

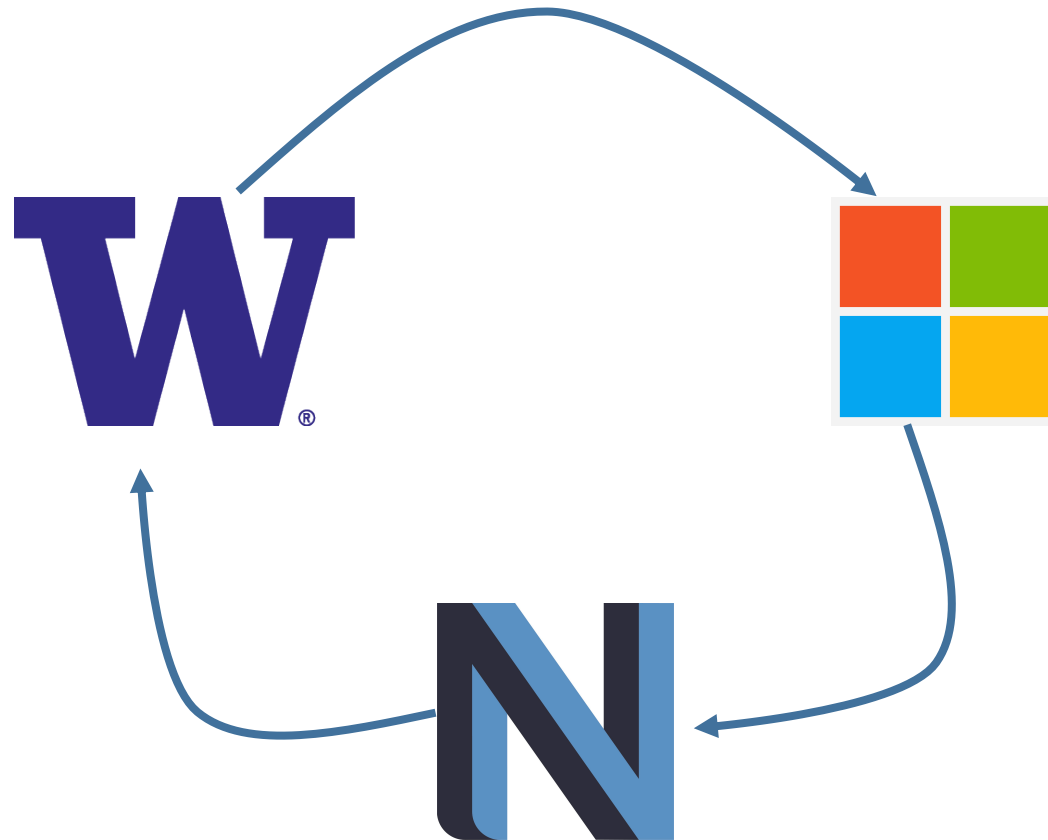
# CSE 461: Computer Networks

Ratul Mahajan

Will Bigelow, Brad Chen, Mark Guan  
Daniel Starikov, John Taggart, Kyle Yan

Who we are

Ratul



# Brad Chen

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- Hometown: Oakland, CA
- Year: Senior, B.S. Computational Sciencing
- Incoming SWE at Convoy, if it still exists after COVID-19
- Some fun facts about me:
  - Total tennis aficionado
  - My favorite movie is the The Last Airbender by M. Night Shyamalan
  - In my free time, I make TikToks
  - You can catch me at r/WallStreetBets
  - Once failed the 30 McNugget challenge
  - Has an ongoing relationship with the London Police



# Will Bigelow

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- Hometown: Berkeley, California
- Year: SENIOR, B.S. Computers
- Incoming Software Engineer at Airbnb, if it still exists after COVID-19
- Some fun facts about me:
  - The amazing head chef of his residence
    - Makes the meanest quiche on the West Coast
    - Also has a secret taco recipe that he will not tell Brad about
  - Life goal is to become a 5 star Airbnb superhost
  - “Stonks only go up”
  - Slightly fazed when presented with leetcode easy problems
  - Somewhat understands Border Gateway Protocol



# Mark Guan

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- From Acton, Massachusetts: home of the rabid deer
- 4th year Computer Science AND Engineering
- Incoming Software Engineer at Stripe, if it still exists after COVID-19
- Some fun facts about me:
  - Has the cleanest frisbee forehand on the west coast
  - Most cats are afraid of me
  - that one Patriots fan that everyone hates
  - 225 Bench / 315 DL / 135 Squat
  - I once had to go to the ER because I bit a fake fruit
  - Figured out Santa wasn't real at age 5
  - Has a Boston accent in his dreams



# Daniel Starikov

- Hometown: Federal Way, WA
- 5<sup>th</sup> Year M.S. in C.S., graduating December 2020.
- Works on waterjet-welding meat-cutting robots.
- Some fun facts about me:
  - Double-majored with EE for undergrad.
  - Worked on self-driving cars at Nvidia internship last summer.
  - Loves to bomb straight down the mountain when snowboarding.
  - Has a fear of jellyfish ever since diving headfirst into one.
  - Read the Game of Thrones books in Russian.



# John Taggart

- Hometown: Puyallup, WA
- Computer Science B.S., graduating June 2020.
- Set to be a Software Development Engineer at AWS after graduation.
- Some fun facts about me:
  - I once did research work in the Icelandic Highlands with some geologists.
  - I developed an iOS game from scratch as a personal project last summer.
  - My first car was an ugly-as-sin purple Toyota minivan.





- 5<sup>th</sup> Year MS, graduating Dec. 2020
- Hometown: Shanghai, China
- Doing research in NLP, also interested in security
- Spent entire spring break implementing Raft
- Learning to make games with Unity
- Don't like taking pictures



# Class Structure

# Grading

## **Assignments: 10%**

- Reading and homework from the book

# Grading

Assignments: 10%

**Surprise Quizzes: 5%**

- Short unannounced quizzes during the quarter
- Drop lowest

# Grading

Assignments: 10%

Surprise Quizzes: 10%

**3 Projects: (15 + 15 + 15)%**

- 3 coding exercises:
  - Socket programming
  - Link and Network layer behavior
  - HTTP Proxy

# Grading

Assignments: 10%

Surprise Quizzes: 5%

3 Projects: (15 + 15 + 15)%

**Midterm: 15%**

**Final: 20%**

**Participation: 5%**

# Grading

Assignments: 10%

Surprise Quizzes: 5%

3 Projects: (15 + 15 + 15)%

Midterm: 15%

Final: 20%

Participation: 55

Late Policy:

- 10% penalty for each late day
- Each **person** gets three late days

# Administrivia

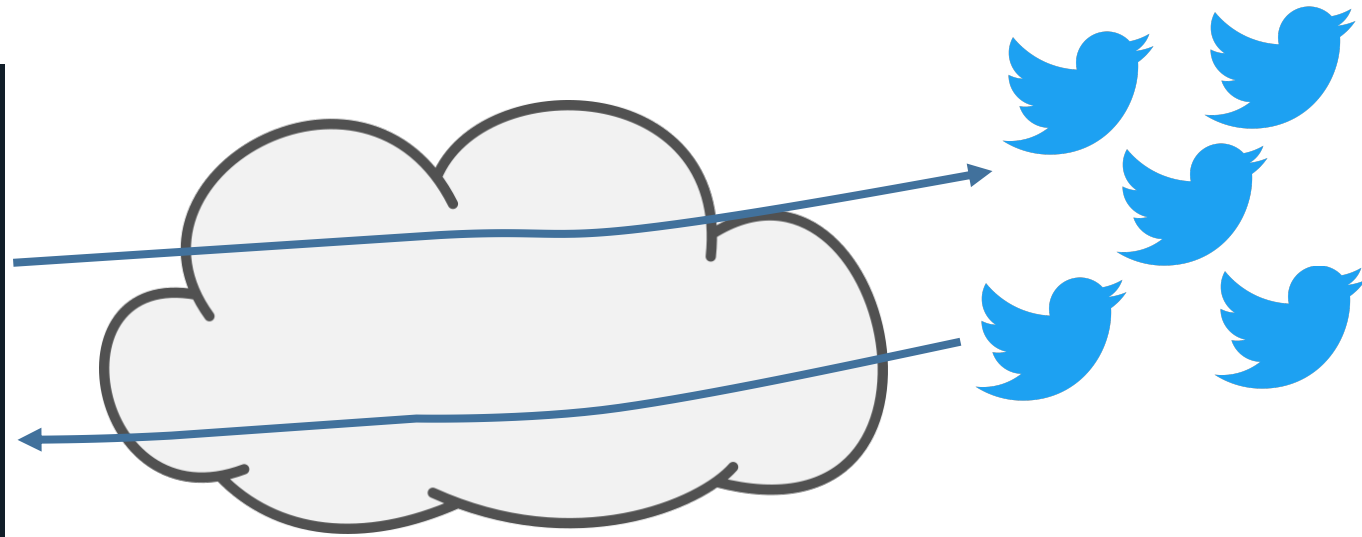
- Office hours
  - Opportunity to have more personal interactions with course staff.
- Tools
  - Mailing list: primary class communications
  - Canvas Assignments: Homework and projects
  - Canvas Discussion: Back and forth discussions on class content
  - Canvas Gradebook: Grades will be posted here
- Slides
  - Adapted from Kurtis Heimerl, who adapted from David Wetherall
  - I will be posting my own slides online



Questions?

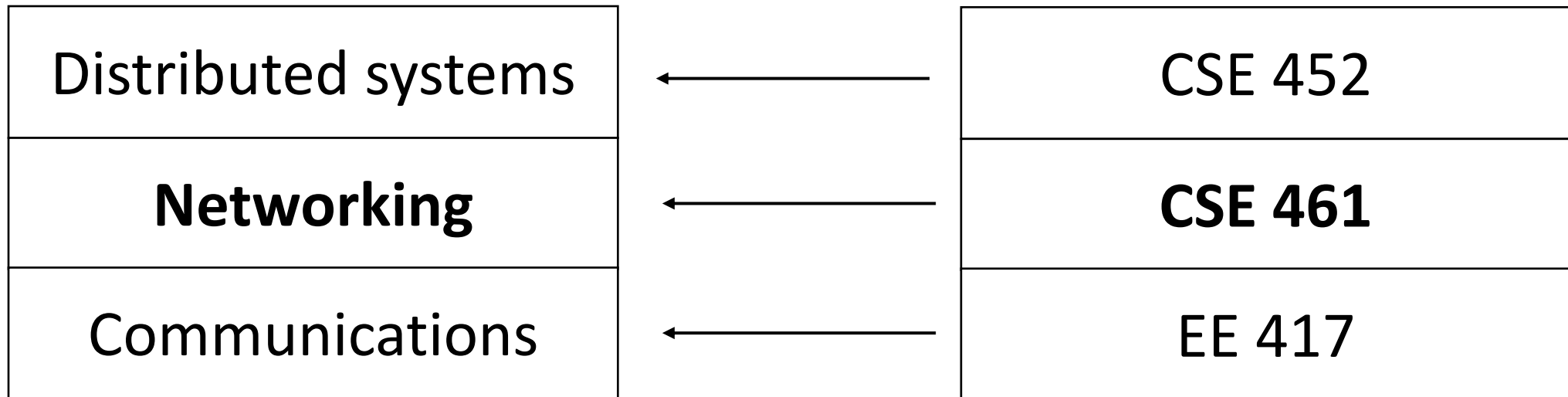
# CSE 461: Computer Networks

# Focus of the course



# Focus of the course (2)

Three “networking” topics:



# Main goals

1. Learn the fundamentals of computer networks
- 2. Learn how the Internet works**
  - What really happens when you “browse the web”?
  - TCP/IP, DNS, HTTP, NAT, VPNs, 802.11 etc.
3. Understand how and why of Internet design
  - SDN, Load Balancers, Architectures

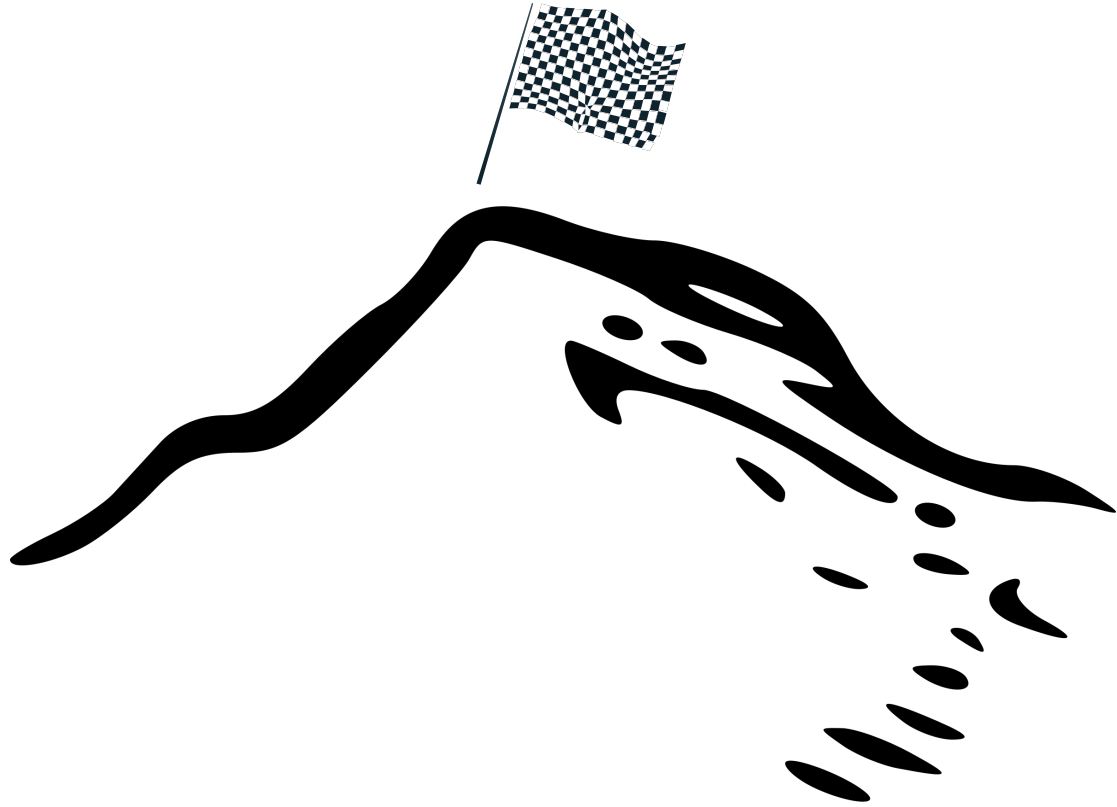
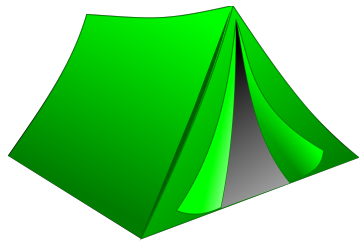
# Why learn the fundamentals?

Intellectual interest

Reinvention, broad applicability

- Non-Internet networks
- Changing Internet

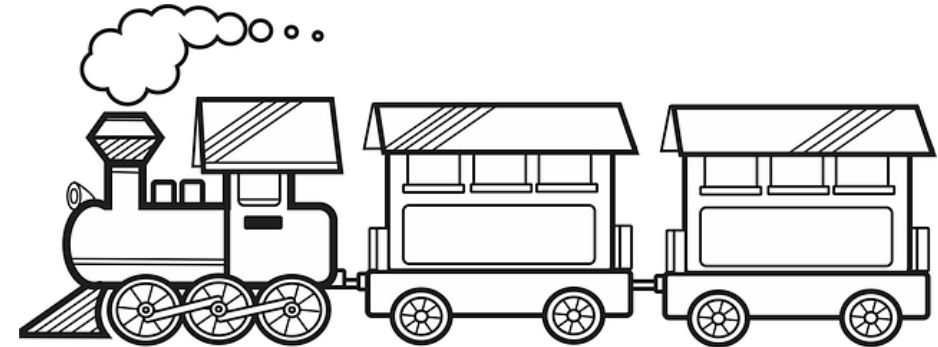
# Fundamentals - Reliable communication



# Fundamentals – Channel throughput



1 Gbps



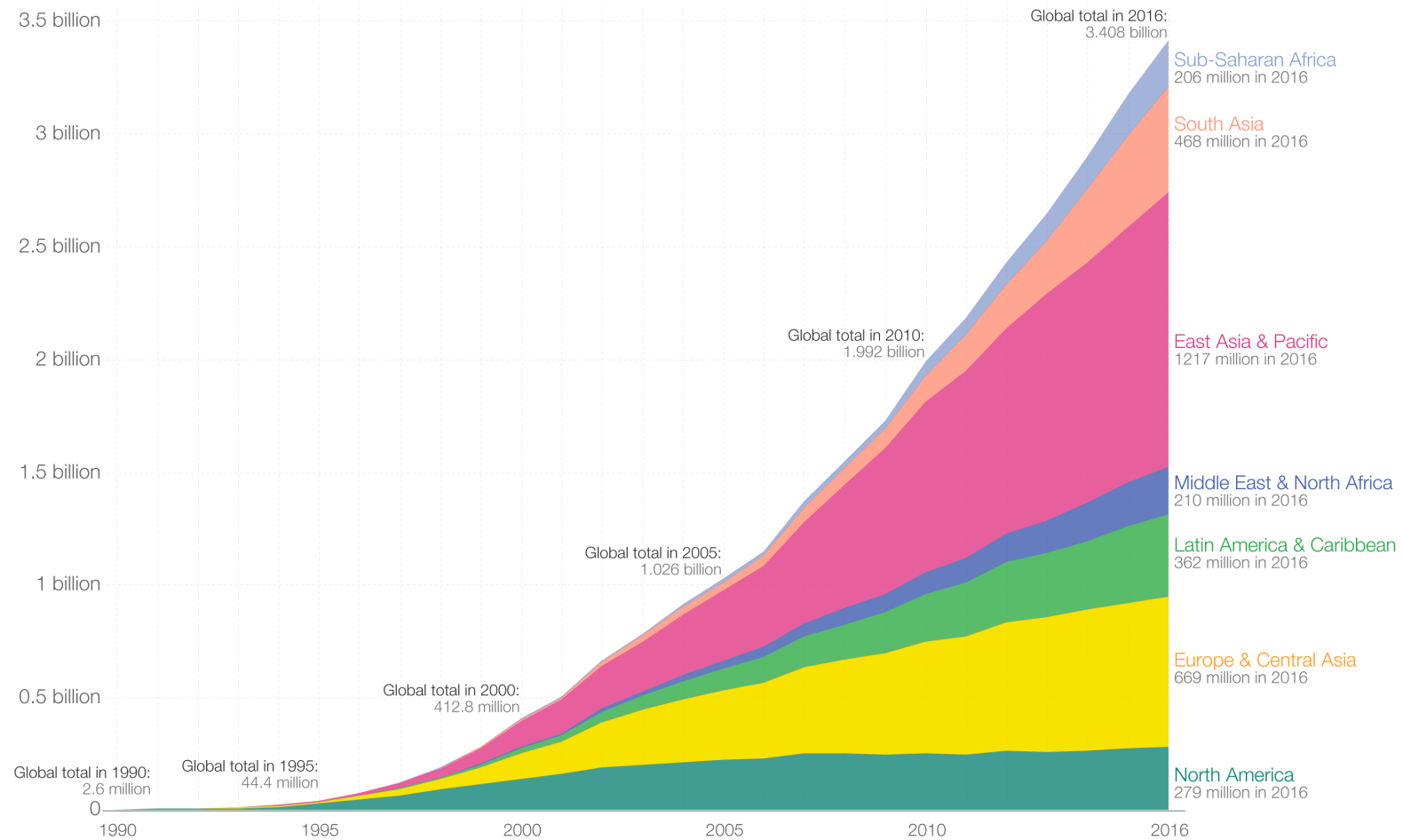
20ft container =  $2,350,080 \text{ in}^3$  (240 x 96 x 102)  
3.5in SSD =  $23 \text{ in}^3$  (4 x 5.75 x 1)  
SSDs / container = 50K (50% packing efficiency)  
Container capacity = 25PB (512 GB per SSD)  
Container speed = 100 mph  
SEA <> NYC throughput = ~2000 Gbps



# Fundamentals – Reinvention

- The Internet is constantly being re-invented!
  - Growth over time and technology trends drive upheavals in Internet design
- Today's Internet is different from yesterday's
  - And tomorrow's will be different again
  - But the fundamentals remain the same

# Internet growth



Data source: Based on data from the World Bank and data from the International Telecommunications Union. Internet users are people with access to the worldwide network. The interactive data visualization is available at [OurWorldinData.org](http://OurWorldinData.org). There you find the raw data and more visualizations on this topic. Licensed under [CC-BY-SA](https://creativecommons.org/licenses/by-sa/4.0/) by the author Max Roser.

# Example upheavals

<b>Change</b>	<b>Enabling Technology</b>
Emergence of Web	Content Distribution Networks
Piracy	Peer-to-peer file sharing
Internet of Things	IPv6
Mobile Devices	Wireless, High bandwidth cellular
Cloud computing	Virtualization
Crypto currencies	Blockchains
....	....

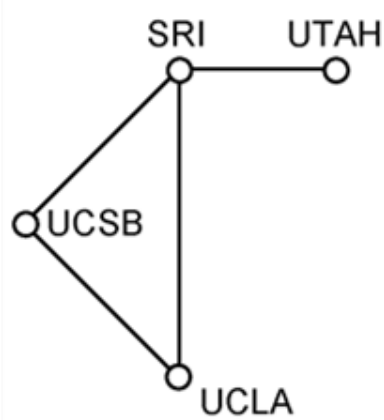
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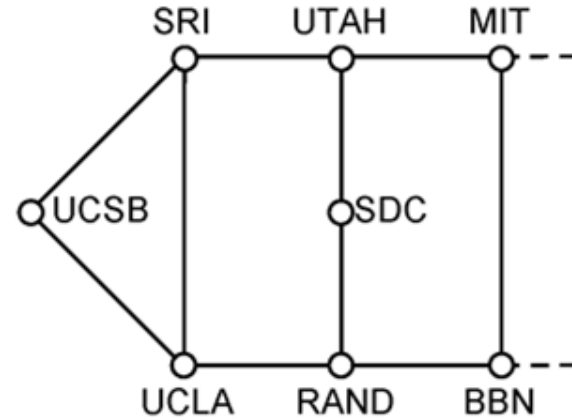
# Who cares about the internet?

1. Curiosity
2. Impact on our world
3. Job prospects!

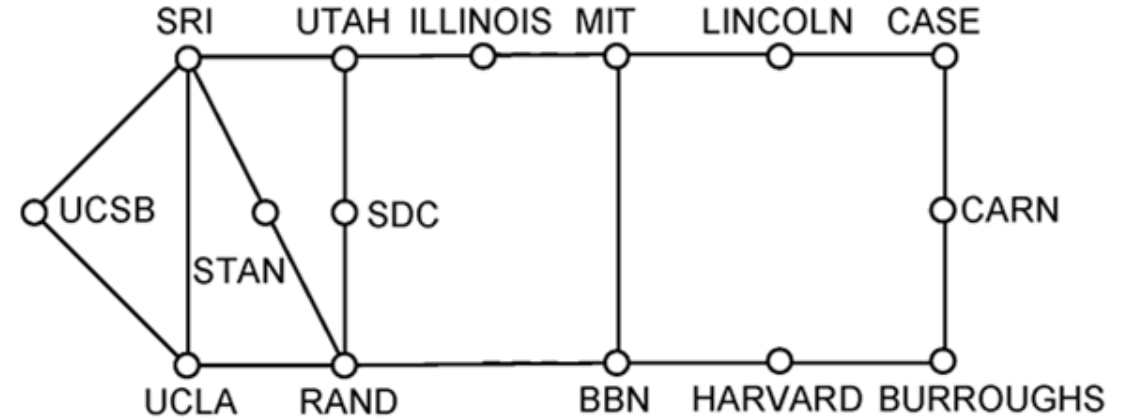
From this experimental network (~1970)...



(a) Dec. 1969.



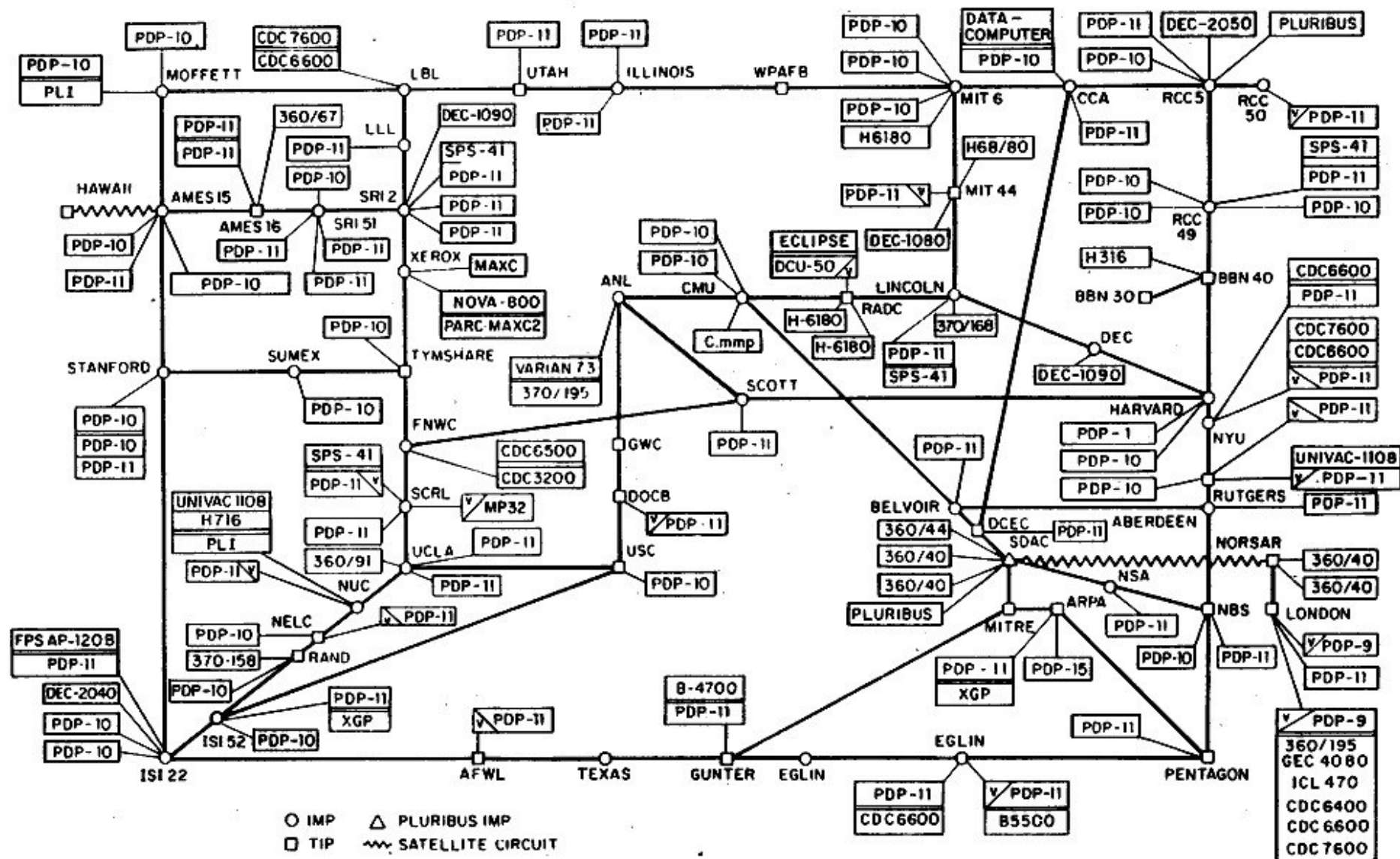
(b) July 1970.



(c) March 1971.

# ARPANET LOGICAL MAP, MARCH 1977

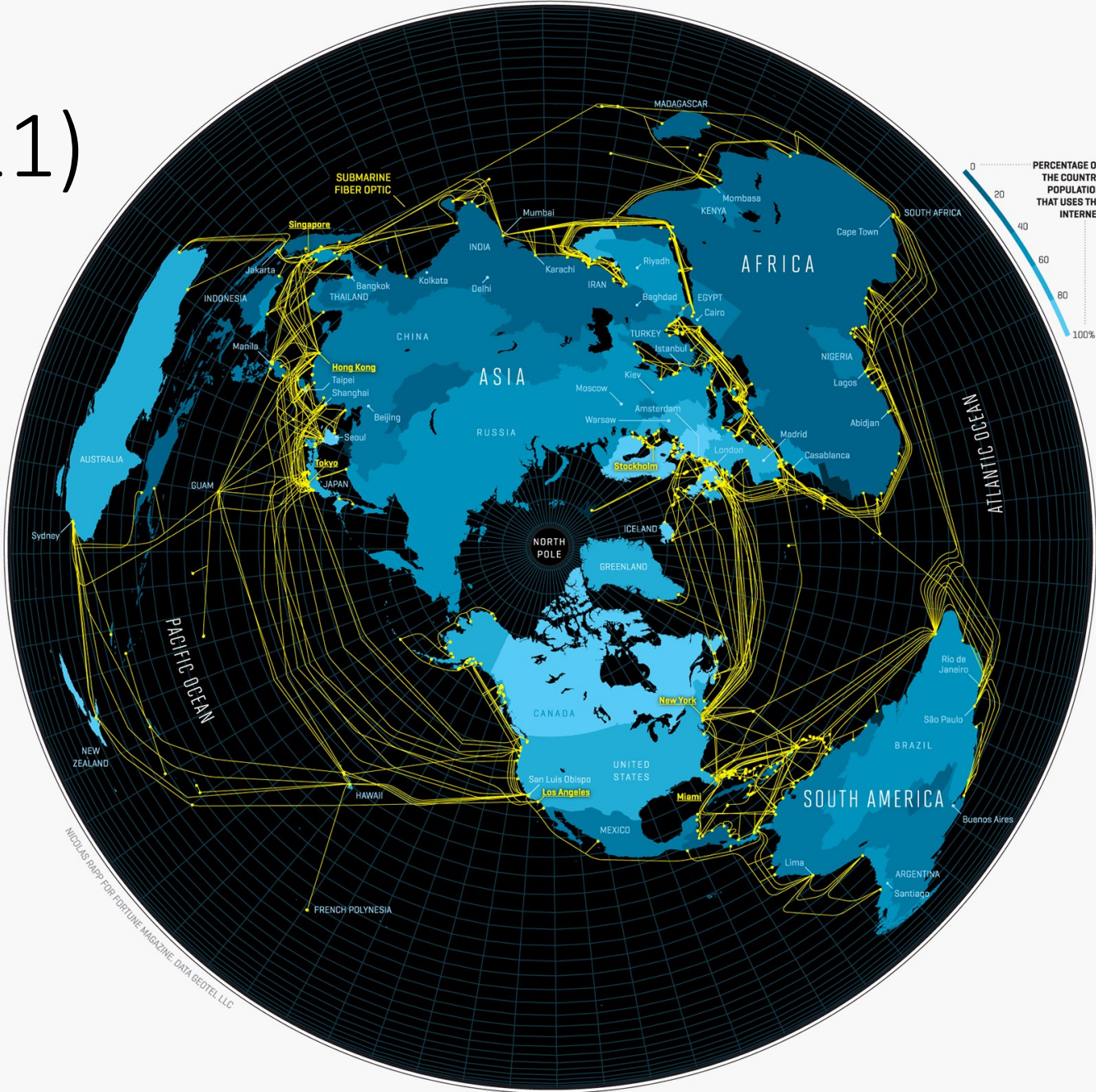
To this...



(PLEASE NOTE THAT WHILE THIS MAP SHOWS THE HOST POPULATION OF THE NETWORK ACCORDING TO THE BEST INFORMATION OBTAINABLE, NO CLAIM CAN BE MADE FOR ITS ACCURACY)

NAMES SHOWN ARE IMP NAMES, NOT (NECESSARILY) HOST NAMES

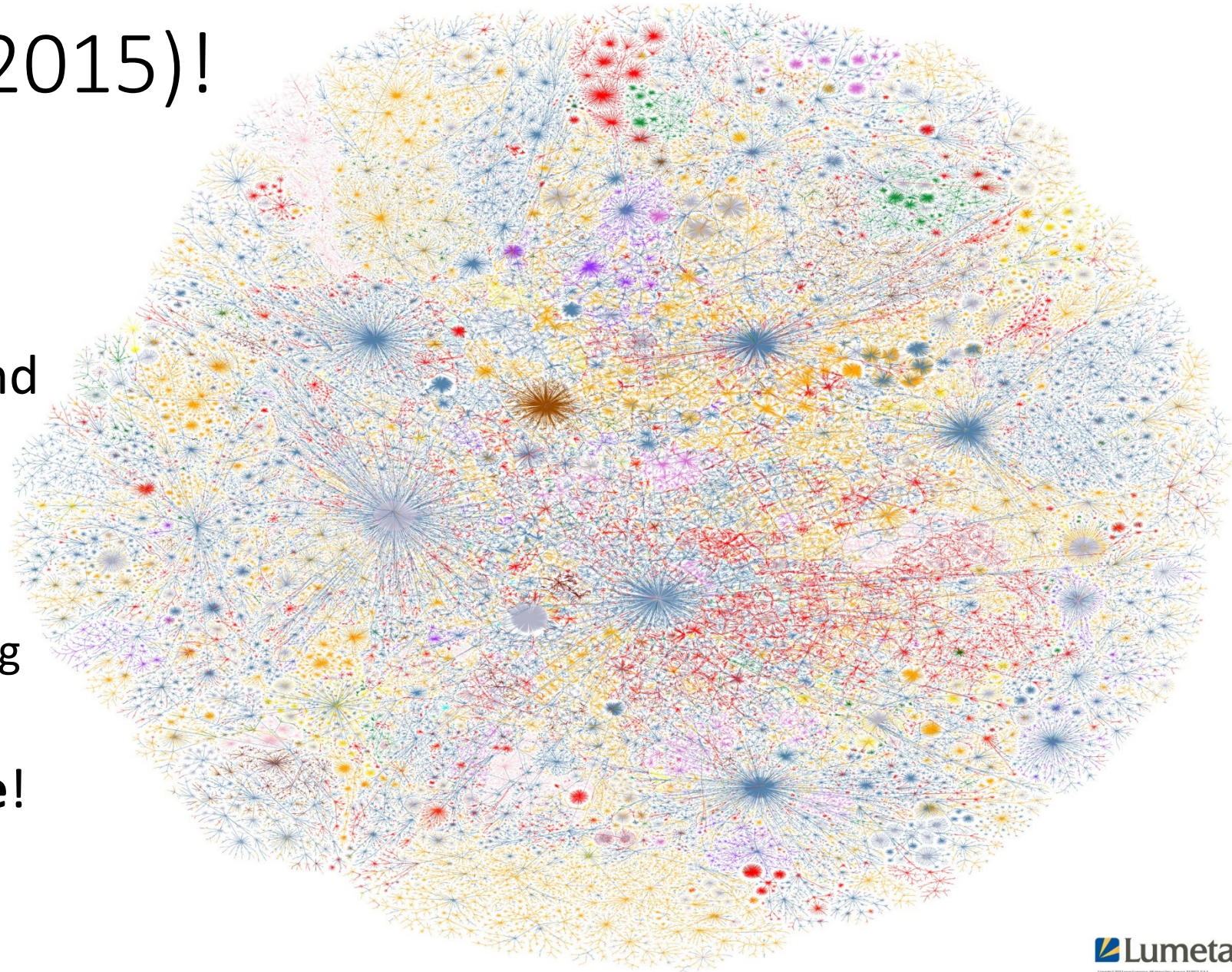
To this! (2011)





# And this (2015)!

- An everyday institution used at work, home, and on-the-go
- Visualization contains millions of servers
  - Red = .com, Yellow= .org
- Network now contains literally 3 billion **people!**



# Internet – Societal Impact

- An enabler of societal change
  - Easy access to knowledge
  - Electronic commerce
  - Personal relationships
  - Private communications



WIKIPEDIA



# Internet – Economic impact

- An engine of economic growth
  - Information sources
    - And lots of ethical questions!
  - Online marketplaces
  - Social media/Crowdsourcing

The Google logo, featuring the word "Google" in its characteristic multi-colored font.The Facebook logo, consisting of the word "facebook" in white lowercase letters on a dark blue rectangular background.The eBay logo, featuring the word "eBay" in a stylized font with each letter in a different color (e: red, b: blue, a: yellow, y: green).The Craigslist logo, featuring the word "craigslist" in a purple, lowercase, serif font.

# Main goals

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# Architectures

Lots of ways to build networks with different **tradeoffs**

- Internet -- open access
  - Flexibility++, Privacy++, Security--
- Cellular -- identity first
  - Flexibility--, Privacy --, Security++,



# Not a Course Goal

## To learn IT job skills

- How to configure specific equipment or technologies
  - e.g., Cisco certifications,
  - Technical whack-a-mole
- But course material is relevant, and we use hands-on tools
  - Hopefully you'll be able to use these tools to build stuff at the end of class

# Main goals

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