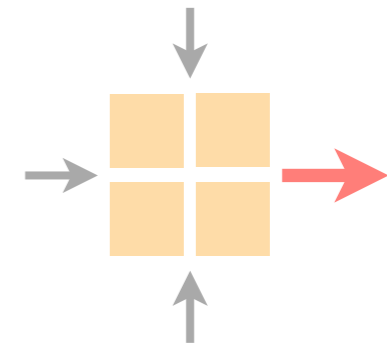


Communication Networks

Spring 2018



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March 19 2018

Materials inspired from Scott Shenker & Jennifer Rexford

Last week on
Communication Networks

Reliable Transport



- 1 **Correctness condition**
if-and-only if again
- 2 **Design space**
timeliness vs efficiency vs ...
- 3 **Examples**
Go-Back-N & Selective Repeat

Reliable Transport



- 1 **Correctness condition**
if-and-only if again

Design space

timeliness vs efficiency vs ...

Examples

Go-Back-N & Selective Repeat

A reliable transport design is correct if...

attempt #4

A packet is **always resent** if
the previous packet was lost or corrupted

A packet **may be resent** at other times

Correct!

Reliable Transport



Correctness condition
if-and-only if again

2 **Design space**
timeliness vs efficiency vs ...

Examples

Go-Back-N & Selective Repeat

To improve timeliness, reliable transport protocols send multiple packets at the same time

approach

add sequence number inside each packet

add buffers to the sender and receiver

sender

store packets sent & not acknowledged

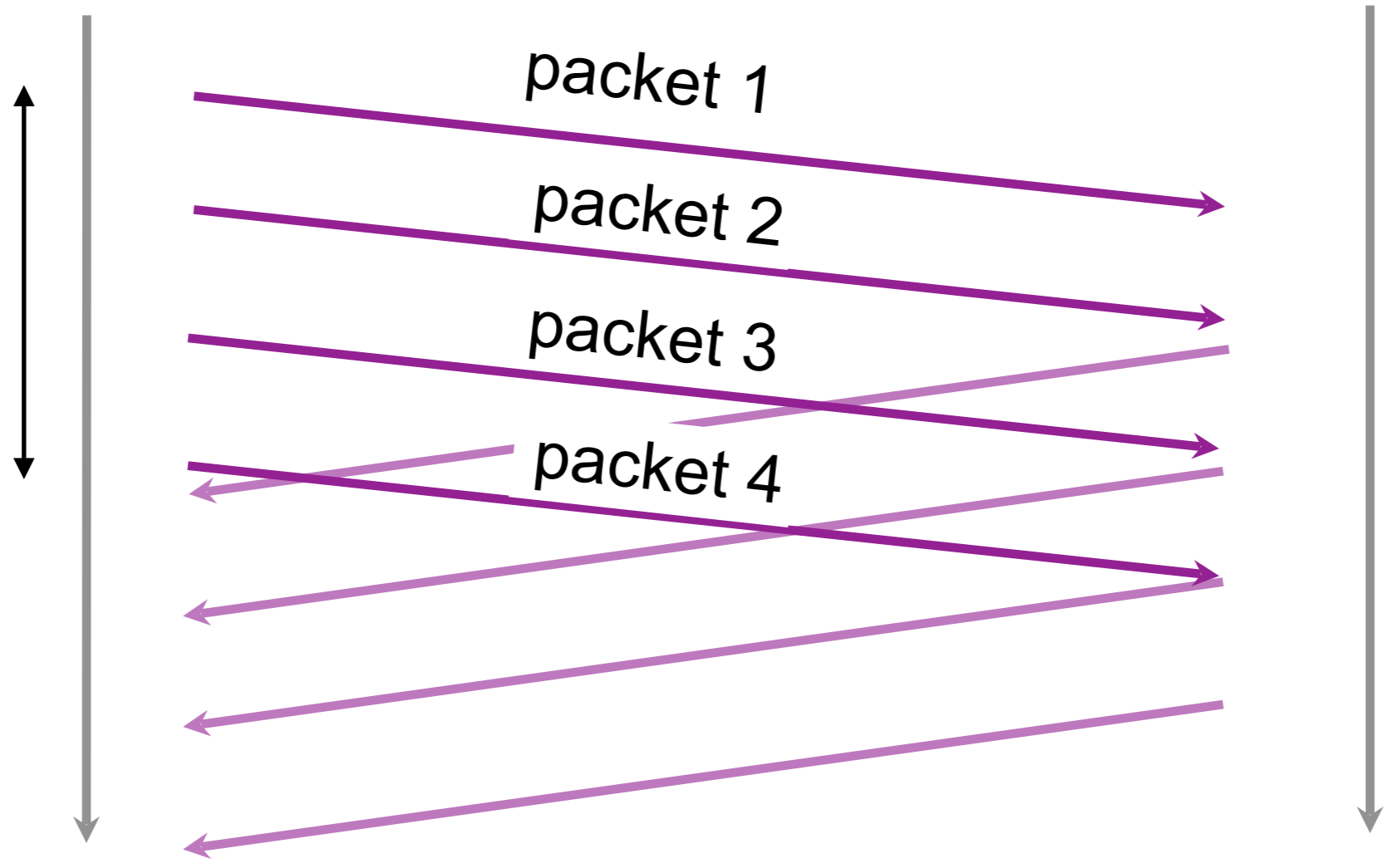
receiver

store out-of-sequence packets received

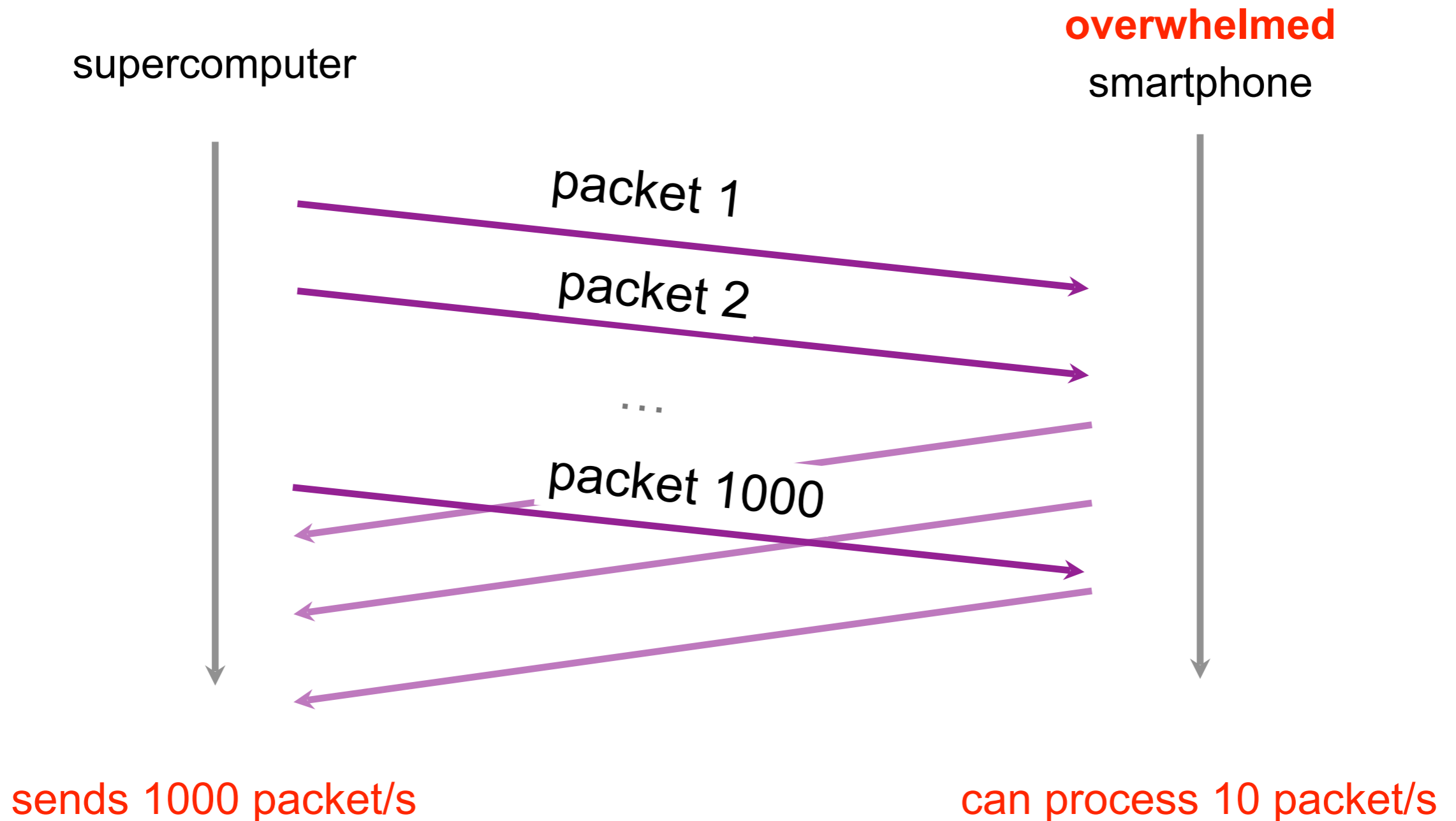
Alice

Bob

4 packets
sent w/o
ACKs



Sending multiple packets improves timeliness,
but it can also overwhelm the receiver



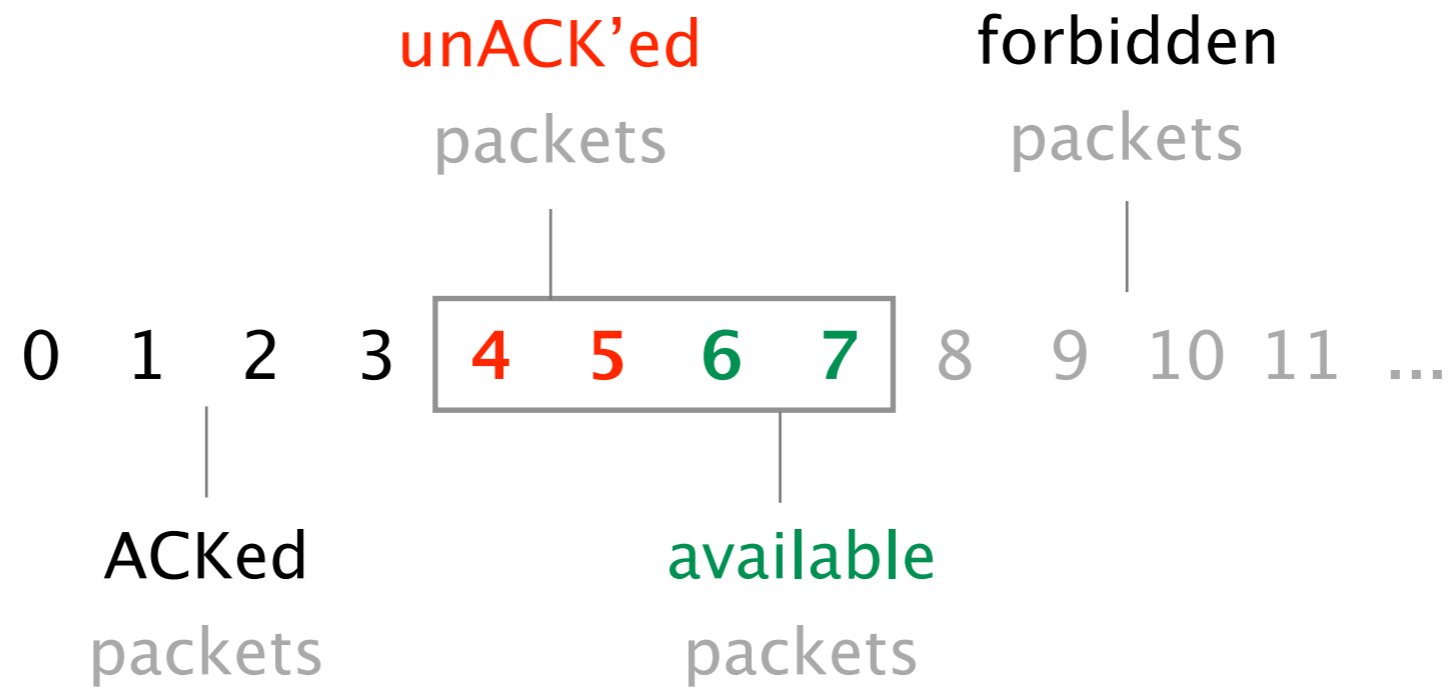
Using a sliding window enables flow control

Sender keeps a list of the sequence # it can send
known as the *sending window*

Receiver also keeps a list of the acceptable sequence #
known as the *receiving window*

Sender and receiver negotiate the window size
sending window \leq *receiving window*

Example with a window composed of 4 packets



The efficiency of our protocol essentially depends on two factors

receiver
feedback

How much information
does the sender get?

behavior
upon losses

How does the sender
detect and react to losses?

What about fairness?

Design a *correct, timely, efficient* and **fair** transport mechanism
knowing that

packets can get

- lost
- corrupted
- reordered
- delayed
- duplicated

When n entities are using our transport mechanism,
we want a fair allocation of the available bandwidth

Seeking an exact notion of fairness is not productive.
What matters is to avoid starvation.

equal per flow is good enough for this

Intuitively, we want to give users with "small" demands what they want, and evenly distributes the rest

Max-min fair allocation is such that

the lowest demand is maximized

after the lowest demand has been satisfied,
the second lowest demand is maximized

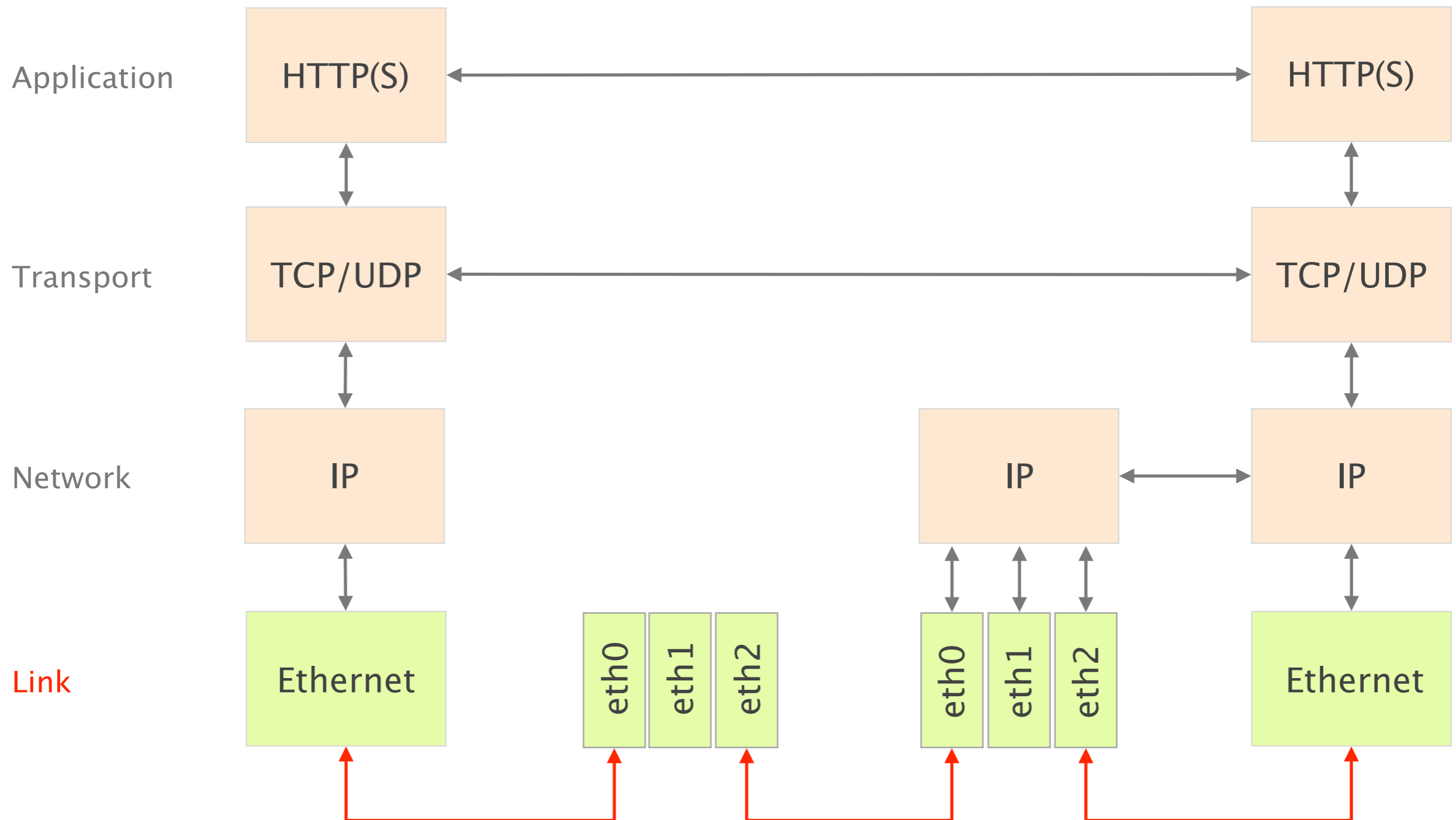
after the second lowest demand has been satisfied,
the third lowest demand is maximized

and so on...

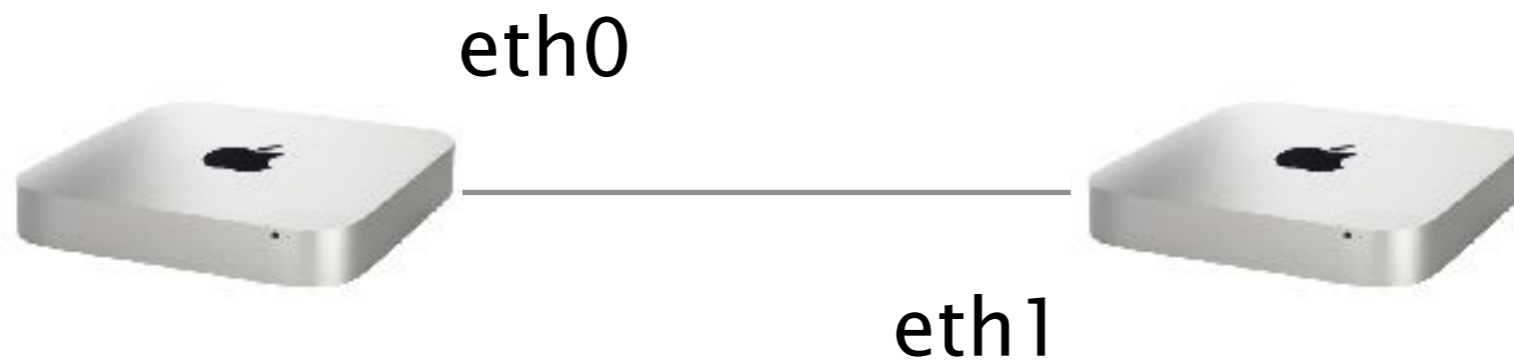
This week on
Communication Networks

This week we start speaking about
How the Internet actually works

We'll do that layer-by-layer, bottom-up, starting with the Link layer



How do **local** computers communicate?



Communication Networks

Part 2: The Link Layer



- #1 What is a link?
- #2 How do we identify link adapters?
- #3 How do we share a network medium?
- #4 What is Ethernet?
- #5 How do we interconnect segments at the link layer?

Communication Networks

Part 2: The Link Layer



#1

What is a link?

How do we identify link adapters?

How do we share a network medium?

What is Ethernet?

How do we interconnect segments at the link layer?

Link

Communication
medium

and

Network
adapter



Wifi



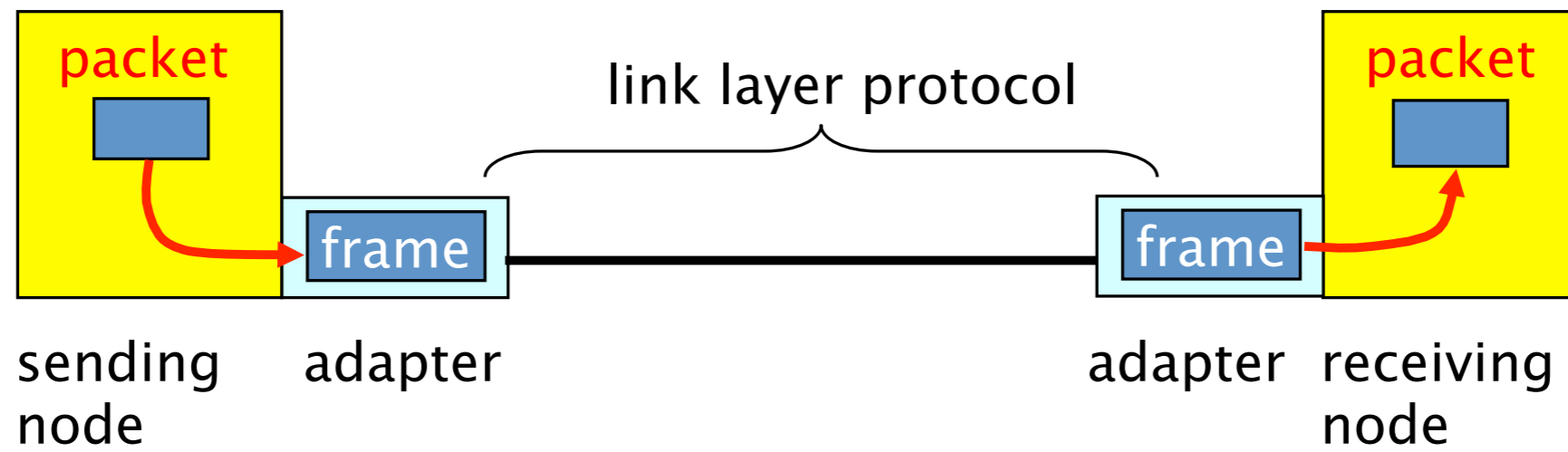
Ethernet



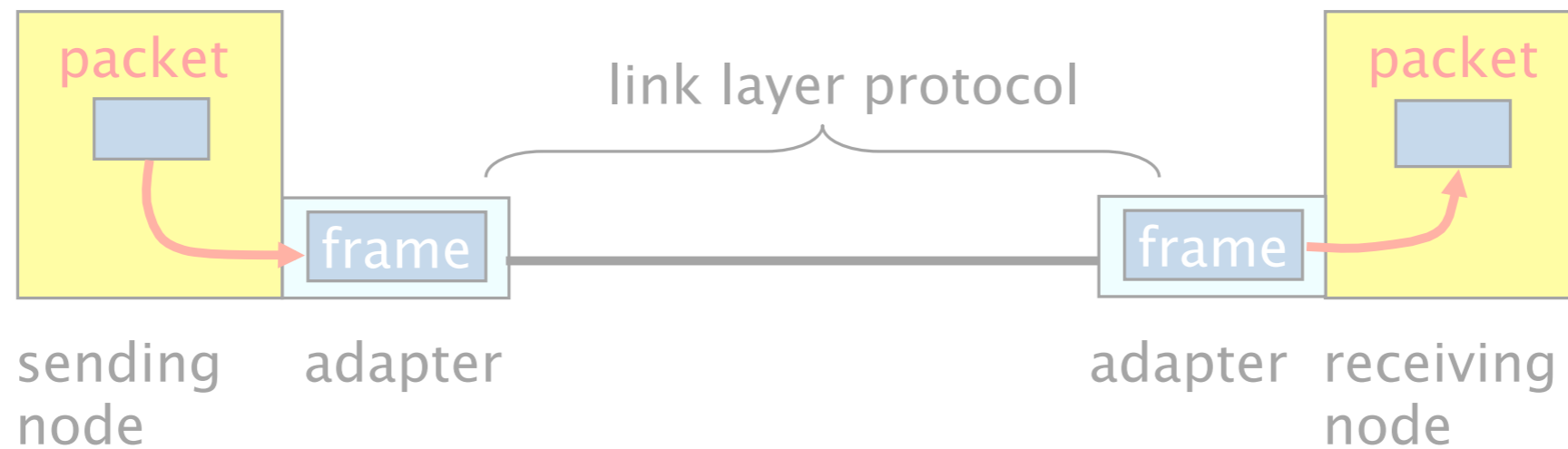
Fiber



Network adapters communicate together through the medium



Network adapters communicate together through the medium



sender

encapsulate packets
in a frame

add error checking bits,
flow control, ...

receiver

look for errors,
flow control, ...

extract packet and
passes it to the network layer

The Link Layer provides a best-effort delivery service to the Network layer

L3	Network	global best-effort delivery
L2	Link	local best-effort delivery
L1	Physical	physical transfer of bits

The Link Layer provides a best-effort delivery service to the Network layer, **composed of 5 sub-services**

encoding

represents the 0s and the 1s

framing

encapsulate packet into a frame
adding header and trailer

error detection

detects errors with checksum

error correction

optionally correct errors

flow control

pace sending and receiving node

Communication Networks

Part 2: The Link Layer



What is a link?

#2

How do we identify link adapters?

How do we share a network medium?

What is Ethernet?

How do we interconnect segments at the link layer?

Medium Access Control addresses

MAC addresses...

MAC addresses...

identify the sender & receiver adapters
used within a link

are uniquely assigned
hard-coded into the adapter when built

use a flat space of 48 bits
allocated hierarchically

MAC addresses are hierarchically allocated

34:36:3b:d2:8a:86

The **first** 24 bits blocks are assigned to network adapter vendor by the IEEE

34:36:3b:d2:8a:86

Apple, Inc.
1 Infinite Loop
Cupertino CA 95014
US

see <http://standards-oui.ieee.org/oui/oui.txt>

The **second** 24 bits block is assigned by the vendor to each network adapter

34:36:3b:d2:8a:86

assigned by Apple
to my adapter

The address with all bits set to 1 identifies the broadcast address

`ff:ff:ff:ff:ff:ff`

enables to send a frame to *all* adapters on the link

By default, adapters only decapsulates frames addressed to the local MAC or the broadcast address

The promiscuous mode enables to decapsulate *everything*, independently of the destination MAC

Why don't we simply use IP addresses?

Links can support any protocol (not just IP)
different addresses on different kind of links

Adapters may move to different locations
cannot assign static IP address, it has to change

Adapters must be identified during bootstrap
need to talk to an adapter to give it an IP address

Adapters must be identified during bootstrap
need to talk to an adapter to give it an IP address

You need to solve two problems when you bootstrap an adapter

Who am I?

MAC-to-IP binding

How do I acquire an IP address?

Who are you?

IP-to-MAC binding

Given an IP address reachable on a link,
How do I find out what MAC to use?

Who am I?

MAC-to-IP binding

How do I acquire an IP address?

Dynamic Host Configuration Protocol

Who are you?

IP-to-MAC binding

Given an IP address reachable on a link,

How do I find out what MAC to use?

Address Resolution Protocol

Network adapters traditionally acquire an IP address using the Dynamic Host Configuration Protocol (DHCP)

Every connected device needs an IP address...



Newark Airport...

source: <http://i.imgur.com/m1SQa6W.jpg>



34:36:3b:d2:8a:10

no ip :(



34:36:3b:d2:8a:86

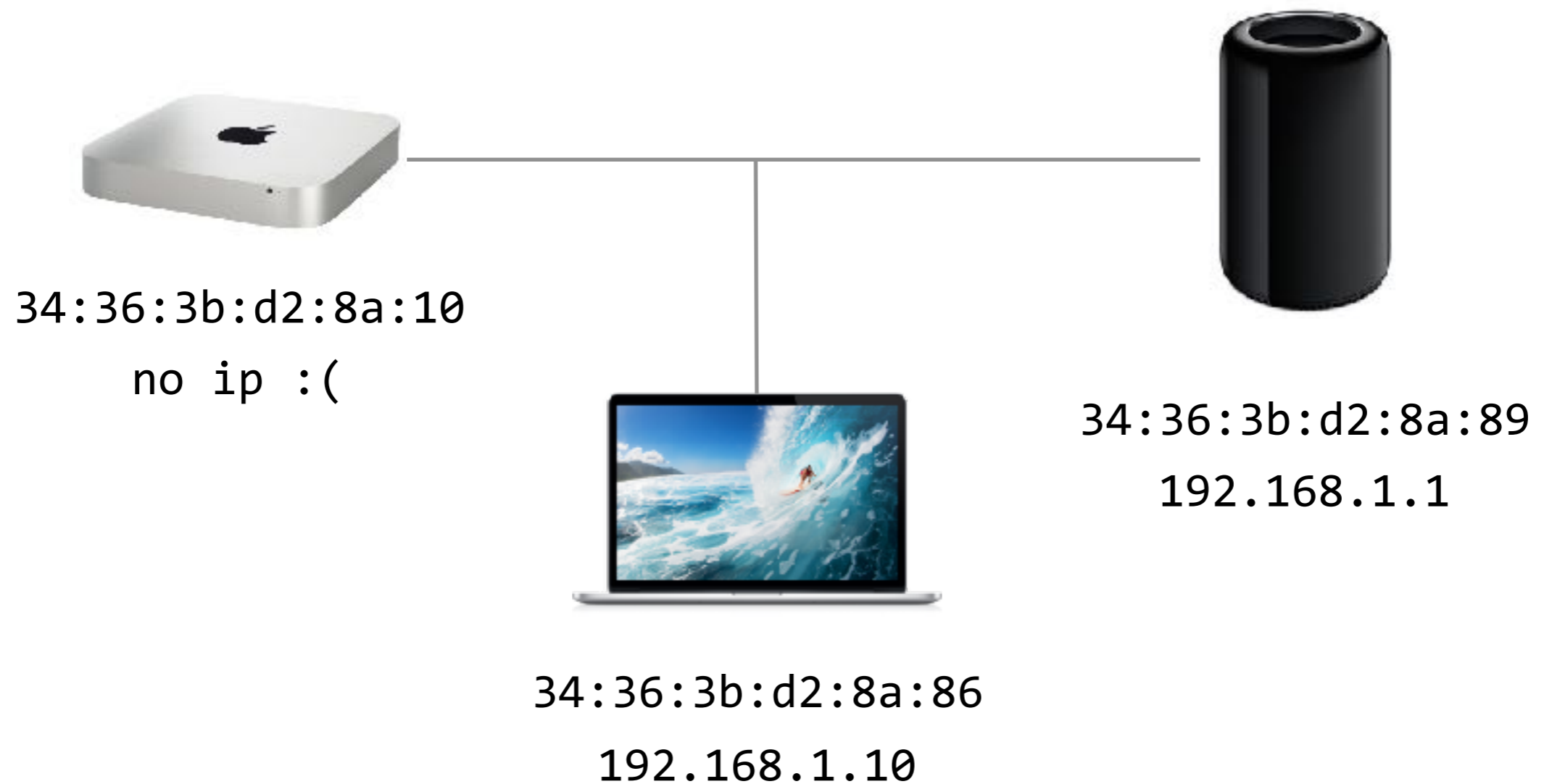
192.168.1.10



34:36:3b:d2:8a:89

192.168.1.1

Host sends an “IP request” to everyone on the link using the broadcast address



DHCP discovery

```
dstmac ff:ff:ff:ff:ff:ff  
payload I want an IP
```



34:36:3b:d2:8a:10
no ip :(

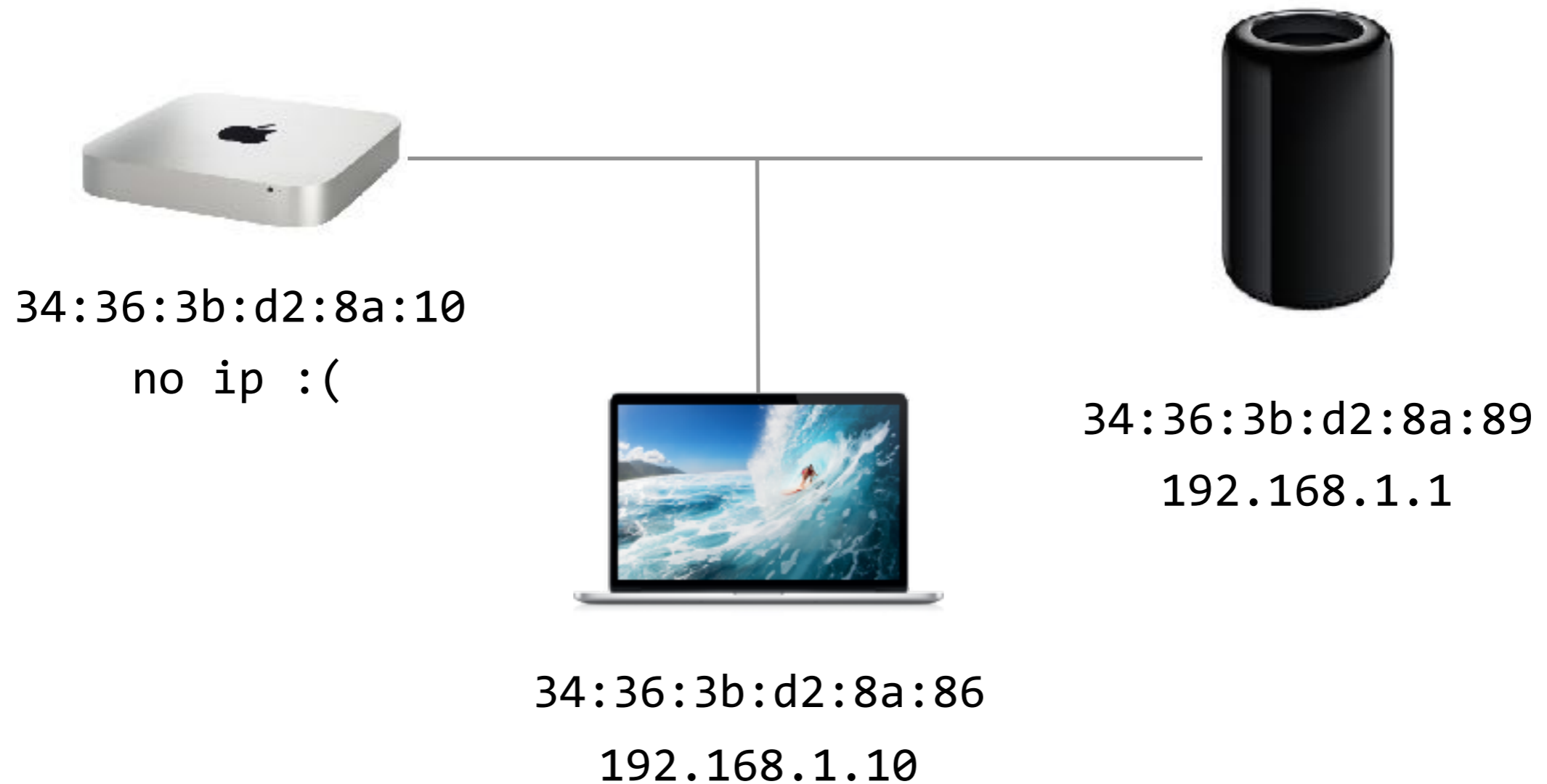


34:36:3b:d2:8a:86
192.168.1.10



34:36:3b:d2:8a:89
192.168.1.1

DHCP server (if any)
answers with an IP address



DHCP offer

```
dstmac 34:36:3b:d2:8a:10  
payload use 192.168.1.9
```



34:36:3b:d2:8a:10
no ip :(



34:36:3b:d2:8a:89
192.168.1.1



34:36:3b:d2:8a:86
192.168.1.10



34:36:3b:d2:8a:10

192.168.1.9



34:36:3b:d2:8a:86

192.168.1.10



34:36:3b:d2:8a:89

192.168.1.1

The Address Resolution Protocol (ARP) enables a host to discover the MAC associated to an IP



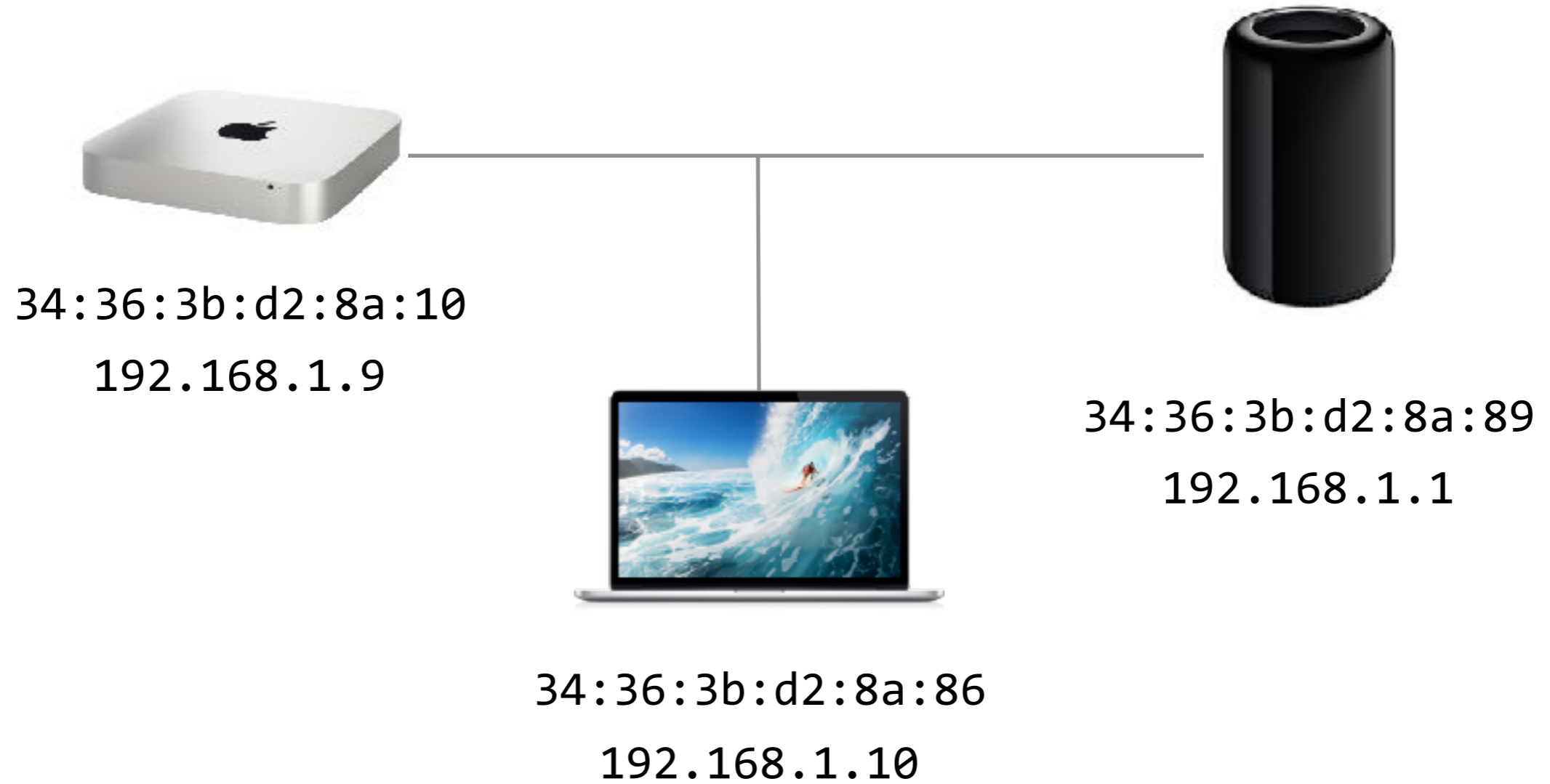
34:36:3b:d2:8a:10
192.168.1.9



34:36:3b:d2:8a:86
192.168.1.10



34:36:3b:d2:8a:89
192.168.1.1



I want to send an IP packet
to 192.168.1.10?

What destination MAC do I use?!



34:36:3b:d2:8a:10
192.168.1.9



34:36:3b:d2:8a:86
192.168.1.10



34:36:3b:d2:8a:89
192.168.1.1

ARP request

```
dstmac  ff:ff:ff:ff:ff:ff  
payload Who has 192.168.1.10?  
Tell 192.168.1.9
```



34:36:3b:d2:8a:10
192.168.1.9



34:36:3b:d2:8a:86
192.168.1.10



34:36:3b:d2:8a:89
192.168.1.1



34:36:3b:d2:8a:10
192.168.1.9



34:36:3b:d2:8a:86
192.168.1.10

ARP reply ↑

dstmac	34:36:3b:d2:8a:10
payload	192.168.1.10 is at 34:36:3b:d2:8a:86

ARP table

192.168.1.10	34:36:3b:d2:8a:86
...	...



34:36:3b:d2:8a:10
192.168.1.9



34:36:3b:d2:8a:86
192.168.1.10



34:36:3b:d2:8a:89
192.168.1.1

Communication Networks

Part 2: The Link Layer



What is a link?

How do we identify link adapters?

#3

How do we share a network medium?

What is Ethernet?

How do we interconnect segments at the link layer?

Some medium are **multi-access**:

>1 host can communicate at the same time

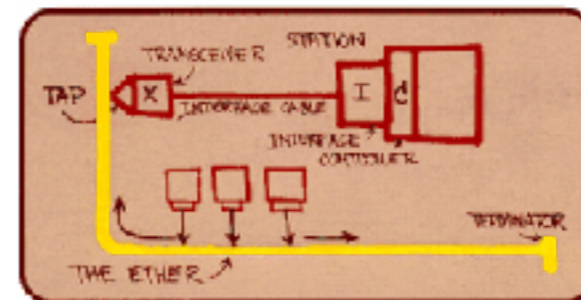
Some medium are **multi-access**:
>1 host can communicate at the same time



Wireless
networks



Satellite
networks



Ethernet
networks



Cellular
networks

Some medium are **multi-access**:

>1 host can communicate at the same time

Problem

collisions lead
to garbled data

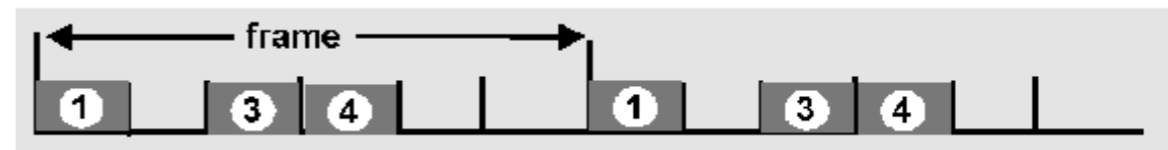
Solution

distributed algorithm
for sharing the channel

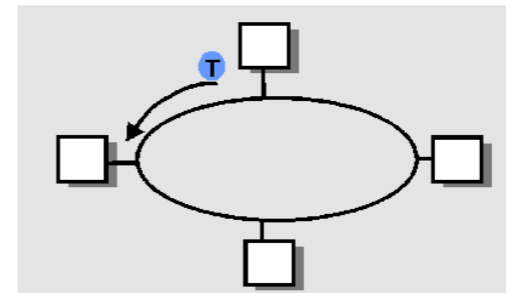
When can each node transmit?

Essentially, there are three techniques to deal with Multiple Access Control (MAC)

Divide the channel into pieces either in time or in frequency



Take turns
pass a token for the right to transmit



Random access
allow collisions, detect them and then recover

Now, it's your turn



...to design a Random Access Protocol

instructions given in class

Communication Networks

Part 2: The Link Layer



What is a link?

How do we identify link adapters?

How do we share a network medium?

#4

What is Ethernet?

How do we interconnect segments at the link layer?

Ethernet...

was invented as a broadcast technology

each packet was received by all attached hosts

is now *the* dominant wired LAN technology

by far the most widely used

has managed to keep up with the speed race

from 10 Mbps to 400 Gbps (next goal: 1 Tbps!)

Ethernet offers an unreliable, connectionless service

unreliable

Receiving adapter does not acknowledge anything

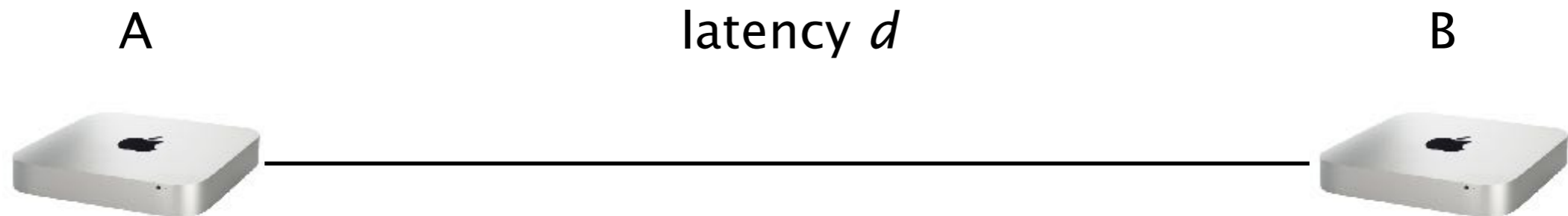
Packets passed to the network layer can have gaps
which can be filled by the transport protocol (TCP)

connectionless

No handshaking between the send and receive adapter

“Traditional” Ethernet relies on CSMA/CD

CSMA/CD imposes limits on the network length



Suppose A sends a packet at time t

B sees an idle line just before $t+d$ and sends a packet

Effect

B would detect a collision and sends a jamming signal

A can detect the collision only after $t+2d$

For this reason, Ethernet imposes a minimum packet size (512 bits)

This imposes restriction on the length of the network

$$\begin{aligned} \text{Network length} &= \frac{\text{min_frame_size} * \text{speed of light}}{2 * \text{bandwidth}} \\ [\text{m}] & \\ &= 768 \text{ meters} \quad \text{for 100 Mbps} \end{aligned}$$

What about for 1 Gbps, 10 Gbps, 100 Gbps?

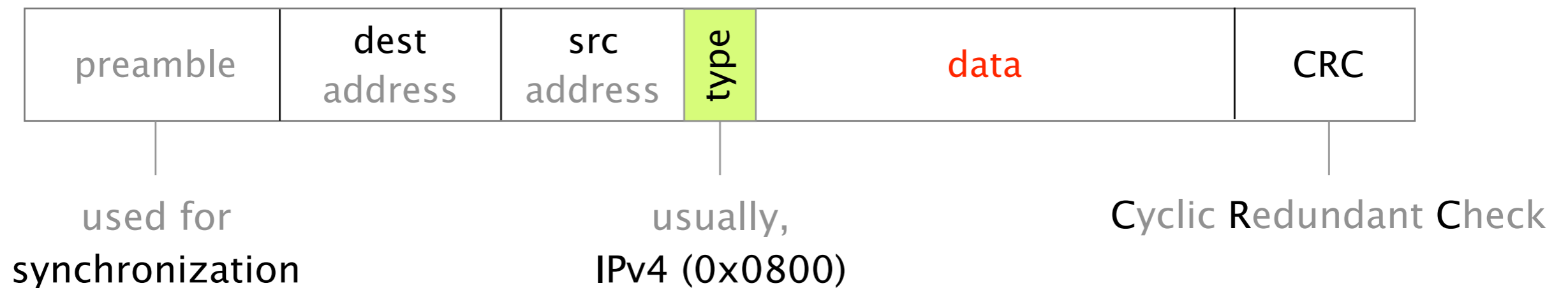
Modern Ethernet links interconnects *exactly* two hosts, in full-duplex, **rendering collisions impossible!**

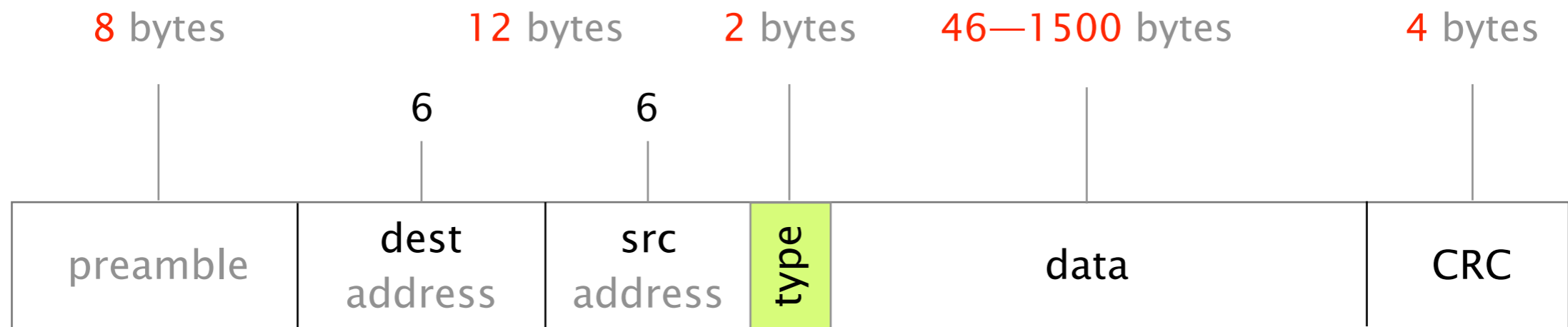
CSMA/CD is only needed for half-duplex communications
10 Gbps Ethernet does not even allow half-duplex anymore

This means the 64 bytes restriction is not strictly needed
but IEEE chose to keep it

Multiple Access Protocols are still important for Wireless
important concepts to know in practice

The Ethernet header is simple,
composed of 6 fields only





Ethernet efficiency (payload/tot. frame size): ~97.5%

Maximum throughput for 100 Mbps: ~97.50 Mbps

Communication Networks

Part 2: The Link Layer



What is a link?

How do we identify link adapters?

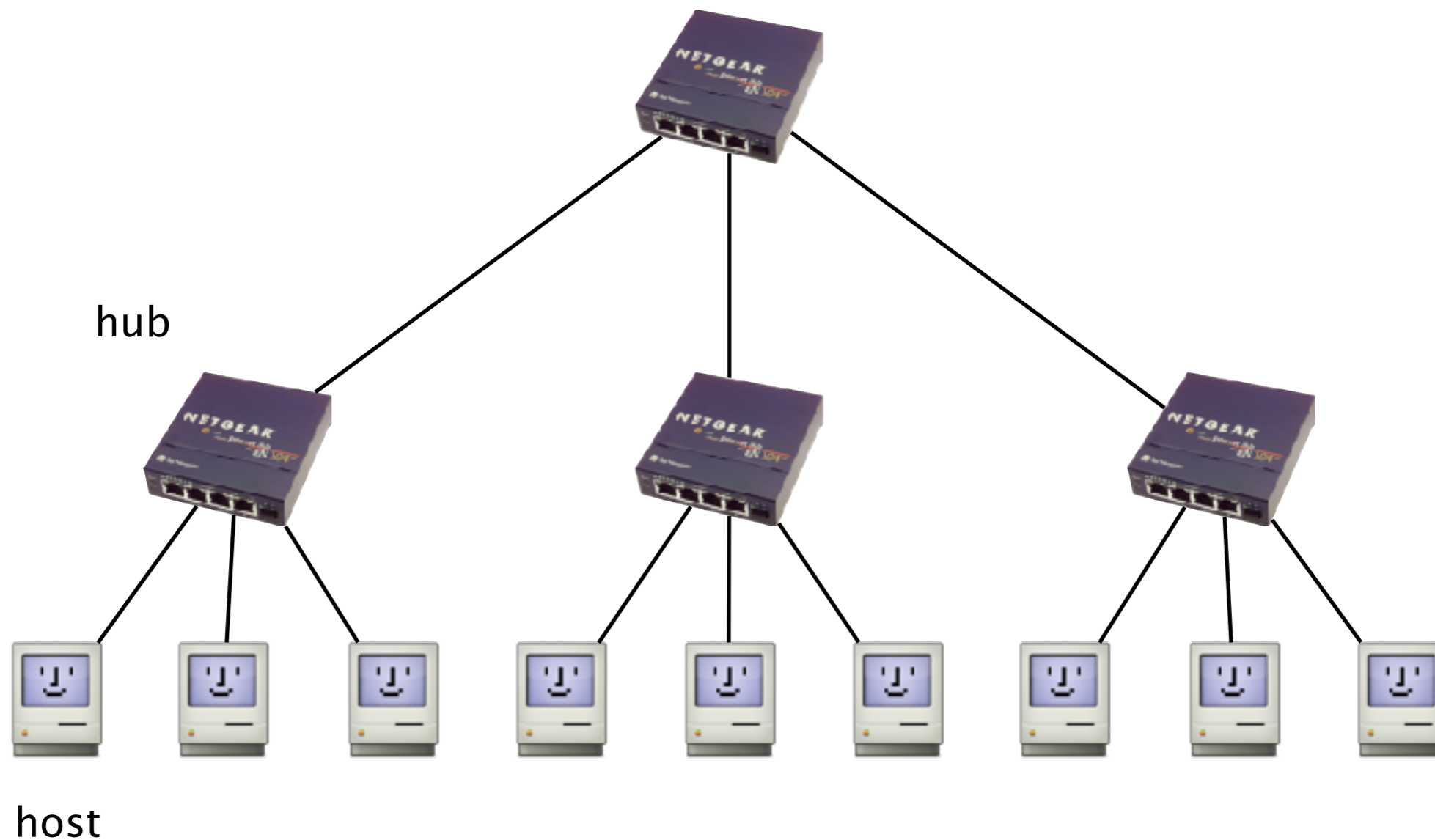
How do we share a network medium?

What is Ethernet?

#5

How do we interconnect segments at the link layer?

Historically, people connected Ethernet segments together at the physical level using **Ethernet hubs**



Hubs work by repeating bits from one port to all the other ones

Hubs are now

OBSOLETE

advantages

simple, cheap

disadvantages

inefficient, each bit is sent everywhere
limits the aggregate throughput

limited to one LAN technology
can't interconnect different rates/formats

limited number of nodes and distances
cannot go beyond 2500m on Ethernet

Local Area Networks are now almost exclusively composed of Ethernet switches

Switches connect two or more LANs together
at the Link layer, acting as L2 gateways

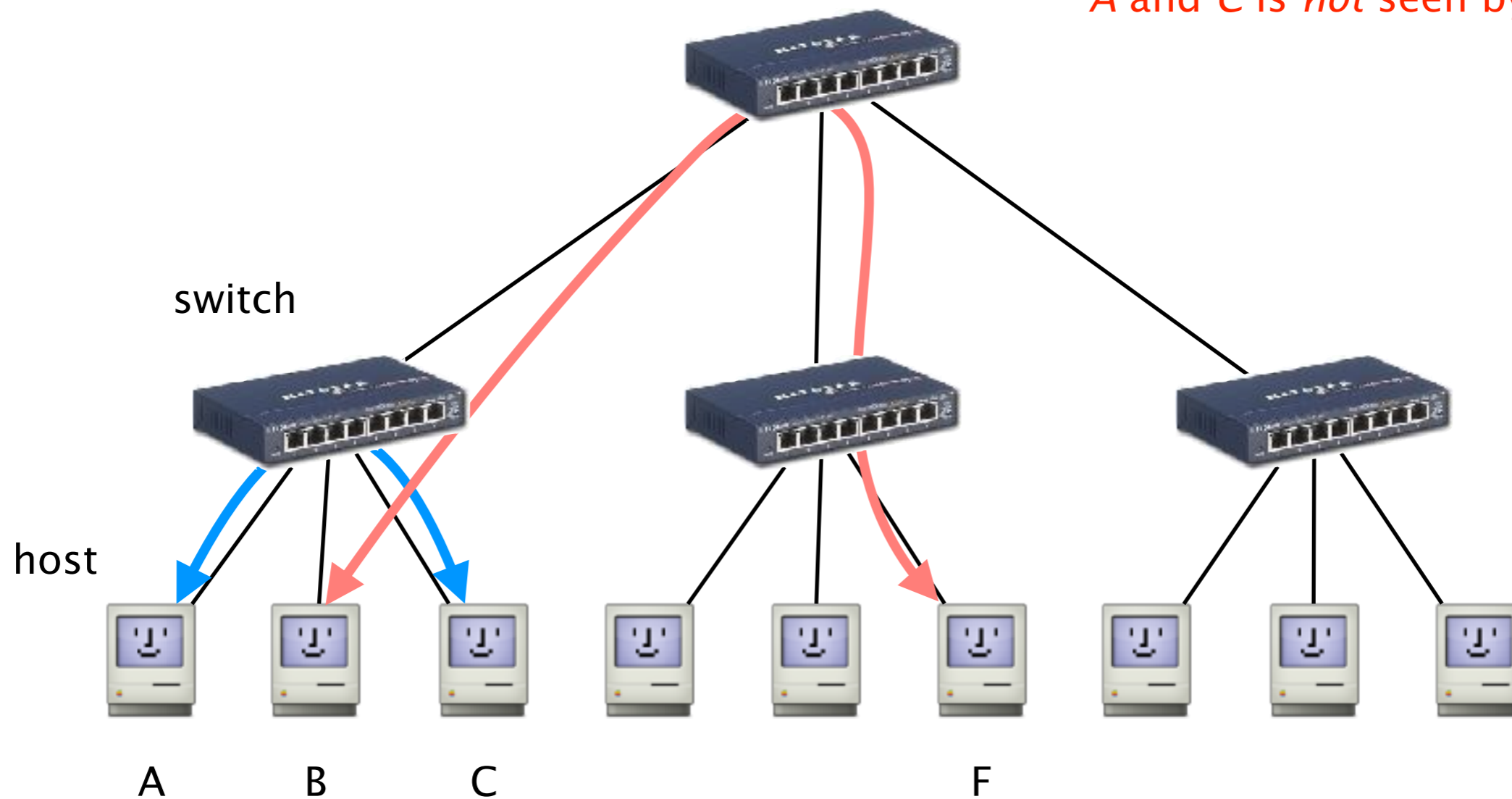
Switches are “store-and-forward” devices, they

- extract the destination MAC from the frame
- look up the MAC in a table (using exact match)
- forward the frame on the appropriate interface

Switches are similar to IP routers,
except that they operate one layer below

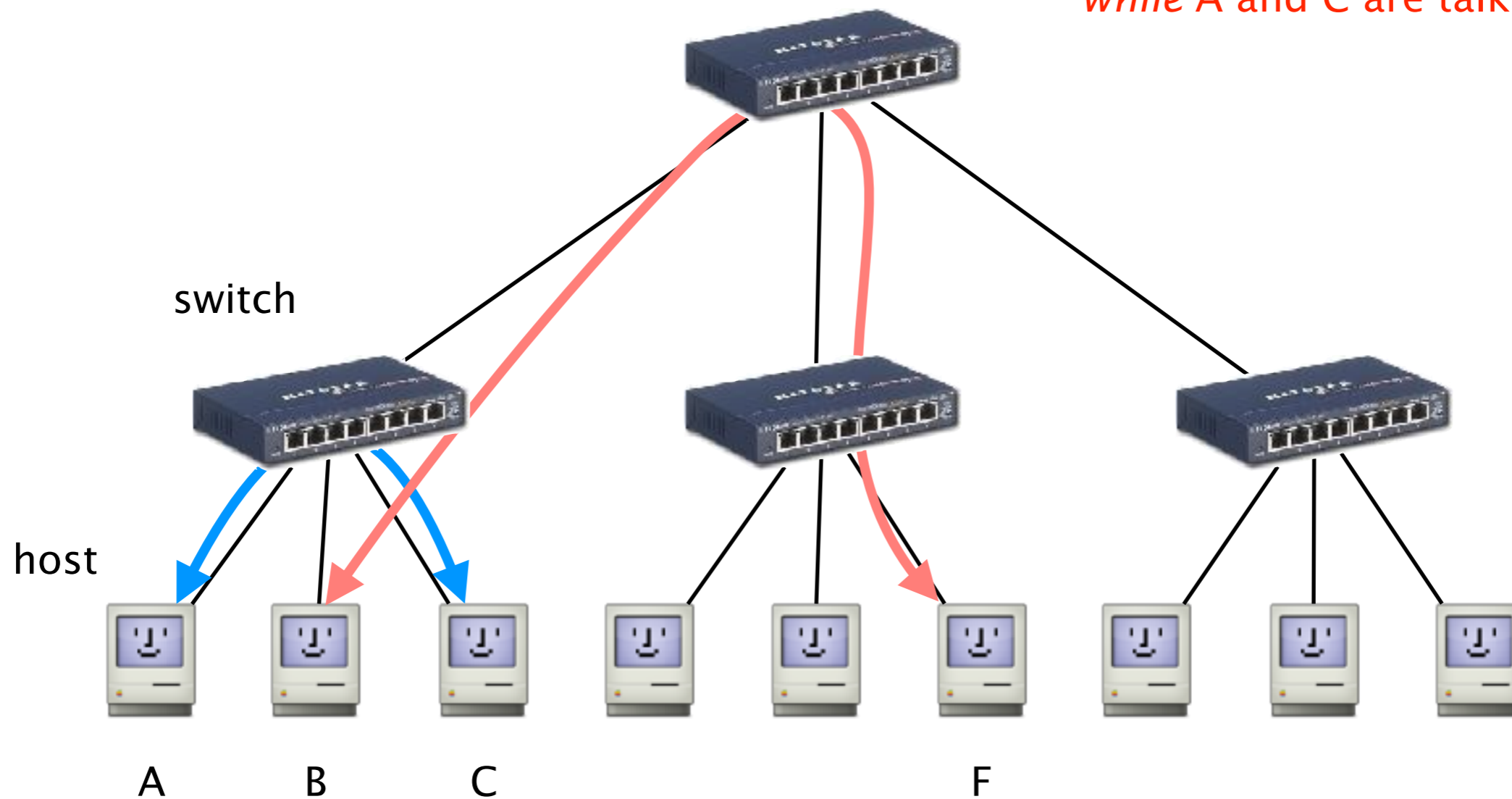
Unlike with hubs, switches enable each LAN segment to carry its own traffic

unicast traffic between *A* and *C* is *not* seen by *F*



Unlike with hubs,
switches supports concurrent communication

B and F can talk to each other,
while A and C are talking



The advantages of switches are numerous

advantages

only forward frames where needed

avoids unnecessary load on segments

join segment using different technologies

improved privacy

host can just snoop traffic traversing their segment

wider geographic span

separates segments allow longer distance

Switches are plug-and-play devices,
they build their forwarding table on their own

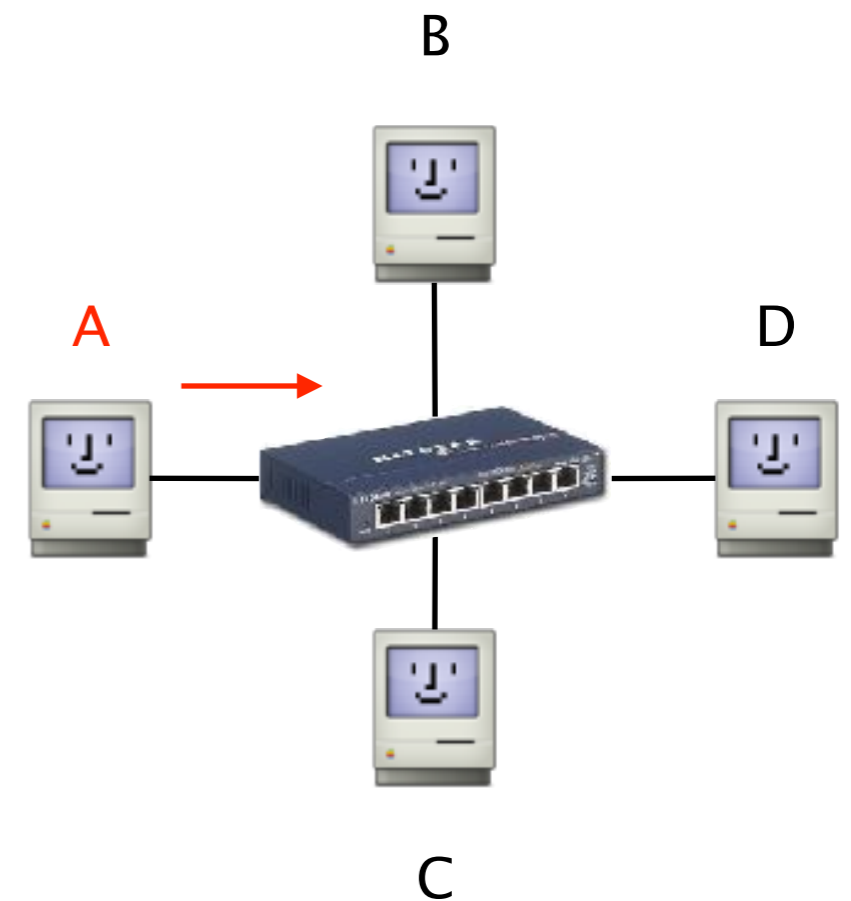
Switches are “store-and-forward” devices, they

- extract the destination MAC from the frame
- look up the MAC in a table (using exact match)
- forward the frame on the appropriate interface

Switches are plug-and-play devices, they build their forwarding table on their own

When a frame arrives:

- inspect the source MAC address
- associate the address with the port
- store the mapping in the switch table
- launch a timer to eventually forget the mapping



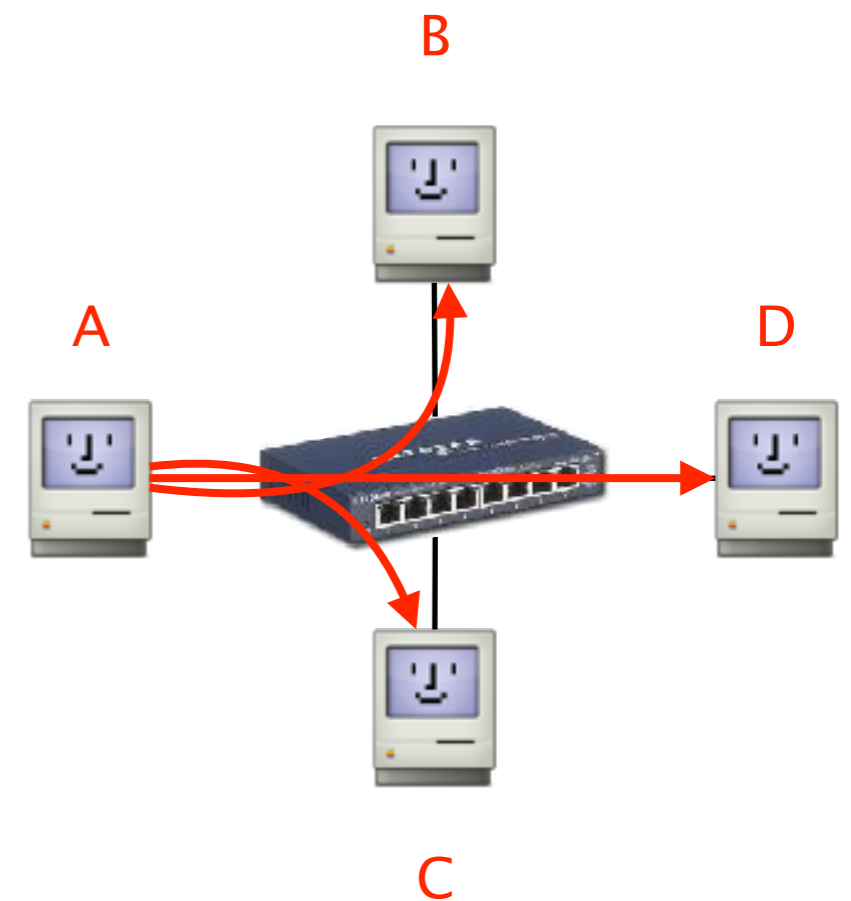
switch learns how to reach A

In cases of misses,
switches simply floods the frames

When a frame arrives with **an unknown destination**

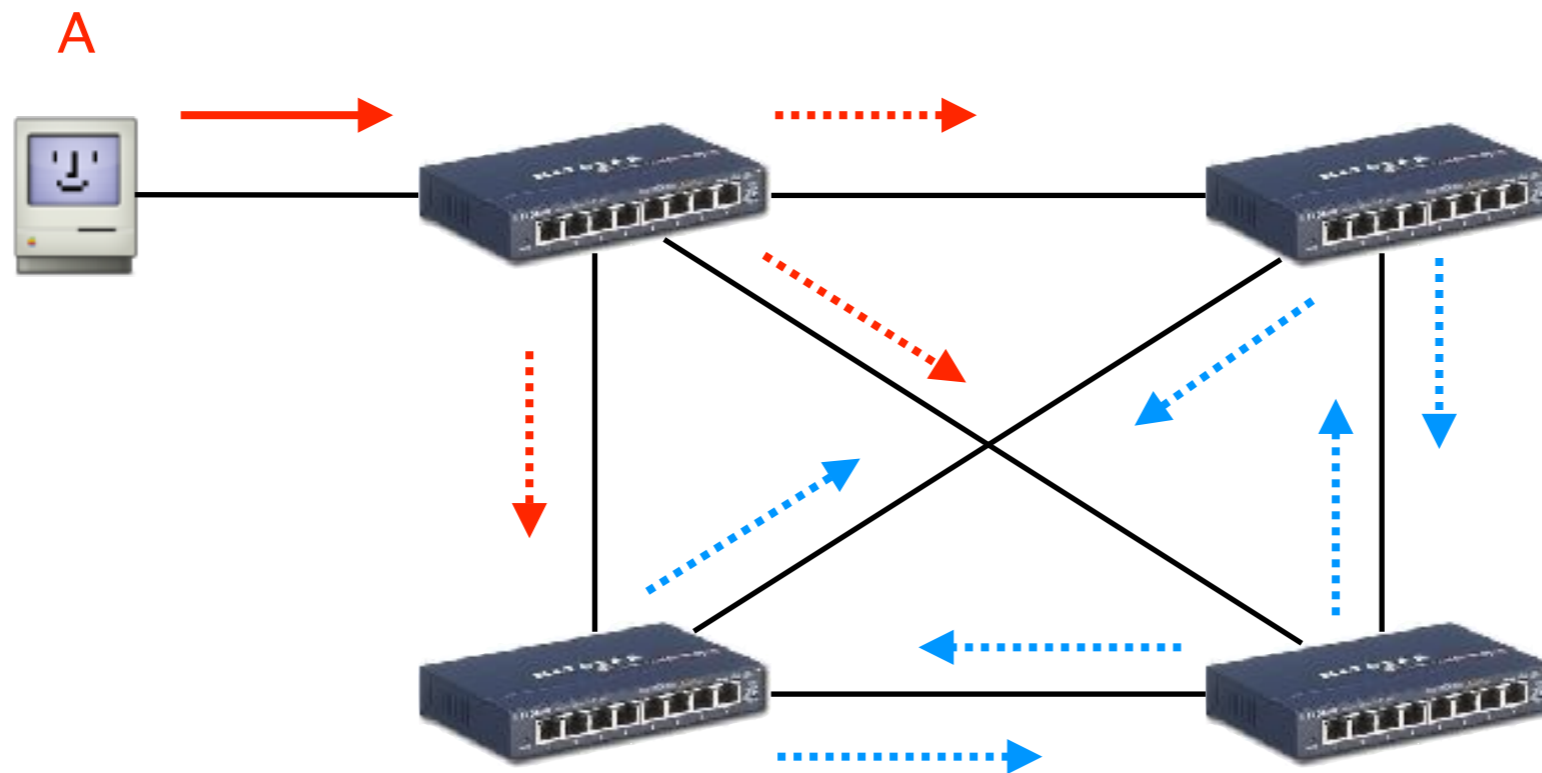
- forward the frame **out of all interfaces**
except for the one where the frame arrived

Hopefully, this is an unlikely event



when in doubt, **shout!**

While flooding enables automatic discovery of hosts, it also creates problems when the network has loops



Each frame leads to the creation of *at least two new frames!*
exponential increase, with no TTL to remove looping frames...

While loops create major problems,
networks need redundancy for tolerating failures!

solution

Reduce the network
to one logical spanning tree

Upon failure,
automatically rebuild a spanning tree

In practice, switches run
a *distributed* Spanning-Tree Protocol (STP)



Algorhyme

I think that I shall never see
A graph more lovely than a tree.
A tree whose crucial property
Is loop-free connectivity.

A tree that must be sure to span
So packets can reach every LAN.
First, the root must be selected.
By ID, it is elected.

Least-cost paths from root are traced.
In the tree, these paths are placed.
A mesh is made by folks like me,
Then bridges find a spanning tree.

— *Radia Perlman*

A tree that must be sure to span
So packets can reach every LAN.

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Then bridges find a spanning tree.

Constructing a Spanning Tree in a nutshell

Switches...

elect a root switch

the one with the smallest identifier

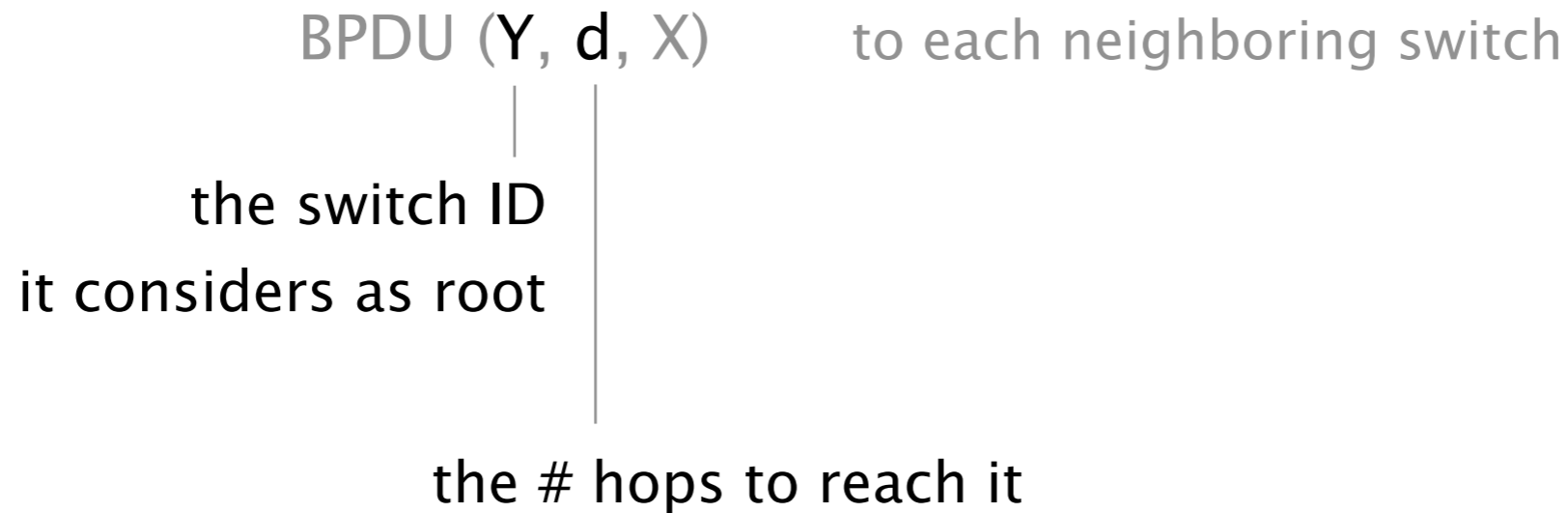
determine if each interface is

on the shortest-path from the root

and disable it if not

For this switches exchange Bridge Protocol Data Unit (BDPU) messages

Each switch X iteratively sends



initially

Each switch proposes itself as root

sends $(X,0,X)$ on all its interfaces

Upon receiving (Y, d, X) , checks if Y is a better root

if so, considers Y as the new root, flood updated message

Switches compute their distance to the root, for each port

simply add 1 to the distance received, if shorter, flood

Switches disable interfaces not on shortest-path

tie-breaking

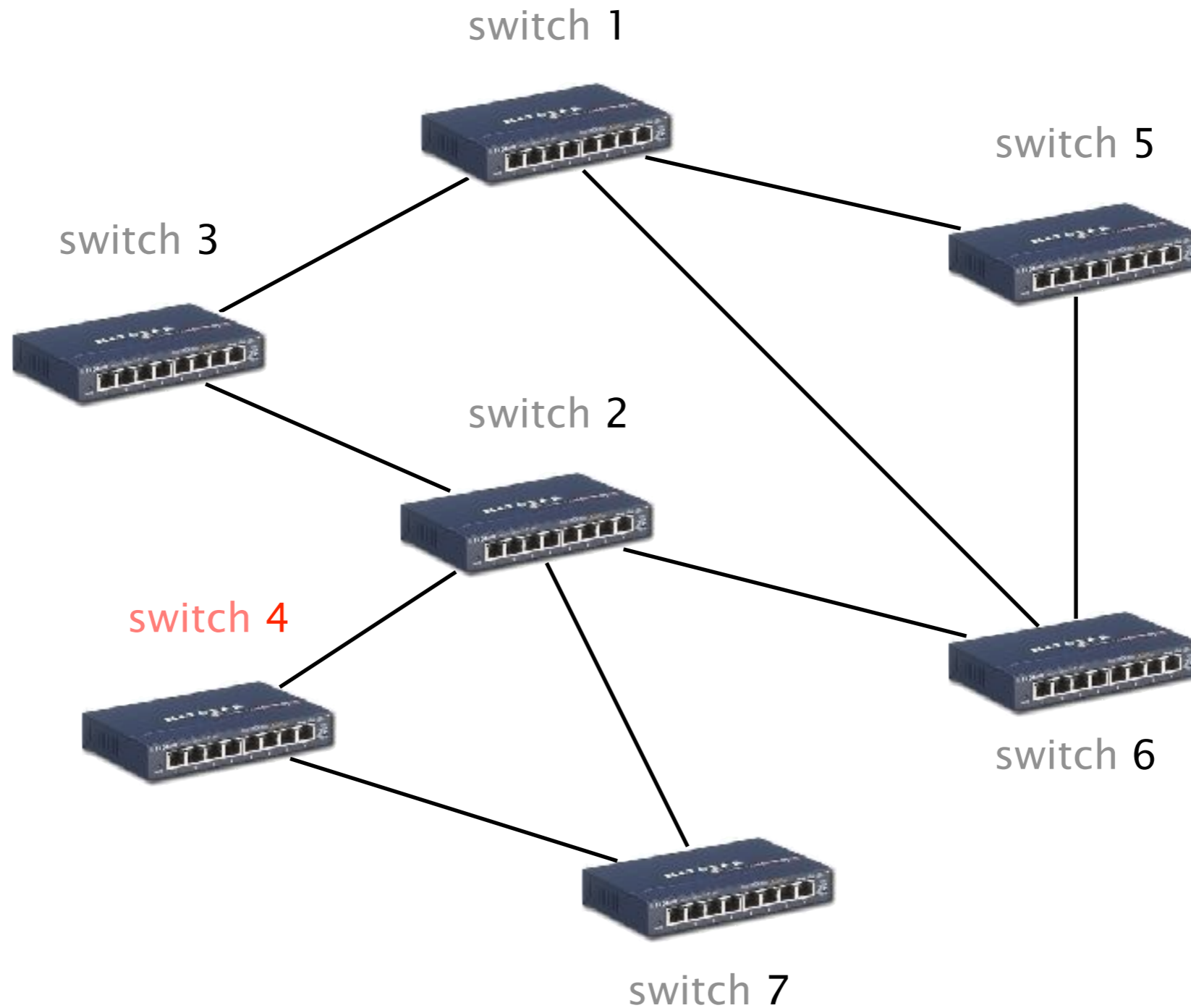
Upon receiving \neq BPDUs from \neq switches with $=$ cost

Pick the BPDU with the lower switch sender ID

Upon receiving \neq BPDUs from a neighboring switch

Pick the BPDU with the lowest port ID (e.g. port 2 < port 3)

Apply the algorithm starting with switch 4



To be robust, STP must react to failures

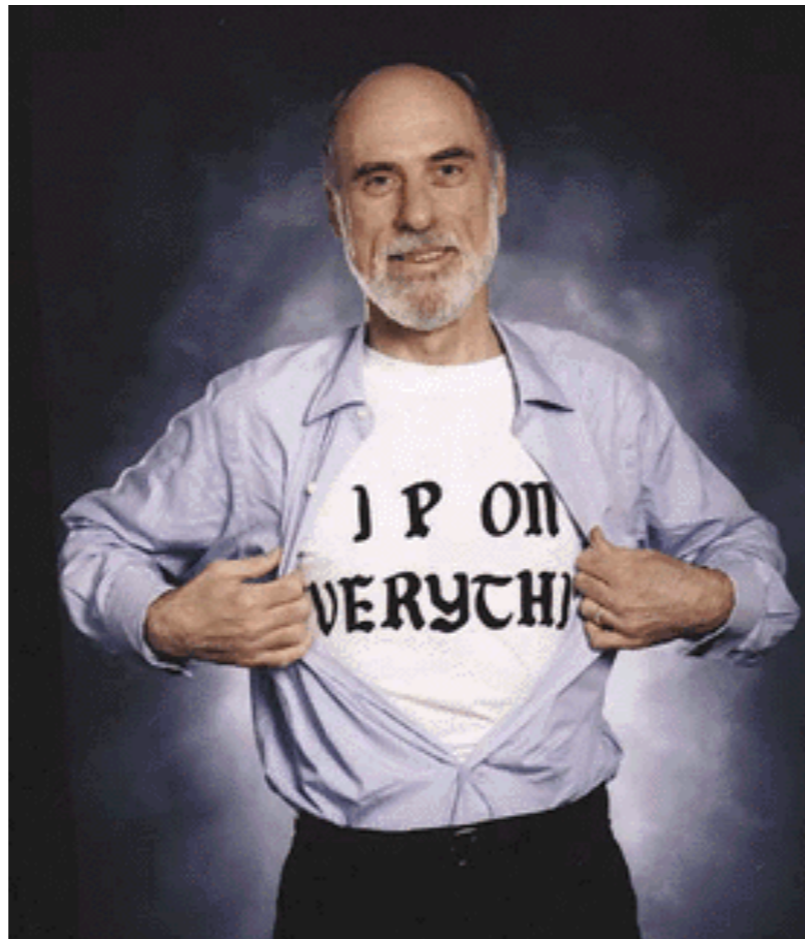
Any switch, link or port can fail
including the root switch

Root switch continuously sends messages
announcing itself as the root (1,0,1), others forward it

Failures is detected through timeout (soft state)
if no word from root in X , times out and claims to be the root

Next week on Communication Networks

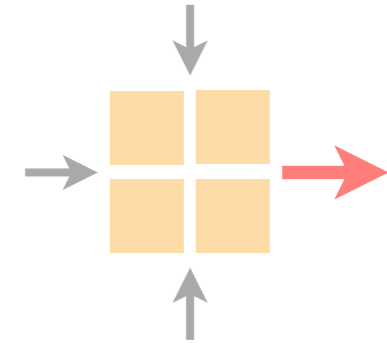
Ethernet (end) + Internet Protocol (IP)



source: Boardwatch Magazine

Communication Networks

Spring 2018



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