CSE/EE 461

Introduction to Computer Communication Networks

Brian Bershad
Bershad@cs.washington.edu

This Lecture

1. Administrative stuff
2. Introduction to Networks
3. An Example Technical Thing

1. Administrative Stuff

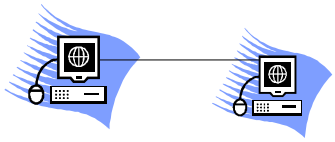
- Everything you need is on the course web page
  - www.cs.washington.edu/education/courses/cse461/05wi/
- Your TODO list:
  - Join the mailing list cse461@cs.washington.edu
  - Gain access to the CSE Labs (form for non-majors)
  - Get Computer Networks by Peterson and Davie
  - Read chapters 1 and 2 (by Friday)
  - Go to section
  - Start on Fishnet assignment 1

What is a Network?

Main Entry: **[1]net·work**
Pronunciation: 'net-"w&rk
Function: *noun*
1 : a fabric or structure of cords or wires that cross at regular intervals and are knotted or secured at the crossings
2 : a system of lines or channels resembling a network
3 a : an interconnected or interrelated chain, group, or system <a *network* of hotels> **b :** a system of computers, terminals, and databases connected by communications lines
4 a : a group of radio or television stations linked by wire or radio relay **b :** a radio or television company that produces programs for broadcast over such a network

A Network in 461

- "Network" is clearly an overloaded word:
  - Economic networks, regulatory networks, social networks…
  - Telephone, Cable TV, Bank tellers, computer clusters
- For 461, a network is what you get anytime you connect two or more computers together by some kind of a link.



OR

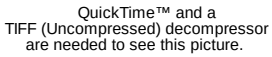
2. The networks we study

- We are interested in networks that are:
  - Large scale
  - Intrinisically Unreliable
  - Distributed
  - Heterogeneous

On Scale

Small Scale

Why does 'scale' matter?

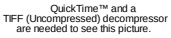


Large Scale

The meaning of "Large-scale"

1 BILLION

1. A LOT



2. Doubles in size
With some predictability
(called?)

1

Intrinsic Unreliability

- Information sent from a first place to a second
  - May not arrive
  - May arrive more than once.
  - May arrive in garbled fashion
  - May arrive before other subsequently sent information from that same first place
  - May arrive after other previously sent information sent from that same first place
  - May be read by others
  - May be written by others
- Why build intrinsically unreliable networks?

Distributed

"A distributed system is a system in which I can't do my work because some computer has failed that I've never even heard of." – Lamport

- (Hopefully) independent failure modes
- Exposed and hidden dependencies
- Independent administrative controls
- Leads to…

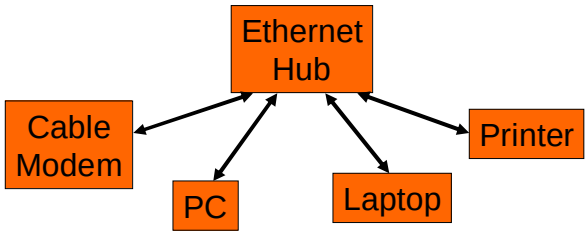
Heterogeneous Networks

- Heterogeneous: Made up of different kinds of stuff
- Homogeneous: Made up of the same kind of stuff
- Principle 1: Homogeneous networks are easier to deal with, but more difficult to scale
  - Consider telephone network vs Internet
- Principle 2: Heterogeneous networks lead to greater innovation
  - Consider telephone network vs Internet
  - Reasons?

Model of a Network

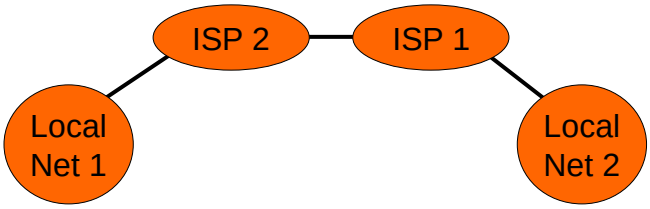
- Links carry information (bits)
  - Wire, wireless, fiber optic, smoke signals …
  - May be point-to-point or broadcast
- Switches move bits between links
  - Routers, gateways,bridges, CATV headend, PABXs, …
- Hosts are the communication endpoints
  - PC, PDA, cell phone, tank, toaster, …
  - Hosts have names
- Much other terminology: channels, nodes, intermediate systems, end systems, and much more.

Example – Local Area Network



- Your home network
  - Ethernet is a broadcast-capable multi-access LAN

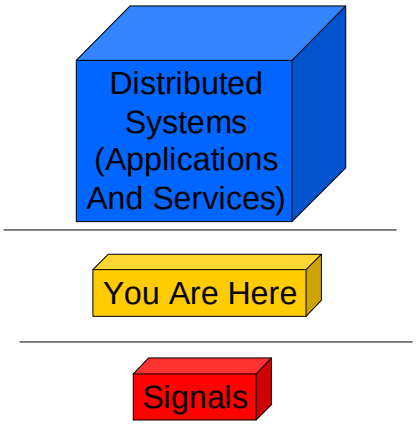
Example – An Internetwork



- Internetwork is a network of networks
- The Internet is a global internetwork in which all participants speak a common language
  - IP, the Internet Protocol

Goal of this Course

- You will understand how to design and build *large, distributed computer* networks.
  - Fundamental problems in building networks
  - Design principles of proven value
  - Common implementation technologies
- This is a systems course, not queuing theory, signals, or hardware design.
- We focus on networks, rather than applications or services that run on top of them (distributed systems).



3. An Example of a Technical Problem in Networks

- The Vacation Home Problem
  - N families
  - One Vacation Home.
- How to coordinate access to the home?
  - *Q: Why not just buy more homes?*
- Option 0: Do nothing
  - Conflicts
- Option 1: Time share
    - Each family gets the whole vacation every N weeks
- Option 2: Space share
    - Each family gets one bedroom in the vacation home anytime they want it.
- (All three options are *static* solutions)
  - What can we say about 'static' solutions?

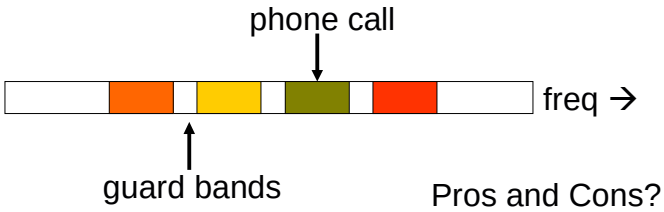
A Network is like a vacation home

- Problem: How to multiplex (share) a resource amongst multiple users, especially sharing a link?
  - Networks are shared among users
  - This is an important benefit of building them
    - (another reason why we can't just buy everybody their own network!)
- First Solution: Static Partitioning
  - Like the condo solution

- Really, *two* kinds of static partitioning
  - (Synchronous) Time Division Multiplexing (TDM, STDM)
    - (*"the smiths get it even weeks, the jones get it the others"*)
  - Frequency Division Multiplexing (FDM)
    - (*"the smiths stay on the first floor, the jones get the second"*)

Frequency Division Multiplexing

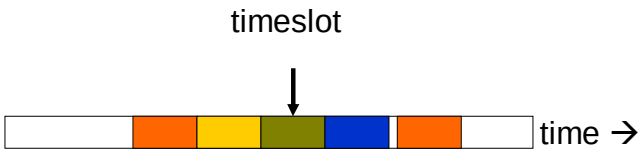
- Simultaneous transmission in different frequency bands
- "Speaking at different pitches"
  - (or, staying on different floors)
  - Eg, Take One 3MHz signal and break it into 1000 3KHz signals
    - Analog: Radio/TV, AMPS cell phones (800MHz)
  - Also called Wavelength DMA (WDMA) for fiber



Pros and Cons?

Time Division Multiplexing

- "Slice up" the given frequency band between users
- Speaking at different times
  - Staying at different times
  - Digital: used extensively inside the telephone network
  - T1 (1.5Mbps) is 24 x 8 bits/125us; also E1 (2Mbps, 32 slots)



Pros and Cons?

Statistical Multiplexing

- Static partitioning schemes are not well-suited to data communications because peak rate >> average rate.
  - In other words, it's rare for the whole family to show up in a given week. Much more likely is nobody shows up, or just a few do.
  - Consequently… rooms, or whole vacation homes, go unused.
- (Q: When would S.P. schemes be well suited to communications?)

- If we share on demand we can support more users
  - Based on the statistics of their transmissions
    - If you need more, you get more. If you need less, you get less.
    - It's all supposed to "balance out" in the end
    - Occasionally we might be oversubscribed
  - This is called statistical multiplexing
- Statistical multiplexing is heavily used in data networks

Why We Like Statistical Multiplexing

- One user sends at 1 Mbps and is idle 90% of the time.
  - 10 Mbps channel; 10 users if statically allocated
- Consider the probability of n concurrent users (and the bandwidth required)

Example continued

- For 10 users, Prob(need 10 Mbps) = 10^{-10} = 0.0000000100%
- Not likely! So keep adding users …
- For 35 users, Prob(>10 active users) = 0.17%, which is acceptably low

- We can support three times as many users!
- What's the rub?

Key Concepts

- We have a web site.
- Networks are comprised of links, switches and hosts
- Networks are used to share distributed resources
  - Key problems revolve around effective resource sharing
- Multiplexing lets multiple users share a resource
- Static multiplexing is simple, but not efficient unless the workloads are static
- Statistical multiplexing is more complicated and not guaranteed to work
  - but well-suited to data communications (bursty traffic)