

# COMP445

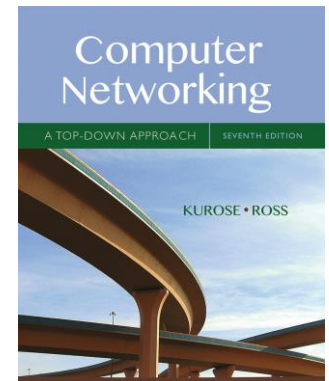
# Data Communications & Computer Networks

## Wk1,2: Introduction

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These slides have been extracted, modified and updated from original slides of Computer Networking: A Top Down Approach 7th edition Jim Kurose, Keith Ross © Pearson/Addison Wesley, April 2016



# introduction

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## *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; hosts, access net, physical media
- network core: packet/circuit switching, Internet structure
- performance: loss, delay, throughput
- security
- protocol layers, service models
- history

# 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

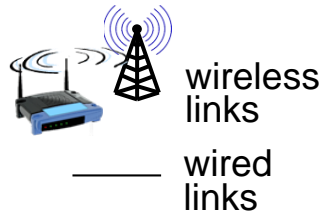
I.6 networks under attack: security

I.7 history

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



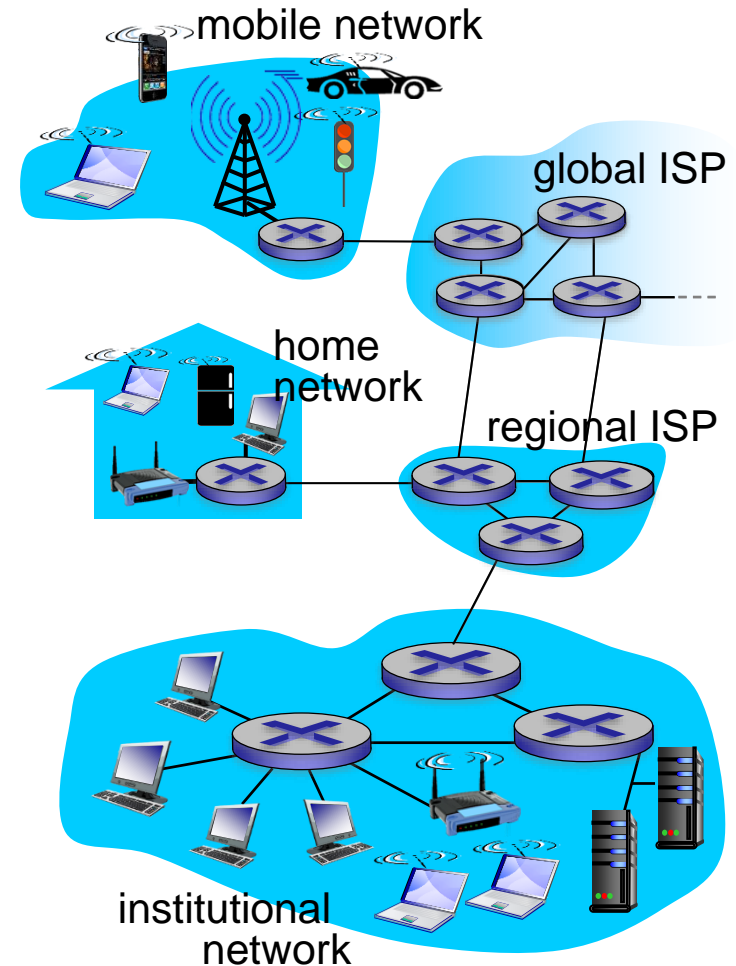
- billions of connected computing devices:
  - *hosts* = *end systems*
  - running *network apps*



- *communication links*
  - fiber, copper, radio, satellite
  - transmission rate: *bandwidth*



- *packet switches*: forward packets (chunks of data)
  - *routers* and *switches*



# “Fun” Internet-connected devices



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



Web-enabled toaster +  
weather forecaster



Tweet-a-watt:  
monitor energy use



Internet  
refrigerator



Slingbox: watch,  
control cable TV remotely



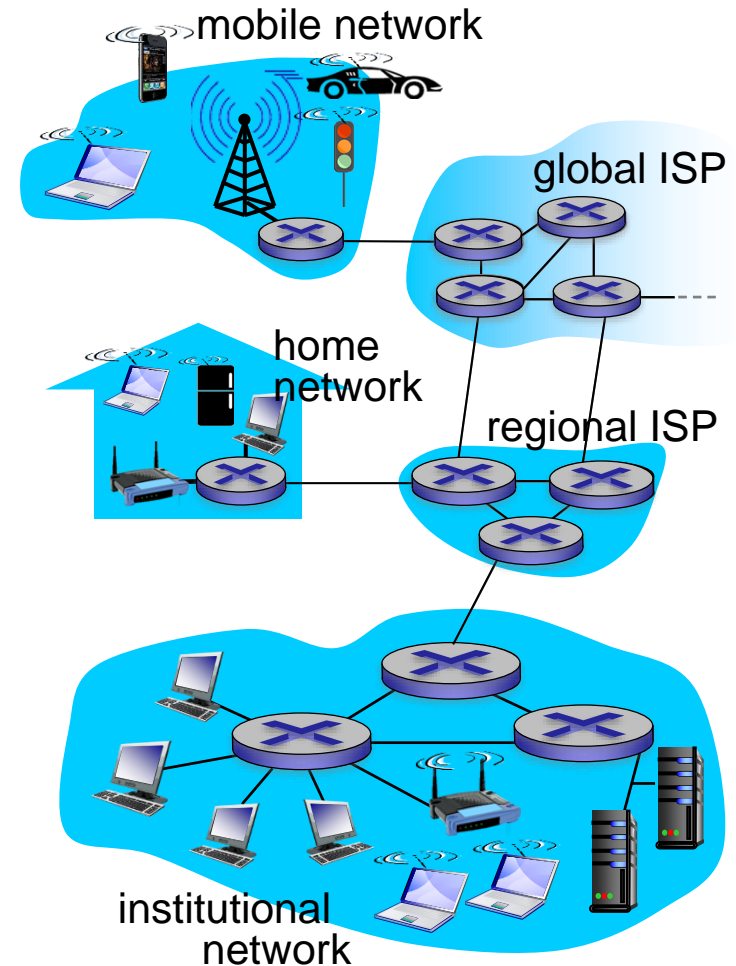
sensorized,  
bed  
mattress



Internet phones

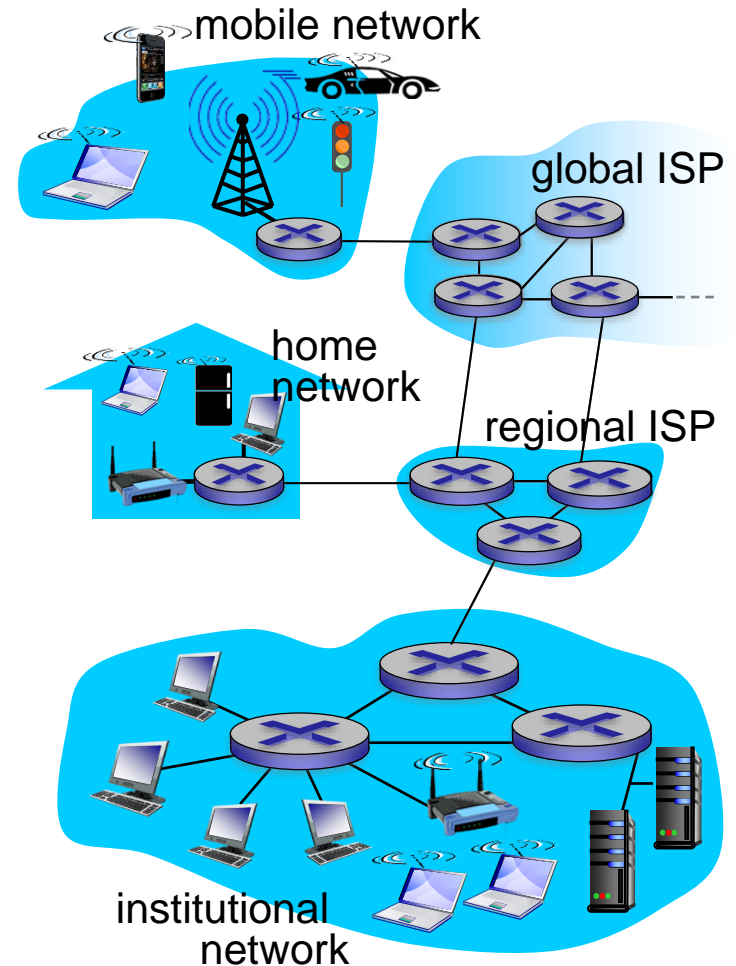
# What's the Internet: "nuts and bolts" view

- **Internet: "network of networks"**
  - Interconnected ISPs
- **protocols** control sending, receiving of messages
  - 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 messages sent

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

## *network protocols:*

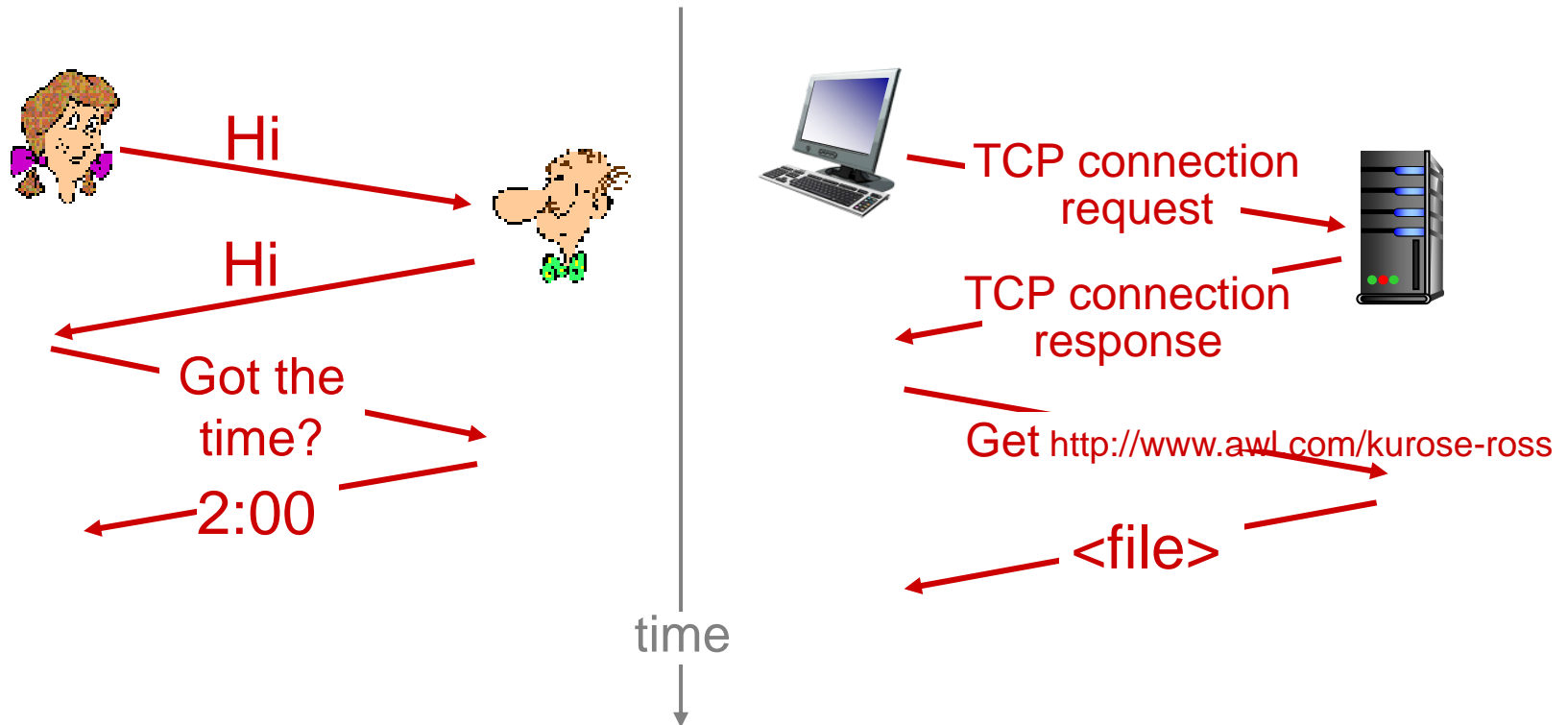
- machines rather than humans
- all communication activity in Internet governed by protocols

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



# What's a protocol?

a human protocol and a computer network protocol:



**Q:** other human protocols?

# roadmap

1.1 what is the Internet?

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- end systems, access networks, links

1.3 network core

- packet switching, circuit switching, network structure

1.4 delay, loss, throughput in networks

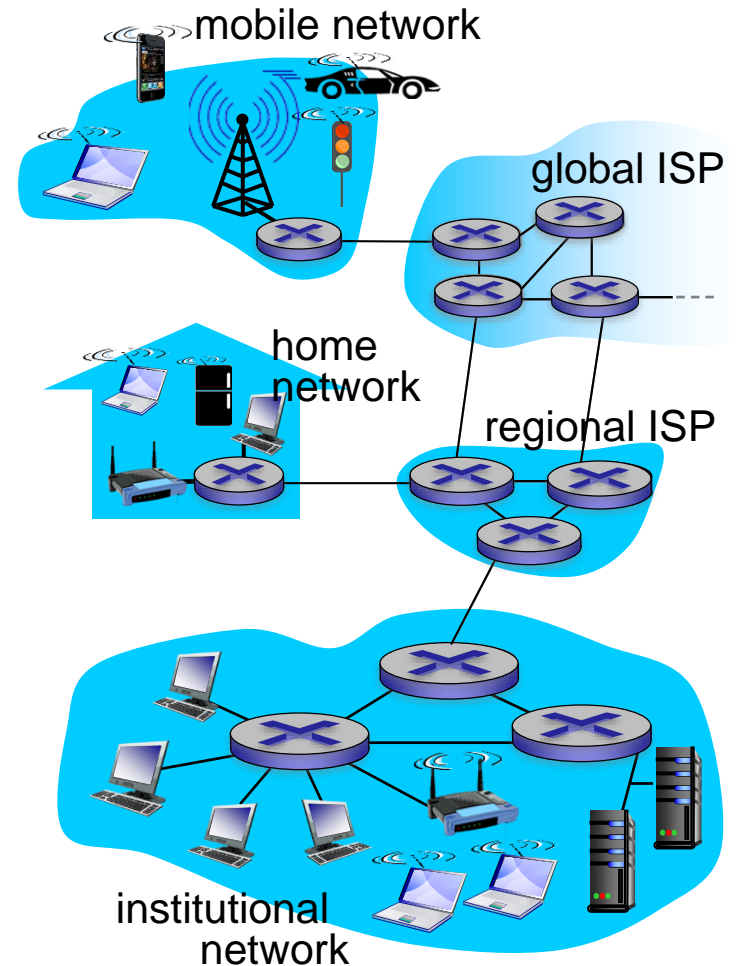
1.5 protocol layers, service models

1.6 networks under attack: security

1.7 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



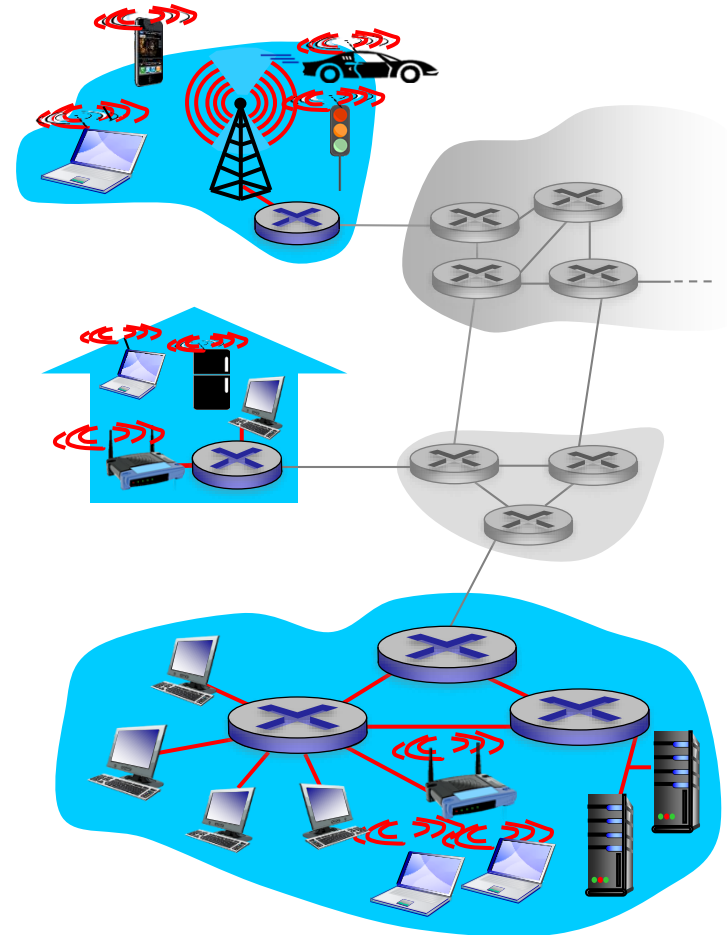
# Access networks and physical media

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

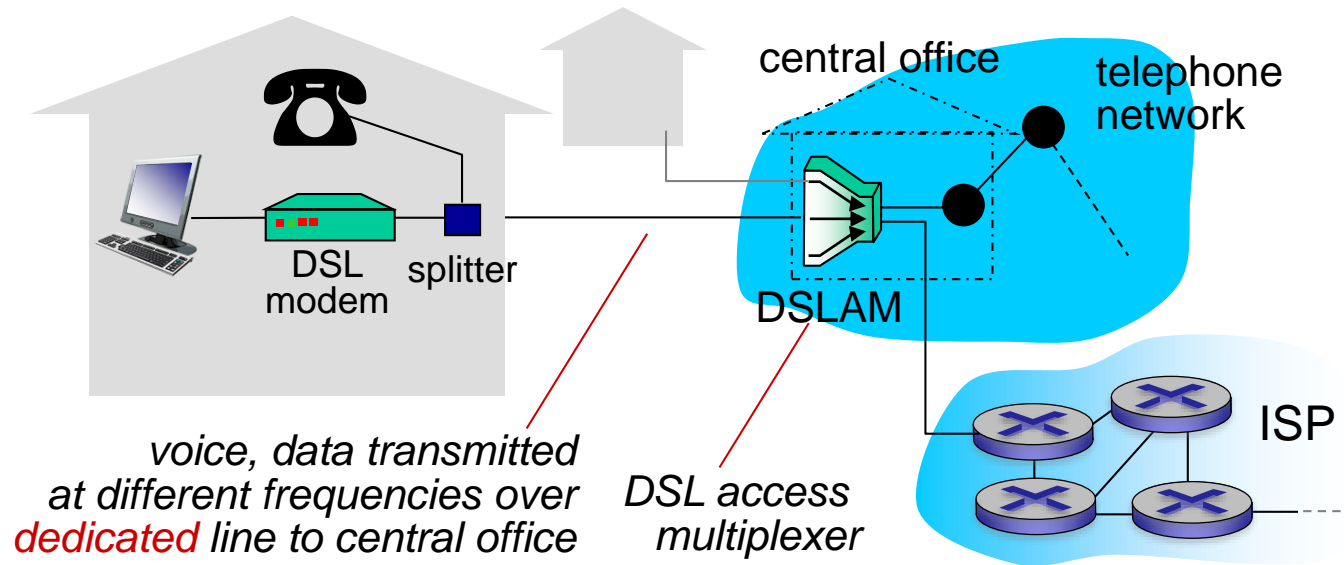
- residential access nets
- institutional access networks (school, company)
- mobile access networks

*keep in mind:*

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

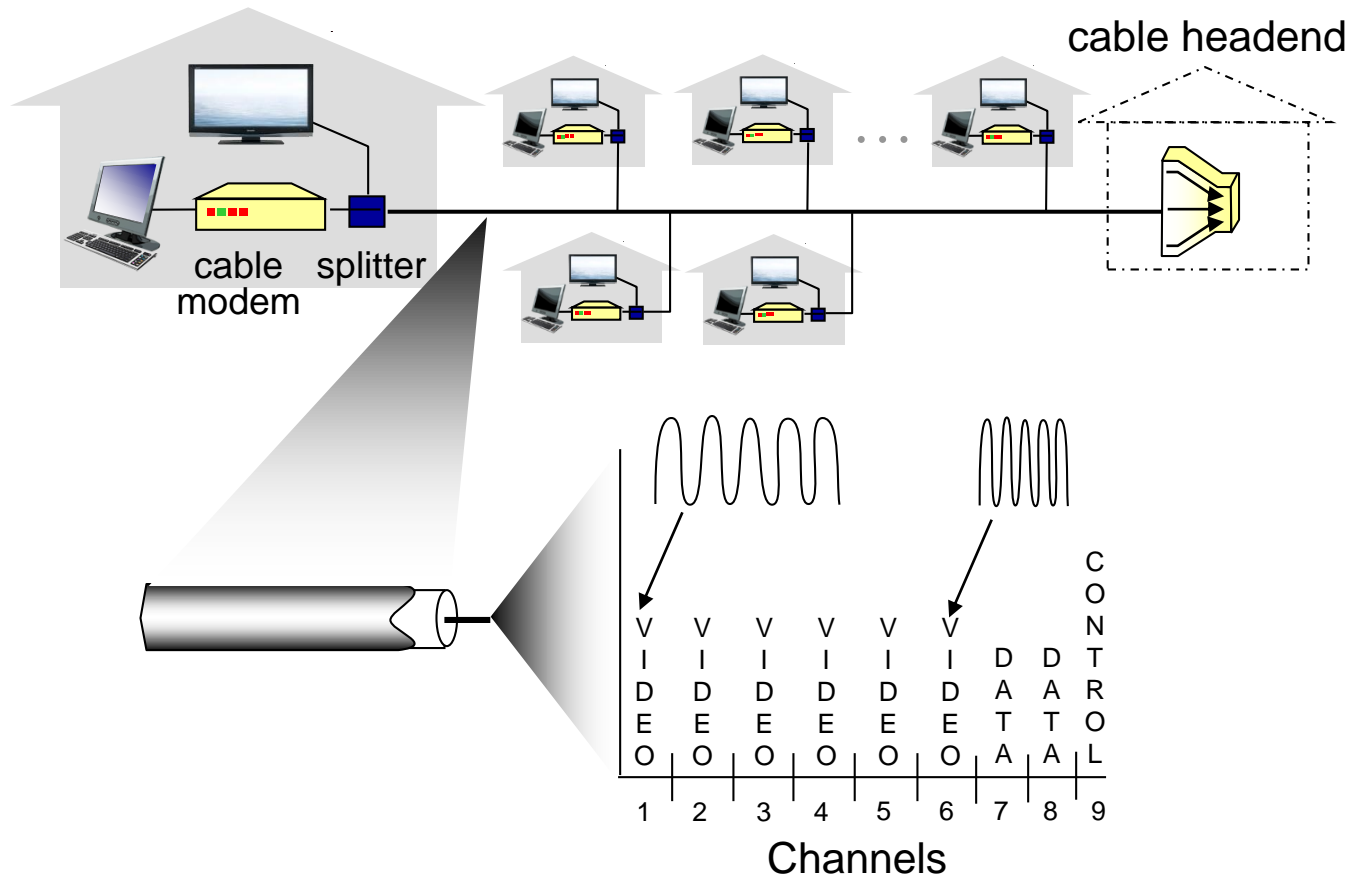


# Access network: digital subscriber line (DSL)



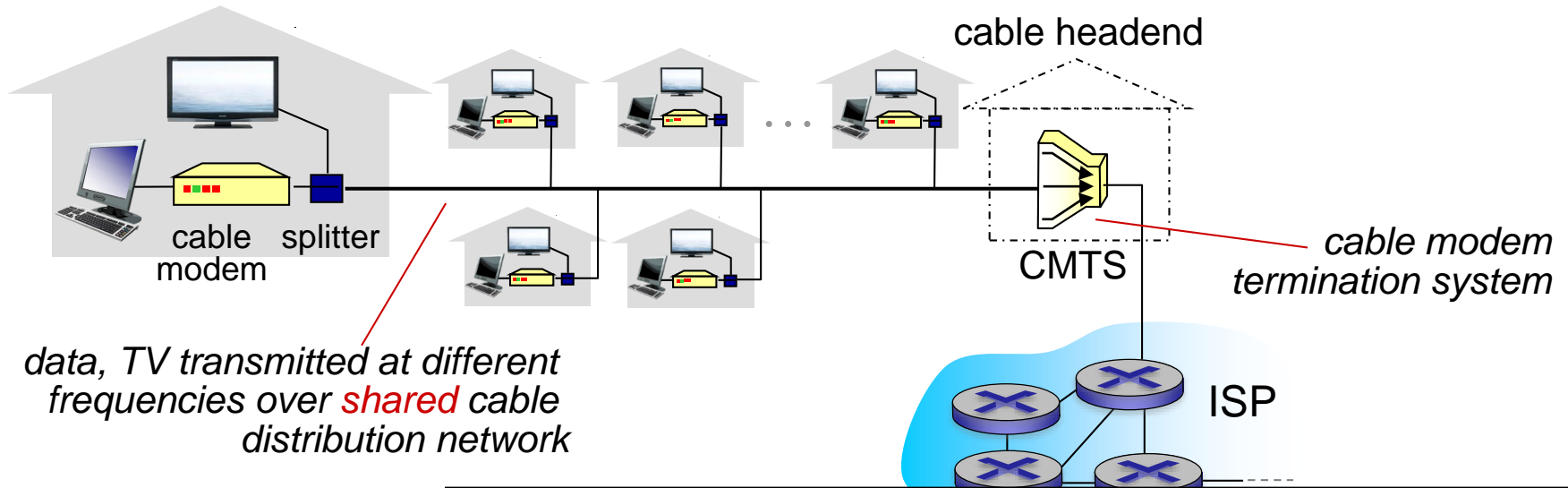
- use *existing* telephone line to central office DSLAM
  - data over DSL phone line goes to Internet
  - voice over DSL phone line goes to telephone net
- < 2.5 Mbps upstream transmission rate (typically < 1 Mbps)
- < 24 Mbps downstream transmission rate (typically < 10 Mbps)

# Access network: cable network

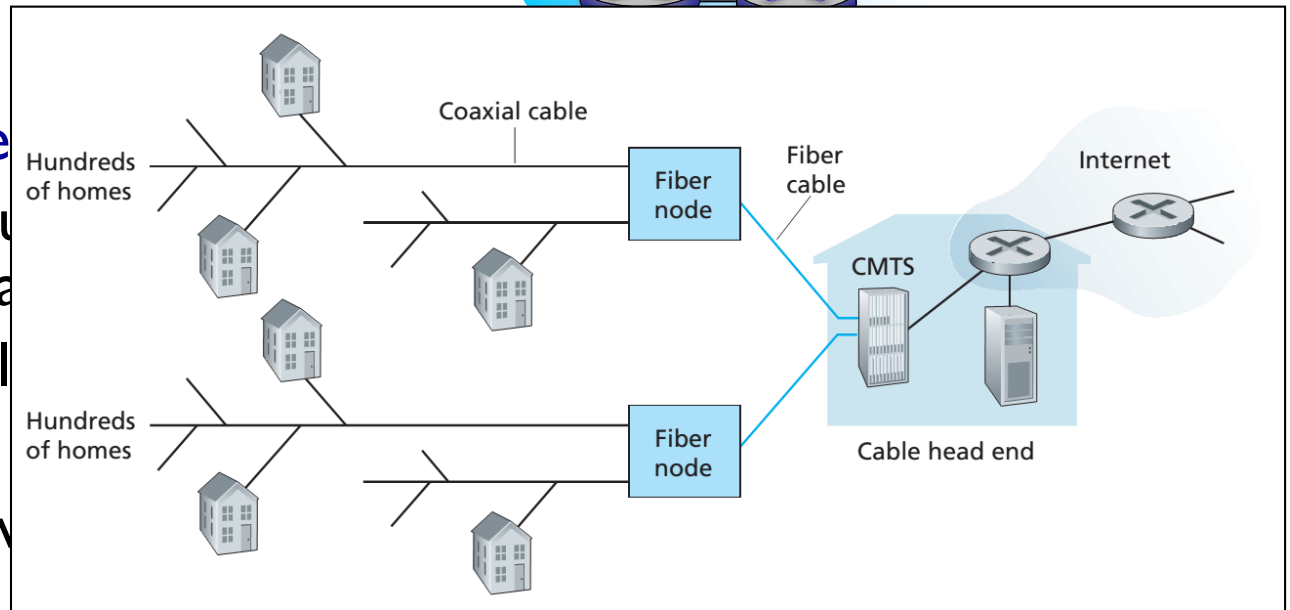


*frequency division multiplexing*: different channels transmitted in different frequency bands

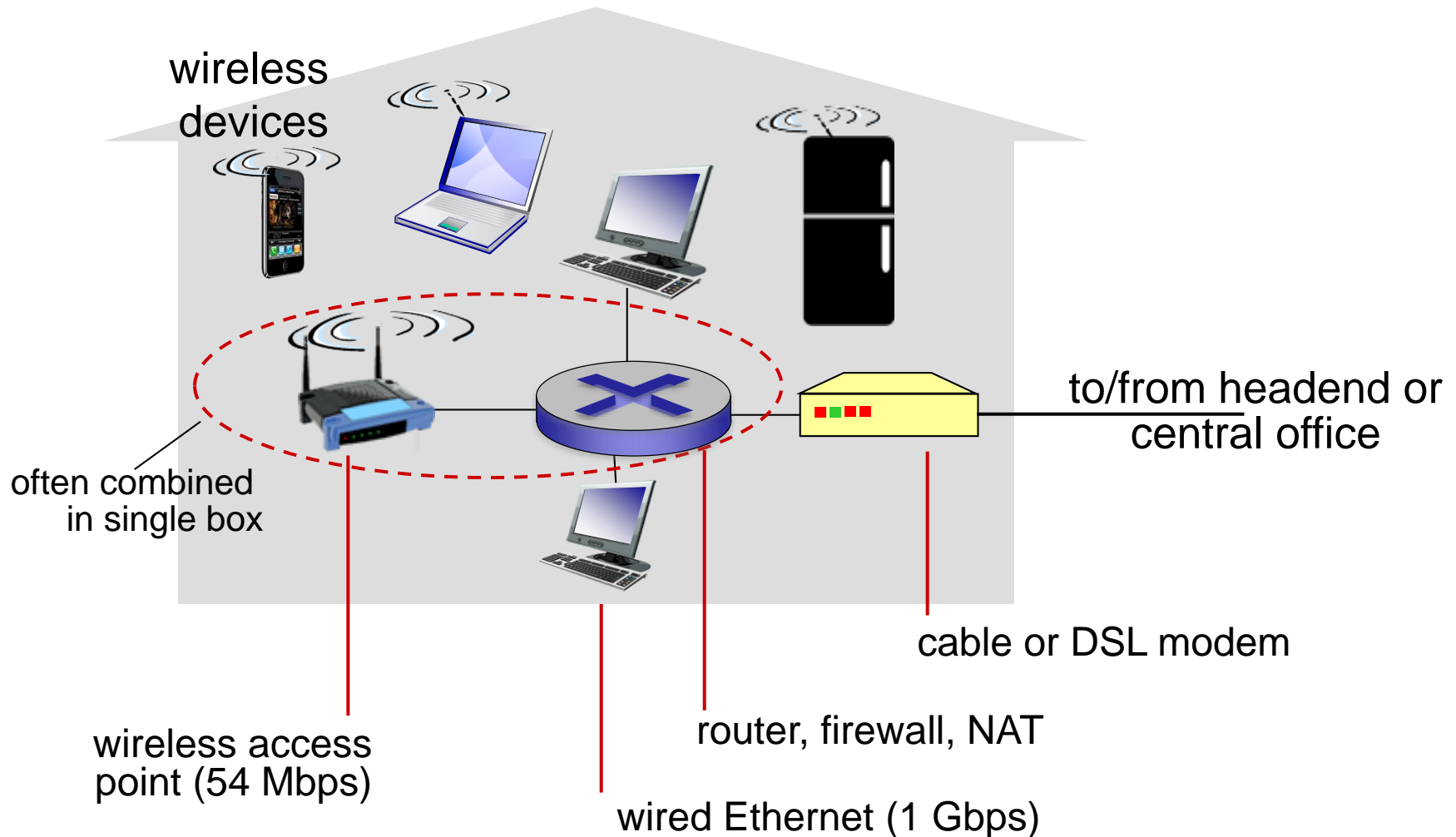
# Access network: cable network



- HFC: hybrid fiber
- asymmetric: up to 100 Mbps upstream
- network of cable
- homes *share*
- unlike DSL, w

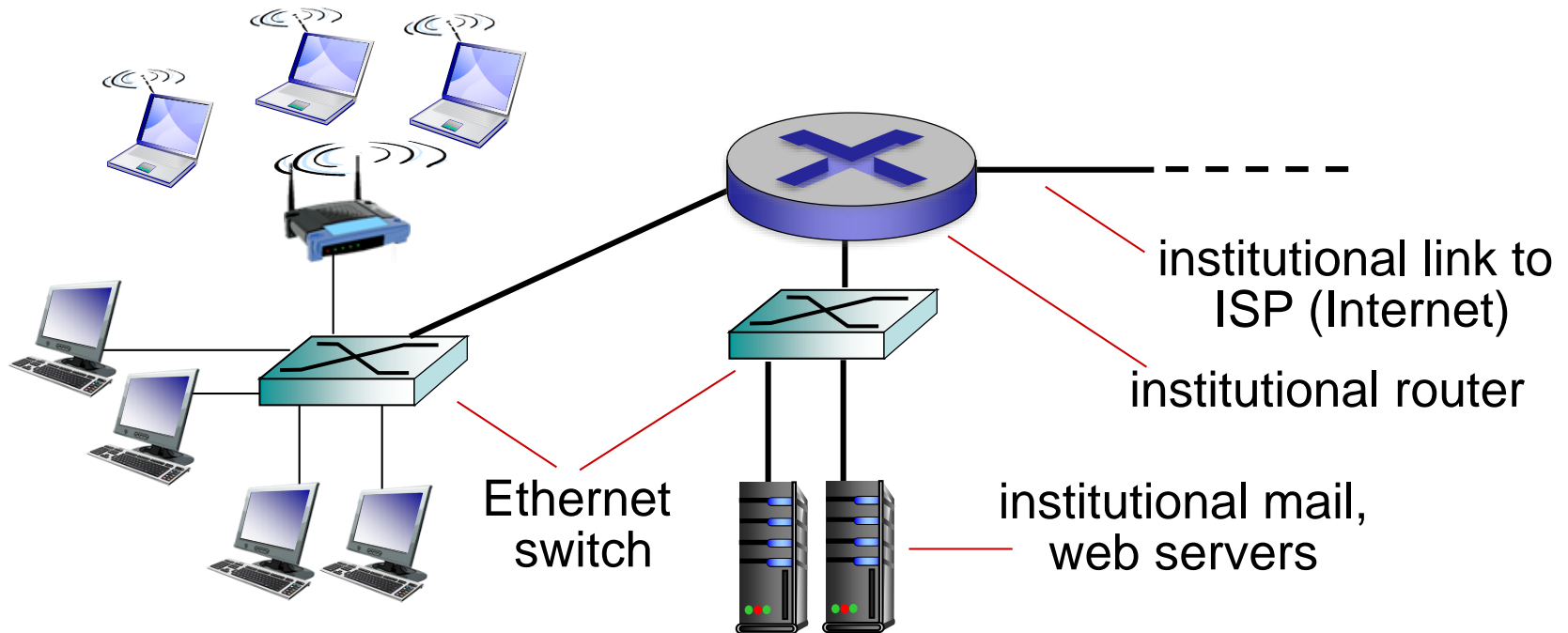


# Access network: home network





# Enterprise access networks (Ethernet)



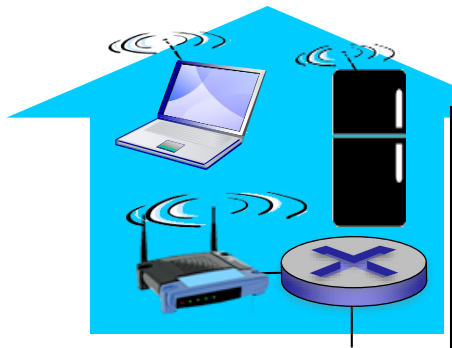
- typically used in companies, universities, etc.
- 10 Mbps, 100Mbps, 1Gbps, 10Gbps transmission rates
- today, end systems typically connect into Ethernet switch

# 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 (WiFi): 11, 54, 450 Mbps transmission rate



to Internet

## *wide-area wireless access*

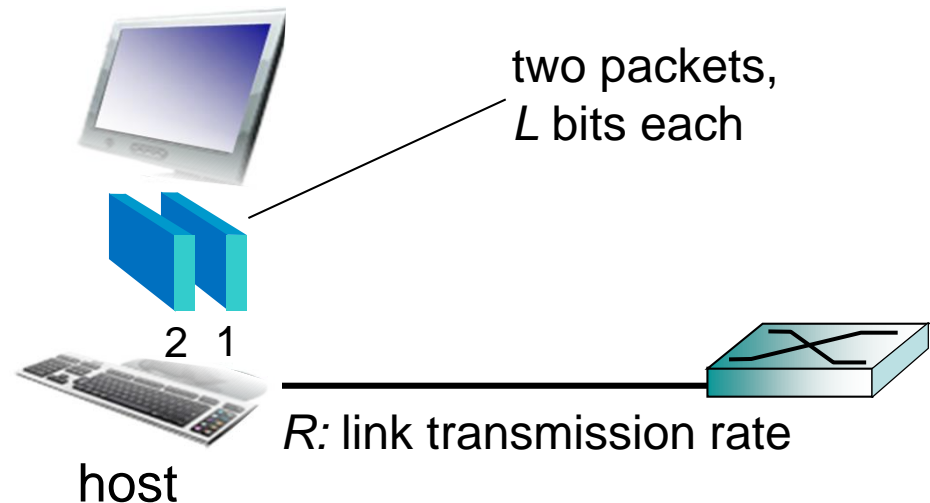
- provided by telco (cellular) operator, 10's km
- between 1 and 10 Mbps
- 3G, 4G: LTE

Generation	2G	3G	3G HSPA+	4G	4G LTE-A	5G
Max speed	0.3Mbps	7.2Mbps	42Mbps	150Mbps	300Mbps- 1Gbps	1-10Gbps
Average speed	0.1Mbps	1.5Mbps	5Mbps	10Mbps	15Mbps- 50Mbps	50Mbps and up

# Host: sends *packets* of data

host sending function:

- takes application message
- breaks into smaller chunks, known as *packets*, of length  $L$  bits
- transmits packet into access network at *transmission rate  $R$* 
  - link transmission rate, aka link *capacity*, aka *link bandwidth*



$$\text{packet transmission delay} = \text{time needed to transmit } L\text{-bit packet into link} = \frac{L \text{ (bits)}}{R \text{ (bits/sec)}}$$

# 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

## *twisted pair (TP)*

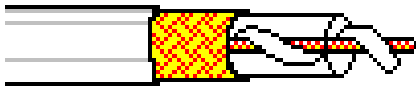
- two insulated copper wires
  - Category 5: 100 Mbps, 1 Gbps Ethernet
  - Category 6: 10Gbps



# Physical media: coax, fiber

## *coaxial cable:*

- two concentric copper conductors
- bidirectional
- 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
- no physical “wire”
- bidirectional
- propagation environment effects:
  - reflection
  - obstruction by objects
  - interference

## *radio link types:*

- **terrestrial microwave**
  - e.g. up to 45 Mbps channels
- **LAN** (e.g., WiFi)
  - 54 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 altitude

# roadmap

1.1 what is the Internet?

1.2 network edge

- end systems, access networks, links

1.3 network core

- packet switching, circuit switching, network structure

1.4 delay, loss, throughput in networks

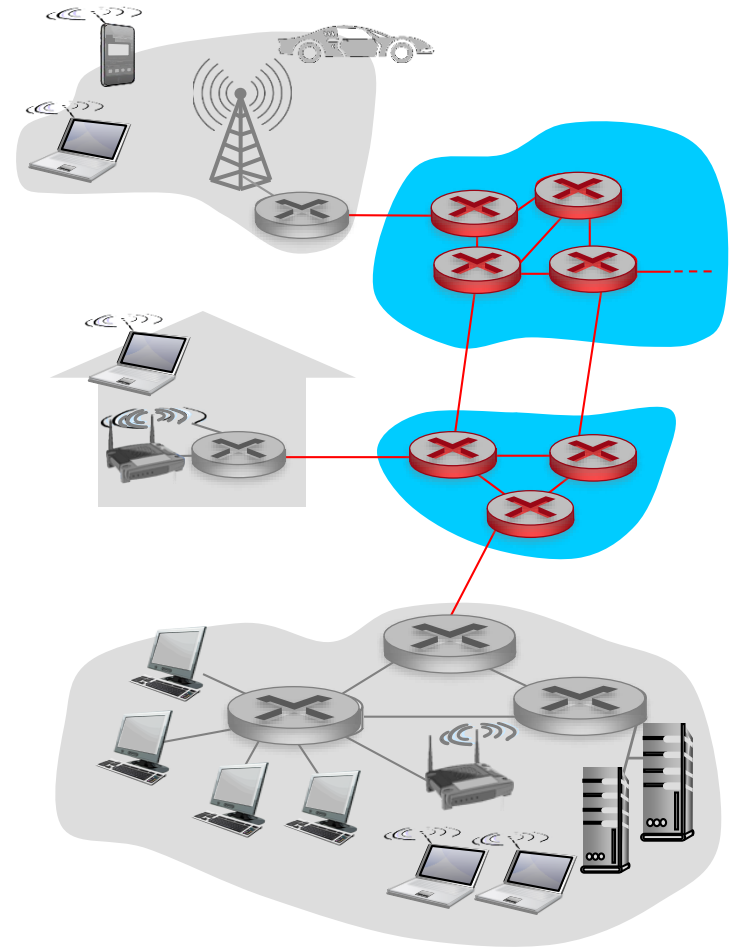
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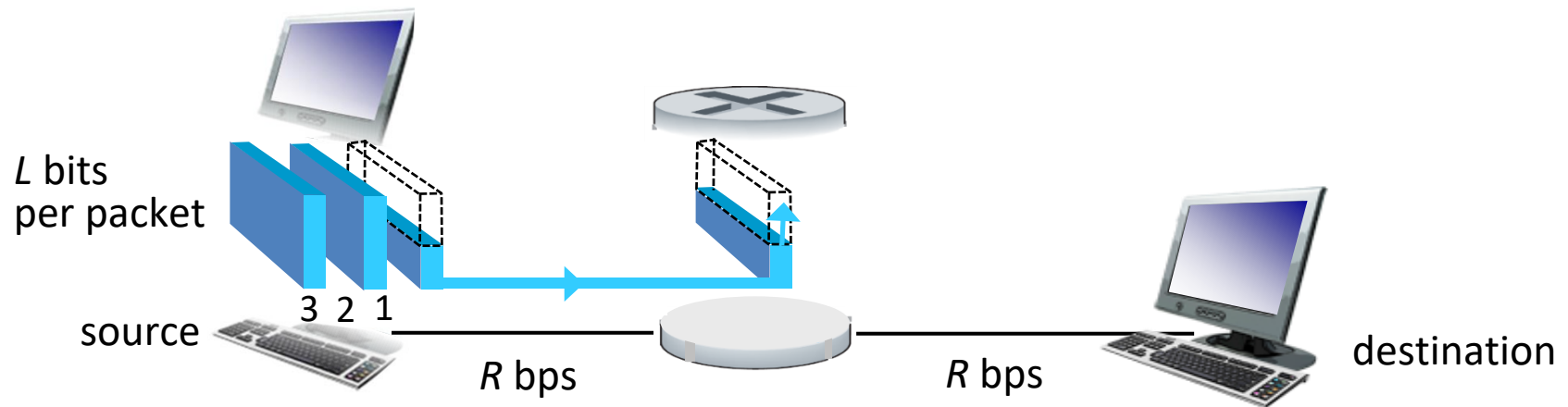
# The network core

- mesh of interconnected routers
- packet-switching: hosts break application-layer messages into *packets*
  - forward packets from one router to the next, across links on path from source to destination
  - each packet transmitted at full link capacity





# Packet-switching: store-and-forward



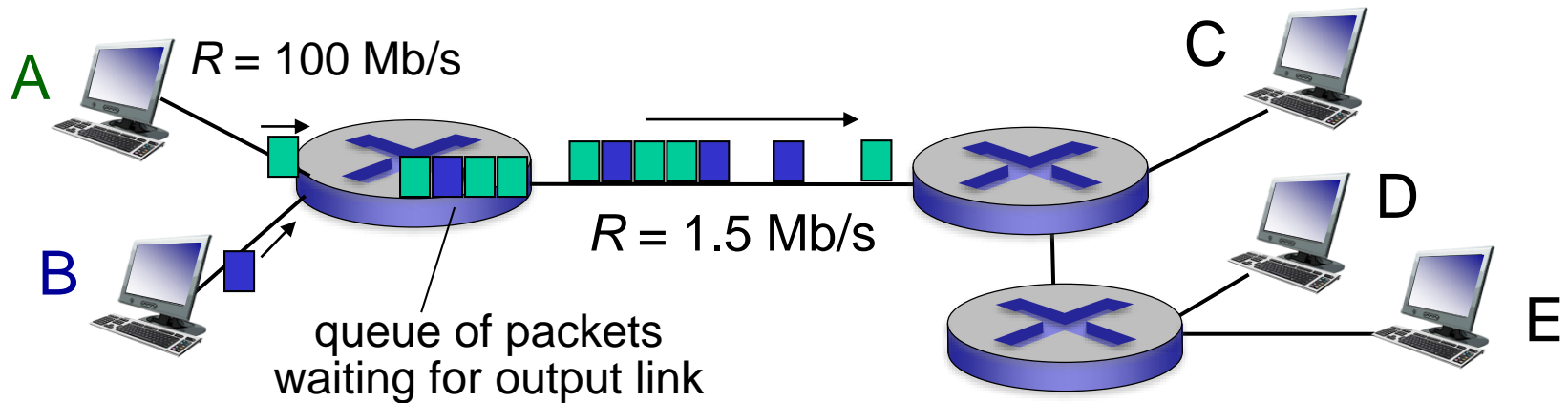
- takes  $L/R$  seconds to transmit (push out)  $L$ -bit packet into link at  $R$  bps
- *store and forward*: entire packet must arrive at router before it can be transmitted on next link
- end-end delay =  $2L/R$  (assuming zero propagation delay)

*one-hop numerical example:*

- $L = 7.5$  Mbits
- $R = 1.5$  Mbps
- one-hop transmission delay = 5 sec

} more on delay shortly ...

# Packet Switching: queueing delay, loss



## queuing and loss:

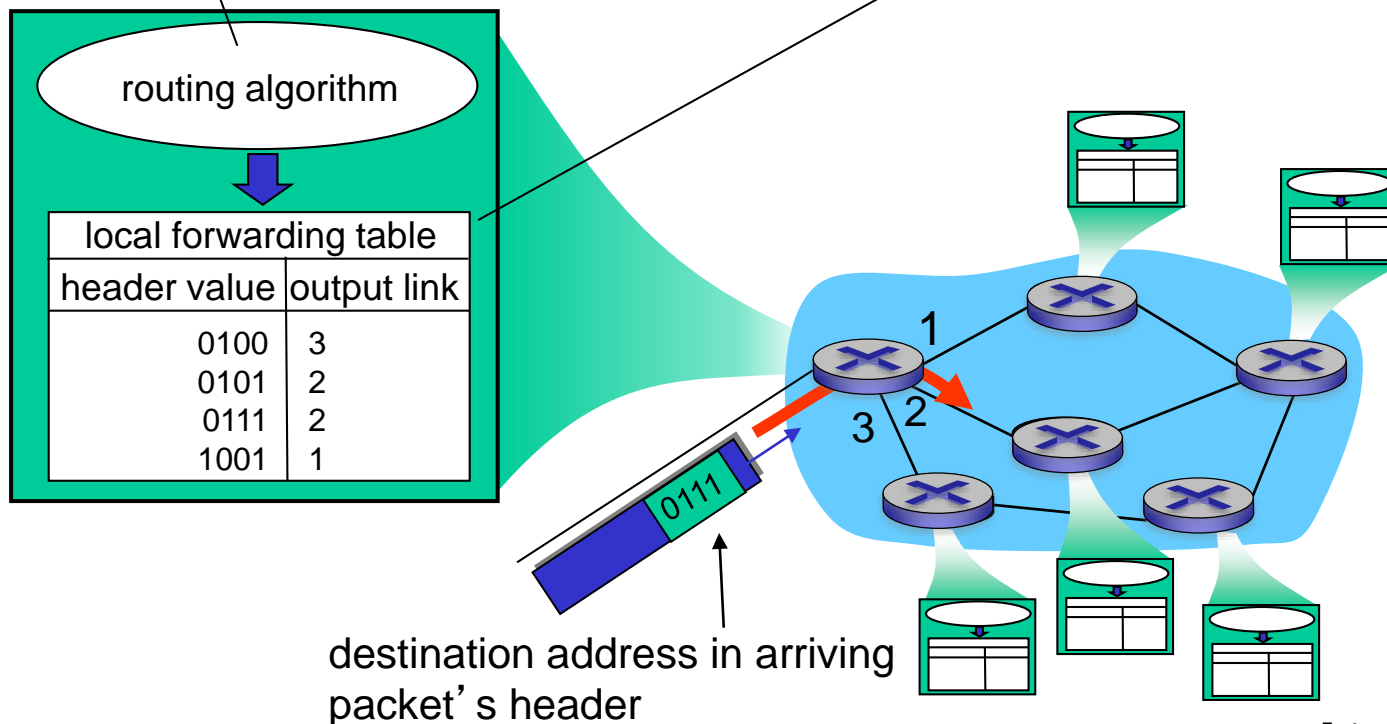
- if arrival rate (in bits) to link exceeds transmission rate of link for a period of time:
  - packets will queue, wait to be transmitted on link
  - packets can be dropped (lost) if memory (buffer) fills up

# Two key network-core functions

**routing:** determines source-destination route taken by packets

- *routing algorithms*

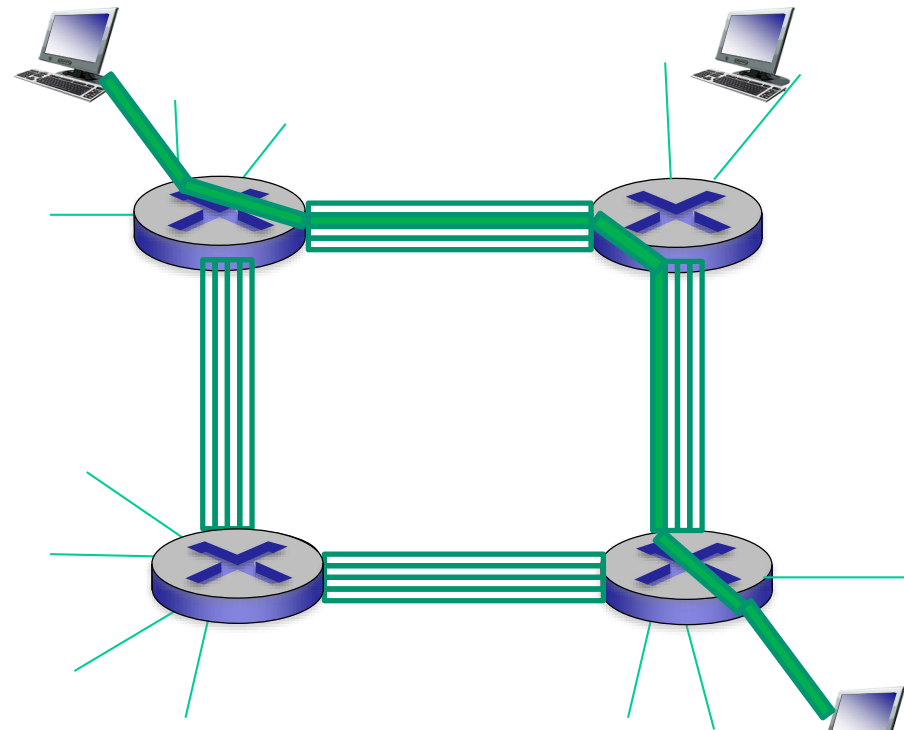
**forwarding:** move packets from router's input to appropriate router output



# Alternative core: 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

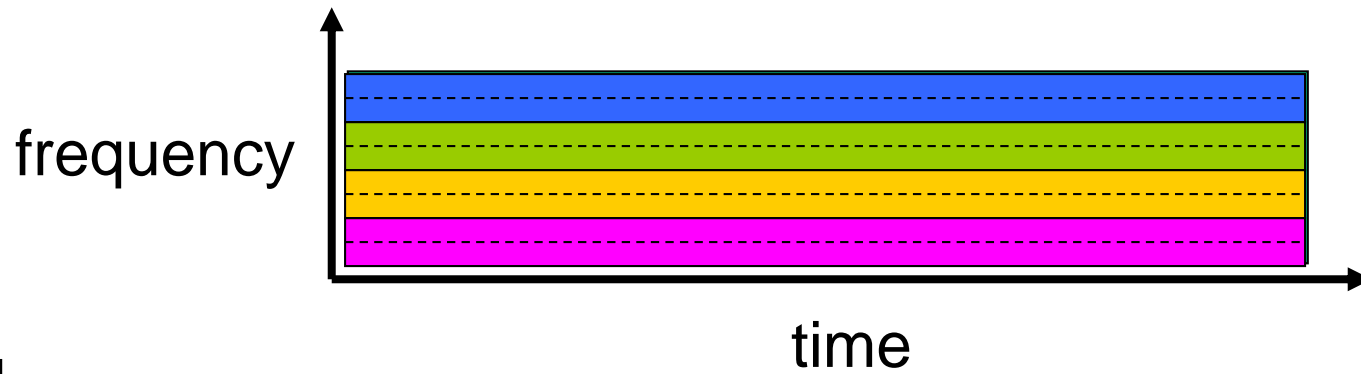


# Circuit switching: FDM versus TDM

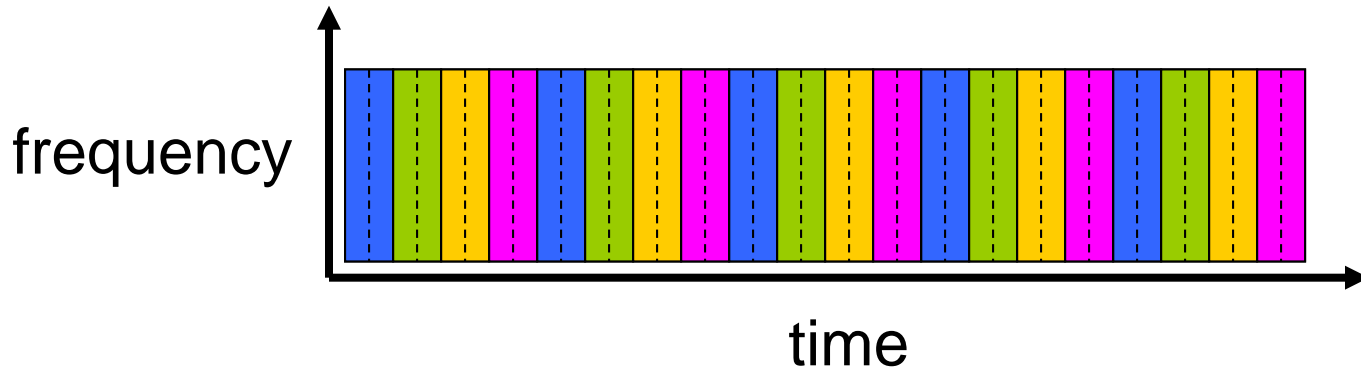
FDM

Example:

4 users



TDM



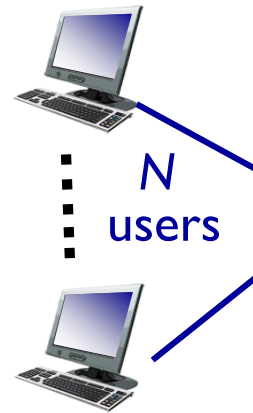
# Packet switching versus circuit switching

*packet switching allows more users to use network!*

$$P(x) = \binom{n}{x} p^x q^{n-x}$$

example:

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



Probability of success on a single trial	0.1
Number of trials	35
Number of successes (x)	10
Binomial probability: $P(X = x)$	0.00131791279
Cumulative probability: $P(X < x)$	0.99825778961
Cumulative probability: $P(X \leq x)$	0.9995757024
Cumulative probability: $P(X > x)$	0.0004242976
Cumulative probability: $P(X \geq x)$	0.00174221039

\* Check out the online interactive exercises for more examples: [http://gaia.cs.umass.edu/kurose\\_ross/interactive/](http://gaia.cs.umass.edu/kurose_ross/interactive/)

# 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 (chapter 7)

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

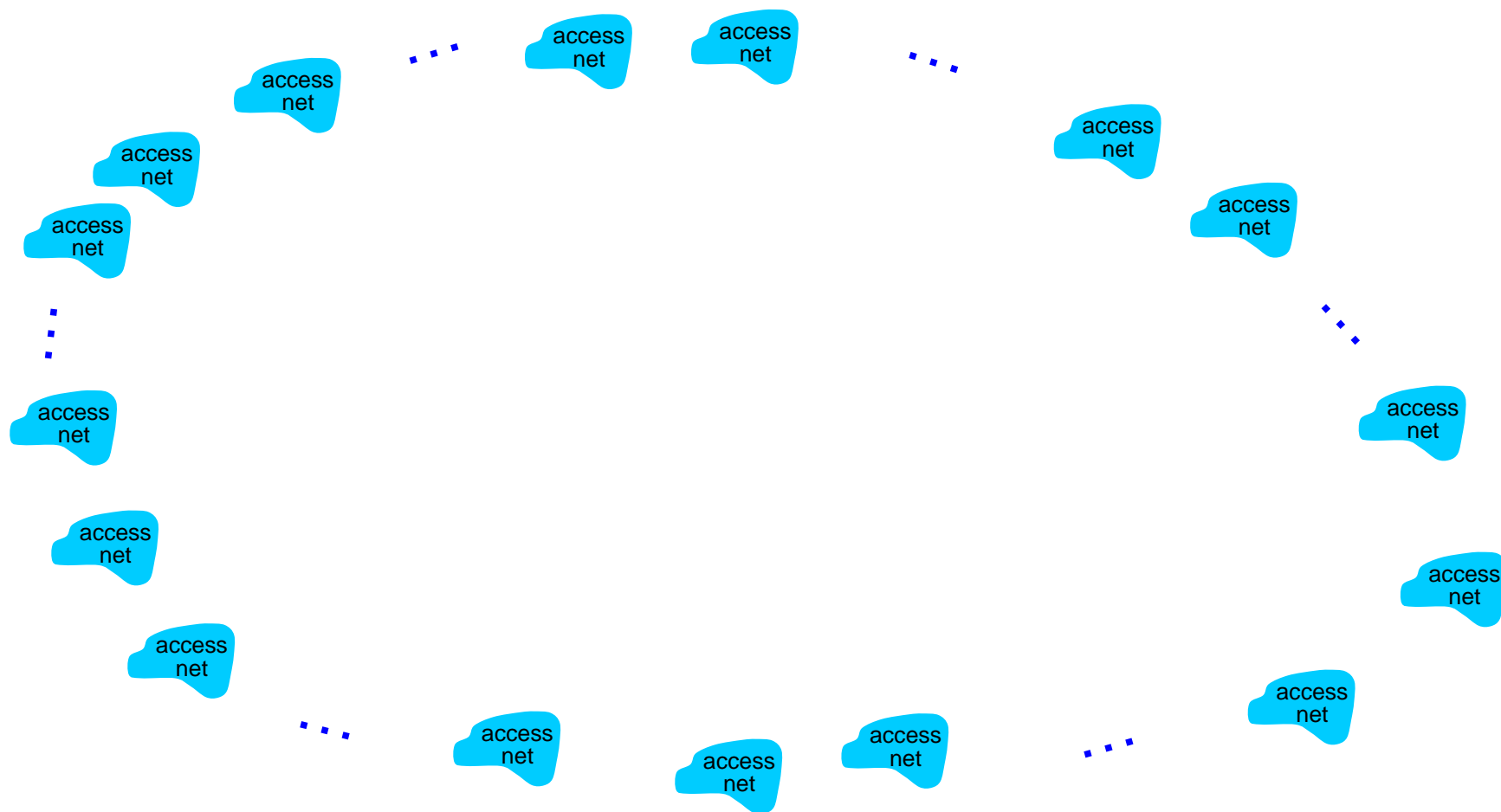
# Internet structure: network of networks

- 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



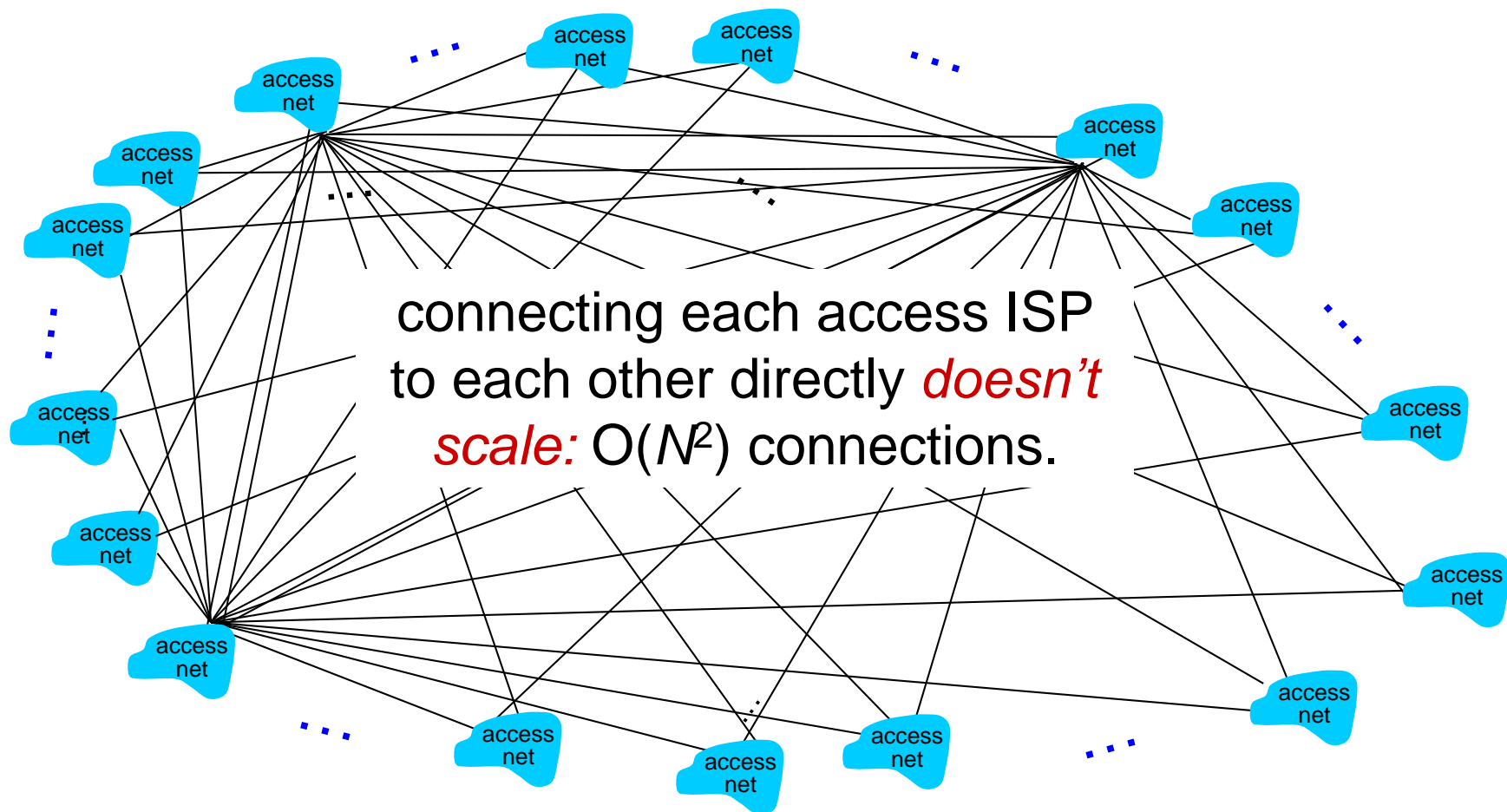
# Internet structure: network of networks

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



# Internet structure: network of networks

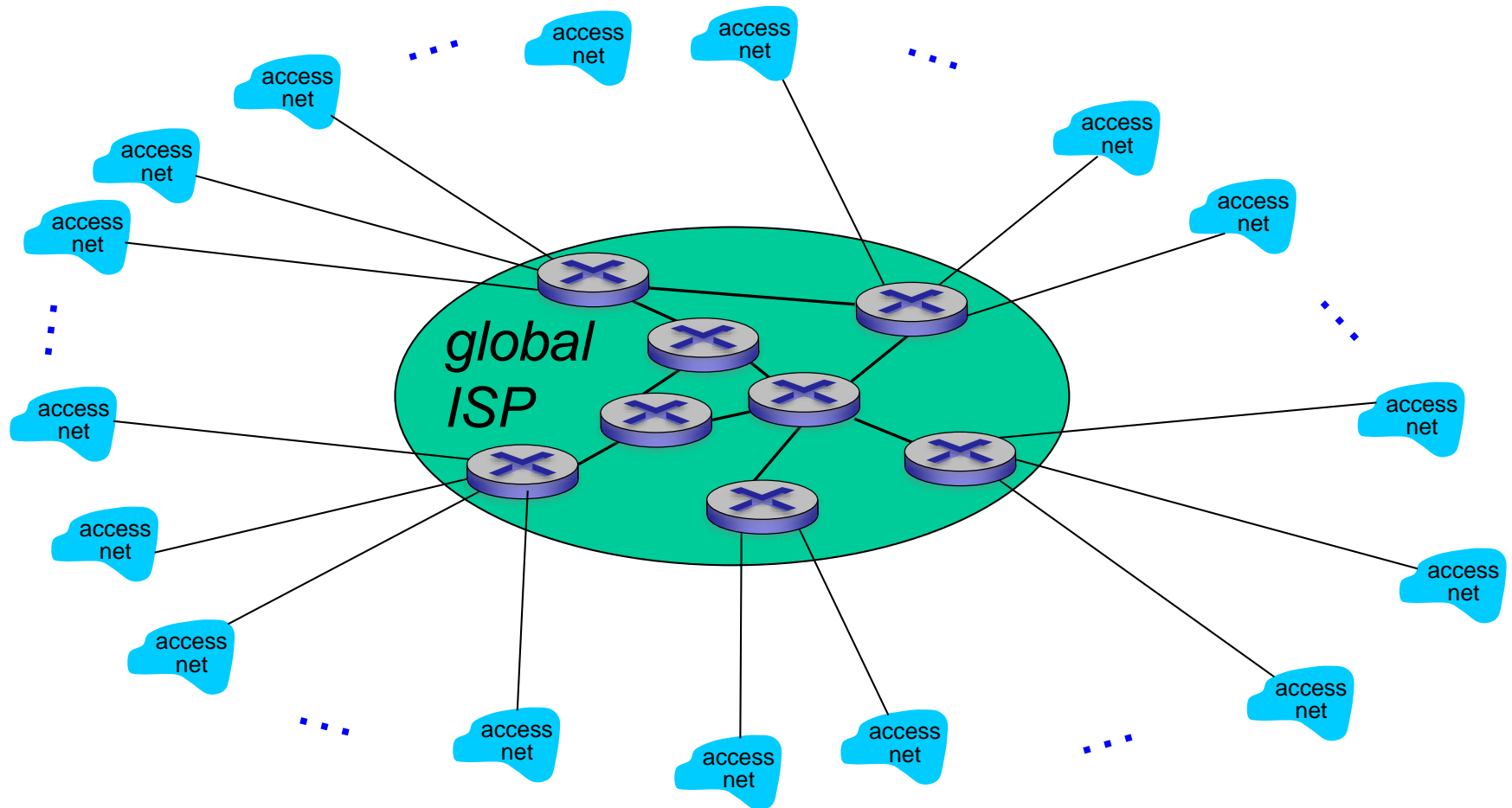
*Option:* connect each access ISP to every other access ISP?



# Internet structure: network of networks

*Option:* connect each access ISP to one global transit ISP?

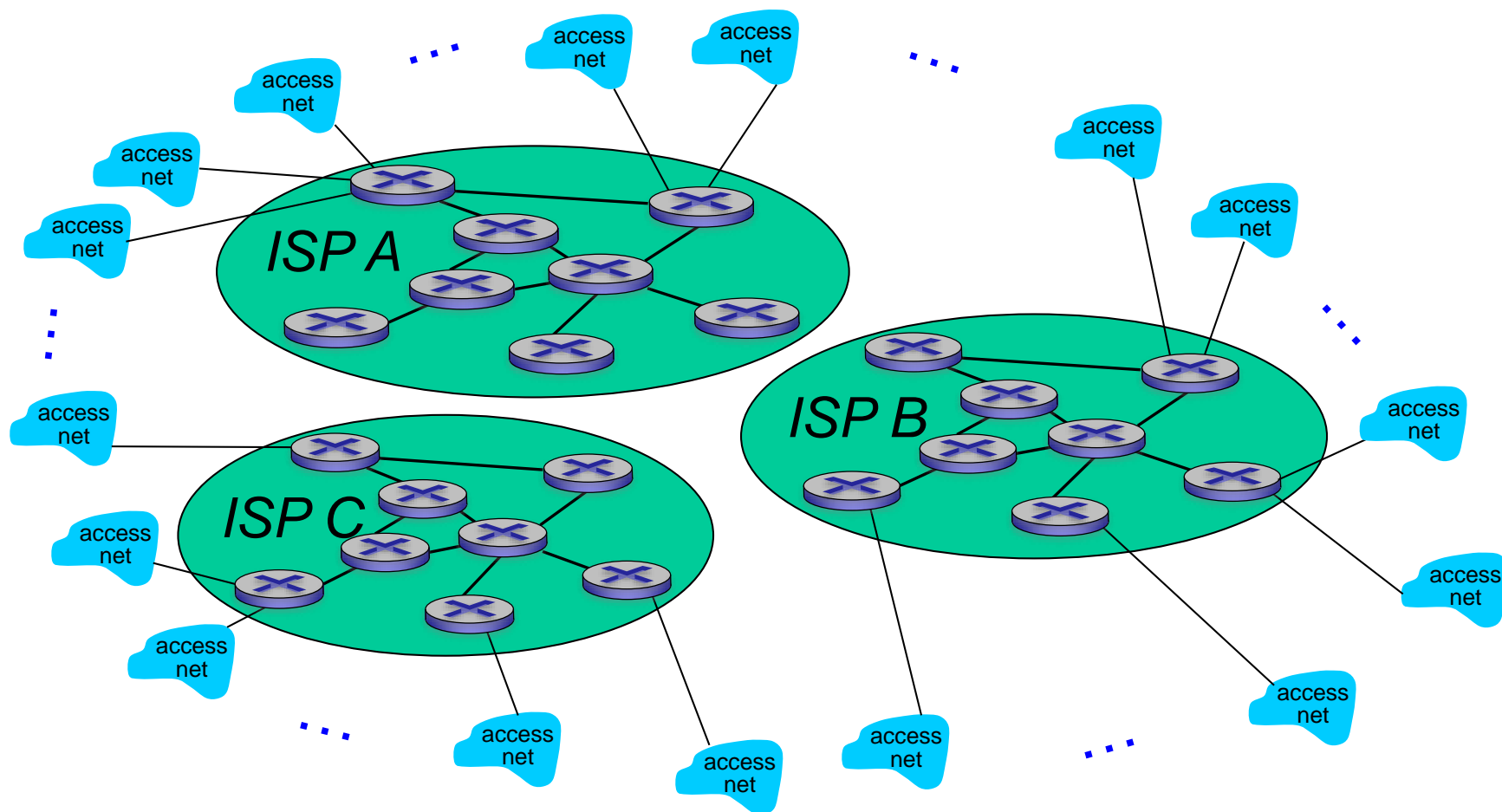
*Customer* and *provider* ISPs have economic agreement.



# Internet structure: network of networks

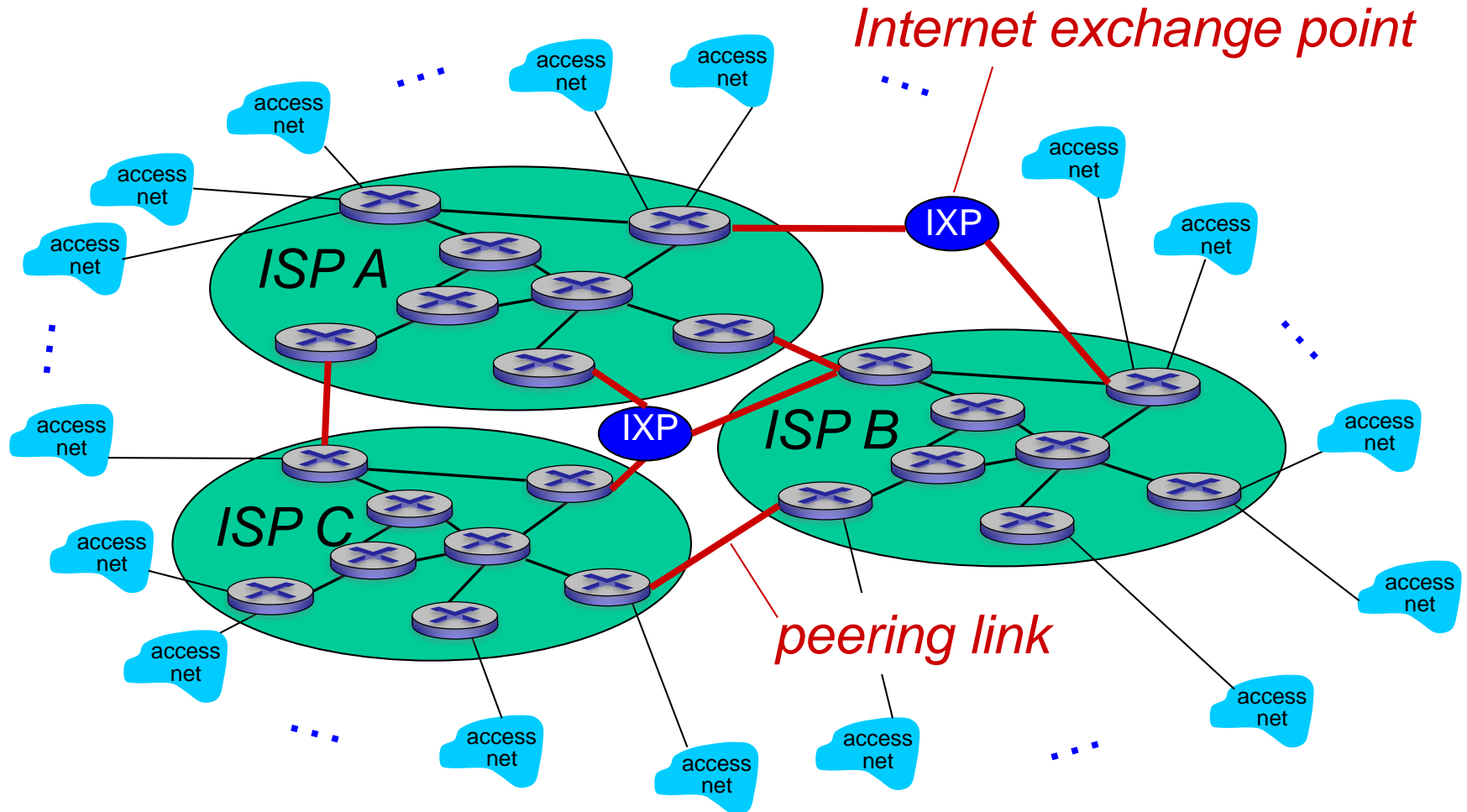
But if one global ISP is viable business, there will be competitors

....



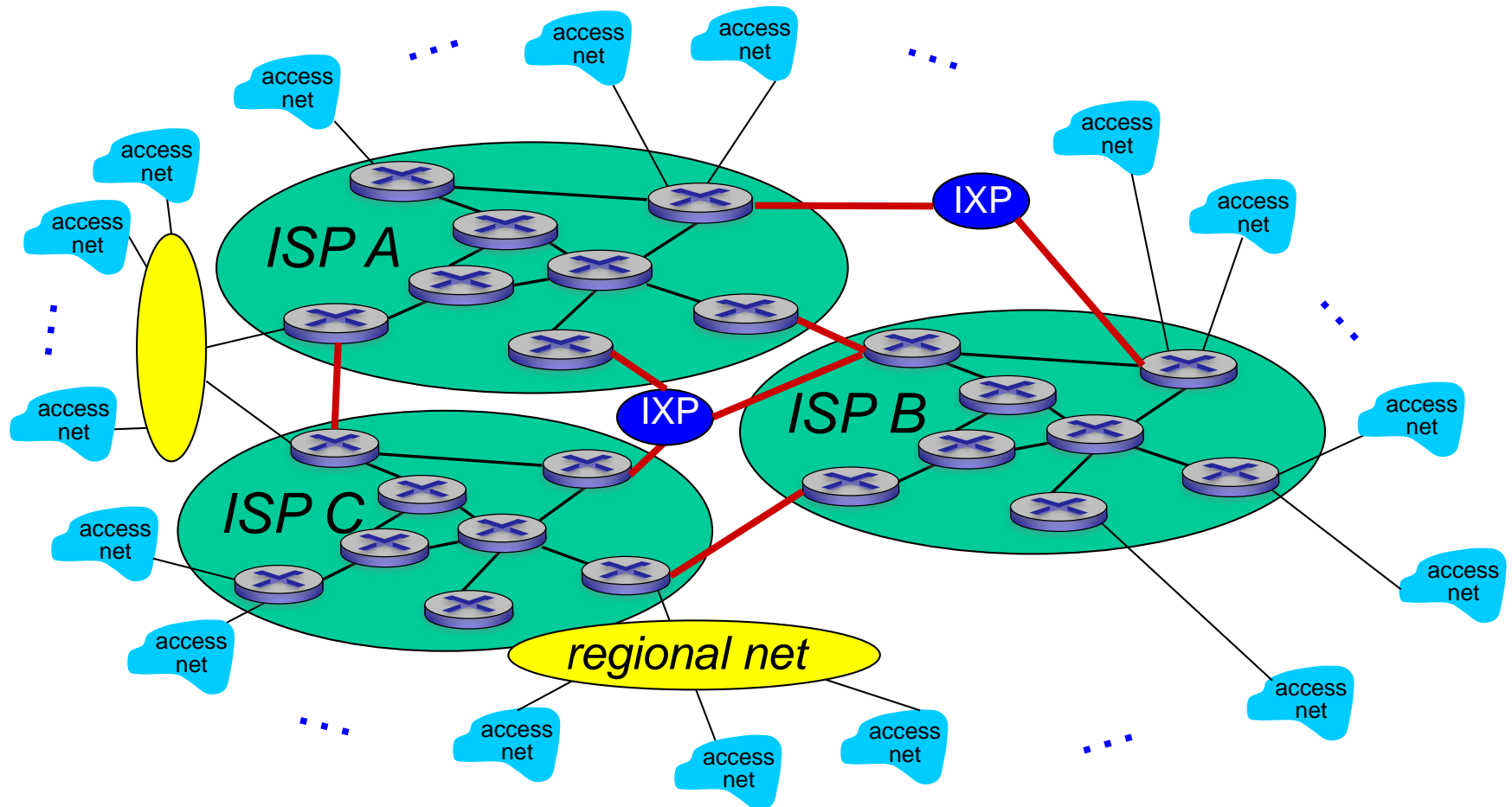
# Internet structure: network of networks

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



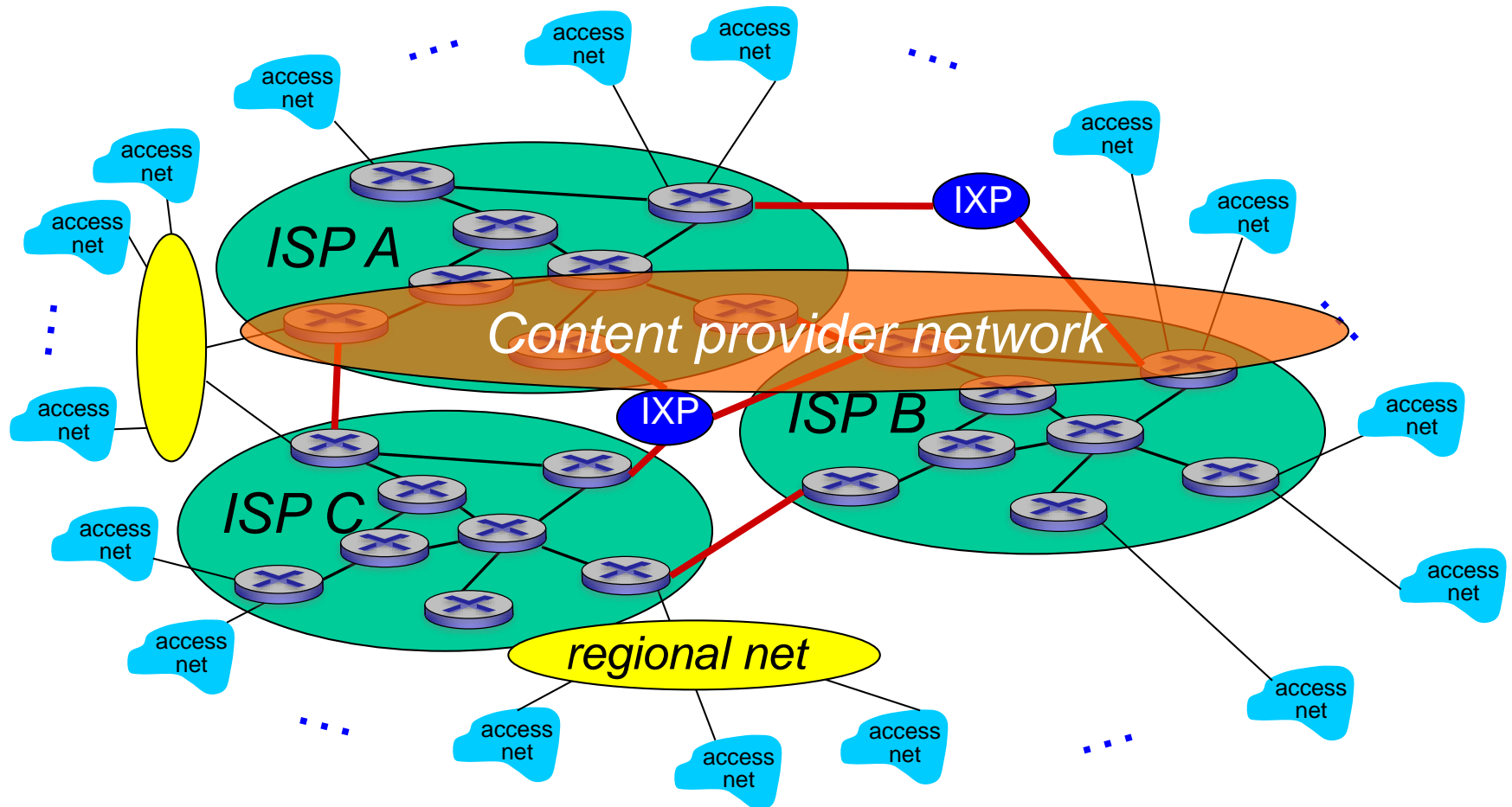
# Internet structure: network of networks

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

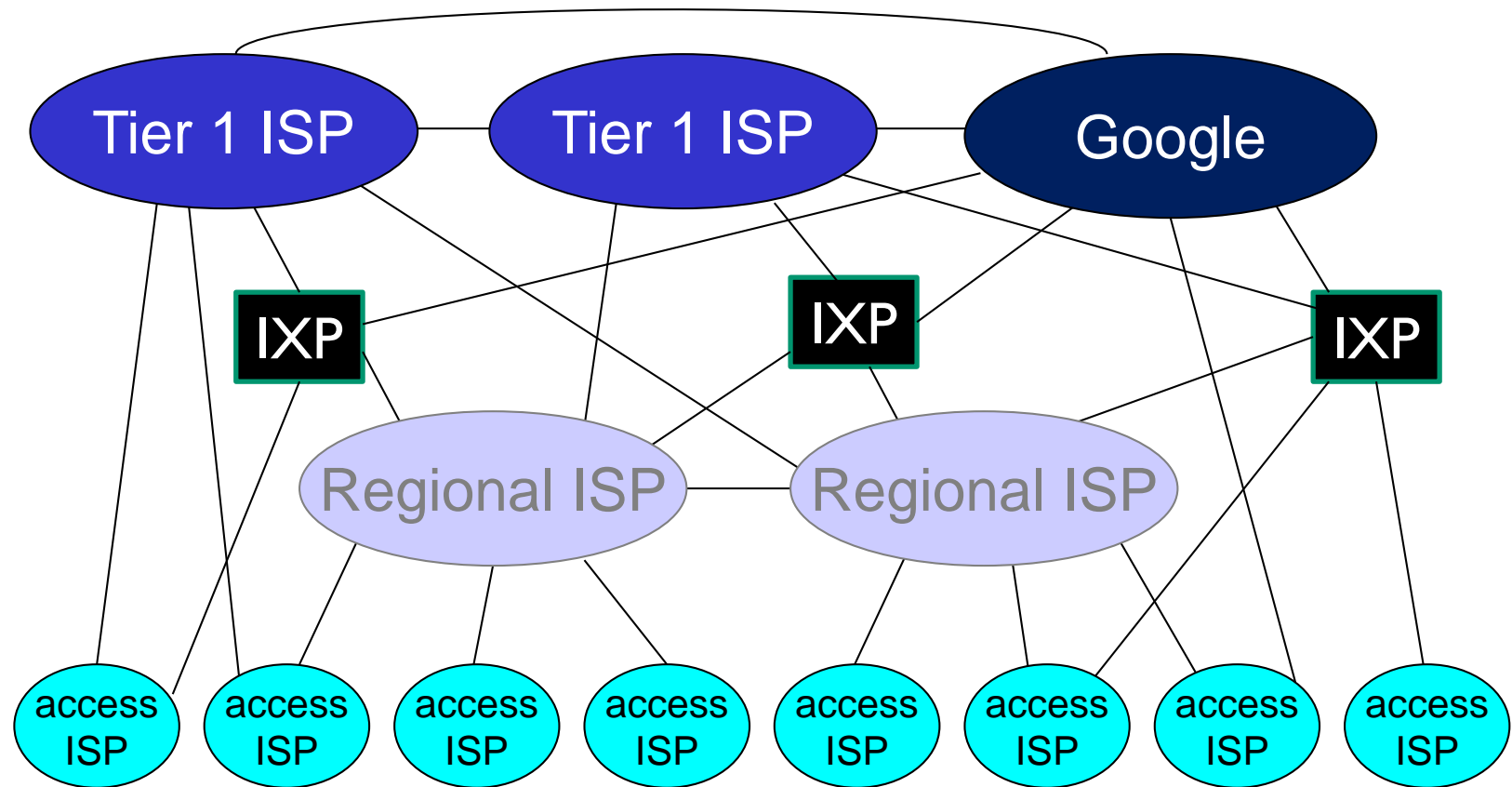


# Internet structure: network of networks

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



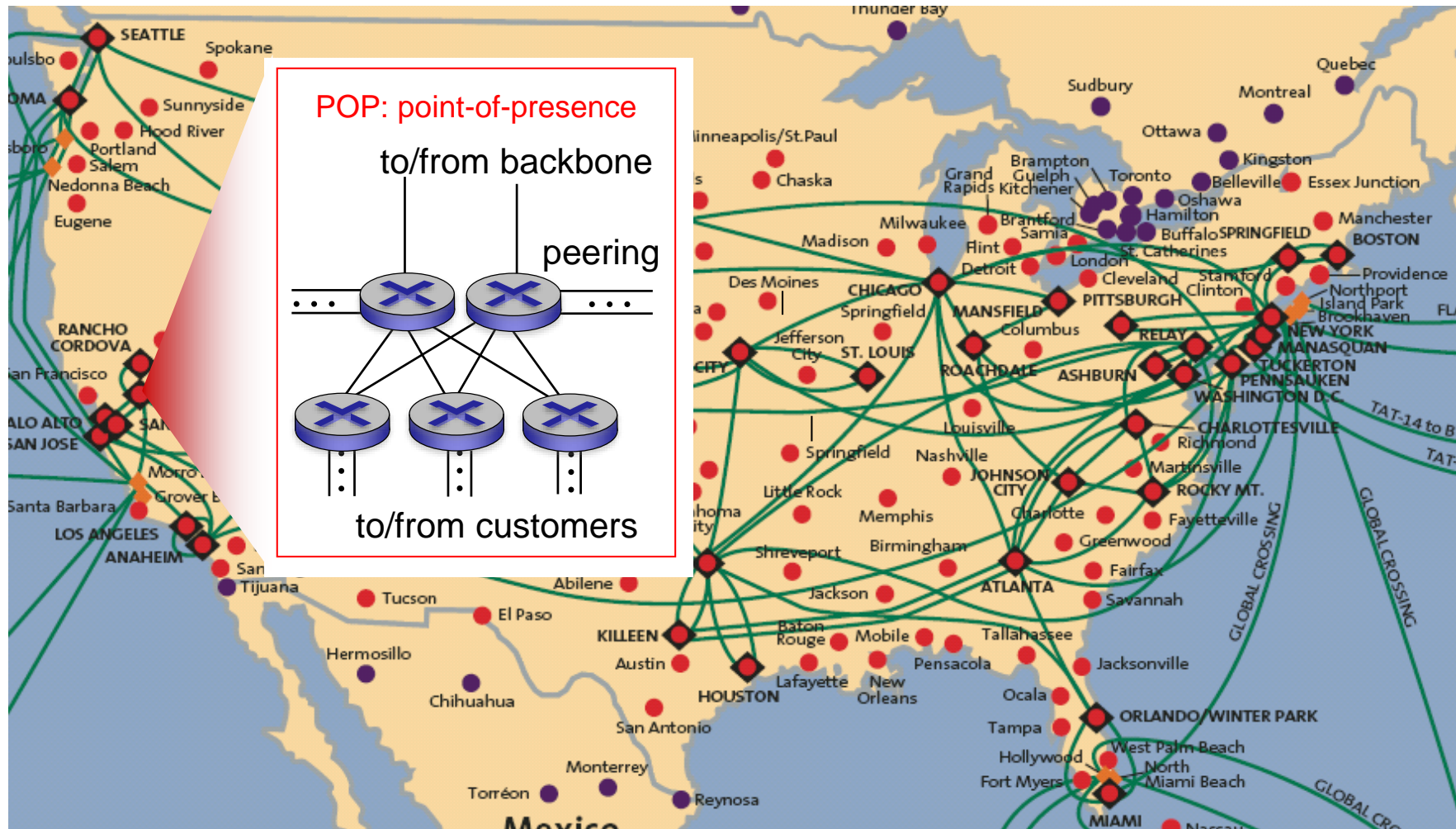
# Internet structure: network of networks



- at center: small # of well-connected large networks
  - “tier-1” commercial ISPs (e.g., Level 3, Sprint, AT&T, NTT), 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-1 ISP: e.g., Sprint



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