CS 352
The Application Layer

Lecture 3.1, Spring 2020

http://www.cs.rutgers.edu/~sn624/352

Srinivas Narayana

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Application-layer Protocol

- Types of messages exchanged,
  - e.g., request, response
- Message format:
  - Syntax: what fields in messages & how fields are delineated
  - Semantics: meaning of information in fields
- Actions: when and how processes send & respond to messages

Public-domain protocols:

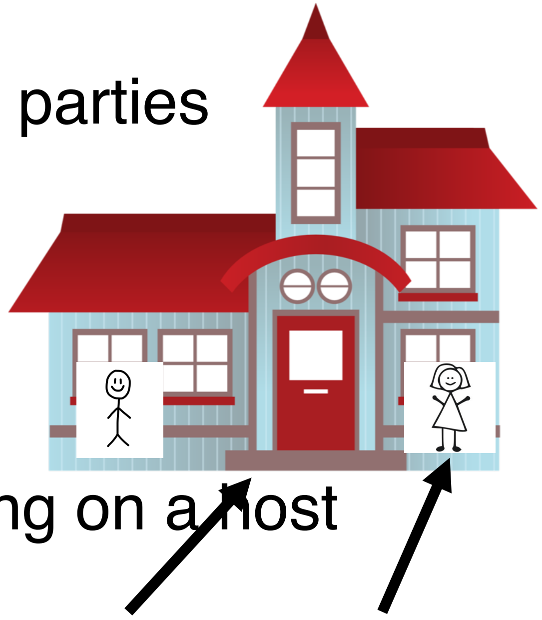
- defined in RFCs
- allows for interoperability
- e.g., HTTP, SMTP

Proprietary protocols:

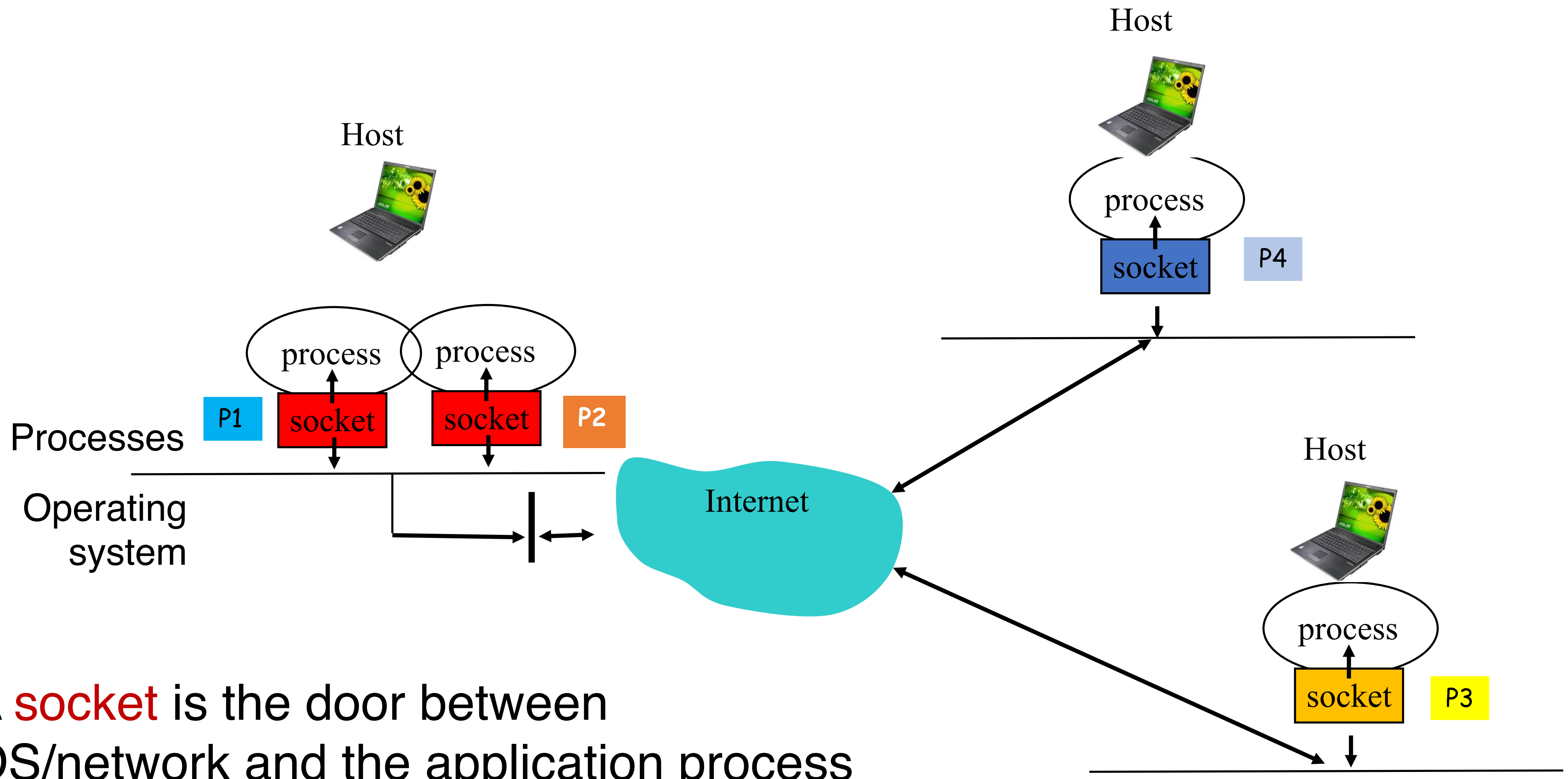
- e.g., Skype

Application Addresses

- We usually think of an application executing on a single endpoint
- However, applications can reside on, say, 2 different endpoints connected by a network
- In order to communicate, need to identify the communicating parties
  - Telephone network: phone number (10 digits)
- Computer network: IP address
  - IPv4 (32 bits) 128.6.24.78
  - IPv6 (128 bits) 2001:4000:A000:C000:6000:B001:412A:8000
- Suppose there is more than one networked program executing on a host
  - In addition to host address, we need one more address
  - "Which Program to talk to?"
- The identity for an application: port number (+ IP addr)

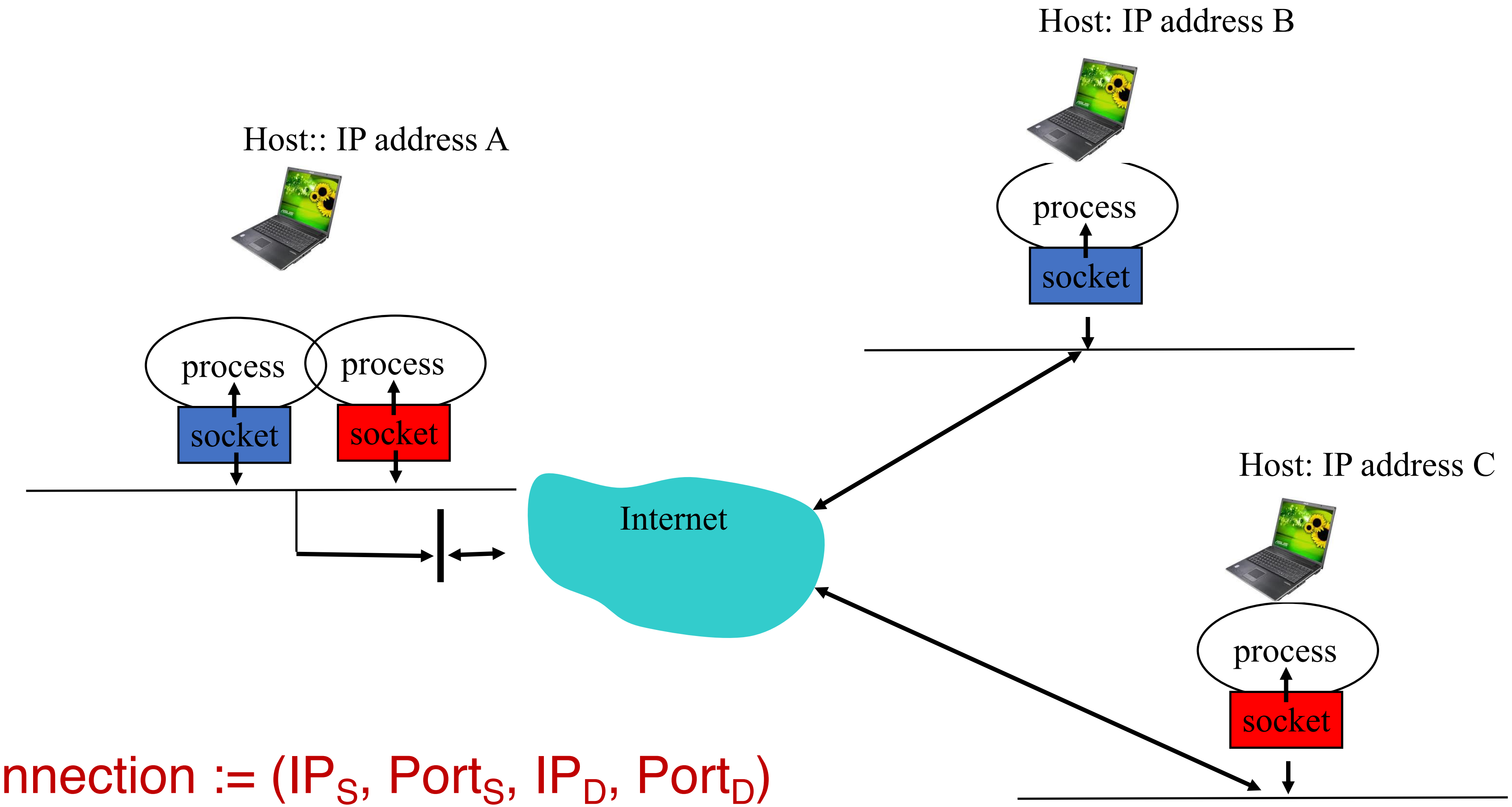


IP address & port number



A socket is the door between
OS/network and the application process
The application's programming interface to the network

An app-layer connection is a 4-tuple



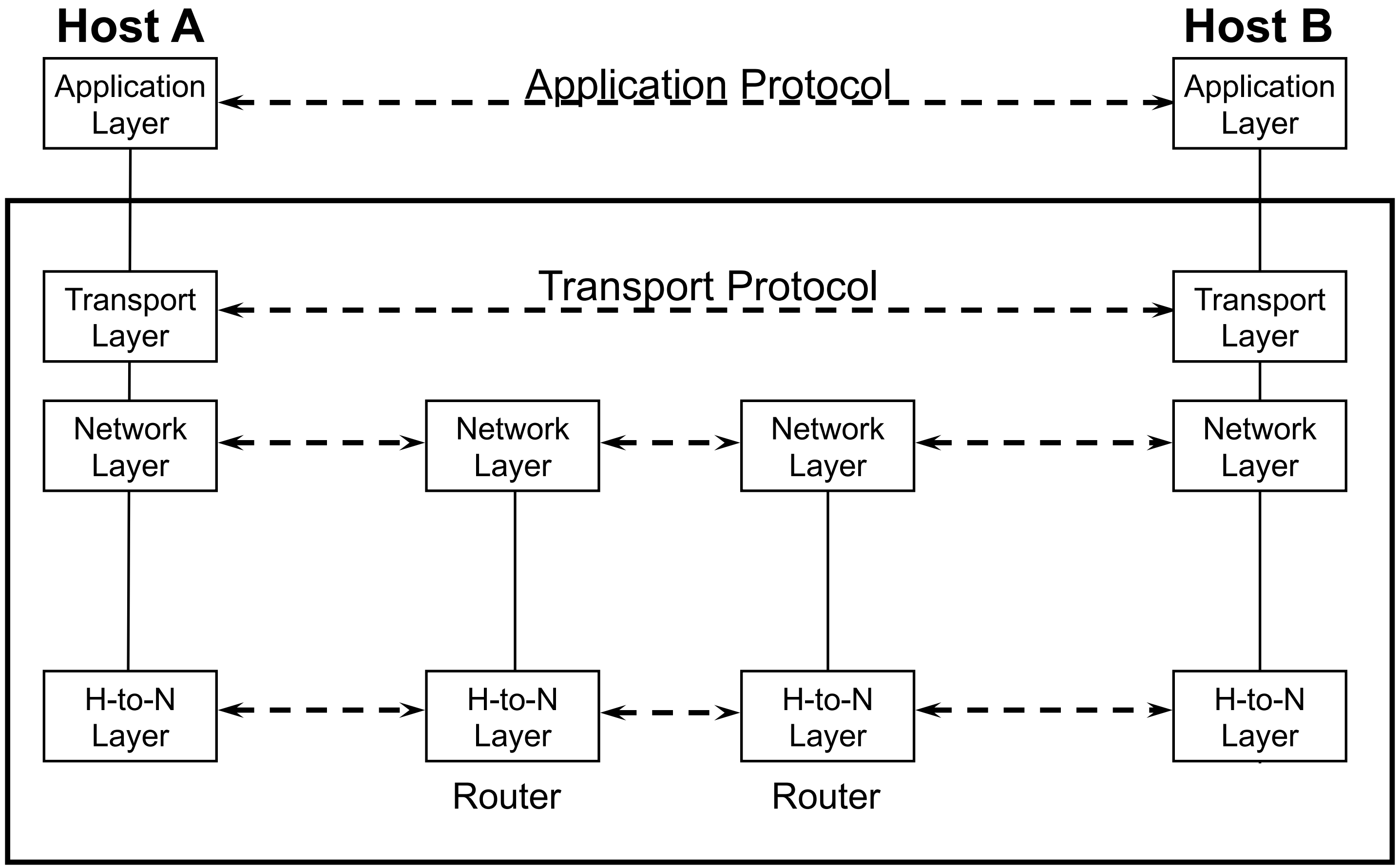
Connection := (IP_S, $Port_S$, IP_D, $Port_D$)

(S = source, D = destination)

App-layer connections

- A small demo

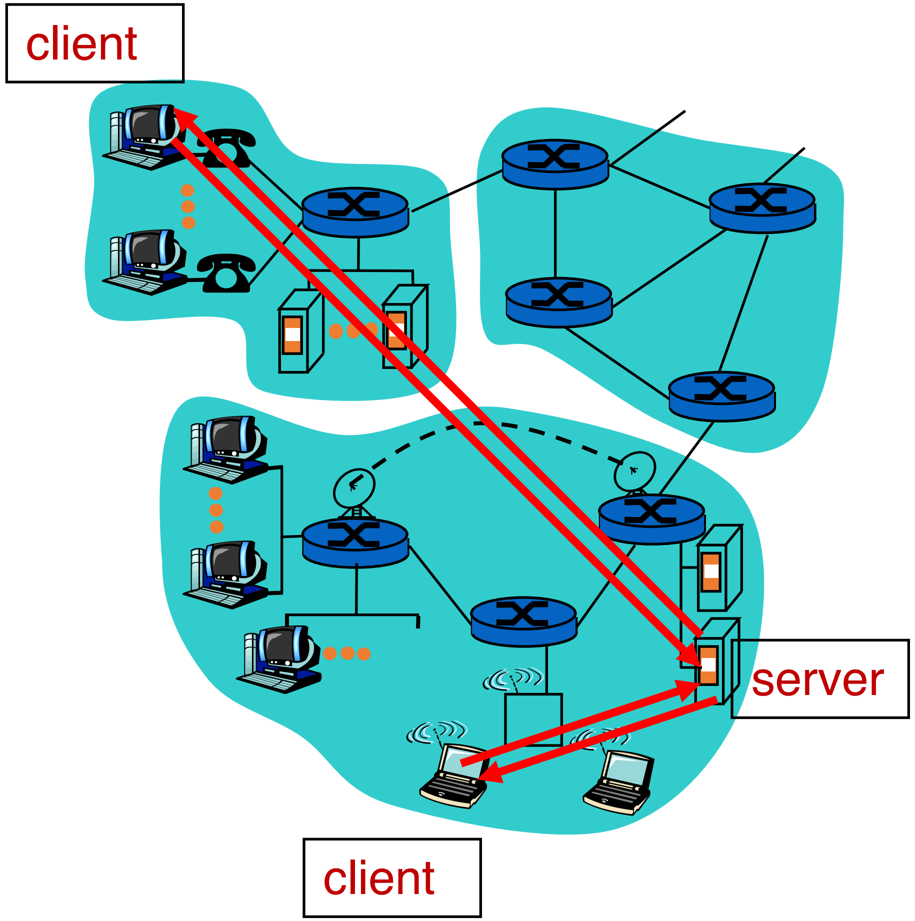
Recall: Apps rely on services by lower layers



Within the operating system of respective entity

Common Architectures of Applications

Client-server architecture



Server:

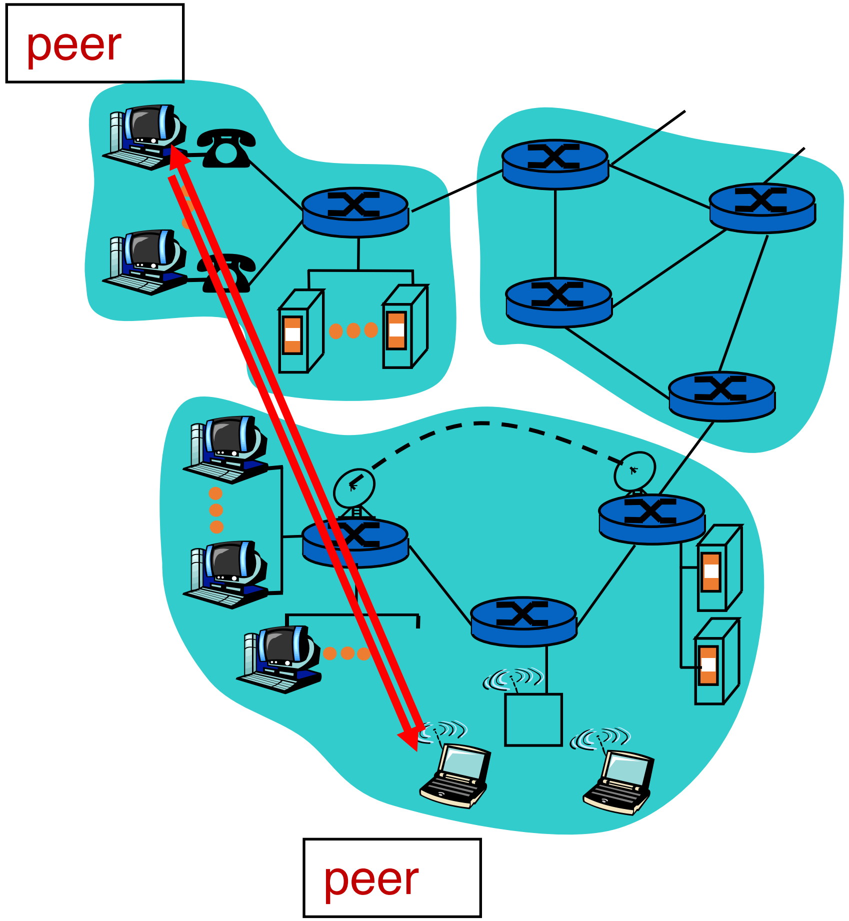
- always-on endpoint
- “permanent” IP address
- server farms (“data centers”) for scaling

Clients:

- communicate with server
- may be intermittently connected
- may have dynamic IP addresses
- do not communicate directly with each other

- The web (HTTP) works this way.
- Many mobile apps work this way (e.g., Instagram)

Peer-to-peer (P2P) architecture



- Peers:
  - Intermittently connected hosts
  - Directly talking to each other
- Little to no reliance on always-up servers
  - Examples: BitTorrent, Skype
- Today, many applications use a hybrid model
  - Example: Skype “supernodes”

Going forward: A few applications

- Domain Name System
- The web: HTTP
- Mail
- File transfer

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Domain Name System

Lecture 3.2, Spring 2020

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“You have my name. Can you lookup my address?”

Domain Name System (DNS)

- Problem statement:
  - Average brain can easily remember 7 digits for a few names
  - On average, IP addresses have 12 digits
  - We need an easier way to remember IP addresses

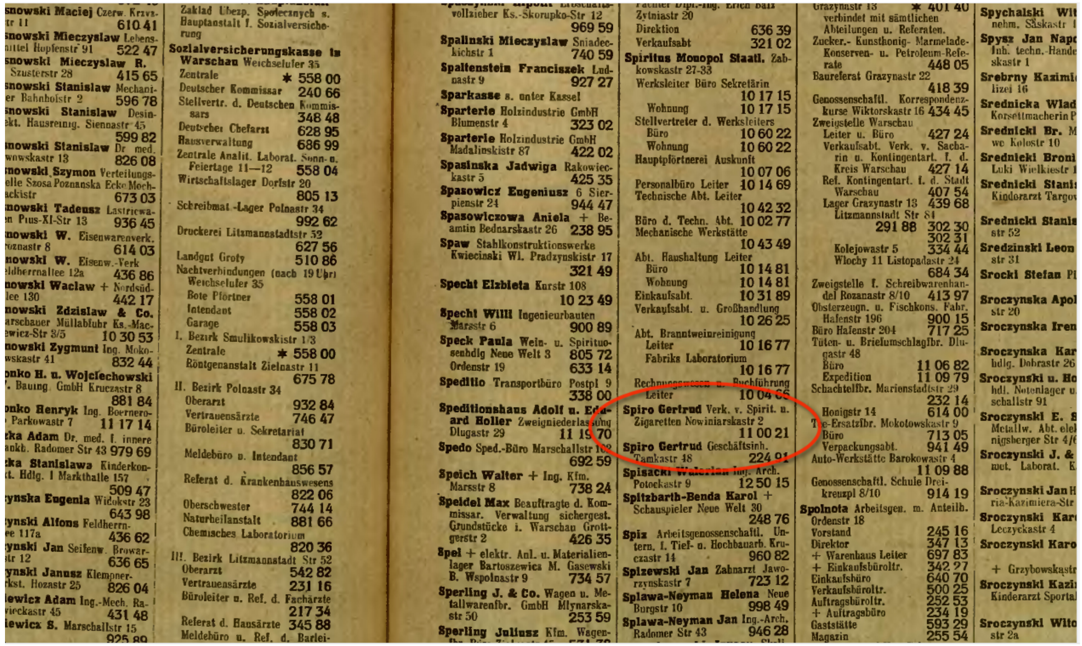
- Solution:
  - Use alphanumeric names to refer to hosts. Called host names or domain names
  - We need a directory: add a service to map between alphanumeric host names and binary IP addresses
  - We call this process Address Resolution

Types of Directories

- Directories map a *name* to an *address*
- Simplistic designs
  - Central directory
  - Ask everyone (e.g., flooding)
  - Tell everyone (e.g., push to a file like /etc/hosts)
- Scalable distributed designs
  - Hierarchical namespace (e.g., Domain Name System (DNS))
  - Flat name space (e.g., Distributed Hash Table)

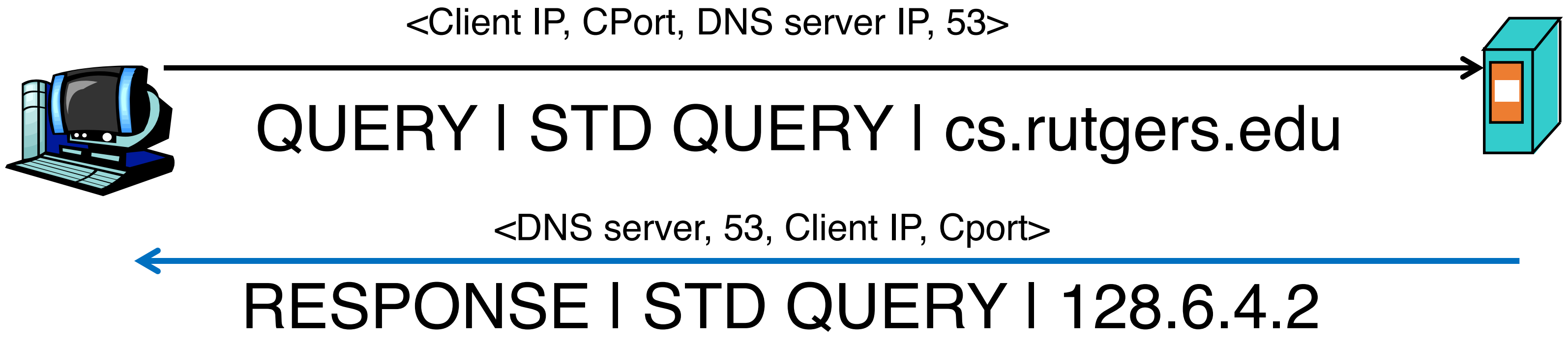
Simple DNS

- What if every host has a local directory?
- `/etc/hosts.txt`
  - How things worked in the early days of the Internet!
- What if hosts moved around? How do you keep this up to date?



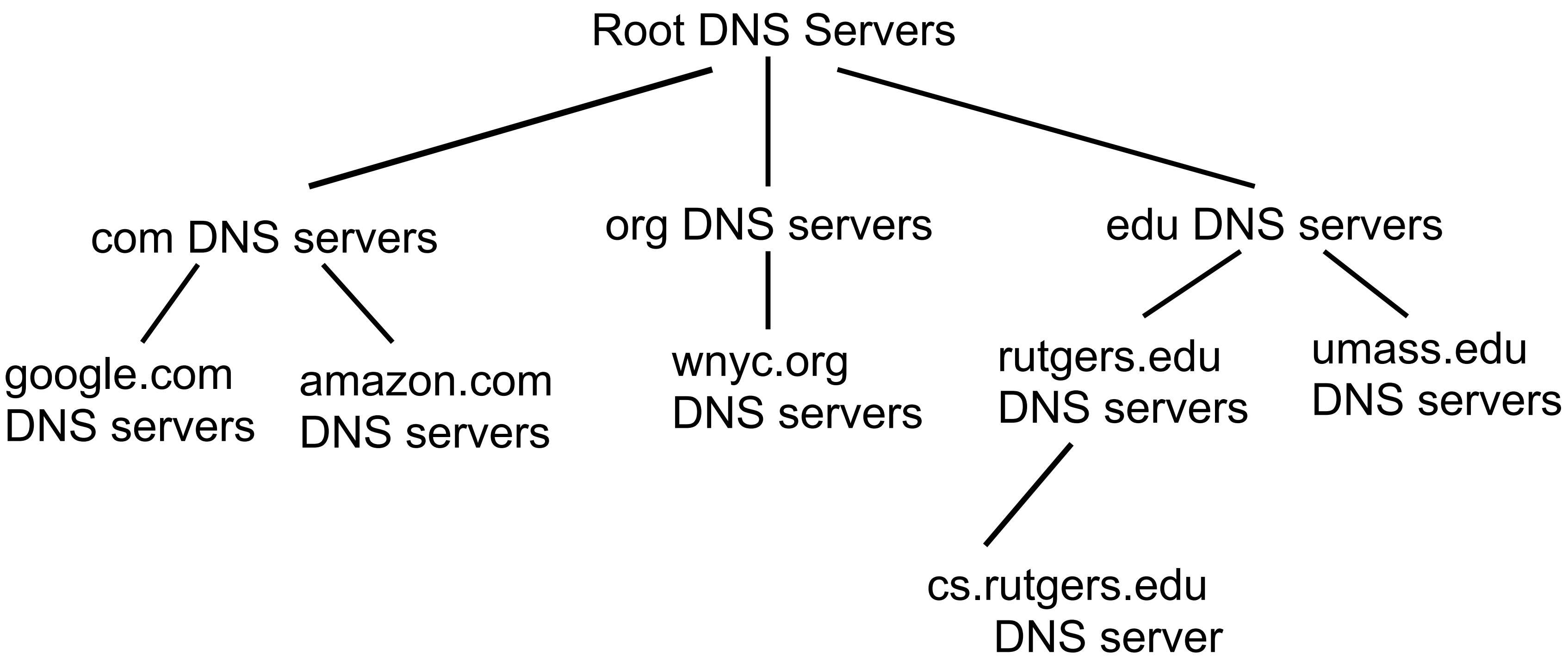
Simple DNS

DOMAIN NAME	IP ADDRESS
www.yahoo.com	98.138.253.109
cs.rutgers.edu	128.6.4.2
www.google.com	74.125.225.243
www.princeton.edu	128.112.132.86



- Key idea: Implement a server that looks up a table.
- Will this scale?
  - Every new host needs to be entered in this table
  - Performance: can the server serve billions of Internet users
  - Failure: what if the server or the database crashes?
  - How to secure this server?

Distributed and hierarchical database



RFC 1034: Distribution through hierarchy enables scaling

DNS Protocol

- Client and Server
- Client connects to Port 53 on server
- Assume DNS server IP known
- Two types of messages
  - Queries
  - Responses
- Type of Query (OPCODE) methods
  - Standard query (0x0)
    - Request domain name for a given IP address
  - Updates (0x5)
    - Provide a binding of IP address to domain name
- Each type has a common message format that follows the header

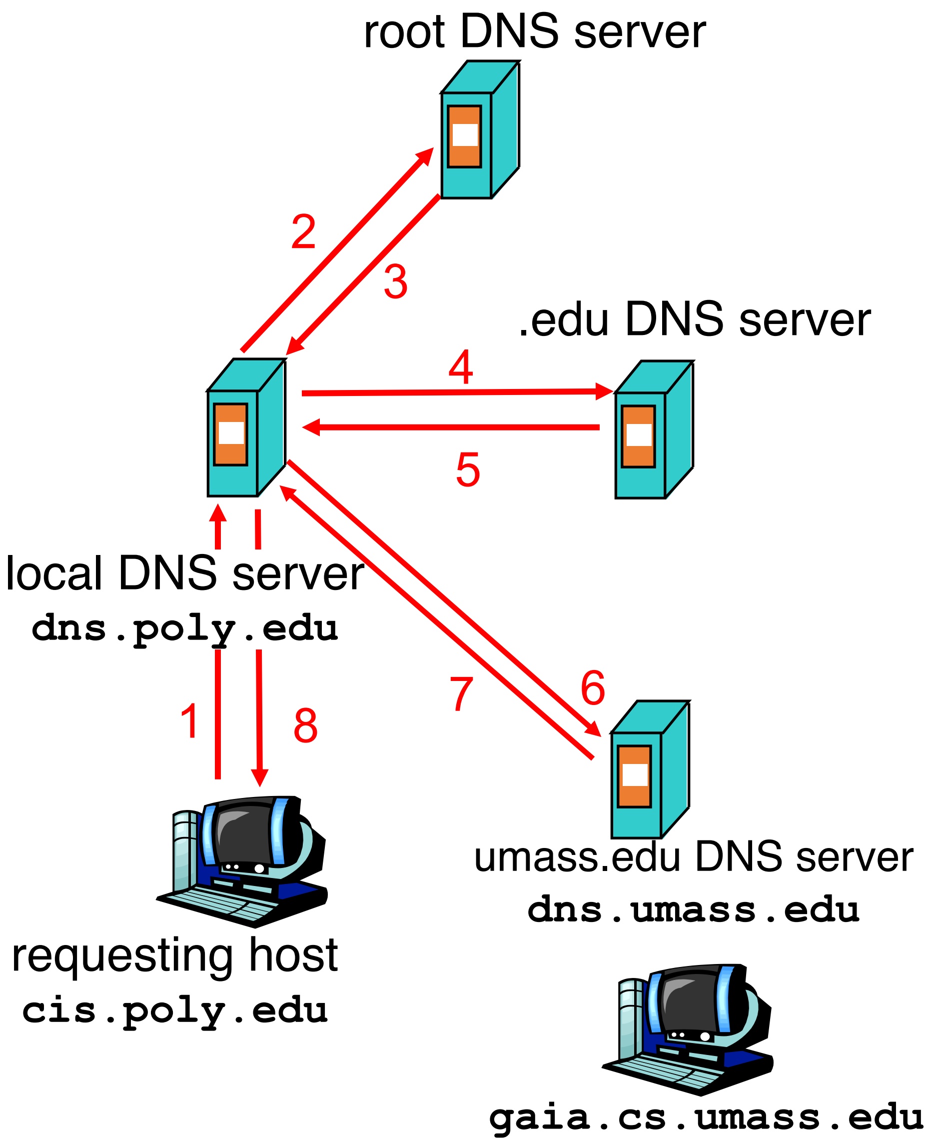
DNS Protocol

- When client wants to know an IP address for a host name
  - Client sends a DNS query to the “local” name server in its network
  - If name server contains the mapping, it returns the IP address to the client
  - Otherwise, the name server forwards the request to the root name server
  - The request works its way down the tree toward the host until it reaches a name server with the correct mapping

Example

- Host at cis.poly.edu wants IP address for gaia.cs.umass.edu

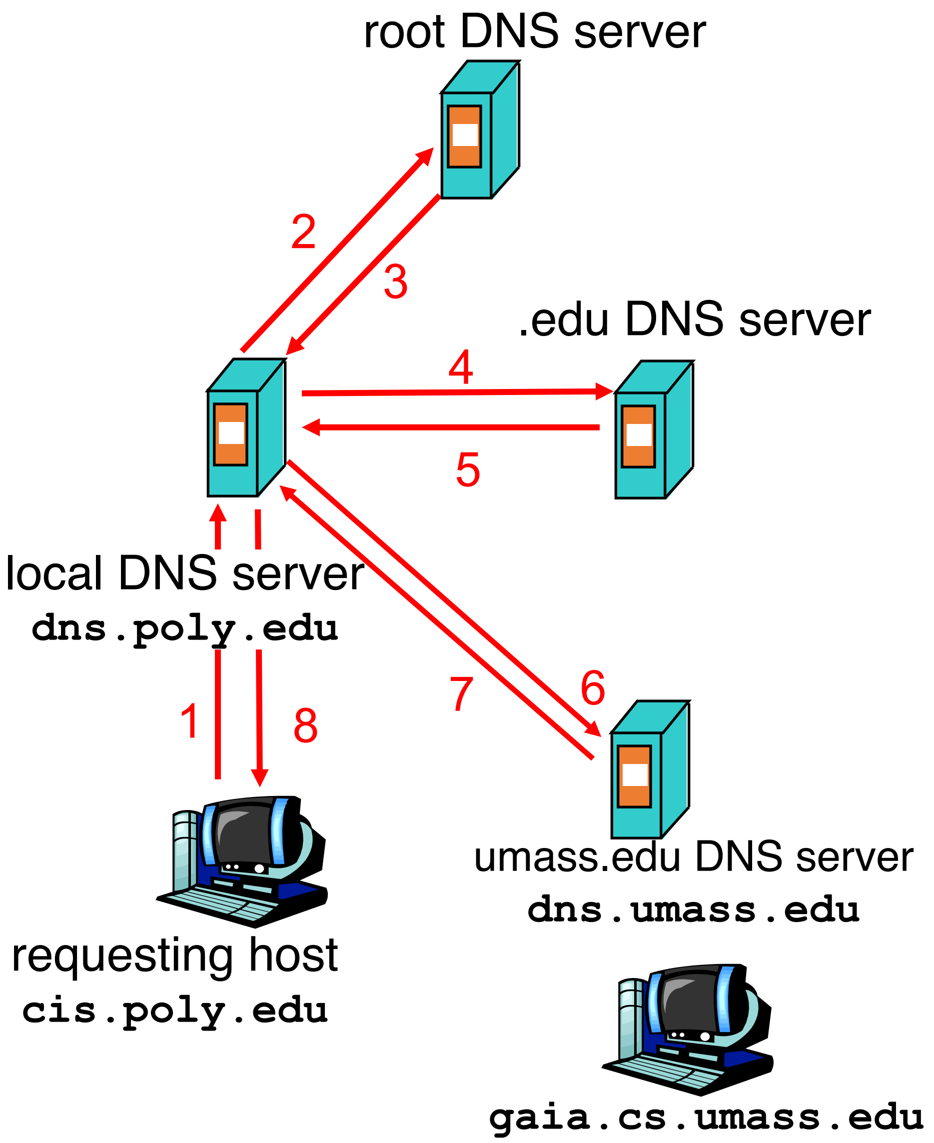
- Local DNS server
- Root DNS server
- TLD DNS server
- Authoritative DNS server



Query type

Iterative query:

- Contacted server replies with name of server to contact
- "I don't know this name, but ask this server"
- Queries are iterative for the local DNS server



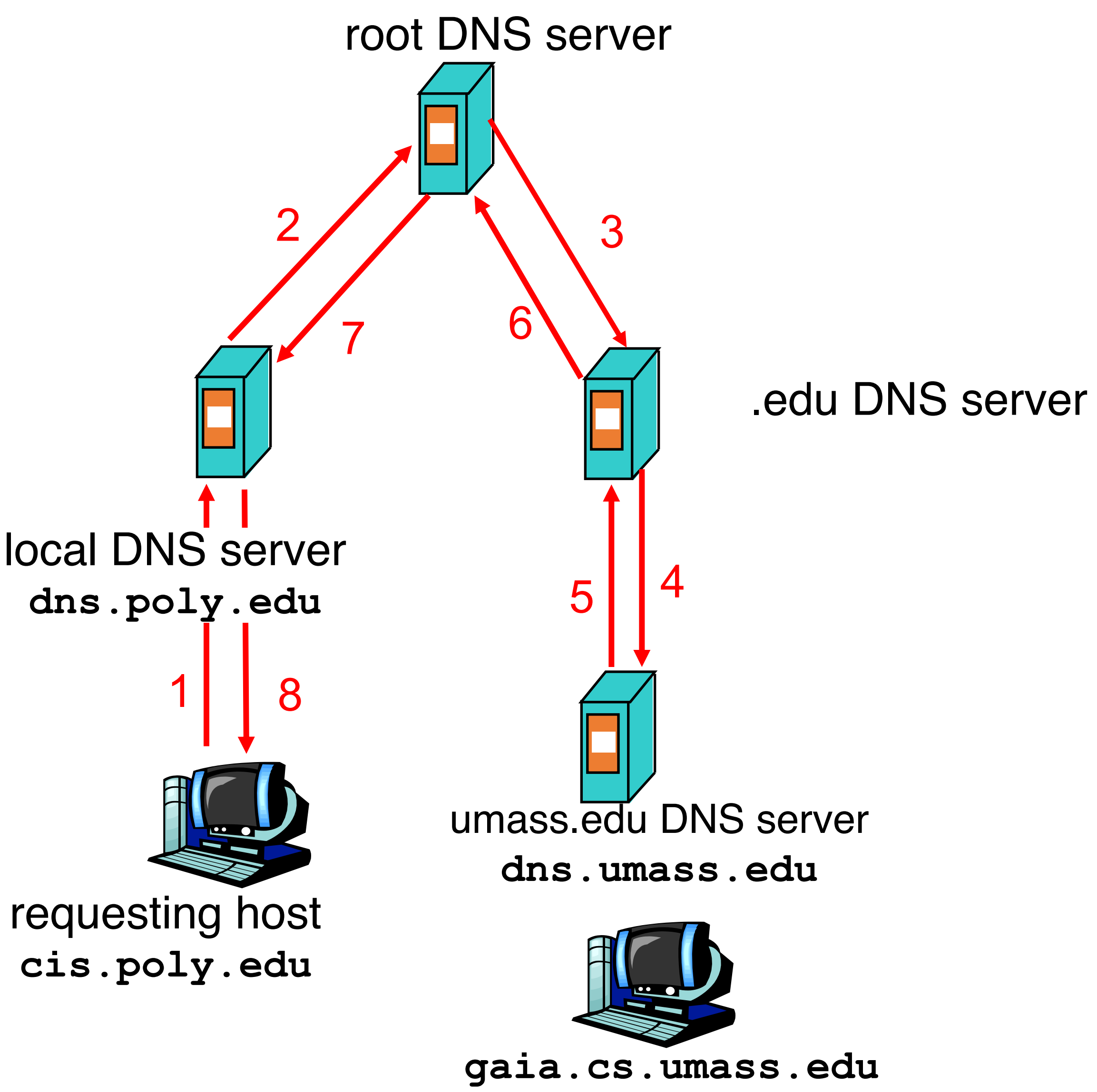
Query type

Recursive query:

- Puts burden of name resolution on the contacted name server

Problem: think about the root DNS server.

- Must it answer every DNS query?



DNS in action

- A small demo

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DNS Records

Lecture 3.3, Spring 2020

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DNS records

DNS: distributed database storing resource records (RR)

RR format: **(name, type, class, ttl, addr)**

Type=A
- **name** is hostname
- **value** is IP address

Type=AAAA
- **name** is hostname
- **value** is IPv6 address

- Type=NS
  - **name** is domain (e.g. foo.com)
  - **value** is hostname of authoritative name server for this domain

Type=CNAME
- **name** is alias name for some "canonical" (the real) name

  www.ibm.com is really servereast.backup2.ibm.com
- **value** is canonical name

Type=MX
- **value** is name of mailserver associated with **name**

More complete info at https://www.iana.org/assignments/dns-parameters/dns-parameters.xhtml

DNS Record example

RRs in response to query

NAME	Design.cs.rutgers.edu
TYPE	A
CLASS	IN
TTL	1 day(86400)
ADDRESS	192.26.92.30

records for authoritative servers
Information about nameserver

NAME	Cs.rutgers.edu
TYPE	NS
CLASS	IN
TTL	1 day(86400)
NSDNAME	Ns-lcsr.rutgers.edu

DNS serves as a general repository of information on the Internet…

DNS record types

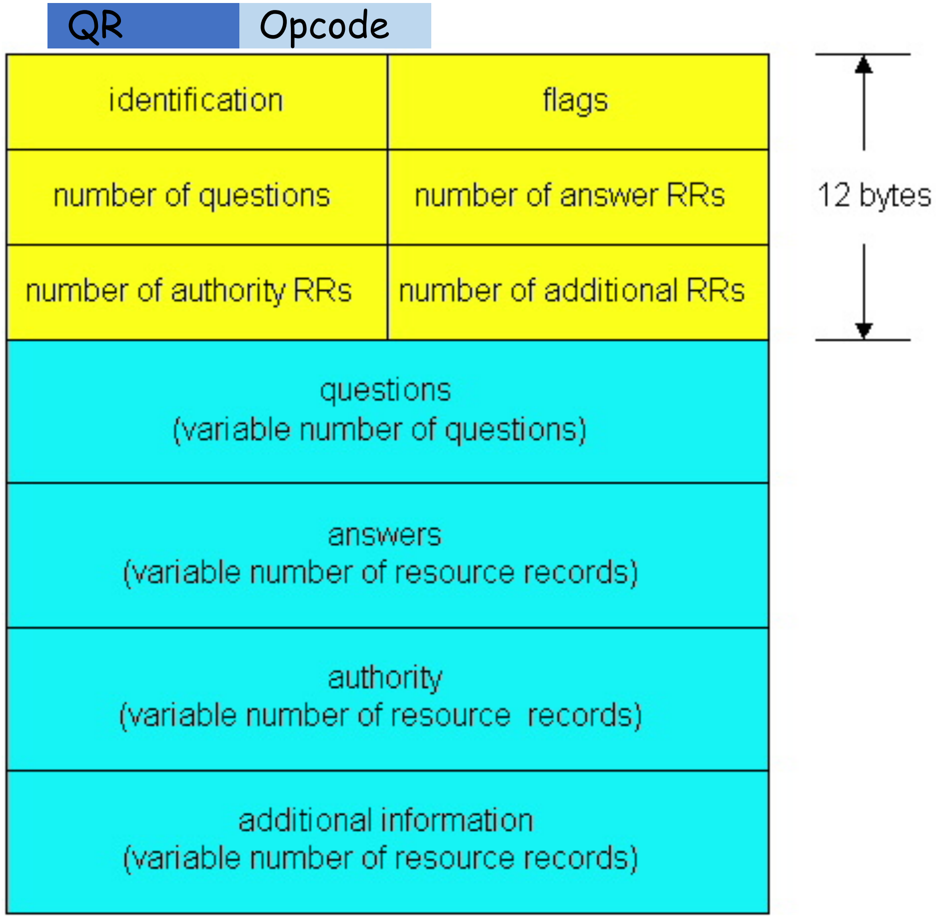
- A small demo

DNS caching and updating records

- Once (any) name server learns a name to IP address mapping, it *caches* the mapping
    - Cache entries timeout (disappear) after some time
    - TLD servers typically cached in local name servers
    - In practice, root name servers aren’t visited often

DNS protocol messages

DNS protocol : *query* and *reply* messages, both with same *message format*



Message header

- QR = 0 for Query, 1 for response
- Opcode= 0 standard
- identification: 16 bit # for query, reply to query uses same #
- flags:
  - Authoritative answer
  - recursion desired
  - recursion available
  - reply is authoritative

DNS protocol, messages

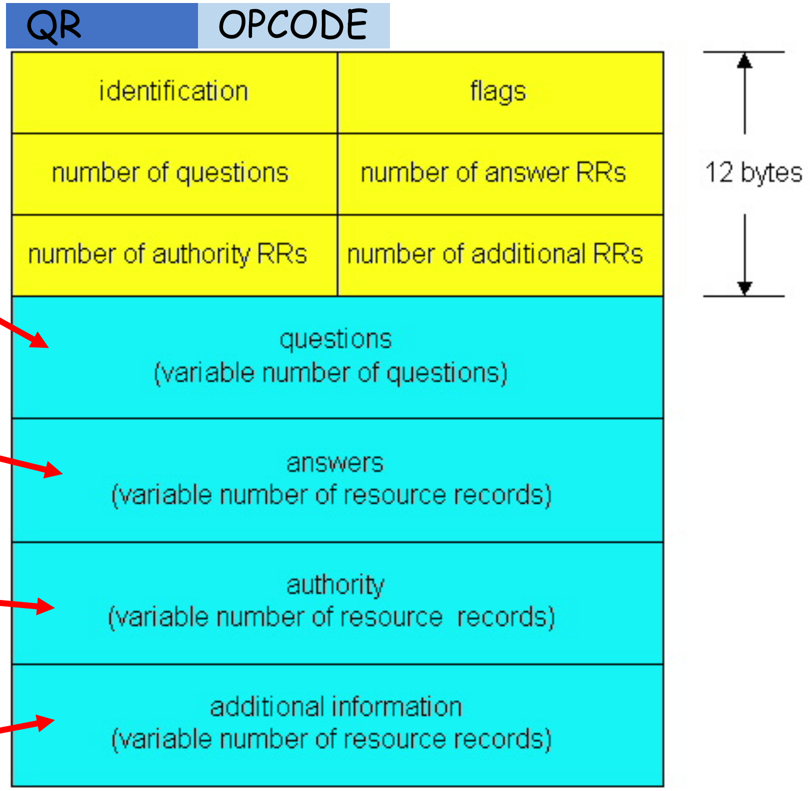
Name, type fields for a query

RRs in response to query

records for authoritative servers

Information about nameserver

additional "helpful" info that may be used



Bootstrapping DNS

- How does a host contact the name server if all it has is the domain name and no (name server) IP address?
- IP address of at least 1 nameserver (usually, a local resolver) must be known a priori
- The name server may be bootstrapped "statically", e.g.,
  - File `/etc/resolv.conf` in unix
  - `Start -> settings-> control panel-> network ->TCP/IP -> properties` in windows
- … or with another protocol!
  - DHCP: Dynamic Host Configuration Protocol (more on this later)

Summary of DNS

- Hostname to IP address translation via a global network of servers
- Use Multiple layers of indirection
  - Hierarchically scale
  - Good performance (load distribution)
  - Resilient to local transient failure
- Additional load distribution can happen at each level (e.g., TLD server)
- Uses caching all over for better performance

- DNS can be used to implement useful primitives atop domain names:
- Example: Replicated Web services
- Domain-authoritative server will return an address from a pool of IP addresses. Example: Google server farm

Some themes and observations on DNS

- Request/response nature of the protocol
- How messages are structured: simple, text-based protocol
  - Similarly in HTTP, SMTP, FTP
- Caching