

A decorative background featuring a network diagram. It consists of numerous nodes, represented by circles of varying sizes and shades of gray, connected by thin, light gray lines. Some nodes are highlighted with a blue outline or a solid blue fill. The network is distributed across the slide, with a denser cluster on the left side and a more sparse arrangement on the right.

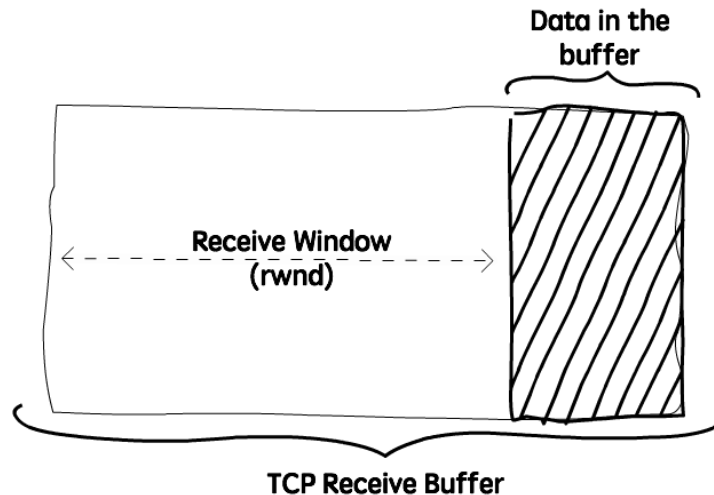
TCP & UDP Performance

Metrics

- Latency
 - time required to transmit a packet across a network
- Throughput
 - quantity of data being sent/received by unit of time
- Packet loss
 - number of packets lost per 100 packets sent by a host

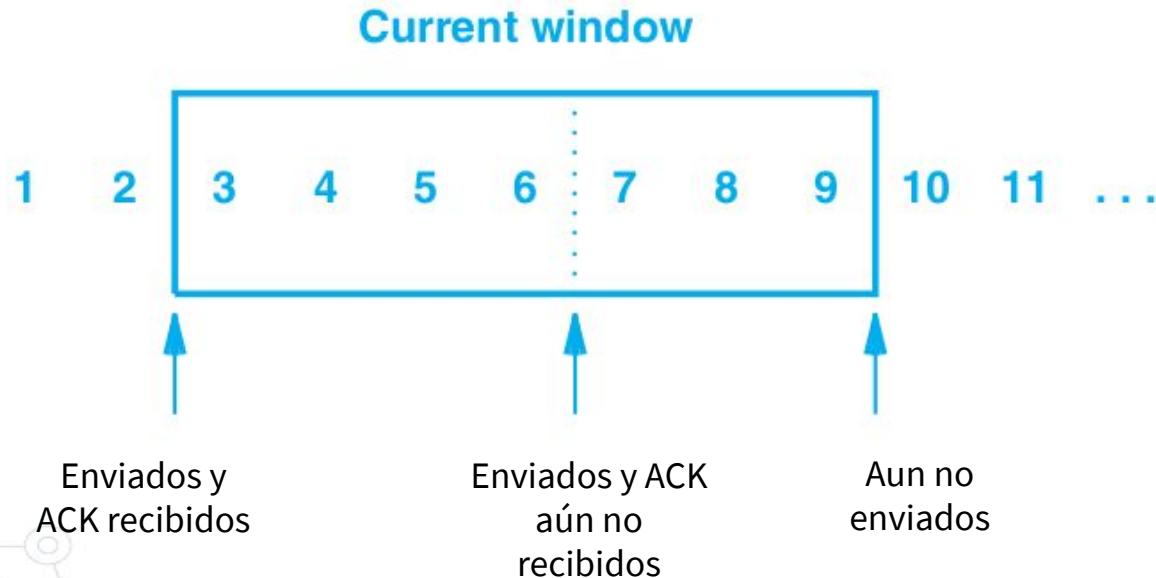
TCP Flow Control

- The receptor adds reception window size in ACK packets
- The sender adjust its window size as reception window size, in order to not overload to receptor buffer



TCP Congestion Window

- Manage the number of packets that may be sent before receiving the corresponding acknowledgement packet.
- The transmissor have 3 pointers

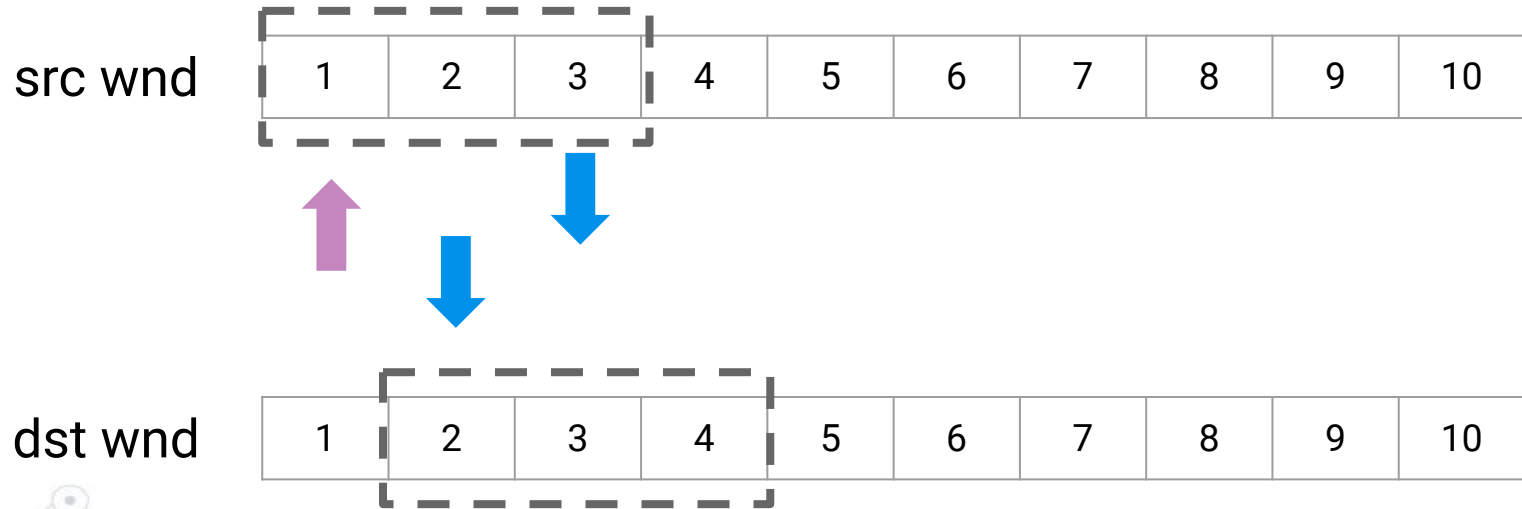


TCP Congestion Window

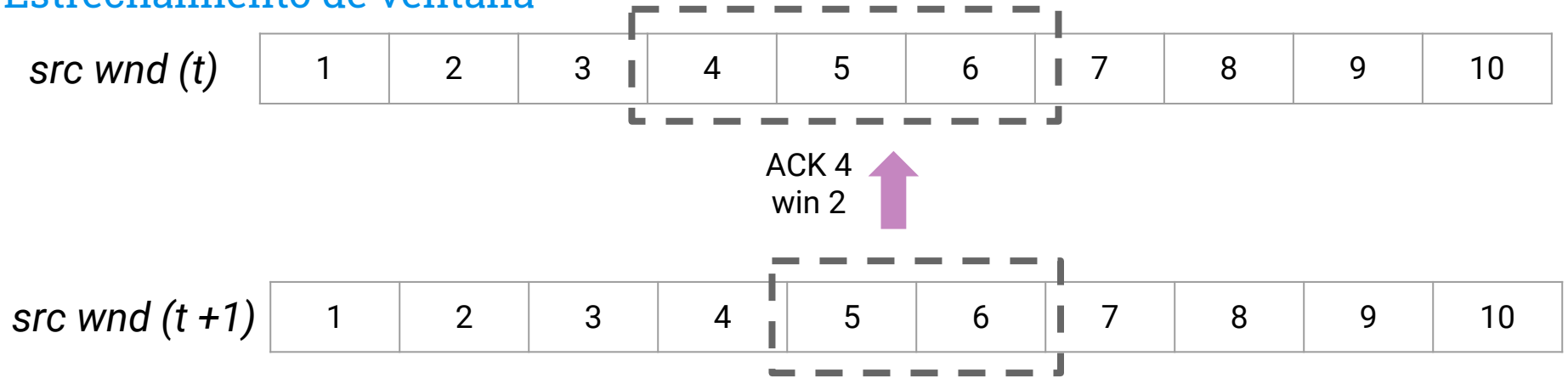


15 KBytes → 10 paquets

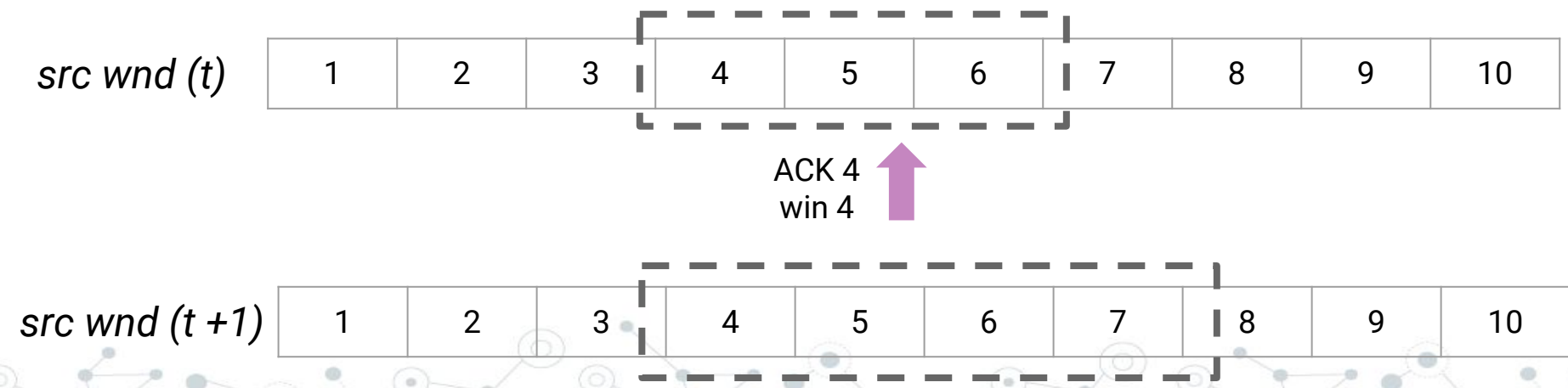
rwnd → 4,5 KBytes → 3 paquets



Estrechamiento de ventana



Ampliación de ventana



A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are highlighted with a double-circle outline. The lines are thin and gray, creating a mesh-like structure.

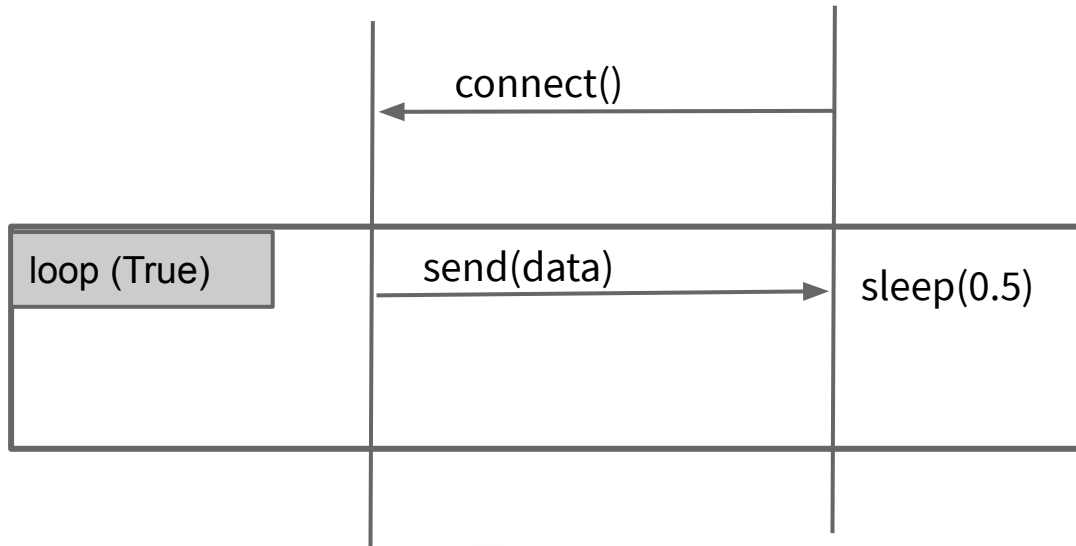
Lab!

TCP Performance

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It shows a cluster of nodes connected by lines, with some nodes having a double-circle outline. The overall style is minimalist and technical.

Escenario TCP

- Variación de la Ventana de congestión de TCP



```
Flags: 0x002 (SYN)
Window size value: 29200
[Calculated window size: 29200]
Checksum: 0xd6c5 [unverified]
[Checksum Status: Unverified]
Urgent pointer: 0
Options: (20 bytes), Maximum segment size, SACK permitted
  TCP Option - Maximum segment size: 1460 bytes
  TCP Option - SACK permitted
  TCP Option - Timestamps: TSval 3540020719, TSecr 0
  TCP Option - No-Operation (NOP)
  TCP Option - Window scale: 7 (multiply by 128)
```


Pasos :

1. Con Wireshark analizar la interfaz loopback
2. Configurar wireshark con el filtro “tcp”
3. Iniciar python server.py
4. Iniciar python client.py
5. Esperar que la ventana en Wireshark alcance a cero y dejar que corra al menos 30 segundos así
6. Detener los scripts y analizar los resultados

<https://gist.github.com/NatiTomattis/85a36e75dc79960c5ca7119bd546e83e>

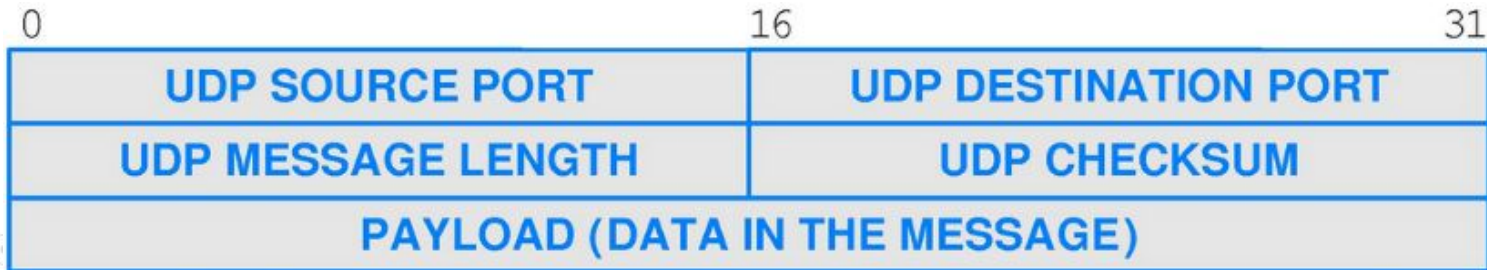
Escenario 2: Transmisión de un stream de bytes sobre TCP

UDP

- Protocolo “best-effort”
- No orientado a la conexión
- Checksum?

Performance UDP. Cuando se prefiere UDP?

Escenarios donde la velocidad importe más que la fiabilidad.



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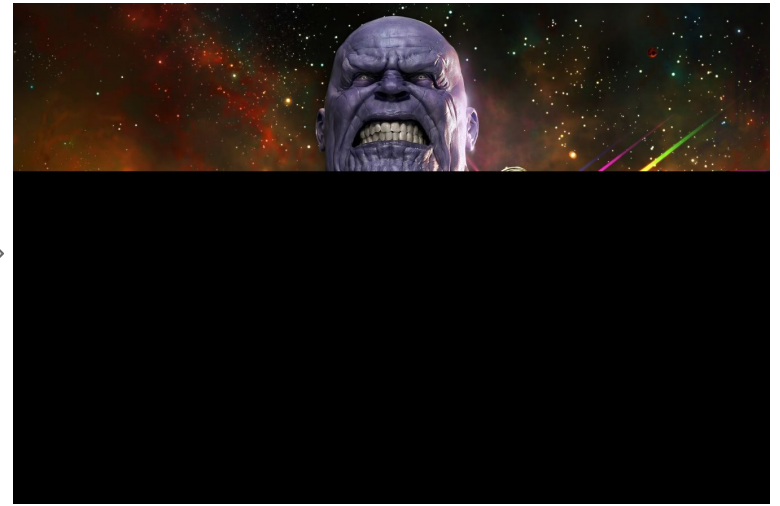
Lab!

UDP Performance

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Escenario UDP

- Envío de imagen por UDP.
- Remoto y local.



Rendimientos comparación

Iperf:

- Rendiemito : transfer
- Bandwidth : velocidad de transferencia

```
➡ $iperf -i 1 --bandwidth 10M -c www.portal.efn.uncor.edu -p 80
-----
Client connecting to www.portal.efn.uncor.edu, TCP port 80
TCP window size: 85.0 KByte (default)
-----
[ 3] local 172.16.0.94 port 48070 connected with 200.16.19.6 port 80
[ ID] Interval      Transfer    Bandwidth
[ 3] 0.0- 1.0 sec  1.12 MBytes  9.44 Mb/s
[ 3] 1.0- 2.0 sec  1.00 MBytes  8.39 Mb/s
[ 3] 2.0- 3.0 sec  1.00 MBytes  8.39 Mb/s
[ 3] 3.0- 4.0 sec  1.00 MBytes  8.39 Mb/s
[ 3] 4.0- 5.0 sec  1.00 MBytes  8.39 Mb/s
[ 3] 5.0- 6.0 sec  1.12 MBytes  9.44 Mb/s
[ 3] 6.0- 7.0 sec  1.00 MBytes  8.39 Mb/s
[ 3] 7.0- 8.0 sec  1.00 MBytes  8.39 Mb/s
[ 3] 8.0- 9.0 sec  1.00 MBytes  8.39 Mb/s
[ 3] 9.0-10.0 sec  1.00 MBytes  8.39 Mb/s
[ 3] 0.0-10.0 sec 10.2 MBytes  8.56 Mb/s
```

```
➡ $iperf -i 1 --bandwidth 10M -c www.portal.efn.uncor.edu -p 80 --udp
-----
Client connecting to www.portal.efn.uncor.edu, UDP port 80
Sending 1470 byte datagrams, IPG target: 1121.52 us (kalman adjust)
UDP buffer size: 208 KByte (default)
-----
[ 3] local 172.16.0.94 port 37562 connected with 200.16.19.6 port 80
[ ID] Interval      Transfer    Bandwidth
[ 3] 0.0- 1.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 1.0- 2.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 2.0- 3.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 3.0- 4.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 4.0- 5.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 5.0- 6.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 6.0- 7.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 7.0- 8.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 8.0- 9.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 9.0-10.0 sec  1.25 MBytes 10.5 Mb/s
[ 3] 0.0-10.0 sec 12.5 MBytes 10.5 Mb/s
[ 3] Sent 8918 datagrams
[ 3] WARNING: did not receive ack of last datagram after 10 tries.
```

The image features a light gray background with abstract network diagrams in the corners. These diagrams consist of various sized circles (nodes) connected by thin lines. Some nodes are highlighted with blue outlines or solid blue fills. The network structures are more dense in the top-left and bottom-right corners, while the center of the image is mostly empty except for the text.

DNS

DNS

🎯 ¿Qué es y cuál es la motivación del DNS?

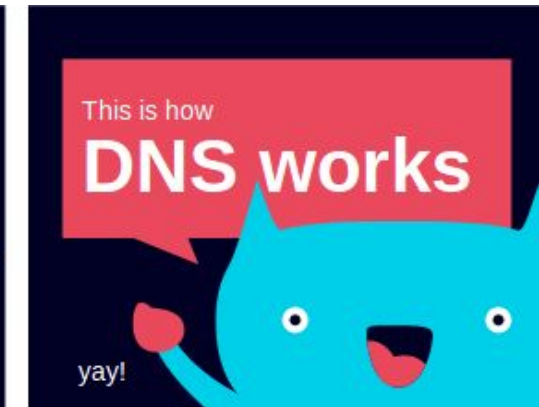
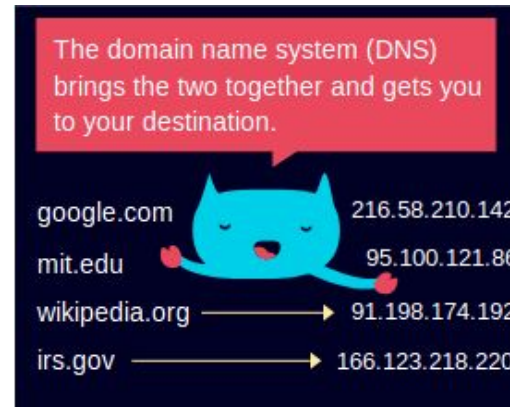
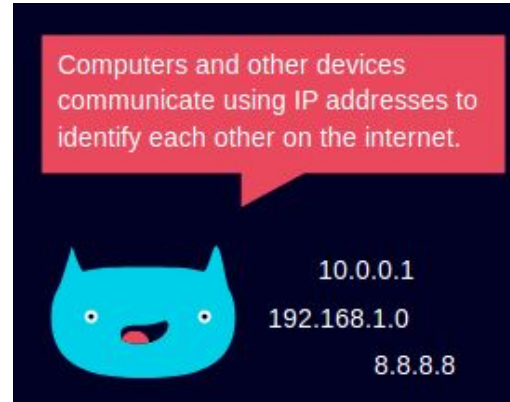
- Usos

🎯 ¿Cómo funciona?

- Base de datos jerárquica y distribuida
- DNS cache
- Tipos de registros

DNS - Usos

- Referir un host
- Referir un alias
- Balaneo de cargas
- Otros



DNS - ¿Cómo funciona?

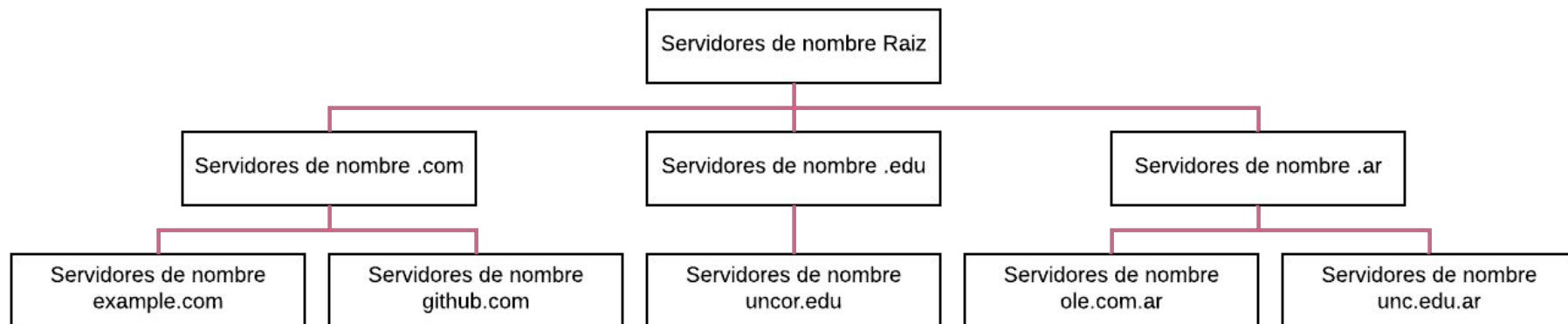
- ⦿ Capa de aplicacion. Puerto 53.
- ⦿ UDP como transporte. *¿Y entre servidores DNS?*
- ⦿ Registros. *¿Que son? ¿Para qué sirven?*

A, AAAA, MX, NS, CNAME, PTR, etc.

nombre	clase	tipo	valor
lb.unc.edu.ar.	IN	A	200.16.16.60
www.unc.edu.ar.	IN	CNAME	lb.unc.edu.ar
unc.edu.ar.	IN	MX	valor1 valor2
unc.edu.ar.	IN	NS	ns1.unc.edu.ar ns2.unc.edu.ar

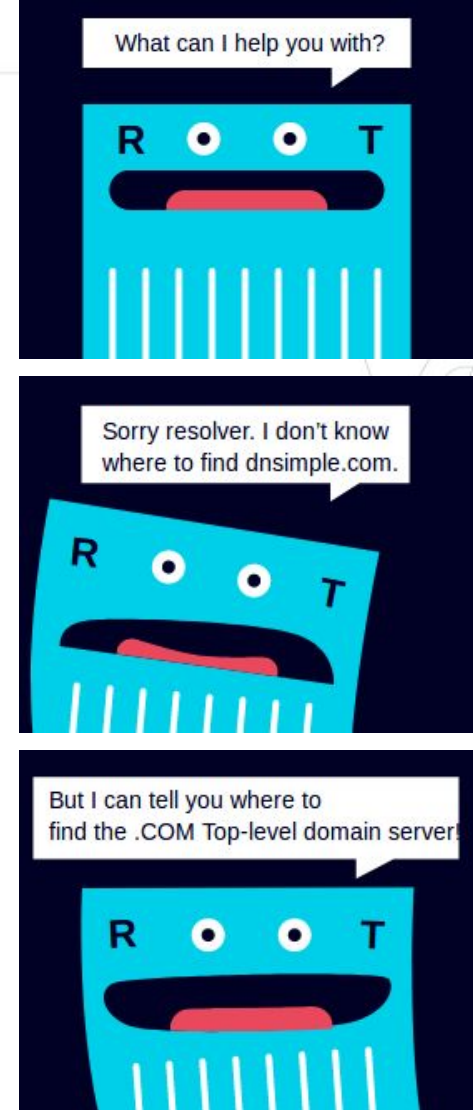
DNS - ¿Cómo funciona?

- © DNS, servicio centralizado?
Qué sucede si mi resolver DNS no tiene la respuesta a mi consulta?

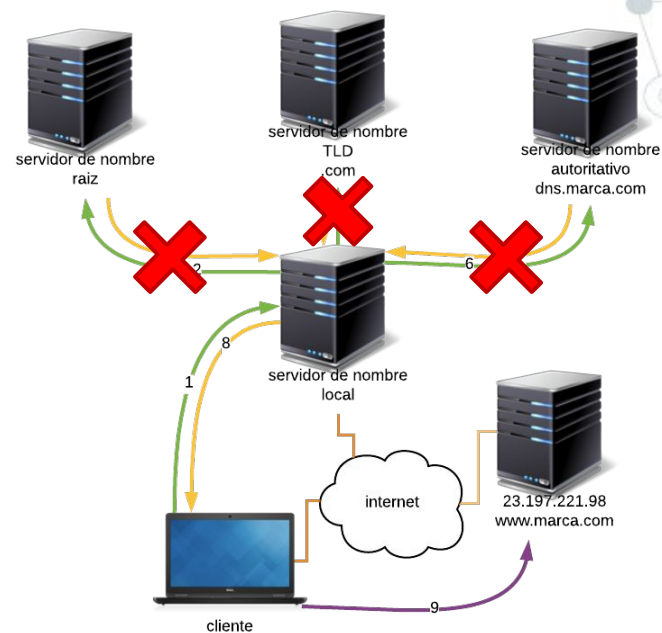
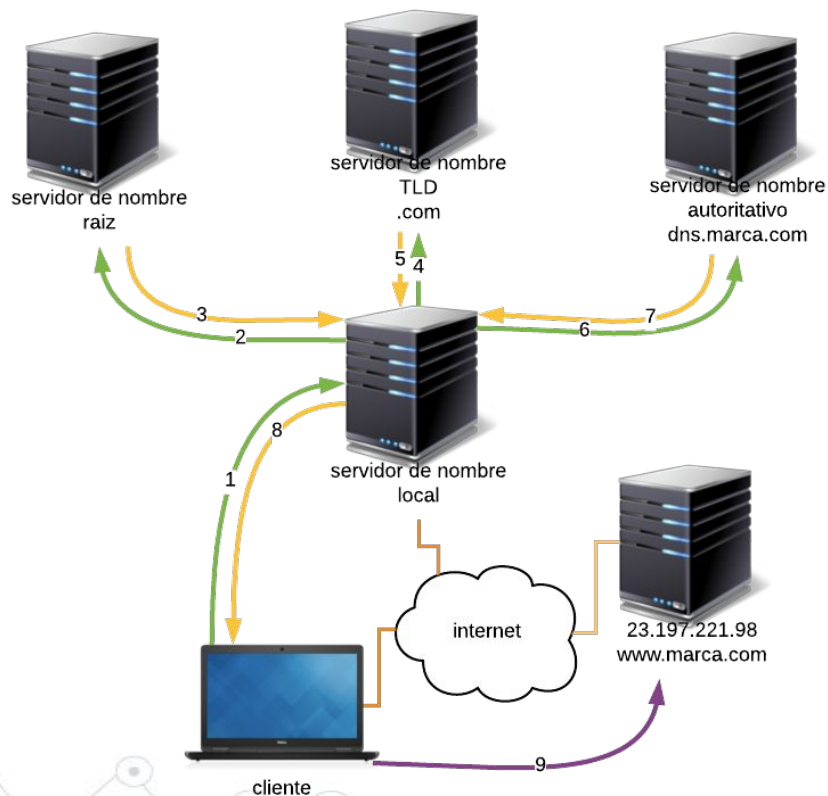


DNS - ¿Cómo funciona?

- Se consulta a **uno** de los DNS Servers **ROOT**.
 - Tiene información de servidores **TLD**.
- Se consulta ahora a un **TLD**.
 - Tiene información de **Name Servers**.
- Finalmente, el Name Server me da la dir IP.

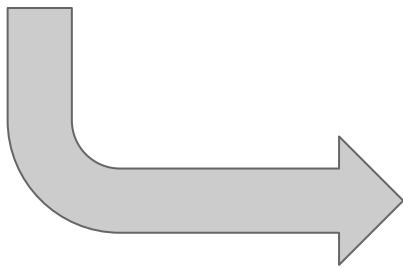


DNS - ¿Cómo funciona?



DNS - ¿Cómo funciona?

- Las consultas las realiza mi host o las resuelve por completo mi DNS resolver.
 - Consultas Iterativas y Consultas recursivas.
- Time-to-Live en registros, caché, etc.
- dig, dig +trace, nslookup**



```
; <<>> DiG 9.10.3-P4-Ubuntu <<>> A unc.edu.ar @1.1.1.1
;; global options: +cmd
;; Got answer:
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 48852
;; flags: qr rd ra; QUERY: 1, ANSWER: 1, AUTHORITY: 0, ADDITIONAL: 1

;; OPT PSEUDOSECTION:
; EDNS: version: 0, flags:; udp: 1452
;; QUESTION SECTION:
;unc.edu.ar.                IN      A

;; ANSWER SECTION:
unc.edu.ar.                126     IN      A      200.16.16.60

;; Query time: 22 msec
;; SERVER: 1.1.1.1#53(1.1.1.1)
;; WHEN: Mon Apr 22 15:45:42 -03 2019
;; MSG SIZE rcvd: 55
```

A decorative background featuring a network diagram. It consists of numerous nodes, represented by small circles, some of which are highlighted in blue. These nodes are interconnected by thin, light gray lines, forming a complex web-like structure that is more dense on the left and right sides of the image.

HTTP & HTTPS

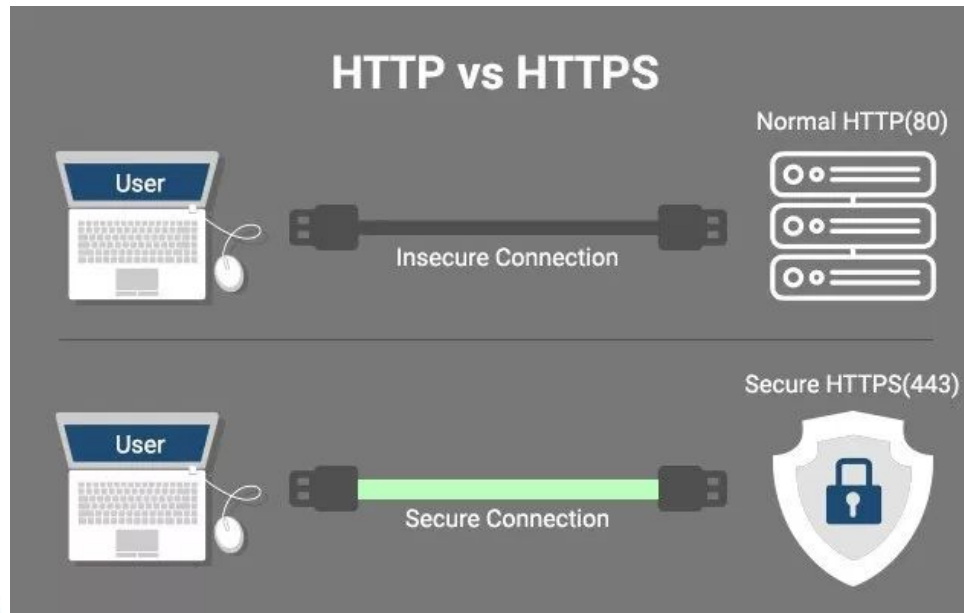
HTTP

- The protocol used for communication between a browser and a web server on TCP
- Characteristics:
 - Request / Response, Stateless, Bi-Directional Transfer, Support For Caching and Intermediaries.
- Methods
 - HTTP/1.0
 - GET, HEAD, POST
 - HTTP/1.1
 - PUT, DELETE, OPTIONS, etc
- HTTP/1.1 cookies to allow HTTP to move from being a stateless protocol
- HTTP/2



HTTPS

- HTTPS is the secure version of HTTP that encrypts messages in transit by using the Transport Layer Security (TLS) protocol or Secure Sockets Layer (SSL).
- HTTPS adds three important concepts to HTTP messages
 - Encryption, Integrity and Authentication



A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are larger and have concentric circles, suggesting a hierarchical or central structure. The lines are thin and gray, connecting the nodes in a non-linear fashion.

Lab!

HTTP

A decorative network diagram in the bottom-right corner, similar to the one in the top-left. It shows a cluster of nodes connected by lines, with some nodes being larger and more prominent than others, indicating a central or hub-like node in the network.

Lab

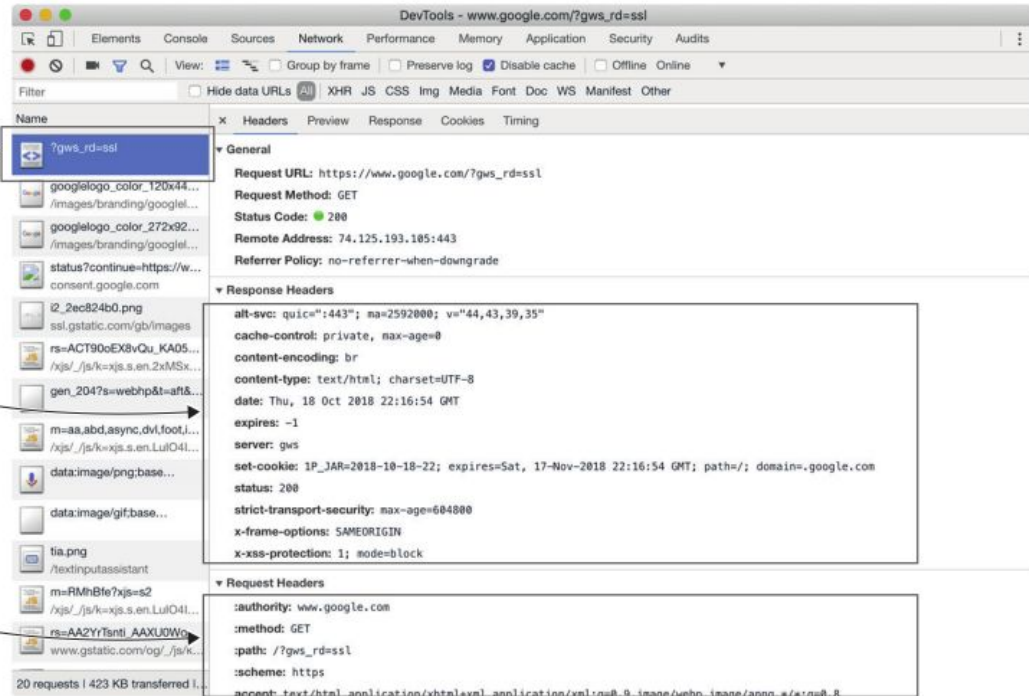
Using developer tools in web browsers

- You launch developer tools by pressing a keyboard shortcut (F12) -> Network -> headers

1. First request

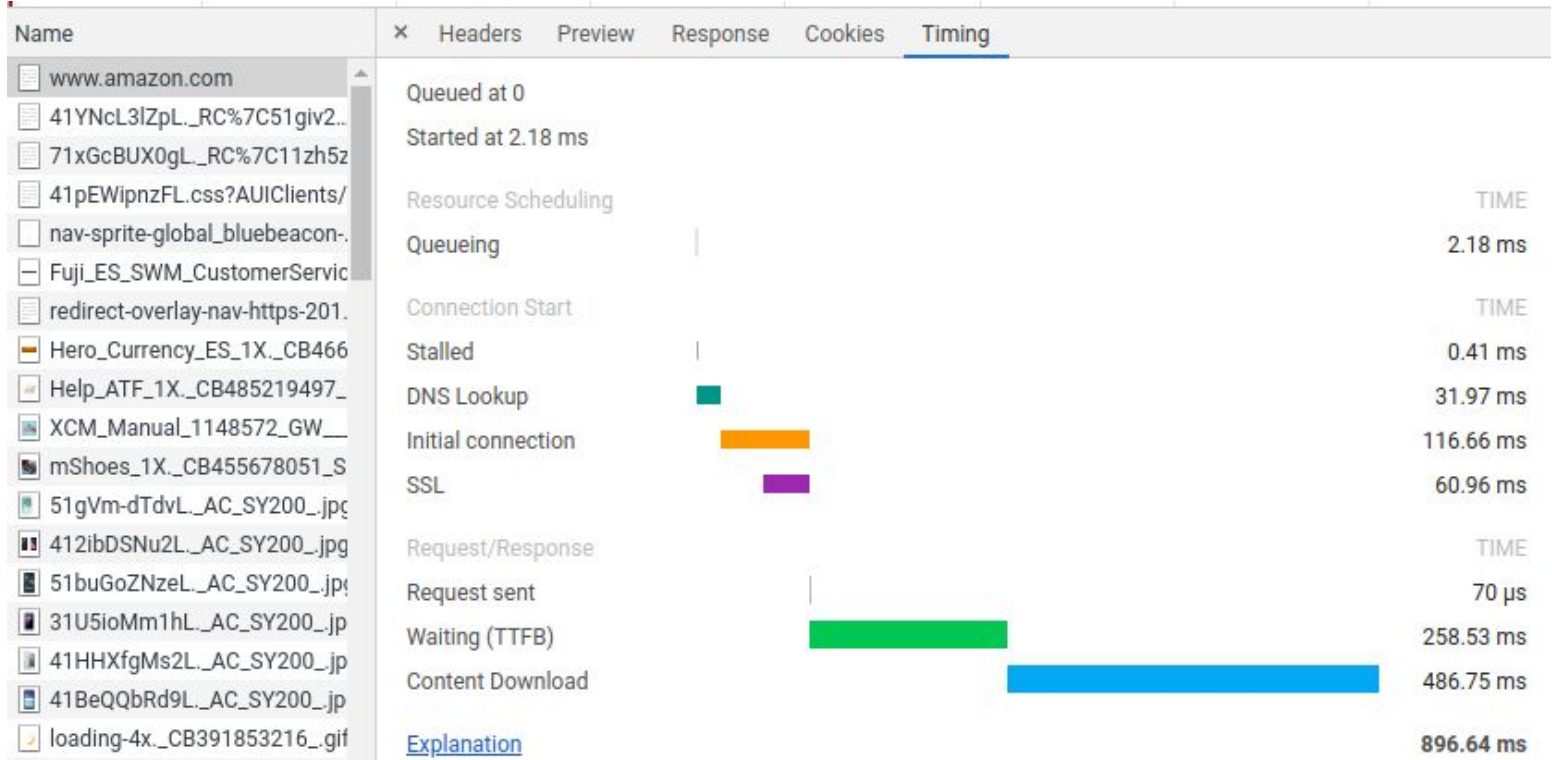
2. HTTP response

3. HTTP request



Lab

Timing



Bibliografia

- ◉ Douglas E. Comer - Internetworking with TCP-IP Volume One - 6ta Edición. Capítulo 23
- ◉ James F. Kurose and Keith W. Ross - Computer Networking A Top-Down Approach - 6ta Edición. Capítulo 2. Sección 5.
- ◉ <https://howdns.works/>



A word cloud featuring the phrase "Thank You" in numerous languages. The words are arranged in a circular pattern, with "THANK YOU" being the largest and most central. Other languages include Spanish (Gracias, Arigato), Japanese (Arigato, Shukuria), French (Merci), German (Danke, Danke), Italian (Grazie), and many others. The words are in various sizes and orientations, creating a dynamic and colorful composition.