

# Terminology

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# Computer Network

- Infrastructure that permits computing devices to exchange information



Hosts, Routers, Switches

# Hosts/ End Systems

- Servers, Desktops, Laptops, Smart-phones etc
- Typically owned by users (of computer network)



Server Rack



Desktop



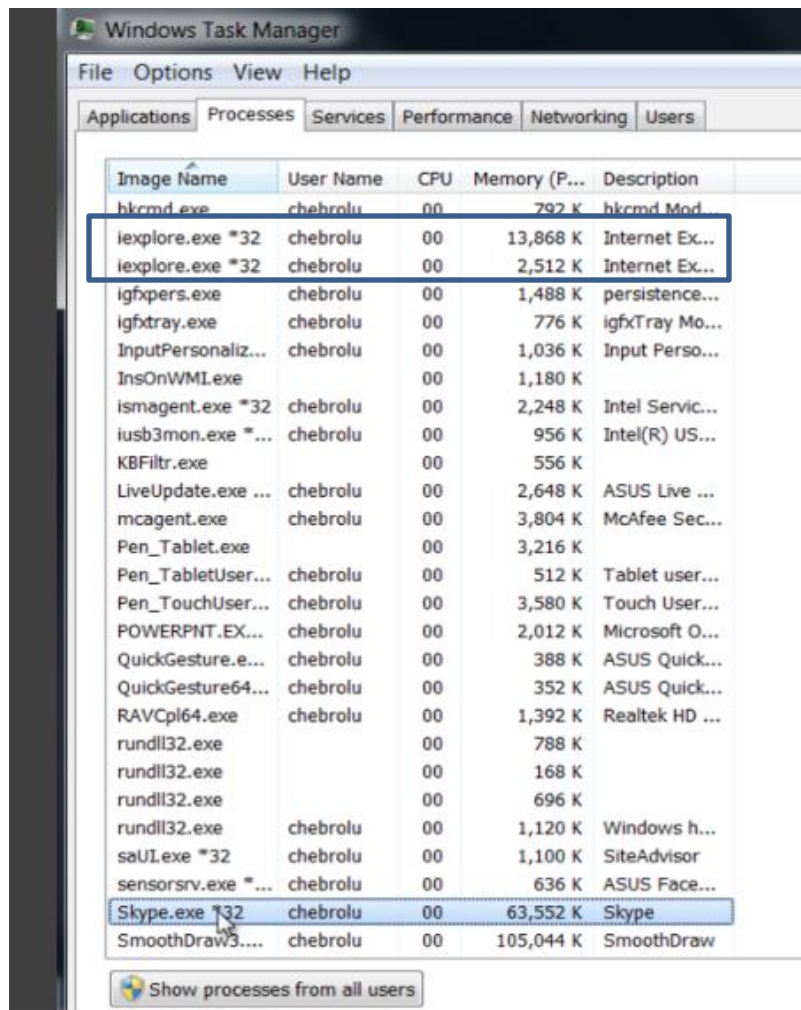
Laptop



Smartphone

# Process

- A “running” program in a host
  - E.g. Chrome, Internet Explorer, Skype etc
  - Generate/Receive/Process “messages/data” for communication



Windows Task Manager

File Options View Help

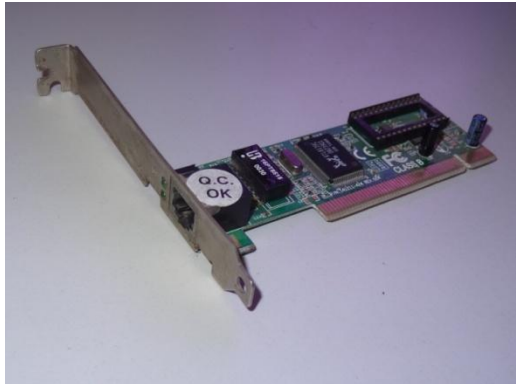
Applications Processes Services Performance Networking Users

Image Name	User Name	CPU	Memory (P...	Description
hkrmd.exe	chebrolu	00	792 K	hkrmd Mod...
iexplore.exe *32	chebrolu	00	13,868 K	Internet Ex...
iexplore.exe *32	chebrolu	00	2,512 K	Internet Ex...
igfxpers.exe	chebrolu	00	1,488 K	persistence...
igfxtray.exe	chebrolu	00	776 K	igfxTray Mo...
InputPersonaliz...	chebrolu	00	1,036 K	Input Perso...
InsOnWMI.exe		00	1,180 K	
ismagent.exe *32	chebrolu	00	2,248 K	Intel Servic...
iusb3mon.exe *...	chebrolu	00	956 K	Intel(R) US...
KBFilter.exe		00	556 K	
LiveUpdate.exe ...	chebrolu	00	2,648 K	ASUS Live ...
mcagent.exe	chebrolu	00	3,804 K	McAfee Sec...
Pen_Tablet.exe		00	3,216 K	
Pen_TabletUser...	chebrolu	00	512 K	Tablet user...
Pen_TouchUser...	chebrolu	00	3,580 K	Touch User...
POWERPNT.EX...	chebrolu	00	2,012 K	Microsoft O...
QuickGesture.e...	chebrolu	00	388 K	ASUS Quick...
QuickGesture64...	chebrolu	00	352 K	ASUS Quick...
RAVCpl64.exe	chebrolu	00	1,392 K	Realtek HD ...
rundll32.exe		00	788 K	
rundll32.exe		00	168 K	
rundll32.exe		00	696 K	
rundll32.exe	chebrolu	00	1,120 K	Windows h...
saUI.exe *32	chebrolu	00	1,100 K	SiteAdvisor
sensorsrv.exe *...	chebrolu	00	636 K	ASUS Face...
Skype.exe *32	chebrolu	00	63,552 K	Skype
SmoothDraw3....	chebrolu	00	105,044 K	SmoothDraw

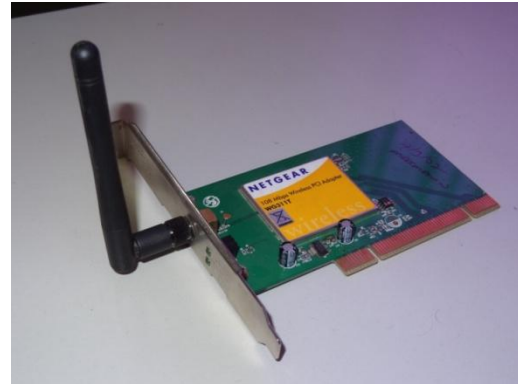
Show processes from all users

# Network Adaptor

- Other names
  - Network Interface card
  - Network Interface controller
- Hardware that connect a device to a network



Ethernet Adaptor



802.11 Wireless Adaptor

# Communication Links

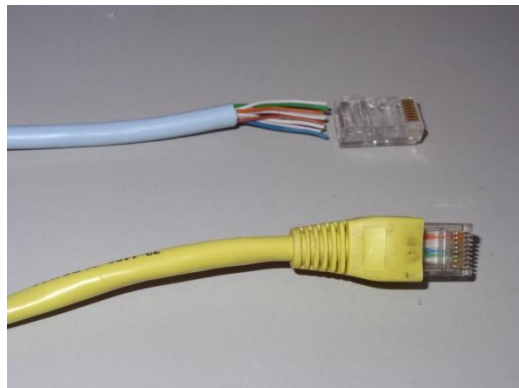
- Physical media that interconnects computing devices
  - Co-axial cable, fiber-optics, Twister-pair, Air (Wireless)



Co-axial (Cable TV/Antenna)



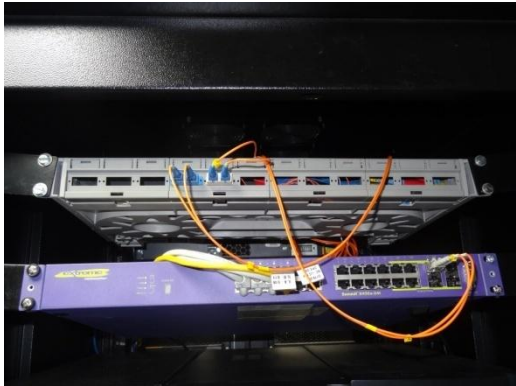
Fiber



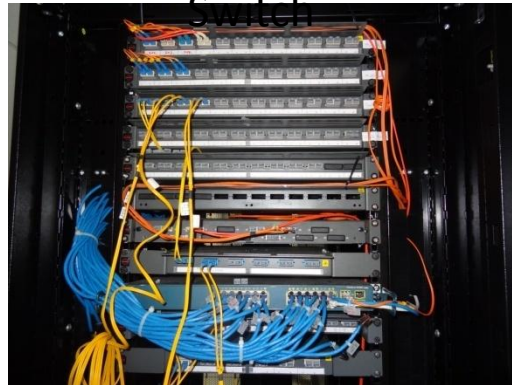
Twisted-Pair (Ethernet)

# Switches / Gateways / Routers

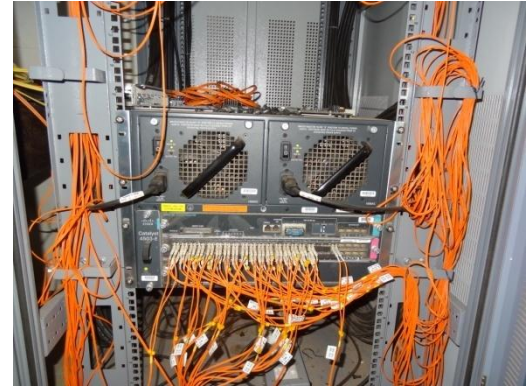
- Interconnect Networks (which are made up of hosts and links)
- Forward Data/Messages



Switch



Switch



Router

# Node

- Any computing device attached to a network
  - End Systems/Hosts, Routers, Switches etc



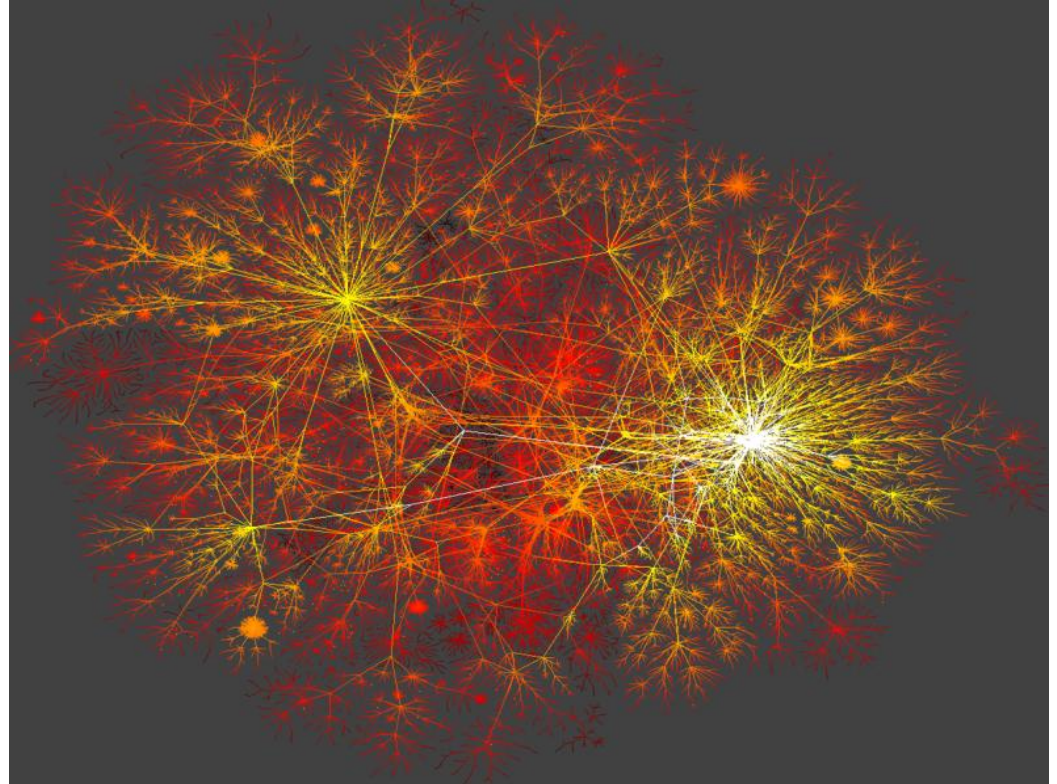
# Internet

- A network of networks, a worldwide computer network

A snapshot of  
Internet connectivity

Selected backbone  
ISPs are color coded

Reference:  
K.C. Claffy  
([www.caida.org](http://www.caida.org))



# Internet Service Provider (ISP)

- Organization that provides access to Internet
- National: Reliance, Tata
- International: AT&T, Sprint

# Types of Network

Distance	Type of Network	Example	Technology
1-10m	Personal Area Network (PAN)	Wireless Network between Computer, mouse, keyboard	Bluetooth, 802.15.4
10m-1km	Local Area Network (LAN)	Room/Building/ Campus	Ethernet, 802.11
1-10km	Metropolitan Area Network (MAN)	City wide	Cable TV, 802.16
100-1000km	Wide Area Network (WAN)	Country/ Continent	All types
1000km-10000km	Internet	World-wide	All types
>50000km	Inter-planetary Internet	Across Planets	?

# Protocol

- Defines format and rules for exchange of messages
  - What to send: Format
  - When to send & How to act : Rules
- E.g. TCP, IP, CSMA/CD (Ethernet)

# Packet

- Block of data exchanged between nodes/processes
  - Expressed in bits (b) or bytes (B)
  - Eg:  $1000\text{B} = 8000\text{b} = 1\text{KB}$
- Two parts
  - User data (also called payload, generated by user)
    - Eg. Portion of email, Web page etc
  - Control data (added by protocol)
    - E.g. Sequence number, Address etc

# IP Packet

<-----32 bits ----->					
Version	Header Length	Type of Service		Total Length (in bytes)	
Identification				Flags	Fragment Offset (13bit)
Time to Live		Upper Protocol	Header Checksum		
Source IP address (32bit)					
Destination IP address (32bit)					
Options					
Data (User)					

# Address

- Byte string that identifies a node
  - Eg. 125.12.11.100 (IP address)
  - Eg. 00:06:5B:BD:9A:C2 (MAC address)

# Performance Metrics

- Measure performance of a protocol, technology
- Defined based on requirement, application scenario etc



# Throughput

- Also called Bandwidth or Data-Rate
  - Bandwidth may also mean spectrum, expressed in Hertz (need to interpret it based on context)
- Rate of data transfer
  - Measured in Mbps, Kbps (less often in MBps, KBps)

# Latency/Delay

- Delay experienced by a packet/message from source to destination (one way delay)
- Round trip time: source-destination-source
- Measured in us (micro-second), ms, s
- Made up of
  - Processing, Transmission, Propagation and Queuing

Transmission: How long it takes to push all the bits of a packet into the medium (wire, fiber, air).

Propagation: How long it takes for a single bit to travel from sender to receiver through the medium.

# Latency/Delay

- Processing: Time to inspect the packet
  - Examine headers, check for errors
- Queuing: waiting time in a queue (E.g. at routers)
- Transmission: Time to transmit the packet
  - $\text{size (of packet or message in bits)} / \text{Data-Rate}$
- Propagation: distance/speed of light
  - Speed of light:  $2.3 * 10^8$  m/s in cable;  $2 * 10^8$  m/s in fiber;  $3 * 10^8$  m/s in vacuum
- Total Latency = processing + queuing + transmission + propagation

# Error/Loss

- Causes:
  - Limited storage space (memory) at switches
  - Noise in the physical media
- Often measured as a probability
  - Eg. 0.1 or 10% loss (on average one out of every 10 packets are lost)