

Chapter 1

Introduction

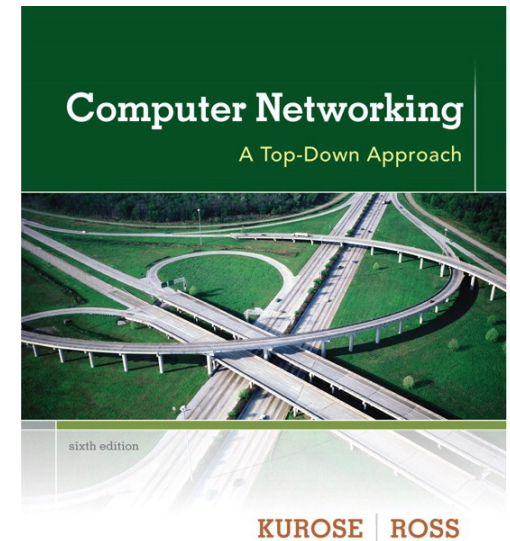
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*Computer
Networking: A Top
Down Approach*
6th edition
Jim Kurose, Keith Ross
Addison-Wesley
March 2012

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
- ❖ protocol layers, service models

Chapter 1: roadmap

1.1 what *is* the Internet?

1.2 network edge

- end systems, access networks, links

1.3 network core

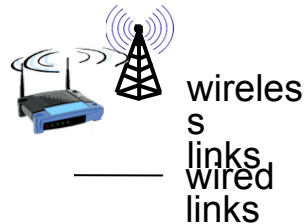
- packet switching, circuit switching, network structure

1.4 protocol layers, service models

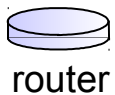
What's the Internet: "nuts and bolts" view



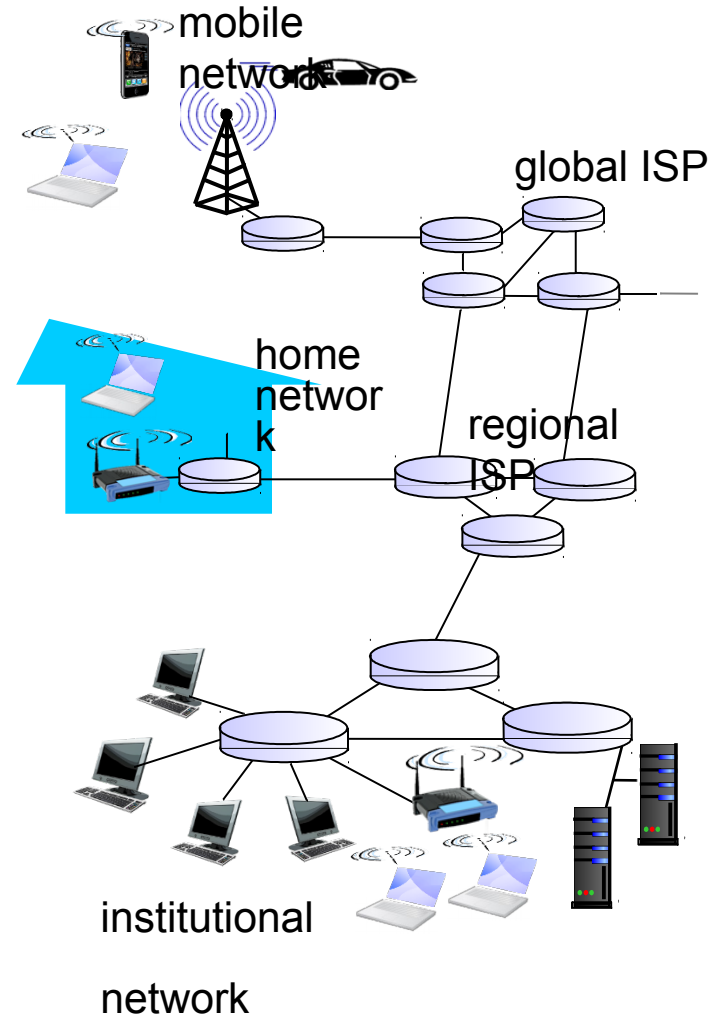
- ❖ millions of connected computing devices:
 - *hosts = end systems*
 - running *network apps*



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



- ❖ *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



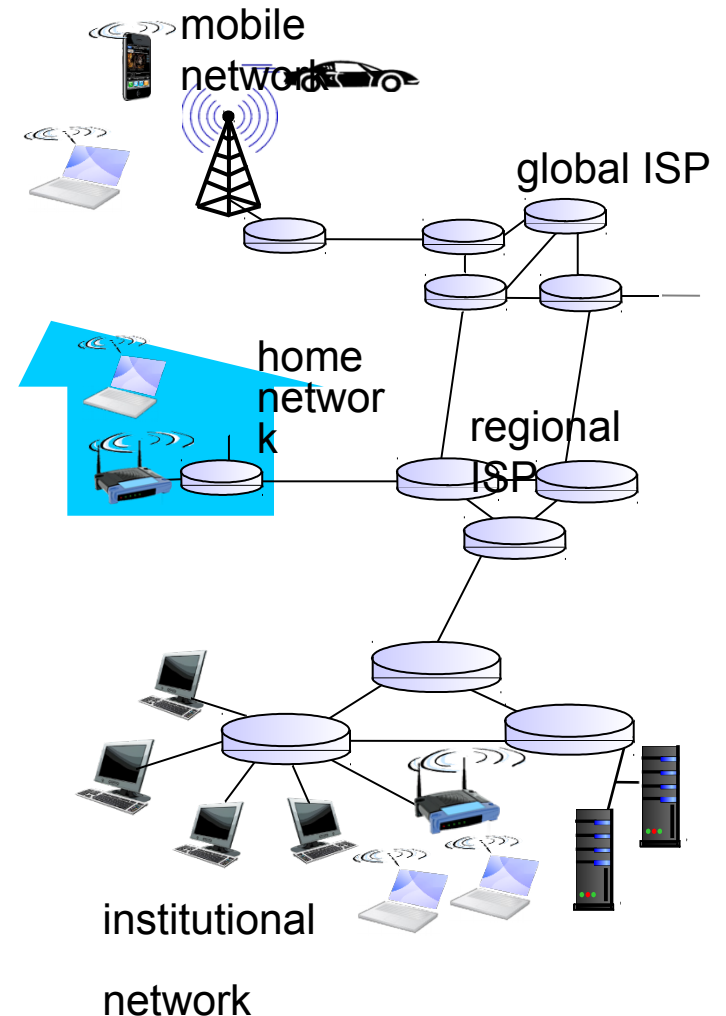
Slingbox: watch,
control cable TV remotely



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



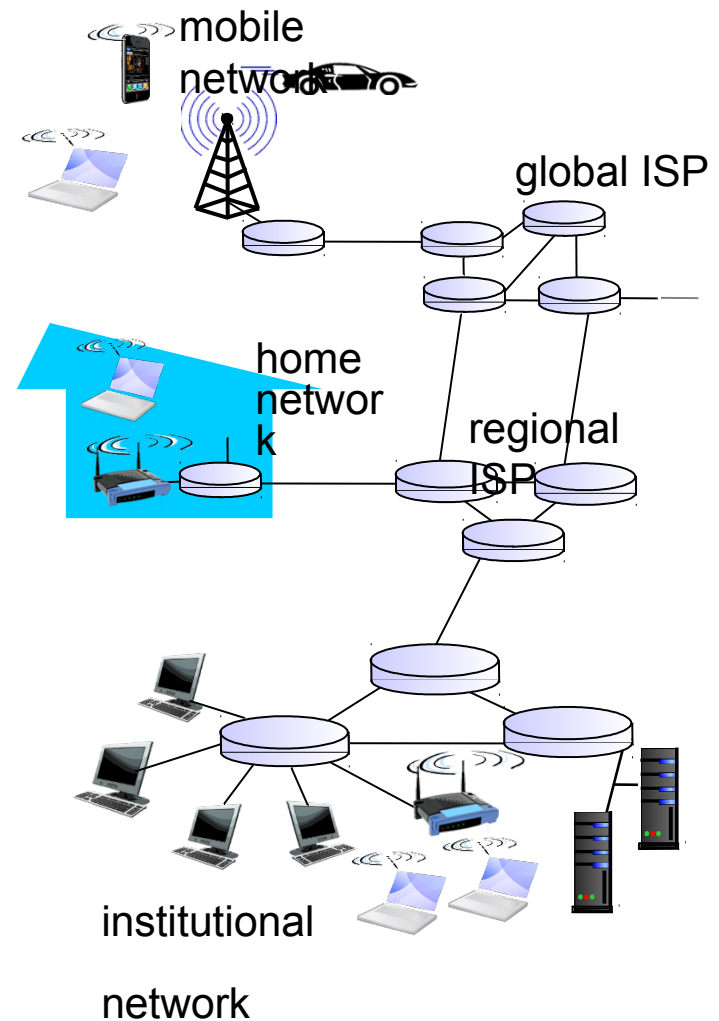
What's the Internet: a service view

❖ *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

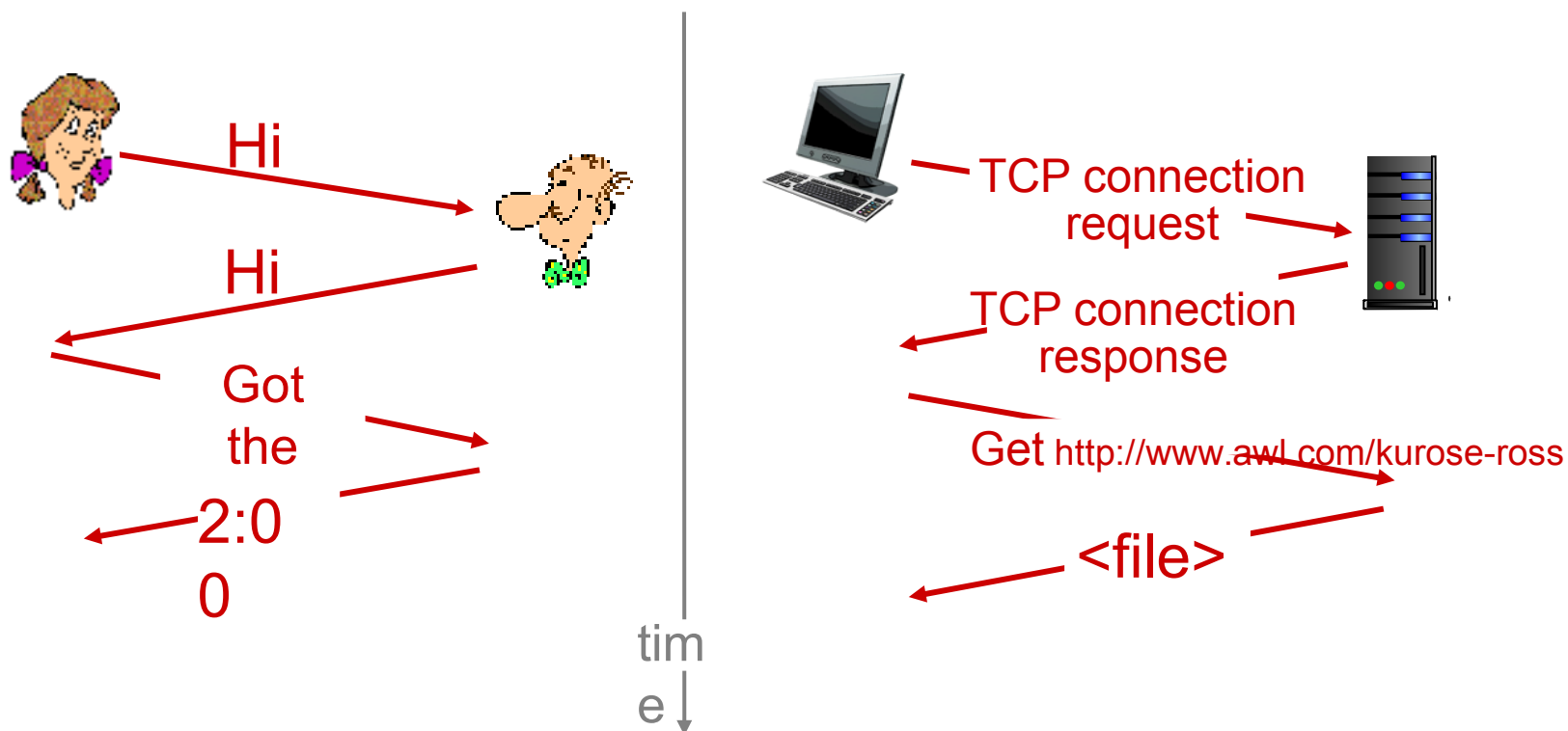
network protocols:

- ❖ 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:

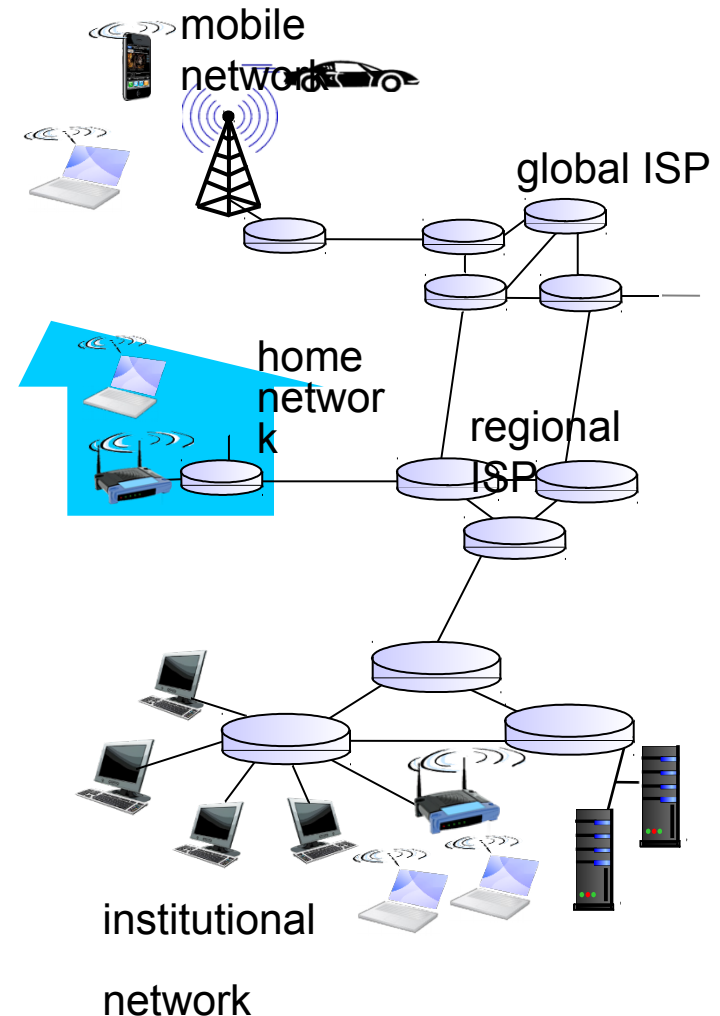
❖ *network edge:*

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

❖ *access networks, physical media:* wired, wireless communication links

❖ *network core:*

- interconnected routers
- network of networks



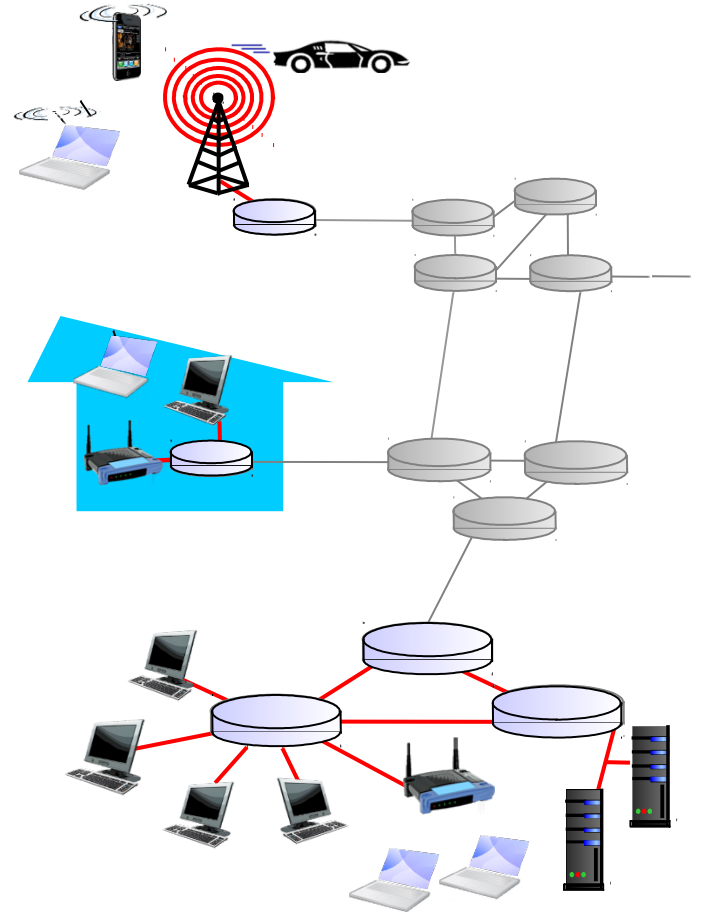
Access networks and physical media

Q: How to connect end systems to edge router?

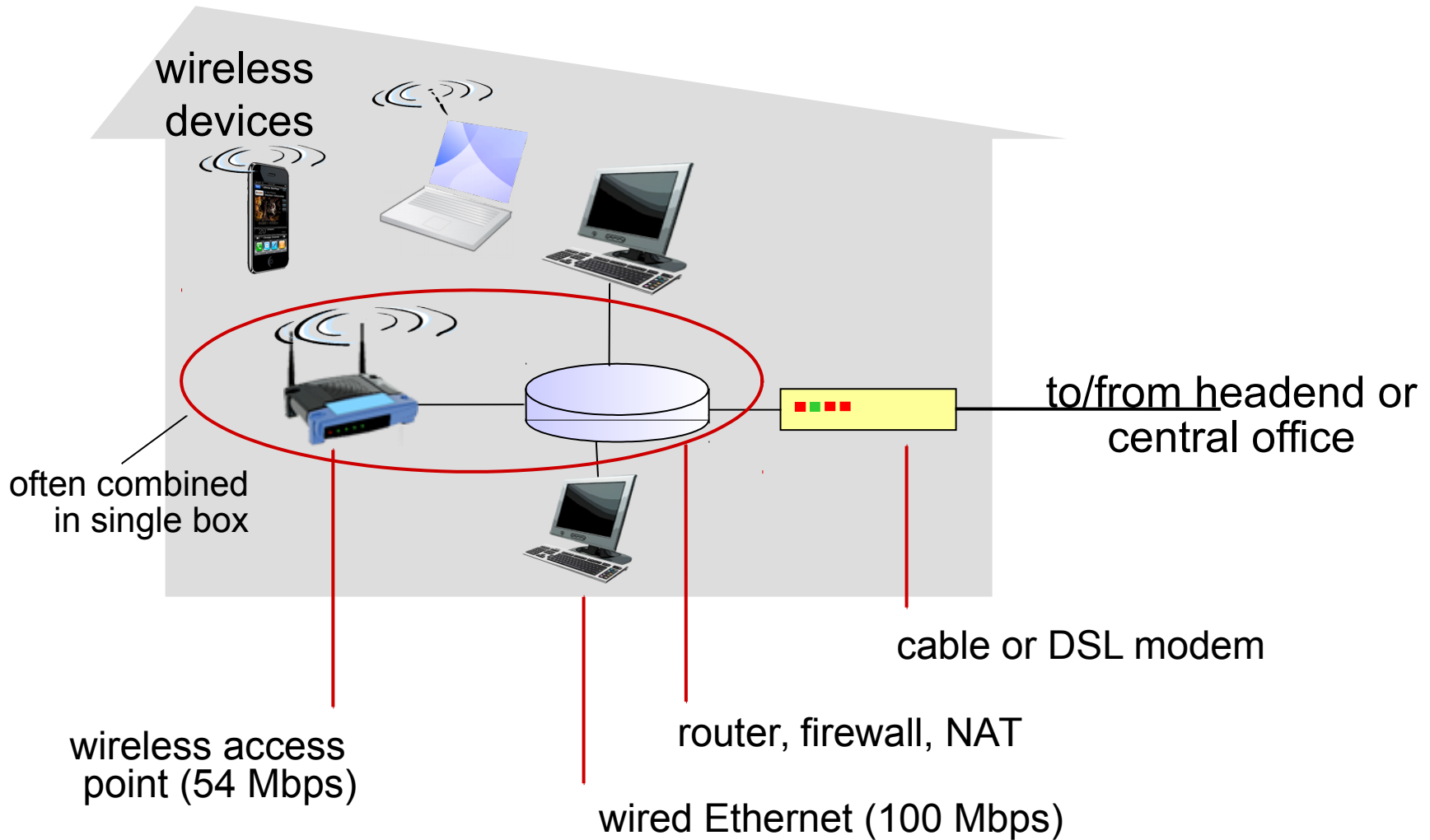
- ❖ residential access nets
- ❖ institutional access networks (school, company)
- ❖ mobile access networks

keep in mind:

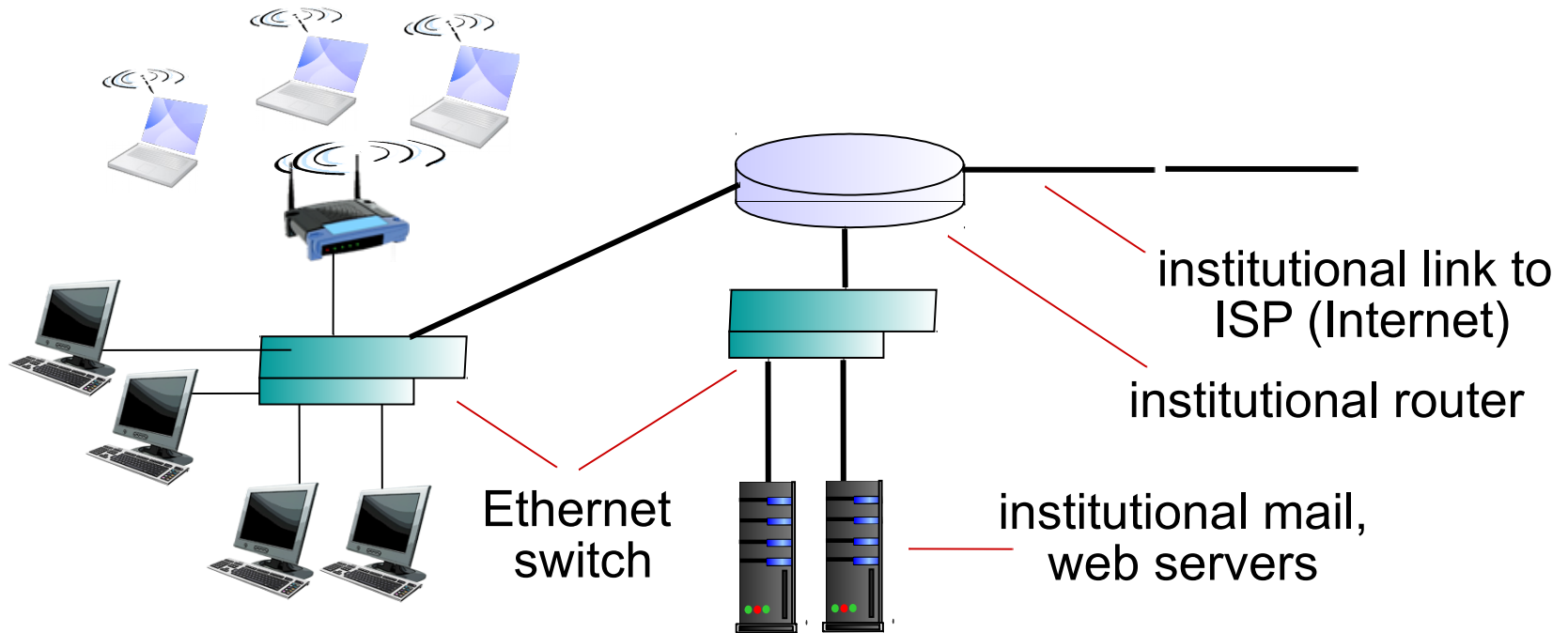
- ❖ bandwidth (bits per second) of access network?
- ❖ shared or dedicated?



Access net: 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

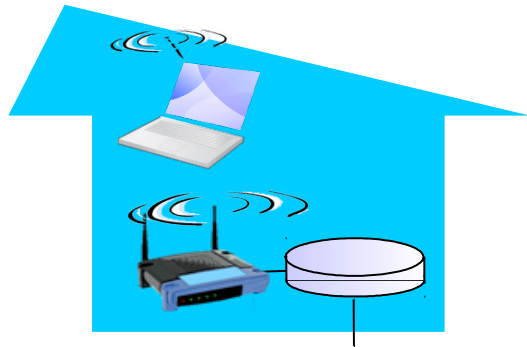
Wireless access networks

❖ 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



to Internet

wide-area wireless access

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

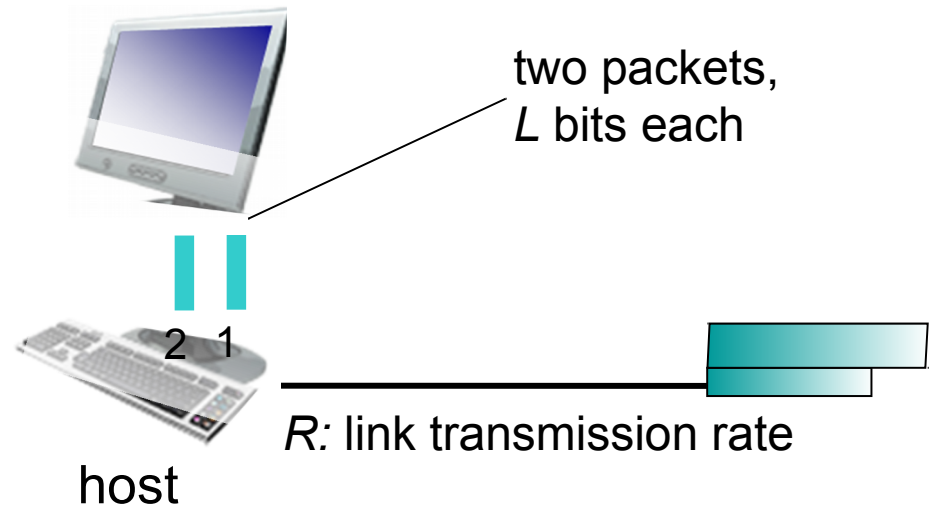


to Internet

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)

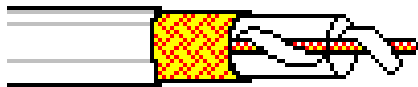
- ❖ two insulated copper wires
 - Category 5: 100 Mbps, 1 Gbps Ethernet
 - Category 6: 10Gbps



Physical media: coax, fiber

coaxial cable:

- ❖ two concentric copper conductors
- ❖ bidirectional
- ❖ broadband:
 - multiple channels on cable
 - HFC



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

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- packet switching, circuit switching, network structure

1.4 delay, loss, throughput in networks

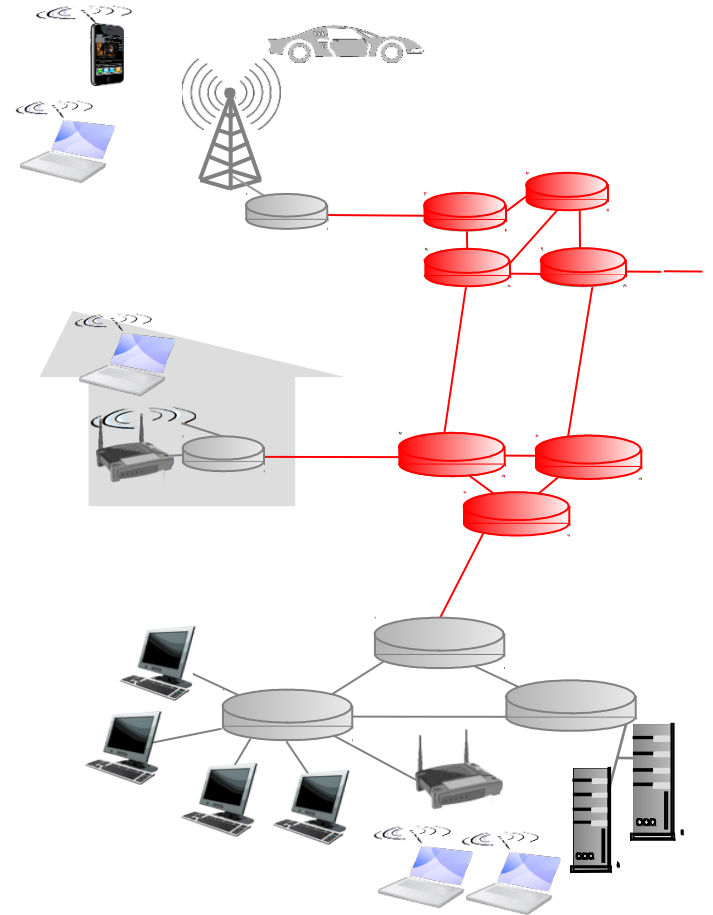
1.5 protocol layers, service models

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

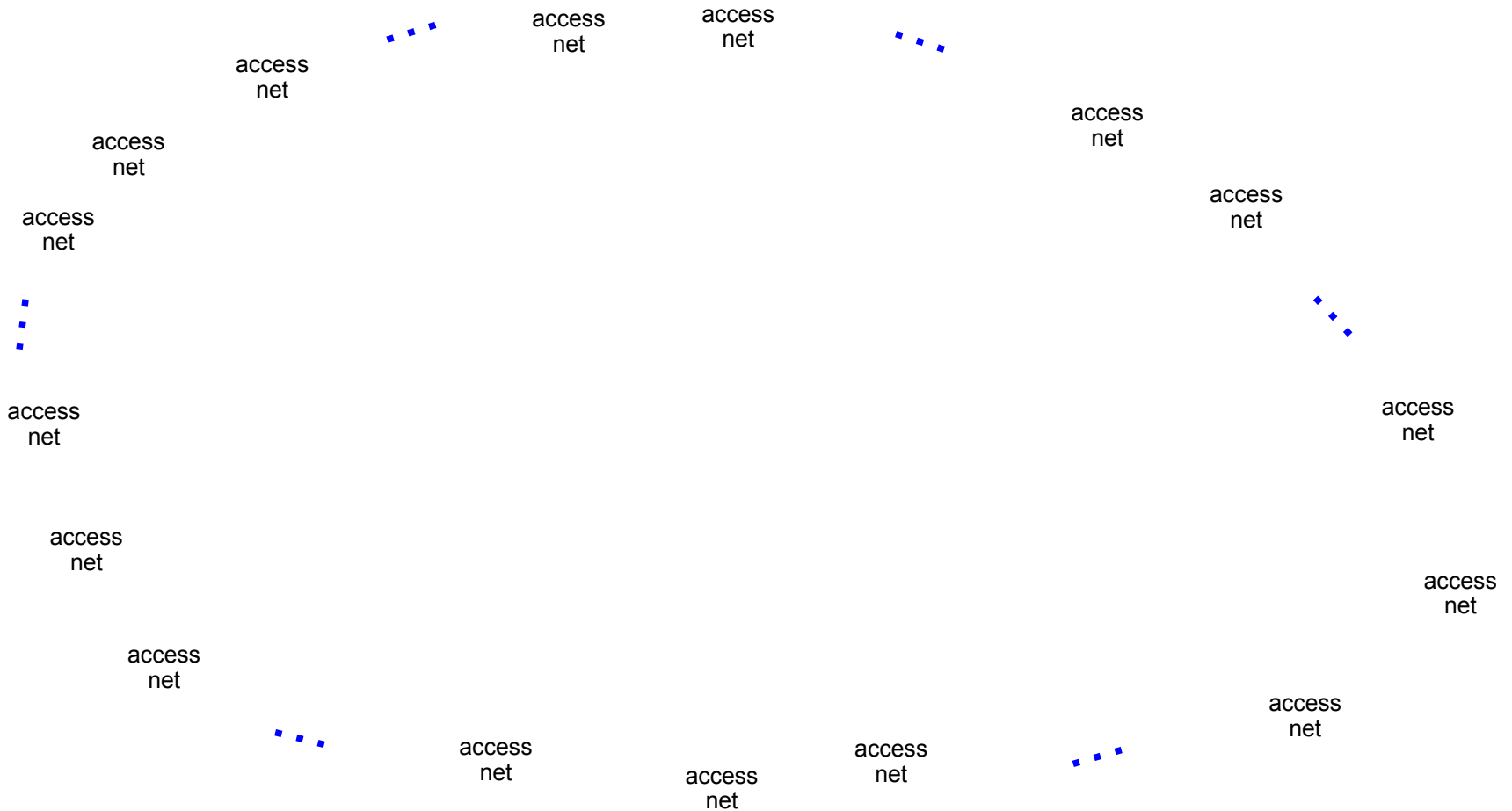


Internet structure: network of networks

- ❖ 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

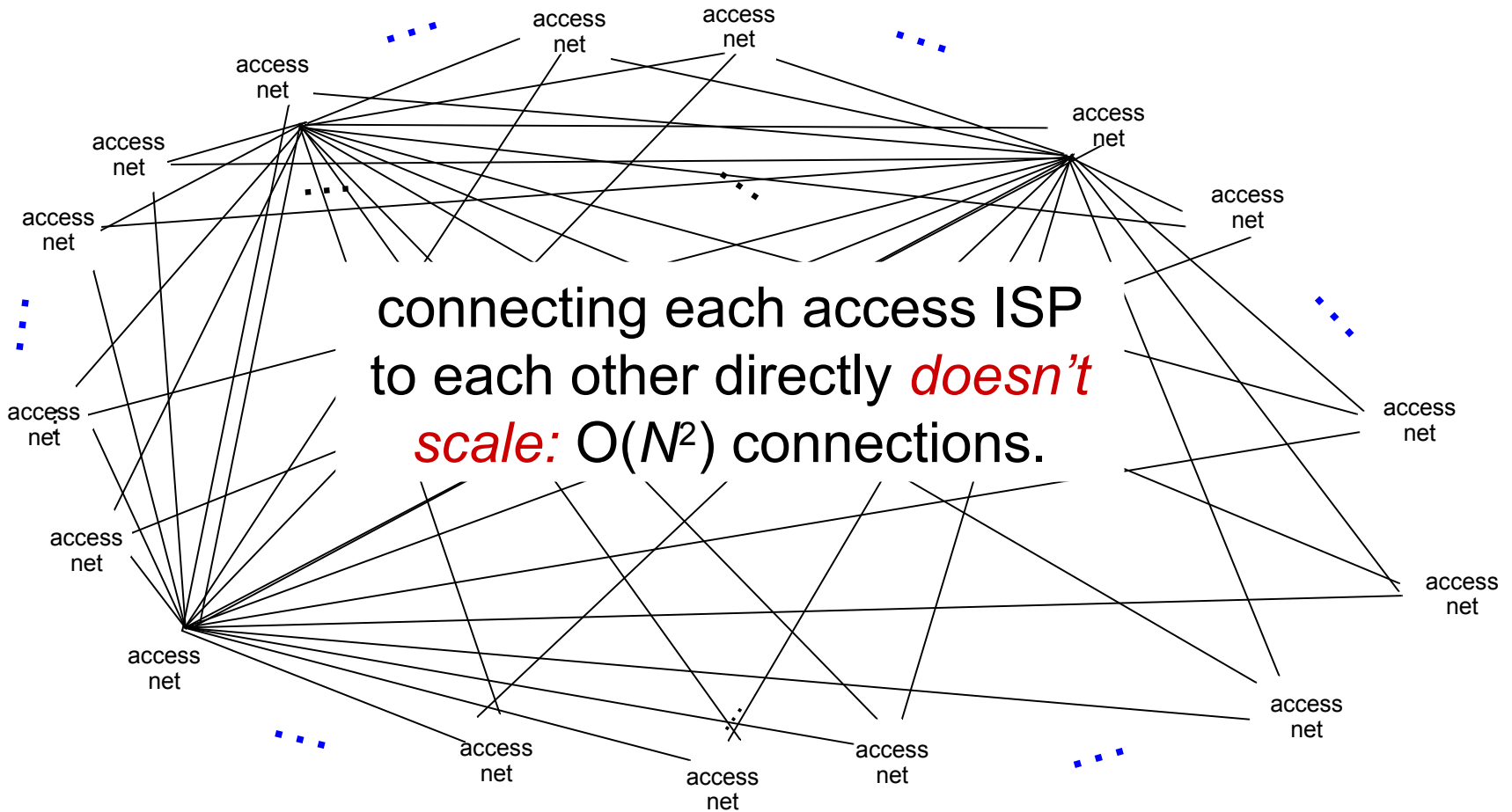
Internet structure: network of networks

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



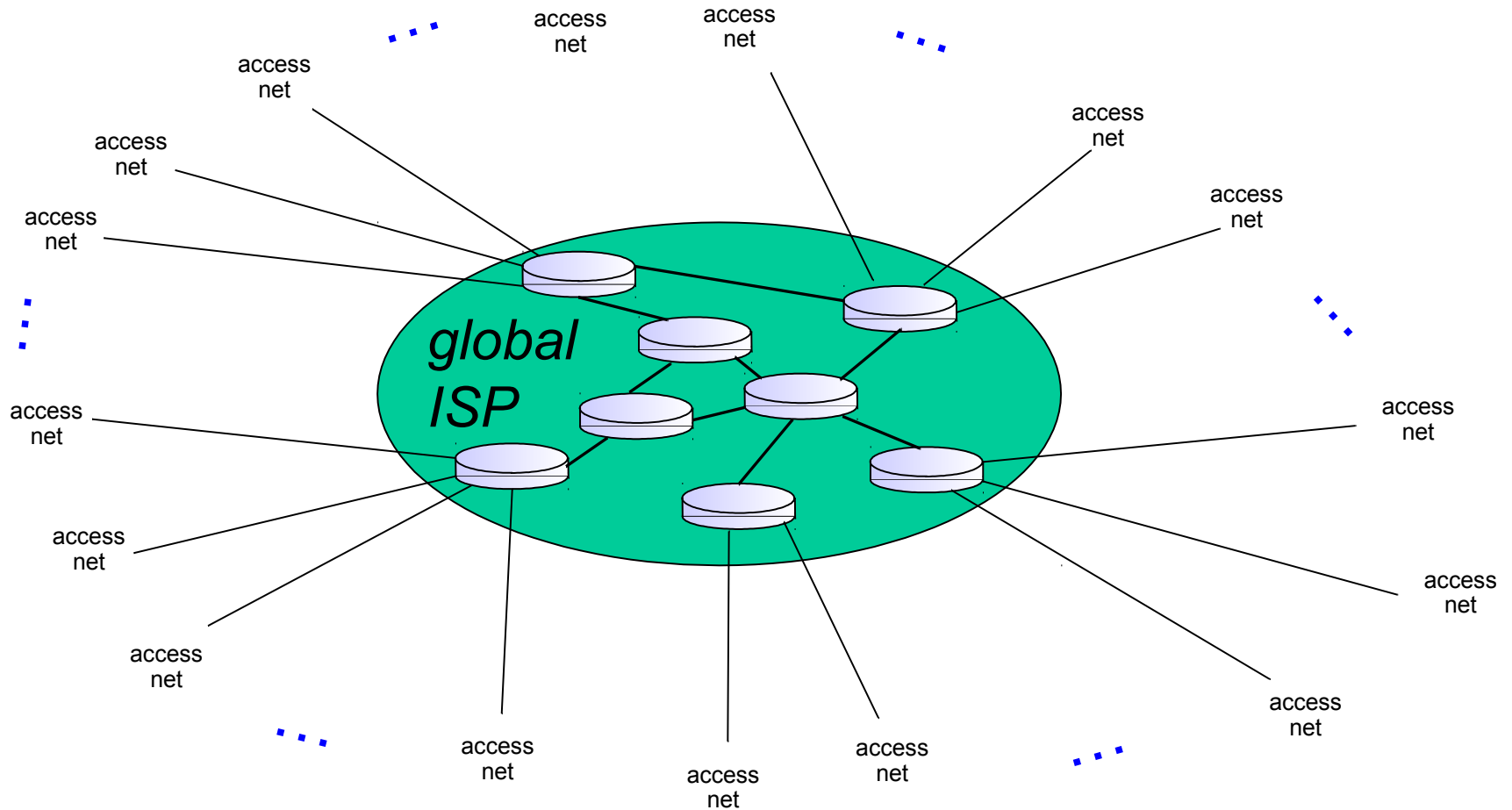
Internet structure: network of networks

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



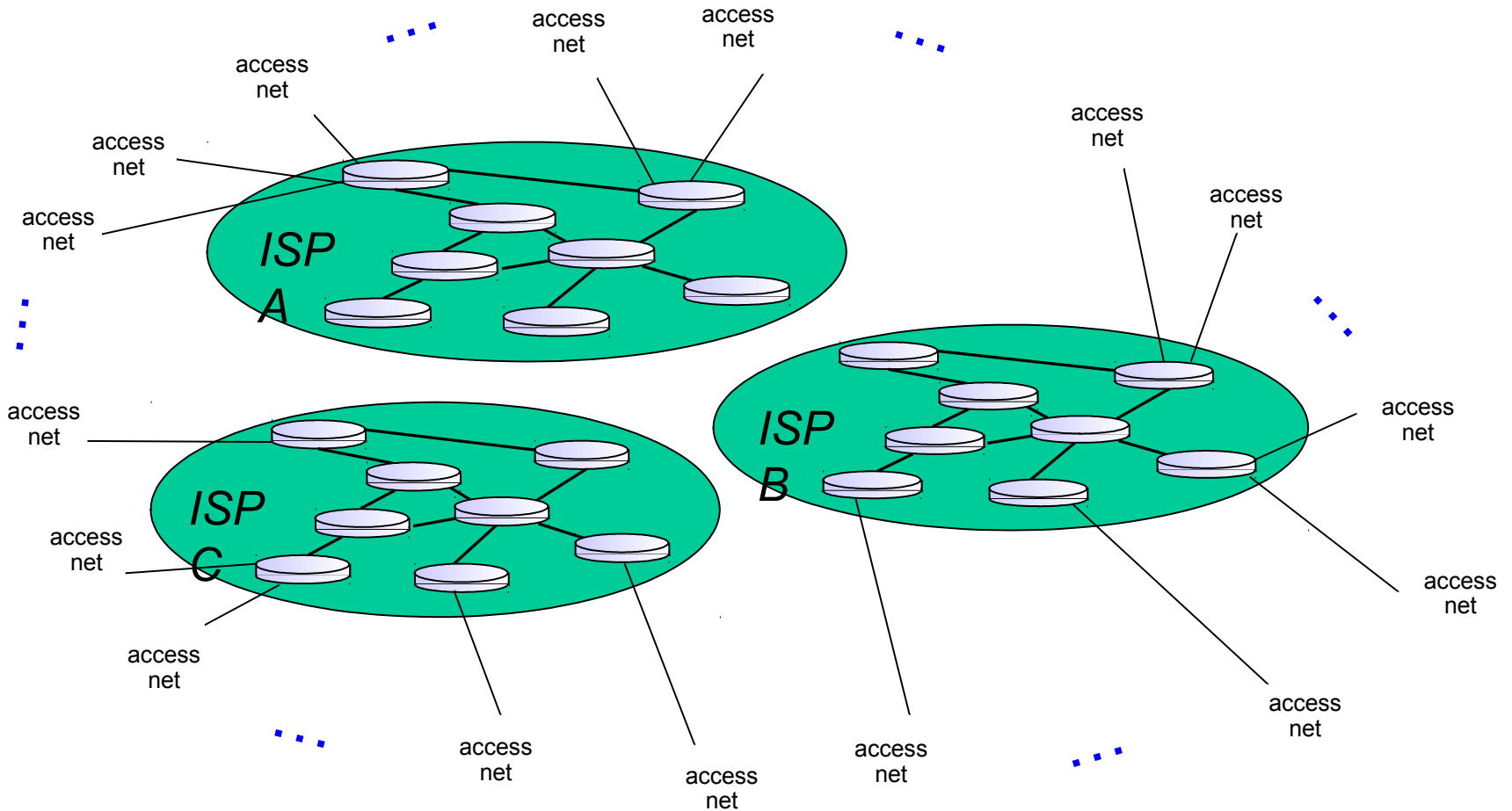
Internet structure: network of networks

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



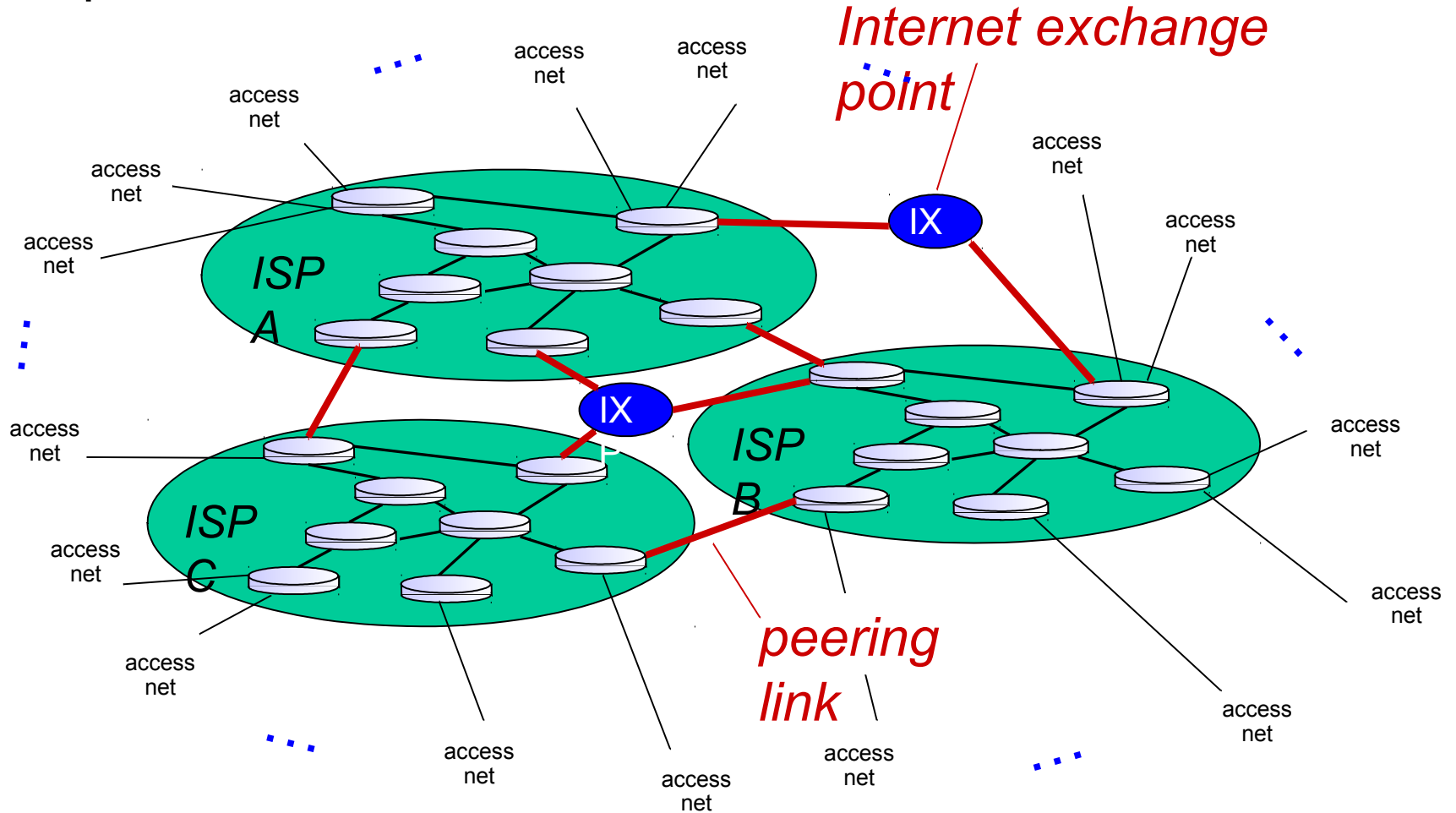
Internet structure: network of networks

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



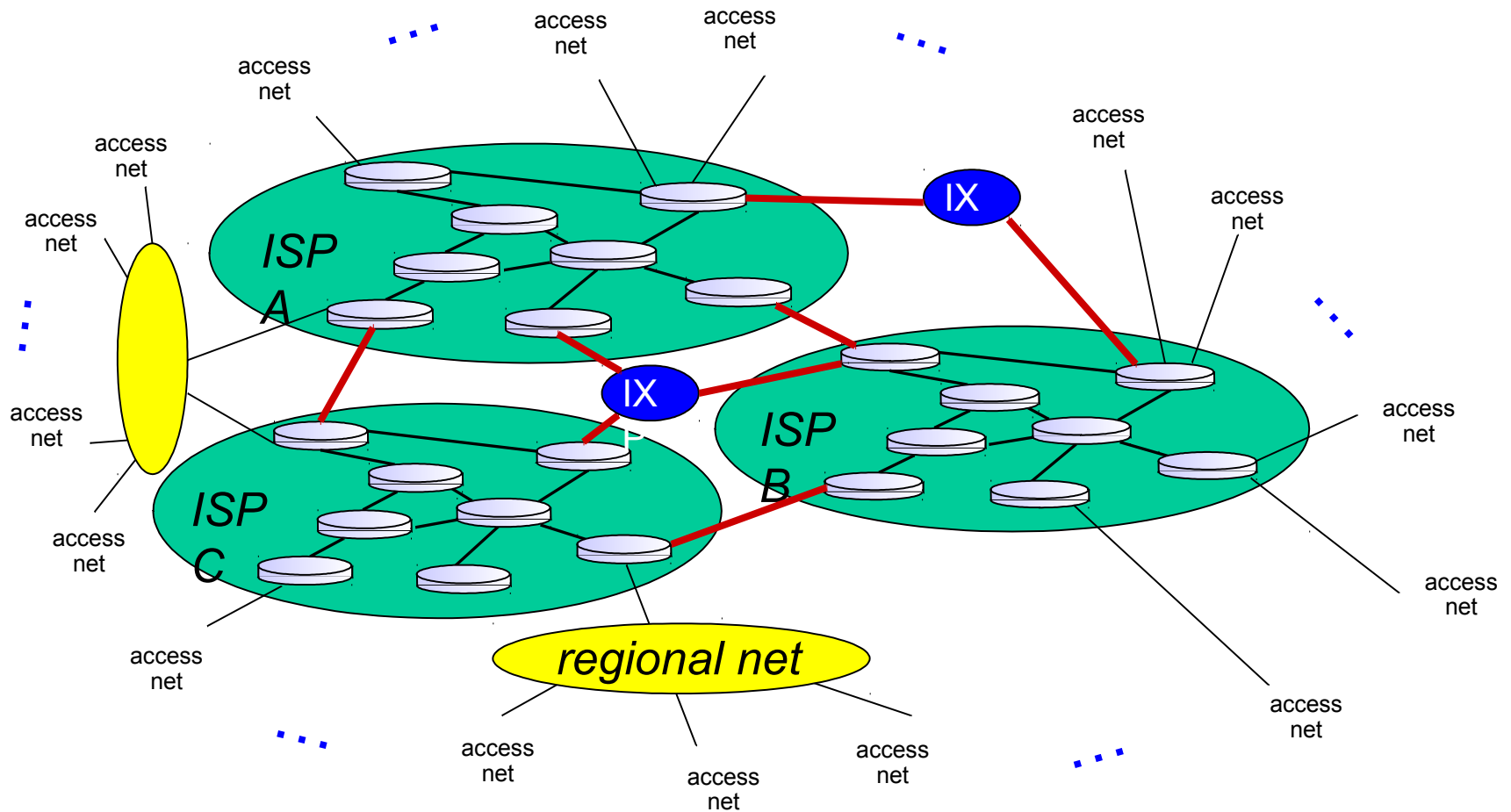
Internet structure: network of networks

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



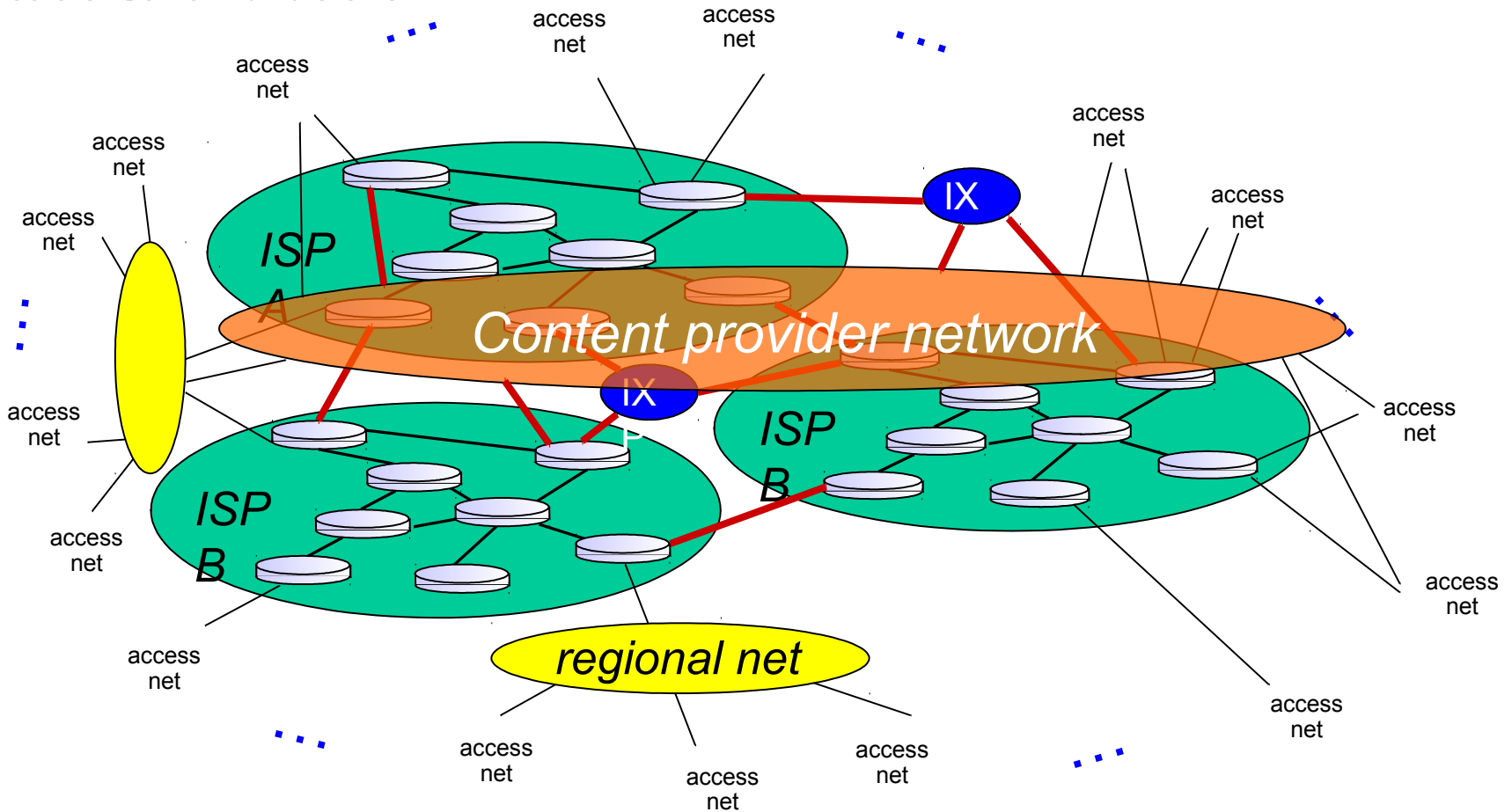
Internet structure: network of networks

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

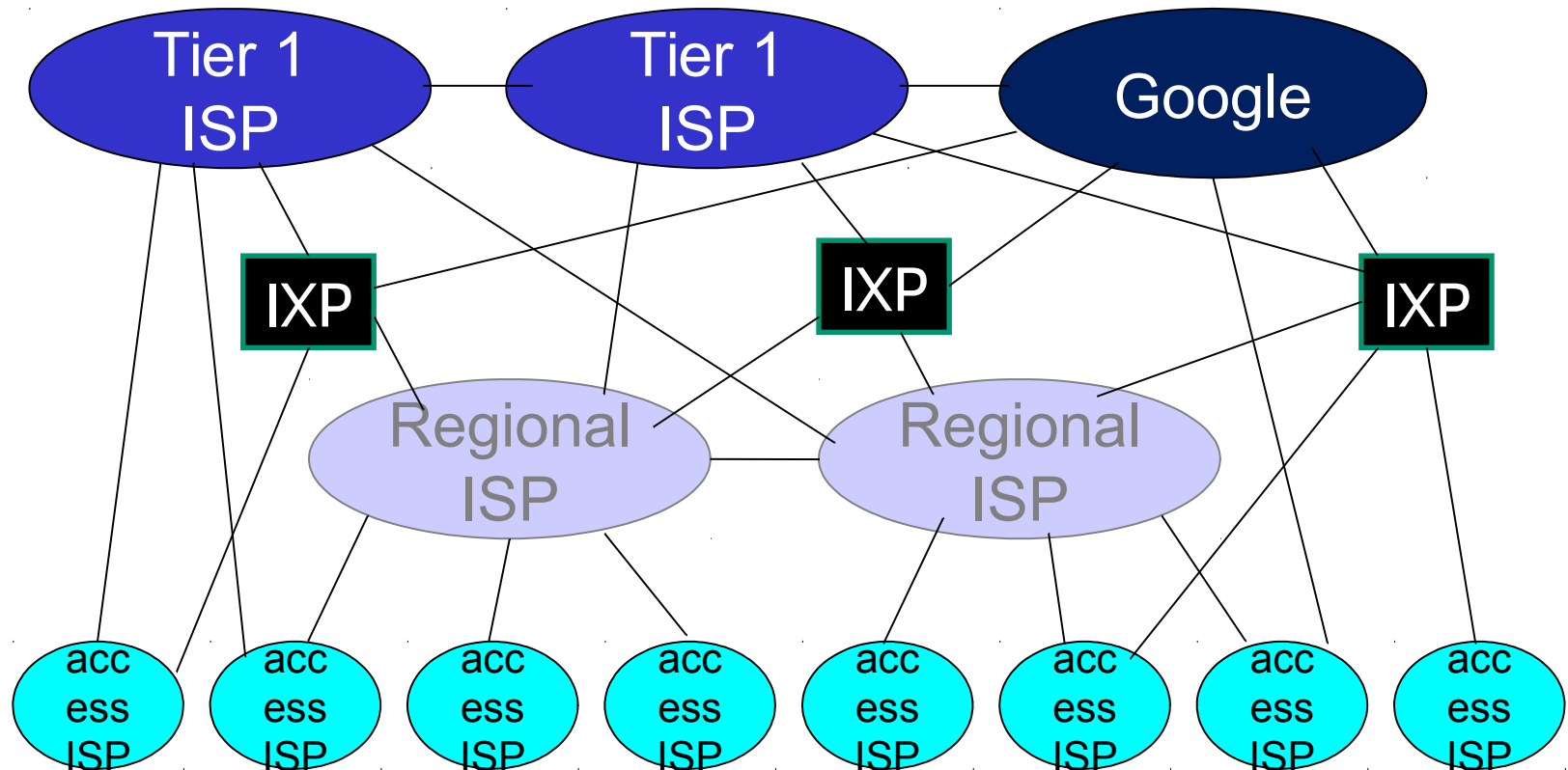


Internet structure: network of networks

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

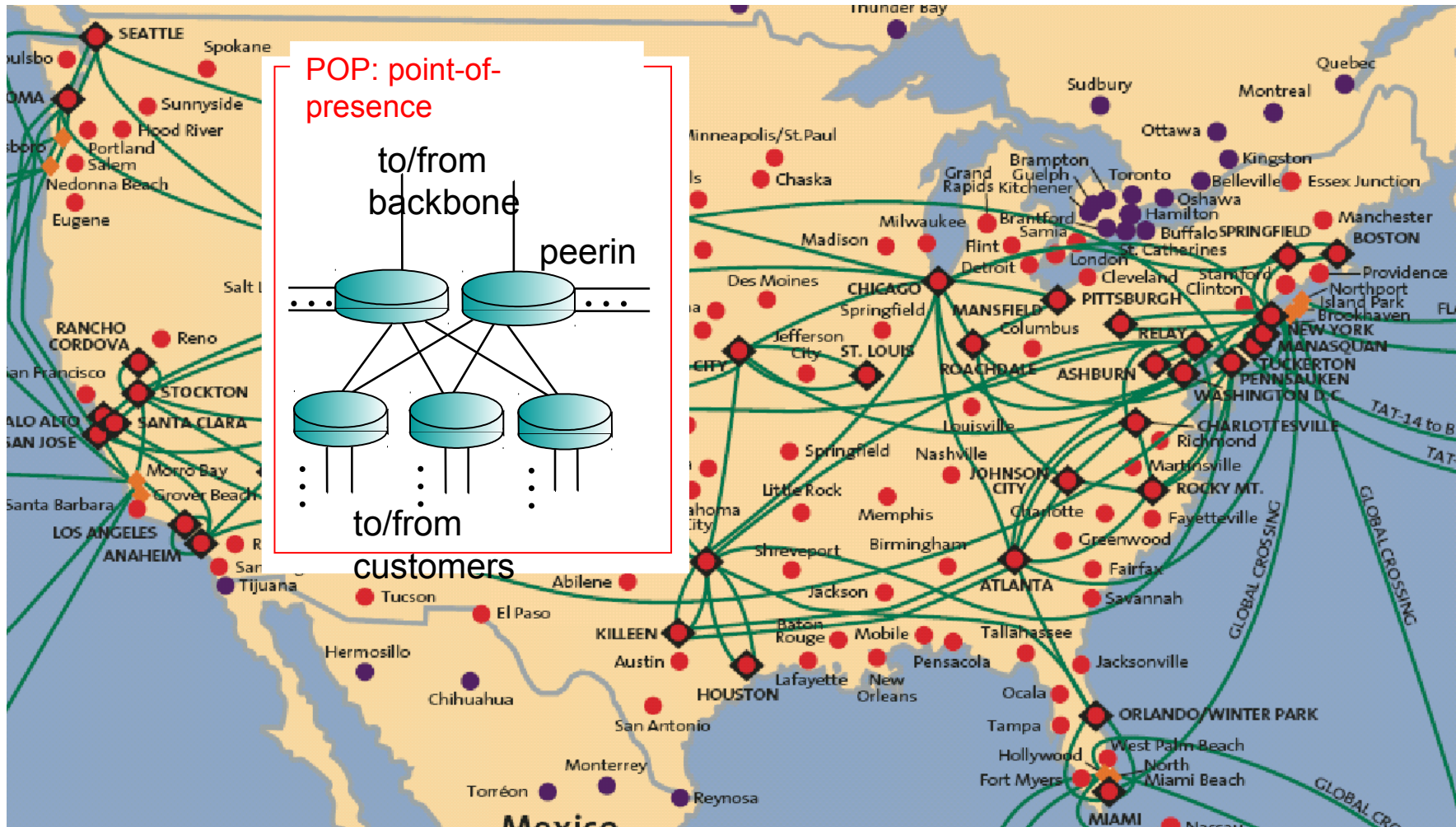


Internet structure: network of networks



- ❖ 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

Tier-1 ISP: e.g., Sprint



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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?

Organization of air travel

ticket (purchase)

baggage
(check)

gates (load)

runway takeoff

airplane routing
airplane
routing

ticket
(complain)

baggage (claim)

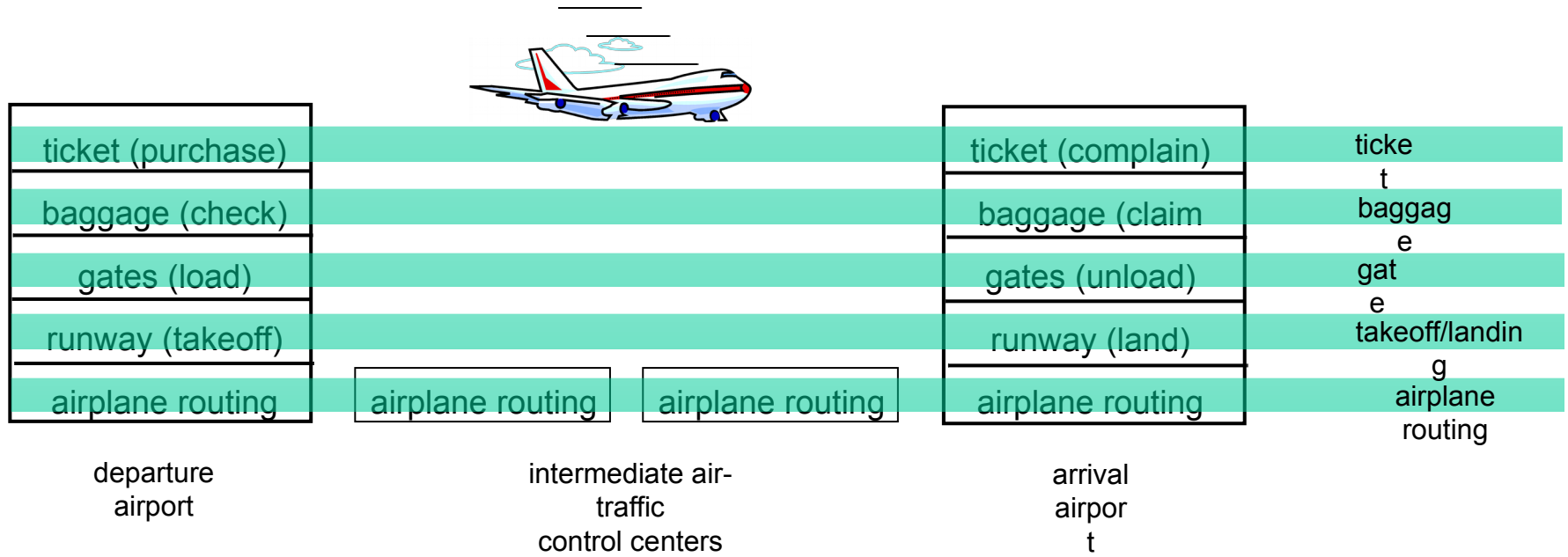
gates (unload)

runway landing

airplane routing

❖ a series of steps

Layering of airline functionality



layers: each layer implements a service

- via its own internal-layer actions
- relying on services provided by layer below

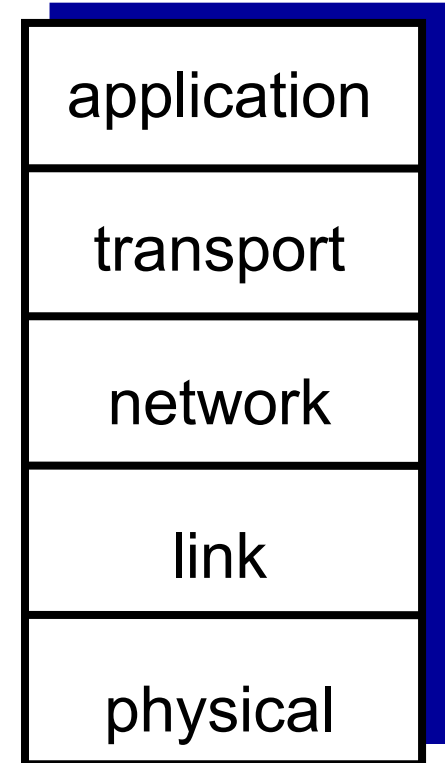
Why layering?

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?

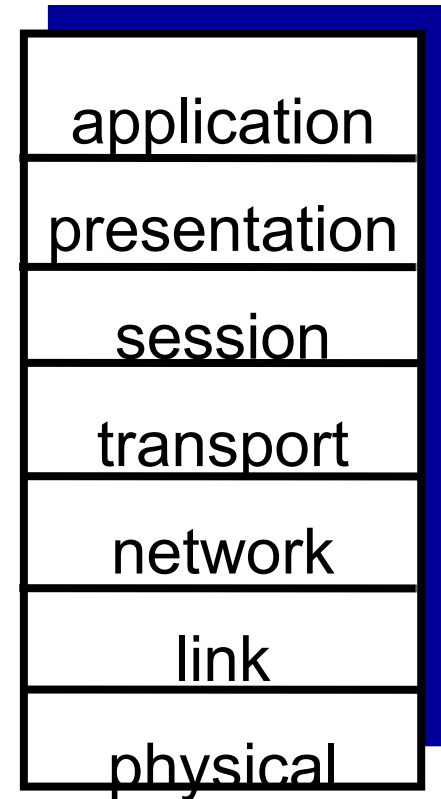
Internet protocol stack

- ❖ **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, 802.11 (WiFi), PPP
- ❖ **physical**: bits “on the wire”

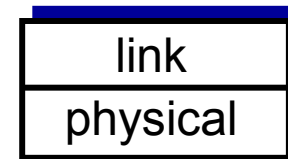
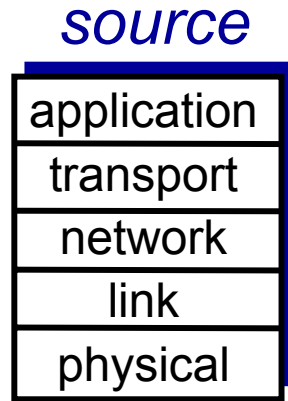
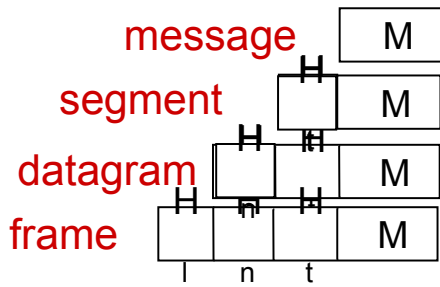


ISO/OSI reference model

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

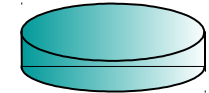
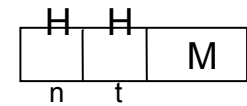
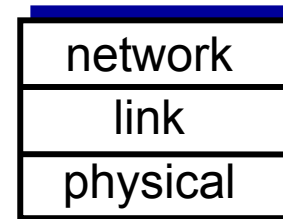
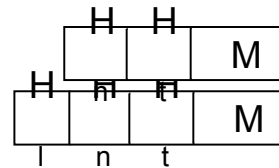
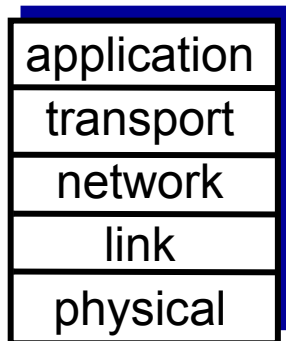
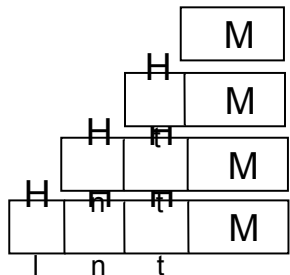


Encapsulation



switch

destination



router

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!*