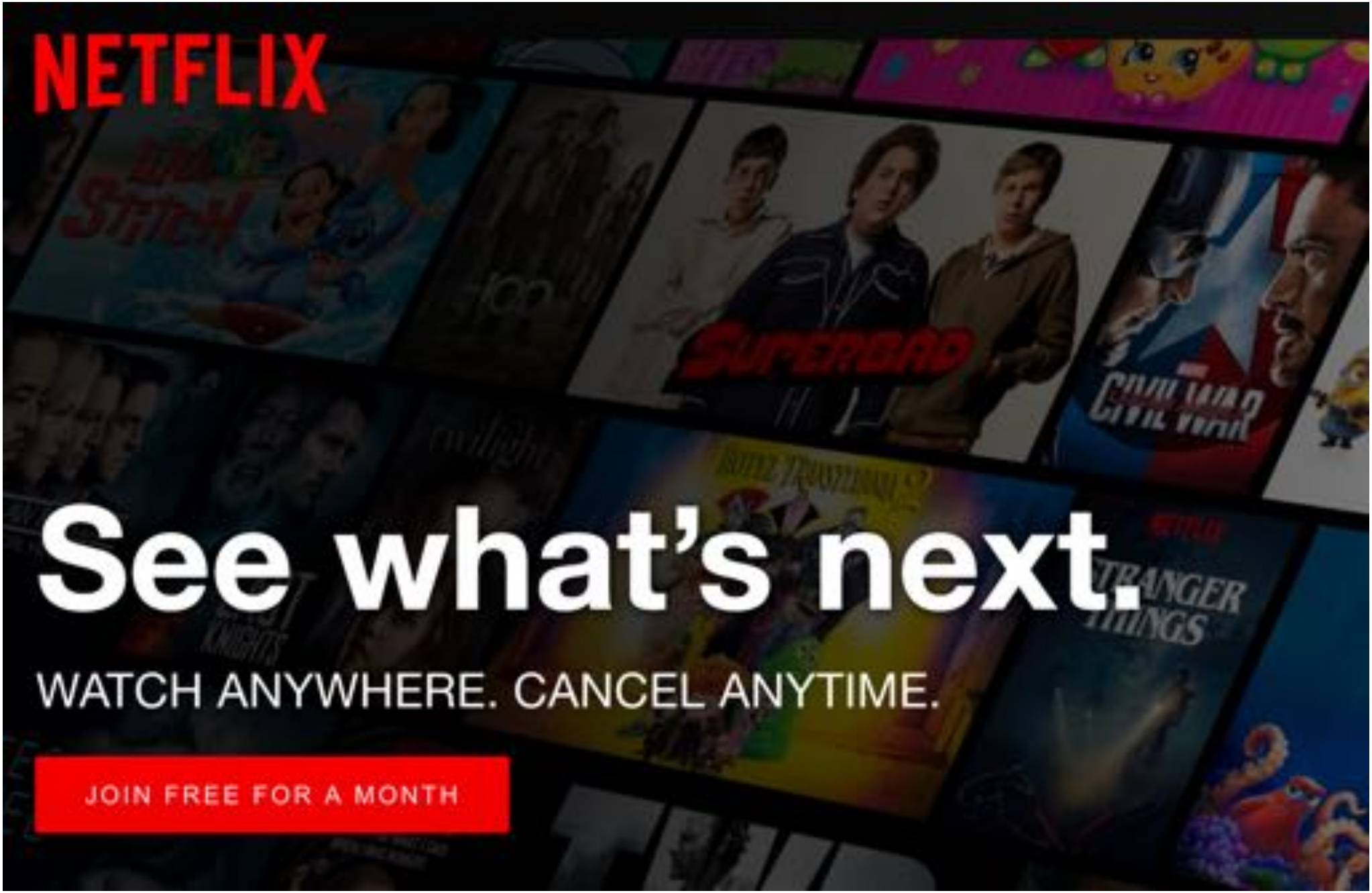
Logistics

- HW3 (Reading/questions)
  - HW3 Due Sun 2/26, 10pm, online after class
  - Wireshark lab due yesterday
- UDP Programming assignment online
  - Due 3/2
- Today:
  - Finish transport layer, move on to Network layer


NETFLIX
See what's next.
WATCH ANYWHERE. CANCEL ANYTIME.
JOIN FREE FOR A MONTH

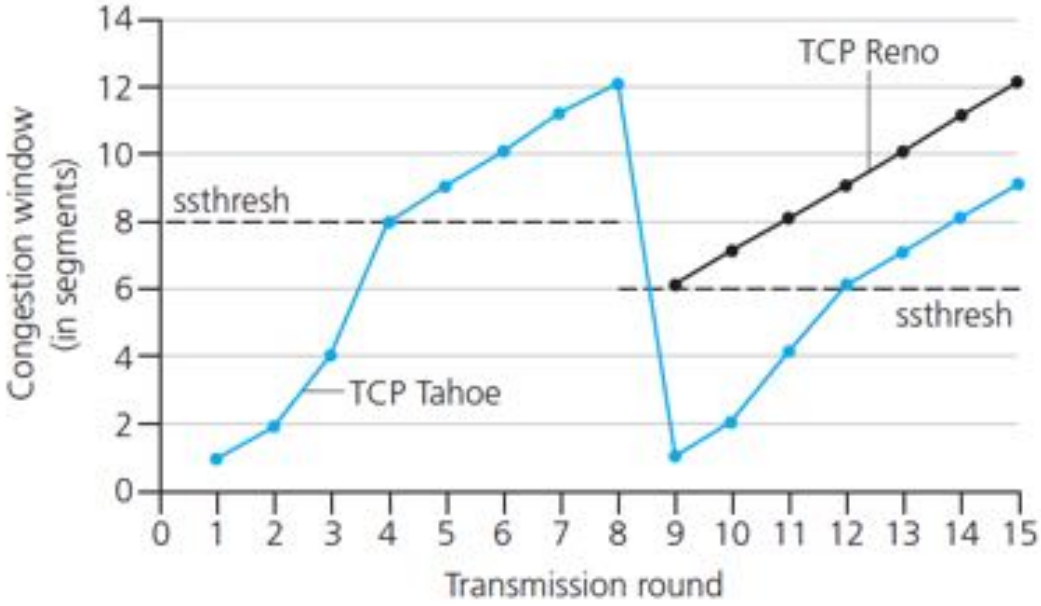
Review: TCP congestion

- loss indicated by timeout:
  - **cwnd** set to 1 MSS;
  - window then grows exponentially (as in slow start) to threshold, then grows linearly
- loss indicated by 3 duplicate ACKs: TCP RENO
  - dup ACKs indicate network capable of delivering some segments
  - **cwnd** is cut in half window then grows linearly
- TCP Tahoe always sets **cwnd** to 1 (timeout or 3 duplicate acks)

TCP: switching from slow start to CA

Q: when should the exponential increase switch to linear?

A: when **`cwnd`** gets to 1/2 of its value before timeout.



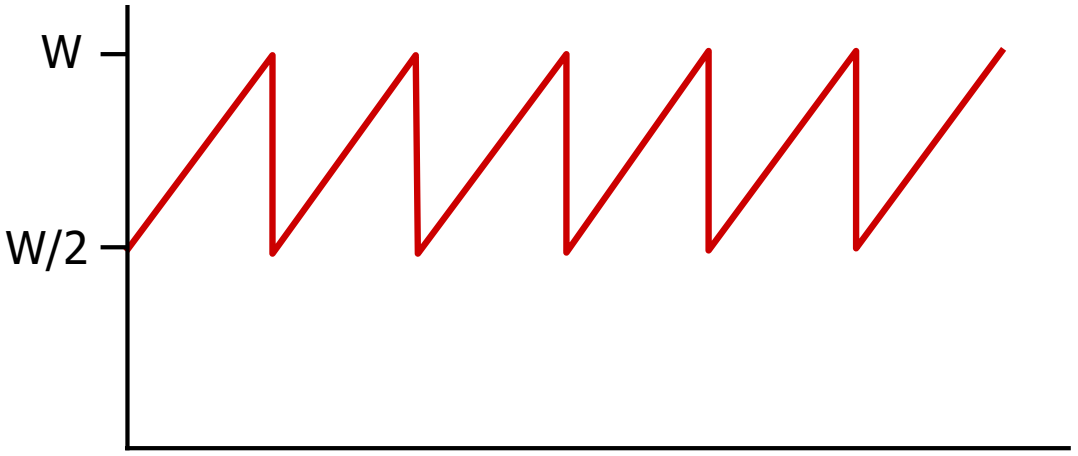
Implementation:

- variable **`ssthresh`**
- on loss event, **`ssthresh`** is set to 1/2 of **`cwnd`** just before loss event

TCP throughput

- avg. TCP thruput as function of window size, RTT?
  - ignore slow start, assume always data to send
- W: window size (measured in bytes) where loss occurs
  - avg. window size (# in-flight bytes) is ¾ W
  - avg. throuput is 3/4W per RTT

$$\text{avg TCP thruput} = \frac{3}{4}\frac{W}{RTT} \text{ bytes/sec}$$



TCP Futures: TCP over "long, fat pipes"

- example: 1500 byte segments, 100ms RTT, want 10 Gbps throughput
- requires W = 83,333 in-flight segments
- throughput in terms of segment loss probability, L [Mathis 1997]:

$$\text{TCP throughput} = \frac{1.22 \cdot \text{MSS}}{\text{RTT}\sqrt{L}}$$

➜ to achieve 10 Gbps throughput, need a loss rate of $L = 2 \cdot 10^{-10}$ – *a very small loss rate!*

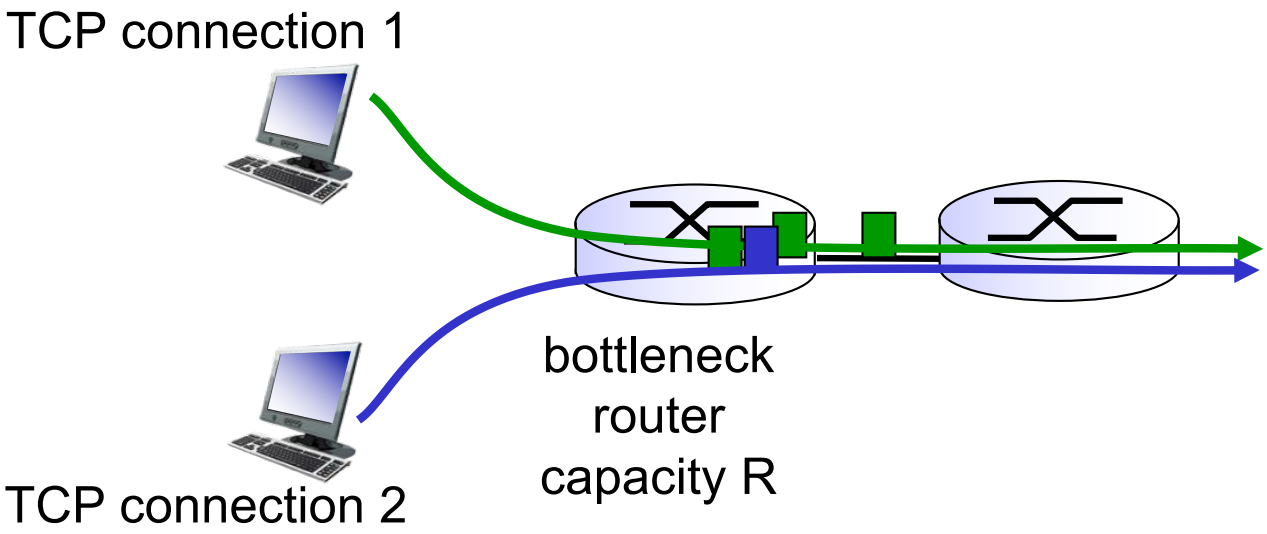
- new versions of TCP for high-speed

Optimizations to TCP

- SACK optimization (RFC 2018)
  - "Selectively ack"
  - Implemented as an option
  - Specifies "left and right edge" of lost data
  - Useful for satellite Internet access
- HSTCP (RFC 3649)
  - Changes calculation of congestion window size
  - May also use SACK

TCP Fairness

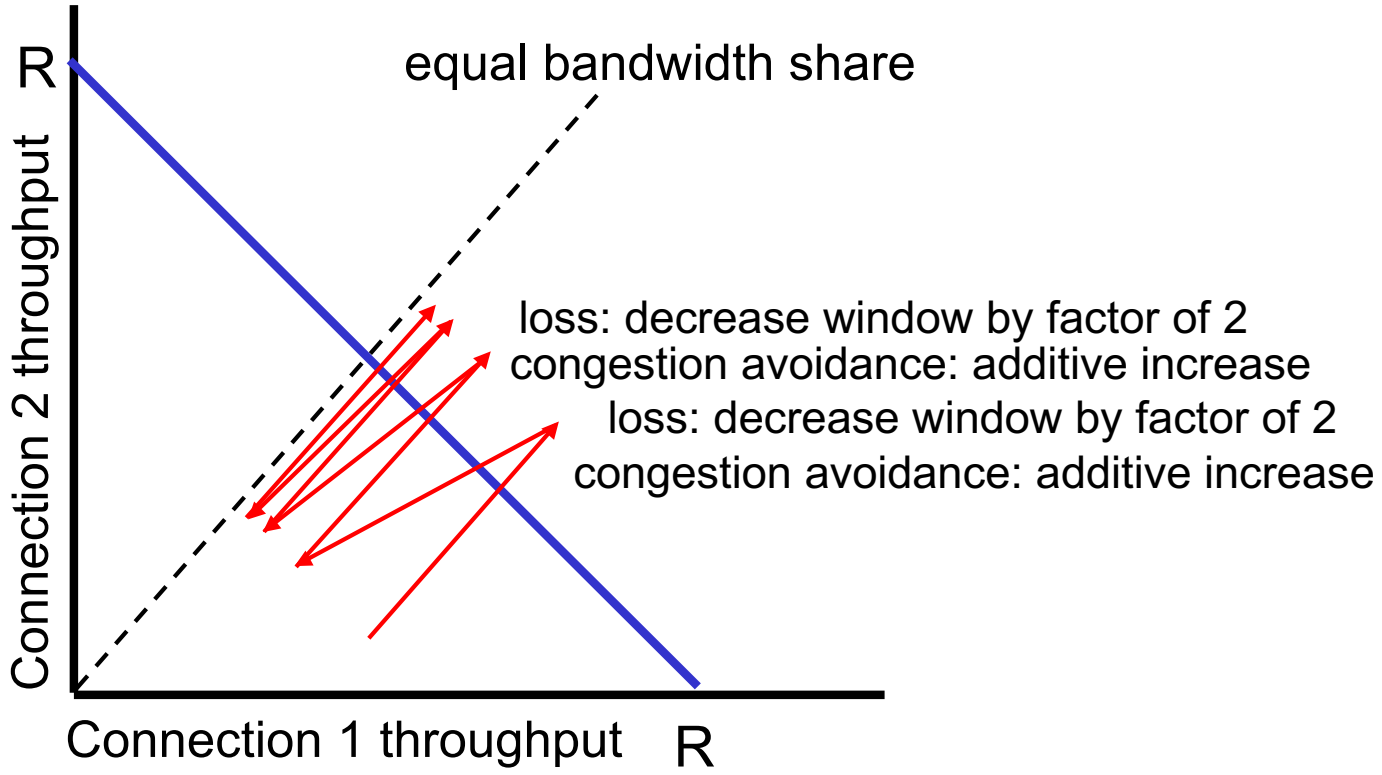
fairness goal: if K TCP sessions share same bottleneck link of bandwidth R, each should have average rate of R/K



Why is TCP fair?

two competing sessions:

- additive increase gives slope of 1, as throughout increases
- multiplicative decrease decreases throughput proportionally



Fairness (more)

Fairness and UDP

- multimedia apps often do not use TCP
  - do not want rate throttled by congestion control
- instead use UDP:
  - send audio/video at constant rate, tolerate packet loss

Fairness, parallel TCP connections

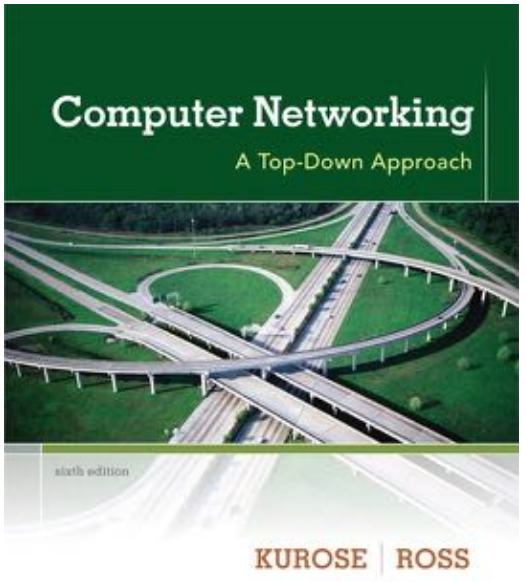
- application can open multiple parallel connections between two hosts
- web browsers do this
- e.g., link of rate R with 9 existing connections:
  - new app asks for 1 TCP, gets rate R/10
  - new app asks for 11 TCPs, gets R/2

Connection timeouts / Peer death

Questions

- Pull a cable on a TCP connection. How long does it take for the OS to diagnose the connection as "broken"?
- Why does it notice?
- What if you aren't transmitting traffic?
- Tell me why this matters for Push Networking.

Chapter 4
Network Layer



Chapter 4: network layer

chapter goals:

- understand principles behind network layer services:
  - network layer service models
  - forwarding versus routing
  - how a router works
  - packet filters, firewalls
  - network layer security, IPsec
  - routing (path selection)
  - broadcast, multicast
- instantiation, implementation in the Internet

Chapter 4: outline

4.1 introduction

4.2 virtual circuit and datagram networks

4.3 what's inside a router

4.4 IP: Internet Protocol

- datagram format
- IPv4 addressing
- ICMP
- IPv6

4.5 routing algorithms

- link state
- distance vector
- hierarchical routing

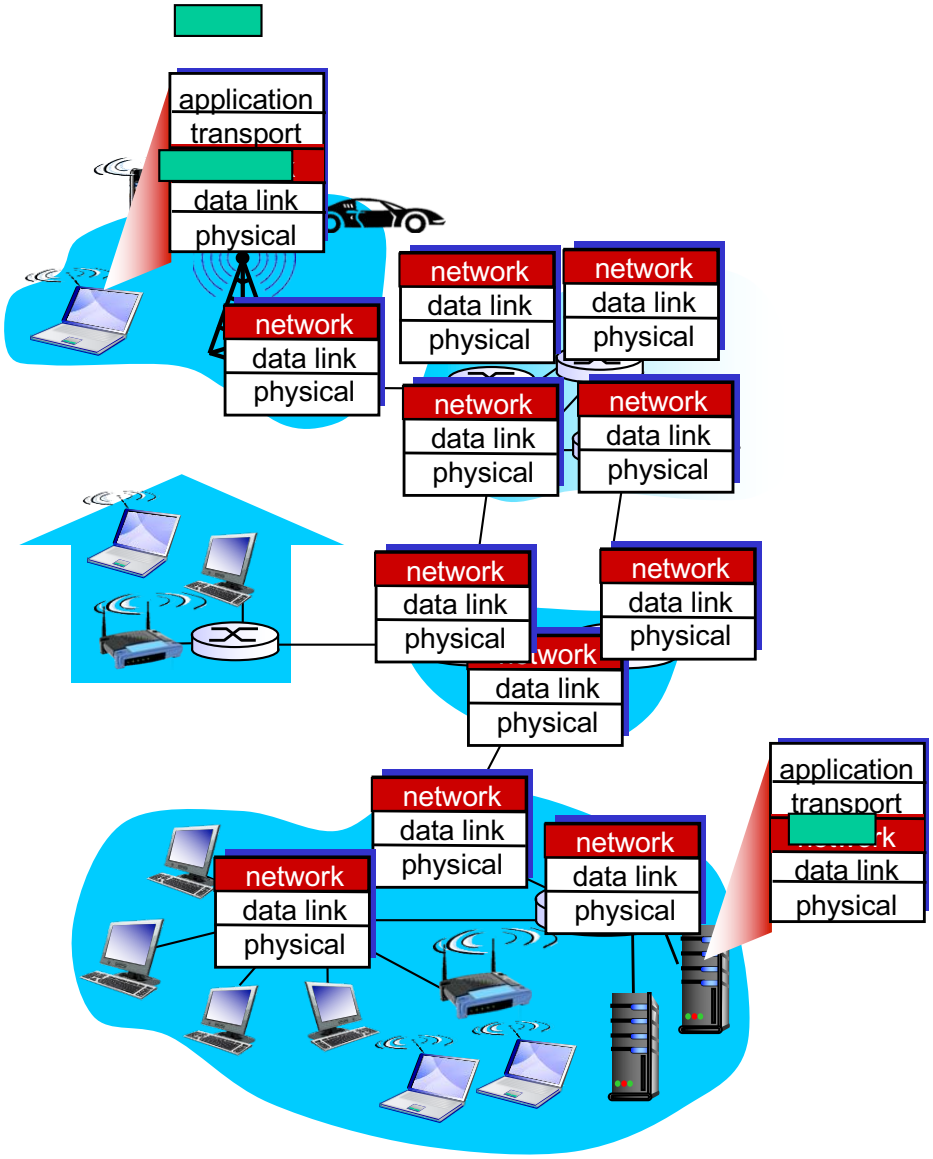
4.6 routing in the Internet

- RIP
- OSPF
- BGP

4.7 broadcast and multicast routing

Network layer

- transport segment from sending to receiving host
- on sending side encapsulates segments into datagrams
- on receiving side, delivers segments to transport layer
- network layer protocols in *every* host, router
- router examines header fields in all IP datagrams passing through it



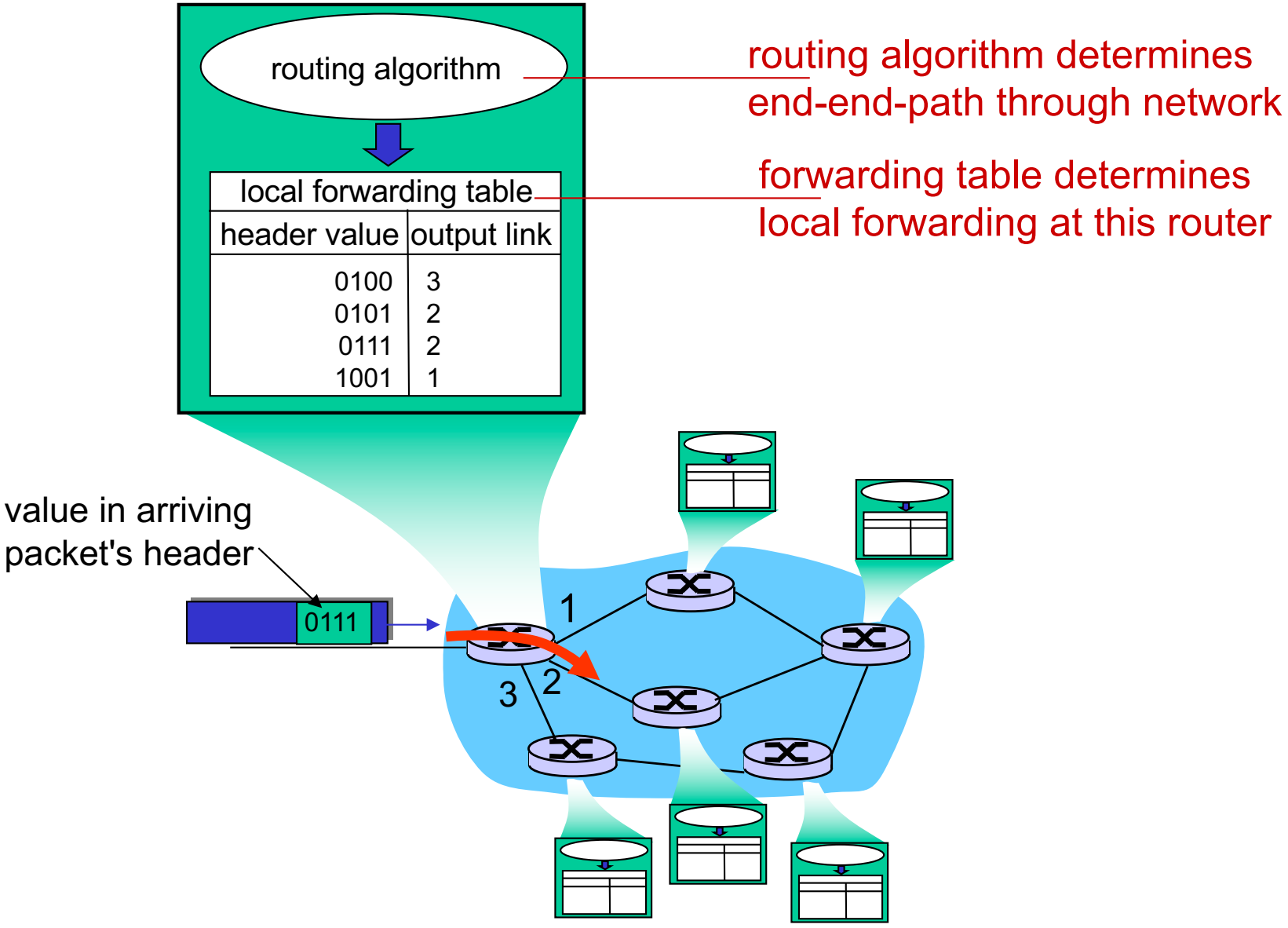
Two key network-layer functions

- *forwarding:* move packets from router's input to appropriate router output
- *routing:* determine route taken by packets from source to dest.
  - *routing algorithms*

analogy:

- *routing:* process of planning trip from source to dest
- *forwarding:* process of getting through single interchange

Interplay between routing and forwarding



Connection setup

- 3rd important function in *some* network architectures:
  - ATM, frame relay, X.25
- before datagrams flow, two end hosts *and* intervening routers establish virtual connection
  - routers get involved
- network vs transport layer connection service:
  - *network:* between two hosts (may also involve intervening routers in case of VCs)
  - *transport:* between two processes

Network service model

Q: What *service model* for "channel" transporting datagrams from sender to receiver?

example services for individual datagrams:

- guaranteed delivery
- guaranteed delivery with less than 40 msec delay

example services for a flow of datagrams:

- in-order datagram delivery
- guaranteed minimum bandwidth to flow
- restrictions on changes in inter-packet spacing

Network layer service models:

Network Architecture	Service Model	Guarantees ?				Congestion feedback
		Bandwidth	Loss	Order	Timing	
Internet	best effort	none	no	no	no	no (inferred via loss)
ATM	CBR	constant rate	yes	yes	yes	no congestion
ATM	VBR	guaranteed rate	yes	yes	yes	no congestion
ATM	ABR	guaranteed minimum	no	yes	no	yes
ATM	UBR	none	no	yes	no	no

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Connection, connection-less service

- *datagram* network provides network-layer *connectionless* service
- *virtual-circuit* network provides network-layer *connection* service
- analogous to TCP/UDP connecton-oriented / connectionless transport-layer services, but:
  - *service:* host-to-host
  - *no choice:* network provides one or the other
  - *implementation:* in network core

Virtual circuits

"source-to-dest path behaves much like telephone circuit"

- performance-wise
- network actions along source-to-dest path

- call setup, teardown for each call *before* data can flow
- each packet carries VC identifier (not destination host address)
- *every* router on source-dest path maintains "state" for each passing connection
- link, router resources (bandwidth, buffers) may be *allocated* to VC (dedicated resources = predictable service)

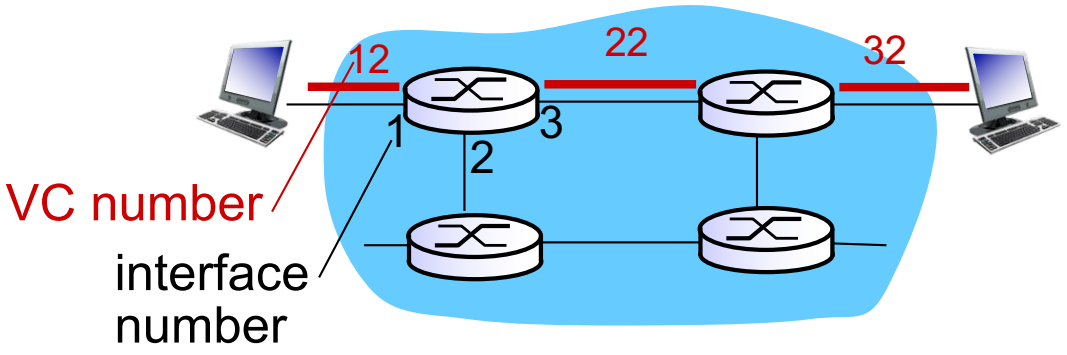
VC implementation

a VC consists of:

1. *path* from source to destination
2. *VC numbers*, one number for each link along path
3. *entries in forwarding tables* in routers along path

- packet belonging to VC carries VC number (rather than dest address)
- VC number can be changed on each link.
  - new VC number comes from forwarding table

VC forwarding table



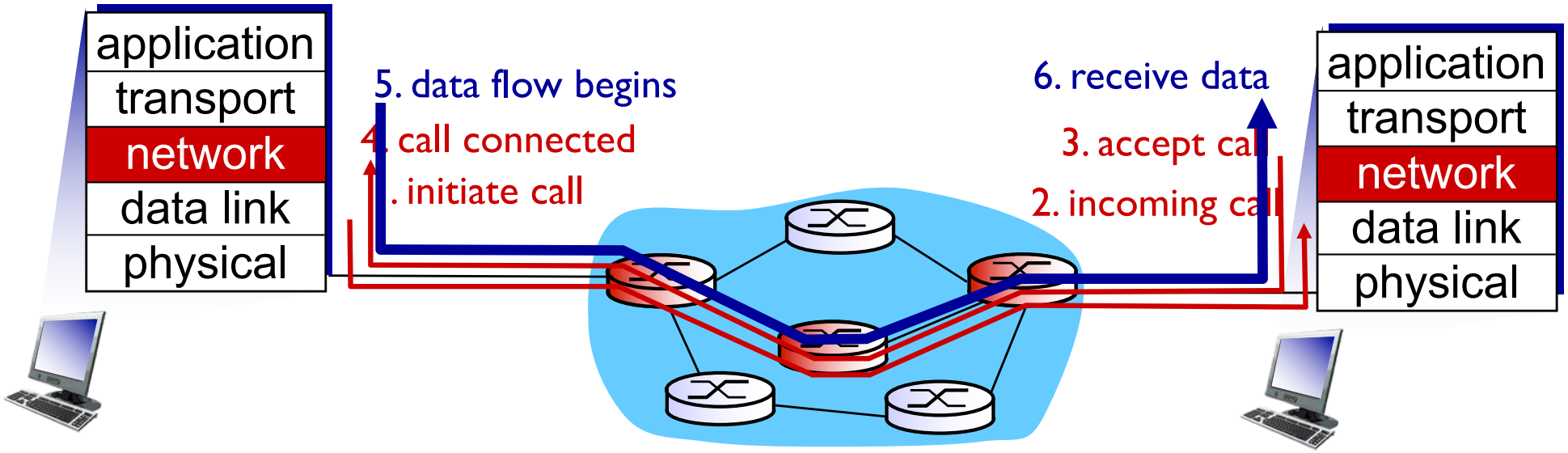
forwarding table in northwest router:

Incoming interface	Incoming VC #	Outgoing interface	Outgoing VC #
1	12	3	22
2	63	1	18
3	7	2	17
1	97	3	87
…	…	…	…

VC routers maintain connection state information!

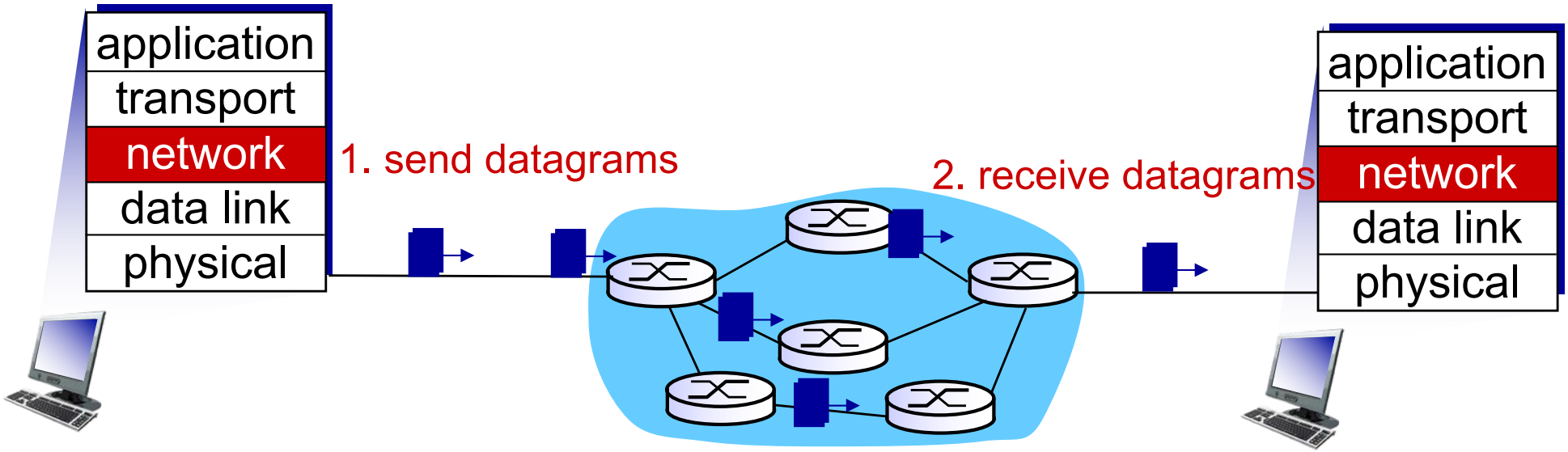
Virtual circuits: signaling protocols

- used to setup, maintain teardown VC
- used in ATM, frame-relay, X.25
- not used in today's Internet

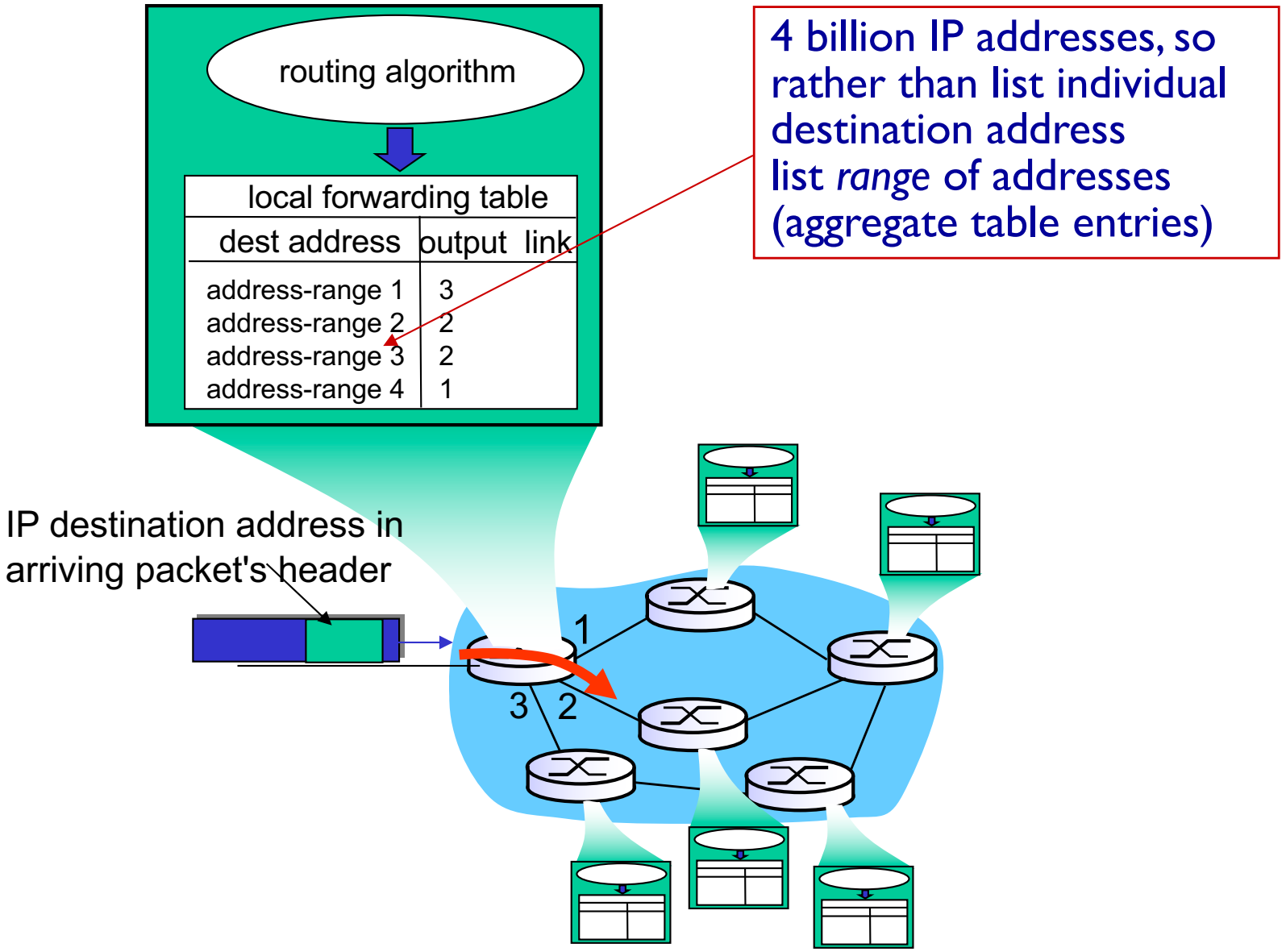


Datagram networks

- no call setup at network layer
- routers: no state about end-to-end connections
  - no network-level concept of "connection"
- packets forwarded using destination host address



Datagram forwarding table



Datagram forwarding table

Destination Address Range	Link Interface
11001000 00010111 00010000 00000000 through 11001000 00010111 00010111 11111111	0
11001000 00010111 00011000 00000000 through 11001000 00010111 00011000 11111111	1
11001000 00010111 00011001 00000000 through 11001000 00010111 00011111 11111111	2
otherwise	3

Q: but what happens if ranges don't divide up so nicely?

Longest prefix matching

longest prefix matching

when looking for forwarding table entry for given destination address, use *longest* address prefix that matches destination address.

Destination Address Range	Link interface
11001000 00010111 00010*** *********	0
11001000 00010111 00011000 *********	1
11001000 00010111 00011*** *********	2
otherwise	3

examples:

DA: 11001000 00010111 00010110 10100001 which interface?

DA: 11001000 00010111 00011000 10101010 which interface?

Datagram or VC network: why?

Internet (datagram)

- data exchange among computers
  - "elastic" service, no strict timing req.
- many link types
  - different characteristics
  - uniform service difficult
- "smart" end systems (computers)
  - can adapt, perform control, error recovery
  - ***simple inside network, complexity at "edge"***

ATM (VC), MPLS

- evolved from telephony
- human conversation:
  - strict timing, reliability requirements
  - need for guaranteed service
- "dumb" end systems
  - telephones
  - ***complexity inside network***

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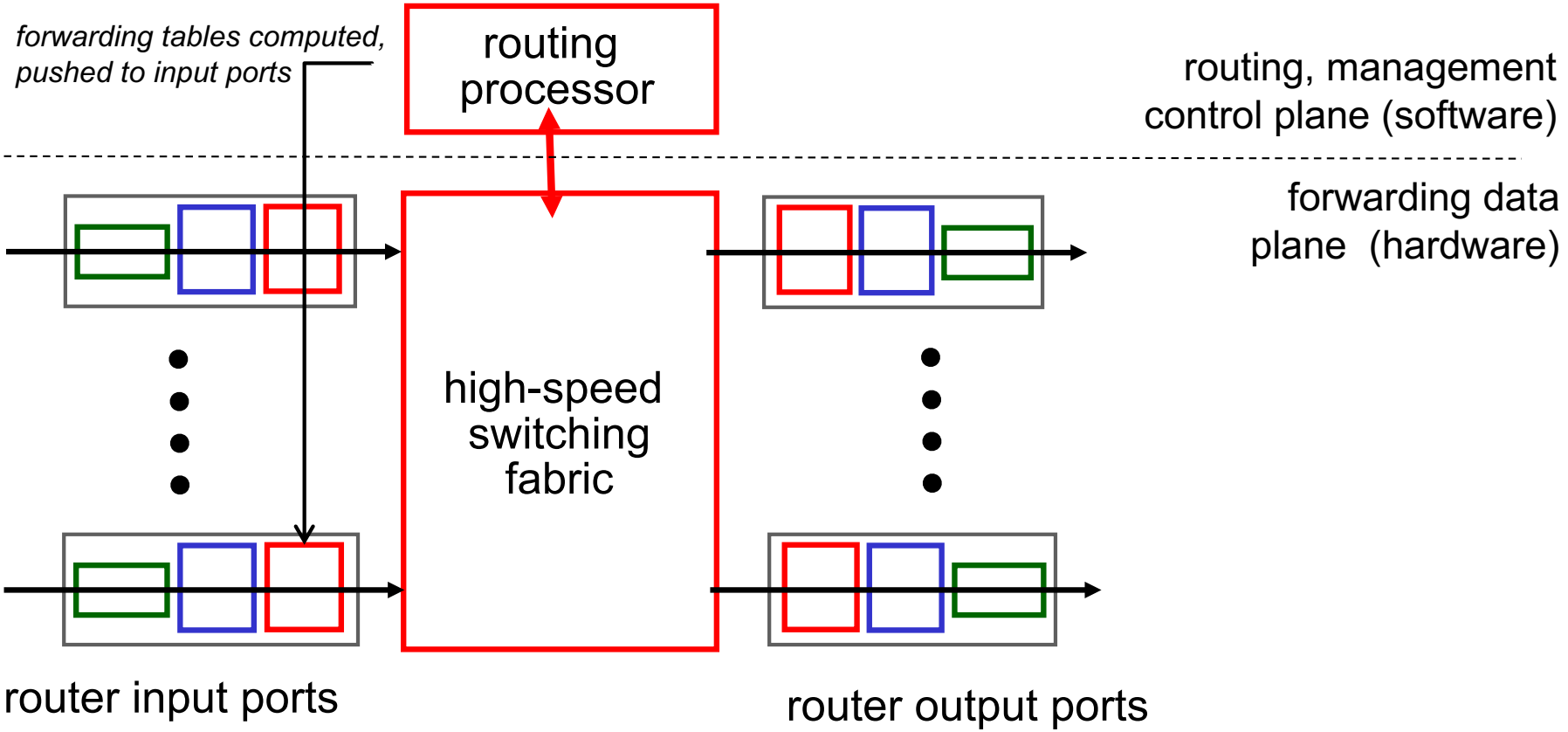
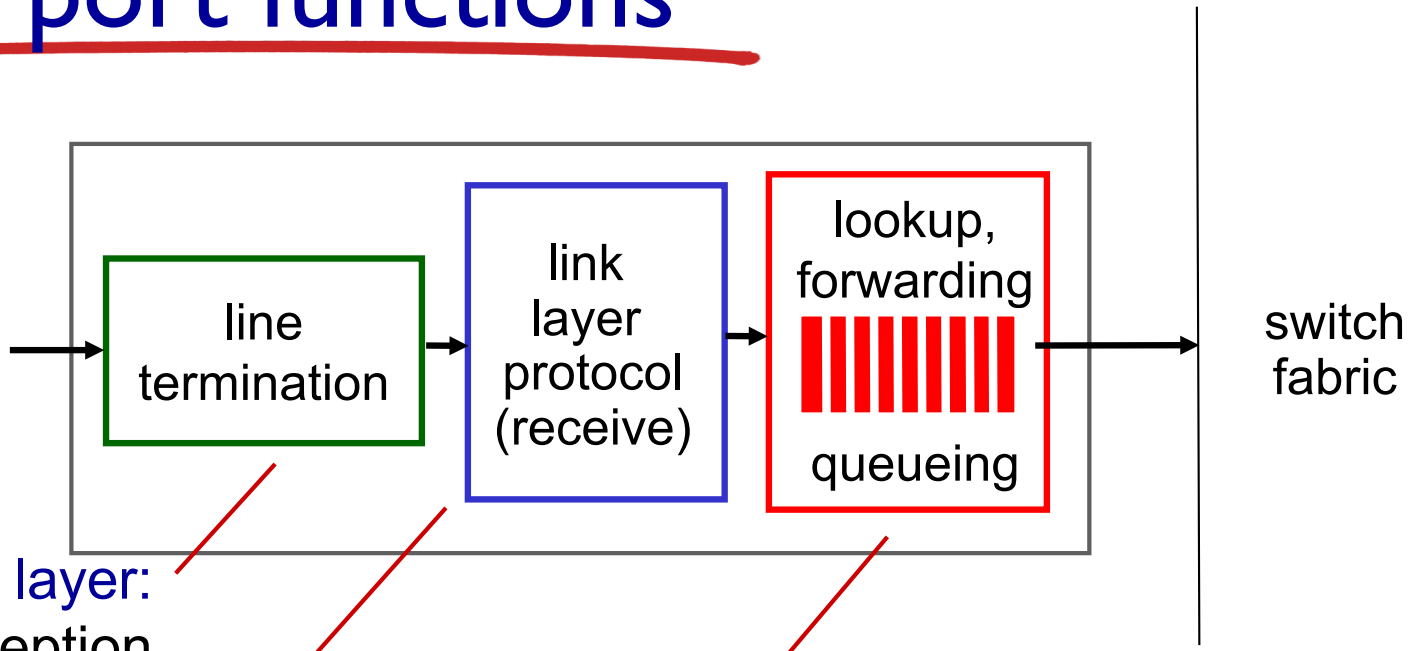
Router architecture overview

two key router functions:

- run routing algorithms/protocol (RIP, OSPF, BGP)
- *forwarding* datagrams from incoming to outgoing link



Input port functions



physical layer:
bit-level reception

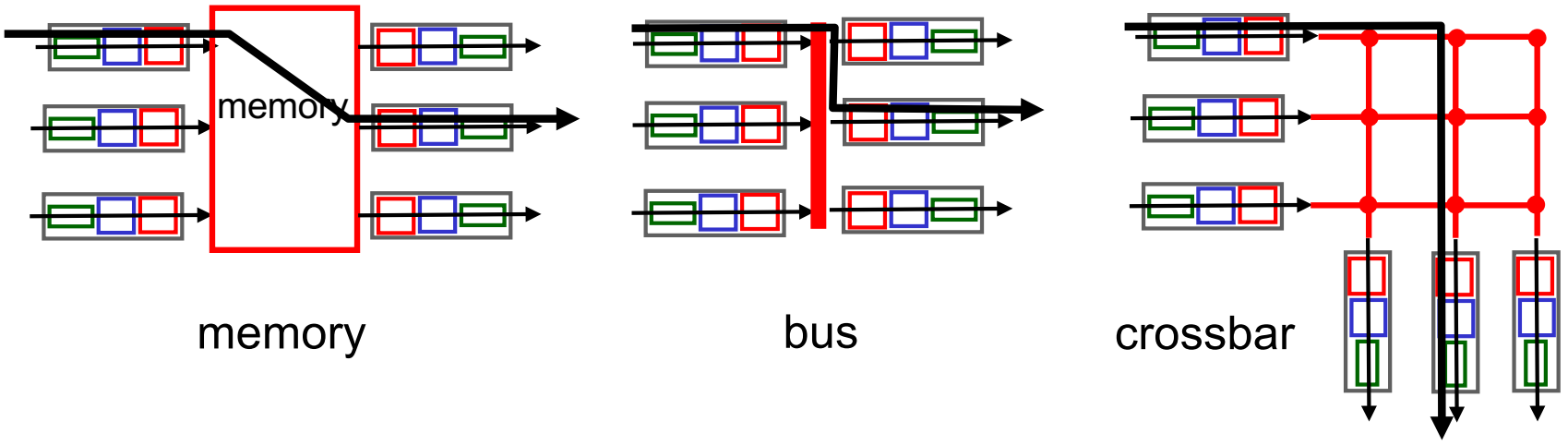
data link layer:
e.g., Ethernet
see chapter 5

decentralized switching:

- given datagram dest., lookup output port using forwarding table in input port memory *("match plus action")*
- goal: complete input port processing at 'line speed'
- queuing: if datagrams arrive faster than forwarding rate into switch fabric

Switching fabrics

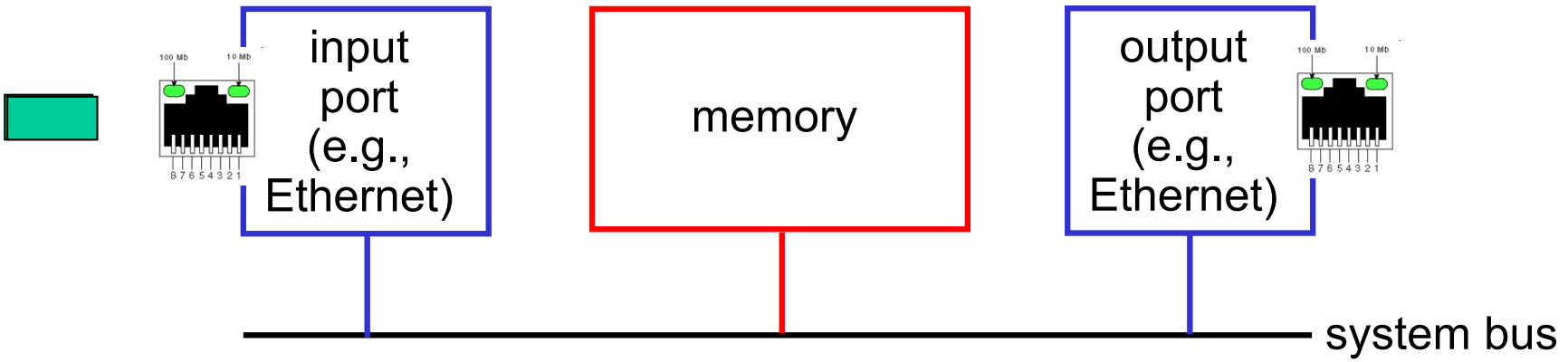
- transfer packet from input buffer to appropriate output buffer
- switching rate: rate at which packets can be transfer from inputs to outputs
  - often measured as multiple of input/output line rate
  - N inputs: switching rate N times line rate desirable
- three types of switching fabrics



Switching via memory

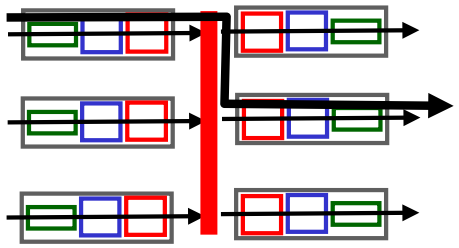
first generation routers:

- traditional computers with switching under direct control of CPU
- packet copied to system's memory
- speed limited by memory bandwidth (2 bus crossings per datagram)



Switching via a bus

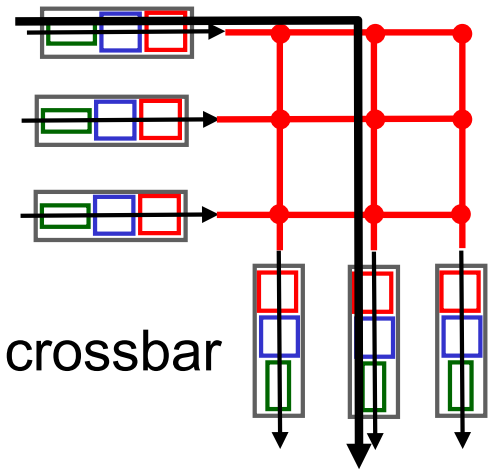
- datagram from input port memory to output port memory via a shared bus
- *bus contention:* switching speed limited by bus bandwidth
- 32 Gbps bus, Cisco 5600: sufficient speed for access and enterprise routers



bus

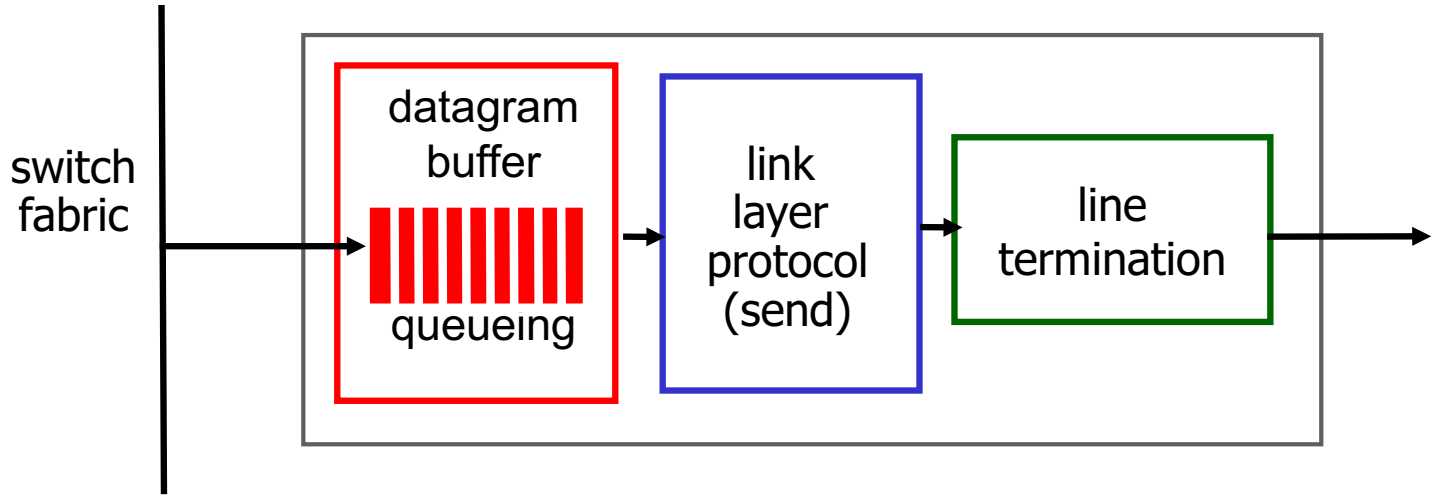
Switching via interconnection network

- overcome bus bandwidth limitations
- banyan networks, crossbar, other interconnection nets initially developed to connect processors in multiprocessor
- advanced design: fragmenting datagram into fixed length cells, switch cells through the fabric.
- Cisco 12000: switches 60 Gbps through the interconnection network



Output ports

This slide in HUGELY important!



- *buffering* required from fabric faster rate

Datagram (packets) can be lost due to congestion, lack of buffers

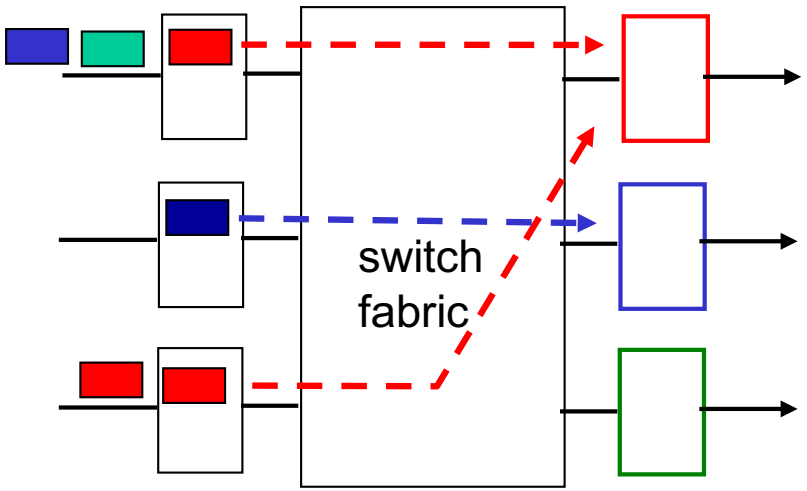
- *scheduling* datagrams

Priority scheduling – who gets best performance, network neutrality

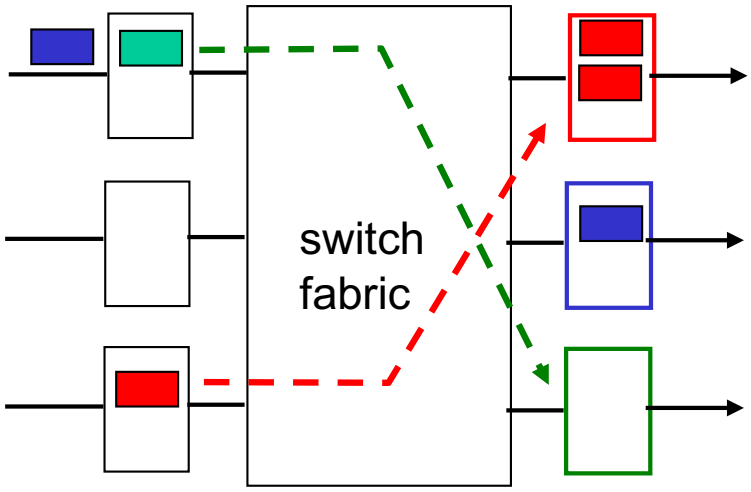
Network Neutrality: debate!

- Question: Should the Internet be neutral with respect to content and treat all packets the same?
- Reading assignment:
  - http://www.timwu.org/OriginalNNProposal.pdf
- I need 4 volunteers for a debate
  - Research the politics of Net neutrality
  - 2 take position in favor of net neutrality & 2 opposed
- Next Monday, 2/27
- Format:
  - 5 minute (loose) statement from each team
  - Short rebuttal from each team
    - Can only address points made by other side
  - Members of the class can ask challenging questions
    - Come prepared with questions
  - Finally, class will vote.

Output port queueing



at *t*, packets more from input to output



one packet time later

- buffering when arrival rate via switch exceeds output line speed
- *queueing (delay) and loss due to output port buffer overflow!*

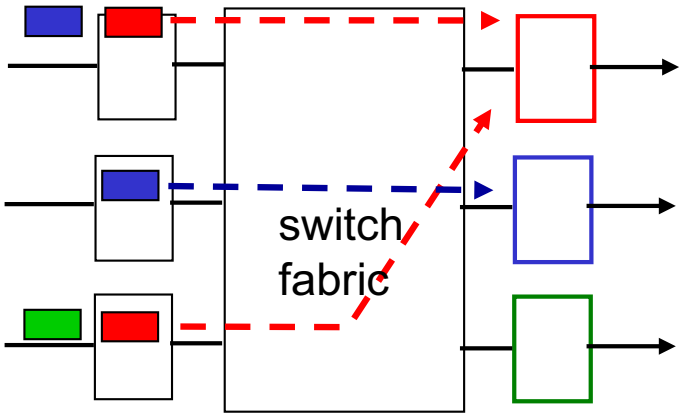
How much buffering?

- RFC 3439 rule of thumb: average buffering equal to "typical" RTT (say 250 msec) times link capacity C
  - e.g., C = 10 Gpbs link: 2.5 Gbit buffer
- recent recommendation: with *N* flows, buffering equal to

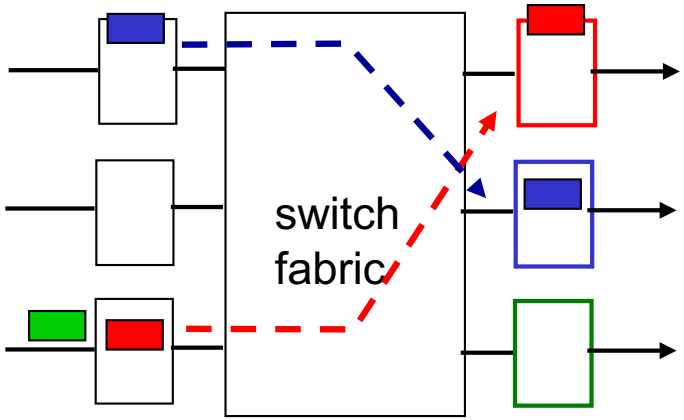
$$\frac{RTT \cdot C}{\sqrt{N}}$$

Input port queuing

- fabric slower than input ports combined -> queueing may occur at input queues
  - *queueing delay and loss due to input buffer overflow!*
- Head-of-the-Line (HOL) blocking: queued datagram at front of queue prevents others in queue from moving forward



output port contention:
only one red datagram can be transferred.
lower red packet is blocked



one packet time later:
green packet
experiences HOL
blocking

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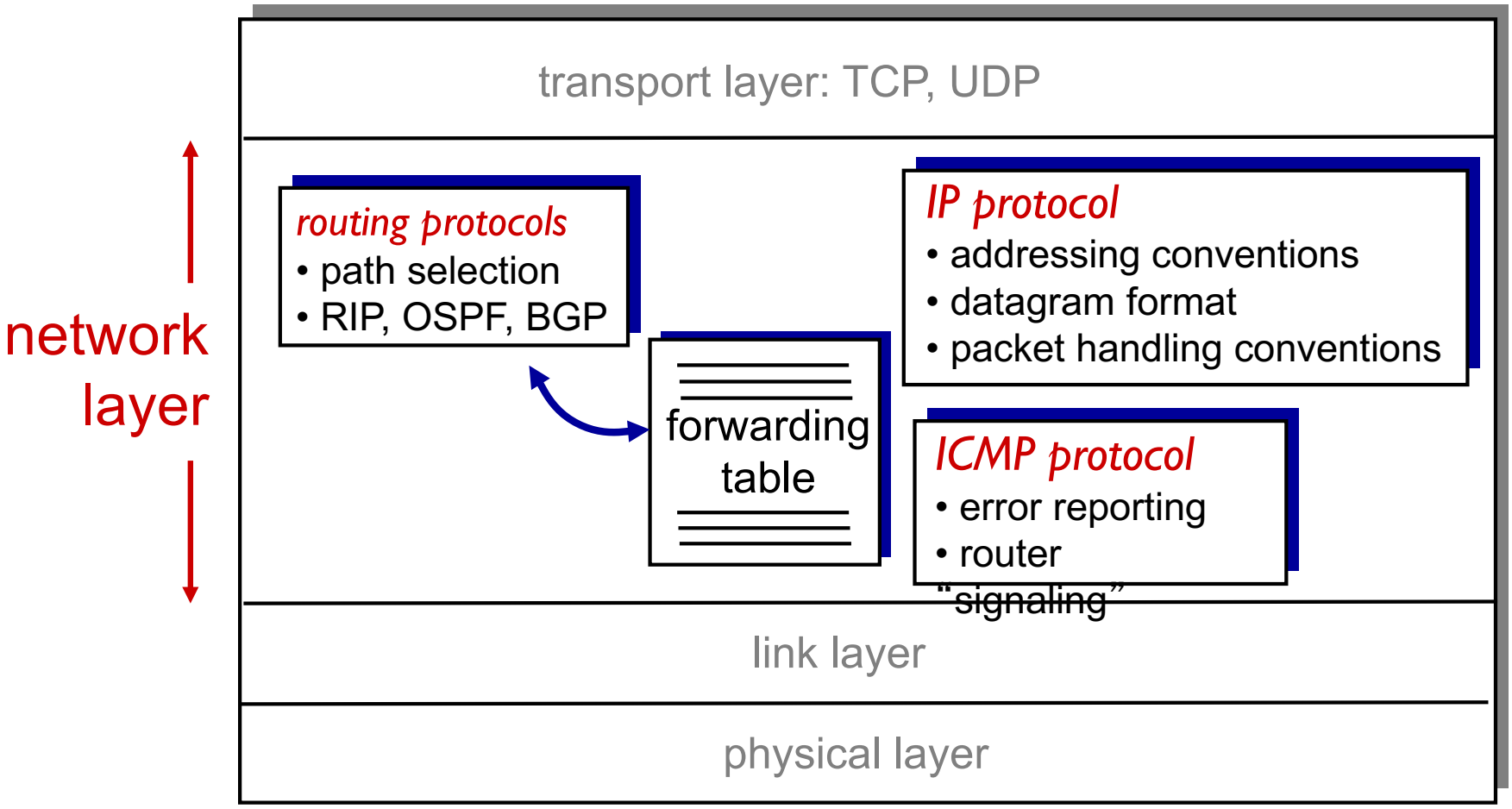
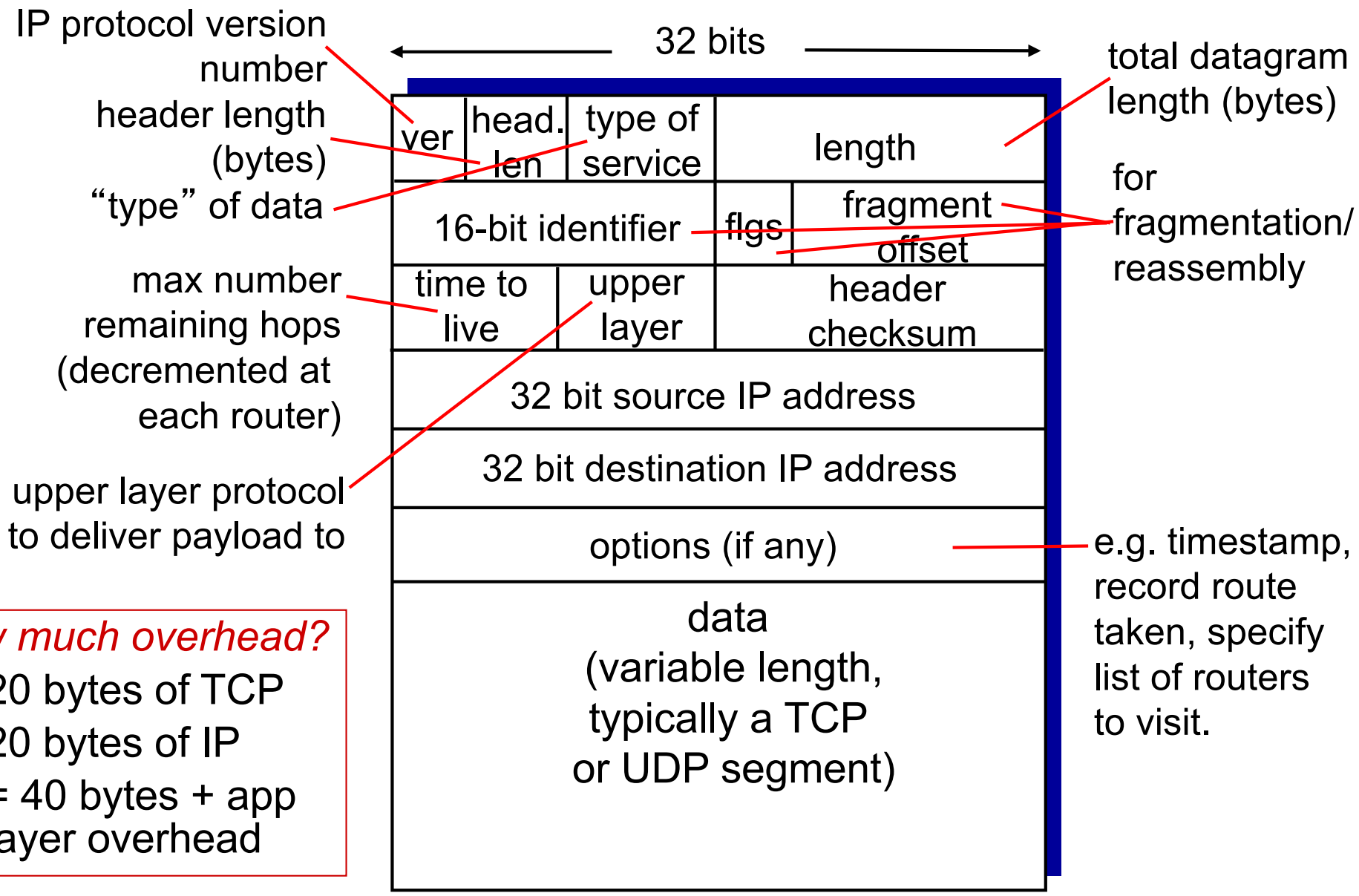
The Internet network layer

host, router network layer functions:



IP datagram format



how much overhead?

- 20 bytes of TCP
- 20 bytes of IP
- = 40 bytes + app layer overhead