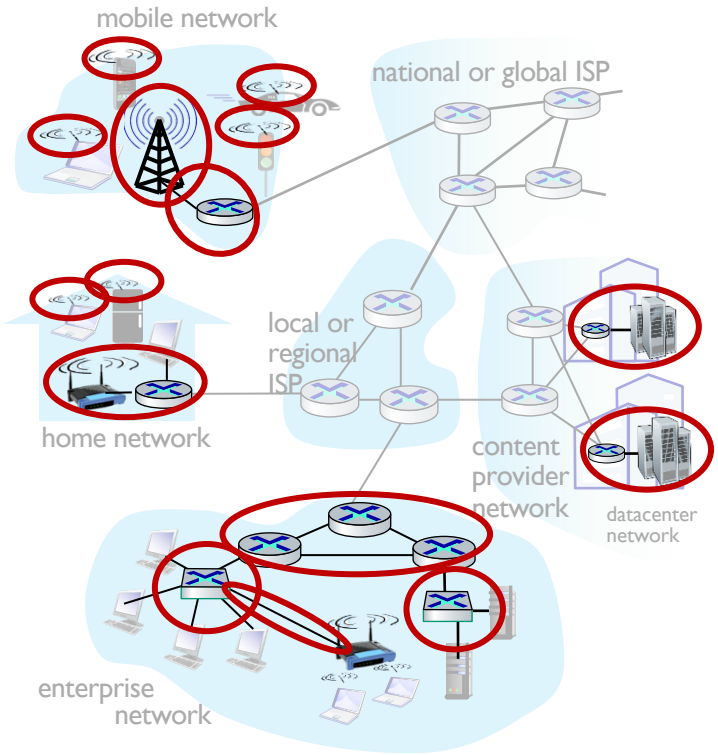
A closer look at Internet structure

Network edge:

- End systems and hosts
- Host: Clients and servers
- Servers often in data centers

Access networks, physical media:

- wired, wireless communication links



A closer look at Internet structure

Network edge:

- End systems and hosts
- Host: Clients and servers
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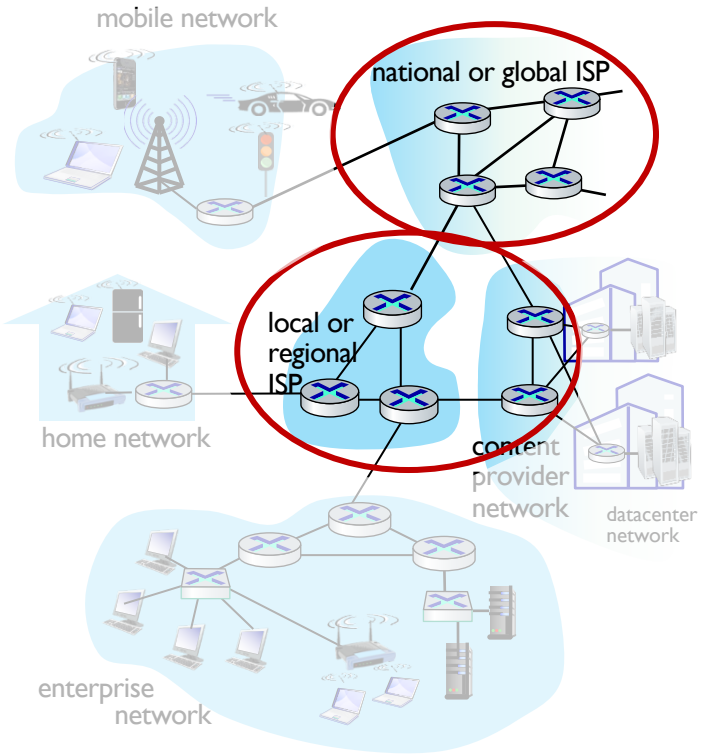
Access networks, physical media:

- Wired, wireless communication links

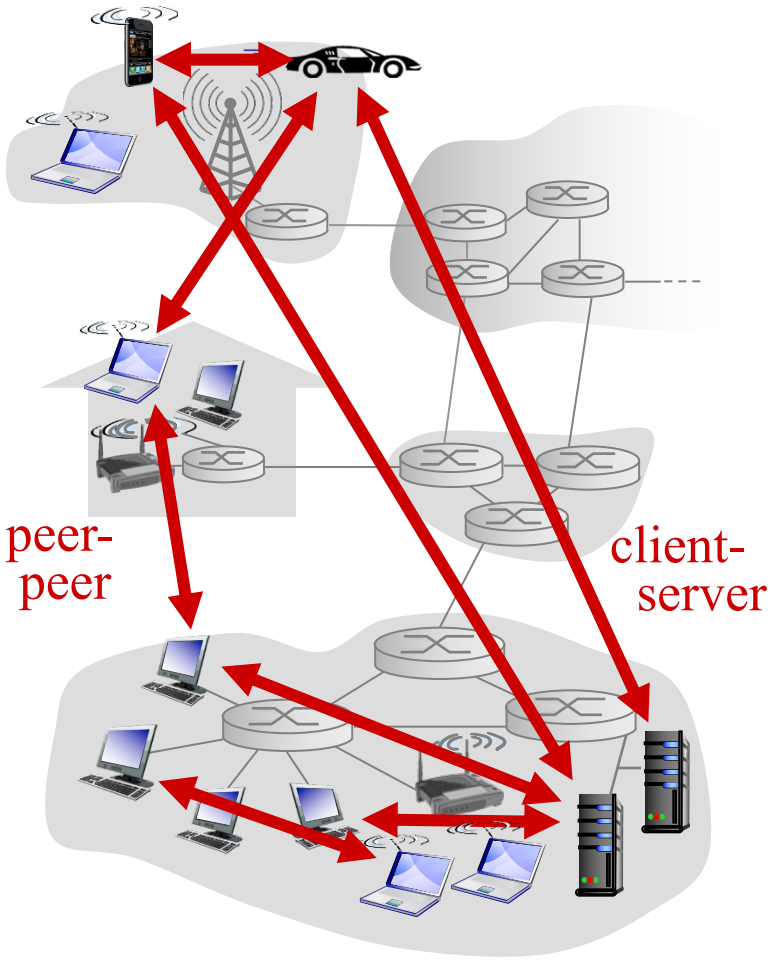
Network core:

- Interconnected routers
- Network of networks



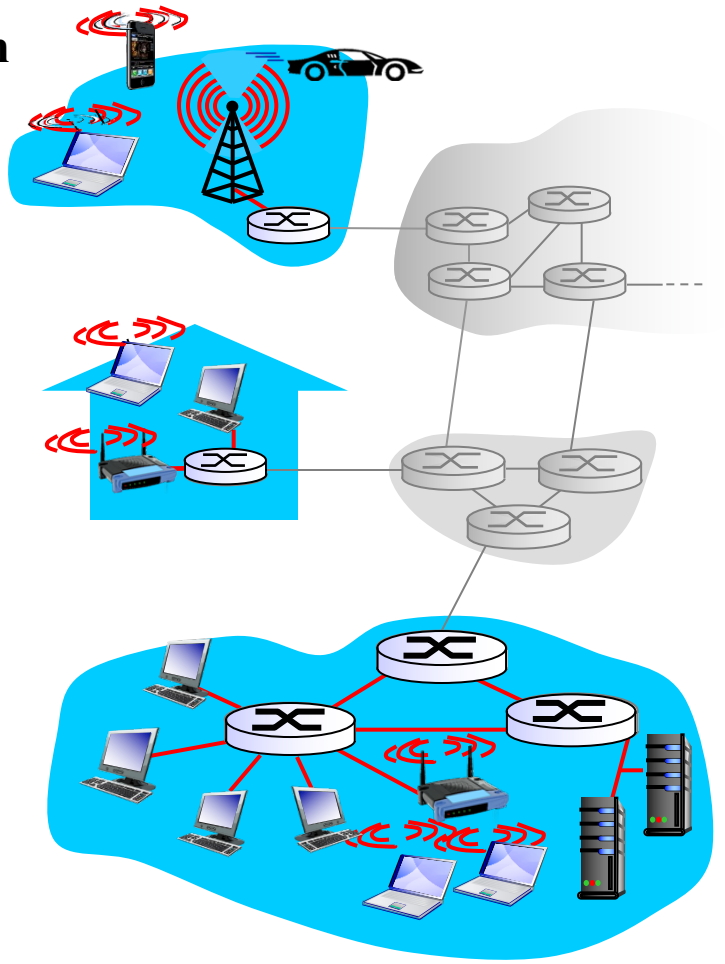
The network edge

- end systems (hosts):
  - run application programs
  - e.g. Web, email
  - at "edge of network"
- client/server model
  - client host requests, receives service from always-on server
  - e.g., Web browser/server; email client/server
- peer-peer model:
  - minimal (or no) use of dedicated servers
  - e.g. Skype, BitTorrent



Access networks

The network that physically connects an end system to the first router (edge router) on a path from the end system to any other distant end system.



Q: How to connect end systems to edge router?

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

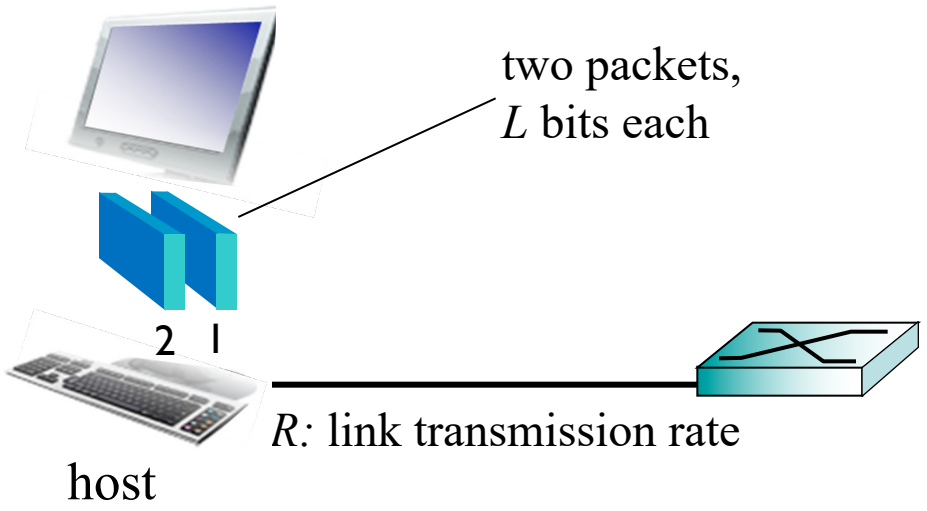
keep in mind:

- bandwidth (transmission rate, bits per second) of access network?
- shared or dedicated?

Host: sends packets of data

Host sending function:

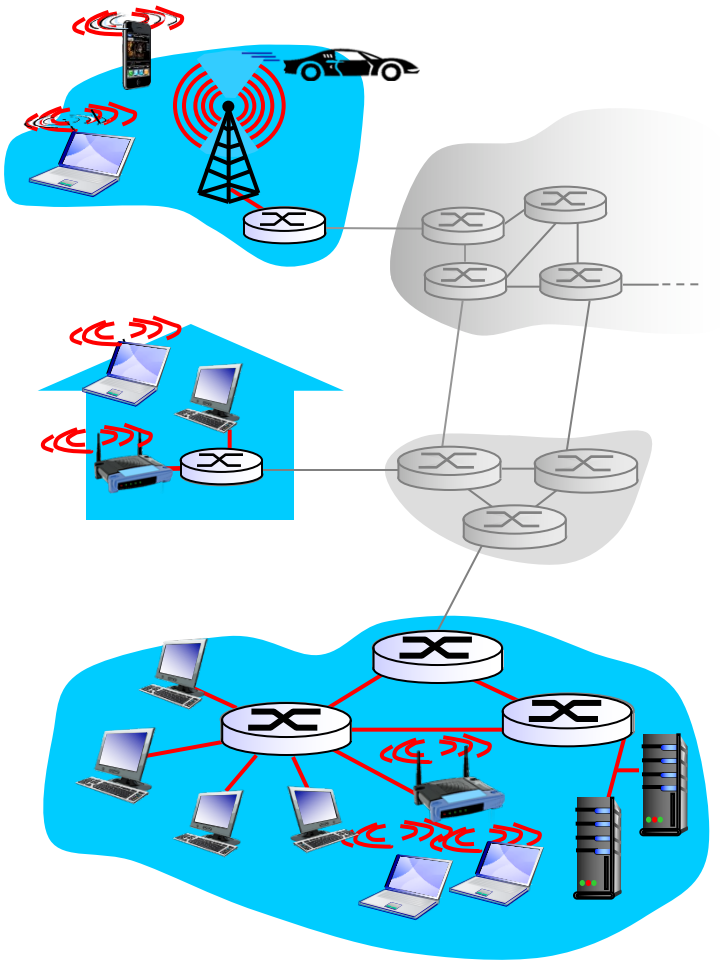
- takes application message
- breaks into smaller chunks, known as *packets*, of length *L* bits
- transmits packet into access network at *transmission rate R*
  - aka link *capacity, bandwidth*



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

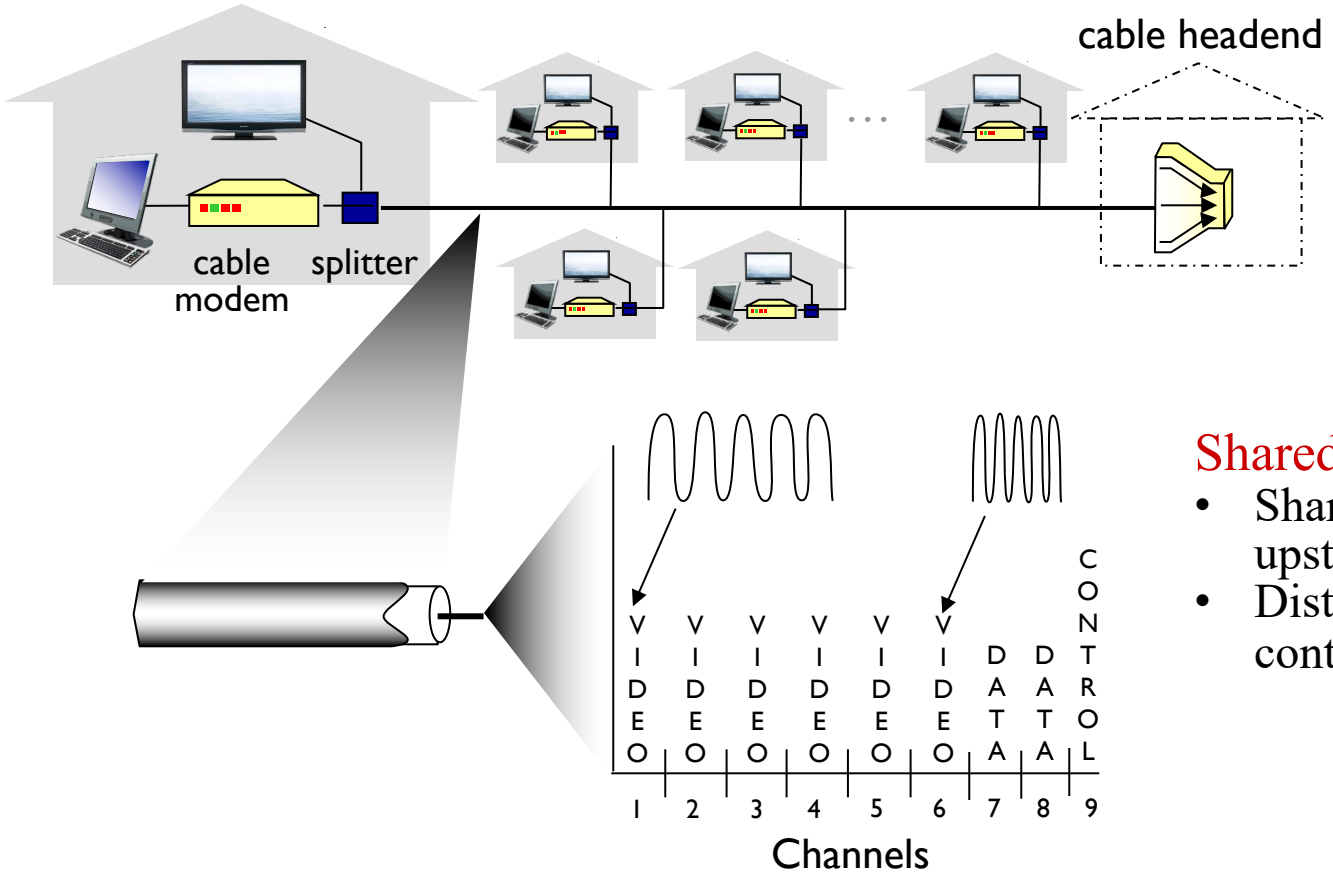
Access networks

Cable network
Digital subscriber line (DSL)
Home network
Wireless access network
Enterprise access network
…



Access net: cable network

Cable Internet access makes use of the cable television company's existing cable television infrastructure.

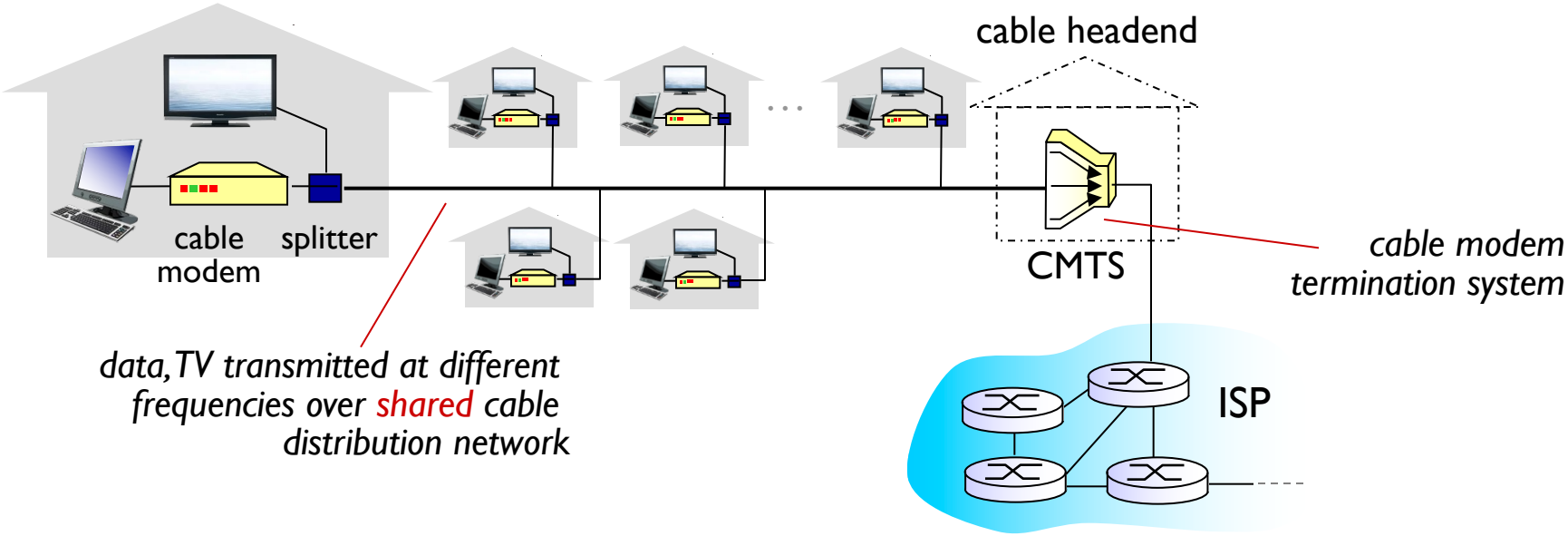


Shared broadcast medium

- Shared downstream and upstream
- Distributed multiple access control: avoid collision

Frequency division multiplexing: different channels transmitted in different frequency bands

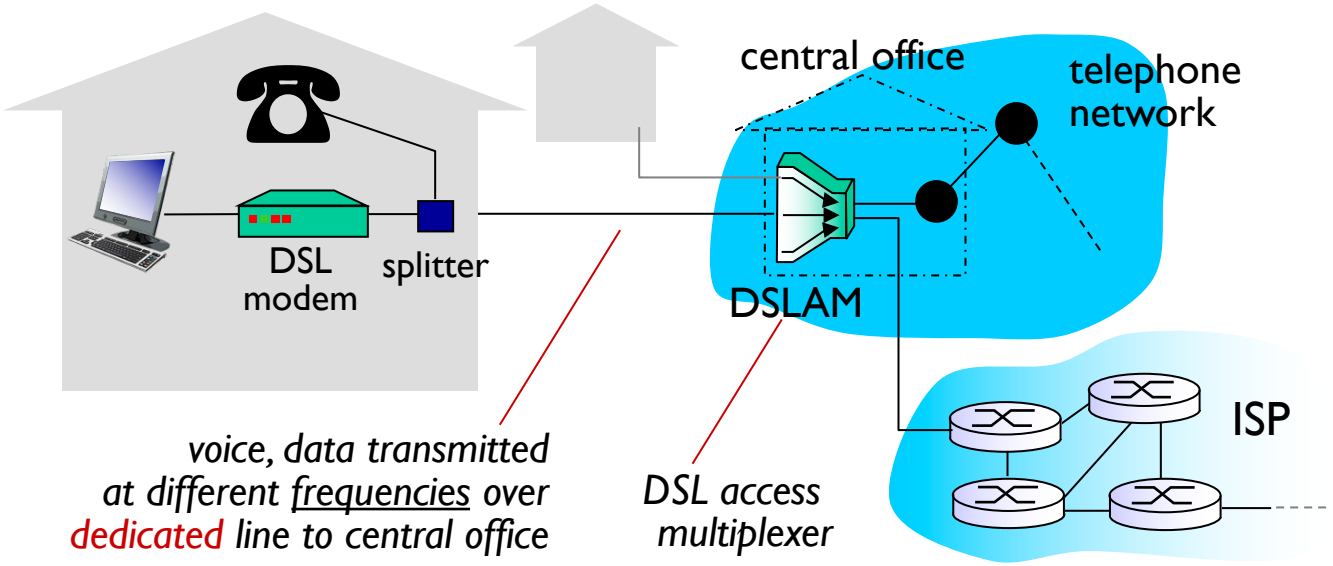
Access net: cable network



- Hybrid fiber coax (HFC): fiber + coaxial cable
  - asymmetric: up to 30Mbps downstream transmission rate, 2 Mbps upstream transmission rate
- network of cable, fiber attaches homes to ISP router
  - homes *share access network* to cable headend

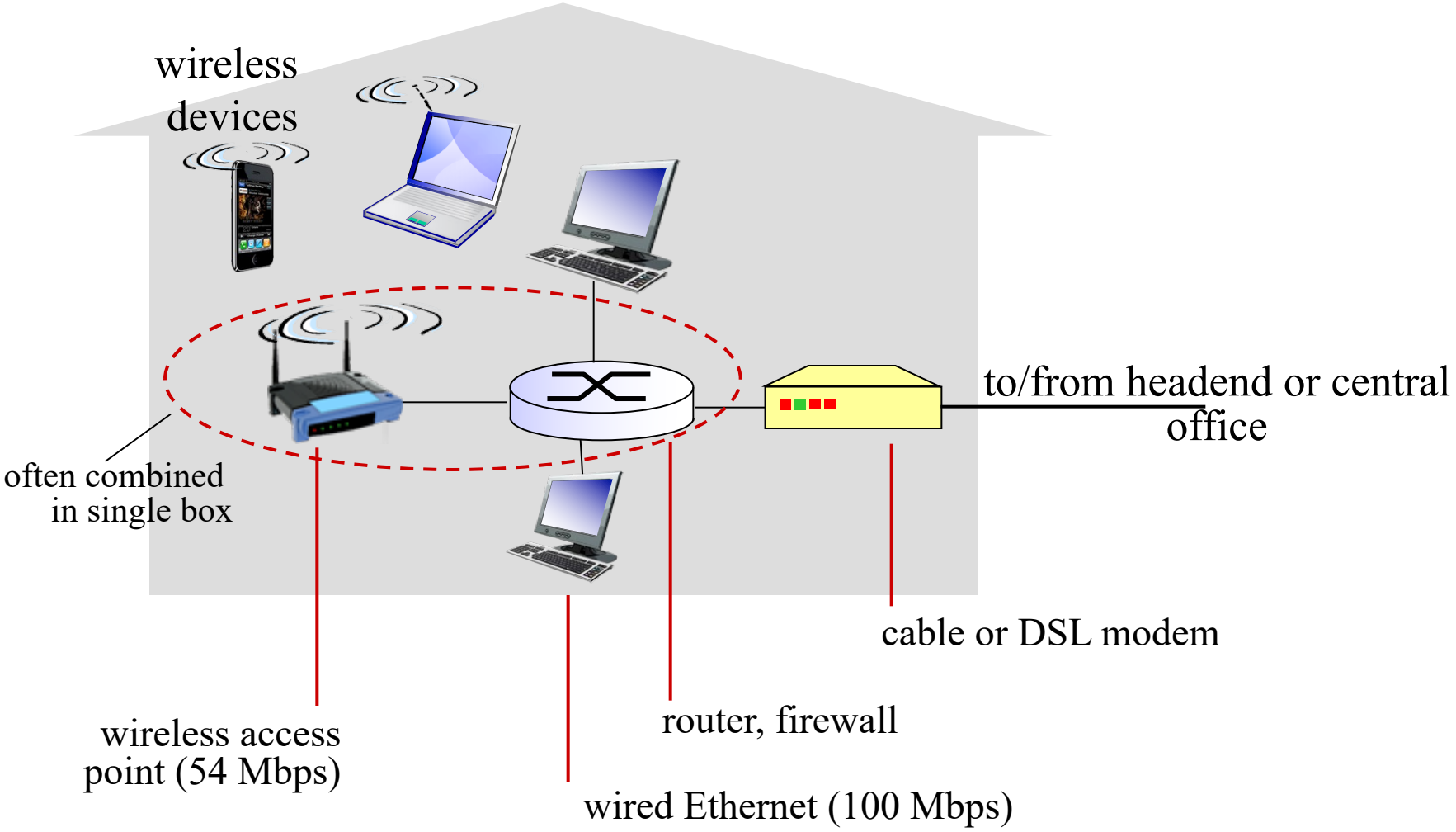
Access net: digital subscriber line (DSL)

Digital subscriber line (DSL) makes use of the its wired local phone access of local telephone company (telco).



- 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: home network



Wireless access networks

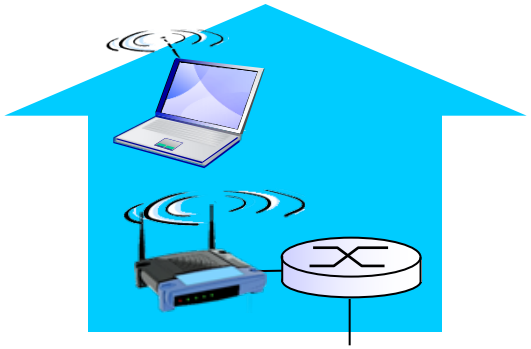
- Shared **wireless** access network connects end system to router
  - via base station aka "access point"

Wireless LANs:

- within building (100 ft)
- 802.11b/g/n/ac (WiFi): 11, 54, 800, 1733 Mbps transmission rate

Wide-area wireless access

- provide by telco (cellular) operator
- 10 Mbps, 100Mbps, 10Gbps
- 3G, 4G, 5G

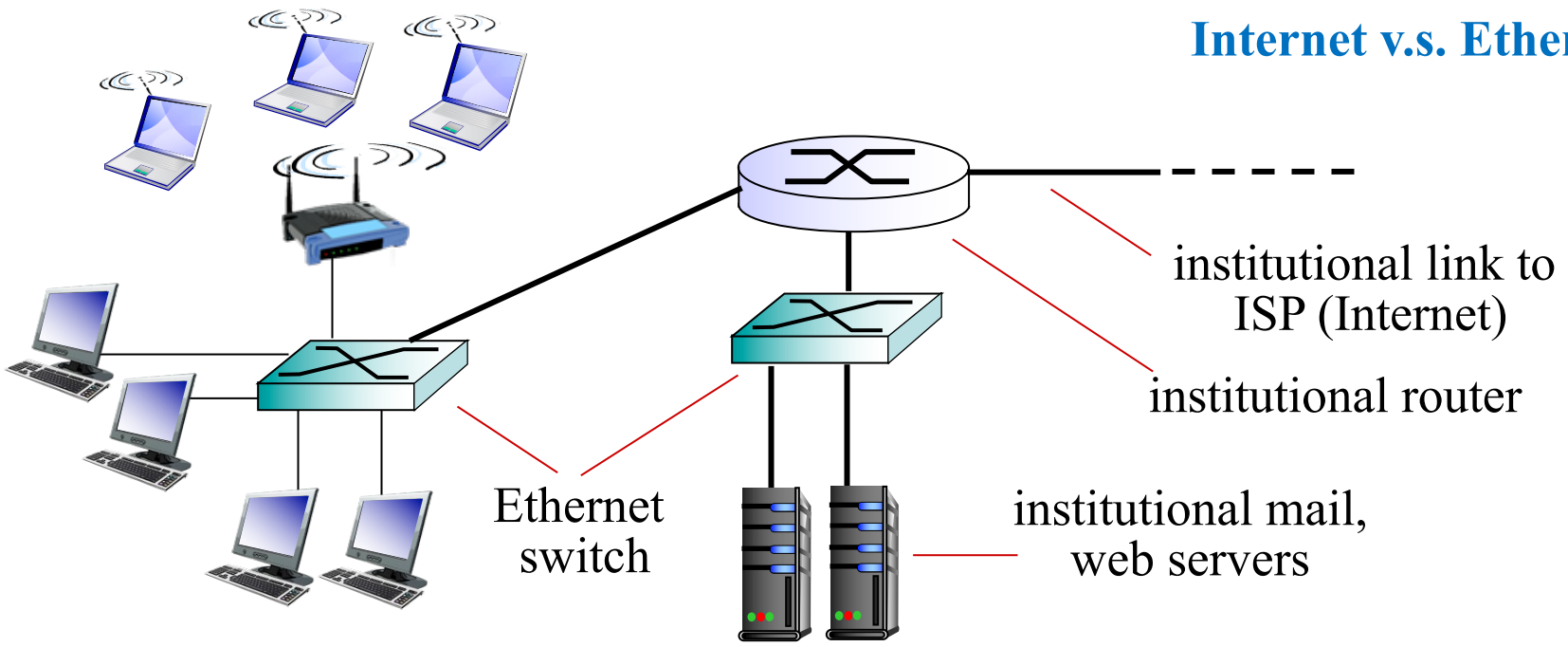


to Internet

to Internet

Enterprise access networks (Ethernet)

On university campuses, companies, and home settings, a local area network (LAN) is used to connect an end system to the edge router.



- 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

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

- Usually used for LAN
- Category 5: 100 Mbps, 1 Gpbs Ethernet
- Category 6: 10Gbps

Physical media: coax, fiber

Coaxial cable:

- two concentric copper conductors
- Common in cable television systems; shared medium
- broadband:
  - multiple channels on cable
  - cable Internet access

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

Radio

- signal carried in electromagnetic spectrum
- no physical "wire"
- Bidirectional; broadcast
- propagation environment effects:
  - reflection
  - obstruction by objects
  - interference

- 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

Chapter 1: roadmap

1.1 what is the Internet?

1.2 network edge

- end systems, access networks, links

1.3 network core

- packet switching, circuit switching, network structure

1.4 delay, loss, throughput in networks

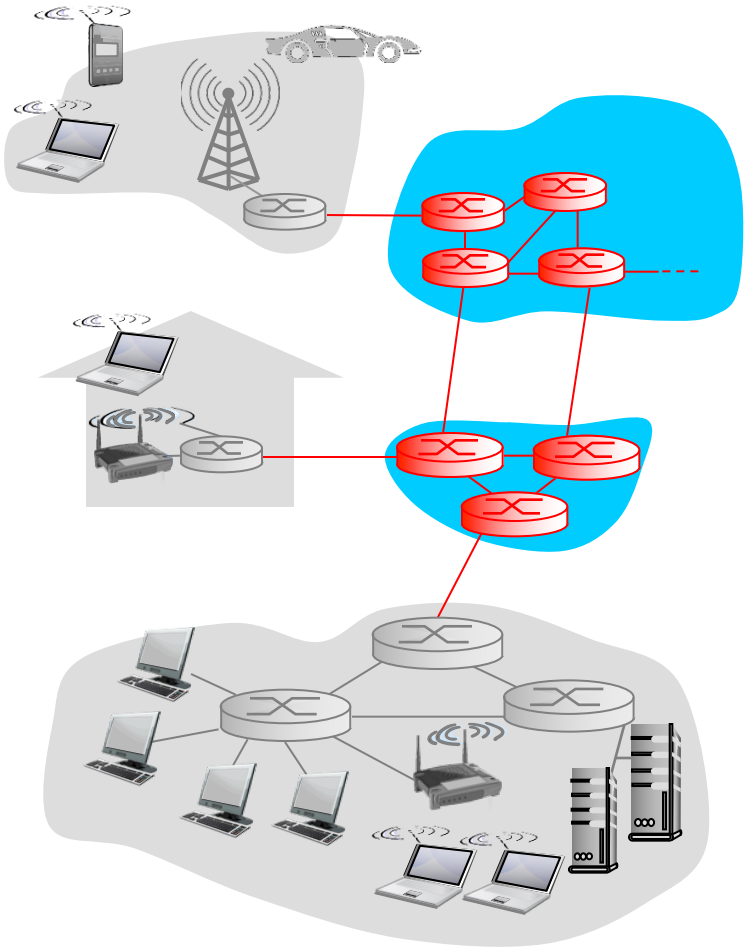
1.5 protocol layers, service models

1.6 networks under attack: security

1.7 history

The network core

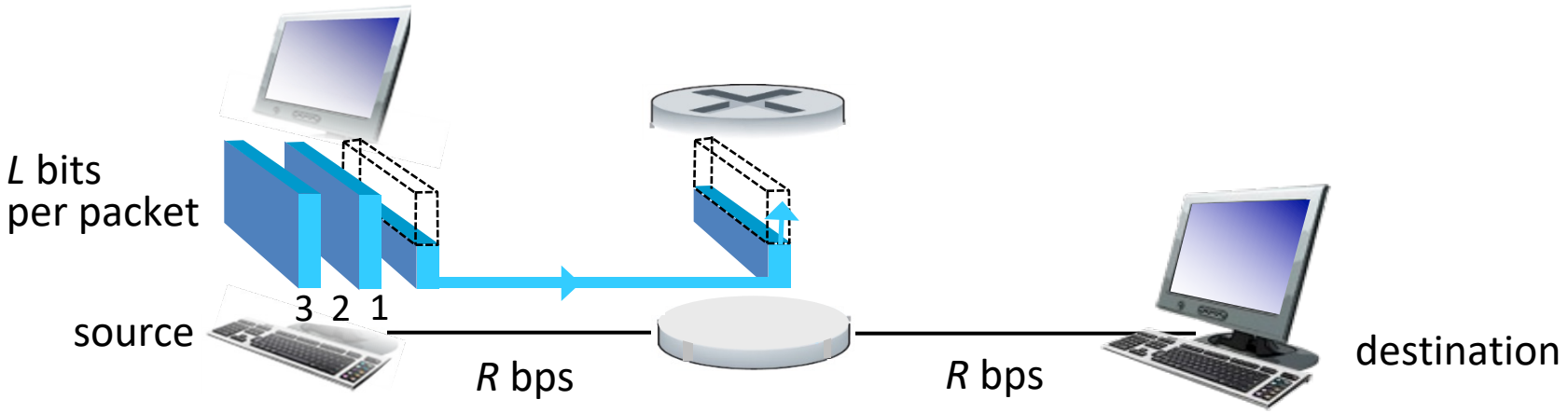
- The mesh of **packet switches and links** that interconnects the Internet's end systems.
- Packet switching: not reserved
- Circuit switching: reserved



Packet switching: hosts break long messages into packets

- Each packet travels through communication links and packet switches
- Forward packets from one router to the next, across links on path from source to destination
- Each packet transmitted at full link capacity

Packet-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

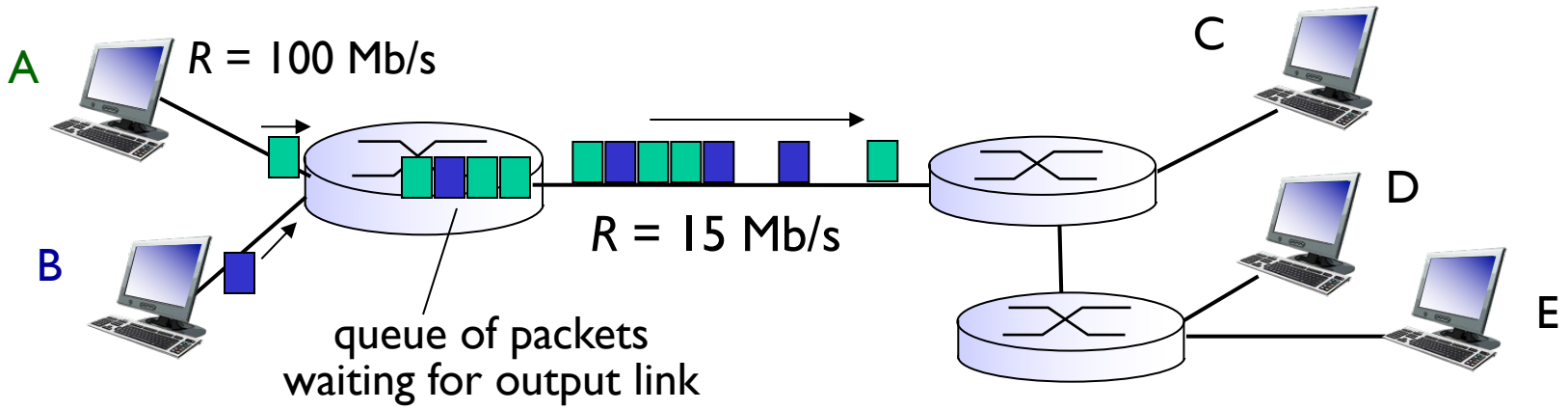
Example:

more on delay shortly …

- L = 7.5 Mbits; R = 1.5 Mbps
- One-hop transmission delay = L/R = 5 sec
- End-end delay = $2L/R$ (assuming zero propagation delay)

How about one packet of length L sending over a path of N links, each of rate R?

Packet Switching: queueing delay, loss



Output buffer stores packets that the router is about to send into that link.

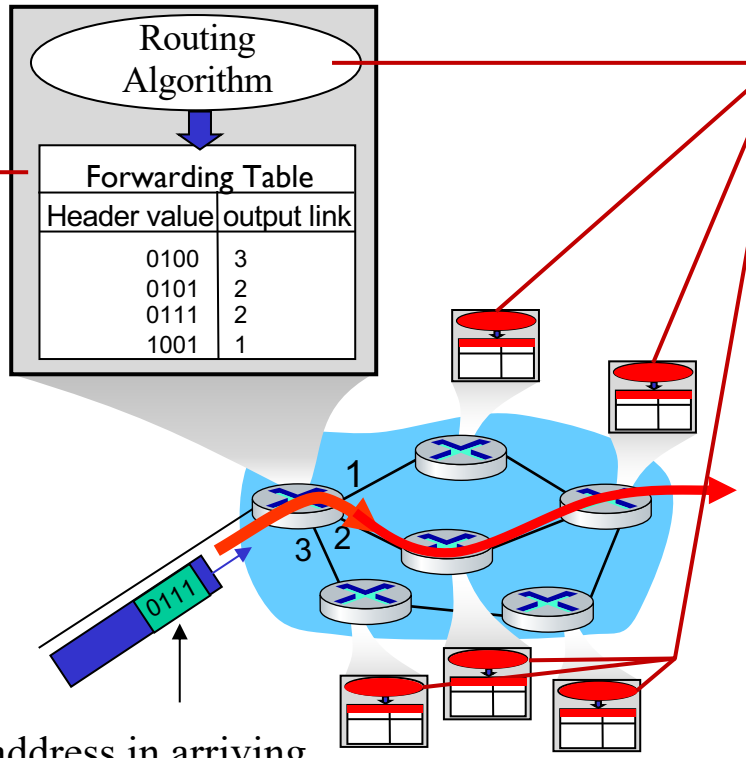
If arrival rate (in bits) to link exceeds transmission rate of link for a period of time:

- packets will queue, wait to be transmitted on link → queuing delay
- packets can be dropped (lost) if memory (buffer) fills up → packet loss

Two key network-core functions

Forwarding:

local action: move arriving packets from router's input link to appropriate router output link



destination address in arriving packet's header

Routing:

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

Next Lecture

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