CSCI 466: Networks

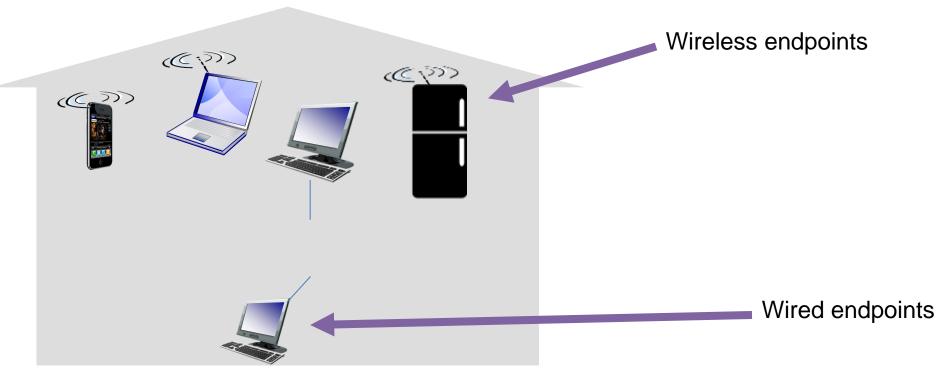
Lecture 2: Network Edge, Network Core

Reese Pearsall Fall 2024

Announcements

- Make sure to get the CSCI 466 role on Discord!
- Fill out the course questionnaire
- You can call me "Reese"

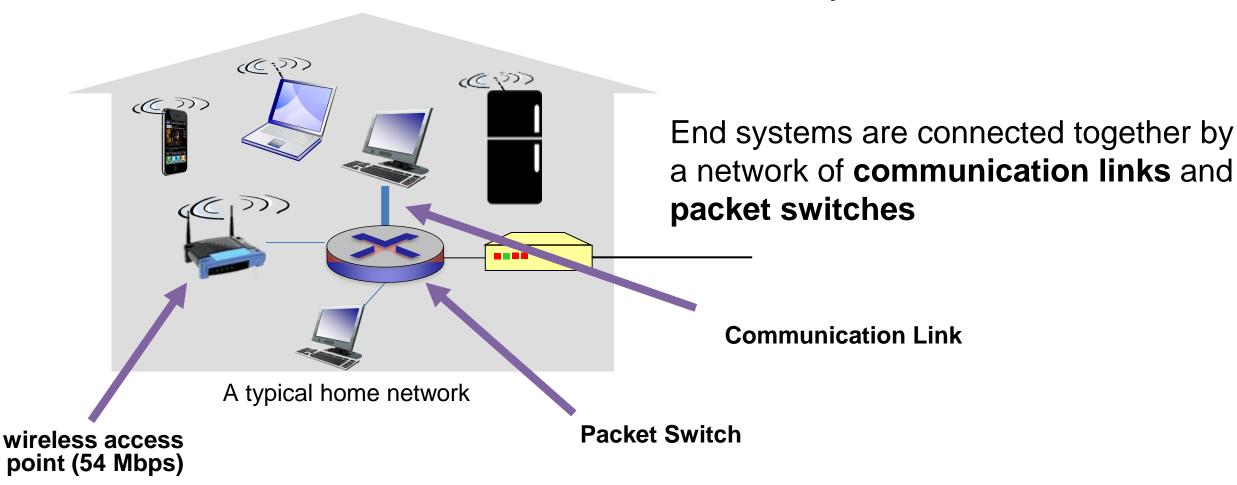
Devices that are connected to network are called **hosts** or **end systems**



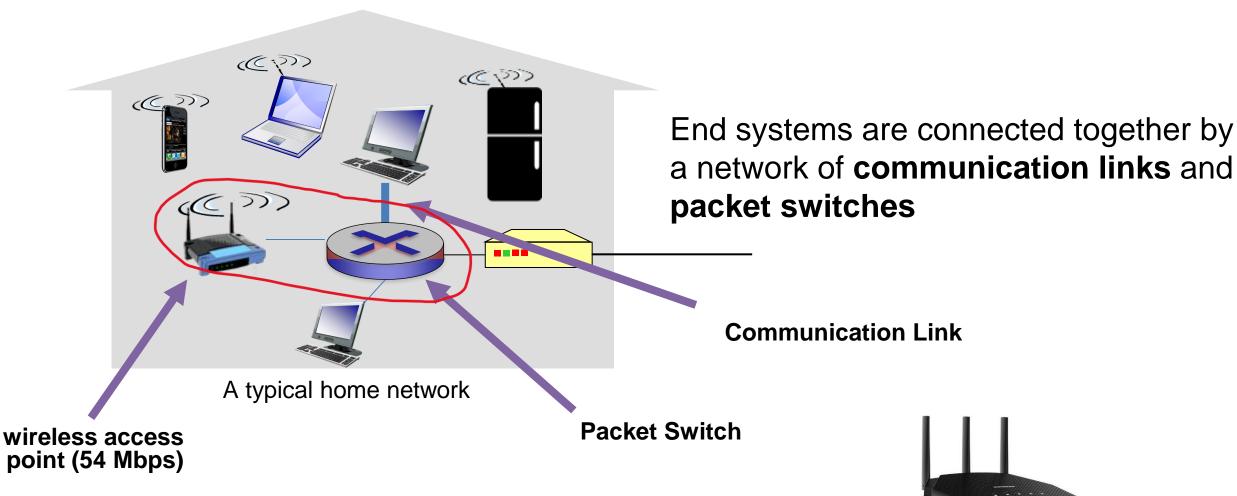
A typical home network

How does out network get access through other networks?

Devices that are connected to network are called **hosts** or **end systems**



Devices that are connected to network are called **hosts** or **end systems**



The most common packet switch we see is called a **router**

Packet Switch

A typical home network

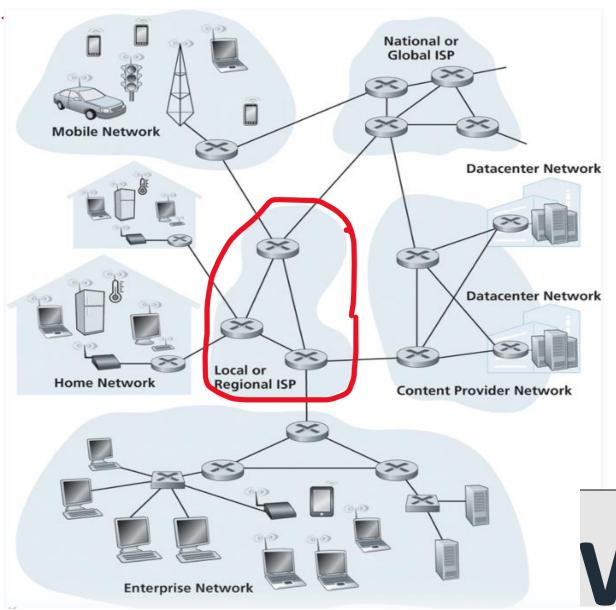
Devices that are connected to network are called **hosts** or **end systems**

End systems are connected together by a network of **communication links** and **packet switches**

A packet switch takes a packet arriving on one of its incoming communication links and forwards that packet on one of its outgoing communication links

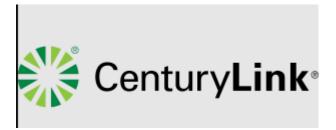
The most common packet switch we see is called a **router**





End systems gain access to the internet through **Internet Service Providers (ISPs)**

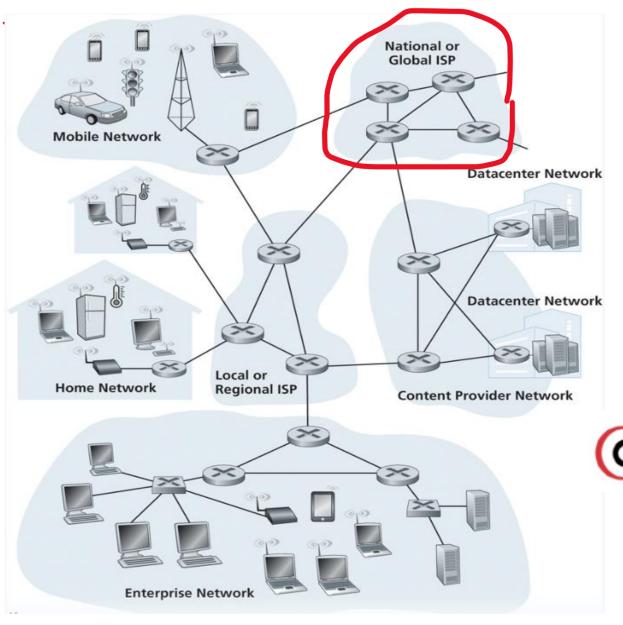
Spectrum





End to Frd Communication Top Internet Service Provider State-by-State (Comcast, Comcast. Comcast. Mobile N **MCABLEVISION** Midcontinent Comcast. Comcast Comcast Century Link Midcontinent MICABLEVISION COX comcast. COX Mediacom Comcast. comcast. Comcast Comcast. Comcast. verizon Comcast. Home Ne Century Link **≝** at&t (Comcast. 😂 at&t COX Webpage X Source: 56 million web visits





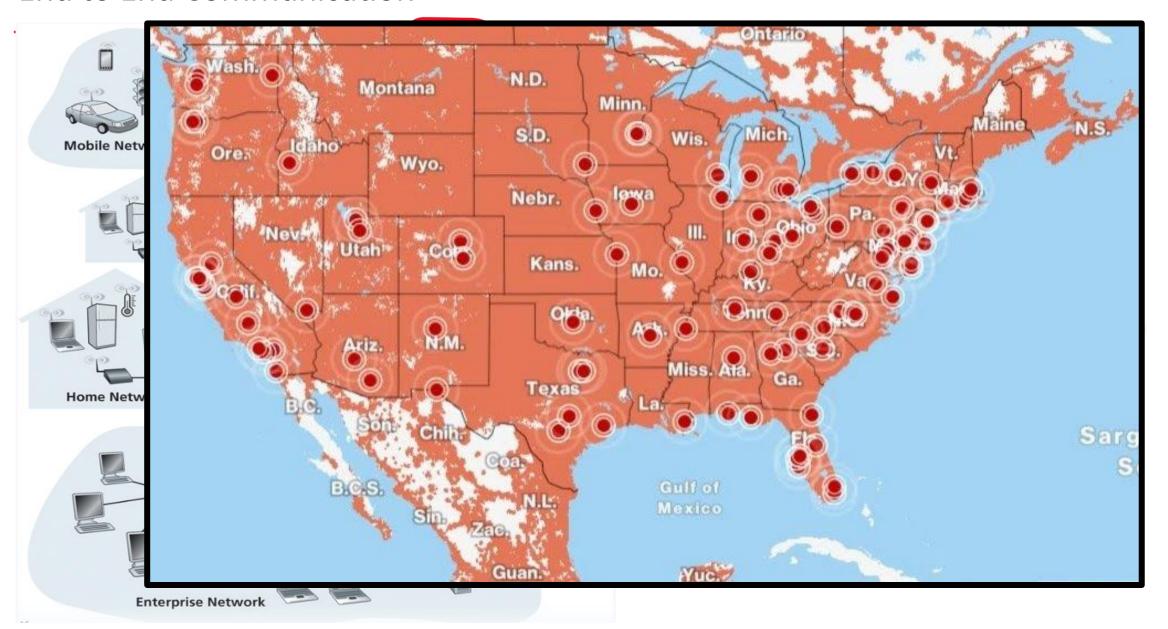
End systems gain access to the internet through **Internet Service Providers (ISPs)**

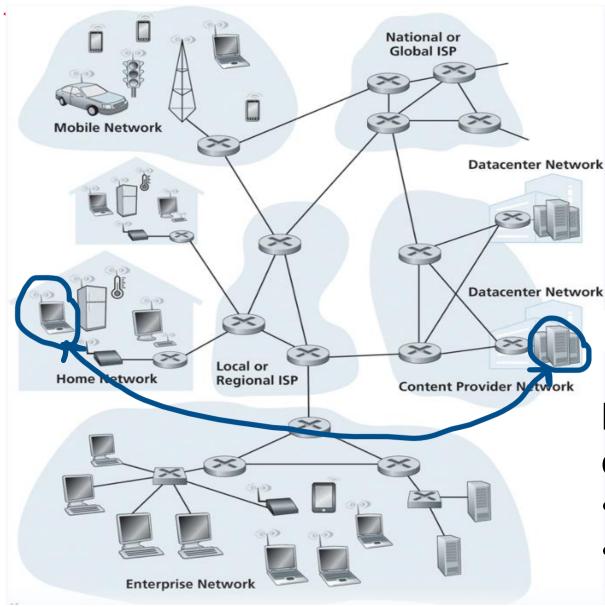




Comcast





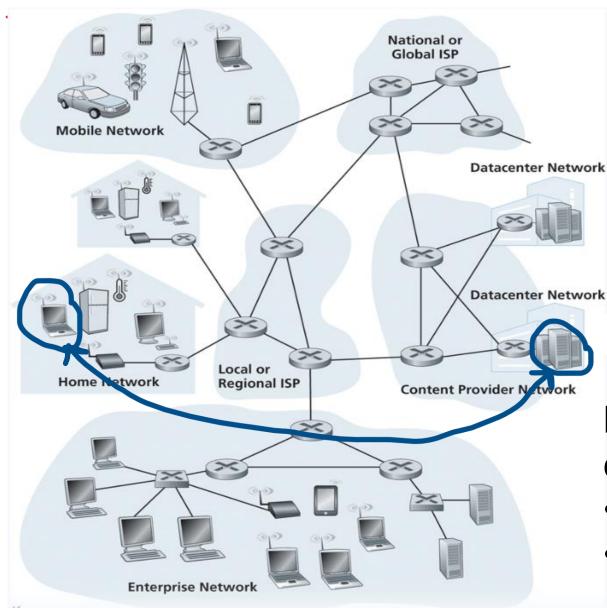


"End-to-end communication"

VouTube

Most hosts can be classified into two categories:

- Clients
- Servers

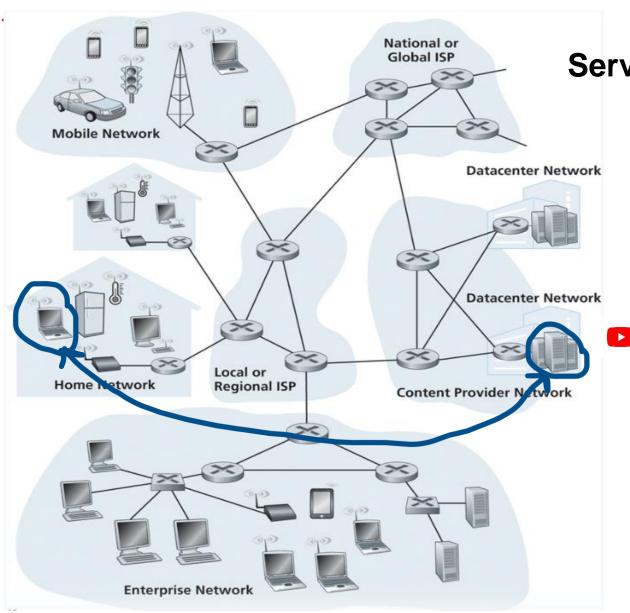


"End-to-end communication"

YouTube

Most hosts can be classified into two categories:

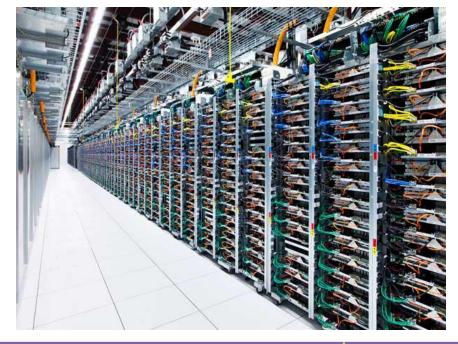
- Clients (Desktops, Laptops, Phones)
- Servers (Powerful computers that store web pages, videos, emails, etc)



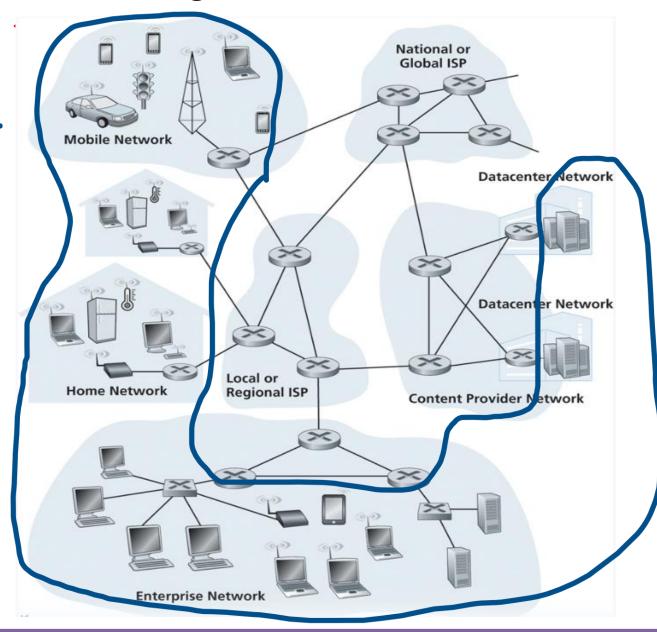
Servers typically reside in large datacenters

"End-to-end communication"



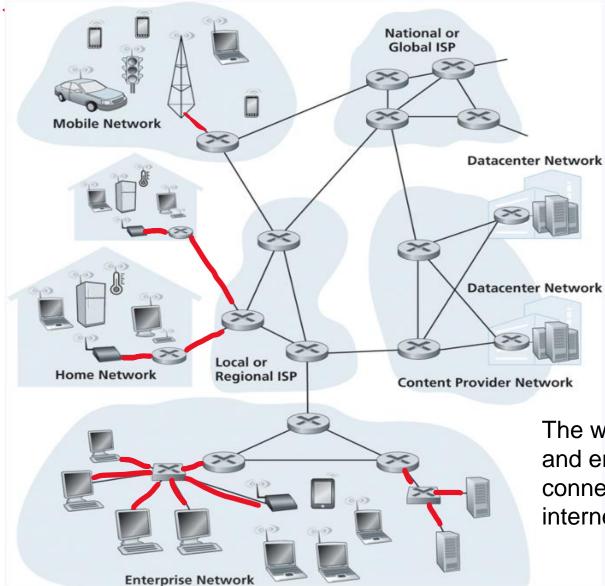


Network Edge



The **network edge** consists of end systems

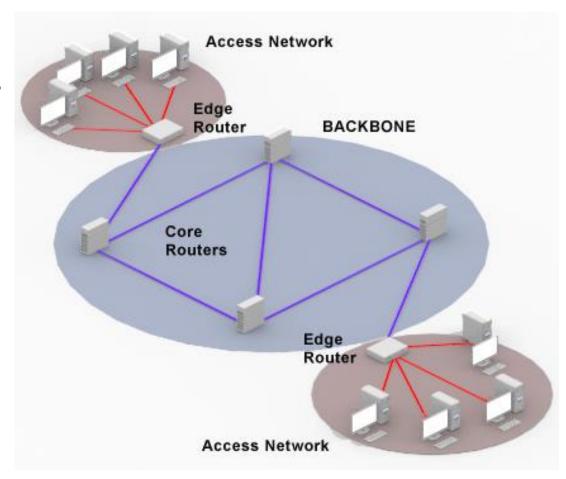
Network Edge



An **access network** is the network that physically connects an end system to the first router

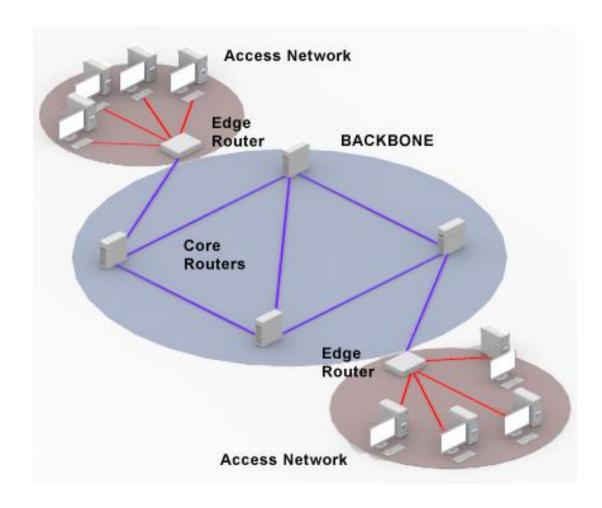
The way that homes and enterprises get connected to the internet

Network Edge



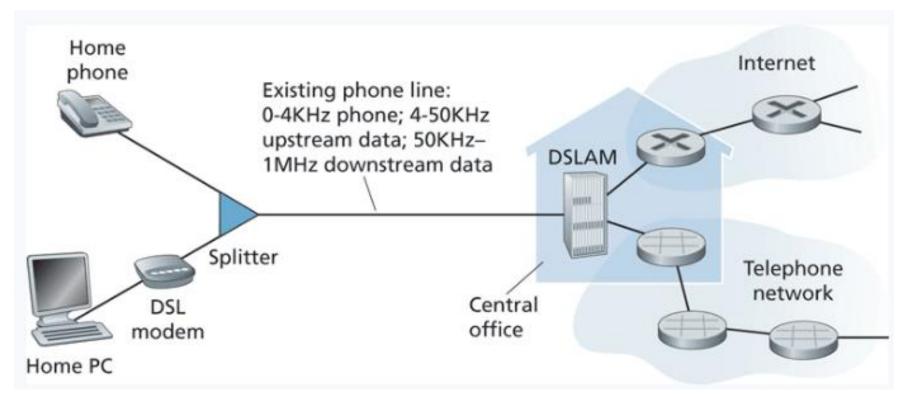
The way that homes and enterprises get connected to the internet

An **access network** is the network that physically connects an end system to the first router



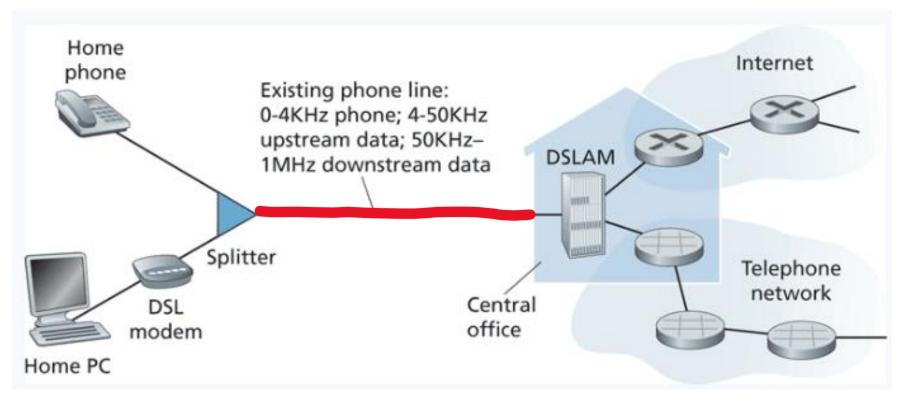
"Edge Routers" act as the boundary between a private network and a public network

Digital Subscriber Line (DSL)



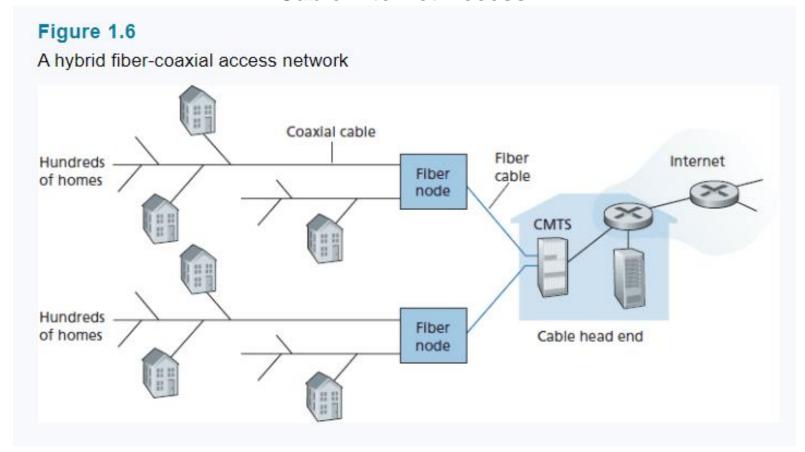
Uses existing telephone line to connect to internet and transmit data

Digital Subscriber Line (DSL)



Uses existing telephone line to connect to internet and transmit data

Cable Internet Access

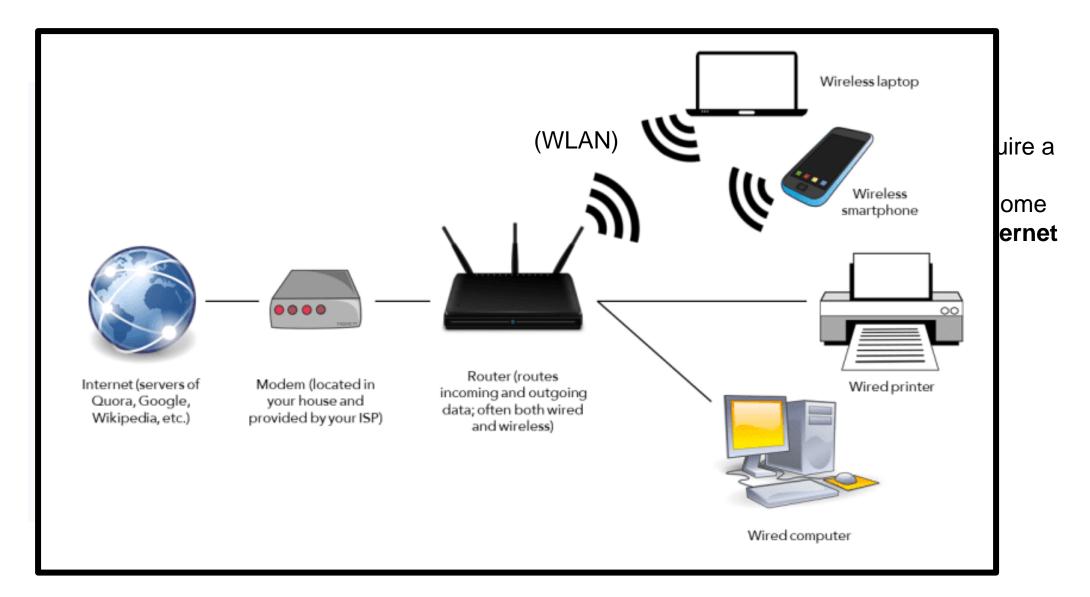


Homes will require a modem, which connects to a home PC with an Ethernet cable

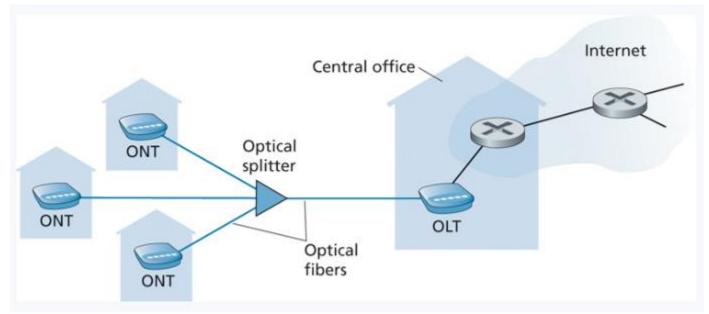


Uses existing television cable lines to connect to internet and transmit data

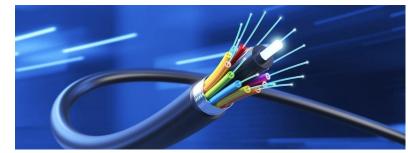
*Shared broadcast medium

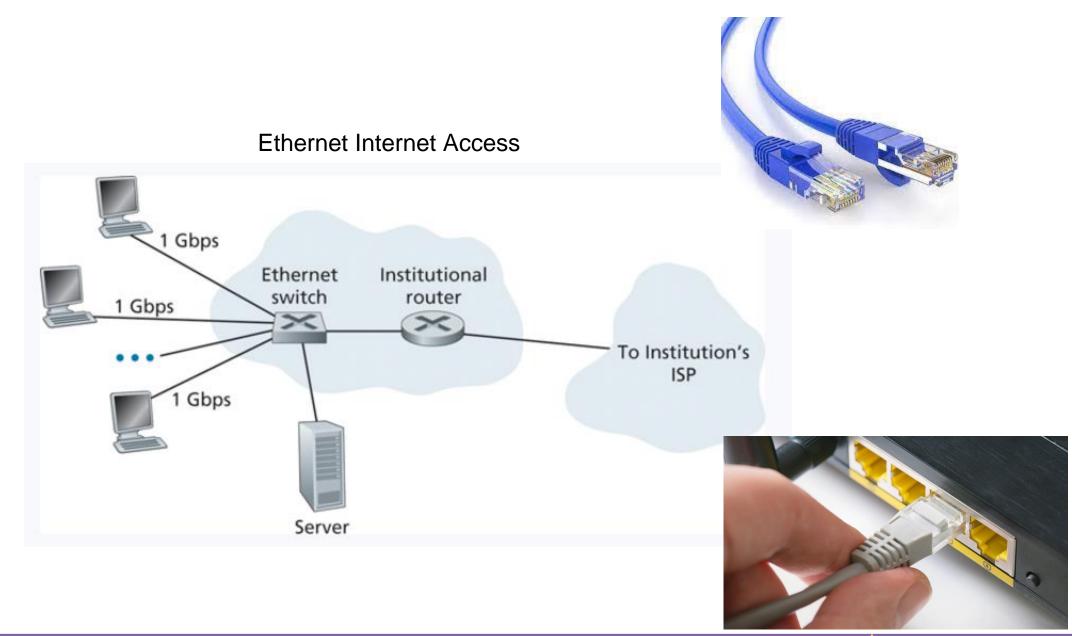


Fiber Internet Access (FTTH)



Connects homes to a shared fiber cable





Ok, but like how?





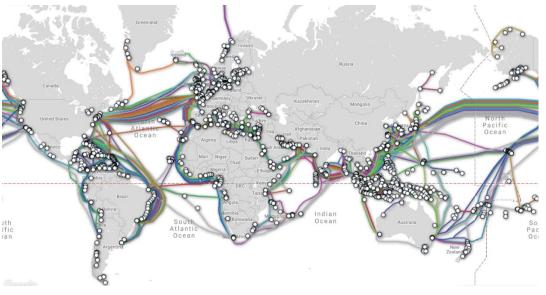


Ok, but like how?





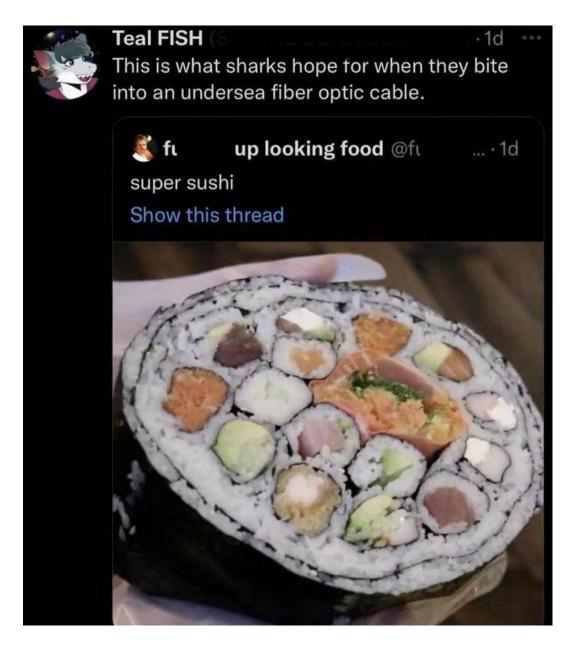




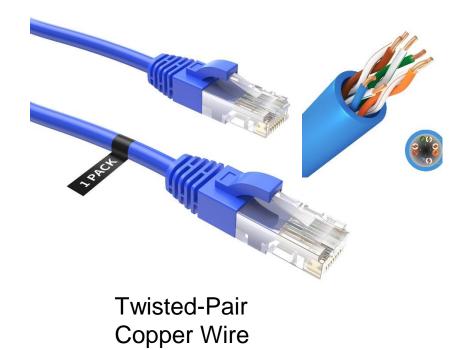
INFRAPEDIA

https://www.youtube.com/watch?v =d0gs497KApU

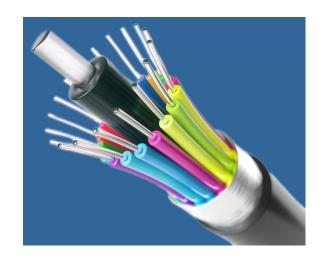




Physical Mediums

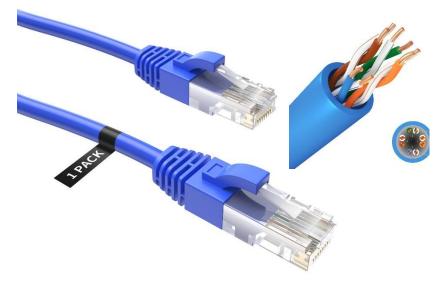






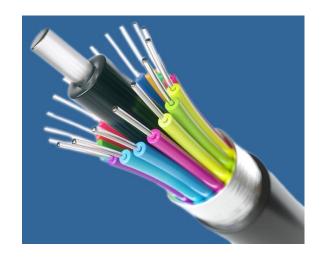
Fiber Optic Cable

Physical Mediums



Twisted-Pair Copper Wire

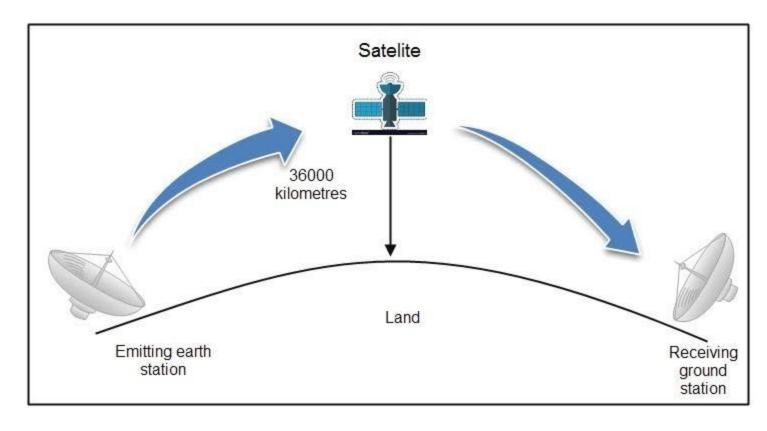
Cheap
Easy to install
can handle a variety signals



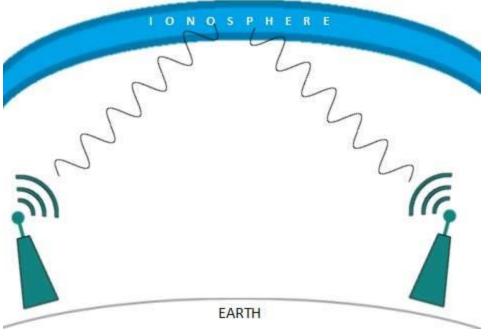
Fiber Optic Cable

Expensive
A bit more difficult to install
Much higher speeds, can transmit long distances

Ok, but like how?



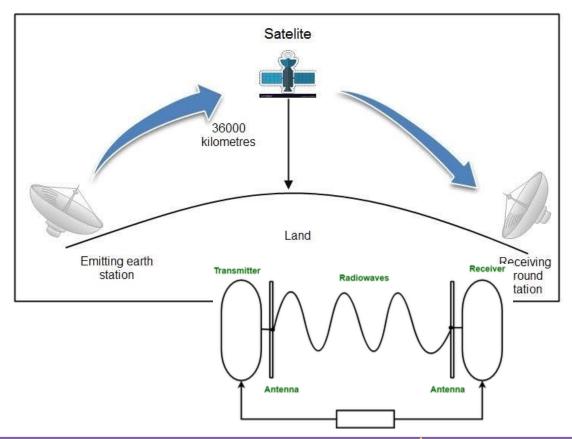
- Radio
- Microwave
- Infrared
- Satellite

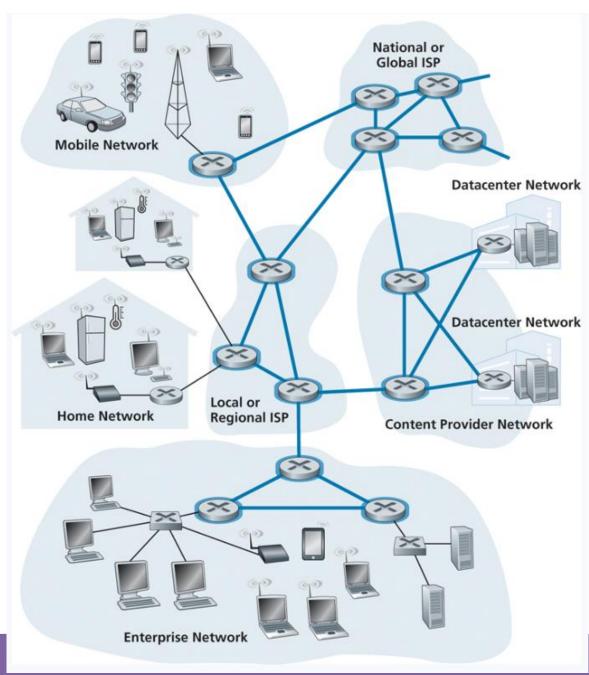


Guided Medium



Unguided Medium



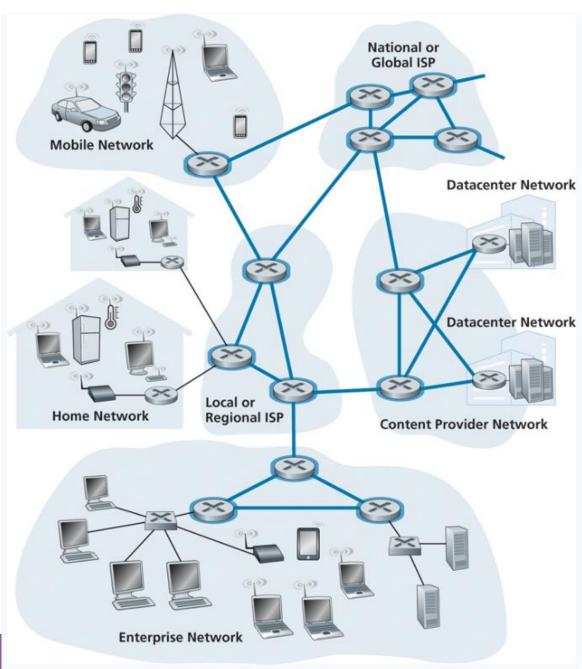


End systems are connected together by a network of **communication links** and **packet switches**

A packet switch takes a packet arriving on one of its incoming communication links and forwards that packet on one of its outgoing communication links

Each communication link has its own transmission rate (bits/sec)

10 Mbps 500 kbps 100 kbps



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

To: Host A

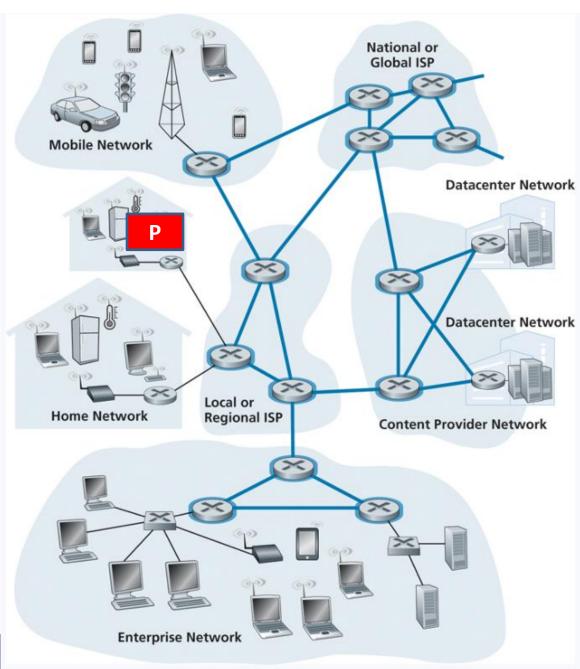
John Paxton

192.42.98.11

From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!

1500 Bytes



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

To: Host A

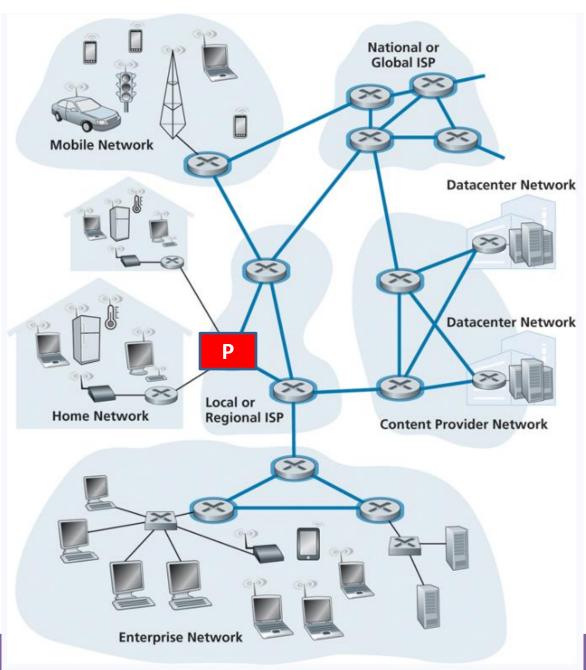
John Paxton

192.42.98.11

From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!

1500 Bytes



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

To: Host A

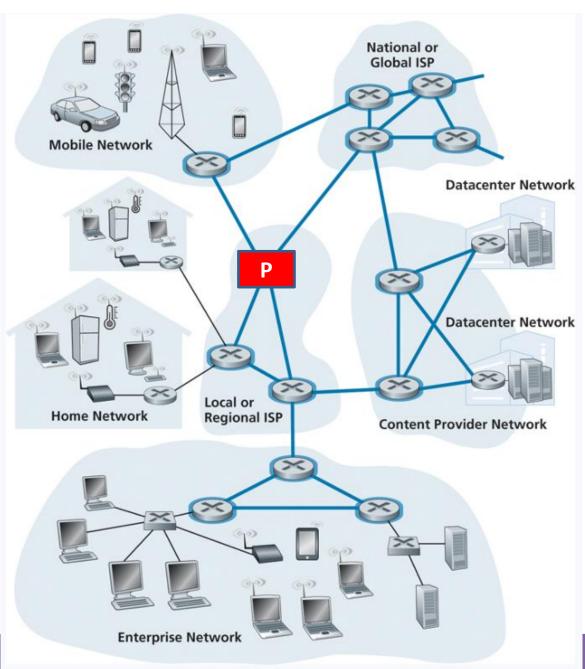
John Paxton

192.42.98.11

From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!

1500 Bytes



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

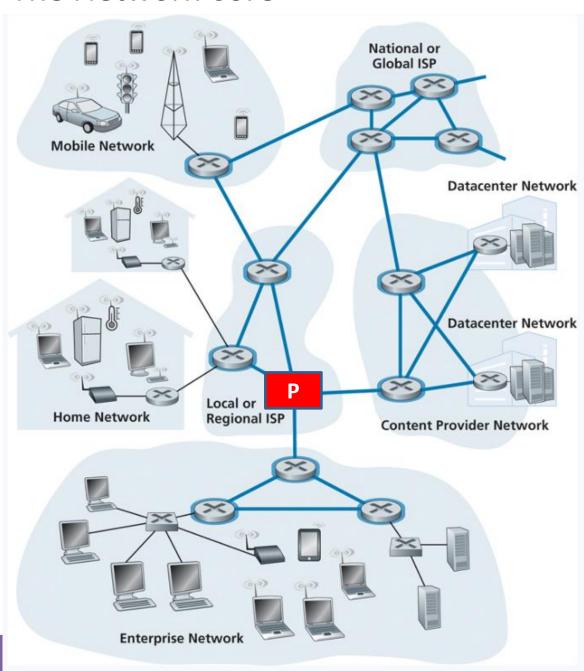
To: Host A

John Paxton

192.42.98.11

From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

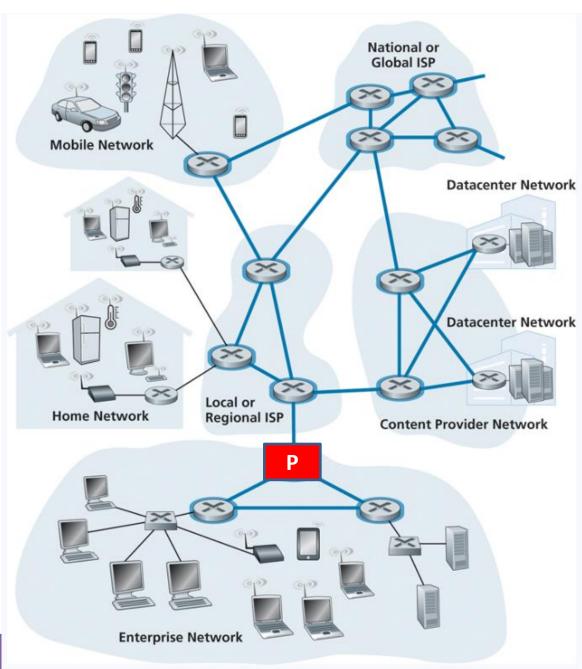
To: Host A

John Paxton

192.42.98.11

From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

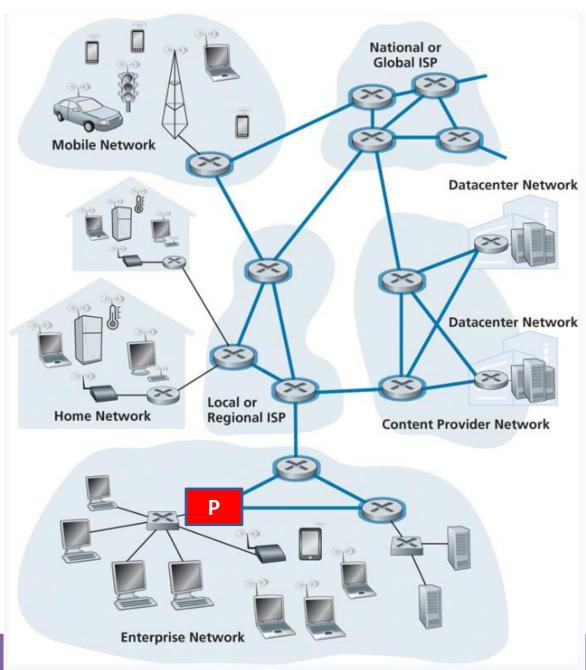
To: Host A

John Paxton

192.42.98.11

From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

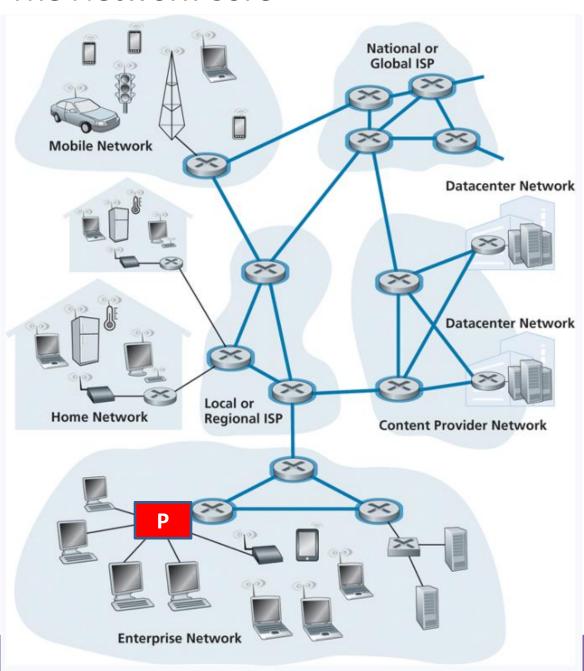
To: Host A

John Paxton

192.42.98.11

From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

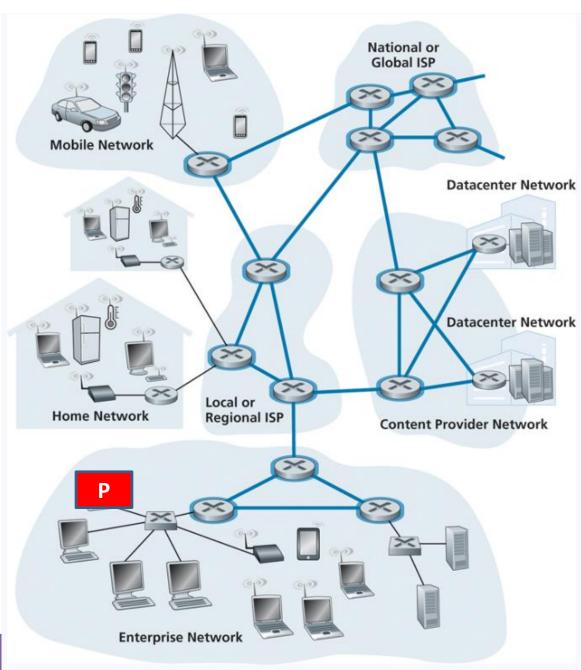
To: Host A

John Paxton

192.42.98.11

From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!



Messages going from A to B are split into **packets**

"Good morning, I hope you are having a good day!"

Generated Packet

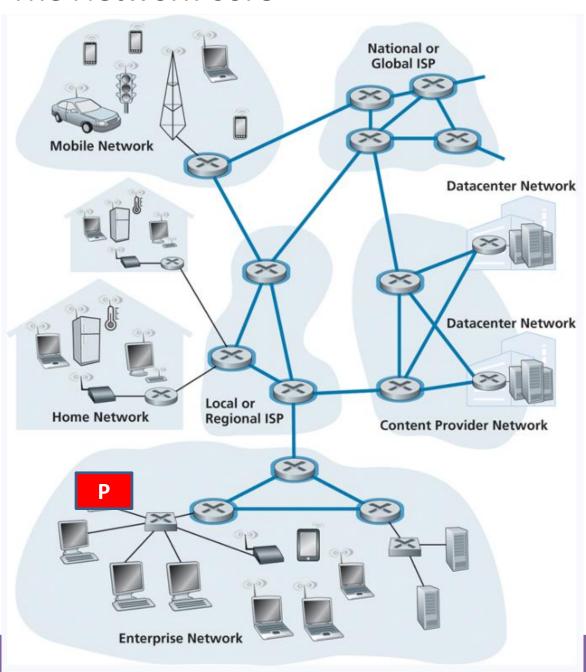
To: Host A

John Paxton

192.42.98.11

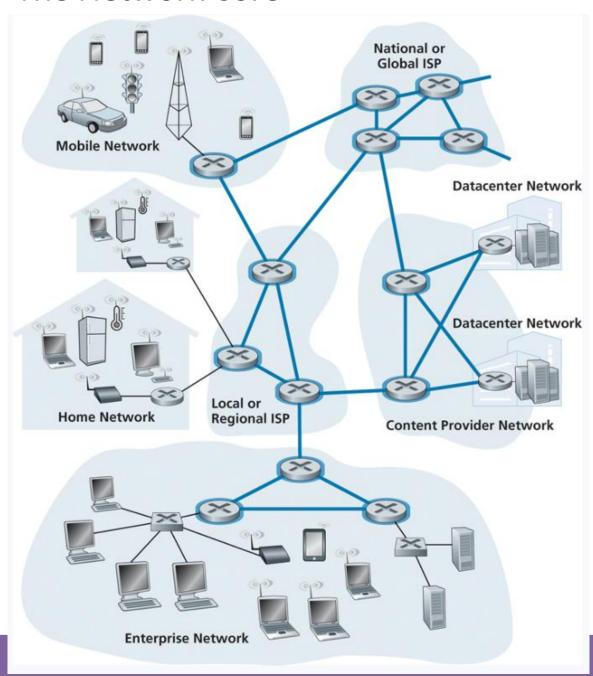
From: Host B
Reese Pearsall
192.5.223.42

Good morning, I hope you are having a good day!



Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size

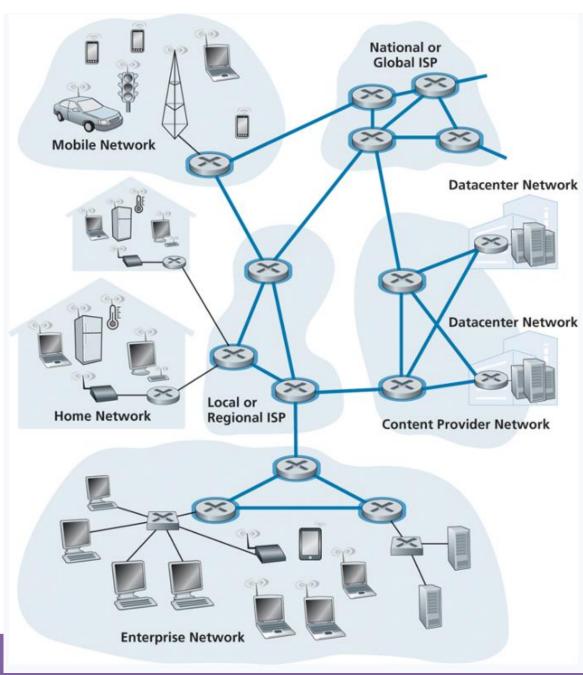


Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



What if we are transmitting large pieces of data?



Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size

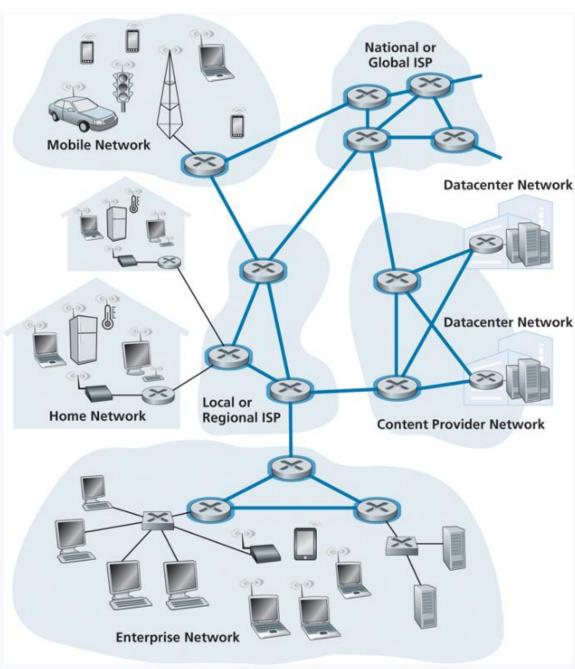


What if we are transmitting large pieces of data?



We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



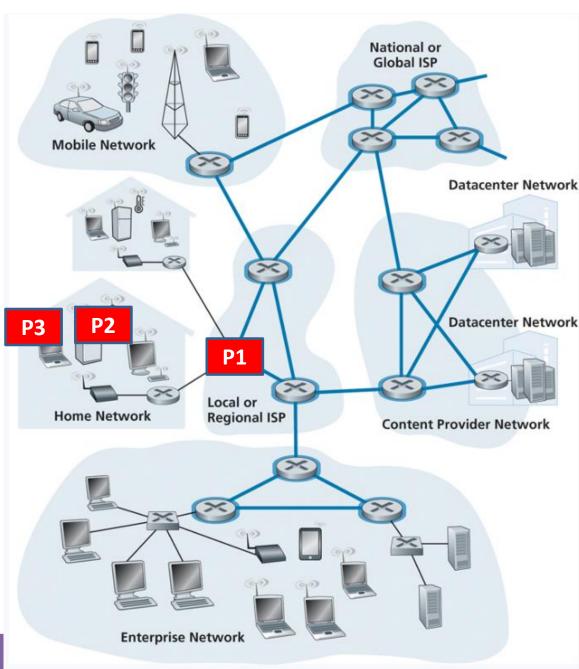
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



P1

What if we are transmitting large pieces of data?

Host A From Host B

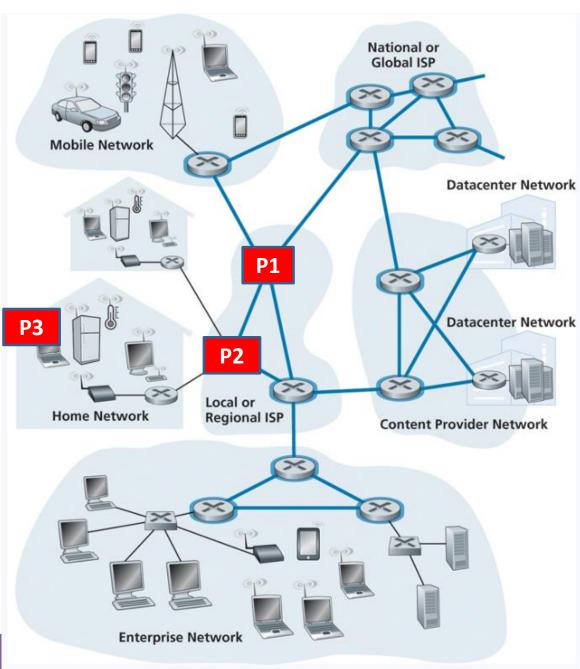
John Paxton
192.42.98.11

192.5.223.42

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



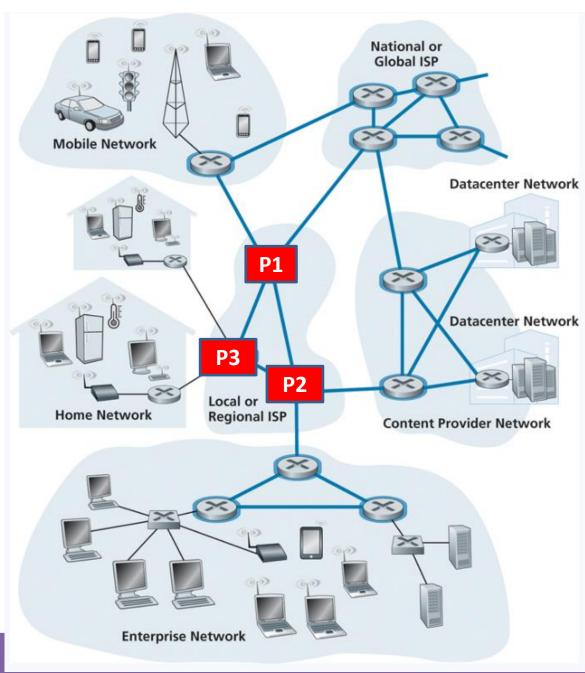
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



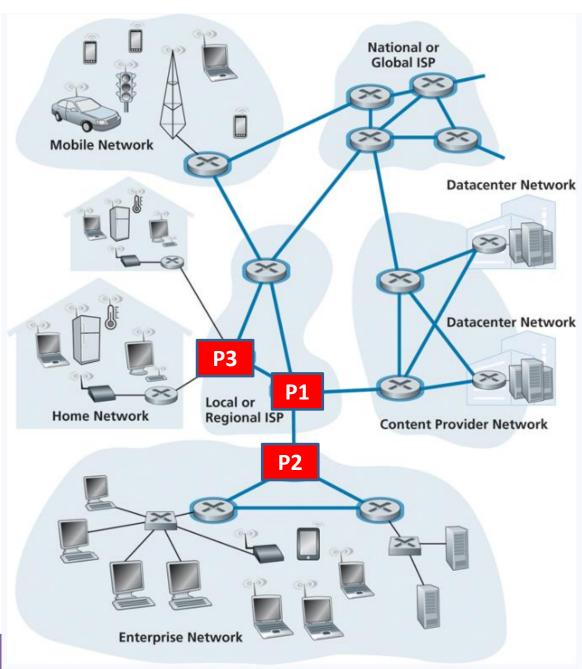
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



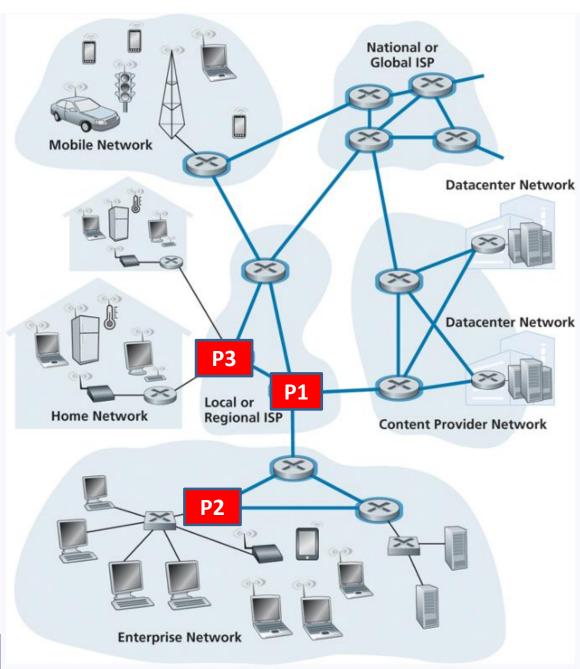
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



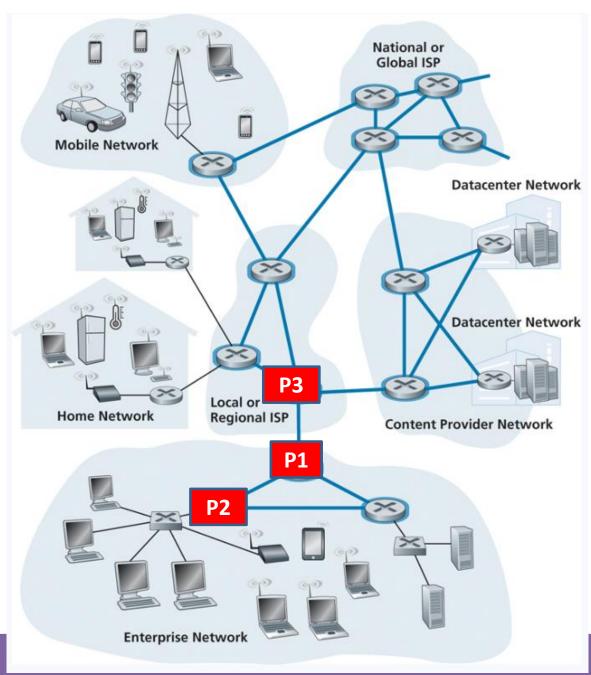
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



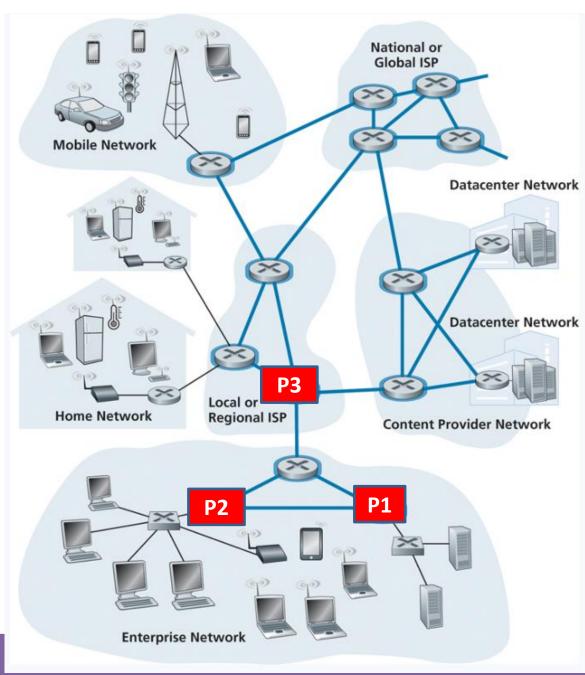
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



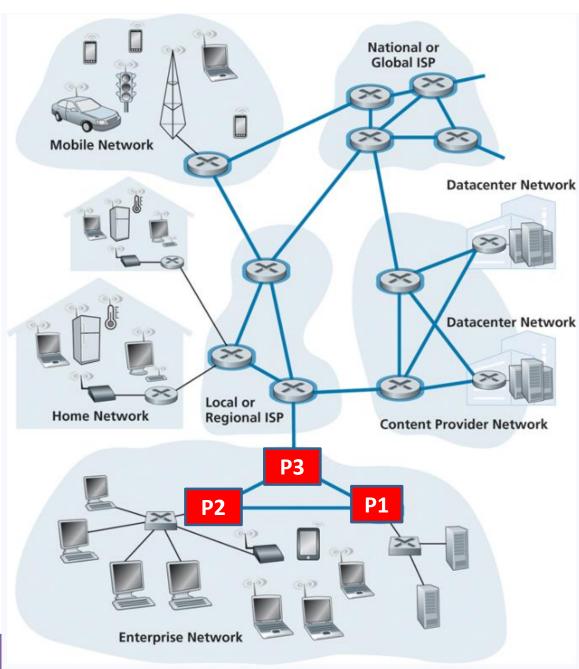
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



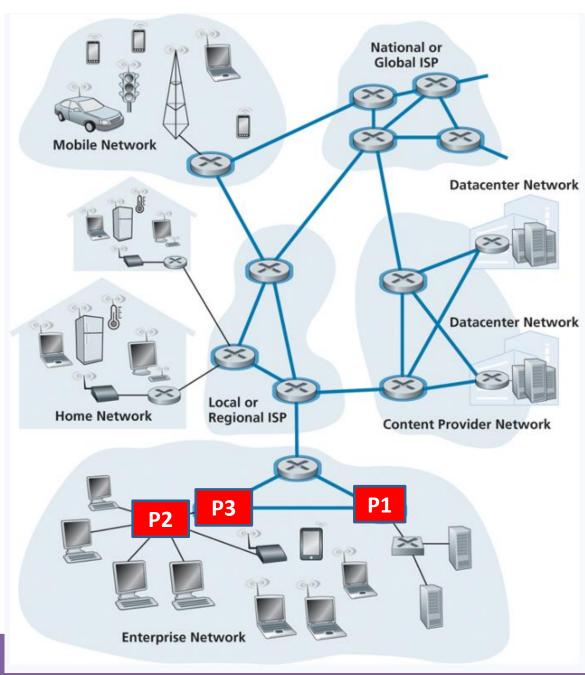
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



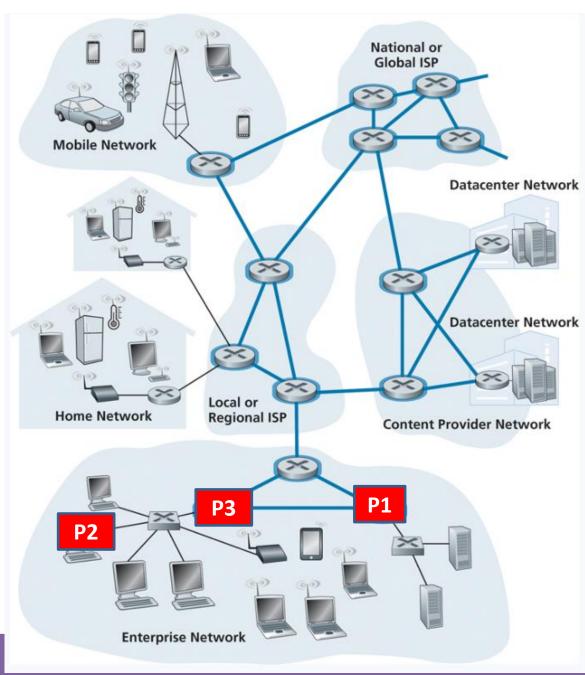
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



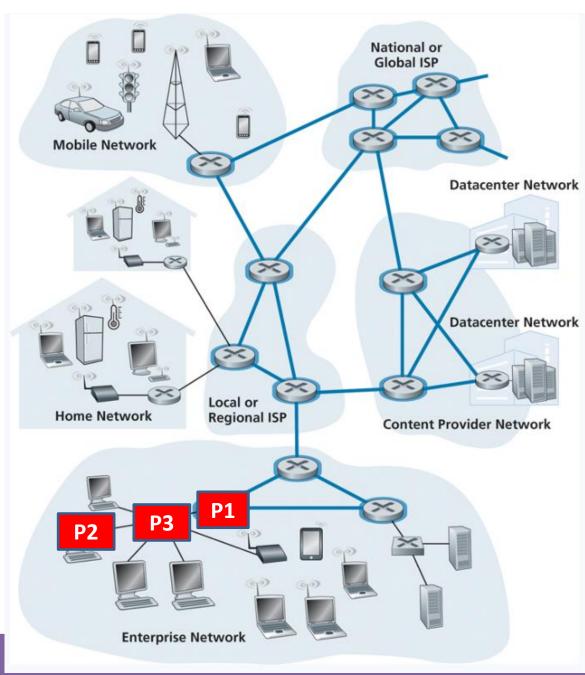
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



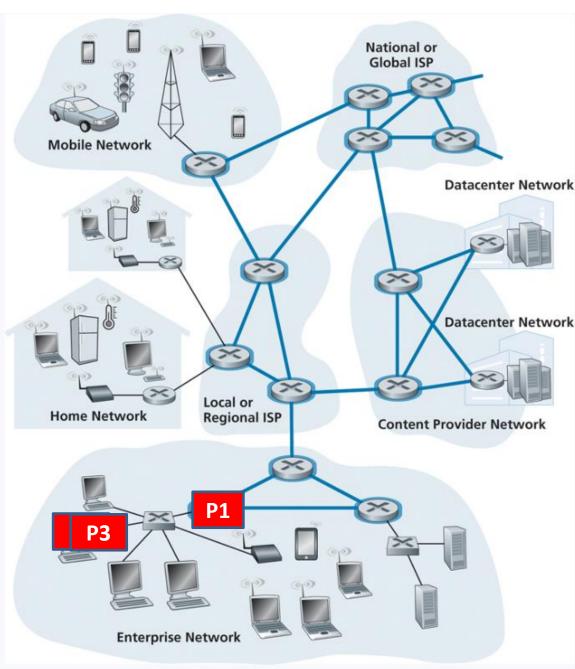
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



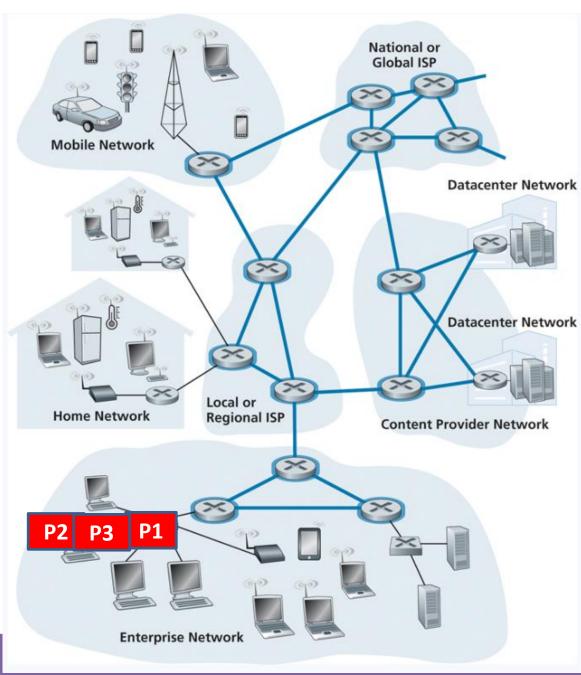
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size



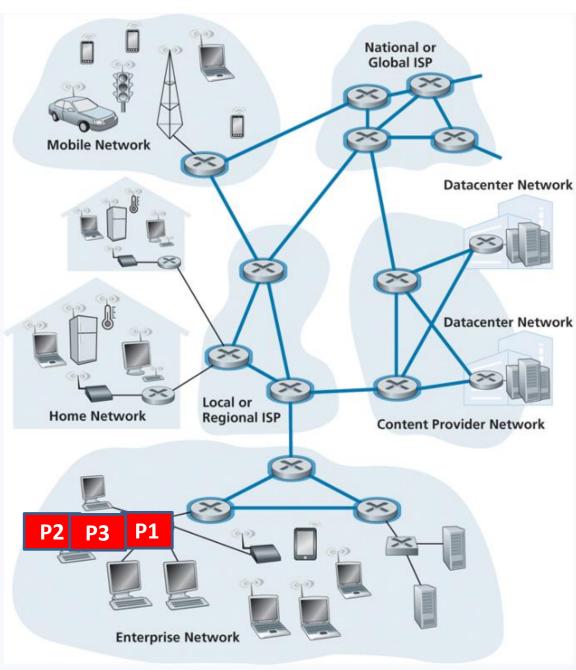
P1

What if we are transmitting large pieces of data?

P2

We must split it up!





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size

Final Result:



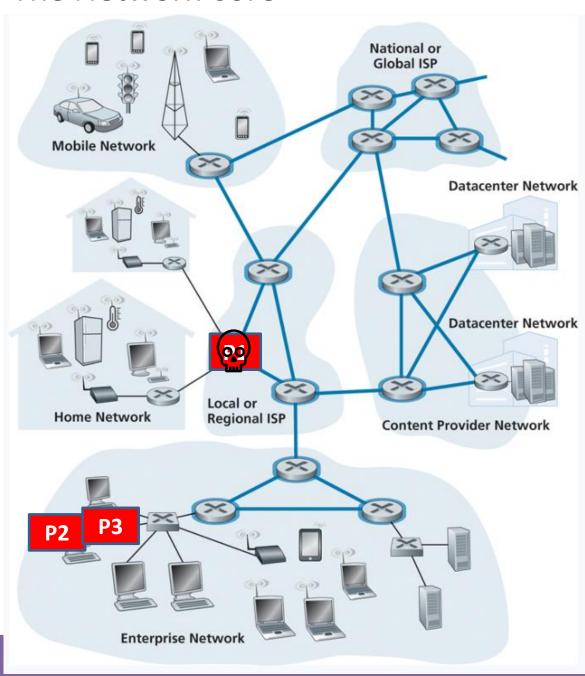
From: Host B

Reese Pearsall

192.5.223.42



P1



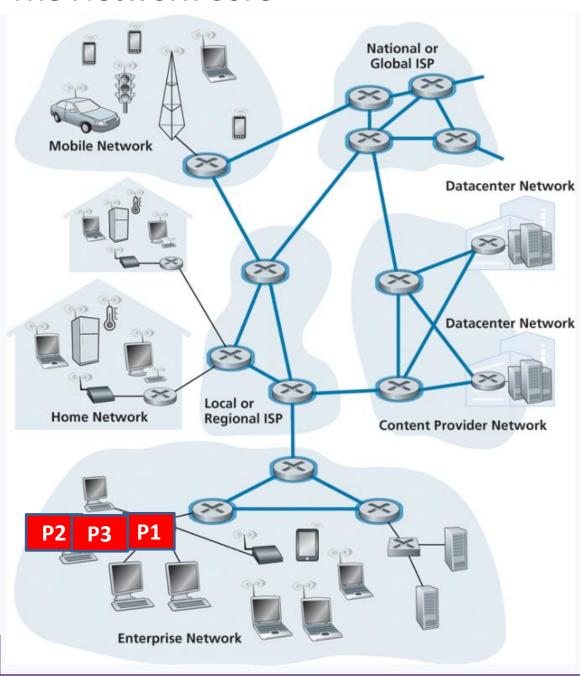
Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size

Lost, Discarded, Corrupt P1







Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size

Final Result:



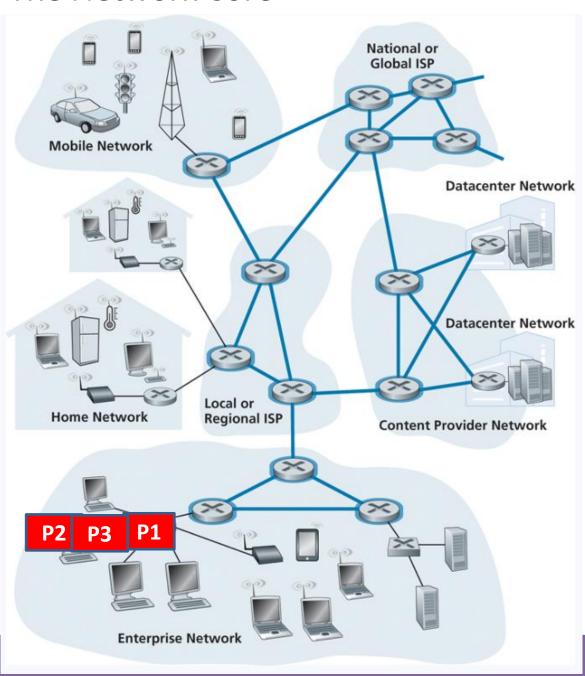
P2

Solution?



P3





Messages going from A to B are split into packets

Packets are generally small, and cannot exceed a certain size Final Result:



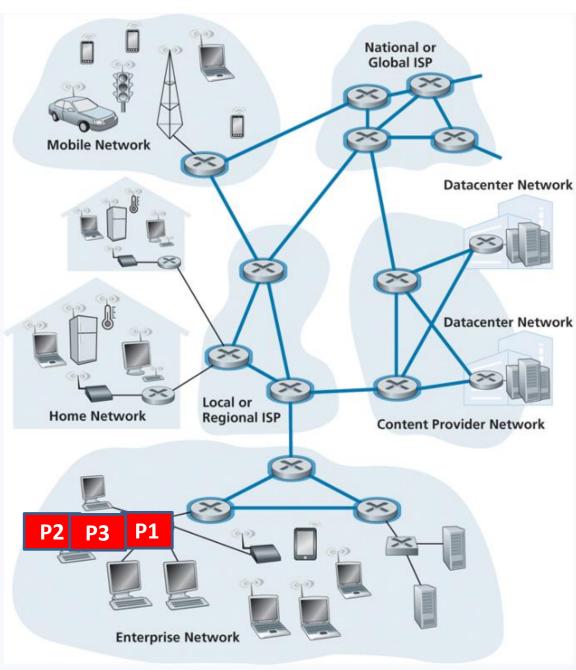
P2

Solution?



P3





Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size

Final Result:



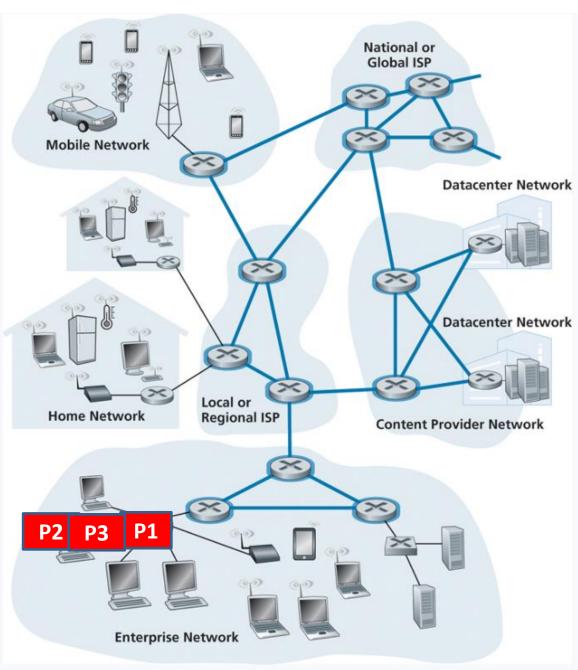
P2

Solution?





P1



Messages going from A to B are split into **packets**

Packets are generally small, and cannot exceed a certain size

Final Result:



P2

Solution?



P3



What a packet looks like depends on where it's at in its journey!

"Hello John."

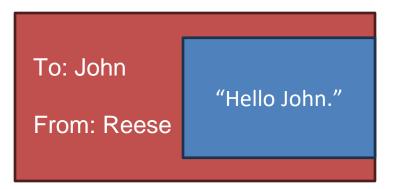
What a packet looks like depends on where it's at in its journey!

User-level message

"Hello John."

What a packet looks like depends on where it's at in its journey!

Intended receiver and sender of message



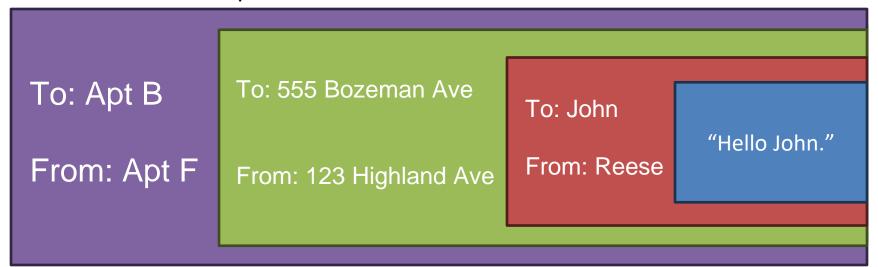
What a packet looks like depends on where it's at in its journey!

Address of Sender and Receiver



What a packet looks like depends on where it's at in its journey!

Specific location of sender and receiver's homes



What a packet looks like depends on where it's at in its journey!

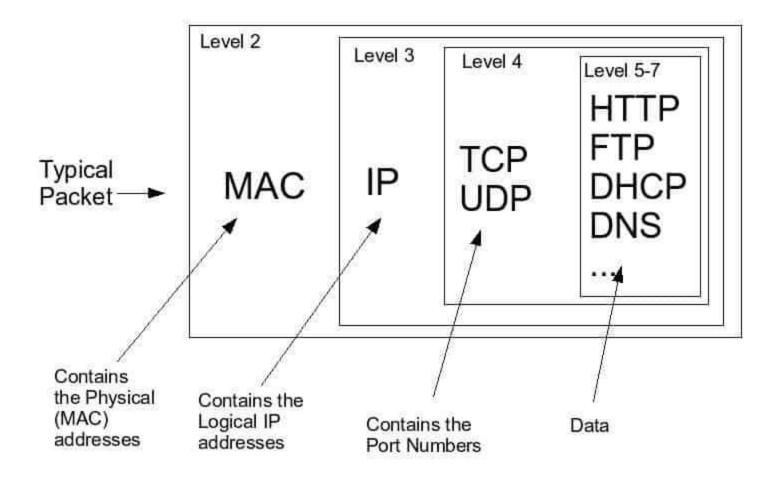
Specific location of sender and receiver's homes





Our original message gets encapsulated with many pieces of information

These pieces of information help make sure our mail get sent to the correct place



It's a complicated system!

Application Layer

Presentation Layer

Session Layer

Transport Layer

Network Layer

Data Link Layer

Physical Layer



Open Systems Interconnection Model

Application Layer

Presentation Layer

Session Layer

Transport Layer

Network Layer

Data Link Layer

Physical Layer



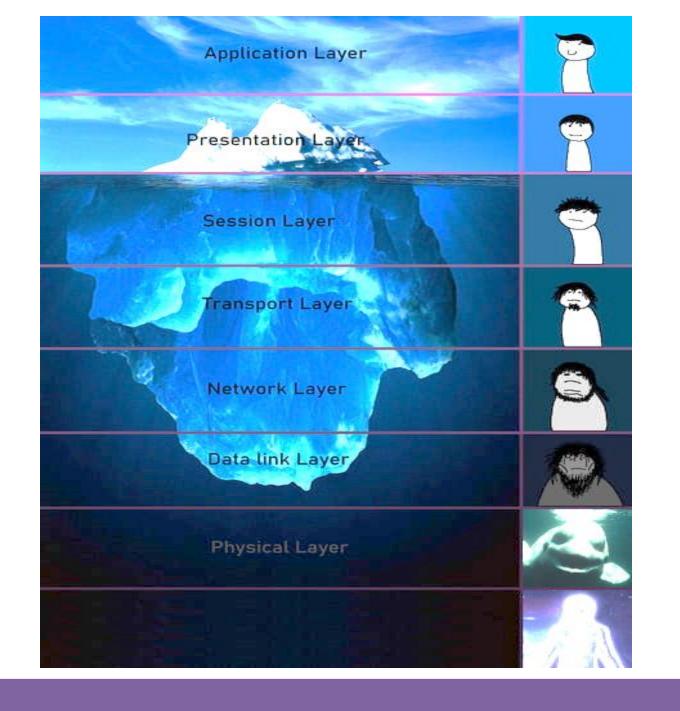
Application Layer

Messages from Network Applications



Physical Layer

Bits being transmitted over a copper wire



Questions?