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Reti di Elaboratori

Corso di Laurea in Informatica
Università degli Studi di Roma "La Sapienza"
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Chapter 1: roadmap

1.1 What *is* the Internet?

1.2 Network edge

- end systems, access networks, links

1.3 Network core

- circuit switching, packet switching, network structure

1.4 Delay, loss and throughput in packet-switched networks

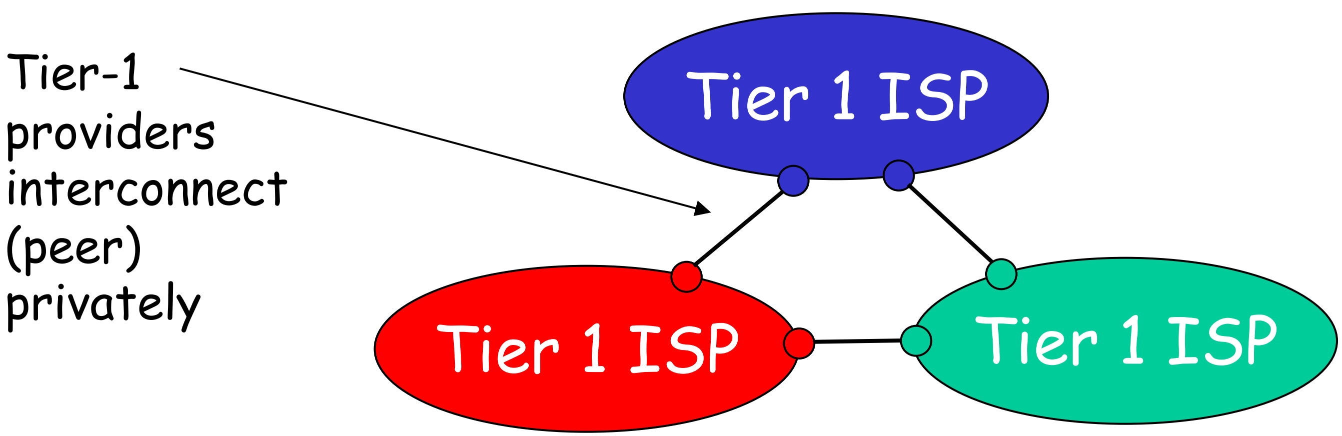
1.5 Protocol layers, service models

1.6 Networks under attack: security

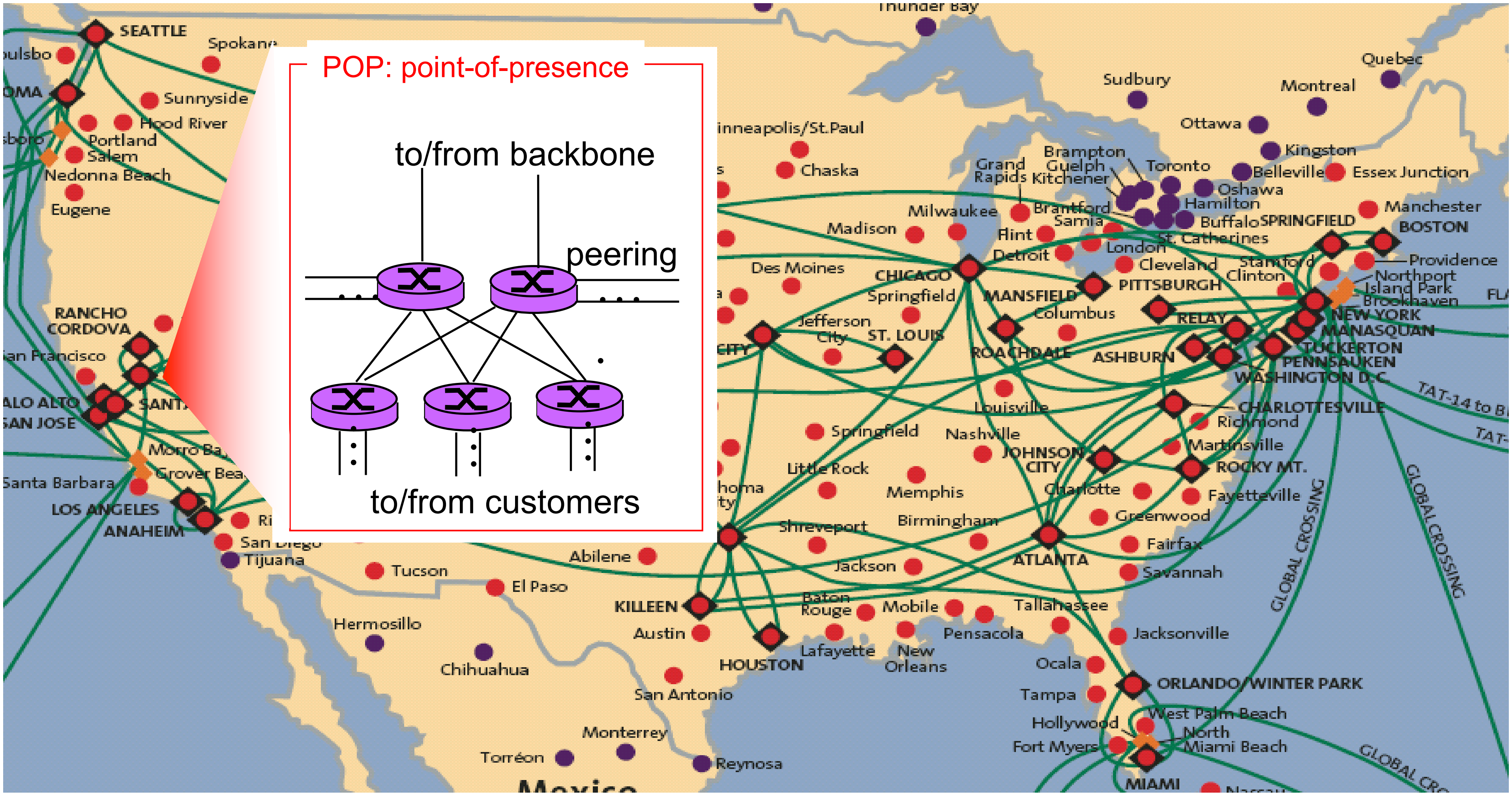
1.7 History

Internet structure: network of networks

- roughly hierarchical
- at center: "tier-1" ISPs (e.g., Verizon, Sprint, AT&T, Cable and Wireless), national/international coverage
  - treat each other as equals



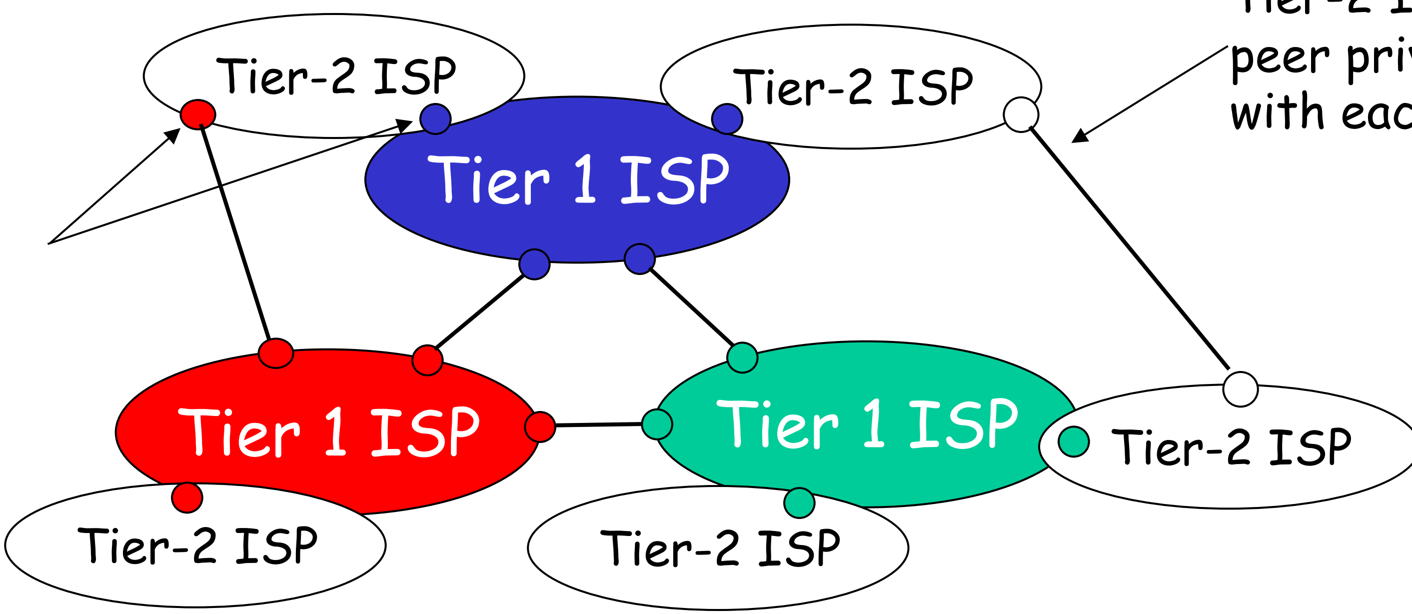
Tier-1 ISP: e.g., Sprint



Internet structure: network of networks

- "Tier-2" ISPs: smaller (often regional) ISPs
  - Connect to one or more tier-1 ISPs, possibly other tier-2 ISPs

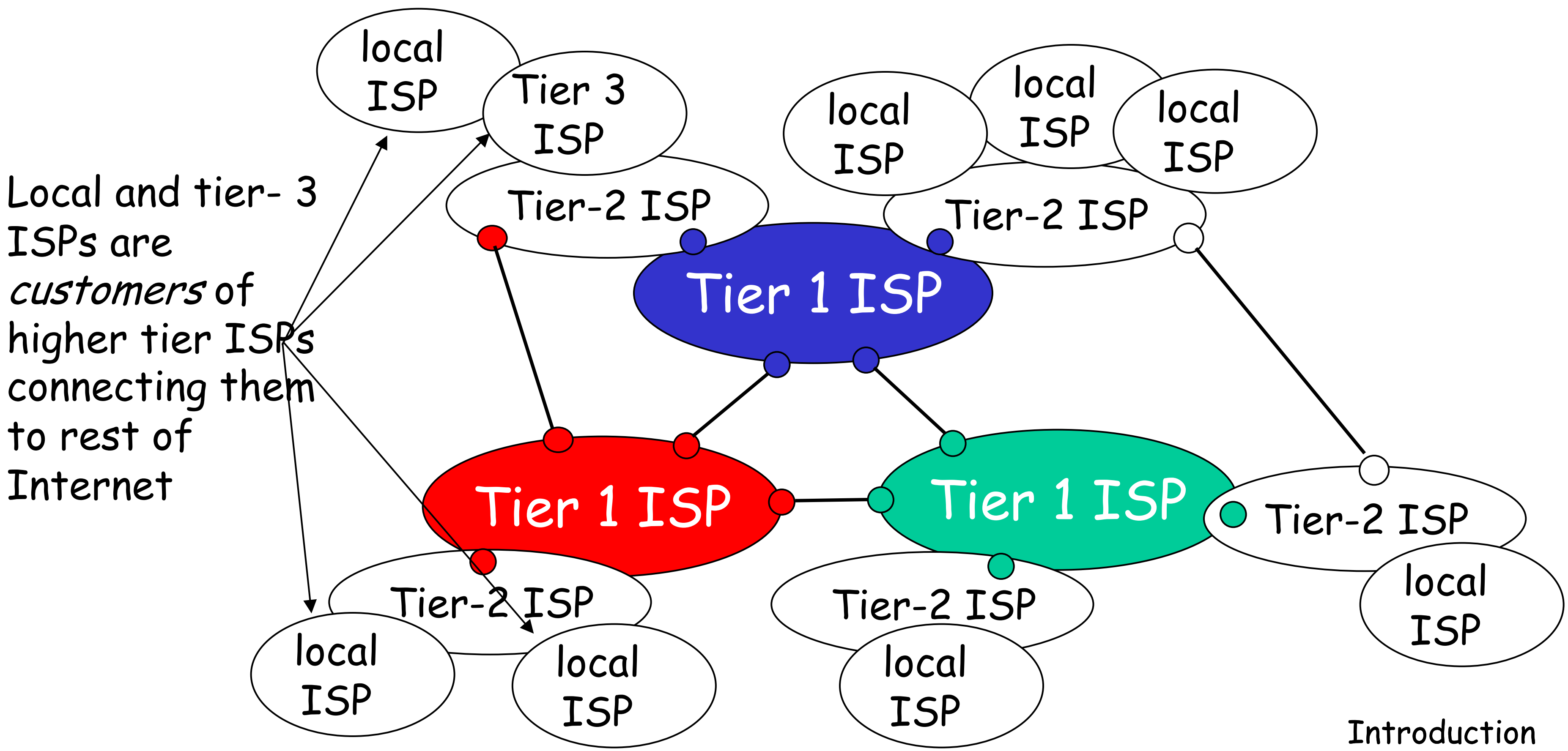
Tier-2 ISP pays tier-1 ISP for connectivity to rest of Internet
- tier-2 ISP is *customer* of tier-1 provider



Tier-2 ISPs also peer privately with each other.

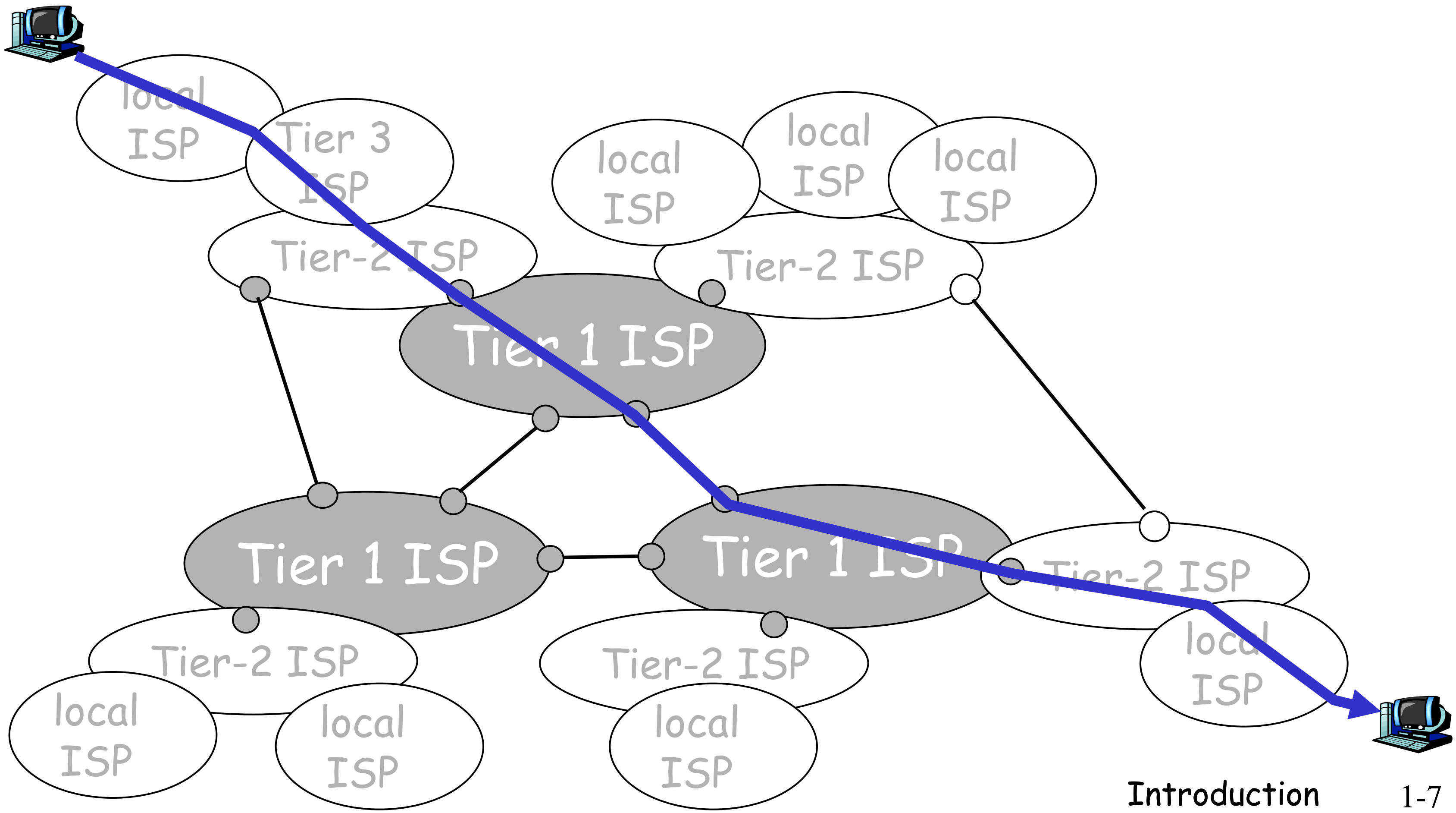
Internet structure: network of networks

- "Tier-3" ISPs and local ISPs
  - last hop ("access") network (closest to end systems)

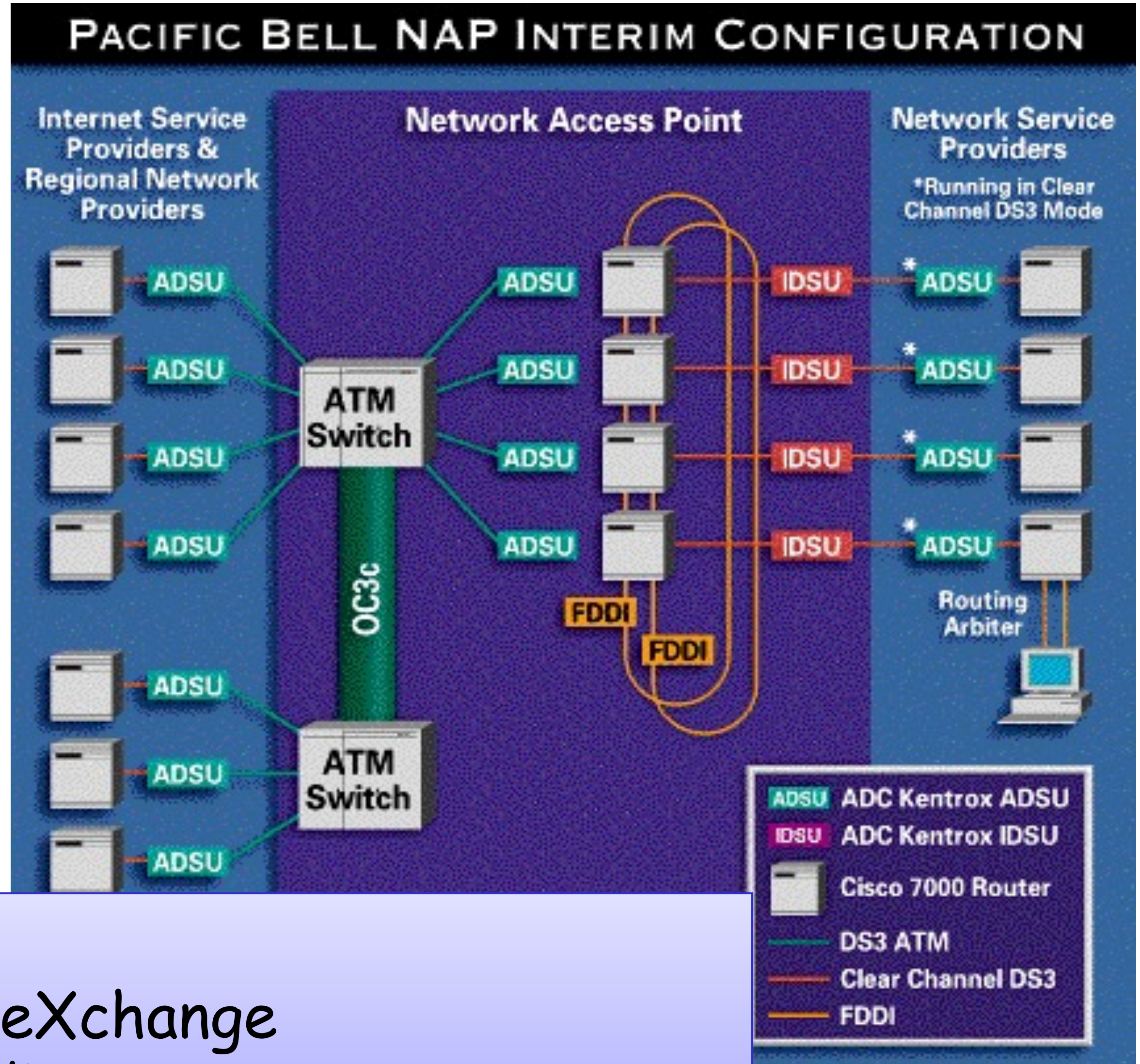


Internet structure: network of networks

- a packet passes through many networks!



A NAP: just another router...?



Pacific Bell S. Francisco NAP

In Italia:
-MIX Milan Internet eXchange
-NaMeX Nautilus Mediterranean Exchange Point

Chapter 1: roadmap

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1.6 Delay & loss in packet-switched networks
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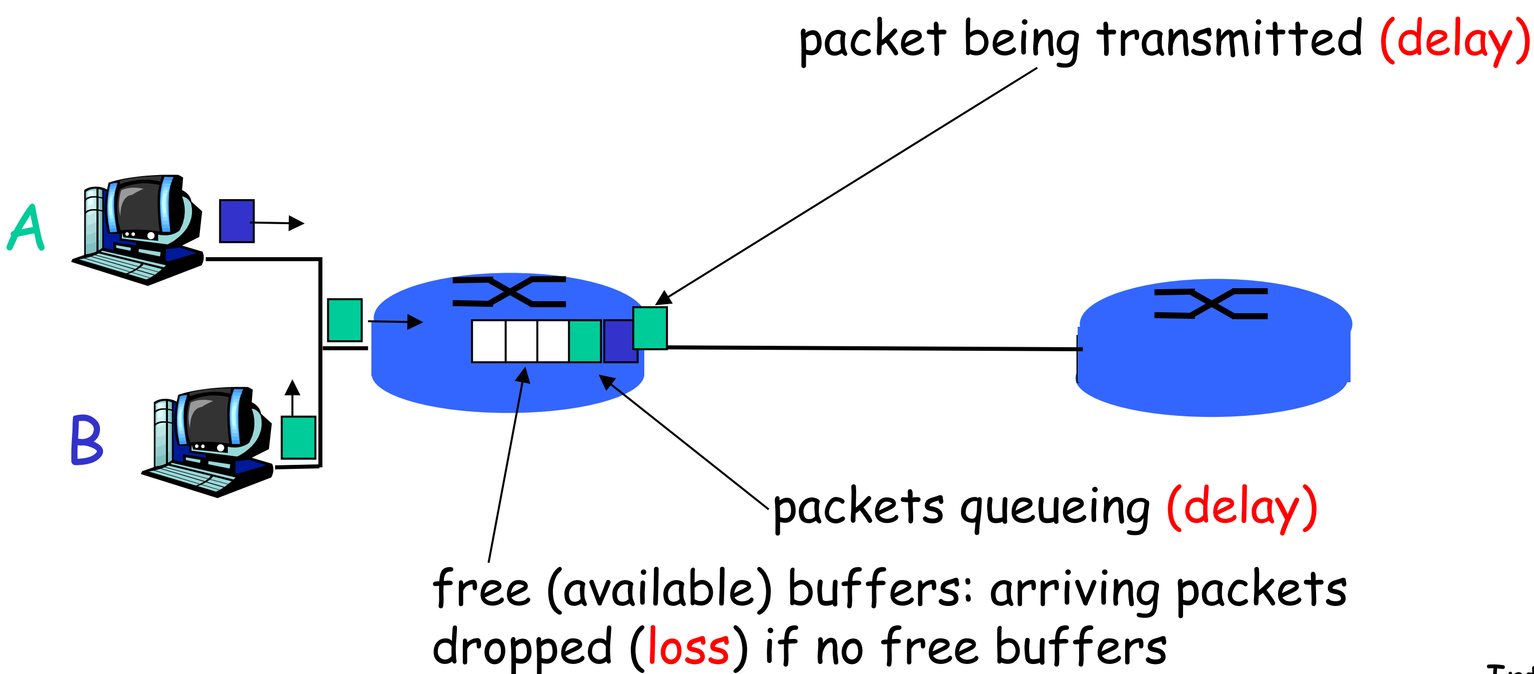
How do loss and delay occur?

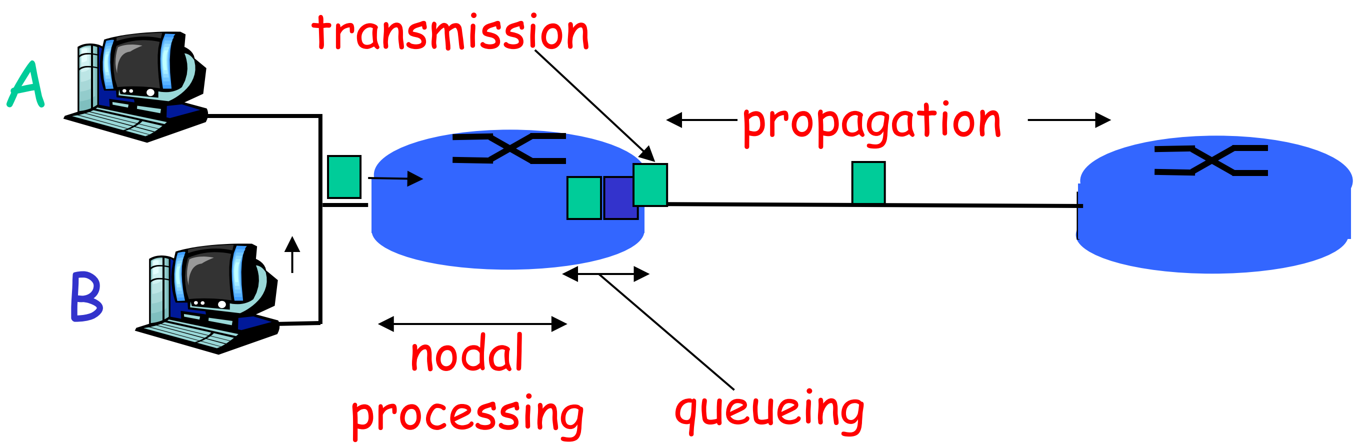
packets *queue* in router buffers

- packet arrival rate to link exceeds output link capacity
- packets queue, wait for turn



Four sources of packet delay

- 1. nodal processing:
  - check bit errors
  - determine output link
- 2. queueing
  - time waiting at output link for transmission
  - depends on congestion level of router

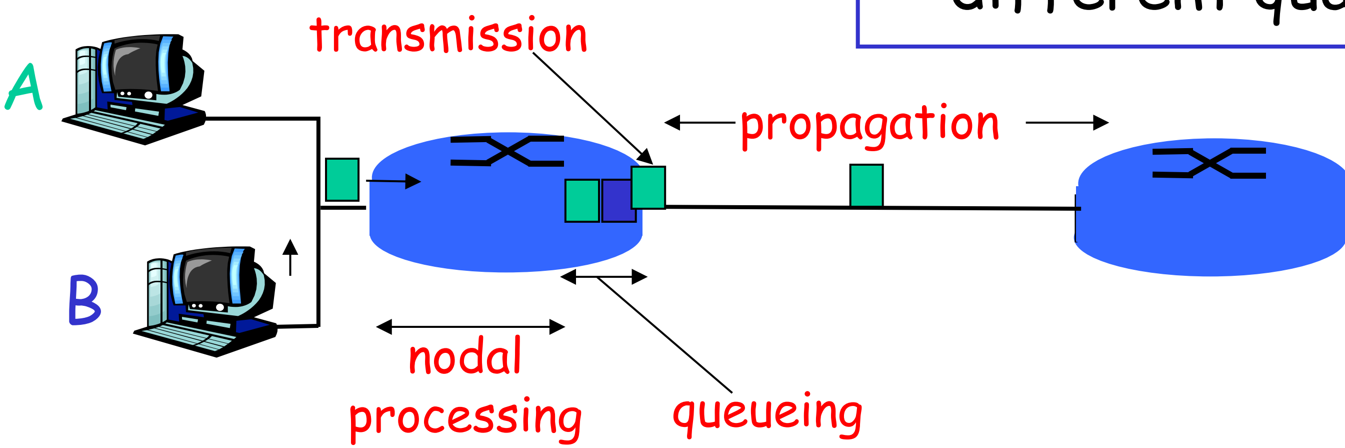


Delay in packet-switched networks

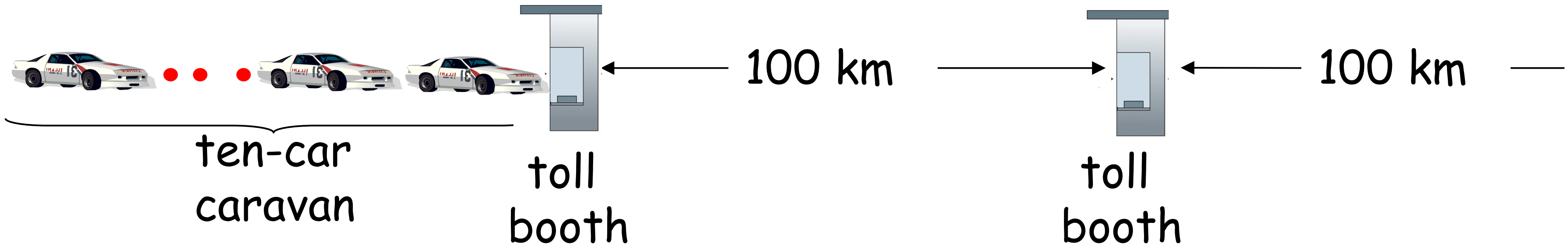
3. Transmission delay:
- R=link bandwidth (bps)
- L=packet length (bits)
- time to send bits into link = L/R

4. Propagation delay:
- d = length of physical link
- s = propagation speed in medium (~2×10^8 m/sec)
- propagation delay = d/s

Note: s and R are *very* different quantities!

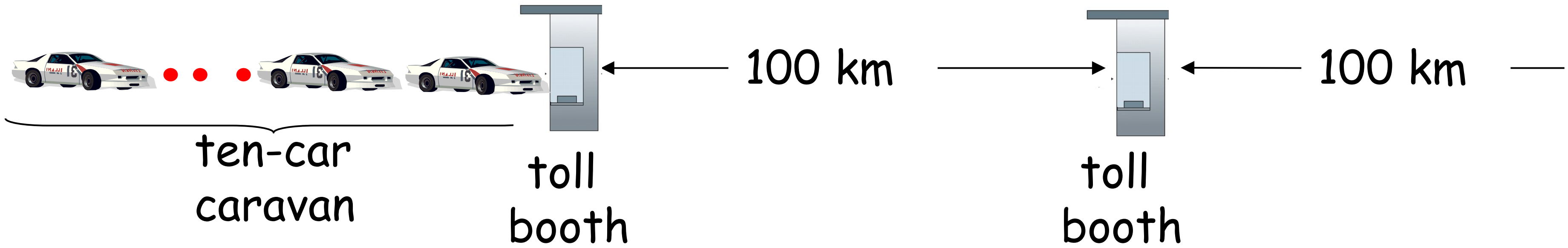


Caravan analogy



- cars "propagate" at 100 km/hr
- toll booth takes 12 sec to service car (transmission time)
- car~bit; caravan ~ packet
- Q: How long until caravan is lined up before 2nd toll booth?
- Time to "push" entire caravan through toll booth onto highway = 12*10 = 120 sec
- Time for last car to propagate from 1st to 2nd toll both: 100km/(100km/hr)= 1 hr
- A: 62 minutes

Caravan analogy (more)



- Cars now "propagate" at 1000 km/hr
- Toll booth now takes 1 min to service a car
- Q: Will cars arrive to 2nd booth before all cars serviced at 1st booth?
- Yes! After 7 min, 1st car at 2nd booth and 3 cars still at 1st booth.
- 1st bit of packet can arrive at 2nd router before packet is fully transmitted at 1st router!
  - See Ethernet applet at AWL Web site

Nodal delay

$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

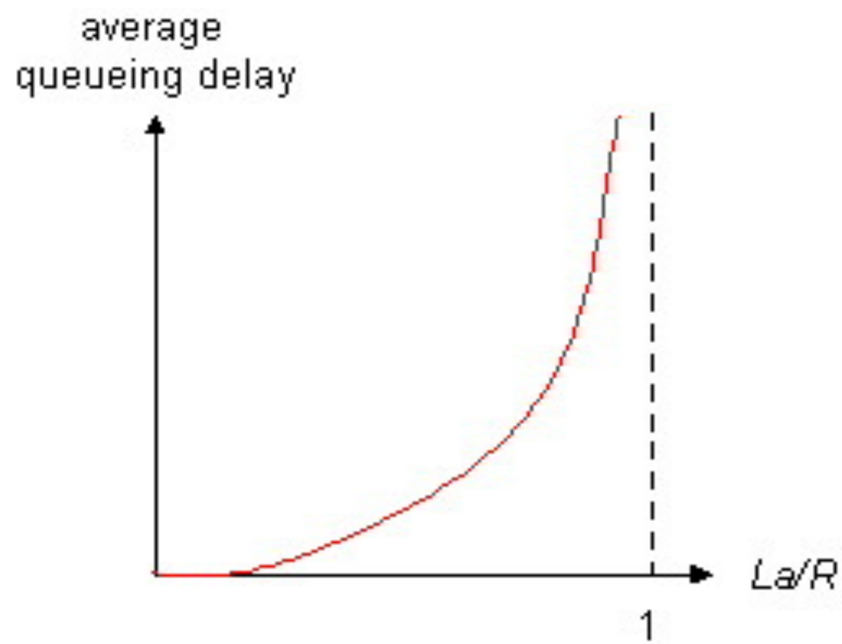
- d_{proc} = processing delay
  - typically a few microsecs or less
- d_{queue} = queuing delay
  - depends on congestion
- d_{trans} = transmission delay
  - = L/R, significant for low-speed links
- d_{prop} = propagation delay
  - a few microsecs to hundreds of msecs

Delay for each hop!!!

Queueing delay (revisited)

- R=link bandwidth (bps)
- L=packet length (bits)
- a=average packet arrival rate

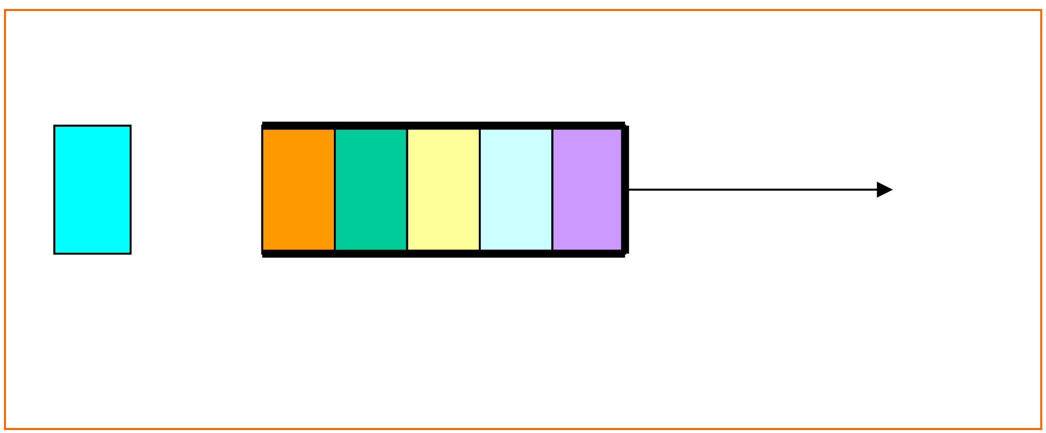
traffic intensity = La/R

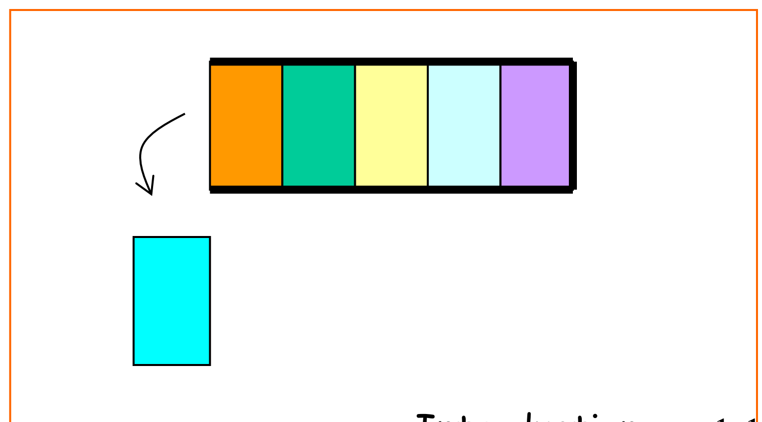


- La/R ~ 0: average queueing delay small
- La/R -> 1: delays become large
- La/R > 1: more "work" arriving than can be serviced, average delay infinite!

Packet loss

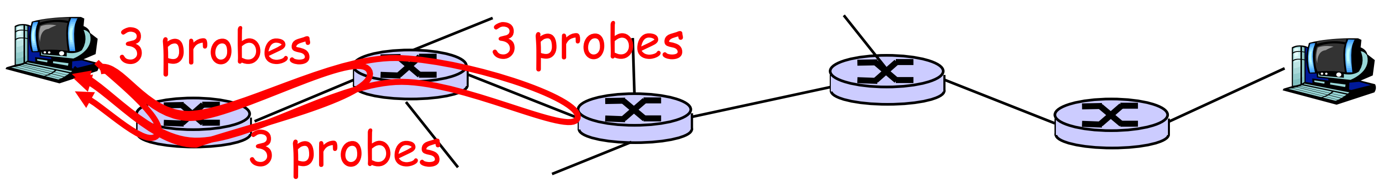
- queue (→buffer) preceding link in buffer has finite capacity
- when packet arrives to full queue, packet is dropped (→lost)
- lost packet may be retransmitted by previous node, by source end system, or not retransmitted at all





"Real" Internet delays and routes

- What do "real" Internet delay & loss look like?
- Trace route program: provides delay measurement from source to router along end-end Internet path towards destination. For all *i*:
  - sends three packets that will reach router *i* on path towards destination
  - router *i* will return packets to sender
  - sender times interval between transmission and reply.



“Real” Internet delays and routes

traceroute: gaia.cs.umass.edu to www.eurecom.fr

Three delay measements from gaia.cs.umass.edu to cs-gw.cs.umass.edu

```
1  cs-gw (128.119.240.254)  1 ms  1 ms  2 ms
2  border1-rt-fa5-1-0.gw.umass.edu (128.119.3.145)  1 ms  1 ms  2 ms
3  cht-vbns.gw.umass.edu (128.119.3.130)  6 ms 5 ms 5 ms
4  jn1-at1-0-0-19.wor.vbns.net (204.147.132.129)  16 ms 11 ms 13 ms
5  jn1-so7-0-0-0.wae.vbns.net (204.147.136.136)  21 ms 18 ms 18 ms
6  abilene-vbns.abilene.ucaid.edu (198.32.11.9)  22 ms  18 ms  22 ms
7  nycm-wash.abilene.ucaid.edu (198.32.8.46)  22 ms  22 ms  22 ms
8  62.40.103.253 (62.40.103.253)  104 ms 109 ms 106 ms
9  de2-1.de1.de.geant.net (62.40.96.129)  109 ms 102 ms 104 ms
10  de.fr1.fr.geant.net (62.40.96.50)  113 ms 121 ms 114 ms
11  renater-gw.fr1.fr.geant.net (62.40.103.54)  112 ms  114 ms  112 ms
12  nio-n2.cssi.renater.fr (193.51.206.13)  111 ms  114 ms  116 ms
13  nice.cssi.renater.fr (195.220.98.102)  123 ms  125 ms  124 ms
14  r3t2-nice.cssi.renater.fr (195.220.98.110)  126 ms  126 ms  124 ms
15  eurecom-valbonne.r3t2.ft.net (193.48.50.54)  135 ms  128 ms  133 ms
16  194.214.211.25 (194.214.211.25)  126 ms  128 ms  126 ms
17  * * *
18  * * *
19  fantasia.eurecom.fr (193.55.113.142)  132 ms  128 ms  136 ms
```

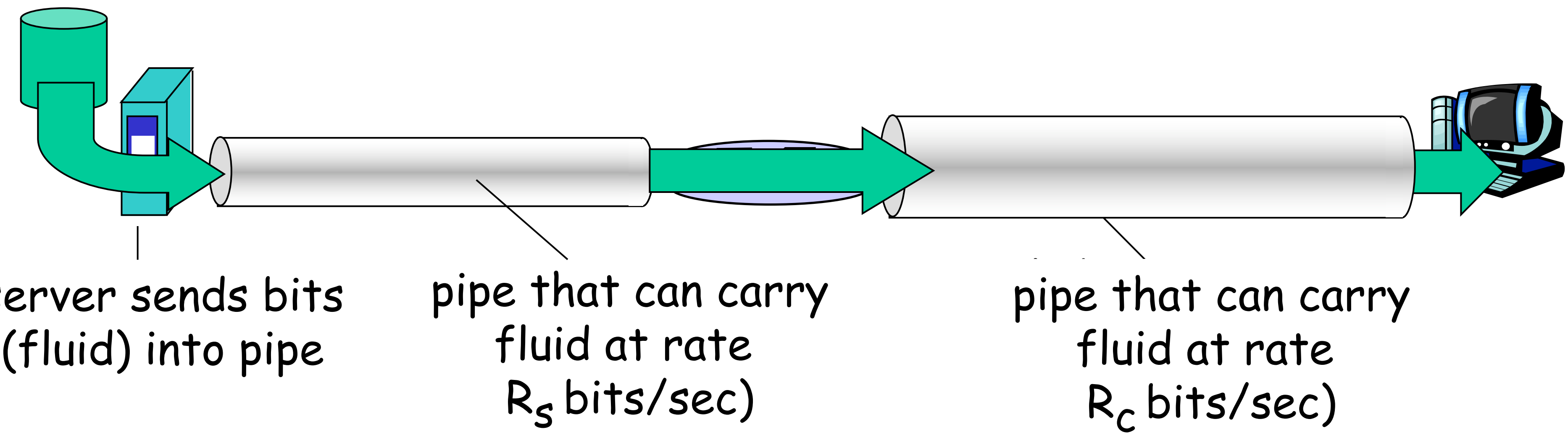
trans-oceanic link

* means no reponse (probe lost, router not replying)

Name and address of router, round trip delays (3 samples)

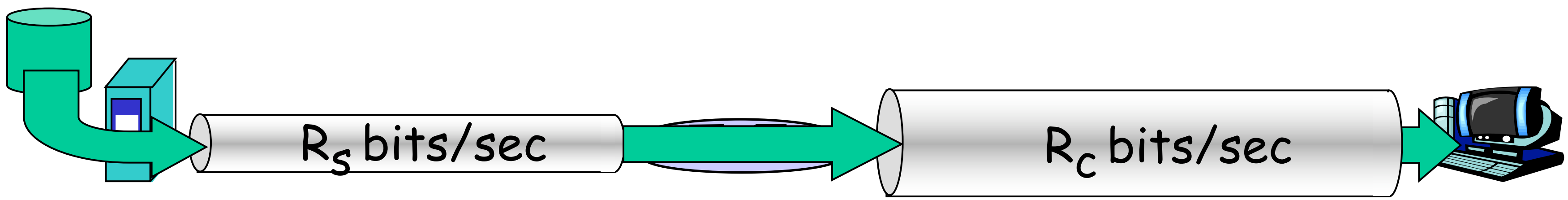
Throughput

- *throughput:* rate (bits/time unit) at which bits transferred between sender/receiver
  - *instantaneous:* rate at given point in time
  - *average:* rate over longer period of time

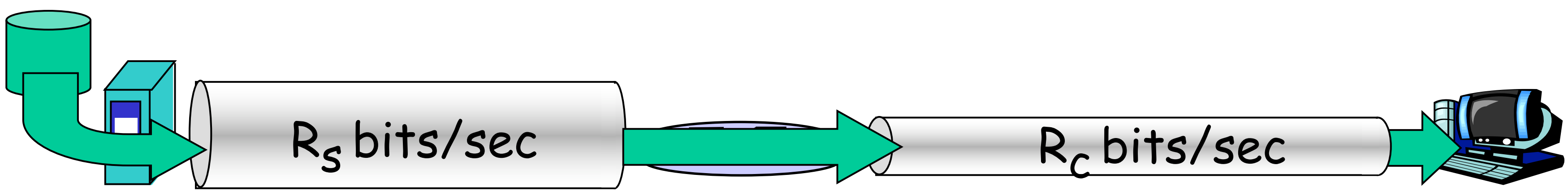


Throughput (more)

- $R_s < R_c$ What is average end-end throughput?



- $R_s > R_c$ What is average end-end throughput?

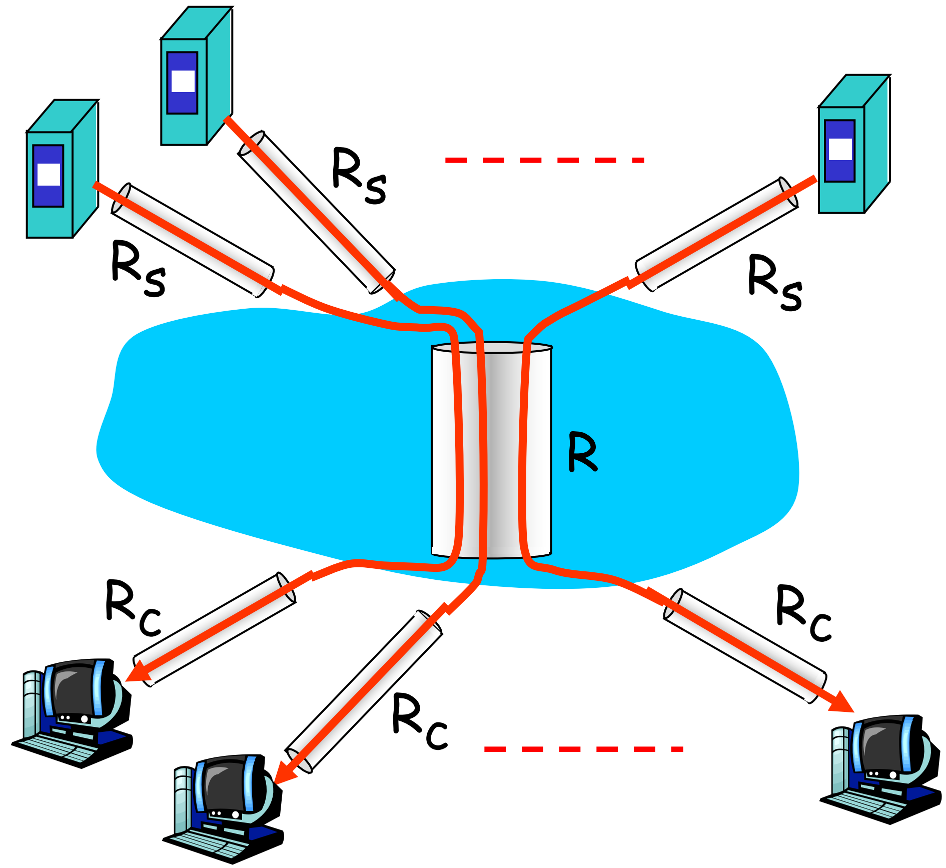


bottleneck link

link on end-end path that constrains end-end throughput

Throughput: Internet scenario

- per-connection end-end throughput: $\min(R_c, R_s, R/10)$
- in practice: R_c or R_s is often bottleneck



10 connections (fairly) share backbone bottleneck link R bits/sec

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Protocol "Layers"

Networks are complex!

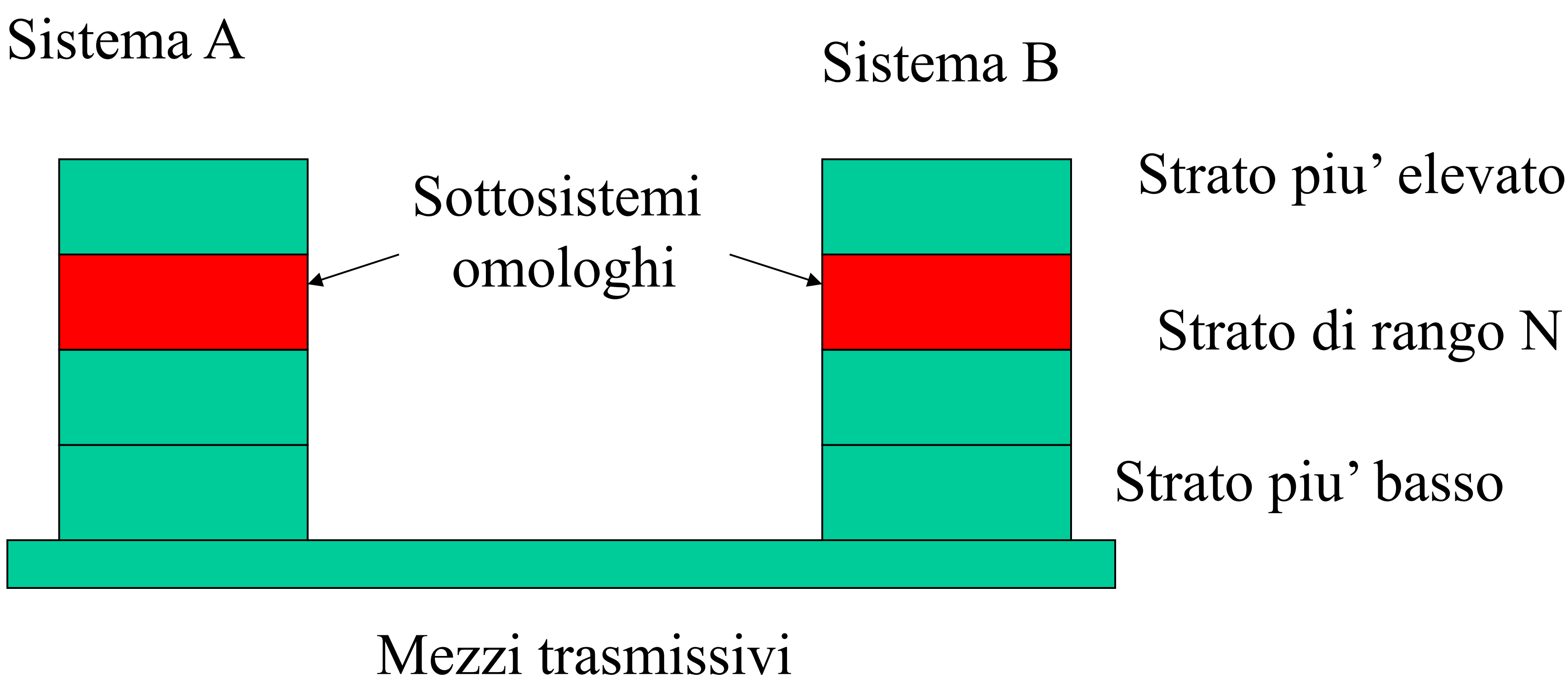
- many "pieces":
  - hosts
  - routers
  - links of various media
  - applications
  - protocols
  - hardware, software

Question:

Is there any hope of *organizing* structure of network?

Or at least our discussion of networks?

Layering


Sistema A
Sistema B
Sottosistemi omologhi
Strato piu' elevato
Strato di rango N
Strato piu' basso
Mezzi trasmissivi

Organization of air travel

ticket (purchase)	ticket (complain)
baggage (check)	baggage (claim)
gates (load)	gates (unload)
runway takeoff	runway landing
airplane routing	airplane routing

airplane routing

- a series of steps

Organization of air travel: a different view

ticket (purchase)	ticket (complain)
baggage (check)	baggage (claim)
gates (load)	gates (unload)
runway takeoff	runway landing
airplane routing	airplane routing
airplane routing	

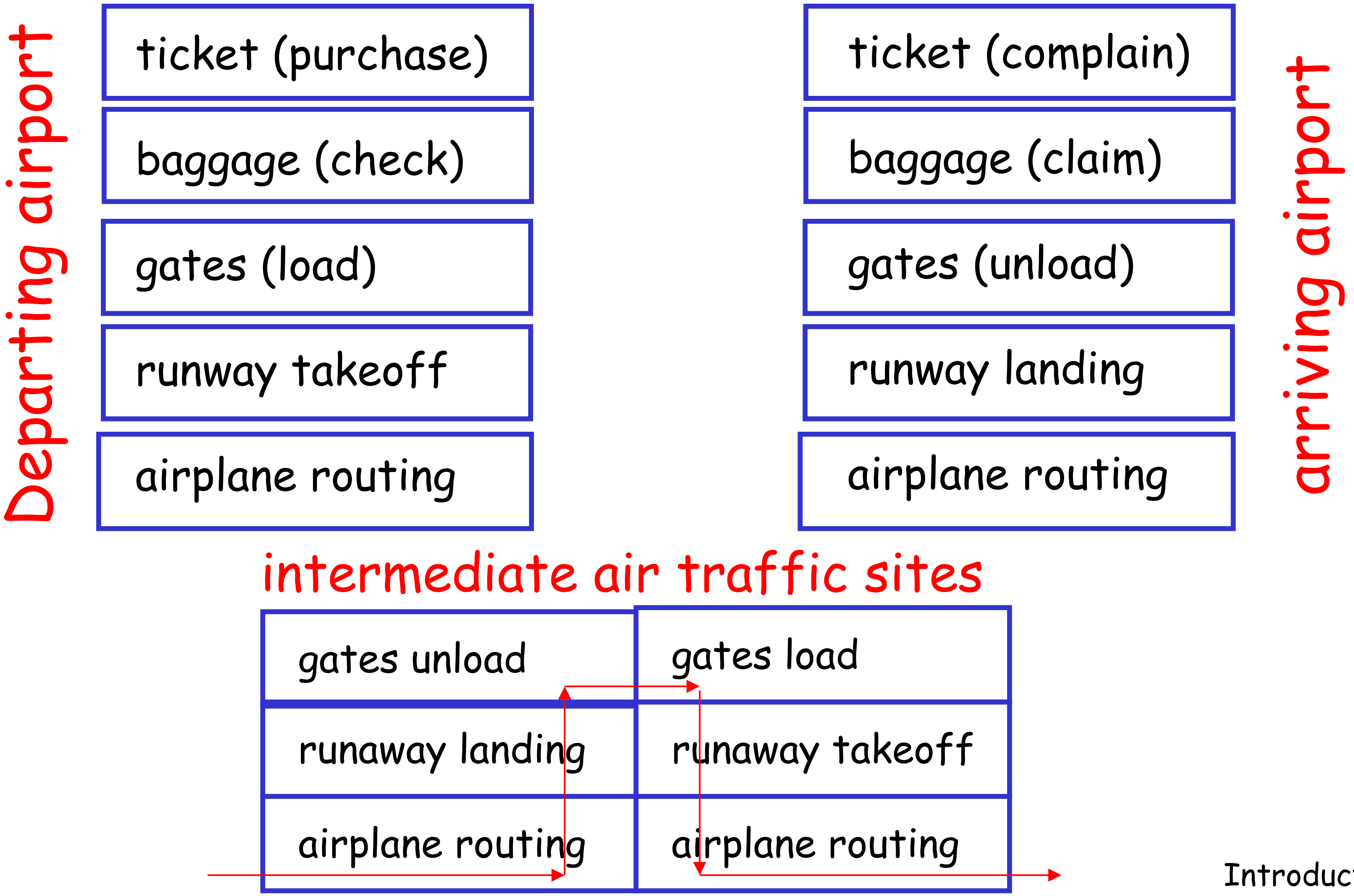
Layers: each layer implements a service

- via its own internal-layer actions
- relying on services provided by layer below

Layered air travel: services

Counter-to-counter delivery of person+bags
baggage-claim-to-baggage-claim delivery
people transfer: loading gate to arrival gate
runway-to-runway delivery of plane
airplane routing from source to destination

Distributed implementation of layer functionality



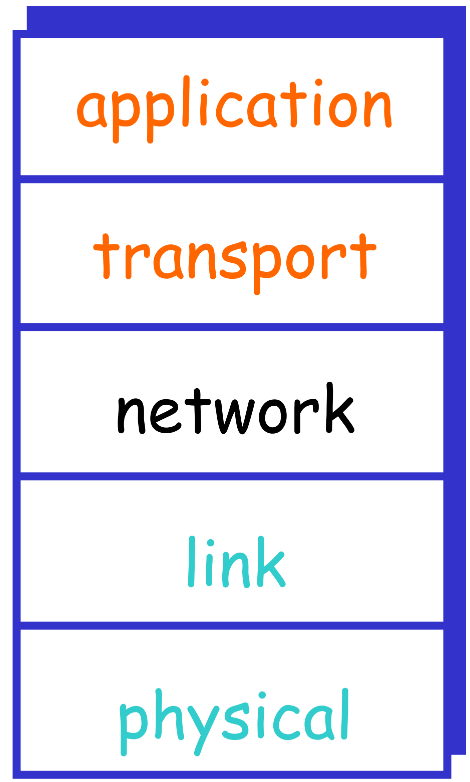
Why layering?

Dealing with complex systems:

- explicit structure allows identification, relationship of complex system's pieces
  - layered reference model for discussion
- modularization eases maintenance, updating of system
  - change of implementation of layer's service transparent to rest of system
  - e.g., change in gate procedure doesn't affect rest of system (I.e. if baggage check and claim procedures changed due to Sept 11th or if the boarding rules change, boarding people by age)
- layering considered harmful?

Internet protocol stack

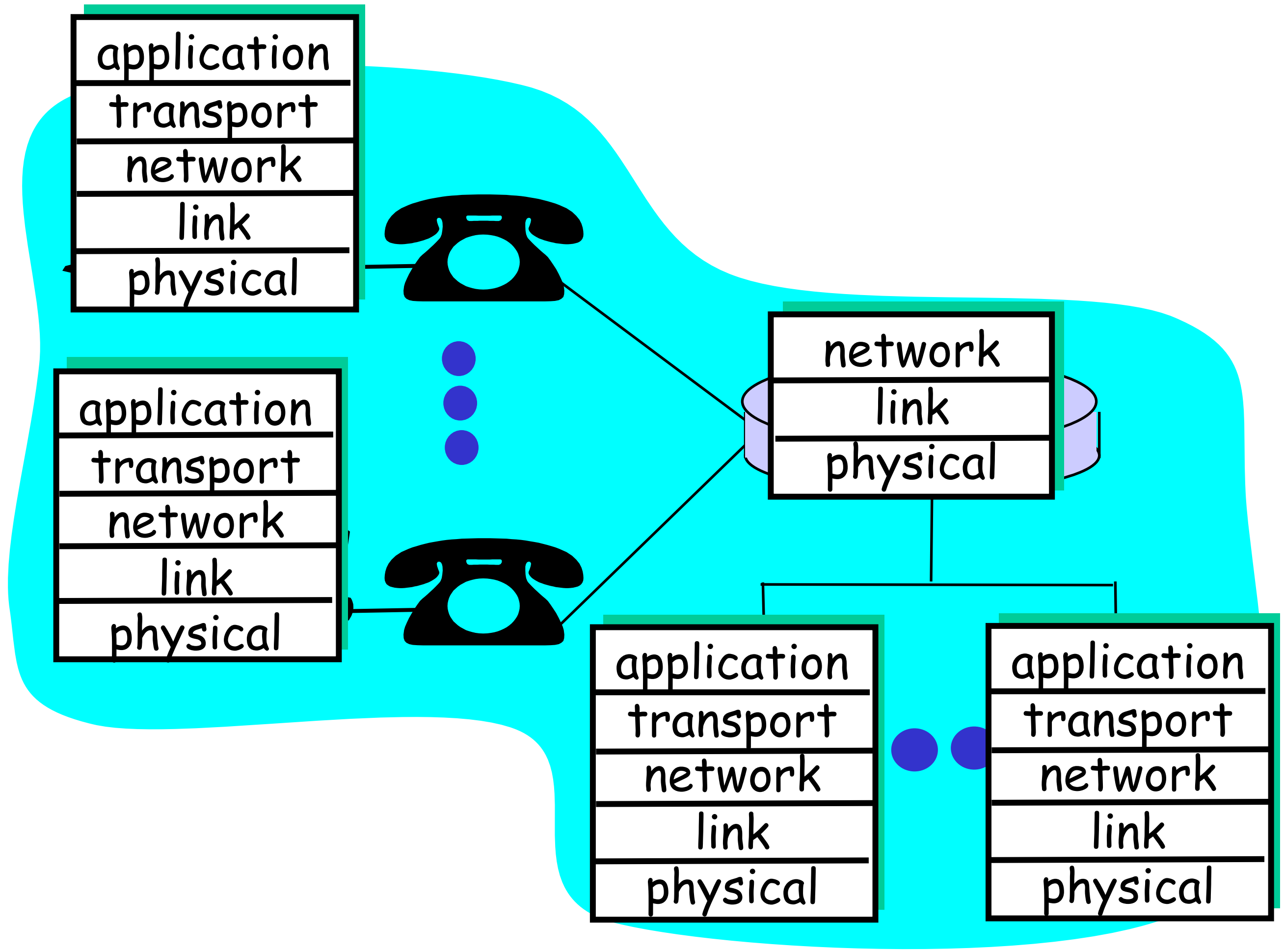
- application: supporting network applications
  - FTP, SMTP, HTTP
- transport: host-host data transfer
  - TCP, UDP
- network: routing of datagrams from source to destination
  - IP, routing protocols
- link: data transfer between neighboring network elements
  - PPP, Ethernet
- physical: bits “on the wire”



Typically in HW
Typically SW

Layering: logical communication

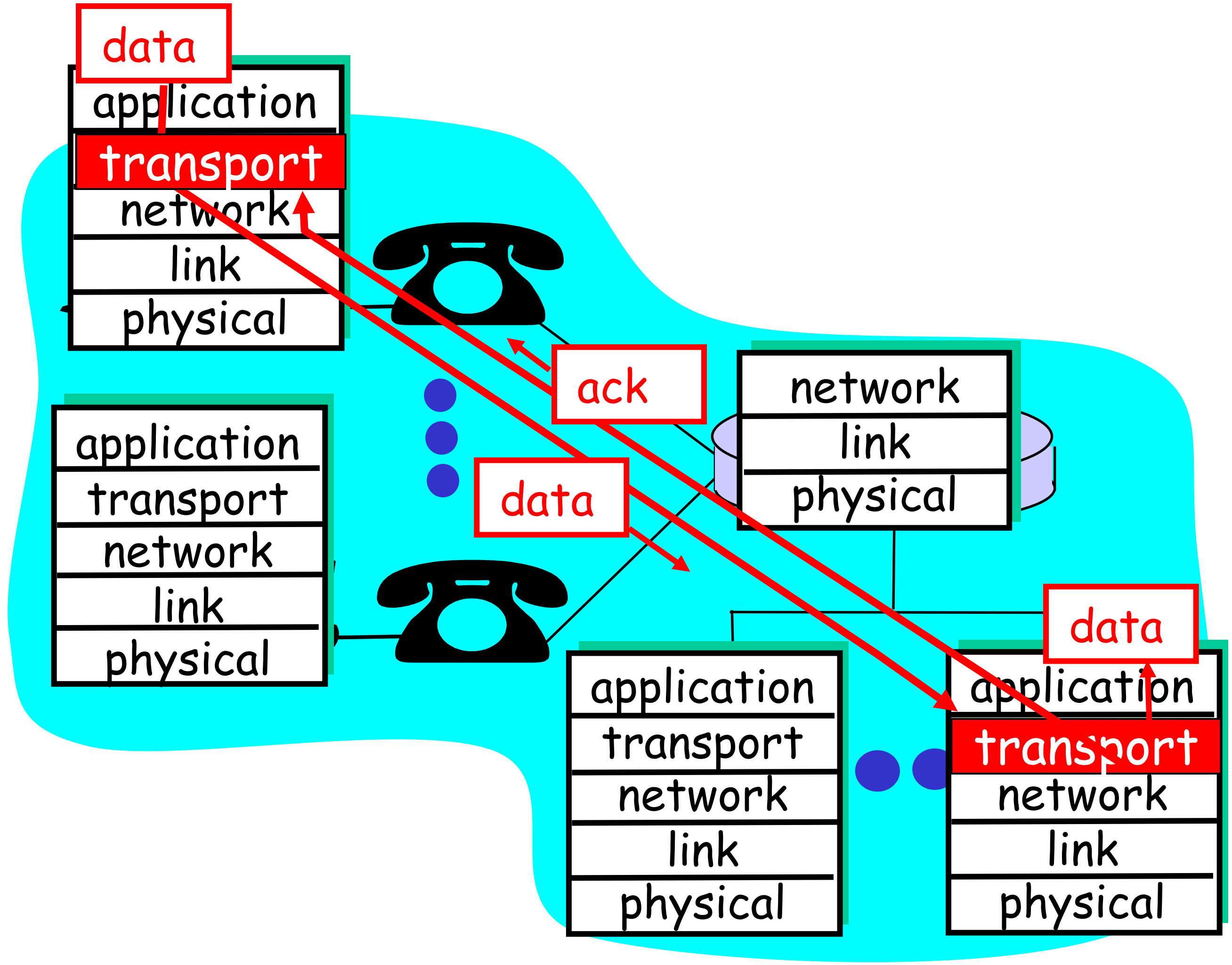
Each layer:
- distributed
- "entities" implement layer functions at each node
- entities perform actions, exchange messages with peers



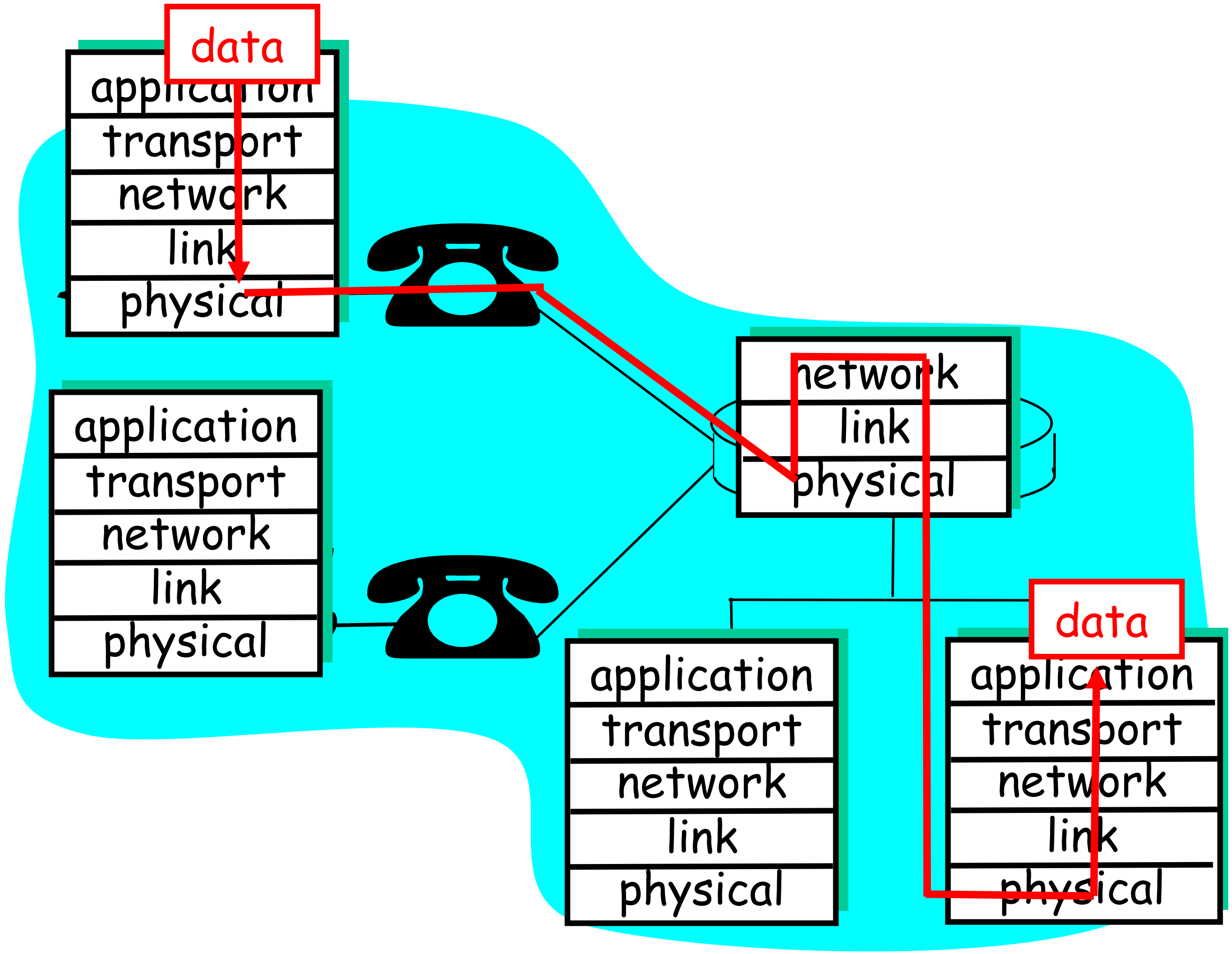
Layering: *logical* communication

E.g.: transport

- take data from app
- add addressing, reliability check info to form "datagram"
- send datagram to peer
- wait for peer to ack receipt
- analogy: post office



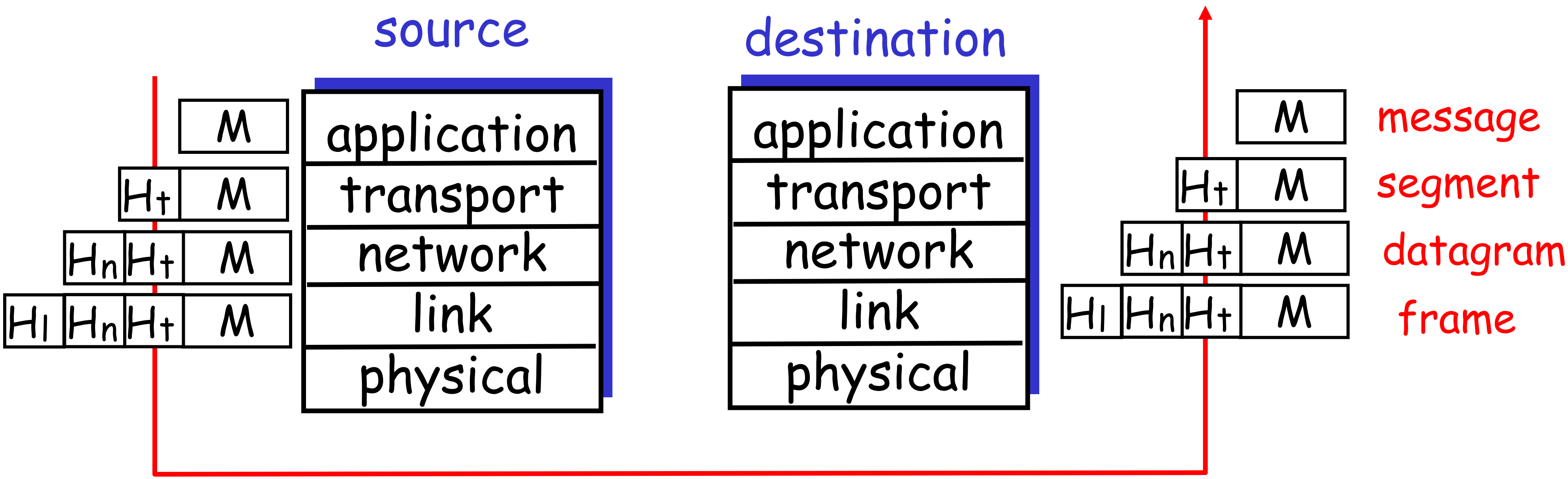
Layering: physical communication



Protocol layering and data

Each layer takes data from above

- adds header information to create new data unit
- passes new data unit to layer below



Layering: pros

- Vantaggi della stratificazione
  - Modularita'
    - Semplicita' di design
    - Possibilita' di modificare un modulo in modo trasparente se le interfacce con gli altri livelli rimangono le stesse
    - Possibilita' per ciascun costruttore di adottare la propria implementazione di un livello purche' requisiti su interfacce soddisfatti
  - Gestione dell'eterogeneita'
    - Possibili moduli 'diversi' per realizzare lo stesso insieme di funzioni, che riflettano l'eterogeneita' dei sistemi coinvolti (e.g. diverse tecnologie trasmissive, LAN, collegamenti punto-punto, ATM etc.)
    - Moduli distinti possibili/necessari anche se le reti adottassero tutte la stessa tecnologia di rete perche' ad esempio le applicazioni possono avere requisiti diversi (es. UDP e TCP). All'inizio TCP ed IP erano integrati. Perche' adesso sono su due livelli distinti?

Layering: cons

- Svantaggi della stratificazione
  - A volte modularita' inficia efficienza
  - A volte necessario scambio di informazioni tra livelli non adiacenti non rispettando principio della stratificazione

Internet History

1961-1972: Early packet-switching principles

- 1961: Kleinrock - queueing theory shows effectiveness of packet-switching (MIT)
- 1964: Baran - packet-switching in military nets
- Davies at the National Physical Laboratory, UK was also developing ideas on packet switching
- 1967: ARPAnet conceived by Advanced Research Projects Agency
- 1969: first ARPAnet node operational

Packet switches dubbed Interface Message Processors (IMP)

- 1972:
  - ARPAnet demonstrated publicly by Robert Kahn
  - NCP (Network Control Protocol) first host-host protocol
  - first e-mail program
  - ARPAnet has 15 nodes

- Leonard Kleinrock with first IMP

Kleinrock's students:
Vinton Cerf
John Postel…

Network measurement center UCLA

Internet History

1972-1980: Internetworking, new and proprietary nets

- 1970: ALOHAnet satellite network in Hawaii (Abramson)
- 1973: Metcalfe's PhD thesis proposes Ethernet
- 1974: Cerf and Kahn - architecture for interconnecting networks
- late70's: proprietary architectures, e.g. IBM SNA (Schwartz)
- 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

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, 2000's: commercialization, the Web, new apps

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

Late 1990's – 2000's:

- more killer apps: instant messaging, peer2peer file sharing (e.g., Naptser)
- network security to forefront
- est. 50 million host, 100 million+ users
- backbone links running at Gbps

Significant late developments: P2P,broadband access, wireless Internet

Recent trends (2000-today)

- Intense evolution
- Aggressive deployment of broadband Internet access to homes
  - enabler of distribution of user generated videos, on demand streaming videos, multi-person video conferencing services
- Ubiquitous deployment of high speed wireless access
  - number of wireless devices connected to Internet > wired devices from 2011
- Development of social networks
- Companies such as Google and Microsoft have developed extensive private networks
- Internet commerce companies and institutions run their applications on the cloud

A short digression:
where is Internet standardized? Who controls the Internet?

- No single administrative organization
- IETF - Internet Engineering Task Force (since 86)
  - Developement of current protocols and specifications for standardization.
    - International community, open to everyone
    - Most of the work via mailing lists
    - Meets three times/year
  - organized in areas and working groups
    - Dynamically activated & deactivated on need
    - group coordination: IESG (Internet Engineering Steering Group). Area directors are members of the IESG. Responsible for the actions associated with entry into and movement along the Internet "standards track," including final approval of specifications as Internet Standards.
- Industry also preemptively determine standards