

# Computer Networks and Applications

COMP 3331/COMP 9331

Week 1

## Introduction to Computer Networks

Reading Guide: Chapter 1, Sections 1.1 - 1.4

Introduction

# Acknowledgment

- ❖ Majority of lecture slides are from the author's lecture slide set
  - Enhancements + additional material

# I. Introduction

## *Goals:*

- ❖ get “feel” and terminology
- ❖ defer depth and detail to *later* in course
- ❖ understand concepts using the Internet as example

# I. Introduction: roadmap

## I.1 what *is* the Internet?

## I.2 network edge

- end systems, access networks, links

## I.3 network core

- packet switching, circuit switching, network structure

## I.4 delay, loss, throughput in networks

## I.5 protocol layers

## I.6 networks under attack: security

## I.7 history

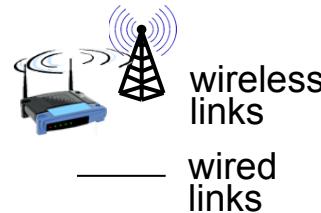
Hobbe's Internet Timeline - <http://www.zakon.org/robert/internet/timeline/>

# **Quiz: What is the Internet?**

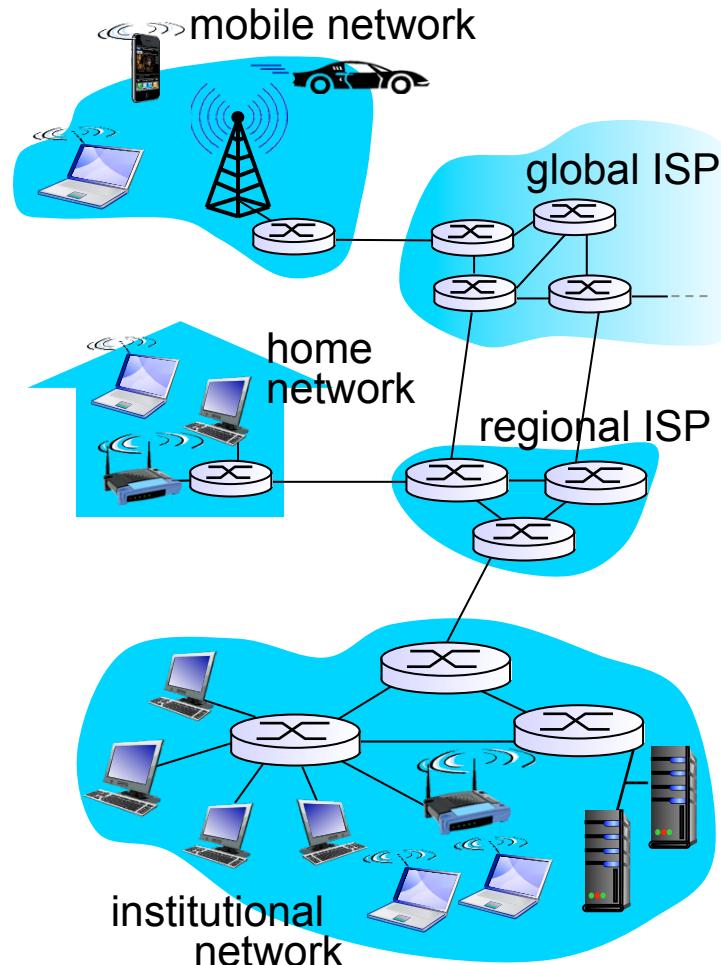


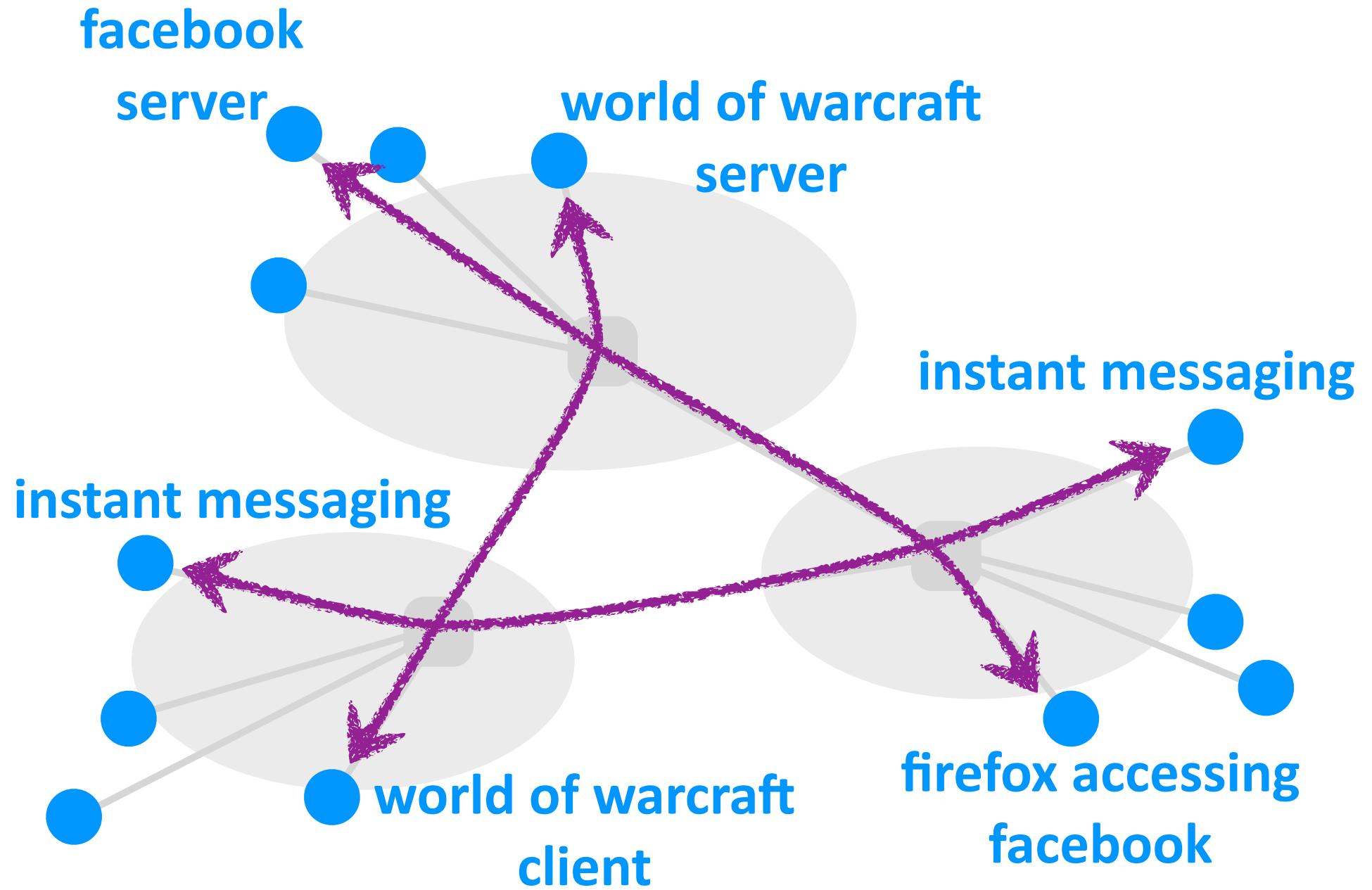
- A.** One single homogenous network
- B.** An interconnection of different computer networks
- C.** An infrastructure that provides services to networked applications
- D.** Something else (be prepared to discuss)

# What's the Internet: “nuts and bolts” view



- ❖ millions of connected computing devices:
  - *hosts = end systems*
  - running *network apps*
- ❖ *communication links*
  - fiber, copper, radio, satellite
  - transmission rate: *bandwidth*
- ❖ *Packet switches: forward packets (chunks of data)*
  - *routers and switches*





# “Fun” internet appliances



IP picture frame  
<http://www.ceiva.com/>



Web-enabled toaster +  
weather forecaster



Tweet-a-watt:  
monitor energy use



Networked TV Set top Boxes



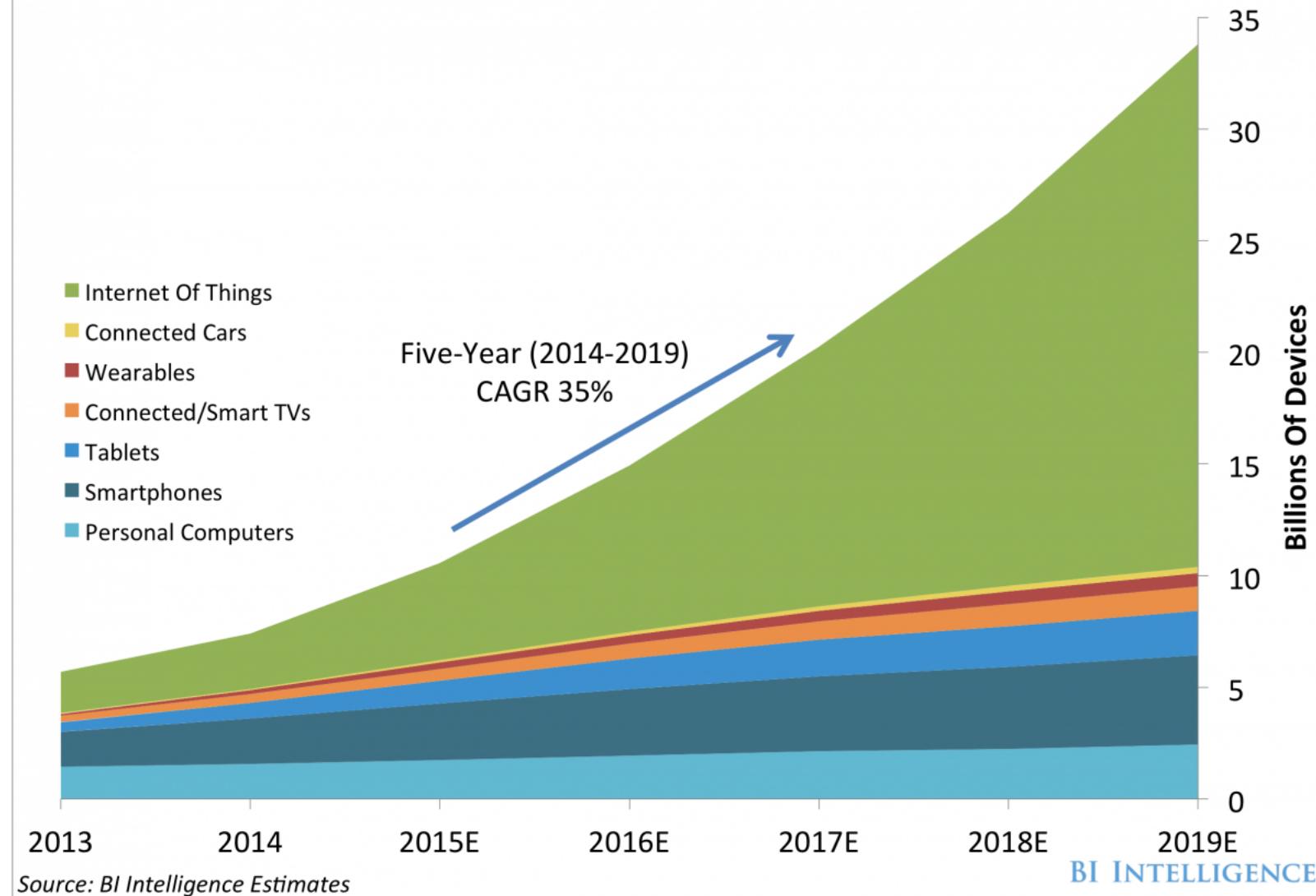
sensorized,  
bed  
mattress

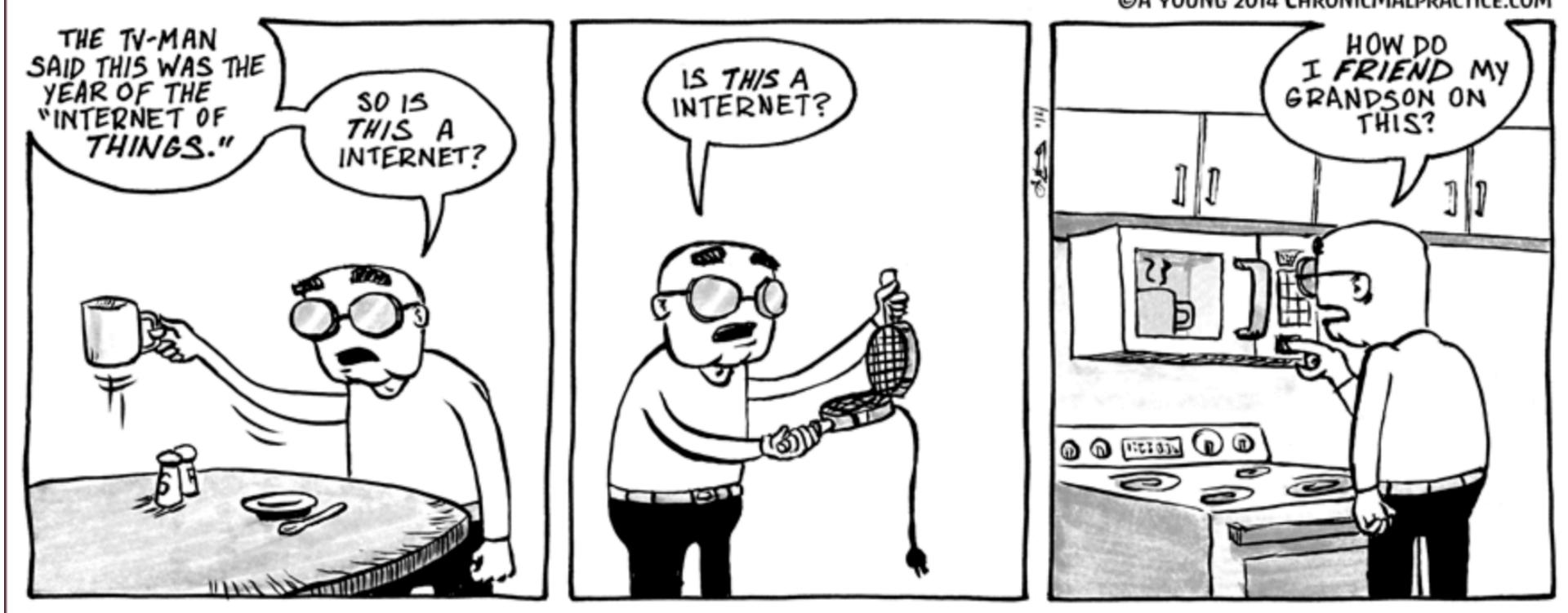


Smart Lightbulbs

Internet  
refrigerator

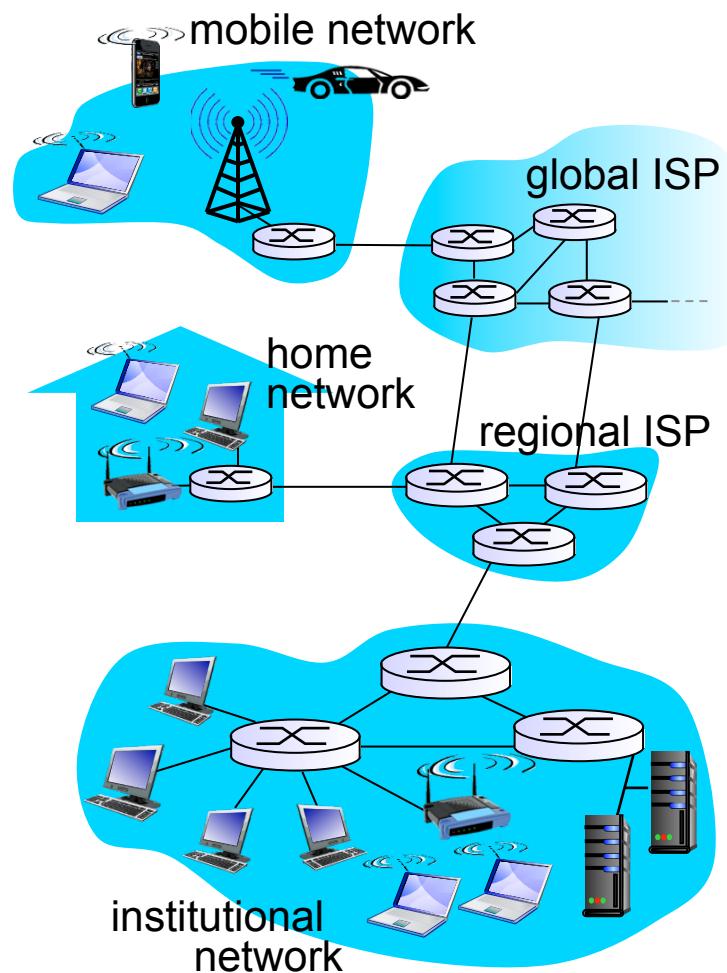
## Number Of Devices In The Internet Of Everything





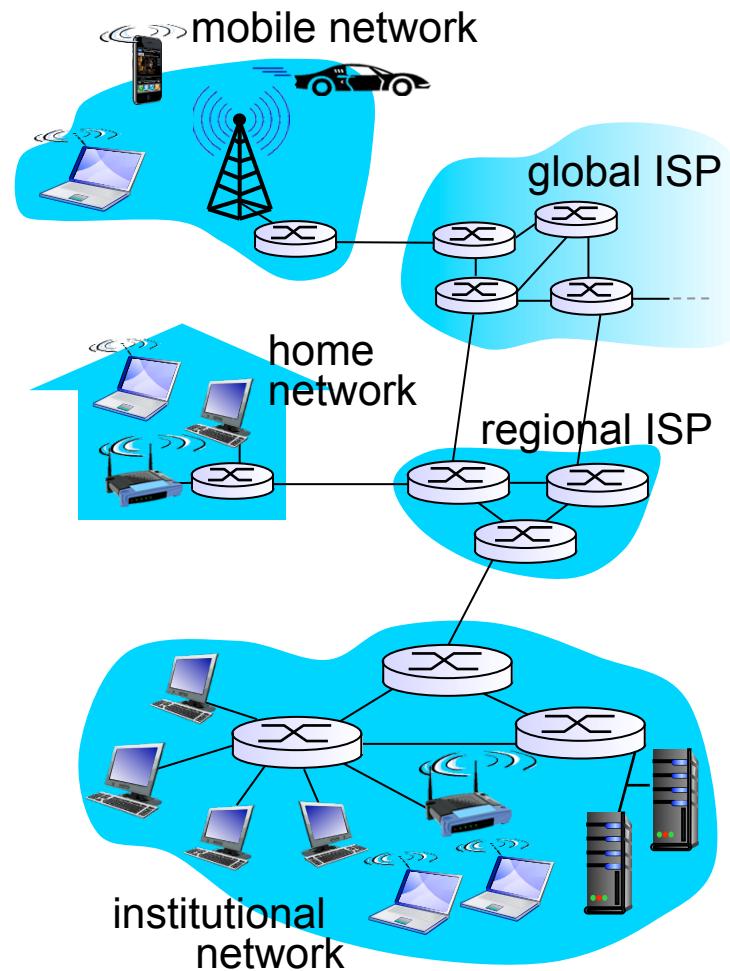
# What's the Internet: “nuts and bolts” view

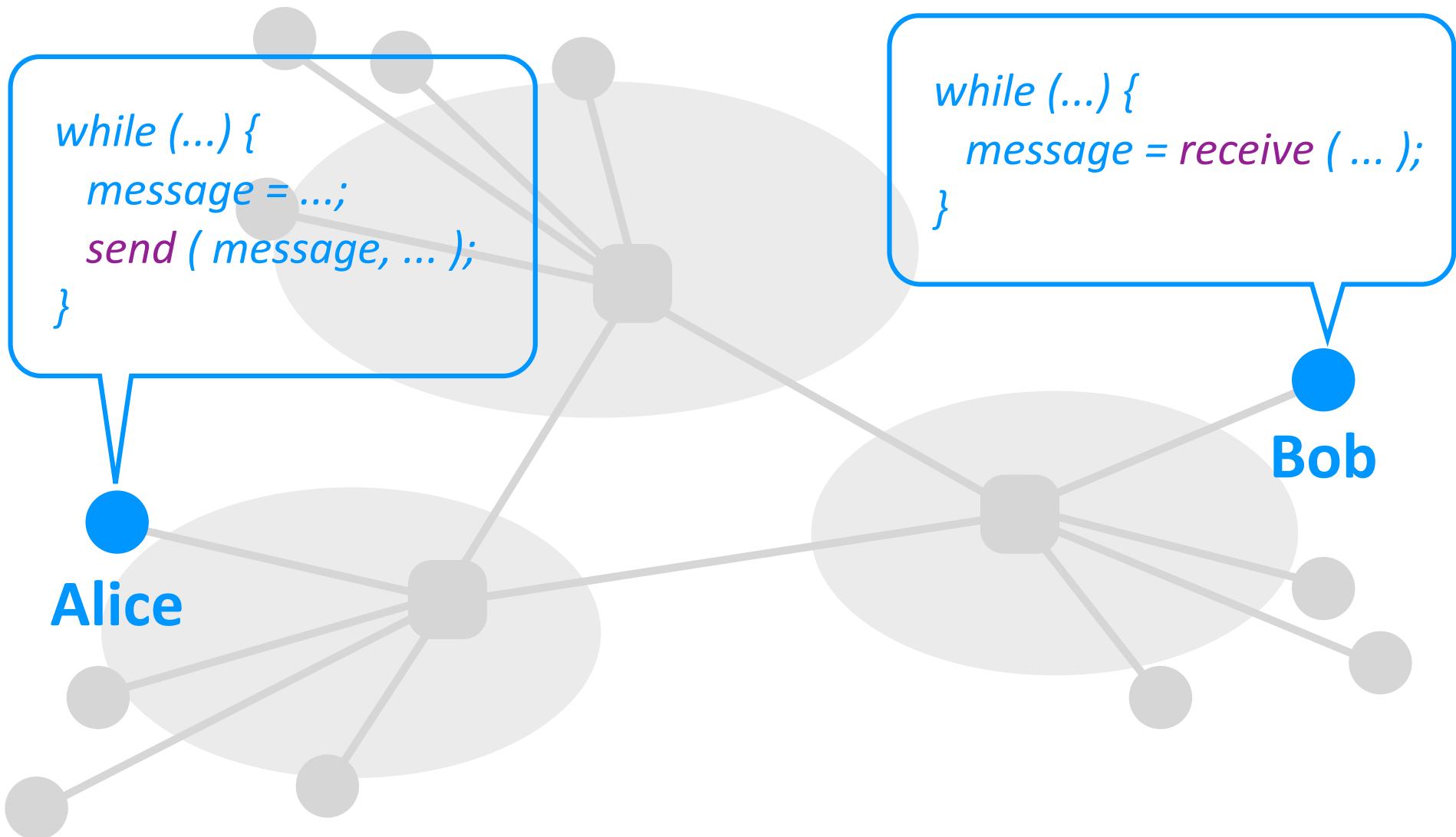
- ❖ *Internet: “network of networks”*
  - Interconnected ISPs
- ❖ *protocols* control sending, receiving of msgs
  - e.g., TCP, IP, HTTP, Skype, 802.11
- ❖ *Internet standards*
  - RFC: Request for comments
  - IETF: Internet Engineering Task Force

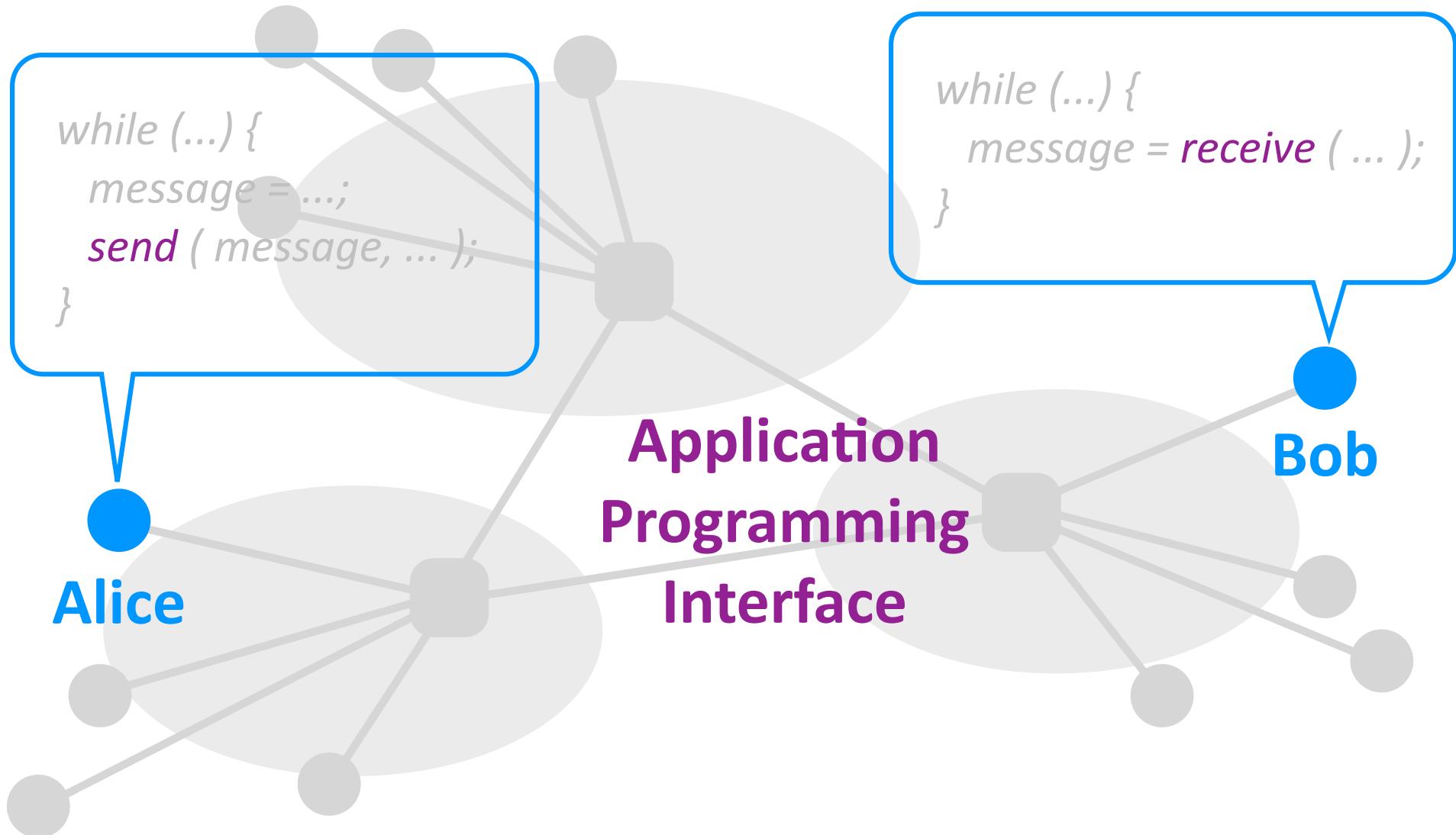


# What's the Internet: a service view

- ❖ *Infrastructure that provides services to applications:*
  - Web, VoIP, email, games, e-commerce, social nets, ...
- ❖ *provides programming interface to apps*
  - hooks that allow sending and receiving app programs to “connect” to Internet
  - provides service options, analogous to postal service







# What's a protocol?

## *human protocols:*

- ❖ “what’s the time?”
- ❖ “I have a question”
- ❖ introductions

... specific msgs sent

... specific actions taken  
when msgs received, or  
other events

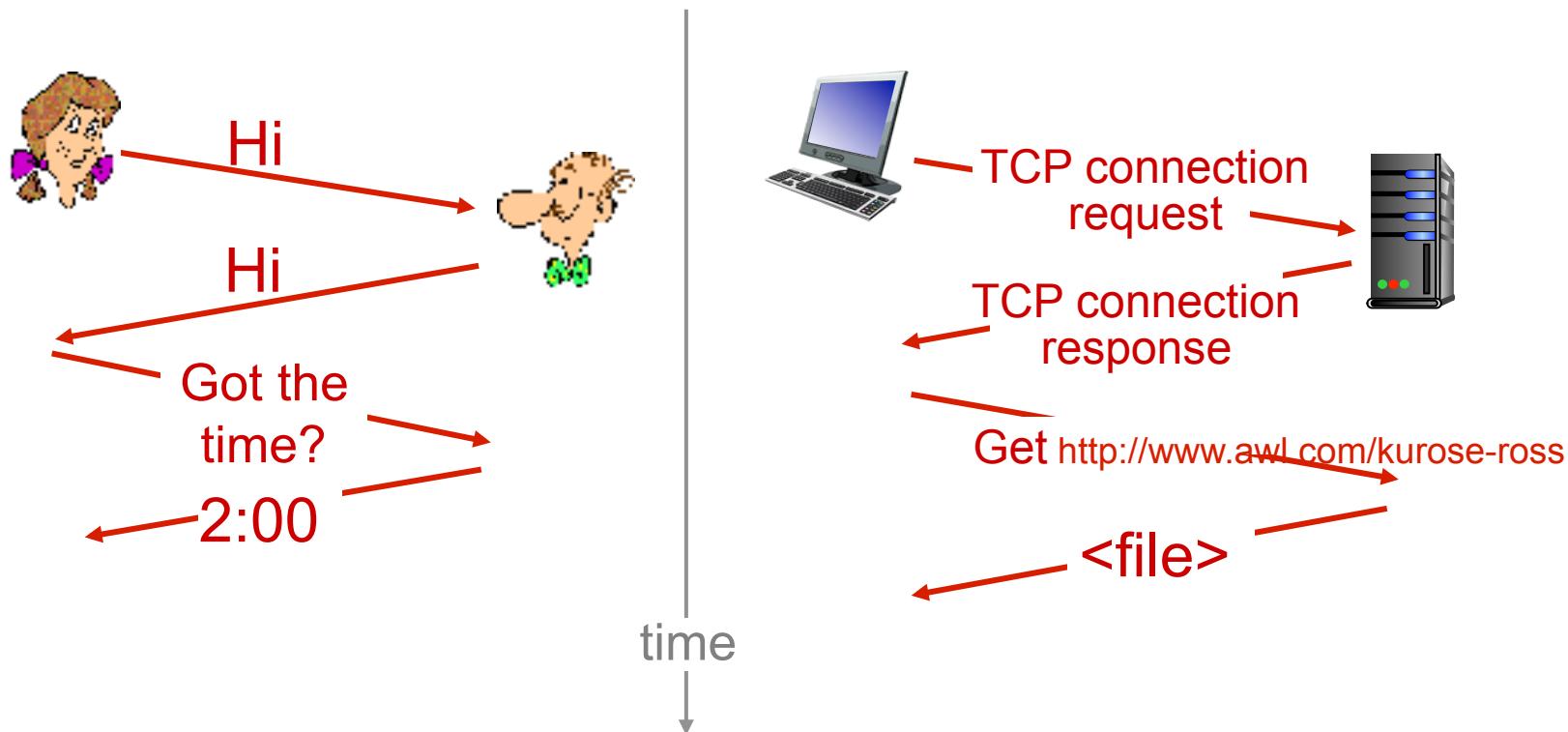
## *network protocols:*

- ❖ machines rather than humans
- ❖ all communication activity in Internet governed by protocols

*protocols define format, order  
of msgs sent and received  
among network entities,  
and actions taken on msg  
transmission, receipt*

# What's a protocol?

a human protocol and a computer network protocol:



Q: other human protocols?

# I. Introduction: roadmap

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- packet switching, circuit switching, network structure

I.4 delay, loss, throughput in networks

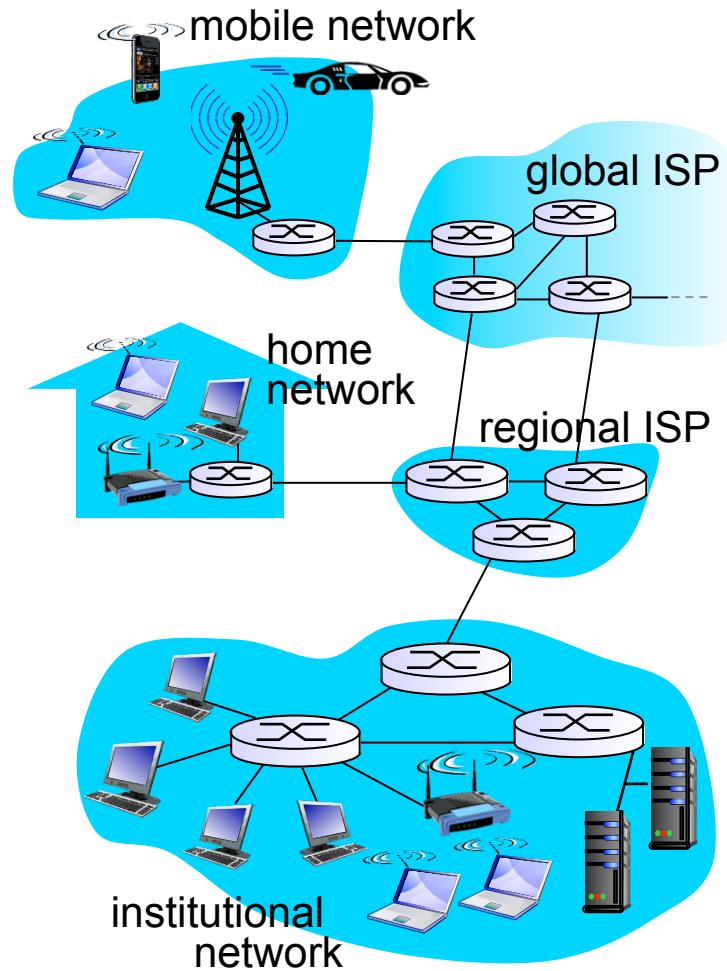
I.5 protocol layers, service models

I.6 networks under attack: security

I.7 history

# A closer look at network structure:

- ❖ *network edge:*
  - hosts: clients and servers
  - servers often in data centers
- ❖ *access networks, physical media:* wired, wireless communication links
- ❖ *network core:*
  - interconnected routers
  - network of networks



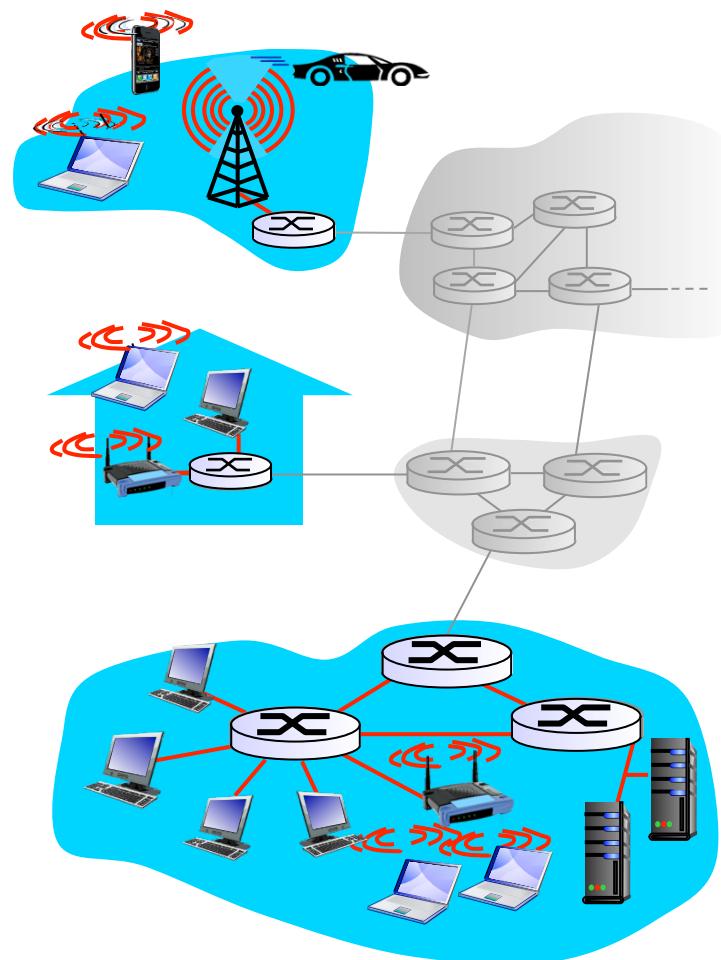
# Access networks and physical media

*Q: How to connect end systems to edge router?*

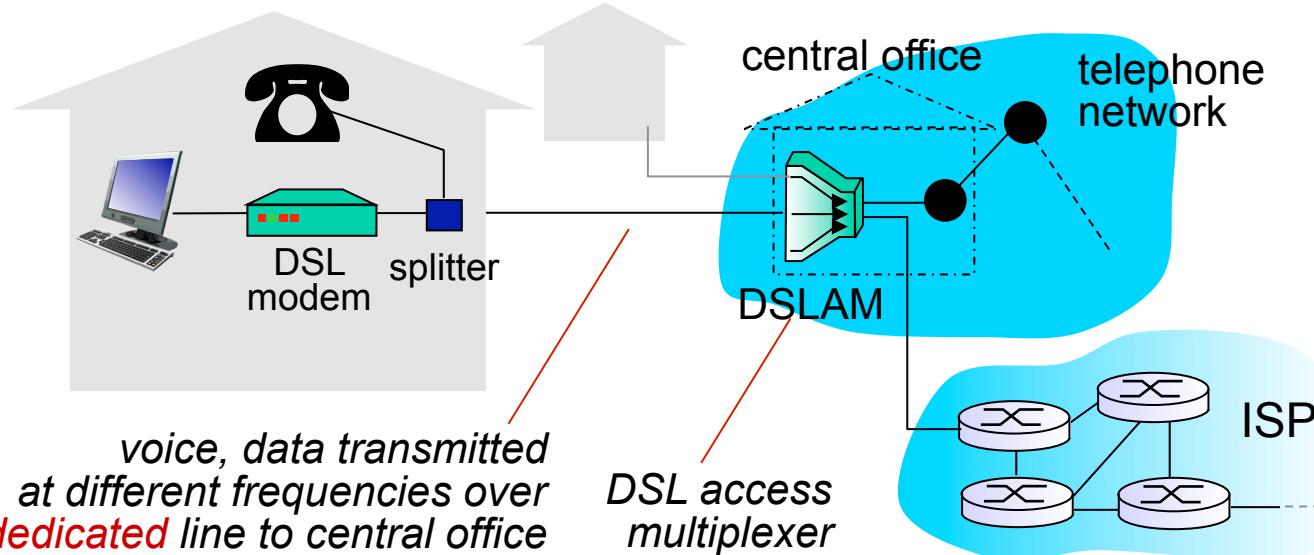
- ❖ residential access nets
- ❖ institutional access networks (school, company)
- ❖ mobile access networks

*keep in mind:*

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

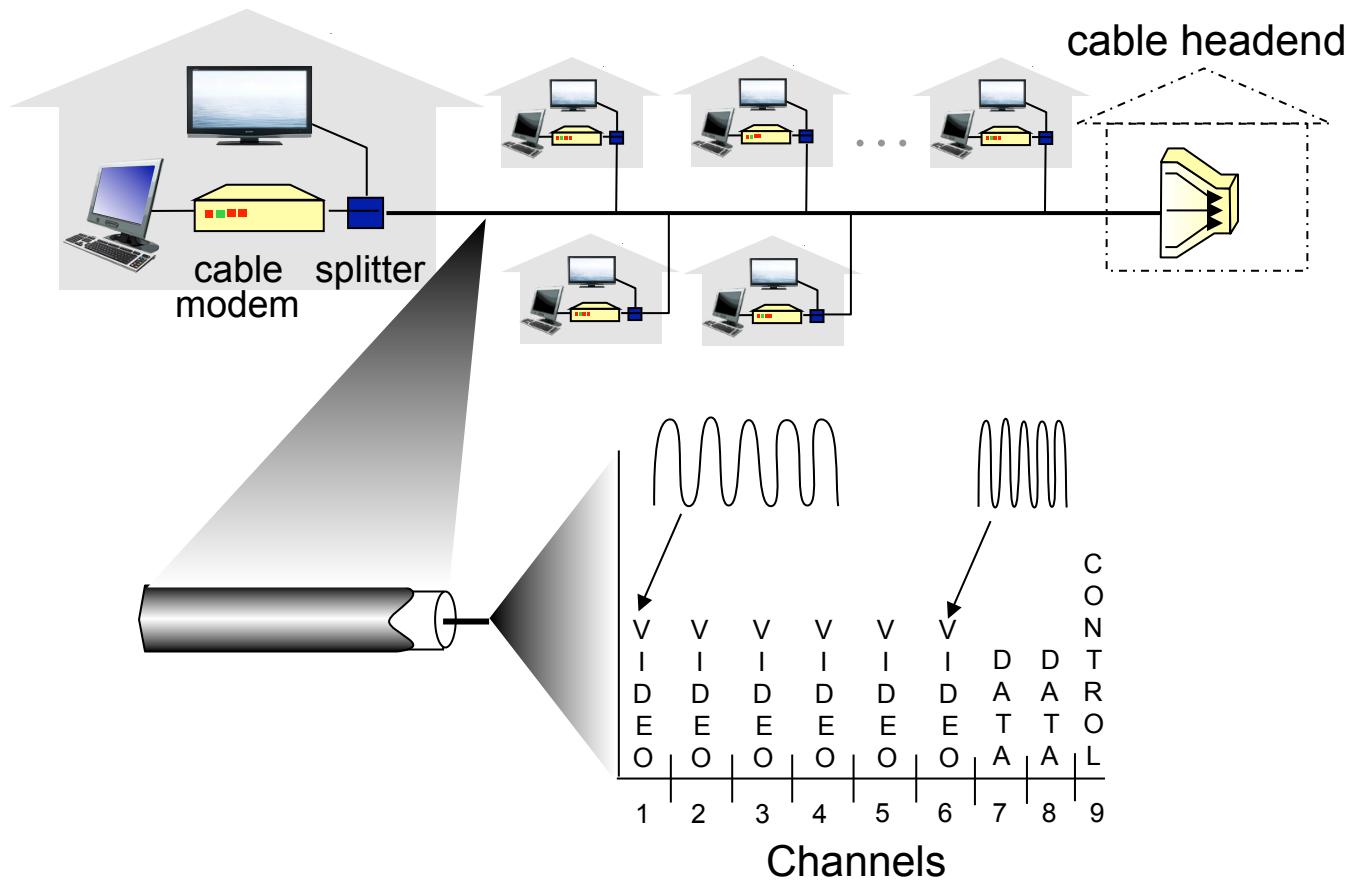


# Access net: digital subscriber line (DSL)



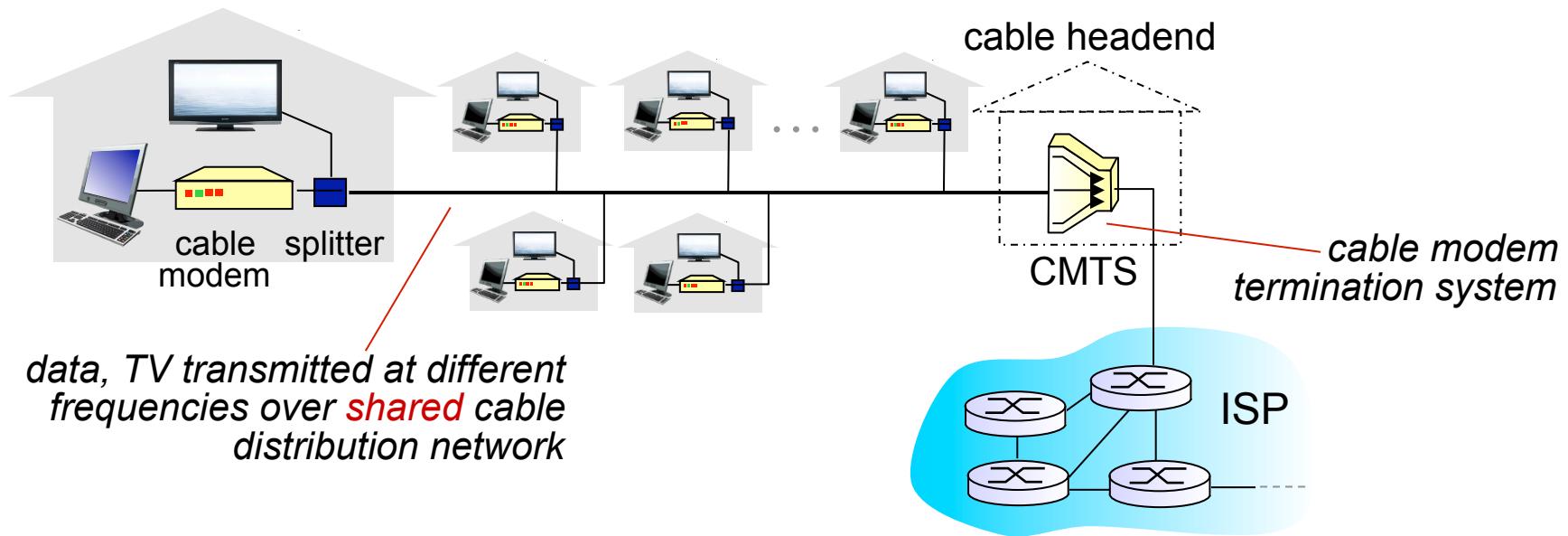
- ❖ use **existing** telephone line to central office DSLAM
  - data over DSL phone line goes to Internet
  - voice over DSL phone line goes to telephone net
- ❖ < 2.5 Mbps upstream transmission rate (typically < 1 Mbps)
- ❖ < 24 Mbps downstream transmission rate (typically < 10 Mbps)

# Access net: cable network



**frequency division multiplexing:** different channels transmitted in different frequency bands

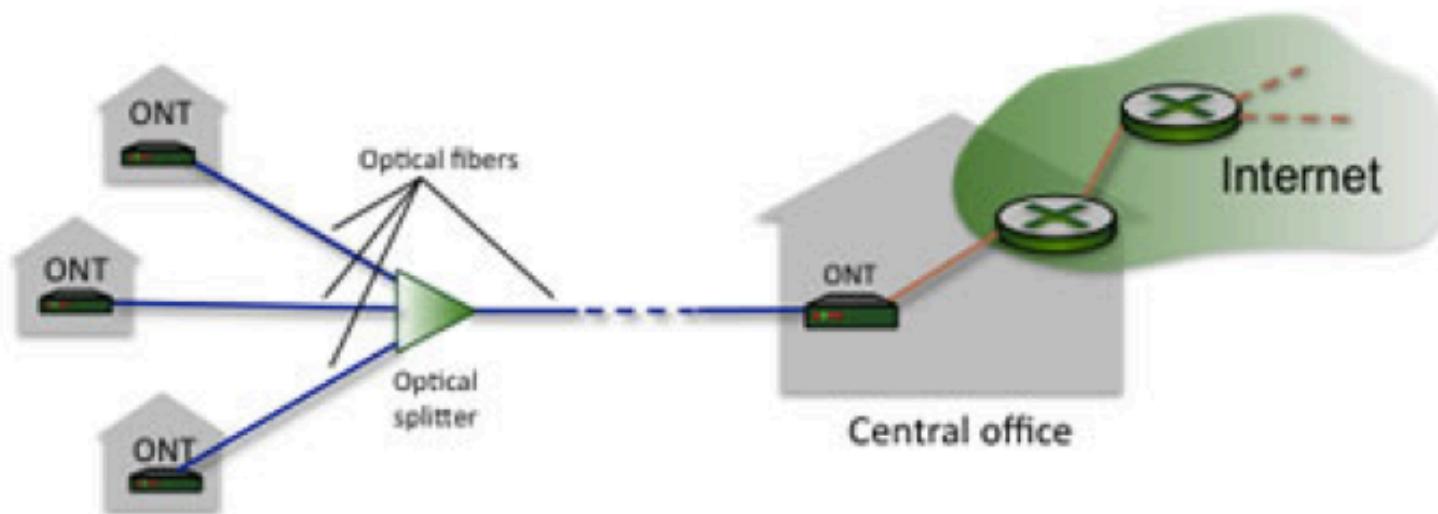
# Access net: cable network



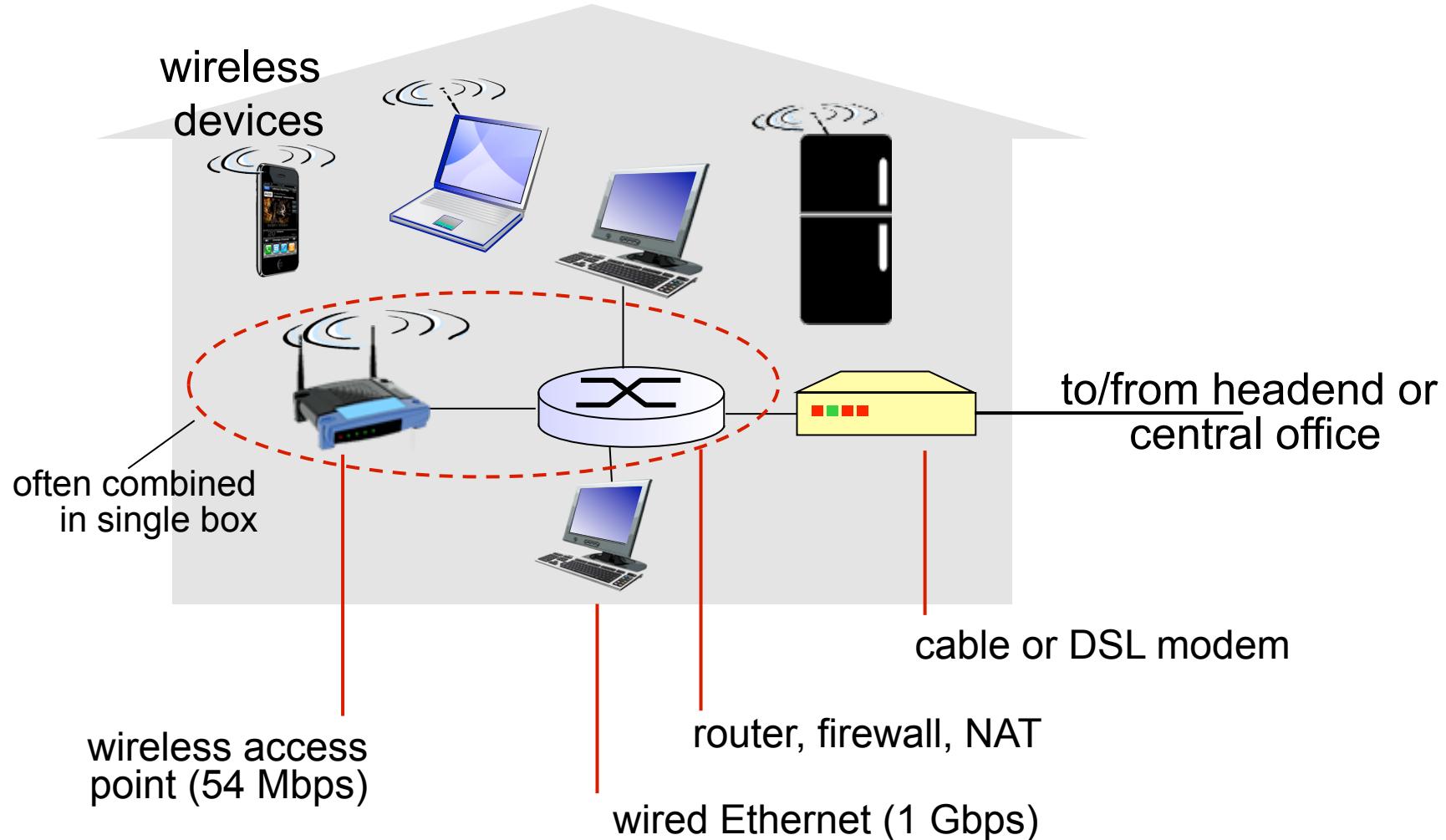
- ❖ HFC: hybrid fiber coax
  - asymmetric: up to 30Mbps downstream transmission rate, 2 Mbps upstream transmission rate
- ❖ network of cable, fiber attaches homes to ISP router
  - homes **share access network** to cable headend
  - unlike DSL, which has dedicated access to central office

# Fiber to the home (FTTH)

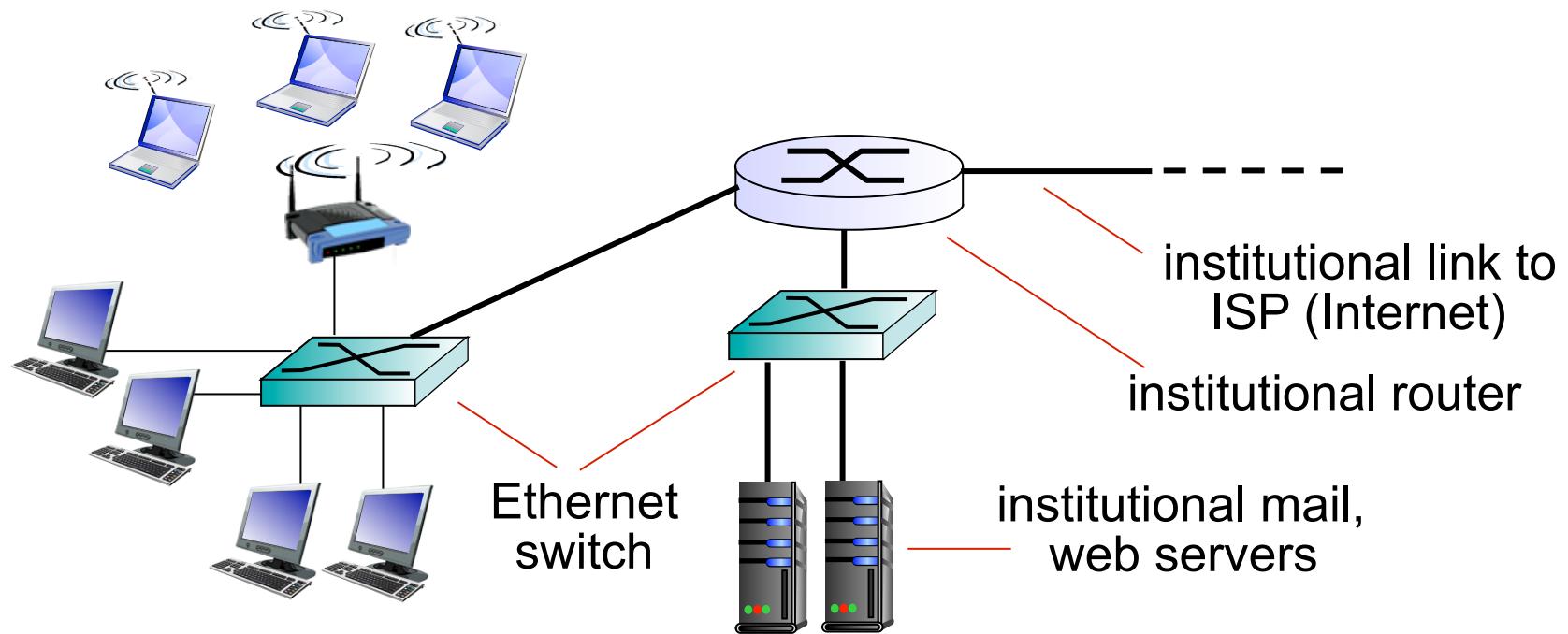
- ❖ Fully optical fiber path all the way to the home
  - e.g., Verizon FIOS, Google, NBN
  - ~30 Mbps to 1 Gbps
- ❖ Active (like switched Ethernet) or passive optical



# Access net: home network



# Enterprise access networks (Ethernet)



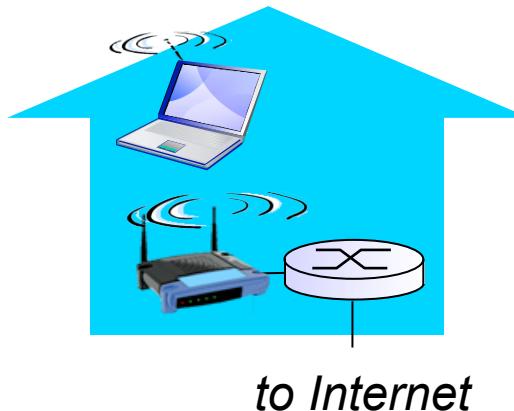
- ❖ typically used in companies, universities, etc
- ❖ 10 Mbps, 100Mbps, 1Gbps, 10Gbps transmission rates
- ❖ today, end systems typically connect into Ethernet switch

# Wireless access networks

- ❖ shared wireless access network connects end system to router
  - via base station aka “access point”

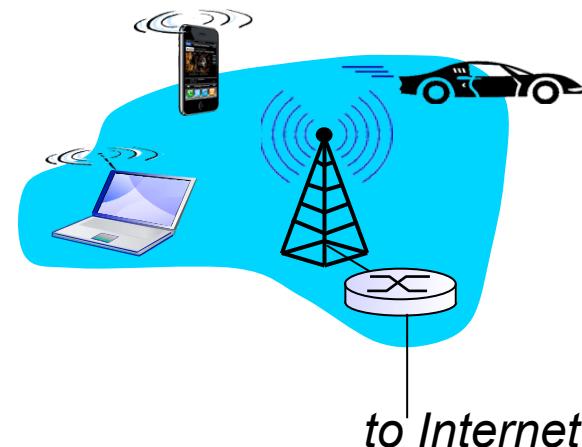
## wireless LANs:

- within building (100 ft)
- 802.11b/g/n/ac (WiFi): 11, 54, 450 Mbps transmission rate



## wide-area wireless access

- provided by telco (cellular) operator, 10's km
- between 1 and 10 Mbps
- 3G, 4G: LTE

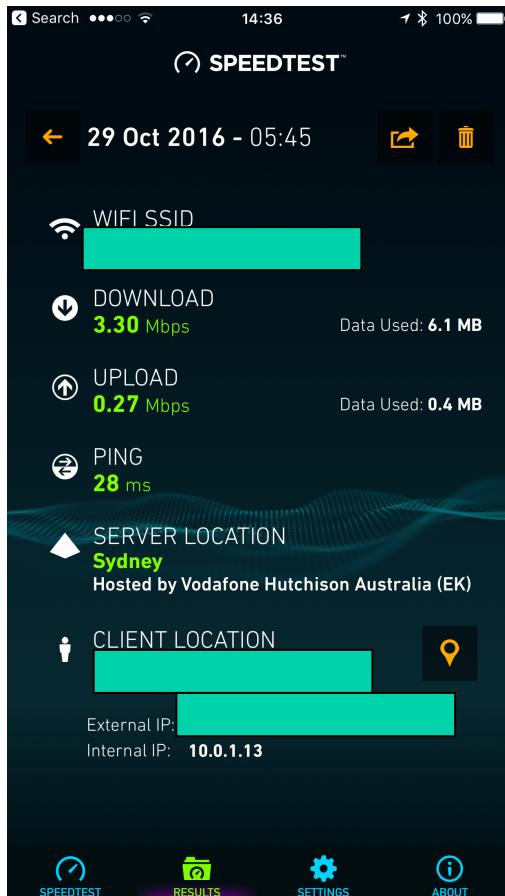


# Sample results

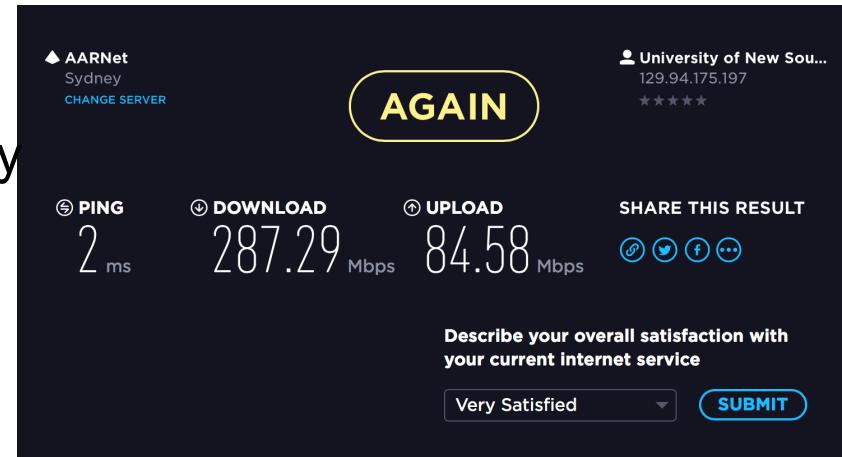
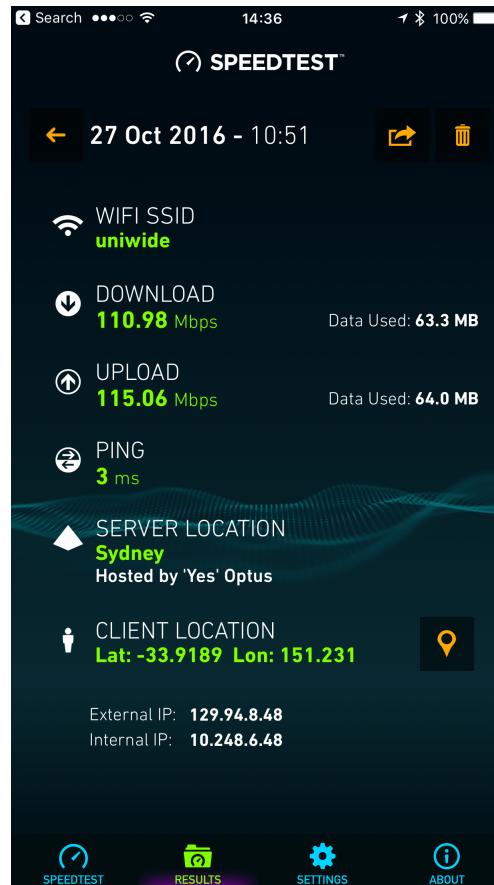
Wired Network in my office

Can you explain the differences?

Home wireless



Uniwide



4G Network

# Physical media

- ❖ **bit:** propagates between transmitter/receiver 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

# Physical media: twisted pair, coax, fiber

## *twisted pair (TP)*

- ❖ two insulated copper wires
  - Category 5: 100 Mbps, 1 Gbps Ethernet
  - Category 6: 10Gbps



## *coaxial cable:*

- ❖ two concentric copper conductors
- ❖ broadband:
  - multiple channels 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., 10' s-100' s Gbps transmission rate)
- ❖ low error rate:
  - repeaters spaced far apart
  - immune to electromagnetic noise



# Physical media: radio

- ❖ signal carried in electromagnetic spectrum, i.e., no physical “wire”
- ❖ propagation environment effects:
  - reflection
  - obstruction by objects
  - interference

## *radio link types:*

- ❖ **terrestrial microwave**
  - e.g. up to 45 Mbps channels
- ❖ **LAN** (e.g., WiFi)
  - 11Mbps, 54 Mbps, 450 Mbps,
- ❖ **wide-area** (e.g., cellular)
  - 4G cellular: ~ 10 Mbps
- ❖ **satellite**
  - Kbps to 45Mbps channel (or multiple smaller channels)
  - 270 msec end-end delay
  - geosynchronous versus low earth-orbiting (LEO)

# Physical Media: beyond radio

- ❖ How about sound?
- ❖ How about light?
- ❖ How about vibrations on the surface?
- ❖ Did you attempt the quiz on Moodle?

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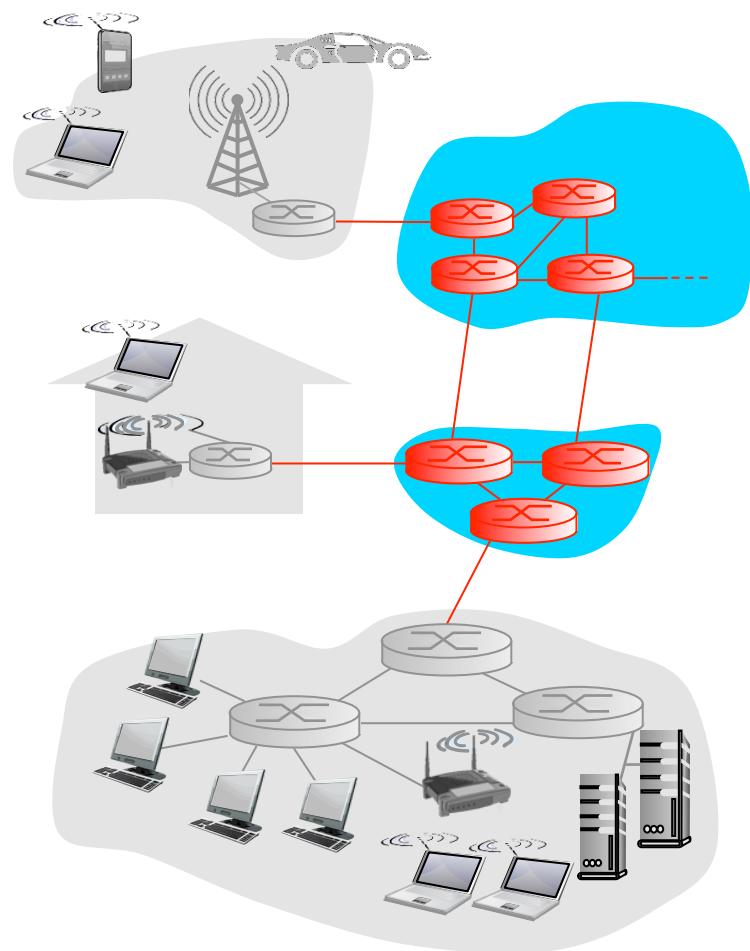
I.7 history

# The network core

- ❖ mesh of interconnected routers/switches
- ❖ Two forms of switched networks:
  - Circuit switching: used in the legacy telephone networks



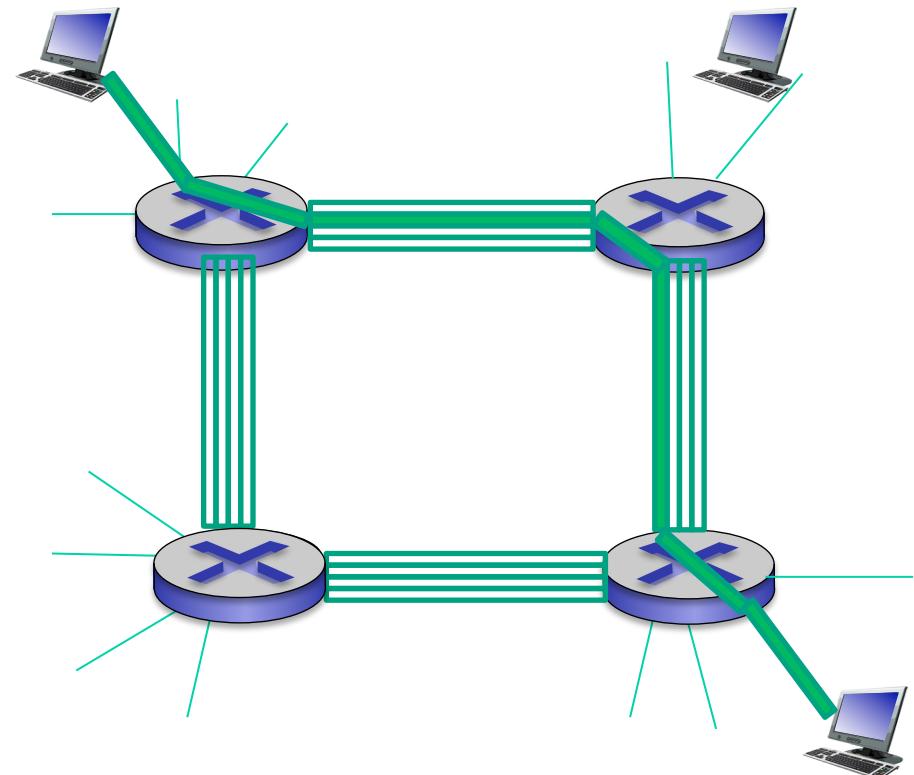
- Packet switching: used in the Internet



# Circuit Switching

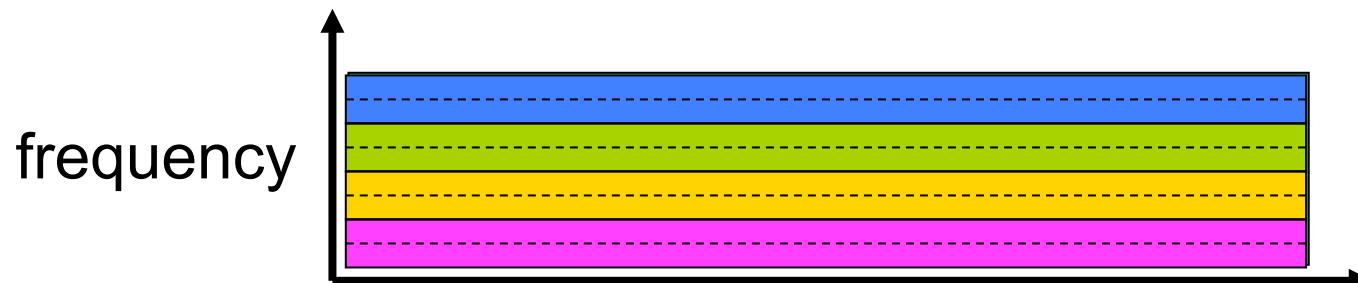
end-end resources allocated to, reserved for “call” between source & dest:

- in diagram, each link has four circuits.
  - call gets 2<sup>nd</sup> circuit in top link and 1<sup>st</sup> circuit in right link.
- dedicated resources: no sharing
  - circuit-like (guaranteed) performance
- circuit segment idle if not used by call (*no sharing*)
- commonly used in traditional telephone networks



# Circuit switching: FDM versus TDM

FDM

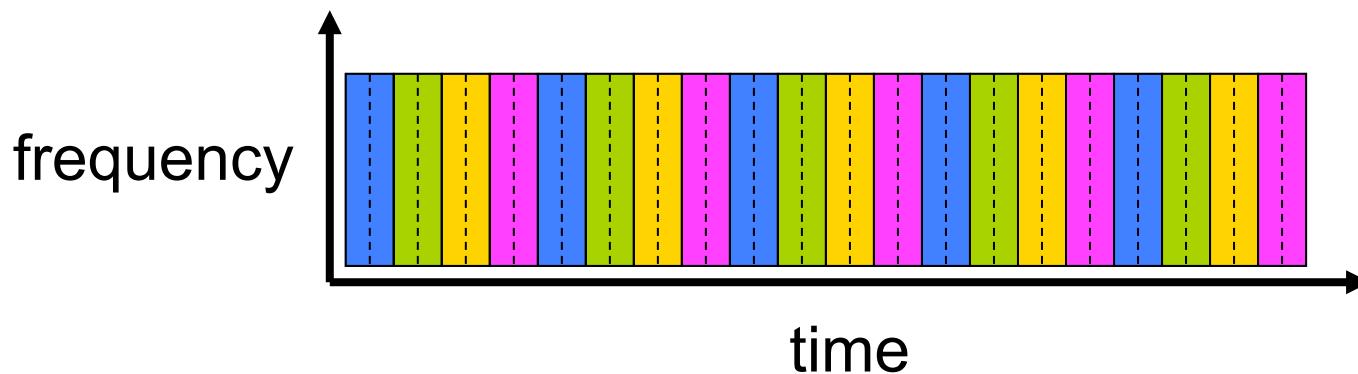


Example:

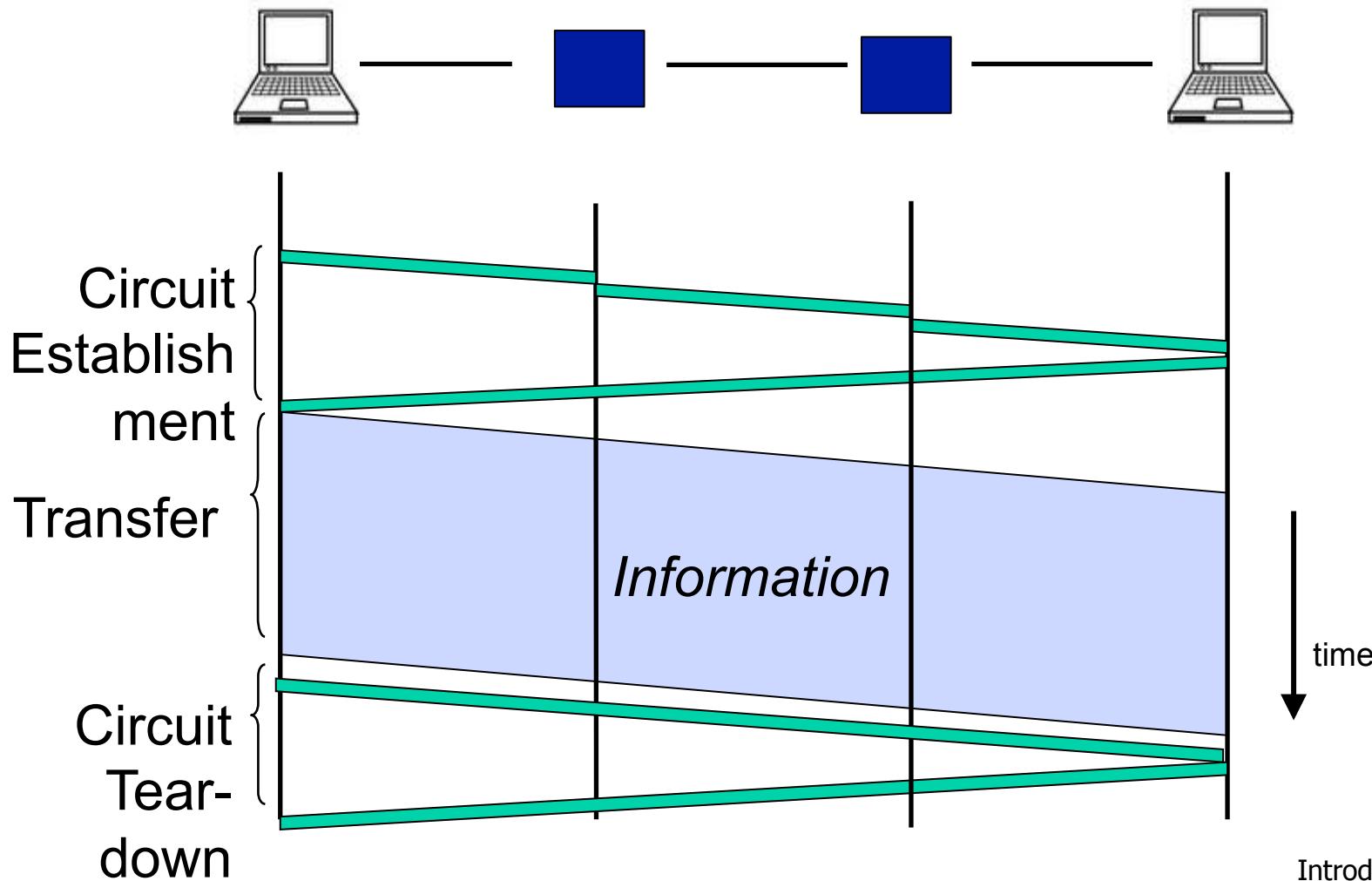
4 users



TDM



# Timing in Circuit Switching



## **Quiz: What are the pros and cons of circuit switching? Let's discuss ..**



❖ Pros:

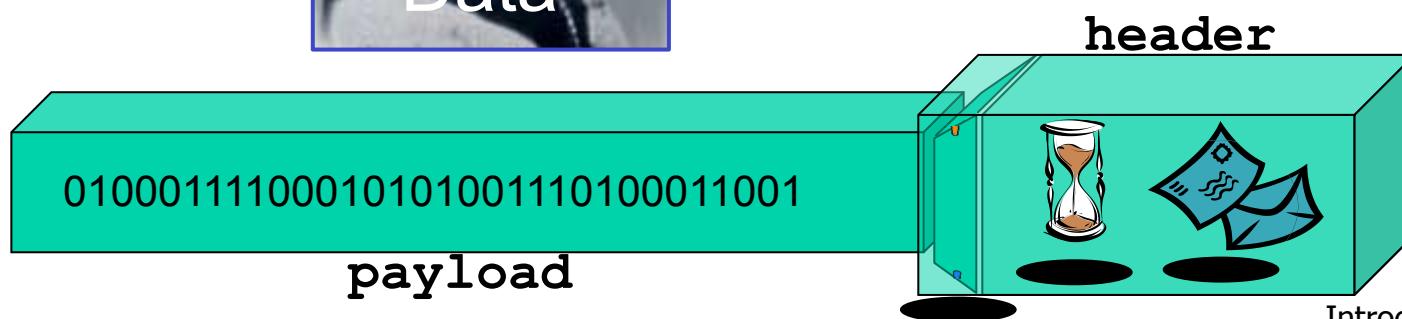
❖ Cons:

# Packet Switching

- ❖ Data is sent as chunks of formatted bits (**Packets**)
- ❖ Packets consist of a “**header**” and “**payload**”



1. Internet Address
2. Age (TTL)
3. Checksum to protect header



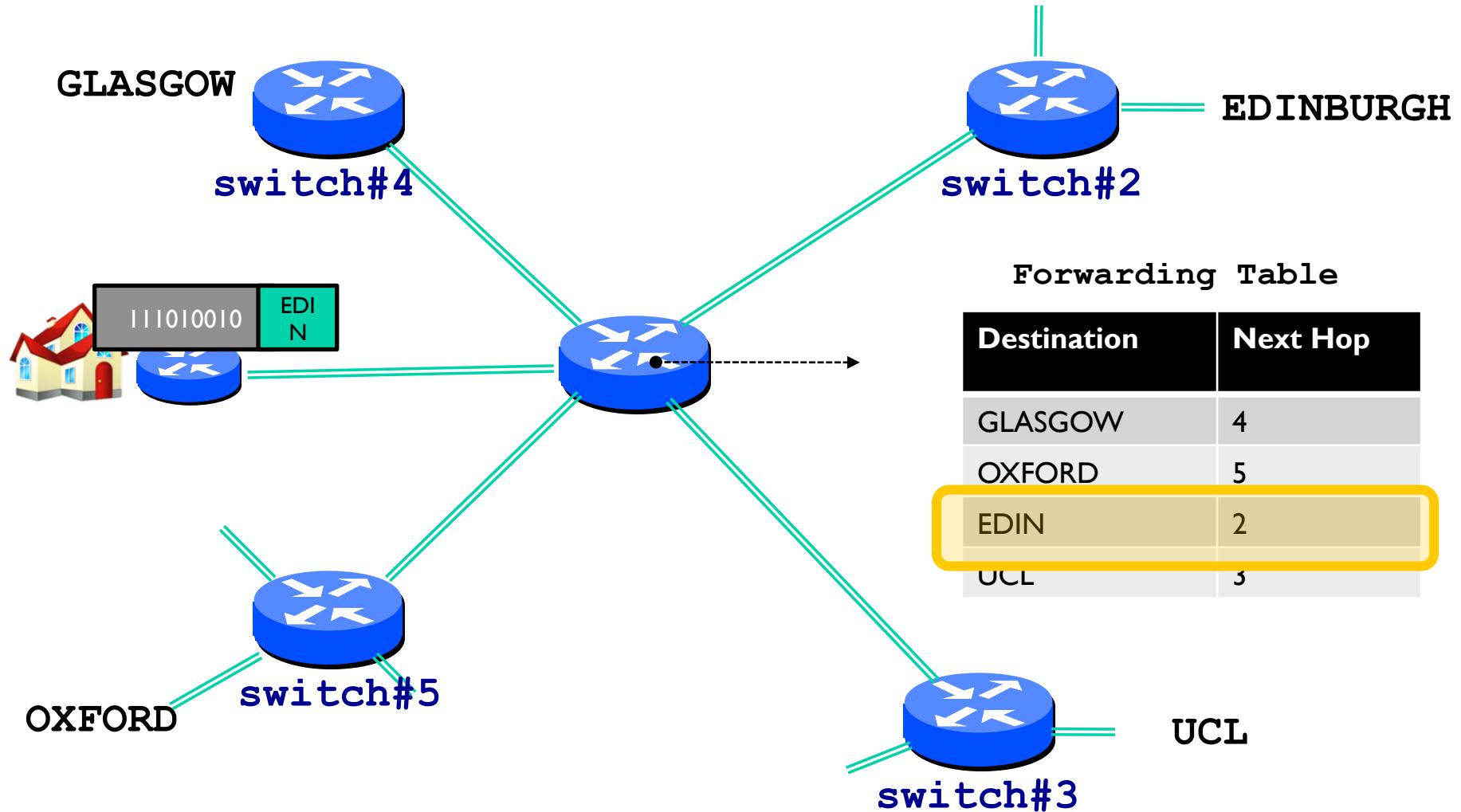
# Packet Switching

- ❖ Data is sent as chunks of formatted bits (**Packets**)
- ❖ Packets consist of a “**header**” and “**payload**”
  - payload is the data being carried
  - header holds instructions to the network for how to handle packet (think of the header as an API)

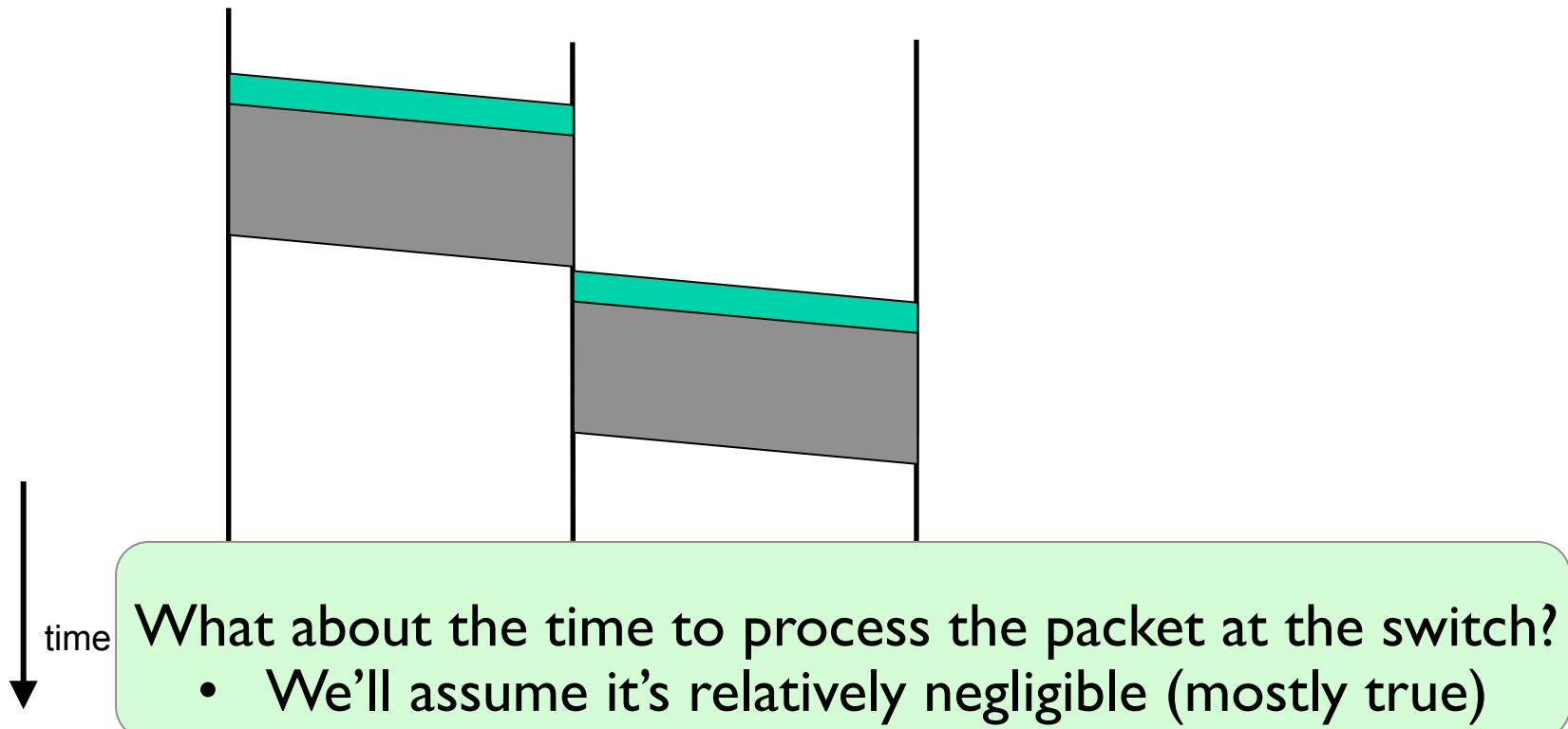
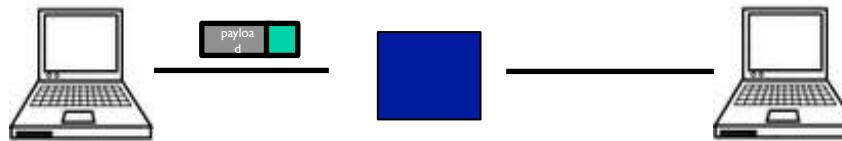
# Packet Switching

- ❖ Data is sent as chunks of formatted bits (Packets)
- ❖ Packets consist of a “header” and “payload”
- ❖ Switches “**forward**” packets based on their headers

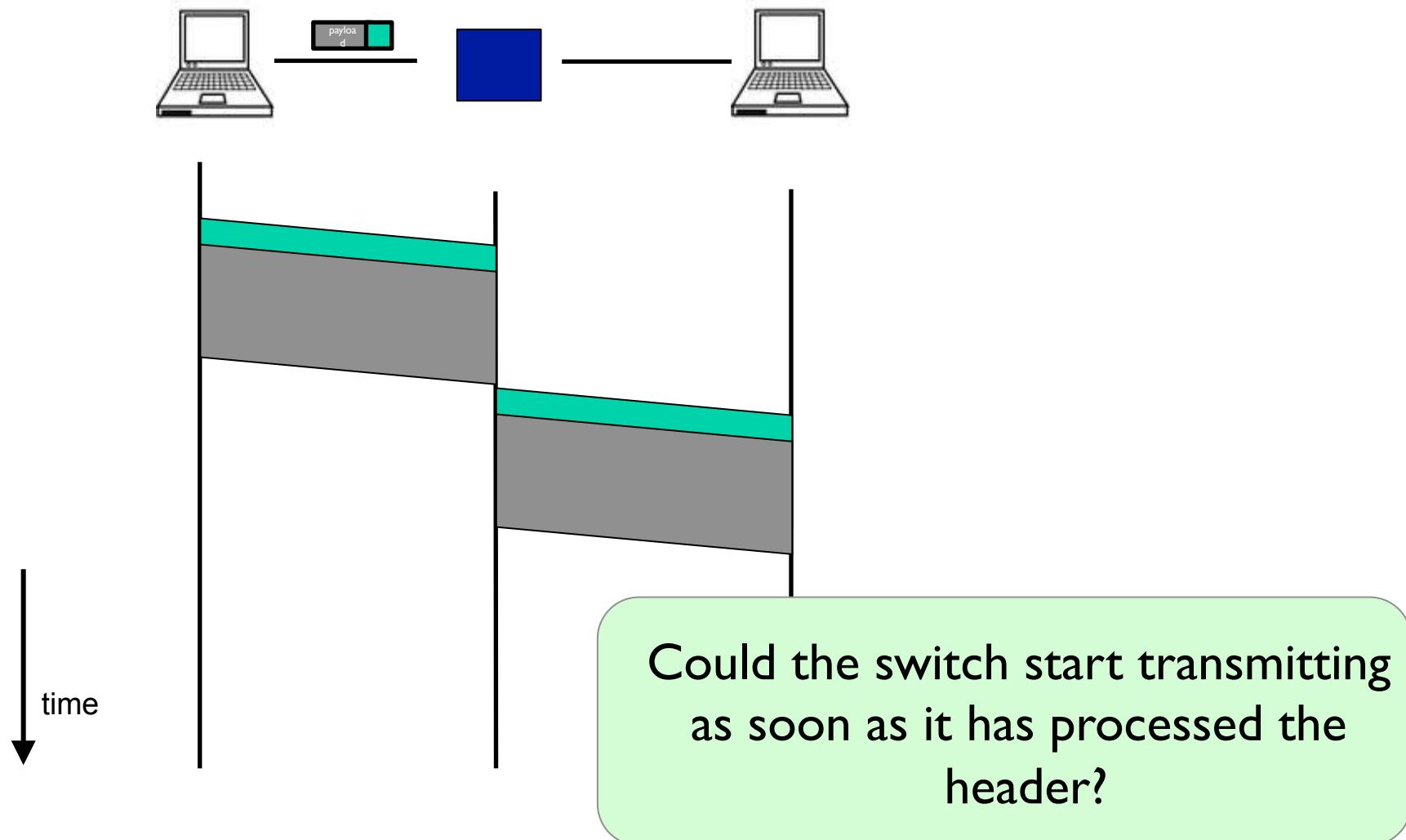
# Switches forward packets



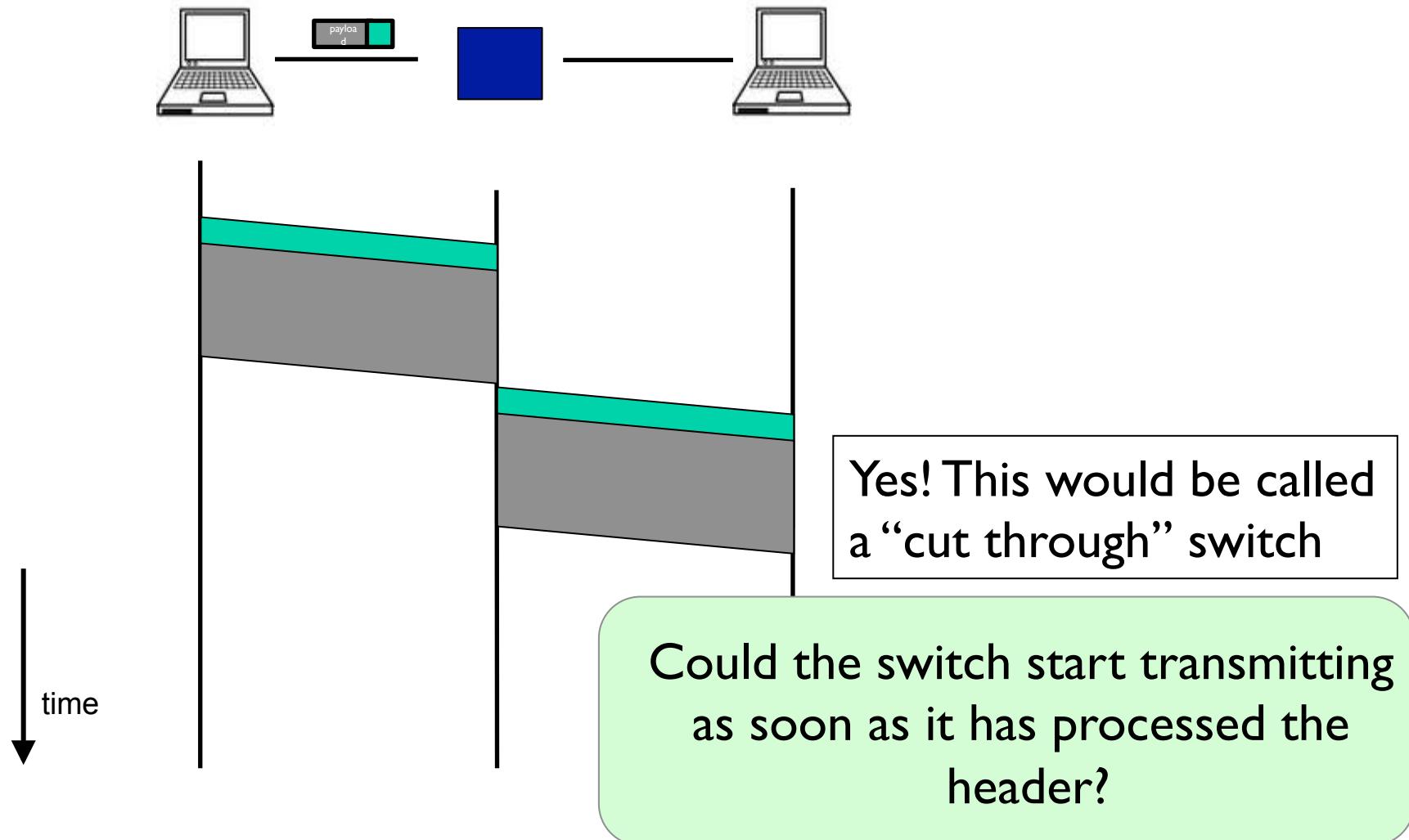
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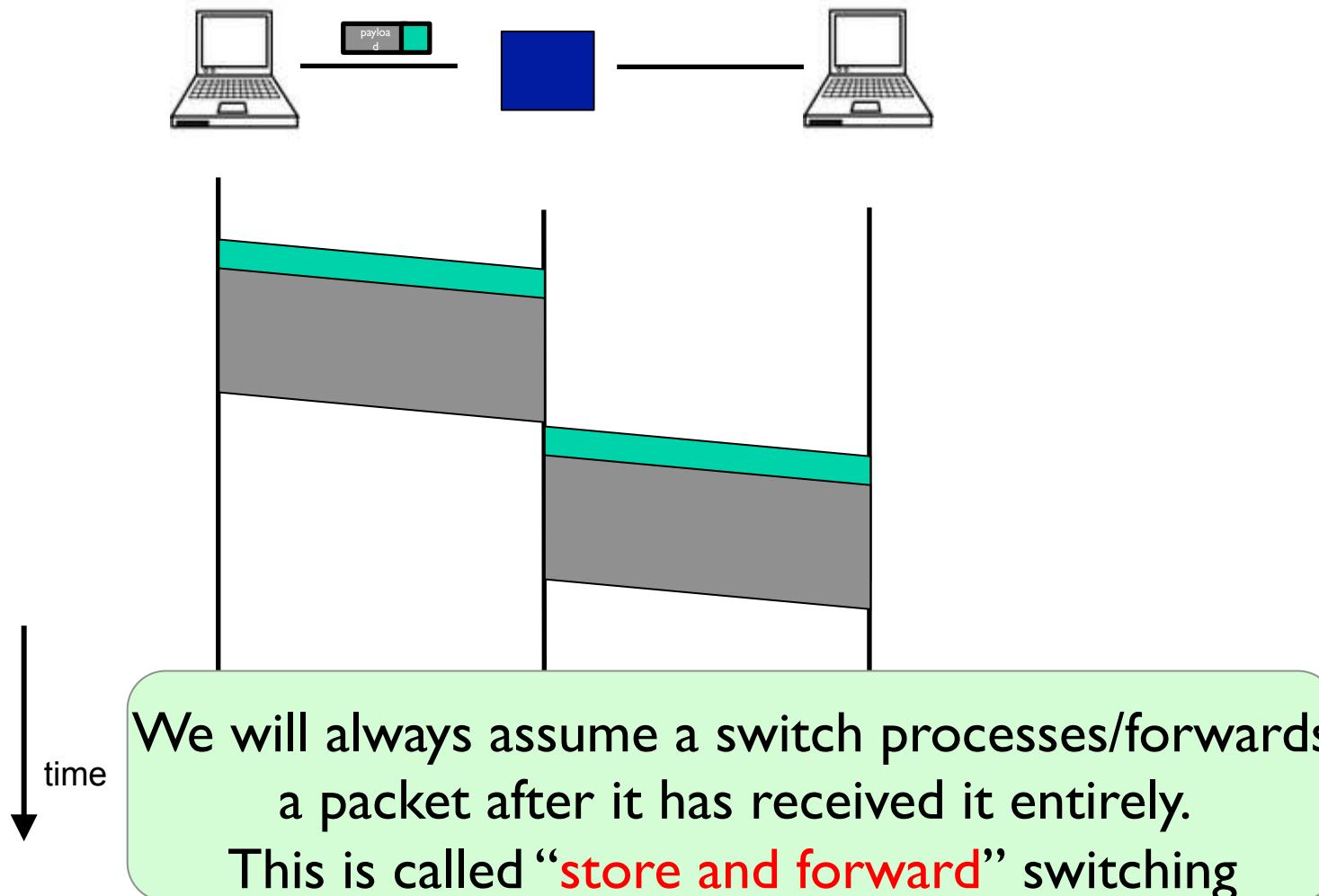
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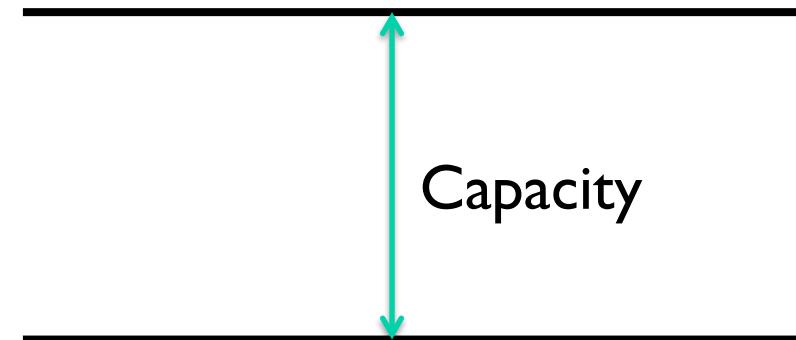
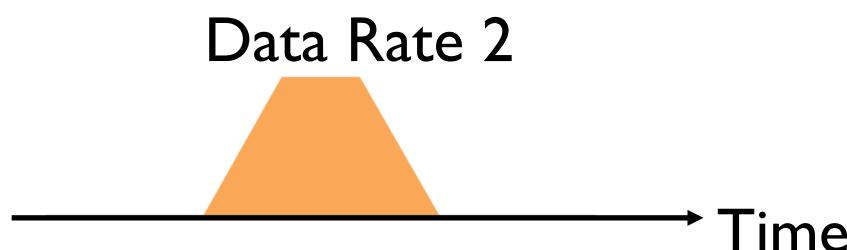
# Packet Switching

- ❖ Data is sent as chunks of formatted bits (Packets)
- ❖ Packets consist of a “header” and “payload”
- ❖ Switches “forward” packets based on their headers
- ❖ Each packet travels independently
  - no notion of packets belonging to a “circuit”

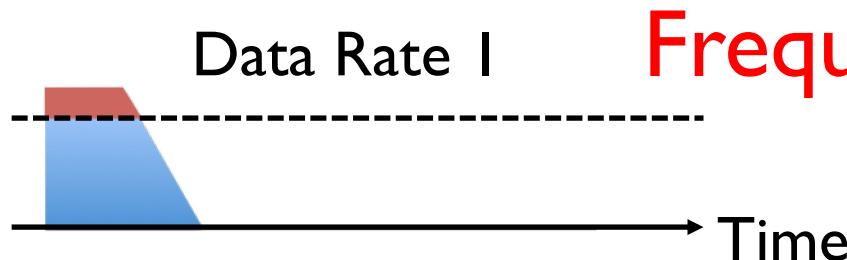
# Packet Switching

- ❖ Data is sent as chunks of formatted bits (Packets)
- ❖ Packets consist of a “header” and “payload”
- ❖ Switches “forward” packets based on their headers
- ❖ Each packet travels independently
- ❖ No link resources are reserved in advance. Instead packet switching leverages **statistical multiplexing**

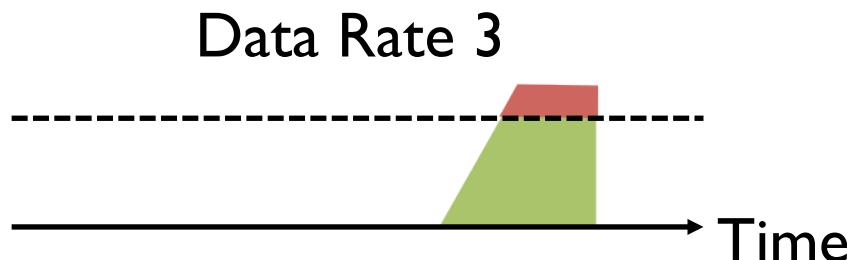
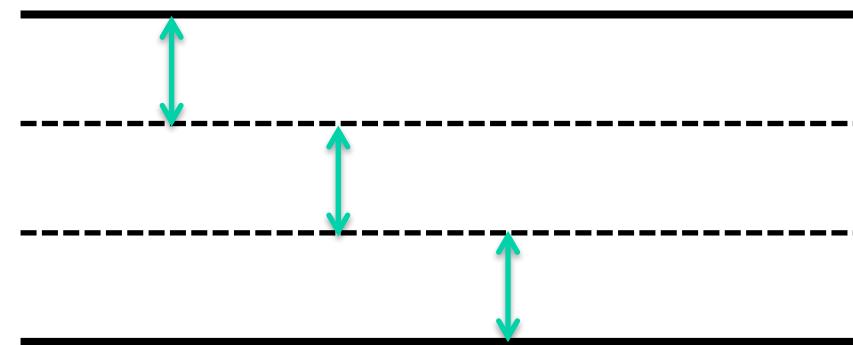
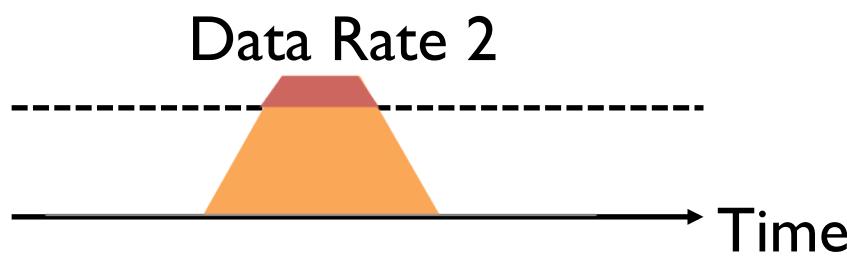
# Three Flows with Bursty Traffic



# When Each Flow Gets 1/3<sup>rd</sup> of Capacity



Frequent Overloading



# When Flows Share Total Capacity

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No Overloading



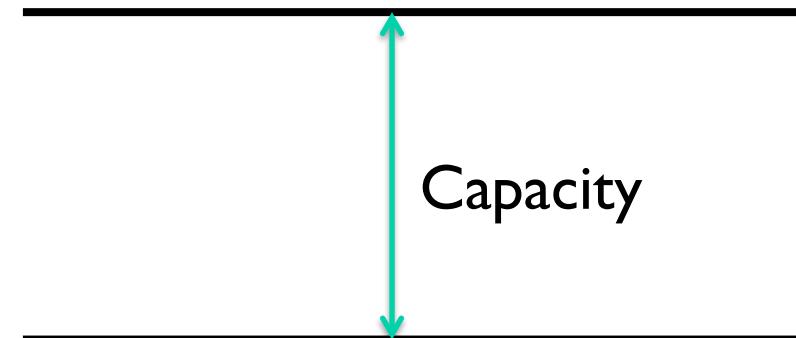
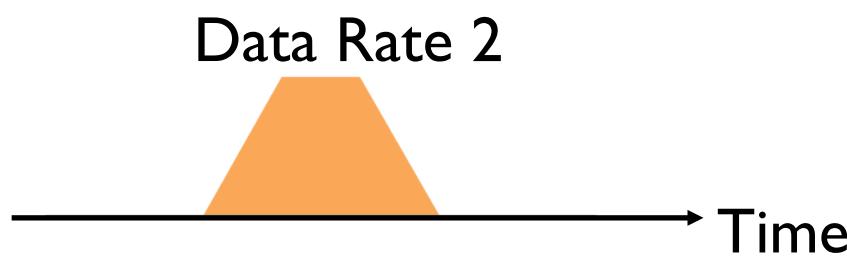
Statistical multiplexing relies on the assumption  
that not all flows burst at the same time.

Very similar to insurance, and has same failure case



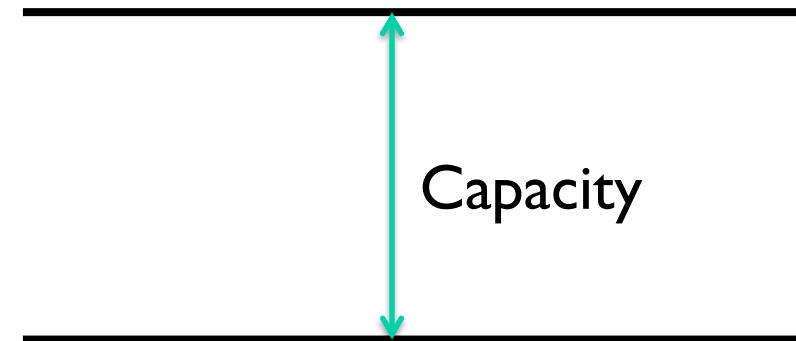
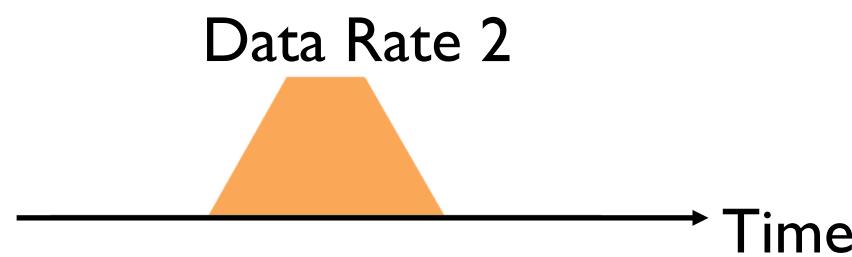
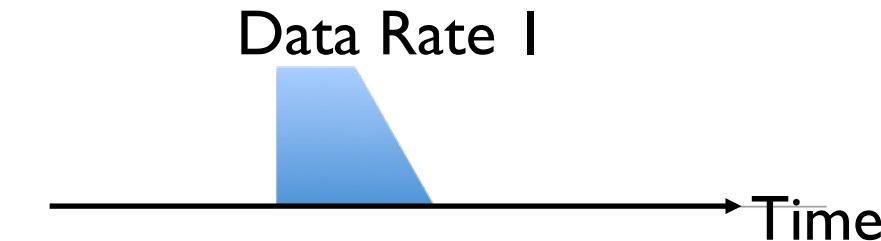
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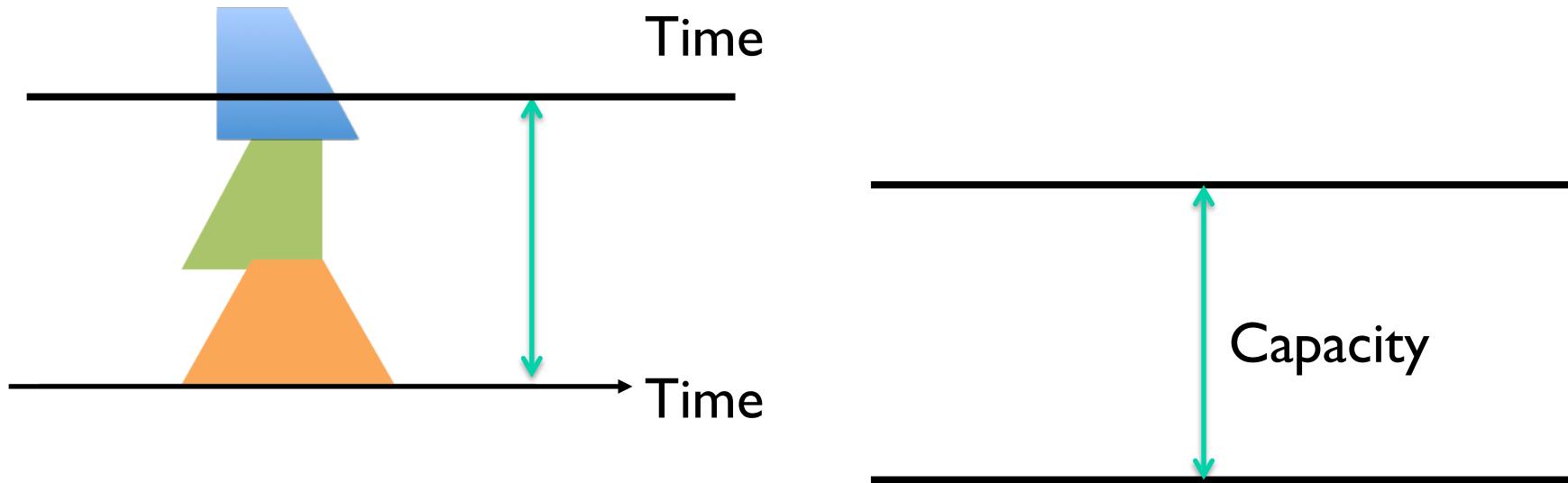
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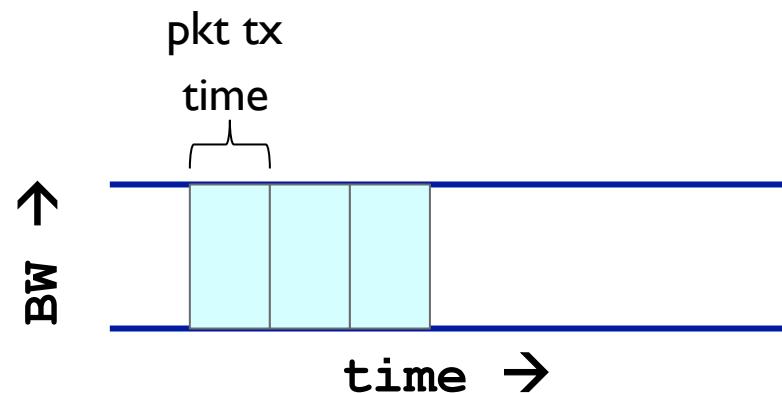
# Three Flows with Bursty Traffic

Data Rate 1+2+3 >> Capacity

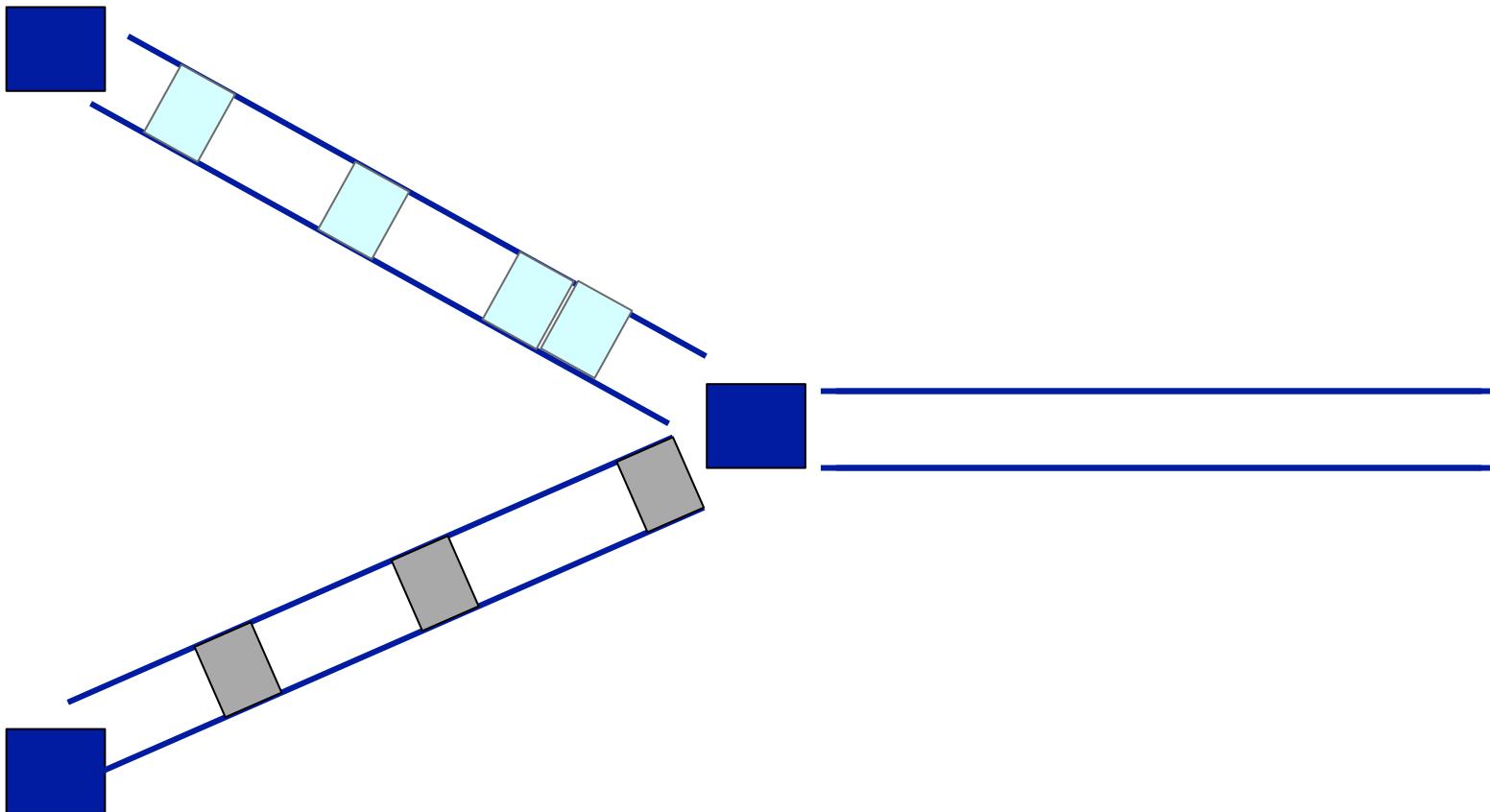


What do we do under overload?

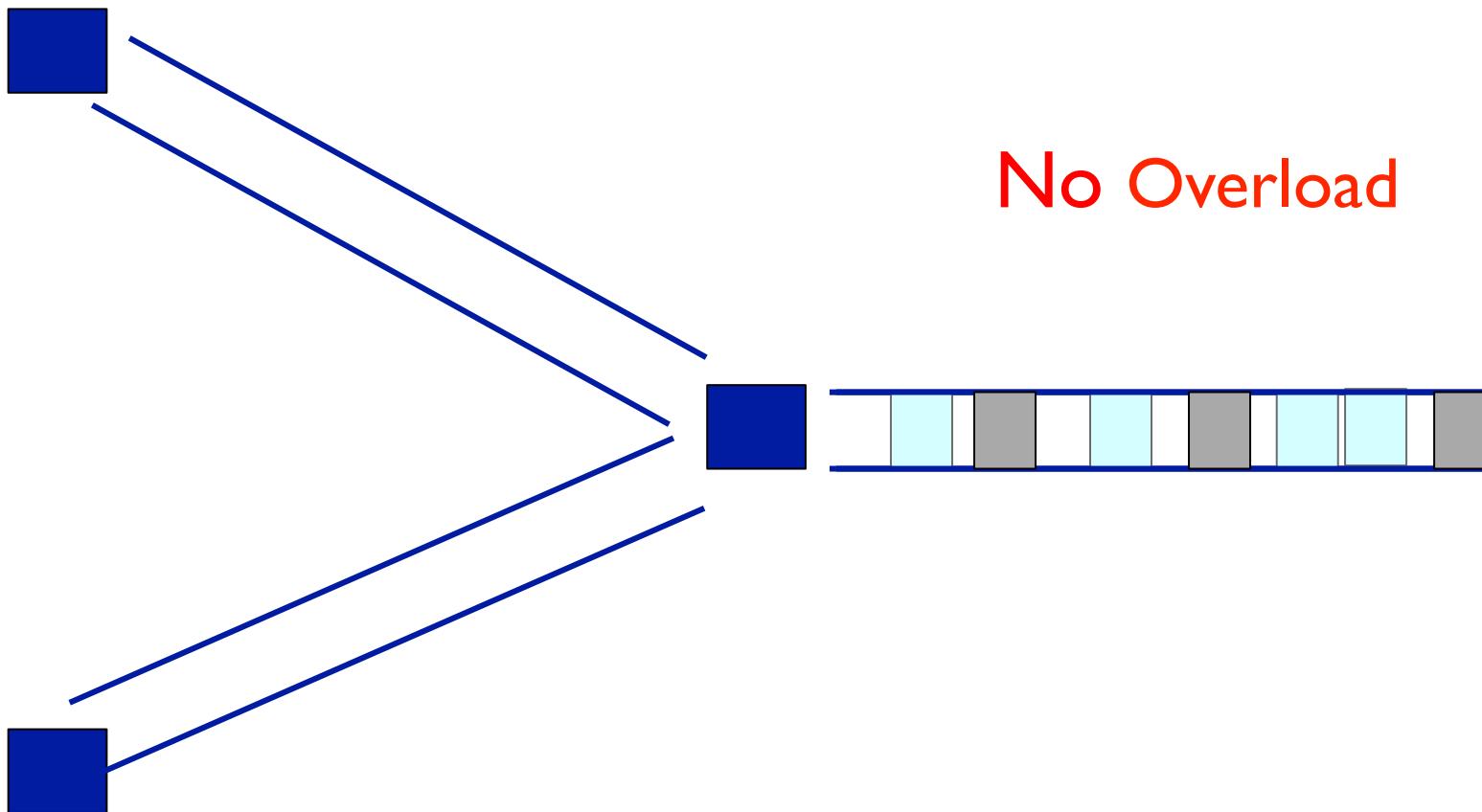
# Statistical multiplexing: pipe view



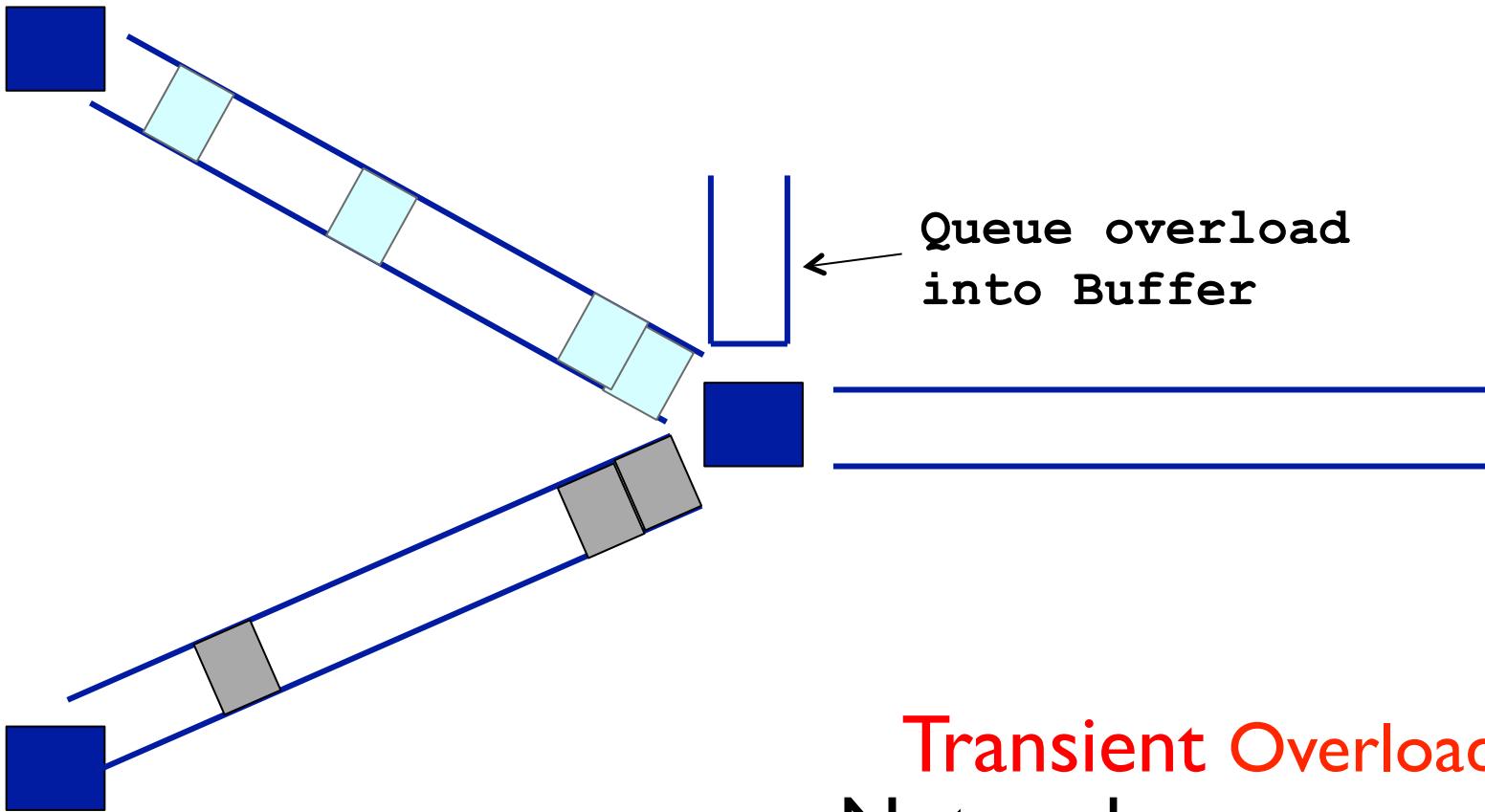
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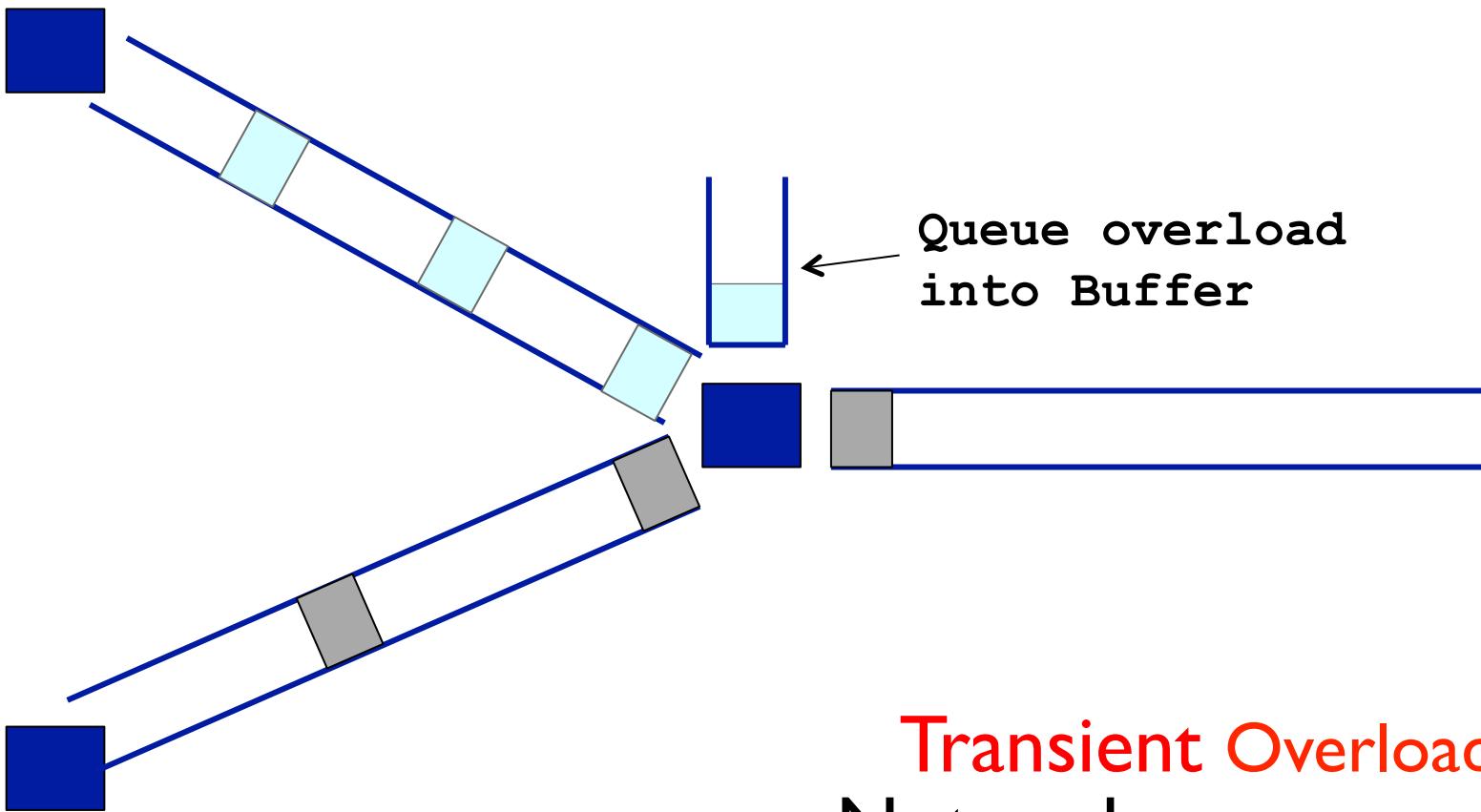
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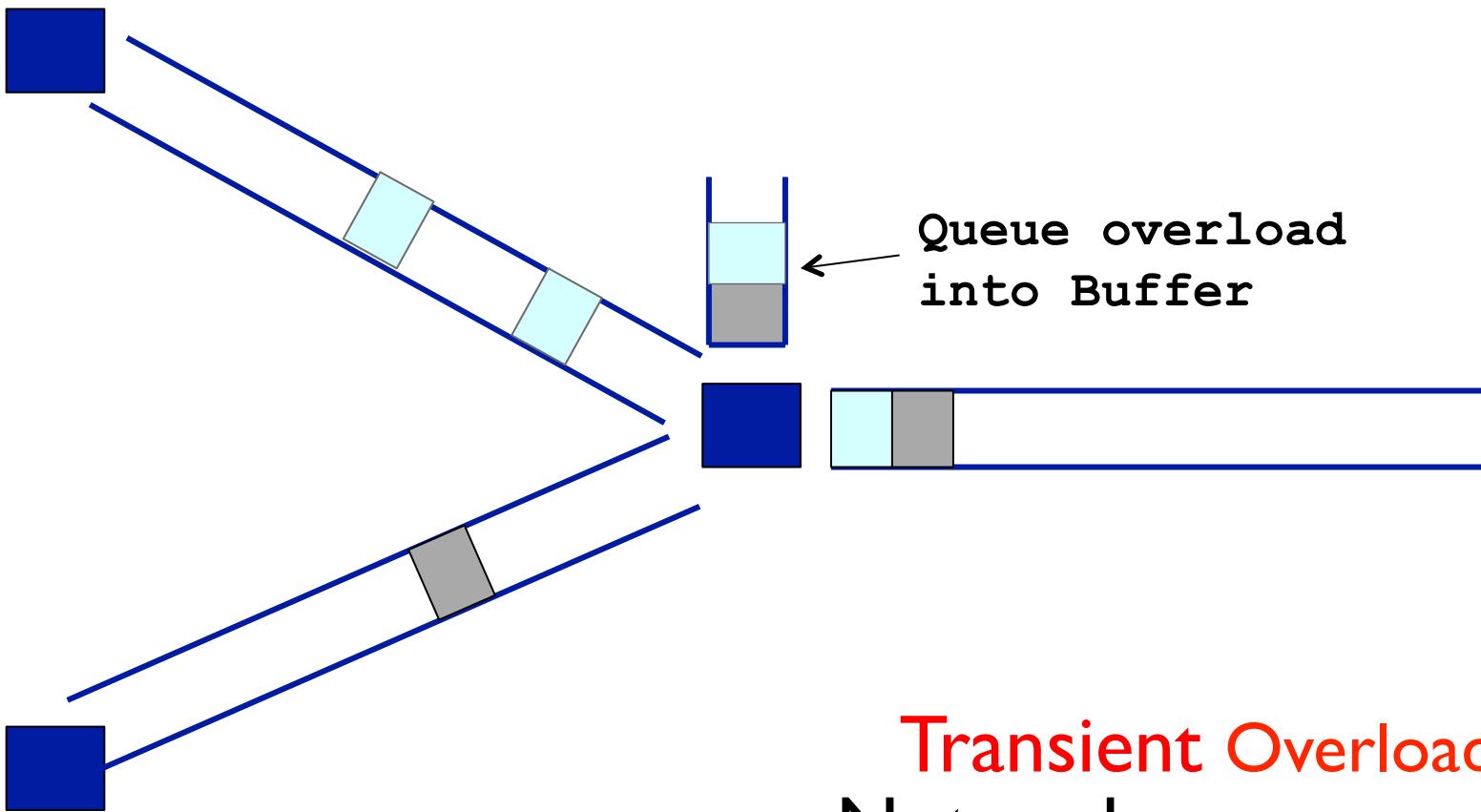
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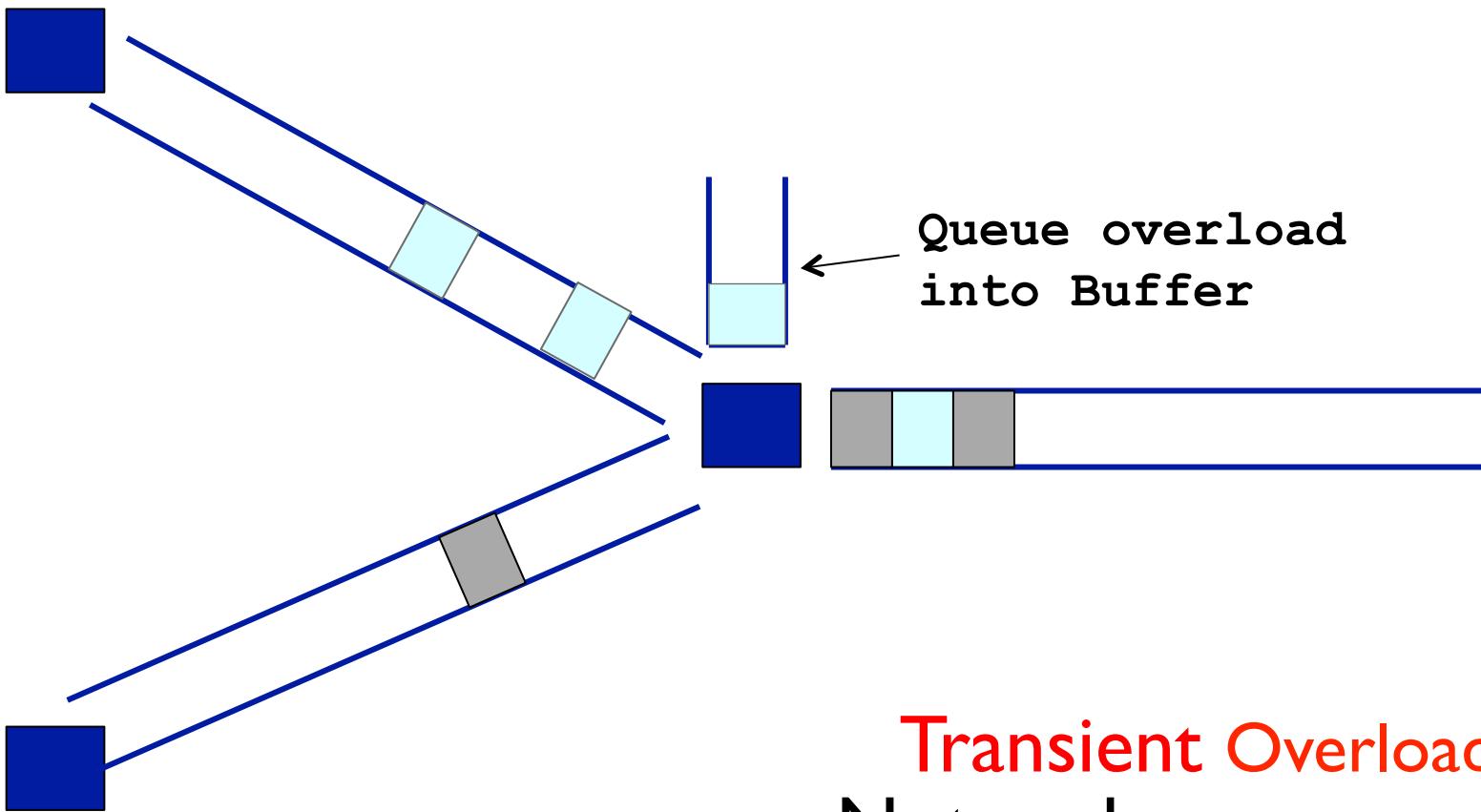
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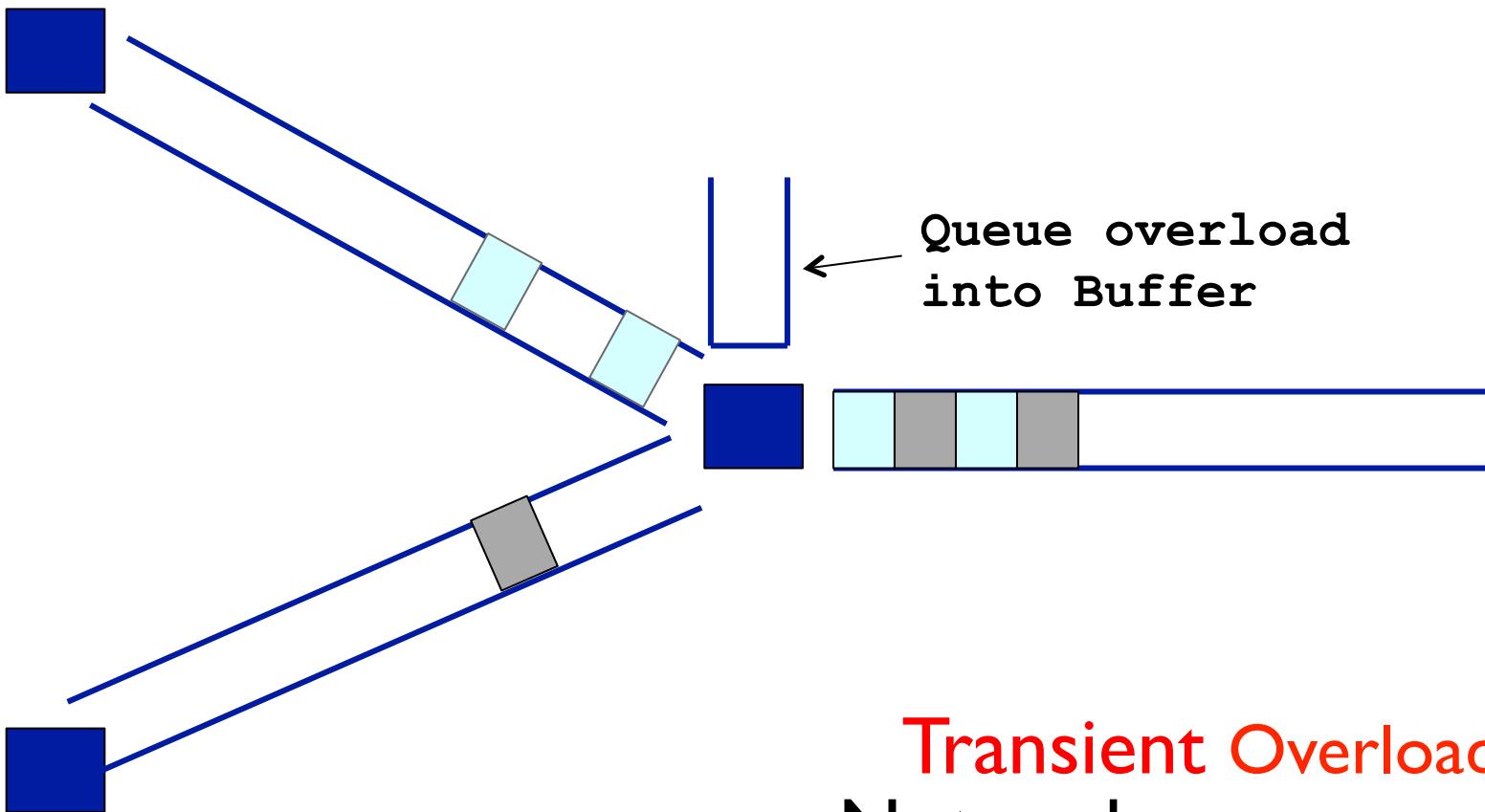
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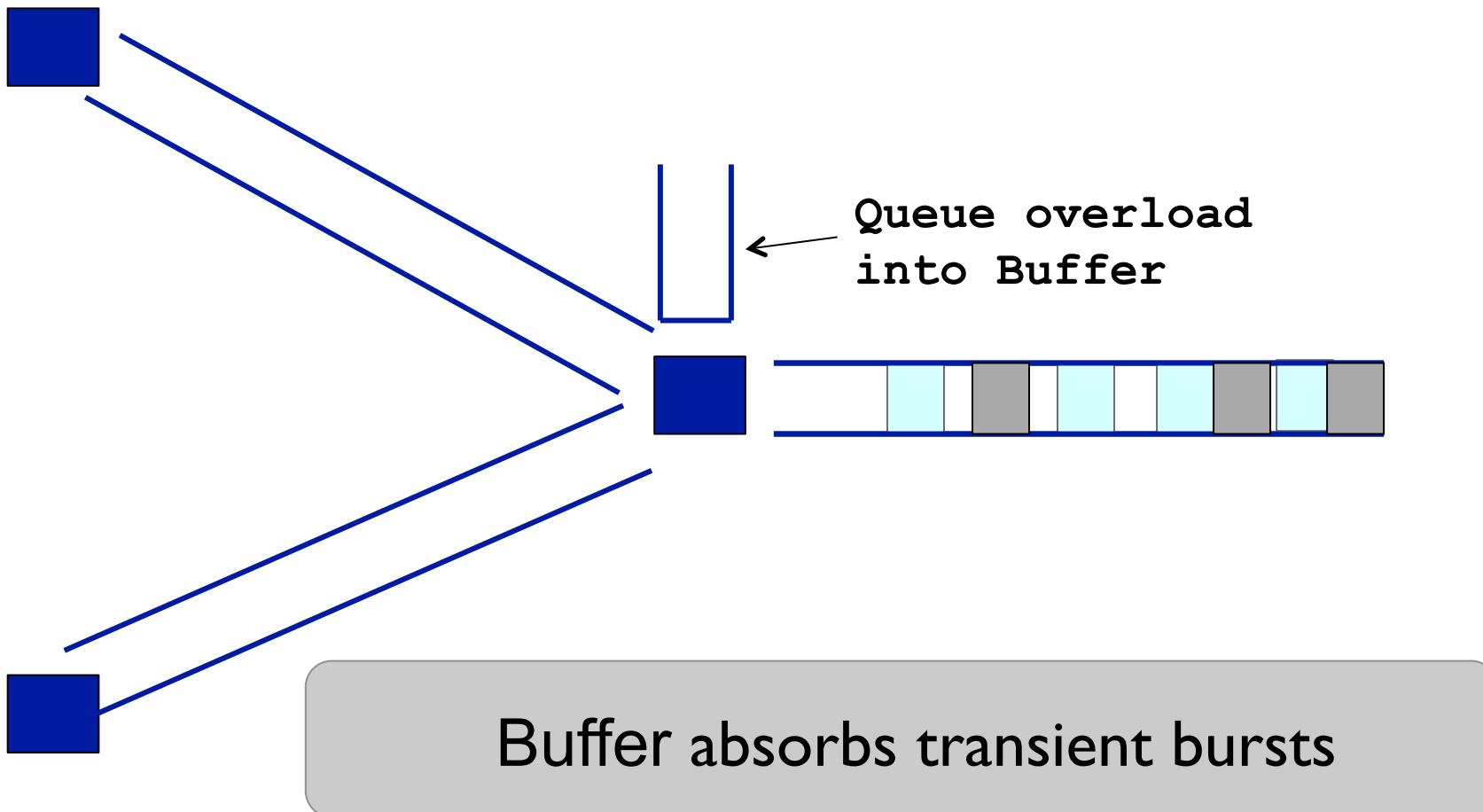


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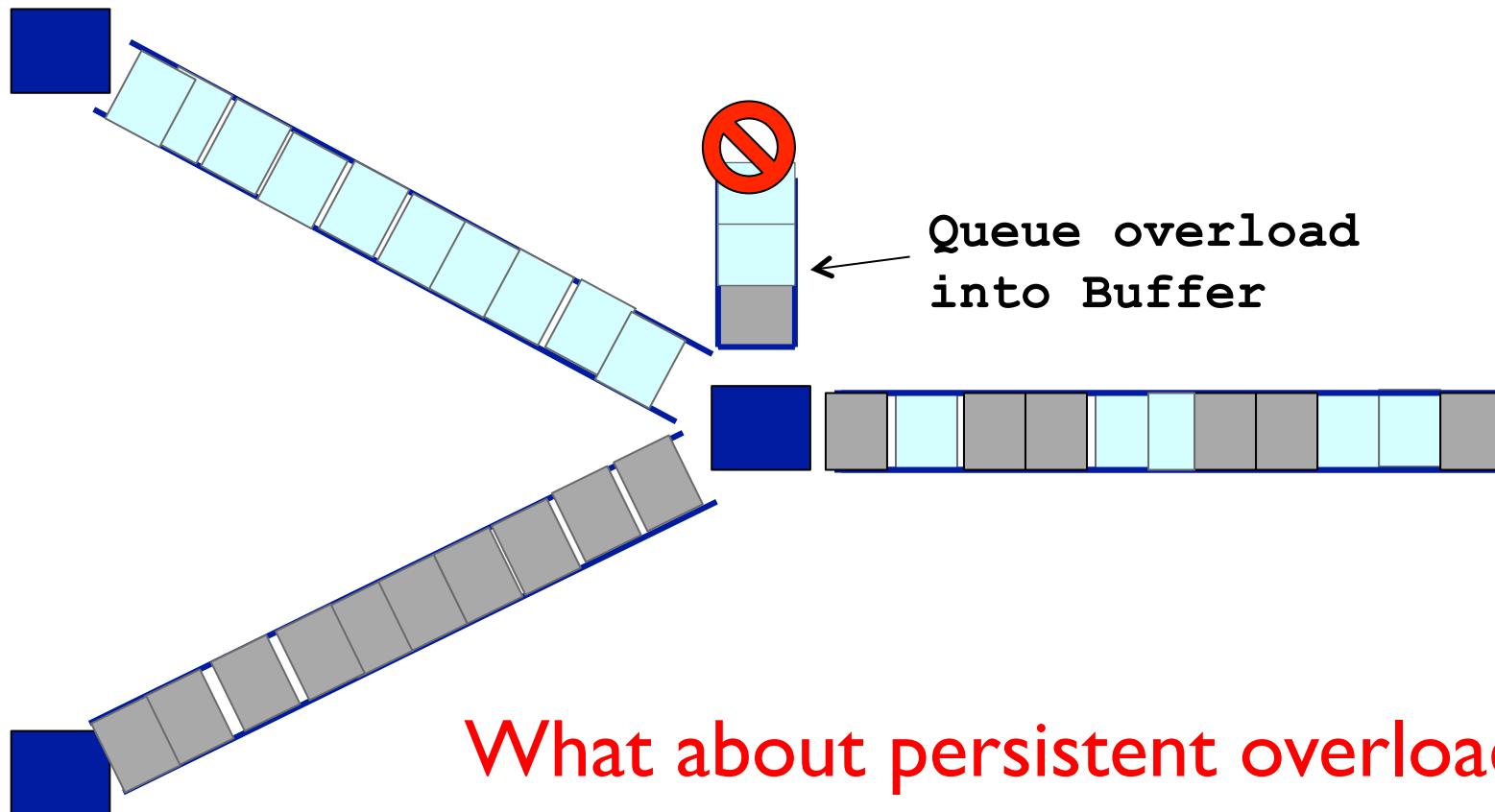


Transient Overload  
Not such a rare event

# Statistical multiplexing: pipe view



# Statistical multiplexing: pipe view



## **Quiz: What are the pros and cons of packet switching? Let's discuss ..**



❖ Pros:

❖ Cons:

# Packet switching versus circuit switching

*packet switching allows more users to use network!*

example:

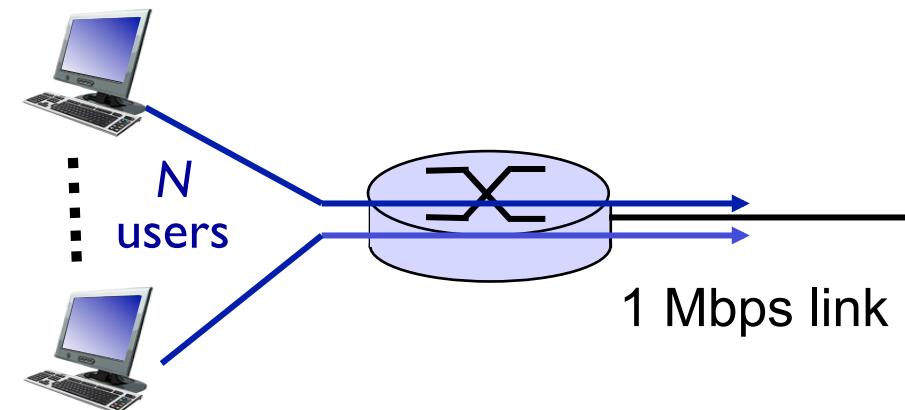
- 1 Mb/s link
- each user:
  - 100 kb/s when “active”
  - active 10% of time

❖ *circuit-switching:*

- 10 users

❖ *packet switching:*

- with 35 users, probability > 10 active at same time is less than .0004 \*



*Q: how did we get value 0.0004?*

*Q: what happens if > 35 users ?*

**Hint: Bernoulli Trials and Binomial Distribution**

# Packet switching versus circuit switching

is packet switching a “slam dunk winner?”

- ❖ great for bursty data
  - resource sharing
  - simpler, no call setup
- ❖ excessive congestion possible: 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

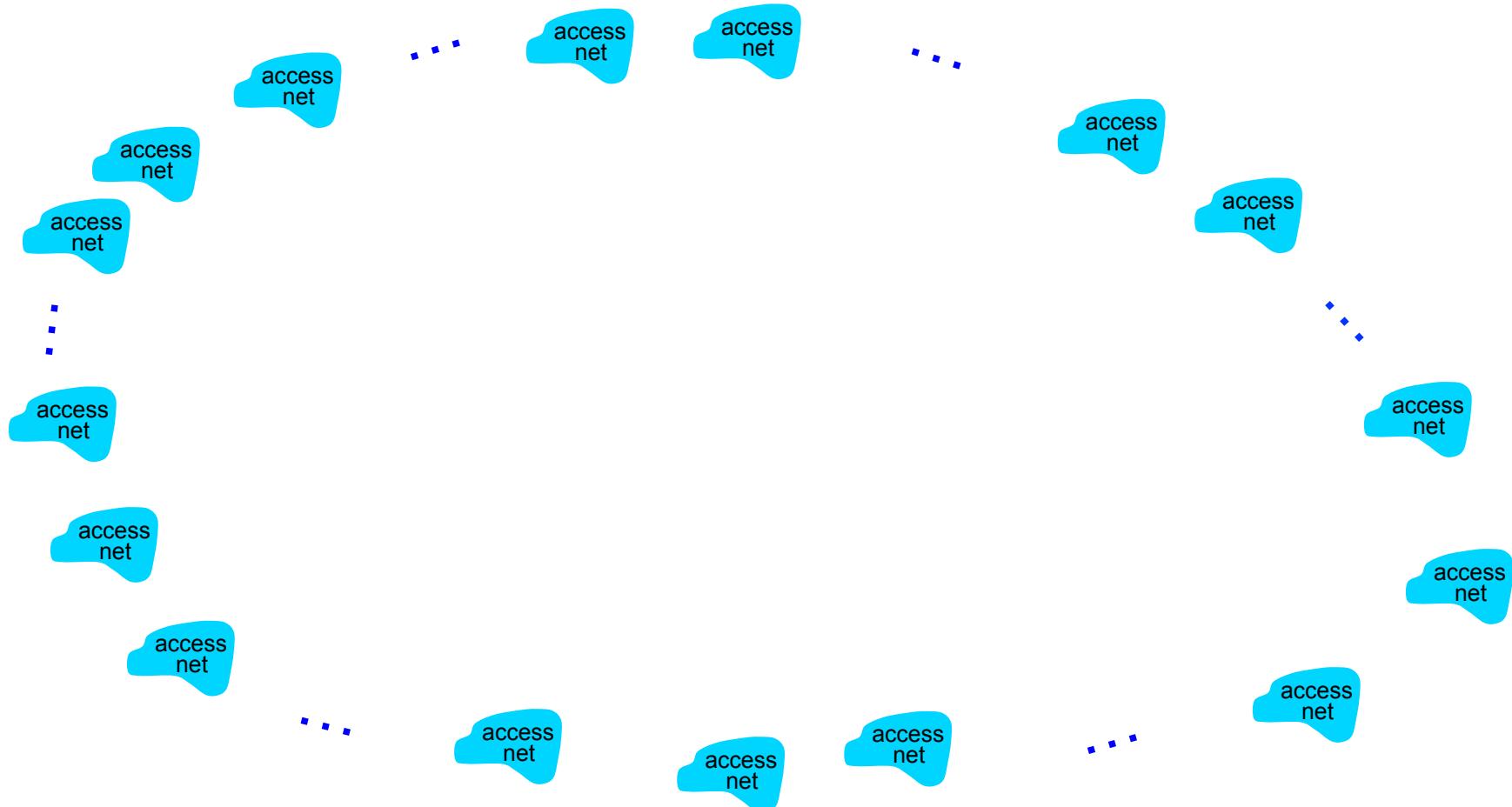
Q: human analogies of reserved resources (circuit switching) versus on-demand allocation (packet-switching)?

## Internet structure: network of networks

- ❖ End systems connect to Internet via **access ISPs** (Internet Service Providers)
  - Residential, company and university ISPs
- ❖ Access ISPs in turn must be interconnected.
  - ❖ So that any two hosts can send packets to each other
- ❖ Resulting network of networks is very complex
  - ❖ Evolution was driven by **economics** and **national policies**
- ❖ Let's take a stepwise approach to describe current Internet structure

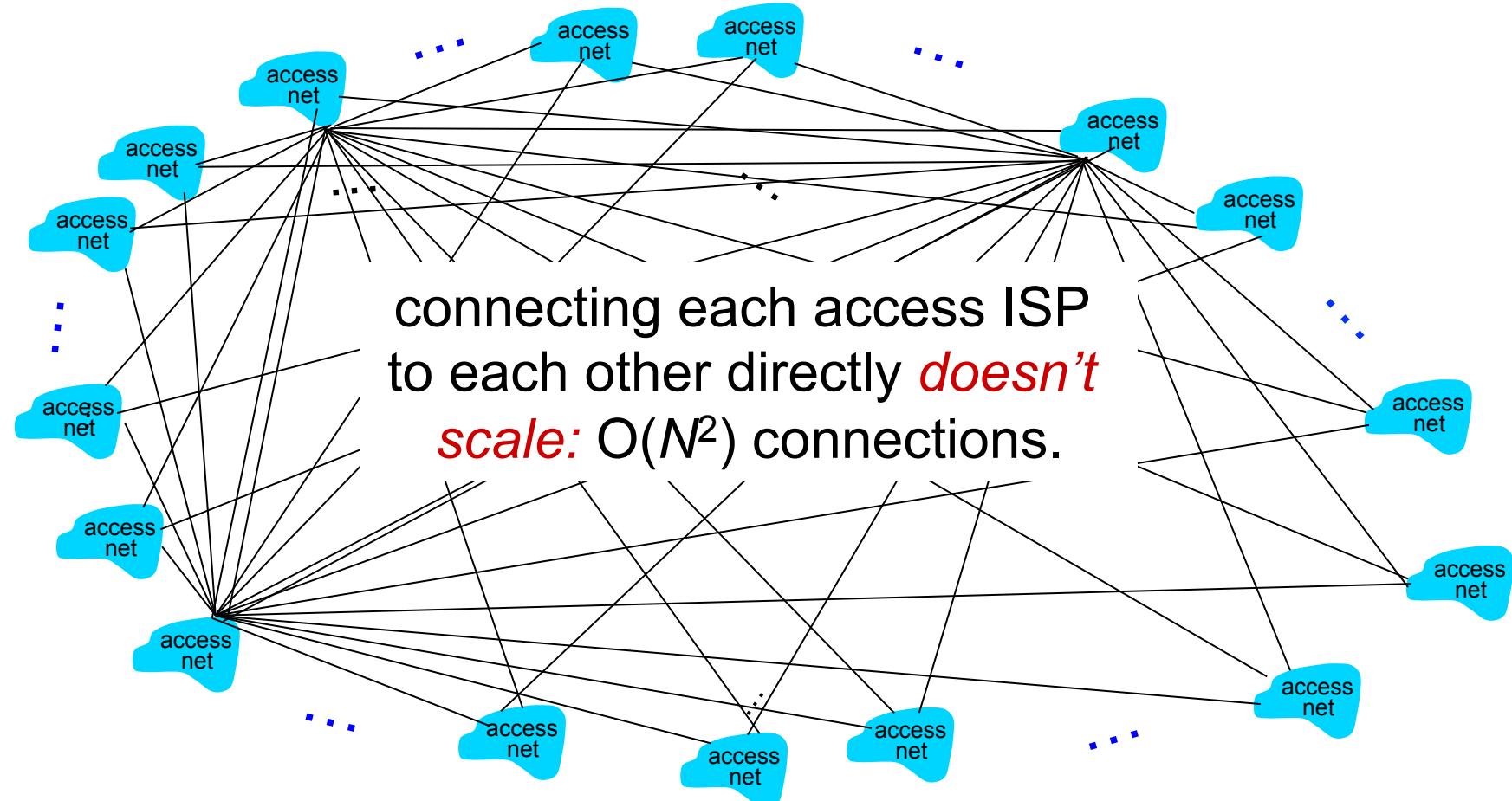
# Internet structure: network of networks

**Question:** given millions of access ISPs, how to connect them together?



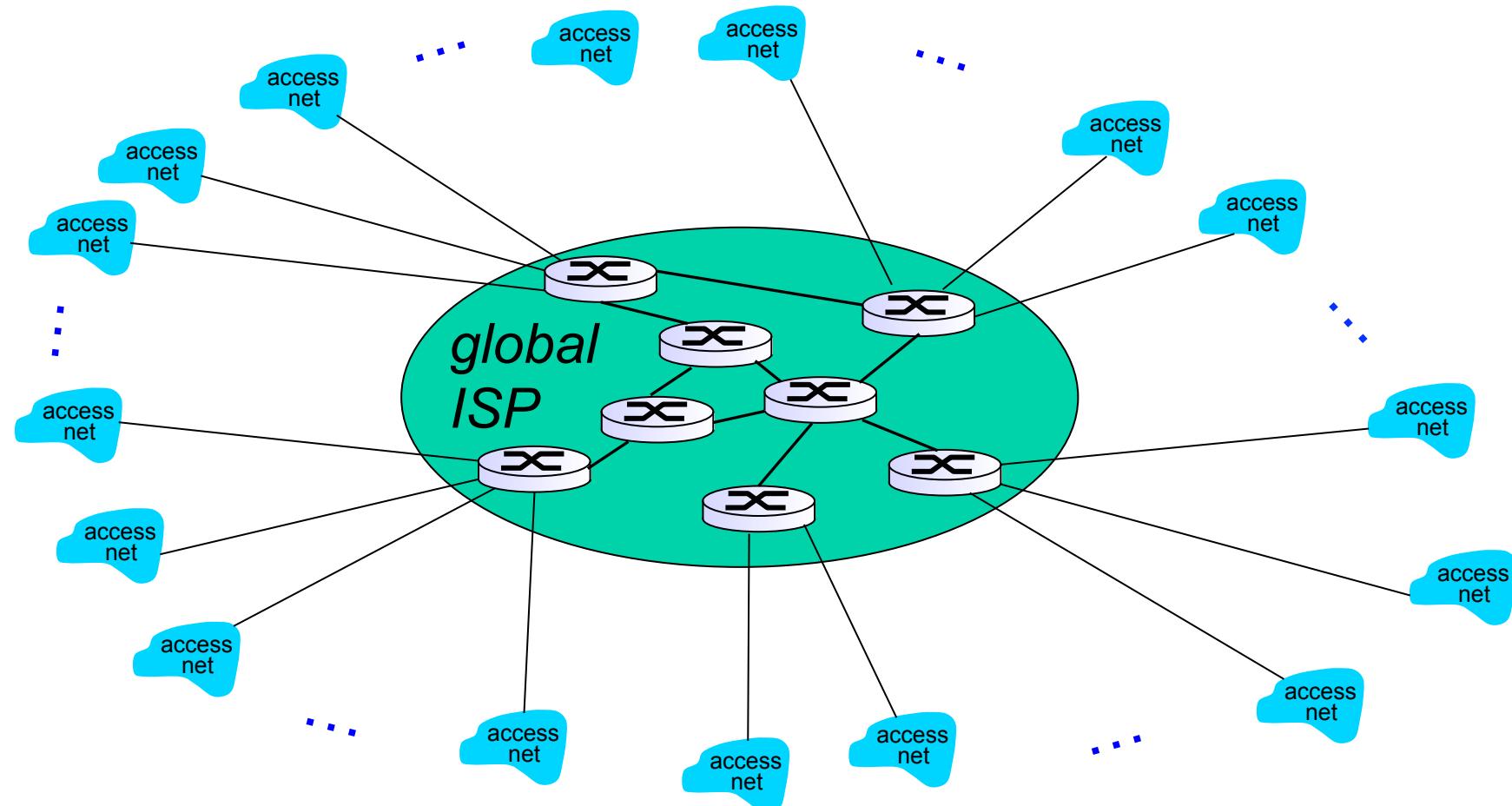
# Internet structure: network of networks

*Option:* connect each access ISP to every other access ISP?



# Internet structure: network of networks

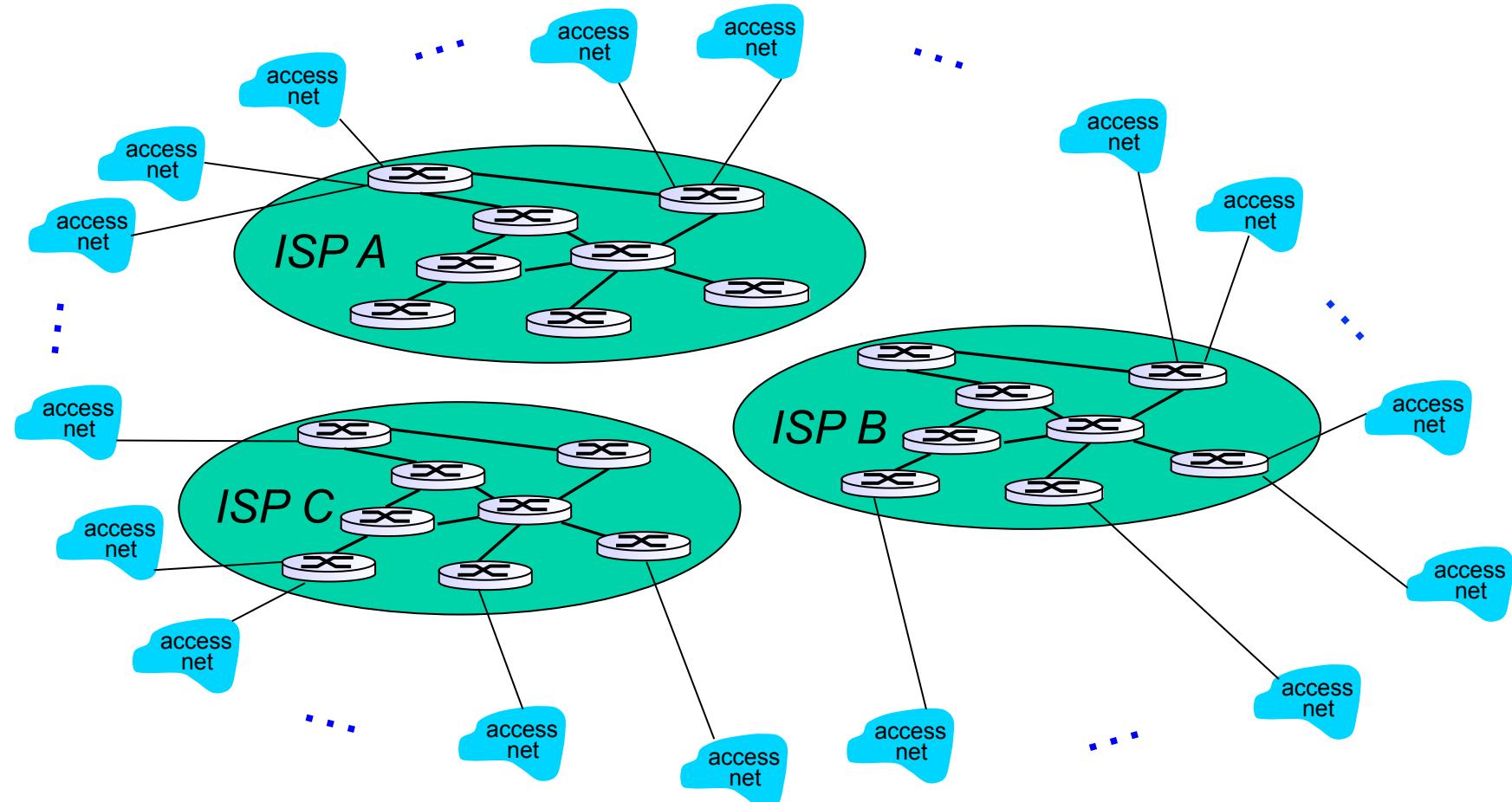
*Option: connect each access ISP to a global transit ISP? Customer and provider ISPs have economic agreement.*



# Internet structure: network of networks

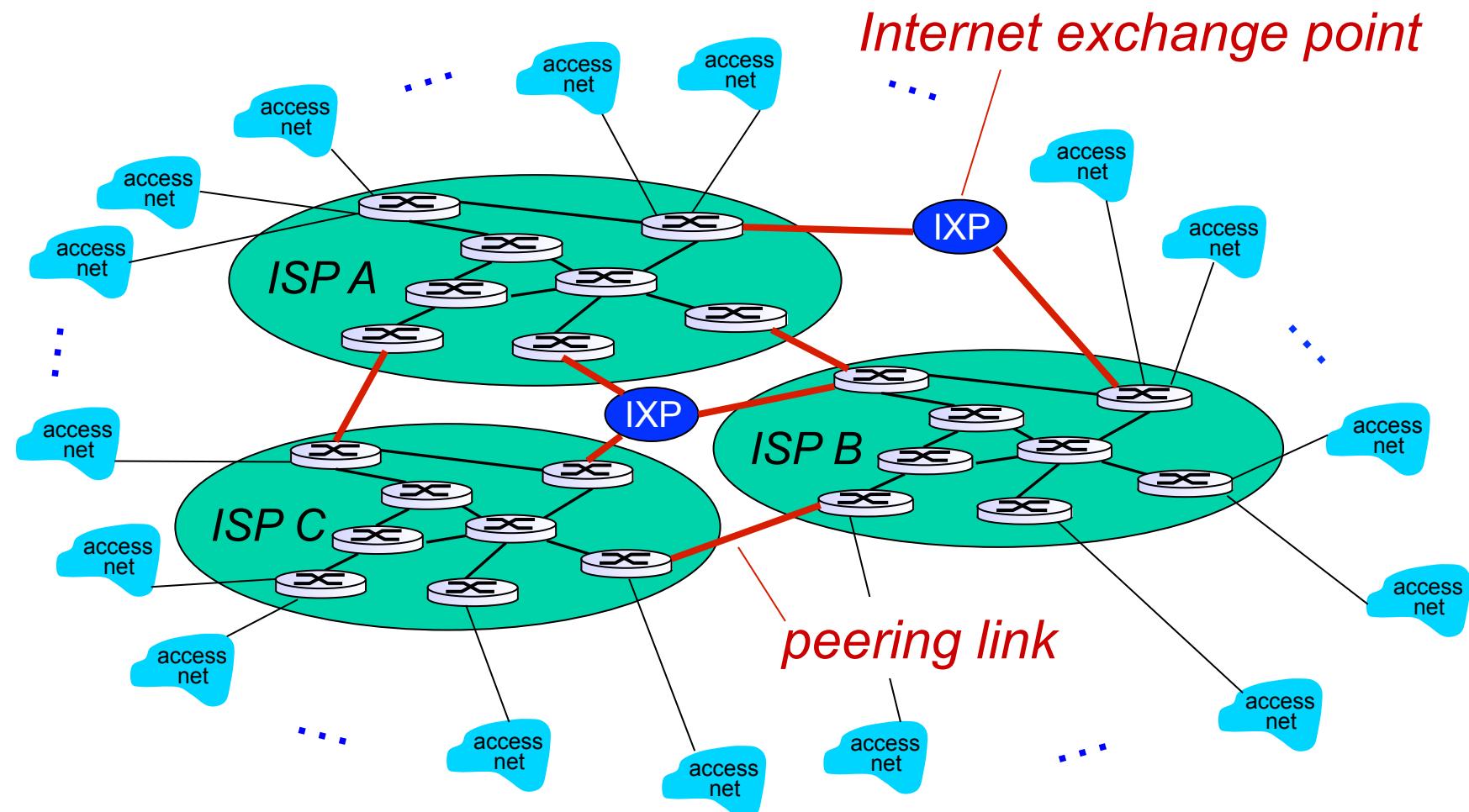
But if one global ISP is viable business, there will be competitors

....



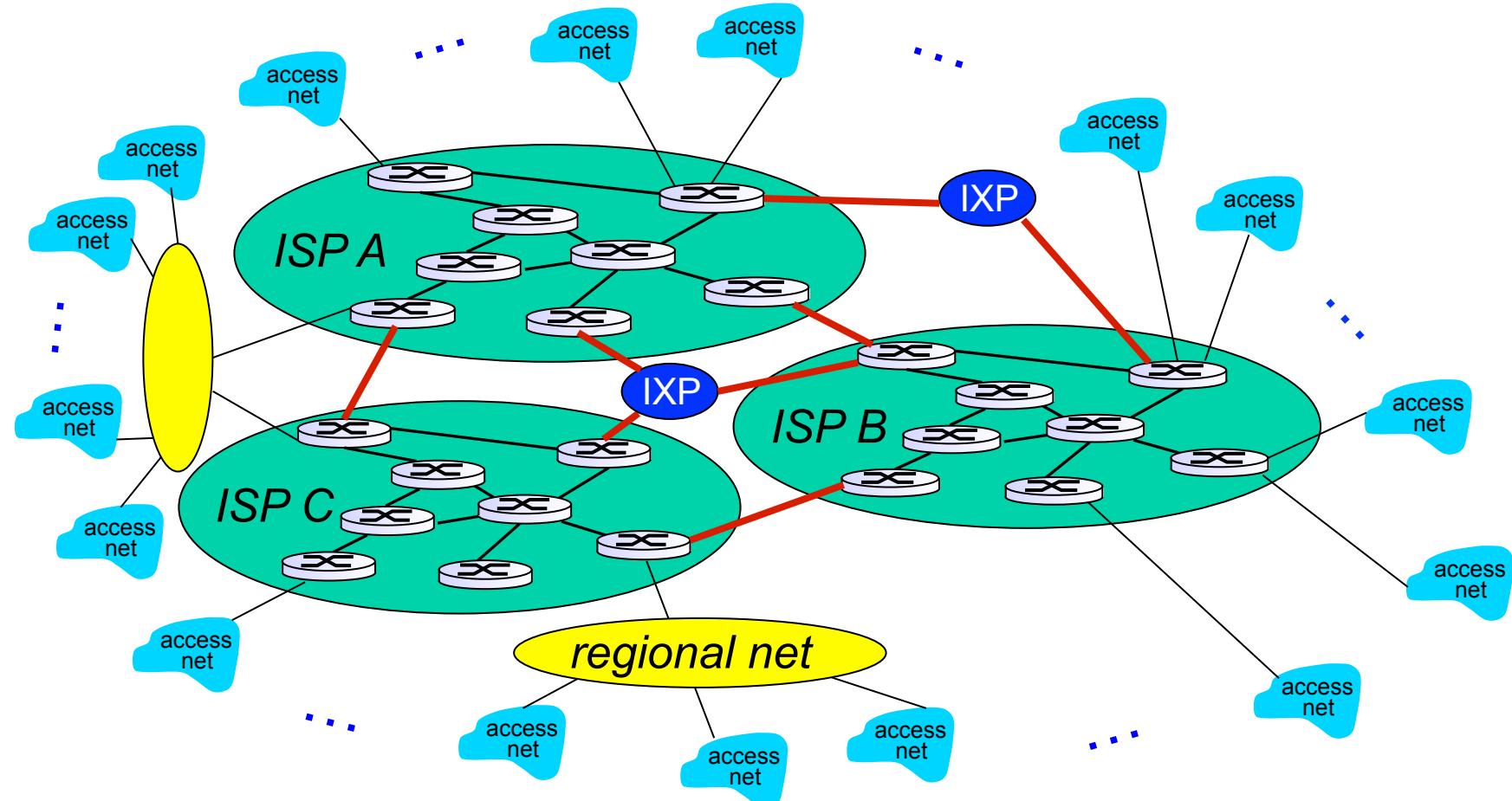
# Internet structure: network of networks

But if one global ISP is viable business, there will be competitors  
.... which must be interconnected



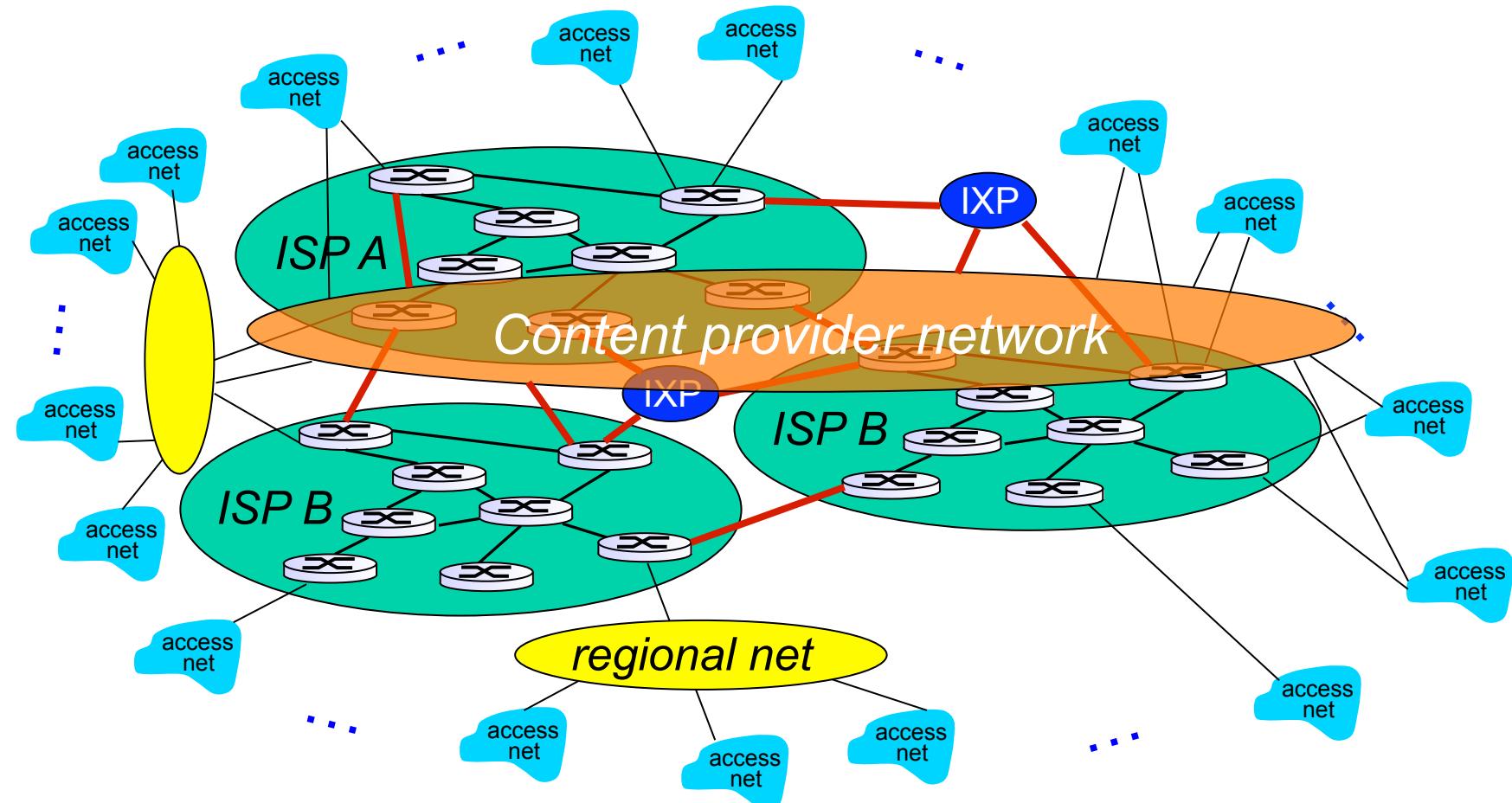
# Internet structure: network of networks

... and regional networks may arise to connect access nets to ISPS

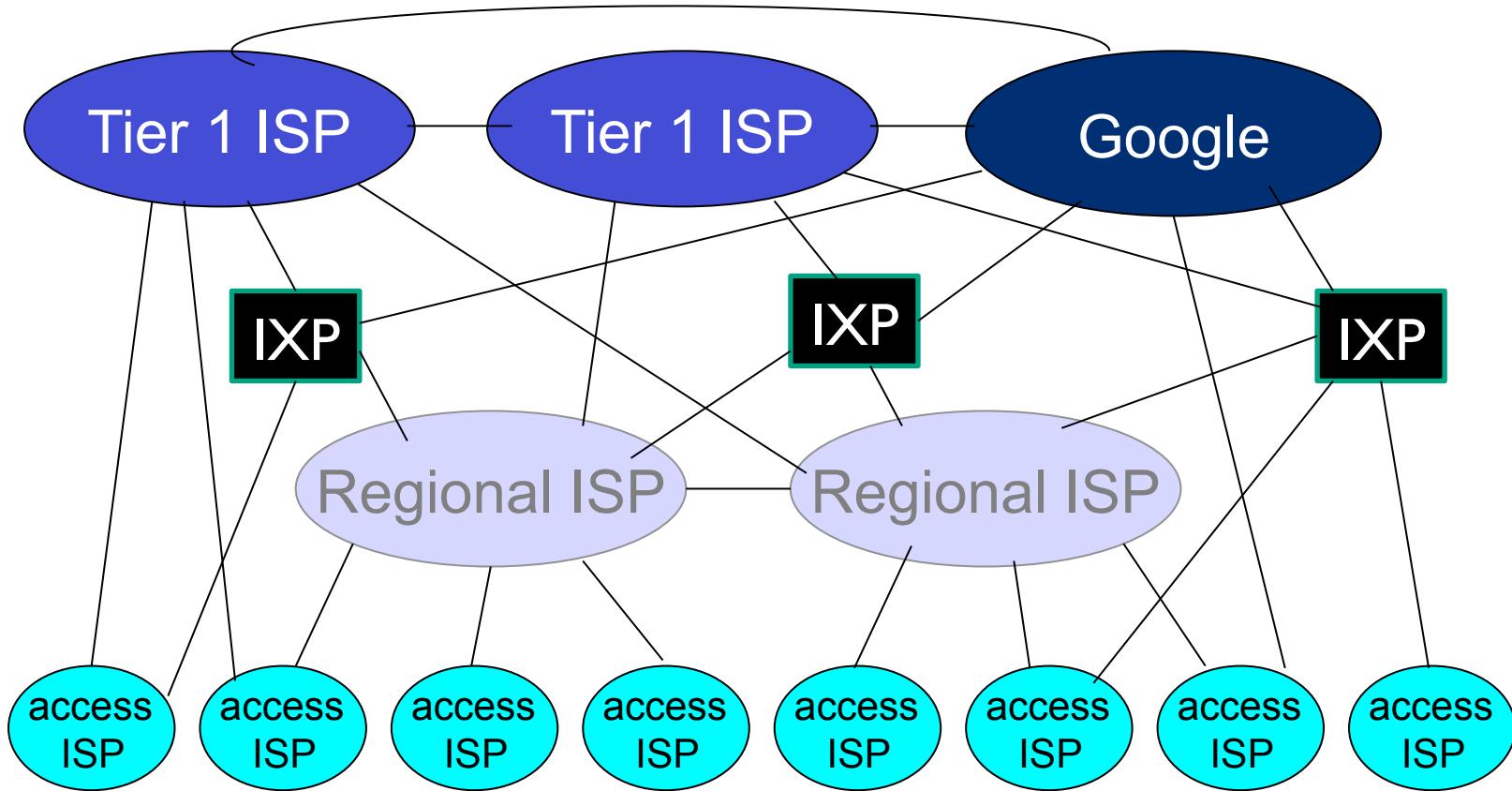


# Internet structure: network of networks

... and content provider networks (e.g., Google, Microsoft, Akamai ) may run their own network, to bring services, content close to end users

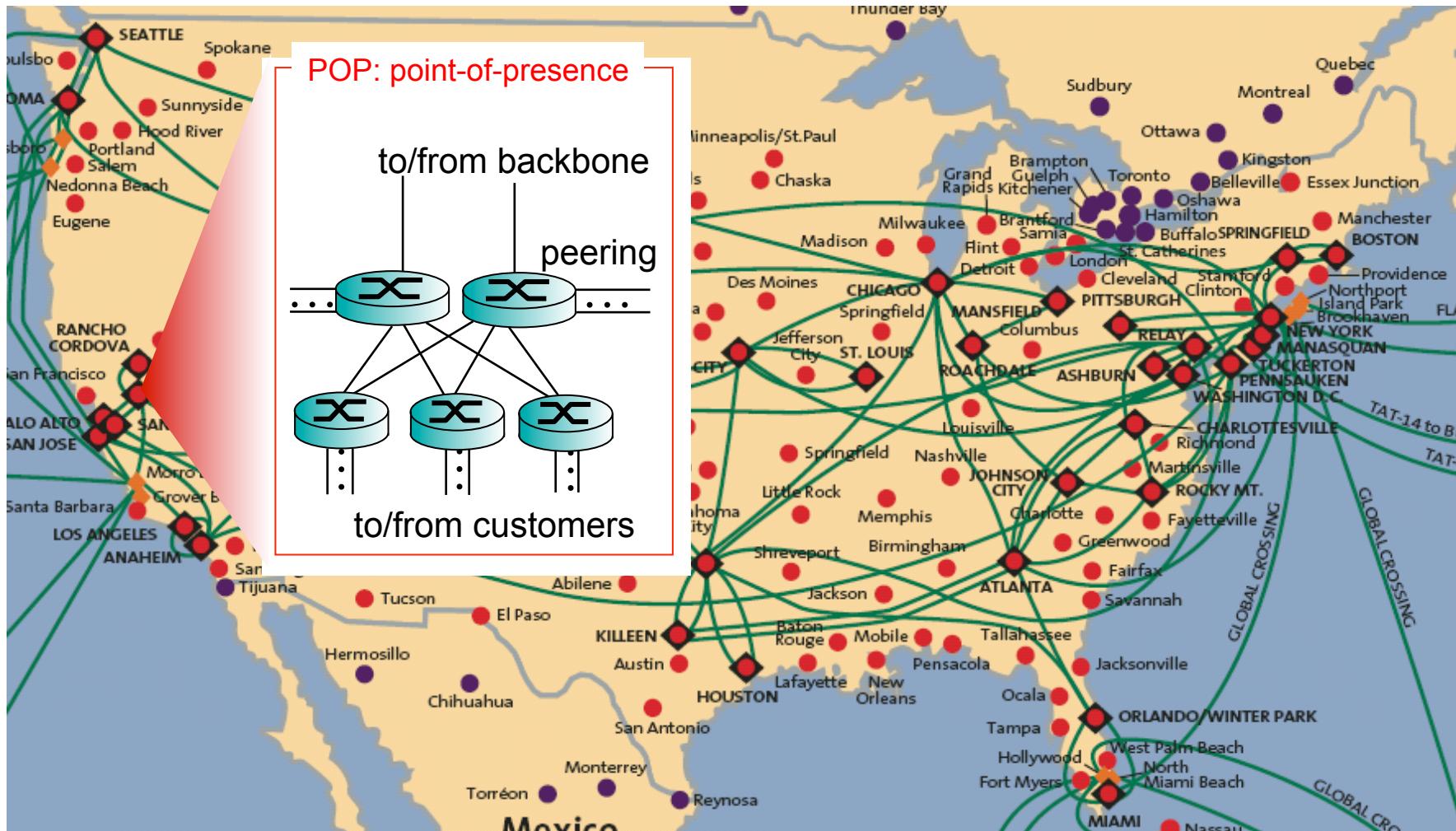


# Internet structure: network of networks



- ❖ at center: small # of well-connected large networks
  - “tier-1” commercial ISPs (e.g., Level 3, Sprint, AT&T, NTT, Orange, Deutsche Telekom), national & international coverage
  - content provider network (e.g., Google): private network that connects its data centers to Internet, often bypassing tier-1, regional ISPs

# Tier-I ISP: e.g., Sprint



# I. Introduction: roadmap

I.1 what *is* the Internet?

I.2 network edge

- end systems, access networks, links

I.3 network core

- packet switching, circuit switching, network structure

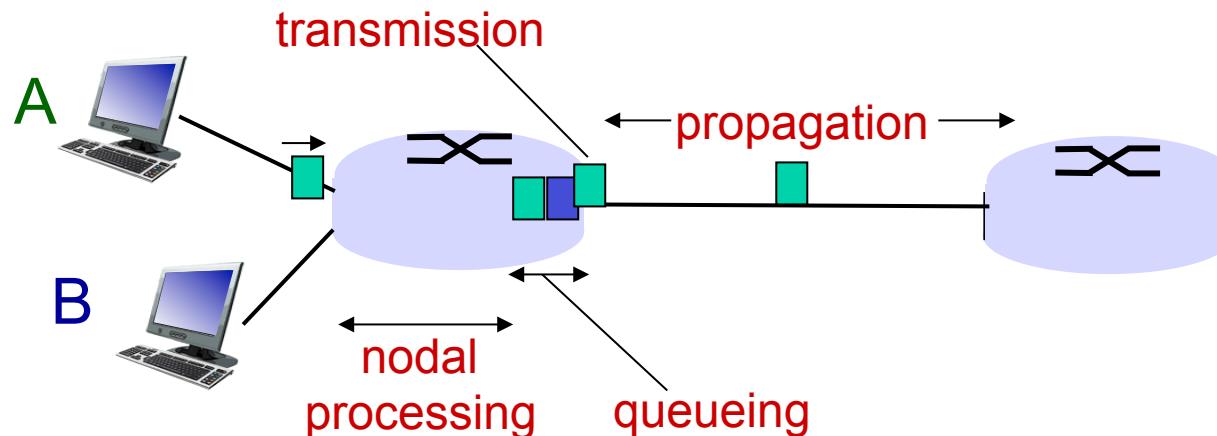
I.4 delay, loss, throughput in networks

I.5 protocol layers, service models

I.6 networks under attack: security

I.7 history

# Four sources of packet delay



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

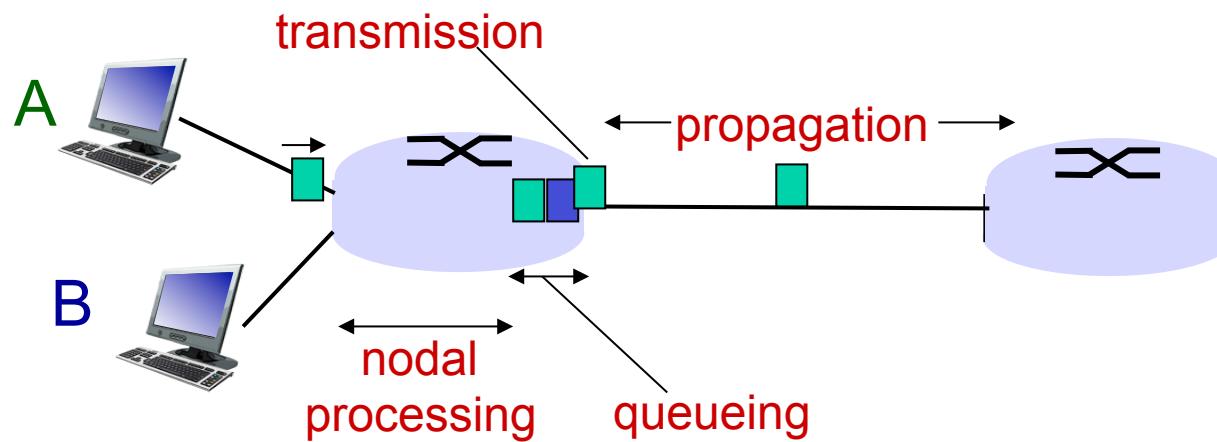
$d_{\text{proc}}$ : nodal processing

- check bit errors
- determine output link
- typically < msec

$d_{\text{queue}}$ : queueing delay

- time waiting at output link for transmission
- depends on congestion level of router

# Four sources of packet delay



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

$d_{\text{trans}}$ : transmission delay:

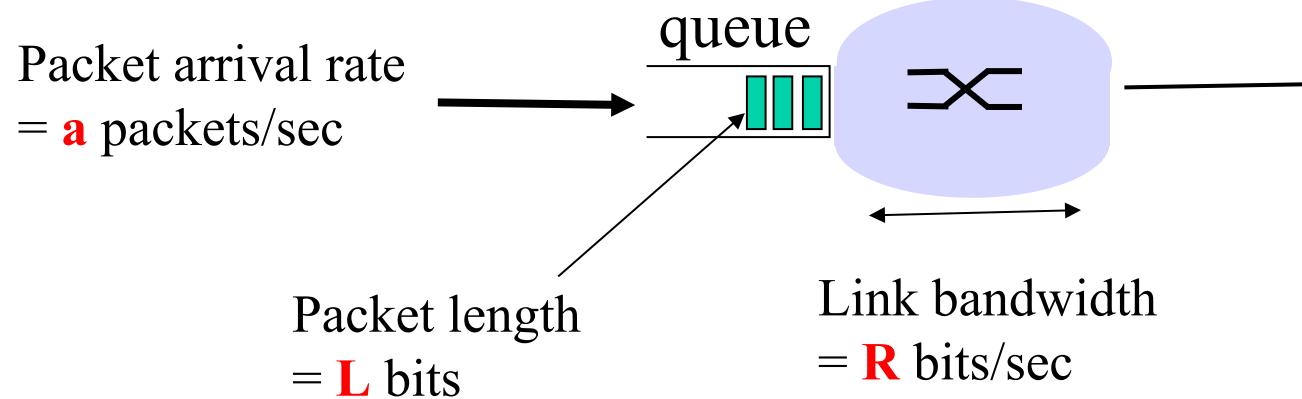
- $L$ : packet length (bits)
- $R$ : link bandwidth ( $\text{bps}$ )
- $d_{\text{trans}} = L/R$

$d_{\text{trans}}$  and  $d_{\text{prop}}$   
very different

$d_{\text{prop}}$ : propagation delay:

- $d$ : length of physical link
- $s$ : propagation speed in medium ( $\sim 2 \times 10^8 \text{ m/sec}$ )
- $d_{\text{prop}} = d/s$

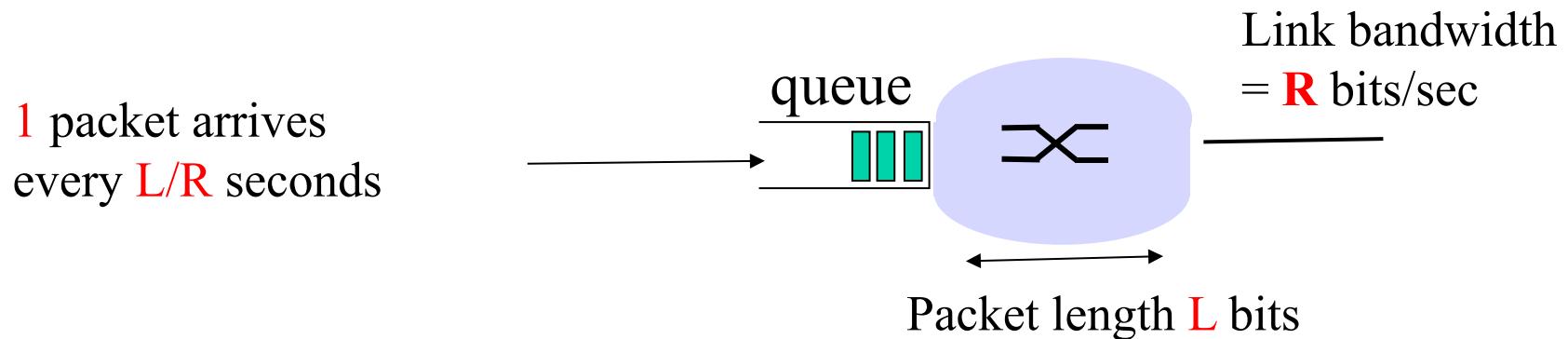
# Queueing delay (more insight)



- ❖ Every second:  $aL$  bits arrive to queue
- ❖ Every second:  $R$  bits leave the router
- ❖ Question: what happens if  $aL > R$  ?
- ❖ Answer: queue will fill up, and packets will get dropped!!

$aL/R$  is called traffic intensity

# Queueing delay: illustration



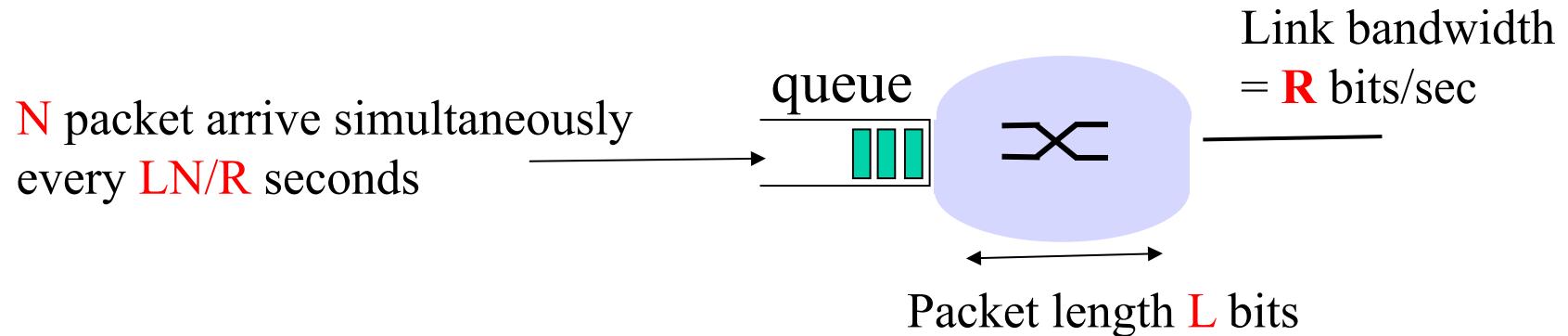
Arrival rate:  $a = 1/(L/R) = R/L$  (packet/second)



Traffic intensity =  $aL/R = (R/L)(L/R) = 1$

Average queueing delay = 0  
(queue is initially empty)

# Queueing delay: illustration



Arrival rate:  $a = N/(LN/R) = R/L$  packet/second



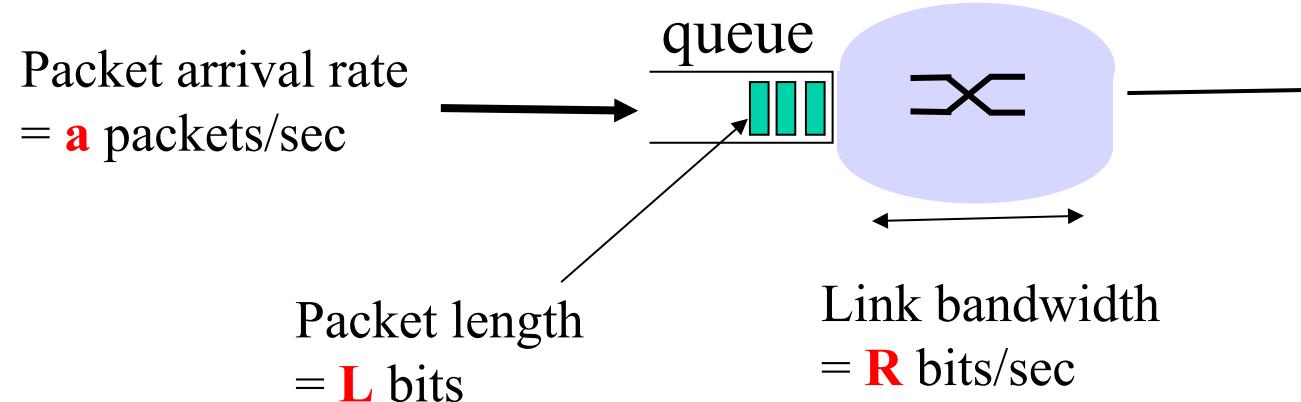
Traffic intensity =  $aL/R = (R/L)(L/R) = 1$

Average queueing delay (queue is empty at time 0) ?

$$\{0 + L/R + 2L/R + \dots + (N-1)L/R\}/N = L/(RN)\{1+2+\dots+(N-1)\} = L(N-1)/(2R)$$

Note: traffic intensity is same as previous scenario, but queueing delay is different

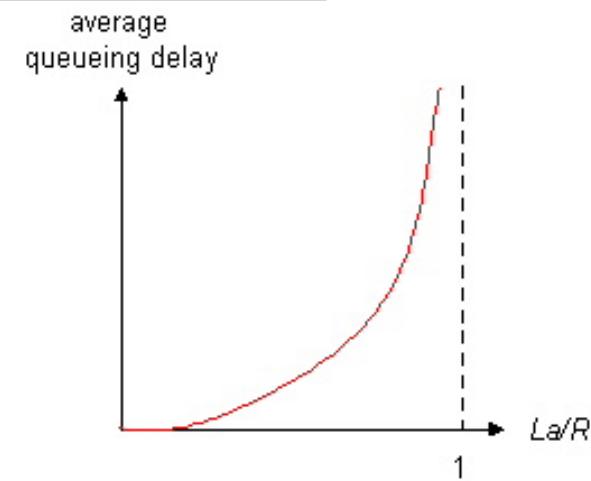
# Queueing delay: behaviour



Interactive Java Applet:

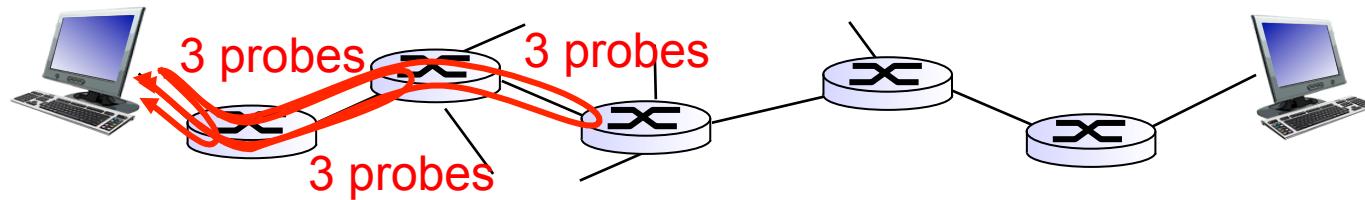
[http://media.pearsoncmg.com/aw/aw\\_kurose\\_network\\_2/applets/queuing/queuing.html](http://media.pearsoncmg.com/aw/aw_kurose_network_2/applets/queuing/queuing.html)

- $La/R \sim 0$ : avg. queueing delay small
- $La/R \rightarrow 1$ : delays become large
- $La/R > 1$ : more “work” than can be serviced, average delay infinite!  
(this is when  $a$  is random!)



# “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
  - router  $i$  will return packets to sender
  - sender times interval between transmission and reply.



## Quiz: Switching



- ❖ Packet switching, instead of circuit switching, is generally used to transfer data in the Internet.  
True or false?
  - A. True
  - B. False

## Quiz: Delays



- ❖ Propagation delay depends on the size of the packet. True or false?
  - A. True
  - B. False

## Quiz: Delays



- ❖ Which of the following delays is significantly affected by the load in the network?
  - A. Processing delay
  - B. Queuing delay
  - C. Transmission delay
  - D. Propagation delay

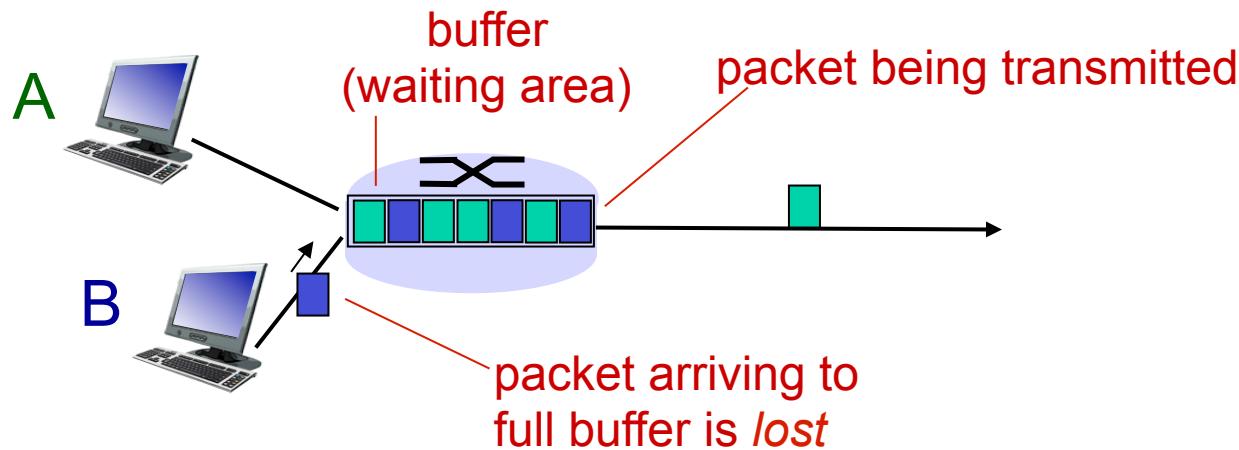
## Quiz: Delays



- ❖ Consider a packet that has just arrived at a router. What is the correct order of the delays encountered by the packet until it reaches the next-hop router?
  - A. Transmission, processing, propagation, queuing
  - B. Propagation, processing, transmission, queuing
  - C. Processing, queuing, transmission, propagation
  - D. Queuing, processing, propagation, transmission

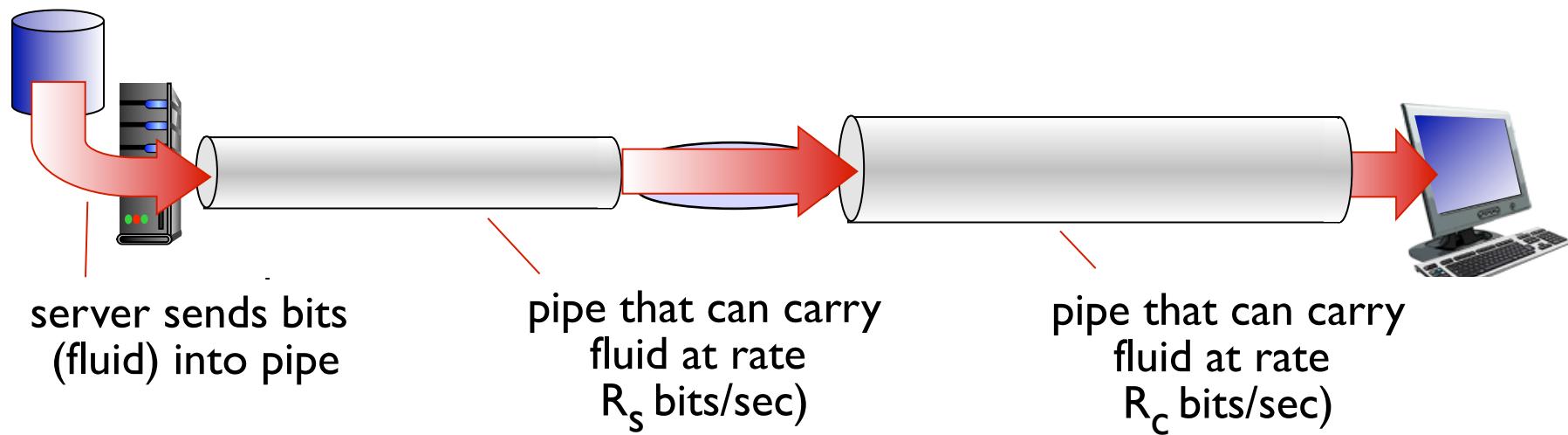
# Packet loss

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



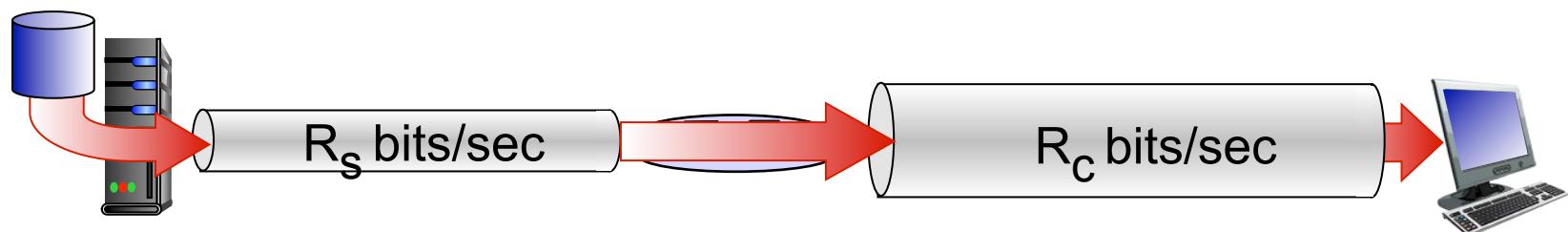
# Throughput

- ❖ **throughput:** rate (bits/time unit) at which bits transferred between sender/receiver
  - *instantaneous:* rate at given point in time
  - *average:* rate over longer period of time

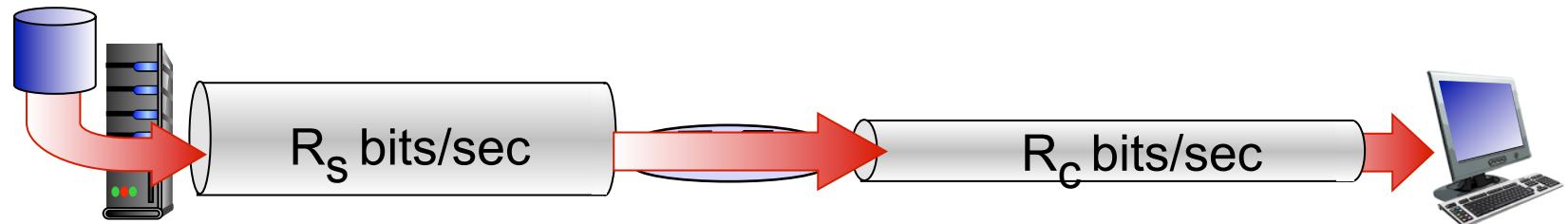


# Throughput (more)

- ❖  $R_s < R_c$  What is average end-end throughput?



- ❖  $R_s > R_c$  What is average end-end throughput?

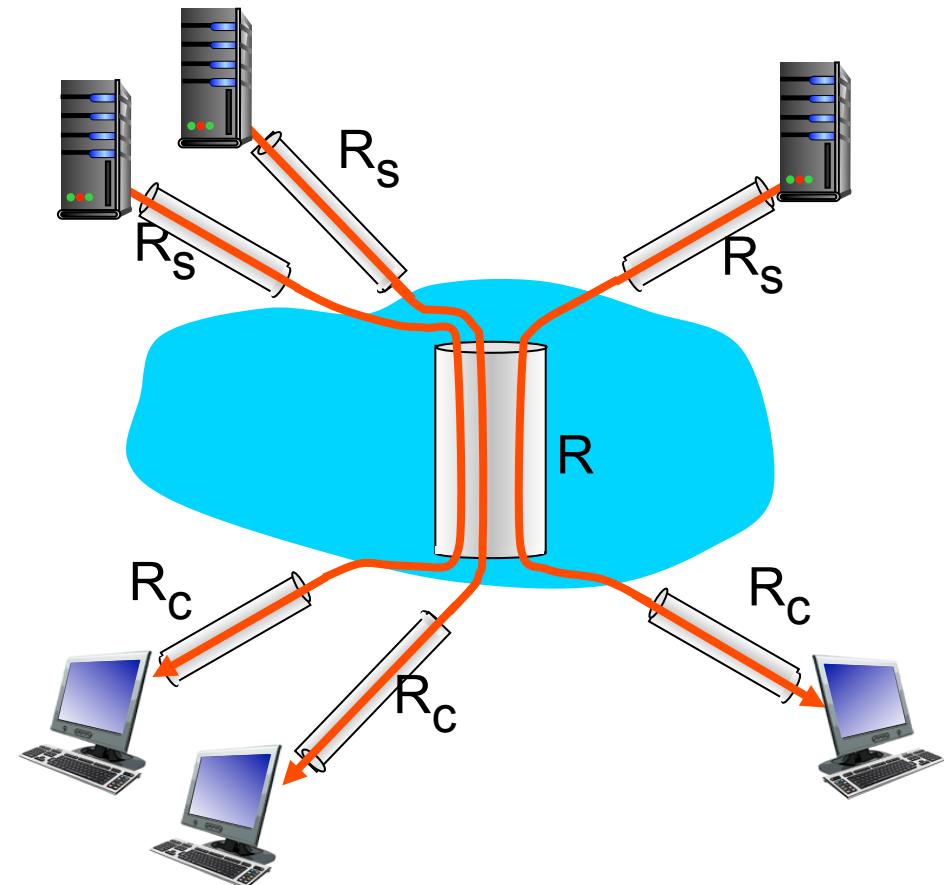


*bottleneck link*

link on end-end path that constrains end-end throughput

# Throughput: Internet scenario

- ❖ per-connection end-end throughput:  
 $\min(R_c, R_s, R/10)$
- ❖ in practice:  $R_c$  or  $R_s$  is often bottleneck



10 connections (fairly) share  
backbone bottleneck link  $R$  bits/sec

# Introduction: summary

*covered a “ton” of material!*

- ❖ Internet overview
- ❖ what’s a protocol?
- ❖ network edge, core, access network
  - packet-switching versus circuit-switching
  - Internet structure
- ❖ performance: loss, delay, throughput
- ❖ **Next Lecture**
  - Protocol layers, service models
  - Network security overview

*you now have:*

- ❖ context, overview, “feel” of networking
- ❖ more depth, detail to follow!

