

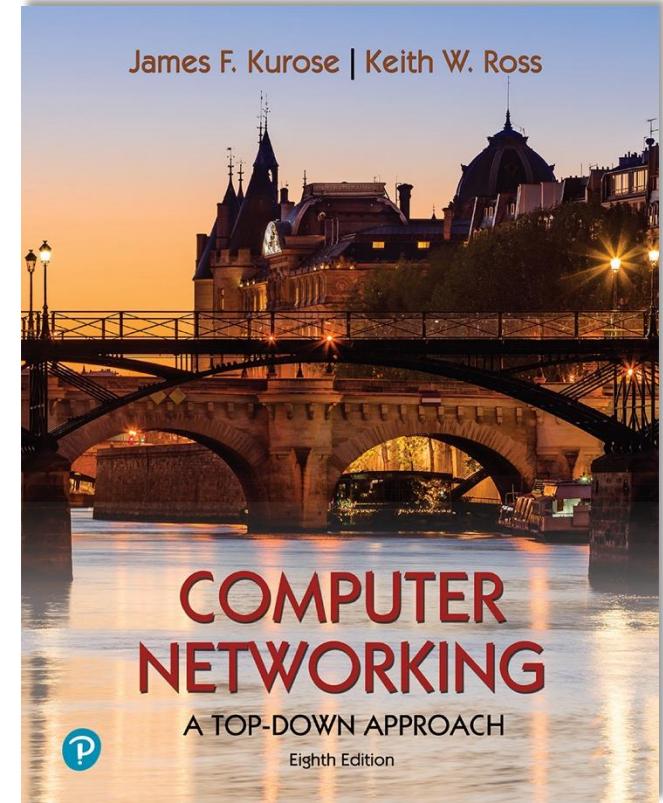
Chapter 6

The Link Layer and LANs

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Adapted from the slides of the book's authors



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

Link layer and LANs: our goals

- understand principles behind link layer services:
 - error detection, correction
 - sharing a broadcast channel: *multiple/media access control* (MAC)
 - link layer addressing
 - local area networks: Ethernet, VLANs
- datacenter networks
- instantiation, implementation of various link layer technologies



Link layer, LANs: roadmap

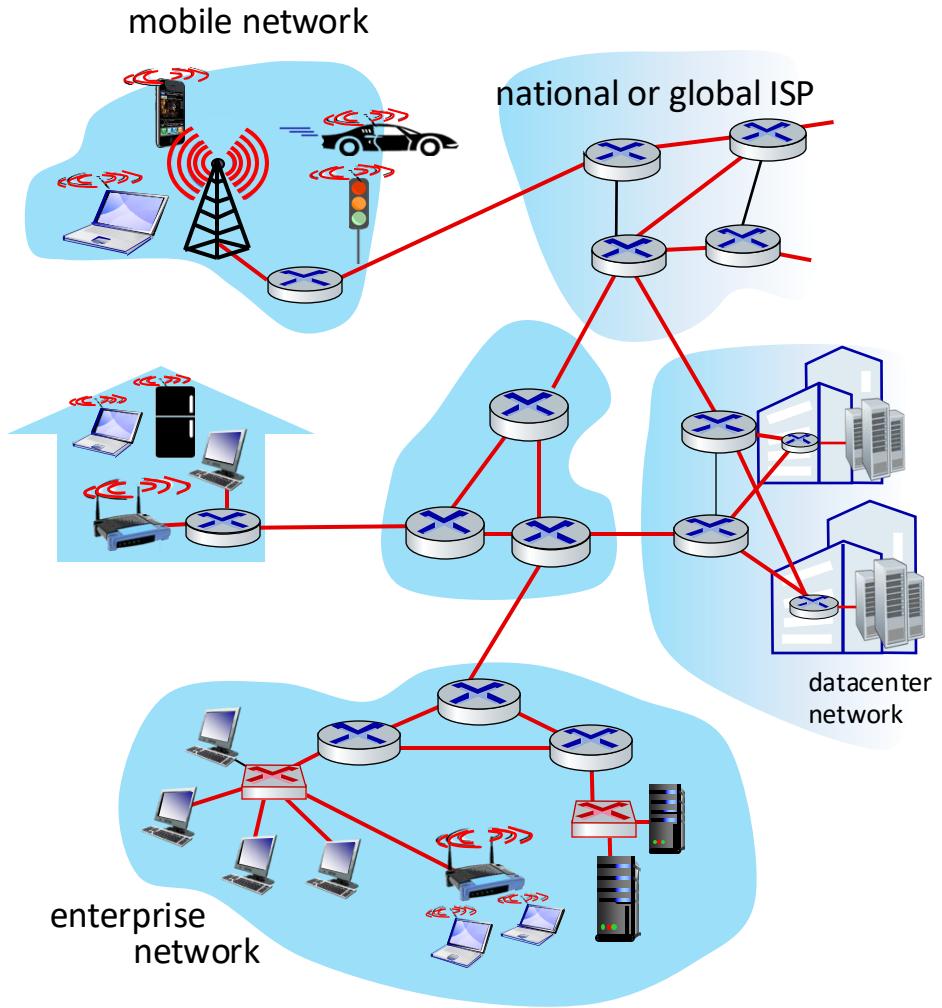
- introduction
 - error detection, correction
 - multiple access protocols
 - LANs
 - addressing, ARP
 - Ethernet
 - switches
 - VLANs
 - link virtualization: MPLS
 - data center networking
- 
- a day in the life of a web request

Link layer: introduction

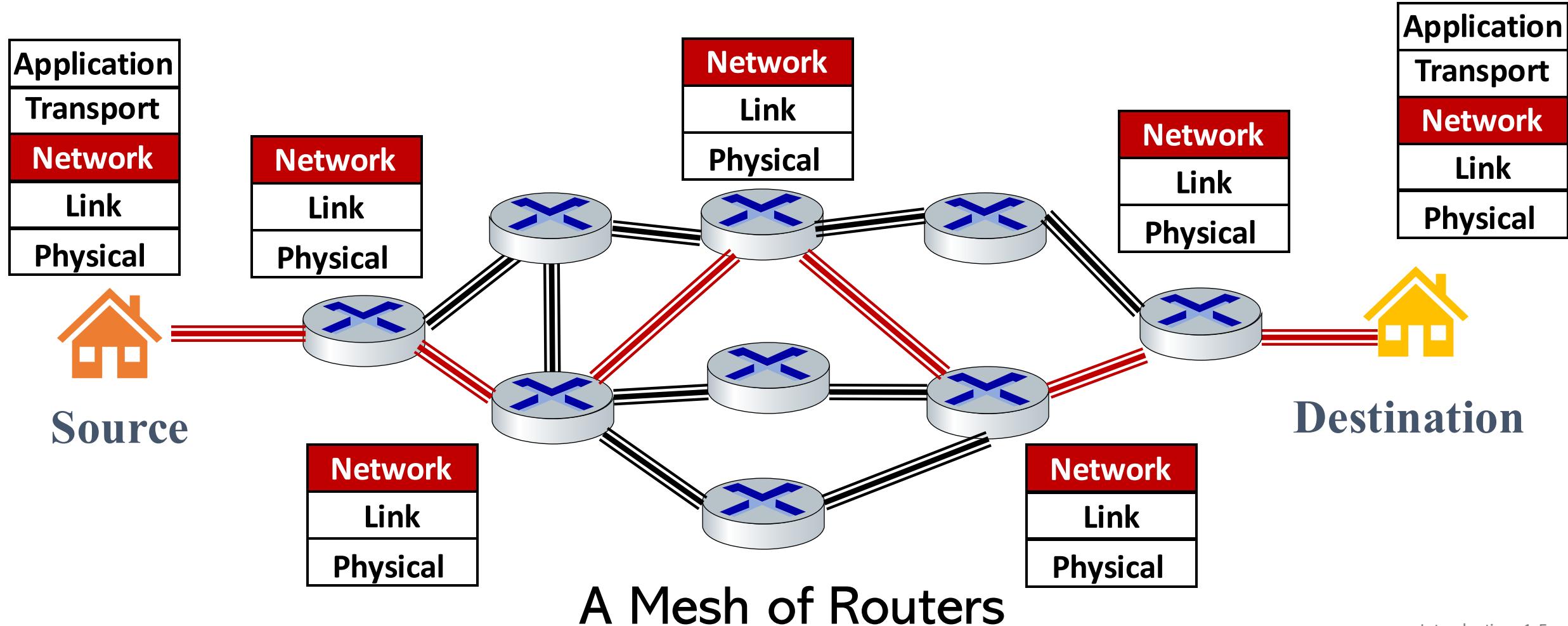
terminology:

- hosts and routers: nodes
- communication channels that connect adjacent nodes along communication path: links
 - wired
 - wireless
 - LANs
- layer-2 packet: *frame*, encapsulates datagram

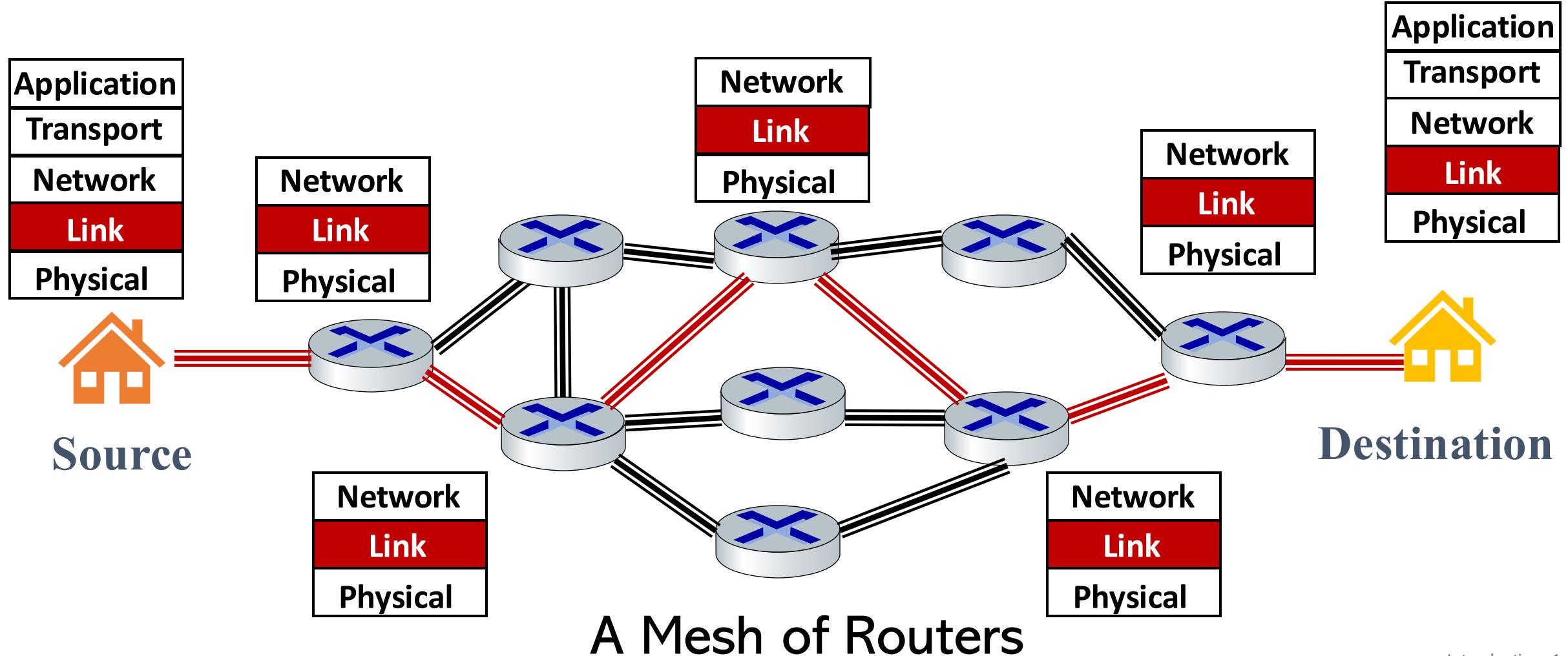
link layer has responsibility of transferring datagram from one node to *physically adjacent* node over a link



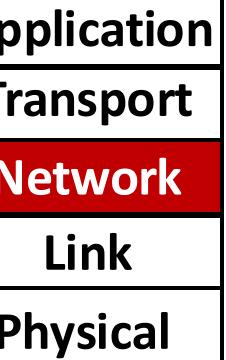
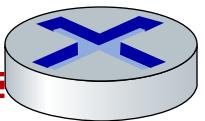
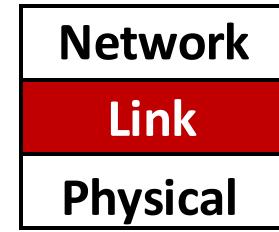
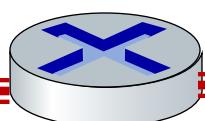
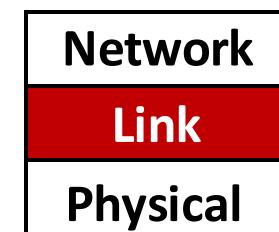
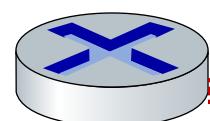
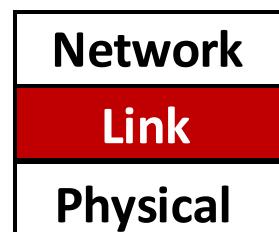
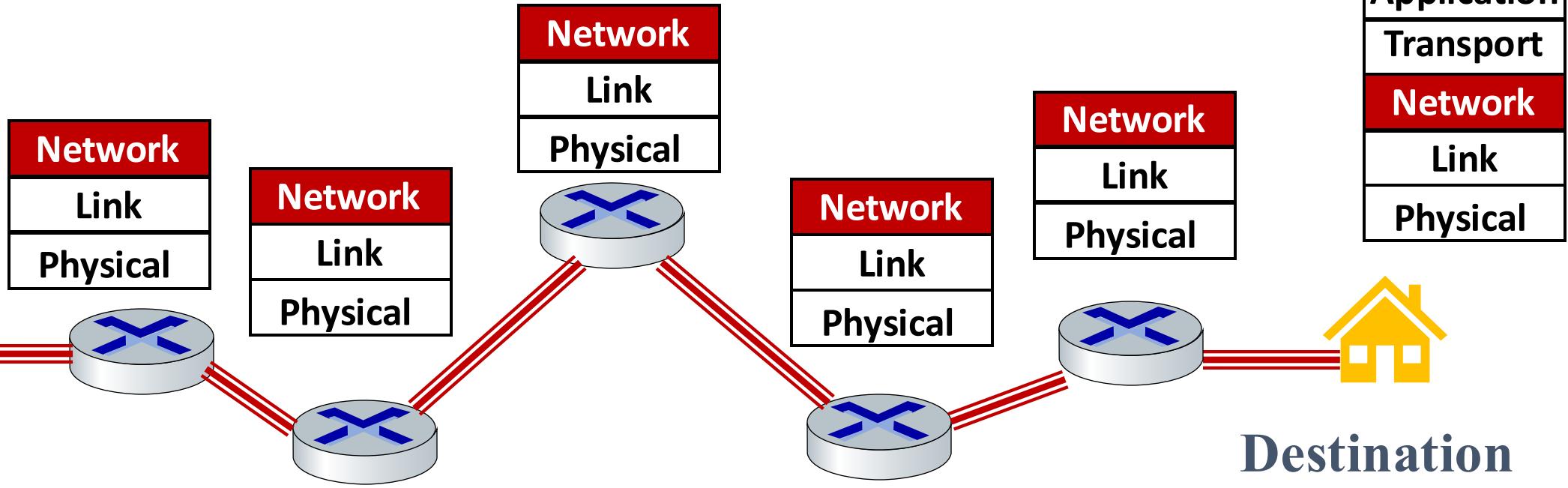
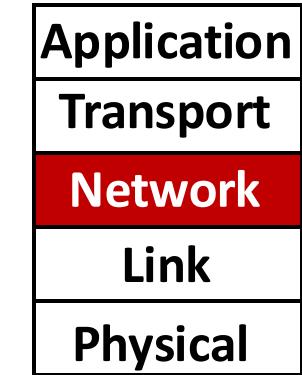
Network layer and Link layer is in every network device



Network layer and Link layer is in every network device



Network layer VS Link layer



Link layer: services

- **framing, link access:**

- encapsulate datagram into frame, adding header, trailer
- channel access if shared medium
- “MAC” addresses in frame headers identify source, destination (different from IP address!)



MAC address1

MAC address 2



MAC address 3



MAC address 4



MAC address1

MAC address 2



MAC address 3

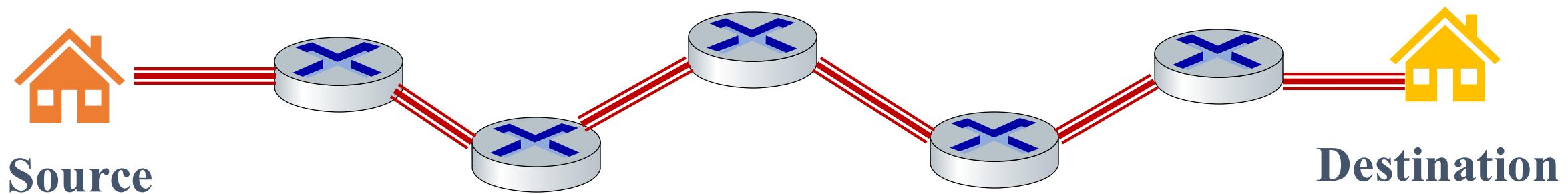


MAC address 4



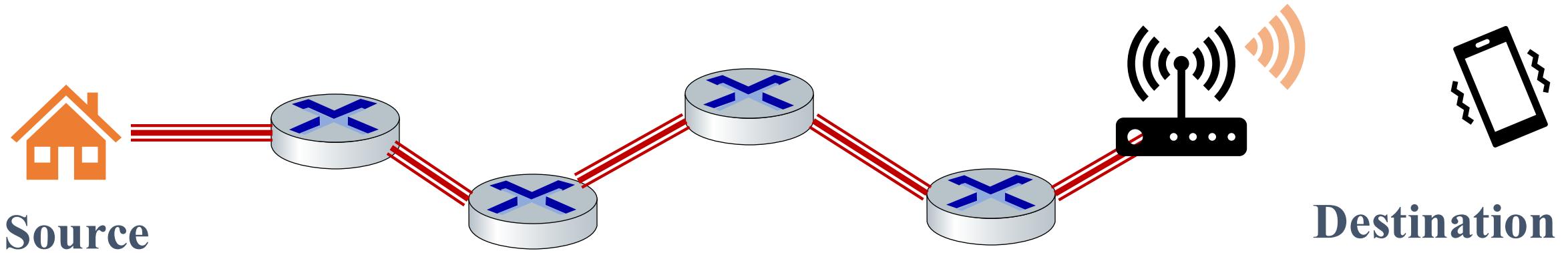
Link layer: services

- reliable delivery between adjacent nodes
 - we already know how to do this!
 - seldom used on low bit-error links
 - wireless links: high error rates
 - Q: why both link-level and end-end reliability?



Link layer: services

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Link layer: services (more)

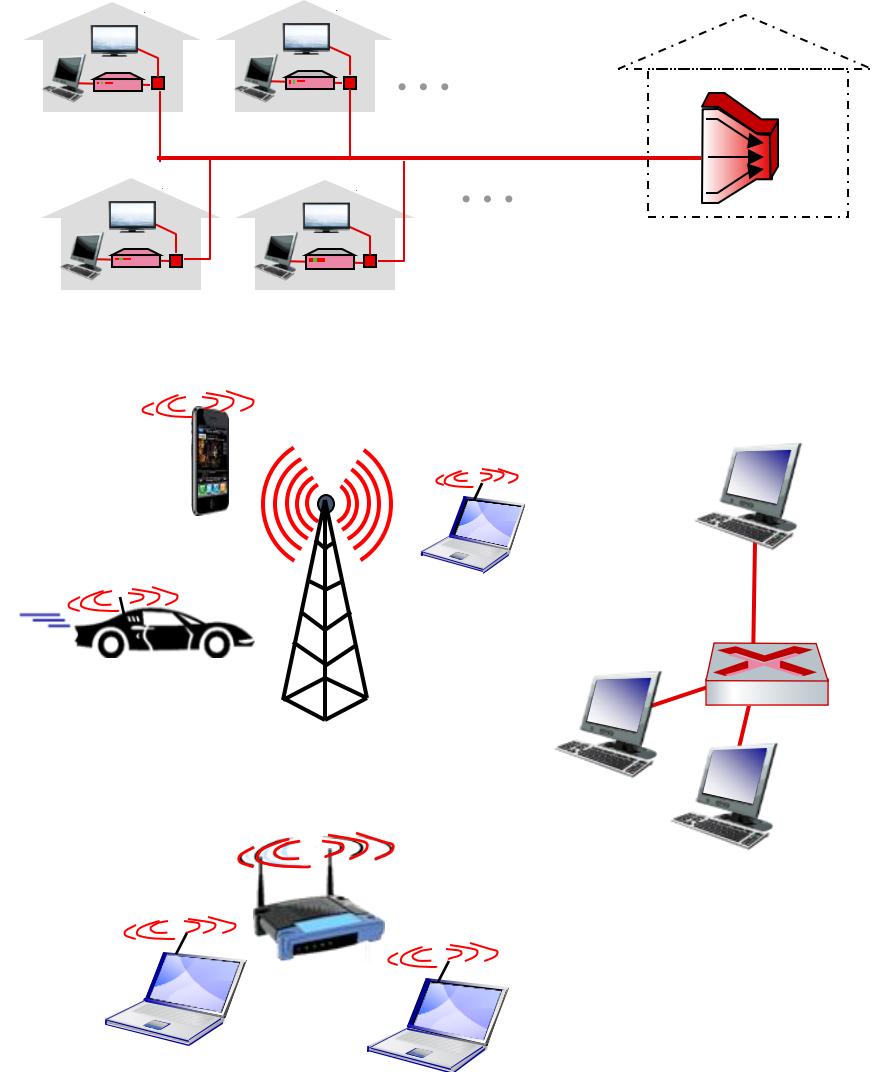
- **flow control:**
 - pacing between adjacent sending and receiving nodes
- **error detection:**
 - errors caused by signal attenuation, noise.
 - receiver detects errors, signals retransmission, or drops frame
- **error correction:**
 - receiver identifies *and corrects* bit error(s) without retransmission



Duplication

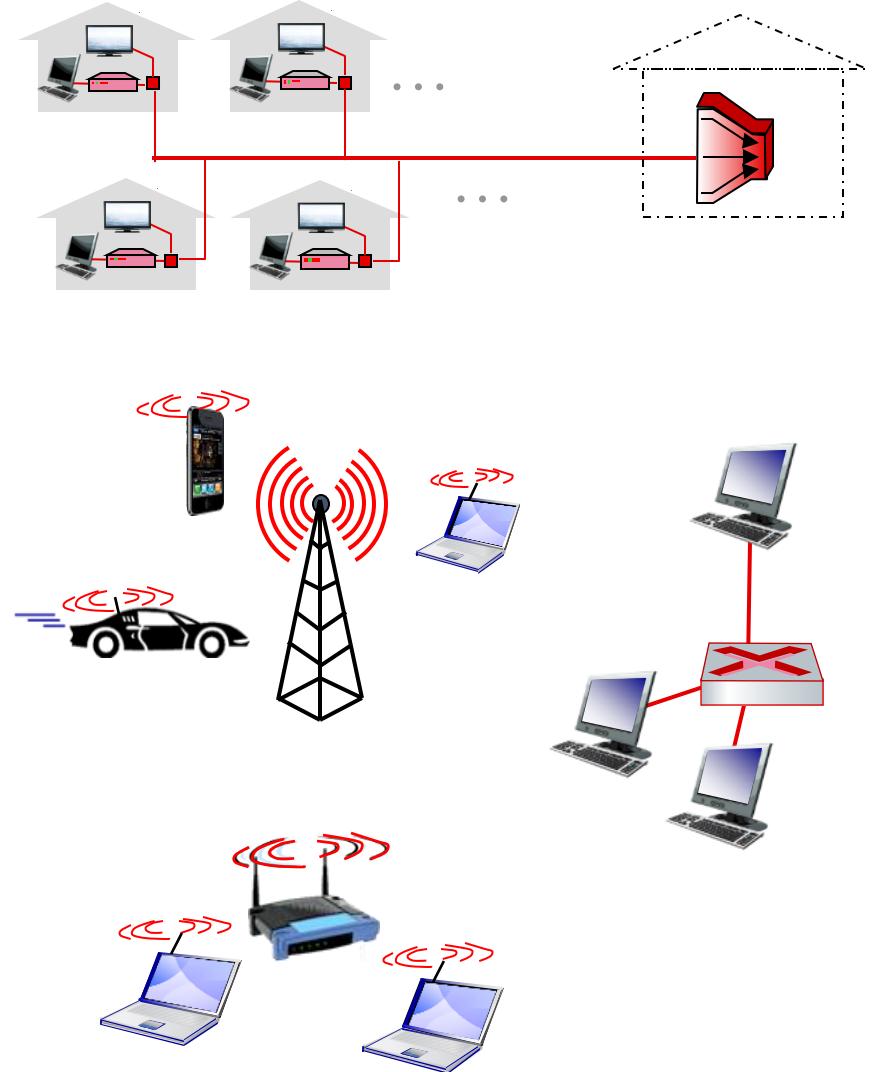


FEC redundancy



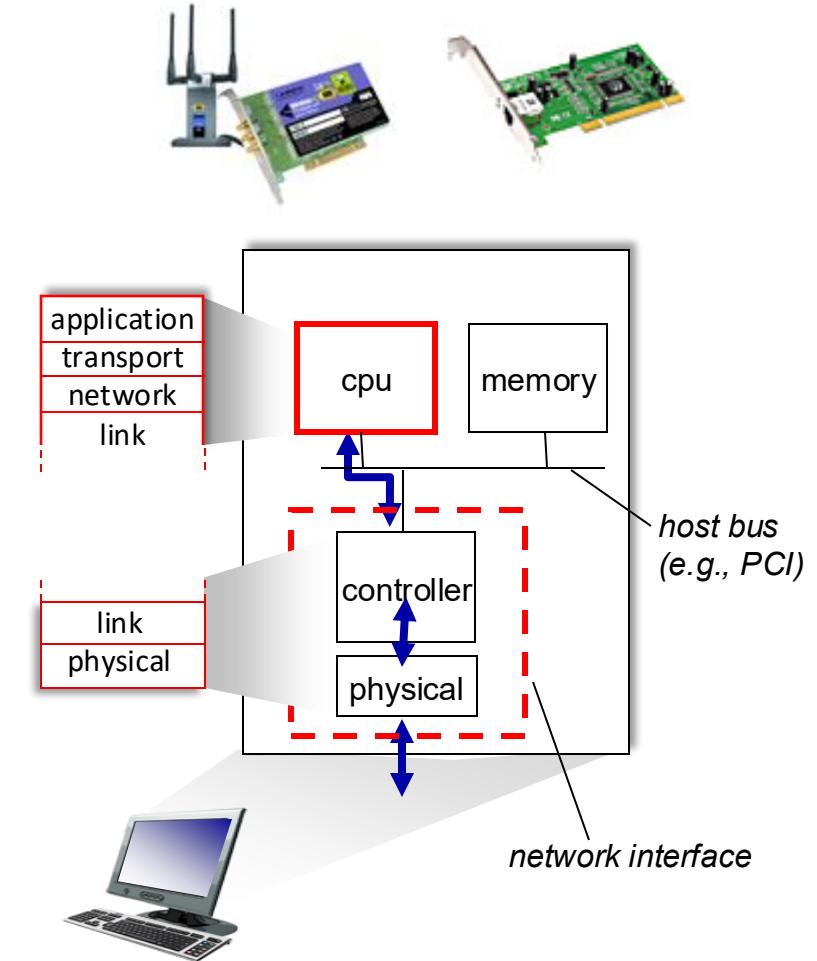
Link layer: services (more)

- **flow control:**
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- **half-duplex and full-duplex:**
 - with half duplex, nodes at both ends of link can transmit, but not at same time

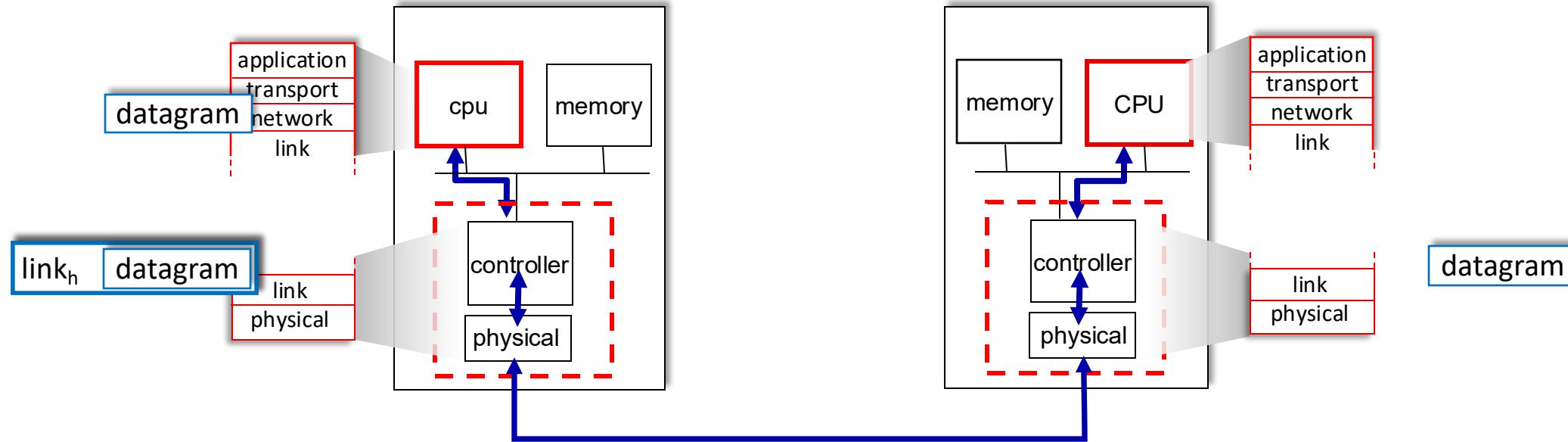


Where is the link layer implemented?

- in each-and-every host
- link layer implemented in *network interface card* (NIC) or on a chip
 - Ethernet, WiFi card or chip
 - implements link, physical layer
- attaches into host's system buses
- combination of hardware, software, firmware



Interfaces communicating



sending side:

- encapsulates datagram in frame
- adds error checking bits, reliable data transfer, flow control, etc.

receiving side:

- looks for errors, reliable data transfer, flow control, etc.
- extracts datagram, passes to upper layer at receiving side

Link layer, LANs: roadmap

- introduction
- **error detection, correction**
- multiple access protocols
- LANs
 - addressing, ARP
 - Ethernet
 - switches
 - VLANs
- link virtualization: MPLS
- data center networking

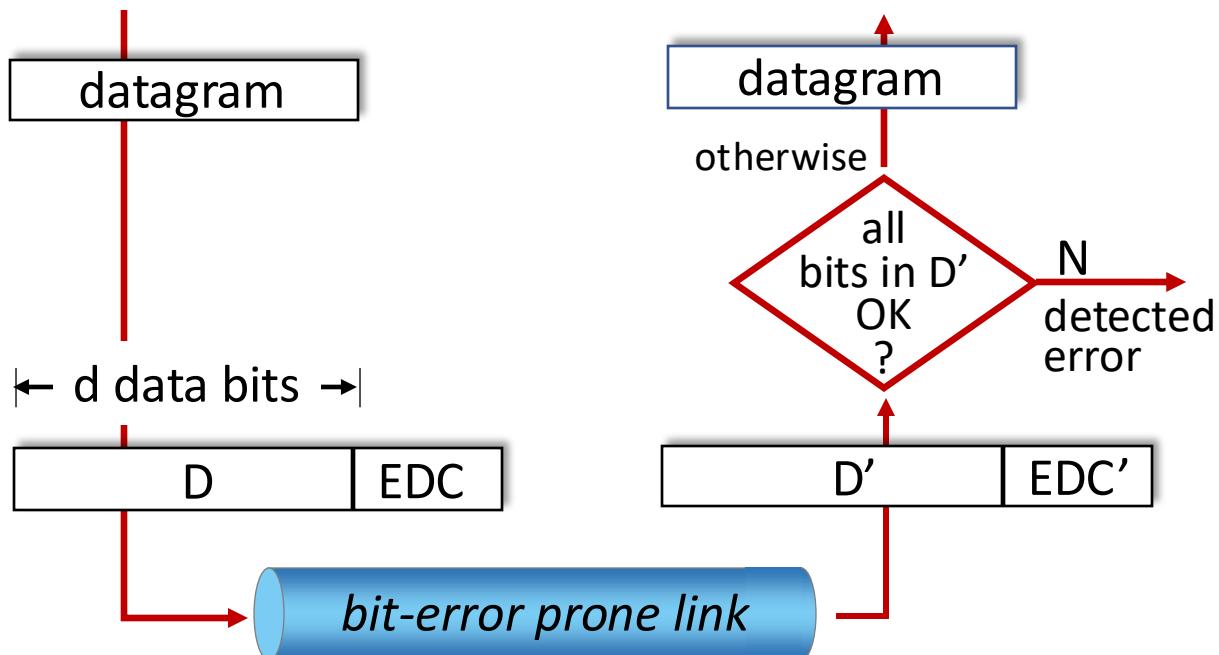


- a day in the life of a web request

Error detection

EDC: error detection and correction bits (e.g., redundancy)

D: data protected by error checking, may include header fields



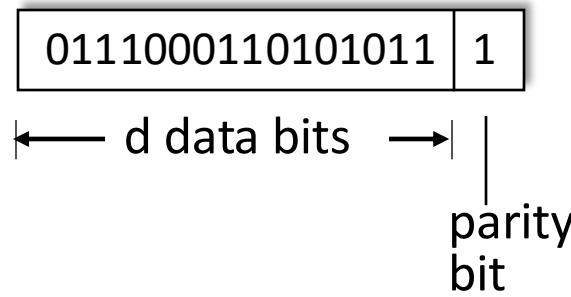
Error detection not 100% reliable!

- protocol may miss some errors, but rarely
- larger EDC field yields better detection and correction

Parity checking

single bit parity:

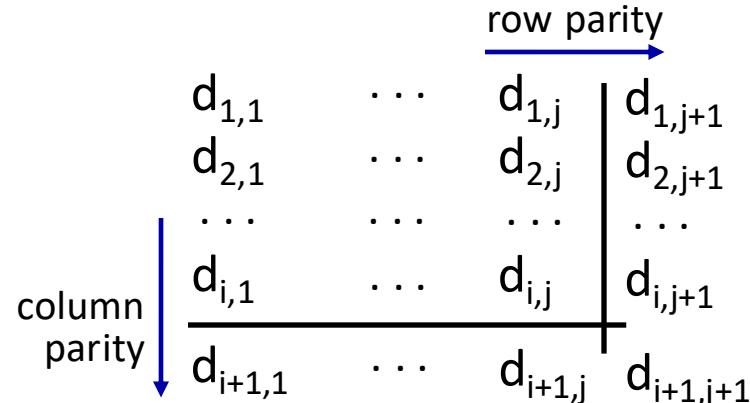
- detect single bit errors



Even parity: set parity bit so there is an even number of 1's

two-dimensional bit parity:

- detect *and correct* single bit errors



no errors:	1 0 1 0 1 1
	1 1 1 1 0 0
	0 1 1 1 0 1
	1 0 1 0 1 0

detected and correctable single-bit error:

1 0 1 0 1 1
1 0 1 1 0 0
0 1 1 1 0 1
1 0 1 0 1 0

parity error

parity error

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

Internet checksum (review, see section 3.3)

Goal: detect errors (*i.e.*, flipped bits) in transmitted segment

sender:

- treat contents of UDP segment (including UDP header fields and IP addresses) as sequence of 16-bit integers
- **checksum:** addition (one's complement sum) of segment content
- checksum value put into UDP checksum field

receiver:

- compute checksum of received segment
- check if computed checksum equals checksum field value:
 - not equal - error detected
 - equal - no error detected. *But maybe errors nonetheless?* More later

Cyclic Redundancy Check (CRC)

- more powerful error-detection coding
- can detect all burst errors less than $r+1$ bits
- widely used in practice (Ethernet, 802.11 WiFi)



Link layer, LANs: roadmap

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Multiple access links, protocols

two types of “links”:

- point-to-point
 - point-to-point link between Ethernet switch, host
 - PPP for dial-up access
- broadcast (shared wire or medium)
 - old-fashioned Ethernet
 - upstream HFC in cable-based access network
 - 802.11 wireless LAN, 4G/4G satellite



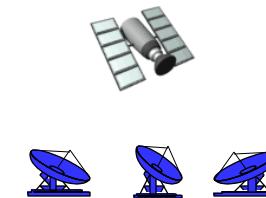
shared wire (e.g.,
cabled Ethernet)



shared radio: 4G/5G



shared radio: WiFi



shared radio: satellite



humans at a cocktail party
(shared air, acoustical)

Media Access Control (MAC) protocols

- single shared broadcast channel
- two or more simultaneous transmissions by nodes: interference
 - *collision* if node receives two or more signals at the same time

— MAC protocol —

- distributed algorithm that determines how nodes share channel, i.e., determine when node can transmit
- communication about channel sharing must use channel itself!
 - no out-of-band channel for coordination

An ideal multiple access protocol

given: multiple access channel of rate R bps

desiderata:

1. when one node wants to transmit, it can send at rate R .
2. when M nodes want to transmit, each can send at average rate R/M
3. fully decentralized:
 - no special node to coordinate transmissions
 - no synchronization of clocks, slots
4. simple

MAC protocols: taxonomy

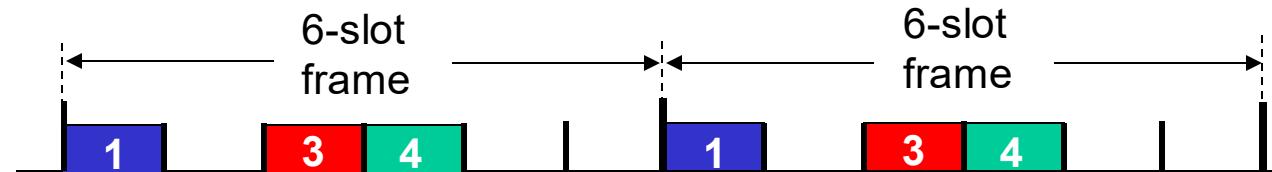
three broad classes:

- **channel partitioning**
 - divide channel into smaller “pieces” (time slots, frequency, code)
 - allocate piece to node for exclusive use
- *random access*
 - channel not divided, allow collisions
 - “recover” from collisions
- **“taking turns”**
 - nodes take turns, but nodes with more to send can take longer turns

Channel partitioning MAC protocols: TDMA

TDMA: time division multiple access

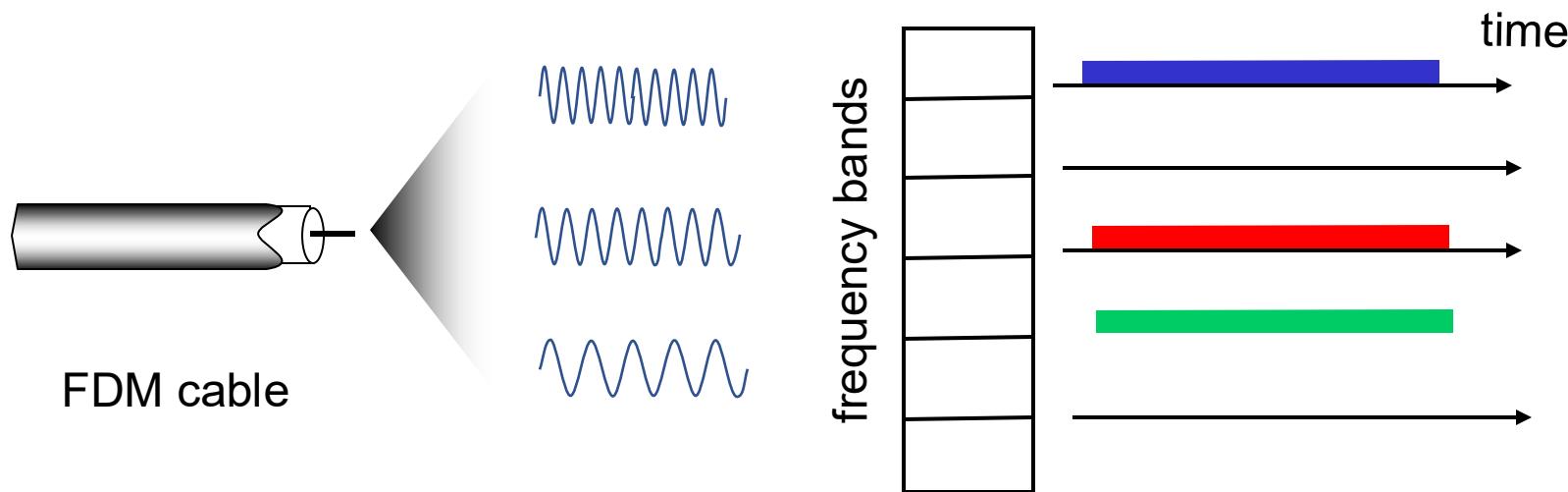
- access to channel in “rounds”
- each station gets fixed length slot (length = packet transmission time) in each round
- unused slots go idle
- example: 6-station LAN, 1,3,4 have packets to send, slots 2,5,6 idle



Channel partitioning MAC protocols: FDMA

FDMA: frequency division multiple access

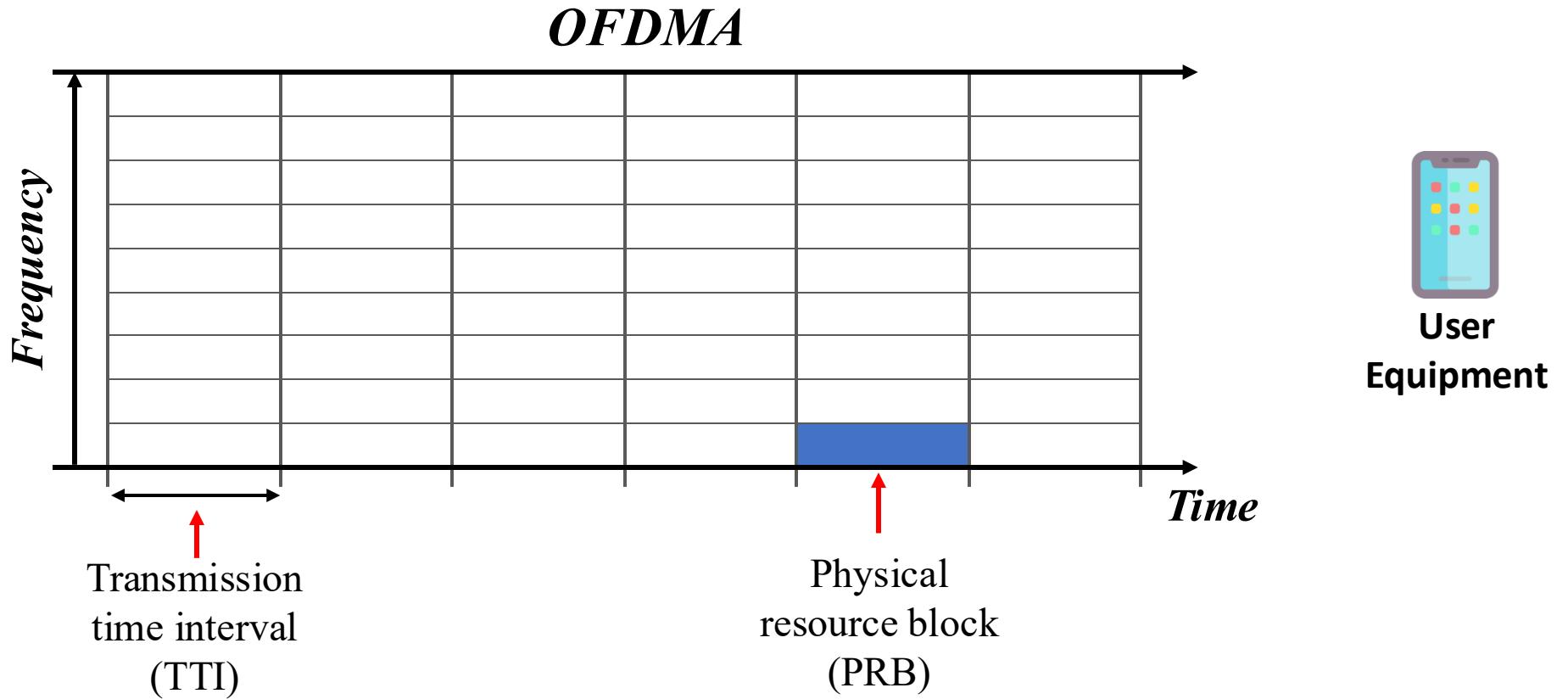
- channel spectrum divided into frequency bands
- each station assigned fixed frequency band
- unused transmission time in frequency bands go idle
- example: 6-station LAN, 1,3,4 have packet to send, frequency bands 2,5,6 idle



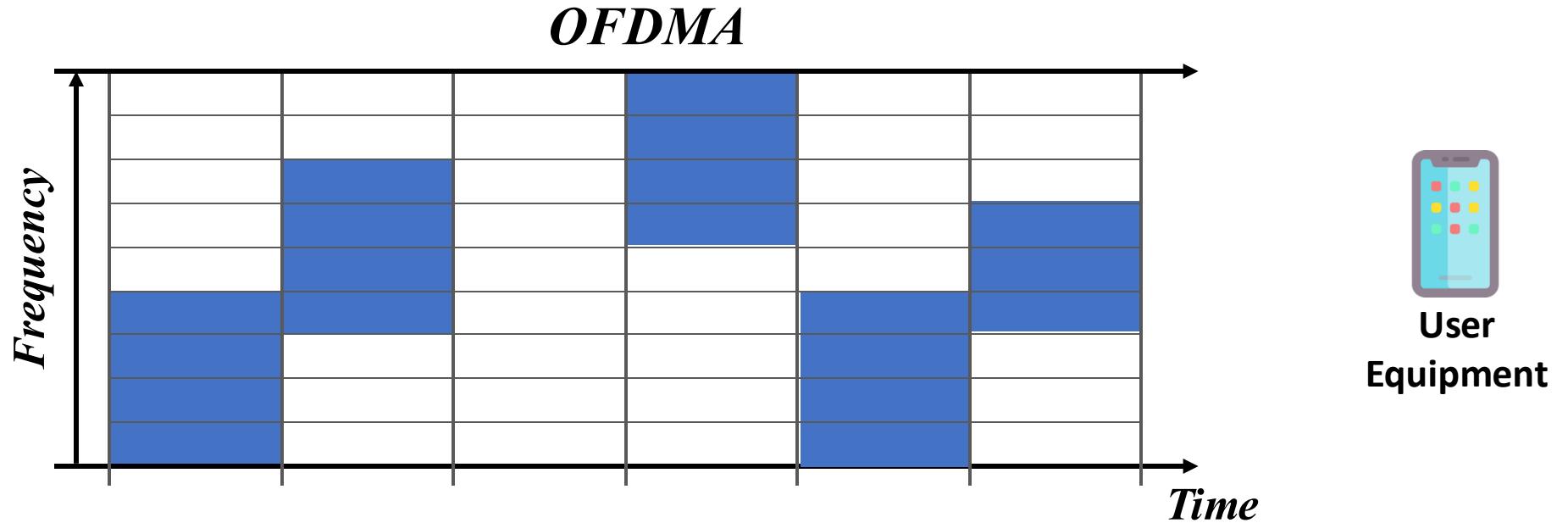
Cellular OFDMA: TDMA+FDMA



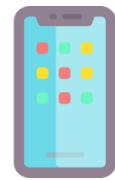
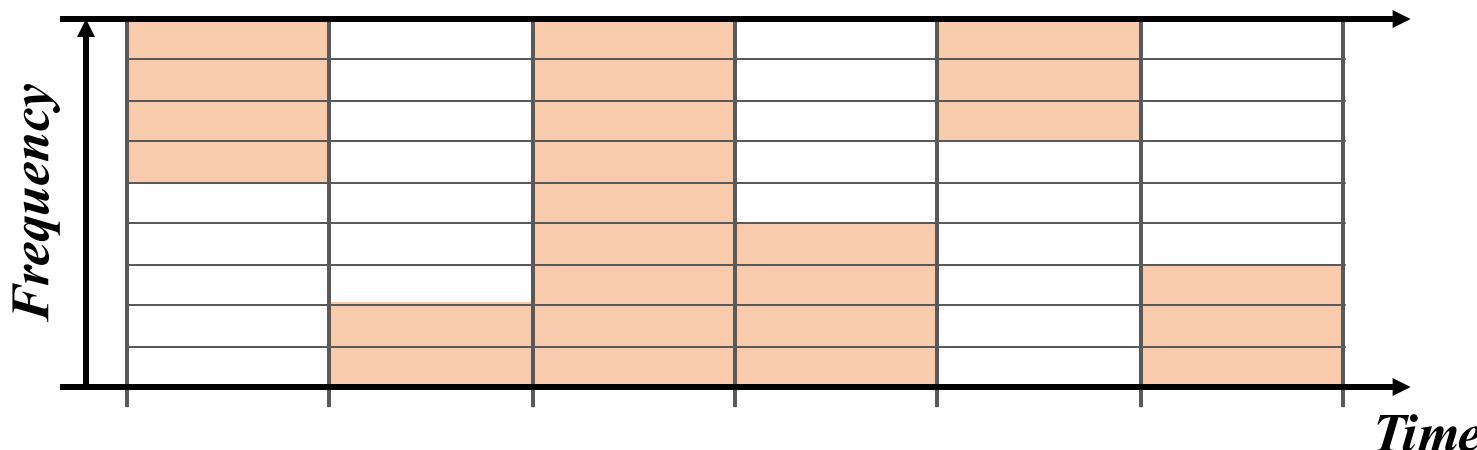
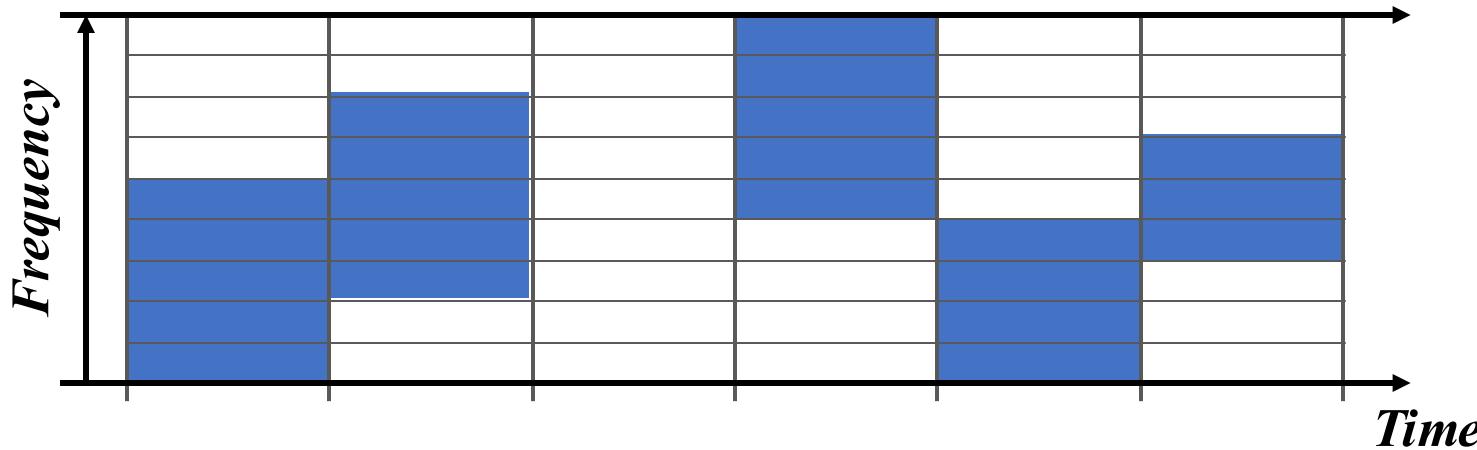
Base station



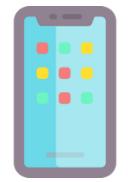
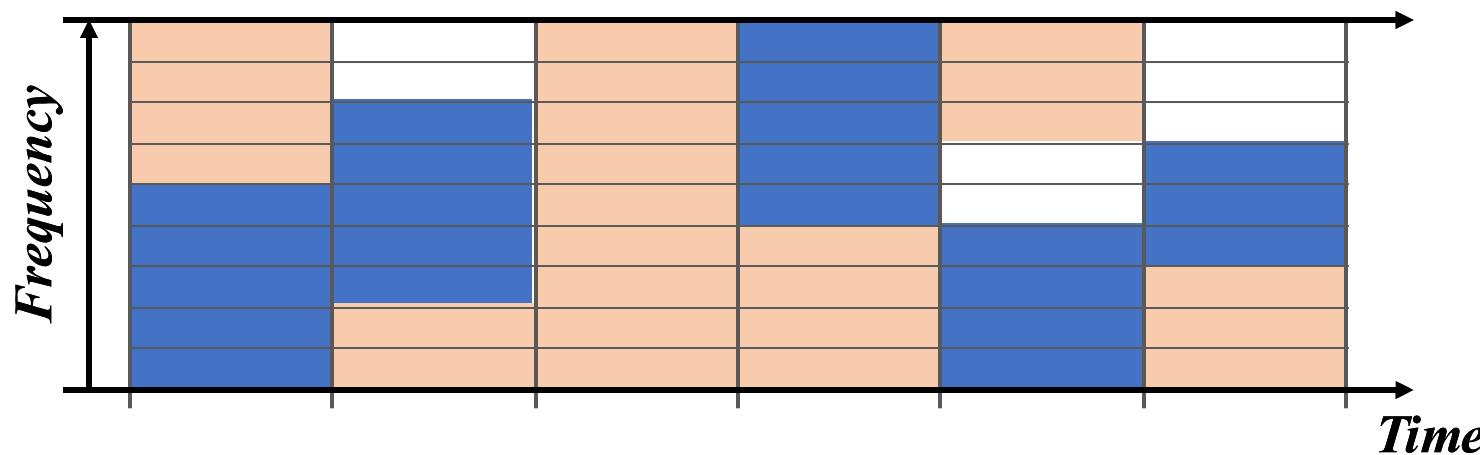
Cellular OFDMA: Resource Management



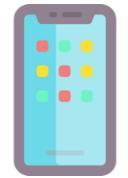
Cellular OFDMA: Resource Management



Cellular OFDMA: Resource Management



UE 1



UE 2

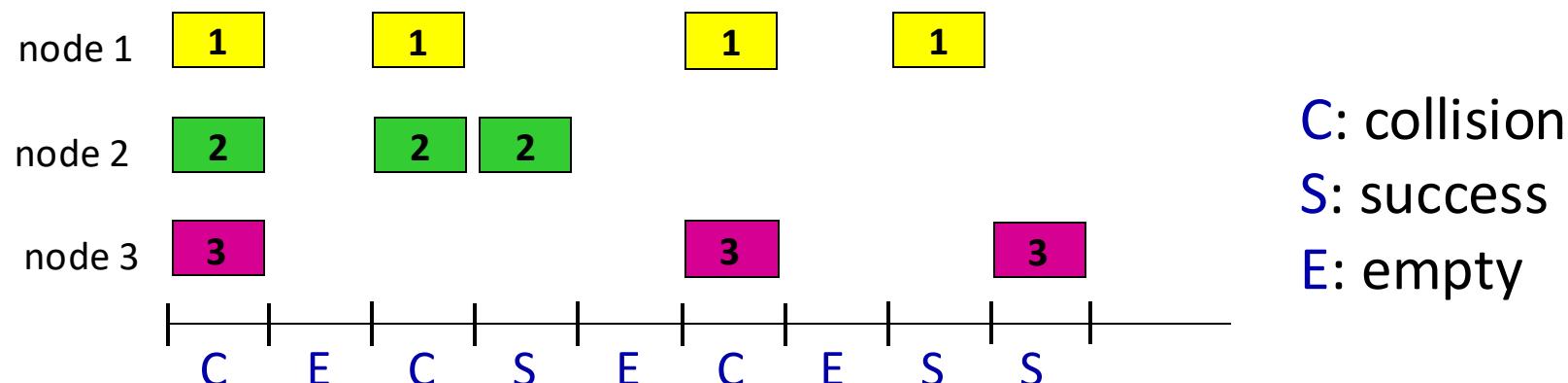
Random access protocols

- when node has packet to send
 - transmit at full channel data rate R .
 - no *a priori* coordination among nodes
- two or more transmitting nodes: “collision”
- **random access MAC protocol** specifies:
 - when to send
 - how to detect collisions
 - how to recover from collisions (e.g., via delayed retransmissions)
- examples of random access MAC protocols:
 - ALOHA, slotted ALOHA
 - CSMA, CSMA/CD, CSMA/CA

Slotted ALOHA

assumptions:

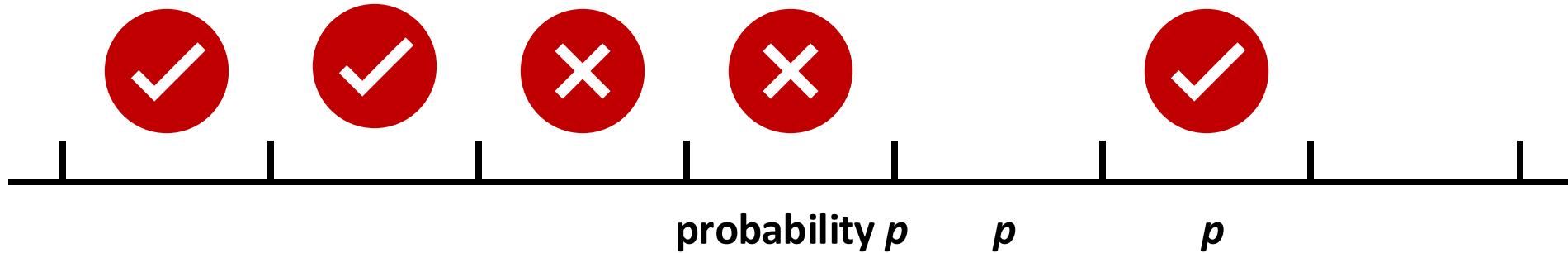
- all frames same size
- time divided into equal size slots (time to transmit 1 frame)
- nodes start to transmit only slot beginning
- nodes are synchronized
- if 2 or more nodes transmit in slot, all nodes detect collision



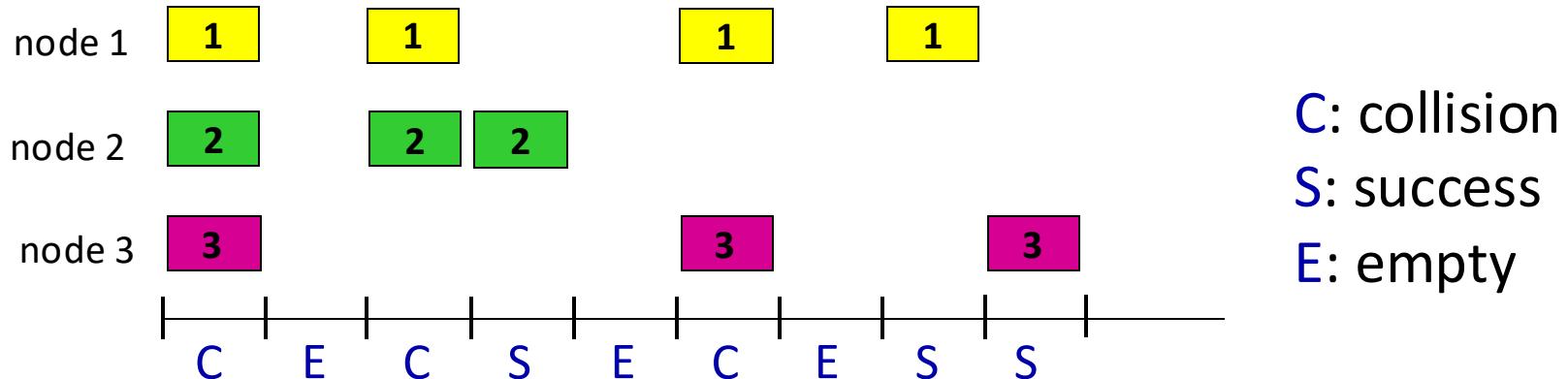
Slotted ALOHA

operation:

- when node obtains fresh frame, transmits in next slot
 - *if no collision*: node can send new frame in next slot
 - *if collision*: node retransmits frame in each subsequent slot with probability p until success



Slotted ALOHA



Pros:

- single active node can continuously transmit at full rate of channel
- highly decentralized: only slots in nodes need to be in sync
- simple

Cons:

- synchronization
- collisions, “wasting slots”
- idle slots, “wasting slots”

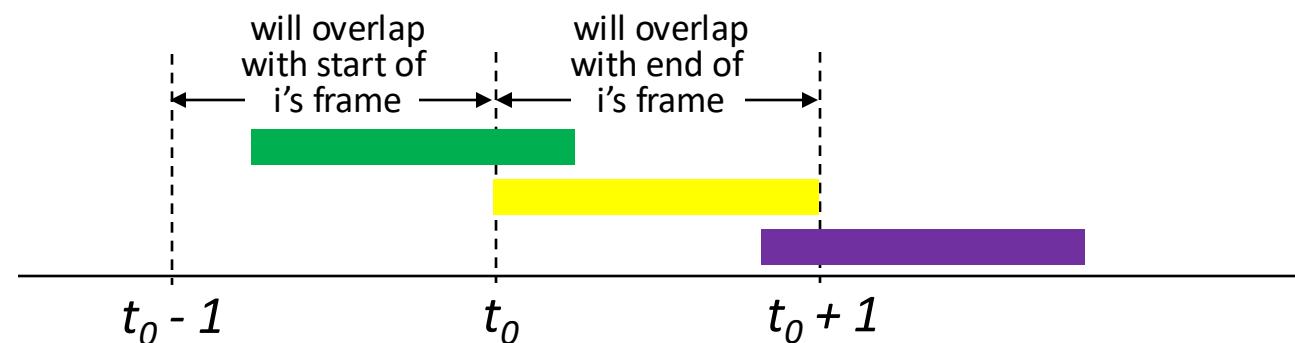
Slotted ALOHA: efficiency

efficiency: long-run fraction of successful slots (many nodes, all with many frames to send)

- *suppose:* N nodes with many frames to send, each transmits in slot with probability p
 - prob that given node has success in a slot = $p(1-p)^{N-1}$
 - prob that *any* node has a success = $Np(1-p)^{N-1}$
 - max efficiency: find p^* that maximizes $Np(1-p)^{N-1}$
 - for many nodes, take limit of $Np^*(1-p^*)^{N-1}$ as N goes to infinity, gives:
max efficiency = $1/e = .37$
- *at best:* channel used for useful transmissions 37% of time!

Pure ALOHA

- unslotted Aloha: simpler, no synchronization
 - when frame first arrives: transmit immediately
- collision probability increases with no synchronization:
 - frame sent at t_0 collides with other frames sent in $[t_0-1, t_0+1]$



- pure Aloha efficiency: 18% !

CSMA (carrier sense multiple access)

simple **CSMA**: listen before transmit:

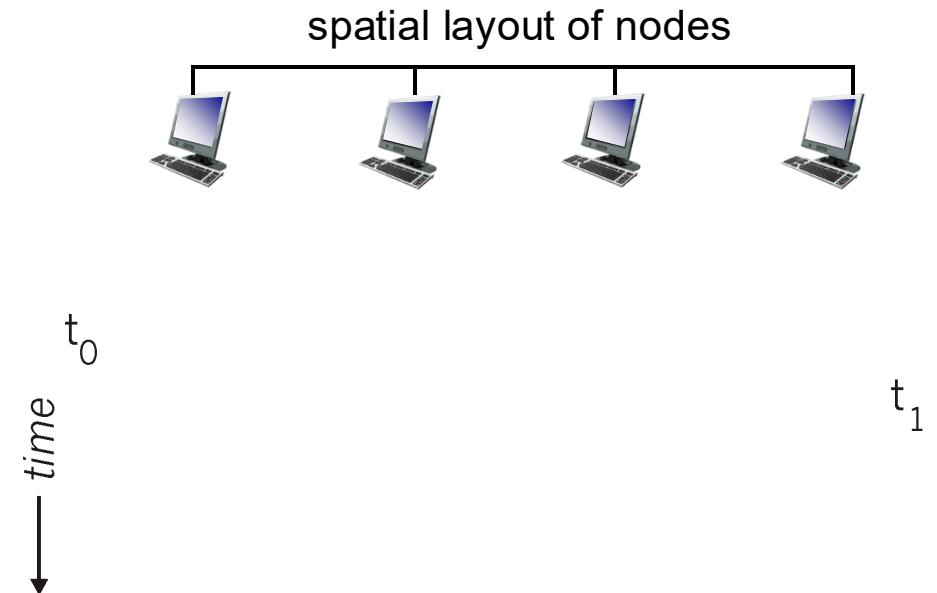
- if channel sensed idle: transmit entire frame
- if channel sensed busy: defer transmission
- human analogy: don't interrupt others!

CSMA/CD: CSMA with *collision detection*

- collisions *detected* within short time
- colliding transmissions aborted, reducing channel wastage
- collision detection easy in wired, difficult with wireless
- human analogy: the polite conversationalist

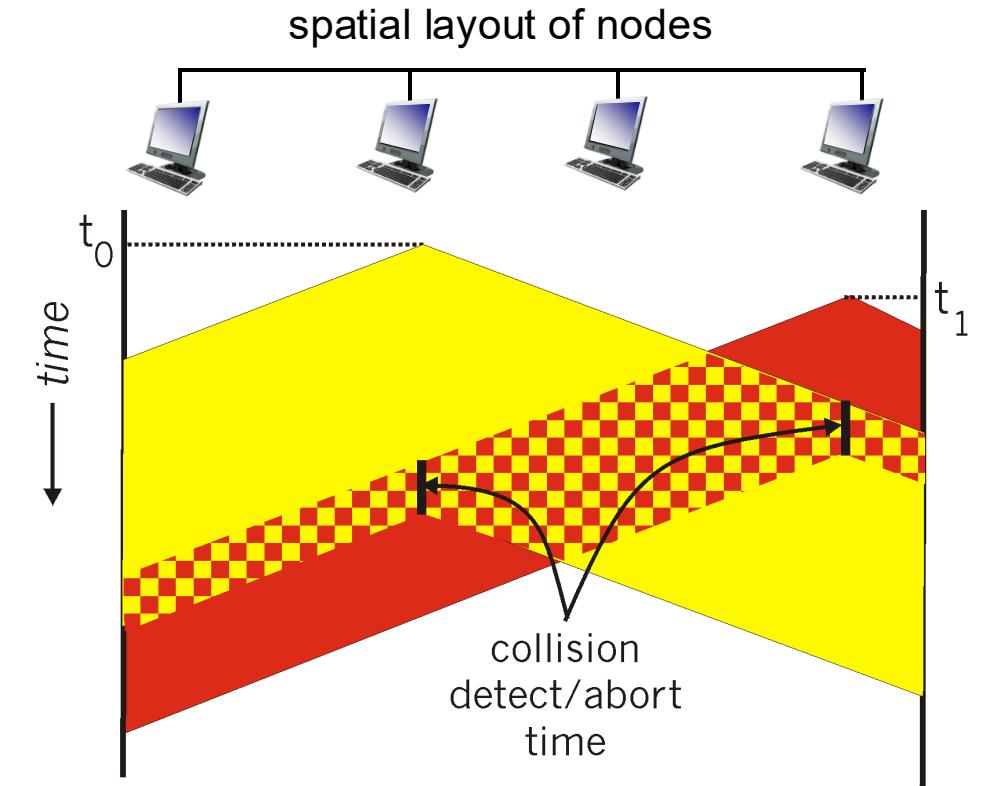
CSMA: collisions

- collisions *can* still occur with carrier sensing:
 - propagation delay means two nodes may not hear each other's just-started transmission
- **collision:** entire packet transmission time wasted
 - distance & propagation delay play role in determining collision probability



CSMA/CD:

- CSMA/CS reduces the amount of time wasted in collisions
 - transmission aborted on collision detection



Ethernet CSMA/CD algorithm

1. Ethernet receives datagram from network layer, creates frame
2. If Ethernet senses channel:
 - if **idle**: start frame transmission.
 - if **busy**: wait until channel idle, then transmit
3. If entire frame transmitted without collision – done!
4. If another transmission detected while sending: abort, send jam signal
5. After aborting, enters *binary (exponential) backoff*:
 - after m th collision, chooses K at random from $\{0,1,2, \dots, 2^m-1\}$. NIC waits $K \cdot 512$ bit times, returns to Step 2
 - more collisions: longer backoff interval

CSMA/CD efficiency

- T_{prop} = max prop delay between 2 nodes in LAN
- t_{trans} = time to transmit max-size frame

$$efficiency = \frac{1}{1 + 5t_{prop}/t_{trans}}$$

- efficiency goes to 1
 - as t_{prop} goes to 0
 - as t_{trans} goes to infinity
- better performance than ALOHA: and simple, cheap, decentralized !

“Taking turns” MAC protocols

channel partitioning MAC protocols:

- share channel *efficiently* and *fairly* at high load
- inefficient at low load: delay in channel access, $1/N$ bandwidth allocated even if only 1 active node!

random access MAC protocols

- efficient at low load: single node can fully utilize channel
- high load: collision overhead

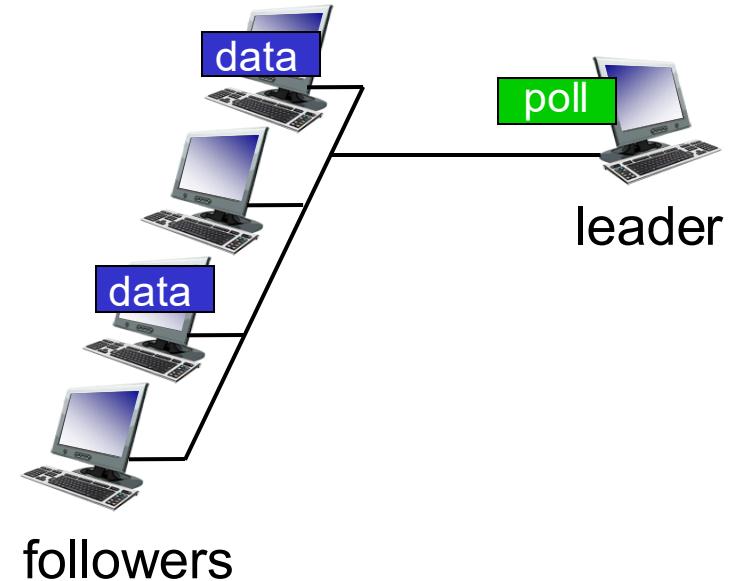
“taking turns” protocols

- look for best of both worlds!

“Taking turns” MAC protocols

polling:

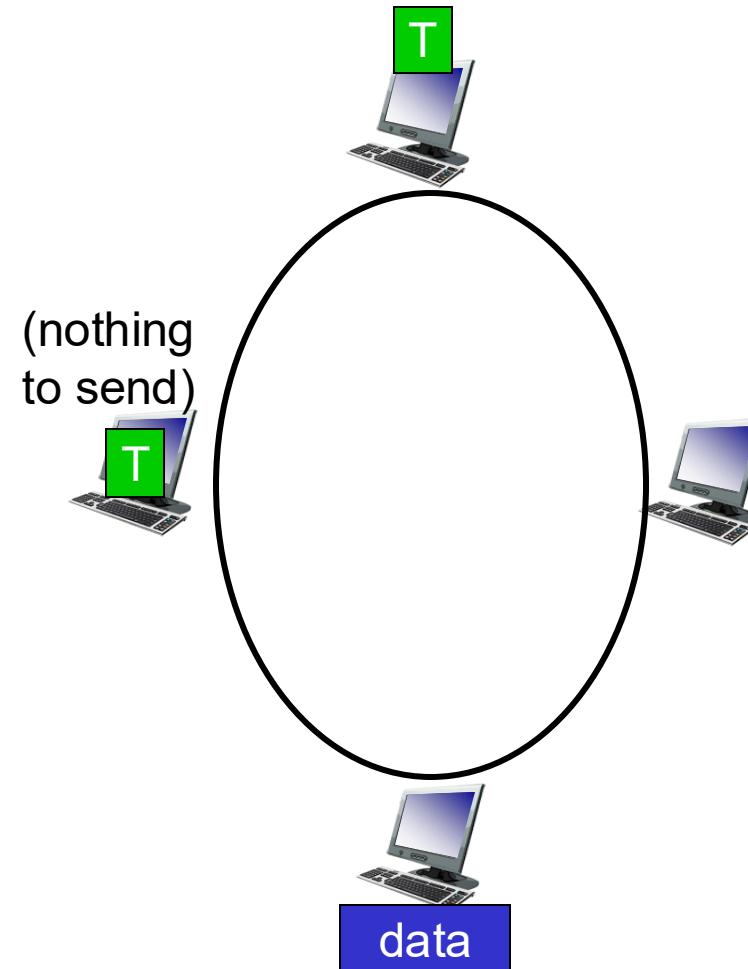
- master node “invites” other nodes to transmit in turn
- typically used with “dumb” devices
- concerns:
 - polling overhead
 - latency
 - single point of failure (master)
- Bluetooth uses polling



“Taking turns” MAC protocols

token passing:

- control *token* passed from one node to next sequentially.
 - Transmit while holding token
- concerns: similar to polling
 - token overhead
 - Access latency
 - single point of failure (token)



Summary of MAC protocols

- **channel partitioning**, by time, frequency or code
 - Time Division, Frequency Division
- **random access (dynamic)**,
 - ALOHA, S-ALOHA, CSMA, CSMA/CD
 - carrier sensing: easy in some technologies (wire), hard in others (wireless)
 - CSMA/CD used in Ethernet
 - CSMA/CA used in 802.11
- **taking turns**
 - polling from central site, token passing
 - Bluetooth, FDDI, token ring

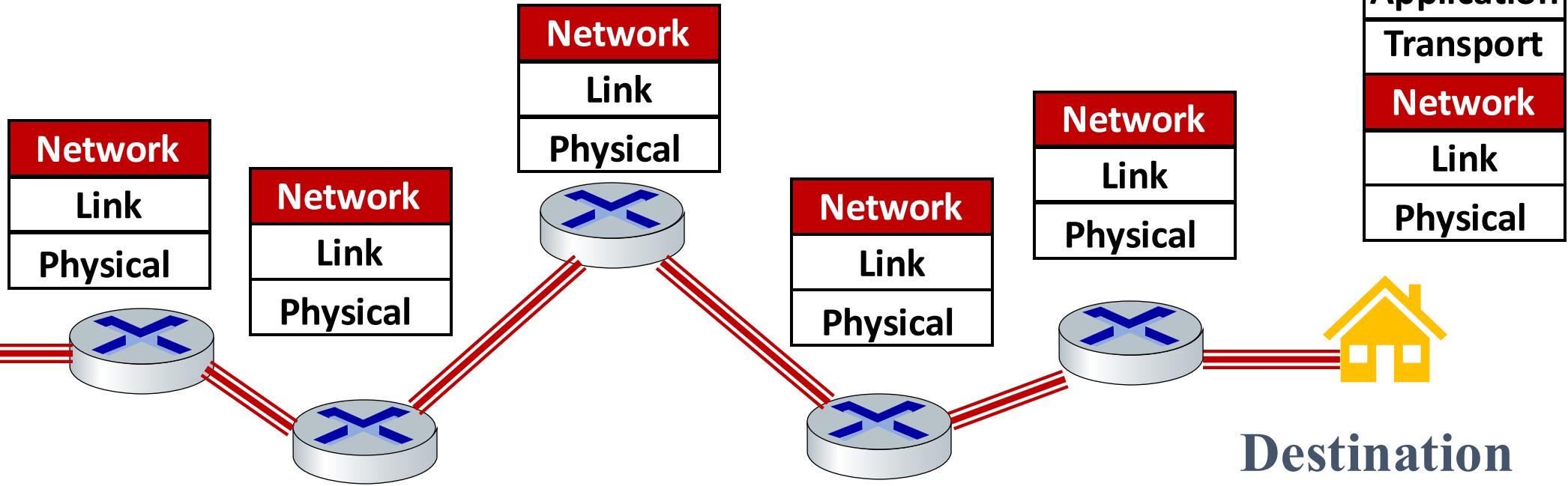
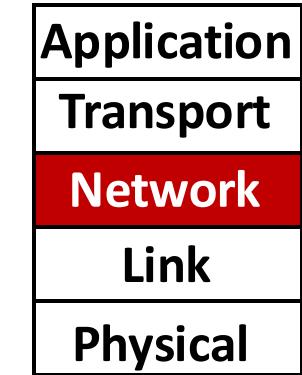
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- **LANs**
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- link virtualization: MPLS
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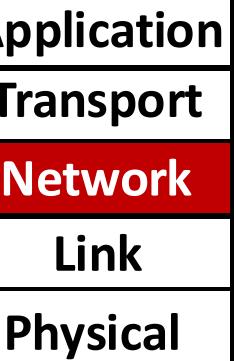
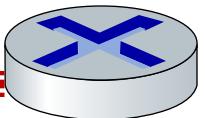
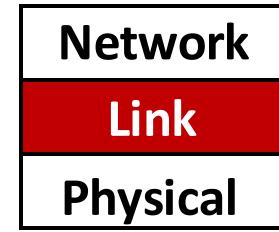
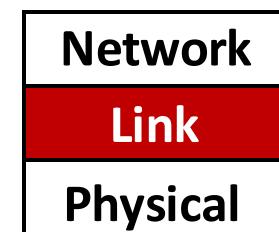
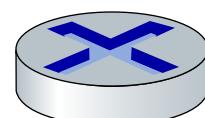
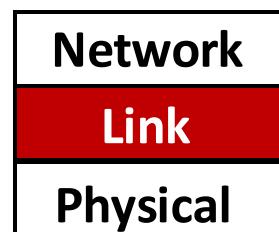
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Network layer VS Link layer

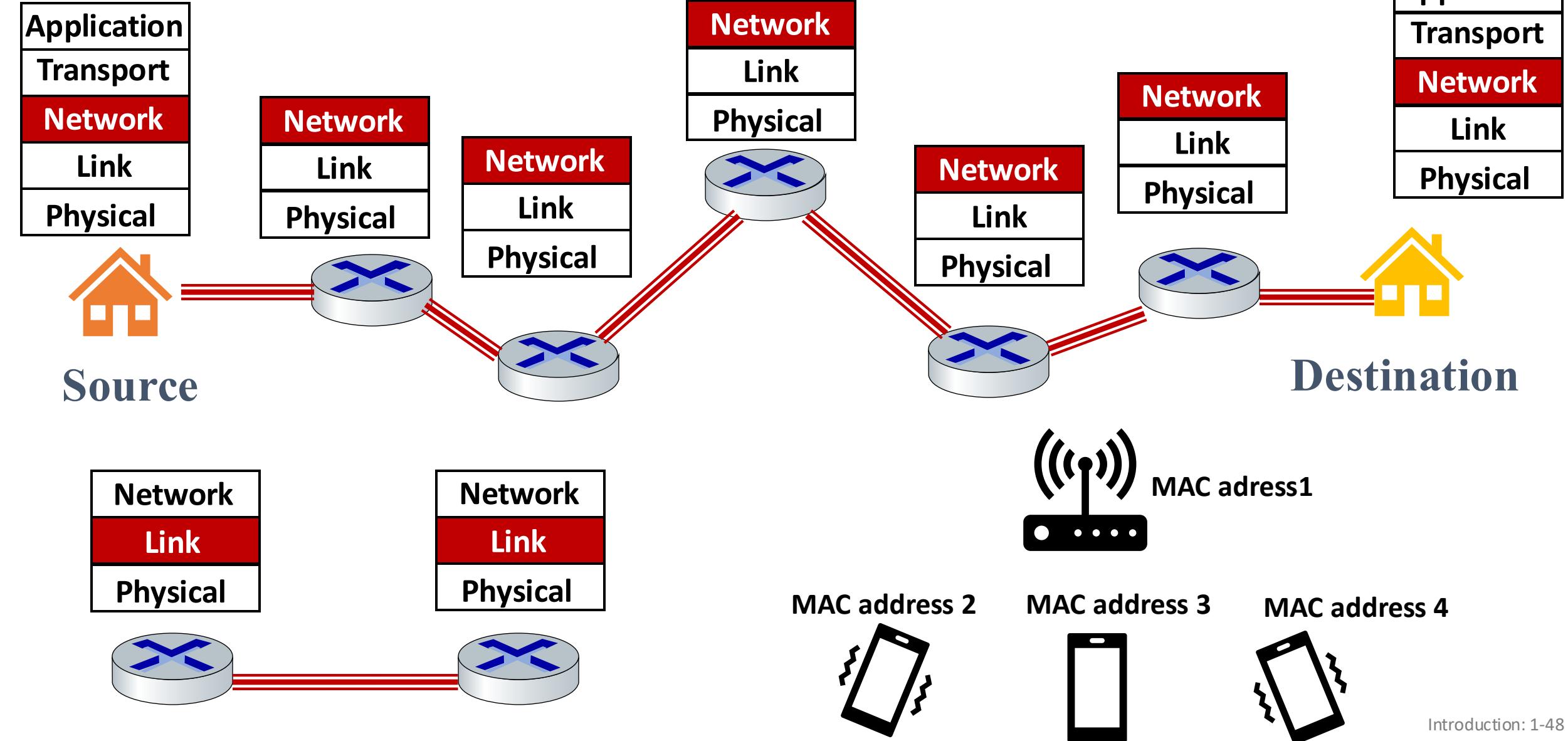


Source

Destination



MAC (Media Access Control) addresses VS IP address

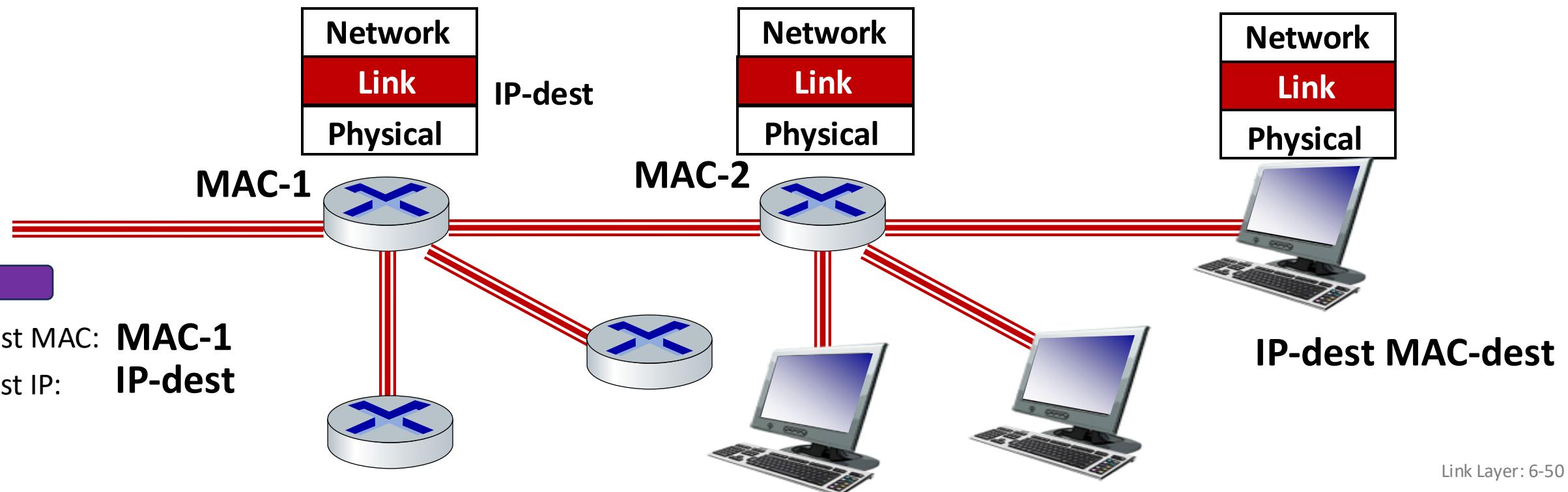
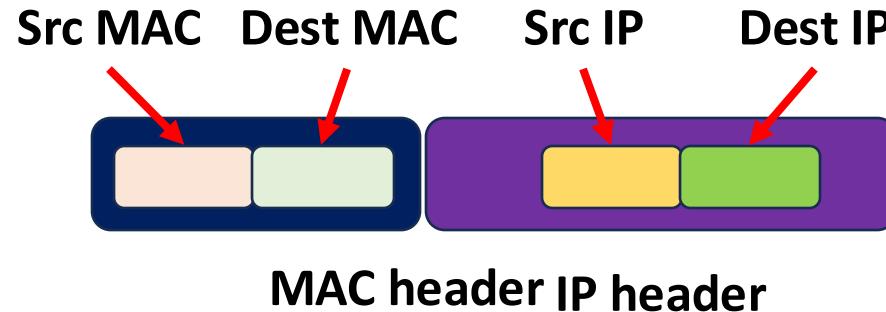


MAC (Media Access Control) addresses

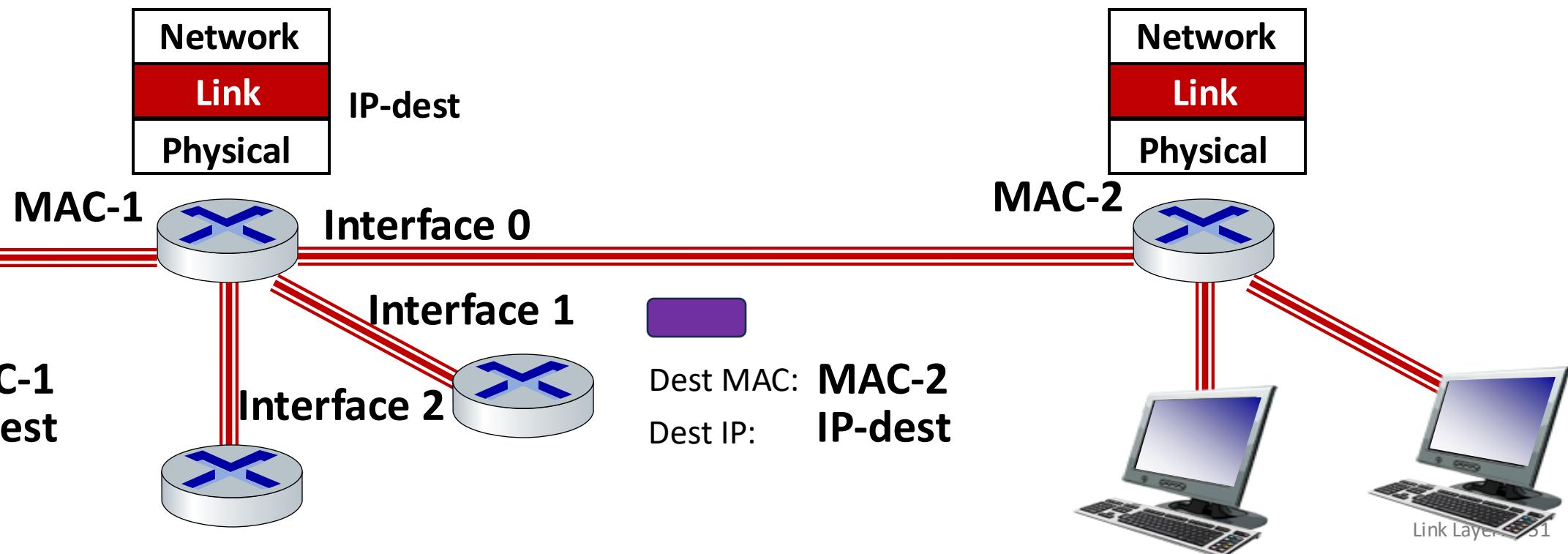
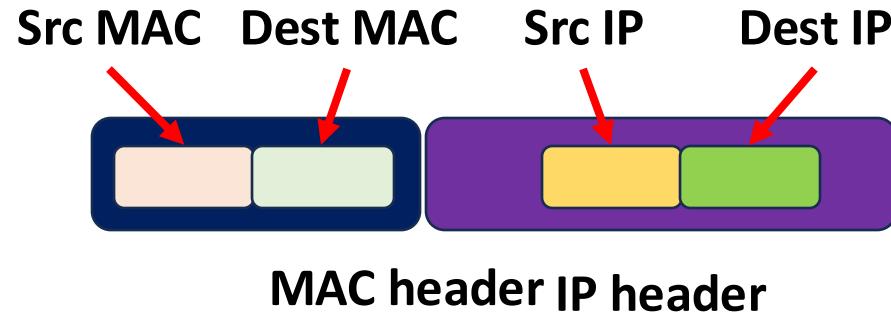
- 32-bit IP address:
 - *network-layer* address for interface
 - used for layer 3 (network layer) forwarding
 - e.g.: 128.119.40.136
- MAC (or LAN or physical or Ethernet) address:
 - function: used “locally” to get frame from one interface to another physically-connected interface (same subnet, in IP-addressing sense)
 - 48-bit MAC address (for most LANs) burned in NIC ROM, also sometimes software settable
 - e.g.: 1A-2F-BB-76-09-AD

*hexadecimal (base 16) notation
(each “numeral” represents 4 bits)*

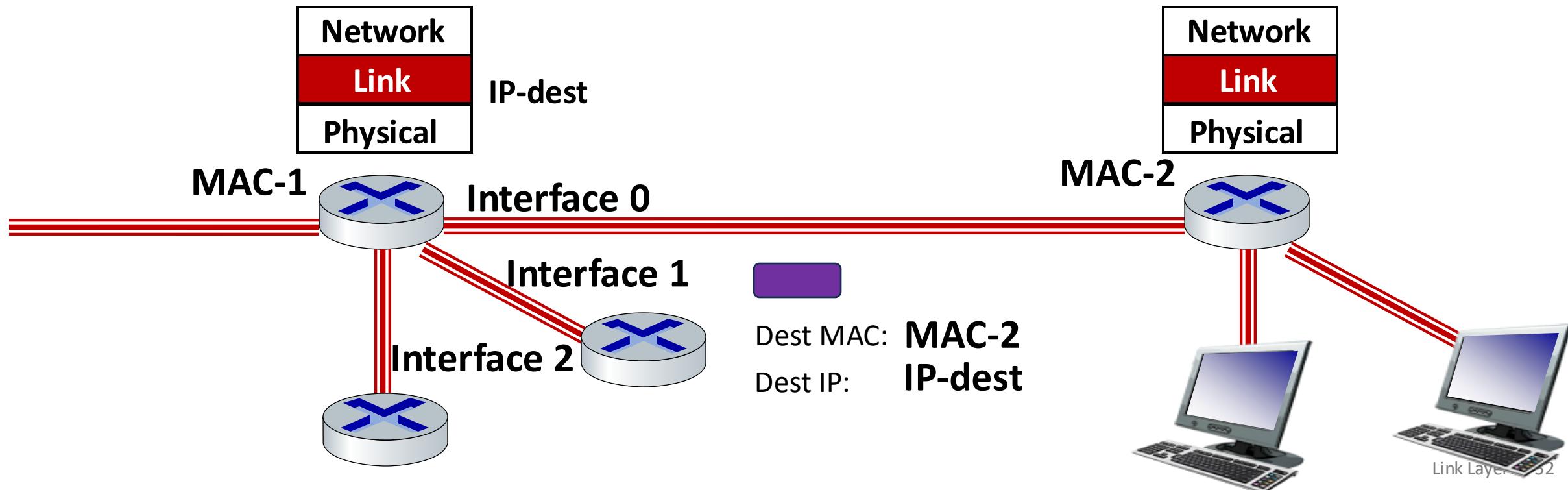
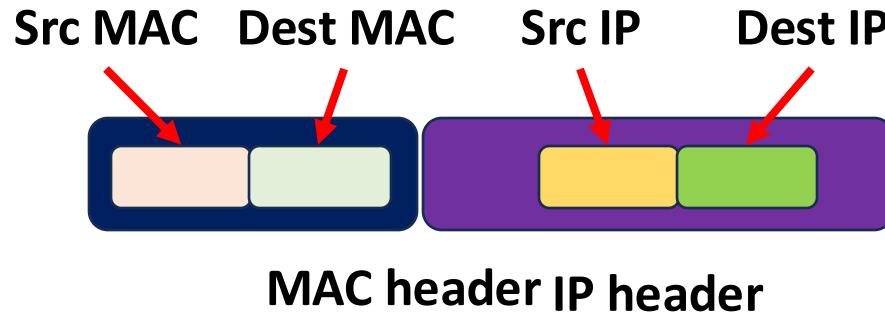
MAC header contains src and dest MAC address



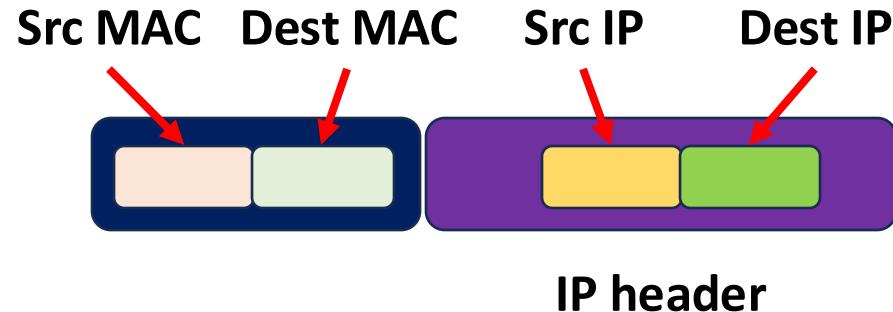
MAC header contains src and dest MAC address



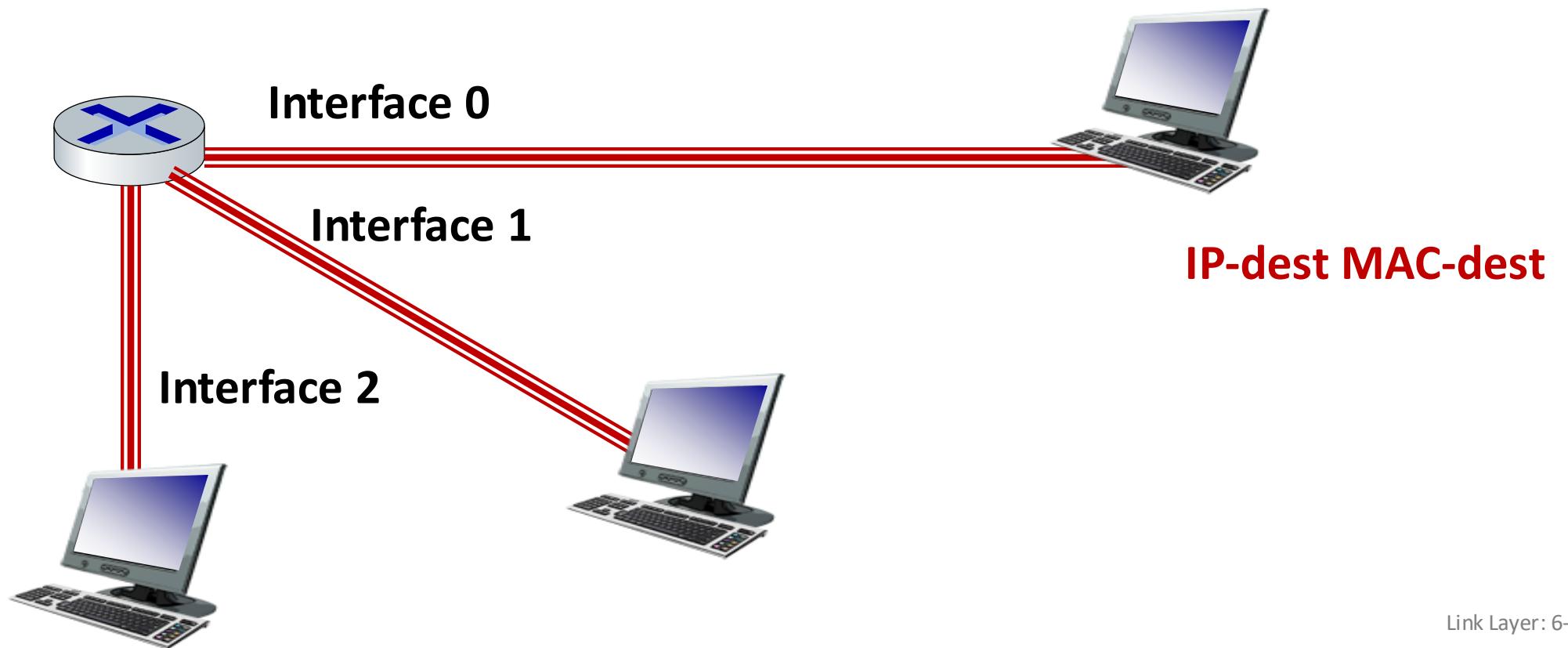
MAC header contains src and dest MAC address



MAC header contains src and dest MAC address



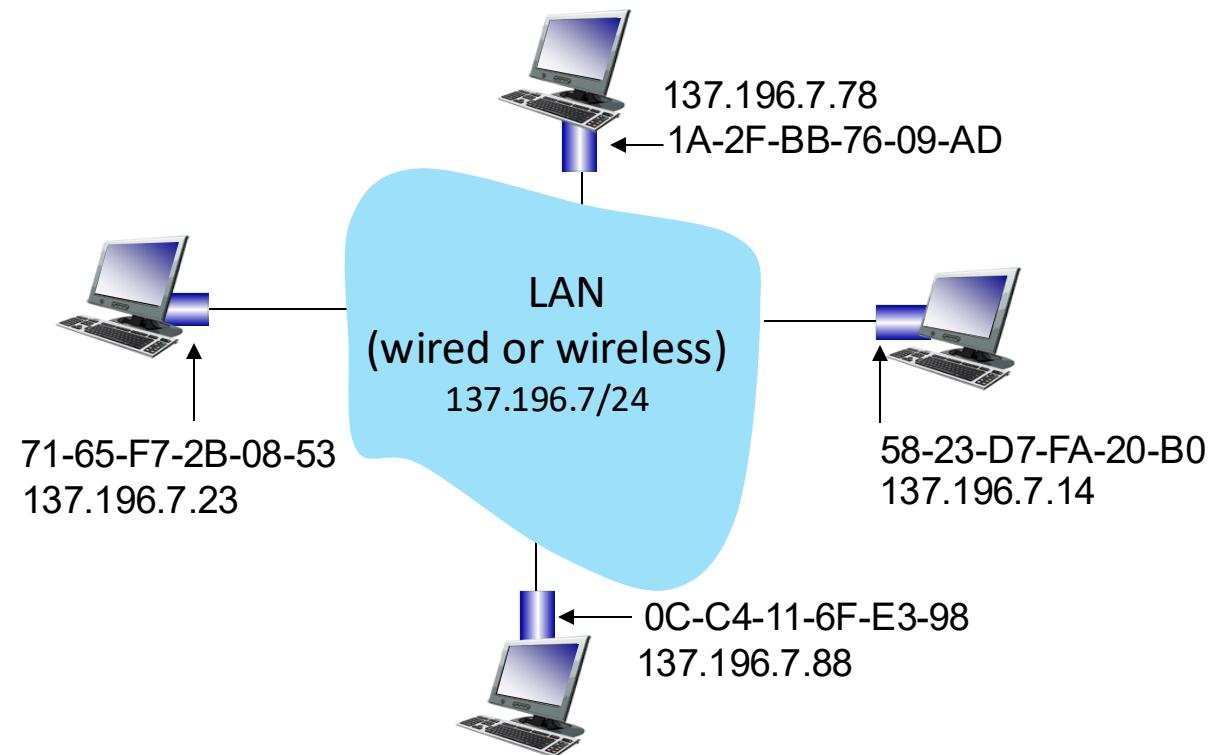
We need to know the IP address + MAC address



MAC addresses

each interface on LAN

- has unique 48-bit **MAC** address
- has a locally unique 32-bit IP address (as we've seen)

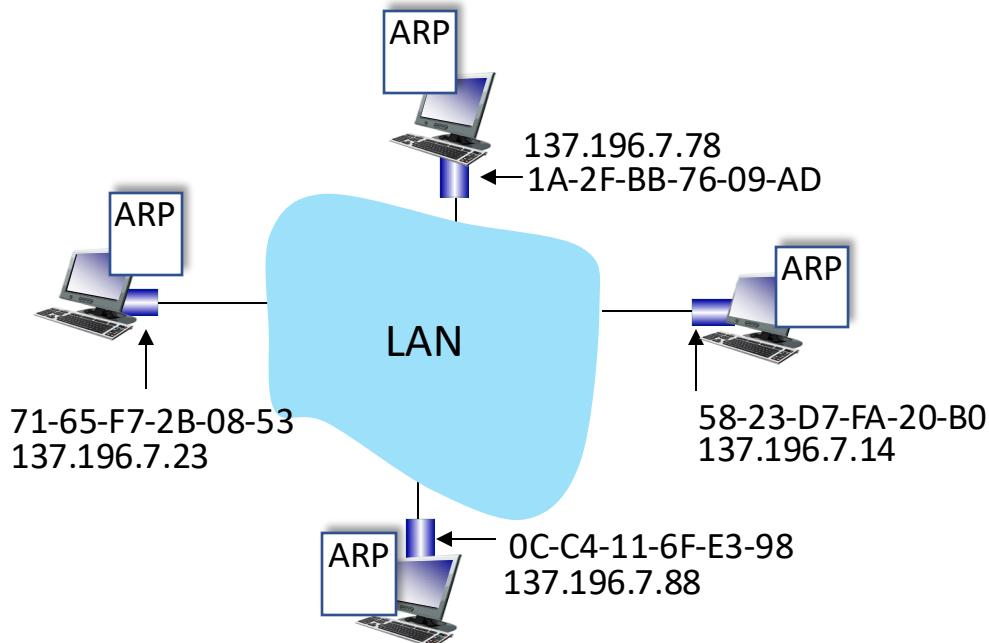


MAC addresses

- MAC address allocation administered by IEEE
- manufacturer buys portion of MAC address space (to assure uniqueness)
- analogy:
 - MAC address: like Social Security Number
 - IP address: like postal address
- MAC flat address: portability
 - can move interface from one LAN to another
 - recall IP address *not* portable: depends on IP subnet to which node is attached

ARP: address resolution protocol

Question: how to determine interface's MAC address, knowing its IP address?



ARP table: each IP node (host, router) on LAN has table

- IP/MAC address mappings for some LAN nodes:
<IP address; MAC address; TTL>
- TTL (Time To Live): time after which address mapping will be forgotten (typically 20 min)

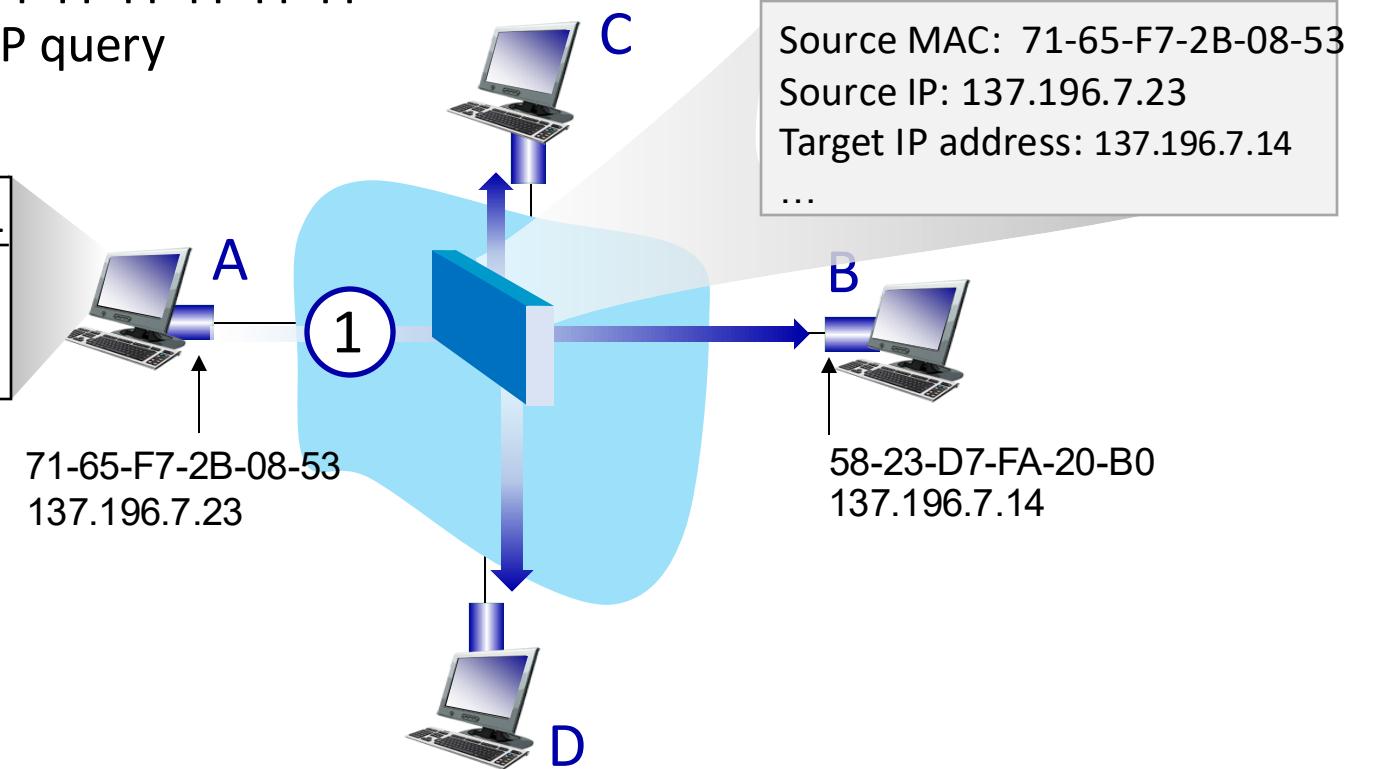
ARP protocol in action

example: A wants to send datagram to B

- B's MAC address not in A's ARP table, so A uses ARP to find B's MAC address

- 1 A broadcasts ARP query, containing B's IP addr
- destination MAC address = FF-FF-FF-FF-FF-FF
 - all nodes on LAN receive ARP query

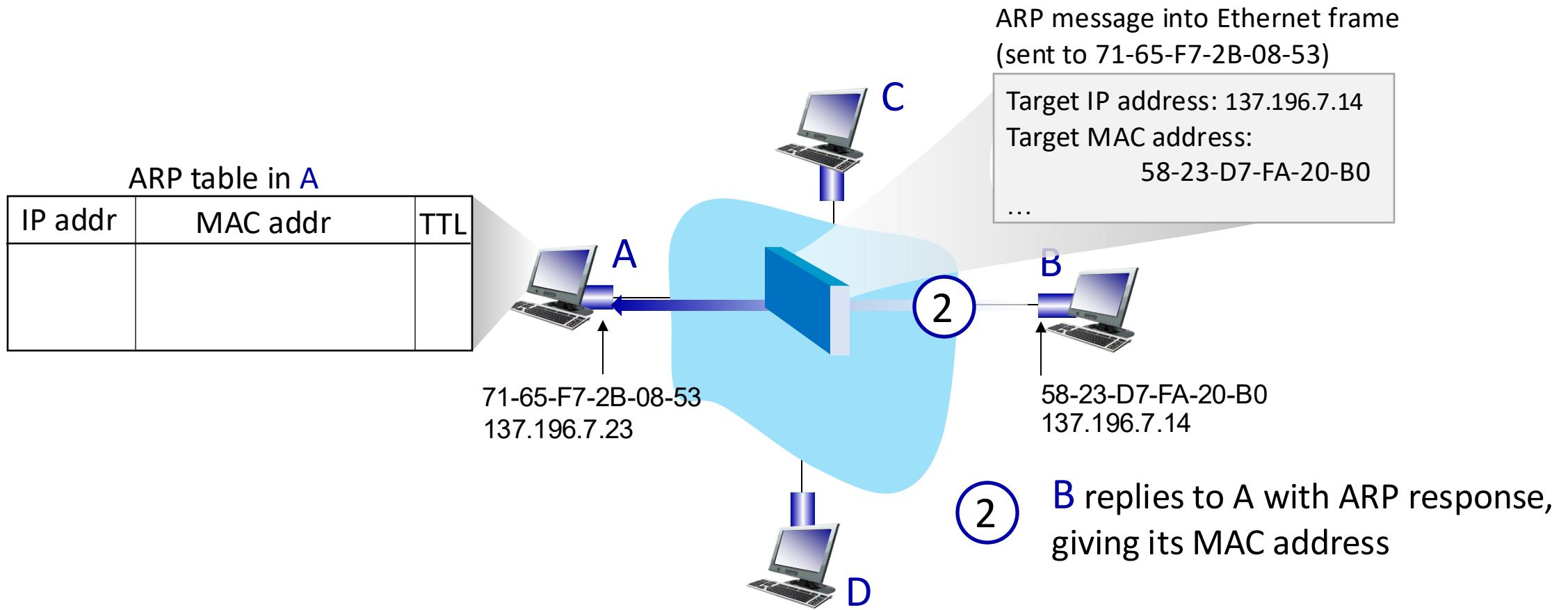
ARP table in A		
IP addr	MAC addr	TTL



ARP protocol in action

example: A wants to send datagram to B

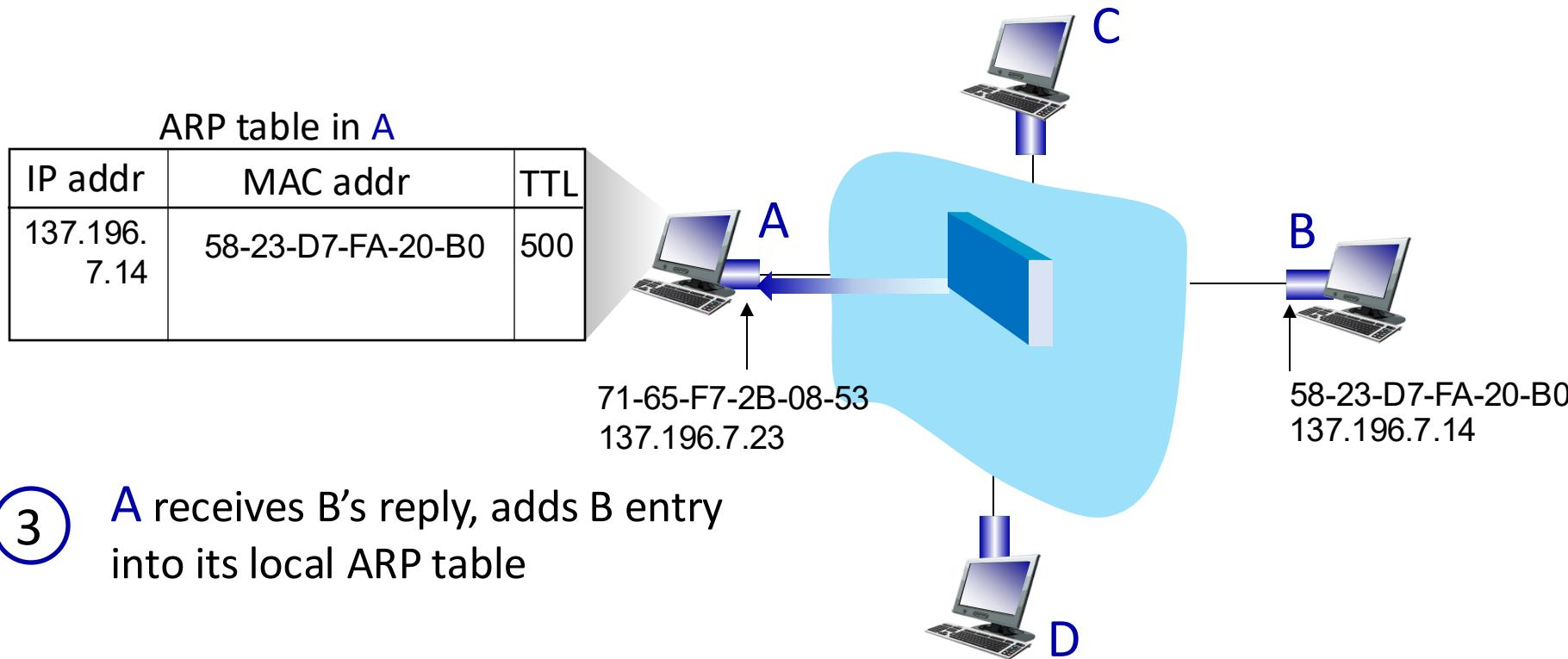
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ARP protocol in action

example: A wants to send datagram to B

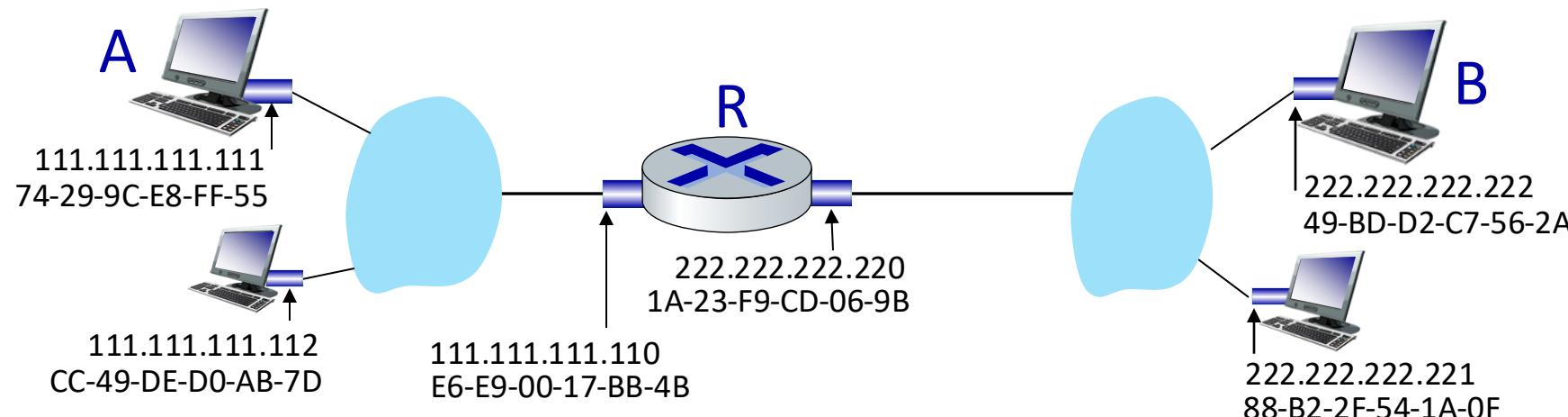
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Routing to another subnet: addressing

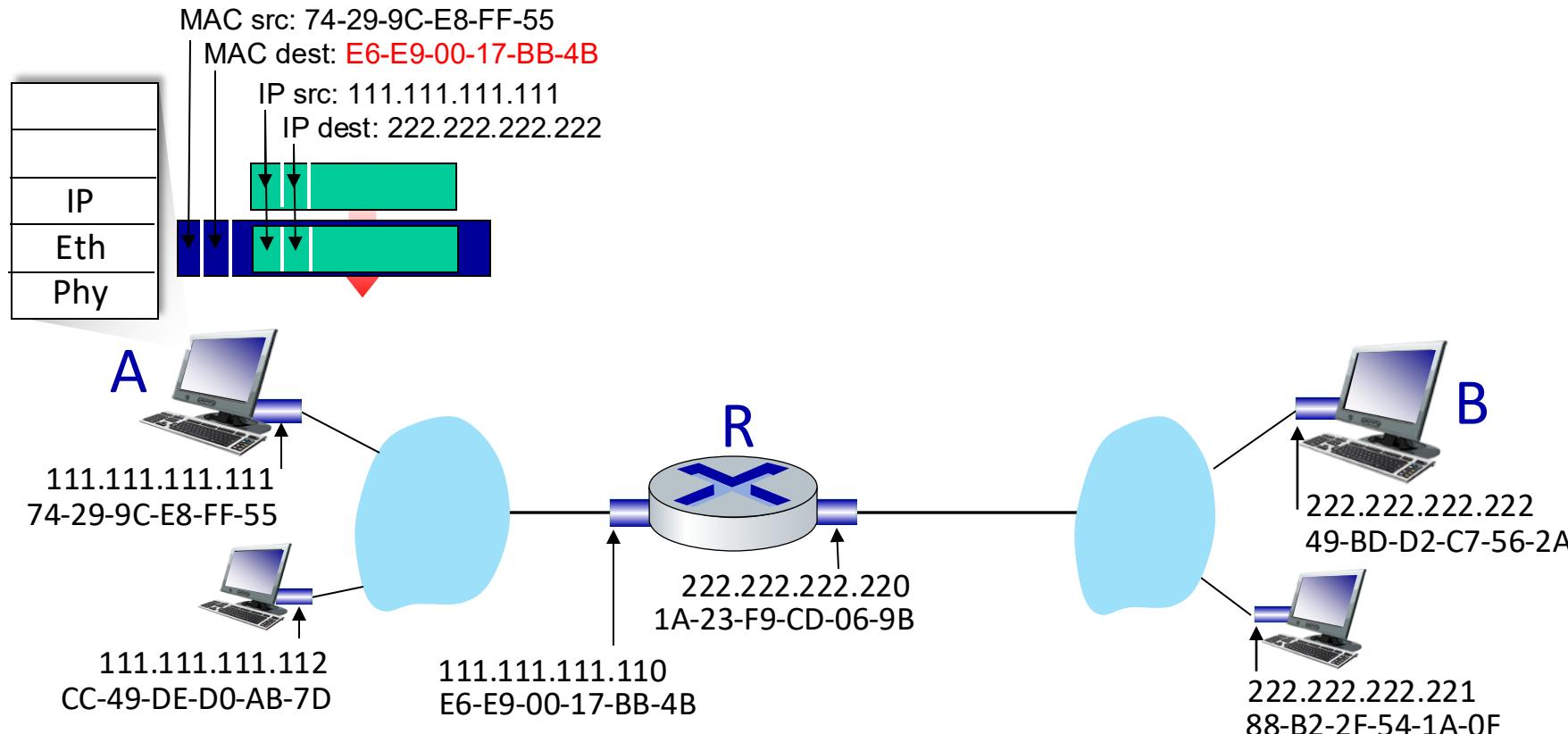
walkthrough: sending a datagram from *A* to *B* via *R*

- focus on addressing – at IP (datagram) and MAC layer (frame) levels
- assume that:
 - A knows B's IP address
 - A knows IP address of first hop router, R (how?)
 - A knows R's MAC address (how?)



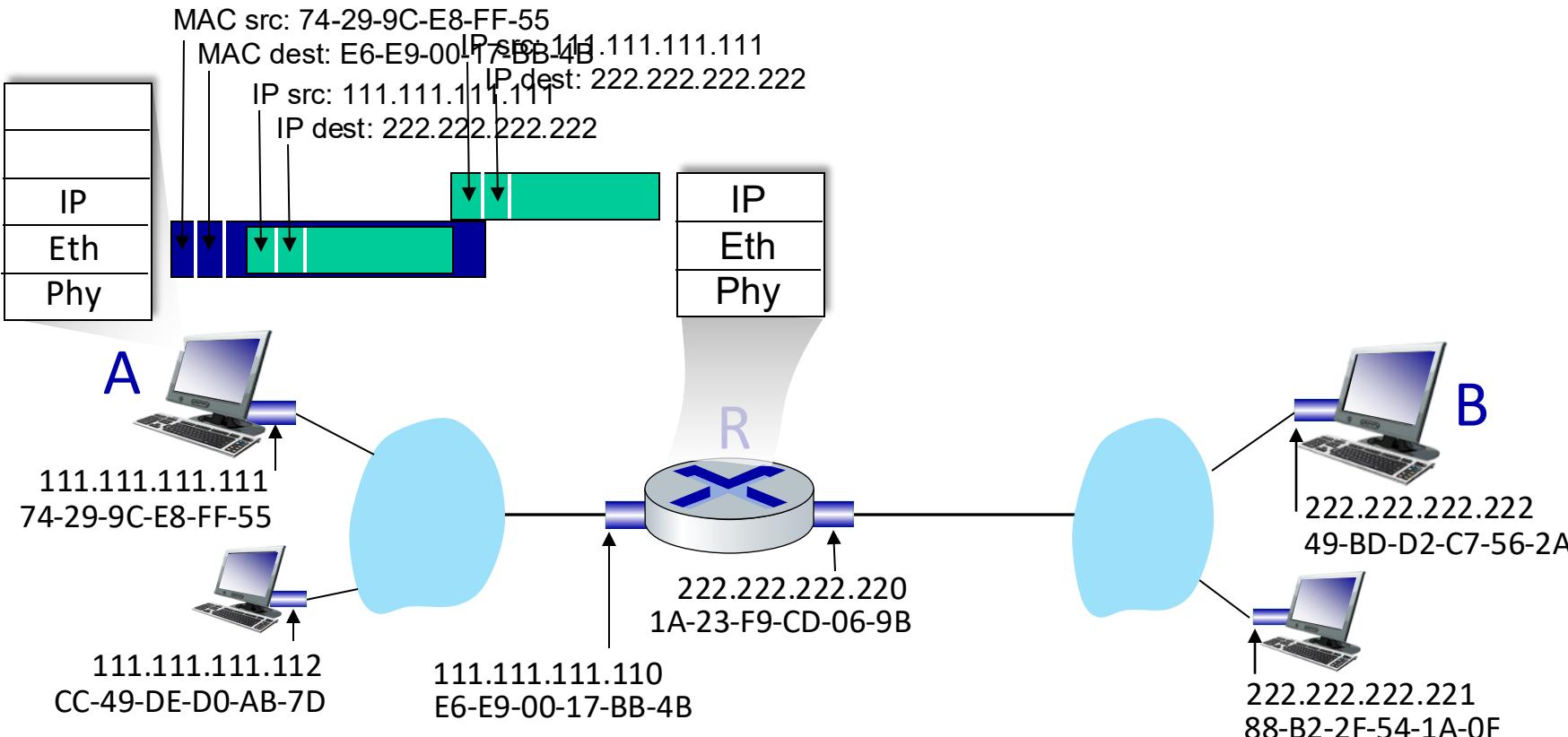
Routing to another subnet: addressing

- A creates IP datagram with IP source A, destination B
- A creates link-layer frame containing A-to-B IP datagram
 - R's MAC address is frame's destination



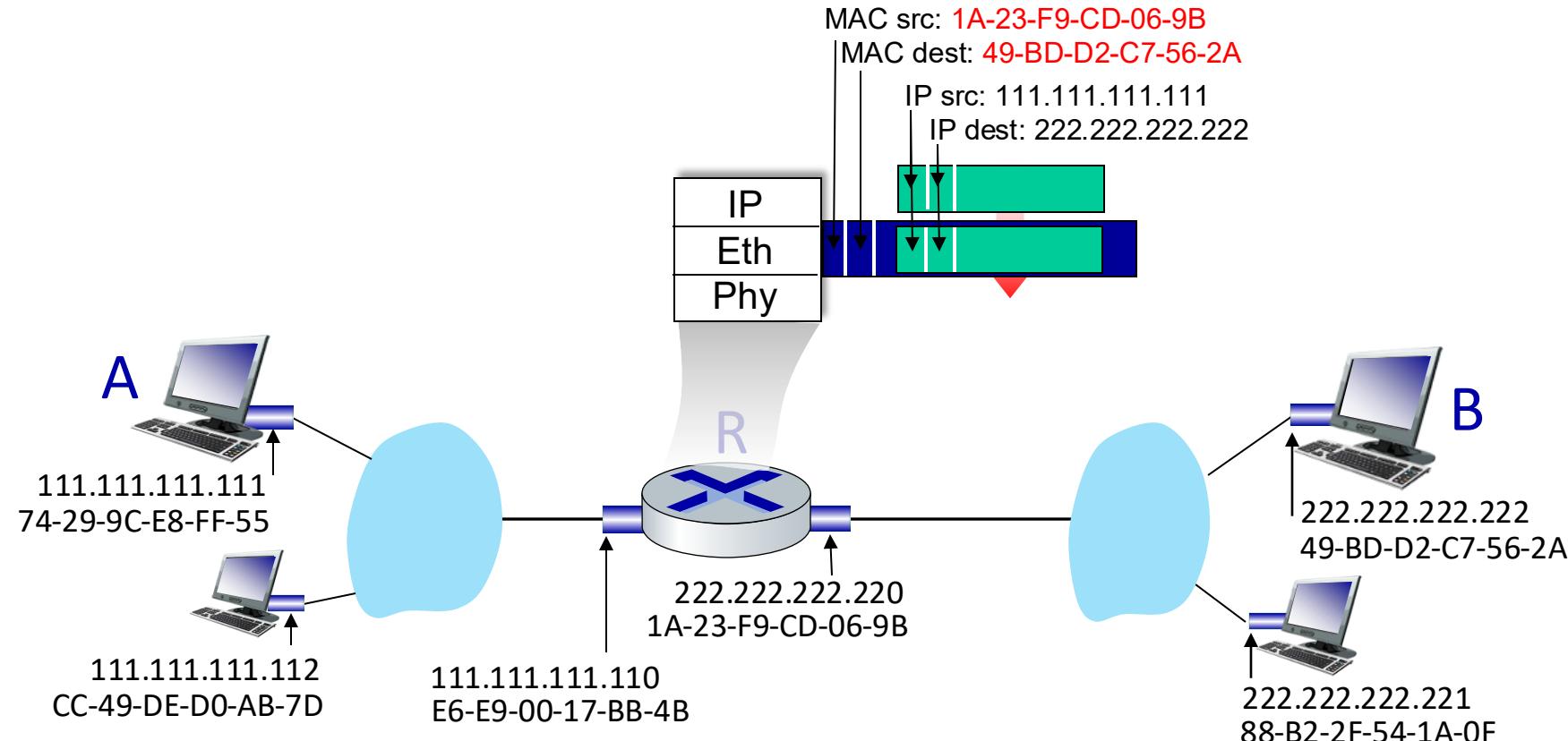
Routing to another subnet: addressing

- frame sent from A to R
- frame received at R, datagram removed, passed up to IP



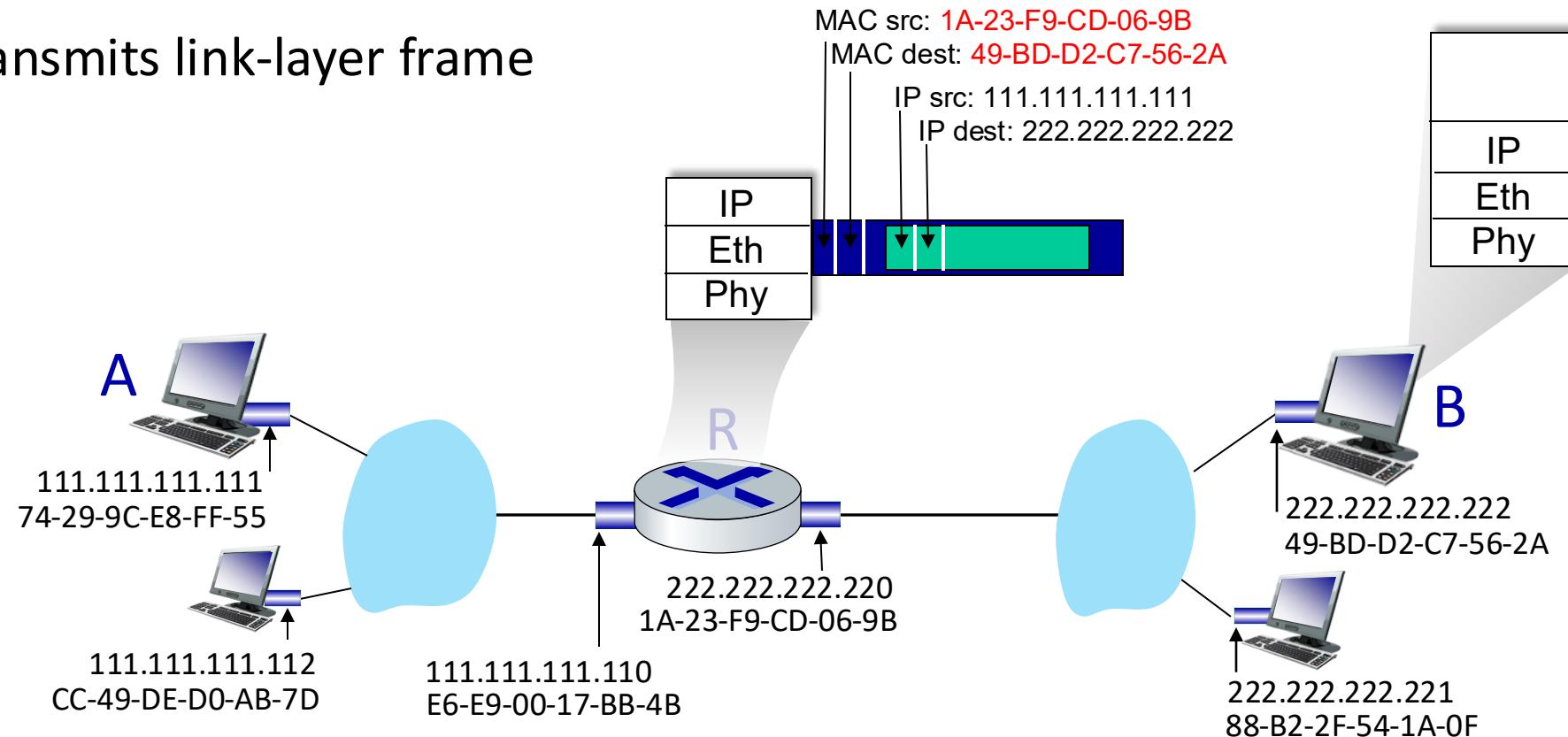
Routing to another subnet: addressing

- R determines outgoing interface, passes datagram with IP source A, destination B to link layer
- R creates link-layer frame containing A-to-B IP datagram. Frame destination address: B's MAC address



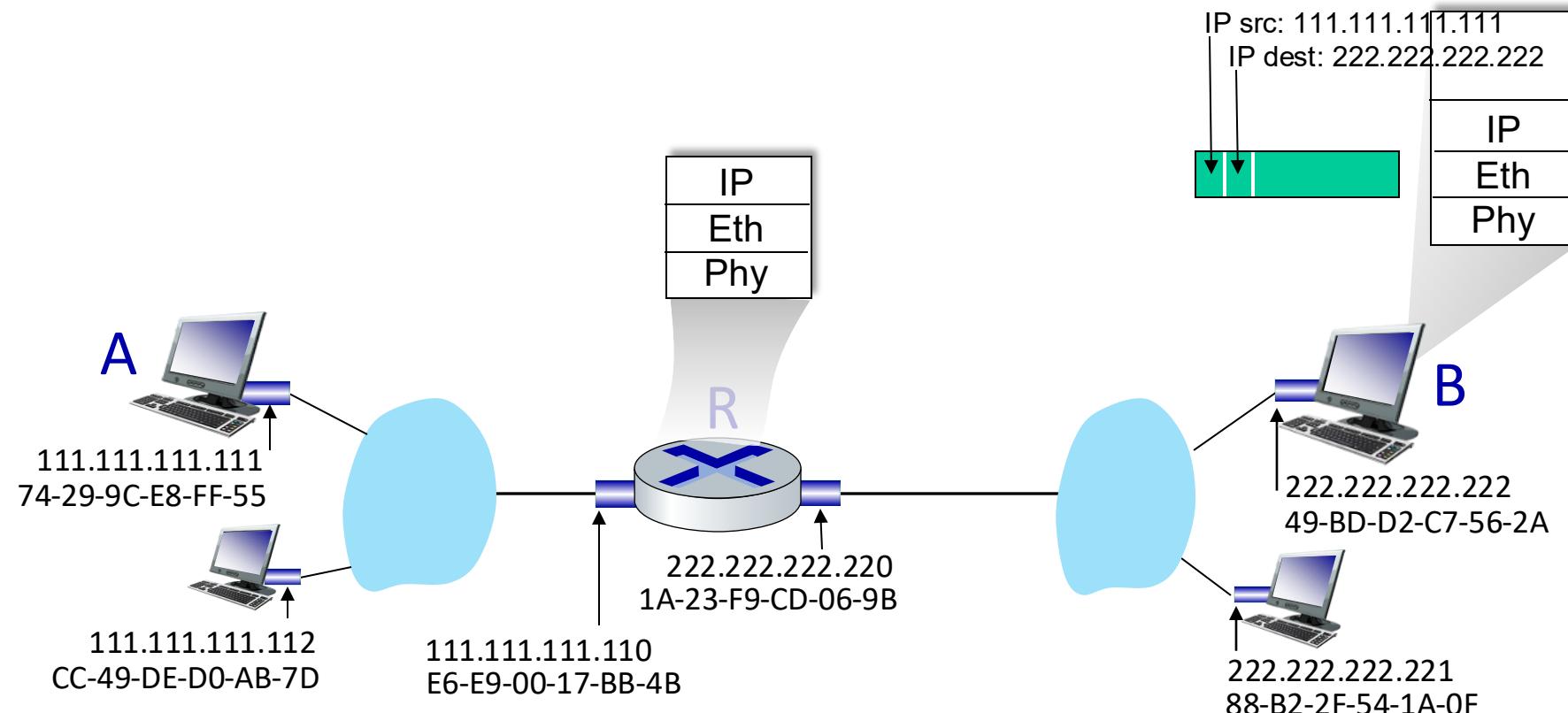
Routing to another subnet: addressing

- R determines outgoing interface, passes datagram with IP source A, destination B to link layer
- R creates link-layer frame containing A-to-B IP datagram. Frame destination address: B's MAC address
- transmits link-layer frame



Routing to another subnet: addressing

- B receives frame, extracts IP datagram destination B
- B passes datagram up protocol stack to IP



Link layer, LANs: roadmap

- introduction
- error detection, correction
- multiple access protocols
- **LANs**
 - addressing, ARP
 - **Ethernet**
 - switches
 - VLANs
- link virtualization: MPLS
- data center networking

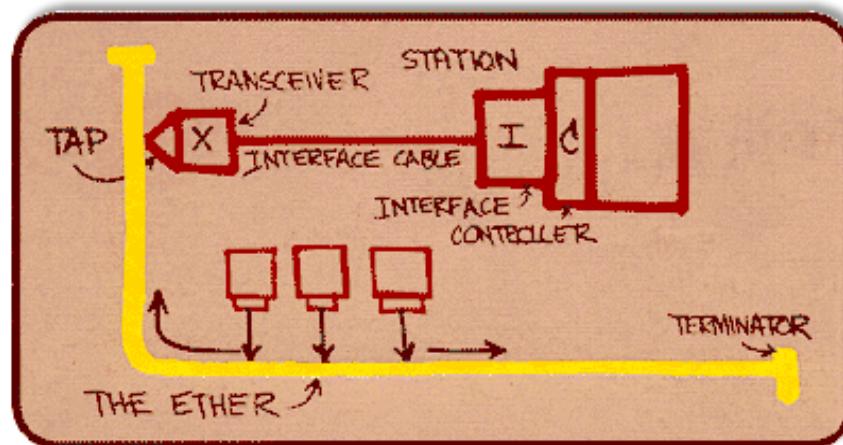


- a day in the life of a web request

Ethernet

“dominant” wired LAN technology:

- first widely used LAN technology
- simpler, cheap
- kept up with speed race: 10 Mbps – 400 Gbps
- single chip, multiple speeds (e.g., Broadcom BCM5761)

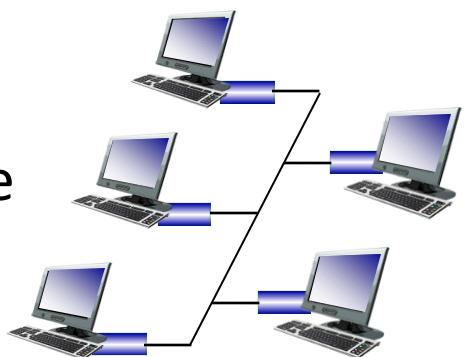


Metcalfe's Ethernet sketch

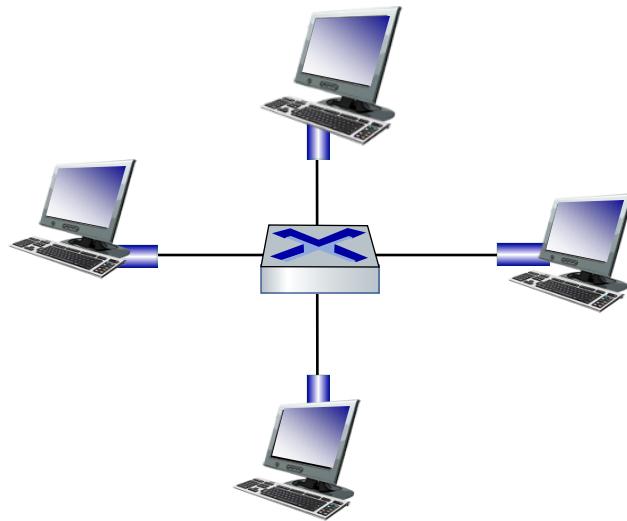
Ethernet: physical topology

- **bus:** popular through mid 90s
 - all nodes in same collision domain (can collide with each other)
- **switched:** prevails today
 - active link-layer 2 *switch* in center
 - each “spoke” runs a (separate) Ethernet protocol (nodes do not collide with each other)

bus: coaxial cable



switched



Ethernet frame structure

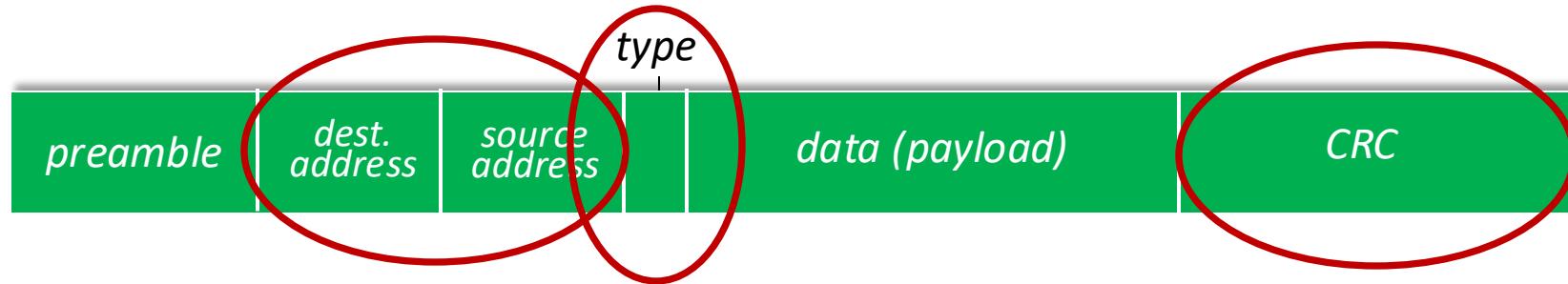
sending interface encapsulates IP datagram (or other network layer protocol packet) in **Ethernet frame**



preamble:

- used to synchronize receiver, sender clock rates
- 7 bytes of 10101010 followed by one byte of 10101011

Ethernet frame structure (more)



- **addresses:** 6 byte source, destination MAC addresses
 - if adapter receives frame with matching destination address, or with broadcast address (e.g., ARP packet), it passes data in frame to network layer protocol
 - otherwise, adapter discards frame
- **type:** indicates higher layer protocol
 - mostly IP but others possible, e.g., Novell IPX, AppleTalk
 - used to demultiplex up at receiver
- **CRC:** cyclic redundancy check at receiver
 - error detected: frame is dropped

Ethernet: unreliable, connectionless

- **connectionless:** no handshaking between sending and receiving NICs
- **unreliable:** receiving NIC doesn't send ACKs or NAKs to sending NIC
 - data in dropped frames recovered only if initial sender uses higher layer rdt (e.g., TCP), otherwise dropped data lost
- Ethernet's MAC protocol: unslotted **CSMA/CD with binary backoff**

Link layer, LANs: roadmap

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 - VLANs
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- data center networking



- a day in the life of a web request

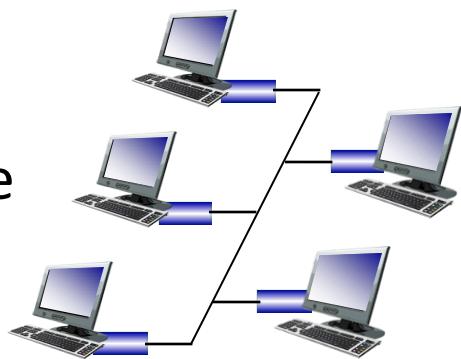
Ethernet switch

- Switch is a **link-layer** device: takes an *active* role
 - store, forward Ethernet frames
 - examine incoming frame's MAC address, *selectively* forward frame to one-or-more outgoing links when frame is to be forwarded on segment, uses CSMA/CD to access segment
- **transparent**: hosts *unaware* of presence of switches
- **plug-and-play, self-learning**
 - switches do not need to be configured

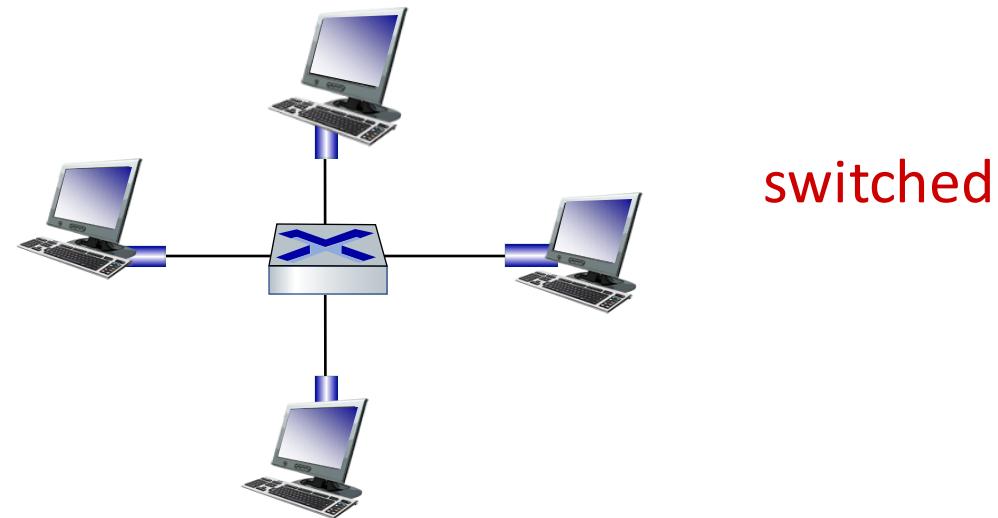
Collision domain

Every body can hear each other

bus: coaxial cable

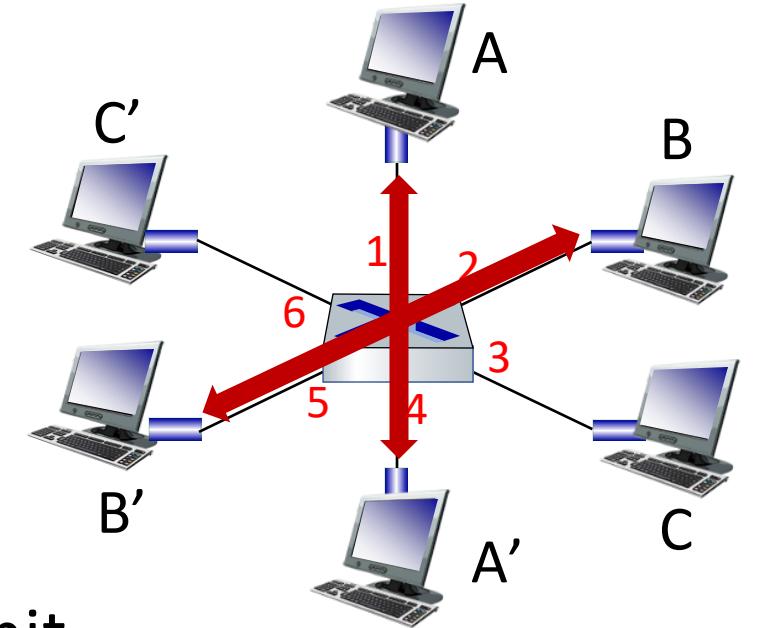


Only the switch can hear the end-point



Switch: multiple simultaneous transmissions

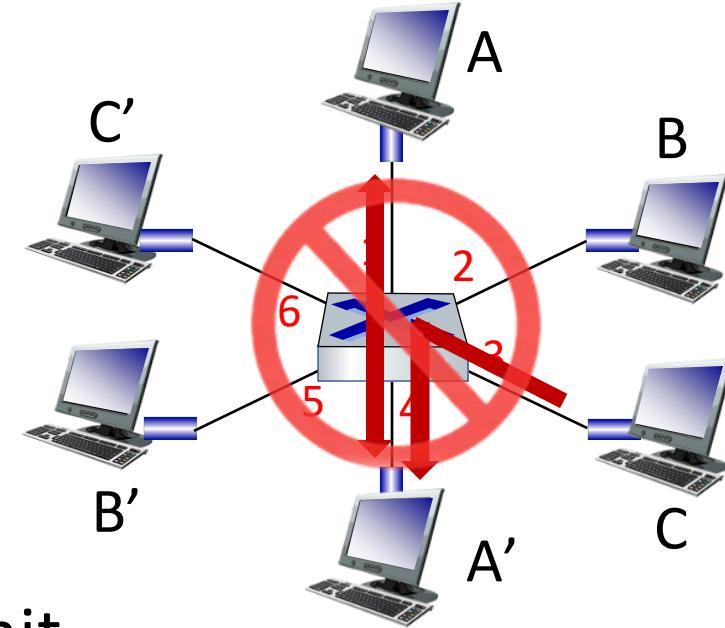
- hosts have dedicated, direct connection to switch
- switches buffer packets
- Ethernet protocol used on *each* incoming link, so:
 - no collisions; full duplex
 - each link is its own collision domain
- **switching**: A-to-A' and B-to-B' can transmit simultaneously, without collisions



switch with six
interfaces (1,2,3,4,5,6)

Switch: multiple simultaneous transmissions

- hosts have dedicated, direct connection to switch
- switches buffer packets
- Ethernet protocol used on *each* incoming link, so:
 - no collisions; full duplex
 - each link is its own collision domain
- **switching:** A-to-A' and B-to-B' can transmit simultaneously, without collisions
 - but A-to-A' and C to A' can *not* happen simultaneously



switch with six
interfaces (1,2,3,4,5,6)

Switch forwarding table

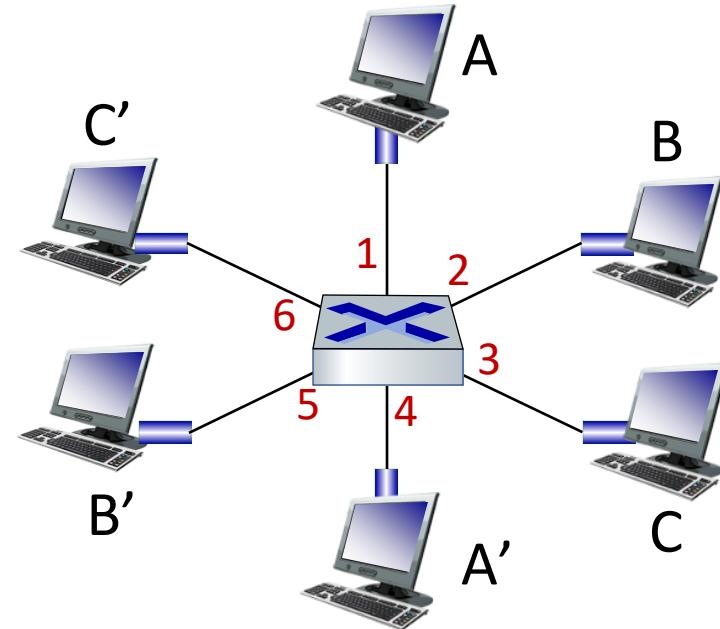
Q: how does switch know A' reachable via interface 4, B' reachable via interface 5?

A: each switch has a **switch table**, each entry:

- (MAC address of host, interface to reach host, time stamp)
- looks like a routing table!

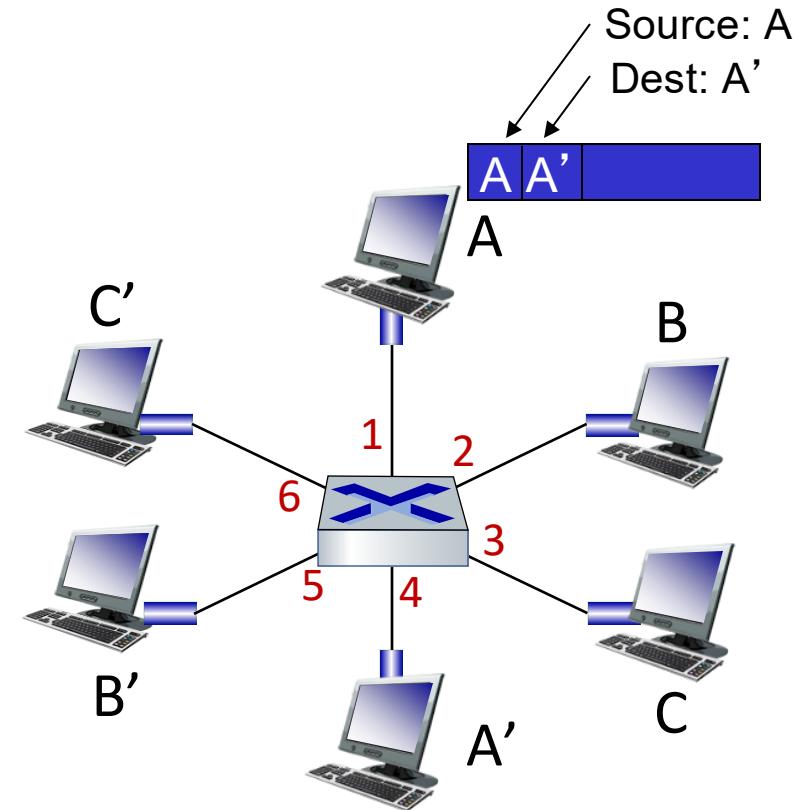
Q: how are entries created, maintained in switch table?

- something like a routing protocol?



Switch: self-learning

- switch *learns* which hosts can be reached through which interfaces
 - when frame received, switch “learns” location of sender: incoming LAN segment
 - records sender/location pair in switch table

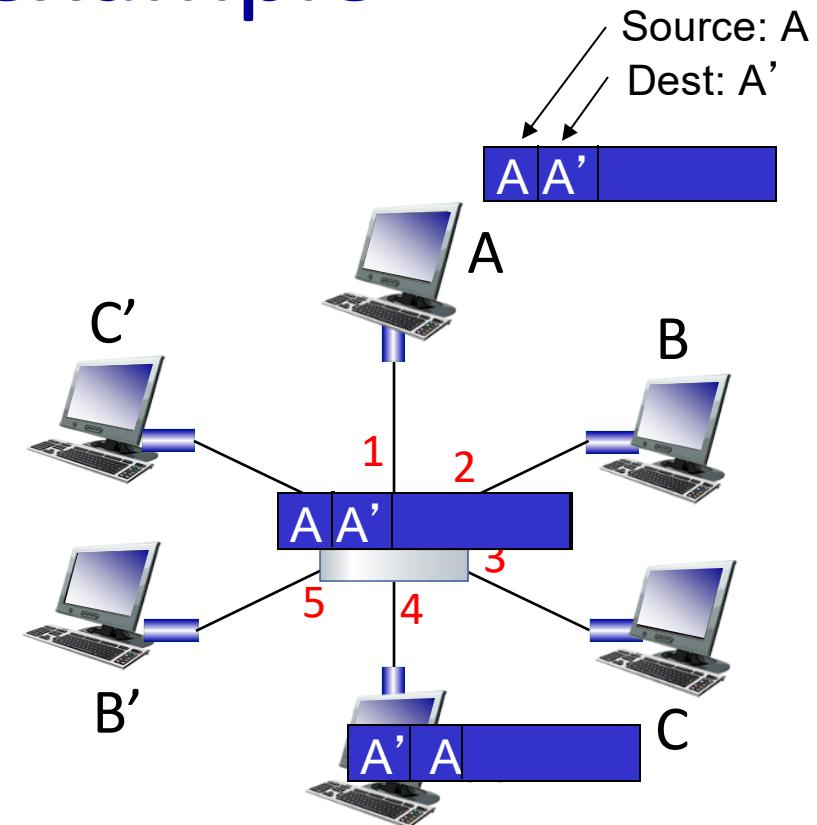


MAC addr	interface	TTL
A	1	60

*Switch table
(initially empty)*

Self-learning, forwarding: example

- frame destination, A', location unknown: **flood**
- destination A location known: **selectively send on just one link**

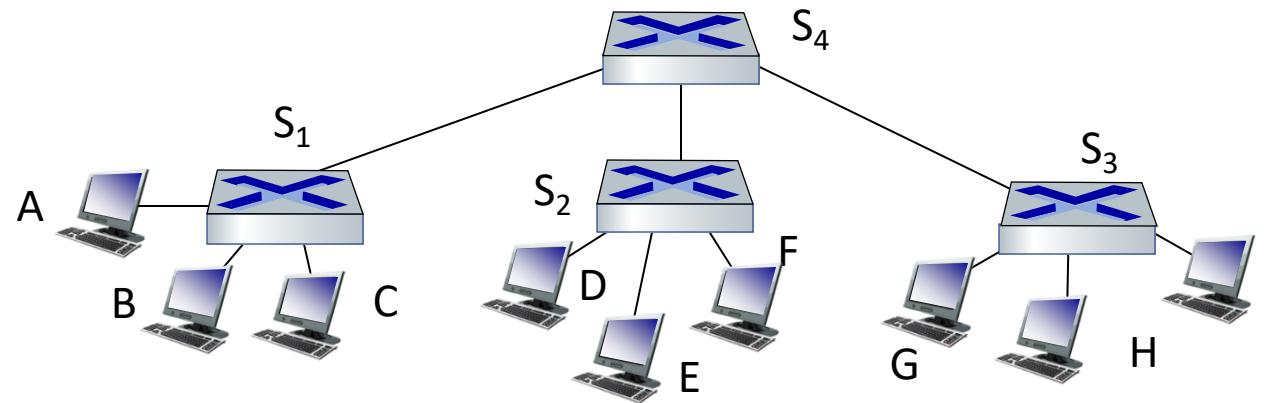


MAC addr	interface	TTL
A	1	60
A'	4	60

*switch table
(initially empty)*

Interconnecting switches

self-learning switches can be connected together:

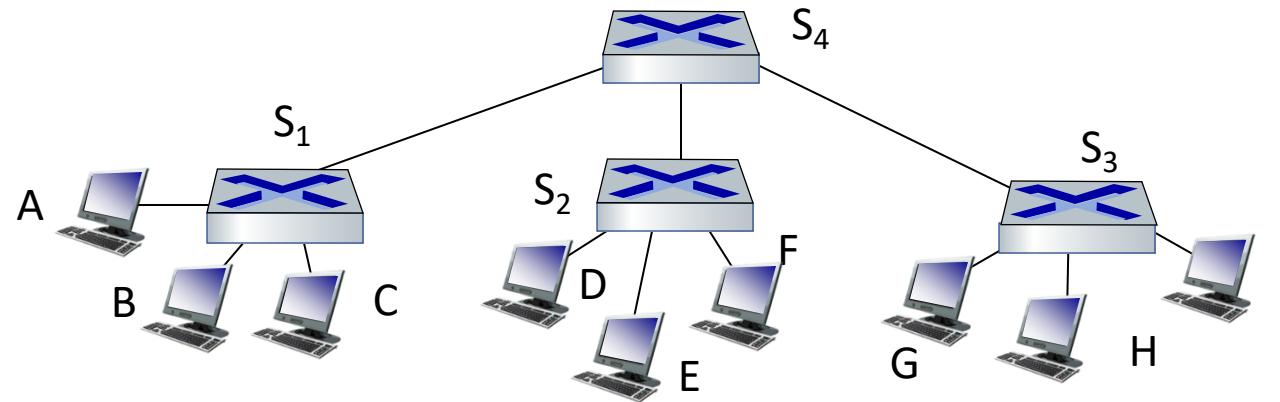


Q: sending from A to G - how does S_1 know to forward frame destined to G via S_4 and S_3 ?

- A: self learning! (works exactly the same as in single-switch case!)

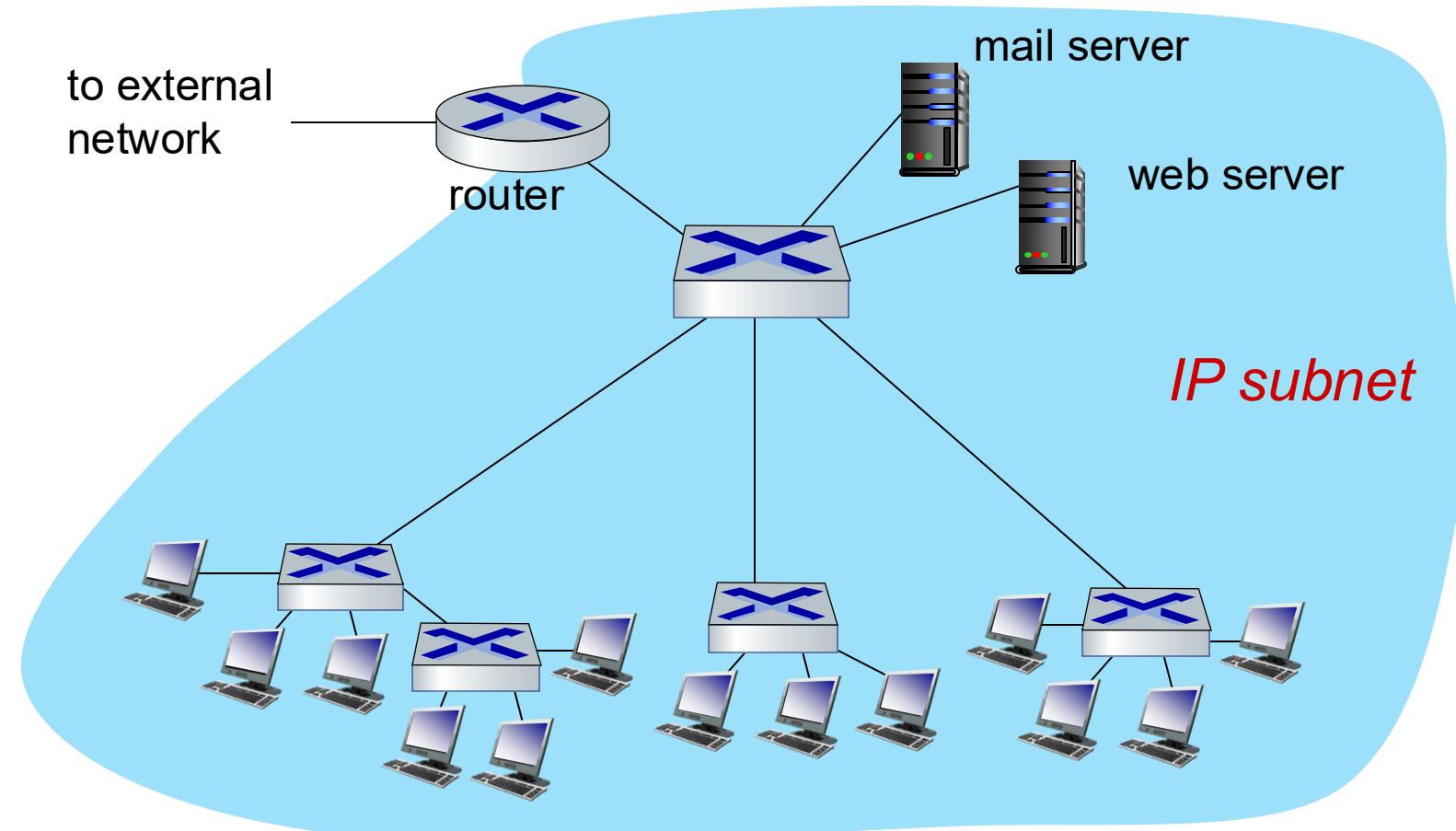
Self-learning multi-switch example

Suppose C sends frame to I, I responds to C



Q: show switch tables and packet forwarding in S_1, S_2, S_3, S_4

Small institutional network



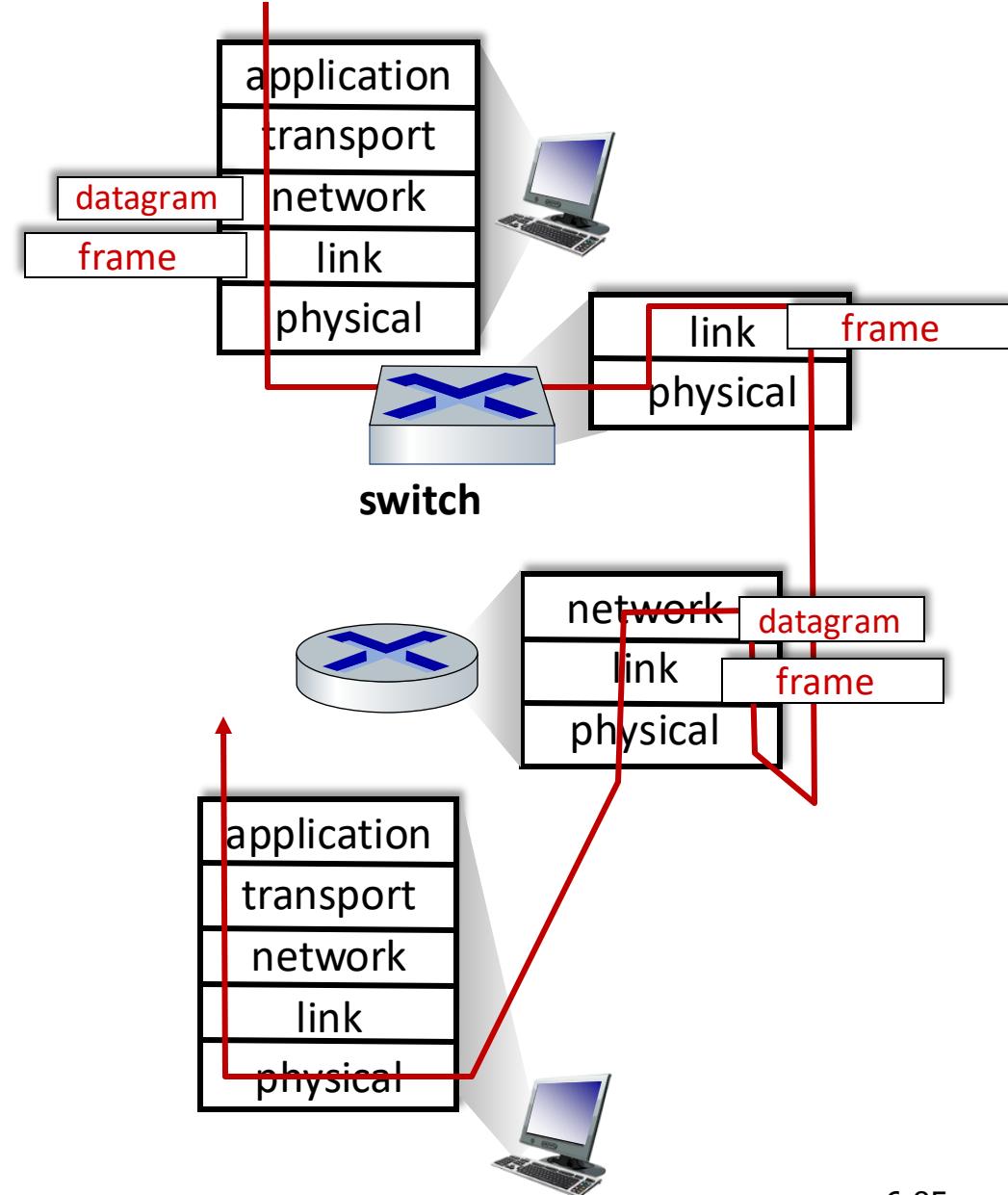
Switches vs. routers

both are store-and-forward:

- *routers*: network-layer devices (examine network-layer headers)
- *switches*: link-layer devices (examine link-layer headers)

both have forwarding tables:

- *routers*: compute tables using routing algorithms, IP addresses
- *switches*: learn forwarding table using flooding, learning, MAC addresses



Link layer, LANs: roadmap

- introduction
 - error detection, correction
 - multiple access protocols
 - **LANs**
 - addressing, ARP
 - Ethernet
 - switches
 - **VLANs**
 - link virtualization: MPLS
 - data center networking
- 
- a day in the life of a web request

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Datacenter networks

10's to 100's of thousands of hosts, often closely coupled, in close proximity:

- e-business (e.g. Amazon)
- content-servers (e.g., YouTube, Akamai, Apple, Microsoft)
- search engines, data mining (e.g., Google)

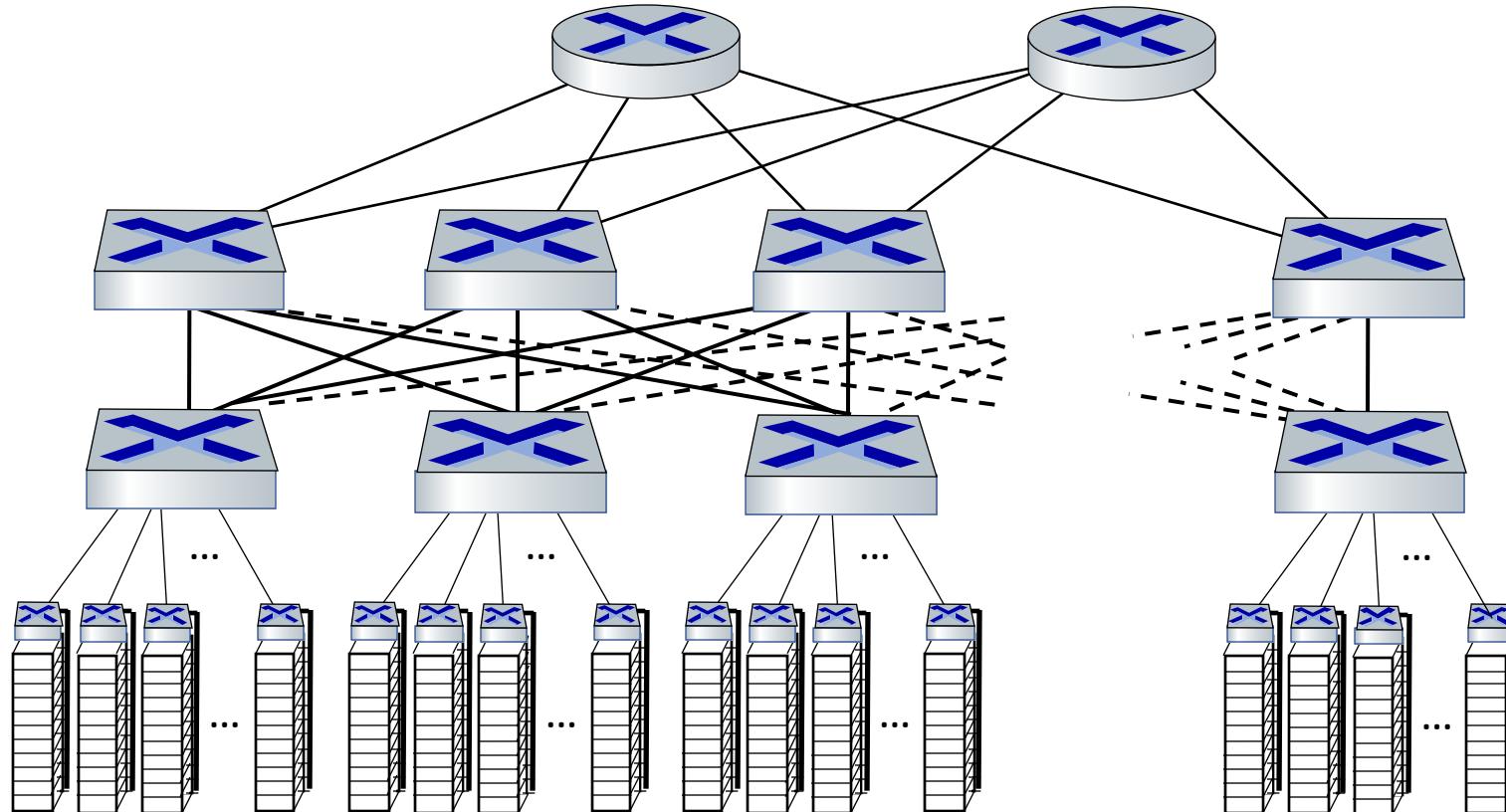
challenges:

- multiple applications, each serving massive numbers of clients
- reliability
- managing/balancing load, avoiding processing, networking, data bottlenecks



Inside a 40-ft Microsoft container, Chicago data center

Datacenter networks: network elements



Border routers

- connections outside datacenter

Tier-1 switches

- connecting to ~16 T-2s below

Tier-2 switches

- connecting to ~16 TORs below

Top of Rack (TOR) switch

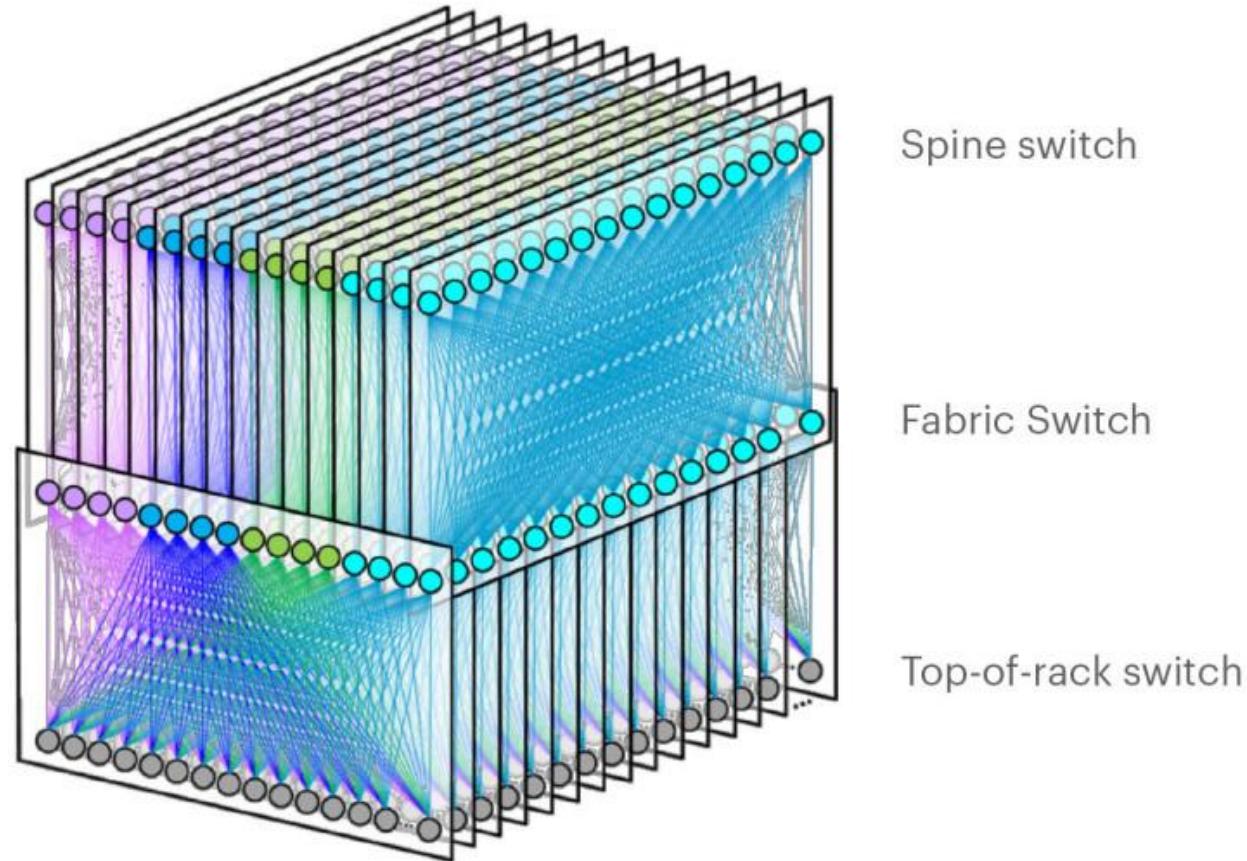
- one per rack
- 40-100Gbps Ethernet to blades

Server racks

- 20- 40 server blades: hosts

Datacenter networks: network elements

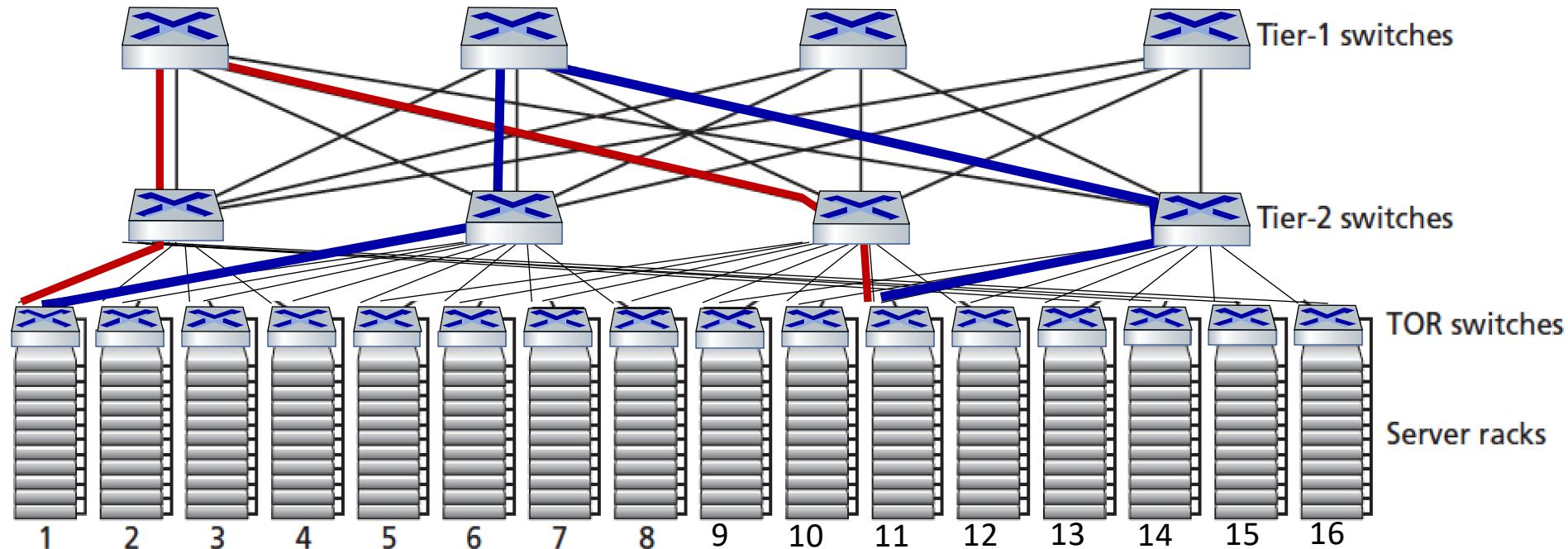
Facebook F16 data center network topology:



<https://engineering.fb.com/data-center-engineering/f16-minipack/> (posted 3/2019)

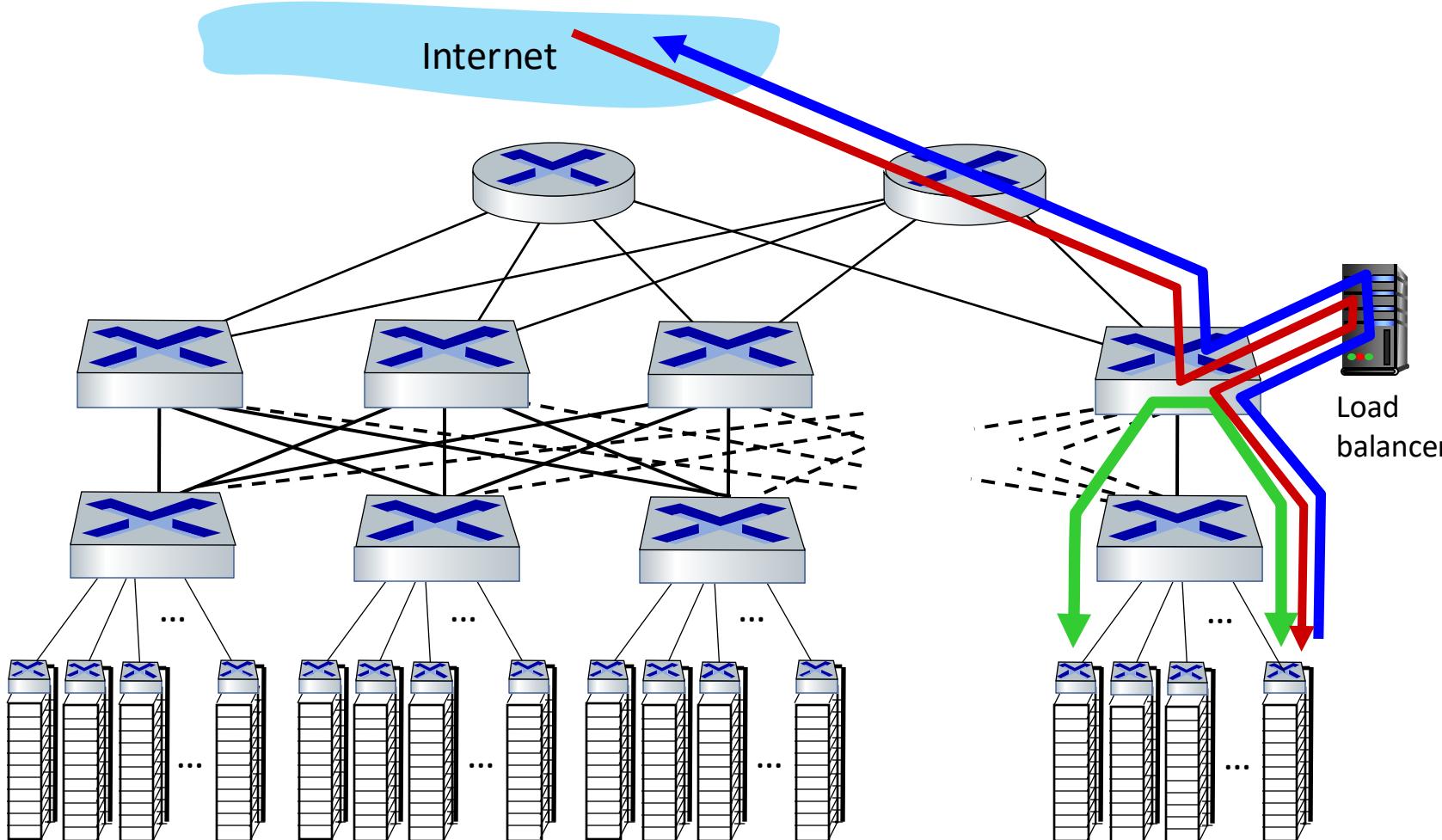
Datacenter networks: multipath

- rich interconnection among switches, racks:
 - increased throughput between racks (multiple routing paths possible)
 - increased reliability via redundancy



two **disjoint** paths highlighted between racks 1 and 11

Datacenter networks: application-layer routing



load balancer:
application-layer
routing

- receives external client requests
- directs workload within data center
- returns results to external client (hiding data center internals from client)

Datacenter networks: protocol innovations

- link layer:
 - RoCE: remote DMA (RDMA) over Converged Ethernet
- transport layer:
 - ECN (explicit congestion notification) used in transport-layer congestion control (DCTCP, DCQCN)
 - experimentation with hop-by-hop (backpressure) congestion control
- routing, management:
 - SDN widely used within/among organizations' datacenters
 - place related services, data as close as possible (e.g., in same rack or nearby rack) to minimize tier-2, tier-1 communication

Link layer, LANs: roadmap

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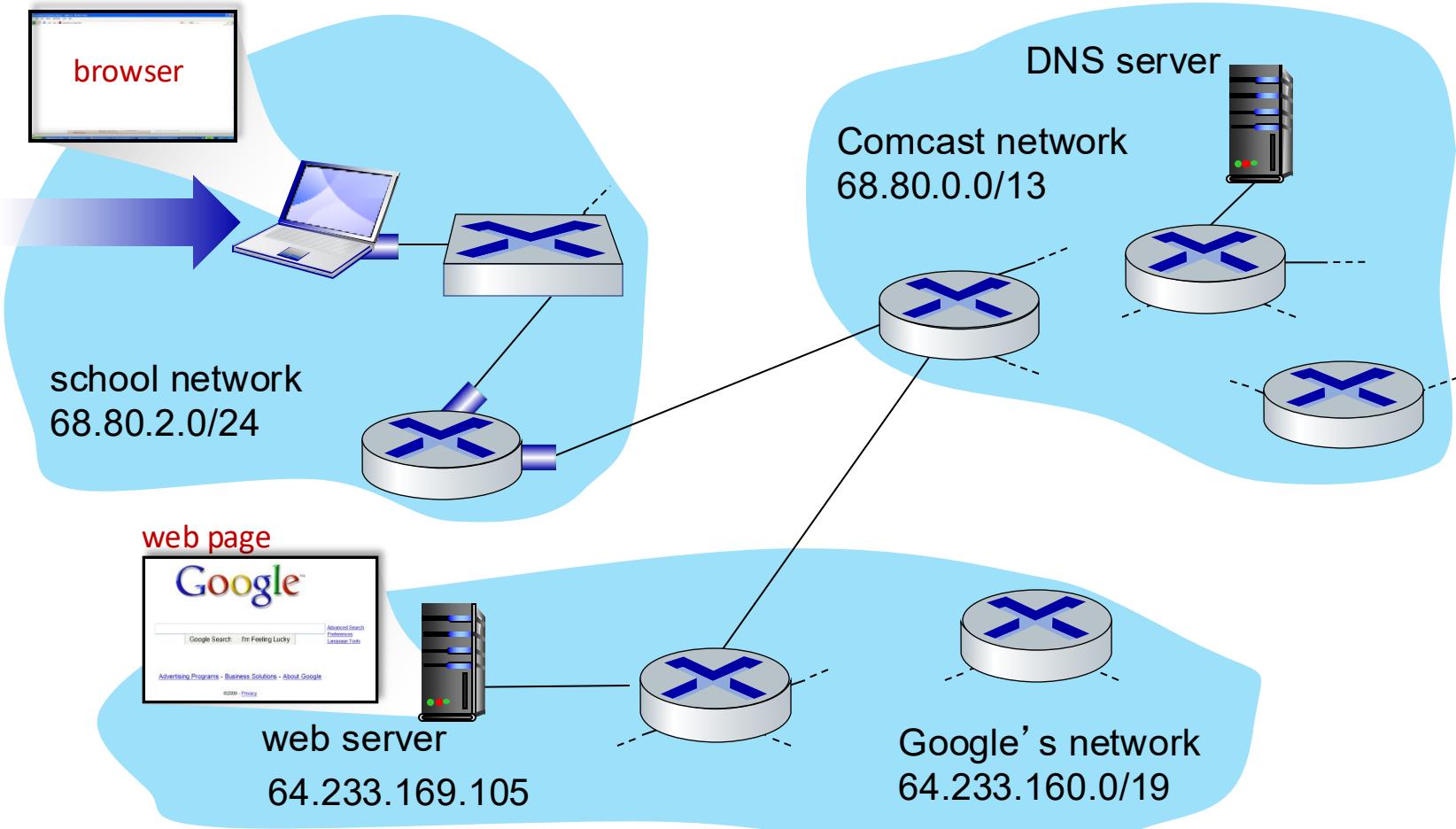


- a day in the life of a web request

Synthesis: a day in the life of a web request

- our journey down the protocol stack is now complete!
 - application, transport, network, link
- putting-it-all-together: synthesis!
 - *goal*: identify, review, understand protocols (at all layers) involved in seemingly simple scenario: requesting www page
 - *scenario*: student attaches laptop to campus network, requests/receives www.google.com

A day in the life: scenario

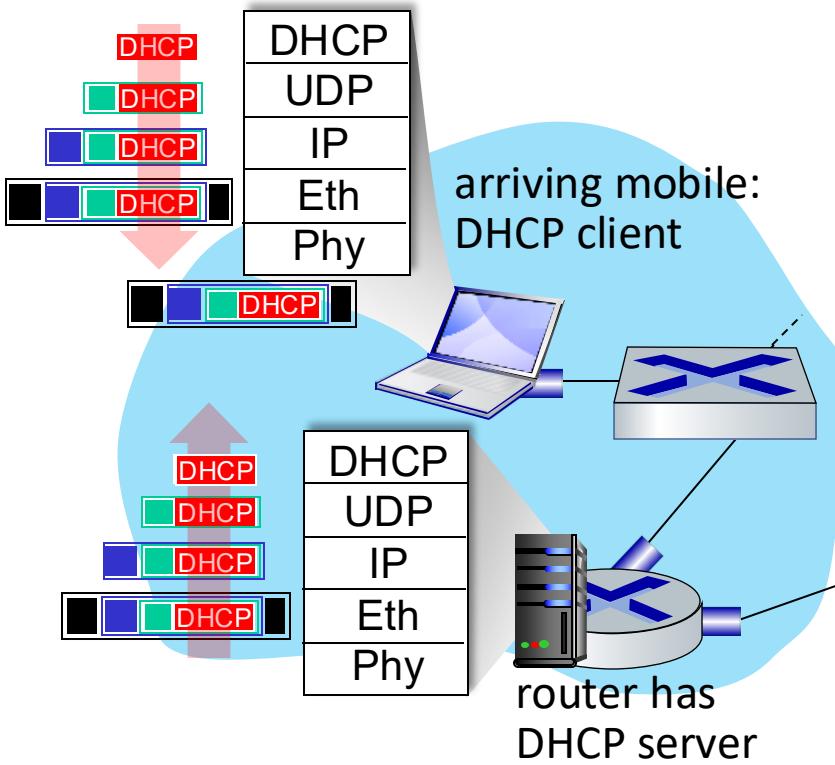


scenario:

- arriving mobile client attaches to network ...
- requests web page:
www.google.com

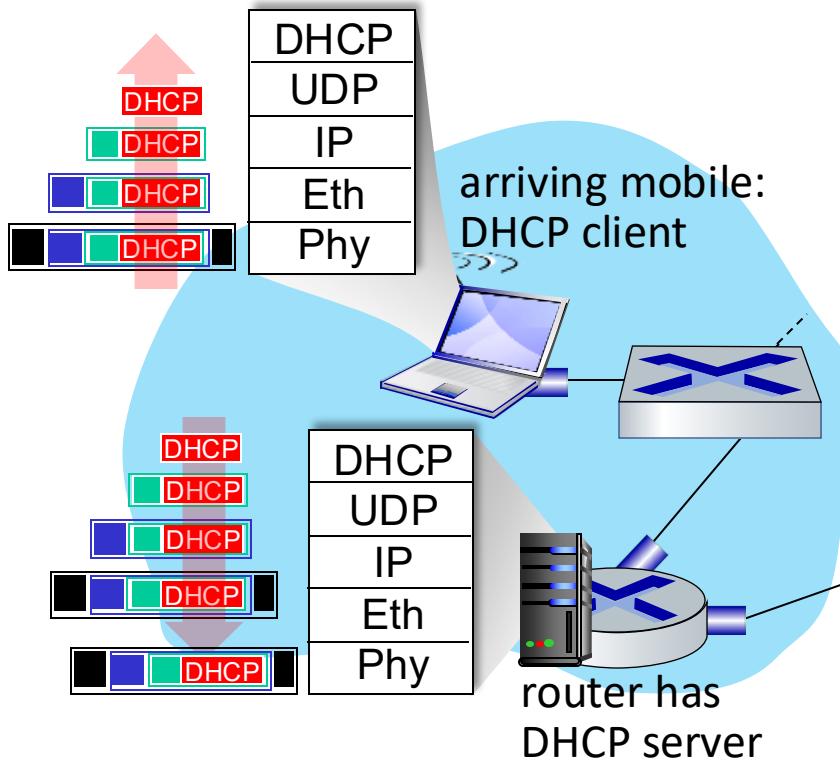
Sounds simple! !

A day in the life: connecting to the Internet



- connecting laptop needs to get its own IP address, addr of first-hop router, addr of DNS server: use **DHCP**
- DHCP request encapsulated in **UDP**, encapsulated in **IP**, encapsulated in **802.3** Ethernet
- Ethernet frame **broadcast** (dest: **FFFFFFFFFF**) on LAN, received at router running **DHCP** server
- Ethernet **demuxed** to IP demuxed, UDP demuxed to DHCP

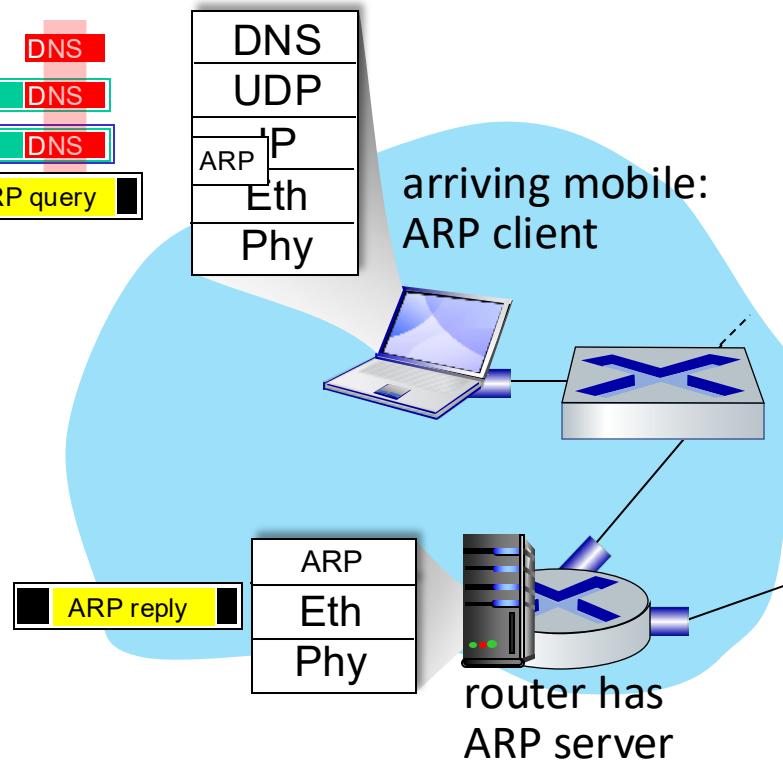
A day in the life: connecting to the Internet



- DHCP server formulates **DHCP ACK** containing client's IP address, IP address of first-hop router for client, name & IP address of DNS server
- encapsulation at DHCP server, frame forwarded (**switch learning**) through LAN, demultiplexing at client
- DHCP client receives DHCP ACK reply

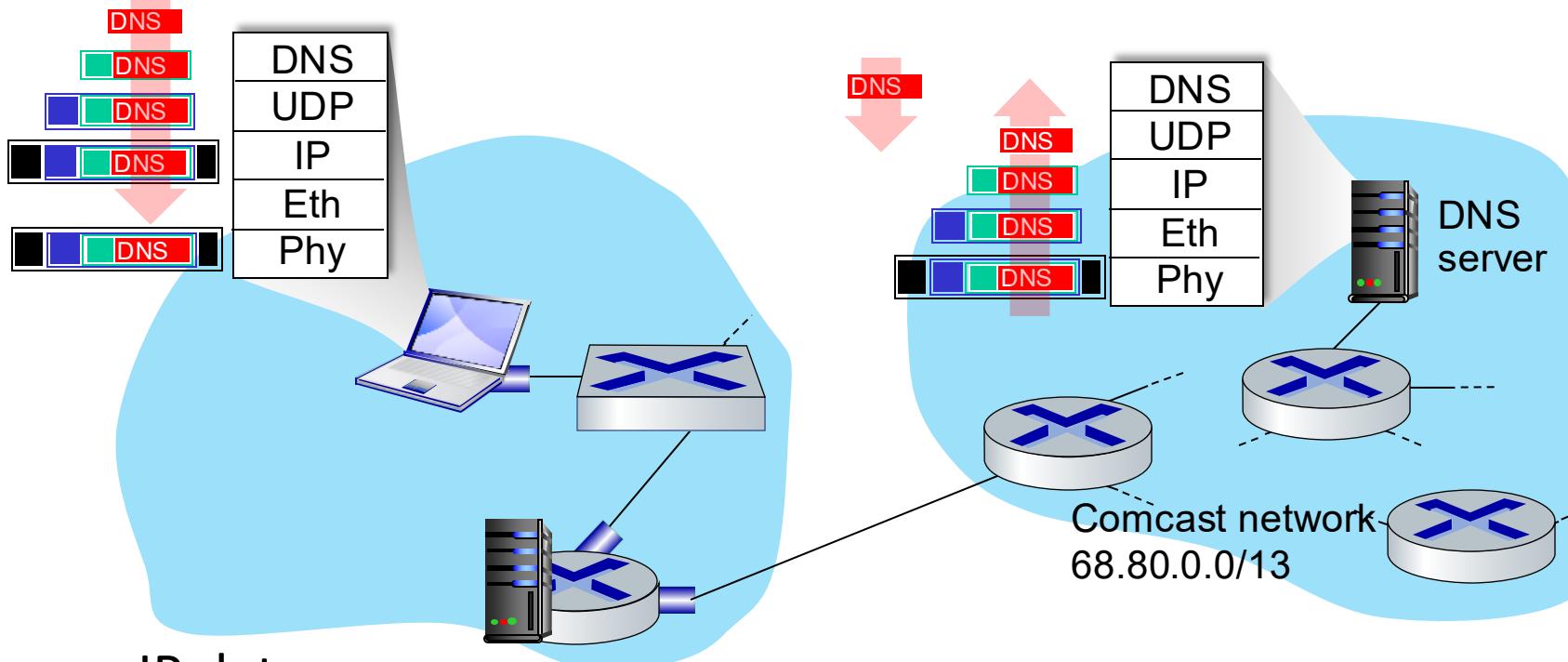
Client now has IP address, knows name & addr of DNS server, IP address of its first-hop router

A day in the life... ARP (before DNS, before HTTP)



- before sending **HTTP** request, need IP address of www.google.com: **DNS**
- DNS query created, encapsulated in UDP, encapsulated in IP, encapsulated in Eth. To send frame to router, need MAC address of router interface: **ARP**
- **ARP query** broadcast, received by router, which replies with **ARP reply** giving MAC address of router interface
- client now knows MAC address of first hop router, so can now send frame containing DNS query

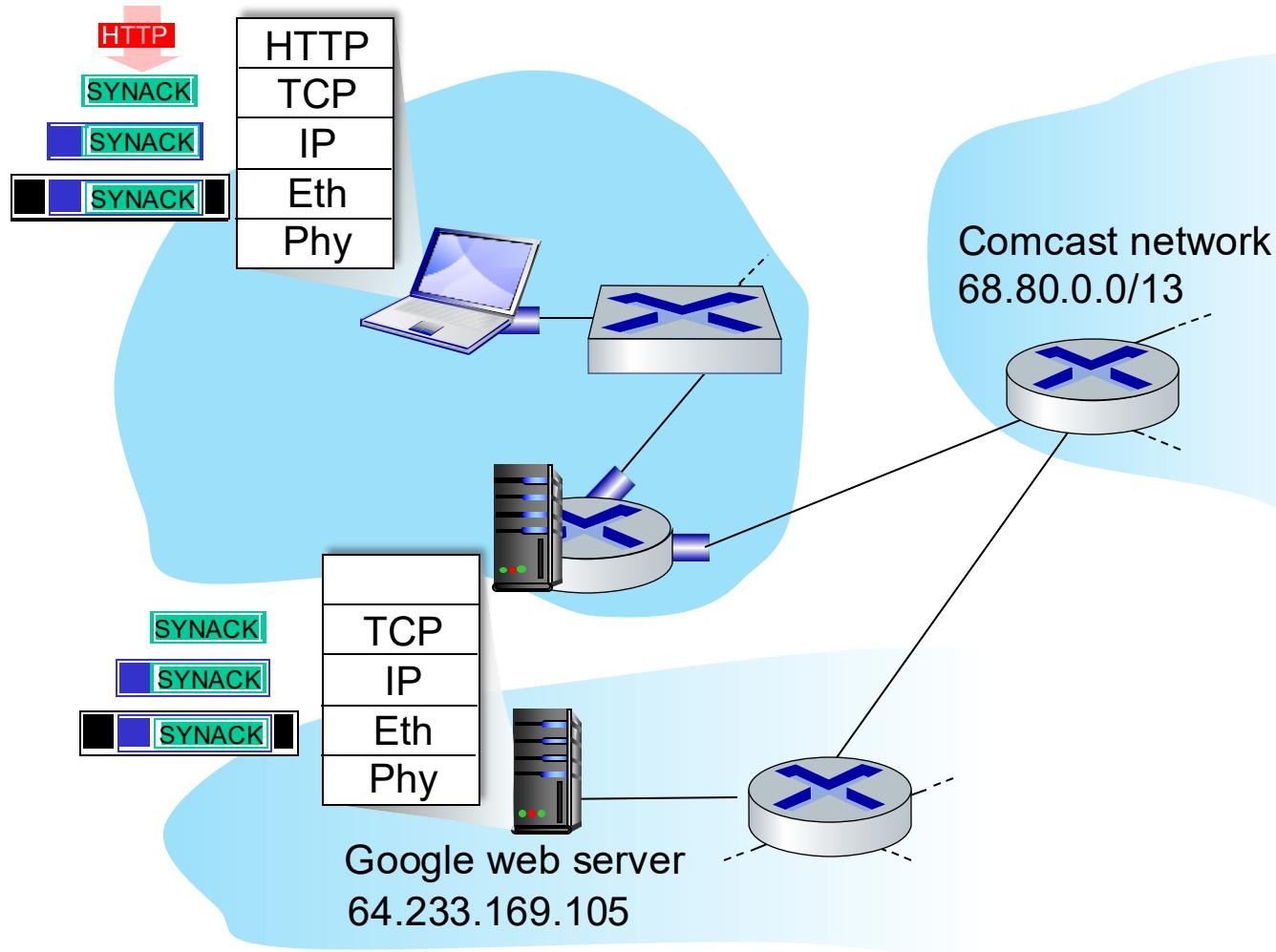
A day in the life... using DNS



- IP datagram containing DNS query forwarded via LAN switch from client to 1st hop router
- IP datagram forwarded from campus network into Comcast network, routed (tables created by **RIP, OSPF, IS-IS** and/or **BGP** routing protocols) to DNS server

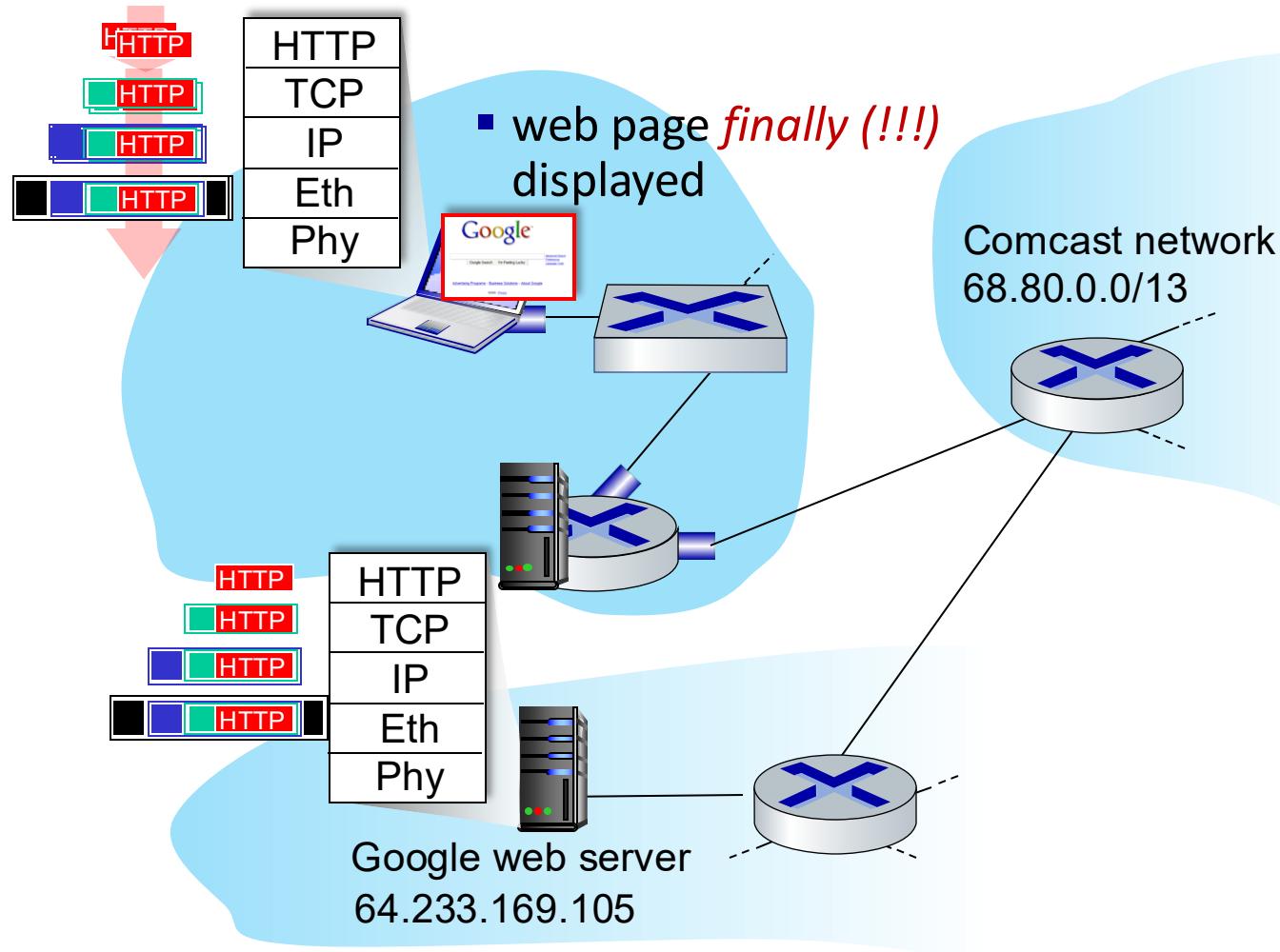
- demuxed to DNS
- DNS replies to client with IP address of www.google.com

A day in the life...TCP connection carrying HTTP



- to send HTTP request, client first opens **TCP socket** to web server
- **TCP SYN segment** (step 1 in TCP 3-way handshake) inter-domain routed to web server
- web server responds with **TCP SYNACK** (step 2 in TCP 3-way handshake)
- **TCP connection established!**

A day in the life... HTTP request/reply



- **HTTP request** sent into TCP socket
- IP datagram containing HTTP request routed to www.google.com
- web server responds with **HTTP reply** (containing web page)
- IP datagram containing HTTP reply routed back to client

Chapter 6: Summary

- principles behind data link layer services:
 - error detection, correction
 - sharing a broadcast channel: multiple access
 - link layer addressing
- instantiation, implementation of various link layer technologies
 - Ethernet
 - switched LANS, VLANs
 - virtualized networks as a link layer: MPLS
- synthesis: a day in the life of a web request

Chapter 6: let's take a breath

- journey down protocol stack *complete* (except PHY)
- solid understanding of networking principles, practice!
- could stop here but *more* interesting topics!
 - wireless
 - security (needs a separate course)