

Chapter I

Introduction

A S M Touhidul Hasan, Ph.D.
Assistant Professor,
Department of CSE, UAP

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

Chapter 1: Roadmap of Lecture 1



1.1 *what is the Internet?*

1.2 network edge

- end systems, access networks, links

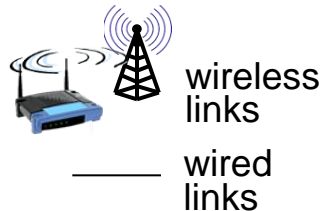
1.3 network core

- packet switching, circuit switching, network structure

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



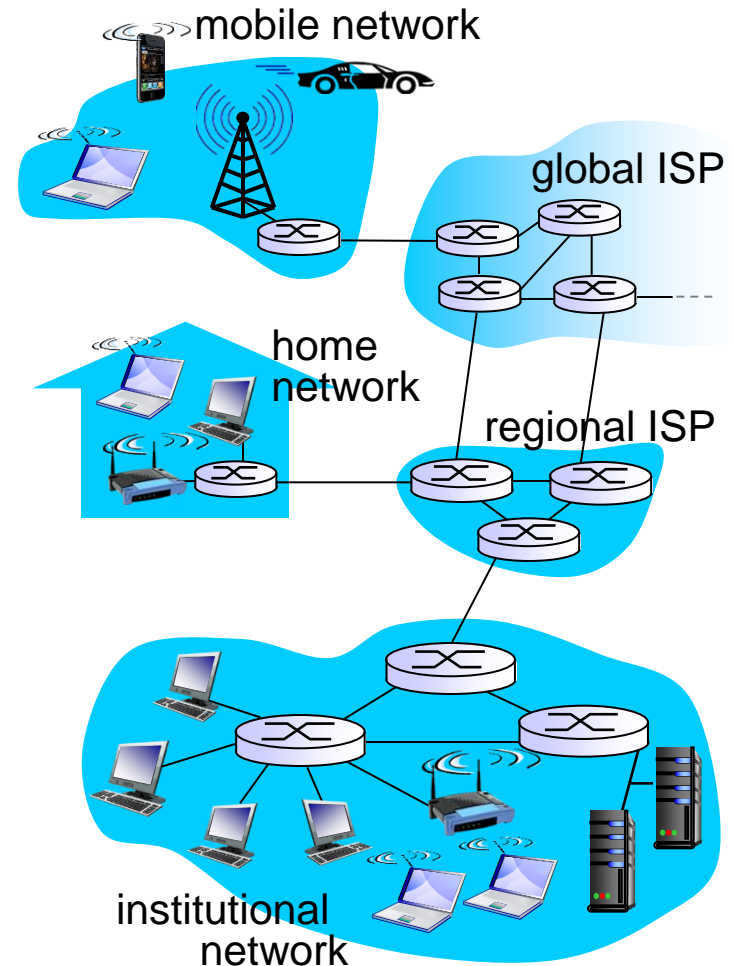
- ❖ millions of connected computing devices:
 - *hosts* = *end systems*
 - running *network apps*



- ❖ *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



Internet
refrigerator



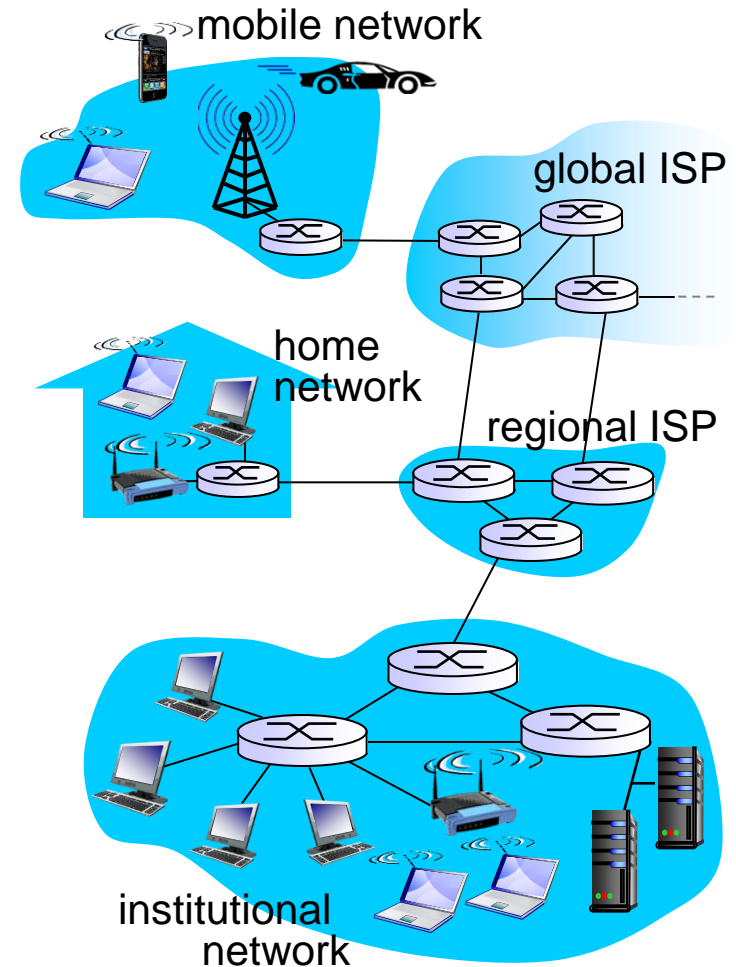
Slingbox: watch,
control cable TV remotely



Internet phones

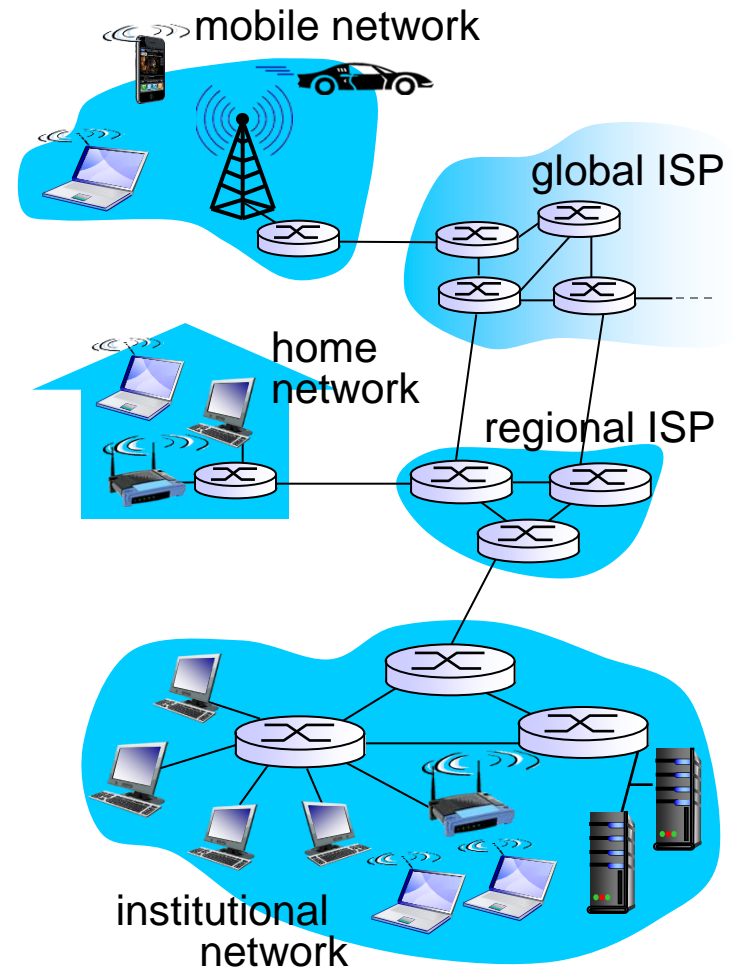
What's the Internet: “nuts and bolts” view

- ❖ *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

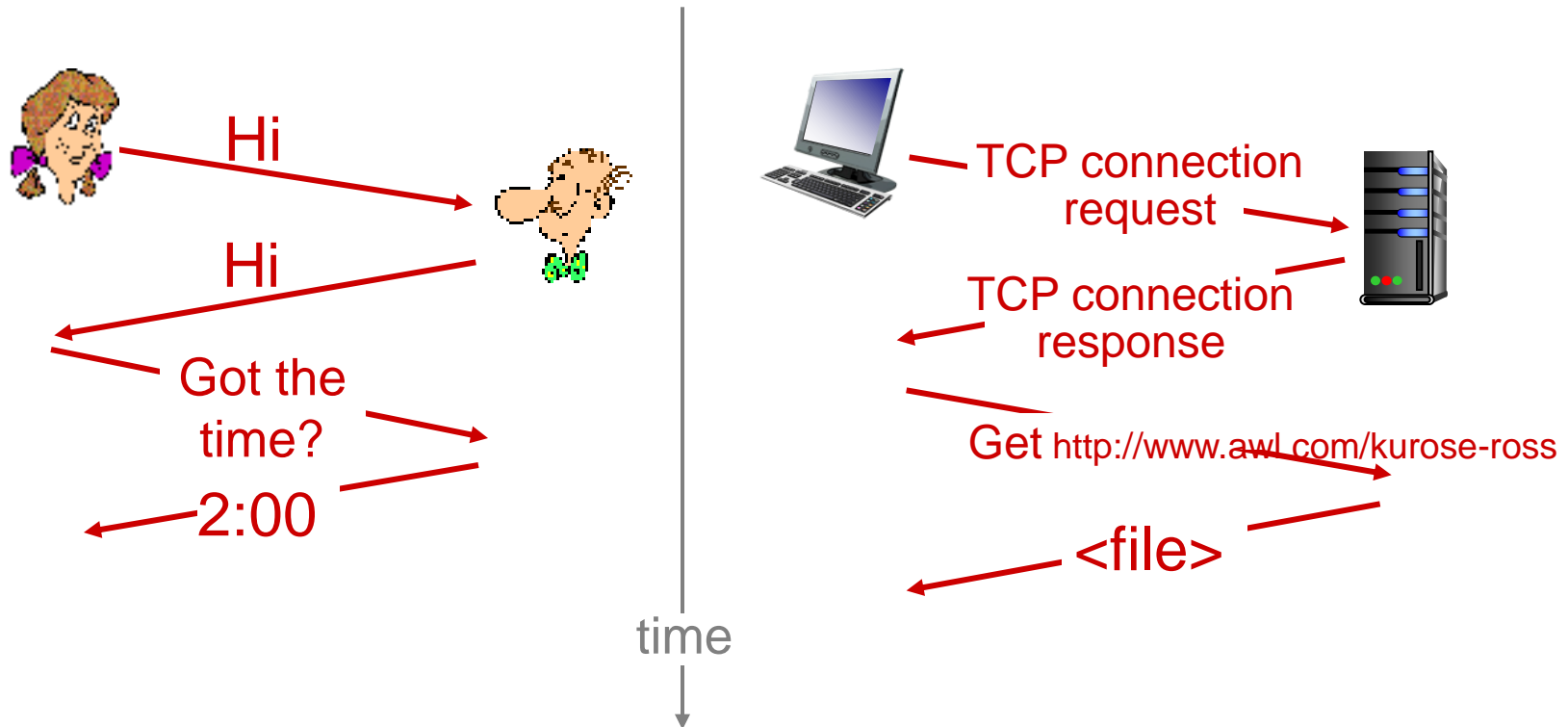
network protocols:

- ❖ 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?

Chapter 1: 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

1.5 protocol layers, service models

1.6 networks under attack: security

1.7 history

A closer look at network structure:

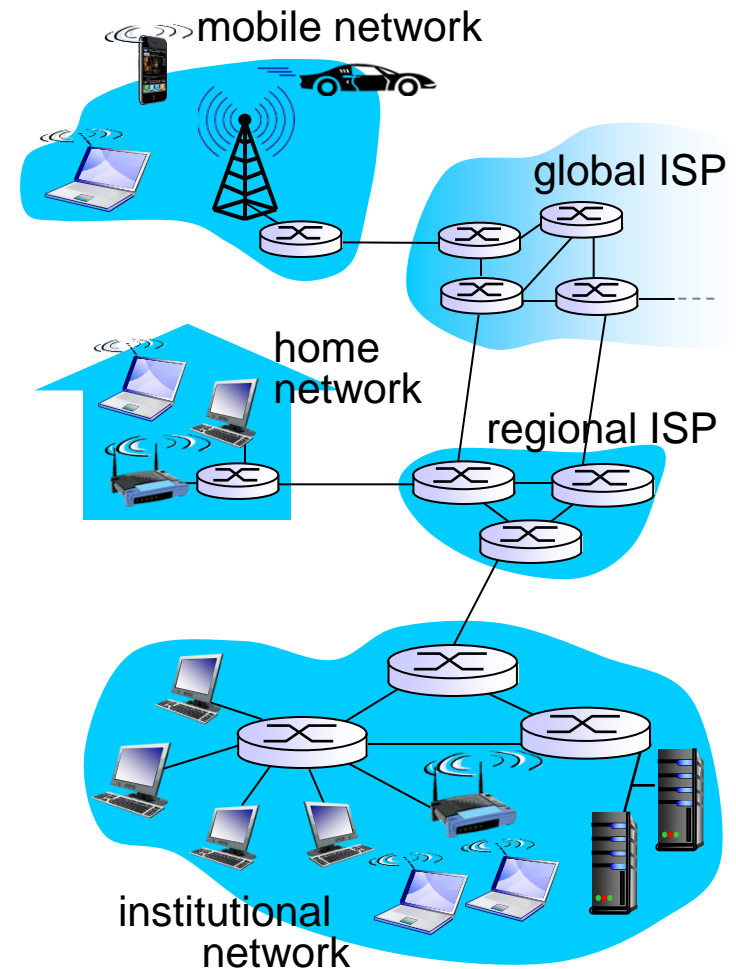
❖ *network edge:*

- hosts: clients and servers
- servers often in data centers

❖ *access networks, physical media:* wired, wireless communication links

❖ *network core:*

- interconnected routers
- network of networks



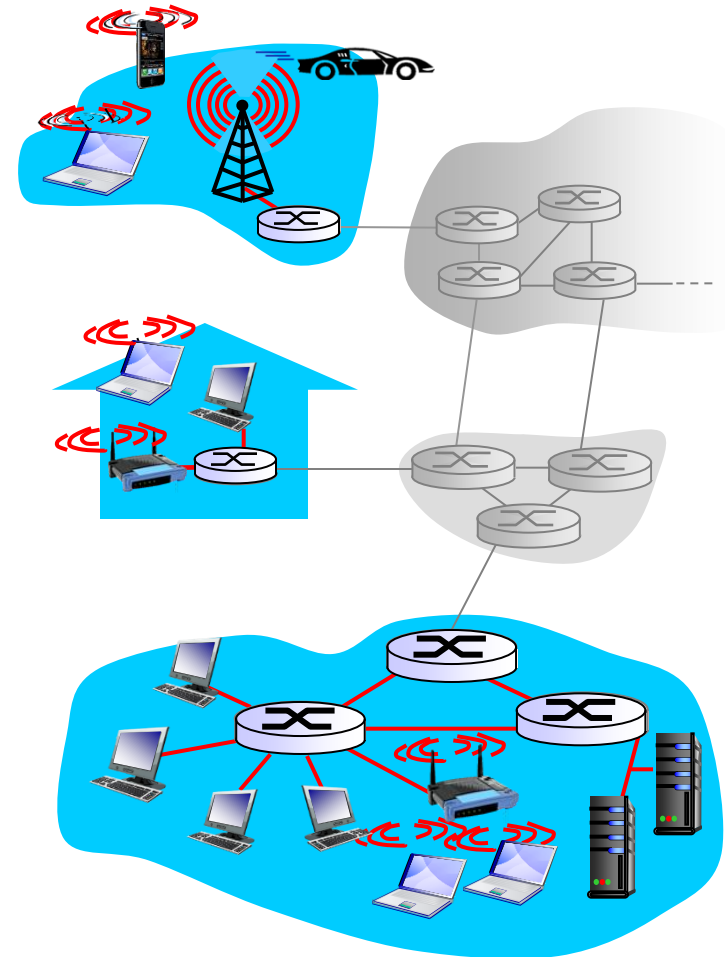
Access networks and physical media

Q: How to connect end systems to edge router?

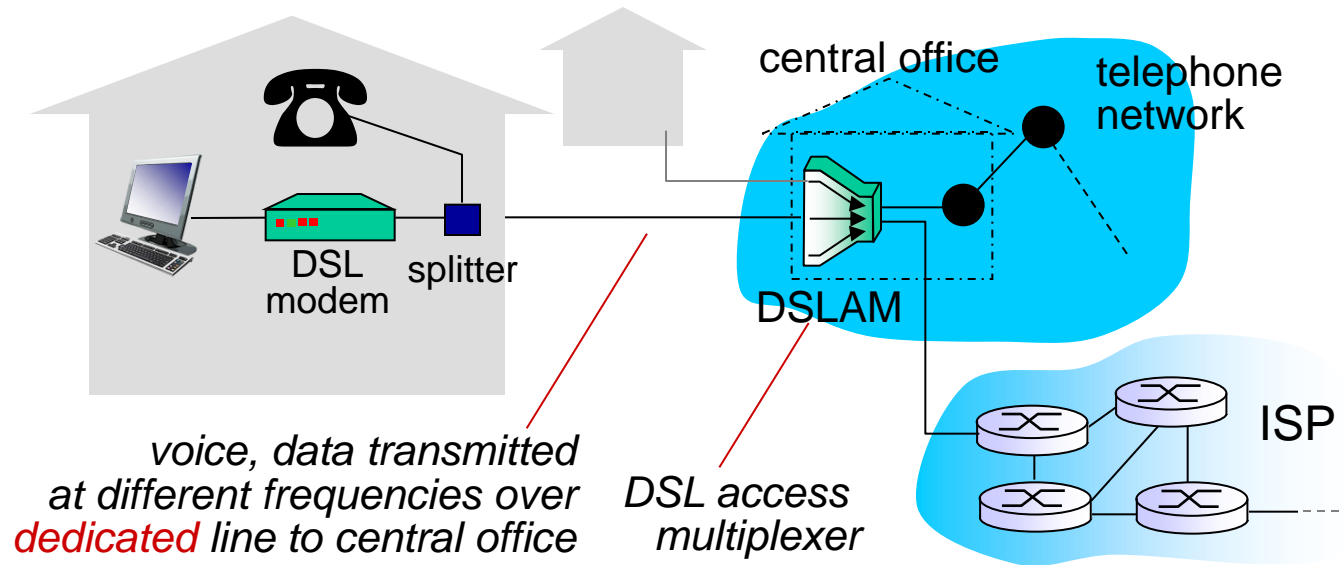
- ❖ residential access nets
- ❖ institutional access networks (school, company)
- ❖ mobile access networks

keep in mind:

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

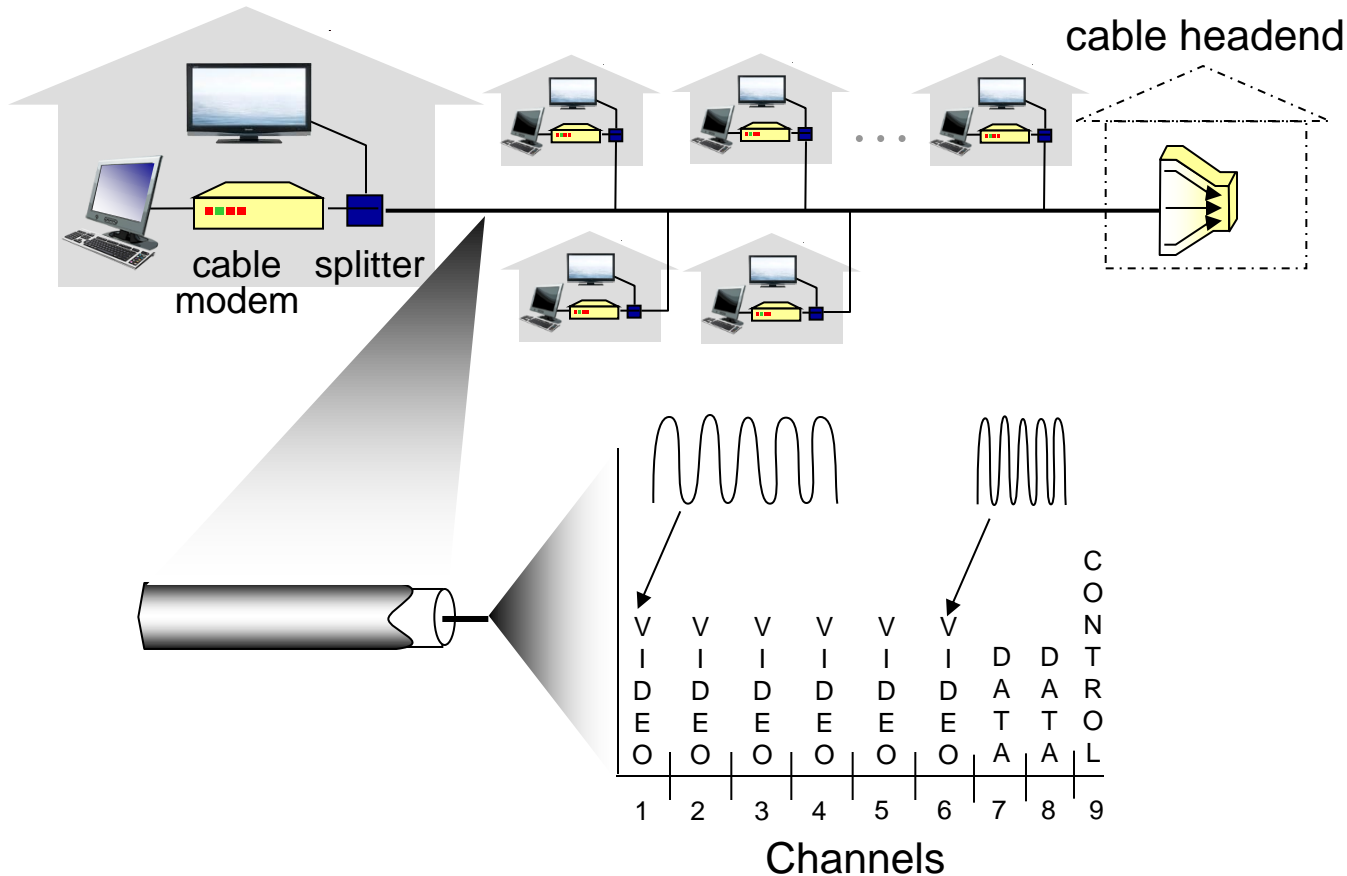


Access net: digital subscriber line (DSL)



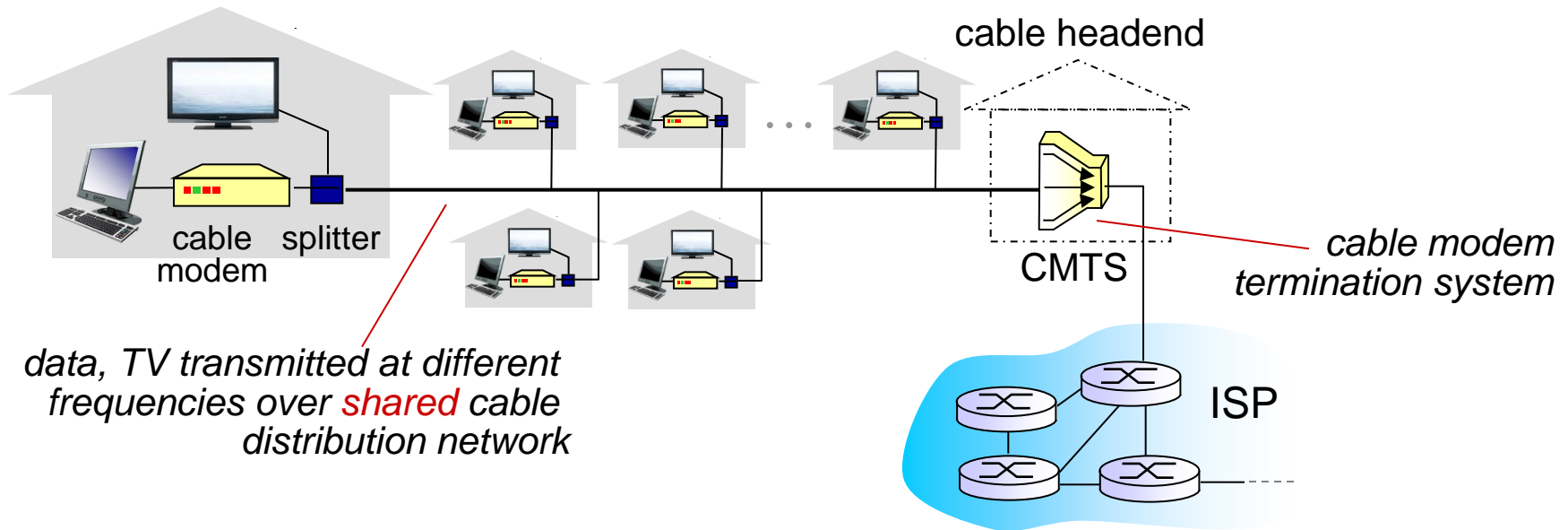
- ❖ use *existing* telephone line to central office DSLAM
 - data over DSL phone line goes to Internet
 - voice over DSL phone line goes to telephone net
- ❖ < 2.5 Mbps upstream transmission rate (typically < 1 Mbps)
- ❖ < 24 Mbps downstream transmission rate (typically < 10 Mbps)

Access net: cable network



frequency division multiplexing: different channels transmitted in different frequency bands

Access net: cable network



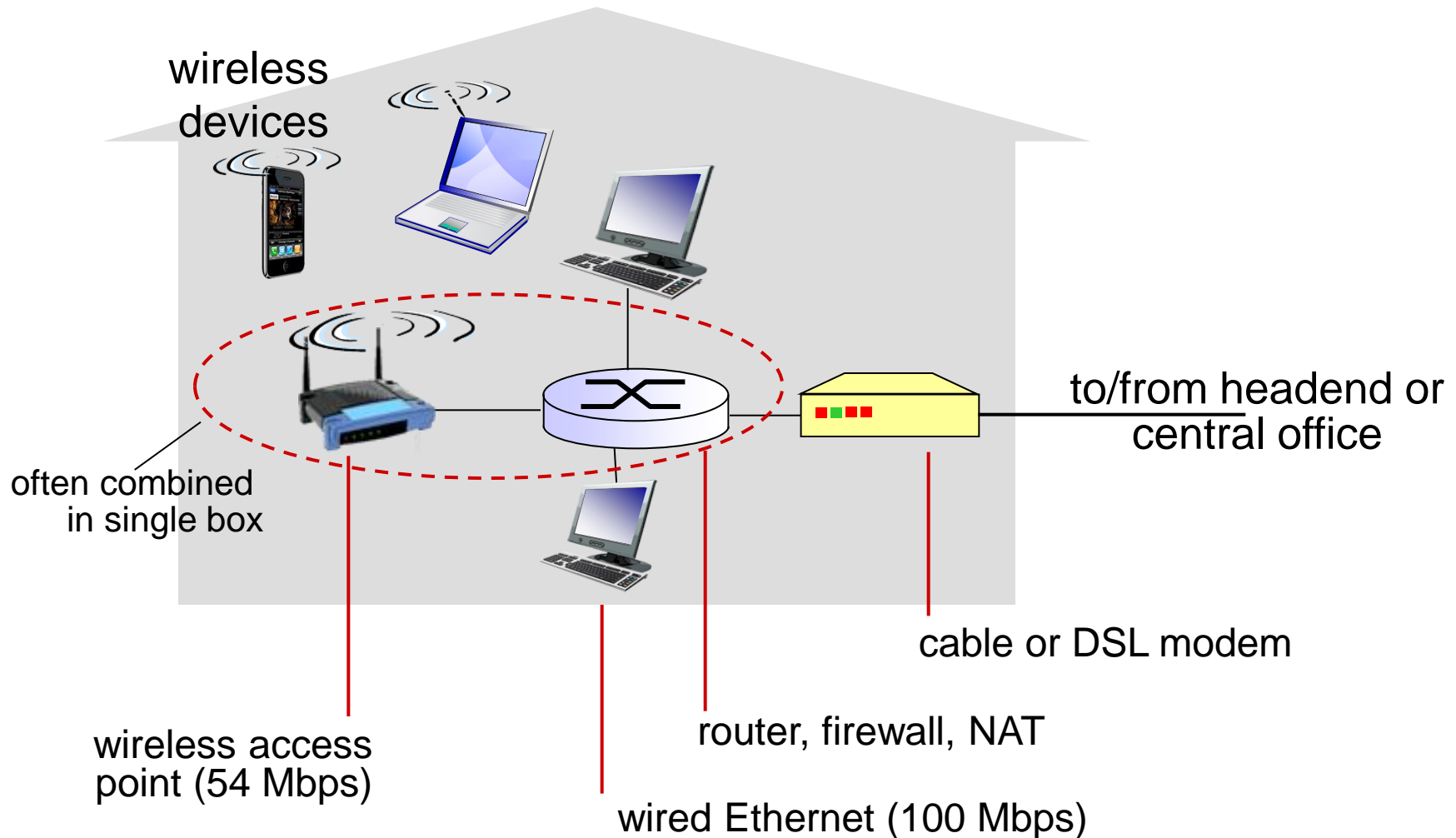
❖ HFC: hybrid fiber coax

- asymmetric: up to 30Mbps downstream transmission rate, 2 Mbps upstream transmission rate

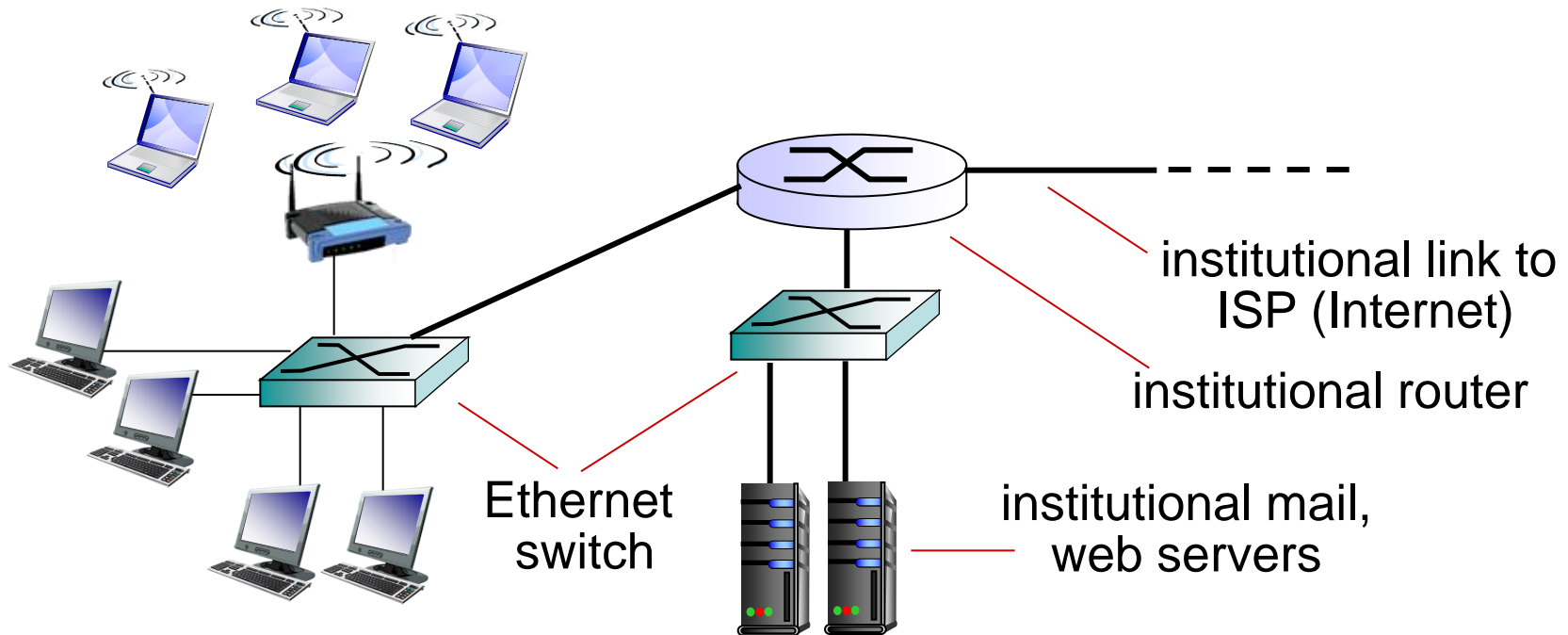
❖ network of cable, fiber attaches homes to ISP router

- homes **share access network** to cable headend
- unlike DSL, which has dedicated access to central office

Access net: home network



Enterprise access networks (Ethernet)



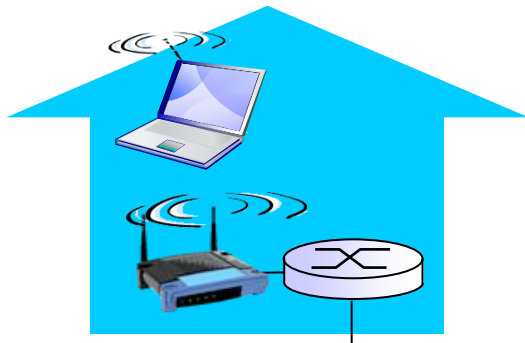
- ❖ typically used in companies, universities, etc
- ❖ 10 Mbps, 100Mbps, 1Gbps, 10Gbps transmission rates
- ❖ today, end systems typically connect into Ethernet switch

Wireless access networks

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

wireless LANs:

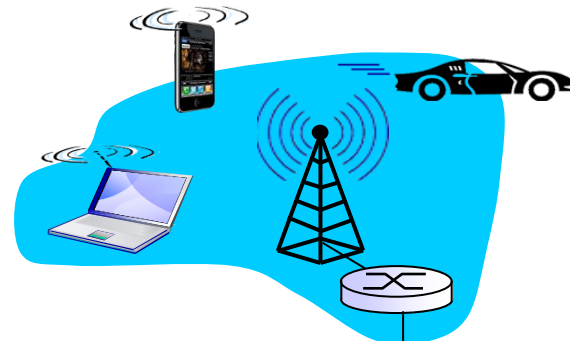
- within building (100 ft)
- 802.11b/g (WiFi): 11, 54 Mbps transmission rate



to Internet

wide-area wireless access

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

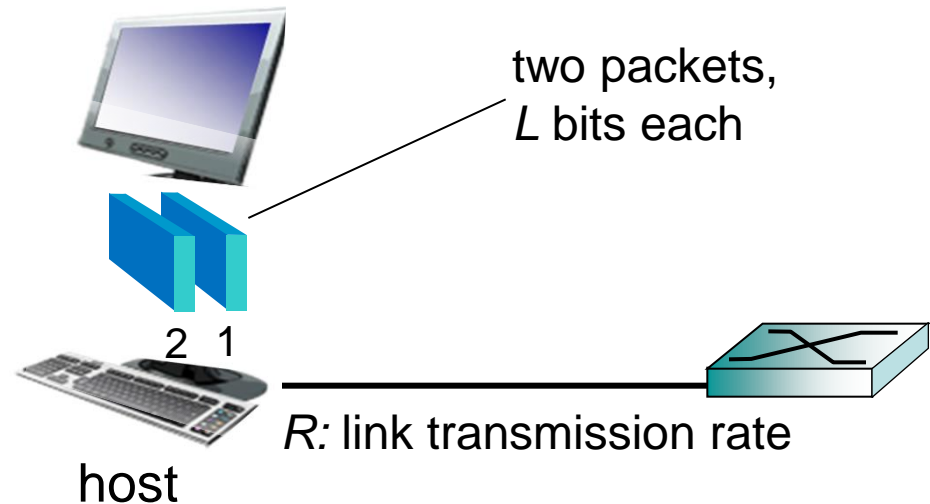


to Internet

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)

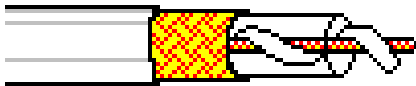
- ❖ two insulated copper wires
 - Category 5: 100 Mbps, 1 Gbps Ethernet
 - Category 6: 10Gbps



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 Gpbs 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)**
 - 11 Mbps, 54 Mbps
- ❖ **wide-area (e.g., cellular)**
 - 3G cellular: ~ few Mbps
- ❖ **satellite**
 - Kbps to 45Mbps channel (or multiple smaller channels)
 - 270 msec end-end delay
 - geosynchronous versus low altitude

Chapter 1: 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

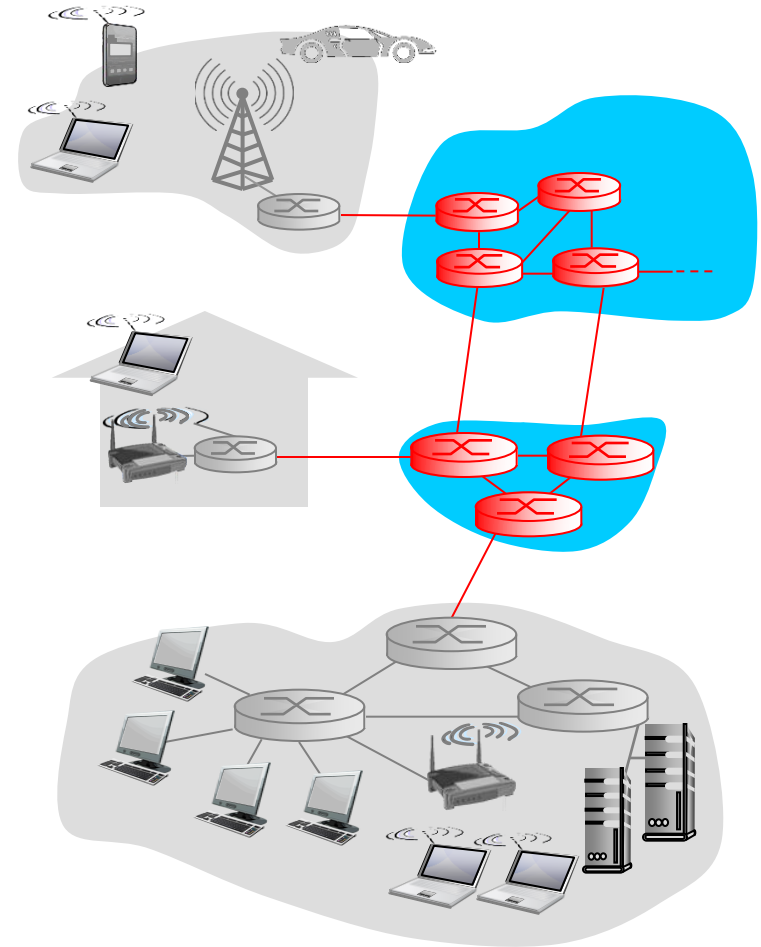
1.5 protocol layers, service models

1.6 networks under attack: security

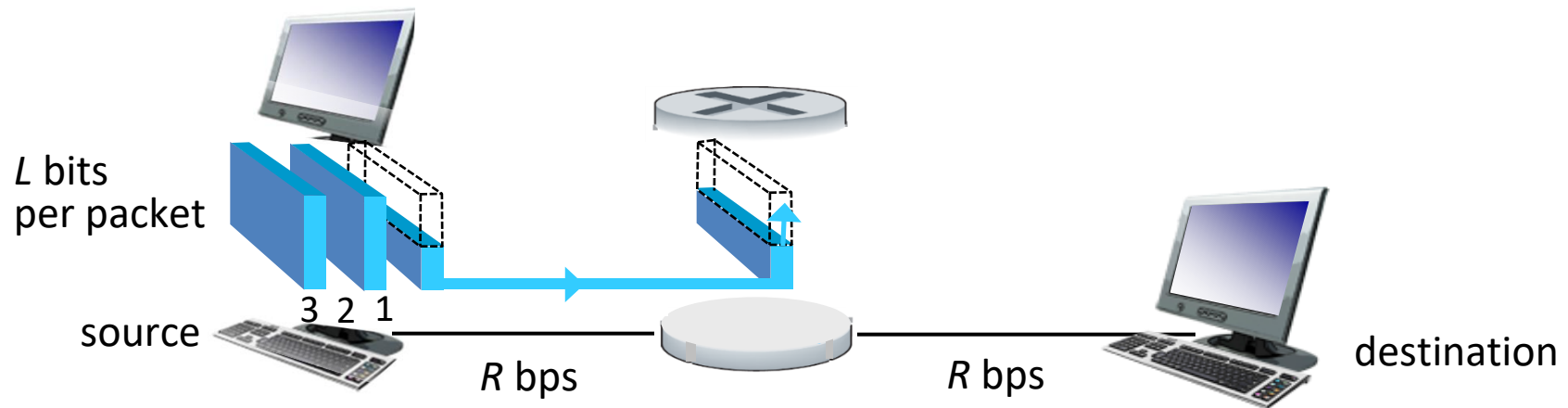
1.7 history

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



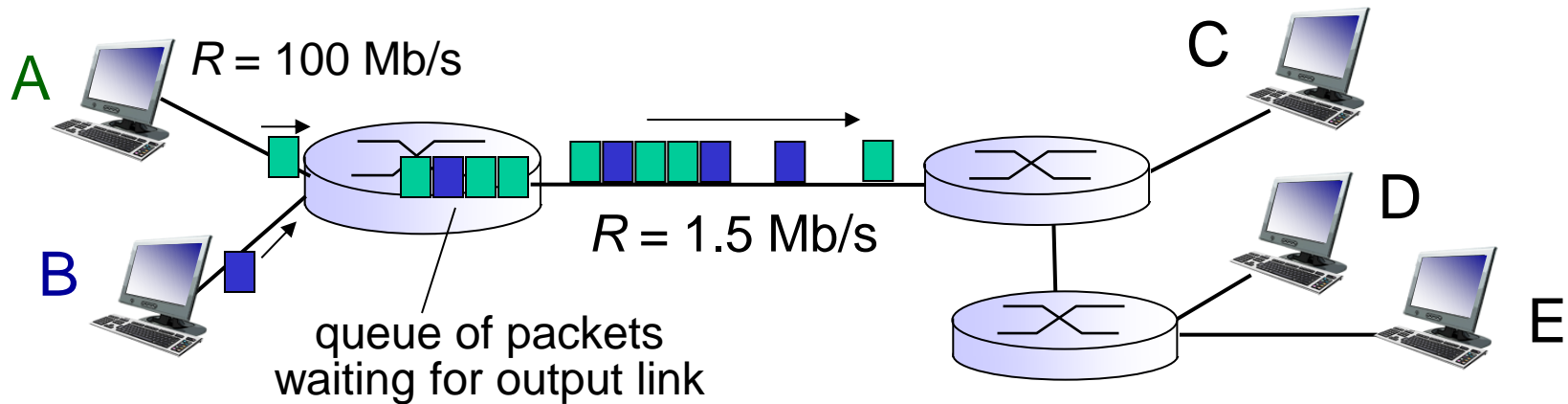
- ❖ takes L/R seconds to transmit (push out) L -bit packet into link at R bps
- ❖ *store and forward*: entire packet must arrive at router before it can be transmitted on next link
- ❖ end-end delay = $2L/R$ (assuming zero propagation delay)

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



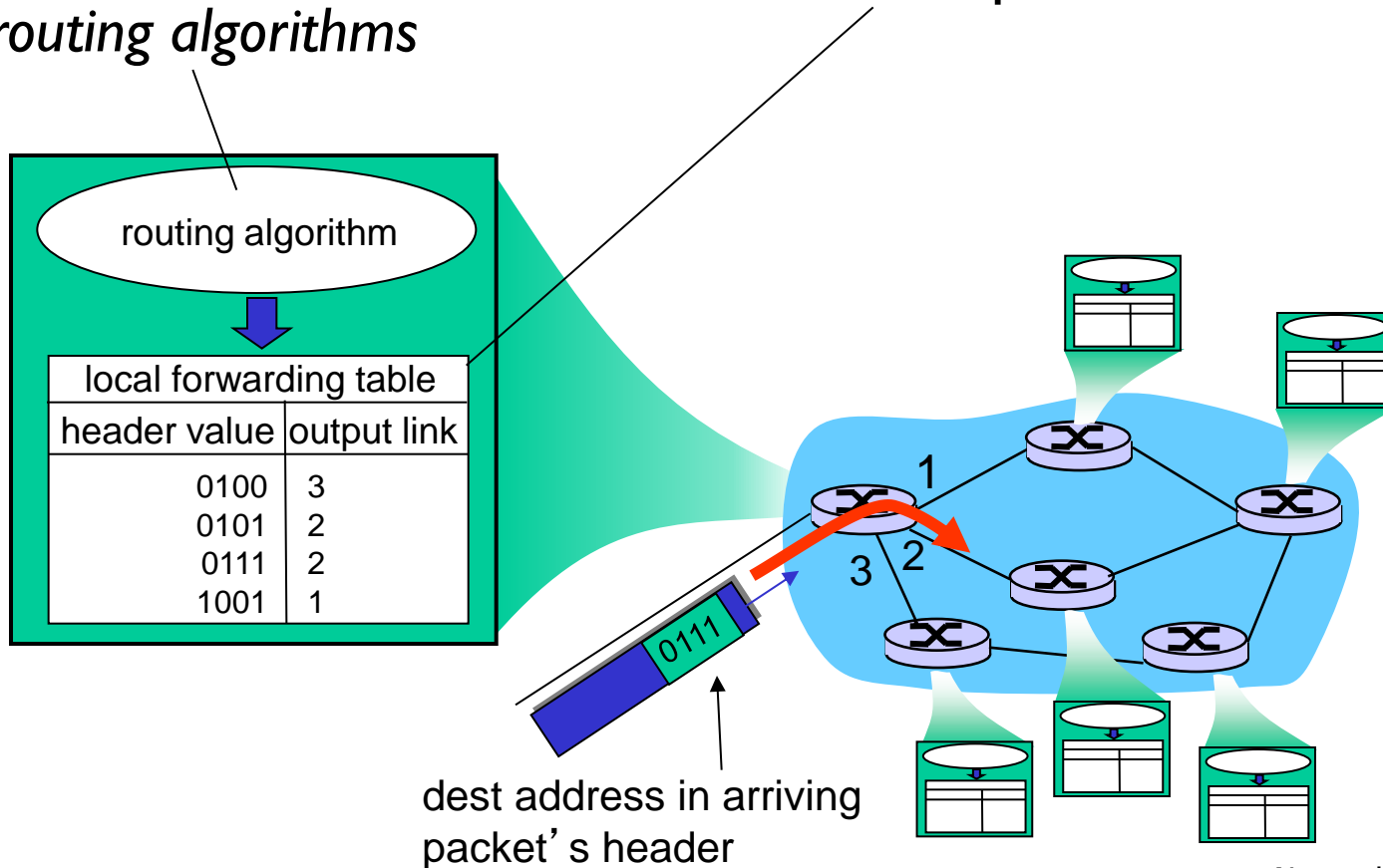
queuing and loss:

- ❖ 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

routing: determines source-destination route taken by packets

- *routing algorithms*

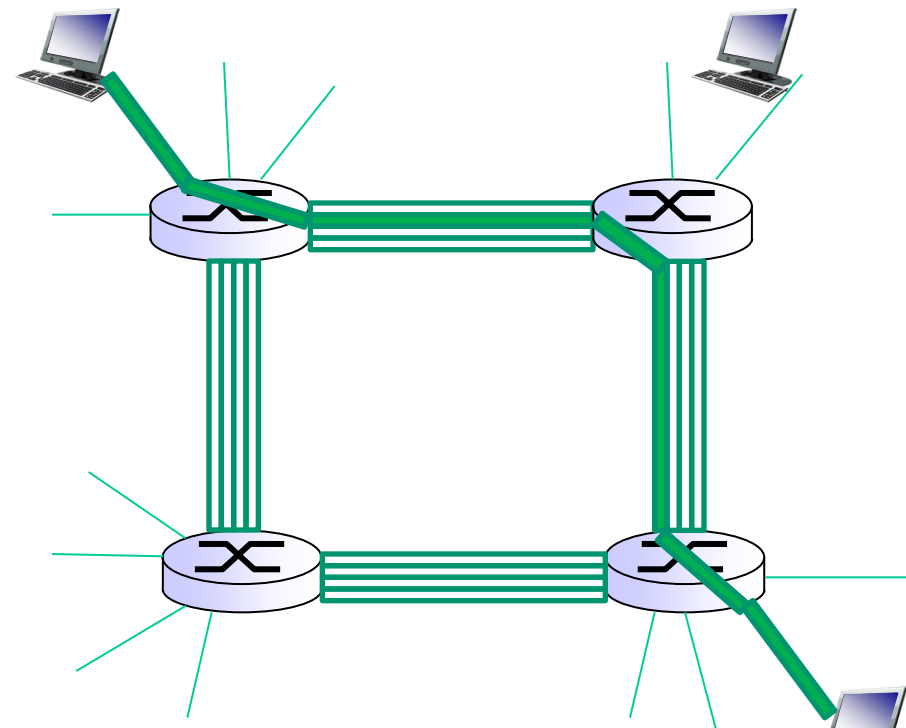
forwarding: move packets from router's input to appropriate router output



Alternative core: circuit switching

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

- ❖ In diagram, each link has four circuits.
 - call gets 2nd circuit in top link and 1st 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

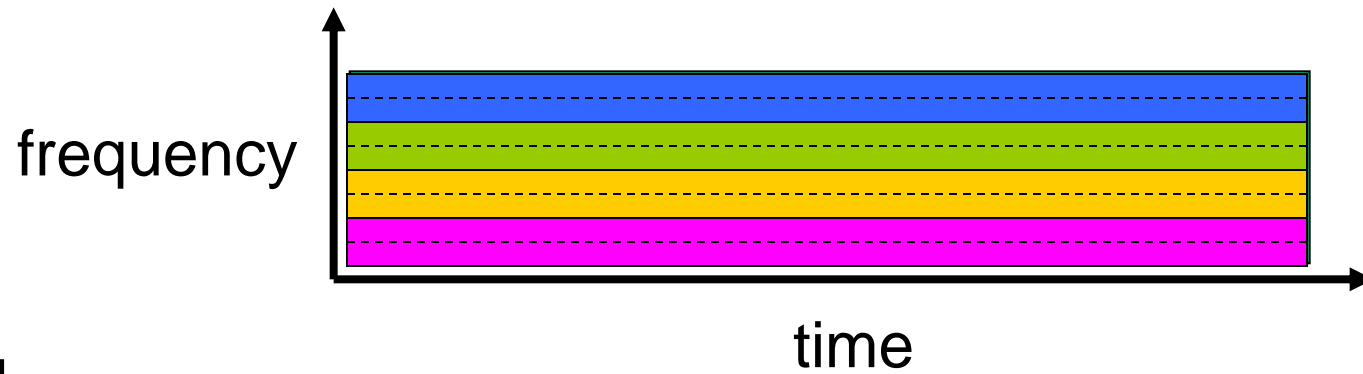


Circuit switching: FDM versus TDM

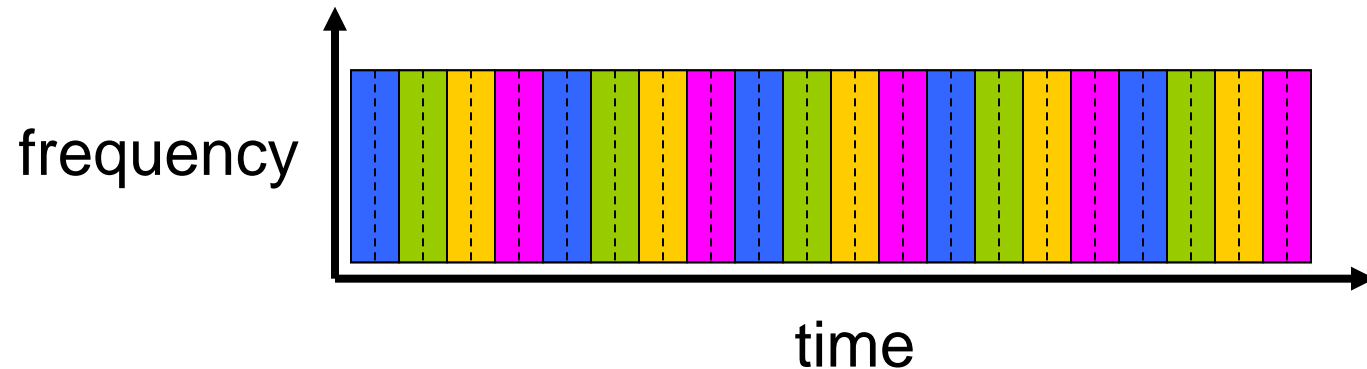
FDM

Example:

4 users



TDM

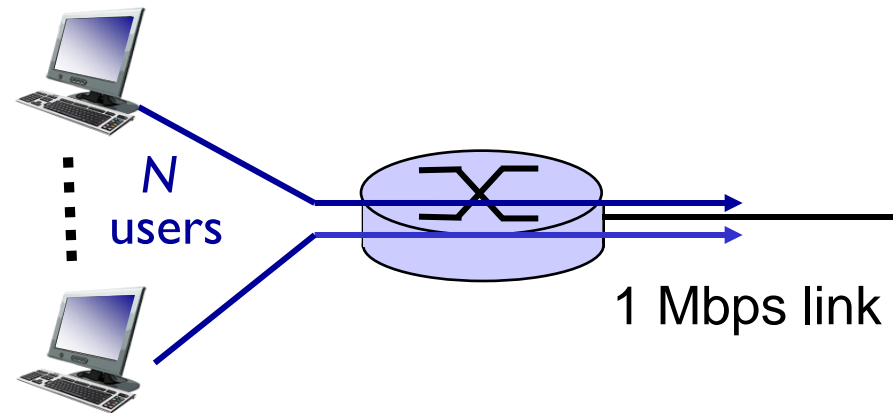


Packet switching versus circuit switching

packet switching allows more users to use network!

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 ?

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)?

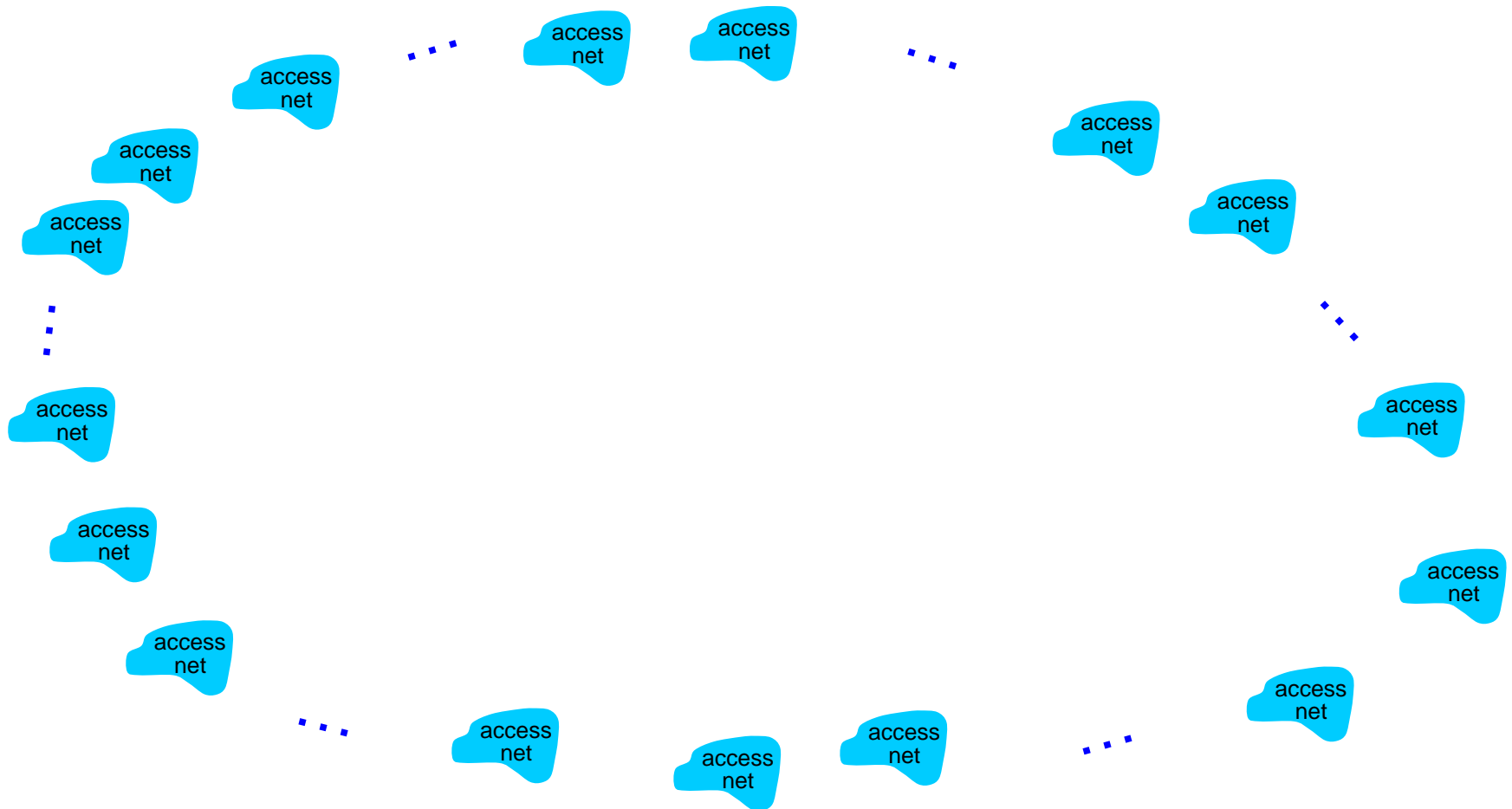
Internet structure: network of networks



- ❖ 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

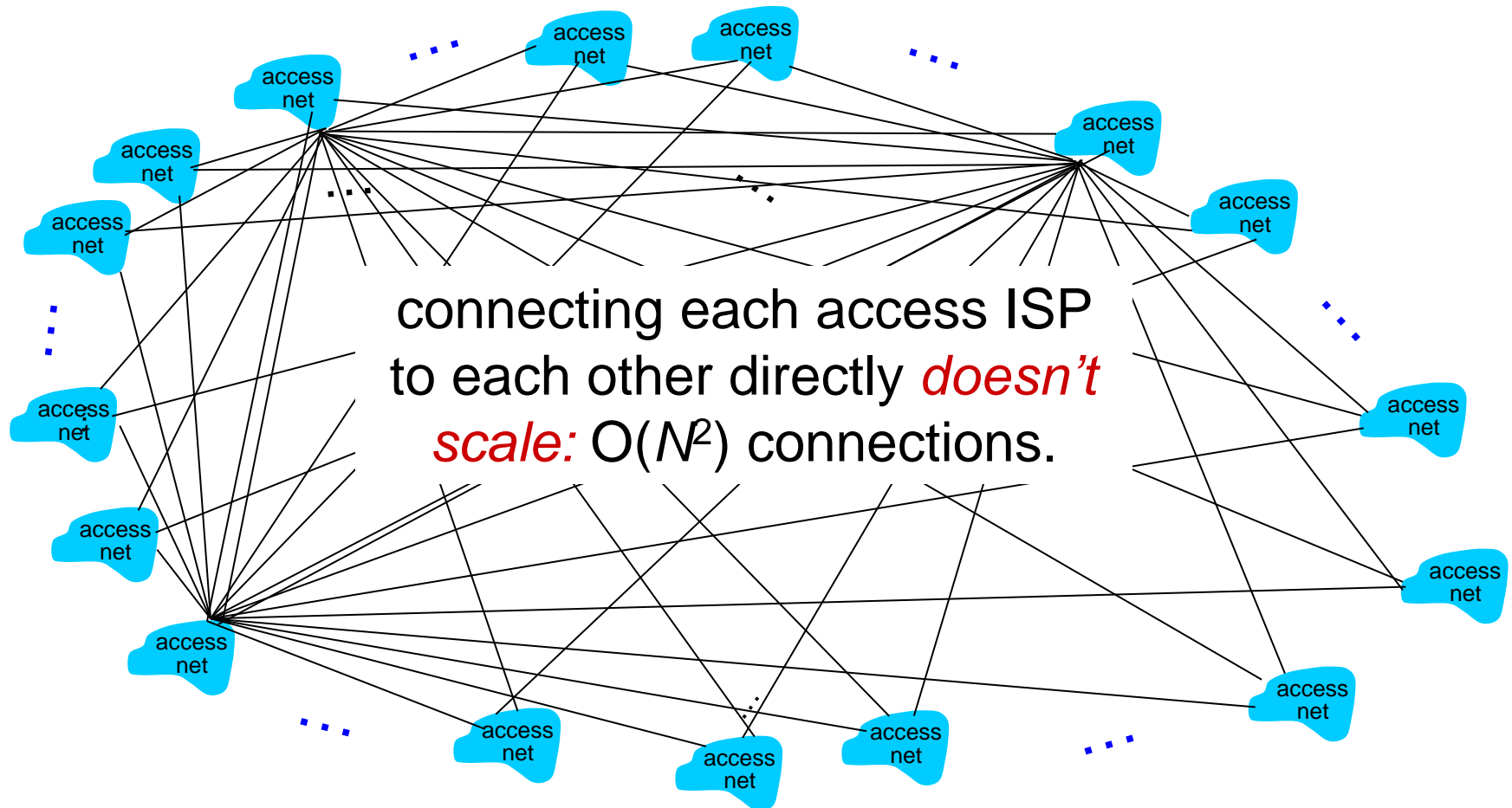
Internet structure: network of networks

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



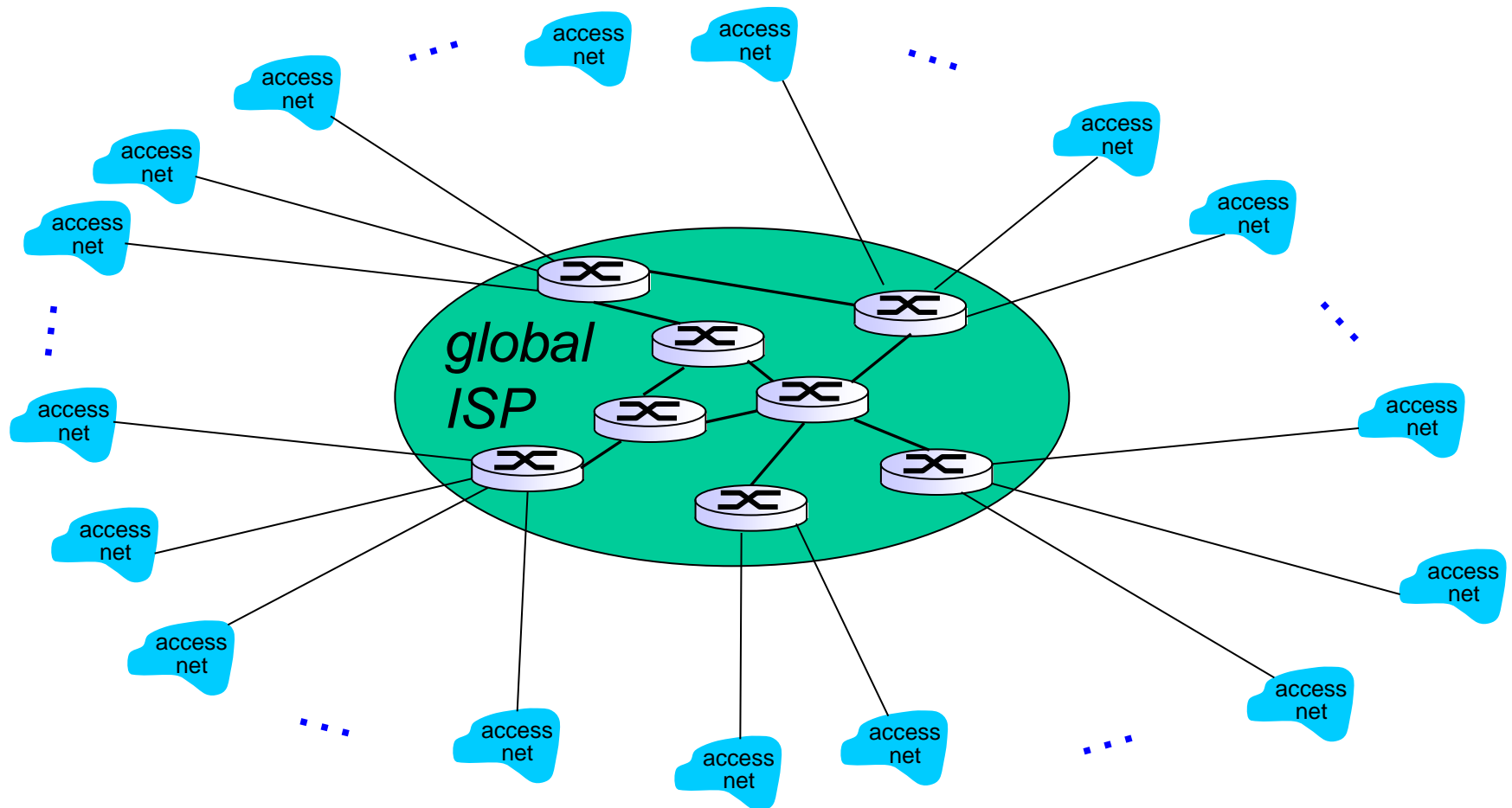
Internet structure: network of networks

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



Internet structure: network of networks

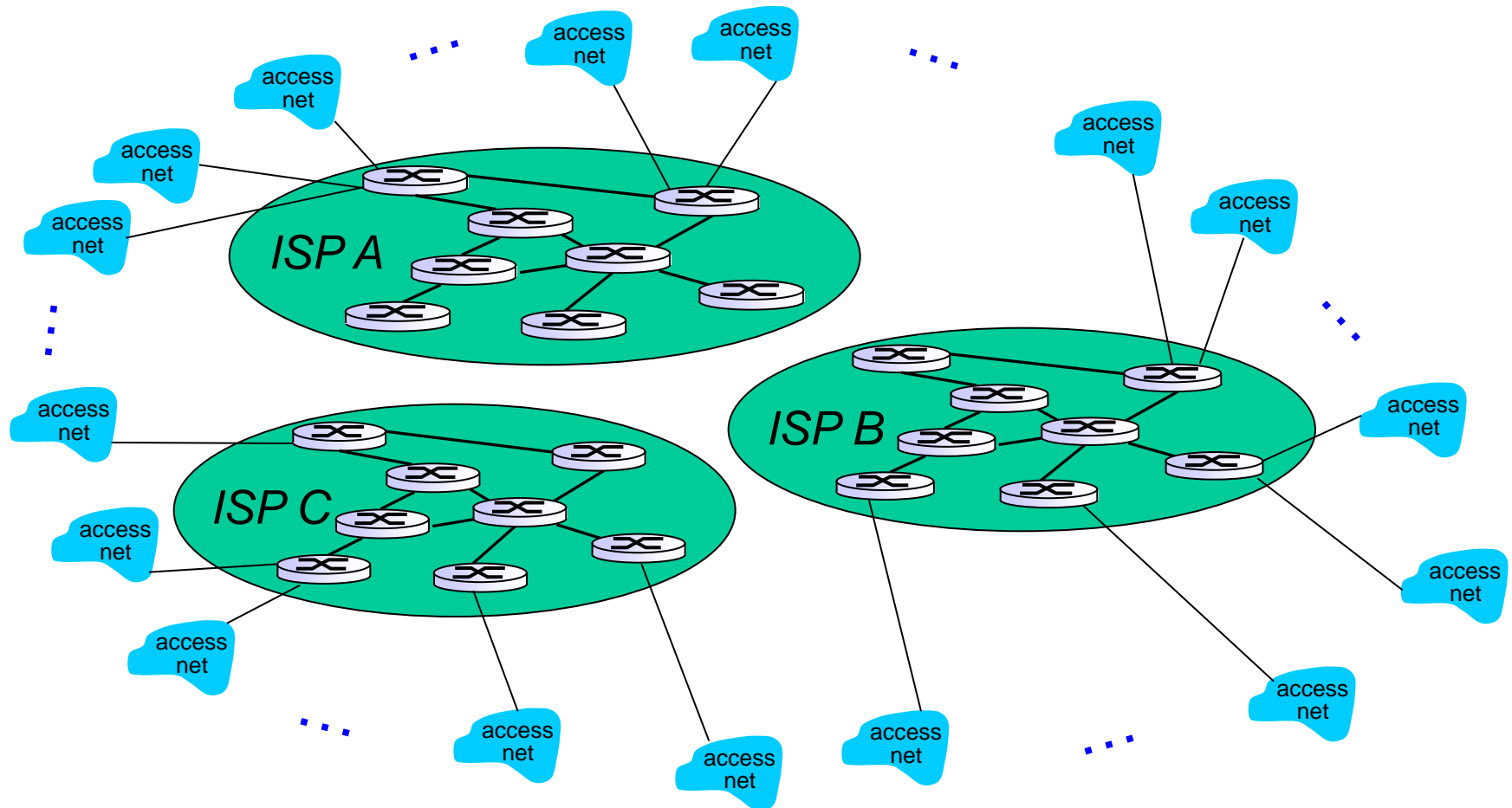
Option: connect each access ISP to a global transit ISP? Customer and provider ISPs have economic agreement.



Internet structure: network of networks

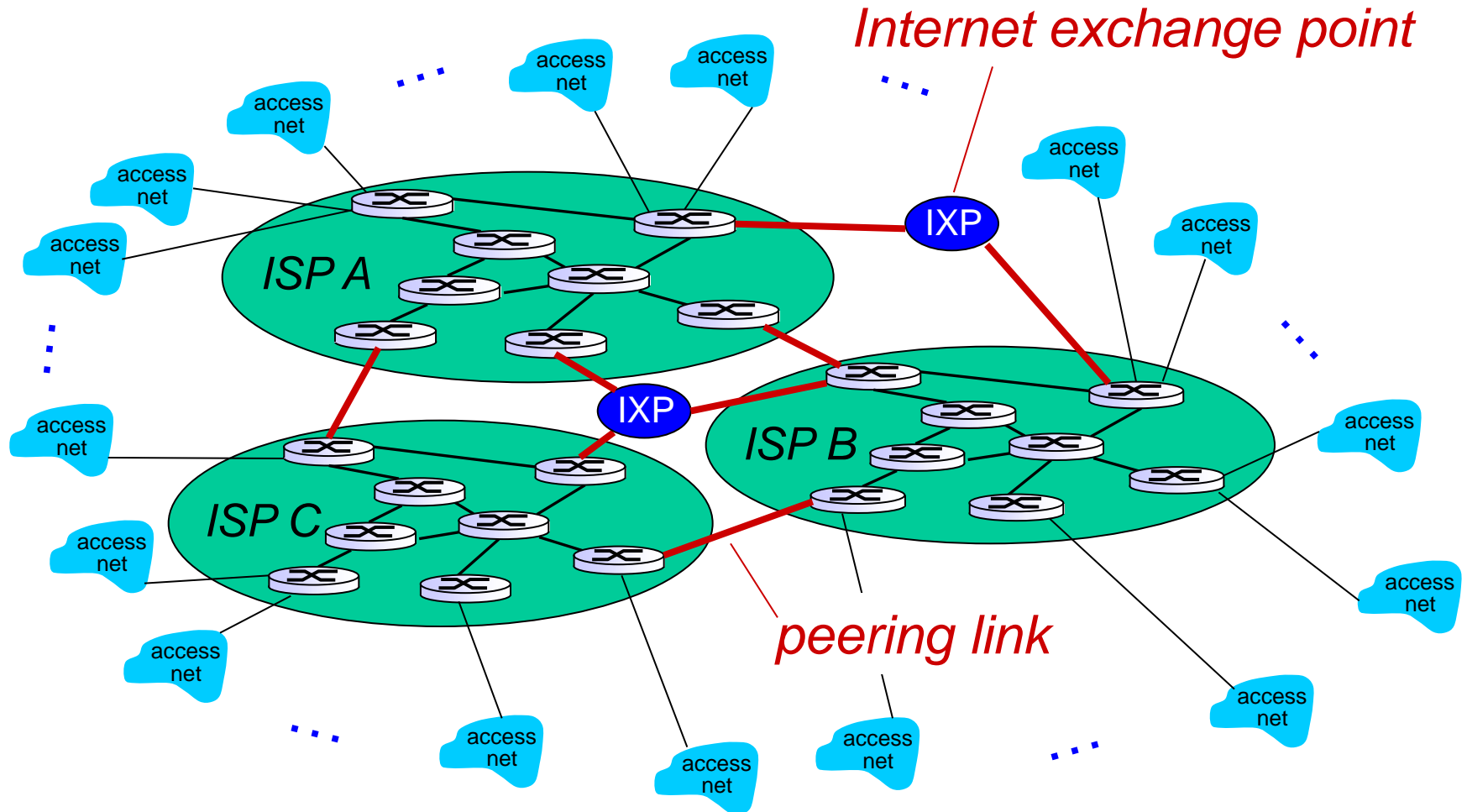
But if one global ISP is viable business, there will be competitors

....



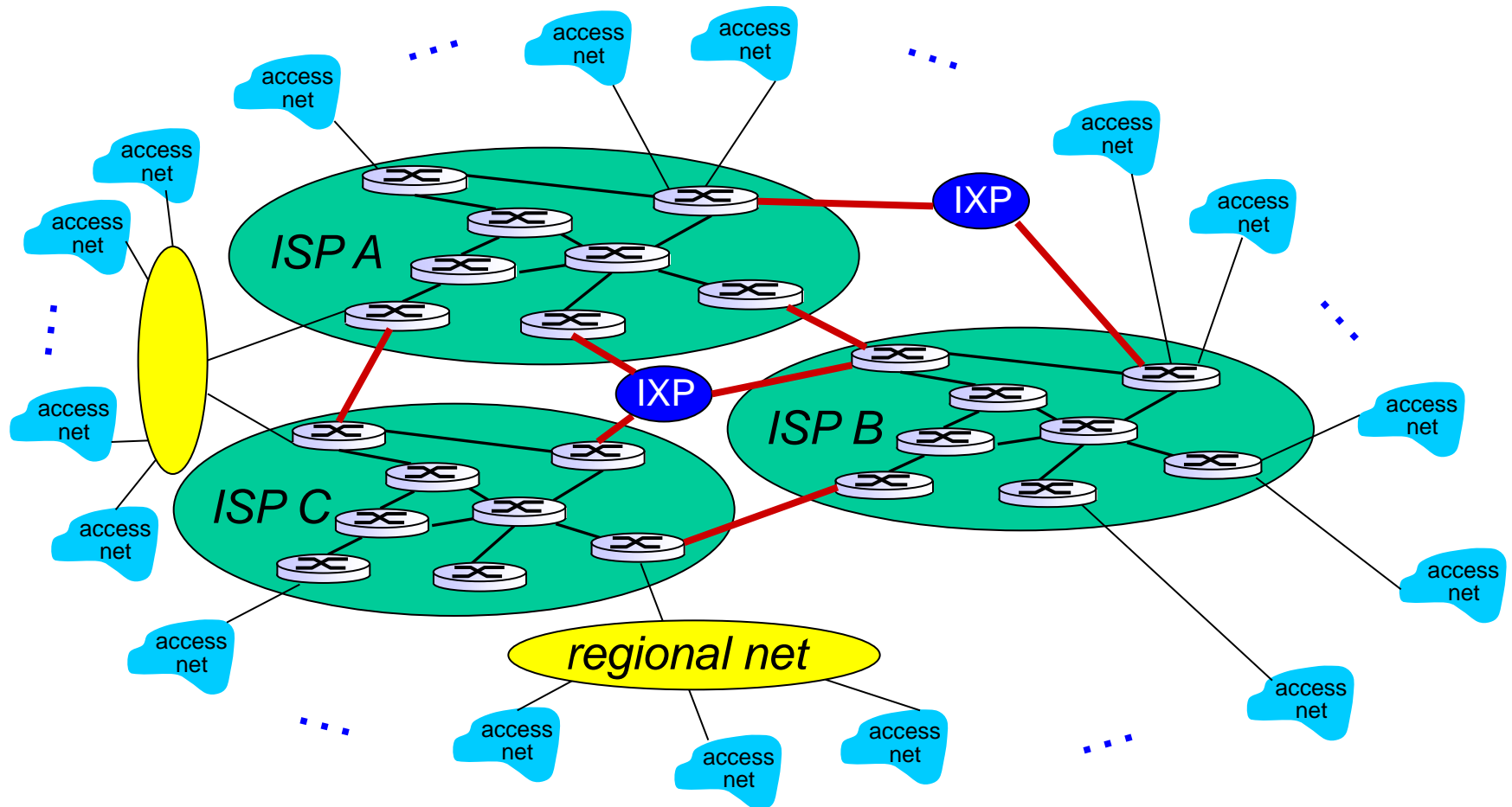
Internet structure: network of networks

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



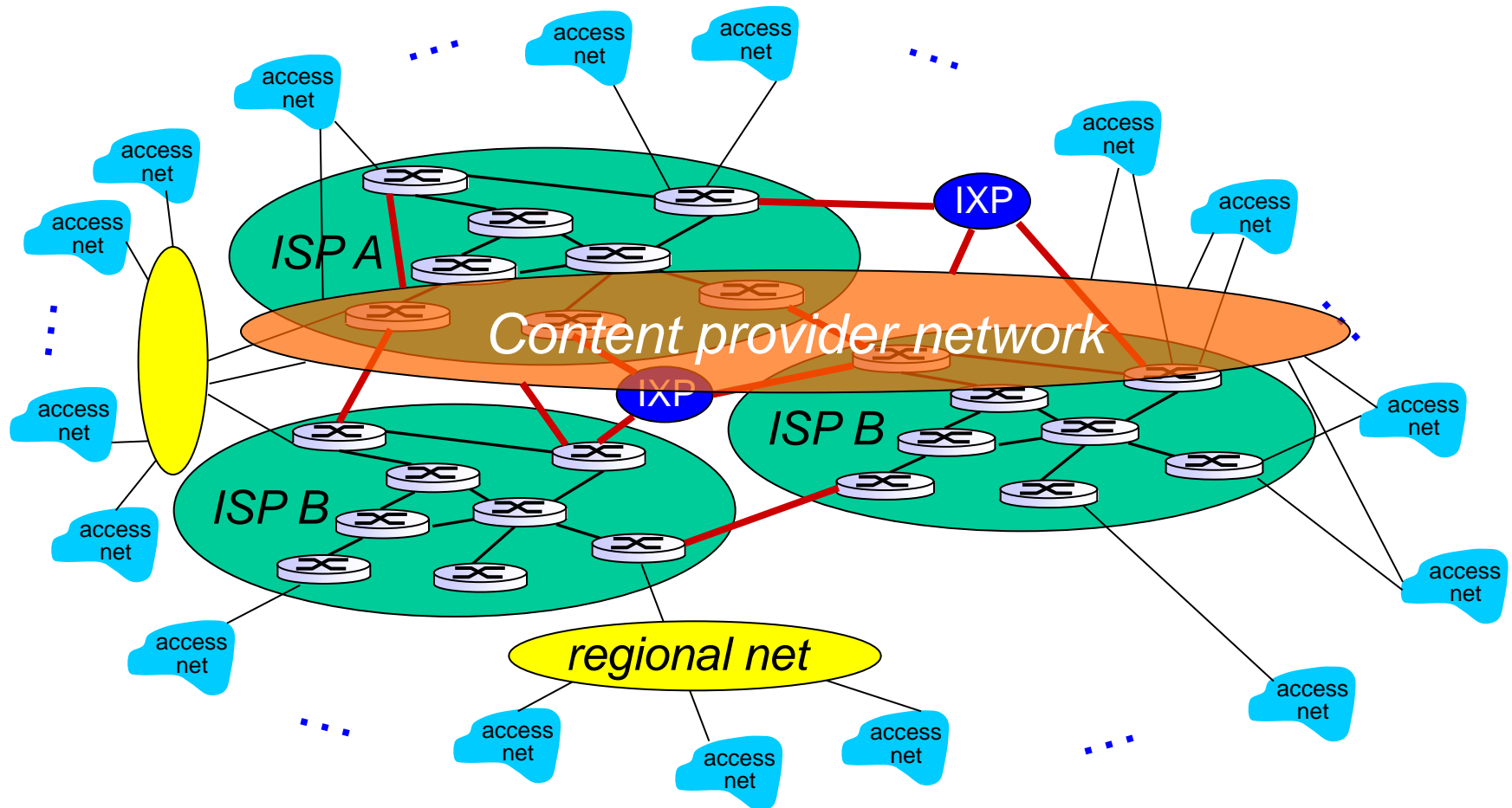
Internet structure: network of networks

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

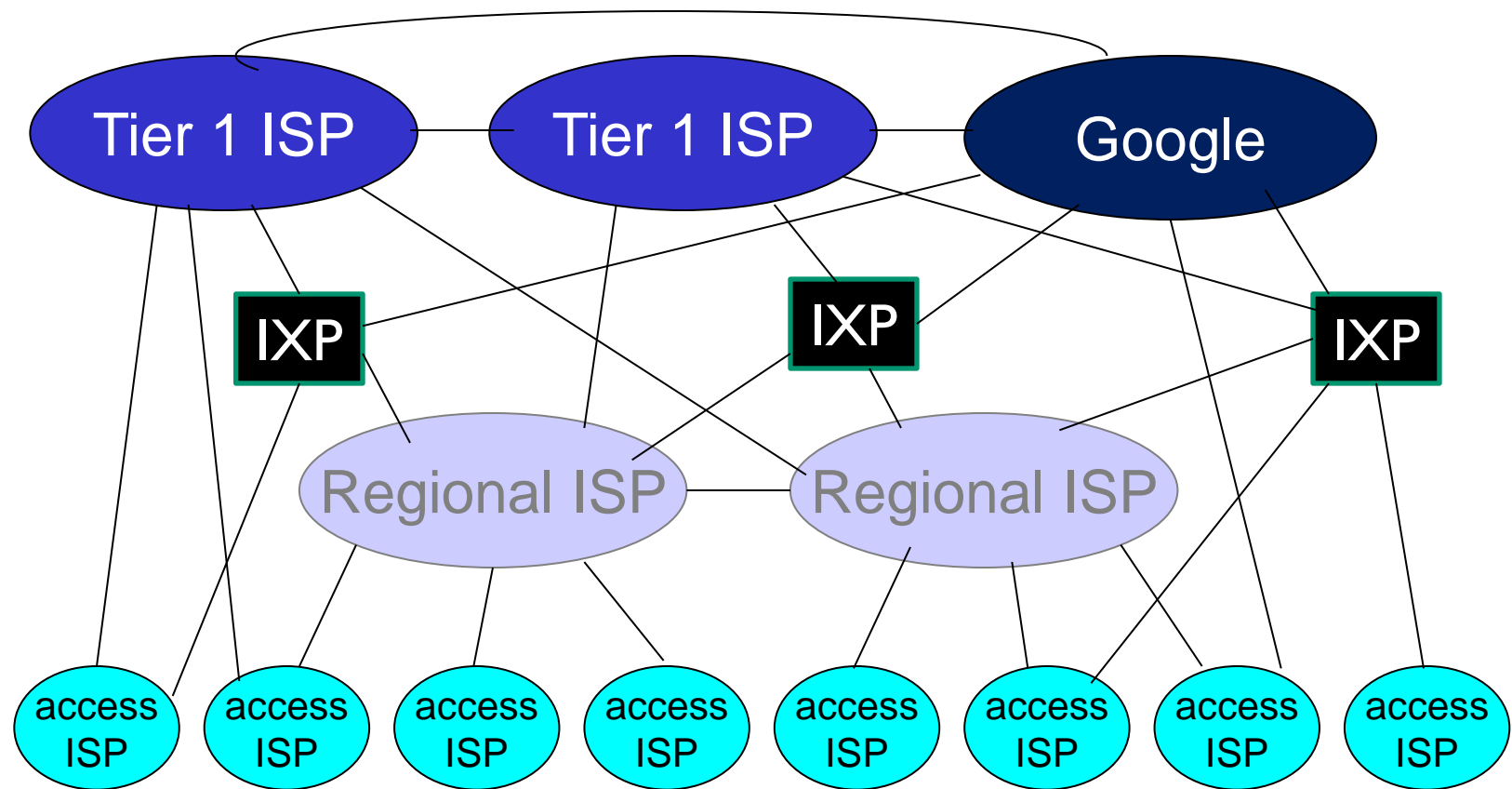


Internet structure: network of networks

... 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), 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

