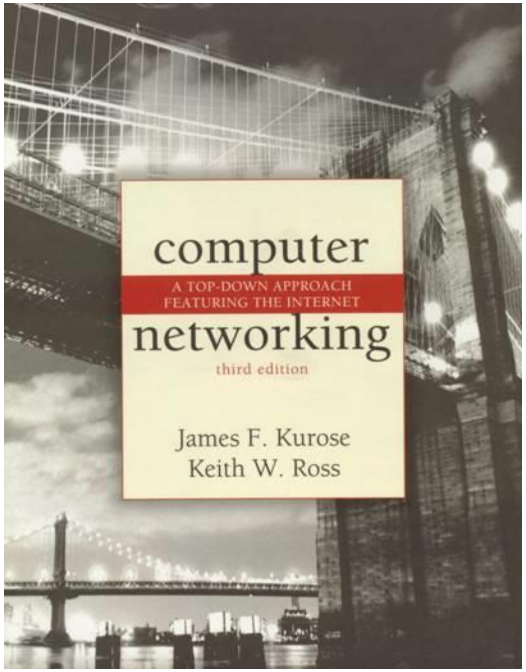
Review of Networking



Computer Networking: A Top Down Approach Featuring the Internet, 3rd edition.
Jim Kurose, Keith Ross
Addison-Wesley, July 2004.

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Thanks and enjoy! JFK/KWR

Overview

Goal:

- Get “feel” and terminology
- Some depth, detail expected that you know and other will follow *later* in course
- Approach:
  - Use *Internet* as example

Overview:

- What’s the internet
- What’s a protocol?
- Network edge
- Network core
- Access nets, physical media
- Internet/ISP structure
- Performance: loss, delay
- Protocol layers, service models
- Network modeling

Roadmap

1.1 What *is* the Internet?

1.2 Network edge

1.3 Network core

1.4 Network access and physical media

1.5 Internet structure and ISPs

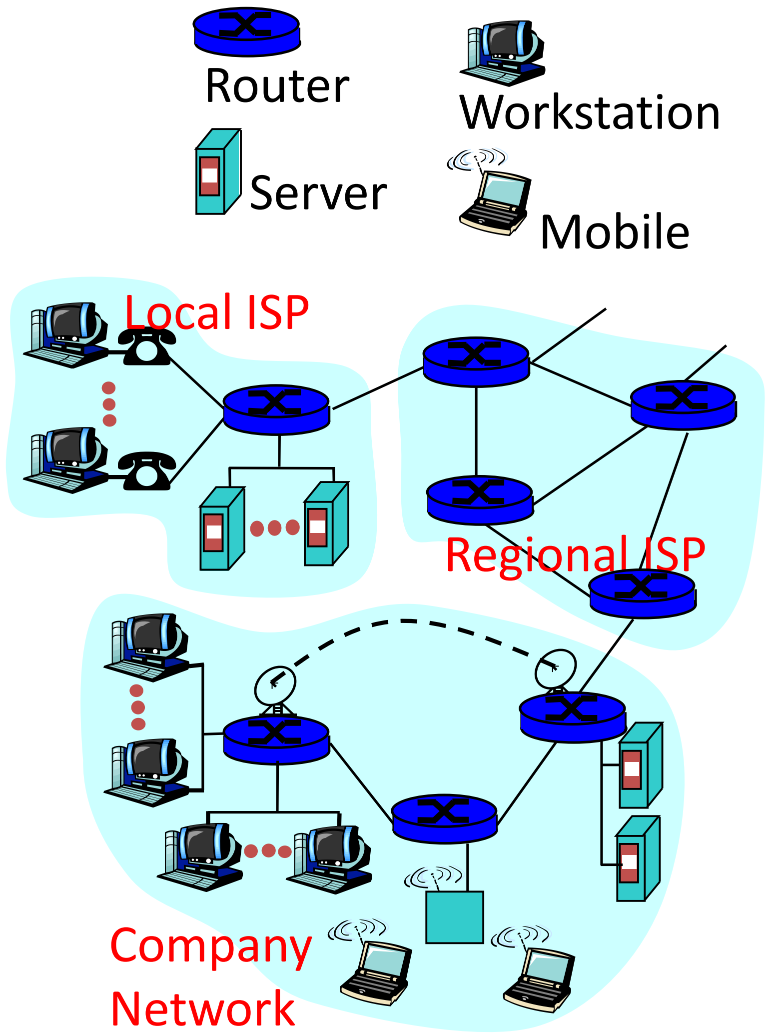
1.6 Delay & loss in packet-switched networks

1.7 Protocol layers, service models

1.8 History

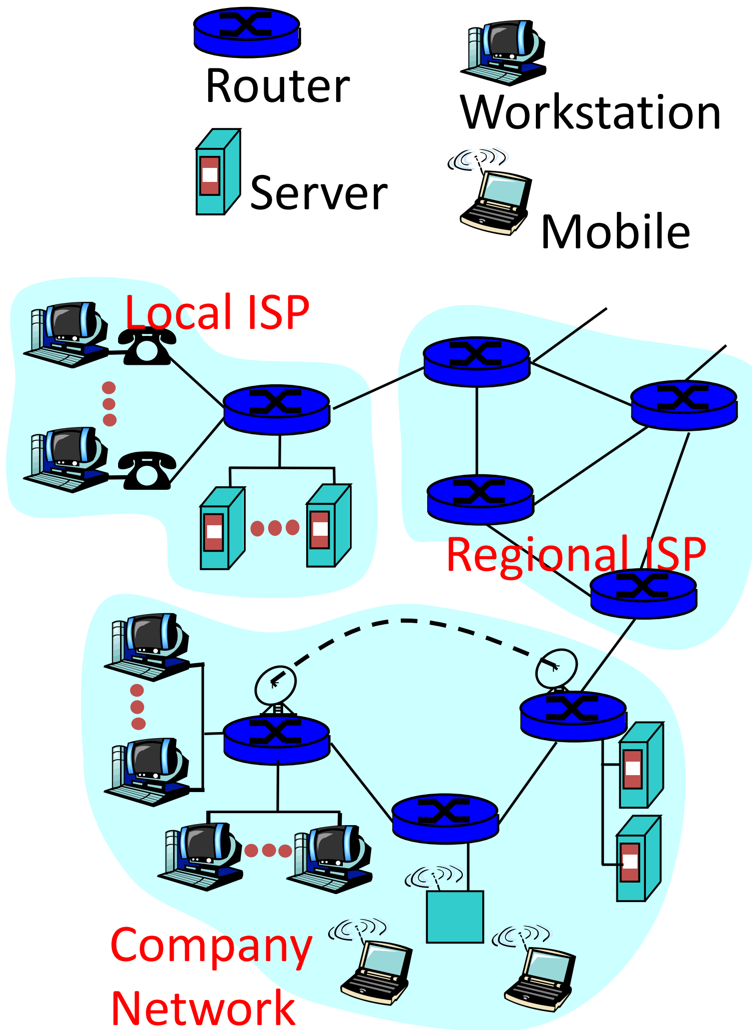
What's the Internet: "nuts and bolts" view

- Millions of connected computing devices: *hosts = end systems*
- Running *network apps*
- *Communication links*
  - Transport packets
  - Fiber, copper, radio, satellite
  - Transmission rate = ***bandwidth***
- *Routers:* aggregate traffic, forward packets (chunks of data)



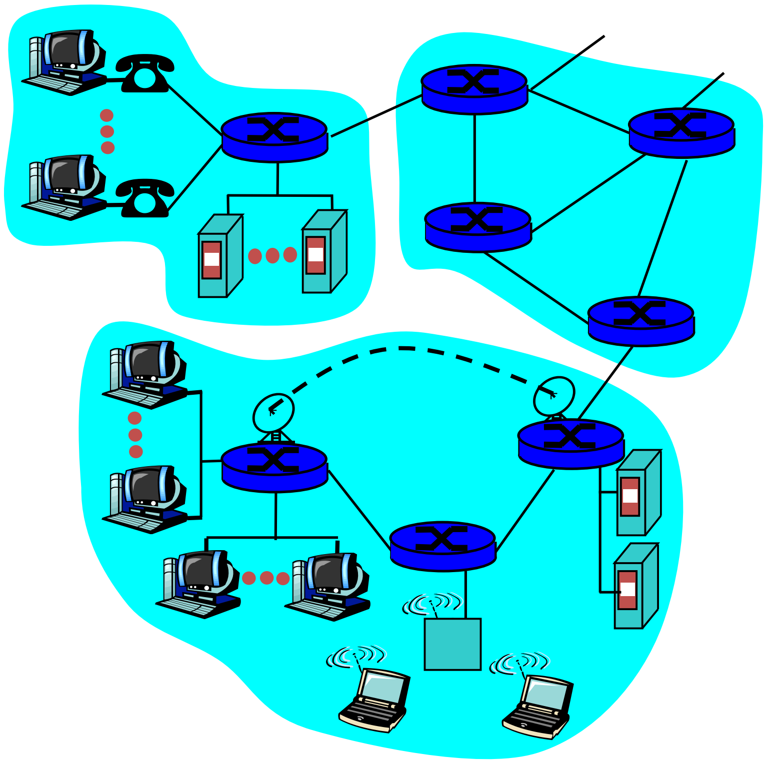
What's the Internet: "nuts and bolts" view

- *Protocols* control sending, receiving of msgs
  - E.G., TCP, IP, http, ftp, ppp
- *Internet: "network of networks"*
  - Loosely hierarchical unlike ATM or telephone networks
  - Public internet versus private intranet (security)
- Internet standards
  - RFC: request for comments
  - IETF: internet engineering task force (http://www.Ietf.Org)



What's the Internet: a service view

- Communication *infrastructure* enables distributed applications:
  - Web, email, games, e-commerce, file sharing
- Communication services provided to apps:
  - Connectionless unreliable transport for packets
    - Includes routing
  - Connection-oriented reliable transport for packets
    - Includes routing
    - Error free delivery
  - Directory (name) services
    - Provides name to IP address translation
    - DNS servers



What’s a protocol?

Human protocols:

- “What’s the time?”
- “I have a question”
- Introductions

… Specific messages sent

… Specific actions taken when msgs received, or other events

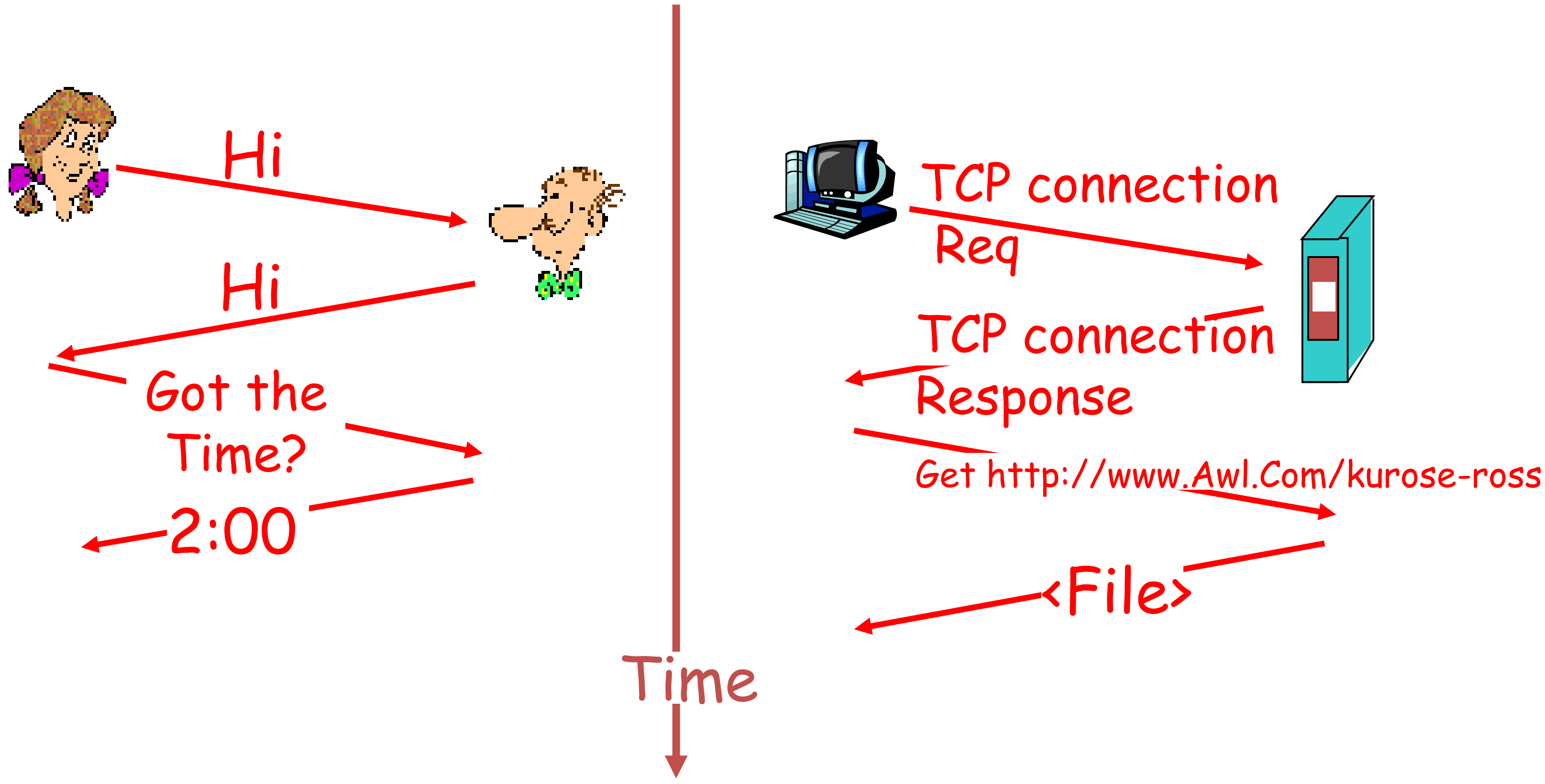
Network protocols:

- Machines rather than humans
- All communication activity in internet governed by protocols

Protocols define 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:



Chapter 1: Roadmap

1.1 What *is* the Internet?

1.2 Network edge

1.3 Network core

1.4 Network access and physical media

1.5 Internet structure and ISPs

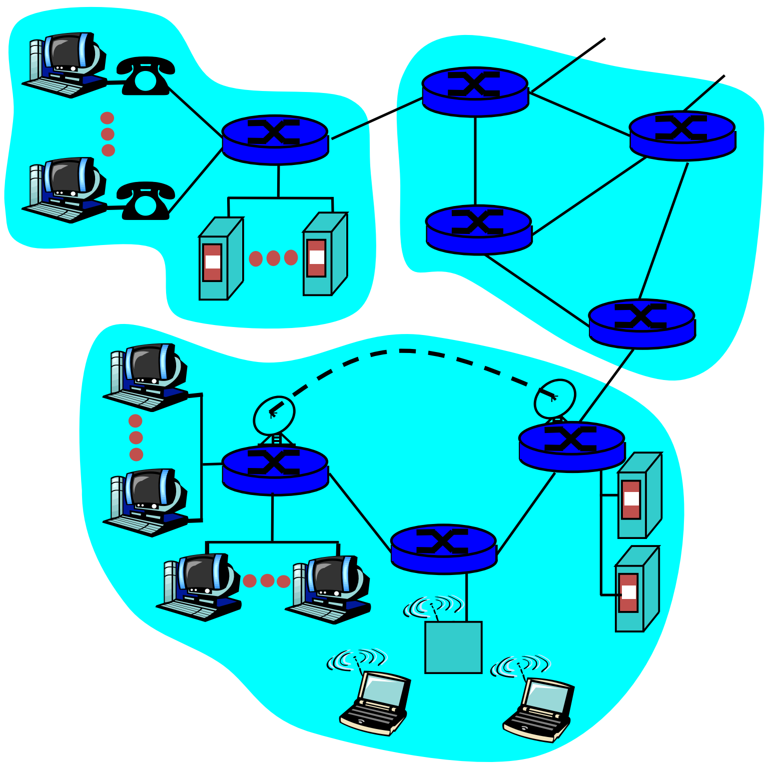
1.6 Delay & loss in packet-switched networks

1.7 Protocol layers, service models

1.8 History

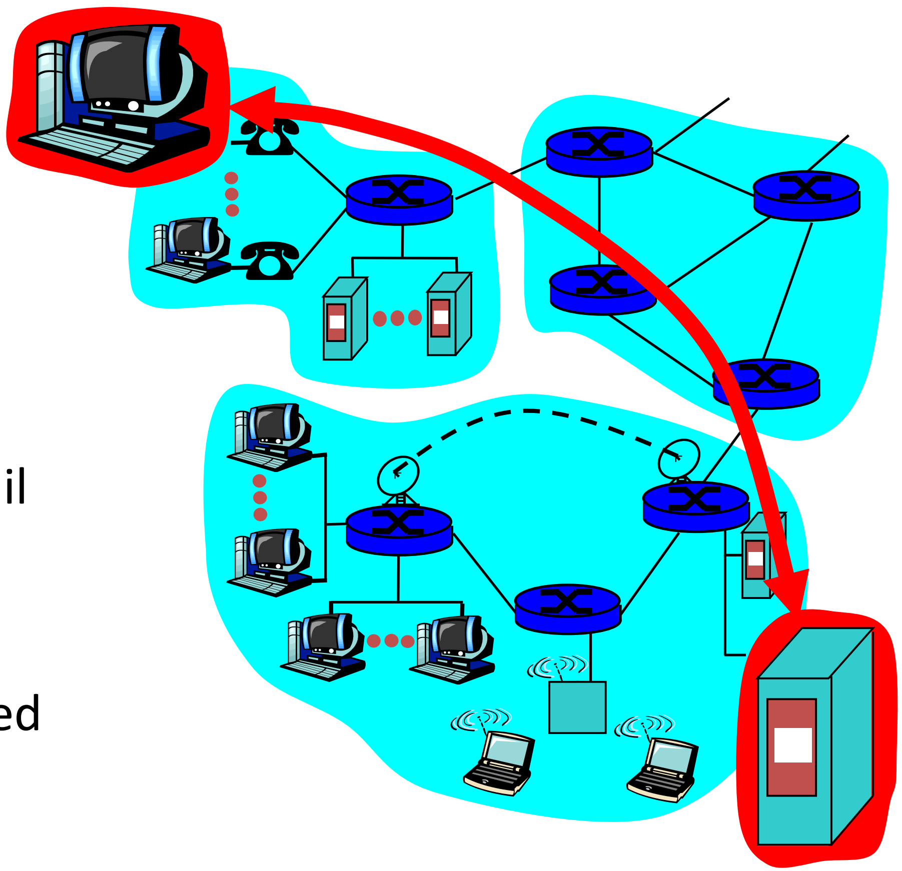
A closer look at network structure

- Network edge:
  - Applications and hosts
  - Traffic aggregation
- Network core (Trasnport):
  - Routers and routing
  - Network of networks
  - Network services
- Access networks
- Physical media: communication links



The network edge

- End systems (hosts):
  - Run application programs
  - e.g., Web, email
  - At "edge of network"
- Client/server model
  - Client host requests, receives service from always-on server
  - e.g., Web browser/server; email client/server
- Peer-peer model:
  - Minimal (or no) use of dedicated servers
  - e.g., Kazaa



Network edge: connection-oriented service

Goal: data transfer between end systems

- *Handshaking:* setup (prepare for) data transfer ahead of time
  - Hello, hello-back human protocol
  - *Set up "state"* in two communicating hosts
- TCP - transmission control protocol
  - Internet's connection-oriented service

TCP service [RFC 793]

- *Reliable, in-order* byte-stream data transfer
  - Loss: acknowledgements and retransmissions
- *Flow control:*
  - Sender won't overwhelm receiver
- *Congestion control:*
  - Senders "slow down sending rate" when network congested
  - Routers implement random early discard (RED)

Network edge: connectionless service

Goal: data transfer between end systems

- Same as before!

- UDP - user datagram protocol [rfc 768]:
  - Connectionless
  - Unreliable data transfer
  - No flow control
  - No congestion control

App's using TCP:

- HTTP (web), FTP (file transfer), telnet (remote login), SMTP (email)

App's using udp:

- Streaming media, teleconferencing, DNS, internet telephony

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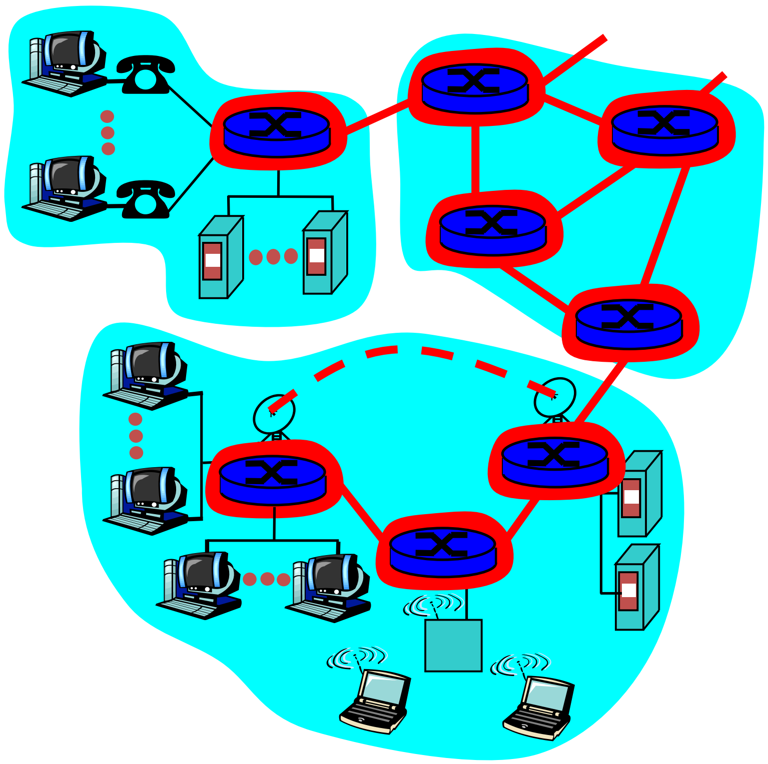
The network core

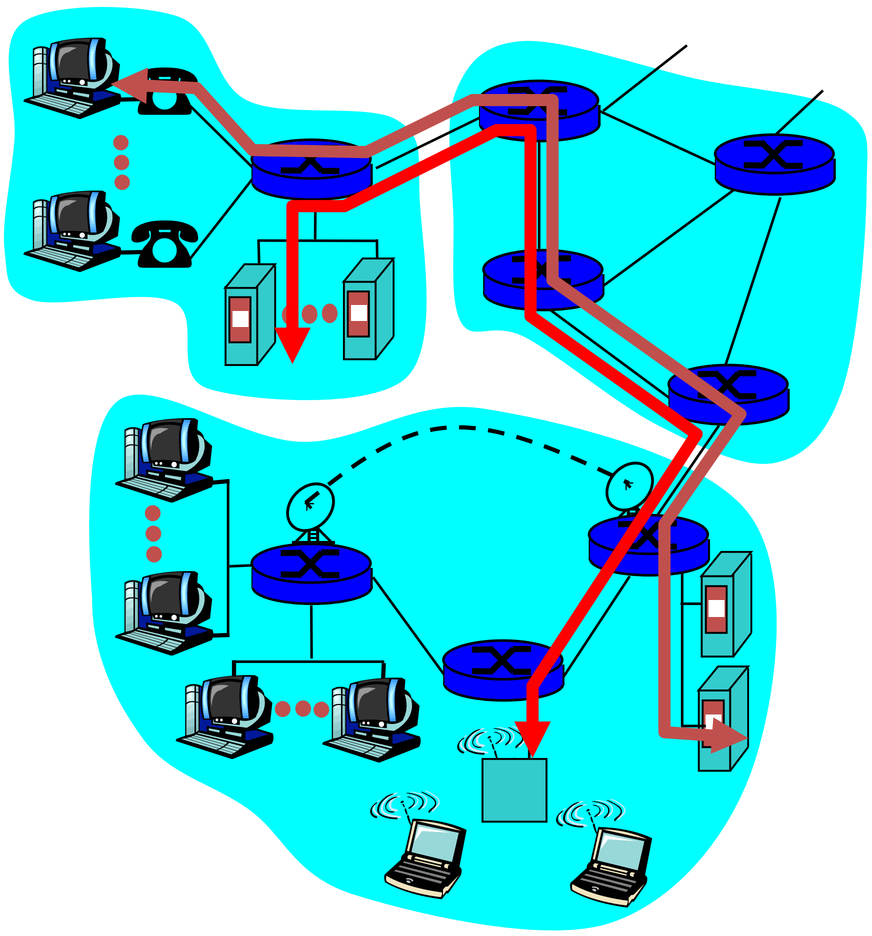
- Mesh of interconnected routers
- *The* fundamental question: how is data transferred through net?
  - Circuit switching: dedicated circuit per call: telephone net
  - Packet-switching: data sent thru net in discrete “chunks”



Network core: circuit switching

End-end resources reserved for "call"

- Link bandwidth, switch capacity
- Dedicated resources: no sharing
- Circuit-like (guaranteed) performance
- Call setup required



Network core: circuit switching

Network resources (e.g., Bandwidth) divided into "pieces"

- Pieces allocated to calls
- Resource piece *idle* if not used by owning call *(no sharing)*

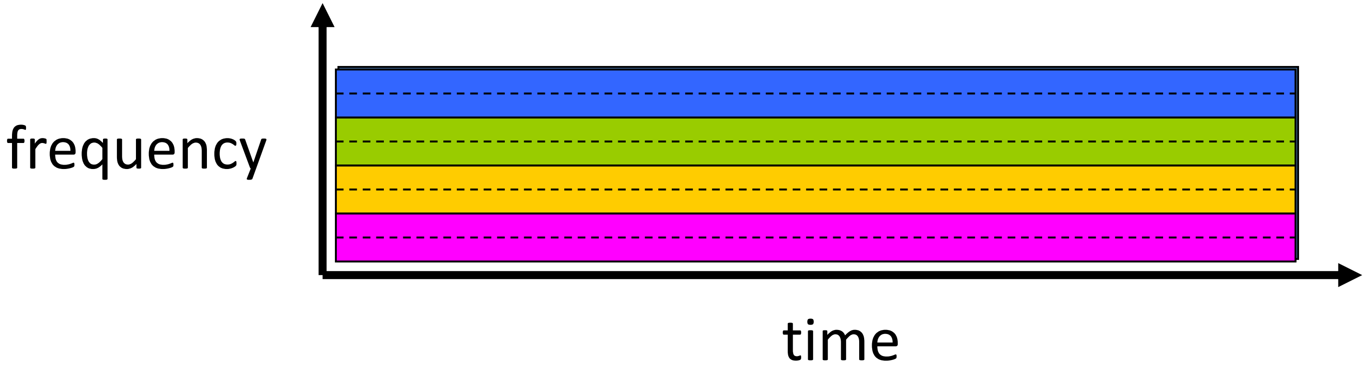
- Dividing link bandwidth into "pieces"
  - Frequency division
  - Time division

Circuit Switching: FDM and TDM

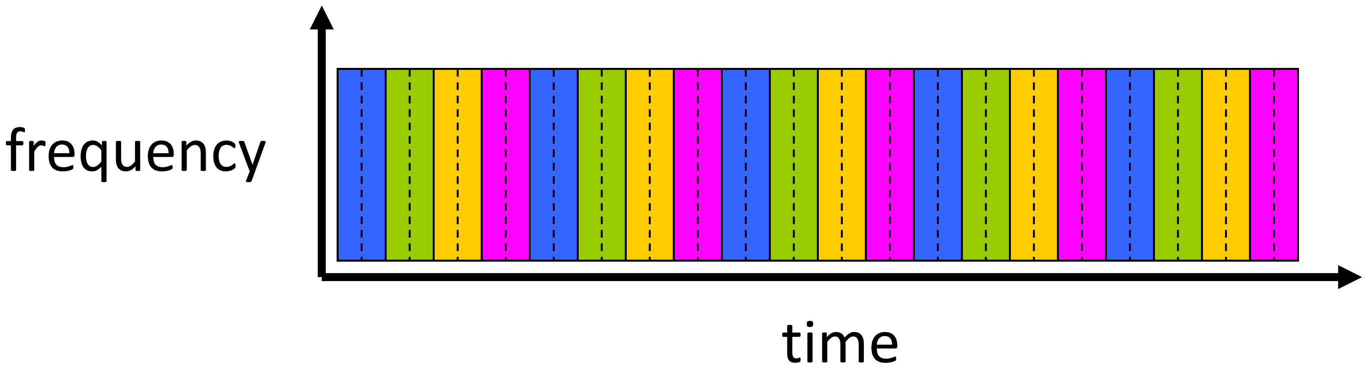
Example:

4 users

FDM (Frequency Division Mutiplexing)



TDM (Time Division Multiplexing)



Numerical example

- How long does it take to send a file of 640,000 bits from host A to host B over a circuit-switched network?
  - All links are 1.536 mbps
  - Each link uses TDM with 24 slots
  - 500 millisec to establish end-to-end circuit

Work it out!

Network core: packet switching

Each end-end data stream divided into *packets*

- User A, B packets *share* network resources
- Each packet uses full link bandwidth
- Resources used *as needed*

Bandwidth division into "pieces"

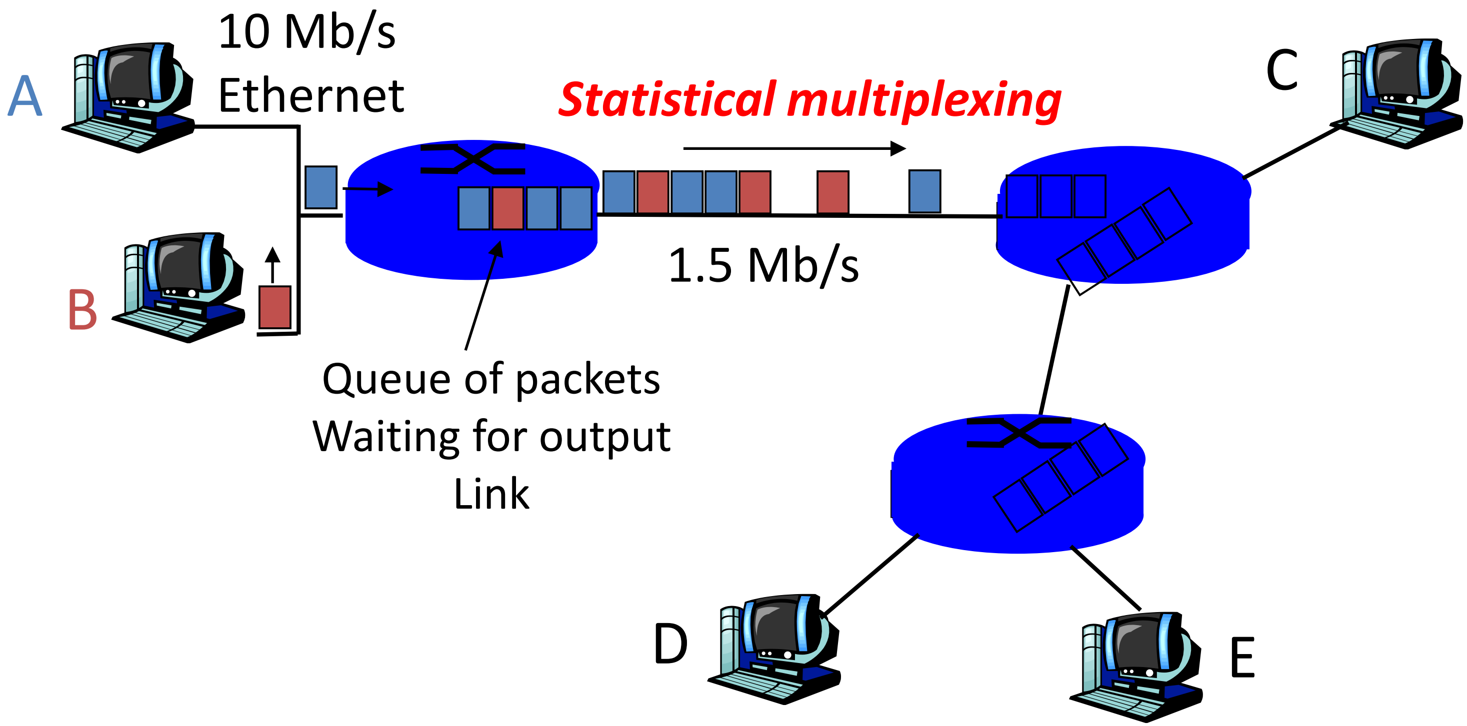
Dedicated allocation

Resource reservation

Resource contention:

- Aggregate resource demand can exceed amount available
- Congestion: packets queue, wait for link use
- Store and forward: packets move one hop at a time
  - Node receives complete packet before forwarding

Packet switching: statistical multiplexing



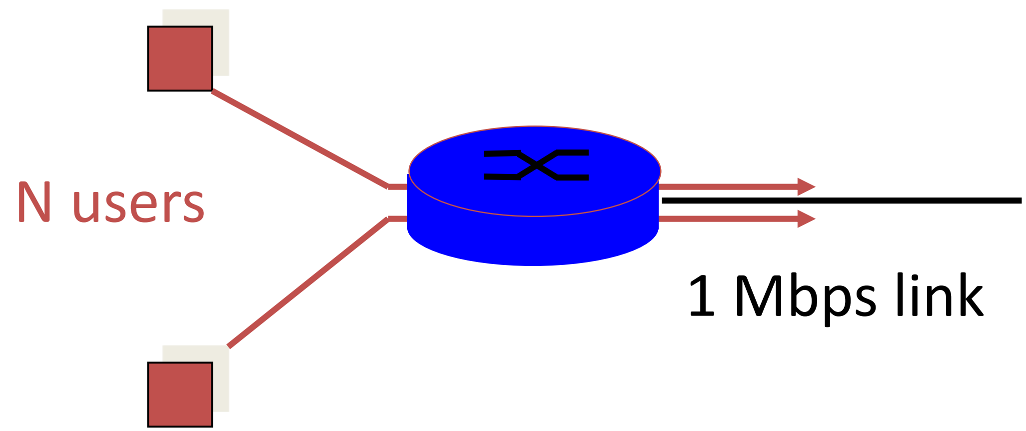
Sequence of A & B packets does not have fixed pattern ➔ ***statistical multiplexing***.

In TDM each host gets same slot in revolving TDM frame.

Packet switching versus circuit switching

Packet switching allows more users to use network!

- 1 Mb/s link
- each user:
  - 100 kb/s when "active"
  - active 10% of time
- circuit-switching:
  - 10 users
- packet switching:
  - with 35 users, probability > 10 active less than .0004

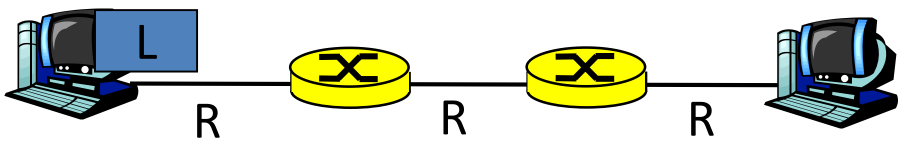


Packet switching versus circuit switching

Is packet switching a “slam dunk winner?”

- Great for bursty data
  - Resource sharing
  - Simpler, no call setup
- Excessive congestion: packet delay and loss
  - Protocols needed for reliable data transfer, congestion control
- Q: how to provide circuit-like behavior?
  - Bandwidth guarantees needed for audio/video apps
  - Still an unsolved problem (we look at some)

Packet-switching: store-and-forward



- Takes L/R seconds to transmit (push out) packet of L bits on to link or R bps
- Entire packet must arrive at router before it can be transmitted on next link: *store and forward*
- delay = 3L/R

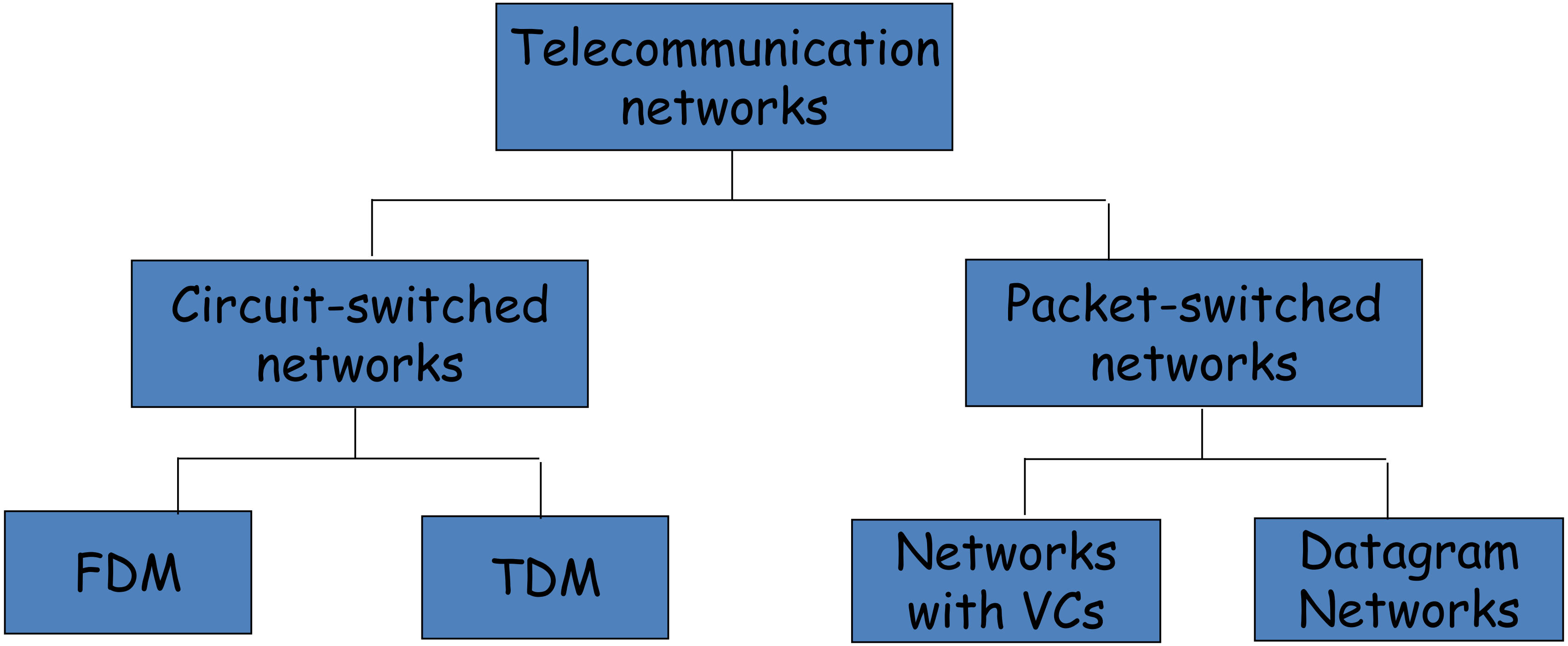
Example:

- L = 7.5 Mbits
- R = 1.5 Mbps
- delay = 15 sec

Packet-switched networks: forwarding

- *Goal:* move packets through routers from source to destination
  - We'll study path selection (i.e., Routing) algorithms in relation to QoS routing
- Datagram network (e.g., IP networks)
  - *Destination address* in packet determines next hop
  - Routes may change during session
  - Analogy: driving, asking directions
- Virtual Circuit (VC) network (e.g., ATM, MPLS)
  - Each packet carries tag (virtual circuit ID), tag determines next hop
  - Fixed path determined at *call setup time*, remains fixed thru call (analogy: chalk out the route before driving)
  - *Routers maintain per-call state*

Network Taxonomy



Internet provides both connection-oriented (TCP) and connectionless services (UDP) to apps.

Roadmap

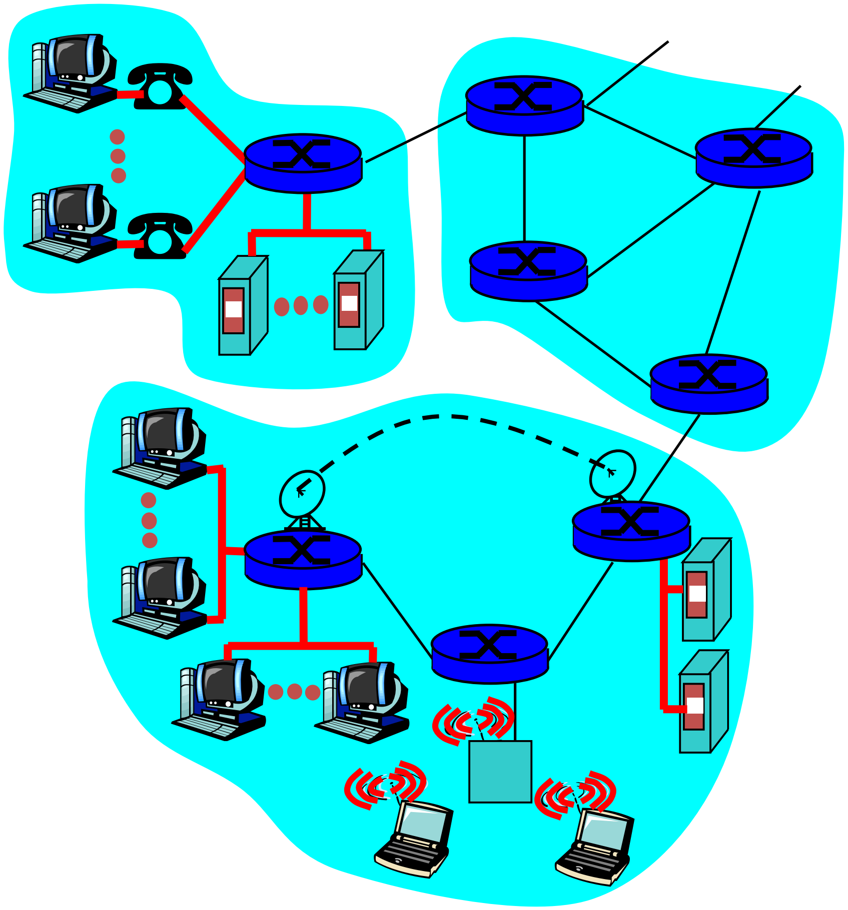
Access networks and physical media

Q: How to connect end systems to edge router?

- residential access nets
- institutional access networks (school, company)
- mobile access networks

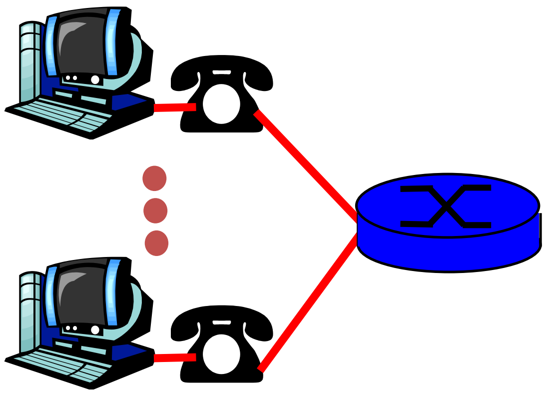
Keep in mind:

- bandwidth (bits per second) of access network?
- shared or dedicated?



Residential access: point to point access

- Dial-up via modem
  - up to 56Kbps direct access to router (often less)
  - Can’t surf and phone at same time: can’t be “always on”



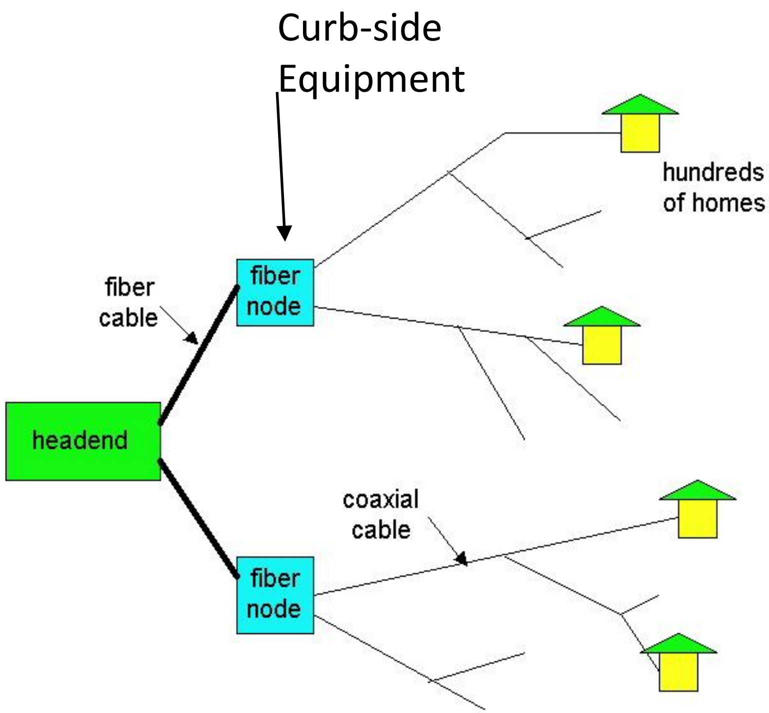
- ADSL: asymmetric digital subscriber line
  - up to 1 Mbps upstream (today typically < 256 kbps)
  - up to 8 Mbps downstream (today typically < 1 Mbps)
  - FDM: 50 kHz - 1 MHz for downstream

    4 kHz - 50 kHz for upstream

    0 kHz - 4 kHz for ordinary telephone

Residential access: cable modems

- HFC: hybrid fiber coax
  - asymmetric: up to 30Mbps downstream, 2 Mbps upstream
- Network of cable and fiber attaches homes to ISP router
  - homes share access to router
- Deployment: available via cable TV companies



Residential access: cable modems

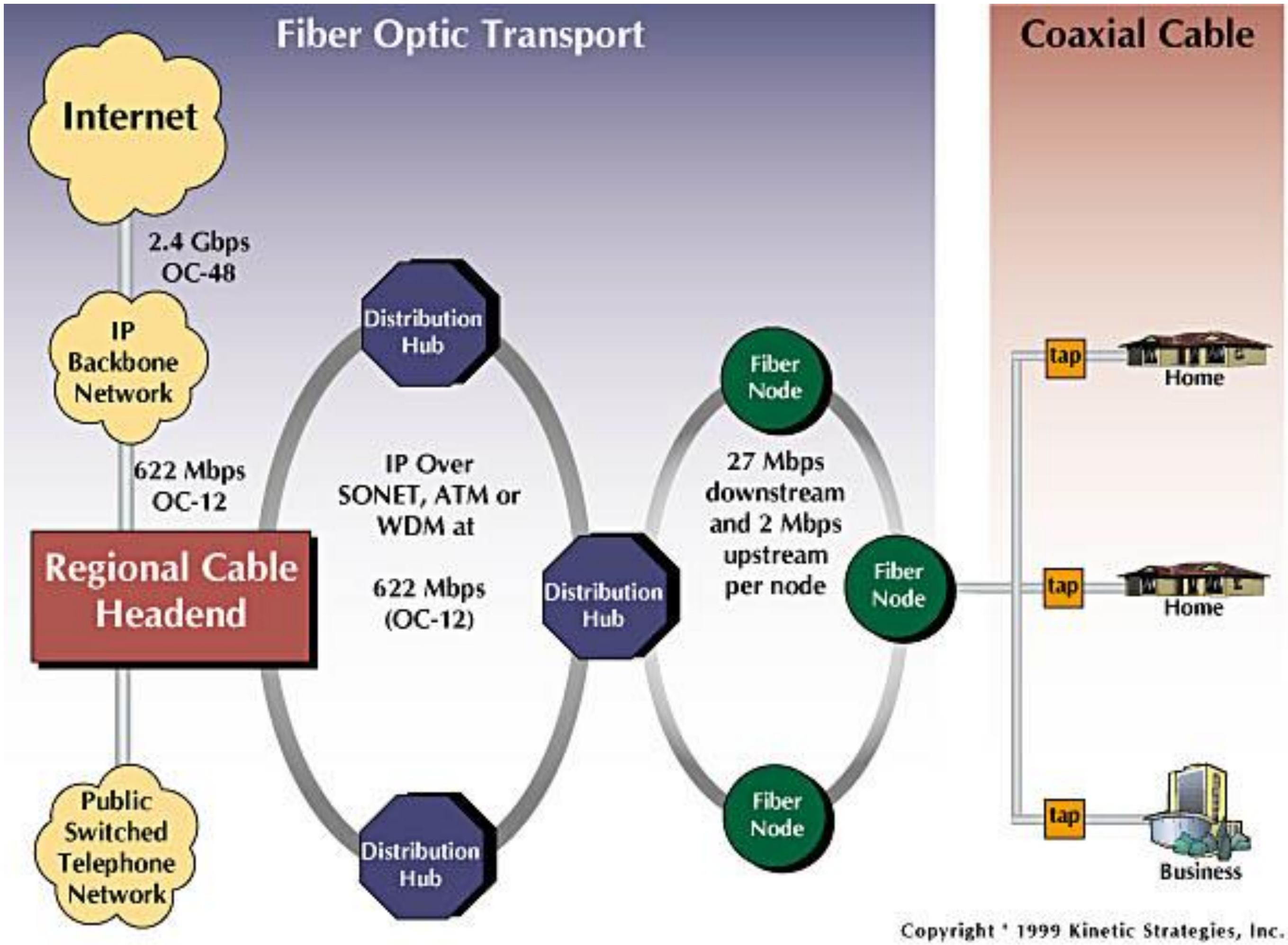
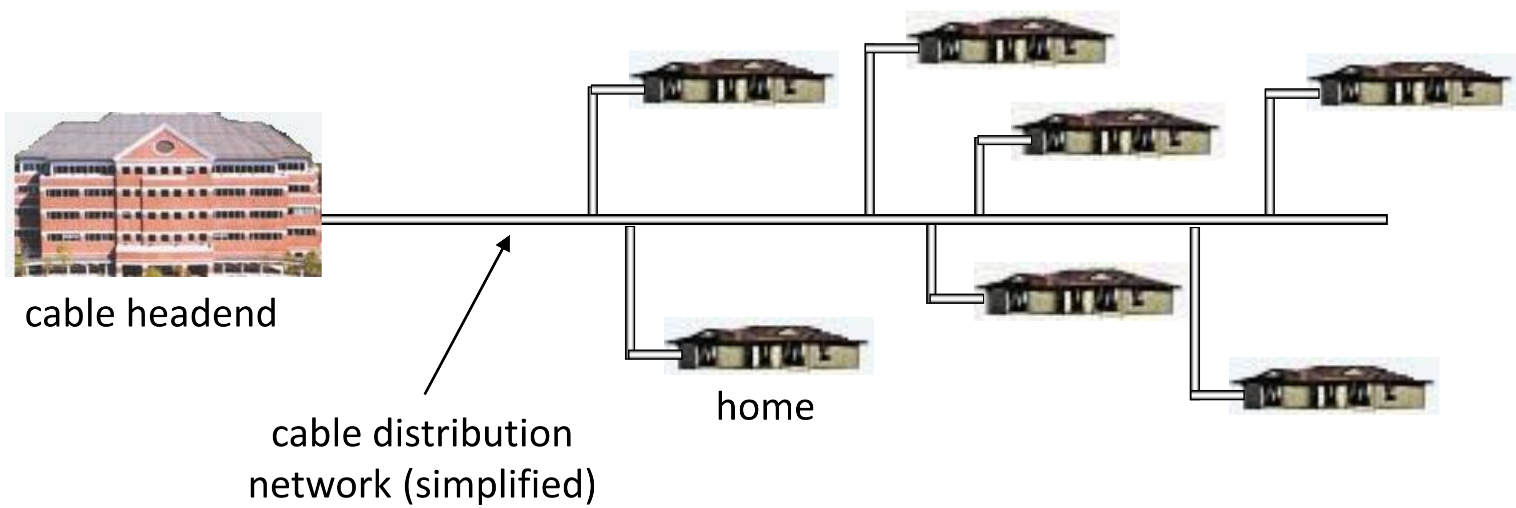


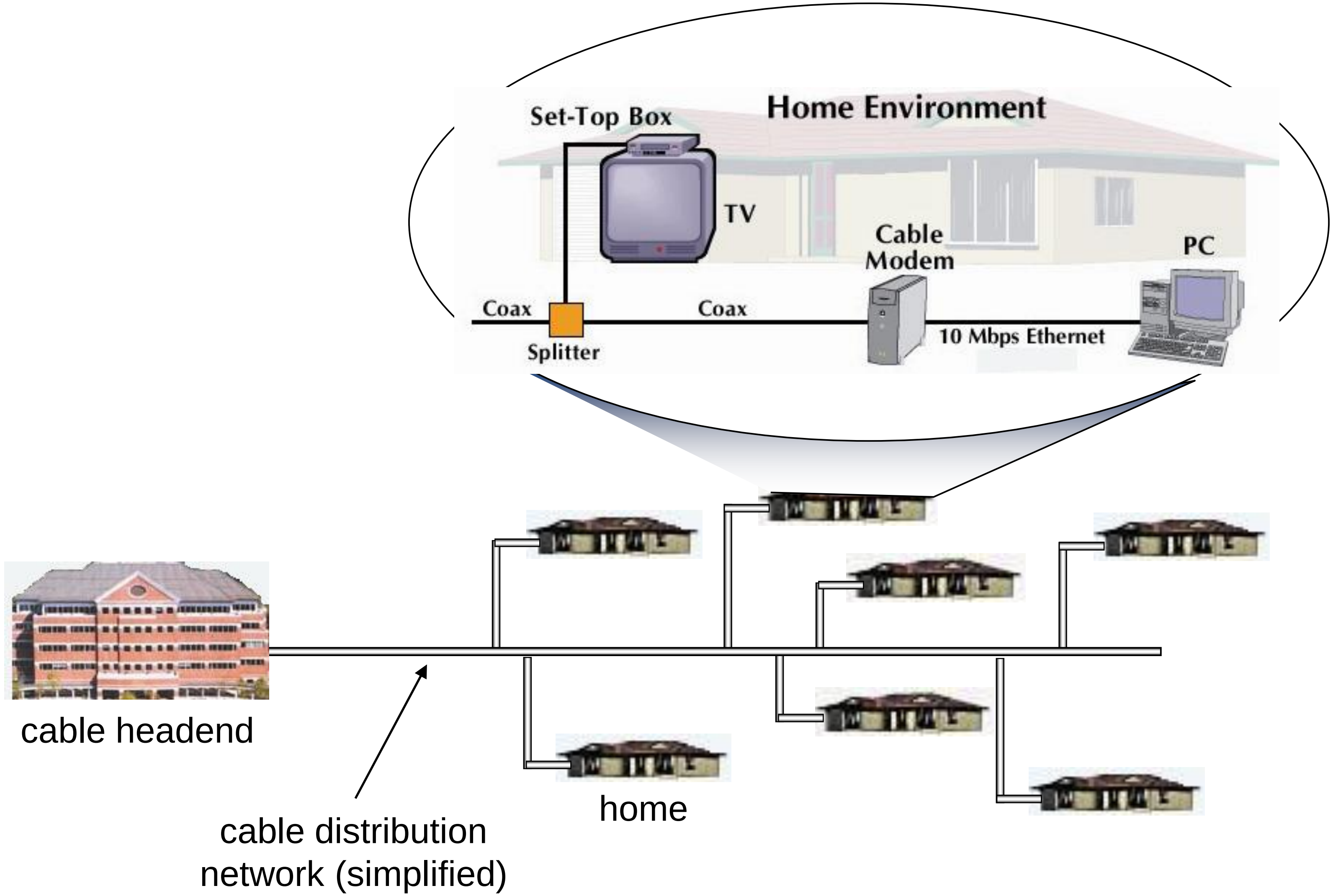
Diagram: http://www.cabledatacomnews.com/cmic/diagram.html

Cable Network Architecture: Overview

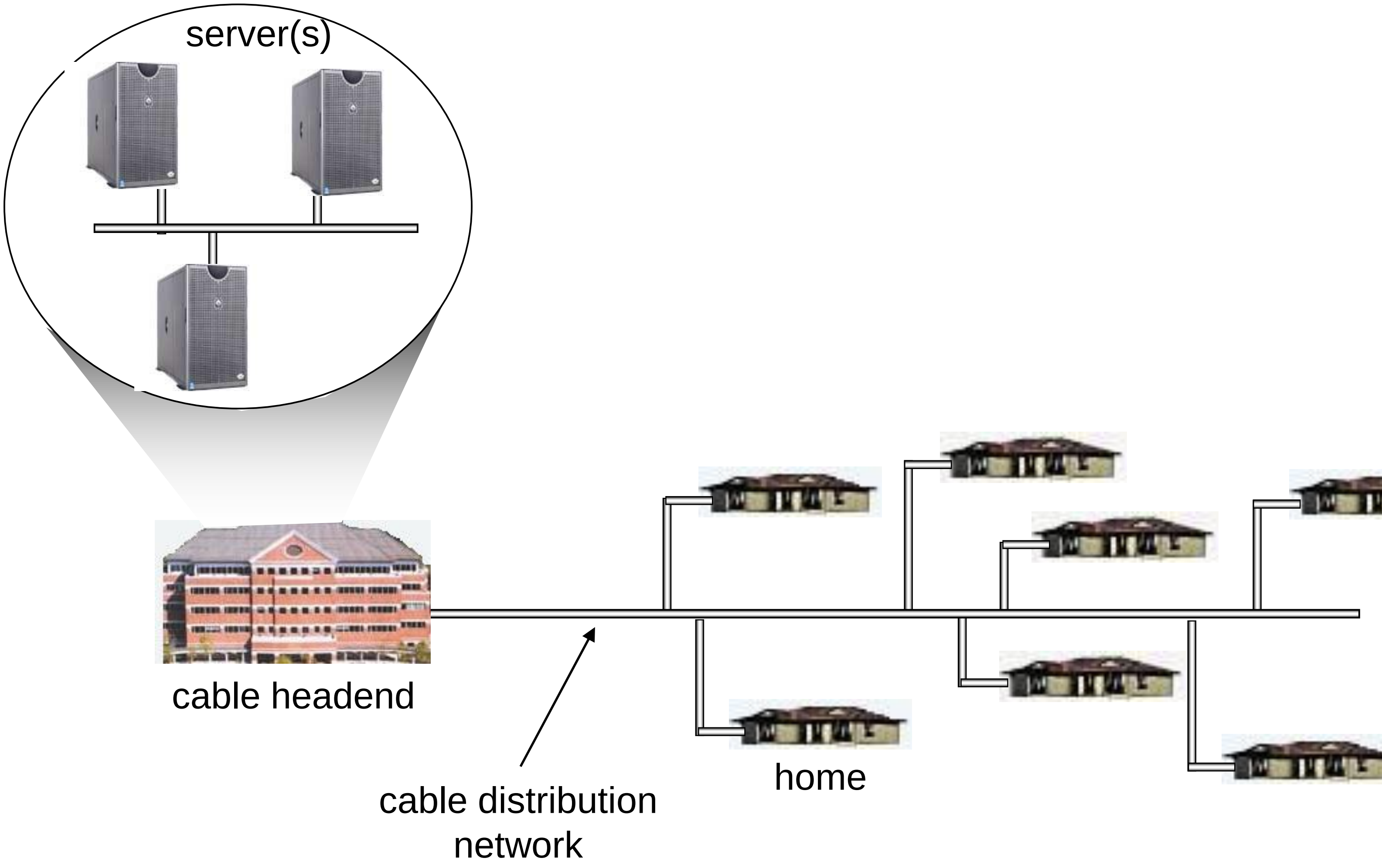
Typically 500 to 5,000 homes



Cable Network Architecture: Overview

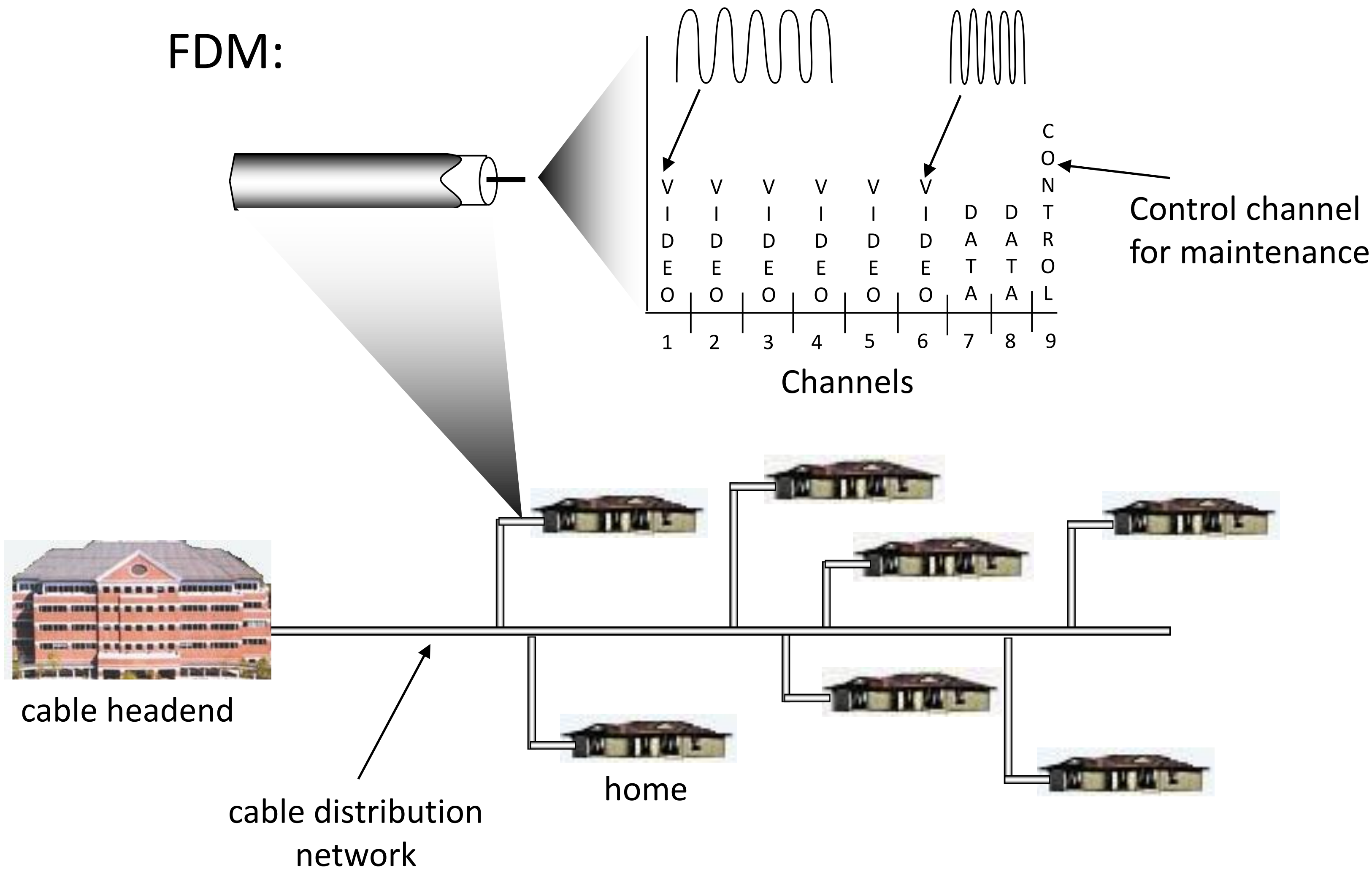


Cable Network Architecture: Overview



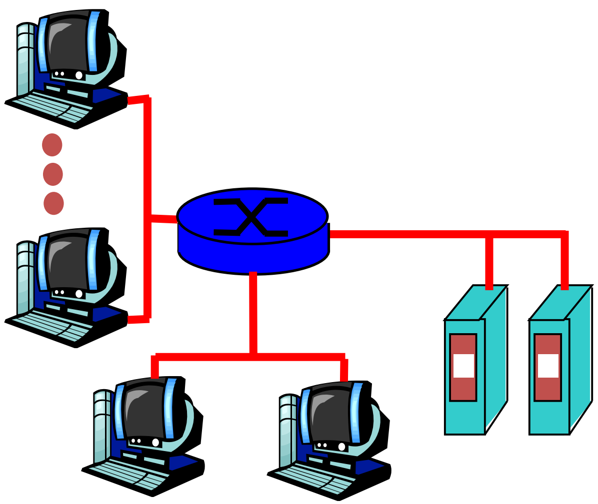
Cable Network Architecture: Overview

FDM:



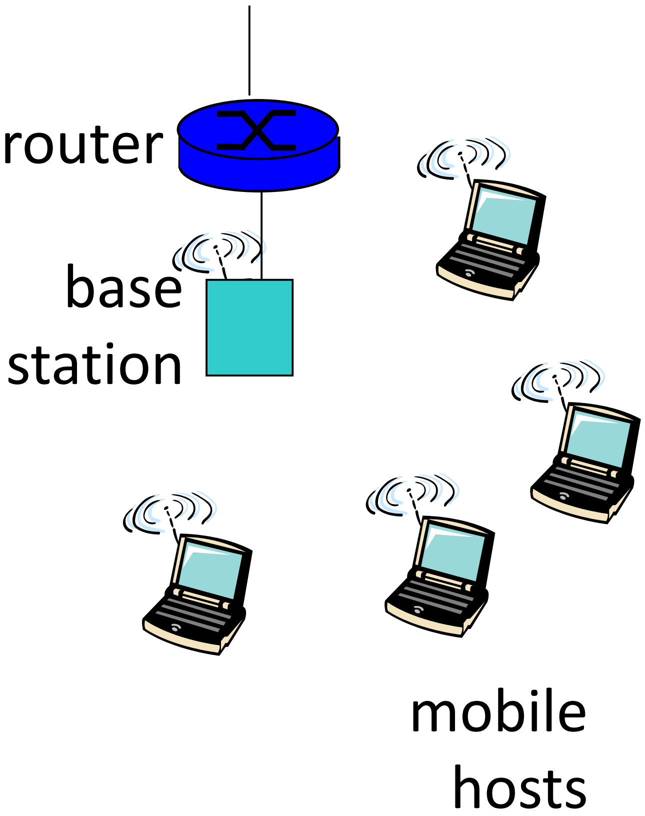
Company access: local area networks (LAN)

- Company/university local area network (LAN) connects end system to edge router
- Ethernet:
  - *Shared or dedicated* link connects end system and router
  - 10 Mb/s, 100Mbps, gigabit Ethernet
  - *Switched Ethernet* is becoming popular replacing the shared medium access (why????)



Wireless access networks

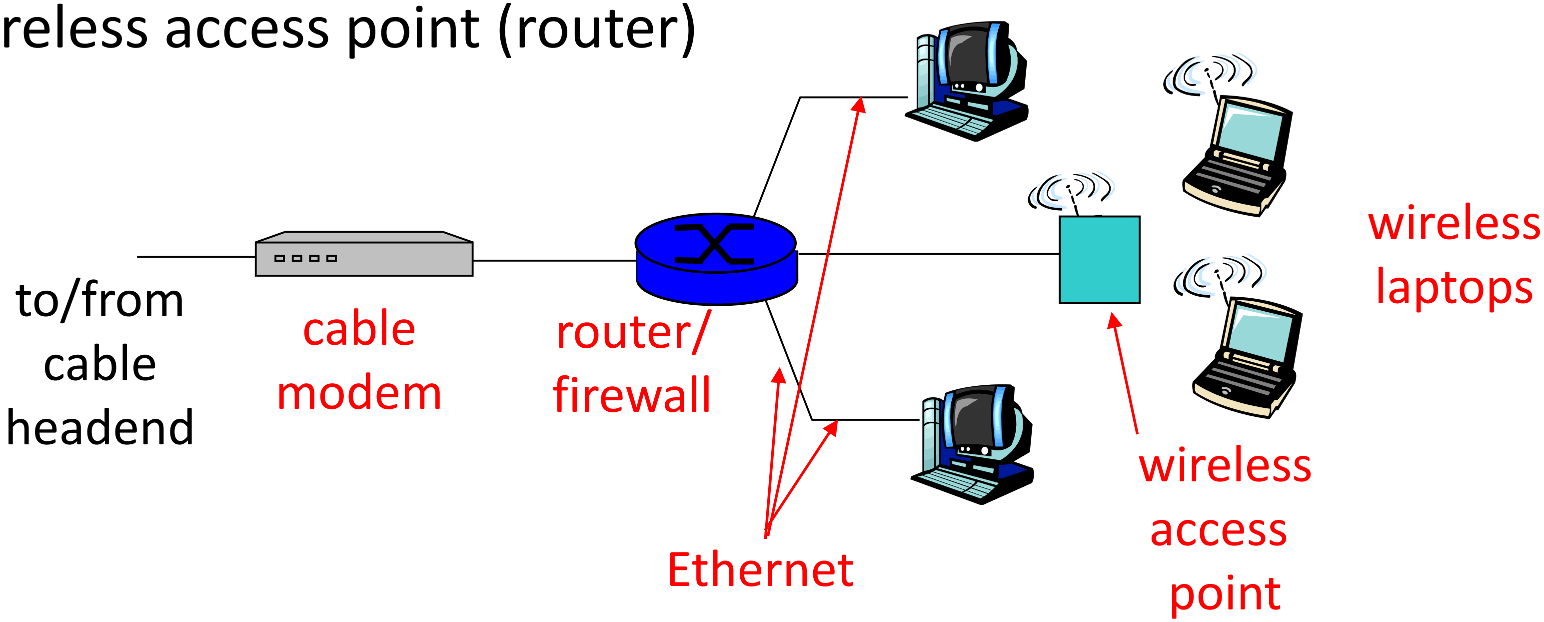
- Shared *wireless* access network connects end system to router
  - via base station aka “access point”
- Wireless LANs (a few standards and growing)
  - 802.11b (WiFi): 11 Mbps
  - 802.11g: 54 Mbps
- Wider-area wireless access
  - provided by telco operator
  - 3G ~ 384 kbps
    - Will it happen??
  - WAP/GPRS in Europe



Home networks

Typical home network components:

- ADSL or cable modem
- Router/firewall/NAT (Network Address Translation)
- Ethernet
- Wireless access point (router)



Physical Media

- Bit: propagates between transmitter/rcvr pairs
- Physical link: what lies between transmitter & receiver
- Guided media:
  - signals propagate in solid media: copper, fiber, coax
- Unguided media:
  - signals propagate freely, e.g., radio

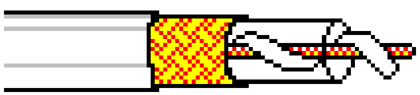
Twisted Pair (TP)

- Two insulated copper wires
  - Category 3: traditional phone wires, 10 Mbps Ethernet
  - Category 5: 100Mbps Ethernet

Physical Media: coax, fiber

Coaxial cable:

- two concentric copper conductors
- bidirectional
- baseband:
  - single channel on cable
  - legacy Ethernet
- broadband:
  - multiple channel on cable
  - HFC



Fiber optic cable:

- glass fiber carrying light pulses, each pulse a bit
- high-speed operation:
  - high-speed point-to-point transmission (e.g., 5 Gps)
- low error rate: repeaters spaced far apart ; immune to electromagnetic noise

Physical Media: radio

- signal carried in electromagnetic spectrum
- no physical "wire"
- bidirectional
- propagation environment effects:
  - reflection
  - obstruction by objects
  - interference

Radio link types:

- terrestrial microwave
  - e.g. up to 45 Mbps channels
- LAN (e.g., Wifi)
  - 2Mbps, 11Mbps
- wide-area (e.g., cellular)
  - e.g. 3G: hundreds of kbps
- satellite
  - up to 50Mbps channel (or multiple smaller channels)
  - 270 msec end-end delay
  - geosynchronous versus low altitude

Some Cables

Category 5 twisted pair	10-100Mbps, 100m
50-ohm coax (ThinNet)	10-100Mbps, 200m
75-ohm coax (ThickNet)	10-100Mbps, 500m
Multimode fiber	100Mbps, 2km
Single-mode fiber	100-2400Mbps, 40km

Large Pipes

Service to ask for	Bandwidth you get
ISDN	64 Kbps
T1	1.544 Mbps
T3	44.736 Mbps
STS-1	51.840 Mbps
STS-3	155.250 Mbps
STS-12	622.080 Mbps
STS-24	1.244160 Gbps
STS-48	2.488320 Gbps

STS (Synchronous Transport Signal)

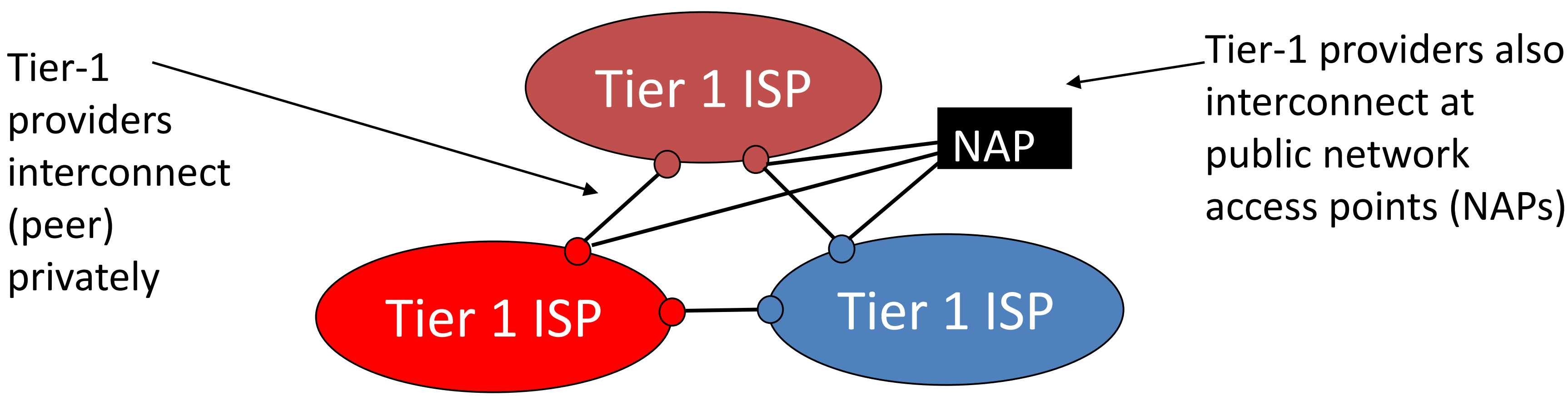
OC (Optical Carrier)

OC-3, OC-12, OC-48, OC-192 (10Gb)

Roadmap

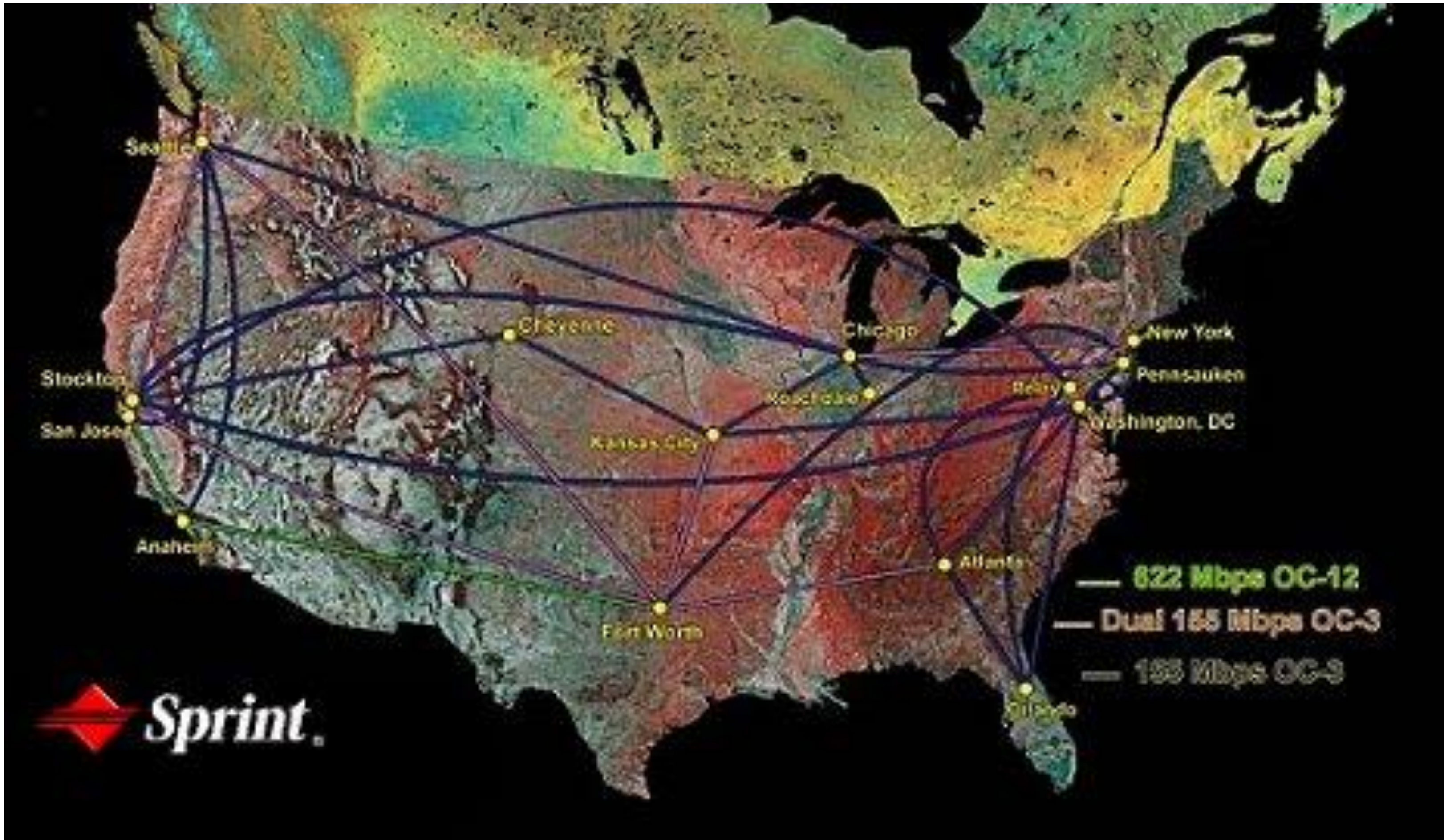
Internet Structure: Network of Networks

- Roughly hierarchical
- At center: “Tier-1” ISPs (e.g., UUNet, BBN/Genuity, Sprint, AT&T), national/international coverage
  - treat each other as equals
  - Different Routing Algorithms: BGP externally, OSPF Internally



Tier-1 ISP: e.g., Sprint

Sprint US backbone network

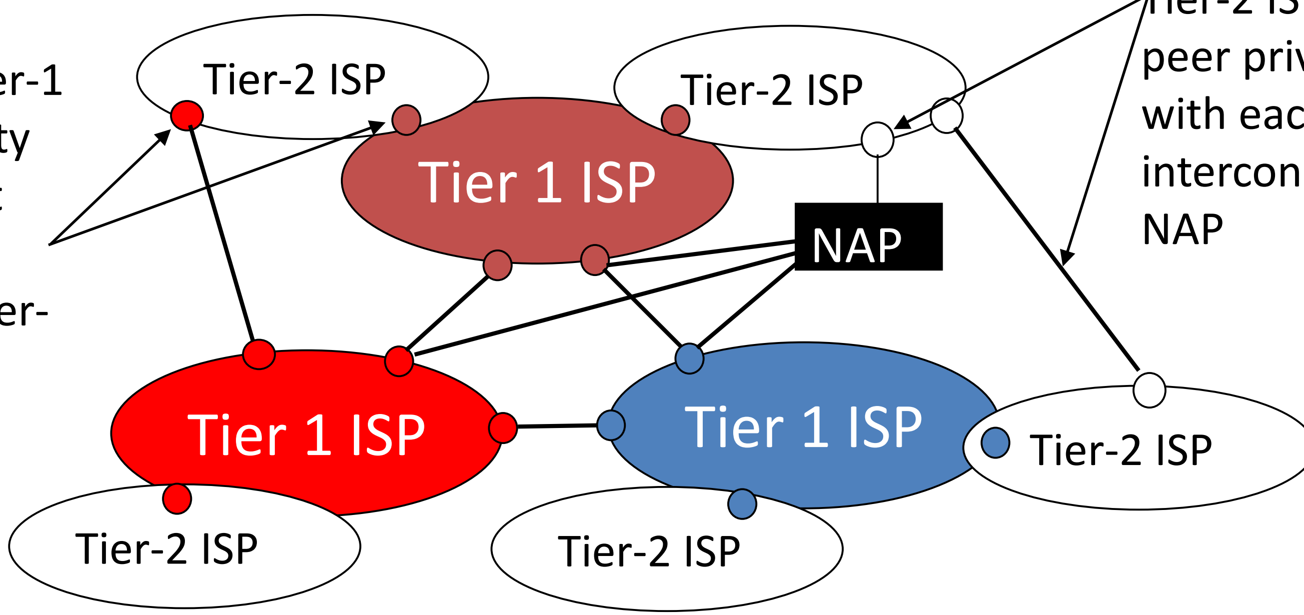


Internet structure: network of networks

- "Tier-2" ISPs: smaller (often regional) ISPs
  - Connect to one or more Tier-1 ISPs, possibly other Tier-2 ISPs

Tier-2 ISP pays Tier-1 ISP for connectivity to rest of Internet

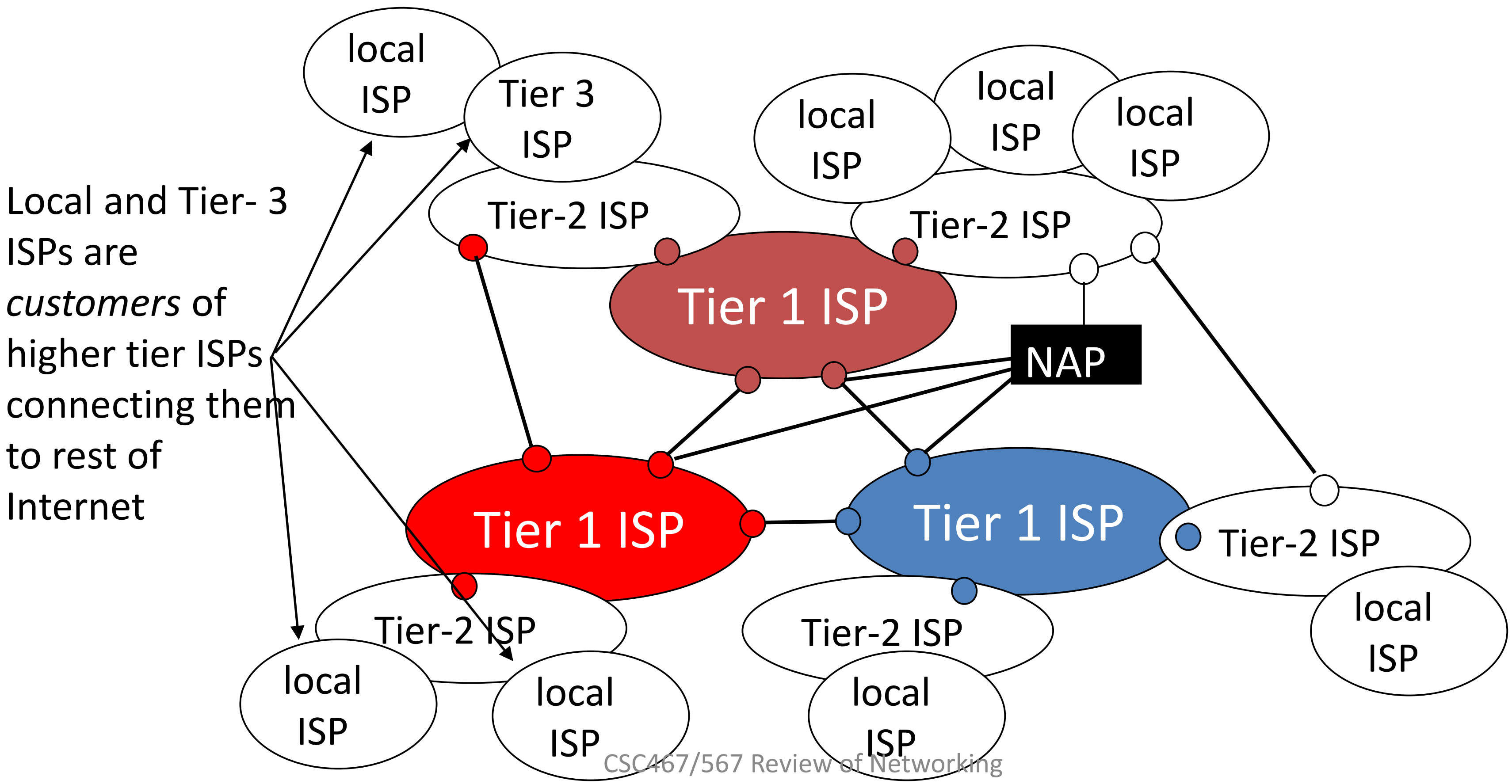
- Tier-2 ISP is *customer* of Tier-1 provider



Tier-2 ISPs also peer privately with each other, interconnect at NAP

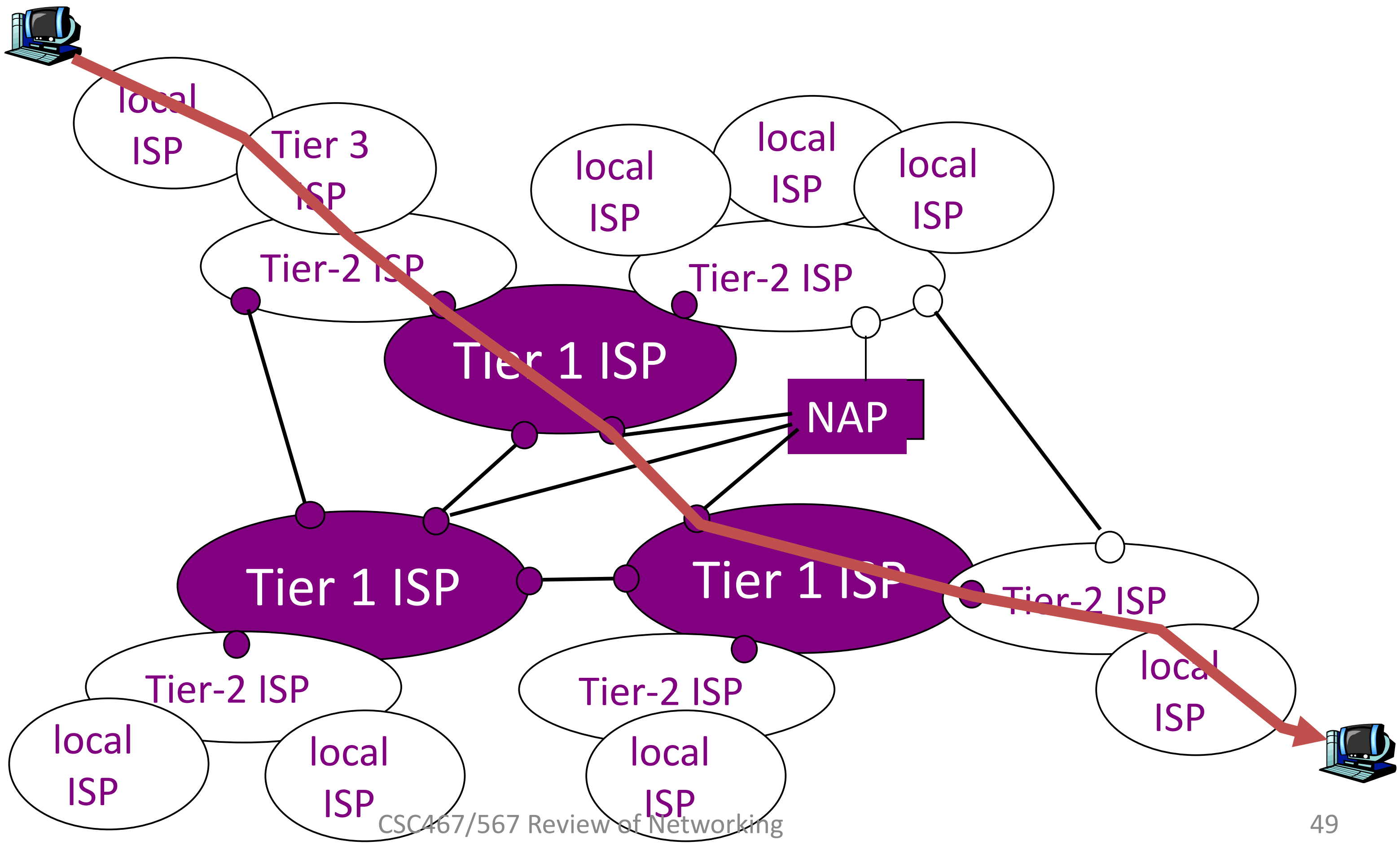
Internet structure: network of networks

- "Tier-3" ISPs and local ISPs
  - last hop ("access") network (closest to end systems)



Internet structure: network of networks

- a packet passes through many networks!



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1.6 Delay & loss in packet-switched networks

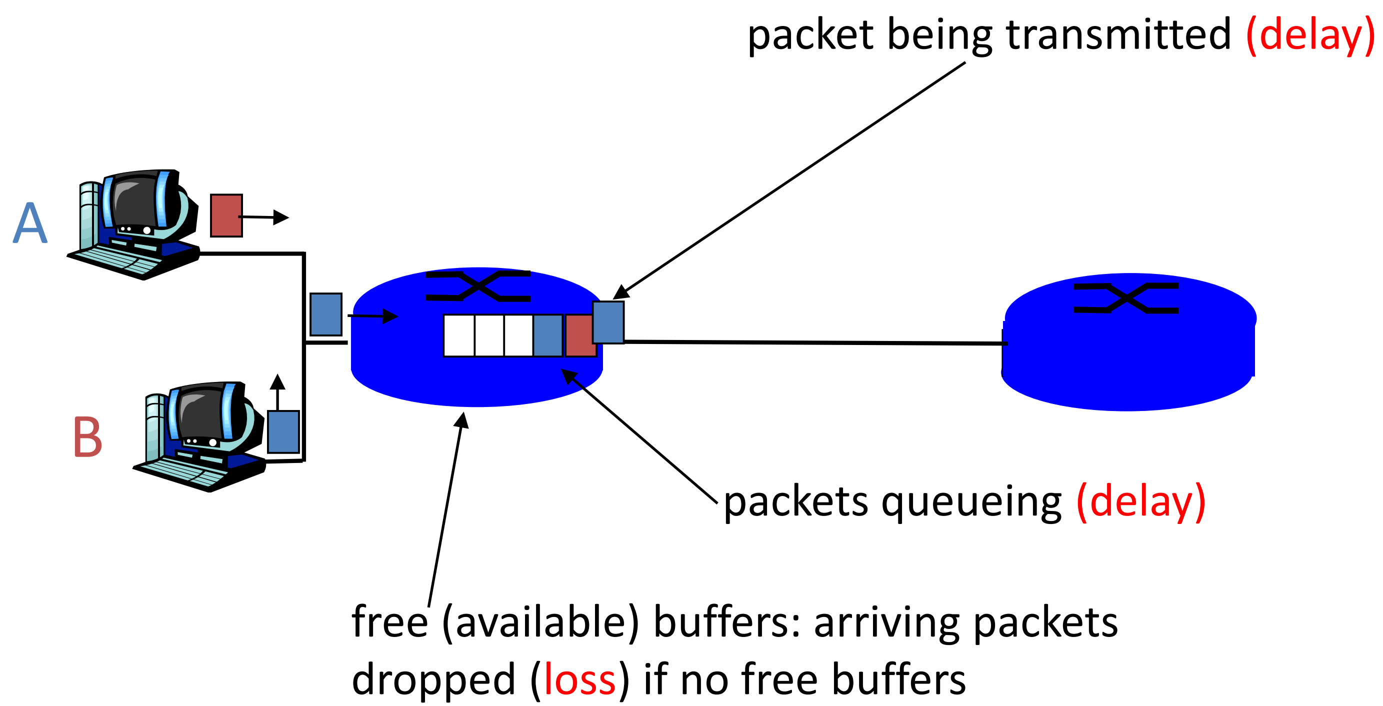
1.7 Protocol layers, service models

1.8 History

How do loss and delay occur?

packets *queue* in router buffers (will see later)

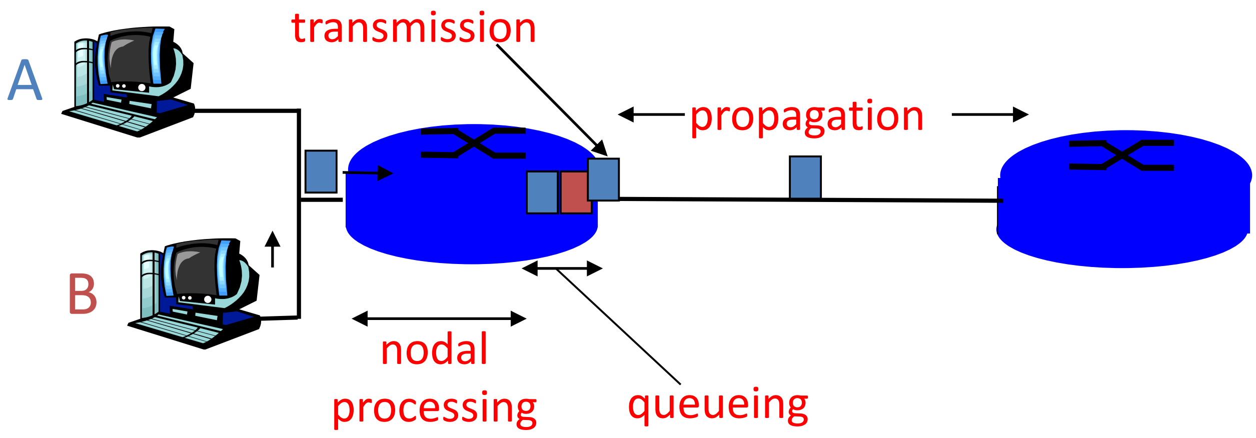
- packet arrival rate to link exceeds output link capacity
- packets queue, wait for turn



Four sources of packet delay

1. nodal processing:
   - check bit errors
   - determine output link
   - classification

2. queueing
   - time waiting at output link for transmission
   - depends on congestion level of router
   - Priority



Delay in packet-switched networks

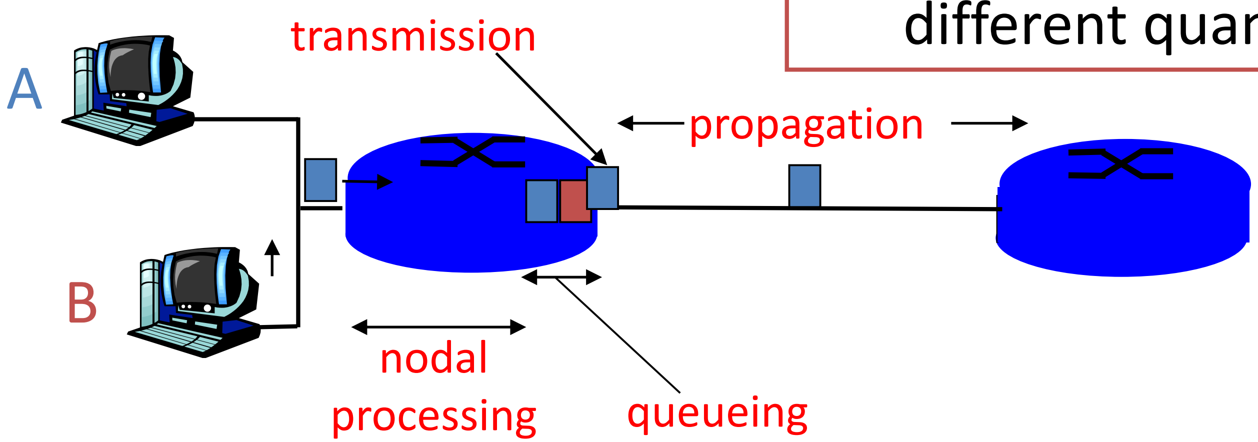
3. Transmission delay:

- R=link bandwidth (bps)
- L=packet length (bits)
- time to send bits into link = L/R

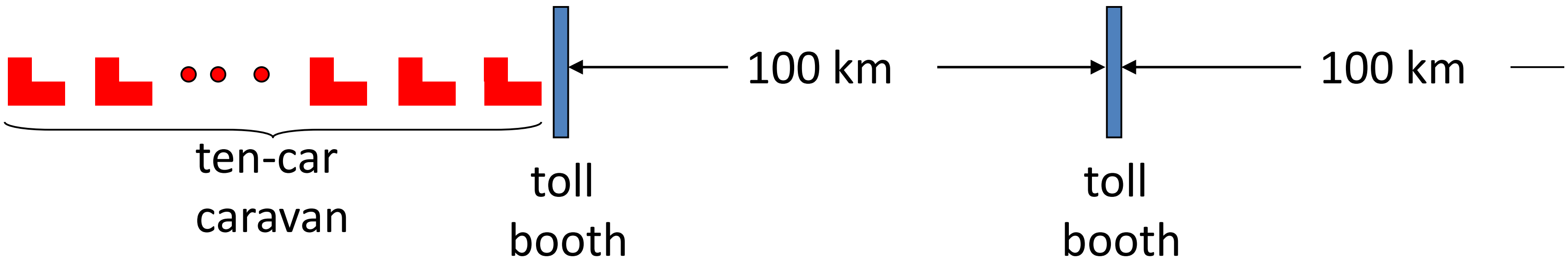
4. Propagation delay:

- d = length of physical link
- s = propagation speed in medium (~$2x10^8$ m/sec)
- propagation delay = d/s

Note: s and R are *very* different quantities!

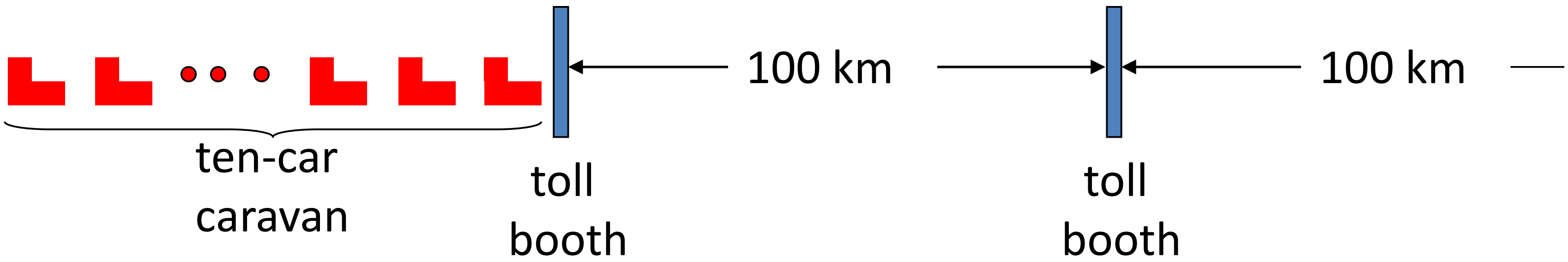


Caravan analogy



- Cars “propagate” at 100 km/hr
- Toll booth takes 12 sec to service a car (transmission time)
- car~bit; caravan ~ packet
- Q: How long until caravan is lined up before 2nd toll booth?
- Time to “push” entire caravan through toll booth onto highway = 12*10 = 120 sec
- Time for last car to propagate from 1st to 2nd toll both: 100km/(100km/hr)= 1 hr
- A: 62 minutes

Caravan analogy (more)



- Cars now “propagate” at 1000 km/hr
- Toll booth now takes 1 min to service a car
- Q: Will cars arrive to 2nd booth before all cars serviced at 1st booth?

- Yes! After 7 min, 1st car at 2nd booth and 3 cars still at 1st booth.
- 1st bit of packet can arrive at 2nd router before packet is fully transmitted at 1st router!
  - See Ethernet applet at AWL Web site

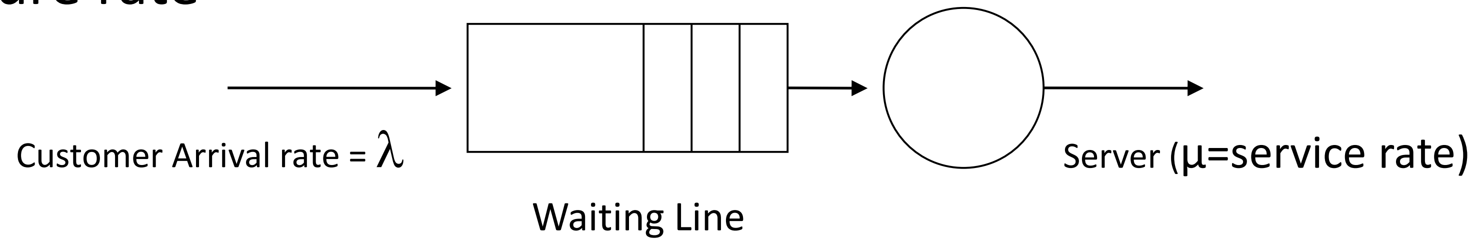
Nodal delay

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

- d_{proc} = processing delay
  - typically a few microsecs or less
- d_{queue} = queuing delay
  - depends on congestion
- d_{trans} = transmission delay
  - = L/R, significant for low-speed links
- d_{prop} = propagation delay
  - a few microsecs to hundreds of msecs

Queuing

- A simple M/M/1 queue model with λ arrival rate and μ departure rate



ρ= utilization; L=Number in the system; L_Q=Number in the Queue
w=waiting in the system; w_Q=waiting time in the queue

$$\rho = \lambda / \mu, \quad P_0 = (1 - \rho), \quad P_n = (1-\rho)\rho^n$$

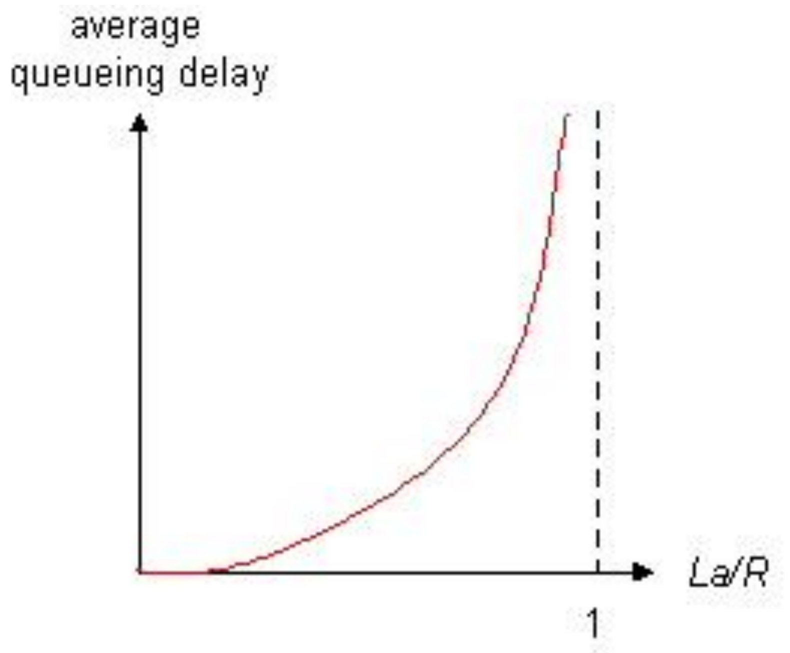
$$L = \frac{\lambda}{\mu - \lambda} = \frac{\rho}{1-\rho}, \quad L_Q = \frac{\lambda^2}{\mu(\mu-\lambda)} = \frac{\rho^2}{1-\rho}$$

$$w = \frac{1}{\mu - \lambda} = \frac{1}{\mu(1-\rho)}, \quad w_Q = \frac{\lambda}{\mu(\mu-\lambda)} = \frac{\rho}{\mu(1-\rho)}$$

Queueing delay (revisited)

- R=link bandwidth (bps)
- L=packet length (bits)
- a=average packet arrival rate

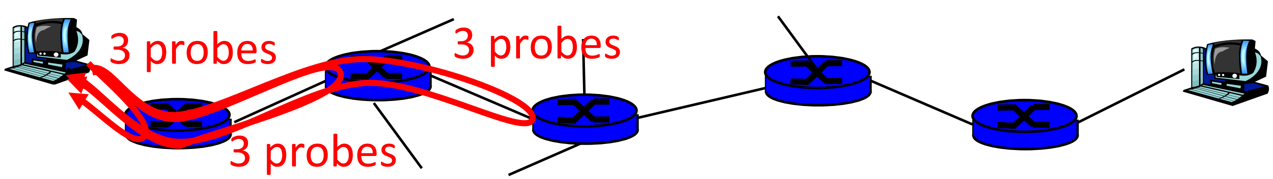
traffic intensity = La/R



- La/R ~ 0: average queueing delay small
- La/R -> 1: delays become large
- La/R > 1: more "work" arriving than can be serviced, average delay infinite!

“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 (by setting TTL)
  - router *i* will return packets to sender
  - sender times interval between transmission and reply.



"Real" Internet delays and routes

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

Three delay measements from gaia.cs.umass.edu to cs-gw.cs.umass.edu

1 cs-gw (128.119.240.254) 1 ms 1 ms 2 ms
2 border1-rt-fa5-1-0.gw.umass.edu (128.119.3.145) 1 ms 1 ms 2 ms
3 cht-vbns.gw.umass.edu (128.119.3.130) 6 ms 5 ms 5 ms
4 jn1-at1-0-0-19.wor.vbns.net (204.147.132.129) 16 ms 11 ms 13 ms
5 jn1-so7-0-0-0.wae.vbns.net (204.147.136.136) 21 ms 18 ms 18 ms
6 abilene-vbns.abilene.ucaid.edu (198.32.11.9) 22 ms 18 ms 22 ms
7 nycm-wash.abilene.ucaid.edu (198.32.8.46) 22 ms 22 ms 22 ms
8 62.40.103.253 (62.40.103.253) 104 ms 109 ms 106 ms
9 de2-1.de1.de.geant.net (62.40.96.129) 109 ms 102 ms 104 ms
10 de.fr1.fr.geant.net (62.40.96.50) 113 ms 121 ms 114 ms
11 renater-gw.fr1.fr.geant.net (62.40.103.54) 112 ms 114 ms 112 ms
12 nio-n2.cssi.renater.fr (193.51.206.13) 111 ms 114 ms 116 ms
13 nice.cssi.renater.fr (195.220.98.102) 123 ms 125 ms 124 ms
14 r3t2-nice.cssi.renater.fr (195.220.98.110) 126 ms 126 ms 124 ms
15 eurecom-valbonne.r3t2.ft.net (193.48.50.54) 135 ms 128 ms 133 ms
16 194.214.211.25 (194.214.211.25) 126 ms 128 ms 126 ms
17 * * *
18 * * *
19 fantasia.eurecom.fr (193.55.113.142) 132 ms 128 ms 136 ms

trans-oceanic link

* means no reponse (probe lost, router not replying)

Packet loss (Congestion)

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

Roadmap

1.1 What *is* the Internet?

1.2 Network edge

1.3 Network core

1.4 Network access and physical media

1.5 Internet structure and ISPs

1.6 Delay & loss in packet-switched networks

1.7 Protocol layers, service models

1.8 History

Protocol "Layers"

<u>Networks are complex!</u>

- many "pieces":
  - hosts
  - routers
  - links of various media
  - applications
  - protocols
  - hardware, software

<u>Question:</u>

Is there any hope of *organizing* structure of network?

Or at least our discussion of networks?

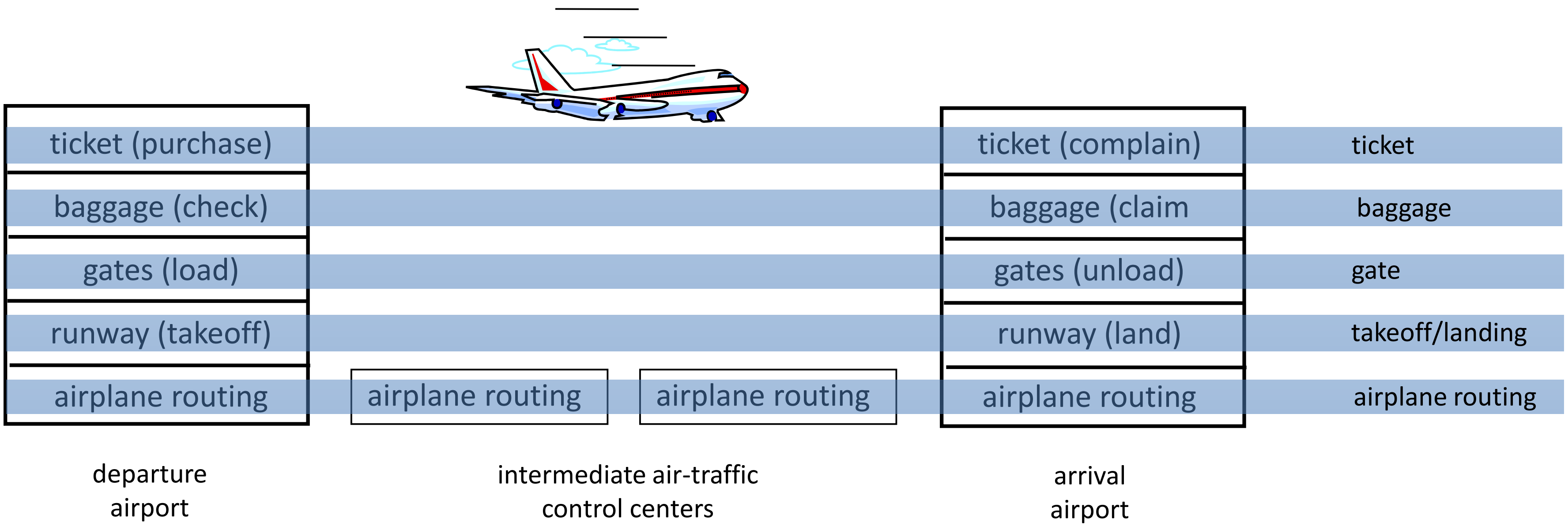
Organization of air travel

ticket (purchase)	ticket (complain)
baggage (check)	baggage (claim)
gates (load)	gates (unload)
runway takeoff	runway landing
airplane routing	airplane routing

airplane routing

- a series of steps

Layering of airline functionality



Layers: each layer implements a service

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

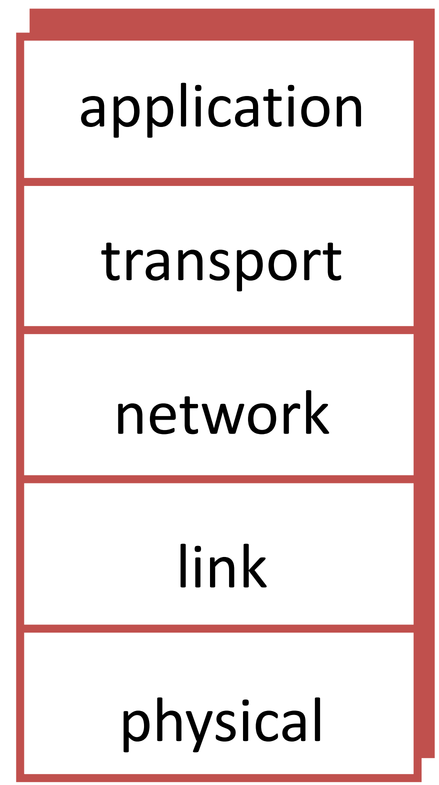
Why layering?

Dealing with complex systems:

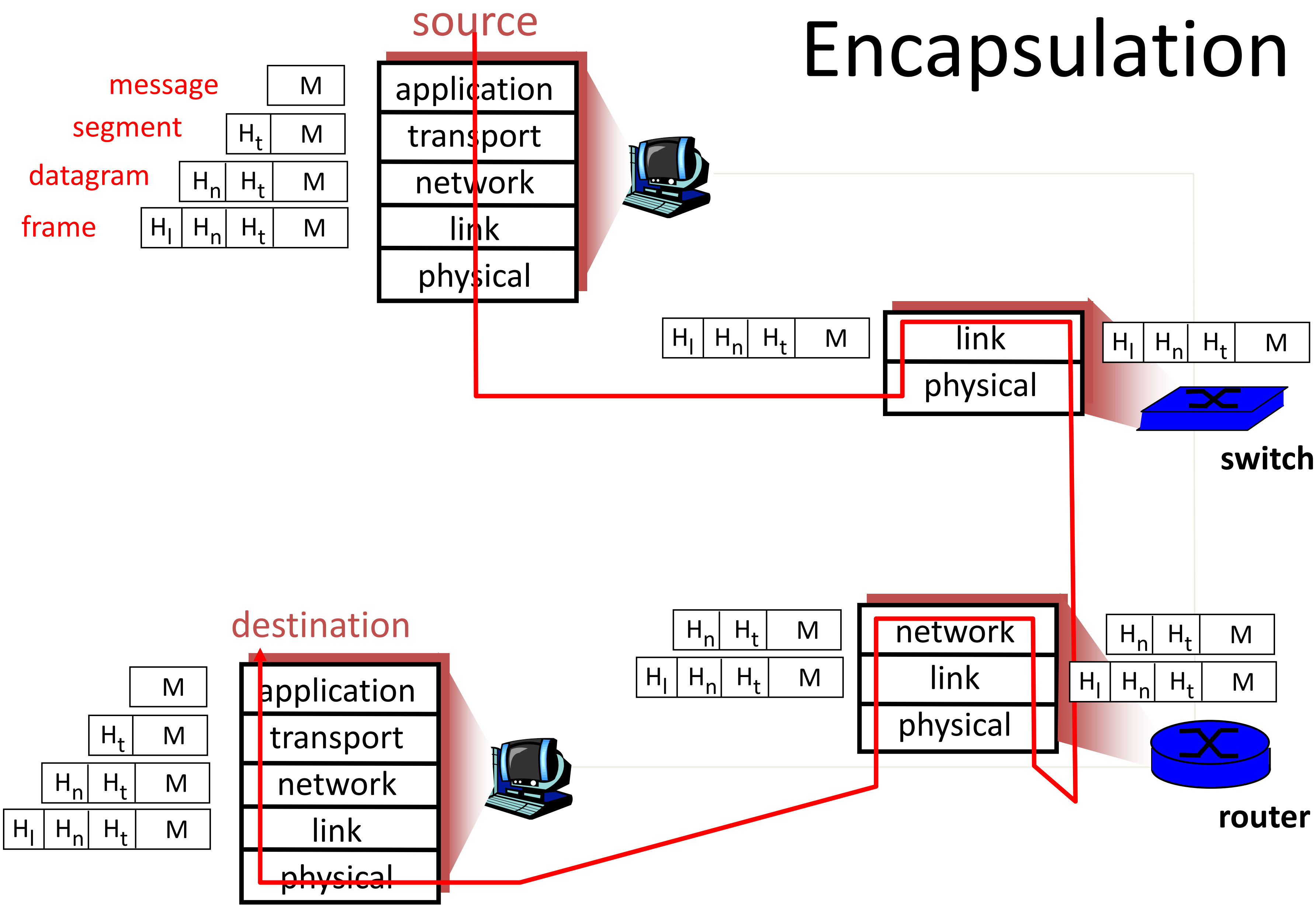
- explicit structure allows identification, relationship of complex system's pieces
  - layered reference model for discussion
- modularization eases maintenance, updating of system
  - change of implementation of layer's service transparent to rest of system
  - e.g., change in gate procedure doesn't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

Internet protocol stack

- application: supporting network applications
  - FTP, SMTP, STTP
- transport: host-host data transfer
  - TCP, UDP
- network: routing of datagrams from source to destination
  - IP, routing protocols
- link: data transfer between neighboring network elements
  - PPP, Ethernet
- physical: bits “on the wire”



Encapsulation



Roadmap

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Internet History

1961-1972: Early packet-switching principles

- 1961: Kleinrock - queueing theory shows effectiveness of packet-switching
- 1964: Baran - packet-switching in military nets
- 1967: ARPAnet conceived by Advanced Research Projects Agency
- 1969: first ARPAnet node operational
- 1972:
  - ARPAnet demonstrated publicly
  - NCP (Network Control Protocol) first host-host protocol
  - first e-mail program
  - ARPAnet has 15 nodes

Internet History

1972-1980: Internetworking, new and proprietary nets

- 1970: ALOHAnet satellite network in Hawaii
- 1973: Metcalfe's PhD thesis proposes Ethernet
- 1974: Cerf and Kahn - architecture for interconnecting networks
- late70's: proprietary architectures: DECnet, SNA, XNA
- late 70's: switching fixed length packets (ATM precursor)
- 1979: ARPAnet has 200 nodes

Cerf and Kahn's internetworking principles:

- minimalism, autonomy - no internal changes required to interconnect networks
- best effort service model
- stateless routers
- decentralized control

define today's Internet architecture

Internet History

1990, 2000's: commercialization, the Web, new apps

- Early 1990's: ARPAnet decommissioned
- 1991: NSF lifts restrictions on commercial use of NSFnet (decommissioned, 1995)
- early 1990s: Web
  - hypertext [Bush 1945, Nelson 1960's]
  - HTML, HTTP: Berners-Lee
  - 1994: Mosaic, later Netscape
  - late 1990's: commercialization of the Web

Late 1990's – 2000's:

- more killer apps: instant messaging, P2P file sharing
- network security to forefront
- est. 50 million host, 100 million+ users
- backbone links running at Gbps
- MPLS, VPLS, VPNs

Summary

Covered a "ton" of material!

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

You now have:

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