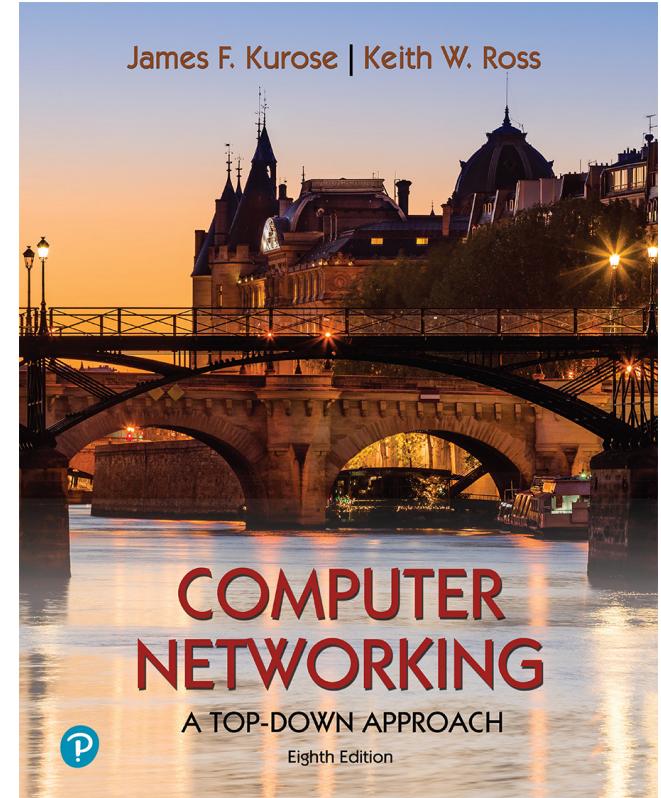


Chapter 1

Introduction



*Computer Networking: A
Top-Down Approach*
8th edition
Jim Kurose, Keith Ross
Pearson, 2020

Chapter 1: introduction

Chapter goal:

- Get “feel,” “big picture,” introduction to terminology
 - more depth, detail *later* in course



Overview/roadmap:

- What *is* the Internet? What *is* a protocol?
- **Network edge:** hosts, access network, physical media
- **Network core:** packet/circuit switching, internet structure
- **Performance:** loss, delay, throughput
- Protocol layers, service models
- Security
- History

The Internet: a “nuts and bolts” view



Billions of connected computing *devices*:

- *hosts* = end systems
- running *network apps* at Internet’s “edge”

Packet switches: forward packets (chunks of data)

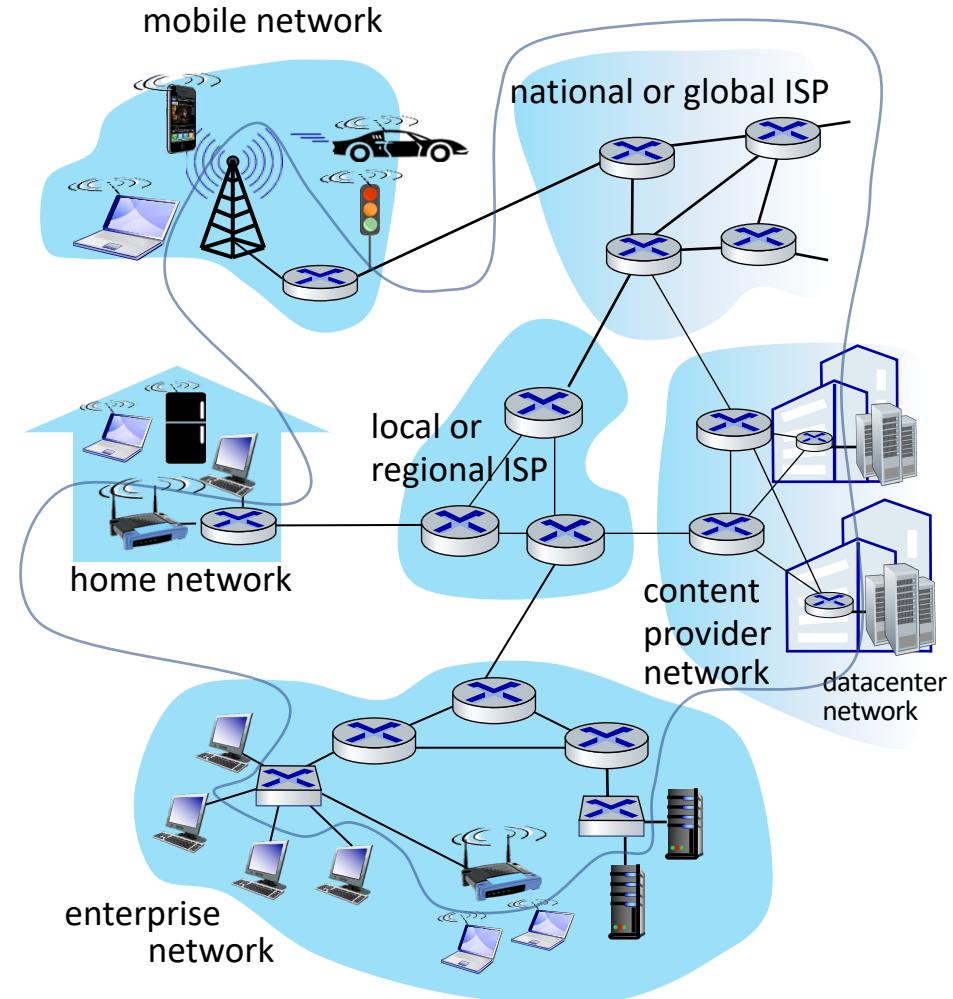
- routers, switches

Communication links

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

Networks

- collection of devices, routers, links: managed by an organization



“Fun” Internet-connected devices



Amazon Echo



Internet refrigerator



Security Camera



Internet phones



IP picture frame



Slingbox: remote control cable TV



Gaming devices



sensorized,
bed
mattress



Pacemaker & Monitor



Web-enabled toaster +
weather forecaster



AR devices



Fitbit



Tweet-a-watt:
monitor energy use

bikes



cars

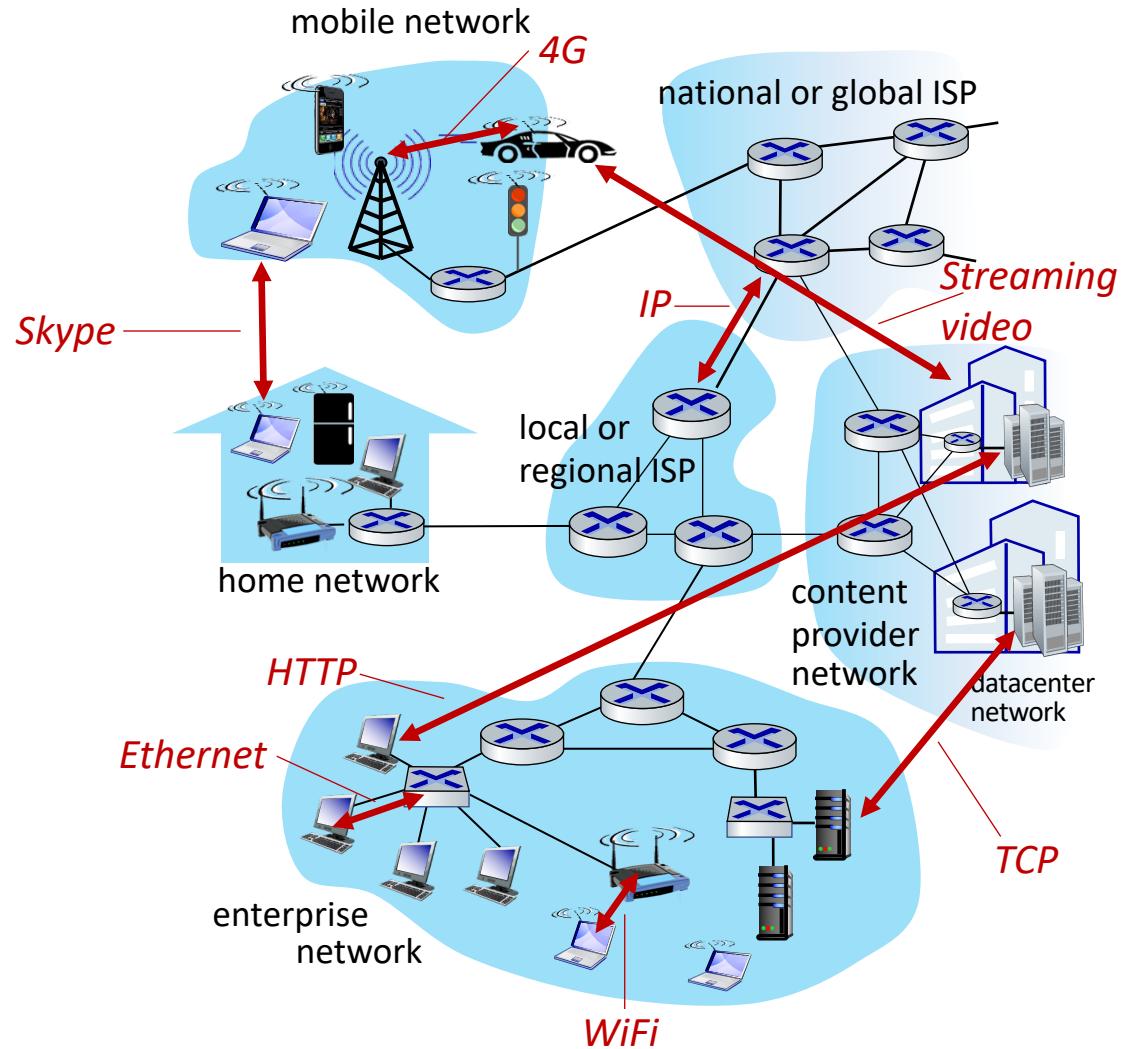


scooters

Others?

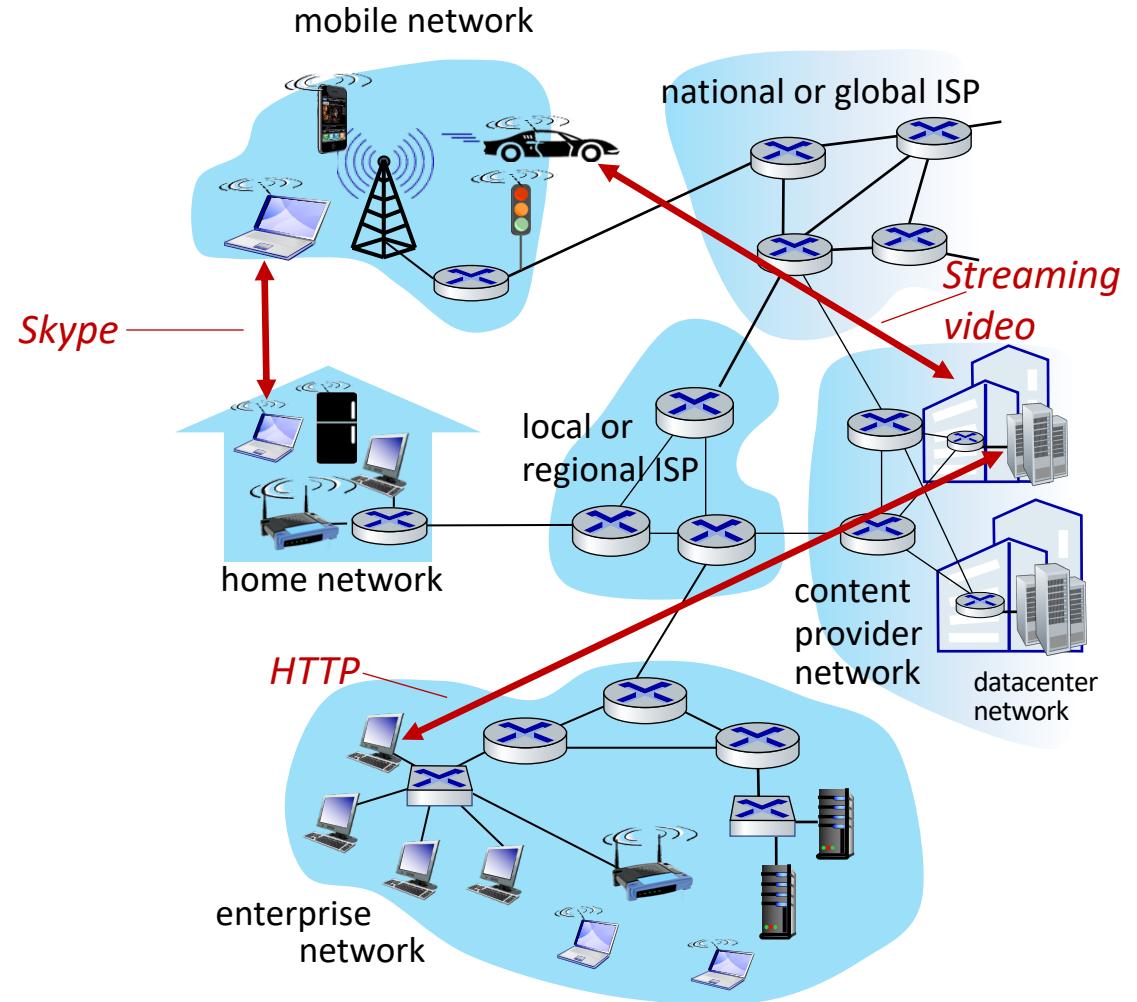
The Internet: a “nuts and bolts” view

- *Internet: “network of networks”*
 - Interconnected ISPs
- *protocols are everywhere*
 - control sending, receiving of messages
 - 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 “services” view

- *Infrastructure* that provides services to applications:
 - Web, streaming video, multimedia teleconferencing, email, games, e-commerce, social media, interconnected appliances, ...
- 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

Rules for:

- ... specific messages sent
- ... specific actions taken
when message received,
or other events

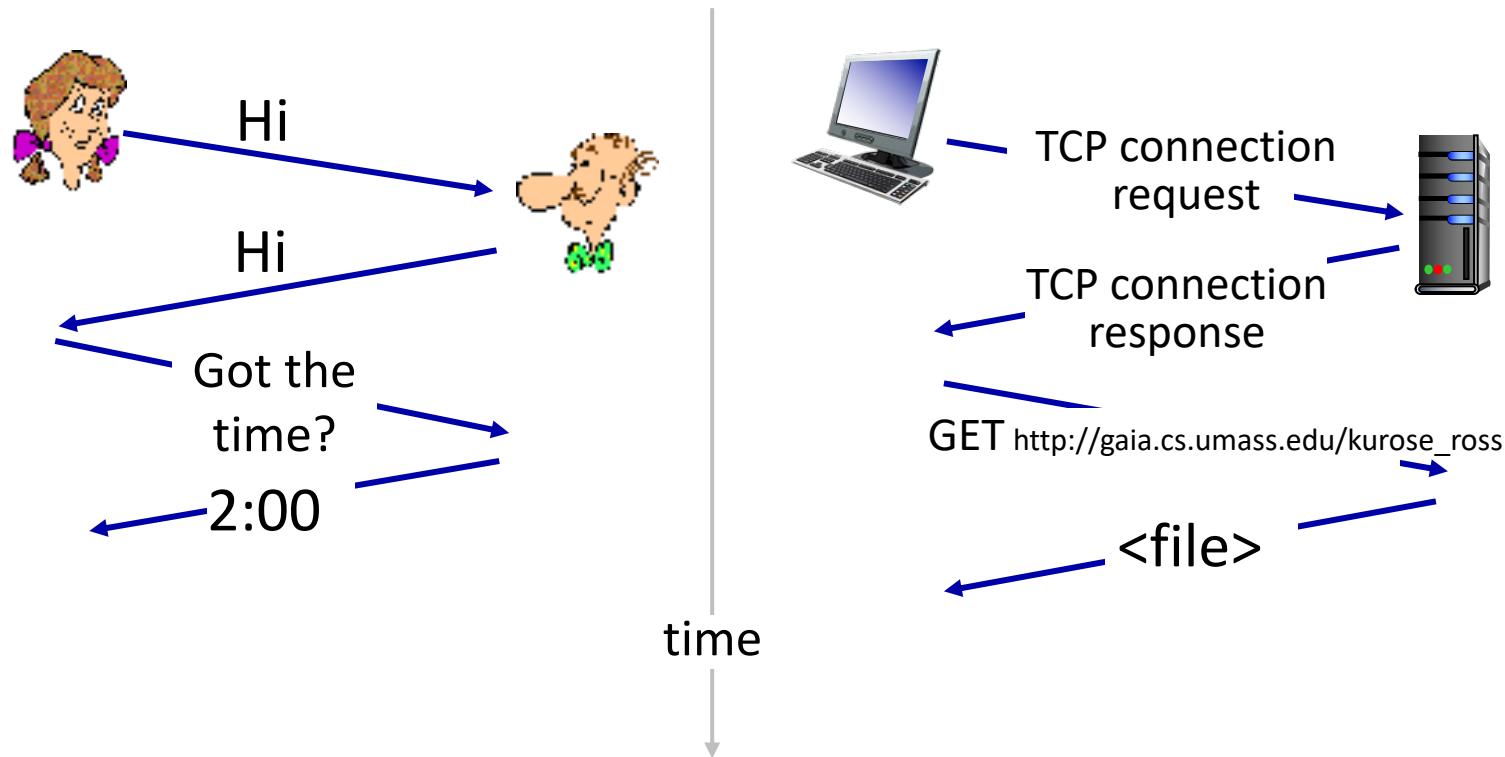
Network protocols:

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

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

What's a protocol?

A human protocol and a computer network protocol:



Q: other human protocols?

Chapter 1: roadmap

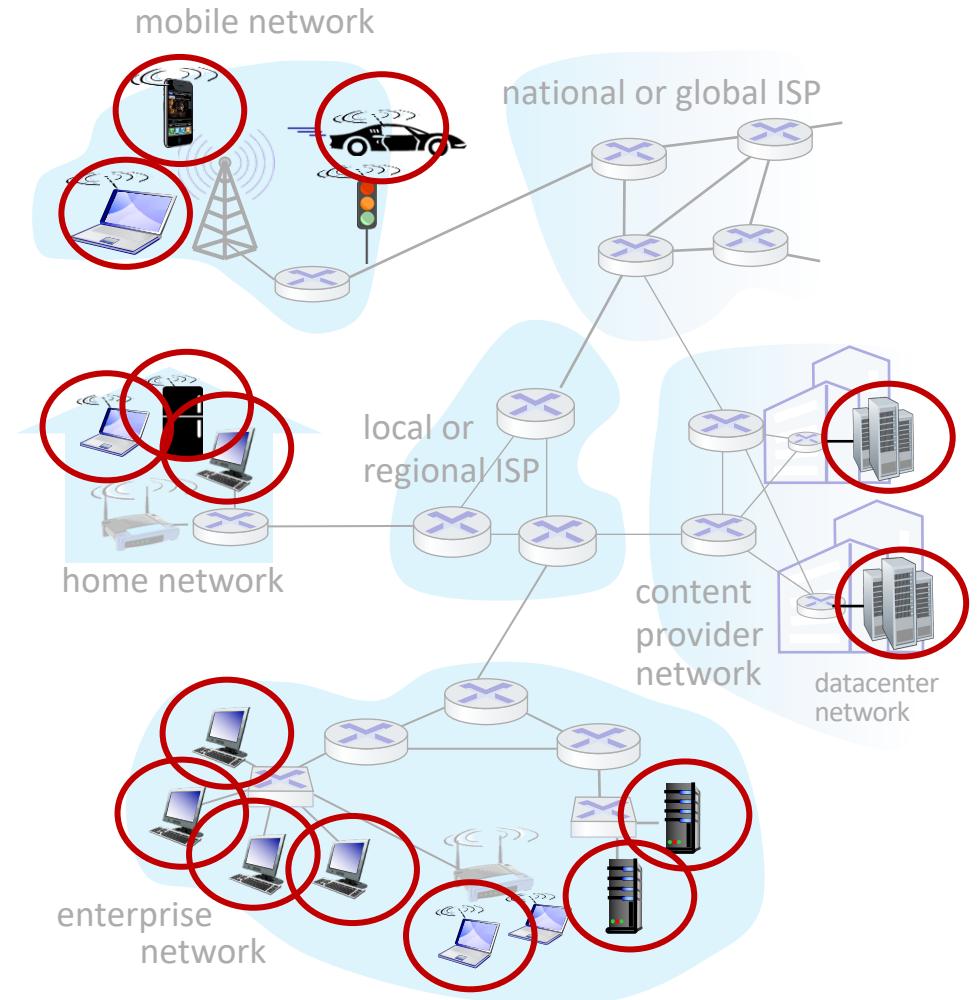
- What *is* the Internet?
- What *is* a protocol?
- **Network edge:** hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
- Performance: loss, delay, throughput
- Security
- Protocol layers, service models
- History



A closer look at Internet structure

Network edge:

- hosts: clients and servers
- servers often in data centers



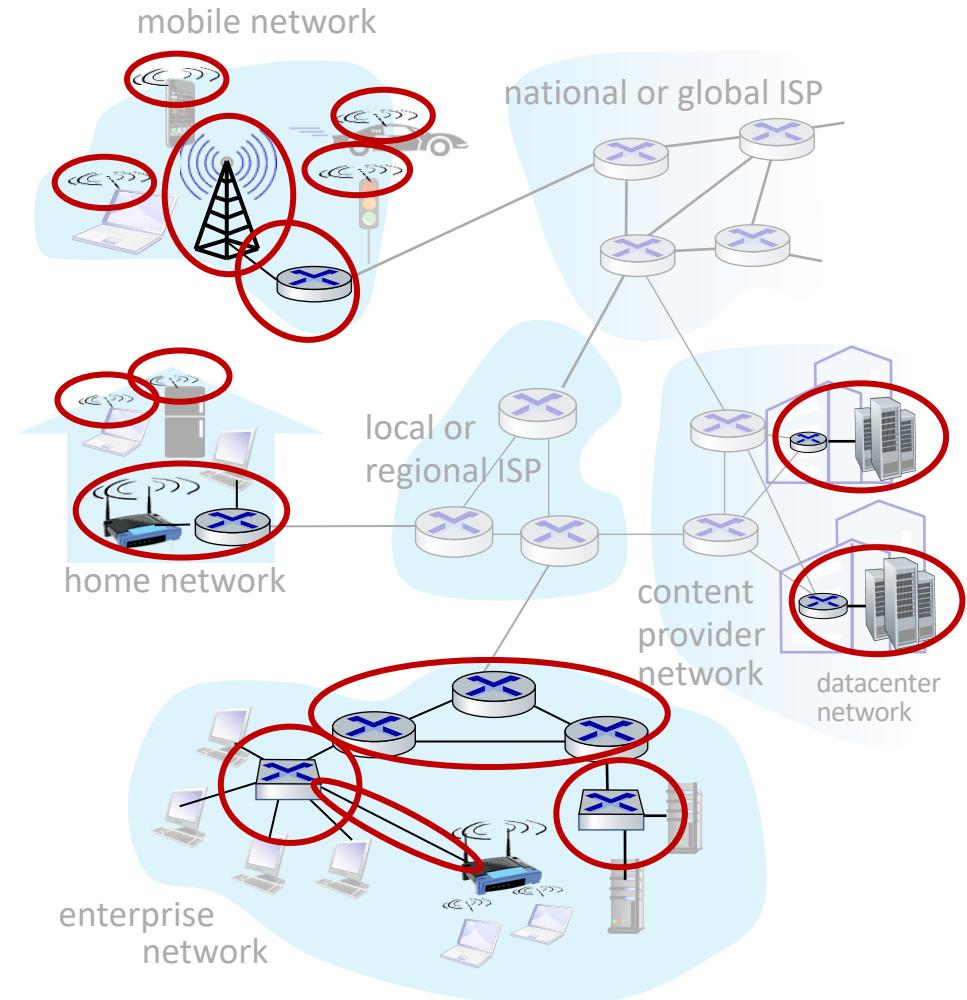
A closer look at Internet structure

Network edge:

- hosts: clients and servers
- servers often in data centers

Access networks, physical media:

- wired, wireless communication links



A closer look at Internet structure

Network edge:

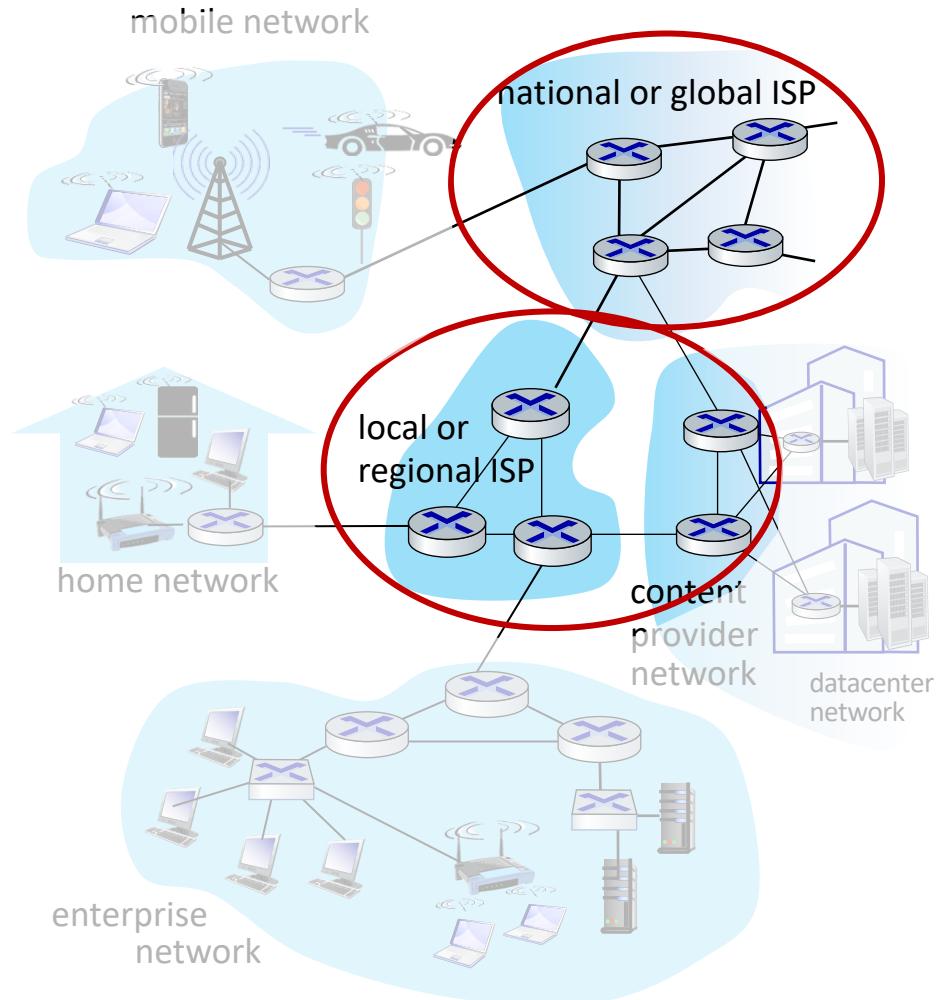
- hosts: clients and servers
- servers often in data centers

Access networks, physical media:

- wired, wireless communication links

Network core:

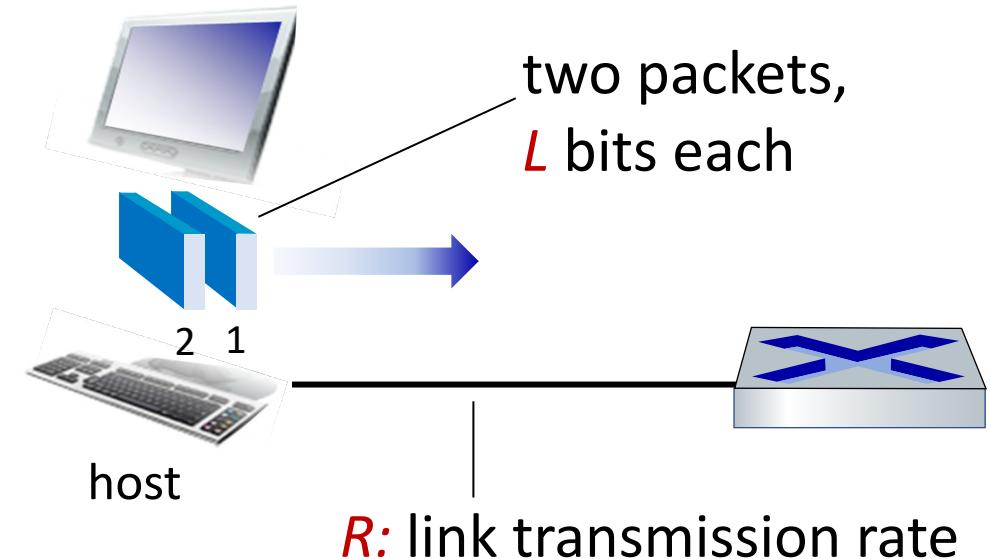
- interconnected routers
- network of networks



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*
 - link transmission rate, aka link *capacity, aka link bandwidth*



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

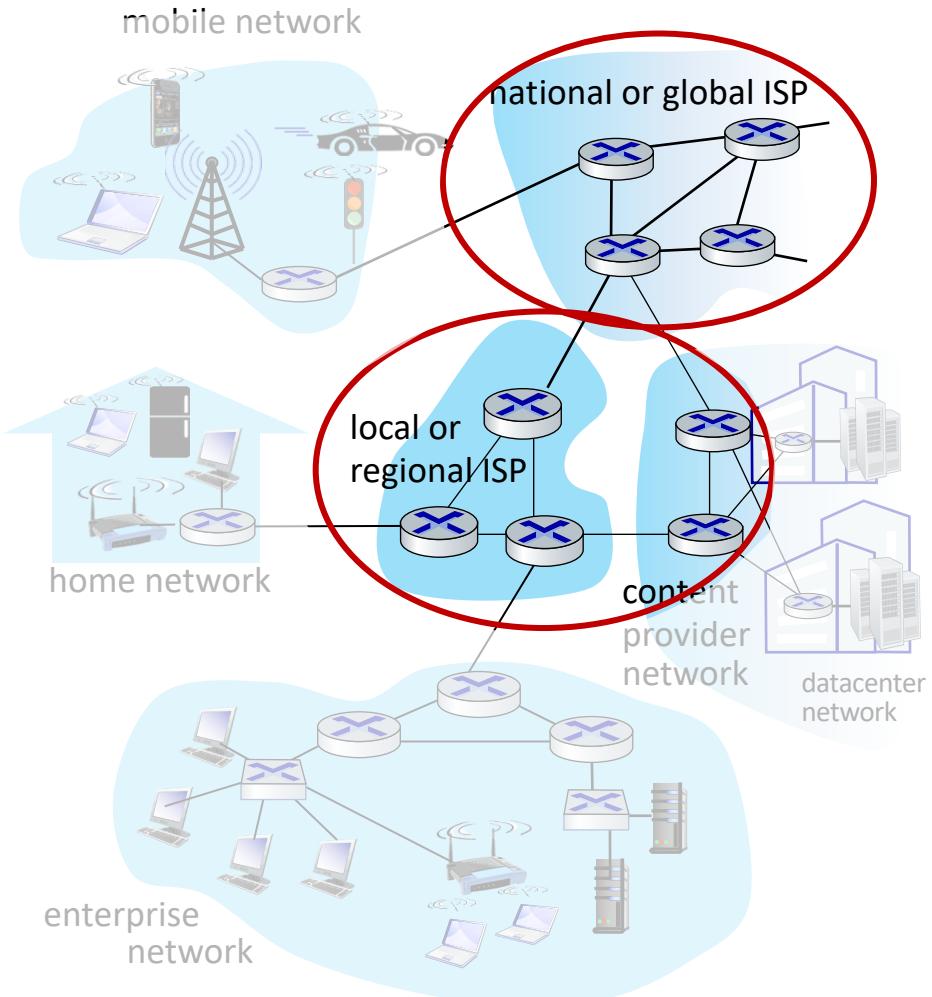
Chapter 1: roadmap

- What *is* the Internet?
- What *is* a protocol?
- Network edge: hosts, access network, physical media
- **Network core:** packet/circuit switching, internet structure
- Performance: loss, delay, throughput
- Security
- Protocol layers, service models
- History



The network core

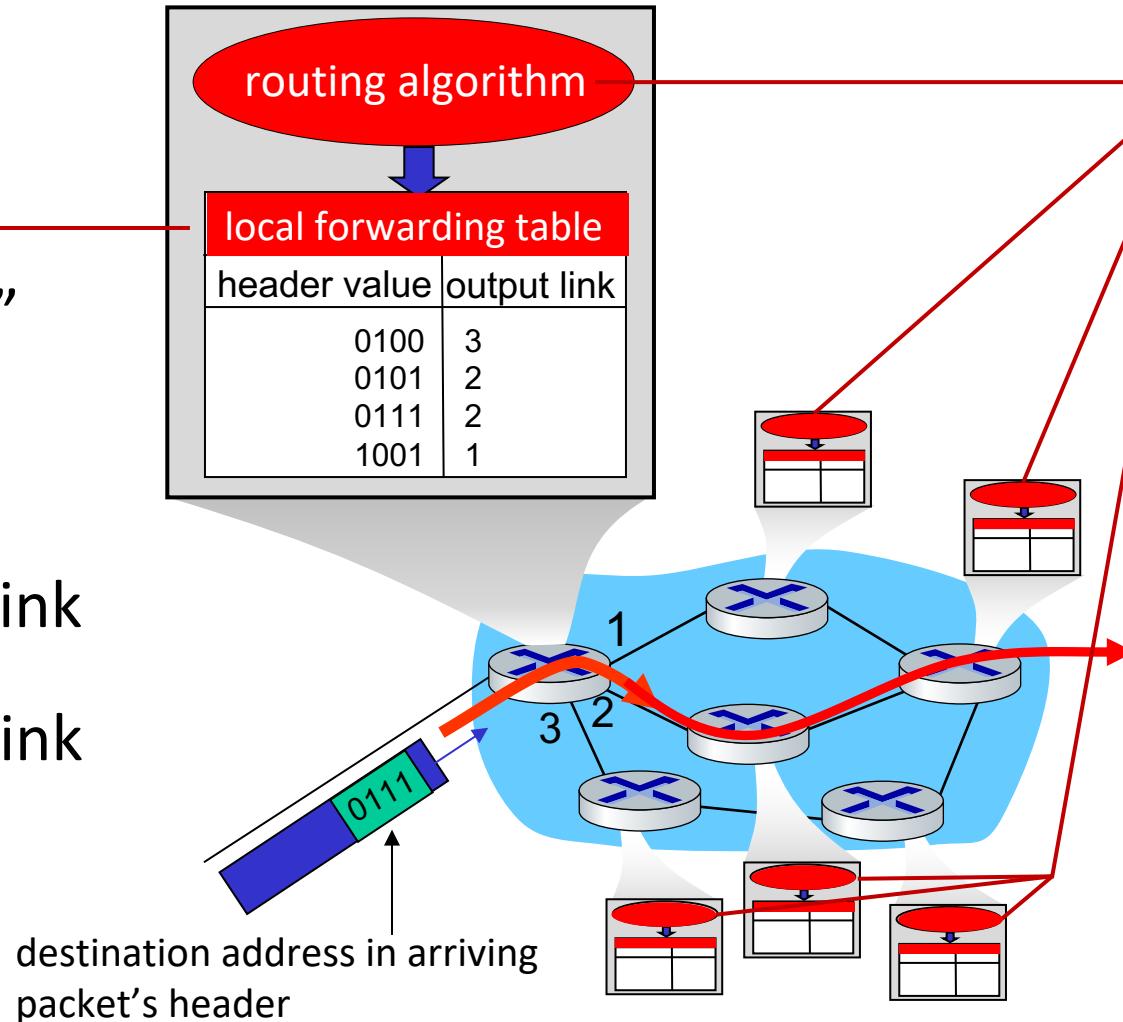
- mesh of interconnected routers
- **packet-switching**: hosts break application-layer messages into *packets*
 - network **forwards** packets from one router to the next, across links on path from **source to destination**



Two key network-core functions

Forwarding:

- aka “switching”
- *local* action:
move arriving
packets from
router’s input link
to appropriate
router output link



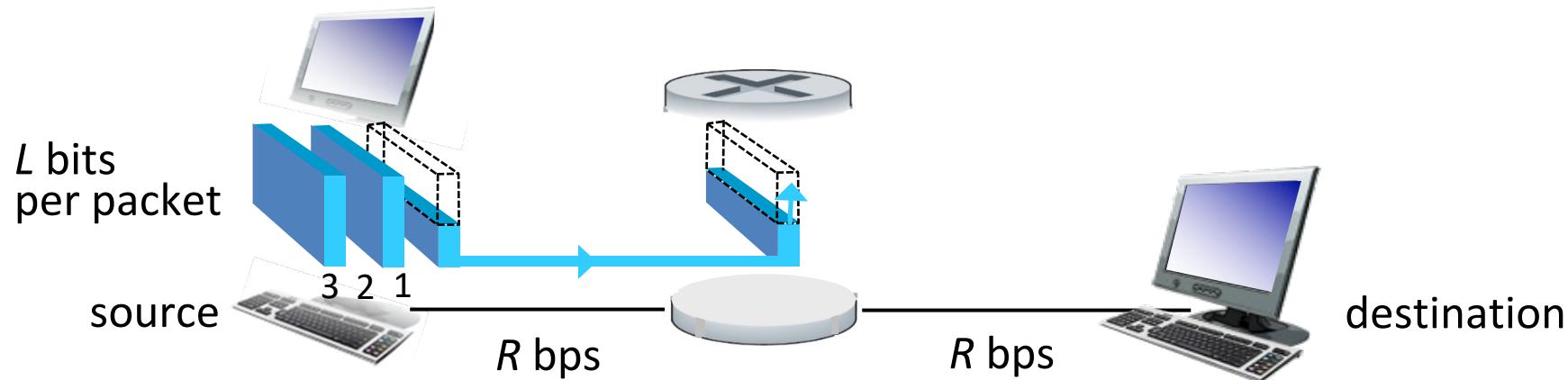
Routing:

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





Packet-switching: store-and-forward

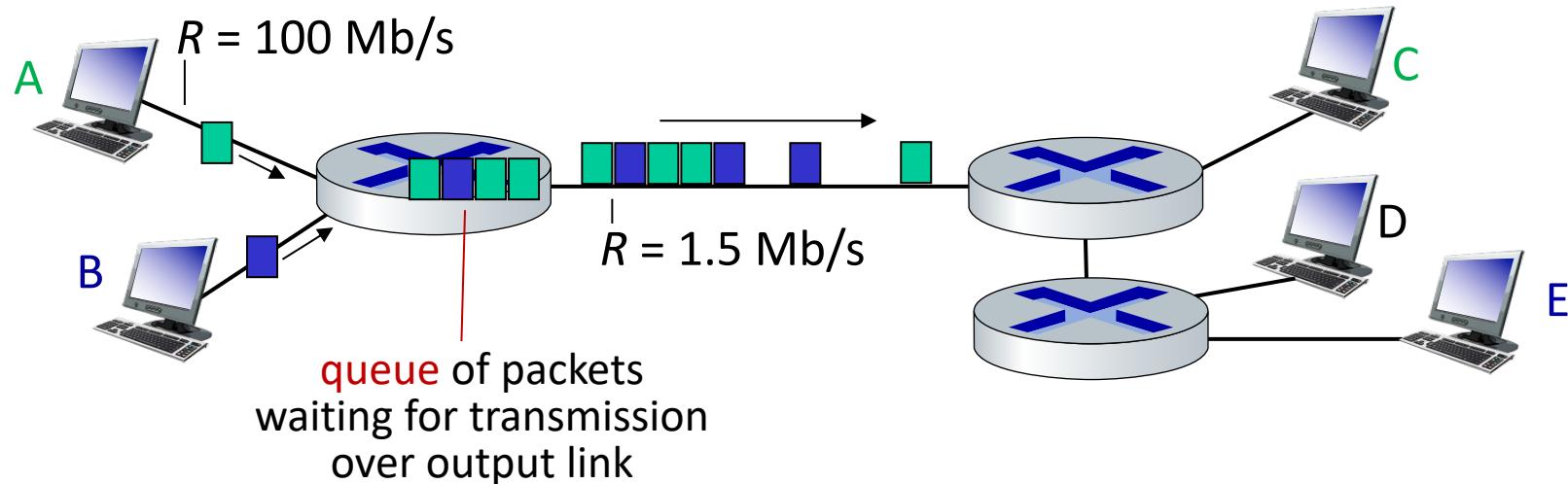


- **packet transmission delay:** takes L/R seconds to transmit (push out) L -bit packet into link at R bps
- **store and forward:** entire packet must arrive at router before it can be transmitted on next link

One-hop numerical example:

- $L = 10 \text{ Kbits}$
- $R = 100 \text{ Mbps}$
- one-hop transmission delay = 0.1 msec

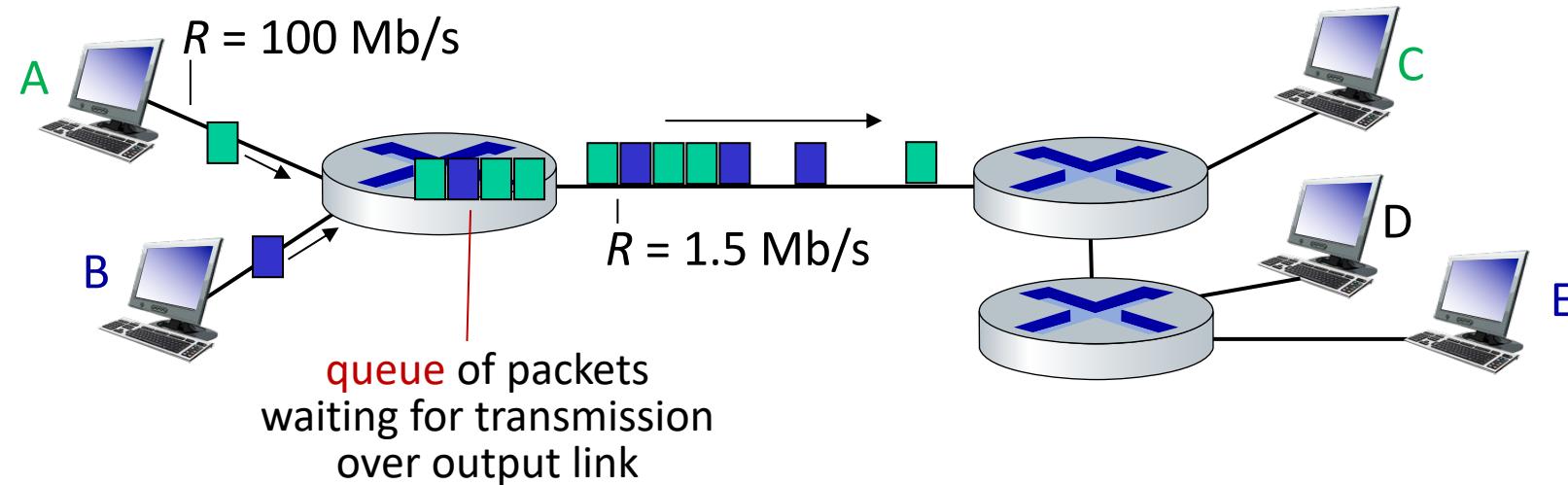
Packet-switching: queueing



Queueing occurs when work arrives faster than it can be serviced:



Packet-switching: queueing



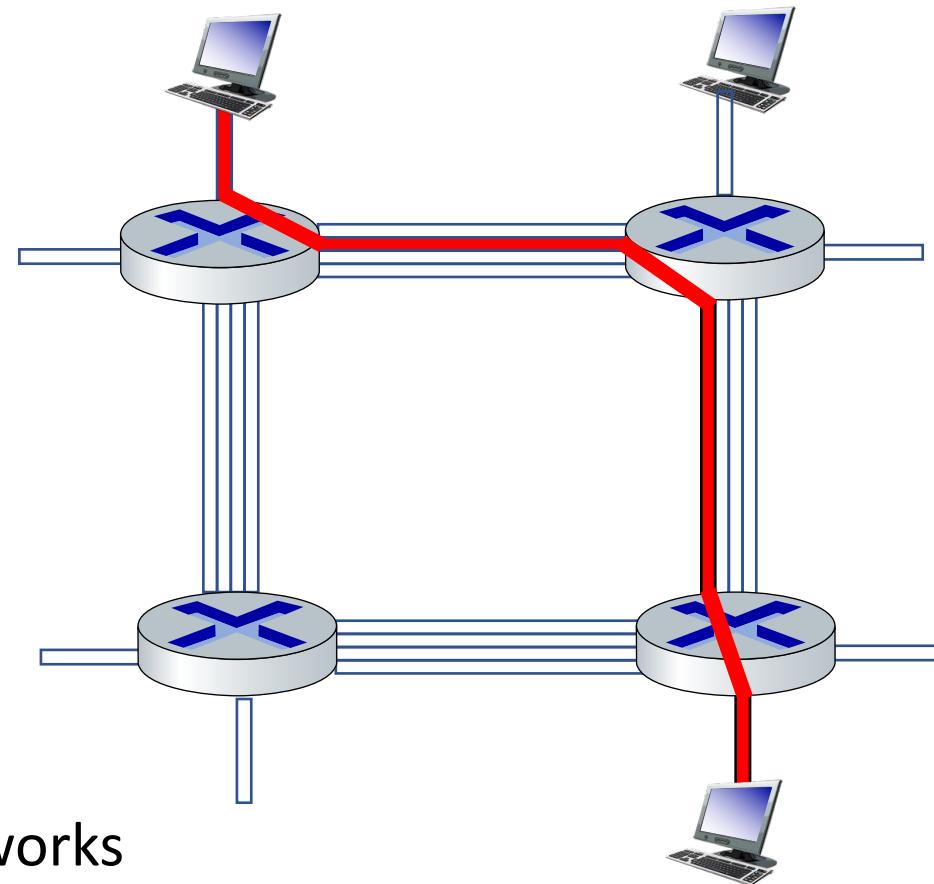
Packet queuing and loss: if arrival rate (in bps) to link exceeds transmission rate (bps) of link for some period of time:

- packets will queue, waiting to be transmitted on output link
- packets can be dropped (lost) if memory (buffer) in router fills up

Alternative to packet switching: circuit switching

end-end resources allocated to,
reserved for “call” between source
and destination

- in diagram, each link has four circuits.
 - call gets 2nd circuit in top link and 1st circuit in right link.
- dedicated resources: no sharing
 - circuit-like (guaranteed) performance
- circuit segment idle if not used by call (**no sharing**)
- commonly used in traditional telephone networks



* Check out the online interactive exercises for more examples: http://gaia.cs.umass.edu/kurose_ross/interactive

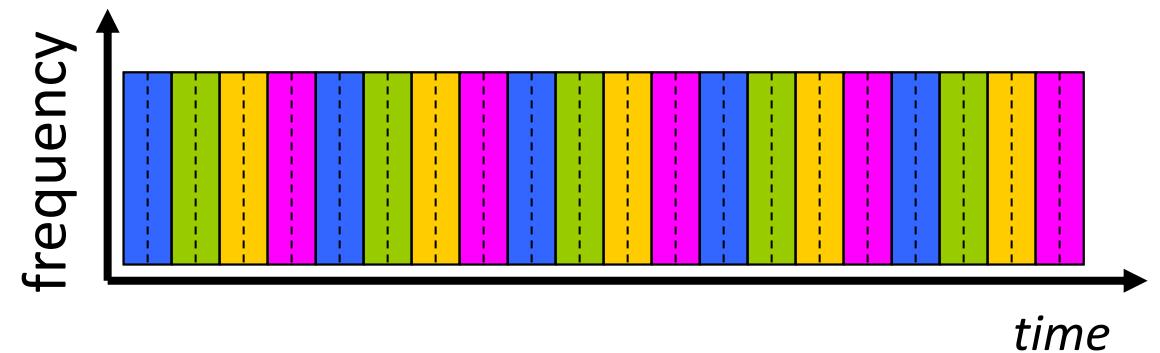
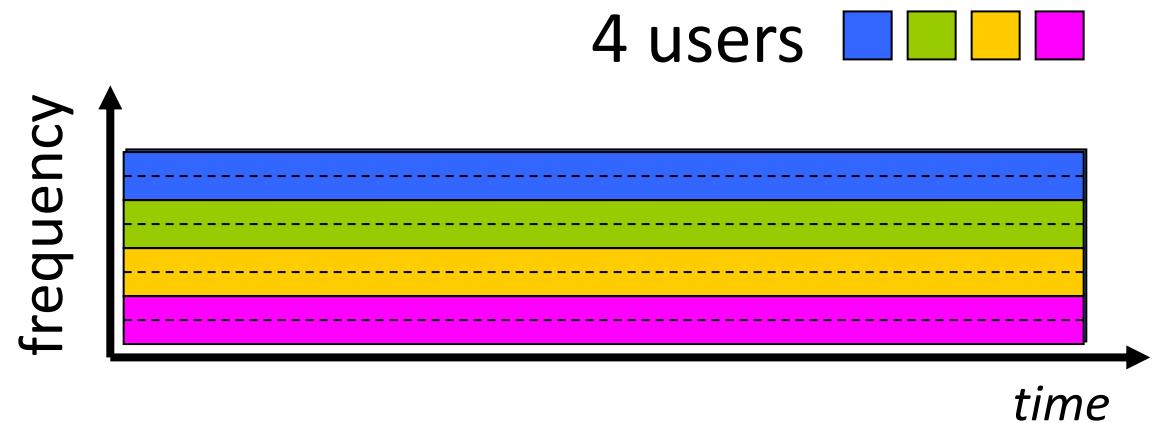
Circuit switching: FDM and TDM

Frequency Division Multiplexing (FDM)

- optical, electromagnetic frequencies divided into (narrow) frequency bands
- each call allocated its own band, can transmit at max rate of that narrow band

Time Division Multiplexing (TDM)

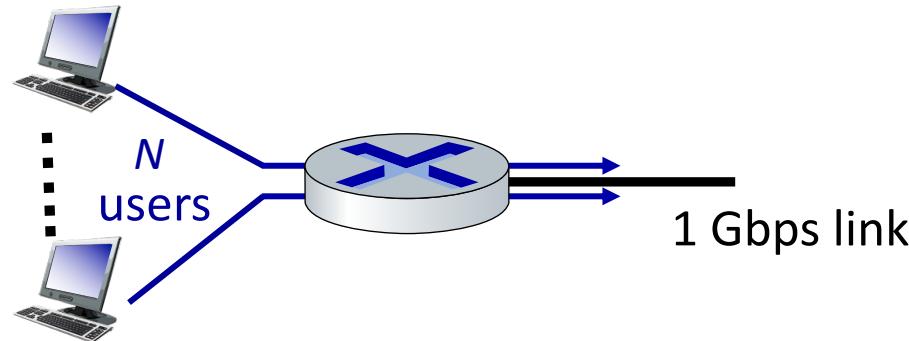
- time divided into slots
- each call allocated periodic slot(s), can transmit at maximum rate of (wider) frequency band (only) during its time slot(s)



Packet switching versus circuit switching

example:

- 1 Gb/s link
- each user:
 - 100 Mb/s when “active”
 - active 10% of time



Q: how many users can use this network under circuit-switching and packet switching?

- *circuit-switching:* 10 users
- *packet switching:* with 35 users,
probability > 10 active at same time
is less than .0004 *

Q: how did we get value 0.0004?
A: HW problem (for those with
course in probability only)

* Check out the online interactive exercises for more examples: http://gaia.cs.umass.edu/kurose_ross/interactive

Packet switching versus circuit switching

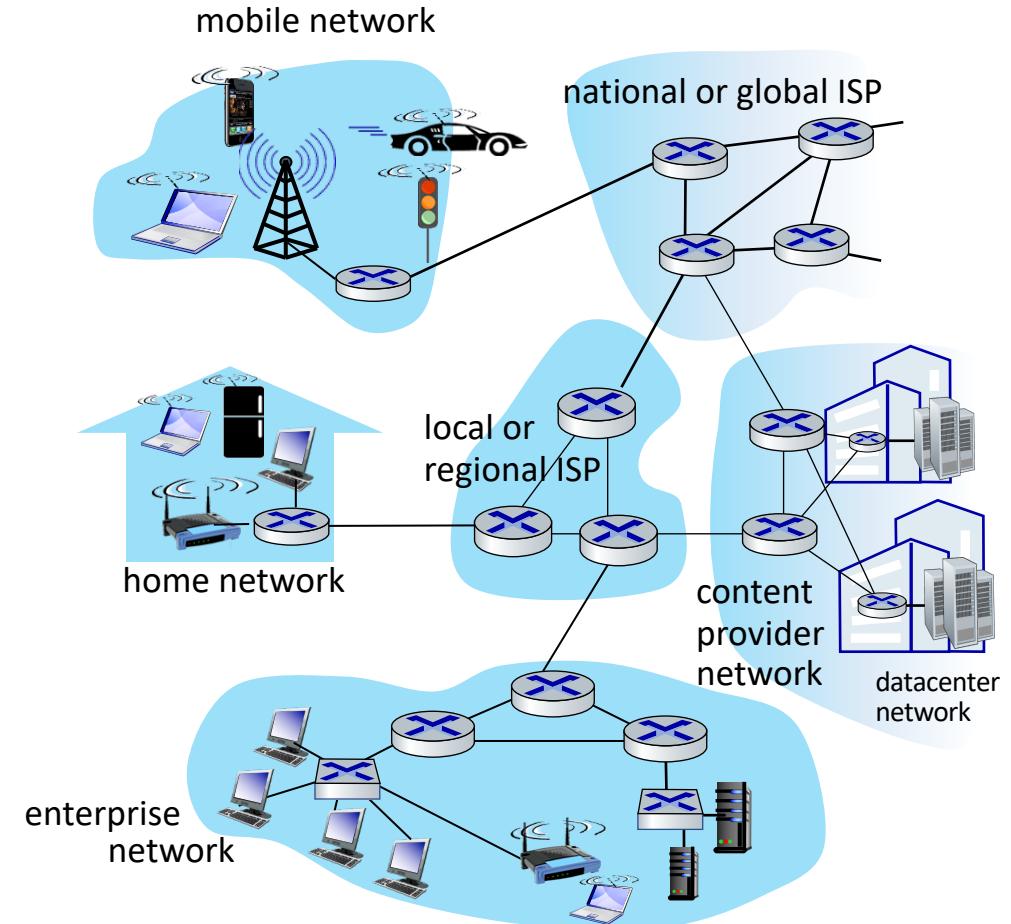
Is packet switching a “slam dunk winner”?

- great for “bursty” data – sometimes has data to send, but at other times not
 - resource sharing
 - simpler, no call setup
- **excessive congestion possible:** packet delay and loss due to buffer overflow
 - protocols needed for reliable data transfer, congestion control
- ***Q: How to provide circuit-like behavior with packet-switching?***
 - “It’s complicated.” We’ll study various techniques that try to make packet switching as “circuit-like” as possible.

Q: human analogies of reserved resources (circuit switching) versus on-demand allocation (packet switching)?

Internet structure: a “network of networks”

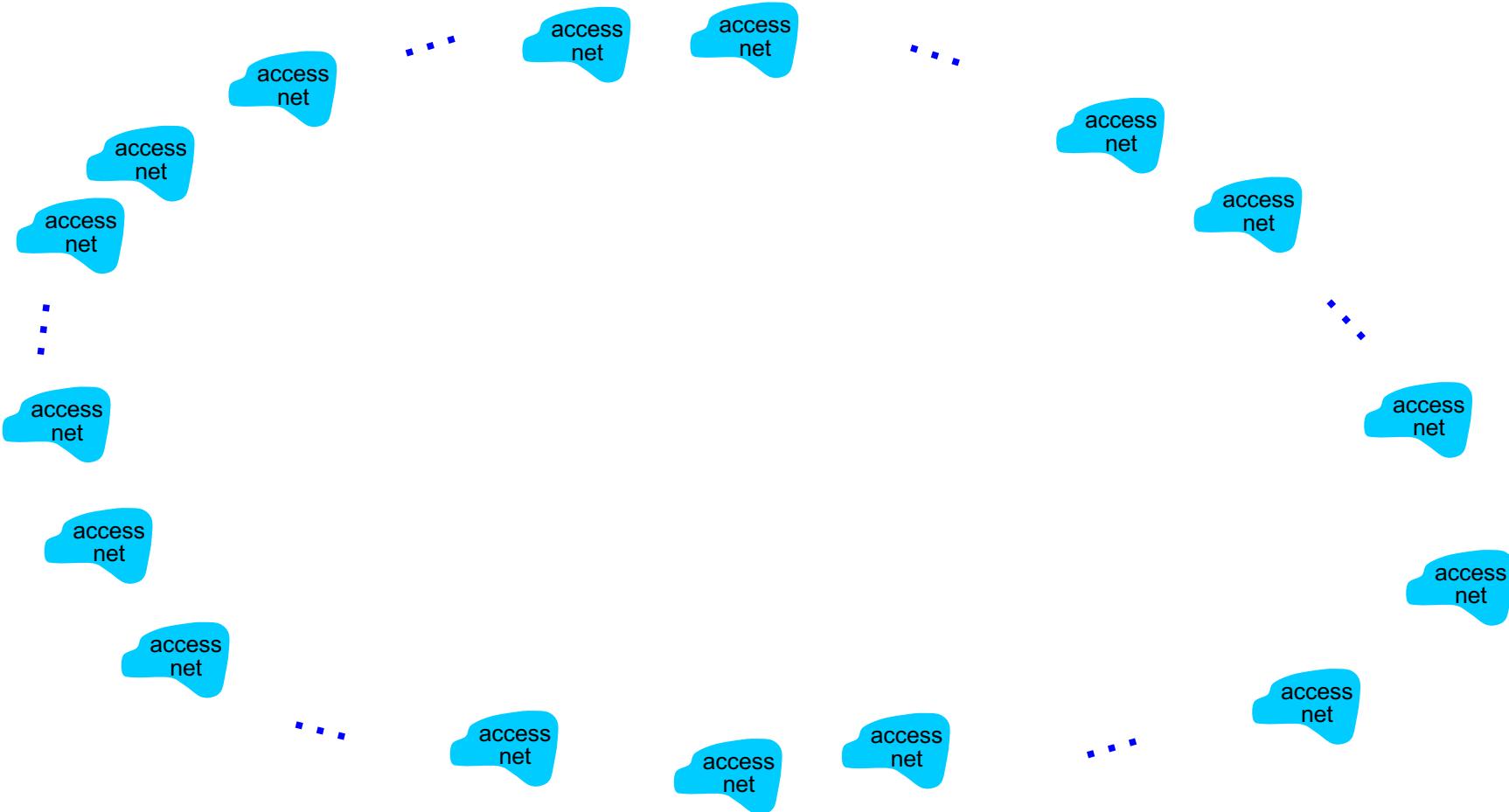
- hosts connect to Internet via **access** Internet Service Providers (ISPs)
- access ISPs in turn must be interconnected
 - so that *any* two hosts (*anywhere!*) can send packets to each other
- resulting network of networks is very complex
 - evolution driven by **economics, national policies**



Let's take a stepwise approach to describe current Internet structure

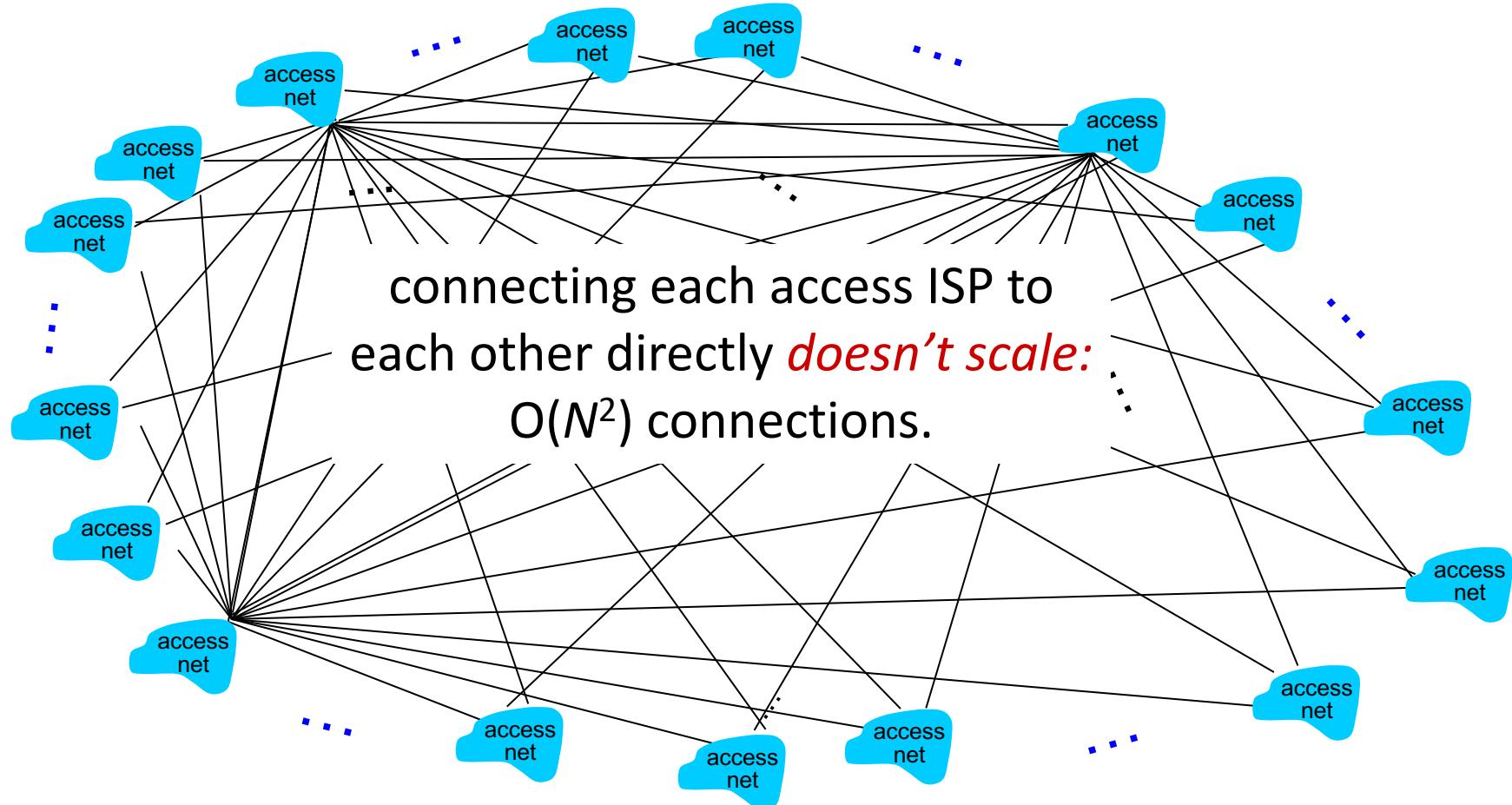
Internet structure: a “network of networks”

Question: given *millions* of access ISPs, how to connect them together?



Internet structure: a “network of networks”

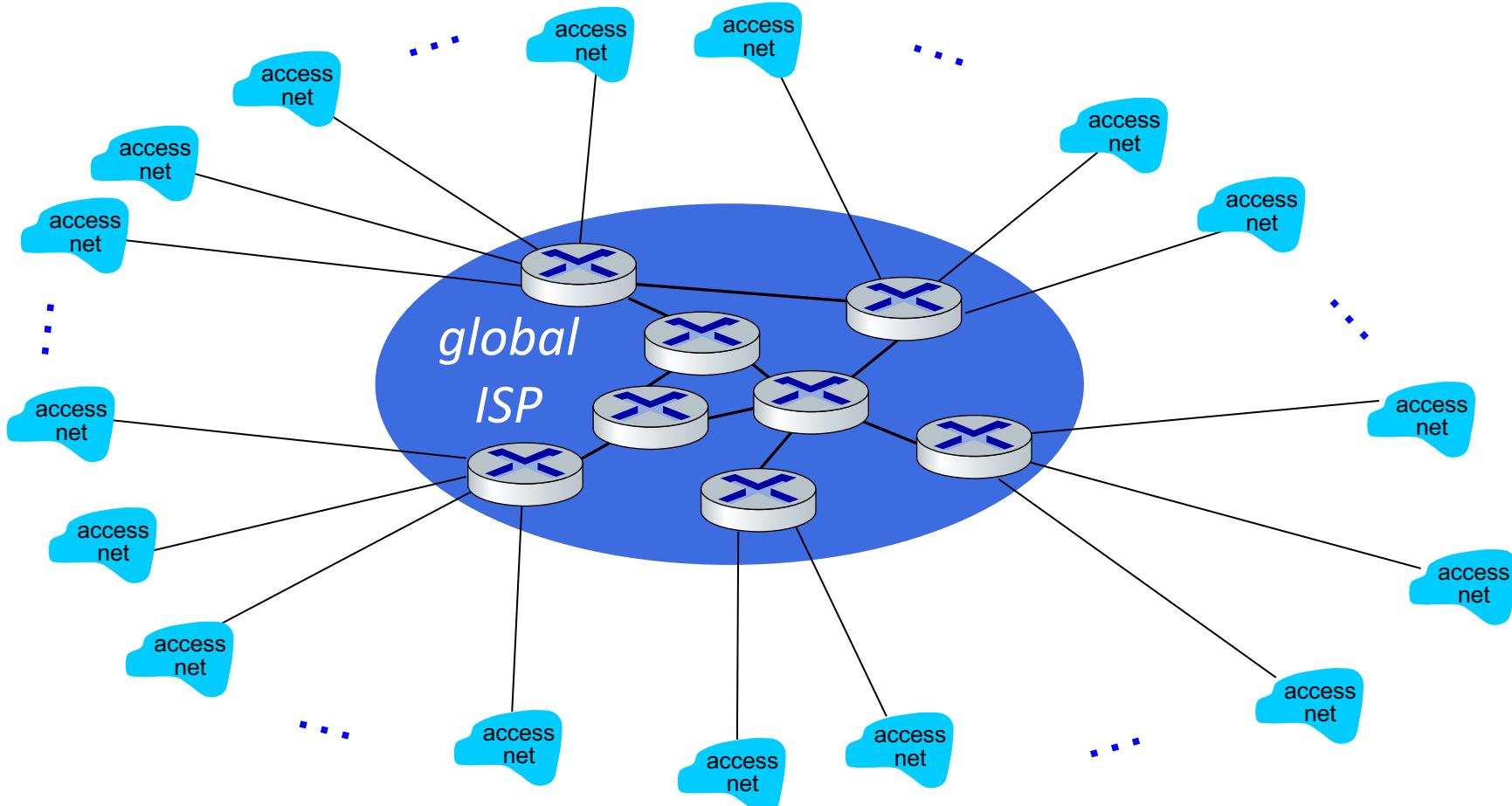
Question: given *millions* of access ISPs, how to connect them together?



Internet structure: a “network of networks”

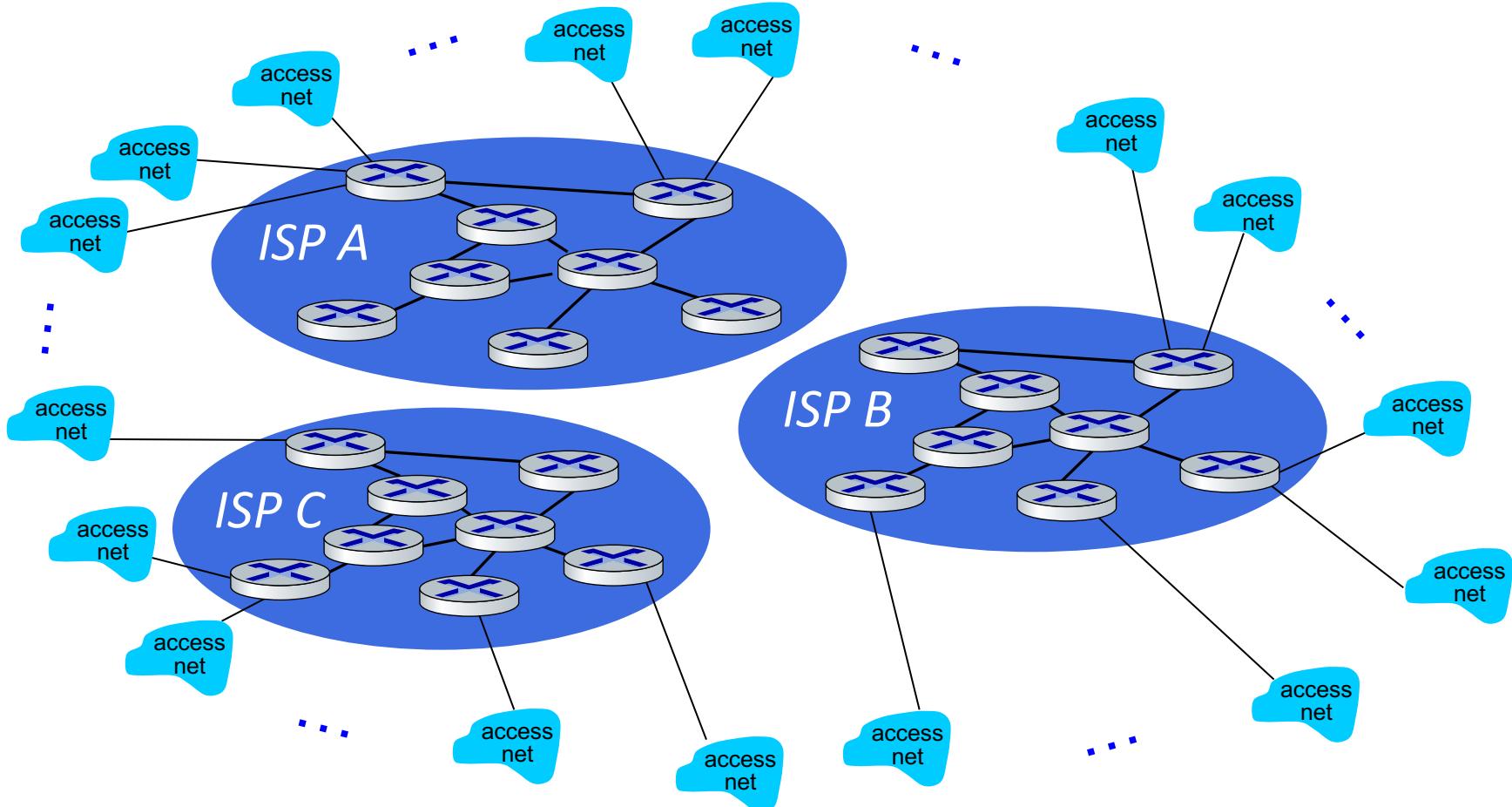
Option: connect each access ISP to one global transit ISP?

Customer and provider ISPs have economic agreement.



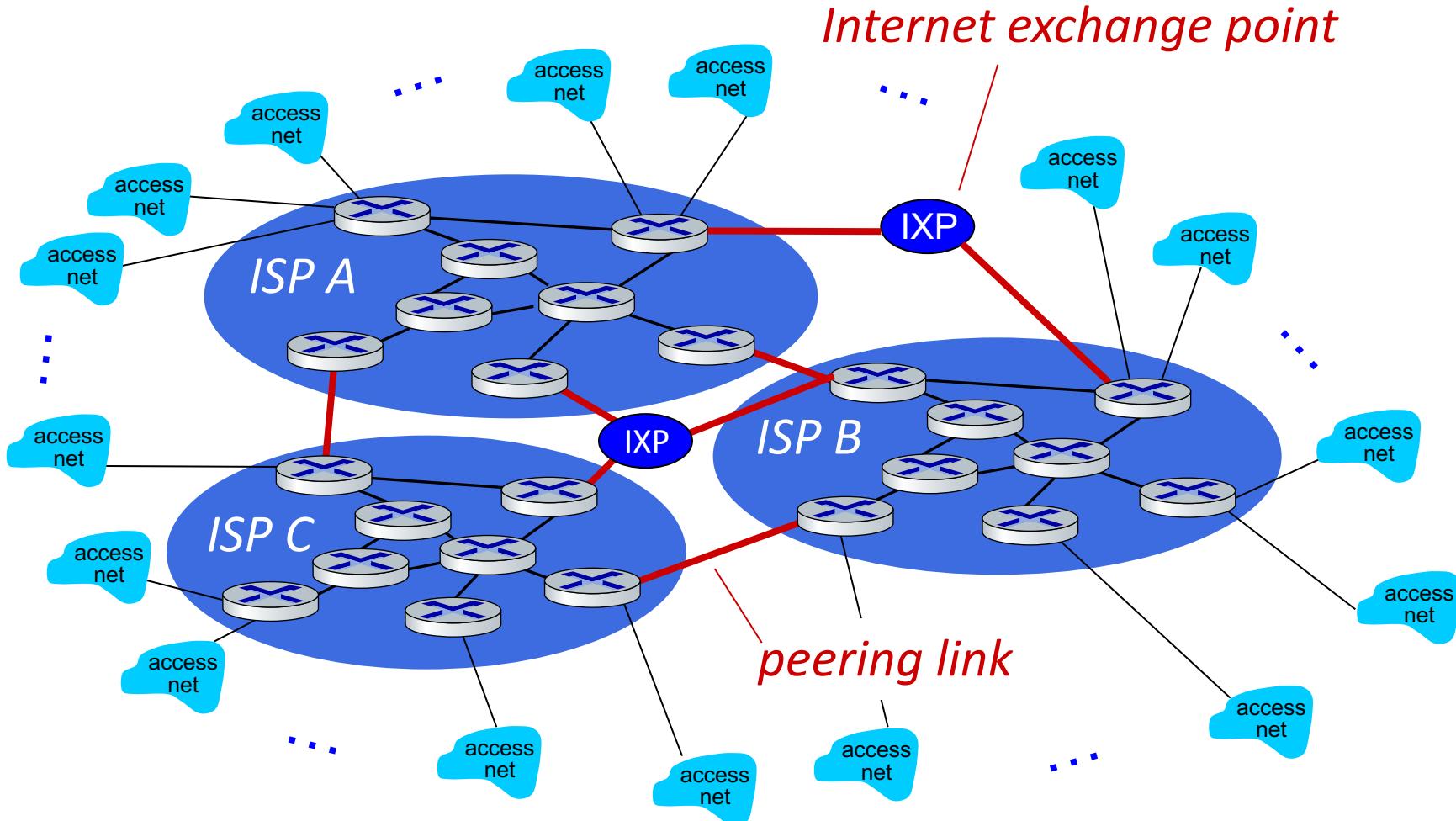
Internet structure: a “network of networks”

But if one global ISP is viable business, there will be competitors



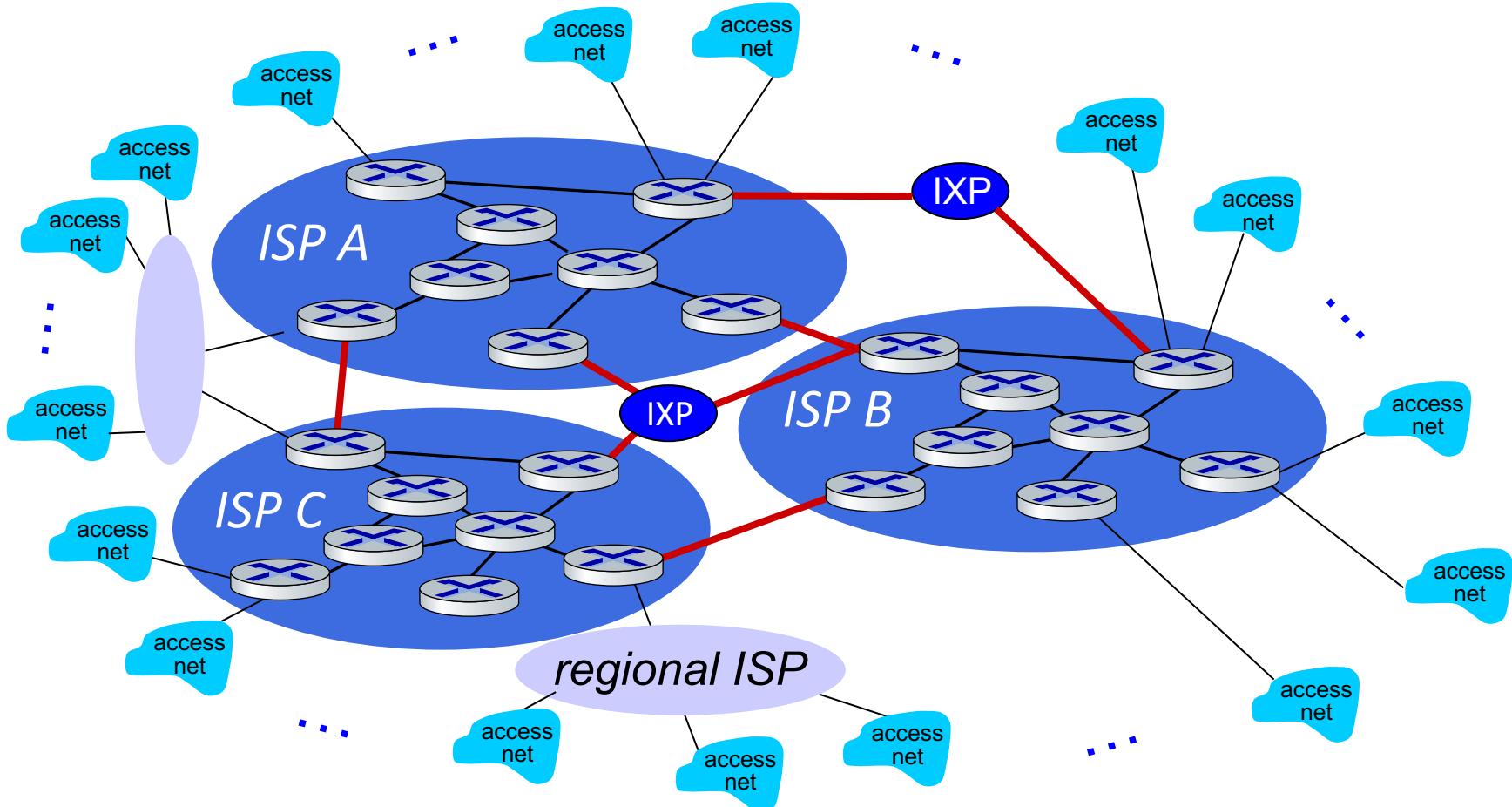
Internet structure: a “network of networks”

But if one global ISP is viable business, there will be competitors ... who will want to be connected



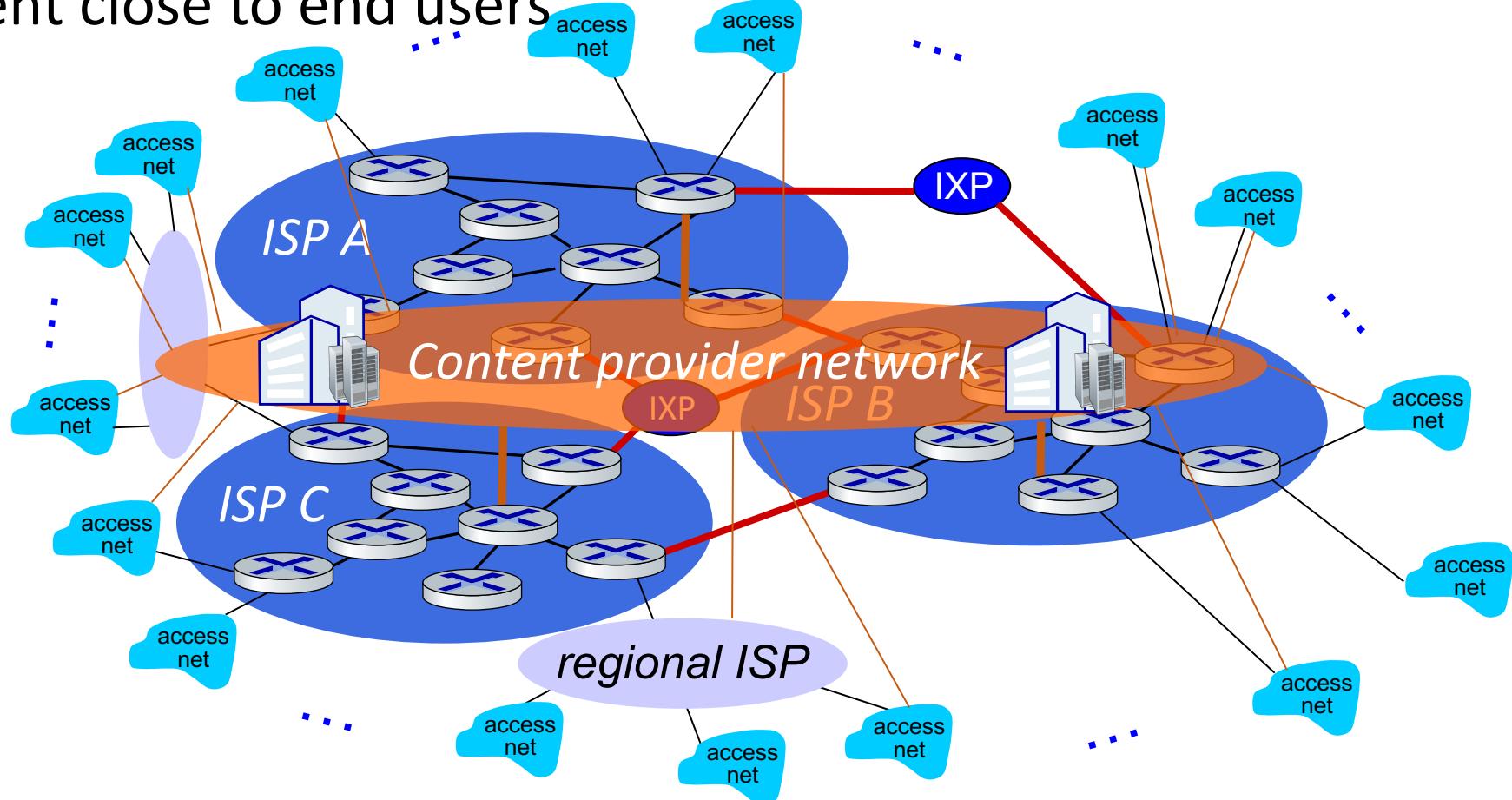
Internet structure: a “network of networks”

... and regional networks may arise to connect access nets to ISPs

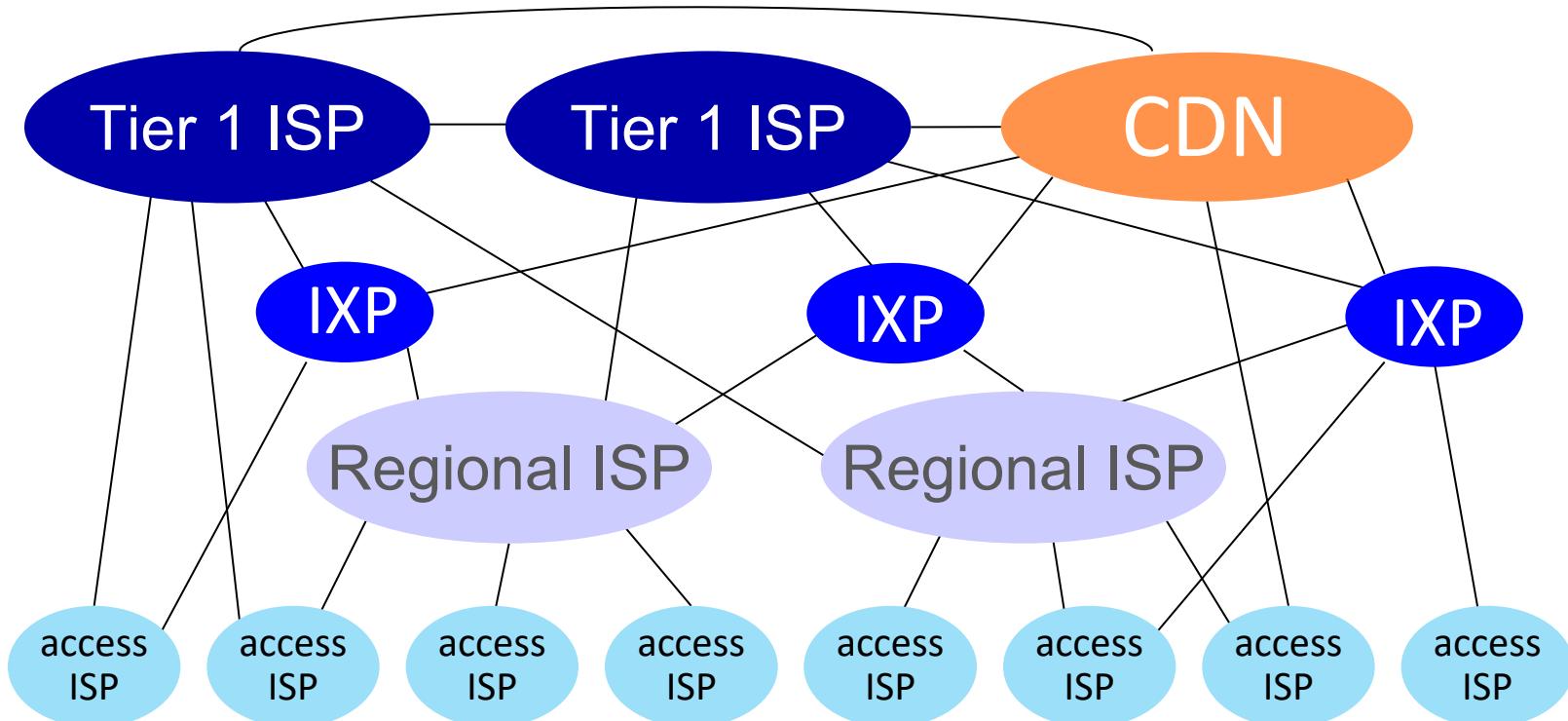


Internet structure: a “network of networks”

... and content provider networks (e.g., Google, Microsoft, Apple, Akamai, Cloudflare, ...) may run their own network, to bring services, content close to end users



Internet structure: a “network of networks”



At “center”: small # of well-connected large networks

- **“tier-1” commercial ISPs** (e.g., Level 3, Sprint, AT&T, NTT), national & international coverage
- **content provider networks** (e.g., Google, Facebook): private network that connects its data centers to Internet, often bypassing tier-1, regional ISPs

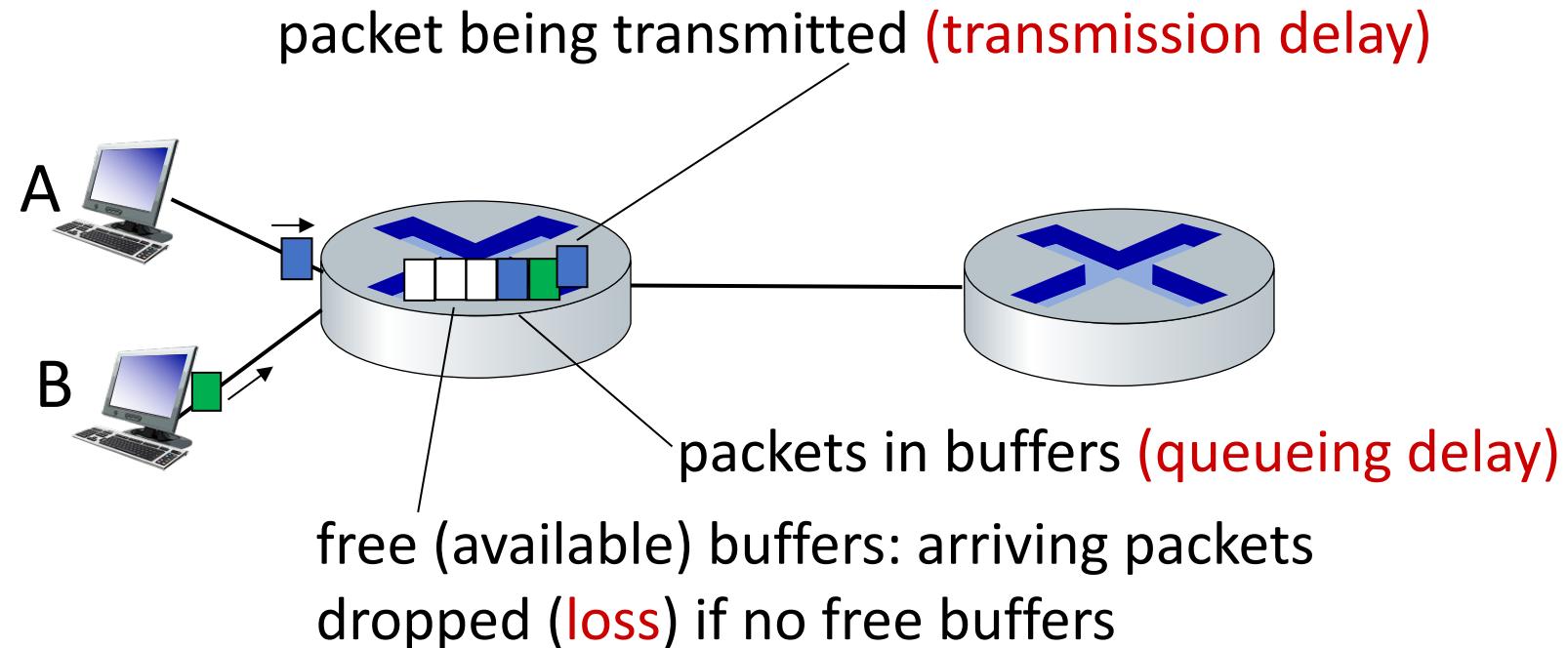
Chapter 1: roadmap

- What *is* the Internet?
- What *is* a protocol?
- Network edge: hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
- **Performance: loss, delay, throughput**
- Security
- Protocol layers, service models
- History

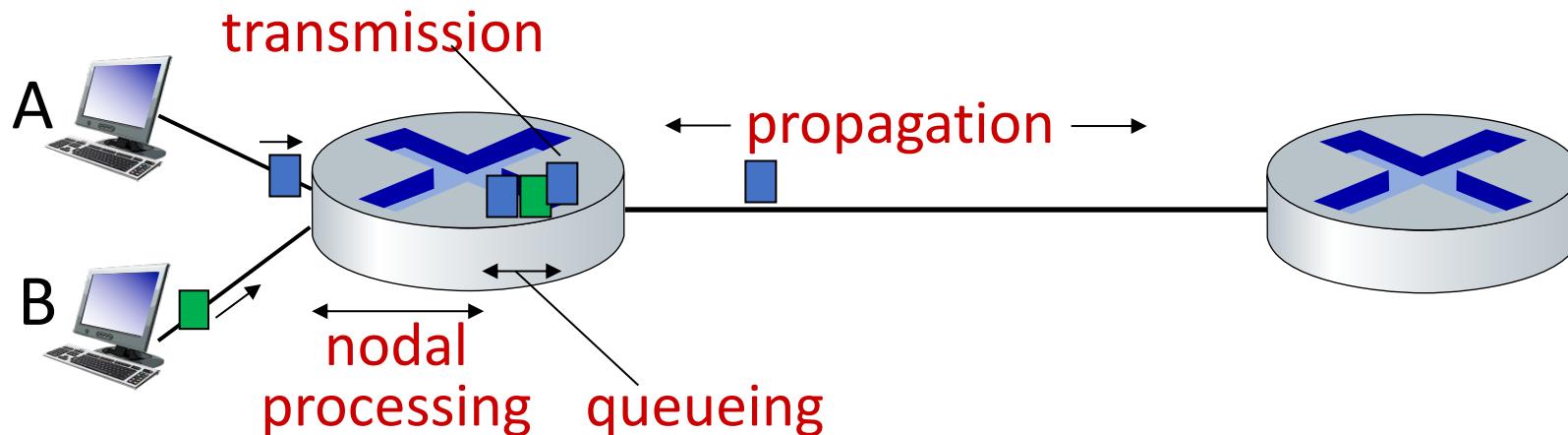


How do packet delay and loss occur?

- packets *queue* in router buffers, waiting for turn for transmission
 - queue length grows when arrival rate to link (temporarily) exceeds output link capacity
- packet *loss* occurs when memory to hold queued packets fills up



Packet delay: four sources



$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

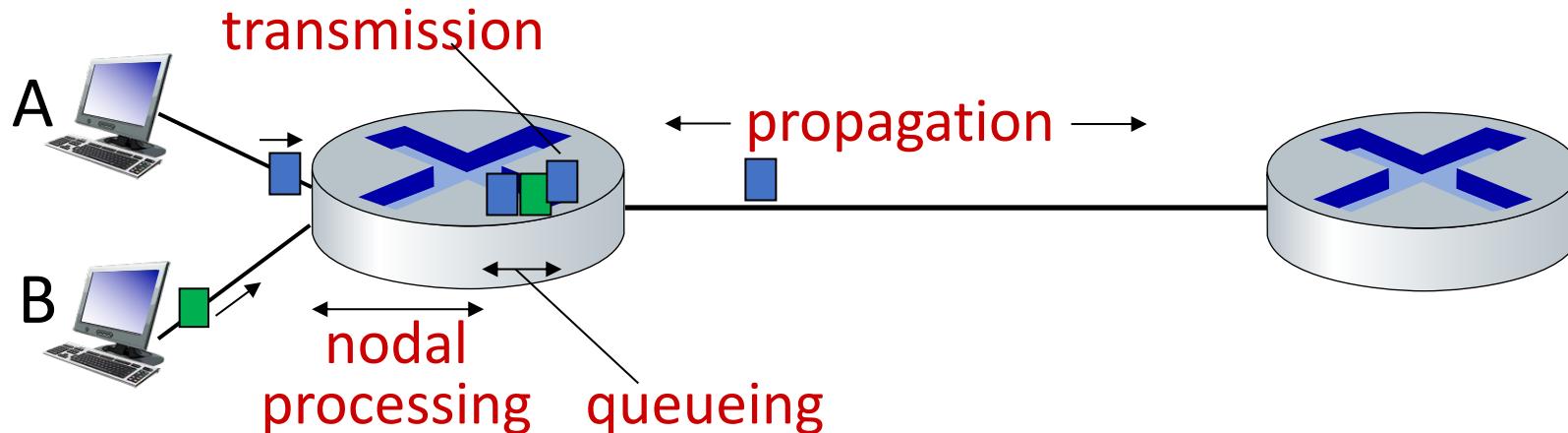
d_{proc} : nodal processing

- check bit errors
- determine output link
- typically < microsecs

d_{queue} : queueing delay

- time waiting at output link for transmission
- depends on congestion level of router

Packet delay: four sources



$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

d_{trans} : transmission delay:

- L : packet length (bits)
- R : link *transmission rate (bps)*
- $d_{\text{trans}} = L/R$

d_{trans} and d_{prop}
very different

d_{prop} : propagation delay:

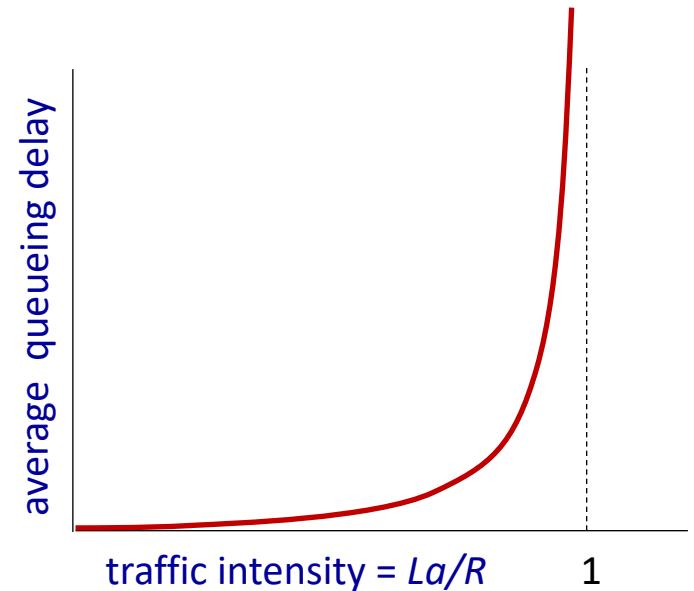
- d : length of physical link
- s : propagation speed ($\sim 2 \times 10^8$ m/sec)
- $d_{\text{prop}} = d/s$

Packet queueing delay (revisited)

- a : average packet arrival rate
- L : packet length (bits)
- R : link bandwidth (bit transmission rate)

$$\frac{L \cdot a}{R} : \frac{\text{arrival rate of bits}}{\text{service rate of bits}}$$

“traffic intensity”



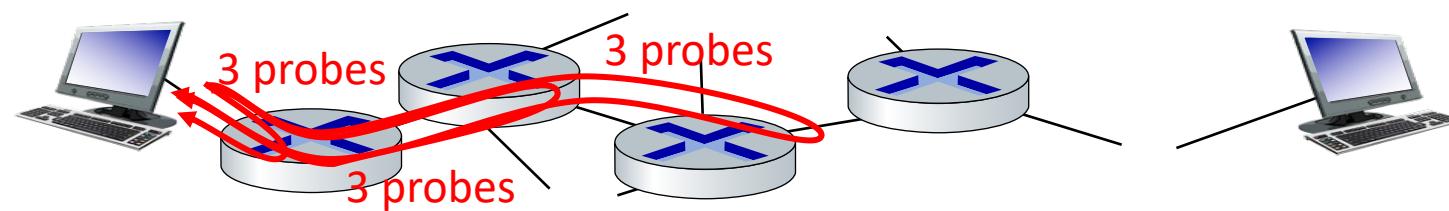
- $La/R \sim 0$: avg. queueing delay small
- $La/R \rightarrow 1$: avg. queueing delay large
- $La/R > 1$: more “work” arriving is more than can be serviced - average delay infinite!



$La/R \rightarrow 1$

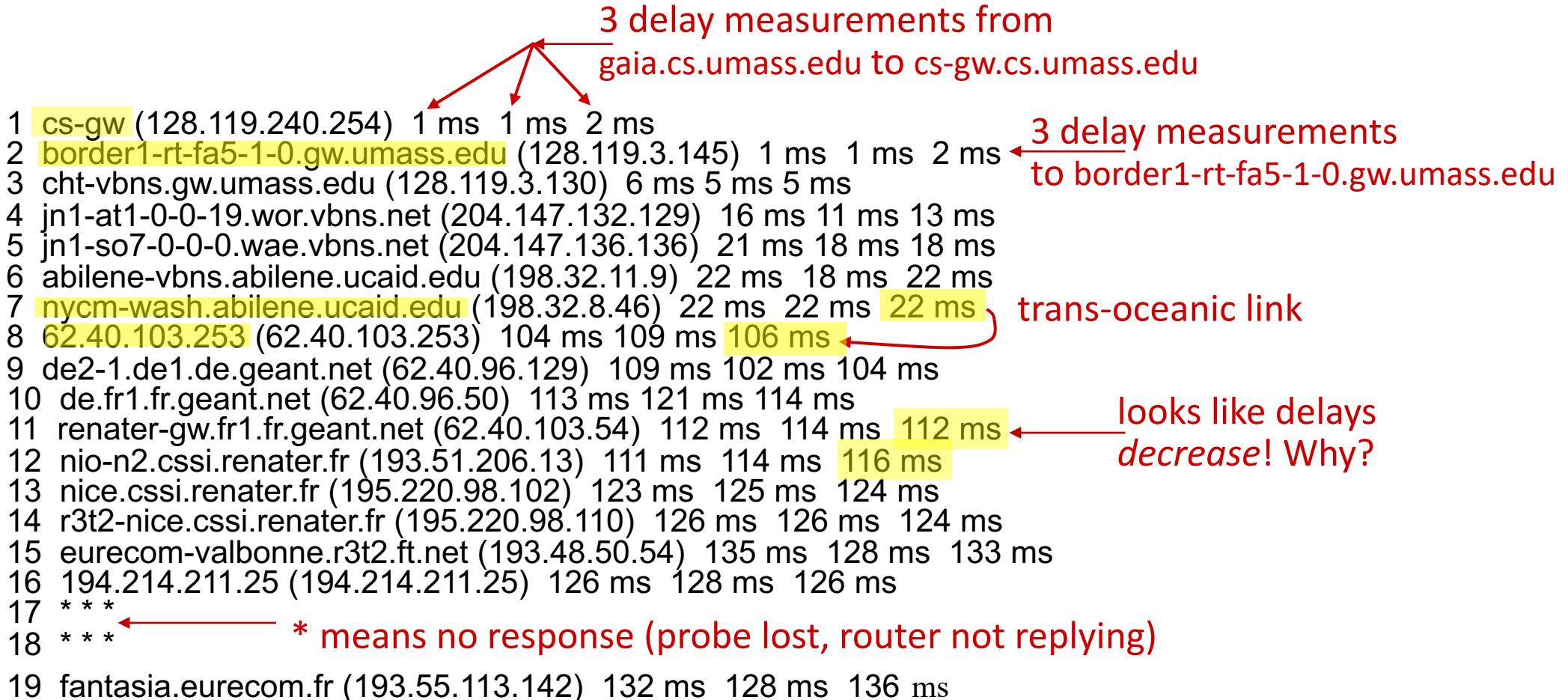
“Real” Internet delays and routes

- what do “real” Internet delay & loss look like?
- **traceroute** program: provides delay measurement from source to router along end-end Internet path towards destination. For all i :
 - sends three packets that will reach router i on path towards destination (with time-to-live field value of i)
 - router i will return packets to sender
 - sender measures time interval between transmission and reply



Real Internet delays and routes

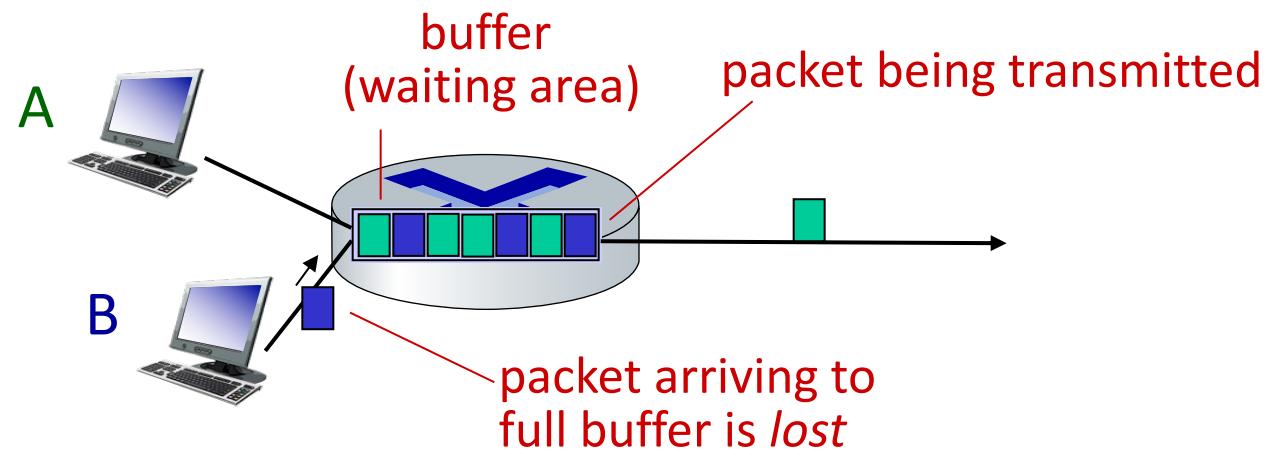
traceroute: gaia.cs.umass.edu to www.eurecom.fr



* Do some traceroutes from exotic countries at www.traceroute.org

Packet loss

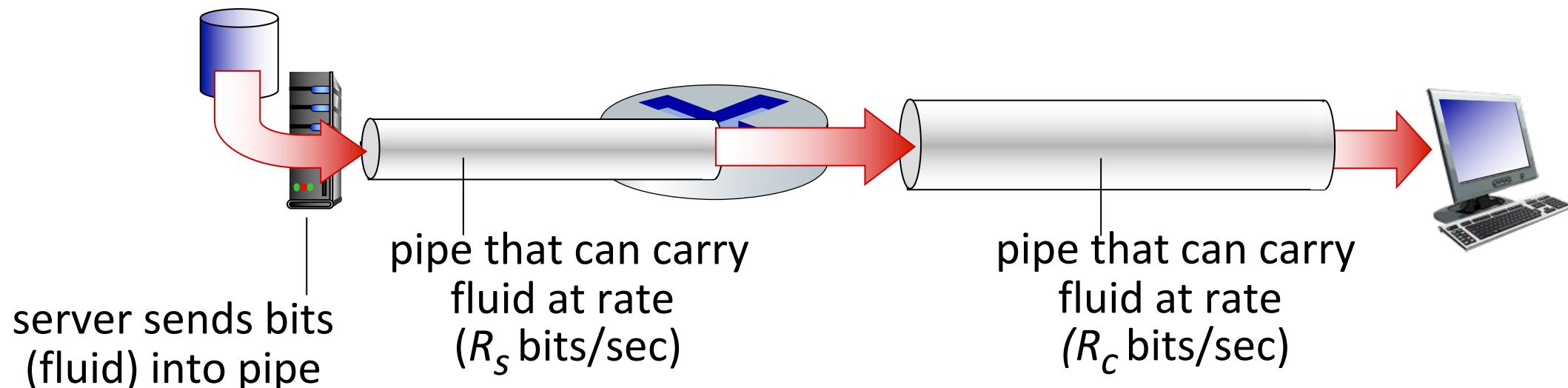
- queue (aka buffer) preceding link in buffer has finite capacity
- packet arriving to full queue dropped (aka lost)
- lost packet may be retransmitted by previous node, by source end system, or not at all



* Check out the Java applet for an interactive animation (on publisher's website) of queuing and loss

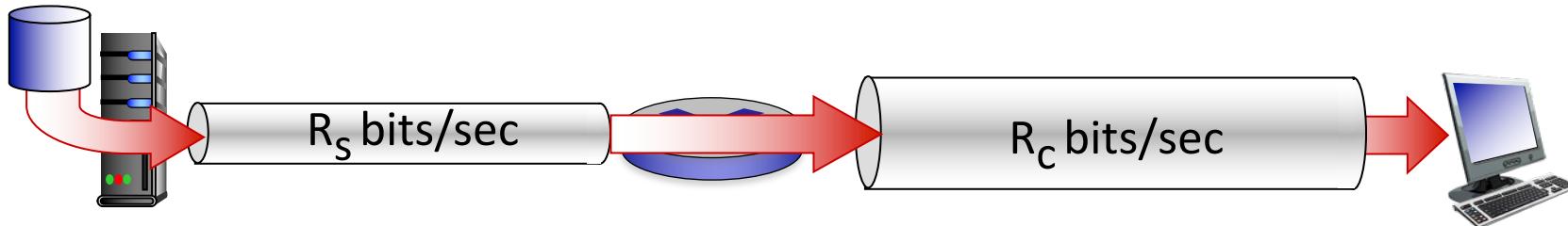
Throughput

- *throughput*: rate (bits/time unit) at which bits are being sent from sender to receiver
 - *instantaneous*: rate at given point in time
 - *average*: rate over longer period of time

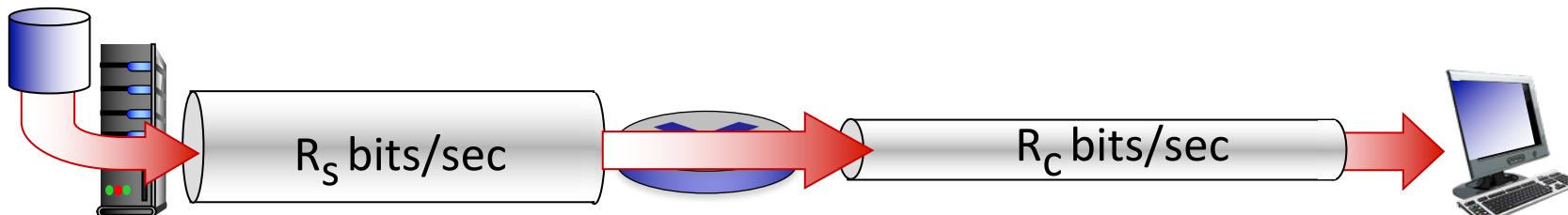


Throughput

$R_s < R_c$ What is average end-end throughput?



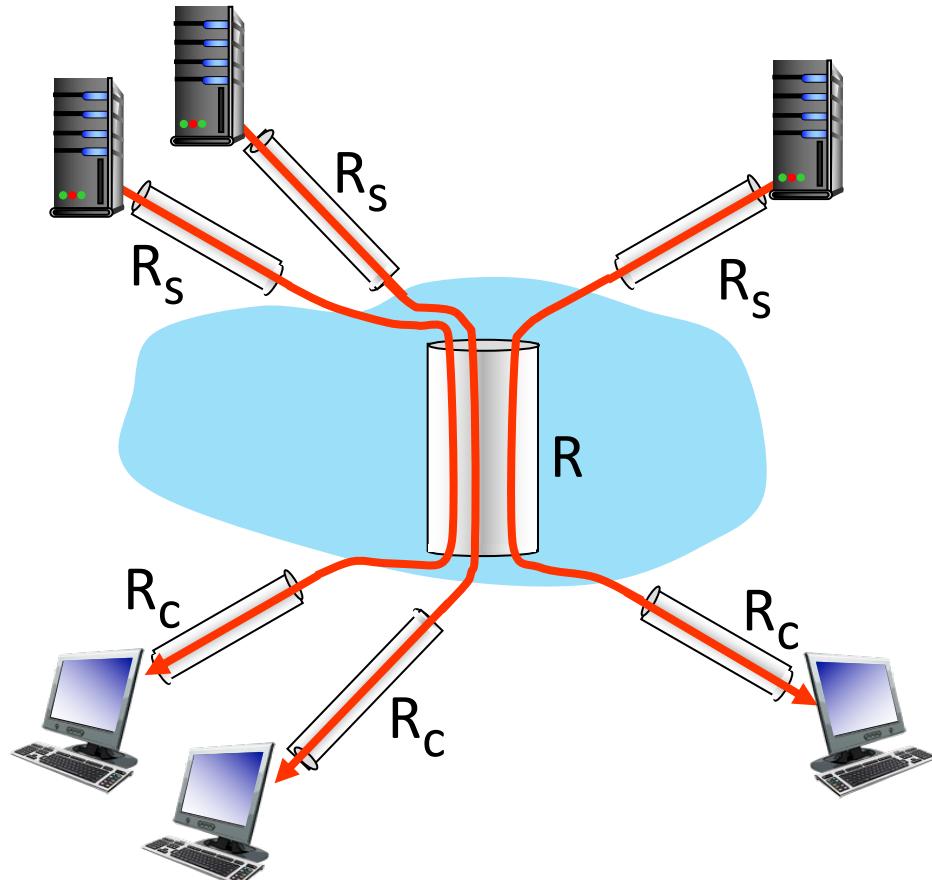
$R_s > R_c$ What is average end-end throughput?



bottleneck link

link on end-end path that constrains end-end throughput

Throughput: network scenario



10 connections (fairly) share
backbone bottleneck link R bits/sec

- per-connection end-end throughput: $\min(R_c, R_s, R/10)$
- in practice: R_c or R_s is often bottleneck

* Check out the online interactive exercises for more examples: http://gaia.cs.umass.edu/kurose_ross/

Chapter 1: roadmap

- What *is* the Internet?
- What *is* a protocol?
- Network edge: hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
- Performance: loss, delay, throughput
- Security
- **Protocol layers, service models**
- History



Protocol “layers” and reference models

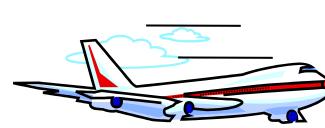
Networks are complex,
with many “pieces”:

- hosts
- routers
- links of various media
- applications
- protocols
- hardware, software

Question: is there any
hope of *organizing*
structure of network?

- and/or our *discussion*
of networks?

Example: organization of air travel



end-to-end transfer of person plus baggage

ticket (purchase)

baggage (check)

gates (load)

runway takeoff

airplane routing

ticket (complain)

baggage (claim)

gates (unload)

runway landing

airplane routing

airplane routing

How would you *define/discuss* the system of airline travel?

- a series of steps, involving many services

Example: organization of air travel



layers: each layer implements a service

- via its own internal-layer actions
- relying on services provided by layer below

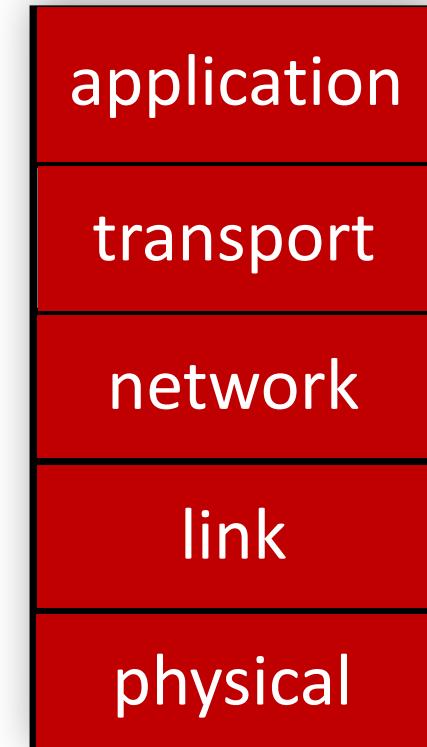
Why layering?

Approach to designing/discussing complex systems:

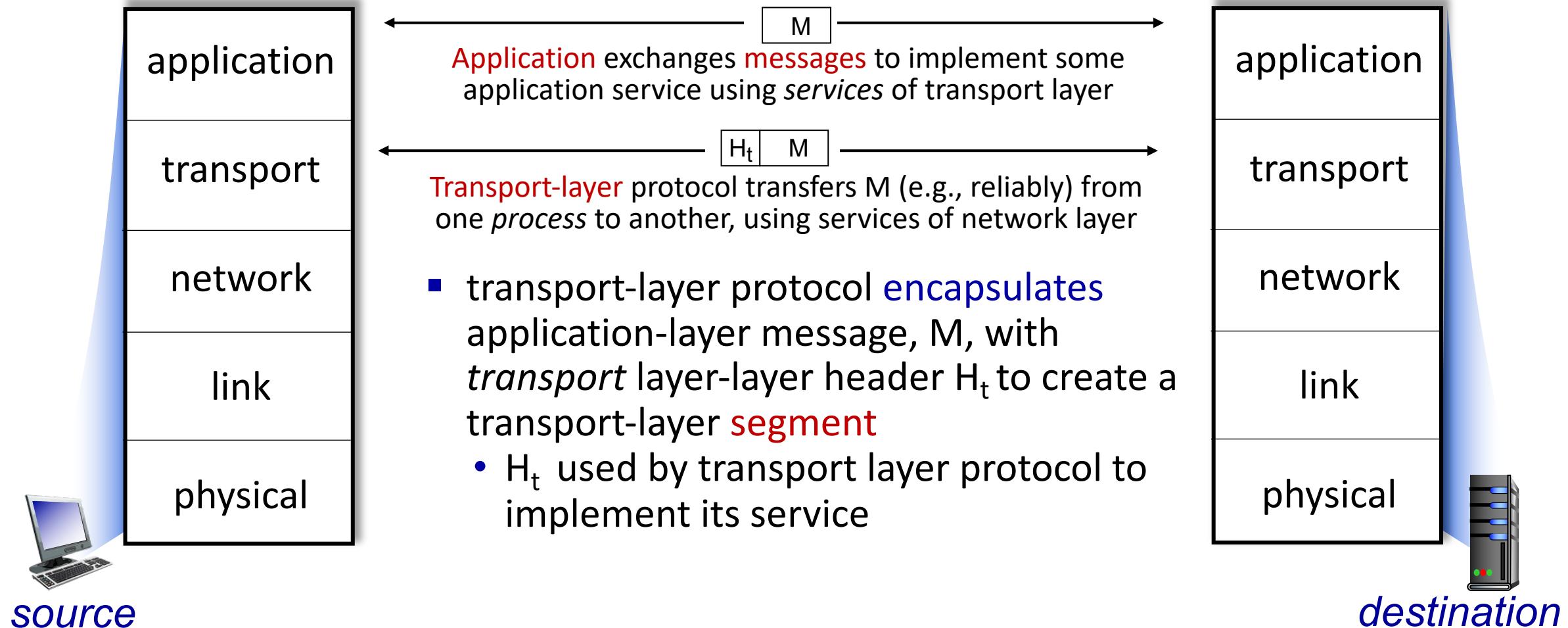
- explicit structure allows identification, relationship of system's pieces
 - layered *reference model* for discussion
- modularization eases maintenance, updating of system
 - change in layer's service *implementation*: transparent to rest of system
 - e.g., change in gate procedure doesn't affect rest of system

Layered Internet protocol stack

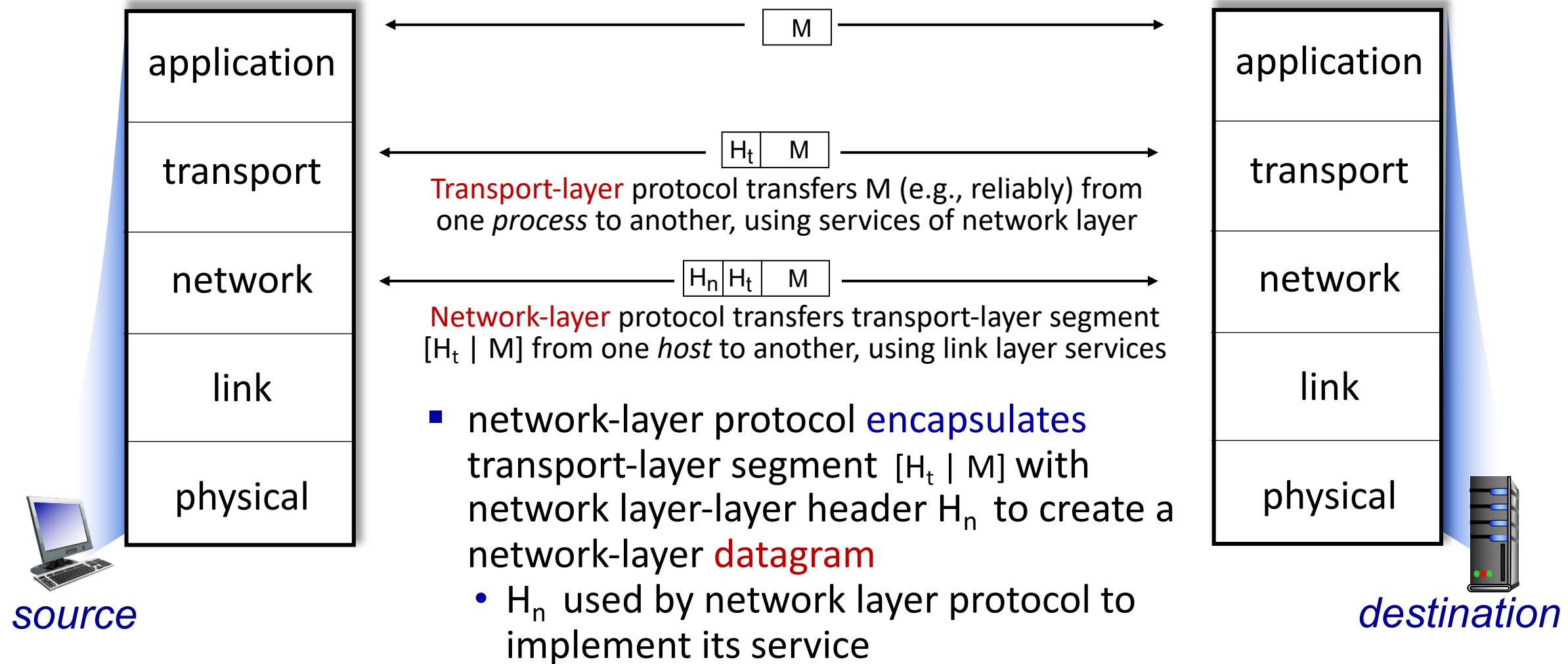
- *application*: supporting network applications
 - HTTP, IMAP, SMTP, DNS
- *transport*: process-process data transfer
 - TCP, UDP
- *network*: routing of datagrams from source to destination
 - IP, routing protocols
- *link*: data transfer between neighboring network elements
 - Ethernet, 802.11 (WiFi), PPP
- *physical*: bits “on the wire”



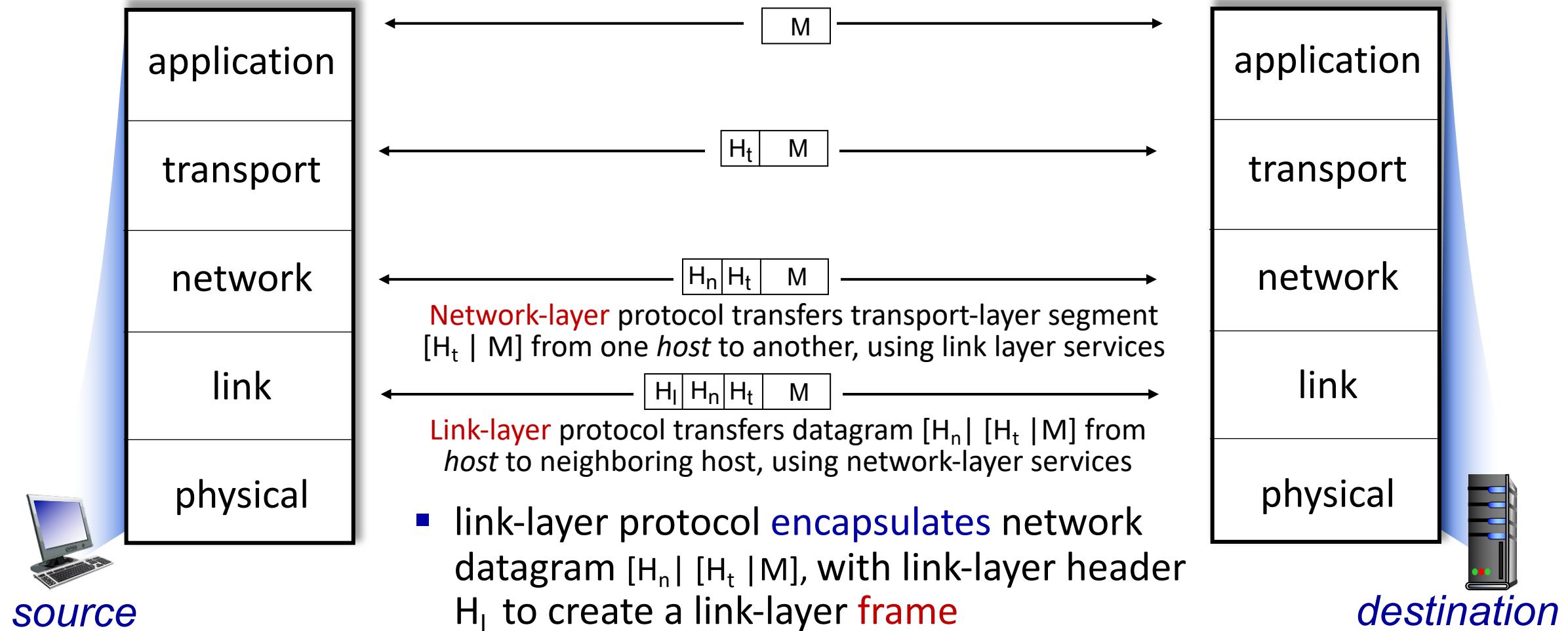
Services, Layering and Encapsulation



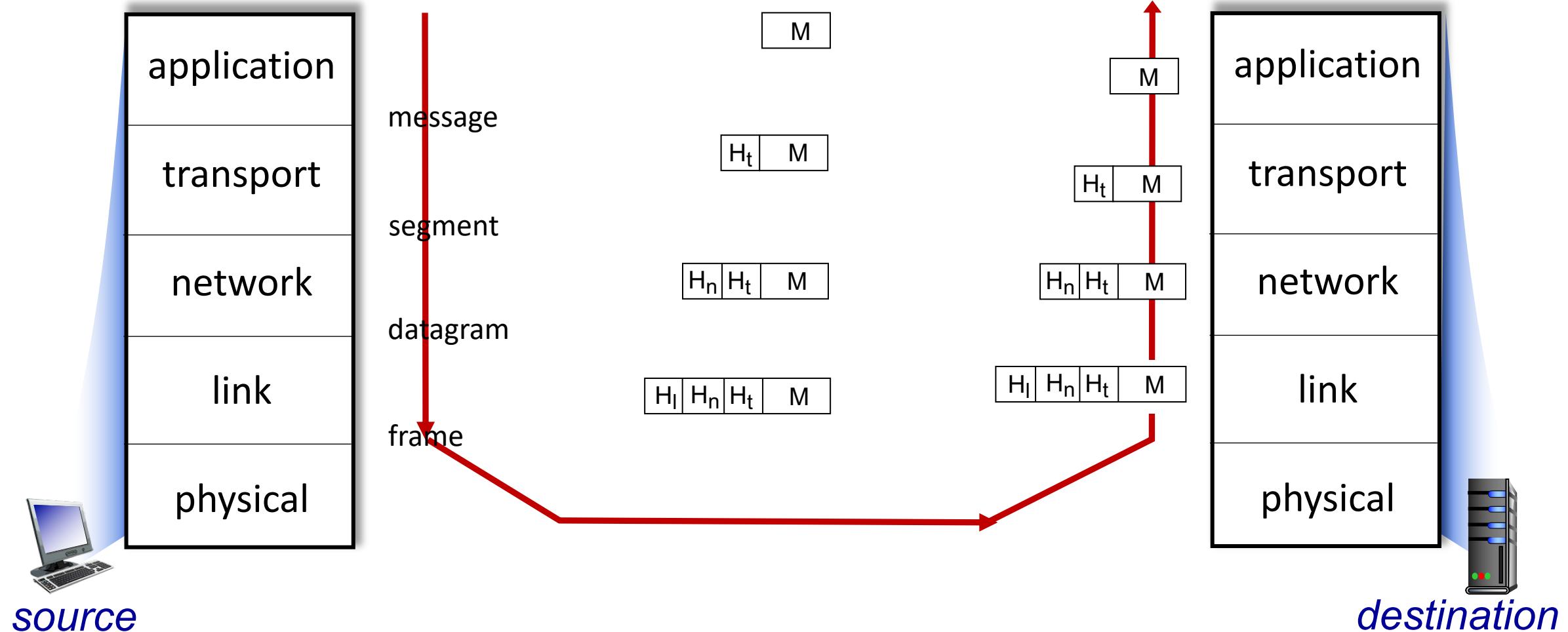
Services, Layering and Encapsulation



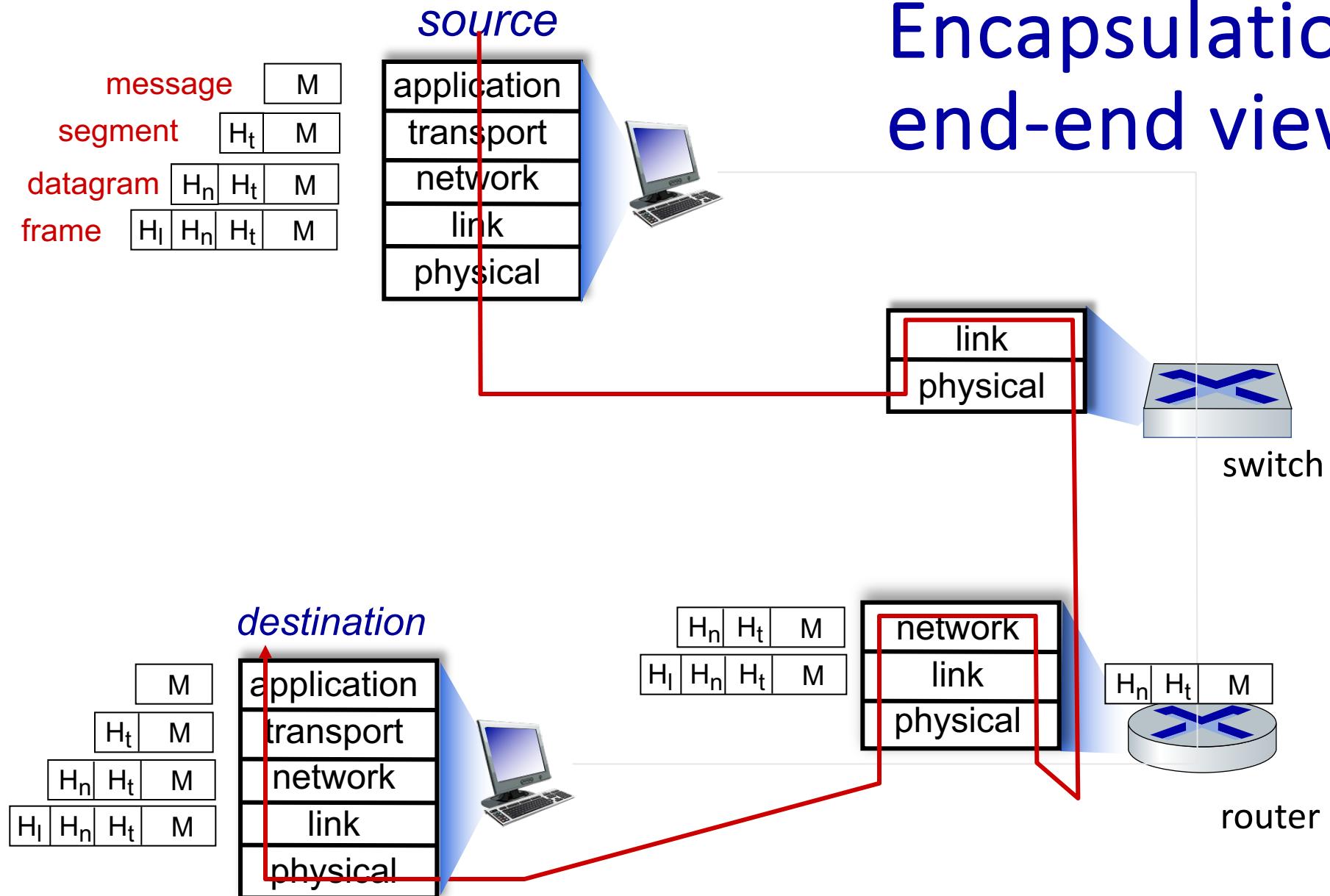
Services, Layering and Encapsulation



Services, Layering and Encapsulation



Encapsulation: an end-end view



Chapter 1: summary

We've covered a "ton" of material!

- Internet overview
- what's a protocol?
- network edge, access network, core
 - packet-switching versus circuit-switching
 - Internet structure
- performance: loss, delay, throughput
- layering, service models
- security
- history

You now have:

- context, overview, vocabulary, "feel" of networking
- more depth, detail, *and fun* to follow!