Chapter 1: Conceptual Basis

Section 1

V 2.3

Based on textbook *Conceptual Computer Networks* by:

Leading questions

- What are the principles guiding the communication between two parties?
- When can a communication be considered fast and efficient?
- What are the landmarks about the development of Internet?
- Why is networking essential for progress?
- What is a network architecture?

Flow of topics

- **Motivation**
  - Hosts and Applications
- **Network architecture**
  - Layers and service interfaces
- **Core Concepts**
  - Media
  - Signals
  - Information and Coding
- **Patterns**
  - Essential Data Communications
- **Core metrics**
  - Performance of networks

Cooperating host applications

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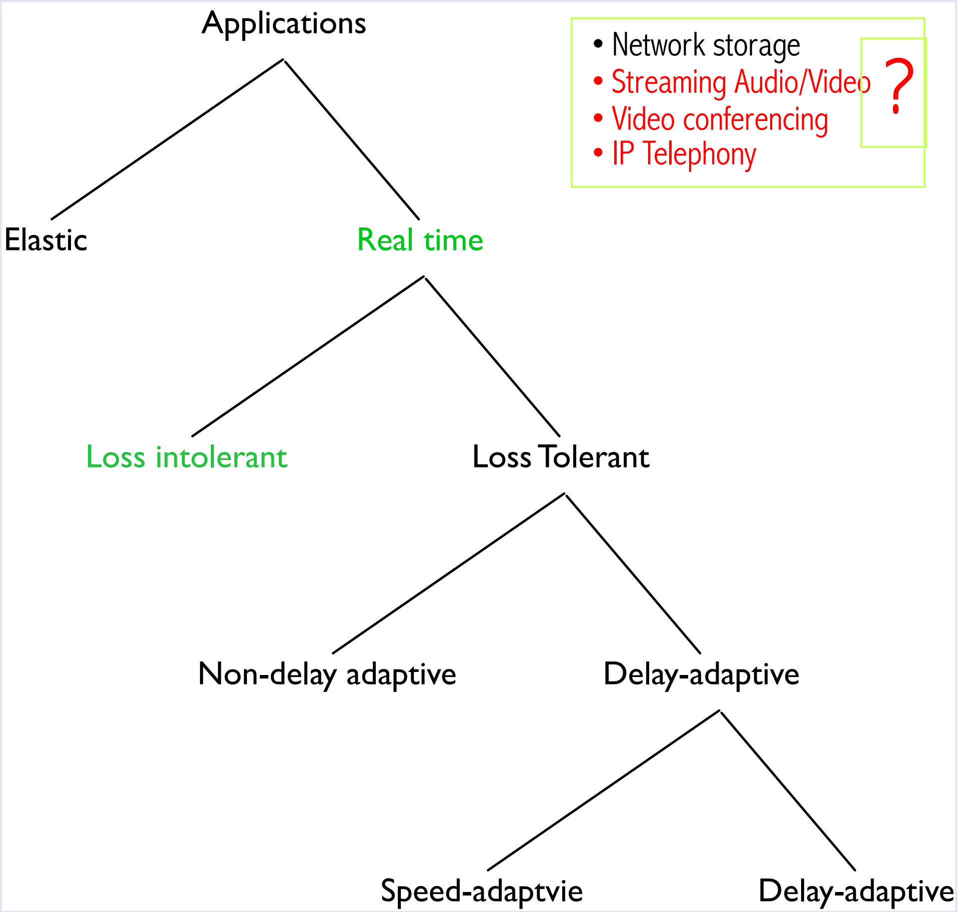
- Applications are computer programs
- Communicate over the Internet
- At work, at home and mobile
- Vastly differing requirements

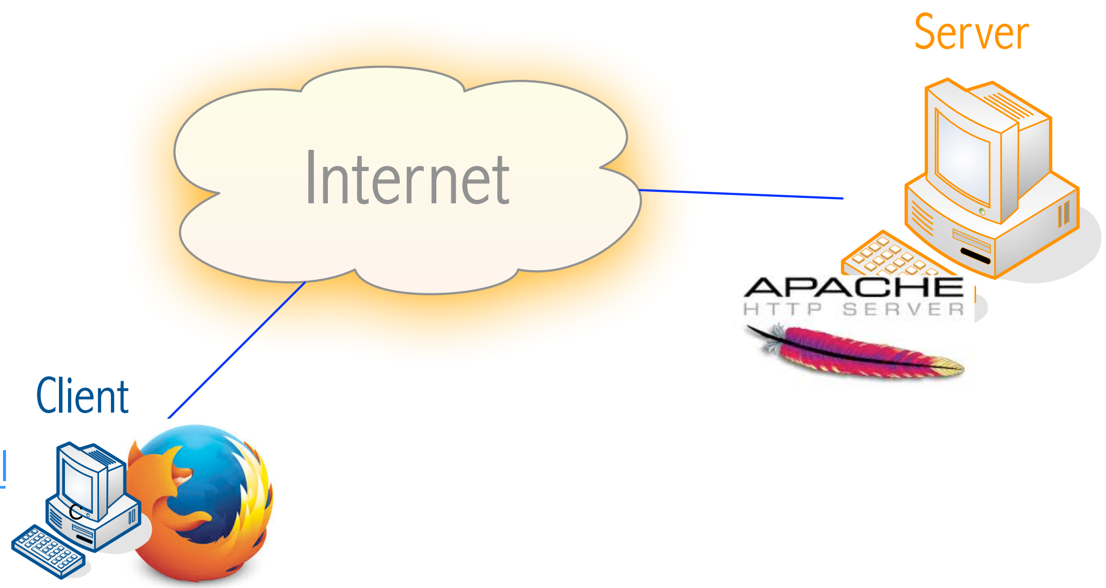
- e-mail: smtp, pop3, imap
- File Sharing, file transfer: ftp, rcp, scp
- Printer sharing
- Virtual terminal: telnet, ssh (Secure Shell)
- e-commerce
- Geolocation
- World Wide Web (www)
- Social Networks
- Instant Messaging (Whatsup, …)



© Summary graph by Larry Peterson and Bruce Davie (From Clark, Schenker and Zangh)

Essential Internet service: www

- Web pages are downloaded by the client from the server
  - Client and server speak the http protocol
  - http = Hyper Text Transfer Protocol
- www = World Wide Web:
  - A distributed, Client/Server application
    - Server program (e.g., Apache)
    - Client program (e.g., Firefox)
- URL
  - Uniform Resource Locator
  - http://paloalto.unileon.es/cn/index.html
- HTTP, in turn uses the TCP protocol for reliability
  - TCP = Transmission Control Protocol
  - TCP provides reliability
    - In case of packet loss, duplication, errors, etc



Units and multipliers

- **Bandwidth**
  - Directly related to the acceptable speed of bit transmission over some medium
  - Number of bits transmitted in one second:
    - Bps (Bits Per Second = Bits/Sec)
  - Since bandwidth is a rate, the multipliers take on the following values:
    - K (Kilo = 10^3)
    - M (Mega = 10^6)
    - G (Giga = 10^9)
    - T (Tera = 10^{12})
- **Delay**
  - Seconds
  - How much time it takes to transport one bit from a source to a destination directly connected
  - Propagation delay
- **Jitter**
  - The variance of the delay

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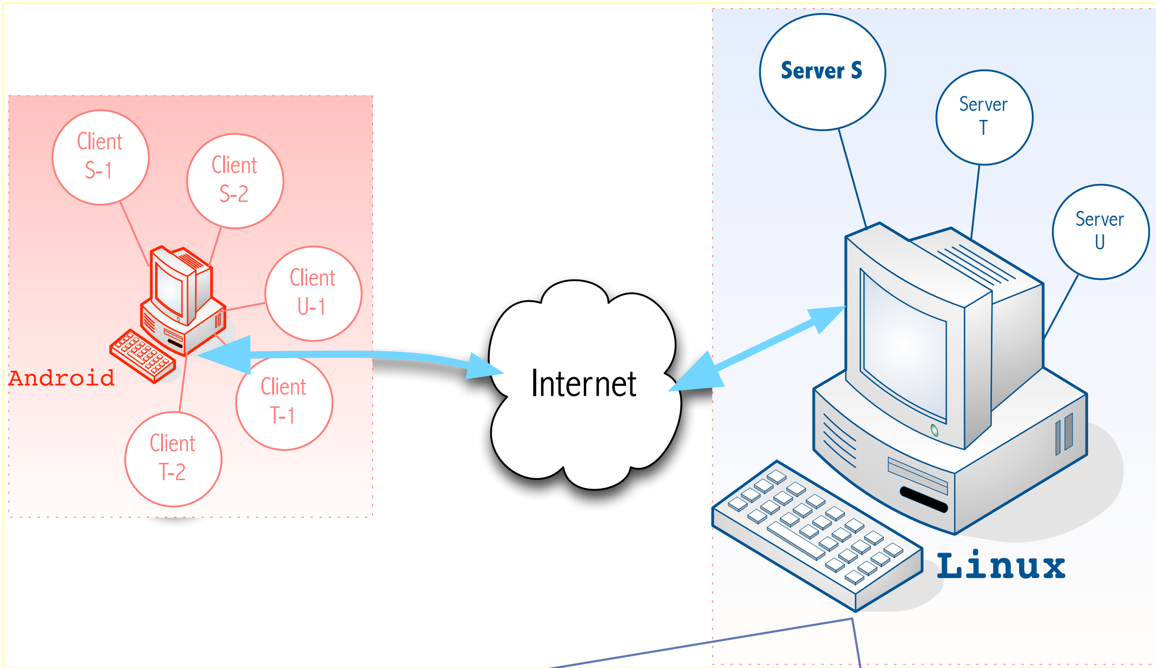
Network Architecture

Manage the complexity of networks

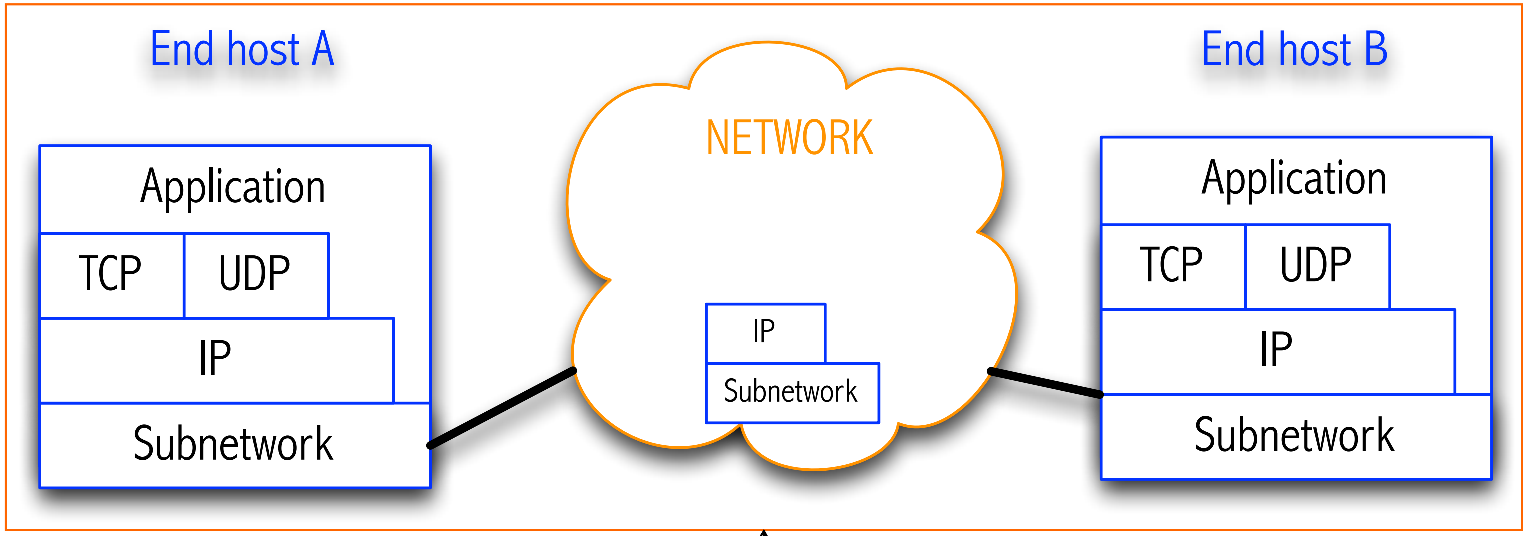
Logical channels

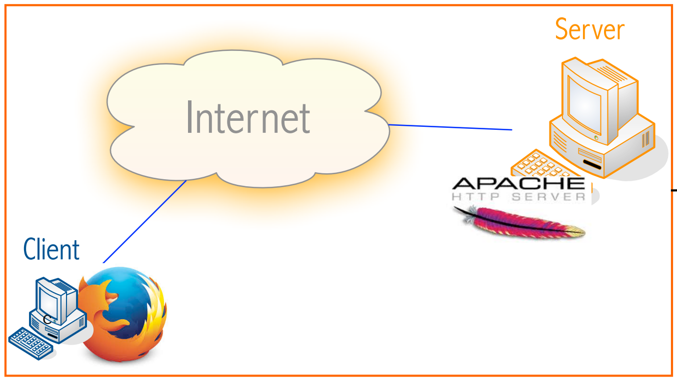
- Applications communicate over the Internet
- The channel between two communicating applications is logical
- Each channel:
  - *Connects* two applications
  - Hosts must be identified:
    - IP address
  - Applications must be identified:
    - Port numbers



How to **hide** network **complexity** from application **programmers?**

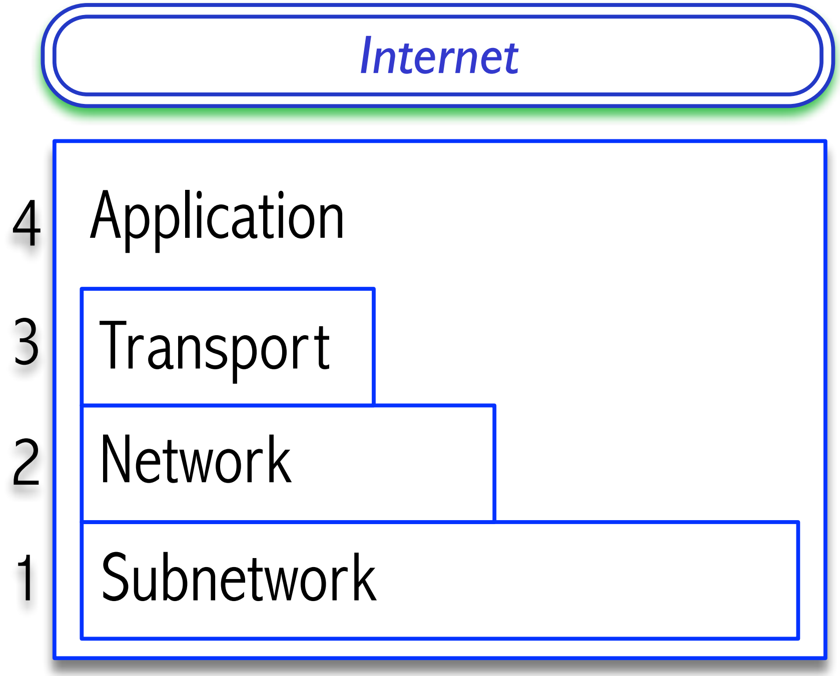
Layering in hosts and network





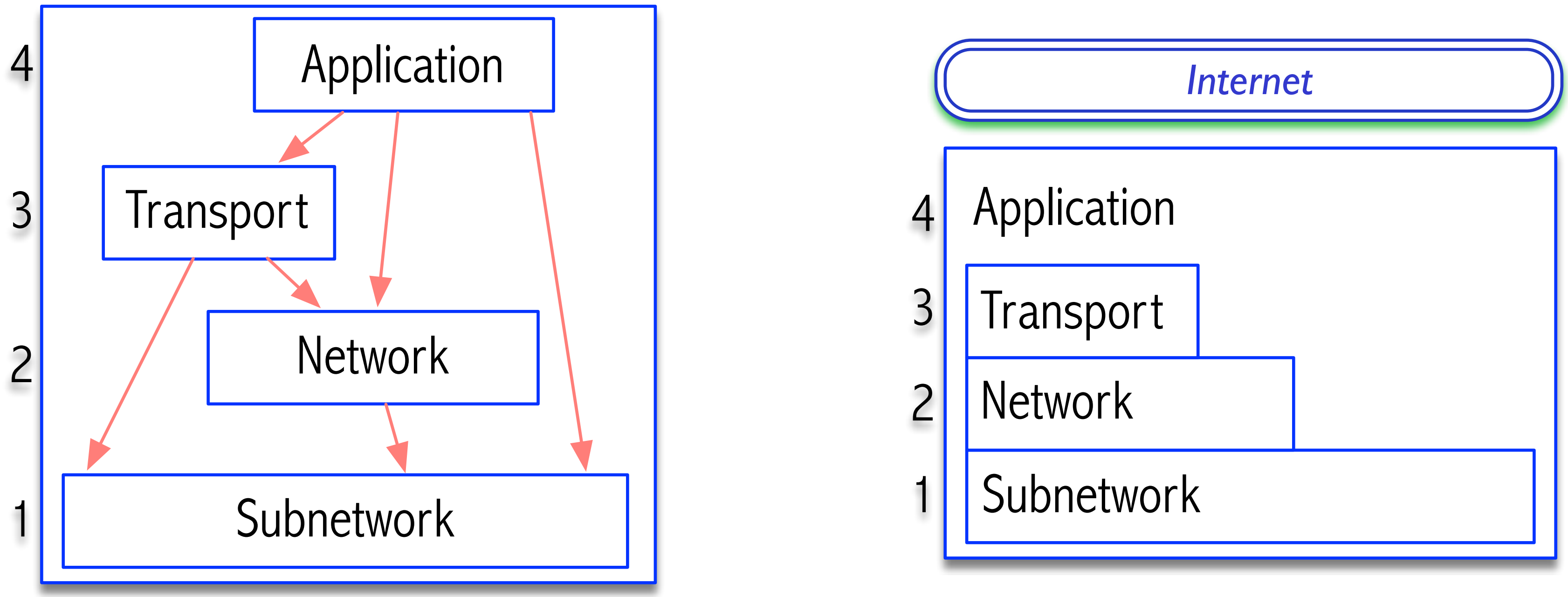
Internet Architecture

- Network complexity is organized into 4 layers
  - Each *layer*
    - Offers a set of services to the upper layers
    - The mechanism that attains each service is a protocol
    - An upper layer avails one service from a lower layer by calling its interface

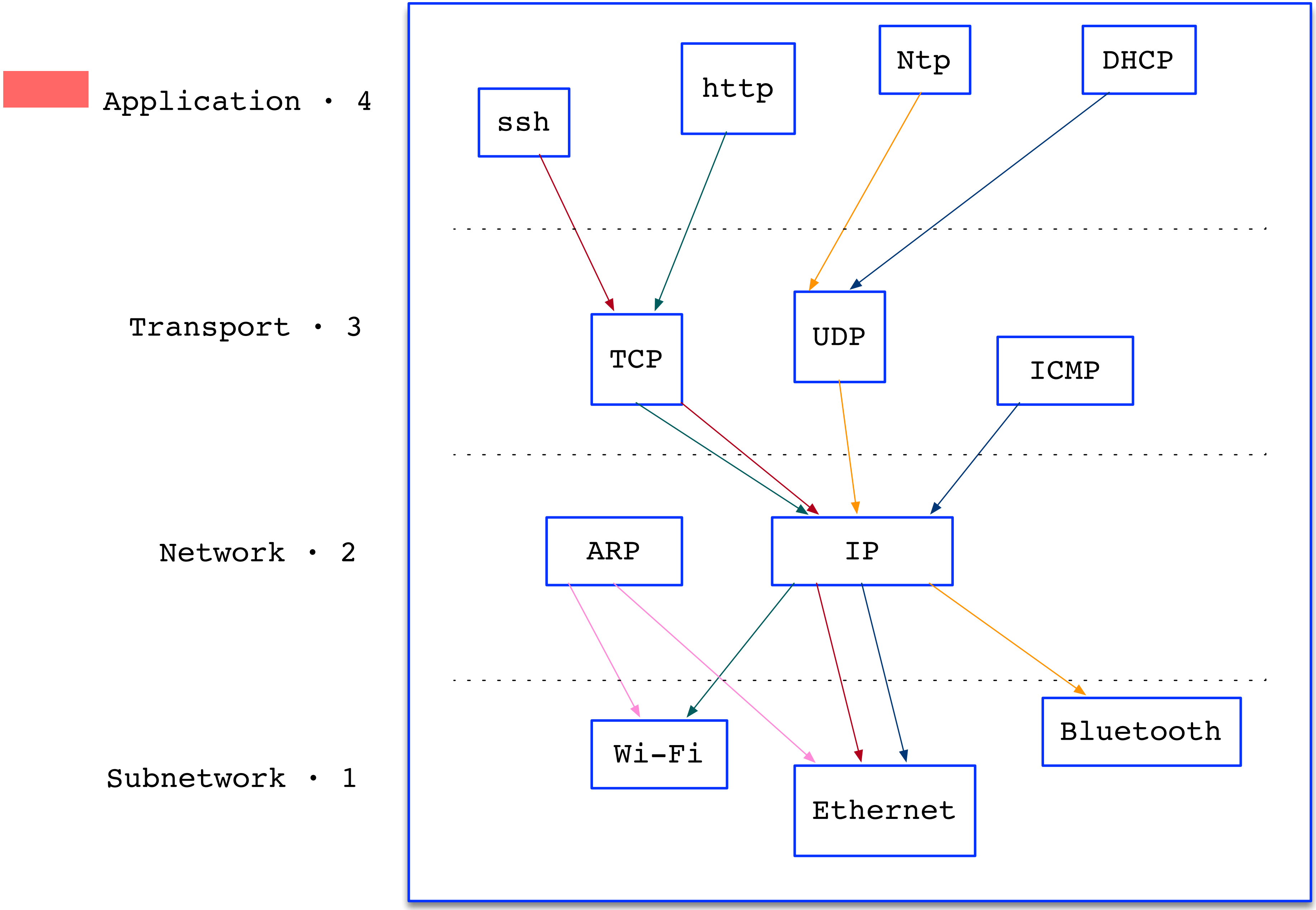


- 1. Subnetwork: Ethernet, Wi-Fi, Bluetooth
- 2. Network: Only IP !!!
- 3. Transport: TCP and UDP
- 4. Application: Whatsup and innumerably others

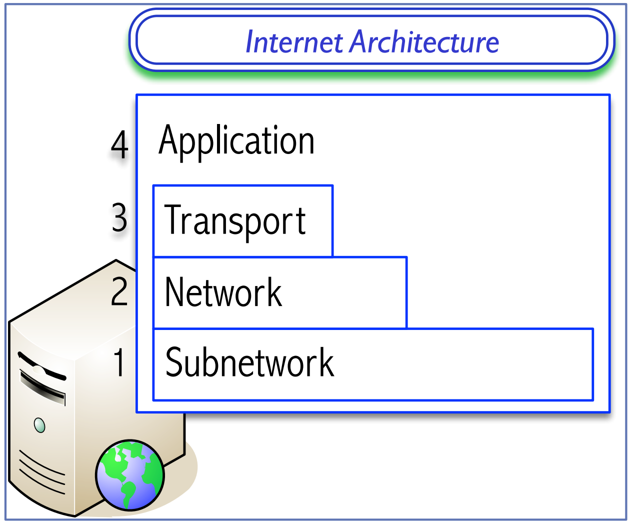
Internet Architecture

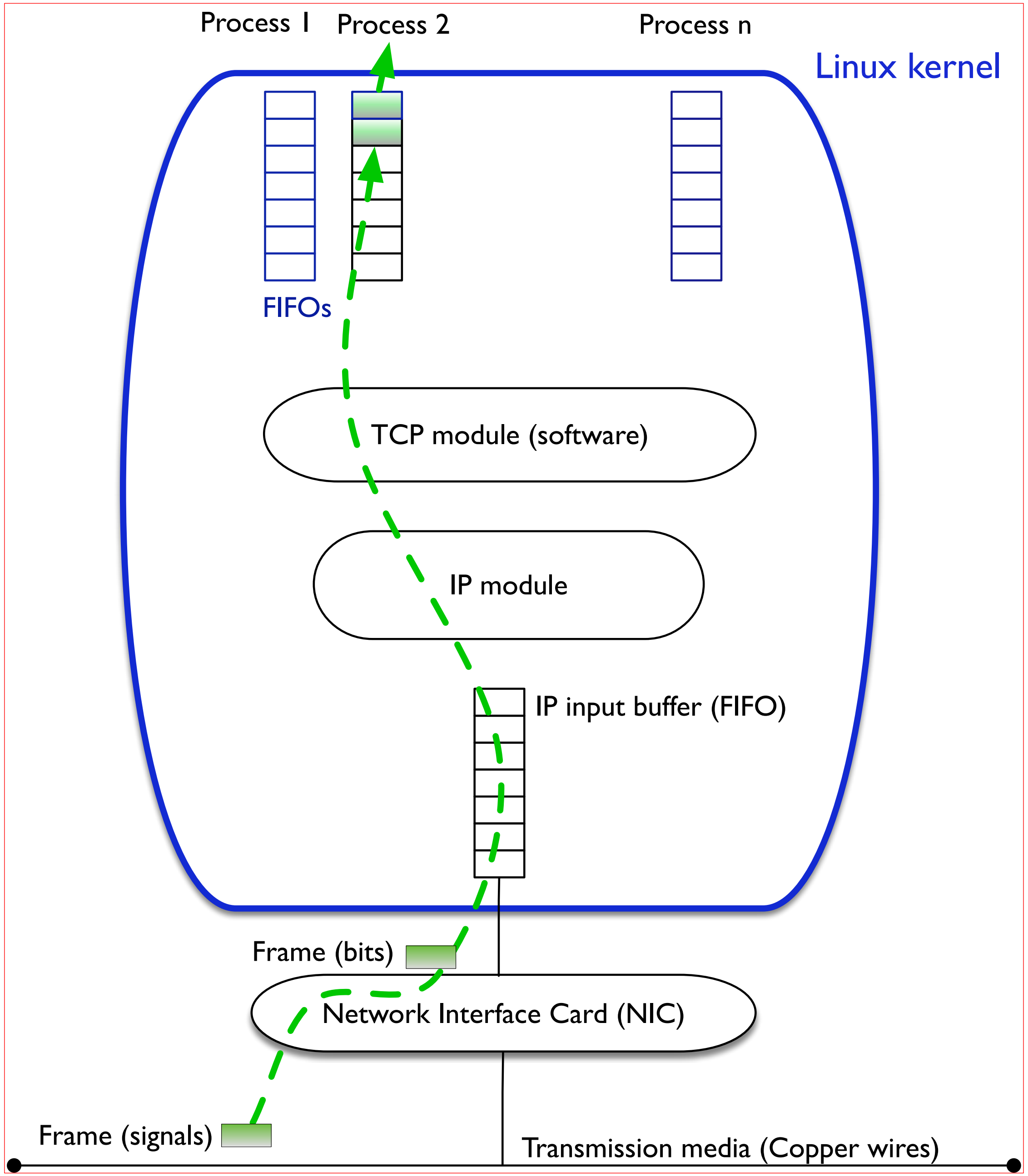


Typical Internet Protocol Stack



Implementation of protocols





Internet Architecture

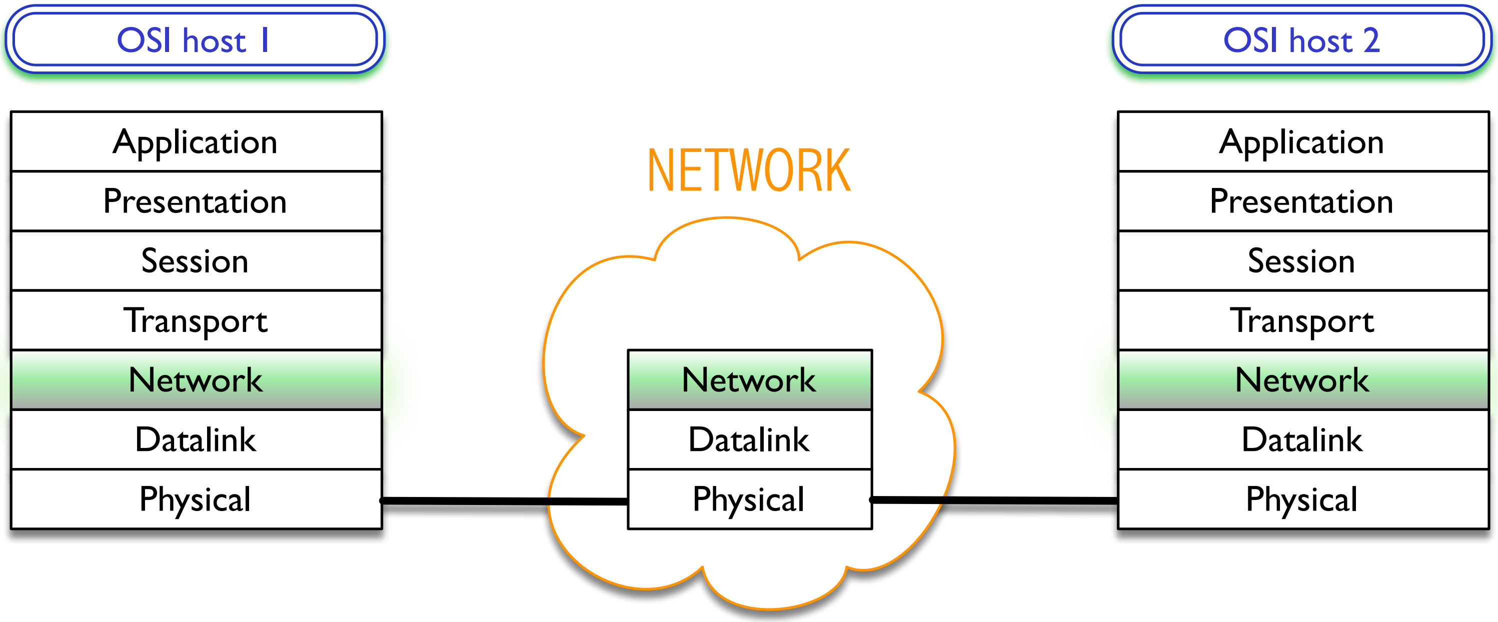
- Specified by Internet Engineering Task Force in 1970
- RFC 1287
- Derived from the TCP/IP Protocol suite
  - In any implementation of IE programs can call any layer's service interface
  - Only one network protocol: IP
    - Many application protocols
    - A few transports
    - Many link protocols
    - A **glass-shaped architecture**
  - IETF accepts protocols officially if they offer one reference implementation at least

15 Protocols and their Services

Protocols offer services

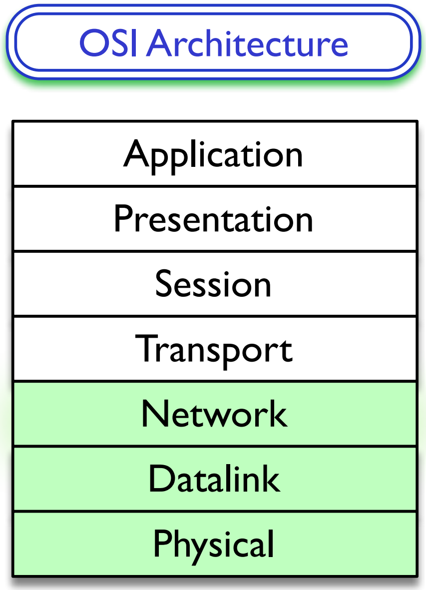
7-layer OSI Architecture

- A Reference Model
- Use of this architecture is limited to some specific protocols
  - IEEE 802.3, 802.1Q, 802.1P, 802.11 (Wifi), 802.15 (WiMax)
- Layering is strict



Description of OSI Layers

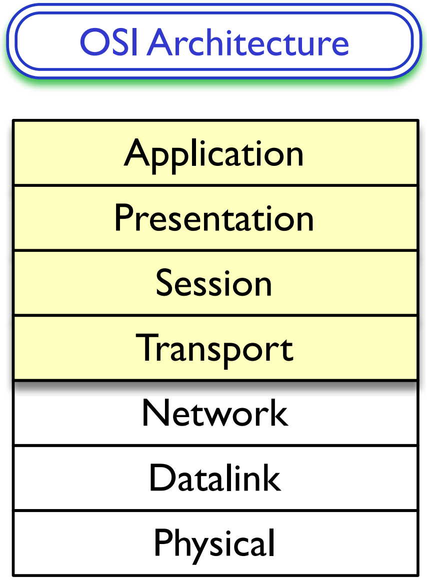
- Physical Layer
  - Handles the transmission of raw bits over a communication link
- Data Link Layer
  - Collects a stream of bits into a larger aggregate called a *frame*
  - Network adaptor along with device driver in OS implement the protocol in this layer
  - Frames are actually delivered to hosts
- Network Layer
  - Handles routing among nodes within a packet-switched network
  - Unit of data exchanged between nodes in this layer is called a *packet*



The lower three layers are implemented **on all network nodes**

Description of OSI Layers

- Transport Layer
  - Implements a process-to-process channel
  - Unit of data exchanges in this layer is called a *message*
- Session Layer
  - Provides a name space that is used to tie together the potentially different transport streams that are part of a single application
- Presentation Layer
  - Concerned about the format of data exchanged between peers
- Application Layer
  - Standardize common type of exchanges



The transport layer and the higher layers typically run only on end-hosts and not on the intermediate switches and routers

OSI, strict layering

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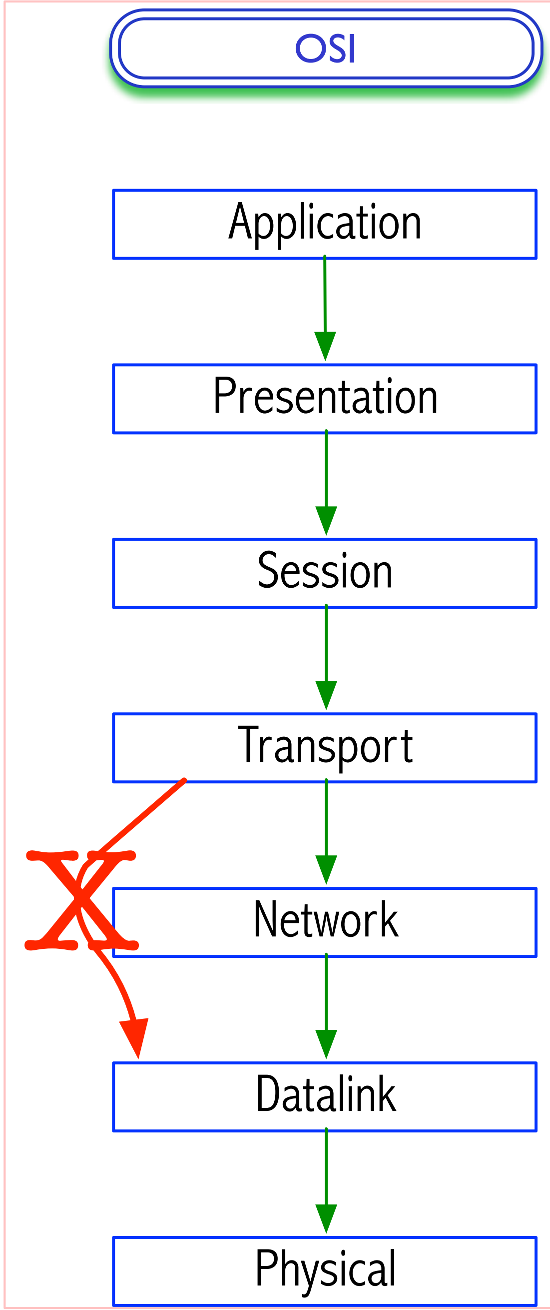
A layer only uses the services provided by the layer below

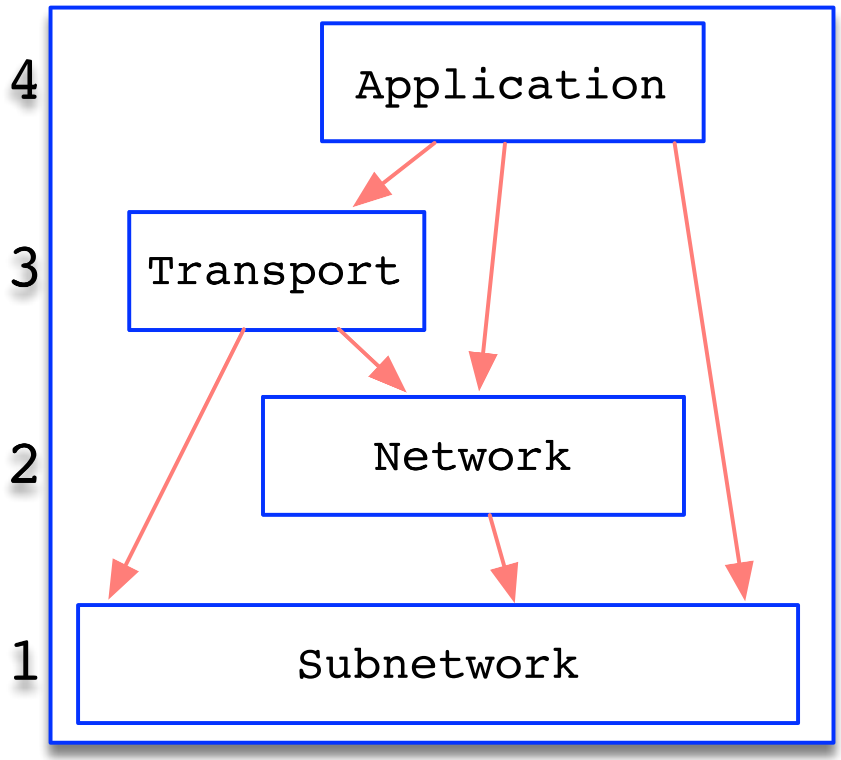
- The internal mechanisms of each layer remain hidden
  - Layer N+1 knows nothing about the internal mechanisms of layer N
- Example:
  - Transport layer can only use the Network layer



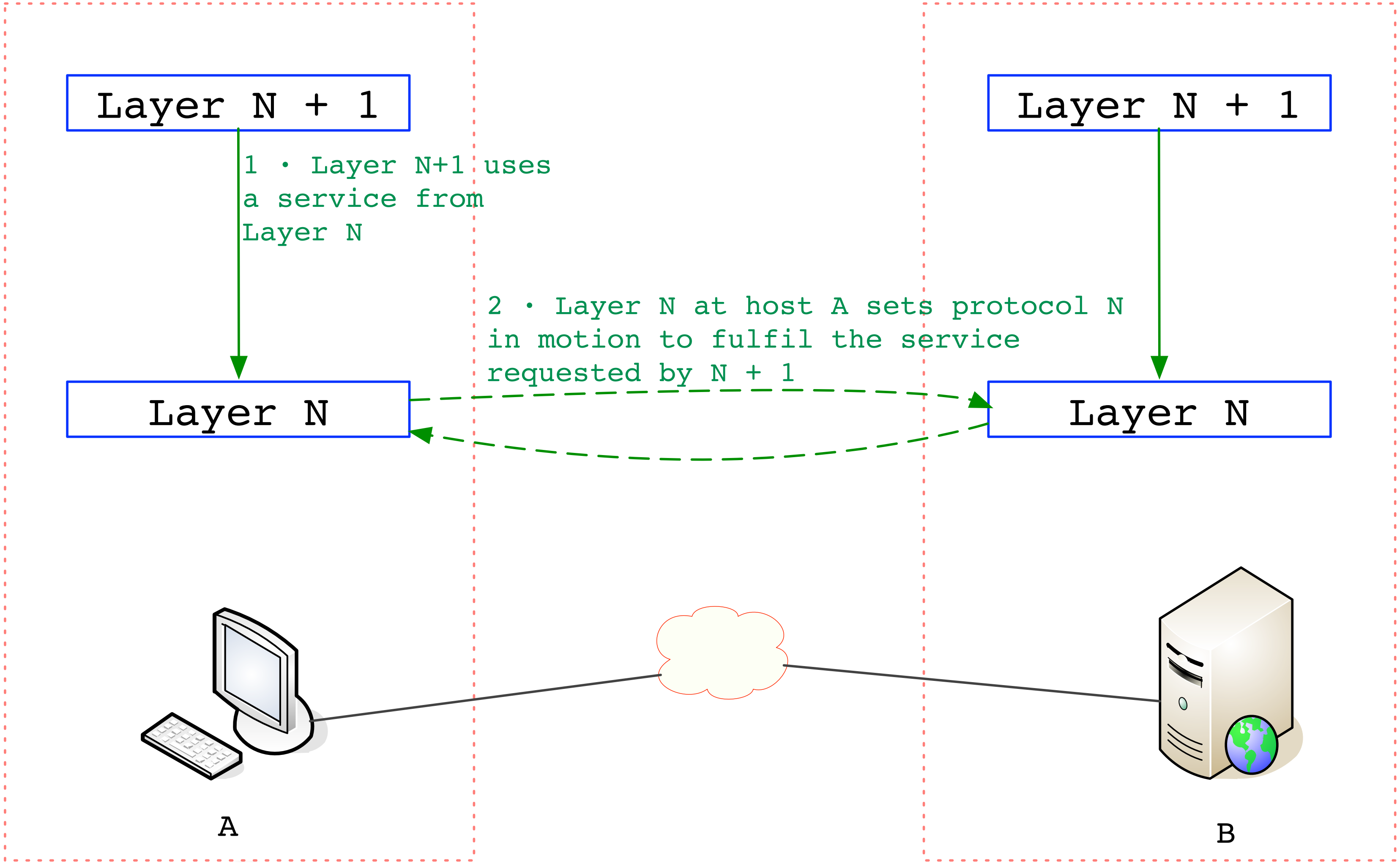
Layering in Internet, non-strict

A layer may use the services provided by *any* layer below

- The internal mechanisms of each layer remain hidden
  - Layer N+1 knows nothing about the internal mechanisms of layer N
- Example:
  - An Application protocol may use whichever lower layer



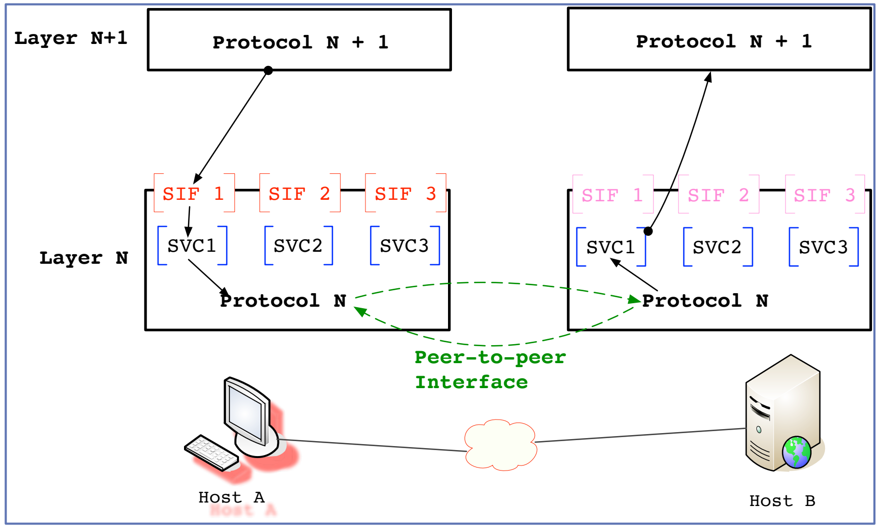
Protocol: The foreman of a service



N+1 represents *any* upper layer in IA (Internet Architecture)

Layer N+1 uses a service at Layer N

- Layer N
  - Several services: SVC1, SVC2
  - Each service is accessed through its **Service Interface:** SIF1, SIF2
  - The protocol N (Host A) fulfils the functionality offered by SVC by exchanging messages with protocol N at Host B
  - These messages comprise the **Peer-to-Peer Interface**

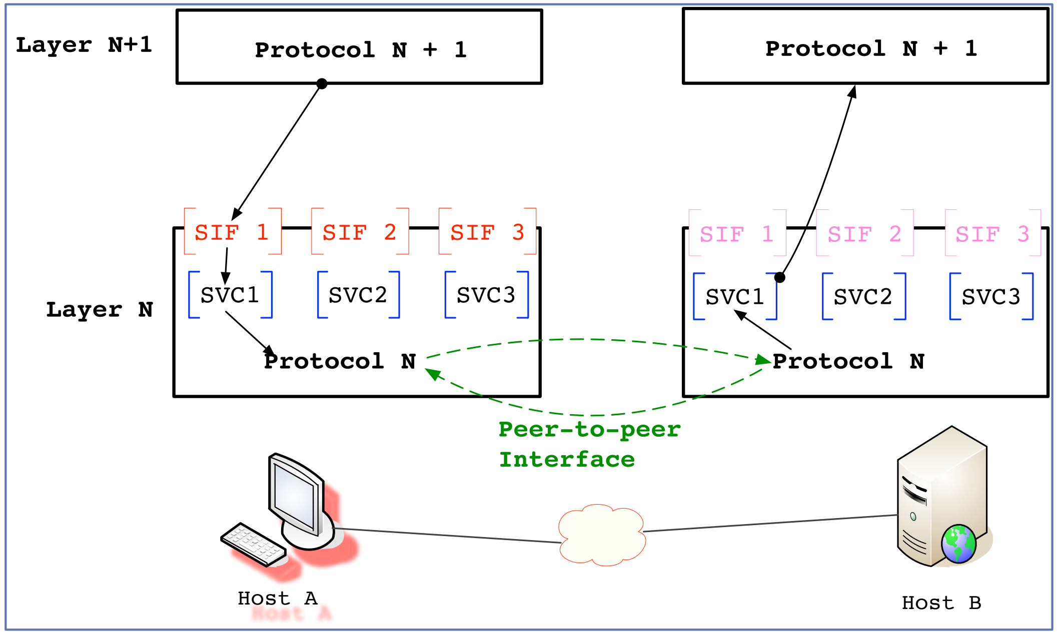


N+1 represents *any* upper layer in IA (Internet Architecture)

Example: A runs Linux; B runs Windows

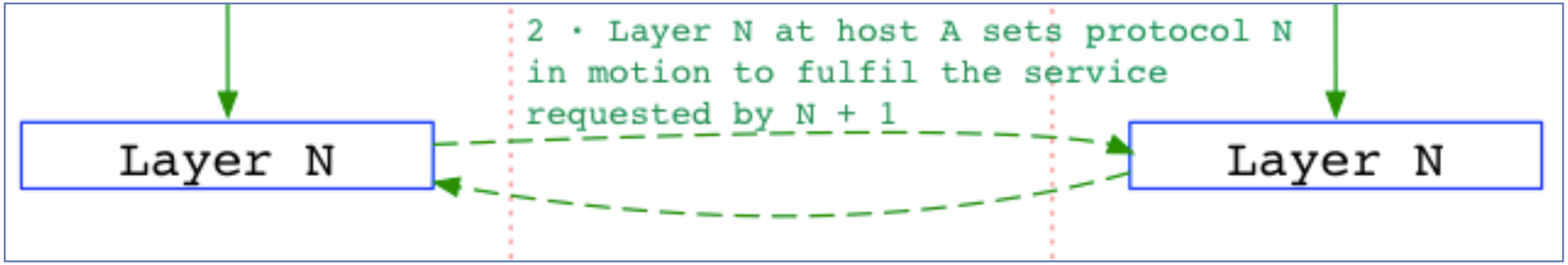
- Equal layers at A and B must implement the **same protocol**
  - *Same peer-to-peer interface*

- However, **Service Interfaces at A and B** might be present differences



Peer-to-peer interface

- The syntax and the semantics of the messages exchanged by the two peers must follow a formal specification
  - ASN.1, Abstract Syntax Notation
- Normally, we refer to the peer-to-peer interface with the same word: protocol
- Protocols of Internet are specified by the IETF
  - RFC: Request For Comments
  - Example: The ICMP protocol is specified in RFC 792



Encapsulation and Multiplexing: *Concept*

- What information is sent from N+1 to N through the SIF (Service Interface)?
  - Protocol N+1 sends a N+1 Data Unit to Protocol N
  - Protocol N encapsulates the N+1 Data Unit into a fresh N Data Unit:
    - Payload(N+1) + Header(N)
    - This scheme is reproduced at each service use
  - **Data Unit**: A bit string produced by a protocol
  - **Encapsulation**: Appending a Header to a Data Unit

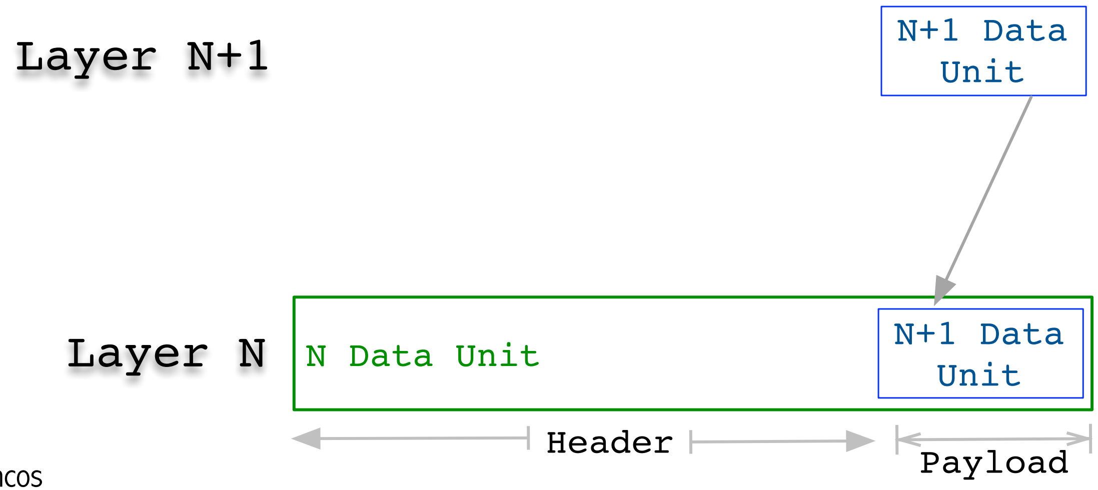
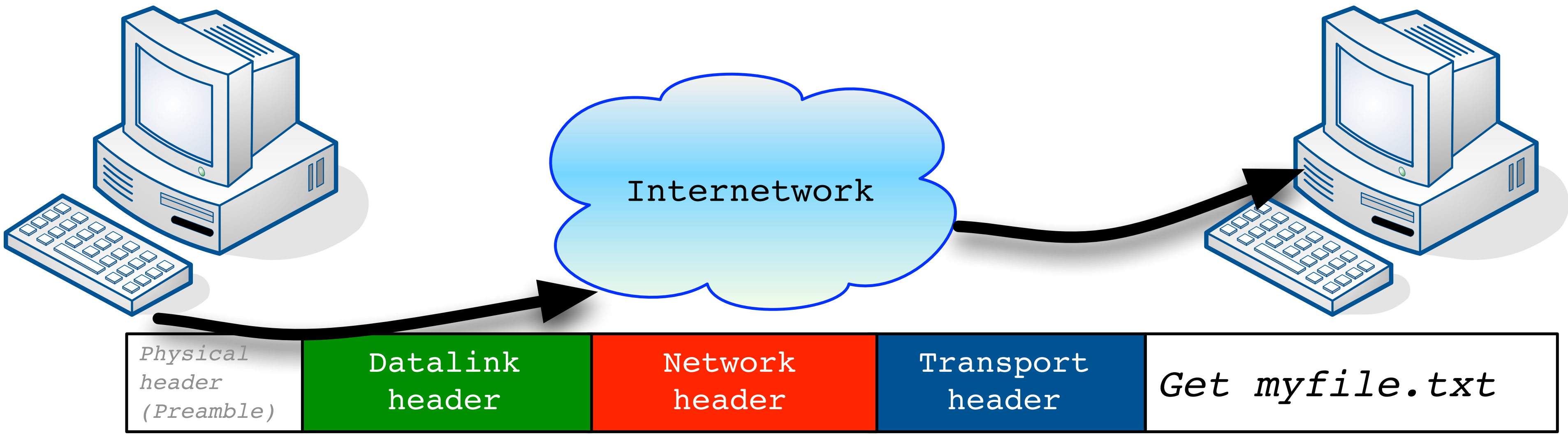
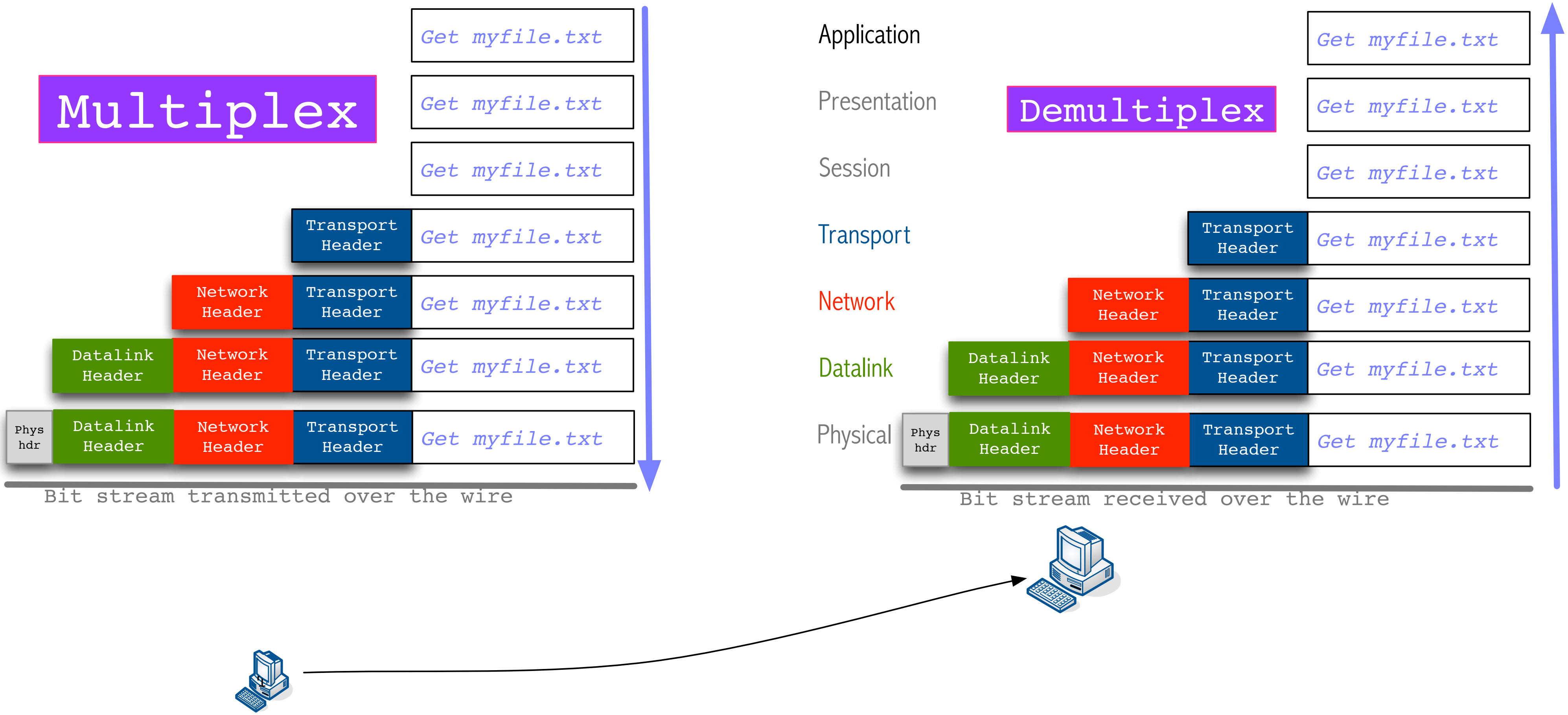


Illustration of encapsulation in OSI



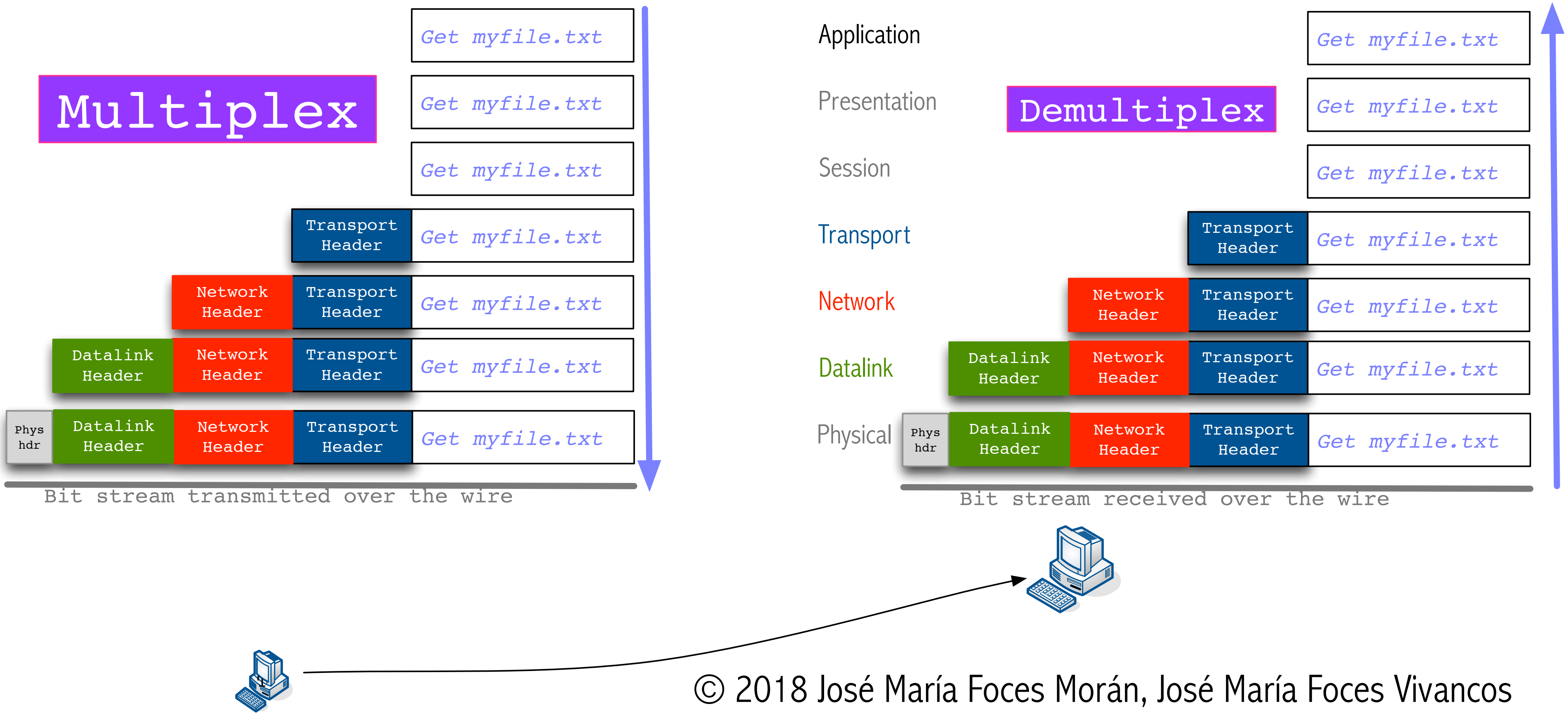
Multiplexing

- Transmitter multiplexes several flows by having each layer add its header which contains addressing information



Demultiplexing

- Receiver demultiplexes several flows by having each layer analyze its header which contains addressing information about the upper-layer protocol that is to receive the payload



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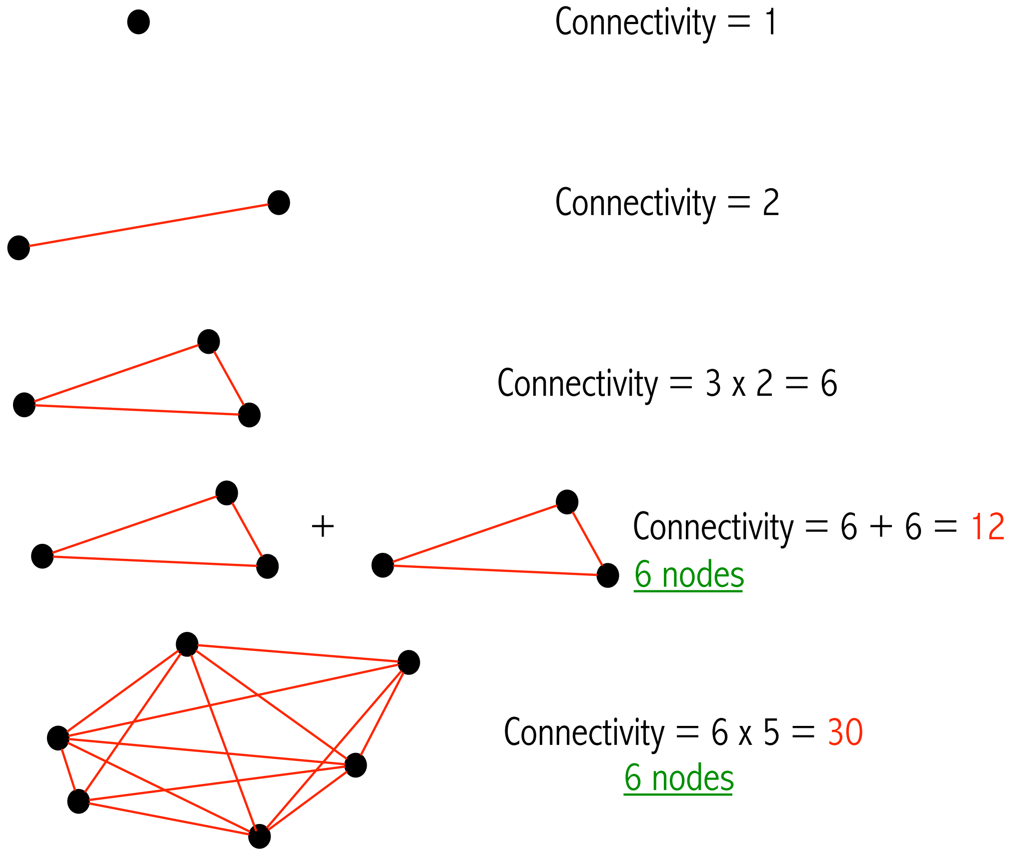
Connectivity

Computer Networks connect computers; the many more, the better, with a limit!

Theoretical connectivity

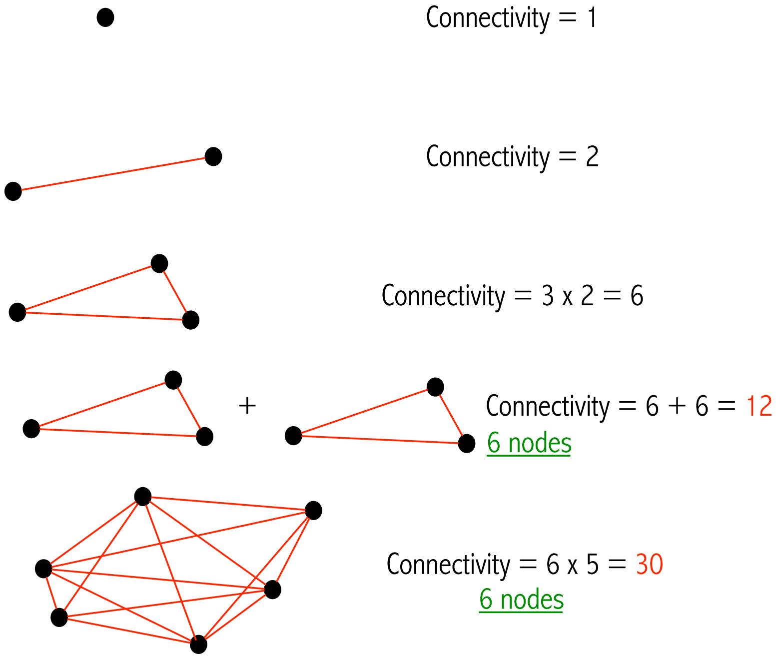
- Connectivity is the capacity of connection of a network
- If a network has N hosts, its connectivity is: N·(N-1) ≅ N^2
- Metcalf's law: The connectivity of a network grows fast as we add more nodes (N^2)



Based on textbook *Conceptual Computer Networks* by:

Increasing connectivity whilst preserving the capability for communication

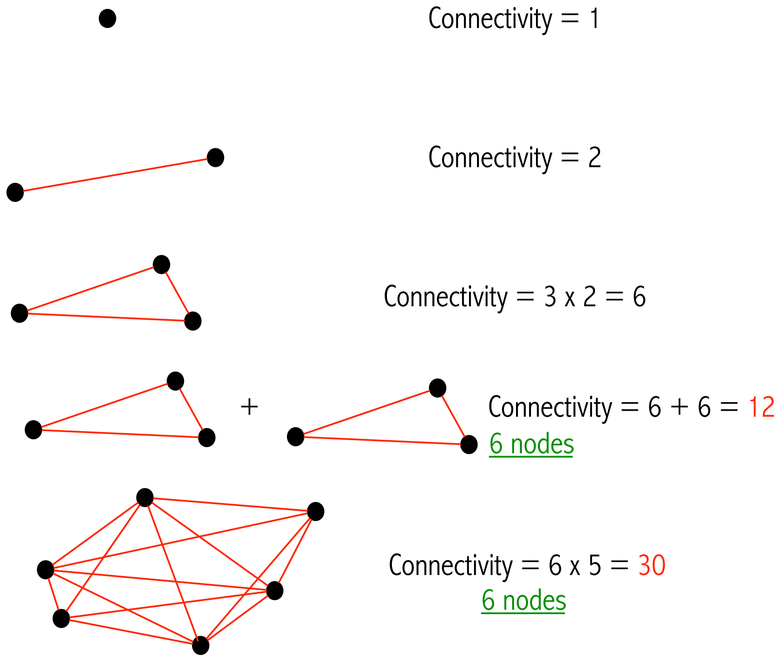
- Metcalf's law
  - Increased connectivity means increased value
- Nodes communicate by sending/receiving messages
  - The bandwidth available at each link is limited
  - Links at highly demanded locations may become a bottleneck
- What's a figure of merit that will tell whether communication has been preserved after increasing the connectivity?
  - Is connectivity scalable?



Based on textbook *Conceptual Computer Networks* by:

Increasing connectivity whilst preserving the capability for communication

- The total number of packets per second that successfully make it to their destinations is known as:
  - Throughput, the figure of merit
  - Overall network productivity
  - Overall bps, or pps (packets per second), etc.



Based on textbook *Conceptual Computer Networks* by:

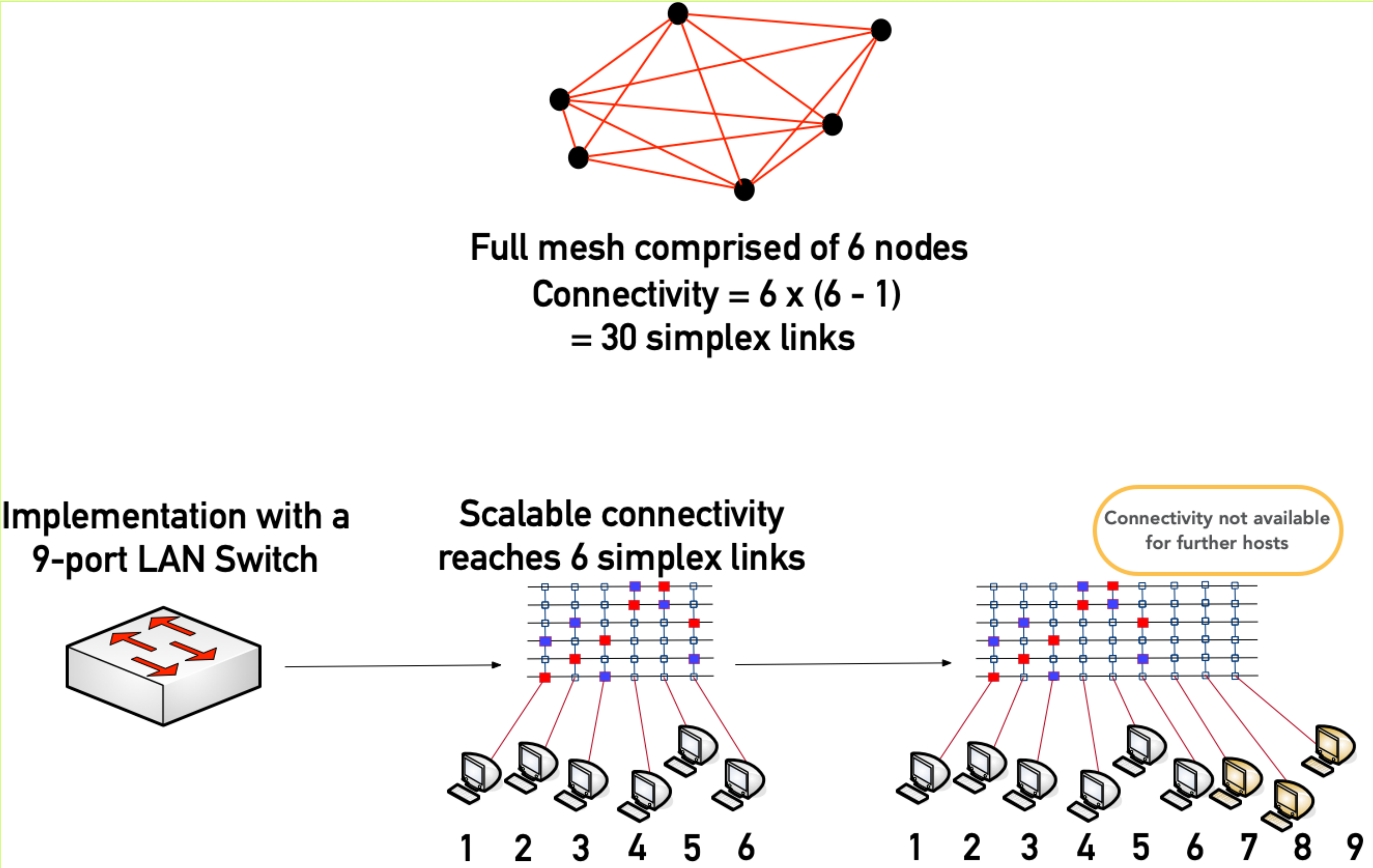
Scalable connectivity

- Not all network technologies use the available connectivity with the same efficiency

- Ethernet can function efficiently up to certain network size: we say that Ethernet scales well up to that limit.

- Then, how come the Internet has **4000M** hosts? How can the Internet scale to such a huge size so well?
  - Each network has a limited size
  - Interconnecting networks is the key:
    - With IP gateways
    - IP protocol

Switch won't scale to 9 hosts

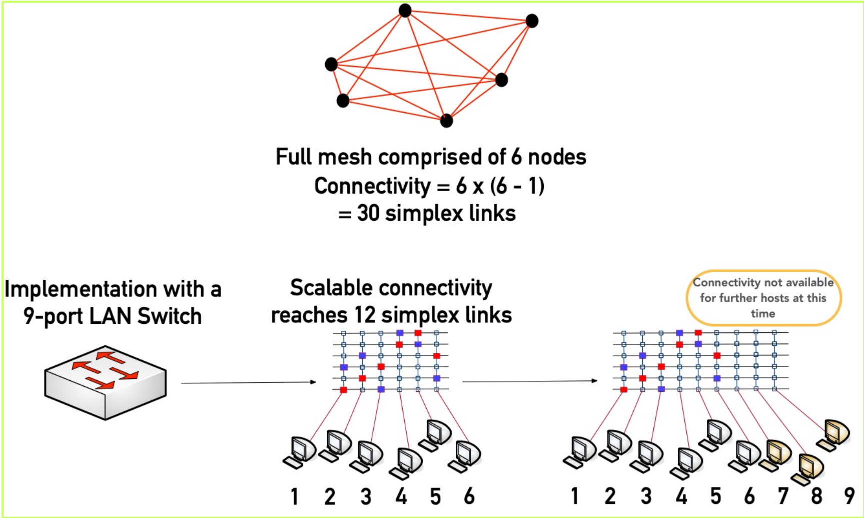


Switch won't scale to 9 hosts

6 full-duplex communication flows are possible

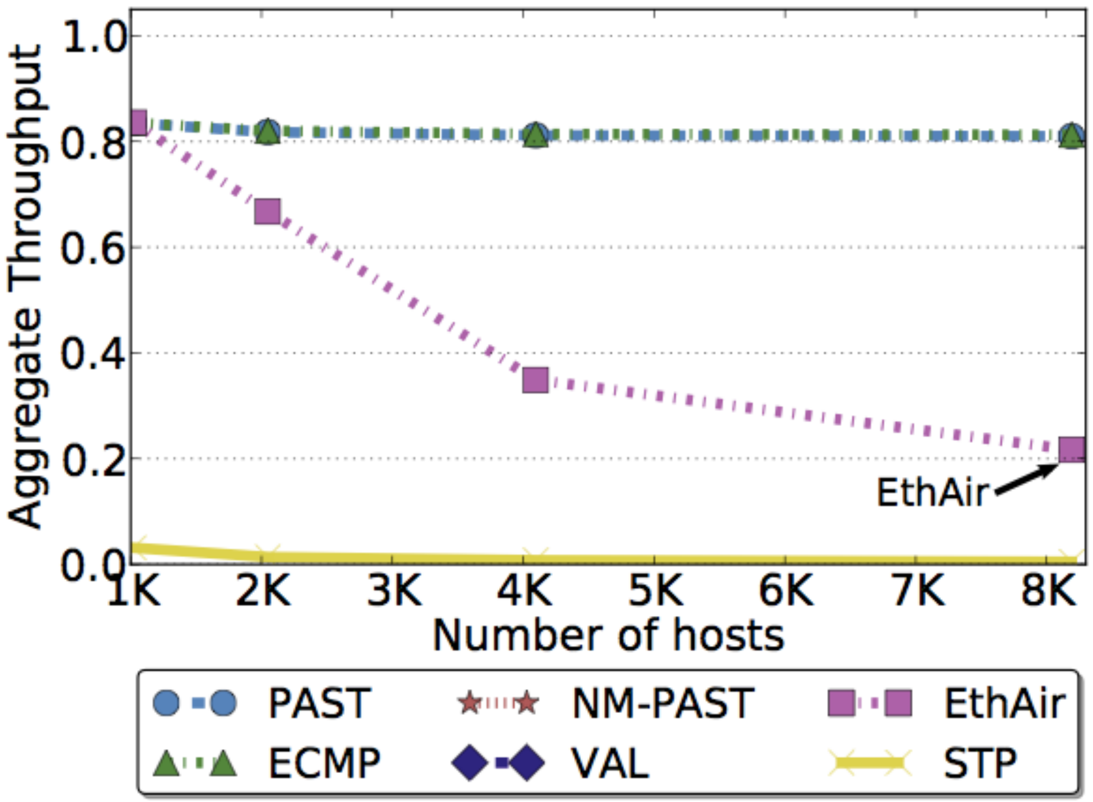
- The overall productivity of this switch will be bounded by
  - The available number of connection points
  - The available number of horizontal lines
- Throughput, the total pps or bps will be bounded by the limited switch resources
  - PPS = Average number of Packets Per Second that the switch can successfully deliver
  - Bps = Average number of bits per second that the switch can successfully deliver

Physically connecting more than 6 hosts will not achieve a Throughput improvement



Network Throughput of various wireless technologies

EthAir scales poorly



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