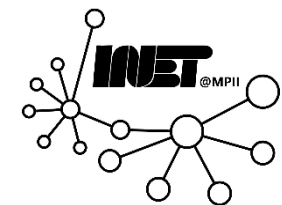




# Data Networks

## Introduction



# Introduction

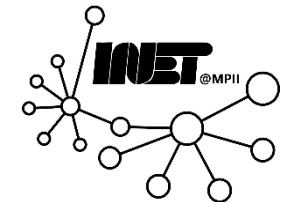


## *Goals:*

- 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

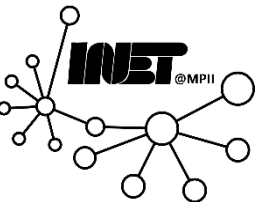
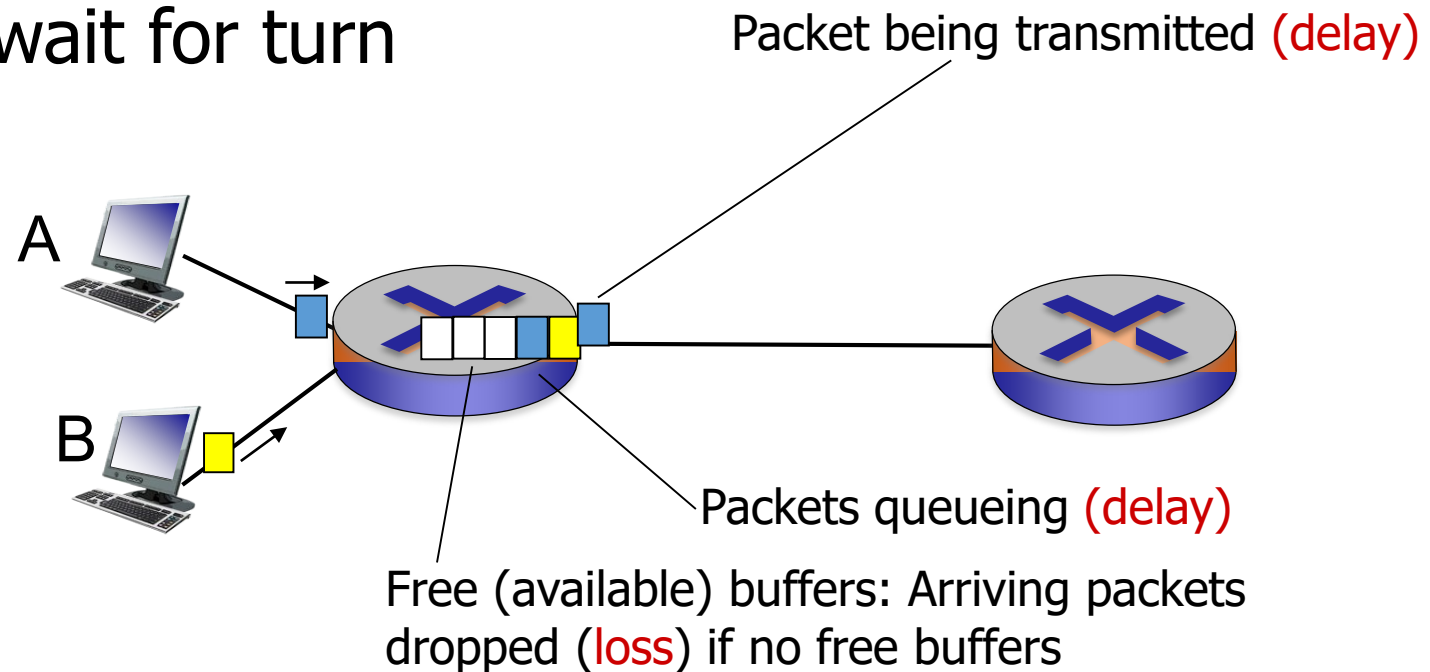


# How do loss and delay occur?

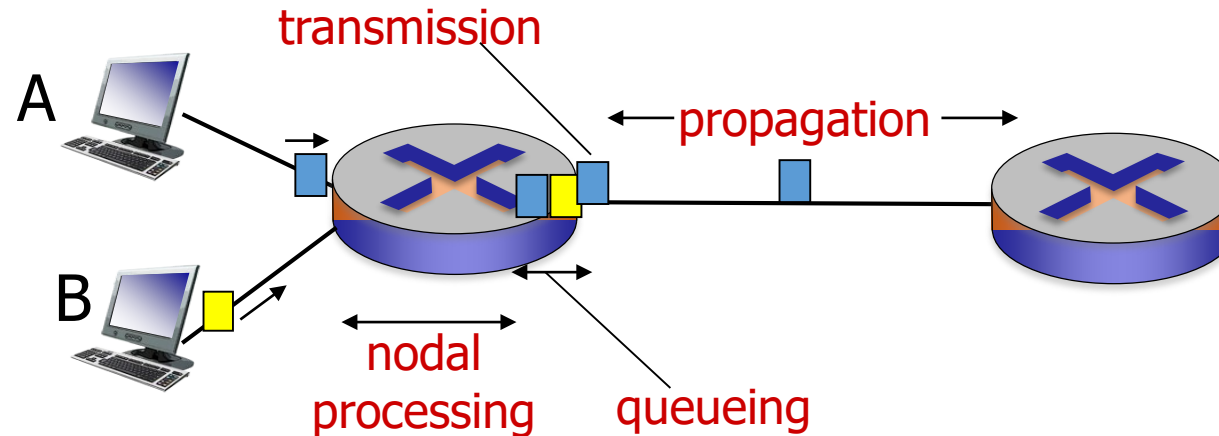


Packets *queue* in router buffers

- Packet arrival rate to link (temporarily) exceeds output link capacity
- Packets queue, wait for turn



# Four sources of packet delay



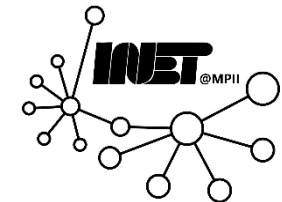
$$d_{\text{nodal}} = d_{\text{proc}} + d_{\text{queue}} + d_{\text{trans}} + d_{\text{prop}}$$

## $d_{\text{proc}}$ : Nodal processing

- Check bit errors
- Determine output link
- Typically < msec

## $d_{\text{queue}}$ : Queueing delay

- Time waiting for transmission (at output link)
- Depends on congestion level

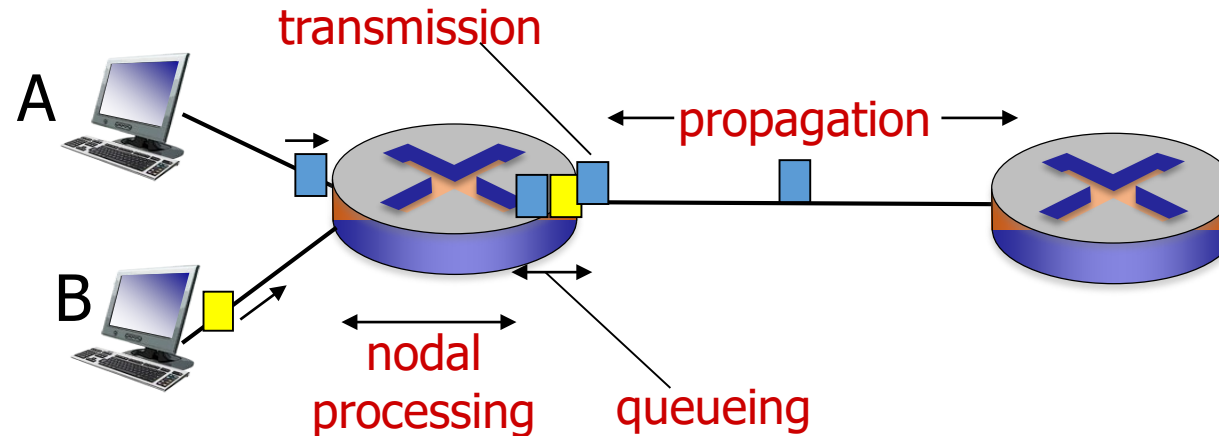


# Four sources of packet delay



\* Check out the online interactive exercises for more examples:  
[http://gaia.cs.umass.edu/kurose\\_ross/interactive/](http://gaia.cs.umass.edu/kurose_ross/interactive/)

\* Check out the Java applet for an interactive animation on trans vs. prop delay



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

## $d_{\text{trans}}$ : Transmission delay:

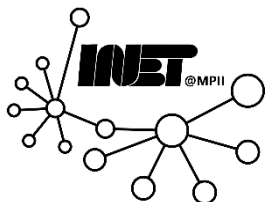
- $L$ : packet length (bits)
- $R$ : link *bandwidth* (bps)

$$d_{\text{trans}} = L/R$$

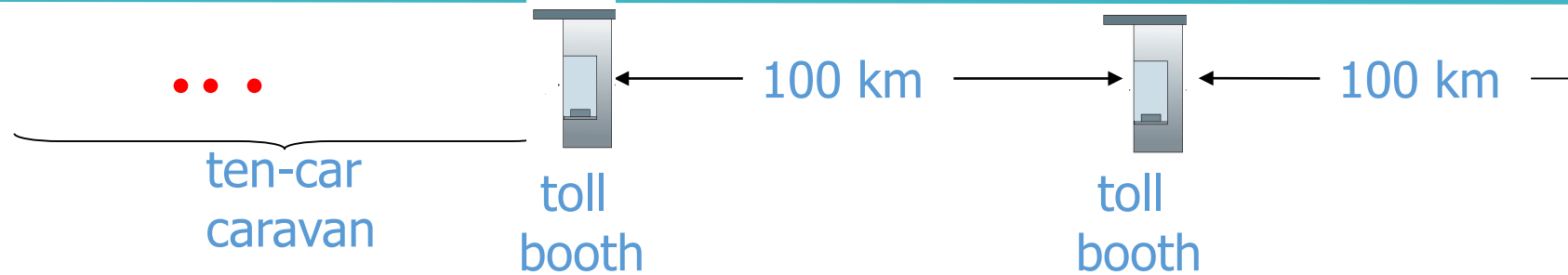
←  $d_{\text{trans}}$  and  $d_{\text{prop}}$  →  
**very different**

## $d_{\text{prop}}$ : Propagation delay:

- $d$ : length of physical link
- $s$ : propagation speed ( $\sim 2 \times 10^8$  m/s)
- $d_{\text{prop}} = d/s$



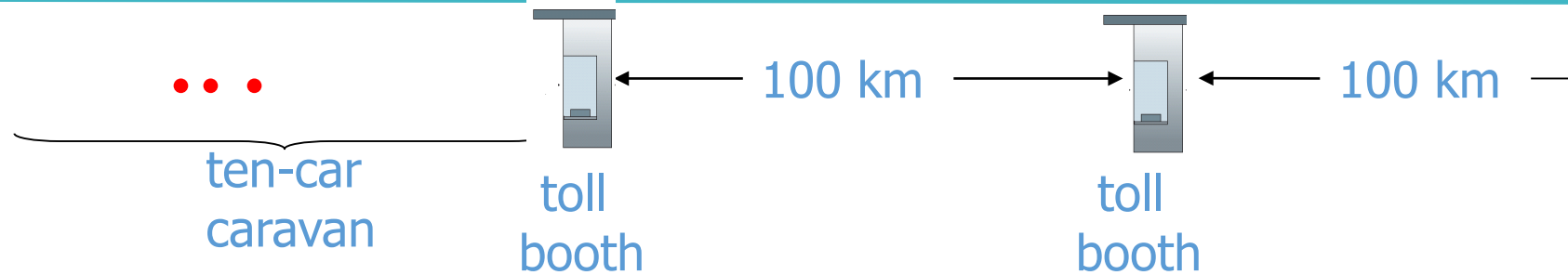
# Caravan analogy



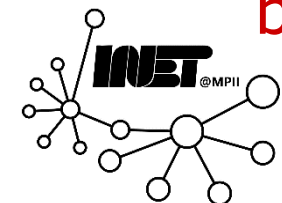
- Cars “propagate” at 100 km/hr
- Toll booth takes 12 sec to service car (bit transmission time)
- Car  $\sim$  bit; caravan  $\sim$  packet
- **Q:** How long until caravan is lined up before 2nd toll booth?
- Time to “push” entire caravan through toll booth onto highway =  $12 \times 10 = 120$  sec
- Time for last car to propagate from 1st to 2nd toll booth:  $100 \text{ km} / (100 \text{ km/hr}) = 1$  hr
- **A:** 62 minutes



# Caravan analogy



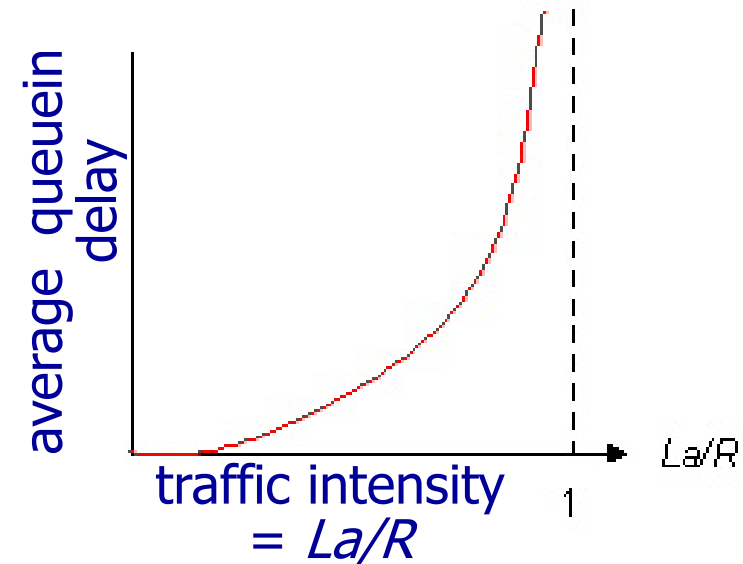
- Suppose cars now “propagate” at 1000 km/hr
- Suppose toll booth now takes one min to service a car
- **Q:** Will cars arrive to 2nd booth before all cars serviced at first booth?
- **A: Yes!** after 7 min, first car arrives at second booth; three cars still at first booth



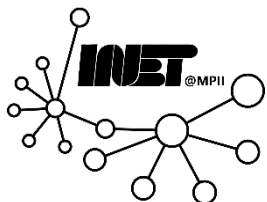
# Queueing delay (revisited)



- $R$ : Link bandwidth (bps)
- $L$ : Packet length (bits)
- $a$ : Average packet arrival rate



- $La/R \sim 0$ : avg. queueing delay small
- $La/R \rightarrow 1$ : avg. queueing delay large
- $La/R > 1$ : more "work" arriving than can be serviced, average delay infinite!



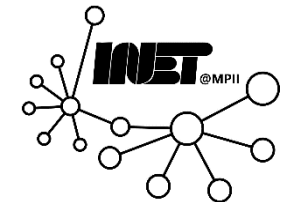
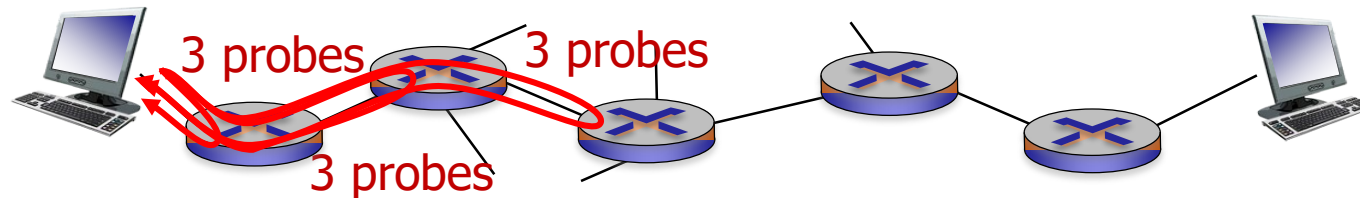


# “Real” Internet delays and routes



What do “real” Internet delay & loss look like?

- **traceroute** program: Provides “delay” estimates from source to router along end-to-end Internet path towards destination. For all  $i$ :
  - Sends 3 packets that reach router  $i$  on path towards destination
  - Router  $i$  will return packets to sender
  - Sender times interval between transmission and reply

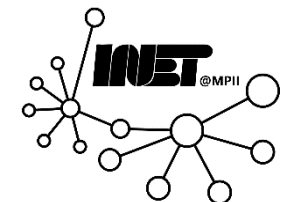


# “Real” Internet delays, routes



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

```
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
```



# “Real” Internet delays, routes



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

```
1 cs-gw (128.119.240.254) 1 ms 1 ms 2 ms
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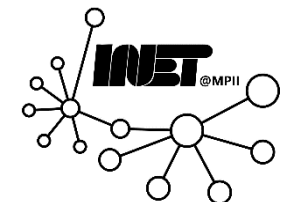
Too many hops;  
let's ignore some

```
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
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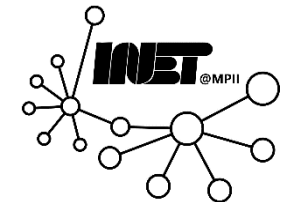
# “Real” Internet delays, routes



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

3 delay measurements 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  
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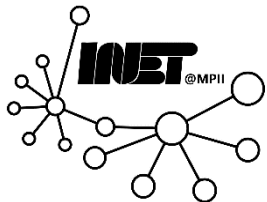


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9 de2-1.de1.de.geant.net (62.40.96.129) 109 ms 102 ms 104 ms
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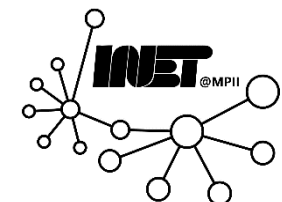


# “Real” Internet delays, routes



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16 194.214.211.25 (194.214.211.25) 126 ms 128 ms 126 ms
17 * * *
18 * * * ← * means no response (probe lost, router not replying)
19 fantasia.eurecom.fr (193.55.113.142) 132 ms 128 ms 136 ms
```



# “Real” Internet delays, routes



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```

***Tryout some traceroutes from exotic countries at  
[www.traceroute.org](http://www.traceroute.org)***

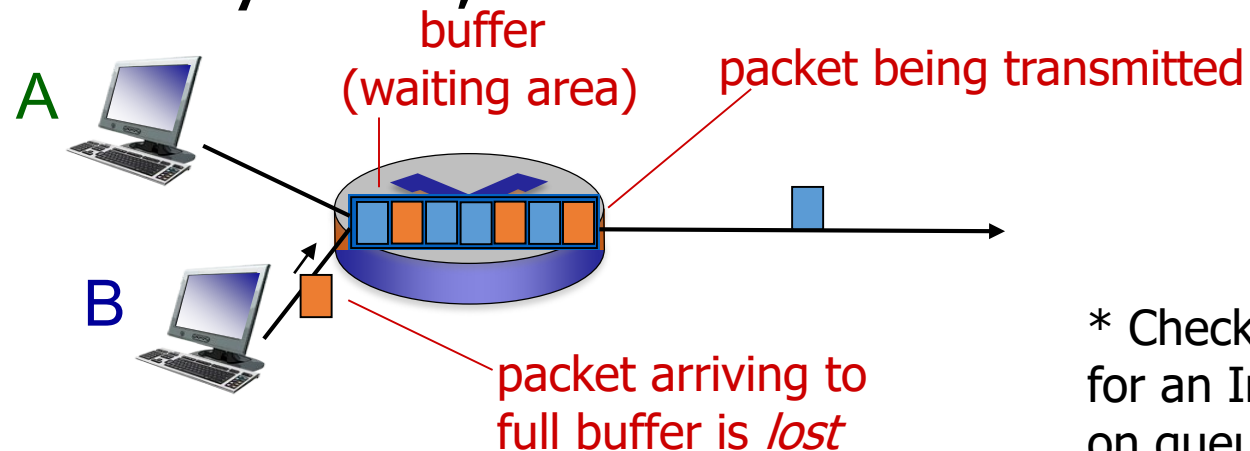
```
13 nice.cssi.renater.fr (195.220.98.102) 123 ms 125 ms 124 ms
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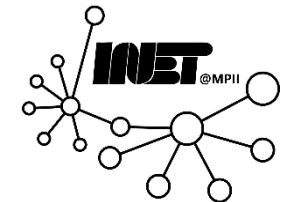
# Packet loss



- Queue (aka buffer) preceding link in buffer has finite capacity
- Packet arriving to full queue dropped (aka lost)
- Lost packet may be retransmitted by previous node, by source end system, or not at all



\* Check out the Java applet for an Interactive animation on queuing and loss

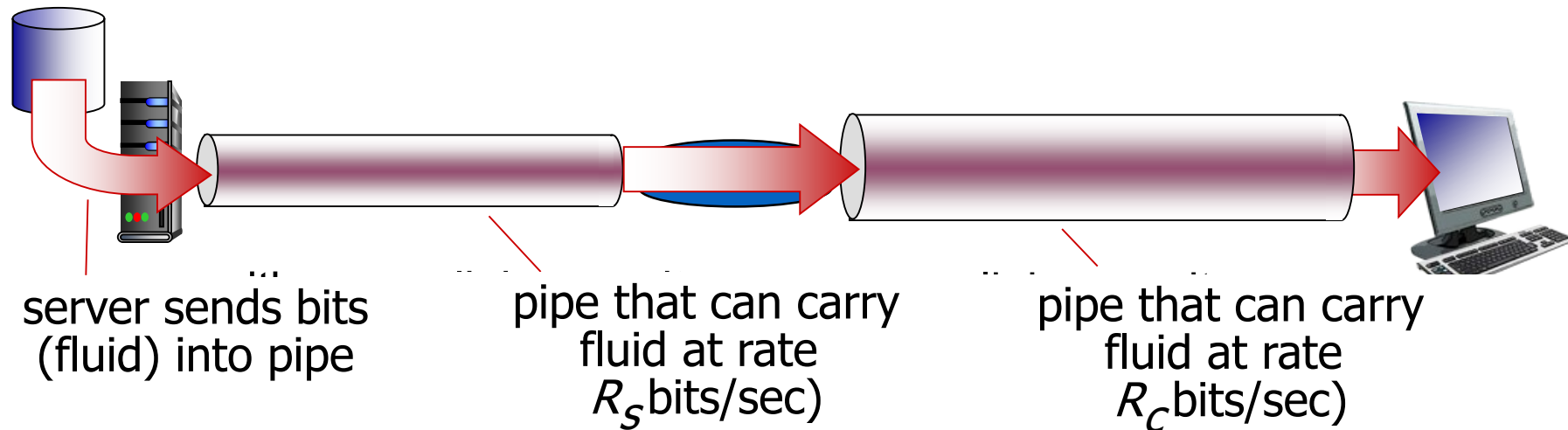




# Throughput



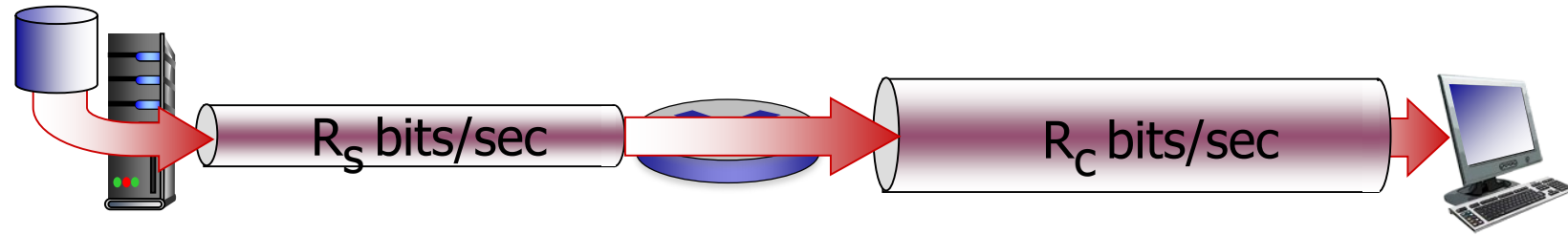
- **Throughput:** Rate (bits/time unit) at which bits transferred between sender/receiver
  - **Instantaneous:** Rate at given point in time
  - **Average:** Rate over longer period of time



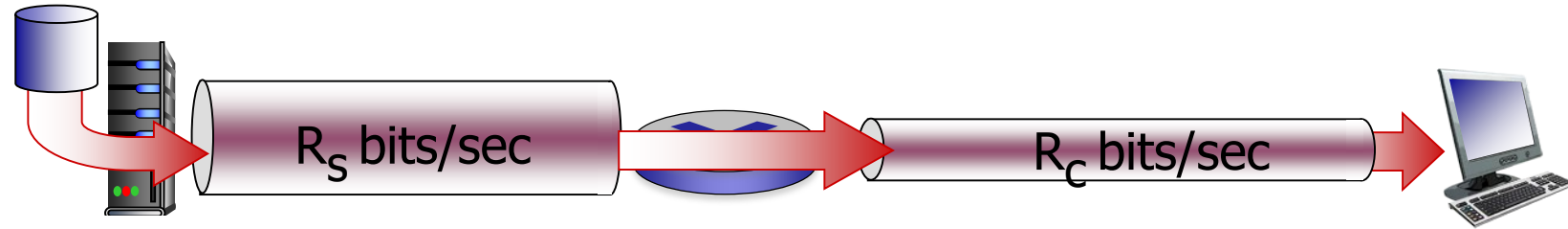


# Throughput (more)

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

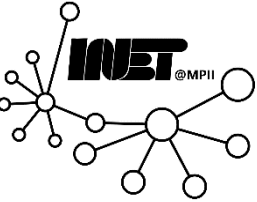


$R_s > R_c$  What is average end-end throughput?



*bottleneck link*

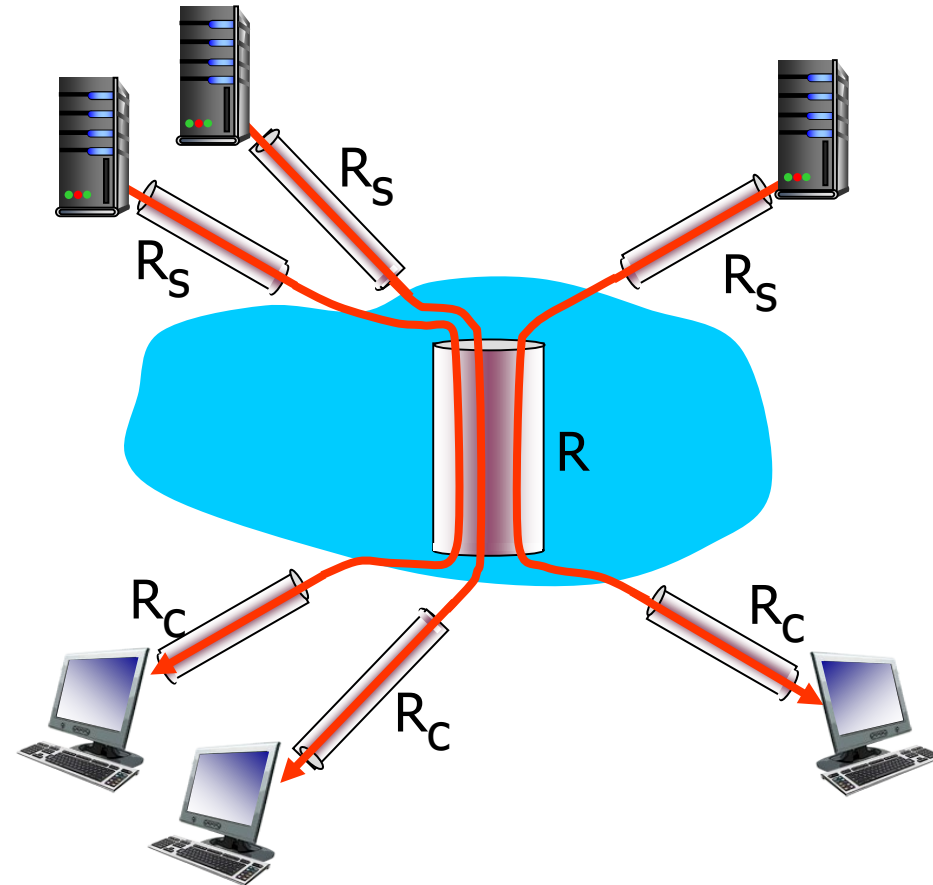
Link on end-end path that constrains end-end throughput



# Throughput: Internet scenario

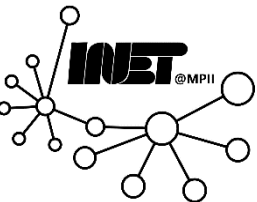


- Per-connection end-end throughput:  
 $\min(R_c, R_s, R/10)$
- In practice:  $R_c$  or  $R_s$  is often bottleneck



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

\* Check out the online interactive exercises for more examples: [http://gaia.cs.umass.edu/kurose\\_ross/interactive/](http://gaia.cs.umass.edu/kurose_ross/interactive/)



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