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# Overview

EE450: Introduction to Computer Networks  
Professor A. Zahid

# Course Overview

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Part 1: Data Communications & Networking

Part 2: Computer Networking Protocols (TCP/IP)

Part 3: Wide Area Networks (WANs)

Part 4: Local Area Networks (LANs)

Part 5: Internetworking Devices (Routers, Switches, etc.)

Part 6: Transport Layer Protocols

Part 7: Network Applications

Part 8: Network Security

Focus throughout the course is on the public Internet

# Why EE450? Growth of Computer Networks

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- Computer Networking has grown explosively
- Since the 1970s, computer communication has changed from a research topic to an essential part of infrastructure
- Networking is used in every aspect of our lives:
  - Business
  - Education
  - Advertising
  - Social
  - Entertainment
  - Production
  - Planning
  - Billing
  - Accounting

# Growth of CN (Continued)

- In short, computer networks are everywhere
- In 1980, the Internet was a research project that involved a few dozen sites. Today, the Internet has grown into a huge Network that reaches all of the world
- The advent and utility of networking has created dramatic economic shifts
  - Network has made telecommuting available to individuals
  - An entire industry emerged that develops networking technologies, products, and services
  - The importance of computer networks has produced a demand in all industries for people with more networking expertise
  - Companies need professionals to plan, acquire, install, operate, and manage the hardware and software systems for networks

# Multimedia Convergence

## Major Industries

Broadcast TV  
Film

## Video

- pre-recorded / on-demand (e.g., MPEG, Real Net)
- Streaming Video (Netflix, Hulu)
- Gaming Industry

## Wireless



## Data

- e-mail
- files
  - executables
  - source code
  - data
  - html
  - image

## Computer Software

Financial, e-Commerce, etc.

Recording  
Broadcast  
Radio

## Voice / Audio

- pre-recorded /on-demand (streaming or file [mp3])
- live (Real Net, VoIP)

Telephone companies (Telco)  
Internet Service Providers (ISP)

Computer Hardware/Software  
Telco/wireless Hardware

# Computer (?) Networks

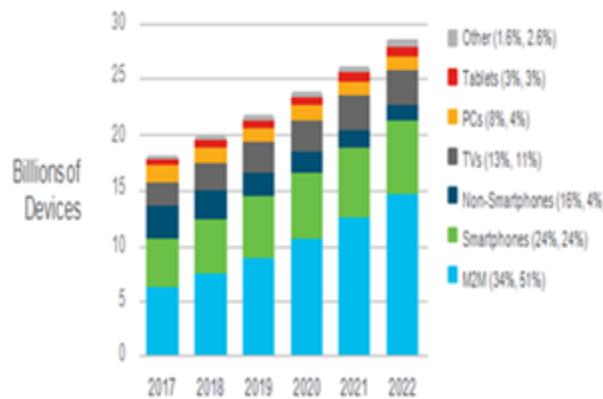
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- A Computer Network is a set of nodes such as routers, switches, hosts, etc.. interconnected via transmission facilities such as copper, cable, fiber, satellite, radio, microwave, etc.. for the purpose of providing **services** to end systems/users
- So why the question mark?? Non traditional end systems (Laptops, Cell Phones, Tablets, gaming Consoles, Sensor devices, Toasters, Refrigerators, etc...) are being connected to the internet (See the next chart)
- Point-to-point communication is not practical!
  - Devices are too far apart
  - Large set of devices would need impractical number of connections. See illustration next chart

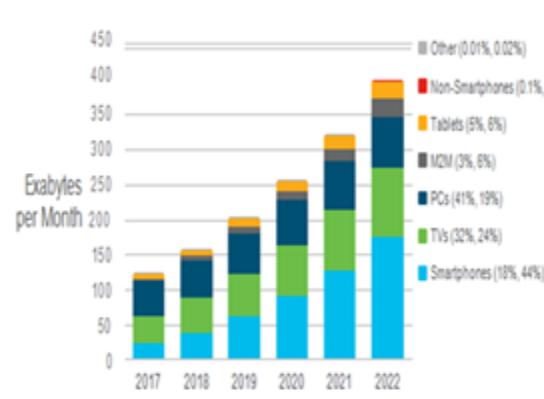
# Why the Question Mark ?

Globally, devices and connections are growing faster than both the population and Internet users.

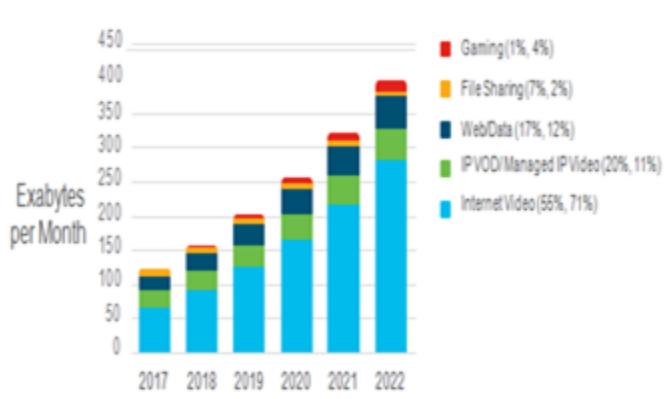
Each year, various new devices in different form factors with increased capabilities and intelligence are introduced and adopted in the market. A growing number of M2M applications, such as smart meters, video surveillance, healthcare monitoring, transportation, and package or asset tracking, are contributing in a major way to the growth of devices and connections.



\* Figures (n) refer to 2017, 2022 device share  
Source: Cisco VNI Global IP Traffic Forecast, 2017-2022

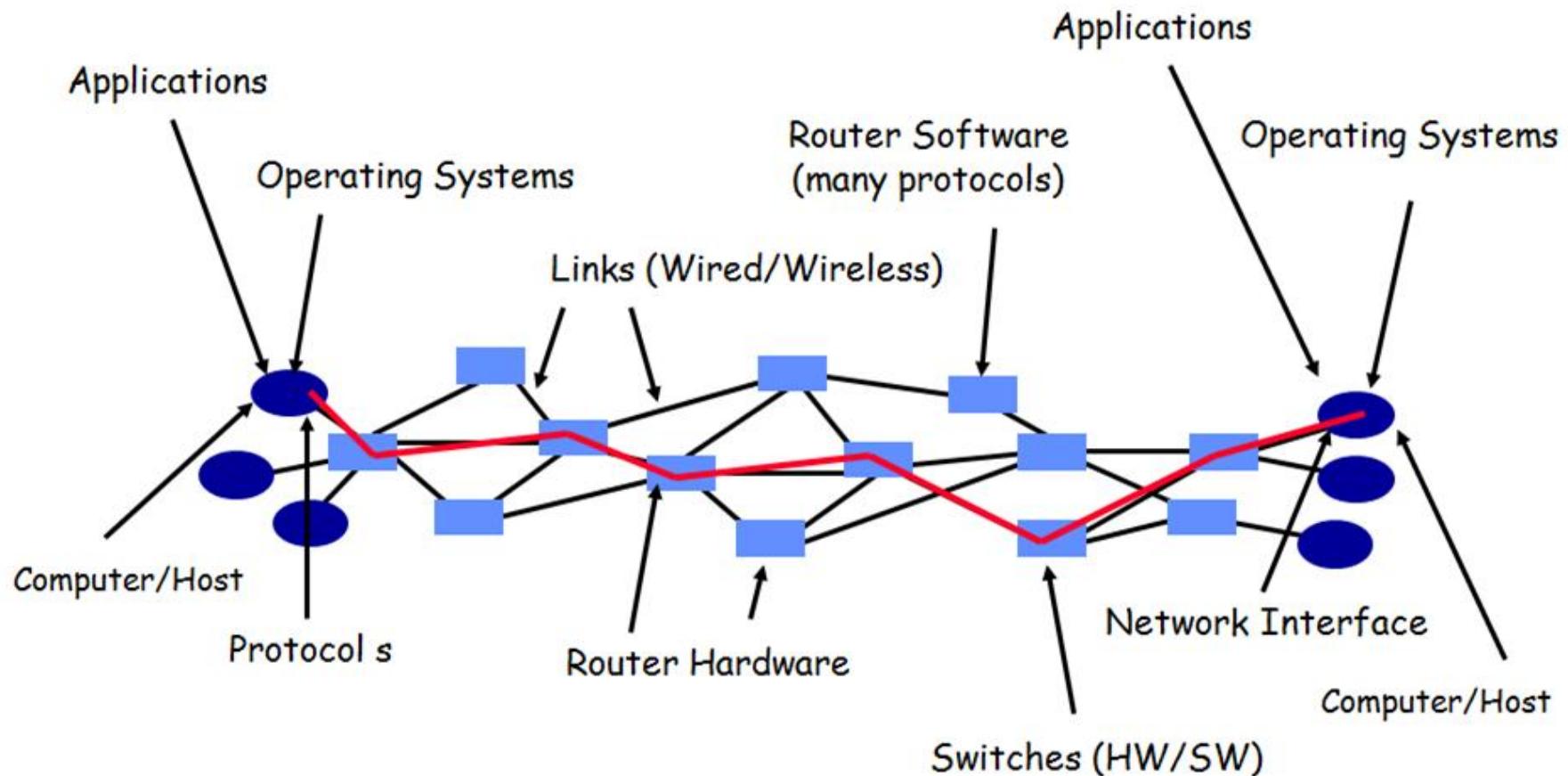


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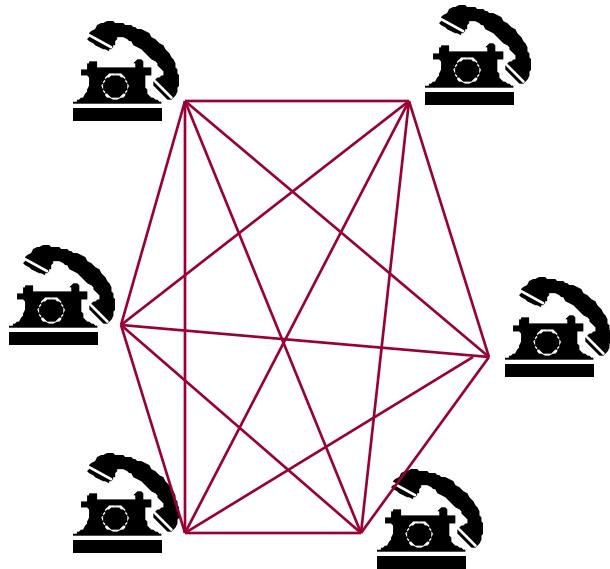


\* Figures (n) refer to 2017, 2022 traffic share  
Source: Cisco VNI Global IP Traffic Forecast, 2017-2022

# Generic Computer Network



# Example: Telephone Network



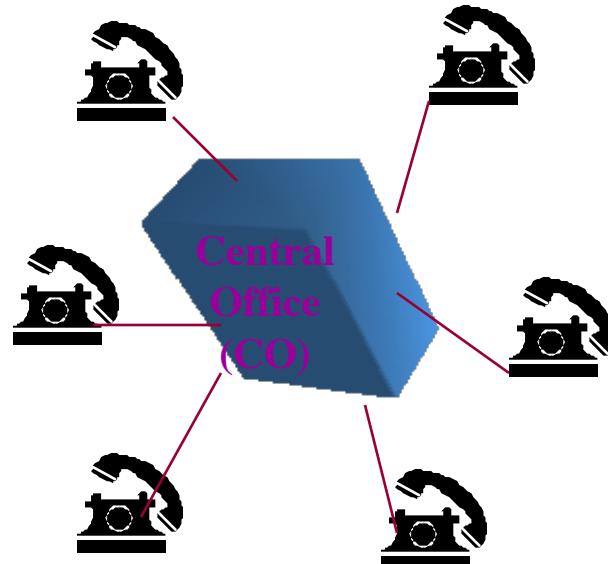
Fully-Connected Mesh

$$\# \text{ of FDX links} = N(N-1)/2$$

e.g., N=6;  $6(5)/2=15$  links

$$\text{Total # ports} = N(N-1)$$

e.g., N=6;  $6(5)=30$  ports



With Central Office

$$\# \text{ of FDX links} = N$$

e.g., N=6; 6 links

$$\text{Total # of ports} = N$$

e.g. N=6, 6 ports

# Clients, Servers and Peers

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- A network computer can either provide service or request service
- A *server* is a service provider, providing access to network resources
- A *Client* is a service requester
- A *Peer-to-Peer* network does not have a dedicated server. All computers are equal and they both provide and request services.

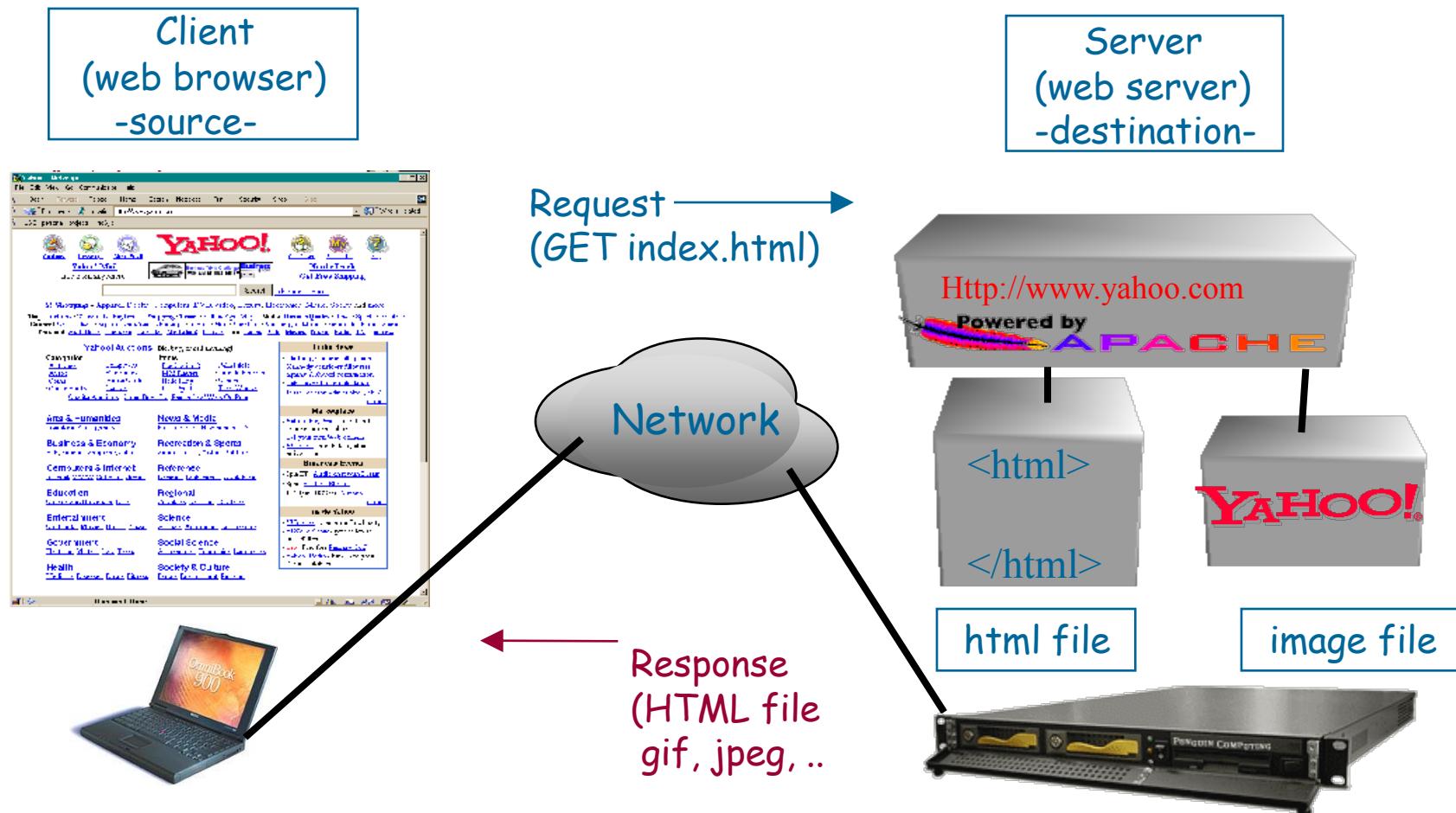
# Server Roles

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- Servers can assume several roles and a single server could also have several roles
- Examples of Servers include:
  - File Servers: Manages user access to shared files
  - Print Servers: Manages user access to print resources
  - Application Servers: Similar to FS with some processing
  - Mail Servers: Manages electronic messages between users
  - Communications (Remote Access) Servers: Manages data flow and e-messages from one network to another
  - Web Servers: Runs WWW and FTP servers for access via the Internet/Intranet
  - Directory (DNS) Servers: Locates information about networks such as domains.

# Client/Server Model

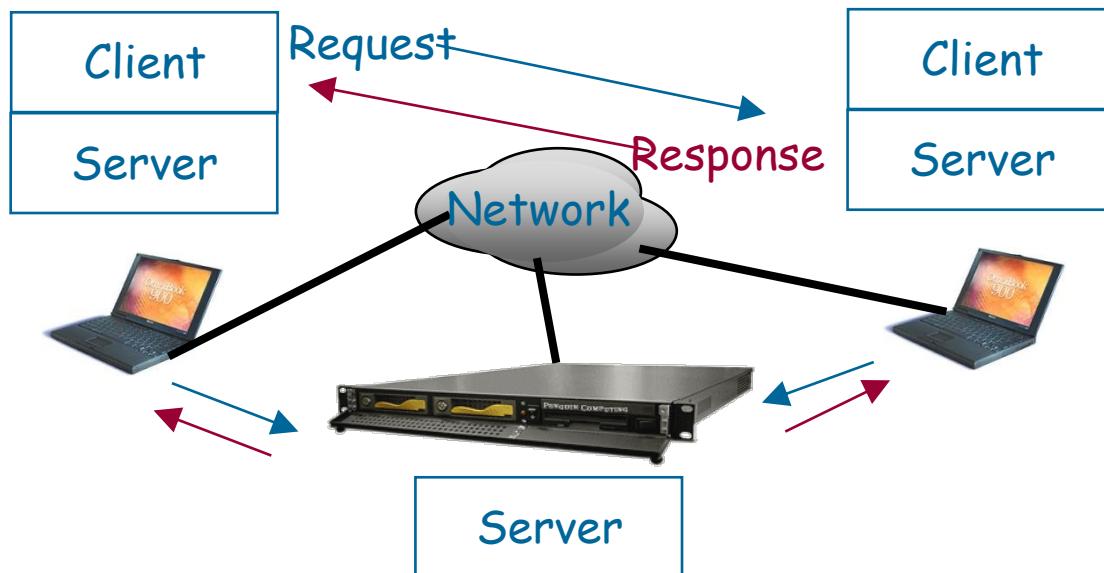
Example: World Wide Web



# Peer-to-Peer Model

- Peer-to-Peer

- Each host has both client and server functionalities
- CPU cycle sharing
- Example: Gnutella, KaZaA, Skype, BitTorrent, etc...



# Network Applications

- E-mail
- WWW
- Instant messaging
- Remote login
- P2P file sharing
- Multi-user network games
- Streaming audio/video
  - You Tube, Hulu, Netflix
- Voice over IP (e.g. Skype)
- Real-time video conferencing
- Grid computing
- On-line Social Network
  - Facebook, Twitter, etc...
- E-Commerce
- Distributed Databases
- Search

Note: different applications may have different

- Requirements (delay, loss, Throughput, jitter bounds, security)
- Number of participants (unicast, multicast, broadcast, etc...)
- Architecture (client-server, p2p, flat, hierarchical, hybrid, etc...)
- All applications can communicate over a single shared network

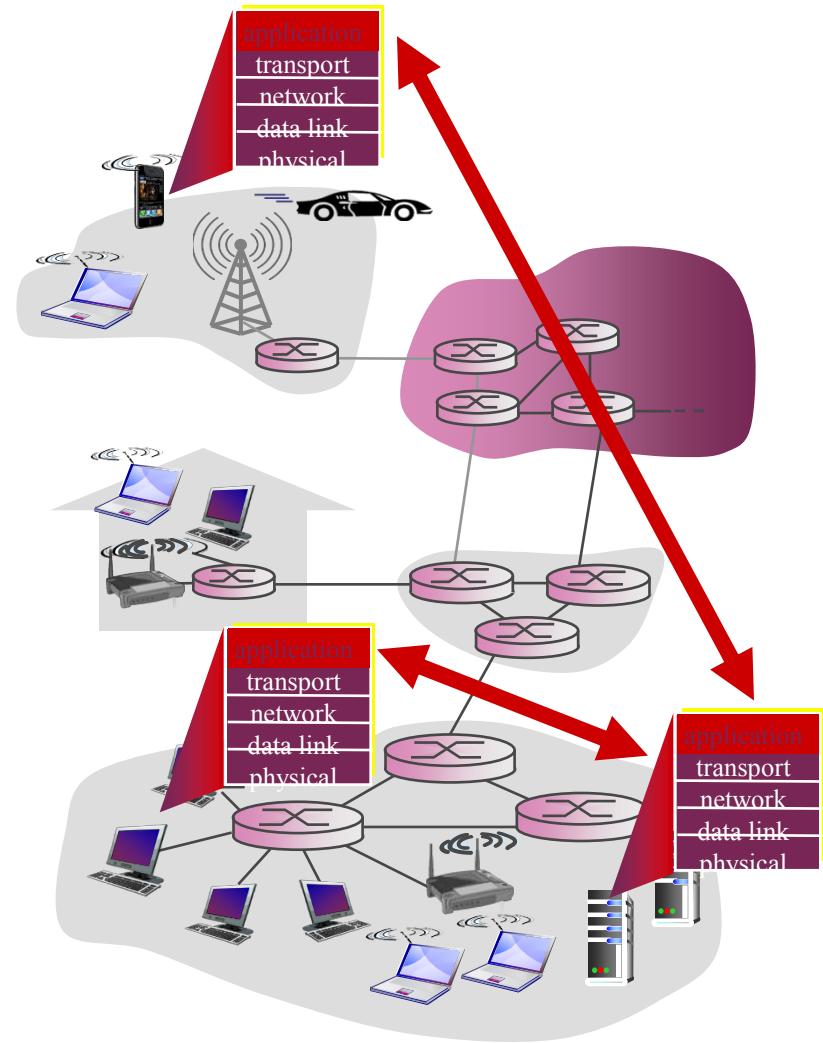
# Creating a Networked Application

Write programs that:

- run on (different) end systems
- communicate over network
- e.g., web server software communicates with browser software

No need to write software for network-core devices

- network-core devices do not run user applications
- applications on end systems allows for rapid application development



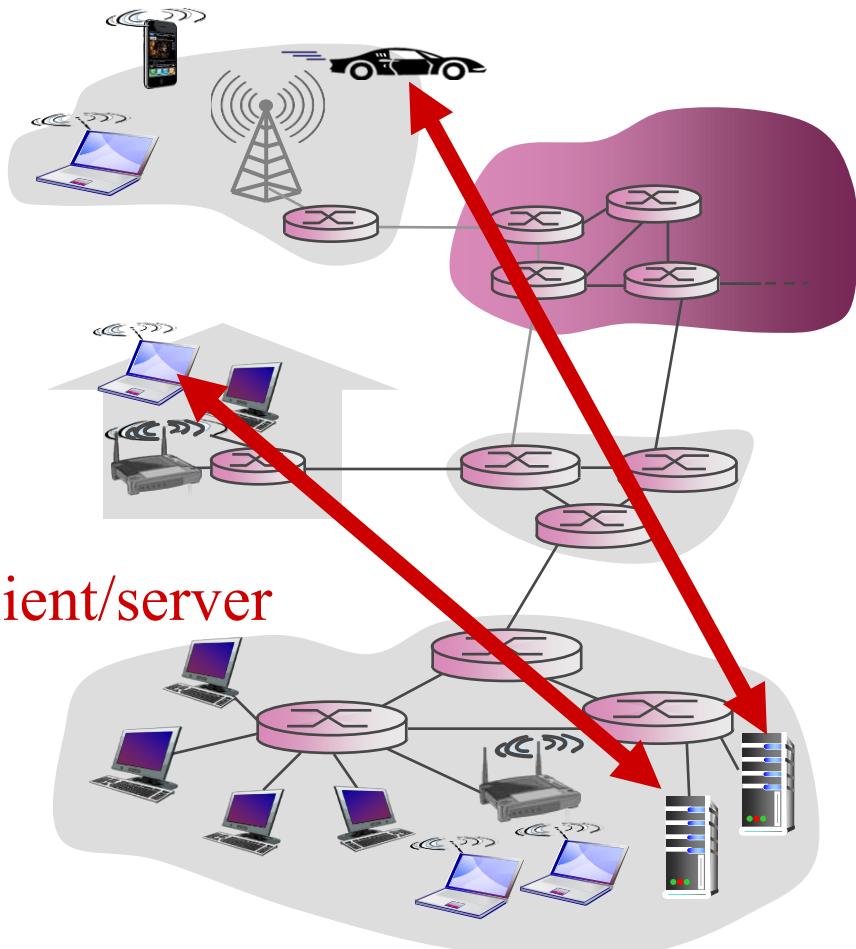
# Client Server Architecture

## Server:

- Always-on host
- Permanent IP address
- Data centers for scaling

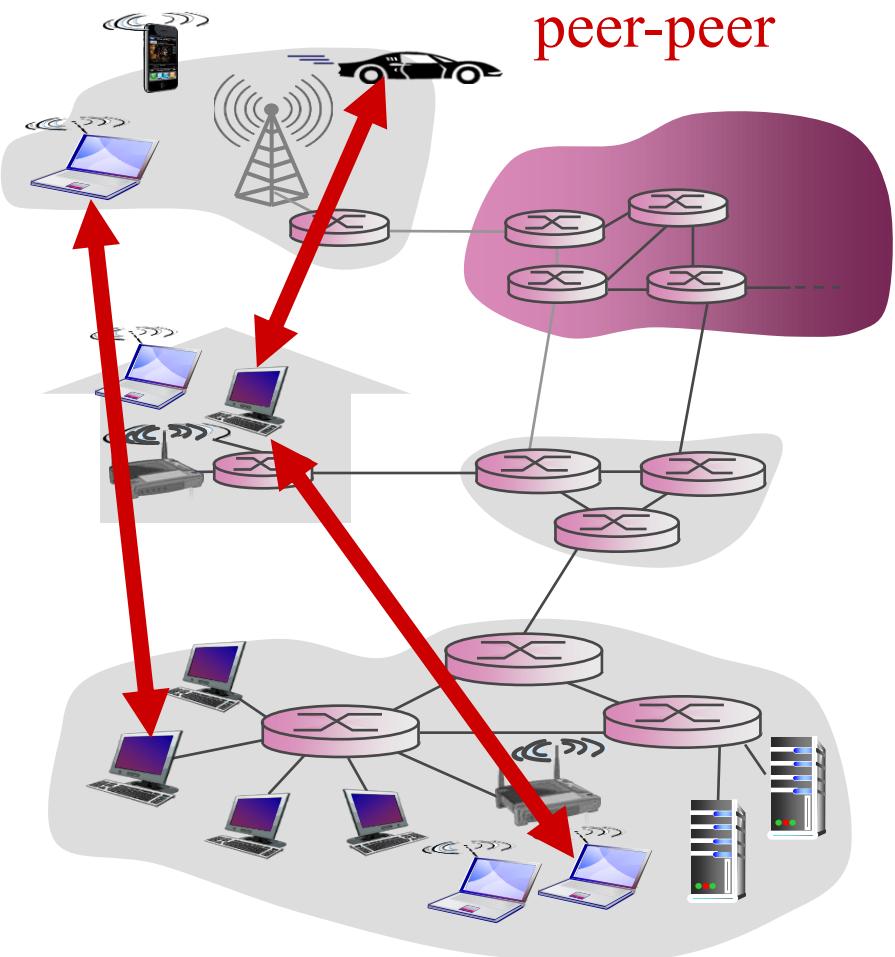
## Clients:

- Communicate with server
- May be intermittently connected
- May have dynamic IP addresses
- Do not communicate directly with each other



# P2P Architecture

- No always-on server
- arbitrary end systems directly communicate
- Peers request service from other peers, provide service in return to other peers
  - self scalability - new peers bring new service capacity, as well as new service demands
- Peers are intermittently connected and change IP addresses (e.g. Gnutella)
  - complex management



# P2P: Centralized Directory

original "Napster" design

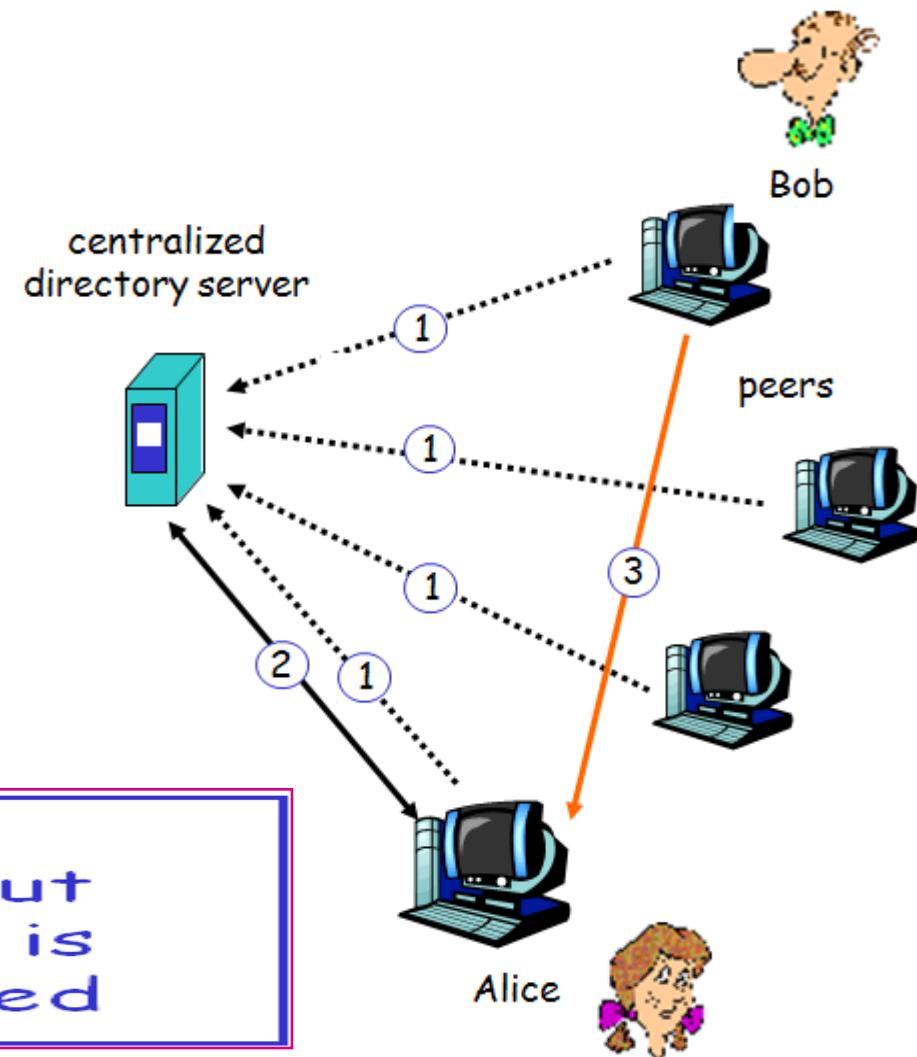
1) when peer connects, it informs central server:

- ❖ IP address
- ❖ content

2) Alice queries for "Hey Jude"

3) Alice requests file from Bob

file transfer is decentralized, but locating content is highly centralized



# Cloud Computing (EE542/EE555)

- **Elastic resources**
  - Expand and contract resources
  - Pay-per-use
  - Infrastructure on demand
- **Multi-tenancy**
  - Multiple independent users
  - Security and resource isolation
  - Amortize the cost of the (shared) infrastructure
- **Flexible service management**



# Cloud Computing Service Models

- **Software as a Service**

- Provider licenses applications to users as a service
- E.g., customer relationship management, e-mail, ..
- Avoid costs of installation, maintenance, patches..

- **Platform as a Service**

- Provider offers platform for building applications
- E.g., Google's App-Engine
- Avoid worrying about scalability of platform

- **Infrastructure as a Service**

- Provider offers raw computing, storage, and network
- E.g., Amazon's Elastic Computing Cloud (EC2)
- Avoid buying servers and estimating resource needs

 salesforce.com.  
Success. Not Software.

  Google™  
App Engine

Azure

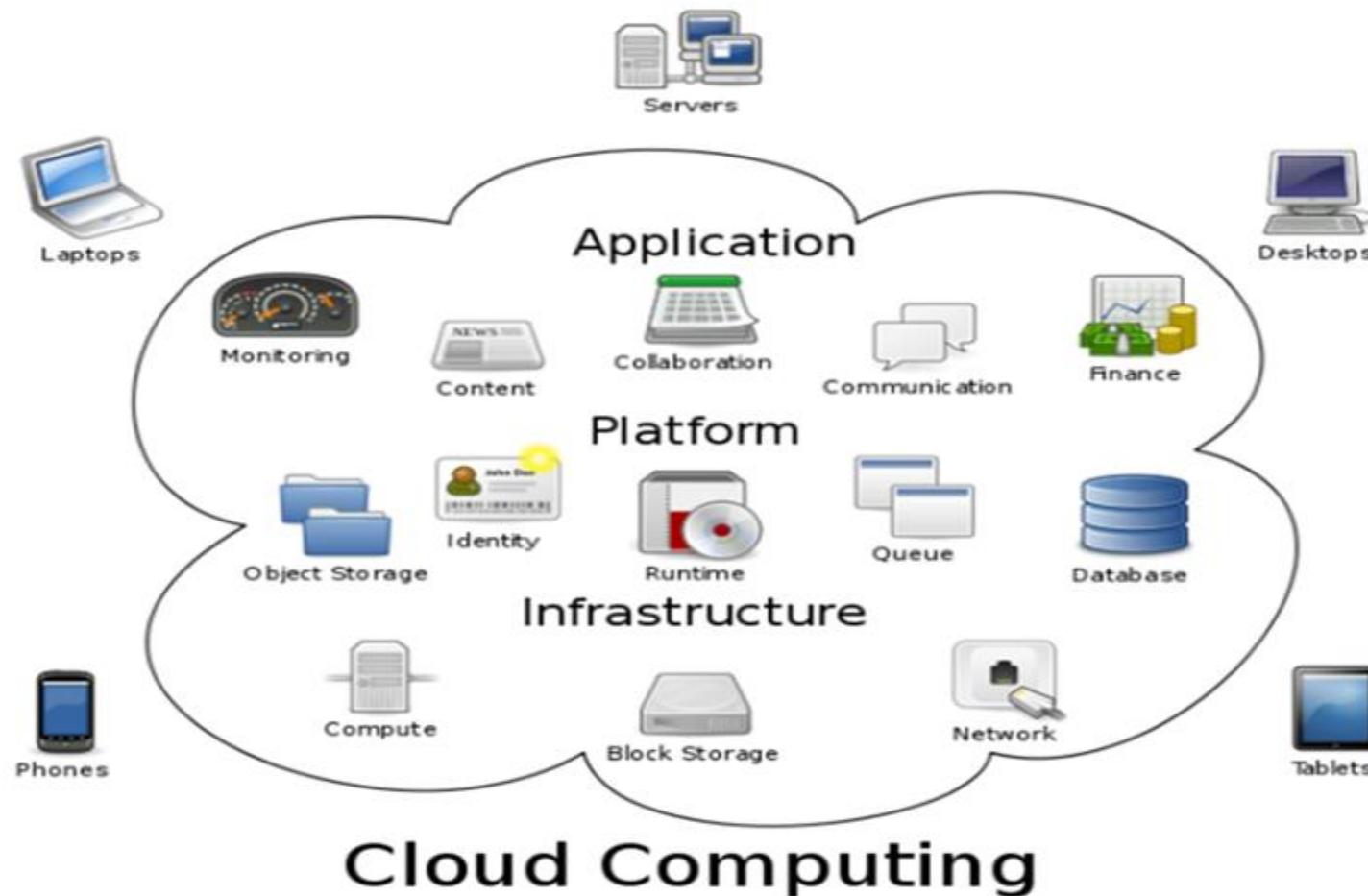
 GOGRID

 amazon  
web services™  Joyent

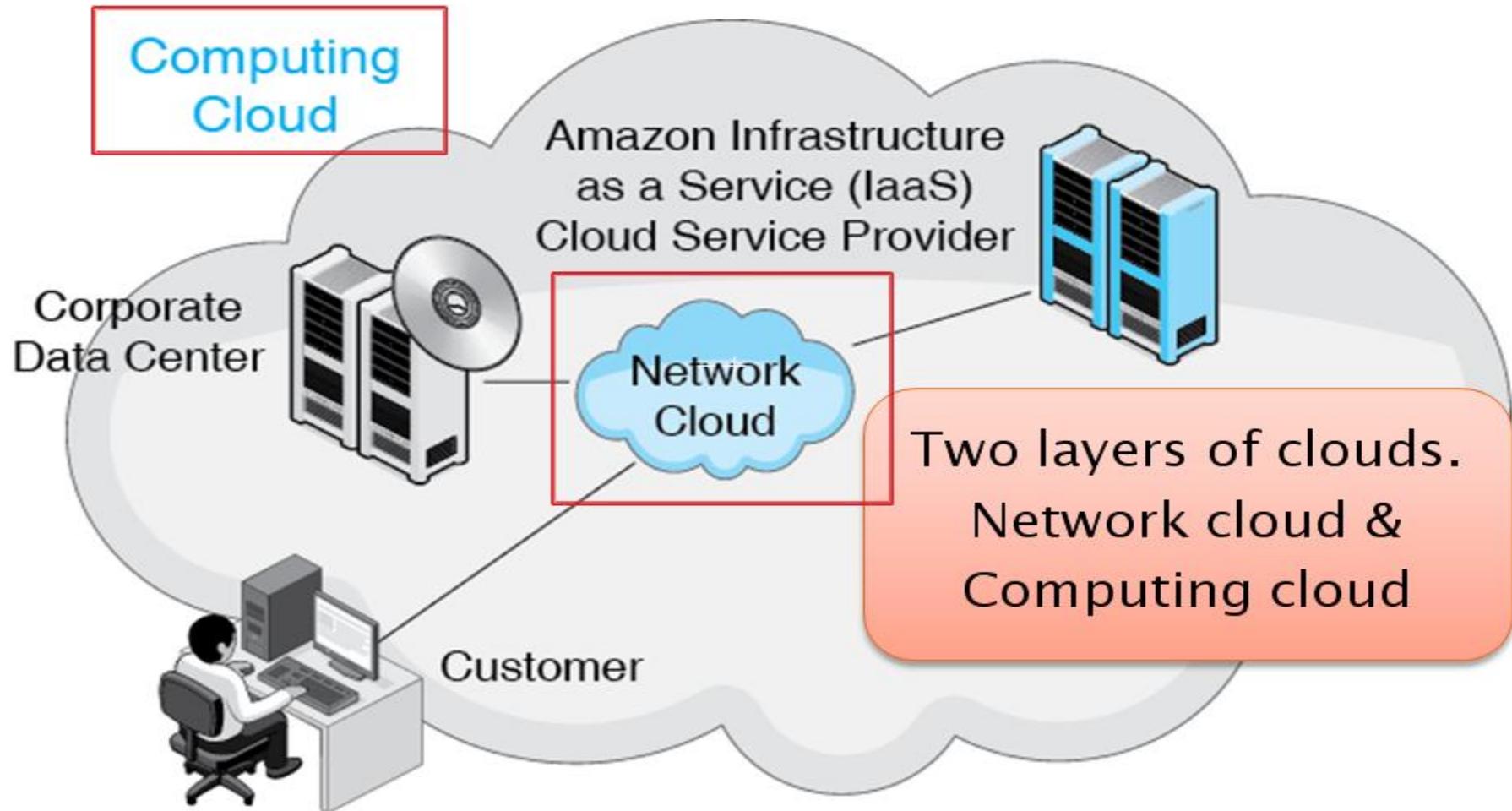
 NETSUITE

 3tera®

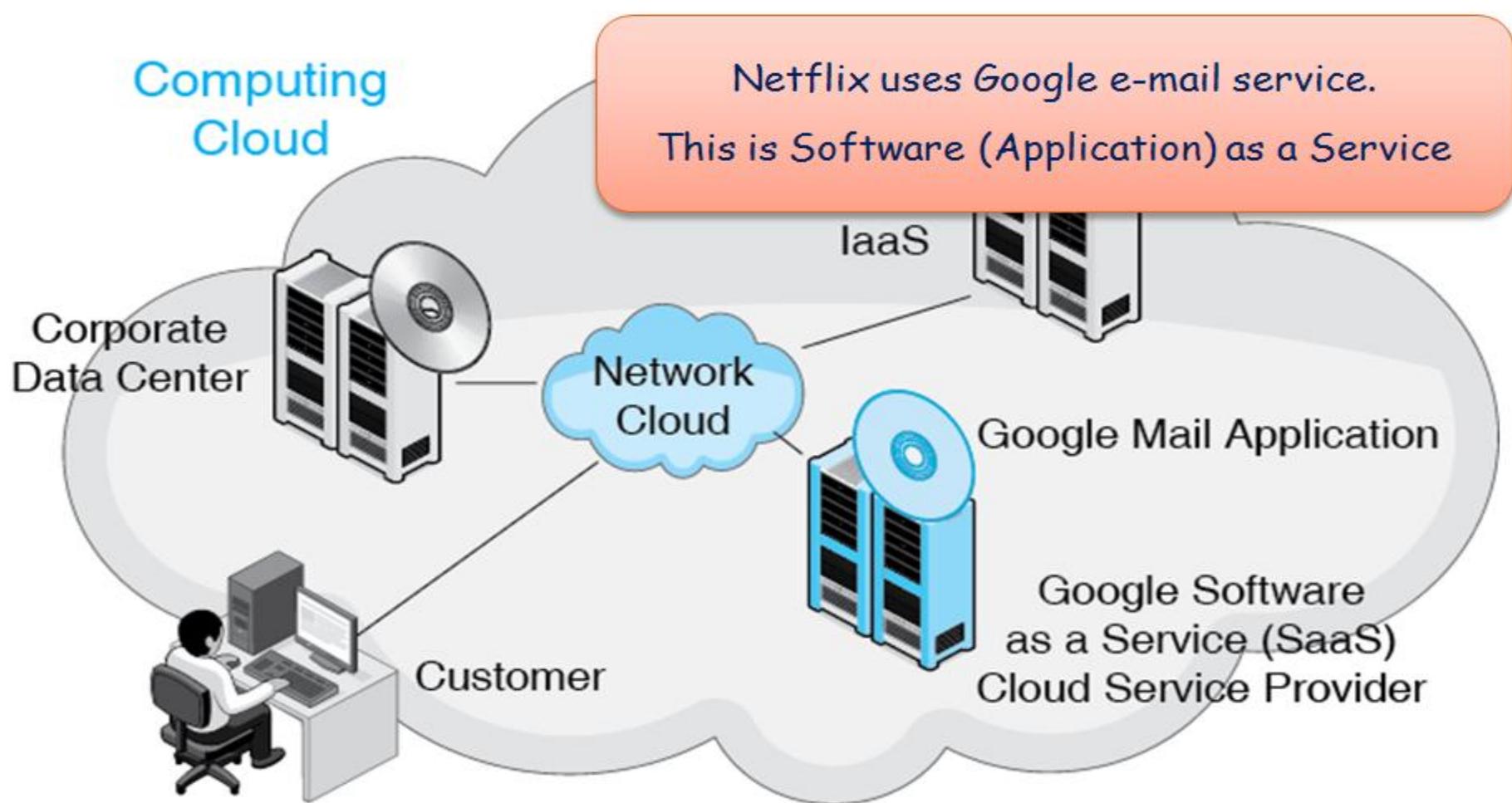
# Cloud Computing Services



# Cloud Service Providers (I)



# Cloud Service Providers (II)



# Case Study: Netflix

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- Netflix uses AWS for many server needs.
- However, it runs its own streaming servers to deliver content to users.
  - This is a core competency kept in-house
- Content Delivery Network (CDN)
  - To deliver content to user with minimum delay
  - Netflix has its own ISP to connect to customer ISPs
  - Caches content in appliances near users
  - Netflix CDN is called **Open Connect**

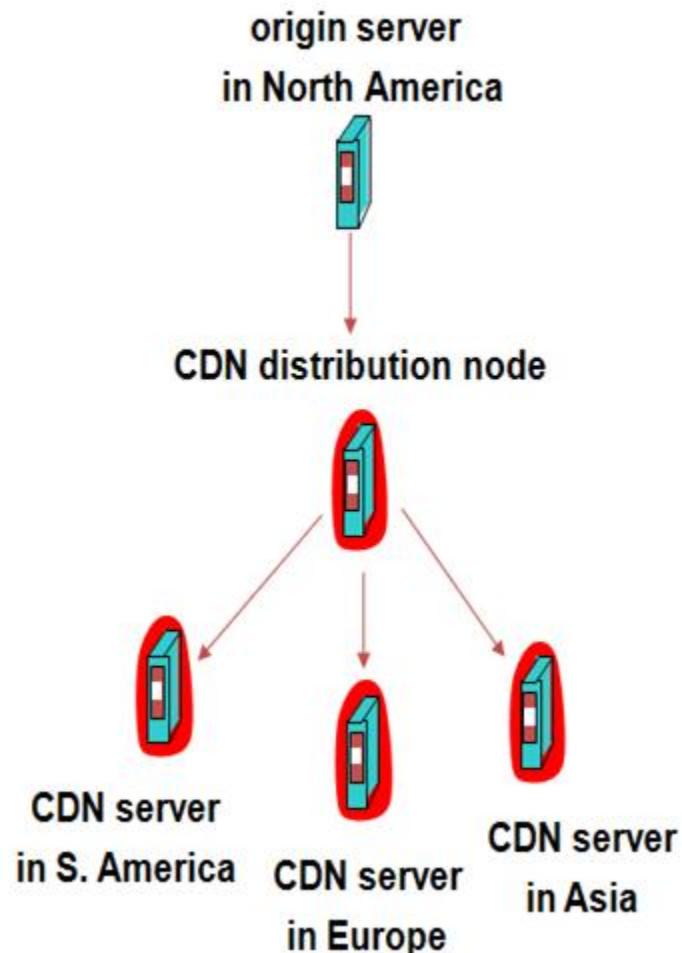
# Video Streaming & CDN

- video traffic: major consumer of Internet bandwidth
  - Netflix, YouTube: 37%, 16% of downstream residential ISP traffic
  - ~1B YouTube users, ~75M Netflix users
- challenge: scale - how to reach ~1B users?
  - single mega-video server won't work (why?)
- challenge: heterogeneity
  - different users have different capabilities (e.g., wired versus mobile; bandwidth rich versus bandwidth poor)
- *solution:* distributed, application-level infrastructure

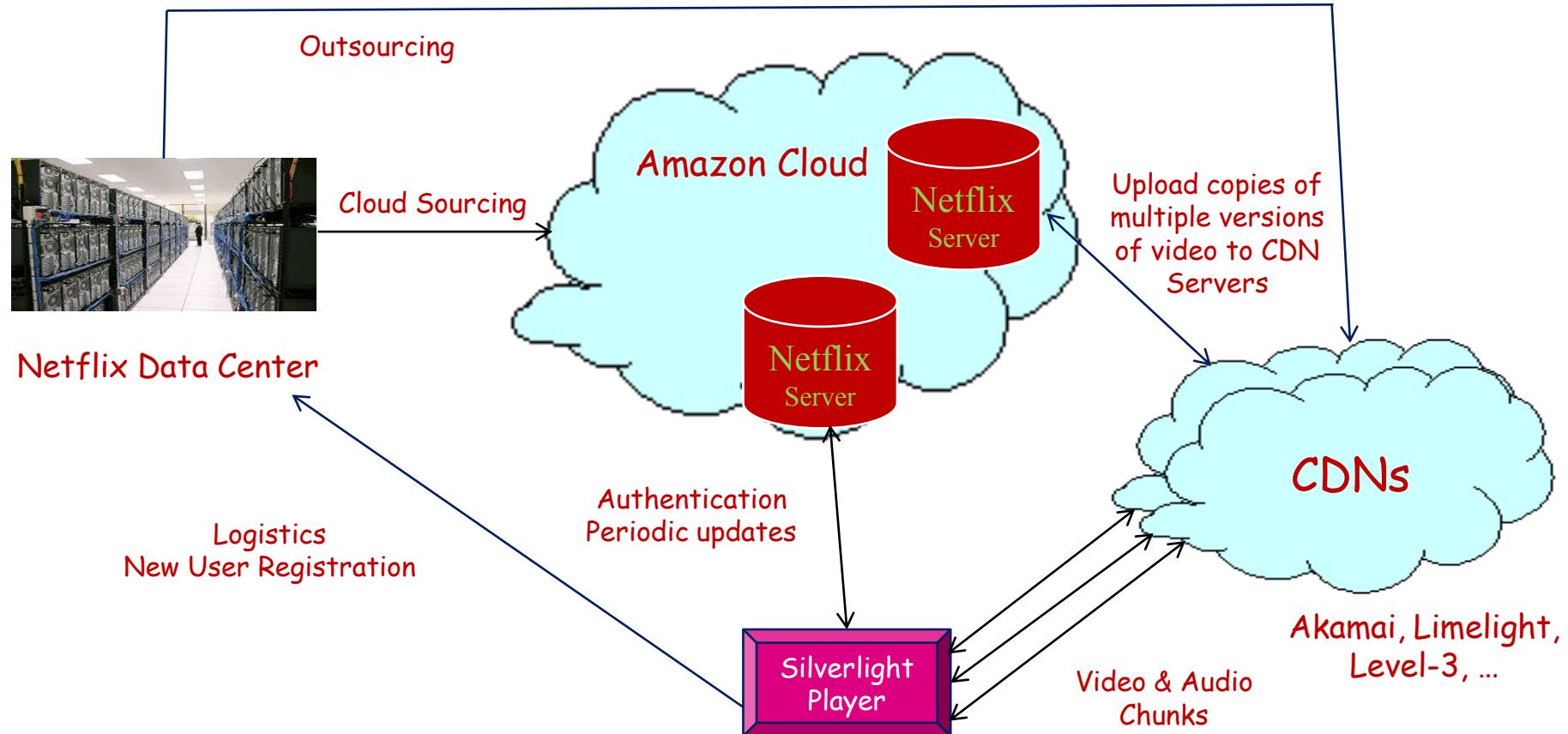


# CDN: Content Delivery Networks

- Proactive content replication
  - Content provider (e.g., CNN) contracts with a CDN
- CDN replicates the content
  - On many servers spread throughout the Internet
- Updating the replicas
  - Updates pushed to replicas when the content changes

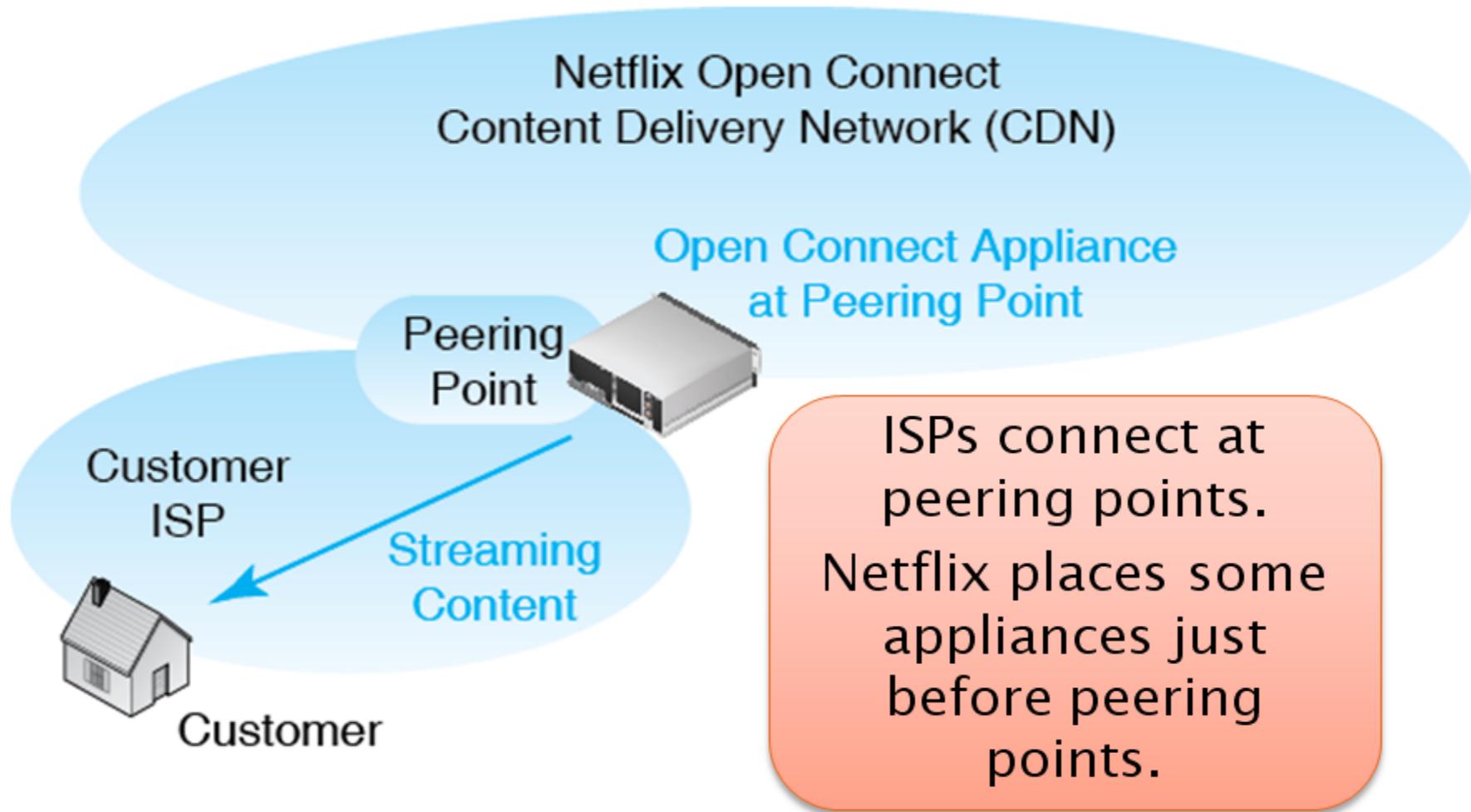


# Case Study: Netflix Architecture

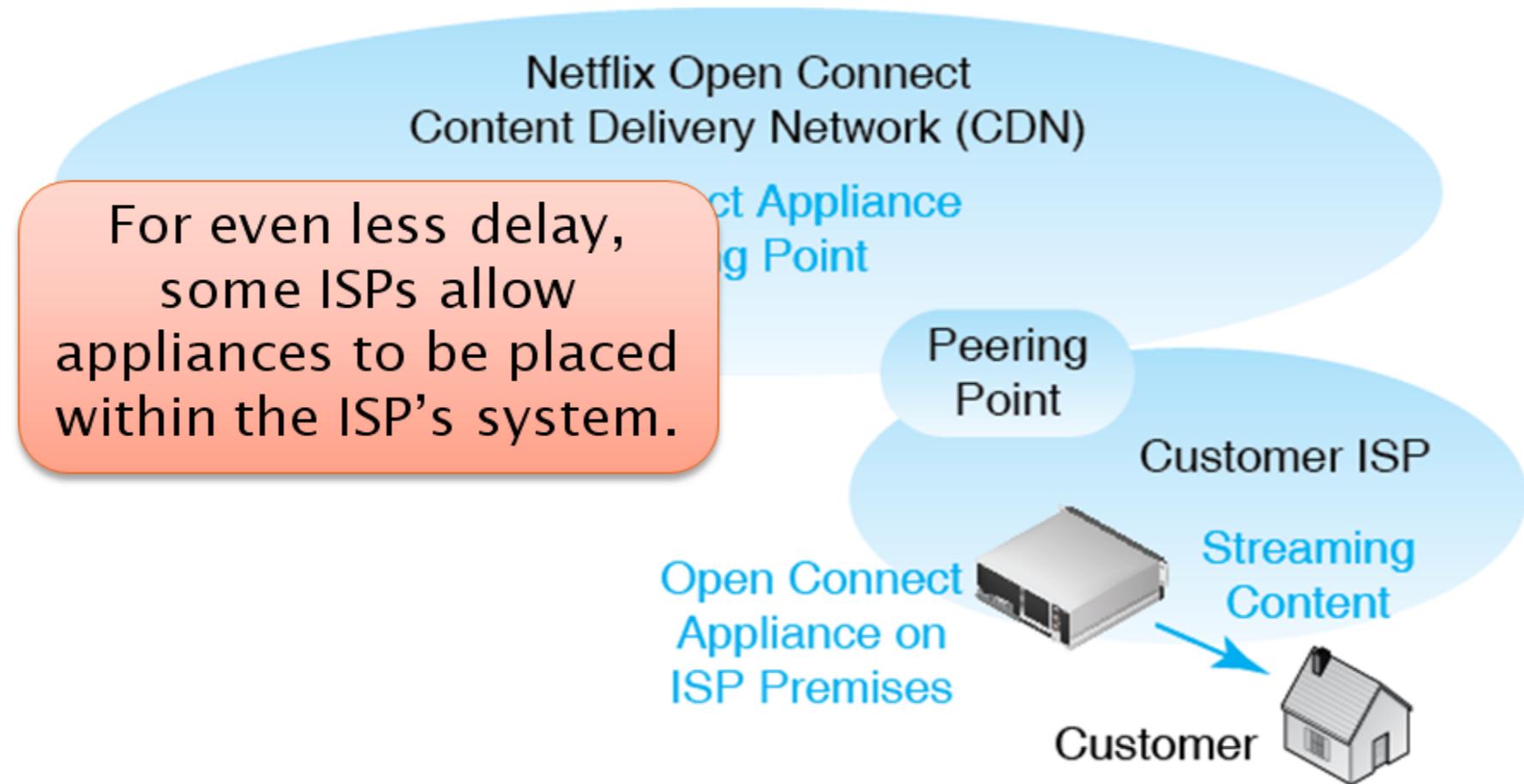


- Netflix is the single largest source of Internet Traffic
- Consume ~ 30% of Peak Downlink Traffic

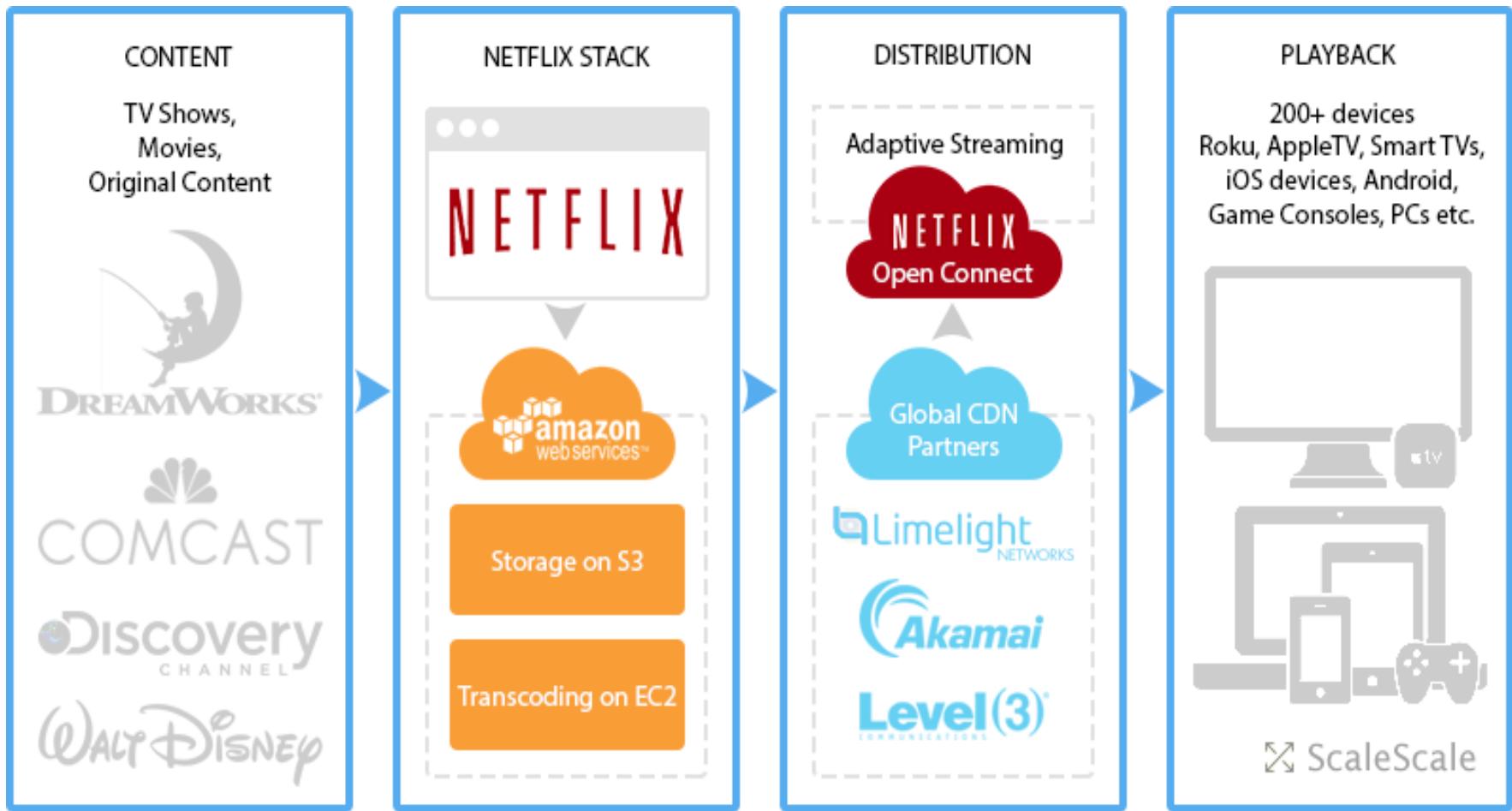
# Netflix Open Connect Network (I)



# Netflix Open Connect network (II)



# Netflix (Summary)



# Network Software (I)

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- NOS include special functions for connecting hosts into a network
- NOS manages network resources and services
- NOS provide network security for multiple users
- Most common Client/Server NOS include:
  - UNIX/LINUX
  - Microsoft Windows
  - Novell Netware
  - OS/2
  - Others

# Network Software (II)

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- Network hosts communicate through the use of client software called "Shells, Redirectors, Requesters"
- Network Protocols (such as TCP/IP, SPX/IPX, NETBEUI, etc..) enables data transmission across the network
- Client software resides **on top** of the network protocols.

# Network Hardware

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- Users accessing network resources must have a Pathway to those resources.
- Host connect to networks using expansion cards known as Network Interface Cards (NICs), a.k.a. Adapter Cards.
- Network cards communicate by sending signals through the medium (Twisted pair, Coax, Fiber, Radio, etc..)

# Links: Medium + Adapter Cards

## Communication Medium



## Network Adapter

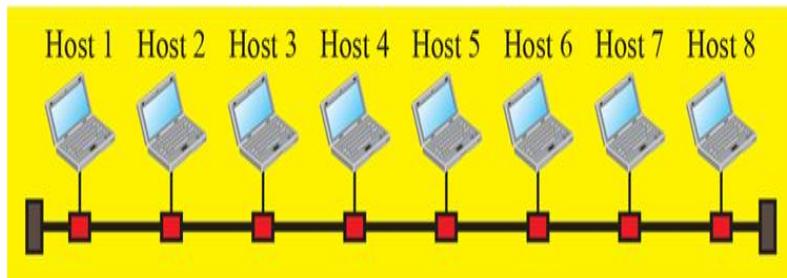


# Network Classifications

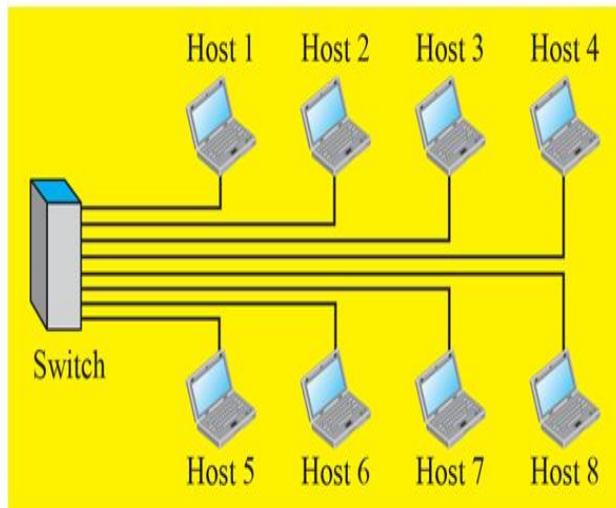
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- Networks can be classified based on Coverage into
  - LANs: Local Area Networks
  - WANs: Wide Area Networks
  - Others including MAN (Metropolitan Area Networks), PAN (Personal Area Networks), Home Networks, etc...
- Networks could also be classified as Switched or Shared (Broadcast) networks
- Networks could also be classified based on their functionalities for example Backbone Networks, Content Delivery Networks, Overlay Networks, etc..

# Switched vs. Broadcast Networks

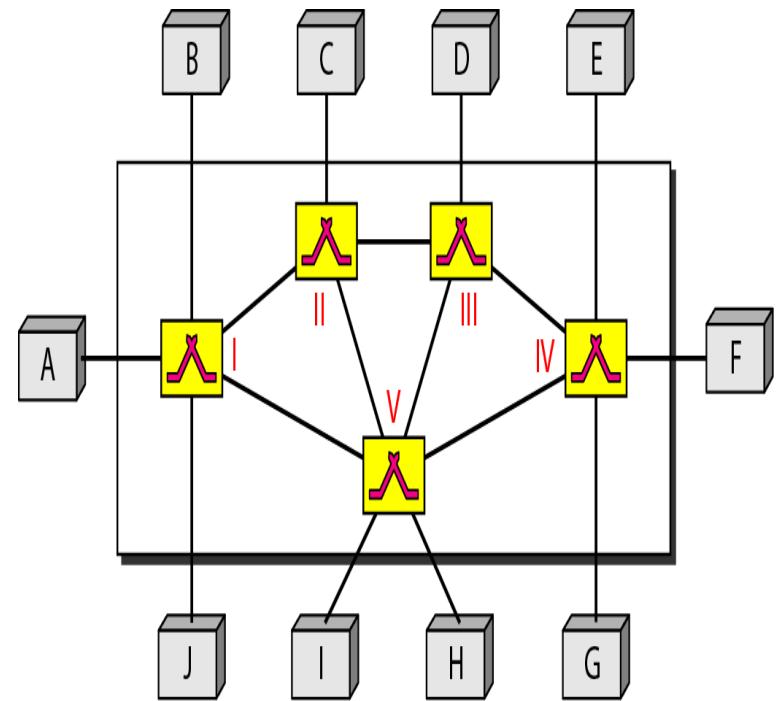
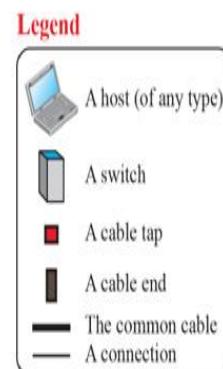


a. LAN with a common cable (past)



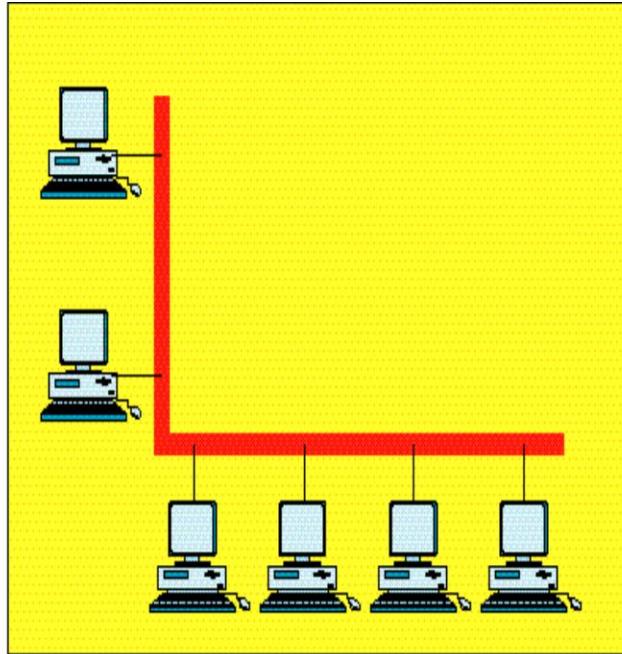
b. LAN with a switch (today)

## Broadcast

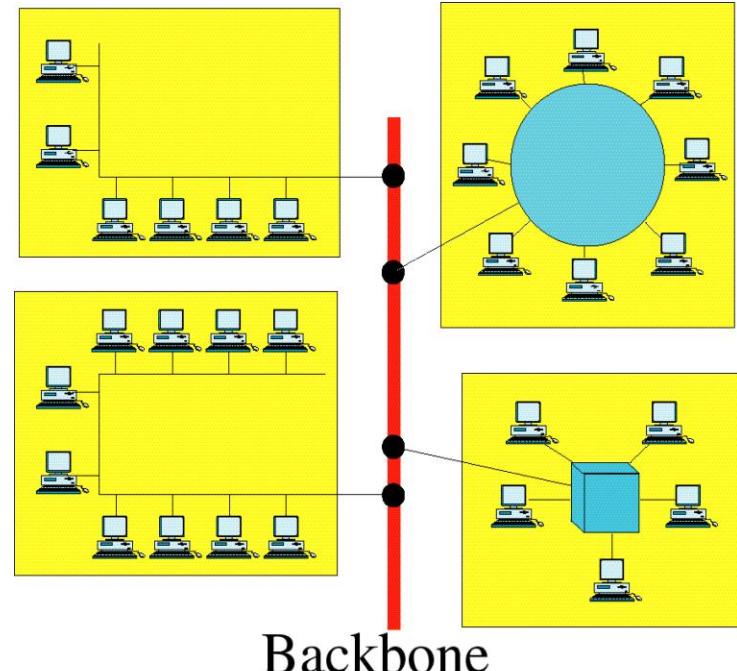


## Switched

# Local Area Networks (I)

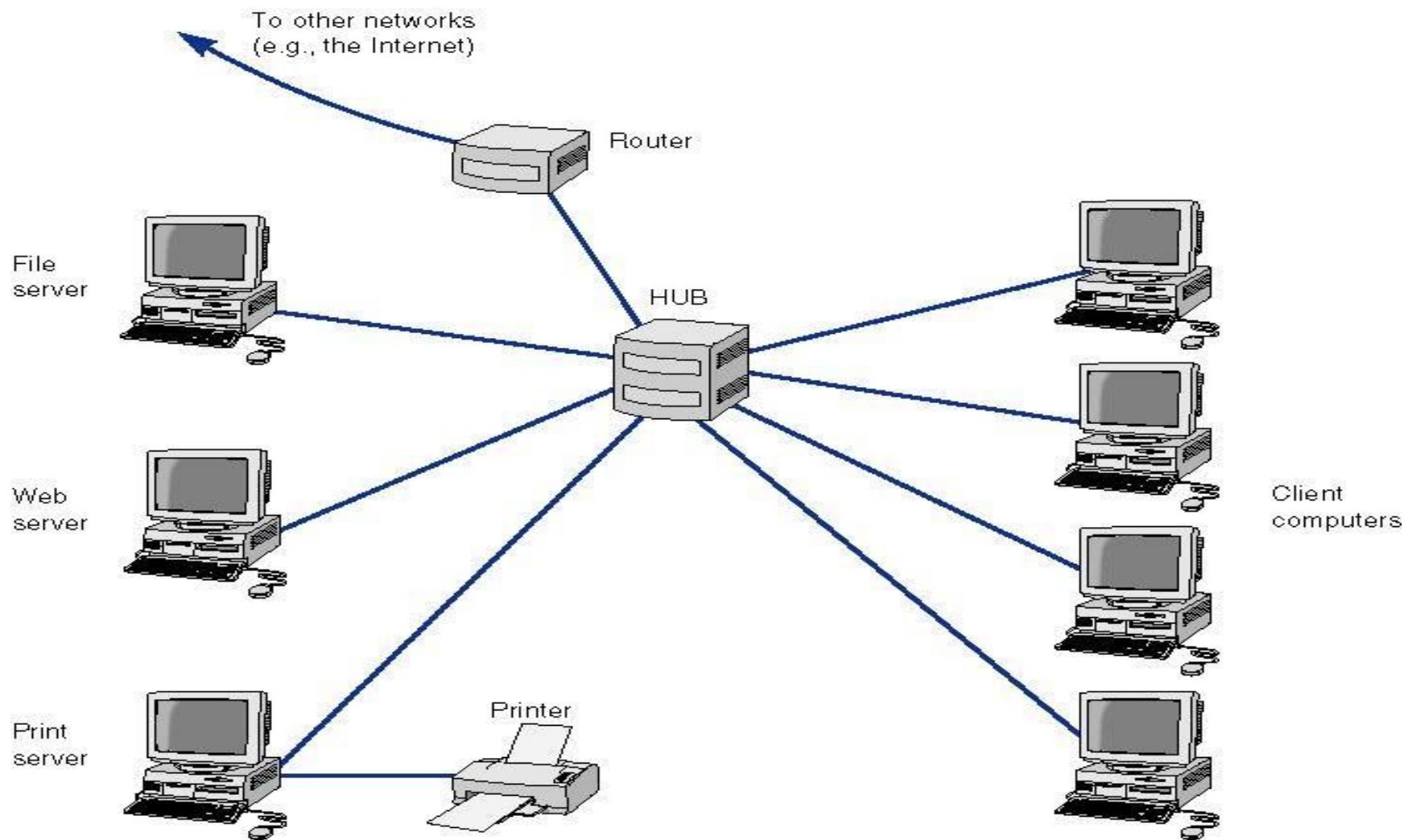


Single building LAN

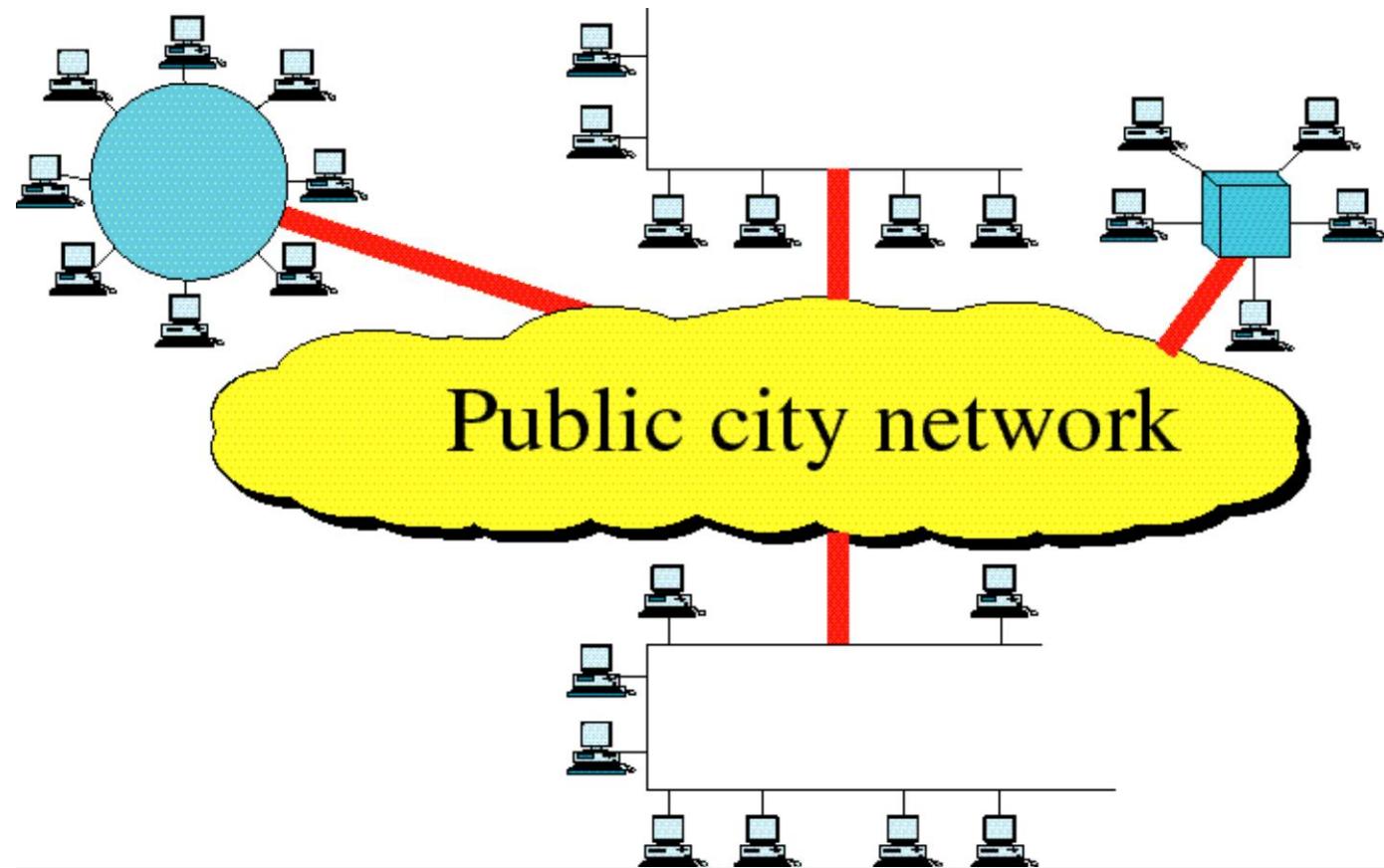


Multiple building LAN

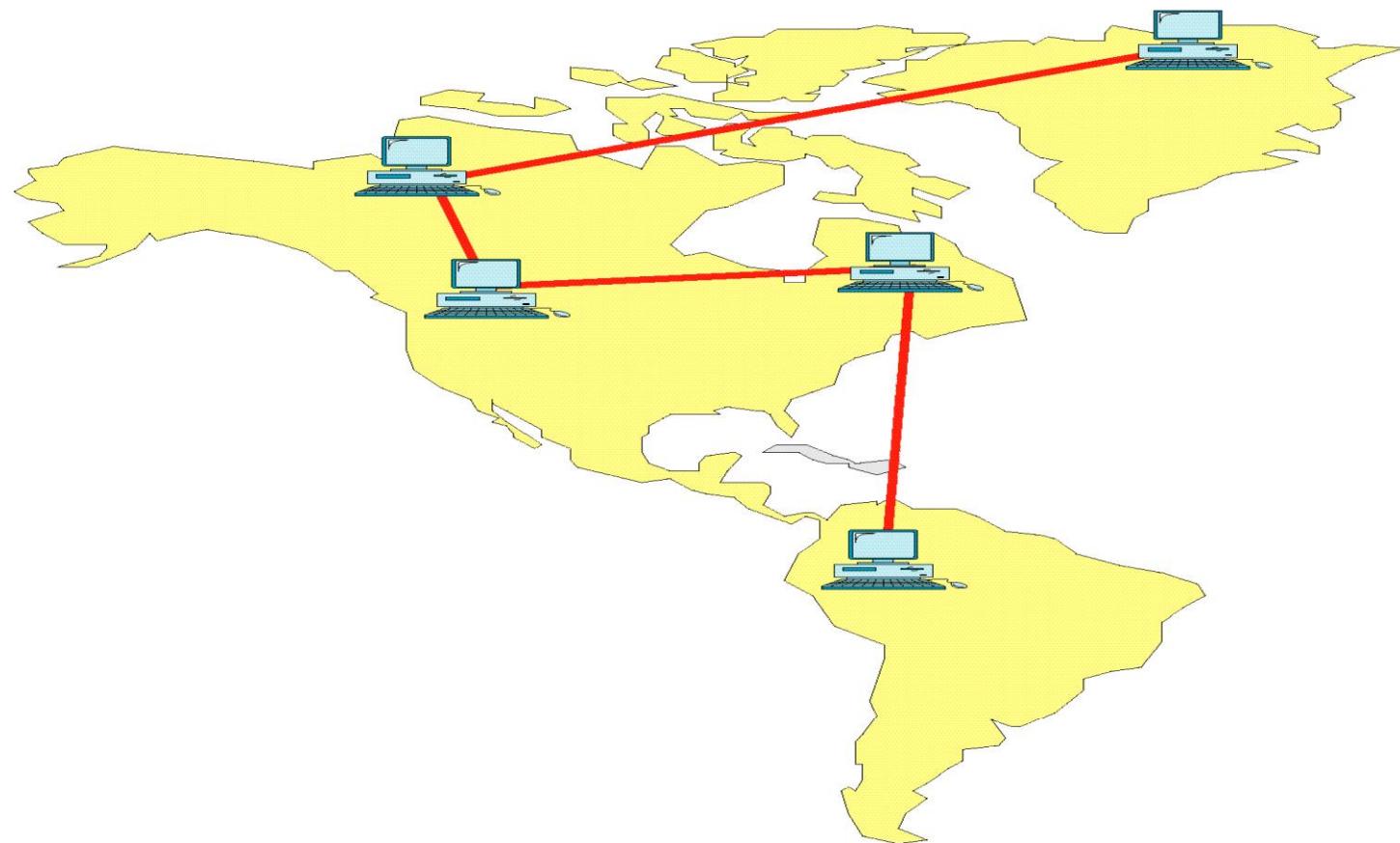
# Local Area Networks (II)



# Metropolitan Area Network



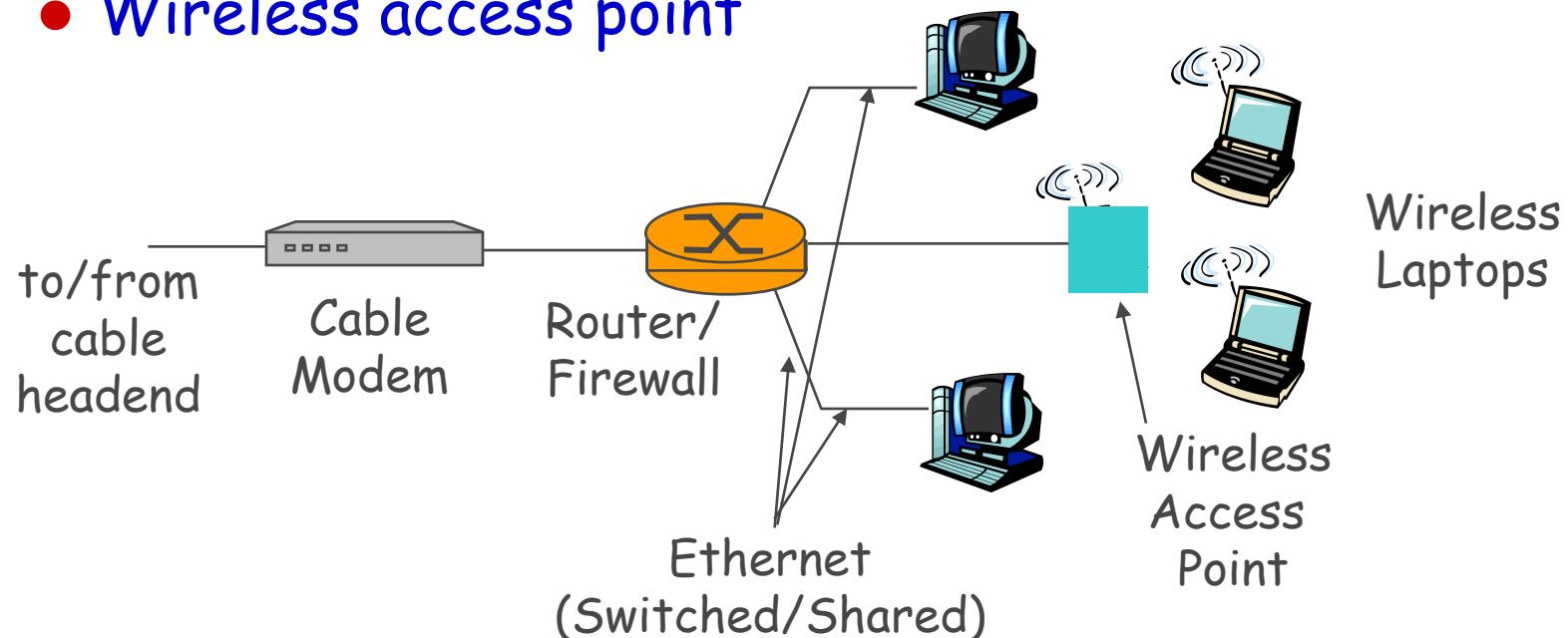
# Wide Area Networks



# Home Networks

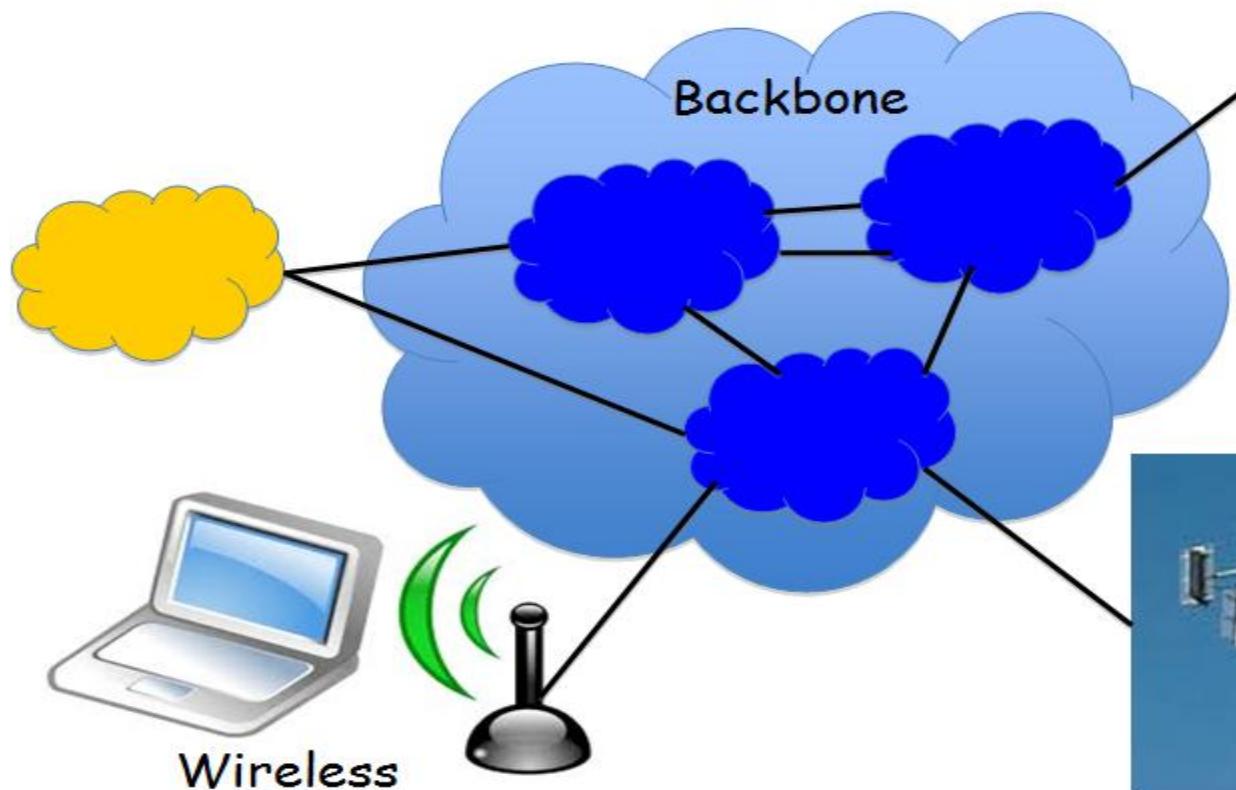
## Typical home network components

- ADSL or cable modem
- Router/firewall/NAT
- Ethernet
- Wireless access point



# Backbone Networks

Provide Transit Service for customers  
Glue that holds the Internet together



Data Center

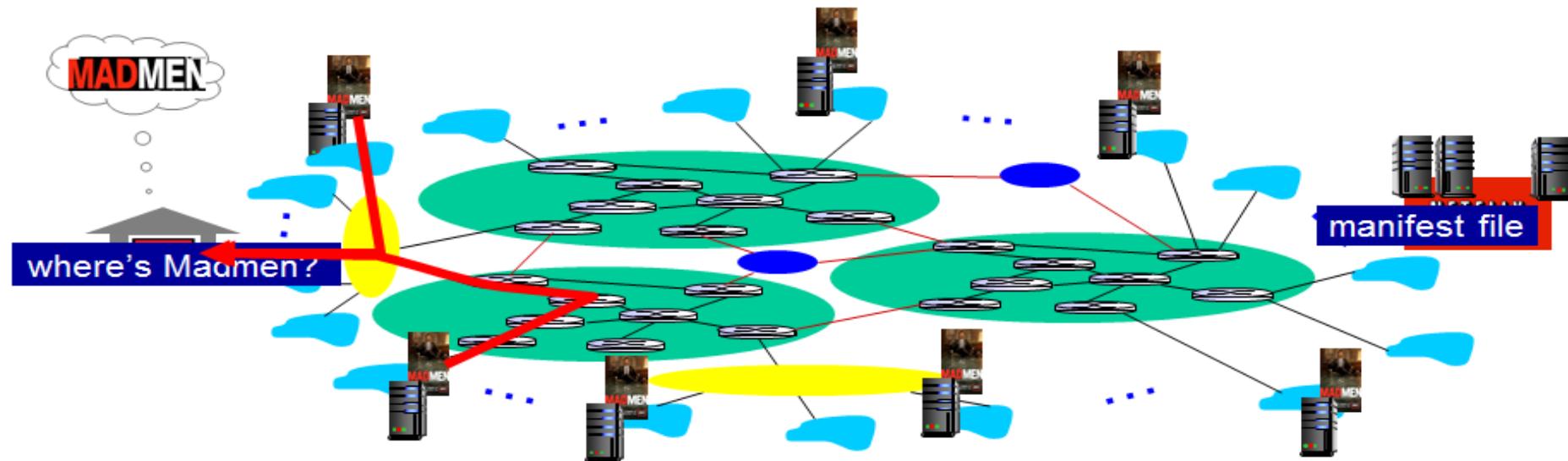


Cellular

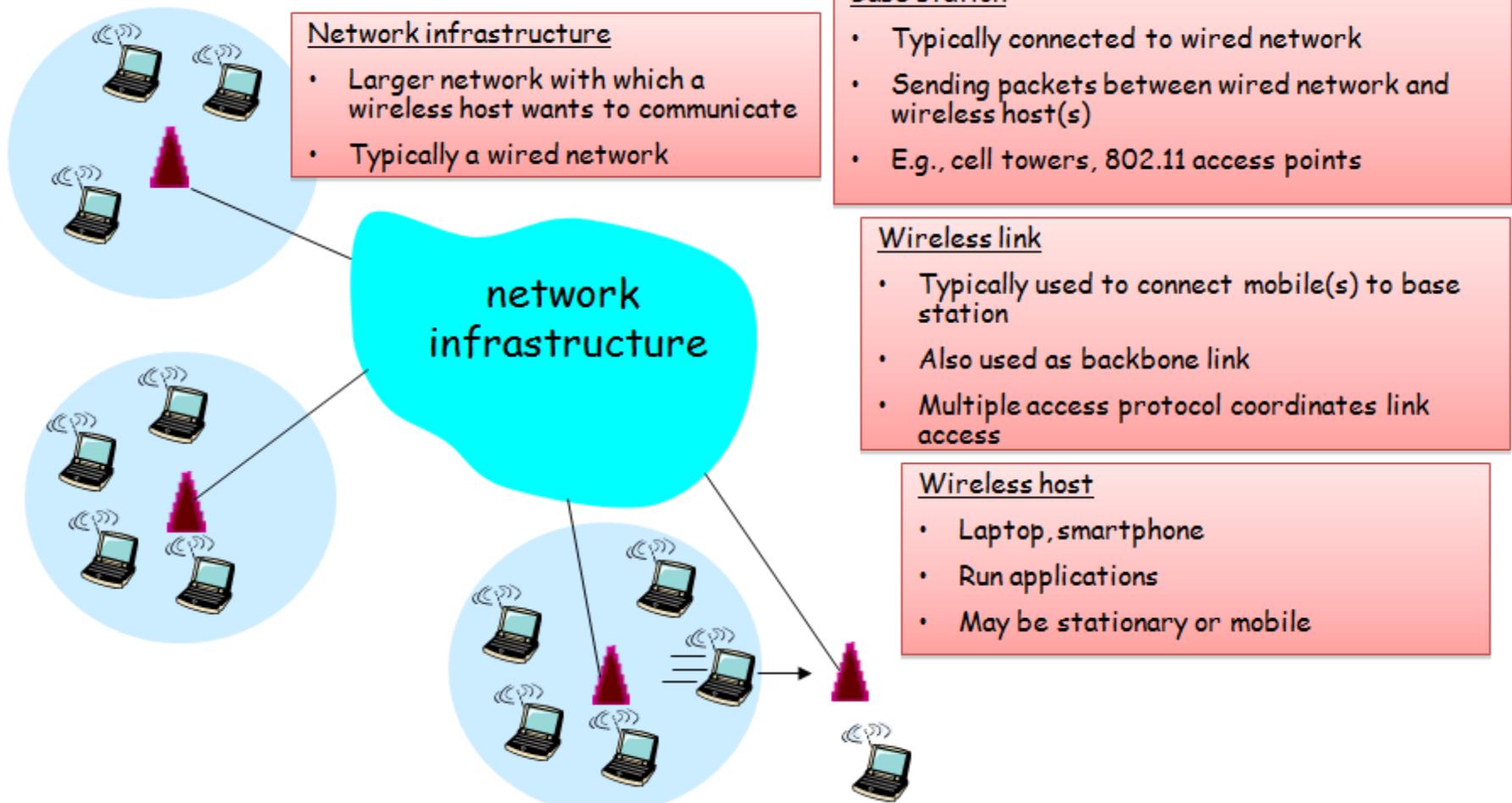


# Content Distribution Networks (CDN)

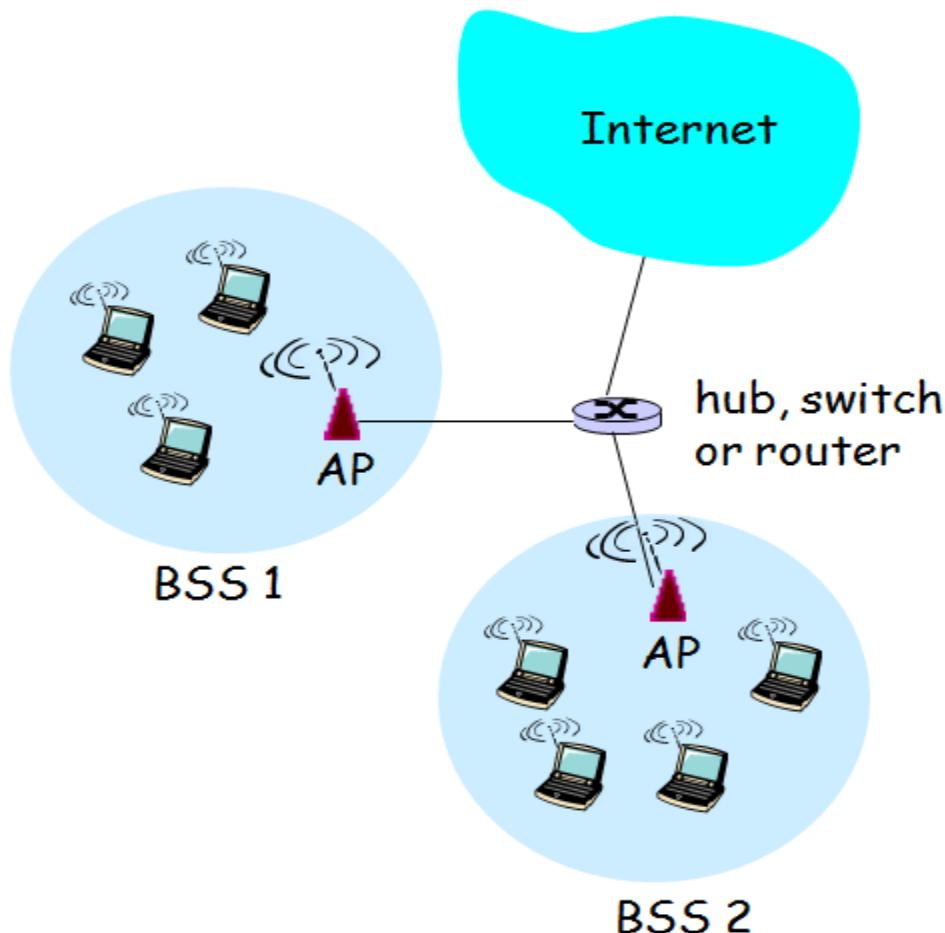
- CDN: stores copies of content at CDN nodes
  - e.g. Netflix stores copies of MadMen
- subscriber requests content from CDN
  - directed to nearby copy, retrieves content
  - may choose different copy if network path congested



# Wireless Networks



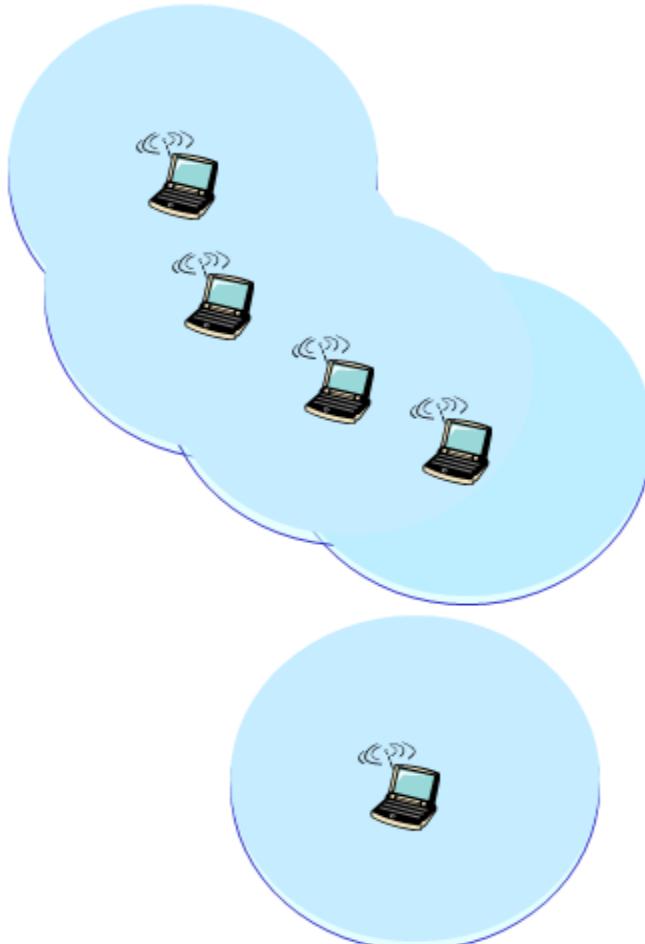
# Wireless LANs (802.11)



- **Access Point (AP)**
  - Base station that communicates with the wireless hosts
- **Basic Service Set (BSS)**
  - Coverage of one AP
  - AP acts as the master
  - Identified by an "network name" known as an SSID

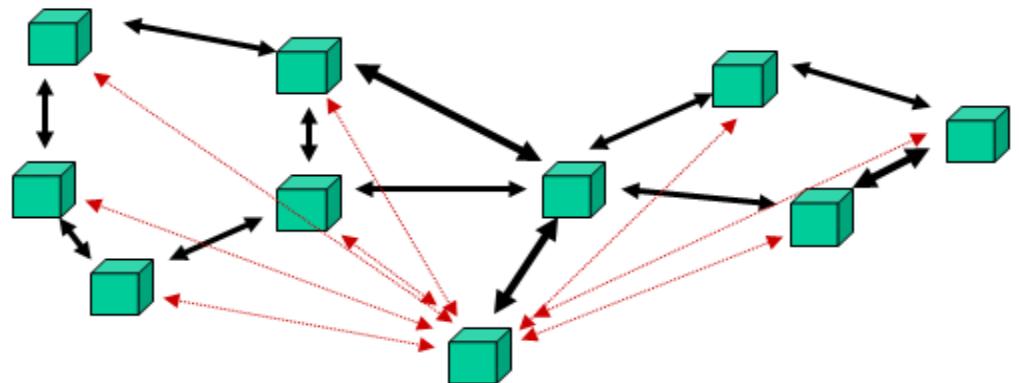
SSID: Service Set Identifier

# Ad-Hoc Wireless Mesh

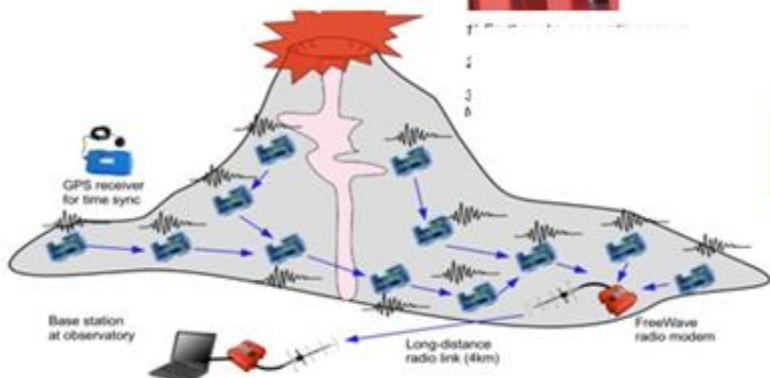


## Ad hoc mode

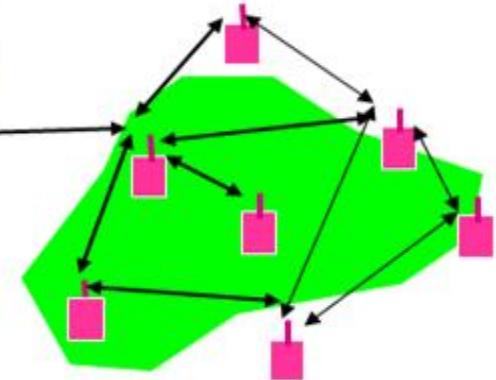
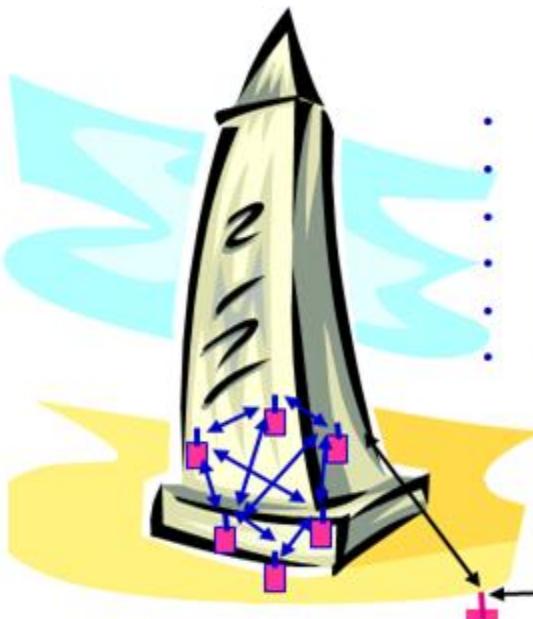
- No base stations
- Nodes can only transmit to other nodes within link coverage
- Nodes self-organize and route among themselves
- Can create multi-hop wireless networks, instead of a wired backend



# Sensor Networks

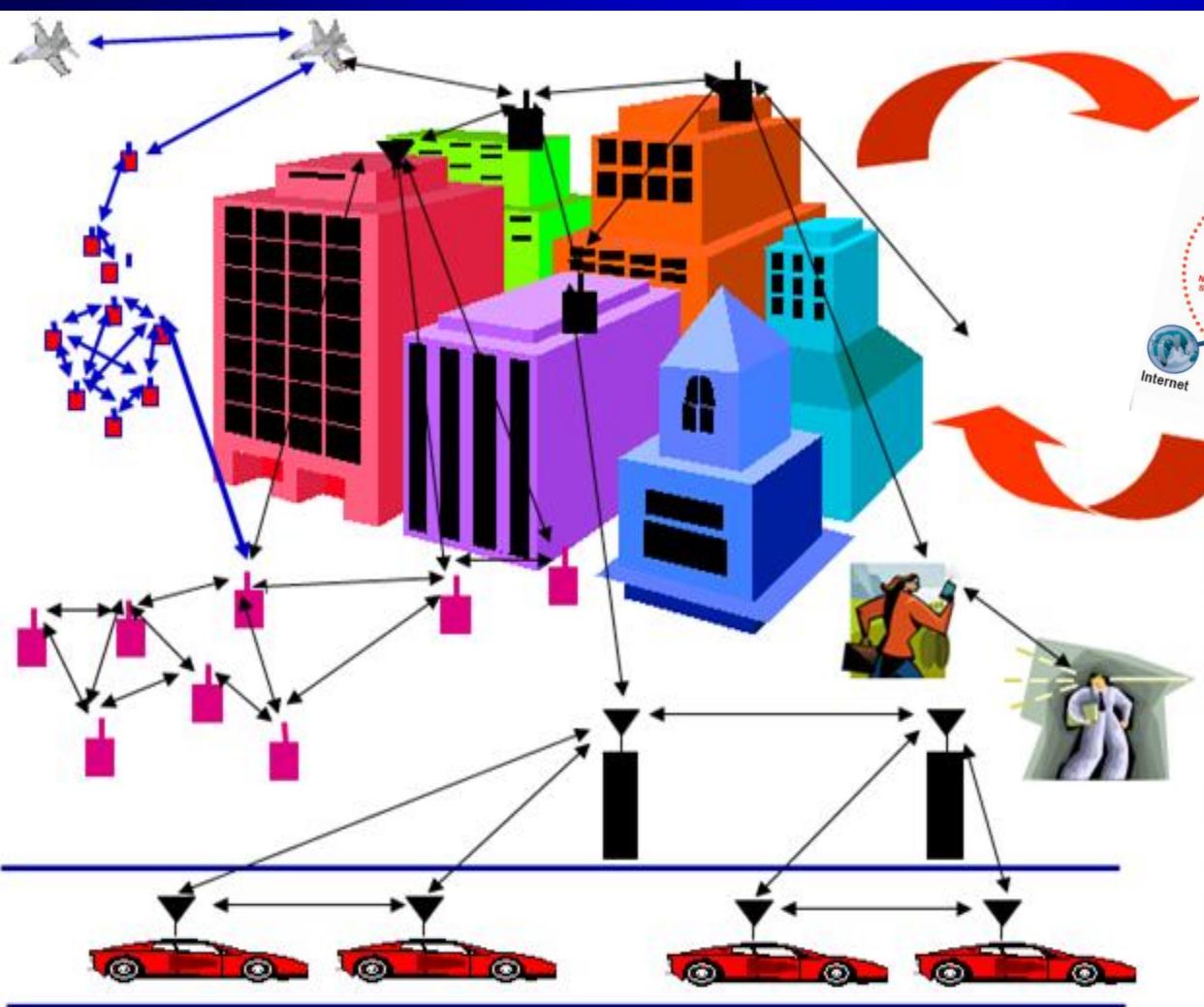


- Smart homes/buildings
- Smart structures
- Search and rescue
- Homeland security
- Event detection
- Battlefield surveillance



- Energy (transmit and processing) is driving constraint
- Data flows to centralized location
- Low per-node rates but tens to thousands of nodes
- Intelligence is in the network rather than in the device

# Future Wireless Networks



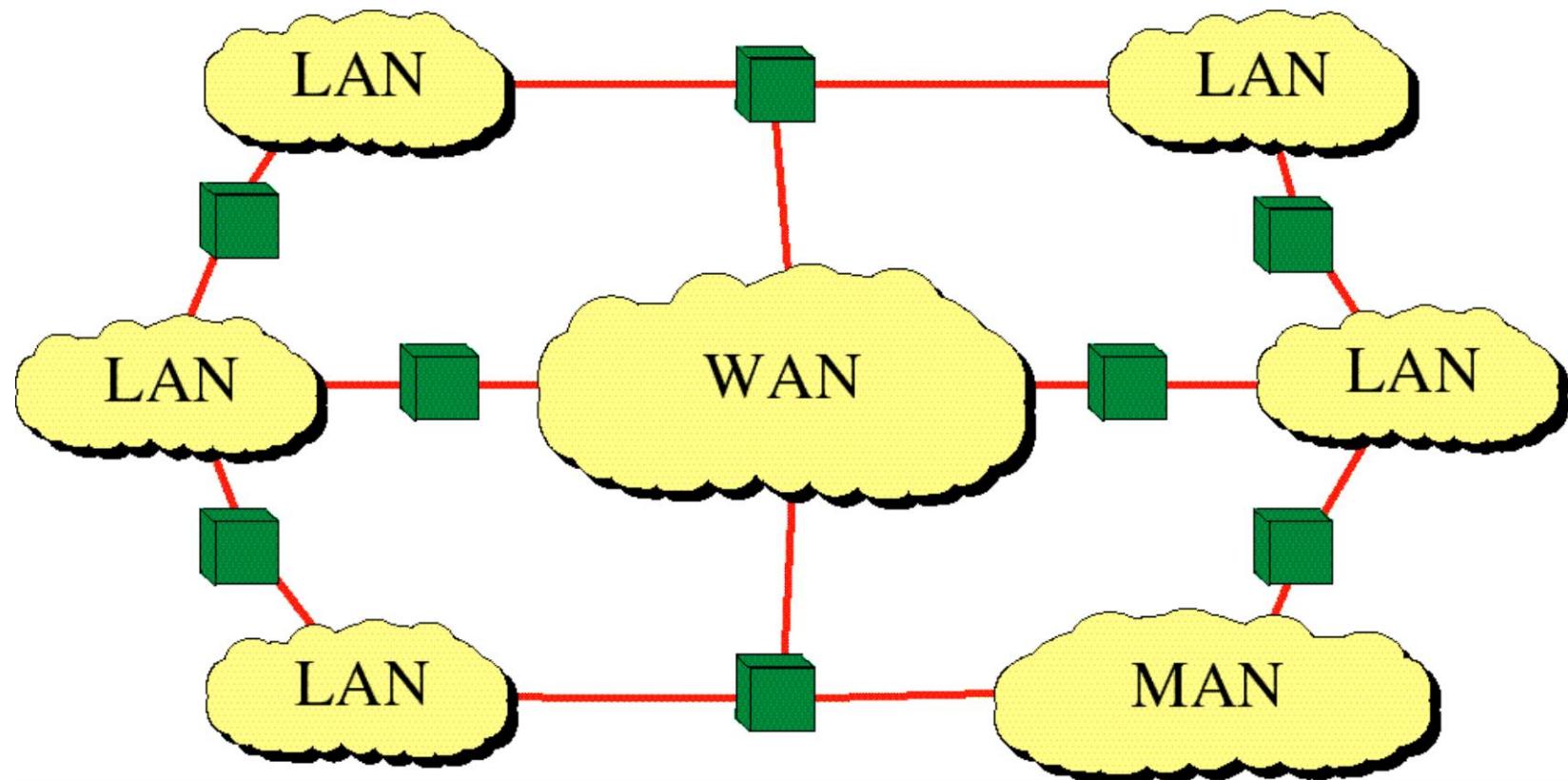
Ubiquitous Communication Among  
People and Devices

EE450, USC, Zahid



Next-generation Cellular  
Wireless Internet Access  
Wireless Multimedia  
Sensor Networks  
Smart Homes/Spaces  
Automated Highways  
In-Body Networks  
All this and more ...

# Internetworking

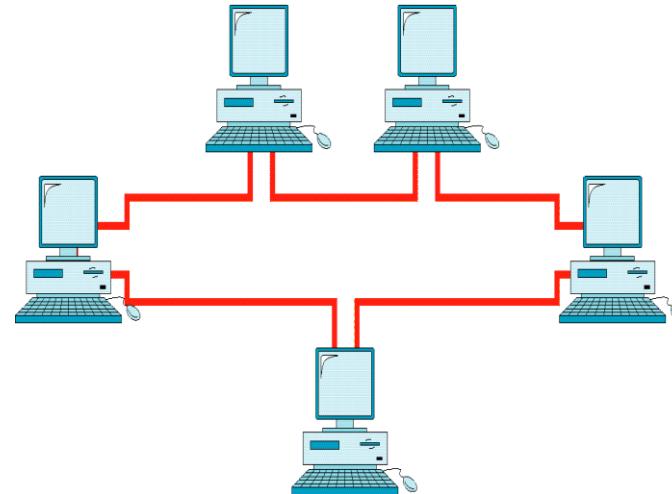
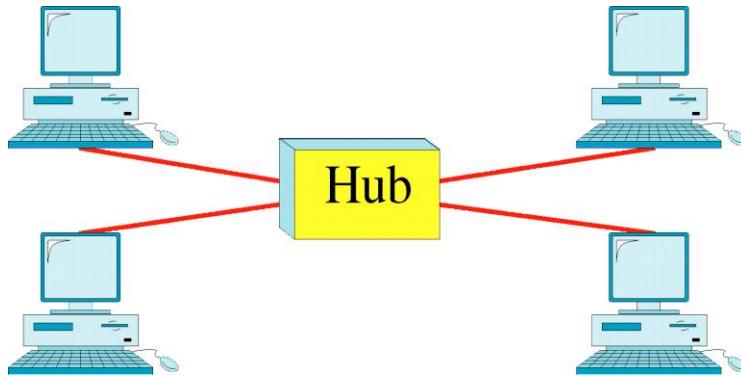
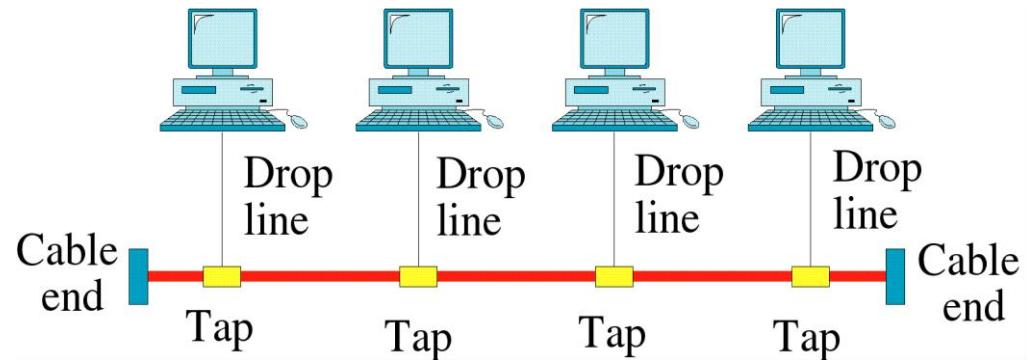
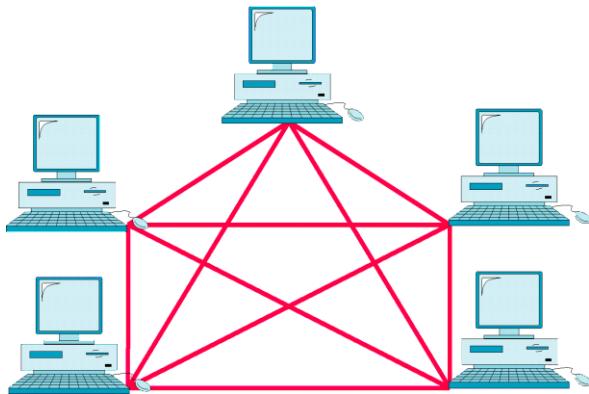


# Network Topologies

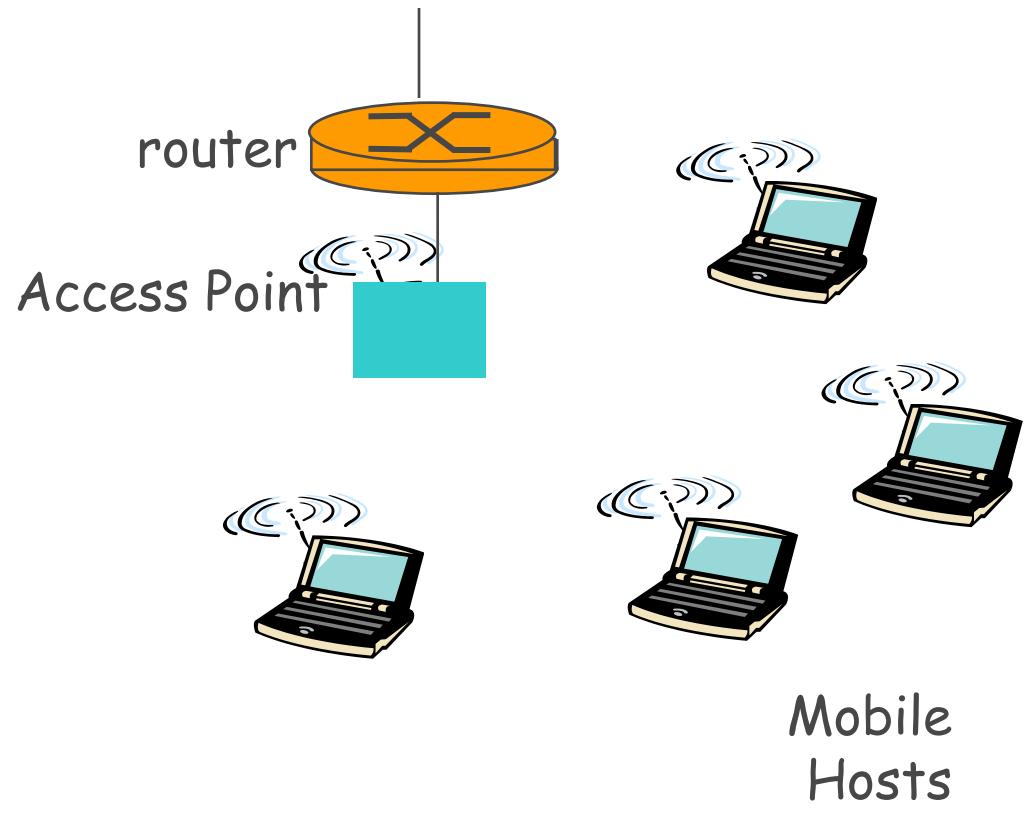
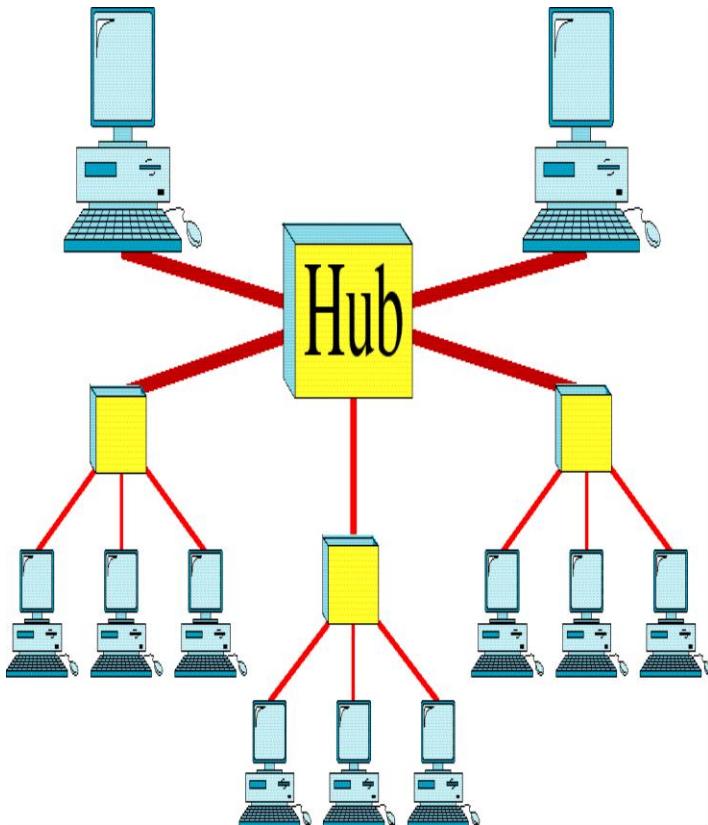
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- Network topology is the physical arrangement (Layout) of the network nodes and the links interconnecting them
  - Mesh topology
  - Star/Hub topology
  - Bus topology
  - Tree Topology
  - Ring topology
- A fully connected network is one in which every node is connected to every other node

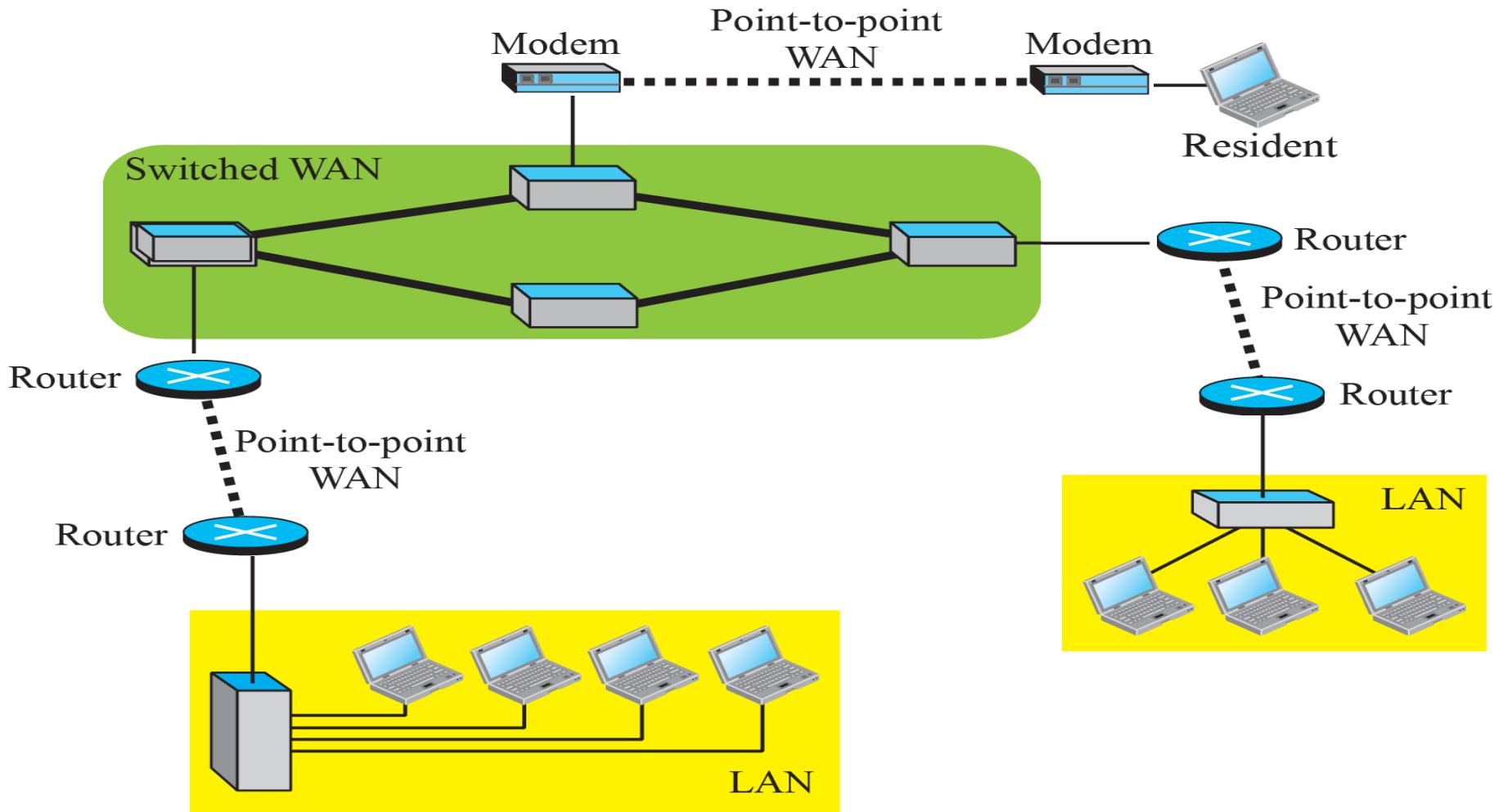
# Mesh, Hub, Bus and Rings (I)



# Tree and Wireless (II)



# A heterogeneous Internetwork



# Link Topologies

- Point-to-point

- Direct link
- Only 2 devices share link



- Multipoint

- More than two devices share the link



# Link Duplicity

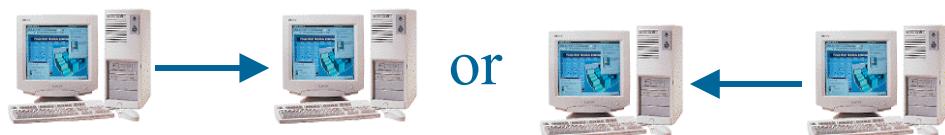
- **Simplex**

- One direction
- e.g. Radio/Television broadcasting



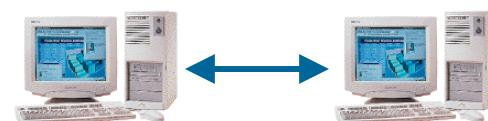
- **Half duplex (HDX)**

- Either direction, but only one way at a time
- e.g. Police radio

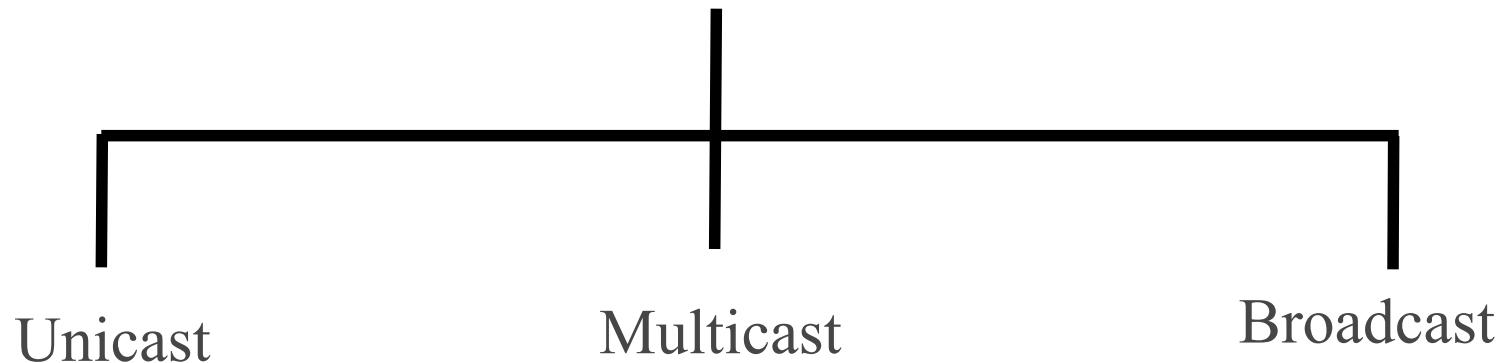


- **Full duplex (FDX)**

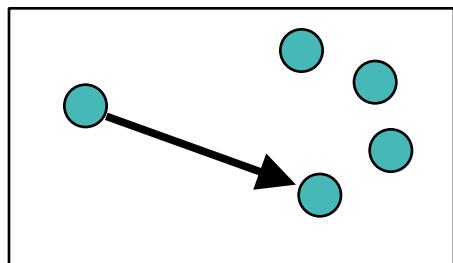
- Both directions at the same time
- e.g. Telephony



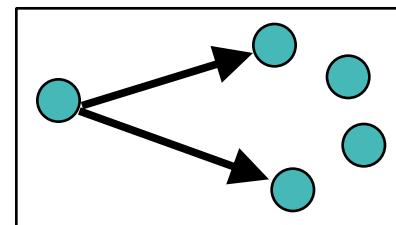
# Transmission Modes



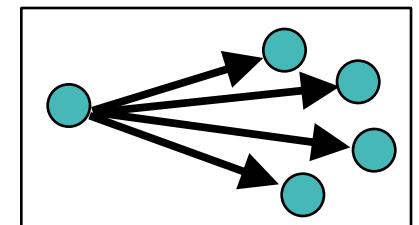
One-to-one



One-to-selected group



One-to-all



# Physical Media (I): Copper

- Bit: propagates between transmitter/rcvr 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 3: traditional phone wires, 10 Mbps Ethernet
  - Category 5/6: 100Mbps ~ 10Gbps Ethernet



# Physical Media (II): Cable

## Coaxial Cable:

- Two concentric copper conductors
- Bi-directional
- Baseband:
  - single channel on cable
  - legacy Ethernet
- Broadband:
  - Multiple channels on cable
  - CATV, Cable Access



## 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 Gps)
- Low error rate: repeaters spaced far apart ; immune to electromagnetic noise



# Physical Media (III): Radio

- Signal carried in electromagnetic spectrum
- No physical "wire"
- Bi-directional
- Propagation environment effects:
  - Reflection
  - Obstruction by objects
  - Interference

## Radio link types:

- Terrestrial Microwave
  - e.g. up to 45 Mbps channels
- WLAN (e.g., Wi-Fi)
  - 2Mbps, 11Mbps, 54 Mbps, 450 Mbps
- Wide-area (e.g., cellular)
  - e.g. 4G: ~10Mbps
- Satellite
  - Kbps to 45Mbps channel (or multiple smaller channels)
  - 270 msec end-end delay
  - GEO/LEO

# The Internet (Wikipedia)

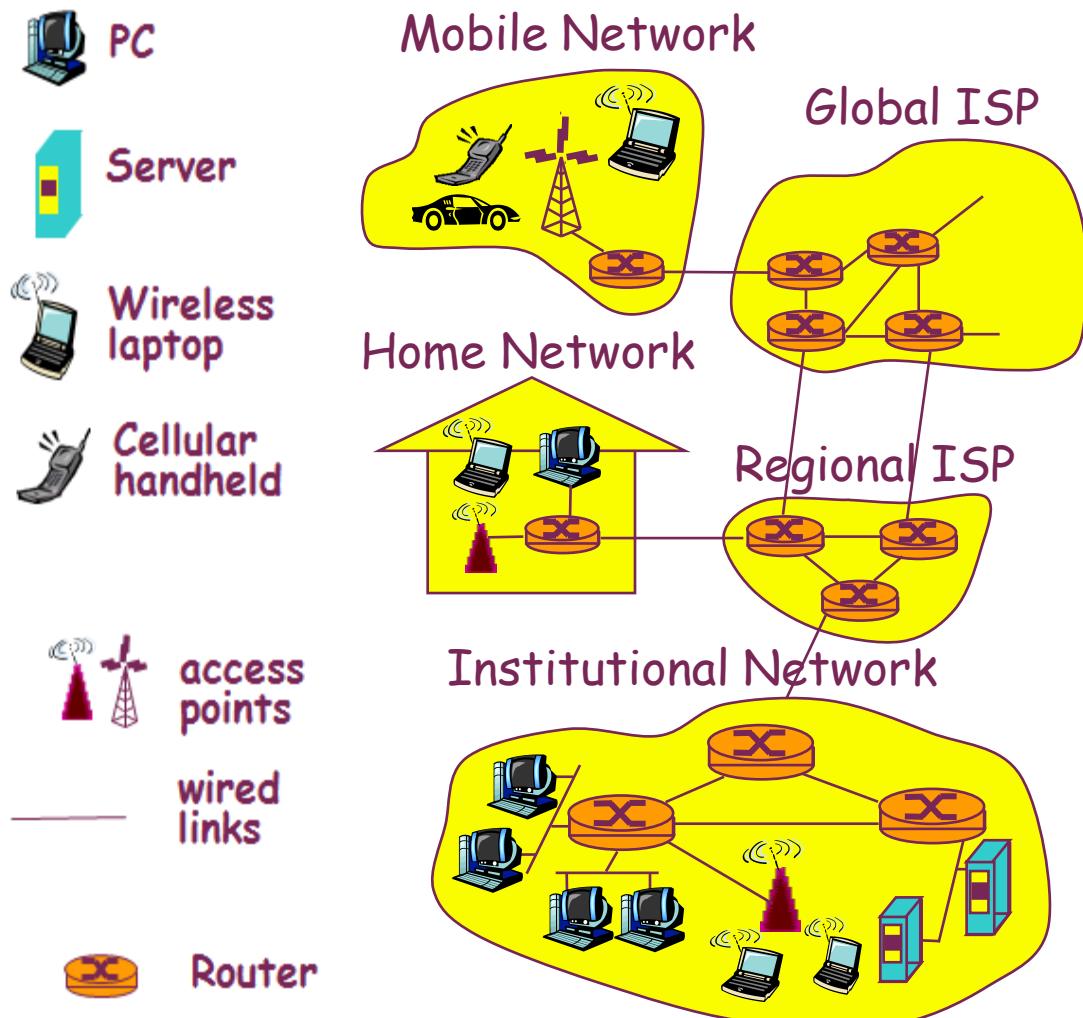
switch network

The Internet is the worldwide, publicly accessible network of interconnected computer networks that transmit data by packet switching using the standard Internet Protocol (IP). It is a "network of networks" that consists of millions of smaller domestic, academic, business, and government networks, which together carry various information and services, such as electronic mail, online chat, file transfer, and the interlinked Web pages and other documents of the World Wide Web.

不属于自己  
人autonomous  
system

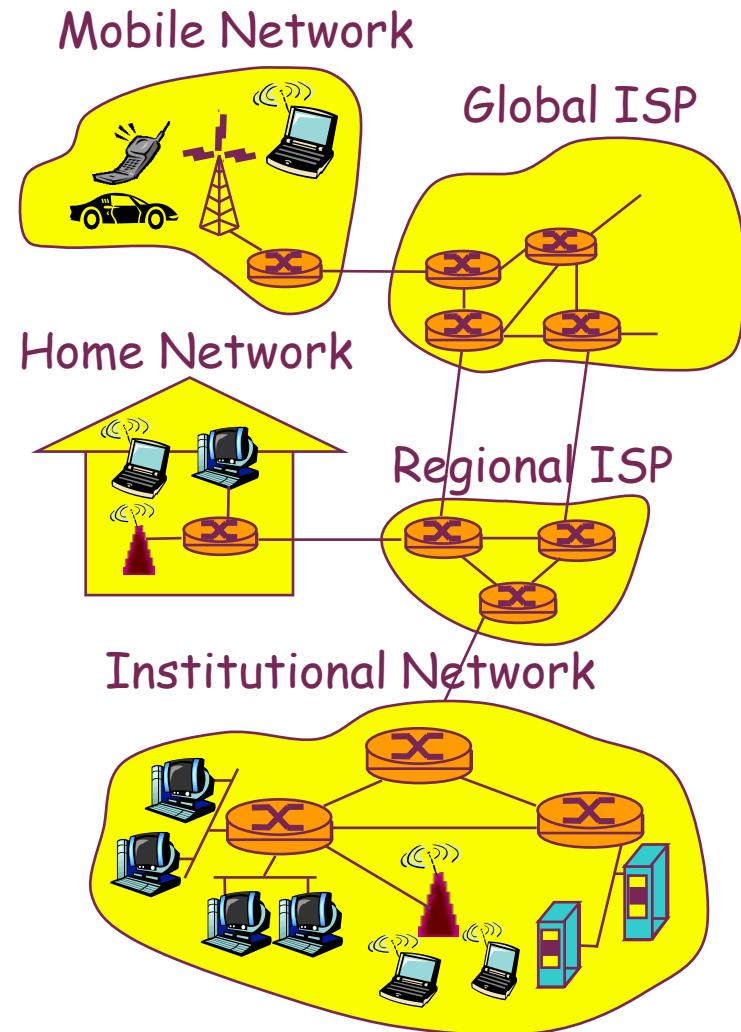
# What is the Internet? Nuts and Bolts View

- Billions of connected computing devices
  - Hosts = end systems, run Network Applications
- Communication links
  - Fiber, Copper, Radio, Cable, Satellite, etc...
  - Provides Bandwidth
- Routers:
  - Forward Packets (chunks of data) from source to destination



# What is the Internet? Nuts and Bolts View (Continued)

- Protocols control sending, receiving of msgs
  - TCP, IP, HTTP, Ethernet
- Internet:  
**"Network of networks"**
  - Loosely hierarchical
  - Public Internet v.s. Private Intranet
- Internet standards
  - RFC: Request for comments
  - IETF: Internet Engineering Task Force



IP: best effort/unreliable

TCP: reliable server

1, reorder ip packets

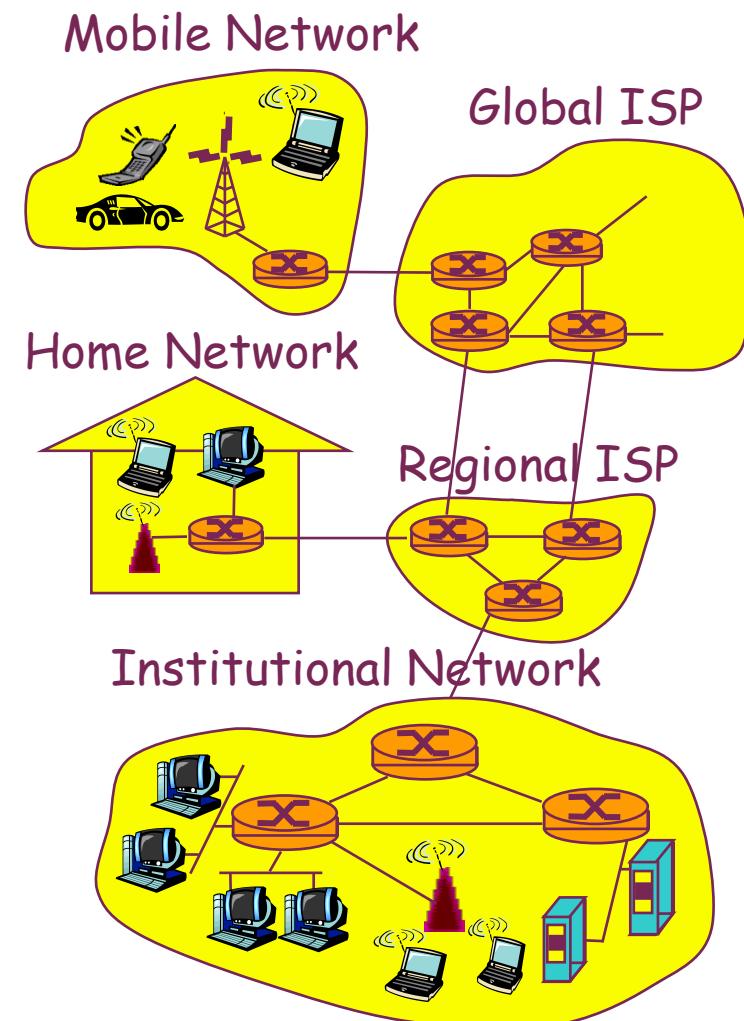
2, resent the packet if ip drop packet

3. congestion control

# What is the Internet? A Service View

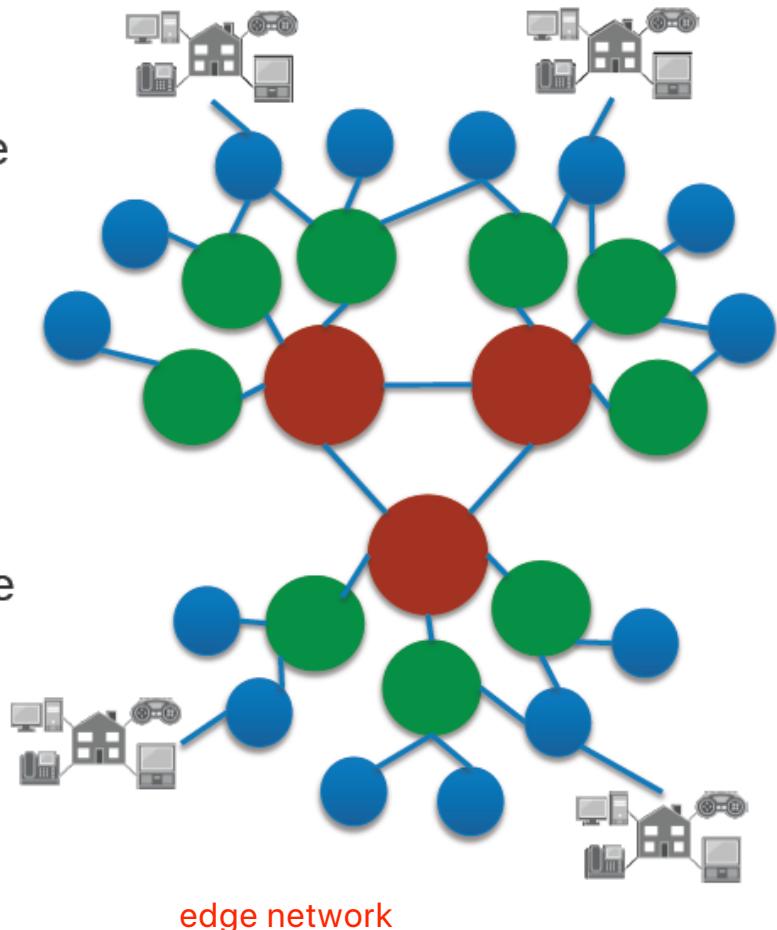
- **Communication Infrastructure** enables distributed applications:
  - Web, VoIP, email, games, e-commerce, file sharing
- **Communication services provided to applications include**
  - Reliable data delivery from source to destination
  - "Best effort" (unreliable) data delivery

UDP: unreliable, no hand shaking



# Networks Structure

- **Edge** – the boundary between the service-provider's premises and the customer's location. The concentration point where large numbers of customer connections will be terminated
- **Aggregation** – A concentration point where data from multiple Edge locations will be funnelled 绿色的
- **Core** - the heart of the network. The major switching locations that form the center of the network, where data from multiple Aggregation sites will be funnelled
  - This is typically where one sees the highest volume of data present in the network



# Network Edge Services (I)

## "Reliable Service"

- Goal: data transfer between end systems
- handshaking: setup (prepare for) data transfer ahead of time
    - Hello, initial establishment
    - set up "state" in two communicating hosts
  - TCP - Transmission Control Protocol
    - Internet's reliable data transfer service

### TCP service

- reliable, in-order byte-stream data transfer
  - loss: acknowledgements and retransmissions
- flow control:
  - sender won't overwhelm receiver
- congestion control:
  - senders "slow down sending rate" when network congested

# Network Edge Services (II)

## Best Effort “Unreliable” Service

- Goal: data transfer  
between end systems
- same as before!
  - UDP - User Datagram

Protocol:

- connectionless
- unreliable data transfer
- no flow control
- no congestion control

App's using TCP:

- HTTP (Web), FTP (file transfer), Telnet (remote login), SMTP (email)

App's using UDP:

- streaming media, teleconferencing, DNS, Internet telephony

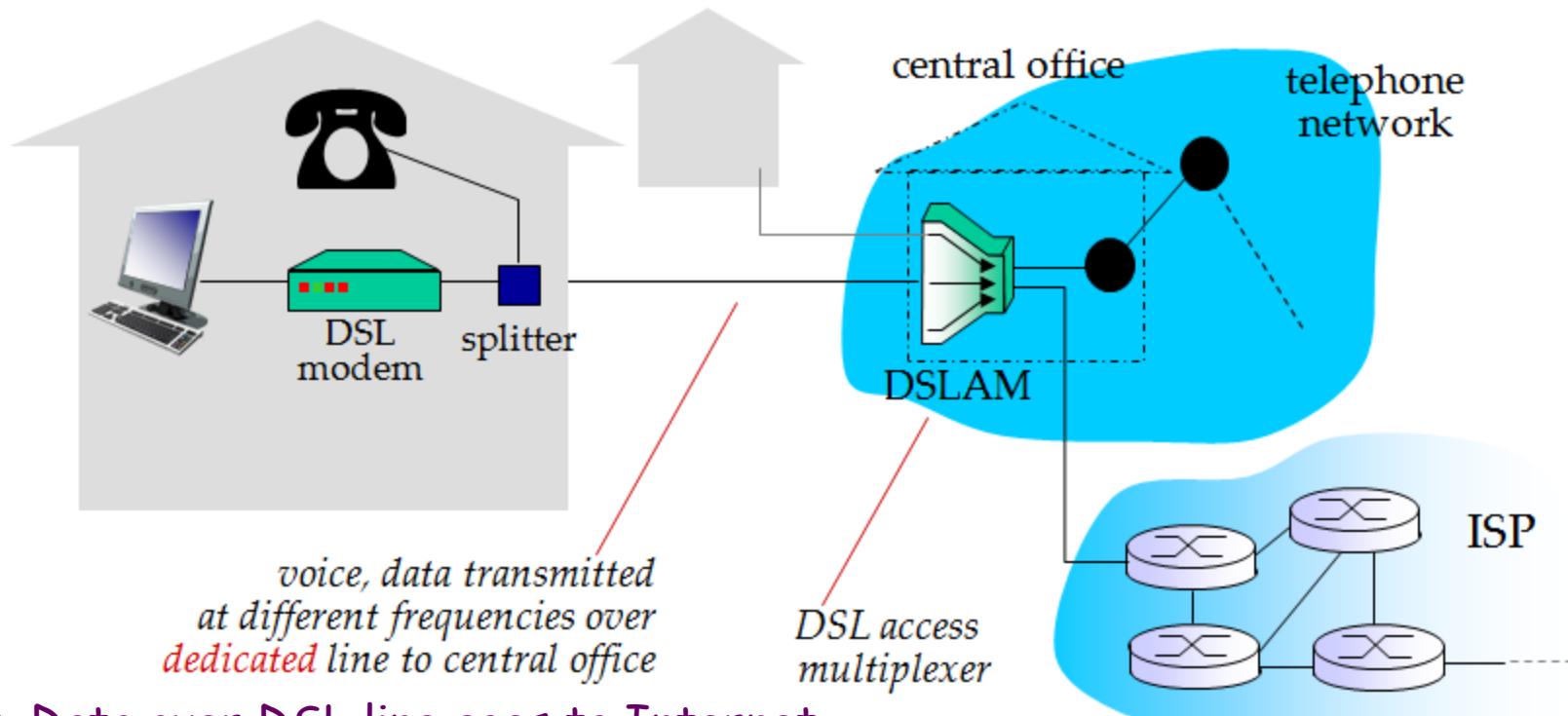
# Access Networks

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Q: How to connect end systems to edge router?

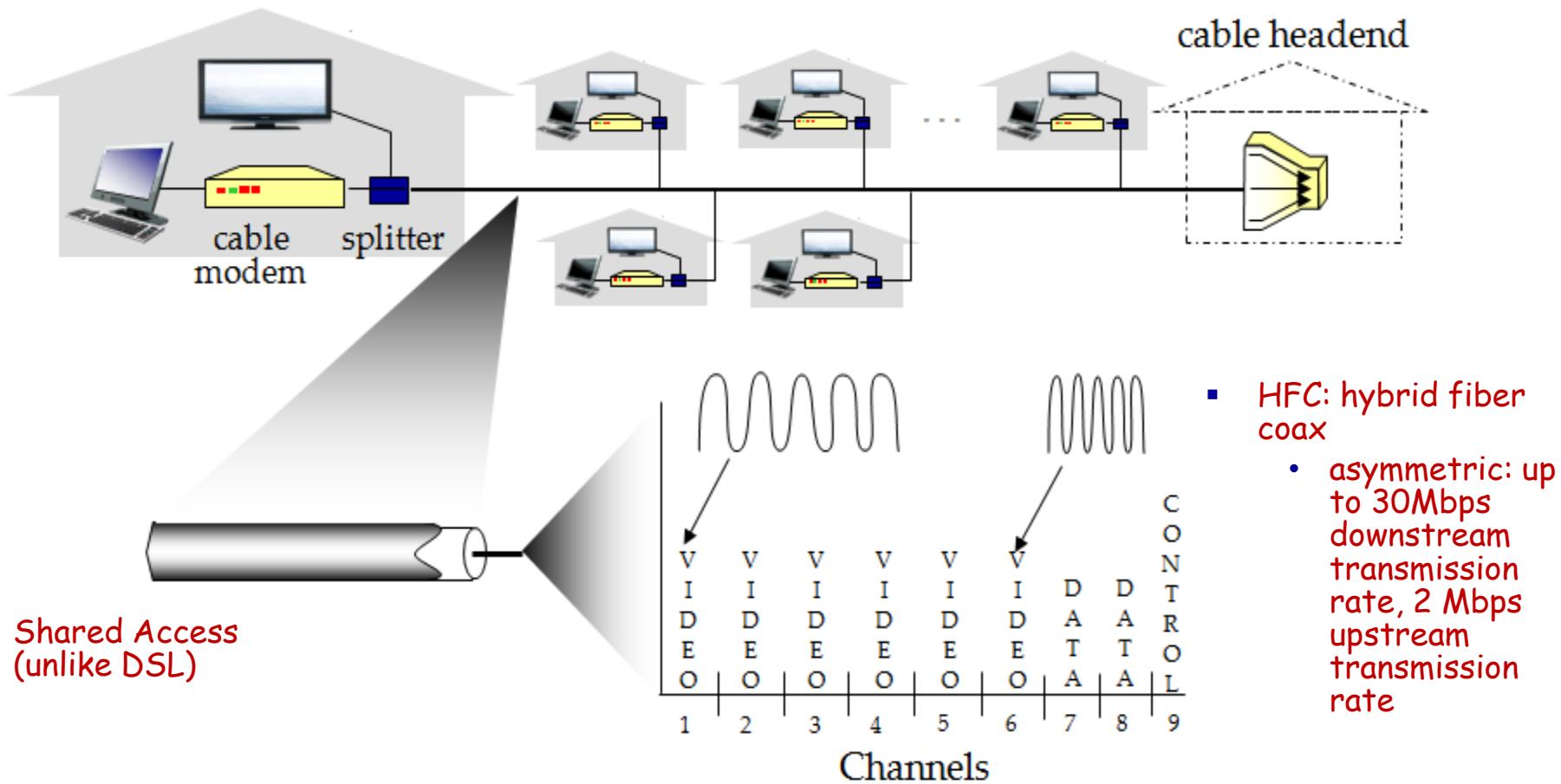
- Residential Access Networks
- Institutional access networks (school, company)
- Mobile access networks
  - Keep in mind:
  - bandwidth (bits per second) of access network?
  - shared or dedicated?

# Internet Access: DSL

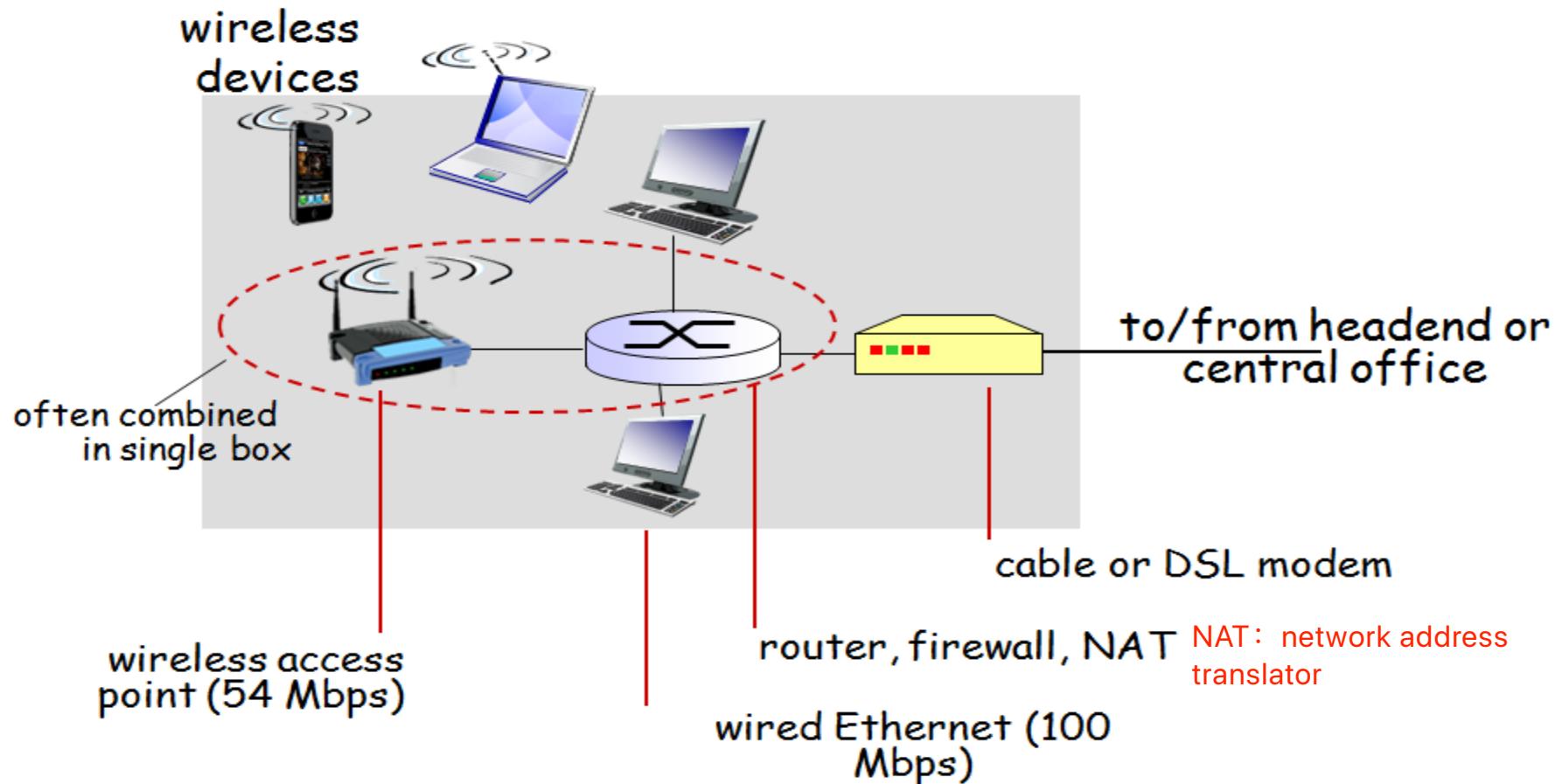


- Data over DSL line goes to Internet
- Voice over DSL line goes to telephone net
  - up to 3 Mbps upstream (today typically ~1Mbps)
  - up to 30 Mbps downstream (typically ~10Mbps)
  - dedicated physical line to telephone central office

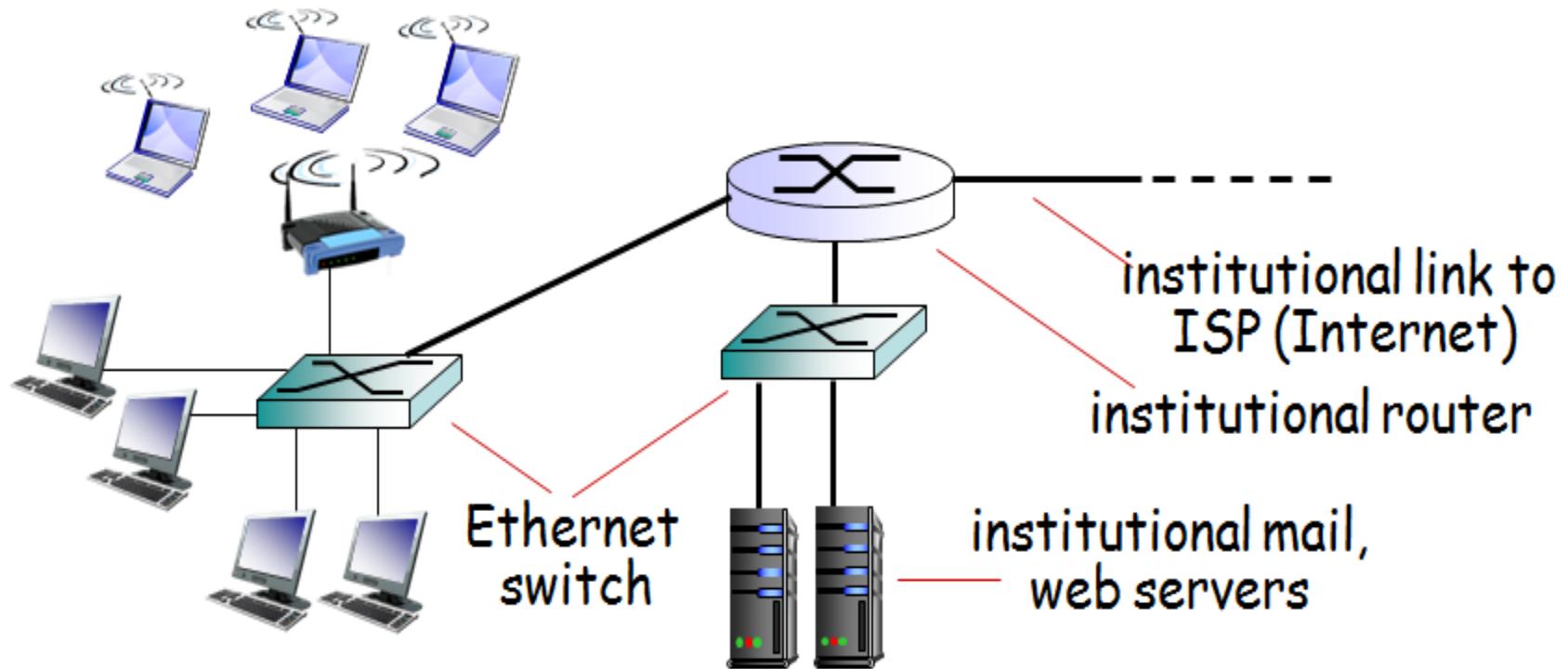
# Internet Access: Residential Cable



# Internet Access: Home Network



# Internet Access: Enterprise Network



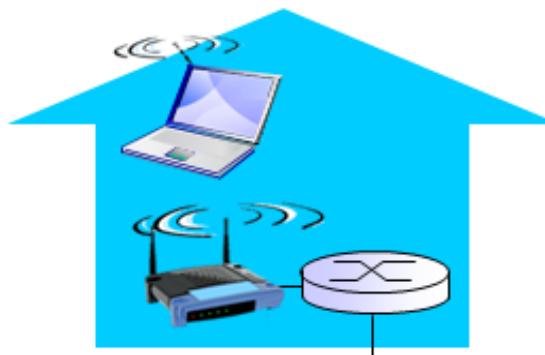
- typically used in companies, universities, etc
  - ❖ 10 Mbps, 100Mbps, 1Gbps, 10Gbps transmission rates
  - ❖ today, end systems typically connect into Ethernet switch

# Internet Access: Wireless

- 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 cellular operators, 10's km
- between 1 and 10 Mbps
- 3G, 4G: LTE, WiMax, EVDO, HSDPA



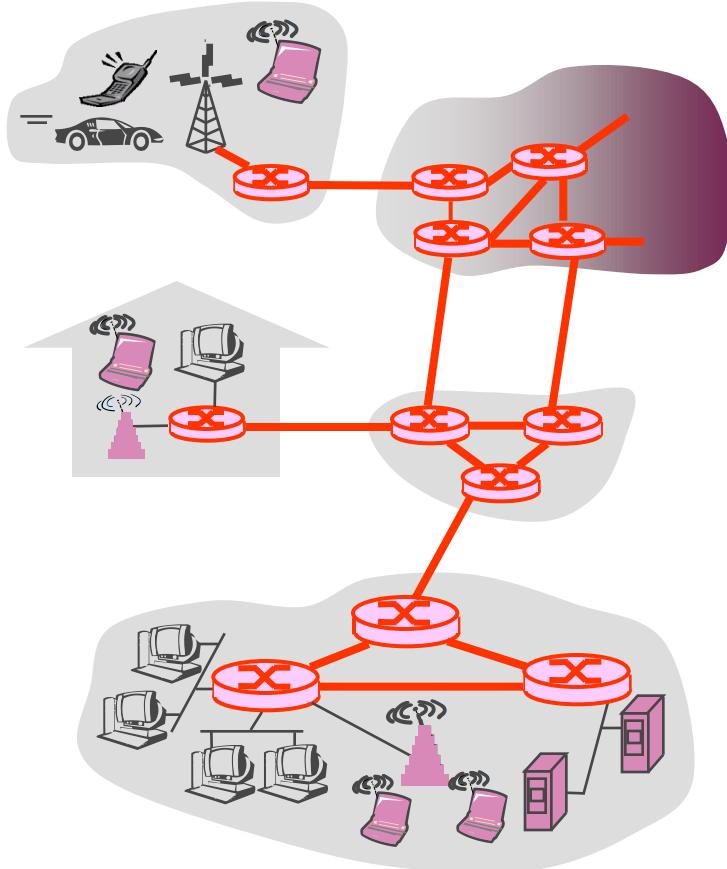
*to Internet*

# The Core Network

- Mesh of interconnected routers
- The fundamental question: how is data transferred through net?

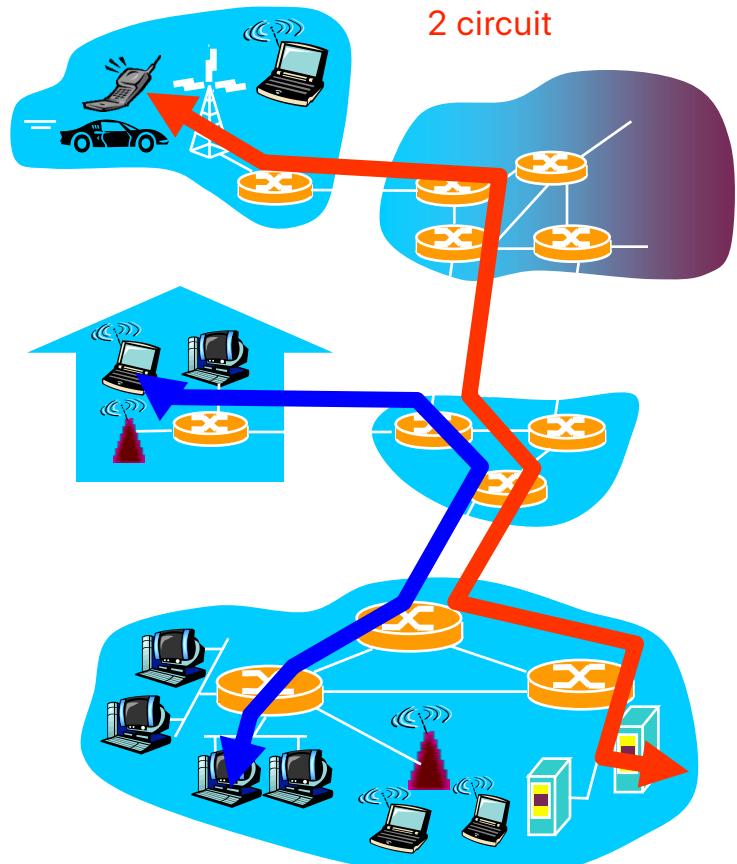
hang up:  
circuit take  
away  
each circuit  
support :  
64kbps

- Circuit Switching: dedicated circuit per call: telephone network (PSTN)
- Packet Switching: data sent thru net in discrete "chunks": Internet



# Network Core: Circuit Switching

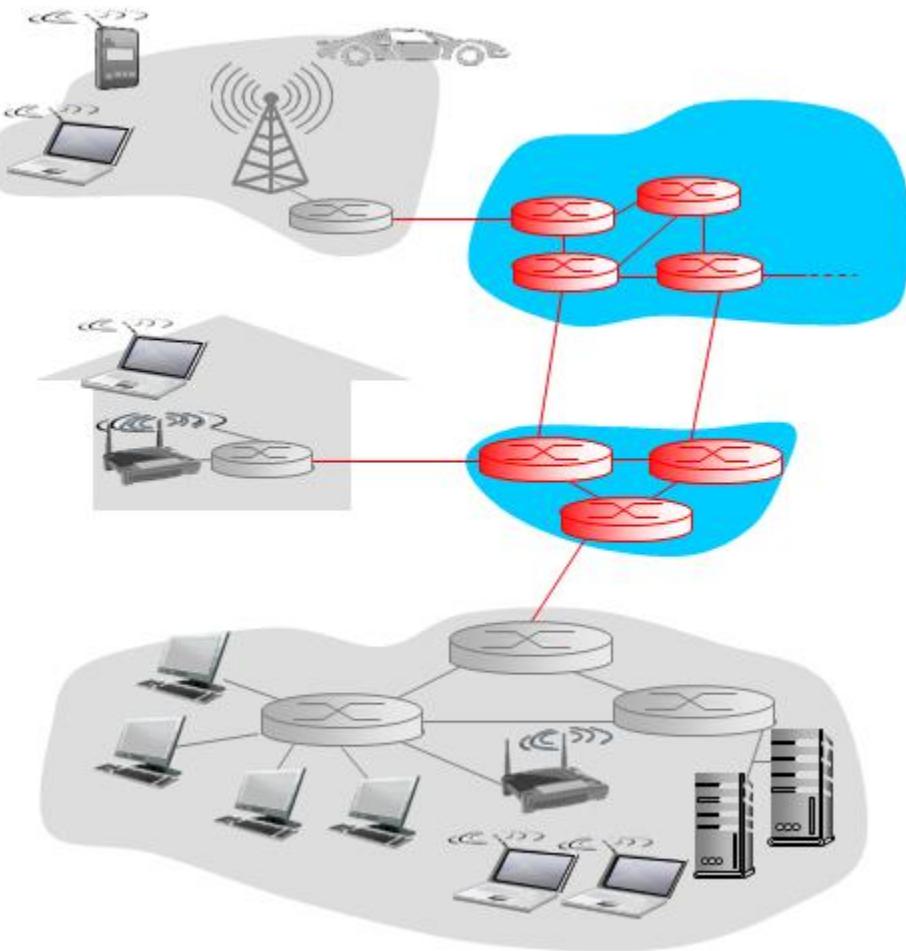
- End-end resources reserved for duration of call
- link bandwidth, switch capacity
- dedicated resources: no sharing
- circuit-like (guaranteed) performance
- call setup required
- re-establish call upon failure
- Example: PSTN



circuit not a dedicated connection, once it set up , it is dedicated

# Network Core: Packet Switching

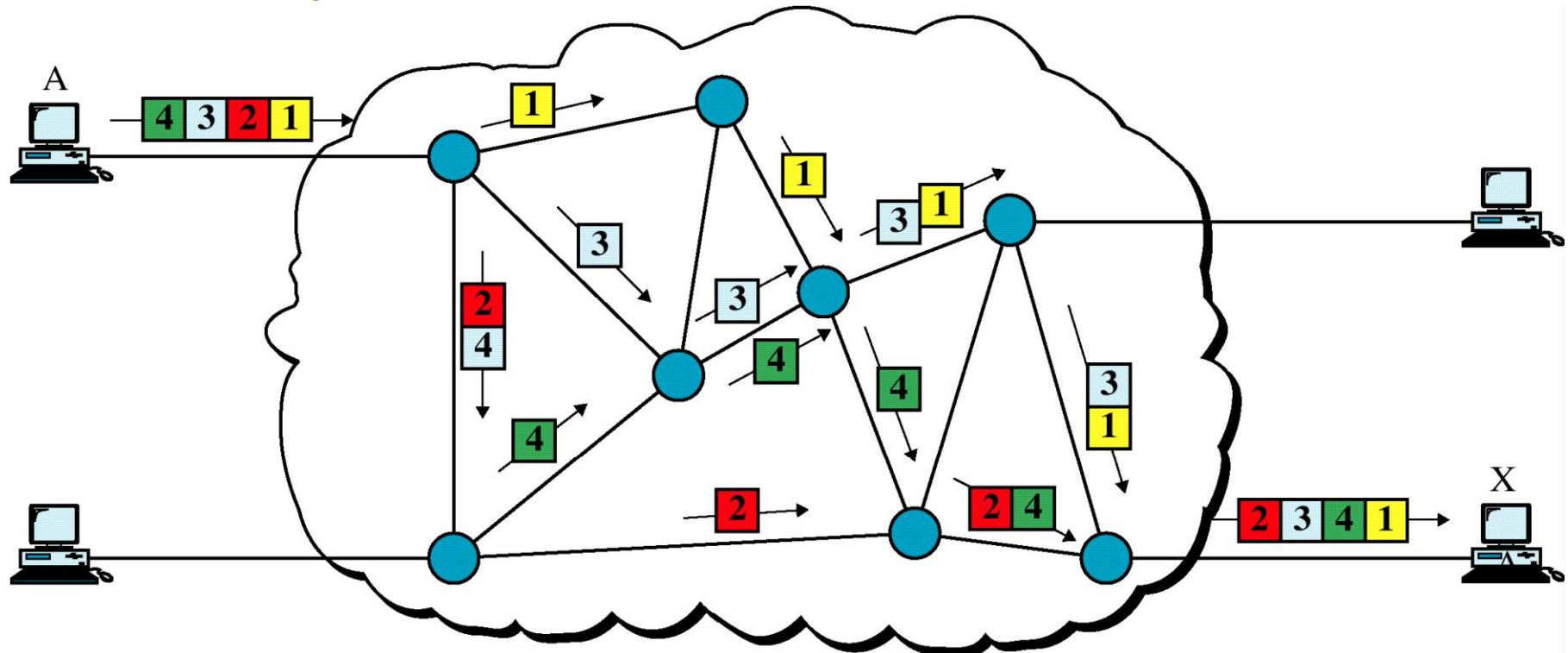
- Mesh of interconnected routers
- Packet-switching: hosts break application-layer messages into Packets
  - forward packets from one router to the next, across links on path from source to destination
  - each packet transmitted at full link capacity



# Connection-Less Packet Switching

ip不鉴别packet是否来源同一个  
message, 每个packet都是independent

两个address, source add/  
destination add



There is NO guarantee that Packets will be received in order or even received at all)

# Packet Switching

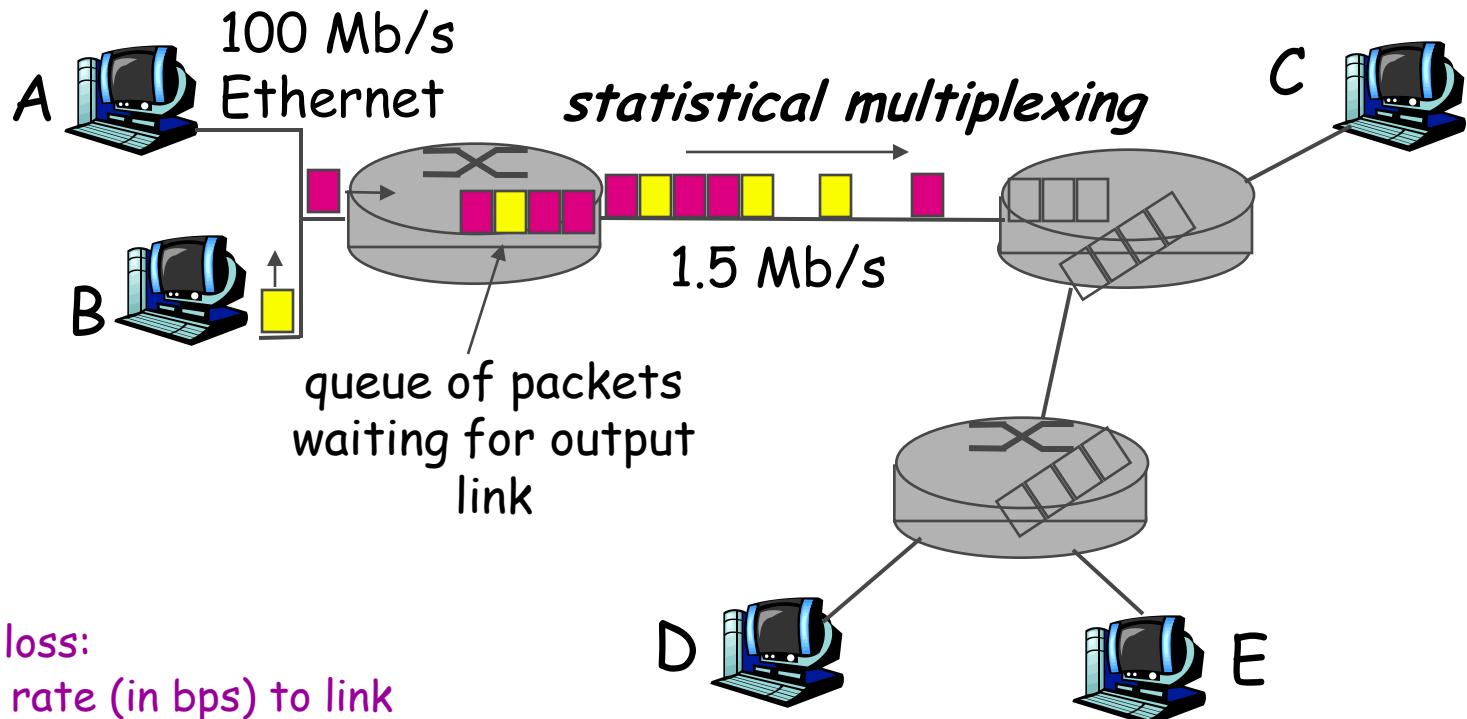
- each end-end data stream divided into **packets**
- user A, B packets share network resources
- Each packet uses full link bandwidth
- Resources used *as needed*

Bandwidth division into "pieces"  
Dedicated allocation  
Resource reservation

## Resource contention:

- aggregate resource demand can exceed amount available
- congestion: packets queue, wait for link use
- store and forward: packets move one hop at a time Node receives complete packet before forwarding

# Packet Switching (Continued)



## queuing and loss:

- if arrival rate (in bps) 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

# Packet vs. Circuit Switching

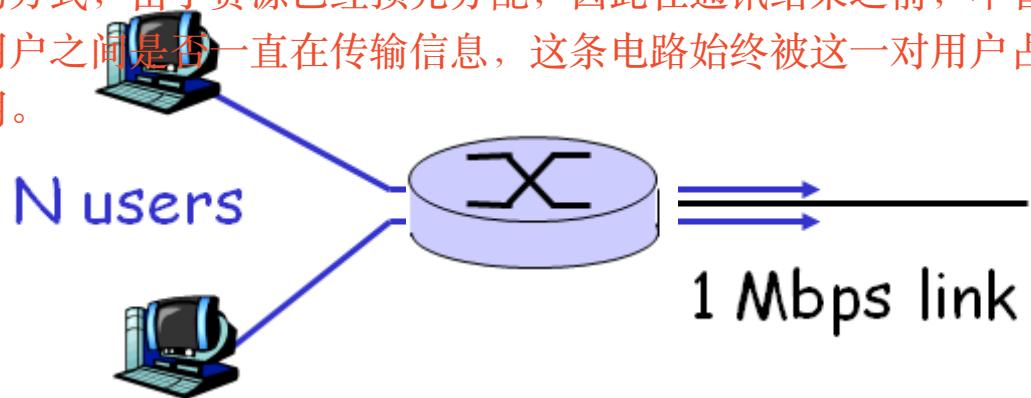
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- PS great for bursty data
  - resource sharing (scalable!)
  - simpler, no call setup, more robust (re-routing)
- excessive congestion: packet delay and loss
  - Without admission control: protocols needed for reliable data transfer, congestion control
- Q: How to provide circuit-like behavior?
  - Bandwidth guarantees needed for audio/video apps
  - Possible solution: Virtual circuit

# Packet vs. Circuit Switching (Cont.)

- 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

Circuit switching的最大特点是终端系统之间需要预约传输线路资源才可以进行持续的通讯，在通讯过程中传输速率保持在一个常数值。也就是说，circuit switching是一种电路资源预分配的方式，由于资源已经预先分配，因此在通讯结束之前，不管用户之间是否一直在传输信息，这条电路始终被这一对用户占用。



Circuit的实现有两种方式，分别是frequency-division multiplexing(FDM)以及time-division multiplexing(TDM)。

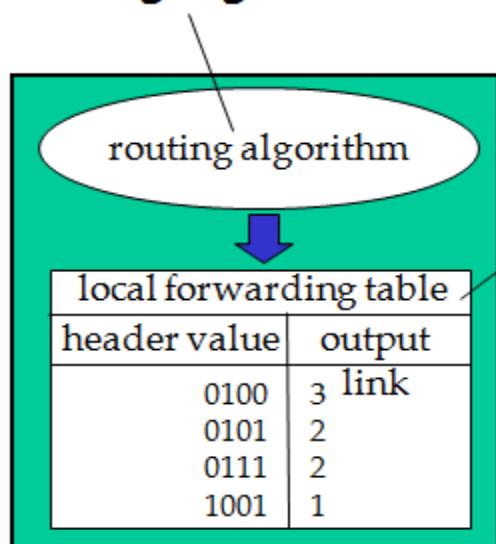
Q: how did we get value 0.0004?  
Use binomial distribution ...

Packet switching allows more users to use network!

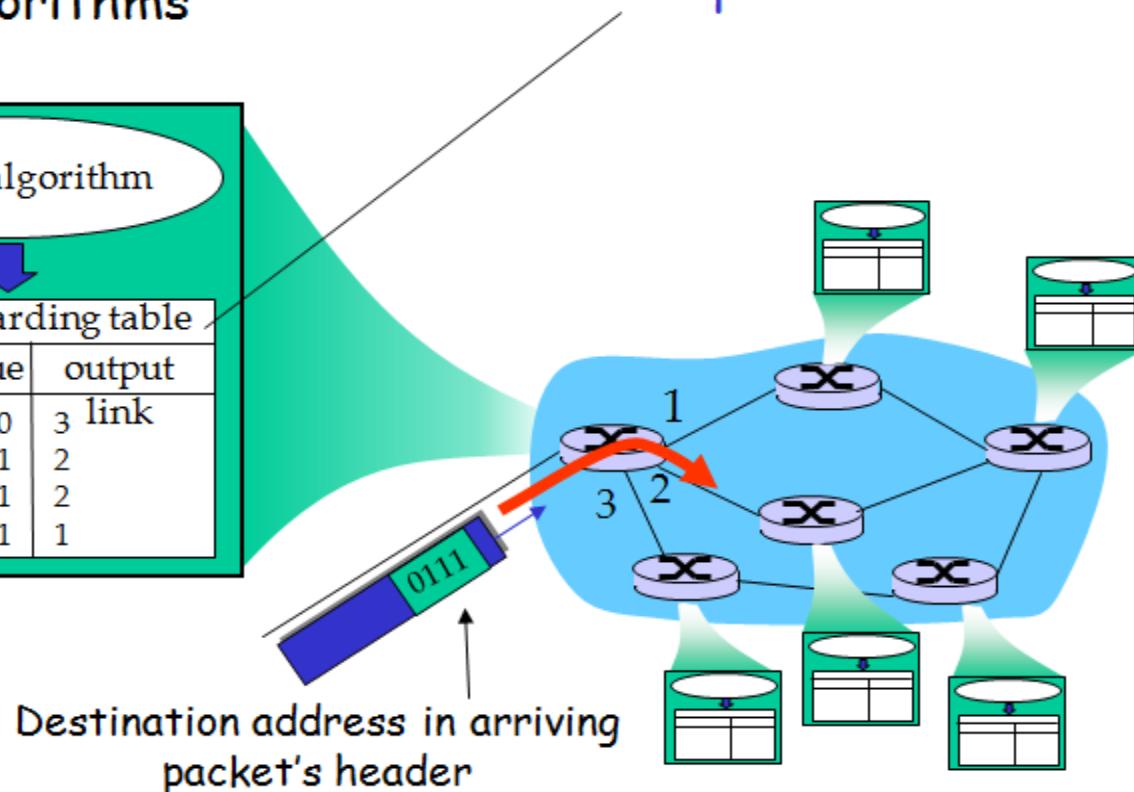
# Functions of the Core Network

**Routing:** determines source-destination route taken by packets

- Routing algorithms

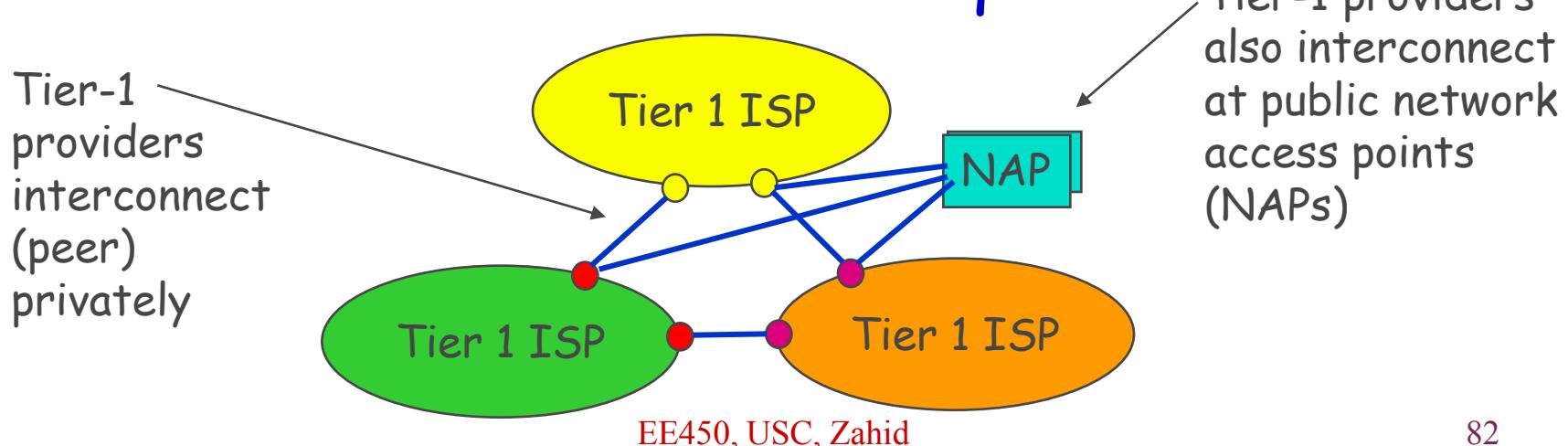


**Forwarding:** Moving packets from router's input to appropriate router output

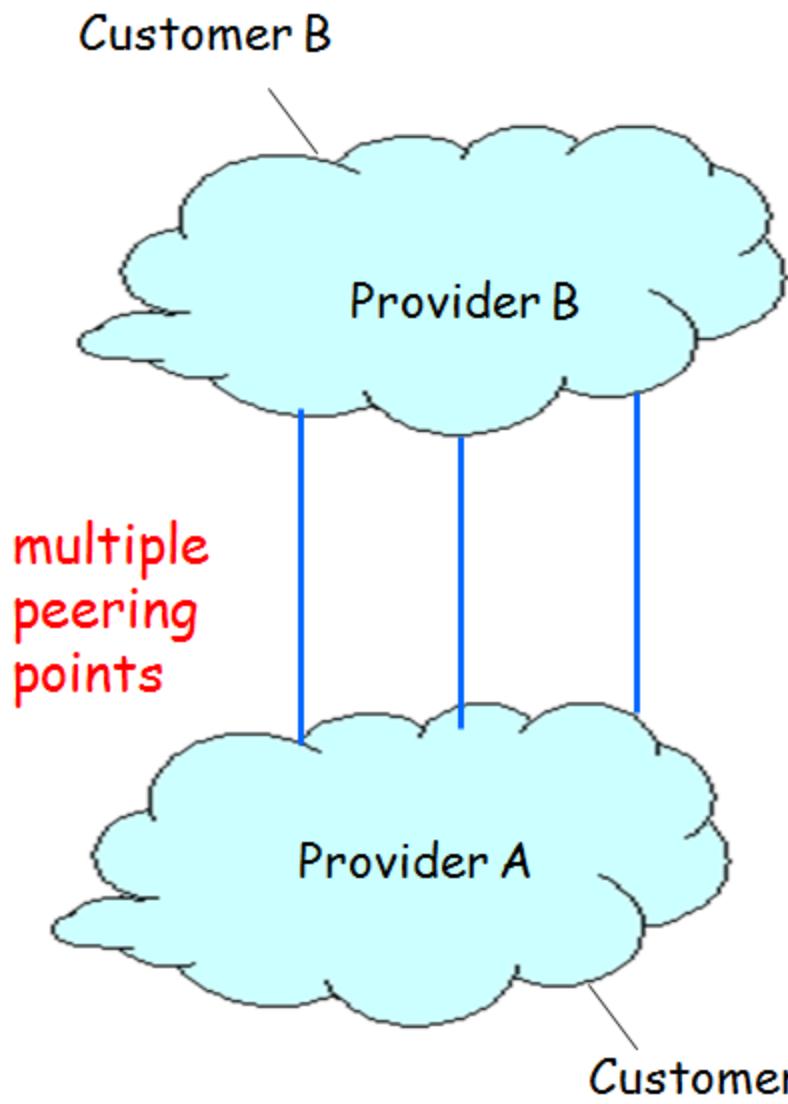


# Internet Structure (Tier 1)

- Roughly hierarchical
- at center: “tier-1” ISPs (e.g., Verizon, Sprint, AT&T, Cable and Wireless), national/international coverage
  - treat each other as equals

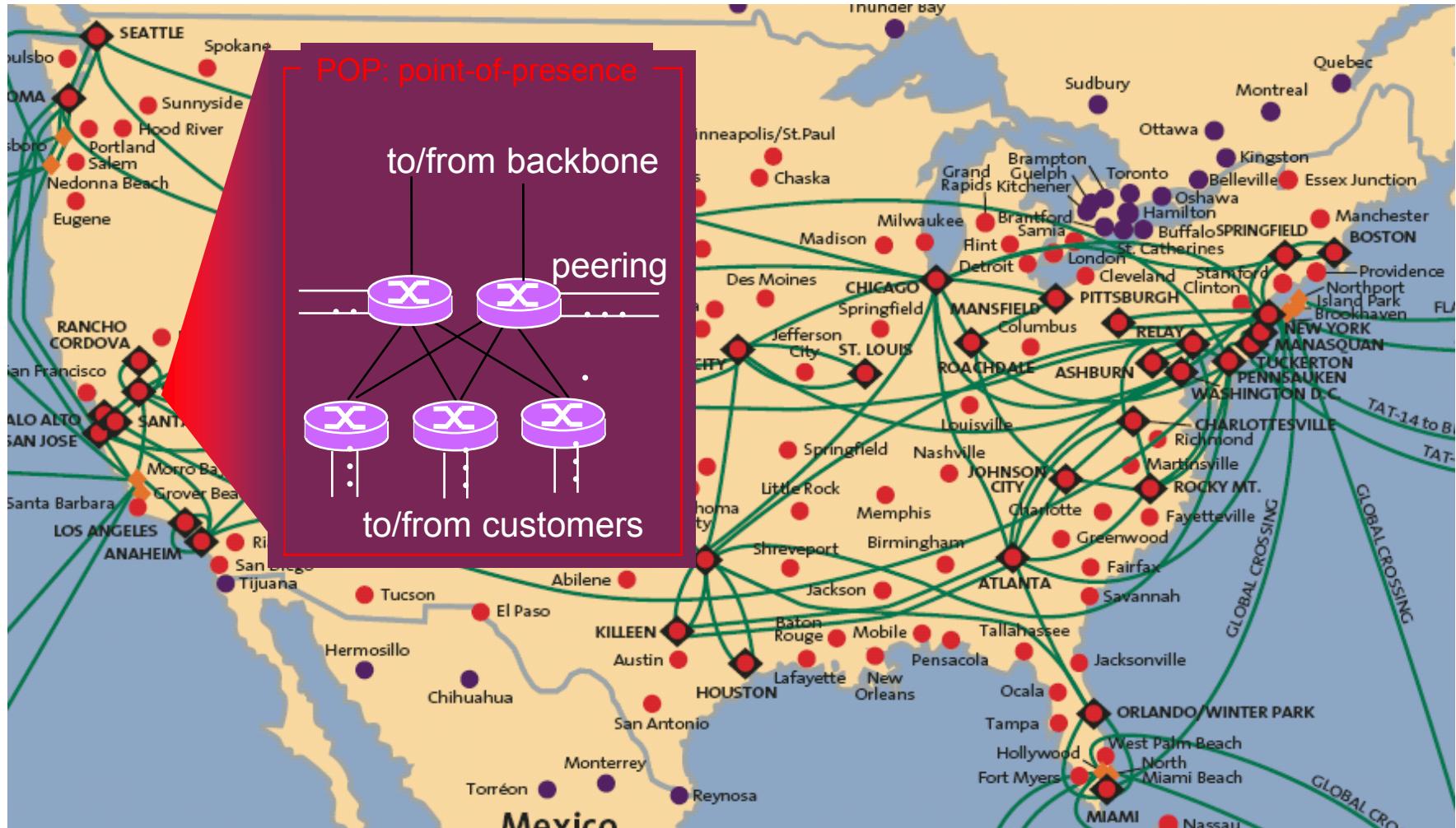


# Peering



- Exchange traffic between customers
  - Settlement-free
- Diverse peering locations
  - Both coasts, and middle
- Comparable capacity at all peering points
  - Can handle even load

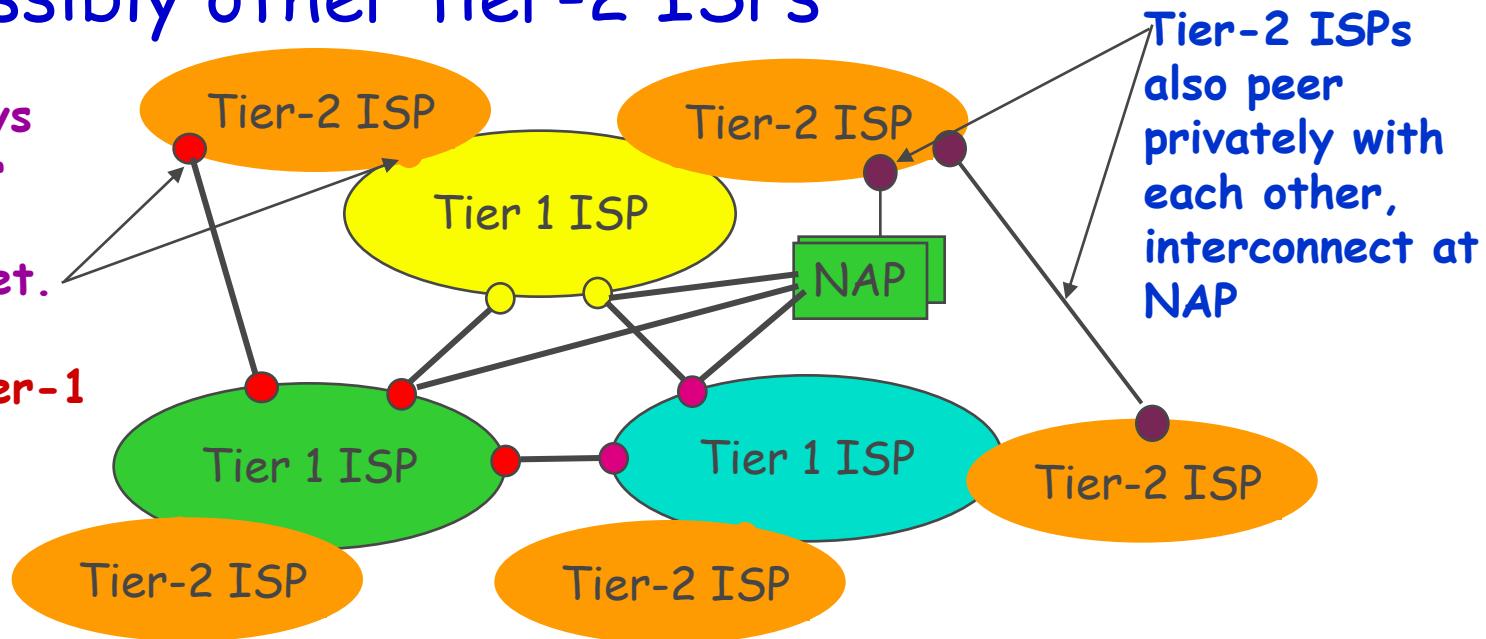
# Tier 1 ISP: Sprint



# Internet Structure (Tier 2)

- “Tier-2” ISPs: smaller (often regional) ISPs
  - Connect to one or more tier-1 ISPs, possibly other tier-2 ISPs

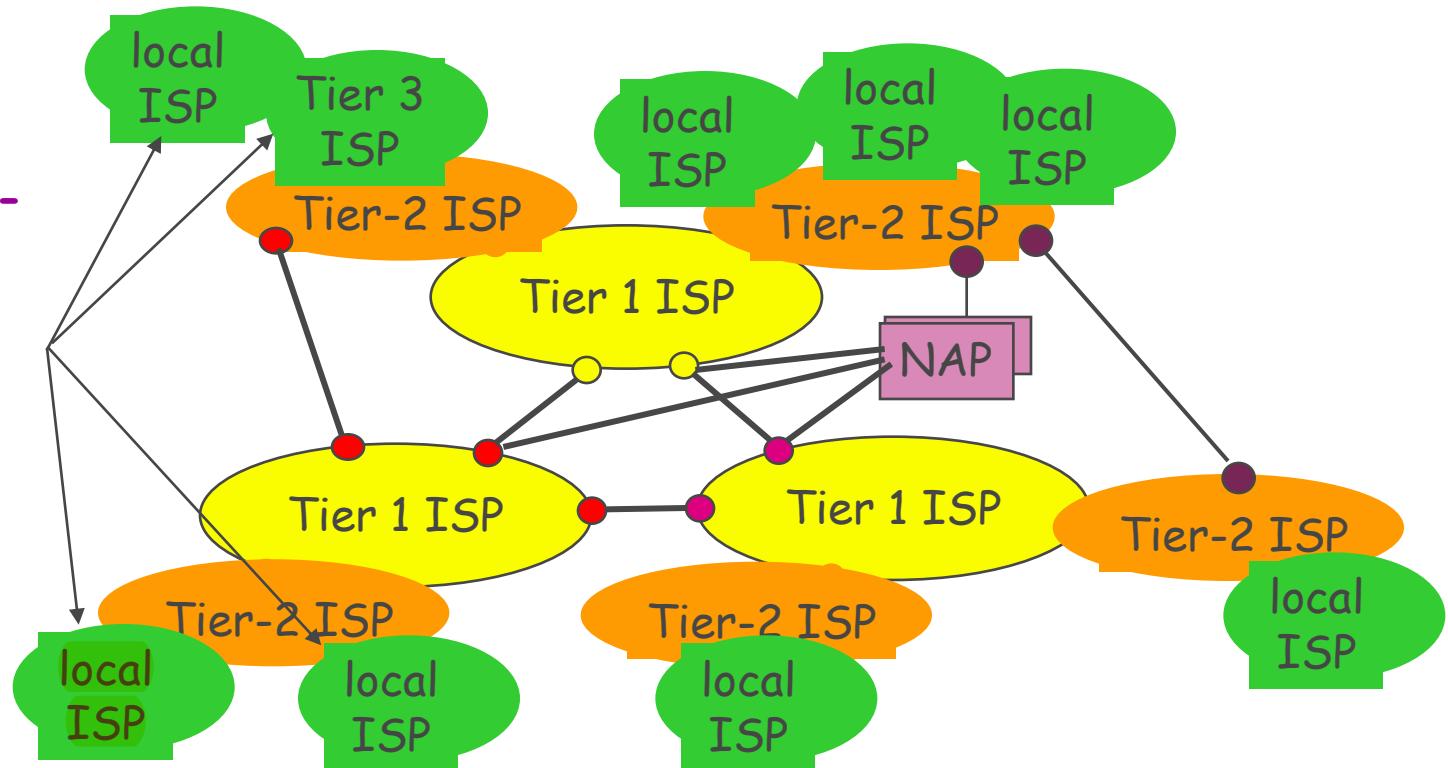
Tier-2 ISP pays Tier-1 ISP for connectivity to rest of Internet.  
Tier-2 ISP is customer of tier-1 provider



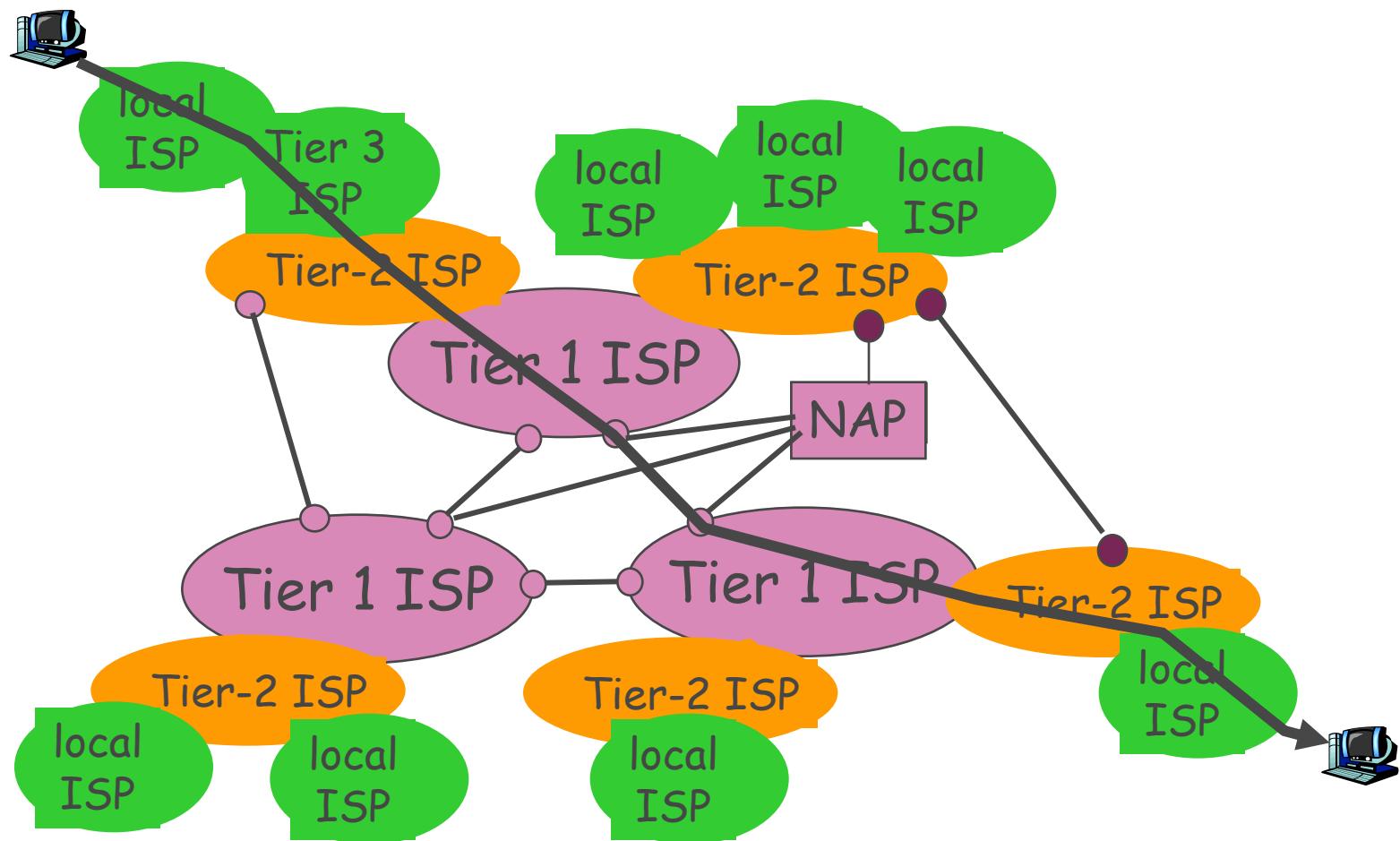
# Internet Structure (Tier 3)

- “Tier-3” ISPs and local ISPs
  - last hop, access network, closest to end systems

Local and tier-3 ISPs are customers of higher tier ISPs connecting them to rest of Internet

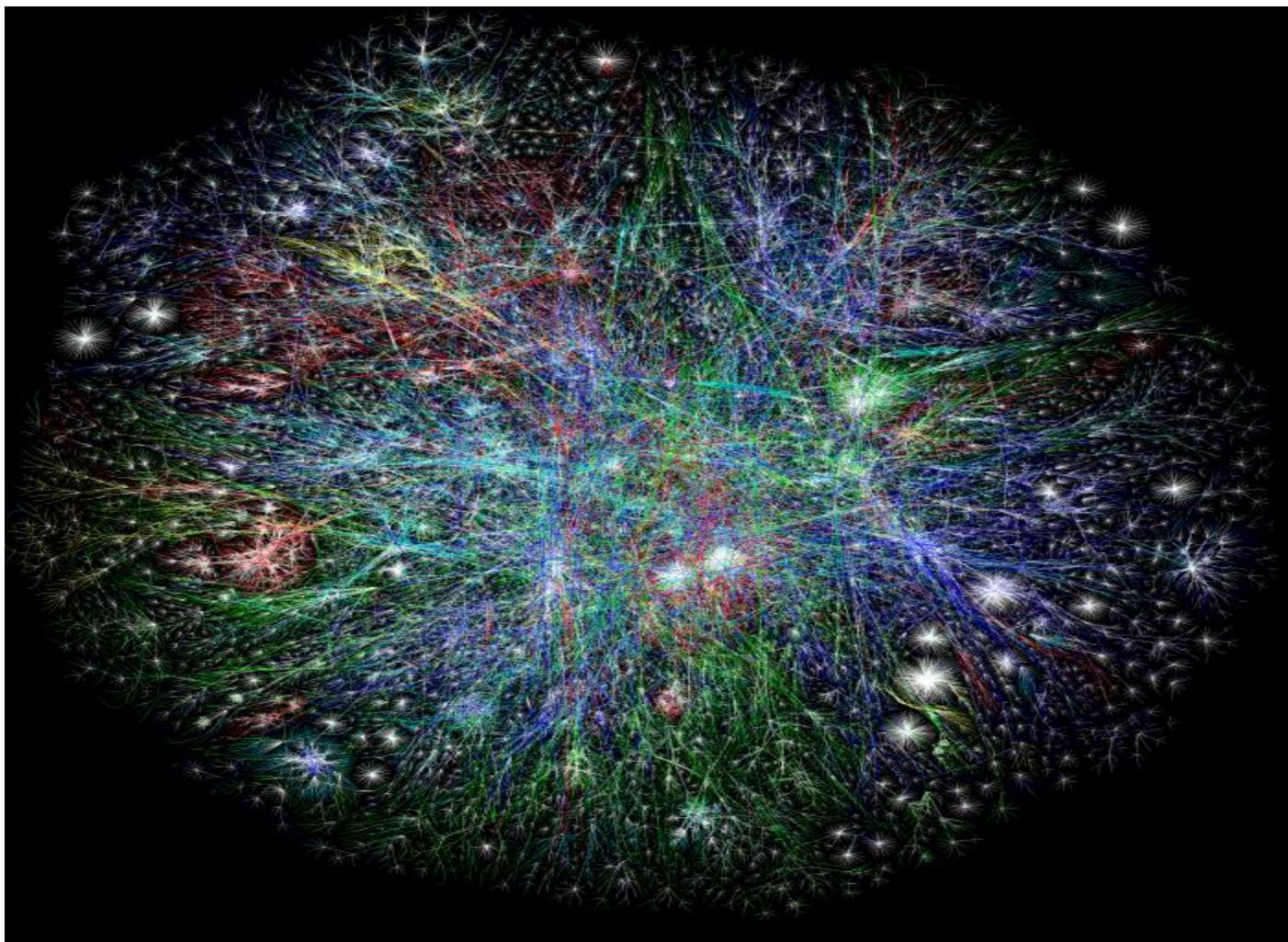


# Internet Structure (Summary)

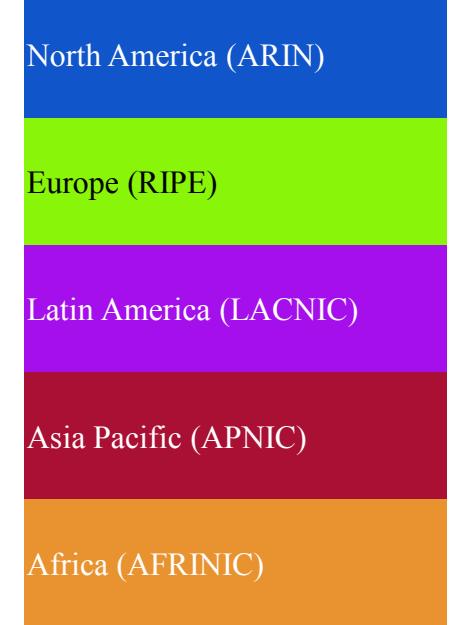
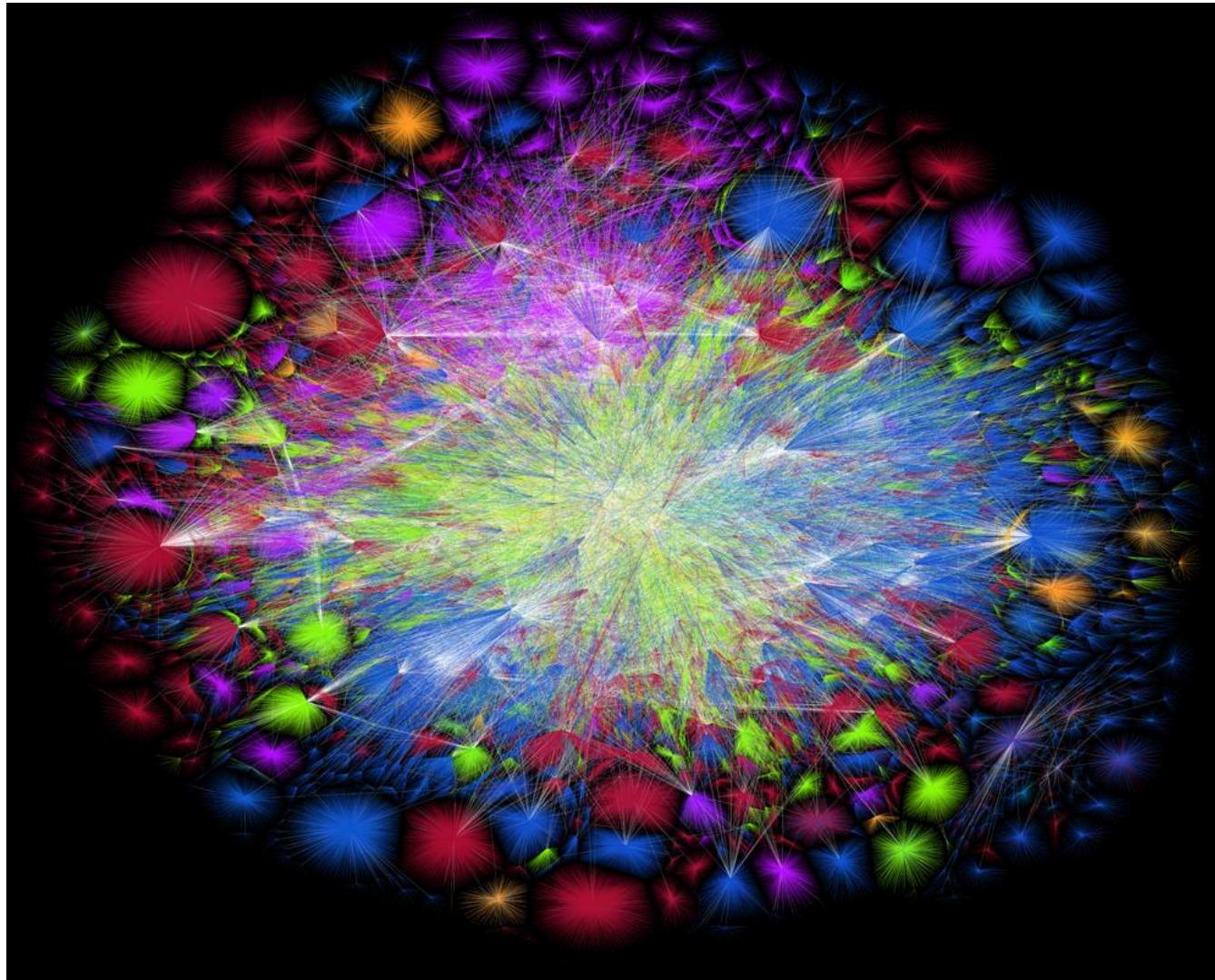


a Packet passes through many networks!

# The Internet ?



# The Internet Map (More Recent)

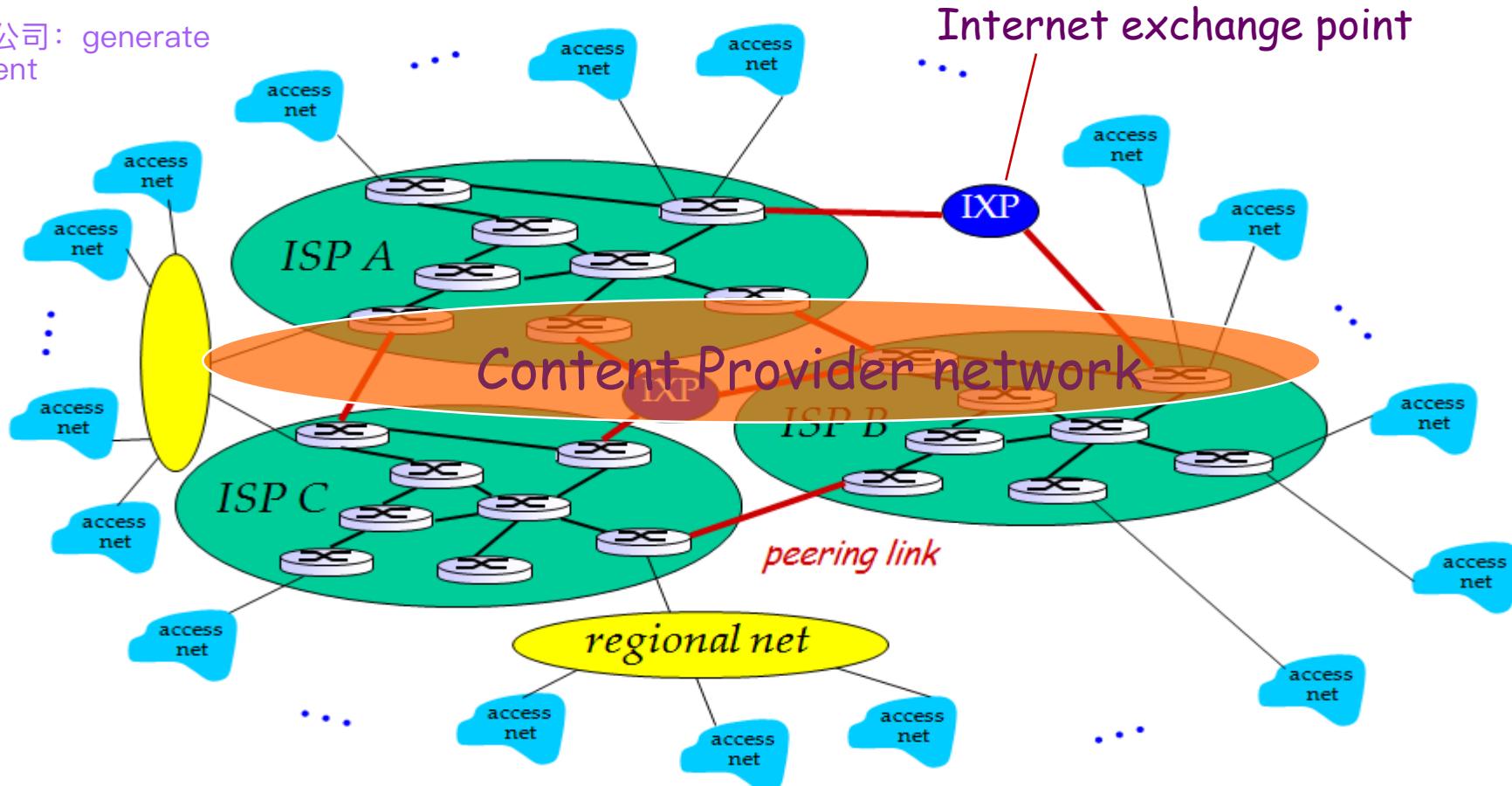


Internet in 2015

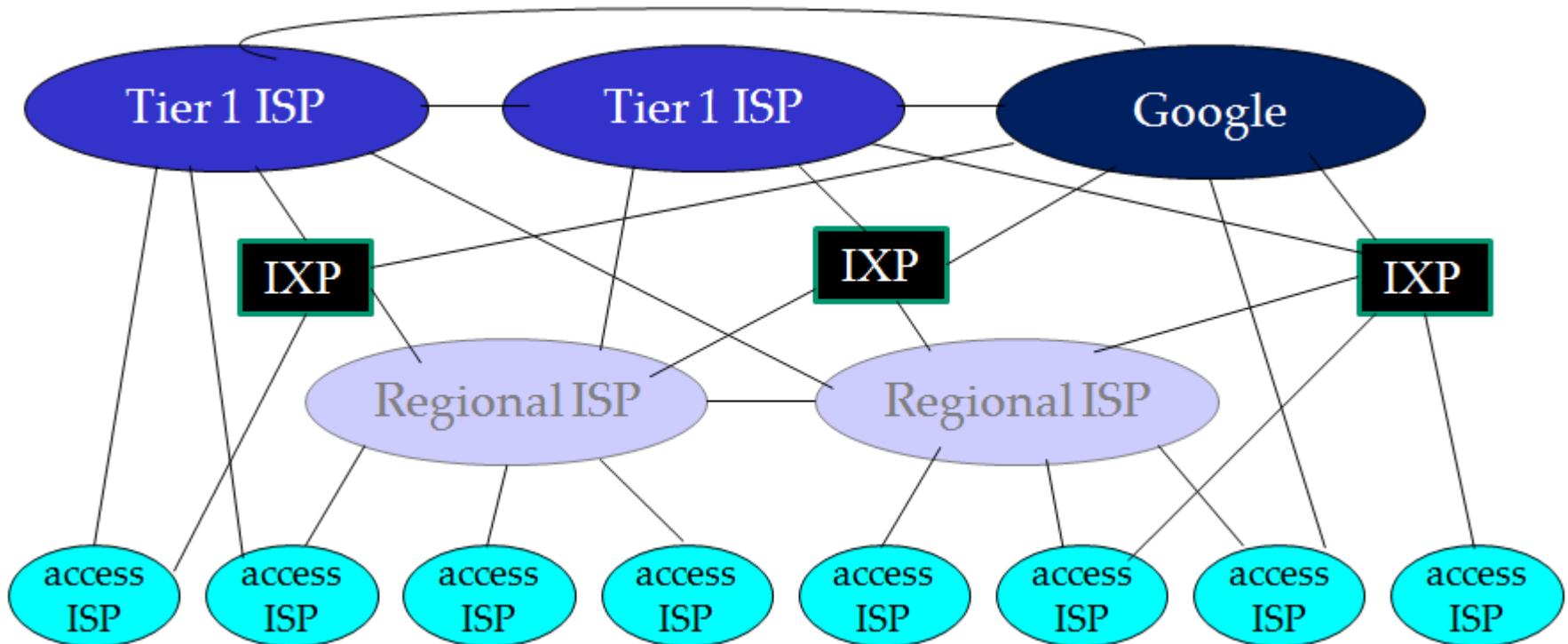
# Content Provider Networks

Content Provider Networks (e.g., Google, Microsoft, etc..) run their own Private Networks, to bring services & content close to end users

这些公司：generate content

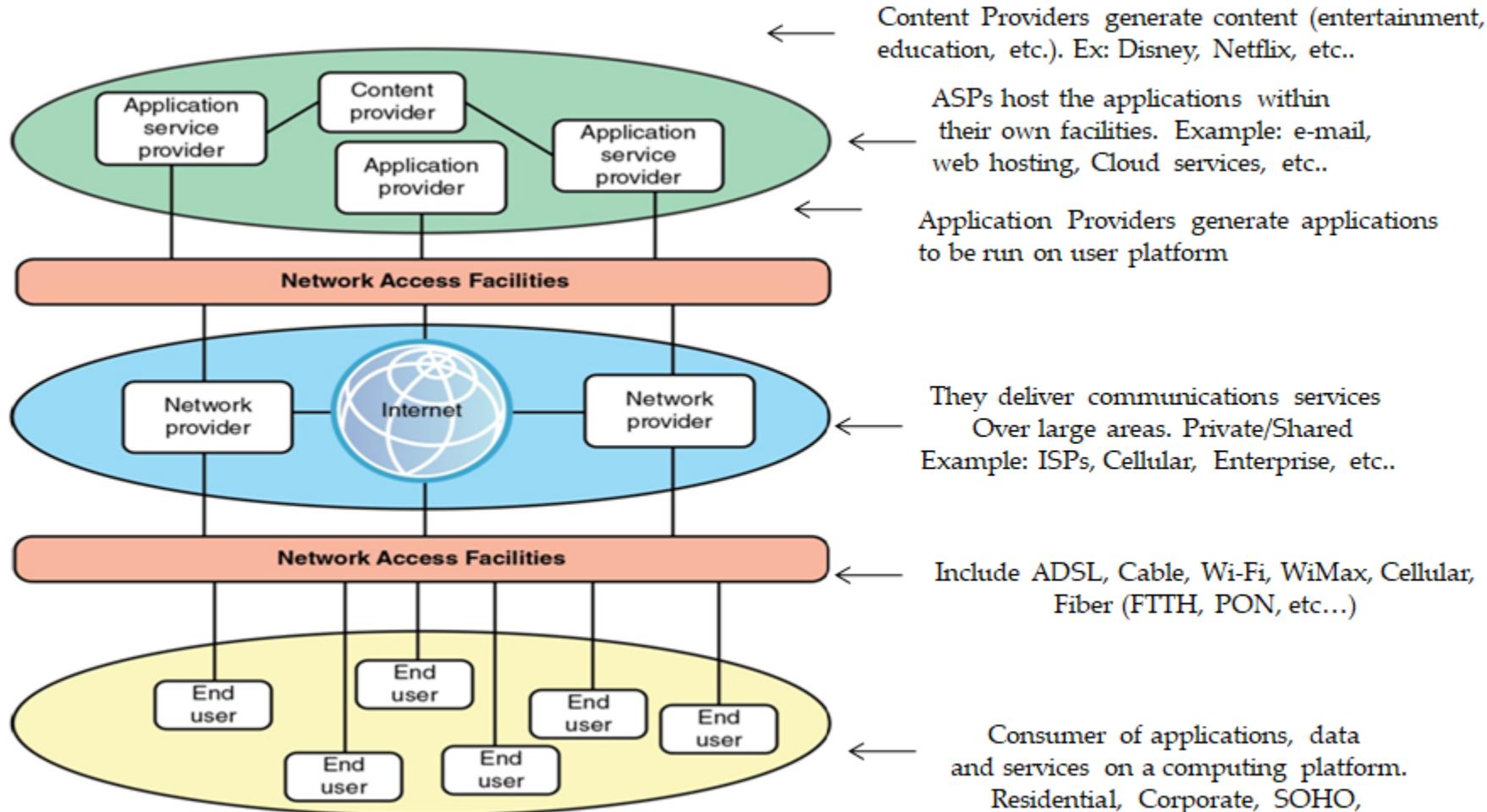


# Internet Structure: Summary



- 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

# Summary of Network Ecosystem



# Network Performance Measures

- The two most important network performance measures are Delay/Latency & Throughput
- End-to-end delay consists of several components
  - Transmission time
  - Propagation delay
  - Nodal processing
  - Queuing delay (Random, depends on network loading, link capacities, disciplines, etc..)

# Transmission Time

- Transmission Time ( $t_{trans}$ )
  - The time it takes to transmit a group of bits (e.g., a Message/Packet/Frame) of bits into a network

$$t_{tran} = \frac{\text{Number of Message (Packet) bits}}{\text{Data rate [bps]}}$$

# Propagation Delay

- Propagation time ( $t_{\text{prop}}$ )
  - The time it takes for a bit to traverse the link

$$t_{\text{prop}} = \frac{\text{link length[m]}}{v_{\text{prop}} [\text{m/s}]}$$

- Example propagation velocities:
  - Air/Free space:  $c = 3 \times 10^8$  meters/sec
  - Cat 5 UTP:  $2 \sim 2.5 \times 10^8$  meters/sec
  - Optical Fiber:  $2 \sim 2.5 \times 10^8$  meters/sec

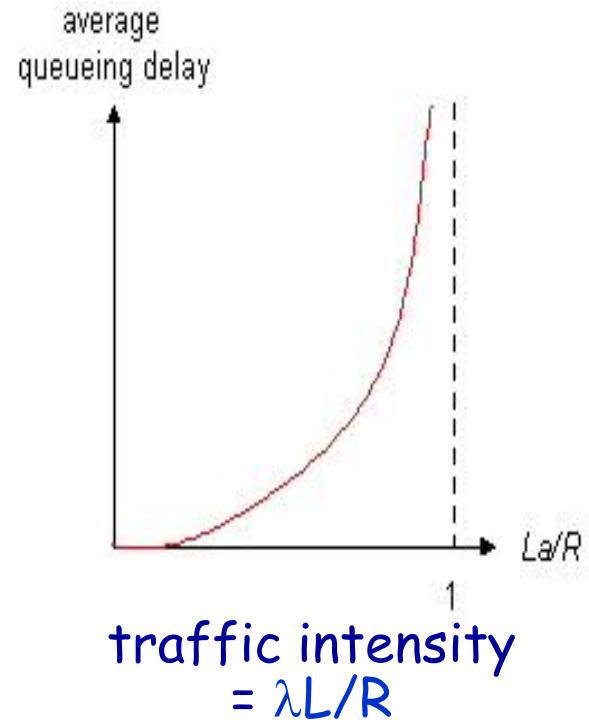
# Nodal Processing/Queueing

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- Nodal processing:
  - Check bit errors
  - Determine output link (Routing decision)
- Queuing
  - Time waiting at output link for transmission
  - Depends on congestion level of router

# More on Queueing Delay

- $R$ : link bandwidth (bps)
- $L$ : packet length (bits/Packet)
- $\lambda$ : average packet arrival rate (In Packets/sec)
  - ❖  $\lambda L/R \sim 0$ : avg. queueing delay small
  - ❖  $\lambda L/R \leq 1$ : avg. queueing delay large
  - ❖  $\lambda L/R > 1$ : more "work" arriving than can be serviced, average delay in



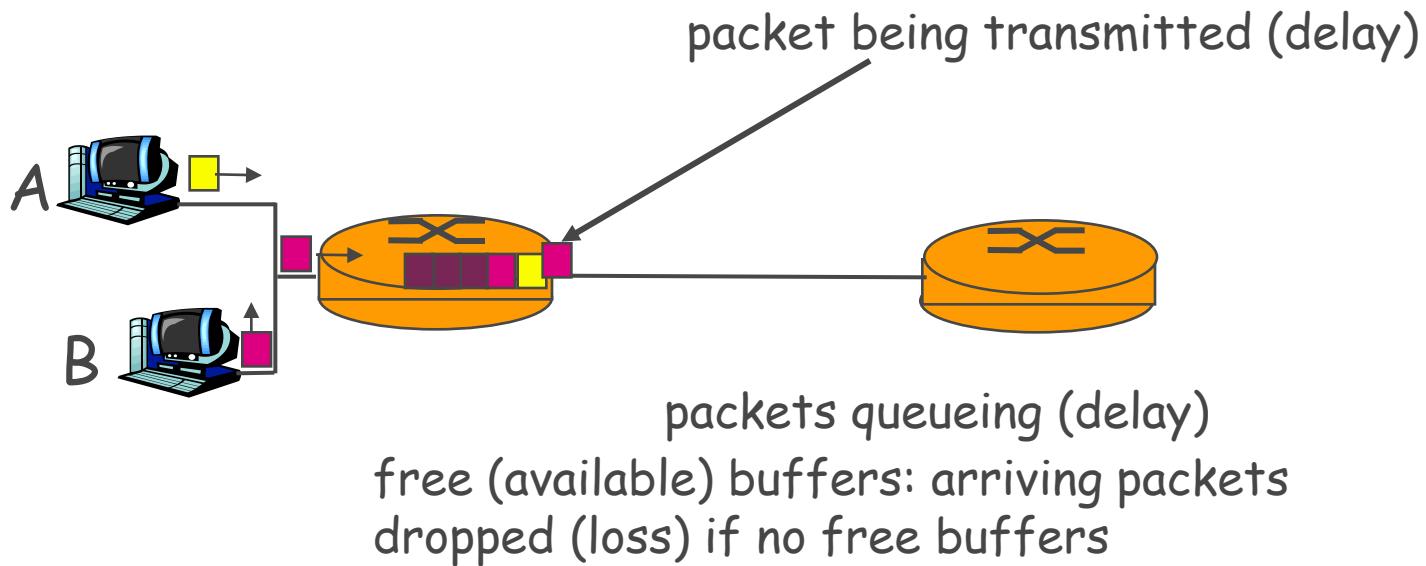
$\lambda L/R \sim 0$



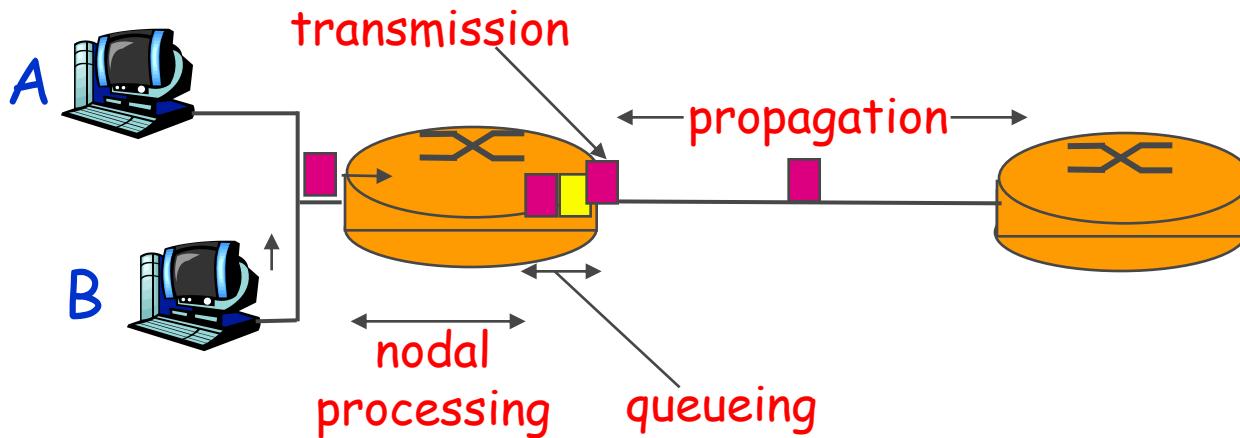
$\lambda L/R \rightarrow 1$

# Loss and Delay: Why?

- packets queue in router buffers
- packet arrival rate to link exceeds output link capacity
- packets queue, wait for turn



# Summary of Delay Components



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

$d_{\text{proc}}$ : 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

# Message Transfer Time

- Message Transfer Time ( $t_{xfr}$ ) = Message latency
  - Time for sender to transmit message to the receiver and for the receiver to receive the entire message. Also known as the end-to-end delay

$$t_{xfr} = t_{trans} + t_{prop} + t_{queuing/processing}$$

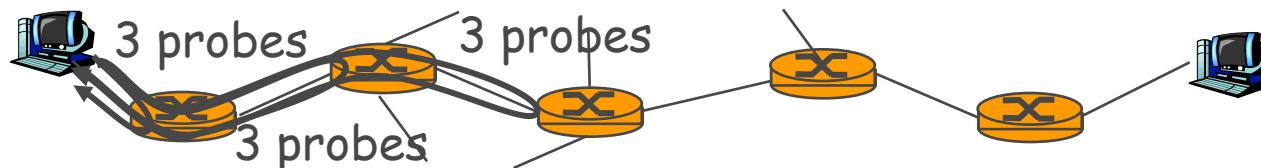
# Round Trip Time (RTT)

---

- Round Trip Time: The time to send a message from a sender to the receiver and receive a response back
- RTT depends on message size, length of link, direction of propagation, propagation velocity, network node processing, network loading, etc...
- For simplicity, RTT is normally assumed to be twice the end-to-end propagation delay although this might not be true if the message and the response traverses different links

# Real Internet Delays & 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.



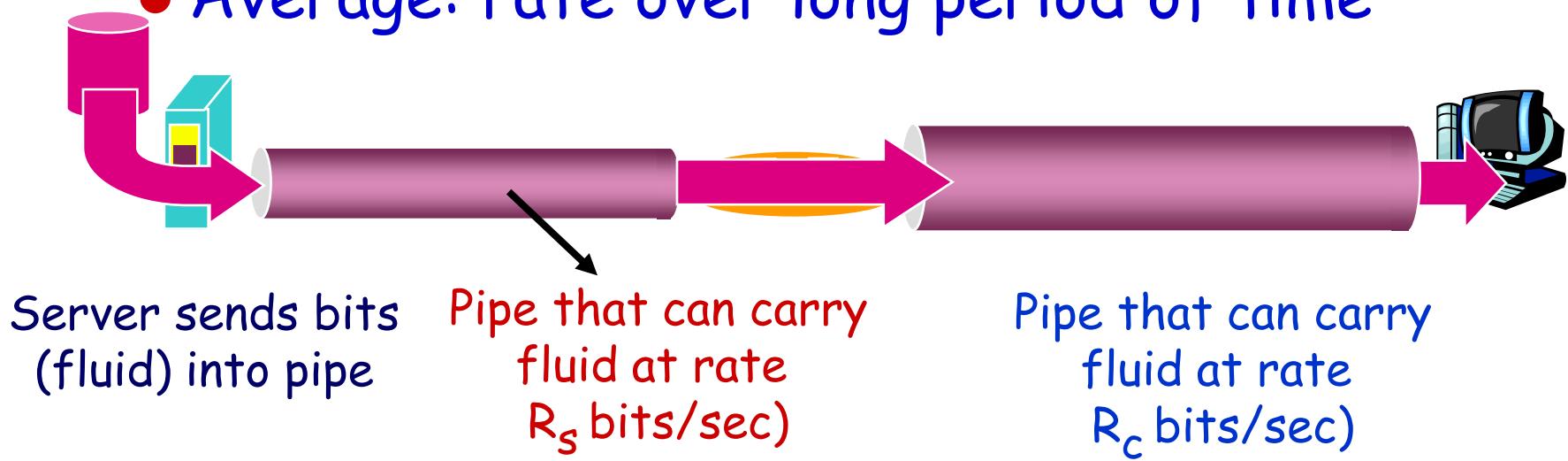
# Throughput

---

- The Throughput is defined as the number of information bits that can be transferred reliably over a certain period of time. It is measured in "bps"
- The throughput is the carried load and it is not equal to the offered load
- Protocols add overhead bits and time delays in addition to the transmission time of the actual information bits. That would result in reduced throughput.
- Link errors are result in reduced throughput

# Instantaneous vs. Average Throughput

- Throughput: rate (bits/time unit) at which bits transferred between sender/receiver
  - Instantaneous: rate at given point in time
  - Average: rate over long period of time

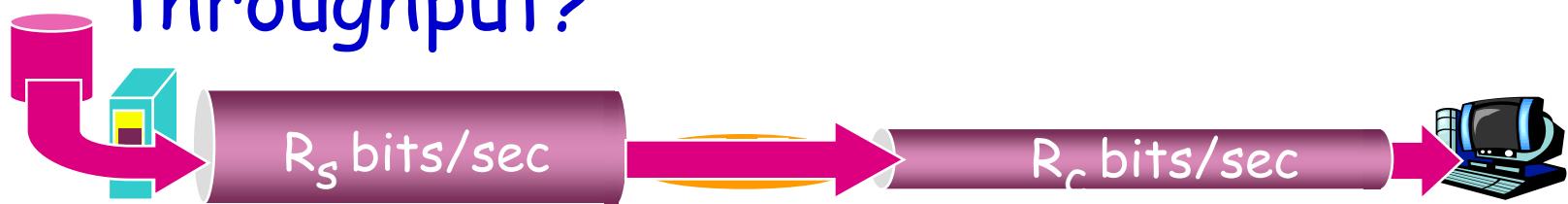


# More on Throughput

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



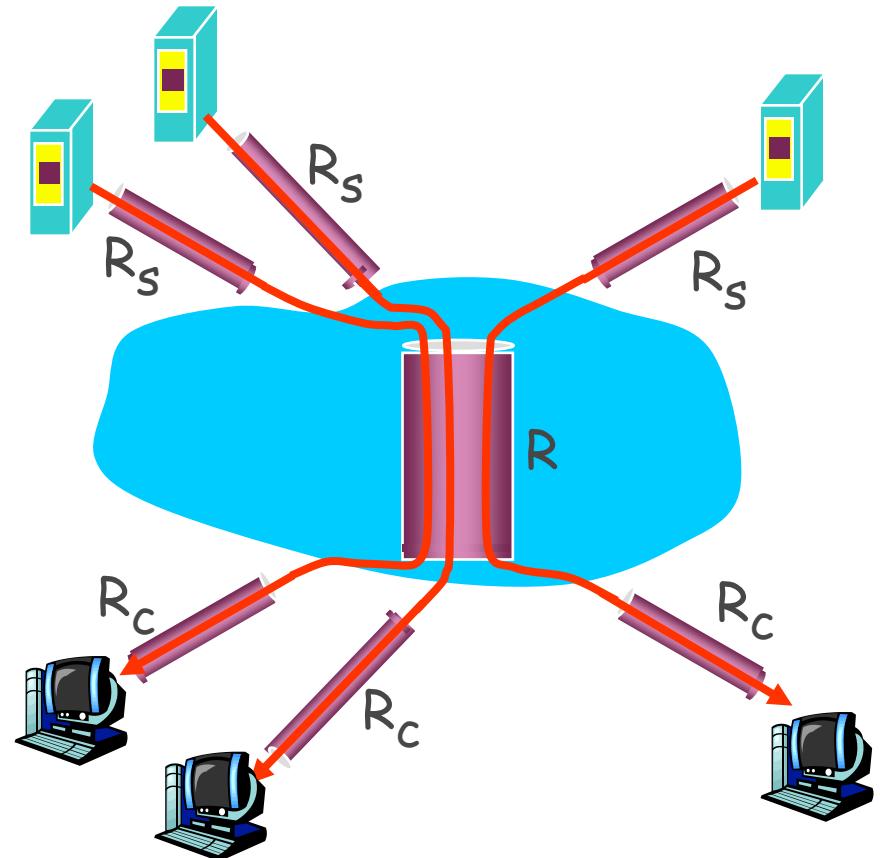
- $R_s > R_c$  What is average end-end throughput?



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

# Example on Throughput

- per-connection end-end throughput:  
 $\min(R_c, R_s, R/3)$
- In practice:  $R_c$  or  $R_s$  is often bottleneck
- Trunks have huge BW (i.e.  $R$  is v. Large)



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

# Bandwidth/Capacity

---

- The bandwidth or the data rate is the number of bits that can be transmitted over a certain period of time.
  - For example, 10 Mbps means that 10 million bits are transmitted every second.
- Link Capacity is the maximum data rate possible on the link with negligible error rate (Shannon Theorem, to be discussed later)

# Bandwidth X Delay Product

- Pipe Size: The maximum amount of data present on the line, usually in an interval of RTT
- Example: If the line bandwidth (data rate) is 10 Mbps and the end-to-end delay is 30 msec, the amount of data found on the line is 600K Bits ( $10M * 2*30m$ )



# Networking Perspective

---

- Application Programmer / End User
  - Guaranteed timely, reliable and recognizable delivery of message/information
- Network Designer
  - Cost-effective design. Resources (Bandwidth, Memory and CPUs) must be used efficiently and are fairly allocated
- Network Provider
  - Administration & management effort, fault detection/fault isolation, easy to account for usage

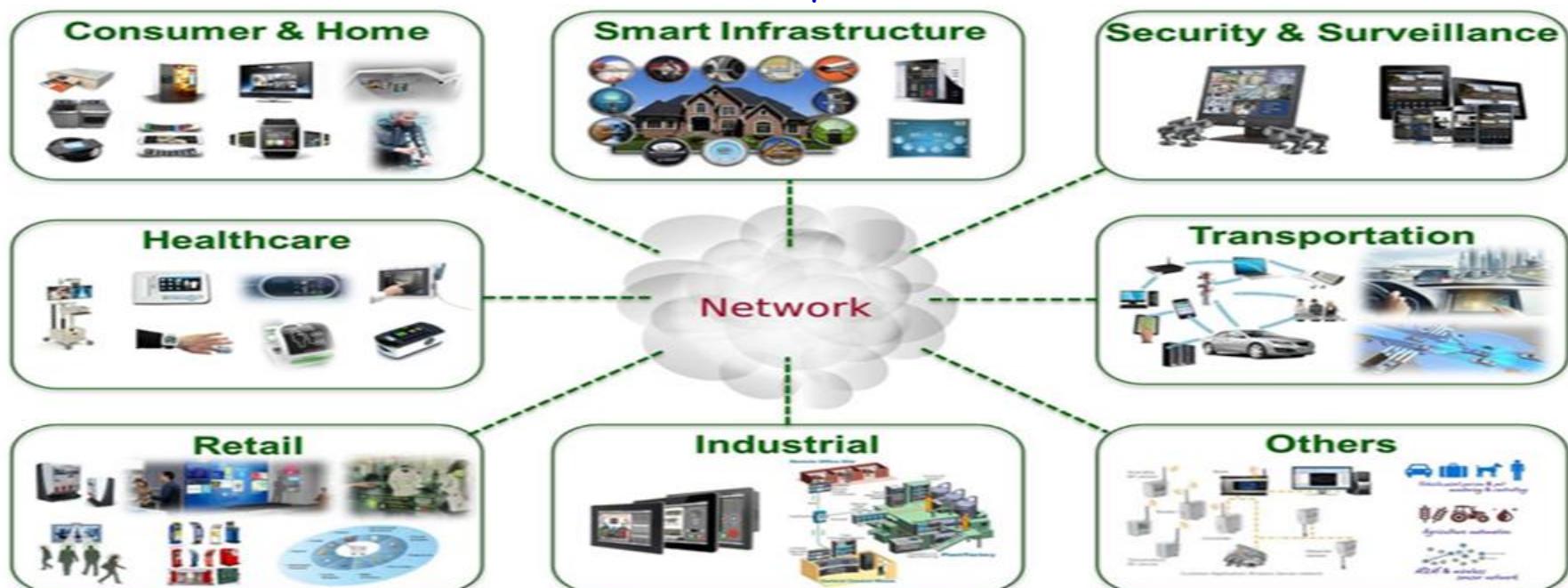
# The Internet Today

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- Currently ~ 2 Billion Web Sites
- ~ 5 Billion Internet users/devices, 50 Billion expected by 2025
  - Number of Internet-ready devices exceeding number of users. Smart Phones, Tablets, etc...
- Aggressive deployment of broadband access
- Increasing ubiquity of high-speed wireless access
- Emergence of online social networks:
  - Facebook ~ 2 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” (e.g., Amazon)

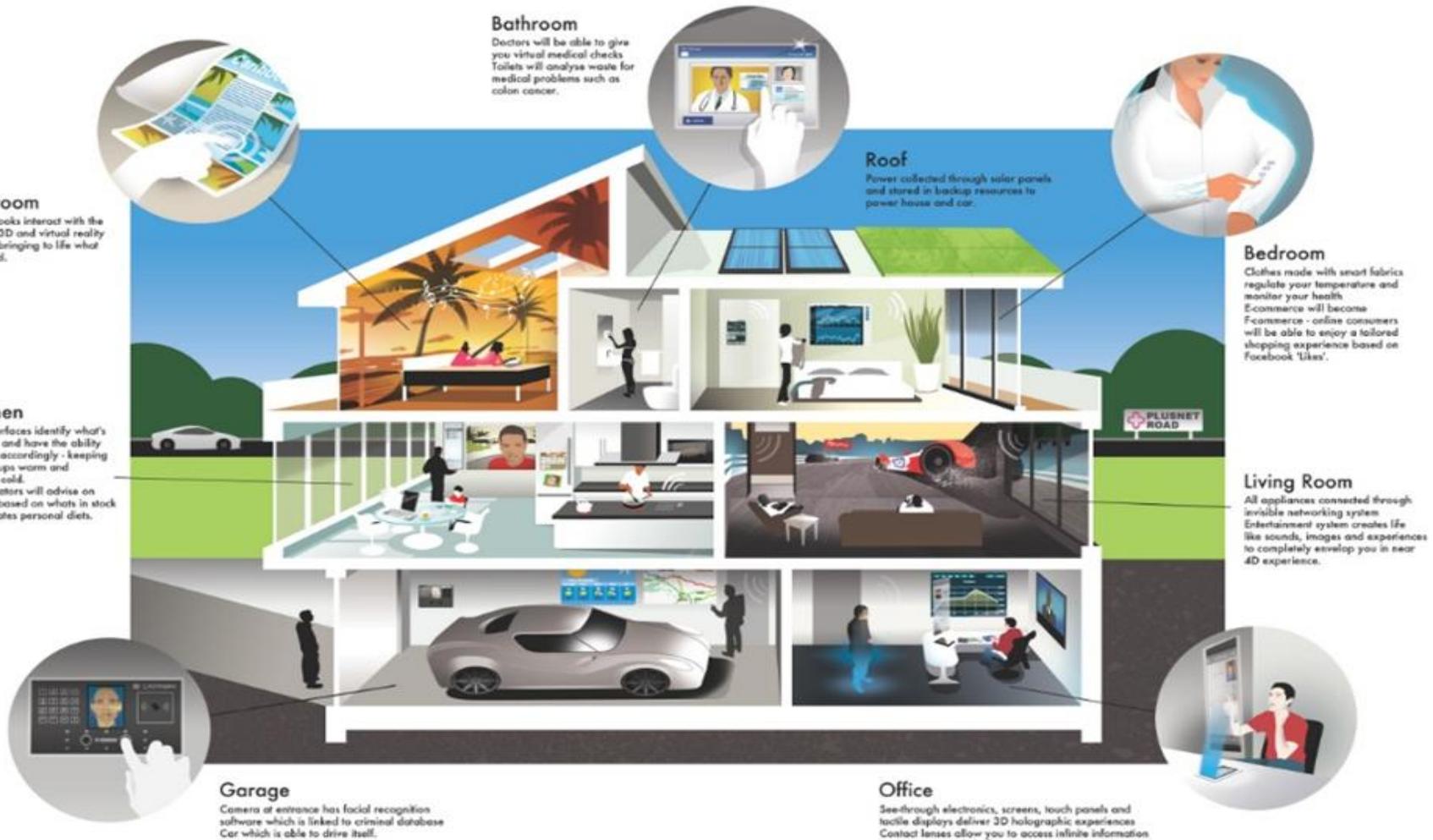
# On the Horizon: the Internet of Things

- Extending the traditional "IP-over-everything, everything-over-IP" paradigm to smart objects, sensors, actuators, control systems, etc..
- IoT is enabled by the latest developments in RFID, Smart Sensors, embedded devices, communications Technologies, Internet Protocols and applications
- Emerging new applications: Smart Homes, Smart Buildings, e-Health, Smart Grid, Smart Cities, Industrial Automation, Transportation, etc...



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# Smart Home



# Smart City



# Trend: Everything is Smart



Smart Watch



Smart TV



Smart Car



Smart Health



Smart Home



Smart Kegs



Smart Space



Smart Industries



Smart Cities

# The Internet in a Minute?

**2019** *This Is What Happens In An Internet Minute*

