

Network Notes

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1. Client-Server Architecture

Server: Always-on host / Permanent IP Address

Client: No directly communicate / may dynamic IP Address

2. Peer to Peer (P2P)

No always-on server / arbitrary end systems directly communicate

3. CDN: Content Delivery Network (all over world only store replica)

4. ISP: Internet Service Provider

5. Hub: fastest, identify no address

Switch: only identify MAC address

Router: identify MAC and IP address

6. In **switched network**, the switch “reassemble” the frame and check the “header” of the frame to read the “destination” MAC address. Then, consult with “forward database” that maps MAC address to physical port and forward bits to the port.

7. **Internet** is worldwide, publicly accessible network of inter-connected computer networks that transmit data by **packet switching**, using the standard “Internet Protocol”(IP). It is a “network of networks”.

8. IP(unreliable) / TCP(reliable) / UDP(unreliable)

9. The two most important network performance measures are **Delay(sec)** and **Throughput(bps)**.

10. **End to End delay:** T_p , T_t , $T_{process(random)}$, Queue Delay(random)

11. **Bandwidth:** The maximum amount of data that can travel through a channel (bps or Hz).

Throughput: how much data actually does travel through the channel *successfully*.

12. **RTT:** Round Trip Time

13. loss and delay reason: packets queue in buffer / packets arrival rate exceeds output rate / packets queue wait for turn

14. R_b : *Data Rate*, the rate of which the bits are transmitted.

15. **Bandwidth delay product:** the maximum number of bits can be inserted in the link in a given interval of time (T_p or RTT).

16. **OSI(Open System Interconnection) Model:** Application / presentation / session / Transport(TCP segment or UDP datagram) / Network(IP packet) / Datalink(frame) / Physical

17. **IP address:** net id & host id (assigned by local administer) 32bits

MAC Address: 48bits

Port number: 16bits identify application

18. FOUR QUESTIONS

Q: How does a host/router *get the MAC address* of another host /router on the same LAN?

A: **ARP** (Address Resolution Protocol)

Q: How does a host *get the IP address* of another host across the Internet?

A: **DNS** (Domain Name System)

Q: How does a host *get its own IP address*?

A: **DHCP** (Dynamic Host Configuration Protocol)

Q: How do we distinguish between two or more applications running on the same host?

A: Port Numbers / Sockets

19. DHCP: C Discovery / S Offer / C Request / S Acknowledge

DHCP server: not necessary on each network / might more than one Transaction ID

Both client & server side are well-known port number (S-67 C-68).

Return Your IP / Router IP / DNS Server IP / subnet mask ...

20. DNS

Local Name Server: The default name server that will receive the DNS query from the host.

Root Name Server

Authoritative Name Server: Where the host register its name/IP address.

Recursive / Iterative

21. A **socket** is an abstract representation of a communication endpoint.

A socket allows the application to “plug in” to the network and communicate with other applications.

A socket is uniquely identified by the IP address, port number and the underlying transport layer protocol.

Parent socket / child socket

Socket types: reliable(TCP) / unreliable(UDP)

22. Multiplexing

Statistical TDM (used in internet): Time slots allocated dynamically based on demand, time slots needn't of same duration, every time slots need to be processed by a header.

Synchronous TDM (used in telephone): many slots wasted.

23. HTTP: persistent(w or w/o pipelining) / non-persistent(parallel or serial)

24. **single parity check**

25. FCS: Frame Check Sequence

26. **Bit stuffing**: used to avoid confusion with data containing 01111110.

27. Protocols define format, order of messages and received among network entities, and actions taken on message transmission, receipt.

28. Error Control: Stop-and-wait ARQ / Sliding Window ARQ (Go-Back-n / selective reject)

ARQ: Automatic Repeat Request

Stop-and-wait: send one frame at a time

Sliding window: send several frames at a time

SWS: sender window size (max number of frames the sender can send before he has to stop)

RWS: receiver window size (max number of frames the receiver is willing to receive)

Go-Back-n: $SWS \leq 2^m - 1$ / $RWS = 1$

Selective Reject: $SWS \leq 2^{m-1}$ / $RWS = SWS$

29. Link Utilization: percentage of time the link is actually used for “useful” transmission of information (%).

30. Multiple Access Protocol:

Random Access Protocols: ALOHA CSMA/CD CSMA/CA(Wi-Fi) (collision allowed)

Controlled Access Protocols: Reservation Polling Token-passing

Channelization Protocols: FDMA(frequency) TDMA(time) CDMA(code)

31. ALOHA: random access send and hope you are the only one (uti 18%). Time collision may occur: $2T_f$

Slotted ALOHA: Must transmit at the beginning of time slot (uti 36%). Time collision may occur: T_f

32. CSMA/CD: Carrier Sense Multiple Access with Collision Detection (*Ethernet*)

A node should not finish transmitting its frame (T_f) before a possible collision can be detected ($2T_p$ for detecting).

For the protocol to work: $T_f \geq 2T_p$

An Ethernet Frame: cannot be too short (protocol will not work) / cannot be too long (unfair)

33. Learning Switch (How does a switch configure itself)

Switch is a *plug & play* device.

Modes of operation: *Filtering* (drop) / *Forwarding* / *Flooding* (as hub)

Learning based on source MAC address

L2 switch is a *transparent device* as far as the end hosts are concerned. Node not communicate with switch (unlike router).

L2 switch *doesn't isolate broadcast domains*.

34. Wireless LANs (Wi-Fi: Wireless Fidelity)

CSMA/CA: Carrier Sense Multiple Access with Collision Avoidance

AP: Access Point