Introduction to Computer Networking II

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Teaching Method

- E-learning Class
  - Individual assignment
  - Quiz
  - See schedule
- 1.5 – 2 hours per meet (in class)

Assessment

- Mid Exam : 20%
- Final Exam : 30%
- Assignment & Quiz : 40%
- Participation

(discuss, attend. assignment etc) : 10%

Introduction

Our goal:

- overview, “feel” of networking
- more depth, detail *later* in course
- approach:
  - descriptive
  - use Internet as example

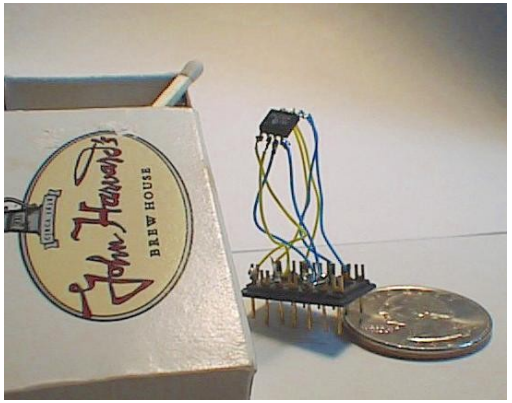
Overview:

- what’s the Internet
- what’s a protocol?
- network edge
- network core
- access net, physical media
- history

“Cool” internet appliances

IP picture frame
http://www.ceiva.com/

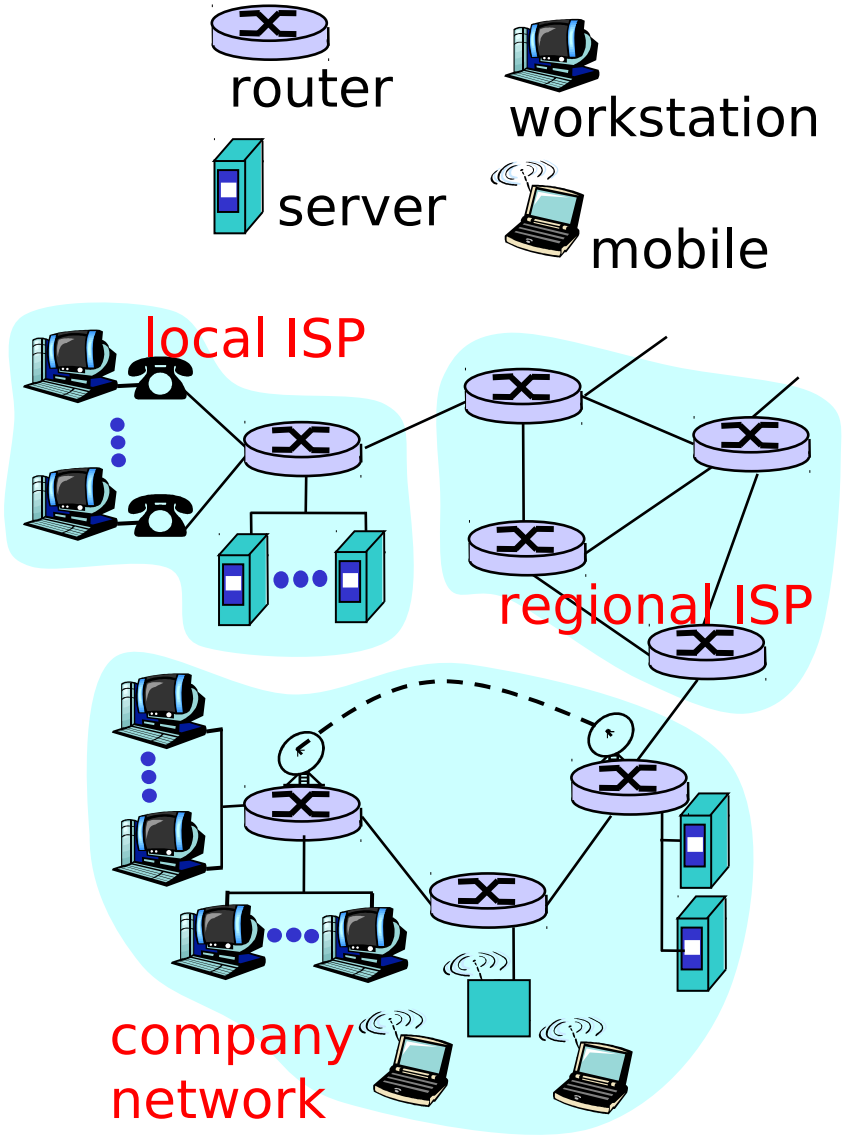
Web-enabled toaster+weather forecaster
http://dancing-man.com/robin/toasty/



World’s smallest web server
http://www-ccs.cs.umass.edu/~shri/iPic.html

What's the Internet?

- *protocols*: control sending, receiving of msgs
  - e.g., TCP, IP, HTTP, FTP, PPP
- *Internet:* "network of networks"
  - loosely hierarchical
  - public Internet versus private intranet
- Internet standards
  - RFC: Request for comments
  - IETF: Internet Engineering Task Force



What's a protocol?

human protocols:

- "what's the time?"
- "I have a question"
- introductions

… specific msgs sent

… specific actions taken when msgs received, or other events

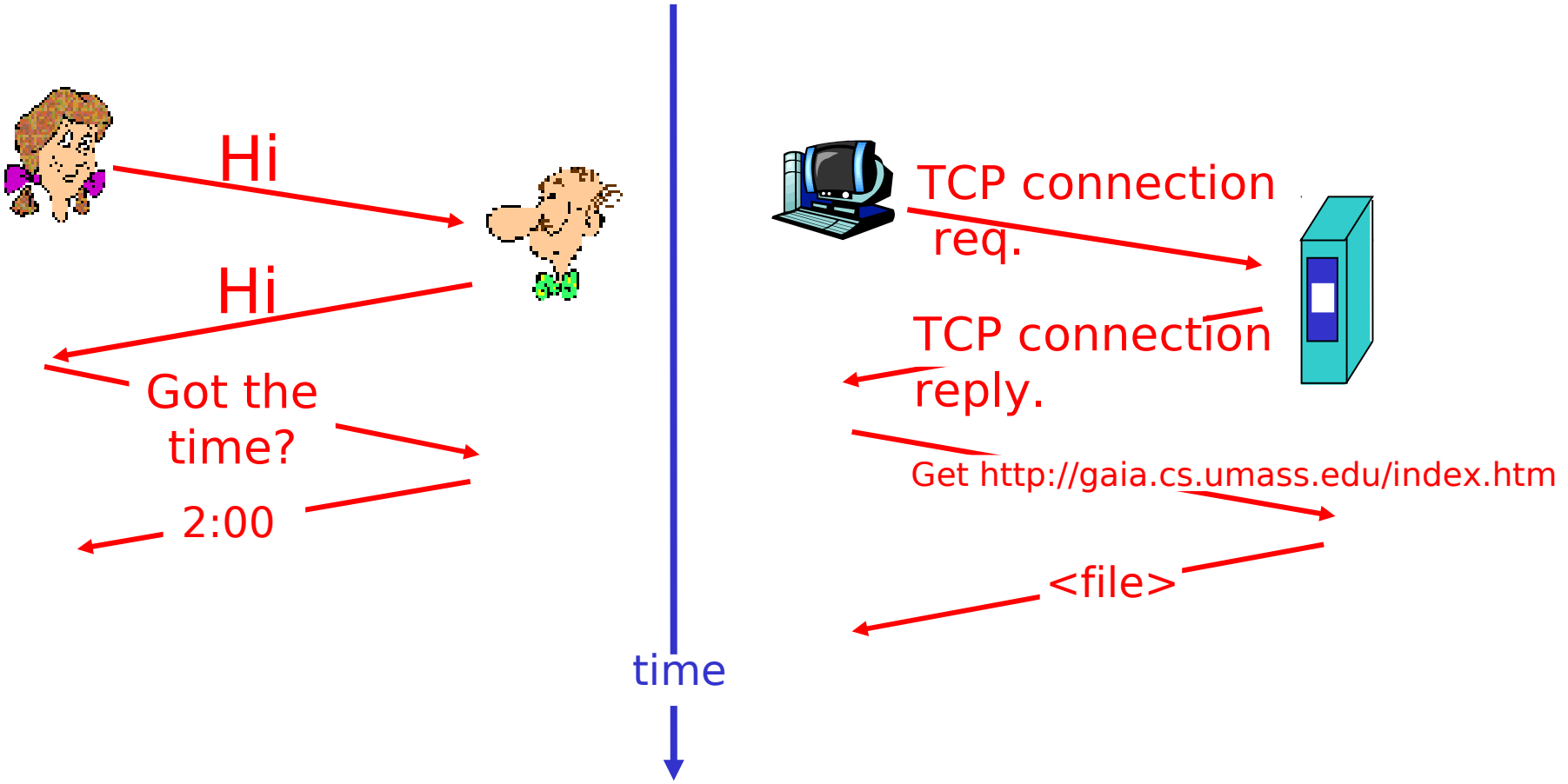
network protocols:

- machines rather than humans
- all communication activity in Internet governed by protocols

protocols define format, order of msgs sent and received among network entities, and actions taken on msg transmission, receipt

What's a protocol?

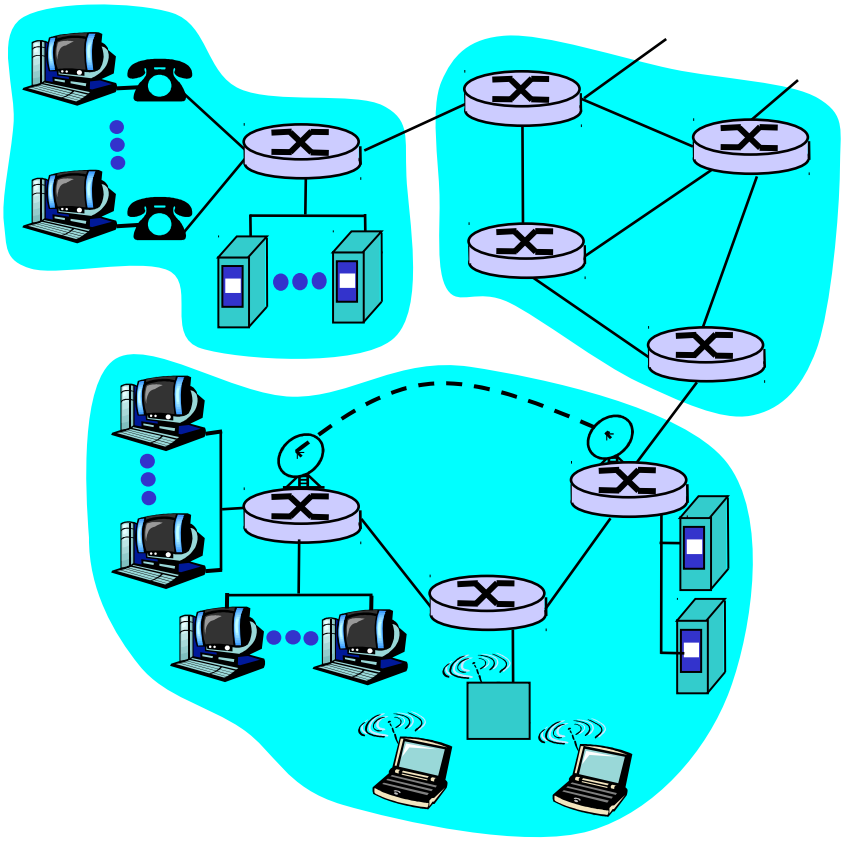
a human protocol and a computer network protocol:



Q: Other human protocol?

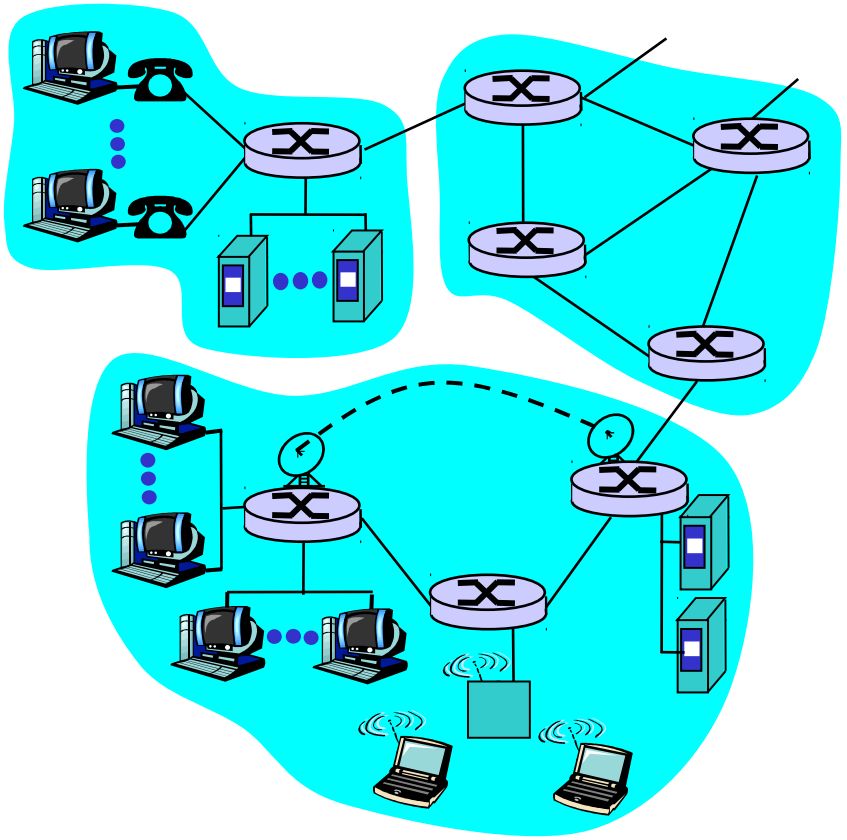
A closer look at network structure:

- network edge: applications and hosts
- network core:
  - routers
  - network of networks
- access networks, physical media: communication links



What's the Internet: a service view

- communication *infrastructure* enables distributed applications:
  - WWW, email, games, e-commerce, database., voting, file (MP3) sharing
- communication services provided:
  - connectionless
  - connection-oriented



Internet History

1972-1980: Internetworking, new and proprietary nets

- 1970: ALOHAnet satellite network in Hawaii
- 1973: Metcalfe's PhD thesis proposes Ethernet
- 1974: Cerf and Kahn - architecture for interconnecting networks
- late70's: proprietary architectures: DECnet, SNA, XNA
- late 70's: switching fixed length packets (ATM precursor)
- 1979: ARPAnet has 200 nodes

Cerf and Kahn's internetworking principles:

- minimalism, autonomy - no internal changes required to interconnect networks
- best effort service model
- stateless routers
- decentralized control

define today's Internet architecture

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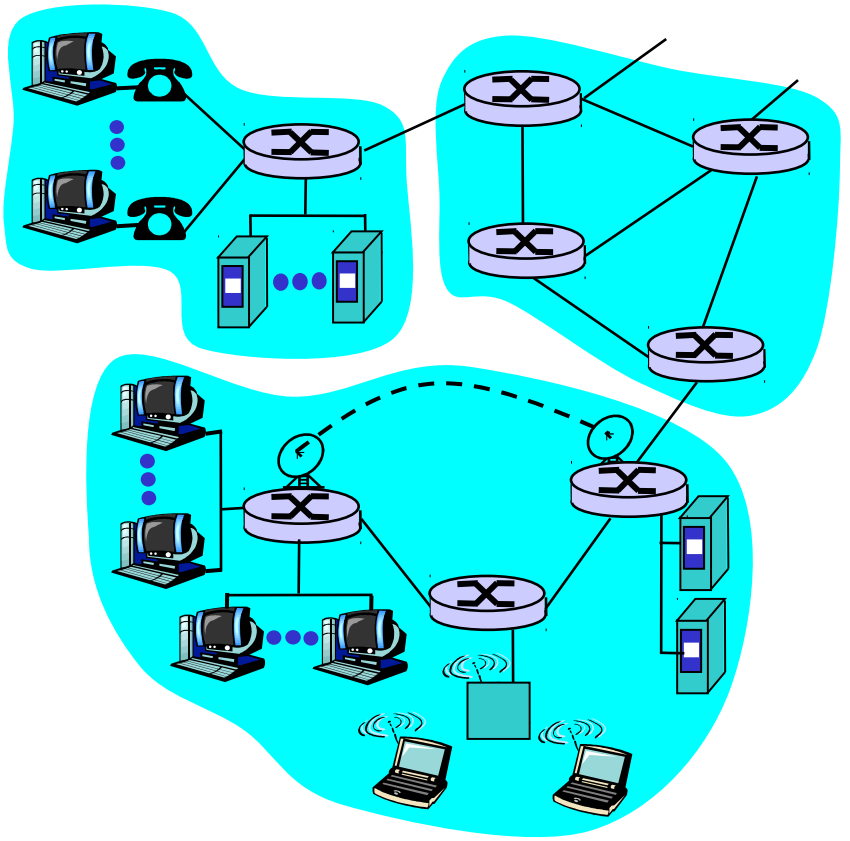


Internet History

1980-1990: new protocols, a proliferation of networks

- 1983: deployment of TCP/IP
- 1982: smtp e-mail protocol defined
- 1983: DNS defined for name-to-IP-address translation
- 1985: ftp protocol defined
- 1988: TCP congestion control

- new national networks: Csnet, BITnet, NSFnet, Minitel
- 100,000 hosts connected to confederation of networks

Internet History

1990's: commercialization, the WWW

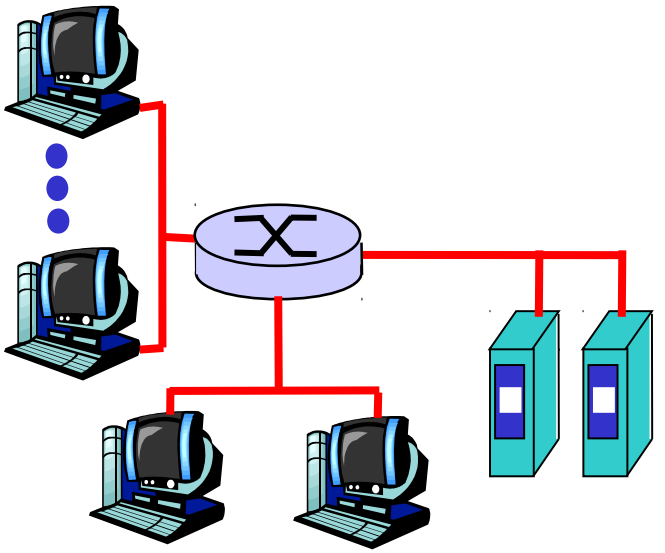
- Early 1990's: ARPAnet decommissioned
- 1991: NSF lifts restrictions on commercial use of NSFnet (decommissioned, 1995)
- early 1990s: WWW
  - hypertext [Bush 1945, Nelson 1960's]
  - HTML, http: Berners-Lee
  - 1994: Mosaic, later Netscape
  - late 1990's: commercialization of the WWW

Late 1990's:

- est. 50 million computers on Internet
- est. 100 million+ users
- backbone links running at 1 Gbps

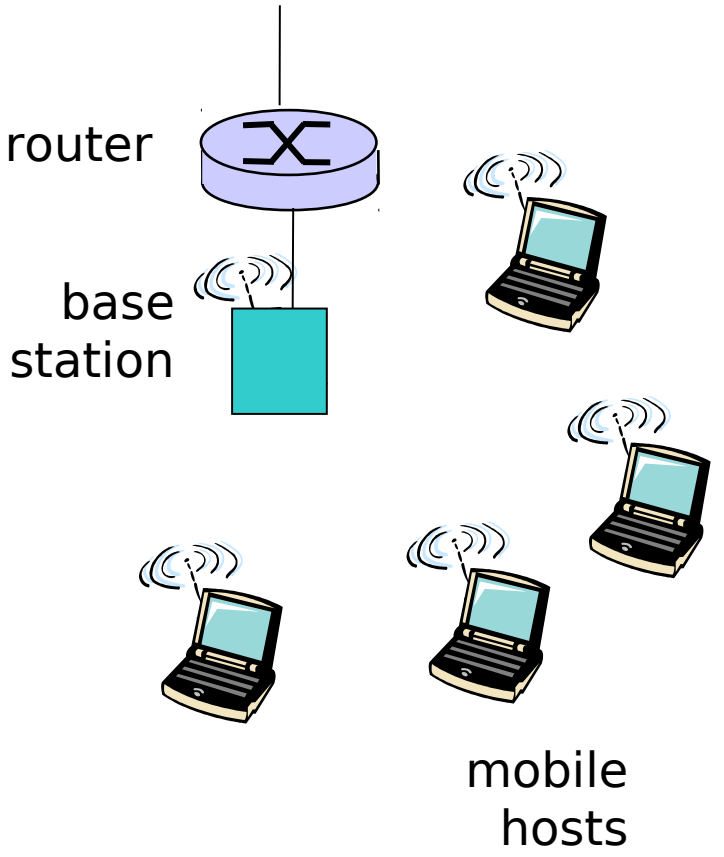
Institutional access: local area networks

- company/univ local area network (LAN) connects end system to edge router
- Ethernet:
  - shared or dedicated cable connects end system and router
  - 10 Mbs, 100Mbps, Gigabit Ethernet
- deployment: institutions, home LANs happening now
- LANs: chapter 5



Wireless access networks

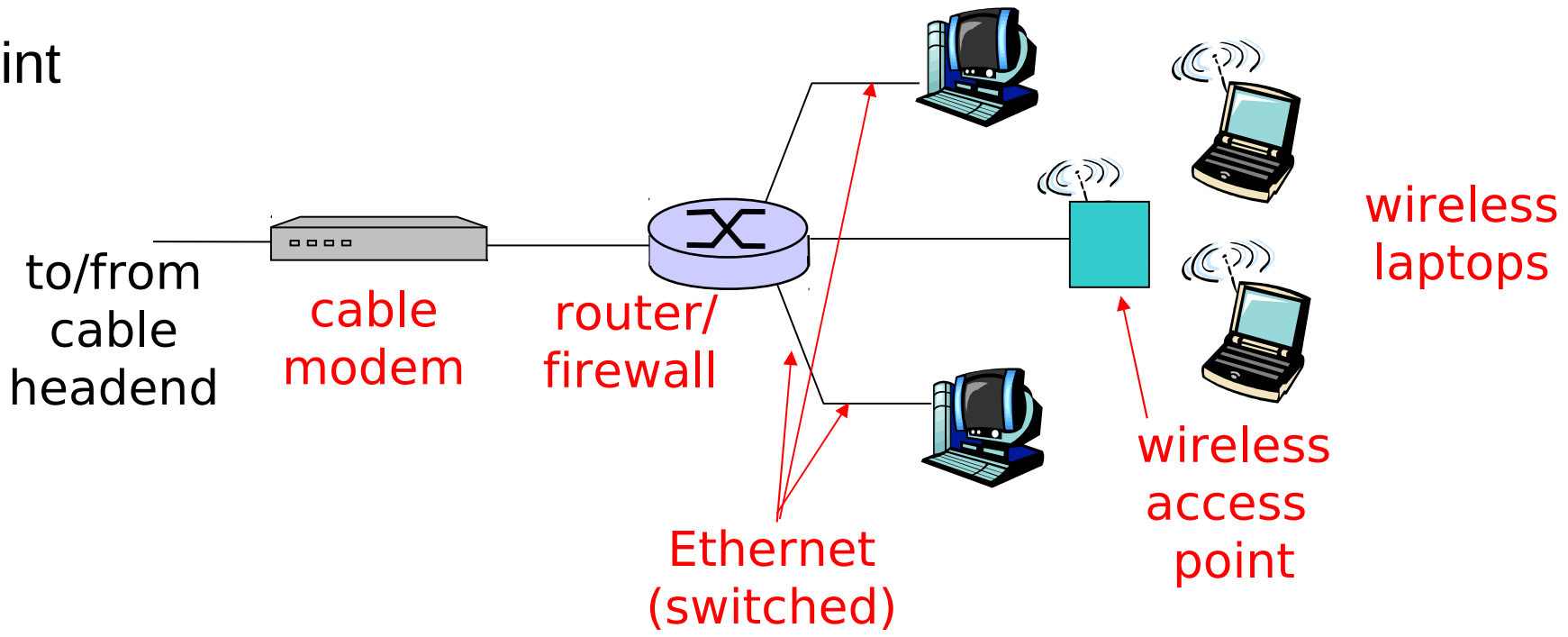
- shared *wireless* access network connects end system to router
- wireless LANs:
  - radio spectrum replaces wire
  - e.g., Lucent Wavelan 11 Mbps
- wider-area wireless access
  - CDPD: wireless access to ISP router via cellular network



Home networks

Typical home network components:

- ADSL or cable modem
- router/firewall
- Ethernet
- wireless access point



Physical Media

- physical link: transmitted data bit propagates across link
- guided media:
  - signals propagate in solid media: copper, fiber
- unguided media:
  - signals propagate freely, e.g., radio

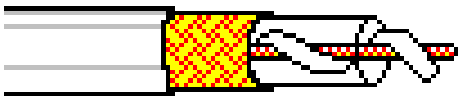
Twisted Pair (TP)

- two insulated copper wires
  - Category 3: traditional phone wires, 10 Mbps Ethernet
  - Category 5 TP: 100Mbps Ethernet

Physical Media: coax, fiber

Coaxial cable:

- wire (signal carrier) within a wire (shield)
  - baseband: single channel on cable
  - broadband: multiple channel on cable
- bidirectional
- common use in 10Mbs Ethernet



Fiber optic cable:

- glass fiber carrying light pulses
- high-speed operation:
  - 100Mbps Ethernet
  - high-speed point-to-point transmission (e.g., 5 Gps)
- low error rate

References