

Network and Distributed Systems

Roadmap

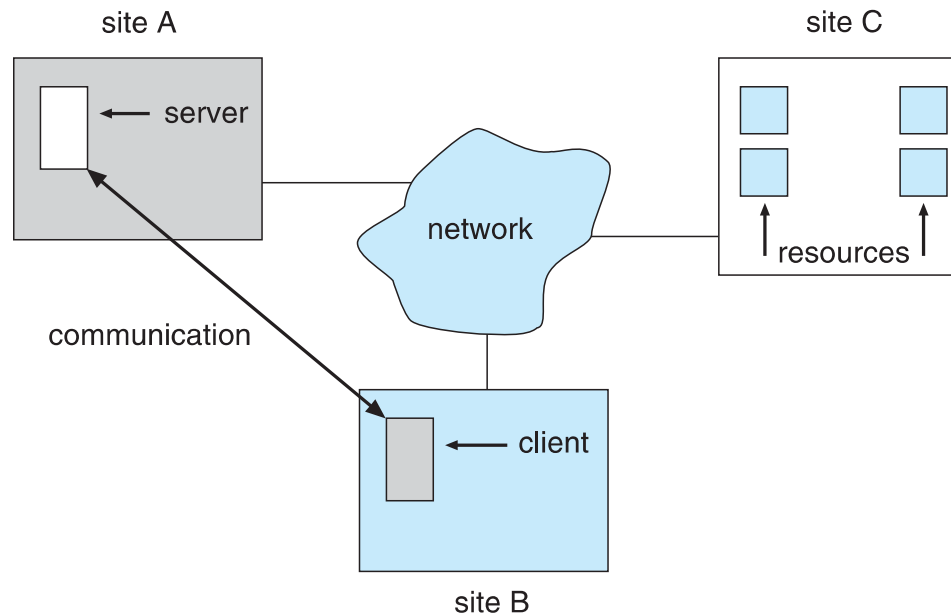
- CPU management
- Memory management
- Disk management
- **Network and Distributed System**
- Virtual machine
- Protection & Security

Today

- Distributed systems overview
- Basic network concepts
- TCP/IP protocol
- Sending/Receiving a packet in Linux

Distributed Systems

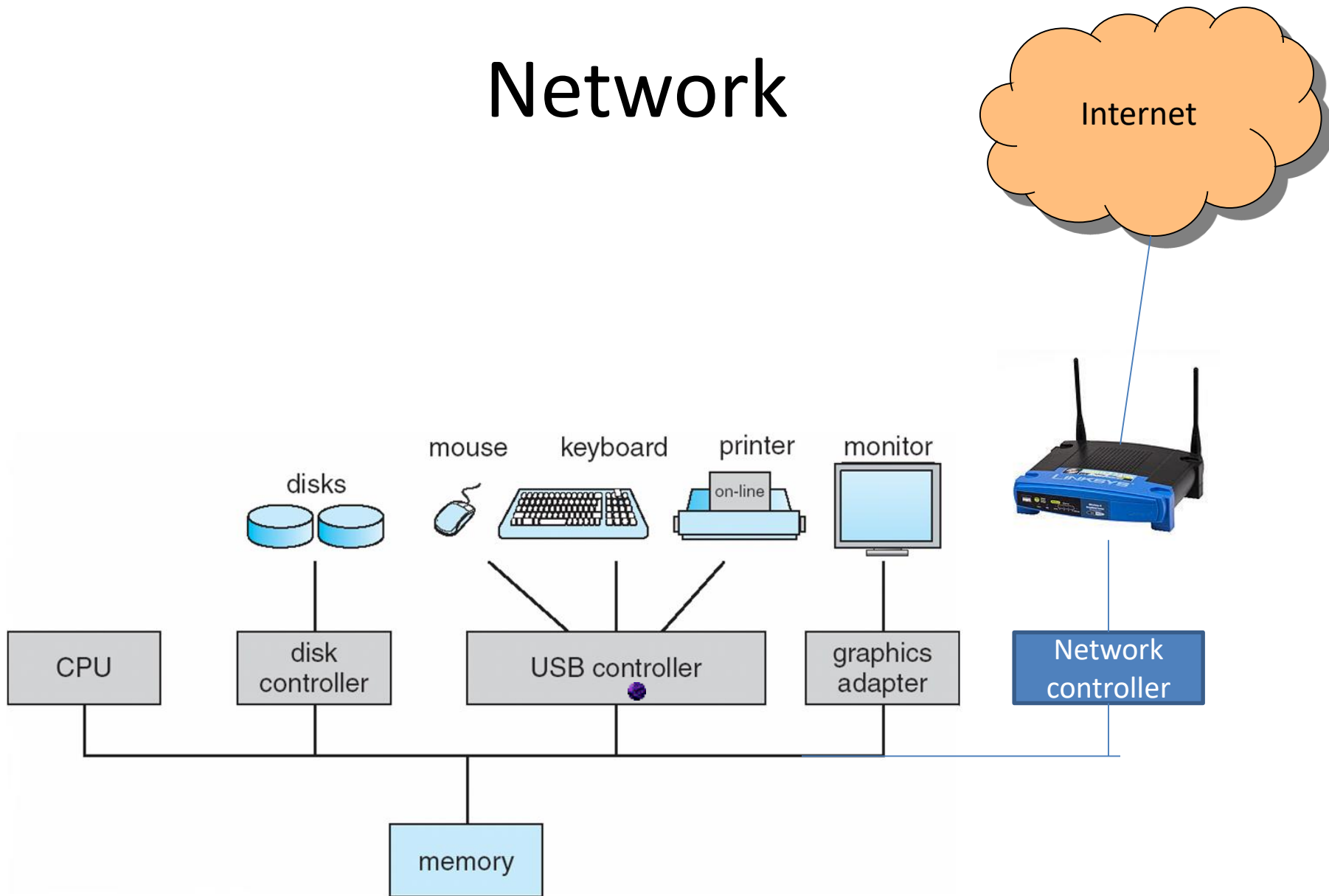
- A collection of connected computers



Why Distributed Computing?

- Resource sharing
 - Sharing and printing files at remote sites
 - Processing information in a distributed database
 - Using remote specialized hardware devices
- Performance
 - More computers → more performance
- Reliability
 - Detect and recover from site failure, function transfer, reintegrate failed site

Network



Terminologies

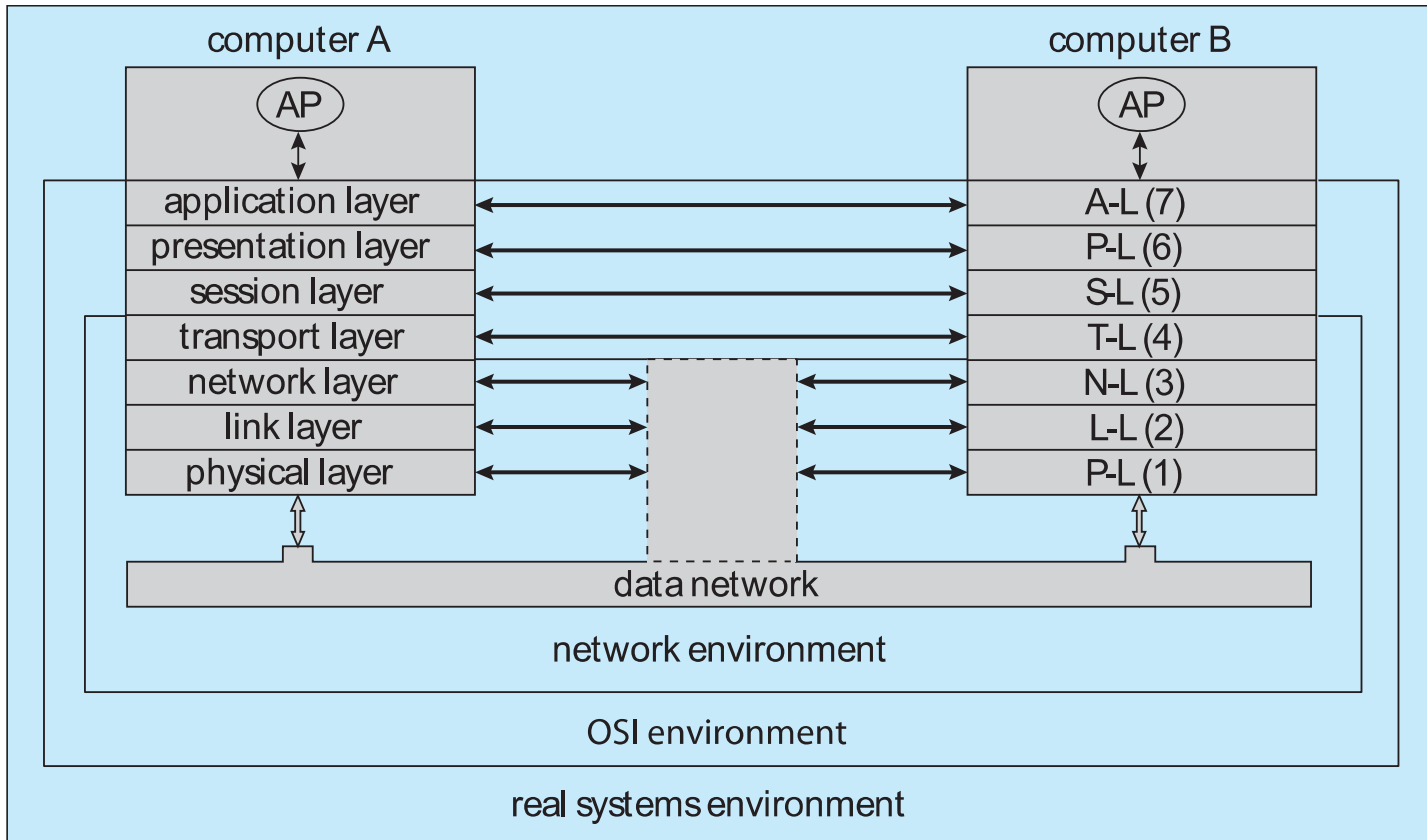
- **Network**
 - Physical medium of data transfer among multiple computers (e.g., Ethernet, CDMA,...)
- **Packet**
 - A unit of transfer in the network
- **Protocol**
 - A contract on how to transfer and receive data among the computers in the network

Communication Protocol

- Layered architecture

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APSTNLP



OSI 7 Layer communication model

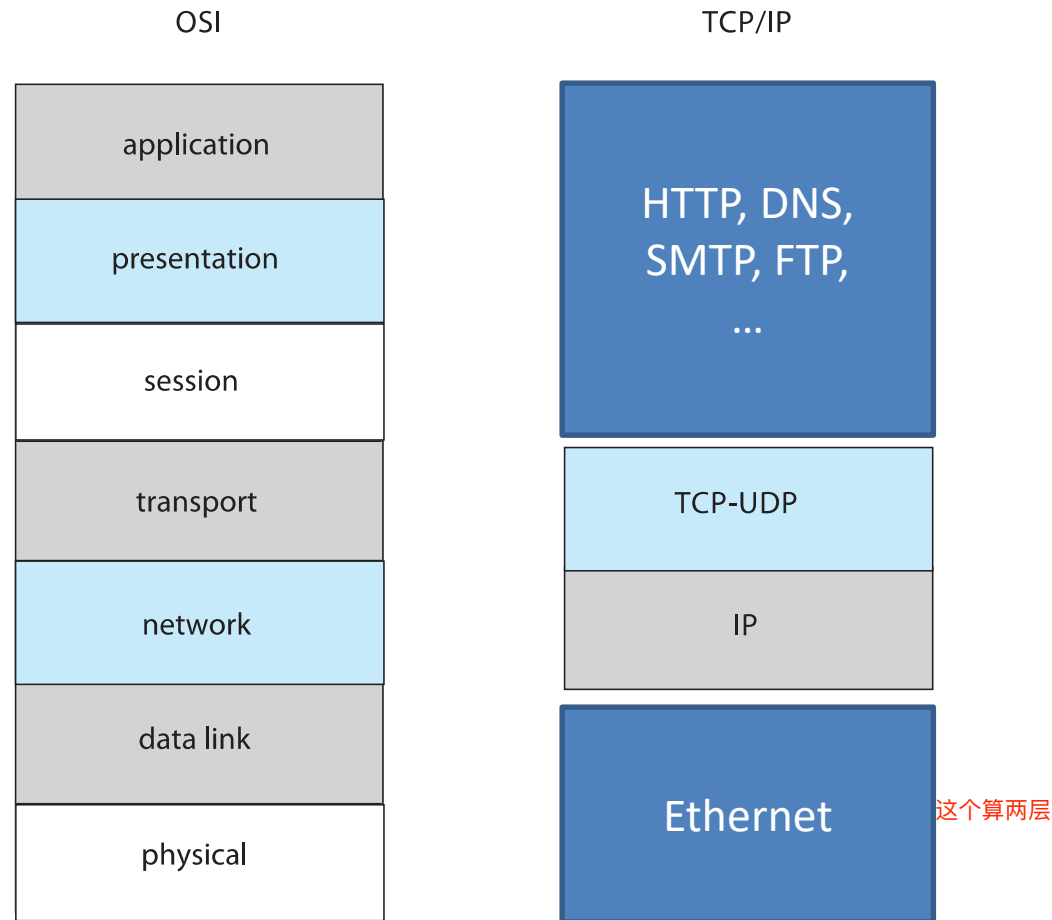
OSI Layers

1. Physical - electrical details of the physical transmission of a bit stream
2. Data-link - reliable data delivery on the physical medium
3. Network - addressing, routing, and delivery of packets
4. Transport – reliable delivery over the network
5. Session – session management among applications
6. Presentation – data representation, encryption
7. Application – application specific

■ Pros and Cons

- Pros: separation of concerns
- Cons: overhead, duplication

TCP/IP Protocol Layers



A Packet

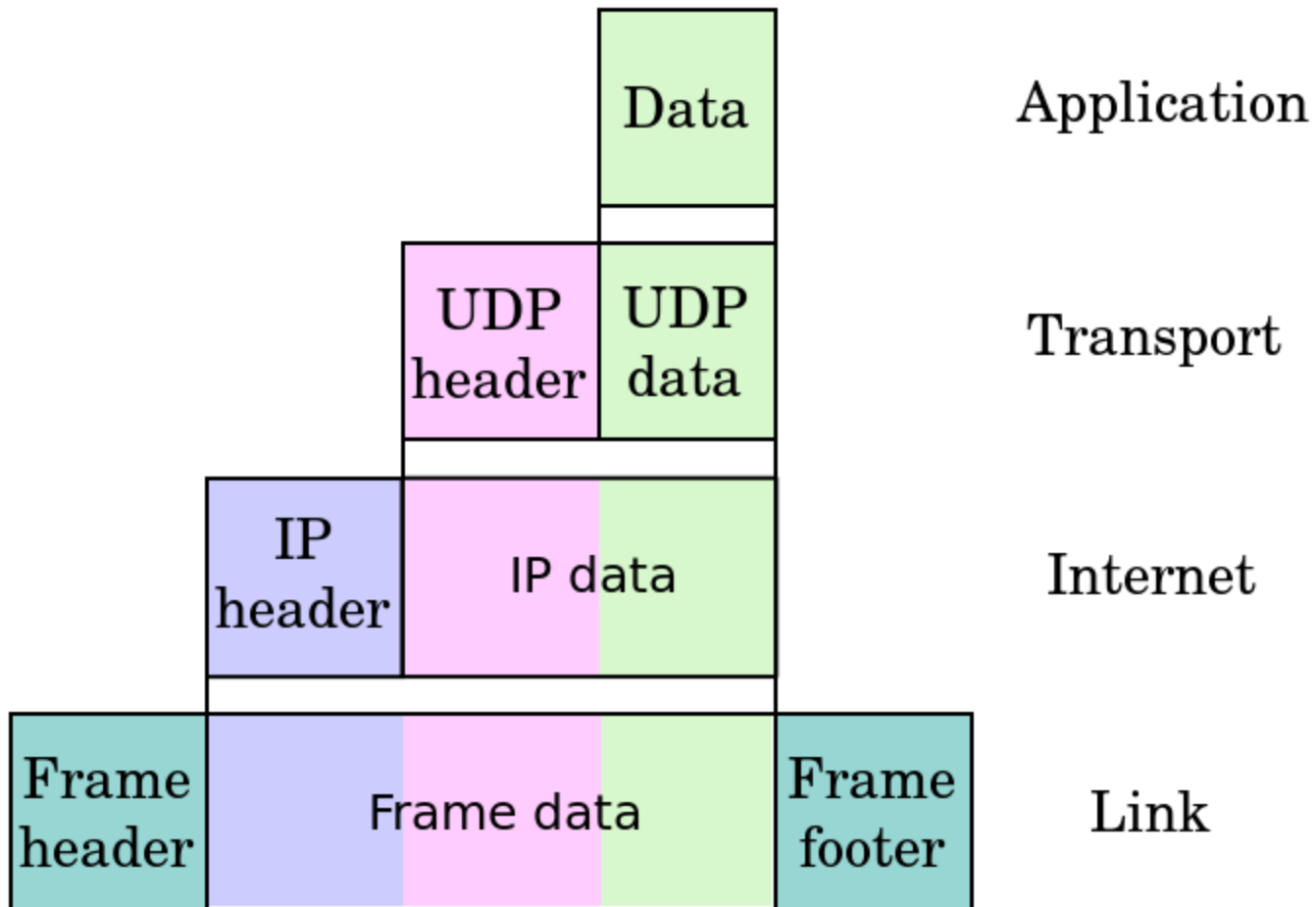


Image source: http://en.wikipedia.org/wiki/Internet_protocol_suite

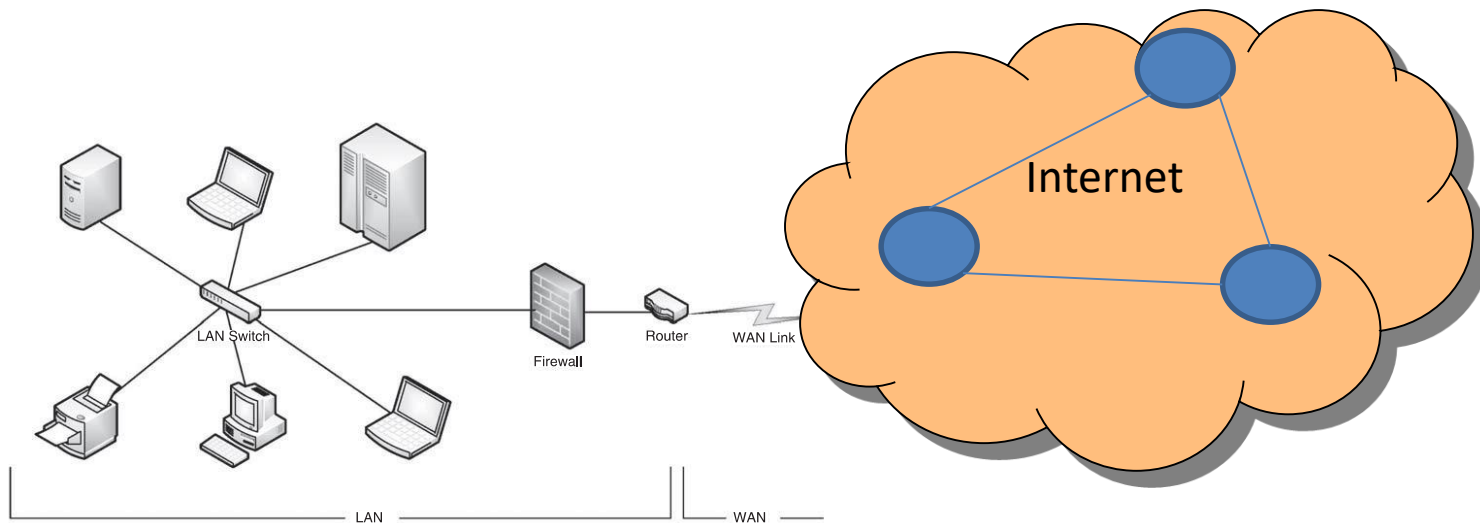
An Ethernet Frame

bytes

7	preamble—start of packet	each byte pattern 10101010
1	start of frame delimiter	pattern 10101011
2 or 6	destination address	Ethernet address or broadcast
2 or 6	source address	Ethernet address
2	length of data section	length in bytes
0–1500	data	message data
0–46	pad (optional)	message must be > 63 bytes long
4	frame checksum	for error detection

Internet Protocol (IP)

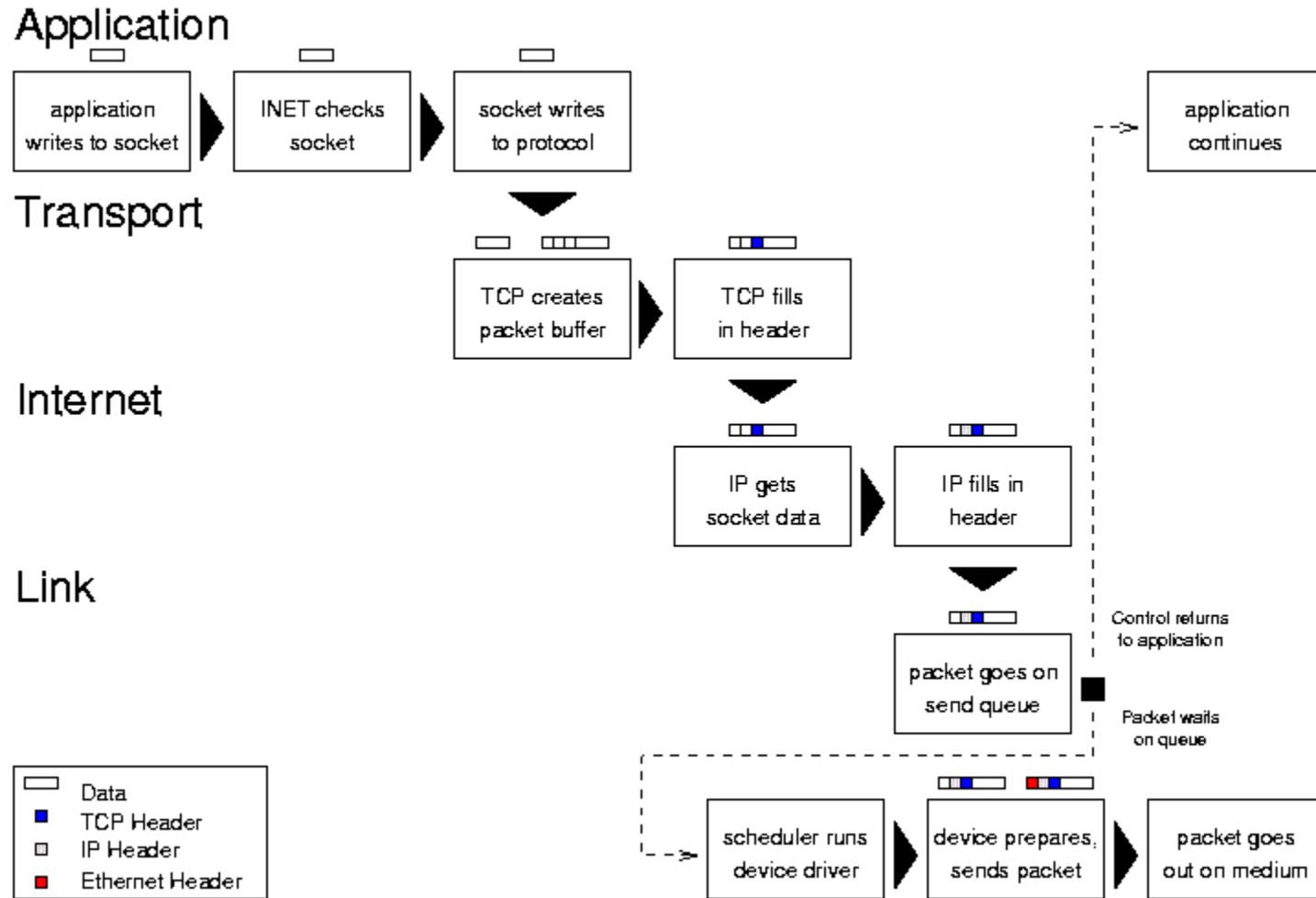
- Addressing
 - 32 bit (4 bytes) address: e.g., 129.237.123.1
- Routing
 - Forwarding packets through routers to reach their destination



Domain Name System (DNS)

- Domain name
 - Human readable internet address:
e.g., www.ku.edu
- How to map domain names to IP addresses?
 - www.ku.edu → 129.237.11.182
 - www.google.com → may vary depending on your location, server load, etc.
- Domain Name System
 - A distributed database of domain name, IP addr.

Sending a Packet



Source: G. Herrin, [Linux IP Networking: A Guide to the Implementation and Modification of the Linux Protocol Stack](#), 2000

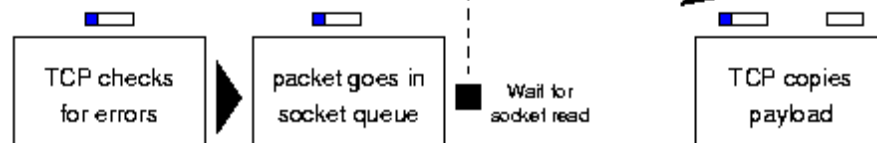
Receiving a Packet

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Application



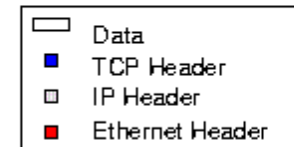
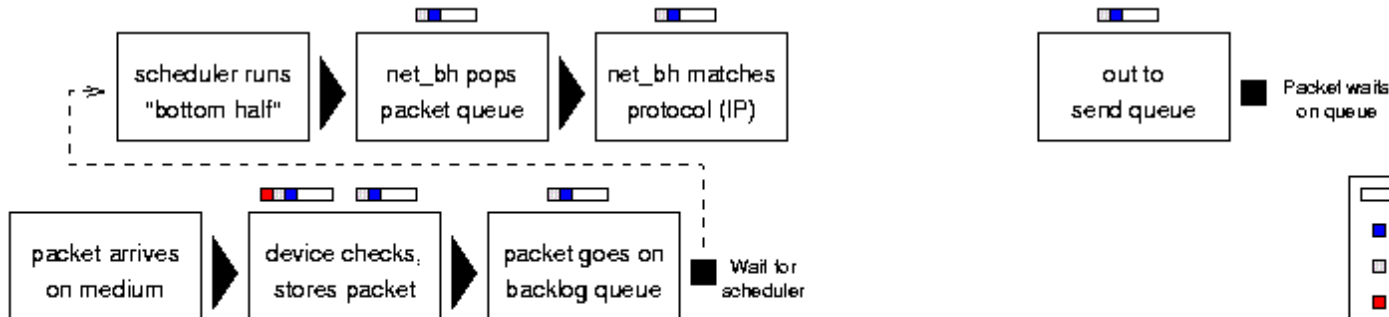
Transport



Internet



Link



Source: G. Herrin, [Linux IP Networking: A Guide to the Implementation and Modification of the Linux Protocol Stack](#), 2000