

CS 447/647

Physical Networking

What is Metcalfe's Law?

What are the use cases for different cabling? (UTP vs Fiber Optics)

What is the purpose of a VLAN?

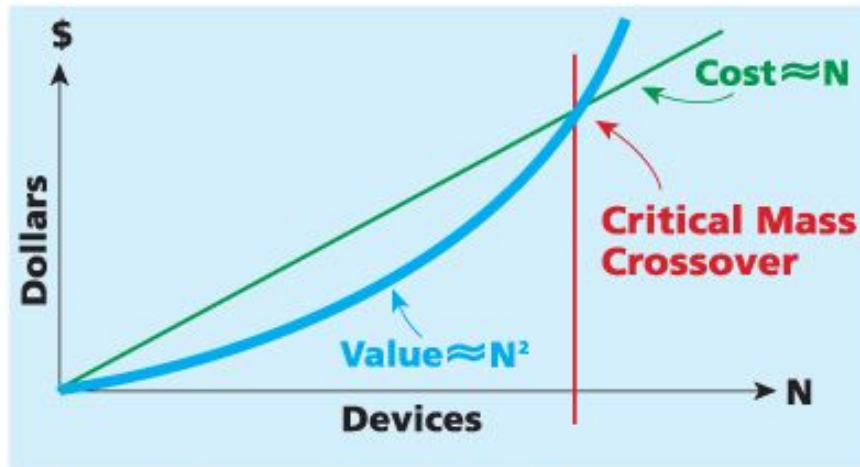
What devices operate at Layers 1, 2, and 3? (Hub, Switch, Router)

How to configure a network interface. (manual, static, and dhcp)

What is the purpose of a bridge?

Networking

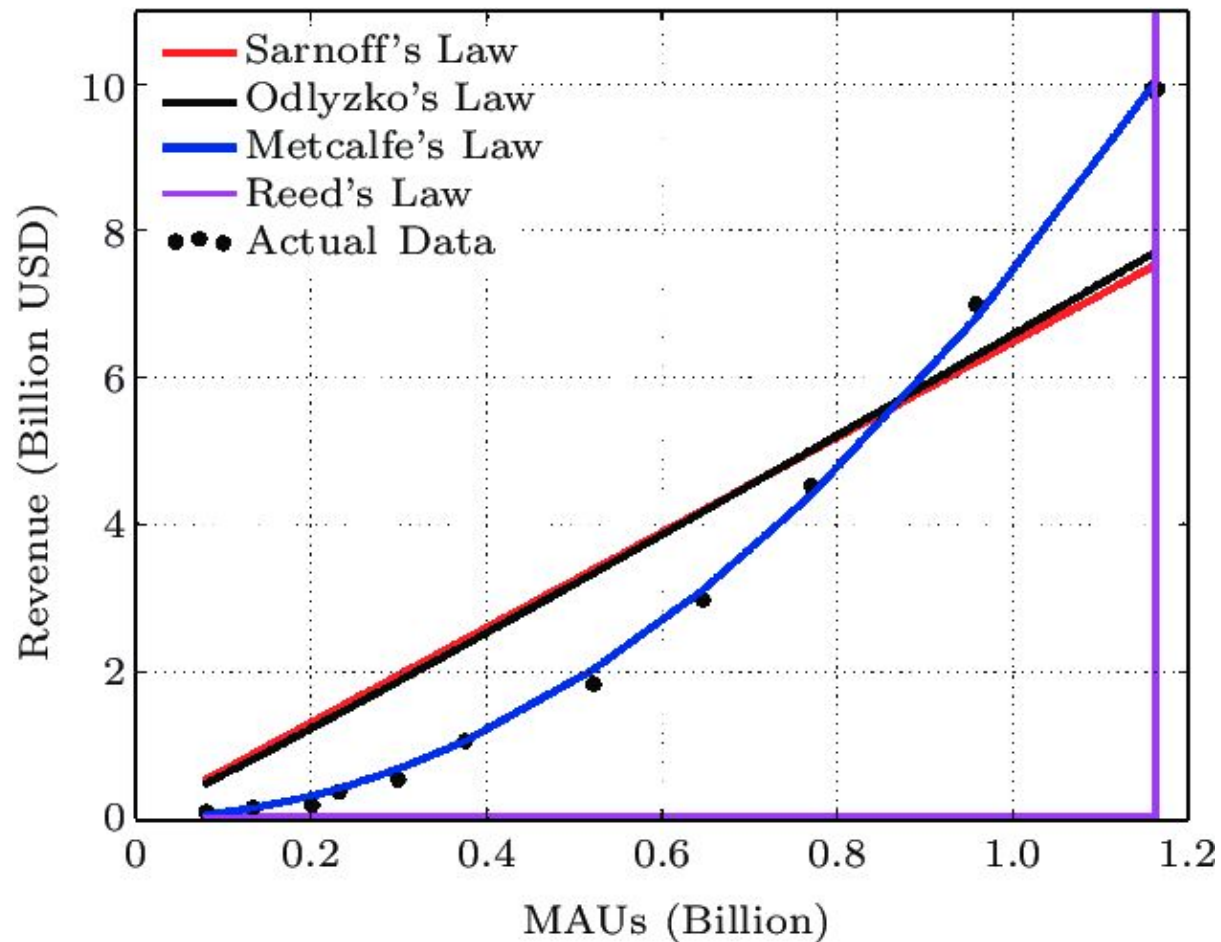
- Networking is ubiquitous
 - Metcalfe's Law
 - n^2



The Network Effect

Originally conceived as a way to sell more Ethernet cards, Metcalfe's Law postulates that the value of a network is proportional to the square of the number of users. In this essay the author wonders whether his law applies to other networks—namely, neurons in the human brain and transistors in supercomputers.

<https://www.forbes.com/forbes/2007/0507/052.html#4b9538ca47d3>



Networking

- Packetized data transport the most influential UNIX technology
 - CISCO - Stanford CS Department
- Fast and reliable networking is essential
- Virtualization Increasing
 - tap, tun, virtio, software-defined
- Real-world networking experience essential
- Ethernet is king
 - Some niche contenders: RDMA, Infiniband, Omni-Path

Elements of a Successful Network

- Develop a reasonable network design
- Select high-quality hardware
- Proper installation and documentation
- Competent ongoing operations and maintenance

Ethernet

- 95% of the world market
 - Bob Metcalfe's Ph.D Thesis at MIT
- CSMA/CD Model
 - Carrier Sense
 - See if anyone is talking before talking
 - Multiple Access
 - Anyone can talk – no tokens
 - Collision Detection
 - Did I interrupt someone else?
- Less important now with Point-to-Point switches
 - ARP

Year	Speed	Common name	IEEE#	Dist	Media ^a
1973	3 Mb/s	Xerox Ethernet	–	?	Coax
1976	10 Mb/s	Ethernet 1	–	500m	RG-11 coax
1989	10 Mb/s	10BASE-T	802.3	100m	Cat 3 UTP copper
1994	100 Mb/s	100BASE-TX	802.3u	100m	Cat 5 UTP copper
1999	1 Gb/s	1000BASE-T (“gigabit”)	802.3ab	100m	Cat 5e, 6 UTP copper
2006	10 Gb/s	10GBASE-T (“10 gig”)	802.3an	100m	Cat 6a, 7, 7a UTP
2009	40 Gb/s	40GBASE-CR4	P802.3ba	10m	UTP copper
		40GBASE-SR4		100m	MM fiber
2009	100 Gb/s	100GBASE-CR10	P802.3ba	10m	UTP copper
		100GBASE-SR10		100m	MM fiber
2018 ^b	200 Gb/s	200GBASE-FR4	802.3bs ^c	2km	CWDM fiber
		200GBASE-LR4		10km	CWDM fiber
2018 ^b	400 Gb/s	400GBASE-SR16	802.3bs	100m	MM fiber (16 strand)
		400GBASE-DR4		500m	MM fiber (4 strand)
		400GBASE-FR8		2km	CWDM fiber
		400GBASE-LR8		10km	CWDM fiber
2020 ^b	1 Tb/s	TbE	TBD	TBD	TBD

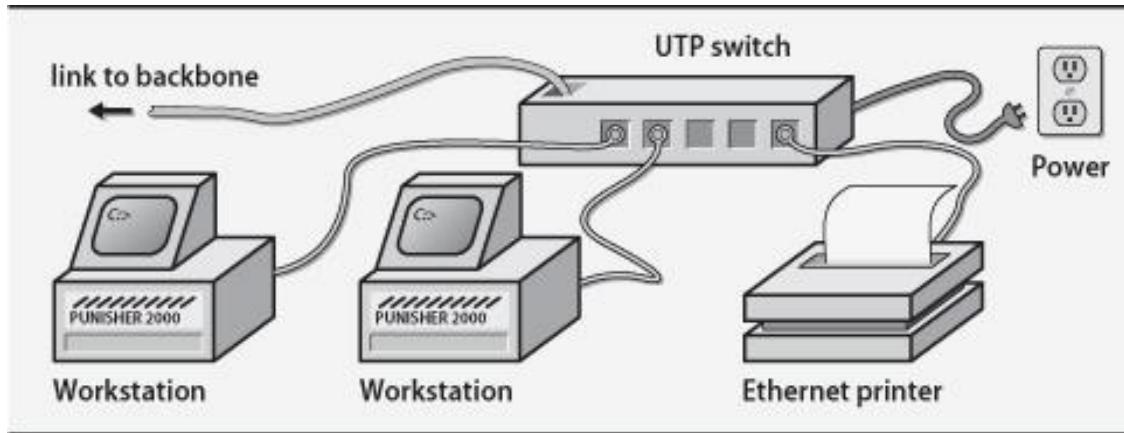
a. MM = Multimode, SM = Single-mode, UTP = Unshielded twisted pair,
CWDM = Coarse wavelength division multiplexing

b. Industry projection

c. We’ll give the benefit of the doubt and assume this lettering choice was an unfortunate coincidence.

Ethernet topology

- Branching bus with no loops



Packet Types

- Unicast Single host
- Multicast Group of hosts
- Broadcast All hosts on a segment
- Broadcast domain: the set of hosts that receive packets destined for the hardware broadcast address
 - 172.20.195.0/24
 - Gateway: 172.20.195.0
 - Broadcast: 172.20.195.255
 - 8 bit host network = $256 - 2$

UTP Unshielded twisted pair

- TIA/EIA-568A RJ-45 Wiring Standard

Pair	Colors	Pins
1	White/Blue	5/4
2	White/Orange	3/6
3	White/Green	1/2
4	White/Brown	7/8

- Gigabit and up require all 4 pairs

Parameter	Units	Cat 5 ^b		Cat 6	Cat 6a	Cat 7	Cat 7a	Cat 8
		Class D	Cat 5e	Class E	Class EA	Class F	Class FA	Class I
Frequency range	MHz	100	100	250	500	600	1000	2000
Attenuation	dB	24	24	21.7	18.4	20.8	60	50
NEXT ^a	dB	27.1	30.1	39.9	59	62.1	60.4	36.5
ELFEXT ^a	dB	17	17.4	23.2	43.1	46.0	35.1	–
Return loss	dB	8	10	12	32	14.1	61.93	8
Propagation delay	ns	548	548	548	548	504	534	548

a. NEXT = Near-end crosstalk, ELFEXT = Equal level far-end crosstalk

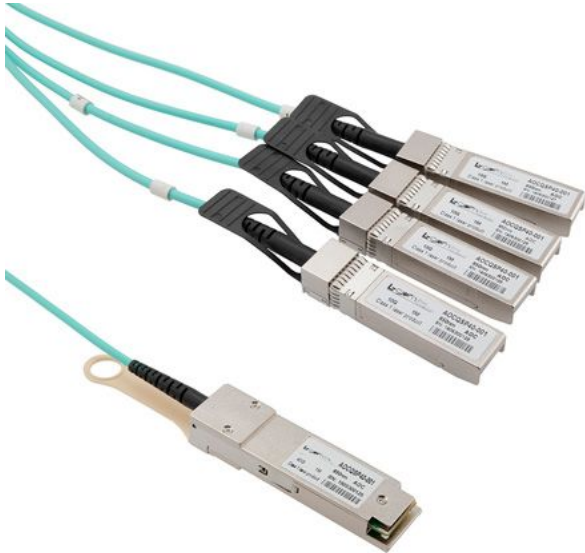
b. Includes additional TIA and ISO requirements TSB95 and FDAM 2, respectively

Optical Fiber

- Used in cases where copper is not adequate
- Carries signal further than copper
- Resistant to electrical interference
- Types of fiber:
 - Multi-mode: multiple rays of light - LEDs
 - 850 nm and 1300 nm wavelengths
 - Single mode: expensive endpoints - Lasers
 - 1310 or 1550 nm wavelengths
- Coarse wavelength division multiplexing
 - Uses multiple wavelengths of light

Optical Fiber

- Over 30 types of connectors
 - SFP+ common for 10Gb

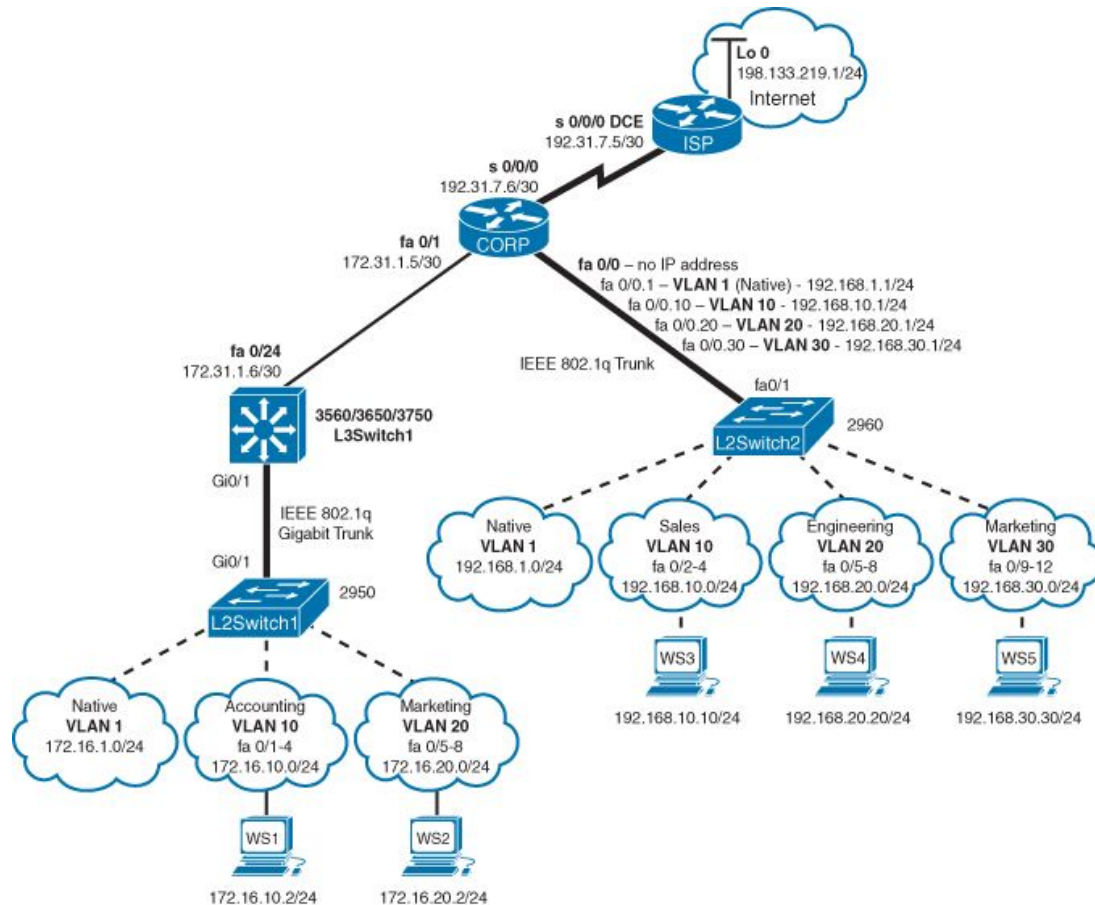


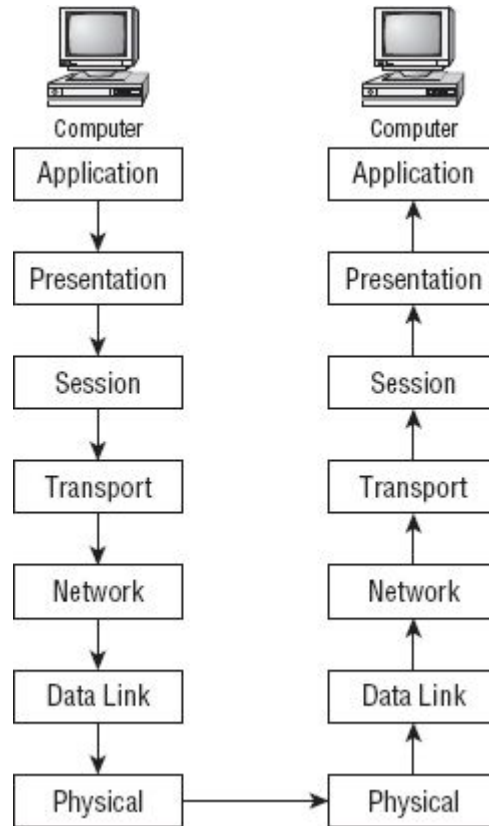
Ethernet connection and expansion

- Repeaters / Hubs - Layer 1 – Physical
 - 10 Mb/s 4 hubs max
 - 100 Mb/s 2 hubs max
 - 1 Gb/s 1 hub max
- Switches – Layer 2 – Data link
 - Count starts over with switches
- Routers – Layer 3 – Network
 - Connects different network types
 - pfSense



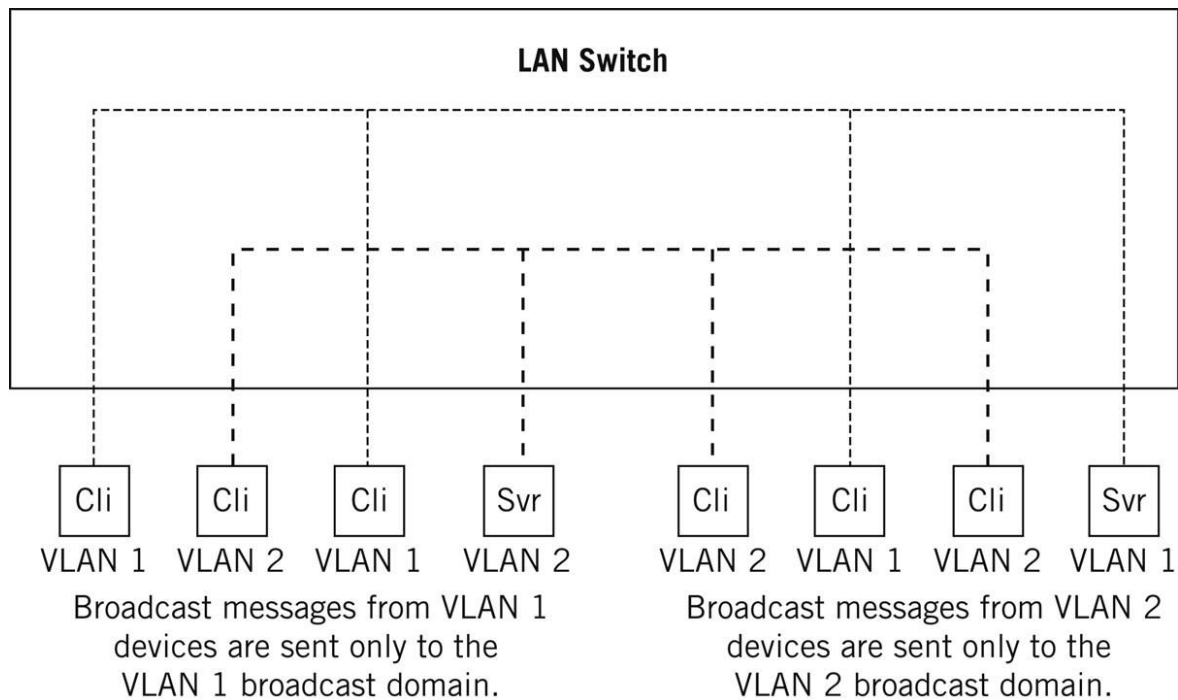






VLANs

- Virtual Local Area Networks
- VLAN is a group of ports that belong to the same logical segment
- Allows us to isolate traffic on the same switch



Ethernet Frame Structure

Destination Address 6 bytes	Source Address 6 bytes	Tag 4 bytes	Type 2 bytes	Information 46–1500 bytes	FCS 4 bytes
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Tag Protocol ID 16 bits	Priority 3 bits	CFI 1 bit	VLAN ID 12 bits
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TPID:
0 × 8100 (default),
0 × 9100,
0 × 9200

802.1p
priority levels
(0–7)

VID (unique):
0 to 4095

(Canonical Format Indicator: 0 = canonical MAC, 1 = noncanonical MAC)

Ethernet q-in-q VLAN tags

DA	SA	Type	Data	FCS	Original Ethernet Frame
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DA	SA	Tag	Type	Data	FCS	802.1q Tagged Frame
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DA	SA	Tag	Tag	Type	Data	FCS	Doubly-Tagged Frame
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- Auto-negotiation
 - Usually works
- PoE: Power over Ethernet
 - More expensive
 - Additional power requirements
- Jumbo Frames – +10% performance
 - > 1500 bytes
 - 9k – 64k bytes



Wireless Ethernet

- WAPs Wireless access points
 - Apple Airport Extreme
 - OpenWRT Linux based
- 802.11g 2.4 GHz 54Mb/s
- 802.11n 5 GHz 600Mb/s
- 802.11ac 5 GHz 1000Mb/s
- Wireless Security
 - WEP – do not use – not secure < 1min
 - WPA2 – use this instead

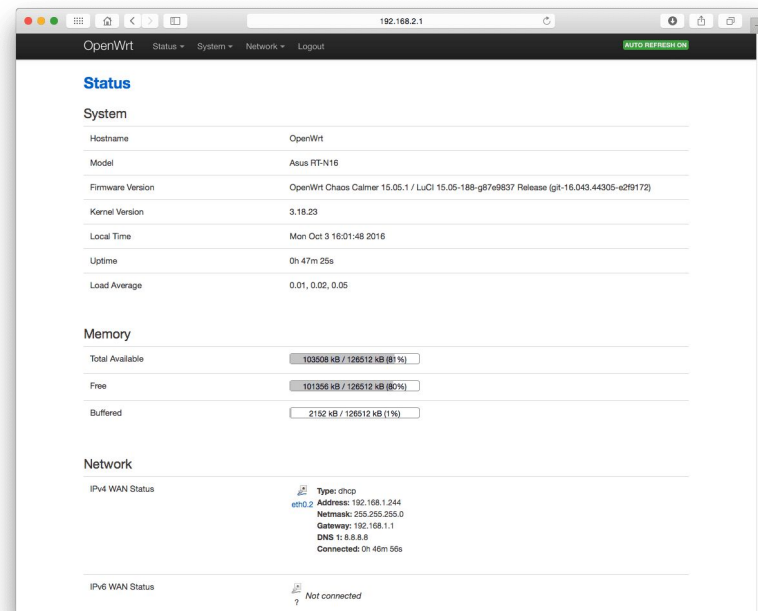
Wireless Ethernet

- Microwave
 - Outdoor
 - Long-distance



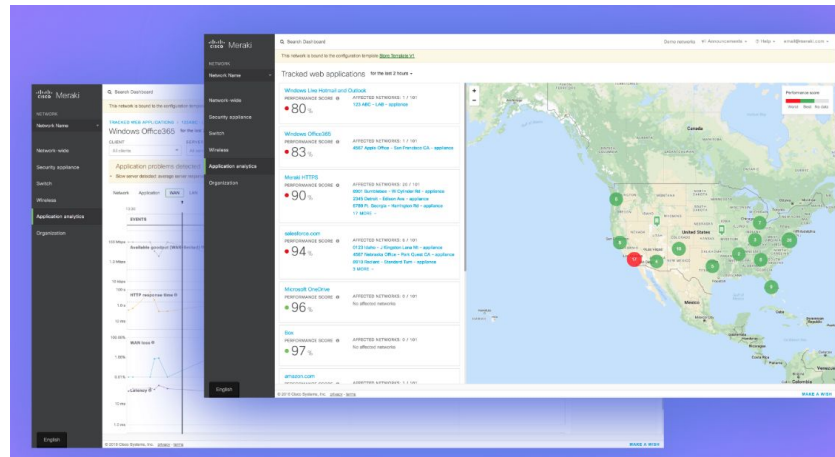
Wireless Ethernet

- OpenWRT
 - Linux Operating System for embedded devices
 - Package Management
 - Performance
 - Stability



Software Defined Networking

- Separate physical from functional
 - Flexibility
 - Management
- Data-plane is programmable
 - OpenVSwitch
- Same subnet across a geographic area
 - Generic Routing Encapsulation
 - Secure path through a public network
 - Virtual Point-2-Point
- Monitoring

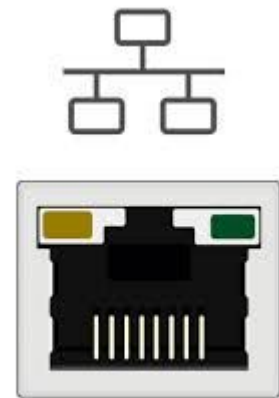


Future

- Migrate to 200 Gig Ethernet and beyond
 - Kernel Bypass
 - <https://lwn.net/Articles/629155/>
 - 120ns per pack at 10Gb/s
 - > 3GHz
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Network Testing and Debugging

- Check the status “idiot” lights
- Hand-held cable analyzer
 - Time domain reflectometry TDR
 - Fluke LanMeter
 - T-berd FireBERD line analyzer jdsu.com
- Packet sniffer – Wireshark
- Cable Testers



Building Wiring

- UTP – use Cat 6a for new wiring
- Connections to offices
 - Install 2 to 4 connections per office
 - Telephones – Visitors – Laptops – Demo
 - Much cheaper to run cables once
 - Materials only 5% - 10% of total cost
 - People buy switches when they run out of ports

Wiring standards

Termination type	Color	Code ^a	Comments
Demarcation point	Orange	150C	Central office terminations
Network connections	Green	353C	Also used for aux circuit terminations
Common equipment ^b	Purple	264C	Major switching/data eqpt. terminations
First-level backbone	White	–	Cable terminations
Second-level backbone	Gray	422C	Cable terminations
Station	Blue	291C	Horizontal cable terminations
Interbuilding backbone	Brown	465C	Campus cable terminations
Miscellaneous	Yellow	101C	Maintenance, alarms, etc.
Key telephone systems	Red	184C	–

a. Pantone Matching System color code

b. PBXes, hosts, LANs, muxes, etc.

Network Design Issues

Network design consists of:

- Type of media to be used UTP vs. Fiber
- Topology and routing of cables
- Use of switches and routers

Network Design (cont.)

- Network architecture vs. building arch.
 - They must coexist
- Existing buildings
 - Maintain integrity of firewalls
 - Run extra cables whenever possible
 - Especially in hard to reach places
- Expansion – plan for the future
 - Single-mode fiber
 - Run a lot of strands

Network Design (cont.)

- Minimize Congestion
 - Your network is only as good as its weakest link
 - Subnet high traffic areas, experimentation
- Maintenance and documentation
 - Label cables at both termination points
 - Update network maps
 - Install routers between political and administrative domains
 - Joints useful for debugging - isolation

Management Issues

- Typical environment:
 - Backbone between buildings
 - Departmental subnets
 - Group subnets within a department
 - Connections to the outside world

Things to Centralize

- Network design, subnets, routers, switches, etc.
- The backbone cable, connections
- Host IP Addresses, hostnames, subdomain names
- Protocols, ensure they interoperate
- Routing policy to the Internet