Network basics

MM4220 game server programming

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Outline

- Computer Network
- Packet
- Socket

What is the 'computer network'?

- Definition
  - Two or more computers connected together using a telecommunication system.[wikipedia]

- Type of computer network
  - Ethernet
    - 10 Base 5, 10 Base 2, 10 Base-T
  - Wi-Fi : IEEE802.11(abgn)
    - 무선랜, OlleWifi, U+Zone
  - 3G, 4G : 휴대폰
    - EV-DO, HSPA, WiMAX, Wibro, LTE
  - Other
    - Bluetooth, USB, IEEE1394, Myrinet, Infiniband

What is the 'packet'?

- Definition
  - Formatted block of information carried by a computer network. [wikipedia]

- Why?
  - Easy Error detection
    - There can be any noise or jamming signal in physical medium.
    - 예) Check Sum, CRC
  - Host addressing
    - Need Address field (need format)
    - Modern networks usually connect three or more host computers.
  - Line sharing
    - Many computers shares same network lines
   - Holding a line without data wastes the bandwidth

OSI reference model [생략]

- History
  - From International Standards Organization(ISO), 1977
  - Open System Interconnection(OSI) networking suite:
    - An abstract model of networking(7-layer reference model)
    - A set of protocols
- OSI layers
  - Layer 7: Application layer
  - Layer 6: Presentation layer
  - Layer 5: Session layer
  - Layer 4: Transport layer
  - Layer 3: Network layer
  - Layer 2: Data link layer
  - Layer 1: Physical layer
- First try for layering, too old, no one use now

Internet protocol suite[wikipedia]

- History
  - From Defense Advanced Reseach Projects Agency(DARPA), 1970s

- Layers
  - Application
    - DHCP, DNS, TFTP, FTP, HTTP, IMAP, IRC, NNTP, POP3, SMTP, SNMP, SSH, TELNET, ECHO, BGP, RPC, PPTP, …
  - Transport
    - TCP, UDP, DCCP, SCTP, IL, RUDP, …
  - Network
    - IP(IPv4, IPv6), ICMP, IGMP, RSVP, Ipsec, …
  - Data link
    - ATM, Ethernet, FDDI, Frame Relay, PPP, ARP, RARP, …

Internet protocol suite(cont.)

Ref: http://en.wikipedia.org/wiki/TCP/IP
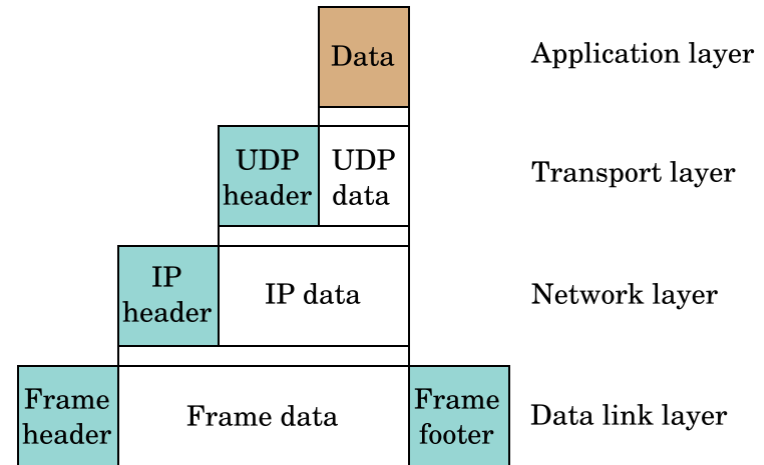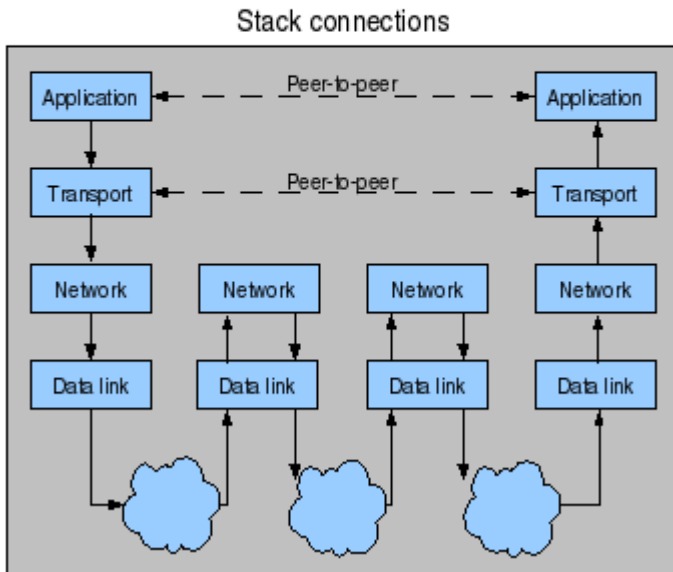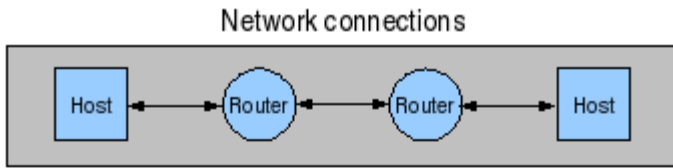
Transmitting and receiving a packet

Transmitting a Packet

			Layer 1 Header Region	
		Layer 2 Header Region		
	Layer 3 Header Region			
Application Body Region	Layer 3 Body Region	Layer 2 Body Region	Layer 1 Body Region	Transmitted Bytes Body Region
	Layer 3 Trailer Region			
		Layer 2 Trailer Region		
			Layer 1 Trailer Region	

Receiving a Packet

	Layer 1 Header Region			
		Layer 2 Header Region		
			Layer 3 Header Region	
Received Bytes Body Region	Layer 1 Body Region	Layer 2 Body Region	Layer 3 Body Region	Application Body Region
			Layer 3 Trailer Region	
		Layer 2 Trailer Region		
	Layer 1 Trailer Region			

http://www.eventhelix.com/RealtimeMantra/PatternCatalog/protocol_packet_design_pattern.htm

Example: IP packet header

Ref: http://www.freesoft.org/CIE/Course/Section3/7.htm
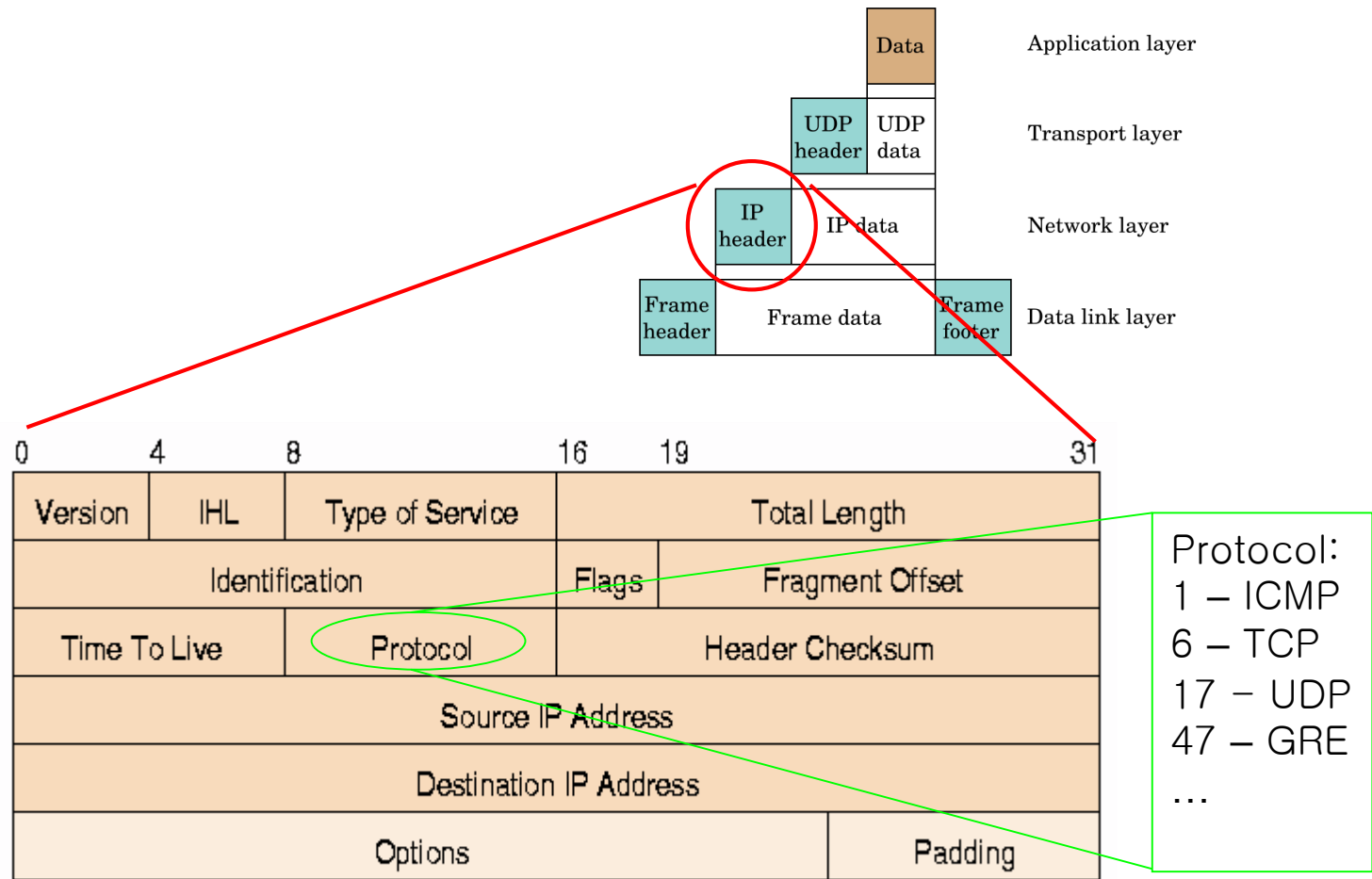
Example: UDP packet header

Data — Application layer

UDP header | UDP data — Transport layer

IP header | IP data — Network layer

Frame header | Frame data | Frame footer — Data link layer
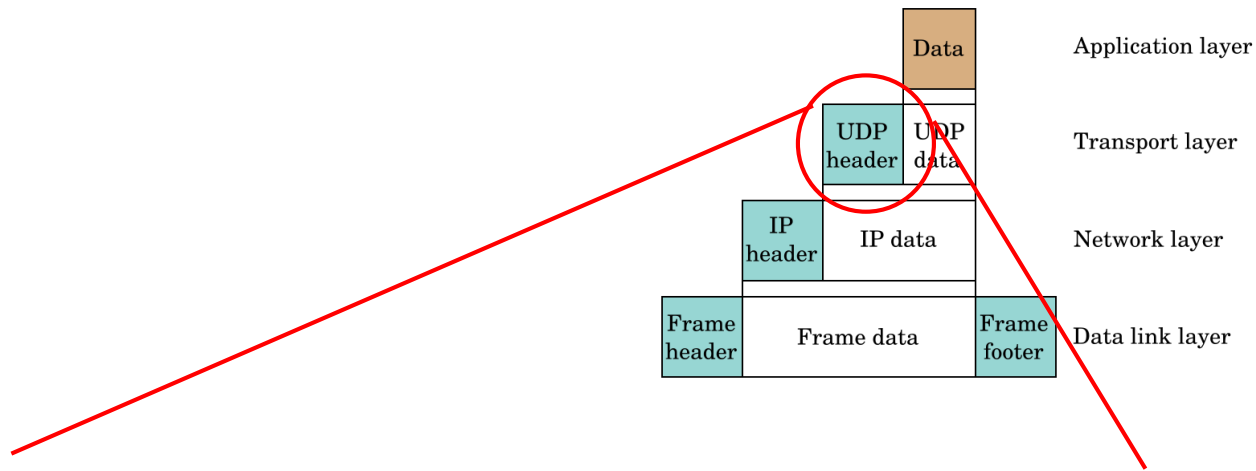
+	Bits 0 – 15	16 – 31
0	Source Port	Destination Port
32	Length	Checksum
64	Data	

Port:
11 – SYSTAT
13 – DAYTIME
53 – DNS
67 – DHCP
123–NTP
…

Ref: http://en.wikipedia.org/wiki/User_Datagram_Protocol

Packets and frames
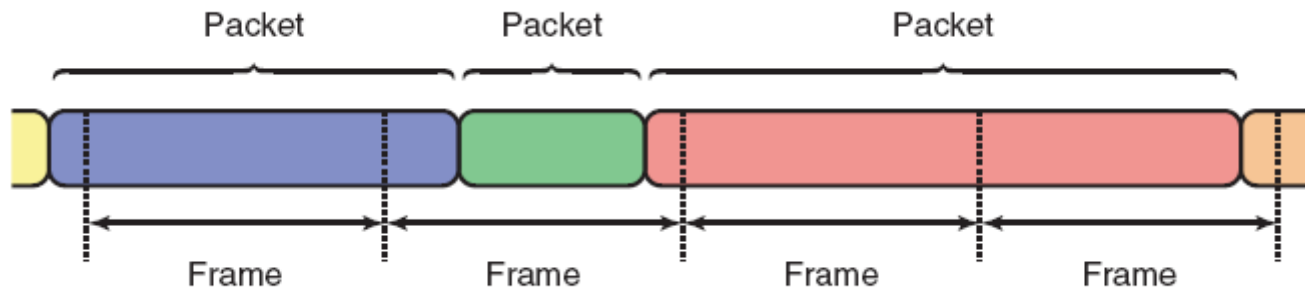
Ref: http://en.wikipedia.org/wiki/Image:Packets-and-Frames_illustration.png

Packet: logical unit of tx/rx
Frame: physical unit of tx/rx

Packet in Game
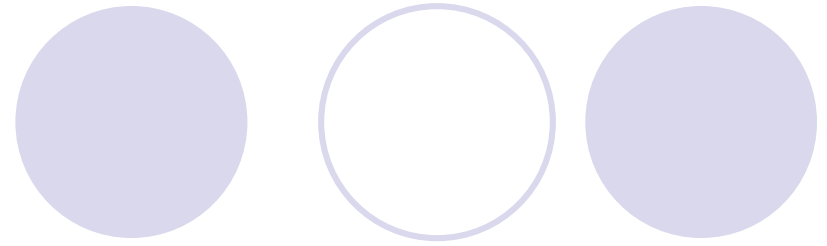
- 필요성
  - 오고 가는 정보를 그룹 지어서 관리한다.
    - 연관된 정보를 하나로 묶어서 해당 처리 모듈로 전송할 수 있게 한다.
- 성격
  - 네트워크의 packet과는 다른 이야기

Packet		Packet	Packet	게임 packet

Data	Data	Data	internet packet

	Data	Application layer

UDP header	UDP data	Transport layer

IP header	IP data	Network layer

Frame header	Frame data	Frame footer	Data link layer
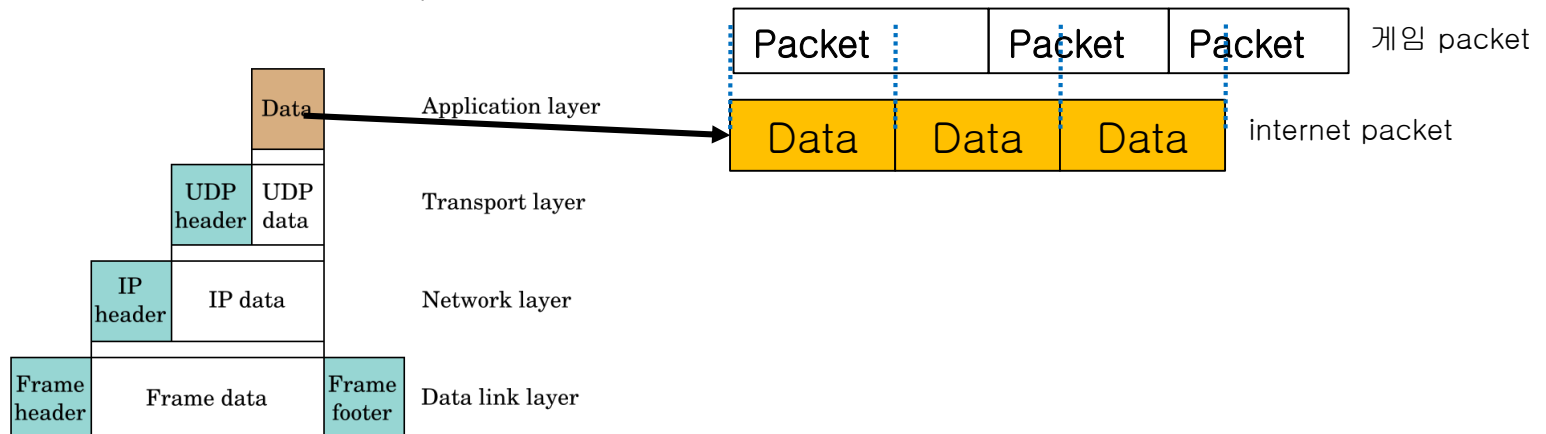
Packet in Game

Our packet structure:

header ⟶
length	type	Payload(data)

0   2   4   511
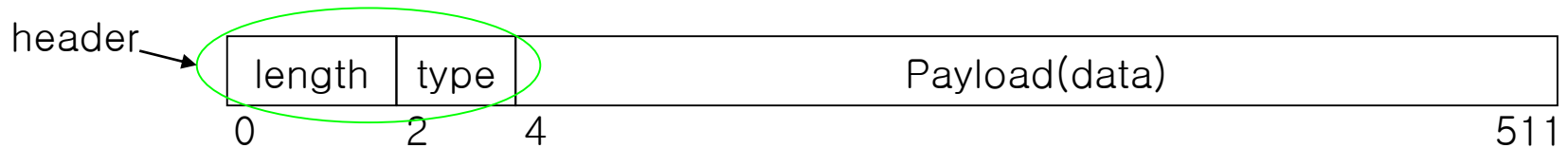
```
short buf[256]

buf[0] = length;
buf[1] = type;
buf[2] = any_other_info;
...
send( fd, buf, (size_t)buf[0], 0 );
```

We need many type of packet

For move

length	type	x	y	z	dx	dy	dz	ax	ay	az	h
0	2	4									

For chat

length	type	to whom	text
0	2	4	8

```
short buf[256]

buf[0] = length;
buf[1] = OP_CHAT;
*((long *)(&buf[2])) = to_whom;
strncpy( &buf[4], text, length-8);

…

send( fd, buf, (size_t)buf[0], 0 );
```

```
short buf[256]

buf[0] = length;
buf[1] = OP_MOVE;
*((float *)(&buf[2])) = x;
*((float *)(&buf[4])) = y;
*((float *)(&buf[6])) = z;
*((float *)(&buf[8])) = dx;
*((float *)(&buf[10])) = dy;
*((float *)(&buf[12])) = dz;
*((float *)(&buf[14])) = ax;
*((float *)(&buf[16])) = ay;
*((float *)(&buf[18])) = az;
*((int *)(&buf[20])) = h;
…
send( fd, buf, (size_t)buf[0], 0 );
```

Make packet struct/union

For chat

```
typedef struct {
        short length;
        short type;
        short to_whom;
        char text[PKTLEN-6];
} t_chat;
```
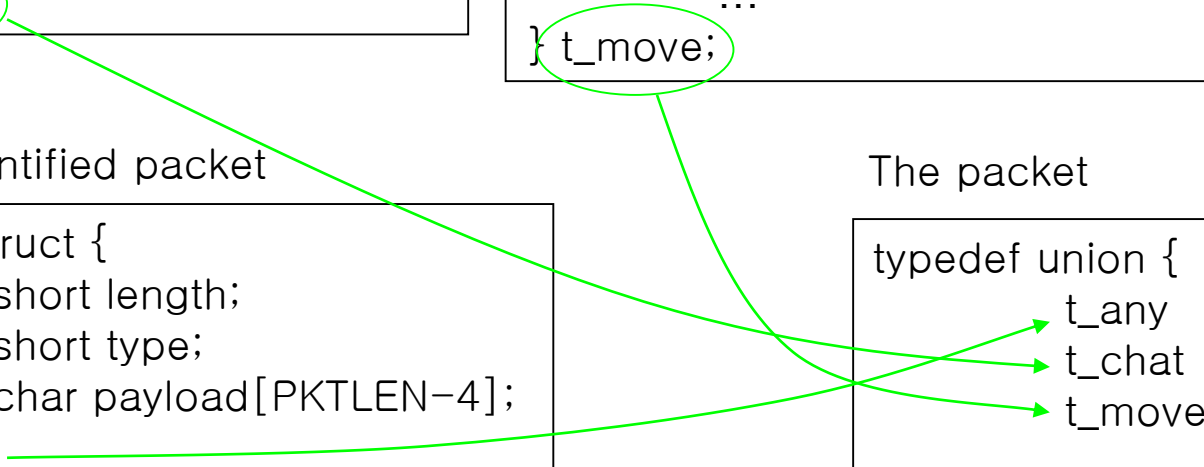
For move

```
typedef struct {
        short length;
        short type;
        float x,y,z,dx,dy,xz,ax,ay,az
        int h;
        ...
} t_move;
```

For unidentified packet

```
typedef struct {
        short length;
        short type;
        char payload[PKTLEN-4];
} t_any;
```

The packet

```
typedef union {
        t_any      m_any;
        t_chat     m_chat;
        t_move     m_move;
        ...
} t_packet;
```

Comparison

For chat

length	type	to whom	text
0	2	4	8

```
short buf[256]

buf[0] = length;
buf[1] = OP_CHAT;
*((long *)(&buf[2])) = to_whom;
strncpy( &buf[4], text, length-8);

…

send( fd, buf, (size_t)buf[0], 0 );
```

```
t_packet pkt;

pkt.m_chat.length = length;
pkt.m_chat.type = OP_CHAT;
pkt.m_chat.to_whom = to_whom;
strncpy( pkt.m_chat.text, text, length-8);

…

send( fd, &pkt, (size_t)pkt.m_chat.length, 0 );
```

Comparison

For move

length	type	x	y	z	dx	dy	dz	ax	ay	az	h

0　　　　　2　　　　4

```
short buf[256]

buf[0] = length;
buf[1] = OP_MOVE;
*((float *)(&buf[2])) = x;
*((float *)(&buf[4])) = y;
*((float *)(&buf[6])) = z;
*((float *)(&buf[8])) = dx;
*((float *)(&buf[10])) = dy;
*((float *)(&buf[12])) = dz;
*((float *)(&buf[14])) = ax;
*((float *)(&buf[16])) = ay;
*((float *)(&buf[18])) = az;
*((int *)(&buf[20])) = h;
...
send( fd, buf, (size_t)buf[0], 0 );
```

```
t_packet pkt;

pkt.m_move.length = length;
pkt.m_move.type = OP_MOVE;
pkt.m_move.x = x;
pkt.m_move.y = y;
pkt.m_move.z = z;
pkt.m_move.dx = dx;
pkt.m_move.dy = dy;
pkt.m_move.dz = dz;
pkt.m_move.ax = ax;
pkt.m_move.ay = ay;
pkt.m_move.az = az;
pkt.m_move.h = h;
...
send( fd, &pkt, (size_t)pkt.m_move.length, 0 );
```

Another Method

- OpenSource Projects
  - Example : Protocol Buffer, Flat Buffers
  - Various Language : C, C# , Java, JSON
  - Various Platform : Windows, Linux, Iphone, Unity3d

Socket

- Definition
  - Communication end-point
  - From 4.2BSD UNIX, 1983
  - *De facto* standard API

- Everything in UNIX is a file
  - File descriptor for network communication
  - socket() returns socket descriptor
  - read()/write() vs. send()/recv()
  - Internet socket, Unix socket, X.25 socket…

- Two type of Internet socket
  - SOCK_STREAM – TCP
 - SOCK_DGRAM – UDP

Socket

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System calls 1/2

- WSAStartup(WORD wVersionRequested, LPWSADATA lpWSAData) : 소켓 사용 시작
- WSACleanup() : 소켓 사용 끝
- SOCKET socket(int af, int type, int protocol) : 소켓 생성
- Int closesocket(SOCKET s) : 소켓 반환
- Int connect(SOCKET s, const struct sockaddr FAR* name, int namelen) : 소켓 끼리 연결
- Int bind(SOCKET s, const struct sockaddr FAR* name, int namelen) : 소켓에 주소지정
- Int listen(SOCKET s, int backlog) : 소켓 연결을 기다림

System calls 2/2
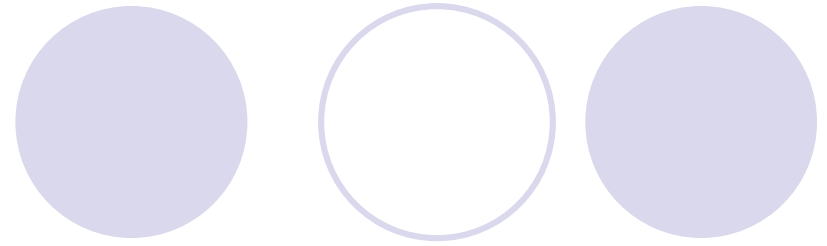
- SOCKET accept(SOCKET s, struct sockaddr FAR* addr, int FAR* addrlen) : 소켓 접속을 받는다.

- Int send (SOCKET s, const char FAR *msg, int len, int flags) : 소켓으로 데이터를 보낸다.

- Int recv(SOCKET s, char FAR *buf, int len, int flags) : 소켓으로 온 데이터를 읽는다.