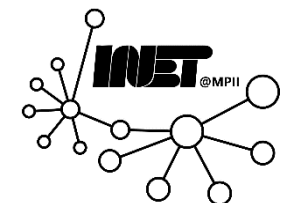




# Data Networks

## Introduction



# Introduction



## *Goals:*

- Get “feel” & terminology
- More depth, detail *later* in course
- Approach:
  - Use Internet as example

## *Overview:*

- What’s the Internet?
- What’s a protocol?
- Network edge:
  - *End-systems, access net, physical media*
- Network core:
  - *Packet/circuit switching, Network structure*
- Performance: *Delay, loss, throughput*
- Protocol layers, service models
- Networks under attack: Security
- History

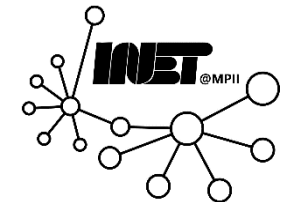


# Introduction



## *Overview:*

- **What's the Internet?**
- What's a protocol?
- Network edge:
  - *End-systems, access net, physical media*
- Network core:
  - *Packet/circuit switching, Network structure*
- Performance: *Delay, loss, throughput*
- Protocol layers, service models
- Networks under attack: Security
- History

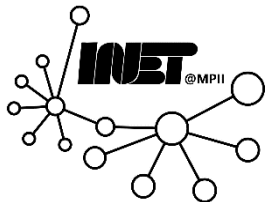
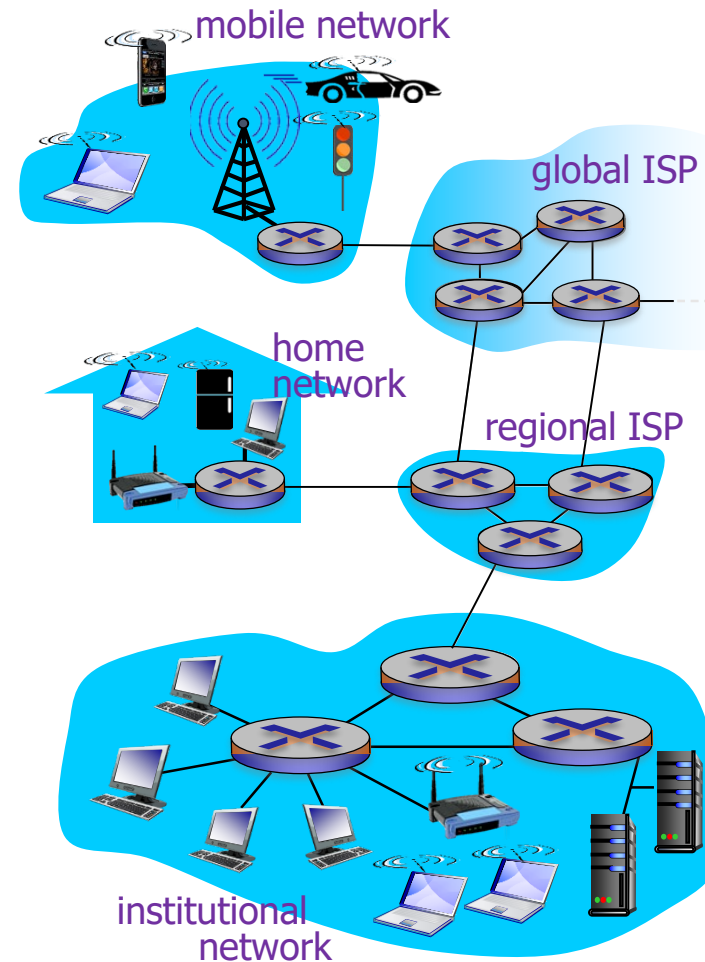


# What's the Internet: "Nuts and bolts" view



*Billions* of connected computing devices

- *Hosts = end systems*
- Running *network apps*



# “Fun” Internet-connected devices



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



Web-enabled toaster +  
weather forecaster



Tweet-a-watt:  
monitor energy use



Internet  
refrigerator



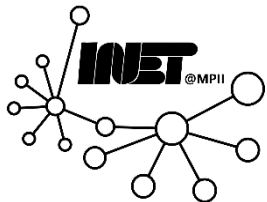
Slingbox: watch,  
control cable TV remotely



sensorized  
bed  
mattress



Internet phones

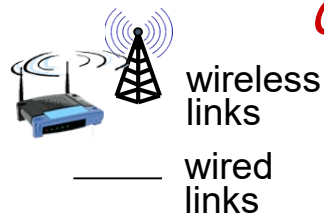


# What's the Internet: "Nuts and bolts" view



*Billions* of connected computing devices

- *Hosts = end systems*
- Running *network apps*



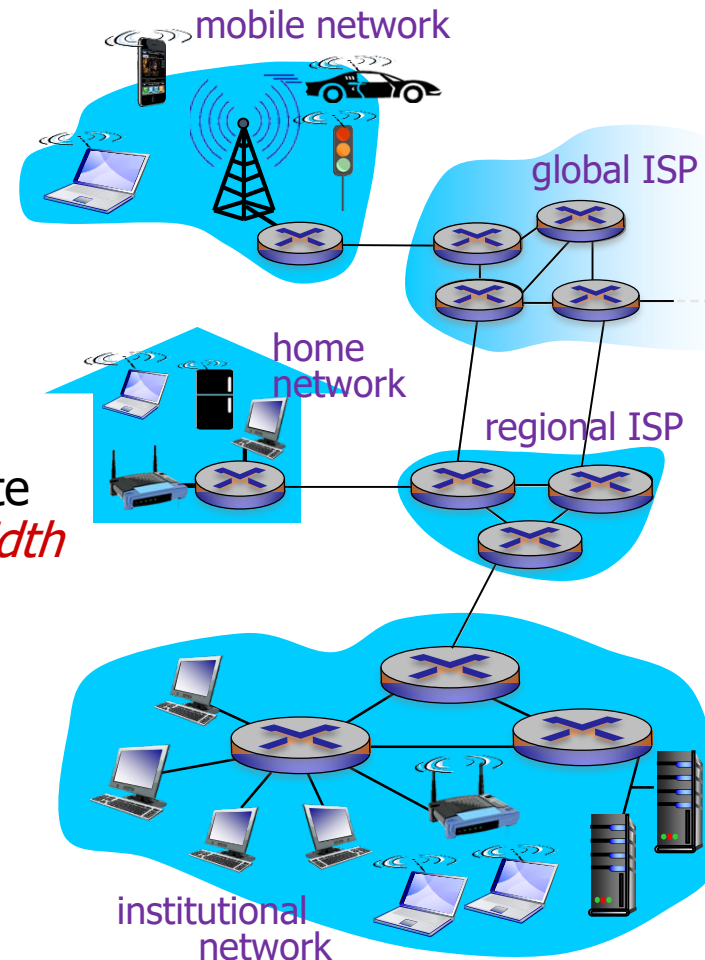
*Communication links*

- Fiber, copper, radio, satellite
- Transmission rate: *Bandwidth*



*Packet switches:* forward packets (chunks of data)

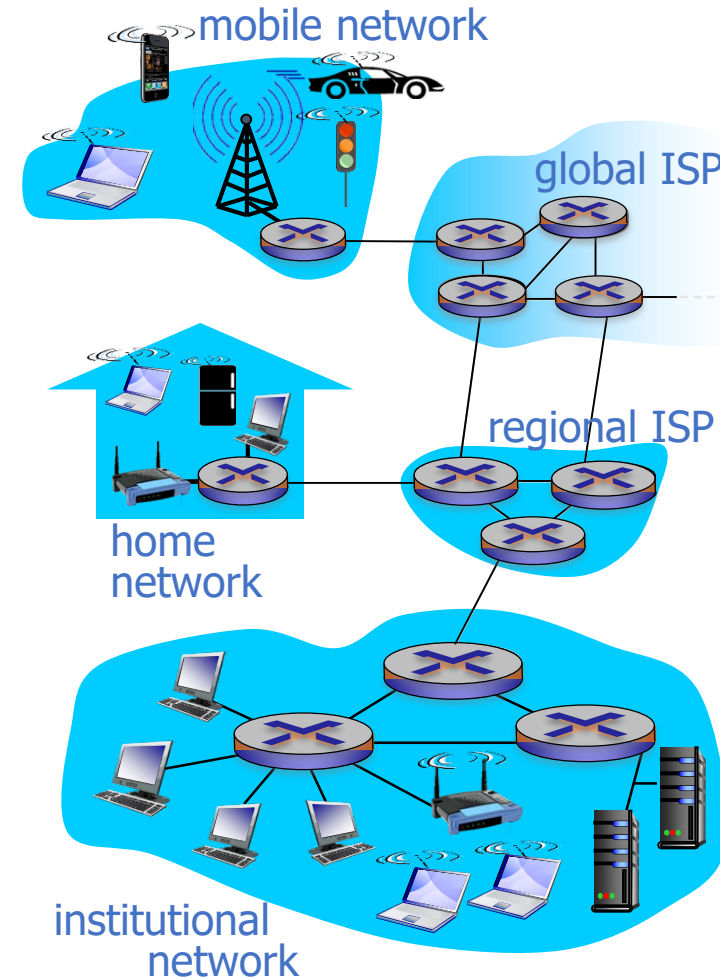
- *Routers* and *switches*



# What's the Internet: "Nuts and bolts" view



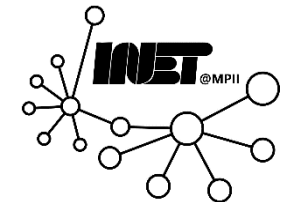
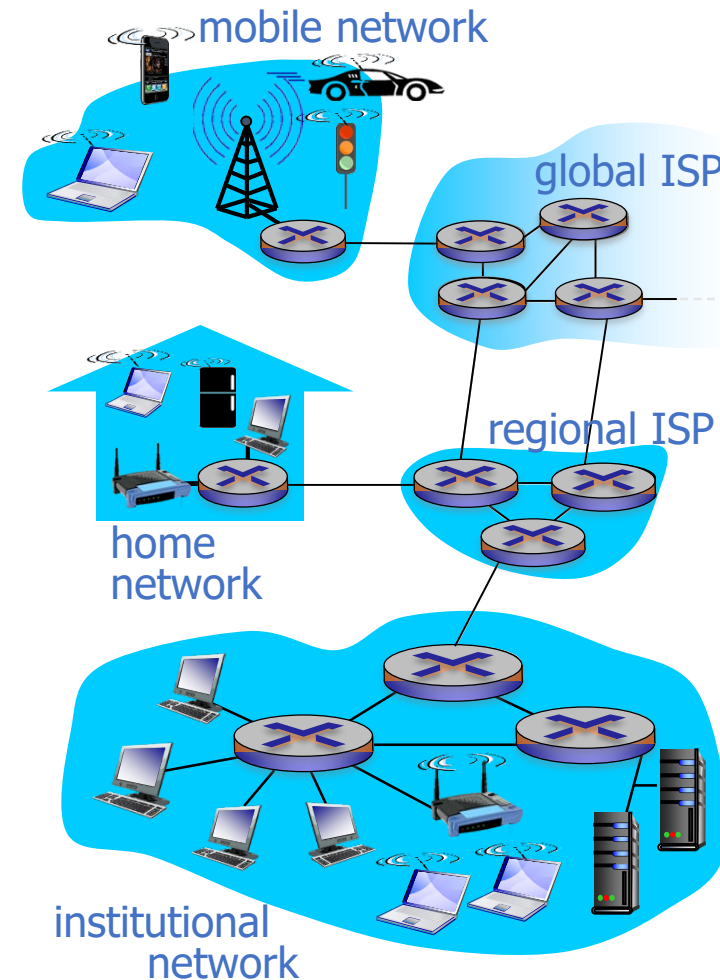
- Internet:
  - "Network of networks"
    - Interconnected ISPs
- Protocols control sending, receiving of messages
  - E.g., TCP, IP, HTTP, Skype, 802.11
- Internet standards
  - *RFC*: Request For Comments
  - *IETF*: Internet Engineering Task Force



# What's the Internet: A service view



- *Infrastructure that provides services to applications*
  - Web, VoIP, email, games, e-commerce, social nets, ...
- *Provides programming interface to apps*
  - Hooks that allow sending and receiving app programs to “connect” to Internet
  - Provides service options, analogous to postal service





# Introduction: Roadmap



## Overview:

- What's the Internet?
- **What's a protocol?**
- Network edge:
  - *End-systems, access net, physical media*
- Network core:
  - *Packet/circuit switching, Network structure*
- Performance: *Delay, loss, throughput*
- Protocol layers, service models
- Networks under attack: Security
- History



# What's a protocol?



## *Human protocols:*

- *“What's the time?”*
- *“I have a question”*
- *Introductions*

... specific messages sent

... specific actions taken when messages received, or other events

## *Network protocols:*

- Machines rather than humans
- All communication activity in Internet governed by protocols

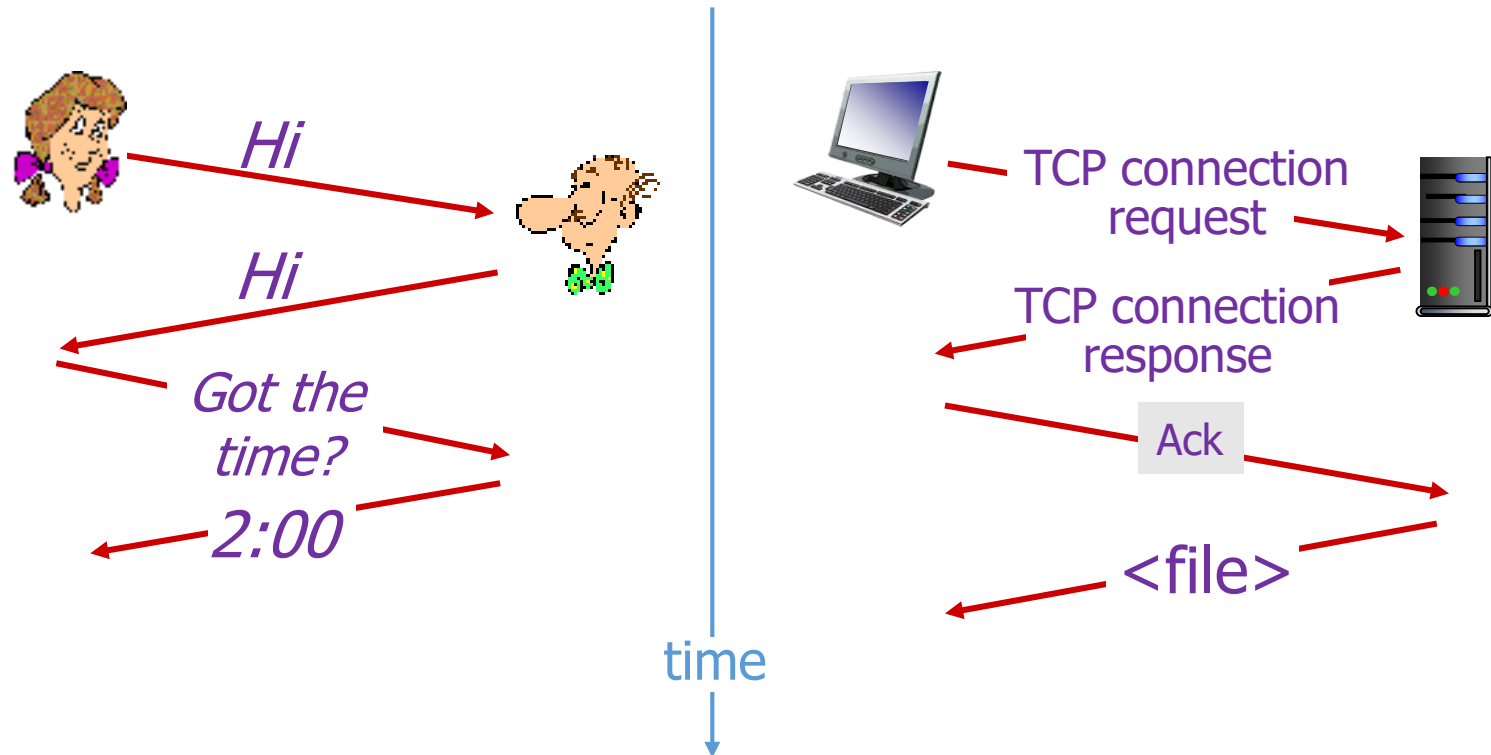
*Protocols define format, order of messages sent and received among network entities, and actions taken on message transmission, receipt*



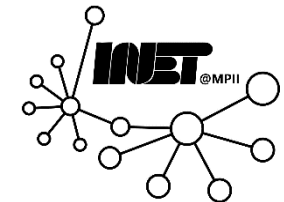
# What's a protocol?



*A human protocol & a computer network protocol*



*Q: Other human protocols?*



# Introduction



## *Goals:*

- Get “feel” & terminology
- More depth, detail *later* in course
- Approach:
  - Use Internet as example

## *Overview:*

- **What's the Internet?**
- **What's a protocol?**
- Network edge:
  - *End-systems, access net, physical media*
- Network core:
  - *Packet/circuit switching, Network structure*
- Performance: *Delay, loss, throughput*
- Protocol layers, service models
- Networks under attack: Security
- History

