



Trinity College Dublin

Coláiste na Tríonóide, Baile Átha Cliath

The University of Dublin

CS2031 Telecommunications II

Introduction

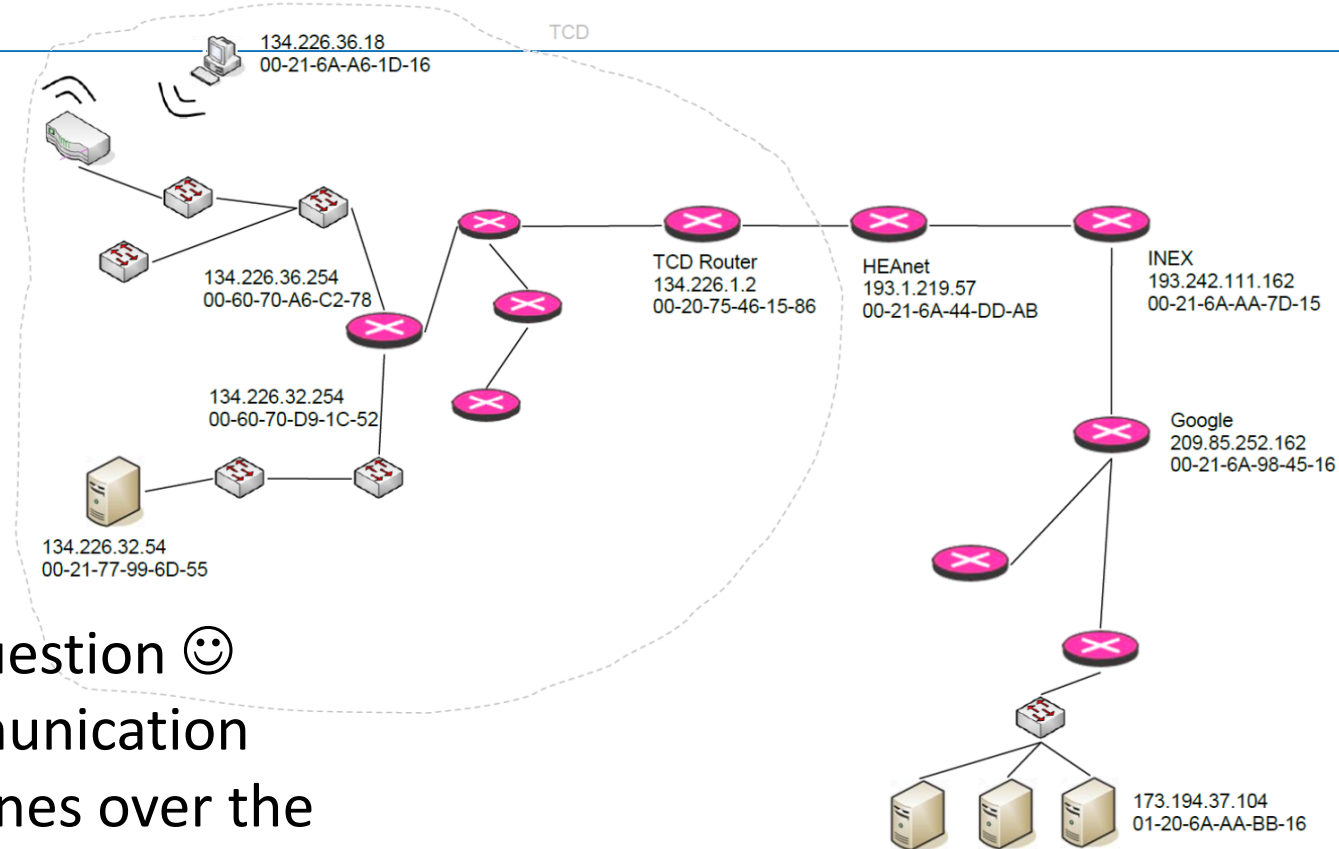
Stefan Weber

sweber@tcd.ie

Overview

- Motivation/HTML use-case
- Housekeeping
- Overview of Assignments

Common Scenario



Recent Interview Question 😊

“Describe the communication between two machines over the Internet in as much detail as you can.”

Dublin-located Games Company,
2014: 67 million players, 7.5mil/hr at peak

Clients & Servers



www.scss.tcd.ie



URL: <http://www.scss.tcd.ie/index.html>



SCSS Webserver

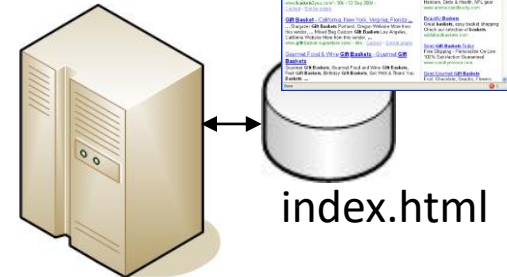
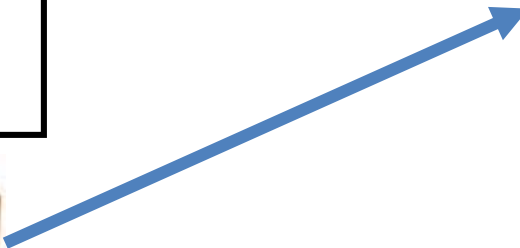
Clients & Servers

URL: <http://www.scss.tcd.ie/index.html>



To: www.scss.tcd.ie:80

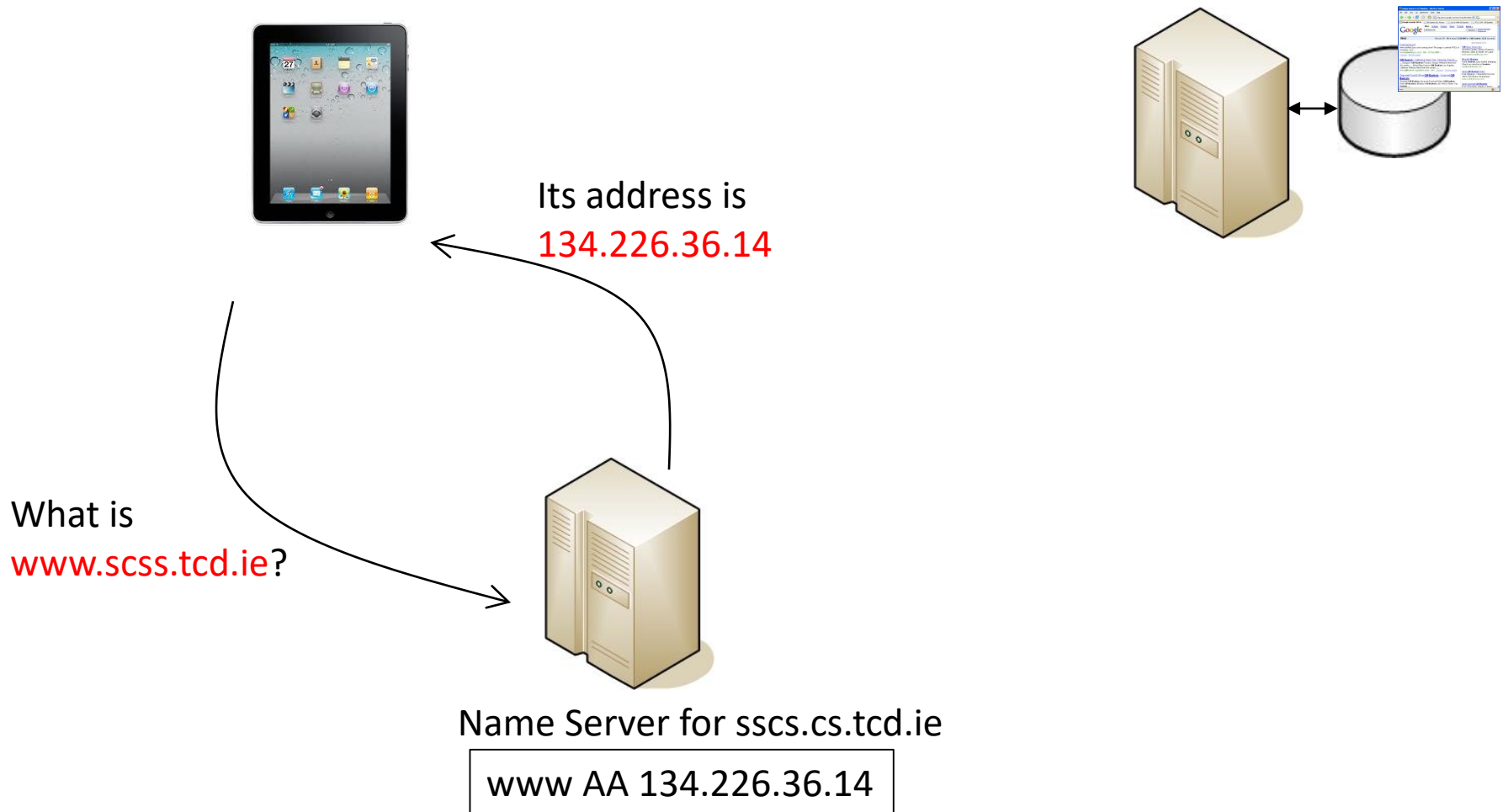
GET index.html HTTP/1.1
Host: www.scss.tcd.ie
Connection: keep-alive
....



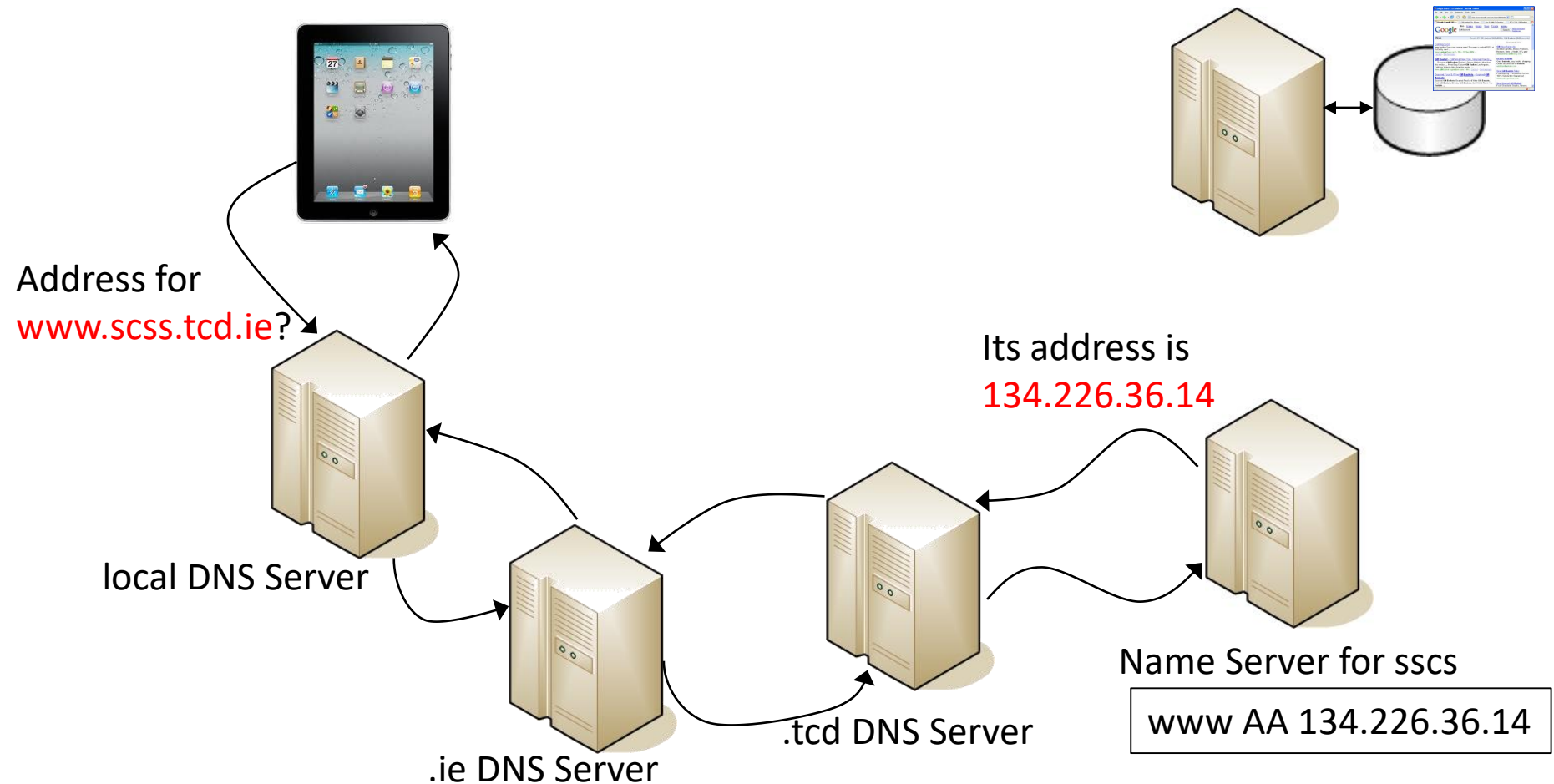
www.scss.tcd.ie



Domain Name Servers (DNS)



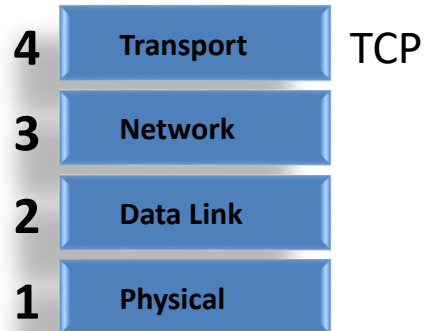
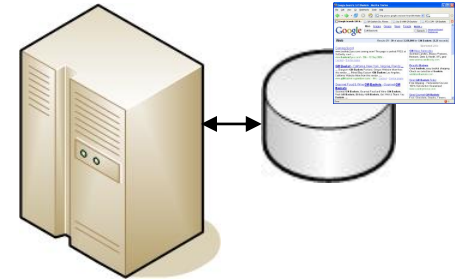
Domain Name Servers (DNS)



Transport Layer



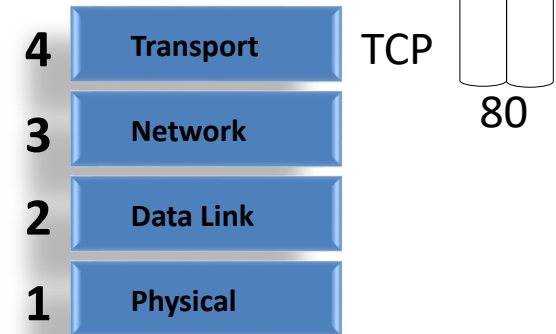
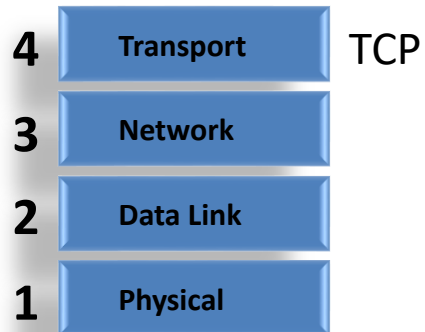
I need to talk to **134.226.36.14 :80**



Transport Layer



I need to talk to 134.226.36.14 :80

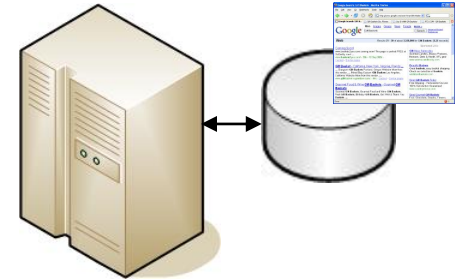


Transmission Control Protocol (TCP)

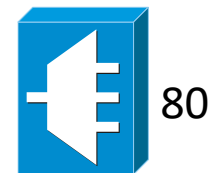


I need to talk to **134.226.36.14 :80**

`socket.connect (134.226.36.14, 80)`



TCP Socket

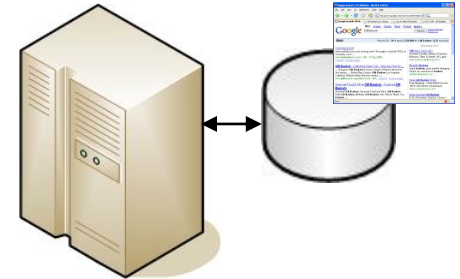
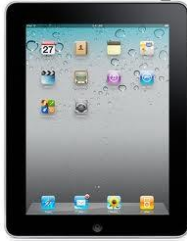


Incoming



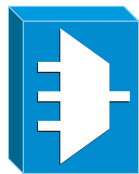
Outgoing

Transmission Control Protocol (TCP)



I need to talk to 134.226.36.14

`socket.connect (134.226.36.14, 80)`



TCP Socket



Incoming



Outgoing

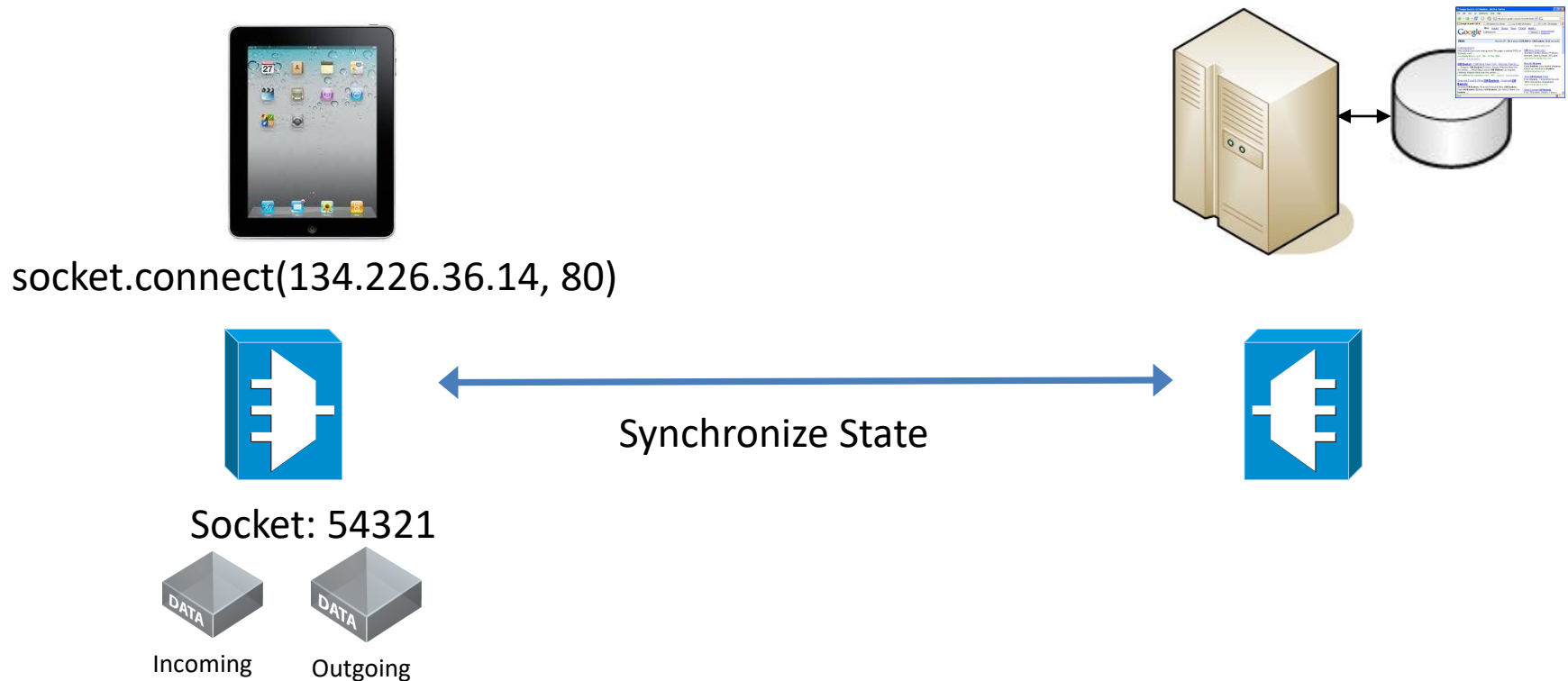


Incoming



Outgoing

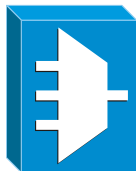
Transmission Control Protocol (TCP)



TCP Packet: Header & Payload



socket.connect(134.226.36..



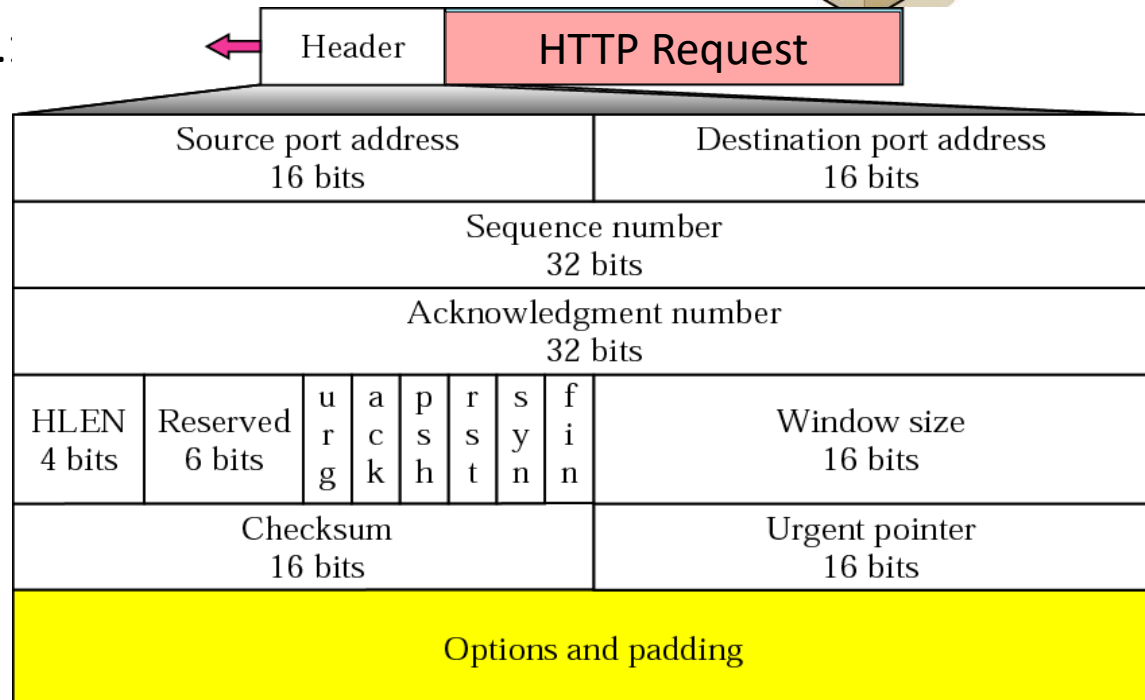
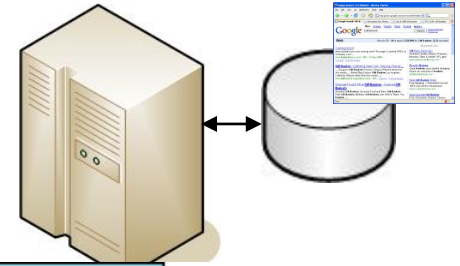
Socket: 54321



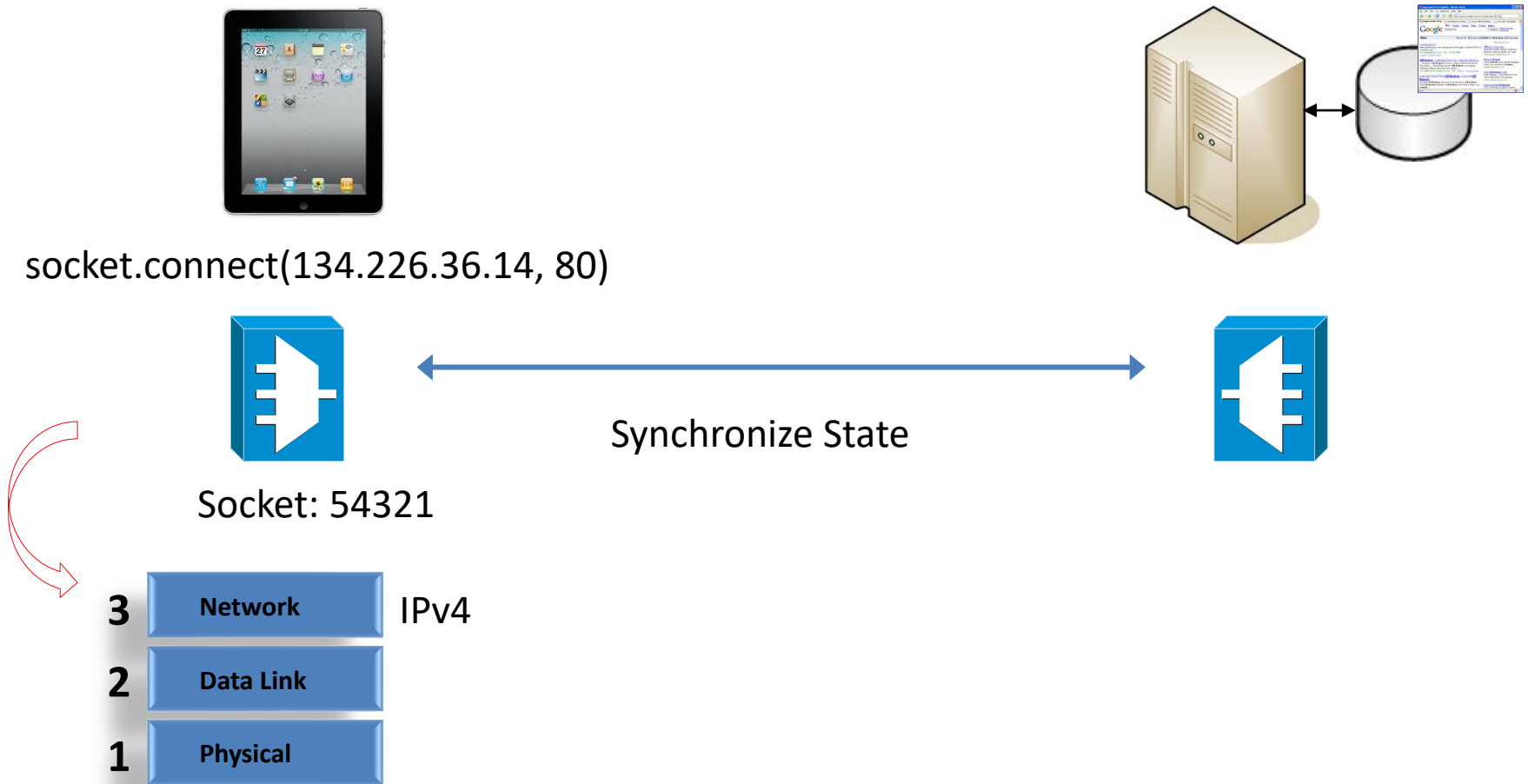
Incoming



Outgoing



Transmission Control Protocol (TCP)



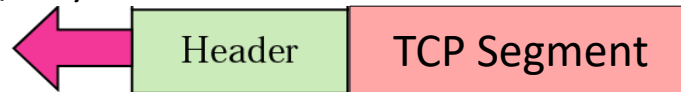
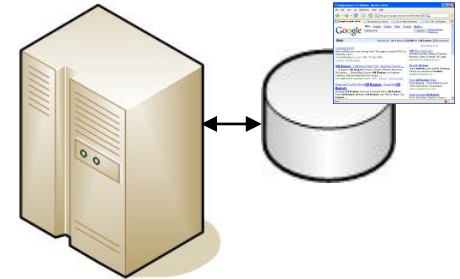
Internet Protocol (IPv4)



`socket.connect(134.226.36.14, 80)`



Socket: 54321



VER 4 bits	HLEN 4 bits	DS 8 bits	Total length 16 bits	
Identification 16 bits			Flags 3 bits	Fragmentation offset 13 bits
Time to live 8 bits		Protocol 8 bits	Header checksum 16 bits	
Source IP address				
Destination IP address				
Option				

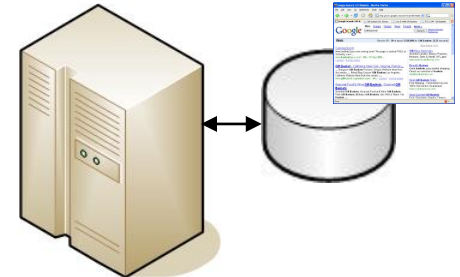
Internet Protocol (IPv4)



`socket.connect(134.226.36.14, 80)`



Socket: 54321



134.226.36.14

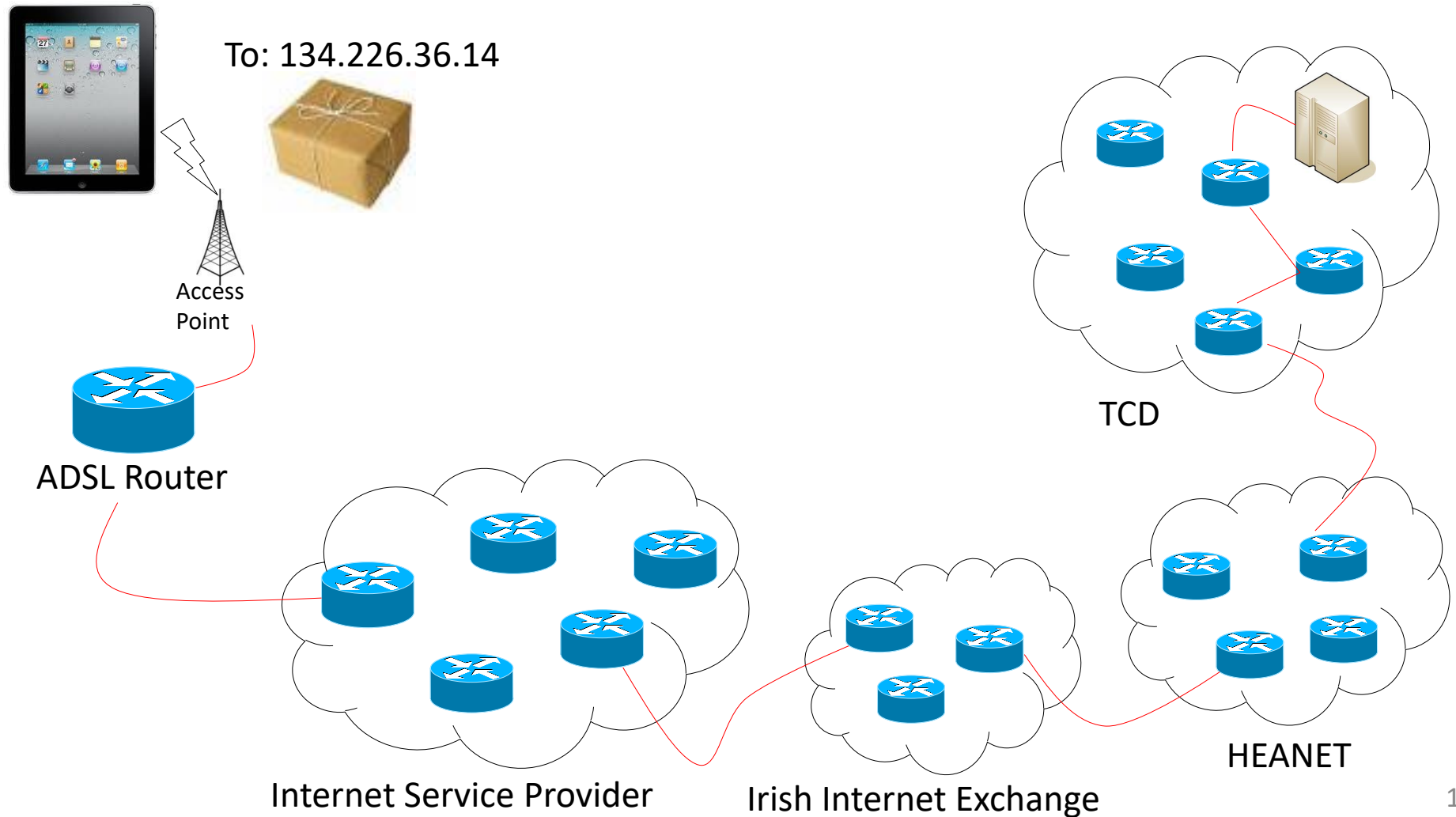
	20		40	
				0
TTL: 128				
Src Addr: 134.226.34.15				
Dst Addr: 134.226.36.14				
Src Prt: 54321			Dst Prt: 80	
Initial Seq. Num: 333				
20				

SYN FLAG

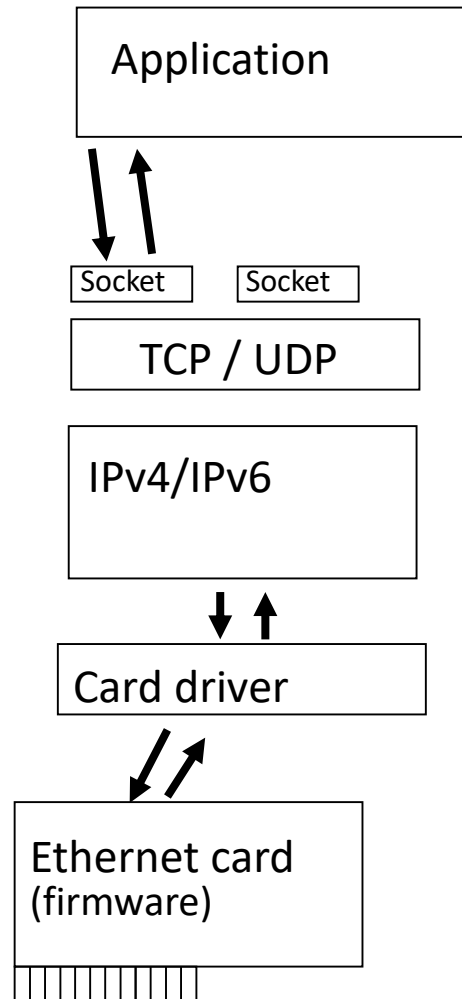
IP Header

TCP Header

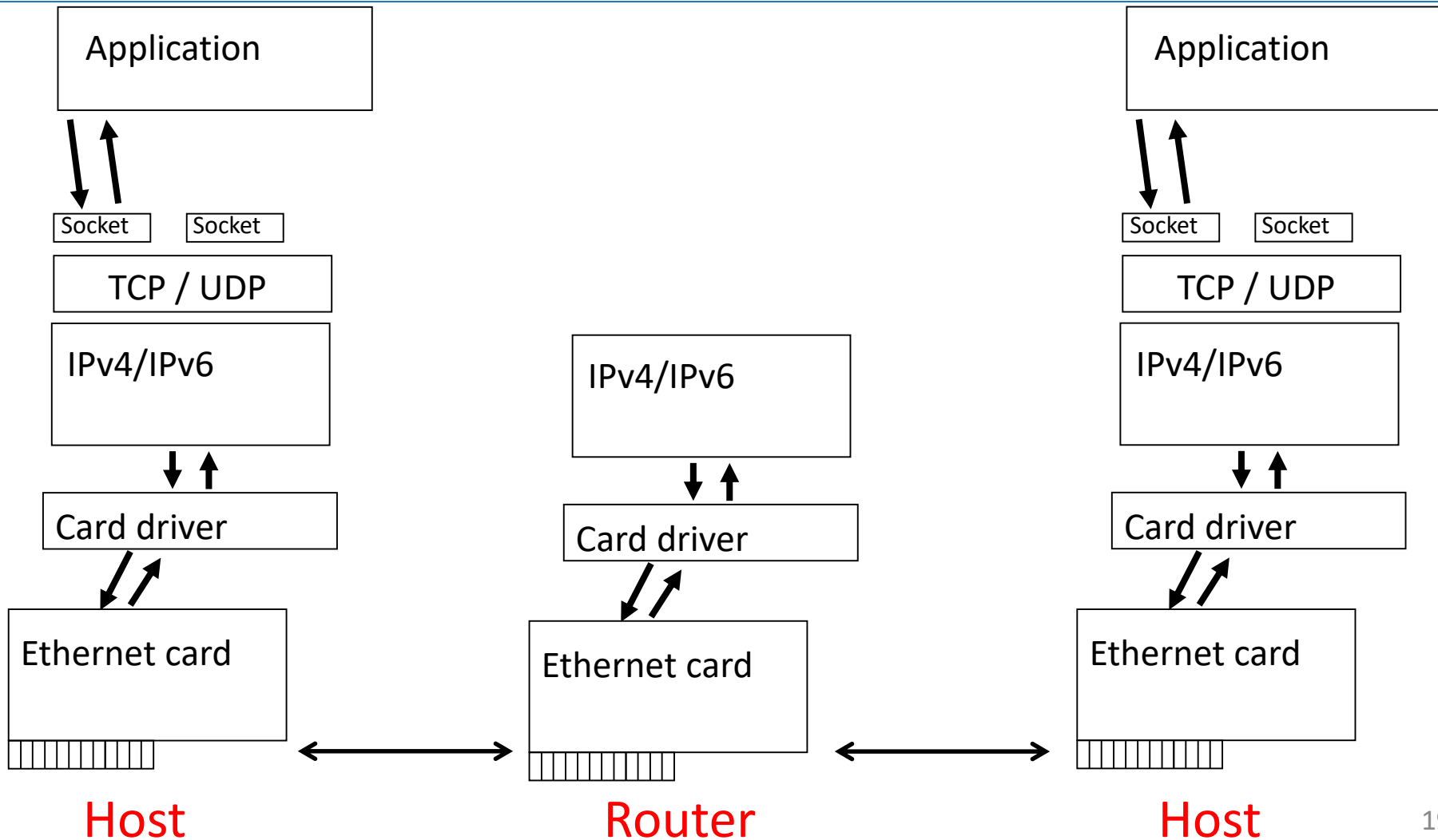
Internet: Network of Networks



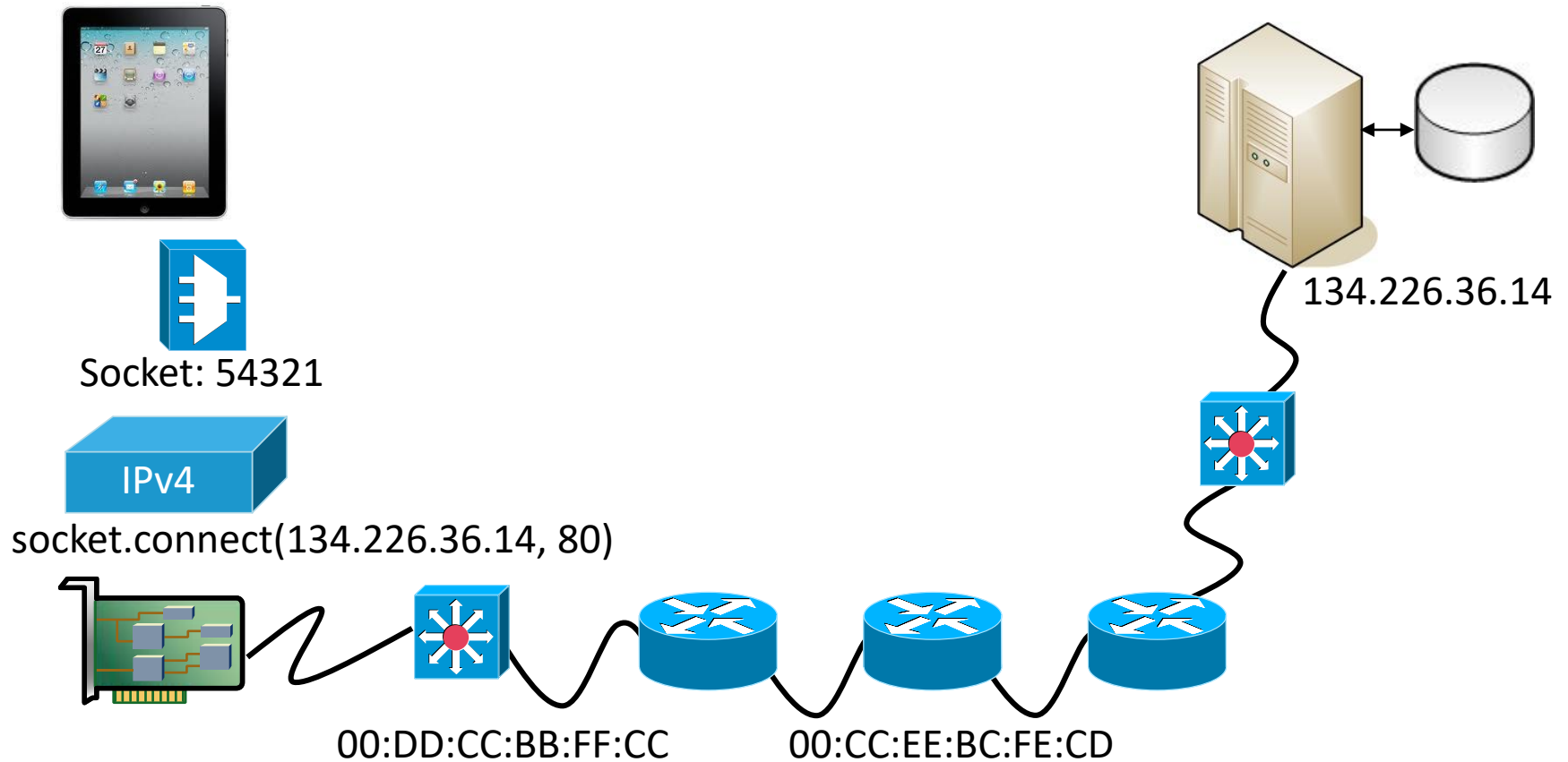
Layer 4 to Layer 2



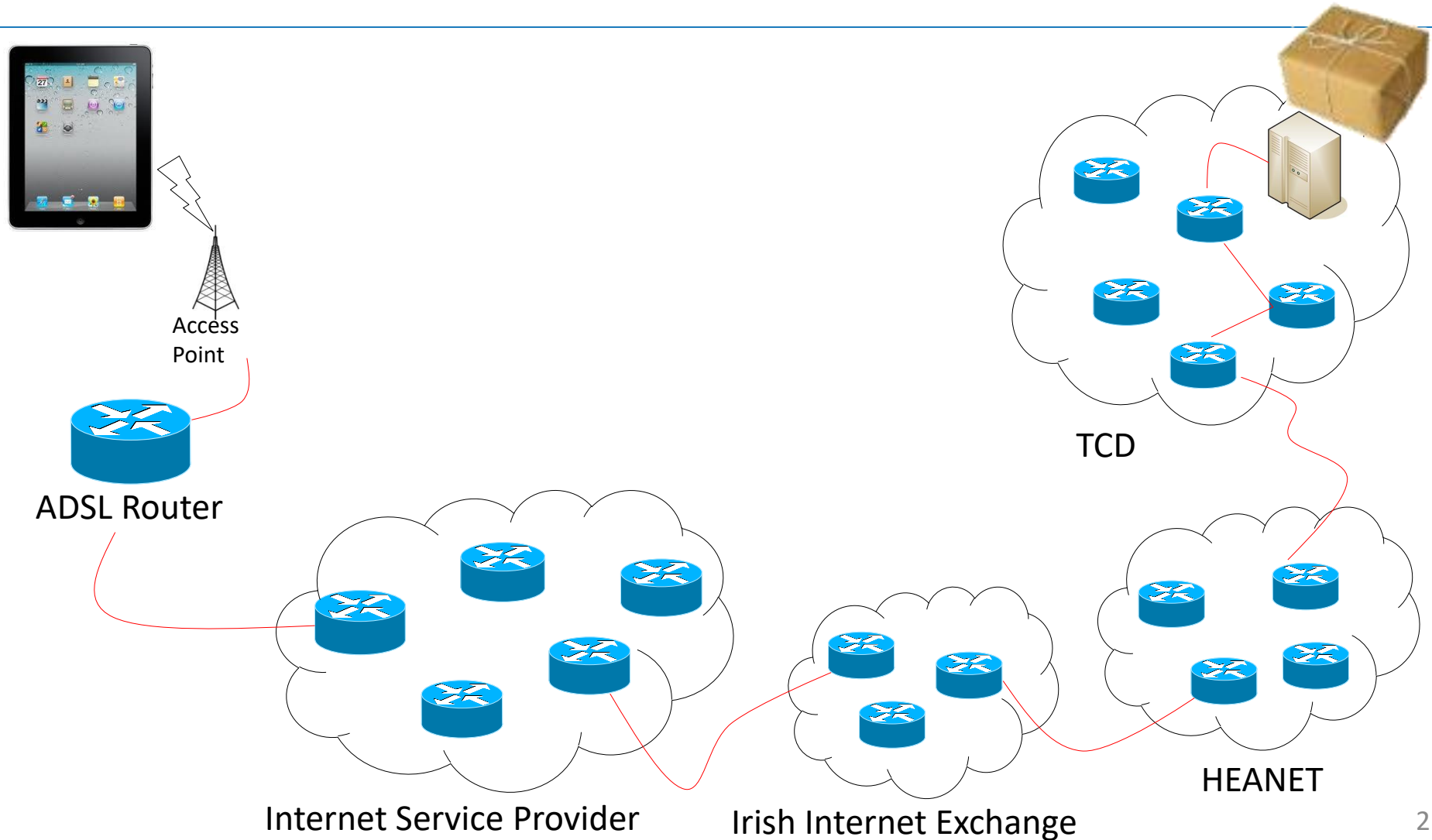
Host to Router to Host



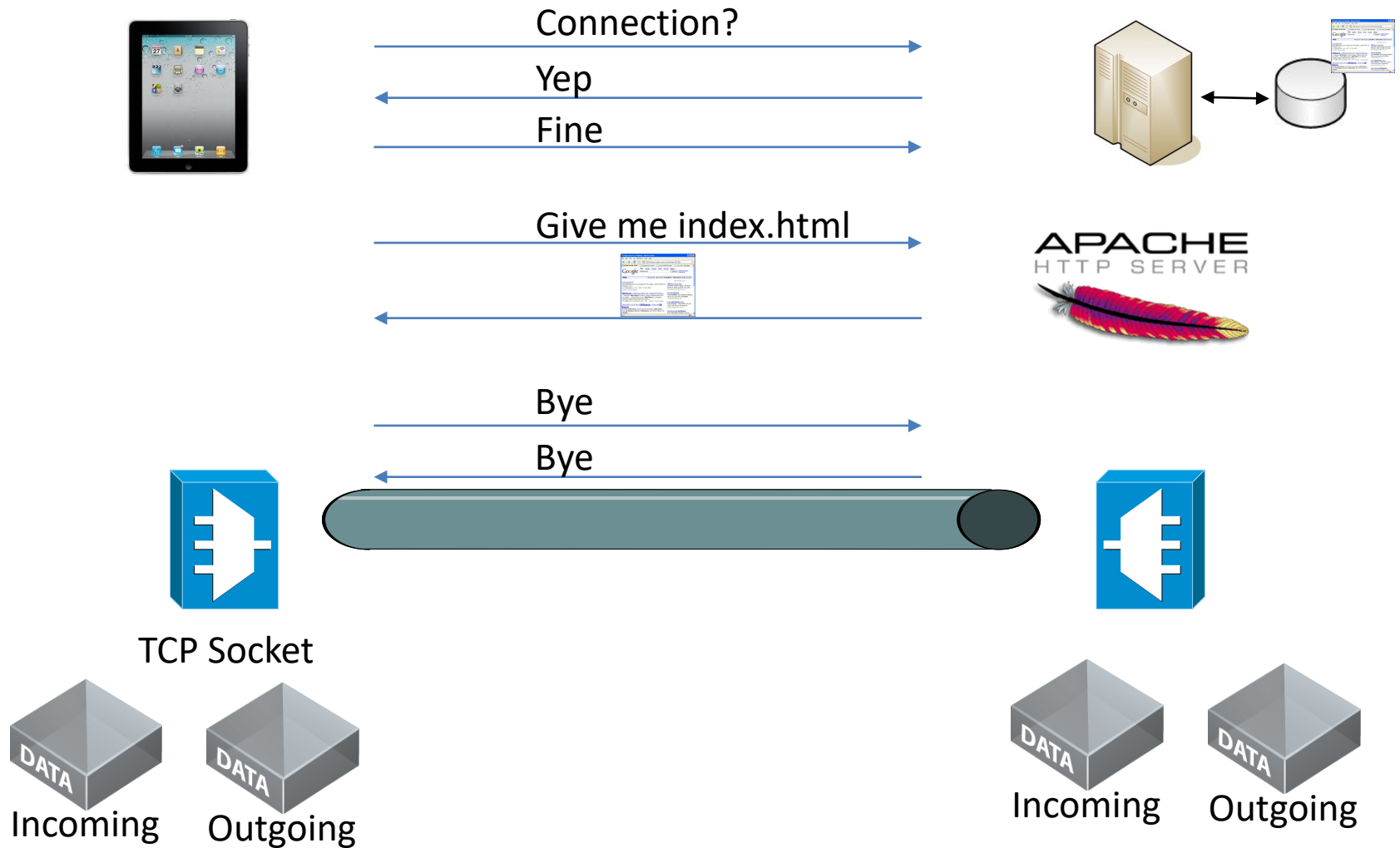
Ethernet between Routers



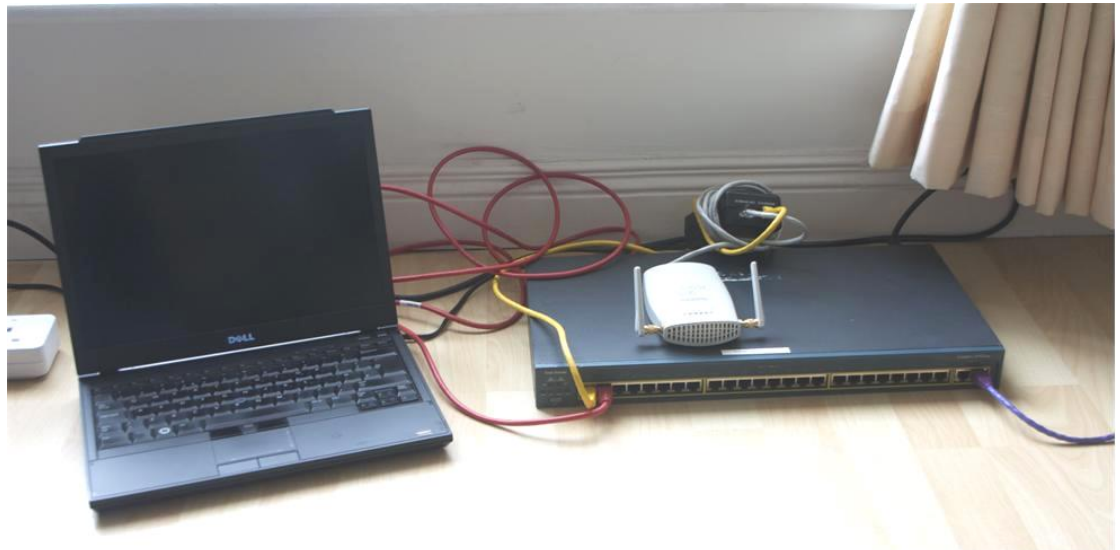
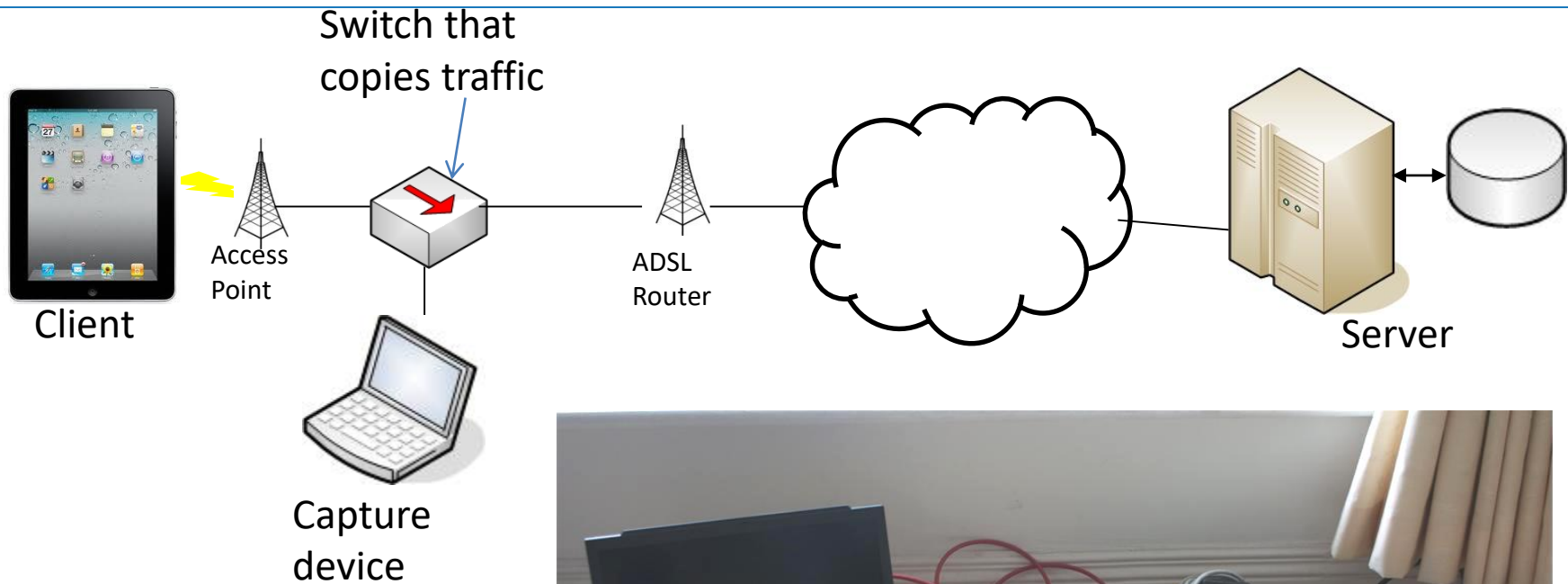
Internet: Network of Networks



Message Exchange



Capturing Traffic



Captured IP Packets

192.168.1.110	78 49536 > 80 [SYN] Seq=2805732566 win=65535 Len=0 MSS=1460 WS=16
	66 80 > 49536 [SYN, ACK] Seq=2374059617 Ack=2805732567 win=14600
192.168.1.110	60 49536 > 80 [ACK] Seq=2805732567 Ack=2374059618 win=262144 Len=0
192.168.1.110	326 [TCP segment of a reassembled PDU]
192.168.1.110	236 POST /ep.php HTTP/1.1 (application/x-www-form-urlencoded)
	60 80 > 49536 [ACK] Seq=2374059618 Ack=2805732839 win=15744 Len=0
	60 80 > 49536 [ACK] Seq=2374059618 Ack=2805733021 win=16768 Len=0
	427 HTTP/1.1 200 OK (text/html)
192.168.1.110	60 49536 > 80 [ACK] Seq=2805733021 Ack=2374059991 win=261760 Len=0
192.168.1.110	60 49536 > 80 [FIN, ACK] Seq=2805733021 Ack=2374059991 win=262144
	60 80 > 49536 [FIN, ACK] Seq=2374059991 Ack=2805733022 win=16768

POST /ep.php HTTP/1.1
Host: foo.bar.com
User-Agent: foo/1.5 CFNetwork/548.1.4 Darwin/11.0.0
Content-Length: 182
Accept: */*
Accept-Language: en-us
Accept-Encoding: gzip, deflate
Content-Type: application/x-www-form-urlencoded
Connection: keep-alive

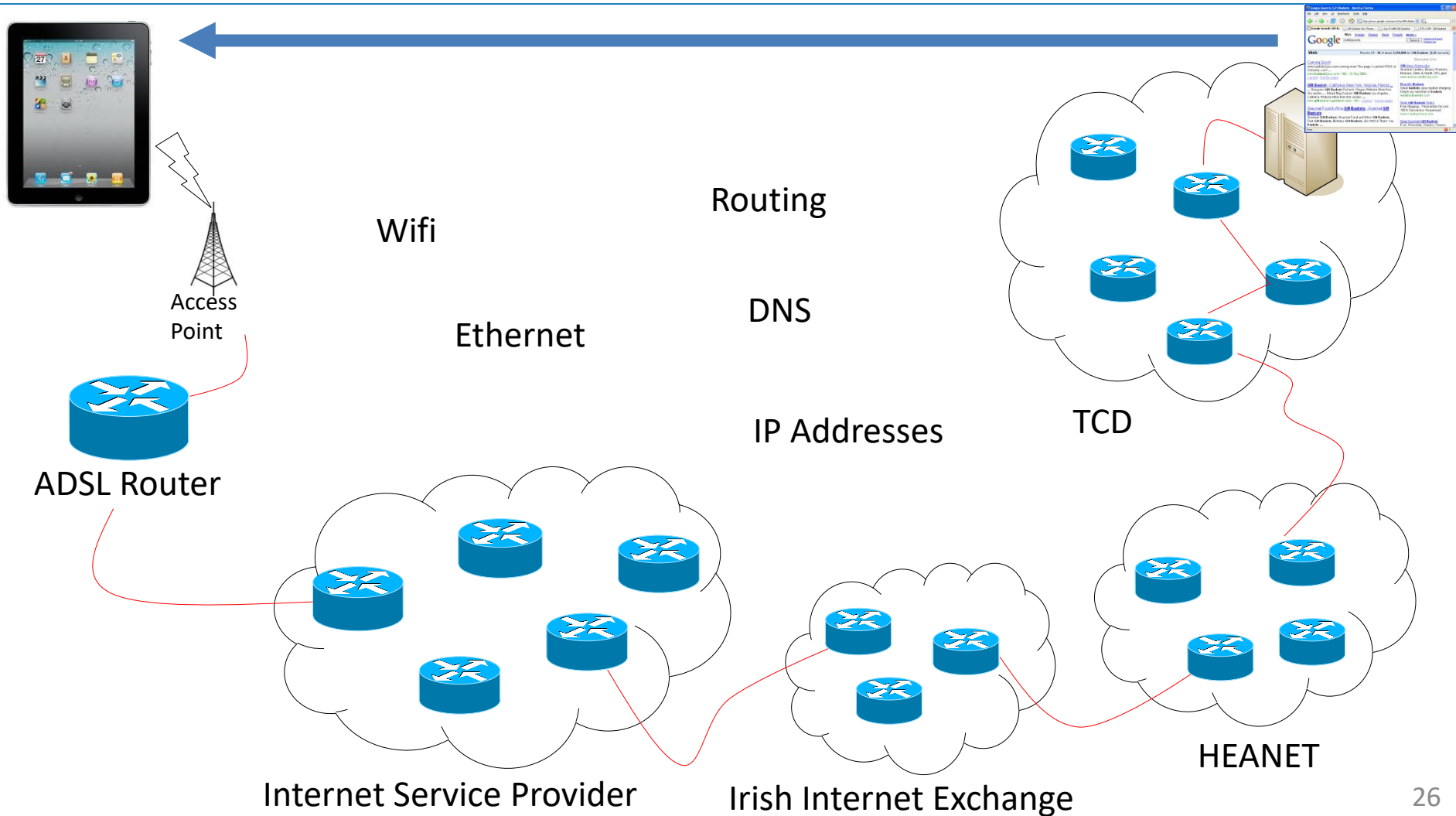
udid=09e83bc00abc45f01f4935adf46803635052e677&
rand=985268246&hash=a4ae73033d507f4d1c99781d6e30d592&
action=getStatus¶ms=rating%3Ainvites%3Agifts%3Aposts
%3AblogDate&lang=en&ver=1.5

Another Example

```
POST /game/mobile?h=ff518de9a04 HTTP/1.1
Host: en8.forgeofempires.com
Accept: */*
Accept-Encoding: gzip,deflate
Cookie: sid=450gr3xiwf28
X-Requested-With: XMLHttpRequest
User-Agent: Mozilla/5.0 (iPad; CPU OS 8_3 like Mac OS X) AppleWebKit/600.1.4
(KHTML, like Gecko) Mobile/12F69
Content-Length: 401
Content-Type: application/x-www-form-urlencoded
```

```
HTTP/1.1 200 OK
Server: nginx
Date: Fri, 17 Apr 2015 18:01:18 GMT
Content-Type: application/json
Transfer-Encoding: chunked
Connection: keep-alive
X-Powered-By: PHP/5.5.18-1~dotdeb.1
P3P: CP="IDC DSP COR ADM DEVi TAIi PSA PSD IVAi IVDi CONi HIS OUR IND CNT"
X-JoinUs: If you found it and want help us improving our Games, go to
career.innogames.com and mention this header!
Cache-Control: public
Content-Encoding: gzip
```

Endgoal...



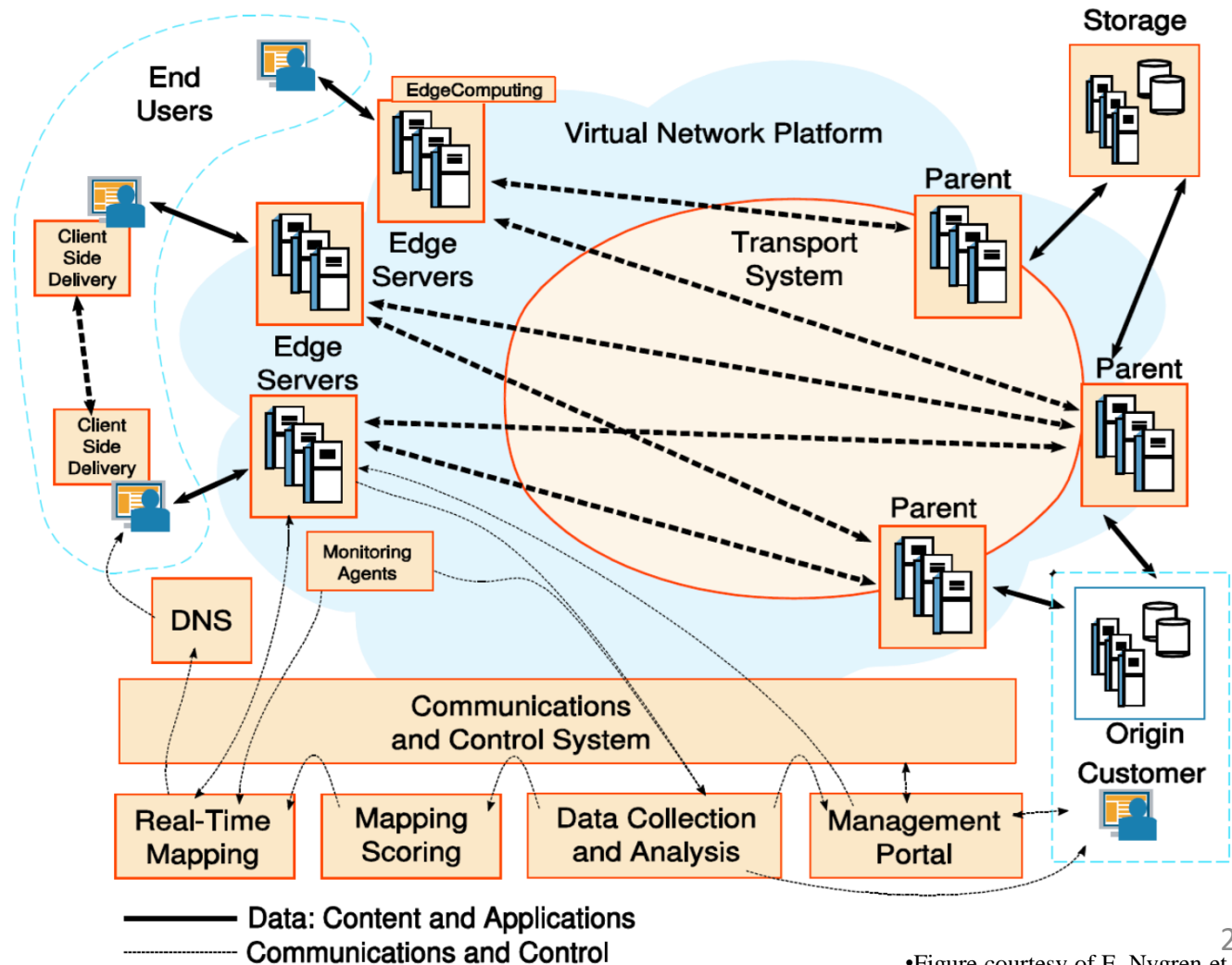
Advanced Topics

(Topics not in Textbooks)

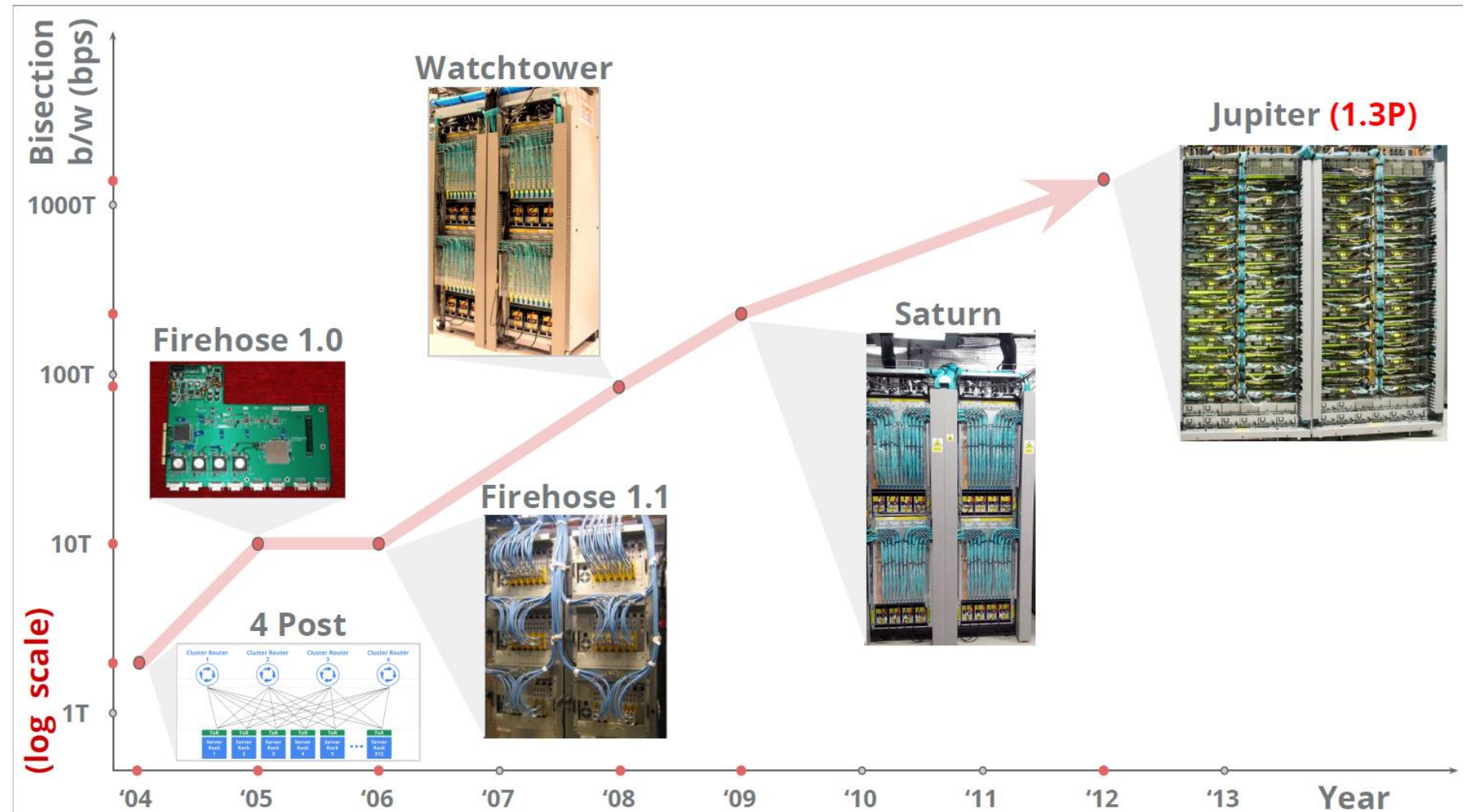
- Data Centre Comms
 - Amazon/Google/etc Services
- Software-Defined Networking
- Network-Function Virtualization
- Data-Centric Networking
- Content-Delivery Networks
- Internet-of-Things (IoT)

Akamai Scenario

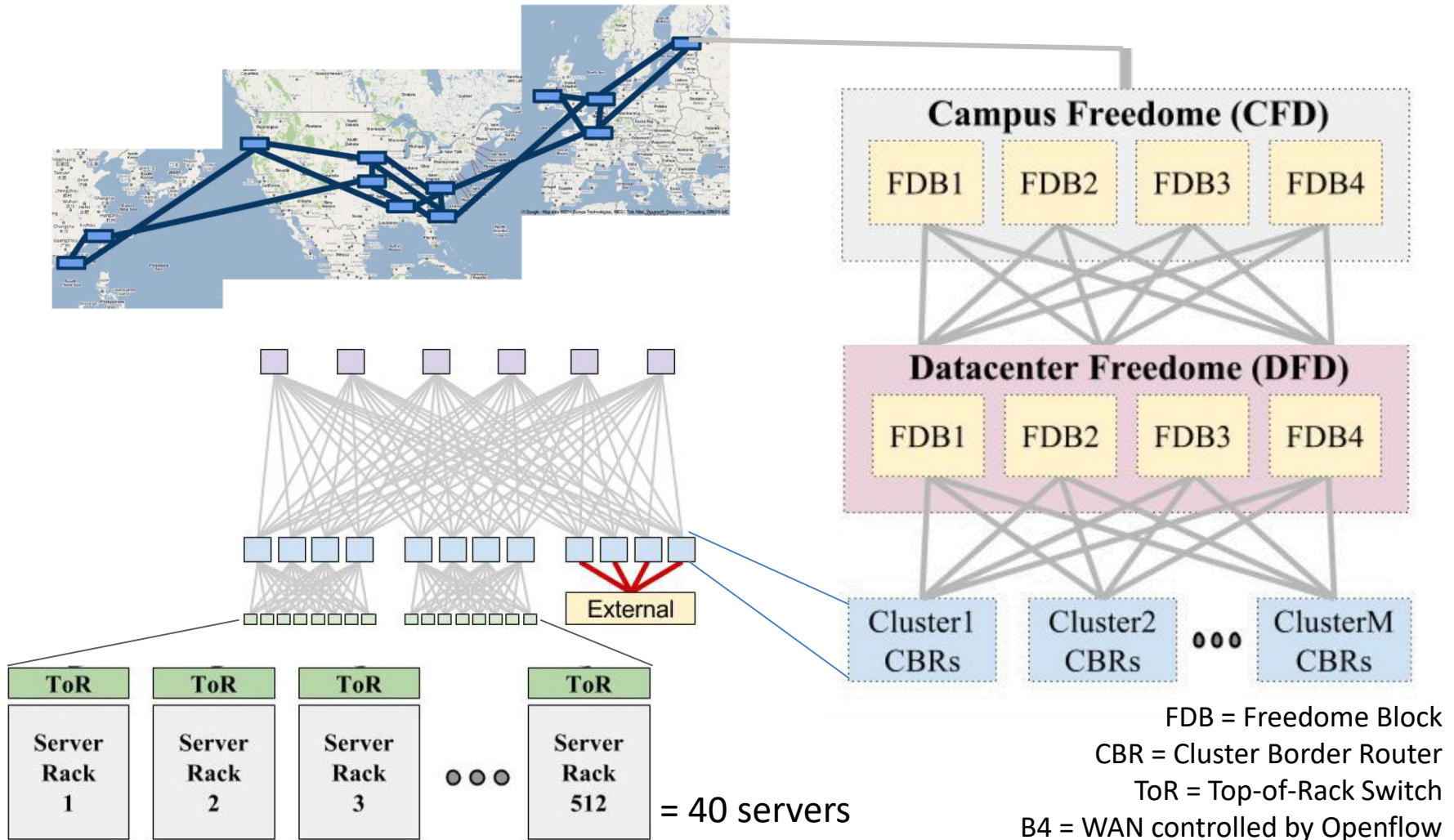
- DNS redirection
- Clusters of servers at points of presence
- Replication



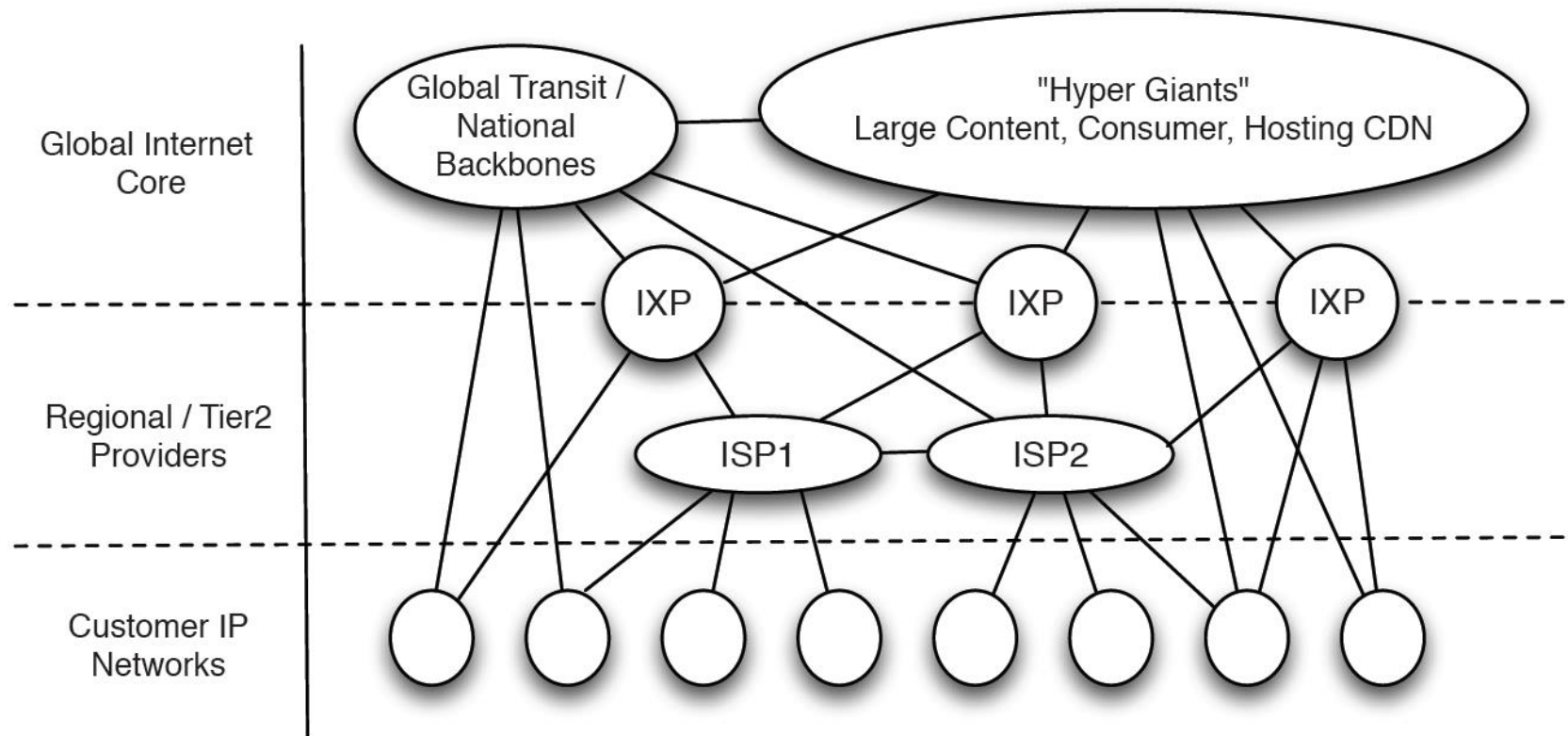
Google's Infrastructure



Google's B4 to Jupiter



Emerging 'Logical' Internet Topology



31
* Figure is courtesy of C. Labovitz, et al, SIGCOMM 2010

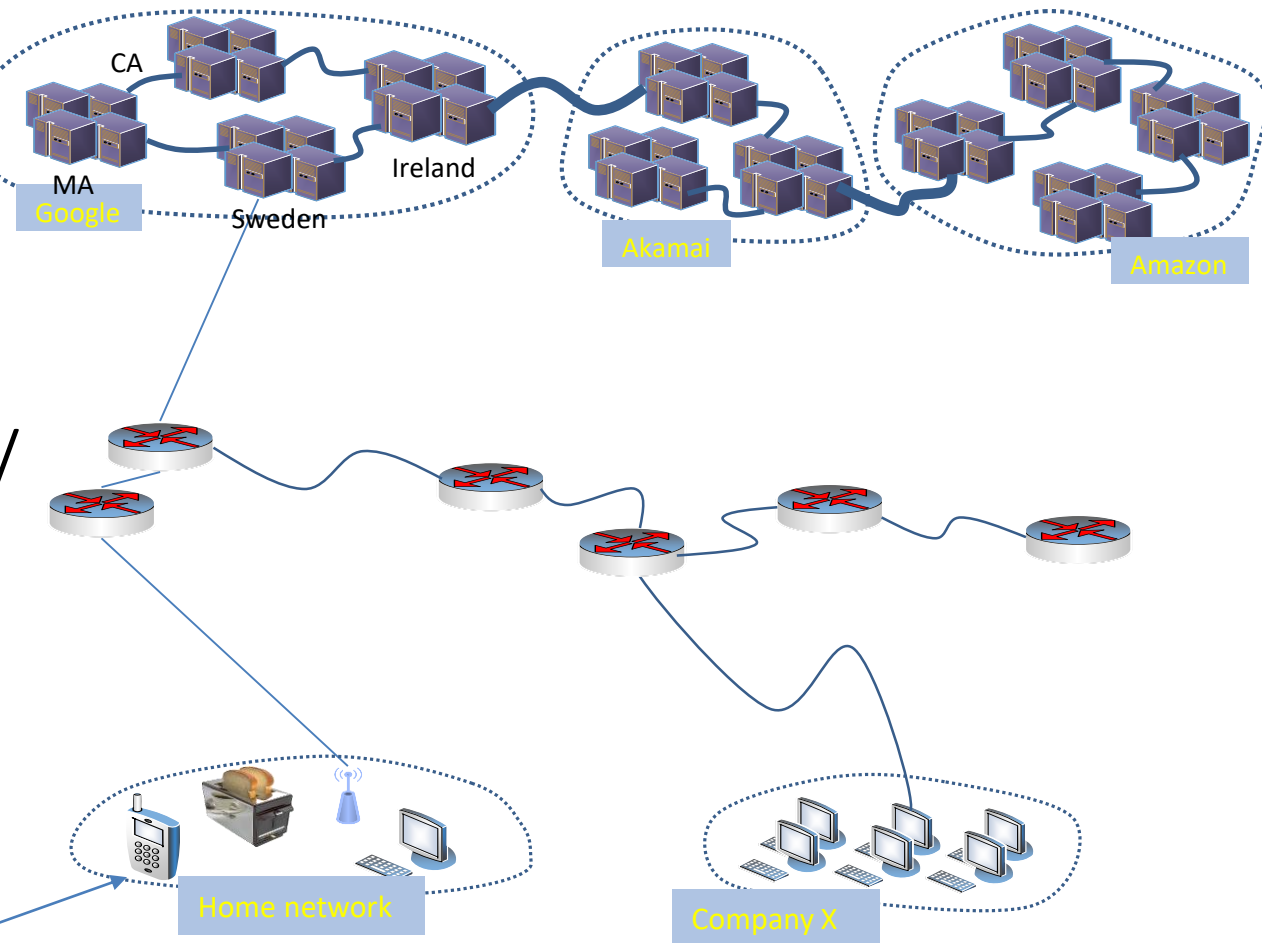
My view of “Future”* Networking

- Sets of Datacentres /Cloud(s)

- Traditional Internet / Access Network

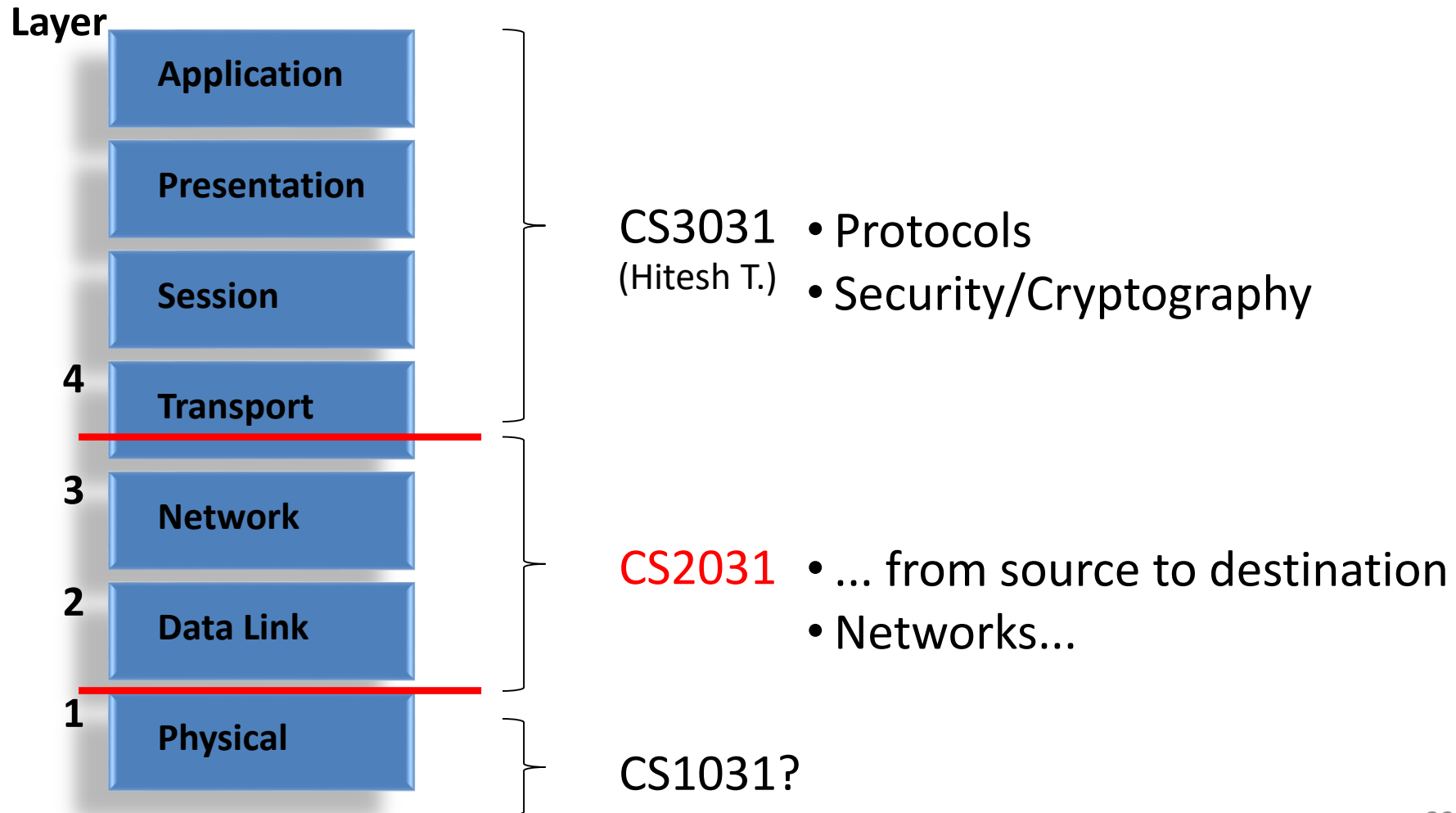
- Edge networks

Clouds of IoT devices



*or current? 32

OSI Stack



Housekeeping

- Lectures
 - 12 weeks (– reading week)
 - 2 slots per week
Friday 10:00-11:00 & 11:00-12:00, LB01
- Tutorials
 - 1 slot per week
 - Friday 13:00-14:00, LB01
- Labs / Assignments
 - Mondays 16:00-17:00, ICT Lab1&2
 - Tuesdays 16:00-17:00, ICT Lab1&2

Tutorials

- Error Detection and Correction
- Data Compression
- Error and Flow Control
- Point-to-Point Protocol / HDLC
- Medium Access Control
- Spanning Tree
- Internet Protocol
- Routing

Assignments

- Lectures
- Tutorials
- Labs/Assignments
 - Flow Control
 - Routing
- Attendance
 - Use common sense 😊

Assignments

- Assignment 1:
 Connection Management

 Marking:
 50% Implementation
 50% Documentation
- Assignment 2:
 Routing Protocols

Assignment Timeline

- Preliminary Deadlines:

10th November: Flow Control

15th December: Routing Protocols

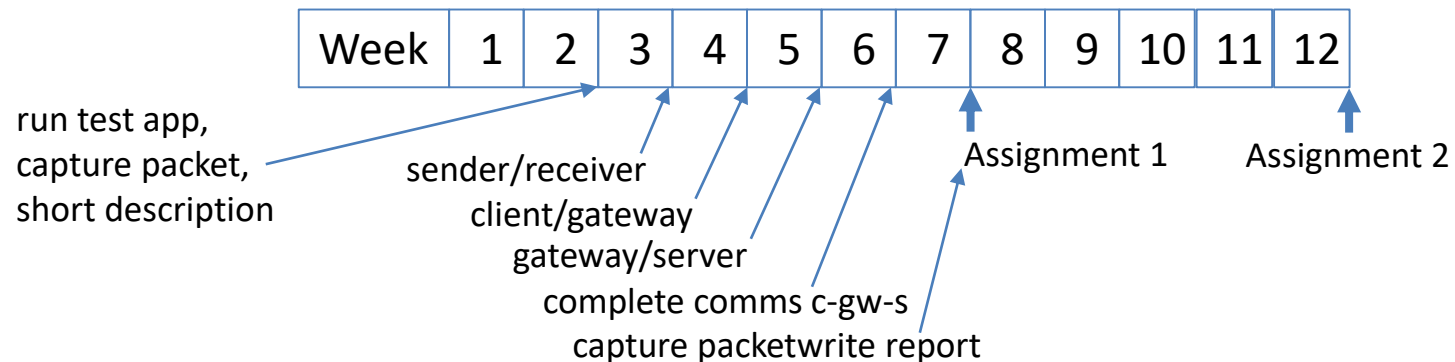
- Submission through Blackboard

mymodule.tcd.ie

- Deadlines on Blackboard count

Changes from Last Year

- No Extensions past week 12....
- Weekly Milestones
 - Short report (Progress, Problems, Plan)



- Full Reports should include
 - Capture of traffic (Wireshark/TCPdump) and
 - Explanation of captured traffic

Recommended Books

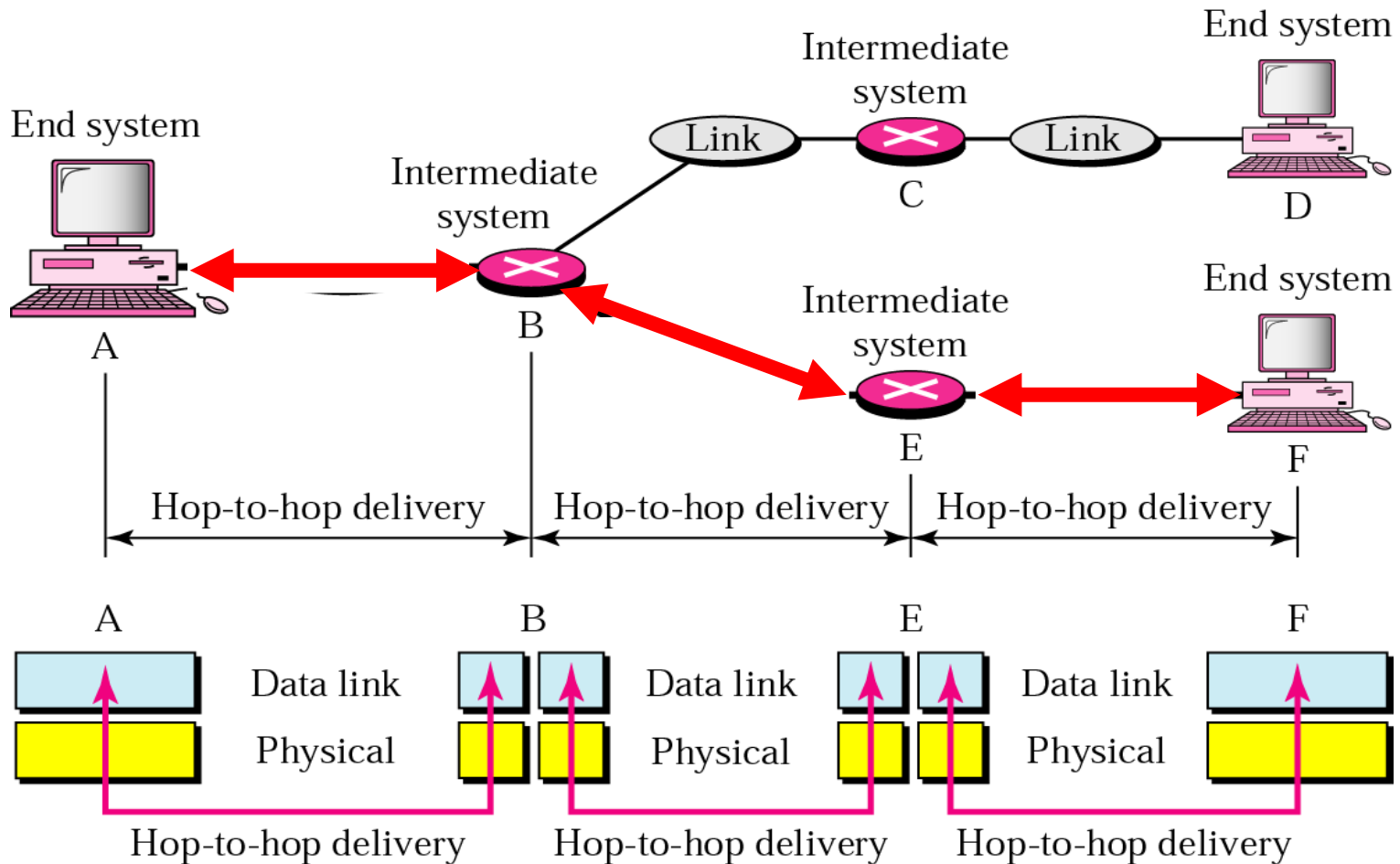
- Andrew Tanenbaum & David Wetherall
 - Title: Computer Networks
 - ISBN-10: 0132126958
- Behrouz A. Forouzan
 - Title: Data Communications and Networking
 - ISBN: 9780071315869
 - Chapter 1, 2, 9-22 – 5th edition

Learning Outcome

What you should get out of this:

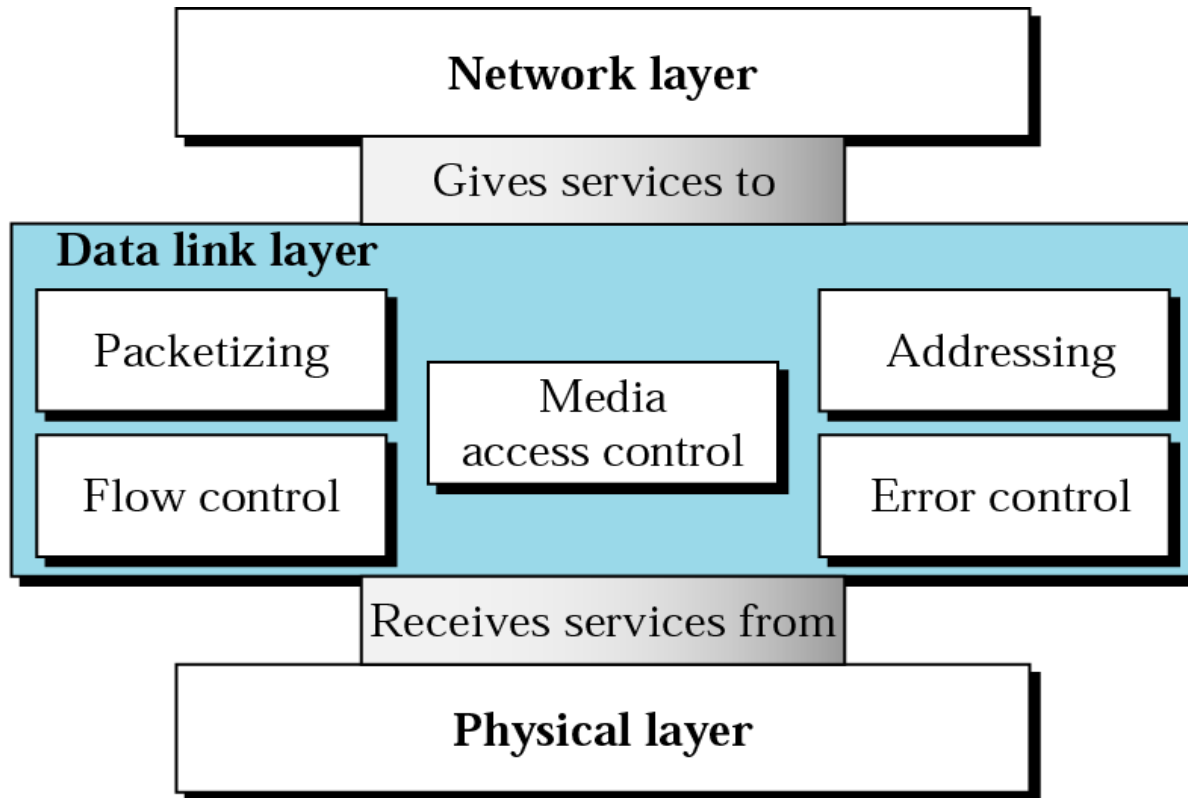
- Understanding of Protocol Design
- Understanding of Routing and IPv4
- Understanding Competition for the Medium
- Being able to use multi-threading

Link Layer



* Figure is courtesy of B. Forouzan 42

Duties of the Link Layer



The link layer is responsible for transmitting frames from one station to the next.

* Figure is courtesy of B. Forouzan 43



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That's all
folks