

The Internet

CSE 120 Winter 2018

Instructor:

Justin Hsia

Teaching Assistants:

Anupam Gupta, Cheng Ni,
Sam Wolfson, Sophie Tian,

Eugene Oh,
Teagan Horkan

See Inside Amazon's Crazy New Store That Has No Cashiers

“In true Amazon fashion, the new store looks easy, fast, and revolutionary. Perhaps most striking: It has no lines... you “just walk out” when you’re finished.

“There are cameras all over the store’s ceiling watching your every move. Those cameras detect when you pull an item off the shelf and will add it to your cart in the app. If you put it back, those cameras notice and *remove* the item from your cart. 🤖.”

- <http://time.com/money/5112755/inside-amazons-new-store/>

Note the form chosen for the cameras in the Amazon Go store - camouflaged and near-featureless. Imagine how replacing them all with traditional CCTV cameras would change the space, and its effect on people. The continual bait-and-switch of convenience for privacy.



Administrivia

- ❖ Assignments:
 - Jumping Monster due tonight (1/26)
 - Creativity Planning (1/30)
 - Creativity Assignment (2/2)

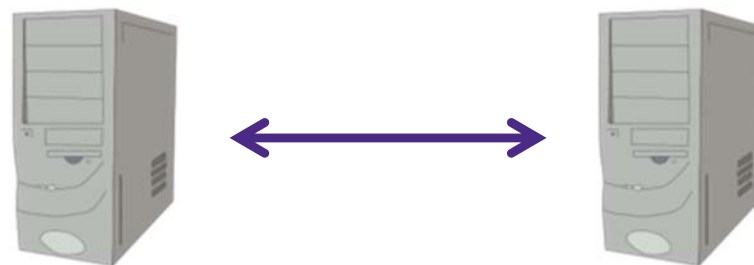
- ❖ Midterm in class on Monday, 2/5
 - 1 sheet of notes (2-sided, letter, handwritten)
 - Fill-in-the-blank(s), short answer questions, maybe simple drawing
 - Questions will cover lectures, worksheets, assignments, and readings
 - Midterm Review sheet covered in lab next week (2/1)

Outline

- ❖ **Networks**
- ❖ Growth of the Internet
- ❖ Sending Information

Communication Channels

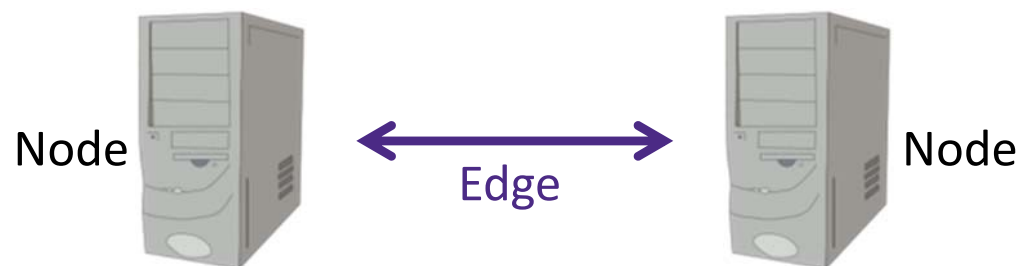
- ❖ We often transmit sequences of bits between computers – why? *communicate with others, update software, get information*
 - Only capability we need because of binary encoding!
 - Via wire: Ethernet
 - Via wireless: WiFi, 3G/4G, Bluetooth *← different technologies, same idea*
- ❖ A **network** is a group of computing devices connected together, either by wire or wirelessly



A Simple Model for Networks

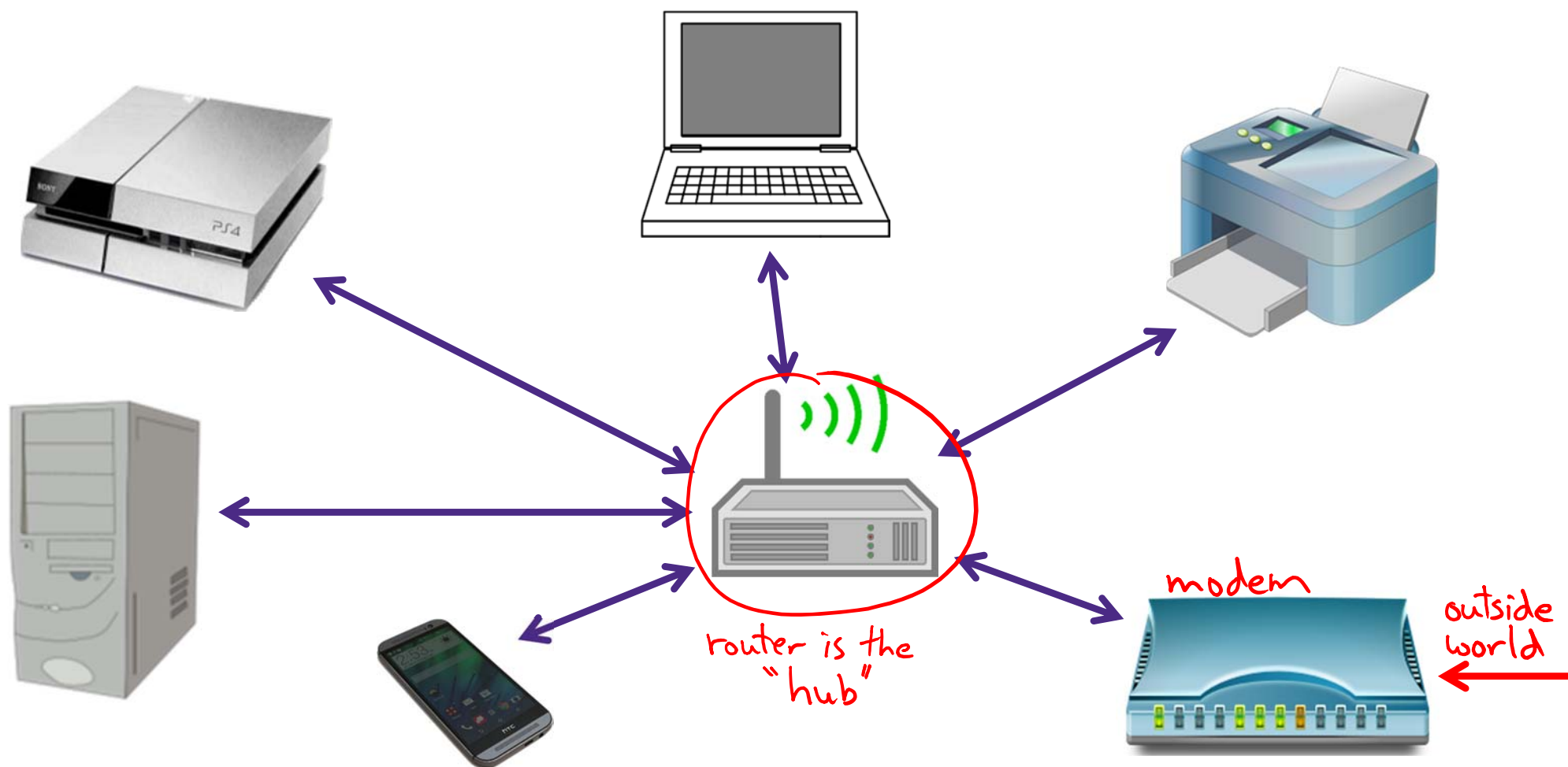
- ❖ One way to represent computer networks is as a **graph**
 - Each *node* represents one machine on the network
 - Each *edge* represents a connection between two machines

- ❖ Below is a network of just two computers:
 - 2 nodes and 1 edge

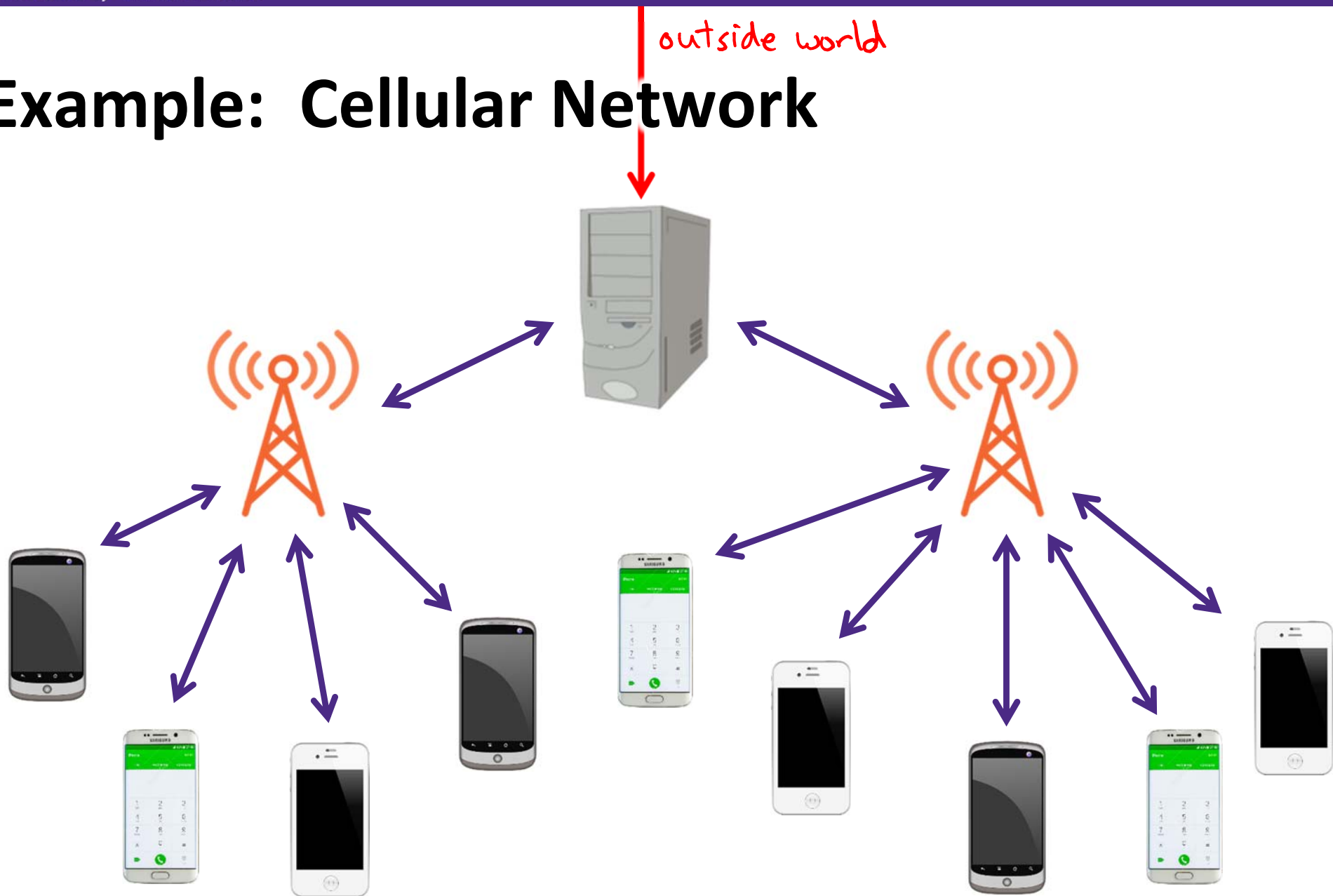


Example: Home Network

- ❖ The network at my house: 7 nodes, 6 edges
 - Not counting the outside world

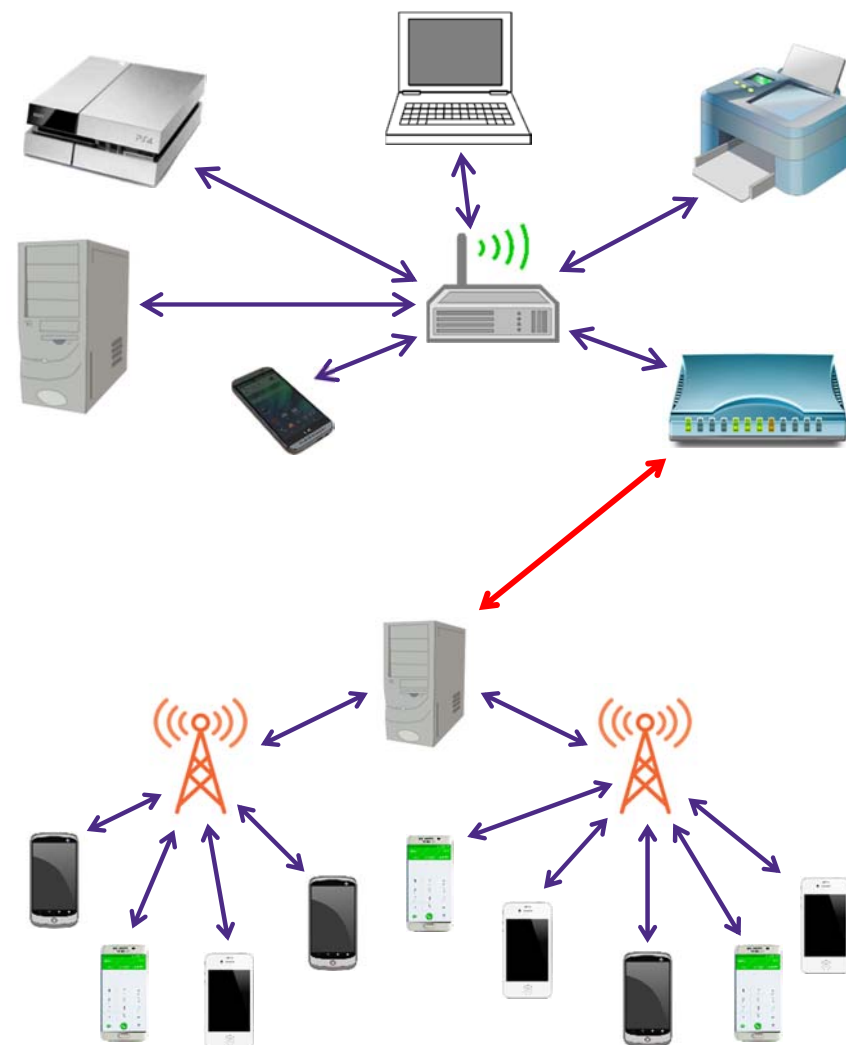


Example: Cellular Network



Internetworking

- ❖ If you connect two networks, you still have a network
 - Sometimes called an “internetwork”
- ❖ The largest network of networks on the planet is usually called “**The Internet**”



Network Scales

❖ Table from an old UW Networking MOOC:

Scale	Type	Example
Vicinity	PAN (Personal Area Network)	Bluetooth (<i>e.g.</i> headset)
Building	<u>LAN</u> (Local Area Network)	WiFi, Ethernet
City	MAN (Metropolitan Area Network)	Cable, DSL
Country	WAN (Wide Area Network)	Large ISP
Planet	<u>The Internet</u> (network of all networks)	The Internet

The Interwebs?

- ❖ The Internet vs. The World Wide Web (WWW)
 - Is there a difference?
- ❖ The **Internet**: *today's lecture* All of the hardware and data associated with the network of all networks (wires, fibers, switches, routers, servers, files, etc.)
- ❖ The **World Wide Web**: The system used to *access* the Internet (data transmission via browsers, web servers, web services, etc.)

Internet Accessibility

❖ Can now get Internet almost anywhere:

- On a bus
- On a plane
- On a mountain
- In outer space



StarTribune



united.com

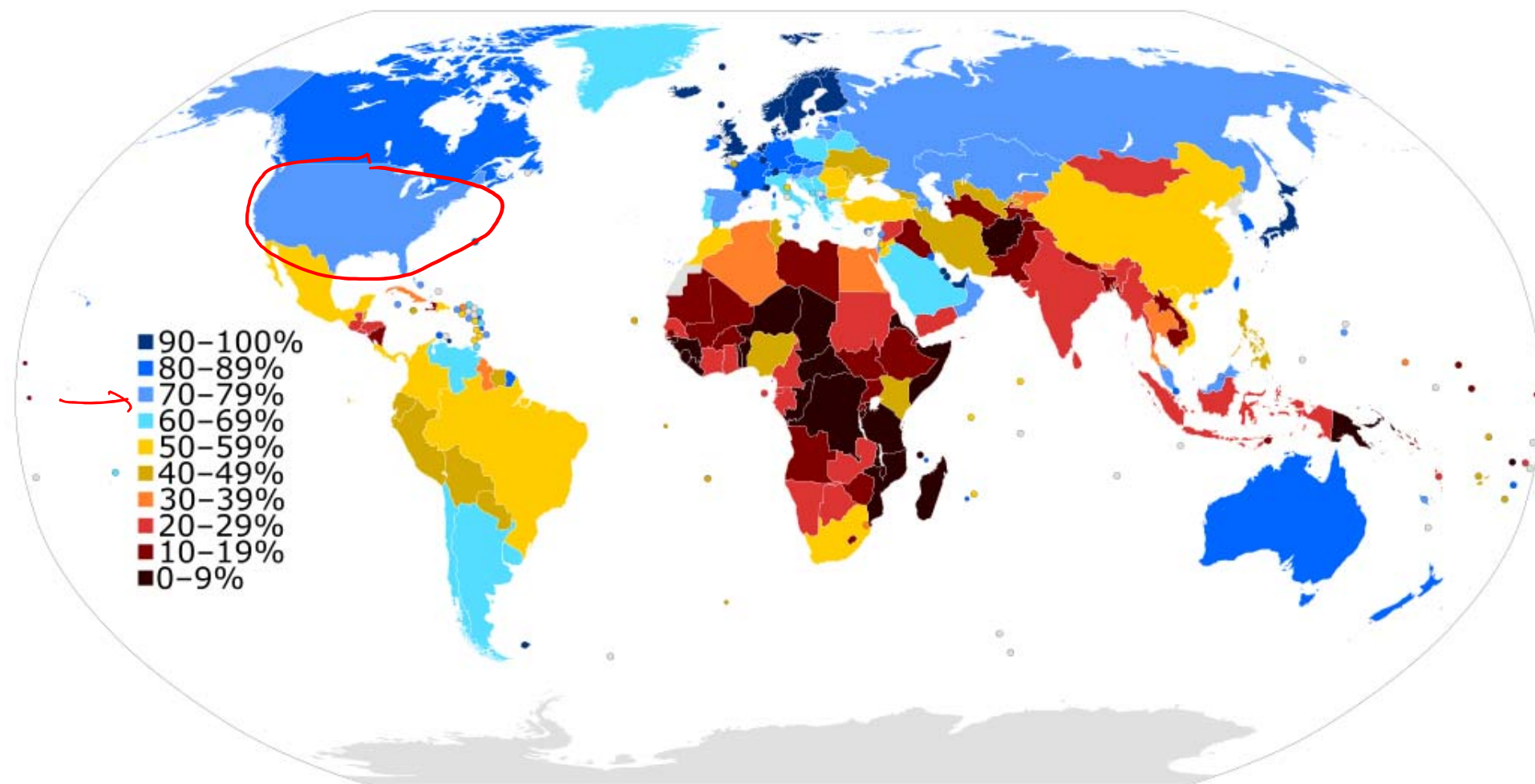


Slash Gear



NASA

The Internet Today



Internet Usage as a Percentage of Population (2015)

By Jeff Ogden (W163) - Own work, based on figures from the Wikipedia: List of countries by number of Internet users article in the English Wikipedia, which is in turn based on figures from the International Telecommunications Union (ITU) for 2010 (updated to use figures for 2012 on 28 June 2013). The source code of this SVG is valid. This vector image was created with a text editor. This vector image includes elements that have been taken or adapted from this: BlankMap-World6.svg., CC BY-SA 3.0, <https://commons.wikimedia.org/w/index.php?curid=19202338>

Question

- ❖ In the last two years, what's the longest stretch of time you've gone without internet?
 - Vote at <http://PollEv.com/justinh>
- A. **Several Hours**
- B. **1-2 days**
- C. **More than 2 days**
- D. **Several weeks**
- E. **More than several weeks**



Audience Responses

- ❖ Why no Internet?
 - Backpacking
 - Music festival – flip phone instead
 - Mission trip with no service (island)
 - Camping
 - No service in Korea
 - Avoid electronic devices altogether
 - Electrical outage

Outline

- ❖ Networks
- ❖ **Growth of the Internet**
- ❖ Sending Information

The DoD and Computer Networks

- ❖ The Department of Defense (DoD) observed that central offices made communication network vulnerable to attack
 - 1950s – The Cold War
 - Can we build a more robust, decentralized system?

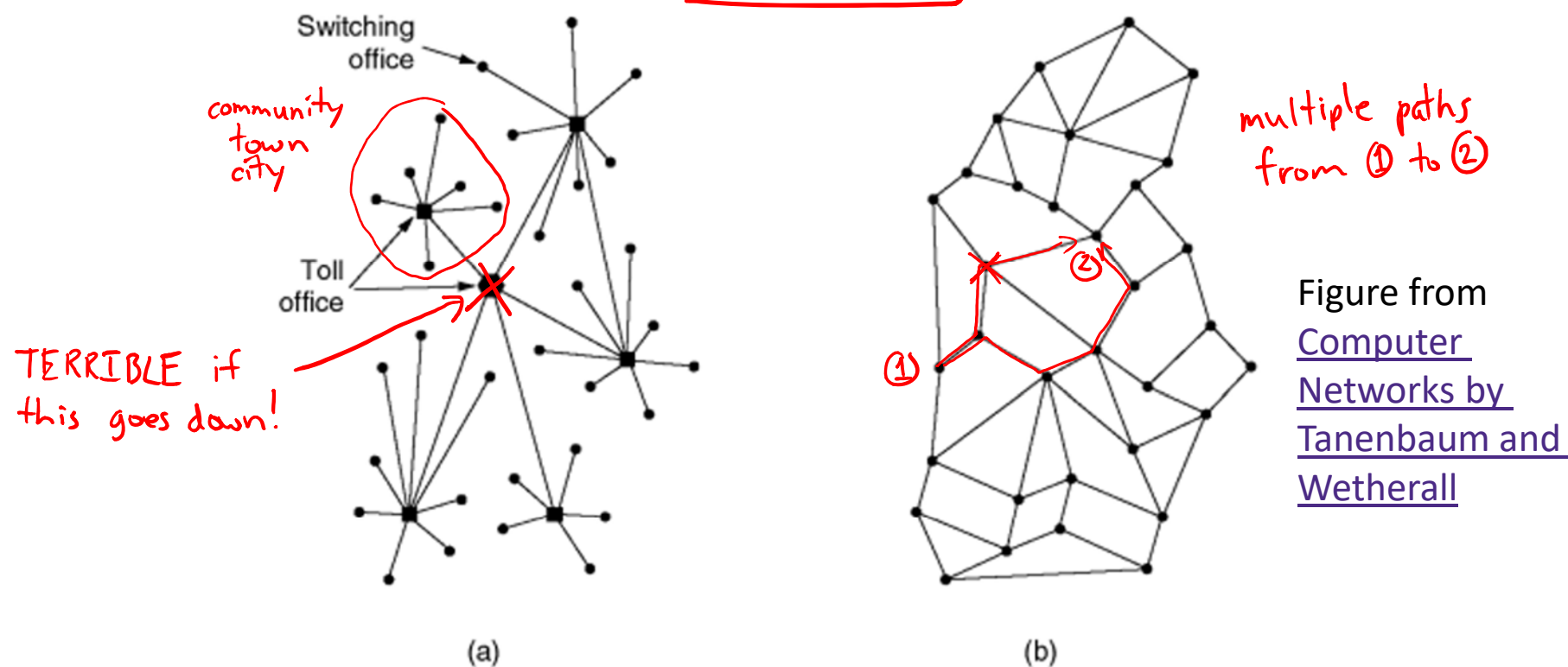
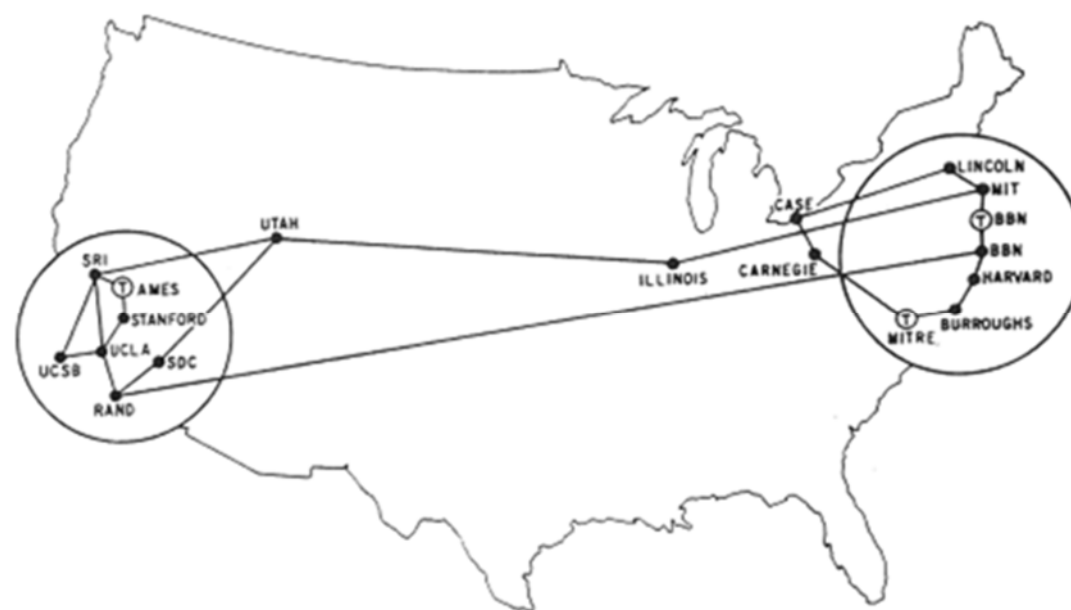
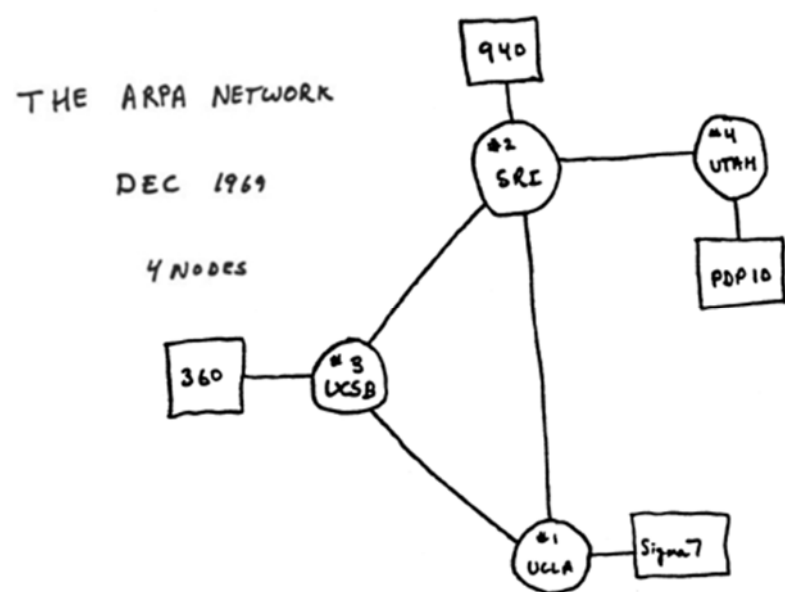


Figure 1-25. (a) Structure of the telephone system. (b) Baran's proposed distributed switching system.

ARPANET

- ❖ First 4 nodes of ARPANET connected in 1969
 - Stanford, UC Los Angeles, UC Santa Barbara, Utah
- ❖ By Sept. 1971, there were 18 nodes across the US
 - Grew exponentially from there for a long, long time
 - ARPANET superseded by NSFNET in '86, Internet in '91



Growth of the Internet

- ❖ The major point in building networks is *agreement* 😊
 - The only way to get seamless integration

- ❖ **Open standards/protocols** enabled rapid growth
 - Internet Engineering Task Force (IETF)
 - Request for Comments (RFC)
 - World Wide Web Consortium (W3C)
 - HTML
 - International Standards Organization (ISO)
 - JPEG, MPEG
 - Institute of Electrical and Electronics Engineers (IEEE)
 - WiFi

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Analogy: Mailing a Letter

- ❖ Want to send a letter to my parents
 - 1) Write their unique address on the envelope
 - 2) Stamp it
 - 3) Drop it in a mailbox
- ❖ I rely on the *abstraction* that the US Postal Service will magically deliver the letter to the specified address



1895



1913



1964



present

What Information?

- ❖ Remember that all digital information is sent as bits
 - In order to make sense of anything, must follow communication *protocols*

- ❖ Example protocols:
 - Ethernet
 - For physical connection in a LAN
 - TCP/IP
 - Transmission control protocol and internet protocol
 - HTTP
 - Hypertext transfer protocol for web pages

Internet Communication

- 1) Break the information into lots of tiny pieces called **packets**, about 1500 bytes long each
- 2) Packets are sent through the network (passing through many different machines) to their destination
- 3) The packets are reassembled on the other side

❖ Packets must contain:

- Destination address
- Sequence/piece number
- Content/data



Internet Communication

- 1) Break the information into lots of tiny pieces called **packets**, about 1500 bytes long each
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❖ Advantages:

- Packets can take separate routes
 - Can even originate from different locations
- If packet is lost, only have to resend small amount of info

addr	#	data
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Internet Communication

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❖ Disadvantages:

- Extra transmission data
 - *e.g.* same destination address for many packets
- Every computer along a packet's path sees the content of the packet! *security/privacy issue!*



addr # data

IP Addresses

- ❖ In 1974, Vint Cerf and Bob Kahn completed the specifications for the Internet Protocol (IP)
 - Every device given a unique 32-bit address (**IP address**)
 - Large entities (e.g. companies, universities) can keep an IP address forever and allocate to physical machines as desired
 - For home machines, IP address is typically not permanent
 - Address is used to get information to the right computer on a network

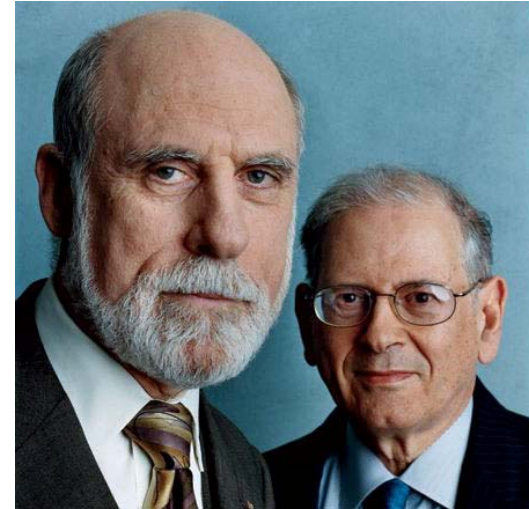
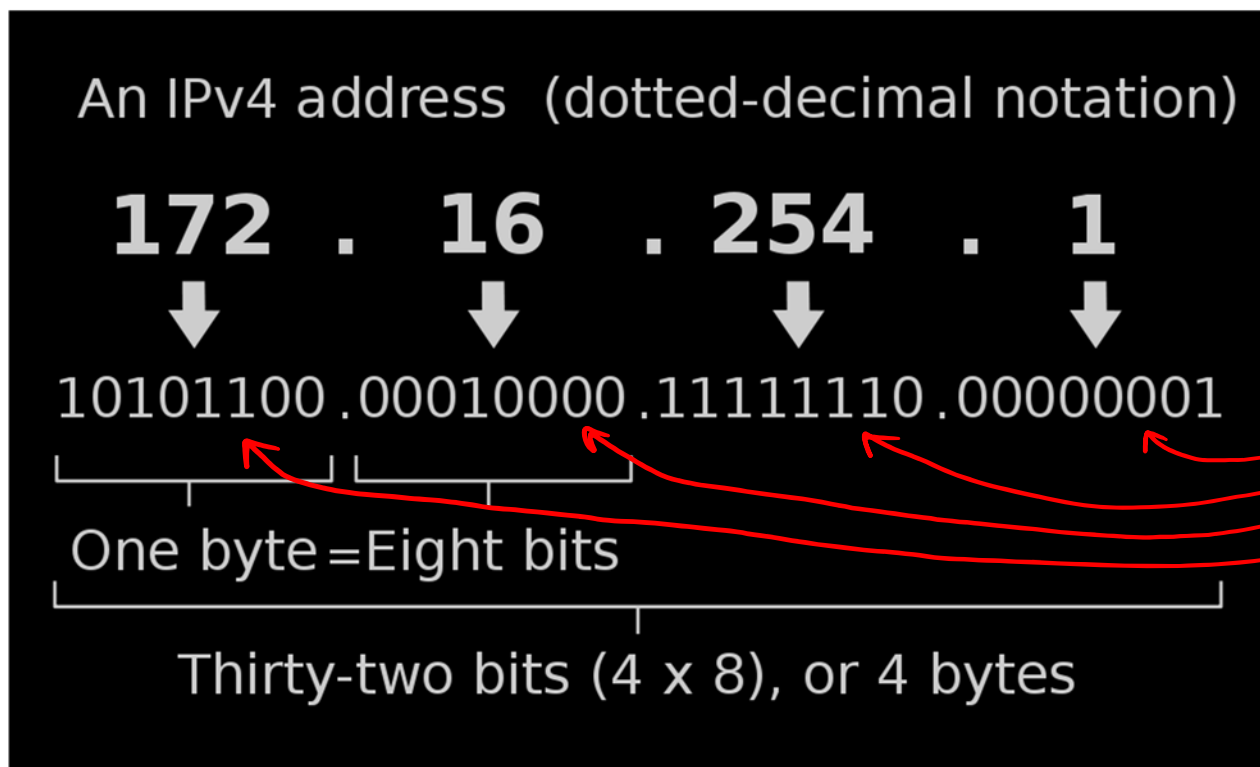


Image:
[Archeologia](#)
[Informatica](#)

IPv4 Addresses

with n bits, can represent 2^n things
 $2^8 = 256$

- ❖ Broken into four 8-bit chunks, and specified in “dotted-decimal notation”



1 byte = 8 bits
 can represent 0-255

- Split by network and computer: 172.16/254.1
- Unlike a phone number, no “area code”

Question

❖ How many internet-capable devices do you own?

▪ Vote at <http://PollEv.com/justinh>

- A. ~~0~~ 1
- B. 1 1
- C. 2-5 27
- D. 6-9 6
- E. 10+ 4



Image: dreamstime.com

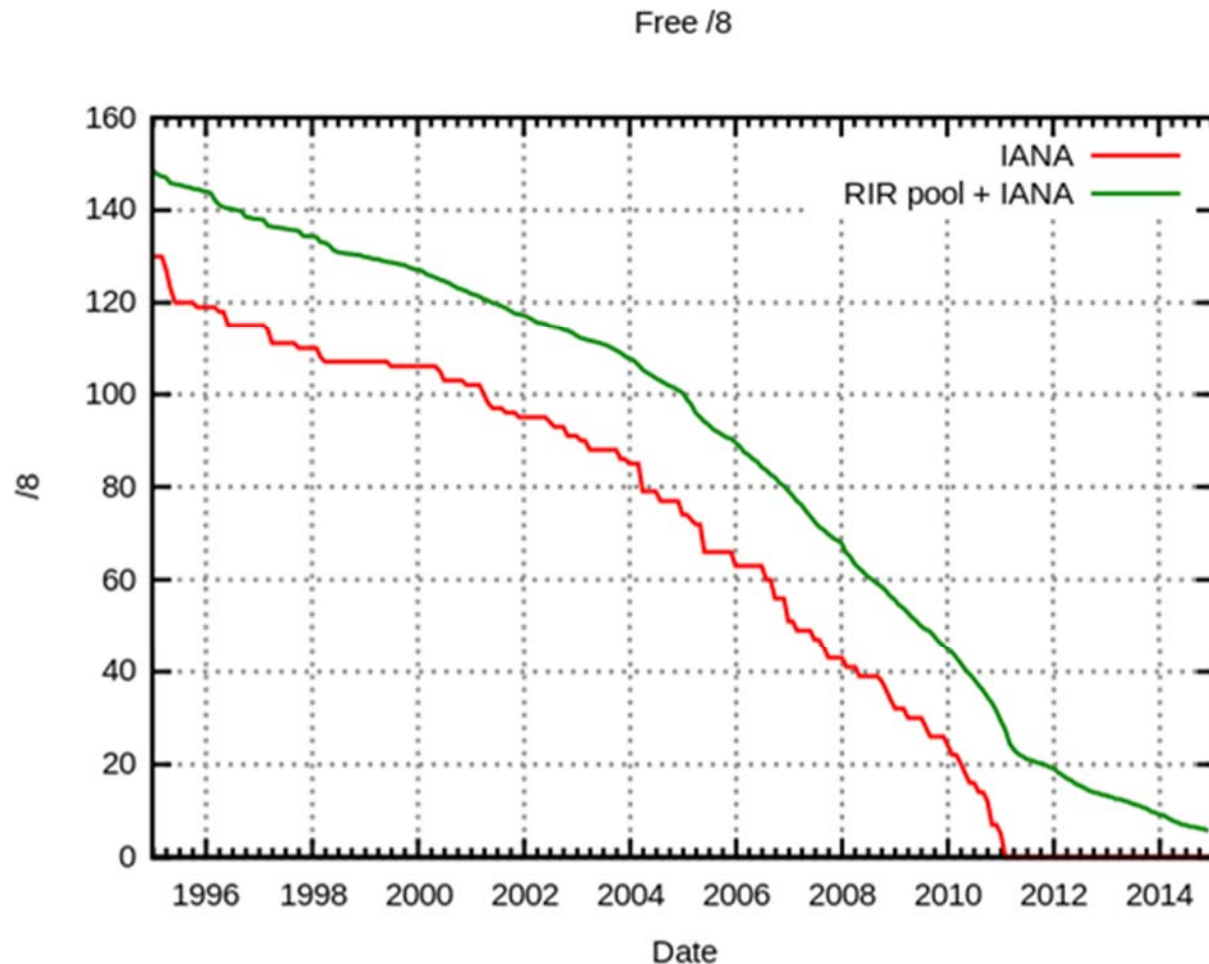
❖ How many people are there in the world?

7.6 billion
as of Jan. 2018

❖ How many IPv4 addresses are there (32 bits)?

$2^{32} \approx 4.3$ billion

IPv4 Address Exhaustion



Source:
[Wikimedia Commons](#)

- ❖ Neat video of allocation through the years:
 - https://www.youtube.com/watch?v=y8WqJum_Gfg

IPv6

An IPv6 address (in hexadecimal)

2001:0DB8:AC10:FE01:0000:0000:0000:0000

↓ ↓ ↓ ↓
2001:0DB8:AC10:FE01:: Zeroes can be omitted

0010000000000001:0000110110111000:101011000010000:1111111000000001:
 0000000000000000:0000000000000000:0000000000000000:0000000000000000

Source:
[Wikimedia Commons](https://commons.wikimedia.org/)

IPv4: 32 bits → 2³² addresses } 4x bits used
 IPv6: 128 bits → 2¹²⁸ addresses } 2⁹⁶ x addresses can be represented

- ❖ 2¹²⁸ unique addresses
- ❖ Issue: adoption still in progress
 - Which are you? <https://www.whatismyip.com>

Domain Name System

- ❖ Remembering IP addresses would be brutal for humans
 - Instead we use domain names, which are human-readable and more flexible
 - *e.g.* `cs.washington.edu` instead of `128.208.3.88`
- ❖ Computers find IP address for a domain name from the **domain name system** (DNS)
 - Another computer that acts as an IP address book
 - Your computer *does* need to know the IP address of the DNS server
 - DNS is an automatic directory search – it's huge!

Logical vs. Physical

- ❖ Humans see the Internet as a **logical network**: an hierarchy of domains
- ❖ Computers see the Internet as a **physical network**: IP addresses that map to computers
- ❖ The DNS relates the logical network to the physical network by translating domain names to IP addresses
 - Requesting a web page from the same domain name may get “served” to you from a different IP address each time!
 - For improved performance, most web content is stored in multiple locations

Discussion (If Time)

- ❖ The Internet was supposed to bring the world “closer together”
- ❖ Do you think it has? Why or why not?
 - ⊕ access to others across the world
 - ⊖ more apathy towards in-person communication
 - ⊖ majority of communication more superficial?
 - ⊕ easier to find validating stories
 - ⊖ trolls and disinhibition of online communication
 - ⊖ availability of validation can lead to more divergent opinions, more online disagreement

Summary

- ❖ A **network** is a group of computing devices connected together, either by wire or wirelessly
 - From very small to very big
 - The Internet is the largest network of networks
- ❖ The Internet grew rapidly and has become increasingly omnipresent
 - Highly fault-tolerant due to **decentralization**
 - Growth aided by **open standards**
- ❖ Data is passed between computing devices in small pieces called **packets**
 - The **domain name system** translates from domain names to **IP addresses** in order to reach a specific device