

Chapter 1

Introduction

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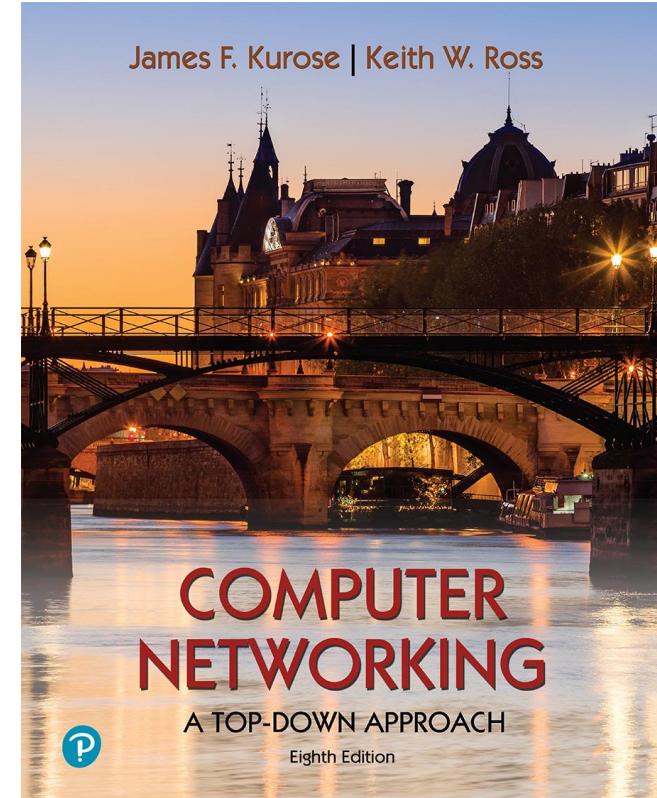
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*Computer Networking: A
Top-Down Approach*
8th edition
Jim Kurose, Keith Ross
Pearson, 2020

Chapter 1: introduction

Chapter goal:

- Get “feel,” “big picture,” introduction to terminology
 - more depth, detail *later* in course



Overview/roadmap:

- What *is* the Internet? What *is* a protocol?
- **Network edge:** hosts, access network, physical media
- **Network core:** packet/circuit switching, internet structure
- **Performance:** loss, delay, throughput
- Protocol layers, service models
- Security
- History

The Internet: a “nuts and bolts” view



Billions of connected computing *devices*:

- *hosts* = end systems
- running *network apps* at Internet's "edge"

Packet switches: forward packets (chunks of data)

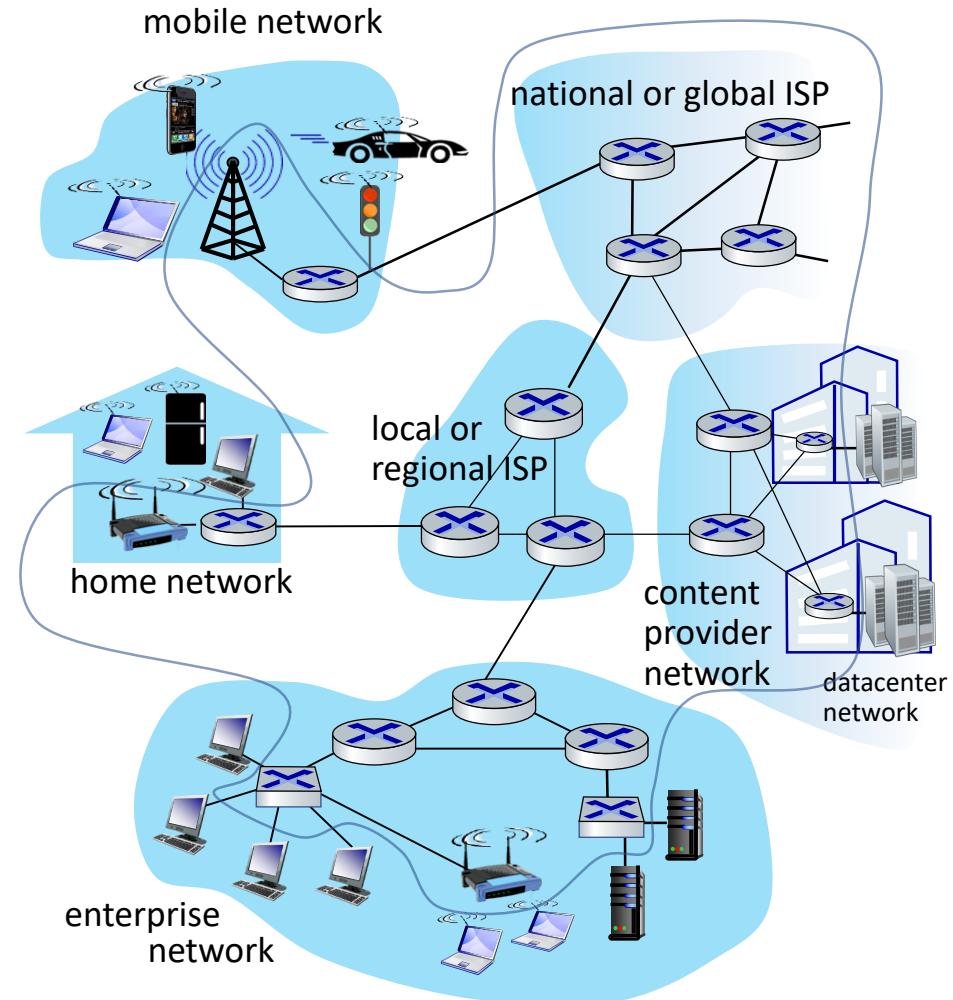
- routers, switches

Communication links

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

Networks

- collection of devices, routers, links: managed by an organization



“Fun” Internet-connected devices



Amazon Echo



Internet refrigerator



Security Camera



Internet phones



IP picture frame



Slingbox: remote control cable TV



Gaming devices



Pacemaker & Monitor



Web-enabled toaster + weather forecaster



sensorized, bed mattress



AR devices



Fitbit



diapers



Tweet-a-watt:
monitor energy use

bikes



cars

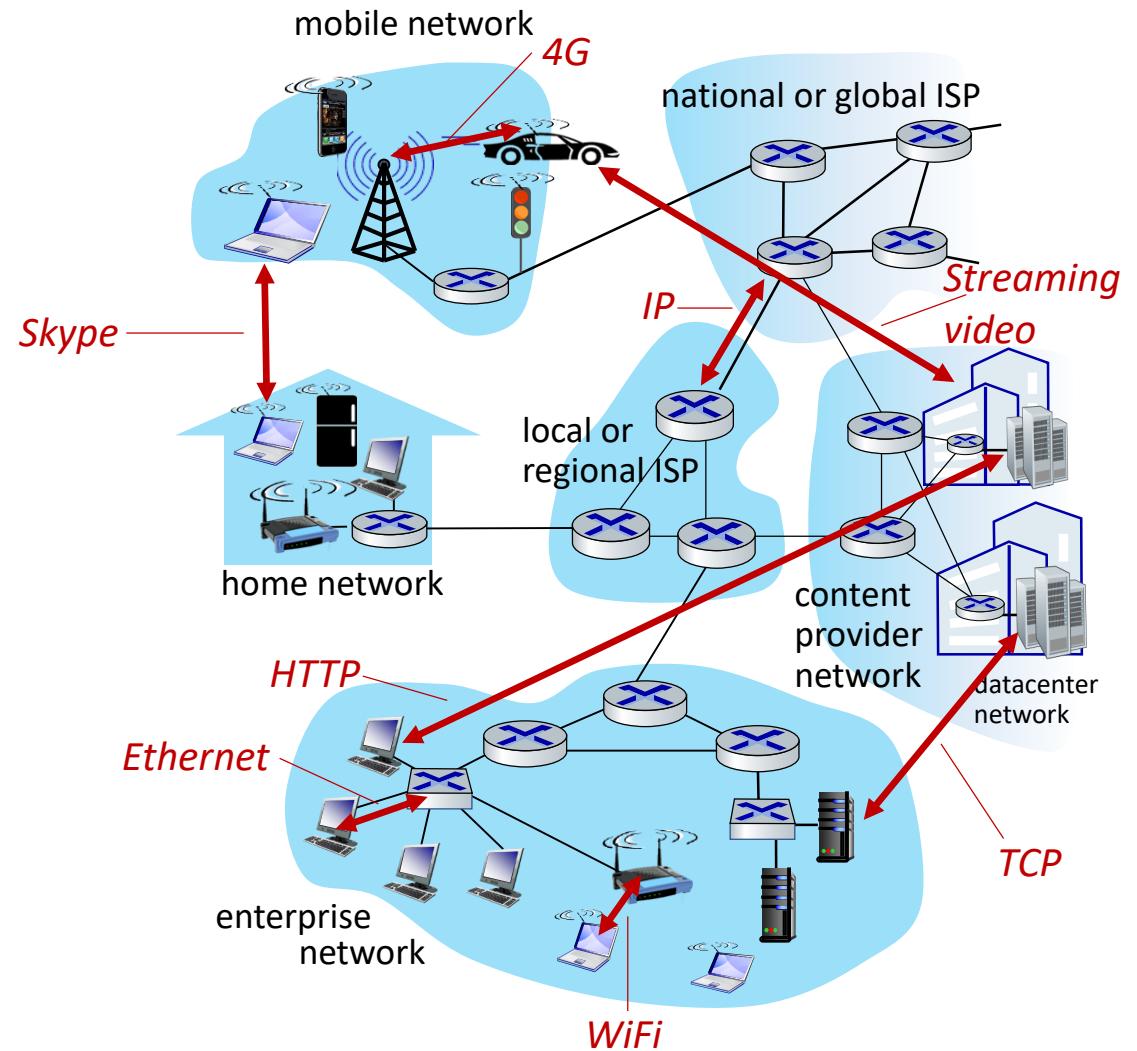


scooters

Others?

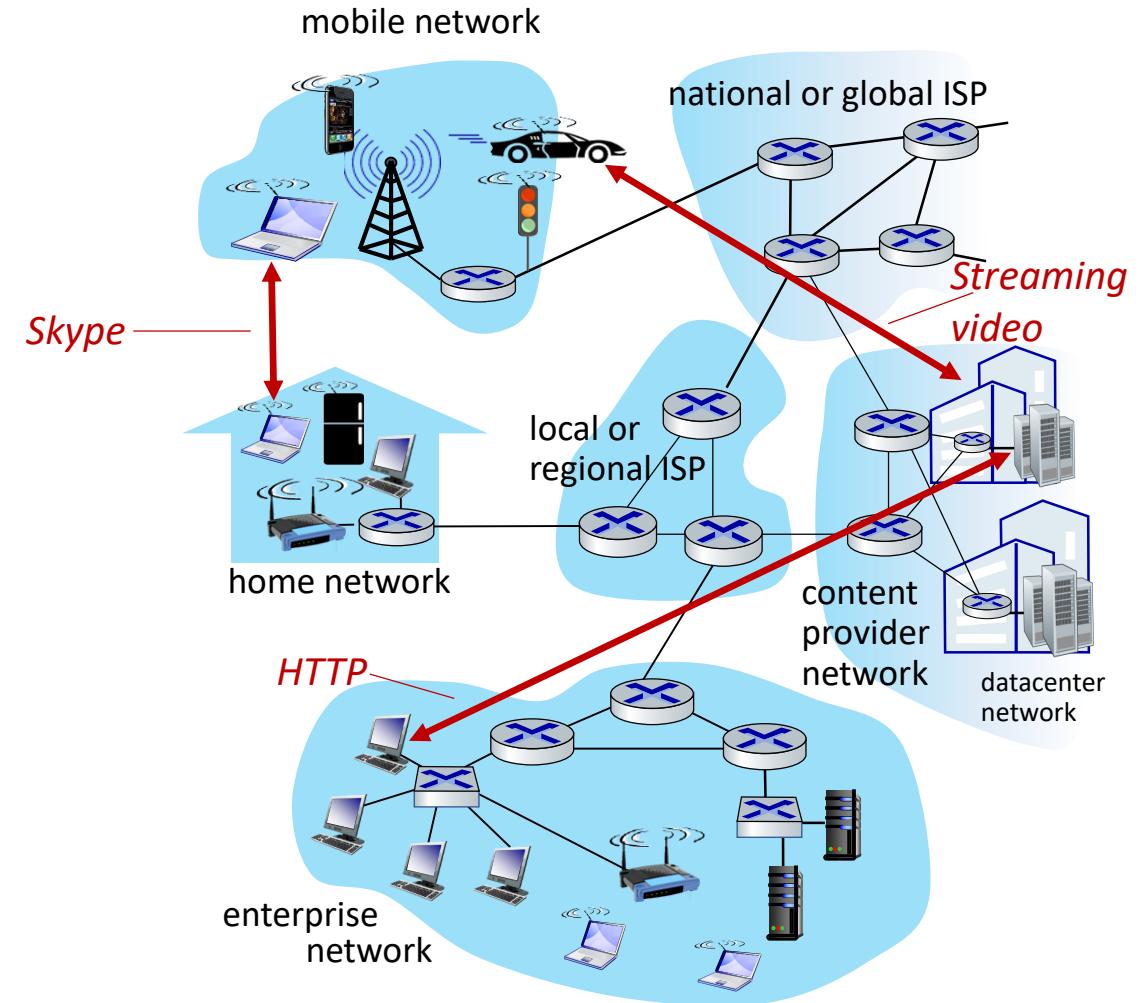
The Internet: a “nuts and bolts” view

- *Internet: “network of networks”*
 - Interconnected ISPs
- *protocols are everywhere*
 - control sending, receiving of messages
 - e.g., HTTP (Web), streaming video, Skype, TCP, IP, WiFi, 4/5G, Ethernet
- *Internet standards*
 - RFC: Request for Comments
 - IETF: Internet Engineering Task Force



The Internet: a “services” view

- *Infrastructure* that provides services to applications:
 - Web, streaming video, multimedia teleconferencing, email, games, e-commerce, social media, interconnected appliances, ...
- provides *programming interface* to distributed applications:
 - “hooks” allowing sending/receiving apps to “connect” to, use Internet transport service
 - provides service options, analogous to postal service



What's a protocol?

Human protocols:

- “what’s the time?”
- “I have a question”
- introductions

Rules for:

- ... specific messages sent
- ... specific actions taken
when message received,
or other events

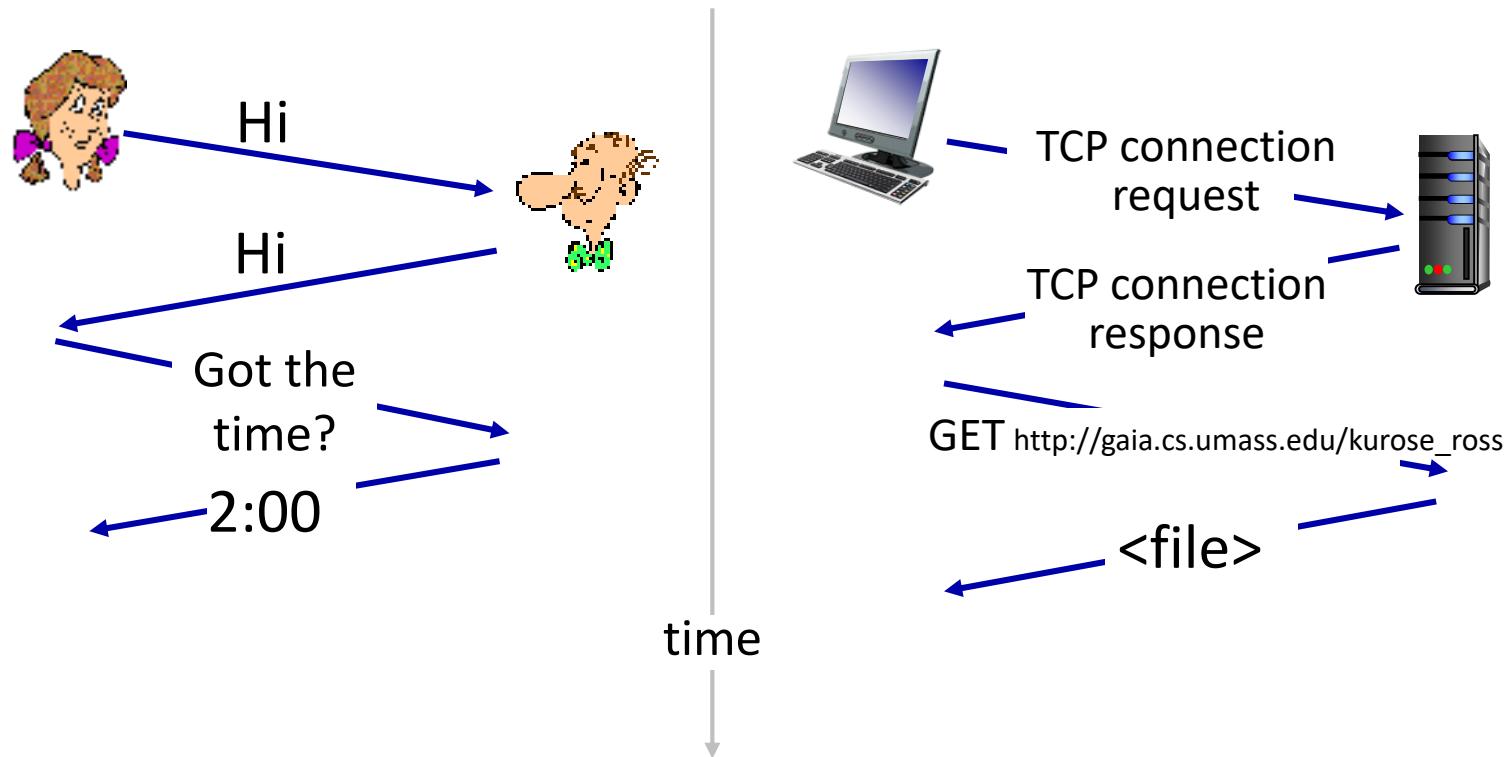
Network protocols:

- computers (devices) rather than humans
- all communication activity in Internet governed by protocols

*Protocols define the **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?

Chapter 1: roadmap

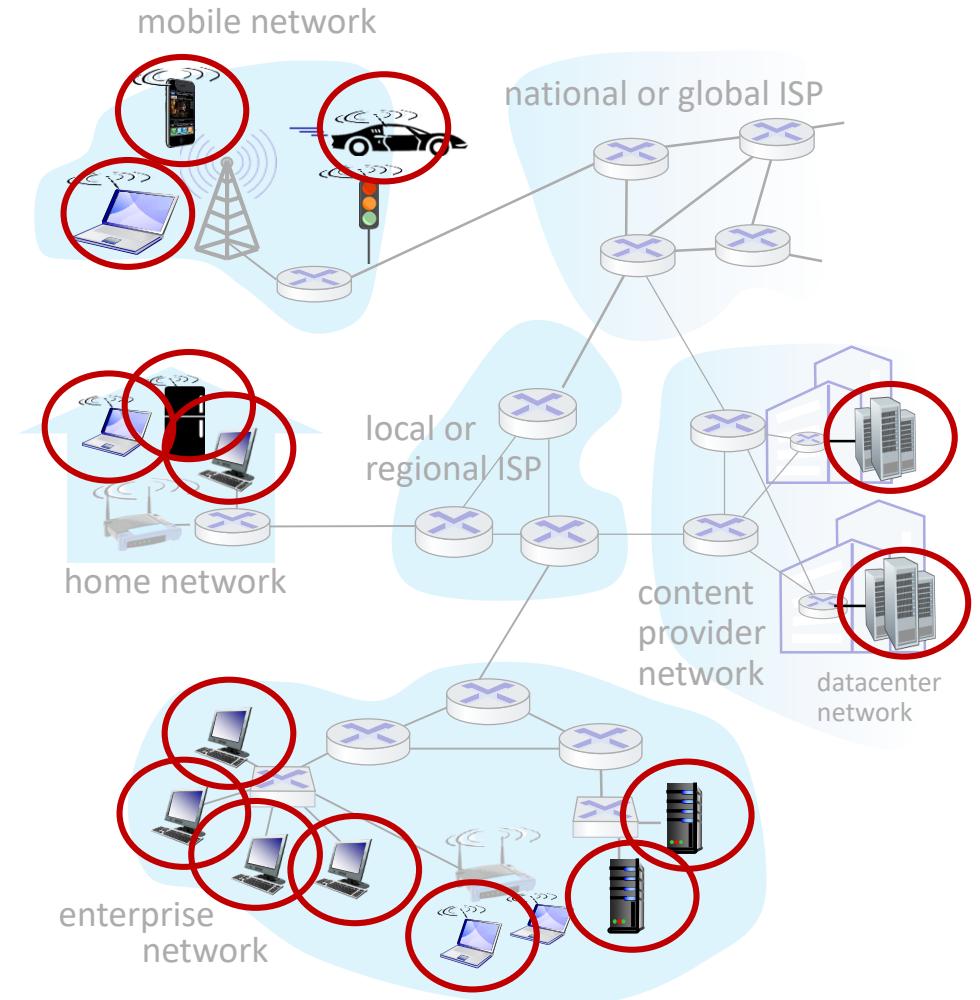
- What *is* the Internet?
- What *is* a protocol?
- **Network edge:** hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
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A closer look at Internet structure

Network edge:

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



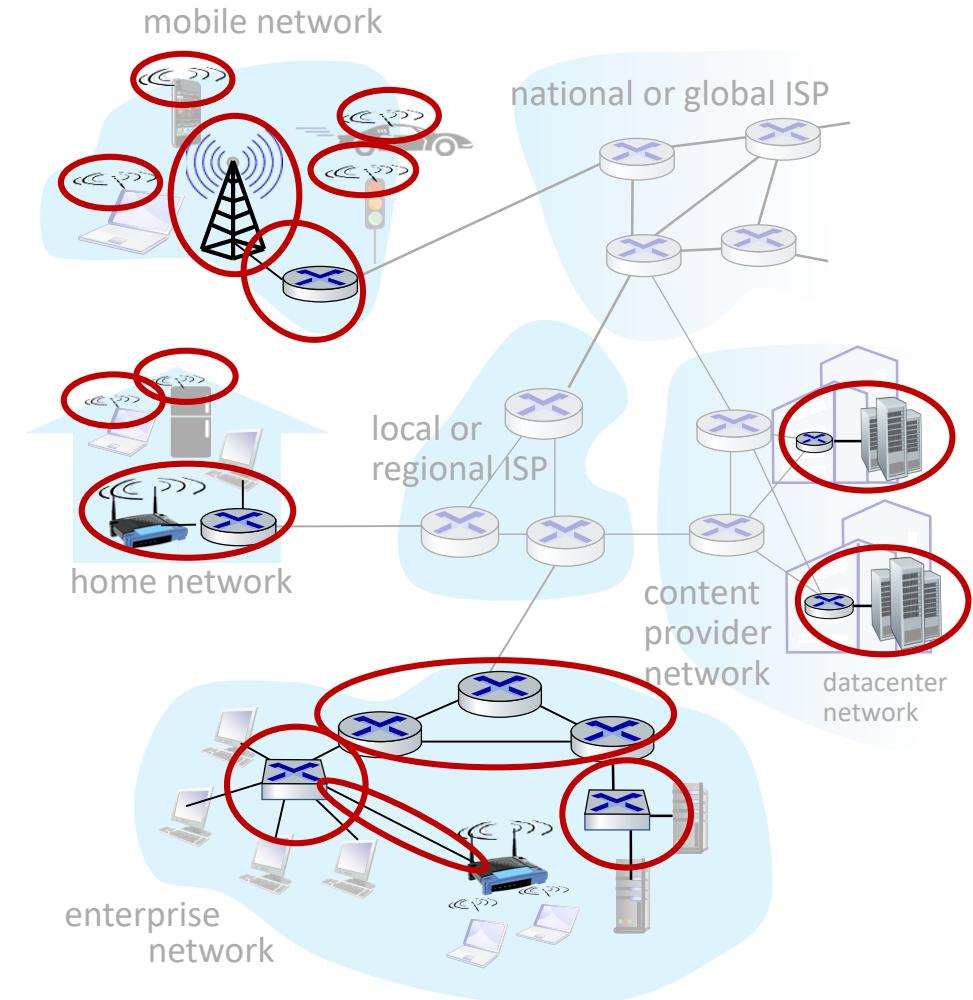
A closer look at Internet structure

Network edge:

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

Access networks, physical media:

- wired, wireless communication links



A closer look at Internet structure

Network edge:

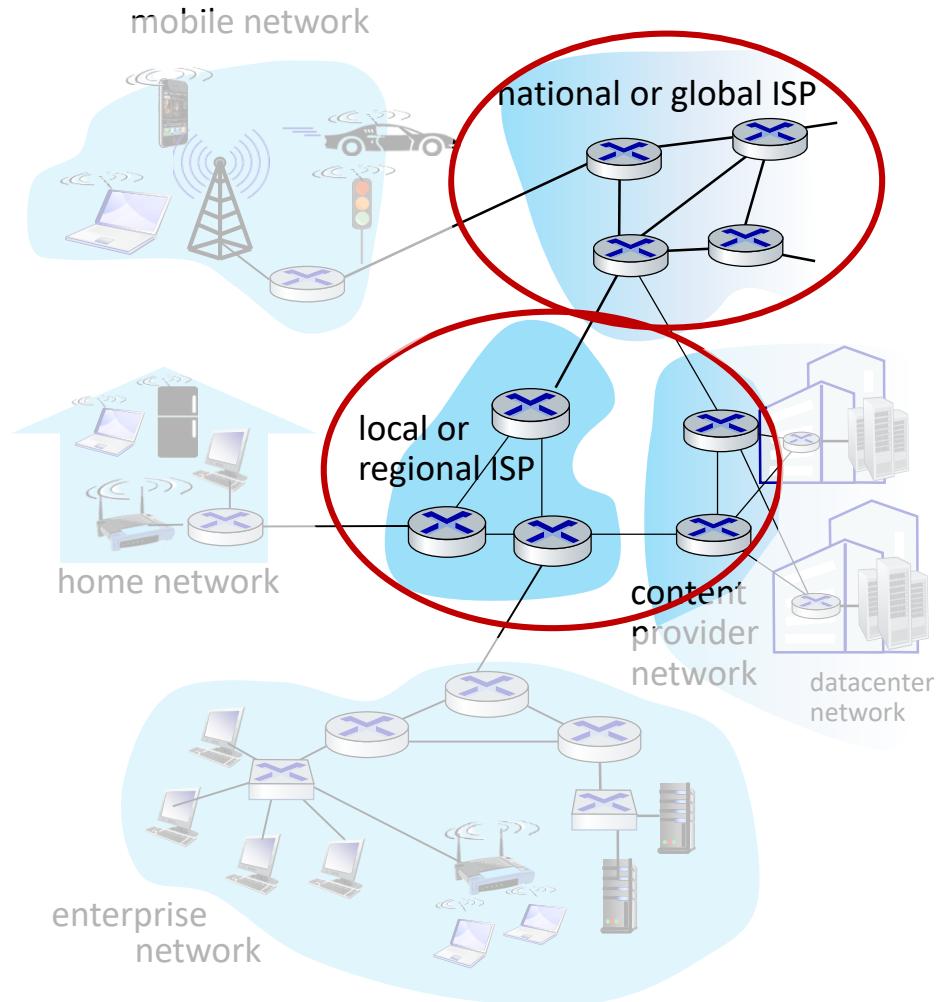
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Access networks, physical media:

- wired, wireless communication links

Network core:

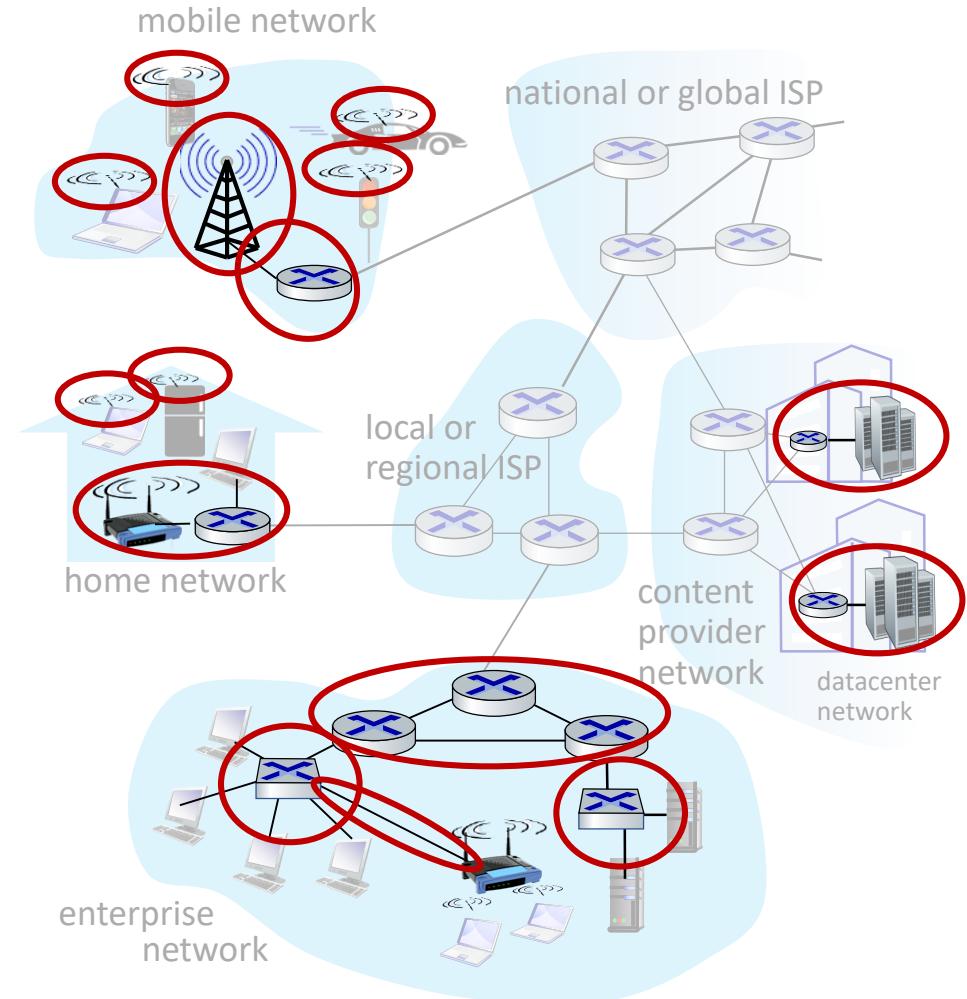
- interconnected routers
- network of networks



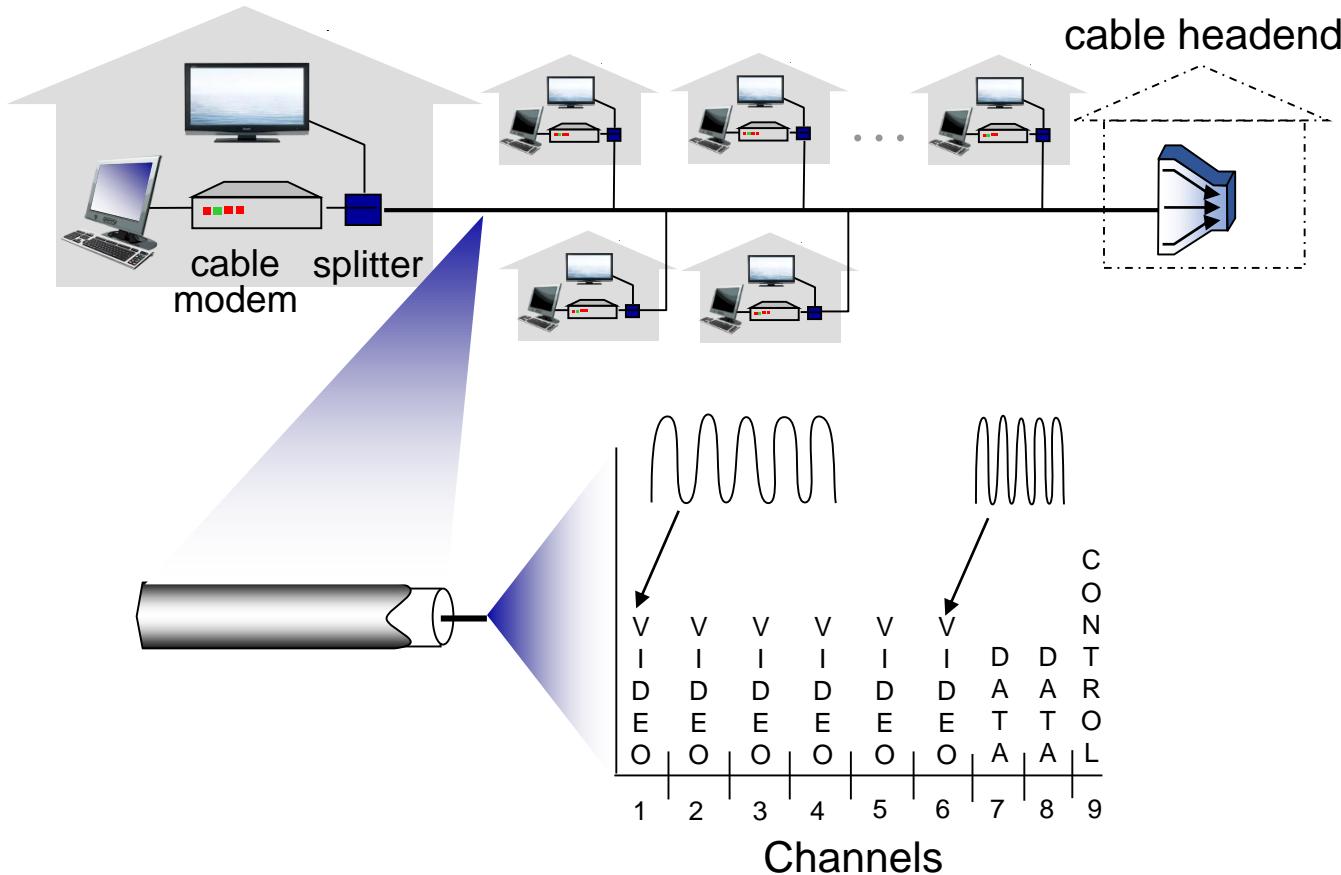
Access networks and physical media

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

- residential access nets
- institutional access networks (school, company)
- mobile access networks (WiFi, 4G/5G)

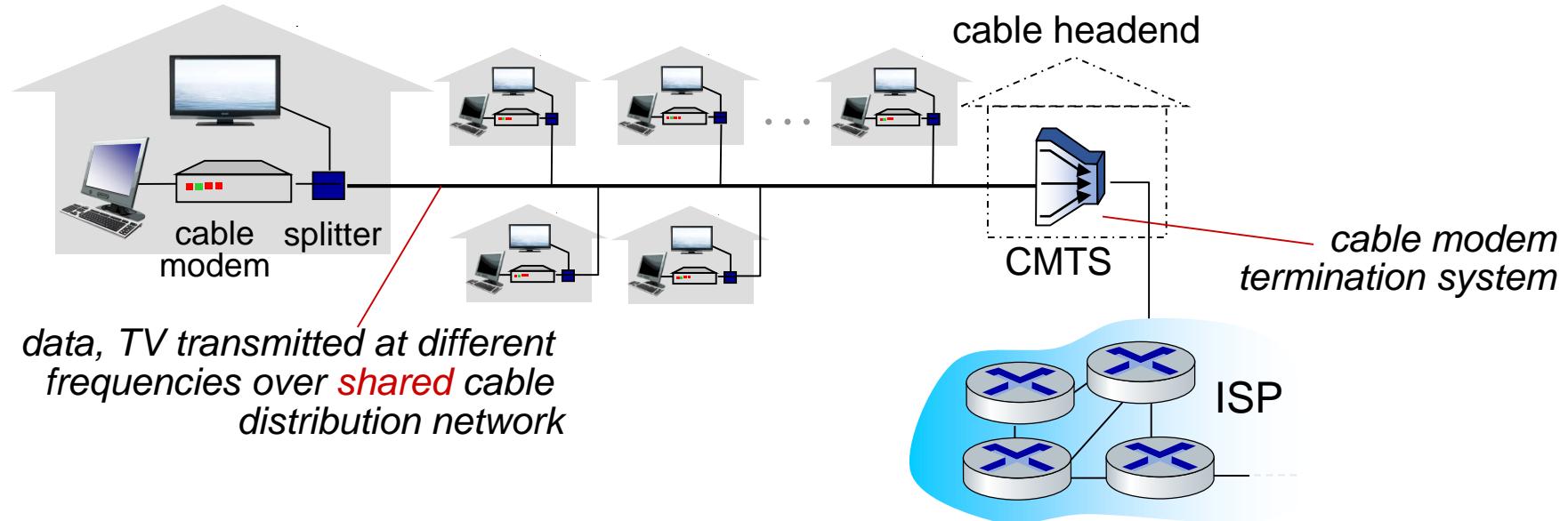


Access networks: cable-based access



frequency division multiplexing (FDM): different channels transmitted in different frequency bands

Access networks: cable-based access



- HFC: hybrid fiber coax
 - asymmetric: up to 40 Mbps – 1.2 Gbps downstream transmission rate, 30-100 Mbps upstream transmission rate
- network of cable, fiber attaches homes to ISP router
 - homes **share access network** to cable headend

Home Access: DSL, Cable, FTTH, Dial-Up, and Satellite

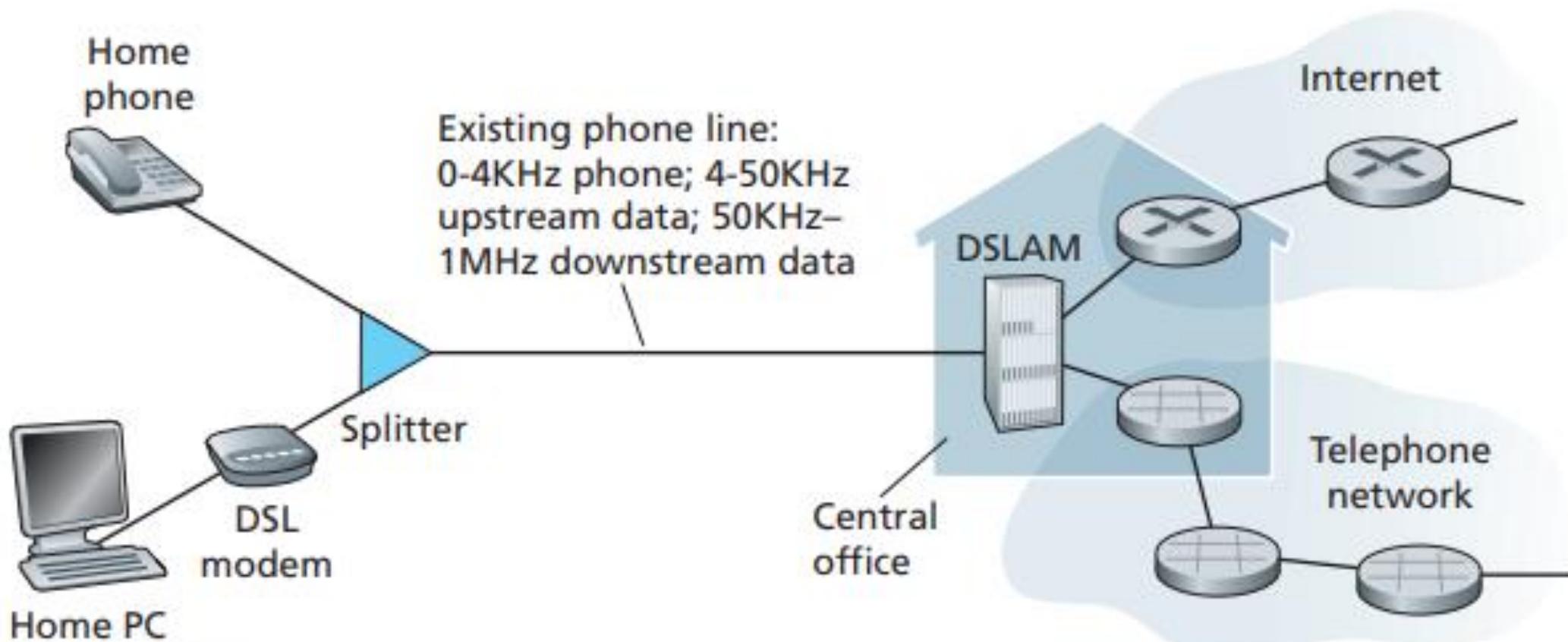


Figure 1.5 ♦ DSL Internet access

Cable Internet Access

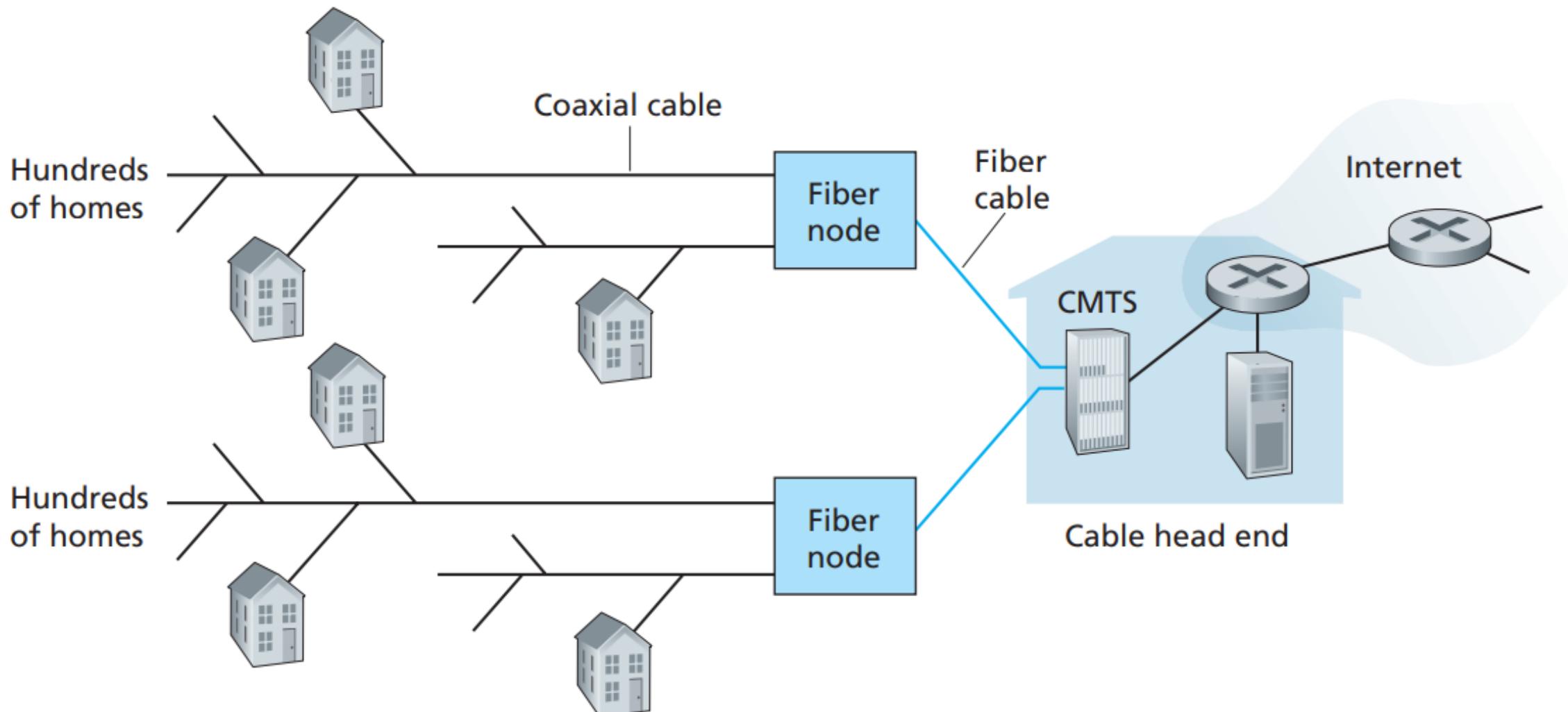


Figure 1.6 ♦ A hybrid fiber-coaxial access network

Fiber to the Home

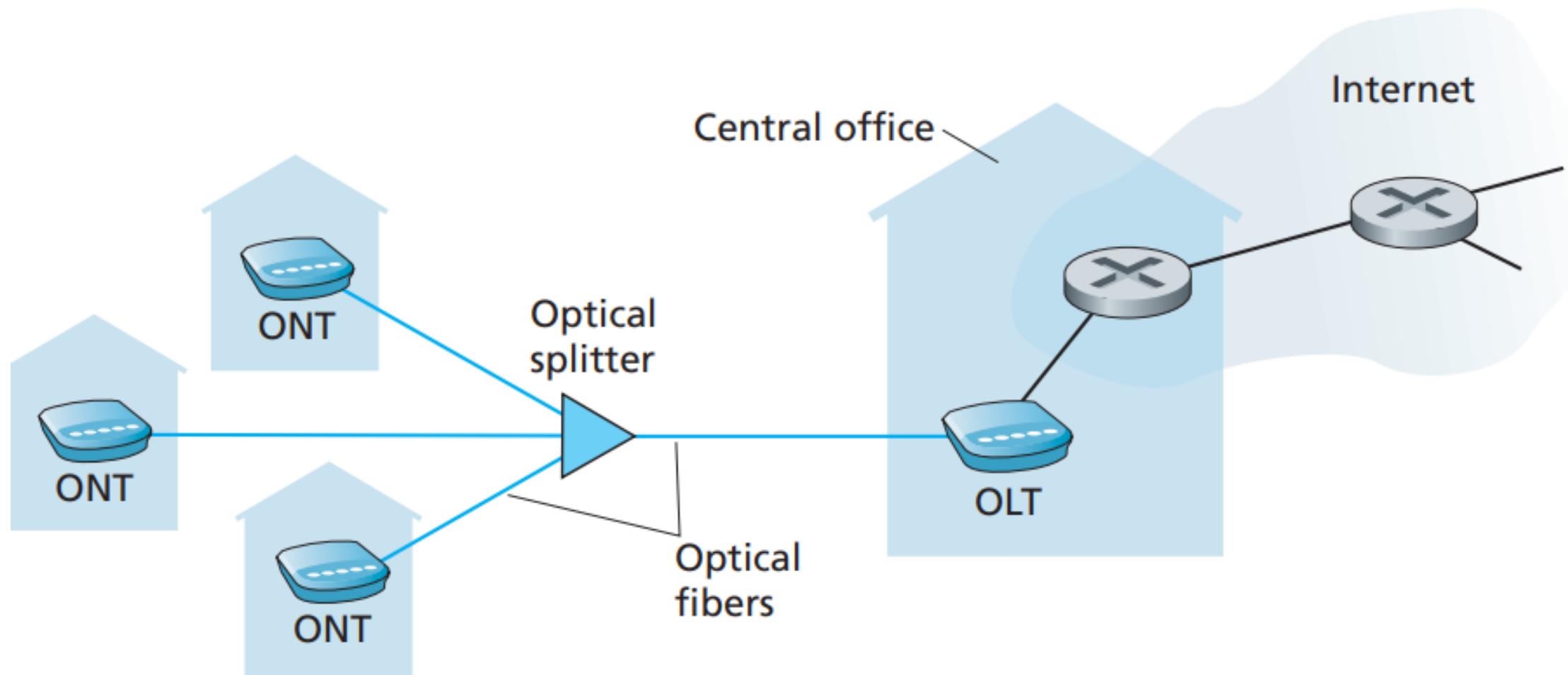
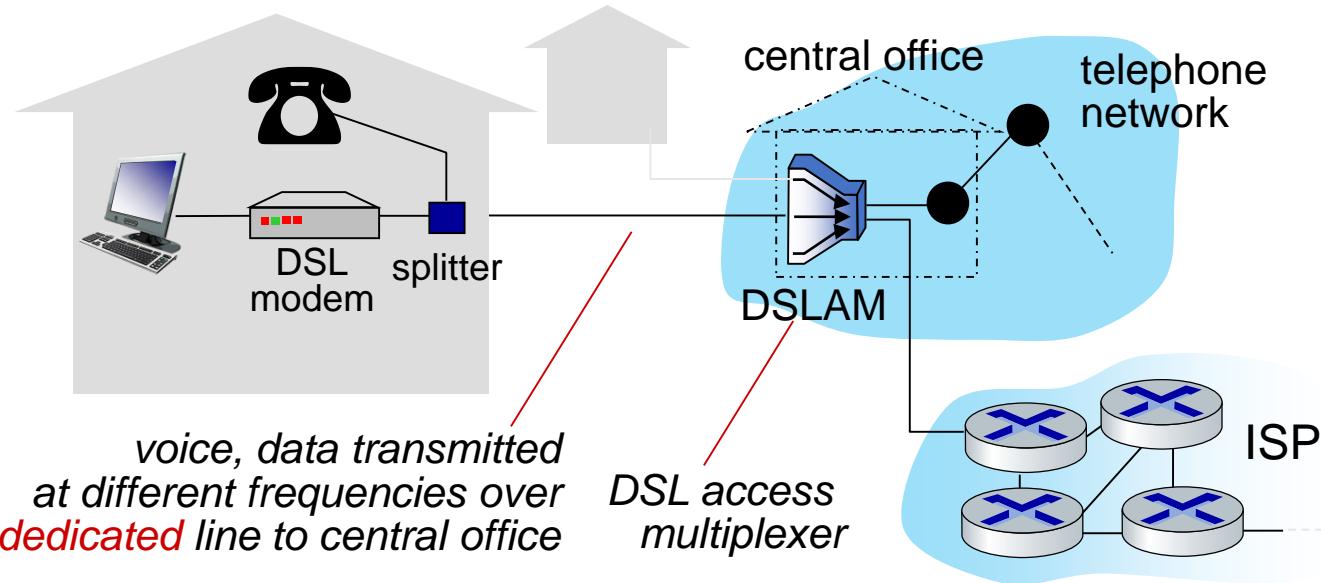


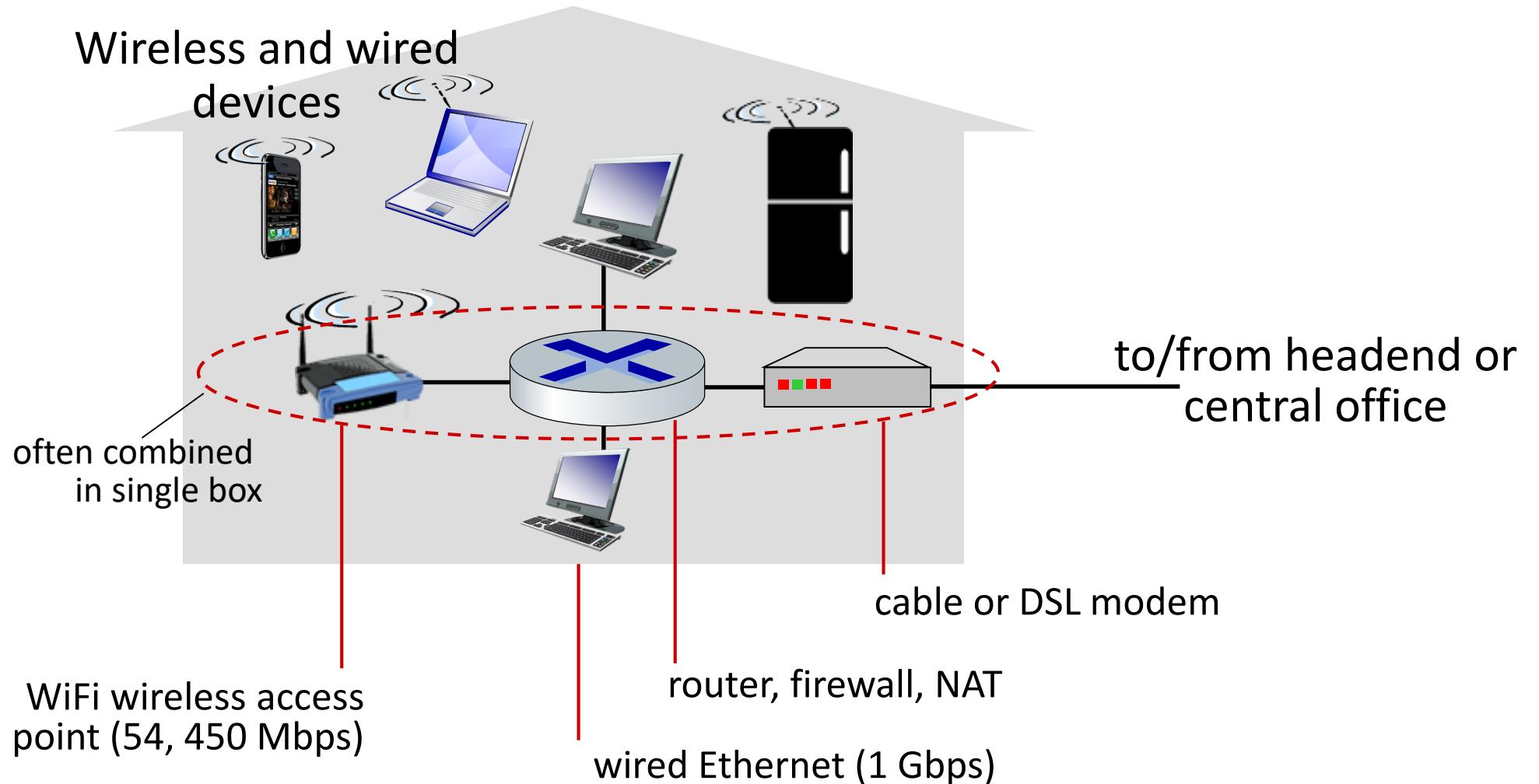
Figure 1.7 ♦ FTTH Internet access

Access networks: 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
- 24-52 Mbps dedicated downstream transmission rate
- 3.5-16 Mbps dedicated upstream transmission rate

Access networks: home networks



Wireless access networks

Shared *wireless* access network connects end system to router

- via base station aka “access point”

Wireless local area networks (WLANs)

- typically within or around building (~100 ft)
- 802.11b/g/n (WiFi): 11, 54, 450 Mbps transmission rate

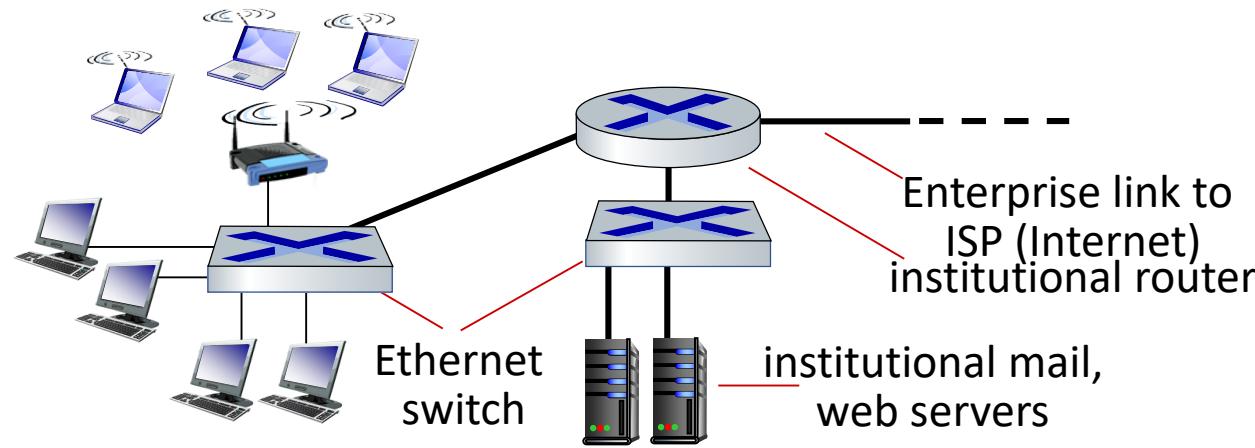


Wide-area cellular access networks

- provided by mobile, cellular network operator (10's km)
- 10's Mbps
- 4G/5G cellular networks



Access networks: enterprise networks



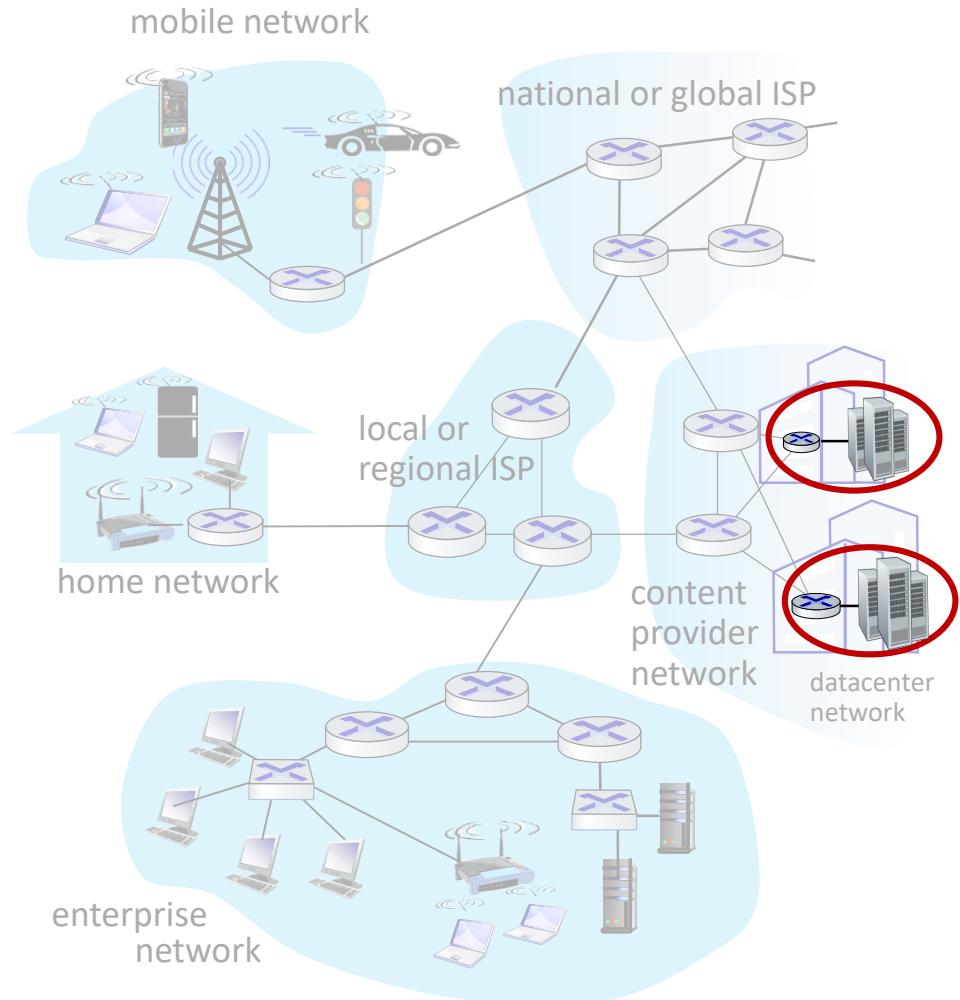
- companies, universities, etc.
- mix of wired, wireless link technologies, connecting a mix of switches and routers (we'll cover differences shortly)
 - Ethernet: wired access at 100Mbps, 1Gbps, 10Gbps
 - WiFi: wireless access points at 11, 54, 450 Mbps

Access networks: data center networks

- high-bandwidth links (10s to 100s Gbps) connect hundreds to thousands of servers together, and to Internet



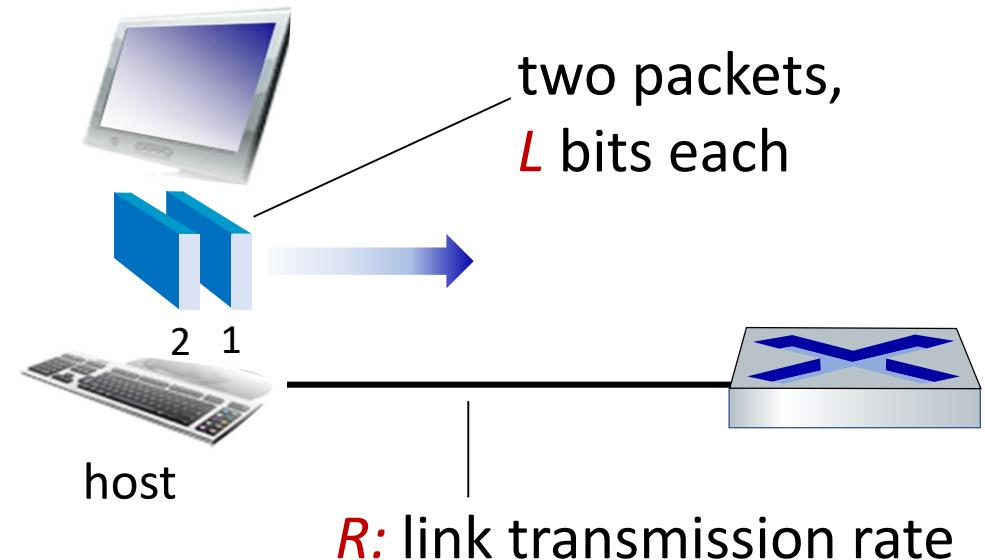
Courtesy: Massachusetts Green High Performance Computing Center (mghpcc.org)



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*



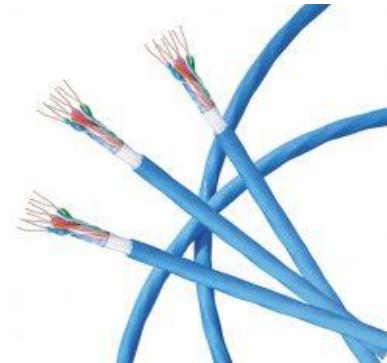
$$\text{packet transmission delay} = \frac{\text{time needed to transmit } L\text{-bit packet into link}}{R \text{ (bits/sec)}} = \frac{L \text{ (bits)}}{R \text{ (bits/sec)}}$$

Links: 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 Ethernet



Links: physical media

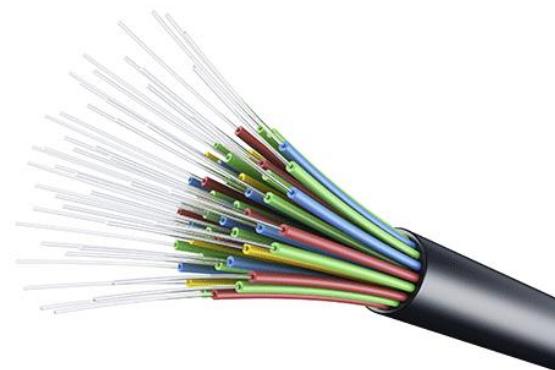
Coaxial cable:

- two concentric copper conductors
- bidirectional
- broadband:
 - multiple frequency channels on cable
 - 100's Mbps per channel



Fiber optic cable:

- glass fiber carrying light pulses, each pulse a bit
- high-speed operation:
 - high-speed point-to-point transmission (10's-100's Gbps)
- low error rate:
 - repeaters spaced far apart
 - immune to electromagnetic noise



Links: physical media

Wireless radio

- signal carried in various “bands” in electromagnetic spectrum
- no physical “wire”
- broadcast, “half-duplex” (sender to receiver)
- propagation environment effects:
 - reflection
 - obstruction by objects
 - Interference/noise

Radio link types:

- **Wireless LAN (WiFi)**
 - 10-100's Mbps; 10's of meters
- **wide-area** (e.g., 4G/5G cellular)
 - 10's Mbps (4G) over ~10 Km
- **Bluetooth:** cable replacement
 - short distances, limited rates
- **terrestrial microwave**
 - point-to-point; 45 Mbps channels
- **satellite**
 - up to < 100 Mbps (Starlink) downlink
 - 270 msec end-end delay (geostationary)

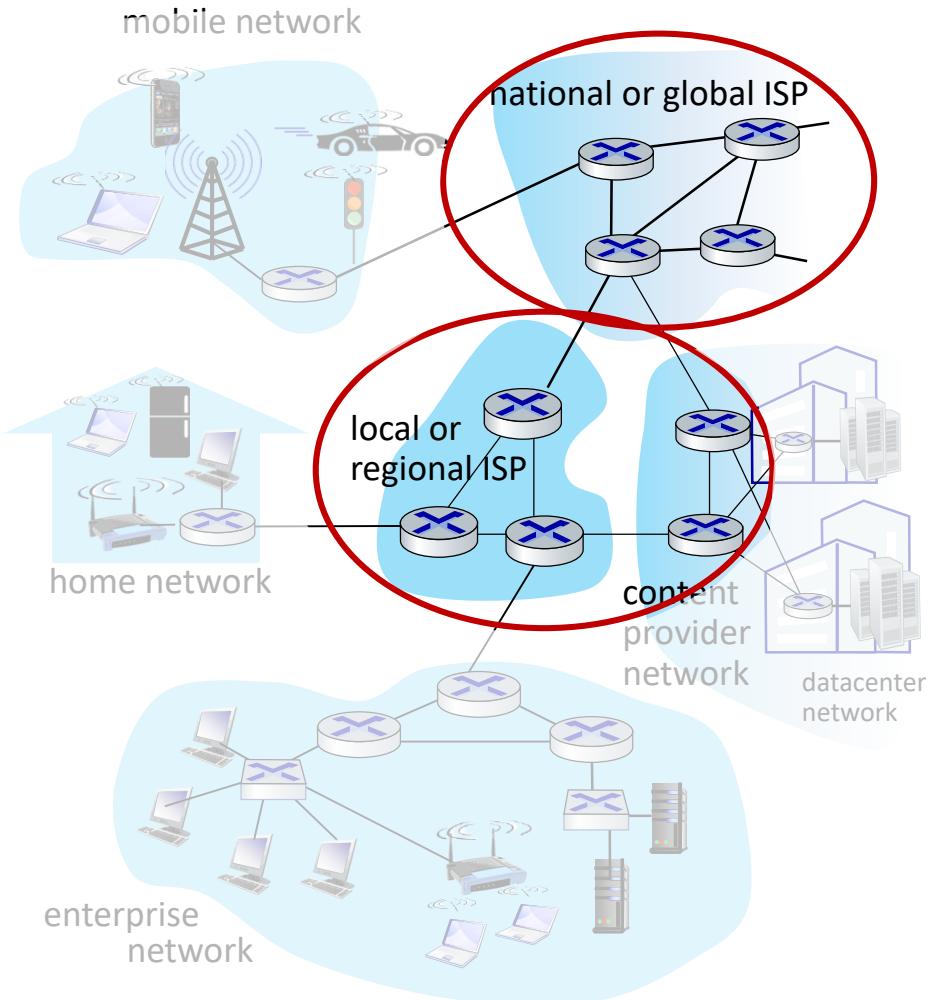
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The network core

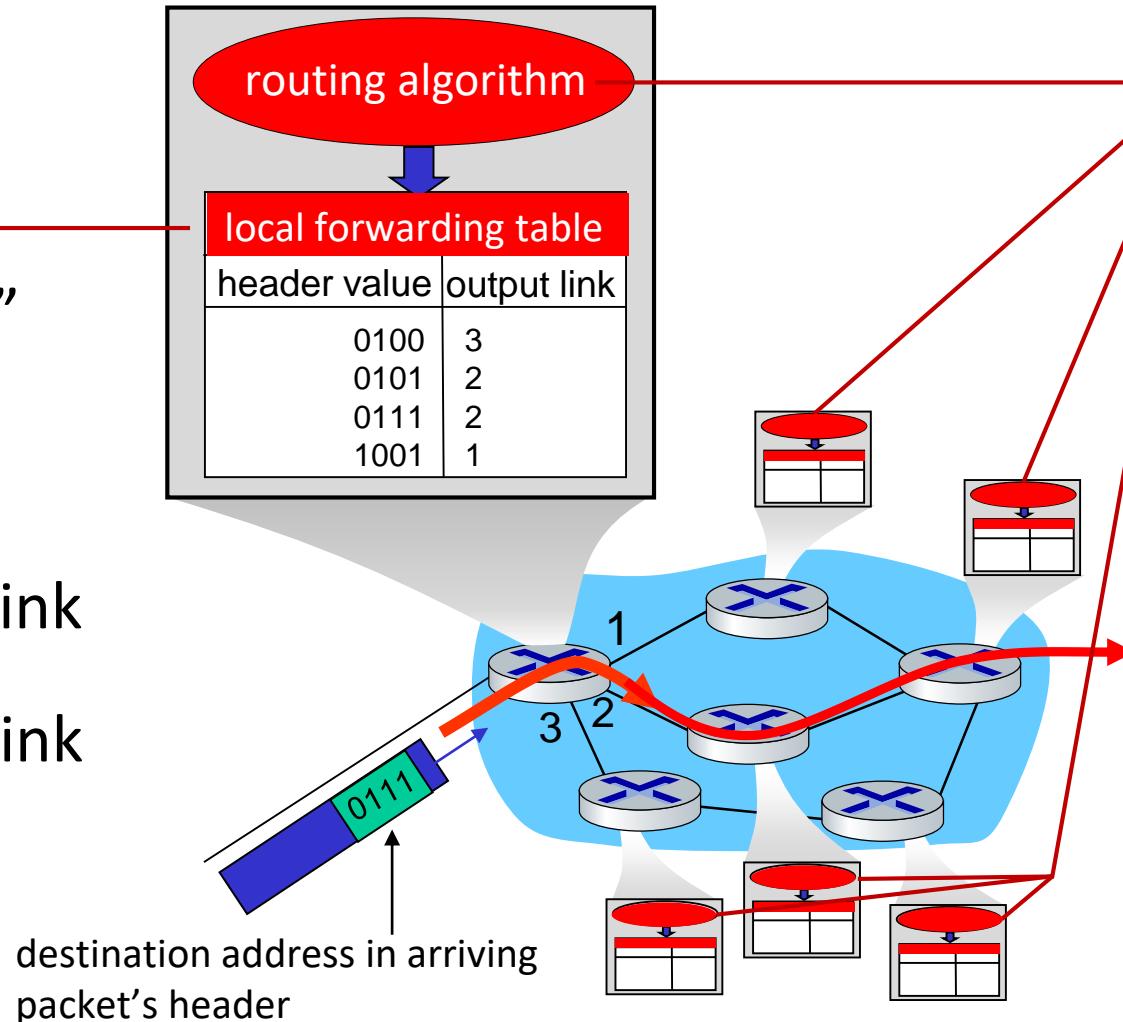
- mesh of interconnected routers
- **packet-switching**: hosts break application-layer messages into *packets*
 - network **forwards** packets from one router to the next, across links on path from **source to destination**



Two key network-core functions

Forwarding:

- aka “switching”
- *local* action:
move arriving
packets from
router’s input link
to appropriate
router output link



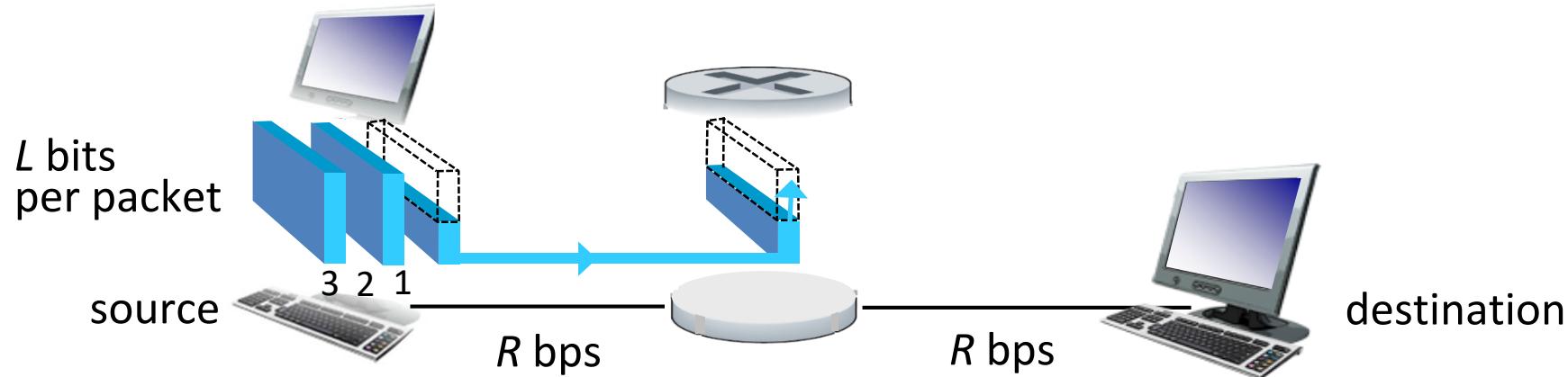
Routing:

- *global* action:
determine source-
destination paths
taken by packets
- routing algorithms





Packet-switching: store-and-forward

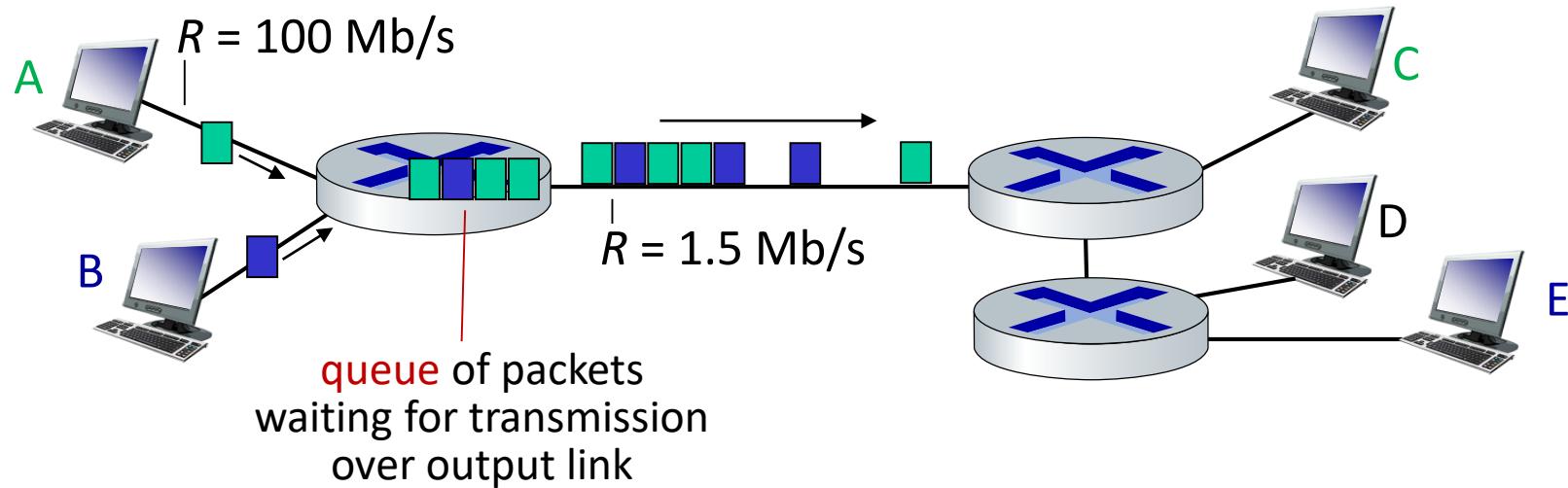


- **packet transmission delay:** takes L/R seconds to transmit (push out) L -bit packet into link at R bps
- **store and forward:** *entire* packet must arrive at router before it can be transmitted on next link

One-hop numerical example:

- $L = 10$ Kbits
- $R = 100$ Mbps
- one-hop transmission delay = 0.1 msec

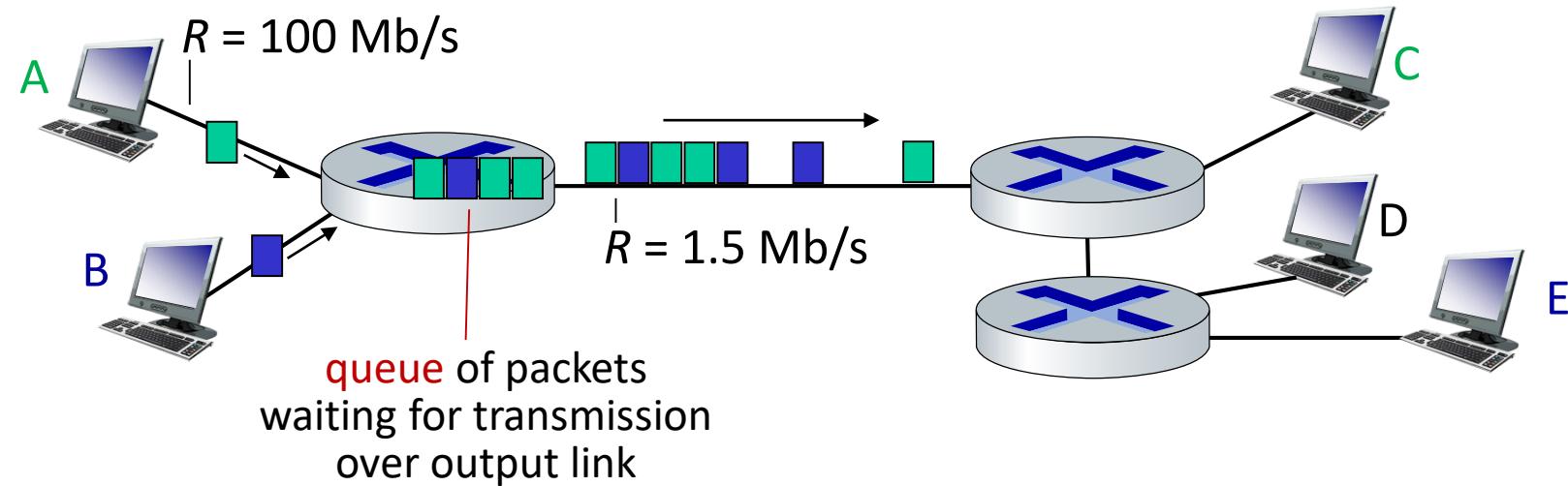
Packet-switching: queueing



Queueing occurs when work arrives faster than it can be serviced:



Packet-switching: queueing



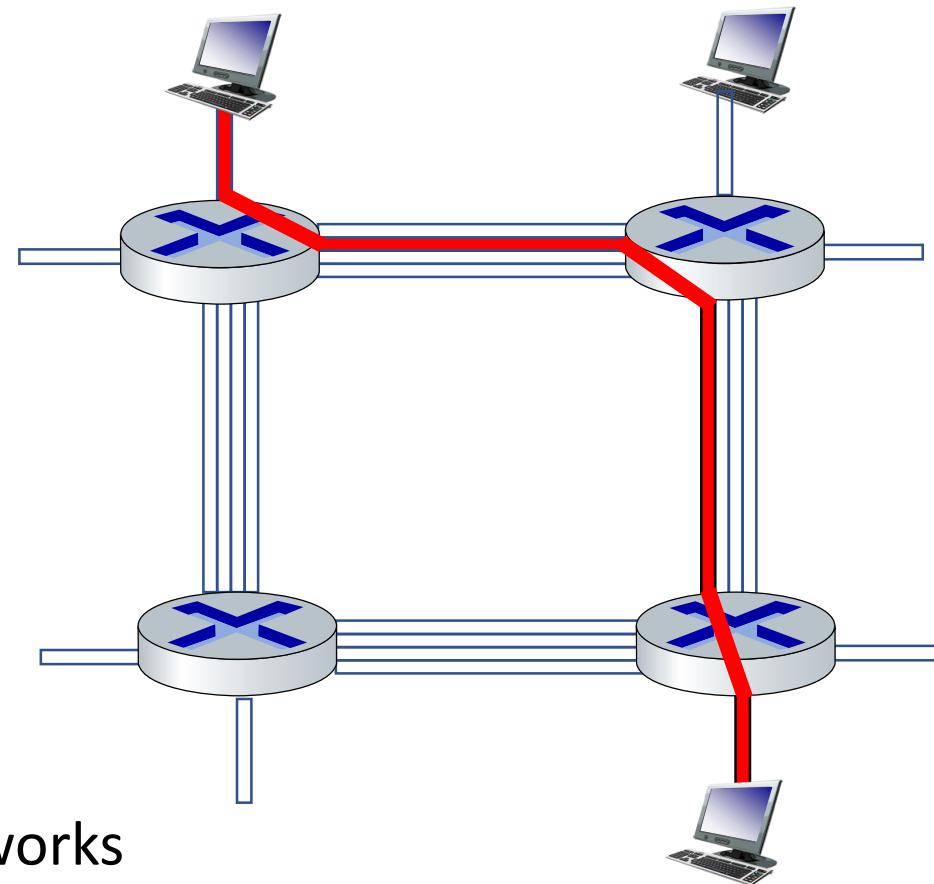
Packet queuing and loss: if arrival rate (in bps) to link exceeds transmission rate (bps) of link for some period of time:

- packets will queue, waiting to be transmitted on output link
- packets can be dropped (lost) if memory (buffer) in router fills up

Alternative to packet switching: circuit switching

end-end resources allocated to,
reserved for “call” between source
and destination

- 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



* Check out the online interactive exercises for more examples: http://gaia.cs.umass.edu/kurose_ross/interactive

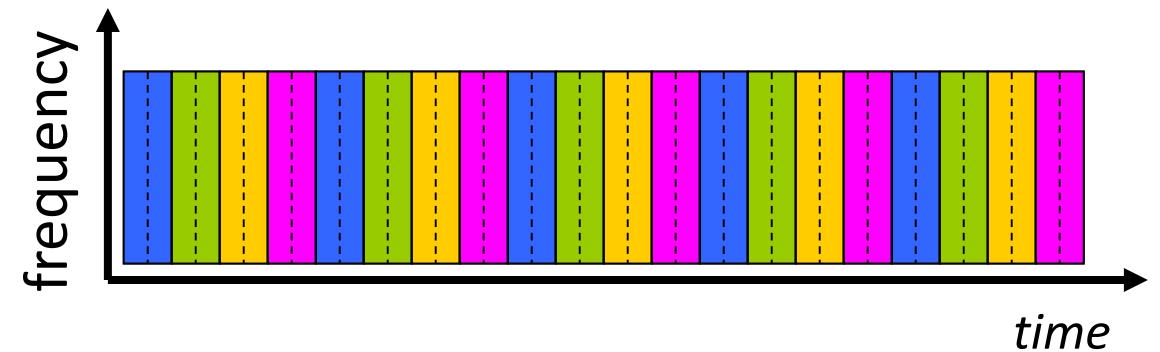
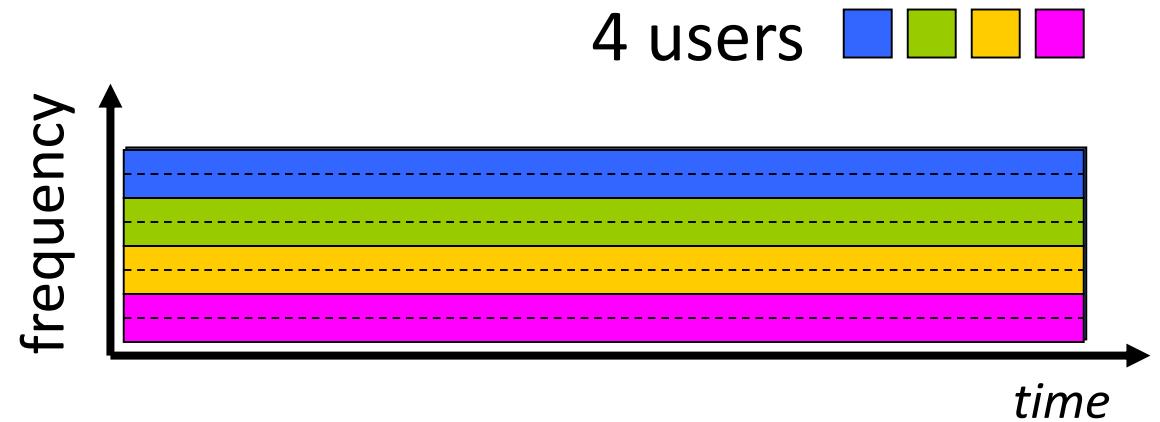
Circuit switching: FDM and TDM

Frequency Division Multiplexing (FDM)

- optical, electromagnetic frequencies divided into (narrow) frequency bands
- each call allocated its own band, can transmit at max rate of that narrow band

Time Division Multiplexing (TDM)

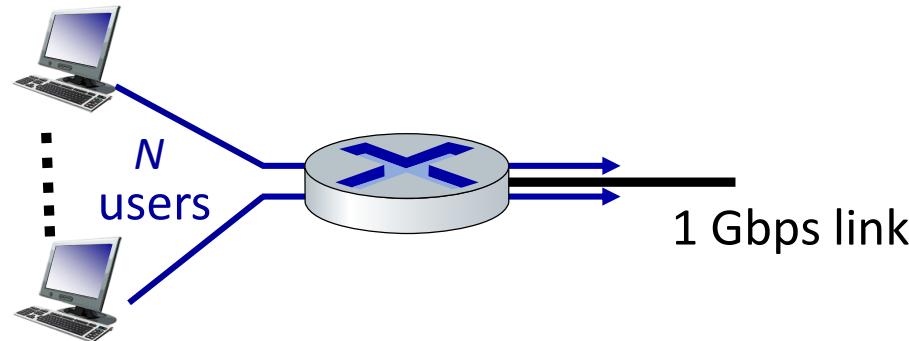
- time divided into slots
- each call allocated periodic slot(s), can transmit at maximum rate of (wider) frequency band (only) during its time slot(s)



Packet switching versus circuit switching

example:

- 1 Gb/s link
- each user:
 - 100 Mb/s when “active”
 - active 10% of time



Q: how many users can use this network under circuit-switching and packet switching?

- *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?
A: HW problem (for those with
course in probability only)

* Check out the online interactive exercises for more examples: http://gaia.cs.umass.edu/kurose_ross/interactive

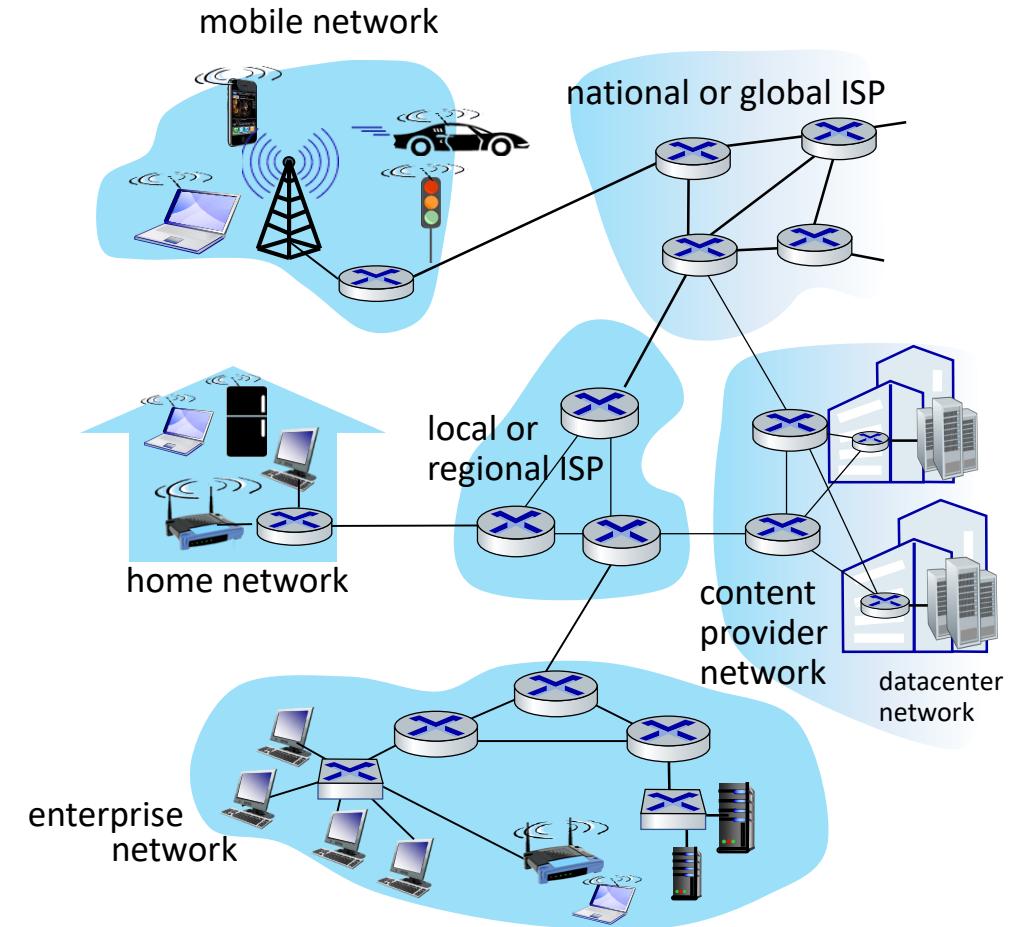
Packet switching versus circuit switching

Is packet switching a “slam dunk winner”?

- great for “bursty” data – sometimes has data to send, but at other times not
 - resource sharing
 - simpler, no call setup
- **excessive congestion possible:** packet delay and loss due to buffer overflow
 - protocols needed for reliable data transfer, congestion control
- ***Q: How to provide circuit-like behavior with packet-switching?***
 - “It’s complicated.” We’ll study various techniques that try to make packet switching as “circuit-like” as possible.

Internet structure: a “network of networks”

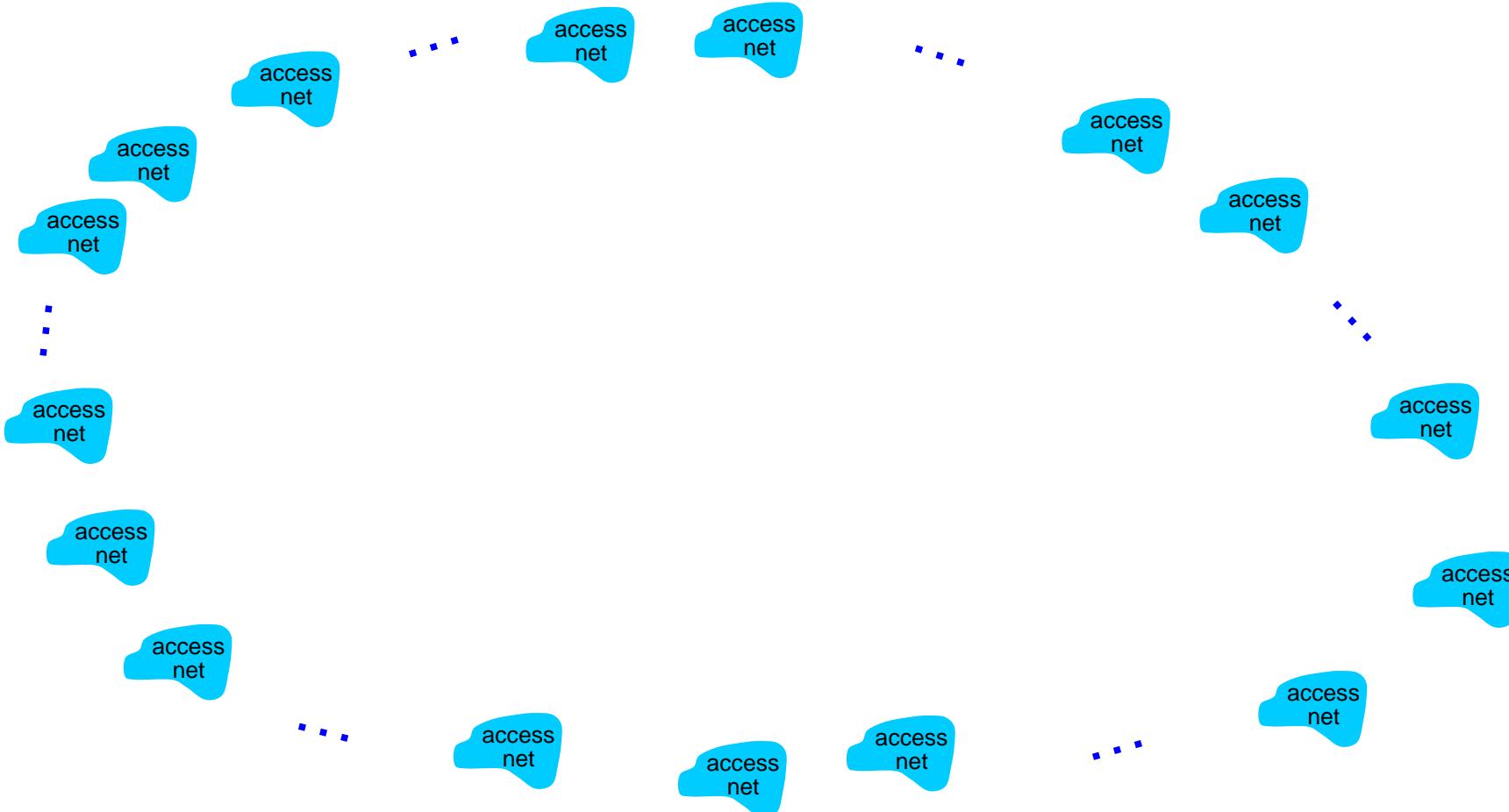
- hosts connect to Internet via **access** Internet Service Providers (ISPs)
- access ISPs in turn must be interconnected
 - so that *any* two hosts (*anywhere!*) can send packets to each other
- resulting network of networks is very complex
 - evolution driven by **economics, national policies**



Let's take a stepwise approach to describe current Internet structure

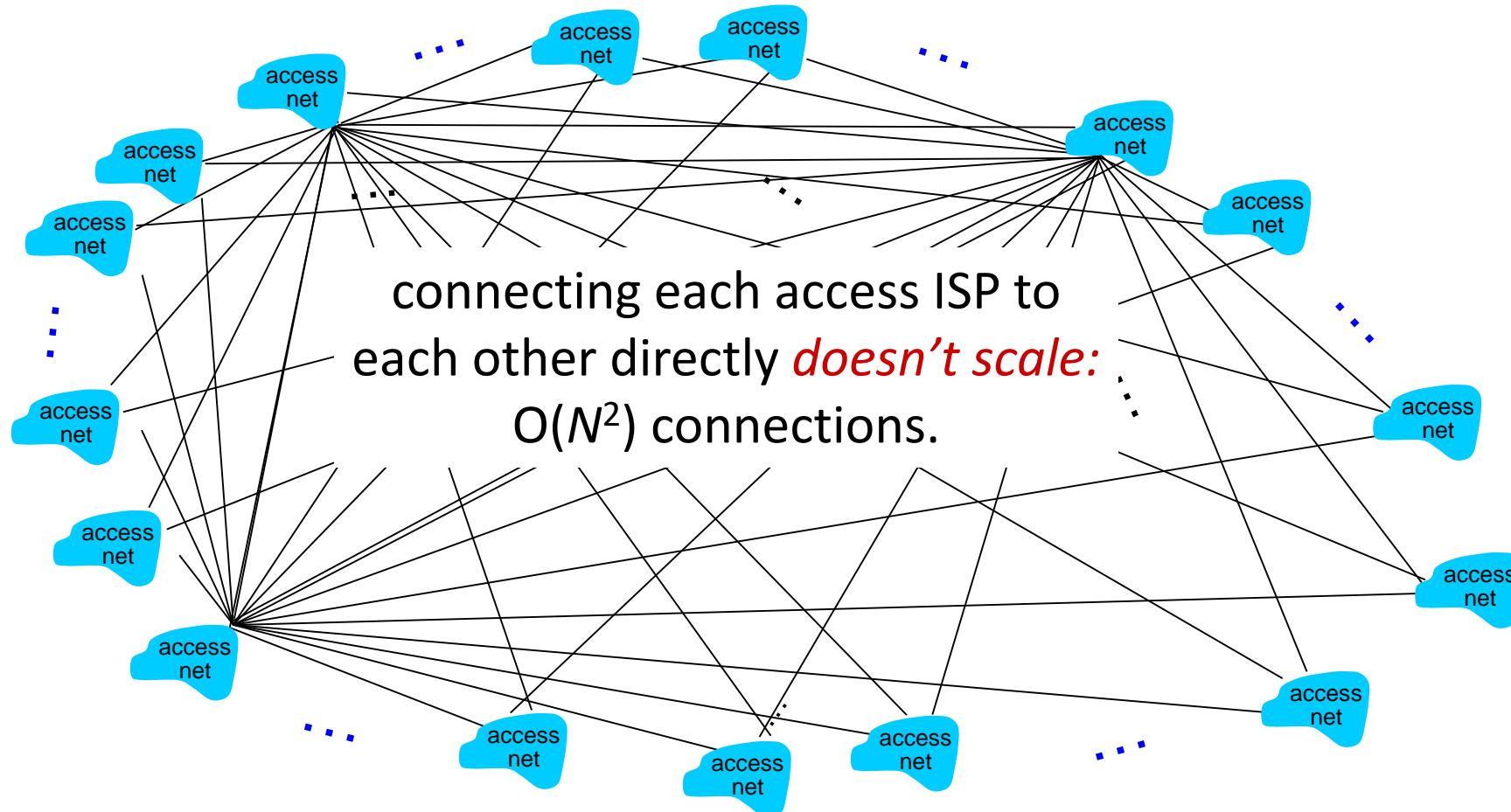
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Question: given *millions* of access ISPs, how to connect them together?



Internet structure: a “network of networks”

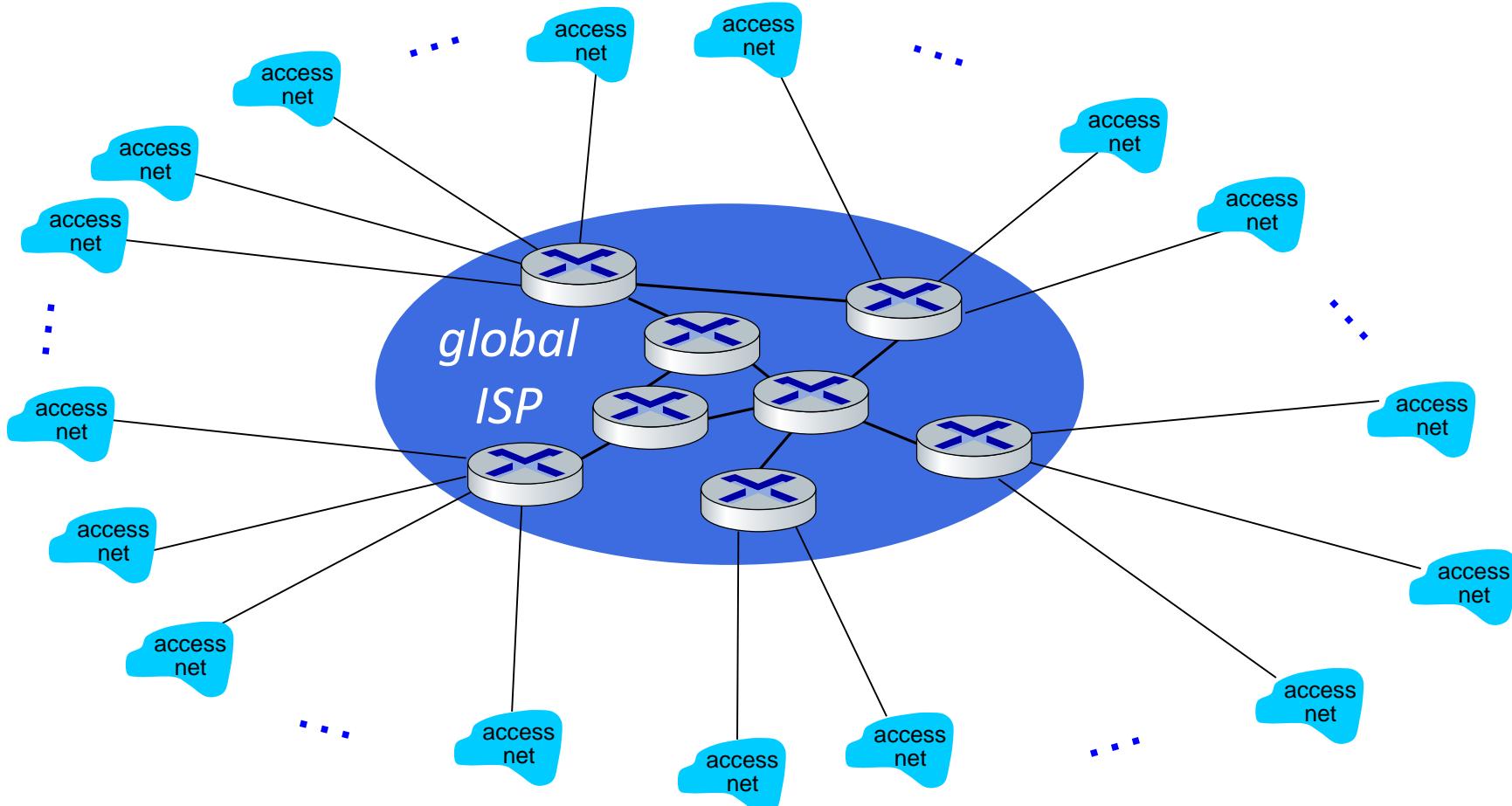
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Internet structure: a “network of networks”

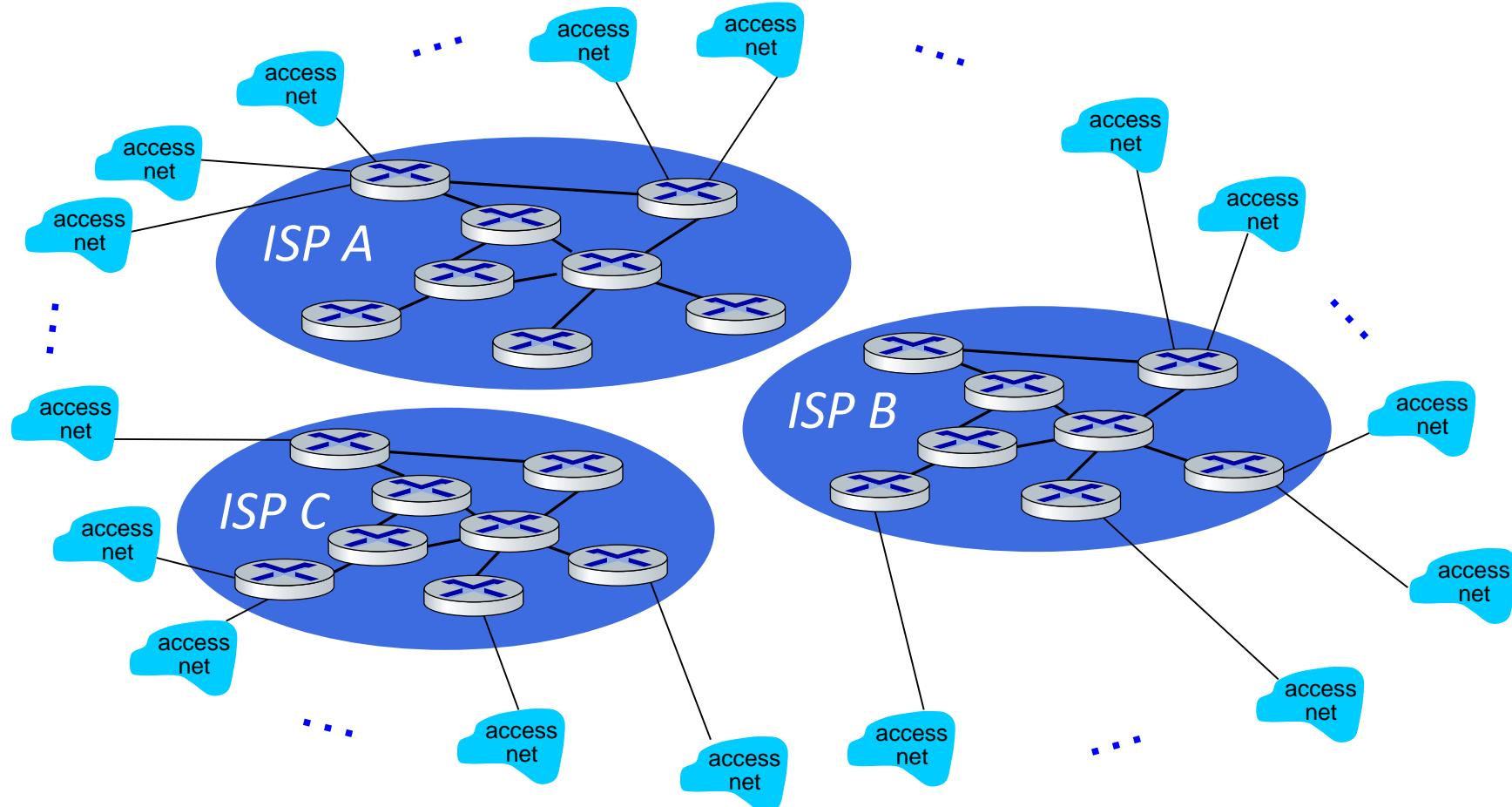
Option: connect each access ISP to one global transit ISP?

Customer and provider ISPs have economic agreement.



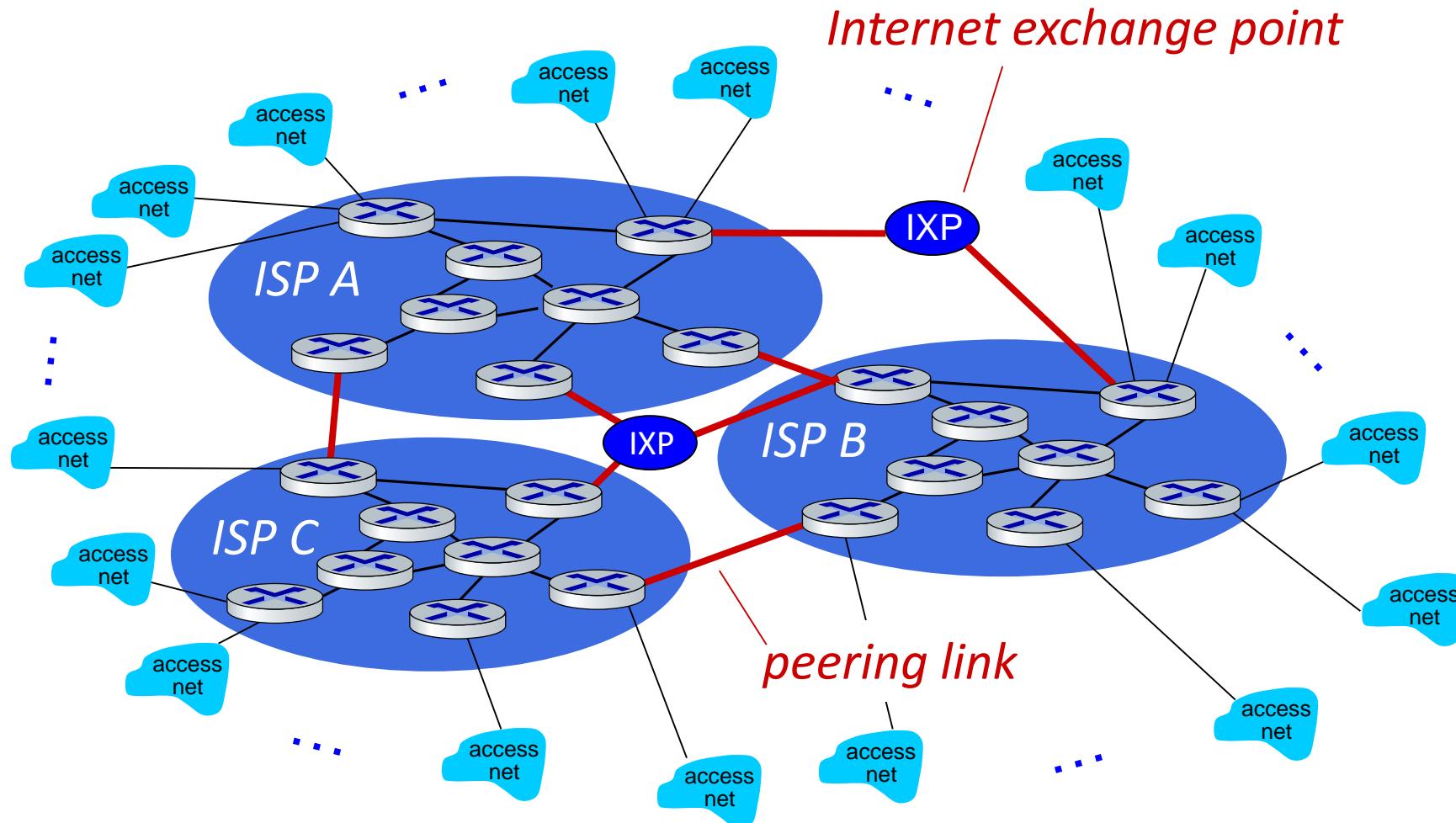
Internet structure: a “network of networks”

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



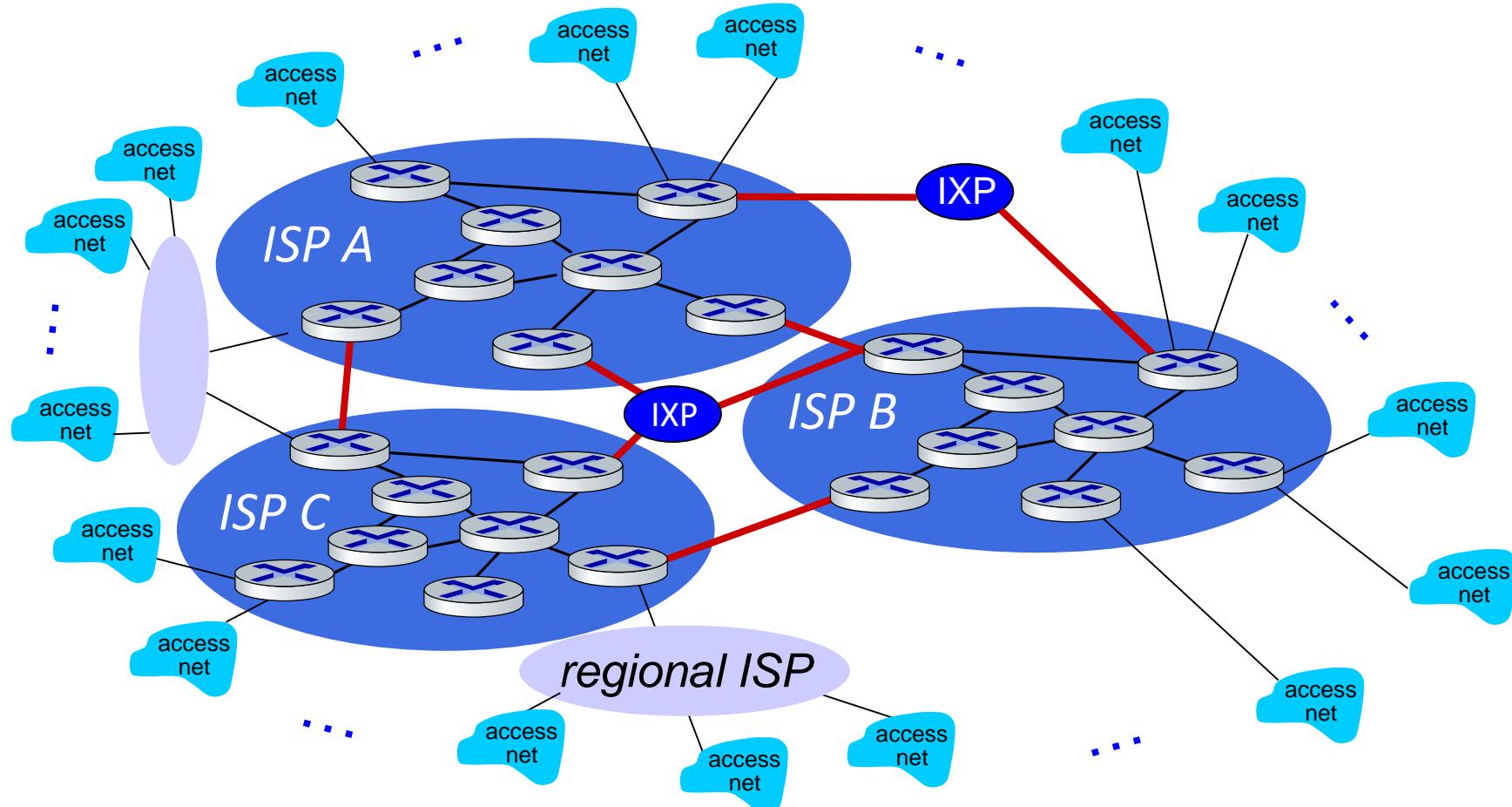
Internet structure: a “network of networks”

But if one global ISP is viable business, there will be competitors ... who will want to be connected



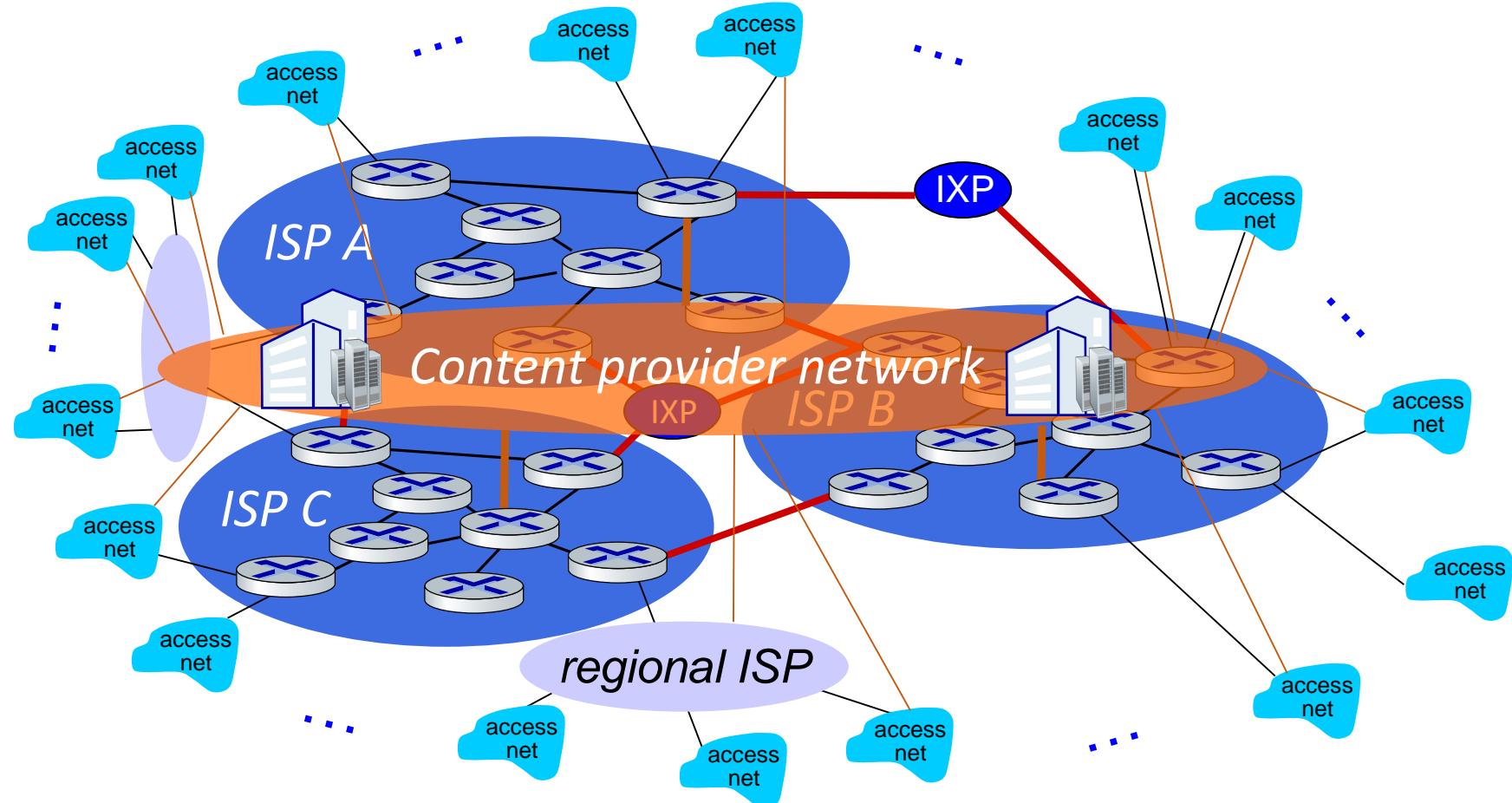
Internet structure: a “network of networks”

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

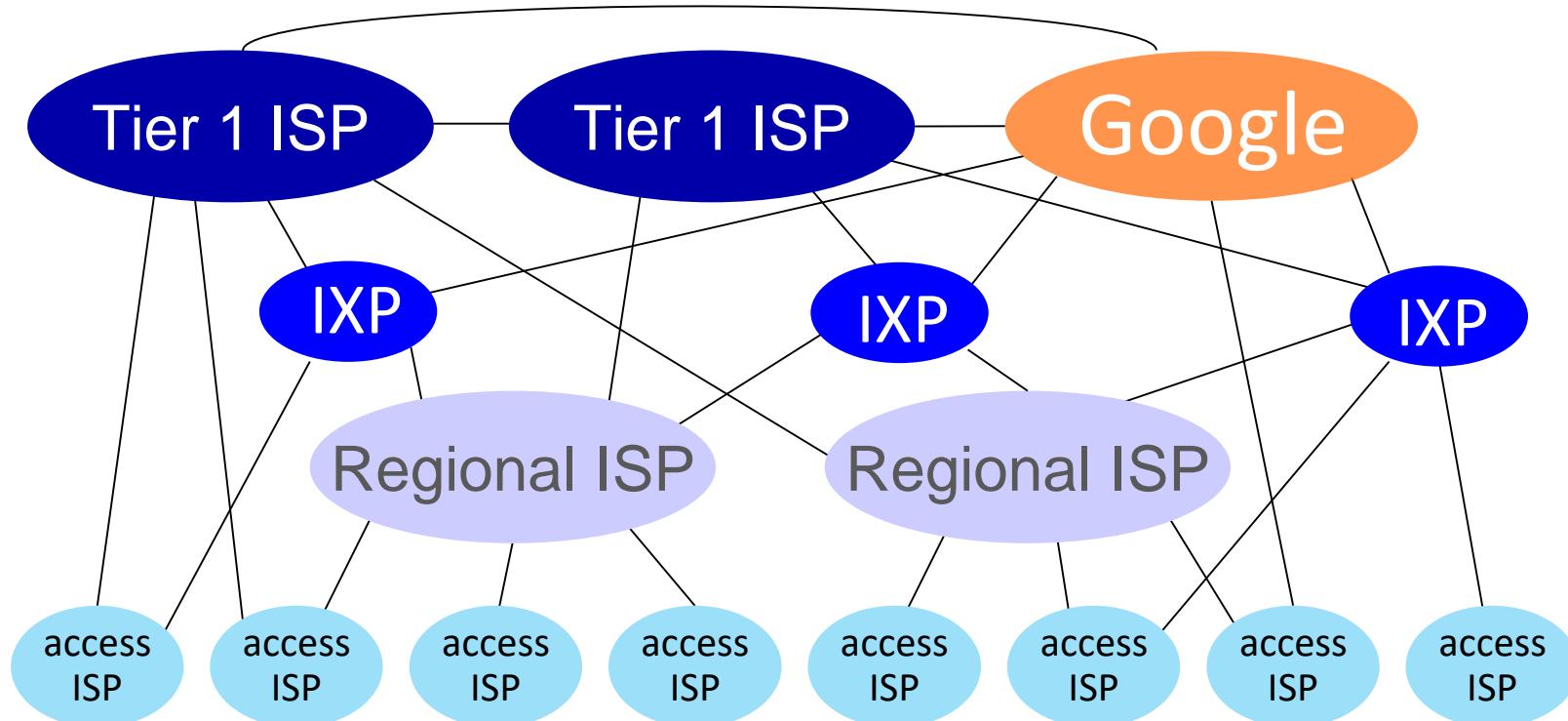


Internet structure: a “network of networks”

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



Internet structure: a “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 networks** (e.g., Google, Facebook): private network that connects its data centers to Internet, often bypassing tier-1, regional ISPs

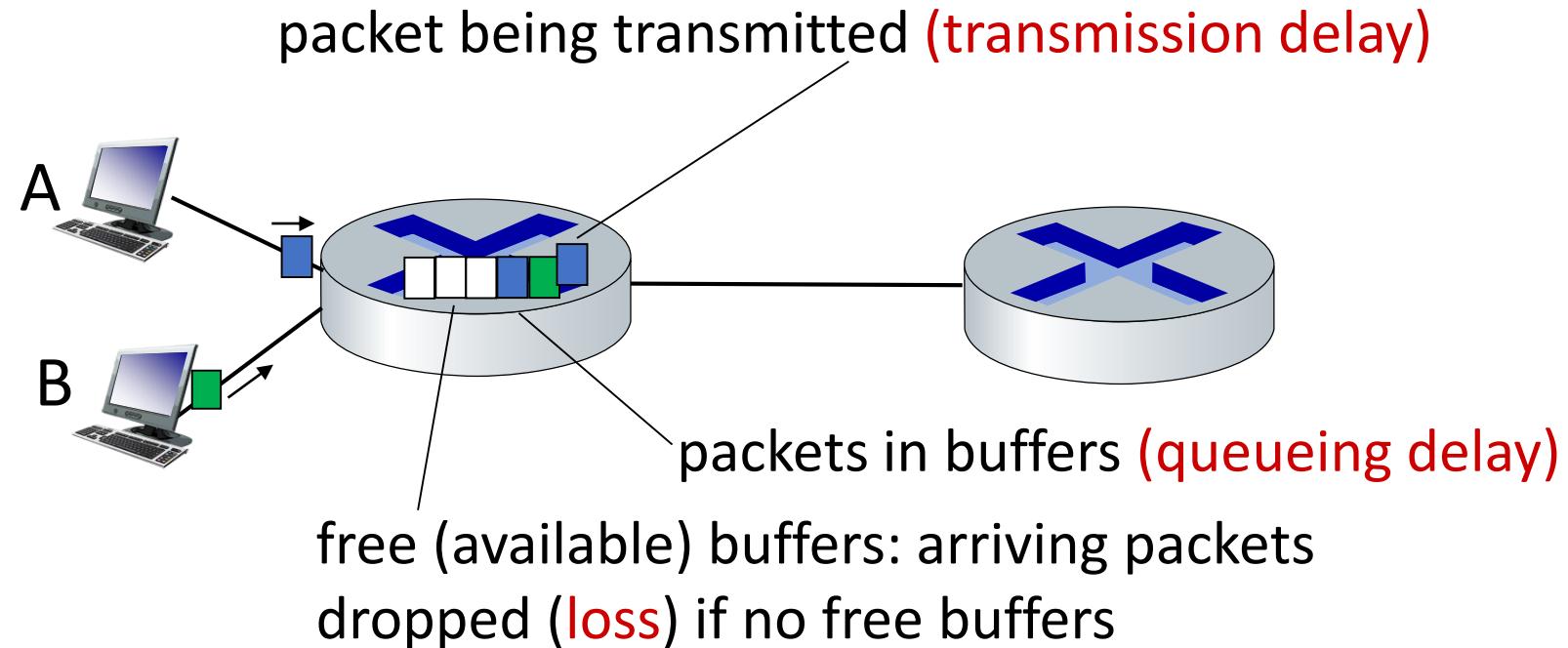
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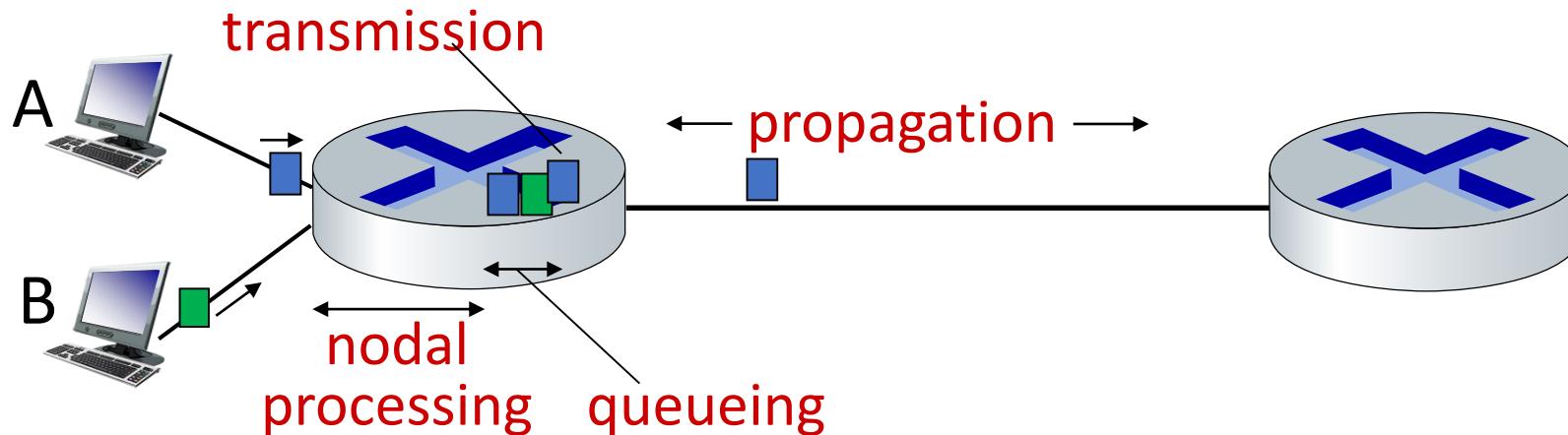


How do packet delay and loss occur?

- packets *queue* in router buffers, waiting for turn for transmission
 - queue length grows when arrival rate to link (temporarily) exceeds output link capacity
- packet *loss* occurs when memory to hold queued packets fills up



Packet delay: four sources



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

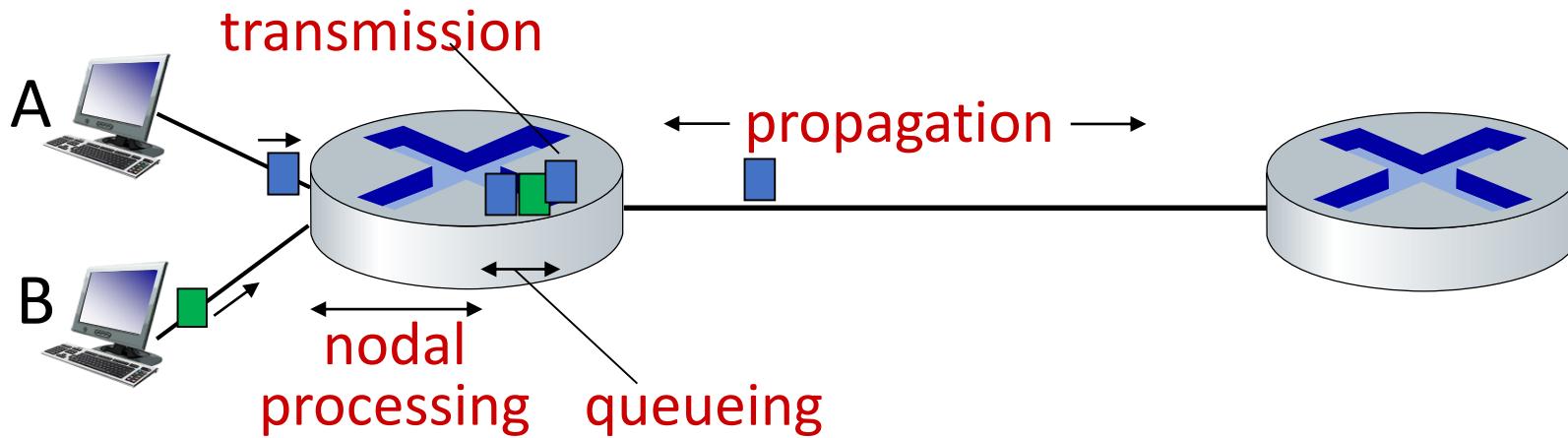
d_{proc} : nodal processing

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

d_{queue} : queueing delay

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

Packet delay: four sources



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

d_{trans} : transmission delay:

- L : packet length (bits)
- R : link *transmission rate (bps)*

$$\boxed{d_{\text{trans}} = L/R}$$

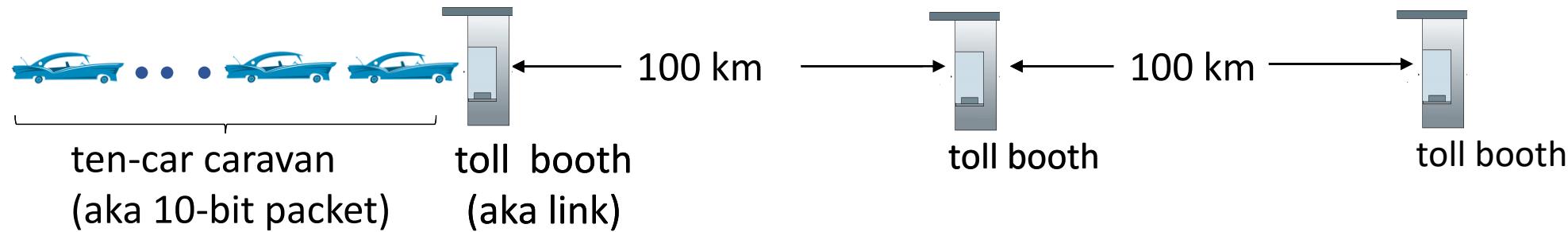
d_{prop} : propagation delay:

- d : length of physical link
- s : propagation speed ($\sim 2 \times 10^8$ m/sec)

$$\boxed{d_{\text{prop}} = d/s}$$

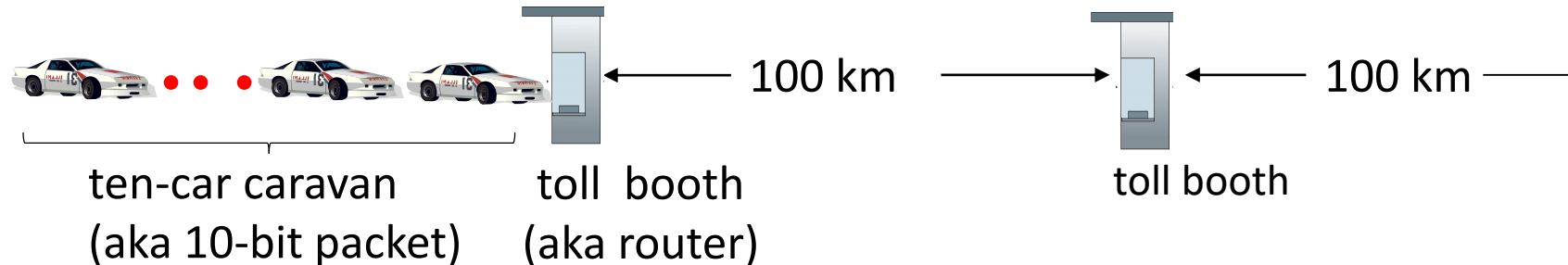
d_{trans} and d_{prop}
very different

Caravan analogy



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

Caravan analogy



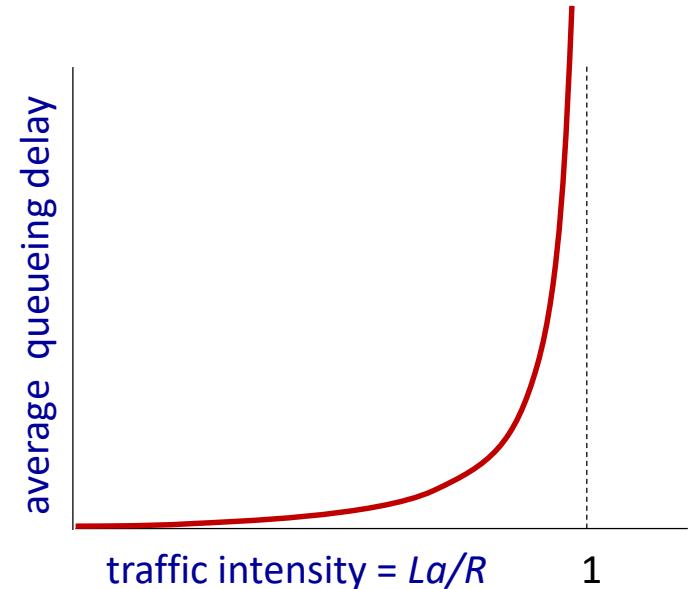
- suppose cars now “propagate” at 1000 km/hr
 - and suppose toll booth now takes one min to service a car
 - ***Q: Will cars arrive to 2nd booth before all cars serviced at first booth?***
- A: Yes!** after 7 min, first car arrives at second booth; three cars still at first booth

Packet queueing delay (revisited)

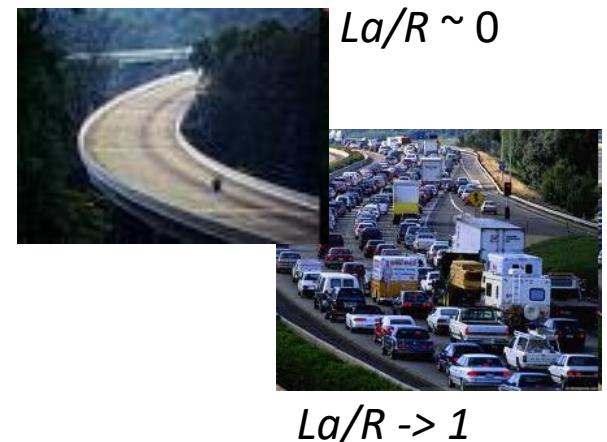
- a : average packet arrival rate
- L : packet length (bits)
- R : link bandwidth (bit transmission rate)

$$\frac{L \cdot a}{R} : \frac{\text{arrival rate of bits}}{\text{service rate of bits}}$$

"traffic intensity"

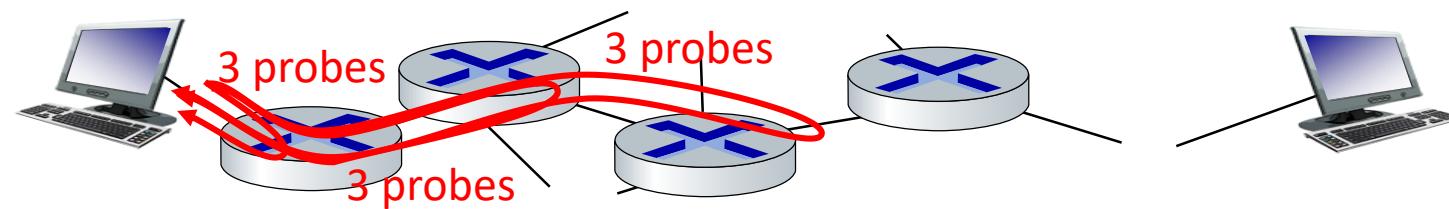


- $La/R \sim 0$: avg. queueing delay small
- $La/R \rightarrow 1$: avg. queueing delay large
- $La/R > 1$: more “work” arriving is more than can be serviced - average delay infinite!



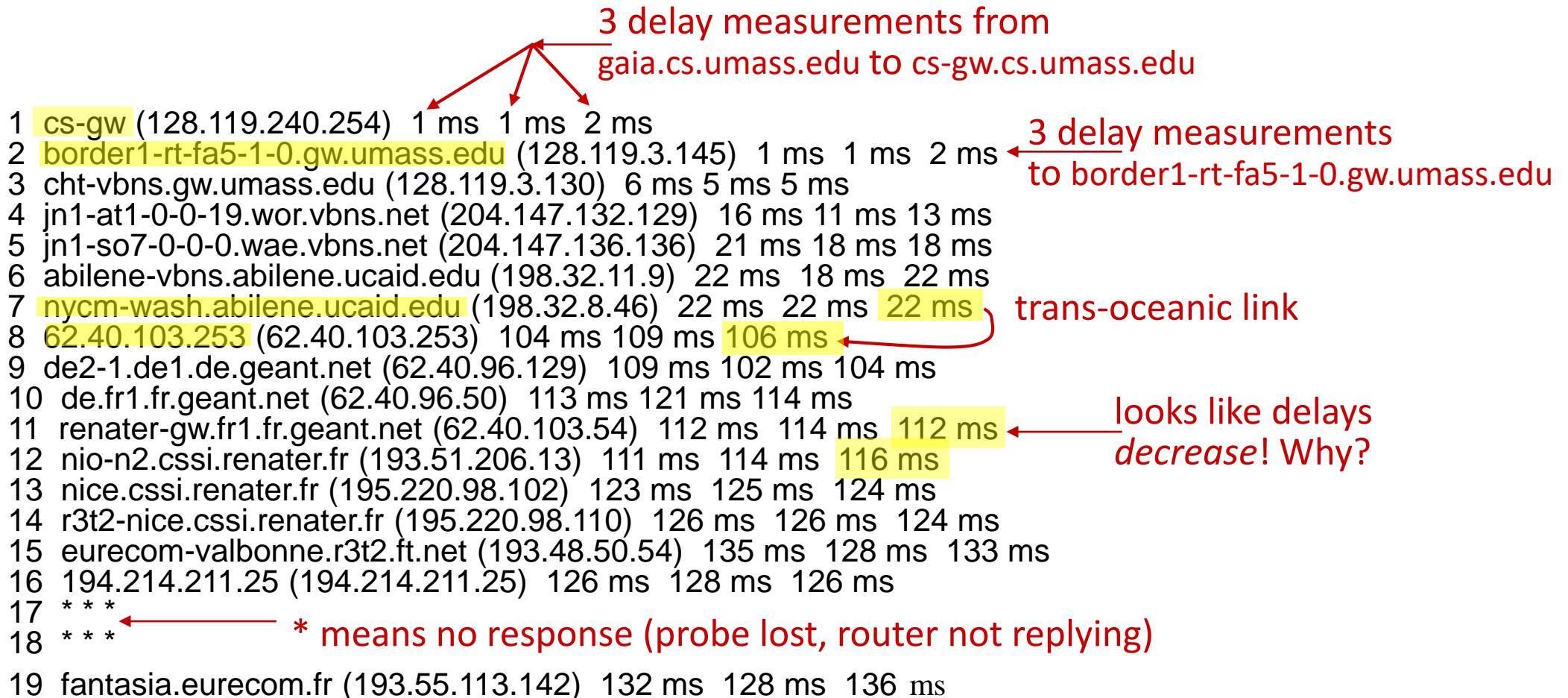
“Real” Internet delays and routes

- 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 (with time-to-live field value of i)
 - router i will return packets to sender
 - sender measures time interval between transmission and reply



Real Internet delays and routes

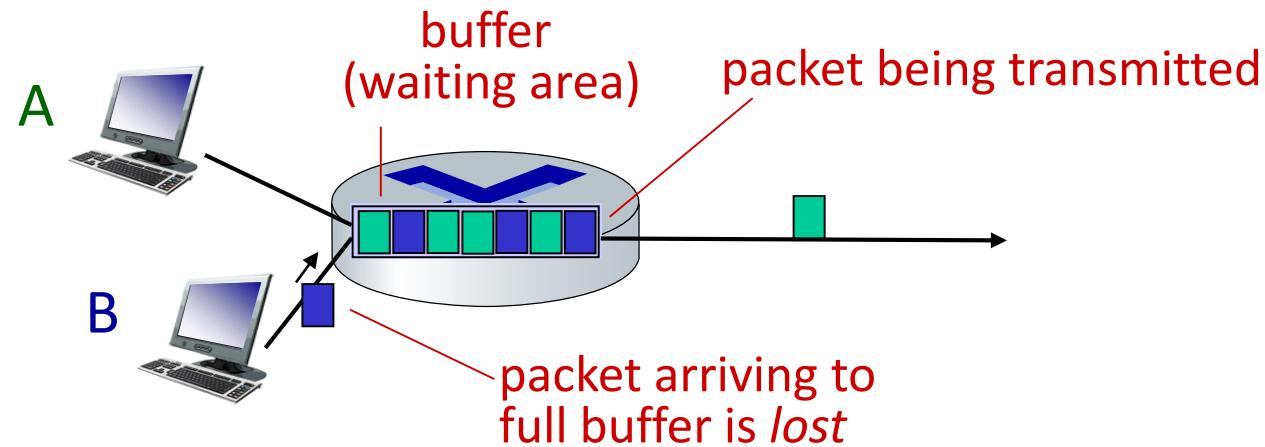
traceroute: gaia.cs.umass.edu to www.eurecom.fr



* Do some traceroutes from exotic countries at www.traceroute.org

Packet loss

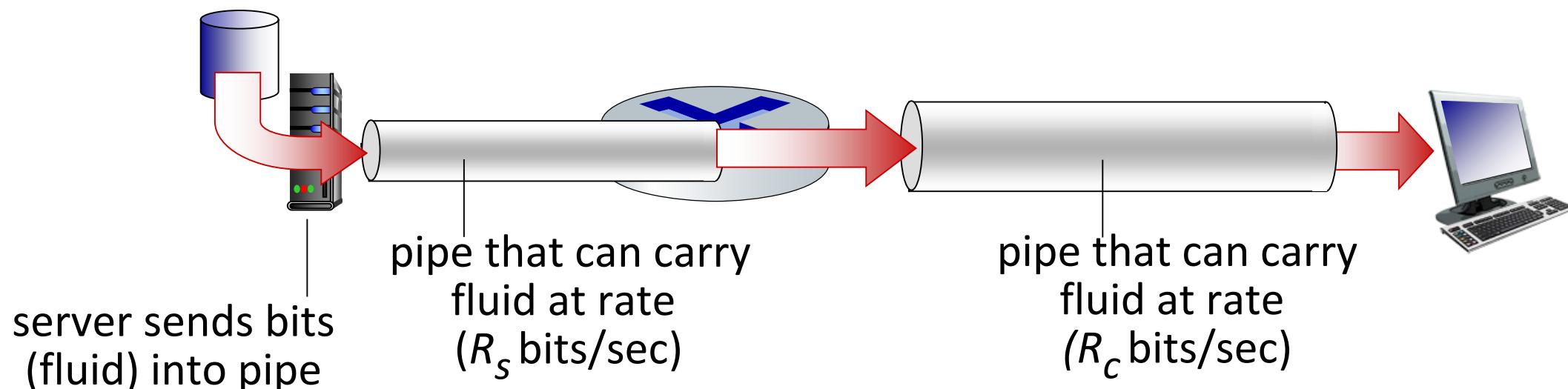
- queue (aka buffer) preceding link in buffer has finite capacity
- packet arriving to full queue dropped (aka lost)
- lost packet may be retransmitted by previous node, by source end system, or not at all



* Check out the Java applet for an interactive animation (on publisher's website) of queuing and loss

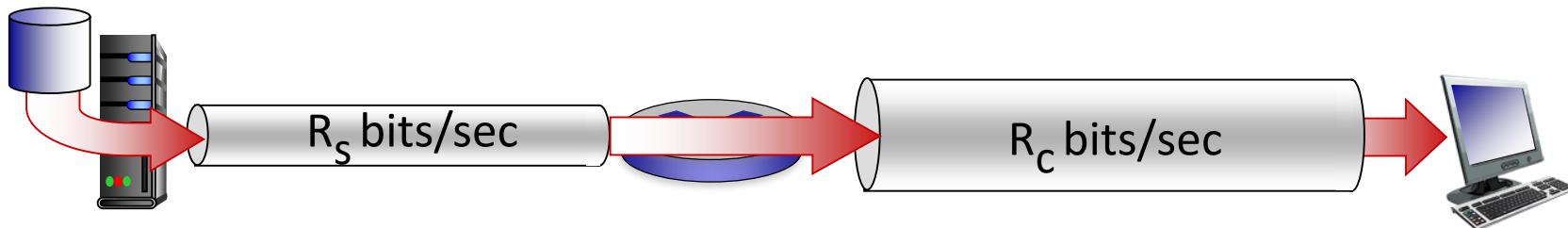
Throughput

- *throughput*: rate (bits/time unit) at which bits are being sent from sender to receiver
 - *instantaneous*: rate at given point in time
 - *average*: rate over longer period of time

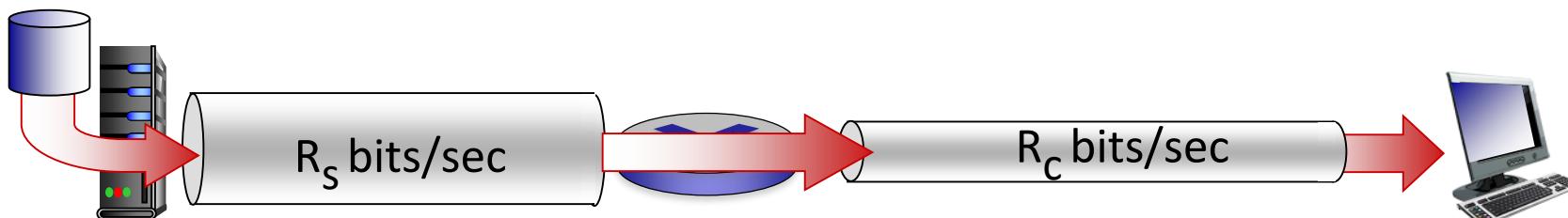


Throughput

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



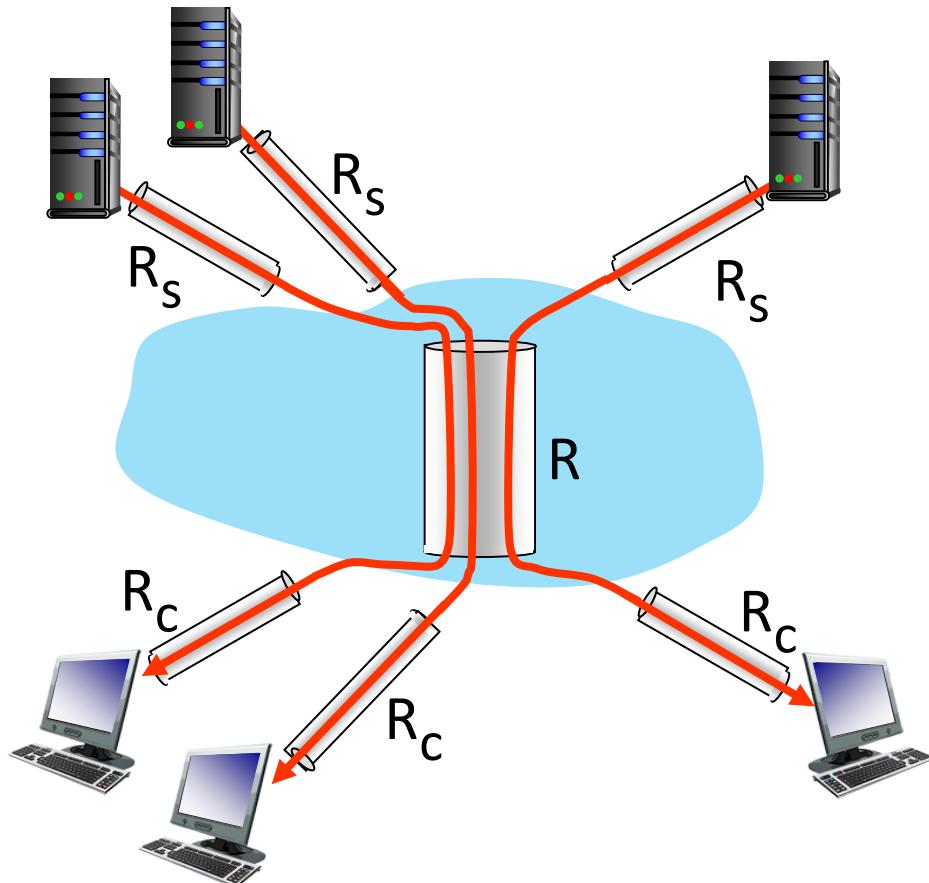
$R_s > R_c$ What is average end-end throughput?



bottleneck link

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

Throughput: network scenario



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

- per-connection end-end throughput: $\min(R_c, R_s, R/10)$
- in practice: R_c or R_s is often bottleneck

Chapter 1: roadmap

- What *is* the Internet?
- What *is* a protocol?
- Network edge: hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
- Performance: loss, delay, throughput
- Security
- **Protocol layers, service models**
- History



Protocol “layers” and reference models

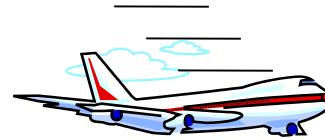
Networks are complex,
with many “pieces”:

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

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

- and/or our *discussion*
of networks?

Example: organization of air travel



— *end-to-end transfer of person plus baggage* —→

ticket (purchase)

baggage (check)

gates (load)

runway takeoff

airplane routing

ticket (complain)

baggage (claim)

gates (unload)

runway landing

airplane routing

airplane routing

How would you *define/discuss* the *system* of airline travel?

- a series of steps, involving many services

Example: organization of air travel



layers: each layer implements a service

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

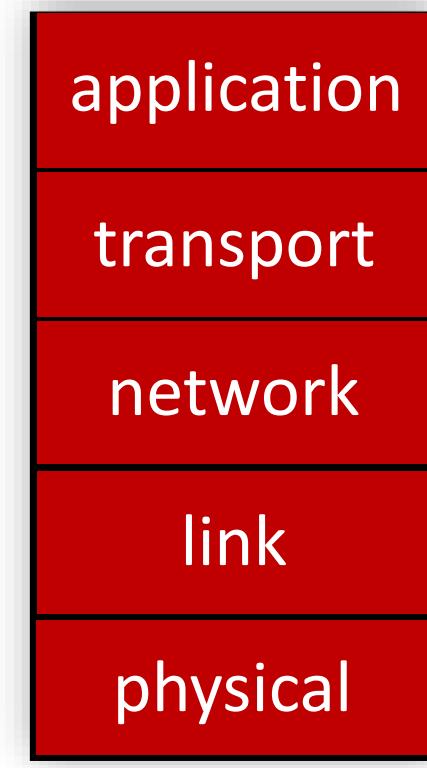
Why layering?

Approach to designing/discussing complex systems:

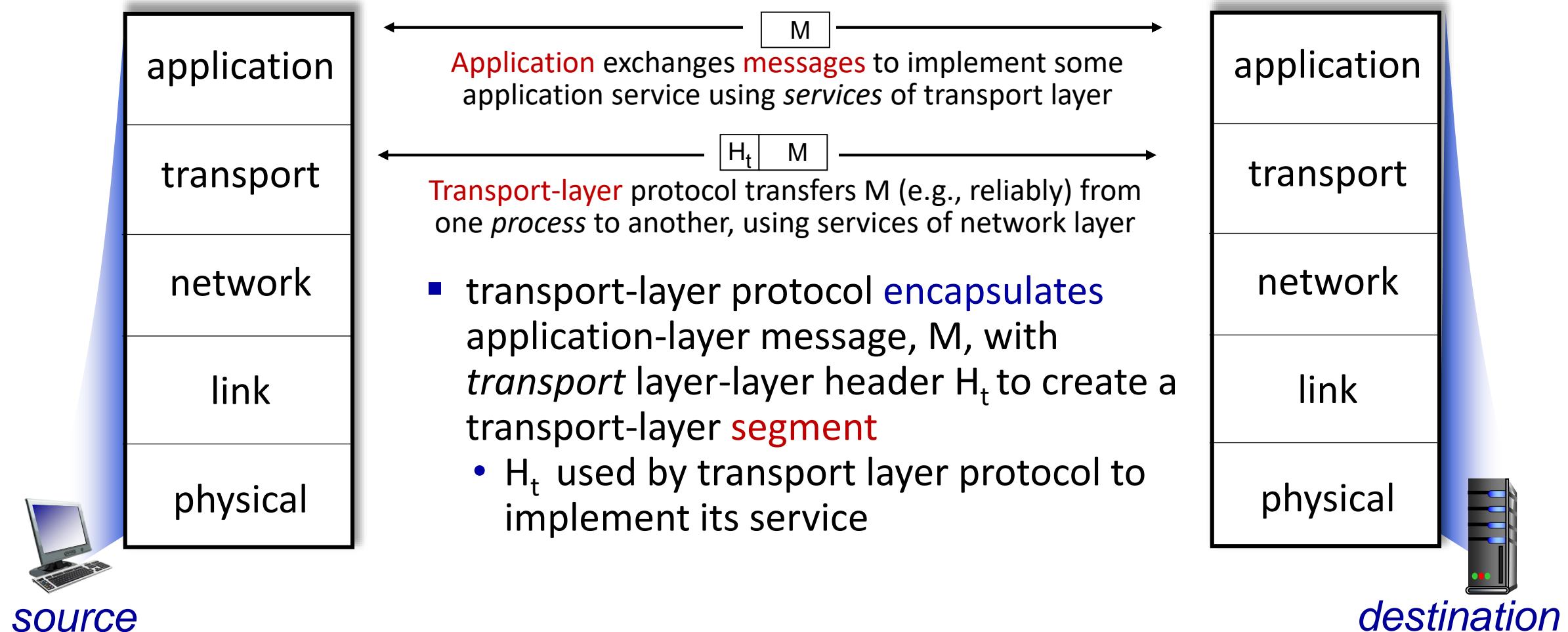
- explicit structure allows identification, relationship of system's pieces
 - layered *reference model* for discussion
- modularization eases maintenance, updating of system
 - change in layer's service *implementation*: transparent to rest of system
 - e.g., change in gate procedure doesn't affect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

Layered Internet protocol stack

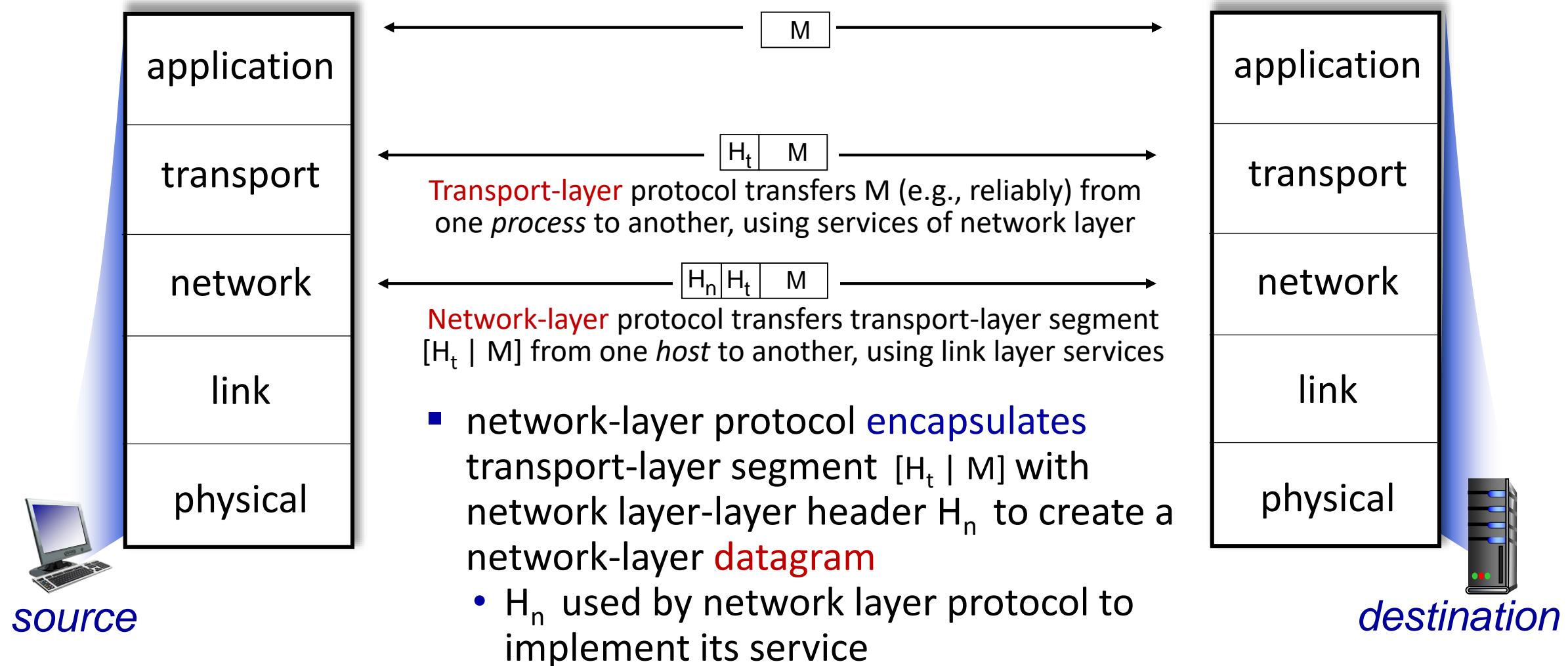
- *application*: supporting network applications
 - HTTP, IMAP, SMTP, DNS
- *transport*: process-process data transfer
 - TCP, UDP
- *network*: routing of datagrams from source to destination
 - IP, routing protocols
- *link*: data transfer between neighboring network elements
 - Ethernet, 802.11 (WiFi), PPP
- *physical*: bits “on the wire”



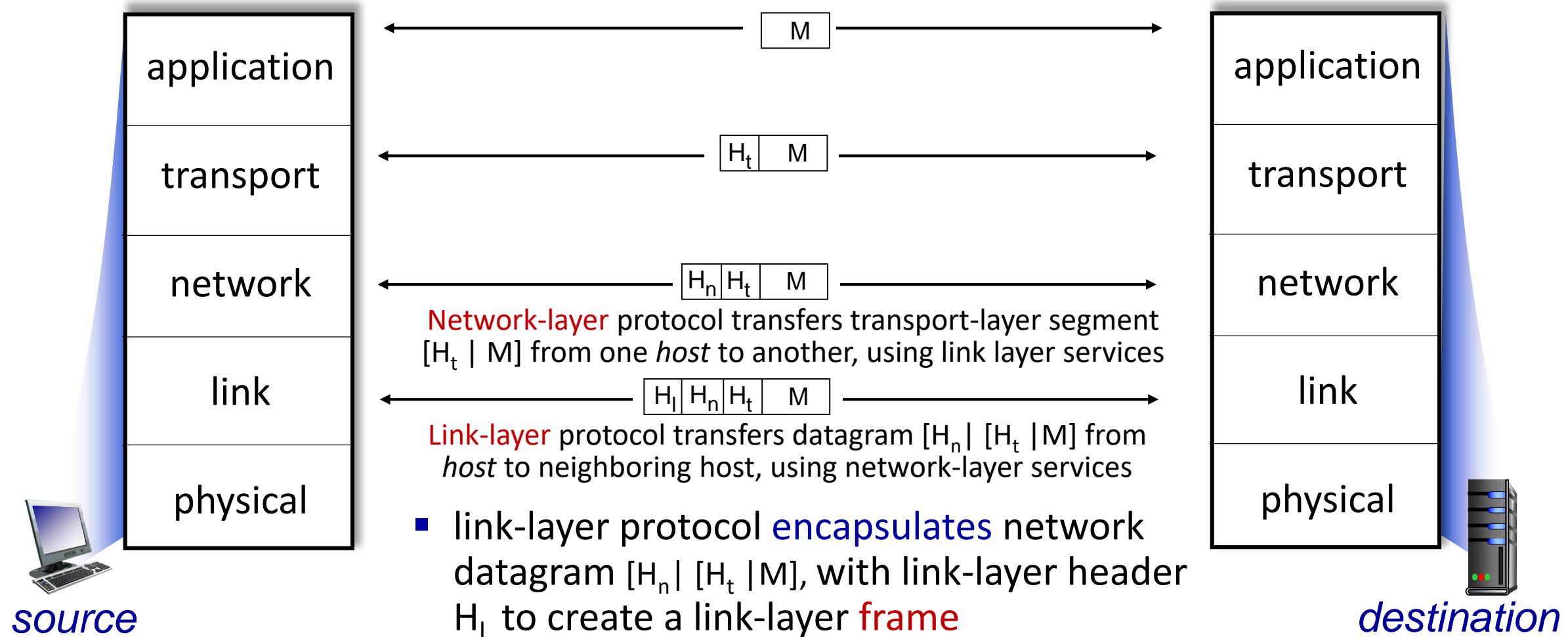
Services, Layering and Encapsulation



Services, Layering and Encapsulation

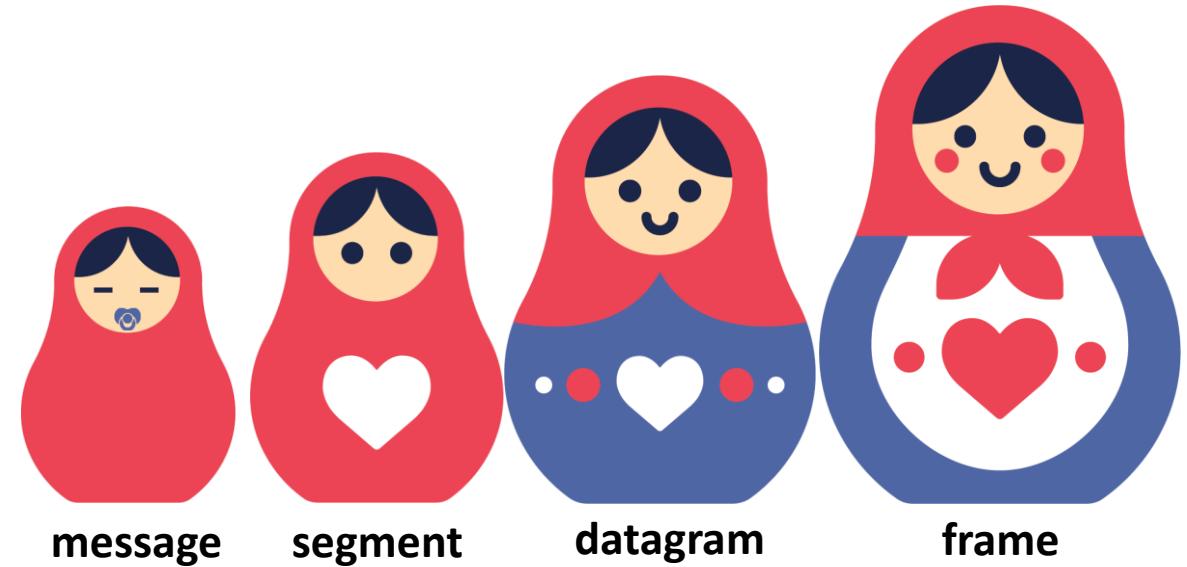


Services, Layering and Encapsulation

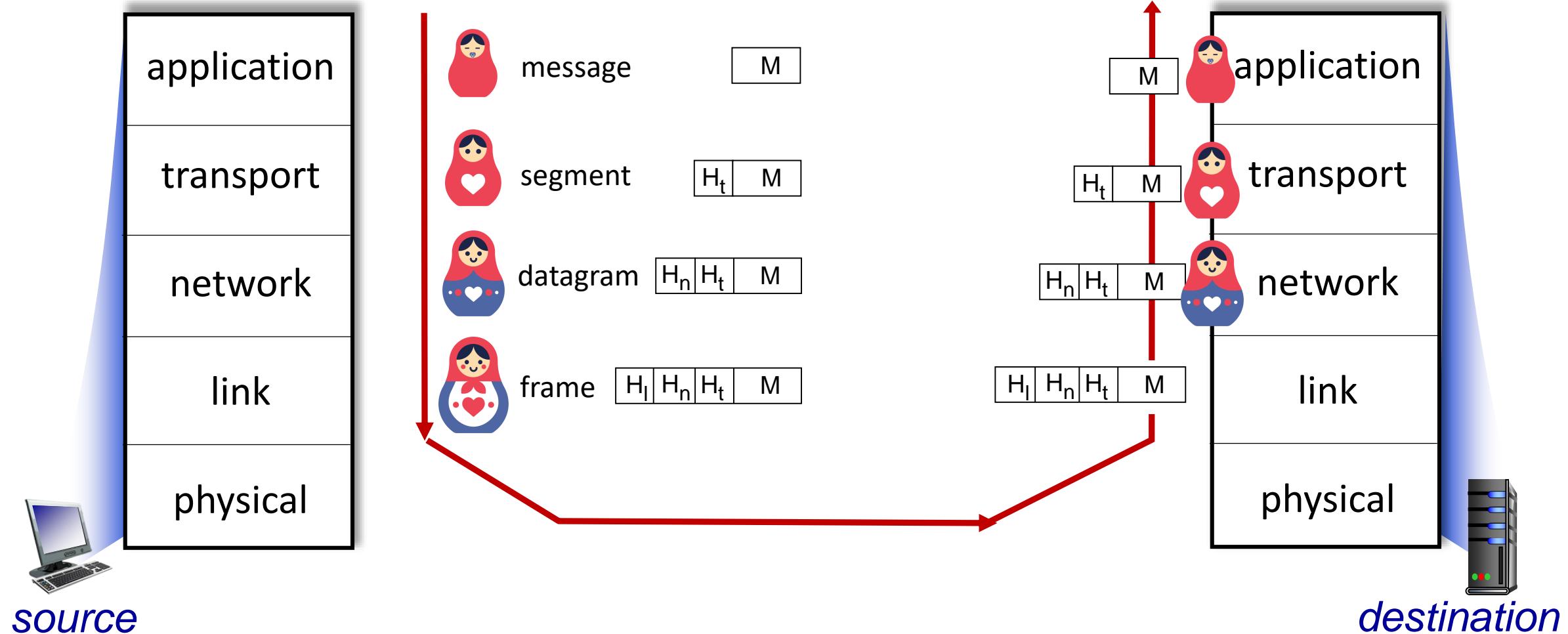


Encapsulation

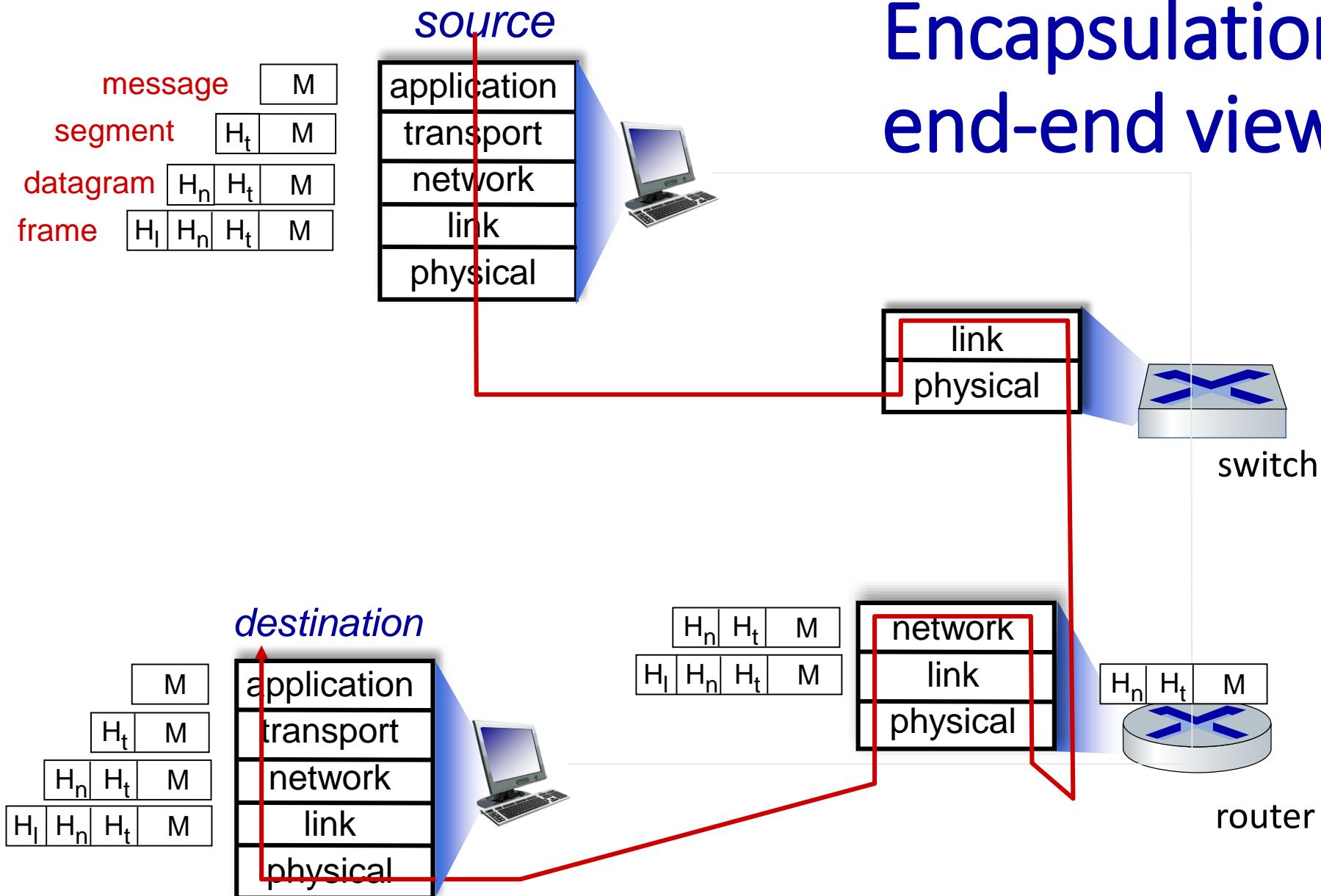
Matryoshka dolls (stacking dolls)



Services, Layering and Encapsulation



Encapsulation: an end-end view



Chapter 1: summary

We've covered a "ton" of material!

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

You now have:

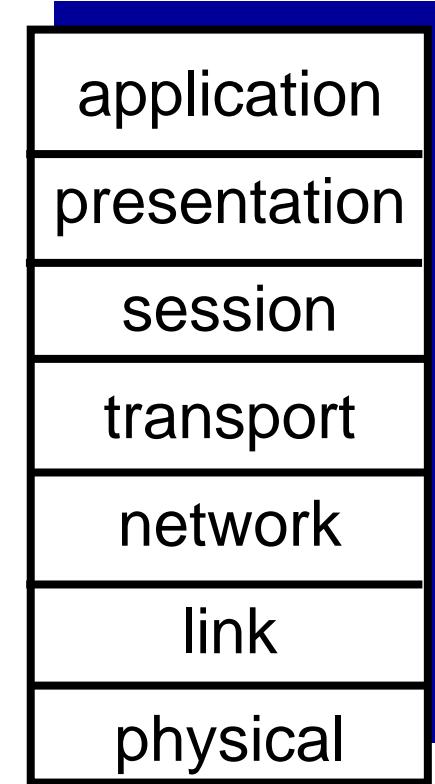
- context, overview, vocabulary, "feel" of networking
- more depth, detail, *and fun* to follow!

Additional Chapter 1 slides

ISO/OSI reference model

Two layers not found in Internet protocol stack!

- *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?



The seven layer OSI/ISO reference model

Services, Layering and Encapsulation

