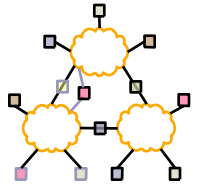
CE693: Adv. Computer Networking

L-1 Intro to Computer Networks

Fall 1390

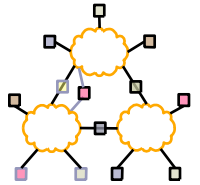
Acknowledgments: Lecture slides are from the graduate level Computer Networks course thought by Srinivasan Seshan at CMU. When slides are obtained from other sources, a a reference will be noted on the bottom of that slide. A full list of references is provided on the last slide.

Outline



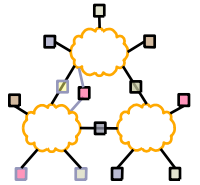
- Administrivia
- Layering

Objectives



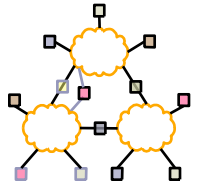
- Understand the state-of-the-art in network protocols, architectures and applications
- Understand how networking research is done
  - Teach the typical constraints and thought processes used in networking research
- How is class different from undergraduate networking (CE-443)
  - Training network programmers vs. training network researchers

Class Info



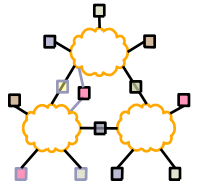
- Check under:
  - sharif.edu/~kharrazi/
  - kharrazi@sharif.edu
- Check class webpage regularly!!
  - Course schedule
  - Reading list
  - Lecture notes
  - Announcements
  - Assignments
- Subscribe to class mailing list

Course Materials



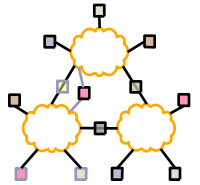
- Research papers
  - Links to ps or pdf on Web page
  - Combination of classic and recent work
  - ~40 papers
  - Optional readings
- Recommended textbooks
  - In you want to review background material
  - Peterson & Davie or Kurose & Ross

Grading (Tentative)



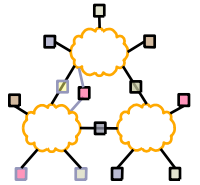
- Assignments 55%
- Final 45%
- At most 3 students/groups will be allowed to undertake a class project, pending approval by me

Class Coverage



- Little coverage of physical and data link layer
- Little coverage of undergraduate material
  - Students expected to know this
- Focus on network to application layer
- We will deal with:
  - Protocol rules and algorithms
  - Investigate protocol trade-offs
  - Why this way and not another?

Lecture Topics



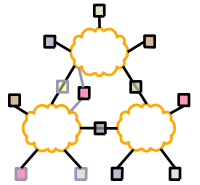
Traditional

- Layering
- Internet architecture
- Routing (IP)
- Transport (TCP)
- Queue management (FQ, RED)
- Naming (DNS)

Recent Topics

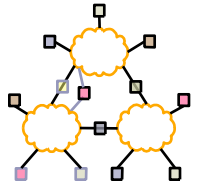
- Multicast
- Mobility/wireless
- Active networks
- QoS
- Security
- Network measurement
- Overlay networks
- P2P applications

Outline



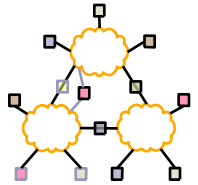
- Administrivia
- Layering

This/Next Lecture: Design Considerations



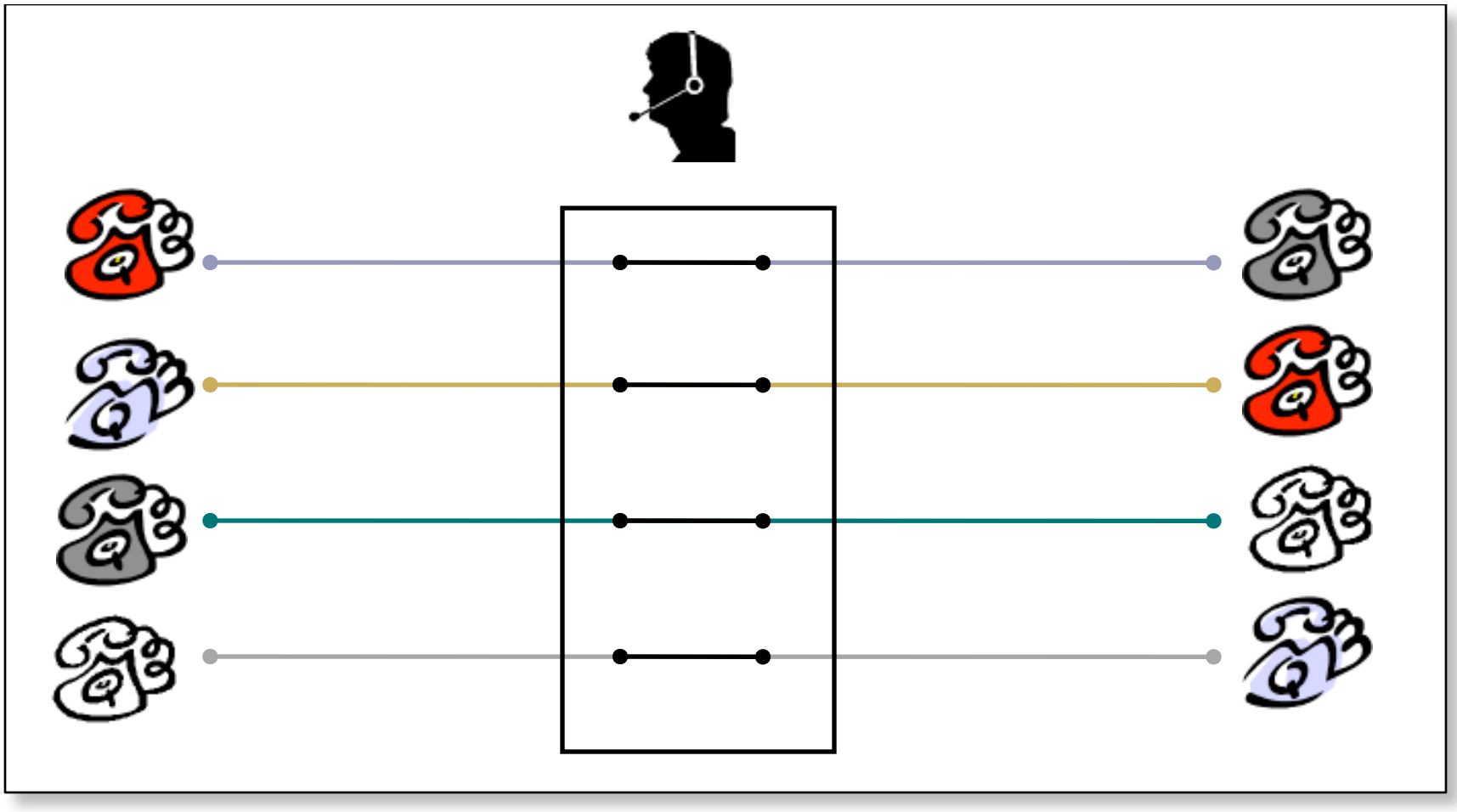
- How to determine split of functionality
  - Across protocol layers
  - Across network nodes
- Assigned Reading
  - [SRC84] End-to-end Arguments in System Design
  - [Cla88] Design Philosophy of the DARPA Internet Protocols
- Optional Reading
  - [Cla02] Tussle in Cyberspace: Defining Tomorrow's Internet

What is the Objective of Networking?

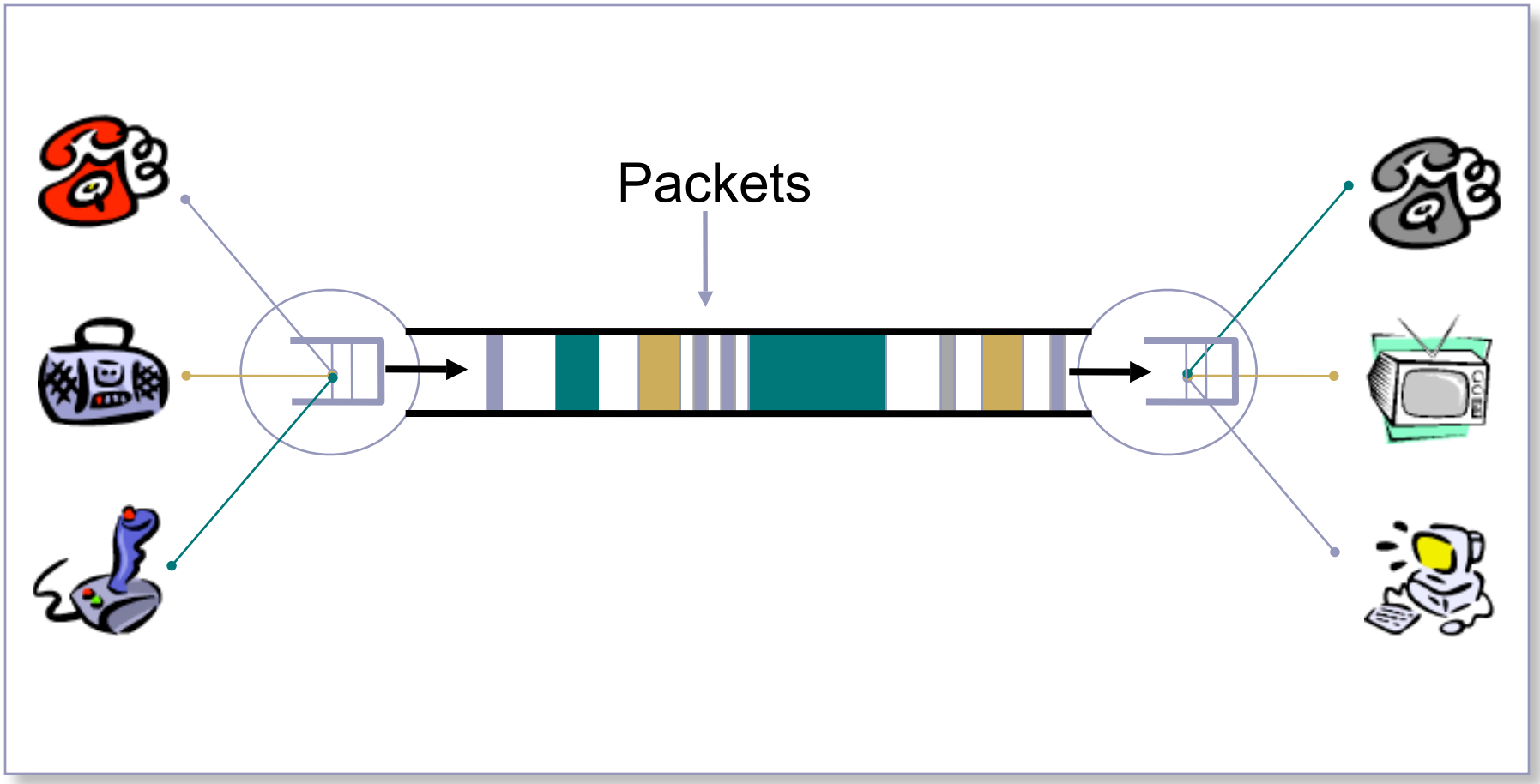


- Communication between applications on different computers
- Must understand application needs/ demands
  - Traffic data rate
  - Traffic pattern (bursty or constant bit rate)
  - Traffic target (multipoint or single destination, mobile or fixed)
  - Delay sensitivity
  - Loss sensitivity

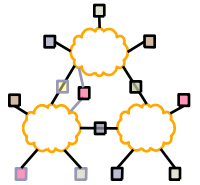
Back in the Old Days…



Packet Switching (Internet)

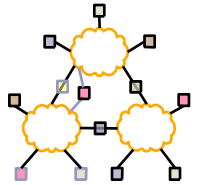


Packet Switching



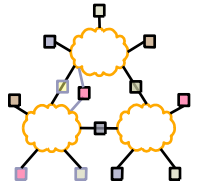
- Interleave packets from different sources
- Efficient: resources used on demand
  - Statistical multiplexing
- General
  - Multiple types of applications
- Accommodates bursty traffic
  - Addition of queues

Characteristics of Packet Switching

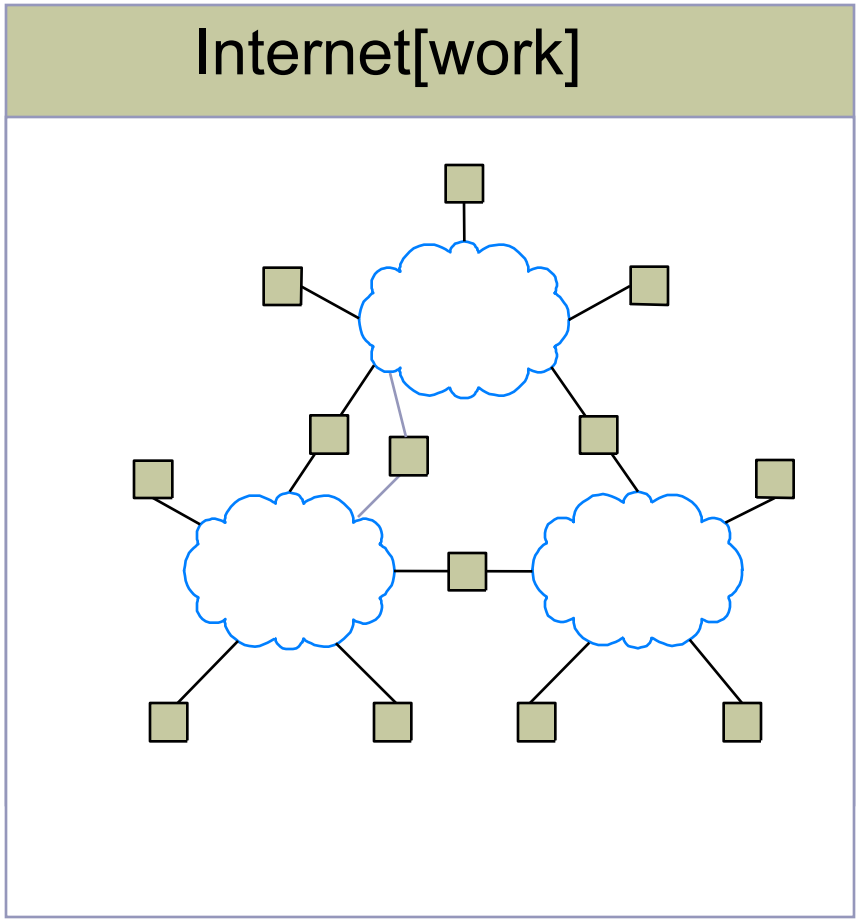


- Store and forward
  - Packets are self contained units
  - Can use alternate paths – reordering
- Contention
  - Congestion
  - Delay

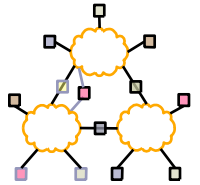
internet[work]



- A collection of interconnected networks
- Host: network endpoints (computer, PDA, light switch, …)
- Router: node that connects networks
- Internet vs. internet

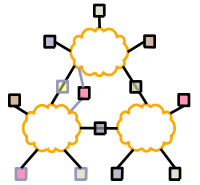


Challenge



- Many differences between networks
  - Address formats
  - Performance – bandwidth/latency
  - Packet size
  - Loss rate/pattern/handling
  - Routing
- How to translate between various network technologies?

internet[work]



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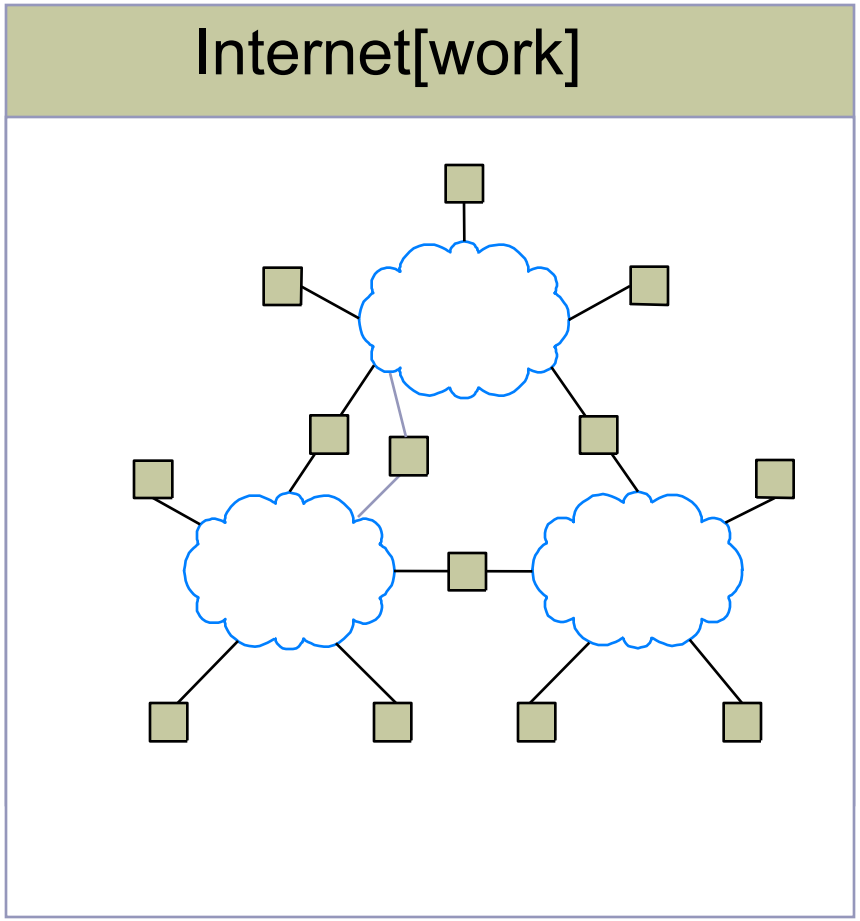
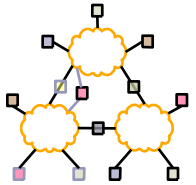
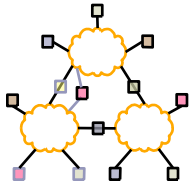


How To Find Nodes?



Need naming and routing

Naming



What's the IP address for www.cmu.edu?

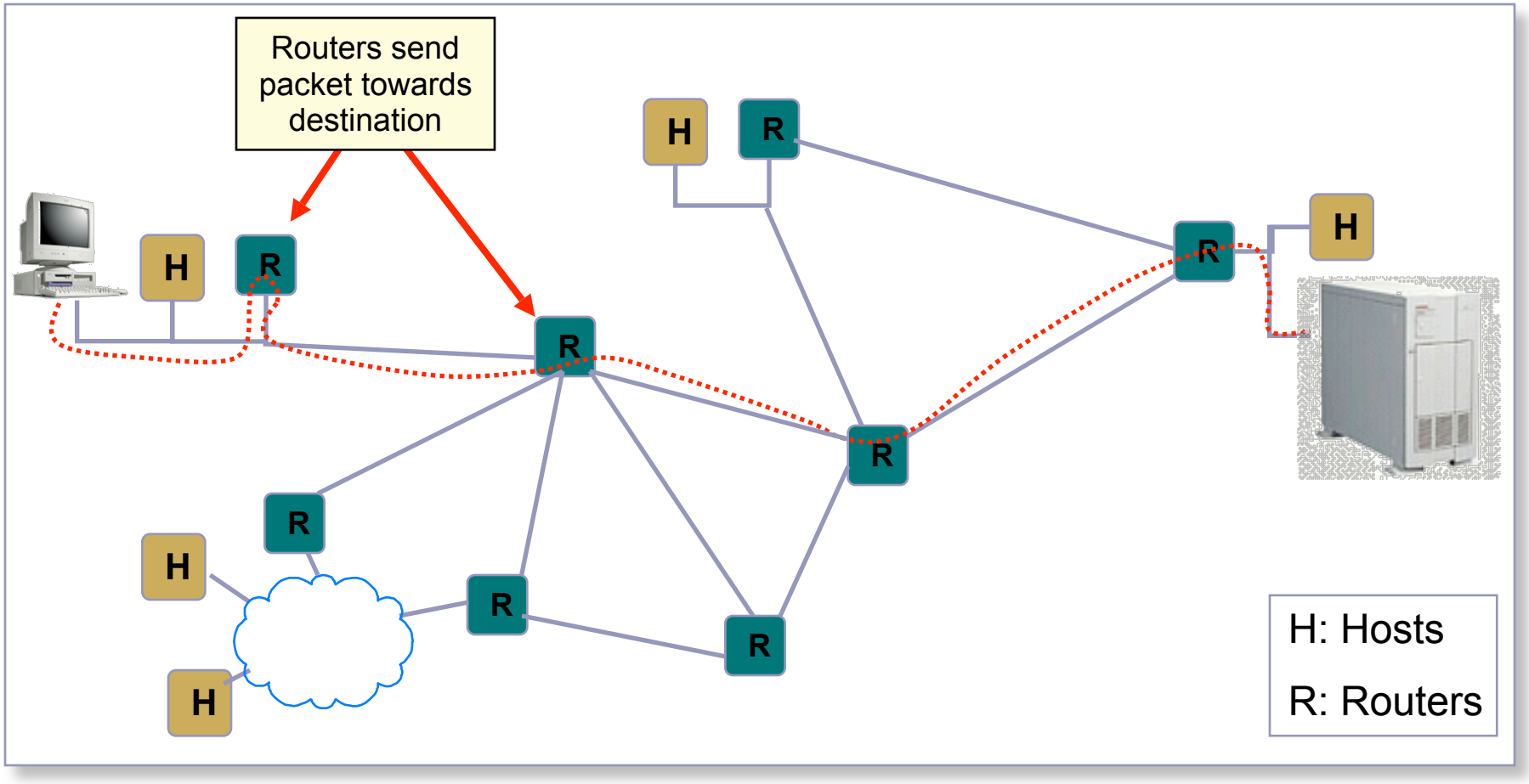
It is 128.2.11.43

Computer 1

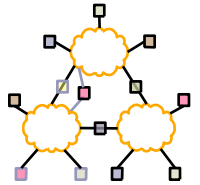
Local DNS Server

Translates human readable names to logical endpoints

Routing

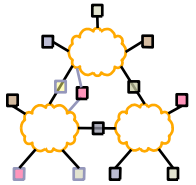

Routers send packet towards destination
H
R
H: Hosts
R: Routers

Meeting Application Demands



- Reliability
  - Corruption
  - Lost packets
- Flow and congestion control
- Fragmentation
- In-order delivery
- Etc…

What if the Data gets Corrupted?

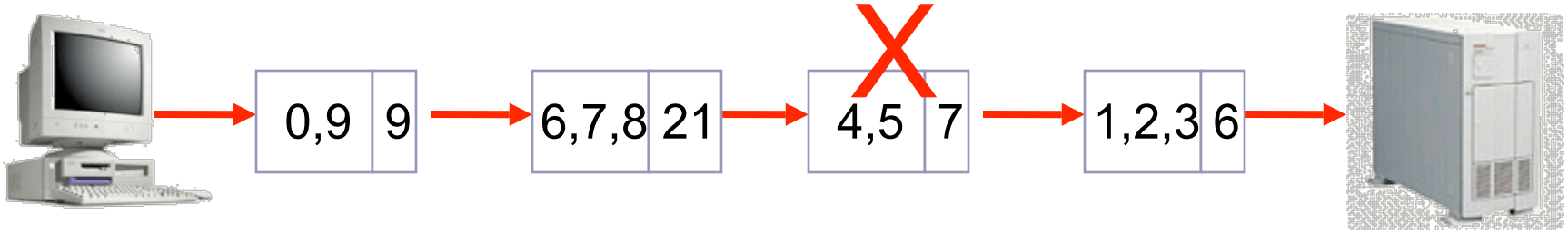


Problem: Data Corruption

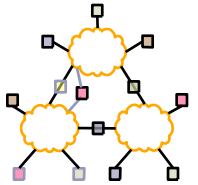
GET index.html

GET windex.html

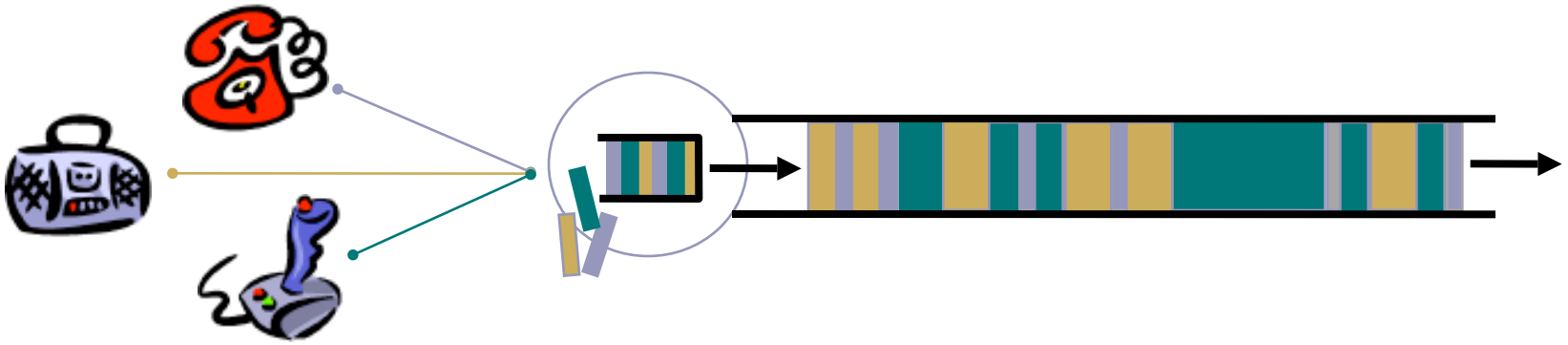
Solution: Add a *checksum*



What if Network is Overloaded?



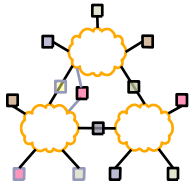
Problem: Network Overload



Solution: Buffering and Congestion Control

- Short bursts: buffer
- What if buffer overflows?
  - Packets dropped
  - Sender adjusts rate until load = resources → “congestion control”

What if the Data gets Lost?



Problem: Lost Data

GET index.html

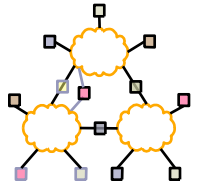
Solution: Timeout and Retransmit

GET index.html

GET index.html

GET index.html

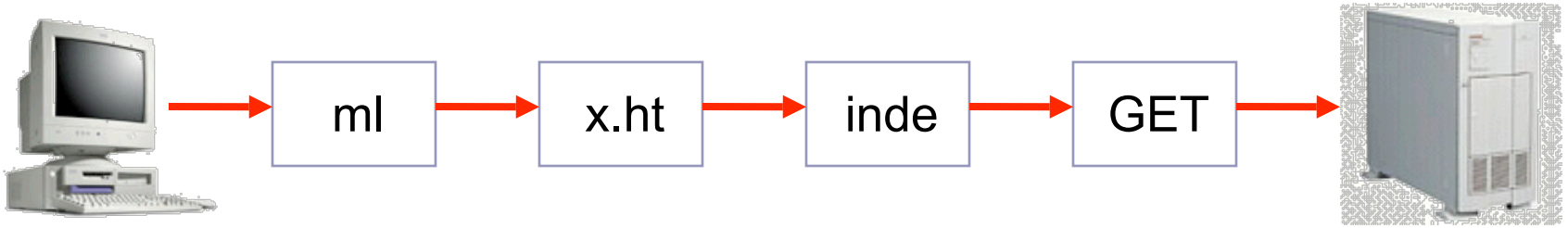
What if the Data Doesn't Fit?



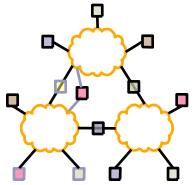
Problem: Packet size

- On Ethernet, max IP packet is 1.5kbytes
- Typical web page is 10kbytes

Solution: Fragment data across packets



What if the Data is Out of Order?



Problem: Out of Order

ml → inde → x.ht → GET →

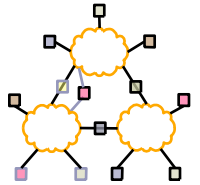
GET x.htindeml

Solution: Add Sequence Numbers

ml 4 → inde 2 → x.ht 3 → GET 1 →

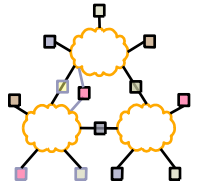
GET index.html

Lots of Functions Needed

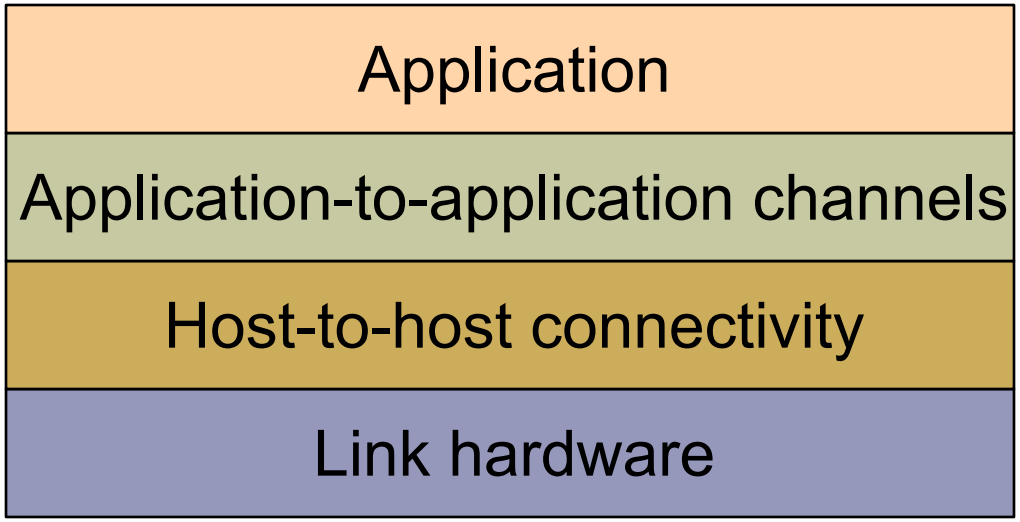


- Link
- Multiplexing
- Routing
- Addressing/naming (locating peers)
- Reliability
- Flow control
- Fragmentation
- Etc….

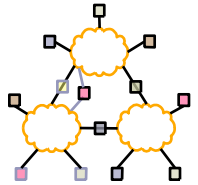
What is Layering?



- Modular approach to network functionality
- Example:

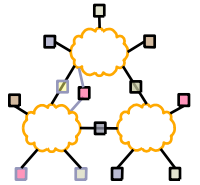


Protocols



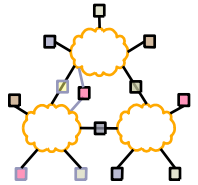
- Module in layered structure
- Set of rules governing communication between network elements (applications, hosts, routers)
- Protocols define:
  - Interface to higher layers (API)
  - Interface to peer
    - Format and order of messages
    - Actions taken on receipt of a message

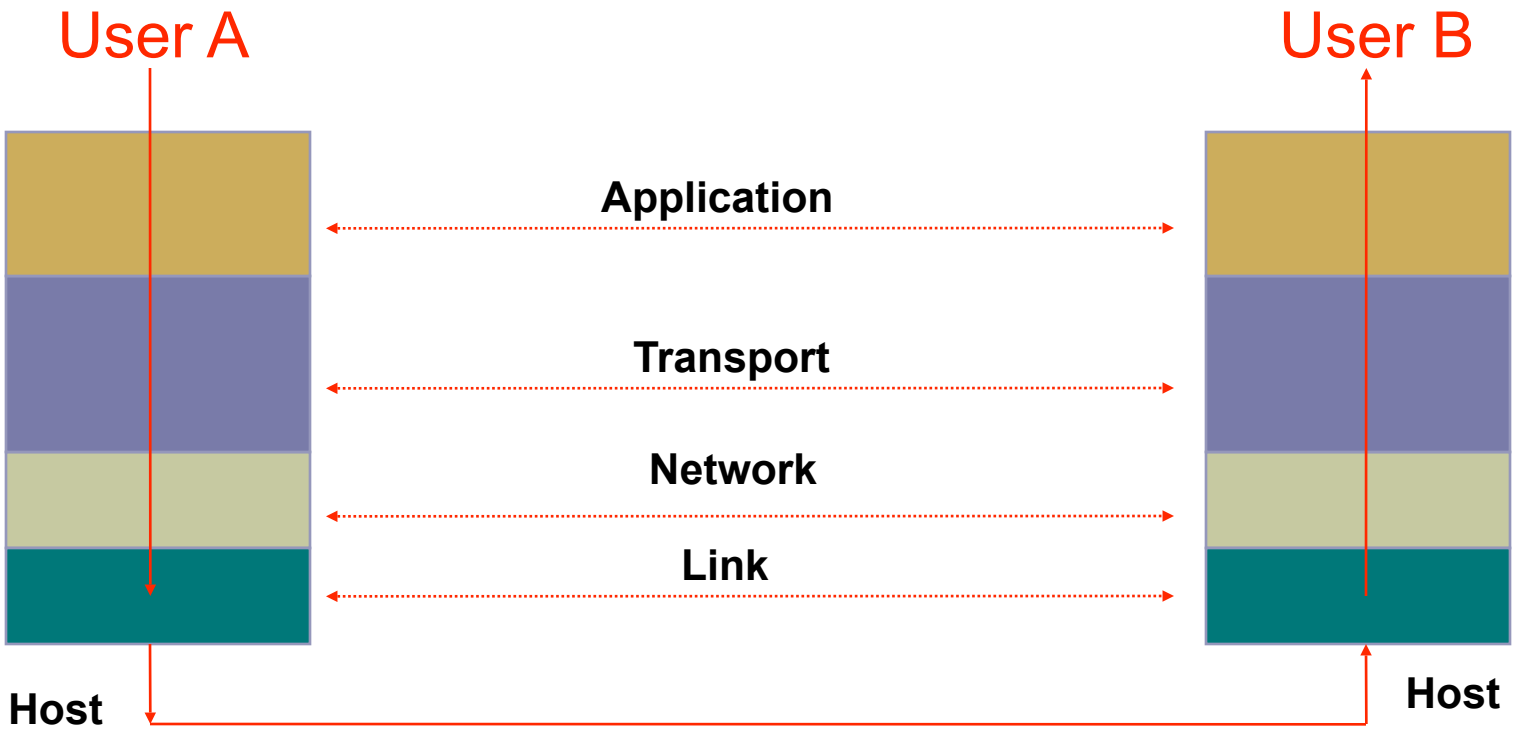
Layering Characteristics



- Each layer relies on services from layer below and exports services to layer above
- Interface defines interaction
- Hides implementation - layers can change without disturbing other layers (black box)

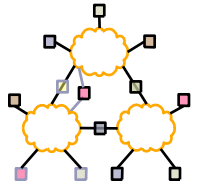
Layering





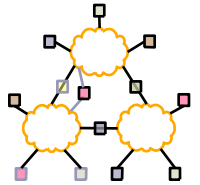
Layering: technique to simplify complex systems

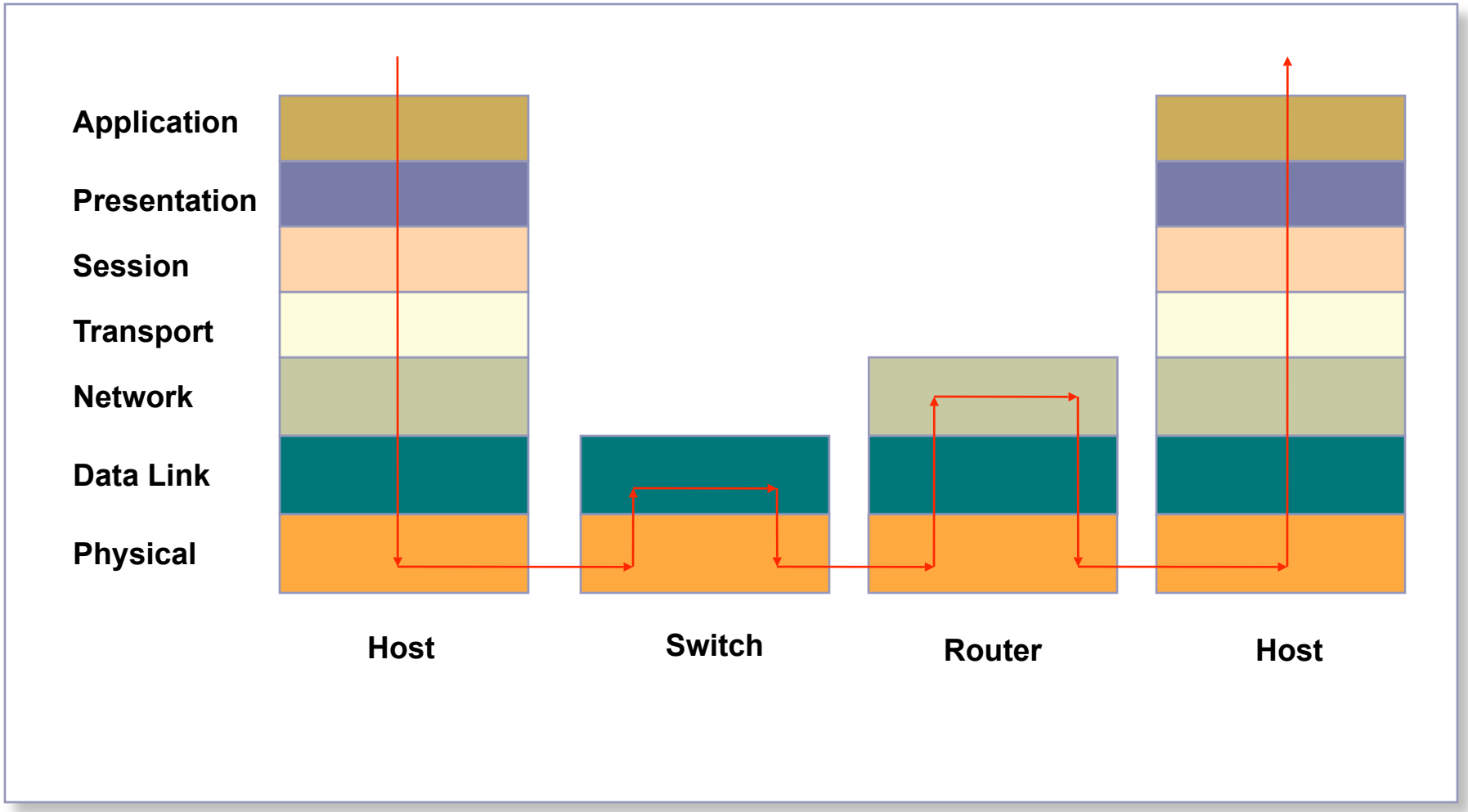
E.g.: OSI Model: 7 Protocol Layers



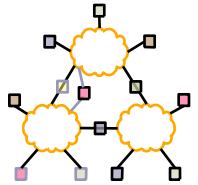
- Physical: how to transmit bits
- Data link: how to transmit frames
- Network: how to route packets
- Transport: how to send packets end2end
- Session: how to tie flows together
- Presentation: byte ordering, security
- Application: everything else

OSI Layers and Locations



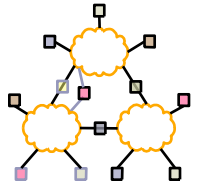


Is Layering Harmful?



- Sometimes..
  - Layer N may duplicate lower level functionality (e.g., error recovery)
  - Layers may need same info (timestamp, MTU)
  - Strict adherence to layering may hurt performance

Next Lecture: Design Considerations



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