

# Computer Networks and Applications

COMP 3331/COMP 9331

Week 3

Application Layer (DNS, P2P, Video Streaming and CDN)

**Reading Guide: Chapter 2, Sections 2.4 -2.7**

## 2. Application Layer: outline

### 2.1 principles of network applications

- app architectures
- app requirements

### 2.2 Web and HTTP

### 2.3 electronic mail

- SMTP, POP3, IMAP

### 2.4 DNS

### 2.5 P2P applications

### 2.6 video streaming and content distribution networks (CDNs)

### 2.7 socket programming with UDP and TCP

A nice overview: <https://webhostinggeeks.com/guides/dns/>

# DNS: domain name system

*people:* many identifiers:

- TFN, name, passport #

*Internet hosts, routers:*

- IP address (32 bit) - used for addressing datagrams
- “name”, e.g., www.yahoo.com - used by humans

Q: how to map between IP address and name, and vice versa ?

**Domain Name System:**

- ❖ distributed database implemented in hierarchy of many name servers
- ❖ application-layer protocol: hosts, name servers communicate to resolve names (address/name translation)  
name servers do your translation
- note: core Internet function, implemented as application-layer protocol
- complexity at network's “edge”

# DNS: History

- ❖ Initially all host-address mappings were in a hosts.txt file (in /etc/hosts):
  - Maintained by the Stanford Research Institute (SRI)
  - Changes were submitted to SRI by email
  - New versions of hosts.txt periodically FTP'd from SRI
  - An administrator could pick names at their discretion
- ❖ As the Internet grew this system broke down:
  - SRI couldn't handle the load; names were not unique; hosts had inaccurate copies of hosts.txt
- ❖ The Domain Name System (DNS) was invented to fix this



Jon Postel

<http://www.wired.com/2012/10/joe-postel/>

# DNS: services, structure

## **DNS services**

- ❖ hostname to IP address translation
- ❖ host aliasing
  - canonical, alias names
- ❖ mail server aliasing
- ❖ load distribution
  - replicated Web servers:  
many IP addresses  
correspond to one name
  - Content Distribution Networks: use IP address of requesting host to find best suitable server
    - Example: closest, least-loaded, etc

## **why not centralize DNS?**

- ❖ single point of failure
- ❖ traffic volume
  - it will be distant to some and close to others, unfair
- ❖ distant centralized database
- ❖ maintenance

**A: doesn't scale!**

i go to facebook and get one of the sydney servers, so facebook.com mapped to sydney server ip address instead of some american one

# Goals

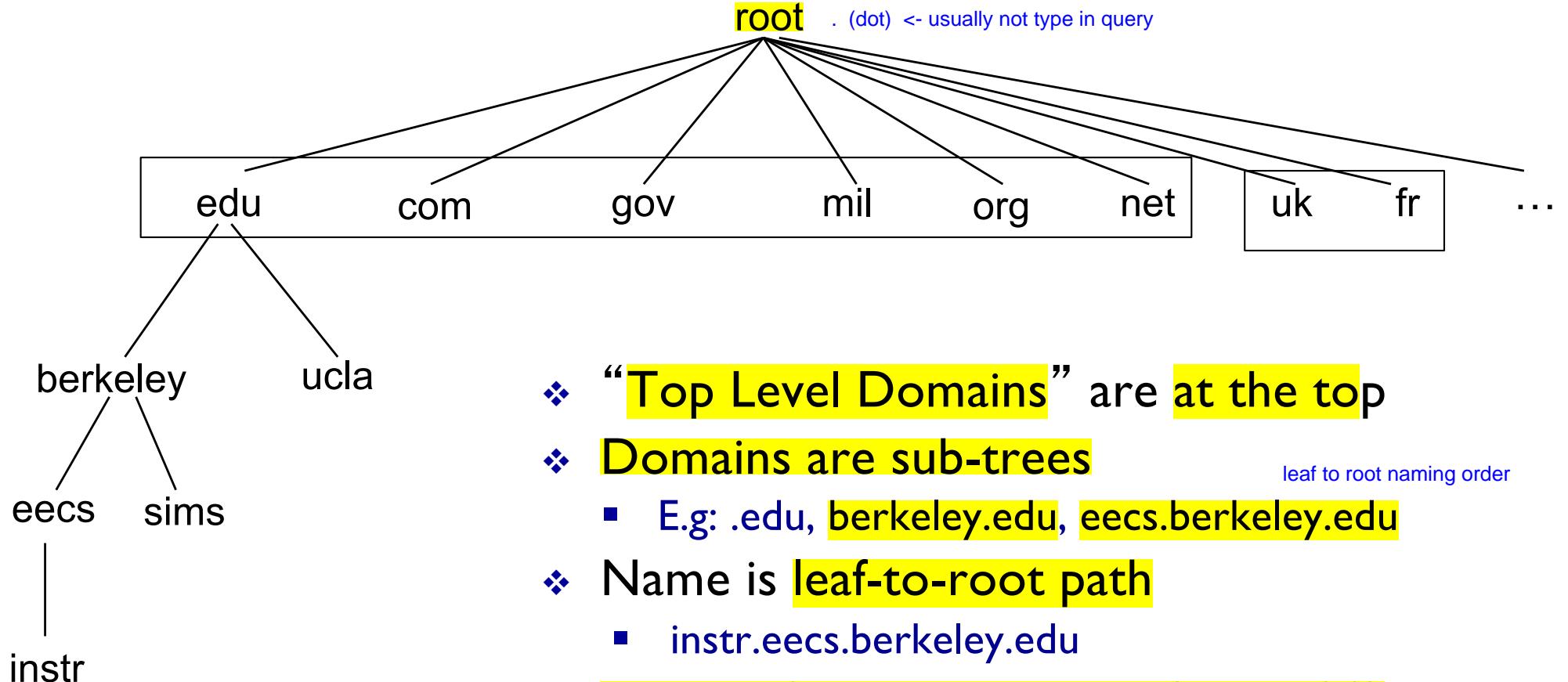
- ❖ No naming conflicts (uniqueness)
- ❖ Scalable
  - many names
  - (secondary) frequent updates
- ❖ Distributed, autonomous administration
  - Ability to update my own (machines') names
  - Don't have to track everybody's updates
- ❖ Highly available
- ❖ Lookups should be fast

# Key idea: Hierarchy

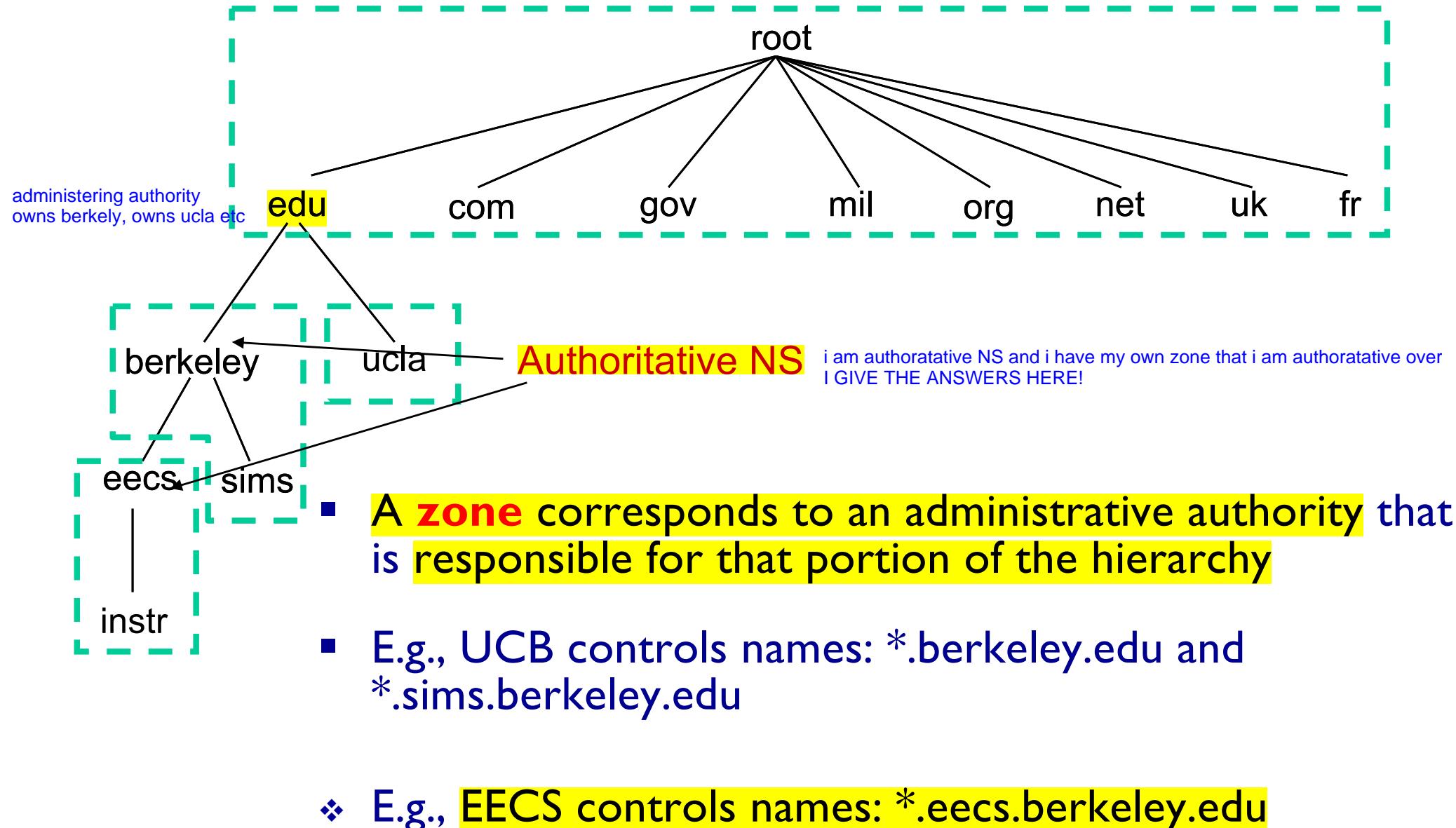
## Three intertwined hierarchies

- Hierarchical namespace
  - As opposed to original flat namespace
- Hierarchically administered
  - As opposed to centralised
- (Distributed) hierarchy of servers
  - As opposed to centralised storage

# Hierarchical Namespace



# Hierarchical Administration



# Server Hierarchy

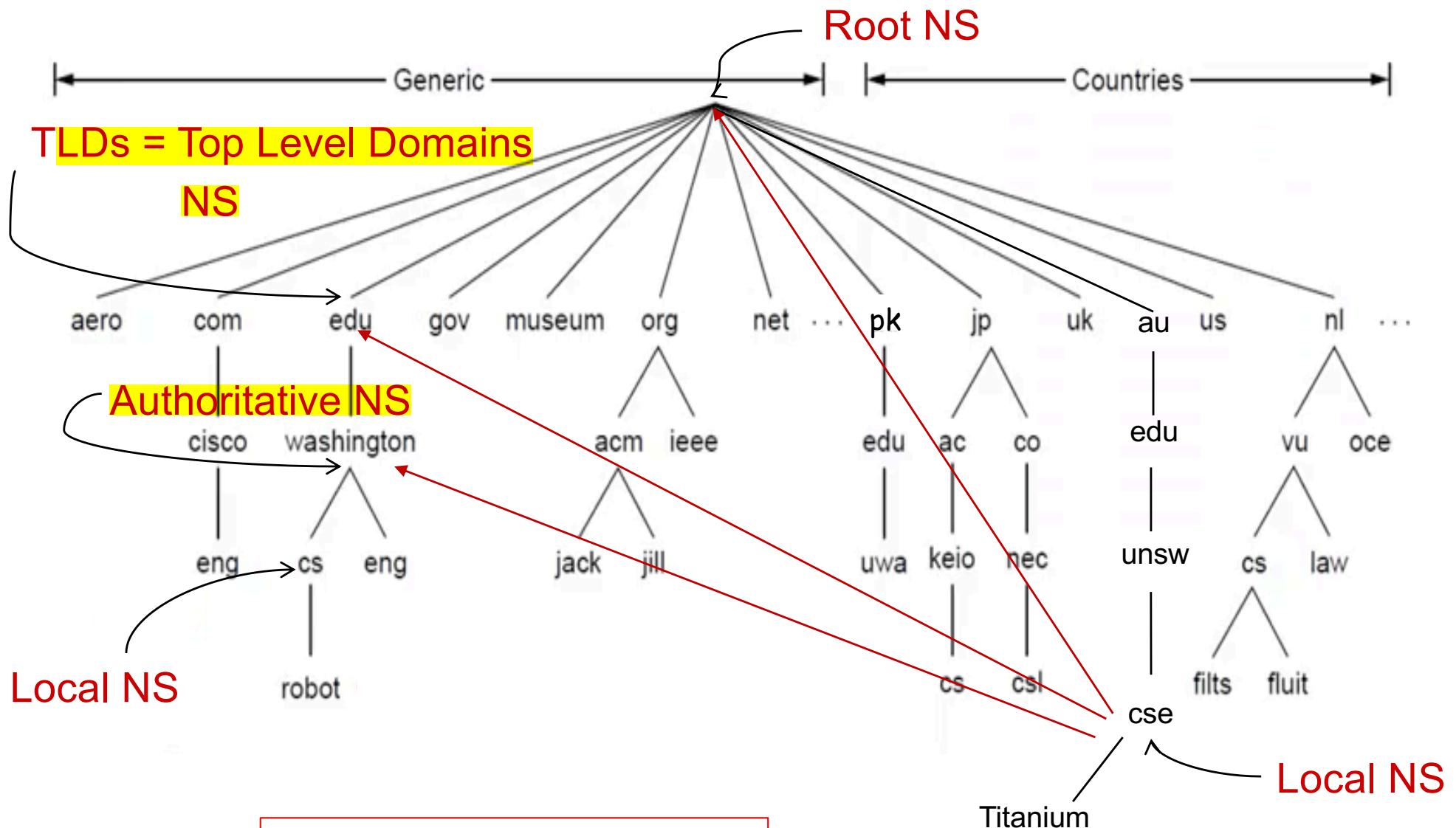
- ❖ Top of hierarchy: Root servers
  - Location hardwired into other servers
- ❖ Next Level: Top-level domain (TLD) servers
  - .com, .edu, etc.
  - Managed professionally
- ❖ Bottom Level: Authoritative DNS servers
  - Actually store the name-to-address mapping
  - Maintained by the corresponding administrative authority

these are the ones that actually give you the answer for something in their zone

# Server Hierarchy

- ❖ Each server stores a (small!) subset of the total DNS database
- ❖ An authoritative DNS server stores “resource records” for all DNS names in the domain that it has authority for
  - i.e. stores the mappings and other needed information for those in its zone
- ❖ Each server needs to know other servers that are responsible for the other portions of the hierarchy
  - Every server knows the root
    - everyone knows root, and root knows all top level domains, all top level domains own all other authoritative domains
  - Root server knows about all top-level domains
    - ownership trickles down, top owns more

# DNS: a distributed, hierarchical database



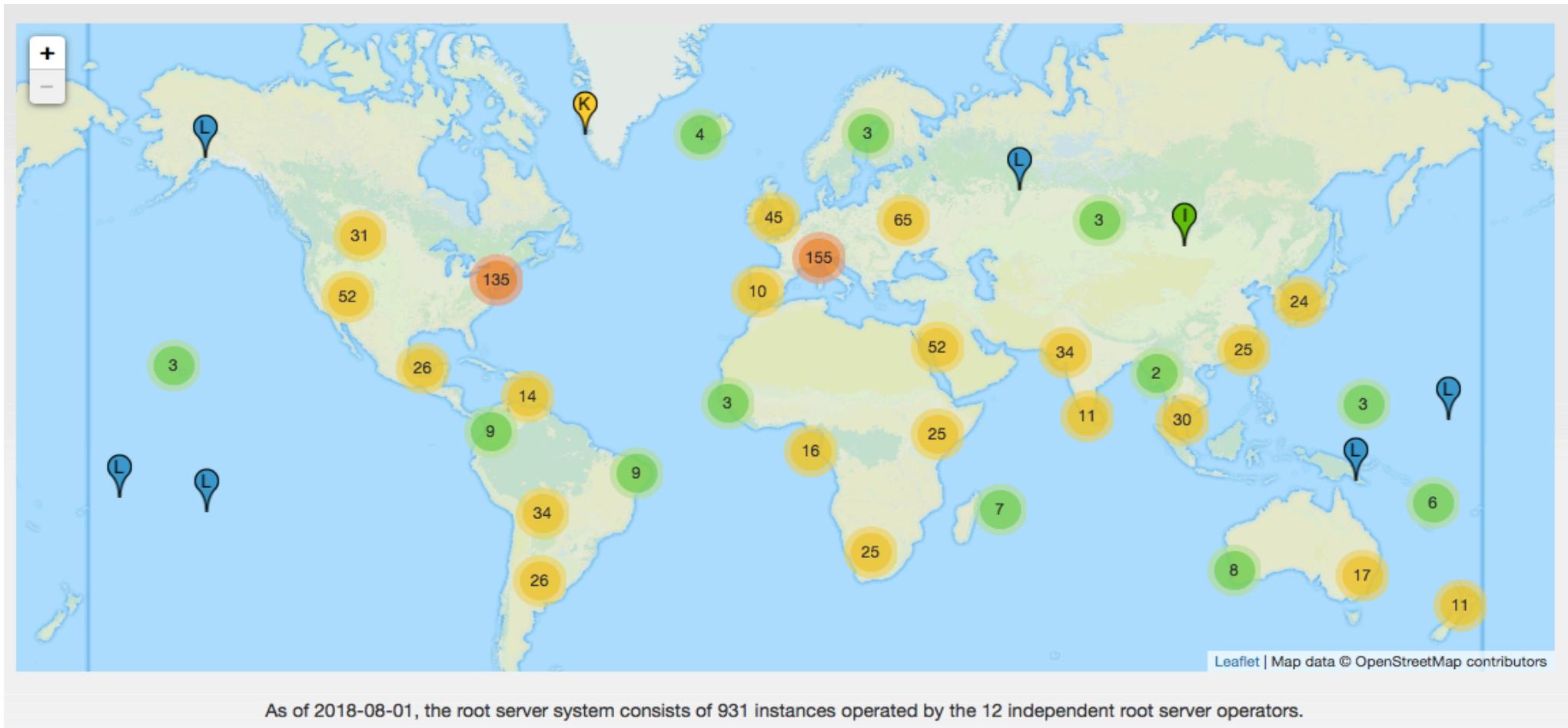
# DNS Root Servers

- 13 root servers (labeled A-M; see <http://www.root-servers.org/>)
- Replicated via any-casting



Root Server health: <https://www.ultratools.com/tools/dnsRootServerSpeed>

# DNS: root name servers



[www.root-servers.org](http://www.root-servers.org)



# TLD, authoritative servers

## *top-level domain (TLD) servers:*

- responsible for com, org, net, edu, aero, jobs, museums, and all top-level country domains, e.g.: uk, fr, ca, jp
- Network Solutions maintains servers for .com TLD
- Educause for .edu TLD managed professionally by company/organisation

## *authoritative DNS servers:*

- organization's own DNS server(s), providing authoritative hostname to IP mappings for organization's named hosts i give the authoritative answer about the mappings for my machines (thinking about it, this seems like it might be how DNS shifted away from centralization, i.e. people update their own stuff now, easier)
- can be maintained by organization or service provider

i guess if you use CDN or rent servers then the owners of those servers are responsible for mapping your website to the ip address of that server! (And obvs your content has to go on it)

# Local DNS name server

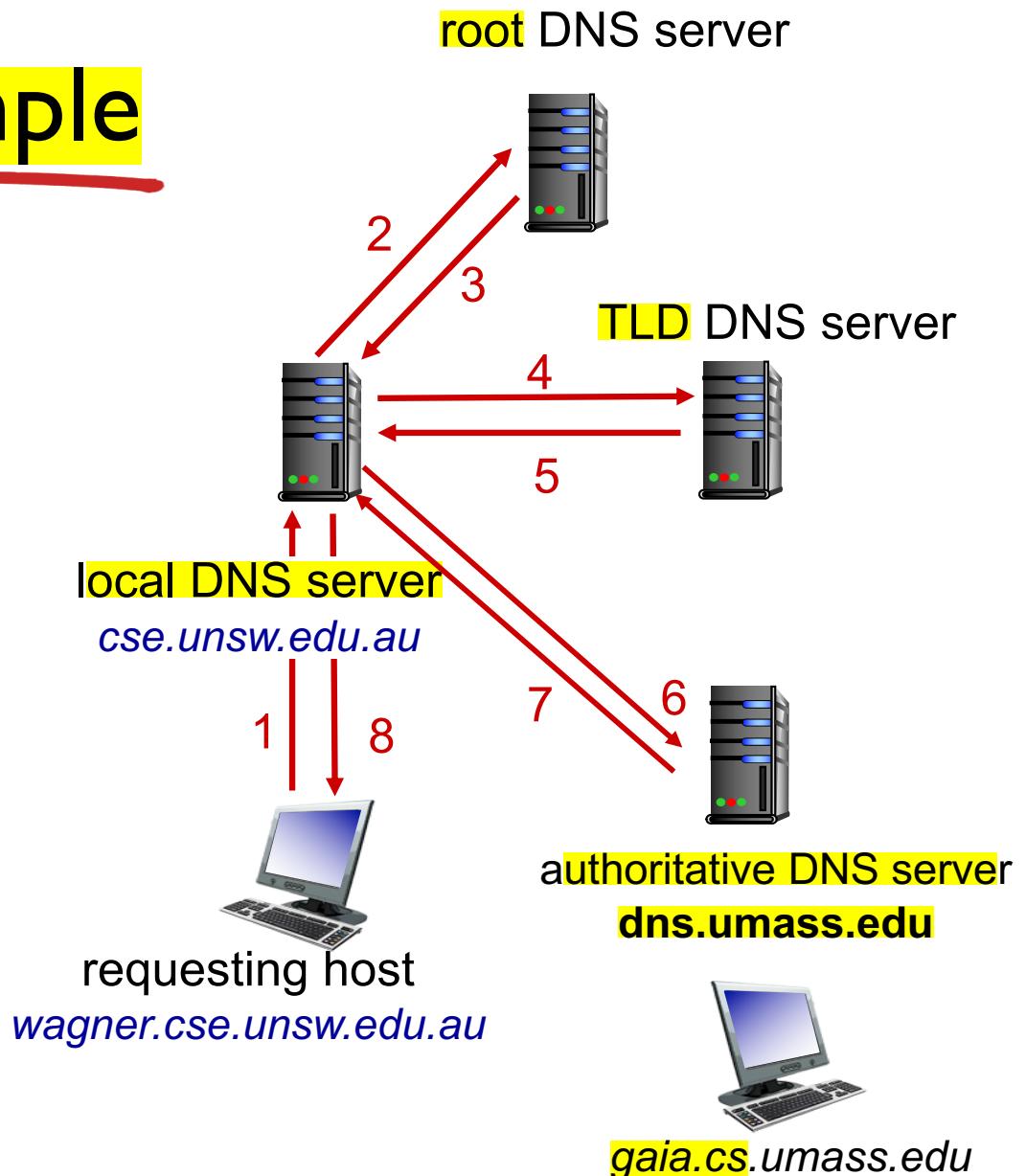
- ❖ does not strictly belong to hierarchy
- ❖ each ISP (residential ISP, company, university) has one
  - also called “default name server”
- ❖ Hosts configured with local DNS server address (e.g., /etc/resolv.conf) or learn server via a host configuration protocol (e.g., DHCP)
- ❖ Client application
  - Obtain DNS name (e.g., from URL)
  - Do `getaddrinfo()` to trigger DNS request to its local DNS server
- ❖ when host makes DNS query, query is sent to its local DNS server
  - has local cache of recent name-to-address translation pairs (but may be out of date!)
  - acts as proxy, forwards query into hierarchy

# DNS name resolution example

- ❖ host at **wagner.cse.unsw.edu.au** wants IP address for **gaia.cs.umass.edu**

## *iterated query:*

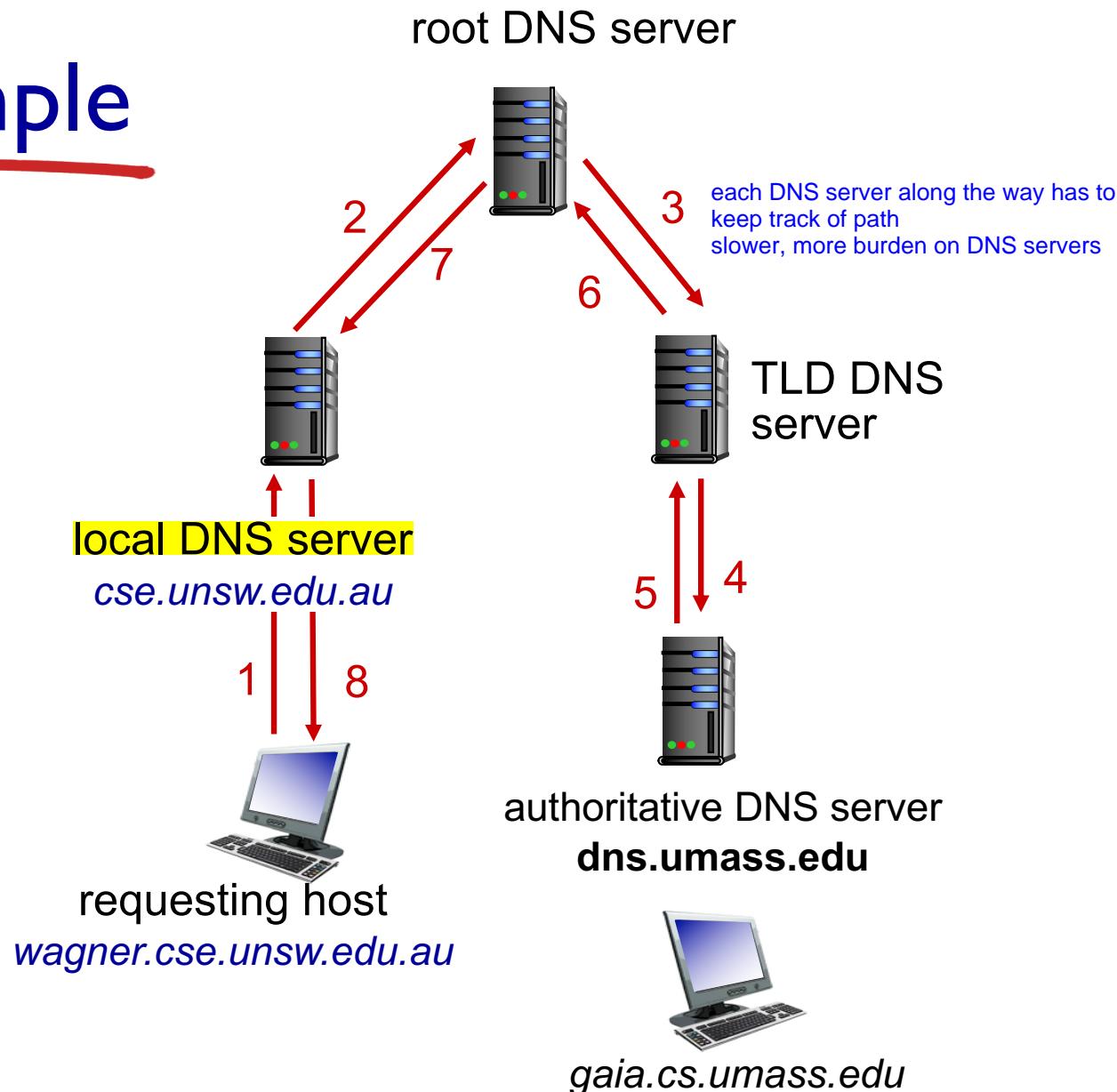
- ❖ contacted server replies with name of server to contact
- ❖ “I don’t know this name, but ask this server”



# DNS name resolution example

*recursive query:*

- ❖ puts burden of name resolution on contacted name server



# DNS: caching, updating records

- ❖ once (any) name server learns mapping, it *caches* mapping
  - cache entries timeout (disappear) after some time (TTL)
  - TLD servers typically cached in local name servers
    - thus root name servers not often visited
- ❖ Subsequent requests need not burden DNS
- ❖ cached entries may be *out-of-date* (best effort name-to-address translation!)
  - if name host changes IP address, may not be known Internet-wide until all TTLs expire

# DNS records

**DNS:** distributed db storing resource records (**RR**)

RR format: **(name, value, type, ttl)**

## type=A

type A (for authoritative?) are the actual name to ip mappings

- **name** is hostname
- **value** is IP address

## type=NS

this is like a pathfinder one, go here next, he has the final say

- **name** is domain (e.g., foo.com)
- **value** is hostname of authoritative name server for this domain

## type=CNAME

- **name** is alias name for some “canonical” (the real) name

name = fake  
value = real

- www.ibm.com is really servereast.backup2.ibm.com
- **value** is canonical name

## type=MX

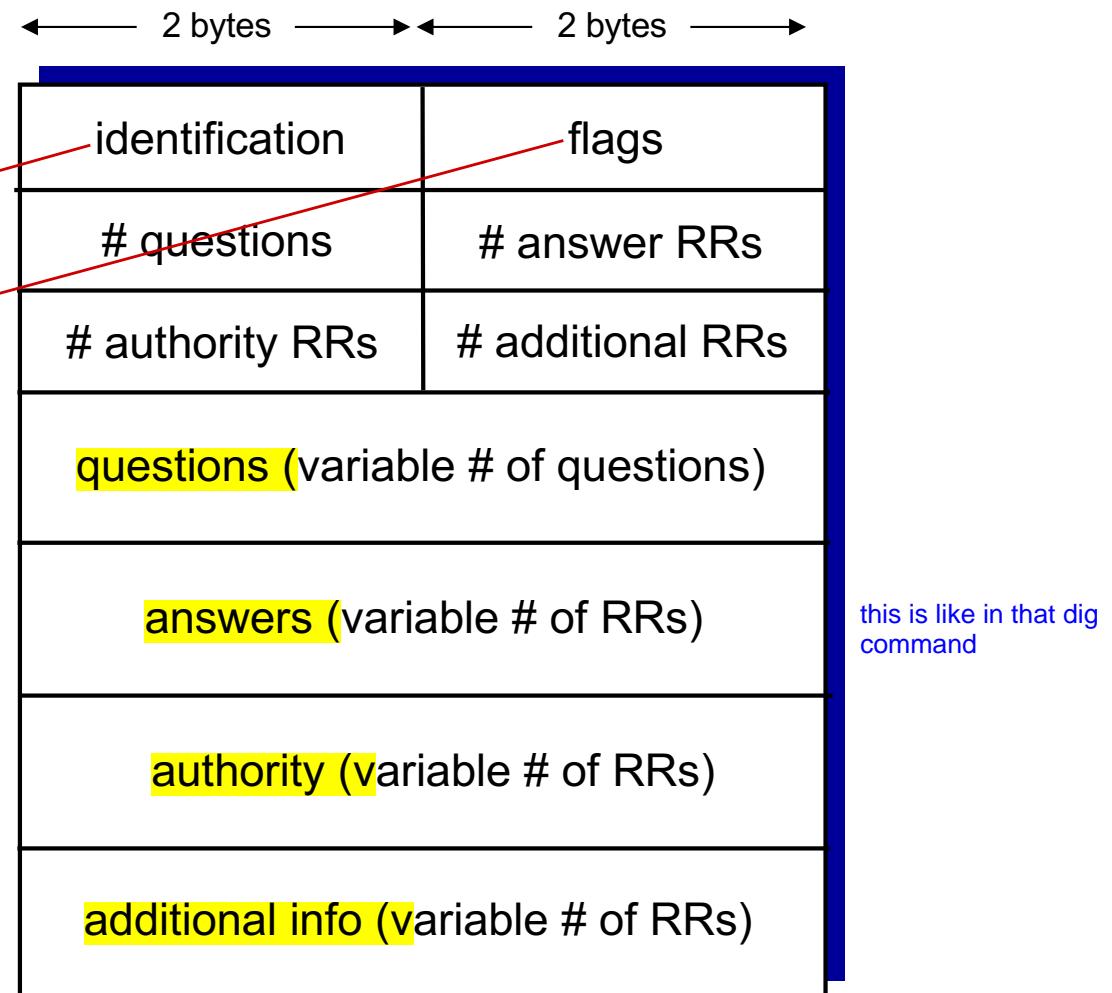
- **value** is name of mailserver associated with **name**

# DNS protocol, messages

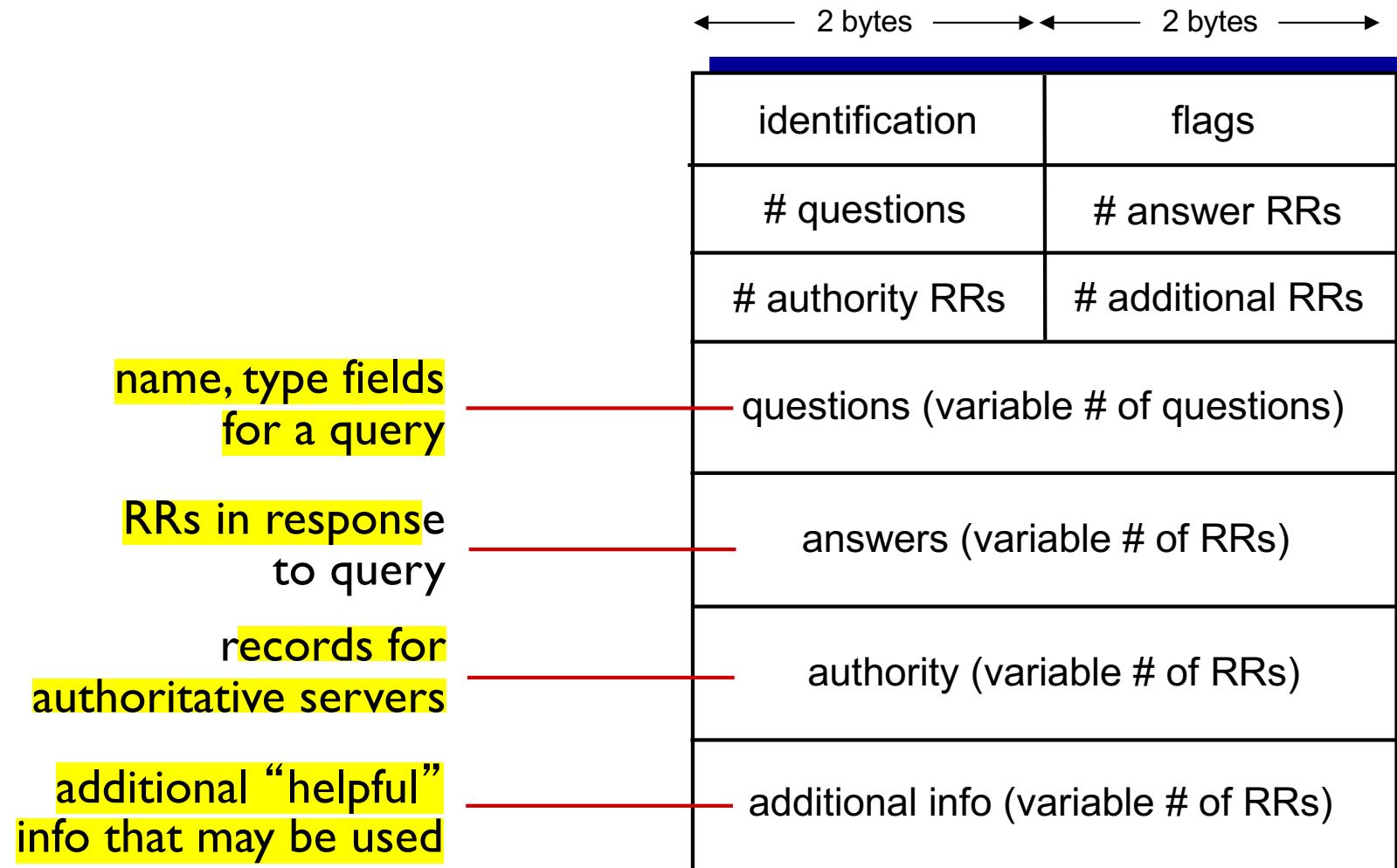
- ❖ *query* and *reply* messages, both with same *message format*

msg header

- ❖ identification: 16 bit # for query, reply to query uses same #
- ❖ flags:
  - query or reply
  - recursion desired
  - recursion available
  - reply is authoritative



# DNS protocol, messages



# An Example

```
bash-3.2$ dig www.oxford.ac.uk

; <>> DiG 9.8.3-P1 <>> www.oxford.ac.uk
;; global options: +cmd
;; Got answer:
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 35102
;; flags: qr rd ra; QUERY: 1, ANSWER: 2, AUTHORITY: 4, ADDITIONAL: 5

;; QUESTION SECTION:
;www.oxford.ac.uk.           IN      A

;; ANSWER SECTION:
www.oxford.ac.uk.        300     IN      A      129.67.242.154
www.oxford.ac.uk.        300     IN      A      129.67.242.155

;; AUTHORITY SECTION:
oxford.ac.uk.            86399   IN      NS      dns2.ox.ac.uk.
oxford.ac.uk.            86399   IN      NS      dns1.ox.ac.uk.
oxford.ac.uk.            86399   IN      NS      ns2.ja.net.
oxford.ac.uk.            86399   IN      NS      dns0.ox.ac.uk.

;; ADDITIONAL SECTION:
ns2.ja.net.              33560   IN      A      193.63.105.17
ns2.ja.net.              33560   IN      AAAA    2001:630:0:45::11
dns0.ox.ac.uk.          48090   IN      A      129.67.1.190
dns1.ox.ac.uk.          86399   IN      A      129.67.1.191
dns2.ox.ac.uk.          54339   IN      A      163.1.2.190

;; Query time: 589 msec
;; SERVER: 129.94.172.11#53(129.94.172.11)
;; WHEN: Thu Mar  9 17:53:52 2017
;; MSG SIZE  rcvd: 242
```

Try this out  
yourself. Part of  
one of the lab

# Inserting records into DNS

- ❖ example: new startup “Network Utopia”
- ❖ register name networkutopia.com at *DNS registrar* (e.g., Network Solutions)
  - provide names, IP addresses of authoritative name server (primary and secondary)
  - registrar inserts two RRs into .com TLD server:  
**(networkutopia.com, dns1.networkutopia.com, NS)**  
**(dns1.networkutopia.com, 212.212.212.1, A)**
- ❖ create authoritative server type A record for **www.networkutopia.com**; type MX record for **networkutopia.com**

this is why your @'s in emails don't use the www of the name  
the two above RR's are the autho name servers, we still need to make the A type records and  
the MX for the corresponding mail server. These are inserted at these autho name servers i.e. at "dns  
[1/2].networkutopia.com"

- ❖ Q: Where do you insert these type A and type MX records?

A: ??

in the autho name servers "dns[1/2].networkutopia.com"

# Reliability

- ❖ DNS servers are replicated (primary/secondary)
  - Name service available if at least one replica is up
  - Queries can be load-balanced between replicas
- ❖ Usually, UDP used for queries
  - Need reliability: must implement this on top of UDP
  - Spec supports TCP too, but not always implemented
- ❖ Try alternate servers on timeout
  - Exponential backoff when retrying same server
- ❖ Same identifier for all queries
  - Don't care which server responds

probs too much overhead  
for such a simple request and  
reply

# DNS provides indirection

- ❖ Addresses can change underneath
  - Move www.cnn.com to 4.125.91.21
  - Humans/Apps should be unaffected
- ❖ Name could map to multiple IP addresses
  - Enables
    - Load-balancing
    - Reducing latency by picking nearby servers
- ❖ Multiple names for the same address
  - E.g., many services (mail, www, ftp) on same machine
  - E.g., aliases like www.cnn.com and cnn.com
- ❖ But, this flexibility applies only within domain!

# Reverse DNS

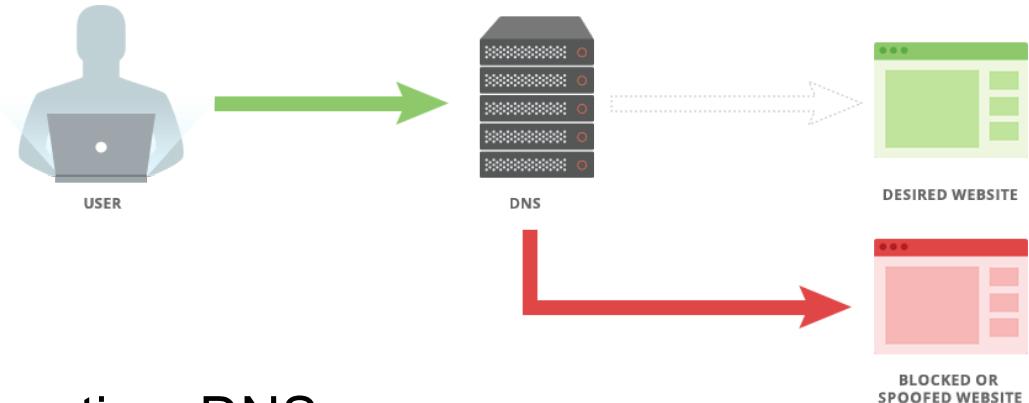
- ❖ IP address -> domain name
- ❖ Special PTR record type to store reverse DNS entries
- ❖ Where is reverse DNS used?
  - Troubleshooting tools such as traceroute and ping
  - “Received” trace header field in SMTP e-mail
  - SMTP servers for validating IP addresses of originating servers
  - Internet forums tracking users
  - System logging or monitoring tools
  - Used in load balancing servers/content distribution to determine location of requester



looks at my ip, then finds out where i am roughly (my zone?)

# Do you trust your DNS server?

- ❖ Censorship



[https://wikileaks.org/wiki/Alternative\\_DNS](https://wikileaks.org/wiki/Alternative_DNS)

- ❖ Logging

- IP address, websites visited, geolocation data and more
- E.g., Google DNS:

<https://developers.google.com/speed/public-dns/privacy>

# Attacking DNS



## DDoS attacks

- ❖ Bombard root servers with traffic
  - Not successful to date
  - Traffic Filtering
  - Local DNS servers cache IPs of TLD servers, allowing root server to be bypassed
- ❖ Bombard TLD servers
  - Potentially more dangerous

## Redirect attacks

- ❖ Man-in-middle
  - Intercept queries
- ❖ DNS poisoning
  - Send bogus replies to DNS server, which caches

## Exploit DNS for DDoS

- ❖ Send queries with spoofed source address: target IP floods victim IP with replies to slow it down
- ❖ Requires amplification

Want to dig deeper?

<http://www.networkworld.com/article/2886283/security0/top-10-dns-attacks-likely-to-infiltrate-your-network.html>



# Schneier on Security

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## IoT Attack Against a University Network

Verizon's *Data Brief Digest 2017* describes [an attack](#) against an unnamed university by attackers who hacked a variety of IoT devices and had them spam network targets and slow them down:

Analysis of the university firewall identified over 5,000 devices making hundreds of Domain Name Service (DNS) look-ups every 15 minutes, slowing the institution's entire network and restricting access to the majority of internet services.

In this instance, all of the DNS requests were attempting to look up seafood restaurants -- and it wasn't because thousands of students all had an overwhelming urge to eat fish -- but because devices on the network had been instructed to repeatedly carry out this request.

"We identified that this was coming from their IoT network, their vending machines and their light sensors were actually looking for seafood domains; 5,000 discreet systems and they were nearly all in the IoT infrastructure," says Laurance Dine, managing principal of investigative response at Verizon.

The actual Verizon document doesn't appear to be available online yet, but there is an advance version that only discusses the incident above, available [here](#).

Detailed Report at - [http://www.verizonenterprise.com/resources/reports/rp\\_data-breach-digest-2017-sneak-peek\\_xg\\_en.pdf](http://www.verizonenterprise.com/resources/reports/rp_data-breach-digest-2017-sneak-peek_xg_en.pdf)

# DNS Cache Poisoning



- ❖ Suppose you are a bad guy  and **you control the name server for drevil.com**. Your **name server receives a request to resolve www.drevil.com**, and it responds as follows:

;; QUESTION SECTION:

;www.drevil.com. IN A

;; ANSWER SECTION:

www.drevil.com 300 IN A 129.45.212.42

;; AUTHORITY SECTION:

drevil.com 86400 IN NS dns1.drevil.com.

drevil.com 86400 IN NS google.com

A drevil.com machine, **not google.com**

;; ADDITIONAL SECTION:

google.com 600 IN A 129.45.212.222

- ❖ **Solution: Do not allow DNS servers to cache IP address mappings unless they are from authoritative name servers**

i.e. DR evil server/machines mapping for google.com wont be cached because this machine is not authoritative for google.com

# Dig deeper?



DNS Cache Poisoning Test

<https://www.grc.com/dns/dns.htm>

DNSSEC: DNS Security Extensions,

<https://www.dnssec.net>

DNS over HTTPs (DoH):

<https://developers.cloudflare.com/1.1.1.1/dns-over-https/>

# Quiz: DNS



- ❖ Which of the following are respectively maintained by the client-side ISP and the domain name owner?
  - a) Root DNS server, Top-level domain DNS server
  - b) Root DNS server, Local DNS server
  - c) Local DNS server, Authoritative DNS server
  - d) Top-level domain DNS server, Authoritative DNS server
  - e) Authoritative DNS server, Top-level domain DNS server



## Quiz: DNS

- ❖ Which of the following DNS resource record types return an IP address as the answer (i.e. in the answer field of the DNS response message)?
  - a) A
  - b) A and NS
  - c) A, NS and CNAME
  - d) NS and CNAME
  - e) NS, CNAME and MX

# Application Layer: outline

2.1 principles of network applications

2.2 Web and HTTP

2.3 electronic mail

- SMTP, POP3, IMAP

2.4 DNS

**2.5 P2P applications**

2.6 video streaming and content distribution networks (CDNs)

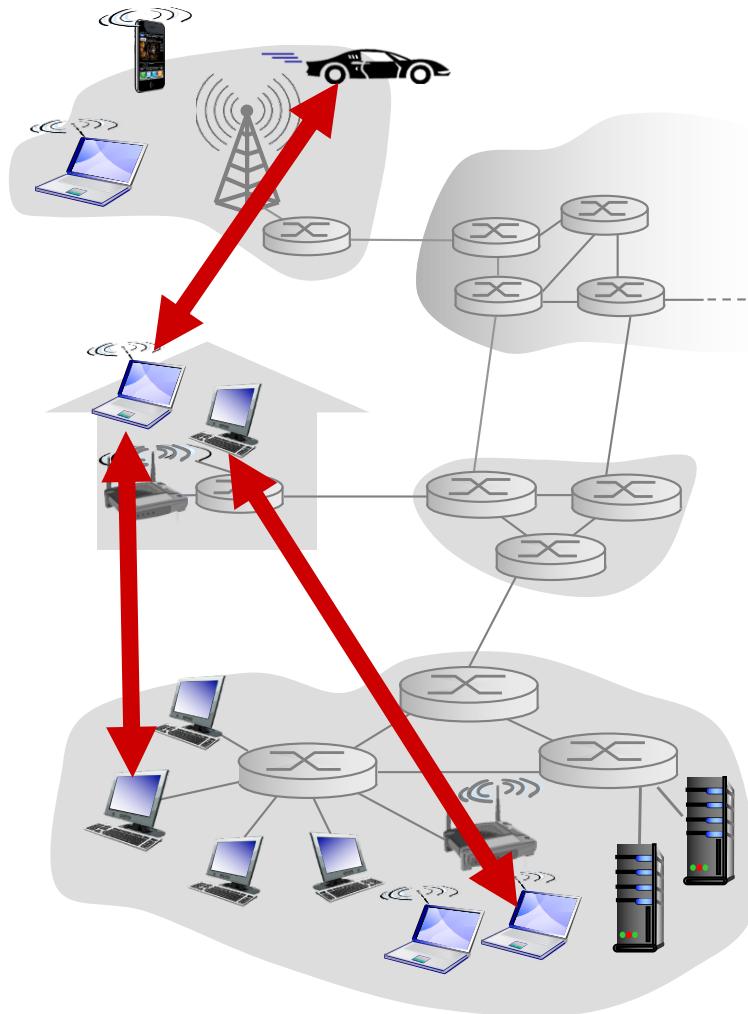
2.7 socket programming with UDP and TCP

# Pure P2P architecture

- ❖ no always-on server
- ❖ arbitrary end systems directly communicate
- ❖ peers are intermittently connected and change IP addresses

*examples:*

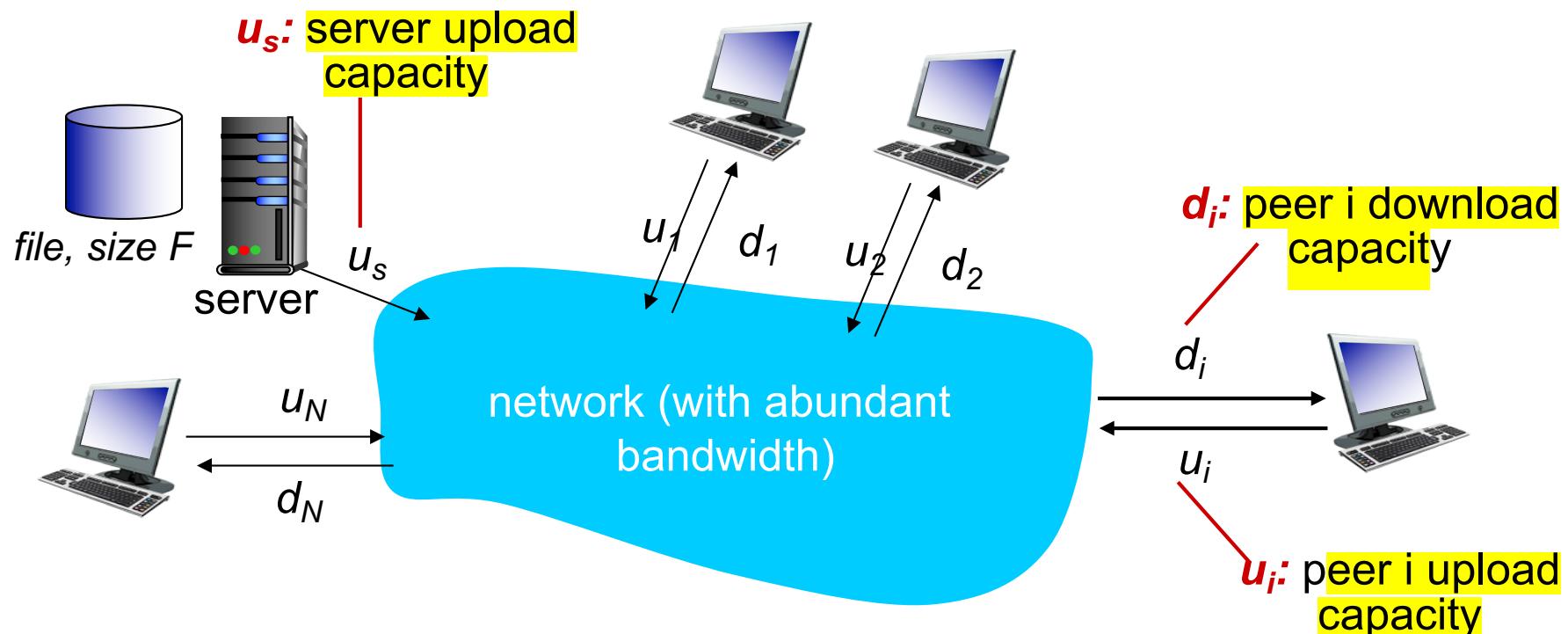
- file distribution (BitTorrent)
- Streaming (KanKan)
- VoIP (Skype)
- Cryptocurrency (BitCoin)



# File distribution: client-server vs P2P

Question: how much time to distribute file (size  $F$ ) from one server to  $N$  peers?

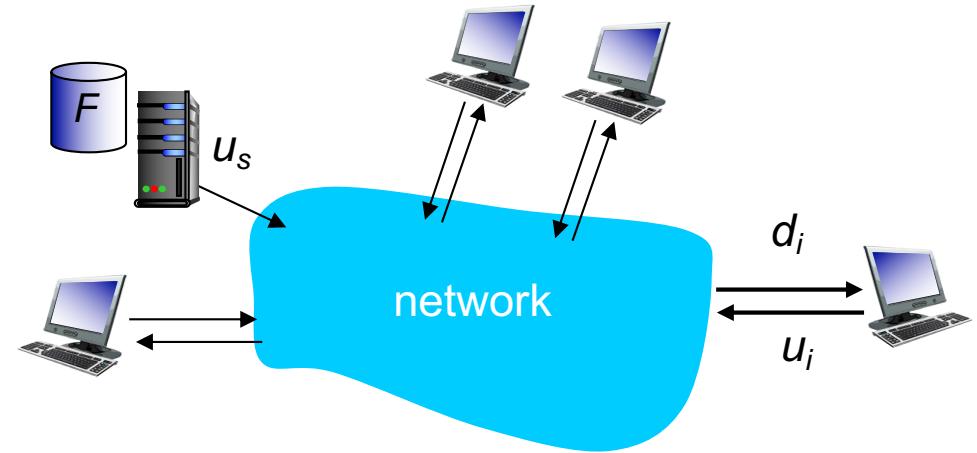
- peer upload/download capacity is limited resource



# File distribution time: client-server

- ❖ **server transmission:** must send (upload)  $N$  file copies:

- time to send one copy:  $F/u_s$
- time to send  $N$  copies:  $NF/u_s$



- ❖ **client:** each client must download file copy
  - $d_{\min}$  = min client download rate
  - client download time:  $F/d_{\min}$

*time to distribute  $F$  to  $N$  clients using client-server approach*

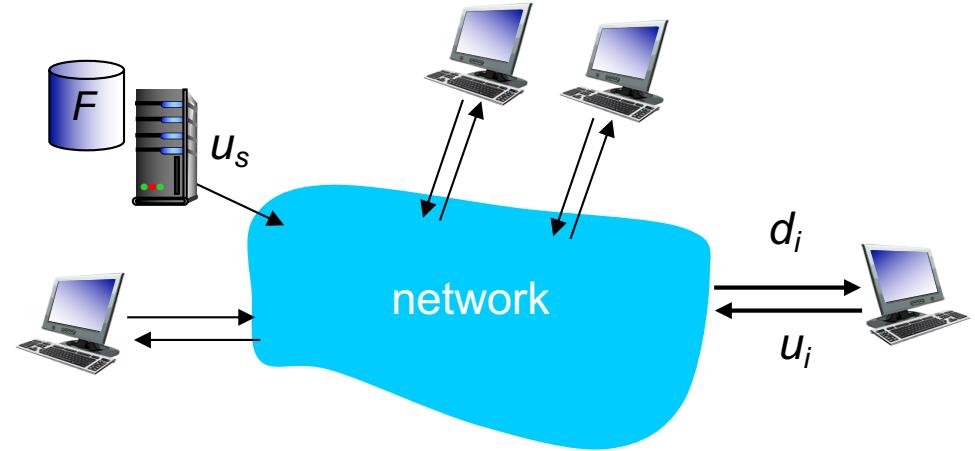
$$D_{c-s} \geq \max\{NF/u_s, F/d_{\min}\}$$

so they upload/download concurrently?

increases linearly in  $N$

# File distribution time: P2P

- ❖ **server transmission:** must upload at least one copy
  - time to send one copy:  $F/u_s$
- ❖ **client:** each client must download file copy
  - client download time:  $F/d_{\min}$
- ❖ **clients:** as aggregate must download  $NF$  bits
  - max upload rate (limiting max download rate) is  $u_s + \sum u_i$



because they all need one lot of  $F$  and there are  $N$  clients

server upload rate + upload rate of all peers gives total upload power

time to distribute  $F$   
to  $N$  clients using  
P2P approach

$$D_{P2P} \geq \max\{F/u_s, F/d_{\min}, NF/(u_s + \sum_{i=1}^N u_i)\}$$

upload time of server  
for whole file. initially it is  
the only one with the file so this  
has to happen

each client needs  
a copy

all copies of the file

$N$

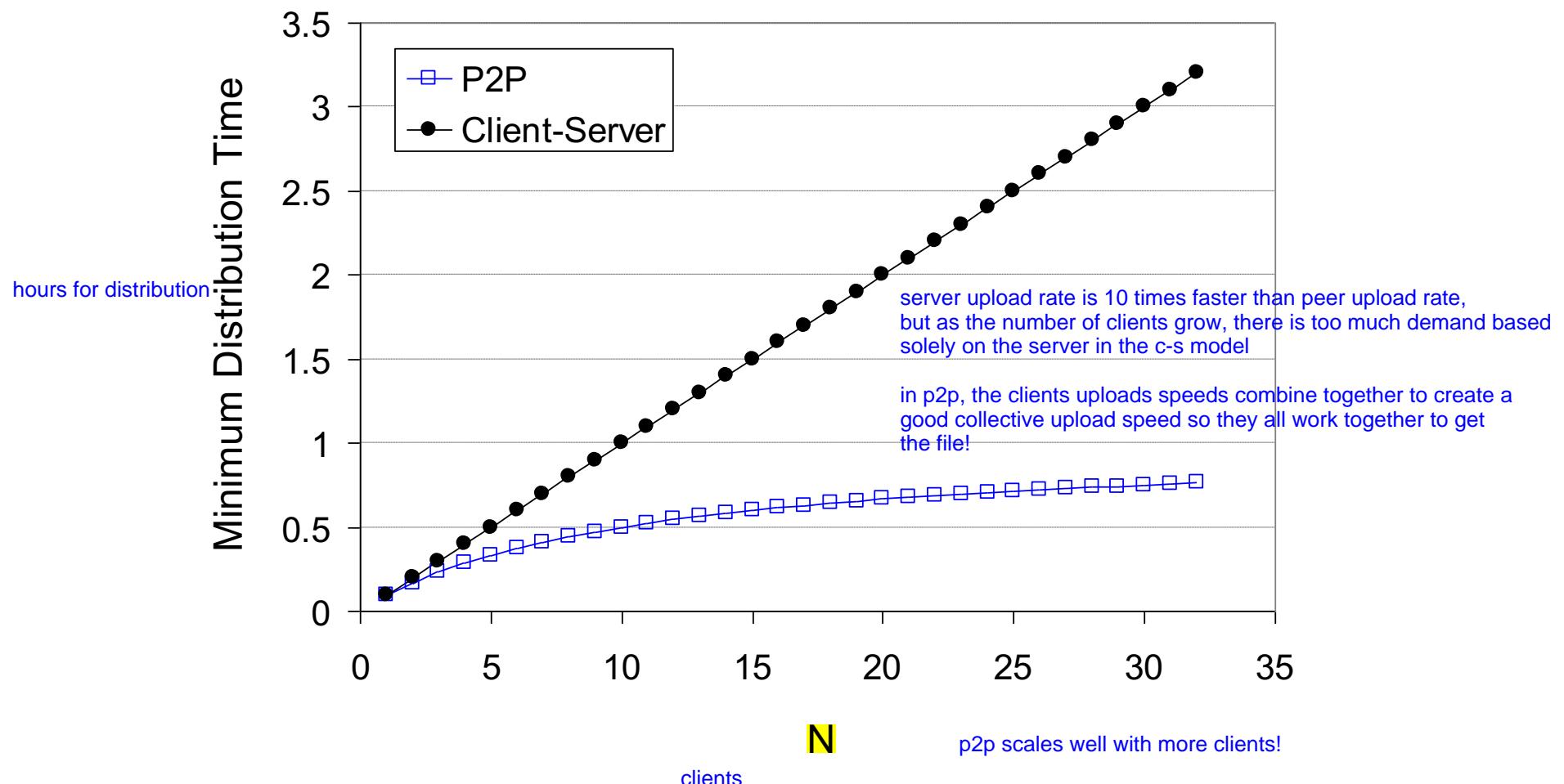
total upload power

increases linearly in  $N$  ...

... but so does this, as each peer brings service capacity

# Client-server vs. P2P: example

client upload rate =  $u$ ,  $F/u = 1$  hour,  $u_s = 10u$

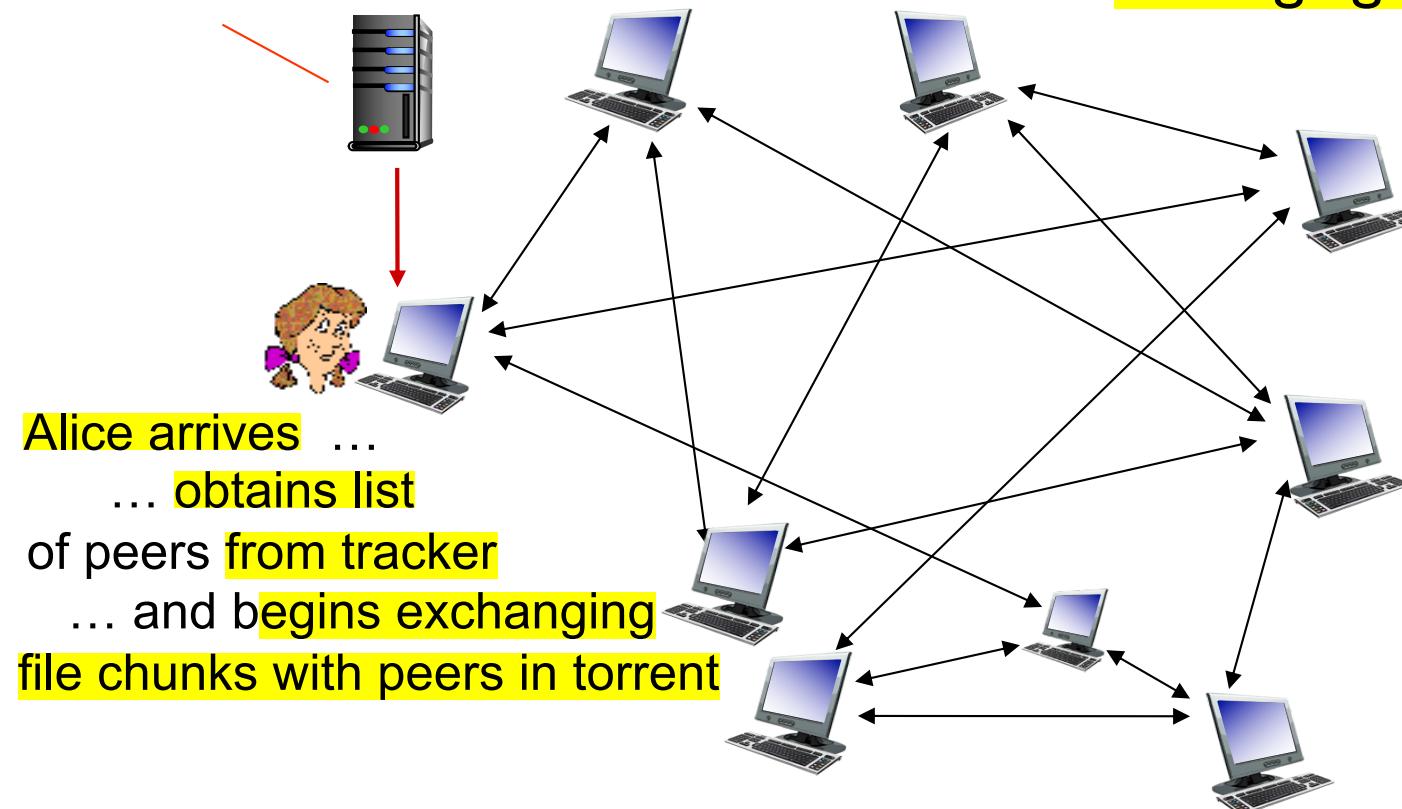


# P2P file distribution: BitTorrent

- ❖ file divided into 256KB chunks
- ❖ peers in torrent send/receive file chunks

*tracker*: tracks peers  
participating in torrent

*torrent*: group of peers  
exchanging chunks of a file



# .torrent files

- ❖ Contains address of trackers for the file
  - Where can I find other peers?
- ❖ Contain a list of file chunks and their cryptographic hashes
  - This ensures that chunks are not modified

## Title

House of Cards Season 4

Walking Dead Season 6

Game of Thrones Season 8

## Trackers

Tracker1-url

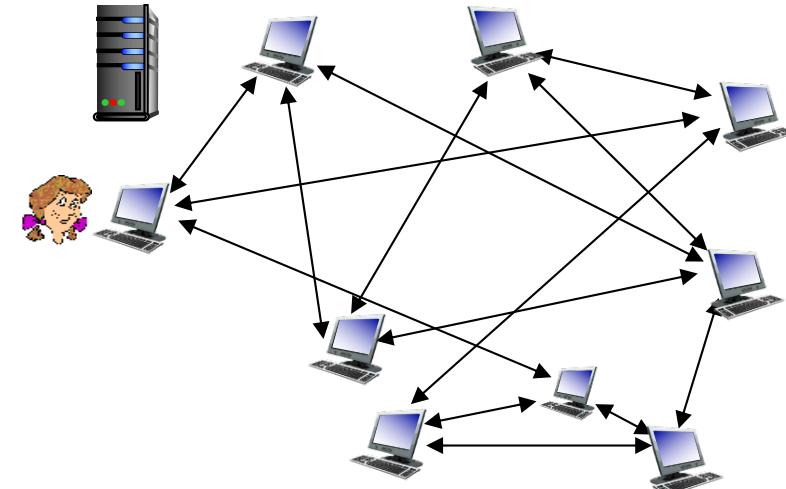
Tracker2-url

Tracker2-url, Tracker3-url

# P2P file distribution: BitTorrent

- ❖ peer joining torrent:

- has no chunks, but will accumulate them over time from other peers
- registers with tracker to get list of peers, connects to subset of peers ("neighbours")



- ❖ while downloading, peer uploads chunks to other peers
- ❖ peer may change peers with whom it exchanges chunks
  - ❖ *churn*: peers may come and go
- ❖ once peer has entire file, it may (selfishly) leave or (altruistically) remain in torrent

seeding (remember how i always used to bail on seeding)

# BitTorrent: requesting, sending file chunks

## requesting chunks:

- ❖ at any given time, different peers have different subsets of file chunks
- ❖ periodically, Alice asks each peer for list of chunks that they have
- ❖ Alice requests missing chunks from peers, rarest first
- ❖ **Q: Why rarest first?**

you want to replicate the least replicated chunk in your neighbourhood (peers you are working with) from tracker, because you want to equalise the number of chunks around (imagine there was only one copy of the chunk on peer bob, then everyone wants to talk to bob, and if bob leaves or dies then noone has the chunk)

scratch my back and i scratch yours, p2p is overly very greedy (tit for tat, leave when done, get the rarest etc,)

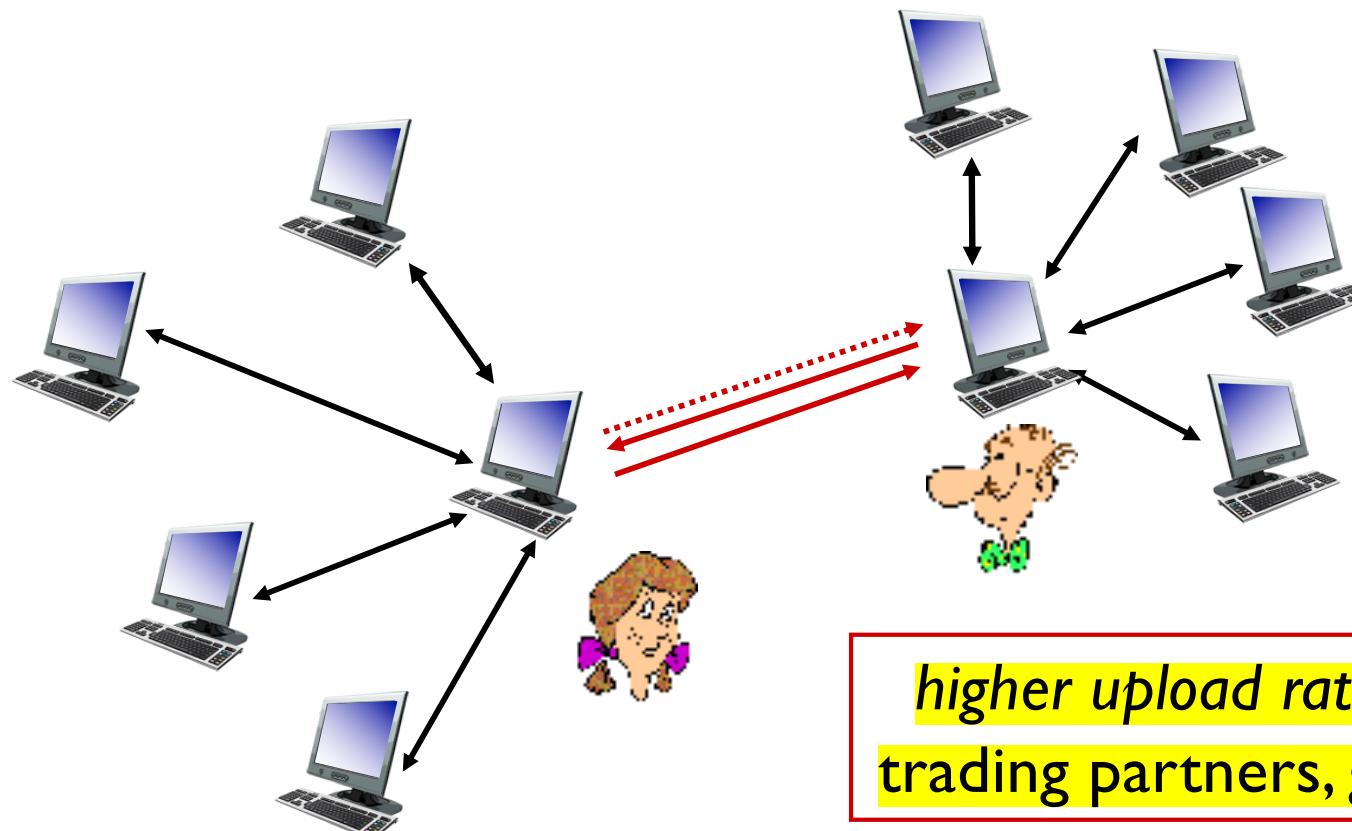
## sending chunks: tit-for-tat

- ❖ Alice sends chunks to those four peers currently sending her chunks *at highest rate*
  - other peers are choked by Alice (do not receive chunks from her)
  - re-evaluate top 4 every 10 secs
- ❖ every 30 secs: randomly select another peer, starts sending chunks
  - “optimistically unchoke” this peer
  - newly chosen peer may join top 4

new guys need to get involved somehow! when you start you have no chunks and so you cannot give to anyone, so no one wants to work with you because of tit for tat (they wont get anything from you), so this gets around that (gives new people some chunks)

# BitTorrent: tit-for-tat

- (1) Alice “optimistically unchoke” Bob
- (2) Alice becomes one of Bob’s top-four providers; Bob reciprocates
- (3) Bob becomes one of Alice’s top-four providers



*higher upload rate: find better  
trading partners, get file faster !*

# Getting rid of the server/tracker

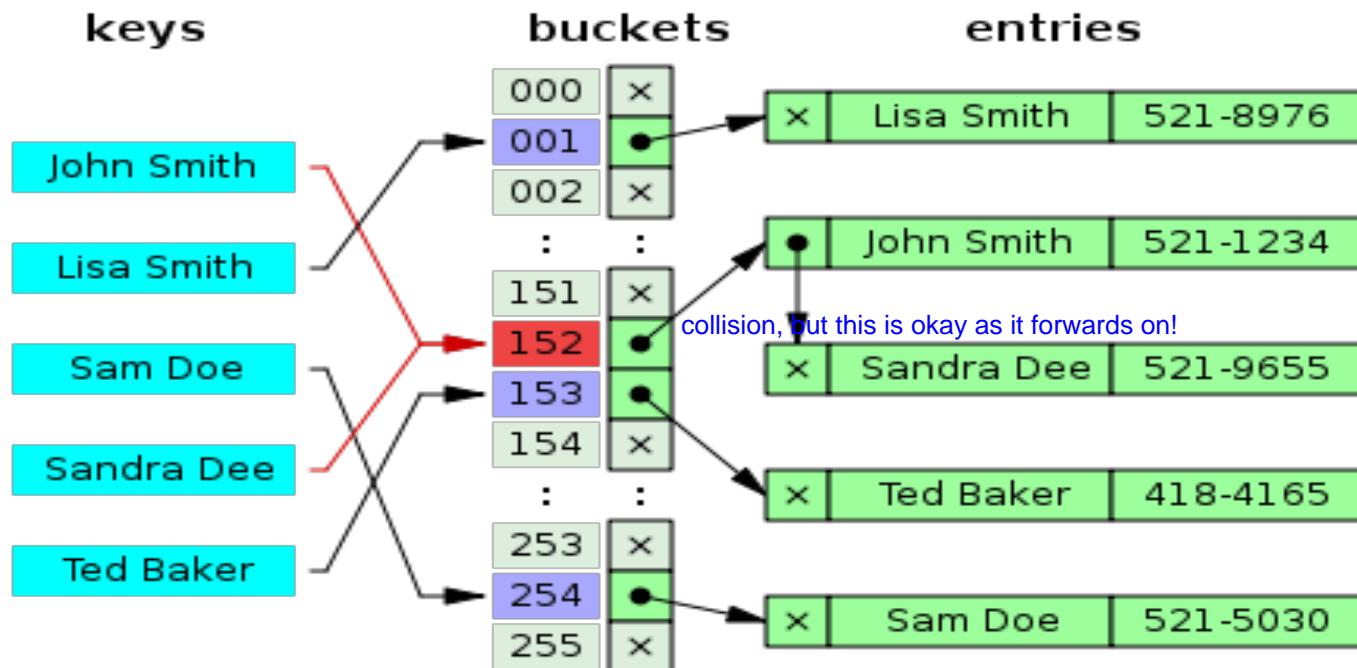
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because its too easy to shut down the torrenting of illegal files (e.g. GoT for free)  
when all the info is on one server

- ❖ Distribute the tracker information using a  
Distributed Hash Table (DHT)
  
- ❖ A DHT is a lookup structure
  - Maps keys to an arbitrary value
  - Works a lot like, well .... hash table

# Hash table - review

- ❖ (key,value) pairs
- ❖ Centralised hash table – all (key,value) pairs on 1 node
- ❖ Distributed hash tables – each node has a “section” of (key,value) pairs



# Distributed Hash Table (DHT)

- ❖ DHT: a *distributed P2P database*
- ❖ database has **(key, value)** pairs; examples:
  - key: TFN number; value: human name  
e.g. filename = GoT s02e10 values = peer ip addresses
  - key: file name; value: BT tracker(s)
- ❖ Distribute the (key, value) pairs over the (millions of peers)
- ❖ a peer **queries** DHT with key
  - DHT returns values that match the key
- ❖ peers can also **insert** (key, value) pairs

# Q: how to assign keys to peers?

- ❖ basic idea:

- convert each key to an integer
- Assign integer to each peer
- put (key,value) pair in the peer that is **closest** to the key

# DHT identifiers: Consistent Hashing

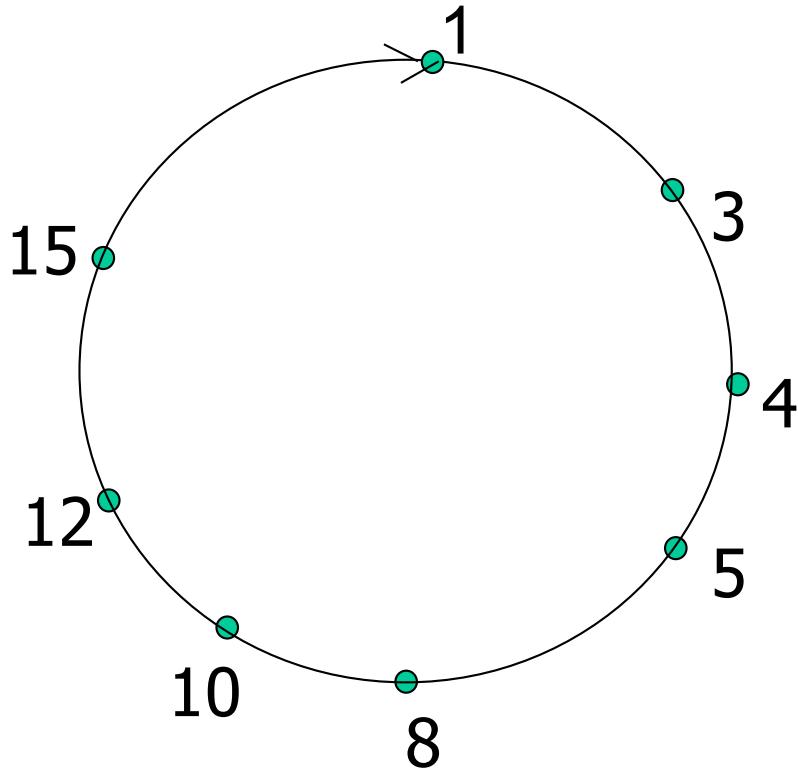
---

- ❖ assign integer identifier to each peer in range  $[0, 2^n - 1]$  for some  $n$ -bit hash function
  - E.g., node ID is hash of its IP address
- ❖ require each key to be an integer in same range
- ❖ to get integer key, hash original key
  - e.g., key = hash("House of Cards Season 4")
  - this is why it's referred to as a *distributed "hash" table*

# Assign keys to peers

- ❖ rule: assign key to the peer that has the *closest* ID.
- ❖ common convention: *closest* is the *immediate successor* of the key.
- ❖ e.g.,  $n=4$ ; all peers & key identifiers are in the range [0-15], peers: 1,3,4,5,8,10,12,14;
  - key = 13, then successor peer = 14
  - key = 15, then successor peer = 1 wrap around

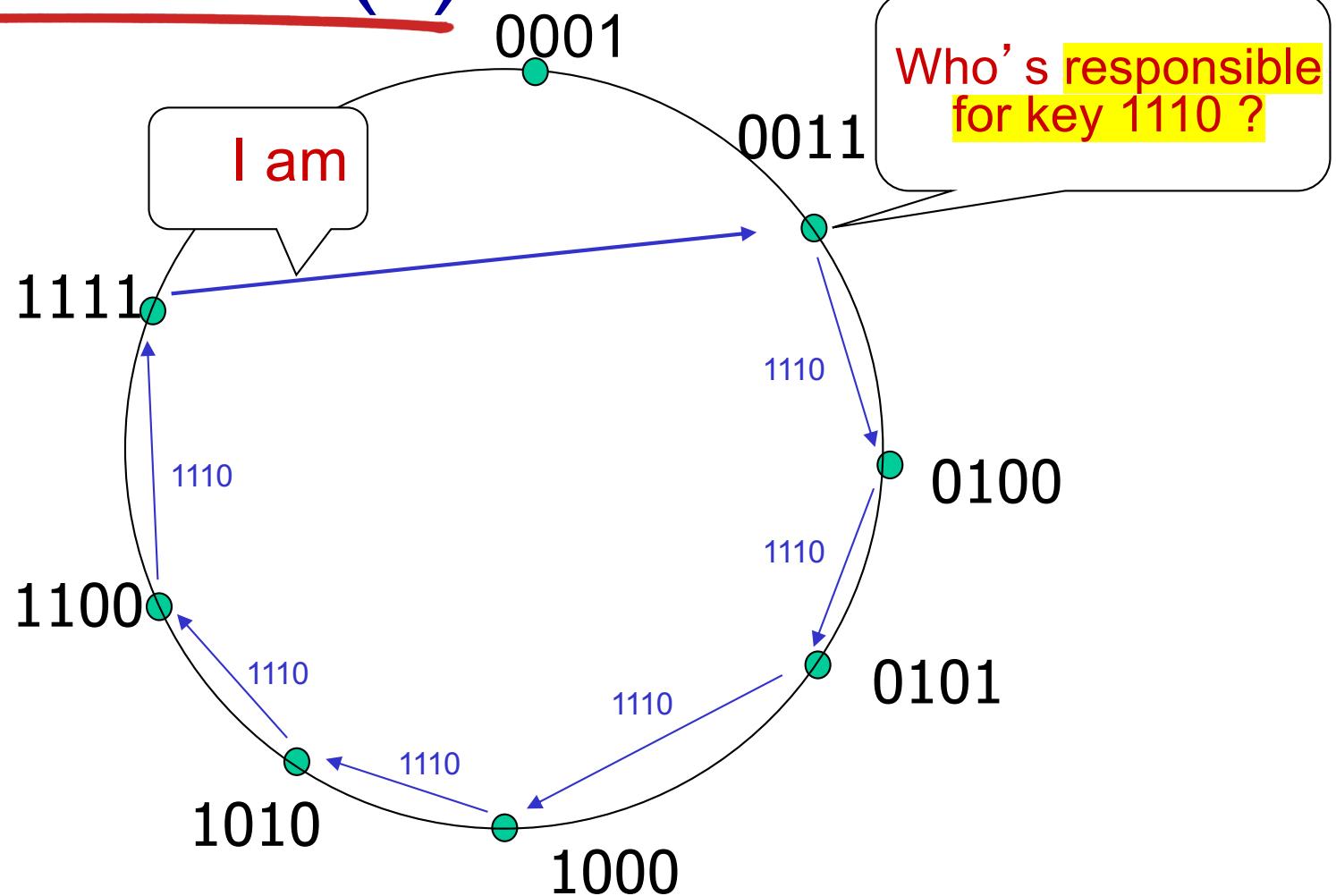
# Circular DHT (I)



- ❖ each peer *only* aware of immediate successor and predecessor.
- ❖ “overlay network”

## Circular DHT (2)

Define closest as closest successor



Worst case all peers probed, N messages, on average  $N/2$

Mesh overlay (each peer tracks all other  $N-1$  peers) only one message is sent per query



# Quiz: BitTorrent

- ❖ BitTorrent uses **tit-for-tat** in each round to
  - a) Determine which chunks to download
  - b) Determine from which peers to download chunks
  - c) **Determine to which peers to upload chunks**
  - d) Determine which peers to report to the tracker as uncooperative
  - e) Determine whether or how long it should stay after completing download

# Quiz: BitTorrent



- ❖ Suppose Todd joins a BitTorrent torrent, but he does not want to upload any data to any other peers. Todd claims that he can receive a complete copy of the file that is shared by the swarm. Is Todd's claim possible? Why or Why not?

yes, he'll get it eventually from the opportunistic chunk sending!

it will take muuuuch longer though

# Application Layer: outline

2.1 principles of network applications

2.2 Web and HTTP

2.3 electronic mail

- SMTP, POP3, IMAP

2.4 DNS

2.5 P2P applications

2.6 video streaming and content distribution networks (CDNs)

2.7 socket programming with UDP and TCP

# Video Streaming and CDNs: context

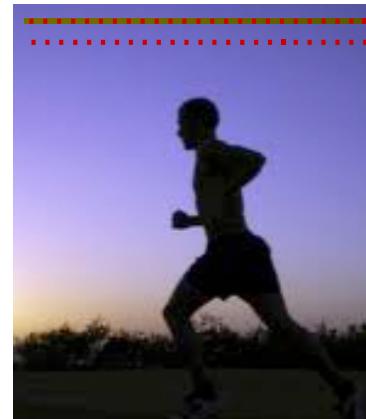
- video traffic: major consumer of Internet bandwidth
  - Netflix, YouTube: 37%, 16% of downstream residential ISP traffic
  - ~1.8B YouTube users, ~140M Netflix users
- challenge: scale - how to reach ~2B users?
  - single mega-video server won't work (why?)
- challenge: heterogeneity
  - different users have different capabilities (e.g., wired versus mobile; bandwidth rich versus bandwidth poor)
- *solution:* distributed, application-level infrastructure



# Multimedia: video

- ❖ video: sequence of images displayed at constant rate
  - e.g., 24 images/sec
- ❖ digital image: array of pixels
  - each pixel represented by bits
- ❖ coding: use redundancy *within* and *between* images to decrease # bits used to encode image
  - spatial (within image)
  - temporal (from one image to next)

*spatial coding example:* instead of sending  $N$  values of same color (all purple), send only two values: color value (*purple*) and number of repeated values ( $N$ )



frame  $i$

*temporal coding example:* instead of sending complete frame at  $i+1$ , send only differences from frame  $i$



frame  $i+1$

# Multimedia: video

- **CBR: (constant bit rate):**  
video encoding rate fixed
- **VBR: (variable bit rate):**  
video encoding rate changes  
as amount of spatial,  
temporal coding changes
- examples:
  - MPEG I (CD-ROM) 1.5 Mbps
  - MPEG2 (DVD) 3-6 Mbps
  - MPEG4 (often used in Internet, < 1 Mbps)

*spatial coding example:* instead of sending  $N$  values of same color (all purple), send only two values: color value (*purple*) and number of repeated values ( $N$ )



frame  $i$

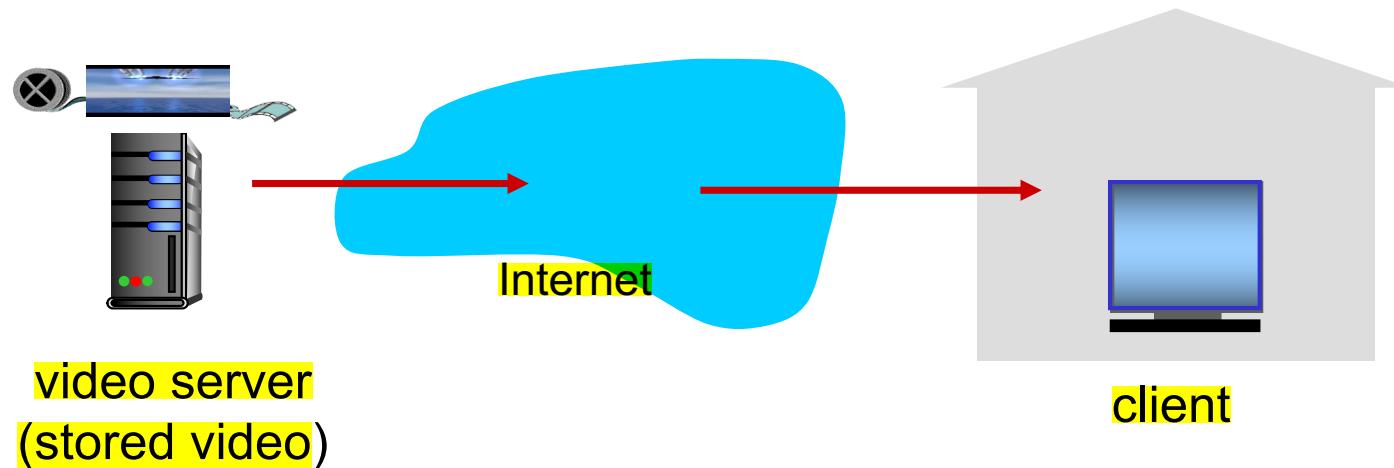
*temporal coding example:*  
instead of sending complete frame at  $i+1$ ,  
send only differences from frame  $i$



frame  $i+1$

# Streaming stored video:

**simple scenario:**



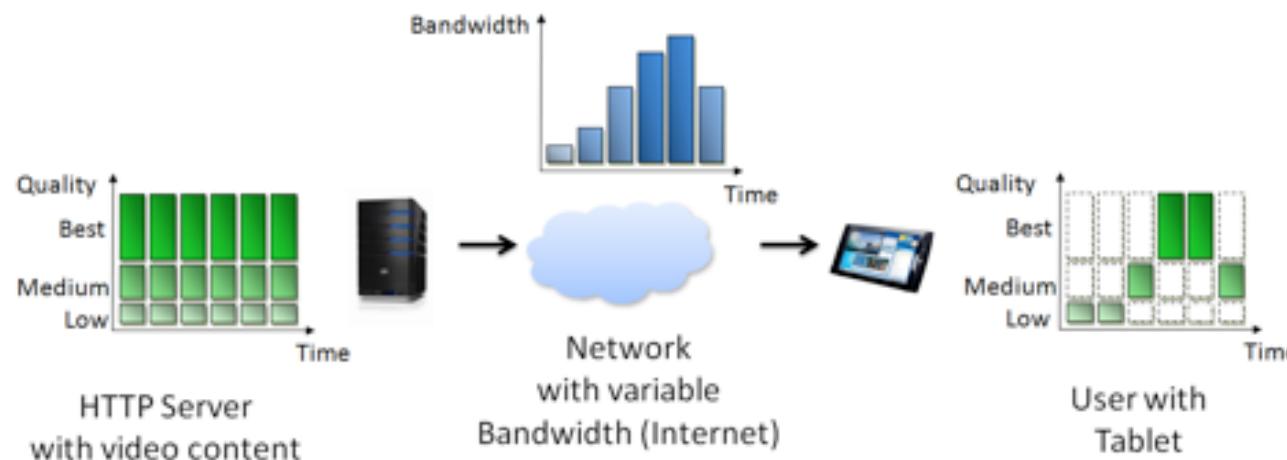
# Streaming multimedia: DASH

- ❖ **DASH: Dynamic, Adaptive Streaming over HTTP**
- ❖ **server:**
  - divides video file into multiple chunks
  - each chunk stored, encoded at different rates
  - *manifest file*: provides URLs for different chunks
- ❖ **client:**
  - periodically measures server-to-client bandwidth
  - consulting manifest, requests one chunk at a time
    - chooses maximum coding rate sustainable given current bandwidth
    - can choose different coding rates at different points in time (depending on available bandwidth at time)

this is why your youtube video suddenly lowers or ups its quality, it is adjusting via DASH to the current bandwidth i have to the servers!

# Streaming multimedia: DASH

- ❖ *DASH: Dynamic, Adaptive Streaming over HTTP*
- ❖ “intelligence” at client: client determines
  - *when* to request chunk (so that buffer starvation, or overflow does not occur)
  - *what encoding rate* to request (higher quality when more bandwidth available)
  - *where* to request chunk (can request from URL server that is “close” to client or has high available bandwidth)



# Content Distribution Networks (CDNs)

- *challenge*: how to stream content (selected from millions of videos) to hundreds of thousands of simultaneous users?
- *option 1*: single, large “mega-server”
  - single point of failure
  - point of network congestion
  - long path to distant clients
  - multiple copies of video sent over outgoing link

....quite simply: this solution *doesn't scale*

# Content Distribution Networks (CDNs)

- ❖ *challenge*: how to stream content (selected from millions of videos) to hundreds of thousands of simultaneous users?
- ❖ *option 2*: store/serve multiple copies of videos at multiple geographically distributed sites (*CDN*)
  - *enter deep*: push CDN servers deep into many access networks
    - close to users
    - used by Akamai, thousands of locations
  - *bring home*: smaller number (10's) of larger clusters in POPs near (but not within) access networks
    - used by Limelight

# An example

```
bash-3.2$ dig www.mit.edu

; <>> DiG 9.8.3-P1 <>> www.mit.edu
;; global options: +cmd
;; Got answer:
;; ->>HEADER<- opcode: QUERY, status: NOERROR, id: 27387
;; flags: qr rd ra; QUERY: 1, ANSWER: 3, AUTHORITY: 9, ADDITIONAL: 9

;; QUESTION SECTION:
;www.mit.edu.           IN      A

;; ANSWER SECTION:
www.mit.edu.          1800    IN      CNAME   www.mit.edu.edgekey.net,
www.mit.edu.edgekey.net. 60      IN      CNAME   e9566.dscb.akamaiedge.net,
e9566.dscb.akamaiedge.net. 20    IN      A       23.77.150.125

;; AUTHORITY SECTION:
dscb.akamaiedge.net. 681     IN      NS      n4dscb.akamaiedge.net,
dscb.akamaiedge.net. 681     IN      NS      n5dscb.akamaiedge.net,
dscb.akamaiedge.net. 681     IN      NS      a0dscb.akamaiedge.net,
dscb.akamaiedge.net. 681     IN      NS      n6dscb.akamaiedge.net,
dscb.akamaiedge.net. 681     IN      NS      n1dscb.akamaiedge.net,
dscb.akamaiedge.net. 681     IN      NS      n3dscb.akamaiedge.net,
dscb.akamaiedge.net. 681     IN      NS      n0dscb.akamaiedge.net,
dscb.akamaiedge.net. 681     IN      NS      n7dscb.akamaiedge.net,
dscb.akamaiedge.net. 681     IN      NS      n2dscb.akamaiedge.net,

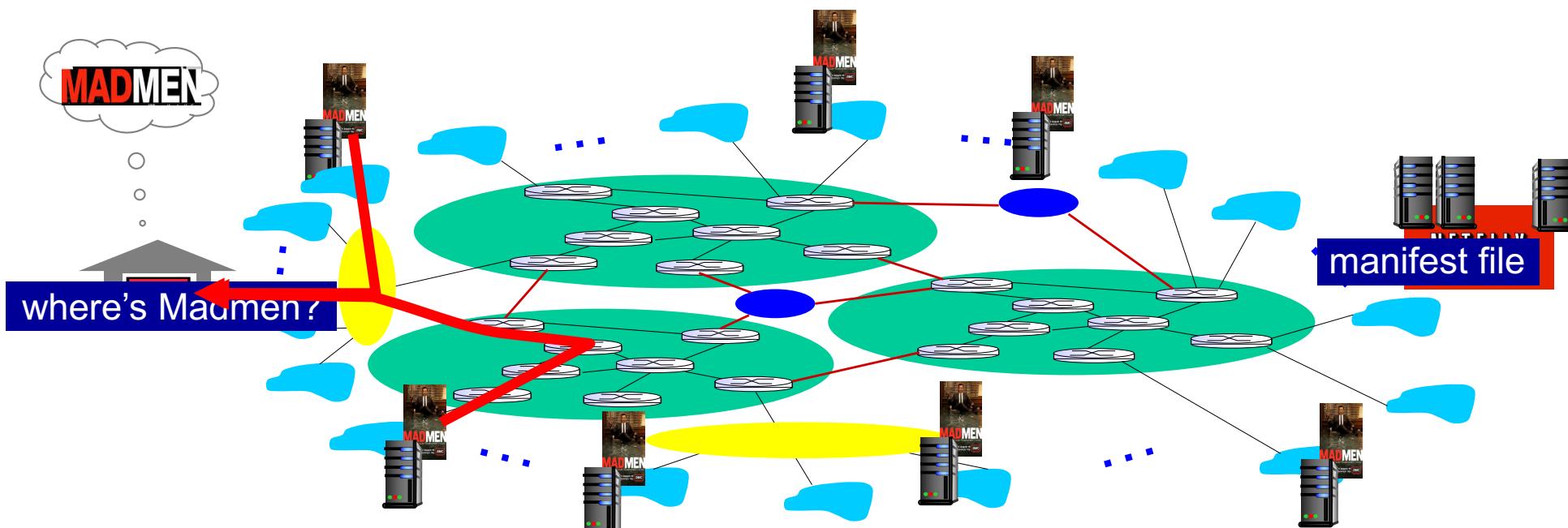
;; ADDITIONAL SECTION:
a0dscb.akamaiedge.net. 7144   IN      AAAA   2600:1480:e800::c0
n0dscb.akamaiedge.net. 3048   IN      A      88.221.81.193
n1dscb.akamaiedge.net. 2752   IN      A      88.221.81.194
n2dscb.akamaiedge.net. 1380   IN      A      104.72.70.167
n3dscb.akamaiedge.net. 3048   IN      A      88.221.81.195
n4dscb.akamaiedge.net. 2810   IN      A      104.71.131.100
n5dscb.akamaiedge.net. 1326   IN      A      104.72.70.166
n6dscb.akamaiedge.net. 49     IN      A      104.72.70.174
n7dscb.akamaiedge.net. 2554   IN      A      104.72.70.175

;; Query time: 246 msec
;; SERVER: 129.94.172.11#53(129.94.172.11)
;; WHEN: Thu Mar  9 18:04:37 2017
;; MSG SIZE  rcvd: 463
```

Many well-known sites  
are hosted by CDNs. A  
simple way to check  
using dig is shown here.

# Content Distribution Networks (CDNs)

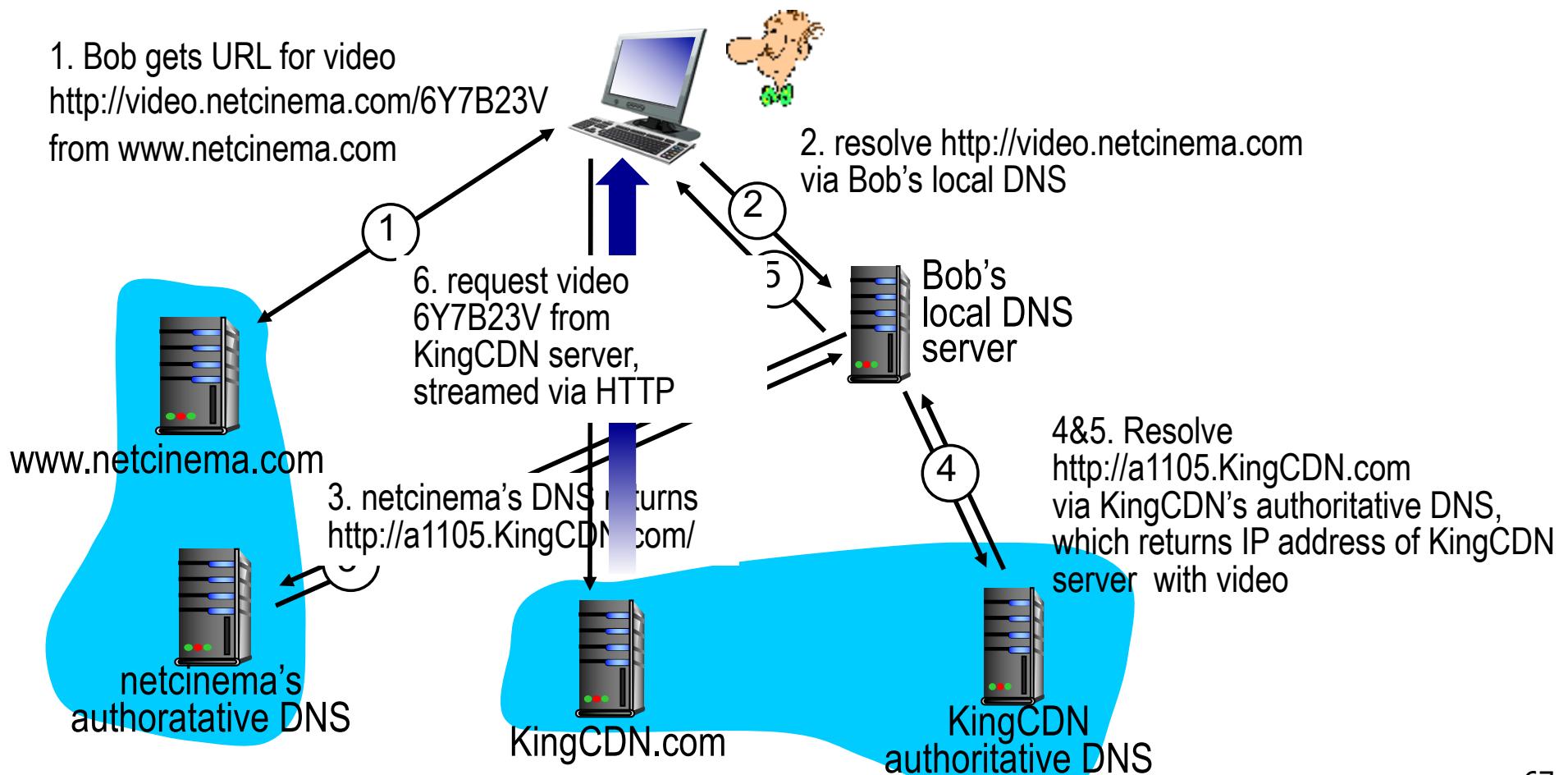
- **CDN: stores copies of content at CDN nodes**
  - e.g. Netflix stores copies of MadMen
- **subscriber requests content from CDN**
  - directed to nearby copy, retrieves content
  - may choose different copy if network path congested



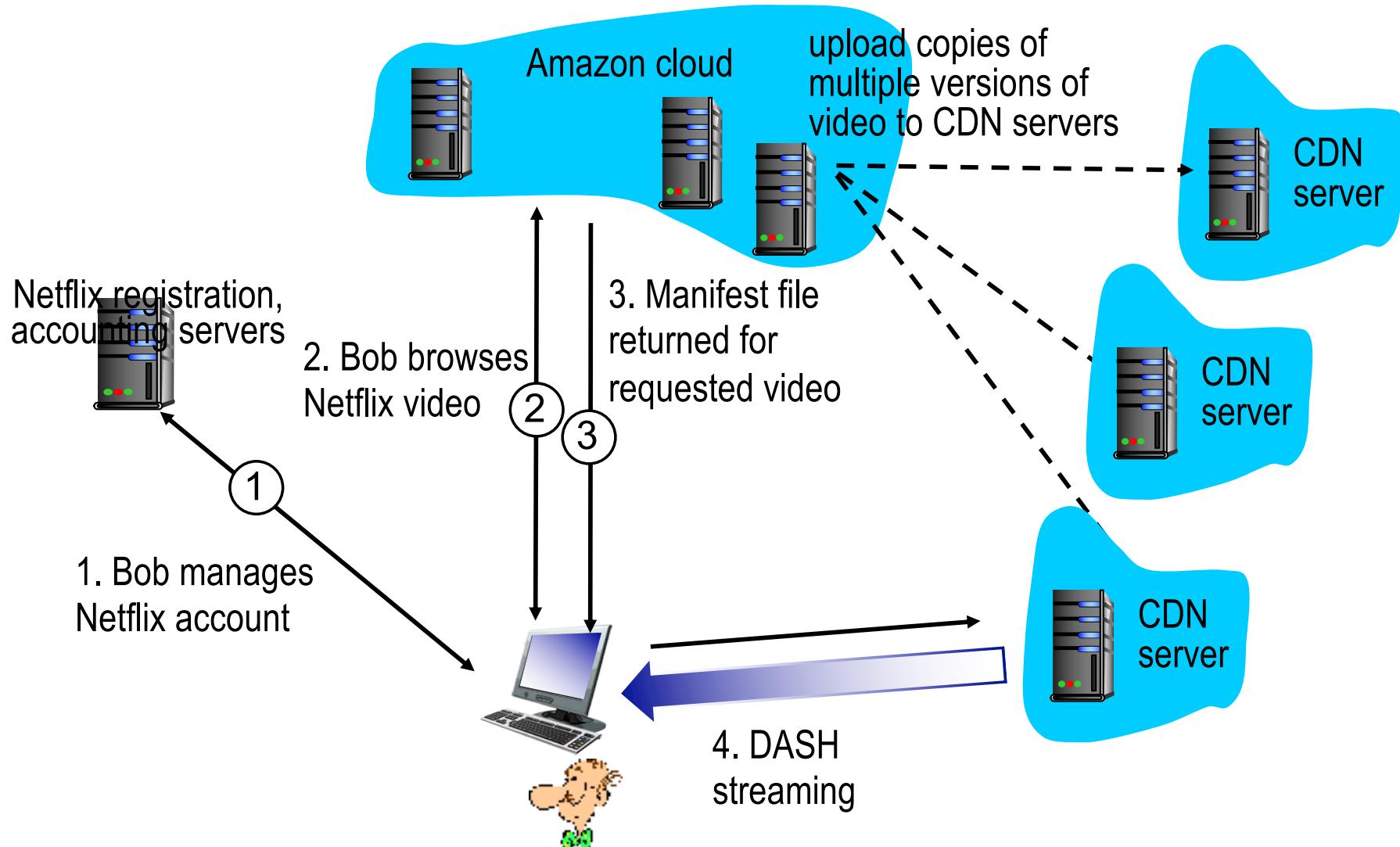
# CDN content access: a closer look

Bob (client) requests video <http://video.netcinema.com/6Y7B23V>

- video stored in CDN at managed by KingCDN.com

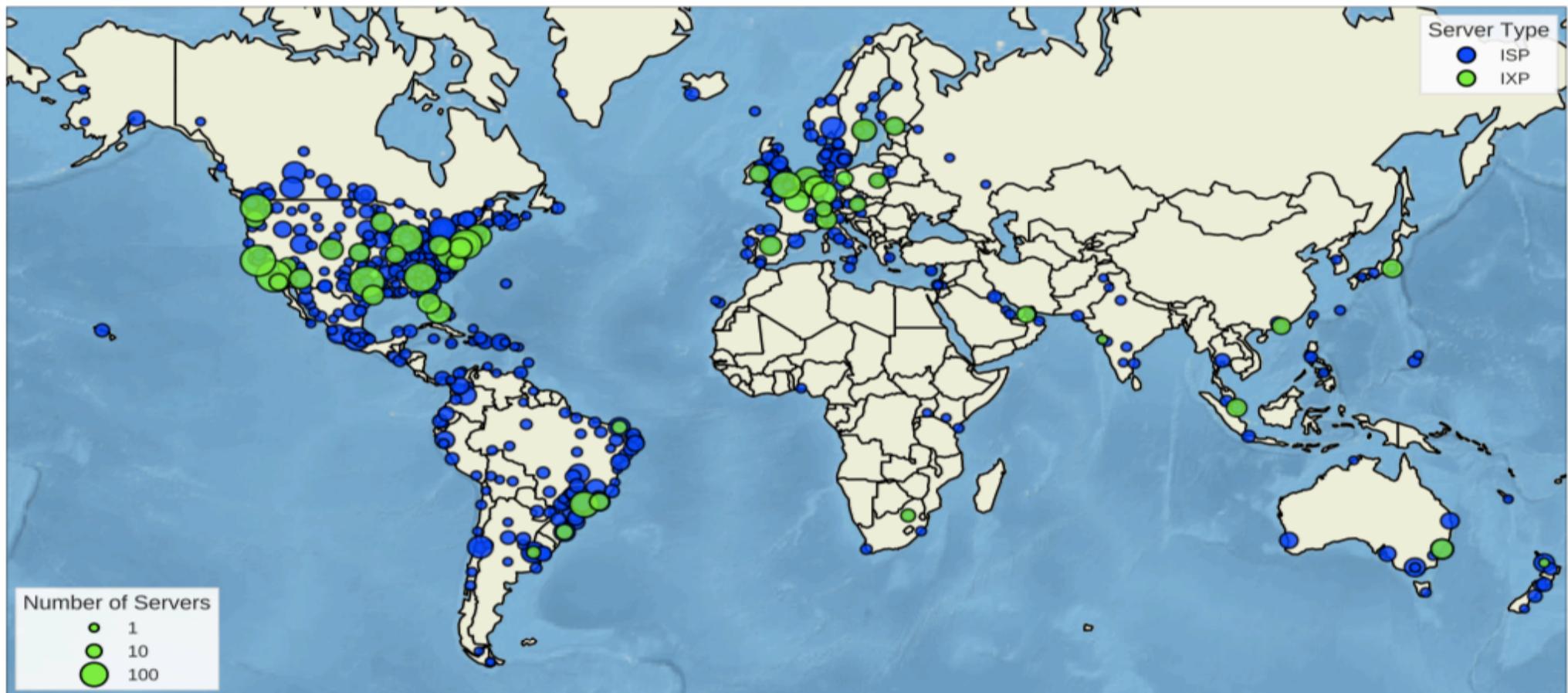


# Case study: Netflix



Uses Push caching (during offpeak)  
Preference to "deep inside" followed by "bring home"

# NetFlix servers (snap shot from Jan 2018)



Researchers from Queen Mary University of London (QMUL) traced server names that are sent to a user's computer every time they play content on Netflix to find the location of the 8492 servers (4152 ISP, 4340 IXP). They have been found to be scattered across 578 locations around the world.



## Quiz: CDN

- ❖ The role of the CDN provider's authoritative DNS name server in a content distribution network, simply described, is:
  - a) to provide an alias address for each browser access to the “origin server” of a CDN website
  - b) to map the query for each CDN object to the CDN server closest to the requestor (browser)
  - c) to provide a mechanism for CDN “origin servers” to provide paths for clients (browsers)
  - d) none of the above, CDN networks do not use DNS

## 2. Application Layer: outline

### 2.1 principles of network applications

- app architectures
- app requirements

### 2.2 Web and HTTP

### 2.3 electronic mail

- SMTP, POP3, IMAP

### 2.4 DNS

### 2.5 P2P applications

### 2.6 video streaming and content distribution networks (CDNs)

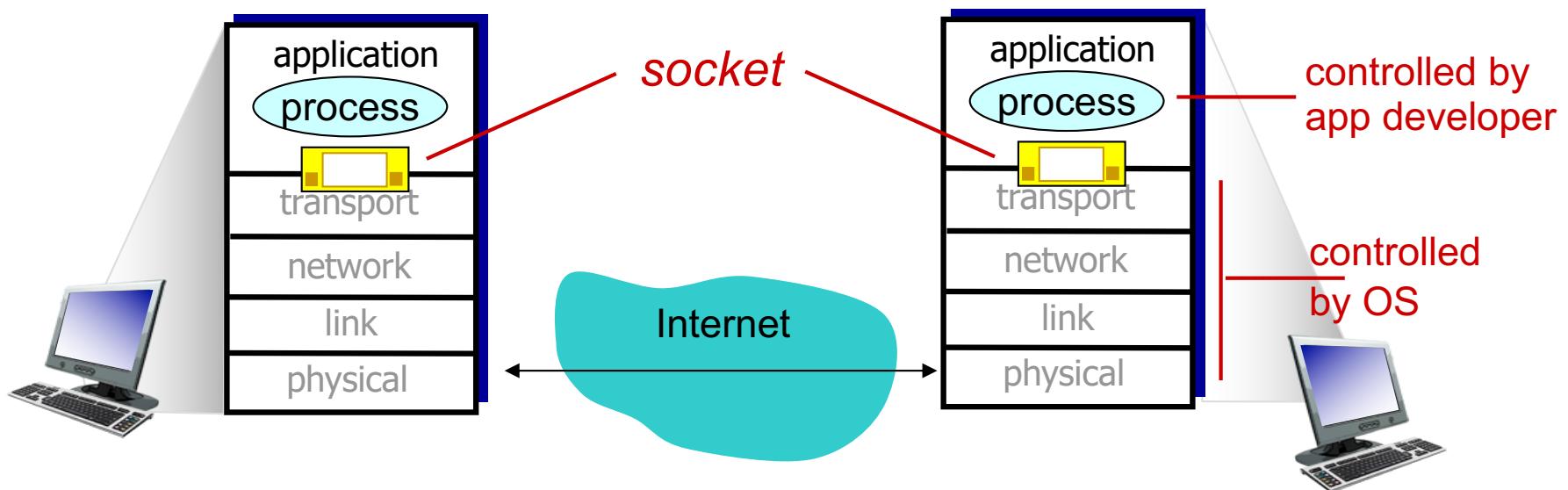
### 2.7 socket programming with UDP and TCP

Please see example code (C, Java, Python) on course website  
Labs 2 & 3 will include a socket programming exercise

# Socket programming

**goal:** learn how to build client/server applications that communicate using sockets

**socket:** door between application process and end-end-transport protocol



# Socket programming with UDP

**UDP: no “connection” between client & server**

- ❖ no handshaking before sending data
- ❖ sender explicitly attaches IP destination address and port # to each packet
- ❖ rcvr extracts sender IP address and port# from received packet

**UDP: transmitted data may be lost or received out-of-order**

**Application viewpoint:**

- ❖ UDP provides *unreliable transfer* of groups of bytes (“datagrams”) between client and server

# Pseudo code UDP client

- ❖ Create socket
- ❖ Loop
  - (Send UDP datagram to known port of server)
  - (Receive UDP datagram as a response from server)
- ❖ Close socket

# Pseudo code UDP server

- ❖ Create socket
- ❖ Bind socket to a specific port where clients can contact you
- ❖ Loop
  - (Receive UDP datagram from client X)  
unapck to read sender address and port
    - (Send UDP datagram as reply to client X)
- ❖ Close socket

# Socket programming with TCP

## client must contact server

- ❖ server process must first be running
- ❖ server must have created socket (door) that welcomes client's contact

## client contacts server by:

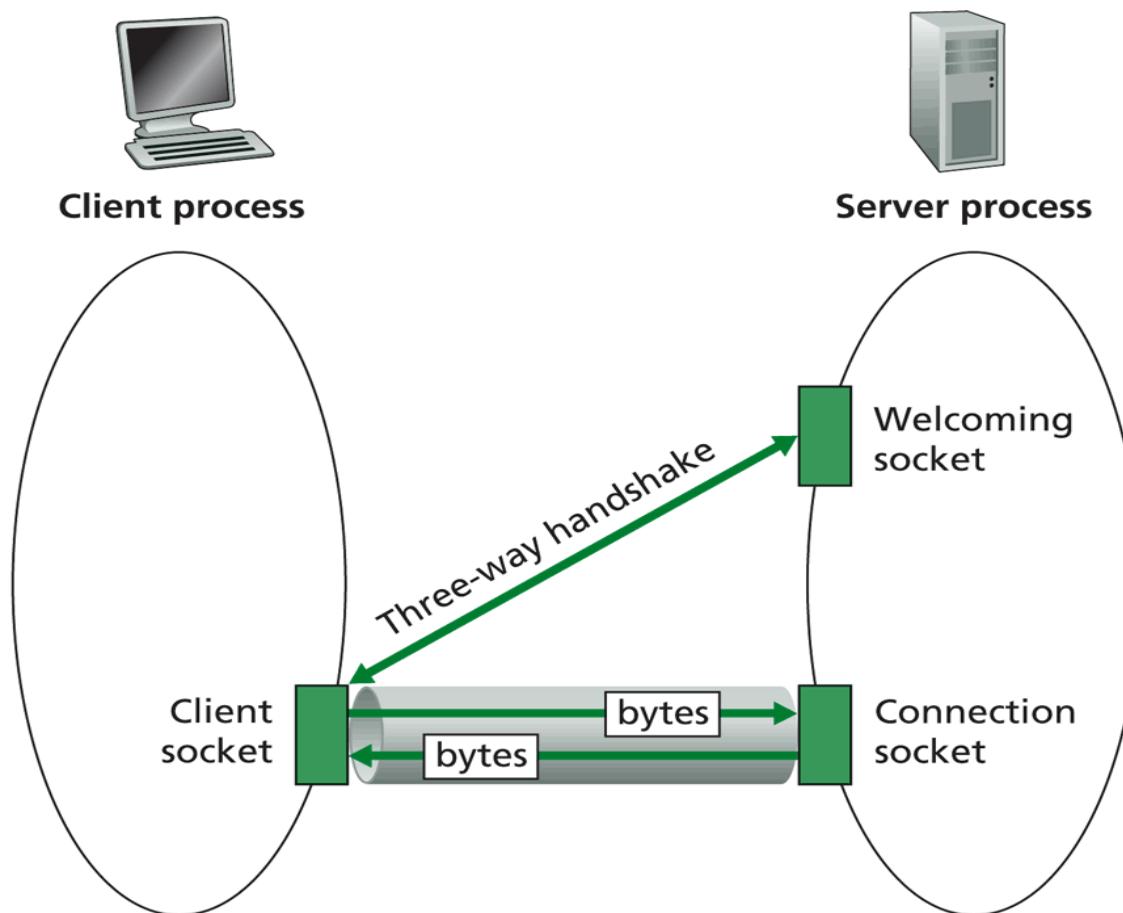
- ❖ Creating TCP socket, specifying IP address, port number of server process
- ❖ when client creates socket: client TCP establishes connection to server TCP

- ❖ when contacted by client, server TCP creates new socket for server process to communicate with that particular client
  - allows server to talk with multiple clients
  - source port numbers used to distinguish clients (more later)

## application viewpoint:

TCP provides reliable, in-order byte-stream transfer ("pipe") between client and server

# TCP Sockets



# Pseudo code TCP client

- ❖ Create socket (`ConnectionSocket`)
- ❖ **Do an active connect specifying the IP address and port number of server**
- ❖ **Read and write data into `ConnectionSocket` to communicate with client**
- ❖ Close `ConnectionSocket`

# Pseudo code TCP server

- ❖ Create socket (WelcomingSocket)
- ❖ Bind socket to a specific port where clients can contact you
- ❖ Register with the OS your willingness to listen on that socket for clients to contact you
- ❖ Loop
  - Accept new connection(ConnectionSocket)
  - Read and write data into ConnectionSocket to communicate with client
  - Close ConnectionSocket
- ❖ Close WelcomingSocket

# Queues

---

- ❖ While the server socket is busy, incoming connection requests are stored in a queue
- ❖ Once the queue fills up, further incoming connections are refused
- ❖ This is clearly a problem
  - Example: HTTP servers
- ❖ Solution
  - Concurrency

# Concurrent TCP Servers

- ❖ Benefit comes in ability to hand off interaction with a client to another process
- ❖ Parent process creates the WelcomingSocket and waits for clients to request connection
- ❖ When a connection request is received, fork off a child process to handle that connection so that the parent process can return to waiting for connections as soon as possible
- ❖ Multithreaded server: same idea, just spawn off another thread rather than a process