Chapter 1
Introduction

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Thanks and enjoy! JFK/KWR

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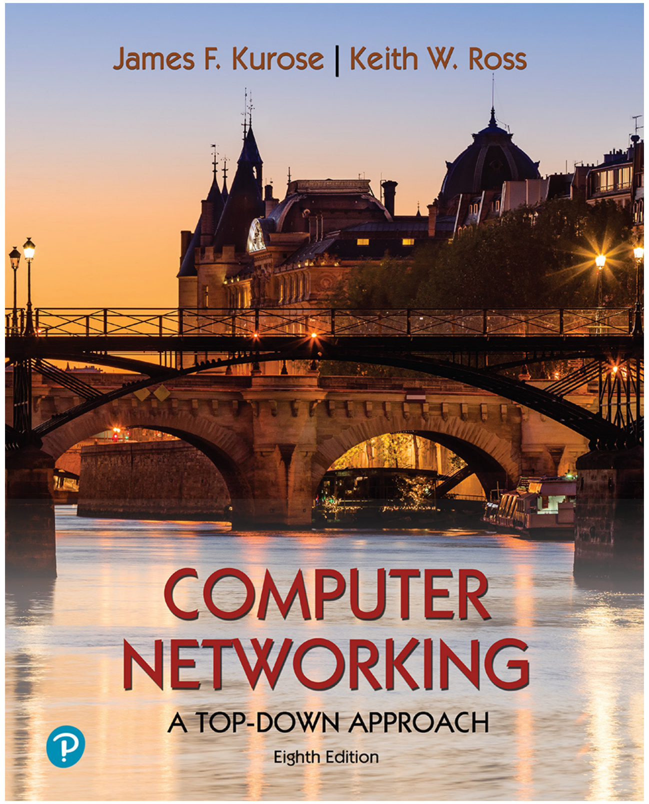


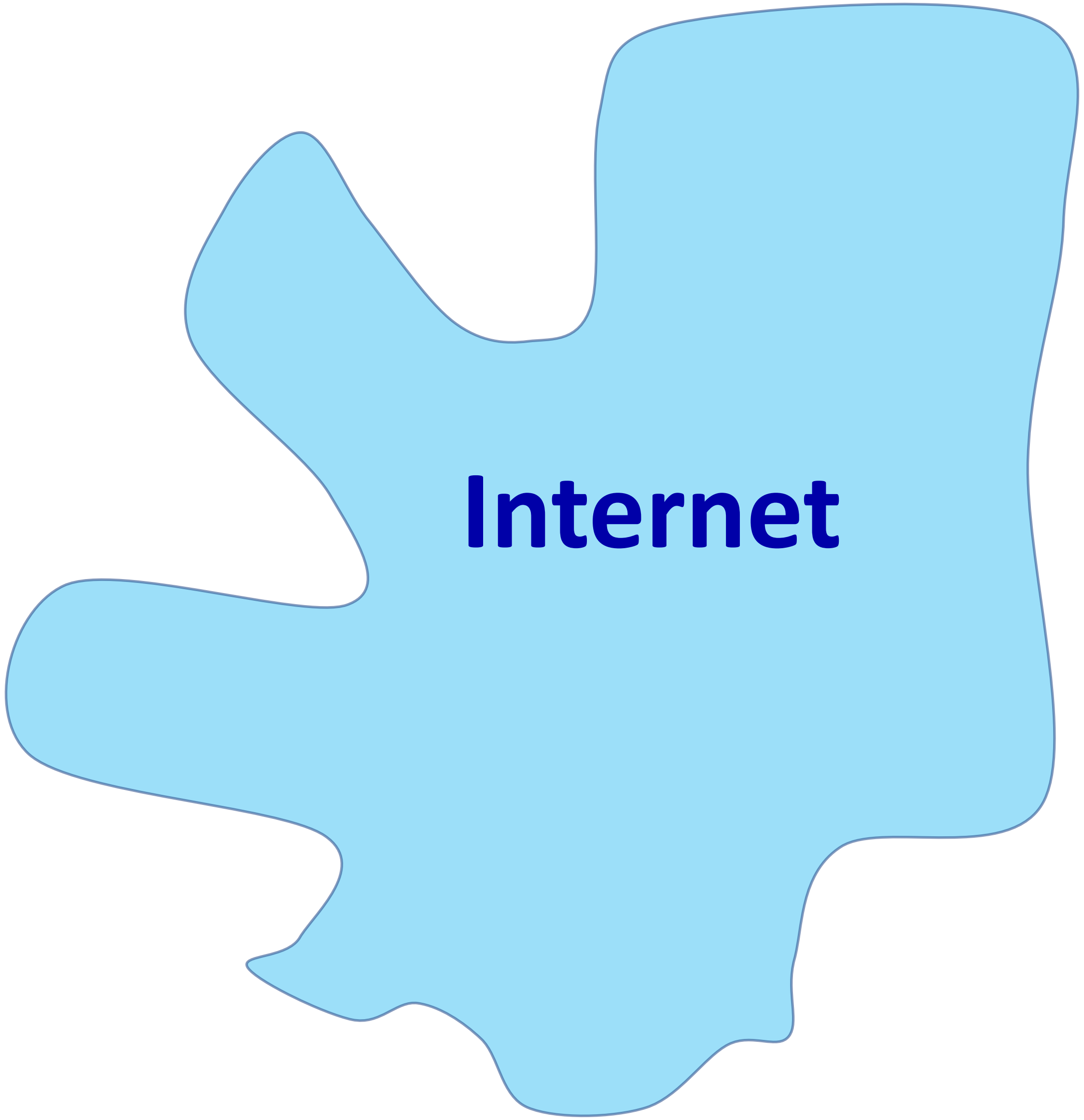
Computer Networking: A Top-Down Approach
8th edition n
Jim Kurose, Keith Ross
Pearson, 2020

Chapter 1: introduction

Chapter goal:
- Get "feel," "big picture," introduction to terminology
  - more depth, detail *later* in course

Overview/roadmap:
- What *is* the Internet? What *is* a protocol?
- Network edge: hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
- Performance: loss, delay, throughput
- Protocol layers, service models

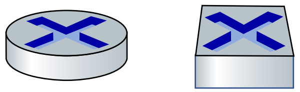
What is the Internet?



The Internet: a "nuts and bolts" view

Billions of connected computing *devices*:

- *hosts = end systems*
- running *network apps* at Internet's "edge"



Packet switches: forward packets (chunks of data)

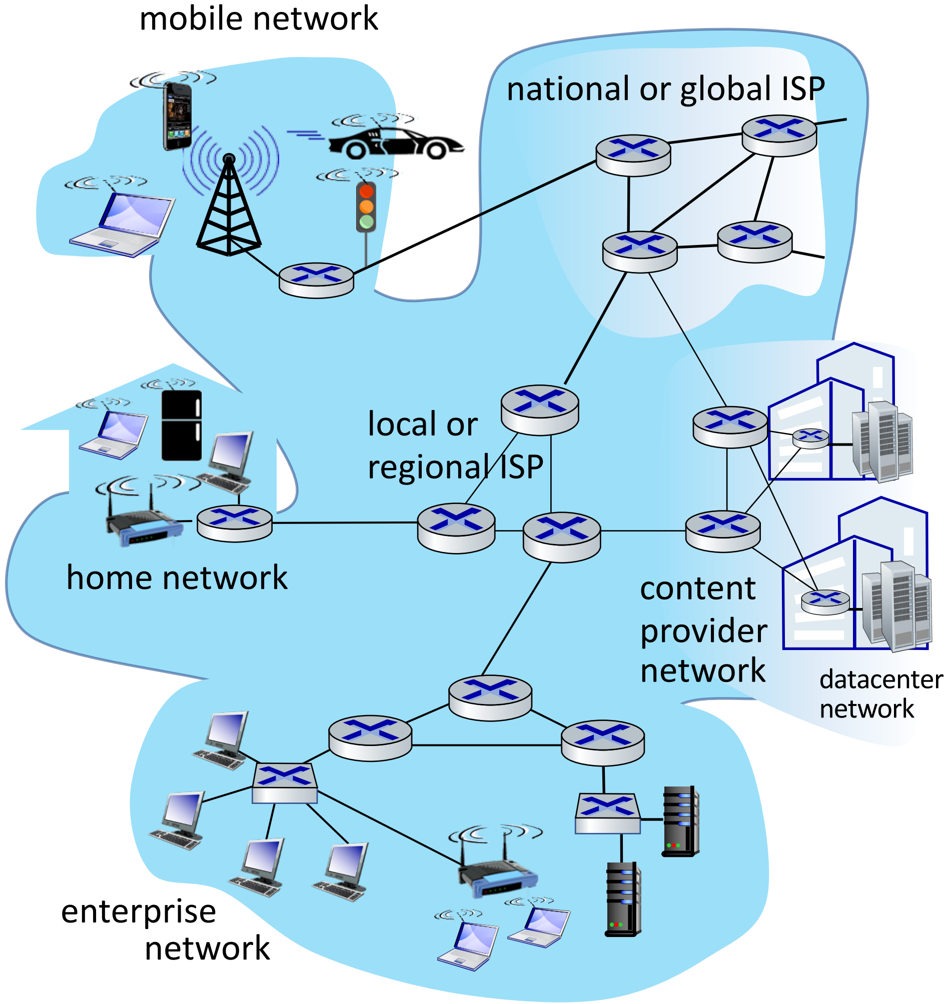
- *routers, switches*

Communication links

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

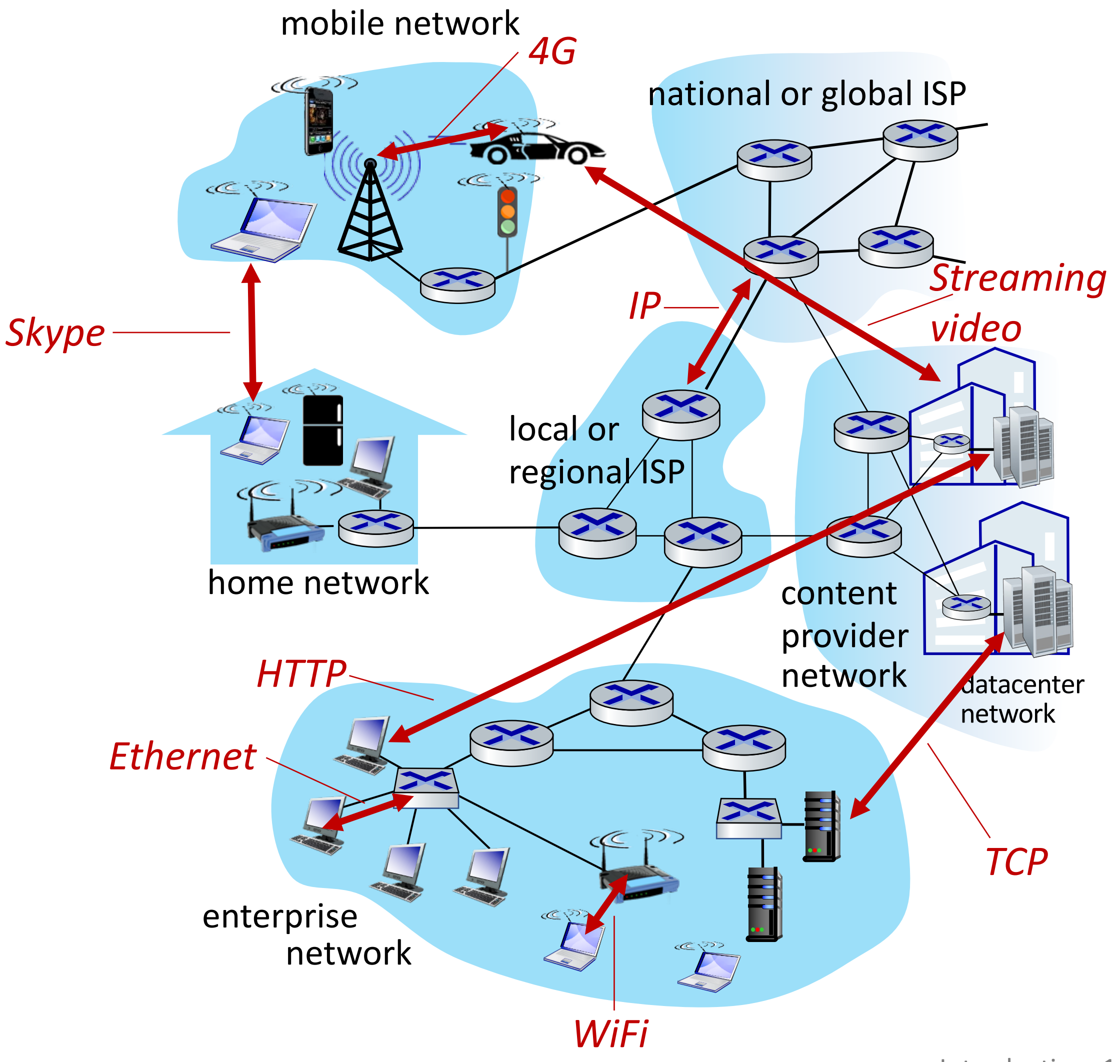
Networks

- collection of devices, routers, links: managed by an organization



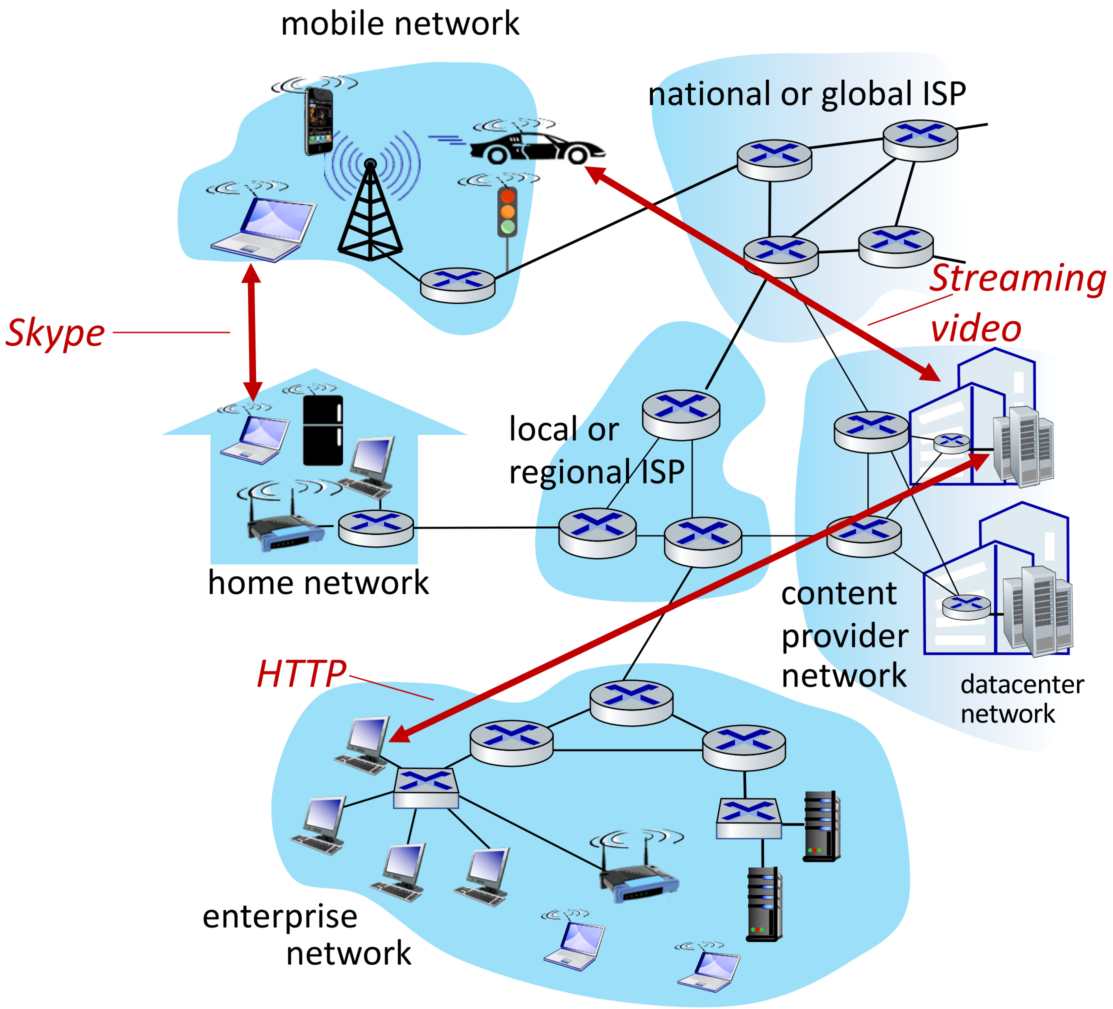
The Internet: a "nuts and bolts" view

- *Internet: "network of networks"*
  - Interconnected ISPs
- *protocols* are *everywhere*
  - control sending, receiving of messages
  - e.g., HTTP (Web), streaming video, Skype, TCP, IP, WiFi, 4G, Ethernet
- *Internet standards*
  - RFC: Request for Comments
  - IETF: Internet Engineering Task Force



The Internet: a "services" view

- *Infrastructure* that provides services to applications:
  - Web, streaming video, multimedia teleconferencing, email, games, e-commerce, social media, inter-connected appliances, …
- provides *programming interface* to distributed applications:
  - "hooks" allowing sending/receiving apps to "connect" to, use Internet transport service
  - provides service options, analogous to postal service



What’s a protocol?

Human protocols:

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

Rules for:

… specific messages sent

… specific actions taken when message received, or other events

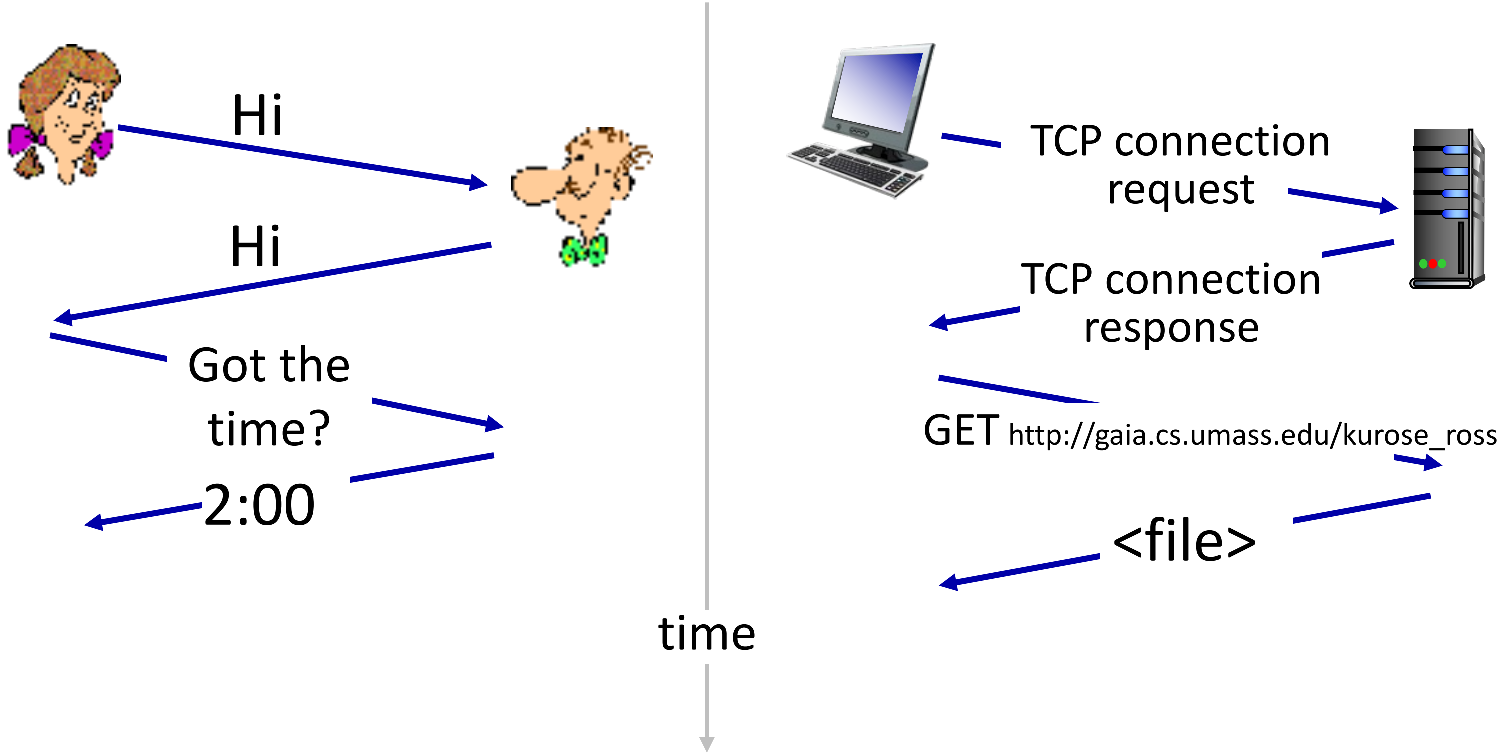
Network protocols:

- computers (devices) rather than humans
- all communication activity in Internet governed by protocols

Protocols define the format, order of messages sent and received among network entities, and actions taken on message transmission, receipt

What's a protocol?

A human protocol and a computer network protocol:



Q: other human protocols?

Chapter 1: roadmap

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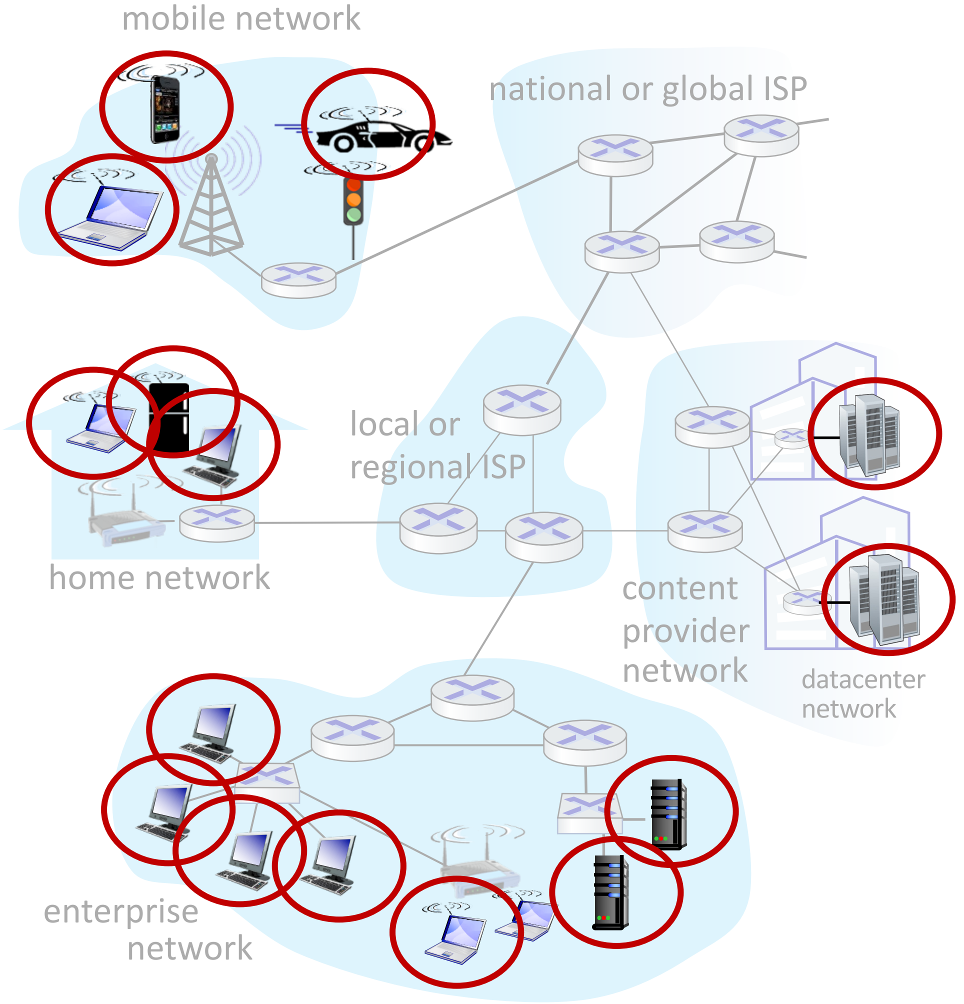
A closer look at Internet structure

Network edge:

- hosts: clients and servers
- servers often in data centers



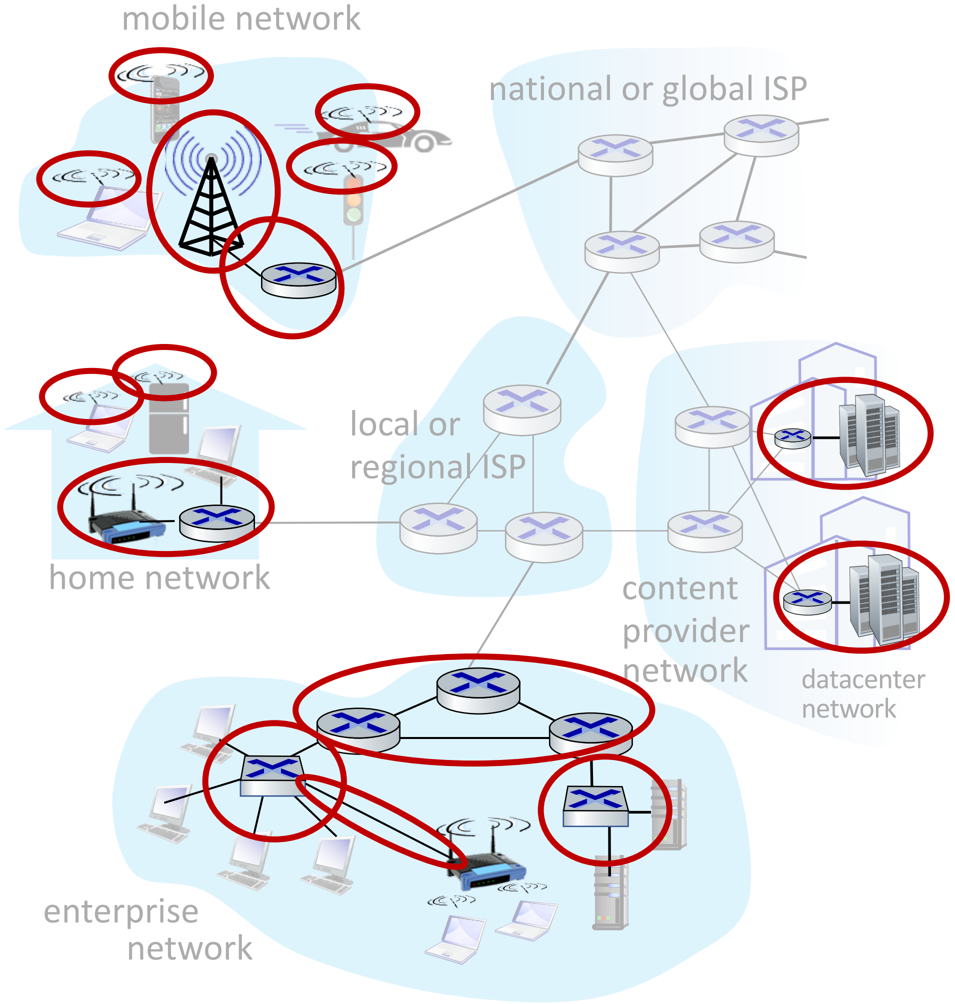
A closer look at Internet structure

Network edge:

- hosts: clients and servers
- servers often in data centers

Access networks, physical media:

- wired, wireless communication links



A closer look at Internet structure

Network edge:

- hosts: clients and servers
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Access networks, physical media:

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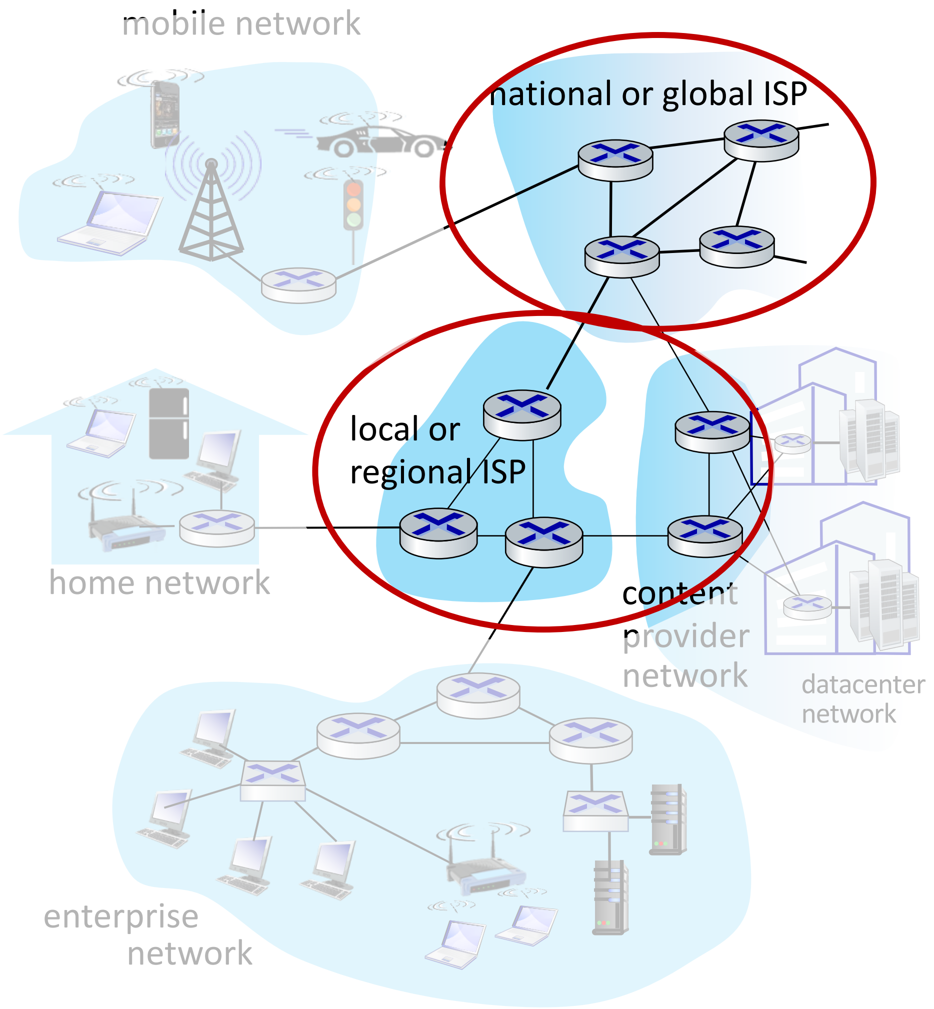
Network core:

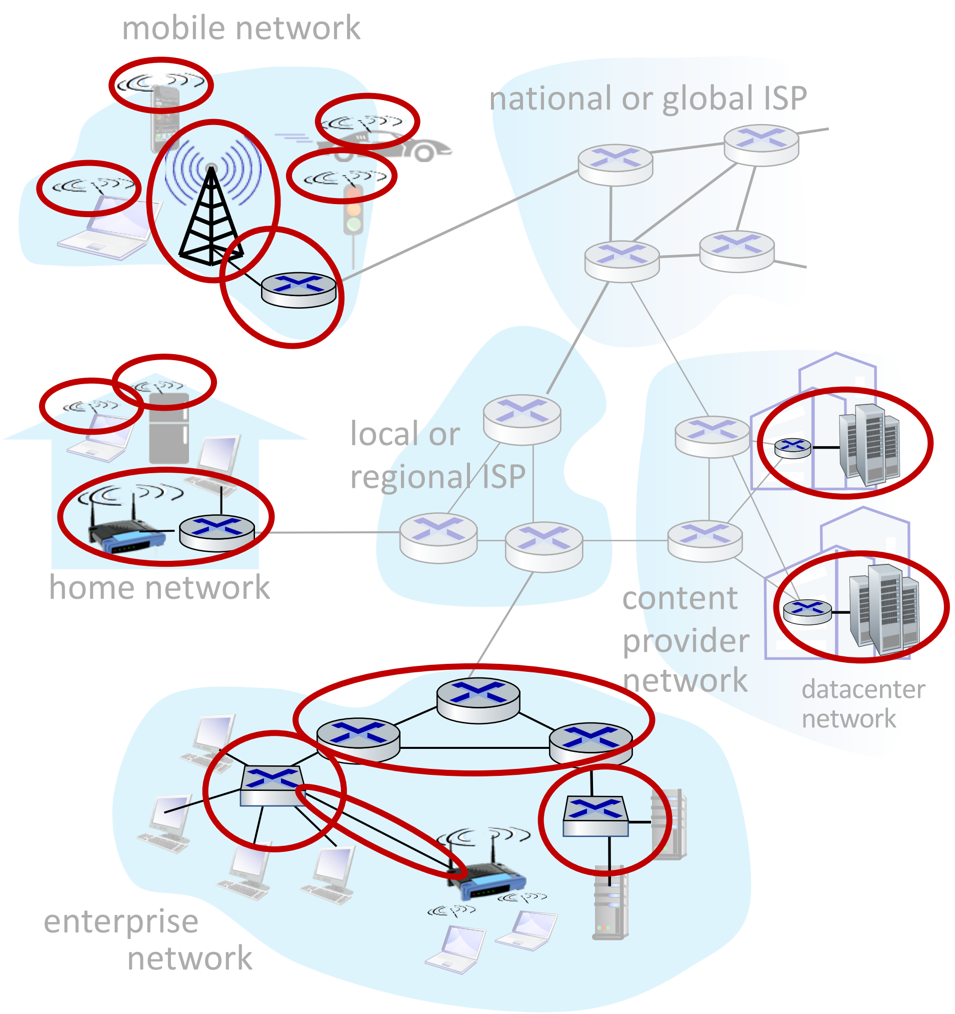
- interconnected routers
- network of networks



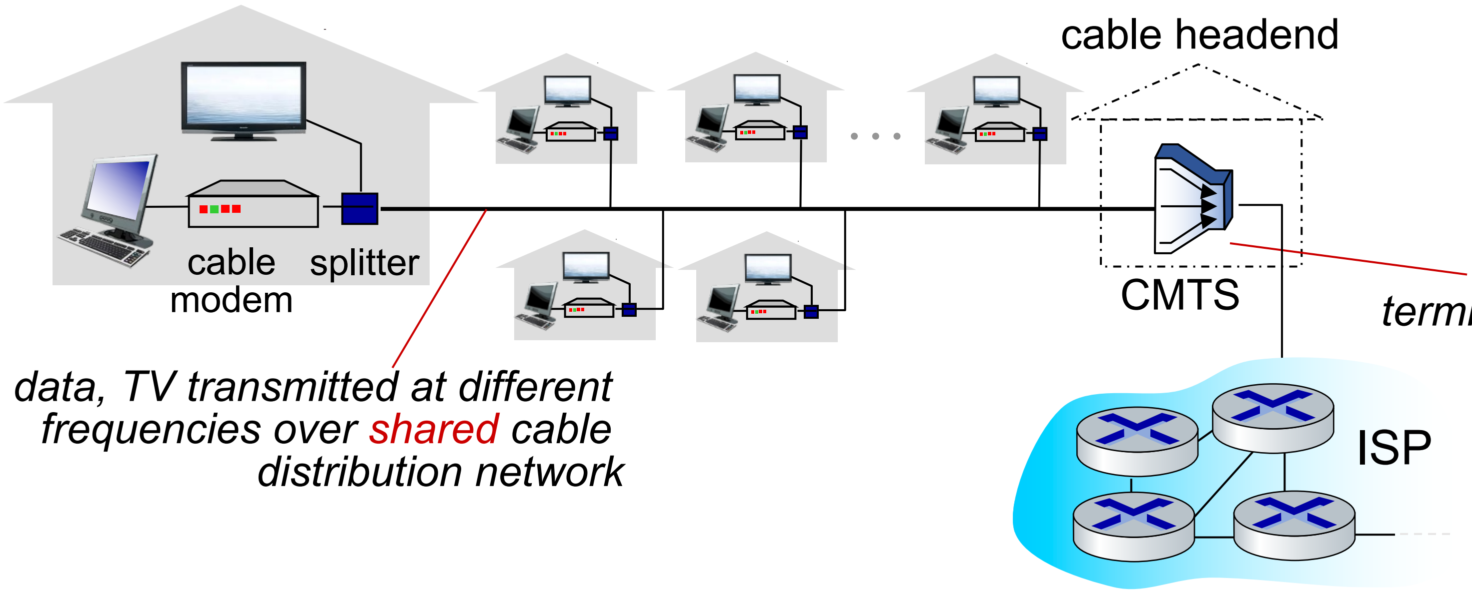
Access networks and physical media

Q: How to connect end systems to edge router?

- residential access nets
- institutional access networks (school, company)
- mobile access networks (WiFi, 4G/5G)



Access networks: cable-based access



- HFC: hybrid fiber coax
  - asymmetric: up to 40 Mbps – 1.2 Gbps downstream transmission rate, 30-100 Mbps upstream transmission rate
- network of cable, fiber attaches homes to ISP router
  - homes *share access network* to cable headend

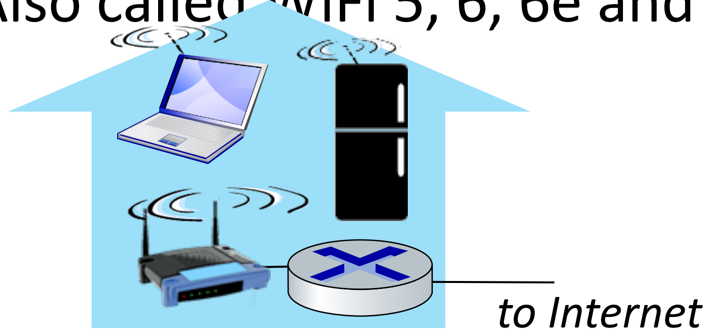
Wireless access networks

Shared *wireless* access network connects end system to router

- via base station aka “access point”

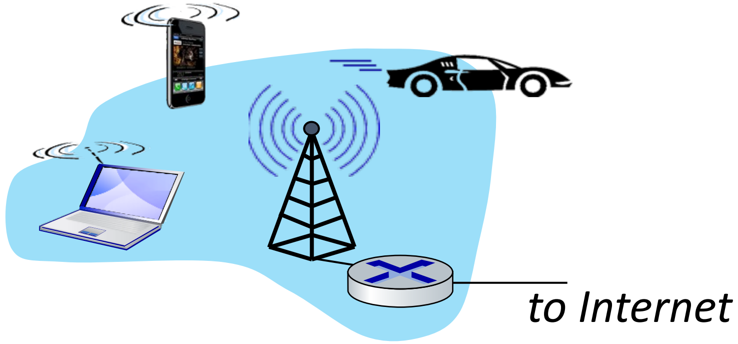
Wireless local area networks (WLANs)

- typically within or around building (~100 ft)
- 802.11b/g/n/ac/be (WiFi): up to 46 Gbps transmission rate
- Also called WiFi 5, 6, 6e and 7

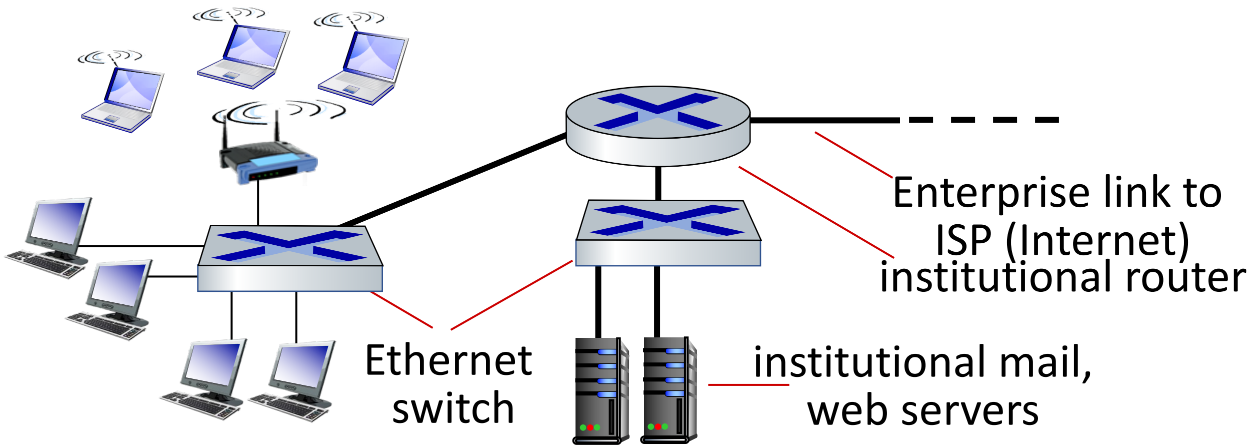


Wide-area cellular access networks

- provided by mobile, cellular network operator (10’s km)
- 10 - 1000 Mbps
- 5G/4G cellular networks



Access networks: enterprise networks

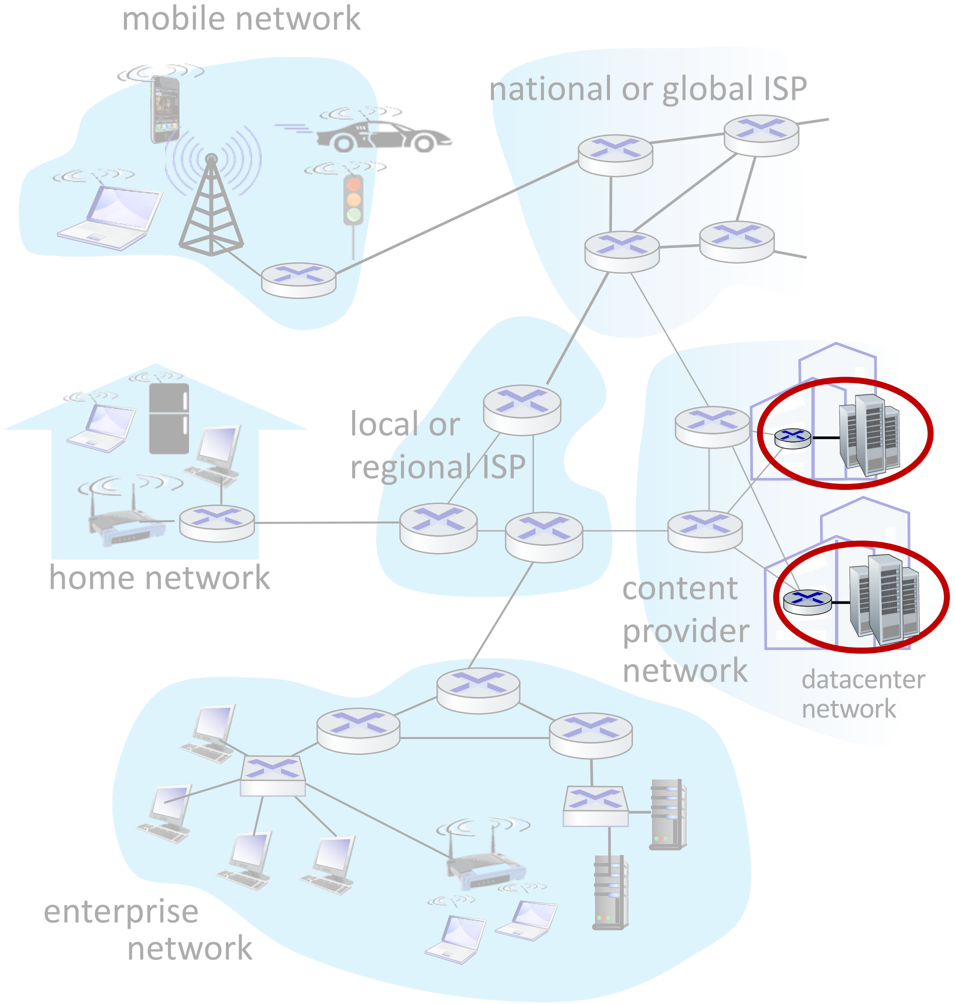


- companies, universities, etc.
- mix of wired, wireless link technologies, connecting a mix of switches and routers (we'll cover differences shortly)
  - Ethernet: wired access at 100Mbps, 1Gbps, 10Gbps
  - WiFi: wireless access points at 11, 54, 450 Mbps, 3.5Gbps, 46 Gbps

Access networks: data center networks

- high-bandwidth links (10s to 100s Gbps) connect hundreds to thousands of servers together, and to Internet

Courtesy: Massachusetts Green High Performance Computing Center (mghpcc.org)



Chapter 1: roadmap

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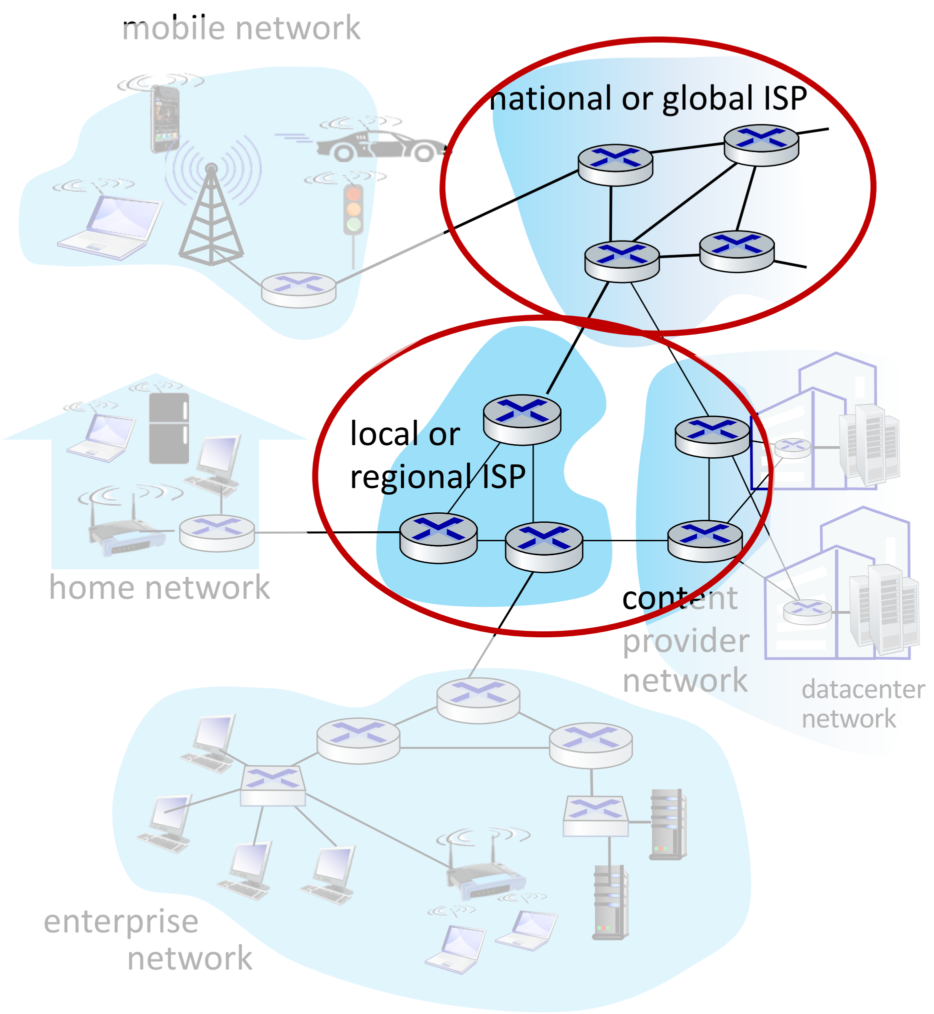
The network core

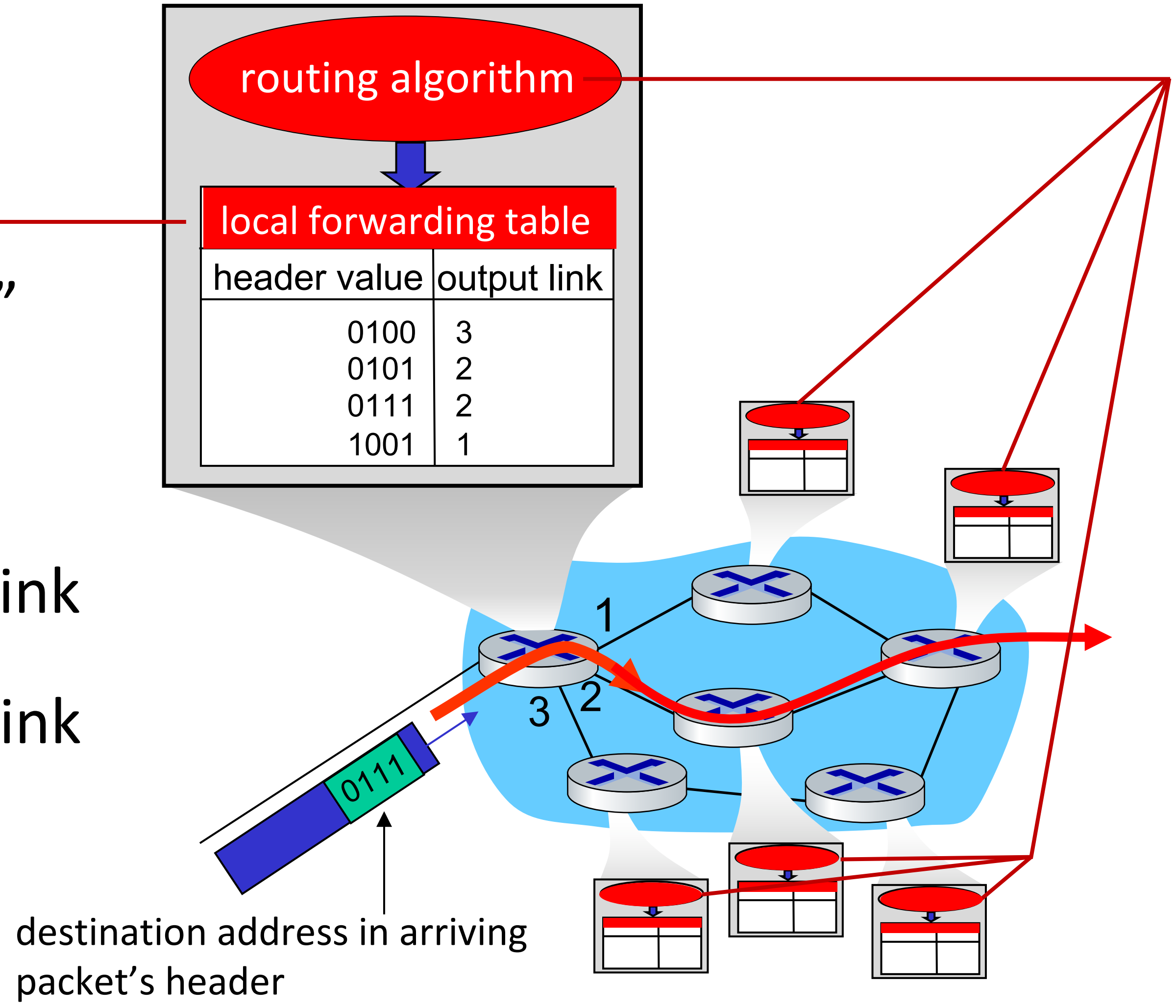
- mesh of interconnected routers
- packet-switching: hosts break application-layer messages into *packets*
  - network forwards packets from one router to the next, across links on path from source to destination



Two key network-core functions

Forwarding:

- aka "switching"
- *local* action: move arriving packets from router's input link to appropriate router output link



Routing:

- *global* action: determine source-destination paths taken by packets
- routing algorithms


45 h
3,053 miles
48 h
3,309 miles
San Jose
Northampton
United States
routing
Victoria
Seattle
WASHINGTON
MONTANA
NORTH DAKOTA
MINNESOTA
Quebec City
Portland
Minneapolis
Montreal
Ottawa
MAINE
SOUTH DAKOTA
WISCONSIN
VERMONT
OREGON
IDAHO
MICHIGAN
Toronto
NEW HAMPSHIRE
WYOMING
Detroit
Chicago
IOWA
PENNSYLVANIA
New York
NEVADA
ILLINOIS
INDIANA
OHIO
Philadelphia
Kansas City
Indianapolis
MARYLAND
Sacramento
UTAH
COLORADO
WEST VIRGINIA
San Francisco
KENTUCKY
VIRGINIA
CALIFORNIA
Las Vegas
Nashville
OKLAHOMA
TENNESSEE
NORTH CAROLINA
ARKANSAS
Charlotte
Los Angeles
ARIZONA
NEW MEXICO
Atlanta
SOUTH CAROLINA
MISSISSIPPI
San Diego
Phoenix
Dallas
ALABAMA
GEORGIA
Tucson
El Paso
TEXAS
BAJA CALIFORNIA
Austin
Houston
LOUISIANA
Jacksonville
SONORA
New Orleans
CHIHUAHUA
San Antonio
Orlando
COAHUILA
Tampa
FLORIDA


forwarding
forwarding
45 h
3,053 miles
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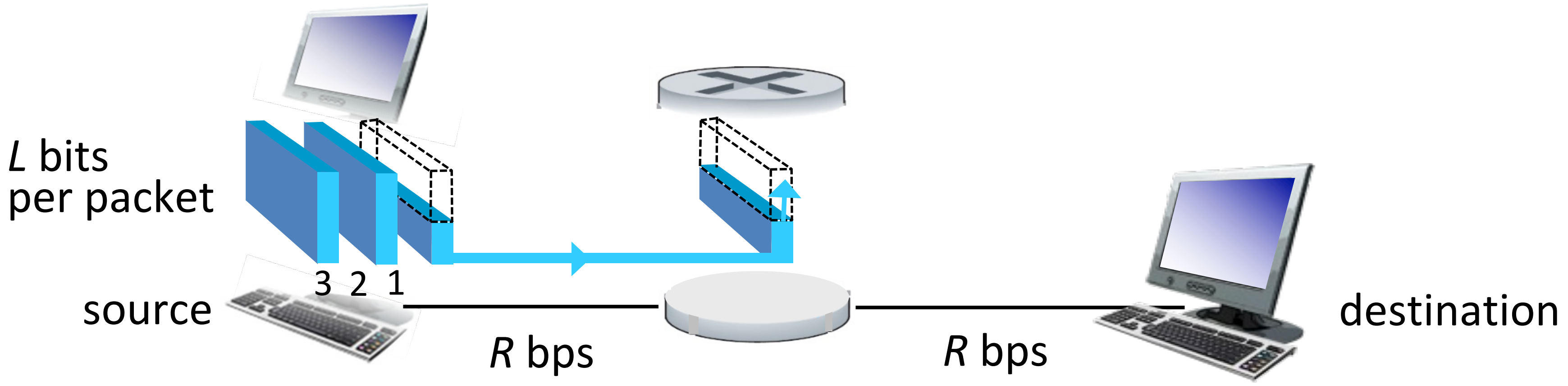
3,309 miles
United States
San Jose
Northampton
Sacramento
Cleveland

Packet-switching: store-and-forward

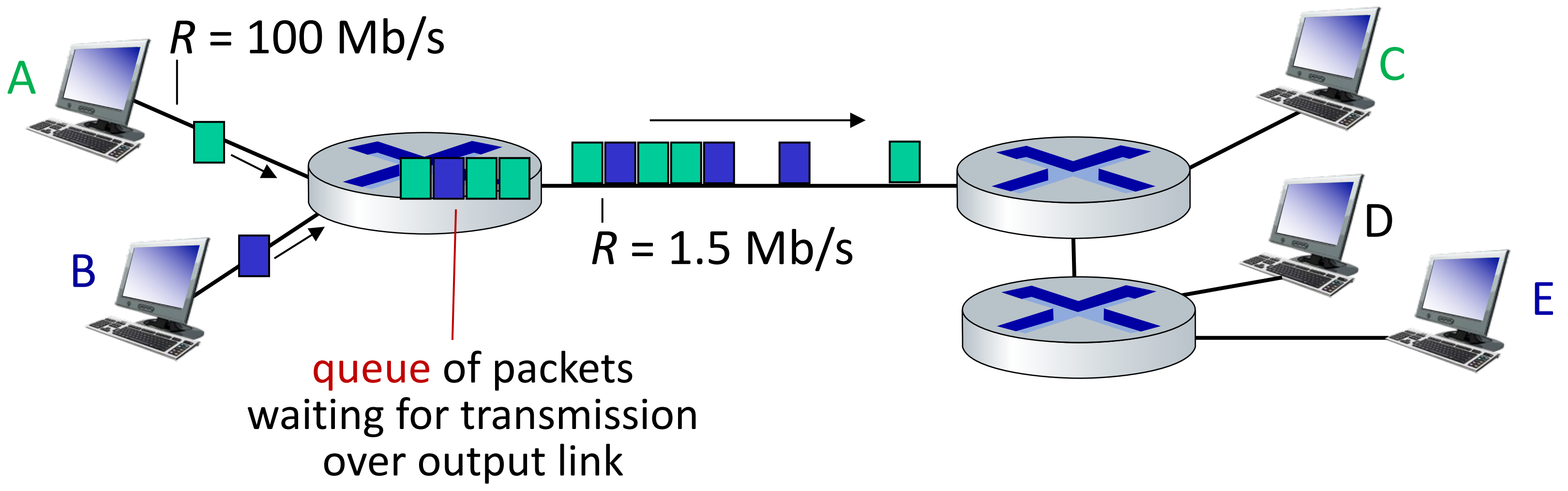


- packet transmission delay: takes *L*/*R* seconds to transmit (push out) *L*-bit packet into link at *R* bps
- *store and forward:* ***entire*** packet must arrive at router **before** it can be transmitted on next link

One-hop numerical example:

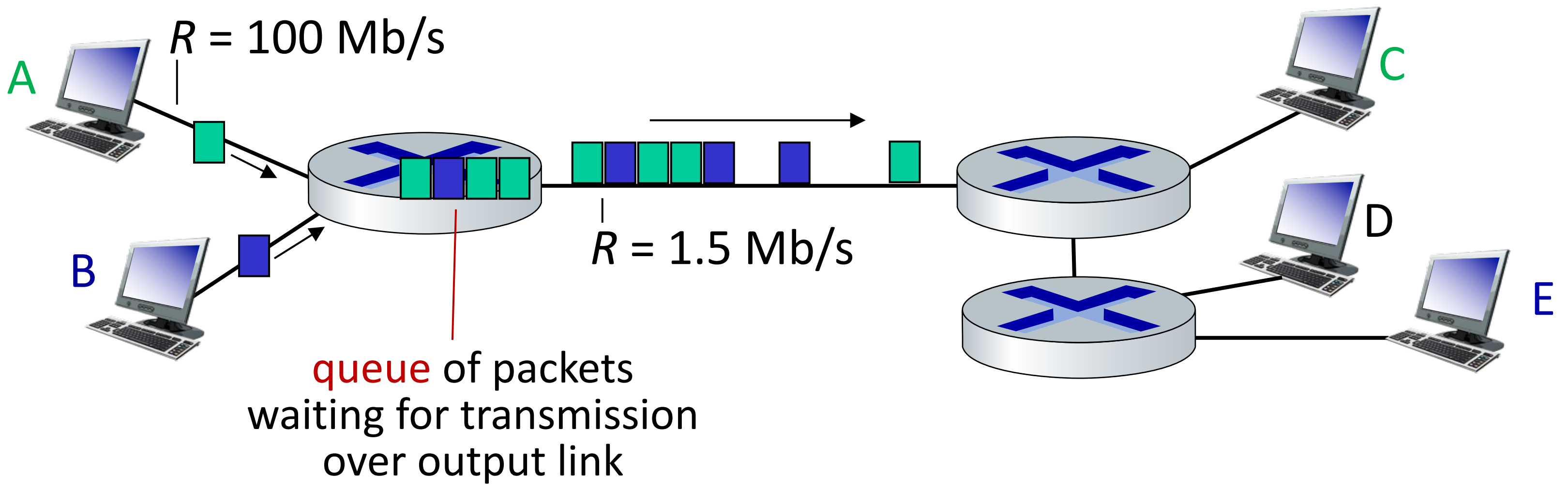
- *L* = 10 Kbits
- *R* = 100 Mbps
- one-hop transmission delay = 0.1 msec

Packet-switching: queueing



Queueing occurs when work arrives faster than it can be serviced:

Packet-switching: queueing



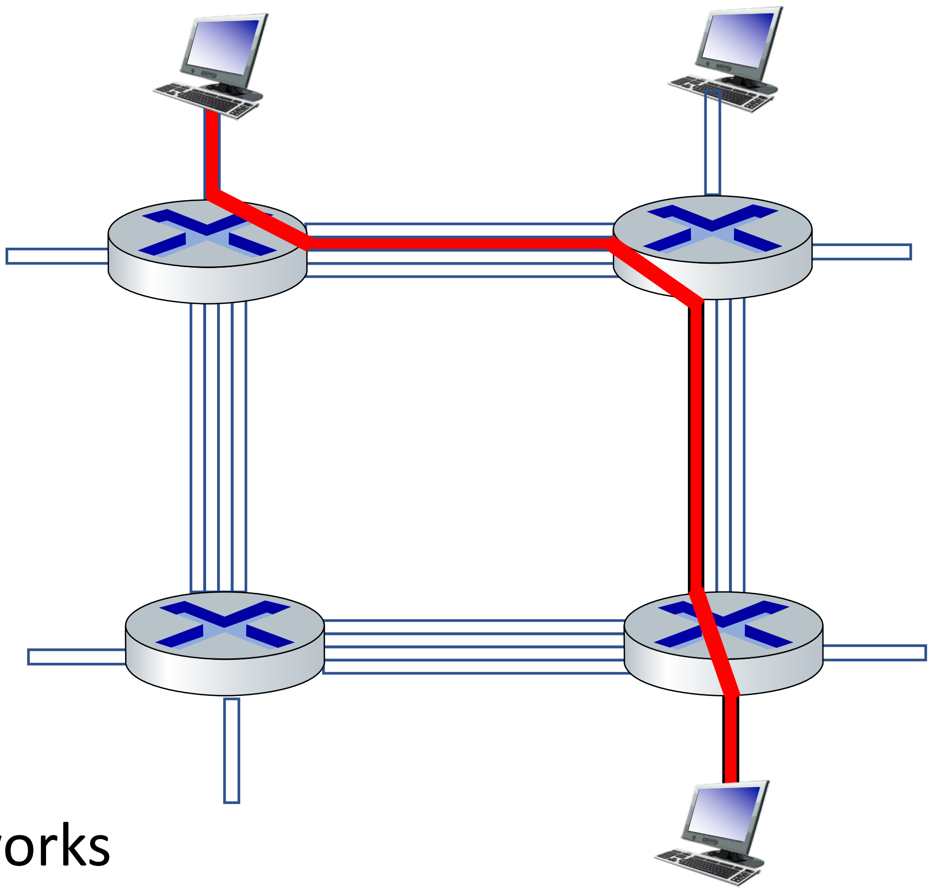
Packet queuing and loss: if arrival rate (in bps) to link exceeds transmission rate (bps) of link for some period of time:

- packets will queue, waiting to be transmitted on output link
- packets can be dropped (lost) if memory (buffer) in router fills up

Alternative to packet switching: circuit switching

end-end resources allocated to, reserved for "call" between source and destination

- 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

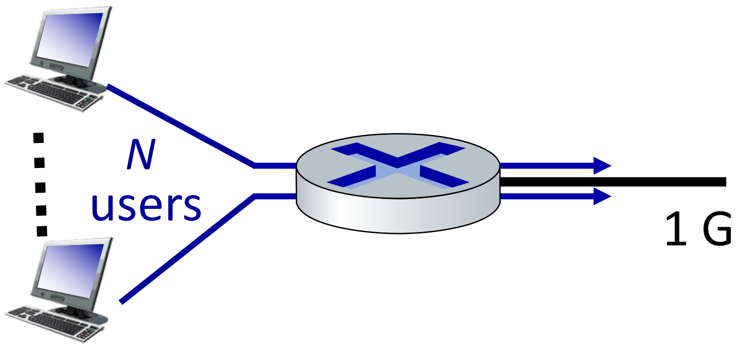


* Check out the online interactive exercises for more examples: http://gaia.cs.umass.edu/kurose_ross/interactive

Packet switching versus circuit switching

example:

- 1 Gb/s link
- each user:
  - 100 Mb/s when "active"
  - active 10% of time



Q: how many users can use this network under circuit-switching and packet switching?

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

Q: how did we get value 0.0004?

A: A math problem (for those with course in probability only)

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

Packet switching versus circuit switching

Is packet switching a "slam dunk winner"?

- great for "bursty" data – sometimes has data to send, but at other times not
  - resource sharing
  - simpler, no call setup
- excessive congestion possible: packet delay and loss due to buffer overflow
  - protocols needed for reliable data transfer, congestion control
- *Q:* How to provide circuit-like behavior with packet-switching?
  - "It's complicated." We'll study various techniques that try to make packet switching as "circuit-like" as possible.

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

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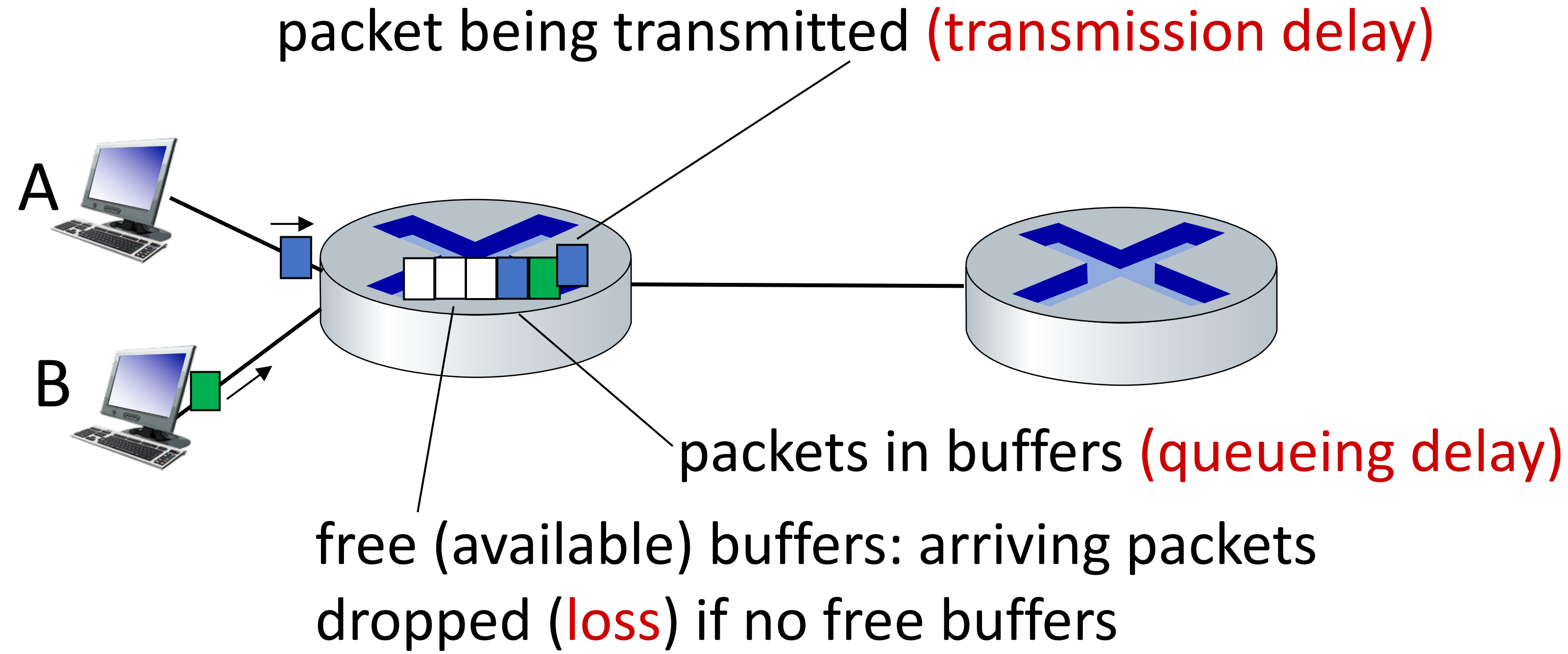
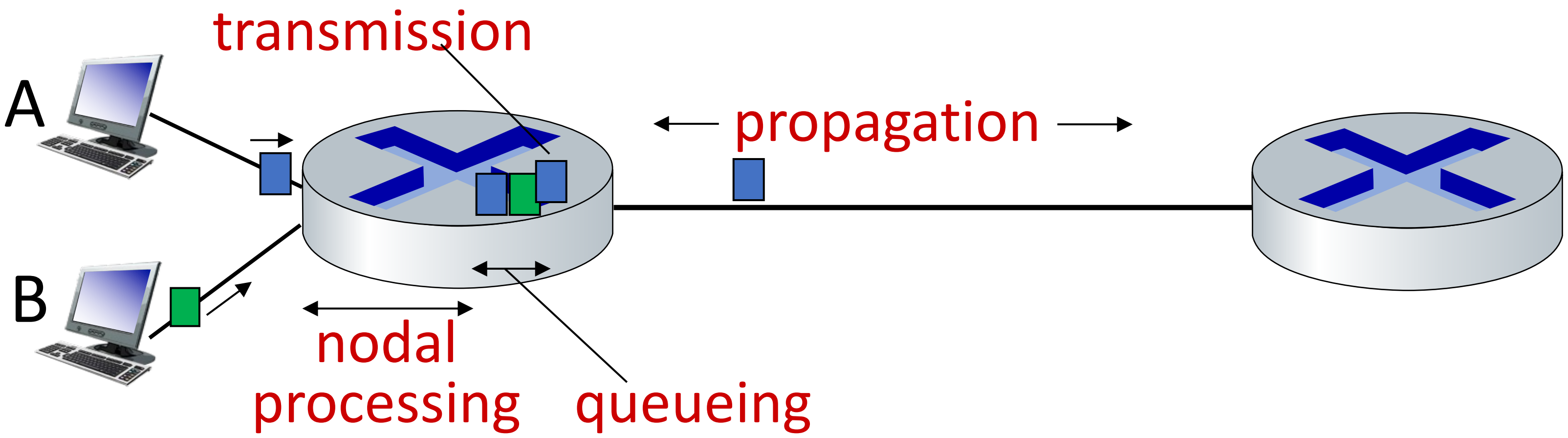
How do packet delay and loss occur?

- packets *queue* in router buffers, waiting for turn for transmission
  - queue length grows when arrival rate to link (temporarily) exceeds output link capacity
- packet *loss* occurs when memory to hold queued packets fills up



Packet delay: four sources

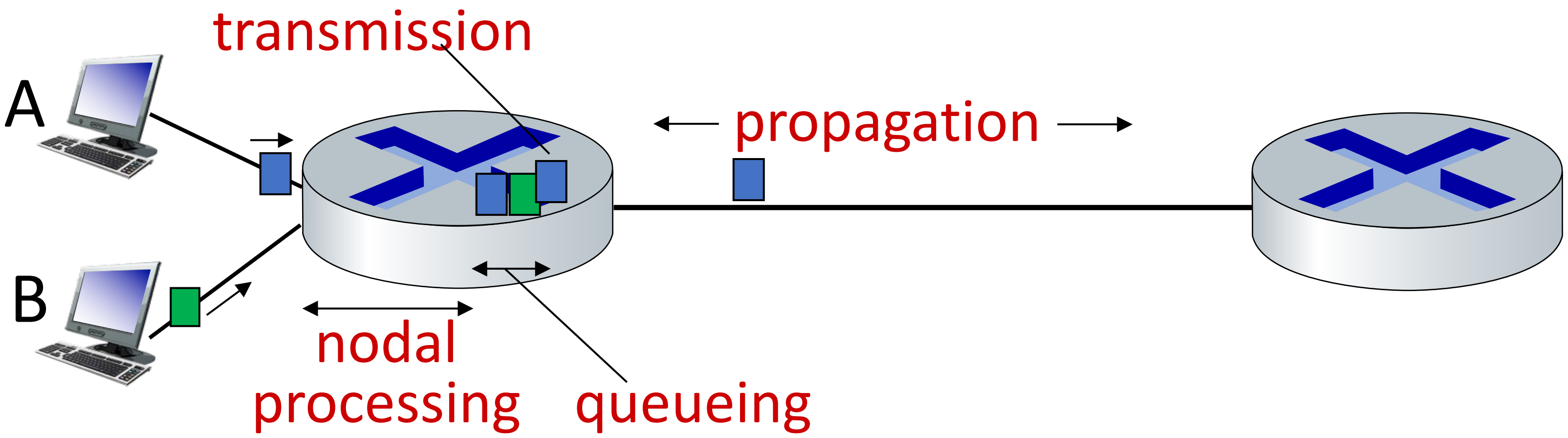


$$d_{nodal} = d_{proc} + d_{queue} + d_{trans} + d_{prop}$$

d_{proc}: nodal processing
- check bit errors
- determine output link
- typically < microsecs

d_{queue}: queueing delay
- time waiting at output link for transmission
- depends on congestion level of router

Packet delay: four sources



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

d_{trans}: transmission delay:

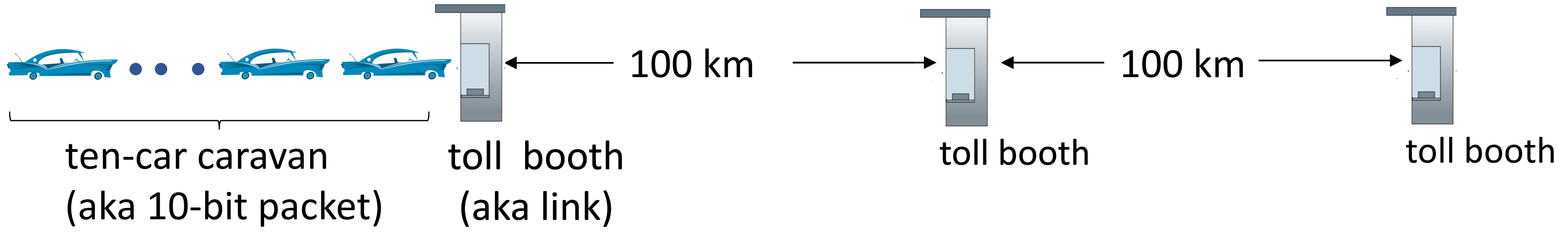
- L: packet length (bits)
- R: link *transmission rate (bps)*
- $d_{trans} = L/R$

d_{prop}: propagation delay:

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

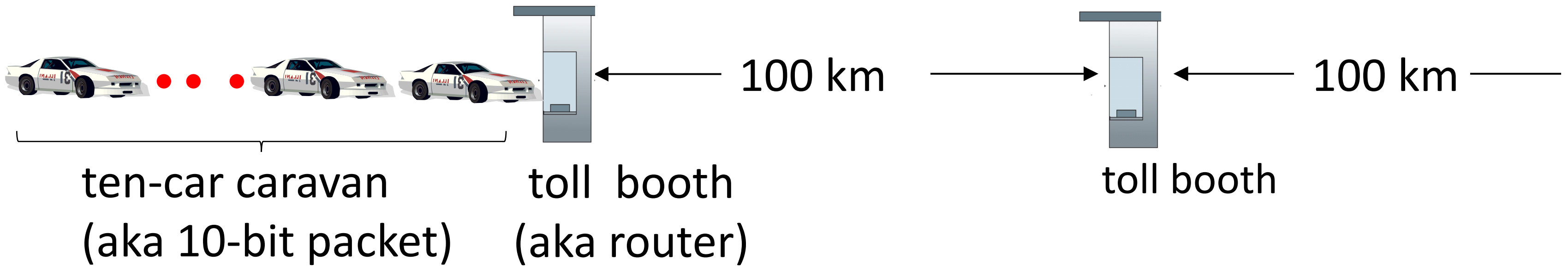
d_{trans} and d_{prop} *very* different

Caravan analogy



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

Caravan analogy



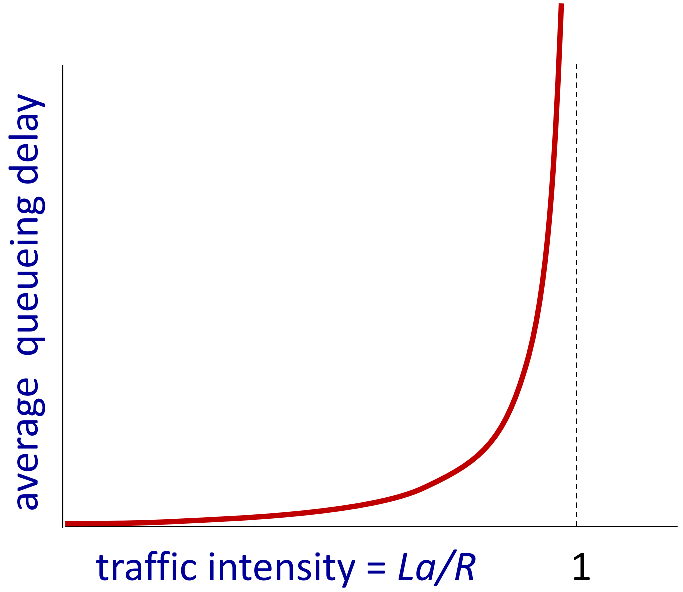
- suppose cars now "propagate" at 1000 km/hr
- and suppose toll booth now takes one min to service a car
- *Q: Will cars arrive to 2nd booth before all cars serviced at first booth?*

  A: Yes! after 7 min, first car arrives at second booth; three cars still at first booth

Packet queueing delay (revisited)

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

$$\frac{L \cdot a}{R} : \frac{\text{arrival rate of bits}}{\text{service rate of bits}}$$ *"traffic intensity"*



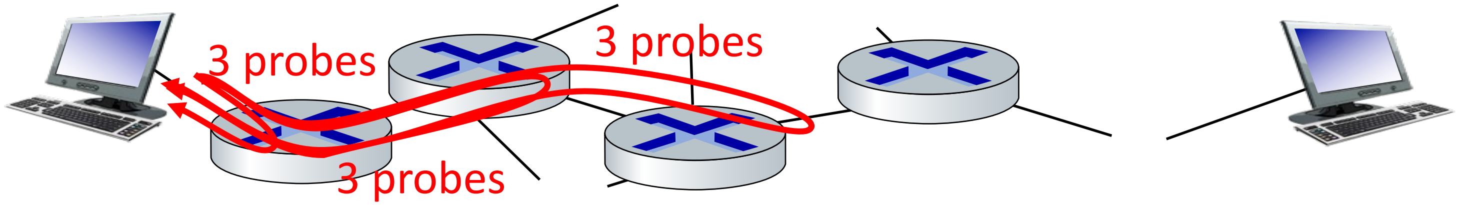
- *La/R* ~ 0: avg. queueing delay small
- *La/R* -> 1: avg. queueing delay large
- *La/R* > 1: more "work" arriving is more than can be serviced - average delay infinite!

La/R ~ 0

La/R -> 1

"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 (with time-to-live field value of *i*)
  - router *i* will return packets to sender
  - sender measures time interval between transmission and reply



"Real" Internet delays, routes

- traceroute: www.google.com

3 delay measurements from home (ATT)

1 192.168.0.1 (192.168.0.1) 2.079 ms 1.292 ms 1.299 ms
2 96.120.112.229 (96.120.112.229) 10.446 ms 10.082 ms 9.130 ms
3 96.110.168.189 (96.110.168.189) 9.258 ms 8.858 ms 9.012 ms
4 be-22-ar01.indianapolis.in.indiana.comcast.net (68.86.188.97) 17.090 ms 16.266 ms 16.521 ms
5 be-3-ar01.area4.il.chicago.comcast.net (68.86.188.181) 29.714 ms 28.072 ms 28.933 ms
6 be-33491-cr02.350ecermak.il.ibone.comcast.net (68.86.91.165) 30.148 ms 28.974 ms 29.939 ms
7 be-10577-pe03.350ecermak.il.ibone.comcast.net (68.86.86.2) 28.834 ms 28.609 ms 30.490 ms
8 173.167.56.22 (173.167.56.22) 27.929 ms 29.434 ms 28.429 ms
9 * *

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

Demo in Class

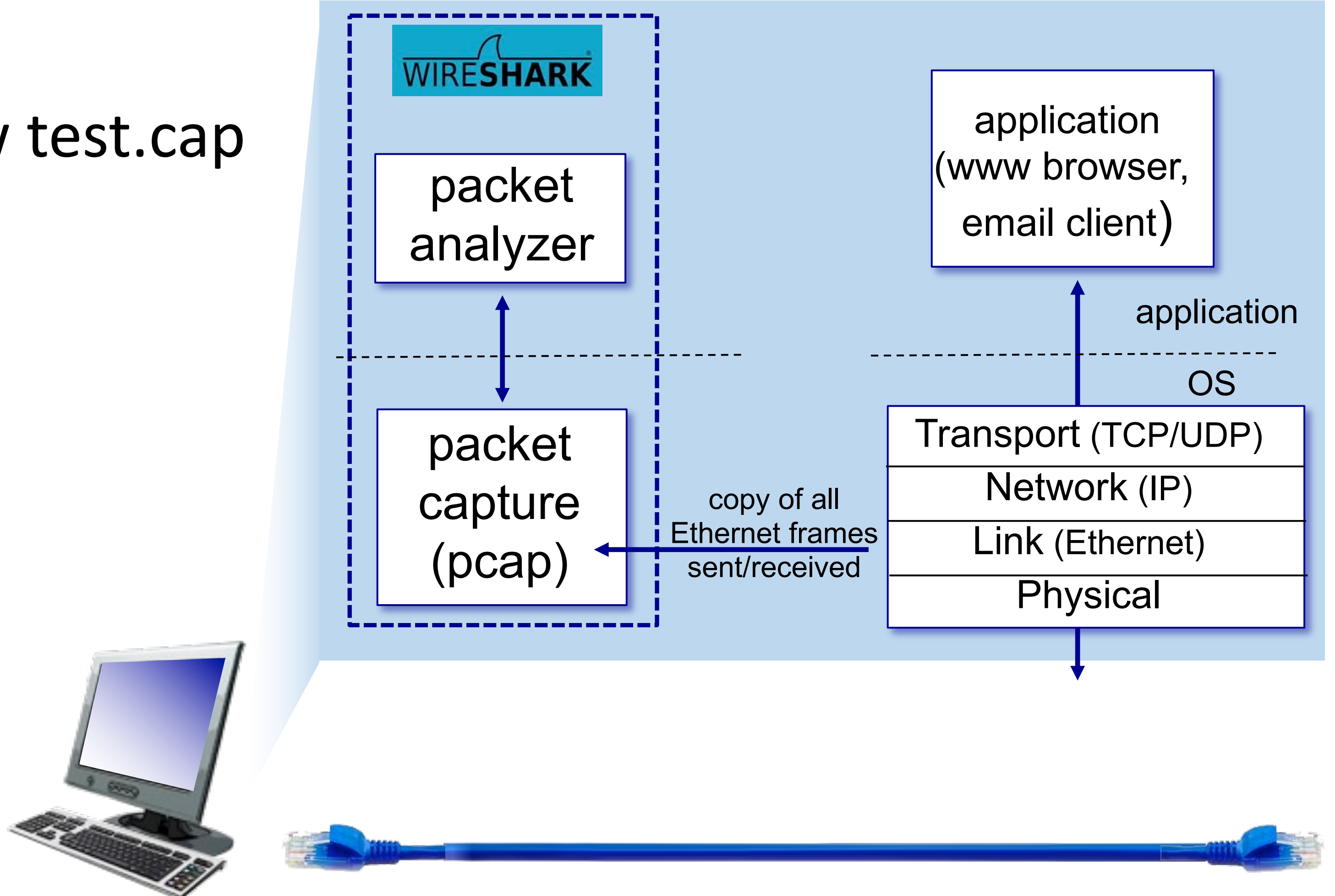
1. traceroute www.google.com
2. traceroute europa.eu

- What are differences you can see?
- Can you see the link across the ocean?
- Why?

Networking tools: Packet sniffer and analyzer

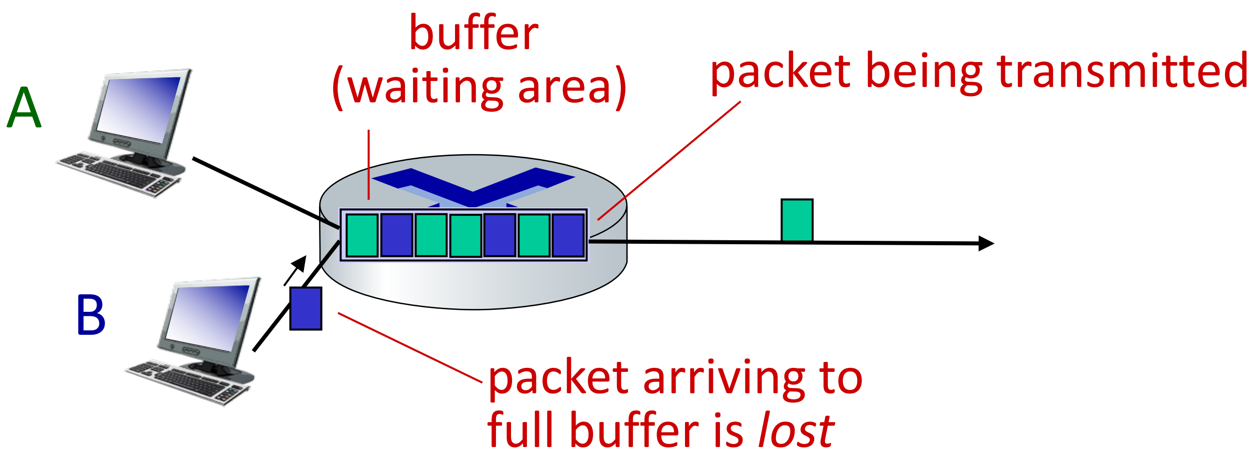
- **tcpdump** (command)
  - > tcpdump –i en0
  - > tcpdump -i en0 -c 10 -w test.cap
  - > tcpdump –r test.cap

- **wireshark (UI)**



Packet loss

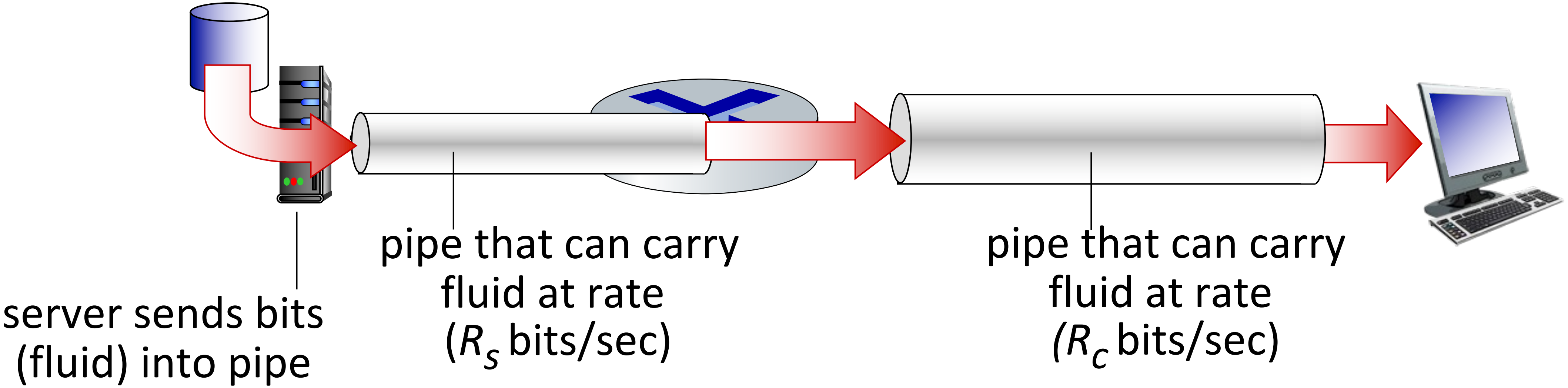
- queue (aka buffer) preceding link in buffer has finite capacity
- packet arriving to full queue dropped (aka lost)
- lost packet may be retransmitted by previous node, by source end system, or not at all



* Check out the Java applet for an interactive animation (on publisher's website) of queuing and loss

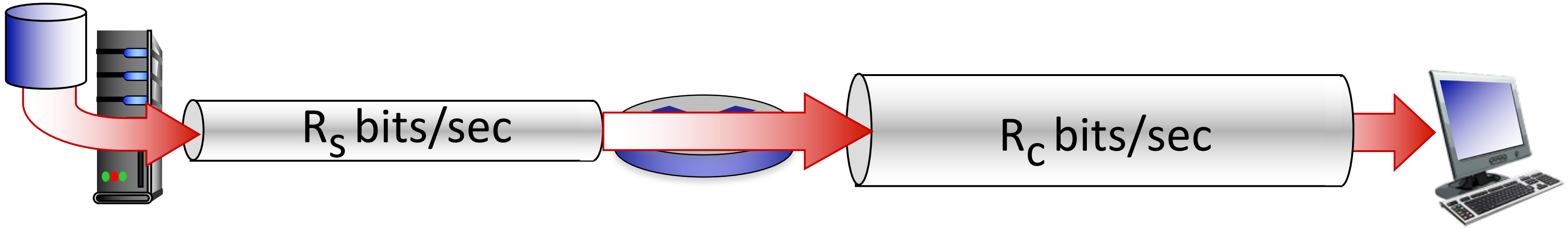
Throughput

- *throughput:* rate (bits/time unit) at which bits are being sent from sender to receiver
  - *instantaneous:* rate at given point in time
  - *average:* rate over longer period of time

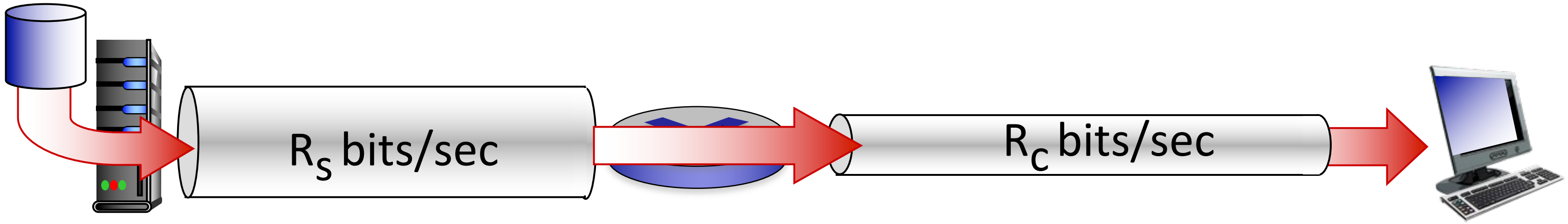


Throughput

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



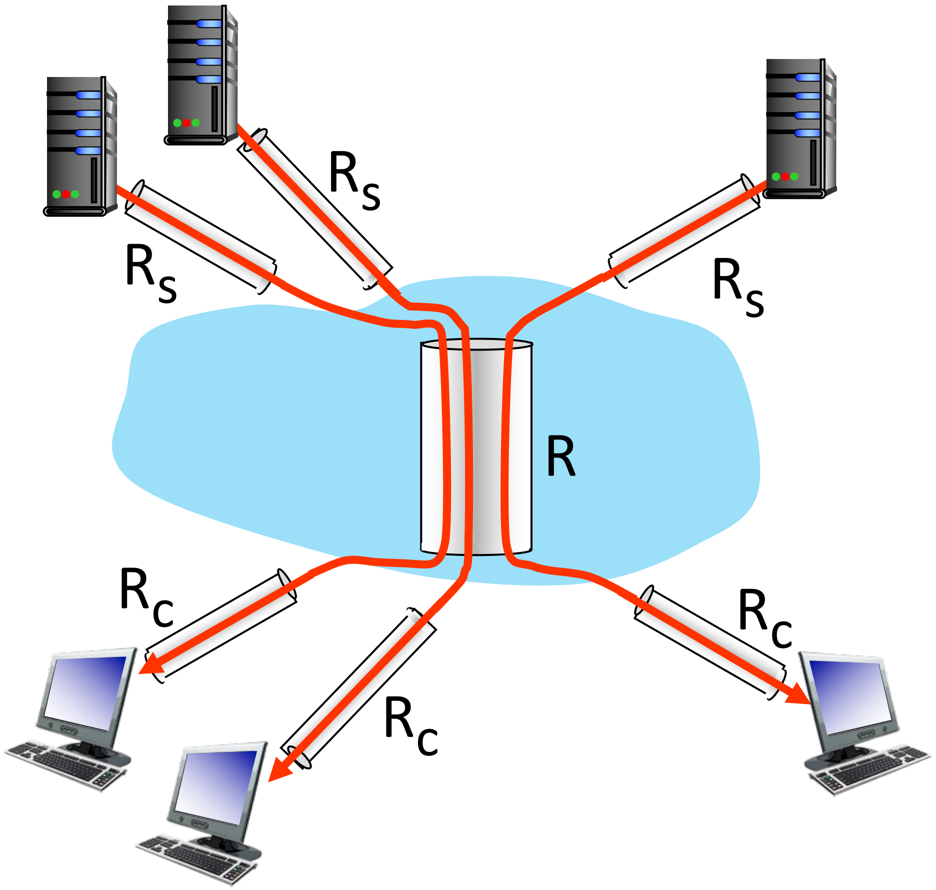
$R_s > R_c$ What is average end-end throughput?



bottleneck link

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

Throughput: network scenario



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

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

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

Chapter 1: roadmap

- What *is* the Internet?
- What *is* a protocol?
- Network edge: hosts, access network, physical media
- Network core: packet/circuit switching, internet structure
- Performance: loss, delay, throughput
- Security
- Protocol layers, service models
- History

Protocol "layers" and reference models

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?

- and/or our *discussion* of networks?

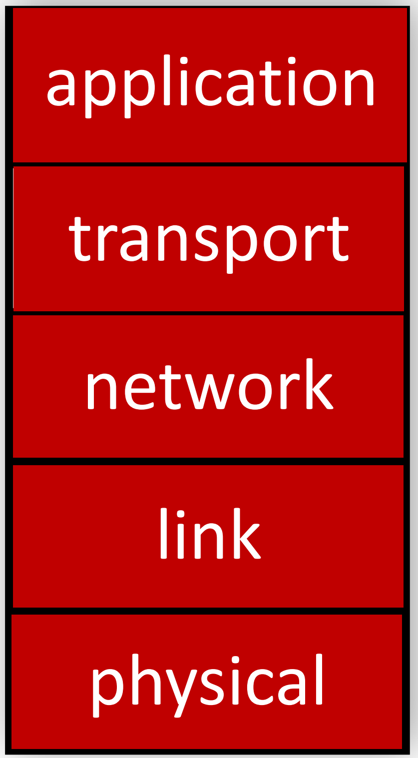
Why layering?

Approach to designing/discussing complex systems:

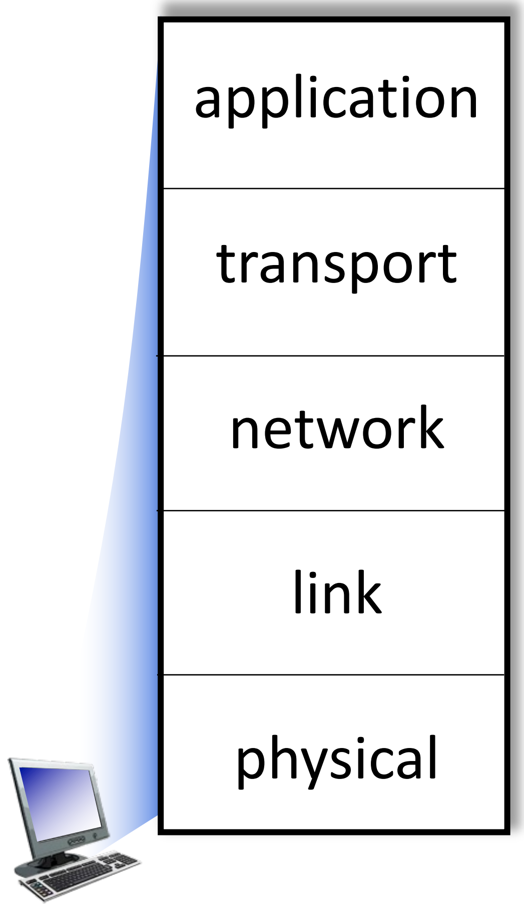
- explicit structure allows identification, relationship of system's pieces
  - layered *reference model* for discussion
- modularization eases maintenance, updating of system
  - change in layer's service *implementation*: transparent to rest of system
  - e.g., change in gate procedure doesn't affect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

Layered Internet protocol stack

- *application:* supporting network applications
  - HTTP, IMAP, SMTP, DNS
- *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, 802.11 (WiFi), PPP
- *physical:* bits "on the wire"



Services, Layering and Encapsulation



source

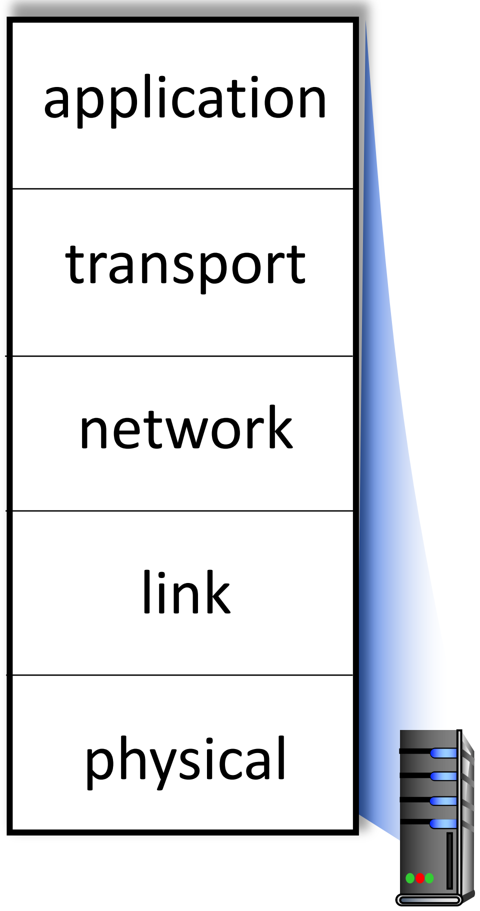
M

Application exchanges messages to implement some application service using *services* of transport layer

H_t M

Transport-layer protocol transfers M (e.g., reliably) from one *process* to another, using services of network layer

- transport-layer protocol encapsulates application-layer message, M, with *transport* layer-layer header H_t to create a transport-layer segment
  - H_t used by transport layer protocol to implement its service



destination

Services, Layering and Encapsulation

application
transport
network
link
physical

source

M

H_t M

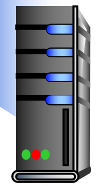
Transport-layer protocol transfers M (e.g., reliably) from one *process* to another, using services of network layer

H_n H_t M

Network-layer protocol transfers transport-layer segment [H_t | M] from one *host* to another, using link layer services

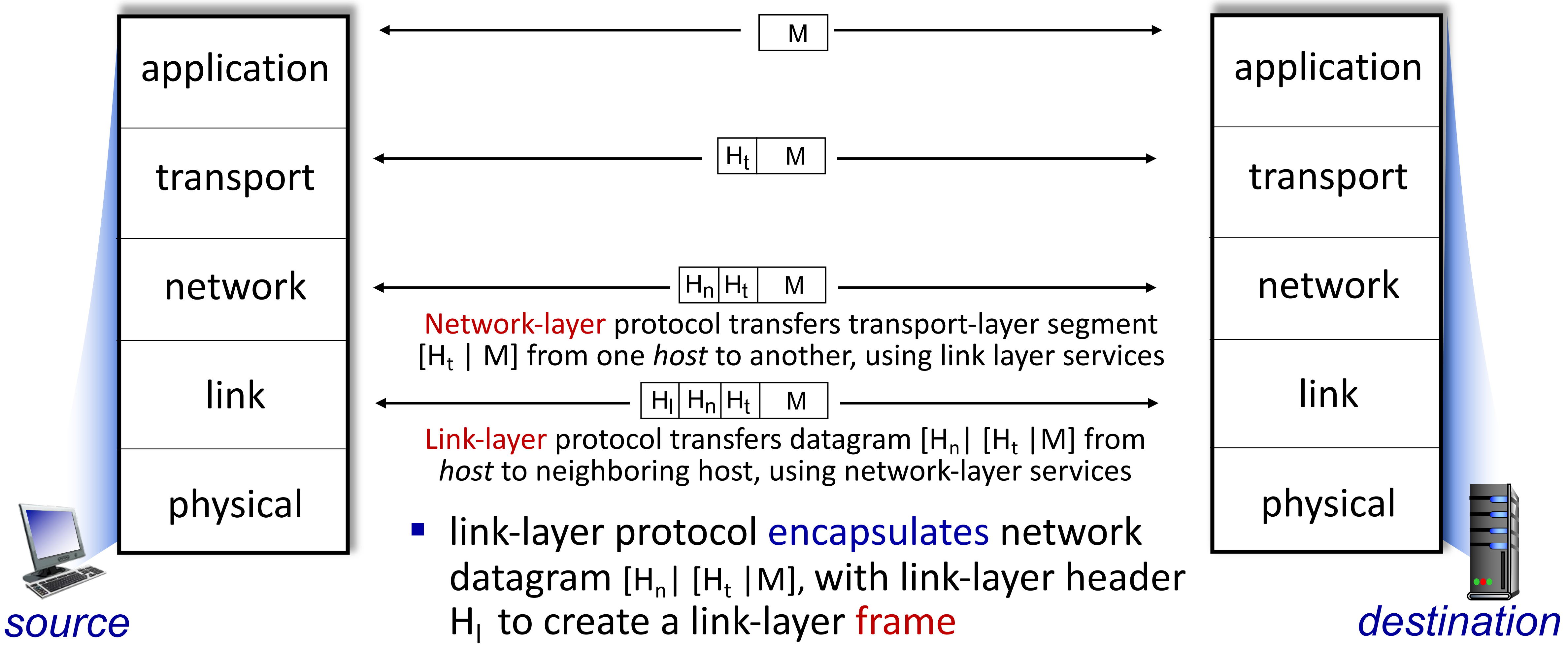
- network-layer protocol encapsulates transport-layer segment [H_t | M] with network layer-layer header H_n to create a network-layer datagram
  - H_n used by network layer protocol to implement its service

application
transport
network
link
physical



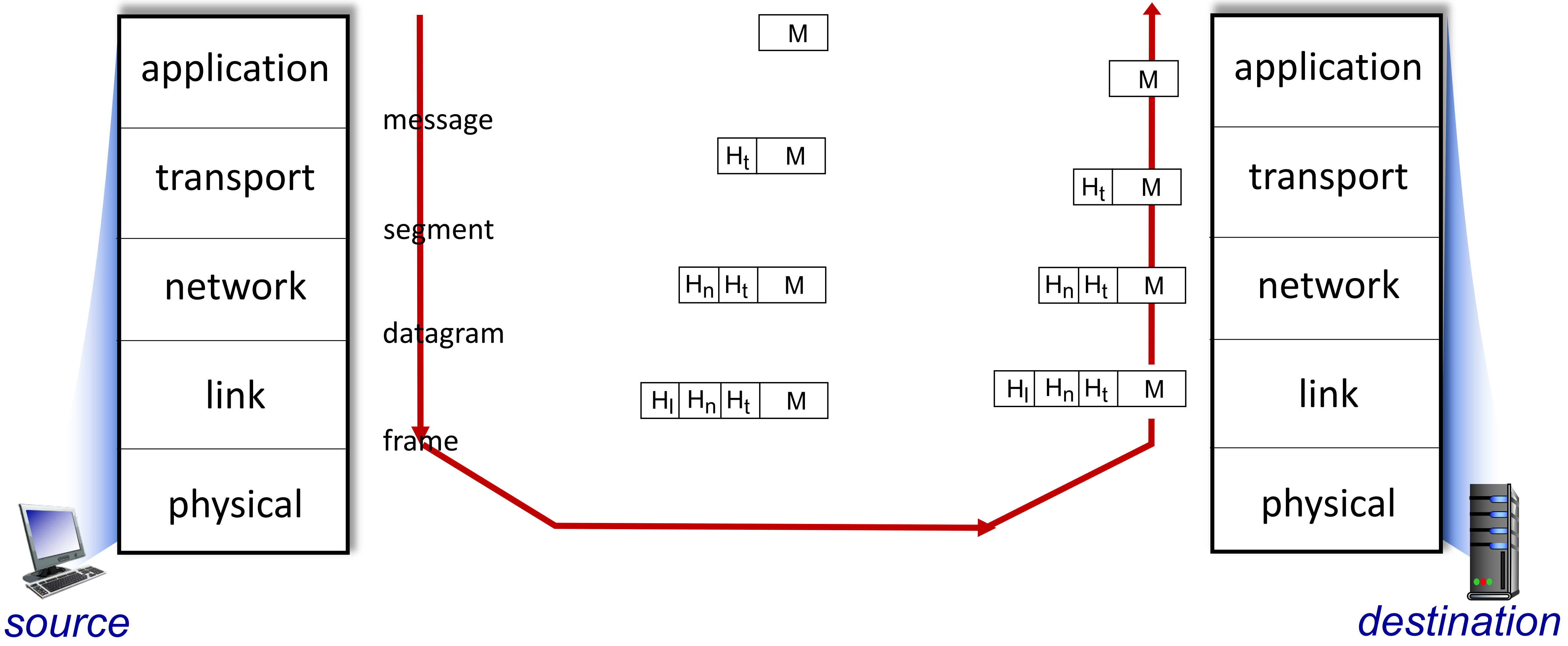
destination

Services, Layering and Encapsulation

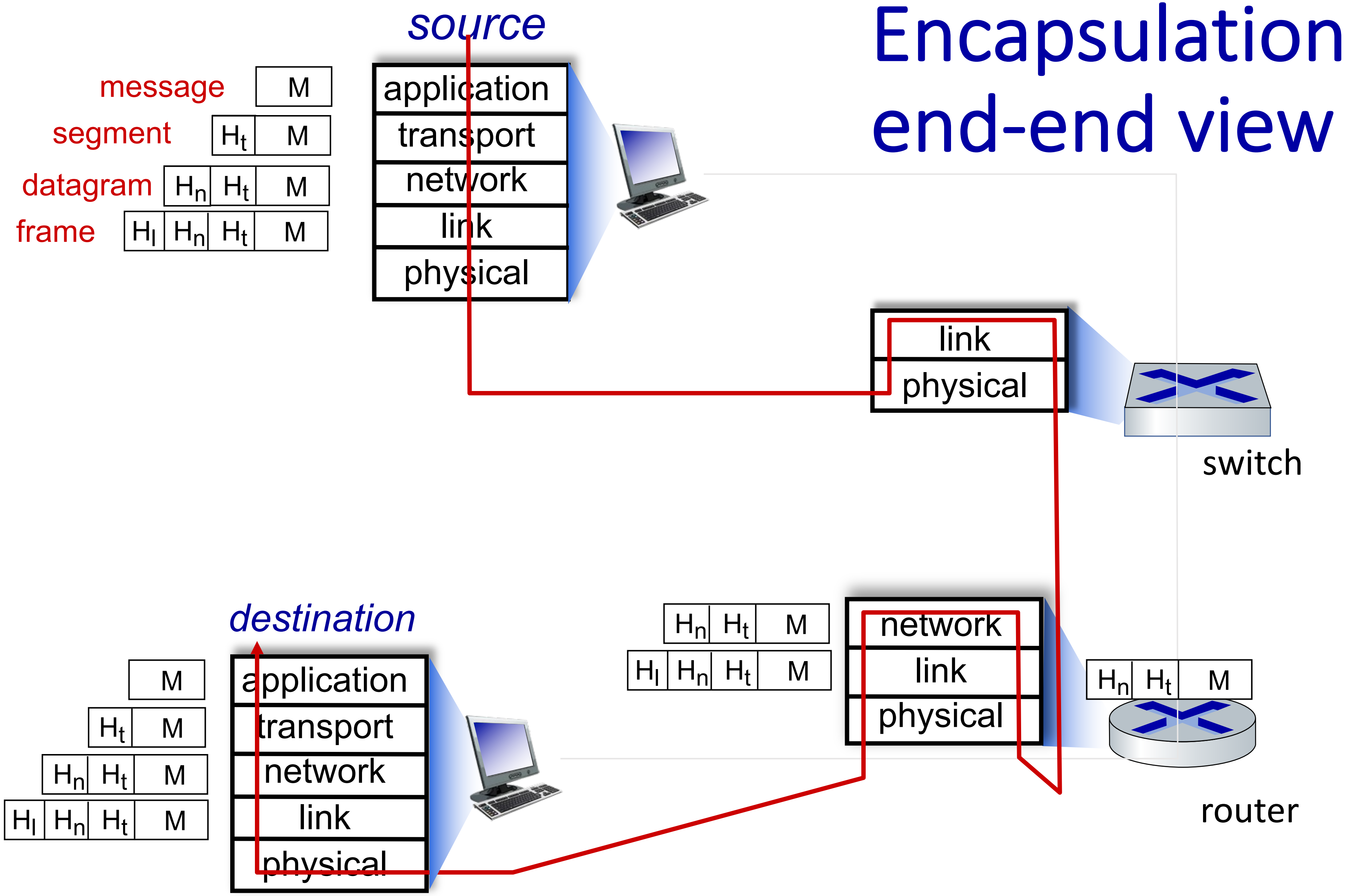


- link-layer protocol encapsulates network datagram [H_n| [H_t |M], with link-layer header H_l to create a link-layer frame

Services, Layering and Encapsulation



Encapsulation: an end-end view



Part I: Layering in Internet protocol stack

Applications

… built on …

Reliable (or unreliable) transport

… built on …

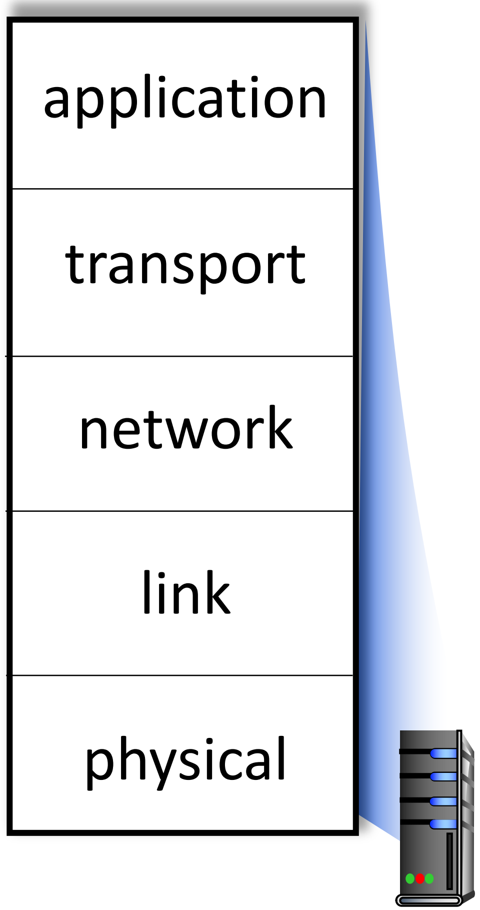
Best-effort global packet delivery

… built on …

Best-effort local packet delivery

… built on …

Physical transfer of bits



Source: Scott Shenker (UC Berkeley): slide 7 at The Future of Networking, and the Past of Protocols
https://www.youtube.com/watch?v=YHeyuD89n1Y&t=111s