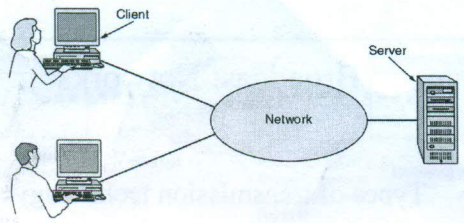
Chapter 1

Introduction

Uses of Computer Networks

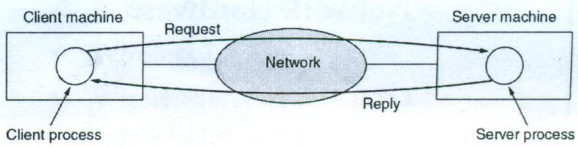
- Business Applications
- Home Applications
- Mobile Users
- Social Issues

Business Applications of Networks



A network with two clients and one server.

Business Applications of Networks (2)

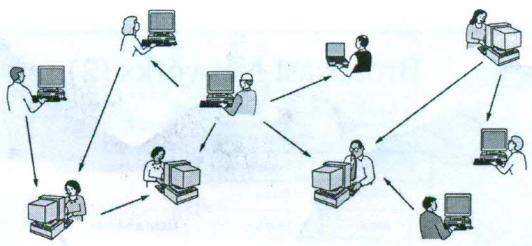


The client-server model involves requests and replies.

Home Network Applications

- Access to remote information
- Person-to-person communication
- Interactive entertainment
- Electronic commerce

Home Network Applications (2)



In peer-to-peer system there are no fixed clients and servers.

Home Network Applications (3)

Tag	Full name	Example
B2C	Business-to-consumer	Ordering books on-line
B2B	Business-to-business	Car manufacturer ordering tires from supplier
G2C	Government-to-consumer	Government distributing tax forms electronically
C2C	Consumer-to-consumer	Auctioning second-hand products on-line
P2P	Peer-to-peer	File sharing

Some forms of e-commerce.

Mobile Network Users

Wireless	Mobile	Applications
No	No	Desktop computers in offices
No	Yes	A notebook computer used in a hotel room
Yes	No	Networks in older, unwired buildings
Yes	Yes	Portable office; PDA for store inventory

Combinations of wireless networks and mobile computing.

Network Hardware

- Local Area Networks
- Metropolitan Area Networks
- Wide Area Networks
- Wireless Networks
- Home Networks
- Internetworks

Broadcast Networks

Types of transmission technology

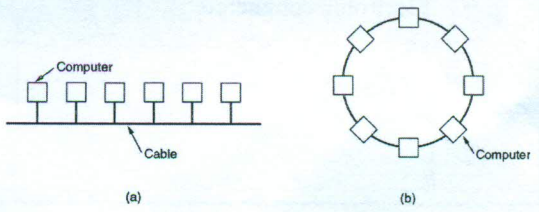
- Broadcast links
- Point-to-point links

Broadcast Networks (2)

Interprocessor distance	Processors located in same	Example
1 m	Square meter	Personal area network
10 m	Room	Local area network
100 m	Building	
1 km	Campus	
10 km	City	Metropolitan area network
100 km	Country	Wide area network
1000 km	Continent	
10,000 km	Planet	The Internet

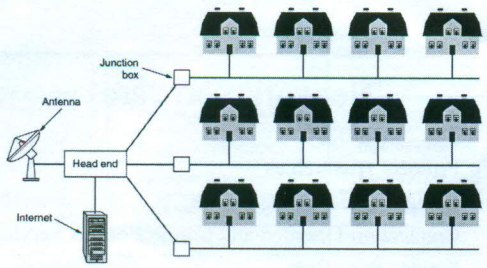
Classification of interconnected processors by scale.

Local Area Networks



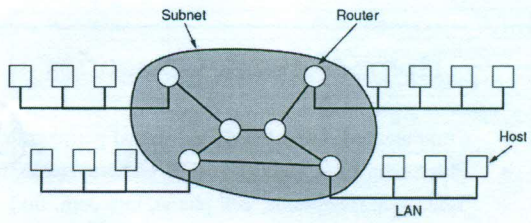
Two broadcast networks
(a) Bus
(b) Ring

Metropolitan Area Networks



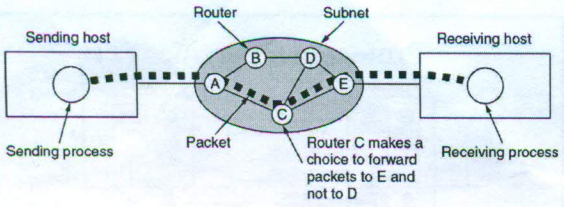
A metropolitan area network based on cable TV.

Wide Area Networks



Relation between hosts on LANs and the subnet.

Wide Area Networks (2)



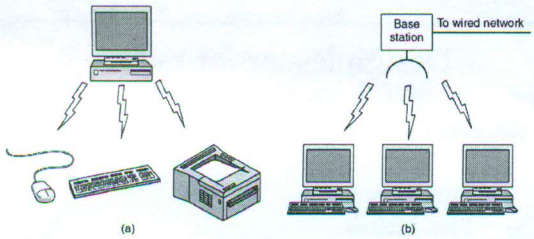
A stream of packets from sender to receiver.

Wireless Networks

Categories of wireless networks:

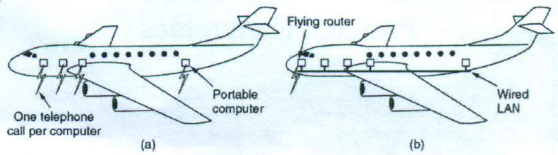
- System interconnection
- Wireless LANs
- Wireless WANs

Wireless Networks (2)



(a) Bluetooth configuration
(b) Wireless LAN

Wireless Networks (3)



(a) Individual mobile computers
(b) A flying LAN

Home Network Categories

- Computers (desktop PC, PDA, shared peripherals)
- Entertainment (TV, DVD, VCR, camera, stereo, MP3)
- Telecomm (telephone, cell phone, intercom, fax)
- Appliances (microwave, fridge, clock, furnace, airco)
- Telemetry (utility meter, burglar alarm, babycam)?

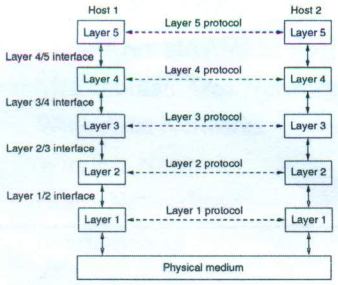
smoke ?

Network Software

- Protocol Hierarchies
- Design Issues for the Layers
- Connection-Oriented and Connectionless Services
- Service Primitives
- The Relationship of Services to Protocols

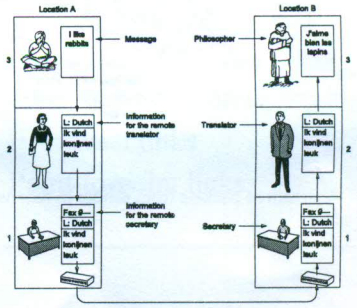
Network Software

Protocol Hierarchies



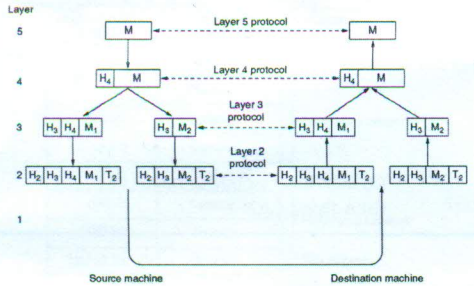
Layers, protocols, and interfaces.

Protocol Hierarchies (2)



The philosopher-translator-secretary architecture.

Protocol Hierarchies (3)



Example information flow supporting virtual communication in layer 5.

Design Issues for the Layers

- Addressing
- Error Control
- Flow Control
- Multiplexing
- Routing

Connection-Oriented and Connectionless Services

	Service	Example
Connection-oriented	Reliable message stream	Sequence of pages
	Reliable byte stream	Remote login
	Unreliable connection	Digitized voice
Connection-less	Unreliable datagram	Electronic junk mail
	Acknowledged datagram	Registered mail
	Request-reply	Database query

Six different types of service.

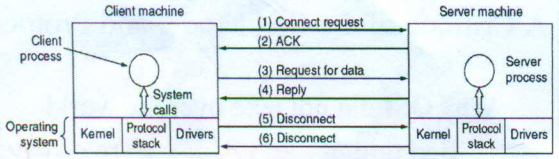
Service Primitives

Primitive	Meaning
LISTEN	Block waiting for an incoming connection
CONNECT	Establish a connection with a waiting peer
RECEIVE	Block waiting for an incoming message
SEND	Send a message to the peer
DISCONNECT	Terminate a connection

Five service primitives for implementing a simple connection-oriented service.

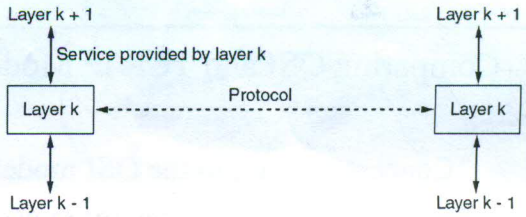
Service ⇒ Set of primitives (operations)
Protocol ⇒ Set of rules

Service Primitives (2)



Packets sent in a simple client-server interaction on a connection-oriented network.

Services to Protocols Relationship

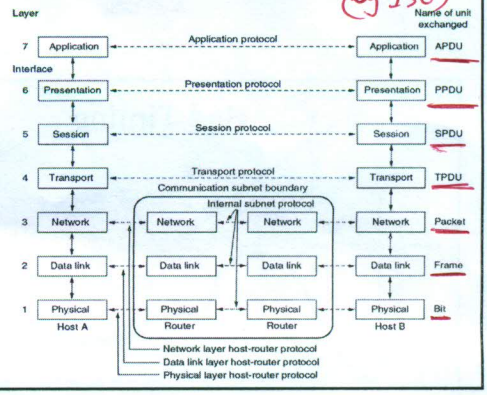


The relationship between a service and a protocol.

Reference Models

- The OSI Reference Model
- The TCP/IP Reference Model
- A Comparison of OSI and TCP/IP
- A Critique of the OSI Model and Protocols
- A Critique of the TCP/IP Reference Model

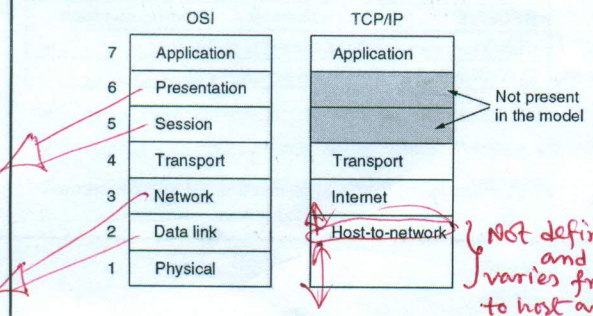
Reference Models



The OSI reference model.

Layer ⇒ perform a well-defined function
interface ⇒ Must be chosen in such way that information flow accross different layers is minimized
# of layers ⇒ should be large enough such that distinct func"s need not be thrown together in the same layer and small enough that the archi does not become unwieldy

Reference Models (2)



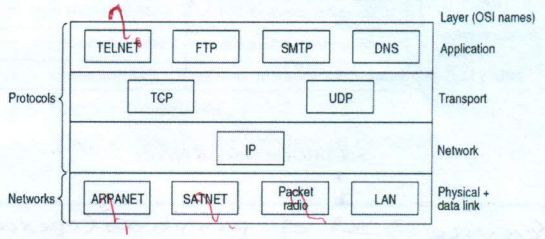
The TCP/IP reference model.

nearly empty

nearly overfull

Not defined and varies from host to host and network to network

Reference Models (3)



Protocols and networks in the TCP/IP model initially.

devised before corresponding protocols were invented.

Comparing OSI and TCP/IP Models

Concepts central to the OSI model

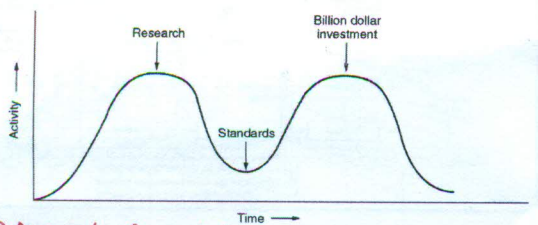
- Services → what the layer does, defines layer's semantics
- Interfaces → (NOT how) How the above layer can access it.
- Protocols → determined by peers

A Critique of the OSI Model and Protocols

Why OSI did not take over the world

- Bad timing ⇒ comes after TCP/IP
- Bad technology ⇒ model & protocols are flawed (extremely complex)
- Bad implementations ⇒ huge, unwieldy, & slow
- Bad politics ⇒ thought to be creature of bureaucrats

Bad Timing



→ Amount of activity surrounding a new subject

The apocalypse of the two elephants.

A Critique of the TCP/IP Reference Model

Problems:

- Service, interface, and protocol not distinguished
- Not a general model
- Host-to-network "layer" not really a layer (Actually an interface)
- No mention of physical and data link layers
- Minor protocols deeply entrenched, hard to replace

→ already deeply used

(however, generally produced by a couple of graduate students)

Hybrid Model

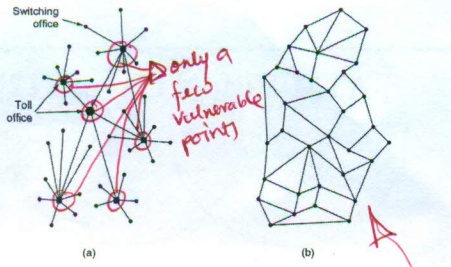
5	Application layer
4	Transport layer
3	Network layer
2	Data link layer
1	Physical layer

The hybrid reference model to be used in this book.

Example Networks

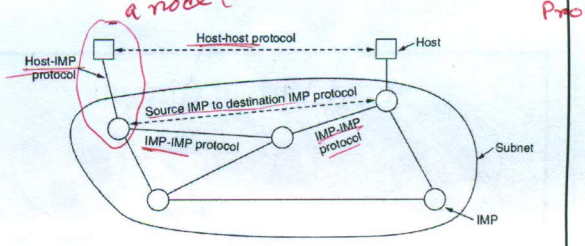
- The Internet
- Connection-Oriented Networks: X.25, Frame Relay, and ATM
- Ethernet
- Wireless LANs: 802:11

The ARPANET



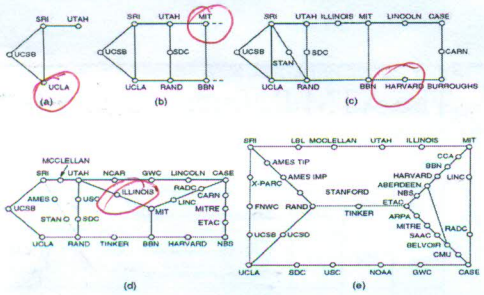
(a) Structure of the telephone system.
(b) Baran's proposed distributed switching system.

The ARPANET (2)



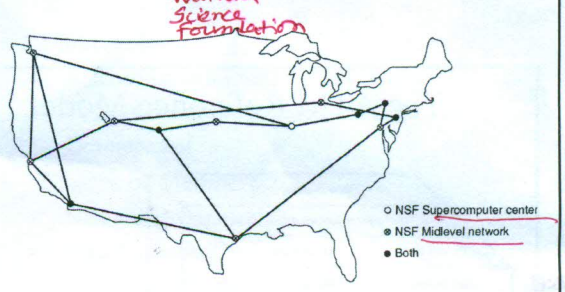
The original ARPANET design.

The ARPANET (3)



Growth of the ARPANET (a) December 1969. (b) July 1970. (c) March 1971. (d) April 1972. (e) September 1972.

NSFNET



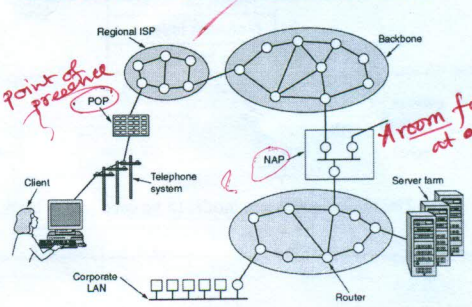
The NSFNET backbone in 1988.

Internet Usage

Traditional applications (1970 – 1990)

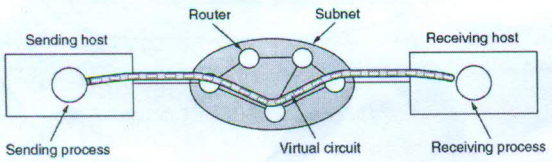
- E-mail
- News
- Remote login
- File transfer

Architecture of the Internet



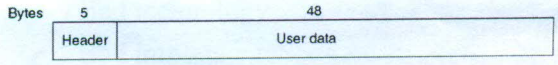
Overview of the Internet.

ATM Virtual Circuits



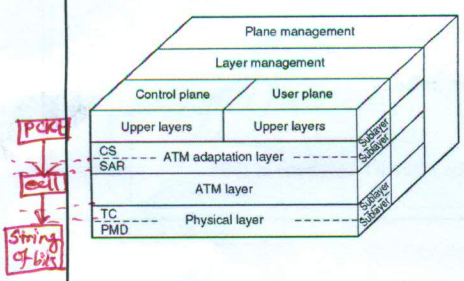
A virtual circuit.

ATM Virtual Circuits (2)



An ATM cell.

The ATM Reference Model



CS: Convergence sublayer
SAR: Segmentation and reassembly sublayer
TC: Transmission convergence sublayer
PMD: Physical medium dependent sublayer

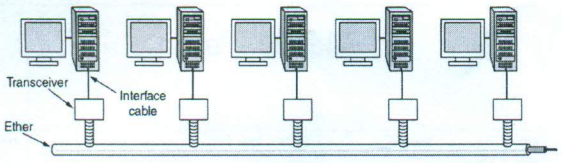
The ATM reference model.

The ATM Reference Model (2)

OSI layer	ATM layer	ATM sublayer	Functionality
3/4	AAL	CS	Providing the standard interface (convergence)
		SAR	Segmentation and reassembly
2/3	ATM		Flow control Cell header generation/extraction Virtual circuit/path management Cell multiplexing/demultiplexing
2	Physical	TC	Cell rate decoupling Header checksum generation and verification Cell generation Packing/unpacking cells from the enclosing envelope Frame generation
1		PMD	Bit timing Physical network access

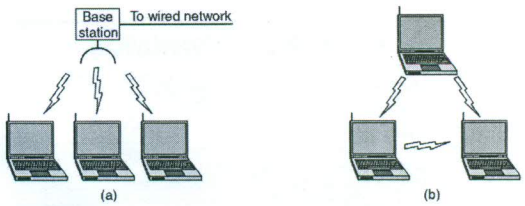
The ATM layers and sublayers and their functions.

Ethernet



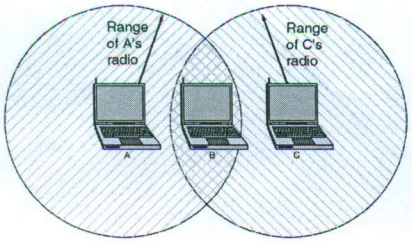
Architecture of the original Ethernet.

Wireless LANs



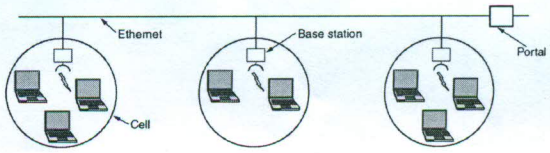
(a) Wireless networking with a base station.
(b) Ad hoc networking.

Wireless LANs (2)



The range of a single radio may not cover the entire system.

Wireless LANs (3)



A multicell 802.11 network.

Network Standardization

- Who's Who in the Telecommunications World
- Who's Who in the International Standards World
- Who's Who in the Internet Standards World

ITU

- Main sectors
  - Radiocommunications
  - Telecommunications Standardization
  - Development
- Classes of Members
  - National governments
  - Sector members
  - Associate members
  - Regulatory agencies

8/26/2015

IEEE 802 Standards

Number	Topic
802.1	Overview and architecture of LANs
802.2 ↓	Logical link control
802.3 *	Ethernet
802.4 ↓	Token bus (was briefly used in manufacturing plants)
802.5	Token ring (IBM's entry into the LAN world)
802.6 ↓	Dual queue dual bus (early metropolitan area network)
802.7 ↓	Technical advisory group on broadband technologies
802.8 †	Technical advisory group on fiber optic technologies
802.9 ↓	Isochronous LANs (for real-time applications)
802.10 ↓	Virtual LANs and security
802.11 *	Wireless LANs
802.12 ↓	Demand priority (Hewlett-Packard's AnyLAN)
802.13	Unlucky number. Nobody wanted it
802.14 ↓	Cable modems (defunct: an industry consortium got there first)
802.15 *	Personal area networks (Bluetooth)
802.16 *	Broadband wireless
802.17	Resilient packet ring

The 802 working groups. The important ones are marked with *. The ones marked with ↓ are hibernating. The one marked with † gave up.

Metric Units

Exp.	Explicit	Prefix	Exp.	Explicit	Prefix
10^{-3}	0.001	milli	10^{3}	1,000	Kilo
10^{-6}	0.000001	micro	10^{6}	1,000,000	Mega
10^{-9}	0.000000001	nano	10^{9}	1,000,000,000	Giga
10^{-12}	0.000000000001	pico	10^{12}	1,000,000,000,000	Tera
10^{-15}	0.000000000000001	femto	10^{15}	1,000,000,000,000,000	Peta
10^{-18}	0.000000000000000001	atto	10^{18}	1,000,000,000,000,000,000	Exa
10^{-21}	0.000000000000000000001	zepto	10^{21}	1,000,000,000,000,000,000,000	Zetta
10^{-24}	0.000000000000000000000001	yocto	10^{24}	1,000,000,000,000,000,000,000,000	Yotta

The principal metric prefixes.