

# Lecture 19:

# Computer Networking

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CSE 29: Systems Programming

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**UCSDCSE**

Computer Science and Engineering



# A “Simple” Task

- Send information from one computer to another



Host

- Endpoints are called **hosts**
  - ◆ Could be computer, iPhone, laptop, etc.
- The plumbing is called a **link**
  - ◆ We don't care what the physical technology is: Ethernet, wireless, cellular, etc.



Link



Host

# Actually Quite Complicated

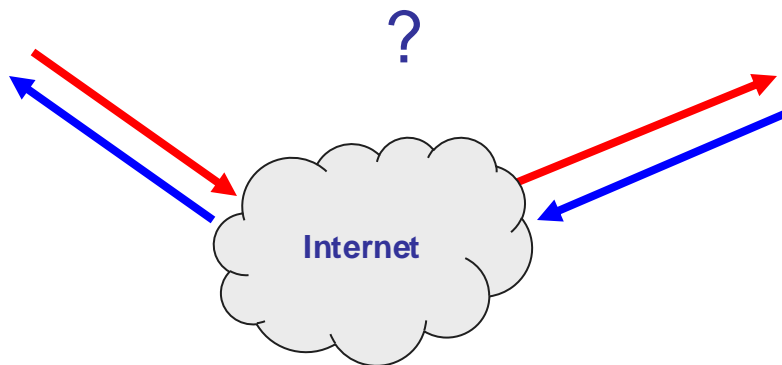


- **ROUGHLY**, what happens when I click on a Web page from UCSD?

**My device**



**www.google.com**





# Web request (HTTP)

- Turn click into HTTP request





# Name resolution (DNS)

- Where is `www.google.com`?

**My device**  
**(132.239.9.64)**



*What's the address for `www.google.com`*



**Local DNS server**  
**(132.239.51.18)**



*Oh, you can find it at `66.102.7.104`*





# Data transport (TCP)

- Break message into packets (TCP segments)
- Should be delivered reliably & in-order





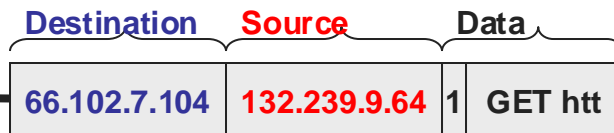
# Global Network Addressing

- Address each packet so it can traverse network and arrive at host

**My device**  
**(132.239.9.64)**



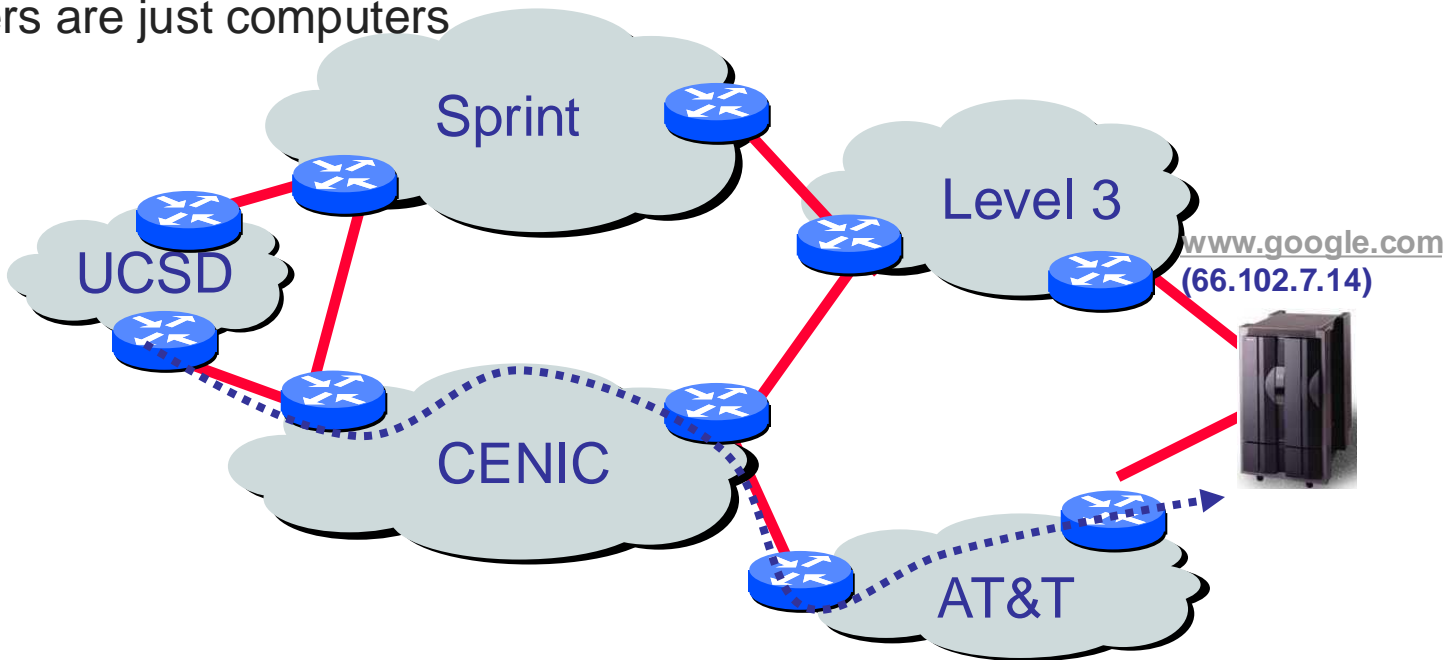
**www.google.com**  
**(66.102.7.104)**





# Network Routing

- Each router forwards packet towards destination
- Routers are just computers



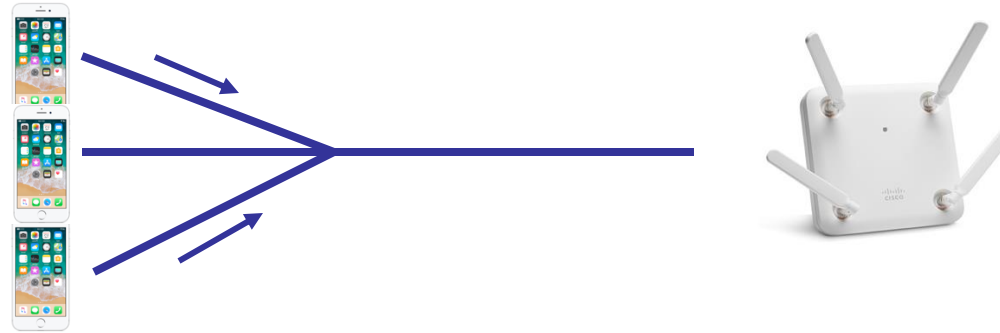




# Link management (WiFi)

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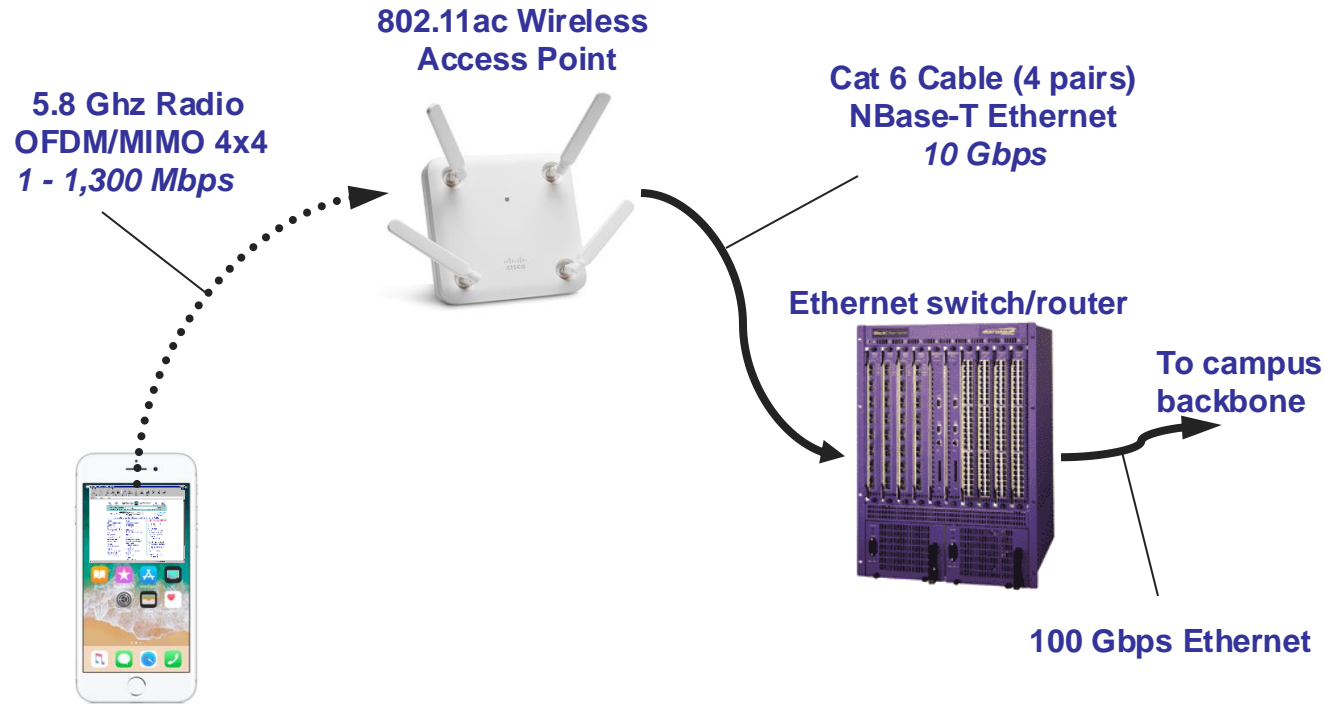
- Break message into frames
- Media Access Control (MAC)
  - ◆ Can I send now? Can I send now?



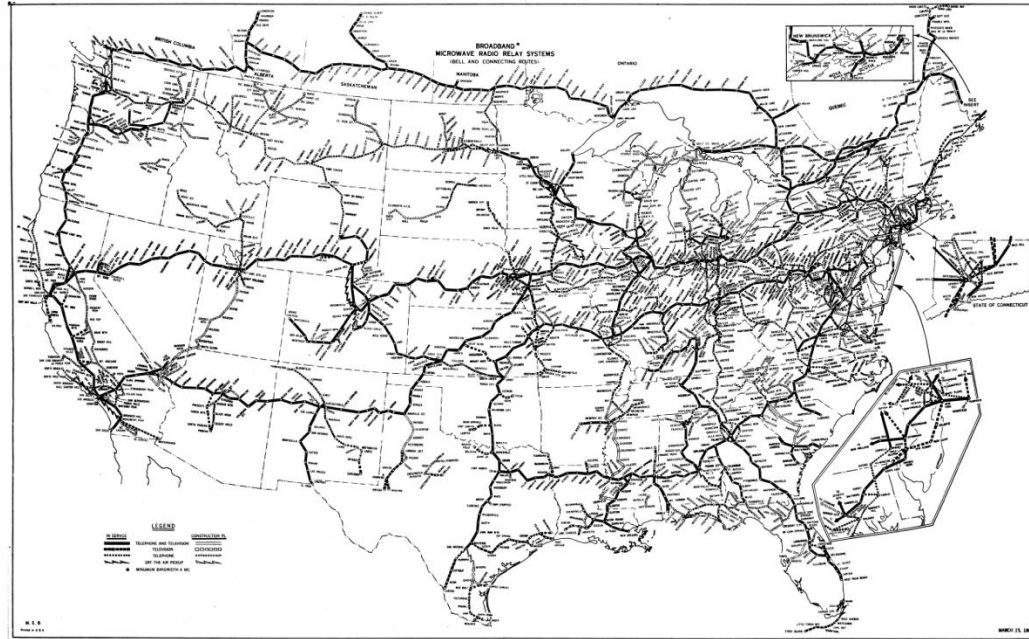
- Send frame



# Physical layer



# How do packets travel across the country?



**It started as microwave links between towers**



## Hillcrest, San Diego Site

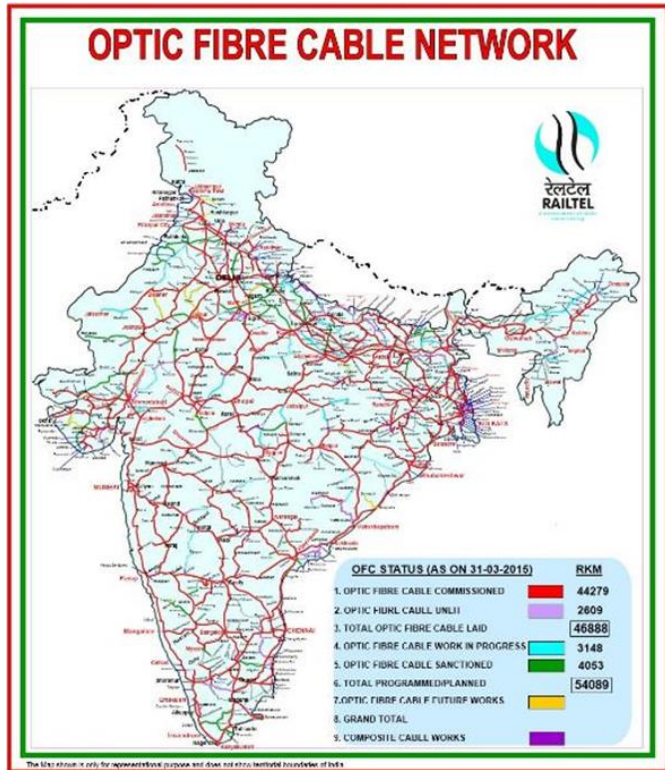
Directional microwave  
antennas pointing northeast



This building  
holds the core  
routers for all of  
AT&T San Diego



# The railroads brought the ultra-high speed Internet we have today





# Undersea cables interconnect continents

