

Lecture 1 (Jan 20, 2004)

Outline

Networking Basics
Internet Timeline
Statistical Multiplexing
Performance Metrics

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Basics

- Host vs Router
 - Router is a device with multiple interfaces and allows “data” forwarding between interfaces
 - Host may have multiple interfaces too
- IP address identifies an interface
- A trivial network: every host directly connected to every other host
 - Not a scalable construction
- Alternative: A hierarchical structure of hosts
 - Nodes (hosts or routers) grouped into network clouds
 - Network clouds are interconnected to form internetworks or internets
 - Internet (with capital I) refers to THE wide-area Internet we know today

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A Brief History of Networking

- Roots traced to public telephone network of the 60's
 - How can computers be connected together?
- Three groups were working on packet switching as an efficient alternative to circuit switching
- L. Kleinrock had first published work in '61
 - Showed packet switching was effective for bursty traffic
- P. Baran had been developing packet switching at Rand Institute and plan was published in '67
 - Basis for ARPAnet
- First contract to build network switches awarded to BBN
- First network had four nodes in '69

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History of the Internet contd.

- By '72 network had grown to 15 nodes
 - Network Control Protocol - first end-to-end protocol (RFC001)
 - Email was first application – R. Tomlinson, '72
- In '73 R. Metcalfe invented Ethernet
- In '74 V. Cerf and R. Kahn developed open architecture for Internet
 - TCP and IP

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History of the Internet contd.

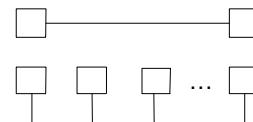
- By '79 the Internet had grown to 200 nodes and by the end of '89 it had grown to over 100K!
 - Much growth fueled by connecting universities
 - L. Landweber from UW was an important part of this!
- Major developments
 - TCP/IP as standard
 - DNS
- In '89 V. Jacobson made MAJOR improvements to TCP
- In '91 T. Berners-Lee invented the Web
- In '93 M. Andreessen invented Mosaic
- The rest should be pretty familiar...

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Building Blocks

- Nodes: PC, special-purpose hardware...
 - hosts
 - Switches and routers
- Links: coax cable, optical fiber...
 - point-to-point
 - multiple access

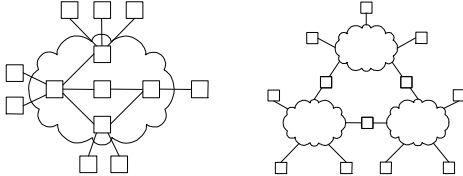


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Switched Networks

- A network can be defined recursively as...
 - two or more nodes connected by a link, or
 - two or more networks connected by nodes



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Strategies

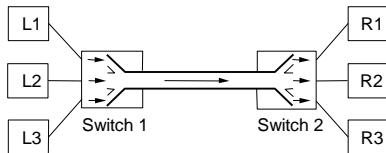
- Circuit switching: carry bit streams
 - original telephone network
- Packet switching: store-and-forward messages
 - Internet

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Multiplexing

- Resource sharing
- Analogous to CPU sharing among processes in OS

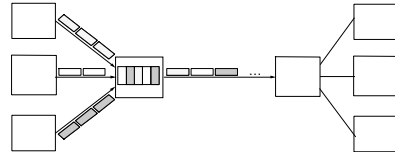


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Statistical Multiplexing

- Resources made available on-demand
- Packets from different sources interleaved on link
- Buffer packets that are *contending* for the link
- Buffer (queue) overflow is called *congestion*
 - Can lead to packet losses

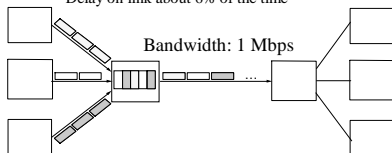


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Statistical Multiplexing

- Simple example in class:
 - Each conversation has instantaneous load of 1 Mbps with 1/10 probability
 - No delay permissible: only 1 conversation
 - If some delay allowed: 5 simultaneous conversations
 - Delay on link about 6% of the time



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Internet Goals

- Connectivity
 - Nodes, links, clouds
- Efficient resource sharing
 - Statistical multiplexing
- Services
 - Reliable channel
 - Request/reply or bit-stream channel

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Performance Metrics

- **Bandwidth:** physical property of link
- **Throughput:** actual data transmitted per time unit
- **link versus end-to-end**
 - notation
 - KB = 2^{10} bytes
 - Mbps = 10^6 bits per second
- **Latency (delay)**
 - time to send message from point A to point B
 - one-way versus round-trip time (RTT)
 - components
 - Latency = Propagation + Transmit + Queue
 - Propagation = Distance / Speed (of light)
 - Transmit = Size / Bandwidth
- Actual delays on Internet is much greater than propagation

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Bandwidth versus Latency

- Relative importance
- Assume propagation delay is 100 ms
- Transfer 1 Kb, bw 1 Mbps
 - Latency: $100 + 1$ (transmission delay) = 101 ms
- Transfer 1 Mb
 - Latency $100 + 1000$ (transmission delay) = 1100 ms

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