

Computer Networking



谢 逸

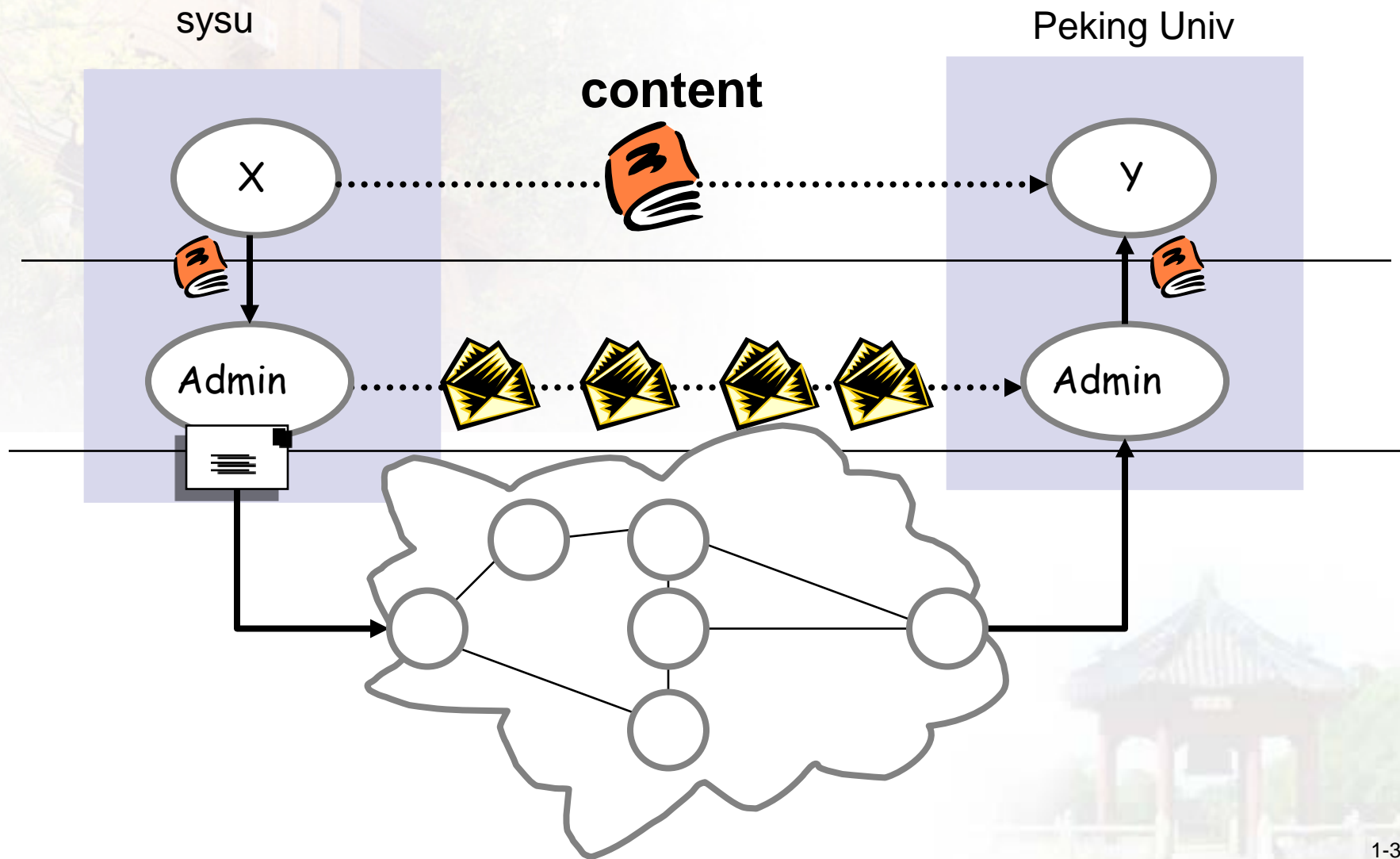
中山大学 · 数据科学与计算机学院

2018. Spring

The background of the slide is a faded image of a university campus. On the left, there is a multi-story brick building with arched windows and doorways. On the right, there is a traditional Chinese pavilion with a dark, tiled roof and red pillars, surrounded by greenery and a stone fence.

What is the network/Internet?

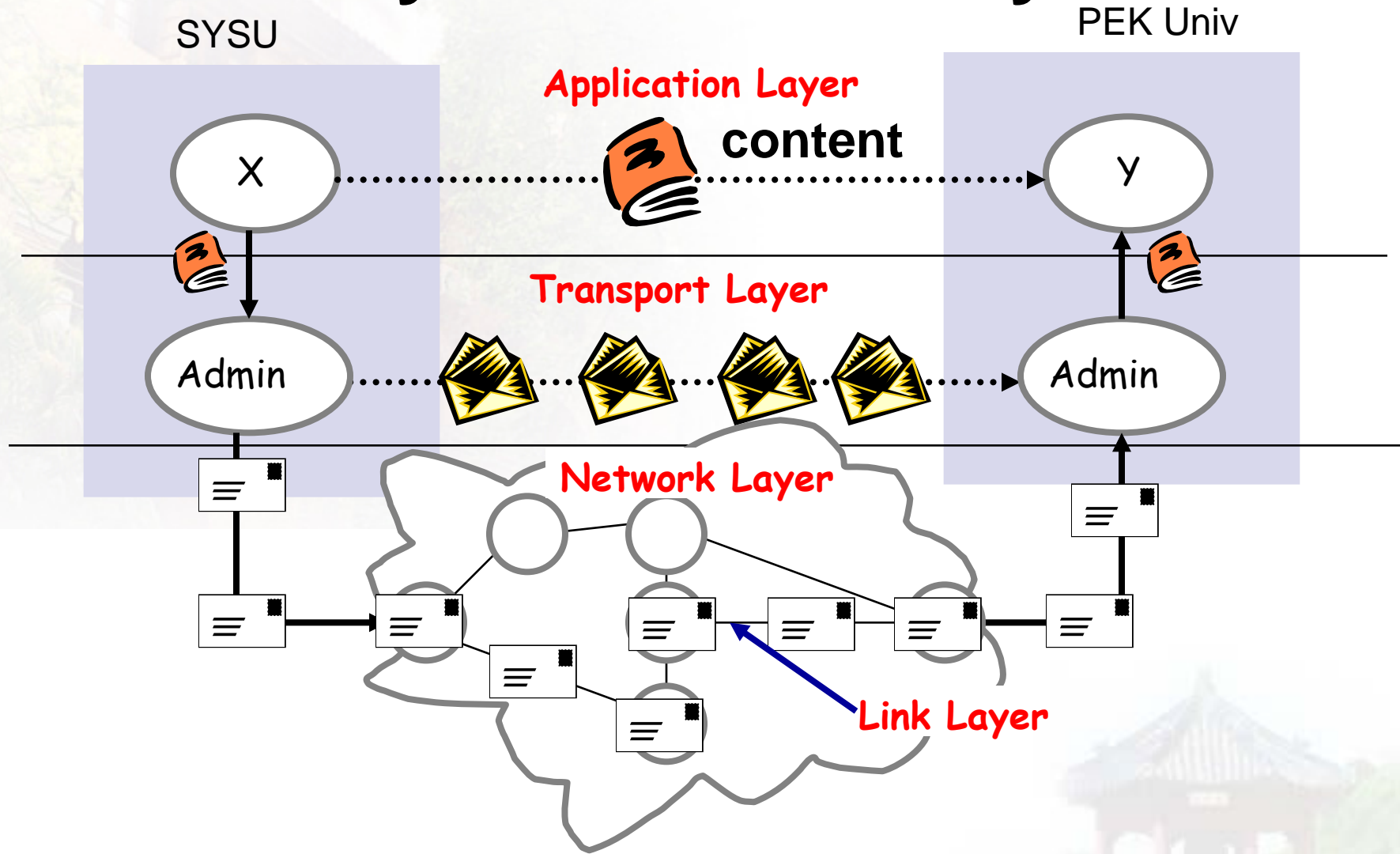
Let's begin from a mail system



Characteristics of the mail system

- ❖ Each envelope is individually routed.
- ❖ No time guarantee for delivery.
- ❖ No guarantee of delivery in sequence.
- ❖ No guarantee of delivery at all!
 - Things get lost
 - How can we acknowledge delivery?
 - Retransmission
 - ❖ How to determine when to retransmit? Timeout?
 - ❖ Need local copies of contents of each envelope.
 - ❖ How long to keep each copy.
 - ❖ What if an acknowledgement is lost?

the mail system can be layered as:



Replace mail with data; replace envelope with IP; replace the post system with network. We get the Internet.

Characteristics of the Internet

- ❖ Each packet is individually routed.
- ❖ No time guarantee for delivery.
- ❖ No guarantee of delivery in sequence.
- ❖ No guarantee of delivery at all!
 - Things get lost
 - Acknowledgements
 - Retransmission
 - ❖ How to determine when to retransmit? Timeout?
 - ❖ Need local copies of contents of each packet.
 - ❖ How long to keep each copy?
 - ❖ What if an acknowledgement is lost?
- ❖ No guarantee of integrity of data.
- ❖ Packets can be fragmented.
- ❖ Packets may be duplicated.

Layering in the Internet

❖ Application Layer

- Content processing: coding, decoding

❖ Transport Layer (App-App:发件人-收件人)

- Provides reliable, in-sequence delivery of data from end-to-end on behalf of application.

❖ Network Layer (Host-Host:发件地址-收件地址)

- Provides “best-effort”, but unreliable, delivery of datagrams.

❖ Link Layer (Interface-Interface:快递中转)

- Carries data over (usually) point-to-point links between hosts and routers; or between routers and routers.

Some questions about the mail system

- ❖ How many **sorting** offices are needed and where should they be located?
- ❖ How much **sorting** capacity is needed?
 - Should we allocate for Spring Festival?
- ❖ How can we guarantee **timely** delivery?
 - What prevents delay guarantees?
 - Or delay *variation* guarantees?
- ❖ How do we protect against **fraudulent** mail deliverers, or fraudulent senders?
- ❖ **Networking is similar to the mail system**

Popular topics on Networking/Internet:

- ❖ Internet
- ❖ Mobile Network
- ❖ SDN
- ❖ Cloud & Data center
- ❖ Intelligent
- ❖ Virtualization
- ❖ Security

Chapter 1

Introduction

A note on the use of these Powerpoint slides:

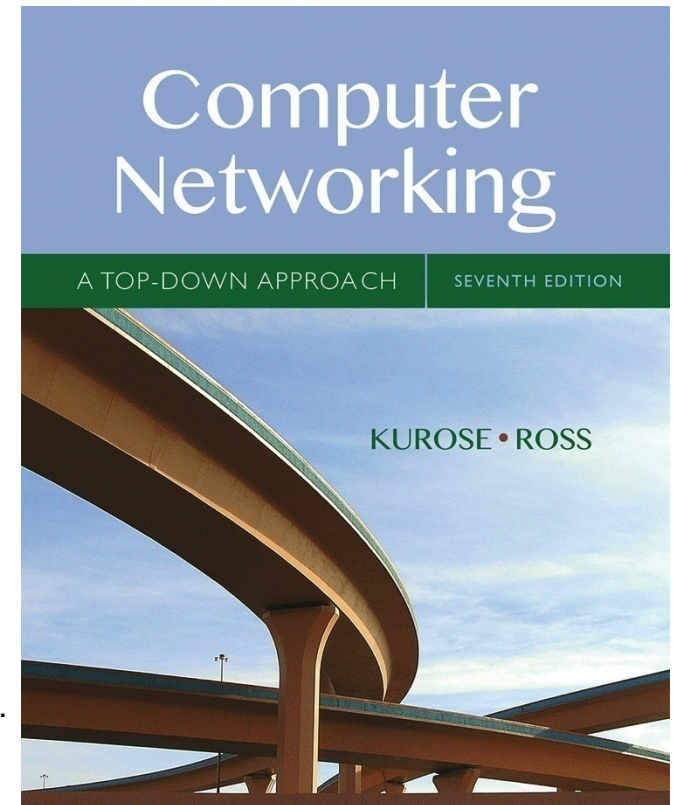
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Thanks and enjoy! JFK/KWR

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Introduction



Computer Networking: A Top Down Approach

7th edition

Jim Kurose, Keith Ross
Pearson/Addison Wesley
April 2016

1-10

Assignments (ver6, CN):

- **ch1:6, 7, 8, 10, 14, 20, 25, 27, 29, 31, 33**
- **Experiments: 18, 19**

Chapter 1: introduction

our goal:

- get “feel” and terminology
- more depth, detail *later* in course
- approach:
 - use Internet as example

overview:

- What’s the Internet?
- what’s a protocol?
- network edge; hosts, access net, physical media
- network core: packet/circuit switching, Internet structure
- performance: loss, delay, throughput
- security
- protocol layers, service models
- history

Chapter 1: roadmap

1.1 what *is* the Internet?

1.2 network edge

- end systems, access networks, links

1.3 network core

- packet switching, circuit switching, network structure

1.4 delay, loss, throughput in networks

1.5 protocol layers, service models

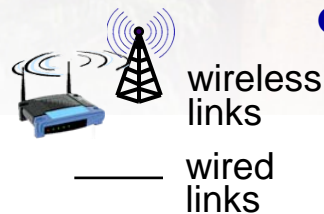
1.6 networks under attack: security

1.7 history

What's the Internet: “nuts and bolts” view



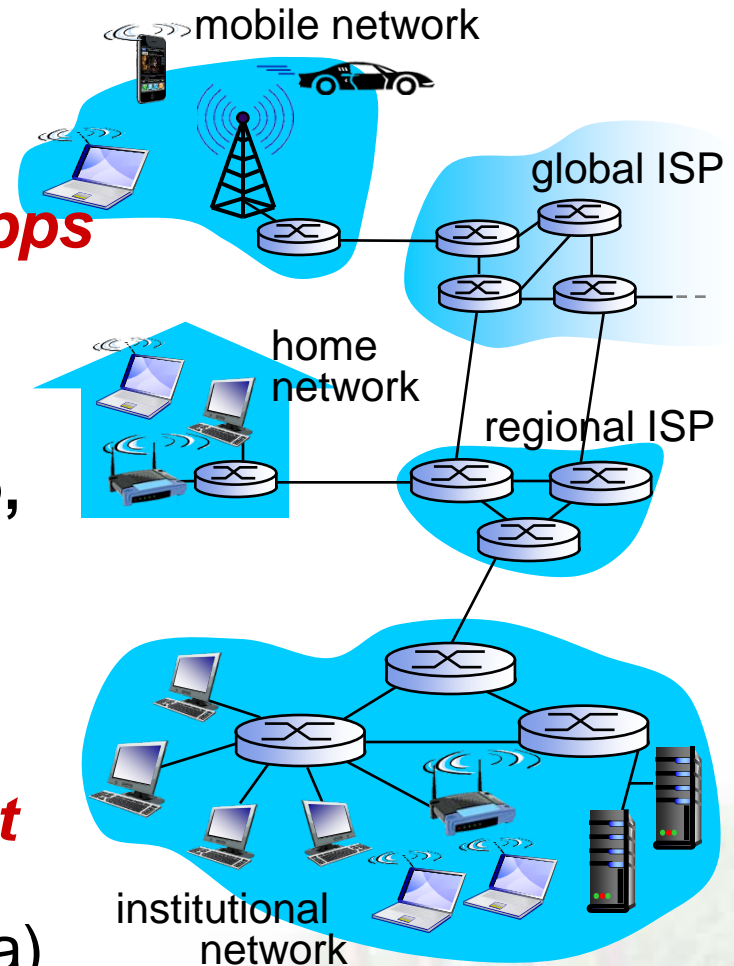
- millions of connected computing devices:
hosts = end systems
 - running *network apps*



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



- *Relay devices (Packet switches)* : forward packets (chunks of data)
 - *routers* and *switches*



“Fun” internet appliances



IP picture frame
<http://www.ceiva.com/>



Web-enabled toaster +
weather forecaster



Tweet-a-watt:
monitor energy use



Internet
refrigerator



Slingbox: watch,
control cable TV remotely



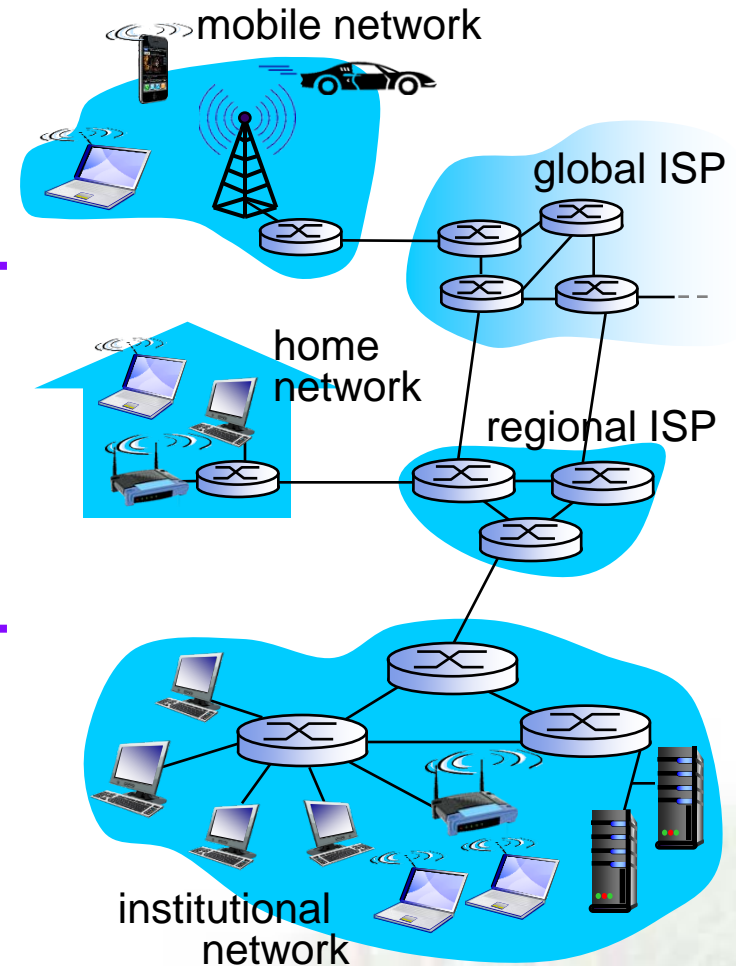
sensorized,
bed
mattress



Internet phones

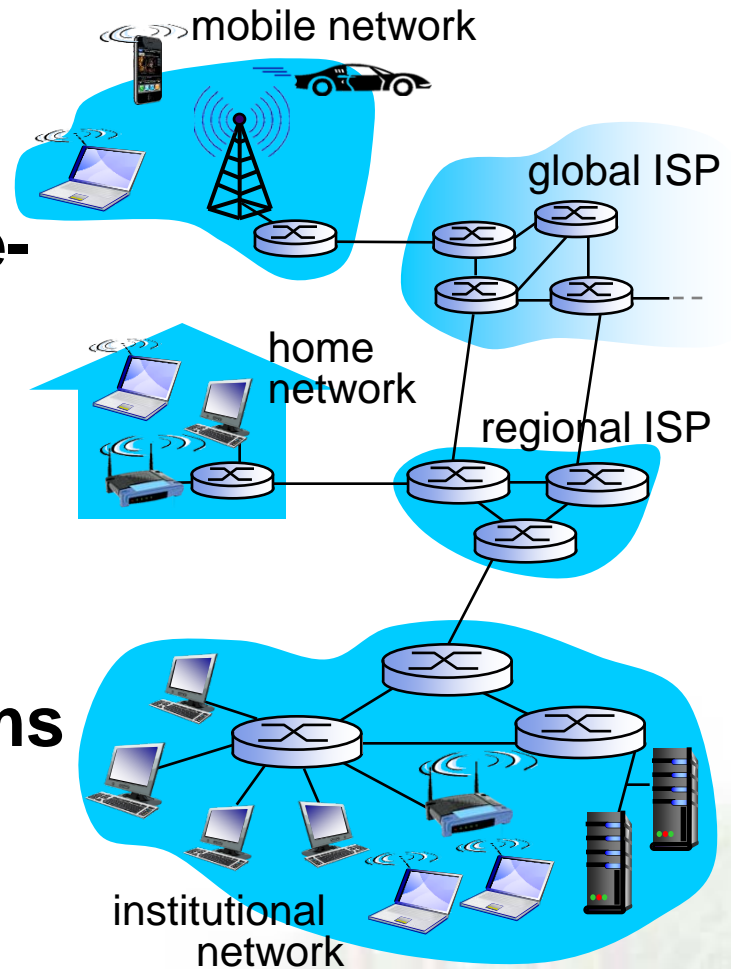
What's the Internet: “nuts and bolts” view

- **Internet: “network of networks”**
 - Interconnected ISPs
- **protocols** control sending, receiving of msgs
 - e.g., TCP, IP, HTTP, Skype, 802.11
- **Internet standards**
 - RFC: Request for comments
 - IETF: Internet Engineering Task Force



What's the Internet: a service view

- ***Infrastructure that provides services to applications:***
 - Web, VoIP, email, games, e-commerce, social nets, ...
- ***provides programming interface to apps***
 - hooks that allow sending and receiving app programs to “connect” to Internet
 - provides service options, analogous to postal service



What's a protocol?

human protocols:

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

... **specific** msgs sent

... **specific** actions
taken when msgs
received, or other
events

```
If XXX  
elseif  
  YYY
```

```
...  
end
```

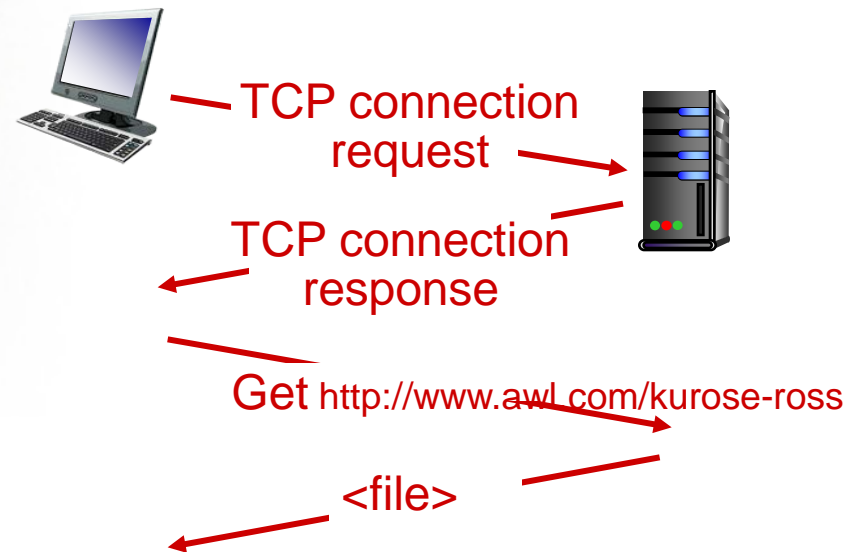
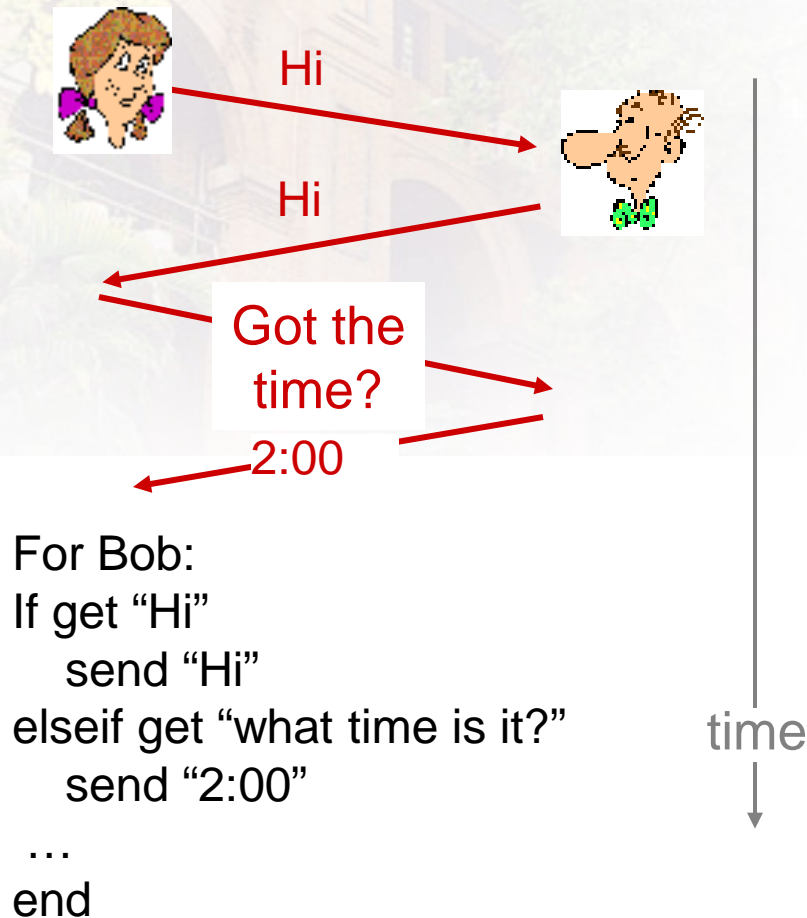
network protocols:

- machines rather than humans
- all communication activity in Internet governed by protocols

*protocols define format,
order of msgs sent and
received among
network entities, and
actions taken on msg
transmission, receipt*

What's a protocol?

a human protocol and a computer network protocol:



Q: other human protocols?

Chapter 1: roadmap

1.1 what *is* the Internet?

1.2 network edge

- **end systems, access networks, links**

1.3 network core

- **packet switching, circuit switching, network structure**

1.4 delay, loss, throughput in networks

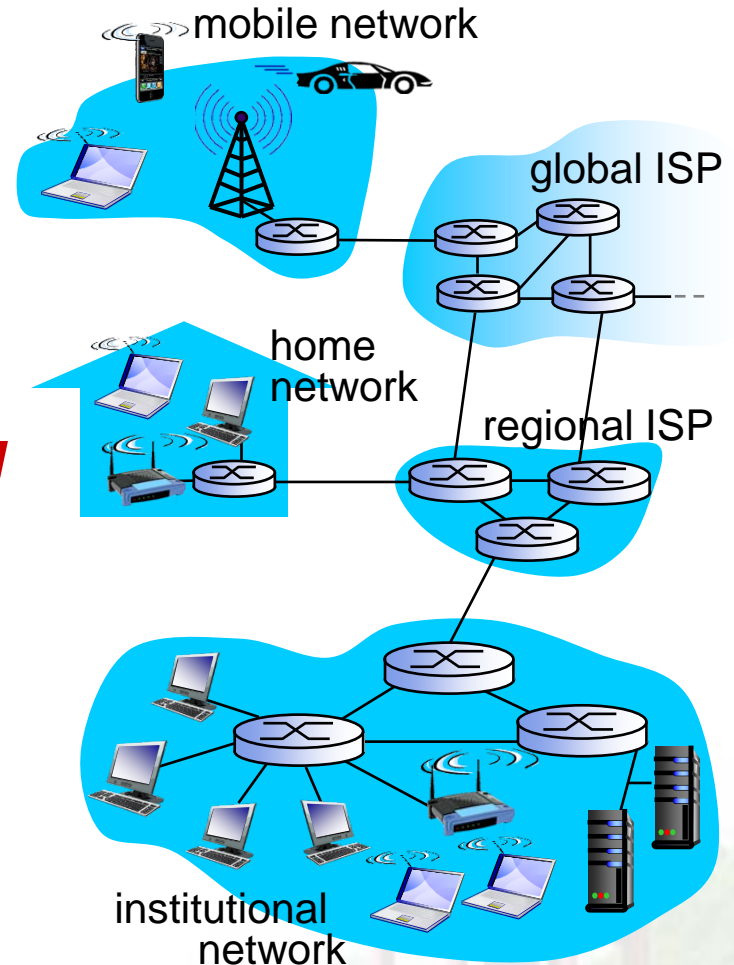
1.5 protocol layers, service models

1.6 networks under attack: security

1.7 history

A closer look at network structure:

- **network edge:**
 - hosts: clients and servers
 - servers often in data centers
- **access networks, physical media:** wired, wireless communication links
- **network core:**
 - interconnected routers
 - network of networks



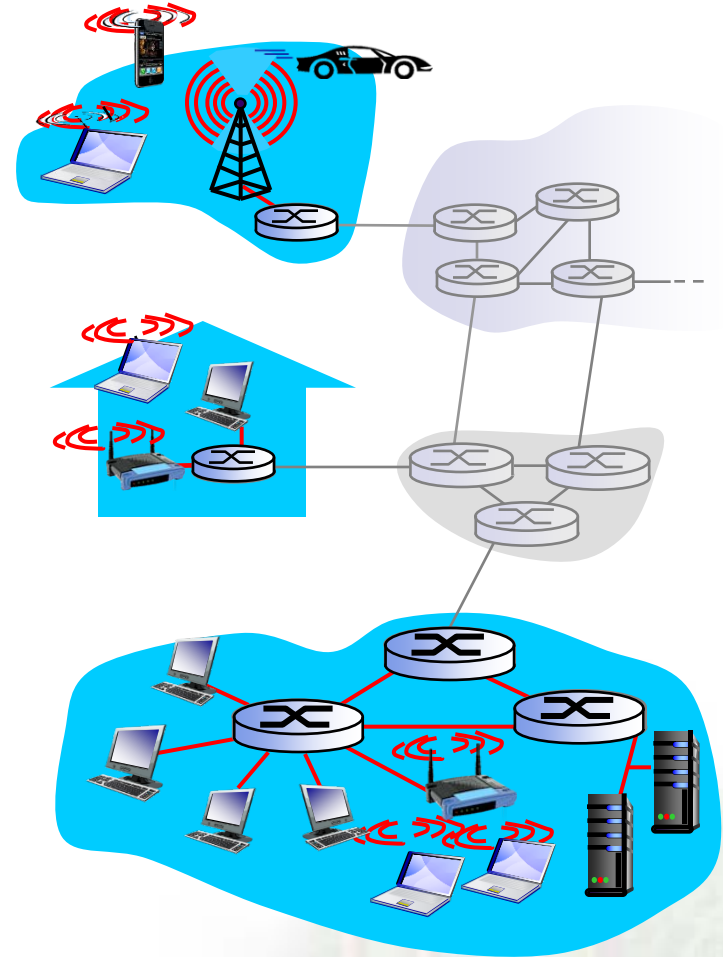
Access networks and physical media

Q: How to connect end systems to edge router?

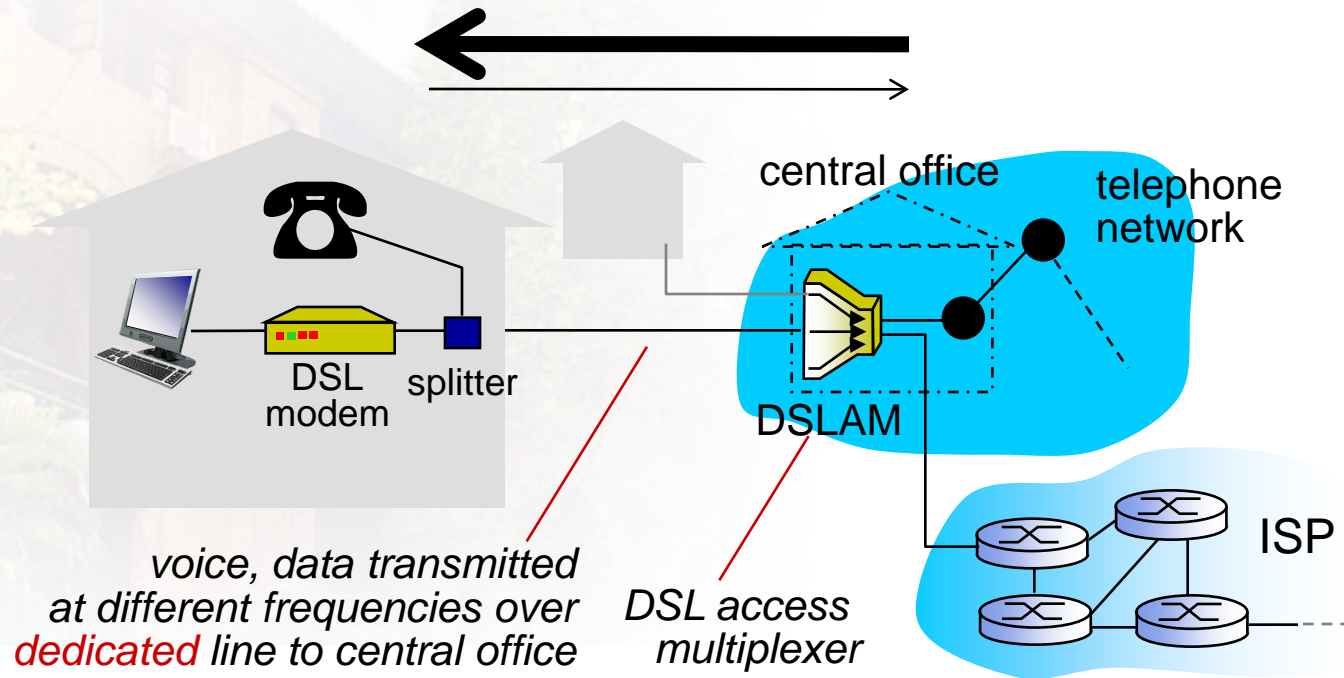
- residential access nets
- institutional access networks (school, company)
- mobile access networks

keep in mind:

- bandwidth (bits per second) of access network?
- shared or dedicated?

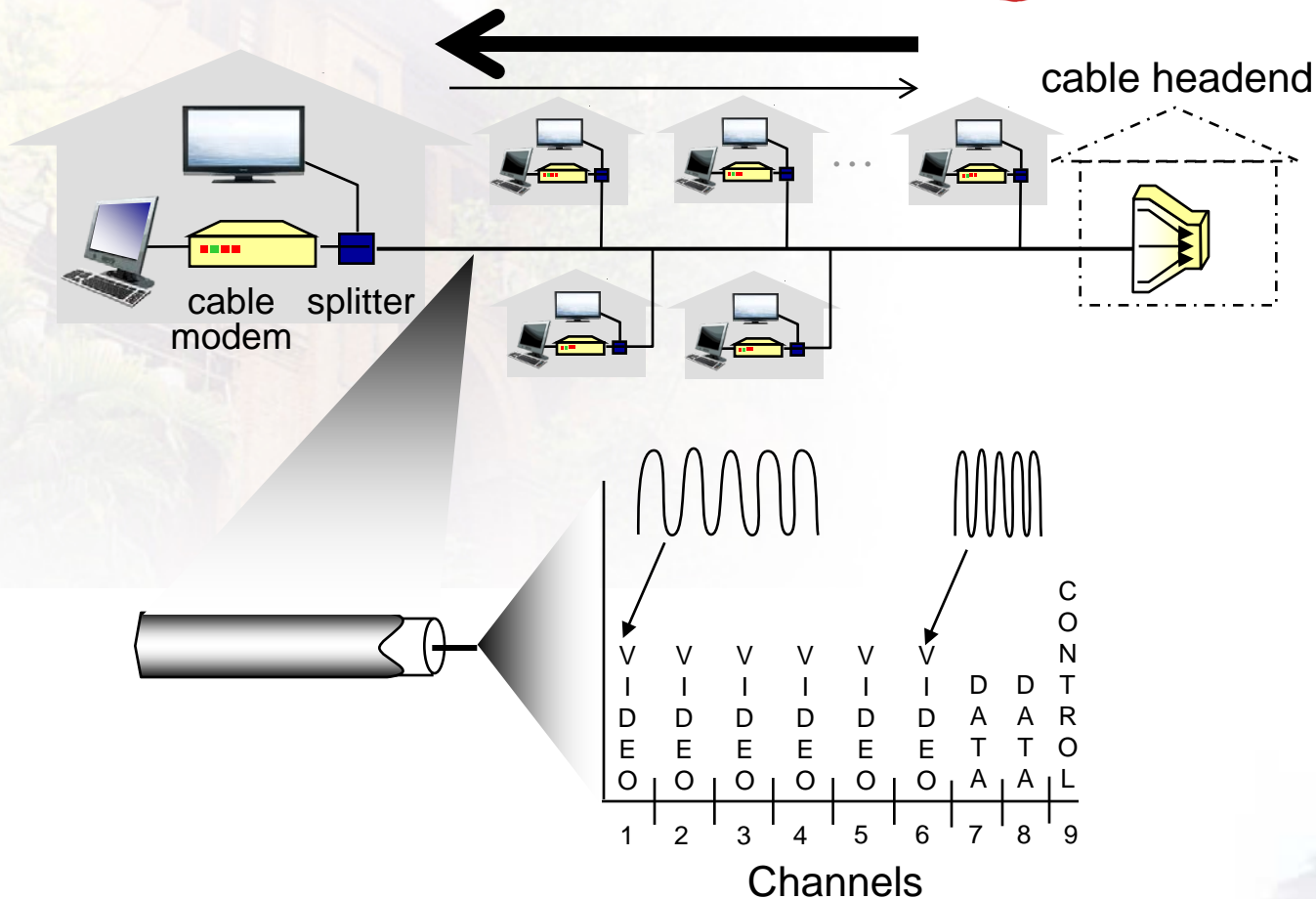


Access net: digital subscriber line (DSL)



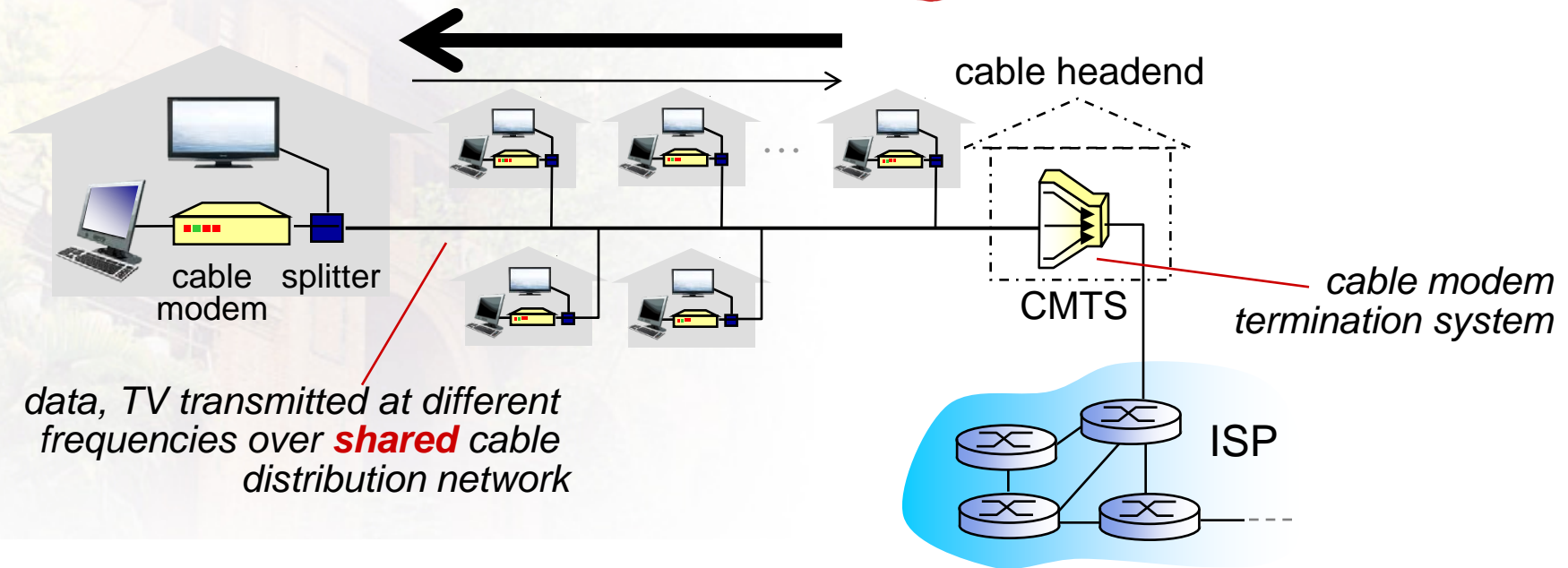
- ❖ use *existing* telephone line to central office DSLAM
 - data over DSL phone line goes to Internet
 - voice over DSL phone line goes to telephone net
- ❖ < 2.5 Mbps upstream transmission rate (typically < 1 Mbps)
- ❖ < 24 Mbps downstream transmission rate (typically < 10 Mbps)

Access net: cable network



frequency division multiplexing: different channels transmitted in different frequency bands

Access net: cable network



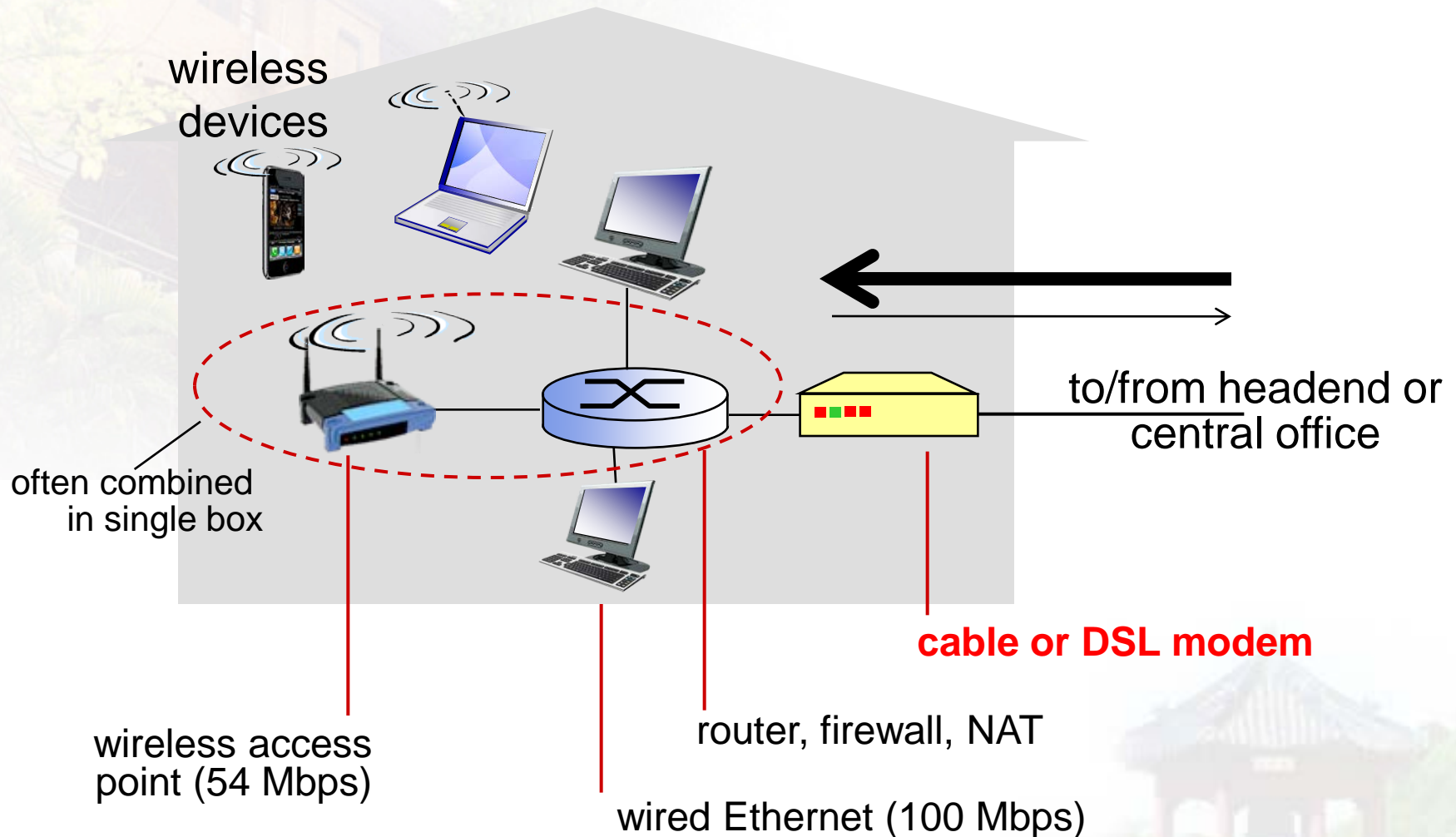
❖ HFC: hybrid fiber coax

- asymmetric: up to 30Mbps downstream transmission rate, 2 Mbps upstream transmission rate

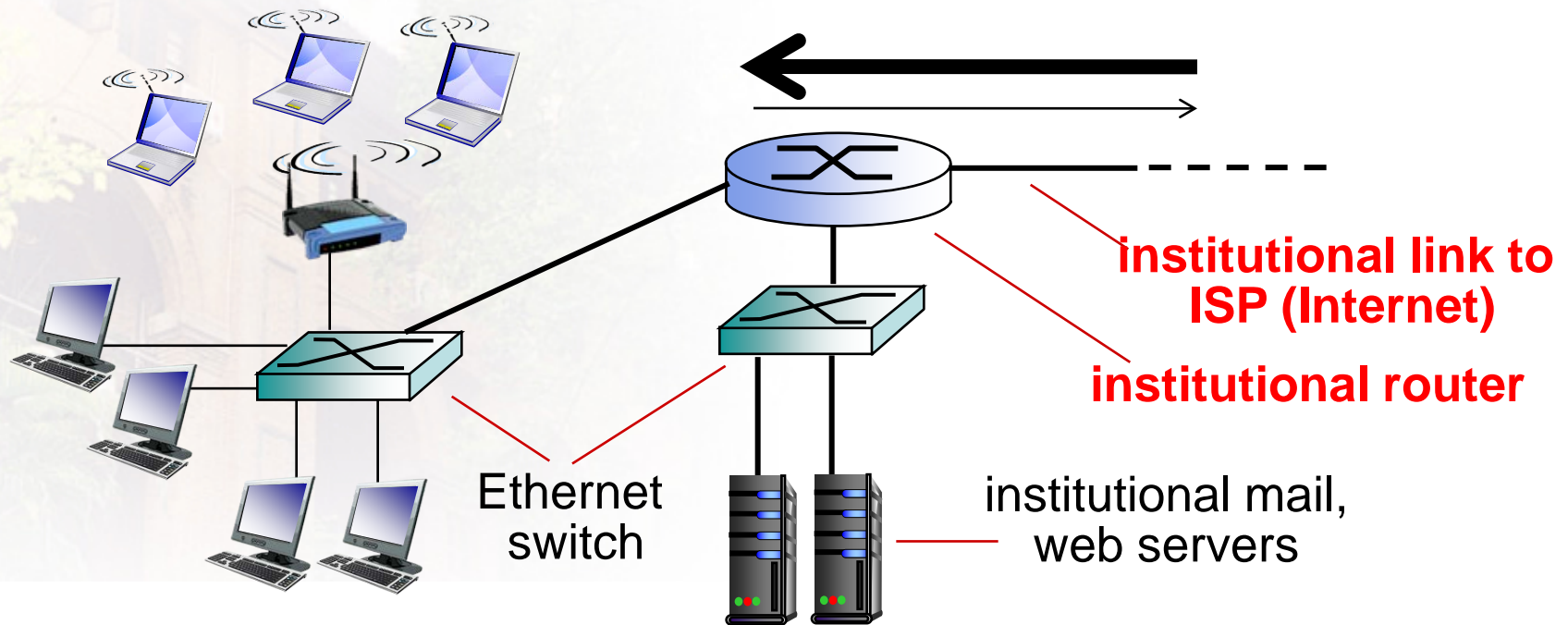
❖ **network** of cable, fiber attaches homes to ISP router

- homes **share access network** to cable headend
- unlike DSL, which has dedicated access to central office

Access net: home network



Enterprise access networks (Ethernet)



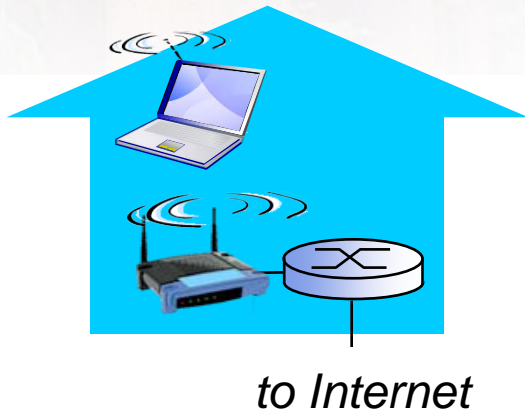
- typically used in companies, universities, etc
- ❖ 10 Mbps, 100Mbps, 1Gbps, 10Gbps transmission rates
- ❖ today, end systems typically connect into Ethernet switch

Wireless access networks

- shared *wireless* access network connects end system to router
 - via base station aka “access point”

wireless LANs:

- within building (100 ft)
- 802.11b/g (WiFi): 11, 54 Mbps transmission rate



wide-area wireless access

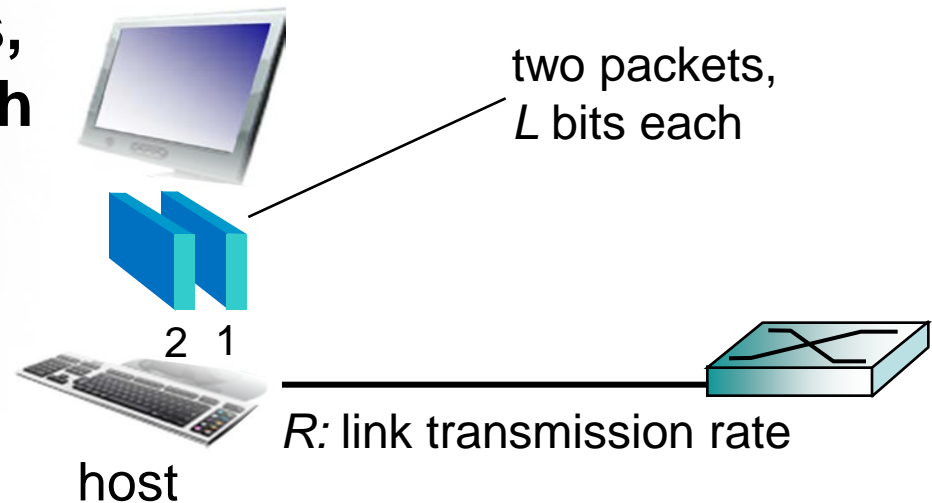
- provided by telco (cellular) operator, 10' s km
- between 1 and 10 Mbps
- 3G, 4G: LTE



Host: sends *packets* of data

host sending function:

- takes application message
- breaks into smaller chunks, known as *packets*, of length *L* bits
- transmits packet into access network at *transmission rate R*
 - link transmission rate, aka link *capacity*, aka *link bandwidth*



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

Physical media

- **bit:** propagates between transmitter/receiver pairs
- **physical link:** what lies between transmitter & receiver
- **guided media:**
 - signals propagate in solid media: copper, fiber, coax
- **unguided media:**
 - signals propagate freely, e.g., radio

twisted pair (TP)

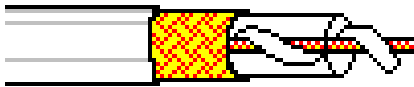
- two insulated copper wires
 - Category 5: 100 Mbps, 1 Gbps Ethernet
 - Category 6: 10Gbps



Physical media: coax, fiber

coaxial cable:

- **two concentric copper conductors**
- **bidirectional**
- **broadband:**
 - multiple channels on



fiber optic cable:

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



Physical media: radio

- signal carried in electromagnetic spectrum
- no physical “wire”
- bidirectional
- propagation environment effects:
 - reflection
 - obstruction by objects
 - interference

radio link types:

- ❖ terrestrial microwave
 - e.g. up to 45 Mbps channels
- ❖ LAN (e.g., WiFi)
 - 11Mbps, 54 Mbps
- ❖ wide-area (e.g., cellular)
 - 3G cellular: ~ few Mbps
- ❖ satellite
 - Kbps to 45Mbps channel (or multiple smaller channels)
 - 270 msec end-end delay
 - geosynchronous versus low altitude

Chapter 1: roadmap

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1.2 network edge

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1.3 network core

- packet switching, circuit switching, network structure

1.4 delay, loss, throughput in networks

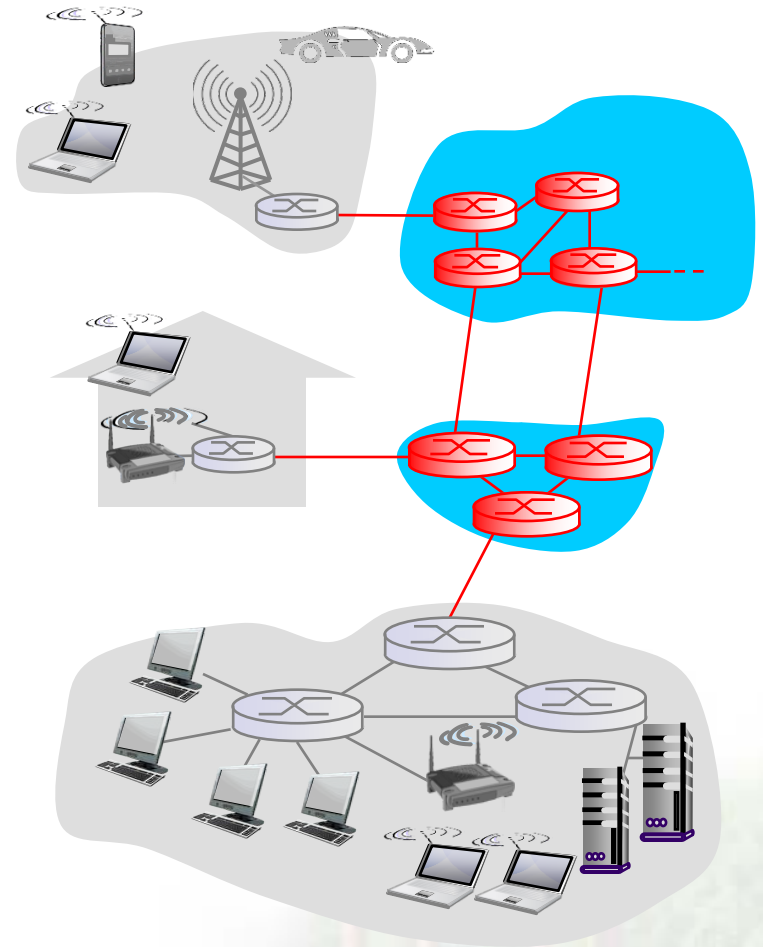
1.5 protocol layers, service models

1.6 networks under attack: security

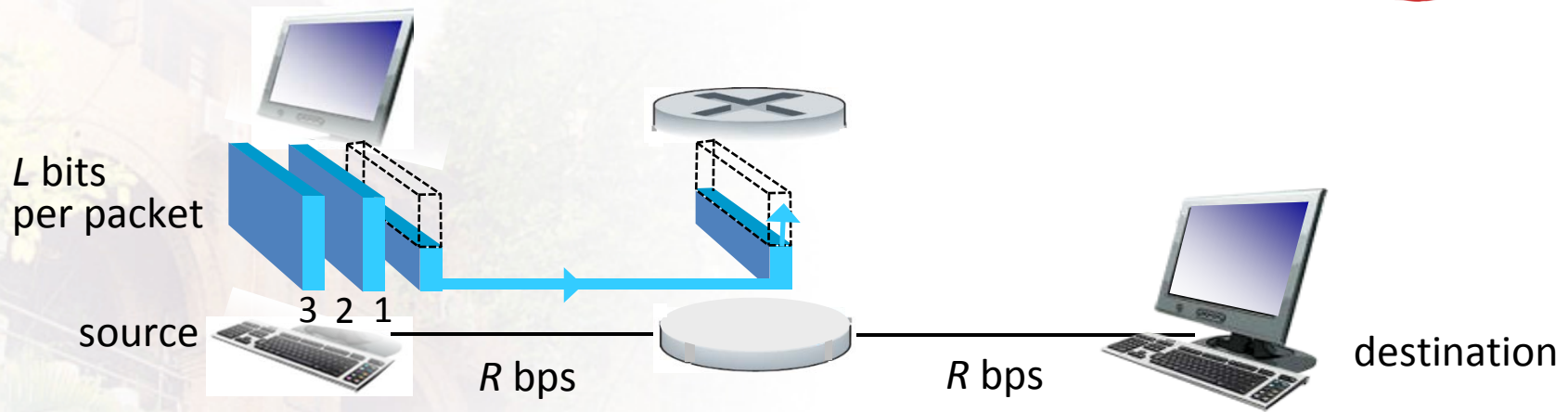
1.7 history

The network core

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



Packet-switching: store-and-forward



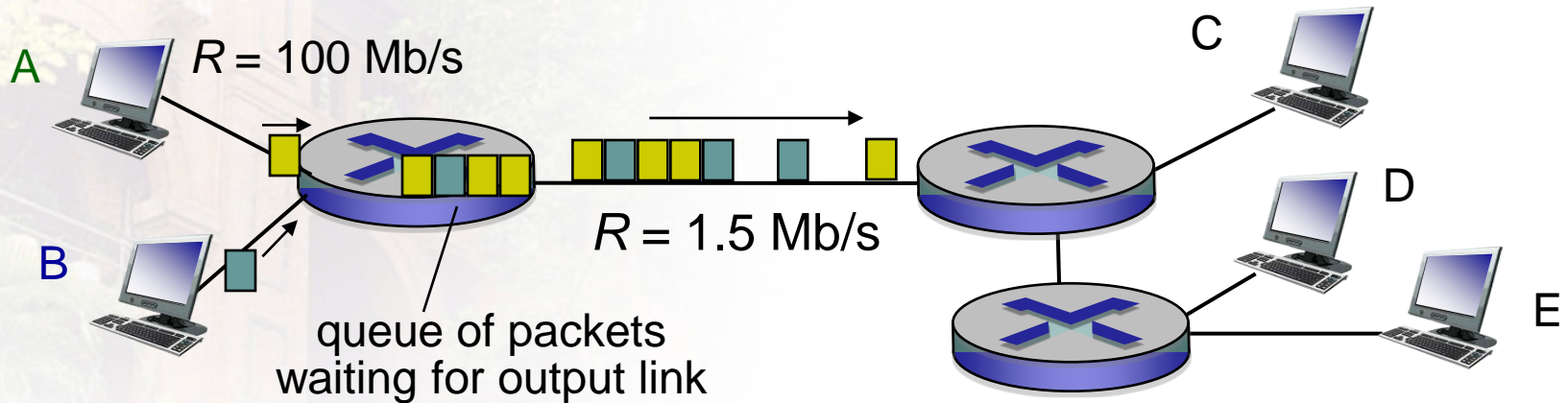
- takes L/R seconds to transmit (push out) L -bit packet into link at R bps
- **store and forward:** entire packet must arrive at router before it can be transmitted on next link
- ❖ end-end delay = $2L/R$ (assuming zero propagation delay)

one-hop numerical example:

- $L = 7.5$ Mbits
- $R = 1.5$ Mbps
- one-hop transmission delay = 5 sec

} more on delay shortly ...

Packet Switching: queueing delay, loss



queuing and loss:

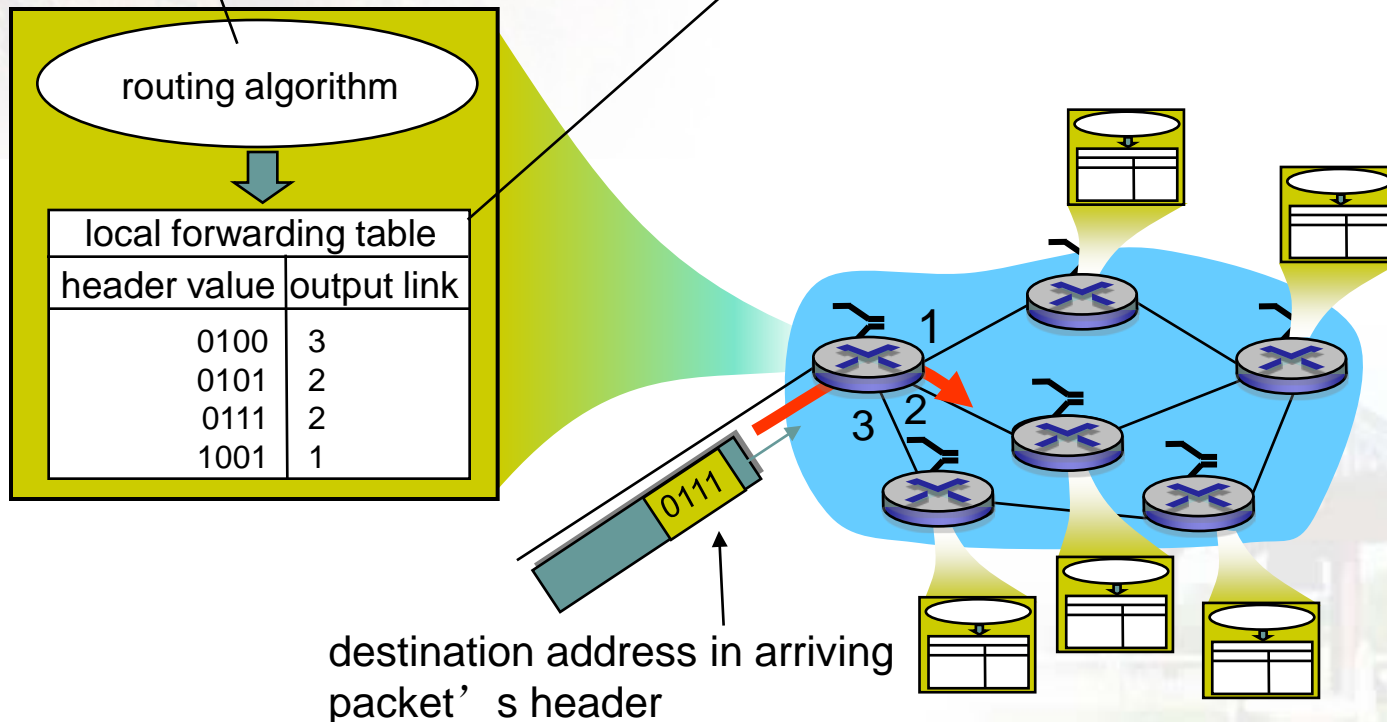
- ❖ If arrival rate (in bits) to link exceeds transmission rate of link for a period of time:
 - packets will **queue**, wait to be transmitted on link
 - packets can be **dropped** (lost) if memory (buffer) fills up

Two key network-core functions

routing: determines source-destination route taken by packets

- *routing algorithms*

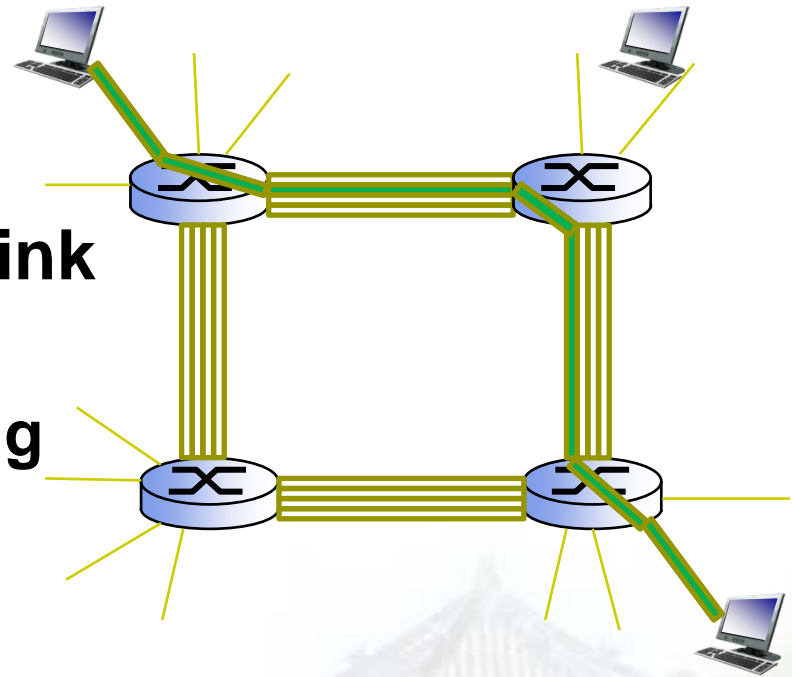
forwarding: move packets from router's input to appropriate router output



Alternative core: circuit switching

**end-end resources allocated to,
reserved for “call” between
source & dest:**

- In diagram, each link has four circuits.
 - call gets 2nd circuit in top link and 1st circuit in right link.
- dedicated resources: no sharing
 - circuit-like (guaranteed) performance
- circuit segment idle if not used by call (*no sharing*)
- Commonly used in traditional telephone networks



Circuit switching: FDM versus TDM

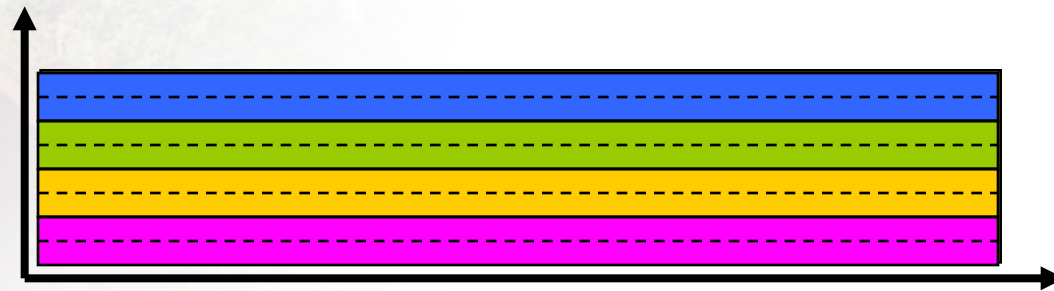
FDM

Example:

4 users



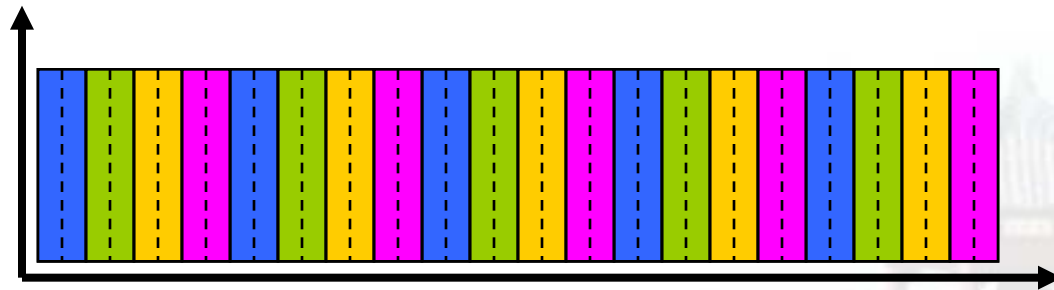
frequency



time

TDM

frequency



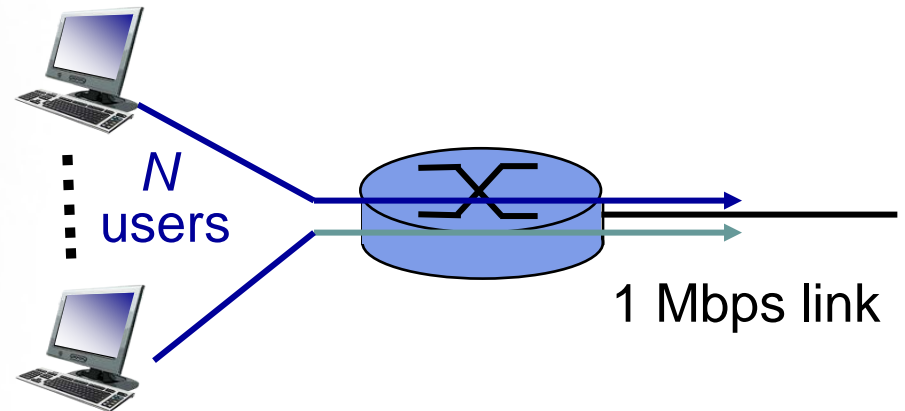
time

Packet switching versus circuit switching

packet switching allows more users to use network!

example:

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



- ***circuit-switching:***

- 10 users $10 \times 100 \text{ kb/s} = 1 \text{ Mb}$

- ***packet switching:***

- with 35 users, probability > 10 active at same time is less than .0004 *

Q: how did we get value 0.0004?

Q: what happens if > 35 users ?

* Check out the online interactive exercises for more examples

Packet switching versus circuit switching

is packet switching a “slam dunk winner?”

- great for bursty data
 - resource sharing
 - simpler, no call setup
- **excessive congestion possible:** packet delay and loss
 - protocols needed for reliable data transfer, congestion control
- **Q: How to provide circuit-like behavior?**
 - bandwidth guarantees needed for audio/video apps
 - still an unsolved problem (chapter 7)

Q: human analogies of reserved resources (circuit switching) versus on-demand allocation (packet-switching)?

Internet structure: network of networks

- ❖ End systems connect to Internet via **access ISPs** (Internet Service Providers)
 - Residential, company and university ISPs
- ❖ Access ISPs in turn must be interconnected.
 - ❖ So that any two hosts can send packets to each other
- ❖ Resulting network of networks is very complex
 - ❖ Evolution was driven by **economics** and **national policies**
- ❖ Let's take a stepwise approach to describe current Internet structure

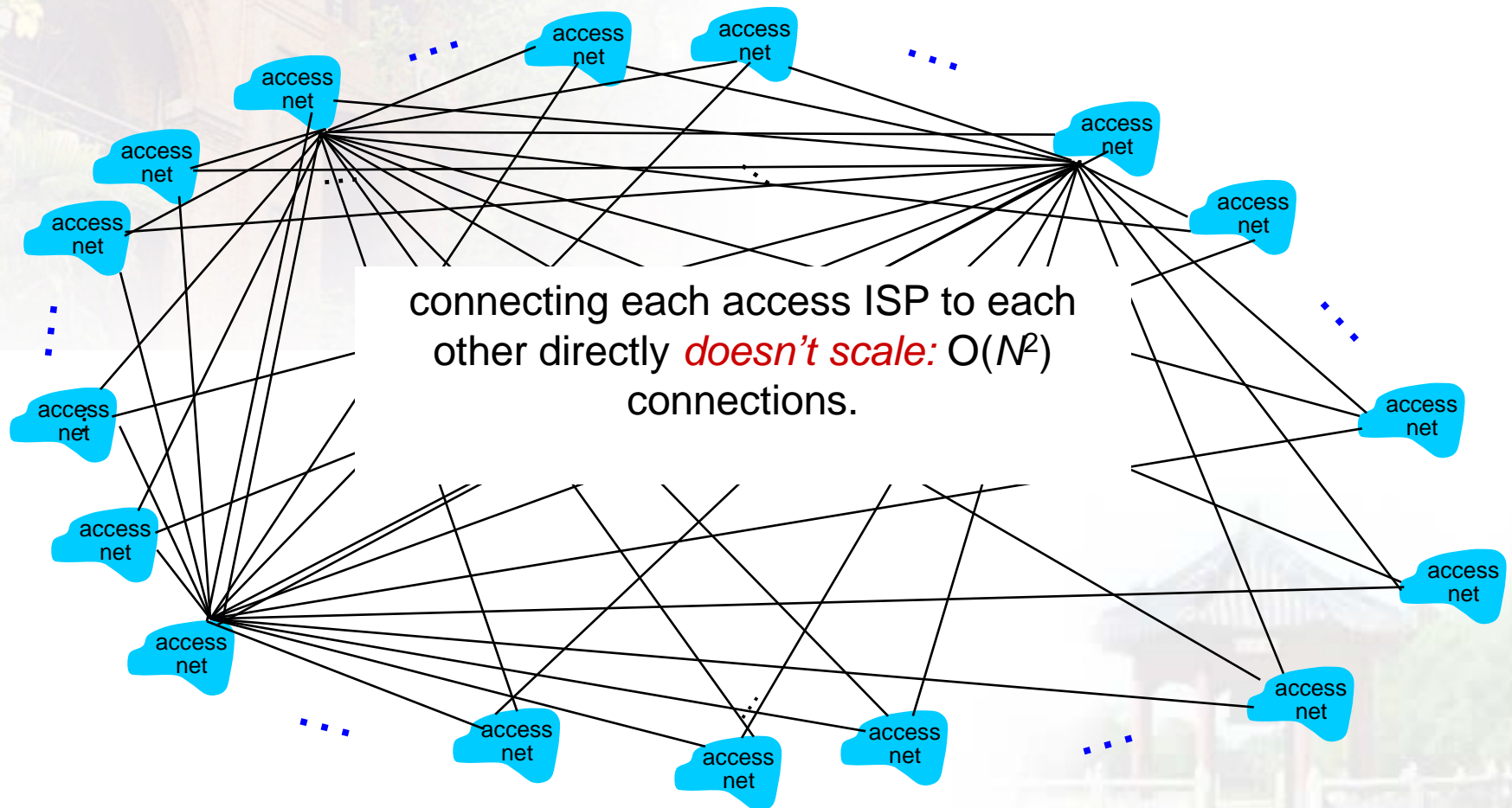
Internet structure: network of networks

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



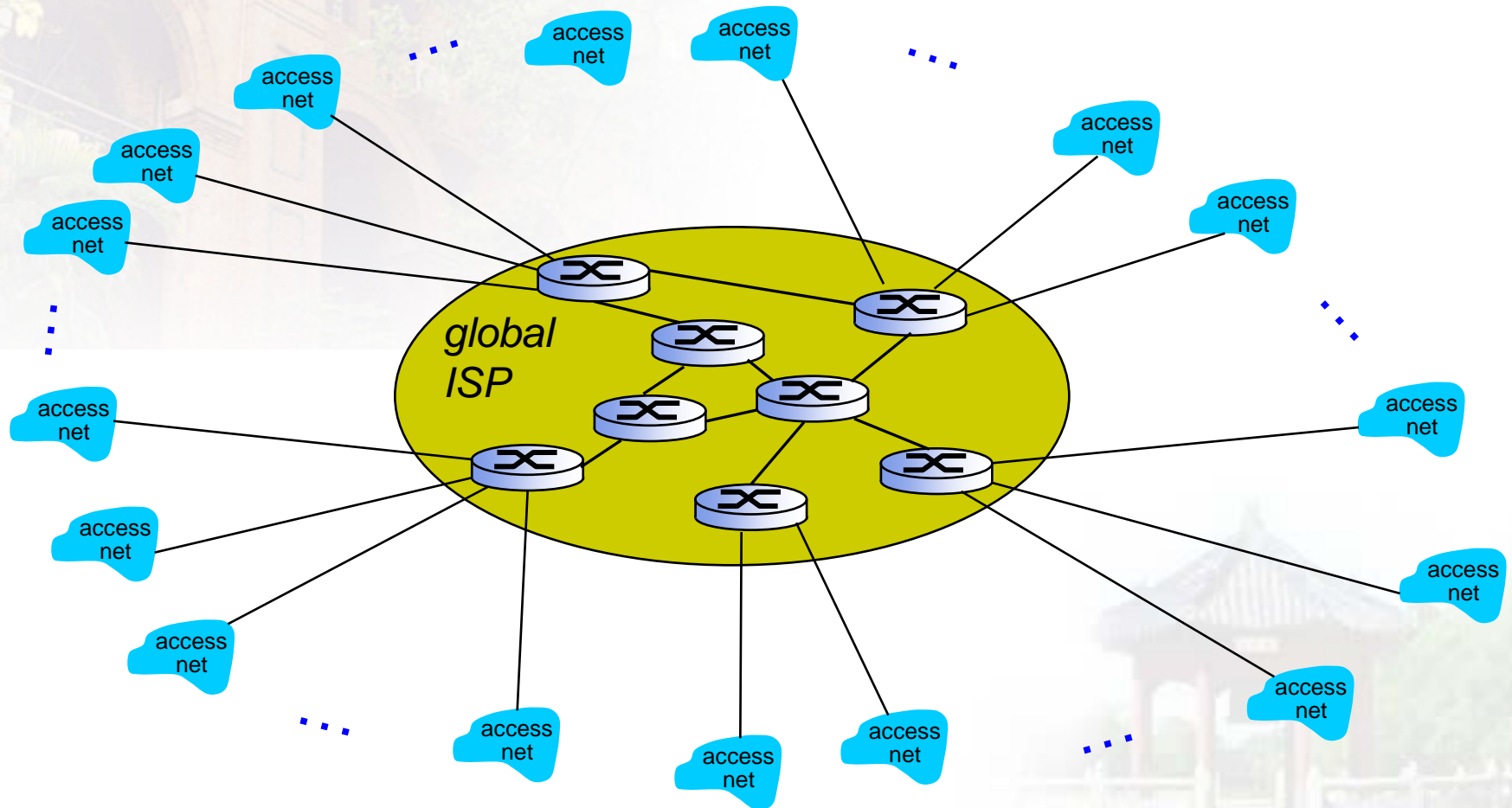
Internet structure: network of networks

Option: connect each access ISP to every other access ISP?



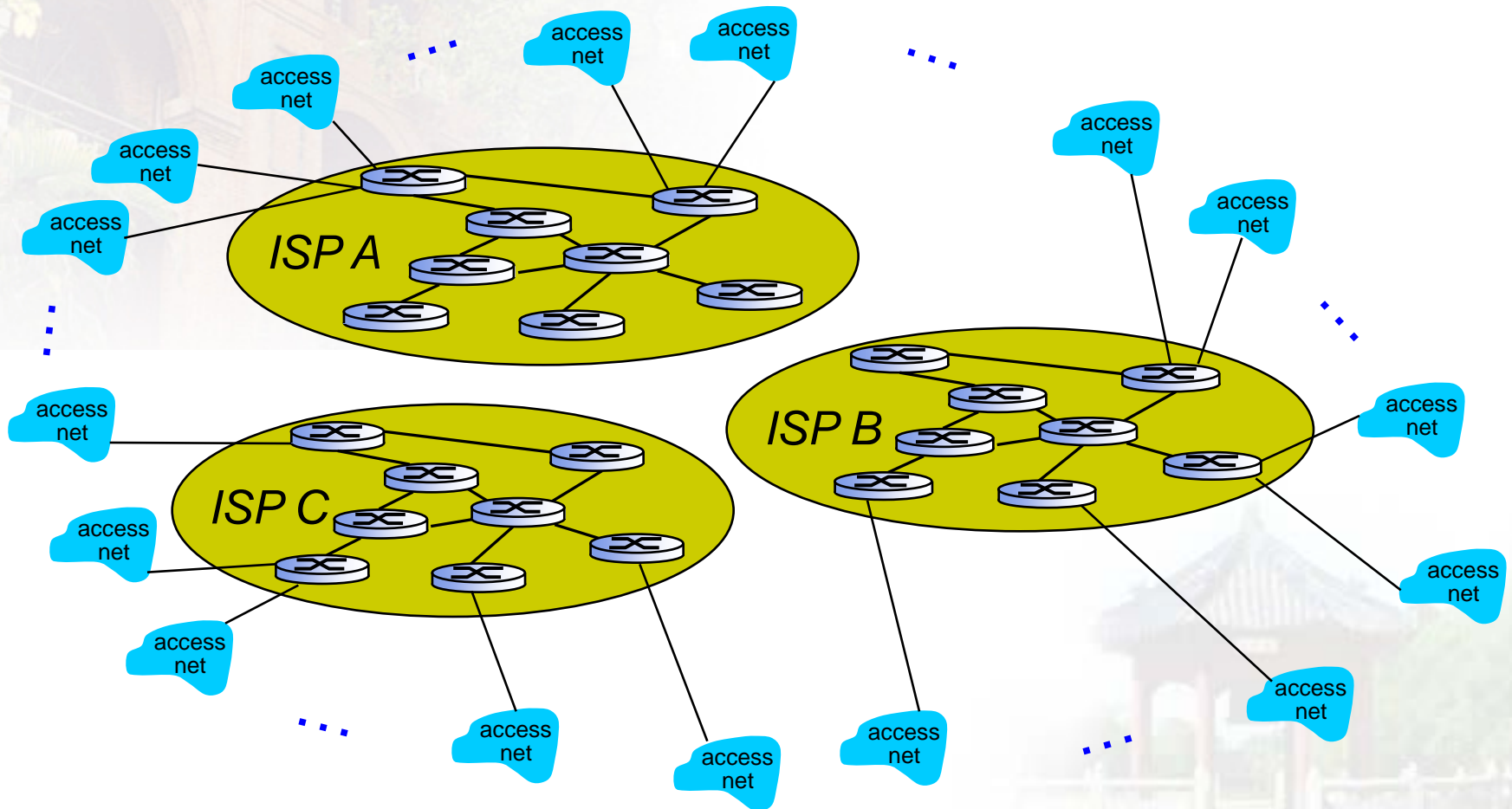
Internet structure: network of networks

*Option: connect each access ISP to a global transit ISP? **Customer** and **provider** ISPs have economic agreement.*



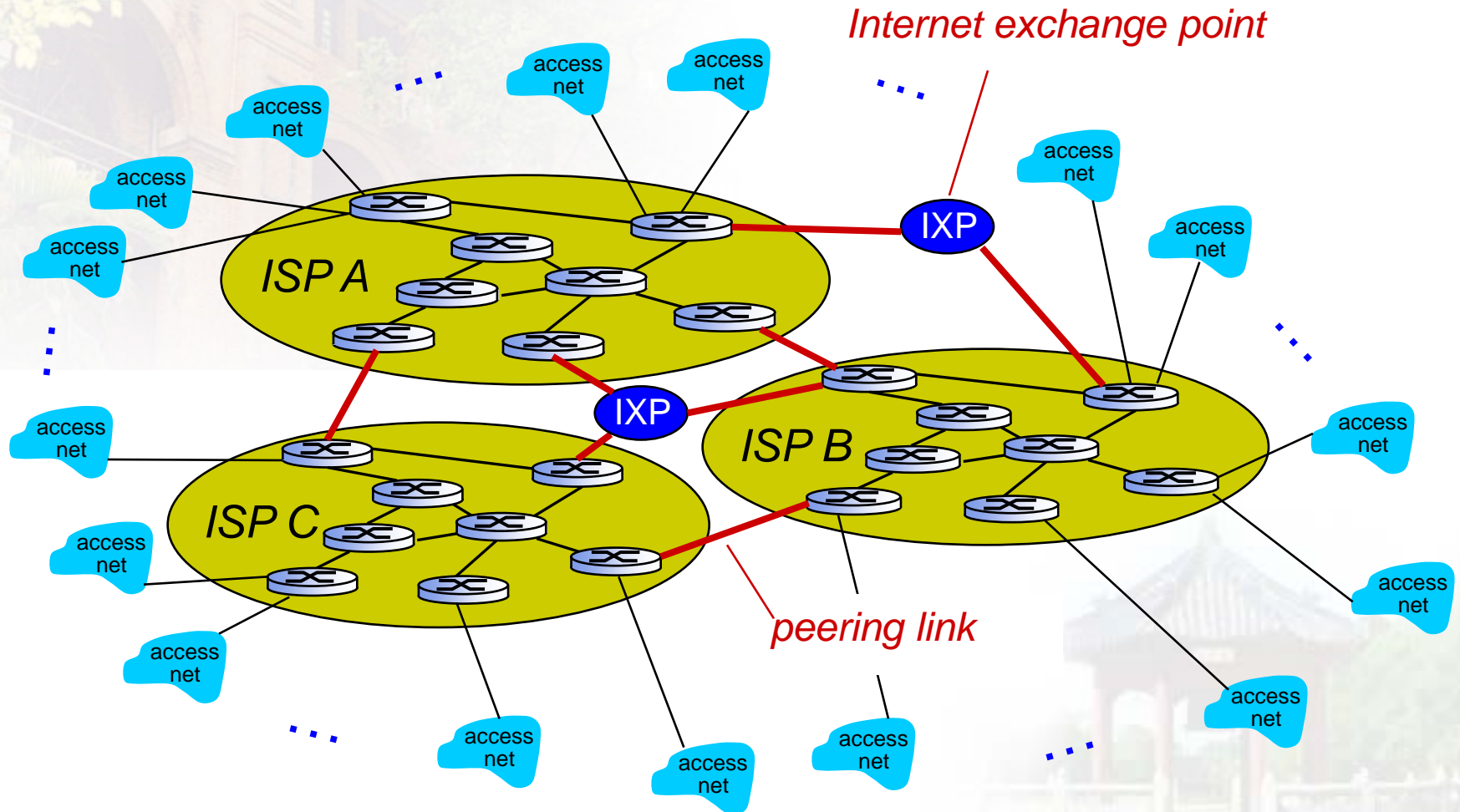
Internet structure: network of networks

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



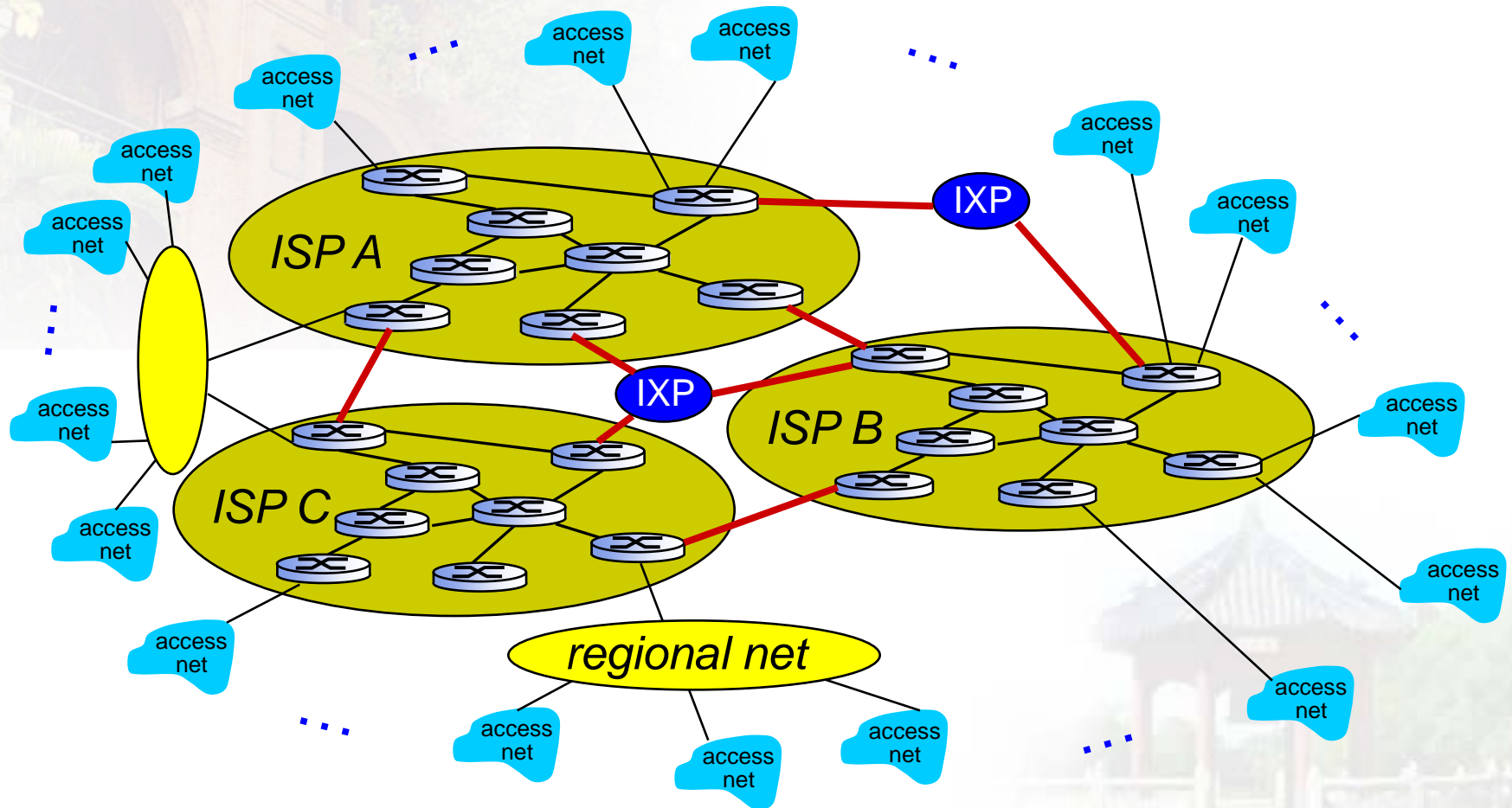
Internet structure: network of networks

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



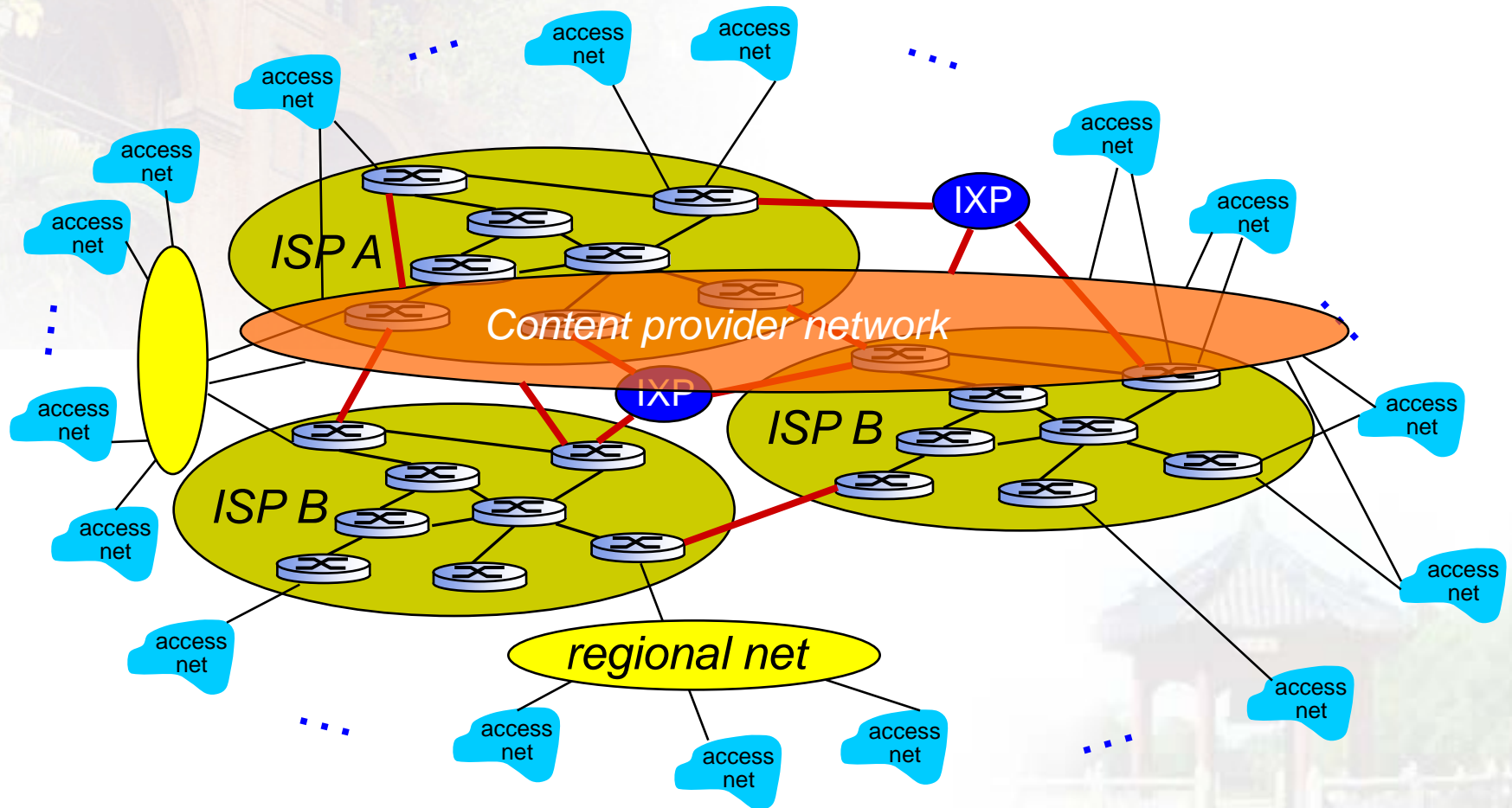
Internet structure: network of networks

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

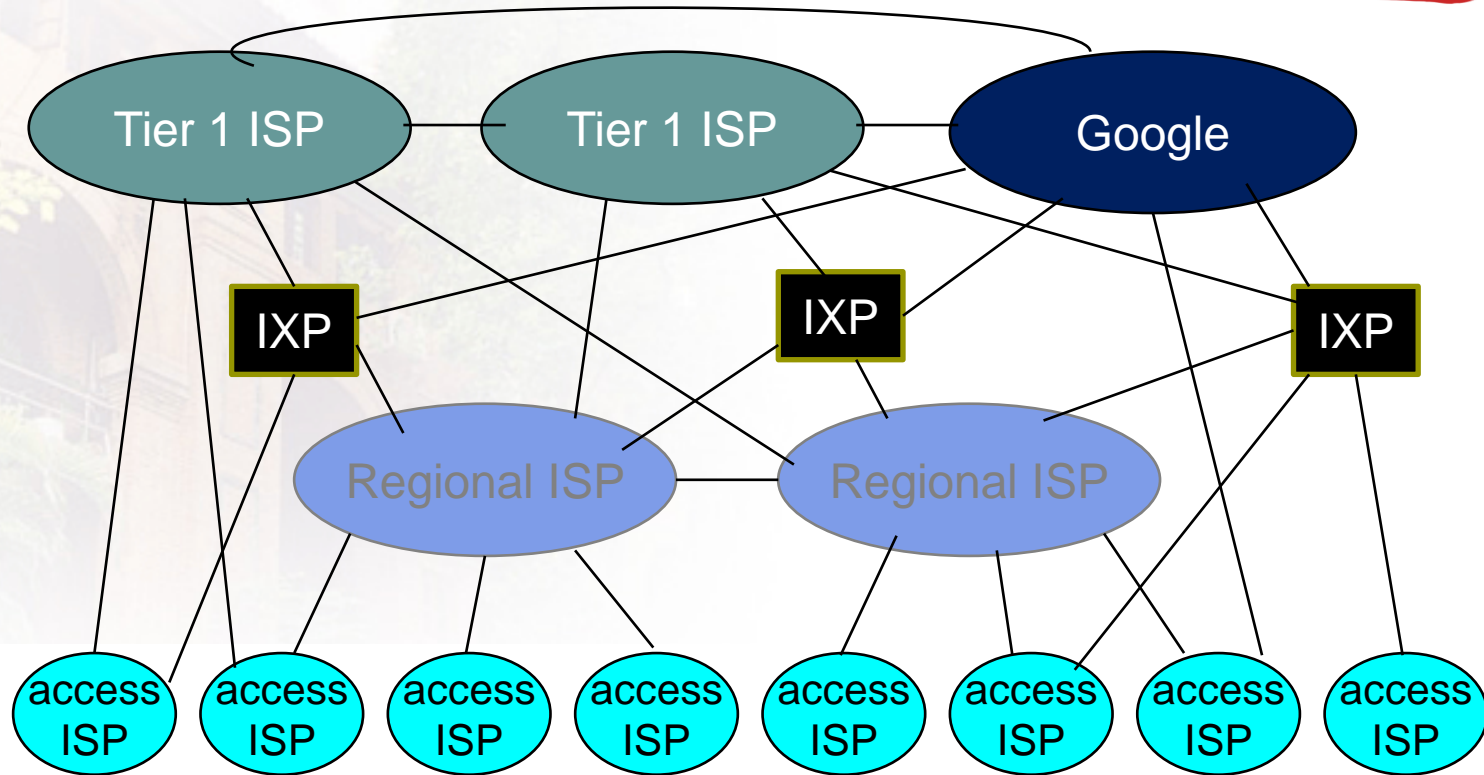


Internet structure: network of networks

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



Internet structure: network of networks



- at center: small # of well-connected large networks
 - **“tier-1” commercial ISPs** (e.g., Level 3, Sprint, AT&T, NTT), national & international coverage
 - **content provider network** (e.g., Google): private network that connects its data centers to Internet, often bypassing tier-1, regional ISPs

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1.4 delay, loss, throughput in networks

1.5 protocol layers, service models

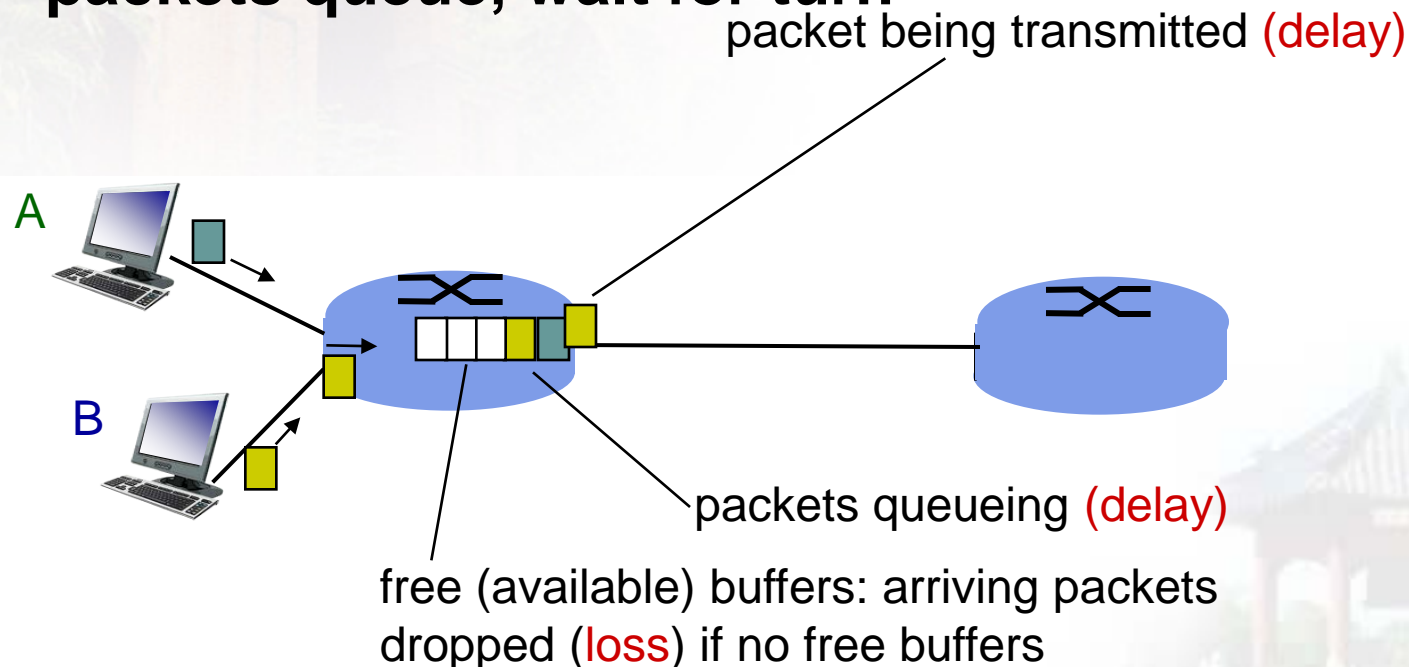
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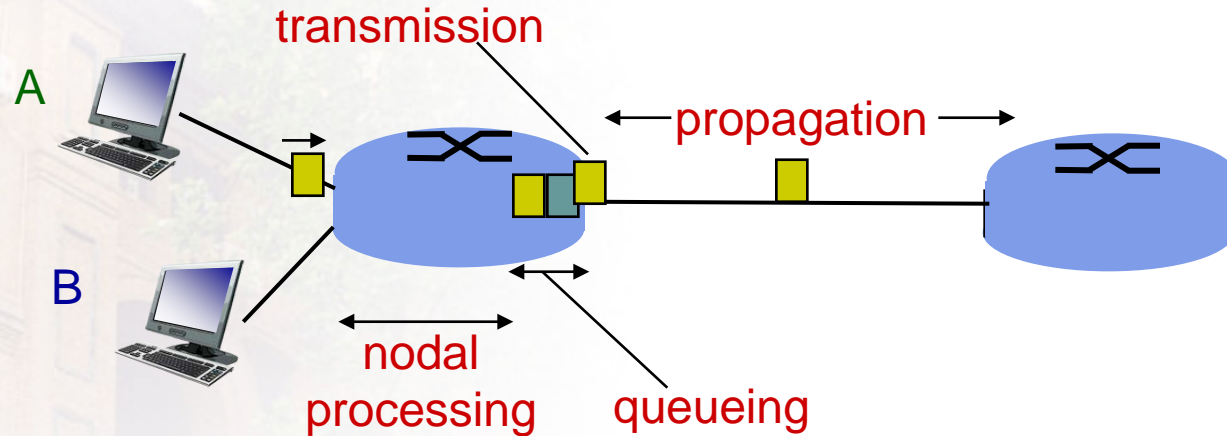
How do loss and delay occur?

packets *queue* in router buffers

- packet arrival rate to link (temporarily) exceeds output link capacity
- packets queue, wait for turn



Four sources of packet delay



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

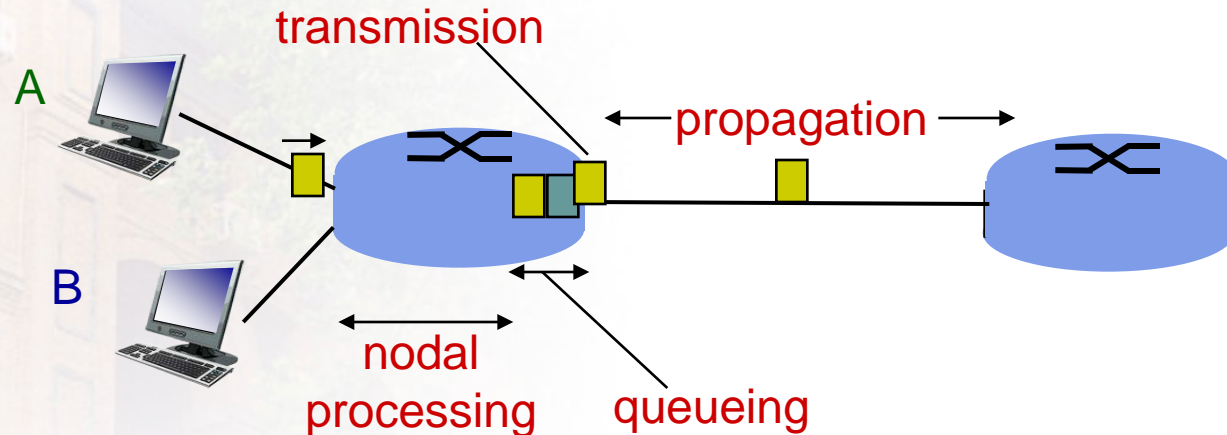
d_{proc} : nodal processing

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

d_{queue} : queueing delay

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

Four sources of packet delay



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

d_{trans} : transmission delay:

- L : packet length (bits)
- R : link *bandwidth* (bps)
- $d_{\text{trans}} = L/R$

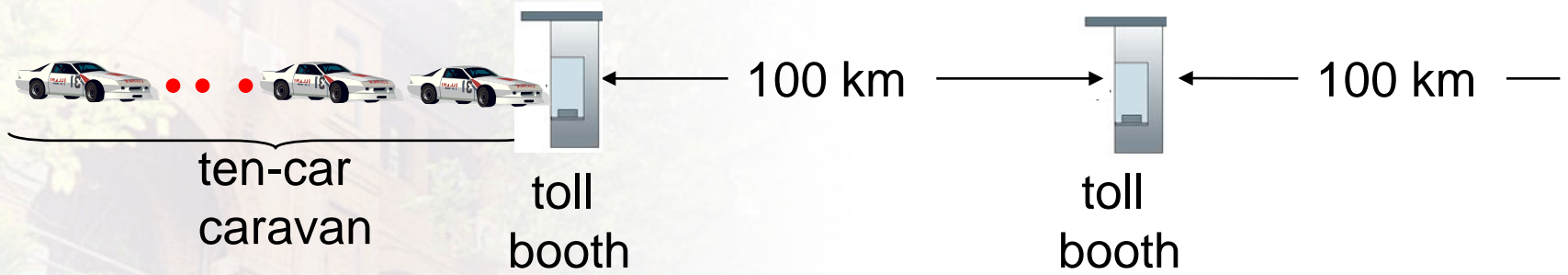
d_{prop} : propagation delay:

- d : length of physical link
- s : propagation speed in medium ($\sim 2 \times 10^8$ m/sec)
- $d_{\text{prop}} = d/s$

d_{trans} and d_{prop}
very different

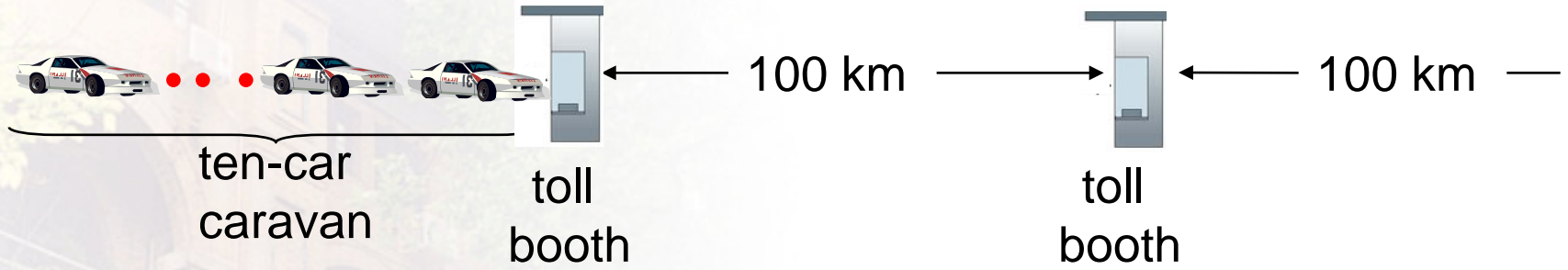
* Check out the Java applet for an interactive animation on trans vs. prop delay

Caravan analogy



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

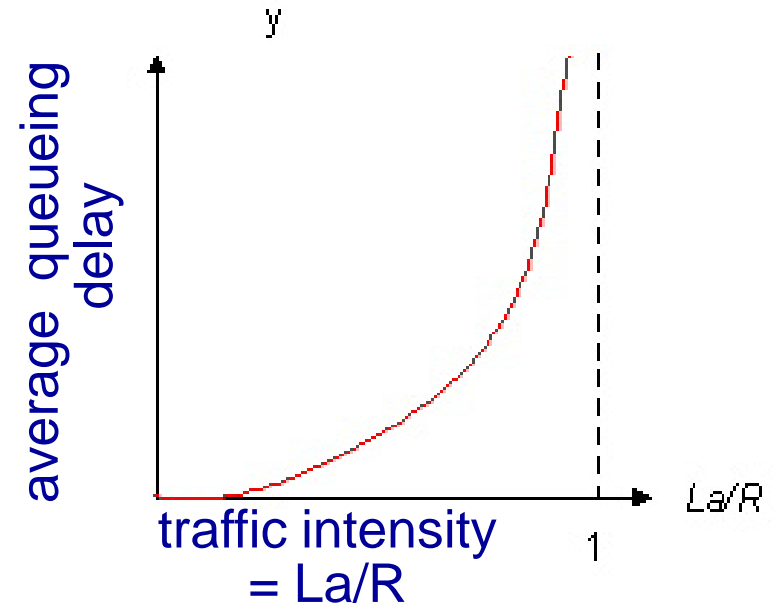
Caravan analogy (more)



- suppose cars now “propagate” at **1000 km/hr**
- and suppose toll booth now takes **one min** to service a car
- **Q: Will cars arrive to 2nd booth before all cars serviced at first booth?**
 - **A: Yes!** after 7 min, 1st car arrives at second booth; three cars still at 1st booth.

Queueing delay (revisited)

- R : link bandwidth (bps)
- L : packet length (bits)
- a : **average** packet arrival rate



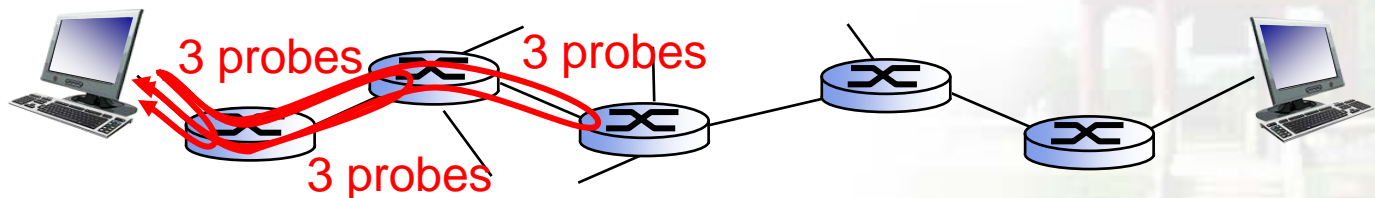
- ❖ $La/R \sim 0$: avg. queueing delay small
- ❖ $La/R \rightarrow 1$: avg. queueing delay large
- ❖ $La/R > 1$: more “work” arriving than can be serviced, average delay infinite!



* Check out the Java applet for an interactive animation on queueing and loss

“Real” Internet delays and routes


- what do “real” Internet delay & loss look like?
- **traceroute** program: provides delay measurement from source to router along end-end Internet path towards destination.
For all i :
 - sends three packets that will reach router i on path towards destination
 - router i will return packets to sender
 - sender times interval between transmission and reply.



“Real” Internet delays, routes

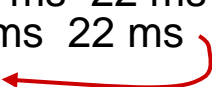
traceroute: gaia.cs.umass.edu to www.eurecom.fr

3 delay measurements from
gaia.cs.umass.edu to cs-gw.cs.umass.edu



1	cs-gw (128.119.240.254)	1 ms	1 ms	2 ms
2	border1-rt-fa5-1-0.gw.umass.edu (128.119.3.145)	1 ms	1 ms	2 ms
3	cht-vbns.gw.umass.edu (128.119.3.130)	6 ms	5 ms	5 ms
4	jn1-at1-0-0-19.wor.vbns.net (204.147.132.129)	16 ms	11 ms	13 ms
5	jn1-so7-0-0-0.wae.vbns.net (204.147.136.136)	21 ms	18 ms	18 ms
6	abilene-vbns.abilene.ucaid.edu (198.32.11.9)	22 ms	18 ms	22 ms
7	nycm-wash.abilene.ucaid.edu (198.32.8.46)	22 ms	22 ms	22 ms
8	62.40.103.253 (62.40.103.253)	104 ms	109 ms	106 ms
9	de2-1.de1.de.geant.net (62.40.96.129)	109 ms	102 ms	104 ms
10	de.fr1.fr.geant.net (62.40.96.50)	113 ms	121 ms	114 ms
11	renater-gw.fr1.fr.geant.net (62.40.103.54)	112 ms	114 ms	112 ms
12	nio-n2.cssi.renater.fr (193.51.206.13)	111 ms	114 ms	116 ms
13	nice.cssi.renater.fr (195.220.98.102)	123 ms	125 ms	124 ms
14	r3t2-nice.cssi.renater.fr (195.220.98.110)	126 ms	126 ms	124 ms
15	eurecom-valbonne.r3t2.ft.net (193.48.50.54)	135 ms	128 ms	133 ms
16	194.214.211.25 (194.214.211.25)	126 ms	128 ms	126 ms
17	***			
18	***			
19	fantasia.eurecom.fr (193.55.113.142)	132 ms	128 ms	136 ms

trans-oceanic link

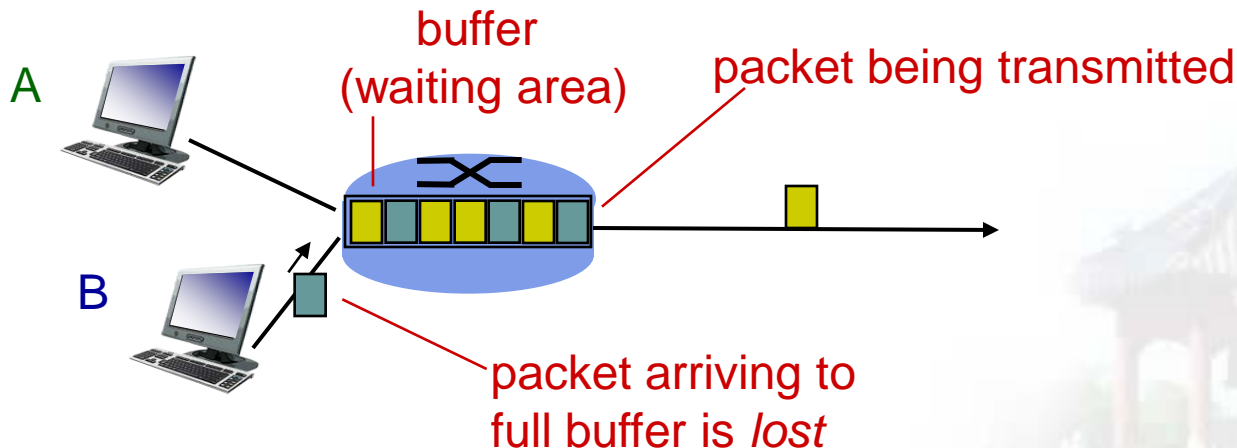


* means no response (probe lost, router not replying)

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

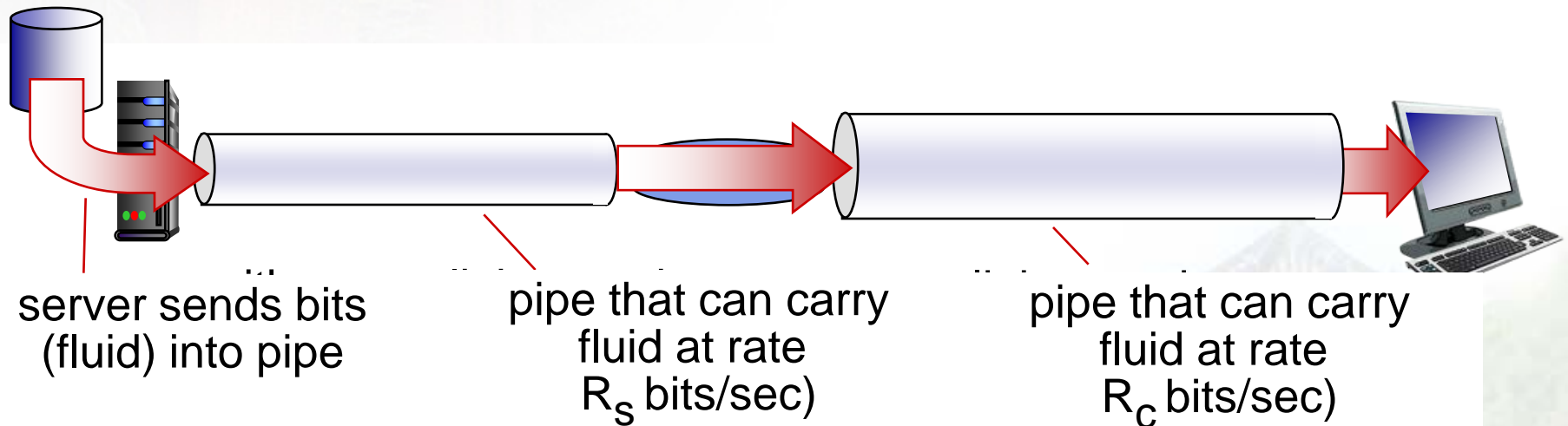
Packet loss

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



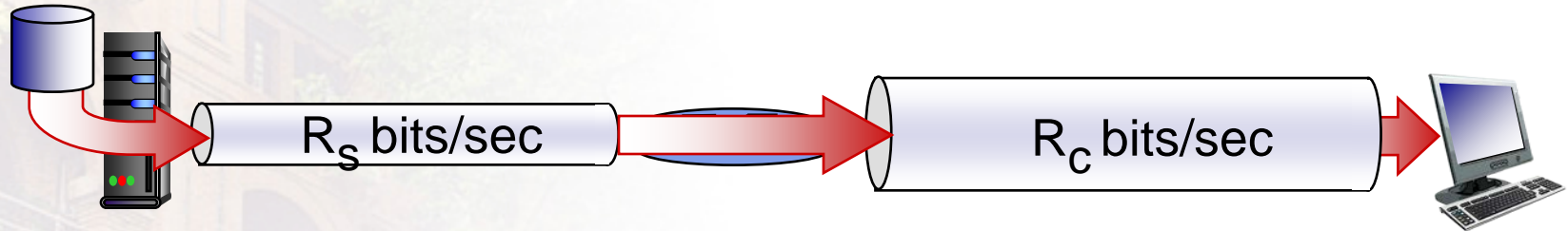
Throughput

- ***throughput***: rate (bits/time unit) at which bits transferred between sender/receiver
 - ***instantaneous***: rate at given point in time
 - ***average***: rate over longer period of time

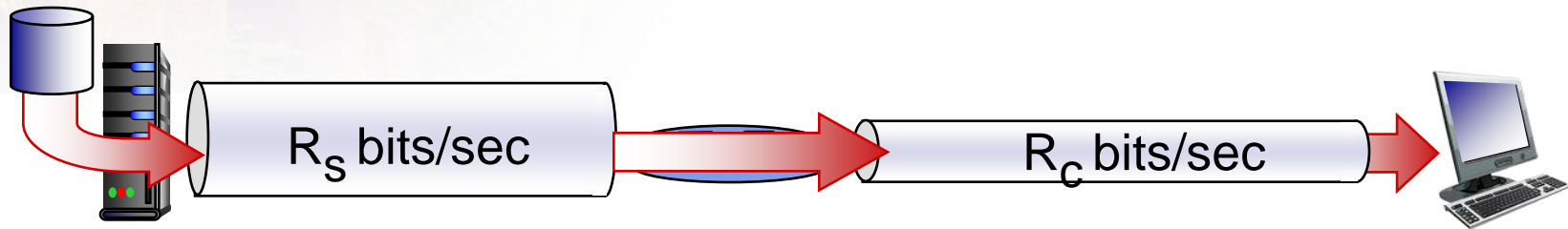


Throughput (more)

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



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

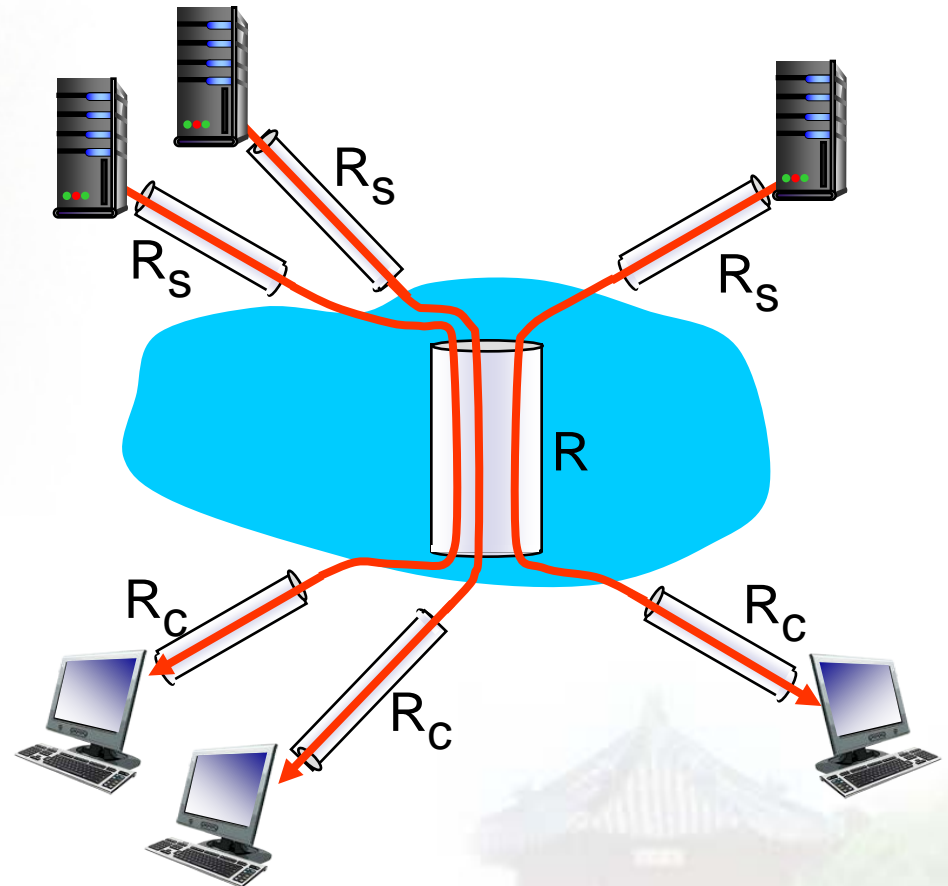


bottleneck link

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

Throughput: Internet scenario

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



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

Chapter 1: roadmap

1.1 what *is* the Internet?

1.2 network edge

- end systems, access networks, links

1.3 network core

- packet switching, circuit switching, network structure

1.4 delay, loss, throughput in networks

1.5 protocol layers, service models

1.6 networks under attack: security

1.7 history

Protocol “layers”

***Networks are complex,
with many “pieces”:***

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

Question:

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

**.... or at least our
discussion of
networks?**

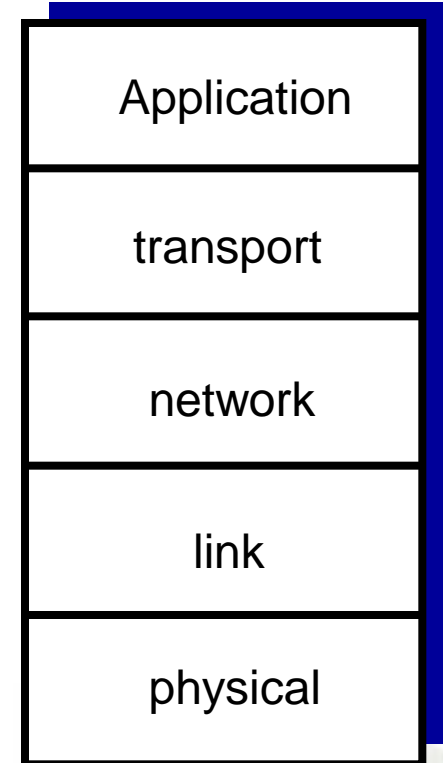
Why layering?

dealing with complex systems:

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

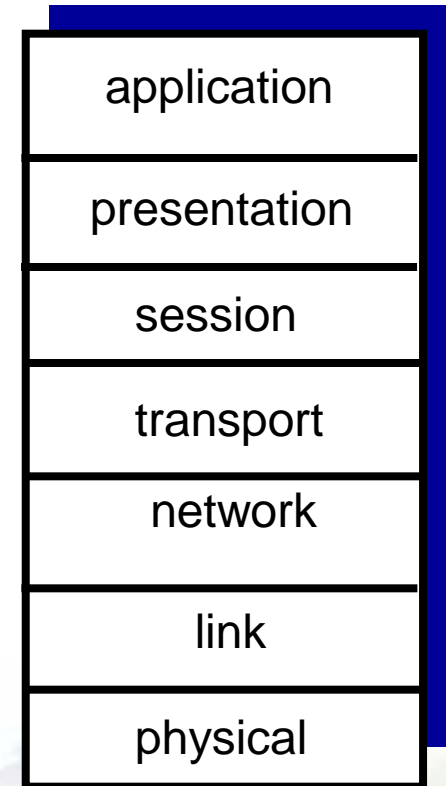
Internet protocol stack

- ***application:*** supporting network applications
 - FTP, SMTP, HTTP
- ***transport:*** process-process data transfer
 - TCP, UDP
- ***network:*** routing of datagrams from source to destination
 - IP, routing protocols
- ***link:*** data transfer between neighboring network elements
 - Ethernet, 802.111 (WiFi), PPP
- ***physical:*** bits “on the wire”

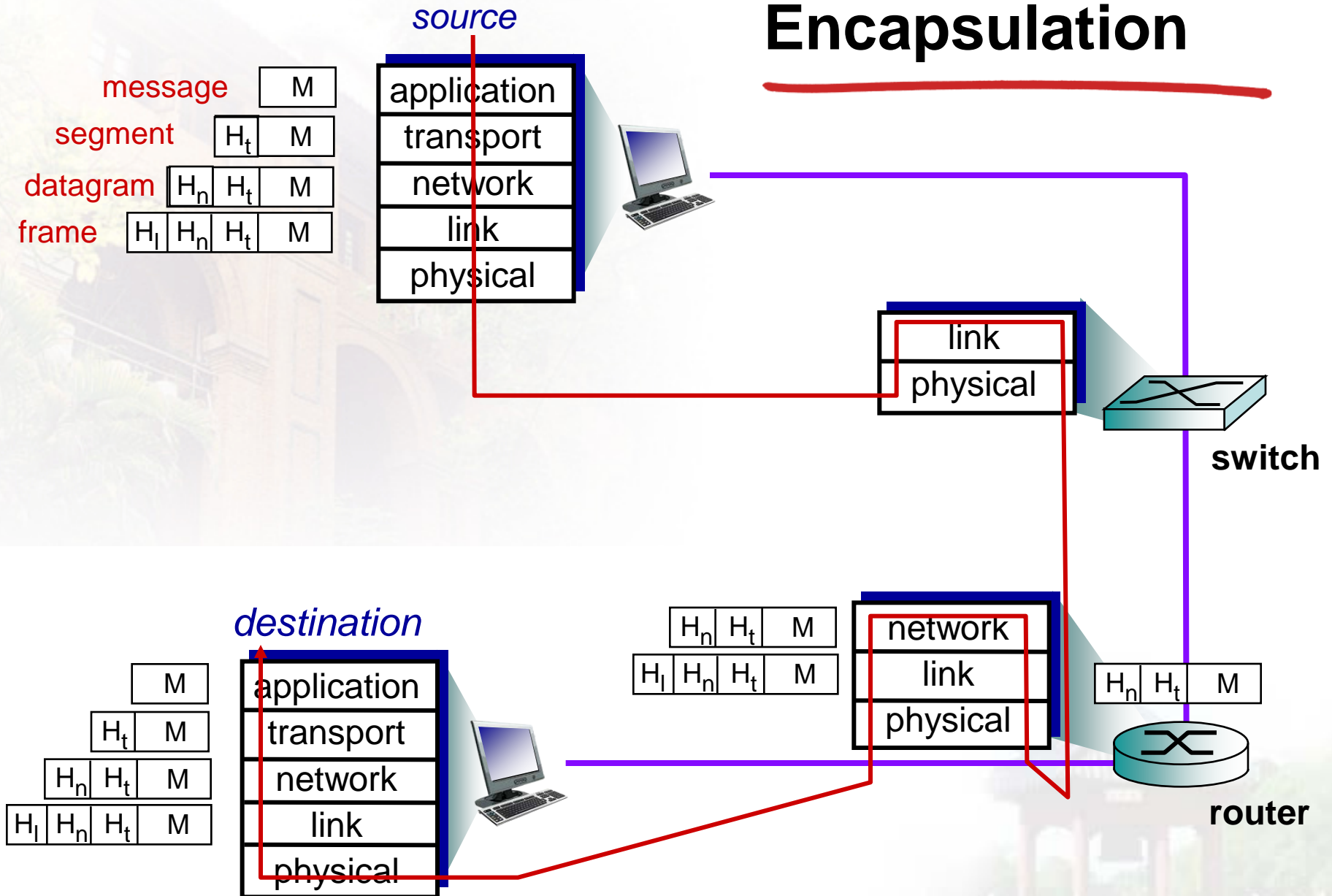


ISO/OSI reference model

- ***presentation***: allow applications to interpret meaning of data, e.g., encryption, compression, machine-specific conventions
- ***session***: synchronization, check pointing, recovery of data exchange
- Internet stack “missing” these layers!
 - these services, *if needed*, must be implemented in application
 - needed?



Encapsulation



Chapter 1: roadmap

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1.6 networks under attack: security

1.7 history

Network security

- **field of network security:**

- how bad guys can attack computer networks

- how we can defend networks against attacks

- how to design architectures that are immune to attacks

What do you think about the network security?

- **Internet not originally designed with (much) security in mind**

- *original vision:* “a group of mutually trusting users attached to a transparent network” ☺

- Internet protocol designers playing “catch-up”

- security considerations in all layers!

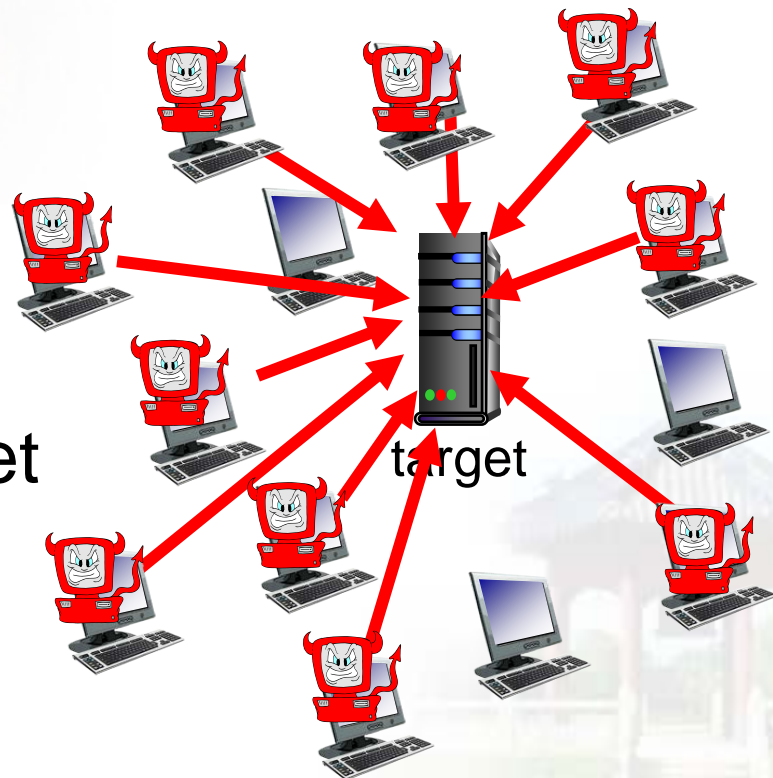
Bad guys: put malware into hosts via Internet

- malware can get in host from:
 - **virus**: self-replicating infection by receiving/executing object (e.g., e-mail attachment)
 - **worm**: self-replicating infection by **passively** receiving object that gets itself executed
 - ***What is the difference between virus and worm?***
- **spyware malware** can record keystrokes, web sites visited, upload info to collection site
- infected host can be enrolled in **botnet**, used for spam. DDoS attacks

Bad guys: attack server, network infrastructure

Denial of Service (DoS): attackers make resources (server, bandwidth) unavailable to legitimate traffic by overwhelming resource with bogus traffic

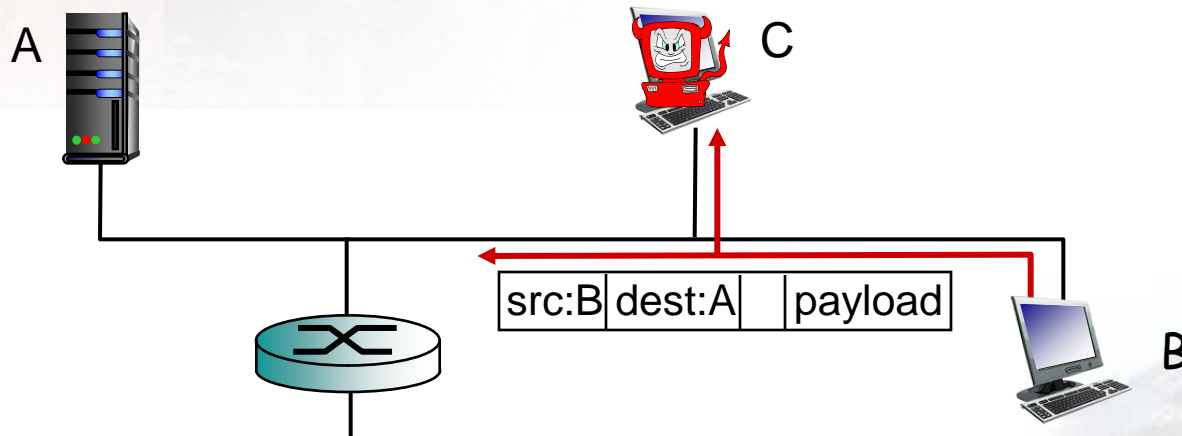
1. select target
2. break into hosts around the network (see botnet)
3. send packets to target from compromised hosts



Bad guys can sniff packets

packet “sniffing”:

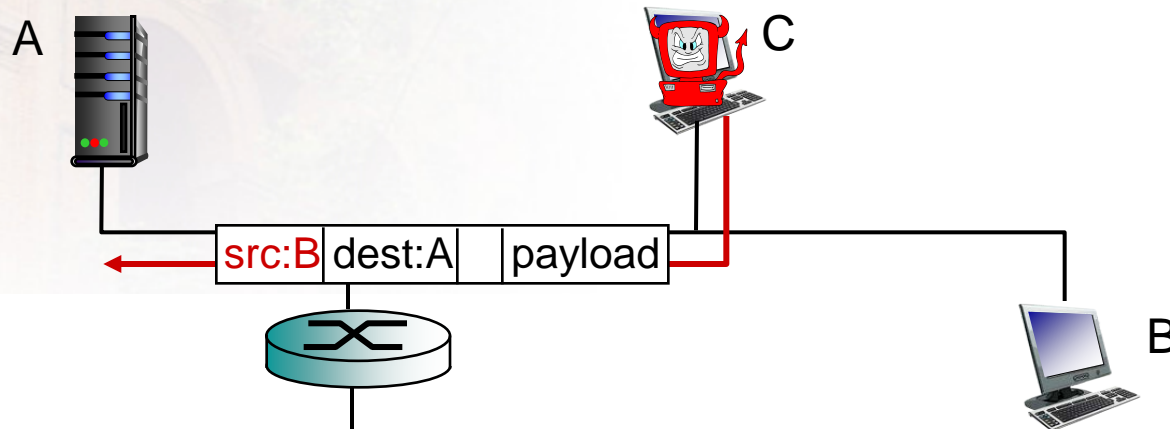
- broadcast media (shared ethernet, wireless)
- promiscuous network interface reads/records all packets (e.g., including passwords!) passing by



- ❖ wireshark software used for end-of-chapter labs is a (free) packet-sniffer

Bad guys can use fake addresses

IP spoofing: send packet with false source address



... lots more on security (throughout, Chapter 8)

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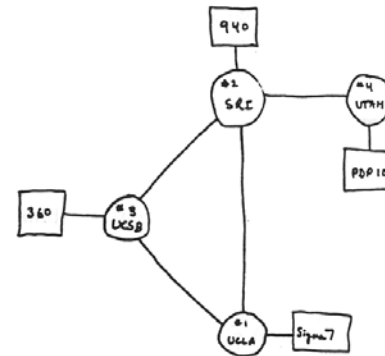
1.6 networks under attack: security

1.7 history (read after class)

Internet history

1961-1972: Early packet-switching principles

- **1961:** Kleinrock - queueing theory shows effectiveness of packet-switching
- **1964:** Baran - packet-switching in military nets
- **1967:** ARPAnet conceived by Advanced Research Projects Agency
- **1969:** first ARPAnet node operational
- **1972:**
 - ARPAnet public demo
 - NCP (Network Control Protocol) first host-host protocol
 - first e-mail program
 - ARPAnet has 15 nodes



THE ARPA NETWORK

Internet history

1972-1980: Internetworking, new and proprietary nets

- **1970:** ALOHAnet satellite network in Hawaii
- **1974:** Cerf and Kahn - architecture for interconnecting networks
- **1976:** Ethernet at Xerox PARC
- **late70' s:** proprietary architectures: DECnet, SNA, XNA
- **late 70' s:** switching fixed length packets (ATM precursor)
- **1979:** ARPAnet has 200 nodes

Cerf and Kahn' s internetworking principles:

- minimalism, autonomy - no internal changes required to interconnect networks
- best effort service model
- stateless routers
- decentralized control

define today' s Internet architecture

Internet history

1980-1990: new protocols, a proliferation of networks

- **1983:** deployment of TCP/IP
- **1982:** smtp e-mail protocol defined
- **1983:** DNS defined for name-to-IP-address translation
- **1985:** ftp protocol defined
- **1988:** TCP congestion control
- new national networks: Csnet, BITnet, NSFnet, Minitel
- 100,000 hosts connected to confederation of networks

Internet history

1990, 2000' s: commercialization, the Web, new apps

- **early 1990' s:** ARPAnet decommissioned
- **1991:** NSF lifts restrictions on commercial use of NSFnet (decommissioned, 1995)
- **early 1990s:** Web
 - hypertext [Bush 1945, Nelson 1960' s]
 - HTML, HTTP: Berners-Lee
 - 1994: Mosaic, later Netscape
 - late 1990' s: commercialization of the Web

late 1990' s – 2000' s:

- more killer apps: instant messaging, P2P file sharing
- network security to forefront
- est. 50 million host, 100 million+ users
- backbone links running at Gbps

Internet history

2005-present

- ~750 million hosts
 - Smartphones and tablets
- Aggressive deployment of broadband access
- Increasing ubiquity of high-speed wireless access
- Emergence of online social networks:
 - Facebook: soon one billion users
- Service providers (Google, Microsoft) create their own networks
 - Bypass Internet, providing “instantaneous” access to search, email, etc.
- E-commerce, universities, enterprises running their services in “cloud” (eg, Amazon EC2)

Introduction: summary

covered a “ton” of material!

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

you now have:

- context, overview, “feel” of networking
- more depth, detail *to follow!*

Quiz for Chapter 1

- **send a file with circuit-switched network**
How long does it take to send a file of $\{l\}$ bits from host A to host B over a circuit-switched network?
 - all link speeds: $\{r\}$ bps
 - each link uses TDM with $\{n\}$ slots/sec
 - $\{t\}$ msec to establish end-to-end circuit
- **How to divide link bandwidth into “pieces” in circuit switching network.**
- **Brief describe the four sources of packet delay. Try to tell how to improve them.**

- **How do loss and delay occur?**
- **How is data transferred through network? Brief describe the two switching methods.**

- **How to connect end systems to edge router? Considering following cases:**

- (1) residential access nets
- (2) institutional access networks (school, company)
- (3) mobile access networks

Brief describe the access methods and comparing the bandwidth, and are they shared or dedicated

- **How bad guys can attack computer networks? Give 3 methods they used.**

- **A network's components can be divided into 3 parts? What are they?**
- **Which two parts does a protocol define?**
- **What's the Internet? Please describe it in a “nuts and bolts” view AND a service view.**
- **Why layering to dealing with complex systems?**
- **all communication activity in Internet governed by protocols. True or false?**