

CS4700/CS5700

# Fundamentals of Computer Networking

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Lecture 2: Overview

Slides adapted with permission from Eugene Ng, Rice COMP 413

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Northeastern



# What is a network?



# What is a network?

Wikipedia:

*A telecommunications network is a network of telecommunications links and nodes arranged so that **messages** may be passed from one part of the network to another over multiple links and through various nodes.*

What are messages?  
Information



# Why is networking interesting?

*or, why am I here?*

Many people use it, few understand

## Scale

Billions of users, thousands of apps, millions of end hosts

## Complexity

Many functions, many technologies, complex structure

## Distribution

Shared, no central coordination point, independent agents



# History of networks

*or, how did we get here?*

Communication



Telecommunication



Telecommunication networks



Computer networks



Convergence networks



# Long distance communication

## Letters by messenger

- Physical objects

- Limited speed, reliability, security

- Eventually, postal services

## Other communication tools

- Optical (fire)

- Auditory (drums, etc)

## Problems?



# Telegraph: *Electronic* communication

In US, telegraph invented in 1837 by Samuel Morse  
10 miles at 10 words/minute

Simple circuit

Send signals by making/breaking the connection

Could (almost) instantly transmit information

Telegraph in-use until 1985!



# Engineering the telegraph

How to

- encode information?

- feed in/output information?

- improve distance?

- improve speed (bandwidth)?

Issues faced by all communication systems



# Example: Encoding information

How to convert messages to electrical signals?

A·/ B··/ C···/ D····/ E····/...

Can we do better?

Hint: Use dashes (—)

A·—/ B—···/ C—·—·/ D—··/ E·/ F·—··/ G—·—·—/ H····/ I··/ J·—·—·/ K—·—/ L·—··/ M—·—/ N—·/ O—·—·—/ P·—·—·/ Q—·—·—/ R·—·/ S···/ T—/ U··—/ V····—/ W·—·—/ X—··—/ Y—·—·—/ Z—·—··/

Morse code



# Telephony

Provides auditory telecommunication

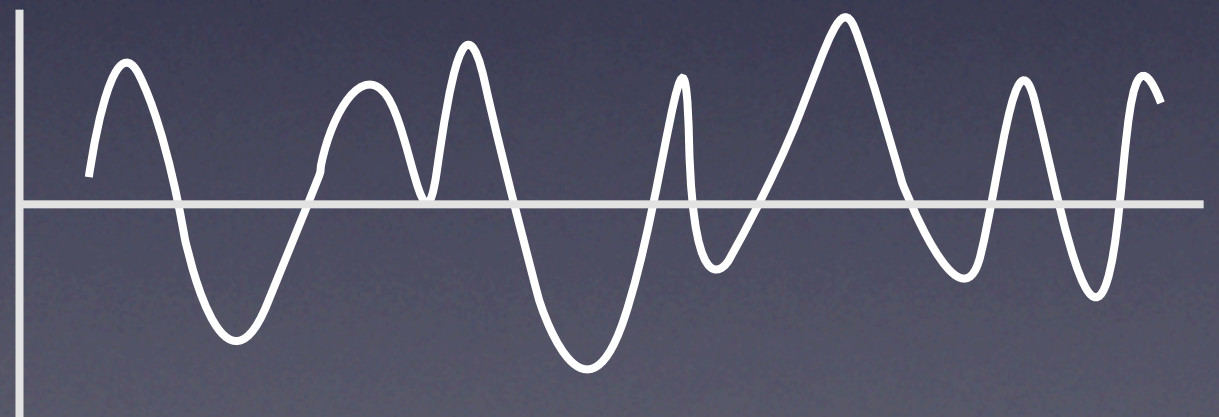
Didn't require trained operator

Uses microphone/speaker and electric circuit

Old school: Actual electrical connection end-to-end

New school: Voice-over-IP (over the Internet)

Continuous analog signal





# Example military telephone (EE-8)



Would run a wire between a pair  
Effective range: 100s of miles



# Scaling telephony

1876: Each pair directly connected  
Did not scale

1878: Instead, use a *switch*

Allowed any two lines to be connected





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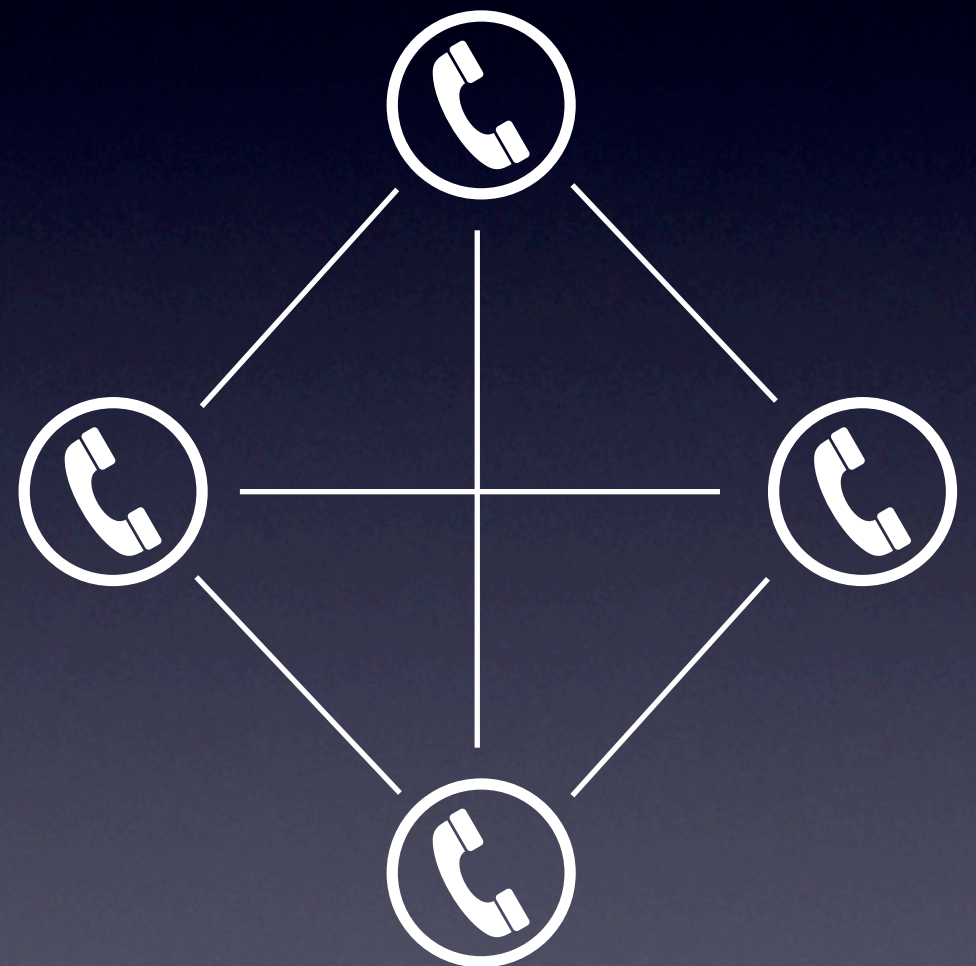


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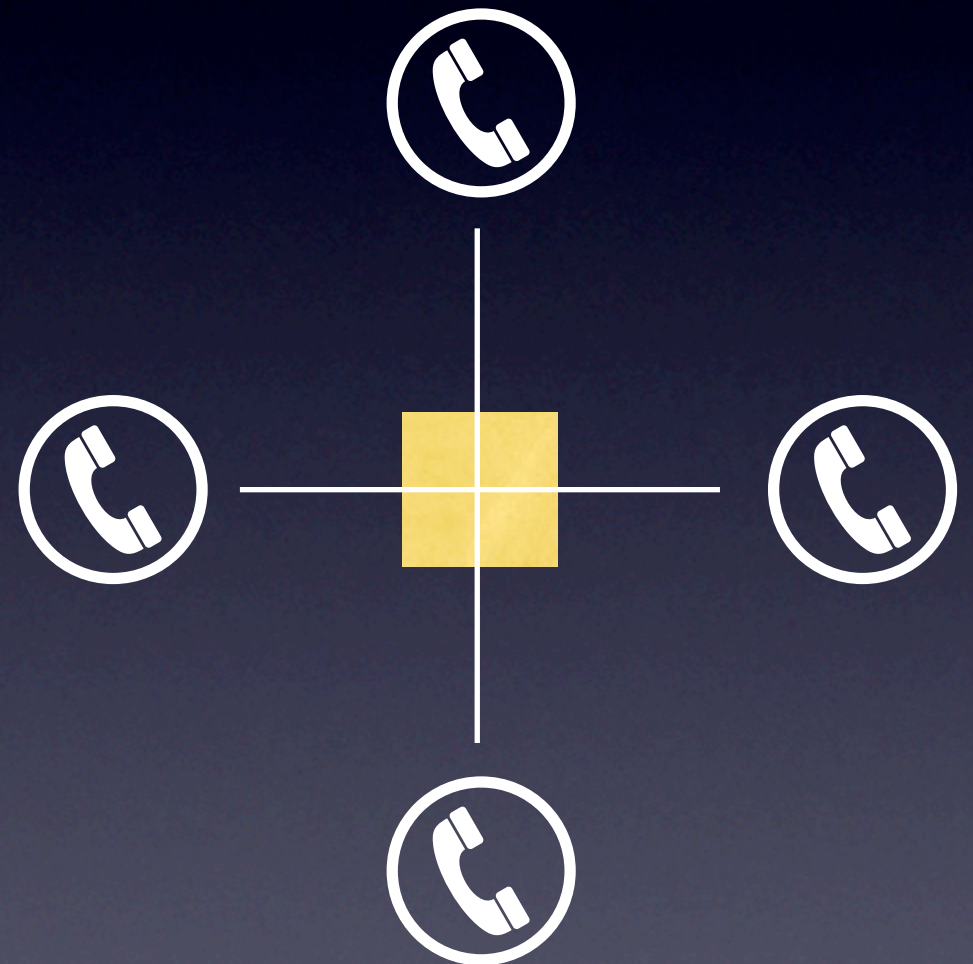


# Scaling telephony

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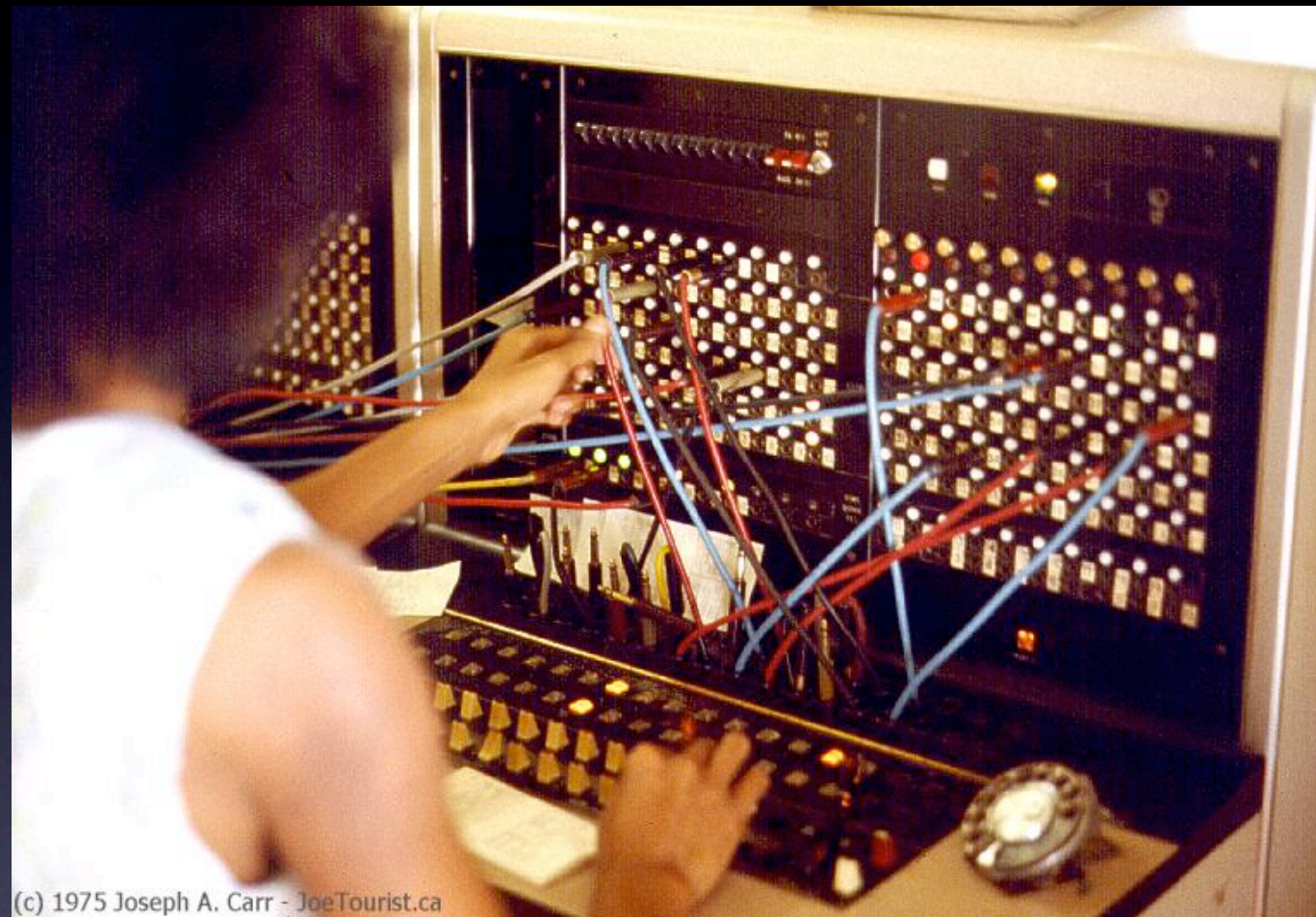
1878: Instead, use a *switch*

Allowed any two lines to be  
connected





# Telephone switch



(c) 1975 Joseph A. Carr - JoeTourist.ca

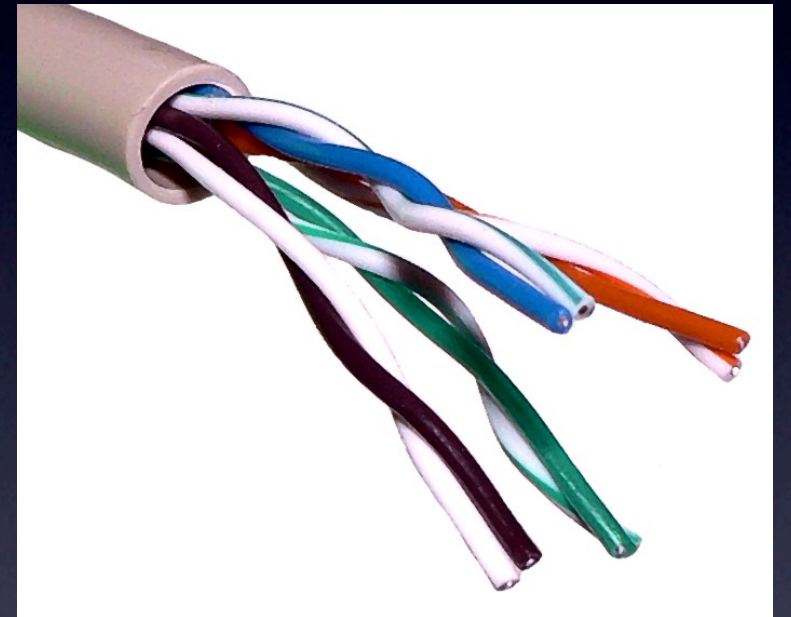
Would tell operator who to connect to

In 1918, cross-country call took 15 minutes *to set up*



# Telephony milestones

- 1881: Using *twisted pair* for local loops
- 1885: AT&T formed
- 1892: Automatic telephone switch
- 1903: Three million telephones in US
- 1915: First transcontinental cable
- 1927: First transatlantic telephone service





# Scaling telephony (again)

Connections between switches  
required wires

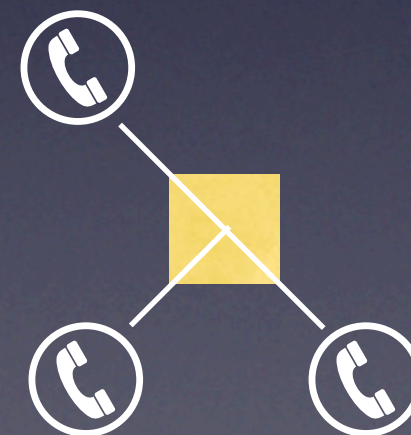
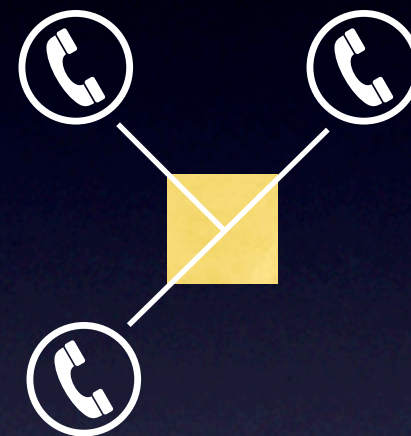
One wire = one call

Not scalable

1937: Multiplexing

Multiple calls over single wire

Called trunk lines





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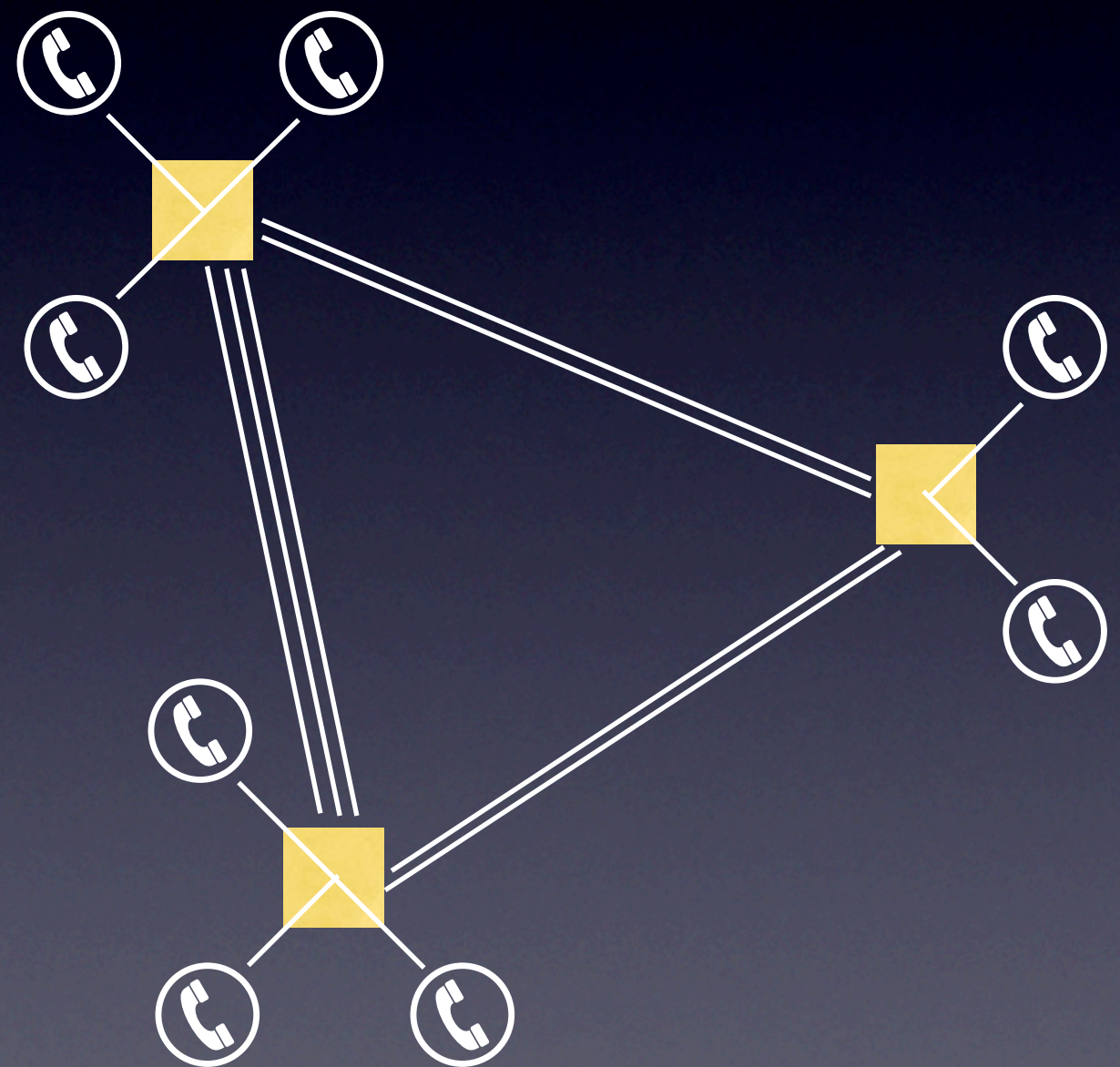
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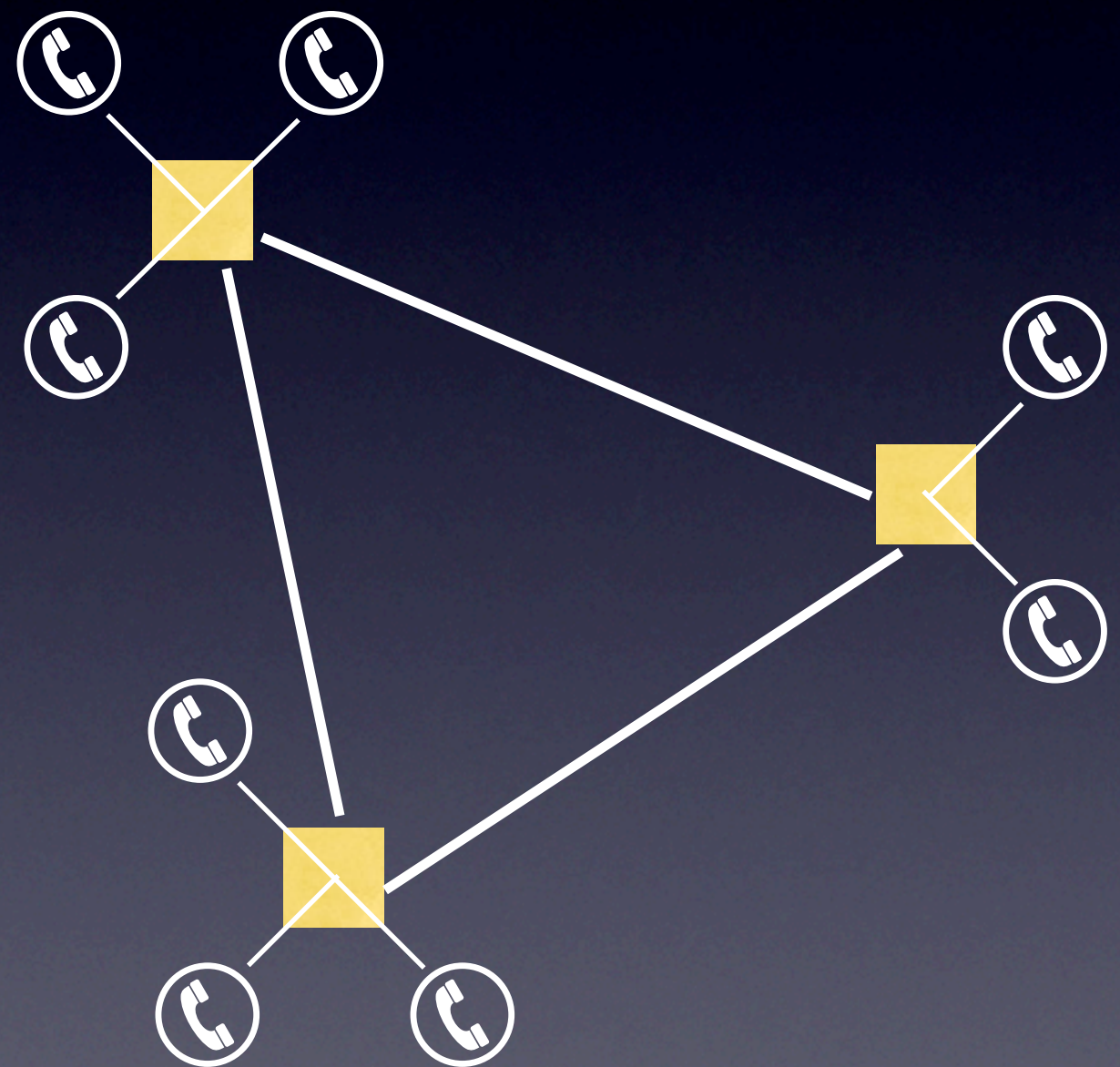
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# Summary of telephony

Communication a problem before computers

Will see similar challenges in computer networks

- Switching

- Multiplexing

- Analog vs. digital

- Bandwidth

- Latency



# On to computer networks

Networks designed for computer communication  
As opposed to (direct) human communication

Digital messages  
Binary





# What distinguishes networks?

*from the end-user perspective*

## Services they provide

Postal network, telephone network, telegraph network

## Properties

Latency

Bandwidth

Loss rate

Interface

Reliability

Unicast vs. multicast vs. broadcast



# What are the components?

## Links

Copper, fiber, wireless, satellite

## Protocols/standards

TCP, IP, Ethernet

## Interfaces

10-base-T, wireless, fiber

## Applications

HTTP, FTP, SSH

## Switches/routers/NATs/firewalls

Route (or drop) messages

## End hosts

Mac, Windows, Linux

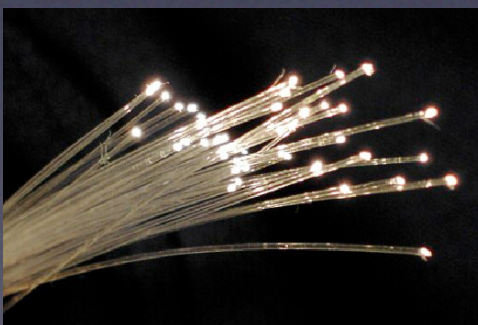
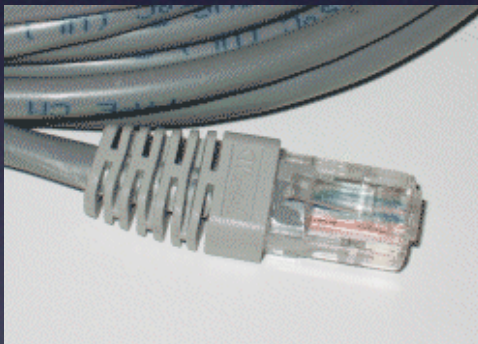
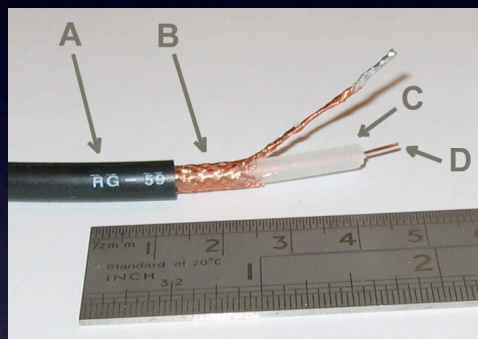
## Architecture

Packet vs. circuit switched

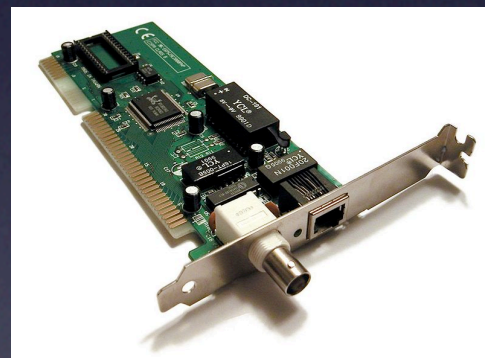


# Example components

## Links



## Interfaces



## Routers

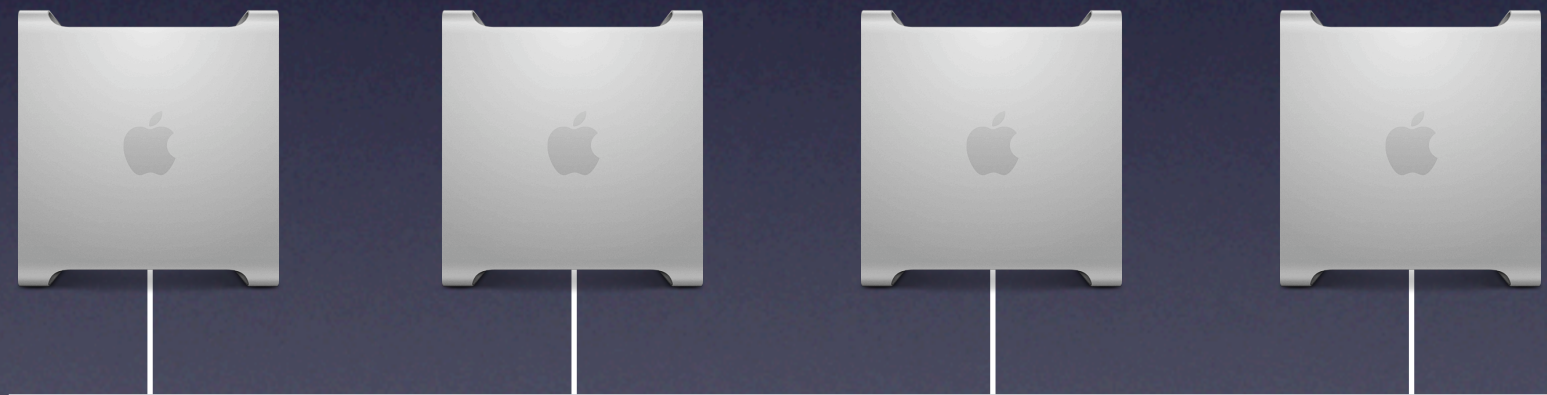




# Example links



Point-to-point



Multiple access



# Networks differentiated by

## Geographical area

PAN, LAN, MAN, WAN

## Architecture

Dumb terminals vs. dumb switches

## Intended applications

Special purpose: Airline reservations, banking, credit cards

General purpose: Internet, telecommunications



# Networks differentiated by

*continued*

## Right to use

Private: enterprise networks, airline reservations

Public: telephony, Internet

## Ownership of protocols

Open: IP (Internet)

Private: SNA (IBM)

## Technologies

Terrestrial vs. satellite, wired vs. wireless



# The Internet

What distinguishes it from other networks?

Open, public, decentralized, heterogeneous

Based on Internet Protocol (IP)

Governed by Internet Engineering Task Force (IETF)

Developed by research community

Super computer research centers needed remote access



# History of the Internet

1970s: Research project, funded by DoD

56 Kbps, tens of computers

1980s: ARPANET and MILNET split

1985: NSF builds NSFNET backbone linking 6 centers

1987: Multiple networks linked together (NSFNET, ESNNet, ...)

1992: NSFnet at 45 Mbps

1994: NSF backbone dismantled, private backbones

Today, backbones run at many Gbps, millions of end hosts



# Internet structure

Divided into *tiers*

Tier 1: AT&T, Level 3, NTT, etc...

Tier 2: Deutsche Telekom, France Télécom, British Telecom, etc...

Tier 3: Your local ISP (likely)

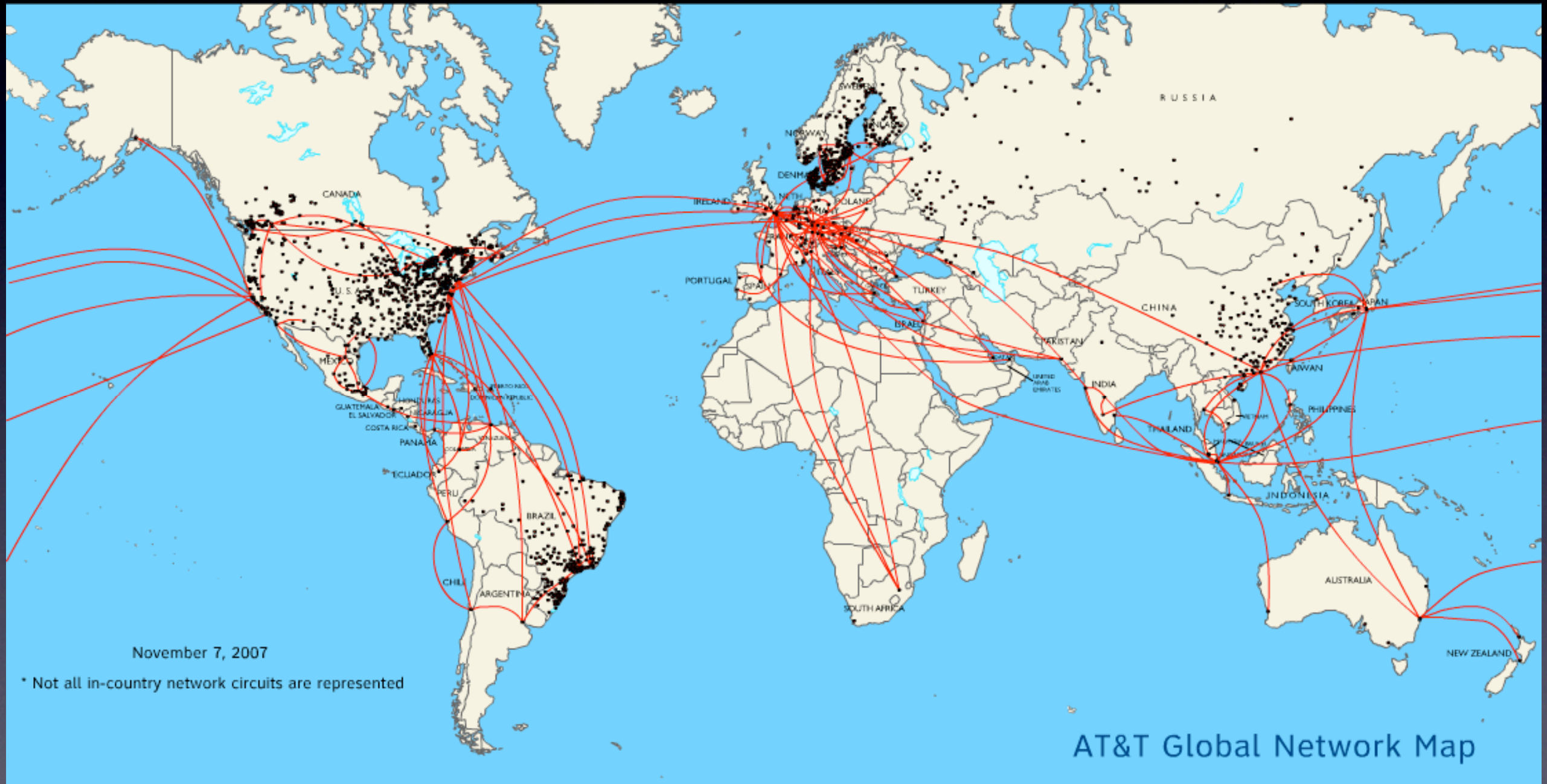
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What defines tier 1?

Do not pay *transit fees*

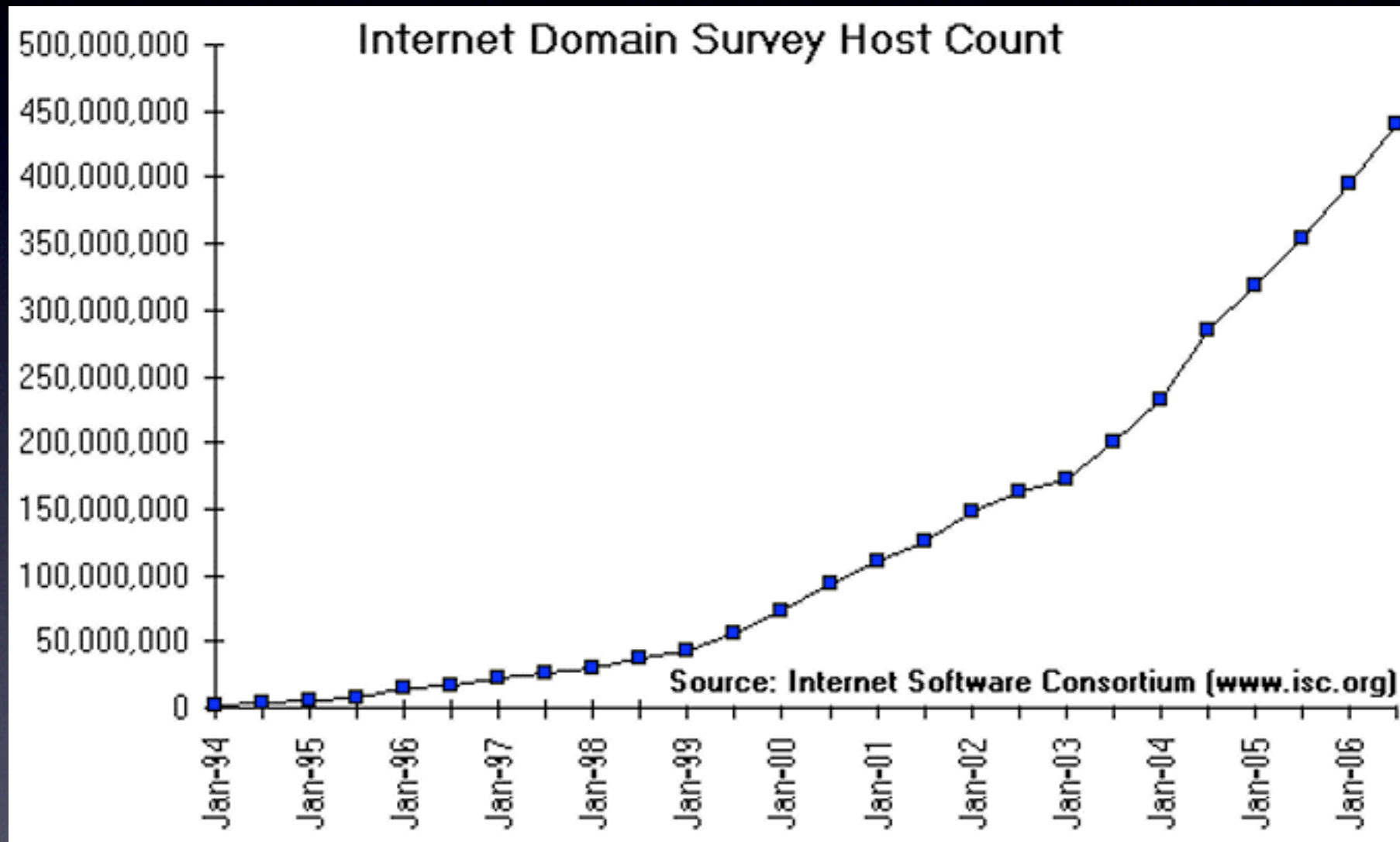


# Example: AT&T's network





# Internet growth





# Internet applications

- 1970s: Shared access to computing (telnet)
- 1980s: Shared access to data (FTP, NFS)
- 1980s: Communication (email, USENET)
- 1990s: More advanced communication (chat rooms, IM)
- 1990s: Information dissemination (Web)
- 2000s: File sharing (Napster, BitTorrent)
- 2000s: Social networking (Facebook)
- 2010s: ?



# What's next?

Electronic commerce (already there)

Internet-based entertainment (already there)

World is a small village

Interest-based communities

Infinite specialization

New frontiers

Electronic democracy

Electronic terrorism



# Final words

It's all about communication

Internet has made communication (essentially) free

Can communication with millions of others

Networking is at the center of it

How to enable communication?