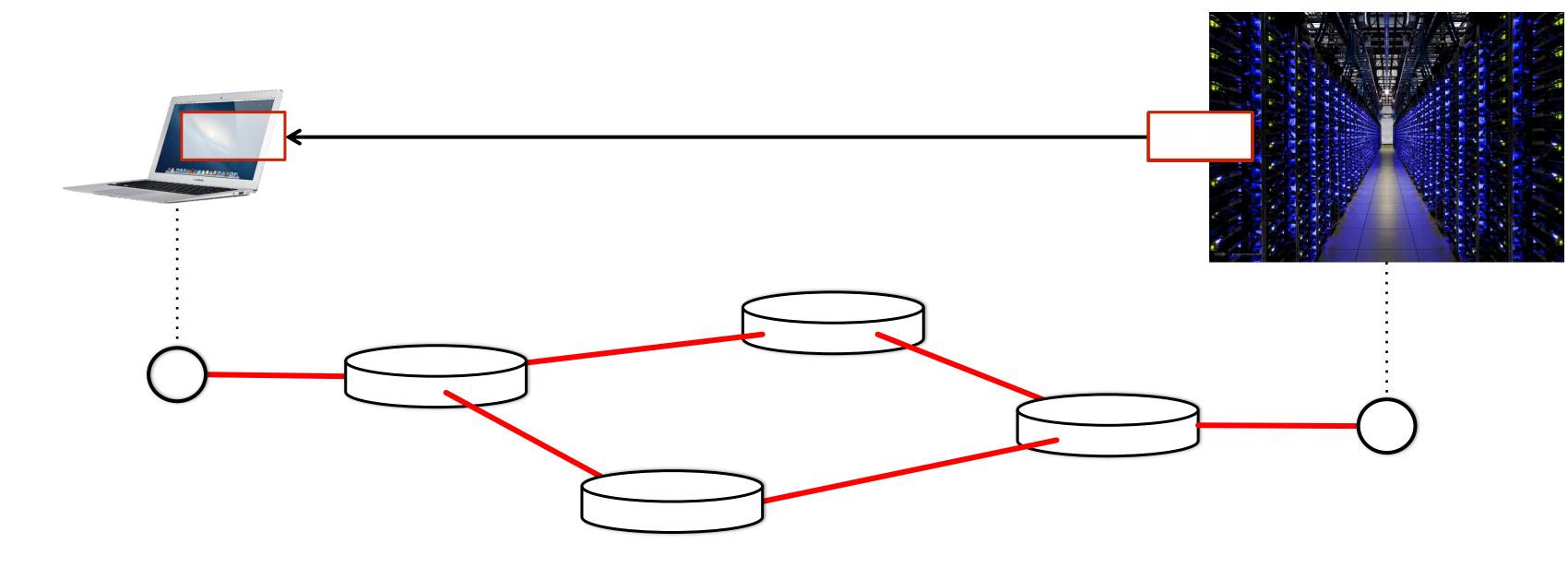
How the Internet Works

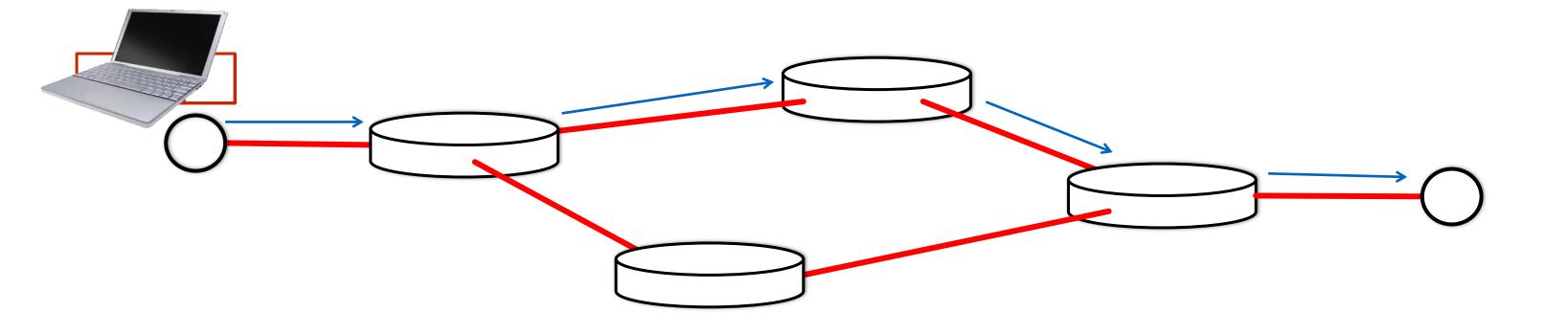
(in 50 mins)



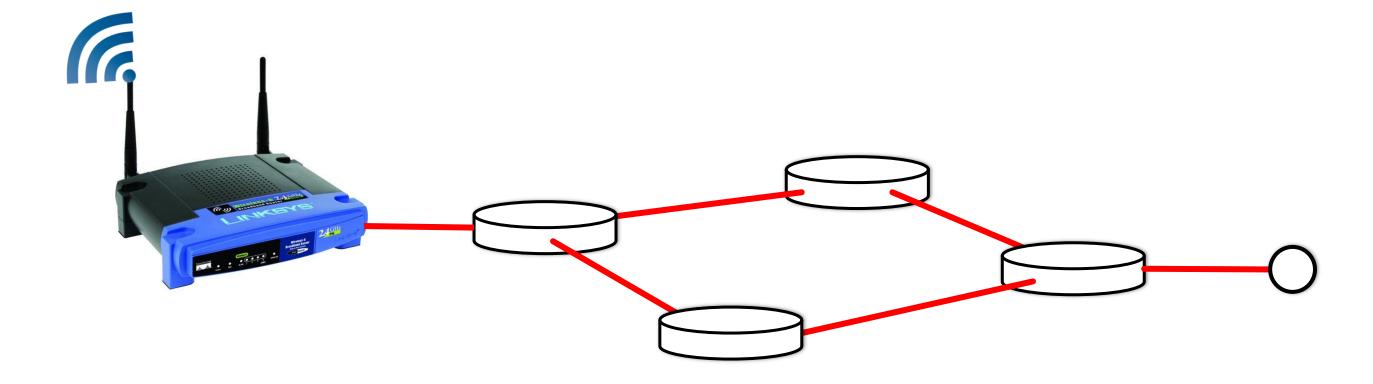
Google NETFLX www.stanford.edu

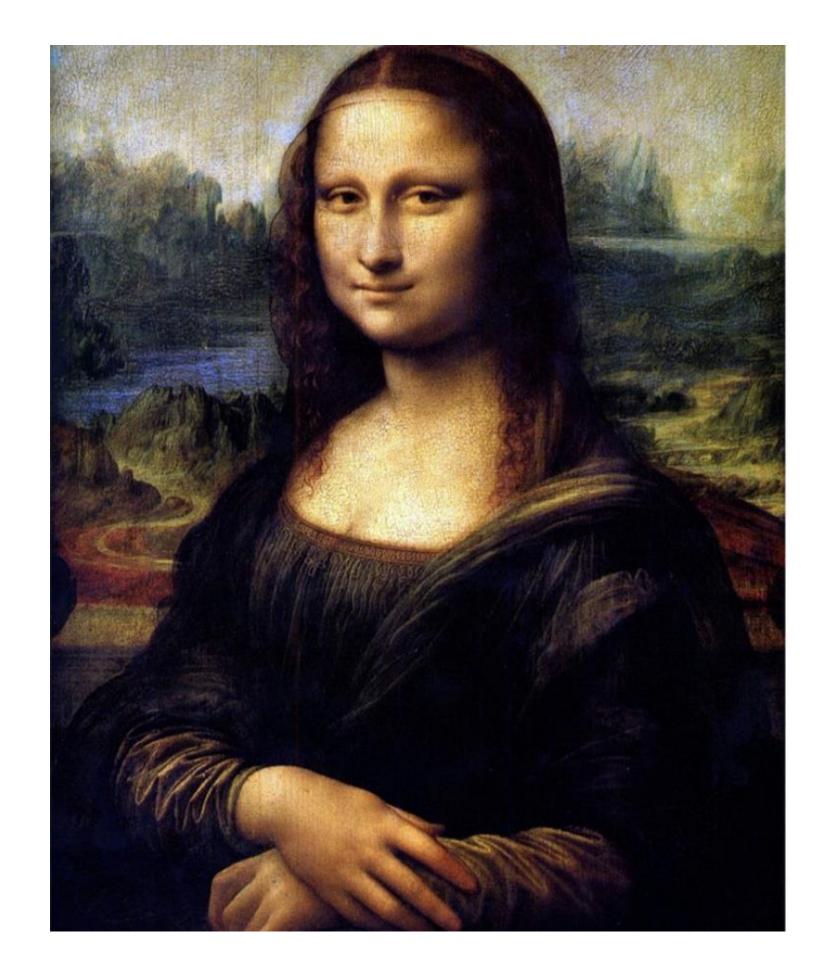


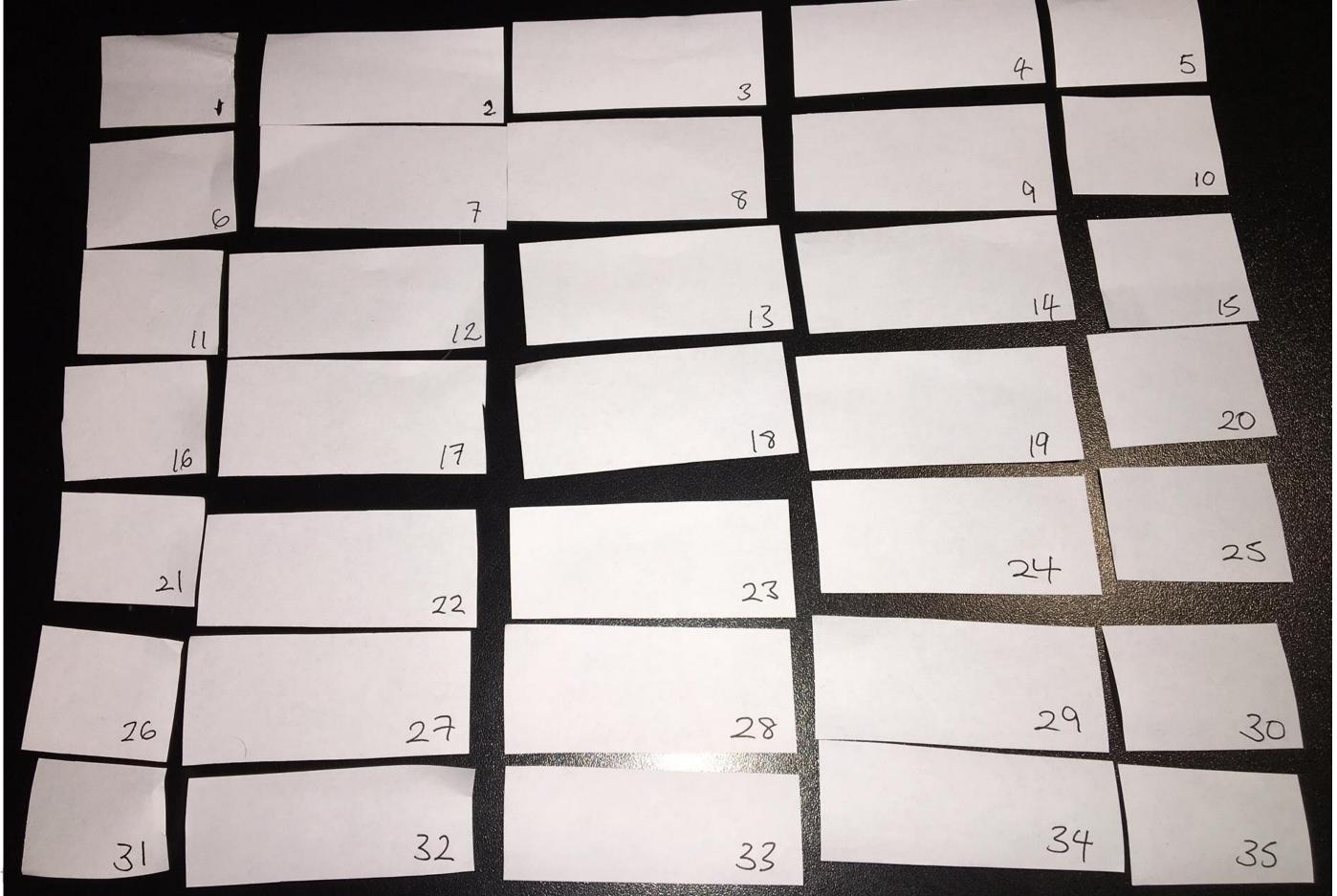




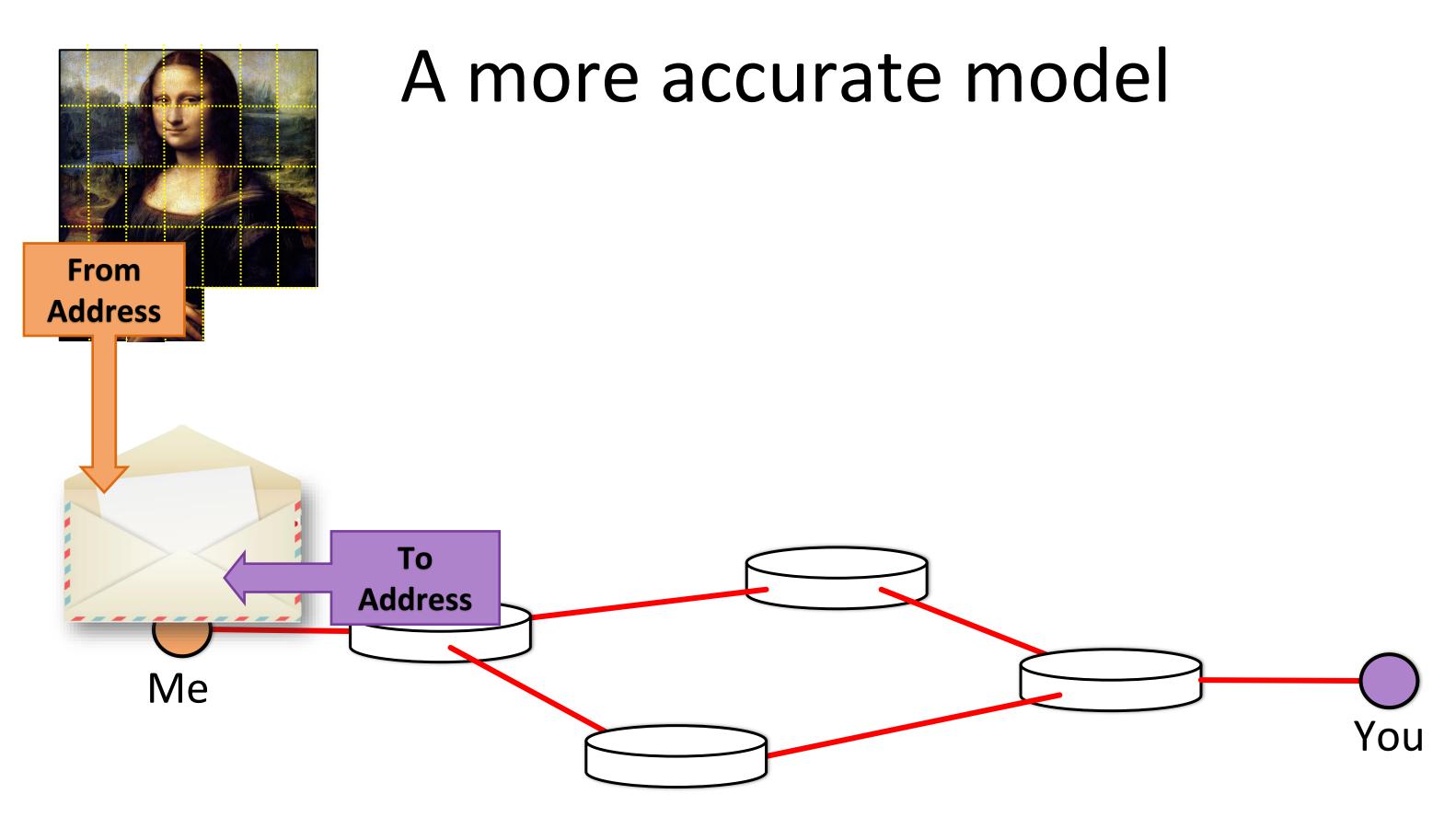


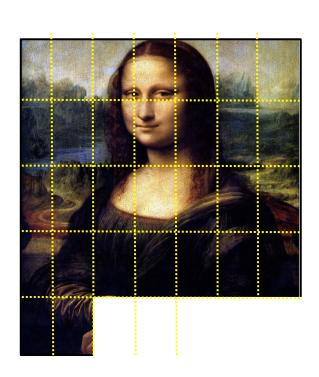




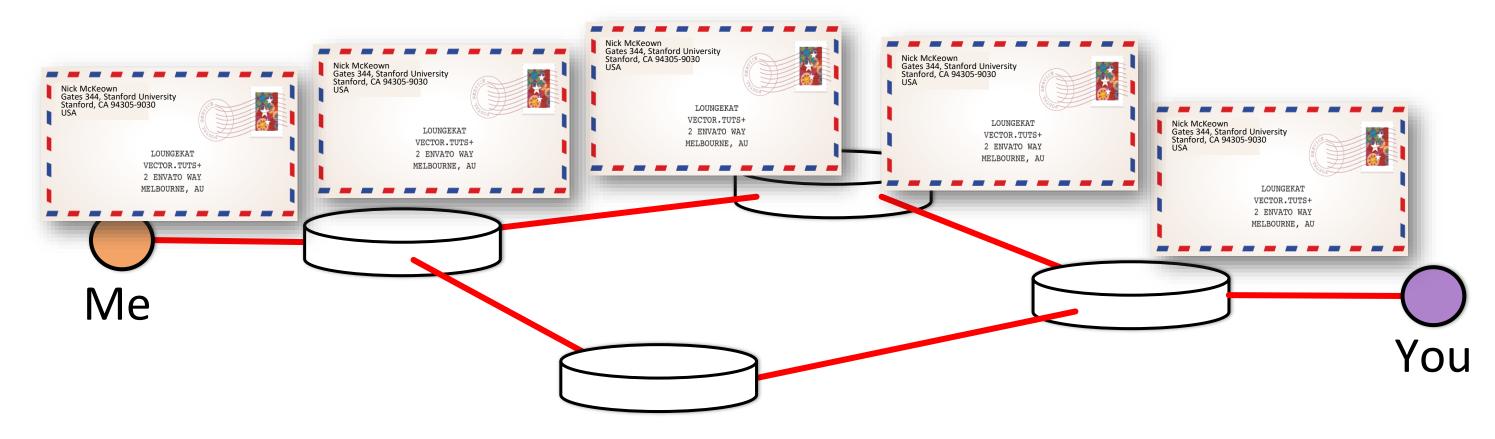


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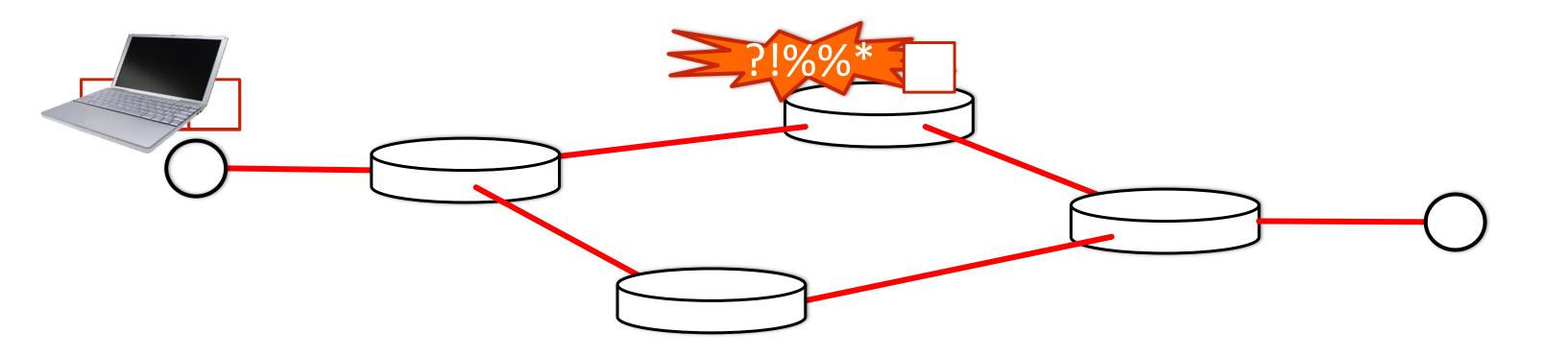




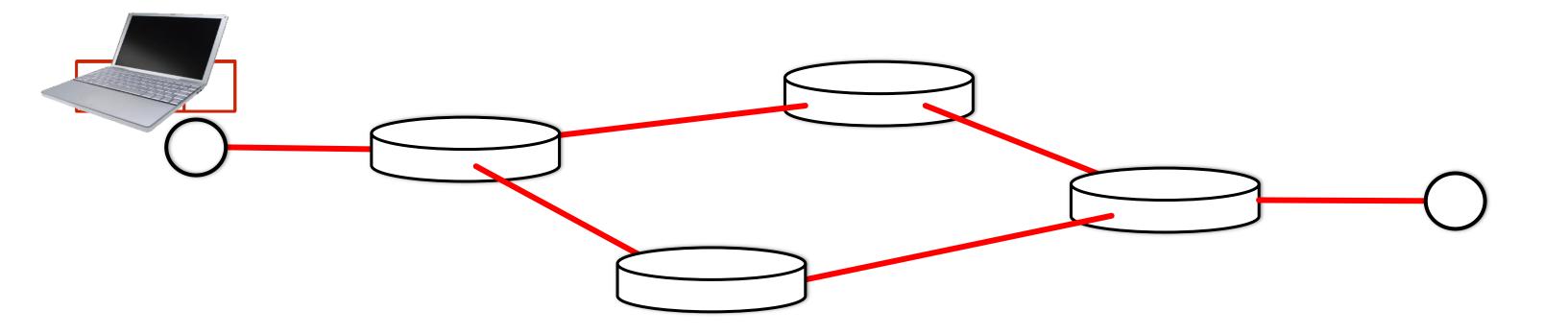
Multiple packets in pipeline at same time



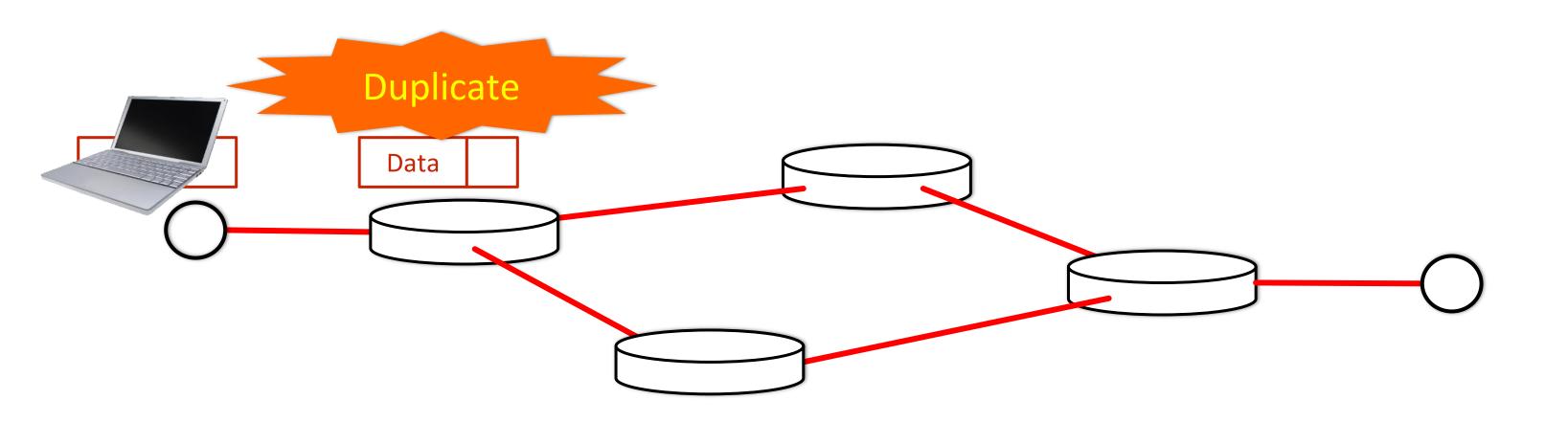
Packets may be damaged



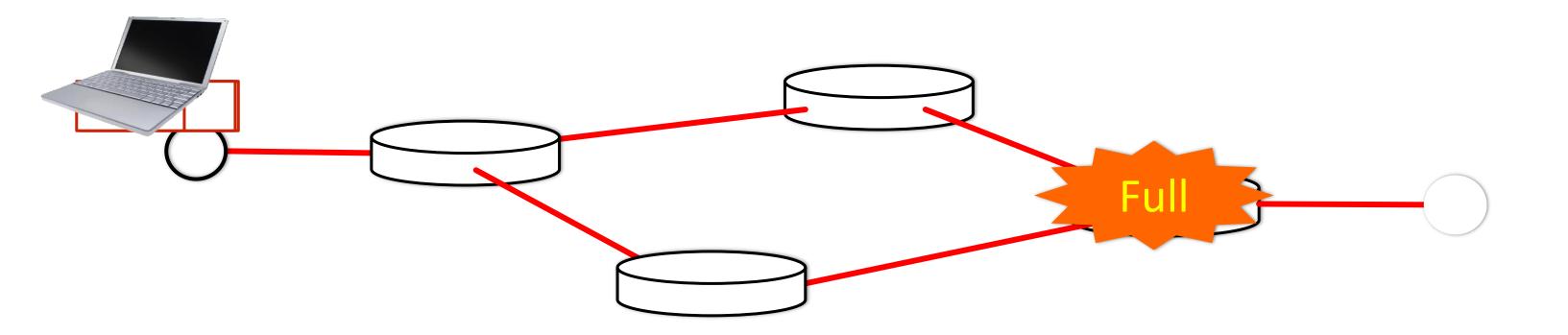
Packets may arrive out of order



Packets may be duplicated

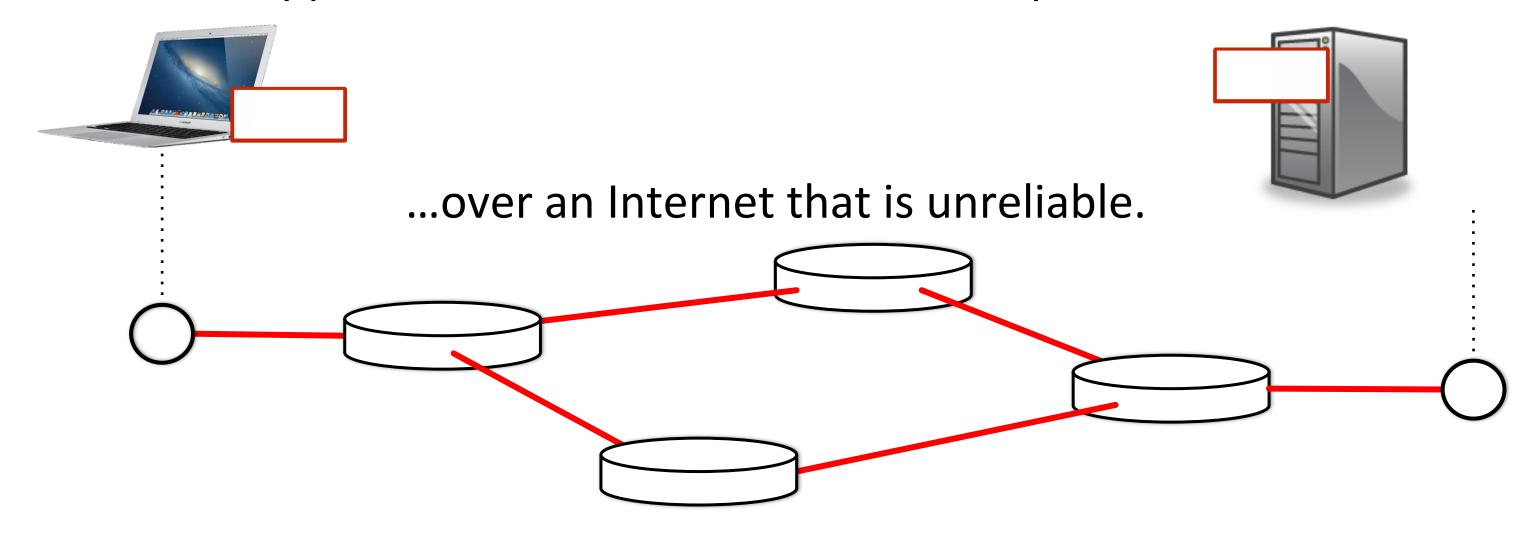


They may not arrive at all!



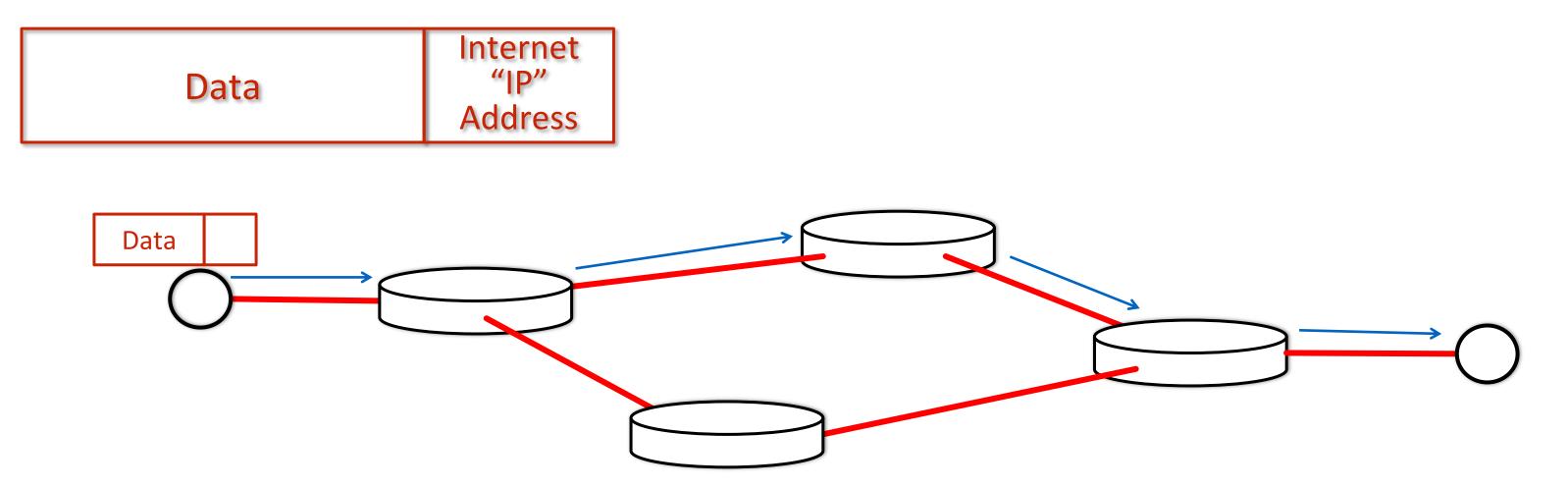
Summary so far

Applications send and receive data in packets....



How packets find their way across the Internet

Internet addresses



Internet Addresses ("IP address")

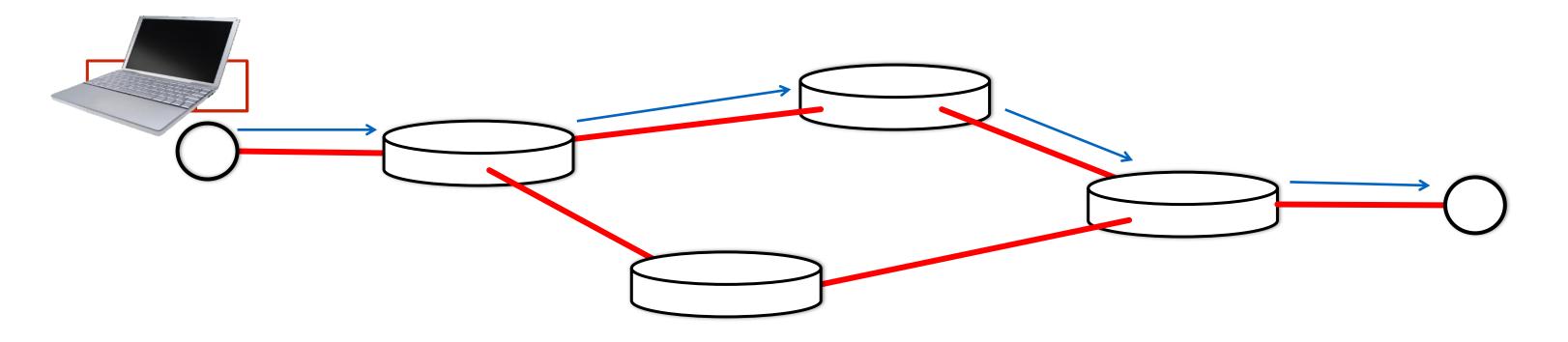


All Internet packets carry a destination IP address. We usually write the IP address like this:

171.64.74.58

Routers forward packets one at a time.

Routers look at IP addresses, then send packets to a router closer to the destination.



IP Addresses

The IP address tells a router where to send the packet next. IP addresses have *structure*

A network in State Cos of between tynders to the state of the state of

171.64.74.58

An address managealthogeasts to Europhain the the two the transfer of the tran

88.255.96.208

Can we see the path our packets take? Yes!

On your computer, try: "ping yuba.stanford.edu" and "traceroute yuba.stanford.edu"

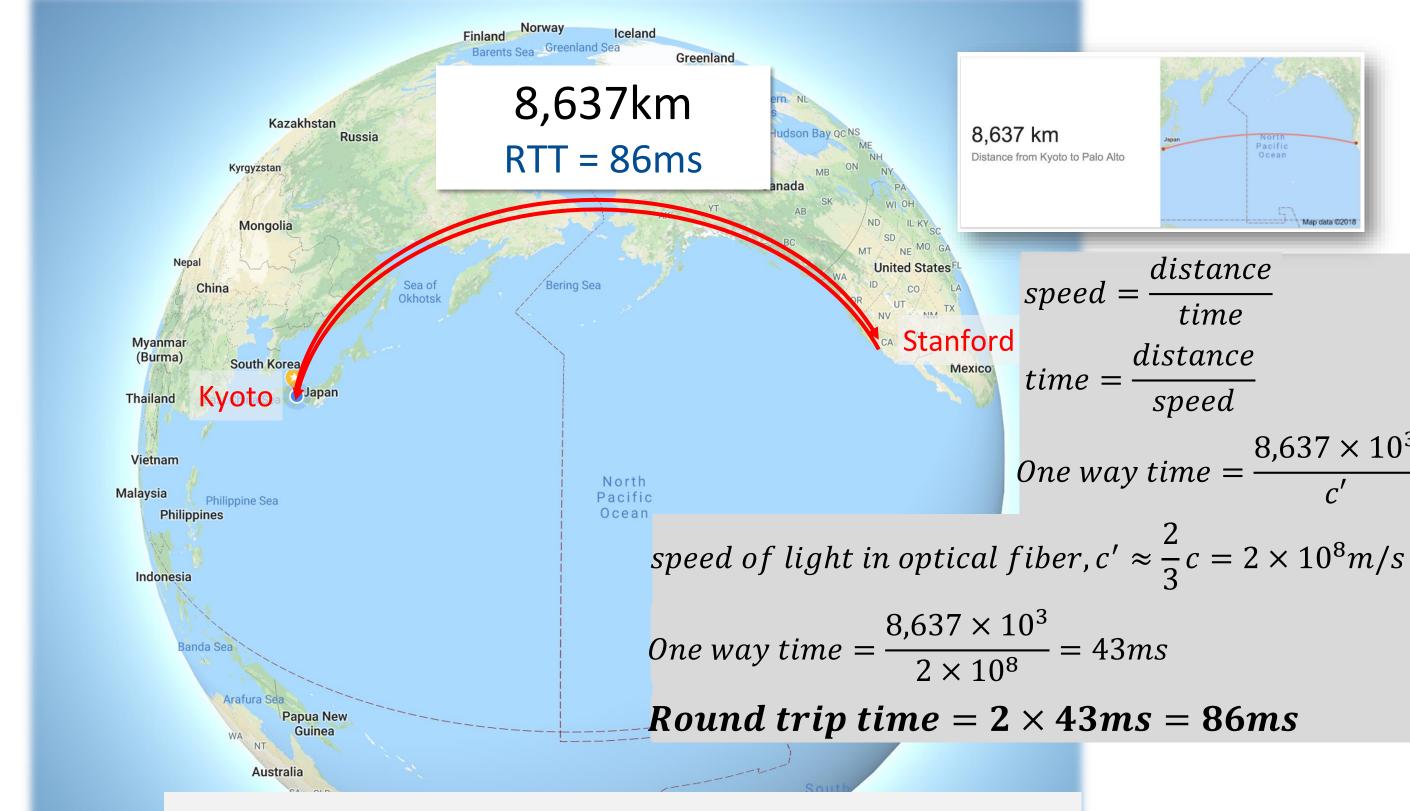
(Windows: "tracert yuba.stanford.edu")

ping www.doshisha.ac.jp

From yuba (at Stanford), it takes about 115ms to reach Japan and back again

("round-trip-time")





Q: So why did my "ping" take 115ms?

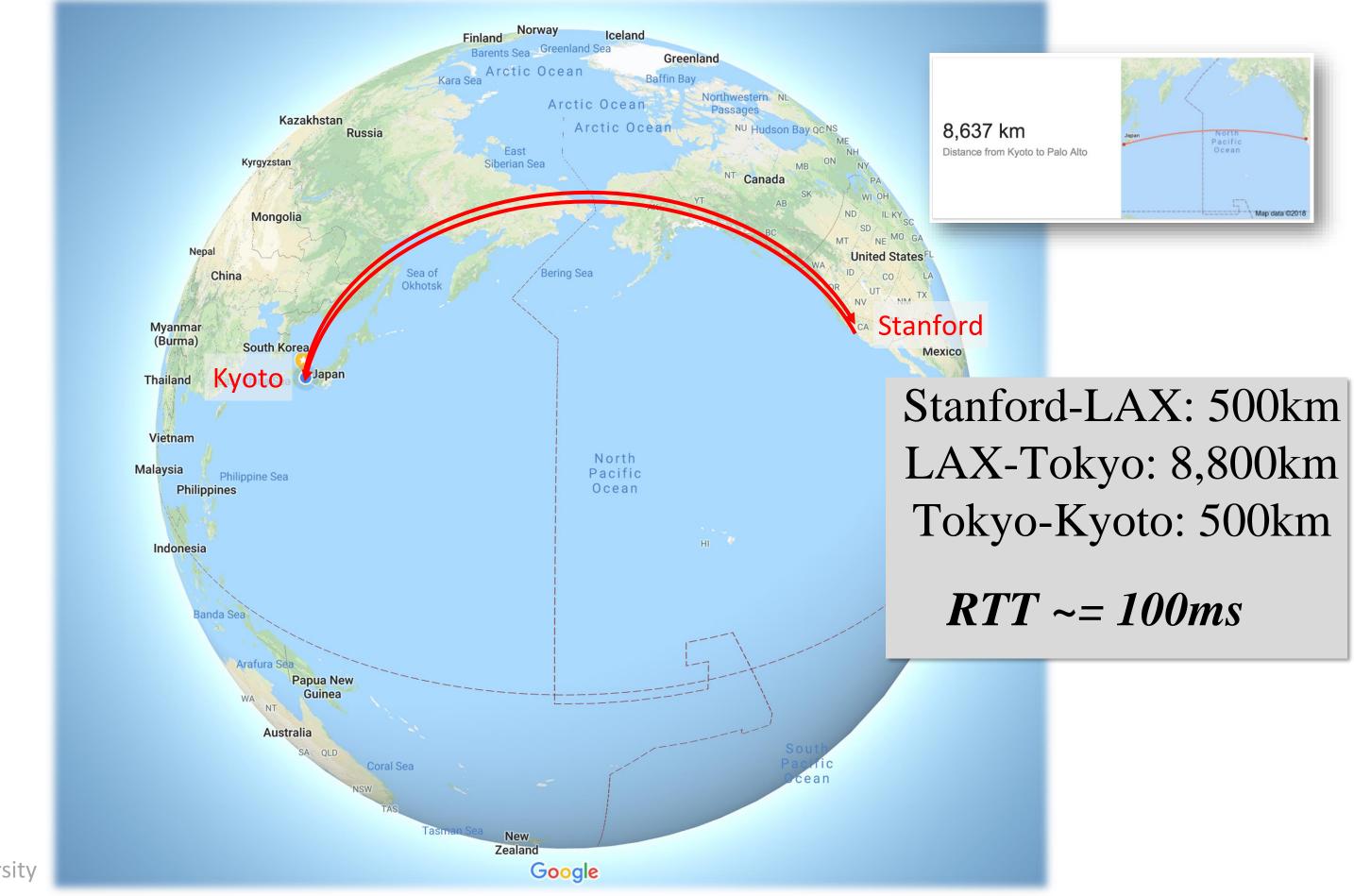
Google

traceroute

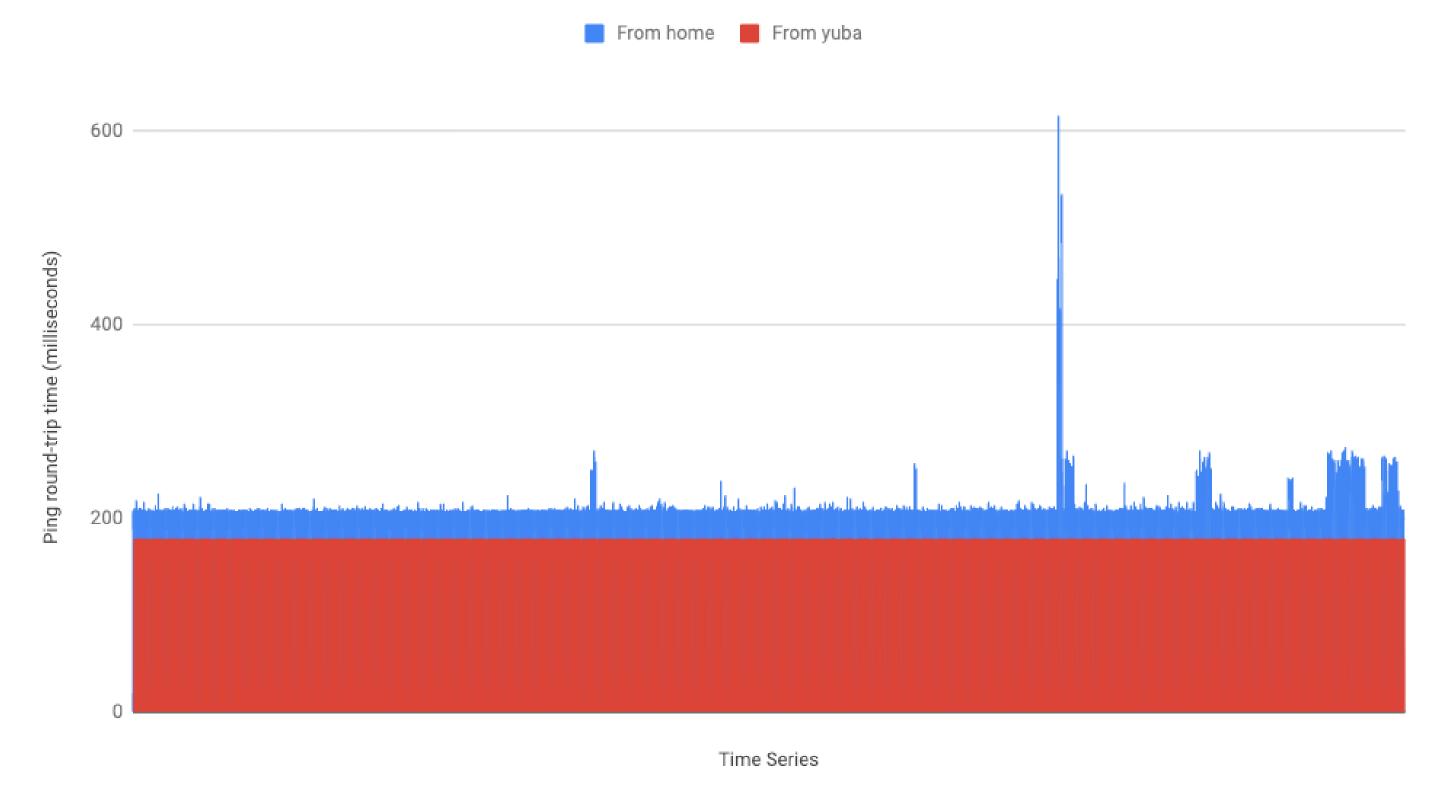
From Stanford to Doshisha University (Kyoto)

nickm@yuba.Stanford.EDU > traceroute -q1 istc.doshisha.ac.jp

```
traceroute to istc.doshisha.ac.jp (202.23.190.159), 30 hops max, 40 byte
packets
   csmx-west-rtr.SUNet (171.64.74.2) 0.234 ms
   hpr-svl-rtr-vlan3.SUNet (171.66.255.186) 0.423 ms
 3 hpr-svl-hpr2--stan-ge.cenic.net (137.164.27.161) 0.779 ms
   hpr-lax-hpr3--svl-hpr3-100ge.cenic.net (137.164.25.73) 8.627 ms
   sinet-1-lo-jmb-702.lsanca.pacificwave.net (207.231.240.135)
                                                                8.793 ms
   tokyo1-GM-ET-8-3-0-100.s5.sinet.ad.jp (150.99.89.242) 108.852 ms
   kyoto-RM-ET-7-1-0-1151.s5.sinet.ad.jp (150.99.89.184) 114.829 ms
   doshisha-LAN.gw.sinet.ad.jp (150.99.196.66) 115.249 ms
 9
    ***
```



Ping times to Tsinghua University, Beijing (Jan 21, 2019)



Try traceroute to....

yuba.stanford.edu, www.google.com, www.ntua.gr, ...

nickm @ home on Comcast network \$ traceroute -q1 www.ntua.gr

traceroute to www.ntua.gr (147.102.224.101), 64 hops max, 52 byte packets

- 1 testwifi.here (192.168.86.1) 0.921 ms
- 2 96.120.91.229 (96.120.91.229) 8.491 ms
- 3 be-20052-rur02.santaclara.ca.sfba.comcast.net (68.87.196.49) 10.237 ms
- 4 162.151.78.129 (162.151.78.129) 8.857 ms
- 5 be-232-rar01.santaclara.ca.sfba.comcast.net (162.151.78.253) 8.941 ms
- 6 be-3651-cr02.sunnyvale.ca.ibone.comcast.net (68.86.91.73) 9.485 ms
- 7 be-11083-pe02.529bryant.ca.ibone.comcast.net (68.86.84.14) 10.357 ms
- 8 50.248.118.238 (50.248.118.238) 9.467 ms
- 9 be2016.ccr22.sfo01.atlas.cogentco.com (154.54.0.177) 11.134 ms
- 10 be3110.ccr32.slc01.atlas.cogentco.com (154.54.44.142) 35.123 ms
- 11 be3038.ccr22.den01.atlas.cogentco.com (154.54.42.98) 35.458 ms
- 12 be3036.ccr22.mci01.atlas.cogentco.com (154.54.31.90) 53.296 ms
- 13 be2832.ccr42.ord01.atlas.cogentco.com (154.54.44.170) 58.615 ms
- 14 be2718.ccr22.cle04.atlas.cogentco.com (154.54.7.130) 65.101 ms
- 15 be2994.ccr32.yyz02.atlas.cogentco.com (154.54.31.234) 73.458 ms
- 16 be3260.ccr22.ymq01.atlas.cogentco.com (154.54.42.90) 85.407 ms
- 17 be3043.ccr22.lpl01.atlas.cogentco.com (154.54.44.165) 150.394 ms
- 18 be2183.ccr42.ams03.atlas.cogentco.com (154.54.58.70) 156.881 ms
- 19 be2814.ccr42.fra03.atlas.cogentco.com (130.117.0.142) 162.831 ms
- 20 be2960.ccr22.muc03.atlas.cogentco.com (154.54.36.254) 169.709 ms
- 21 be3462.ccr52.vie01.atlas.cogentco.com (154.54.59.181) 173.362 ms
- 22 149.6.175.250 (149.6.175.250) 173.362 ms
- 23 ae1.mx1.ath2.gr.geant.net (62.40.98.146) 200.320 ms
- 24 grnet-ias-grnet-gw.mx1.ath2.gr.geant.net (83.97.88.66) 206.457 ms
- 25 eier-kolettir-ae.backbone.grnet.gr (62.217.100.63) 208.703 ms
- 26 ntua-zogr-3.eier.access-link.grnet.gr (62.217.96.169) 201.891 ms

27 *

nickm@yuba.Stanford.EDU > traceroute -q1 www.ntua.gr

traceroute to www.ntua.gr (147.102.224.101), 30 hops max, 40 byte packets

- 1 csee-west-rtr-vl3874.SUNet (171.64.74.2) 0.289 ms
- 2 hpr-svl-rtr-vlan2.SUNet (171.64.255.147) 0.637 ms
- 3 hpr-svl-hpr3--stan-100ge.cenic.net (137.164.27.60) 0.657 ms
- 4 hpr-lax-hpr3--svl-hpr3-100ge.cenic.net (137.164.25.73) 8.558 ms
- 5 hpr-i2--lax-hpr3-r-and-e.cenic.net (137.164.26.201) 8.723 ms
- 6 ae-5.4079.rtsw.wash.net.internet2.edu (162.252.70.158) 68.694 ms
- 7 internet2-gw.mx1.lon.uk.geant.net (62.40.124.44) 143.377 ms
- 8 ae6.mx1.lon2.uk.geant.net (62.40.98.37) 144.475 ms
- 9 ae5.mx1.par.fr.geant.net (62.40.98.179) 151.959 ms
- 10 ae5.mx1.gen.ch.geant.net (62.40.98.182) 158.004 ms
- 11 ae4.mx1.mil2.it.geant.net (62.40.98.89) 164.868 ms
- 12 ae3.mx2.ath.gr.geant.net (62.40.98.151) 187.210 ms
- 13 grnet-gw.mx2.ath.gr.geant.net (62.40.124.90) 186.227 ms
- 14 ntua-zogr-3.eier.access-link.grnet.gr (62.217.96.169) 188.246 ms
- 15 *

Competition (optional)

Task: Find the longest loop-free traceroute in the Internet

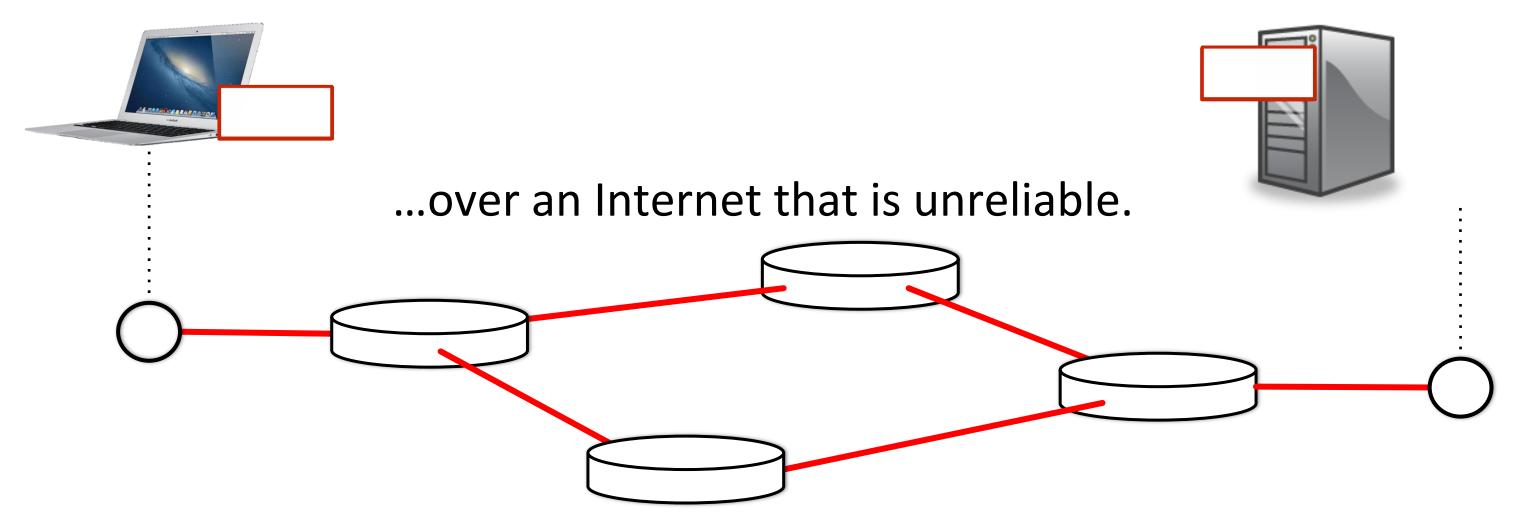
Rules

- 1. We must see it! So it must either be reproducible by the teaching staff, or you can send us a video screencast.
- 2. The source and destination can be any addresses you can reach.
- 3. At most one hop may return a "*" (i.e. not respond)
- 4. Packets must flow over physical links and through real routers. i.e. not a virtual, simulated or emulated network.
- 5. You must turn in your solution by Friday Sept 18th at 7pm Stanford time.

Prize: A small prize and big bragging rights!

Summary so far

Applications send and receive data in packets....

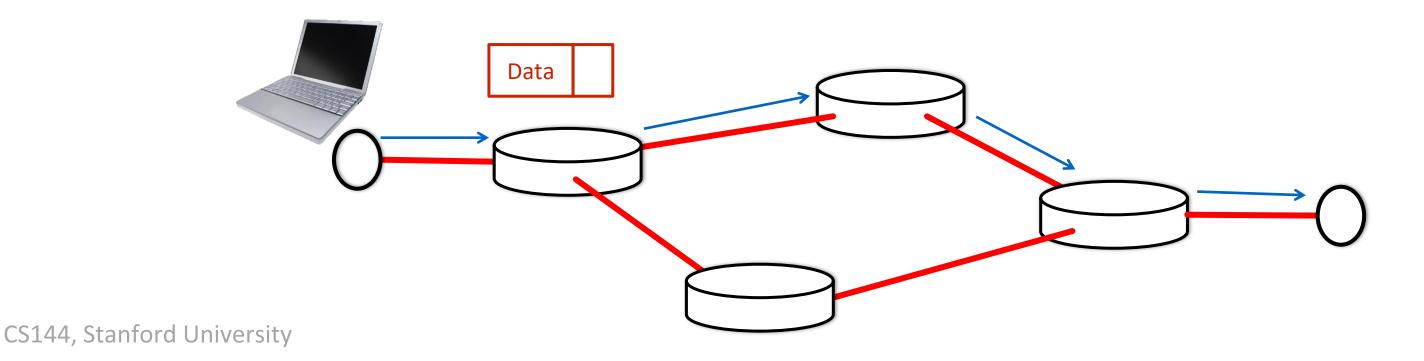


Packets are forwarded hop-by-hop based on the final destination address.

The Internet cannot be trusted!!

The Internet doesn't promise to deliver packets in order. It doesn't promise to deliver packets quickly, or on time. It doesn't even promise to deliver them at all!

It just makes a "best-effort" attempt.



Sending data <u>reliably</u> over an Internet that is <u>unreliable</u>

How Network Applications



Communicate

Someone else's Program



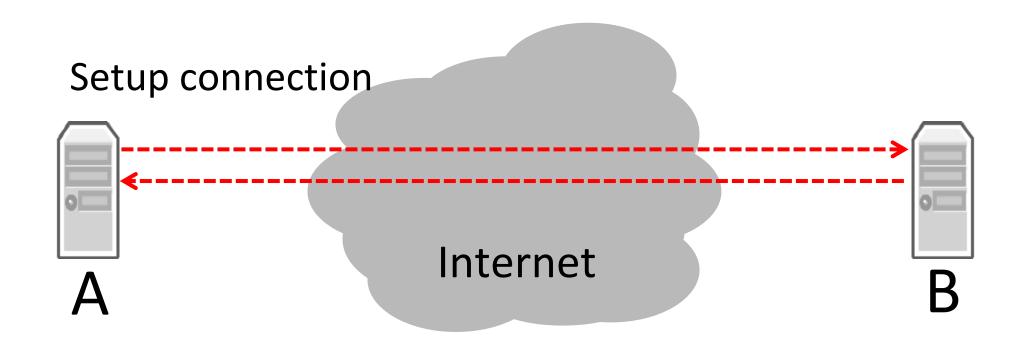
The most common method:

- Communication is in both directions "bidirectional".
- Communication is reliable (if there is a working path between the two computers).

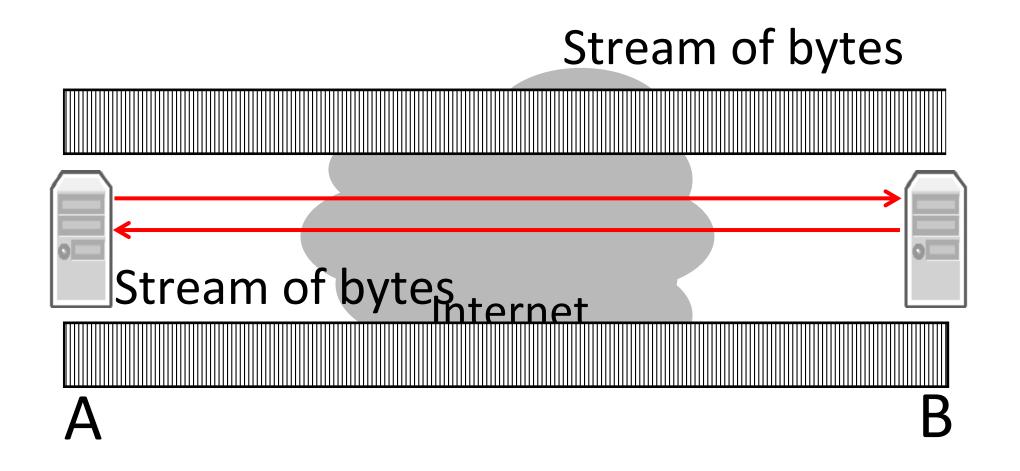
It's like an unformatted pipe:

- You push data in at one end, and it pops out correctly at the other end.
- The applications decide how the data is formatted inside the pipe.

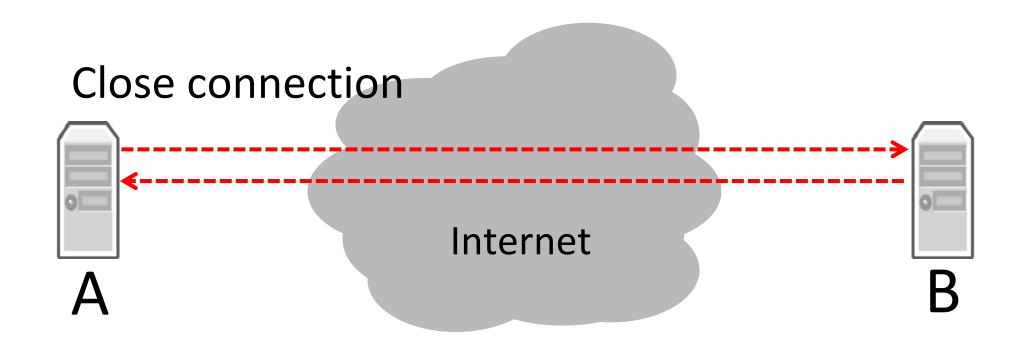
Byte Stream Model



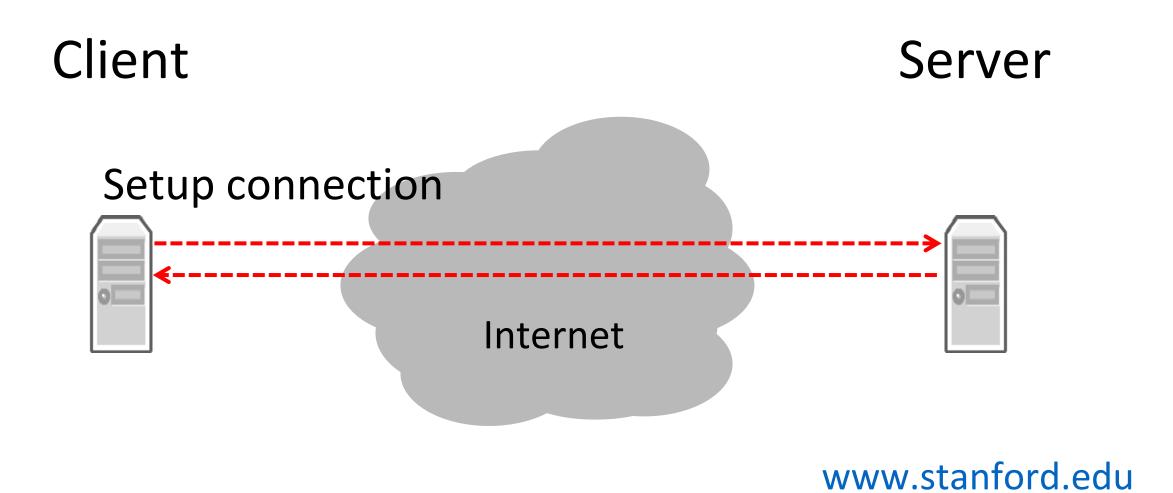
Byte Stream Model



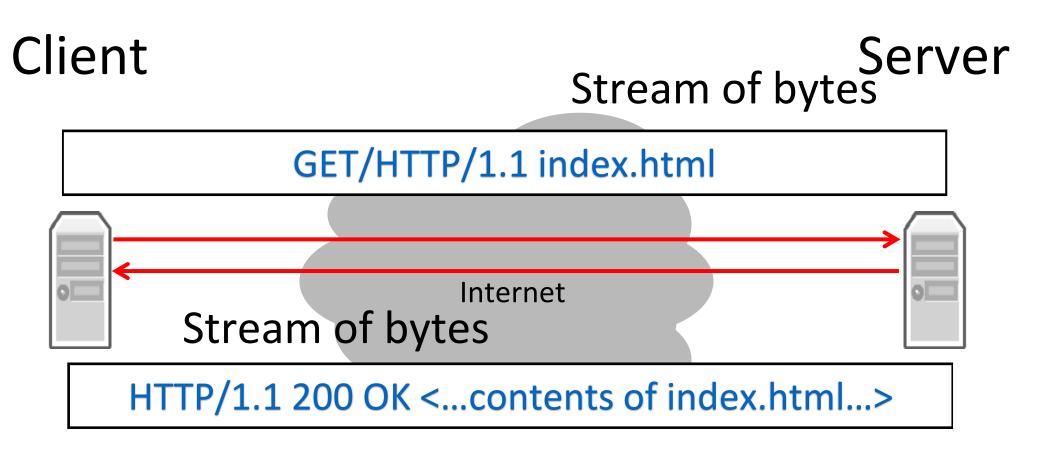
Byte Stream Model



World Wide Web (HTTP)

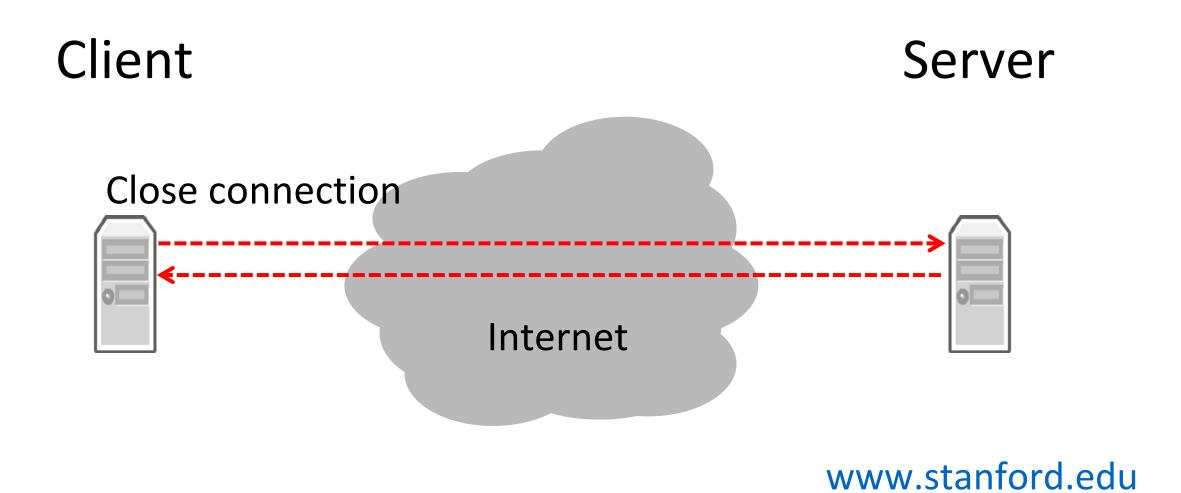


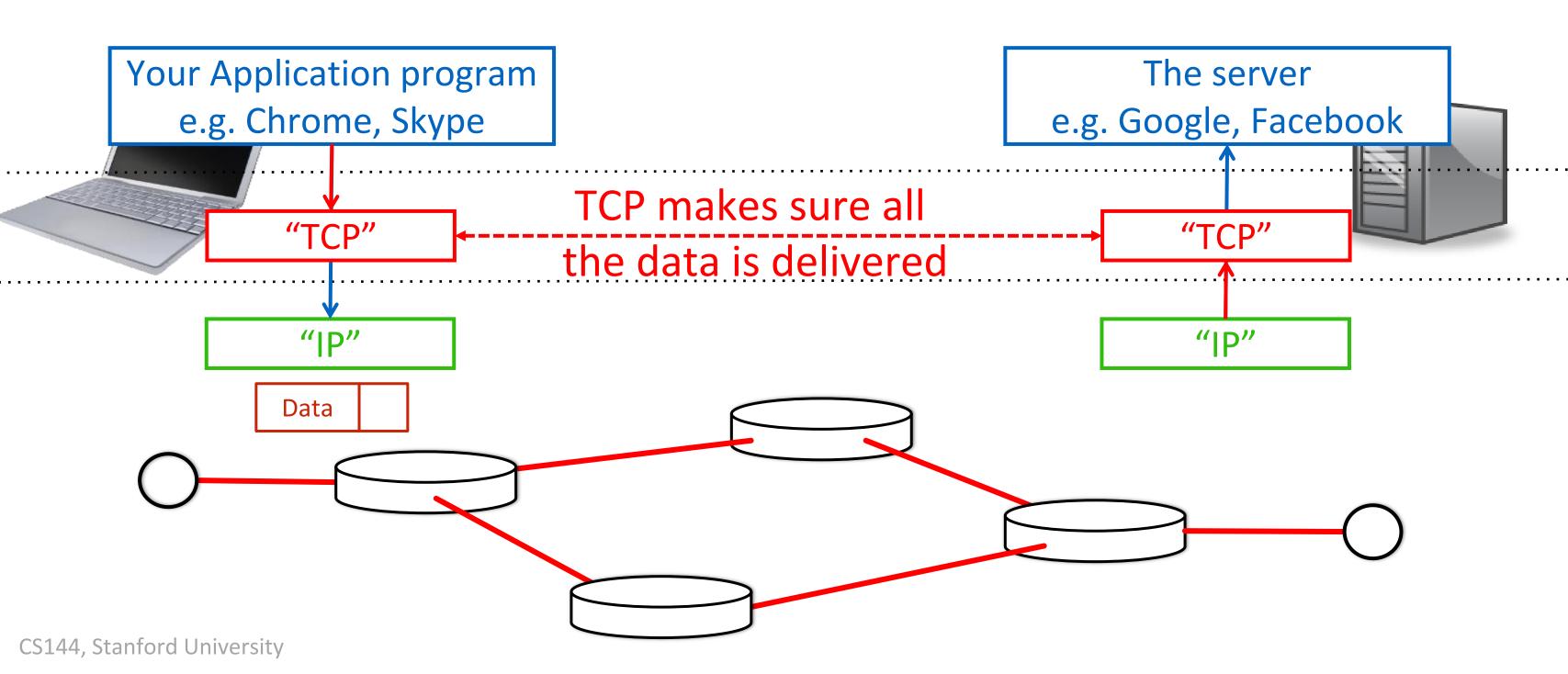
World Wide Web (HTTP)



www.stanford.edu

World Wide Web (HTTP)



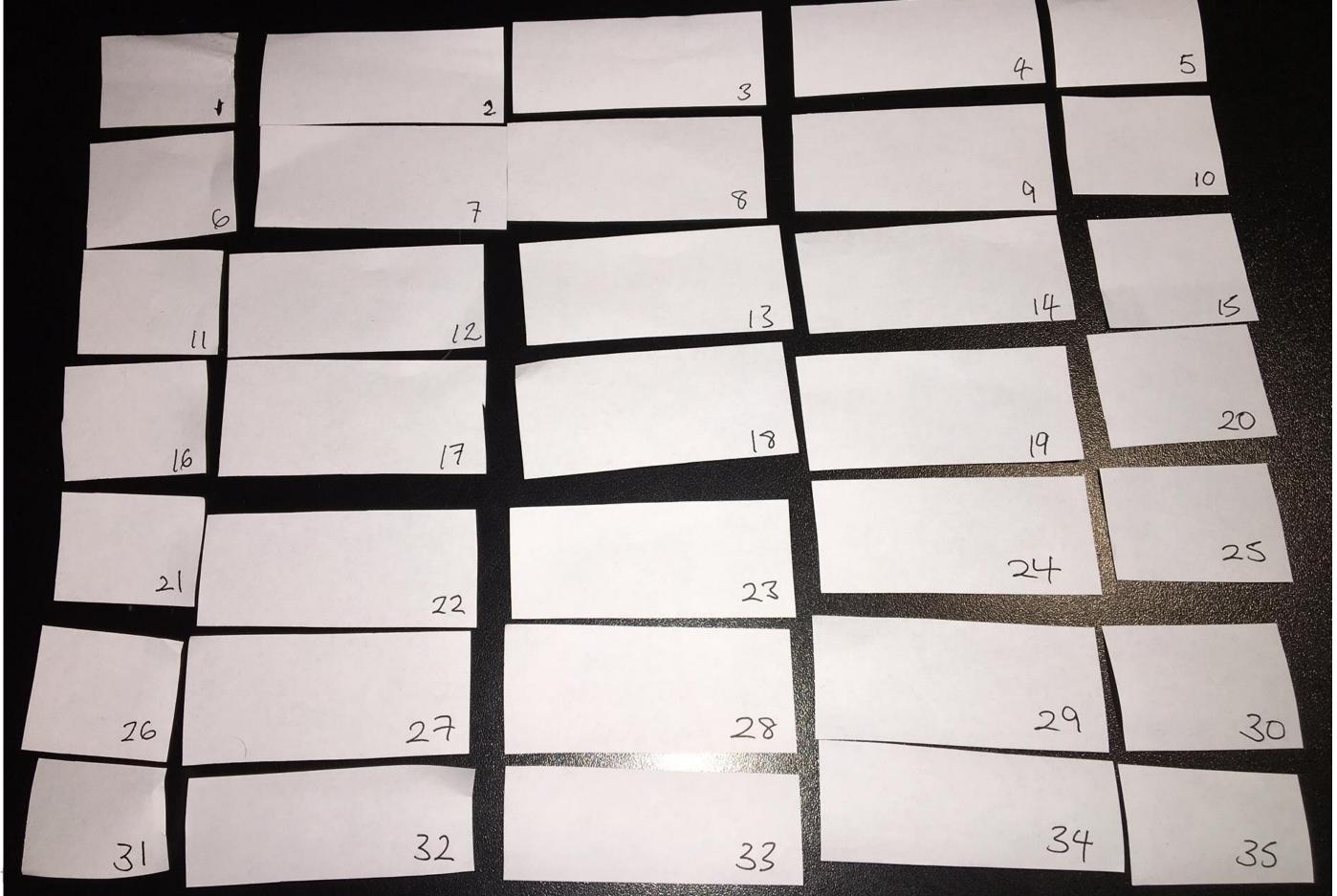


TCP's job

Makes sure all data is delivered correctly. Delivers data to the application in the right order.

How?

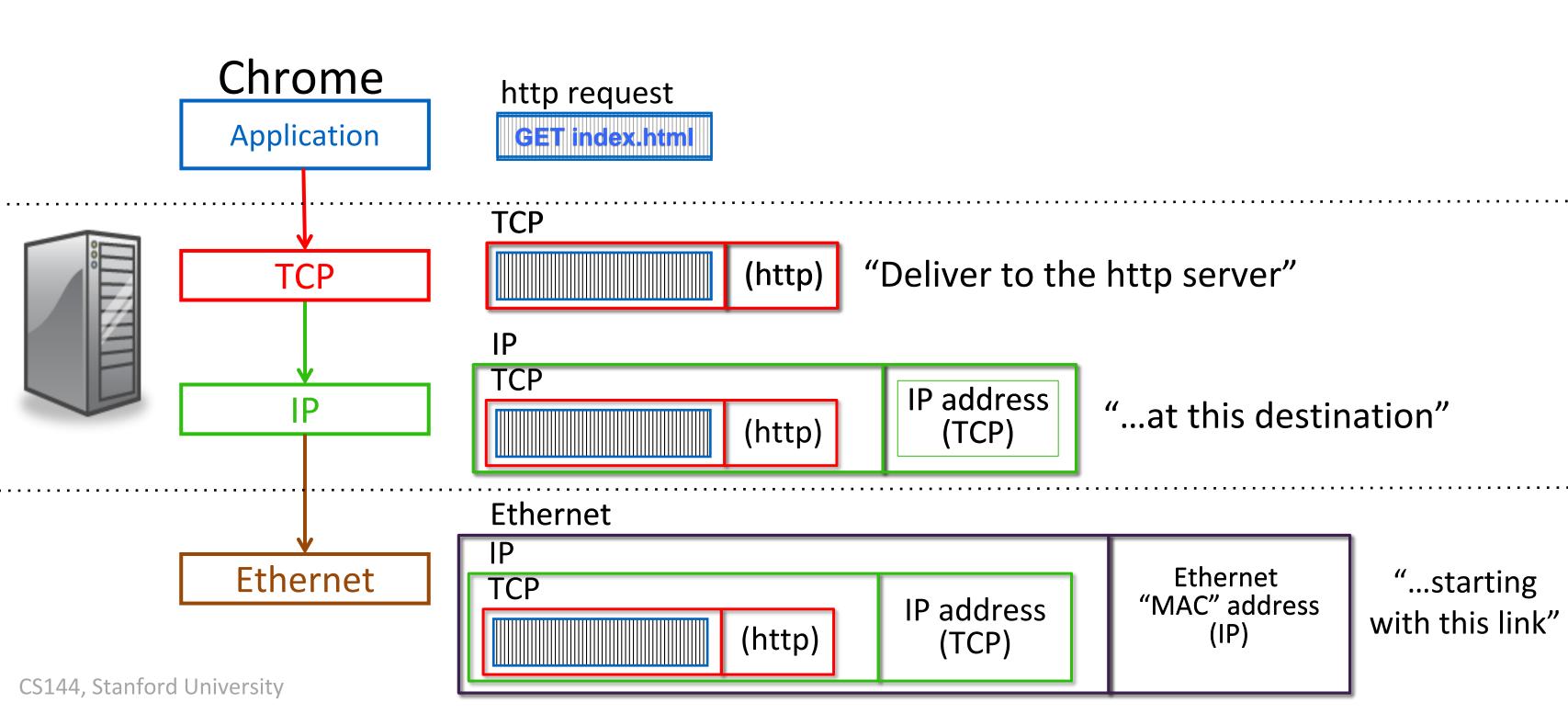
- Add sequence numbers to every packet (so the receiver can check if any are missing, and put them in right order)
- When a packet arrives, send an acknowledgment of receipt or "ACK" back to the sender
- If no acknowledgment is received, resend the data



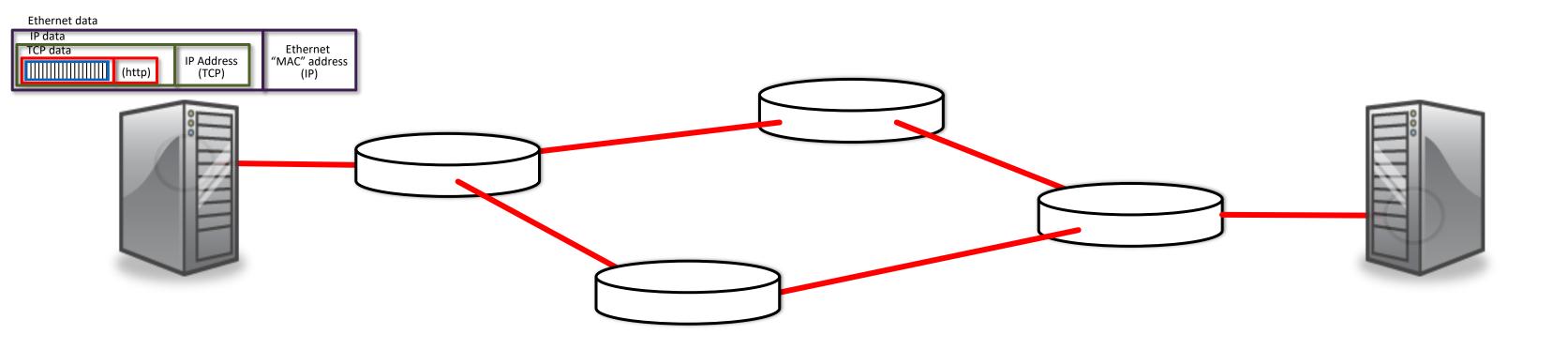
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Packets are "encapsulated" by different "layers" of processing

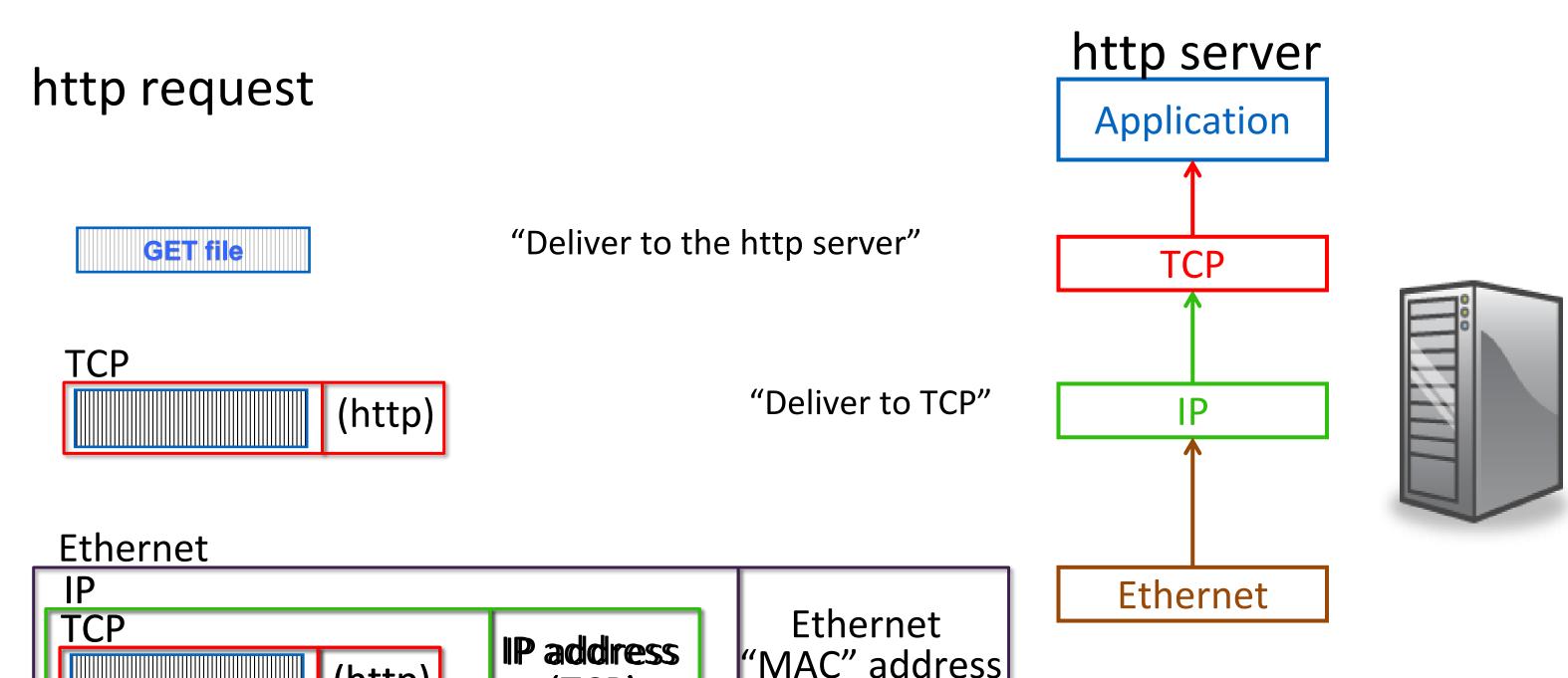
http client (e.g. Chrome)



Here it goes....



http server (e.g. www.google.com)



(IP)

(http)

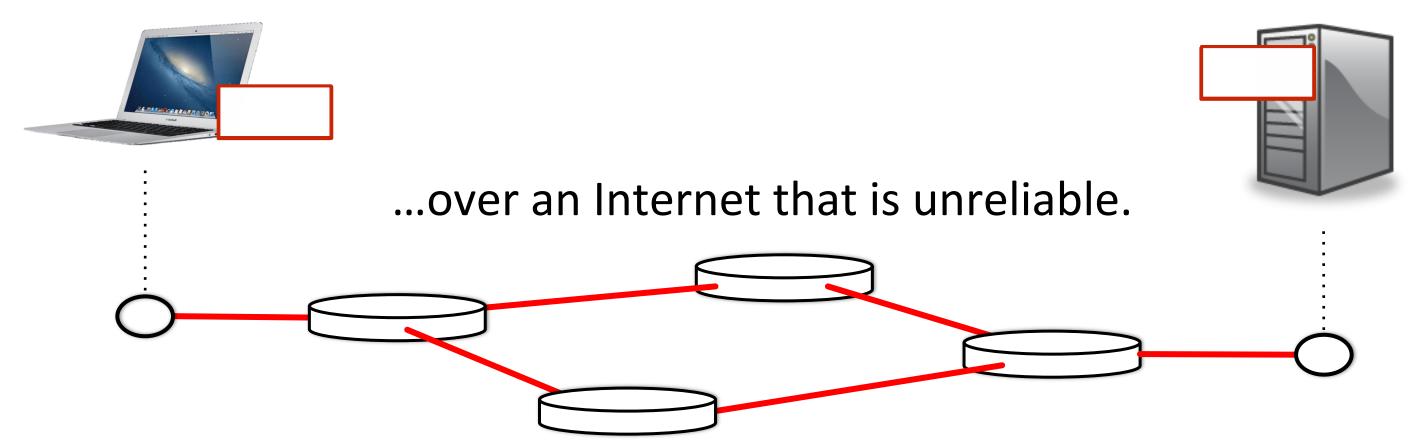
(TCP)

My Program

lummary of what we

Someone else's Program

Applications send and receive data in packets....



Packets are forwarded hop-by-hop using the IP destination address.

Our applications use TCP to make sure they are delivered and put back in the correct order.