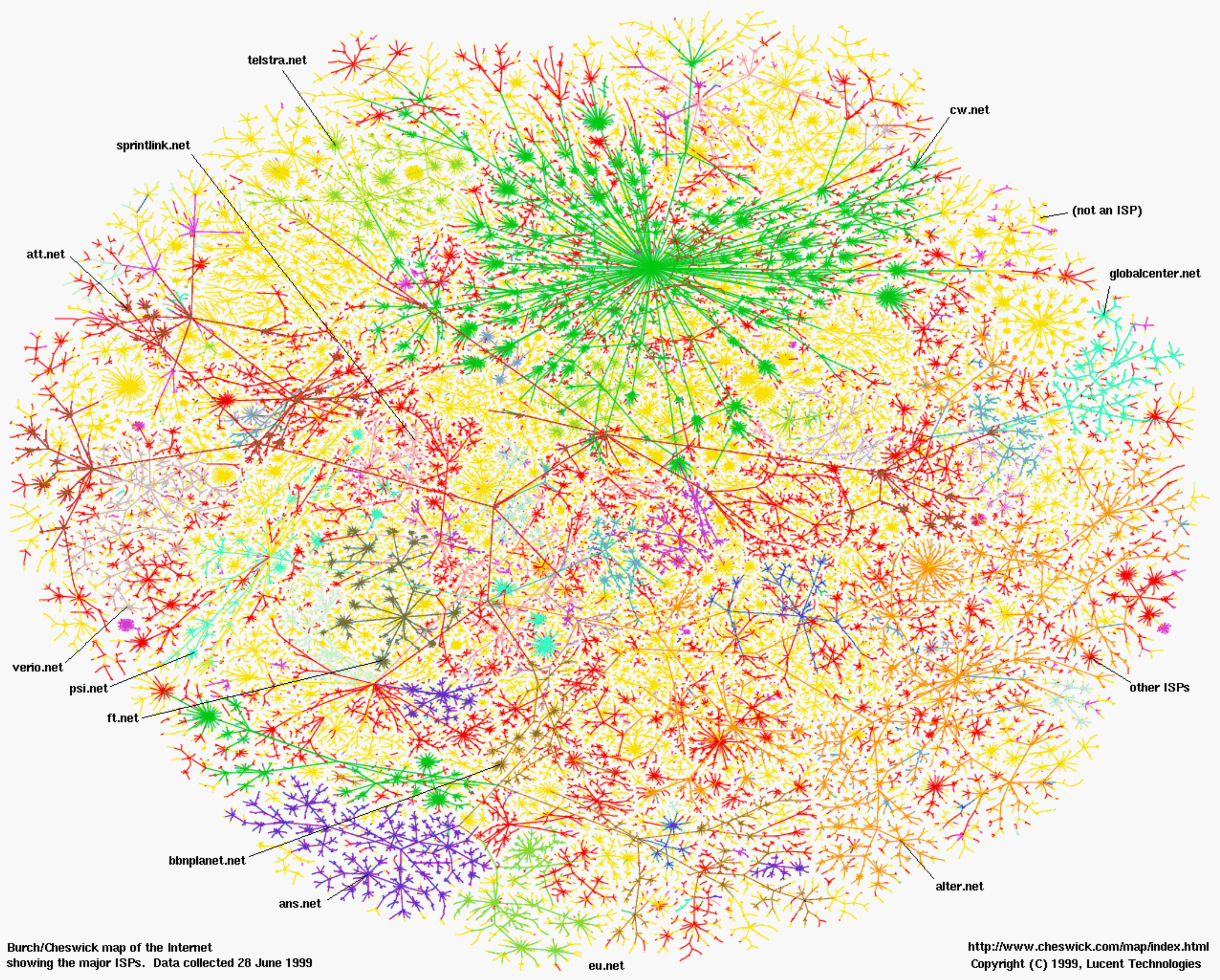
Chapter 1: Introduction

Our goal:

- get "feel" and terminology
- more depth, detail *later* in course
- approach:
  - use Internet as example

Overview:

- what's the Internet
- what's a protocol?
- network edge
- access net, physical media
- network core
- Internet/ISP structure
- performance: loss, delay
- protocol layers, service models
- network modeling


telstra.net
cw.net
sprintlink.net
(not an ISP)
att.net
globalcenter.net
verio.net
psi.net
ft.net
other ISPs
bbnplanet.net
ans.net
alter.net
eu.net
Burch/Cheswick map of the Internet
showing the major ISPs. Data collected 28 June 1999
http://www.cheswick.com/map/index.html
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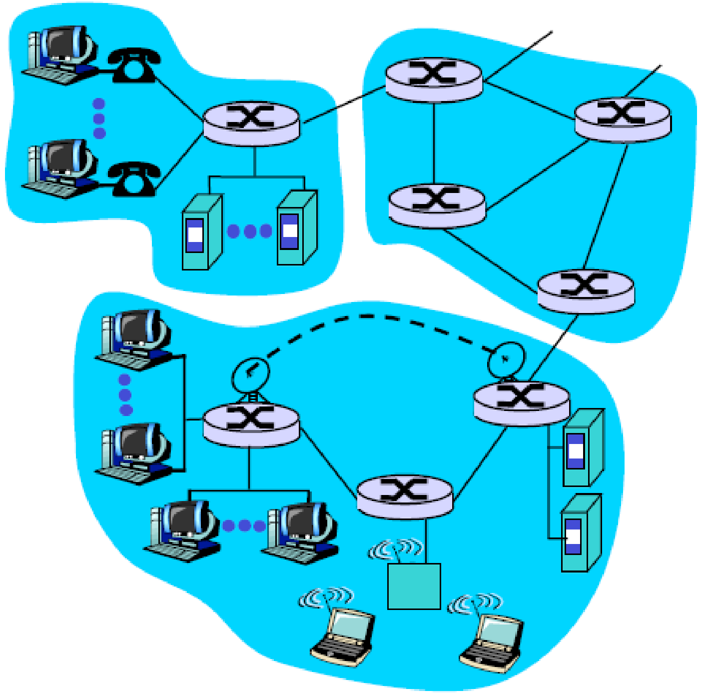
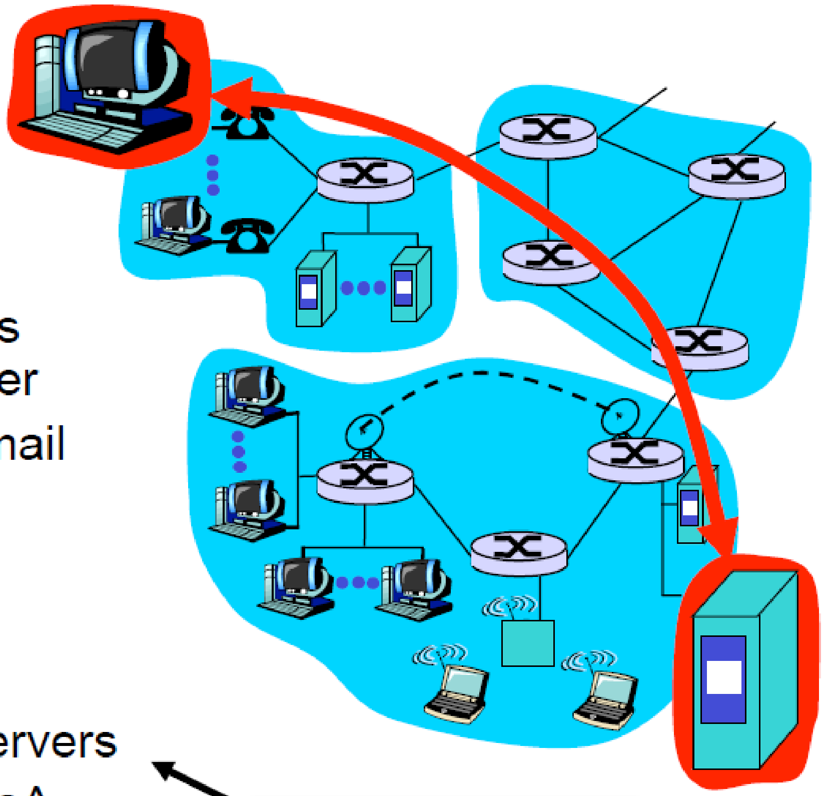
A closer look at network structure:

- network edge: applications and hosts
- network core:
  - routers
  - network of networks
- access networks, physical media: communication links



The network edge:

- end systems (hosts):
  - run application programs
  - e.g. Web, email
- client/server model
  - client host requests, receives service from always-on server
  - e.g. Web browser/server; email client/server
- peer-peer model:
  - minimal use of dedicated servers
  - e.g. Skype, BitTorrent, KaZaA



Any idea how?

Network edge: connection-oriented service

Goal: data transfer between end systems

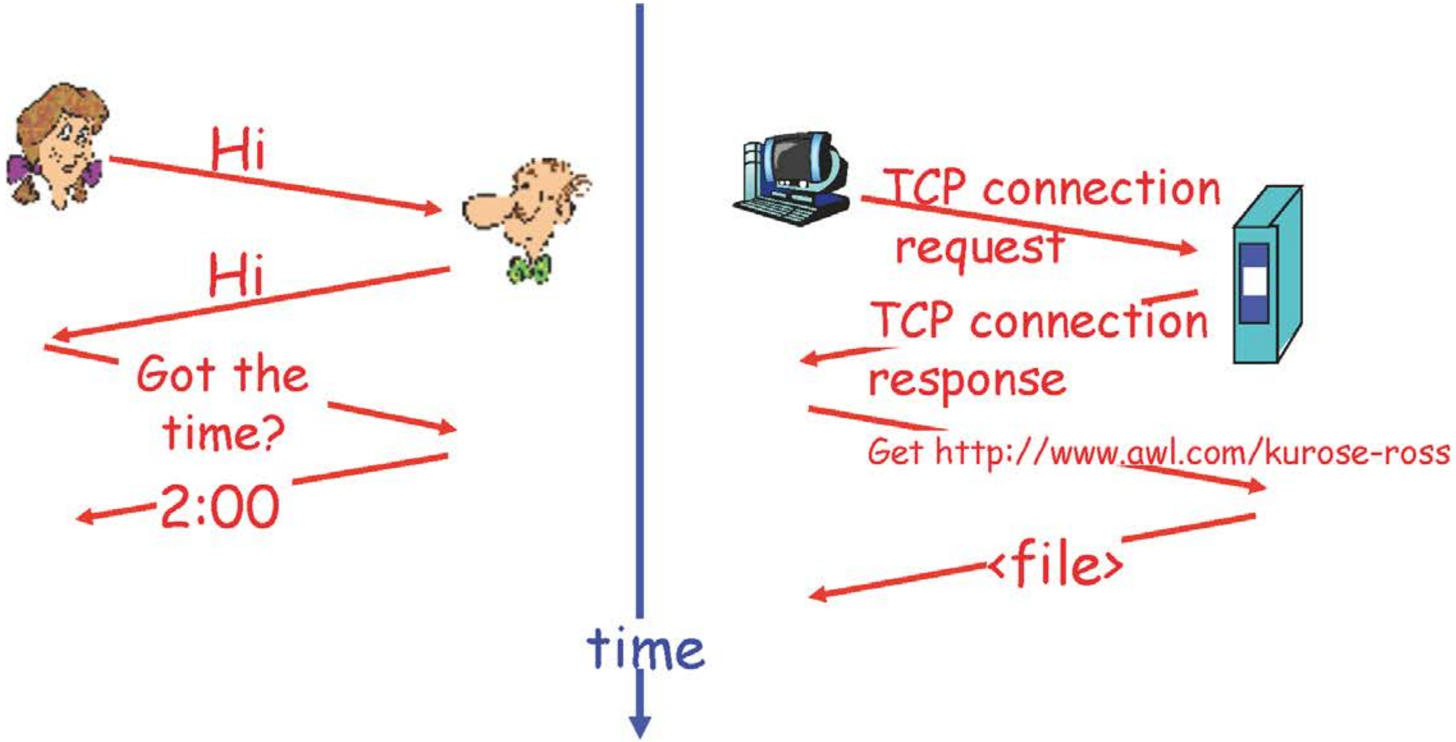
- ***Connection***: prepare for data transfer ahead of time
  - Request / Respond
  - *set up "state"* in two communicating hosts
- TCP - Transmission Control Protocol
  - Internet's connection-oriented service

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

What's a protocol?

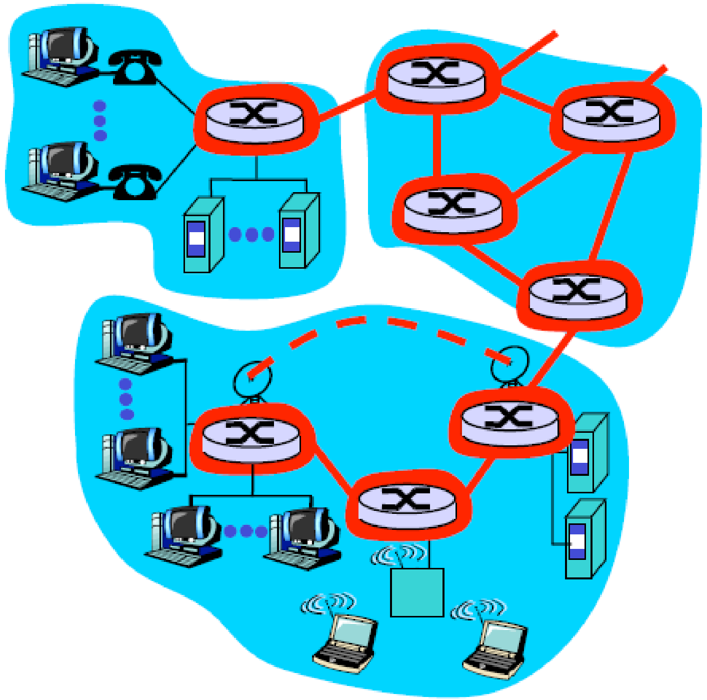
a human protocol and a computer network protocol:



- All communication in Internet coordinated by protocols

The Network Core

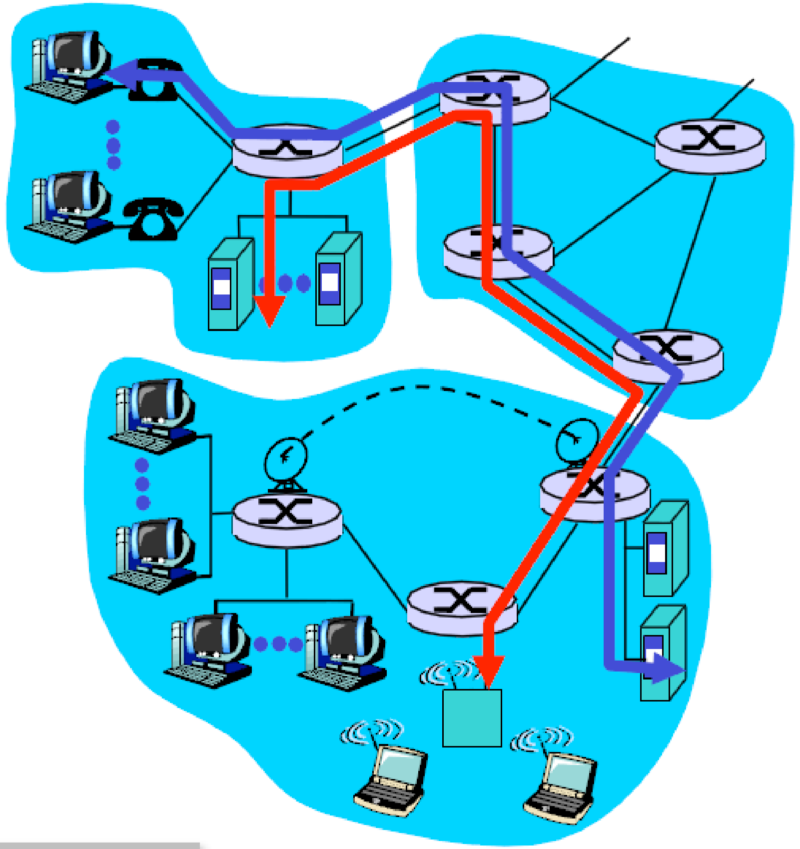
- mesh of interconnected routers
- *the* fundamental question: how is data transferred through net?
  - circuit switching: dedicated circuit per call: telephone net
  - packet-switching: data sent thru net in discrete "chunks"



Network Core: Circuit Switching

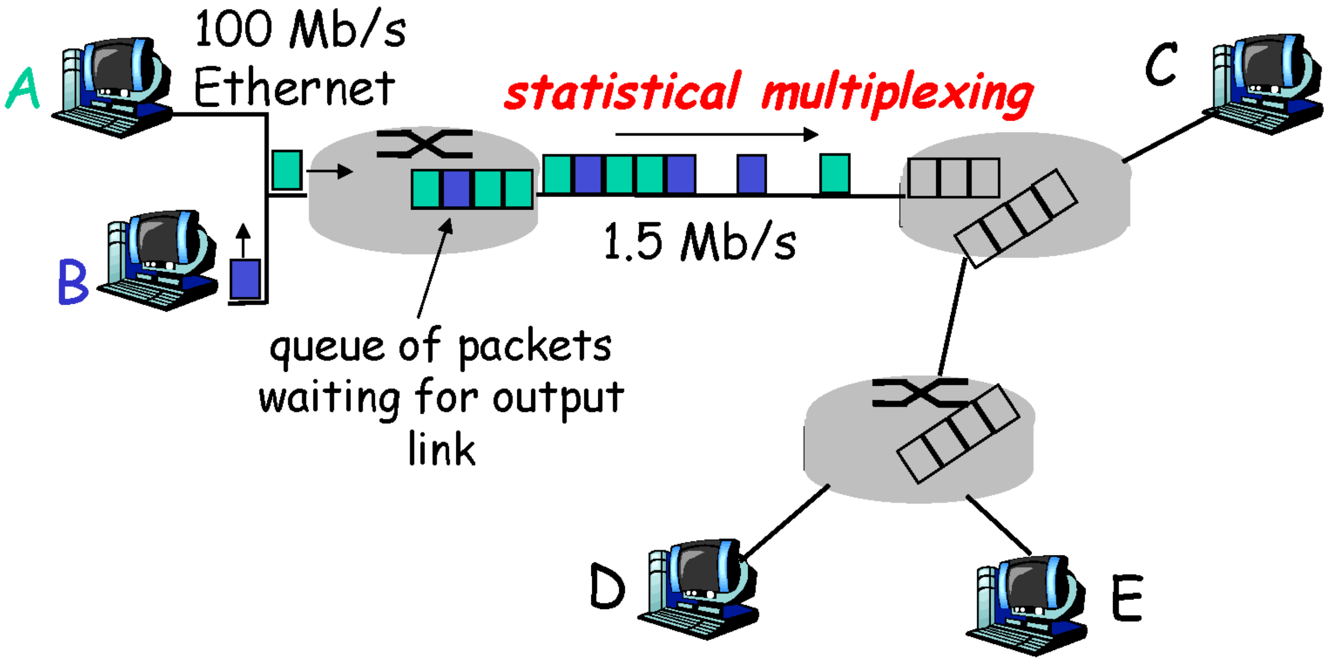
End-end resources reserved for "call"

- link bandwidth, switch capacity
- dedicated resources: no sharing
- circuit-like (guaranteed) performance
- call setup required



Analogy: When president travels, a CS path set up.

Packet Switching: Statistical Multiplexing



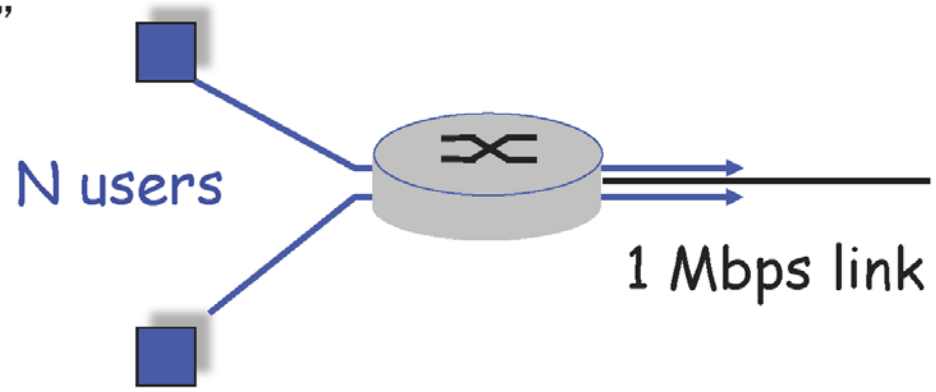
Sequence of A & B packets does not have fixed pattern, shared on demand ➡ ***statistical multiplexing***.

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

Packet switching versus circuit switching

Packet switching allows more users to use network!

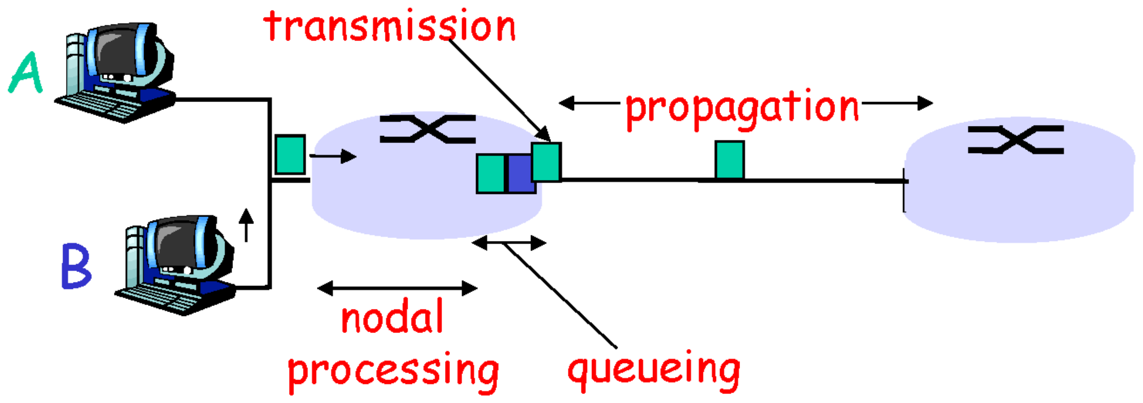
- 1 Mb/s link
- each user:
  - 100 kb/s when "active"
  - active 10% of time
- circuit-switching:
  - 10 users
- packet switching:
  - with 35 users, probability > 10 active less than .0004



Q: how did we get value 0.0004?

Four sources of packet delay

- 1. nodal processing:
  - check bit errors
  - determine output link
- 2. queueing
  - time waiting at output link for transmission
  - depends on congestion level of router



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 (~2×10^8 m/sec)
- propagation delay = d/s

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