15-744: Computer Networking

L-1 Intro to Computer Networks

Outline

- Administrivia
- Layering

Who's Who?

- Professor: Srinivasan Seshan
  - http://www.cs.cmu.edu/~srini
  - srini@cmu.edu
  - Office hours: Friday 4:00-5:00
- TA: None!
- Course info
  - http://www.cs.cmu.edu/~srini/15-744/F09/

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 (15-441)
  - Training network programmers vs. training network researchers

Web Page

- Check regularly!!
- Course schedule
- Reading list
- Lecture notes
- Announcements
- Assignments
- Project ideas
- Exams

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Discussion Site

- http://great-white.cmcl.cs.cmu.edu:3000/
  - Please visit http://great-white.cmcl.cs.cmu.edu:3000 and create an account. Open the collection CMU 15-744: Computer Networks -- Fall 09. You should then add yourself to the collection using the subscription code: ”15744”.
- For each lecture, post a brief comment about each paper:
  - Since I would like to read the reviews before the lecture, you should have this done by 5pm the day before the lecture.
  - Learn to critique and appreciate systems papers
    - Try to be positive…
    - Why or why not keep this paper in syllabus?
    - What issues are left open for future research?
    - What are the important implications of the work?
    - What would have done differently?

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Course Materials

- Research papers
  - Links to ps or pdf on Web page
  - Combination of classic and recent work
  - ~40 papers
  - Optional readings
- Recommended textbooks
  - For students not familiar with networking
  - Peterson & Davie or Kurose & Ross

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Grading

- Homework assignments (20%)
  - 4 Problem sets & hands-on assignments
- Class + discussion site participation (10%)
- 2 person project (35%)
- Midterm exam + final exam (35%)
  - Closed book, in-class

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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?

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Lecture Topics

Traditional

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

Recent Topics

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

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Outline

- Administrivia
- Layering

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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

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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

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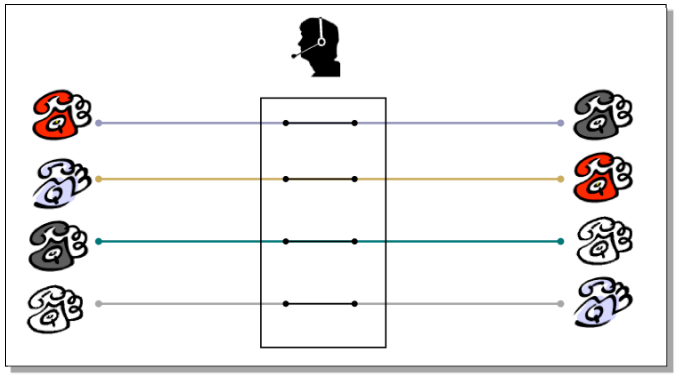
Back in the Old Days…



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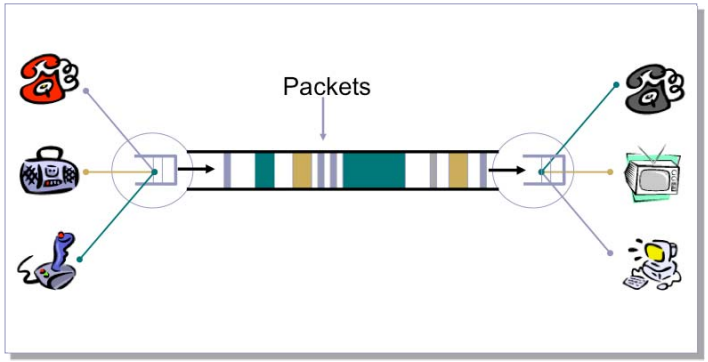
Packet Switching (Internet)



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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

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Characteristics of Packet Switching

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

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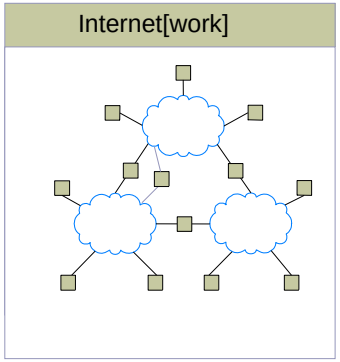
Internet[work]

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



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Challenge

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

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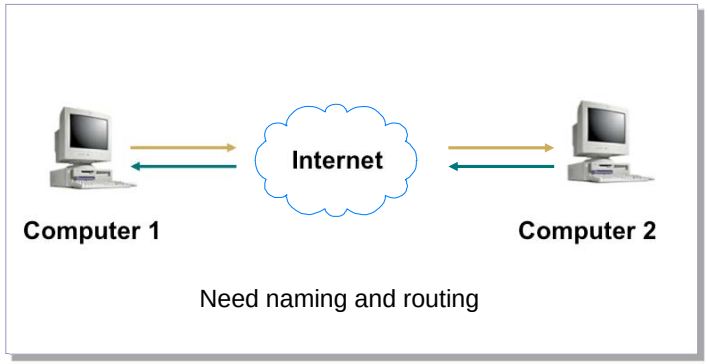
How To Find Nodes?



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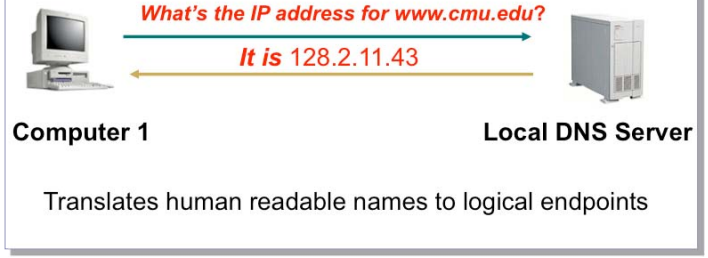
Naming



Translates human readable names to logical endpoints

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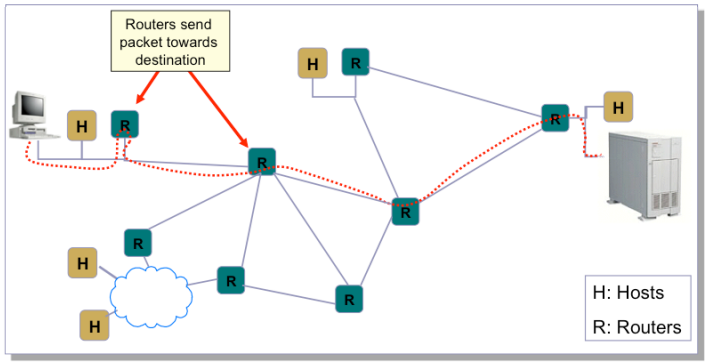
Routing



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Meeting Application Demands

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

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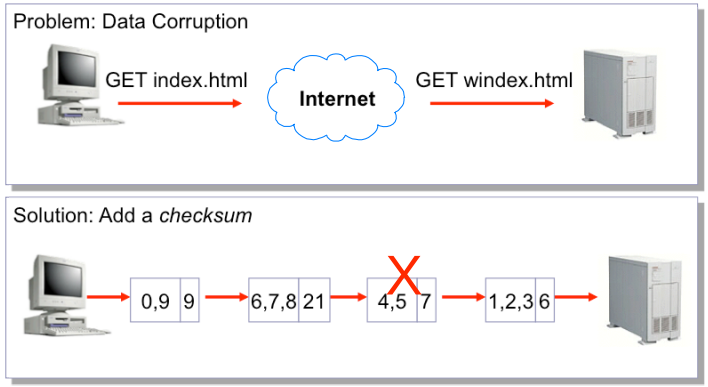
What if the Data gets Corrupted?



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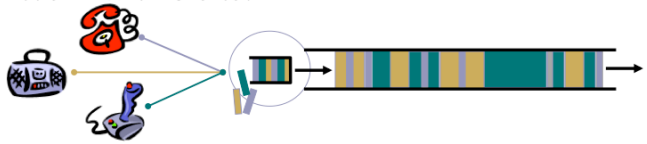
What if Network is Overloaded?

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"

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What if the Data gets Lost?

Problem: Lost Data

Solution: Timeout and Retransmit

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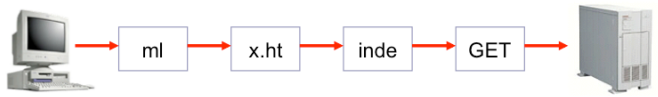
What if the Data Doesn't Fit?

Problem: Packet size

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

Solution: Fragment data across packets



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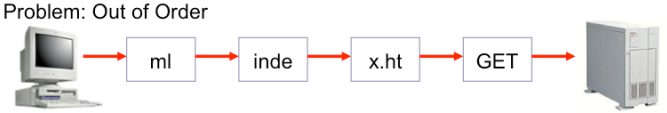
What if the Data is Out of Order?

Problem: Out of Order



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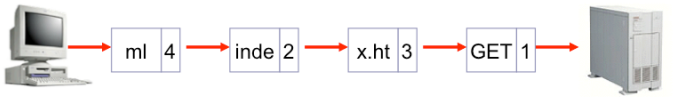
Solution: Add Sequence Numbers



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Lots of Functions Needed

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

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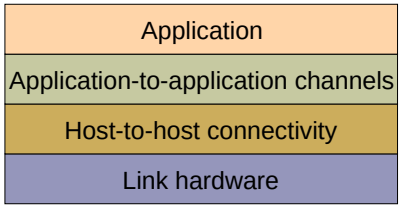
What is Layering?

- Modular approach to network functionality
- Example:



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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

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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)

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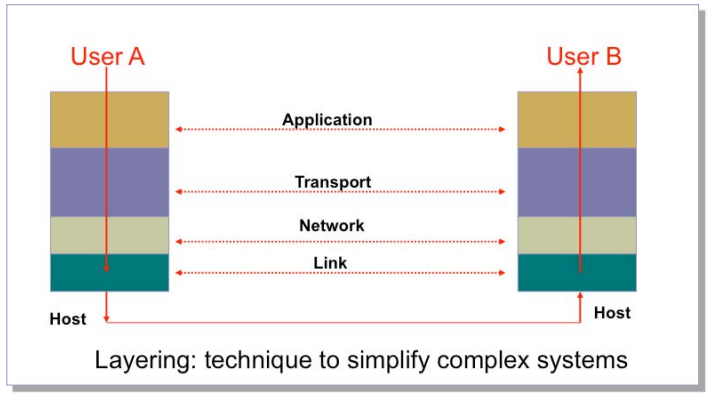
Layering



Layering: technique to simplify complex systems

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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

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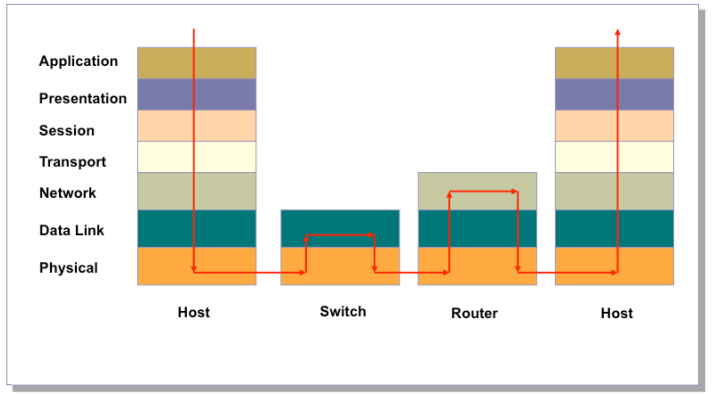
OSI Layers and Locations



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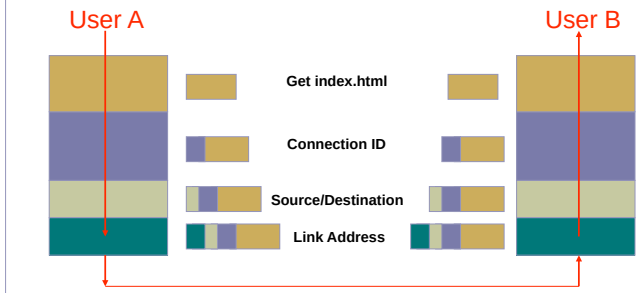
Layer Encapsulation



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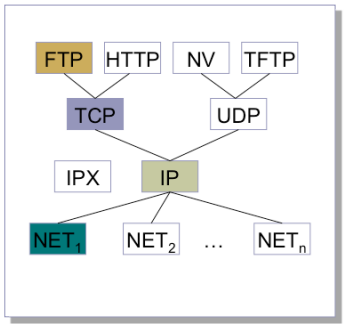
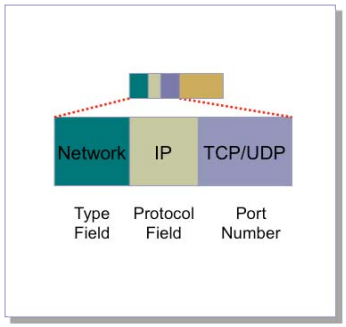
Protocol Demultiplexing

- Multiple choices at each layer





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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

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Next Lecture: Design Considerations

- How to determine split of functionality
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- Assigned Reading
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