

Summary Computer Networks

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Contents

| | | |
|----------|--------------------------------------|----------|
| 1 | Motivation | 1 |
| 1.1 | Communication Metaphors | 1 |
| 1.2 | History | 1 |
| 1.3 | Telephone Network | 2 |
| 1.4 | The Internet | 2 |
| 2 | Introduction | 2 |
| 2.1 | Data Communication | 2 |
| 2.2 | What is Digital Data? | 3 |
| 2.3 | Data Communication | 3 |
| 2.4 | Networking Principles | 3 |
| 2.5 | Communication Protocols | 5 |
| 2.6 | ISO/OSI Reference Model | 8 |
| 2.7 | The TCP/IP Reference Model | 9 |
| 2.8 | OSI vs. TCP/IP | 10 |
| 2.9 | Standardization | 10 |

1 Motivation

1.1 Communication Metaphors

- Phase 1: Person to person
- Phase 2: Person to machine
- Phase 3: Machine to machine/Network of computers
- Phase 4: The internet of Things

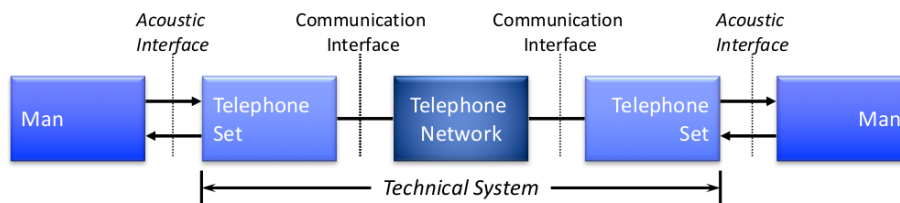
1.2 History

- 1837: Samuel Morse develops the telegraph
- 1953: First transatlantic Telephone line
- 1876: Alexander Graham Bell patents the telephone (tele=distant, phone=voice)

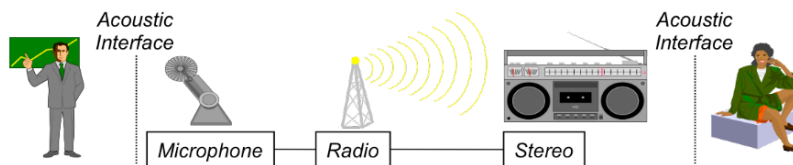
1.3 Telephone Network

Existing networks are going to be integrated

- **Model of telecommunication**



- **Model of broadcasting**



1.4 The Internet

7 The internet consists of

- a set of computers, which
 - use the TCP/IP protocols
 - are somehow (directly or indirectly) connected
 - offer or use particular services
- a set of users, which have access to these services
- a set of other networks, which (somehow) are accessible

Design Principles

- Minimalism and autonomy - The network operates by itself , does not require internal changes when new networks are added
- Best-effort service model
- Soft-state (stateless) - The routers do not need to maintain end-to-end communication information
- Decentralization

2 Introduction

2.1 Data Communication

Data communication is the processing and the transport of digital data over connections between computers (generally over large distances).

Data communication comprises two areas: Computer Networks and Communication Protocols

2.2 What is Digital Data?

- Data: Representation of facts in a formal way, processable by humans and machines, e.g. a language
- Information: is whatever contributes to a reduction in the uncertainty of the state of a system, can only be handled by humans
- Signal: is the physical representation of data by spatial or timely variation of physical characteristics
- Example: Sounds of a language (Data) during speaking are acoustic waves (Signals)

2.3 Data Communication

- Sharing resources saves costs
- Exchange of information

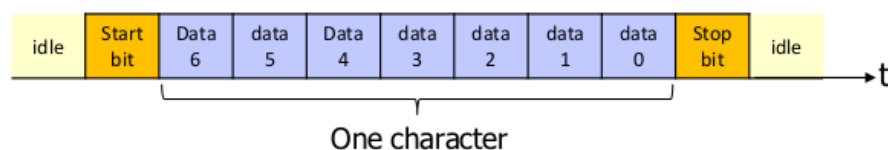
2.4 Networking Principles

Communication Peers

- Unicast: Two communication peers communicate over a Point-to-Point connection.
- Multicast: One sender communicates to several receivers, which are known.
- Broadcast: One sender transmits to all other peers. Typically the other peers are (partially) unknown.
- Others: Anycast, Geocast, etc.

Transmission

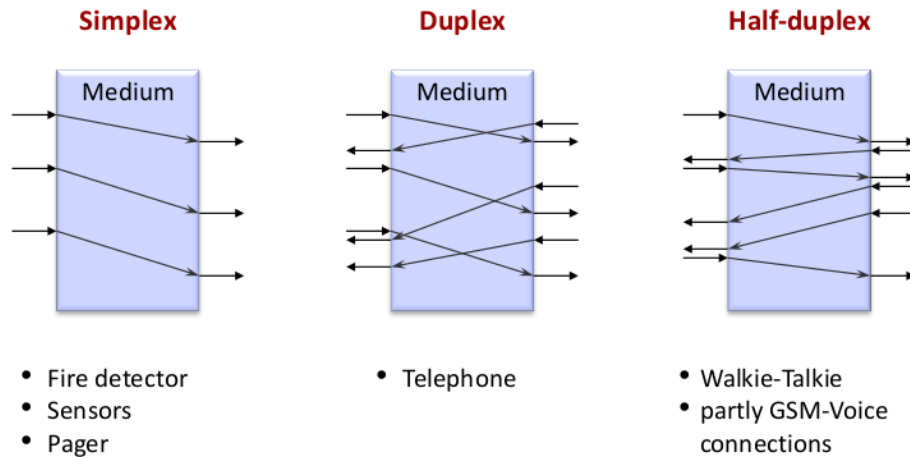
- Serial Transmission
- Parallel Transmission (Problem: synchronisation of the data)
- Asynchronous Transmission: Transmission in which each block (character) is individually synchronized



- Synchronous Transmission: Transmission in which the time of occurrence of each signal representing a bit is related to a fixed time frame



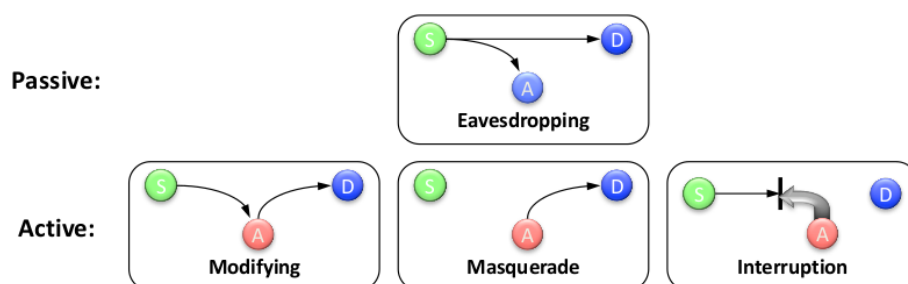
Connection Properties



Multiplexing: Combining multiple data channels into a single data channel at the source

Quality

- Technical Performance (Delay-Bandwidth-Product = Store capacity of the line)
 - Delay [s]
 - Jitter [s]
 - Throughput [bit/s]
 - Data rate [bit/s] (wird vorgegeben)
- Costs
- Reliability
- Security and Protection
Safety measures: Encryption, Trustworthy systems



The Client/Server Principle

- Client → Server: Request
- Server → Client: Reply
- Advantages
 - Cost reduction
 - Better usage of resources
 - Modular extensions

- Reliability by redundancy
- Server: Program (process) which offers a service over a network.
- Client: Program (process) which uses a service offered by a server.

Peer-to-Peer Principle (ursprüngliche Kommunikation im Internet)

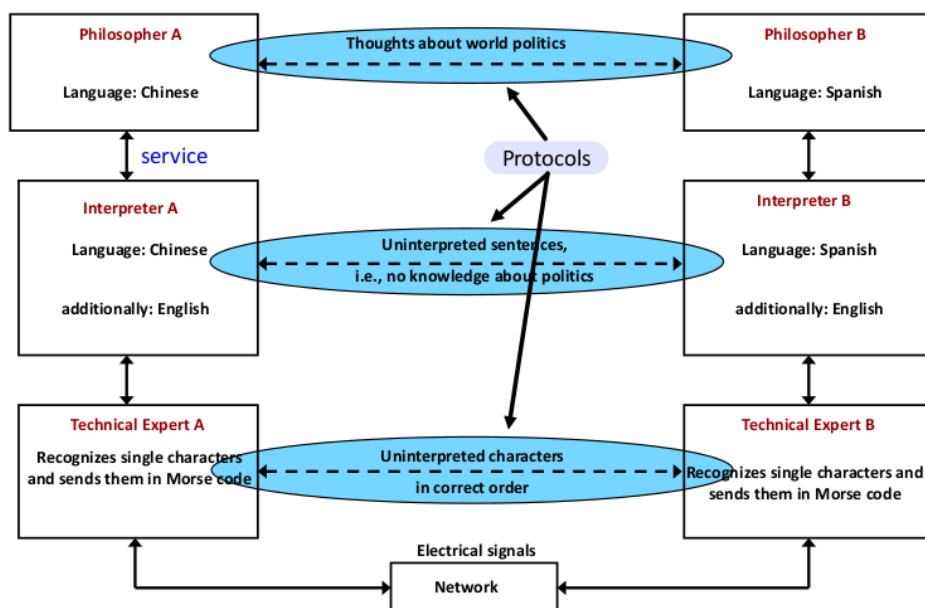
- Equal partners, no fixed client and server roles
- Connections between any pair of computers
- Establishment of a whole network of connections
- Best example: File Sharing, e.g., Napster, Gnutella

2.5 Communication Protocols

A protocol is the set of agreements between (application) processes with the purpose of communication.

To enable understanding in communication, all communication partners have to speak the same language.

- Data formats and their semantics
- Control over media access
- Priorities
- Handling of transmission errors
- Sequence control
- Flow control mechanisms
- Segmentation and composition of long messages
- Multiplexing
- Routing



→ communication between horizontal layers

Peer of a Layer

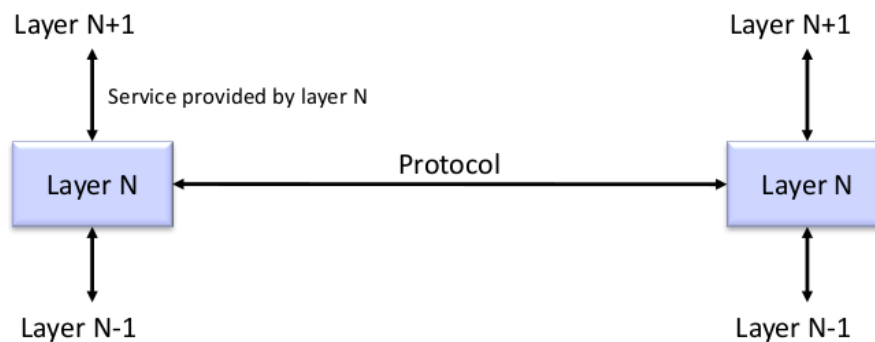
- use one service (except the bottom)
- offer a service (except the top)
- do not need to know other than the next lower one
- talk according to the rules

Communication architectures are based on

- Service = Communication Service
- Rules = Communication Protocol

A service is offered from a service provider at a service interface to service users.
Types of services are:

- Request
- Indication
- Response
- Confirmation



Types of Services

- Unacknowledged Service
 - Modeled after the postal service
 - Initiated by the service user
- Acknowledged Service (Transaction)
- Connection-oriented Service
 - Modeled after the telephone system
 - Before the instances on Layer-(N) can exchange data, a connection on Layer-(N-1) has to be established
 - Negotiation of protocol parameters
 - Communication context
- Connectionless Service
 - Modeled after the postal service

- No establishment of connection on a lower layer required
- No communication context

Connection-oriented Service

Three Steps

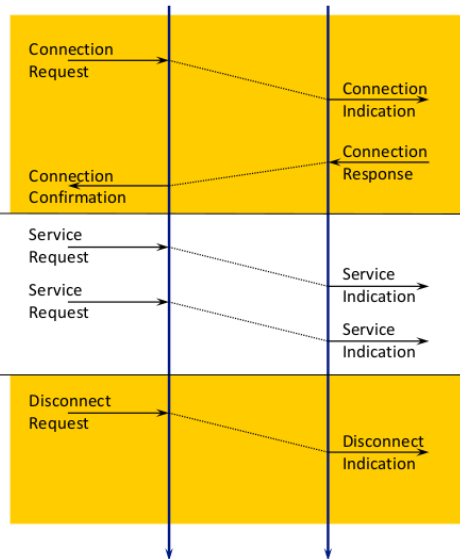
1. Connection establishment

- Context creation
- End systems
- Network

2. Data exchange (simplex)

3. Connection termination

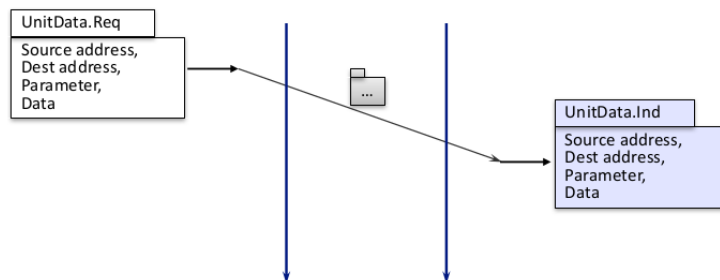
- Context release
- Resource release



Connectionless Service

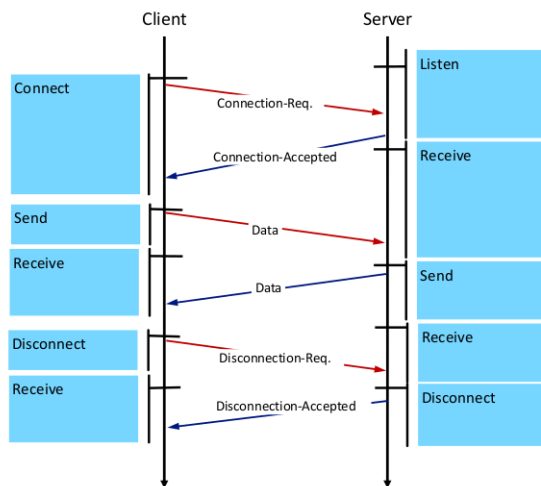
• Connectionless Service is also called Datagram Service

- Does not provide relationship between transmissions
- Does not guarantee the sequence of send data
- Does not provide reliability
 - No acks!

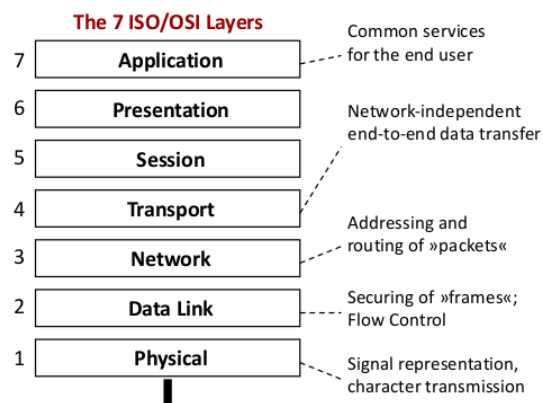


Service primitives

| 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 |



2.6 ISO/OSI Reference Model



Critics on the model

Layer 5 and 6 are rarely implemented

Generally too much overhead – some details are unnecessary, some layers are overloaded

1. Physical Layer

- Responsible for single bit transmission
- Details are defined: type of cables, meaning of pins of network connectors, transmission direction on the cable

2. Data Link Layer

- Ensures an error-free data transmission between two directly connected devices → segmented into frames (transmitted separately)
- Receiver checks the correctness (checksum)
- flow control is used to control the re-transmission of corrupt frames and protect the receiver from overload.
- control of medium access (prevent address conflict)

3. Network Layer

- Data-transmission over large distances and between heterogeneous sub-networks
- uniform addressing of hosts
- routing: select a path through the network.
- Quality of Service (QoS) issues, i.e., if too many packets are present at the same time in the network, they may form bottlenecks. (congestion, maximum size of the transferred data units (MTU), delay, jitter, transit time, etc.)

4. Transport Layer

- end-to-end communication between two processes
- Ensure that the data are receipt complete and in correct order
- current network state is monitored to adapt to the receiver and to the network capacity

5. Session Layer

- manages reliable data transport
- offers dialogue control, i.e., define the direction of the transmission.
- token management (allows operation)
- set synchronization points in the communication process

6. Presentation Layer

- Represent the data to be transmitted in a way, that they can be handled from different computer systems
- Data are encoded in an abstract (and commonly recognized) data format before the transmission and are coded back by the receiver into its own data format.

7. Application Layer

- standard protocols are provided, that can be used from applications
- interface to file transfer

Interplay between the Layers

- Layer (N-1) offers its functionality to layer N as a communication service.
- Layer N enhances the data to be sent with control information (Header) and sends the data together with the header as Protocol Data Units (PDU).
- Depending on the protocol, N-PDUs can be segmented into several (N-1)-PDUs before transmission

2.7 The TCP/IP Reference Model

1. Host-to-Network Layer (1+2)

- Not defined exactly
- host must be connected to the network via a protocol in a way that it is able to send and receive IP datagrams

2. Internet Layer (3)

- interworking of different networks
- enables communication between hosts over the own network borders (transmission is connectionless)
- Router takes over the forwarding
- Path can be dynamic
- In contrast to ISO, only one packet format is defined, together with a connectionless protocol, the Internet Protocol (IP)

3. Transport Layer (4)

- covers the communication between the end systems
- TCP (Transmission Control Protocol) is a reliable, connection-oriented protocol for the transmission of a byte stream between two hosts.
- UDP (User Datagram Protocol) is an unreliable and connectionless protocol (best effort).

4. Application Layer (7)

- defines common communication services (HTTP, FTP,..)

2.8 OSI vs. TCP/IP

1. Time - The TCP/IP protocols were already widely used before OSI had finished the standardization activities.
2. Freedom from obligation (defines what not how) → incompatibility of products
3. Complicatedness
4. Political reasons (Europe)
5. Hurriedly product implementation

2.9 Standardization

Two types of standards

- De facto standards
- De jure standards

Organisationen:

- ISO
- Internet Engineering Task Force
- Institute of Electrical and Electronic Engineers (IEEE)

2.10 Evolution of Computer Networks

- First generation: via mainframe in computer center
- Connection via LAN, router → rest of the world