

Networking Introduction

CSE 333

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Administrivia

- ❖ Exercise 13 was due this morning
- ❖ Exercise 14 is due **Wednesday (July 31st)**
- ❖ HW3 due **Thursday (August 1st), 11 pm**
 - Usual reminders: don't forget to tag, then be sure to clone elsewhere and recompile / retest
 - Usual late days apply (*if* you have any left – don't run over)

Administrivia

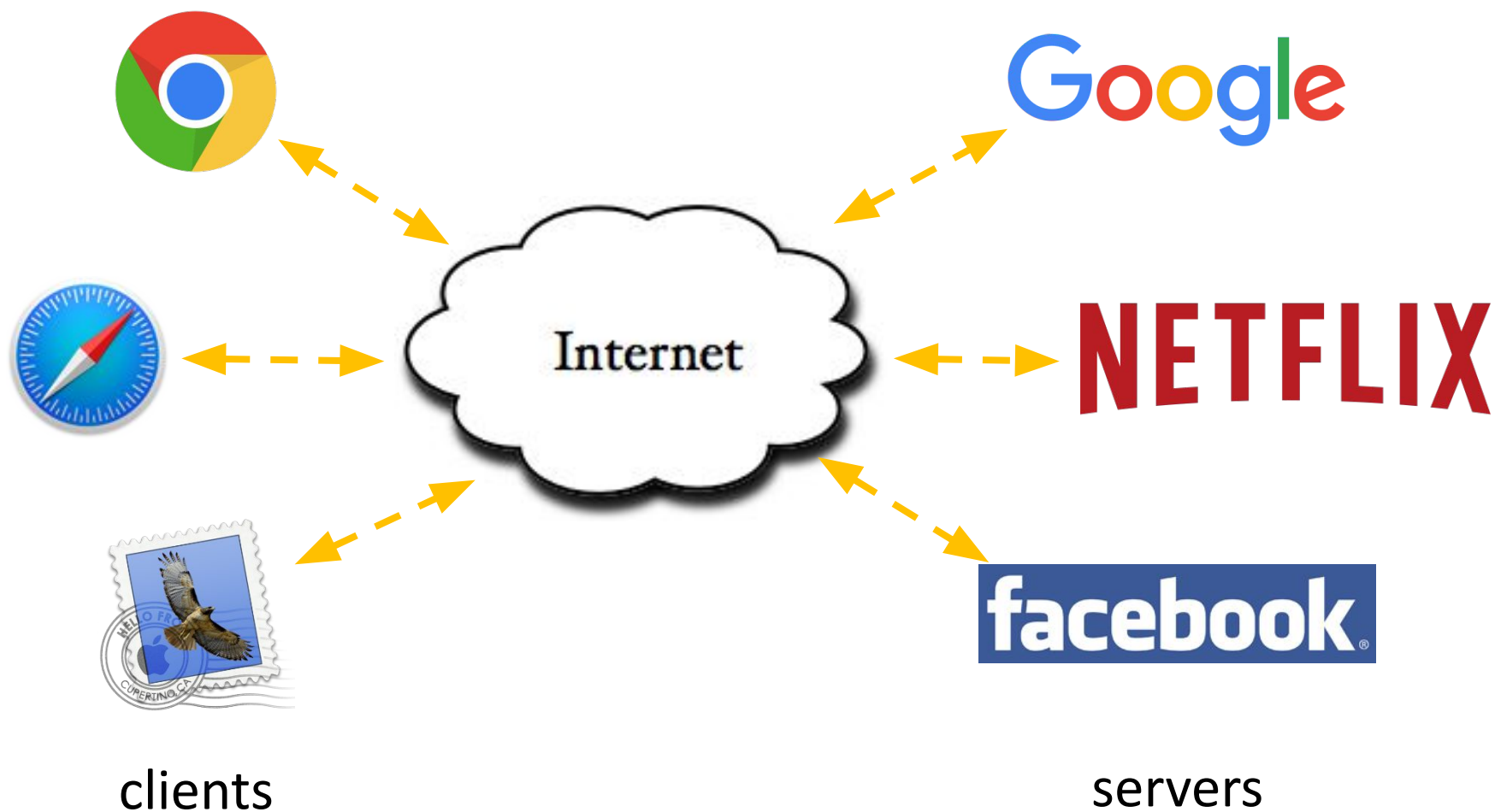
- ❖ Rest of the quarter:
 - Topics: Networking; Concurrency, Processes, and Threads
 - A few more exercises
 - Networking client side, server side, concurrency
 - hw4: file-search web server
 - Out Friday; due Wednesday, July 14th (last week of classes)
 - Demo in class Friday or Monday
 - final exam...

Lecture Outline

- ◆ Introduction to Networks
 - Layers upon layers upon layers...

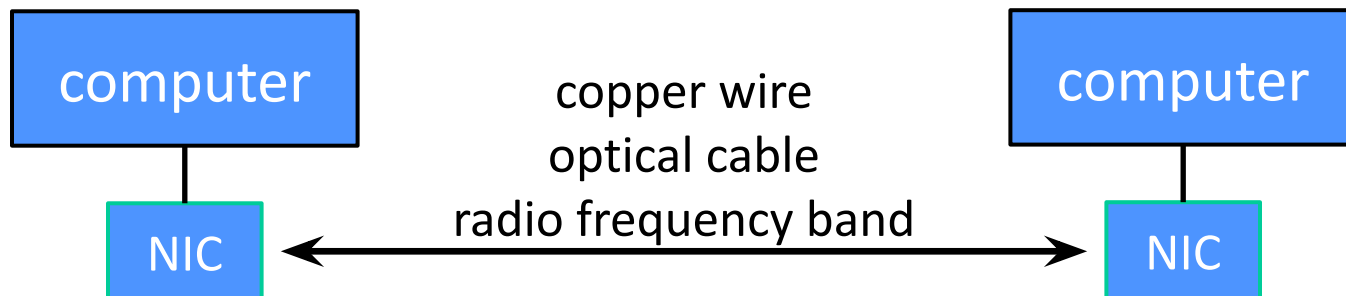
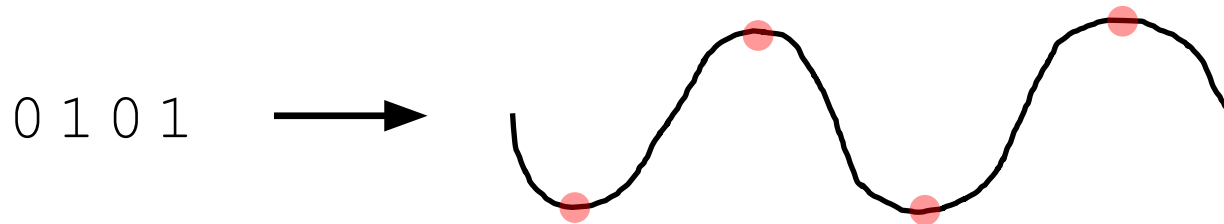


Networks From 10,000 ft



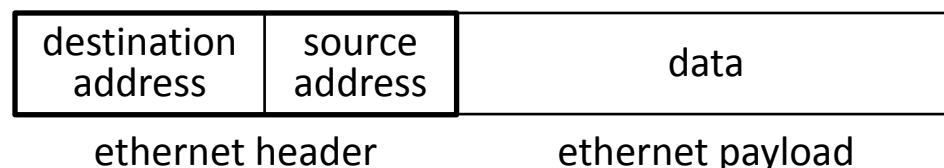
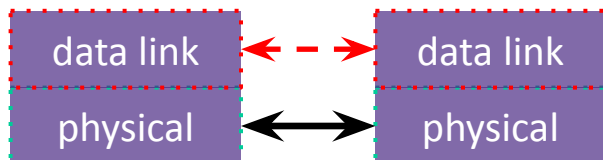
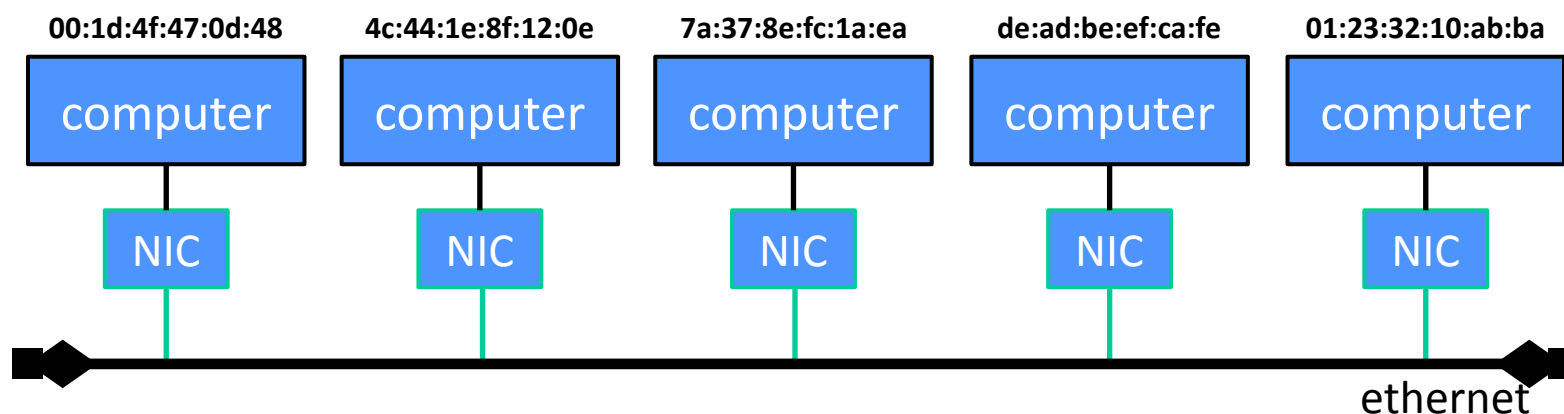
The Physical Layer

- ❖ Individual bits are modulated onto a wire or transmitted over radio
 - Physical layer specifies how bits are encoded at a signal level
 - Many choices, e.g., encode “1” as +1v, “0” as -0v; or “0”=+1v, “1”=-1v, ...



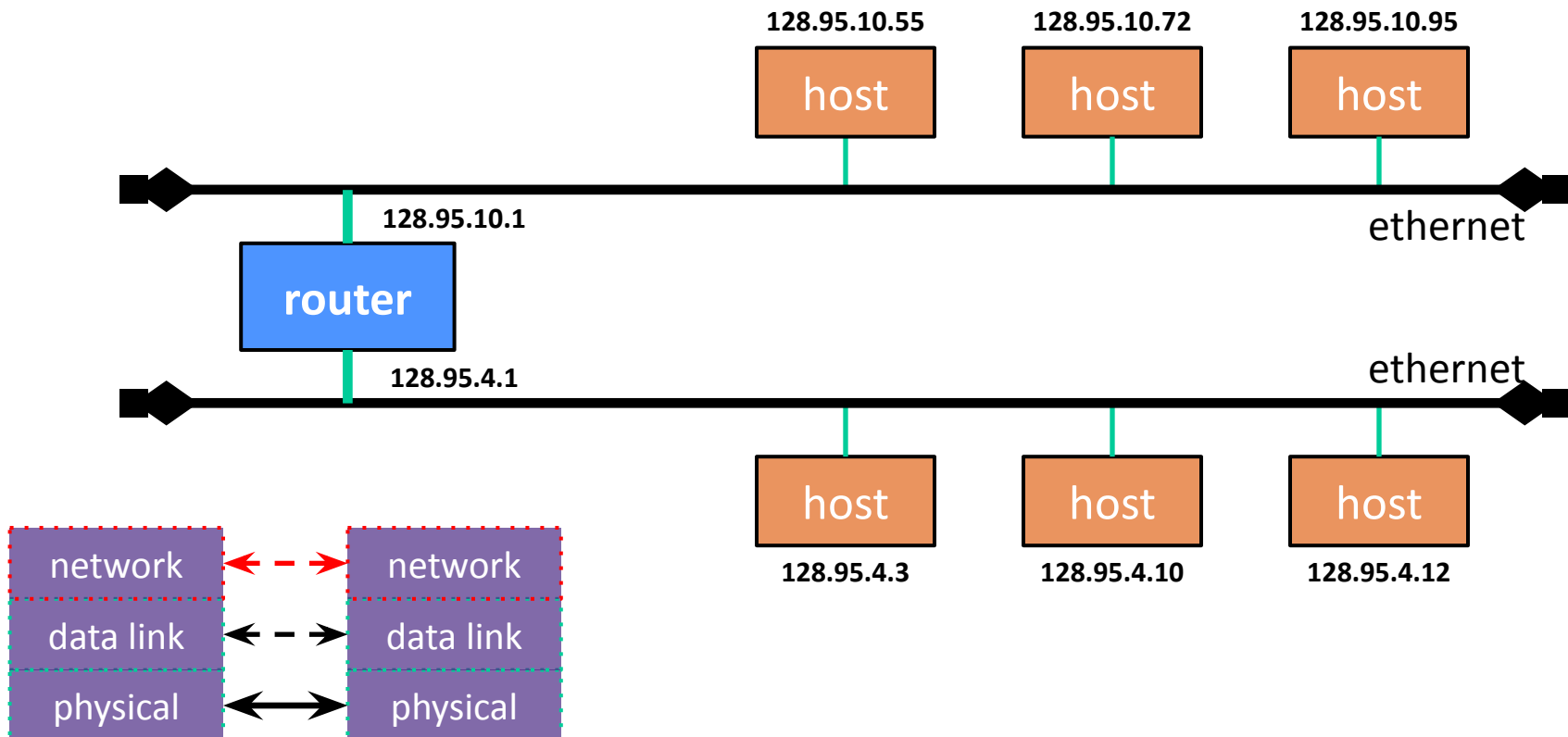
The Data Link Layer

- ❖ Multiple computers on a LAN contend for the network medium
 - Media access control (MAC) specifies how computers cooperate and network interface controllers (NICs) are addressed.
 - Link layer also specifies how bits are “packetized”



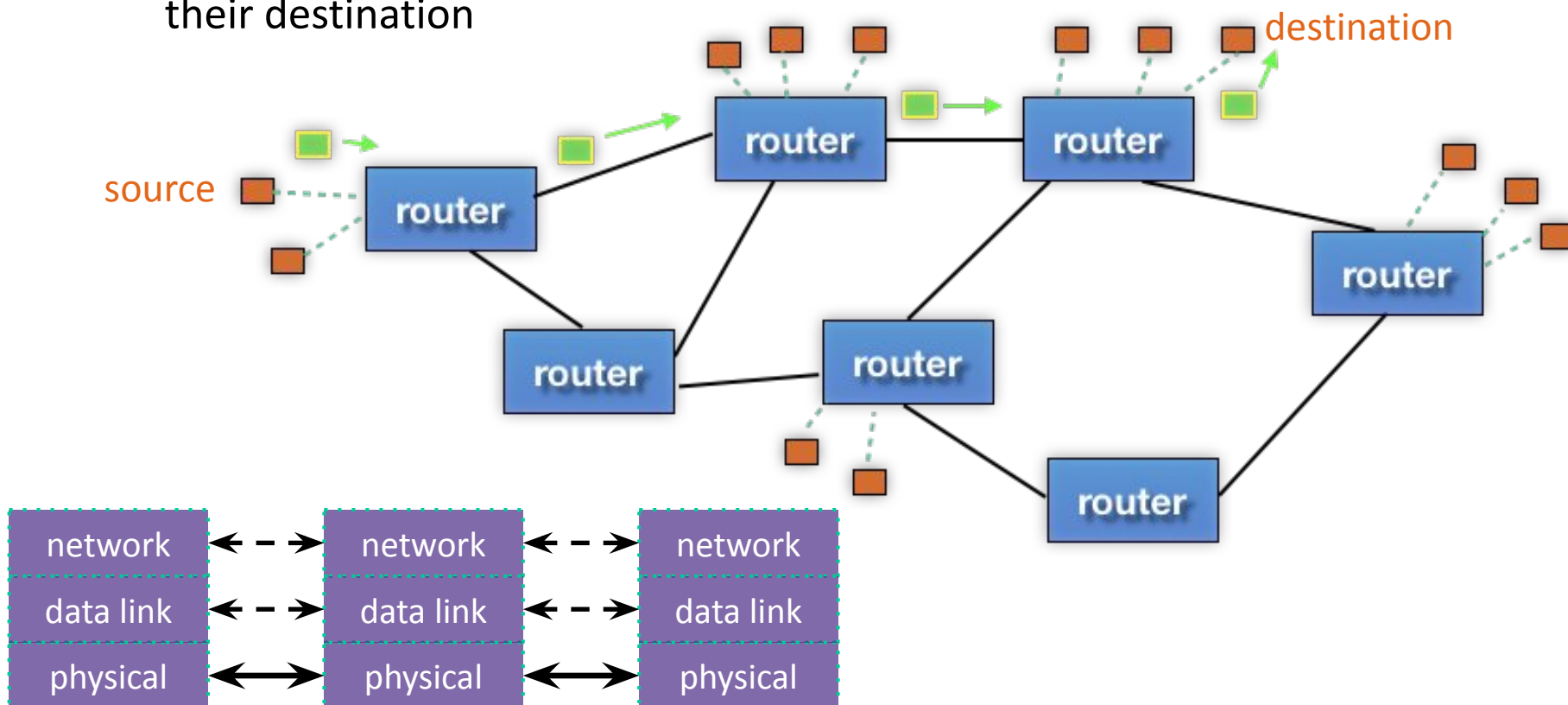
The Network Layer (IP)

- ❖ Internet Protocol (IP) routes packets across multiple networks
 - Every computer has a unique IP address (sort of)
 - Individual networks are connected by routers that span networks



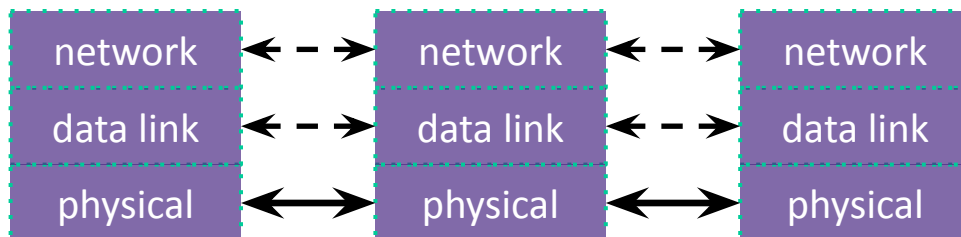
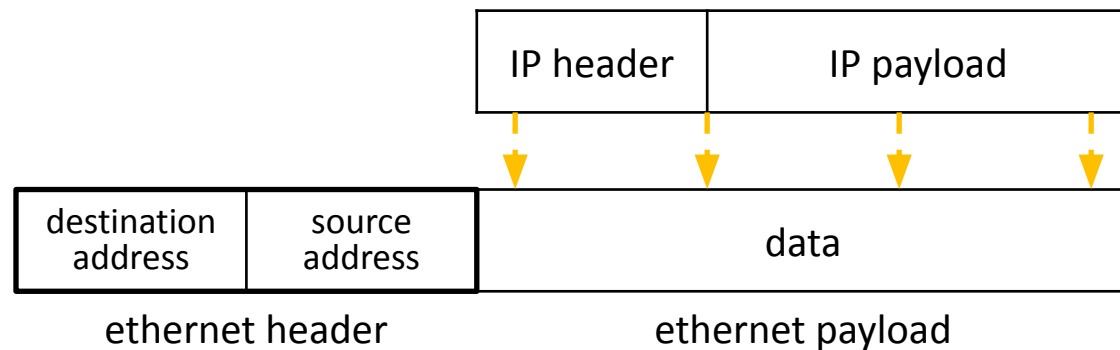
The Network Layer (IP)

- ❖ There are protocols to:
 - Let a host map an IP to MAC address on the same network
 - Let a router learn about other routers to get IP packets one step closer to their destination



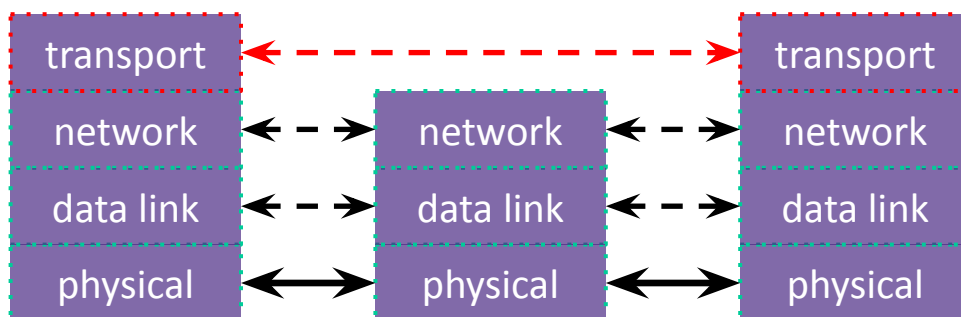
The Network Layer (IP)

- ❖ Packet encapsulation:
 - An IP packet is encapsulated as the payload of an Ethernet frame
 - As IP packets traverse networks, routers pull out the IP packet from an Ethernet frame and plunk it into a new one on the next network



The Transport Layer (TCP)

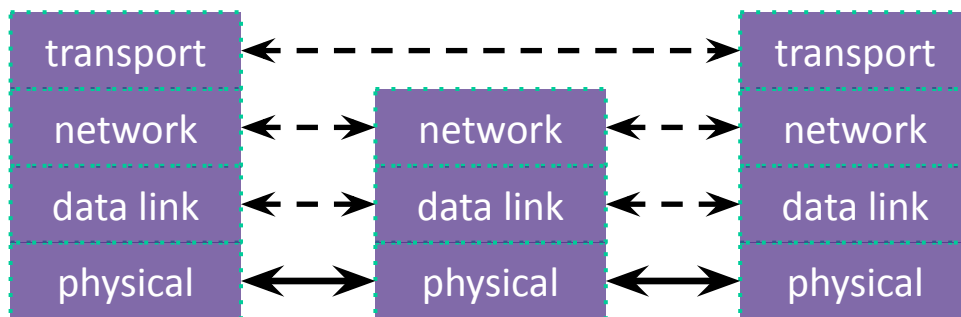
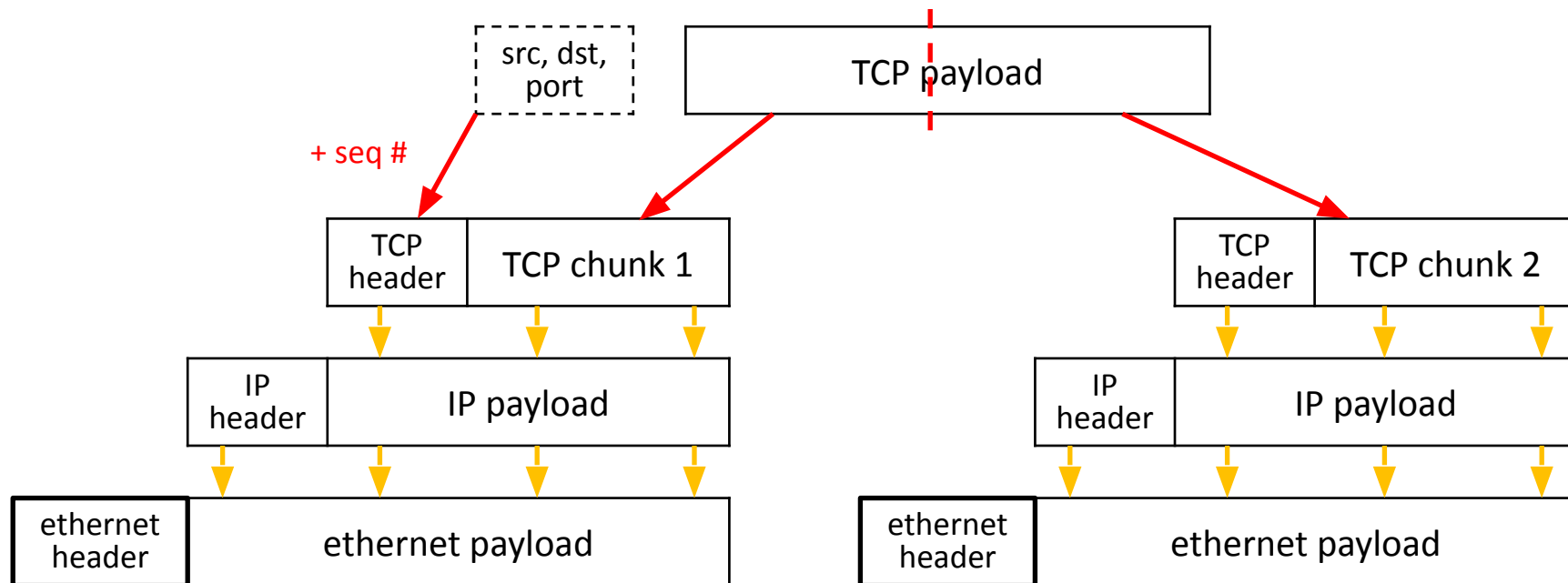
- ❖ Transmission Control Protocol (TCP):
 - Provides applications with reliable, ordered, congestion-controlled byte streams
 - Sends stream data as multiple IP packets (differentiated by sequence numbers) and retransmits them as necessary
 - When receiving, puts packets back in order and detects missing packets
 - A single host (IP address) can have up to $2^{16} = 65,535$ “ports”
 - Kind of like an apartment number at a postal address (your applications are the residents who get mail sent to an apt. #)



https://en.wikipedia.org/wiki/List_of_TCP_and_UDP_port_numbers

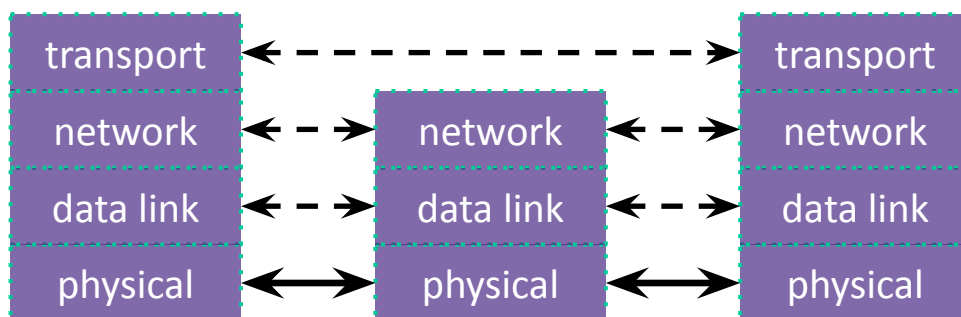
The Transport Layer (TCP)

- ❖ Packet encapsulation – one more nested layer!



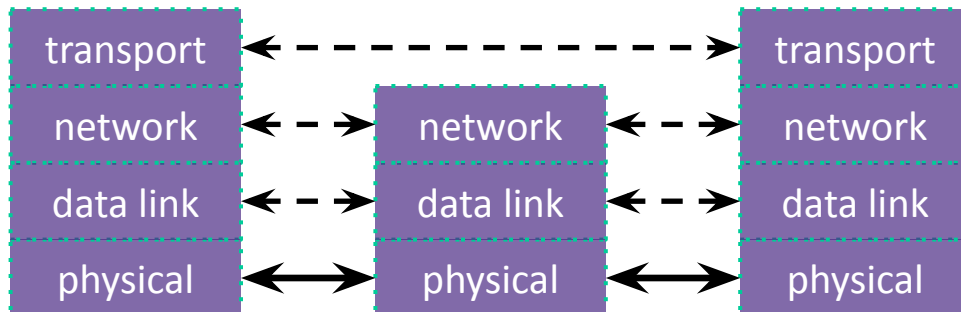
The Transport Layer (TCP)

- ❖ Applications use OS services to establish TCP streams:
 - The “Berkeley sockets” API
 - A set of OS system calls
 - Clients **connect** () to a server IP address + application port number
 - Servers **listen** () for and **accept** () client connections
 - Clients and servers **read** () and **write** () data to each other



The Transport Layer (UDP)

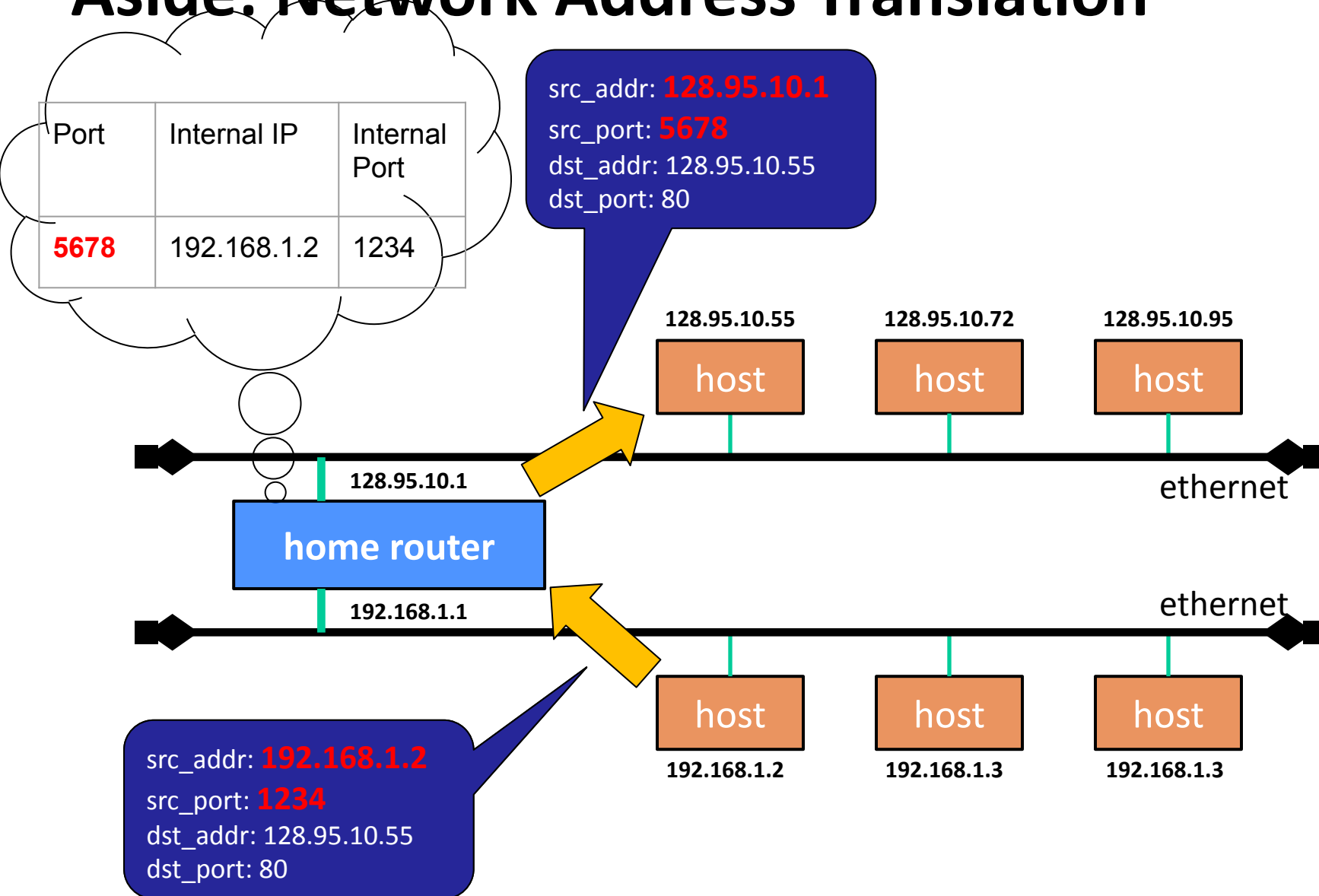
- ❖ User Datagram Protocol (UDP):
 - Provides applications with *unreliable* packet delivery
 - UDP is a really thin, simple layer on top of IP
 - Datagrams still are fragmented into multiple IP packets



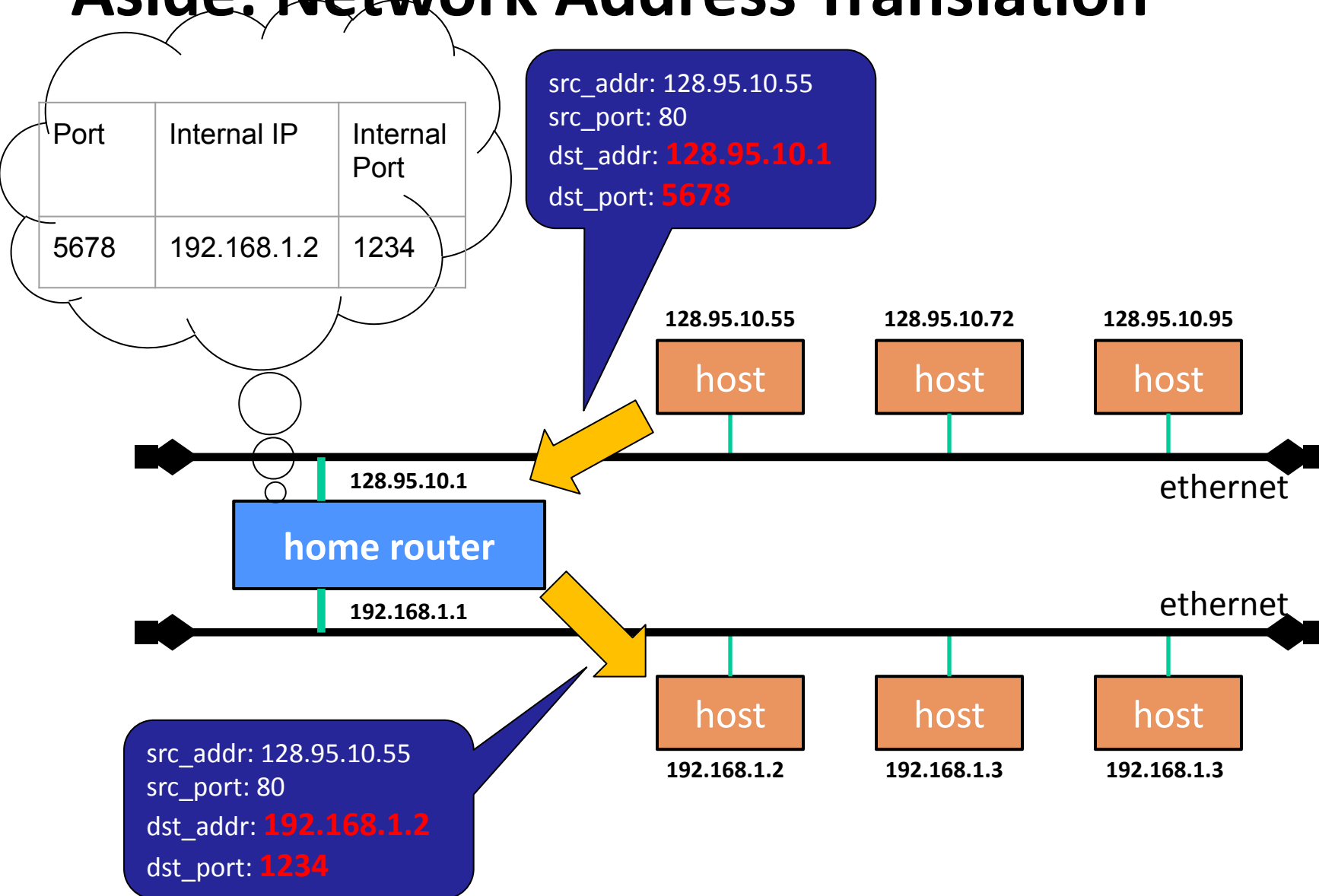
Aside: Network Address Translation

- ❖ There aren't enough IPv4 addresses for all the internet users!
- ❖ IPv6 solves this problem, but requires changing lots of infrastructure
- ❖ Backwards compatible solution: Network Address Translation (or "NAT")

Aside: Network Address Translation

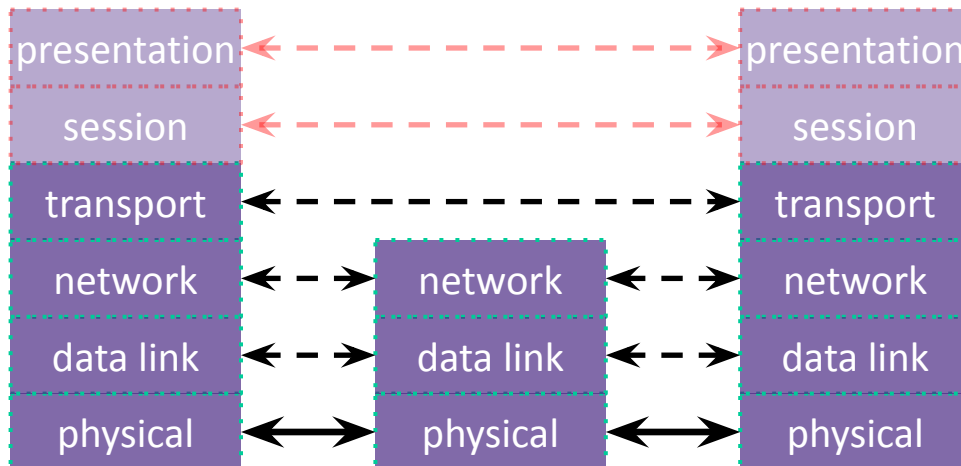


Aside: Network Address Translation



The (Mostly Missing) Layers 5 & 6

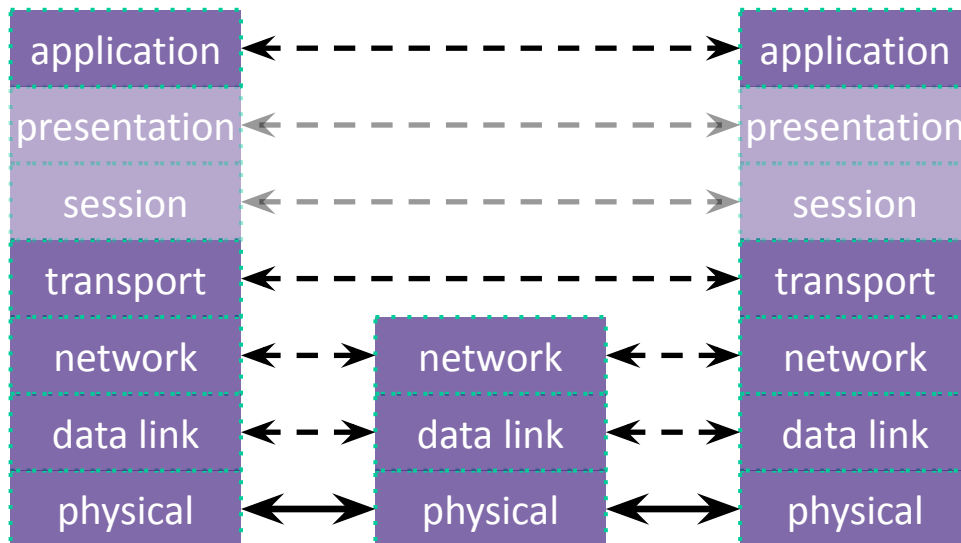
- ❖ Layer 5: Session Layer
 - Supposedly handles establishing and terminating application sessions
 - Remote Procedure Call (RPC) kind of fits in here
- ❖ Layer 6: Presentation Layer
 - Supposedly maps application-specific data units into a more network-neutral representation
 - Encryption (SSL) kind of fits in here



The Application Layer

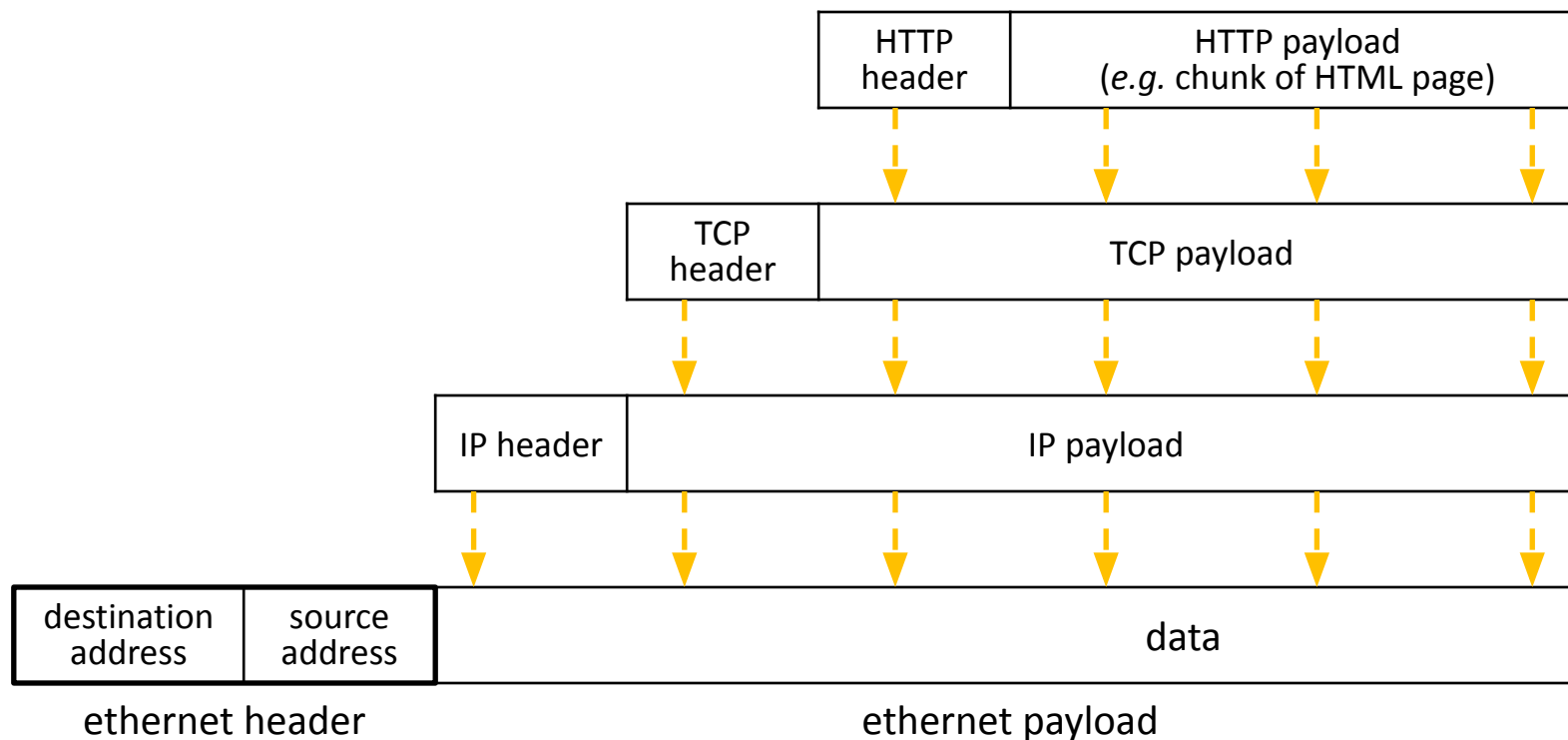
❖ Application protocols

- The format and meaning of messages between application entities
- Example: HTTP is an application-level protocol that dictates how web browsers and web servers communicate
 - HTTP is implemented *on top of* TCP streams



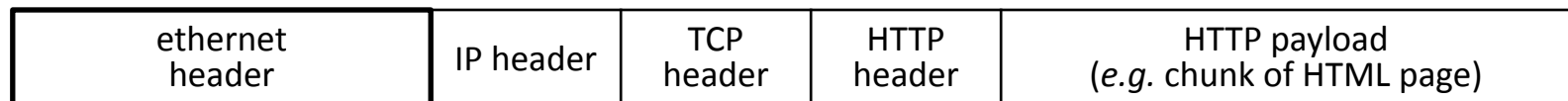
The Application Layer

❖ Packet encapsulation:



The Application Layer

- ❖ Packet encapsulation:



The Application Layer

- ❖ Popular application-level protocols:
 - **DNS:** translates a domain name (*e.g.* www.google.com) into one or more IP addresses (*e.g.* 74.125.197.106)
 - Domain Name System
 - An hierarchy of DNS servers cooperate to do this
 - **HTTP:** web protocols
 - Hypertext Transfer Protocol
 - **SMTP, IMAP, POP:** mail delivery and access protocols
 - Secure Mail Transfer Protocol, Internet Message Access Protocol, Post Office Protocol
 - **SSH:** secure remote login protocol
 - Secure Shell
 - **bittorrent:** peer-to-peer, swarming file sharing protocol

What network layer would you change if you want to:

- ❖ Make packets bigger
 - Network Layer (IP)
- ❖ Mark some packets as reliable and others as not
 - Transport Layer (TCP/UDP)
- ❖ Implement a multiplayer game
 - Application Layer
- ❖ Use carrier pigeons to transmit data
 - Physical Layer
- ❖ Use different routes based on the contents of the packet
 - Network Layer

IP over Avian Carriers

🗨️ 20 languages ▾

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From Wikipedia, the free encyclopedia



In [computer networking](#), **IP over Avian Carriers (IPoAC)** is a joke proposal to carry [Internet Protocol \(IP\) traffic](#) by [birds](#) such as [homing pigeons](#). IP over Avian Carriers was initially described in [RFC 1149](#) issued by the [Internet Engineering Task Force](#), written by David Waitzman, and released on April 1, 1990. It is one of several [April Fools' Day Request for Comments](#).

Waitzman described an improvement of his protocol in [RFC 2549](#), *IP over Avian Carriers with Quality of Service* (1 April 1999). Later, in [RFC 6214](#)—released on 1 April 2011, and 13 years after the introduction of [IPv6](#)—[Brian Carpenter](#) and Robert Hinden published *Adaptation of RFC 1149 for IPv6*.^[1]

IPoAC has been successfully implemented, but for only nine [packets of data](#), with a [packet loss](#) ratio of 55% (due to operator error),^[2] and a [response time](#) ranging from 3,000 seconds (50 min) to over 6,000 seconds (100 min). Thus, this technology suffers from high [latency](#).^[3]

Real-life implementation



Under RFC 1149, a homing pigeon can carry [Internet Protocol](#) traffic.

https://en.wikipedia.org/wiki/IP_over_Avian_Carriers

netcat

- ❖ netcat (`nc`) is “a computer networking utility for reading from and writing to network connections using TCP or UDP”
 - Listen on port: `nc -l <port>`
 - Connect: `nc <IPaddr> <port>`
 - Local host: `127.0.0.1`

Spacing isn't accurate,
it's for illustrative
purposes

```
> nc -l 1234
```

```
Hello world
```

```
Back at you!
```

```
^C
```

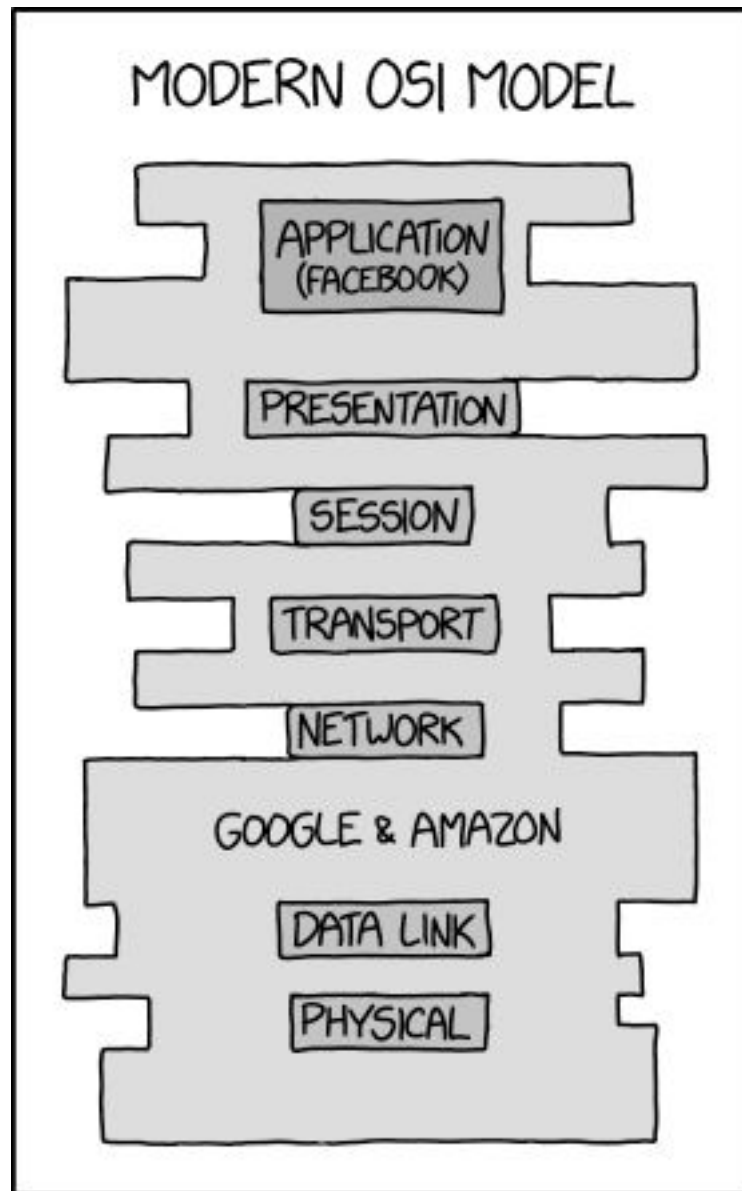
```
>
```

```
> echo "Hello world" | nc 127.0.0.1 1234
```

```
Back at you!
```

```
>
```

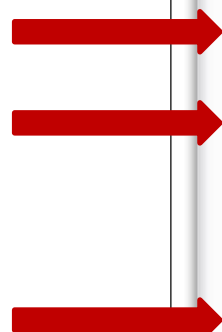

The Future of Networking?



“Network” Latency is Highly Variable

- ❖ Jeff Dean’s “Numbers Everyone Should Know” (LADIS ‘09)

L1 cache reference	0.5 ns
Branch mispredict	5 ns
L2 cache reference	7 ns
Mutex lock/unlock	100 ns
Main memory reference	100 ns
Compress 1K bytes with Zippy	10,000 ns
Send 2K bytes over 1 Gbps network	20,000 ns
Read 1 MB sequentially from memory	250,000 ns
Round trip within same datacenter	500,000 ns
Disk seek	10,000,000 ns
Read 1 MB sequentially from network	10,000,000 ns
Read 1 MB sequentially from disk	30,000,000 ns
Send packet CA->Netherlands->CA	150,000,000 ns

Three red arrows point to the following rows in the table: 'Send 2K bytes over 1 Gbps network', 'Round trip within same datacenter', and 'Send packet CA->Netherlands->CA'.The Google logo is at the bottom right of the table, along with a vertical stack of navigation icons: a square with a plus sign, a circle with a plus sign, and a circle with a minus sign.

Latency: Distance Matters

- ❖ Distances within a single datacenter are smaller than distances across continents
- ❖ Even within a datacenter, distances can sometimes matter



123Net Data Center, Wikimedia

Latency: Materials Matter

- ❖ Fiber optic cables are lower-latency and higher-bandwidth than traditional copper wiring
 - Much of the internet's "long haul" data is transmitted on these
 - (signal attenuation is much better too)

- ❖ Is it faster to send 1 person from UW to ...
 - Downtown Seattle?
 - Ballard?

Latency: Topology Matters

- ❖ Some places are surprisingly well- or poorly-connected to “backbone” infrastructure like fiber optic cables
- ❖ Unintuitive topology creates interesting failures
 - Eg, 2006 Hengchun Earthquake disrupted communications to Singapore, Phillipines, Thailand, China, etc for a month



Don't Forget!

- ❖ Exercise 14 is due **Wednesday (July 31st)**
- ❖ HW3 due **Thursday (August 1st), 11 pm**