cs10.berkeley.edu

CS10 : Beauty and Joy of Computing

Internet II

Project Proposal Due Tonight!

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New lecture Room!

~~Kroeber~~

306 Soda

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Why Networks?

- Originally *sharing I/O devices* between **computers**
  ex: printers
- Then *communicating* between **computers**
  ex: file transfer protocol
- Then *communicating* between **people**
  ex: e-mail
- Then *communicating* between **networks of computers**
  ex: file sharing, www, …

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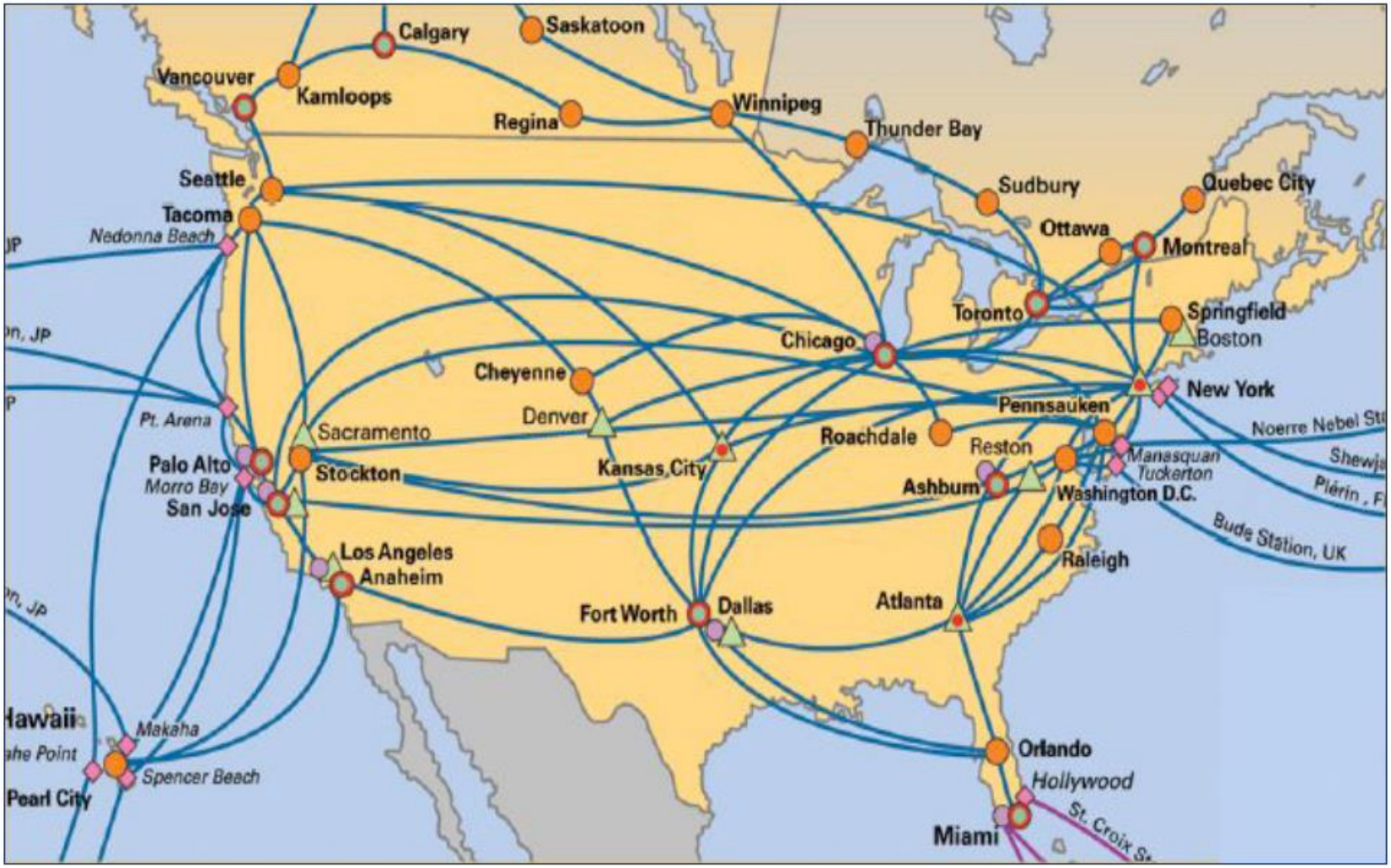
The Sprint U.S. Topology (2001)



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Bandwidth vs Latency

- The **bandwidth** of a system is a measure of bit rate — the amount of data (measured in bits) that can be sent in a fixed amount of time.

- The **latency** of a system is the time elapsed between the transmission and the receipt of a request.

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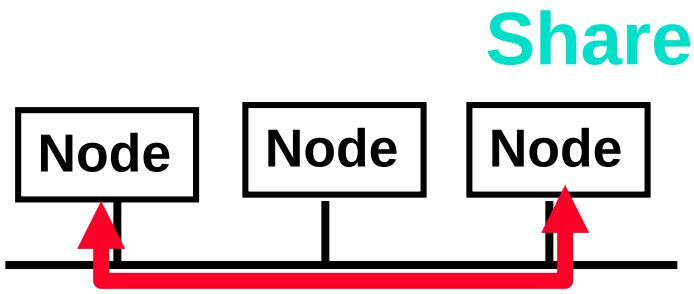
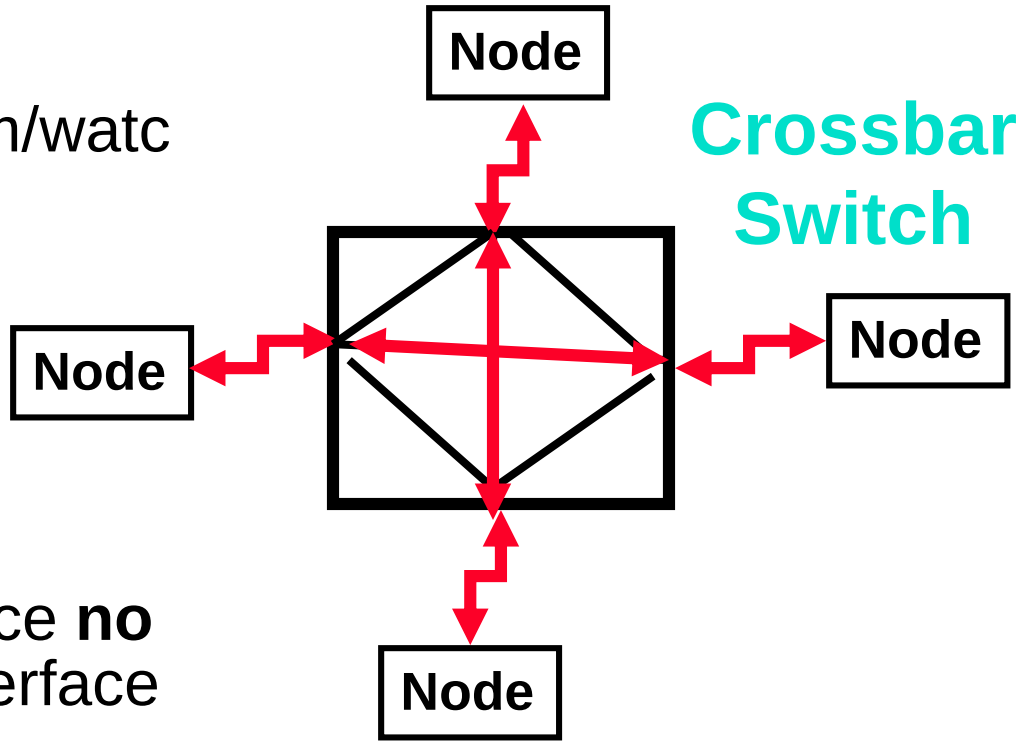
Shared vs. Switched Based Networks

- **Shared vs. Switched:**
  - **Switched:** pairs ("point-to-point" connections) communicate at same time
  - **Shared:** 1 at a time (CSMA/CD) http://www.youtube.com/watch?v=RKkxKG5usaw
- **Aggregate bandwidth (BW) in switched network is many times shared:**
  - point-to-point faster since **no arbitration**, simpler interface





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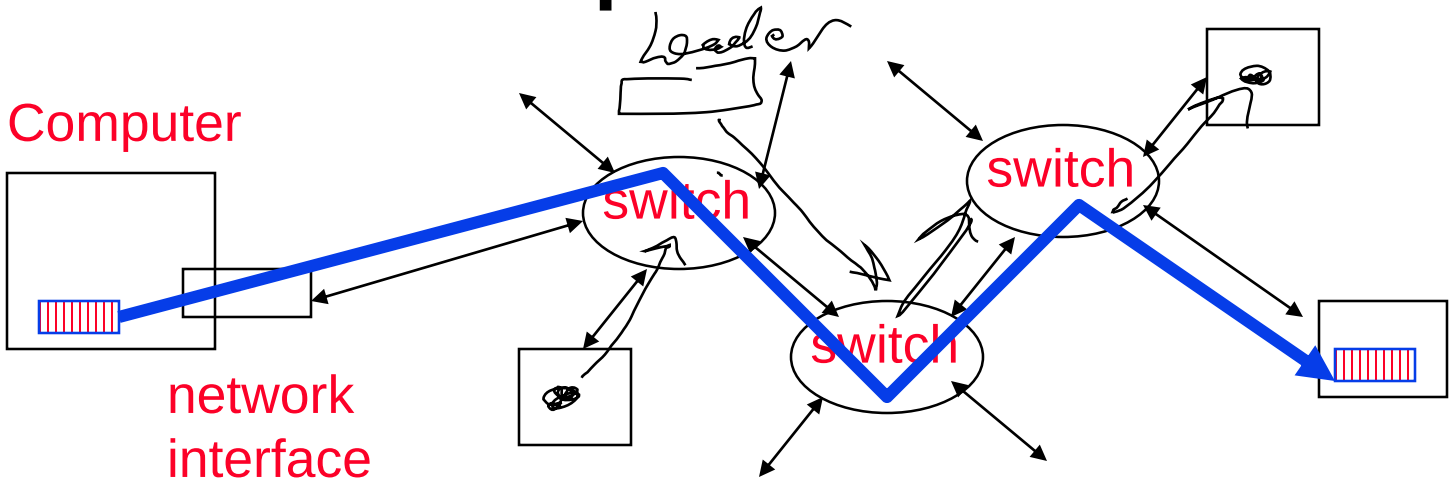
What makes networks work?

- **links connecting switches to each other and to computers or devices**



- **ability to name the components and to route packets of information - messages - from a source to a destination**

- **Layering, redundancy, protocols, and encapsulation as means of abstraction (CS10 big idea)**

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Typical Types of Networks

- **Local Area Network (Ethernet)**
  - **Inside a building: Up to 1 km**
  - **(peak) Data Rate: 10 Mbits/sec, 100 Mbits /sec,1000 Mbits/sec (1.25, 12.5, 125 MBytes/s)**
  - **Run, installed by network administrators**
- **Wide Area Network**
  - **Across a continent (10km to 10000 km)**
  - **(peak) Data Rate: 1.5 Mb/s to 10000 Mb/s**
  - **Run, installed by telecommunications companies (Sprint, UUNet[MCI], AT&T)**
- **Wireless Networks (LAN), ...**

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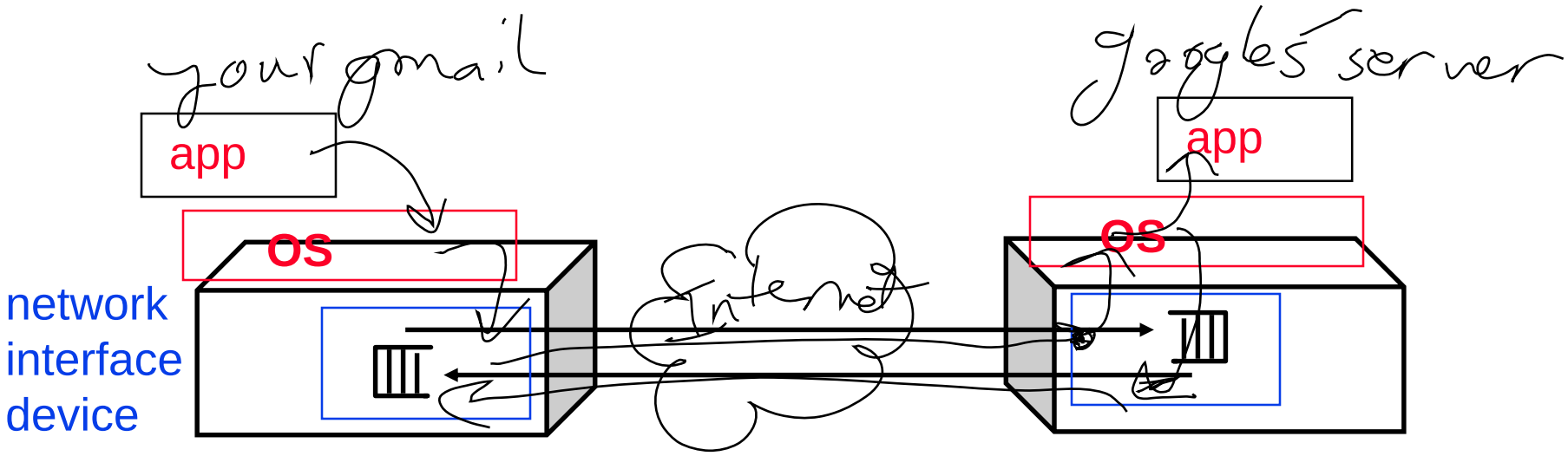
ABCs of Networks: 2 Computers

- **Starting Point: Send bits between 2 computers**



- **Queue (First In First Out) on each end**
- **Can send both ways ("Full Duplex")**
  - **One-way information is called "Half Duplex"**
- **Information sent called a "message"**
  - **Note: Messages also called packets**

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A Simple Example: 2 Computers

- What is Message Format?
  - Fixed size? Number bits?

- Header (Trailer): information to deliver message
- Payload: data in message
- What can be in the data?
  - anything that you can represent as bits
  - values, chars, commands, addresses...

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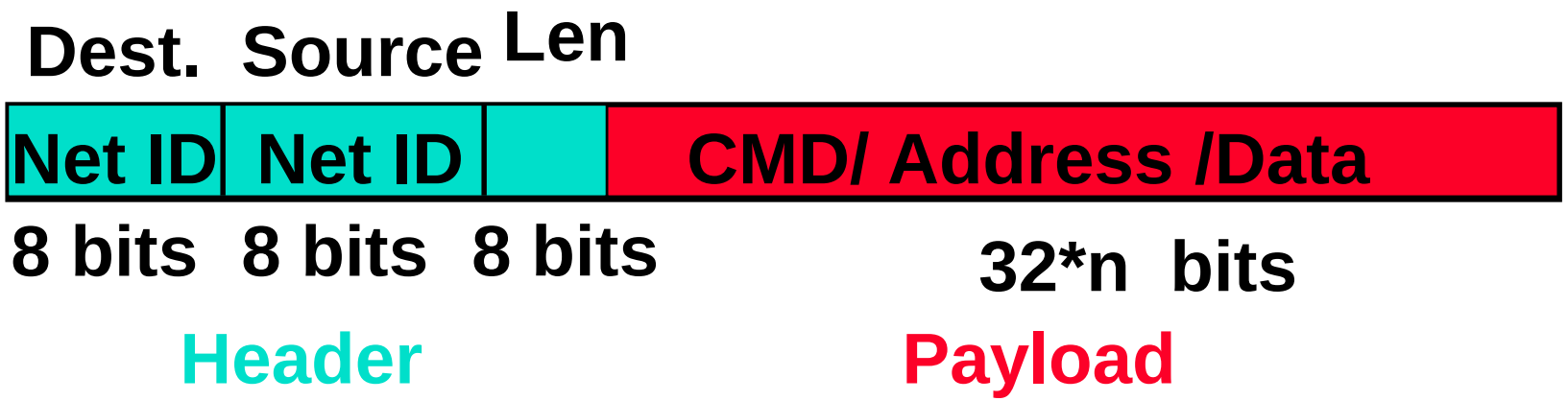
Questions About Simple Example

- What if more than 2 computers want to communicate?
  - Need computer "address field" in packet to know:
    - which computer should receive it (destination)
    - which computer to reply to (source)
  - Just like envelopes!



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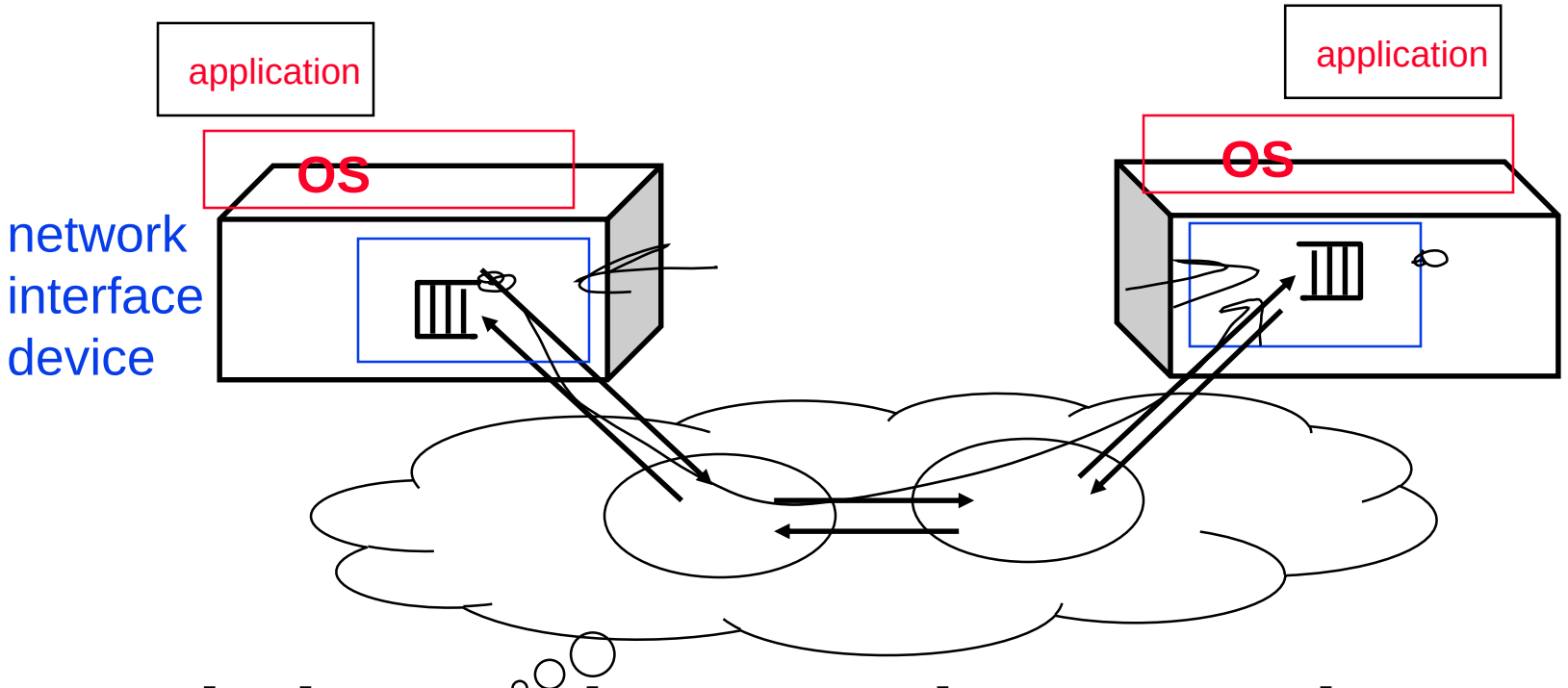
ABCs: many computers



- switches and routers interpret the header in order to deliver the packet
- source encodes and destination decodes content of the payload

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Questions About Simple Example

- What if message is garbled in transit?
- Add redundant information that is checked when message arrives to be sure it is OK
- 8-bit sum of other bytes: called "Check sum"; upon arrival compare check sum to sum of rest of information in message. `xor` also popular.

Learn about Checksums in CS 70…

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Questions About Simple Example

- What if message never arrives?
- Receiver tells sender when it arrives
  - Send an ACK (ACKnowledgement) [like registered mail]
  - Sender retries if waits too long
- Don't discard message until it is ACK'ed
- If check sum fails, don't send ACK

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Observations About Simple Example

- **Simple questions (like those on the previous slides) lead to:**
  - **more complex procedures to send/receive message**
  - **more complex message formats**

- **Protocol: algorithm for properly sending and receiving messages (packets)**

  …an agreement on how to communicate

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Software Protocol to Send and Receive

- **SW Send steps**
  - **1: Application copies data to OS buffer**
  - **2: OS calculates checksum, starts timer**
  - **3: OS sends data to network interface HW and says start**
- **SW Receive steps**
  - **3: OS copies data from network interface HW to OS buffer**
  - **2: OS calculates checksum, if OK, send ACK; if not, delete message (sender resends when timer expires)**
  - **1: If OK, OS copies data to user address space, & signals application to continue**

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Protocol for Networks of Networks?

- **Abstraction to cope with complexity of communication** (compare to Abstraction for complexity of computation)

Networks are like onions.

They stink?

Yes. No!

Oh, they make you cry.

No!… Layers. Onions have layers. Networks have layers.

- **Networks are like onions**
  - **Hierarchy of layers:**
    - **Application (chat client, game, etc.)**
    - **Transport (TCP, UDP)**
    - **Network (IP)**
    - **Physical Link (wired, wireless, etc.)**

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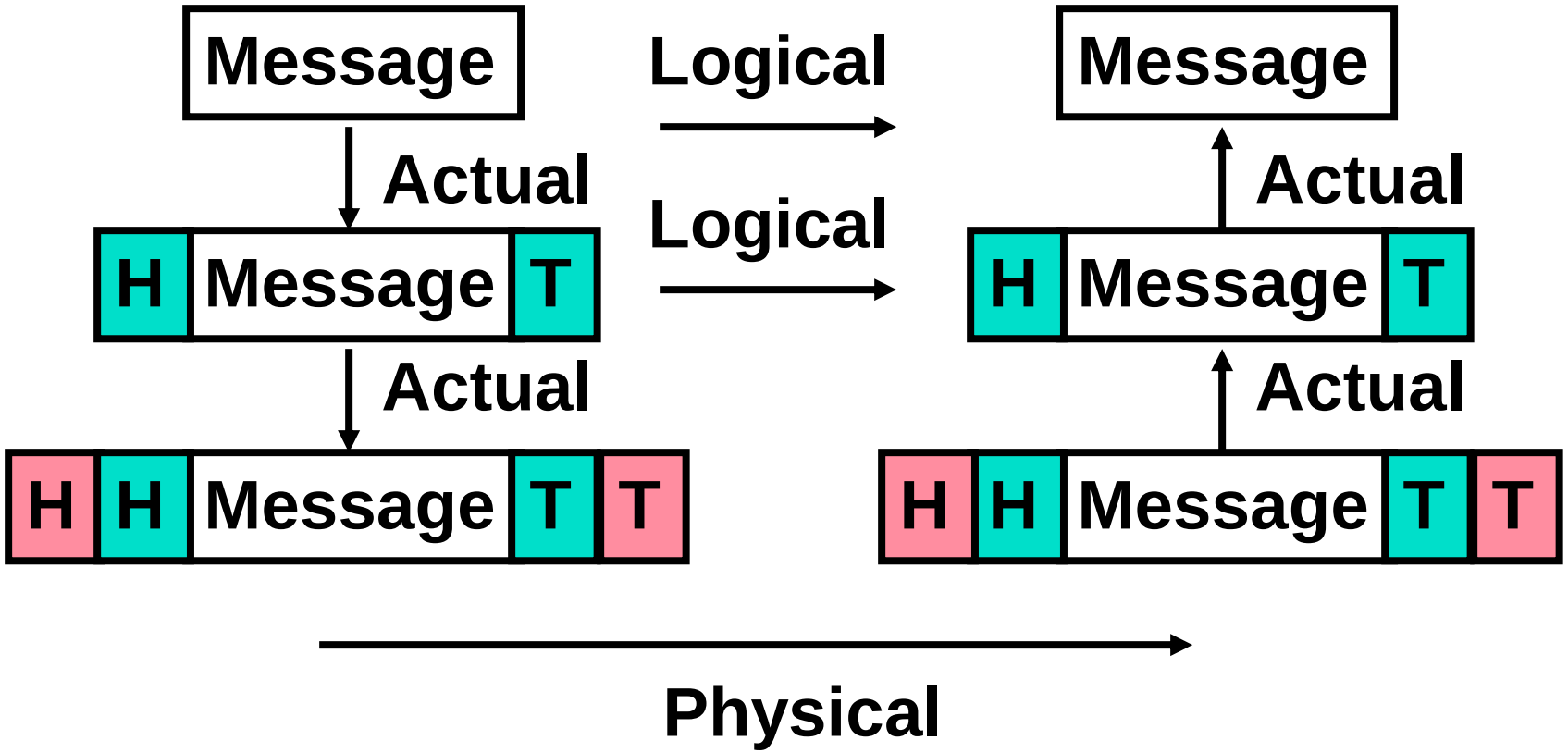
Protocol Family Concept



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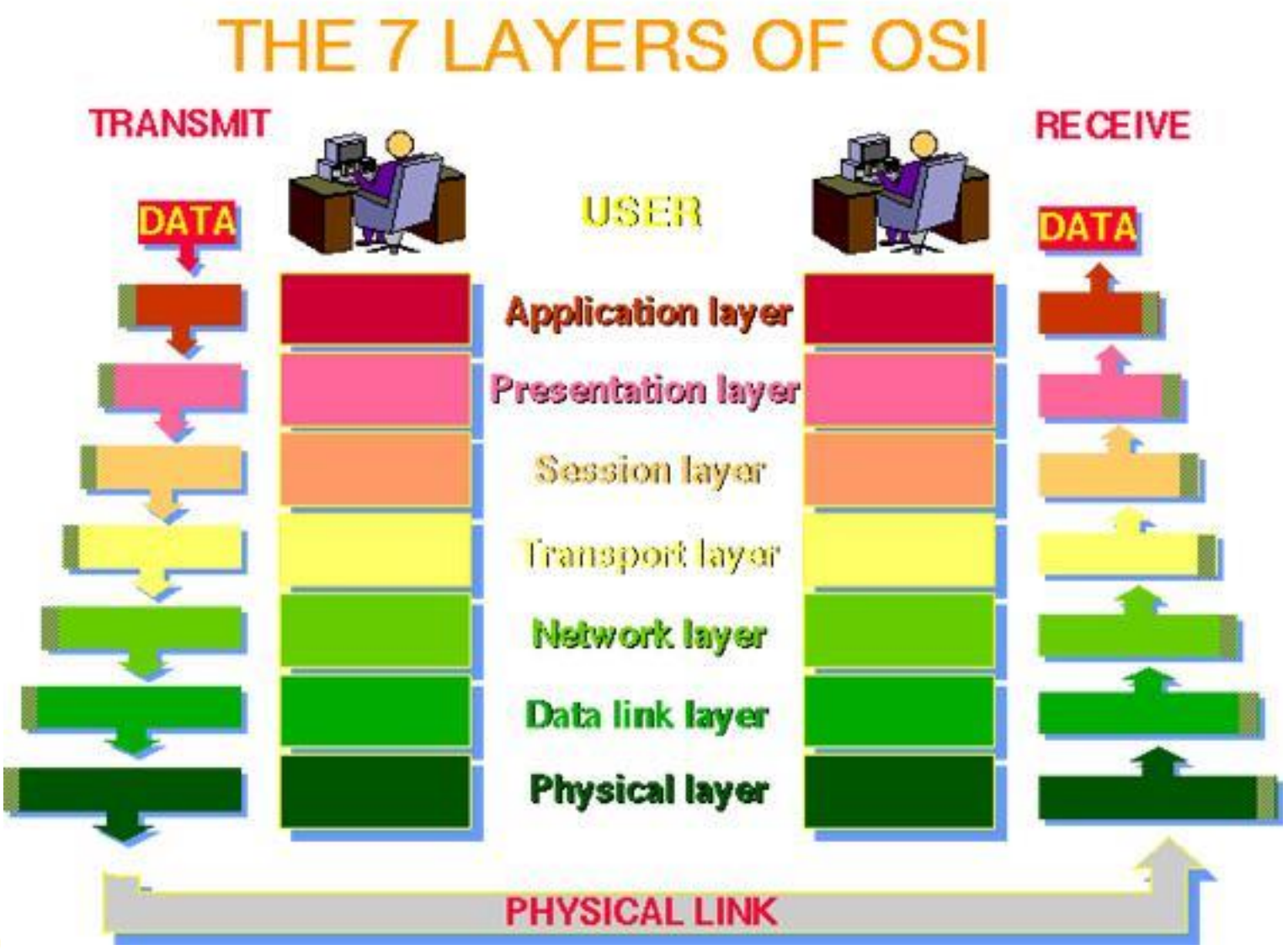
OSI "Open Systems Interconnections"



http://www.petri.co.il/images/osi_model.JPG

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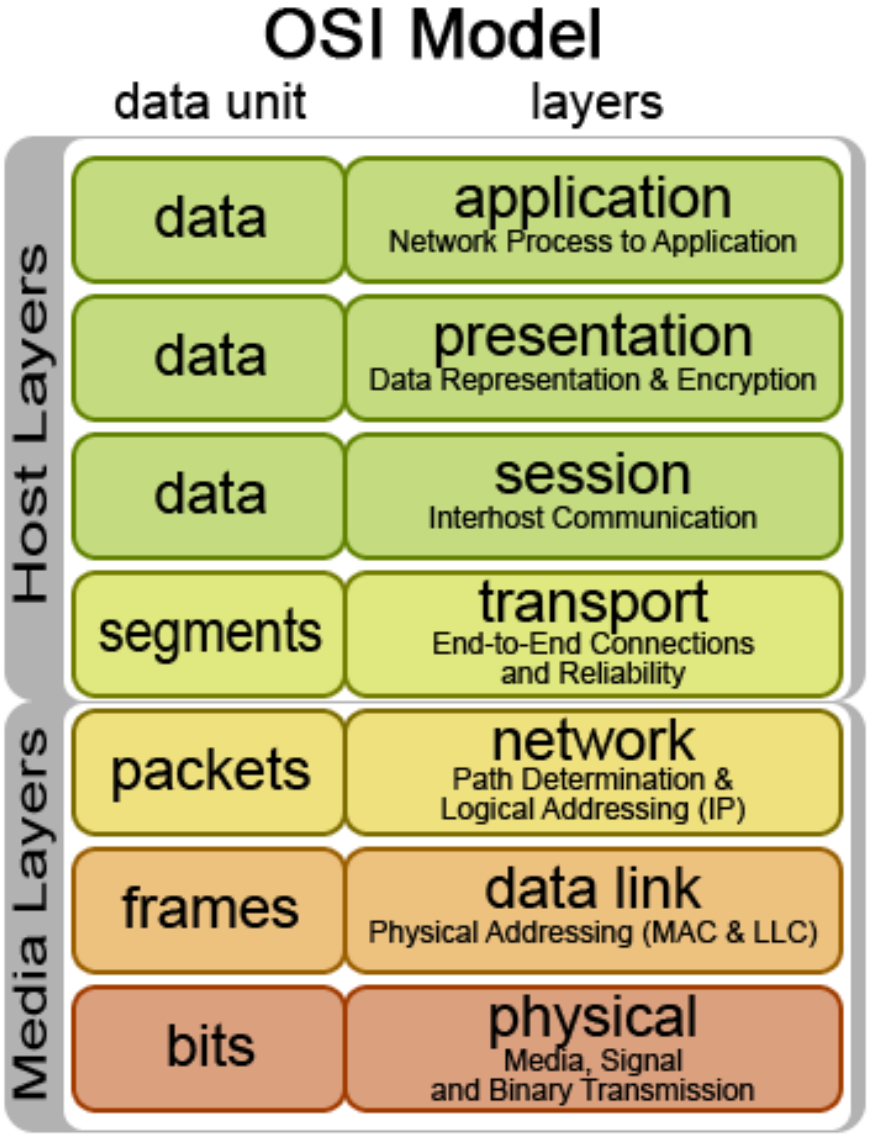
OSI Model



http://wiki.go6.net/images/2/2b/Osi-model.png

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Protocol Family Concept

- Key to protocol families is that communication occurs logically at the same level of the protocol, called peer-to-peer…

  …but is implemented via services at the next lower level

- Encapsulation: carry higher level information within lower level "envelope"
- Fragmentation: break packet into multiple smaller packets and reassemble

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Protocol for Network of Networks

- **Transmission Control Protocol/Internet Protocol (TCP/IP)**
  (TCP :: a Transport Layer)
  - **This protocol family is the basis of the Internet, a WAN protocol**
  - **IP makes best effort to deliver**
    - **Packets can be lost, corrupted**
  - **TCP guarantees delivery**
  - **TCP/IP so popular it is used even when communicating locally: even across homogeneous LAN**

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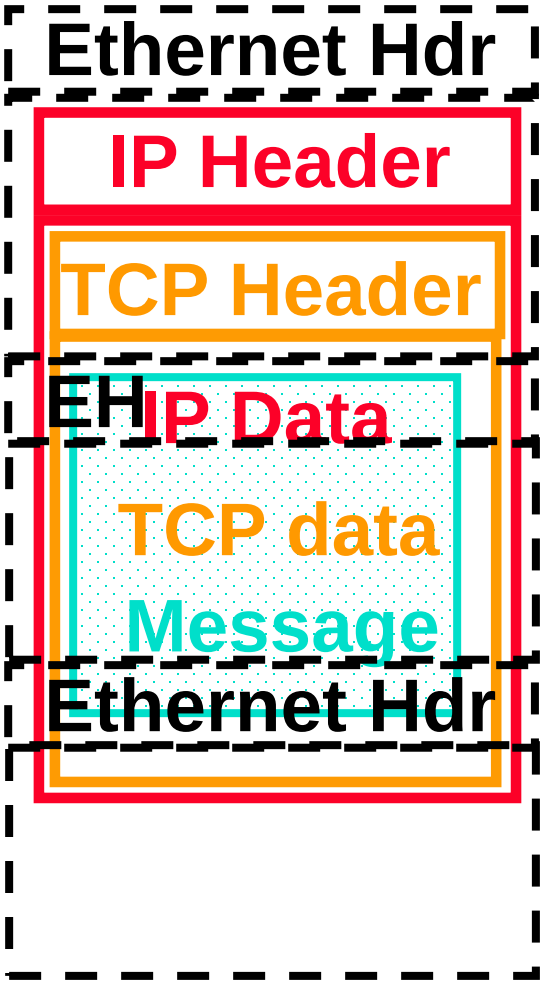
TCP/IP packet, Ethernet packet, protocols

- Application sends message
- TCP breaks into 64KiB segments, adds 20B header
- IP adds 20B header, sends to network
- If Ethernet, broken into 1500B packets with headers, trailers (24B)
- All Headers, trailers have length field, destination, ...



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Overhead vs. Bandwidth

- Networks are typically advertised using peak bandwidth of network link: e.g., 100 Mbits/sec Ethernet (“100 base T”)
- Software overhead to put message into network or get message out of network often limits useful bandwidth
- Assume overhead to send and receive = 320 microseconds (μs), want to send 1000 Bytes over “100 Mbit/s” Ethernet
  - Network transmission time:
    1000Bx8b/B /100Mb/s
    = 8000b / (100b/μs) = 80 μs
  - Effective bandwidth: 8000b/(320+80)μs = 20 Mb/s

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And in conclusion…

- Protocol suites allow networking of heterogeneous components
  - Another form of principle of abstraction
  - Protocols ⇒ operation in presence of failures
  - Standardization key for LAN, WAN
- Integrated circuit ("Moore's Law") revolutionizing network switches as well as processors
  - Switch just a specialized computer
- Trend from shared to switched networks to get faster links and scalable bandwidth

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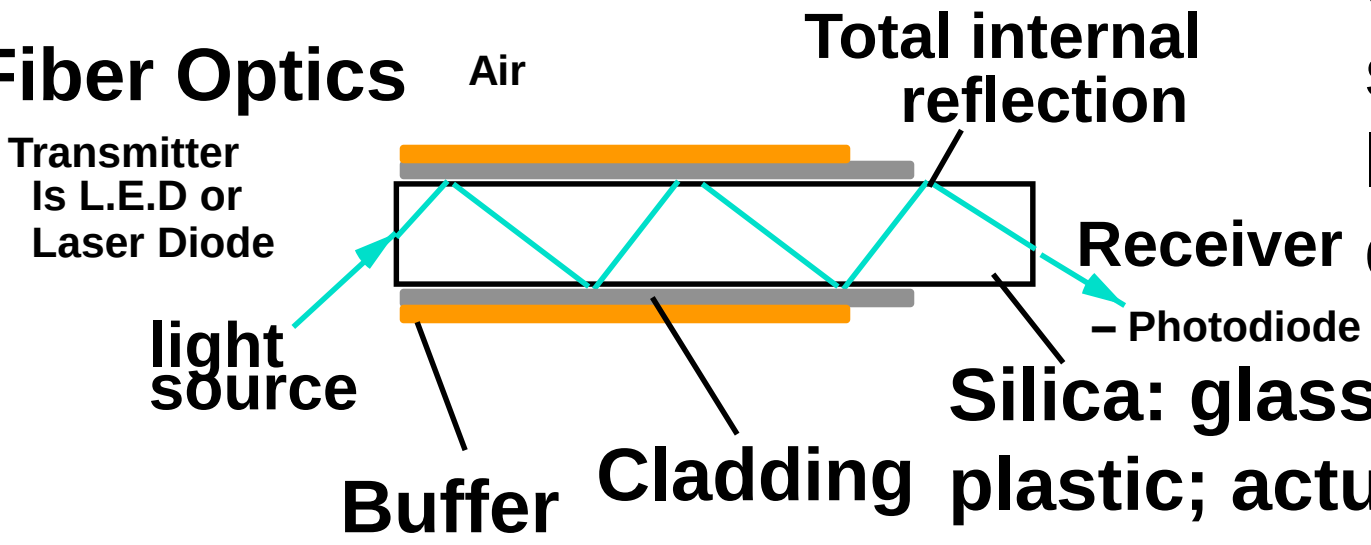
[Bonus] Example: Network Media

Twisted Pair ("Cat 5"):

Copper, 1mm think, twisted to avoid antenna effect

Light: 3 parts are cable, light source, light detector

Fiber Optics



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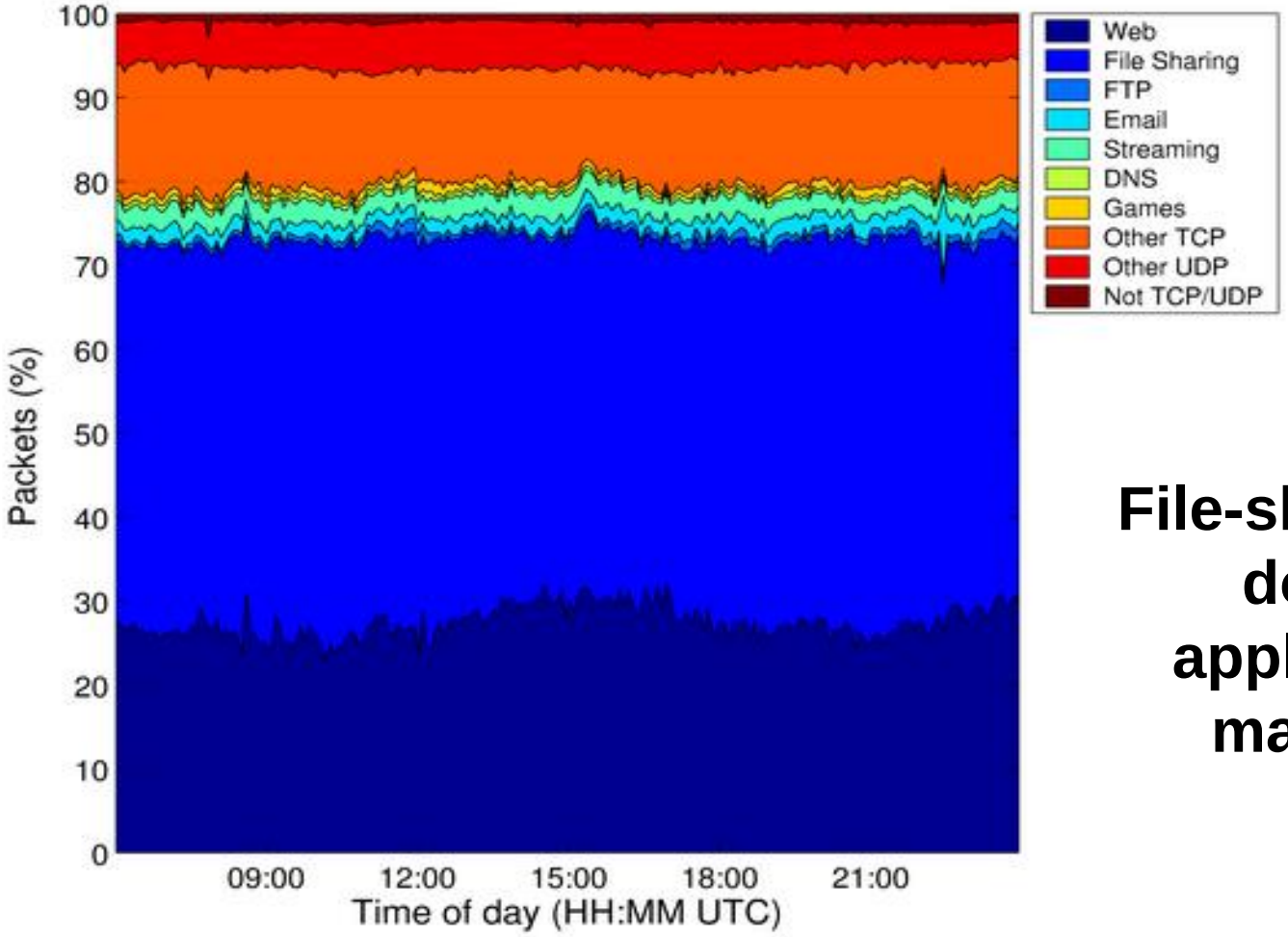
[Bonus] Backbone Link App Composition



File-sharing is the dominant application on many links!

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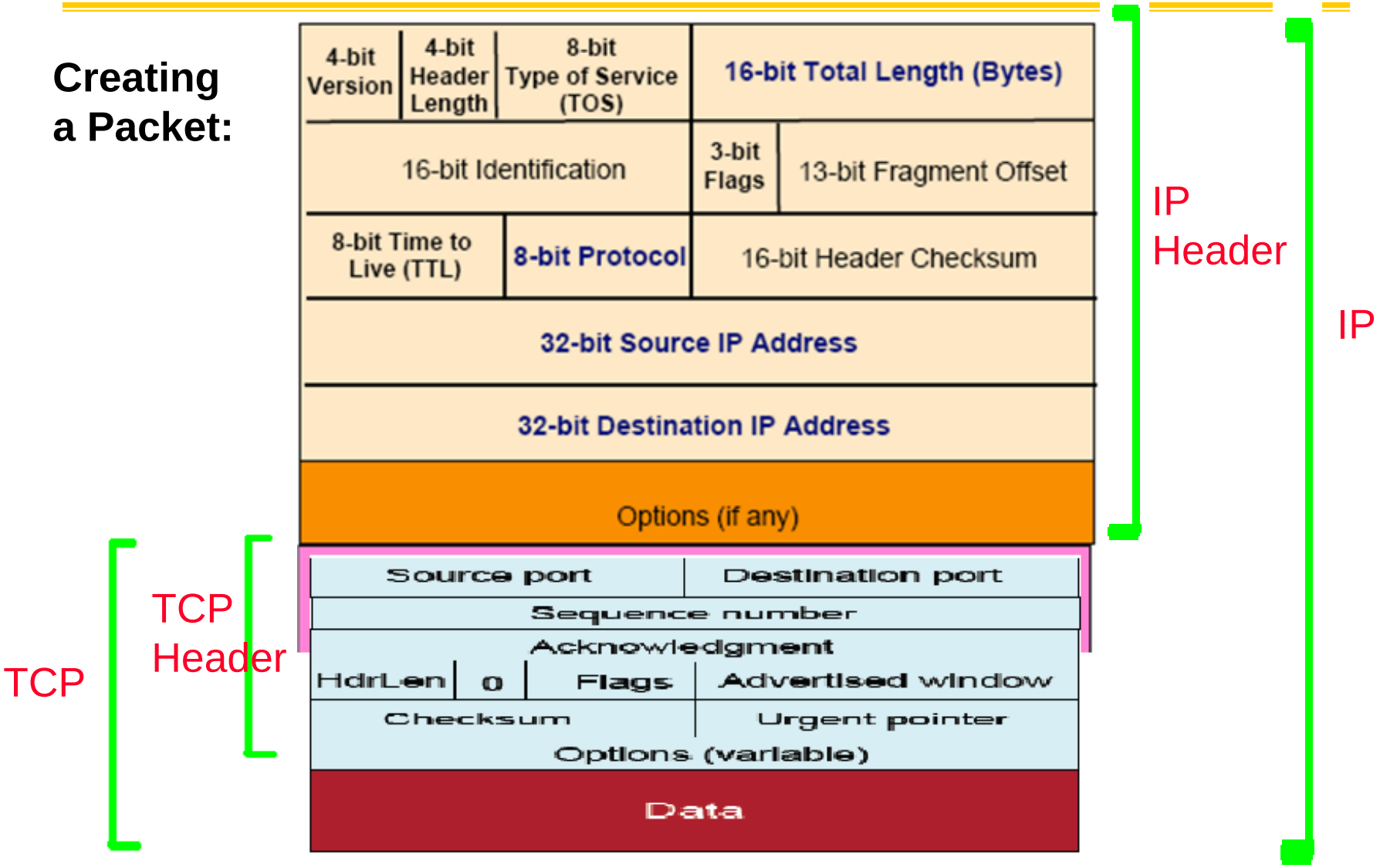
[Bonus] TCP/IP in action

Creating a Packet:



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