

# Chapter I

# Introduction

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# Chapter 1: Roadmap of Lecture 2

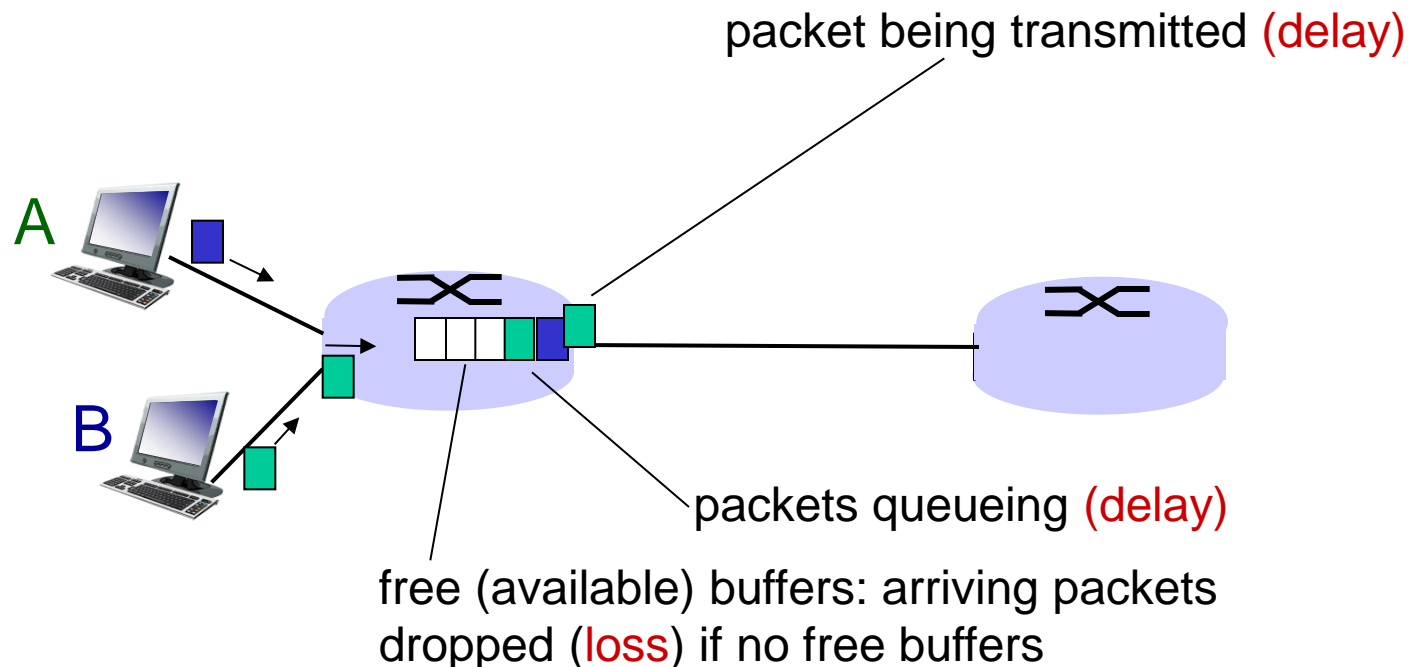
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- I.4 delay, loss, throughput in networks
- I.5 protocol layers, service models
- I.6 networks under attack: security
- I.7 history

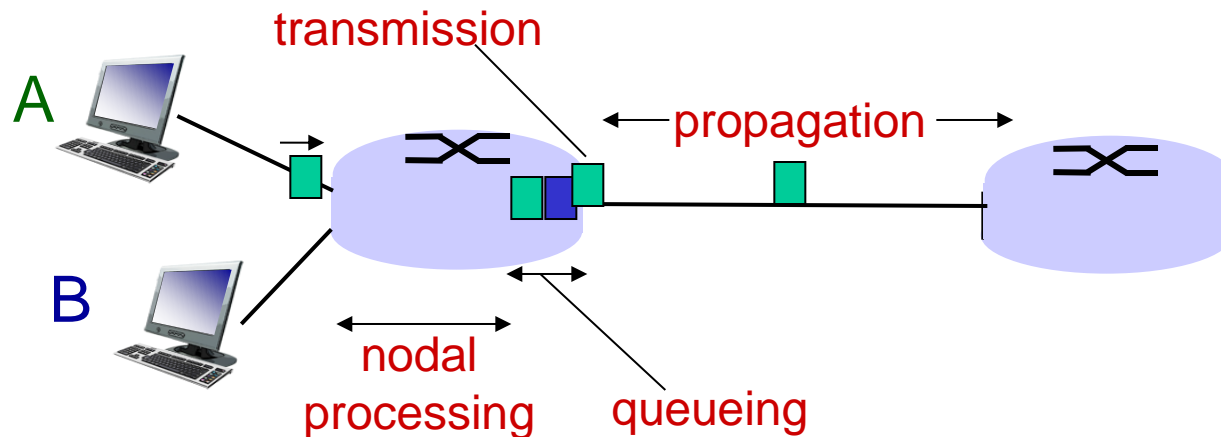
# How do loss and delay occur?

packets *queue* in router buffers

- ❖ packet arrival rate to link (temporarily) exceeds output link capacity
- ❖ packets queue, wait for turn



# Four sources of packet delay



$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

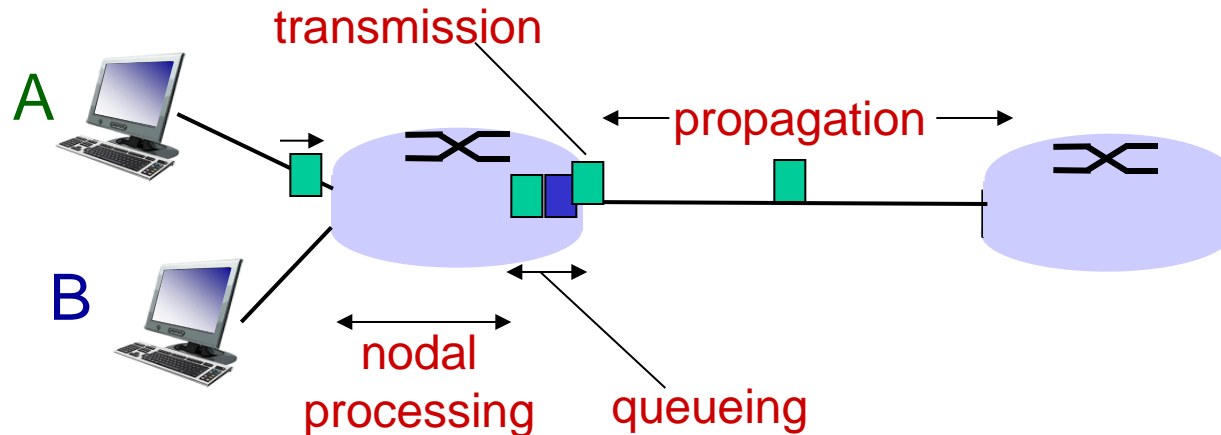
## $d_{\text{proc}}$ : nodal processing

- check bit errors
- determine output link
- typically < msec

## $d_{\text{queue}}$ : queueing delay

- time waiting at output link for transmission
- depends on congestion level of router

# Four sources of packet delay



$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

$d_{\text{trans}}$ : transmission delay:

- $L$ : packet length (bits)
- $R$ : link bandwidth (bps)
- $d_{\text{trans}} = L/R$

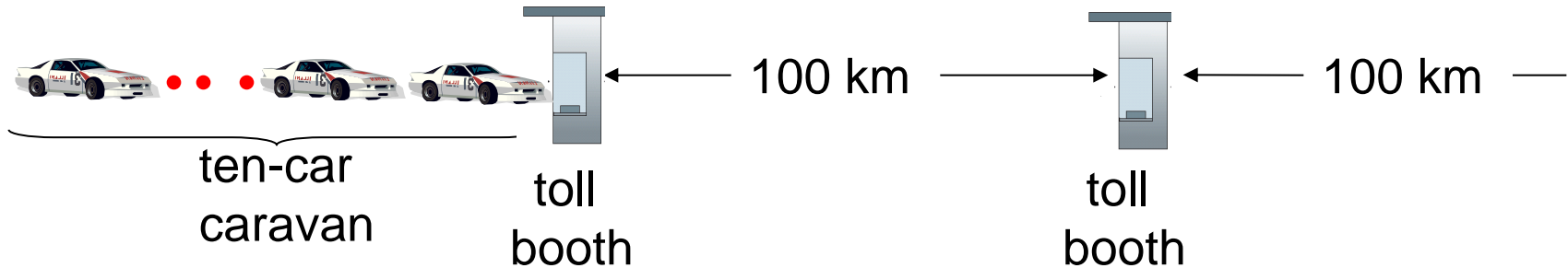
$d_{\text{prop}}$ : propagation delay:

- $d$ : length of physical link
- $s$ : propagation speed in medium ( $\sim 2 \times 10^8$  m/sec)
- $d_{\text{prop}} = d/s$

$d_{\text{trans}}$  and  $d_{\text{prop}}$   
very different

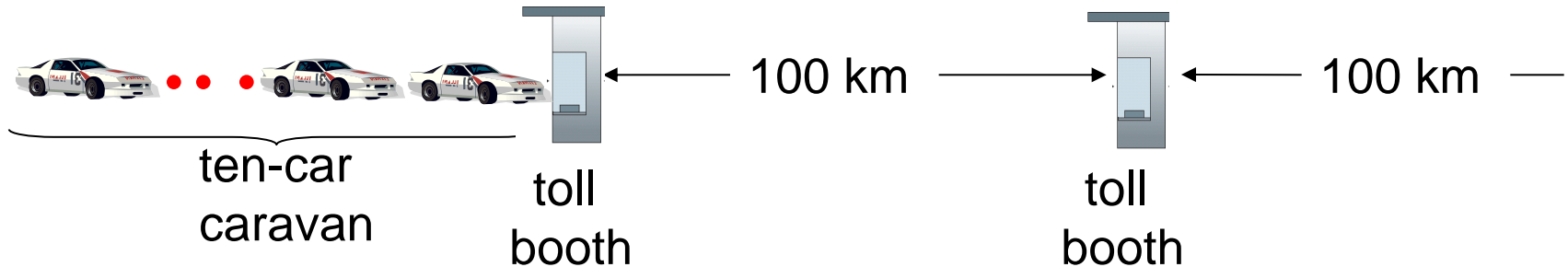
\* Check out the Java applet for an interactive animation on trans vs. prop delay

# Caravan analogy



- ❖ cars “propagate” at 100 km/hr
- ❖ toll booth takes 12 sec to service car (bit transmission time)
- ❖ car ~ bit; caravan ~ packet
- ❖ Q: How long until caravan is lined up before 2nd toll booth?
- time to “push” entire caravan through toll booth onto highway =  $12 \times 10 = 120$  sec
- time for last car to propagate from 1st to 2nd toll booth:  $100 \text{ km} / (100 \text{ km/hr}) = 1 \text{ hr}$
- A: 62 minutes

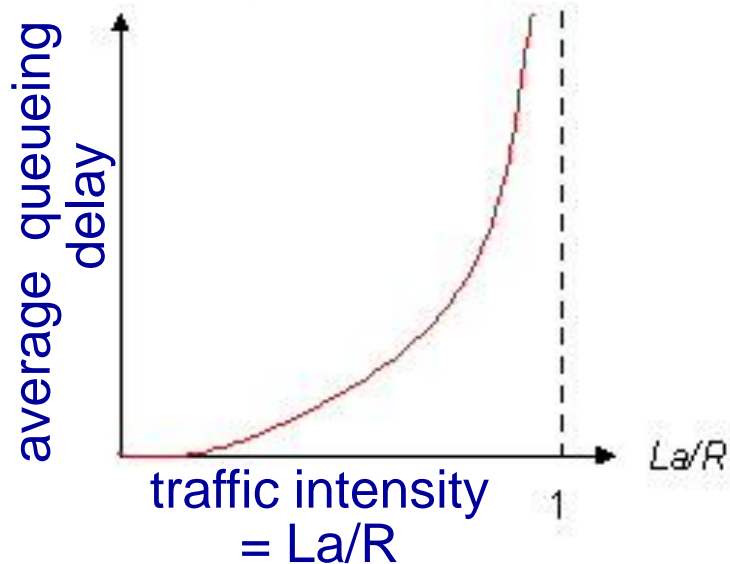
# Caravan analogy (more)



- ❖ suppose cars now “propagate” at 1000 km/hr
- ❖ and suppose toll booth now takes one min to service a car
- ❖ **Q: Will cars arrive to 2nd booth before all cars serviced at first booth?**
  - **A: Yes!** after 7 min, 1st car arrives at second booth; three cars still at 1st booth.

# Queueing delay (revisited)

- ❖  $R$ : link bandwidth (bps)
- ❖  $L$ : packet length (bits)
- ❖  $a$ : average packet arrival rate



- ❖  $La/R \sim 0$ : avg. queueing delay small
- ❖  $La/R \rightarrow 1$ : avg. queueing delay large
- ❖  $La/R > 1$ : more “work” arriving than can be serviced, average delay infinite!



$La/R \sim 0$



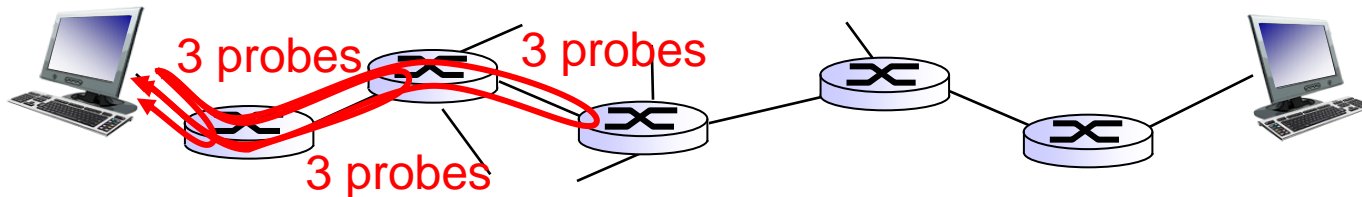
$La/R \rightarrow 1$

\* Check out the Java applet for an interactive animation on queueing and loss



# “Real” Internet delays and routes


- ❖ what do “real” Internet delay & loss look like?
- ❖ `traceroute` program: provides delay measurement from source to router along end-end Internet path towards destination. For all  $i$ :
  - sends three packets that will reach router  $i$  on path towards destination
  - router  $i$  will return packets to sender
  - sender times interval between transmission and reply.



# “Real” Internet delays, routes

**traceroute:** gaia.cs.umass.edu to www.eurecom.fr

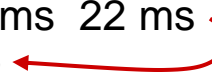
3 delay measurements from  
gaia.cs.umass.edu to cs-gw.cs.umass.edu




```

1 cs-gw (128.119.240.254) 1 ms 1 ms 2 ms
2 border1-rt-fa5-1-0.gw.umass.edu (128.119.3.145) 1 ms 1 ms 2 ms
3 cht-vbns.gw.umass.edu (128.119.3.130) 6 ms 5 ms 5 ms
4 jn1-at1-0-0-19.wor.vbns.net (204.147.132.129) 16 ms 11 ms 13 ms
5 jn1-so7-0-0-0.wae.vbns.net (204.147.136.136) 21 ms 18 ms 18 ms
6 abilene-vbns.abilene.ucaid.edu (198.32.11.9) 22 ms 18 ms 22 ms
7 nycm-wash.abilene.ucaid.edu (198.32.8.46) 22 ms 22 ms 22 ms
8 62.40.103.253 (62.40.103.253) 104 ms 109 ms 106 ms
9 de2-1.de1.de.geant.net (62.40.96.129) 109 ms 102 ms 104 ms
10 de.fr1.fr.geant.net (62.40.96.50) 113 ms 121 ms 114 ms
11 renater-gw.fr1.fr.geant.net (62.40.103.54) 112 ms 114 ms 112 ms
12 nio-n2.cssi.renater.fr (193.51.206.13) 111 ms 114 ms 116 ms
13 nice.cssi.renater.fr (195.220.98.102) 123 ms 125 ms 124 ms
14 r3t2-nice.cssi.renater.fr (195.220.98.110) 126 ms 126 ms 124 ms
15 eurecom-valbonne.r3t2.ft.net (193.48.50.54) 135 ms 128 ms 133 ms
16 194.214.211.25 (194.214.211.25) 126 ms 128 ms 126 ms
17 * * *
18 * * *
19 fantasia.eurecom.fr (193.55.113.142) 132 ms 128 ms 136 ms
  
```

trans-oceanic link



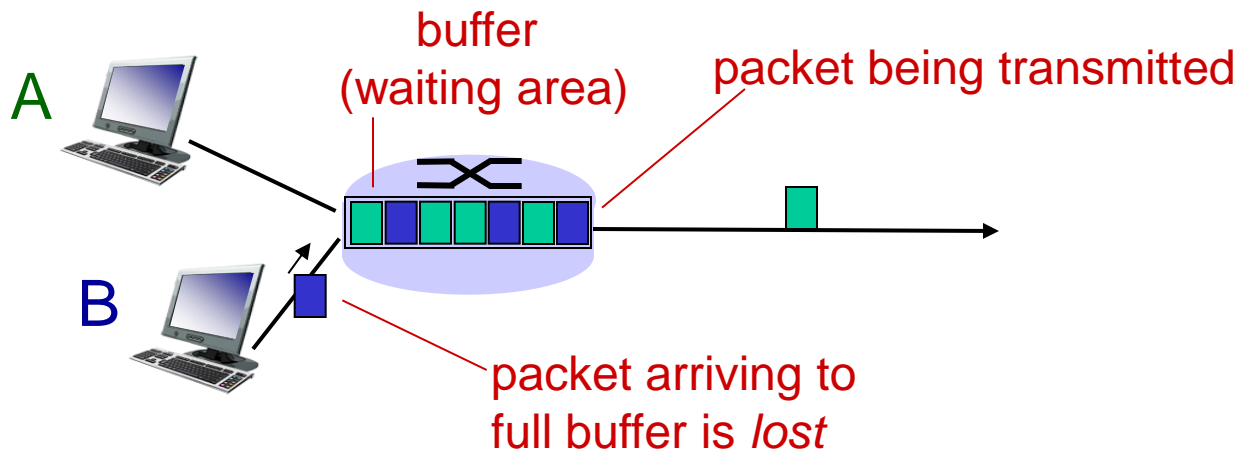
\* means no response (probe lost, router not replying)



\* Do some traceroutes from exotic countries at [www.traceroute.org](http://www.traceroute.org)

# Packet loss

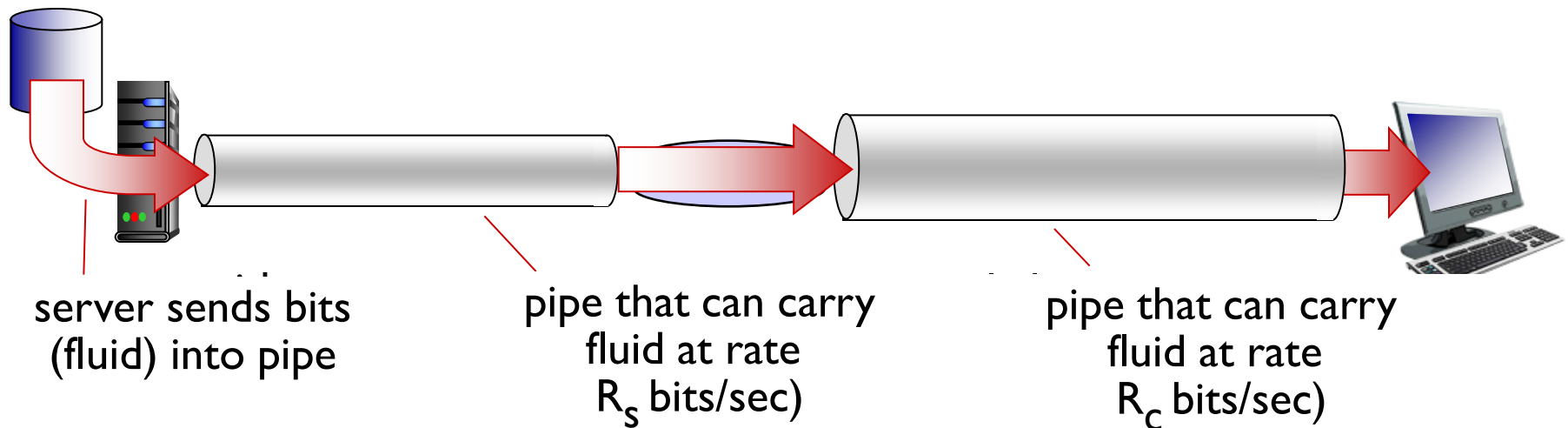
- ❖ queue (aka buffer) preceding link in buffer has finite capacity
- ❖ packet arriving to full queue dropped (aka lost)
- ❖ lost packet may be retransmitted by previous node, by source end system, or not at all



\* Check out the Java applet for an interactive animation on queuing and loss

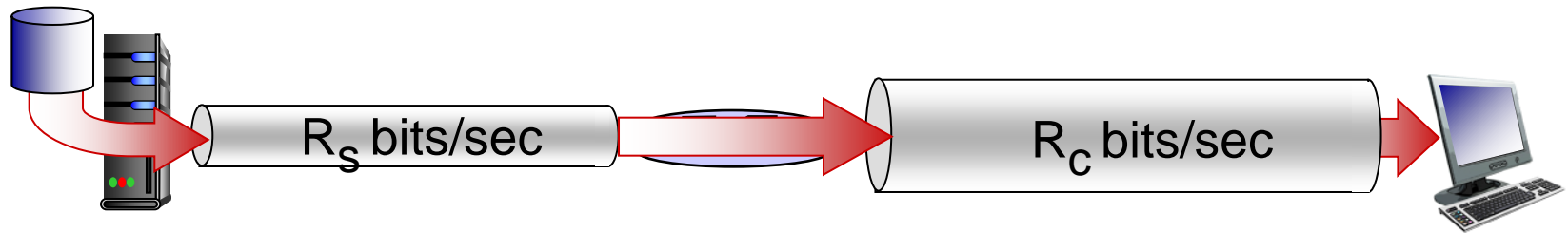
# Throughput

- ❖ *throughput*: rate (bits/time unit) at which bits transferred between sender/receiver
  - *instantaneous*: rate at given point in time
  - *average*: rate over longer period of time

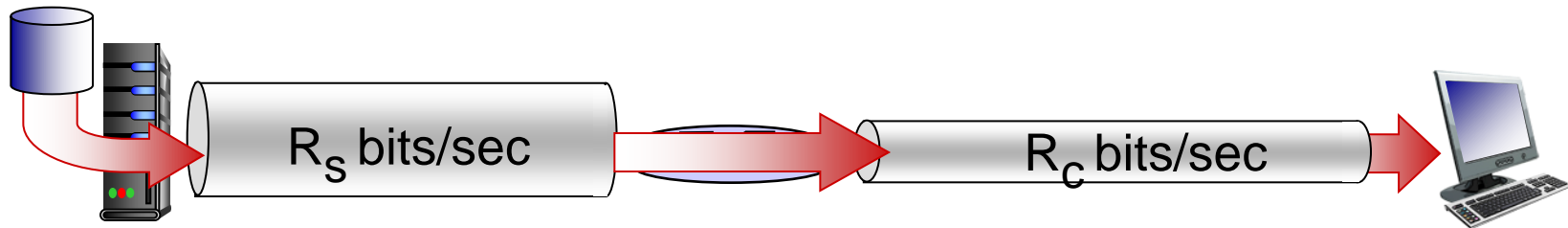


# Throughput (more)

❖  $R_s < R_c$  What is average end-end throughput?



❖  $R_s > R_c$  What is average end-end throughput?

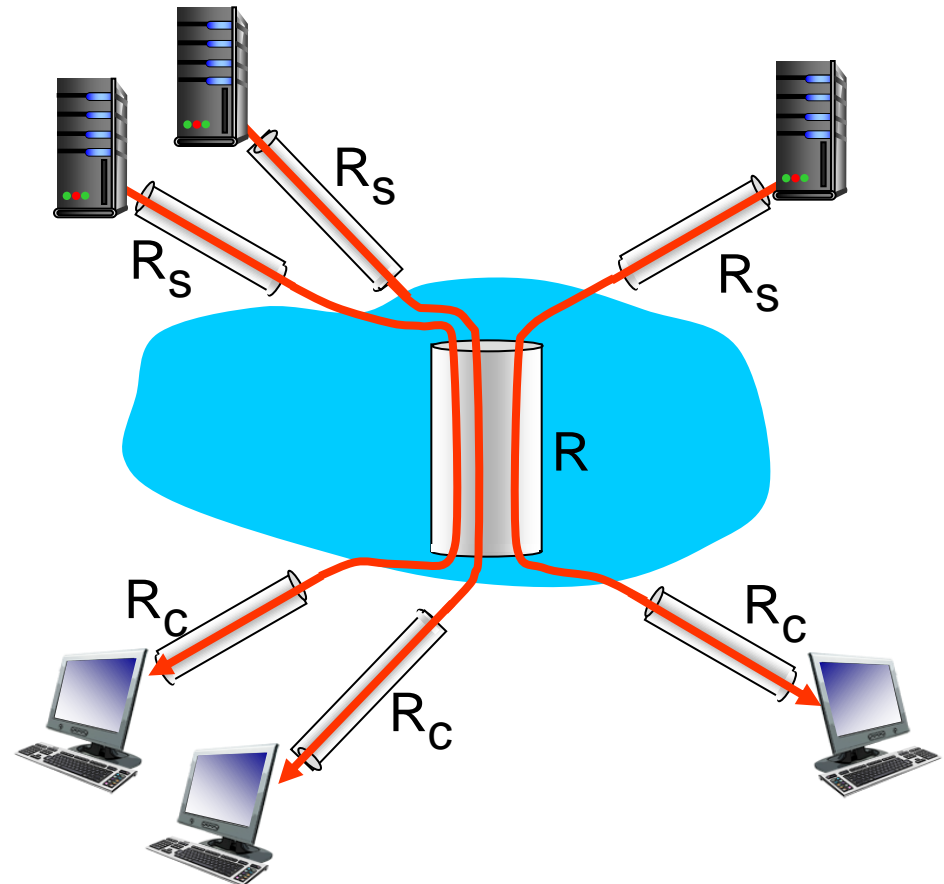


*bottleneck link*

link on end-end path that constrains end-end throughput

# Throughput: Internet scenario

- ❖ per-connection end-end throughput:  
 $\min(R_c, R_s, R/I)$
- ❖ in practice:  $R_c$  or  $R_s$  is often bottleneck



10 connections (fairly) share  
backbone bottleneck link  $R$  bits/sec

# 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

# Protocol “layers”

*Networks are complex,  
with many “pieces”:*

- hosts
- routers
- links of various media
- applications
- protocols
- hardware, software

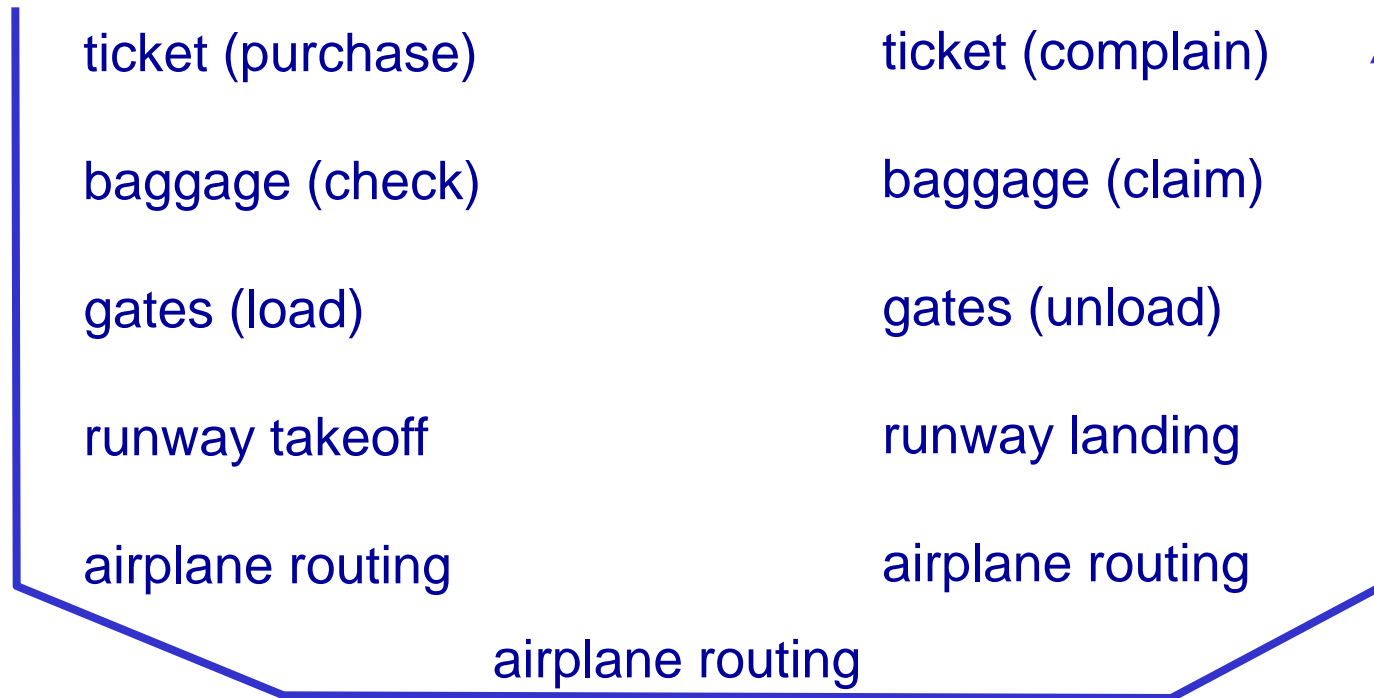
*Question:*

is there any hope of  
*organizing* structure of  
network?

.... or at least our  
discussion of networks?

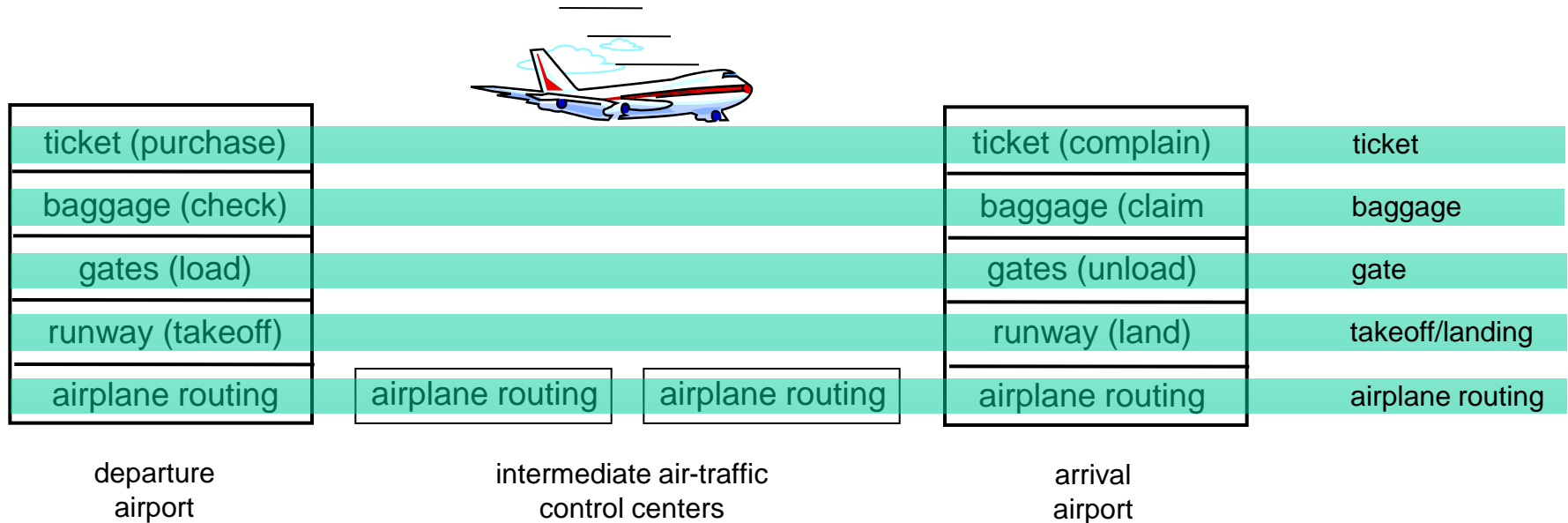


# Organization of air travel



❖ a series of steps

# Layering of airline functionality



**layers:** each layer implements a service

- via its own internal-layer actions
- relying on services provided by layer below

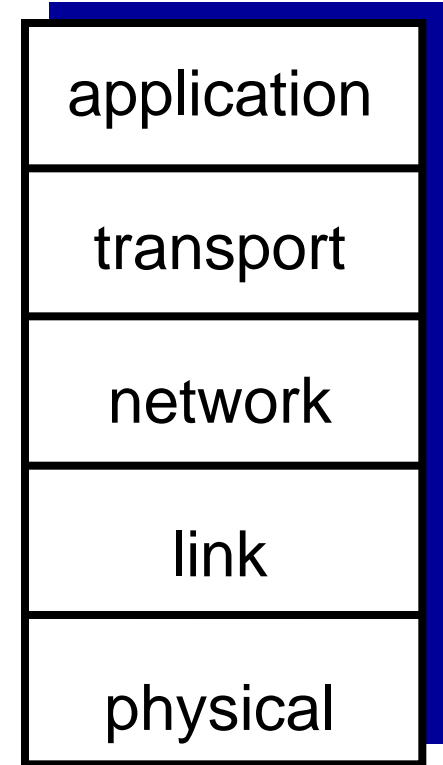
# Why layering?

dealing with complex systems:

- ❖ explicit structure allows identification, relationship of complex system's pieces
  - layered *reference model* for discussion
- ❖ modularization eases maintenance, updating of system
  - change of implementation of layer's service transparent to rest of system
  - e.g., change in gate procedure doesn't affect rest of system
- ❖ layering considered harmful?

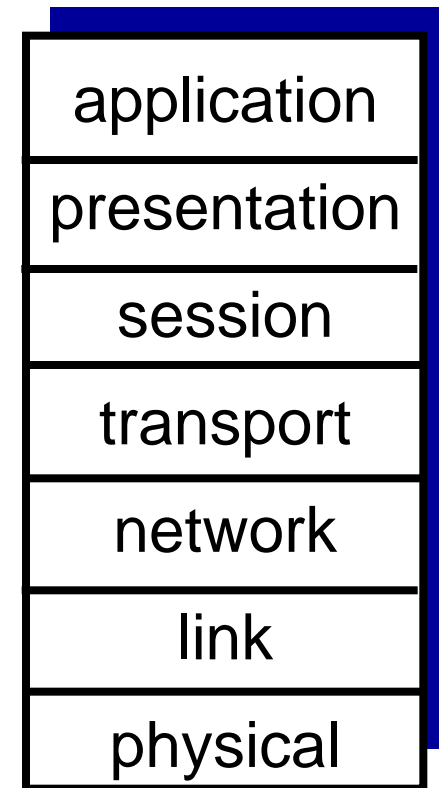
# Internet protocol stack

- ❖ *application*: supporting network applications
  - FTP, SMTP, HTTP
- ❖ *transport*: process-process data transfer
  - TCP, UDP
- ❖ *network*: routing of datagrams from source to destination
  - IP, routing protocols
- ❖ *link*: data transfer between neighboring network elements
  - Ethernet, 802.111 (WiFi), PPP
- ❖ *physical*: bits “on the wire”

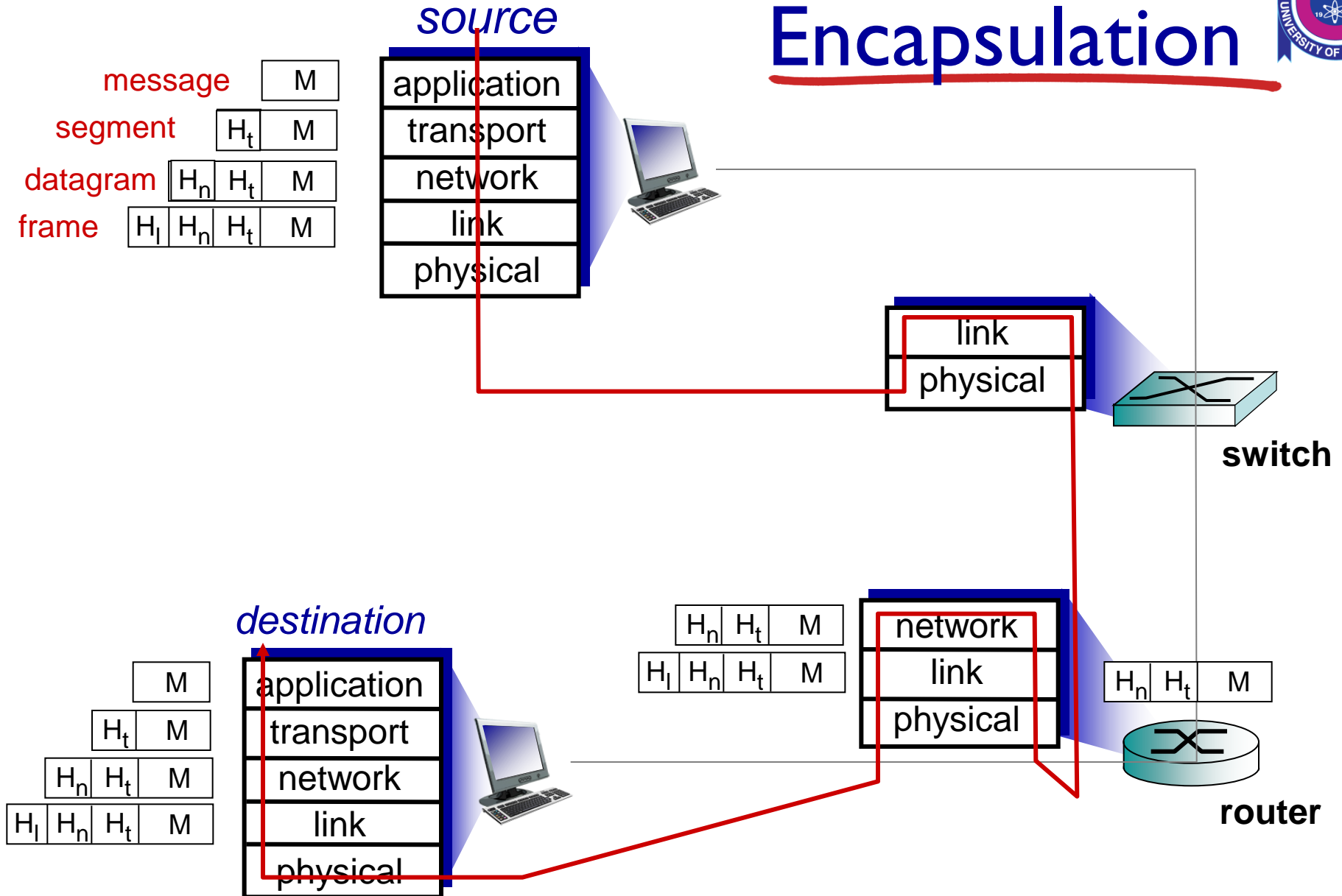


# ISO/OSI reference model

- ❖ **presentation**: allow applications to interpret meaning of data, e.g., encryption, compression, machine-specific conventions
- ❖ **session**: synchronization, checkpointing, recovery of data exchange
- ❖ Internet stack “missing” these layers!
  - these services, *if needed*, must be implemented in application
  - needed?



# Encapsulation



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# Network security

## ❖ field of network security:

- how bad guys can attack computer networks
- how we can defend networks against attacks
- how to design architectures that are immune to attacks

## ❖ Internet not originally designed with (much) security in mind

- *original vision*: “a group of mutually trusting users attached to a transparent network” 😊
- Internet protocol designers playing “catch-up”
- security considerations in all layers!



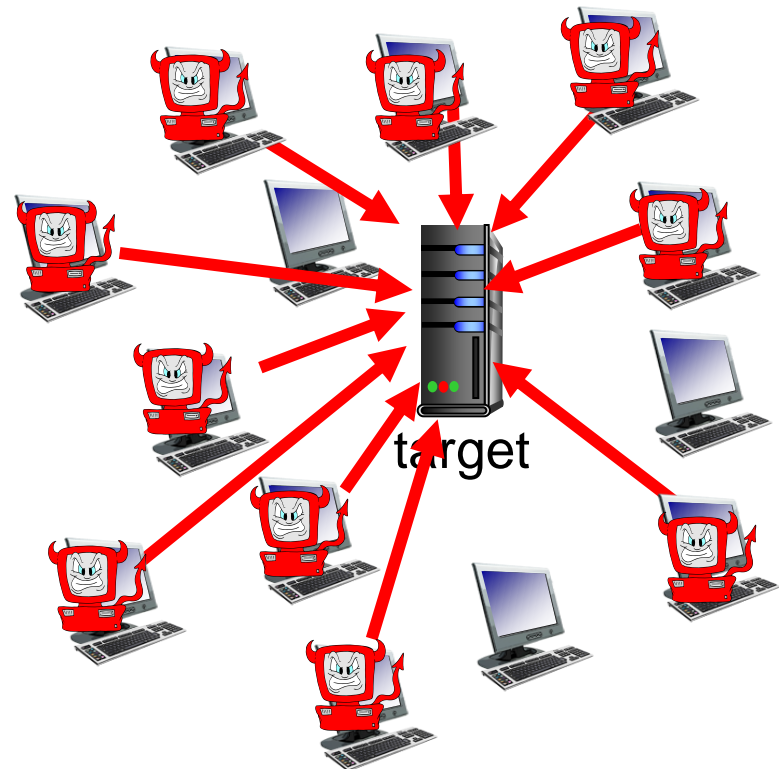
# Bad guys: put malware into hosts via Internet

- ❖ malware can get in host from:
  - *virus*: self-replicating infection by receiving/executing object (e.g., e-mail attachment)
  - *worm*: self-replicating infection by passively receiving object that gets itself executed
- ❖ **spyware malware** can record keystrokes, web sites visited, upload info to collection site
- ❖ infected host can be enrolled in **botnet**, used for spam. DDoS attacks

# Bad guys: attack server, network infrastructure

*Denial of Service (DoS)*: attackers make resources (server, bandwidth) unavailable to legitimate traffic by overwhelming resource with bogus traffic

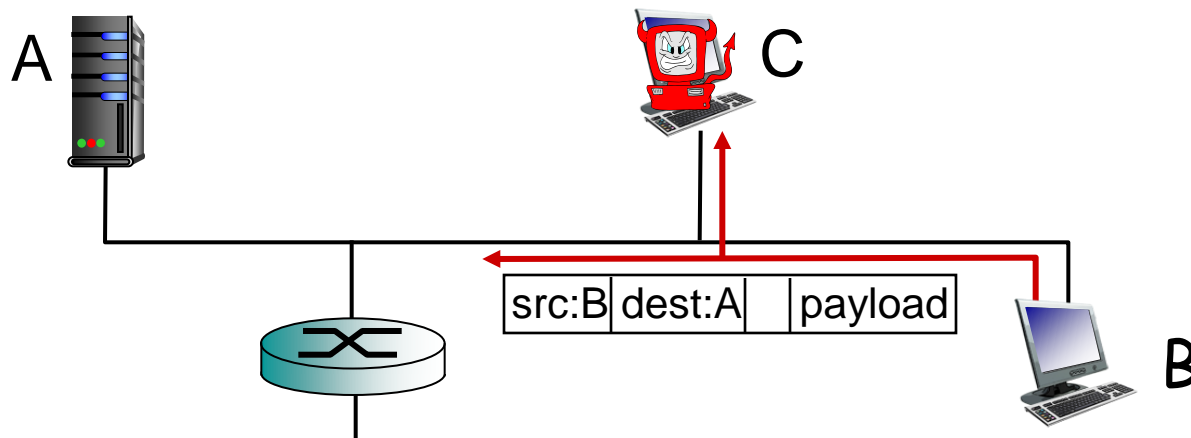
1. select target
2. break into hosts around the network (see botnet)
3. send packets to target from compromised hosts



# Bad guys can sniff packets

## *packet “sniffing”:*

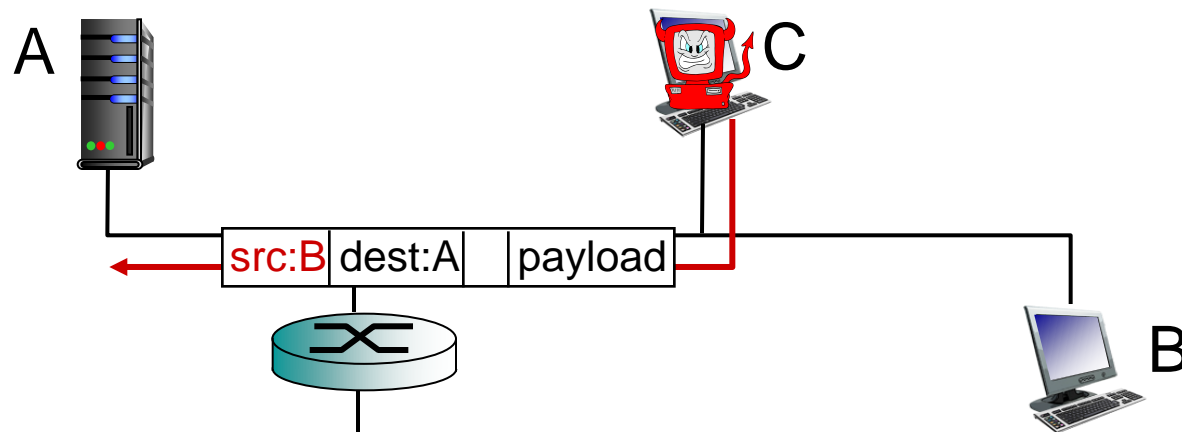
- broadcast media (shared ethernet, wireless)
- promiscuous network interface reads/records all packets (e.g., including passwords!) passing by



- ❖ wireshark software used for end-of-chapter labs is a (free) packet-sniffer

# Bad guys can use fake addresses

*IP spoofing*: send packet with false source address



*... lots more on security (throughout, Chapter 8)*

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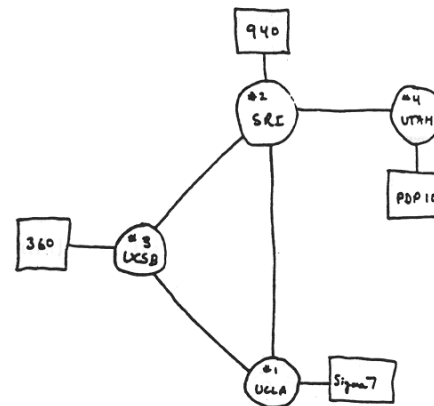
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# Internet history

## *1961-1972: Early packet-switching principles*

- ❖ **1961:** Kleinrock - queueing theory shows effectiveness of packet-switching
- ❖ **1964:** Baran - packet-switching in military nets
- ❖ **1967:** ARPAnet conceived by Advanced Research Projects Agency
- ❖ **1969:** first ARPAnet node operational
- ❖ **1972:**
  - ARPAnet public demo
  - NCP (Network Control Protocol) first host-host protocol
  - first e-mail program
  - ARPAnet has 15 nodes



THE ARPA NETWORK

# Internet history

## *1972-1980: Internetworking, new and proprietary nets*

- ❖ **1970:** ALOHAnet satellite network in Hawaii
- ❖ **1974:** Cerf and Kahn - architecture for interconnecting networks
- ❖ **1976:** Ethernet at Xerox PARC
- ❖ **late70' s:** proprietary architectures: DECnet, SNA, XNA
- ❖ **late 70' s:** switching fixed length packets (ATM precursor)
- ❖ **1979:** ARPAnet has 200 nodes

### **Cerf and Kahn' s internetworking principles:**

- minimalism, autonomy - no internal changes required to interconnect networks
- best effort service model
- stateless routers
- decentralized control

**define today' s Internet  
architecture**

# Internet history

## *1980-1990: new protocols, a proliferation of networks*

- ❖ **1983:** deployment of TCP/IP
- ❖ **1982:** smtp e-mail protocol defined
- ❖ **1983:** DNS defined for name-to-IP-address translation
- ❖ **1985:** ftp protocol defined
- ❖ **1988:** TCP congestion control
- ❖ new national networks: Cset, BITnet, NSFnet, Minitel
- ❖ 100,000 hosts connected to confederation of networks



# Internet history

## *1990, 2000 's: commercialization, the Web, new apps*

- ❖ early 1990' s: ARPAnet decommissioned
- ❖ 1991: NSF lifts restrictions on commercial use of NSFnet (decommissioned, 1995)
- ❖ early 1990s: Web
  - hypertext [Bush 1945, Nelson 1960' s]
  - HTML, HTTP: Berners-Lee
  - 1994: Mosaic, later Netscape
  - late 1990' s: commercialization of the Web

### late 1990' s – 2000' s:

- ❖ more killer apps: instant messaging, P2P file sharing
- ❖ network security to forefront
- ❖ est. 50 million host, 100 million+ users
- ❖ backbone links running at Gbps

# Internet history

## *2005-present*

- ❖ ~750 million hosts
  - Smartphones and tablets
- ❖ Aggressive deployment of broadband access
- ❖ Increasing ubiquity of high-speed wireless access
- ❖ Emergence of online social networks:
  - Facebook: soon one billion users
- ❖ Service providers (Google, Microsoft) create their own networks
  - Bypass Internet, providing “instantaneous” access to search, email, etc.
- ❖ E-commerce, universities, enterprises running their services in “cloud” (eg, Amazon EC2)

# Introduction: summary

*covered a “ton” of material!*

- ❖ Internet overview
- ❖ what's a protocol?
- ❖ network edge, core, access network
  - packet-switching versus circuit-switching
  - Internet structure
- ❖ performance: loss, delay, throughput
- ❖ layering, service models
- ❖ security
- ❖ history

*you now have:*

- ❖ context, overview, “feel” of networking
- ❖ more depth, detail *to follow!*